

16B Prof. ANANT SAHAI  
 Today: Complex Inner Products  
 Loose Ends: Why logistic loss (HW 13)  
 Begin Review

Final Exam Scope: Cumulative & Integrative  
 Majority of points will touch Post-Midterm Material,  
 3hrs Get Rest & Sleep. but could be combined with Pre-midterm ideas.

Mastering of HW, Discussions, Lectures, Notes & Lab  
 No need to grind past exams to study.  
 ↳ likely have different type.

Same Policies as Midterm: No Questions.

Why do we need a complex inner product?

A: Orthogonalities & Projections are super useful. (i.e. we used those to get) Upper-triangularization

For real vectors  $\vec{a}, \vec{b}$  we had  $\langle \vec{a}, \vec{b} \rangle = \vec{b}^T \vec{a} = \vec{a}^T \vec{b} = \sum_{i=1}^n a_i b_i$

Had nice property  $\|\vec{a}\|^2 = \langle \vec{a}, \vec{a} \rangle$

$$\sum_{i=1}^n |a_i|^2 = \sum_{i=1}^n a_i^2$$

Requires all the  $a_i$  to be real.

For complex  $a_i$ , we would have  $|a_i|^2 = \bar{a}_i a_i$

So, the real inner product definition doesn't work for complex vectors 😞

Example:  $\vec{a} = \begin{bmatrix} j \\ j \end{bmatrix}$   $\|\vec{a}\|^2 = 2$   $\vec{a}^T \vec{a} = -2$

We need another definition

To get  $\langle \vec{a}, \vec{a} \rangle = \|\vec{a}\|^2$ , we could define it in two possible natural ways

$$\langle \vec{a}, \vec{b} \rangle \stackrel{?}{=} \vec{b}^T \vec{a} = \sum_{i=1}^n a_i b_i$$

$$\stackrel{?}{=} \vec{a}^T \vec{b} = \sum_{i=1}^n \bar{a}_i b_i$$

Not symmetric, but oh well.

Announcements: Final Exam 8am Fri Dec 17<sup>th</sup> TBD

1) HW 13 Due Friday  
 i) HW 14 on different schedule to help with finals prep  
 Due Wed Dec 8<sup>th</sup>. Self-grade & Resubmit Due Sat Dec 11<sup>th</sup>

2) Extra Credit Opportunities  
 a) MYOP Contest  
 b) 16B Content-illuminating Memes + Lab Videos & Course Ads  
 c) Code cleaning & style/robustness improvements

3) RRR week discussions: Review Oriented  
 based on past exams Foci to be announced on Piazza

4) Conceptual Questions: Use Week 15 announcement thread  
 We'll have a vote this week to prioritize if labs & then we'll get them answered for everyone

Which one should we pick?

Should pick the one more convenient for us conceptually.

"Unit tests for our definition"

1)  $\langle \vec{a}, \vec{a} \rangle = \|\vec{a}\|^2$

2) If  $\|\vec{b}\|=1$  and  $\vec{a} = \alpha \vec{b}$ , then  $\langle \vec{a}, \vec{b} \rangle = \alpha$ .

3) If  $\langle \vec{a}, \vec{b} \rangle = 0$ , then  $\vec{a} \perp \vec{b}$  and Pythagoras holds:  
 $\|\vec{a} + \vec{b}\|^2 = \|\vec{a}\|^2 + \|\vec{b}\|^2$

4) If  $\langle \vec{a}, \vec{b} \rangle = \alpha$  then  $\langle \beta \vec{a}, \vec{b} \rangle = \alpha \beta$ .

Linearity in first argument.

5) "Easy to remember & use."  $\rightarrow ??$

Properties (1) & (3) are satisfied by both candidate definitions.

$$\|\vec{a} + \vec{b}\|^2 = \langle \vec{a} + \vec{b}, \vec{a} + \vec{b} \rangle = \begin{matrix} [\text{Def 1}] \\ [\text{Def 2}] \end{matrix} = \overline{(\vec{a} + \vec{b})}^T (\vec{a} + \vec{b}) = (\vec{a} + \vec{b})^* (\vec{a} + \vec{b})$$

Define notation  $\vec{b}^* \stackrel{\text{def}}{=} \overline{\vec{b}}^T$

$$= \vec{a}^* \vec{a} + \vec{b}^* \vec{b} + \vec{a}^* \vec{b} + \vec{b}^* \vec{a} = \|\vec{a}\|^2 + \|\vec{b}\|^2$$

Under Def 1. We know  $\vec{b}^* \vec{a} = 0 = \sum_{i=1}^n a_i \overline{b_i}$

$$0 = 0 = \overline{\left(\sum_{i=1}^n a_i \overline{b_i}\right)} = \sum_{i=1}^n \overline{a_i} b_i = 0$$

Def 2 We know  $\vec{a}^* \vec{b} = 0 \Rightarrow \vec{b}^* \vec{a} = 0$

Property 2 makes the choice,

If  $\|\vec{b}\|=1$  and  $\vec{a} = \alpha \vec{b}$ , then  $\langle \vec{a}, \vec{b} \rangle = \alpha$ .

Def 1:  $\langle \vec{a}, \vec{b} \rangle = \vec{b}^* \vec{a} = \vec{b}^* \alpha \vec{b} = \alpha \vec{b}^* \vec{b} = \alpha \|\vec{b}\|^2 = \alpha$

Def 2:  $\langle \vec{a}, \vec{b} \rangle = \vec{a}^* \vec{b} = \overline{\alpha} \vec{b}^* \vec{b} = \overline{\alpha} \neq \alpha$   
if  $\alpha$  is complex.

Didn't work

Only Definition 1 works

Any attempt to make it symmetric would break this.

Verity ④:

4) If  $\langle \vec{a}, \vec{b} \rangle = \alpha$  then  $\langle \beta \vec{a}, \vec{b} \rangle = \alpha \beta$ .

$$\langle \beta \vec{a}, \vec{b} \rangle = \vec{b}^* \beta \vec{a} = \beta \vec{b}^* \vec{a} = \beta \langle \vec{a}, \vec{b} \rangle = \alpha \beta.$$

Aside: What can/do we mean when we say project  $\vec{a}$  onto  $\vec{b}$  when  $\vec{b}$  is a unit vector?

Meaning 1: We want the <sup>scalar</sup> coordinate that tells us what multiple of  $\vec{b}$  is closest to  $\vec{a}$ .

$\langle \vec{a}, \vec{b} \rangle$  gives us this scalar if  $\|\vec{b}\| = 1$

and  $\frac{\langle \vec{a}, \vec{b} \rangle}{\|\vec{b}\|^2}$  gives it to us in general.

Meaning 2: We want the vector that is a multiple of  $\vec{b}$  closest to  $\vec{a}$ .

$\vec{b} \langle \vec{a}, \vec{b} \rangle$  if  $\|\vec{b}\| = 1$

and  $\vec{b} \frac{\langle \vec{a}, \vec{b} \rangle}{\|\vec{b}\|^2}$  in general if  $\|\vec{b}\| \neq 1$ .

What about Prop's/Text 5: Easy to use.

Whenever we had a transpose  $(\cdot)^T$  for the real case,

we just use a conjugate transpose  $(\cdot)^*$  for the complex case.

How to check? Recall that if  $B = [\vec{b}_1, \vec{b}_2, \dots, \vec{b}_e]$  has orthonormal columns

then  $B B^T$  gives us the vector projection onto the subspace spanned by the columns of  $B$ .

For the real case.

Q: Does  $BB^*$  give us projections for orthonormal  $B$ ?

If  $\vec{x} = \sum_{i=1}^k \alpha_i \vec{b}_i$  (So  $\vec{x}$  is in the span of columns of  $B$ )

then  $BB^* \vec{x} = BB^* \sum_{i=1}^k \alpha_i \vec{b}_i$   
 Gives projection  $= \sum_{i=1}^k BB^* \alpha_i \vec{b}_i$   
 $= \sum_{i=1}^k \alpha_i BB^* \vec{b}_i$  (circled in green)  
 $= \sum_{i=1}^k \alpha_i \vec{b}_i$   
 $BB^* \vec{b}_i = \begin{bmatrix} \vec{b}_1 & \dots & \vec{b}_k \end{bmatrix} \begin{bmatrix} \vec{b}_1^* \\ \vdots \\ \vec{b}_k^* \end{bmatrix} \vec{b}_i$   
 $= \begin{bmatrix} \vec{b}_1 & \dots & \vec{b}_k \end{bmatrix} \begin{bmatrix} 0 \\ \vdots \\ 1 \text{ (i-th pos)} \\ \vdots \\ 0 \end{bmatrix} = \vec{b}_i$

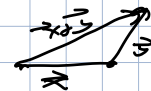
And moreover:

Clearly  $B^* \vec{x} = \begin{bmatrix} \alpha_1 \\ \alpha_2 \\ \vdots \\ \alpha_k \end{bmatrix} = \vec{b}_i$   
 Gives coordinates of projection

$B B^* \vec{x}$   
 Gives coordinates of projection  
 Gives the vector-projection itself

Check For Yourself: 1) Triangle Inequality

$$\|\vec{x} + \vec{y}\| \leq \|\vec{x}\| + \|\vec{y}\|$$



2) Cauchy-Schwarz:  $|\langle \vec{x}, \vec{y} \rangle| \leq \|\vec{x}\| \cdot \|\vec{y}\|$

Summary:  $\langle \vec{a}, \vec{b} \rangle = \vec{b}^* \vec{a}$

& for results, replace  $(\cdot)^T$  with  $(\cdot)^*$

This gives us: 1) Gram-Schmidt Orthogonalization (Discussion will elaborate)

2) Upper Triangularization in General.

$$A = V U V^* \leftarrow \text{conjugate transpose}$$

↑  
orthogonal  
basis  
(complex)

↑  
upper triangular  
has  $\lambda$ 's (eigenvalues)  
on diagonal.

HW 14  
will have  
you  
practice

3) If  $Q$  is orthogonal & square then  $Q^* Q = I$

$$\Rightarrow Q^{-1} = Q^*$$

4) Complex matrix SVD  $M = U \Sigma V^*$  ← orthogonal.

↑  
orthogonal

↑  
Real & Diagonal.

Notation: "Unitary" means square orthogonal.

Loose End: (HW 13) What's wrong with the exponential loss for classification?

Real Exponential Loss

$$\text{Real } p = \omega^T \tilde{x}$$

For points labeled  $\ominus$

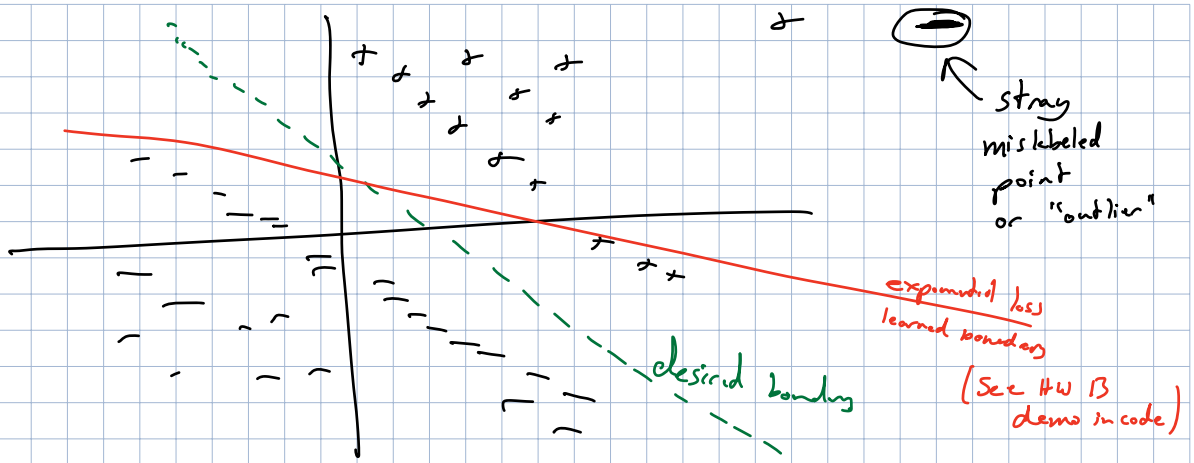
$$\rightarrow e^{-p}$$

For points labeled  $\oplus$ ,  
 $C(p) = e^{-p}$

Real doesn't penalize as  
much negative  $p$   
when the point is labeled  $\oplus$ .

Nice It doesn't penalize as  
for  $p$ 's that are  
large and positive if the point  
is labeled  $\oplus$ .

Real-World Problem: Mis-labeled Data. Data might not be perfect.



Classification by optimization is a "fug of war" between points.

Exponential loss can result in overpowered points that win balance.

Can want to "mellow out" the loss to avoid overpowers mislabeled points.

$e^{-p}$  for positive  $p$  is fine

Bode plots  
↓  
loss

but is overpowered for negative  $p$ .

← How to fix this without ruining

$$\ln(1+x) \approx \begin{cases} x & \text{if } x \text{ is small} \\ \ln x & \text{if } x \text{ is big.} \end{cases}$$

Bode plots tell us that  $1+x \approx \max(1, x)$

$$\ln(1+e^{-p}) \approx \begin{cases} e^{-p} & \text{if } p \text{ is large +} \\ -p & \text{if } p \text{ is negative.} \end{cases}$$

← is alot nicer than  $e^{-p}$  for  $p$  negative

Gives logistic loss.

← less sensitive to outliers that are mislabeled while preserving nice attributes of exponential loss for properly labeled points.