

Lecture 1: Motivation for linear algebra

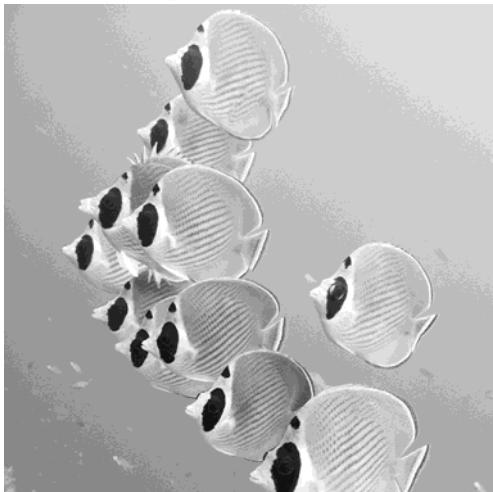
Tuesday, August 25, 2015 9:30 AM

Admin: Textbook, syllabus, homework, midterms, final, grading, office hours, ...

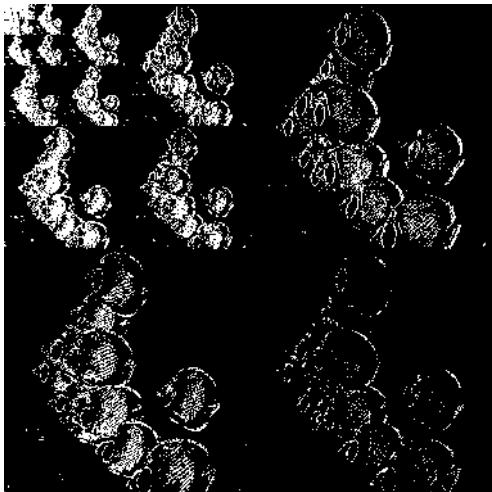
MOTIVATION FOR LINEAR ALGEBRA

- Linear transformations are everywhere!
 - Calculus: integration and differentiation are linear
 - Signals: Fourier transform is linear
 - Quantum physics: time evolution is linear
- Many applications
 - Solving systems of linear equations
$$\begin{cases} 2x - y = 3 \\ -x + y = -2 \end{cases}$$
 - Solving differential equations and recursions
$$\ddot{y} = \dot{y} + y \quad x_n = x_{n-1} + x_{n-2}$$
 - Image compression

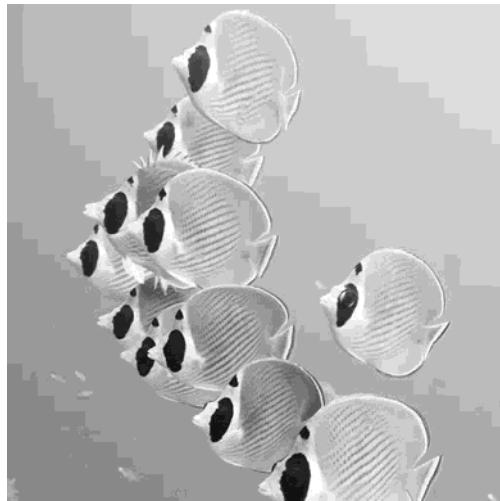
Original



Keep 10% of coeffs

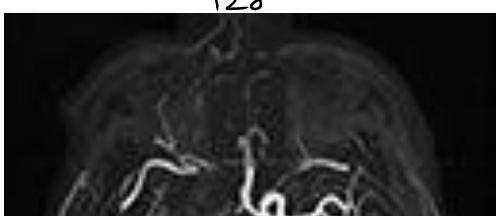


Result

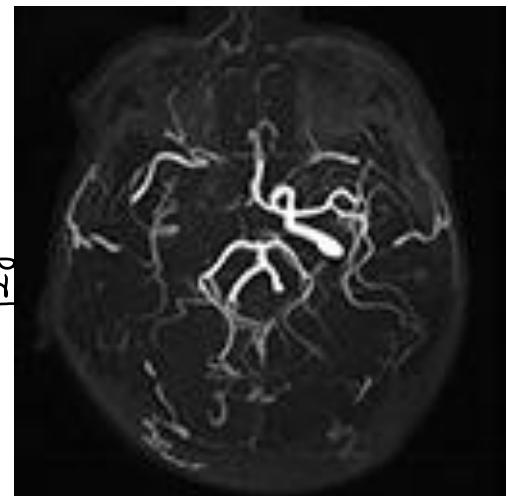


- Compressed sensing

128



of variables
 $N = 128^2 = 16384$

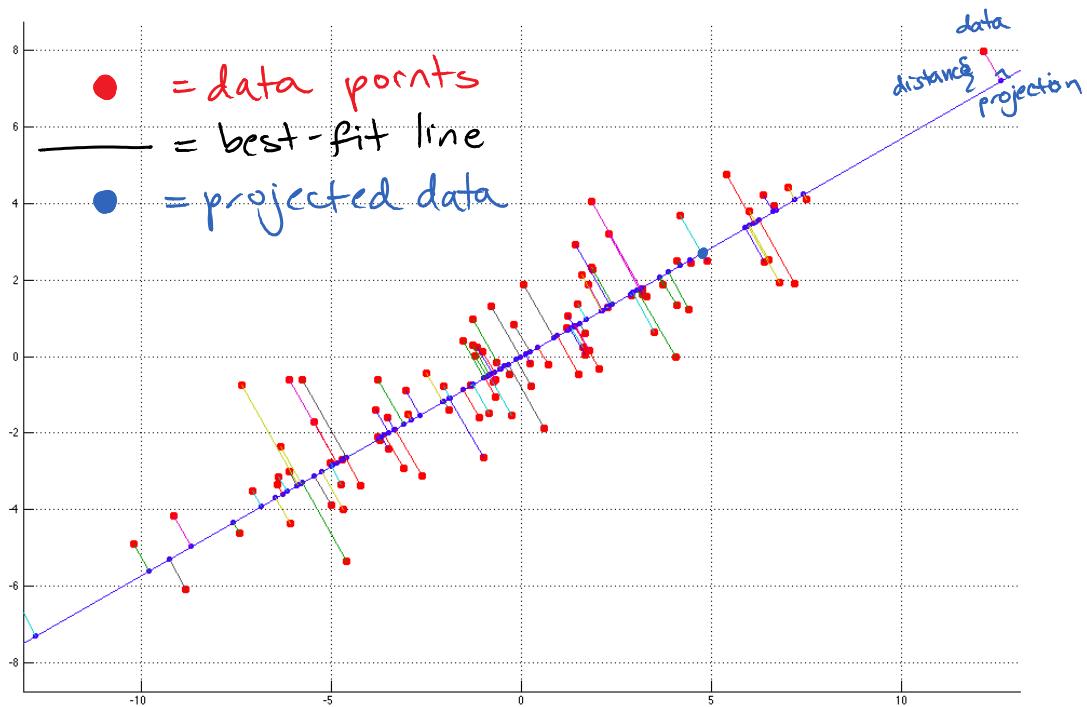
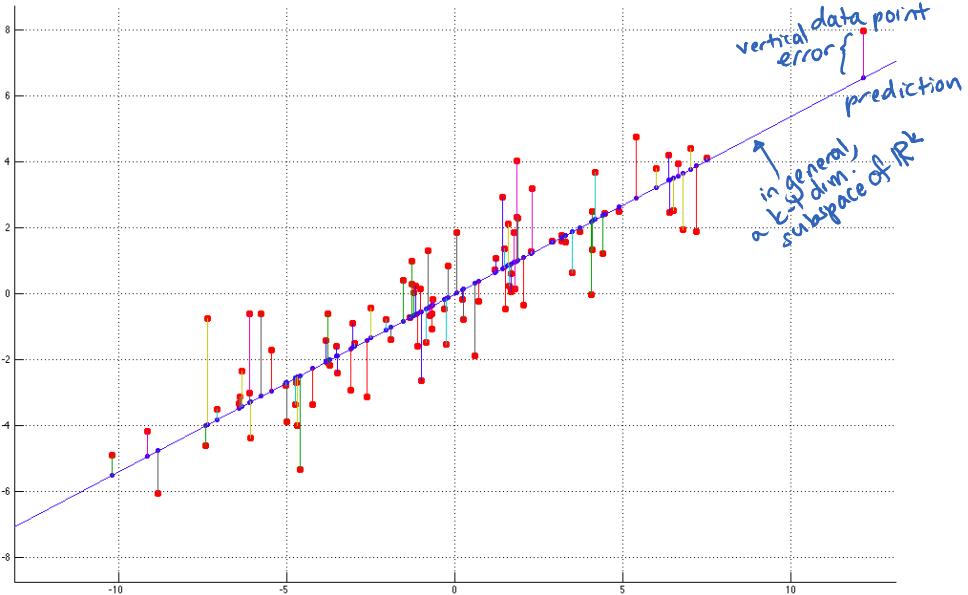


$$N = 128^2 = 16384$$

of observations
 $d = 4480 = 0.27N$
15 minutes
in Li, magic

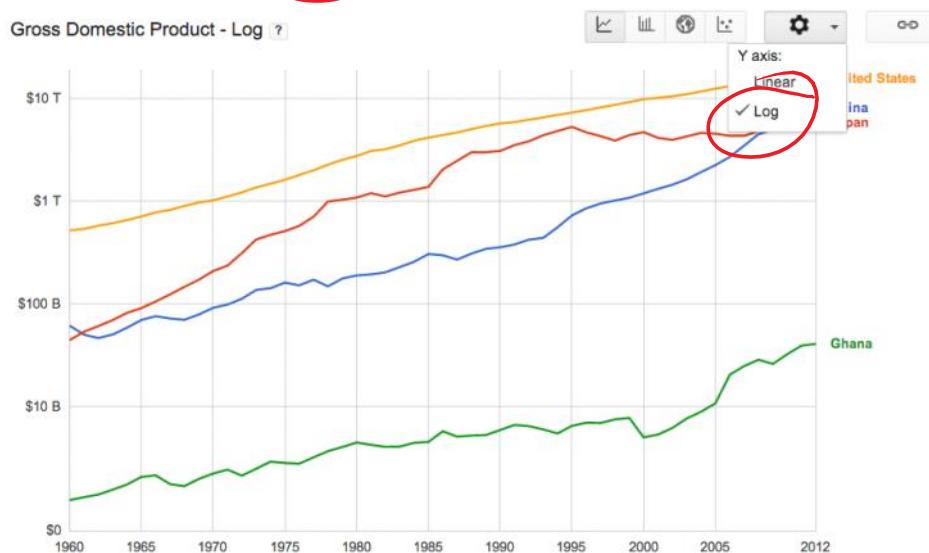


- Machine learning and statistics:
dimension reduction, least-squares fitting



Example: Predict US gross domestic product (GDP) in 2050.

Answer:



An exponential should fit the data better than a straight line.

```
USGDPdata = [1960, 5.20531e11; 1961, 5.39051e11; 1962, 5.79748e11; 1963, 6.1167e11; 1964, 6.56912e11;
1965, 7.12082e11; 1966, 7.80761e11; 1967, 8.25056e11; 1968, 9.01456e11; 1969, 9.73385e11; 1970,
1.0248e12; 1971, 1.1131e12; 1972, 1.225e12; 1973, 1.3693e12; 1974, 1.4859e12; 1975, 1.6234e12; 1976,
1.8091e12; 1977, 2.0136e12; 1978, 2.276e12; 1979, 2.5435e12; 1980, 2.7675e12; 1981, 3.1038e12; 1982,
3.2277e12; 1983, 3.5069e12; 1984, 3.9004e12; 1985, 4.1848e12; 1986, 4.425e12; 1987, 4.6989e12; 1988,
5.0619e12; 1989, 5.4397e12; 1990, 5.7508e12; 1991, 5.9307e12; 1992, 6.2618e12; 1993, 6.5829e12; 1994,
6.9933e12; 1995, 7.3384e12; 1996, 7.7511e12; 1997, 8.2565e12; 1998, 8.741e12; 1999, 9.301e12; 2000,
9.8988e12; 2001, 1.02339e13; 2002, 1.05902e13; 2003, 1.10893e13; 2004, 1.17978e13; 2005, 1.25643e13;
2006, 1.33145e13; 2007, 1.39618e13; 2008, 1.42193e13; 2009, 1.38983e13; 2010, 1.44194e13; 2011,
1.49913e13; 2012, 1.56848e13];
```

```
>> years = USGDPdata(:,1);  
A = [ones(length(years),1), years];  
USFit = pinv(A) * log(USGDP)
```

```
USFit =
```

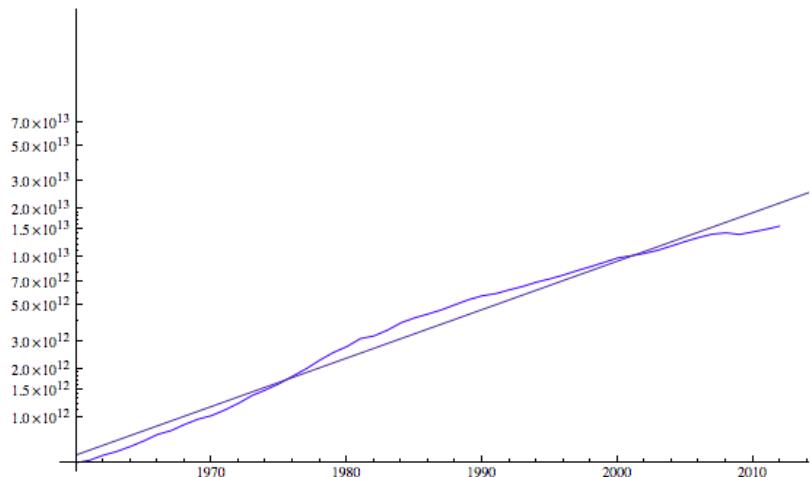
```
-1.096282320582321e+02  
6.975400397258215e-02
```

```
>> exp(USFit' * [1; 2050])
```

```
ans =
```

3.099636305012074e+14

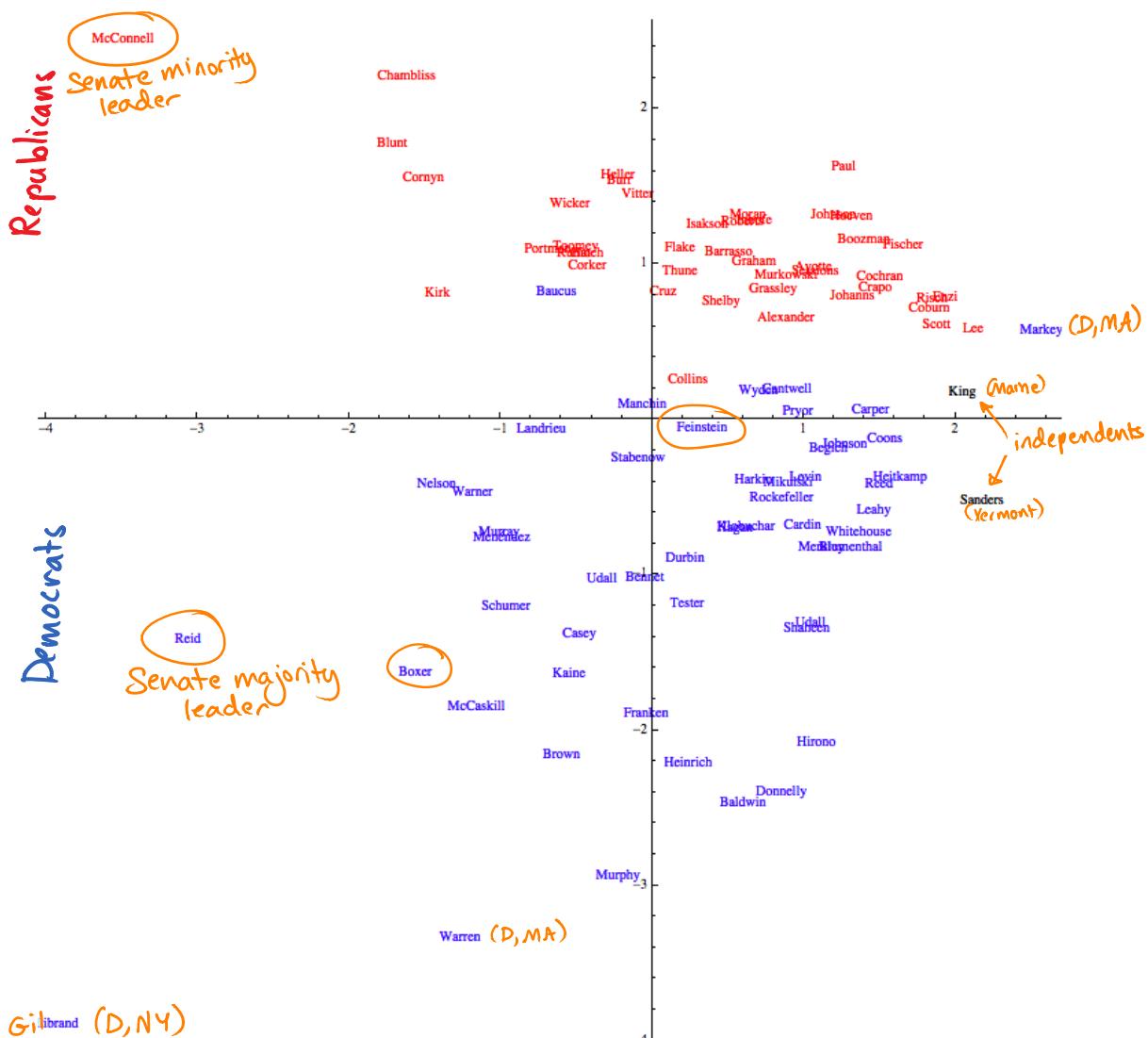
= 30 trillion dollars



```

ListPlot[{#} & /@ dataprojectedmanually, AspectRatio -> 1, PlotMarkers -> data[[All, 1, 1]],
PlotStyle -> (data[[All, 1, 3]]) /. {"D" -> Blue, "R" -> Red, "I" -> Black}]
{97, 17}
{17, 2}

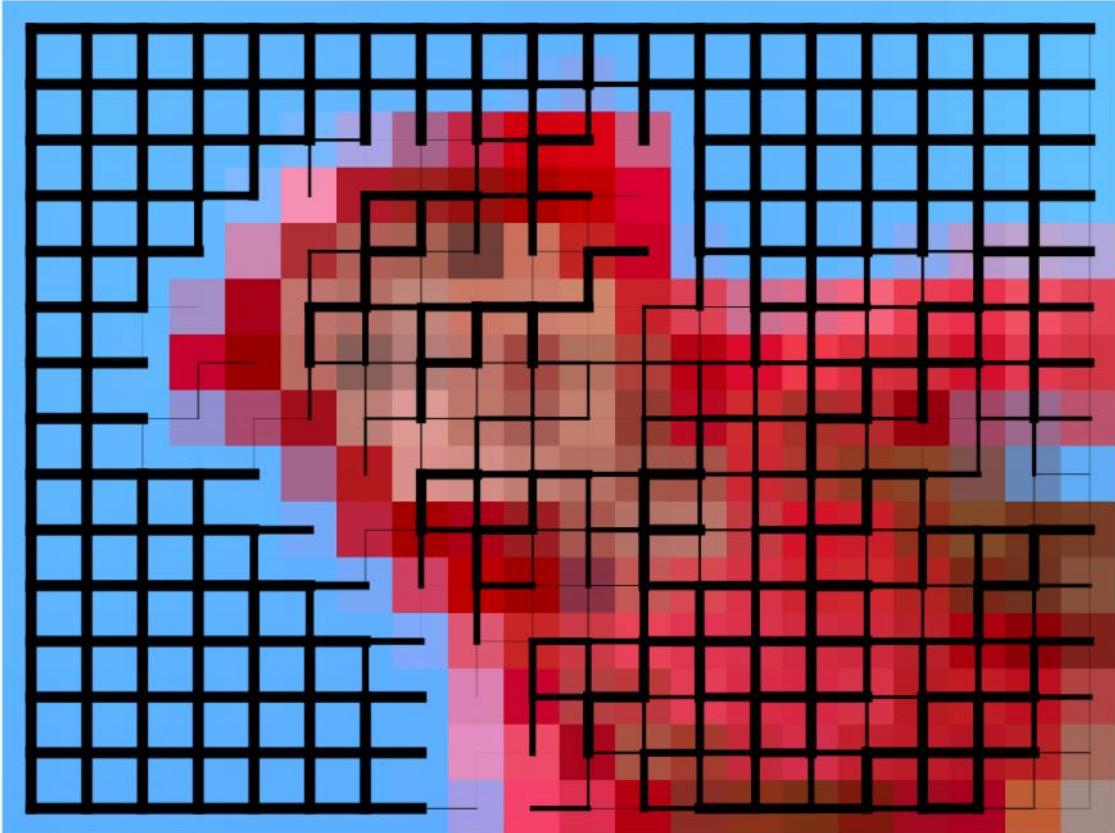
```



- Even purely combinatorial applications
 - spectral clustering

APPLICATION 1 : SPECTRAL IMAGE SEGMENTATION

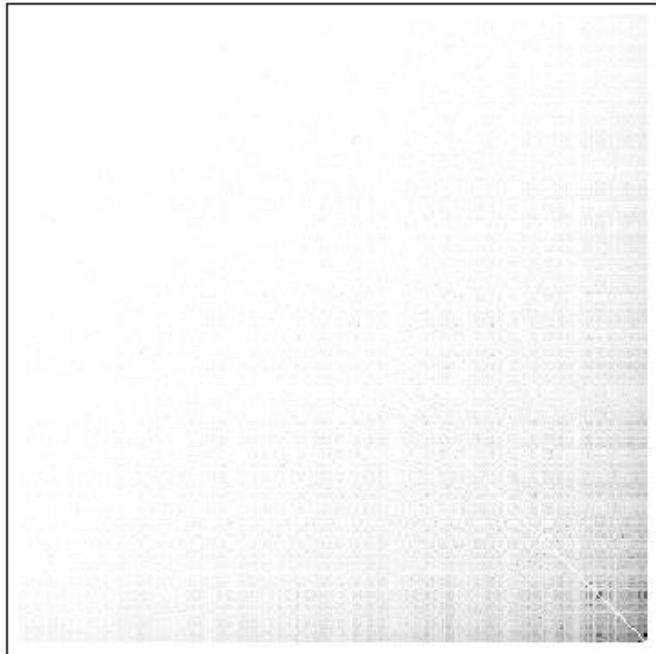




```

matrix = Import["/Users/breic/Desktop/adjacencymatrix.txt", "Table"];
matrix += Transpose[matrix];
matrix // ArrayPlot

```



```

laplacian = DiagonalMatrix[Plus @@ # & /@ matrix] - matrix // N;
di = DiagonalMatrix[(1/Plus @@ #) & /@ matrix // N];
evs = Eigensystem[ $\sqrt{di} \cdot \text{laplacian} \cdot \sqrt{di}$ ] // Transpose // Reverse;

```

```
coordinates = evs[[2 ;; 9, 2]] // Transpose;
```

$\xrightarrow{\text{embedding into } \mathbb{R}^d}$

```
ClusteringComponents[coordinates, numclusters, 1, Method → "PAM"]
```

A Walk to Remember	Bend It Like Beckham	Con Air
Indiana Jones and the L	Coyote Ugly	Bridget Jones's Diary
Lord of the Rings: The	Dirty Dancing	Gone in 60 Seconds
Lord of the Rings: The	How to Lose a Guy in 10	Independence Day
Lord of the Rings: The	Maid in Manhattan	Lethal Weapon 4
Raiders of the Lost Ark ,	Pretty Woman	, Men in Black II
Star Wars: Episode IV:	Sister Act	Pearl Harbor
Star Wars: Episode VI:	The Princess Diaries 2:	The Fast and the Furiou
Star Wars: Episode V: T	The Princess Diaries (W	The Patriot
The Lord of the Rings:	The Wedding Planner	Tomb Raider
	What Women Want	Twister
2001: A Space Odyssey		
12 Angry Men	A Bug's Life	All the President's Men
Airplane!	Breakfast at Tiffany's	Blade Runner
American Pie	City of Angels	Gandhi
American Pie 2	Ever After: A Cinderell	Jaws
Austin Powers in Goldme	Finding Nemo (Widescree	L.A. Confidential
Austin Powers: Internat	Grease	Lawrence of Arabia
Austin Powers: The Spy	Harry Potter and the Ch	Lord of the Rings: The
Interview with the Vamp	Harry Potter and the Pr	, One Flew Over the Cuckoo ,
Liar Liar	Harry Potter and the So	Seven Samurai
Meet the Parents	Runaway Bride	The Aviator
Ransom	The Lion King: Special	The Exorcist
Spaceballs	The NeverEnding Story	The Godfather
Spider-Man	The Princess Bride	The Godfather
Wayne's World	The Sound of Music	The Graduate
	Willy Wonka & the Choco	The Great Escape
		The Maltese Falcon

Cold Mountain	A Fish Called Wanda	A Knight's Tale	Adaptation
Collateral	Alien: Collector's Edit	Ice Age	A Few Good Men
Crash	Back to the Future	Jurassic Park	Air Force One
Fahrenheit 9/11	Back to the Future Part	Lara Croft: Tomb Raider	Armageddon
Finding Neverland	Batman	Minority Report	Clear and Present Danger
Hotel Rwanda	Die Hard 2: Die Harder	Pirates of the Caribbean	Crimson Tide
Man on Fire	Die Hard With a Vengeance	Rush Hour	Enemy of the State
Master and Commander: T	Goldfinger	Rush Hour 2	Entrapment
Million Dollar Baby	Groundhog Day	Sleeping Beauty: Special	High Crimes
Ocean's Twelve	Indiana Jones and the T	Spider-Man 2	In the Line of Fire
Ray	Men in Black	Star Wars: Episode II:	Lethal Weapon
Road to Perdition	Mission: Impossible	Star Wars: Episode I: T	Lethal Weapon 2
Runaway Jury	Predator: Collector's E	Terminator 3: Rise of t	Lethal Weapon 3
Seabiscuit	Rocky	The Fifth Element	Patriot Games
The Manchurian Candidate	Speed	The Incredibles	Rules of Engagement
The Notebook	Star Trek II: The Wrath	The Matrix	Swordfish
The Phantom of the Opera	Terminator 2: Extreme E	The Matrix: Reloaded	The Bone Collector
The Pianist	The Hunt for Red Octobe	The Matrix: Revolutions	The Client
	The Terminator	The Mummy	The Fugitive
	True Lies	The Mummy Returns	The Negotiator
		X2: X-Men United	The Pelican Brief
		X-Men	The Rock
			The Sum of All Fears
			Apollo 13
			As Good as It Gets
			Black Hawk Down
			Boys Don't Cry
			Cast Away
			Chocolate
			Dances With Wolves: Spec
12 Monkeys	Ace Ventura: Pet Detect	Anger Management	Dead Man Walking
Almost Famous	A League of Their Own	Bad Boys II	Driving Miss Daisy
American History X	A River Runs Through It	Behind Enemy Lines	Enemy at the Gates
Anchorman: The Legend o	Basic Instinct	Bruce Almighty	E.T. the Extra-Terrestrial
Donnie Darko	Cheaper by the Dozen	Dodgeball: A True Under	Field of Dreams
Garden State	Daddy Day Care	Harold and Kumar Go to	Forrest Gump
GoodFellas: Special Edi	Erin Brockovich	Hero	Fried Green Tomatoes
Grosse Pointe Blank	Face/Off	Hidalgo	Gladiator
Heat: Special Edition	Father of the Bride	Hitch	Glory
Kill Bill: Vol. 1	Kindergarten Cop	Hostage	Good Will Hunting
Kill Bill: Vol. 2	Legally Blonde	I Robot	Jerry Maguire
Memento	Mrs. Doubtfire	Meet the Fockers	Moonstruck
Napoleon Dynamite	Notting Hill	National Treasure	My Cousin Vinny
Office Space	Pay It Forward	Ocean's Eleven	October Sky
Pulp Fiction	Phenomenon	Sahara	Philadelphia
Requiem for a Dream	Serendipity	Shrek 2	Primal Fear
Reservoir Dogs	Shall We Dance?	The Bourne Identity	Rain Man
Seven	Sleepless in Seattle	The Bourne Supremacy	Remember the Titans
Sin City	Steel Magnolias	The Count of Monte Cristo	

2. algorithms based on fast SDD solvers

* Max-flow & multi-commodity flow problems

• for decades, best algorithms were deterministic, combinatorial

[Goldberg-Rao '98]: $\tilde{O}(m\sqrt{n}/\epsilon)$

for $(1-\epsilon)$ -approx max flow

augmenting paths
blocking flows...

• recent breakthroughs based on numerical linear algebra,

spectral graph theory

[S-H Teng et al. '11] : $\tilde{O}(mn^{1/3}/\epsilon^{1/3})$
USC

[Kelner et al., '13; Sherman '13]

$\tilde{O}(m/\epsilon^2)$ or $\tilde{O}(k m/\epsilon^2)$ for k flows

- * generating random spanning trees
- * graph sparsification
- * sparsest cut
- * distributed routing

This week: Solving systems of linear equations

Linear systems of equations

- * Examples, non-examples
- * General problem
- * Solving by elimination — complexity analysis
- * Correspondence to matrices
- * Solving by computer

Bigger examples

When does a system of equations have a solution?

Compressed sensing

(# variables vs. # consistent, indep. equations)

Extensions: Stability, solving repeatedly,

Geometry

Systems with a special form (e.g., sparse)

Examples:

$$\{ \begin{array}{l} x = 3 \end{array} \quad \text{1 linear equation in 1 variable}$$

$$\{ \begin{array}{l} 2x - y = 3 \end{array} \quad \text{1 linear equation in 2 variables}$$

$$\left\{ \begin{array}{l} 2x - y = 3 \\ x - y = 2 \\ x + y = 0 \end{array} \right. \quad \text{3 linear equations, 2 variables}$$

$$\left\{ \begin{array}{l} x^2 + xy = 2 \\ x + y = 3 \end{array} \right. \quad \text{quadratic equation — not linear!}$$

$$\left\{ \begin{array}{l} x + y + z = 0 \\ x + \cos(y) + z = 2 \end{array} \right. \quad \text{transcendental equation — not linear!}$$

General problem:

Given: The system of linear equations

$$\begin{aligned} a_{11}x_1 + a_{12}x_2 + a_{13}x_3 + \cdots + a_{1n}x_n &= b_1 \\ a_{21}x_1 + a_{22}x_2 + a_{23}x_3 + \cdots + a_{2n}x_n &= b_2 \\ &\vdots \\ a_{m1}x_1 + a_{m2}x_2 + a_{m3}x_3 + \cdots + a_{mn}x_n &= b_m \end{aligned}$$

(m equations in n unknowns x_1, \dots, x_n)

Goal: Solve for the unknowns x_1, \dots, x_n

- (- If there isn't a solution, then say so.)
- (- If there are multiple solutions, find them all!)

Note: We will see later that there is always either

- * one unique solution,
- * no solution, or
- * infinitely many solutions

Example: Solve

$$\begin{aligned} 2x - y &= 3 \\ x - y &= 2 \\ x + y &= 0 \end{aligned}$$

Answer:

Adding 3rd equation to 1st equation cancels out y , giving

$$3x = 3 \Rightarrow x = 1$$

Substituting this back into any other equation gives

$$\Rightarrow \boxed{(x,y) = (1, -1)} \quad \text{is the solution. } \checkmark$$

(Check this.)

Example: Solve

$$\begin{aligned} x + 3y - z &= 4 \\ 3x + 10y &= 8 \end{aligned}$$

Answer: To eliminate x , subtract 3 times the first equation from the 2nd one:

$$\Rightarrow \begin{cases} x + 3y - z = 4 \\ y + 3z = -4 \end{cases}$$

$$\Rightarrow y = -4 - 3z, \text{ where } z \text{ is arbitrary}$$

Substituting into the first equation,

$$\begin{aligned}x &= 4 - 3y + z \\&= 4 - 3(-4 - 3z) + z \\&= 16 + 10z\end{aligned}$$

\Rightarrow Infinitely many solutions, all of the form

$$x = 16 + 10z, \quad y = -4 - 3z, \quad z \in \mathbb{R} \text{ arbitrary}$$

As a vector,

$$\begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 16 \\ -4 \\ 0 \end{pmatrix} + z \begin{pmatrix} 10 \\ -3 \\ 1 \end{pmatrix}, \quad z \in \mathbb{R}$$

↑ constant coefficients ↓ free variable

Observe:

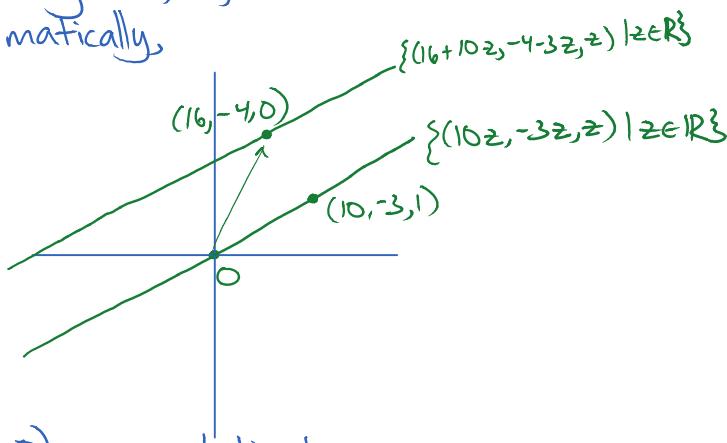
① The set of points

$$\{(16 + 10z, -4 - 3z, z) \mid z \in \mathbb{R}\}$$

is a line through the origin $(0, 0, 0)$.

Adding $(16, -4, 0)$ shifts this line.

Schematically,



② $(16, -4, 0)$ is one solution to

$$x + 3y - z = 4$$

$$3x + 10y = 8$$

while $(10, -3, 1)$ solves

$$\begin{array}{rcl}x + 3y - z &= 0 & \left. \begin{array}{l} \text{"homogeneous equations"} \\ \dots \end{array} \right. \\ 3x + 10y &= 0 & \end{array}$$

\Rightarrow The general solution for a set of nonhomogeneous equations is a particular solution plus the general solution to the homogeneous equations.

③ We didn't have to eliminate x first...

More goals: * Solve approximately, instead of exactly

- More goals:
- * Solve approximately, instead of exactly
 - * How good is the solution? (stability)
 - * Solve the same system multiple times (different r.h.s.)
 - * Perturbed systems
 - * Systems with a special form
 - * Understand both how the algorithms work
and how to use them! (and when to use them)

Example: polynomial interpolation

2 points determine a line

3 points determine a quadratic curve

⋮
any $n-1$ points $(x_1, y_1), \dots, (x_{n-1}, y_{n-1})$ determine a polynomial
of degree $\leq n$

① Find the equation $y = mx + b$ for the line passing
through the points

$(1, 1)$ and $(6, 5)$

Answer: slope $m = \frac{5-1}{6-1} = \frac{4}{5}$
y-intercept $b = \frac{1}{5}$

(check this)

② Find the equation $y = ax^2 + bx + c$ for the parabola
that goes through the points

$(1, 1)$, $(6, 5)$, $(-2, 3)$

Answer: Set up three equations:

$$1 = a \cdot 1^2 + b \cdot 1 + c = a + b + c$$

$$5 = a \cdot 6^2 + b \cdot 6 + c = 36a + 6b + c \quad \text{---} \quad (2)$$

$$3 = a \cdot (-2)^2 + b \cdot (-2) + c = 4a - 2b + c \quad (3)$$

$$\hookrightarrow \left\{ \begin{array}{l} a+b+c=1 \\ -36a-6b-3c=-31 \\ -4a+2b+c=3 \end{array} \right\} \rightarrow \left\{ \begin{array}{l} a+b+c=1 \\ 6b+3c=1 \\ 20c=26 \end{array} \right\}$$

$$\Rightarrow c = \frac{13}{10}$$

Substituting into 2nd equation,

$$b = \frac{1}{6} \cdot (1 - 3 \cdot \frac{13}{10}) = -\frac{29}{60}$$

Substituting into 1st equation,

$$a = 1 - b - c = 1 - \frac{13}{10} + \frac{29}{60} = \frac{11}{60}$$

Substituting into 1st equation,
 $a = 1 - b - c = 1 - \frac{13}{10} + \frac{29}{60} = \frac{11}{60}$

 $\Rightarrow (a, b, c) = \left(\frac{11}{60}, \frac{-29}{60}, \frac{13}{10} \right)$
 check this. ✓

Solution method: Gaussian elimination

add multiples of the 1st equation to other equations
 in order to eliminate one variable from them

add multiples of 2nd equations to following equations
 to eliminate the next variable

⋮
 with n equations in n unknowns, end up with equations

$$a_{11}x_1 + a_{12}x_2 + a_{13}x_3 + \dots + a_{1n}x_n = b_1,$$

$$a_{22}'x_2 + a_{23}'x_3 + \dots + a_{2n}'x_n = b_2'$$

$$a_{33}'x_3 + \dots + a_{3n}'x_n = b_3'$$

$$a_{n-1,n-1}'x_{n-1} + a_{n-1,n}'x_n = b_{n-1}',$$

$$a_{nn}'x_n = b_n'$$

Now work backwards

$$\text{last equation } \Rightarrow x_n = \frac{b_n'}{a_{nn}'}$$

$$\text{substitute into eq. } n-1 \Rightarrow a_{n-1,n-1}'x_{n-1} = b_{n-1}' - a_{n-1,n}' \frac{b_n'}{a_{nn}'}$$

Keep on substituting backwards, solving for variables

$x_n, x_{n-1}, x_{n-2}, \dots, x_2, x_1$

Picture: possibly nonzero entries in the matrix of coefficients

"pivot elements"
 - the (nonzero) coefficients
 $a_{11}, a_{22}, \dots, a_{nn}$
 that were used to eliminate
 variables from subsequent equations

Back substitution...

Complexity analysis

Claim: G.E. on an $n \times n$ system of equations
 uses $\tilde{\mathcal{O}}(n^3)$ basic operations (multiplication, division, addition, etc)

Proof sketch:

Eliminating x_1 using the first equation,
you need to update $n-1$ other equations, each
with n coefficients $\Rightarrow O(n^2)$ steps

Repeating for the other variables $\Rightarrow O(n^3)$ conservatively
Back-substitution takes $O(n^2)$ steps. Why? \square

Example

Solve $\begin{cases} -x_1 + 3x_2 - 2x_3 = 1 \\ -x_1 + 4x_2 - 3x_3 = 0 \\ -x_1 + 5x_2 - 4x_3 = 0 \end{cases} \quad (2-1)$

$$\rightarrow \begin{pmatrix} 3 & -2 \\ 1 & -1 \\ 2 & -2 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 1 \\ -1 \\ -1 \end{pmatrix}$$

$$\begin{pmatrix} 3 & -2 \\ 1 & -1 \\ 0 & 0 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 1 \\ -1 \\ 1 \end{pmatrix}$$

Stuck! 3rd equation is $0x_1 + 0x_2 + 0x_3 = 1$
 \Rightarrow no solution.

Solving linear equations on your computer

① Mathematica:

$$A = \{\{1, 1, 1\}, \{36, 6, 1\}, \{4, -2, 1\}\};$$

$$b = \{1, 5, 3\}$$

use `LinearSolve[A, b]`

② Matlab/Octave:

```
>> A = [1 1 1; 36 6 1; 4 -2 1]
```

A =

$$\begin{matrix} 1 & 1 & 1 \\ 36 & 6 & 1 \\ 4 & -2 & 1 \end{matrix}$$

```
>> b = [1; 5; 3]
```

b =

$$\begin{matrix} 1 \\ 5 \\ 3 \end{matrix}$$

```
>> x = A \ b
```

x =

```

>> A = [1 1 1; 36 6 1; 4 -2 1]
A =
1      1      1
36     6      1
4     -2      1

>> b = [1; 5; 3]
b =
1
5
3

>> x = A \ b
x =
0.1833
-0.4833
1.3000

>> A*x - b
ans =
1.0e-15 *
0
0.8882
0.4441

```

(see also "format rat")
 (what if there's no solution?)

③ Numpy in python:

```

>>> import numpy as np
>>> A = np.array([[1,1,1],[36,6,1],[4,-2,1]])
>>> b = np.array([1,5,3])
>>> x = np.linalg.solve(A,b)
>>> x
array([ 0.18333333, -0.48333333,  1.3        ])
>>> np.dot(A,x) - b
array([- 0.00000000e+00,   0.00000000e+00,   4.44089210e-16])

>>> n = 800; A = np.random.randn(n,n); b = np.dot(A, np.random.randn(n));
>>> start = time.time(); x = np.linalg.solve(A,b); end = time.time(); end-start
0.029742002487182617
>>> n = 1600; A = np.random.randn(n,n); b = np.dot(A, np.random.randn(n));
>>> start = time.time(); x = np.linalg.solve(A,b); end = time.time(); end-start
0.17376208305358887
>>> n = 3200; A = np.random.randn(n,n); b = np.dot(A, np.random.randn(n));
>>> start = time.time(); x = np.linalg.solve(A,b); end = time.time(); end-start
1.0949180126190186
>>> n = 6400; A = np.random.randn(n,n); b = np.dot(A, np.random.randn(n));
>>> start = time.time(); x = np.linalg.solve(A,b); end = time.time(); end-start
7.7281270027160645

```