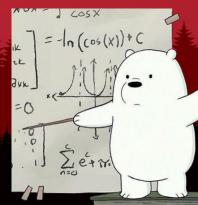




# Mathematics for AI 🔆

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# Workshop Plan

01

02

03

**Linear Algebra** 

**Calculus** 

**Statistics** 



school of an Algiers

# Linear Algebra

01

Vectors & their operations

02

Matrices & their operations



How to use them for AI?

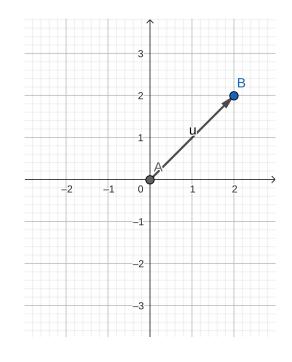




#### **Vectors**

A vector is a mathematical object, having a direction and a magnitude. It determines the position of one point in the space relative to another.

$$u = \begin{bmatrix} x_B - x_A \\ y_B - y_A \end{bmatrix} = \begin{bmatrix} 2 - 0 \\ 2 - 0 \end{bmatrix} = \begin{bmatrix} 2 \\ 2 \end{bmatrix}$$







#### **Vectors**

This is all you should know, let's jump to code!





#### **Matrices**

A matrix is a mathematical object stacking mulitple vectors. Basically a set of numbers arranged in rows and columns so as to form a rectangular array

$$A = \begin{bmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \dots & \dots & \dots & \dots \\ a_{m1} & a_{m2} & \dots & a_{mn} \end{bmatrix}$$





#### **Matrices**

Let's play with some matrices!





#### Calculus

01

**Gradient** 



**Optimization** 



**Gradient Descent** 















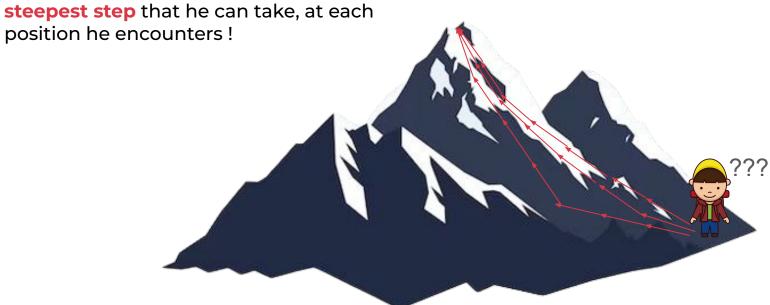








Our Al Camper needs to know what is the







Our AI Camper needs to know what is the steepest step that he can take, at each position he encounters! Reminds you of something?





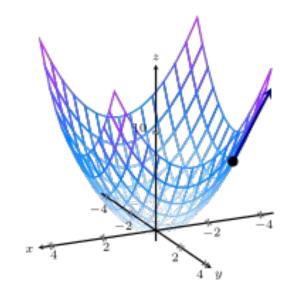






The gradient of a function is a vector whose value at a point (x,y) gives the **direction** and the **magnitude** of the fastest increase.

$$\nabla f(x,y) = \begin{bmatrix} \frac{\partial f}{\partial x}(x,y) \\ \frac{\partial f}{\partial y}(x,y) \end{bmatrix}$$







Optimizing a function means: minimzing or maximizing it.





- Optimization problem: maximization.
- Function to optimize: number of points.







- Optimization problem: minimization.
- Function to optimize: distance.

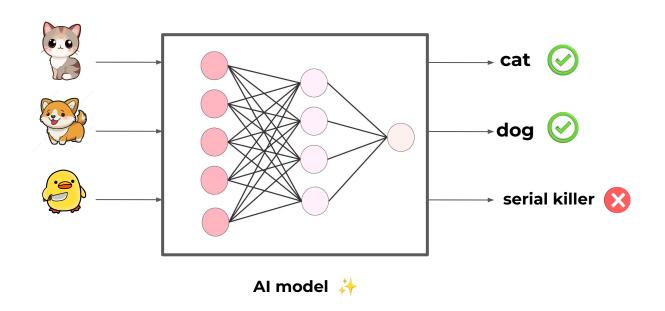




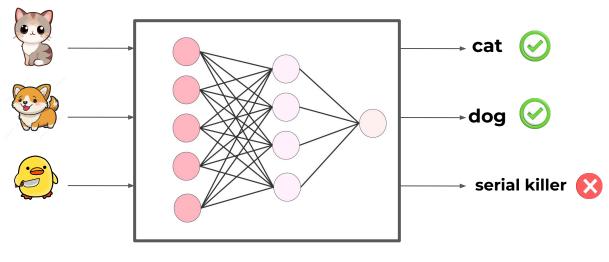




In the context of Al



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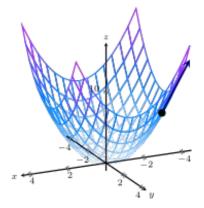


Al model 🔆

we want to **minimize** the number of times our Al model makes a mistake!

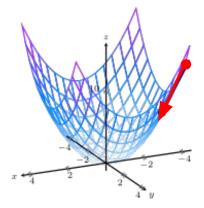
In the context of Al

- The number of times our AI model makes a mistake is called a loss function.
- It measures the distance between the predicted values and the real values.
- It is usually convex.



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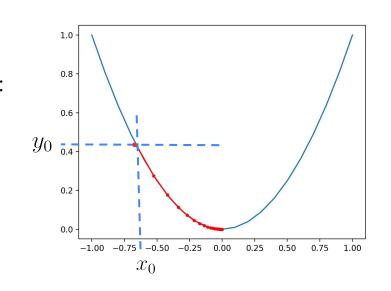


#### **Gradient Descent**

Start from :  $(x_0, y_0)$ 

Repeat until (termination condition is satisfied):

$$x_n = x_{n-1} - \alpha \frac{\partial f}{\partial x}(x_{n-1})$$
$$y_n = y_{n-1} - \alpha \frac{\partial f}{\partial y}(y_{n-1})$$







#### **Gradient Descent**

Enough talking, let's code!





01

Measures of center



Measures of spread



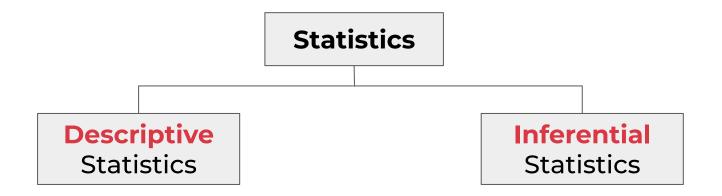
**Outliers** 





#### **Statistics**

**Statistics** is the study of how to **collect**, **analyze**, and **draw conclusions** from data.







#### Measures of center

- Mean: sum of all the data points divided by the total number of data points
- Median: the middle value of the dataset where 50% of the data is less than the median, and 50% of the data is greater than the median





#### Measures of spread (1/2)

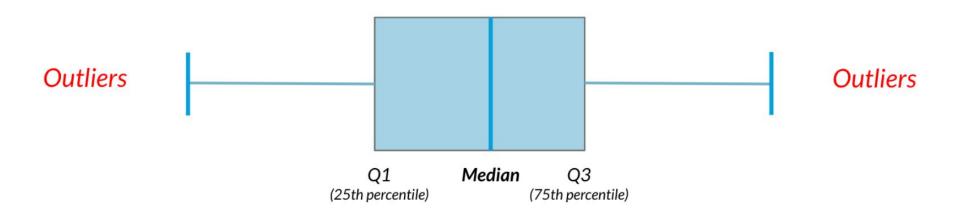
- **Standard Deviation :** measures data spread around the mean; higher values indicate more variability.
- **Quartiles:** three points (Q1, Q2, Q3) dividing data into four parts, representing the 25th, 50th and 75th percentiles.
- **Quintiles:** values dividing a dataset into five equal parts; similar to quartiles but with four points (Q1 to Q4) representing the 20th, 40th, 60th, and 80th percentiles.





#### **Outliers**

Data points significantly differing from the dataset.







**Back to our notebook!** 









# Thank you for attending

any questions?

