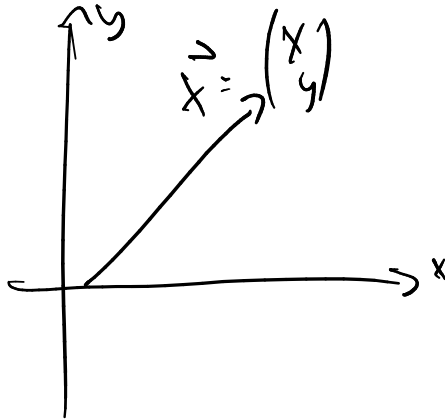


## 7 Norms and Errors

$$\|\vec{x}\|$$



$$\|\vec{x}\|_2 = \sqrt{x^2 + y^2}$$

$$\|\vec{x}\|_p = \sqrt[p]{|x|^p + |y|^p}$$

$$\|\vec{x}\|_\infty = \max(|x|, |y|)$$

## **Norms**

- What's a norm?
- Define **norm**.

## **Examples of Norms**

- What are some examples of norms?

## Demo: Vector norms

$$\rightarrow \|\alpha \vec{x}\| = |\alpha| \|\vec{x}\|$$

## Norms and Errors

- If we're computing a vector result, the error is a vector.  
That's not a very useful answer to 'how big is the error'.  
What can we do?

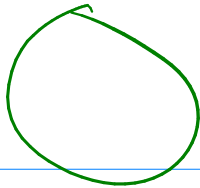
Computed result = True result + error

$$\vec{x} = \vec{x}_0 + \Delta \vec{x}$$

$$\text{Absolute error} = \|\Delta \vec{x}\| = \|\vec{x} - \vec{x}_0\| = \|\vec{x}_0 - \vec{x}\|$$

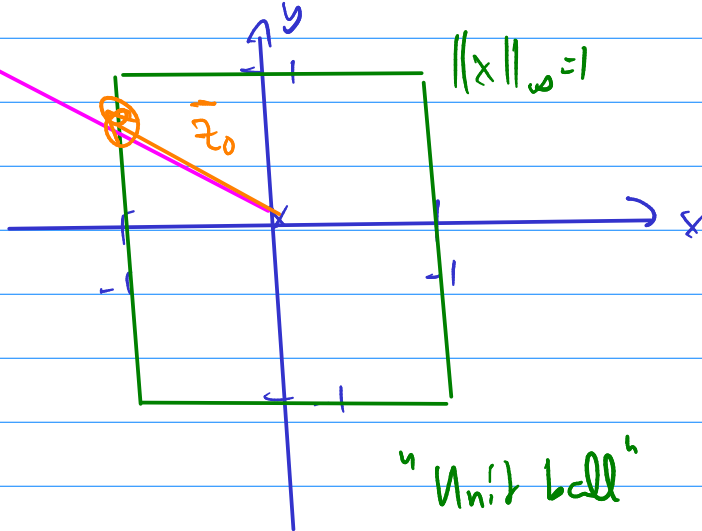
$$\text{Relative error} = \frac{\|\Delta \vec{x}\|}{\|\vec{x}\|}$$

$\vec{z}$



$$\|\vec{x}\|_\infty = 1$$

$$\|\alpha \vec{x}\| = |\alpha| \|\vec{x}\|$$



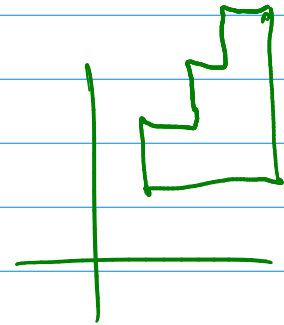
$$\|\vec{x}\|_\infty = 1$$

$$\|\vec{z}\| = |\alpha| \|\vec{z}_0\|$$

$$\|\vec{z}_0\| = 1$$

$$\vec{z} = \alpha \vec{z}_0$$

"Unit ball"

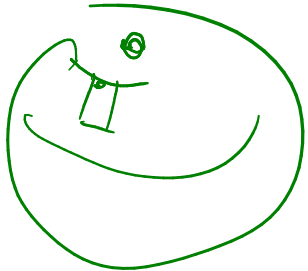


## Absolute and Relative Error

- What are the absolute and relative errors in approximating the location of Siebel center (40.114, -88.224) as (40, -88) using the 2-norm?

log: 23

↓ dat: 13



$$\begin{pmatrix} 40.114 \\ -88.224 \end{pmatrix} - \begin{pmatrix} 40 \\ -88 \end{pmatrix} = \begin{pmatrix} 0.114 \\ -0.224 \end{pmatrix}$$

Abs. error:  $\sqrt{.114^2 + .224^2} = .2513$

rel. error  $\left\| \begin{pmatrix} 40.114 \\ -88.224 \end{pmatrix} \right\|_2 = 96.91$

$\frac{\| \Delta \|}{\| x_0 \|} = .00259$

**Demo:** Calculate geographic distances using [tripstance.com](http://tripstance.com)

# Matrix Norms

- What norms would we apply to matrices?

not a matrix norm in our sense

$$\begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix}$$

$$\begin{pmatrix} 1 \\ 3 \\ 2 \\ 4 \end{pmatrix}$$

$$\|A\|_F = \sqrt{\sum_{i,j} A_{ij}^2}$$

Frobenius norm

$$\underbrace{\|Ax\|}_{\text{known vec norm}} \leq \underbrace{\|A\|}_{\text{new mat norm}} \underbrace{\|x\|}_{\text{known vec norm}} \leadsto \frac{\|Ax\|}{\|x\|} \leq \|A\|$$

$$\|A\| = \max_{x \neq 0} \frac{\|Ax\|}{\|x\|} \quad \leftarrow \text{mat. norm}$$



$$\begin{aligned}
 \max_{x \neq 0} \frac{\|Ax\|}{\|x\|} &= \max \|Ax\| \cdot \frac{1}{\|x\|} \\
 &= \max_{x \neq 0} \left\| A \frac{x}{\|x\|} \right\| \\
 &= \max_{\|y\|=1} \|Ay\|
 \end{aligned}$$

$$\left\| \begin{pmatrix} 2 \\ 3 \end{pmatrix} \right\|_2 = 3$$

$$\left\| \begin{pmatrix} 15 \\ 0.1 \end{pmatrix} \right\|_\infty$$

$$\rightarrow \begin{pmatrix} 1 \\ 0 \end{pmatrix} \begin{pmatrix} 0.5 \\ 2.0 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

**Demo:** Matrix norms

**In-class activity:** Matrix norms

## Properties of Matrix Norms

Matrix norms inherit the vector norm properties:

1.  $\|A\| > 0 \Leftrightarrow A \neq \mathbf{0}$ .
  2.  $\|\gamma A\| = |\gamma| \|A\|$  for all scalars  $\gamma$ .
  3. Obeys triangle inequality  $\|A + B\| \leq \|A\| + \|B\|$
- But also some more properties that stem from our definition: