

→ Linear Algebra =

Speed
(Scalar qty)
magnitude
30 km/h

Velocity
(vector qty)
magnitude + dirn
30 km/h N°
↑
Feature

Tweet = $\begin{bmatrix} 500 \\ 400 \\ 20 \\ 100 \\ 12 \end{bmatrix}$ $\begin{matrix} \text{dlikes} \\ \text{retweets} \\ \text{shares} \\ \text{\# views} \\ \text{clikeds} \end{matrix}$

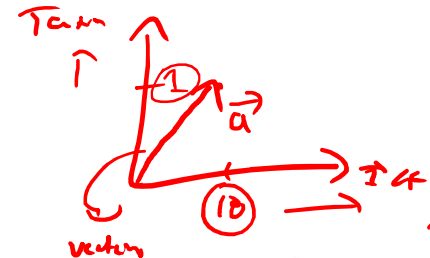
↓
1 vector
↳ 1 Row =

$\vec{b} = \begin{bmatrix} 10 \\ 20 \\ 13 \end{bmatrix}$ $\begin{matrix} \rightarrow x \\ \rightarrow y \\ \rightarrow z \end{matrix}$

↳ Matrix Representation of a Vector

$$\vec{b} = 10\hat{i} + 20\hat{j} + 13\hat{k}$$

$$\|\vec{b}\| = \sqrt{10^2 + 20^2 + 13^2}$$



$$\sqrt{10\hat{i} + 1\hat{j}}$$

$\hat{i} = x \text{ axis}$
 $\hat{j} = y \text{ axis}$
 $\hat{k} = z \text{ axis}$

↓
magnitude

$$\|\vec{a}\| = \sqrt{10^2 + 1^2}$$

→ Multiplication of Vectors

Dot Product-
(Scalar Product)

$$\vec{a} \cdot \vec{b} = \|\vec{a}\| * \|\vec{b}\| * \cos \theta$$

Cross Product
(Vector Product)

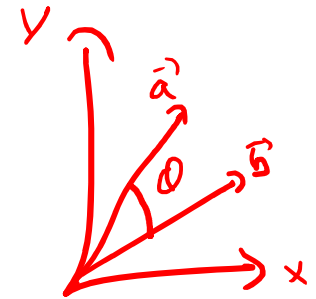
$$\vec{a} \times \vec{b} = \|\vec{a}\| * \|\vec{b}\| * \sin \theta$$

⇒ A Multi-dimensional Multi-row collection → Matrix

$$A \Rightarrow \begin{bmatrix} \downarrow & \downarrow & \downarrow \\ - & - & - \\ - & - & - \end{bmatrix}_{m \times n}$$

↓ ↓
Row Col

3 x 3 matrix



→ A × B

$$\begin{bmatrix} 1 & 2 \\ 3 & 7 \end{bmatrix} \times \begin{bmatrix} 1 & 2 \\ 4 & 1 \end{bmatrix}$$

$\begin{matrix} 2 \times 2 \\ n_1 \times n_2 \end{matrix}$
 $\begin{matrix} 2 \times 2 \\ n_2 \times n_2 \end{matrix}$

$$\underline{1 \times 1 + 2 \times 4}$$

$$1 \times 2 + 2 \times 1 = 4$$

$$\rightarrow \begin{bmatrix} 9 & 9 \\ 19 & 10 \end{bmatrix} = C$$

$\begin{matrix} 2 \times 2 \\ n_1 \times n_2 \end{matrix}$

$$3 \times 1 + 4 \times 4 = 19$$

$$3 \times 2 + 4 \times 1 = 10$$

$$C[0][1] =$$

$$\text{when } n_1 = n_2$$

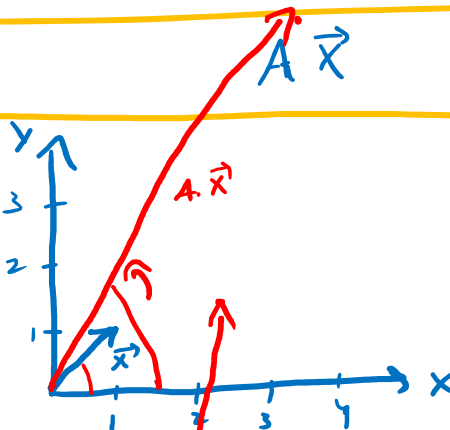
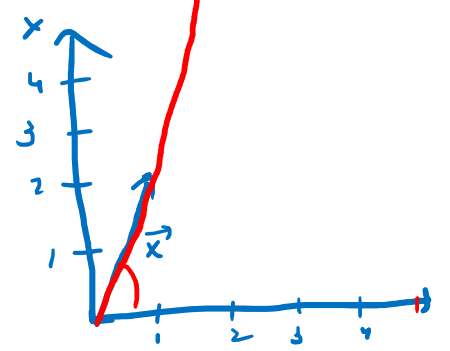
↳ then only
we can multiply

$$n_1 \neq n_2$$

X

$$\begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix} = 5 \begin{bmatrix} 1 \\ 2 \end{bmatrix}$$

$$A \vec{x} = \lambda \vec{x}$$

A	\vec{x}	$A \vec{x}$
$\begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix}_{2 \times 2}$	$\begin{bmatrix} 1 \\ 1 \end{bmatrix}_{2 \times 1}$	 $\begin{bmatrix} 3 \\ 6 \end{bmatrix}_{2 \times 1} = A \vec{x}$ Scaled & Rotated
	$\begin{bmatrix} 1 \\ 2 \end{bmatrix}_{2 \times 1}$	 $\begin{bmatrix} 5 \\ 10 \end{bmatrix}_{2 \times 1}$ Scaled & Not Rotated

$$\begin{aligned} 1 \times 1 + 1 \times 2 &= 3 \\ 2 \times 1 + 4 \times 1 &= 6 \end{aligned}$$

$$\begin{aligned} 1 \times 1 + 1 \times 2 &= 5 \\ 2 \times 1 + 4 \times 2 &= 10 \end{aligned}$$

\Rightarrow Eigen Vector

A vector that undergoes scaling without rotation is called Eigen vector & the scaling factor is k/a Eigen Value

$$\begin{bmatrix} 5 \\ 10 \end{bmatrix} \Rightarrow \underbrace{5}_{\text{Scaling factor}} \begin{bmatrix} 1 \\ 2 \end{bmatrix} \quad \text{Eigen Value}$$