

# AI5031: Machine Learning, exercise sheet 1

## 1 Notation and math primitives

Compute the resulting value of the following mathematical expressions:

1.  $\sum_{i=0}^{10} i$
2.  $\prod_{i=1}^5 i$
3.  $\sum_{i=0}^4 i^2$
4.  $\sum_{i=1}^3 x_i y_i$  if  $\vec{x} = (1, 2, 3)^T$  and  $\vec{y} = (2, 1, 0)^T$
5.  $\sum_{i=1}^3 (x_i + y_i)$  if  $\vec{x} = (1, 2, 3)^T$  and  $\vec{y} = (2, 1, 0)^T$
6.  $\frac{1}{3} \sum_{i=1}^3 x_i^2$  if  $\vec{x} = (1, 2, 3)^T$

## 2 Matrix multiplication

We have column vectors  $\vec{x} = (1, 2, 3, 0)^T$ ,  $\vec{y} = (2, 3, 4, 5)^T$ ,  $\vec{z} = (2, 3, 0)^T$  and a matrix  $A = \begin{pmatrix} 1 & 1 & 1 & 1 \\ 2 & 2 & 2 & 2 \\ 3 & 3 & 3 & 3 \\ 4 & 4 & 4 & 4 \end{pmatrix}$ . Give the result of the following matrix multiplications if they are legally possible:

1.  $A\vec{y}$
2.  $A\vec{x}$
3.  $\vec{x}^T \vec{y}$  (note: this is another way of writing the scalar product)
4.  $\vec{x}A$
5.  $A\vec{y}^T$
6.  $\vec{x}^T A\vec{y}$  (note: this is called the *Mahalanobis distance* of two vectors given a matrix  $A$ )
7.  $\vec{x}\vec{y}^T$  (note: this is called the *outer product* of two vectors)
8.  $A\vec{z}$
9.  $\vec{z}\vec{x}^T$
10.  $AA$
11.  $AA^T$

### 3 Functions

The Rectified Linear Unit (ReLU) function  $f : x \in \mathbb{R} \mapsto y \in \mathbb{R}$  is defined as

$$f(x) = \begin{cases} x & \text{if } x \geq 0 \\ 0 & \text{else} \end{cases} \quad \text{Assuming the quantities from the previous exercise and}$$

the matrix  $B = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & -2 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$ , compute:

1.  $f(\vec{x})$
2.  $f(B\vec{x})$
3.  $f(B)$
4.  $f(\vec{x}^T \vec{y})$

### 4 Vector-scalar and vector-vector functions

Let  $f(x) = \langle \vec{x}, (1, 1, 0, 0) \rangle$  be a vector-scalar function and  $g_i(\vec{x}) = x_i^2$  a vector-vector function. Please compute:

1.  $f((1, 1, 1, 1)^T)$
2.  $f(B)$  using the matrix B from the previous exercise
3.  $f(B^T)$  using the matrix B from the previous exercise
4.  $g((1, 2, 3)^T)$
5.  $g(B)$  using B from the previous exercise

### 5 Matrix contractions and slices

Using the matrix  $A$  from exercise 2, compute the following expressions:

1.  $\sum_{i=1}^4 A_{2i}$
2.  $\sum_{i=1}^4 A_{i1}$
3.  $\sum_{i=1}^4 A_{ii}$  (note: this is called the *trace* of  $A$ . What elements are being summed here?)
4.  $A_{1,2:3}$
5.  $A_{2:3,1}$
6.  $A_{:,1}$
7.  $A_{1:2,2:3}$

## 6 Tensor contractions and slicing

Assuming a tensor  $T \in \mathbb{R}^{3,2,4}$  whose values are all 1.0. What is the shape of the following tensor contractions?

1.  $\tilde{T}_{ab} = \sum_{i=1}^3 T_{iab}$
2.  $\tilde{T}_{ab} = \sum_{i=1}^2 T_{aib}$
3.  $\tilde{T}_{ab} = \sum_{i=1}^4 T_{abi}$
4.  $\tilde{T}_{ab} = \sum_{i=1}^2 \sum_{j=1}^4 T_{aij}$