

Interpreting Linear Equations

Broad categories of applications

linear model or function $y = Ax$

some broad categories of applications:

- ▶ estimation or inversion
- ▶ control or design
- ▶ mapping or transformation

(this list is not exclusive; can have combinations ...)

Estimation or inversion

$$y = Ax$$

- ▶ y_i is i th measurement or sensor reading (which we know)
- ▶ x_j is j th parameter to be estimated or determined
- ▶ a_{ij} is sensitivity of i th sensor to j th parameter

sample problems:

- ▶ find x , given y
- ▶ find all x 's that result in y (*i.e.*, all x 's consistent with measurements)
- ▶ if there is no x such that $y = Ax$, find x s.t. $y \approx Ax$ (*i.e.*, if the sensor readings are inconsistent, find x which is almost consistent)

Control or design

$$y = Ax$$

- ▶ x is vector of design parameters or inputs (which we can choose)
- ▶ y is vector of results, or outcomes
- ▶ A describes how input choices affect results

sample problems:

- ▶ find x so that $y = y_{\text{des}}$
- ▶ find all x 's that result in $y = y_{\text{des}}$ (*i.e.*, find all designs that meet specifications)
- ▶ among x 's that satisfy $y = y_{\text{des}}$, find a small one (*i.e.*, find a small or efficient x that meets specifications)

Mapping or transformation

- ▶ x is mapped or transformed to y by linear function $y = Ax$

sample problems:

- ▶ determine if there is an x that maps to a given y
- ▶ (if possible) find *an* x that maps to y
- ▶ find *all* x 's that map to a given y
- ▶ if there is only one x that maps to y , find it (*i.e.*, decode or undo the mapping)

Matrix multiplication as mixture of columns

write $A \in \mathbb{R}^{m \times n}$ in terms of its columns

$$A = [a_1 \quad a_2 \quad \cdots \quad a_n]$$

where $a_j \in \mathbb{R}^m$. Then then $y = Ax$ means

$$y = x_1 a_1 + x_2 a_2 + \cdots + x_n a_n$$

(x_j 's are scalars, a_j 's are m -vectors)

- ▶ y is a (linear) combination or mixture of the columns of A
- ▶ coefficients of x give coefficients of mixture
- ▶ each column of A represents an *actuator*

Geometric interpretation of control

example: $A = \begin{bmatrix} 1 & -1 \\ 2 & 1 \end{bmatrix}$, $x = \begin{bmatrix} 1 \\ -0.5 \end{bmatrix}$, $y = \begin{bmatrix} 1.5 \\ 1.5 \end{bmatrix}$

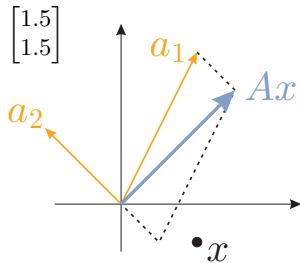
$$Ax = a_1 + (-0.5)a_2 = \begin{bmatrix} 1.5 \\ 1.5 \end{bmatrix}$$

another example:

$$a_j = Ae_j$$

where e_j is the j th unit vector:

$$e_1 = \begin{bmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{bmatrix}, \quad e_2 = \begin{bmatrix} 0 \\ 1 \\ \vdots \\ 0 \end{bmatrix}, \dots, \quad e_n = \begin{bmatrix} 0 \\ 0 \\ \vdots \\ n \end{bmatrix}$$



► j th column of A gives response to unit j th input

Matrix multiplication as inner product with rows

write A in terms of its rows:

$$A = \begin{bmatrix} \tilde{a}_1^\top \\ \tilde{a}_2^\top \\ \vdots \\ \tilde{a}_m^\top \end{bmatrix}$$

where $\tilde{a}_i \in \mathbb{R}^n$

then $y = Ax$ can be written as

$$y = \begin{bmatrix} \tilde{a}_1^\top x \\ \tilde{a}_2^\top x \\ \vdots \\ \tilde{a}_m^\top x \end{bmatrix}$$

- ▶ $y_i = \tilde{a}_i^\top x$, so that y_i is inner product of i th row of A with x
- ▶ each row of A represents a *sensor*

Geometric interpretation of estimation

$$b_i^T x = \text{constant}$$

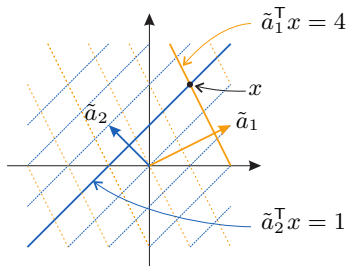
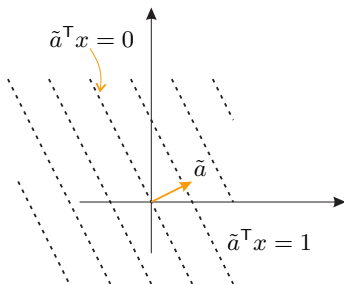
is a (hyper-)plane in \mathbb{R}^n normal to b_i .

if $Ax = y$ then x is on intersection of hyperplanes $b_i^T x = y_i$

$$A = \begin{bmatrix} 2 & 1 \\ -1 & 1 \end{bmatrix}$$

$$x = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$$

$$y = \begin{bmatrix} 4 \\ 1 \end{bmatrix}$$

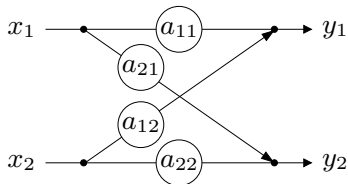


Block diagram representation

$y = Ax$ can be represented by a *signal flow graph* or *block diagram* e.g. for $m = n = 2$, we represent

$$\begin{bmatrix} y_1 \\ y_2 \end{bmatrix} = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

as



- ▶ a_{ij} is the gain along the path from j th input to i th output
- ▶ (by not drawing paths with zero gain) shows sparsity structure of A (e.g., diagonal, block upper triangular, arrow ...)

Example: block upper triangular matrices

$$A = \begin{bmatrix} A_{11} & A_{12} \\ 0 & A_{22} \end{bmatrix}$$

where $A_{11} \in \mathbb{R}^{m_1 \times n_1}$, $A_{12} \in \mathbb{R}^{m_1 \times n_2}$, $A_{21} \in \mathbb{R}^{m_2 \times n_1}$, $A_{22} \in \mathbb{R}^{m_2 \times n_2}$

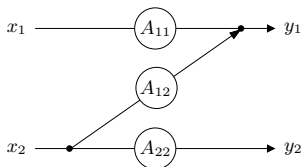
partition x and y conformably, (so that $x_1 \in \mathbb{R}^{n_1}$, $x_2 \in \mathbb{R}^{n_2}$, $y_1 \in \mathbb{R}^{m_1}$, $y_2 \in \mathbb{R}^{m_2}$)

$$x = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}, \quad y = \begin{bmatrix} y_1 \\ y_2 \end{bmatrix}$$

then

$$y_1 = A_{11}x_1 + A_{12}x_2$$

$$y_2 = A_{22}x_2,$$



... no path from x_1 to y_2 , so y_2 doesn't depend on x_1

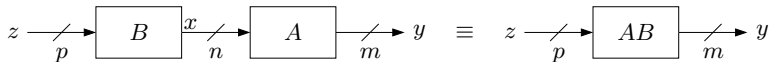
Matrix multiplication as composition

for $A \in \mathbb{R}^{m \times n}$ and $B \in \mathbb{R}^{n \times p}$, $C = AB \in \mathbb{R}^{m \times p}$ where

$$c_{ij} = \sum_{k=1}^n a_{ik} b_{kj}$$

composition interpretation

$y = Cz$ represents composition of $y = Ax$ and $x = Bz$



(note that B is on left in block diagram)

Column and row interpretations

can write product $C = AB$ as

$$C = [c_1 \quad \cdots \quad c_p] = AB = [Ab_1 \quad \cdots \quad Ab_p]$$

i.e., i th column of C is A acting on i th column of B

similarly we can write

$$C = \begin{bmatrix} \tilde{c}_1^T \\ \vdots \\ \tilde{c}_m^T \end{bmatrix} = AB = \begin{bmatrix} \tilde{a}_1^T B \\ \vdots \\ \tilde{a}_m^T B \end{bmatrix}$$

i.e., i th row of C is i th row of A acting (on left) on B

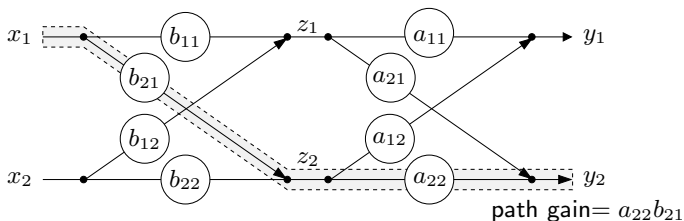
Inner product interpretation

$$c_{ij} = \tilde{a}_i^\top b_j = \langle \tilde{a}_i, b_j \rangle$$

i.e., entries of C are inner products of rows of A and columns of B

- ▶ $c_{ij} = 0$ means i th row of A is orthogonal to j th column of B
- ▶ **Gram matrix** of vectors f_1, \dots, f_n defined as $G_{ij} = f_i^\top f_j$
(gives inner product of each vector with the others)
- ▶ $G = [f_1 \ \dots \ f_n]^\top [f_1 \ \dots \ f_n]$

Matrix multiplication interpretation via paths



- ▶ $a_{ik}b_{kj}$ is gain of path from input j to output i via k
- ▶ c_{ij} is sum of gains over **all** paths from input j to output i