

Coding the Matrix Index - Version 0

- 0 vector**,
 - [definition]; (2.4.1): 68
- 2D geometry**,
 - transformations in, [lab]; (4.15.0): 196-200
- A^T (matrix A transpose)**; (4.5.4): 157
- absolute value**,
 - complex number; (1.4.1): 43
- abstract/abstracting**,
 - over fields; (1.3.0): 41
 - vector spaces; (3.4.4): 130
- accessing**,
 - list elements, Python, [lab]; (0.5.5): 23
 - lists and sets from other collections, Python, [lab]; (0.5.6): 25
 - tuple elements, Python, [lab]; (0.5.6): 24
- addition**,
 - complex numbers; (1.4.2): 44
 - elementary row-addition operations; (7.1.4): 295
 - row, row space preservation; (7.1.6): 297
 - vector; (2.4.0): 67
 - associativity and transitivity of; (2.4.2): 68
 - combining scalar multiplication with; (2.6.0): 74-77
 - dictionary representation; (2.7.3): 80
 - distributivity of scalar-vector multiplication and; (2.6.2): 75
 - invertibility of; (2.7.4): 80
 - translation and; (2.4.1): 67
- affine**,
 - combinations; (3.5.2): 131
 - a first look; (2.6.4): 77
 - definition [3.5.2]; (3.5.2): 132
 - hull, normal to plane in R^3 as; (9.6.3): 358
 - spaces; (3.5.0): 130-138
 - as solution set of linear systems; (3.5.4): 134
 - characteristics; (3.5.3): 133
 - closest k-dimensional; (11.3.9): 431
 - closest one-dimensional; (11.2.5): 422
 - definition [3.5.8]; (3.5.3): 133
 - lines and planes compared; (3.5.5): 135
- algebraic properties**,
 - dot product; (2.9.8): 98
 - matrix-vector multiplication; (4.6.5): 165
- algorithms**,
 - enumerative, linear programming; (13.6.0): 488
 - Fast Fourier; (10.6.5): 397
 - greedy,
 - finding as set of generators; (5.3.0): 213-215
 - handling failure of; (5.3.3): 214
 - Grow; (5.3.1): 213
 - for minimum spanning forest; (5.4.2): 217
 - analysis of; (5.5.5): 223
 - PageRank; (12.9.0): 459
 - [lab]; (12.12.0): 471-476
 - rounding error handling; (9.5.4): 356
- algorithms (cont'd)**
 - Shrink; (5.3.2): 214
 - for minimum spanning forest; (5.4.2): 217
 - analysis of; (5.5.6): 223
 - simplex; (13.8.0): 490-494
 - singular value and vector finding; (11.3.1): 423
- approximation**,
 - data,
 - industrial espionage problem; (9.9.4): 367
 - sensor node problem; (9.9.5): 368
 - matrix,
 - best rank-k; (11.3.5): 429
 - rank-one; (11.2.2): 420
 - with low-rank matrices; (11.1.0): 415
- area**,
 - parallelograms; (12.10.1): 459
 - polygon, in terms of parallelogram area; (12.10.3): 462
- arithmetic**,
 - Python, [lab]; (0.5.1): 15
- arrows**,
 - scaling; (2.5.1): 71
 - vectors as; (2.4.3): 69
- assignment statements**,
 - Python, [lab]; (0.5.2): 16
- associativity**,
 - function composition; (0.3.6): 6
 - scalar-vector multiplication; (2.5.2): 72
 - vector addition; (2.4.2): 68
- attacking**,
 - simple authentication scheme; (2.9.7): 97
 - revisiting; (2.9.9): 99
- augmentation**,
 - augmented_orthogonalize procedure; (9.5.3): 356
 - project.orthogonal; (9.2.2): 349
- authentication**,
 - simple scheme; (2.9.6): 95
 - attacking; (2.9.7): 97
 - attacking, revisiting; (2.9.9): 99
 - revisiting; (6.2.8): 266
- backward**,
 - problem, function relationship with; (0.3.2): 4
 - substitution; (2.11.2): 103
 - first implementation; (2.11.3): 104
 - with arbitrary-domain vectors; (2.11.5): 105
 - transform, wavelets; (10.3.9): 389
- basis**,
 - See also span;
 - change of,
 - circulant matrices and; (10.8.2): 403
 - first look; (5.8.0): 229
 - matrix invertibility and; (6.4.8): 277
 - [chapter]; (5.0.0): 209-256
 - characteristics; (5.6.0): 224-228
 - computational problems involving; (5.10.0): 236

Coding the Matrix Index - Version 0

- computing, with `orthogonalize` procedure; (9.5.1): 355
- definition [5.6.1]; (5.6.1): 224
- direct sum; (6.3.3): 269
- finite set of vectors; (5.6.4): 227
- finite sets D , subspaces of F^D ; (6.2.6): 264
- functions, Discrete Fourier space; (10.6.3): 394
- Gaussian elimination and; (7.1.7): 298
- linear independence and; (5.6.5): 228
- null space; (7.4.4): 305
- orthonormal, coordinate representation with respect to; (10.2.1): 380
- row space, from echelon form to; (7.1.1): 293
- size of; (6.1.0): 257-260
- special, [chapter]; (10.0.0): 379-414
- standard, for F_D ; (5.6.2): 226
- subset, computing, with `orthogonalize` procedure; (9.5.2): 355
- unique representation in terms of; (5.7.0): 228
- vector spaces and; (5.6.3): 227
- vectors, normalizing; (10.3.8): 389
- wavelet; (10.3.3): 384
- Basis Theorem [6.1.2];** (6.0.0): 257
- benefit,**
 - total cost of; (2.9.1): 88
- Booleans,**
 - Python, [lab]; (0.5.1): 16
- camera,**
 - coordinate system; (5.9.3): 232
 - coordinates, from world coordinates to; (5.9.5): 235
 - image plane and; (5.9.2): 231
- cardinality,**
 - vector space over $GF(2)$; (6.2.4): 263
- Cartesian product;** (0.2.0): 1
- characteristic,**
 - polynomial, [definition]; (12.10.5): 465
- checksum,**
 - functions; (3.6.4): 141
 - revisited; (6.4.6): 275
- circulant matrix;** (10.8.0): 401-403
 - definition [10.8.1]; (10.8.0): 401
- class(es),**
 - mat, implementation; (4.1.4): 150
 - Vec, implementation; (2.10.0): 100-102
- closed under,**
 - [definition]; (3.4.2): 128
- closest,**
 - k-dimensional affine space; (11.3.9): 431
 - k-dimensional space, finding with right singular vectors; (11.3.4): 427
 - dimension-k vector space; (11.3.0): 423-432
 - point,
 - finding; (8.3.4): 331
 - in span of many vectors, solving; (9.4.0): 354
 - vector, k-sparse; (10.1.0): 379
- codes,**
 - error-correcting; (4.7.3): 167
 - [lab]; (4.14.0): 192-195
 - Hamming; (4.7.5): 168
 - linear; (4.7.4): 168
- coefficients,**
 - linear combinations and; (3.1.3): 115
- column(s),**
 - See also matrix/matrices;
 - column-orthogonal,
 - [9.7.1]; (9.7.1): 361
 - matrix, coordinate representation; (9.8.4): 364
 - matrix, multiplication, norm preservation; (10.2.2): 381
 - proof that left singular vector matrix is; (11.3.10): 432
 - matrix; (9.7.1): 360
 - Fourier matrix, circulant matrix multiplication by; (10.8.1): 402
 - introduction; (4.1.3): 149
 - irrelevant, in Gaussian elimination of matrix-vector equations; (7.4.3): 305
 - rank, definition [6.2.9]; (6.2.1): 261
 - space,
 - definition [4.2.1]; (4.2.0): 153
 - row space and; (4.2.0): 152
 - stochastic matrix, definition; (12.8.3): 456
 - vectors; (4.11.4): 185
- combinations,**
 - affine; (3.5.2): 131
 - a first look; (2.6.4): 77
 - linear; (3.1.0): 113-117
 - coefficients and; (3.1.3): 115-116
 - definition; (3.1.1): 113
 - matrix-vector and vector-matrix multiplication; (4.5.0): 154-158
 - matrix-vector multiplication; (4.5.1): 154
 - of linear combinations; (3.2.4): 120
 - of linear combinations, revisited; (4.11.6): 186
 - uses; (3.1.2): 113
 - vector-matrix multiplication; (4.5.2): 155
- combining,**
 - operations; (1.4.11): 53
- comparisons,**
 - Python, [lab]; (0.5.1): 16
- complement, orthogonal,**
 - See orthogonal/orthogonality, complement;
- complementary subspaces,**
 - definition [6.3.11]; (6.3.5): 270
- complex numbers,**
 - absolute value; (1.4.1): 43
 - adding; (1.4.2): 44
 - characteristics; (1.4.0): 42-54

Coding the Matrix Index - Version 0

complex numbers (cont'd)

inner product; (10.7.0): 399
introduction to; (1.1.0): 39
mapping to real numbers, linear function
 representation by matrix; (4.10.7): 178
multiplying,
 negative real number; (1.4.4): 46
 positive real number; (1.4.3): 46
polar representation; (1.4.8): 51
rotation,
 by 180 degrees; (1.4.4): 46
 by 90 degrees; (1.4.5): 47
unit circle; (1.4.6): 49

composition,

function, matrix-matrix multiplication and; (4.11.2):
 182
functions; (0.3.5): 5

comprehension(s),

dictionary,
 iterating over, Python, [lab]; (0.5.8): 29
 Python, [lab]; (0.5.8): 28
list, Python, [lab]; (0.5.5): 21
set, Python, [lab]; (0.5.4): 18

compression,

lossy, first look; (5.2.0): 210-212
sensing; (13.14.0): 504
wavelets use for, [lab]; (10.9.0): 403-412

computational problems,

functions vs.; (0.3.1): 3

concatenation,

list, Python, [lab]; (0.5.5): 21

conditional statements,

Python, [lab]; (0.5.3): 17, (0.6.3): 33

conditions,

Python, [lab]; (0.5.1): 16

conjugate,

definition [1.4.2]; (1.4.1): 43

constraint,

linear, [definition]; (13.0.0): 482

control structures,

Python, [lab]; (0.6.0): 31-38

conversions,

between representations; (6.5.1): 278

convex,

combinations, a first look; (2.6.3): 76

coordinate(s),

camera, from world coordinates to; (5.9.5): 235
pixel, from world coordinates to; (5.9.6): 236
representation, eigenvectors; (12.4.0): 448
systems; (5.1.0): 209-210
 camera; (5.9.3): 232
world, to camera coordinates; (5.9.5): 235

copying,

Vec class; (2.10.5): 101

corollaries,

Direct-Sum Dimension Corollary, [6.3.9]; (6.3.3): 269
Grow-Algorithm Corollary, [5.5.10]; (5.5.5): 223
Shrink-Algorithm Corollary, [5.5.11]; (5.5.5): 223

correctness,

QR factorization square case; (9.8.2): 363

Correctness of project-orthogonal [9.2.3]; (9.2.1): 348

cost,

total, or benefit; (2.9.1): 88

cryptography,

See also authentication; also secrecy;

D-vector,

definition [2.2.2]; (2.2.0): 64

data,

approximate,
 industrial espionage problem; (9.9.4): 367
 sensor node problem; (9.9.5): 368

decomposition,

singular value decomposition (SVD); (11.0.0): 415-440
unique, of a vector; (6.3.4): 269
vector,
 into parallel and perpendicular components; (8.3.2):
 329
 space, as a direct sum; (10.3.2): 383
 wavelet; (10.3.7): 387

defining,

one-line procedures, Python, [lab]; (0.5.9): 30

definition(s),

affine,
 combination, [3.5.2]; (3.5.2): 132
 space, [3.5.8]; (3.5.3): 133
basis, [5.6.1]; (5.6.1): 224
circulant matrix, [10.8.1]; (10.8.0): 401
column,
 stochastic matrix; (12.8.3): 456
 orthogonal, [9.7.1]; (9.7.1): 361
 rank, [6.2.9]; (6.2.1): 261
 space, [4.2.1]; (4.2.0): 153
complementary subspaces, [6.3.11]; (6.3.5): 270
conjugate, [1.4.2]; (1.4.1): 43
D-vector, [2.2.2]; (2.2.0): 64
diagonal matrix, [4.10.20]; (4.10.8): 178
diagonalizable, [12.3.12]; (12.3.1): 447
dimension, [6.2.1]; (6.2.1): 260
direct sum, [6.3.1]; (6.3.1): 267
dual vector space, [6.5.7]; (6.5.1): 280
echelon form, [7.1.1]; (7.1.0): 292
edges,
 path; (5.4.1): 216
 spanning; (5.4.1): 216
eigenvalue, [12.3.1]; (12.3.0): 445
eigenvector, [12.3.1]; (12.3.0): 445
first left singular vector, [11.3.2]; (11.3.1): 424
first right singular vector, [11.2.2]; (11.2.1): 419

Coding the Matrix Index - Version 0

definition(s) (cont'd)

first singular value, [11.2.2]; (11.2.1): 419
flats; (3.3.1): 124
forest; (5.4.1): 217
four-vector over \mathbb{R} , [2.1.1]; (2.1.0): 63
functional inverse, [0.3.14]; (0.3.7): 7
generators, [3.2.9]; (3.2.3): 119
gradient, [8.4.2]; (8.4.5): 338
Hermitian adjoint of a matrix A over \mathbb{C} , [10.7.7];
(10.7.0): 401
homogeneous linear,
 equation, [3.3.8]; (3.2.2): 124
 system, [3.3.11]; (3.3.2): 125
identity matrix, [4.1.6]; (4.1.5): 151
imaginary number i ; (1.0.0): 39
inner product; (4.12.1): 187
 over field of complex numbers, [10.7.2]; (10.7.0): 399
kernel, [4.10.11]; (4.10.3): 175
left singular vectors, [11.3.7]; (11.3.3): 426
linear,
 combinations, [3.1.1]; (3.1.1): 113
 dependence, [5.5.2]; (5.5.2): 220
 equation, [2.9.6]; (2.9.2): 89
 function, [4.10.1]; (4.10.2): 172
 independence, [5.5.2]; (5.5.2): 220
matrix,
 inverse, [4.13.3]; (4.13.2): 188
 rank, [6.2.18]; (6.2.7): 266
matrix-matrix multiplication,
 dot-product, [4.11.7]; (4.11.1): 182
 matrix-vector, [4.11.3]; (4.11.1): 180
 vector-matrix, [4.11.1]; (4.11.1): 179
matrix-vector multiplication; (4.6.1): 159
 ordinary definition [4.8.1]; (4.8.0): 169
 by dot product, [4.6.1]; (4.6.1): 159
 by linear combination, [4.5.1]; (4.5.1): 154
 n -state Markov chain; (12.8.3): 456
 n -vector over \mathbb{F} , [2.1.2]; (2.1.0): 63
norm; (8.1.1): 326
null space, [4.7.1]; (4.7.1): 165
one-to-one; (0.3.7): 7
onto; (0.3.7): 7
orthogonal,
 complement, [9.6.1]; (9.6.1): 357
 matrix, [9.7.1]; (9.7.1): 361
orthogonality,
 [8.3.6]; (8.3.2): 329
 [9.1.1]; (9.1.1): 344
orthonormal, [9.7.1]; (9.7.1): 361
outer product; (4.12.2): 187
path; (5.4.1): 216
positive-definite matrix, [12.6.1]; (12.6.1): 451
projection, b onto V . [9.1.4]; (9.1.2): 345
projection of b , orthogonal to v , [8.3.6]; (8.3.1): 329

definition(s) (cont'd)

projection onto and orthogonal, [9.14.1]; (9.1.2): 345
QR factorization, [9.7.4]; (9.7.2): 361
rank, [6.2.5]; (6.2.1): 260
right singular vectors, [11.3.2]; (11.3.1): 424
row rank, [6.2.9]; (6.2.1): 261
row space, [4.2.1]; (4.2.0): 153
satisfaction of inequality with equality, [13.4.3];
(13.4.0): 486
scalar-vector multiplication, [2.5.1]; (2.5.0): 70
similar matrix, [12.3.9]; (12.3.0): 446
singular matrix; (4.13.2): 188
singular value,
 [11.3.2]; (11.3.1): 424
 decomposition, [11.3.9]; (11.3.3): 426
span, [3.2.1]; (3.2.1): 117
spectrum, [12.6.7]; (12.6.4): 451
stochastic matrix; (12.8.3): 456
subspace, [3.4.9]; (3.4.3): 128
subsystem of linear inequalities, [13.4.2]; (13.4.0): 486
system of linear equations, [2.9.10]; (2.9.2): 90
transpose, [4.4.1]; (4.4.0): 153
triangular matrix, [4.6.10]; (4.6.4): 164
trivial,
 linear combination [definition]; (5.5.2): 220
 vector space [3.4.7]; (3.4.2): 128
unitary matrix, [10.7.8]; (10.7.0): 401
upper triangular matrix, [4.6.9]; (4.6.4): 164
vector,
 addition, [2.4.1]; (2.4.1): 67
 space, [3.4.1]; (3.4.2): 127
vector-matrix multiplication,
 by dot product, [4.6.3]; (4.6.1): 160
 by linear combination, [4.5.6]; (4.5.2): 155
vertex, [13.4.4]; (13.4.0): 486
dependence (linear); (5.5.0): 219-223
 definition [5.5.2]; (5.5.2): 220
 in Minimum Spanning Forest; (5.5.3): 221
 properties; (5.5.4): 222
deriving,
 matrices from functions; (4.9.13): 171
Descartes, René,
 coordinate system invention; (5.1.1): 209
determinant; (12.10.0): 459-465
 characteristics; (12.10.4): 463
diagonal matrix,
 definition [4.10.20]; (4.10.8): 178
diagonalizable,
 definition [12.3.12]; (12.3.1): 447
diagonalization,
 Fibonacci matrix; (12.2.0): 444
 matrix; (12.3.1): 446
 symmetric matrices, proof; (12.11.2): 467

Coding the Matrix Index - Version 0

Diagonalization of symmetric matrices Theorem

[12.6.4]; (12.6.3): 452

dictionaries (Python),

[lab]; (0.5.8): 26

representing vectors with; (2.2.1): 65, (2.7.0): 78

scalar-vector multiplication; (2.7.2): 79

vector addition; (2.7.3): 80

diet problem; (13.1.0): 481

dimension,

[chapter]; (6.0.0): 257-290

definition [6.2.1]; (6.2.1): 260

greater than 2; (1.4.12): 54

linear functions and; (6.4.0): 272-277

rank and; (6.2.0): 260-266

Dimension Principle; (6.2.5): 263

direct sum; (6.3.0): 267-271

basis; (6.3.3): 269

decomposition of vector space as; (10.3.2): 383

definition [6.3.1]; (6.3.1): 267

generators; (6.3.2): 268

orthogonal complement and; (9.6.2): 357

Direct Sum Basis Lemma [6.3.8]; (6.3.3): 269

discrete dynamic processes,

modeling; (12.1.0): 441-443

Discrete Fourier transform,

Fast Fourier algorithm; (10.6.5): 397

Fourier,

matrix inverse; (10.6.4): 395

transform; (10.6.0): 393-399

space, sampling the basis functions; (10.6.3): 394

distance,

norm relationship to; (8.1.1): 326

distributions,

probability; (0.4.1): 9

distributivity,

scalar-vector multiplication and vector addition;

(2.6.2): 75

dot product; (2.9.0): 87-99

See also matrix(s), multiplication;

algebraic properties of; (2.9.8): 98

matrix-matrix multiplication, definition [4.11.7];

(4.11.1): 182

matrix-vector multiplication; (4.6.0): 159-165

definition [4.6.1]; (4.6.1): 159

over $GF(2)$; (2.9.4): 94

vector-matrix multiplication, definition [4.6.3]; (4.6.1):

160

Dual Dimension Theorem [6.5.12],

[misnomer]; (6.5.3): 281

dual space,

[should be called *annihilator*],

definition [6.5.7]; (6.5.1): 280

orthogonal complement and; (9.6.4): 359

duality; (6.5.0): 278-282

linear programming; (13.7.0): 488

[should be called *annihilator*], vector space; (6.5.2): 280

Duality Theorem [6.5.14]; (6.5.4): 282

echelon form; (7.1.0): 292-299

definition [7.1.1]; (7.1.0): 292

edges,

spanning, definition; (5.4.1): 216

eigenfaces,

[lab]; (11.6.0): 435

eigenspace,

characteristics; (12.3.0): 445

eigentheorems,

proofs; (12.11.0): 466-470

eigenvalues,

[chapter]; (12.0.0): 441-480

characteristics; (12.3.0): 445-447

definition [12.3.1]; (12.3.0): 445

determinant function characterization of; (12.10.5): 465

existence theorem proof; (12.11.1): 466

Markov chains; (12.8.0): 454-458

power method; (12.7.0): 454

requirements for; (12.6.0): 450-453

eigenvectors,

[chapter]; (12.0.0): 441-480

characteristics; (12.3.0): 445-447

coordinate representation; (12.4.0): 448

definition [12.3.1]; (12.3.0): 445

Markov chains; (12.8.0): 454-458

power method; (12.7.0): 454

elementary row-addition matrix; (4.11.1): 180

elements,

list, accessing, Python, [lab]; (0.5.5): 23

tuples, accessing, Python, [lab]; (0.5.6): 24

entries,

matrix, introduction; (4.1.3): 149

enumerative algorithm,

linear programming; (13.6.0): 488

equations,

linear; (2.9.2): 89

formulating systems as matrix-vector equation;

(4.6.3): 162

homogeneous, definition [3.3.8]; (3.2.2): 124

system, implications; (3.2.2): 118

triangular system of, solving; (2.11.0): 102-105

matrix,

homogeneous linear systems and; (4.7.1): 165

QR factorization solving; (9.8.0): 362

matrix-vector,

formulating; (4.5.3): 156

formulating linear equation system as; (4.6.3): 162

Gaussian elimination solution; (7.4.0): 304

solution space of; (4.7.2): 166

solving; (4.5.4): 157

Coding the Matrix Index - Version 0

equations (cont'd)

normal to a plane in \mathbb{R}^3 ; (9.6.5): 359

errors,

error-correcting codes,

introduction to; (4.7.3): 167

[lab]; (4.14.0): 192-195

rounding, algorithms that work with; (9.5.4): 356

Euler's formula; (1.4.7): 50

evaluation,

polynomial; (10.4.0): 390

events,

adding probabilities; (0.4.2): 10

Exchange Lemma; (5.11.0): 237

exponentiation laws,

Discrete Fourier transform; (10.6.1): 393

first law; (1.4.9): 51

expressions,

simple, Python, [lab]; (0.5.1): 15

factoring/factorization,

integers; (7.5.0): 306

[lab]; (7.7.0): 312

QR; (9.7.0): 360

definition [9.7.4]; (9.7.2): 361

failure,

Gaussian elimination; (7.1.8): 298

Fast Fourier algorithm; (10.6.5): 397

feasible,

linear program solution, [definition]; (13.3.1): 483

Fibonacci,

matrix, diagonalization of; (12.2.0): 444

numbers; (12.1.2): 442

fields,

See also complex numbers; also $GF(2)$ field; also real numbers;

abstracting over; (1.3.0): 41

[chapter]; (1.0.0): 39-60

files,

reading, Python, [lab]; (0.6.6): 34

Fire Engine Lemma [8.3.8]; (8.3.3): 330

fire engine problem; (8.1.0): 325

orthogonality property of solution to; (8.3.3): 330

solution; (8.3.5): 332

first left singular vector,

definition [11.3.2]; (11.3.1): 424

first right singular vector,

definition [11.2.2]; (11.2.1): 419

first singular value,

definition [11.2.2]; (11.2.1): 419

flats,

containing the origin, representation of; (3.3.3): 125

definition; (3.3.1): 124

not through the origin; (3.5.1): 130

forest,

definition; (5.4.1): 217

minimum spanning, $GF(2)$ and; (5.4.0): 216-218

formulating,

linear,

equation system, as matrix-vector equation; (4.6.3): 162

program; (13.11.0): 499

matrix-vector equations; (4.5.3): 156

minimum spanning forest; (5.4.3): 218

forward problem,

function relationship with; (0.3.2): 4

four-vector over \mathbb{R} ,

definition [2.1.1]; (2.1.0): 63

Fourier Inverse Theorem [10.6.1]; (10.6.4): 396

Fourier transform; (10.5.0): 391-393

Discrete Fourier transform; (10.6.0): 393-399

Fast Fourier algorithm; (10.6.5): 397

Fourier matrix inverse; (10.6.4): 395

space, sampling the basis functions; (10.6.3): 394

Function Invertibility Theorem [0.3.18]; (0.3.7): 8

function(s),

See also transformations;

applying to random input; (0.4.3): 11

basis, Discrete Fourier space; (10.6.3): 394

[chapter]; (0.0.0): 1-38

characteristics; (0.3.0): 2

checksum; (3.6.4): 141

composition, matrix-matrix multiplication and; (4.11.2): 182

composition of; (0.3.5): 5

associativity; (0.3.6): 6

computational problems vs.; (0.3.1): 3

identity; (0.3.4): 5

inverse; (0.3.7): 6

perfect secrecy and; (0.4.5): 13

to matrix inverse; (4.13.0): 187-191

linear; (4.10.0): 173-178

definition; (4.10.2): 173

dimension and; (6.4.0): 272-277

inverse, linearity of; (4.13.1): 187

invertibility; (6.4.1): 272

invertibility, revisited; (6.4.4): 275

lines and; (4.10.4): 176

one-to-one; (4.10.5): 176

onto; (4.10.6): 177

zero vectors and; (4.10.3): 175

mapping to vectors; (5.8.1): 229

matrices and; (4.9.0): 170-172

matrix-vector product, functions that can be represented as; (4.10.1): 173

notation; (0.3.3): 5

objective, [definition]; (13.0.0): 481

procedures vs.; (0.3.1): 3

Coding the Matrix Index - Version 0

function(s) (cont'd)

subfunctions, largest invertible; (6.4.2): 272
vectors as; (2.2.0): 64

functional inverse,

definition, definition [0.3.14]; (0.3.7): 7

game(s),

Lights Out, $GF(2)$ representation; (2.8.3): 83
nonzero-sum; (13.12.0): 500
theory; (13.10.0): 497

Gaussian elimination,

[chapter]; (7.0.0): 291-324
failure; (7.1.8): 298
 $GF(2)$; (7.2.0): 299
invertible matrices, MA in echelon form; (7.3.1): 301
matrix-vector equation; (7.4.0): 304

general square matrix,

eigenvalues and; (12.6.5): 453

generator(s); (3.2.3): 119

direct sum; (6.3.2): 268
orthogonal, building a set of; (9.3.0): 351-353
Python, [lab]; (0.5.7): 25
set of, greedy algorithms for finding; (5.3.0): 213-215
standard; (3.2.5): 121
V, generators for V^* and; (6.5.4): 282

geometry,

2D, transformations in, [lab]; (4.15.0): 196-200
dimension and rank and; (6.2.2): 262
homogeneous linear system solution sets; (3.3.2): 124
linear programming; (13.4.0): 484
parallelepiped volume; (12.10.2): 461
parallelogram area; (12.10.1): 459
polygon area, in terms of parallelogram area; (12.10.3):
462
vector sets; (3.3.0): 122-125

getter procedure; (2.7.1): 79

$GF(2)$ field; (1.5.0): 54-57

all-or-nothing secret sharing; (2.8.2): 82
dot product over; (2.9.4): 94
Gaussian elimination over; (7.2.0): 299
minimum spanning forest and; (5.4.0): 216-218
vector spaces over, cardinality of; (6.2.4): 263
vectors over; (2.8.0): 81-86

gradient,

definition [8.4.2]; (8.4.5): 338

graphs,

dimension and rank in; (6.2.3): 262

greedy algorithms,

finding as set of generators; (5.3.0): 213-215
handling failure of; (5.3.3): 214

grouping statements,

Python, [lab]; (0.6.4): 33

Grow algorithm; (5.3.1): 213

analysis of; (5.5.5): 223
correctness proof, for Minimum Spanning Forest;
(5.11.2): 238
minimum spanning forest; (5.4.2): 217

Hamming Code; (4.7.5): 168

Hermitian adjoint,

matrix A over C , definition [10.7.7]; (10.7.0): 401

higher dimensions,

fire engine problem; (8.3.7): 334

homogeneous,

linear equation,
definition [3.3.8]; (3.2.2): 124
[3.3.8]; (3.2.2): 124
linear systems; (3.6.0): 139-142
definition [3.3.11]; (3.3.2): 125
geometry of solution sets; (3.3.2): 124
matrix equations and; (4.7.1): 165

hull,

affine, normal to plane in R^3 as; (9.6.3): 358

identity,

matrix; (4.1.5): 151
definition [4.1.6]; (4.1.5): 151
function; (0.3.4): 5

Im f linear function image,

[definition]; (4.10.8): 177

image(s),

Im f linear function, [definition]; (4.10.8): 177
MRI, more quickly acquiring; (13.14.0): 504
one-dimensional, of different resolutions; (10.3.1): 382
plane, camera and; (5.9.2): 231
vector, representation by coordinate representation, in
lossy compression; (5.2.2): 212

imaginary number i,

definition; (1.0.0): 39

independence (linear),

Gaussian elimination and; (7.1.7): 298
properties; (5.5.4): 222
vector subset, basis from; (5.6.5): 228

indexing,

dictionaries, Python, [lab]; (0.5.8): 27

inequality,

linear, [definition]; (13.0.0): 482

inner product; (4.12.1): 187

[chapter]; (8.0.0): 325-342
complex number field; (10.7.0): 399
definition; (4.12.1): 187
over field of complex numbers, definition [10.7.2];
(10.7.0): 399

integers,

factoring; (7.5.0): 306
[lab]; (7.7.0): 312
linear programming; (13.3.3): 484

Coding the Matrix Index - Version 0

- Internet worm;** (12.5.0): 449
- interpolation,**
 - polynomial; (10.4.0): 390
- intersection,**
 - plane and line; (3.6.3): 141
 - set, Python, [lab]; (0.5.4): 18
- inverse(s),**
 - Fourier matrix; (10.6.4): 395
 - function; (0.3.7): 6
 - to matrix inverse; (4.13.0): 187-191
 - index, Python, [lab]; (0.6.0): 31
 - linear function, linearity of; (4.13.1): 187
 - matrix; (4.13.2): 188
 - from function inverse to; (4.13.0): 187-191
 - uses of; (4.13.3): 189
- invertibility,**
 - linear functions; (6.4.1): 272
 - revisited; (6.4.4): 275
 - matrices; (6.4.7): 276
 - change of basis and; (6.4.8): 277
 - Gaussian elimination use; (7.3.1): 301, (7.4.1): 304
 - vector addition; (2.7.4): 80
- k*-dimensional space,**
 - affine, closest; (11.3.9): 431
 - closest, finding with right singular vectors; (11.3.4): 427
- k*-sparse vector,**
 - closest; (10.1.0): 379
 - representation with respect to; (10.2.0): 380-382
- kernel,**
 - definition [4.10.11]; (4.10.3): 175
- Kernel-Image theorem;** (6.4.3): 274
- Kernel-Image Theorem [6.4.7];** (6.4.3): 275
- least-squares problem;** (9.8.3): 364
 - applications of; (9.9.0): 365-369
 - using SVD to do; (11.4.1): 434
- left hand side,**
 - expression, [definition]; (0.5.2): 16
- left singular vectors,**
 - definition [11.3.7]; (11.3.3): 426
 - matrix, column-orthogonal proof; (11.3.10): 432
- lemmas,**
 - Direct Sum Basis Lemma, [6.3.8]; (6.3.3): 269
 - Exchange; (5.11.0): 237
 - Fire Engine Lemma, [8.3.8]; (8.3.3): 330
 - Matrix-Multiplication Lemma, [4.11.8]; (4.11.1): 182
 - Morphing,
 - implications of; (6.1.1): 257
 - proof; (6.1.2): 258
 - One-to-One Lemma, [0.3.16]; (0.3.7): 7
 - Span Lemma, [5.5.9]; (5.5.4): 222
 - Subset-Basis Lemma, [5.6.11]; (5.6.3): 227
 - Superfluous-Vector; (5.5.1): 219
 - Superset-Basis Lemma, [5.6.14]; (5.6.5): 228
- lemmas (cont'd)**
 - Unique-Representation Lemma, [5.7.1]; (5.6.5): 228
- length,**
 - See also norm;
 - vectors; (8.1.1): 326
- line(s),**
 - intersections with planes; (3.6.3): 141
 - line-fitting, as least-squares application; (9.9.1): 365
 - linear functions and; (4.10.4): 176
 - segments,
 - that don't go through origin; (2.6.1): 74
 - through the origin; (2.5.3): 72
 - that don't go through origin; (2.6.1): 74
 - through the origin; (2.5.4): 73
- linear,**
 - codes; (4.7.4): 168
 - combinations; (3.1.0): 113-117
 - coefficients and; (3.1.3): 115
 - definition; (3.1.1): 113
 - matrix-vector and vector-matrix multiplication; (4.5.0): 154-158
 - matrix-vector multiplication; (4.5.1): 154
 - of linear combinations; (3.2.4): 120
 - of linear combinations, revisited; (4.11.6): 186
 - uses; (3.1.2): 113
 - vector-matrix multiplication; (4.5.2): 155
 - constraint, [definition]; (13.0.0): 482
 - dependence; (5.5.0): 219-223
 - definition [5.5.2]; (5.5.2): 220
 - in Minimum Spanning Forest; (5.5.3): 221
 - properties; (5.5.4): 222
 - equations; (2.9.2): 89
 - definition [2.9.6]; (2.9.2): 89
 - system, implications; (3.2.2): 118
 - triangular system of, solving; (2.11.0): 102-105
 - functions; (4.10.0): 173-178
 - definition; (4.10.2): 173
 - definition [4.10.1]; (4.10.2): 172
 - dimension and; (6.4.0): 272-277
 - inverse, linearity of; (4.13.1): 187
 - invertibility; (6.4.1): 272
 - invertibility, revisited; (6.4.4): 275
 - lines and; (4.10.4): 176
 - one-to-one; (4.10.5): 176
 - onto; (4.10.6): 177
 - zero vectors and; (4.10.3): 175
 - independence,
 - definition [5.5.2]; (5.5.2): 220
 - Gaussian elimination and; (7.1.7): 298
 - properties; (5.5.4): 222
 - vector subset, basis from; (5.6.5): 228
 - inequality, [definition]; (13.0.0): 482
 - programming,
 - [chapter]; (13.0.0): 481-508

Coding the Matrix Index - Version 0

linear (cont'd)

- programming (cont'd)
 - duality; (13.7.0): 488
 - formulating; (13.11.0): 499
 - game theory; (13.10.0): 497
 - geometry; (13.4.0): 484
 - learning through, [lab]; (13.13.0): 500-504
 - nonzero-sum games; (13.12.0): 500
 - origins; (13.3.0): 482
 - simplex algorithm; (13.8.0): 490-494
 - terminology, [definitions]; (13.3.1): 483
 - unbounded linear program, [definition]; (13.3.1): 483
 - vertex finding; (13.9.0): 495
 - vertex of a polyhedron solution; (13.4.1): 487
- regression; (9.9.1): 365
- systems,
 - affine spaces as solution set for; (3.5.4): 134
 - formulating as matrix-vector equation; (4.6.3): 162
 - general, homogeneous correspondence; (3.6.1): 139
 - homogeneous; (3.6.0): 139-142
 - homogeneous, geometry of solution sets; (3.3.2): 124
 - homogeneous, matrix equations and; (4.7.1): 165
 - transformation, [definition]; (4.10.2): 174

Linear-Function Invertibility Theorem [6.4.8];

(6.4.3): 275

list(s),

- dictionaries, Python, [lab]; (0.5.8): 27
- obtaining from other collections, Python, [lab]; (0.5.6): 25
- Python, [lab]; (0.5.0): 14-30, (0.5.5): 20
- row, in echelon form; (7.1.2): 294
- Vec class and; (2.10.6): 102

loops,

- breaking out of, Python, [lab]; (0.6.5): 34
- Python, [lab]; (0.6.3): 33

lossy compression,

- first look; (5.2.0): 210-212

$m \times n$ matrix,

- [definition]; (4.1.1): 147

machine learning,

- [lab]; (8.4.0): 334-339
- least-squares use in; (9.9.6): 369

manipulation,

- Vec class, syntax for; (2.10.1): 100

mapping,

- See also functions;
- from complex numbers real numbers, linear function representation by matrix; (4.10.7): 178

Markov chains; (12.8.0): 454-458

mat class,

- implementation; (4.1.4): 150

Matrix-Multiplication Lemma [4.11.8]; (4.11.1): 182

matrix/matrices,

- See also dot product; also echelon form; also Gaussian elimination;
- approximation,
 - best rank-k; (11.3.5): 429
 - rank-one; (11.2.2): 420
- [chapter]; (4.0.0): 147-208
- characteristics; (4.1.0): 147-152
- circulant; (10.8.0): 401-403
 - definition [10.8.1]; (10.8.0): 401
- column-orthogonal; (9.7.1): 360
 - coordinate representation; (9.8.4): 364
 - multiplication, norm preservation; (10.2.2): 381
- columns; (4.1.3): 149
- diagonal; (4.10.8): 178
- diagonalization; (12.3.1): 446
- distinct eigenvalues; (12.6.2): 451
- elementary row-addition; (4.11.1): 180
- entries; (4.1.3): 149
 - introduction; (4.1.3): 149
- equations,
 - homogeneous linear systems and; (4.7.1): 165
 - QR factorization solving; (9.8.0): 362
- Fibonacci, diagonalization of; (12.2.0): 444
- Fourier matrix inverse; (10.6.4): 395
- functions and; (4.9.0): 170-172
- general square, eigenvalues and; (12.6.5): 453
- identity; (4.1.5): 151
- inverse; (4.13.2): 188
 - definition [4.13.3]; (4.13.2): 188
 - from function inverse to; (4.13.0): 187-191
 - uses of; (4.13.3): 189
- invertible; (6.4.7): 276
 - change of basis and; (6.4.8): 277
 - Gaussian elimination use; (7.3.1): 301, (7.4.1): 304
- left singular vector, column-orthogonal proof; (11.3.10): 432
- low-rank,
 - benefits of; (11.1.1): 415
 - matrix approximation with; (11.1.0): 415
- matrix-matrix multiplication,
 - dot-product, definition [4.11.7]; (4.11.1): 182
 - matrix-vector, definition [4.11.3]; (4.11.1): 180
 - vector-matrix, definition [4.11.1]; (4.11.1): 179
- matrix-vector equations,
 - formulating; (4.5.3): 156
 - formulating linear equation system as; (4.6.3): 162
 - solution space of; (4.7.2): 166
 - solving; (4.5.4): 157
- matrix-vector product,
 - functions that can be represented as; (4.10.1): 173
 - sparse, computing; (4.8.0): 169

Coding the Matrix Index - Version 0

matrix/matrices (cont'd)

multiplication,
 circulant matrix by Fourier matrix column; (10.8.1):
 402
 elementary row-addition matrix; (7.1.5): 296
 function composition and; (4.11.2): 182
 matrix-matrix; (4.11.0): 179-186
 matrix-matrix, relationship to matrix-vector and
 vector-matrix multiplication; (4.11.1): 179
 matrix-vector, algebraic properties of; (4.6.5): 165
 matrix-vector, coordinate representation; (5.1.3):
 210
 matrix-vector, definition [4.6.1]; (4.6.1): 159
 matrix-vector, definition [4.8.1]; (4.8.0): 169
 matrix-vector, definitions [4.5.1]; (4.5.1): 154
 matrix-vector, dot products; (4.6.0): 159-165
 matrix-vector, linear combinations; (4.5.0): 154-158,
 (4.5.1): 154
 vector-matrix, linear combinations; (4.5.2): 155
orthogonal; (9.7.1): 360
 definition [9.7.1]; (9.7.1): 361
positive-definite; (12.6.1): 450
 definition [12.6.1]; (12.6.1): 451
Python implementation; (4.1.4): 150
rank,
 definition [6.2.18]; (6.2.7): 266
 number of nonzero singular values; (11.3.7): 430
representations, converting between; (4.1.6): 151
rows; (4.1.3): 149
similarity; (12.3.1): 446
singular, [definition]; (4.13.2): 188
symmetric; (12.6.3): 452
 eigenvalues and; (12.6.3): 452
traditional; (4.1.1): 147
triangular, triangular systems and; (4.6.4): 163
upper-triangular, eigenvalues and; (12.6.4): 452
vector equations, Gaussian elimination solution;
 (7.4.0): 304
vectors; (4.3.0): 153

matutil.py file; (4.1.7): 152

measuring,

 similarity; (2.9.3): 91

Minimum Spanning Forest (MSF),

$GF(2)$ and; (5.4.0): 216-218
 Grow algorithm correctness proof; (5.11.2): 238
 linear dependence in; (5.5.3): 221

modeling,

 discrete dynamic processes; (12.1.0): 441-443
 web surfers, PageRank; (12.9.0): 459

modules,

 creating, Python, [lab]; (0.6.2): 32
 Python, [lab]; (0.6.0): 31
 using existing, Python, [lab]; (0.6.1): 31

Morphing Lemma,

 implications of; (6.1.1): 257
 proof; (6.1.2): 258

MRI image,

 more quickly acquiring; (13.14.0): 504

MSF (Minimum Spanning Forest),

$GF(2)$ and; (5.4.0): 216-218
 Grow algorithm correctness proof; (5.11.2): 238
 linear dependence in; (5.5.3): 221

multiplication,

 See also dot product;
 circulant matrix, by Fourier matrix column; (10.8.1):
 402
 column-orthogonal matrix, norm preservation; (10.2.2):
 381
 complex numbers,
 negative real number; (1.4.4): 46
 positive real number; (1.4.3): 46
 computing M without; (7.3.2): 301
 elementary row-addition matrix; (7.1.5): 296
 matrix-matrix; (4.11.0): 179-186
 function composition and; (4.11.2): 182
 matrix-vector and vector-matrix relationship;
 (4.11.1): 179
 definition [4.11.3]; (4.11.1): 180
 dot-product, definition [4.11.7]; (4.11.1): 182
 matrix-vector,
 algebraic properties of; (4.6.5): 165
 coordinate representation; (5.1.3): 210
 definition [4.5.1]; (4.5.1): 154
 definition [4.6.1]; (4.6.1): 159
 dot products; (4.6.0): 159-165
 linear combinations; (4.5.0): 154-158
 ordinary definition [4.8.1]; (4.8.0): 169
 scalar-vector; (2.5.0): 70-73
 combining vector addition with; (2.6.0): 74
 dictionary representation; (2.7.2): 79
 distributivity of vector addition and; (2.6.2): 75
 associativity; (2.5.2): 72
 vector-matrix,
 definition [4.6.3]; (4.6.1): 160
 linear combinations; (4.5.0): 154-158, (4.5.2): 155

mutating,

 dictionaries, Python, [lab]; (0.5.8): 28
 lists, Python, [lab]; (0.5.5): 24
 set, Python, [lab]; (0.5.4): 18

n-state Markov chain,

 [definition]; (12.8.3): 456

n-vector over F ,

 definition [2.1.2]; (2.1.0): 63

negation,

 vector; (2.7.4): 80

network,

 coding; (1.5.2): 56

Coding the Matrix Index - Version 0

- nonzero-sum games;** (13.12.0): 500
- norm(s),**
 - See also inner product; also vector(s), length;
 - [definition]; (8.1.1): 326
 - matrix; (11.1.2): 416
 - preservation, by column-orthogonal matrix
 - multiplication; (10.2.2): 381
 - properties; (8.1.1): 326
 - vectors over reals; (8.2.0): 326-328
- normal/normalizing,**
 - basis vectors; (10.3.8): 389
 - plane in \mathbb{R}^3 ,
 - as span or affine hull; (9.6.3): 358
 - given by an equation; (9.6.5): 359
- notation,**
 - functions; (0.3.3): 5
 - sets; (0.1.0): 1
- null space;** (4.7.0): 165-168
 - definition [4.7.1]; (4.7.1): 165
 - finding a basis for; (7.4.4): 305
 - orthogonal complement and; (9.6.4): 359
- numbers,**
 - Python, [lab]; (0.5.1): 15
- numerical,**
 - analysis, pivoting and; (7.1.9): 299
 - rank; (11.3.8): 431
- objective function,**
 - [definition]; (13.0.0): 481
- one-dimensional,**
 - affine space, closest; (11.2.5): 422
 - images, of different resolutions; (10.3.1): 382
- one-to-one,**
 - definition; (0.3.7): 7
 - linear functions that are; (4.10.5): 176
- One-to-One Lemma [0.3.16];** (0.3.7): 7
- onto,**
 - definition; (0.3.7): 7
 - linear functions that are; (4.10.6): 177
 - projection, vector space; (9.1.2): 345
- operations,**
 - combining; (1.4.11): 53
- operator precedence;** (0.5.1): 15, (1.2.0): 40
 - precedence; (2.5.1): 71
- optimal,**
 - solution of a linear program, [definition]; (13.3.1): 483
- origin,**
 - flats,
 - containing, representation of; (3.3.3): 125
 - that don't go through; (3.5.1): 130
 - line segments through; (2.5.3): 72
 - lines and line segments that don't go through; (2.6.1): 74
 - lines through; (2.5.4): 73
- orthogonal/orthogonality,**
 - [chapter]; (9.0.0): 343-378
 - complement; (9.6.0): 357-359
 - computing; (9.6.6): 359
 - definition [9.6.1]; (9.6.1): 357
 - direct sum and; (9.6.2): 357
 - null space, dual space [should be *annihilator*], and; (9.6.4): 359
 - definition [8.3.6]; (8.3.2): 329
 - definition [9.1.1]; (9.1.1): 344
 - fire engine problem solution role of; (8.3.3): 330
 - generators, building a set of; (9.3.0): 351-353
 - introduction; (8.3.0): 328-334
 - matrices; (9.7.1): 360
 - matrix, definition [9.7.1]; (9.7.1): 361
 - multiple vectors, projection; (9.1.0): 344-346
 - projection, vector space; (9.1.2): 345
 - properties; (8.3.1): 328
- orthogonalize procedure;** (9.3.1): 351
 - solving problems with; (9.5.0): 354-356
- orthonormal,**
 - basis, coordinate representation with respect to; (10.2.1): 380
 - definition [9.7.1]; (9.7.1): 361
 - vectors, definition [9.7.1]; (9.7.1): 361
- outer product;** (4.12.2): 187
 - definition; (4.12.2): 187
 - projection and; (8.3.6): 333
- PageRank algorithm;** (12.9.0): 459
 - [lab]; (12.12.0): 471-476
- parallel,**
 - components, vector decomposition into; (8.3.2): 329
- parallelepiped,**
 - volume; (12.10.2): 461
- parallelograms,**
 - area; (12.10.1): 459
- parity bit;** (2.9.5): 95
- path,**
 - definition; (5.4.1): 216
- PCA (principal component analysis);** (11.5.0): 434
- perfect secrecy;** (0.4.4): 12
 - $GF(2)$; (2.8.1): 82
 - invertible functions and; (0.4.5): 13
 - revisited, with $GF(2)$; (1.5.1): 54
- perpendicular,**
 - components, vector decomposition into; (8.3.2): 329
- perspective,**
 - rectification, [lab]; (5.12.0): 238-246
 - rendering; (5.9.0): 230-236
- pivoting,**
 - numerical analysis and; (7.1.9): 299
- pixel,**
 - coordinates, from world coordinates to; (5.9.6): 236

Coding the Matrix Index - Version 0

- plane(s),**
 - image, camera and; (5.9.2): 231
 - intersections with lines; (3.6.3): 141
 - R^3 ,
 - normal to, as span or affine hull; (9.6.3): 358
 - normal to, given by an equation; (9.6.5): 359
- points,**
 - world; (5.9.1): 230
- polar representation,**
 - complex numbers; (1.4.8): 51
- polygons,**
 - areas, in terms of parallelogram area; (12.10.3): 462
- polyhedra,**
 - linear programming and; (13.4.0): 484
- polynomial,**
 - characteristic, [definition]; (12.10.5): 465
 - evaluation and interpolation; (10.4.0): 390
- positive-definite matrix;** (12.6.1): 450
 - definition [12.6.1]; (12.6.1): 451
- power method,**
 - finding eigenvalues and eigenvectors; (12.7.0): 454
- precedence,**
 - operator; (0.5.1): 15, (1.2.0): 40, (2.5.1): 71
- Prime Factorization Theorem [7.5.1];** (7.5.0): 307
- Prime Number Theorem;** (7.5.1): 308
- principal component analysis (PCA);** (11.5.0): 434
- printing,**
 - Vec class; (2.10.4): 101
- probability(s),**
 - adding to events; (0.4.2): 10
 - characteristics; (0.4.0): 9-13
 - Markov chains; (12.8.0): 454-458
- procedures,**
 - functions vs.; (0.3.1): 3
 - getter; (2.7.1): 79
 - one-line, Python, [lab]; (0.5.9): 30
 - orthogonalize; (9.3.1): 351
 - solving problems with; (9.5.0): 354-356
 - setter; (2.7.1): 79
- processes,**
 - discrete dynamic, modeling; (12.1.0): 441-443
- product,**
 - Cartesian; (0.2.0): 1
 - inner; (4.12.1): 187
 - outer; (4.12.2): 187
- programming (linear),**
 - [chapter]; (13.0.0): 481-508
 - duality; (13.7.0): 488
 - formulating; (13.11.0): 499
 - game theory; (13.10.0): 497
 - geometry; (13.4.0): 484
 - learning through, [lab]; (13.13.0): 500-504
 - nonzero-sum games; (13.12.0): 500
 - origins; (13.3.0): 482
- programming (linear) (cont'd)**
 - simplex algorithm; (13.8.0): 490-494
 - terminology, [definitions]; (13.3.1): 483
 - vertex of a polyhedron solution; (13.4.1): 487
- projection,**
 - b; (9.8.3): 364
 - b onto V, definition [9.1.4]; (9.1.2): 345
 - b orthogonal to v, definition [8.3.6]; (8.3.1): 329
 - finding; (8.3.4): 331
 - orthogonal to multiple vectors; (9.1.0): 344-346
 - outer product and; (8.3.6): 333
 - vector, onto a list of mutually orthogonal vectors; (9.2.0): 347-350
- proof(s),**
 - diagonalization of symmetric matrices; (12.11.2): 467
 - eigentheorem; (12.11.0): 466-470
 - eigenvalues existence theorem; (12.11.1): 466
 - Grow algorithm correctness, MSF (Minimum Spanning Forest); (5.11.2): 238
 - left-singular vector matrix, column-orthogonal; (11.3.10): 432
 - Morphing Lemma; (6.1.2): 258
 - project.orthogonal correctness; (9.2.1): 347
 - triangularization; (12.11.3): 469
- properties,**
 - algebraic,
 - of dot product; (2.9.8): 98
 - matrix-vector multiplication; (4.6.5): 165
 - linear,
 - dependence; (5.5.4): 222
 - independence; (5.5.4): 222
 - norm; (8.1.1): 326
 - orthogonality; (8.3.1): 328
 - right singular vectors; (11.3.2): 424
 - singular values; (11.3.2): 424
- Pythagorean Theorem;** (1.4.1): 43
 - for vectors over the reals, [8.3.1]; (8.3.0): 328
- Python lab,**
 - introduction to, [lab]; (0.5.0): 14
 - modules, [lab]; (0.6.0): 31
- QR factorization;** (9.7.0): 360
 - definition [9.7.4]; (9.7.2): 361
 - least-squares problem; (9.8.3): 364
 - square case; (9.8.1): 362
- quadratic,**
 - fitting to; (9.9.2): 366
 - two variables; (9.9.3): 367
- radians,**
 - rotation by; (1.4.10): 52
- ranges,**
 - Python, [lab]; (0.5.7): 25
- rank,**
 - definition [6.2.5]; (6.2.1): 260
 - dimension and; (6.2.0): 260-266

Coding the Matrix Index - Version 0

rank (cont'd)

Gaussian elimination and; (7.1.7): 298
low-rank matrices,
 benefits of; (11.1.1): 415
 matrix approximation with; (11.1.0): 415
matrix, number of nonzero singular values; (11.3.7):
 430
numerical; (11.3.8): 431
rank-one approximation to a matrix; (11.2.2): 420

Rank Theorem [6.2.17]; (6.2.7): 264

Rank-Nullity Theorem [6.4.9]; (6.4.3): 275

reading files,

Python, [lab]; (0.6.6): 34

real numbers,

mapping from complex numbers real numbers, linear
 function representation by matrix; (4.10.7): 178

rectification,

perspective, [lab]; (5.12.0): 238-246

regression,

linear; (9.9.1): 365

representation,

affine spaces, as solution set of linear systems; (3.5.4):
 134

conversions between; (6.5.1): 278

coordinate,

 column-orthogonal matrix; (9.8.4): 364

 eigenvectors; (12.4.0): 448

coordinate system; (5.1.2): 209

flats containing the origin; (3.3.3): 125

$GF(2)$, in *Lights Out* game; (2.8.3): 83

image vector, by coordinate representation, in lossy
 compression; (5.2.2): 212

lines and planes, compared, for affine spaces; (3.5.5):
 135

matrix, converting between; (4.1.6): 151

polar, complex numbers; (1.4.8): 51

uniqueness, in terms of a basis; (5.7.0): 228

vectors,

 arrows use for; (2.4.3): 69

 changing; (5.8.2): 229

 spaces, comparison of different; (3.4.1): 126

 uses for; (2.3.0): 65

 with Python dictionaries; (2.2.1): 65, (2.7.0): 78-81

 with respect to k-sparse vector; (10.2.0): 380-382

residual,

vector, [definition]; (9.8.3): 364

resolution,

one-dimensional images; (10.3.1): 382

right hand side,

expression, [definition]; (0.5.2): 16

right singular vectors,

definition [11.3.2]; (11.3.1): 424

finding; (11.3.1): 423

 closest k-dimensional space with; (11.3.4): 427

properties; (11.3.2): 424

rotation,

complex numbers,

 by 180 degrees; (1.4.4): 46

 by 90 degrees; (1.4.5): 47

pi radians; (1.4.10): 52

rounding,

errors, algorithms that work with; (9.5.4): 356

row(s),

See also matrix/matrices;

addition operations, row space preservation; (7.1.6):
 297

elementary row-addition operations, sorting by; (7.1.4):
 295

introduction; (4.1.3): 149

list, in echelon form; (7.1.2): 294

rank, definition [6.2.9]; (6.2.1): 261

sorting; (7.1.3): 294

space,

 column space and; (4.2.0): 152

 definition [4.2.1]; (4.2.0): 153

 from echelon form to basis for; (7.1.1): 293

vectors; (4.11.4): 185

zero, in Gaussian elimination of matrix-vector
 equations; (7.4.2): 304

satisfaction of inequality with equality,

definition [13.4.3]; (13.4.0): 486

scalar,

definition [2.5.1]; (2.5.0): 70

scalar-vector multiplication; (2.5.0): 70

associativity of; (2.5.2): 72

combining vector addition with; (2.6.0): 74

dictionary representation; (2.7.2): 79

distributivity of vector addition and; (2.6.2): 75

scaling,

arrows; (2.5.1): 71

scene,

camera coordinates of point in, mapping to point in
 image plane; (5.9.4): 233

search,

mini-search engine, Python, [lab]; (0.6.7): 34

secrecy,

See also perfect secrecy;

all-or-nothing secret sharing, with $GF(2)$; (2.8.2): 82

perfect; (0.4.4): 12

 invertible functions and; (0.4.5): 13

threshold secret-sharing, [lab]; (7.6.0): 308

segments (line),

that don't go through origin; (2.6.1): 74

through the origin; (2.5.3): 72

Coding the Matrix Index - Version 0

- sensing,**
 - compressed; (13.14.0): 504
- set(s),**
 - obtaining from other collections, Python, [lab]; (0.5.6): 25
 - Python, [lab]; (0.5.4): 17
 - terminology and notation; (0.1.0): 1
 - vectors, geometry; (3.3.0): 122
- setter procedure;** (2.7.1): 79
- Shrink algorithm;** (5.3.2): 214
 - analysis of; (5.5.6): 223
 - minimum spanning forest; (5.4.2): 217
- similar matrix,**
 - definition [12.3.9]; (12.3.0): 446
- similarity,**
 - matrix; (12.3.1): 446
 - measuring; (2.9.3): 91
- simplex algorithm;** (13.8.0): 490-494
- singular matrix,**
 - [definition]; (4.13.2): 188
- singular value decomposition (SVD);** (11.0.0): 415-440
 - characteristics; (11.3.3): 425
 - closest dimension-k vector space; (11.3.0): 423-432
 - definition [11.3.9]; (11.3.3): 426
 - matrix approximation, with low-rank matrices; (11.1.0): 415
 - trolley-line-location problem; (11.2.0): 416-422
 - using; (11.4.0): 433
- singular value(s),**
 - definition [11.3.2]; (11.3.1): 424
 - finding; (11.3.1): 423
 - nonzero, number of; (11.3.7): 430
 - properties; (11.3.2): 424
- size,**
 - basis; (6.1.0): 257-260
- slices,**
 - list, Python, [lab]; (0.5.5): 23
- solution(s),**
 - affine systems, affine spaces as solution set for; (3.5.4): 134
 - fire engine problem; (8.3.5): 332
 - homogeneous linear systems, geometry of solution sets; (3.3.2): 124
 - linear programming, vertex of a polyhedron; (13.4.1): 487
 - matrix-vector equations; (4.5.4): 157
 - Gaussian elimination; (7.4.0): 304
 - number of, homogeneous linear systems; (3.6.2): 140
 - space, matrix-vector equations; (4.7.2): 166
 - triangular system of linear equations; (2.11.0): 102-105
 - trolley-line-location problem; (11.2.1): 417
- sorting,**
 - rows; (7.1.3): 294
- space(s),**
 - affine; (3.5.0): 130-138
 - as solution set of linear systems; (3.5.4): 134
 - characteristics; (3.5.3): 133
 - closest k-dimensional; (11.3.9): 431
 - closest one-dimensional; (11.2.5): 422
 - definition; (3.5.3): 133
 - lines and planes compared; (3.5.5): 135
 - closest k-dimensional, finding with right singular vectors; (11.3.4): 427
 - column, row space and; (4.2.0): 152
 - Discrete Fourier, sampling the basis functions; (10.6.3): 394
 - dual [should be called *annihilator*], orthogonal complement and; (9.6.4): 359
 - null; (4.7.0): 165-168
 - finding a basis for; (7.4.4): 305
 - orthogonal complement and; (9.6.4): 359
 - row,
 - column space and; (4.2.0): 152
 - from echelon form to basis for; (7.1.1): 293
 - row-addition operations preserve; (7.1.6): 297
 - solution, matrix-vector equations; (4.7.2): 166
 - vector,
 - abstract; (3.4.4): 130
 - basis and; (5.6.3): 227
 - [chapter]; (3.0.0): 113-146
 - closest dimension-k vector; (11.3.0): 423-432
 - decomposition as a direct sum; (10.3.2): 383
 - definition [3.4.1]; (3.4.2): 127
 - dual [should be called *annihilator*] of; (6.5.2): 280
 - over $GF(2)$, cardinality of; (6.2.4): 263
 - projection onto and orthogonal to; (9.1.2): 345
 - subspaces; (3.4.3): 128
- span;** (3.2.0): 117-121
 - See also basis;
 - basis, for finite set of vectors; (5.6.4): 227
 - definition [3.2.1]; (3.2.1): 117
 - many vectors, closest point in, solving; (9.4.0): 354
 - normal to plane in \mathbb{R}^3 as; (9.6.3): 358
 - vectors over \mathbb{R} , geometry of; (3.3.1): 122
- Span Lemma [5.5.9];** (5.5.4): 222
- spanning,**
 - edges, definition; (5.4.1): 216
 - minimum spanning forest, $GF(2)$ and; (5.4.0): 216-218
- sparsity;** (2.2.2): 65, (10.1.0): 379
 - matrix-vector product, computing; (4.8.0): 169
- spectrum,**
 - definition [12.6.7]; (12.6.4): 451
- square case,**
 - QR factorization; (9.8.1): 362
- standard,**
 - basis, for \mathbb{F}^D ; (5.6.2): 226
 - generators; (3.2.5): 121

Coding the Matrix Index - Version 0

- statements,**
 - assignment, Python, [lab]; (0.5.2): 16
 - conditional, Python, [lab]; (0.5.3): 17, (0.6.3): 33
 - grouping, Python, [lab]; (0.6.4): 33
- stochastic matrix,**
 - definition; (12.8.3): 456
- stopwatches;** (10.6.2): 394
- strings,**
 - Python, [lab]; (0.5.1): 15
- Subset-Basis Lemma [5.6.11];** (5.6.3): 227
- subspace(s);** (3.4.3): 128
 - complementary; (6.3.5): 270
 - definition [3.4.9]; (3.4.3): 128
- substitution,**
 - backward; (2.11.2): 103
 - first implementation; (2.11.3): 104
 - with arbitrary-domain vectors; (2.11.5): 105
- subsystem of linear inequalities,**
 - definition [13.4.2]; (13.4.0): 486
- subtraction,**
 - vector; (2.7.4): 80
- suffixes,**
 - list, Python, [lab]; (0.5.5): 23
- summing,**
 - Python, [lab]; (0.5.4): 17
- Superfluous-Vector Lemma;** (5.5.1): 219
- Superset-Basis Lemma [5.6.14];** (5.6.5): 228
- SVD (singular value decomposition),**
 - See singular value decomposition (SVD);
- symmetric matrices,**
 - eigenvalues and; (12.6.3): 452
- syntax,**
 - Vec class manipulation; (2.10.1): 100
- systems,**
 - affine, affine spaces as solution set for; (3.5.4): 134
 - coordinate; (5.1.0): 209-210
 - camera; (5.9.3): 232
 - linear,
 - equations, definition [2.9.10]; (2.9.2): 90
 - formulating as matrix-vector equation; (4.6.3): 162
 - general, homogeneous correspondence; (3.6.1): 139
 - homogeneous; (3.6.0): 139-142
 - homogeneous, geometry of solution sets; (3.3.2): 124
 - homogeneous, matrix equations and; (4.7.1): 165
- terminology,**
 - linear program, [definitions]; (13.3.1): 483
 - sets; (0.1.0): 1
- testing,**
 - dictionary membership, Python, [lab]; (0.5.8): 27
 - set membership, Python, [lab]; (0.5.4): 18
- theorems,**
 - Basis Theorem, [6.1.2]; (6.0.0): 257
 - Correctness of project-orthogonal, [9.2.3]; (9.2.1): 348
- theorems (cont'd)**
 - Diagonalization of symmetric matrices, [12.6.4]; (12.6.3): 452
 - Dual Dimension Theorem, [6.5.12]; (6.5.3): 281
 - Duality Theorem, [6.5.14]; (6.5.5): 282
 - Fourier Inverse Theorem, [10.6.1]; (10.6.4): 396
 - Function Invertibility Theorem, [0.3.18]; (0.3.7): 8
 - Kernel-Image Theorem, [6.4.7]; (6.4.3): 275
 - Linear-Function Invertibility Theorem, [6.4.8]; (6.4.3): 275
 - Prime Factorization Theorem, [7.5.1]; (7.5.0): 307
 - Prime Number Theorem; (7.5.1): 308
 - Pythagorean Theorem; (1.4.1): 43
 - Pythagorean Theorem for vectors over the reals, [8.3.1]; (8.3.0): 328
 - Rank Theorem, [6.2.17]; (6.2.7): 264
 - Rank-Nullity Theorem, [6.4.9]; (6.4.5): 275
- total cost,**
 - benefit; (2.9.1): 88
- transformation(s),**
 - See also functions;
 - 2D geometry, [lab]; (4.15.0): 196-200
 - backward, wavelets; (10.3.9): 389
 - Discrete Fourier transform; (10.6.0): 393-399
 - Fourier transform; (10.5.0): 391-393
 - linear, [definition]; (4.10.2): 174
 - wavelet; (10.3.6): 386
- transitivity,**
 - vector addition; (2.4.2): 68
- translation,**
 - vector addition and; (2.4.1): 67
- transpose;** (4.4.0): 153
 - $A^T A$ transpose matrix; (4.5.4): 157
 - definition [4.4.1]; (4.4.0): 153
 - matrix-matrix product; (4.11.3): 184
- triangular,**
 - matrices,
 - definition [4.6.10]; (4.6.4): 164
 - triangular systems and; (4.6.4): 163
 - systems,
 - of linear equations, solving; (2.11.0): 102-105
 - triangular matrices and; (4.6.4): 163
 - upper-triangular systems; (2.11.1): 102
- triangularization,**
 - proof; (12.11.3): 469
- trivial,**
 - linear combination, [definition]; (5.5.2): 220
 - vector space, definition [3.4.7]; (3.4.2): 128
- trolley-line-location problem;** (11.2.0): 416-422
 - solution; (11.2.1): 417
- tuples,**
 - Python, [lab]; (0.5.6): 24

Coding the Matrix Index - Version 0

- unbounded,**
 - linear program, [definition]; (13.3.1): 483
- union,**
 - set, Python, [lab]; (0.5.4): 18
- Unique-Representation Lemma [5.7.1]; (5.6.5): 228**
- unit circle,**
 - complex plane; (1.4.6): 49
- unitary matrix,**
 - definition [10.7.8]; (10.7.0): 401
- unpacking,**
 - list, Python, [lab]; (0.5.5): 23
 - tuples, Python, [lab]; (0.5.6): 24
- upper-triangular,**
 - matrix,
 - definition [4.6.9]; (4.6.4): 164
 - eigenvalues and; (12.6.4): 452
 - systems; (2.11.1): 102
- value(s),**
 - absolute, complex number; (1.4.1): 43
 - feasible solution, [definition]; (13.3.1): 483
 - linear program, [definition]; (13.3.1): 483
 - singular,
 - first singular value definition [11.2.2]; (11.2.1): 419
 - number of nonzero; (11.3.7): 430
 - definition [11.3.2]; (11.3.1): 424
 - finding; (11.3.1): 423
 - properties; (11.3.2): 424
 - singular value decomposition (SVD); (11.0.0): 415-440
- Vec class; (2.10.0): 100-102**
 - copying; (2.10.5): 101
 - implementation; (2.10.2): 101
 - lists and; (2.10.6): 102
 - printing; (2.10.4): 101
 - using; (2.10.3): 101
- vector(s),**
 - See also matrix/matrices;
 - addition; (2.4.0): 67-69
 - associativity and transitivity of; (2.4.2): 68
 - combining scalar multiplication with; (2.6.0): 74
 - definition [2.4.1]; (2.4.1): 67
 - dictionary representation; (2.7.3): 80
 - distributivity of scalar-vector multiplication and; (2.6.2): 75
 - invertibility of; (2.7.4): 80
 - translation and; (2.4.1): 67
 - backward substitution; (2.11.5): 105
 - basis, normalizing; (10.3.8): 389
 - [chapter]; (2.0.0): 61-112
 - characteristics; (2.1.0): 63
 - vector(s) (cont'd)**
 - closest,
 - k-sparse; (10.1.0): 379
 - k-sparse, representation with respect to; (10.2.0): 380-382
 - point in span of many, solving; (9.4.0): 354
 - column; (4.11.4): 185
 - decomposition, into parallel and perpendicular components; (8.3.2): 329
 - functions; (2.2.0): 64
 - $GF(2)$; (2.8.0): 81
 - image, representation by coordinate representation, in lossy compression; (5.2.2): 212
 - interpretation as column vectors; (4.11.5): 185
 - length; (8.1.1): 326
 - mapping from a vector space to a vector; (5.8.1): 229
 - matrices as; (4.3.0): 153
 - matrix multiplication,
 - definition [4.5.1]; (4.5.1): 154
 - definition [4.6.1]; (4.6.1): 159
 - matrix-vector equations,
 - formulating linear equation system as; (4.6.3): 162
 - Gaussian elimination solution; (7.4.0): 304
 - solution space of; (4.7.2): 166
 - matrix-vector product,
 - functions that can be represented as; (4.10.1): 173
 - sparse, computing; (4.8.0): 169
 - multiple, projection orthogonal to; (9.1.0): 344-346
 - multiplication,
 - matrix-vector, algebraic properties of; (4.6.5): 165
 - matrix-vector, coordinate representation; (5.1.3): 210
 - matrix-vector, definition; (4.6.1): 159
 - matrix-vector, definition [4.8.1]; (4.8.0): 169
 - matrix-vector, dot products; (4.6.0): 159-165
 - matrix-vector, linear combinations; (4.5.0): 154-158
 - matrix-vector, relationship to matrix-matrix multiplication; (4.11.1): 179
 - scalar-vector; (2.5.0): 70
 - scalar-vector, associativity of; (2.5.2): 72
 - scalar-vector, combining vector addition with; (2.6.0): 74
 - scalar-vector, dictionary representation; (2.7.2): 79
 - scalar-vector, distributivity of vector addition and; (2.6.2): 75
 - vector-matrix, linear combinations; (4.5.2): 155
 - vector-matrix, relationship to matrix-matrix multiplication; (4.11.1): 179
 - negative; (2.7.4): 80
 - orthonormal, definition [9.7.1]; (9.7.1): 361
 - over reals, inner product of; (8.2.0): 326-328
 - project, onto a list of mutually orthogonal vectors; (9.2.0): 347-350

Coding the Matrix Index - Version 0

vector(s) (cont'd)

replacement with closest sparse vector, in lossy
compression; (5.2.1): 211

representation,
arrows use; (2.4.3): 69
with Python dictionaries; (2.2.1): 65, (2.7.0): 78

residual, [definition]; (9.8.3): 364

right singular,
finding closest k-dimensional space with; (11.3.4):
427
finding; (11.3.1): 423
properties; (11.3.2): 424

row; (4.11.4): 185

sets of, geometry; (3.3.0): 122

spaces,
abstract; (3.4.4): 130
basis and; (5.6.3): 227
[chapter]; (3.0.0): 113-146
characteristics; (3.4.0): 126-130
closest dimension-k vector; (11.3.0): 423-432
decomposition as a direct sum; (10.3.2): 383
definition [3.4.1]; (3.4.2): 127
dual [should be called *annihilator*] of; (6.5.2): 280
over $GF(2)$, cardinality of; (6.2.4): 263
projection onto and orthogonal to; (9.1.2): 345
subspaces; (3.4.3): 128

span, geometry of; (3.3.1): 122

subtraction; (2.7.4): 80

unique decomposition of; (6.3.4): 269

uses for; (2.3.0): 65

zero, linear functions and; (4.10.3): 175

vertex/vertices,

definition [13.4.4]; (13.4.0): 486

finding; (13.9.0): 495

linear programming and; (13.4.0): 484

polyhedron solution; (13.4.1): 487

volume,

parallelepiped; (12.10.2): 461

voting records,

dot-product comparison, [lab]; (2.12.0): 106-108

wavelet(s); (10.3.0): 382-389

backward transform; (10.3.9): 389

basis; (10.3.3): 384

compression with, [lab]; (10.9.0): 403-412

decomposition; (10.3.7): 387

transformation; (10.3.6): 386

world,

coordinates, to camera coordinates; (5.9.5): 235

points in the; (5.9.1): 230

zero,

rows, in Gaussian elimination of matrix-vector
equations; (7.4.2): 304

vectors, linear functions and; (4.10.3): 175

zip,

Python, [lab]; (0.5.7): 26