



EECS 245 Fall 2025  
Math for ML

Lecture 6 : Dot Product, Projections

→ Read ch. 2.1-2.2 (2.3 coming soon)

# Agenda

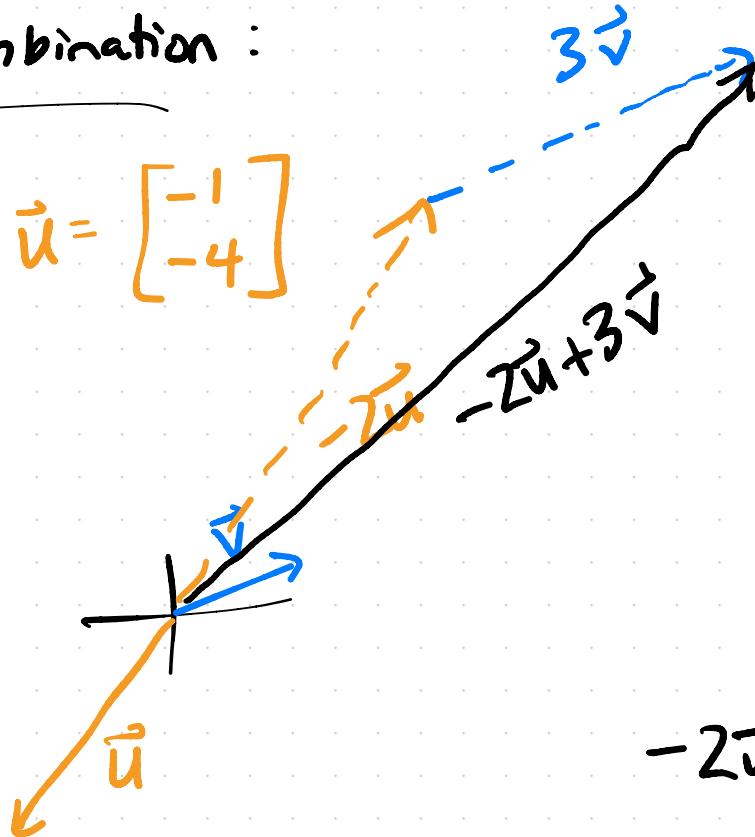
- ① Vectors and linear combinations } Ch. 2.1
- ② Dot Product
  - Definition
  - Properties
  - Deriving the "other" definition
  - Orthogonality
  - Inequalities } Ch. 2.2
- ③ The "Approximation Problem" } 2.3 (coming soon!)

Linear combination:

ex/

$$\vec{v} = \begin{bmatrix} 3 \\ 1 \end{bmatrix}$$

$$\vec{u} = \begin{bmatrix} -1 \\ -4 \end{bmatrix}$$



$$a\vec{u} + b\vec{v}$$

linear combination  
of  $\vec{u}, \vec{v}$

$$-2\vec{u} + 3\vec{v}$$

$\mathbb{R}^2$ : set of all vectors with 2 real numbers  
(i.e. 2 components)

$$\vec{x} = \begin{bmatrix} 3 \\ -1 \\ 2 \end{bmatrix} \quad \vec{y} = \begin{bmatrix} 1 \\ 4 \\ 3 \end{bmatrix}$$

Write  $\begin{bmatrix} 9 \\ -16 \\ -1 \end{bmatrix}$  as a linear combination  
of  $\vec{x}$  and  $\vec{y}$

$$c\vec{x} + d\vec{y} = \begin{bmatrix} 9 \\ -16 \\ -1 \end{bmatrix}$$

$$c \begin{bmatrix} 3 \\ -1 \\ 2 \end{bmatrix} + d \begin{bmatrix} 1 \\ 4 \\ 3 \end{bmatrix} = \begin{bmatrix} 9 \\ -16 \\ -1 \end{bmatrix}$$

$$\begin{aligned} 3c + d &= 9 \\ -c + 4d &= -16 \\ 2c + 3d &= -1 \end{aligned}$$

$$\begin{array}{l} 3c + d = 9 \\ -c + 4d = -16 \\ 2c + 3d = -1 \end{array}$$

(1)  
(2)  
(3)

satisfies (3)

even though we didn't use it!

$$\begin{array}{l} 3c + d = 9 \\ -3c + 12d = -48 \end{array}$$

(1)      (2)  $\times 3$

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$$13d = -39 \Rightarrow d = -3$$

$$3c - 3 = 9 \rightarrow c = 4$$

$$\vec{x} = \begin{bmatrix} 3 \\ -1 \\ 2 \end{bmatrix} \quad \vec{y} = \begin{bmatrix} 1 \\ 4 \\ 3 \end{bmatrix}$$

Write  $\begin{bmatrix} 9 \\ -16 \\ -1 \end{bmatrix}$  as a linear combination of  $\vec{x}$  and  $\vec{y}$

since  $c=4, d=-3,$

$$\begin{bmatrix} 9 \\ -16 \\ -1 \end{bmatrix} = 4\vec{x} - 3\vec{y}$$

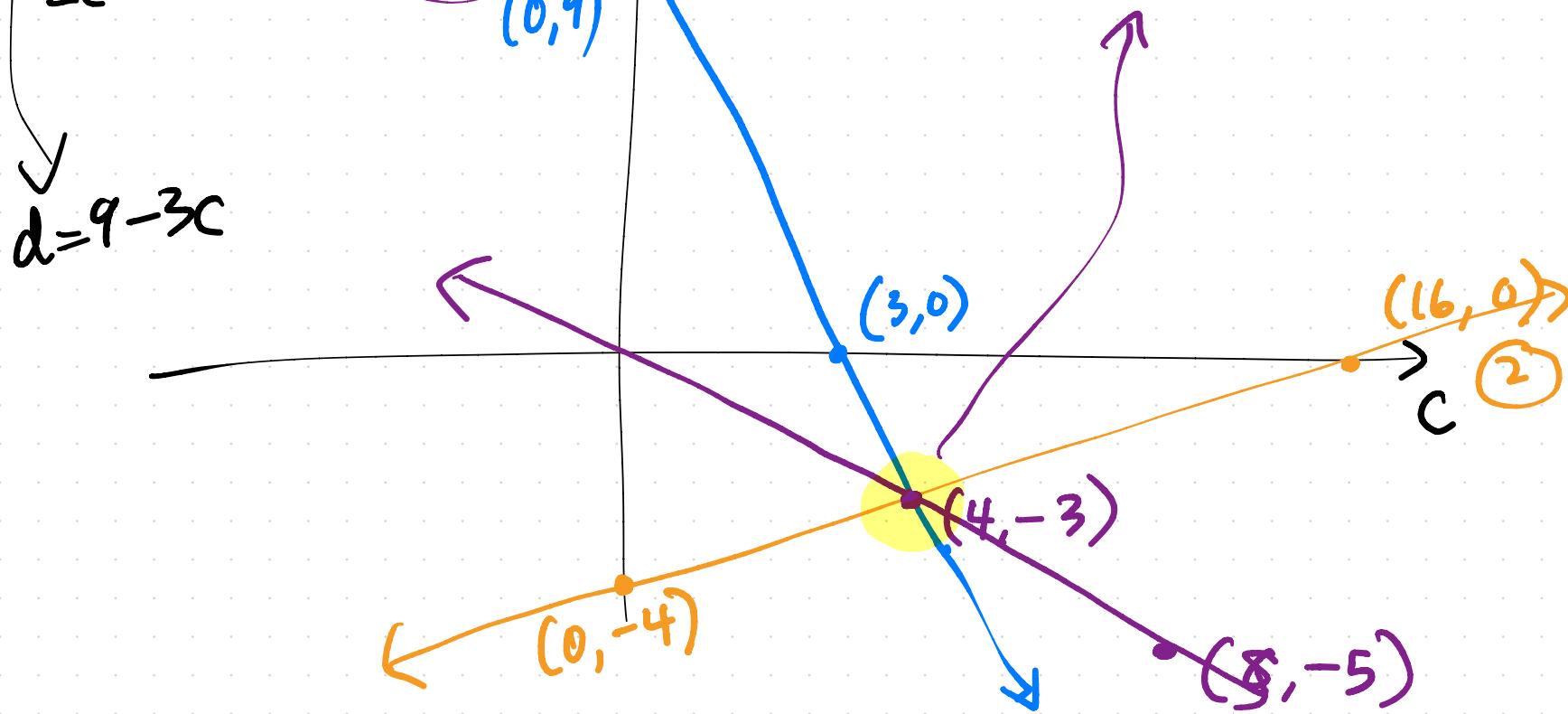
The set of all linear combinations of  $\vec{x}$  and  $\vec{y}$  is a plane in  $\mathbb{R}^3$

$$\begin{cases}
 3c + d = 9 \\
 -c + 4d = -16 \\
 2c + 3d = -1
 \end{cases}$$

(1)  
(2)  
(3)

$d = 9 - 3c$

all three lines  
 intersect @  
 $(4, -3)$ ,



## Dot Product

$$\vec{u}, \vec{v} \in \mathbb{R}^n$$

"same # of components"

two vectors



$$\vec{u} \cdot \vec{v}$$

$$\begin{bmatrix} u_1 \\ u_2 \\ \vdots \\ u_n \end{bmatrix} \cdot \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix}$$

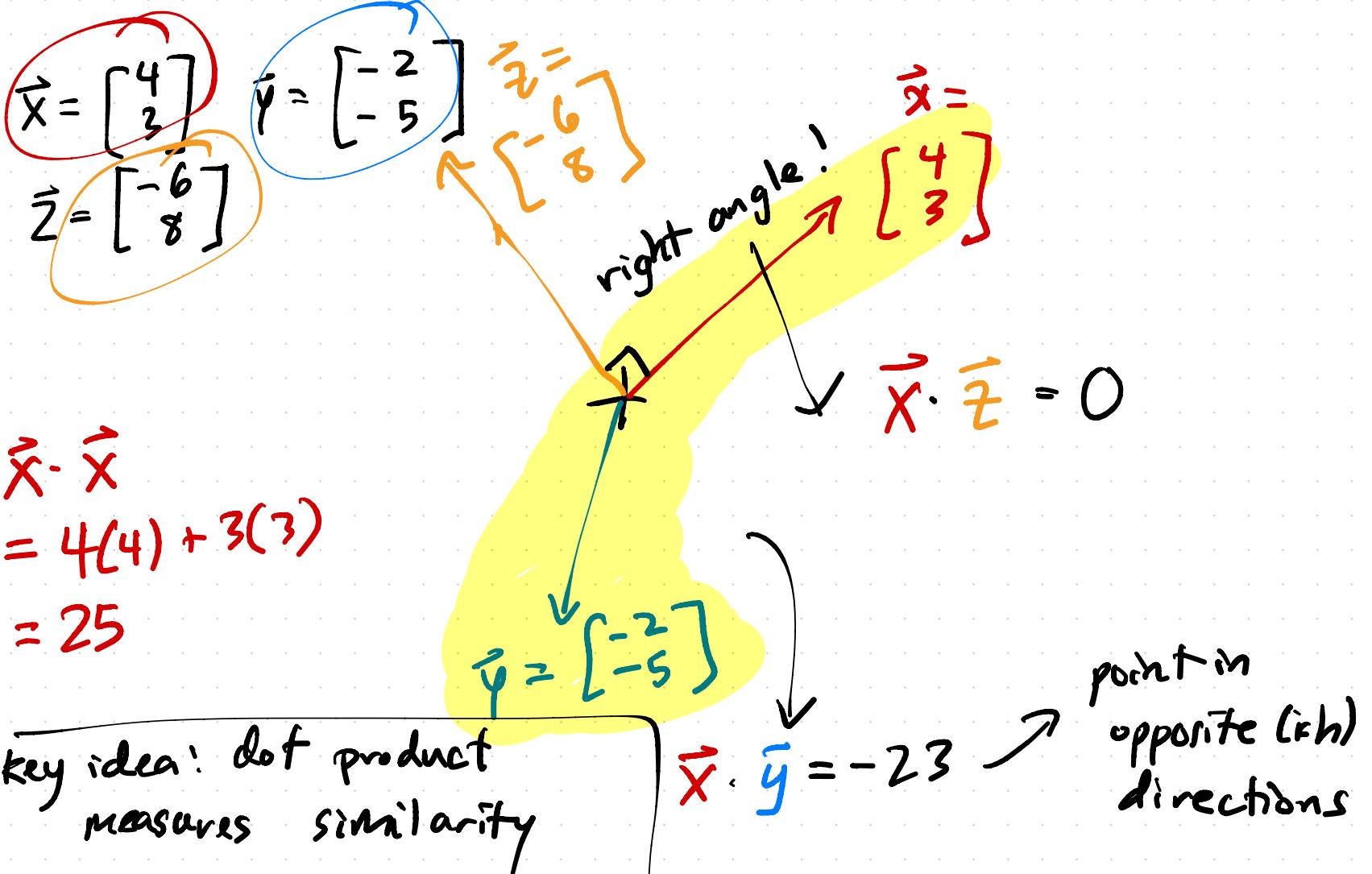
$$= u_1 v_1 + u_2 v_2 + \dots + u_n v_n$$

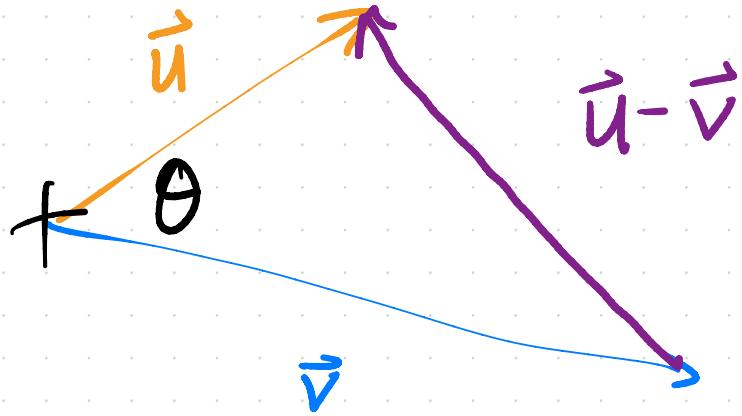
scalar!

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$$\vec{x} = \begin{bmatrix} 4 \\ 3 \end{bmatrix} \quad \vec{y} = \begin{bmatrix} -2 \\ -5 \end{bmatrix} \quad \rightarrow \vec{x} \cdot \vec{y} = (4)(-2) + (3)(-5) \\ = -8 - 15 = -23$$

$$\vec{z} = \begin{bmatrix} -6 \\ 8 \end{bmatrix} \quad \rightarrow \vec{x} \cdot \vec{z} = 4(-6) + 3(8) = 0$$





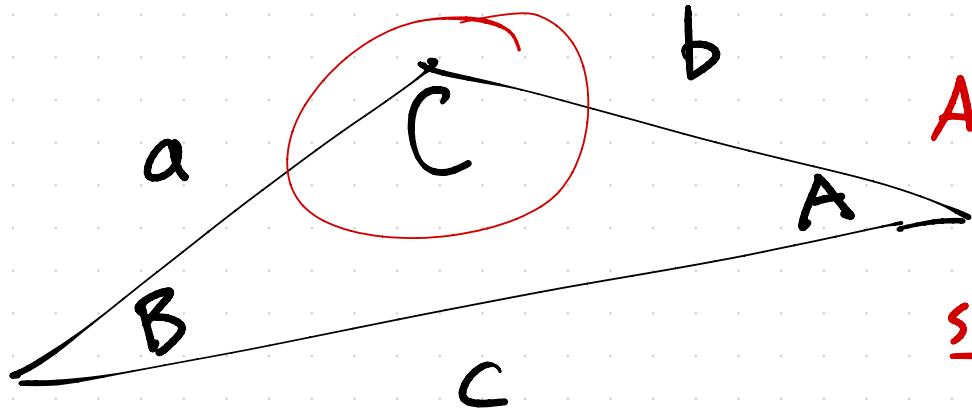
cosine law

$$c^2 = a^2 + b^2 - 2ab \cos C$$

applying cosine law:

$$\|\vec{u} - \vec{v}\|^2 = \|\vec{u}\|^2 + \|\vec{v}\|^2 - 2\|\vec{u}\|\|\vec{v}\| \cos \theta$$

Aside



$a, b, c$  side lengths

$A, B, C$  angles

sin law

$$\frac{\sin A}{a} = \frac{\sin B}{b} = \frac{\sin C}{c}$$

cosine law

$$c^2 = a^2 + b^2 - 2ab \cos C$$

$$b^2 = a^2 + c^2 - 2ac \cos B$$

applying cosine law:

$$\|\vec{u} - \vec{v}\|^2 = \|\vec{u}\|^2 + \|\vec{v}\|^2 - 2\|\vec{u}\|\|\vec{v}\| \cos \theta$$

In general,  $\vec{u} \cdot \vec{v} = \sum_{i=1}^n v_i^2 = \|\vec{v}\|^2$

Expand

$$\|\vec{u} - \vec{v}\|^2 = (\vec{u} - \vec{v}) \cdot (\vec{u} - \vec{v})$$

commutative

$$= \vec{u} \cdot \vec{u} - \vec{u} \cdot \vec{v} - \vec{v} \cdot \vec{u} + \vec{v} \cdot \vec{v}$$

$$\|\vec{u} - \vec{v}\|^2 = \|\vec{u}\|^2 + \|\vec{v}\|^2 - 2\vec{u} \cdot \vec{v}$$

first

$$\|\vec{u} - \vec{v}\|^2 = \|\vec{u}\|^2 + \|\vec{v}\|^2 - 2\|\vec{u}\| \|\vec{v}\| \cos\theta$$

second

$$\|\vec{u} - \vec{v}\|^2 = \|\vec{u}\|^2 + \|\vec{v}\|^2 - 2\vec{u} \cdot \vec{v}$$

Both are equal!

$$\cancel{\|\vec{u}\|^2 + \|\vec{v}\|^2 - 2\|\vec{u}\| \|\vec{v}\| \cos\theta} = \cancel{\|\vec{u}\|^2 + \|\vec{v}\|^2 - 2\vec{u} \cdot \vec{v}} \\ \|\vec{u}\| \|\vec{v}\| \cos\theta = \vec{u} \cdot \vec{v}$$

$$\cos(90^\circ) = 0$$

since  $\vec{u} \cdot \vec{v} = \|\vec{u}\| \|\vec{v}\| \cos \theta$

$$= u_1 v_1 + u_2 v_2 + \dots + u_n v_n$$

we know  $\vec{u}, \vec{v}$  orthogonal  
when  $\vec{u} \cdot \vec{v} = 0$ .  
(perpendicular)

$$\vec{u} \cdot \vec{v} = \|\vec{u}\| \|\vec{v}\| \cos \theta$$

$$\cos \theta = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\| \|\vec{v}\|}$$

dot product  
of

$$\left( \frac{\vec{u}}{\|\vec{u}\|} \right) \cdot \left( \frac{\vec{v}}{\|\vec{v}\|} \right)$$

$$-1 \leq \cos \theta \leq 1$$

"cosine similarity" of  $\vec{u}, \vec{v}$

$$\vec{u} = \begin{bmatrix} 3 \\ 2 \end{bmatrix}$$

$$\vec{v} = \begin{bmatrix} 4 \\ 0 \end{bmatrix}$$

$$\vec{u} \cdot \vec{v} = 12$$
$$\vec{u} \cdot (2\vec{v}) = 2\vec{u} \cdot \vec{v} = 24$$
$$2\vec{v} = \begin{bmatrix} 8 \\ 0 \end{bmatrix}$$

"Unit" vector :  $\|\vec{v}\| = 1$

A diagram illustrating the conversion of a vector  $\vec{v}$  to its unit vector. A blue vector  $\vec{v}$  is shown originating from the origin, with components labeled as a matrix  $\begin{bmatrix} 12 \\ 5 \end{bmatrix}$ . A black arrow labeled  $\frac{\vec{v}}{\|\vec{v}\|}$  points in the same direction, representing the unit vector. Below it, another blue vector  $\vec{v}$  is shown with components labeled as a matrix  $\begin{bmatrix} 12/13 \\ 5/13 \end{bmatrix}$ .

$$\begin{array}{l} 5, 12, 13 \\ 7, 24, 25 \\ 11, 60, 61 \\ \vdots \end{array}$$

unit vectors to describe direction

$$\|\vec{v}\| = \sqrt{v_1^2 + v_2^2 + \dots + v_n^2}$$

"default" norm

$L_2$  norm

alternative norms

$$\|\vec{v}\|_1 = |v_1| + |v_2| + \dots + |v_n|$$

" $L_1$  norm"