

Linear Algebra-1

ML Context

"The beautiful thing about learning is that no one can take it away from you." – B.B. King

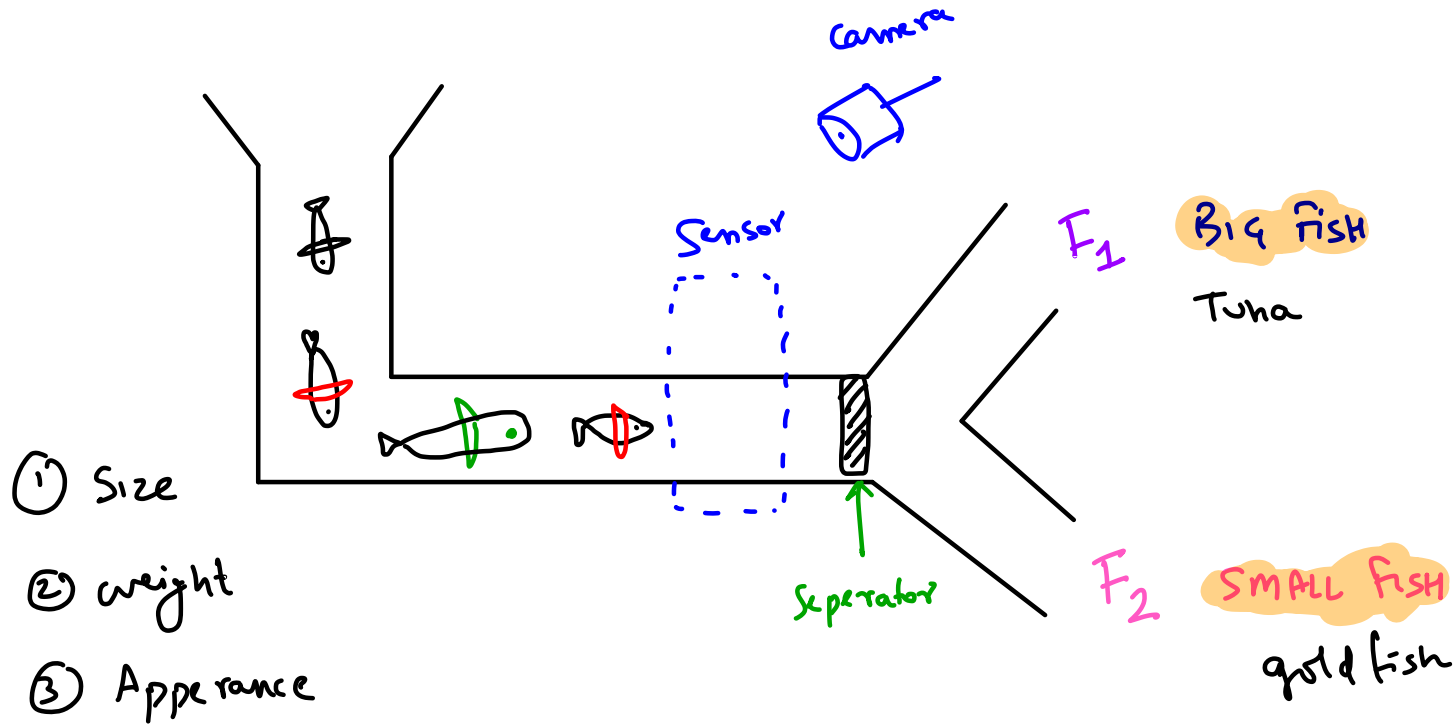
Agenda

- Linear Algebra
- Coordinate Geometry
- Calculus
- Optimization

Flow : Concept → Viz → Maths → Code

Intro. Problem Statement

Example 1: Fish Sorting Problem



Classification : finding appropriate label

→ Binary
→ multi

Terminology:

1. gather the data (manual / —)

← features / attributes →

historical data

↑
Records /
data points
↓

width	length	weight	Type
30	50	80	1
11	23	28	2
27	43	72	1
16	31	36	2

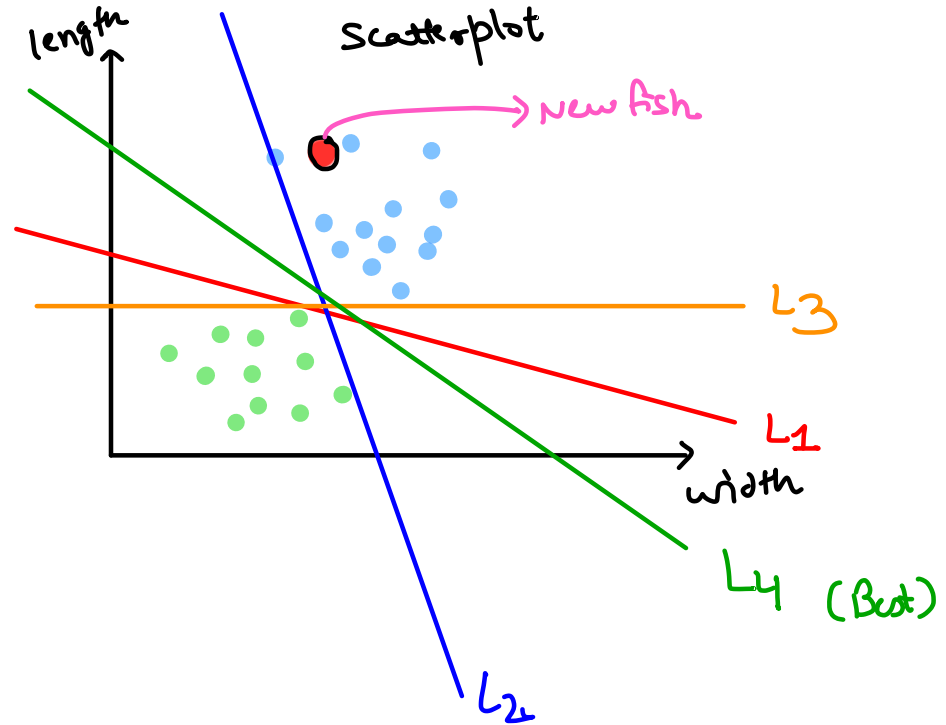
Target variable / labels

inputs → features

output → Type of fish

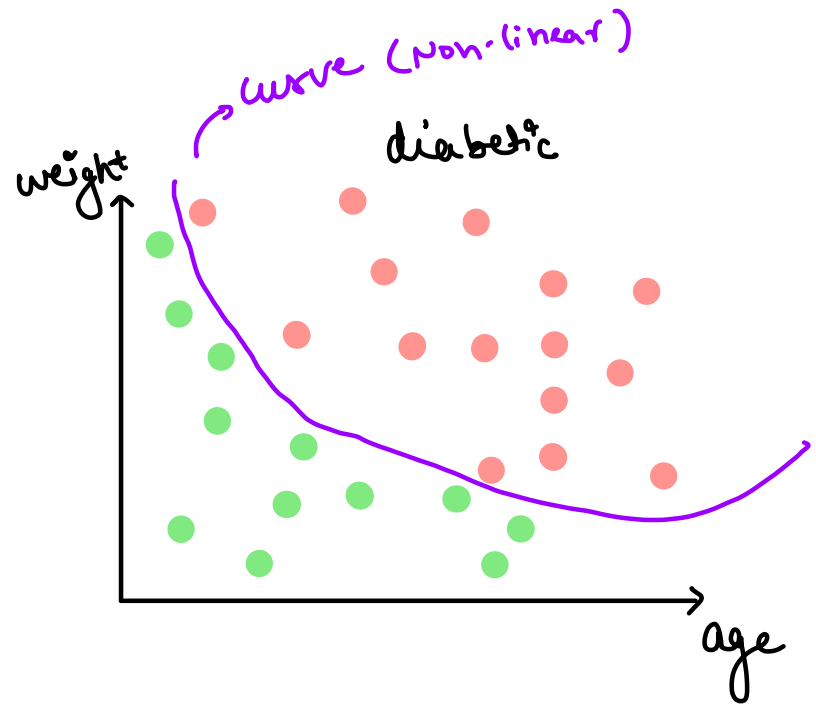
← Independent var → → dependent var.

- (∞ -line)
- ① To find Best line
 - ② Decide \rightarrow Point left side \rightarrow Point right side



Example 2 : Diabetes Prediction

age	weight	diabetic
24	75	No
49	80	Yes
37	92	Yes
50	68	No

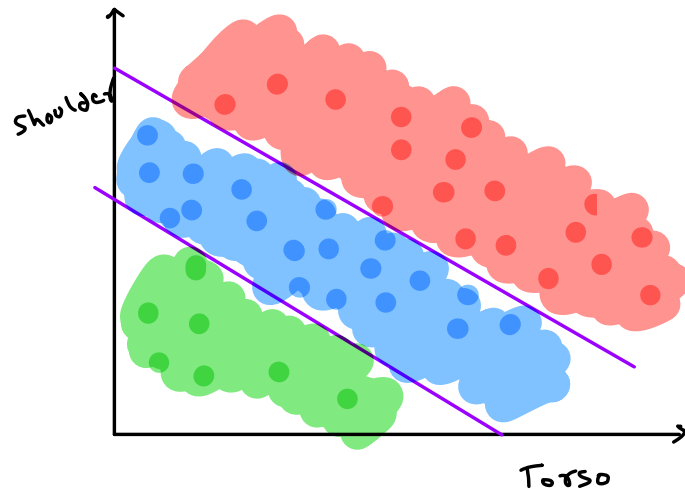


Example-3

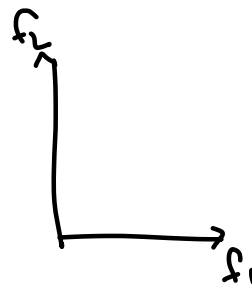
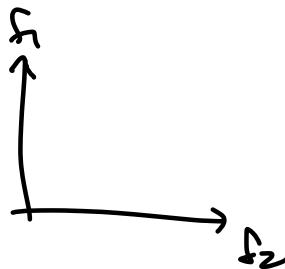
T-shirts Size Prediction



f_1	f_2	
Torso	Shoulder	Size
61	40	S
63	42	M
64	44	L
62	41	S
64	43	M
69	45	L



multi-class classification



Process of Building an ML System

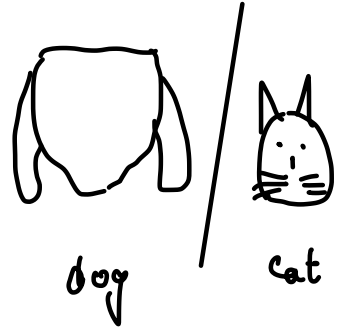
1. Data Collection → Historical data (labelled data)

2. Data Visualisation → EDA

3. Choosing appropriate geometrical structure to separate class → linear (line)
Non-linear (Parabola, curve)

4. Choosing a Loss function which helps decide the "best" structure

5. Training / optimisation



Coordinate Geometry

$$L_1 : y = m \cdot x + c$$

output
dependent var

input
independent var

Slope

y-intercept

if (x_1, y_1) lies on the line

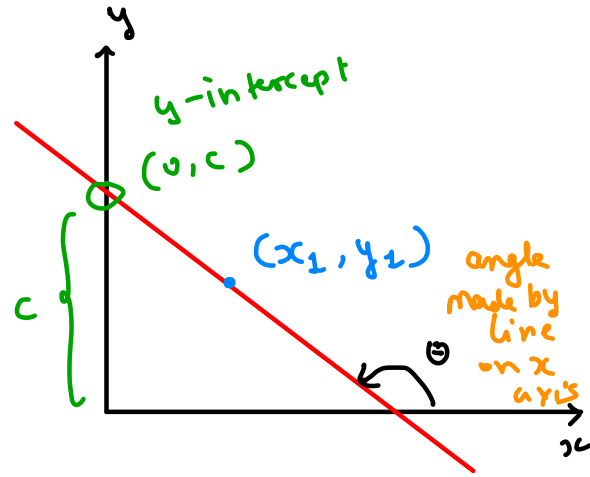
$$y_1 = m \cdot x_1 + c$$

$$m = \tan \theta$$

Slope

$$y = \textcircled{m}x + \textcircled{c}$$

w b



Line \mathcal{E}_q^n : General form:

$$ax + by + c = 0$$

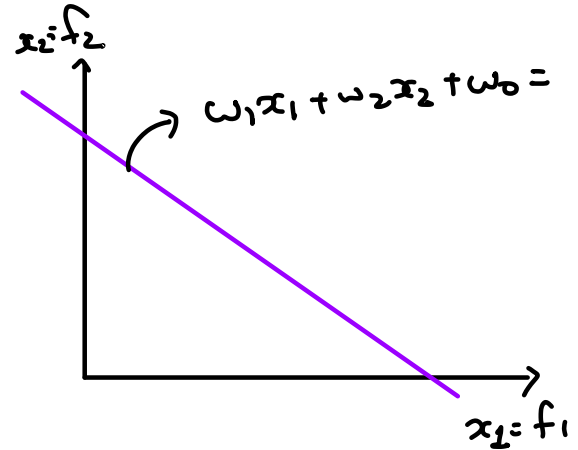
$$L_q : ax + by + c = 0$$

$$w_1 \cdot x_1 + w_2 \cdot x_2 + w_0 = 0$$

weights

bias

~ automatically
learn + during
optimization



x_1	x_2	
Torso	Shoulder	Size
61	40	S
63	42	M
64	44	L
62	41	S
64	43	M
69	45	L

from L_0 to L_1

$$w_1 \cdot x + w_2 \cdot y + w_0 = 0$$

$$y = mx + c$$

$$w_2 \cdot y = -w_0 - w_1 x$$

$$y = \underbrace{-\frac{w_1}{w_2}}_m \cdot x + \underbrace{-\frac{w_0}{w_2}}_c$$

$$y = mx + c$$

$$| w_1 x_1 + w_2 x_2 + w_0 = 0$$

$$\omega_1 x_1 + \omega_2 x_2 + \omega_3 x_3 + \omega_0 = 0$$

↳ plane equation

f_1	f_2	f_3	y

Parallel Lines

$$\theta_1 = \theta_2$$

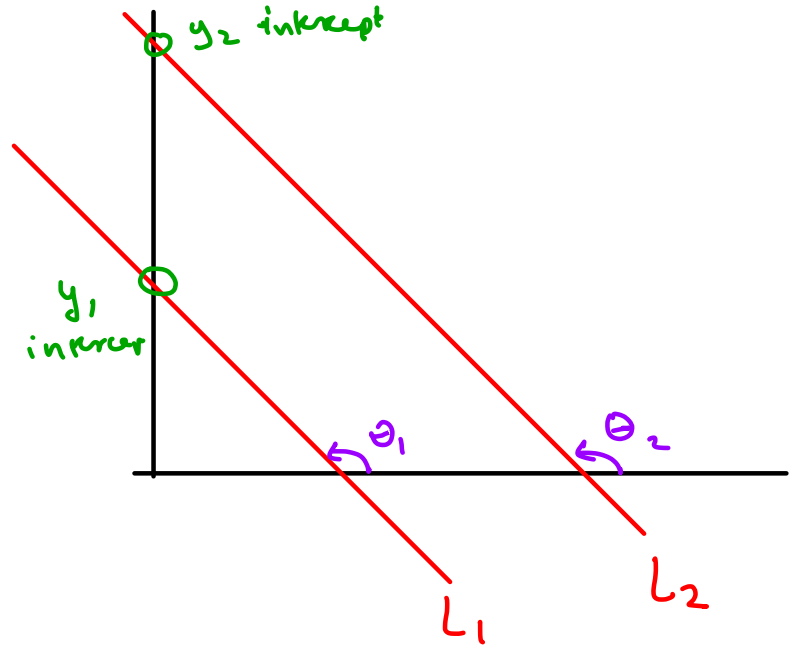
$$\tan \theta_1 = \tan \theta_2$$

$$m_1 = m_2$$

$$L_1: 2x - 3y + 5 = 0$$

$$L_2: 4x - 6y + 7 = 0$$

Sum

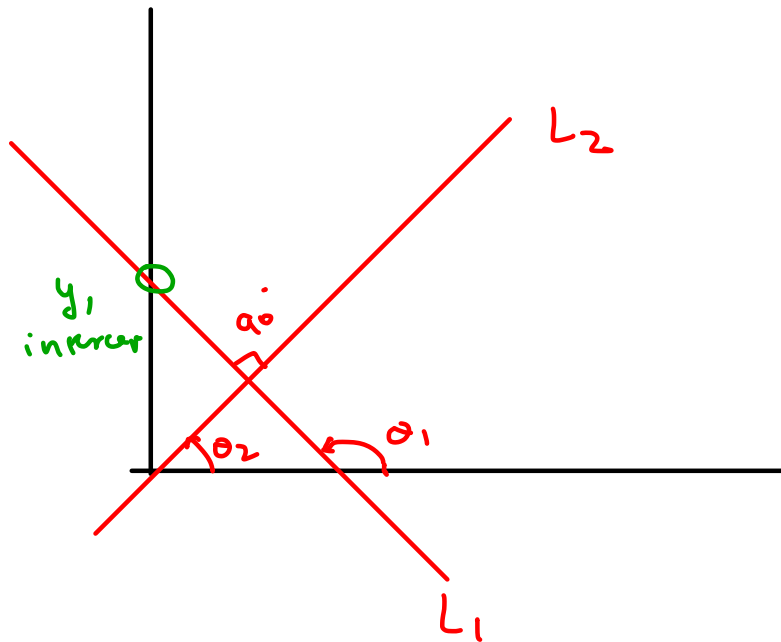


Perpendicular Lines

$$y = m_1 \cdot x + c_1$$

$$y = m_2 \cdot x + c_2$$

$$m_1 \cdot m_2 = -1$$



$$w_1 - w_2 + 5 = 0$$

$$w_1 + w_2 - 2 = 0$$

$$m_1 = -\frac{w_1}{w_2} = -\frac{1}{-1} = 1$$

$$m_2 = -\frac{w_1}{w_2} = -\frac{1}{1} = -1$$

True. ✓

$$m_1 \cdot m_2 = -1$$

$w_1 \cdot x_1 + w_2 x_2 + w_0 = 0$ if we have > 2 'features'

2D $w_1 x_1 + w_2 x_2 + w_0 = 0$ "line"

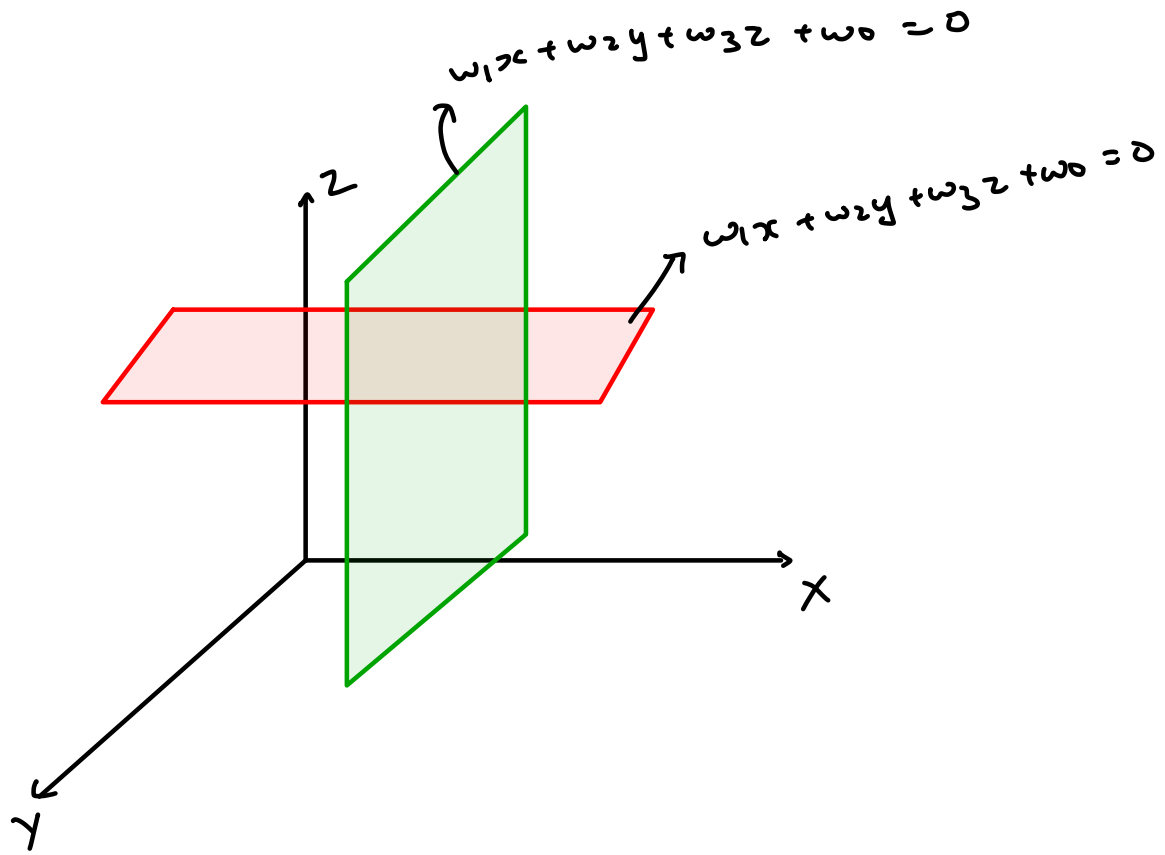
3D $w_1 x_1 + w_2 x_2 + w_3 x_3 + w_0 = 0$ "plane"

4D $w_1 x_1 + w_2 x_2 + w_3 x_3 + w_4 x_4 + w_0 = 0$ "4D Hyperplane"

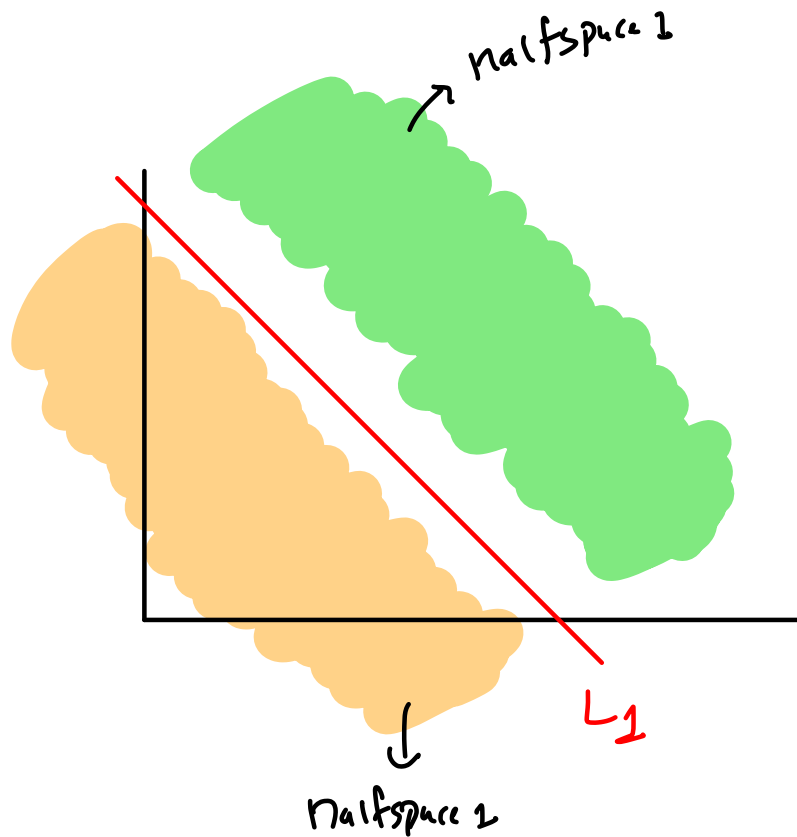
\vdots
nD $w_1 x_1 + w_2 x_2 + w_3 x_3 + \dots + w_n x_n + w_0 = 0$
nD - Hyperplane

$w \rightarrow$ weights

$w_0 \rightarrow$ Bias



Halfspaces



In the slope-intercept form of a linear equation, $y = mx + b$, which of the following statements is true regarding lines being perpendicular to the x-axis?

4 options

Active Duration (Most preferred: 30 seconds)

Appears for

60 Secs

A

Lines described by this form can be perpendicular to the x-axis for any value of 'm.'



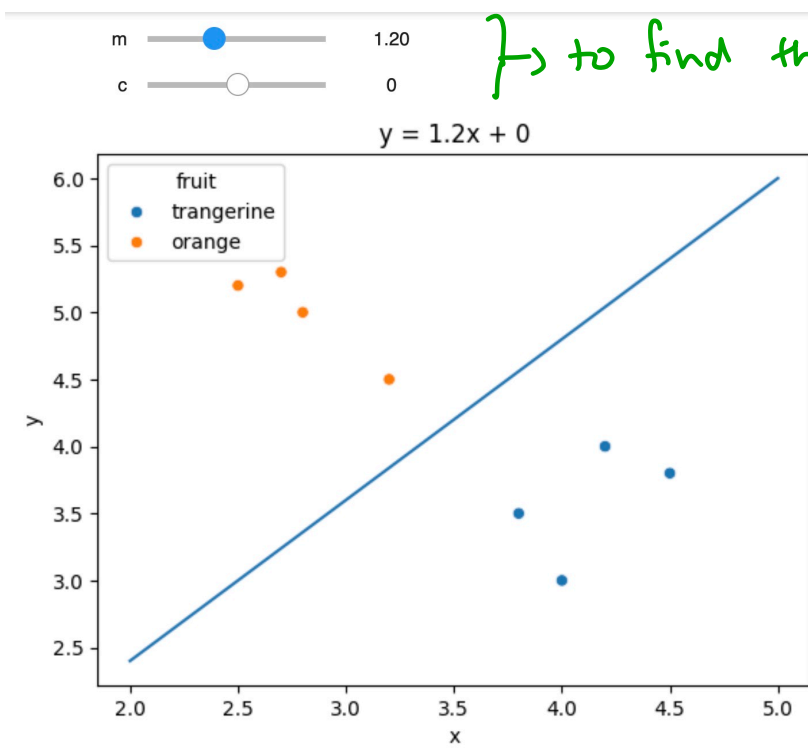
Lines described by this form are never perfectly perpendicular to the x-axis, regardless of the value of 'm.'

C

Lines described by this form are always perfectly perpendicular to the x-axis, regardless of the value of 'm.'

D

Lines described by this form are only perpendicular to the x-axis when 'm' is negative.



→ to find these w & b or m & c automatically
learn optimization