



# Euclidian Norm, Euclidian Distance, & Angle

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01

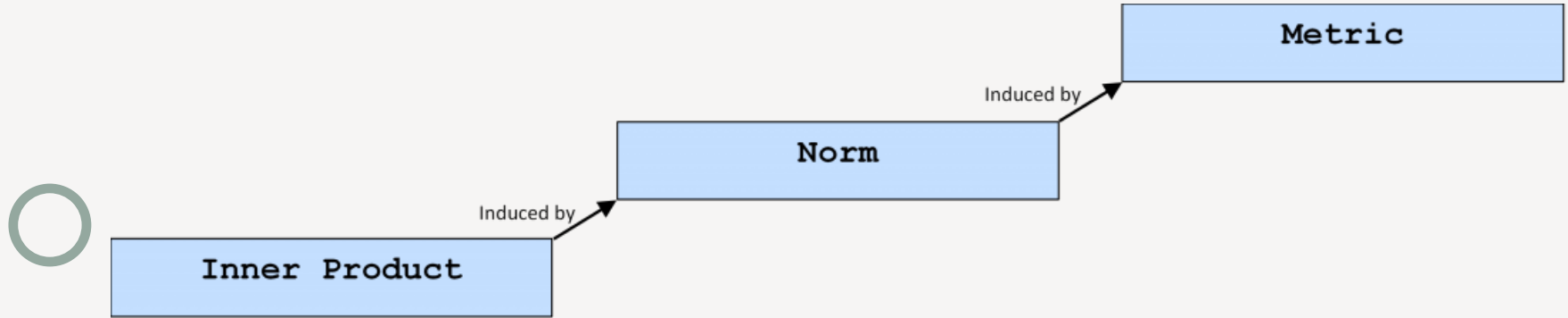
# Introduction



# The reason to use norms

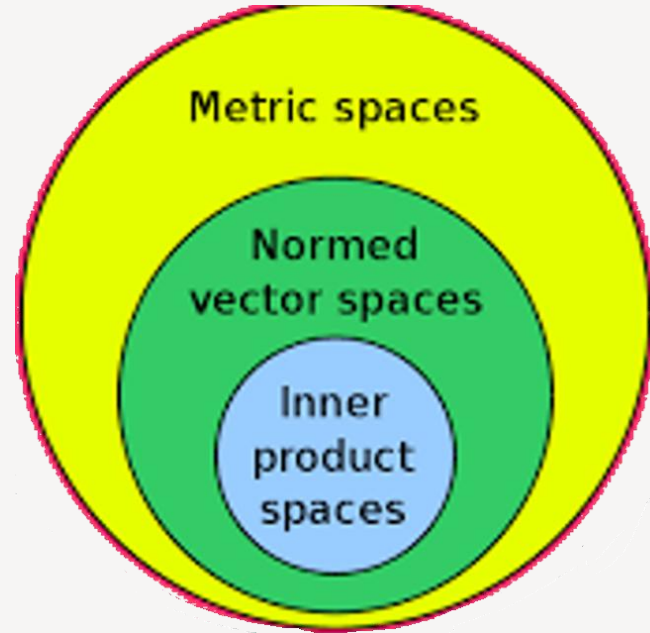
- ❑ Machine learning uses vectors, matrices, and tensors as the basic units of representation
- ❑ Two reasons to use norms:
  - To estimate how **big** a vector/matrix/tensor is
    - How big is the difference between two tensors is
  - To estimate how **close** one tensor is to another
    - How close is one image to another

# Inner Products, Norms and Metrics




# Inner Products, Norms and Metrics



- Given an inner product  $\langle A, B \rangle$ , one can obtain a norm doing 
$$\|A\|^2 = \langle A, A \rangle$$
- And given a norm  $\|A\|$ , one can obtain a metric using the difference vector  $\|A - B\|$



# Inner Products, Norms and Metrics



Vector space	Generalization
metric	metric space
norm	normed
scalar product	inner product space



# Euclidean Norm

## Definition

Functions closely related to inner products are so-called **norms**. Norms are specific functions that can be interpreted as a distance function between a vector and the origin.

## Definition

For  $v \in V$ , we define the euclidean norm of  $v$ , denoted  $||v||$ , by:

$$||v|| = \sqrt{\langle v, v \rangle}$$



# Euclidean Norm

## Note

- Euclidean Norm (2-norm,  $l_2$  norm, length)

$$||x|| = \sqrt{x_1^2 + x_2^2 + \dots + x_n^2} = \sqrt{x^T x}$$

- A vector whose length is 1 is called a **unit vector**
- **Normalizing**: divide a non-zero vector by its length which is a unit vector in the same direction of original vector
- It is a nonnegative scalar
- In  $\mathbb{R}^2$  follows from the Pythagorean Theorem.
- What about  $\mathbb{R}^3$ ?
- What is the shape of  $||x||_2 = 1$ ?

# Euclidean Norm

## Example

Norm of  $P_n(x)$  in the term of inner product  $\langle p_n(x), q_n(x) \rangle = \int_0^1 p_n(x)q_n(x)dx$ :

$$||P_n(x)|| = \sqrt{\int_0^1 P_n^2(x)dx}$$

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# Inequalities



# Chebyshev Inequality

## Theorem 1

Suppose that  $k$  of the numbers  $|x_1|, |x_2|, \dots, |x_n|$  are  $\geq a$  then  $k$  of the numbers  $x_1^2, x_2^2, \dots, x_n^2$  are  $\geq a^2$

So  $\|x\|^2 = x_1^2 + x_2^2 + \dots + x_n^2 \geq ka^2$  so we have  $k \leq \frac{\|x\|^2}{a^2}$

Number of  $x_i$  with  $|x_i| \geq a$  is no more than  $\frac{\|x\|^2}{a^2}$

## Question

- What happens when  $\frac{\|x\|^2}{a^2} \geq n$ ?
- No entry of a vector can be larger in magnitude than the norm of the vector. (why?)

# Cauchy-Schwartz Inequality

## Theorem 2

For two  $n$ -vectors  $a$  and  $b$ ,  $|a^T b| \leq \|a\| \|b\|$

Written out:


$$|a_1 b_1 + \dots + a_n b_n| \leq (a_1^2 + \dots + a_n^2)^{\frac{1}{2}} (b_1^2 + \dots + b_n^2)^{\frac{1}{2}}$$
$$\left( \sum_{i=1}^n x_i y_i \right) \leq \left( \sum_{i=1}^n x_i^2 \right) \left( \sum_{i=1}^n y_i^2 \right)$$

# Cauchy-Schwartz Inequality - Proof

It is clearly true if either  $a$  or  $b$  is 0.

So, assume  $\alpha = \|a\|$  and  $\beta = \|b\|$  are non-zero



We have


$$\begin{aligned} 0 &\leq \|\beta a - \alpha b\|^2 \\ &= \|\beta a\|^2 - 2(\beta a)^T(\alpha b) + \|\alpha b\|^2 \\ &= \beta^2 \|a\|^2 - 2\beta\alpha(a^T b) + \alpha^2 \|b\|^2 \\ &= 2\|a\|^2 \|b\|^2 - 2\|a\| \|b\| (a^T b) \end{aligned}$$

Divide by  $2\|a\|\|b\|$  to get  $a^T b \leq \|a\|\|b\|$

Apply to  $-a, b$  to get other half of Cauchy-Schwartz inequality.

**Cauchy-Schwarz inequality holds with equality when one of the vectors is a multiple of the other**  
**If and only if  $a$  and  $b$  are linear dependent**

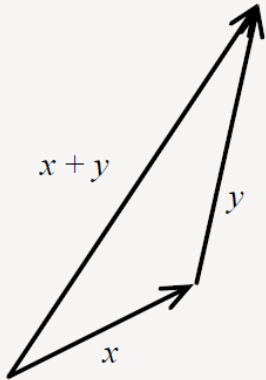


# Triangle Inequality

## Theorem 3

Consider a triangle in two or three dimensions:

$$||x + y|| \leq ||x|| + ||y||$$



Verification of triangle inequality:

$$\begin{aligned} ||x + y||^2 &= ||x||^2 + ||y||^2 + \underline{2 x^T y} \\ &\leq ||x||^2 + ||y||^2 + \underline{2 ||x|| ||y||} \quad \text{Cauchy-Schwartz Inequality} \\ &= (||x|| + ||y||)^2 \\ \Rightarrow ||x + y|| &\leq ||x|| + ||y|| \end{aligned}$$

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# Euclidean Norm





# Vector Norm Properties

## Important Properties

1. Absolute Homogeneity / Linearity:

$$||\alpha x|| = |\alpha| ||x||$$

2. Subadditivity / Triangle Inequality:

$$||x + y|| \leq ||x|| + ||y||$$

3. Positive definiteness / Point separating:

$$\text{if } ||x|| = 0 \text{ then } x = 0$$

(from 1 & 3): For every  $x$ ,  $||x|| = 0$  iff  $x$

$= 0$

4. Non-negativity:

$$||x|| \geq 0$$

# Norm of sum

## Theorem 4

If  $x$  and  $y$  are vectors:

$$||x + y|| = \sqrt{||x||^2 + 2 x^T y + ||y||^2}$$

**Proof:**

$$\begin{aligned} ||x + y||^2 &= (x + y)^T (x + y) \\ &= x^T x + x^T y + y^T x + y^T y \\ &= ||x||^2 + 2 x^T y + ||y||^2 \end{aligned}$$

# Inner product and norm

## Theorem 5

Take any inner product  $\langle \cdot, \cdot \rangle$  and define  $f(x) = \sqrt{\langle x, x \rangle}$ . Then  $f$  is a norm.

## Note

Every inner product gives rise to a norm, but not every norm comes from an inner product. (Think about norm 2 and norm max)

# Norm of block vectors

## Note

Suppose  $a, b, c$  are vectors:

$$\left\| \begin{bmatrix} a \\ b \\ c \end{bmatrix} \right\|^2 = a^T a + b^T b + c^T c = \|a\|^2 + \|b\|^2 + \|c\|^2$$

So, we have

$$\left\| \begin{bmatrix} a \\ b \\ c \end{bmatrix} \right\| = \sqrt{\|a\|^2 + \|b\|^2 + \|c\|^2} = \left\| \begin{bmatrix} \|a\| \\ \|b\| \\ \|c\| \end{bmatrix} \right\|$$

(Parse RHS very carefully!)

The norm of a stacked vector is the norm of the vector formed from the norms of sub-vectors.

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# Euclidean Metric (Distance)



# Metric Properties

## Important Properties

Let  $V$  be a real vector space over  $\mathbb{R}$ . A function  $V \times V \rightarrow \mathbb{R}$  is called **metric** or **distance function** on  $V$ , and  $(V, R)$  a metric space, if for all  $u, v, w \in V$  the following holds true:

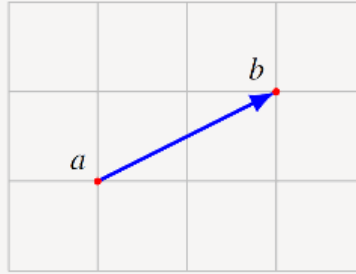
(i)  $d(v, w) \geq 0$  and  $d(v, w) = 0$  if and only if  $v = w$ ;

(ii)  $d(v, w) = d(w, v)$ ;

(iii)  $d(v, w) \leq d(v, u) + d(u, w)$ .

# Euclidean Distance

- Distance between two n-vectors shows the vectors are “close” or “nearby” or “far”.




- Distance:

$$\text{dist}(a, b) = ||a - b||$$

# Comparing Norm and Distance

Norm

(Normed Linear Space)

- 
1.  $\|x - y\| \geq 0$
  2.  $\|x - y\| = 0 \Rightarrow x = y$
  3.  $\|\lambda(x - y)\| = |\lambda| \|x - y\|$

Distance Function

(Metric Space)

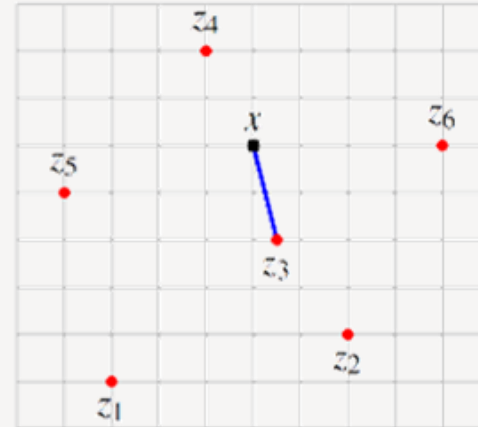
1.  $\text{dist}(x, y) \geq 0$
2.  $\text{dist}(x, y) = 0 \Rightarrow x = y$
3.  $\text{dist}(x, y) = \text{dist}(y, x)$



# ML Application

## Feature Distance and Nearest Neighbors:

- if  $x, y$  are feature vectors for two entities,  $\|x - y\|$  is the feature distance
- if  $z_1, z_2, \dots, z_m$  is a list of vectors,  $z_i$  is the nearest neighbor of  $x$  if:
  - $\|x - z_j\| \leq \|x - z_i\|, \quad i = 1, 2, \dots, m$



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Angle



# Angle

## Definition

Angle between two non-zero vectors  $a, b$  is defined as:

$$\angle(a, b) = \arccos\left(\frac{a^T b}{\|a\| \|b\|}\right)$$

$\angle(a, b)$  is the number in  $[0, \pi]$  that satisfies:

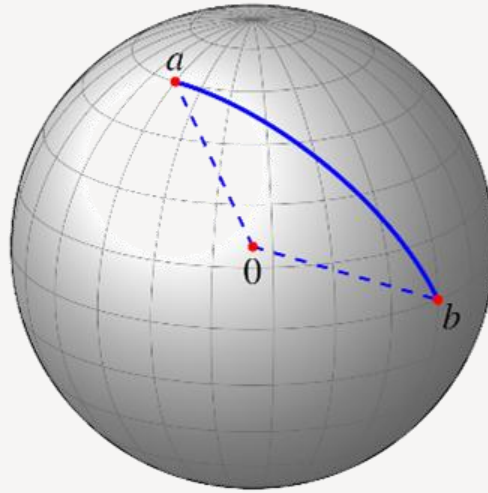
$$a^T b = \|a\| \|b\| \cos(\angle(a, b))$$

Coincides with ordinary angle between vectors in 2D and 3D

# Application

## Spherical distance:

- if  $a, b$  are on sphere with radius  $R$ , distance along the sphere is  $R \angle(a, b)$



# Resources

- ❑ Chapter 1: Advanced Linear and Matrix Algebra, Nathaniel Johnston
- ❑ Chapter 6: Linear Algebra David Cherney
- ❑ Linear Algebra and Optimization for Machine Learning
- ❑ Introduction to Applied Linear Algebra Vectors, Matrices, and Least Squares

