



DeepLearning.AI

Math for Machine Learning

Linear algebra - Week 3

Vectors

Matrices

Dot product

Matrix multiplication

Linear transformations

week 03

Generative Adversarial Neural Networks

→ image generation { deepfakes }

→ text to image

Vector Algebra

$$2a + 4b + c = 28$$

$$\begin{bmatrix} 2 & 4 & 1 \end{bmatrix} \cdot \begin{bmatrix} a \\ b \\ c \end{bmatrix} = 28$$

Vector Algebra

System of equations

$$a + b + c = 10$$

$$a + 2b + c = 15$$

$$a + b + 2c = 12$$

Matrix product

$$\begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 1 \\ 1 & 1 & 2 \end{bmatrix} \cdot \begin{bmatrix} a \\ b \\ c \end{bmatrix} = \begin{bmatrix} 10 \\ 15 \\ 12 \end{bmatrix}$$

↓
matrix

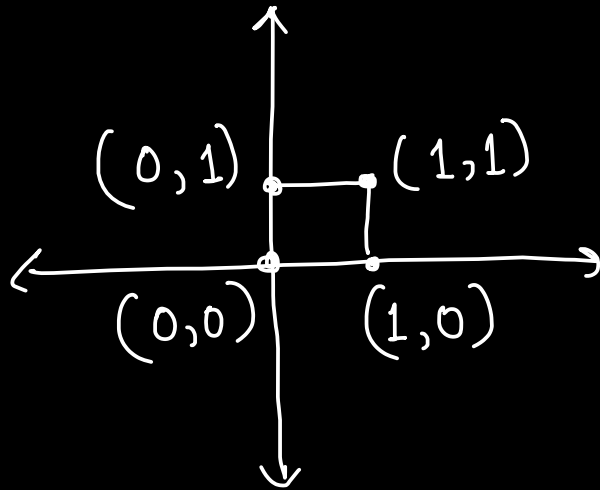
↓
vector

Vector Algebra

$$\begin{bmatrix} -1 & 5 & 2 \end{bmatrix} \begin{bmatrix} -3 \\ 6 \\ -4 \end{bmatrix} = 3 + 30 - 8 \\ = 25$$

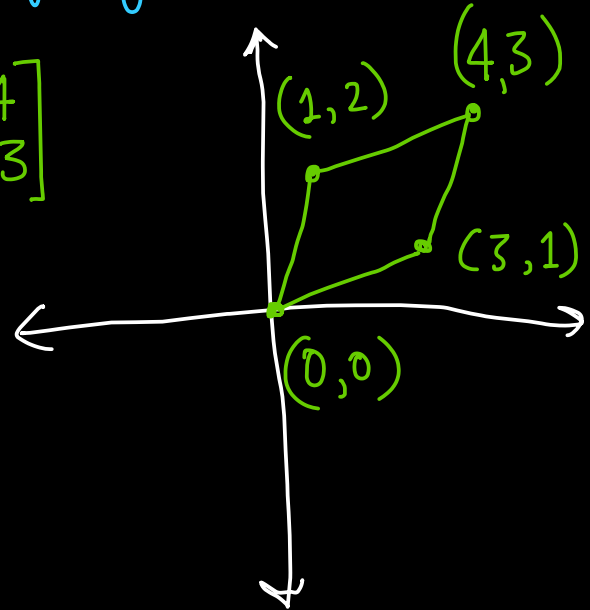
Linear Transformations

Matrices as linear transformation \rightarrow change of coordinates



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

$$\begin{aligned} (0,0) &\rightarrow (0,0) \\ (1,0) &\rightarrow (3,1) \\ (0,1) &\rightarrow (1,2) \\ (1,1) &\rightarrow (4,3) \end{aligned}$$



Linear Transformations

Inverse

$$\begin{bmatrix} 3 & 1 \\ 1 & 2 \end{bmatrix} \cdot \begin{bmatrix} a & b \\ c & d \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 3 & 1 \end{bmatrix} \cdot \begin{bmatrix} a \\ c \end{bmatrix} = 1$$

$$\begin{bmatrix} 3 & 1 \end{bmatrix} \cdot \begin{bmatrix} b \\ d \end{bmatrix} = 0$$

$$\begin{bmatrix} 1 & 2 \end{bmatrix} \cdot \begin{bmatrix} a \\ c \end{bmatrix} = 0$$

$$\begin{bmatrix} 1 & 2 \end{bmatrix} \cdot \begin{bmatrix} b \\ d \end{bmatrix} = 1$$

$$3a + c = 1$$

$$3b + d = 0$$

$$a + 2c = 0$$

$$b + 2d = 1$$

\Rightarrow

$$a = 2/5$$

$$b = -1/5$$

$$c = -1/5$$

$$d = 3/5$$

Linear Transformations

$$\begin{bmatrix} 5 & 2 \\ 1 & 2 \end{bmatrix} \begin{bmatrix} a & b \\ c & d \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix} = 8 \begin{bmatrix} 1/4 & -1/4 \\ -1/8 & 5/8 \end{bmatrix}$$

$$\begin{array}{r} 5a + 2c = 1 \\ -a + 2c = 0 \\ \hline 4a = 1, a = 1/4 \end{array}$$

$$2c = -1/4$$

$$c = -1/8$$

$$\begin{array}{r} 5b + 2d = 0 \\ -b + 2d = 1 \\ \hline 4b = -1 \end{array}$$

$$b = -1/4$$

$$2d = 1 + 1/4 = 5/4$$

$$d = 5/8$$

$$\Rightarrow \begin{bmatrix} 2 & -2 \\ -1 & 5 \end{bmatrix}$$

Linear Transformations

$$\begin{bmatrix} 1 & 1 \\ 2 & 2 \end{bmatrix} \begin{bmatrix} a & b \\ c & d \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

$$\begin{array}{l|l} a+c=1 & b+d=0 \\ 2a+2c=0 & 2b+2d=1 \end{array}$$

Linear Transformations

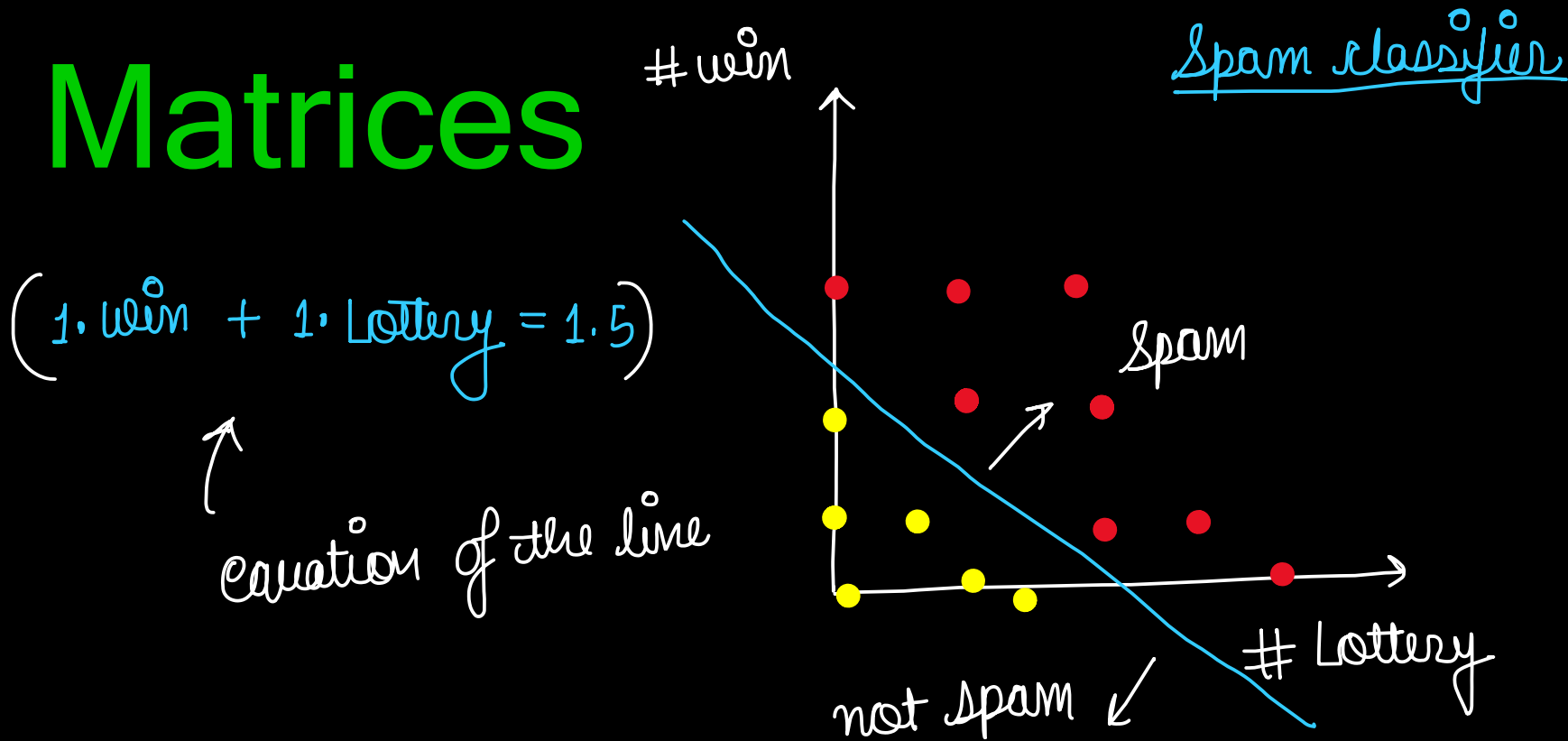
Non singular Matrices always have an inverse
(invertible matrices)

$$|M| \neq 0$$

Singular Matrices do not have an inverse
(non-invertible matrices)

$$|M| = 0$$

Neural Networks and Matrices



Neural Networks and Matrices

Spam	Lottery	Win
Yes	1	1
Yes	2	1
No	0	0
Yes	0	2
No	0	1
No	1	0
Yes	2	2
Yes	2	0
Yes	1	2

Model
1
1

=

Prod
2
3
0
2
1
1
4
2
3

Check: >1.5?



Check
Yes
Yes
No
Yes
No
No
Yes
Yes
Yes

Neural Networks and Matrices

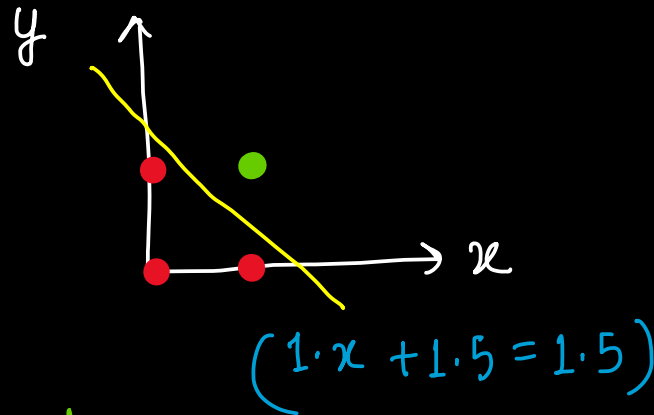
Threshold & Bias

$$(1 \cdot \text{win}) + (1 \cdot \text{Lottery}) > \text{Threshold}$$

$$(1 \cdot \text{win}) + (1 \cdot \text{Lottery}) - \text{Bias} > 0$$

Neural Networks and Matrices

AND operator perceptron



AND	x	y
No	0	0
No	0	1
No	1	0
YES	1	1

Model

$$\cdot \begin{bmatrix} 1 \\ 1 \end{bmatrix} =$$

Dot product

$$\begin{bmatrix} 0 \\ 1 \\ 1 \\ 2 \end{bmatrix}$$

check > 1.5
Threshold

$$\begin{bmatrix} \text{No} \\ \text{No} \\ \text{No} \\ \text{YES} \end{bmatrix}$$

Neural Networks and Matrices