

Vector Exercises (Pre-Reading for Data Science MSc)

1. Define a vector in \mathbb{R}^n and give an example in \mathbb{R}^3 .

$$\mathbb{R}^n \rightarrow v = (v_1, v_2, v_3, \dots, v_n) \quad v_i \in \mathbb{R}$$

$$\mathbb{R}^3 \rightarrow v = (2, -1, 3)$$

2. Compute

$$\begin{bmatrix} 2 \\ 3 \\ 1 \end{bmatrix} + \begin{bmatrix} -1 \\ 4 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 7 \\ 1 \end{bmatrix}$$

3. Compute

$$3 \times \begin{bmatrix} 2 \\ -1 \\ 4 \end{bmatrix} = \begin{bmatrix} 6 \\ -3 \\ 12 \end{bmatrix}$$

4. Form a linear combination:

$$2 \begin{bmatrix} 1 \\ 0 \end{bmatrix} - 3 \begin{bmatrix} 0 \\ 1 \end{bmatrix}.$$

$$\begin{bmatrix} 2 \\ 0 \end{bmatrix} - \begin{bmatrix} 0 \\ 3 \end{bmatrix} = \begin{bmatrix} 2 \\ -3 \end{bmatrix}$$

5. For $v = (3, 4)$, compute its magnitude $\|v\|$.

$$\|v\| = 5$$

6. Compute the unit vector of

$$\mathbf{v} = \begin{bmatrix} 6 \\ 8 \end{bmatrix}.$$

$$\|\mathbf{v}\| = \sqrt{6^2 + 8^2} = 10$$

$$\frac{1}{10} \begin{bmatrix} 6 \\ 8 \end{bmatrix} = \begin{bmatrix} 0.6 \\ 0.8 \end{bmatrix}$$

7. Compute the dot product of

$$\mathbf{a} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}, \quad \mathbf{b} = \begin{bmatrix} 4 \\ -5 \\ 6 \end{bmatrix}.$$

$$\begin{aligned} \mathbf{a} \cdot \mathbf{b} &= 1(4) + 2(-5) + 3(6) \\ &= 12 \end{aligned}$$

8. For $\mathbf{a} = (1, 0, 1)$ and $\mathbf{b} = (0, 1, 1)$, compute the angle between them.

$$\cos \theta = \frac{\mathbf{a} \cdot \mathbf{b}}{\|\mathbf{a}\| \|\mathbf{b}\|}$$

$$\mathbf{a} \cdot \mathbf{b} = 1(0) + 0(1) + 1(1) = 1$$

$$\|\mathbf{a}\| = \sqrt{2}$$

$$\|\mathbf{b}\| = \sqrt{2}$$

$$\cos \theta = \frac{1}{2}$$

$$\theta = 60^\circ$$

9. Compute the cosine similarity between

$$\mathbf{a} = (2, 0, 1), \quad \mathbf{b} = (1, 1, 0).$$

$$\cos \theta = \frac{\mathbf{a} \cdot \mathbf{b}}{\|\mathbf{a}\| \|\mathbf{b}\|}$$

$$\begin{aligned} \mathbf{a} \cdot \mathbf{b} &= 2 \\ \|\mathbf{a}\| &= \sqrt{5} \\ \|\mathbf{b}\| &= \sqrt{2} \end{aligned} \quad \therefore \cos \theta = \frac{2}{\sqrt{10}} = 0.63$$

10. Suppose a user's genre vector is $u = (3, 2, 0)$ and a film's genre vector is $f = (1, 1, 1)$. Compute their cosine similarity.

$$\cos \theta = \frac{u \cdot f}{\|u\| \|f\|}$$

$$\begin{aligned} u \cdot f &= 5 \\ \|u\| &= \sqrt{13} \\ \|f\| &= \sqrt{3} \end{aligned} \quad \cos \theta = \frac{5}{\sqrt{39}} = 0.801$$