STUDY GUIDE

VECTORS AND MATRICES

Key Terms & Definitions

- » A **scalar** is a single number that represents **magnitude**. Scalars are often used for measuring things such as length, distance, and speed. A scalar is typically written as a non-bold, lowercase character.
- » A vector is an ordered list of scalars representingmagnitude and direction. (This is called the "component form.") In linear algebra, if you see a list of numbers enclosed in parentheses or brackets, you can assume that it's a vector. A vector is typically depicted either as a bold, lowercase letter (a for example) or a lowercase letter with an arrow on top.
- » The process of converting non-numeric data points to vectors is called vectorizing the data.
- » In scikit-learn, any function that includes the word vectorizer takes non-numeric input and returns numeric vectors as its output.
- » Using n scalars, one binary scalar per category is called **aone hot encoding.**
- » Coefficients are indicators of how steep or extreme a gradient or value is. Most often, this indicates the slope of a line. These are often denoted by capital letters.
- » Parametric models rely on a mathematical formula with unknown coefficients/parameters such as linear regression, logistic regression, and neural networks.
- » Regression is the process of using a line to either separate two groups or predict an exact value along that line.
 - In two dimensions, we solve for a line that separates the points (y = Ax + B).
 - In three dimensions, we solve for the equation of aplane (z = Ax + By + C).
 - In more than three dimensions, we solve for ahyperplane (w = Ax + By + Cz + ...).
- » Polynomial **degrees** are the largest powers to which the variables are raised. In alinear equation, each term is only one variable raised to at most a power of one (i.e., the polynomial has a **degree** of one).
- » Cosine similarity compares two vectors without regard to their magnitude, focusing only on direction.
- » Orthogonal means at a 90-degree angle.
- » High-dimensional data means that each point is represented by a long list of ordered numbers.
- » **Normalizing a vector** finds the vector with a magnitude of one in the same direction as the original vector. This is called a **unit vector**, as the vector has unit length.

- This is found by locating the point at which a vector hits along **aunit circle**, which is a circle with a radius of one that surrounds the origin of the vector. A unit circle in three dimensions is a **unit sphere**. In higher dimensions, it's a **unit hypersphere**.
- » Scaling a vector refers to multiplying a vector by a scalar, changing the vector's magnitude but not its direction.

Guiding Questions

- 1) What is the benefit of normalizing a vector?
- 2) Describe how to compare two vectors to one another.
- 3) Describe a situation in which one hot encoding would be useful.
- 4) In what situations would you want to compare the magnitude of a set of vectors? The direction? Both?

Additional Resources

- 1) Khan Academy's Vector Unit
- 2) Math Is Fun's Vector Cheat Sheet
- 3) Connecting Vectors to Matrices for Data Science