

# Linear Algebra Primer

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# Homogeneous system

- In general, a matrix multiplication lets us linearly combine components of a vector

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix} \times \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} ax + by \\ cx + dy \end{bmatrix}$$

- This is sufficient for scale, rotate, skew transformations.
- But notice, we can't add a constant! 😞

# Homogeneous system

- The (somewhat hacky) solution? Stick a “1” at the end of every vector:

$$\begin{bmatrix} a & b & c \\ d & e & f \\ 0 & 0 & 1 \end{bmatrix} \times \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \begin{bmatrix} ax + by + c \\ dx + ey + f \\ 1 \end{bmatrix}$$

- Now we can rotate, scale, and skew like before, **AND translate** (note how the multiplication works out, above)
- This is called “homogeneous coordinates”

# Homogeneous system

- In homogeneous coordinates, the multiplication works out so the rightmost column of the matrix is a vector that gets added.

$$\begin{bmatrix} a & b & c \\ d & e & f \\ 0 & 0 & 1 \end{bmatrix} \times \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \begin{bmatrix} ax + by + c \\ dx + ey + f \\ 1 \end{bmatrix}$$

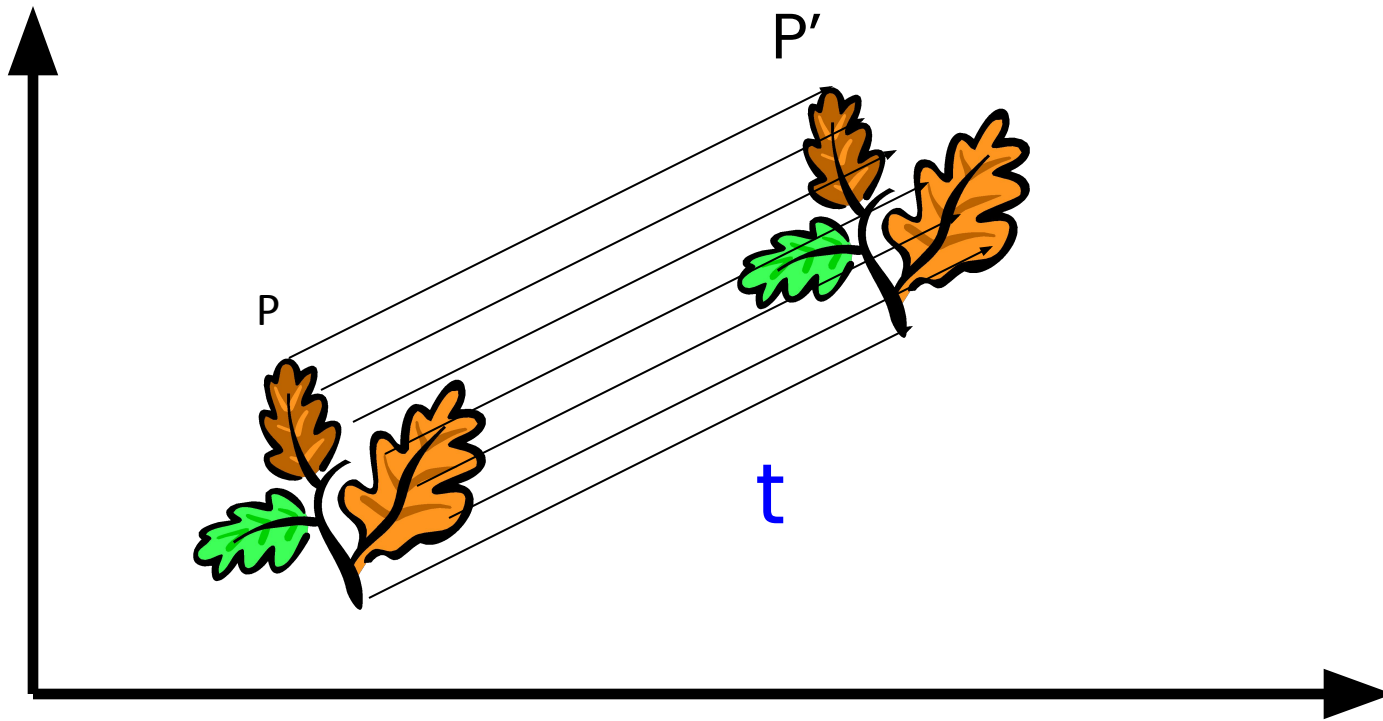
- Generally, a homogeneous transformation matrix will have a bottom row of  $[0 \ 0 \ 1]$ , so that the result has a “1” at the bottom too.

# Homogeneous system

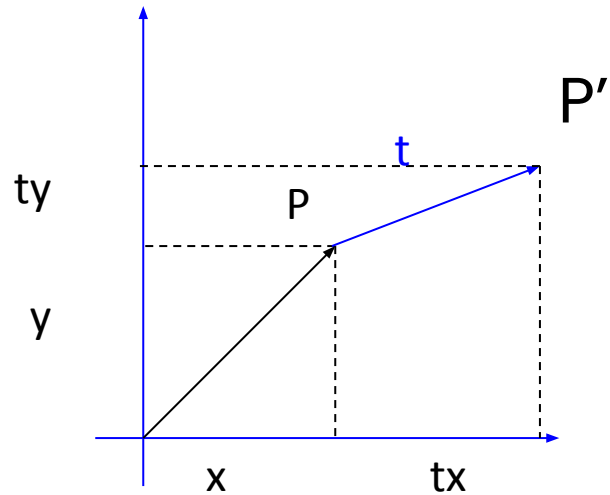
- One more thing we might want: to divide the result by something
  - For example, we may want to divide by a coordinate, to make things scale down as they get farther away in a camera image
  - Matrix multiplication can't actually divide
  - So, **by convention**, in homogeneous coordinates, we'll divide the result by its last coordinate after doing a matrix multiplication

$$\begin{bmatrix} x \\ y \\ 7 \end{bmatrix} \Rightarrow \begin{bmatrix} x/7 \\ y/7 \\ 1 \end{bmatrix}$$

# 2D Translation



# 2D Translation using Homogeneous Coordinates



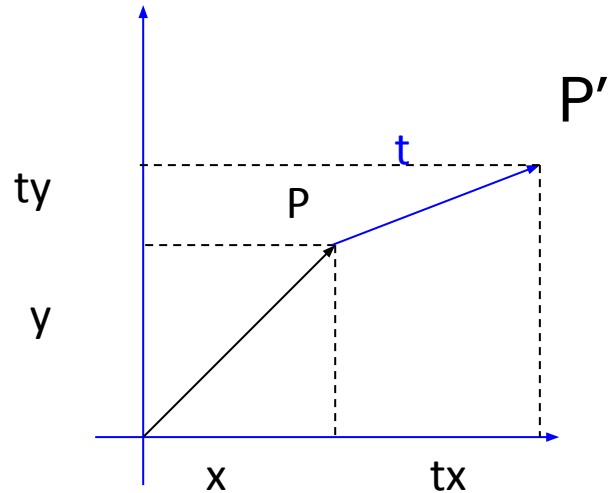
$$\mathbf{P} = (x, y) \rightarrow (x, y, 1)$$

$$\mathbf{t} = (t_x, t_y) \rightarrow (t_x, t_y, 1)$$

$$\mathbf{P}' \rightarrow \begin{bmatrix} x + t_x \\ y + t_y \\ 1 \end{bmatrix} = \begin{bmatrix} \cdot \\ \cdot \\ \cdot \end{bmatrix} \cdot \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

The diagram shows the translation of point P to P' using homogeneous coordinates. The original point P is represented as a column vector  $\begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$ . The translation vector  $\mathbf{t}$  is represented as a column vector  $\begin{bmatrix} t_x \\ t_y \\ 1 \end{bmatrix}$ . The resulting point P' is represented as a column vector  $\begin{bmatrix} x + t_x \\ y + t_y \\ 1 \end{bmatrix}$ . The diagram shows the original point P and the translation vector  $\mathbf{t}$  being added to P to get P'. The resulting point P' is shown as a column vector. The original point P is shown as a column vector with a dashed box around it, indicating it is the point being translated.

# 2D Translation using Homogeneous Coordinates



$$\mathbf{P} = (x, y) \rightarrow (x, y, 1)$$

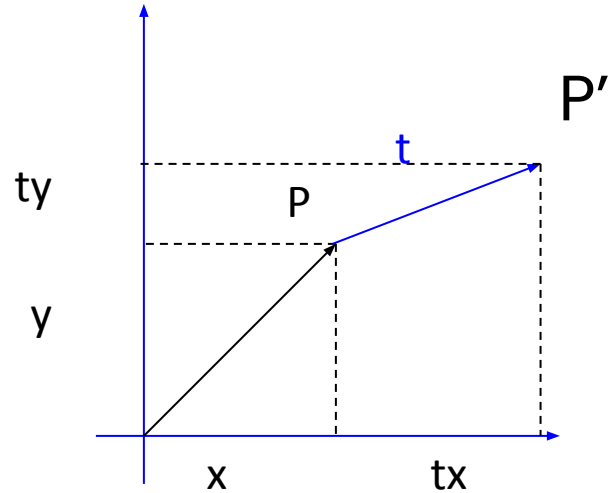
$$\mathbf{t} = (t_x, t_y) \rightarrow (t_x, t_y, 1)$$

$$\mathbf{P}' \rightarrow \begin{bmatrix} x + t_x \\ y + t_y \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

The diagram shows the matrix multiplication for 2D translation. The translation vector t is represented as a 3x3 matrix. The point P is represented as a column vector. The resulting point P' is the product of the matrix and the vector. A dashed box highlights the x and y components of the resulting vector, and an arrow points to the original x and y components of the vector.



# 2D Translation using Homogeneous Coordinates



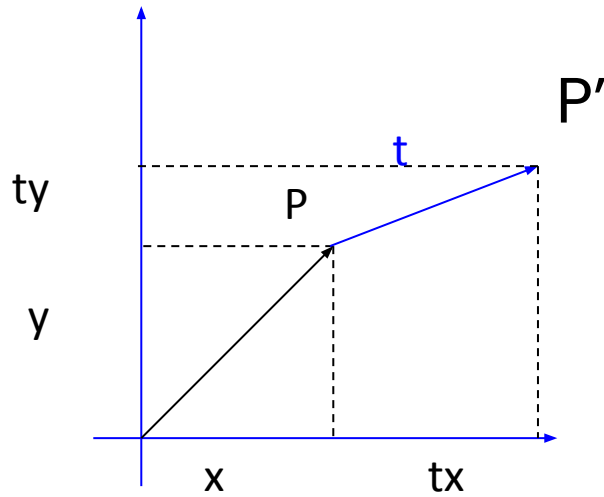
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The diagram shows the matrix multiplication for 2D translation. The translation vector  $\mathbf{t}$  is represented as a 3x3 matrix. The original point  $\mathbf{P}$  is represented as a 3x1 column vector. The resulting point  $\mathbf{P}'$  is the product of the matrix and the vector. A dashed box highlights the  $x$  and  $y$  components of the resulting vector, and an arrow points to the  $x$  component.

# 2D Translation using Homogeneous Coordinates



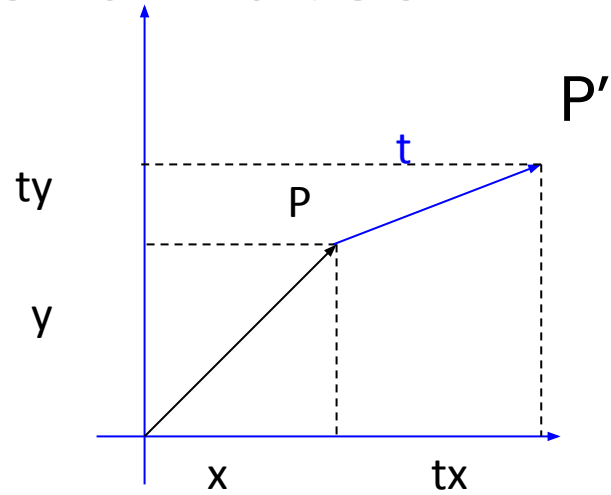
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The diagram shows the matrix multiplication for 2D translation. The translation vector  $t_x$  is highlighted with a dashed blue box. An arrow labeled P points to the original point coordinates  $x$  and  $y$  in the vector, which are also enclosed in a dashed blue box.

# 2D Translation using Homogeneous Coordinates



$$\mathbf{P} = (x, y) \rightarrow (x, y, 1)$$

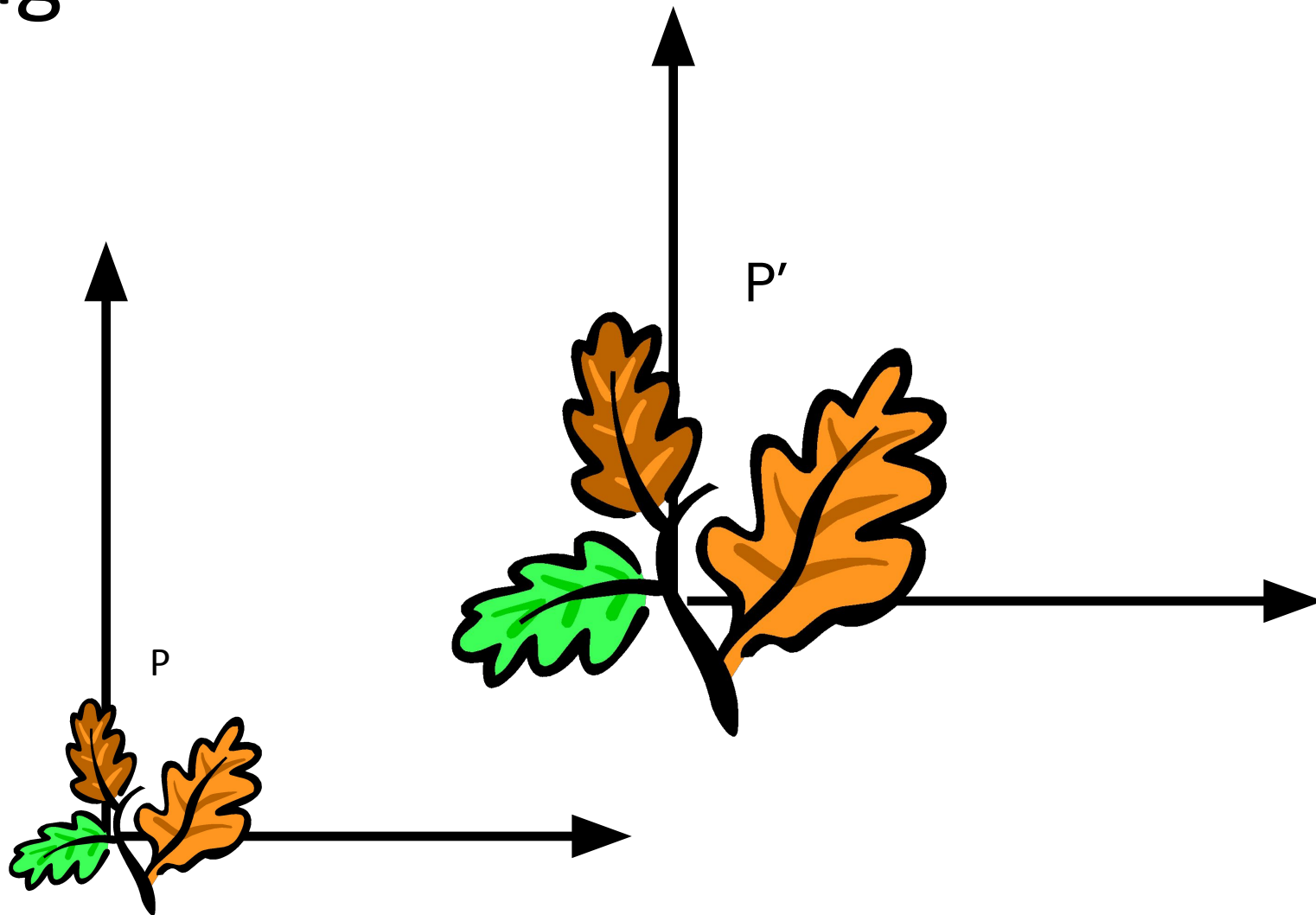
$$\mathbf{t} = (t_x, t_y) \rightarrow (t_x, t_y, 1)$$

$$\mathbf{P}' \rightarrow \begin{bmatrix} x + t_x \\ y + t_y \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

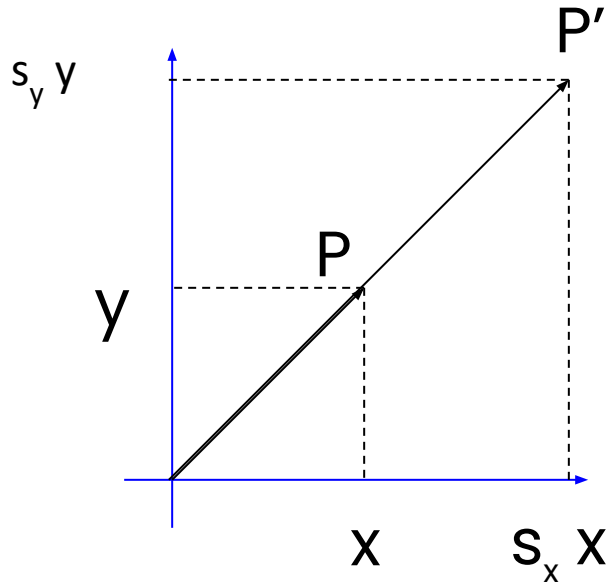
$= \begin{bmatrix} \mathbf{I} & \mathbf{t} \\ \mathbf{0} & 1 \end{bmatrix} \cdot \mathbf{P} = \mathbf{T} \cdot \mathbf{P}$

The diagram shows the matrix multiplication. The translation vector  $\mathbf{t}$  is represented by the third column of the transformation matrix  $\mathbf{T}$  (the elements  $t_x$  and  $t_y$  are enclosed in a blue dashed box). The point  $\mathbf{P}$  is represented by the third column of the point vector (the elements  $x$ ,  $y$ , and  $1$  are enclosed in a blue dashed box). Arrows labeled  $\mathbf{t}$  and  $\mathbf{P}$  point to these respective boxes.

# Scaling



# Scaling Equation

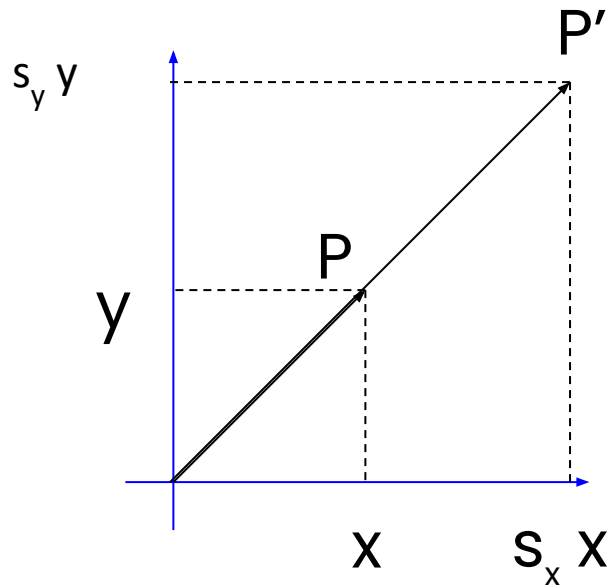


$$\mathbf{P} = (x, y) \rightarrow \mathbf{P}' = (s_x x, s_y y)$$

$$\mathbf{P} = (x, y) \rightarrow (x, y, 1)$$

$$\mathbf{P}' = (s_x x, s_y y) \rightarrow (s_x x, s_y y, 1)$$

# Scaling Equation



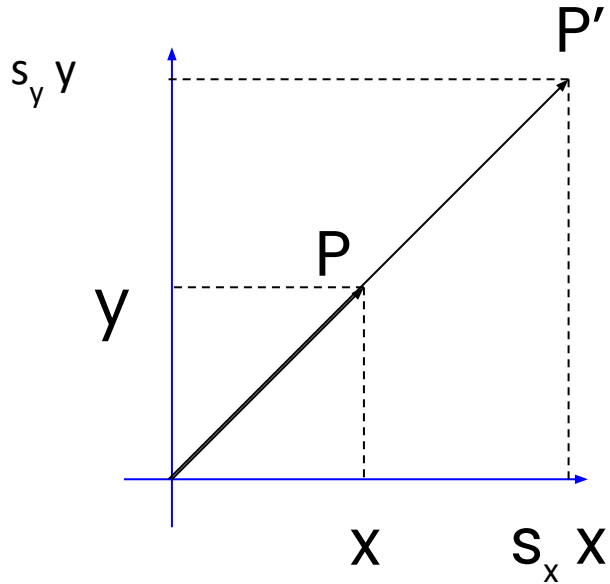
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$$\mathbf{P}' \rightarrow \begin{bmatrix} s_x x \\ s_y y \\ 1 \end{bmatrix} = \begin{bmatrix} \cdot \\ \cdot \\ \cdot \end{bmatrix} \cdot \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

# Scaling Equation



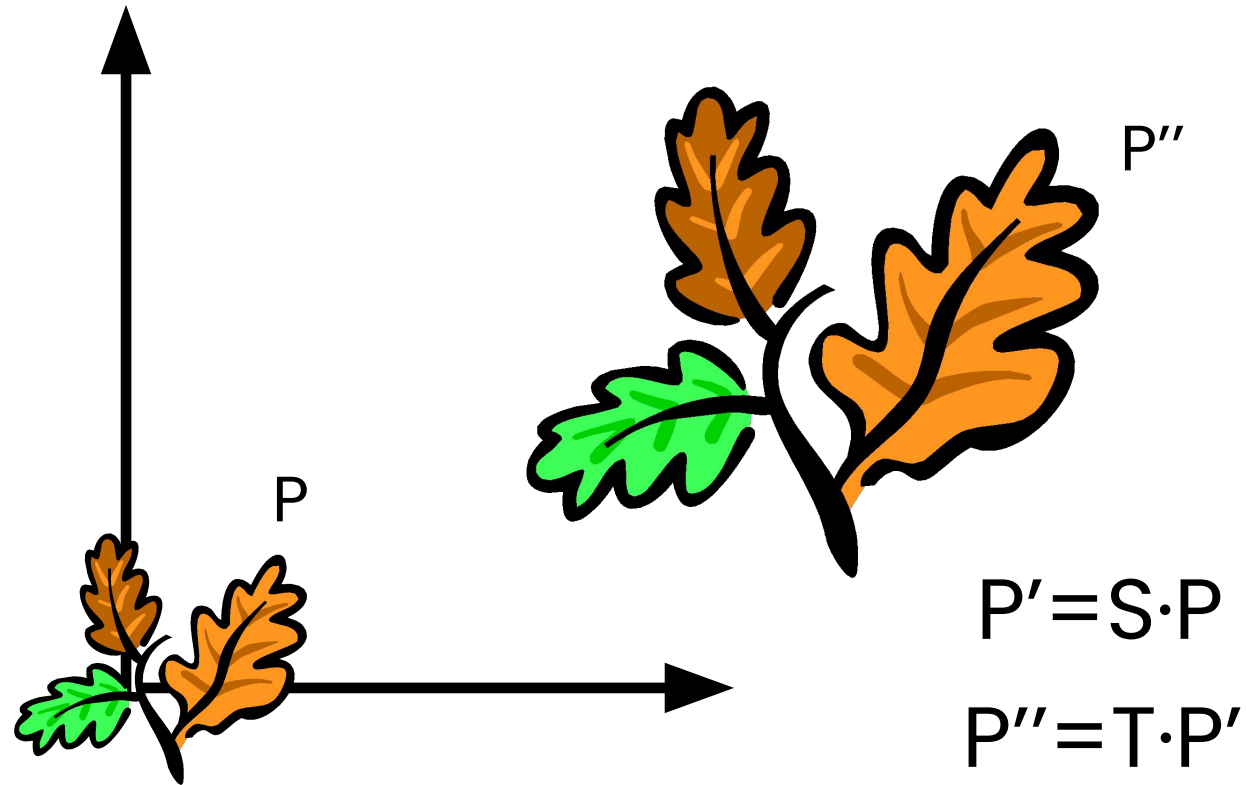
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$$\mathbf{P} = (x, y) \rightarrow (x, y, 1)$$

$$\mathbf{P}' = (s_x x, s_y y) \rightarrow (s_x x, s_y y, 1)$$

$$\mathbf{P}' \rightarrow \begin{bmatrix} s_x x \\ s_y y \\ 1 \end{bmatrix} = \underbrace{\begin{bmatrix} s_x & 0 & 0 \\ 0 & s_y & 0 \\ 0 & 0 & 1 \end{bmatrix}}_{\mathbf{S}} \cdot \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \begin{bmatrix} \mathbf{S}' & \mathbf{0} \\ \mathbf{0} & \mathbf{1} \end{bmatrix} \cdot \mathbf{P} = \mathbf{S} \cdot \mathbf{P}$$

# Scaling & Translating



$$P'' = T \cdot P' = T \cdot (S \cdot P) = T \cdot S \cdot P$$



# Scaling & Translating

$$\mathbf{P}'' = \mathbf{T} \cdot \mathbf{S} \cdot \mathbf{P} = \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} s_x & 0 & 0 \\ 0 & s_y & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

# Scaling & Translating

$$\begin{aligned} \mathbf{P}'' = \mathbf{T} \cdot \mathbf{S} \cdot \mathbf{P} &= \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} s_x & 0 & 0 \\ 0 & s_y & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \\ &= \begin{bmatrix} s_x & 0 & t_x \\ 0 & s_y & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \begin{bmatrix} s_x x + t_x \\ s_y y + t_y \\ 1 \end{bmatrix} = \begin{bmatrix} S & t \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} \end{aligned}$$

# Translating & Scaling != Scaling & Translating

$$\mathbf{P}''' = \mathbf{T} \cdot \mathbf{S} \cdot \mathbf{P} = \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} s_x & 0 & 0 \\ 0 & s_y & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \begin{bmatrix} s_x & 0 & t_x \\ 0 & s_y & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \begin{bmatrix} s_x x + t_x \\ s_y y + t_y \\ 1 \end{bmatrix}$$

# Translating & Scaling != Scaling & Translating

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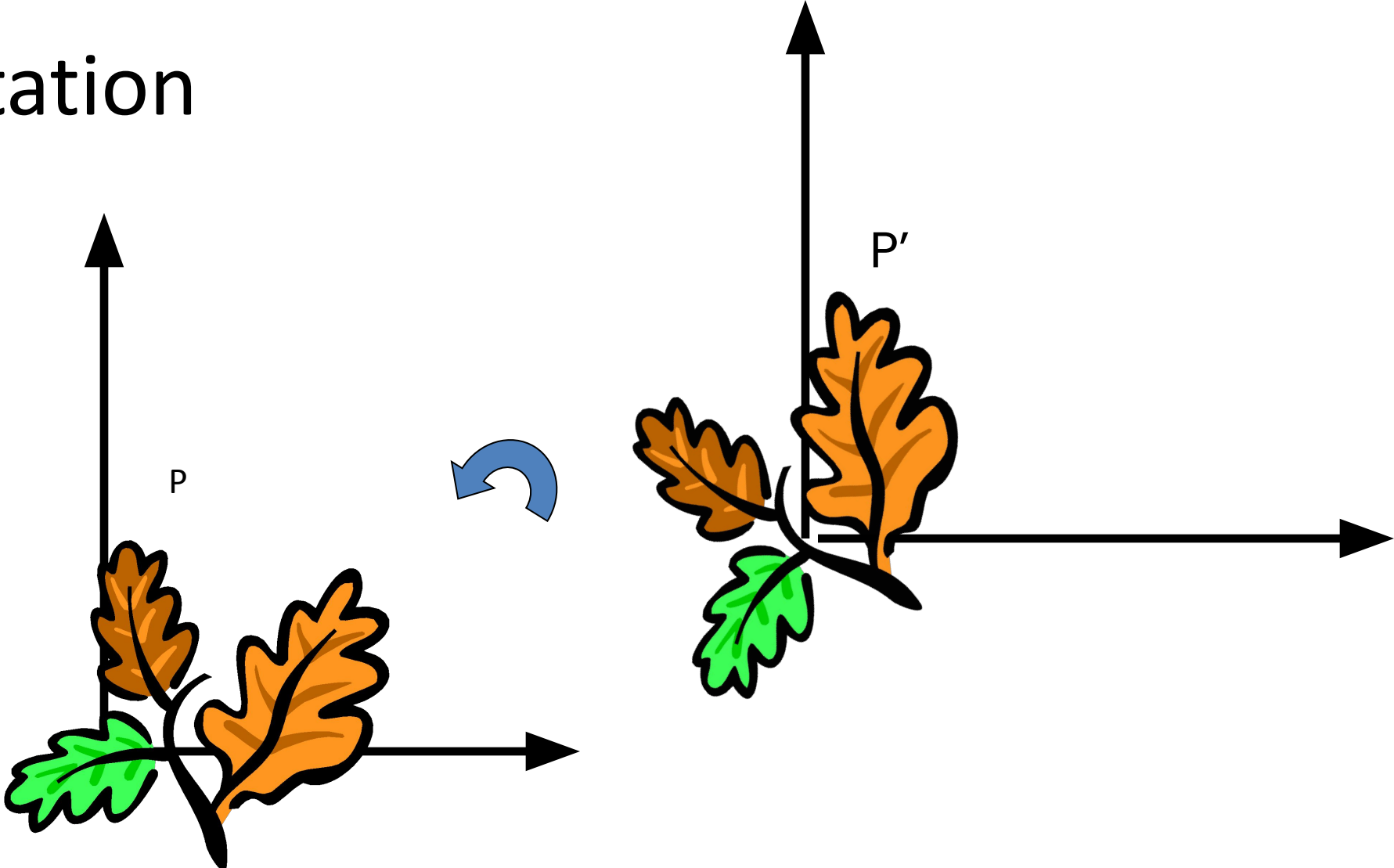
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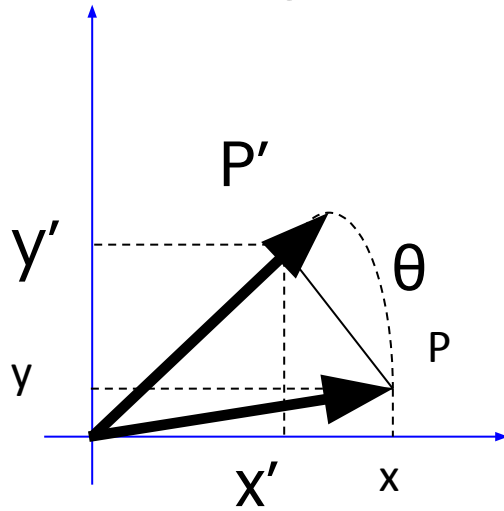
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$$= \begin{bmatrix} s_x & 0 & s_x t_x \\ 0 & s_y & s_y t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \begin{bmatrix} s_x x + s_x t_x \\ s_y y + s_y t_y \\ 1 \end{bmatrix}$$

# Rotation



# Rotation Equations

Counter-clockwise rotation by an angle  $\theta$



$$x' = \cos \theta x - \sin \theta y$$

$$y' = \cos \theta y + \sin \theta x$$

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

$$\mathbf{P}' = \mathbf{R} \mathbf{P}$$

# Rotation Matrix Properties

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

A 2D rotation matrix is 2x2

Note:  $\mathbf{R}$  belongs to the category of *normal* matrices and satisfies many interesting properties:

$$\mathbf{R} \cdot \mathbf{R}^T = \mathbf{R}^T \cdot \mathbf{R} = \mathbf{I}$$

$$\det(\mathbf{R}) = 1$$



# Rotation Matrix Properties

- Transpose of a rotation matrix produces a rotation in the opposite direction

$$\mathbf{R} \cdot \mathbf{R}^T = \mathbf{R}^T \cdot \mathbf{R} = \mathbf{I}$$

$$\det(\mathbf{R}) = 1$$

- The rows of a rotation matrix are always mutually perpendicular (a.k.a. orthogonal) unit vectors
  - (and so are its columns)

# Scaling + Rotation + Translation


$$P' = (T R S) P$$

$$P' = T \cdot R \cdot S \cdot P = \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} s_x & 0 & 0 \\ 0 & s_y & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} =$$

$$= \begin{bmatrix} \cos \theta & -\sin \theta & t_x \\ \sin \theta & \cos \theta & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} s_x & 0 & 0 \\ 0 & s_y & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} =$$

$$= \begin{bmatrix} R & t \\ 0 & 1 \end{bmatrix} \begin{bmatrix} S & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix} = \boxed{\begin{bmatrix} R S & t \\ 0 & 1 \end{bmatrix}} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

This is the form of the  
general-purpose  
transformation matrix



# Outline

- Vectors and matrices
  - Basic Matrix Operations
  - Determinants, norms, trace
  - Special Matrices
- Transformation Matrices
  - Homogeneous coordinates
  - Translation
- **Matrix inverse**
- Matrix rank
- Eigenvalues and Eigenvectors
- Matrix Calculate



The inverse of a transformation matrix reverses its effect

# Inverse

- Given a matrix  $\mathbf{A}$ , its inverse  $\mathbf{A}^{-1}$  is a matrix such that  $\mathbf{A}\mathbf{A}^{-1} = \mathbf{A}^{-1}\mathbf{A} = \mathbf{I}$
- E.g.  $\begin{bmatrix} 2 & 0 \\ 0 & 3 \end{bmatrix}^{-1} = \begin{bmatrix} \frac{1}{2} & 0 \\ 0 & \frac{1}{3} \end{bmatrix}$
- Inverse does not always exist. If  $\mathbf{A}^{-1}$  exists,  $\mathbf{A}$  is *invertible* or *non-singular*. Otherwise, it's *singular*.
- Useful identities, for matrices that are invertible:

$$(\mathbf{A}^{-1})^{-1} = \mathbf{A}$$

$$(\mathbf{A}\mathbf{B})^{-1} = \mathbf{B}^{-1}\mathbf{A}^{-1}$$

$$\mathbf{A}^{-T} \triangleq (\mathbf{A}^T)^{-1} = (\mathbf{A}^{-1})^T$$

# Matrix Operations

- Pseudoinverse
  - Fortunately, there are workarounds to solve  $AX=B$  in these situations. And python can do them!
  - Instead of taking an inverse, directly ask python to solve for  $X$  in  $AX=B$ , by typing **`np.linalg.solve(A, B)`**
  - Python will try several appropriate numerical methods (including the pseudoinverse if the inverse doesn't exist)
  - Python will return the value of  $X$  which solves the equation
    - If there is no exact solution, it will return the closest one
    - If there are many solutions, it will return the smallest one

# Matrix Operations

- Python example:

$$AX = B$$

$$A = \begin{bmatrix} 2 & 2 \\ 3 & 4 \end{bmatrix}, B = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

```
>> import numpy as np
>> x = np.linalg.solve(A, B)
x =
  1.0000
 -0.5000
```

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The rank of a transformation matrix tells you how many dimensions it transforms a vector to.



# Linear independence

- Suppose we have a set of vectors  $\mathbf{v}_1, \dots, \mathbf{v}_n$
- If we can express  $\mathbf{v}_1$  as a linear combination of the other vectors  $\mathbf{v}_2 \dots \mathbf{v}_n$ , then  $\mathbf{v}_1$  is linearly *dependent* on the other vectors.
  - The direction  $\mathbf{v}_1$  can be expressed as a combination of the directions  $\mathbf{v}_2 \dots \mathbf{v}_n$ . (E.g.  $\mathbf{v}_1 = .7 \mathbf{v}_2 - .7 \mathbf{v}_4$ )

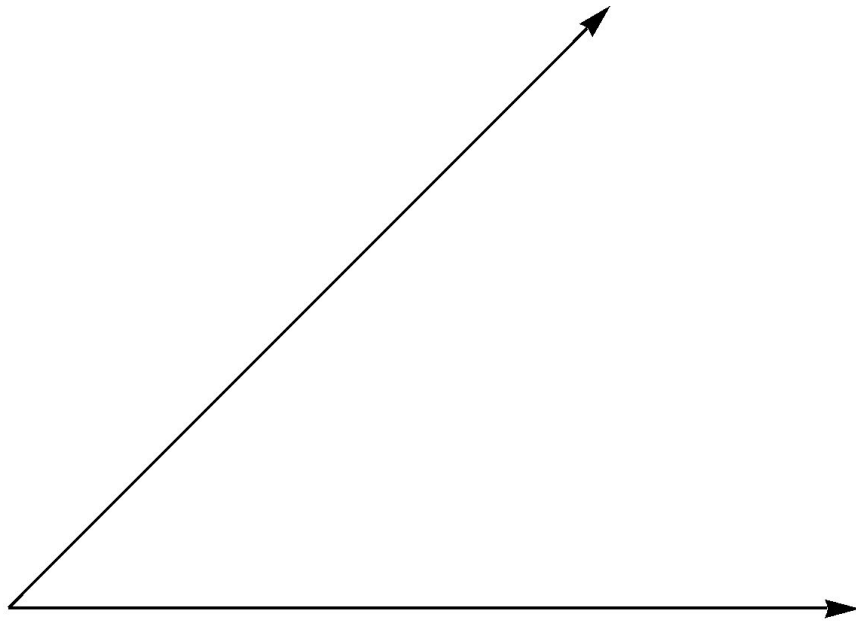


# Linear independence

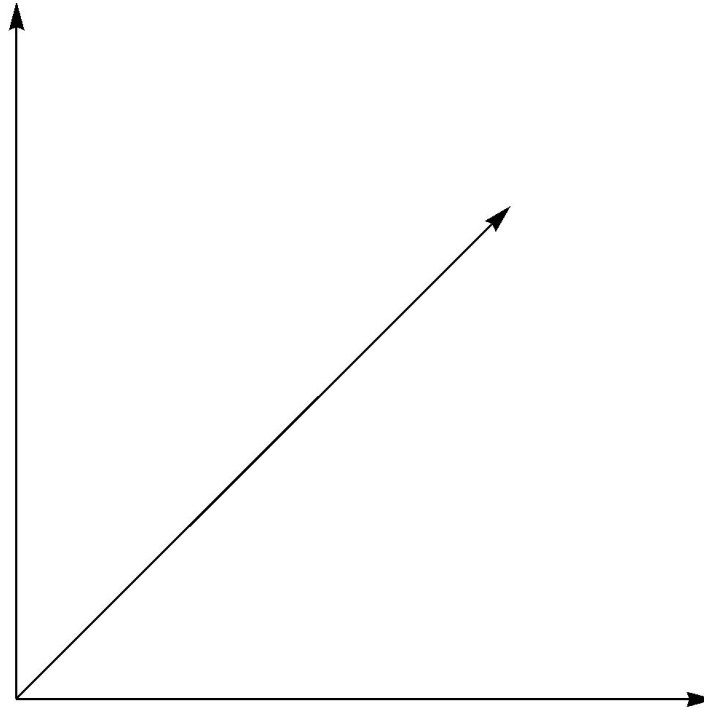
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- If no vector is linearly dependent on the rest of the set, the set is linearly *independent*.
  - Common case: a set of vectors  $\mathbf{v}_1, \dots, \mathbf{v}_n$  is always linearly independent if each vector is perpendicular to every other vector (and non-zero)

# Linear independence

Linearly independent set



Not linearly independent



# Matrix rank

- Column/row rank



- Column rank always equals row rank

- Matrix rank

$$\text{rank}(\mathbf{A}) \triangleq \text{col-rank}(\mathbf{A}) = \text{row-rank}(\mathbf{A})$$

# Matrix rank

- For transformation matrices, the rank tells you the dimensions of the output
- E.g. if rank of  $\mathbf{A}$  is 1, then the transformation

$$\mathbf{p}' = \mathbf{A}\mathbf{p}$$

maps points onto a line.

- Here's a matrix with rank 1:

$$\begin{bmatrix} 1 & 1 \\ 2 & 2 \end{bmatrix} \times \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} x + y \\ 2x + 2y \end{bmatrix} \leftarrow \text{All points get mapped to the line } y=2x$$

# Matrix rank

- If an  $m \times m$  matrix is rank  $m$ , we say it's "full rank"
  - Maps an  $m \times 1$  vector uniquely to another  $m \times 1$  vector
  - An inverse matrix can be found
- If rank  $< m$ , we say it's "singular"
  - At least one dimension is getting collapsed. No way to look at the result and tell what the input was
  - Inverse does not exist
- Inverse also doesn't exist for non-square matrices

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  - Special Matrices
- Transformation Matrices
  - Homogeneous coordinates
  - Translation
- Matrix inverse
- Matrix rank
- Eigenvalues and Eigenvectors(SVD)
- Matrix Calculus

# Eigenvector and Eigenvalue

- An eigenvector  $\mathbf{x}$  of a linear transformation  $A$  is a non-zero vector that, when  $A$  is applied to it, does not change direction.

$$Ax = \lambda x, \quad x \neq 0.$$

# Eigenvector and Eigenvalue

- An eigenvector  $\mathbf{x}$  of a linear transformation  $A$  is a non-zero vector that, when  $A$  is applied to it, does not change direction.
- Applying  $A$  to the eigenvector only scales the eigenvector by the scalar value  $\lambda$ , called an eigenvalue.

$$Ax = \lambda x, \quad x \neq 0.$$



# Eigenvector and Eigenvalue

- We want to find all the eigenvalues of A:

$$Ax = \lambda x, \quad x \neq 0.$$

- Which can we written as:

$$Ax = (\lambda I)x \quad x \neq 0.$$

- Therefore:

$$(\lambda I - A)x = 0, \quad x \neq 0.$$

# Eigenvector and Eigenvalue

- We can solve for eigenvalues by solving:

$$(\lambda I - A)x = 0, \quad x \neq 0.$$

- Since we are looking for non-zero  $\mathbf{x}$ , we can instead solve the above equation as:

$$|(\lambda I - A)| = 0.$$

# Properties

- The trace of a  $A$  is equal to the sum of its eigenvalues:

$$\operatorname{tr}A = \sum_{i=1}^n \lambda_i.$$

- The determinant of  $A$  is equal to the product of its eigenvalues

$$|A| = \prod_{i=1}^n \lambda_i.$$

- The rank of  $A$  is equal to the number of non-zero eigenvalues of  $A$ .
- The eigenvalues of a diagonal matrix  $D = \operatorname{diag}(d_1, \dots, d_n)$  are just the diagonal entries  $d_1, \dots, d_n$

# Spectral theory

- We call an eigenvalue  $\lambda$  and an associated eigenvector an **eigenpair**.
- The space of vectors where  $(A - \lambda I) = 0$  is often called the **eigenspace** of  $A$  associated with the eigenvalue  $\lambda$ .
- The set of all eigenvalues of  $A$  is called its **spectrum**:

$$\sigma(A) = \{\lambda \in \mathbb{C} : \lambda I - A \text{ is singular}\}.$$

# Spectral theory

- The magnitude of the largest eigenvalue (in magnitude) is called the spectral radius

$$\rho(A) = \max \{|\lambda_1|, \dots, |\lambda_n|\}$$

- Where  $C$  is the space of all eigenvalues of  $A$

# Spectral theory

- The spectral radius is bounded by infinity norm of a matrix:

$$\rho(A) = \lim_{k \rightarrow \infty} \|A^k\|^{1/k}$$

- Proof: Turn to a partner and prove this!

# Spectral theory

- The spectral radius is bounded by infinity norm of a matrix:

$$\rho(A) = \lim_{k \rightarrow \infty} \|A^k\|^{1/k}$$

- Proof: Let  $\lambda$  and  $\mathbf{v}$  be an eigenpair of  $A$ :

$$|\lambda|^k \|\mathbf{v}\| = \|\lambda^k \mathbf{v}\| = \|A^k \mathbf{v}\| \leq \|A^k\| \cdot \|\mathbf{v}\|$$

and since  $\mathbf{v} \neq 0$  we have

$$|\lambda|^k \leq \|A^k\|$$

and therefore

$$\rho(A) \leq \|A^k\|^{1/k}.$$

# Diagonalization

- An  $n \times n$  matrix  $A$  is diagonalizable if it has  $n$  linearly independent eigenvectors.
- Most square matrices (in a sense that can be made mathematically rigorous) are diagonalizable:
  - Normal matrices are diagonalizable
  - Matrices with  $n$  distinct eigenvalues are diagonalizable

**Lemma:** Eigenvectors associated with distinct eigenvalues are linearly independent.



# Diagonalization

- An  $n \times n$  matrix  $A$  is diagonalizable if it has  $n$  linearly independent eigenvectors.
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**Lemma:** Eigenvectors associated with distinct eigenvalues are linearly independent.

# Diagonalization

- Eigenvalue equation:

$$AV = VD$$

$$A = VDV^{-1}$$

- Where D is a diagonal matrix of the eigenvalues

$$\begin{pmatrix} \lambda_1 & & \\ & \ddots & \\ & & \lambda_n \end{pmatrix}$$

# Diagonalization

- Eigenvalue equation:

$$AV = VD$$
$$A = VDV^{-1}$$

- Assuming all  $\lambda_i$ 's are unique:

$$A = VDV^T$$

- Remember that the inverse of an orthogonal matrix is just its transpose and the eigenvectors are orthogonal

# Symmetric matrices

- Properties:
  - For a symmetric matrix  $A$ , all the eigenvalues are real.
  - The eigenvectors of  $A$  are orthonormal.

$$A = V D V^T$$

# Symmetric matrices

- Therefore:

$$x^T A x = x^T V D V^T x = y^T D y = \sum_{i=1}^n \lambda_i y_i^2$$

– where  $y = V^T x$

- So, what can you say about the vector  $x$  that satisfies the following optimization?  $\max_{x \in \mathbb{R}^n} x^T A x$  subject to  $\|x\|_2^2 = 1$

# Symmetric matrices

- Therefore:

$$x^T A x = x^T V D V^T x = y^T D y = \sum_{i=1}^n \lambda_i y_i^2$$

– where  $y = V^T x$

- So, what can you say about the vector  $x$  that satisfies the following optimization?  $\max_{x \in \mathbb{R}^n} x^T A x$  subject to  $\|x\|_2^2 = 1$ 
  - Is the same as finding the eigenvector that corresponds to the largest eigenvalue of  $A$ .

# Some applications of Eigenvalues

- PageRank
- Schrodinger's equation
- PCA
  
- We are going to use it to compress images in future classes

# Outline

- Vectors and matrices
  - Basic Matrix Operations
  - Determinants, norms, trace
  - Special Matrices
- Transformation Matrices
  - Homogeneous coordinates
  - Translation
- Matrix inverse
- Matrix rank
- Eigenvalues and Eigenvectors(SVD)
- **Matrix Calculus**



# Matrix Calculus – The Gradient

- Let a function  $f : \mathbb{R}^{m \times n} \rightarrow \mathbb{R}$  take as input a matrix  $A$  of size  $m \times n$  and return a real value.
- Then the **gradient of  $f$** :

$$\nabla_A f(A) \in \mathbb{R}^{m \times n} = \begin{bmatrix} \frac{\partial f(A)}{\partial A_{11}} & \frac{\partial f(A)}{\partial A_{12}} & \cdots & \frac{\partial f(A)}{\partial A_{1n}} \\ \frac{\partial f(A)}{\partial A_{21}} & \frac{\partial f(A)}{\partial A_{22}} & \cdots & \frac{\partial f(A)}{\partial A_{2n}} \\ \vdots & \vdots & \ddots & \vdots \\ \frac{\partial f(A)}{\partial A_{m1}} & \frac{\partial f(A)}{\partial A_{m2}} & \cdots & \frac{\partial f(A)}{\partial A_{mn}} \end{bmatrix}$$

# Matrix Calculus – The Gradient

- Every entry in the matrix is:  $\nabla_A f(A))_{ij} = \frac{\partial f(A)}{\partial A_{ij}}$ .
- the size of  $\nabla_A f(A)$  is always the same as the size of A. So if A is just a vector  $x$ :

$$\nabla_x f(x) = \begin{bmatrix} \frac{\partial f(x)}{\partial x_1} \\ \frac{\partial f(x)}{\partial x_2} \\ \vdots \\ \frac{\partial f(x)}{\partial x_n} \end{bmatrix}$$

# Exercise

- Example:

For  $x \in \mathbb{R}^n$ , let  $f(x) = b^T x$  for some known vector  $b \in \mathbb{R}^n$

$$f(x) = [b_1 \quad b_2 \quad \dots \quad b_n]^T \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}$$

- Find:

$$\frac{\partial f(x)}{\partial x_k} = ?$$

$$\nabla_x f(x) = ?$$

# Exercise

- Example:

For  $x \in \mathbb{R}^n$ , let  $f(x) = b^T x$  for some known vector  $b \in \mathbb{R}^n$

$$f(x) = \sum_{i=1}^n b_i x_i$$

$$\frac{\partial f(x)}{\partial x_k} = \frac{\partial}{\partial x_k} \sum_{i=1}^n b_i x_i = b_k.$$

- From this we can conclude that:

$$\nabla_x b^T x = b.$$

# Matrix Calculus – The Gradient

- Properties

- $\nabla_x(f(x) + g(x)) = \nabla_x f(x) + \nabla_x g(x)$ .
- For  $t \in \mathbb{R}$ ,  $\nabla_x(t f(x)) = t \nabla_x f(x)$ .

# Matrix Calculus – The Hessian

- The Hessian matrix with respect to  $x$ , written  $\nabla_x^2 f(x)$  or simply as  $H$ :

$$\nabla_x^2 f(x) \in \mathbb{R}^{n \times n} = \begin{bmatrix} \frac{\partial^2 f(x)}{\partial x_1^2} & \frac{\partial^2 f(x)}{\partial x_1 \partial x_2} & \cdots & \frac{\partial^2 f(x)}{\partial x_1 \partial x_n} \\ \frac{\partial^2 f(x)}{\partial x_2 \partial x_1} & \frac{\partial^2 f(x)}{\partial x_2^2} & \cdots & \frac{\partial^2 f(x)}{\partial x_2 \partial x_n} \\ \vdots & \vdots & \ddots & \vdots \\ \frac{\partial^2 f(x)}{\partial x_n \partial x_1} & \frac{\partial^2 f(x)}{\partial x_n \partial x_2} & \cdots & \frac{\partial^2 f(x)}{\partial x_n^2} \end{bmatrix}$$

- The Hessian of  $n$ -dimensional vector is the  $n \times n$  matrix.

# Matrix Calculus – The Hessian

- Each entry can be written as:  $\nabla_x^2 f(x)_{ij} = \frac{\partial^2 f(x)}{\partial x_i \partial x_j}$ .
- Exercise: Why is the Hessian always symmetric?

# Matrix Calculus – The Hessian

- Each entry can be written as:  $\nabla_x^2 f(x)_{ij} = \frac{\partial^2 f(x)}{\partial x_i \partial x_j}$ .

- The Hessian is always symmetric, because

$$\frac{\partial^2 f(x)}{\partial x_i \partial x_j} = \frac{\partial^2 f(x)}{\partial x_j \partial x_i}.$$

- This is known as Schwarz's theorem: The order of partial derivatives don't matter as long as the second derivative exists and is continuous.



# Matrix Calculus – The Hessian

- Note that the hessian is not the gradient of whole gradient of a vector (this is not defined). It is actually the gradient of **every entry** of the gradient of the vector.

$$\nabla_x^2 f(x) \in \mathbb{R}^{n \times n} = \begin{bmatrix} \frac{\partial^2 f(x)}{\partial x_1^2} & \frac{\partial^2 f(x)}{\partial x_1 \partial x_2} & \cdots & \frac{\partial^2 f(x)}{\partial x_1 \partial x_n} \\ \frac{\partial^2 f(x)}{\partial x_2 \partial x_1} & \frac{\partial^2 f(x)}{\partial x_2^2} & \cdots & \frac{\partial^2 f(x)}{\partial x_2 \partial x_n} \\ \vdots & \vdots & \ddots & \vdots \\ \frac{\partial^2 f(x)}{\partial x_n \partial x_1} & \frac{\partial^2 f(x)}{\partial x_n \partial x_2} & \cdots & \frac{\partial^2 f(x)}{\partial x_n^2} \end{bmatrix}$$

# Matrix Calculus – The Hessian

- Eg, the first column is the gradient of  $\frac{\partial f(x)}{\partial x_1}$

$$\nabla_x^2 f(x) \in \mathbb{R}^{n \times n} = \begin{bmatrix} \frac{\partial^2 f(x)}{\partial x_1^2} & \frac{\partial^2 f(x)}{\partial x_1 \partial x_2} & \cdots & \frac{\partial^2 f(x)}{\partial x_1 \partial x_n} \\ \frac{\partial^2 f(x)}{\partial x_2 \partial x_1} & \frac{\partial^2 f(x)}{\partial x_2^2} & \cdots & \frac{\partial^2 f(x)}{\partial x_2 \partial x_n} \\ \vdots & \vdots & \ddots & \vdots \\ \frac{\partial^2 f(x)}{\partial x_n \partial x_1} & \frac{\partial^2 f(x)}{\partial x_n \partial x_2} & \cdots & \frac{\partial^2 f(x)}{\partial x_n^2} \end{bmatrix}$$

# Exercise

- Example:

consider the quadratic function  $f(x) = x^T Ax$

$$f(x) = \sum_{i=1}^n \sum_{j=1}^n A_{ij} x_i x_j$$

$$\frac{\partial f(x)}{\partial x_k} = \frac{\partial}{\partial x_k} \sum_{i=1}^n \sum_{j=1}^n A_{ij} x_i x_j$$

# Exercise

$$\frac{\partial f(x)}{\partial x_k} = \frac{\partial}{\partial x_k} \sum_{i=1}^n \sum_{j=1}^n A_{ij} x_i x_j$$

# Exercise

$$\begin{aligned}\frac{\partial f(x)}{\partial x_k} &= \frac{\partial}{\partial x_k} \sum_{i=1}^n \sum_{j=1}^n A_{ij} x_i x_j \\ &= \frac{\partial}{\partial x_k} \left[ \sum_{i \neq k} \sum_{j \neq k} A_{ij} x_i x_j + \sum_{i \neq k} A_{ik} x_i x_k + \sum_{j \neq k} A_{kj} x_k x_j + A_{kk} x_k^2 \right]\end{aligned}$$

Divide the summation into 3 parts depending on whether:

- $i == k$  or
- $j == k$

# Exercise

$$\begin{aligned}\frac{\partial f(x)}{\partial x_k} &= \frac{\partial}{\partial x_k} \sum_{i=1}^n \sum_{j=1}^n A_{ij} x_i x_j \\ &= \frac{\partial}{\partial x_k} \left[ \sum_{i \neq k} \sum_{j \neq k} A_{ij} x_i x_j + \sum_{i \neq k} A_{ik} x_i x_k + \sum_{j \neq k} A_{kj} x_k x_j + A_{kk} x_k^2 \right] \\ &= \sum_{i \neq k} A_{ik} x_i + \sum_{j \neq k} A_{kj} x_j + 2A_{kk} x_k\end{aligned}$$

# Exercise

$$\begin{aligned}\frac{\partial f(x)}{\partial x_k} &= \frac{\partial}{\partial x_k} \sum_{i=1}^n \sum_{j=1}^n A_{ij} x_i x_j \\ &= \frac{\partial}{\partial x_k} \left[ \sum_{i \neq k} \sum_{j \neq k} A_{ij} x_i x_j + \sum_{i \neq k} A_{ik} x_i x_k + \sum_{j \neq k} A_{kj} x_k x_j + A_{kk} x_k^2 \right] \\ &= \sum_{i \neq k} A_{ik} x_i + \sum_{j \neq k} A_{kj} x_j + 2A_{kk} x_k\end{aligned}$$

# Exercise

$$\begin{aligned}\frac{\partial f(x)}{\partial x_k} &= \frac{\partial}{\partial x_k} \sum_{i=1}^n \sum_{j=1}^n A_{ij} x_i x_j \\ &= \frac{\partial}{\partial x_k} \left[ \sum_{i \neq k} \sum_{j \neq k} A_{ij} x_i x_j + \sum_{i \neq k} A_{ik} x_i x_k + \sum_{j \neq k} A_{kj} x_k x_j + A_{kk} x_k^2 \right] \\ &= \sum_{i \neq k} A_{ik} x_i + \sum_{j \neq k} A_{kj} x_j + 2A_{kk} x_k\end{aligned}$$



# Exercise

$$\begin{aligned}\frac{\partial f(x)}{\partial x_k} &= \frac{\partial}{\partial x_k} \sum_{i=1}^n \sum_{j=1}^n A_{ij} x_i x_j \\ &= \frac{\partial}{\partial x_k} \left[ \sum_{i \neq k} \sum_{j \neq k} A_{ij} x_i x_j + \sum_{i \neq k} A_{ik} x_i x_k + \sum_{j \neq k} A_{kj} x_k x_j + A_{kk} x_k^2 \right] \\ &= \sum_{i \neq k} A_{ik} x_i + \sum_{j \neq k} A_{kj} x_j + 2A_{kk} x_k\end{aligned}$$

# Exercise

$$\begin{aligned}\frac{\partial f(x)}{\partial x_k} &= \frac{\partial}{\partial x_k} \sum_{i=1}^n \sum_{j=1}^n A_{ij} x_i x_j \\ &= \frac{\partial}{\partial x_k} \left[ \sum_{i \neq k} \sum_{j \neq k} A_{ij} x_i x_j + \sum_{i \neq k} A_{ik} x_i x_k + \sum_{j \neq k} A_{kj} x_k x_j + A_{kk} x_k^2 \right] \\ &= \sum_{i \neq k} A_{ik} x_i + \sum_{j \neq k} A_{kj} x_j + 2A_{kk} x_k\end{aligned}$$

# Exercise

$$\begin{aligned}\frac{\partial f(x)}{\partial x_k} &= \frac{\partial}{\partial x_k} \sum_{i=1}^n \sum_{j=1}^n A_{ij} x_i x_j \\ &= \frac{\partial}{\partial x_k} \left[ \sum_{i \neq k} \sum_{j \neq k} A_{ij} x_i x_j + \sum_{i \neq k} A_{ik} x_i x_k + \sum_{j \neq k} A_{kj} x_k x_j + A_{kk} x_k^2 \right] \\ &= \sum_{i \neq k} A_{ik} x_i + \sum_{j \neq k} A_{kj} x_j + 2A_{kk} x_k \\ &= \sum_{i=1}^n A_{ik} x_i + \sum_{j=1}^n A_{kj} x_j = 2 \sum_{i=1}^n A_{ki} x_i,\end{aligned}$$

# Exercise

$$f(x) = x^T A x$$

$$f(x) = \sum_{i=1}^n \sum_{j=1}^n A_{ij} x_i x_j$$

$$\frac{\partial^2 f(x)}{\partial x_k \partial x_\ell} = \frac{\partial}{\partial x_k} \left[ \frac{\partial f(x)}{\partial x_\ell} \right] = \frac{\partial}{\partial x_k} \left[ \sum_{i=1}^n 2A_{li} x_i \right]$$

# Exercise

$$f(x) = x^T A x$$

$$f(x) = \sum_{i=1}^n \sum_{j=1}^n A_{ij} x_i x_j$$

$$\begin{aligned} \frac{\partial^2 f(x)}{\partial x_k \partial x_\ell} &= \frac{\partial}{\partial x_k} \left[ \frac{\partial f(x)}{\partial x_\ell} \right] = \frac{\partial}{\partial x_k} \left[ \sum_{i=1}^n 2A_{li} x_i \right] \\ &= 2A_{\ell k} = 2A_{k\ell}. \end{aligned}$$

# Exercise

$$f(x) = x^T A x$$

$$f(x) = \sum_{i=1}^n \sum_{j=1}^n A_{ij} x_i x_j$$

$$\begin{aligned} \frac{\partial^2 f(x)}{\partial x_k \partial x_\ell} &= \frac{\partial}{\partial x_k} \left[ \frac{\partial f(x)}{\partial x_\ell} \right] = \frac{\partial}{\partial x_k} \left[ \sum_{i=1}^n 2A_{li} x_i \right] \\ &= 2A_{\ell k} = 2A_{k\ell}. \end{aligned}$$

$$\nabla_x^2 f(x) = 2A$$

# What we have learned

- [Vectors and matrices](#)
  - Basic Matrix Operations
  - Special Matrices
- [Transformation Matrices](#)
  - Homogeneous coordinates
  - Translation
- [Matrix inverse](#)
- [Matrix rank](#)
- Eigenvalues and Eigenvectors
- Matrix Calculate