# Linear Algebra

Introduction to Vectors

### Linear Algebra

- Linear algebra is the study of lines and planes, vector spaces, and mappings, all of which are necessary for linear transformations.
- It is a branch of mathematics, but the truth of it is that linear algebra is the mathematics of data. Matrices and vectors are the language of data.

# Linear Algebra For Machine Learning

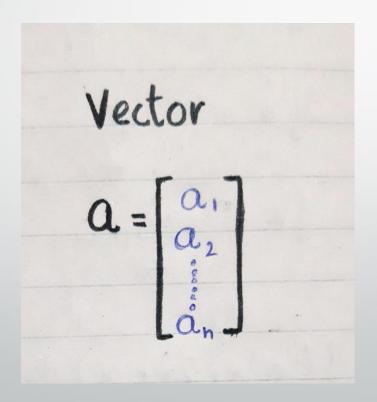
➤ It is a key foundation to the field of machine learning, from notations used to describe the operation of algorithms to the implementation of algorithms in code.

## Applications of Linear Algebra

- As linear algebra is the mathematics of data, the tools of linear algebra are used in many domains.
- Matrices in Engineering, such as a line of springs.
- Faraphs and Networks, such as analyzing networks.
- Markov Matrices, Population, and Economics, such as population growth.
- Linear Programming, the simplex optimization method.
- Fourier Series: Linear Algebra for Functions, used widely in signal processing.
- Linear Algebra for Statistics and Probability, such as least squares for regression.
- Computer Graphics, such as the various translation, scaling and rotation of images.

# Defining a Vector

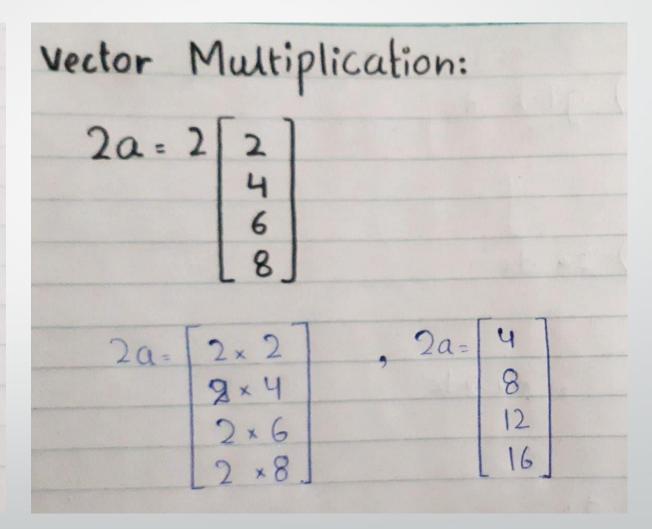
- Vectors are an array of numbers in which the order of the numbers is important.
- A lowercase bold letter, such as **a**, is commonly used to indicate Vectors.



# Vector Addition and Multiplication

Vector Addition

$$a = \begin{bmatrix} 2 \\ 4 \\ 6 \\ 8 \end{bmatrix}, b = \begin{bmatrix} 1 \\ 3 \\ 5 \\ 7 \end{bmatrix}$$
 $a + b = \begin{bmatrix} 2 \\ 4 \\ 6 \\ 8 \end{bmatrix}, b = \begin{bmatrix} 1 \\ 3 \\ 5 \\ 5 \end{bmatrix}, a + \begin{bmatrix} 2 + 1 \\ 4 + 3 \\ 5 \\ 6 + 5 \end{bmatrix}, a + \begin{bmatrix} 3 \\ 7 \\ 11 \\ 15 \end{bmatrix}$ 



#### Norm of a Vector

The magnitude ||a|| of a vector is measured by its norm.

Norm of a Vector:
$$a = \begin{bmatrix} 2 \\ 4 \end{bmatrix}$$

$$||a|| = \int (2)^2 + (4)^2 = \int 4 + 16$$

$$= \int 20 \approx 4.472$$

#### Dot product of two vectors

$$a = \begin{bmatrix} -2 \\ 4 \\ 8 \end{bmatrix}, b = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$$

$$a \cdot b = a_1b_1 + a_2b_2 + a_3b_3.$$

$$a \cdot b = (-2 \times 1) + (4 \times 2) + (8 \times 3)$$

$$a \cdot b = (-2 + 8 + 24).$$

$$a \cdot b = 30$$