**WELCOME TO** 



**Linear Algebra** 



# **Introduction to Linear Algebra**

Linear Algebra is the branch of mathematics that helps us study linear equations using Vectors and Matrices.



## **Vectors**

**Vector is a one-dimensional array of ordered real-valued scalars:** 

$$\mathbf{x} = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}$$

Vectors in column form (Default form):

$$\mathbf{x} = \begin{bmatrix} 1 \\ 7 \\ 0 \\ 1 \end{bmatrix}$$

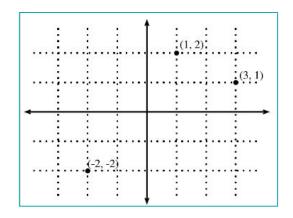
**Vectors in row form:** 

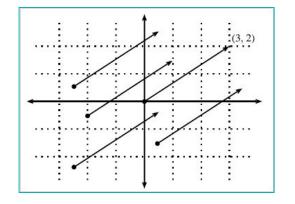
$$\mathbf{x} = [1 \quad 7 \quad 0 \quad 1]^T$$



# **Geometry of Vectors**

In 2D, we can visualize the data points w.r.t an origin and also w.r.t to direction.





**Vector as Point in space** 

**Vector as Direction in space** 





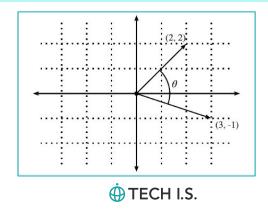
## **Dot Product of Vectors**

Dot product of two vectors is given by:

$$\mathbf{u} \cdot \mathbf{v} = \|\mathbf{u}\| \|\mathbf{v}\| \cos(\theta)$$

#### **Geometrically it means:**

Determining the contribution that one vector puts on the other vector and vice versa.





### **Use Case: Dot Product of Vectors**

Vectors a & b are called Orthogonal if the angle between them is right angle, i.e.  $\theta$ =90°, useful in independent Linear equations.

$$\mathbf{a} \cdot \mathbf{b} = |\mathbf{a}| |\mathbf{b}| \cos(\pi/2) = 0$$

In ML, Cosine similarity is employed as a measure of closeness of two vectors/data points.

$$\cos\theta = \frac{\mathbf{u} \cdot \mathbf{v}}{\|\mathbf{u}\| \|\mathbf{v}\|}$$



### Norm of a Vector

The norm of Vector measures the size of the vector.

Denoted by  $\ell_p$ 

**Euclidean Distance:** 

 $\ell_2$  norm

$$\|\overline{v1} - \overline{v2}\|_{2} = (|f_{1,2} - f_{1,1}|^{2} + |f_{2,2} - f_{2,1}|^{2})^{\frac{1}{2}}$$

**Manhattan Distance:** 

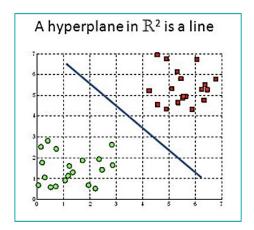
**ℓ**<sub>1</sub> norm

$$\|\overline{v2} - \overline{v1}\|_{1} = \|f_{1,2} - f_{1,1}\| + \|f_{2,2} - f_{2,1}\|$$

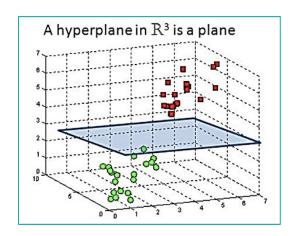


# **Hyperplane**

Hyperplane is a generalization of a concept of plane in high-dimensional space.



In 2D space, a hyperplane is a straight line.



In 3D space, a hyperplane is a straight plane.



Much obliged.

TECH I.S.

