Linear Algebra Review

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Matrix: 2 dimensional array of data arranged into rows and columns e.g.

Matrices

• Matrix: 2 dimensional array of data arranged into rows and columns e.g.

$$A = \begin{bmatrix} 460 & 4 & 12 \\ 70 & 1 & 5 \\ 155 & 3 & 8 \\ 429 & 6 & 10 \end{bmatrix}$$

$$B = \begin{bmatrix} 321 & 5 & 21 & 10 & 4 \\ 704 & 2 & 43 & 67 & 1 \end{bmatrix}$$

- By convention: we use capital letter to specify the name of a matrix e.g. A, B, X etc.
- Dimensions of a matrix are (rows × columns)
 - Dimensions of A are (4×3)
 - Dimensions of B are (2×5)

Matrices - Indexing
$$M = \begin{bmatrix} m_{11} & m_{12} & m_{13} \\ m_{21} & m_{22} & m_{23} \\ m_{31} & m_{32} & m_{33} \\ m_{41} & m_{42} & m_{34} \end{bmatrix}$$
 • Indexing into a matrix M: is done by specifying an the column e.g.

$$A = \begin{bmatrix} 460 & 4 & 12 \\ 70 & 1 & 5 \\ 155 & 3 & 8 \\ 429 & 6 & 10 \end{bmatrix}$$

- Indexing into a matrix M: is done by specifying an ordered index M_{ii} where i is the row and j is
 - $A_{11} = 460$ • $A_{42} = 6$

 - $A_{23} = 5$
 - A_{44} = undefined (the matrix doesn't have a 4th column)

Vectors

- Vector: A matrix with only one column i.e. an $(n \times 1)$ matrix (by convention).
- By convention: we use a small (possibly bold) letter to specify the name of a vector e.g. x, a etc.

$$y = \begin{bmatrix} 21\\88\\76\\53 \end{bmatrix} \qquad a = \begin{bmatrix} 7\\8\\6 \end{bmatrix}$$

- Dimensions of a matrix are $(rows \times 1)$
 - Dimensions of y are (4×1)
 - Dimensions of a are (3×1)

Vectors - Indexing

$$\mathbf{y} = \begin{bmatrix} 21\\88\\76\\53 \end{bmatrix} \qquad \mathbf{a} = \begin{bmatrix} 7\\8\\6 \end{bmatrix}$$

- Indexing into a vector m: is done by specifying the item index m_i where i is the row e.g.
 - $y_1 = 21$
 - $y_4 = 53$
 - $a_2 = 8$
 - a_4 = undefined (the vector doesn't have a 4th row)

- 2 Matrices can be added or subtracted if and only if their dimensions match
- If their dimensions match: corresponding indices in the matrices are added up or subtracted

Addition and Subtraction

• 2 Matrices can be added or subtracted
• If their dimensions match: corresponding e.g.

$$\begin{bmatrix}
1 & 4 \\
4 & 1 \\
2 & 3 \\
3 & 0
\end{bmatrix} + \begin{bmatrix}
5 & 2 \\
8 & 0 \\
7 & -3 \\
6 & -1
\end{bmatrix} = \begin{bmatrix}
6 & 6 \\
12 & 1 \\
9 & 0 \\
9 & -1
\end{bmatrix}$$

If their dimensions don't match: you get an error:

$$\begin{bmatrix} 1 & 4 \\ 4 & 1 \\ 2 & 3 \\ 3 & 0 \end{bmatrix} - \begin{bmatrix} 321 & 5 & 21 & 10 & 4 \\ 704 & 2 & 43 & 67 & 1 \end{bmatrix} = \text{undefined (their dimensions don't match)}$$

Scalar Multiplication

- A value (a.k.a scalar) can be multiplied into a matrix
- Every item in the matrix is then multiplied by that number e.g.

$$2 \times \begin{bmatrix} 1 & 4 \\ 4 & 1 \\ 2 & 3 \\ 3 & 0 \end{bmatrix} = \begin{bmatrix} 2 & 8 \\ 8 & 2 \\ 4 & 6 \\ 6 & 0 \end{bmatrix}$$

- A value (a.k.a scalar) can also be divided into a matrix; this is the same as scalar multiplying the matrix by the inverse of that number
- · Every item in the matrix is then divided by that number e.g.

$$\begin{bmatrix} 1 & 4 \\ 4 & 1 \\ 2 & 3 \\ 3 & 0 \end{bmatrix} / 2 = \frac{1}{2} \times \begin{bmatrix} 1 & 4 \\ 4 & 1 \\ 2 & 3 \\ 3 & 0 \end{bmatrix} = \begin{bmatrix} 1/_2 & 2 \\ 2 & 1/_2 \\ 1 & 3/_2 \\ 3/_2 & 0 \end{bmatrix}$$

Matrix Operations -Combination of Operations

- · Operations can be combined into one expression e.g.
- Every item in the matrix is then multiplied by that number e.g.

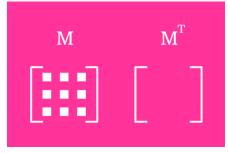
$$2 \times \begin{bmatrix} 1 & 4 \\ 4 & 1 \\ 2 & 3 \\ 3 & 0 \end{bmatrix} + \begin{bmatrix} 1 & 1 \\ 0 & 0 \\ 0 & 1 \\ 1 & 0 \end{bmatrix} - \begin{bmatrix} 12 & 24 \\ 18 & 21 \\ 15 & 18 \\ 9 & 10 \end{bmatrix} / 3$$

$$= \begin{bmatrix} 2 & 8 \\ 8 & 2 \\ 4 & 6 \\ 6 & 0 \end{bmatrix} + \begin{bmatrix} 1 & 1 \\ 0 & 0 \\ 0 & 1 \\ 1 & 0 \end{bmatrix} - \begin{bmatrix} 4 & 8 \\ 6 & 7 \\ 5 & 6 \\ 3 & 10/3 \end{bmatrix}$$

$$\begin{bmatrix} -1 & 1 \end{bmatrix}$$

Matrix Transpose

- Given a matrix A, the transpose of the matrix is represented as A^T
- The rows of A become the columns of A^T as in the graphic below:

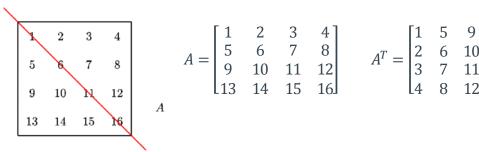


Source:

https://physics.bbgberth.com/2017/08/11/fu dkyeahphysicaon-the-transpose-of-a-matrix in-thispost-i/

Matrix Transpose

- Given a matrix A, the transpose of the matrix is represented as A^T
- Another way to see it is: It's a version of the matrix that has been flipped on the diagonal axis
 as in the graphic below:



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Matrix Transpose

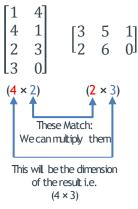
- Given a matrix A, the transpose of the matrix is represented as A^T
- Another way to see it is: It's a version of the matrix that has been flipped on the diagonal axis
 as in the graphic below:

$$A = \begin{bmatrix} 1 & 2 \\ 3 & 4 \\ 5 & 6 \end{bmatrix}$$

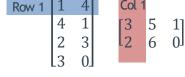
$$A^T = \begin{bmatrix} 1 & 3 & 5 \\ 2 & 4 & 6 \end{bmatrix}$$

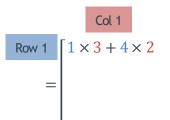
Source: https://physics.blog berth.com/2017/0 8/11/fuckyeahphysica on -thetranspose-of-a-matrix in-this-post-i/

- Matrix Matrix multiplication can only be done if the columns of the first matrix match the rows of the second matrix
- Given the following matrices to be multiplied:



- Matrix Matrix multiplication is carried out by carrying out an inner product between each row of the first matrix with each column of the second matrix e.g.
- Given the following matrices to be multiplied:

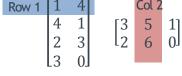




 Matrix - Matrix multiplication is carried out by carrying out an inner product between each row of the first matrix with each column of the second matrix e.g.

Col 2

• Given the following matrices to be multiplied:

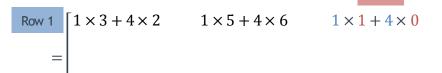


Row 1
$$\begin{bmatrix} 1 \times 3 + 4 \times 2 \\ = \end{bmatrix}$$

$$1 \times 5 + 4 \times 6$$

- Matrix Matrix multiplication is carried out by carrying out an inner product between each row of the first matrix with each column of the second matrix e.g.
- Given the following matrices to be multiplied:

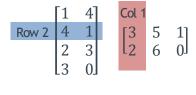
Row 1	Ι.	4			Col
	4	1	[3	5	1]
	2	3	l_2	6	0]
	<u> </u>	0			

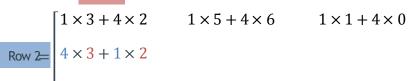


Col 3

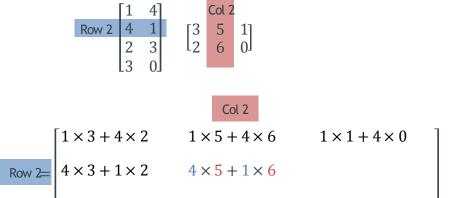
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- Given the following matrices to be multiplied:

Col 1

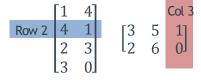


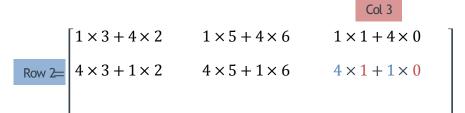


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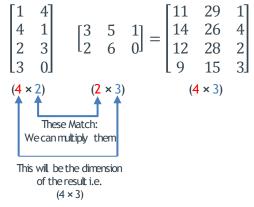




- Matrix Matrix multiplication is carried out by carrying out an inner product between each row of the first matrix with each column of the second matrix e.g.
- Given the following matrices to be multiplied:

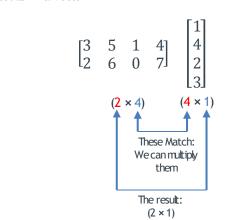
$$= \begin{bmatrix} 1 \times 3 + 4 \times 2 & 1 \times 5 + 4 \times 6 & 1 \times 1 + 4 \times 0 \\ 4 \times 3 + 1 \times 2 & 4 \times 5 + 1 \times 6 & 4 \times 1 + 1 \times 0 \\ 2 \times 3 + 3 \times 2 & 2 \times 5 + 3 \times 6 & 2 \times 1 + 3 \times 0 \\ 3 \times 3 + 0 \times 2 & 3 \times 5 + 0 \times 6 & 3 \times 1 + 0 \times 0 \end{bmatrix}$$

- Matrix Matrix multiplication is carried out by carrying out an inner product between each row of the first matrix with each column of the second matrix e.g.
- Given the following matrices to be multiplied:



Matrix - Vector Multiplication

- Matrix Vector is a special case of Matrix Matrix multiplication, where the second (not first!) matrix is a 1-column matrix
- The operation is carried out in exactly the same wayAlways results in a vector

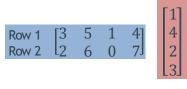


Matrix - Vector Multiplication

Matrix - Vector is a special case of Matrix - Matrix multiplication, where the second (not first!)
matrix is a 1-column matrix

Col 1

- The operation is carried out in exactly the same way
- Always results in a vector

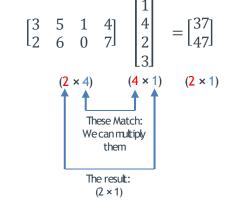


Col 1

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Row 1 \begin{bmatrix} 3 \times 1 + 5 \times 4 + 1 \times 2 + 4 \times 3 \\ 2 \times 1 + 6 \times 4 + 0 \times 2 + 7 \times 3 \end{bmatrix}
```

Matrix - Vector Multiplication

- Matrix Vector is a special case of Matrix Matrix multiplication, where the second (not first!)
 matrix is a 1-column matrix
- The operation is carried out in exactly the same way
- Always results in a vector



Matrix - Vector Multiplication For Linear Regression

$$X = \begin{bmatrix} 1 & 460 & 4 & 12 & 2 \\ 1 & 70 & 1 & 5 & 0 \\ 1 & 155 & 3 & 8 & 2 \\ 1 & 429 & 6 & 10 & 3 \end{bmatrix} \qquad \theta = \begin{bmatrix} \theta_0 \\ \theta_1 \\ \theta_2 \\ \theta_3 \\ \theta_4 \end{bmatrix}$$

We can compute the $h_{ heta}$ for ALL of the examples in one go by computing $h_{ heta}(extbf{X}) = extbf{X} heta$

$$h_{\theta}(\mathbf{X}) = \mathbf{X}\boldsymbol{\theta} = \begin{bmatrix} \theta_0 + 460 \cdot \theta_1 + 4 \cdot \theta_2 + 12 \cdot \theta_3 + 2 \cdot \theta_4 \\ \theta_0 + 70 \cdot \theta_1 + 1 \cdot \theta_2 + 5 \cdot \theta_3 + 0 \cdot \theta_4 \\ \theta_0 + 155 \cdot \theta_1 + 3 \cdot \theta_2 + 8 \cdot \theta_3 + 2 \cdot \theta_4 \\ \theta_0 + 429 \cdot \theta_1 + 6 \cdot \theta_2 + 10 \cdot \theta_3 + 3 \cdot \theta_4 \end{bmatrix}$$

Matrix Transpose - Applied to Vector Products

• Given two vectors \boldsymbol{x} and $\boldsymbol{\theta}$ of the same dimensions

$$x = \begin{bmatrix} 1 \\ 460 \\ 4 \\ 12 \\ 2 \end{bmatrix}$$
 Size #Rooms
$$\theta = \begin{bmatrix} \theta_0 \\ \theta_1 \\ \theta_2 \\ \theta_3 \\ \theta_4 \end{bmatrix}$$
 Garages

• The inner (dot) product of the two vectors $\mathbf{x} \cdot \boldsymbol{\theta}$ can be expressed in terms of a matrix multiplication operation:

•
$$h_{\theta}(x) = x \cdot \theta = x^T \theta = \theta^T x$$

$$\begin{bmatrix} 1 \ 460 \ 4 \ 12 \ 2 \end{bmatrix} \begin{bmatrix} \theta_0 \\ \theta_1 \\ \theta_2 \\ \theta_3 \\ \theta_4 \end{bmatrix} = \begin{bmatrix} \theta_0 \theta_1 \theta_2 \theta_3 \theta_4 \end{bmatrix} \begin{bmatrix} 1 \\ 460 \\ 4 \\ 12 \\ 2 \end{bmatrix} = \boldsymbol{\theta_0} + 460 \cdot \boldsymbol{\theta_1} + 4 \cdot \boldsymbol{\theta_2} + 12 \cdot \boldsymbol{\theta_3} + 2 \cdot \boldsymbol{\theta_4}$$

Matrix Multiplication Characteristics

- Matrix multiplication is not commutative i.e. given two matrices A and B:
 - $AB \neq BA$
 - E.g. given

$$A = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

$$A = \begin{bmatrix} 1 & 1 \\ 0 & 0 \end{bmatrix} \qquad B = \begin{bmatrix} 2 & 1 \\ 2 & 0 \end{bmatrix}$$

Then:

$$AB = \begin{bmatrix} 4 & 1 \\ 0 & 0 \end{bmatrix}$$

 $BA = \begin{bmatrix} 2 & 2 \\ 2 & 2 \end{bmatrix}$

$$BA = \begin{bmatrix} 2 & 2 \\ 2 & 2 \end{bmatrix}$$

Matrix Multiplication Characteristics

- Matrix multiplication is not commutative i.e. given two matrices A and B:
- AB ≠ BA
 - In fact, in some cases, AB may be defined, but BA may not be defined e.g.

$$A = \begin{bmatrix} 1 & 4 \\ 4 & 1 \\ 2 & 3 \\ 3 & 0 \end{bmatrix} \qquad B = \begin{bmatrix} 3 & 5 & 1 \\ 2 & 6 & 0 \end{bmatrix}$$

$$AB = \begin{bmatrix} 1 & 4 \\ 4 & 1 \\ 2 & 3 \\ 3 & 0 \end{bmatrix} \quad \begin{bmatrix} 3 & 5 & 1 \\ 2 & 6 & 0 \end{bmatrix}$$

$$BA = \begin{bmatrix} 3 & 5 & 1 \\ 2 & 6 & 0 \end{bmatrix} \qquad \begin{bmatrix} 1 & 4 \\ 4 & 1 \\ 2 & 3 \\ 3 & 0 \end{bmatrix}$$

 (4×2) (2×3) These Match:
We can multiply them

NO MATCH!
We can't multiply them

Identity Matrix

• The identity matrix is a square matrix of varying size (>1) with a 1s on the diagonal and 0s everywhere else e.g.

$$I_2 = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$
 $I_3 = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$ $I_4 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$

- Represented by the symbol I by convention
- Any matrix multiplied by an appropriate size I gives back the same matrix i.e.
- $I \cdot A = A \cdot I = A$
 - It is the matrix-equivalent of the number 1 for scalar numbers e.g. $1 \cdot 4 = 4 \cdot 1 = 4$
- E.g.

$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 4 \\ 4 & 1 \\ 2 & 3 \\ 3 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 4 \\ 4 & 1 \\ 2 & 3 \\ 3 & 0 \end{bmatrix}$$

Matrix Inverse

- Given a scalar number, multiplying the number by its inverse results in 1 e.g.
 3 · (3⁻¹) = 1
 - $52 \cdot (52^{-1}) = 1$
- Not all numbers have an inverse e.g. $0 \cdot (0^{-1})$ is undefined; 0 doesn't have an inverse
- For matrices, multiplying the matrix by its inverse results in the identity matrix I.
 A · A⁻¹ = I
- E.g. A A^{-1} I $\begin{bmatrix} 4 & 8 \\ 7 & 5 \end{bmatrix} \begin{bmatrix} 5/36 & -2/9 \\ -7/36 & 1/9 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$

Matrix Inverse

- Given a scalar number, multiplying the number by its inverse results in 1 e.g.
 - $3 \cdot (3^{-1}) = 1$
 - $52 \cdot (52^{-1}) = 1$
- Not all numbers have an inverse e.g. $0 \cdot (0^{-1})$ is undefined; 0 doesn't have an inverse
 - Not all matrices have inverses:
 - Non-square matrices don't have inverses
 - · Some square matrices don't have inverses
- Therefore, for a matrix to have an inverse:
 - it must be square
 - but **not** all square matrices have inverses

Matrix Pseudo-Inverse

- Given a matrix A that doesn't have an inverse i.e.:
 - It is non-square OR
 - It is square but doesn't have an inverse
- The pseudo-inverse of the matrix ${\bf A}^+$ can be computed such that:
 - $A^+ \cdot A \approx I$

THE END

Of Linear Algebra Review





