

FDS

TV

1) SVD. $A = \text{Original matrix}$

Step 1:- $A^T A$ (either square or rectangle matrix)

Step 2:- Find out eigen values.

$$|A^T A - \lambda I| = 0.$$

U - use original matrix.

Eigen vectors in descending order.

$$\text{Step 3:- } \Sigma = \begin{bmatrix} \sigma_1 & 0 & 0 \\ 0 & \sigma_2 & 0 \\ 0 & 0 & \sigma_3 \end{bmatrix}_{3 \times 3}$$

$$\Sigma = \begin{bmatrix} \sigma_1 & 0 \\ 0 & \sigma_2 \end{bmatrix}_{2 \times 2} \text{ for matrix}$$

$$\sigma_i = \sqrt{\lambda_i}$$

Arrange λ in descending order.
 $\sigma_i = \sqrt{\lambda_i}$

Step 4:- Eigen vector calculation.

$$A x = \lambda x \Rightarrow [A - \lambda I] x = 0.$$

Normalised vector

Step 5:-

$$V_1 = [1 \ 2 \ 1] \Rightarrow \frac{1}{\sqrt{1^2 + 2^2 + 1^2}}, \frac{2}{\sqrt{1^2 + 2^2 + 1^2}}$$

$$V_2^T = [\]$$

$$V_3^T = [\]$$

$$V = [V_1 \ V_2 \ V_3] \rightarrow \text{Normalised vectors.}$$

Step 6:- $U_i = \frac{A V_i}{\sigma_i}$, $U_1 = \frac{A V_1}{\sigma_1}$, $U_2 = \frac{A V_2}{\sigma_2}$, $U_3 = \frac{A V_3}{\sigma_3}$.

Step 1:-

$$A = U \Sigma V^T$$

$\epsilon \leq \sigma$

2) LDA.

$$x_1 = (1, 2), (3, 4), (5, 6) \rightarrow S_1$$

$$x_2 = (2, 1), (8, 2), (4, 0) \rightarrow S_2$$

Step 1:- μ_1, μ_2

$$\mu_1 = \frac{1+3+5}{3}, \mu_2 = \frac{2+8+6}{3}$$

Step 2: Element-wise subtraction.

$$x_1 - \mu_1$$

Step 3: Covariance matrix calculation.

$$[x_i][x_i]^T$$

no. of elements.

Step 4: $S_w \Rightarrow S_1 + S_2$

Step 5: $S_w^{-1} \Rightarrow \frac{1}{ad-bc} (\text{adj } A)$

$$\Rightarrow \frac{1}{|A|} (\text{adj } A)$$

Step 6:

$$S_B = (\mu_1 - \mu_2)(\mu_1 - \mu_2)^T$$

Step 7:

$$x = S_w^{-1} (\mu_1 - \mu_2) \rightarrow (\mu_{y_1}, \mu_{y_2})$$

$$\hookrightarrow (\mu_{x_1}, \mu_{x_2})$$

3) PCA - Only u_1, u_2

$$K = (1, 2), (2, 4) (3, 2)$$

Step 1, Step 2, Step 3 same for PCA.

Step 4: Eigen values.

$$|A - \lambda I| = 0.$$

Step 5: Eigen vectors

$$[A - \lambda I]X = 0.$$

$$X \in \mathbb{R}^{3 \times 1} \quad X = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$$

Example $x_1 = x_2 = R$
 $x_1 = 2x_2$

Step 6: Eigen vectors are called principle components of A.

Shortcuts

#) Adjoint A

$$2 \times 2 \quad \begin{bmatrix} a & b \\ c & d \end{bmatrix} \Rightarrow \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

$$A_{3 \times 3} \Rightarrow \begin{bmatrix} 1 & 2 & -1 \\ 2 & 1 & 2 \\ -1 & 2 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 2 & -1 & 1 & 2 \\ 2 & 1 & 2 & 2 & 1 \\ -1 & 2 & 1 & -1 & 2 \\ 1 & 2 & -1 & 1 & 2 \\ 2 & 1 & 2 & 2 & 1 \end{bmatrix}$$

first two numbers
 first two rows

Moving row wise we should write in column wise.
 skipping 1st row & column.

$$\begin{bmatrix} (1-4) & (2-2) & \vdots \\ (-2-2) & (1-1) & \vdots \\ -(1+1) & (-2-2) & \vdots \end{bmatrix}$$

Instead of calculating cofactor matrix

2) Characteristic Equation

$$\lambda^3 - [\text{trace}(A)]\lambda^2 + \frac{1}{2}[\{\text{tr}(A)\}^2 - \text{tr}(A^2)]\lambda - \det A.$$

$\text{tr}(A)$ - Sum of elements in diagonal of a matrix.

6) Rank of matrix.

$\det A \neq 0$ Rank=3 [for 3×3 matrix]

$\det A = 0$, Take minor

$\det A_{2 \times 2} \neq 0$ Rank=2

$\det A_{2 \times 2} = 0$ Rank=1

Mod 3 (Few more topics)

Mod 2 Mod 3

SVD

Eigen Val

LDA

Eigen Vector

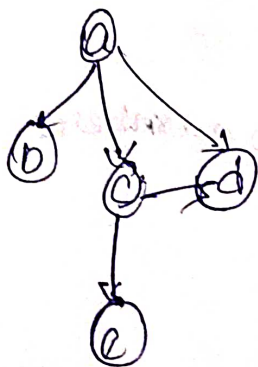
PCA

Rank.

Characteristic Equation

7) Adjacency matrix

Based on dimension.



$$\begin{matrix} & \begin{matrix} a & b & c & d & e \end{matrix} \\ \begin{matrix} a \\ b \\ c \\ d \\ e \end{matrix} & \begin{bmatrix} 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix} \end{matrix}$$

Transition matrix - No. of out degree from each node.

$$\begin{matrix} & \begin{matrix} a & b & c & d & e \end{matrix} \\ \begin{matrix} a \\ b \\ c \\ d \\ e \end{matrix} & \begin{bmatrix} 0 & 1/3 & 1/3 & 1/3 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix} \end{matrix}$$

total no. of out degrees from node A. $\Rightarrow \frac{1}{3} + \frac{1}{3} + \frac{1}{3} = 1$

If data is given.

push-ups

pull-ups

Run

Rowing

Summation of probability =
0 or 1

Markov chain problem - probability.

Transition matrix, Transition Problem

1) Inner Products

10) Polygons.

11) BFS

12) DFS

13) Metropolis algo - theory.

14) Depth Tree.

Mod 4

15) Newton Problem.

$$F_0 \Rightarrow p = \frac{F'(x)}{F''(x)}$$
$$x_{k+1} \Rightarrow x_k - \frac{F'(x)}{F''(x)}$$

$$x_1 = x_0 - \frac{F'(x_0)}{F''(x_0)}$$

$$x_2 = x_1 - \frac{F'(x_1)}{F''(x_1)}$$

For 10 marks
upto 3 iterations

For 6 to 7 marks
upto 2 iterations

16) Analytical Method.

$$D = F_{xx}(a,b) F_{yy}(a,b) - [F_{xy}(a,b)]^2$$

$$\frac{\partial^2 f}{\partial x^2}(a,b) \frac{\partial^2 f}{\partial y^2}(a,b) - \left[\frac{\partial^2 f}{\partial x \partial y}(a,b) \right]^2$$

$D > 0$, $F_{xx}(a,b) > 0$ — local minima.

a, b

$D > 0$, $F_{xx}(a,b) < 0$ — local maxima.

$D < 0$ (a,b) — saddle points

17) Steepest Ascent Method

Directional

at

$$\nabla f(x) = \begin{bmatrix} \frac{\partial f}{\partial x_1} \\ \frac{\partial f}{\partial x_2} \end{bmatrix}$$

$$H = \begin{bmatrix} \frac{\partial^2 f}{\partial x_1^2} & \frac{\partial^2 f}{\partial x_1 \partial x_2} \\ \frac{\partial^2 f}{\partial x_2 \partial x_1} & \frac{\partial^2 f}{\partial x_2^2} \end{bmatrix}$$

All eigen +ve — +ve definite

All eigen -ve — -ve definite

One +ve, One -ve — Indefinite.

Module 5

Programming Question:

Mod 6

Exploratory data analytics - Theory

Module 6

Data Phase I - Theory.

Visualization of various charts:-

Inputs given, need to write data representation.

Node-link diagram } Types of
Heat Map. qns.

Module 7

K-Means clustering - 1 qn.
based on euclidean distance

~~X~~ R Code & Numerical.

(either own data or
based on qn)

[Explain detailed steps] - in answer.

ML based techniques - R Codes important.

KNN Naive Bayes

Plots - R Codes.

- ↳ Bar
- ↳ Scatter
- ↳ Line
- ↳ Box etc.

~~X~~ R command

Mean & Weight

If ranges are given, taken an assumed mean and calculate the values.

~~Theor~~ Inverse of matrix - $A^{-1} = \frac{\text{adj } A}{\det A}$

Theory

Mod 1

Mod 2 →

Mod 3 - First half

Mod 5 - Second half

Gradient descent

4-5 pages - Theory qn.

Theory qn pattern

$$10 \times 10 = 100.$$