



CS395: Selected CS1 (Introduction to Machine Learning)

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References:

<https://www.coursera.org/learn/machine-learning> (Andrew Ng)

Machine learning A to Z: Kirill Eremenko ©superdatascience

Linear Algebra review: Matrices and vectors

Vector: Special case of the matrix

$n \times 1$ matrix

$$y = \begin{bmatrix} 4 \\ 50 \\ 3 \\ 25 \end{bmatrix} \quad \mathbb{R}^4 \quad \text{4-dimensional vector } n = 4$$

$y_i = i^{\text{th}}$ element.

$$y_2 = 50$$

1-indexed vs 0-indexed:

$$y = \begin{bmatrix} y_1 \\ y_2 \\ y_3 \\ y_4 \end{bmatrix} \quad y = \begin{bmatrix} y_0 \\ y_1 \\ y_2 \\ y_3 \end{bmatrix}$$

Matrix Addition

$$\begin{bmatrix} \textcircled{1} & 5 & 9 \\ 2 & 6 & 11 \\ 3 & 7 & 12 \end{bmatrix} + \begin{bmatrix} \textcircled{10} & 0 & 5 \\ 2 & 4 & 3 \\ 5 & 2 & 2 \end{bmatrix} = \begin{bmatrix} \textcolor{red}{11} & 5 & 14 \\ 4 & 10 & 14 \\ 8 & 9 & 14 \end{bmatrix}$$

3×3 3×3 3×3

We can add only two matrices that are of **the same dimensions**.

So this example is a 3 x 3 matrix, the result in same dimension 3x3.

Addition and subtraction are **element-wise**, so you simply add or subtract each corresponding element

Scalar Multiplication

$$3 \times \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} = \begin{bmatrix} 3 & 6 \\ 9 & 12 \end{bmatrix} = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} \times 3$$

2×2

$$\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} / 4 = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} \times \frac{1}{4} = \begin{bmatrix} 1/4 & 1/2 \\ 3/4 & 1 \end{bmatrix}$$

Combination of Operands

Scaler Multiplication

$$3 \times \begin{bmatrix} 1 \\ 4 \\ 2 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ 5 \end{bmatrix} - \begin{bmatrix} 3 \\ 0 \\ 2 \end{bmatrix} / 3 =$$

Scaler Multiplication

$$\begin{bmatrix} 3 \\ 12 \\ 6 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ 5 \end{bmatrix} - \begin{bmatrix} 1 \\ 0 \\ 2 \\ 3 \end{bmatrix} =$$

$$\begin{bmatrix} 2 \\ 12 \\ 10\frac{1}{3} \end{bmatrix}$$

Matrix Vector Multiplication

$$\begin{bmatrix} 5 & 1 \\ 2 & 6 \\ 3 & 4 \end{bmatrix} \begin{bmatrix} 2 \\ 5 \end{bmatrix} = \begin{bmatrix} 15 \\ 34 \\ 26 \end{bmatrix}$$

$$\begin{matrix} A & \times & x & = & y \end{matrix}$$
$$\begin{bmatrix} 5 & 1 \\ 2 & 6 \\ 3 & 4 \end{bmatrix} \begin{bmatrix} 2 \\ 5 \end{bmatrix} = \begin{bmatrix} 15 \\ 34 \\ 26 \end{bmatrix}$$

3×2 2×1 3×1 matrix \rightarrow 3 dim vector

To get
 y_i , multiply A 's i^{th} row with elements of vector x , and add them up.

$$5 \times 2 + 1 \times 5 = 15$$

$$2 \times 2 + 6 \times 5 = 34$$

$$3 \times 2 + 4 \times 5 = 26$$

An **$m \times n$ matrix** multiplied by an **$n \times 1$ vector** results in an **$m \times 1$ vector**.

Example: If we have the house sizes and the hypotheses (h_θ), and you need to predict the prices of these houses

house sizes:

2100

3150

4152

1108

$$h_\theta(x) = -40 + 0.25x$$

Matrix **4x2**:

$$\begin{bmatrix} 1 & 2100 \\ 1 & 3150 \\ 1 & 4152 \\ 1 & 1108 \end{bmatrix} \times \begin{bmatrix} -40 \\ 0.25 \end{bmatrix} =$$

2x1

Prediction **4x1 matrix**:

$$\begin{bmatrix} -40 \times 1 + 0.25 \times 2100 \\ -40 \times 1 + 0.25 \times 3150 \\ -40 \times 1 + 0.25 \times 4152 \\ -40 \times 1 + 0.25 \times 1108 \end{bmatrix}$$

$h_\theta(2100)$

Matrix Multiplication

$$\begin{matrix} A \\ 2 \times 3 \end{matrix} \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} \times \begin{matrix} B \\ 3 \times 2 \end{matrix} \begin{bmatrix} 1 & 2 \\ 0 & 5 \\ 2 & 1 \end{bmatrix} = \begin{matrix} C \\ 2 \times 2 \end{matrix} \begin{bmatrix} 7 & 15 \\ 16 & 39 \end{bmatrix}$$

$$C_{11} = 1 + 0 + 6 = 7$$

$$C_{21} = 4 + 0 + 12 = 16$$

$$C_{12} = 2 + 10 + 3 = 15$$

$$C_{22} = 8 + 25 + 6 = 39$$

An **m x n matrix** multiplied by an **n x o matrix** results in an **m x o matrix**. In the above example, a 2 x 3 matrix times a 3 x 2 matrix resulted in a 2 x 2 matrix.

Example

house sizes:

2100

3150

4152

1108

m x n
matrix

Matrix **4x2**:

$$\begin{bmatrix} 1 & 2100 \\ 1 & 3150 \\ 1 & 4152 \\ 1 & 1108 \end{bmatrix}$$

$$h_{\theta}(x) = -40 + 0.25x$$

$$h_{\theta}(x) = 200 + 0.1x$$

$$h_{\theta}(x) = -150 + 0.4x$$

m x o matrix

Prediction **4x3 matrix**:

$$\begin{bmatrix} 485 & 410 & 690 \\ 748 & 515 & 1110 \\ 998 & 615 & 1511 \\ 237 & 311 & 293 \end{bmatrix}$$

$$\times \begin{bmatrix} -40 & 200 & -150 \\ 0.25 & 0.1 & 0.4 \end{bmatrix} =$$

n x o matrix

2x3

Matrix Multiplication Properties

- Matrices are **not commutative**: $A \times B \neq B \times A$
- Matrices are **associative**: $(A \times B) \times C = A \times (B \times C)$
- Identity Matrix I , or $I_{n \times n}$ for any A , $A \cdot I = I \cdot A = A$

$$\bullet \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Inverse and Transpose

- The **inverse** of a matrix A ($m \times m$) is denoted A^{-1} . Multiplying by the inverse results in the identity matrix.
$$A \times A^{-1} = 1$$
- A non square matrix does not have an inverse matrix.

$$\begin{bmatrix} 3 & 4 \\ 2 & 16 \end{bmatrix} \times \begin{bmatrix} 0.4 & -0.1 \\ -0.05 & 0.075 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

Transpose

- The **transposition** $B_{ij} = A_{ji}$ of a matrix is like rotating the matrix 90° in clockwise direction and then reversing it.
- $A_{ij} = A_{ij}^T$

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}$$

m x n
matrix

$$\begin{bmatrix} 1 & 4 \\ 2 & 5 \\ 3 & 6 \end{bmatrix}$$

n x m
matrix

Thanks