

# Review: BILINEAR & QUADRATIC FORMS LA 2

19/5/2026

Def: A bilinear form on a vector space  $V$ , over a field  $T$ :

(L1)  $\forall x, y, z \in V, \forall t \in T: f(x+t \cdot y, z) = f(x, z) + t \cdot f(y, z)$

(L2)  $\forall x, y, z \in V, \forall t \in T: f(x, y+t \cdot z) = f(x, y) + t \cdot f(x, z)$

• symmetric:  $\forall x, y \in V, f(x, y) = f(y, x)$ .

A quadratic form on a vector space  $V$ , over a field  $T$ , is a function  $g: V \rightarrow T$  for which there exists a bilinear form  $f, \forall x \in V, g(x) = f(x, x)$ .

Def: The matrix of a bilinear form  $f$  w.r.t basis  $B = \{b_1, \dots, b_n\}$  is the matrix  $A$  defined by  $A_{ij} = f(b_i, b_j)$ .

The matrix of a quadratic form  $g$  w.r.t the basis  $B$  is the matrix of a symmetric bilinear form  $f$  s.t.  $g(u) = f(u, u) \forall u \in V$ , if such  $f$  exists.

Lemma 1: If  $A$  is the matrix of a bilin. form  $f$  w.r.t. a basis  $B = \{b_1, \dots, b_n\}$ , then  $\forall u, v \in V: f(u, v) = [u]_B^T A [v]_B$ .

Lemma 2: If  $A$  is  $\dots$ , then  ${}_B [id]_C^T \cdot A \cdot [id]_{BC}$  is a matrix of  $f$  w.r.t. a basis  $C$ .  
↑ transition matrix ...

Theorem: Let  $f$  be a symmetric bilinear form on VS  $V$  over  $T$  of characteristic  $\neq 2$ . Then there exists a basis  $B$  s.t. the matrix of  $f$  w.r.t.  $B$  is diagonal.

Corollary (Sylvester's law of inertia).

For every quadratic form  $g$  on VS  $V$  of finite dimension over  $\mathbb{R}$ , there exists a basis  $B$  s.t. the matrix of  $g$  w.r.t.  $B$  is diagonal, only with entries  $0, 1, -1$ .  
 Moreover, for each such basis, the numbers of  $1$  and the number of  $-1$  are invariant.

Proof: Let  $f$  be a symmetric bilin. form defining  $g$ , i.e.,  $\forall u \in V, g(u) = f(u, u)$ .

By the previous thm, there is a basis  $B$  of  $V$  s.t. the matrix of  $f$  w.r.t.  $B$  is diagonal - let  $D$  denote it.

Let  $S$  and  $D'$  are diagonal matrices defined as follows:  
 for  $i$  s.t.  $D_{ii} = 0$  :  $S_{ii} = 1$ ,  $D'_{ii} = 0$  i.e.,  $D'_{ii} = \text{sgn } D_{ii}$   
 — " —  $D_{ii} > 0$  :  $S_{ii} = \sqrt{D_{ii}}$ ,  $D'_{ii} = 1$   
 — " —  $D_{ii} < 0$  :  $S_{ii} = \sqrt{-D_{ii}}$ ,  $D'_{ii} = -1$

Then  $D = S^T D' S$ , and as  $S$  is invertible,

$D' = (S^T)^{-1} D S^{-1}$  is diagonal, only with entries  $0, 1, -1$ .

By construction (c.f. lemma 2),  $D'$  is a matrix of the quadratic form  $g$ , with respect to some basis.

• invariance of the number of  $+1$  and  $-1$  on the diagonal:

Let  $D$  and  $D'$  be the diagonal matrices of  $g$  w.r.t.

basis  $B$  and  $C$ . Then  $[id]_C^T \cdot D \cdot [id]_C = D'$  (by lemma 2)

$\Rightarrow \text{rank}(D) = \text{rank}(D') \Rightarrow$  the same number of 0's

Assume, wlog, that  $B = (b_1, \dots, b_n)$ ,  $C = (c_1, \dots, c_n)$ ,

and also assume, that both  $D$  and  $D'$  start with the

positive elements  $+1$  (permute the order in bases)

Let  $p = \# 1$  in  $D$  and  $P = \mathcal{L}(\{b_1, \dots, b_p\})$  - linear span of  $b_1, \dots, b_p$

$q = \# 1$  in  $D'$  and  $Q = \mathcal{L}(\{c_{q+1}, \dots, c_n\})$

For a contradiction,

assume  $q < p$ .

$$D = \begin{array}{ccc} & b_1 \dots b_p & \\ \begin{array}{c} 1 \\ \vdots \\ 1 \\ \dots \\ 0 \end{array} & \begin{array}{c} \vdots \\ \vdots \\ \vdots \\ \vdots \\ \vdots \end{array} & \begin{array}{c} 0 \\ \vdots \\ \vdots \\ \vdots \\ \vdots \end{array} \end{array}$$

$$D' = \begin{array}{ccc} & c_{q+1} \dots c_n & \\ \begin{array}{c} 1 \\ \vdots \\ 1 \\ \vdots \\ 0 \end{array} & \begin{array}{c} \vdots \\ \vdots \\ \vdots \\ \vdots \\ \vdots \end{array} & \begin{array}{c} 0 \\ \vdots \\ \vdots \\ \vdots \\ \vdots \end{array} \end{array}$$

Since  $\dim(P) + \dim(Q) = p + n - q > n$ , there exists

$v \in P \cap Q \Rightarrow v = \sum_{i=1}^p \beta_i b_i = \sum_{j=q+1}^n \alpha_j c_j$ , for some  $\beta_i, \alpha_j$ .

Then  $g(v) = [v]_B^T \cdot D \cdot [v]_B = \sum_{i=1}^p \beta_i^2 > 0$   
 $= [v]_C^T \cdot D' \cdot [v]_C = \sum_{j=q+1}^n (-1) \cdot \alpha_j^2 \leq 0$  } a contradiction

$\Rightarrow q \geq p$ . Symmetrically, we get  $p \leq q \Rightarrow p = q$   $\blacksquare$

Example: let  $g(x) = x^T A x$ , for  $A = \begin{pmatrix} 1 & 2 & 0 \\ 2 & -1 & 3 \\ 0 & 3 & -3 \end{pmatrix}$

Diagonalize:

$$A = \begin{pmatrix} 1 & & \\ 2 & -1 & \\ & 1 & 1 \end{pmatrix} \overset{D}{=} \begin{pmatrix} 1 & & \\ & -3 & \\ & & 0 \end{pmatrix} \begin{pmatrix} 1 & 2 & \\ & -1 & 1 \\ & & 1 \end{pmatrix}$$

Then for

$$S = \begin{pmatrix} 1 & & \\ & \sqrt{3} & \\ & & 1 \end{pmatrix}, D' = \begin{pmatrix} 1 & & \\ & -1 & \\ & & 0 \end{pmatrix} \text{ we have } D = S^T D' S.$$

Corollary: In  $\mathbb{R}^2$ , there are six types of quadratic forms:




- classification by the number of 0, 1, -1:

"parabola 3D"  $\begin{pmatrix} 1 & \\ & 1 \end{pmatrix}$   $x_1^2 + x_2^2$     "parabola 3D"  $\begin{pmatrix} 1 & \\ & -1 \end{pmatrix}$   $x_1^2 - x_2^2$     "parabola 3D"  $\begin{pmatrix} -1 & \\ & -1 \end{pmatrix}$   $-x_1^2 - x_2^2$     "parabola 2D"  $\begin{pmatrix} 1 & \\ & 0 \end{pmatrix}$   $x_1^2$     "parabola 2D"  $\begin{pmatrix} -1 & \\ & 0 \end{pmatrix}$   $-x_1^2$     "plane"  $\begin{pmatrix} 0 & \\ & 0 \end{pmatrix}$   $0$

Eg.  $\uparrow$  paraboloid

- satellite antenna
- mirror in reflectors
- positive definite matrices

in  $\mathbb{R}^1$ , three types only:

parabola $\begin{pmatrix} 1 \end{pmatrix}$ $x_1^2$	$\begin{pmatrix} -1 \end{pmatrix}$ $-x_1^2$	$\begin{pmatrix} 0 \end{pmatrix}$ $0$
		

RECAP of the year:

Winter semester: 1. Systems of linear equations, Gauss. el.  
2. Vector spaces, linear transformations  
3. Matrices & computing with them

key notion: linear combination

Summer semester: 4. Inner products (1, 2, 3)  
5. Determinant (1, 3)  
6. Eigenvalues, eigenvectors (1, 2, 3, 5)  
7. Positive definite matrices (3, 4, 5, 6)  
8. Bilinear & quadratic forms (2, 4, 6, 7)

Matrix decomposition: QR, Cholesky, Sylvester

Important: matrix multiplication, EROs, Gauss. el.

### Recommendations for exam preparation

- Allocate enough time (a week)
- Review Linear algebra 1 - we build on it!
- Do not skip proofs! they help clarify what is it about  
→ make it easier to remember theorem statements
- Think! Ask why?

# GPT and LINEAR ALGEBRA

Generative Pre-trained Transformer

Game: Players take turns. On each turn, the player must say a word so that the sequence of words forms a sentence, or a sentence prefix. E.g. The cat is...

Let  $V$  be the set of all words (tokens) (in GPT S.5,  $n = |V| \sim 200,000$ )  
- a vocabulary GPT 3:  $\sim 50,000$

An elementary task: simulate a player, i.e., given

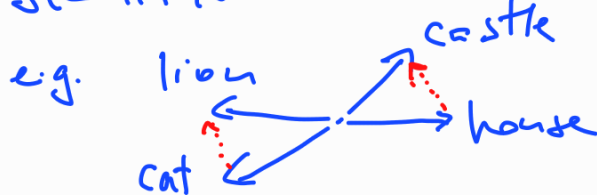
INPUT: a sequence of words  $w_1, w_2, \dots, w_k \in V$

OUTPUT: a "meaningful" word  $w_{k+1} \in V$

How to represent the words?

- not by a sequence of letters (the individual letters have no meaning)
- by vectors of a fixed length  $d < n$  (GPT 3: 13000)

desire: similar words - similar vectors



The mapping  $e: V \rightarrow \mathbb{R}^d$  is

precomputed, and represented (pre-trained)

by an embedding matrix  $W_e =$  

The words in  $V$  are ordered, the vector for the  $i$ -th

word  $w$  is  $e(w) = W_e \cdot e_i$

We will also need the reverse process - vector  $\rightsquigarrow$  word:

an un-embedding matrix

given a vector  $x \in \mathbb{R}^d$ ,

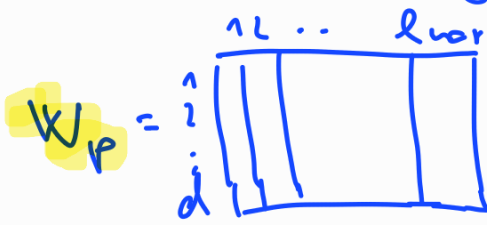
normalization of  $W_u x$  gives a probabilistic distribution on  $V$

$W_u$  is also pre-trained

# How to represent the words in a sentence/text?

• idea 1: reflect the order of the words

• work with a context window of bounded length  $l_{max}$  (GPT 3 ~ 1-3 thousands tokens, GPT 4 Turbo ~ 128 thousands, GPT 5.5 ~ 1 million)



$$p: \{1, \dots, l_{max}\} \rightarrow \mathbb{R}^d \quad \text{pre-trained}$$

$\Rightarrow$  initial vector representation of a word  $w_i$ :  $x_i = e(w_i) + p(i)$

• idea 2: reflect the context (e.g., spring - several different meanings)

Done by attention mechanism: deals with two subproblems:

i) how much each of the words in the context window affects the word  $w_i$ ?

intention: un-related words don't affect each other, related words clarify their meaning

how to know? by the inner product of vector representations  $x_i, x_{i'}$  of words  $w, w'$ .

un-related  $\sim$  orthogonal

ii) in which way (i.e., in which direction) each of the words  $w_1, \dots, w_k$  in the context window affects the word  $w_i$ ?

$x_k$  - vector representation of  $w_k$

$\alpha_k: \langle x_k, x_1 \rangle \langle x_k, x_2 \rangle \dots \langle x_k, x_k \rangle \dots$  sequence of numbers  $\in \mathbb{R}$

normalize s.t. all are non-negative, sum to one.

$\alpha_1 \quad \alpha_2 \quad \dots \quad \alpha_k \quad \sim$  probabil. distribution

instead of  $x_k$ , we use

$$x_k' = \sum_{i=1}^k \alpha_i x_i \quad (\text{parallelizable})$$

## What next?

apply the un-embedding on  $x_k'$ :  $y = W_u \cdot x_k' \in \mathbb{R}^v$

and normalize it:  $z = \text{Normal}(y) \in \mathbb{R}^v$  softmax

i.e.,  $z$  is a probability distribution on  $V$ .

- pick the word  $w_{k+1}$  at random according to  $z$ .

Repeat.