

# ICS 6N Computational Linear Algebra

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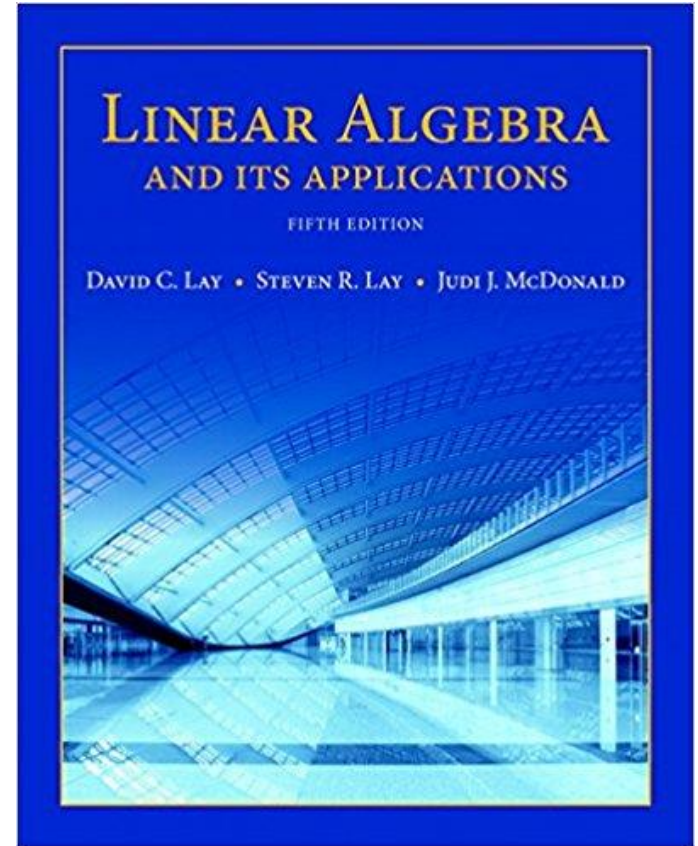
Computer Science, UCI

# Teaching staff

- TA
  - Kanika Baijal [kbaijal@uci.edu](mailto:kbaijal@uci.edu)
- Readers
  - Liangjian Chen
  - Tiehang Duan
- Four discussion sessions (SBSG 241)
  - Discuss lecture material
  - Coding assignment

# Textbook

Linear Algebra and its Applications, 5th. edition.  
by David Lay.



**However, you are only responsible for materials covered in lectures and discussion sessions.**

# Obtaining Assistance

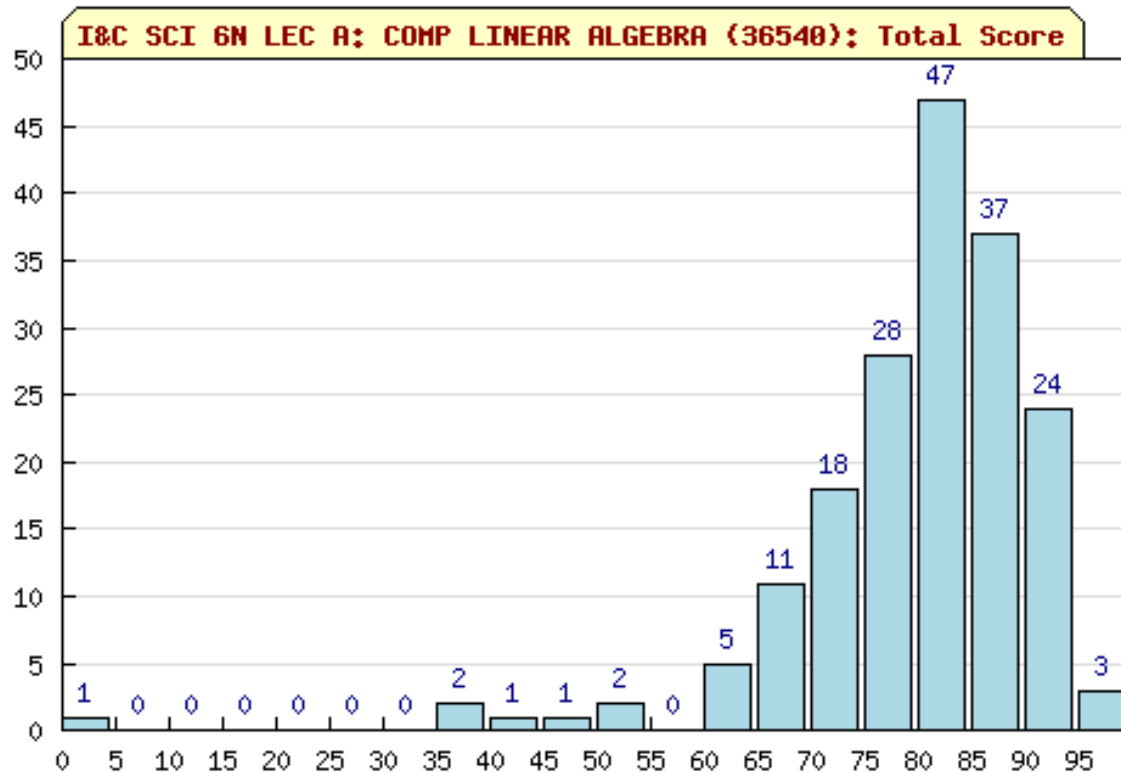
- Lecture and homework will be available from course website
- Use Piazza for class discussion
  - **<https://piazza.com/uci/winter2018/ics6n/home>**
  - The system is highly catered to getting you help fast and efficiently from classmates, the TA, and myself. Rather than emailing questions to the teaching staff, I encourage you to post your questions on Piazza.
- Email us for private questions

# Grading criteria

- Homework (25%) (10)
- Lab assignments (15%) (4)
- Two quizzes (30%)
- Final (30%)

Please carefully read policies on course website regarding academic honesty!

# Grade statistics from a previous year



Scale:

A  $\geq$  90 > A-  $\geq$  85

B+  $\geq$  80 > B  $\geq$  75 > B-  $\geq$  70

C+  $\geq$  65 > C  $\geq$  60

[A score on a hash mark is placed in the bin to the right]

# Topics

- Solving systems of linear equations
- Vector space, basis and dimension
- Least squares solutions
- Orthogonalization by Gram-Schmidt
- Properties of determinant
- Eigenvalues and eigenvectors
- Symmetric matrices and positive definite matrices
- Applications

# Three components

- Notations: math vs. Matlab
- Algebra approaches
- Geometric approaches



Lecture 1

# **DATA TYPES, VECTORS, MATRICES**

# SCALARS

- Scalar is a real number
  - Examples: 1, 2.3, -0.2, 1005.6, 3.14159, -100
- If  $x$  is a real number, we usually say  $x \in \mathbb{R}$
- More specifically, 'hello world' is not a real number.
- In linear algebra, we primarily deal with continuous real numbers.
- We will get to know complex numbers at later part of the course.

# VECTORS

## Vectors in $\mathbb{R}^2$

- Each vector consists of two real numbers
  - An example of a vector with two entries is  $\mathbf{w} = \begin{bmatrix} w_1 \\ w_2 \end{bmatrix}$

where  $w_1$  and  $w_2$  are any real numbers.

- The set of all vectors with 2 entries is denoted by  $\mathbb{R}^2$  (read “r-two”).

# VECTORS

- The  $\mathbf{R}^2$  stands for the real numbers that appear as entries in the vector, and the exponent 2 indicates that each vector contains 2 entries.
- Two vectors in  $\mathbf{R}^2$  are **equal** if and only if their corresponding entries are equal.
- Given two vectors  $\mathbf{u}$  and  $\mathbf{v}$  in  $\mathbf{R}^2$ , their **sum** is the vector  $\mathbf{u}+\mathbf{v}$  obtained by adding corresponding entries of  $\mathbf{u}$  and  $\mathbf{v}$ .
- Given a vector  $\mathbf{u}$  and a real number  $c$ , the **scalar multiple** of  $\mathbf{u}$  by  $c$  is the vector  $c\mathbf{u}$  obtained by multiplying each entry in  $\mathbf{u}$  by  $c$ .

# VECTOR EQUATIONS

- **Example 1:** Given  $u = \begin{bmatrix} 1 \\ -2 \end{bmatrix}$  and  $v = \begin{bmatrix} 2 \\ -5 \end{bmatrix}$ , find

$4u$ ,  $(-3)v$ , and  $4u + (-3)v$ .

# VECTOR EQUATIONS

- **Example 1:** Given  $\mathbf{u} = \begin{bmatrix} 1 \\ -2 \end{bmatrix}$  and  $\mathbf{v} = \begin{bmatrix} 2 \\ -5 \end{bmatrix}$ , find

$4\mathbf{u}$ ,  $(-3)\mathbf{v}$ , and  $4\mathbf{u} + (-3)\mathbf{v}$ .

**Solution:**  $4\mathbf{u} = \begin{bmatrix} 4 \\ -8 \end{bmatrix}$ ,  $(-3)\mathbf{v} = \begin{bmatrix} -6 \\ 15 \end{bmatrix}$  and

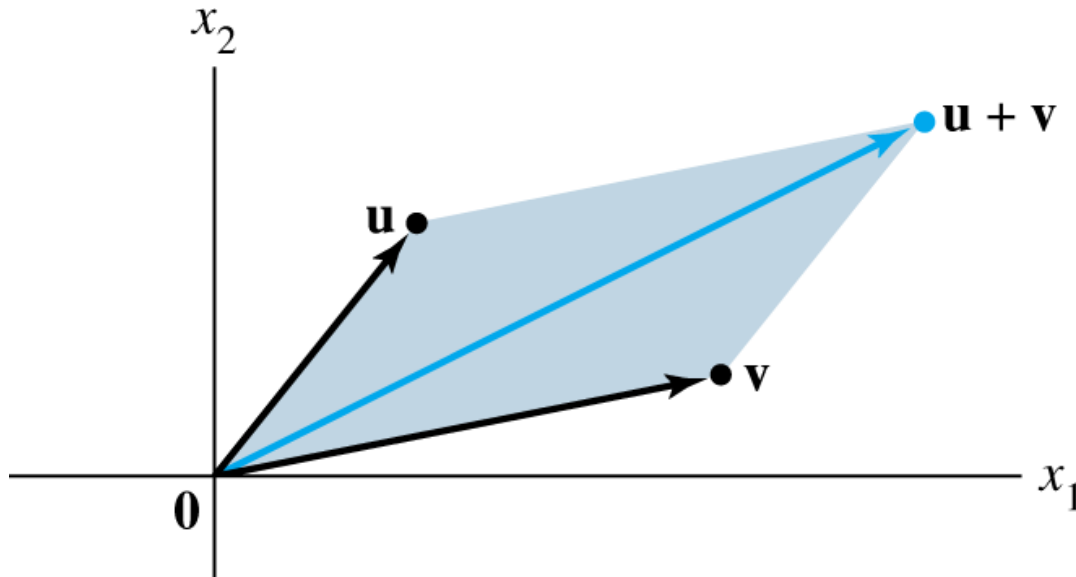
$$4\mathbf{u} + (-3)\mathbf{v} = \begin{bmatrix} 4 \\ -8 \end{bmatrix} + \begin{bmatrix} -6 \\ 15 \end{bmatrix} = \begin{bmatrix} -2 \\ 7 \end{bmatrix}$$

# GEOMETRIC DESCRIPTIONS OF $\mathbf{R}^2$

- Consider a rectangular coordinate system in the plane. Because each point in the plane is determined by an ordered pair of numbers, *we can identify a geometric point  $(a, b)$  with the column vector*  $\begin{bmatrix} a \\ b \end{bmatrix}$ .
- So we may regard  $\mathbf{R}^2$  as the set of all points in the plane.

# PARALLELOGRAM RULE FOR ADDITION

- If  $\mathbf{u}$  and  $\mathbf{v}$  in  $\mathbf{R}^2$  are represented as points in the plane, then  $\mathbf{u} + \mathbf{v}$  corresponds to the fourth vertex of the parallelogram whose other vertices are  $\mathbf{u}$ ,  $\mathbf{0}$ , and  $\mathbf{v}$ . See the figure below.

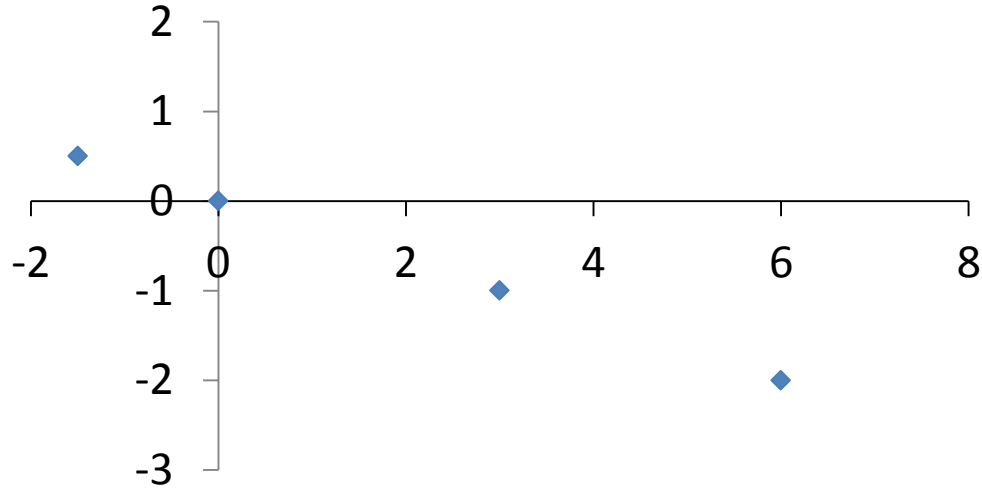




# Multiplication by a scalar

$$u = \begin{bmatrix} 3 \\ -1 \end{bmatrix}$$

Display  $u$ ,  $2u$ ,  $-0.5u$



# VECTORS IN $\mathbf{R}^3$ and $\mathbf{R}^n$

- Vectors in  $\mathbf{R}^3$  are vectors with three entries.
- They are represented geometrically by points in a three-dimensional coordinate space, with arrows from the origin.
- If  $n$  is a positive integer,  $\mathbf{R}^n$  (read “r-n”) denotes the collection of all lists (or *ordered n-tuples*) of  $n$  real numbers, usually written as,

$$\mathbf{u} = \begin{bmatrix} u_1 \\ u_2 \\ \vdots \\ u_n \end{bmatrix}$$