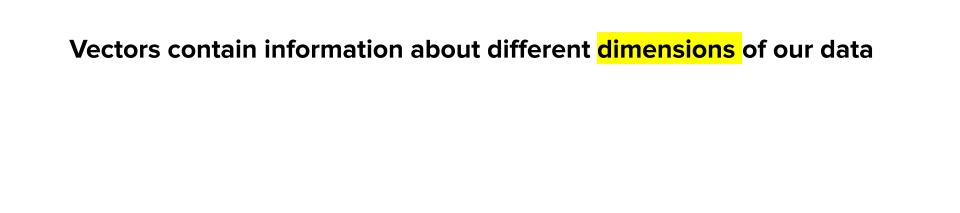
Basic intro to vectors and matrices



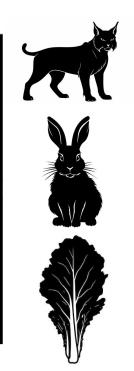
Vectors contain information about different dimensions of our data

Imagine an environment with bobcats, rabbits and lettuce.

A vector with **3 dimensions** can describe the number of bobcats, rabbits and lettuce in our environment.

 $\vec{x} =$

 $x_{
m bobcats}$ $x_{
m rabbits}$



Vector addition (and subtraction) is done *elementwise*.

→ We can add two vectors only if they have the same dimension.

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For example, initially we have 5 bobcats, 7 rabbits, 22 lettuce leaves. Then someone takes 2 bobcats, brings 3 rabbits and 4 lettuce leaves. This is represented by:

$$ec{x} = egin{bmatrix} 5 \ 7 \ 22 \end{bmatrix} + egin{bmatrix} -2 \ 3 \ 4 \end{bmatrix} = egin{bmatrix} 3 \ 10 \ 26 \end{bmatrix}$$

We also learned from this example that vectors can depend on time

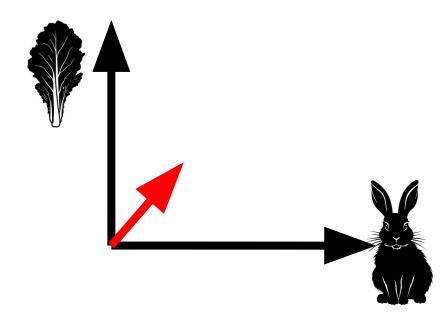
$$ec{x}(t=0) = egin{bmatrix} 5 \ 7 \ 22 \end{bmatrix} \qquad ec{x}(t=1) = egin{bmatrix} 3 \ 10 \ 26 \end{bmatrix}$$

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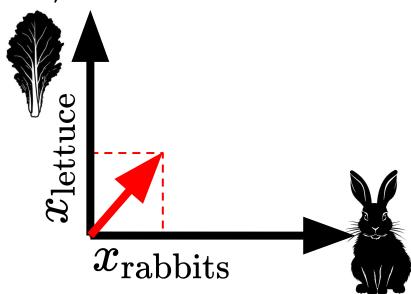
$$ec{x}(t=0) = egin{bmatrix} 5 \ 7 \ 22 \end{bmatrix} \qquad ec{x}(t=1) = egin{bmatrix} 3 \ 10 \ 26 \end{bmatrix} \ egin{bmatrix} x_{
m bobcats}(t) \ 1 \end{aligned}$$

In general: $ec{x}(t) = egin{bmatrix} x_{ ext{bobcats}}(t) \ x_{ ext{rabbits}}(t) \ x_{ ext{lettuce}}(t) \end{bmatrix}$

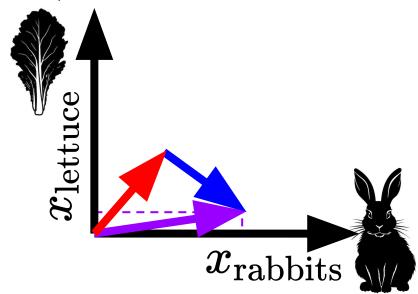
 If we only had rabbits and lettuce, then this vector is an arrow in a 2-dimensional space (a plane).



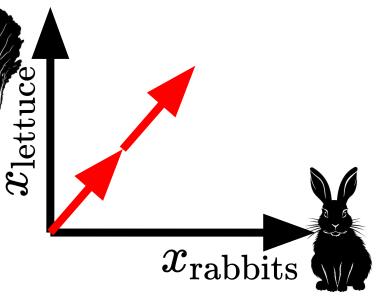
- If we only had rabbits and lettuce, then this vector is an arrow in a 2-dimensional space (a plane).
- Projecting the arrow on each axis gives the element of the vector (the number of rabbits and lettuce leaves)



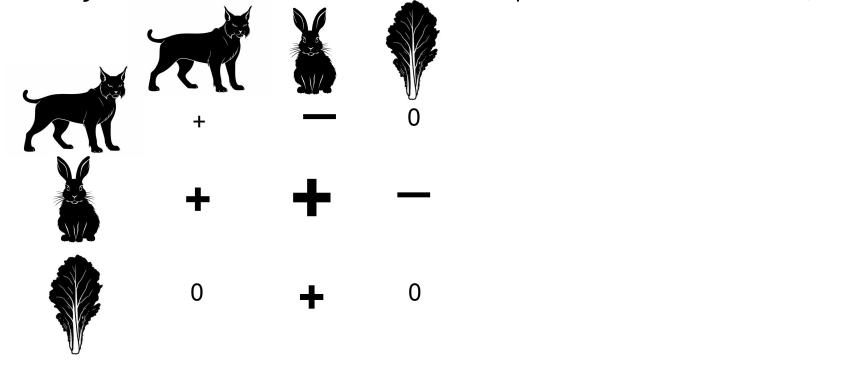
- If we only had rabbits and lettuce, then this vector is an arrow in a 2-dimensional space (a plane).
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- We can add vectors by putting the start of one vector at the end of another

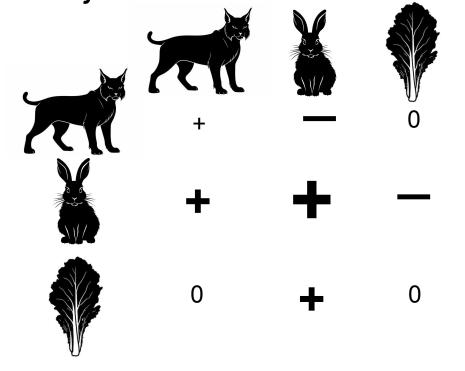


- If we only had rabbits and lettuce, then this vector is an arrow in a 2-dimensional space (a plane).
- Projecting the arrow on each axis gives the element of the vector (the number of rabbits and lettuce leaves)
- We can add vectors by putting the start of one vector at the end of another
- We can multiply a vector by a number by multiplying all the elements by the same number.
 This changes the length of the vector but not its direction.

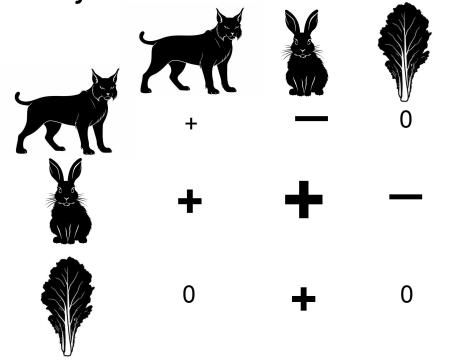


Matrices contain information about how different components of our system affect each other. In our example with bobcats, rabbits, lettuce:



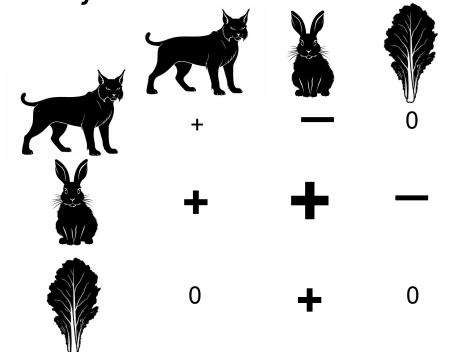


Compute the effect of interactions by multiplying the matrix times the vector



Compute the effect of interactions by multiplying the matrix times the vector

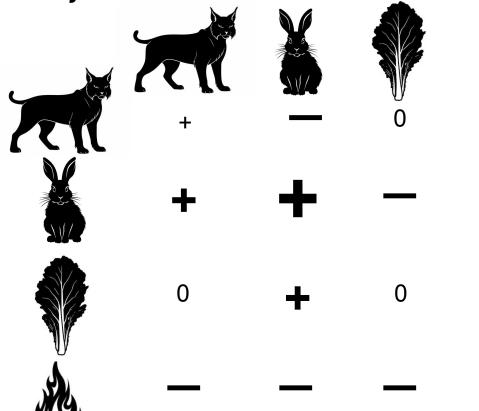
Multiplying a matrix by a vector can change the length and direction.



Compute the effect of interactions by multiplying the matrix times the vector

Multiplying a matrix by a vector can change the length and direction.

The number of columns of the matrix has to be equal to the number of rows of the vector.



Compute the effect of interactions by multiplying the matrix times the vector

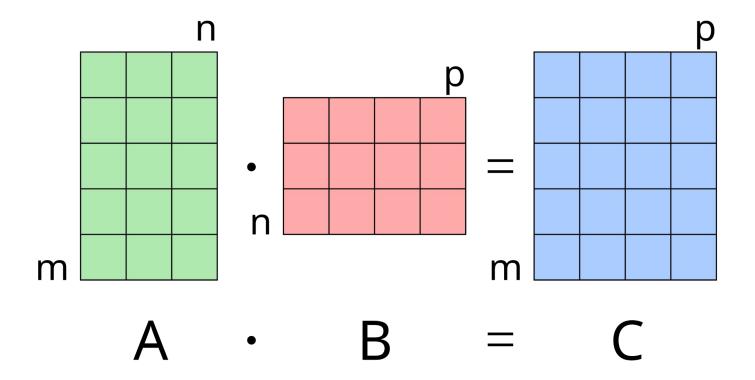
Multiplying a matrix by a vector can change the length and direction.

The number of columns of the matrix has to be equal to the number of rows of the matrix.

The number of rows of the matrix has a second columns of the matrix has number of rows of the matrix.

The number of rows of the matrix can be different from the number of columns.

We can multiply matrices, if the numbers of rows and columns match



We can multiply matrices, if the numbers of rows and columns match

$$\begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \\ a_{31} & a_{32} \end{bmatrix} \cdot \begin{bmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{bmatrix} = \begin{bmatrix} a_{11}b_{11} + a_{12}b_{21} & a_{11}b_{12} + a_{12}b_{22} \\ a_{21}b_{11} + a_{22}b_{21} & a_{21}b_{12} + a_{22}b_{22} \\ a_{31}b_{11} + a_{32}b_{21} & a_{31}b_{12} + a_{32}b_{22} \end{bmatrix}$$

In our example,

vectors represented the state of an ecological system,

matrices represented interactions between the elements of the system.

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Vectors and matrices are useful in all fields of biology and medicine

- Activity of neurons and interactions between neurons
- Gene expression and its regulation
- Population ecology (abundance of species), and interactions
- Efficacy of drugs and combinations of drugs. Side effects of drugs
- Other ...

In BILD 62 we will only learn to do very basic computations with vectors and matrices.

Learning about more powerful methods to

- Gain insight on how a biological system works
- How to analyze complex data requires more knowledge in linear algebra.