### **AIAA2205**

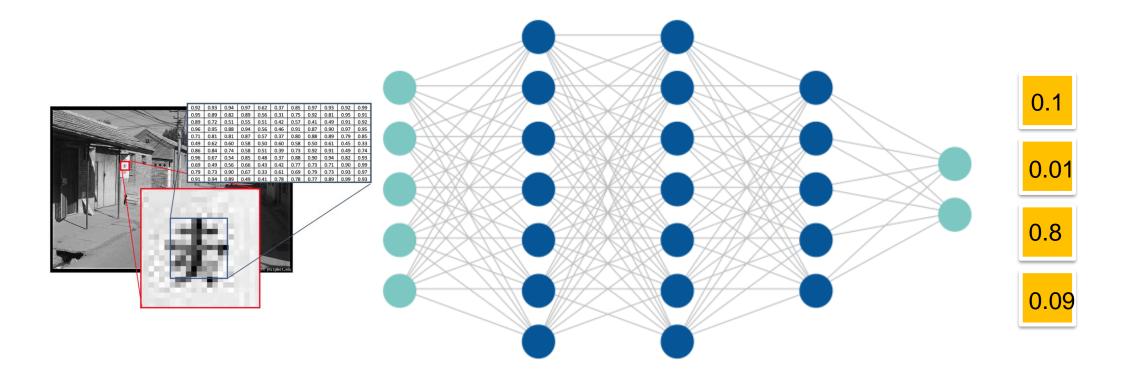
Section 3 Data, Model, Task

第三节 数据、模型、任务

Part (2) The Basic Mathematics 第二部分基础数学知识

Yutao Yue 岳玉涛

# Linear Algebra is everywhere in Al



Data: matrix

Processing:  $y = \max(0, W^T x)$ 

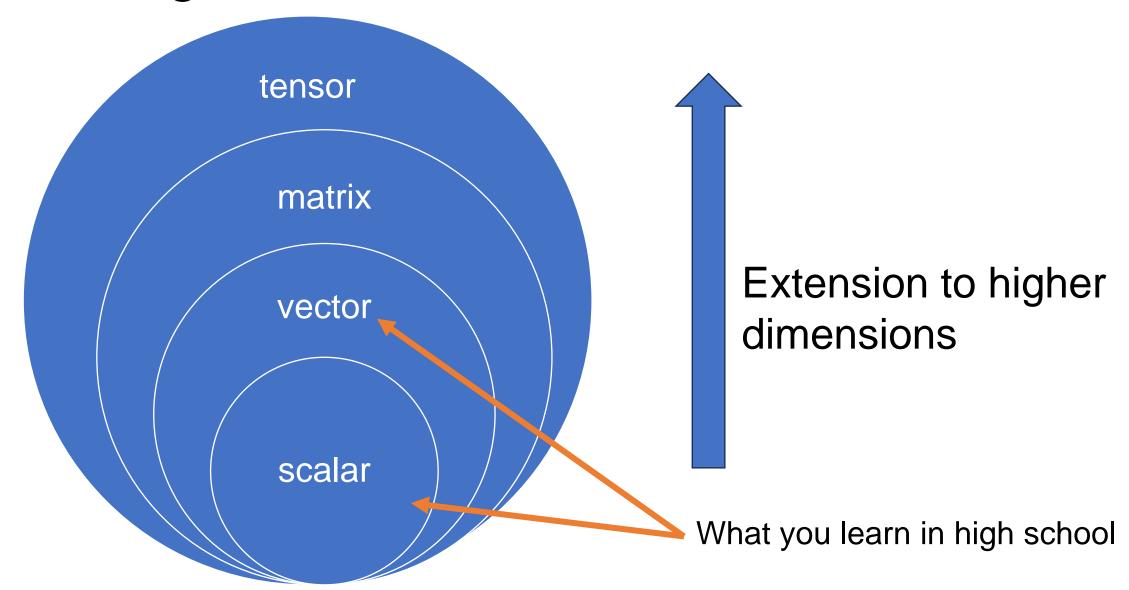
**Results Probability** 

#### What will this class talk about?

Very basic concept on linear algebra.

The simplest Al algorithm: Nearest Neighbor Classification

# Linear algebra



### Scalars

### Basic operations

$$c = a + b$$

$$c = a \cdot b$$

$$c = \sin a$$

#### Vectors

#### Collection of scalars

$$\boldsymbol{a} = \begin{bmatrix} a_1 \\ a_2 \\ \dots \\ a_n \end{bmatrix}$$

### Transpose

$$\boldsymbol{a}^T = [a_1, a_2, \dots, a_n]$$

Vector norm 范数 (length)

$$||a||_{1} = |a_{1}| + |a_{2}| + \dots + |a_{n}|$$

$$||a||_{2} = \sqrt{a_{1}^{2} + a_{2}^{2} + \dots + a_{n}^{2}}$$

$$||a||_{n} = (|a_{1}|^{p} + |a_{2}|^{p} + \dots + |a_{n}|^{p})^{1/p}$$

# Visual understanding of vector norms

Q1: what is  $L_0$  norm?

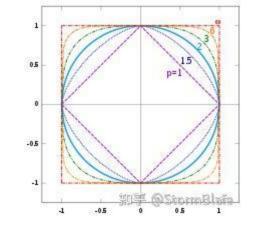
Counting the number of non-zero elements

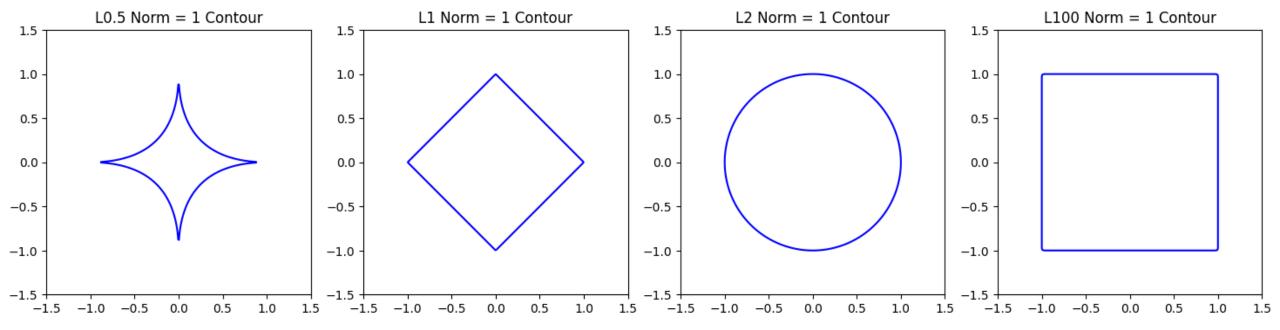
Q2: what is  $L_{\infty}$  norm?

The absolute value of the largest component

$$||\mathbf{a}||_{\mathbf{p}} = (|a_1|^p + |a_2|^p + \dots + |a_n|^p)^{1/p}$$

# Visual understanding of vector norms





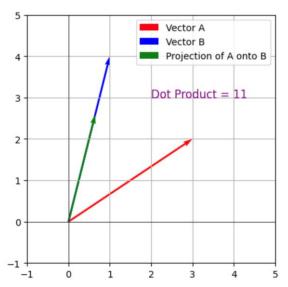
$$||\mathbf{a}||_{\mathbf{p}} = (|a_1|^p + |a_2|^p + \dots + |a_n|^p)^{1/p}$$

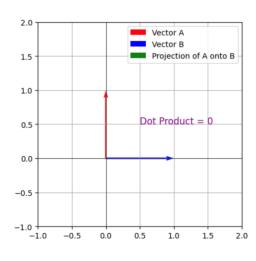
#### Vectors

Dot product:

$$a \cdot b = a^T b = [a_1, a_2, ..., a_n] \begin{bmatrix} b_1 \\ b_2 \\ ... \\ b_n \end{bmatrix} = \sum_{i=1}^n a_i b_i$$

$$a \cdot b = ||a||_2 ||b||_2 \cos \theta$$





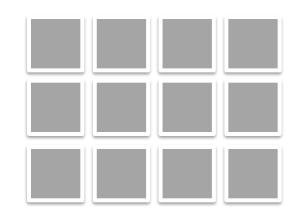
Orthogonal

#### Vectors

Measuring the similarity between two vectors

$$||\mathbf{a} - \mathbf{b}||_1 = |a_1 - b_1| + |a_2 - b_2| + \dots + |a_n - b_n|$$
  
 $||\mathbf{a} - \mathbf{b}||_2 = \sqrt{(a_1 - b_1)^2 + (a_2 - b_2)^2 + \dots + (a_n - b_n)^2}$ 

Cosine similarity  $\cos \theta = \frac{\boldsymbol{a} \cdot \boldsymbol{b}}{||\boldsymbol{a}||_2 ||\boldsymbol{b}||_2}$ 

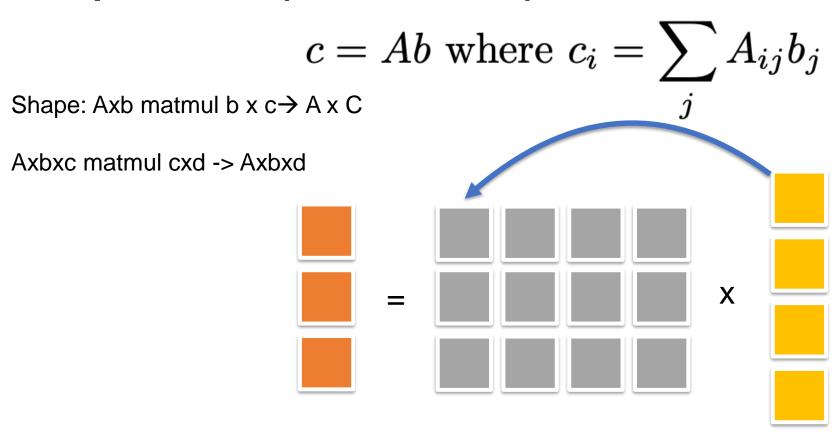


#### Collection of vectors

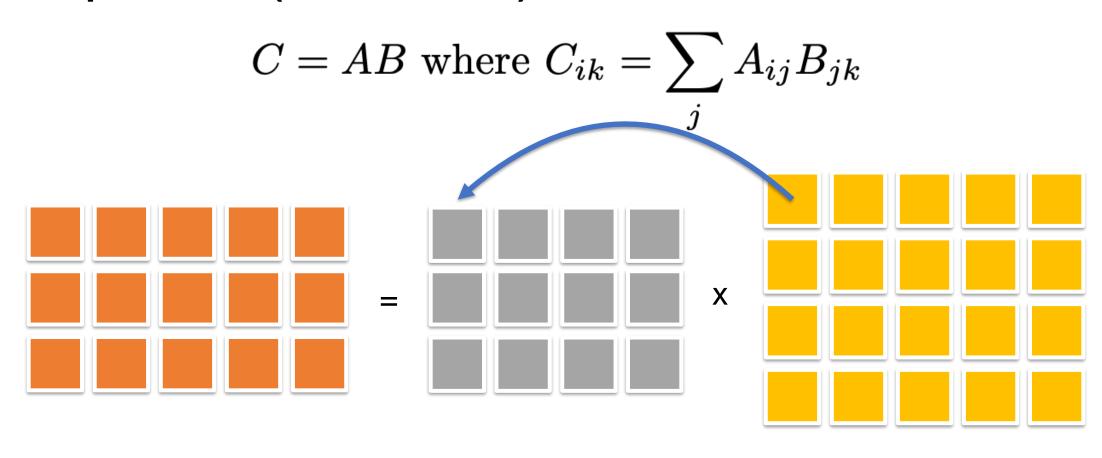
#### Simple operations

$$C = A + B$$
 where  $C_{ij} = A_{ij} + B_{ij}$   
 $C = \alpha \cdot B$  where  $C_{ij} = \alpha B_{ij}$   
 $C = \sin A$  where  $C_{ij} = \sin A_{ij}$ 

Multiplications (matrix vector)



Multiplications (matrix matrix)



### Matrix norm (simplified version)

Frobenius范数: 衡量矩阵作为线性变换的"能量强度"

$$||A||_{Frob} = \left[\sum_{ij} A_{ij}^2\right]^{\frac{1}{2}}$$

$$\begin{aligned} \left| |A + B| \right|_{Frob} &\leq \left| |A| \right|_{Frob} + \left| |B| \right|_{Frob} \\ \left| |aA| \right|_{Frob} &= |a| \cdot \left| |A| \right|_{Frob} \end{aligned}$$



#### 线性代数

#### 居余马

this book have watermark of ardvertisement.

Content Type: 书籍

12本日

出版社: 清华大学出版社

IPFS: CID , CID Blake2b



年:

文件:

2006

PDF, 17.84 MB

#### 线性代数学习指南

#### 居余马,林翠琴

种类: <u>Mathematics - Mathematical</u>

Content Type:

年:

语言:

文件:

ISBN 10:

书籍

2003

Chinese

7302065071

PDF, 3.62 MB

<u>Foundations</u>

出版社: 清华大学出版社

页: 345

ISBN 13: 9787302065074

IPFS: CID , CID Blake2b





#### 概率论与数理统计 (第四版)

盛骤

☆ 5.0 / 5.0 **=** 5 comments

口 平装

种类: <u>Mathematics - Probability</u>

年: 2008

出版社: 北京: 高等教育出版社 /

ISBN 10: 7040238969

文件: PDF, 32.78 MB

Content Type: 书籍

出版: 4

语言: Chinese

ISBN 13: 9787040238969

IPFS: CID, CID Blake2b



6.050J | Spring 2008 | Undergraduate

#### **Information And Entropy**

Syllabus

Units 1 & 2: Bits and Codes

Unit 3: Compression

Unit 4: Noise and Errors

Unit 5: Probability

Unit 6: Communications

Unit 7: Processes

Unit 8: Inference

Unit 9: Maximum Entropy

Unit 10: Physical Systems

Unit 11: Energy

Unit 12: Temperature

Unit 13: Quantum Information

Resource Index

#### **Course Description**

This course explores the ultimate limits to communication and computation, with an emphasis on the physical nature of information and information processing. Topics include: information and computation, digital signals, codes and compression, applications such as biological representations of information, logic ... Show more

#### Course Info

**INSTRUCTORS** 

Prof. Paul Penfield
Prof. Seth Lloyd

**DEPARTMENTS** 

<u>Electrical Engineering and Computer Science</u> <u>Mechanical Engineering</u> **TOPICS** 

✓ Engineering

**Theory of Computation** 

▼ <u>Electrical Engineering</u>

Signal Processing

> Mathematics

LEARNING RESOURCE TYPES







#### EE364a: Convex Optimization I

Professor Stephen Boyd, Stanford University

EE364a is the same as CME364a.

This webpage contains basic course information; up to date and detailed information is on Ed.

# Linear Algebra in Pytorch

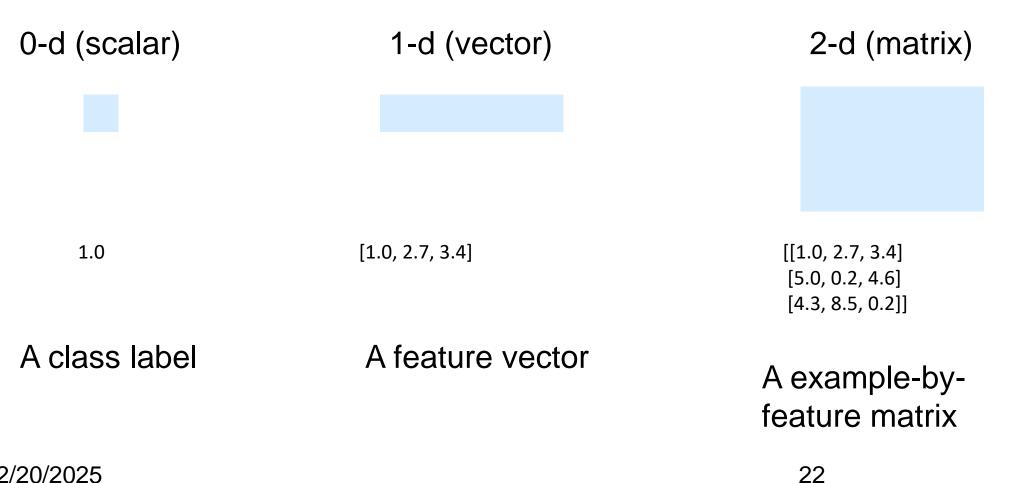
### Setting up your environment

- https://colab.research.google.com
  - Activate the GPU supported runtime
- Pytorch
  - Popular
  - Similar grammar with numpy
  - Install pytorch in colab ! pip3 install torch torchvision
- Jupyter notebook
  - Interactive
  - Tip: Don't write heavy code in jupyter notebook.



# N-dimensional Array Examples

 N-dimensional array, short for ndarray (as in numpy), is the main data structure for machine learning and neural networks



02/20/2025

# ND Array Examples, cont

3-d



```
[[[0.1, 2.7, 3.4]
[5.0, 0.2, 4.6]
[4.3, 8.5, 0.2]]
[[3.2, 5.7, 3.4]
[5.4, 6.2, 3.2]
[4.1, 3.5, 6.2]]]
```

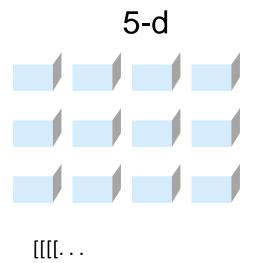
A RGB image (width x height x channels)

4-d



```
...
```

A batch of RGB images (batch-size x width x height x channels)



A batch of videos (batch-size x time x width x height x channels)

. . .]]]

# Matrix/vector computation vs Loops

```
[27] a = torch.ones(1000)
    start = time.time()
    print('L1 norm of a is {}'.format(a.norm(1)))
    end = time.time()
    print('elapsed time is {}'.format(end - start))

L1 norm of a is 1000.0
    elapsed time is 0.000873565673828125
```

```
[28] start = time.time()
    11 = 0
    for i in range(a.shape[-1]):
        11 += a[i].abs()
    print('L1 norm of a is {}'.format(l1))
    end = time.time()
    print('elapsed time is {}'.format(end - start))

L1 norm of a is 1000.0
    elapsed time is 0.01016688346862793
```

#### vector computation

loops

In pytorch/tensorflow/numpy, matrix/vector computation is much faster than loops.

02/20/2025

