

## Section - 2 - Intro to Linear Algebra

### ② Introduction

#### Linear Algebra



branch of maths → focuses on the study of vectors  
(vector spaces)

(also called

Linear Spaces)

provides a framework

↳ in order to understand the prop and operations  
of the mathematical objects

↳ can be represented using  
matrices and vectors

The above are

① foundational  
concepts

which you need to  
understand

when you

are

studying

ML

DL

NLP

Images (CV)

some of the  
core concepts in  
Linear Algebra

⑥ Eigen values

⑦ Eigen vectors

① Scalars

② Vectors

③ Matrices

④ Mathematical

operations (matrices)

⑤ Linear Transformation

(This will be used in Principal comp Analysis)

# Applications of Linear Algebra

## ① Data Representation and Manipulation

Say I have a

DATASET  $\rightarrow$  (I have to create a MODEL which will be able to predict)

Say I have a

House Price Dataset

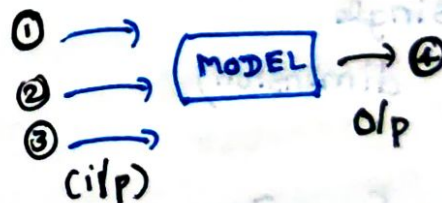
(with the below columns)

① Area      ② No. of Rooms      ③ Location      ④ Price

$\rightarrow$  o/p features dependent on)

my model

① ② ③  
(I/p features Independent features basically)



Suppose Say I have values in my table like this

[1200      2      Bangalore      45 lakhs INR]

$\rightarrow$  By converting them to vectors we can quantify the relationship

$\rightarrow$  This will be converted to a vector (for computer to understand this)

Now converting this to a vector I will be able to know

$x, y$   
(I have 2 entities/ columns)

when  
 $x$  is (↑)  $y$  is (↑)/(↓)  
Similarly other relationships



Note

while training the model with i/p data  
we convert them into vectors and  
input it

## Linear Algebra

↳ provides a tool in order to  
manipulate the data in the form of  
vectors for easy understanding  
of computers

Vectors can also be represented in the form of dimensions

1D vector

(single  
dimension)

$$\vec{V} = [1200]$$

2D vector

(2-Dim)

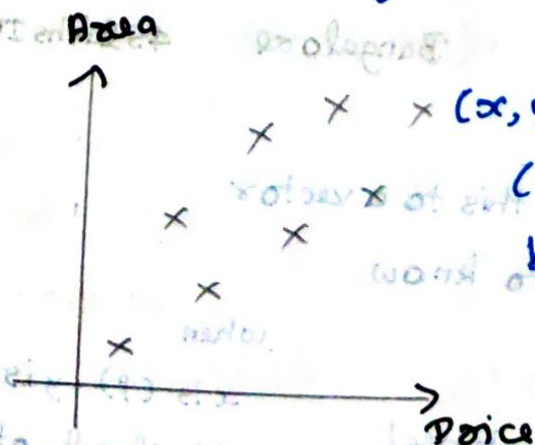
$$\vec{V} = [1200 \ 2]$$

likewise

we can  
also have

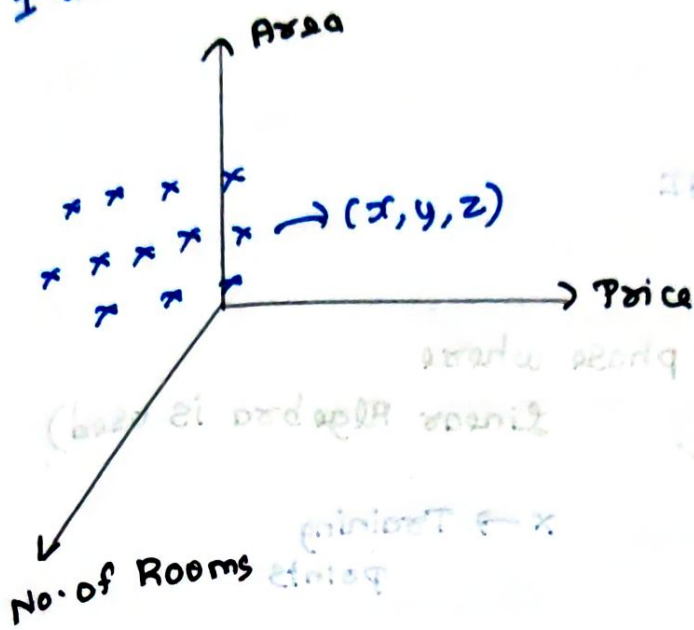
(3D/4D...)

If I want to  
plot this in a  
graph



becomes a  
2D vector

Say I want to have a 3D vector

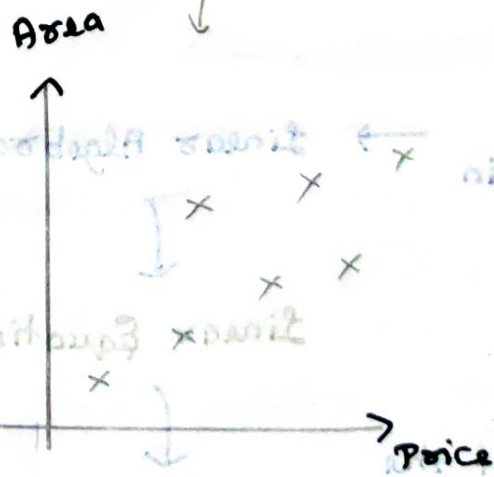


Q why we use Linear Algebra for ML?

works with high  
Dimension Data

Eg  
Say we have a  
data with

500 dimensions  
with the  
help of  
Dimensionality  
reduction (PCA)  
we can convert  
it into a 2-D  
Vector



from which  
we can find  
the  
relationship b/w  
 $x$  &  $y$

$$\begin{pmatrix} x \uparrow & y \uparrow \\ x \downarrow & y \downarrow \end{pmatrix}$$

$$\begin{pmatrix} x \uparrow & y \downarrow \\ x \downarrow & y \uparrow \end{pmatrix}$$

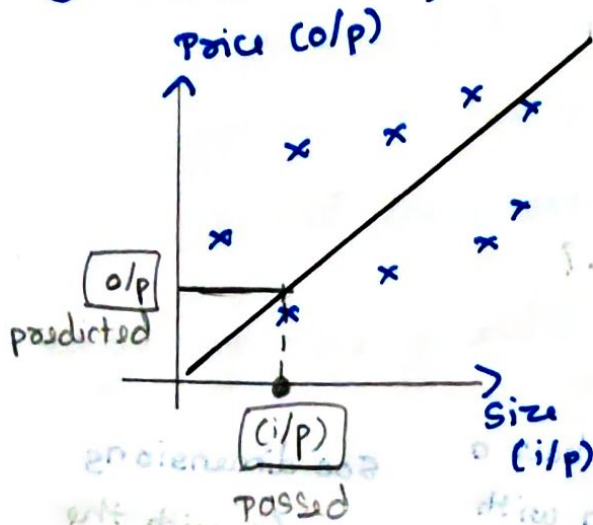


Another Case why Linear Algebra is used widely



## ② Application in ML and AI

### 2. ① Model Training (imp phase where Linear Algebra is used)



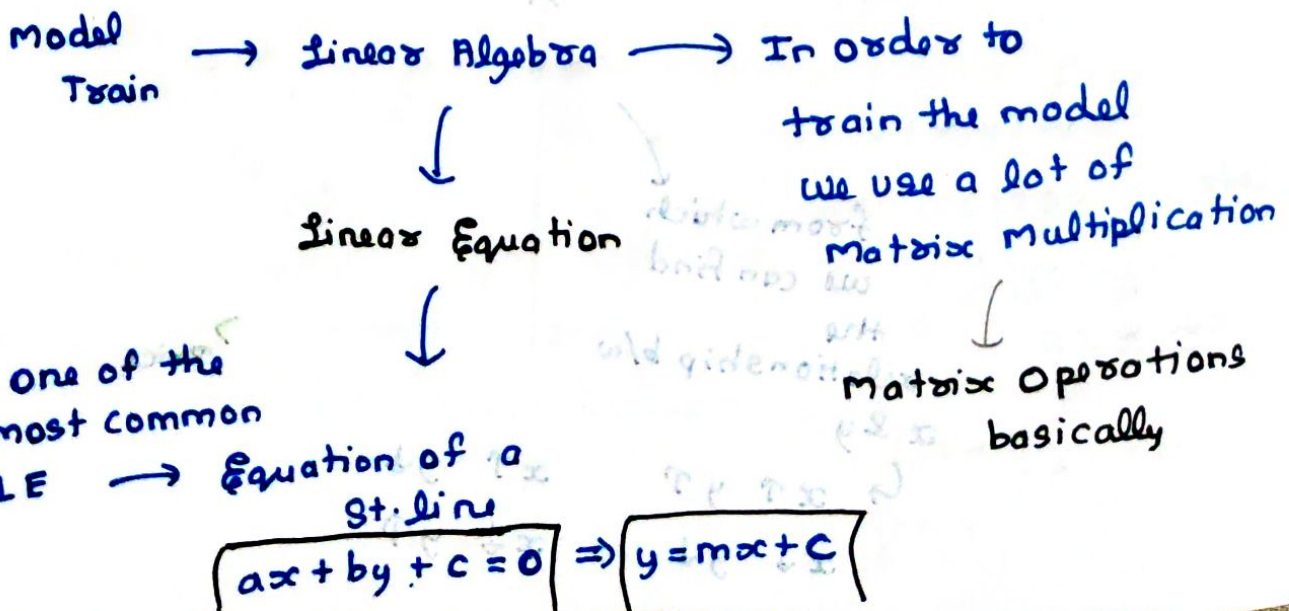
x → Training points

(This is a regression problem)

↓  
So with the help of training points we draw a best fit line

after which if so any points of size are given we will be able to predict them)

So,



② Dimensionality Reduction

$\Rightarrow$  PCA  $\rightarrow$  Linear Algebra  $\rightarrow$  Eigen values and Eigen vectors

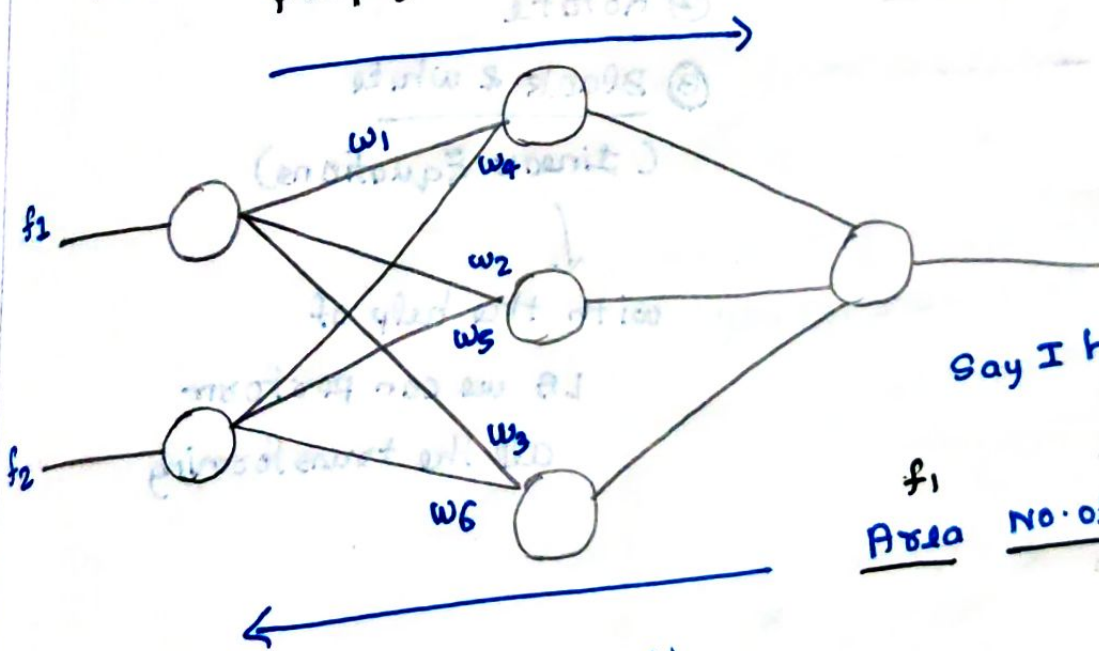
Reduce from higher dimension  $\rightarrow$  Lower dimension

③ Neural N/w

Forward propagation and

Backward Propagation

(use chain rule of derivative)



Say I have 2 i/p's

$f_1$  Area  $f_2$  No. of Rooms o/p Price

for the forward propagation (for the 1st layers)

$2 \times 3$  (It is a matrix multiplication)

$$\begin{bmatrix} f_1 \\ f_2 \end{bmatrix} \begin{bmatrix} w_1 & w_2 & w_3 \\ w_4 & w_5 & w_6 \end{bmatrix}$$

$\Rightarrow$  Matrix multiplication

we use Tensorflow

Convert data into tensors

we train a NNet with the help of GPU's  
GPU  $\rightarrow$  has cores  $\rightarrow$  parallel execution

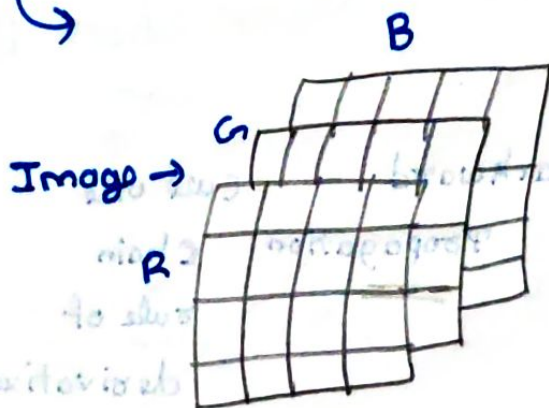


### ③ Computer Graphics

Suppose say

I have an

RGB image



we can perform

① Scaling

② Rotate

③ Black & white  
(Linear Equations)

with the help of

LA we can perform  
all the transforming

### ④ Optimisation

① Solving Equations

↳ Say I have a  
Linear Equation

$$y = mx + c$$

slope /  
coeff

intercept

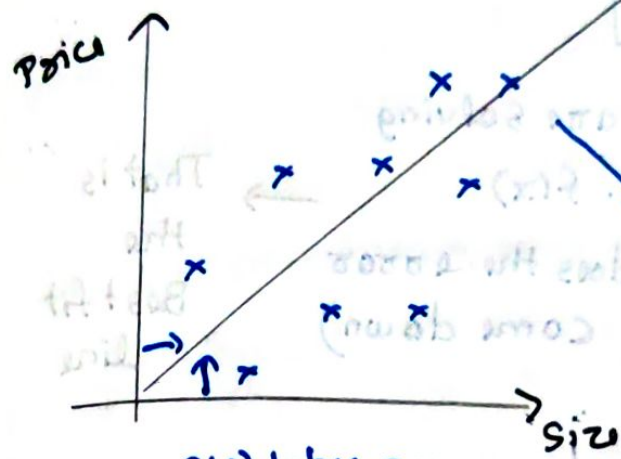
Speaking  
about

Regression

algo

we need to find the right  
kind of  $m$  and  $c$  value

Eg → If I have a dataset



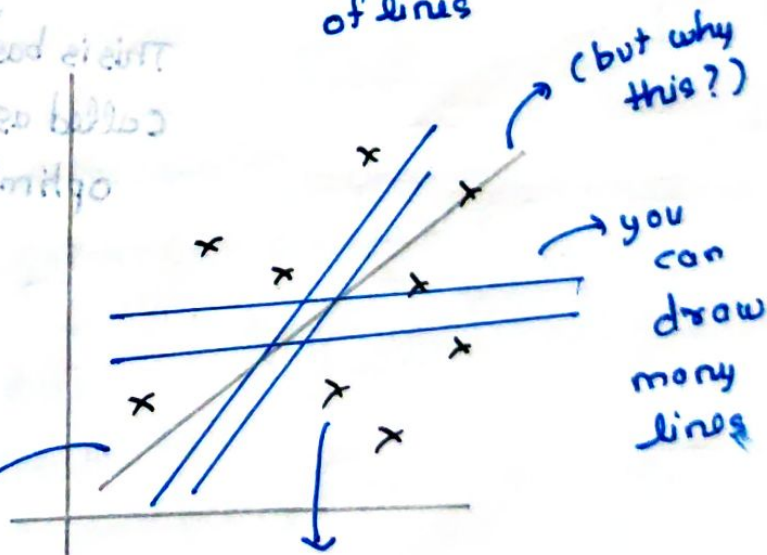
Aim is to draw a best fit line

x → Data points

↑ (→) takes any size as i/p  
→ (→) should predict the price of the house

if you want to really recreate this line you must have the proper m and c value

you can draw a lot of lines



how to select this best fit line?  
(where you come up with ① Right Slope  
② Intercept)

we need to solve the fn.  $y = mx + c$

why?  
The diff b/w the data points and the best fit line  
(Summation of diff/ errors w.r.t data points → minimal)



we take

$y = mx + c$  as a function  $f(x)$

(when we are solving

this fn.  $f(x)$

when does the error  
come down)

That is  
the  
Best fit  
line

Our aim

$f(x) \rightarrow$  Maximize the fn.

Minimize the error

(The above process is called  
as Optimization)

a concept of gradient

descent will be

This is basically applied here  
called as an  
optimizer



# Side Dubs on Revision

## (Introduction video)

### Regression

↳ Supervised ML Alg

(why Supervised)

Set of Numerical  
independent values

based on  
which

you try to  
find the  
dependent  
values

Size (house)  
No. of bedrooms  
Location

Predict the  
price of  
house

### Also

you are trying to find a  
relationship b/w

i/p variable (feature)

target  
variable  
(target)

goal is to predict a

continuous (numerical) value

based on i/p data

Its numerical values are

no's that can take any values

within a given range

(not restricted to any  
specific/separate values)

Eg

height → 170.5 cm,  
180.2 cm

weight

↳ 65.3 kg, 70.8 kg

(What is the diff

b/w discrete and continuous  
values)

### Counting

Eg → No. of Items

23

No. of apples

20

Specific and  
countable

(represent items

which can be  
counted  
indiv)

measurement

① length

② weight

③ temp

④ time

Can take any  
values within  
the given range

rope → 23m long  
(could be anything  
including 23.1/23.2...)

can represent  
a measurement  
(more precise)