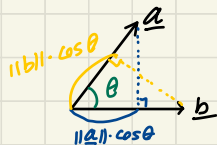


* Dot - Product

⇒ 두 벡터가 얼마나 닮았는가?

$$\begin{bmatrix} 1 \\ 3 \end{bmatrix} \cdot \begin{bmatrix} 5 \\ 1 \end{bmatrix} = 8 = \underline{a}^T \cdot \underline{b} = \begin{bmatrix} 1 & 3 \end{bmatrix} \begin{bmatrix} 5 \\ 1 \end{bmatrix}$$

$$\begin{aligned} \underline{a}^T \underline{b} &= \|\underline{a}\| \cdot \|\underline{b}\| \cdot \cos \theta \\ &= \|\underline{a}\| \cdot \cos \theta \cdot \|\underline{b}\| \\ &= \|\underline{b}\| \cdot \cos \theta \cdot \|\underline{a}\| \end{aligned}$$



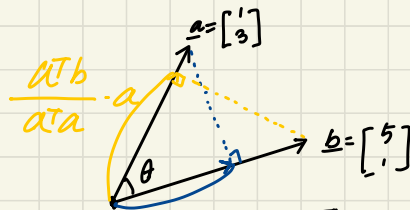
dot-product = projection.

비려서 곱한다.

$$\bullet \underline{a}^T \underline{a} = \|\underline{a}\|^2 = \sqrt{\underline{a}^T \underline{a}}$$

• Unit Vector = 크기가 1인 vector.

* projection



$$\begin{aligned} \underline{a}^T \underline{b} &= \|\underline{a}\| \cdot \cos \theta \cdot \|\underline{b}\| \\ \frac{\underline{a}^T \underline{b}}{\|\underline{b}\|} &= \frac{\underline{a}^T \underline{b}}{\sqrt{\underline{b}^T \underline{b}}} \quad (\text{크기}) \\ &\times \text{방향} \frac{\underline{b}}{\sqrt{\underline{b}^T \underline{b}}} \end{aligned}$$

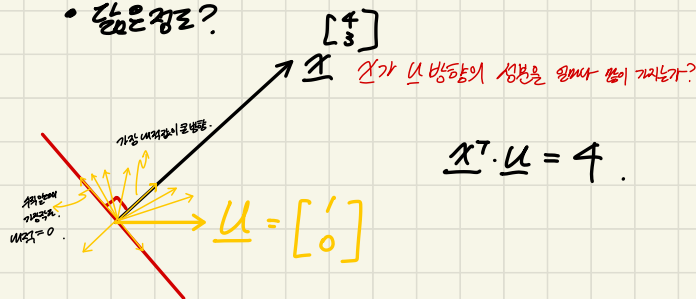
$$= \frac{\underline{a}^T \underline{b}}{\underline{b}^T \underline{b}} \cdot \underline{b}$$

↘ 이 방향을 같은 크기가 1인 벡터

$$= \frac{\underline{a}}{\sqrt{\underline{a}^T \underline{a}}}$$

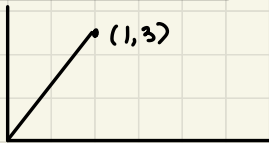
자기 자신의 크기로 나누니까
방향만을 그대로 가리켜
크기가 1인 벡터로 normalize.

• 같은장르?



$$\underline{x}^T \cdot \underline{u} = 4$$

* Vector norm



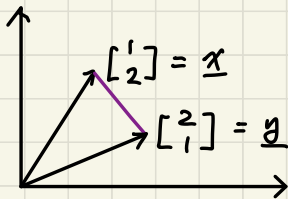
> 2-norm

$$\left\| \begin{bmatrix} 1 \\ 3 \end{bmatrix} \right\|_2 = \sqrt{1^2 + 3^2} = \sqrt{10}$$

$$\|\underline{a}\|_2 = \sqrt{\underline{a}^T \underline{a}}$$

$$\underline{a} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}, \|\underline{a}\| = \sqrt{\underline{a}^T \underline{a}} = \sqrt{1^2 + 2^2 + 3^2}$$

$$(1^2 + 2^2 + 3^2)^{\frac{1}{2}}$$



$$\underline{x} - \underline{y} = \begin{bmatrix} 1 \\ 2 \end{bmatrix} - \begin{bmatrix} 2 \\ 1 \end{bmatrix} = \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

$$2\text{-norm of } \underline{x} - \underline{y} = \sqrt{(-1)^2 + (1)^2}$$

> 1-norm

$$1\text{-norm of } \underline{b} = \left\| \begin{bmatrix} 2 \\ -3 \end{bmatrix} \right\|_1 = 1 + 2 + 3 = \|\underline{b}\|_1$$

> p-norm

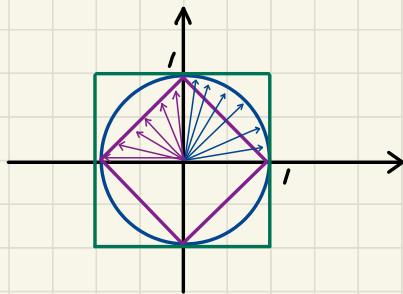
$$\|\underline{x}\|_p = (|a|^p + |b|^p + |c|^p + \dots)^{\frac{1}{p}}$$

$$\cong \left(\sum_i |x_i|^p \right)^{\frac{1}{p}} \quad (p \geq 1)$$

> $p \rightarrow \infty$, infinity norm

$$\|\underline{x}\|_\infty \cong \max_i |x_i|$$

> Compare vector norms.



$$2\text{-norm: } \begin{bmatrix} x \\ y \end{bmatrix}, \sqrt{x^2 + y^2} = 1$$

$$1\text{-norm: } |x| + |y| = 1$$

$$\infty\text{-norm: } \max |x|$$

* 행렬의 공식

> 선형방정식 문제.

$$\begin{aligned} x_1 + 2y_1 &= 4 \\ 2x_1 + 5y_1 &= 9 \end{aligned} \rightarrow \begin{bmatrix} 1 & 2 \\ 2 & 5 \end{bmatrix} \begin{bmatrix} x_1 \\ y_1 \end{bmatrix} = \begin{bmatrix} 4 \\ 9 \end{bmatrix}$$

$$x_2 + y_2 = 3$$

$$2x_2 + 5y_2 = 7$$

> 비제어3 비제어4.

$$A = \begin{bmatrix} \underline{a_1^T} \\ \underline{a_2^T} \\ \underline{a_3^T} \end{bmatrix}, \quad AB = \begin{bmatrix} \underline{a_1^T} \\ \underline{a_2^T} \\ \underline{a_3^T} \end{bmatrix} [\underline{b_1}, \underline{b_2}, \underline{b_3}] = \begin{bmatrix} \underline{a_1^T b_1} & \underline{a_1^T b_2} & \underline{a_1^T b_3} \\ \vdots & \vdots & \vdots \end{bmatrix}$$

dot-product!!

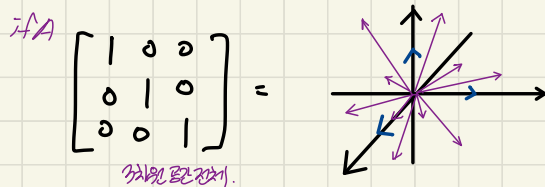
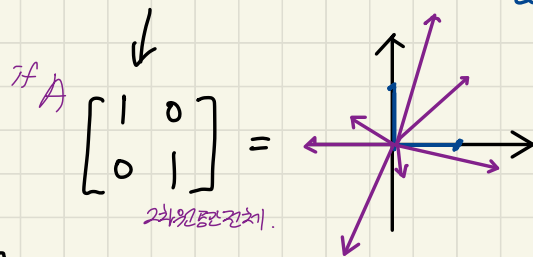
> rank-1 matrix의 합.

$$AB = [\underline{a_1} \ \underline{a_2} \ \underline{a_3}] \begin{bmatrix} \underline{b_1^T} \\ \underline{b_2^T} \\ \underline{b_3^T} \end{bmatrix} = \underbrace{\underline{a_1} \underline{b_1^T} + \underline{a_2} \underline{b_2^T} + \underline{a_3} \underline{b_3^T}}_{\text{rank-1 matrices}}$$

> Column Space 문제.

$$A\underline{x} = [\underline{a_1} \ \underline{a_2} \ \underline{a_3}] \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \underbrace{\underline{a_1} x_1}_{\text{1차원}} + \underbrace{\underline{a_2} x_2}_{\text{2차원}} + \underbrace{\underline{a_3} x_3}_{\text{3차원}}$$

1차원, 2차원, 3차원 공간을 합친 공간
= Column Space.



* Span & Column Space.

> Linear Combination

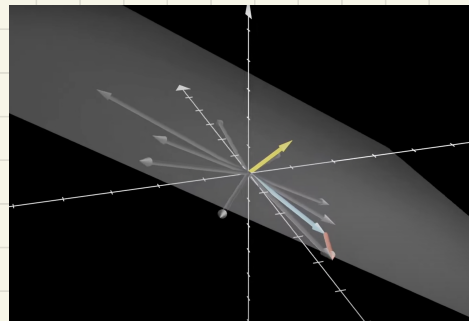
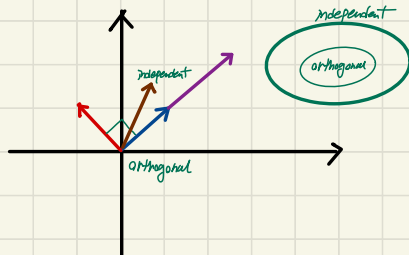
$$a_1 \underline{v_1} + a_2 \underline{v_2} + a_3 \underline{v_3}$$

→ 각 벡터를 밑바탕에서 조합할까?

↓
Span = Vector로 표현 가능한 영역의 범위

* Linearly independent & basis

1개 많은 Span을 이루는 수 있는



linearly independent 인 yellow

⇒ 3개의 independent vector?
= 3개의 span 전체.

1개의 linearly independent vectors.
⇒ 1개의 span 전체.

* basis.

: 어떤 공간을 이루는 필수 구성요소.

ex) 2 dim span basis?

$\begin{bmatrix} 1 \\ 0 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \end{bmatrix}$ independent & orthogonal & basis

$\begin{bmatrix} 1 \\ 0 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ independent & basis

$\begin{bmatrix} 1 \\ 0 \end{bmatrix} \begin{bmatrix} 2 \\ 0 \end{bmatrix}$ 1 Dim을 전부 이루지 않음
not independent ⇒ basis ex)

* Identity / inverse / diagonal / orthogonal matrix

> Identity matrix (항등행렬)

$$A \times I = A$$

$$I_3 = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} \quad p \times p \text{ 정방행렬}$$

> Inverse matrix (역행렬)

$$A \times A^{-1} = I$$

if exist, A is invertible.

$$A^{-1} \cdot Ax = A^{-1} \cdot B$$

$$x = A^{-1} \cdot B$$

> Diagonal matrix (대각행렬)

→ 대각성분 이외 0으로

$$\begin{bmatrix} 3 & 0 \\ 0 & 2 \end{bmatrix}, \quad \begin{bmatrix} 1 & 0 & 0 \\ 0 & 4 & 0 \\ 0 & 0 & -3 \\ 0 & 0 & 0 \end{bmatrix} \quad \text{rectangular diagonal}$$

> Orthogonal matrix (직교행렬)

ortho normal vectors.

$$Q \begin{bmatrix} | & | & | \end{bmatrix}$$

서로 직각행렬서 크기는 각각 1인.
각각서 dot product 0.

$$Q^{-1} = Q^T \quad \text{ex) } I_3 = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

크기 각각 1.

$$3 \times 3 \quad Q \times Q^{-1} = I_3 \quad \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} \quad Q^T \cdot Q = I_3$$

$$\begin{pmatrix} \vec{e}_1^T \\ \vec{e}_2^T \\ \vec{e}_3^T \end{pmatrix} \times \begin{pmatrix} \vec{e}_1 & \vec{e}_2 & \vec{e}_3 \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

orth

* Rank

: 행렬이 가지는 independent한 column의 수.

= Column space 의 dimension. (= row space's dim)

→ * independent한 column의 수 = independent row의 수.

$$\text{rank}(A) = \text{rank}(A^T)$$

$$\begin{bmatrix} 1 & 2 & 3 \\ 0 & 0 & 0 \end{bmatrix} : \text{rank} = 1, \quad \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & 1 \end{bmatrix}, \text{rank} = 2$$

rank-deficient

2x3 : full-row rank

2x3 "

- 3×2 , rank=2 \Rightarrow full-column rank
- 3×3 , rank=3 \Rightarrow full rank
- 3×3 , rank=2, \Rightarrow rank-deficient

* Null space

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

: $A\underline{x} = 0$ 만족하는 집합.

$$A\underline{x} = x_1 \begin{bmatrix} 1 \\ 0 \end{bmatrix} + x_2 \begin{bmatrix} 0 \\ 1 \end{bmatrix} + x_3 \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$\Rightarrow \underline{x} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 1 \\ 1 \\ -1 \end{bmatrix}, \begin{bmatrix} 2 \\ 2 \\ -2 \end{bmatrix} \dots$$

$$\underline{x}_n = c \times \begin{bmatrix} 1 \\ 1 \\ -1 \end{bmatrix}$$

• A 가 $m \times n$, $\dim(N(A)) = n - r$
 $\dim(N(A)) + \dim(\overset{\text{A의 nullspace}}{R(A)}) = n$
 $\dim(\overset{\text{A의 row space}}{R(A)}) = r$

