Mathematics for AI

Lecture 7 Homogeneous Equations, Vector Norm, Orthogonality, Orthogonal Projection

Homogeneous Equations

In apr (2) we see 2x+3y = = 0 n - 2y + 4z = 0In regreffeq: linear } $\begin{bmatrix} 2 & 3 & -1 \\ 1 & -2 & 4 \end{bmatrix} \begin{bmatrix} \gamma \\ y \\ z \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$ AX=0 $A(\alpha \vec{x}) = \alpha \vec{A} \vec{x} = \alpha \vec{0} = \vec{0}$ $\begin{bmatrix} 2 & 3 & -1 \\ 1 & -2 & 4 \end{bmatrix} \begin{bmatrix} 2 \\ -1 \\ -1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$ QX? x Homogeneous Equations 4 [29] L



Vector lenght



 $\langle \vec{x}, \vec{x} \rangle = \mathbf{x}^{\mathsf{T}} \mathbf{x}$ 1101 = 0

Vector norm and normed vector spaces 🛛 🤻



Nonnegative: || x || >= 0

Positive definite $|| \mathbf{x} || = 0 \iff \mathbf{x} = \mathbf{0}$

Absolute homogeneity: $|| a \times || = |a| || \times ||$

Triangle inequality: || x + y || <= || x || + || y ||

https://en.wikipedia.org/wiki/Normed vector space

Example



Orthogonality

$$\begin{array}{c} |\operatorname{enght} x = \sqrt{x} \cdot \overline{x} = \sqrt{x} \overline{x} \\ x \perp y \Longrightarrow \\ x \perp y \Longrightarrow \\ x \perp y \Longrightarrow \\ ||x+y||^2 = ||x||^2 + ||y||^2 \Longrightarrow \\ \langle x+y ? x+y ? = \langle x, x \rangle + \langle y, y \rangle \Rightarrow \\ \langle x, x+y \rangle + \langle y, x+y \rangle = \langle x, x \rangle + \langle y, y \rangle \Rightarrow \\ \langle x, x+y \rangle + \langle y, x+y \rangle = \langle x, x \rangle + \langle y, y \rangle \Rightarrow \\ \langle x, x+y \rangle + \langle x, y \rangle + \langle y, x \rangle \Rightarrow \langle x, y \rangle = 0 \Rightarrow \langle x, y \rangle = 0 \\ \overline{x} \perp \overline{y} \iff \langle x, y \rangle = 0 \Rightarrow \langle x, y \rangle = 0 \\ \overline{x} \perp \overline{y} \iff \langle x, y \rangle = 0 \\ x, y \in |\mathbb{R}^n \implies x \perp y \Rightarrow x^{\mathsf{T}} y = 0 = \langle x, y \rangle = x \cdot y \end{array}$$





Orthogonal Projection - 1D case

 $\begin{cases} \vec{x}_p = \alpha \vec{u} \quad \text{D} \\ u^{\mathsf{T}}(x - x_p) = 0 \quad \text{D} \end{cases}$



The projection matrix



Properties of the projection matrix $P_{a} = \frac{aaT}{aTa} = \frac{aaT}{||a||^{2}} = \left(\frac{a}{||a||}\right) \left(\frac{a}{||a||}\right)^{T}$ ā is a unit $P_a^T = \frac{a a^T}{\|a\|^2} = \frac{1}{\|k\|^2} (aa^T)^T = \frac{a a^T}{\|a\|^2} = P_a$ Symmetric Parlate Palab = Pab Hb => Pala=Pa



Rank of the 1-D projection matrix



Length of the projected vector





General Projection into a linear subspace





General Projection into a linear subspace

MZ $(X-XP)^T u = 0 \implies u_x^T X = u_x^T XP$ $X p = V \vec{a} \implies U^{T} \vec{x} p = U^{T} U \vec{a}$ $U^{T} x p = \begin{bmatrix} u_{1}^{T} \\ u_{2}^{T} \\ u_{m}^{T} \end{bmatrix} X p = \begin{bmatrix} u_{1}^{T} x_{p} \\ u_{2}^{T} x_{p} \\ u_{m}^{T} x_{p} \end{bmatrix} \xrightarrow{m \times m} \begin{bmatrix} u_{1}^{T} x \\ u_{2}^{T} x \\ u_{m}^{T} x \end{bmatrix} = V^{T} x$ UTU non-singular => UTX= UTVa $v^{T}V y = 0 \Longrightarrow y = 0$ $a = (UTU)^{-1}UTX$ $m \times m \times m \times m \times n \times 1$ $x_p = U\vec{a} = \begin{bmatrix} U(UTU)^{-1}UTx \\ P = PT \end{bmatrix}$