

# STA 221: LECTURE 2

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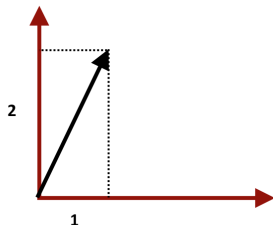
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## VECTORS

- ▷ A vector has a direction and a “magnitude” (norm)
- ▷ Example (2-norm):

$$\mathbf{x} = [1, 2]^T, \quad \|\mathbf{x}\|_2 = \sqrt{1^2 + 2^2} = \sqrt{5}$$

- ▷ Properties satisfied by a vector norm ( $\|\cdot\|$ )
  - ▷  $\|\mathbf{x}\| \geq 0$  and  $\|\mathbf{x}\| = 0$  if and only if  $\mathbf{x} = 0$
  - ▷  $\|\alpha\mathbf{x}\| = |\alpha|\|\mathbf{x}\|$  (homogeneity)
  - ▷  $\|\mathbf{x} + \mathbf{y}\| \leq \|\mathbf{x}\| + \|\mathbf{y}\|$  (triangle inequality)



## EXAMPLES OF VECTOR NORMS

$$\triangleright \mathbf{x} = [x_1, x_2, \dots, x_n]^T$$

$$\triangleright \|\mathbf{x}\|_2 = \sqrt{|x_1|^2 + |x_2|^2 + \dots + |x_n|^2} \text{ (2-norm)}$$

$$\triangleright \|\mathbf{x}\|_1 = |x_1| + |x_2| + \dots + |x_n| \text{ (1-norm)}$$

$$\triangleright \|\mathbf{x}\|_p = \sqrt[p]{|x_1|^p + |x_2|^p + \dots + |x_n|^p} \text{ (p-norm)}$$

$$\triangleright \|\mathbf{x}\|_\infty = \max_{1 \leq i \leq n} |x_i| \text{ (\infty-norm)}$$

## DISTANCES

▷  $x = [1, 2], y = [2, 1]$

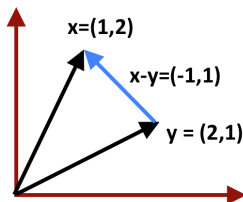
$$\mathbf{x} - \mathbf{y} = [1 - 2, 2 - 1] = [-1, 1]$$

▷ Distance:

$$\|\mathbf{x} - \mathbf{y}\|_2 = \|[-1, 1]\|_2 = \sqrt{2}$$

$$\|\mathbf{x} - \mathbf{y}\|_1 = 2$$

$$\|\mathbf{x} - \mathbf{y}\|_\infty = 1$$



## INNER PRODUCT BETWEEN VECTORS

▷  $\mathbf{x} = [x_1, \dots, x_n]^T$ ,  $\mathbf{y} = [y_1, \dots, y_n]^T$

▷ Inner product:

$$\mathbf{x}^T \mathbf{y} = x_1 y_1 + x_2 y_2 + \dots + x_n y_n = \sum_{i=1}^n x_i y_i$$

▷  $\mathbf{x}^T \mathbf{x} = \|\mathbf{x}\|_2^2$ ,  $\|\mathbf{x} - \mathbf{y}\|_2^2 = (\mathbf{x} - \mathbf{y})^T (\mathbf{x} - \mathbf{y})$

▷ Orthogonal:

$$\mathbf{x} \perp \mathbf{y} \Leftrightarrow \mathbf{x}^T \mathbf{y} = 0$$

( $\mathbf{x}$  and  $\mathbf{y}$  are orthogonal to each other)

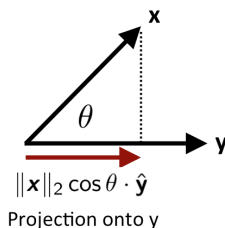
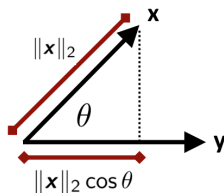
## PROJECTION ONTO A VECTOR

$$\triangleright \mathbf{x}^T \mathbf{y} = \|\mathbf{x}\|_2 \|\mathbf{y}\|_2 \cos(\theta)$$

$$\cos \theta = \frac{\mathbf{x}^T \mathbf{y}}{\|\mathbf{x}\|_2 \|\mathbf{y}\|_2} \Rightarrow \|\mathbf{x}\|_2 \cos \theta = \mathbf{x}^T \left( \frac{\mathbf{y}}{\|\mathbf{y}\|_2} \right) = \mathbf{x}^T \hat{\mathbf{y}}$$

$\triangleright$  Projection of  $\mathbf{x}$  onto  $\mathbf{y}$ :

$$\|\mathbf{x}\|_2 \cos \theta \cdot \hat{\mathbf{y}} = \underbrace{\hat{\mathbf{y}} \hat{\mathbf{y}}^T}_{\text{projection matrix}} \mathbf{x}$$



## LINEARLY INDEPENDENCE

- ▷ Suppose we have 3 vectors  $\mathbf{x}_1, \mathbf{x}_2, \mathbf{x}_3$

$$\mathbf{x}_1 = \alpha_2 \mathbf{x}_2 + \alpha_3 \mathbf{x}_3 \Rightarrow \mathbf{x}_1 \text{ is linearly dependent on } \mathbf{x}_2 \text{ and } \mathbf{x}_3$$

- ▷ When are  $\mathbf{x}_1, \dots, \mathbf{x}_n$  linearly independent?

$$\alpha_1 \mathbf{x}_1 + \alpha_2 \mathbf{x}_2 + \dots + \alpha_n \mathbf{x}_n = \mathbf{0} \text{ if and only if}$$

$$\alpha_1 = \alpha_2 = \dots = \alpha_n = 0$$

- ▷ A **vector space** is a set of vectors that is closed under vector addition & scalar multiplications.

$$\text{If } \mathbf{x}_1, \mathbf{x}_2 \in V, \text{ then } \alpha_1 \mathbf{x}_1 + \alpha_2 \mathbf{x}_2 \in V$$

- ▷ A **basis of the vector space** is the maximal set of vectors in the subspace that are linearly independent of each other.
- ▷ An **orthogonal basis** is a basis where all basis vectors are orthogonal to each other.
- ▷ **Dimension** of the vector space: number of vectors in the basis.

## MATRICES

▷ This is an  $m$  by  $n$  **matrix**:  $A \in \mathbb{R}^{m \times n}$ :

$$\begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \cdots & a_{mn} \end{bmatrix}$$

▷ Its job is to do **linear transformations**:

$$A : \mathbb{R}^m \rightarrow \mathbb{R}^n$$

$$\mathbf{x} \rightarrow A\mathbf{x}$$

$$\alpha\mathbf{x} + \beta\mathbf{y} \rightarrow A(\alpha\mathbf{x} + \beta\mathbf{y}) = \alpha A\mathbf{x} + \beta A\mathbf{y} \text{ (Linear Transform)}$$



- ▷ Popular matrix norm: Frobenius norm

$$\|A\|_F = \sqrt{\sum_{i=1}^m \sum_{j=1}^n |a_{ij}|^2}$$

- ▷ Matrix norms satisfy following properties:

$\|A\| \geq 0$  and  $\|A\| = 0$  if and only if  $A = 0$  (positivity)

$\|\alpha A\| = |\alpha| \|A\|$  (homogeneity)

$\|A + B\| \leq \|A\| + \|B\|$

## RANK OF A MATRIX

- ▷ Column rank of  $A$ : the dimension of column space (vector space formed by column vectors)
- ▷ Row rank of  $A$ : the dimension of row space
- ▷ Column rank = row rank  $:=$  rank (always true)
- ▷ Examples:

Rank 2 matrix:

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

Rank 1 matrix:

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

- ▷ For a  $m$  by  $m$  matrix  $A$ , if

$$A\mathbf{y} = \lambda\mathbf{y},$$

then we say

$\lambda$  is an eigenvalue of  $A$

$\mathbf{y}$  is the corresponding eigenvector

- ▷ Eigen decomposition defined only for square matrices.
- ▷ Eigenvalues in general can be real or complex numbers.

## EIGEN DECOMPOSITION

- ▷ Consider  $A \in \mathbb{R}^{m \times m}$  to be a **square, symmetric matrix**. The eigenvalue decomposition of  $A$  is:

$$A = V\Lambda V^T, \quad V^T V = I (V \text{ is unitary}), \quad \Lambda \text{ is diagonal}$$

- ▷  $A = V\Lambda V^T \Rightarrow AV = V\Lambda$   
 $\Rightarrow A\mathbf{v}_i = \lambda_i \mathbf{v}_i, \quad \forall i = 1, \dots, m$
- ▷ Each  $\mathbf{v}_i$  is an eigenvector, and each  $\lambda_i$  is an eigenvalue
- ▷ Usually, we assume the diagonal numbers are organized in descending order:

$$\Lambda = \text{diag}(\lambda_1, \lambda_2, \dots, \lambda_m),$$

$$\lambda_1 \geq \lambda_2 \geq \dots \geq \lambda_m$$

- ▷ Eigenvalue decomposition is unique when there are  $m$  unique eigenvalues.

## EIGEN DECOMPOSITION

$$\begin{matrix} & m & \\ m & \boxed{\phantom{A}} & \end{matrix} = \begin{matrix} & m & \\ m & \boxed{\begin{matrix} | & & | \\ v_1 & \dots & v_m \\ | & & | \end{matrix}} & \end{matrix} \begin{matrix} & m & \\ m & \boxed{\begin{matrix} \lambda_1 & & \\ & \lambda_1 & \\ & & \dots \\ & & & \lambda_m \end{matrix}} & \end{matrix} \begin{matrix} & m & \\ m & \boxed{\begin{matrix} \text{---} v_1 \text{---} \\ \vdots \\ \text{---} v_m \text{---} \end{matrix}} & \end{matrix}$$

$$A = V \Lambda V^T$$

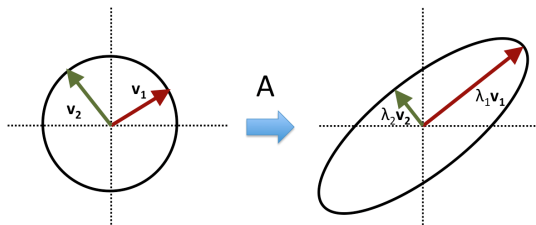
- ▷ Each eigenvector  $\mathbf{v}_i$  will be mapped to  $A\mathbf{v}_i = \lambda_i\mathbf{v}_i$  after the linear transform:

Scaling without changing the direction of eigenvectors

- ▷  $A\mathbf{x} = \sum_{i=1}^m \lambda_i \mathbf{v}_i (\mathbf{v}_i^T \mathbf{x})$

Project  $\mathbf{x}$  to eigenvectors, and then scaling each vector

## EIGEN DECOMPOSITION



Visualization of matrix as transformation.