

Cheat sheet on mathematical notation & linear algebra

Greek Alphabet

| Letter | Upper case | Lower case |
|---------|------------|------------|
| Alpha | A | α |
| Beta | B | β |
| Gamma | Γ | γ |
| Delta | Δ | δ |
| Epsilon | E | ϵ |
| Zeta | Z | ζ |
| Eta | H | η |
| Theta | Θ | θ |
| Iota | I | ι |
| Kappa | K | κ |
| Lambda | Λ | λ |
| Mu | M | μ |
| Nu | N | ν |
| Xi | Ξ | ξ |
| O | O | o |
| Pi | Π | π |
| Rho | P | ρ |
| Sigma | Σ | σ |
| Tau | T | τ |
| Upsilon | Υ | υ |
| Phi | Φ | ϕ |
| Chi | X | χ |
| Psi | Ψ | ψ |
| Omega | Ω | ω |

Logical Connectives

| Symbol | Meaning |
|------------------------|---------------------------|
| $\neg A$ | not A |
| $A \wedge B$ | A AND B |
| $A \vee B$ | A OR B |
| $A \underline{\vee} B$ | A XOR B |
| $A \Rightarrow B$ | A logically implies B |

Operators

Addition

$$\sum_{n=1}^4 n = 1 + 2 + 3 + 4 = 10$$

Multiplication

$$\prod_{n=1}^4 n = 1 \times 2 \times 3 \times 4 = 24$$

Differentiation

$$\frac{\delta}{\delta x} x^3 = 3x^2$$

Argmax The value(s) of x for which $f(x)$ takes its maximum value.

$$\arg \max_{x \in \mathbb{R}} x(10 - x) = 5$$

Common Symbols and Notation

| Symbol | Meaning |
|----------------------------|----------------------------------------------------------|
| ∞ | Infinity |
| \mathbb{R} | Real numbers |
| \mathbb{R}^n | Set of all real-valued vectors of length n . |
| \mathbf{x} | (bold lower case) \mathbf{x} is a vector, or |
| \mathbf{x} | (alternatively) \mathbf{x} is a vector |
| \mathbf{X} | (bold upper case) \mathbf{X} is a matrix |
| \mathbf{x}_i | The i th element of vector \mathbf{x} |
| \mathbf{X}_{ij} | Element at row i and column j of matrix \mathbf{X} |
| $x \in [1, 10]$ | x is a number between 1 and 10 |
| \approx | Approximately equal |
| e | Euler's number (≈ 2.718) |
| π | Pi (≈ 3.142) |
| $\forall x \in \mathbb{R}$ | Condition holds for all real numbers |
| $ x $ | Absolute value of number x (e.g., $ x = -x $) |
| $ X $ | Cardinality of set X (e.g., $ \{a, b, c\} = 3$). |
| $P(X Y)$ | Conditional probability of X given Y . |
| $\Delta(X)$ | Set of all probability distributions over set X . |

Logarithms

$$\log_2(10) \approx 3.32$$

$$\log_{10}(10) = 1$$

$$\ln(10) \approx 2.3$$

Vector & Matrix Notation

- vectors are written in bold lower-case \mathbf{x}
- matrices are written in bold upper-case \mathbf{A}
- use square brackets for vectors and matrices, e.g., $\mathbf{x} = [x_1, \dots, x_n]$ or

$$\mathbf{x} = \begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix} \quad \mathbf{A} = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \\ a_{31} & a_{32} \end{bmatrix}$$

- an $n \times m$ matrix \mathbf{A} can be written as $A = [a_{ij}] \in \mathbb{R}^{n \times m}$, or shorter as: $A \in \mathbb{R}^{n \times m}$
- the **transpose** of a matrix or vector is written as \mathbf{A}^\top and \mathbf{x}^\top
- we use **row-first**
 - first index of a 2-D matrix is the row
 - indices for vectors give the *row*, so that vectors are column vectors
 - by convention, if the context is clear, we can write $\mathbf{x} = [x_1, \dots, x_n]$ to denote a column vector
 - it would be more precise to write $\mathbf{x} = [x_1, \dots, x_n]^\top$ or

$$\mathbf{x} = \begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix}$$

Matrix Product

- if $\mathbf{A} \in \mathbb{R}^{n \times m}$ and $\mathbf{B} \in \mathbb{R}^{m \times o}$, the **matrix product** $\mathbf{AB} = \mathbf{C} \in \mathbb{R}^{n \times o}$ is defined via:

$$c_{ik} = \sum_j a_{ij} b_{jk}$$

- example:

$$\begin{bmatrix} 1 & -2 \\ 0 & 3 \\ -1 & 4 \end{bmatrix} \times \begin{bmatrix} 4 & 1 \\ -1 & 2 \end{bmatrix} = \begin{bmatrix} 4+2 & 1-4 \\ 0-3 & 0+6 \\ -4-4 & -1+8 \end{bmatrix} = \begin{bmatrix} 6 & -3 \\ -3 & 6 \\ -8 & 7 \end{bmatrix}$$

- think of matrix \mathbf{A} with dimensions (n, m) as a **linear mapping** $f_{\mathbf{A}}: \mathbb{R}^n \rightarrow \mathbb{R}^m$ from vectors of length m to vectors for length n , so that with $\mathbf{x} = [x_1, \dots, x_m]$:

$$f_{\mathbf{A}}(\mathbf{x}) = \mathbf{Ax}$$

Dot Product & Vector Similarity

- the **dot product** between equal-length vectors \mathbf{x} and \mathbf{y} is:

$$\mathbf{x} \cdot \mathbf{y} = \mathbf{x}^\top \mathbf{y} = \sum_i x_i y_i$$

- the **dot-product similarity** of vectors \mathbf{x} and \mathbf{y} is the dot product:

$$\text{DotSim}(\mathbf{x}, \mathbf{y}) = \mathbf{x} \cdot \mathbf{y}$$

- the **cosine similarity** of vectors \mathbf{x} and \mathbf{y} is the dot-product similarity adjusted for vector length:

$$\text{CosineSim}(\mathbf{x}, \mathbf{y}) = \frac{\mathbf{x} \cdot \mathbf{y}}{\|\mathbf{x}\| \|\mathbf{y}\|}$$

where $\|\mathbf{x}\| = \sqrt{\sum_i x_i^2}$ is a measure of the length of vector \mathbf{x}

Further Vector & Matrix Operations

- **vector concatenation** of $\mathbf{x} \in \mathbb{R}^N$ and $\mathbf{y} \in \mathbb{R}^m$ is written as $\mathbf{x} \oplus \mathbf{y} = [x_1, \dots, x_n, y_1, \dots, y_m]$

- We can generalize this notation to many vectors:
 $\bigoplus_{i=1}^n \mathbf{x}_i = \mathbf{x}_1 \oplus \dots \oplus \mathbf{x}_n$

- **vector norms**

$$\mathbf{v} = \{1, 2, 3\}$$

$$|\mathbf{v}| = 6$$

$$|\mathbf{v}|_2 = \sqrt{14}$$

- **matrix negation**

$$\mathbf{W} = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix} \quad -\mathbf{W} = \begin{bmatrix} -1 & -2 & -3 \\ -4 & -5 & -6 \\ -7 & -8 & -9 \end{bmatrix}$$

- **matrix addition**

$$\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} + \begin{bmatrix} -2 & 7 \\ \frac{1}{7} & 1 \end{bmatrix} = \begin{bmatrix} -1 & 9 \\ \frac{22}{7} & 5 \end{bmatrix}$$

- **scalar multiplication**

$$a \times \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} = \begin{bmatrix} 1a & 2a \\ 3a & 4a \end{bmatrix}$$

- **matrix transposition**

$$\mathbf{W} = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}, \mathbf{W}^T = \begin{bmatrix} 1 & 4 & 7 \\ 2 & 5 & 8 \\ 3 & 6 & 9 \end{bmatrix}$$

- **matrix determinant**

$$\mathbf{W} = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}, |\mathbf{W}| = \det(\mathbf{W}) = -2$$

- **matrix inversion**

$$\mathbf{W} = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}, \mathbf{W}^{-1} = \begin{bmatrix} -2 & 1 \\ 1.5 & -0.5 \end{bmatrix}$$