Cheatsheet for `001-007-linalg.tex`

`\exBasics`	$A^{\mathrm{T}},\ A^{-1},\ A^{+},\ \det(A)\,,\ \mathrm{Tr}(A)$
`\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`	$\mathbf{x}\vec{y},\ \mathbf{x}.\vec{y},\ \langle \mathbf{x}\vert\vec{y}\rangle\,,\ \mathbf{x}^{\mathrm{T}}\vec{y}$
`\exCrossProducts`	$\mathbf{x}\times\vec{y},\ \mathbf{x}\wedge\vec{y}$
`\exLinear`	$\theta^{\mathrm{T}}\varphi(x)+b$
`\exMatrix`	$\begin{bmatrix} a & b \\ c & d \end{bmatrix}\begin{bmatrix} x \\ y \end{bmatrix}=\begin{bmatrix} ax+by \\ cx+dy \end{bmatrix}$
`\exDots`	$\begin{bmatrix} 1 & \cdots & 0 \\ \vdots & \ddots & \vdots \\ 0 & \cdots & 0 \end{bmatrix},\ \begin{bmatrix} 0 & \cdots & 1 \\ \vdots & \iddots & \vdots \\ 1 & \cdots & 0 \end{bmatrix}$
`\exMecaQ`	$\langle\varphi\vert\psi\rangle\,,\ \langle\varphi\vert\,,\ \vert\psi\rangle\,,\ \langle\varphi\vert\vert\psi\rangle,\ \langle\varphi\vert A\vert\psi\rangle$