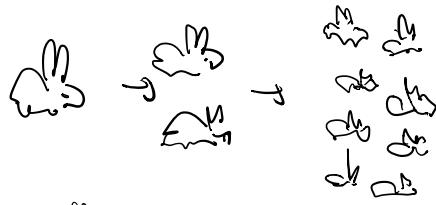
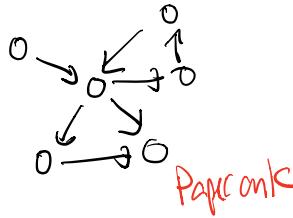
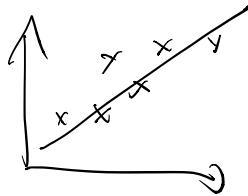


Examples $y = x\beta$



Regressions
e.g. lm, glm etc

$m > n$

$$\begin{aligned} y_1 &= \beta_0 + \beta_1 x_{11}^3 + \beta_2 x_{12} \\ y_2 &= \beta_0 + \beta_1 x_{21}^3 + \beta_2 x_{22} \\ y_3 &= \beta_0 + \beta_1 x_{31}^3 + \beta_2 x_{32} \end{aligned}$$

β s are unknowns

x 's are just numbers

Graphs / Networks
e.g. Markov Models

Difference equations

e.g. $x_{n+1} = f(x_n)$

$$y = x\beta$$

$$\begin{bmatrix} y_1 \\ y_2 \\ y_3 \end{bmatrix} = \begin{bmatrix} 1 & x_{11} & x_{12} \\ 1 & x_{21} & x_{22} \\ 1 & x_{31} & x_{32} \end{bmatrix} \begin{bmatrix} \beta_0 \\ \beta_1 \\ \beta_2 \end{bmatrix}$$

↑ intercepts

Illustration ~ Quadratic fit

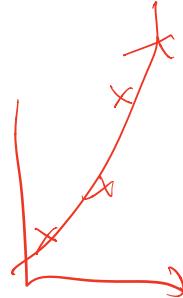
$$X = \begin{bmatrix} x^0 & x^1 & x^2 \\ 1 & 2 & 9 \\ 1 & 4 & 16 \\ 1 & 8 & 25 \\ 1 & 6 & 36 \end{bmatrix}$$

$$y = \beta_0 + \beta_1 x_1 + \beta_2 x_2$$

want

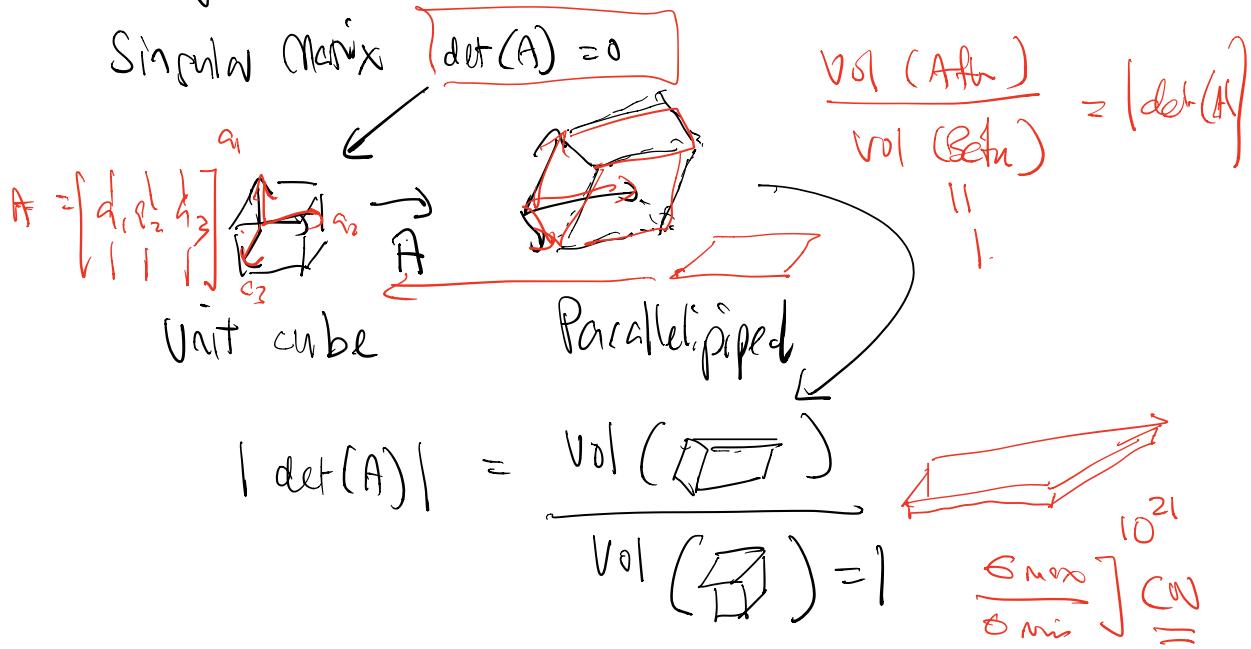
$$\begin{bmatrix} \beta_0 \\ \beta_1 \\ \beta_2 \end{bmatrix}$$

$$\begin{array}{c|c} x & y \\ \hline 1 & 10 \\ 4 & 17 \\ 5 & 29 \\ 6 & 33 \end{array}$$



Full rank problems ($m=n=r$)

linearly independent rows = # linearly independent columns



Condition # \rightarrow Almost singular (More with SVD)

$$Ax = b \quad n = N \quad x = A^{-1}b$$

(a) $x = \underbrace{\text{inv}(A)}_{\text{np. inv is costly, ill-adj}} \underbrace{b}_{\text{(numerically problematic)}}$

(b) $x = \underbrace{\text{solve}(A, b)}_{\text{do this}} \underbrace{\text{triangle solve}}$

(c) $\underbrace{A = LU}_{LDU} \Rightarrow \underbrace{LUx = b}_{y} \quad \underbrace{Ly = b}_{\text{L}\backslash y = y} \leftarrow$

Similar for cholesky (symmetric) P, L, U Please try in Jupyter.

Overdetermined problems ($n > m$)

Suppose you want $\underline{\$1}$ for ride(s) (S) , $\dim(S) = D$
 \geq greater ($2 \times N$)

Many equations

$4 Q \rightarrow \begin{bmatrix} 4 \\ 0 \\ 0 \end{bmatrix} = \1

$10 D \rightarrow \begin{bmatrix} 0 \\ 10 \\ 0 \end{bmatrix}$ etc

$20 N$

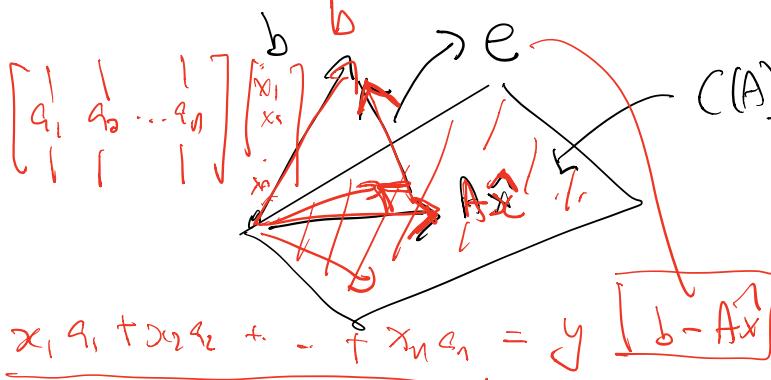
$2Q + SD$

$S Q - 5N$ (integer valued)
problem

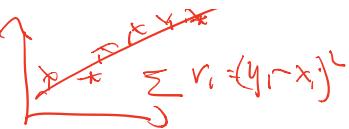
* Choose smallest vector

More $\in \boxed{\text{SVD}}$

Undetermined problems ($m > n$)



NO solutions



$$C(A) = \{ \text{All vector } Ax \}$$

= All linear combination
of columns of A

$$\min \|Ax\|^2 = \|b - Ax\|^2$$

$$\|b - Ax\|^2 = \|Ax - b\|^2$$

Macromic

$$Ax = b$$

$$(A^T A)^{-1} A^T A \hat{x} = A^T b$$

$$\boxed{\hat{x} = (A^T A)^{-1} A^T b}$$



Normal equations

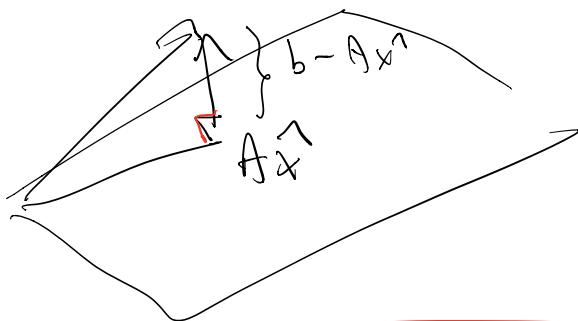
Calculus (use x for \vec{x})

$$L = \|\underline{b - Ax}\|^2 = (\underline{y - Ax})^T (\underline{y - Ax})$$

$$\frac{dL}{dx} = 0 \quad \left\{ \begin{array}{l} \text{Solve} \\ \text{Review} \end{array} \right.$$

$$\underline{\hat{x}} = (\underline{A^T A})^{-1} \underline{A^T b}$$

Linear Algebra



Shortest distance

i

$b - \hat{Ax}$ is orthogonal to \hat{Ax}

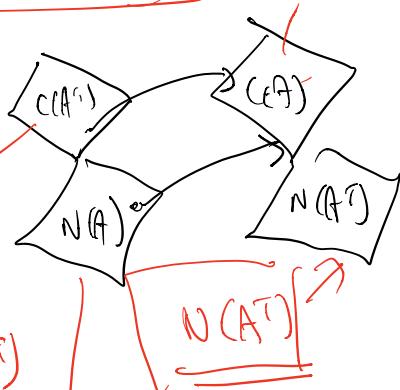
Column space

$$\Rightarrow \underline{b - \hat{Ax}} \in \underline{N(A^T)}$$

Row

space

$C(A^T)$



$$\Rightarrow \underline{A^T(b - \hat{Ax}) = 0}$$

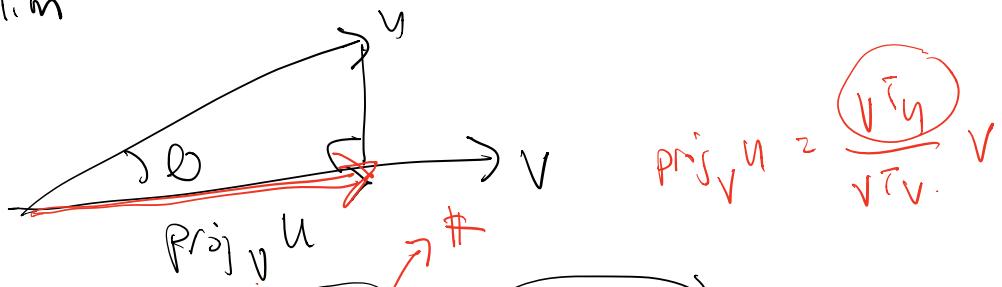
$$\rightarrow \underline{A^T b = A^T \hat{Ax}}$$

$$\Rightarrow \boxed{\hat{x} = (A^T A)^{-1} A^T b}$$

Definition of
null space

gradient descent

Projection



$$\text{Proj}_v u = \frac{\vec{v} \cdot \vec{u}}{\vec{v} \cdot \vec{v}} v$$

$$\text{Proj}_v u = \frac{\vec{v}^\top \vec{u}}{\vec{v}^\top \vec{v}} v$$

Just a number

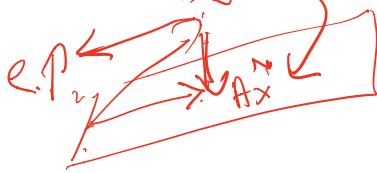
$$P^2 = P \quad (\text{idempotent})$$

$I - P$ projects onto

orthogonal subspace

Also a projection matrix

$$(I - P)^\top$$



$$m > n$$

lost signals

normal equations \rightarrow Projection

$$= \frac{V V^\top u}{\vec{v}^\top u}$$

matrix

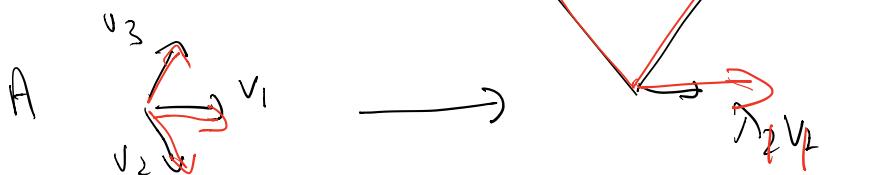
$$= \begin{bmatrix} V V^\top \\ \hline \vec{v}^\top V \end{bmatrix} u$$

Projection matrix P

$$\frac{A (A^\top A)^{-1} A^\top b}{A^\top A (A^\top A)^{-1} A^\top b}$$

Eigenvectors & Eigenvalues

$$Av = \lambda v$$



So if we can solve problems in
new basis given by eigenvectors,
matrix multiplication is just SCALING.

Solving

$$\begin{aligned} Av &= \lambda v \\ (A - I\lambda)v &= 0 \\ \det(A - I\lambda) &= 0 \end{aligned}$$

Characteristic polynomial
Solve for λ
Plug in λ to find v
Review.

Eigenvalue of P = projection matrix

$$\begin{aligned} Px &= \lambda x && \text{Define of eigenvalue} \\ P^2x &= \lambda Px && \text{equation} \\ Px &= \lambda Px \\ \lambda x &= \lambda^2 x \end{aligned}$$
$$\begin{aligned} \lambda^2 x - \lambda x &= 0 \\ (\lambda^2 - \lambda)x &= 0 \end{aligned}$$

Eigenvalue = 0 or 1

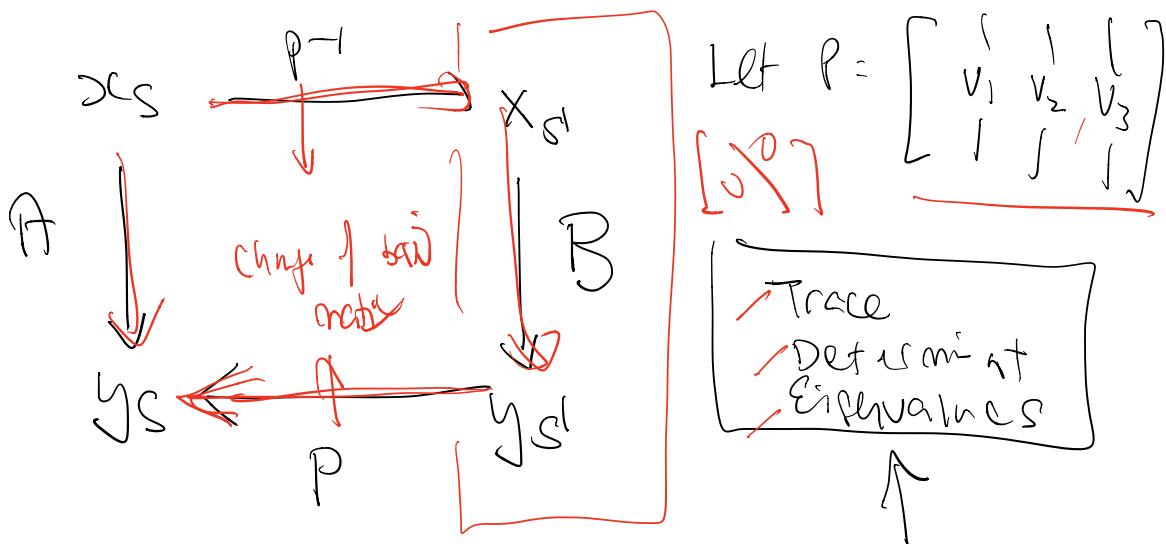
Change of Basis

Let S be standard basis vector $\{e_1, e_2, e_3\}$

Let S' be new basis vector $\{v_1, v_2, v_3\}$

Same vector $x_S = \begin{bmatrix} a_1 \\ a_2 \\ a_3 \end{bmatrix} = a_1 e_1 + a_2 e_2 + a_3 e_3$

$$x_{S'} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} = b_1 v_1 + b_2 v_2 + b_3 v_3$$



$$A = \boxed{P \quad B \quad P^{-1}}$$

A $\not\sim$ B are similar matrices \rightarrow same linear map under different bases

Use of spectral decomposition

"Spectral theorem"

if A is symmetric $N \times N$

→ N eigenvalues (all real)

→ N eigenvectors (independent)

→ Eigenvectors are orthogonl. $v_i^T v_j = 0$
 $i \neq j$

$$A = V \Lambda V^{-1}$$

$$\frac{v_1}{|v_1|}$$

eigenvalue matrix

diagonal matrix of
eigenvalues

If we make V an orthogonal matrix, then
there is a nice geometric interpretation

$A = \text{rotate} \rightarrow \text{scale} \rightarrow \text{rotate}$

$$A^{-1} \begin{bmatrix} \lambda_1 & & \\ & \ddots & \\ & & \lambda_r \end{bmatrix} A = V \Lambda V^{-1}$$
$$V \Lambda^{-1} V^{-1} = \underline{\underline{V \Lambda^{-1}}}$$

Mac with SVD

$$A^2 = V \Lambda^{-1} V^{-1} \begin{bmatrix} \lambda_1^{100} & & \\ & \ddots & \\ & & \lambda_r^{100} \end{bmatrix} V \Lambda^2 V^{-1}$$

Orthogonal Matrix

$$Q = \left\{ \begin{array}{c} \vec{v}_1 \\ \vec{v}_2 \\ \vdots \\ \vec{v}_n \end{array} \right\}$$

$\|\vec{v}_i\| = 1$
 $\vec{v}_i^\top \vec{v}_j = 0 \text{ if } i \neq j$

$$QQ^\top = I$$

$$Q^\top Q = Q Q^\top = I$$

if Q is $n \times n$ $Q^\top = Q^{-1}$

$$Q^\dagger = Q^{-1}$$

How to find orthogonal vector

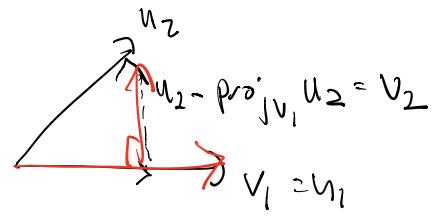
Start \in non-orthogonal vectors $\{ \underline{\vec{u}_1}, \vec{u}_2, \dots, \vec{u}_n \}$

|| |

Gram-Schmidt

$$\vec{v}_1 = \vec{u}_1$$

$$\vec{v}_2 = \vec{u}_2 - \text{proj}_{\vec{v}_1} \vec{u}_2$$



$$\vec{v}_3 = \vec{u}_3 - \text{proj}_{\vec{v}_1} \vec{u}_3 - \text{proj}_{\vec{v}_2} \vec{u}_3$$

$$Q = \left\{ \frac{\vec{v}_1}{\|\vec{v}_1\|}, \frac{\vec{v}_2}{\|\vec{v}_2\|}, \frac{\vec{v}_3}{\|\vec{v}_3\|}, \dots \right\}$$

QR Decomposition

$$\underline{\underline{A}} = \underline{\underline{Q}} \underline{\underline{R}}$$
 → More numerically stable than LU

Eigenvalue of Q

Q is a rotation or reflection \rightarrow All eigenvalues are ± 1

Stable because NO scaling ie Condition # = 1

