
Cheatsheet for 001-007-linalg.tex

\exBasics	$A^T, A^{-1}, A^+, \det(A), \text{Tr}(A)$
\exVecNone	$x, y, z, a + b$
\exVecBold	$\mathbf{x}, \mathbf{y}, \mathbf{z}, \mathbf{a} + \mathbf{b}$
\exVecArrow	$\vec{x}, \vec{y}, \vec{z}, \overrightarrow{a+b}$
\exDotProducts	$\mathbf{x}\cdot\vec{y}, \mathbf{x}\cdot\vec{y}, \langle \mathbf{x} \vec{y} \rangle, \mathbf{x}^T \vec{y}$
\exCrossProducts	$\mathbf{x} \times \vec{y}, \mathbf{x} \wedge \vec{y}$
\exLinear	$\theta^T \varphi(x) + b$
\exMatrix	$\begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} ax + by \\ cx + dy \end{bmatrix}$ $\begin{bmatrix} 1 & \dots & 0 \\ \vdots & \ddots & \vdots \\ 0 & \dots & 0 \end{bmatrix}, \begin{bmatrix} 0 & \dots & 1 \\ \vdots & \ddots & \vdots \\ 1 & \dots & 0 \end{bmatrix}$
\exDots	
\exMecaQ	$\langle \varphi \psi \rangle, \langle \varphi , \psi \rangle, \langle \varphi \psi \rangle, \langle \varphi A \psi \rangle$