

## Chapter 0: Notation & Basics

In this chapter we introduce some basic concepts and notation necessary for Machine Learning.

### 0.1 Notation

- Vectors  $\mathbf{v} \in \mathbb{R}^d$  are denoted by bold letters whereas scalars  $s \in \mathbb{R}$  are denoted by normal letters.

$$\mathbf{v} = \begin{pmatrix} v_1 \\ \vdots \\ v_d \end{pmatrix}$$

- Denote matrices  $A \in \mathbb{R}^{m \times n}$  by normal letters.

$$A = \begin{pmatrix} a_{1,1} & a_{1,2} & \dots & a_{1,n} \\ a_{2,1} & a_{2,2} & \dots & a_{2,n} \\ \vdots & & \ddots & \\ a_{m,1} & a_{m,2} & \dots & a_{m,n} \end{pmatrix}$$

- We define  $\mathbf{0}$  (resp.  $\mathbf{1}$ ) as the vector full of zeros (resp. full of ones) with appropriate dimension to the context.

$$\mathbf{0} := \begin{pmatrix} 0 \\ \vdots \\ 0 \end{pmatrix}, \mathbf{1} := \begin{pmatrix} 1 \\ \vdots \\ 1 \end{pmatrix}$$

- If  $\mathbf{v} \in \mathbb{R}^d$ , then we define  $\mathbf{v}^T \in \mathbb{R}^{(1 \times d)}$  as its transpose

$$\mathbf{v} = \begin{pmatrix} v_1 \\ \vdots \\ v_d \end{pmatrix}, \mathbf{v}^T := (v_1, \dots, v_d)$$

and if  $A \in \mathbb{R}^{m \times n}$ , then we define  $A^T \in \mathbb{R}^{n \times m}$  as its transpose.

$$A = \begin{pmatrix} a_{1,1} & a_{1,2} & \dots & a_{1,n} \\ a_{2,1} & a_{2,2} & \dots & a_{2,n} \\ \vdots & & \ddots & \\ a_{m,1} & a_{m,2} & \dots & a_{m,n} \end{pmatrix}, A^T := \begin{pmatrix} a_{1,1} & a_{2,1} & \dots & a_{m,1} \\ a_{1,2} & a_{2,2} & \dots & a_{m,2} \\ \vdots & & \ddots & \\ a_{1,n} & a_{2,n} & \dots & a_{m,n} \end{pmatrix}$$

- The scalar product of two vectors  $\mathbf{v}, \mathbf{w} \in \mathbb{R}^d$  is defined by

$$\langle \mathbf{v}, \mathbf{w} \rangle := \mathbf{v}^T \mathbf{w} = \sum_{i=1}^d v_i w_i.$$

- The norm of a vector  $\mathbf{v} \in \mathbb{R}^d$  is denoted by

$$\|\mathbf{v}\| := \sqrt{\langle \mathbf{v}, \mathbf{v} \rangle} = \sqrt{\mathbf{v}^T \mathbf{v}} = \sqrt{\sum_{i=1}^d v_i^2}.$$

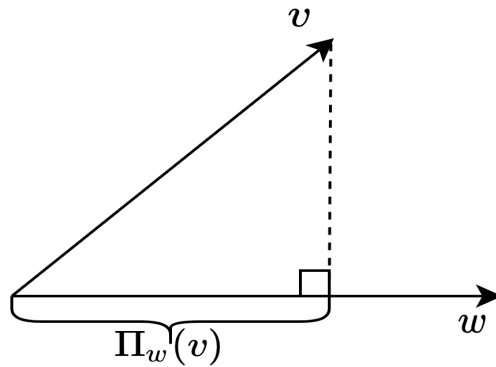
- Let  $\mathbf{v}, \mathbf{w} \in \mathbb{R}^d$ , then denote  $v \leq w : \iff \forall i = 1 \dots d : v_i \leq w_i$ .
- For a set  $S$  we denote the cardinality of  $S$  by  $|S|$ .

## 0.2 Scalar Projection

### Definition: Scalar Projection

Let  $\mathbf{v}, \mathbf{w} \in \mathbb{R}^d$  with  $\mathbf{w} \neq \mathbf{0}$ . The scalar projection of  $\mathbf{v}$  onto  $\mathbf{w}$  is defined as

$\Pi_w(v) := \frac{\mathbf{w}^T \mathbf{v}}{\|\mathbf{w}\|}$ . We observe that the scalar projection is not a vector, but a scalar. This quantity also has a nice geometric interpretation as seen below<sup>1</sup>.



## 0.3 Hyperplanes

### Definition: Affine Linear Function

An (affine-)linear function is a function  $f : \mathbb{R}^d \rightarrow \mathbb{R}$  of the form  $f(\mathbf{x}) = \mathbf{w}^T \mathbf{x} + b$ , where  $\mathbf{w} \in \mathbb{R}^d (\mathbf{w} \neq \mathbf{0})$  and  $b \in \mathbb{R}$ .

**Example:**

$$\begin{aligned} f : \mathbb{R}^2 &\rightarrow \mathbb{R} \\ (x_1, x_2) &\mapsto 3x_1 + 4x_2 - 7 \end{aligned}$$

is affine linear as it is of the form  $f(x) = \begin{pmatrix} 3 \\ 4 \end{pmatrix}^T \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} - 7$

<sup>1</sup>If you are looking for a proof <https://www.youtube.com/watch?v=LyGKycYT2v0>

**Definition: Hyperplane**

A hyperplane is a subset  $H \subset \mathbb{R}^d$  defined as  $H := \{\mathbf{x} \in \mathbb{R}^d : f(\mathbf{x}) = 0\}$ , where  $f$  is affine linear.

Let  $H$  be a hyperplane defined by the affine-linear function  $f(\mathbf{x}) = \mathbf{w}^\top \mathbf{x} + b$ .

**Prop 0.1:** The vector  $\mathbf{w}$  is orthogonal to  $H$ , meaning that:  $\forall \mathbf{x}_1, \mathbf{x}_2 \in H$  it holds  $\mathbf{w}^\top (\mathbf{x}_1 - \mathbf{x}_2) = 0$ .

**Proof :**

Let  $\mathbf{x}_1, \mathbf{x}_2 \in H = \{\mathbf{x} \in \mathbb{R}^d : \mathbf{w}^\top \mathbf{x} + b = 0\}$ .

Then  $\mathbf{w}^\top \mathbf{x}_1 + b = 0$  and  $\mathbf{w}^\top \mathbf{x}_2 + b = 0$ .

Thus  $\mathbf{w}^\top \mathbf{x}_1 + b = \mathbf{w}^\top \mathbf{x}_2 + b$ , or equivalently  $\mathbf{w}^\top (\mathbf{x}_1 - \mathbf{x}_2) = 0$ .  $\square$

**Prop 0.2:** The signed distance of a point  $\mathbf{x}$  to  $H$  is given by

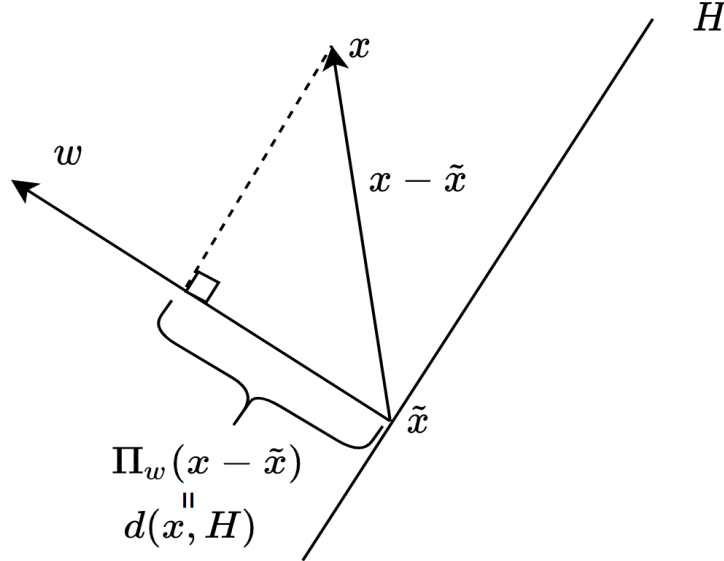
$$d(\mathbf{x}, H) \stackrel{\text{def.}}{=} \text{sign}(\mathbf{w}^\top \mathbf{x} + b) \min_{\tilde{\mathbf{x}} \in H} \|\mathbf{x} - \tilde{\mathbf{x}}\| \stackrel{!}{=} \frac{1}{\|\mathbf{w}\|} (\mathbf{w}^\top \mathbf{x} + b)$$

**Proof :**

Let  $\tilde{\mathbf{x}}$  be an arbitrary element of  $H$ . By our previous proof, we know that  $\mathbf{w}$  is orthogonal to our hyperplane. First we notice from the picture below that

$$\forall \tilde{\mathbf{x}} \in H : \Pi_{\mathbf{w}}(\mathbf{x} - \tilde{\mathbf{x}}) = \text{sign}(\mathbf{w}^\top \mathbf{x} + b) \min_{\tilde{\mathbf{x}} \in H} \|\mathbf{x} - \tilde{\mathbf{x}}\|$$

where  $\text{sign}(\mathbf{w}^\top \mathbf{x} + b)$  shows on which side of the hyperplane  $\mathbf{x}$  lies.



$$\text{So } d(\mathbf{x}, H) = \Pi_w(\mathbf{x} - \tilde{\mathbf{x}}) \stackrel{\text{def.}}{=} \frac{\mathbf{w}^T(\mathbf{x} - \tilde{\mathbf{x}})}{\|\mathbf{w}\|} = \frac{\mathbf{w}^T\mathbf{x} - \mathbf{w}^T\tilde{\mathbf{x}}}{\|\mathbf{w}\|} \stackrel{(*)}{=} \frac{\mathbf{w}^T\mathbf{x} + b}{\|\mathbf{w}\|}.$$

Where in  $(*)$  we use:  $\tilde{\mathbf{x}} \in H \Rightarrow \mathbf{w}^T\tilde{\mathbf{x}} + b = 0 \iff -\mathbf{w}^T\tilde{\mathbf{x}} = +b$ .  $\square$

## 0.4 Eigenvalues

### Definition: Eigenvalue

Let  $A \in \mathbb{R}^{d \times d}$ .  $\lambda \in \mathbb{R}$  is called an eigenvalue of  $A$  if there is a vector  $\mathbf{x} \in \mathbb{R}^d \setminus \{0\}$  such that  $A\mathbf{x} = \lambda\mathbf{x}$ . In that case  $\mathbf{x}$  is an eigenvector corresponding to the eigenvalue  $\lambda$ . The set

$$\text{Eig}(A, \lambda) := \{\mathbf{x} \in \mathbb{R}^d : A\mathbf{x} = \lambda\mathbf{x}\}$$

is called the eigenspace corresponding to the eigenvalue  $\lambda$ .

Intuitively an eigenvector preserves its direction under the linear transformation  $A$  but not necessarily its magnitude.

### Example: Eigenvalue Calculation

$$B = \begin{pmatrix} -6 & 3 \\ 4 & 5 \end{pmatrix}$$

Let us try to find the eigenvalues of the matrix  $B$ . Let  $I$  denote the Identity matrix.

For  $\lambda \in \mathbb{R}$  and  $A \in \mathbb{R}^{d \times d}$  it holds:

$$\begin{aligned} \lambda \text{ Eigenvalue of } A &\Leftrightarrow \exists \mathbf{x} \neq 0 \in \mathbb{R}^d \text{ with : } A\mathbf{x} = \lambda\mathbf{x} \\ &\Leftrightarrow \exists \mathbf{x} \neq 0 \in \mathbb{R}^d \text{ with : } A\mathbf{x} = \lambda I\mathbf{x} \\ &\Leftrightarrow \exists \mathbf{x} \neq 0 \in \mathbb{R}^d \text{ with : } \lambda I\mathbf{x} - A\mathbf{x} = 0 \\ &\Leftrightarrow \dim \text{Ker}(\lambda I - A) > 0 \\ &\Leftrightarrow \dim \text{Im}(\lambda I - A) < d \\ &\Leftrightarrow \lambda I - A \text{ not invertible} \\ &\Leftrightarrow \det(\lambda I - A) = 0 \end{aligned}$$

Let's use this insight to calculate the eigenvalues of  $B$ .

$$\det \begin{pmatrix} \lambda + 6 & 3 \\ 4 & \lambda - 5 \end{pmatrix} = 0 \iff (\lambda + 6)(\lambda - 5) - 12 = 0 \iff \lambda^2 + \lambda - 42 = 0 \iff (\lambda + 7)(\lambda - 6) = 0$$

Apparently the eigenvalues of  $A$  are  $-7$  and  $6$ . We can also find the corresponding eigenvectors by resubstituting these values back into  $A\mathbf{x} = \lambda\mathbf{x}$ .

## 0.5 Positive definite matrices

### Definition: Positive definite matrix

Let  $A \in \mathbb{R}^{d \times d}$  be a symmetric matrix ( $A^T = A$ ). We call

$A$  positive definite :  $\iff \forall \mathbf{x} \neq 0 \in \mathbb{R}^d : \mathbf{x}^T A \mathbf{x} > 0$ .

$A$  positive semi definite :  $\iff \forall \mathbf{x} \neq 0 \in \mathbb{R}^d : \mathbf{x}^T A \mathbf{x} \geq 0$ .

## 0.6 Gradient

### Definition: Gradient

Let  $f : \mathbb{R}^d \rightarrow \mathbb{R}$  be differentiable. We define the gradient by:

$$\nabla f = \text{grad } f =: \left( \frac{\partial f}{\partial x_1}, \dots, \frac{\partial f}{\partial x_n} \right)^T$$

We observe that  $\nabla f$  is again a function. Each component of the gradient tells us how fast our function is changing in each direction.

To see how fast the change is at a point  $p$  at direction  $v$ , we would multiply  $\nabla f(p) \cdot \mathbf{v}$ .

Observe that this scalar product is maximized if  $\mathbf{v}$  is parallel to  $\nabla f(p)$  which shows that  $\nabla f$  shows in the direction of the steepest ascent.

## 0.7 Hessian Matrix

**Definition: Hessian Matrix** Let  $f : \mathbb{R}^d \rightarrow \mathbb{R}$ . If all second partial derivatives of  $f$  exist and are continuous over the domain of the function, then the Hessian matrix  $H$  is defined by:

$$H_f(x) := \left( \frac{\partial^2 f}{\partial x_i \partial x_j}(x) \right)_{i,j=1,\dots,d} = \begin{pmatrix} \frac{\partial^2 f}{\partial x_1 \partial x_1}(x) & \frac{\partial^2 f}{\partial x_1 \partial x_2}(x) & \cdots & \frac{\partial^2 f}{\partial x_1 \partial x_n}(x) \\ \frac{\partial^2 f}{\partial x_2 \partial x_1}(x) & \frac{\partial^2 f}{\partial x_2 \partial x_2}(x) & \cdots & \frac{\partial^2 f}{\partial x_2 \partial x_n}(x) \\ \vdots & \vdots & \ddots & \vdots \\ \frac{\partial^2 f}{\partial x_n \partial x_1}(x) & \frac{\partial^2 f}{\partial x_n \partial x_2}(x) & \cdots & \frac{\partial^2 f}{\partial x_n \partial x_n}(x) \end{pmatrix}$$

### Example: Hessian Matrix

Let  $f : \mathbb{R}^2 \rightarrow \mathbb{R}$ ,  $f(x, y) = x^3 + y^3 - 3xy$ .

Let us try to calculate the Hessian Matrix. First we need to find the partial derivatives.

We have :

$$\begin{aligned} \frac{\partial f}{\partial x}(x, y) &= 3x^2 - 3y \\ \frac{\partial f}{\partial y}(x, y) &= 3y^2 - 3x \end{aligned}$$

We know that

$$\begin{aligned} \frac{\partial^2 f}{\partial x \partial x} &= \frac{\partial^2 f}{\partial x \partial x} = \frac{\partial}{\partial x} \left( \frac{\partial f}{\partial x} \right) = 6x \\ \frac{\partial^2 f}{\partial x \partial y} &= \frac{\partial^2 f}{\partial x \partial y} = \frac{\partial}{\partial x} \left( \frac{\partial f}{\partial y} \right) = -3 \\ \frac{\partial^2 f}{\partial y \partial x} &= \frac{\partial^2 f}{\partial y \partial x} = \frac{\partial}{\partial y} \left( \frac{\partial f}{\partial x} \right) = -3 \\ \frac{\partial^2 f}{\partial y \partial y} &= \frac{\partial^2 f}{\partial y \partial y} = \frac{\partial}{\partial y} \left( \frac{\partial f}{\partial y} \right) = 6y \end{aligned}$$

$$\text{So } H = \begin{pmatrix} 6x & -3 \\ -3 & 6y \end{pmatrix}.$$

### **Properties of Hessian Matrix**

- The Hessian Matrix of a convex function is positive semi definite.
- If the Hessian is positive-definite at  $\mathbf{x}$ , then  $f$  attains an isolated local minimum at  $\mathbf{x}$ .
- If the Hessian is negative-definite at  $\mathbf{x}$ , then  $f$  attains an isolated local maximum at  $\mathbf{x}$ .