

图 2-1 高中数学的坐标变换问题

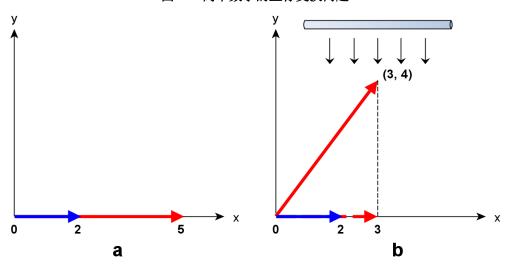


图 2-2 投影示意图

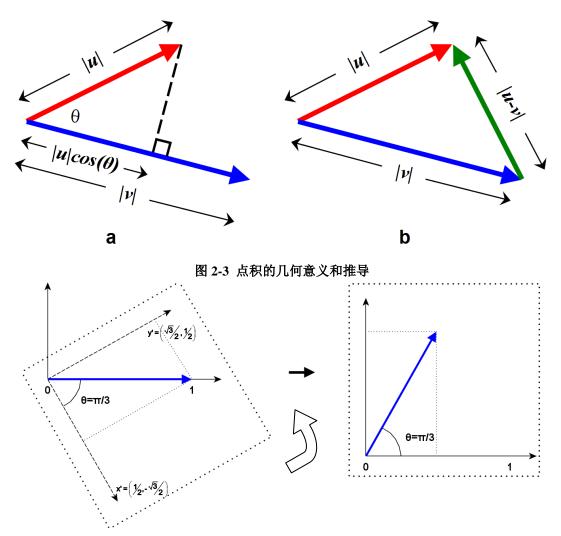


图 2-4 从投影角度理解逆时针旋转 π/3

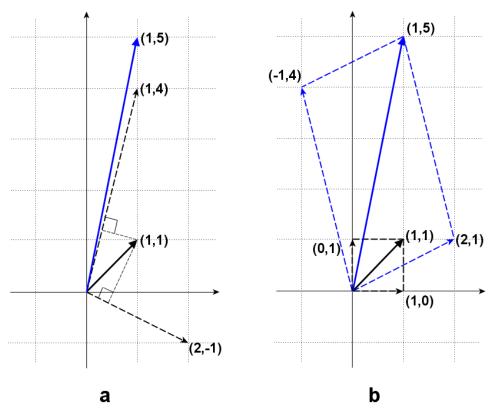


图 2-5 从位置映射的角度理解矩阵乘法

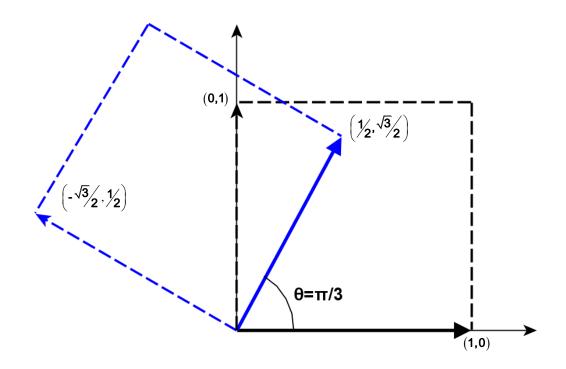


图 2-6 从位置映射角度理解逆时针旋转 π/3

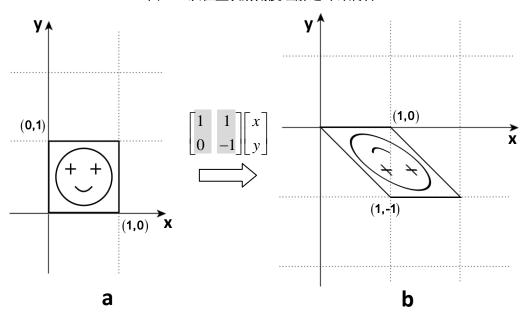


图 2-7 通过矩阵乘法实现对一个区域的切变和翻转

如果希望变换后的坐标有位移,只需要在变换后的结果上加一个位移向量就可以,如下:

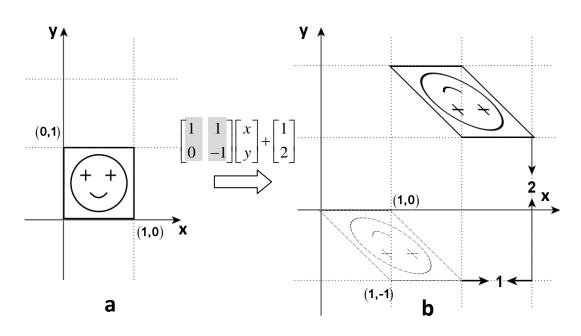


图 2-8 通过增加偏置项实现位移

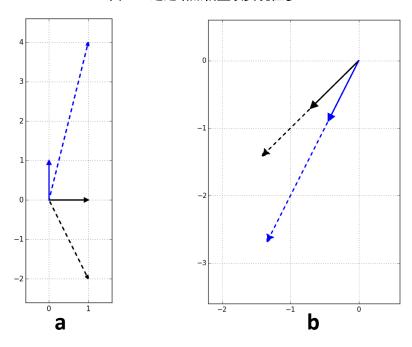


图 2-10 理解本征向量的几何含义

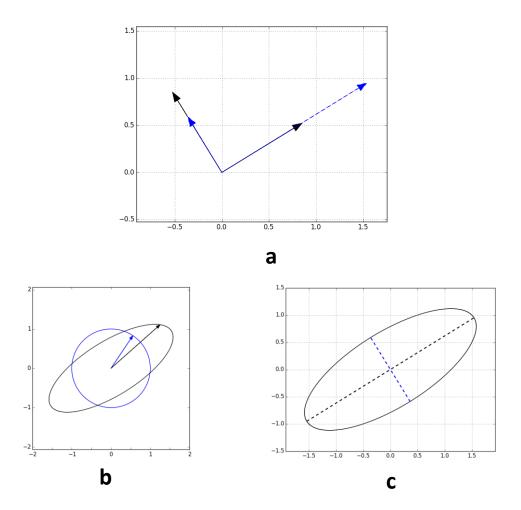


图 2-11 正定矩阵的本征向量和变换性质

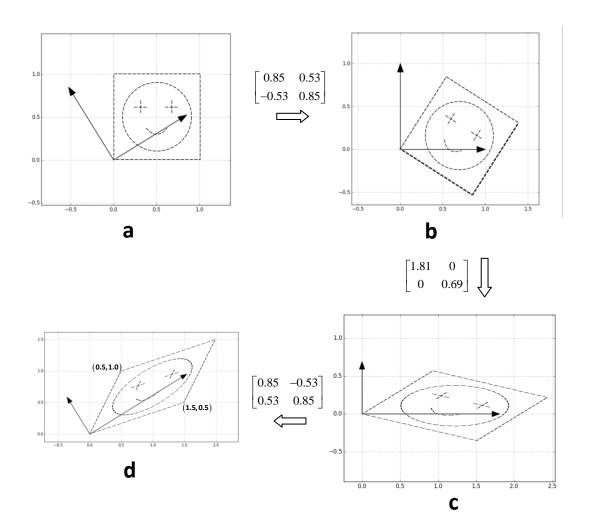


图 2-12 将一个正定矩阵的变换分解为分布的旋转→缩放→旋转操作

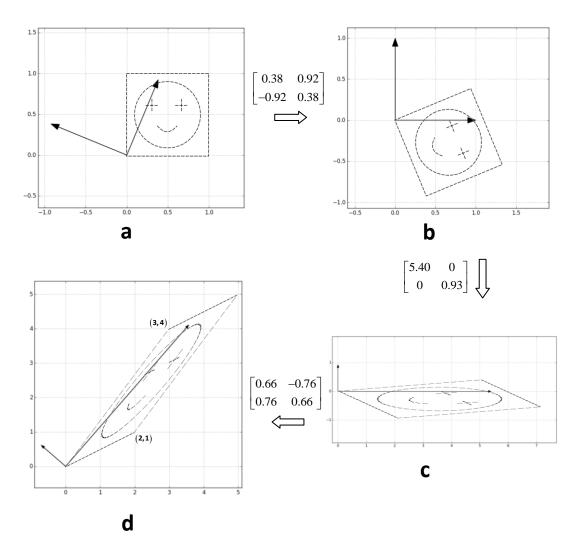


图 2-13 将一个一般的矩阵的变换分解为分布的旋转→缩放→旋转操作

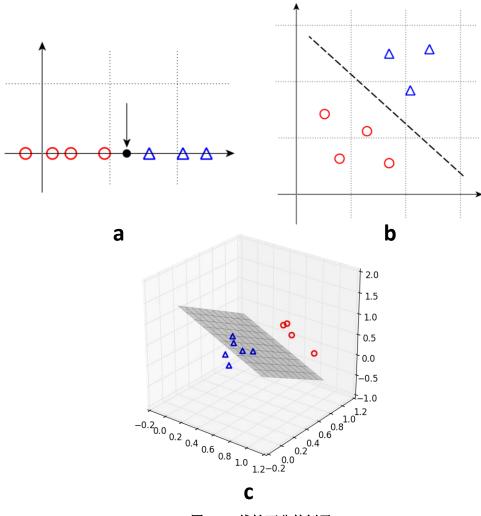


图 2-14 线性可分的例子

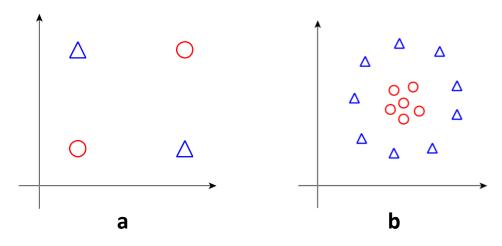


图 2-15 线性不可分的例子

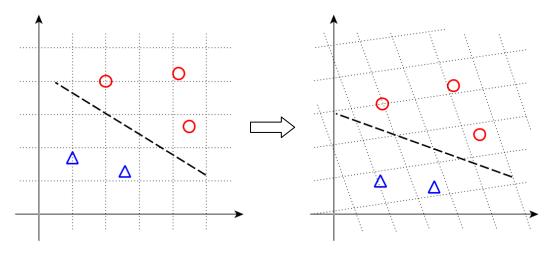


图 2-16 仿射变换下对空间的扭曲

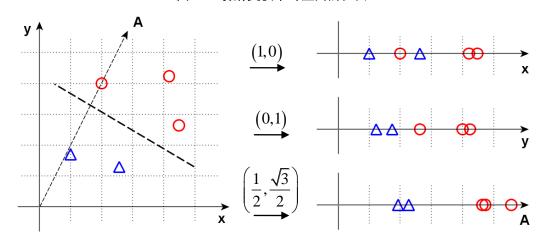
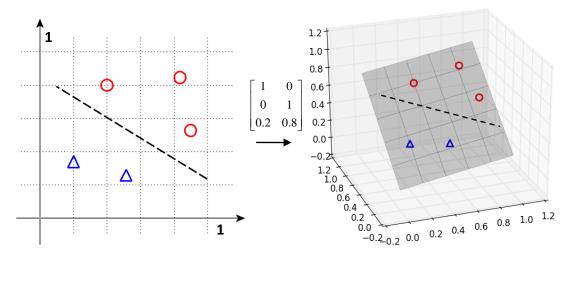
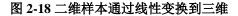


图 2-17 二维样本通过线性变换到一维





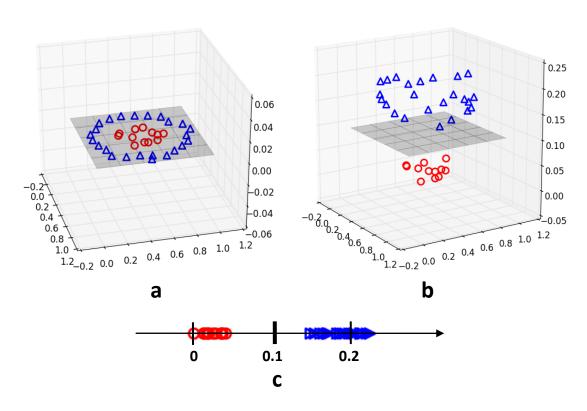


图 2-19 非线性变换让线性不可分样本变得线性可分

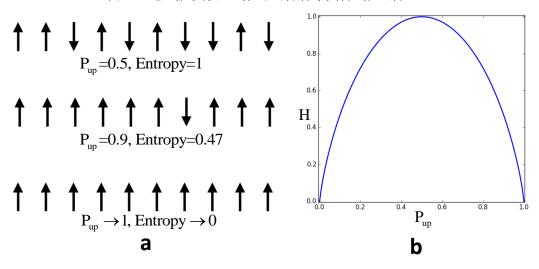


图 2-20 熵和有序程度

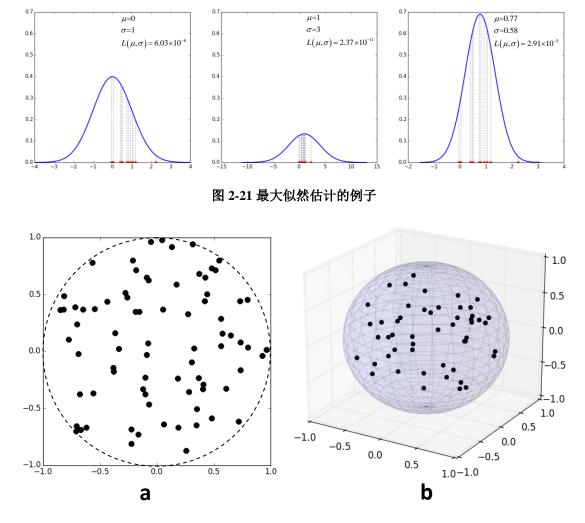


图 2-23 在二维球体(圆)和三维球体(球)中进行随机均匀采样

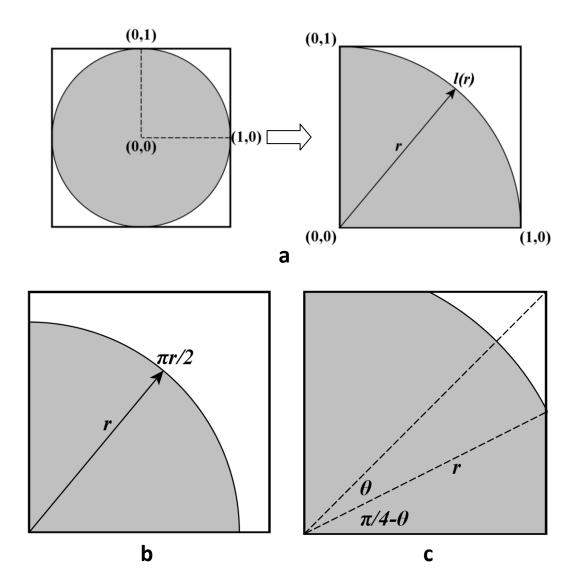


图 2-26 求解均匀分布样本到原点距离的分布

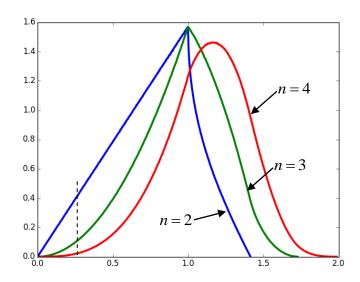


图 2-27 二维到四维空间中均匀采样点到原点距离的概率密度分布

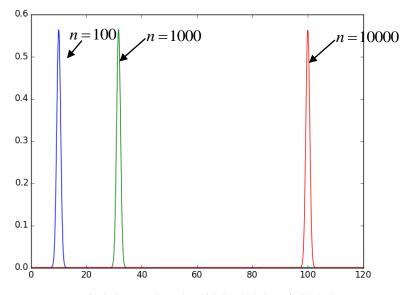


图 2-28 高维度下正态分布采样点到原点距离的分布

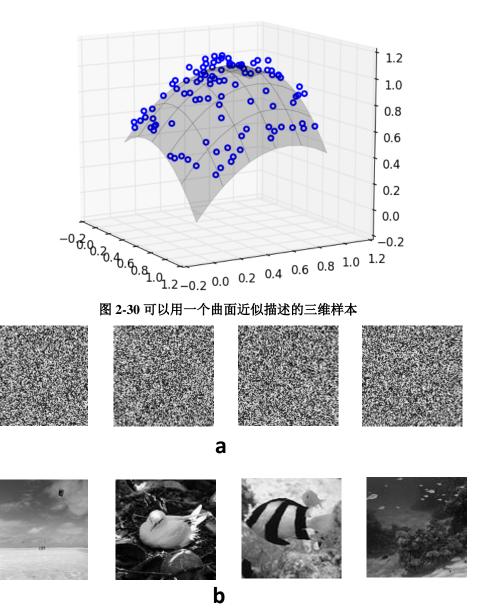


图 2-31 每个像素独立的图像采样和实际生活中图像的采样

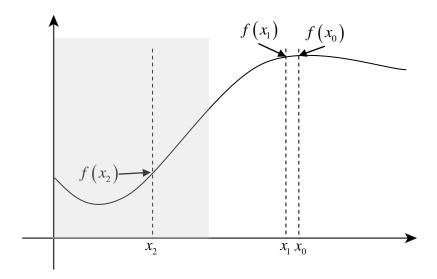


图 2-32 一维例子理解局部泛化

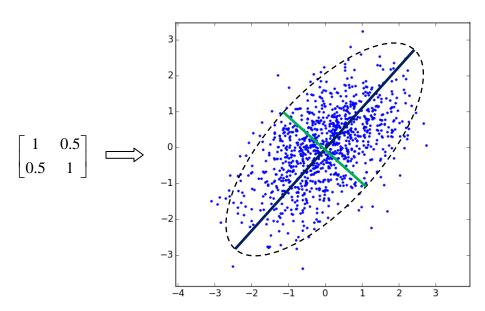
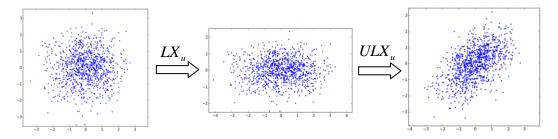


图 2-33 有相关性的二维高斯分布样本



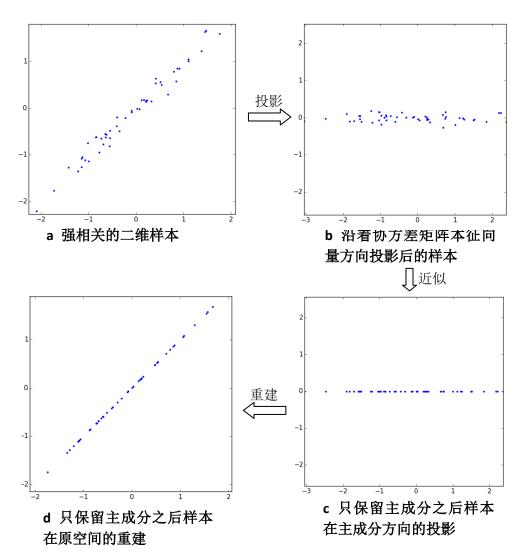


图 2-34 有相关性的二维高斯分布样本

图 2-35 通过 PCA 二维降维到一维的例子

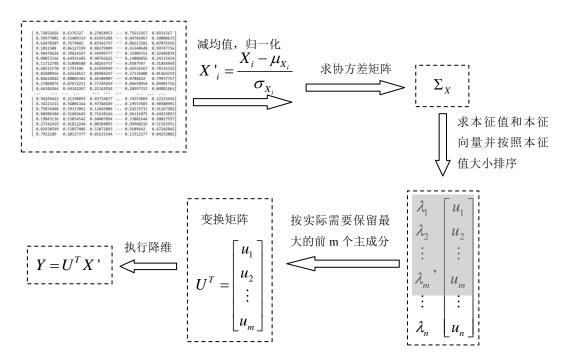


图 2-36 主成分分析降维的流程

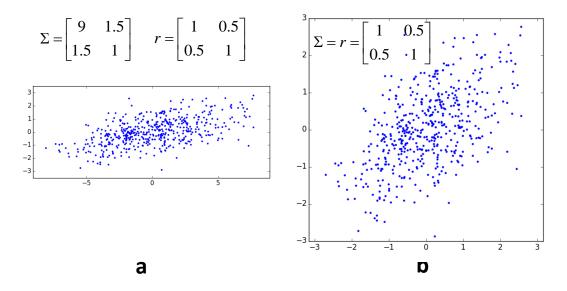


图 2-37 两种强相关分布的例子

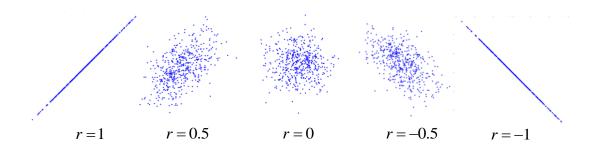


图 2-38 不同相关性下典型的分布

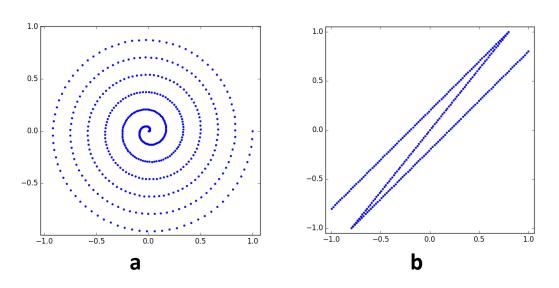


图 2-39 两种强相关分布的例子

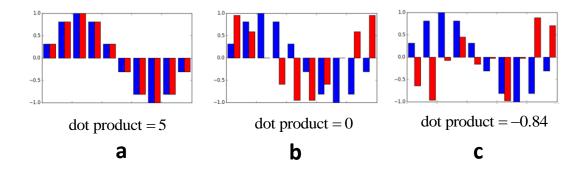


图 2-40 不同向量点积的例子

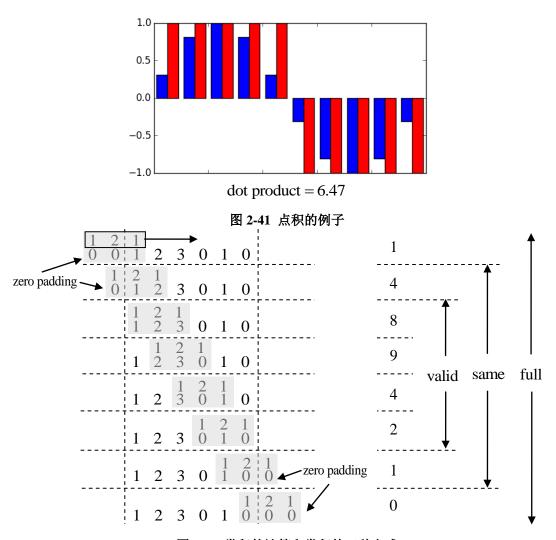


图 2-42 卷积的计算和卷积的三种方式

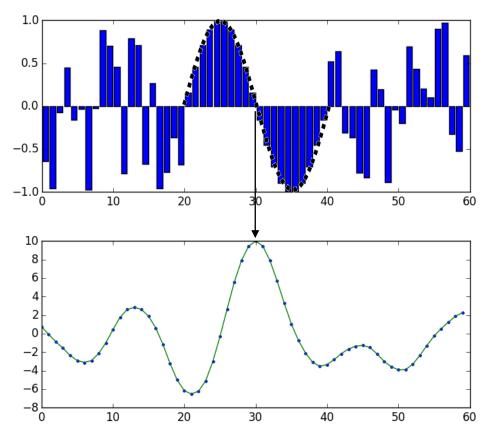


图 2-43 卷积结果作为待卷积信号在卷积核上的响应

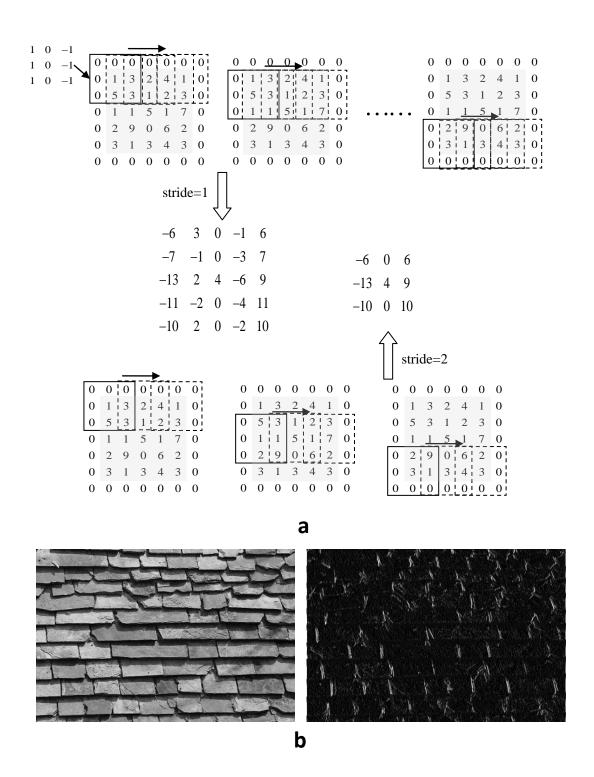


图 2-44 二维卷积,图像的响应

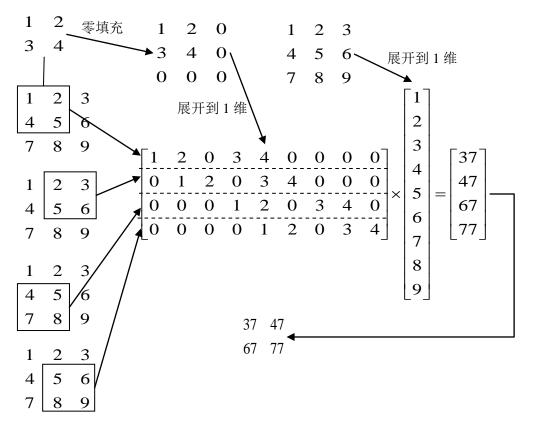


图 2-45 将卷积转化为矩阵乘法

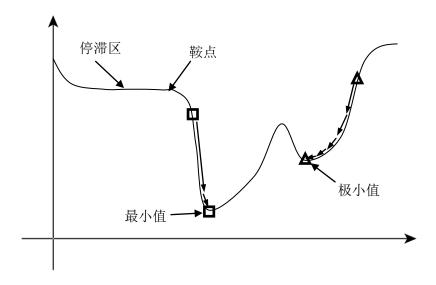


图 2-46 函数中的不同区域

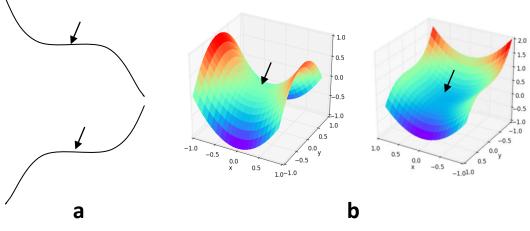


图 2-47 一维和二维鞍点的例子

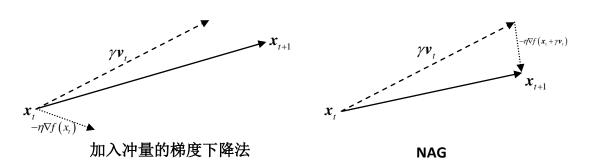


图 2-48 基本的冲量梯度下降法和 NAG 示意图

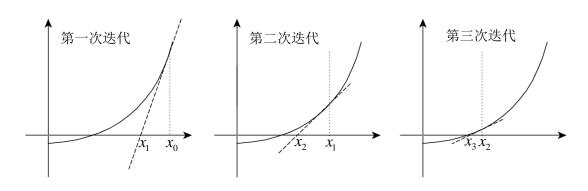


图 2-49 牛顿-拉普森算法示意图

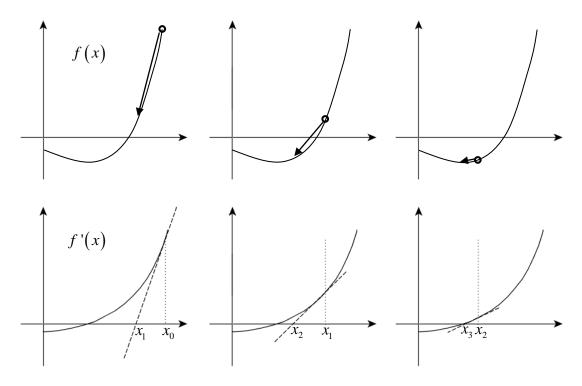


图 2-50 一维求极值例子

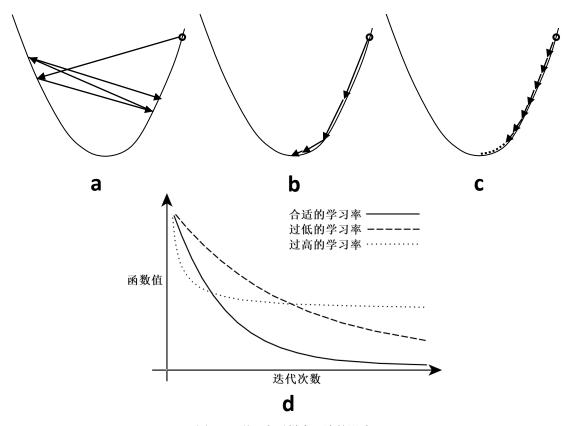


图 2-51 学习率对梯度下降的影响

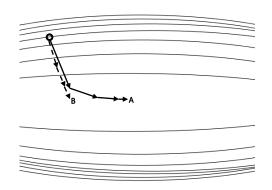


图 2-52 在不同变量(方向)上梯度差距很大的一个示意

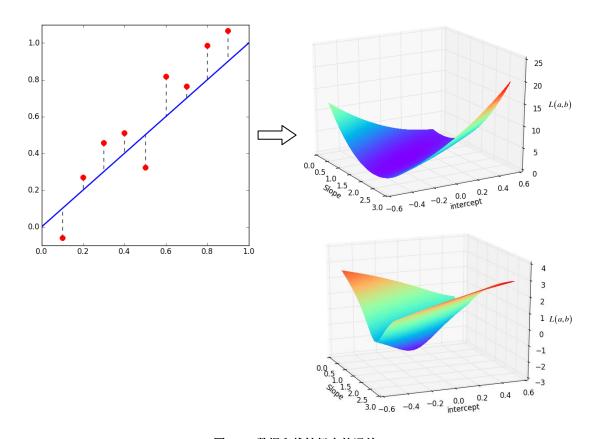


图 2-53 数据和线性拟合的误差

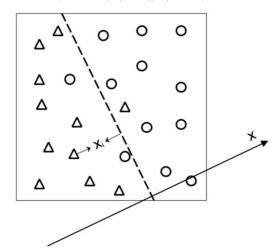


图 2-54 平面二分类的例子

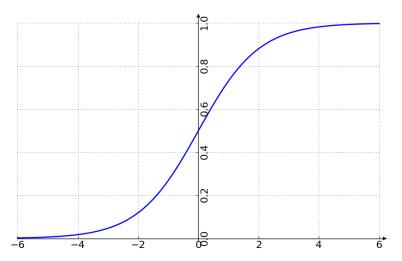


图 2-55 标准 logistic 函数

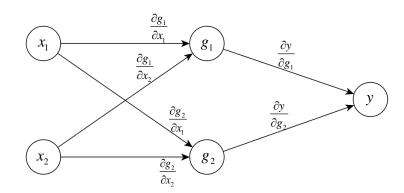


图 2-56 多元链式求导法则例子的示意图