

$$\nabla f = \frac{d}{dx} \left( \frac{f(x)}{g(x)} \right)$$

(1)

length → direction

## Task 2.6 - Mathematics for Machine Learning

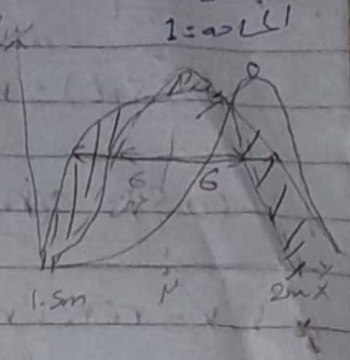
### Linear Algebra

Introduction to linear algebra

$$2a + 3b = 8$$

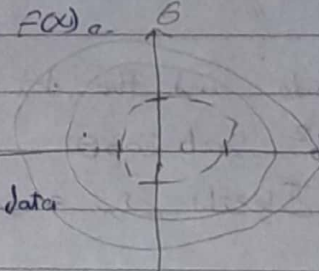
$$\text{Motivation: } 10a + 1b = 13 \quad \begin{bmatrix} 2 & 3 \\ 10 & 1 \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} 8 \\ 13 \end{bmatrix}$$

↑                      ↑  
weight                      Cost



Ex: If  $f(x) = \frac{1}{\sqrt{2\pi}} \exp\left(-\frac{(x-\mu)^2}{2\sigma^2}\right)$

Mean  $\mu$  and standard deviation  $\sigma$  are parameters of the Gaussian distribution.



The Problem of fitting a function to some data

Operations with vectors

Validation:  $r + s = s + r$

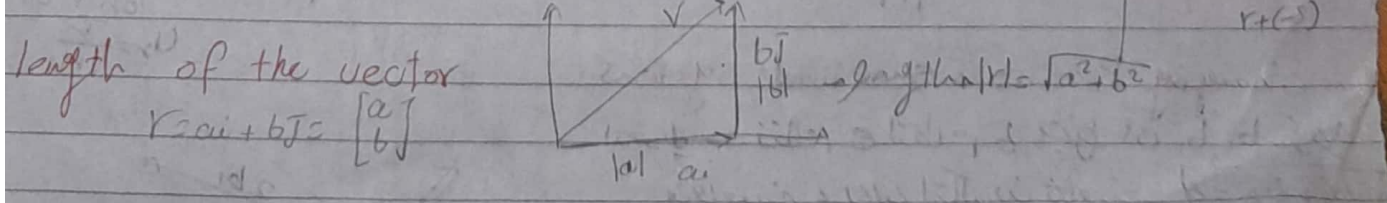
2 Multiplication:  $r \cdot s = s \cdot r$

If  $s = \begin{bmatrix} -1 \\ 2 \end{bmatrix} = -1i, 2j$   
 $r = \begin{bmatrix} 3 \\ 2 \end{bmatrix} = 3i, 2j$   
 $s + r = \begin{bmatrix} -1 \\ 2 \end{bmatrix} + \begin{bmatrix} 3 \\ 2 \end{bmatrix} = \begin{bmatrix} 2 \\ 4 \end{bmatrix}$   
 $2r = 2 \begin{bmatrix} 3 \\ 2 \end{bmatrix} = \begin{bmatrix} 6 \\ 4 \end{bmatrix}$   
 $-r = -1 \begin{bmatrix} 3 \\ 2 \end{bmatrix} = \begin{bmatrix} -3 \\ -2 \end{bmatrix}$

3 Associative:  $(r + s) + t = r + (s + t)$

4 Subtraction:  $r + (-r) = 0$

$$r + (-r) = \begin{bmatrix} 3 \\ 2 \end{bmatrix} + \begin{bmatrix} -3 \\ -2 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$



length of the vector  
 $r = ai + bj = \begin{bmatrix} a \\ b \end{bmatrix}$

$$S = \begin{bmatrix} -1 \\ 2 \end{bmatrix} = \begin{bmatrix} S_i \\ S_j \end{bmatrix} \quad r = \begin{bmatrix} 3 \\ 2 \end{bmatrix} = \begin{bmatrix} r_i \\ r_j \end{bmatrix}$$

Dot Product "Scalar multiplication"

$$r \cdot S = r_i S_i + r_j S_j = 3 \times -1 + 2 \times 2 = \boxed{1}$$

$S \cdot r = r \cdot S$  ← Commutative

$$r \cdot (S + t) = r \cdot S + r \cdot t$$

$$\text{If } r = \begin{bmatrix} r_1 \\ r_2 \\ \vdots \\ r_n \end{bmatrix} \quad S = \begin{bmatrix} S_1 \\ S_2 \\ \vdots \\ S_n \end{bmatrix} \quad t = \begin{bmatrix} t_1 \\ t_2 \\ \vdots \\ t_n \end{bmatrix}$$

$$r \cdot (aS) = a(r \cdot S) \quad \text{Associative}$$

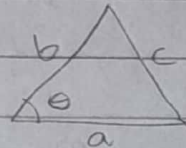
every scalar multiplies

$$r \cdot (S + t) = r_1(S_1 + t_1) + r_2(S_2 + t_2) + \dots + r_n(S_n + t_n)$$

$$r \cdot r = r_i r_i + r_j r_j = r_i^2 + r_j^2 = |r|^2 \quad \boxed{r \cdot r = |r|^2}$$

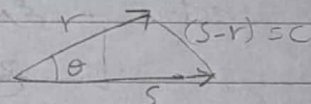
The cosine rule and the dot product

$$c^2 = a^2 + b^2 - 2ab \cos \theta$$



نقطة بالزاوية معاً كما في قانون الجيب

$$|r - S|^2 = |r|^2 + |S|^2 - 2|r||S|\cos \theta$$



$$(r - S) \cdot (r - S) = r \cdot r - S \cdot r - r \cdot S + S \cdot S = |r|^2 + |S|^2 - 2(r \cdot S)$$

$$|r|^2 + |S|^2 - 2(r \cdot S)$$

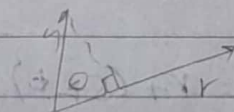
$$\boxed{r \cdot S = |r||S|\cos \theta}$$

$$\text{If } \theta = 90^\circ \rightarrow \cos \theta = 0 \rightarrow r \cdot S = S \cdot r = 0$$

$$\text{If } \theta = 0^\circ \rightarrow \cos \theta = 1 \rightarrow r \cdot S = |r||S|$$

$$\text{If } \theta = 180^\circ \rightarrow \cos \theta = -1 \rightarrow r \cdot S = -|r||S|$$

Vector Projection



$$\cos \theta = \frac{\text{adj}}{\text{hyp}} = \frac{|S| \cos \theta}{|S|}$$

Projection of S on r

$$\text{Scalar Projection} = \frac{r \cdot S}{|r|} = |S| \cos \theta \quad \text{vector Project} = \frac{r \cdot S}{|r|} \cdot \frac{r}{|r|}$$

Changing Basics "Co-ordinate systems"

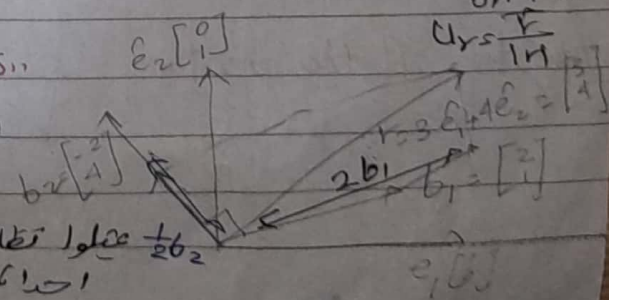
نحوه تبدیل از یک سیستم مختصات به سیستم دیگر

$$b_1 \cdot b_2 = 0$$

$$b_1 \cdot b_2 = 0 \Rightarrow b_1 \perp b_2$$

vector projection of r in  $b_1$

$$\frac{r \cdot b_1}{|b_1|^2} = \frac{6+4}{(\sqrt{5})^2} = \frac{10}{5} = 2 \cdot b_1$$





[3]

$$I = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

## Vectors & Basis applications

Basis of  $V$  is a set of  $n$  vectors that

① are not linear combinations of each other & linearly independent.

② Span the space

③ The space is then  $n$ -dimensional

Introduction to Matrices  $2a + 3b = 8$   
 $10a + 1b = 13 \rightarrow \begin{pmatrix} 2 & 3 \\ 10 & 1 \end{pmatrix} \begin{bmatrix} a \\ b \end{bmatrix} = \begin{pmatrix} 8 \\ 13 \end{pmatrix}$

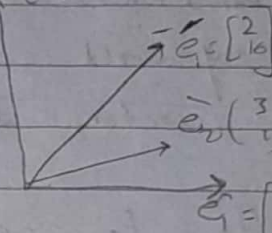
$$x \rightarrow \begin{pmatrix} 2 & 3 \\ 10 & 1 \end{pmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{pmatrix} 2 \\ 10 \end{pmatrix}$$

$$\leftarrow \begin{pmatrix} 2a & 3b \\ 10a & 1b \end{pmatrix} = \begin{pmatrix} 8 \\ 13 \end{pmatrix}$$

$$y \rightarrow \begin{pmatrix} 2 & 3 \\ 10 & 1 \end{pmatrix} \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{pmatrix} 3 \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} 2 & 3 \\ 10 & 1 \end{pmatrix} \begin{bmatrix} a \\ b \end{bmatrix} = \begin{pmatrix} 8 \\ 13 \end{pmatrix}$$

$$e_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$



$$A(nr) = nr$$

$$A(r+s) = (r+s) = Ar + As$$

Matrix  $I = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$

$$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} x \\ y \end{bmatrix}$$

Matrices: Composition or Combination of Matrix transform

inverse solving the apples and banana problem

$$\begin{pmatrix} 2 & 3 \\ 10 & 1 \end{pmatrix} \begin{pmatrix} a \\ b \end{pmatrix} = \begin{pmatrix} 8 \\ 13 \end{pmatrix} \rightarrow \boxed{A^{-1} A = I}$$

$$\downarrow \text{inverse}$$

$$\boxed{A^{-1} A} r = A^{-1} s \rightarrow \boxed{I r = r = A^{-1} s}$$

ex: 1.  $\begin{pmatrix} 1 & 1 & 3 \\ 1 & 2 & 4 \end{pmatrix} \begin{pmatrix} a \\ b \\ c \end{pmatrix} = \begin{pmatrix} 15 \\ 21 \end{pmatrix}$   
 2.  $\begin{pmatrix} 1 & 1 & 3 \\ 1 & 2 & 4 \end{pmatrix} \begin{pmatrix} a \\ b \\ c \end{pmatrix} = \begin{pmatrix} 15 \\ 21 \end{pmatrix} \rightarrow \begin{pmatrix} 1 & 1 & 3 \\ 0 & 1 & 1 \end{pmatrix} \begin{pmatrix} a \\ b \\ c \end{pmatrix} = \begin{pmatrix} 15 \\ 6 \end{pmatrix}$   
 3.  $\begin{pmatrix} 1 & 1 & 3 \\ 1 & 2 & 4 \end{pmatrix} \begin{pmatrix} a \\ b \\ c \end{pmatrix} = \begin{pmatrix} 15 \\ 21 \end{pmatrix} \rightarrow \begin{pmatrix} 1 & 1 & 3 \\ 0 & 1 & 1 \end{pmatrix} \begin{pmatrix} a \\ b \\ c \end{pmatrix} = \begin{pmatrix} 15 \\ 6 \end{pmatrix}$

Matrices are used to solve problems

→ going from Gaussian Elimination to finding the inverse matrix

# Determinants and Inverses

المحددات والعكس

## Summation Convention and the Symmetry of the dot Product

## Transformations in a changed basis

$$\left( \begin{pmatrix} 3 \\ 1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \right) \begin{pmatrix} x \\ y \end{pmatrix} = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & -1 \\ 1 & 1 \end{pmatrix}$$

Bear's basis

In my world

vector, rotated in my basis

R

orthogonal matrices

$$A^T = A^{-1}$$

$$A^T A = I$$

$$|A| = \pm 1$$

## How to construct an orthonormal basis

Gram-Schmidt Process

## Eigenproblems & Eigenvectors

$$A = \begin{pmatrix} a & b \\ c & d \end{pmatrix}$$

$$A x = \lambda x \Rightarrow (A - \lambda I) x = 0$$

$$\det(A - \lambda I) = 0 \Rightarrow \det \left( \begin{pmatrix} a & b \\ c & d \end{pmatrix} - \begin{pmatrix} \lambda & 0 \\ 0 & \lambda \end{pmatrix} \right) = 0$$

$$| \lambda^2 - (a+d)\lambda + ad - bc | = 0$$

$$\text{If } A = \begin{pmatrix} 1 & 0 \\ 0 & 2 \end{pmatrix} \Rightarrow \det \begin{pmatrix} 1-\lambda & 0 \\ 0 & 2-\lambda \end{pmatrix} = (1-\lambda)(2-\lambda) = 0$$

$$\text{If } \lambda = 1 \quad (A - \lambda I) x = 0$$

$$\begin{pmatrix} 1-1 & 0 \\ 0 & 2-1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 0 \\ x_2 \end{pmatrix} = 0 \Rightarrow x_2 = 0$$

$$\text{If } \lambda = 2$$

$$\begin{pmatrix} -1 & 0 \\ 0 & 0 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} -x_1 \\ 0 \end{pmatrix} = 0 \Rightarrow x_1 = 0$$

$$G = \begin{pmatrix} x_1 & x_2 & x_3 \\ 1 & 1 & 1 \end{pmatrix} \quad D = \begin{pmatrix} \lambda_1 & 0 & 0 \\ 0 & \lambda_2 & 0 \\ 0 & 0 & \lambda_3 \end{pmatrix} \quad T^n = \begin{pmatrix} a^n & 0 & 0 \\ 0 & b^n & 0 \\ 0 & 0 & c^n \end{pmatrix}$$

$$T = C D C^{-1} \Rightarrow T^2 = C D^2 C^{-1} \Rightarrow C D^2 C^{-1} = T^2 \Rightarrow T^n = C D^n C^{-1}$$

## PageRank

$$rA = \sum_{j=1}^n L_{mj} r_j \Rightarrow r = Lr$$