

An Introduction to Linear Algebra

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1 Introduction

Fundamental to the understanding of linear models is linear algebra. Without matrices, there is a tendency of viewing different designs as unrelated and we are quickly left with either a black box or sea of incomprehensible formulas. A purpose of this course is to make the black box of linear models into a gray box.

To handle the matrix manipulations we will be using `Proc IML`. `Proc IML` is a SAS procedure for manipulating matrices. With it we will be able manipulate matrices without worrying about the computational details. Ok, so we won't end up with a white box.

The objective of this handout is to develop an understanding of linear algebra and how to use `Proc IML`. Throughout this course we will be introducing additional components of linear algebra as needed.

1.1 Proc IML

A typical `Proc IML` program for this course will consist of three parts. First, a `Data` step to read in the data. Second, a `%include "module.sas"` to read in our general purpose modules. Third, the `Proc IML` code specific to the problem at hand. The rule for this class is

If you need it more than once, then make it a general purpose module!

A simple example is given below

```
Data simple;
input x y;
cards;
1 2
2 3
2 4
;
%include "970.sas"
Proc IML;
Load _ALL_; *Load the modules included above;
use simple;
Read All; *Use all of data set simple;
n=nrow(x);
ydev=center(n)*y;
ss=y'*ydev;
```

```
print "SS" ss;
quit;          *Exit IML;
```

The file 970.sas contains

```
proc iml;
/*****
*   Center Matrix   *
*   INPUT           *
* n -- size of matrix*
*   RETURN          *
* C -- I-Jbar      *
*                   *
*****/
start center(n);
  c=i(n)-j(n,n,1/n);
return(c);
finish center;
store module=(center);
quit;
```

2 Matrices

A $n \times m$ matrix is a rectangular array of numbers consisting of n rows and m columns and will be denoted by boldface capital letters (e.g. \mathbf{A}).

$$\mathbf{A} = \begin{pmatrix} 1 & 5 \\ -.78 & 62 \end{pmatrix} \text{ and } \mathbf{B} = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{pmatrix}$$

In Proc IML this would be entered as $\mathbf{A}=\{1 \ 5, -.78 \ 62 \}$; and $\mathbf{b}=\{1 \ 2 \ 3 \ , \ 4 \ 5 \ 6\}$; . The matrix \mathbf{A} is a 2×2 matrix and \mathbf{B} is a 2×3 matrix.

A vector of length n is a column of n numbers (we will just be talking column vectors) and will be denoted by boldface lower case letters (e.g. \mathbf{a}).

$$\mathbf{a} = \begin{pmatrix} 1 \\ -.78 \end{pmatrix}$$

In Proc IML this would be entered as $\mathbf{avec}=\{1, -.78\}$; or possibly $\mathbf{avec}=\mathbf{a}(:, 1)$; . The vector \mathbf{a} is of length 2. Note: The vector \mathbf{a} is also a 2×1 matrix.

A scalar is a single number and will be denoted by a normal lower case letter (e.g. a).

$$a = -.78$$

In Proc IML this would be entered as $\mathbf{ascal}=-.78$; , $\mathbf{ascal}=\mathbf{avec}[2]$; , $\mathbf{ascal}=\mathbf{avec}[2, 1]$; , or $\mathbf{ascal}=\mathbf{a}[2, 1]$; .

Often it is convenient to refer to parts of matrices. The individual element in row i and column j of matrix \mathbf{A} will be denoted by a_{ij} . For example $a_{11} = 1$, $a_{12} = 5$, $a_{21} = -.78$, and $a_{22} = 62$. Individual elements of vectors will be denoted by a_i . For example $a_1 = 1$ and $a_2 = -.78$.

Problem 2.1 In Proc IML enter the following matrices

$$\mathbf{A} = \begin{pmatrix} 12 & 23 & 77 \\ 645 & 54 & 2 \\ .01 & -3 & 8 \end{pmatrix} \quad \mathbf{b} = \begin{pmatrix} 98 \\ 76 \\ 12.03 \end{pmatrix} \quad c = 12.$$

Problem 2.2 In Proc IML obtain \mathbf{a}_1 , \mathbf{a}_2 , and \mathbf{a}_3 which are the first three columns of \mathbf{A} .

2.1 Partitioned Matrices

We will also be building matrices out of other matrices. A partitioned matrix is a matrix consisting of a set of sub-matrices. For example,

$$\mathbf{D} = (\mathbf{A} \quad \mathbf{B}) = \begin{pmatrix} 1 & 5 & 1 & 2 & 3 \\ -.78 & 62 & 4 & 5 & 6 \end{pmatrix}$$

where \mathbf{D} is a 2×5 matrix. In Proc IML this would be entered as $\mathbf{D}=(\mathbf{A} \parallel \mathbf{B});$. Clearly, for this to make sense \mathbf{A} and \mathbf{B} must have the same number of rows. If we were to stack \mathbf{A} on top of \mathbf{B} then \mathbf{A} and \mathbf{B} must have the same number of columns. In Proc IML this would be entered as $\mathbf{E}=(\mathbf{A})//(\mathbf{B});$.

Problem 2.3 In Proc IML construct the matrix

$$\mathbf{E} = \begin{pmatrix} \mathbf{A} & \mathbf{B} \\ \mathbf{C} & \mathbf{D} \end{pmatrix}$$

where

$$\mathbf{A} = \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} \quad \mathbf{B} = \begin{pmatrix} 5 \\ 6 \end{pmatrix} \quad \mathbf{C} = (7 \quad 8) \quad \mathbf{D} = 9.$$

What happens if you try to construct

$$\mathbf{F} = \begin{pmatrix} \mathbf{A} & \mathbf{C} \\ \mathbf{B} & \mathbf{D} \end{pmatrix} ?$$

3 Simple Operators

3.1 Addition

To add matrices \mathbf{A} and \mathbf{B} they both must be of the same size ($n \times m$). To add partitioned matrices each of the sub-matrices must be of the same size. If

$$\mathbf{C} = \mathbf{A} + \mathbf{B},$$

then $c_{ij} = a_{ij} + b_{ij}$. If \mathbf{A} , \mathbf{B} , and \mathbf{C} are partitioned into $n_i \times m_j$ sub-matrices \mathbf{A}_{ij} , \mathbf{B}_{ij} , and \mathbf{C}_{ij} as follows

$$\begin{pmatrix} \mathbf{C}_{11} & \dots & \mathbf{C}_{1c} \\ \dots & \dots & \dots \\ \mathbf{C}_{r1} & \dots & \mathbf{C}_{rc} \end{pmatrix} = \begin{pmatrix} \mathbf{A}_{11} & \dots & \mathbf{A}_{1c} \\ \dots & \dots & \dots \\ \mathbf{A}_{r1} & \dots & \mathbf{A}_{rc} \end{pmatrix} + \begin{pmatrix} \mathbf{B}_{11} & \dots & \mathbf{B}_{1c} \\ \dots & \dots & \dots \\ \mathbf{B}_{r1} & \dots & \mathbf{B}_{rc} \end{pmatrix},$$

then $C_{ij} = A_{ij} + B_{ij}$. For example,

$$A_{11} = \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix}, A_{21} = (5 \ 6), B_{11} = \begin{pmatrix} 7 & 8 \\ 9 & 10 \end{pmatrix}, B_{21} = (11 \ 12),$$

then

$$C = \begin{pmatrix} C_{11} \\ C_{21} \end{pmatrix} = \begin{pmatrix} A_{11} + B_{11} \\ A_{21} + B_{21} \end{pmatrix} = \begin{pmatrix} 8 & 10 \\ 12 & 14 \\ 16 & 18 \end{pmatrix}.$$

This is accomplished in Proc IML as follows:

```
a11 = {1 2, 3 4};
a21 = {5 6}
a=(a11)//(a21);
b11={7 8, 9 10};
b21=(11 12);
b=(b11 || b21);
c=a+b;
print "A+B" c;
```

3.2 Multiplication

To multiply matrices A : $n \times m$ and B : $r \times c$ ($C = AB$) the number of columns in A (m) must be equal the number of rows in B (r). The resulting matrix C is a $n \times c$ matrix. If

$$C = AB,$$

then $c_{ij} = \sum_{k=1}^m a_{ik} b_{kj}$. This is accomplished in Proc IML as follows: $c=a*b$; . If A , B , and C are partitioned into sub-matrices A_{ik} , B_{kj} , and C_{ij} as follows

$$\begin{pmatrix} C_{11} & \dots & C_{1c} \\ \dots & \dots & \dots \\ C_{n1} & \dots & C_{nc} \end{pmatrix} = \begin{pmatrix} A_{11} & \dots & A_{1m} \\ \dots & \dots & \dots \\ A_{n1} & \dots & A_{nm} \end{pmatrix} \begin{pmatrix} B_{11} & \dots & B_{1c} \\ \dots & \dots & \dots \\ B_{m1} & \dots & B_{mc} \end{pmatrix},$$

then $C_{ij} = \sum_{k=1}^m A_{ik} B_{kj}$. For example,

$$X = \begin{pmatrix} 1 & 1 & 0 & 0 \\ 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 \\ 1 & 0 & 0 & 1 \\ 1 & 0 & 0 & 1 \\ 1 & 0 & 0 & 1 \end{pmatrix}, Z = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix}, \beta = \begin{pmatrix} 10 \\ -1 \\ -2 \\ -3 \end{pmatrix}, u = \begin{pmatrix} -2 \\ -1 \\ 0 \\ 1 \\ 2 \end{pmatrix},$$

then

$$(\mathbf{X} \quad \mathbf{Z}) \begin{pmatrix} \beta \\ \mathbf{u} \end{pmatrix} = (\mathbf{X} \beta + \mathbf{Z} \mathbf{u}) = \begin{pmatrix} \overbrace{10-1} & \overbrace{-2} & = 7 \\ 10-1 & -1 & = 8 \\ 10-2 & -0 & = 8 \\ 10-2 & -0 & = 8 \\ 10-2 & +1 & = 9 \\ 10-3 & +2 & = 9 \\ 10-3 & +2 & = 9 \\ 10-3 & +2 & = 9 \end{pmatrix}$$

This is accomplished in Proc IML as follows: `(X|Z)*(beta//u);`, assuming that X, Z, beta, and u have already been created.

3.3 Transpose

The transpose of a matrix flips a matrix over. The transpose of a $n \times m$ matrix \mathbf{A} ($\mathbf{B} = \mathbf{A}'$ or $\mathbf{B} = \mathbf{A}^T$) is an $m \times n$ matrix whose element in row i and column j is $b_{ij} = a_{ji}$. For example:

$$\mathbf{A} = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{pmatrix} \text{ and } \mathbf{A}' = \begin{pmatrix} 1 & 4 \\ 2 & 5 \\ 3 & 6 \end{pmatrix}$$

In Proc IML the transpose of \mathbf{A} is obtained as follows: `a'.`¹ If \mathbf{A} and \mathbf{B} are partitioned into sub-matrices \mathbf{A}_{ji} and \mathbf{B}_{ij} as follows

$$\begin{pmatrix} \mathbf{B}_{11} & \dots & \mathbf{B}_{1n} \\ \dots & \dots & \dots \\ \mathbf{B}_{m1} & \dots & \mathbf{B}_{mn} \end{pmatrix} = \begin{pmatrix} \mathbf{A}_{11} & \dots & \mathbf{A}_{1m} \\ \dots & \dots & \dots \\ \mathbf{A}_{n1} & \dots & \mathbf{A}_{nm} \end{pmatrix}' = \begin{pmatrix} \mathbf{A}'_{11} & \dots & \mathbf{A}'_{n1} \\ \dots & \dots & \dots \\ \mathbf{A}'_{1m} & \dots & \mathbf{A}'_{nm} \end{pmatrix}.$$

Problem 3.1 Using \mathbf{X} , \mathbf{Z} , β , and \mathbf{u} on page 5 and

$$\mathbf{y} = (8.4 \quad 11.4 \quad 7.0 \quad 8.3 \quad 7.0 \quad 9.6 \quad 8.2 \quad 6.4)'$$

calculate

$$(\mathbf{X} \quad \mathbf{Z})' (\mathbf{X} \quad \mathbf{Z}), \mathbf{C} = \begin{pmatrix} \mathbf{X}'\mathbf{X} & \mathbf{X}'\mathbf{Z} \\ \mathbf{Z}'\mathbf{X} & \mathbf{Z}'\mathbf{Z} + \mathbf{I} \end{pmatrix} \text{ and } (\mathbf{X} \quad \mathbf{Z})' \mathbf{y}.$$

The matrix \mathbf{I} is an identity matrix. An identity matrix is a $n \times n$ matrix with ones along the diagonal and zeros every where else. The 5×5 identity matrix in this problem is

$$\mathbf{I} = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix}$$

and can be obtained by the following Proc IML command `i(5)`.

¹Proc IML uses the left single quote ' for transpose and the right single quote ' for a character string.

3.4 Trace

The trace of a $n \times n$ matrix is the sum of its diagonal elements. A matrix must be a square matrix (the number of columns is the same as the number of rows) for the trace operator to be defined. The trace of \mathbf{A} denoted by $\text{tr}(\mathbf{A})$ is equal to $\sum_{i=1}^n a_{ii}$. If \mathbf{A} is partitioned into $n_i \times n_j$ sub-matrices then the trace of \mathbf{A} is equal to $\sum_{i=1}^r \text{tr}(\mathbf{A}_{ii}) = \sum_{i=1}^r \sum_{j=1}^{n_i} a_{ij}$. In Proc IML the trace of matrix is obtained as `trace(a)`.

Problem 3.2 Find the trace of \mathbf{C} in problem 3.1.

4 Systems of Equations

Often we will come across the situation $\mathbf{A}\mathbf{b} = \mathbf{c}$ where \mathbf{A} and \mathbf{c} are known and we need to find \mathbf{b} . If \mathbf{A} is non-singular then this can be written as $\mathbf{b} = \mathbf{A}^{-1}\mathbf{c}$ where \mathbf{A}^{-1} is the inverse of \mathbf{A} . When \mathbf{A} is non-singular then solution for \mathbf{b} is unique. However, it is often the case that \mathbf{A} is singular. When \mathbf{A} is singular then there may not be a solution for \mathbf{b} and if there is it will not be unique. Assuming that a solution does exist, then $\mathbf{b} = \mathbf{A}^- \mathbf{c}$ where \mathbf{A}^- is a generalized inverse for \mathbf{A} and \mathbf{b} is a solution for the system of equations.

4.1 \mathbf{A} non-singular

The inverse of a $n \times n$ matrix \mathbf{A} (\mathbf{A}^{-1}) is the solution to the following set of equations

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

where \mathbf{I} is the $n \times n$ identity matrix in problem 3.1. Notice that \mathbf{A} is a square matrix. The identity matrix is also useful in that for any $n \times m$ matrix \mathbf{B} ,

$$\mathbf{I}\mathbf{B} = \mathbf{B}.$$

So that for non-singular \mathbf{A} we can solve for \mathbf{b} above as follows

$$\begin{aligned}\mathbf{A}\mathbf{b} &= \mathbf{c} \\ \mathbf{A}^{-1}\mathbf{A}\mathbf{b} &= \mathbf{A}^{-1}\mathbf{c} \\ \mathbf{I}\mathbf{b} &= \mathbf{A}^{-1}\mathbf{c} \\ \mathbf{b} &= \mathbf{A}^{-1}\mathbf{c}\end{aligned}$$

When \mathbf{A} is non-singular we can obtain the inverse of \mathbf{A} in Proc IML using the following command `inv(A)`. If we are interested only with solving a set of equations, then the command `b=solve(a,c);` is better than `b=inv(a)*c;`

4.2 \mathbf{A} singular

A matrix \mathbf{A} is said to be singular if the inverse of \mathbf{A} does not exist. This implies that at least one of the rows or columns is a linear function of the remaining rows or columns. For example,

$$\mathbf{A} = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix} = (\mathbf{a}_1 \quad \mathbf{a}_2 \quad \mathbf{a}_3)$$

is singular ($\mathbf{a}_3 = 2 \mathbf{a}_2 - \mathbf{a}_1$). After removing the third column, the remaining two columns are linearly independent. Therefore, we say that \mathbf{A} has rank 2. The rank of a matrix can be obtained in `Proc IML` using the following command `trace(a*sweep(a'*a)*a')`.

If the rank of a matrix is equal to the number of columns then the matrix is said to be of full column rank.

Any matrix that is not square must be singular.

4.2.1 Generalized inverse

A generalized inverse of a $n \times m$ matrix \mathbf{A} (\mathbf{A}^-) is any matrix $\mathbf{A}^-: m \times n$ that satisfies the following relationship

$$\mathbf{A} \mathbf{A}^- \mathbf{A} = \mathbf{A}$$

Generalized matrices exist for any matrix. Unless \mathbf{A} is non-singular, generalized inverses are not unique. If \mathbf{A} is non-singular, then the $\mathbf{A}^- = \mathbf{A}^{-1}$ and is unique. A generalized inverse of a symmetric matrix can be obtained in `Proc IML` with the following command `sweep(a)`.

A generalized inverse for \mathbf{A} given above is

$$\mathbf{A}^- = \frac{1}{3} \begin{pmatrix} -5 & 2 & 0 \\ 4 & -1 & 0 \\ 0 & 0 & 0 \end{pmatrix}$$

A system of equations $\mathbf{A} \mathbf{b} = \mathbf{c}$ is said to be consistent, if there exist at least one \mathbf{b} that satisfies the system of equations. If $\mathbf{A} \mathbf{b} = \mathbf{c}$ is consistent, then $\mathbf{b} = \mathbf{A}^- \mathbf{c}$ is a solution.

Problem 4.1 Verify that \mathbf{A}^- is a generalized inverse for \mathbf{A} . Using `ginv`, find another generalized inverse for \mathbf{A} . Verify that it is a generalized inverse.

Problem 4.2 Solve $\mathbf{A} \mathbf{b} = \mathbf{c}$ for \mathbf{c} equal to $(3 \ 9 \ 15)'$, $(3 \ 6 \ 9)'$, and $(3 \ 8 \ 12)'$. Using both generalized inverses. Verify that the \mathbf{b} s are solutions. What does it mean if the \mathbf{b} s you obtained are not solutions?

Problem 4.3 Using in \mathbf{X} , \mathbf{Z} , $\boldsymbol{\beta}$, \mathbf{u} , and \mathbf{y} problem 3.1 find $\hat{\boldsymbol{\beta}}$ and $\hat{\mathbf{u}}$ such that

$$(\mathbf{X} \ \mathbf{Z}) \begin{pmatrix} \hat{\boldsymbol{\beta}} \\ \hat{\mathbf{u}} \end{pmatrix} = \mathbf{y}$$

Problem 4.4 Using in \mathbf{X} , \mathbf{Z} , $\boldsymbol{\beta}$, \mathbf{u} , and \mathbf{y} problem 3.1 find $\hat{\boldsymbol{\beta}}$ and $\hat{\mathbf{u}}$ such that

$$\begin{pmatrix} \mathbf{X}'\mathbf{X} & \mathbf{X}'\mathbf{Z} \\ \mathbf{Z}'\mathbf{X} & \mathbf{Z}'\mathbf{Z} + \mathbf{I} \end{pmatrix} \begin{pmatrix} \hat{\boldsymbol{\beta}} \\ \hat{\mathbf{u}} \end{pmatrix} = \begin{pmatrix} \mathbf{X}'\mathbf{y} \\ \mathbf{Z}'\mathbf{y} \end{pmatrix}$$