

This presentation

- Intuition about linear algebra
- Matrix-vector and matrix-matrix multiplications
- Using linear algebra to express ML algorithms

Language of ML: linear algebra

Language of ML: linear algebra – what is it?

- Calculations with vectors and matrices

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$$\begin{bmatrix} 3 \\ 4 \end{bmatrix}$$



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Language of ML: linear algebra – what is it?

- Calculations with vectors and matrices

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



Language of ML: linear algebra – what is it?

- Calculations with vectors and matrices
- For example, scaling a vector

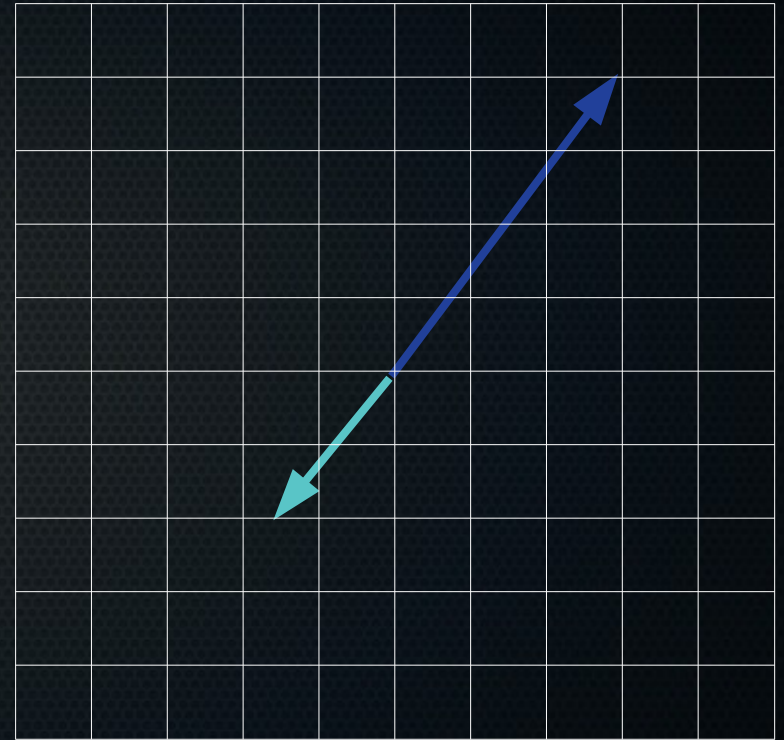
$$0.5 \cdot \begin{bmatrix} 3 \\ 4 \end{bmatrix} \longrightarrow \begin{bmatrix} 1.5 \\ 2 \end{bmatrix}$$



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- For example, scaling a vector

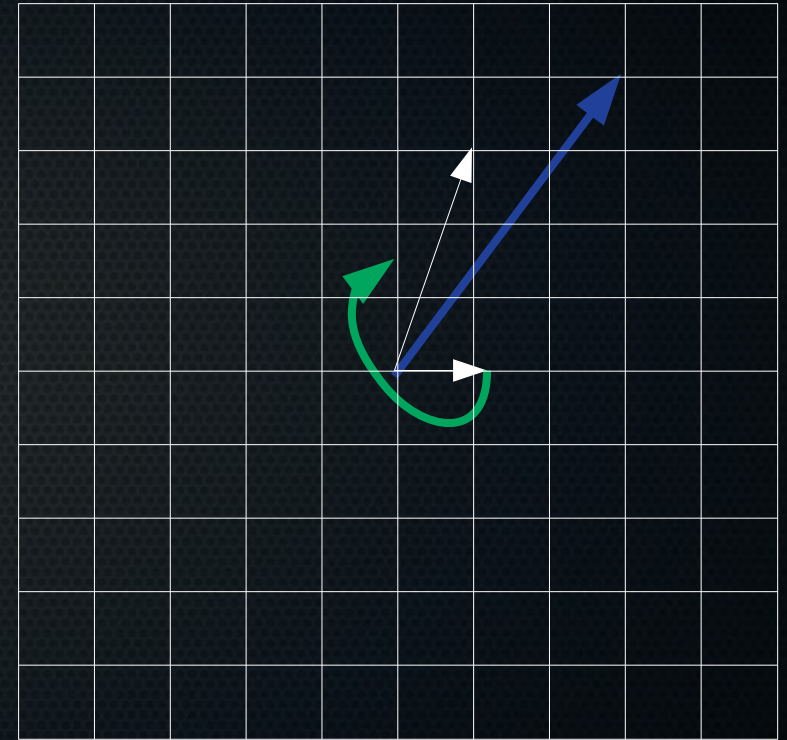
$$-0.5 \cdot \begin{bmatrix} 3 \\ 4 \end{bmatrix} \longrightarrow \begin{bmatrix} -1.5 \\ -2 \end{bmatrix}$$



Language of ML: linear algebra – what is it?

- Calculations with vectors and matrices
- Or matrix-vector multiplication

$$\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} \cdot \begin{bmatrix} 3 \\ 4 \end{bmatrix} \longrightarrow \begin{bmatrix} 11 \\ 25 \end{bmatrix}$$



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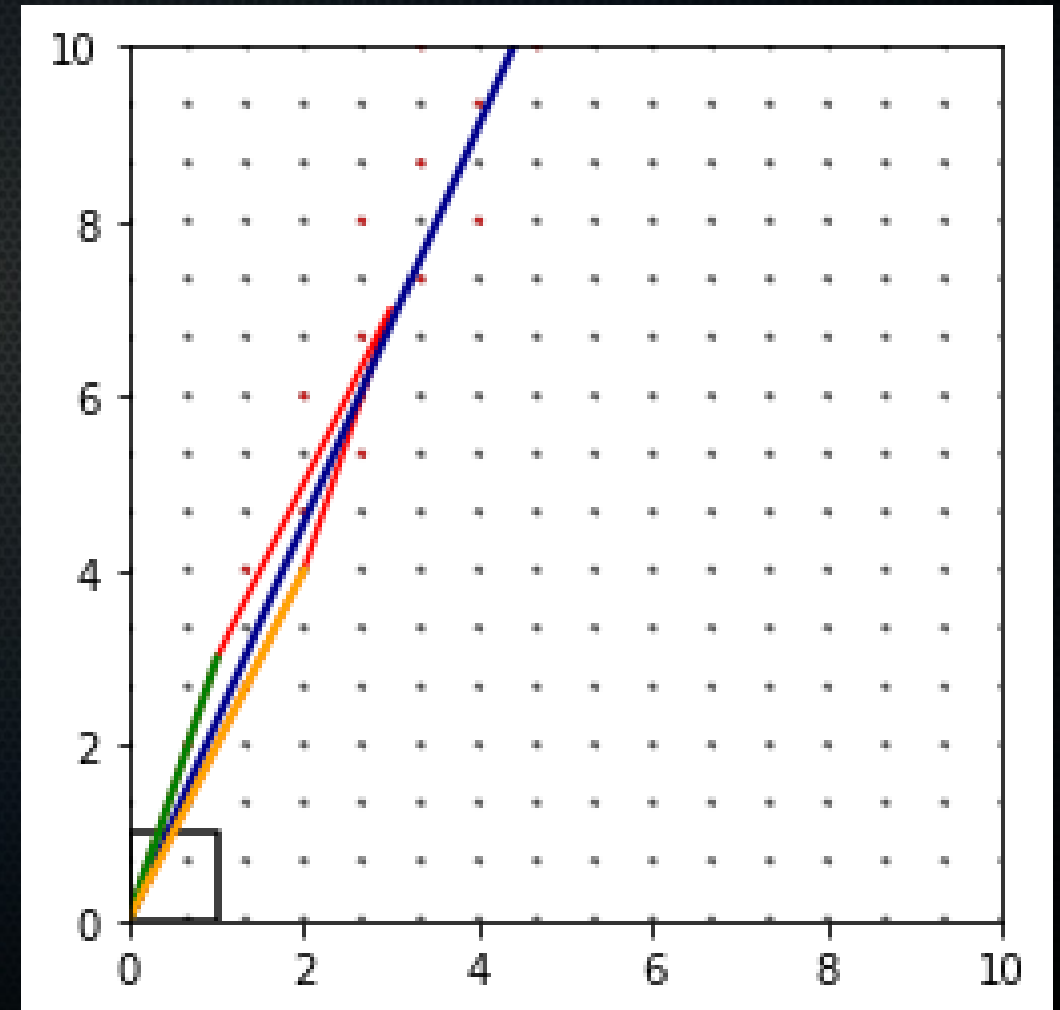
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Language of ML: linear algebra – why do we care?

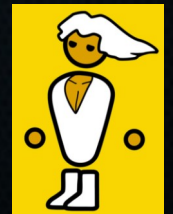
- Machine learning algorithms are implemented and defined in linear algebra. Linear regression prediction:

$$\hat{Y} = X^T \hat{\beta}$$

Language of ML: linear algebra – why do we care?

- Games require parallel calculations of many transformations of 3D vectors to rotate and show objects in 3D as you move around.
 - This has given us GPUs which are geared to do that immensely quickly and in parallel (GeForce GTX 690: $\sim 5622 * 10^9$ /second)
 - And now TPUs or Tensor Processing Units which are geared more towards ML applications.
- Take advantage of that!

$$\begin{bmatrix} x \\ y \\ z \end{bmatrix}$$



Language of ML: linear algebra – why do we care?

- Get rid of all the loops in your code *and* make it much faster. Win-win!



Language of ML: linear algebra – vectors

- Scalar multiplication (*scales* the vector):

$$5 \cdot \begin{bmatrix} 3 \\ 4 \end{bmatrix} = \begin{bmatrix} 15 \\ 20 \end{bmatrix}$$

Language of ML: linear algebra – vectors

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- Vector addition:

$$\begin{bmatrix} 3 \\ 4 \end{bmatrix} + \begin{bmatrix} 2 \\ 8 \end{bmatrix} = \begin{bmatrix} 5 \\ 12 \end{bmatrix}$$

Language of ML: linear algebra – vectors

- Scalar multiplication (*scales* the vector):

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- Vector addition:

$$\begin{bmatrix} 3 \\ 4 \end{bmatrix} + \begin{bmatrix} 2 \\ 8 \end{bmatrix} = \begin{bmatrix} 5 \\ 12 \end{bmatrix}$$

- Vector transpose (from column vector to row vector):

$$\begin{bmatrix} 3 \\ 4 \end{bmatrix}^T = [3 \ 4]$$

Language of ML: linear algebra – matrices

- Scalar multiplication (*scales* the matrix):

$$5 \cdot \begin{bmatrix} 2 & 3 \\ 8 & 9 \end{bmatrix} = \begin{bmatrix} 10 & 15 \\ 40 & 45 \end{bmatrix}$$

- Matrix addition:

$$\begin{bmatrix} 2 & 3 \\ 8 & 9 \end{bmatrix} + \begin{bmatrix} 10 & 15 \\ 40 & 45 \end{bmatrix} = \begin{bmatrix} 12 & 18 \\ 48 & 54 \end{bmatrix}$$

Language of ML: linear algebra – matrices

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~~$$\begin{bmatrix} 2 & 3 \\ 8 & 9 \end{bmatrix} + \begin{bmatrix} 10 & 15 & 1 \\ 40 & 45 & 9 \end{bmatrix} = \text{ERROR}$$~~

Language of ML: linear algebra – matrices

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Note: vector special case of matrix where one dimension is 1.

- Matrix transpose:

$$\begin{bmatrix} 2 & 3 \\ 8 & 9 \end{bmatrix}^T = \begin{bmatrix} 2 & 8 \\ 3 & 9 \end{bmatrix}$$

Language of ML: linear algebra – matrices

- Matrix-vector multiplication:

$$\begin{bmatrix} 2 & 3 \\ 8 & 9 \end{bmatrix} \cdot \begin{bmatrix} 10 \\ 8 \end{bmatrix} = \begin{bmatrix} 2 \cdot 10 + 3 \cdot 8 \\ 8 \cdot 10 + 9 \cdot 8 \end{bmatrix} = \begin{bmatrix} 44 \\ 152 \end{bmatrix}$$

Language of ML: linear algebra – matrices

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- Sum of each element in the *row* of the matrix * each element in the *column* of the vector
- 2 by 2 matrix times 2 by 1 vector becomes 2 by 1 vector.

Language of ML: linear algebra – matrices

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of *columns* in A matches # of *rows* in B

Language of ML: linear algebra – matrices

- Matrix-vector multiplication:

$$\begin{bmatrix} 10 \\ 8 \end{bmatrix} \cdot \begin{bmatrix} 2 \\ 8 \end{bmatrix} \begin{bmatrix} 3 \\ 9 \end{bmatrix} = \text{ERROR}$$

-Sum of each element in the *row* of the matrix * each element in the *column* of the vector

-2 by 1 vector times 2 by 2 matrix is undefined



of *columns* in A **does not match**
of *rows* in B

Language of ML: linear algebra – matrices

- Matrix-vector multiplication:

$$\begin{bmatrix} 2 & 3 \\ 8 & 9 \end{bmatrix} \cdot \begin{bmatrix} 10 \\ 8 \end{bmatrix} = \begin{bmatrix} 2 \cdot 10 + 3 \cdot 8 \\ 8 \cdot 10 + 9 \cdot 8 \end{bmatrix} = \begin{bmatrix} 44 \\ 152 \end{bmatrix}$$

-Sum of each element in the *row* of the matrix * each element in the *column* of the vector

-2 by 2 matrix times 2 by 1 vector becomes 2 by 1 vector.



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Language of ML: linear algebra – matrices

- Matrix-vector multiplication:

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-Sum of each element in the *row* of the matrix * each element in the *column* of the vector

-2 by 2 matrix times 2 by 1 vector becomes 2 by 1 vector.

of *rows* in matrix and number of *columns* in vector defines shape new vector

Language of ML: linear algebra – matrices

- Matrix-vector multiplication:

$$\begin{bmatrix} 2 & 3 \\ 8 & 9 \\ 0 & 4 \end{bmatrix} \cdot \begin{bmatrix} 10 \\ 8 \end{bmatrix} = \begin{bmatrix} 2 \cdot 10 + 3 \cdot 8 \\ 8 \cdot 10 + 9 \cdot 8 \\ 0 \cdot 10 + 4 \cdot 8 \end{bmatrix} = \begin{bmatrix} 44 \\ 152 \\ 32 \end{bmatrix}$$

-Sum of each element in the *row* of the matrix * each element in the *column* of the vector

-3 by 2 matrix times 2 by 1 vector becomes 3 by 1 vector.

of *rows* in matrix and number of *columns* in vector defines shape new vector

Language of ML: linear algebra – matrices

- Matrix-matrix multiplication:
 - Matrix really just concatenated vector, so similar process:

$$\begin{bmatrix} 2 & 3 \\ 8 & 9 \end{bmatrix} \cdot \begin{bmatrix} 10 & 2 \\ 8 & 15 \end{bmatrix} = \begin{bmatrix} 2 \cdot 10 + 3 \cdot 8 & 2 \cdot 2 + 3 \cdot 15 \\ 8 \cdot 10 + 9 \cdot 8 & 8 \cdot 2 + 9 \cdot 15 \end{bmatrix} = \begin{bmatrix} 44 & ? \\ ? & ? \end{bmatrix}$$

Language of ML: linear algebra – matrices

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Language of ML: linear algebra – matrices

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Language of ML: linear algebra – matrices

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-Sum of each element in the *row* of the matrix A * each element in the *column* of matrix B.

-2 by 2 matrix times 2 by 2 matrix becomes 2 by 2 matrix.




of *columns* in A matches # of
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Language of ML: linear algebra – matrices

- Matrix-matrix multiplication is *non-commutative*: order matters!

$$\begin{bmatrix} 2 & 3 \\ 8 & 9 \end{bmatrix} \cdot \begin{bmatrix} 10 & 2 \\ 8 & 15 \end{bmatrix} = \begin{bmatrix} 44 & 49 \\ 152 & 151 \end{bmatrix}$$

$$\begin{bmatrix} 10 & 2 \\ 8 & 15 \end{bmatrix} \cdot \begin{bmatrix} 2 & 3 \\ 8 & 9 \end{bmatrix} = \begin{bmatrix} 36 & 48 \\ 136 & 159 \end{bmatrix}$$



$2 \cdot 3 = 6$

$3 \cdot 2 = 6$

Language of ML: linear algebra -application

- That's a lot of *mathiness*. How is this useful for linear regression?

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$$h_{\theta}(x) = \theta_0 + \theta_1 \cdot \text{Gene 1} + \theta_2 \cdot \text{Gene 2} + \theta_n \cdot \text{Gene } n$$

	Gene 1	Gene 2	Gene m
Sample 1	2	3	-2
Sample 2	8	9	1
	0	4	5
Sample n	5	-2	2

Language of ML: linear algebra -application

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$$\begin{matrix} \theta_0 \\ \theta_1 \\ \dots \\ \theta_n \end{matrix} \begin{bmatrix} 3 \\ -0.5 \\ 5 \\ -1 \end{bmatrix}$$

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To get vector of predictions from vector of thetas and matrix of data, want to multiply them

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	Intercept	Gene 1	Gene 2	Gene m
Sample 1	1	2	3	-2
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Sample ...	1	0	4	5
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$$\begin{bmatrix} \theta_0 \\ \theta_1 \\ \dots \\ \theta_n \end{bmatrix} \begin{bmatrix} 3 \\ -0.5 \\ 5 \\ -1 \end{bmatrix}$$

To get vector of predictions from vector of thetas and matrix of data, want to multiply them

Dimensions don't match, easy fix:
new feature

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$$\begin{matrix} \theta_0 \\ \theta_1 \\ \dots \\ \theta_n \end{matrix} \begin{bmatrix} 3 \\ -0.5 \\ 5 \\ -1 \end{bmatrix} \cdot \begin{matrix} \text{Sample 1} \\ \text{Sample 2} \\ \text{Sample ...} \\ \text{Sample n} \end{matrix} \begin{matrix} \text{Intercept} \\ \text{Gene 1} \\ \text{Gene 2} \\ \text{Gene m} \end{matrix} \begin{bmatrix} 1 & 2 & 3 & -2 \\ 1 & 8 & 9 & 1 \\ 1 & 0 & 4 & 5 \\ 1 & 5 & -2 & 2 \end{bmatrix} \longrightarrow ?$$

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Language of ML: linear algebra -application

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.

θ_0	3
θ_1	-0.5
...	5
θ_n	-1

.

$1 \cdot 3 + 2 \cdot -0.5 + 3 \cdot 5 + -2 \cdot -1 = 19$
43
18
-11.5

Language of ML: linear algebra -application

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Sample 1	1	2	3	-2	.	θ_0	3	$\left[\begin{array}{l} 1 \cdot 3 + 2 \cdot -0.5 + 3 \cdot 5 + -2 \cdot -1 = 19 \\ 43 \\ 18 \\ -11.5 \end{array} \right]$
Sample 2	1	8	9	1		θ_1	-0.5	
Sample ...	1	0	4	5		...	5	
Sample n	1	5	-2	2		θ_n	-1	

Language of ML: linear algebra -application

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Sample 2	1	8	9	1		θ_1	-0.5	
Sample ...	1	0	4	5		...	5	
Sample n	1	5	-2	2		θ_n	-1	

Code comparison

```
#data setup
thetas = np.array([3, -0.5, 5, -1], np.newaxis)

featureDataFrame = pd.DataFrame({"Intercept" : [1,1,1,1],
                                "Gene1" : [2,8,0,5],
                                "Gene2" : [3,9,4,-2],
                                "Gene3" : [-2, 1, 5, 2]})

featureDataFrame.index = (["Sample" + str(num) for num in range(1,5)] )

print(featureDataFrame)
print(thetas)
```

	Intercept	Gene1	Gene2	Gene3
Sample1	1	2	3	-2
Sample2	1	8	9	1
Sample3	1	0	4	5
Sample4	1	5	-2	2

```
[ 3. -0.5  5. -1.]
```

```
#not vectorised
totalPredictions = []
for sample, sampleData in featureDataFrame.iterrows():
    thisPrediction = 0
    for index, feature in enumerate(sampleData):
        thisPrediction += feature * thetas[index]
    totalPredictions.append(thisPrediction)

print(totalPredictions)
```

```
[19.0, 43.0, 18.0, -11.5]
```

```
#vectorised
totalPredictionsLA = featureDataFrame @ thetas
print(totalPredictionsLA)
```

```
Sample1    19.0
Sample2    43.0
Sample3    18.0
Sample4   -11.5
dtype: float64
```

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totalPredictionsLA = featureDataFrame @ thetas
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Sample1	19.0
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Code comparison

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    totalPredictions.append(thisPrediction)

print(totalPredictions)
```

```
[19.0, 43.0, 18.0, -11.5]
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totalPredictionsLA = featureDataFrame @ thetas
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```

Summary

- Linear algebra is the basis of ML: algorithms are defined in it and run quickly due to hardware optimised for matrix and vector operations
- Using linear algebra cuts down on code complexity
- You always add a „dummy“ feature that is 1 to multiply with θ_0
- We covered how to multiply and add matrices and vectors, and showed that matrix multiplication is *non-commutative*: order matters!

Practical

- Practicing vector and matrix operations with numpy
- Changing cost function, hypothesis function, and gradient descent to work with matrices and vectors
- Working with a real biological dataset

HAVE FUN!

(and/or suffer if it's too hard... but then tell me and I shall try to ease your suffering)