

Introduction to Matrix Algebra



Why Learn Matrix Algebra?

- Matrix Algebra is the most popular language of chemometricians.
- Used in chemometrics Texts, Journal Papers and Oral Presentations.
- Need to know Matrix Algebra to stay current with the latest techniques and new ways of applying older techniques.



Scalar

$$a = 5.4367$$

Just another name for a single number



Vector

Each member of a Vector is called an **Element**

$\mathbf{a} = \underline{a} =$

a_1		3.0
a_2		-2.1
a_3		9.6
a_4		6.9
a_5	Column Vector up and down	0.4
•		
•		
•		
a_m		-9.4

A Vector has **Length**

Number of Elements or **Length = 7**



Transpose to a Row Vector

$$\mathbf{b} = \mathbf{a}^T = [a_1 \ a_2 \ a_3 \ a_4 \ a_5 \ \cdot \ \cdot \ \cdot \ a_m]$$

$$= [3.0 \ -2.1 \ 9.6 \ 6.9 \ 0.4 \ 8.2 \ -9.4]$$

left and right



Matrix

$$\mathbf{A} = \underline{\mathbf{A}} = \begin{bmatrix} a_{11} & a_{12} & a_{13} & \cdot & \cdot & \cdot & a_{1n} \\ a_{21} & a_{22} & a_{23} & \cdot & \cdot & \cdot & a_{2n} \\ a_{31} & a_{32} & a_{33} & \cdot & \cdot & \cdot & a_{3n} \\ a_{41} & a_{42} & a_{43} & \cdot & \cdot & \cdot & a_{4n} \\ a_{51} & a_{52} & a_{53} & \cdot & \cdot & \cdot & a_{5n} \\ \cdot & \cdot & \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot & \cdot & \cdot \\ a_{m1} & a_{m2} & a_{m3} & \cdot & \cdot & \cdot & a_{mn} \end{bmatrix}$$

First index is
Row Number

Second index is
Column Number



A Matrix is Just a Table of Numbers

	Specific Gravity	App Extr	Alcohol (%w/w)	Real Ext	O.G.	RDF	Calories	pH	Color	IBU	VDK (ppm)
Shea's Irish	1.01016	2.60	3.64	4.29	11.37	63.70	150.10	4.01	19.0	16.1	0.02
Iron Range	1.01041	2.66	3.81	4.42	11.82	64.00	156.30	4.33	11.6	21.1	0.04
Bob's 1st Ale	1.01768	4.50	3.17	5.89	12.04	52.70	162.70	3.93	30.7	21.1	0.11
Manns Original	1.00997	2.55	2.11	3.58	7.77	54.90	102.20	4.05	58.9	18.2	0.05
Killarney's Red	1.01915	4.87	3.83	6.64	14.0	54.30	190.20	4.36	12.3	17.9	0.02
Killian's Irish	1.01071	2.74	3.88	4.48	12.0	64.10	158.80	4.28	53.0	14.2	0.03

6 x 11 Matrix
 Rows Columns

Where is a_{37} ?



Transpose a Matrix by Interchanging Rows and Columns

$$\mathbf{B} = \mathbf{A}^T = \begin{bmatrix} 1.2 & 3.5 & -3.1 & 8.6 \\ -0.3 & 8.6 & 0.2 & -4.3 \\ 9.3 & 4.9 & 2.7 & -0.7 \end{bmatrix}^T = \begin{bmatrix} 1.2 & -0.3 & 9.3 \\ 3.5 & 8.6 & 4.9 \\ -3.1 & 0.2 & 2.7 \\ 8.6 & -4.3 & -0.7 \end{bmatrix}$$

3 x 4 Matrix becomes a 4 x 3 Matrix



The Power of Matrix Algebra
is that It Can Perform
Operations on a Whole Table
of Numbers at Once.



Matrix Algebra Operations:

Matrix Addition

$$\mathbf{A} + \mathbf{B} = \begin{bmatrix} 1.2 & 3.5 \\ -0.3 & 8.6 \\ 9.3 & 4.9 \end{bmatrix} + \begin{bmatrix} -3.1 & 8.6 \\ 0.2 & -4.3 \\ 2.7 & -0.7 \end{bmatrix} = \begin{bmatrix} -1.9 & 12.1 \\ -0.1 & 4.3 \\ 12.0 & 4.2 \end{bmatrix}$$

Diagram illustrating Matrix Addition. The equation shows the addition of two 3x2 matrices, A and B, resulting in a 3x2 matrix. The first row of the result is highlighted with green circles around the elements 1.2, -3.1, and -1.9, with an arrow pointing to the calculation $1.2 + -3.1 = -1.9$.



Matrix Addition is:

- $\mathbf{A} + \mathbf{B} = \mathbf{B} + \mathbf{A}$ Commutative
- $\mathbf{A} + (\mathbf{B} + \mathbf{C}) = (\mathbf{A} + \mathbf{B}) + \mathbf{C}$ Associative



Scalar Multiplication

$$k * \mathbf{A} = \begin{matrix} & & 2.0 * 1.2 = 2.4 \\ & \nearrow & \nearrow \\ \begin{pmatrix} 2.0 \end{pmatrix} * \begin{bmatrix} 1.2 & 3.5 \\ -0.3 & 8.6 \\ 9.3 & 4.9 \end{bmatrix} & = & \begin{bmatrix} 2.4 & 7.0 \\ -0.6 & 9.2 \\ 18.6 & 9.8 \end{bmatrix} \end{matrix}$$



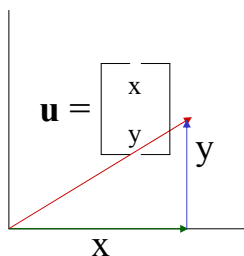
Vector Inner Product (Dot Product)

$$\mathbf{a}^T * \mathbf{b} = [a_1 \ a_2 \ a_3 \ \dots \ a_m] * \begin{bmatrix} b_1 \\ b_2 \\ b_3 \\ \vdots \\ b_m \end{bmatrix} = a_1 b_1 + a_2 b_2 + a_3 b_3 + \dots + a_m b_m = \text{Scalar}$$

For an Inner Product to work, \mathbf{a} and \mathbf{b} must be the same length.



The Inner Product Can Be Used to Calculate a Vector Length



$$\mathbf{u}^T \mathbf{u} = \begin{bmatrix} x & y \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = x^2 + y^2$$

According to Pythagorean Theorem

$$u^2 = x^2 + y^2$$

or the length of \mathbf{u} is

$$u = \|\mathbf{u}\| = (\mathbf{u}^T \mathbf{u})^{1/2}$$



Matrix Multiplication

(All Possible Vector Inner Products)

1st Row * 1st Column = 1st Row, 1st Column

$$\mathbf{A} * \mathbf{B} = \begin{bmatrix} 1 & 3 & 5 \\ 4 & -2 & 3 \\ 9 & 8 & -3 \end{bmatrix} * \begin{bmatrix} 2 & -3 \\ 8 & 4 \\ -3 & 0 \end{bmatrix} = \begin{bmatrix} 2 & 9 \\ -17 & -20 \\ 11 & 5 \end{bmatrix}$$

3rd Row * 2nd Column = 3rd Row, 2nd Column

$3 \times 3 * 3 \times 2 = 3 \times 2$
Must be the same



Matrix Multiplication Not Commutative

$$\mathbf{A} * \mathbf{B} \neq \mathbf{B} * \mathbf{A}$$

$$\mathbf{B} * \mathbf{A} = \begin{bmatrix} 2 & -3 \\ 8 & 4 \\ -3 & 0 \end{bmatrix} * \begin{bmatrix} 1 & 3 & 5 \\ 4 & -2 & 3 \\ 9 & 8 & -3 \end{bmatrix} = \begin{bmatrix} ? \\ ? \\ ? \end{bmatrix}$$

$3 \times 2 * 3 \times 3$
Must be the same



Matrix Multiplication is:

- $(\mathbf{A} * \mathbf{B})^T = \mathbf{B}^T * \mathbf{A}^T$
- $(\mathbf{A} + \mathbf{B}) * \mathbf{C} = \mathbf{A} * \mathbf{C} + \mathbf{B} * \mathbf{C} \{ \neq \mathbf{C} * \mathbf{A} + \mathbf{C} * \mathbf{B} \}$
Distributive
- $(\mathbf{A} * \mathbf{B}) * \mathbf{C} = \mathbf{A} (\mathbf{B} * \mathbf{C})$ Associative
- $(\mathbf{A}^T)^T = \mathbf{A}$

Must maintain the order of multiplication!



Another Special Multiplication - Vector Outer Product

(All Possible Scalar Products)

$$\mathbf{a} * \mathbf{b}^T = \begin{bmatrix} \boxed{2} \\ 5 \\ \boxed{1} \end{bmatrix} \begin{bmatrix} \boxed{4} & 3 & 5 & \boxed{7} & \boxed{9} \end{bmatrix} = \begin{bmatrix} \boxed{8} & 6 & 10 & 14 & 18 \\ 20 & 15 & 25 & 35 & 45 \\ 4 & 3 & 5 & \boxed{7} & \boxed{9} \end{bmatrix}$$

Diagram illustrating the calculation of the first element of the resulting matrix: $2 * 4 = 8$. The elements 2 and 4 are highlighted in green boxes, and the result 8 is also highlighted in a green box in the resulting matrix. The other elements in the resulting matrix are highlighted in yellow or grey boxes.

Note: Vector Inner Product resulted in a Scalar

Vector Outer Product resulted in a Matrix



A Special Matrix - Identity Matrix

$$I = \begin{bmatrix} 1 & 0 & 0 & \cdots & 0 \\ 0 & 1 & 0 & \cdots & 0 \\ 0 & 0 & 1 & \cdots & 0 \\ 0 & 0 & 0 & \cdots & 0 \\ 0 & 0 & 0 & \cdots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & 0 & \cdots & 1 \end{bmatrix}$$

Diagonal
Matrix of 1's



Identity Matrix is like the number 1
in Scalar Mathematics

$$A * I = I * A = A$$

Both **A** and **I** must be square (m x m) and
equal size



There is No Division in Matrix Algebra

$$\mathbf{A}^{-1} * \mathbf{A} = \mathbf{A} * \mathbf{A}^{-1} = \mathbf{I}$$

↑
Inverse of A



Not All Matrices Have an Inverse

- They must be square.
- Must not be **Collinear**.

Collinear - any column (or row) is a linear combination of other columns (or rows).

Other words for **Collinear** are
Singular and **Correlated**



This Matrix is Collinear (Singular)

$$\begin{bmatrix} 2 & 3 & 4 \\ 1 & 0 & 2 \\ 4 & 6 & 8 \end{bmatrix}$$

Simultaneous Equations

$$2x + 3y + 4z = 0$$

$$x + 0 + 2z = 0$$

$$4x + 6y + 8z = 0$$

3rd Row =
1st Row*2

How many unknowns? 3

How many equations? 2

This matrix is not Full Rank Rank = 2



Beer-Lambert Law

$$\mathbf{A} = \mathbf{C} \boldsymbol{\epsilon}$$

$$\begin{array}{c} \text{Wavelengths} \\ \text{Samples} \end{array} \begin{bmatrix} \\ \\ \end{bmatrix} = \begin{array}{c} \text{Components} \\ \text{Samples} \end{array} \begin{bmatrix} \\ \\ \end{bmatrix} \begin{array}{c} \text{Wavelengths} \\ \text{Components} \end{array} \begin{bmatrix} \\ \\ \end{bmatrix}$$



Solve This Equation for $\boldsymbol{\varepsilon}$

$$\mathbf{A} = \mathbf{C} \boldsymbol{\varepsilon}$$

$$\mathbf{C}^{-1} \mathbf{A} = \mathbf{C}^{-1} \mathbf{C} \boldsymbol{\varepsilon} \quad \text{But } \mathbf{C} \text{ is usually not square}$$

$$\mathbf{A} = \mathbf{C} \boldsymbol{\varepsilon}$$

$$\mathbf{C}^T \mathbf{A} = (\mathbf{C}^T \mathbf{C}) \boldsymbol{\varepsilon} \quad \mathbf{C}^T \mathbf{C} \text{ is square}$$

$$\underbrace{(\mathbf{C}^T \mathbf{C})^{-1} \mathbf{C}^T}_{\mathbf{C}^+} \mathbf{A} = (\mathbf{C}^T \mathbf{C})^{-1} (\mathbf{C}^T \mathbf{C}) \boldsymbol{\varepsilon} = \boldsymbol{\varepsilon}$$

\mathbf{C}^+ Moore-Penrose Pseudo Inverse



Moore-Penrose Pseudo Inverse

- $(\mathbf{X}^T \mathbf{X})^{-1} \mathbf{X}^T$ Use when # rows > # columns
- $\mathbf{X}^T (\mathbf{X} \mathbf{X}^T)^{-1}$ Use when # columns > # rows
- \mathbf{X} Must not be **Collinear**



The Opposite of Collinear is Orthogonal

Two vectors are Orthogonal (independent) if
their inner product $\mathbf{q}_i^T * \mathbf{q}_j = 0$; $i \neq j$

Other words for Orthogonal are
Perpendicular and Independent



A Matrix is Orthogonal if all the columns are Orthogonal

Special feature of Orthogonal Matrix

$\mathbf{A}^{-1} = \mathbf{A}^T$ if \mathbf{A} is an Orthogonal Matrix



There are Shades of Grey between Orthogonal and Collinear

2	3	4
1	0	2
4	6	8
5	9	10

Collinear

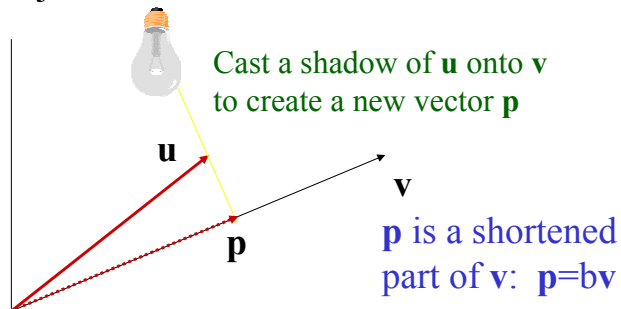
2.00	3.00	4.01
1.00	0	2.00
4.01	6.00	7.99
5.02	9.01	10.01

With Noise Added
Nearly Collinear

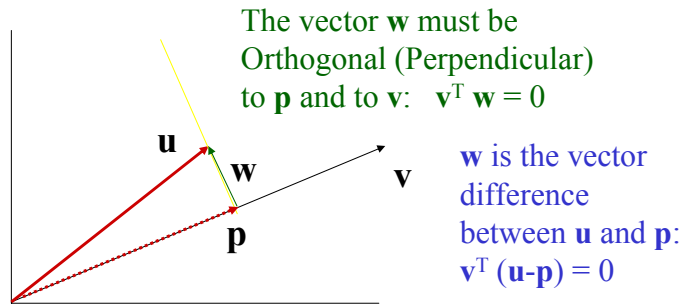


Let's Apply Some of What We Have Learned to Define Projection

Project vector \mathbf{u} onto vector \mathbf{v}



Projection onto a Line



Some Algebra

$$\mathbf{v}^T (\mathbf{u} - \mathbf{p}) = 0; \quad \text{since } \mathbf{p} = b\mathbf{v}$$
$$\mathbf{v}^T (\mathbf{u} - b\mathbf{v}) = 0$$

solving for b

$$\mathbf{v}^T \mathbf{u} - \mathbf{v}^T b\mathbf{v} = 0$$
$$\mathbf{v}^T \mathbf{u} = \mathbf{v}^T b\mathbf{v}$$

divide both sides by $\mathbf{v}^T \mathbf{v}$ (Inner Product, a scalar!)

$$b = \mathbf{v}^T \mathbf{u} / \mathbf{v}^T \mathbf{v}$$
$$\mathbf{p} = (\mathbf{v}^T \mathbf{u} / \mathbf{v}^T \mathbf{v})\mathbf{v}$$



We Shall Teach More Matrix
Algebra as We Need It

