

# CPSC 340 Assignment0

## 1 Linear Algebra Review

### 1.1 Basic Operations

1. 14
2. 0
3.  $\begin{bmatrix} 6 \\ 10 \\ 14 \end{bmatrix}$
4.  $\sqrt[2]{5}$
5.  $x^T = \begin{bmatrix} 0 & 1 & 2 \end{bmatrix}$
6.  $\begin{bmatrix} 3 & 1 & 1 \\ 2 & 3 & 1 \\ 2 & 1 & 3 \end{bmatrix}$
7.  $\begin{bmatrix} 6 \\ 5 \\ 7 \end{bmatrix}$

### 1.2 Maatrix Algebra Rules

1. True
2. True
3. True
4. False
5. False
6. True
7. False
8. True
9. True

### 1.3 Special Matrices

1. Symmetric Matrix - A matrix equal to its Transpspose  $A^T = E$
2. Identity Matrix - An  $n * n$  square matrix with ones in the main diagonal and 0's elsewhere
3. Orthogonal Matrix - A square matrix with real entries whose columns and rows are orthogonal unit vectors with  $Q^T Q = QQ^T = IdentityMatrix$

# 2 Probability Review

## 2.1 Rules of Probability

1.  $\frac{1}{4}$
2. 4 dollars
3. 0.55

## 2.2 Bayes Rule and Conditional Probability

1. 0.010085
2. Would mostly come from the false positives
3. .00941993 = apx. .01
4. yes, it's consistent with my answer since:  $P(T=1) = P(T=1|D=1)(.0001*.95) + P(T=1|D=0)(.9990)(.01)$   
Or  $.000095 + .00999$  &  $.000095/.010085 = .00941993$ , which is what I got using Bayes Rule
5. Trying to improve the accuracy of  $P(T=1 | D=0)$  would make this test more useful.

# 3 Calculus Review

## 3.1 One-variable derivatives

1.  $\frac{14}{3}$  @  $x = \frac{1}{3}$
2.  $\frac{1}{4}$  @  $x = \frac{1}{2}$
3. 0 @  $x = 0$  and  $x=1$
4.  $p(x) - 1$

## 3.2 Multi-variable derivatives

1.  $\nabla(f) = \begin{bmatrix} 2x_1 \\ e^{x_2} \end{bmatrix}$
2.  $\nabla(f) = \begin{bmatrix} (e^{x_1+x_2*x_3}) \\ (e^{x_1+x_2*x_3}) * x_3 \\ (e^{x_1+x_2*x_3}) * x_2 \end{bmatrix}$
3.  $\nabla(f) = \begin{bmatrix} a_1 \\ a_2 \end{bmatrix}$
4.  $\nabla(f) = \begin{bmatrix} 4x_1 - 2x_2 \\ -2x_1 + 2x_2 \end{bmatrix}$
5.  $\nabla(f) = x$

## 3.3 Derivatives of code

# 4 Algorithms and Data Structures review

## 4.1 Trees

$1.2^l$   
 $2.2^{l+1} - 1$

## 4.2 Common Runtimes

- 1.O (n log n)
- 2.O (n)
- 1.O (log n)
- 2.O (nd)

## 4.3 Running times of code

- func1:  $O(n)$
- func2:  $O(n)$
- func3:  $O(1)$
- func4:  $O(n * n)$

In [ ]: