

Mathematics for AI

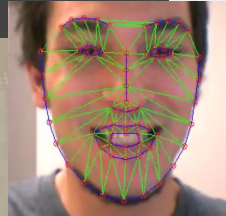
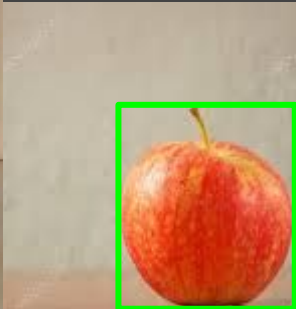
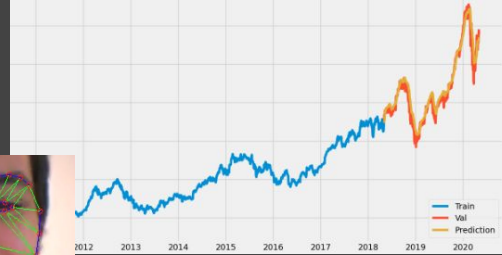
Lecture 2

Vectors, Vector Space, Span, Basis,
Coordinates

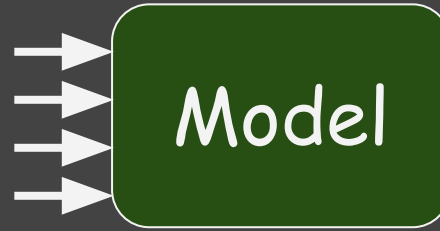
Machine Learning



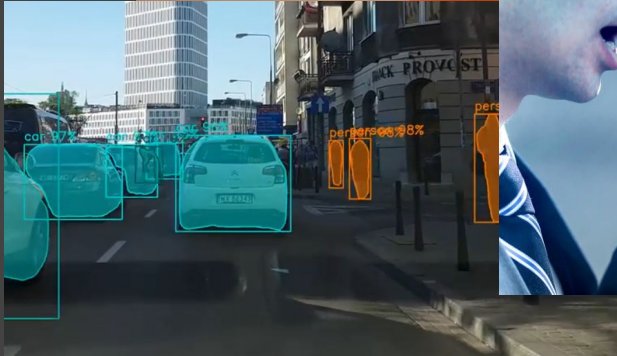
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input



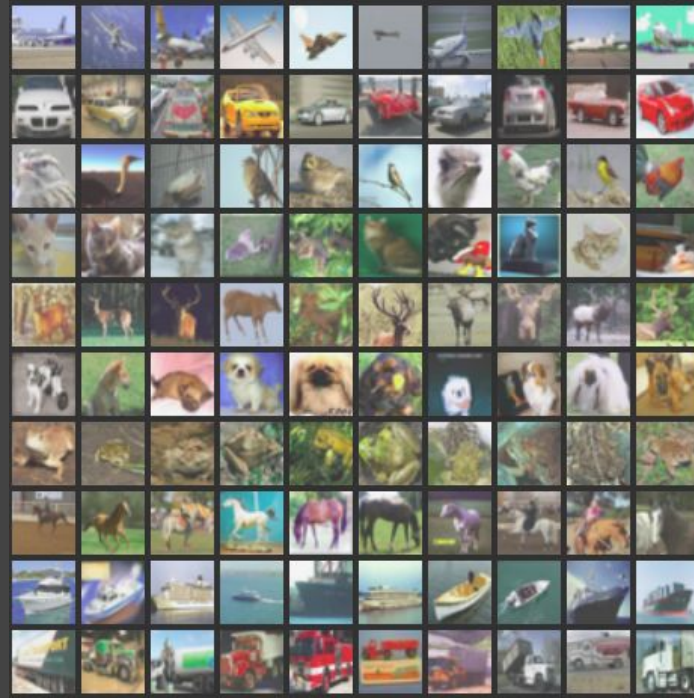
output



Learning from data



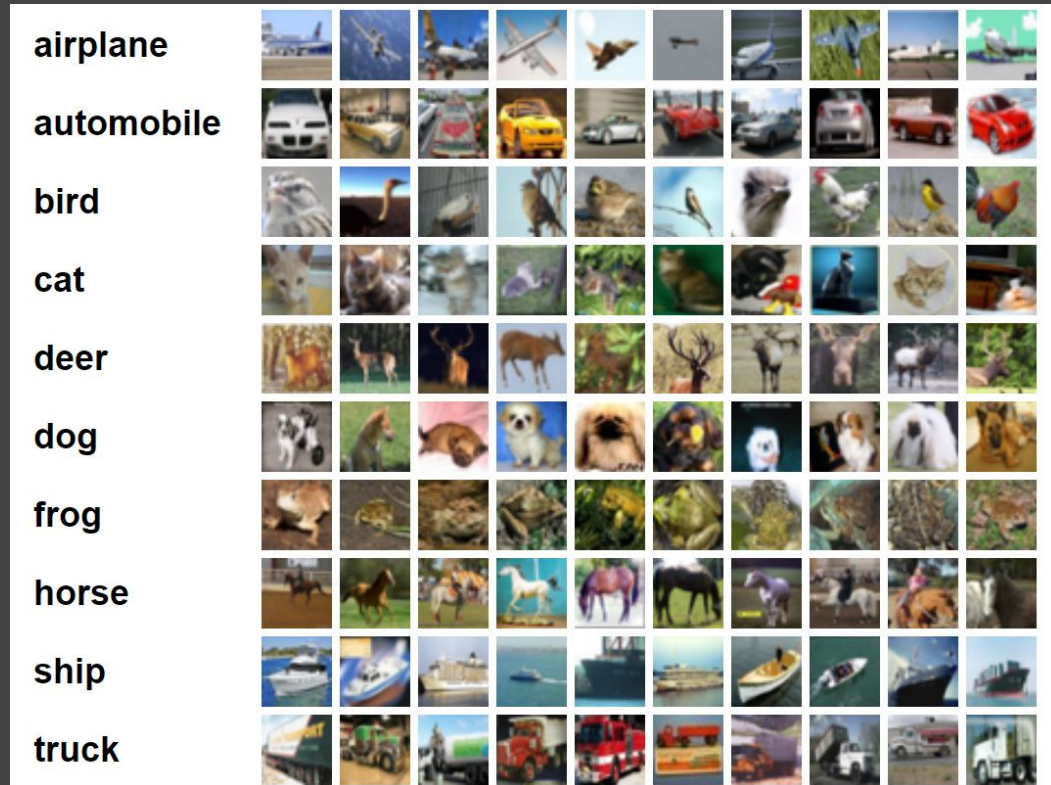
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Supervised Learning



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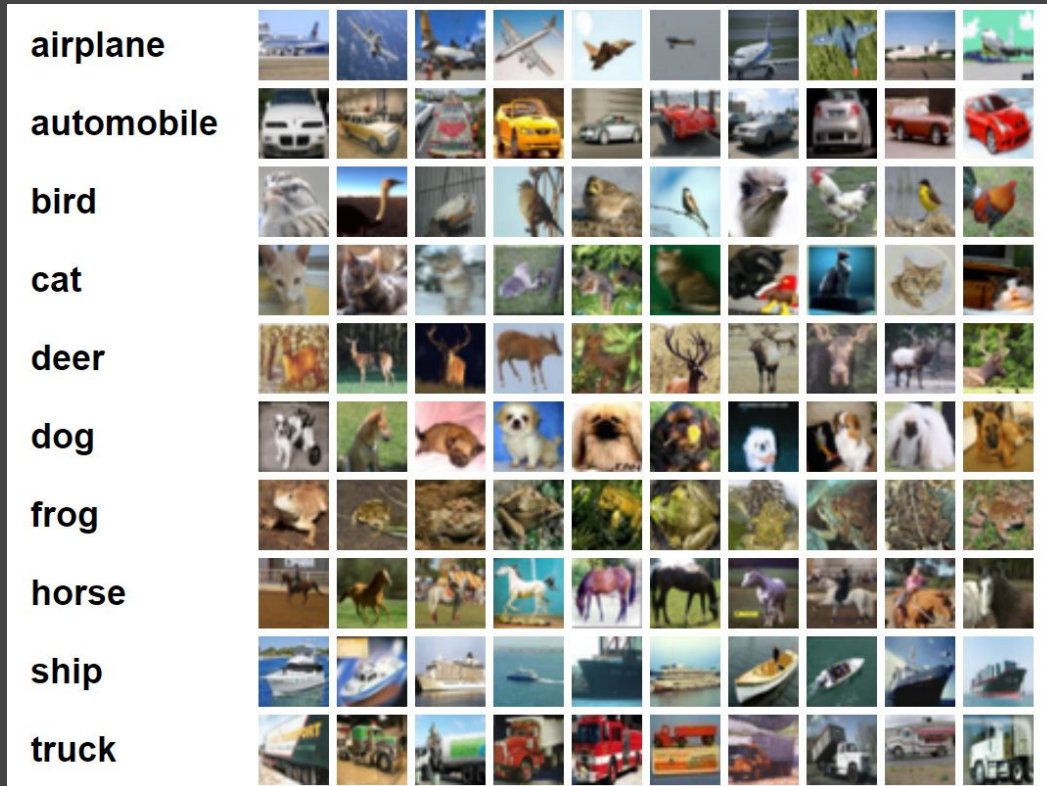


<http://seansoleyman.com/effect-of-dataset-size-on-image-classification-accuracy/>

Supervised Learning



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Training data:

X_1, y_1

X_2, y_2

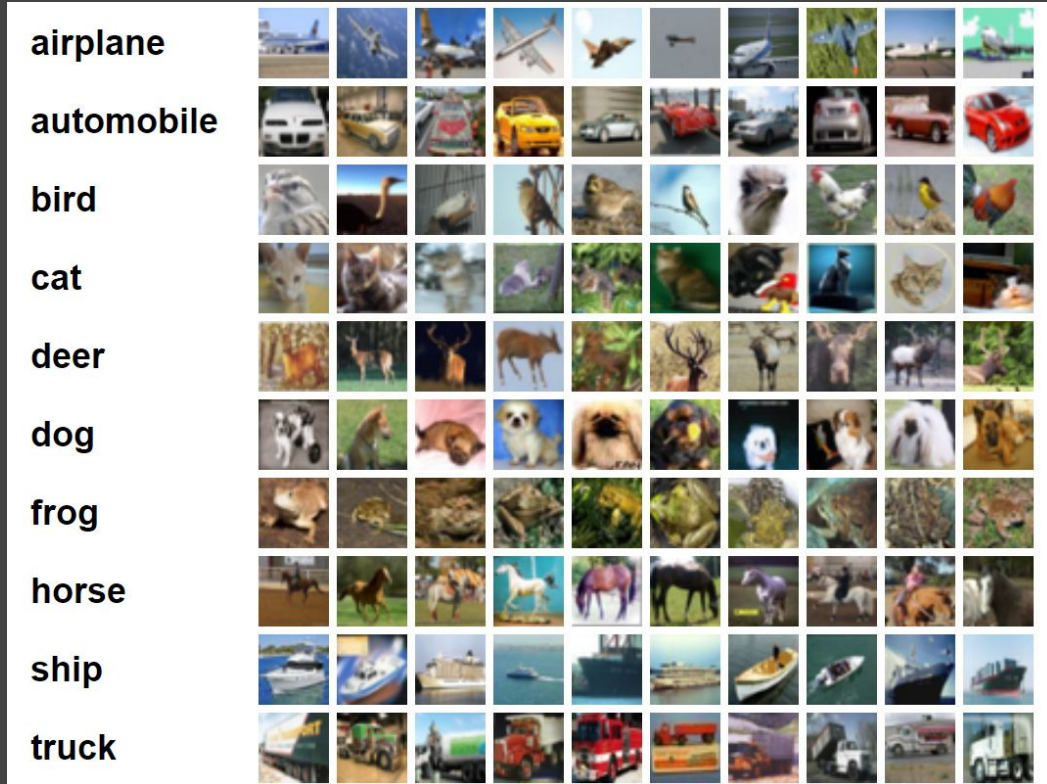
X_3, y_3

\vdots
 X_n, y_n

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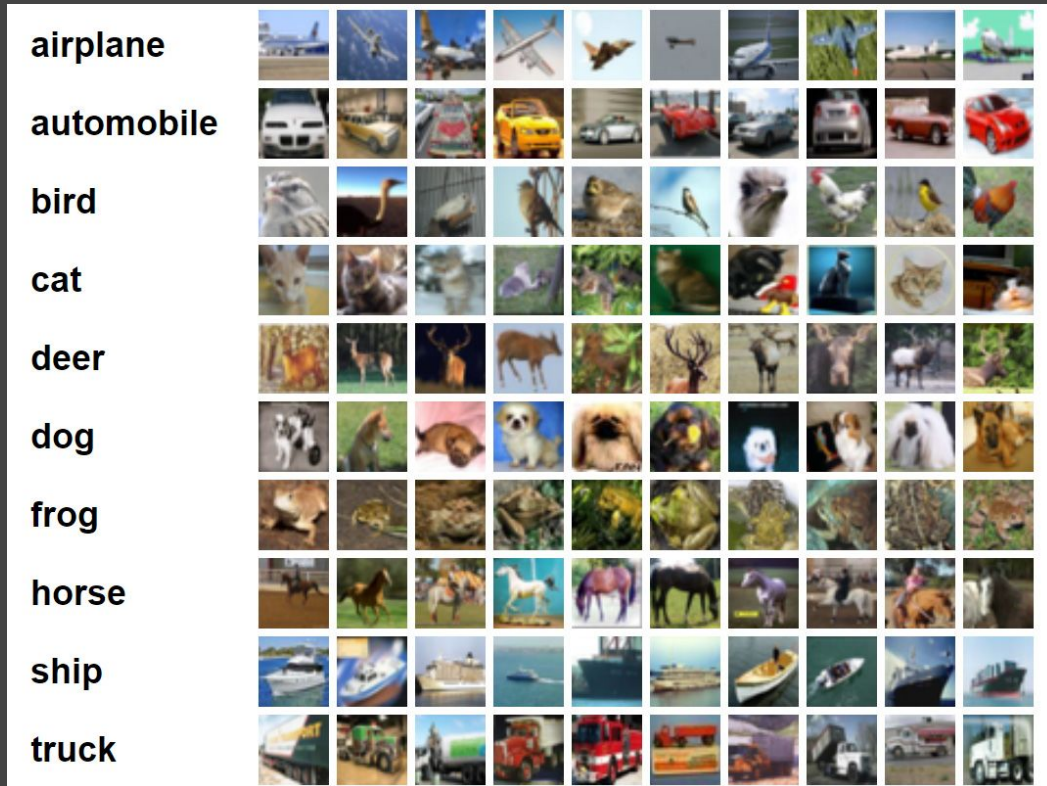
Training data:

| | |
|--|---------------|
| | Apple |
| | Apple |
| | Orange |
| | |
| | Orange |

Supervised Learning



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Training data:

| | |
|---|---|
| | 0 |
| | 0 |
| | 1 |
| ⋮ | |
| | 1 |

Supervised Learning



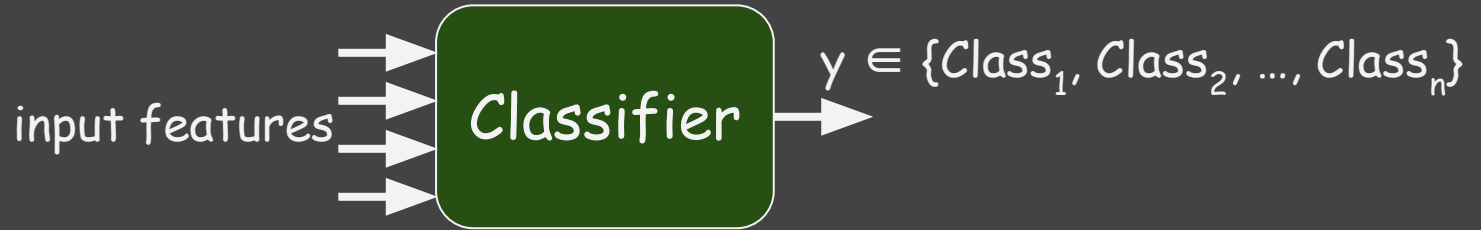
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Classification



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Classification



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Classification



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Regression



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Regression



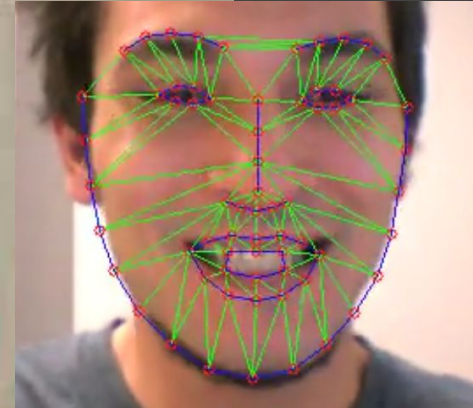
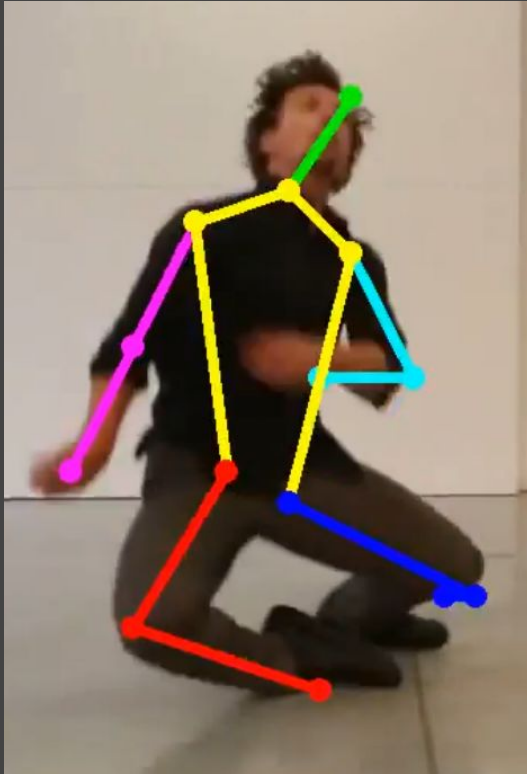
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Regression



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Learnable Models



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Learnable Models: Example



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Learnable Models: Example



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Learnable Models: Input-output map



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$$y = f(x)$$

$$f: \mathbb{R}^m \rightarrow \mathbb{R}^n$$

Learnable Models: Input-output map



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$$y = f(x, \theta)$$

$$f: \mathbb{R}^m \rightarrow \mathbb{R}^n$$

Learnable Models: Input-output map



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$$y = f(x, \theta) \quad \theta \in \mathbb{R}^k$$

$$f: \mathbb{R}^m \times \mathbb{R}^k \rightarrow \mathbb{R}^n$$

Learnable Models: Example

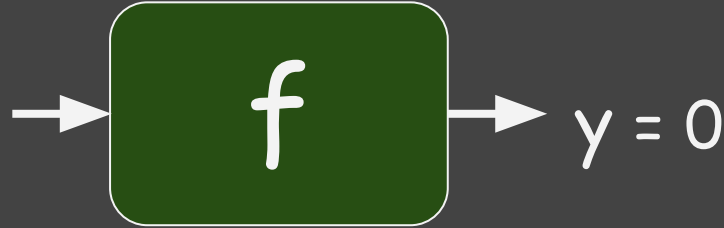


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I

$x =$
features(I)



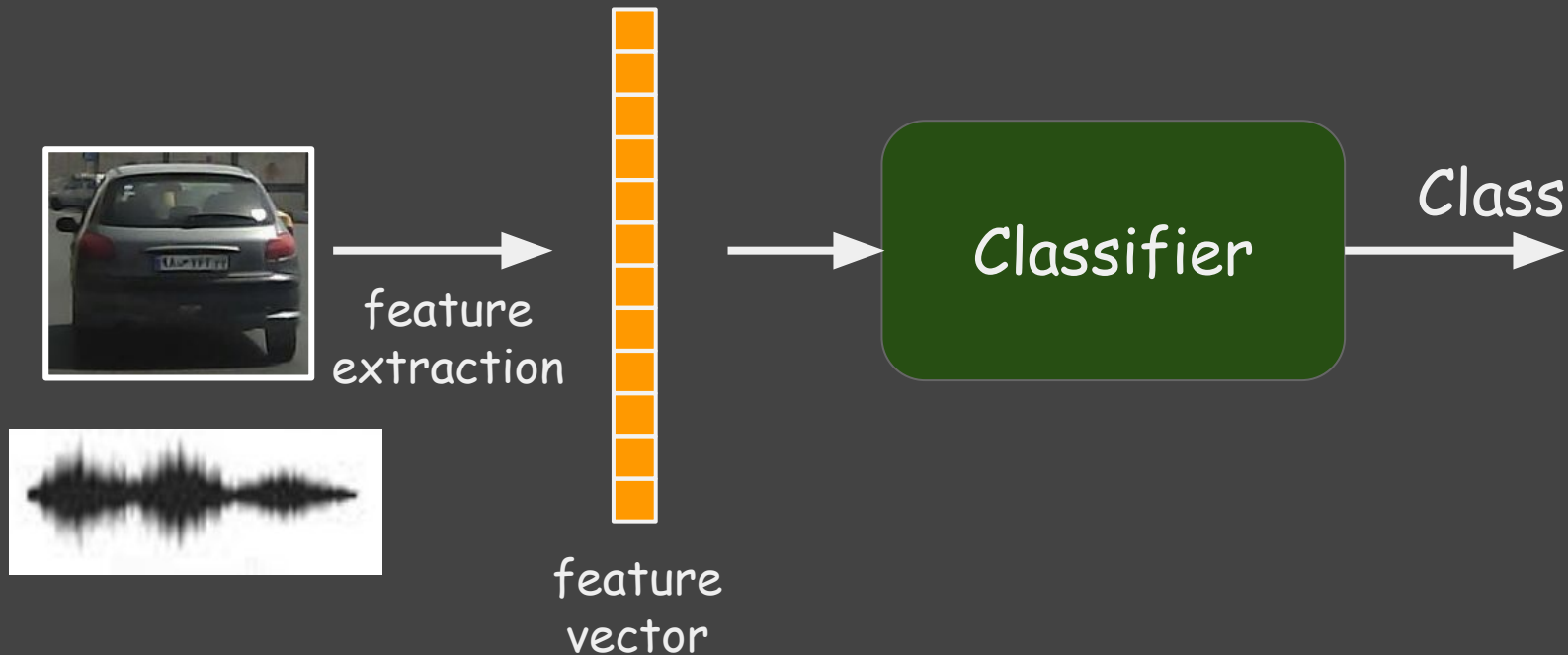
$$y = f(x, \theta)$$

$$f: \mathbb{R}^m \times \mathbb{R}^k \rightarrow \mathbb{R}^n$$

Features



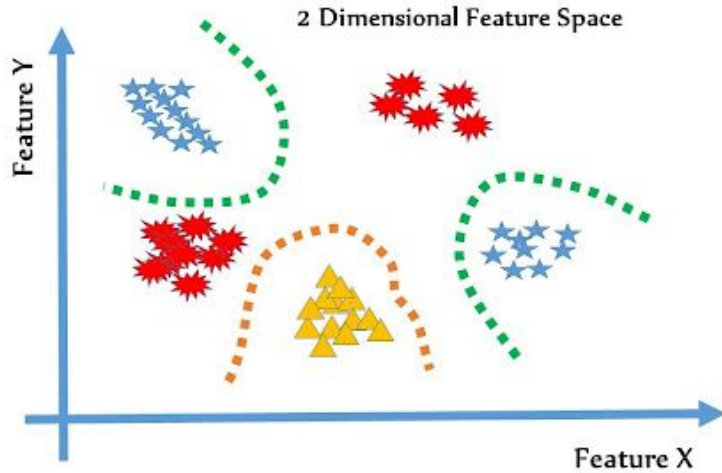
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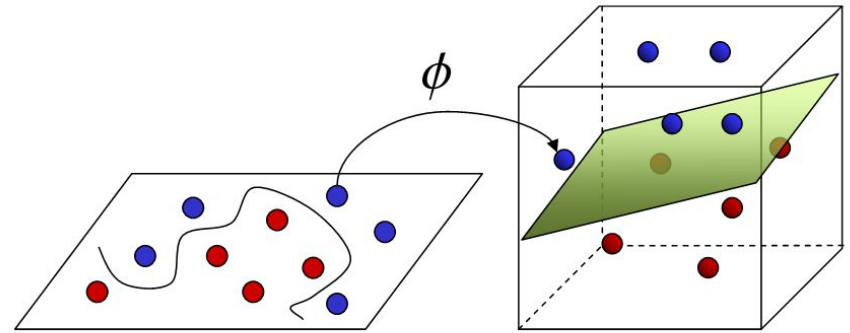
Feature space



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<https://www.petersincak.com/news/why-i-do-not-believe-in-error-backpropagation/>



Input Space

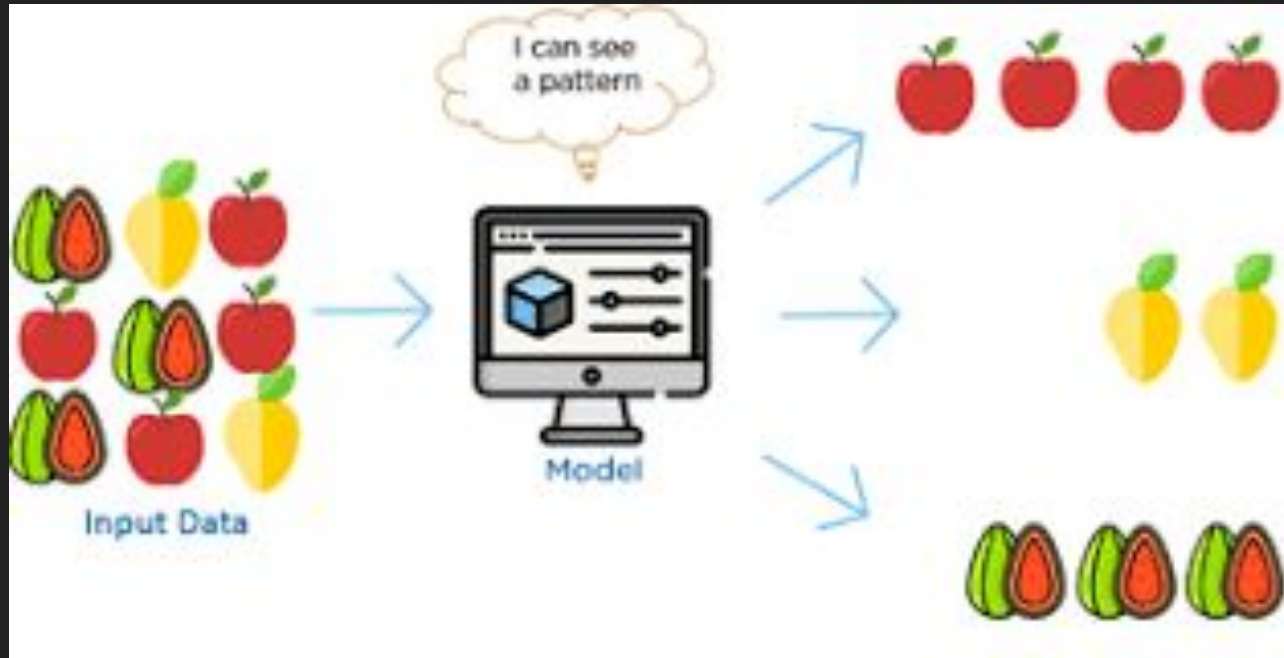
Feature Space

<https://towardsdatascience.com/the-kernel-trick-c98cdbcaeb3f>

Unsupervised Learning



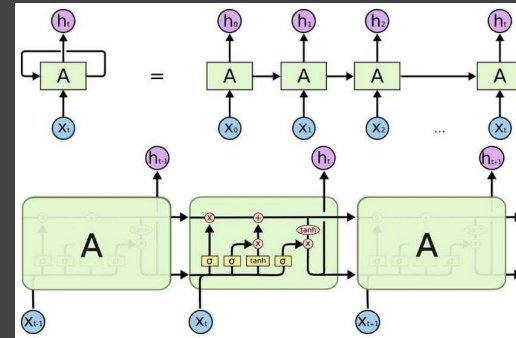
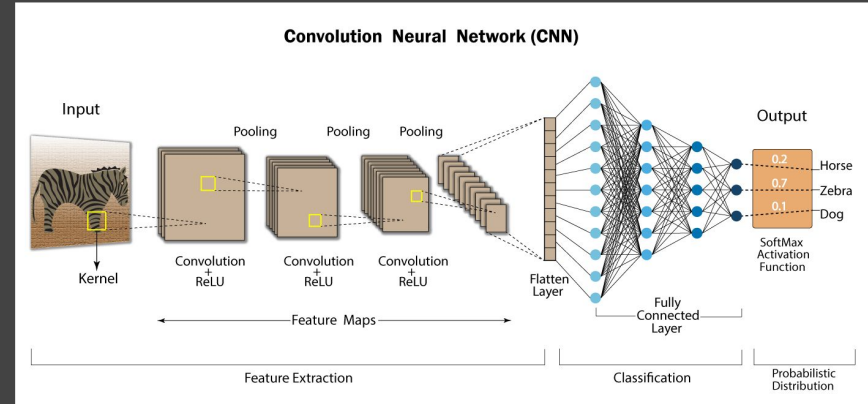
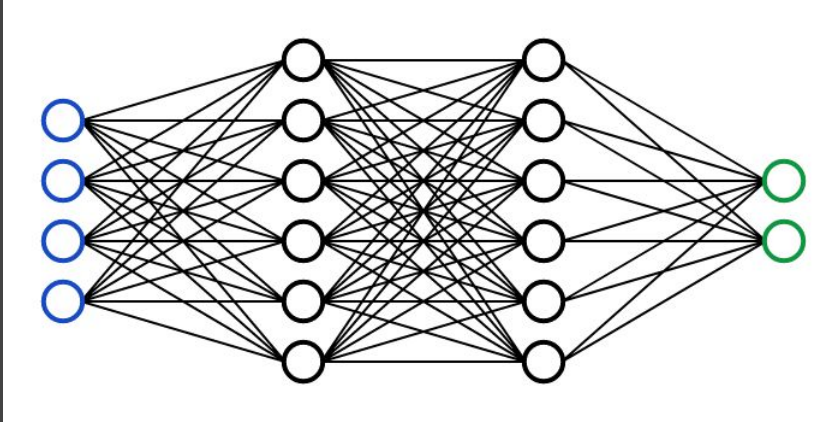
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Neural Networks



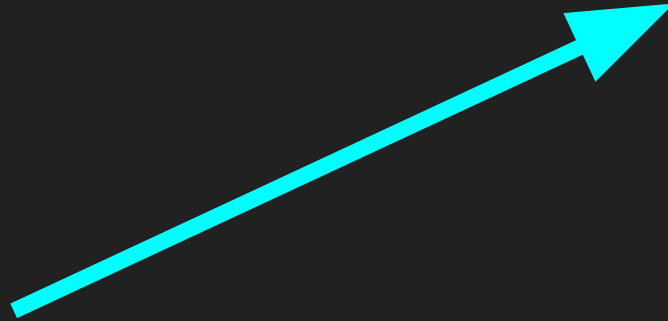
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What is a Vector?



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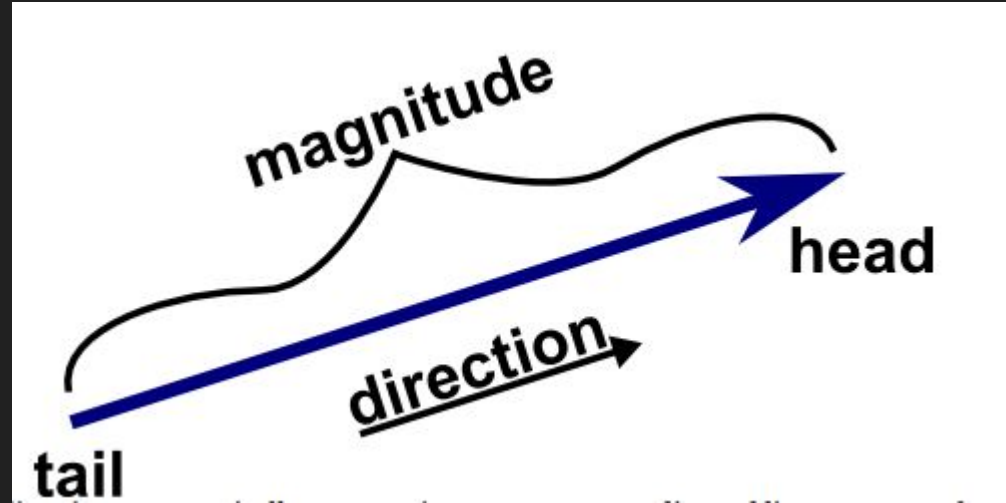


What is a Vector?



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$$\vec{B} = \begin{bmatrix} B_x \\ B_y \\ B_z \end{bmatrix}$$

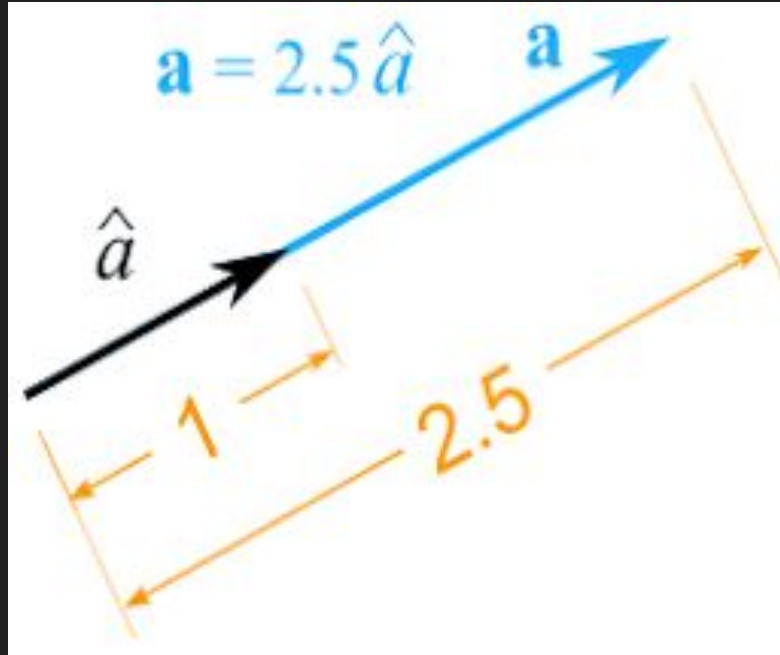


https://mathinsight.org/vector_introduction

Vector Scaling



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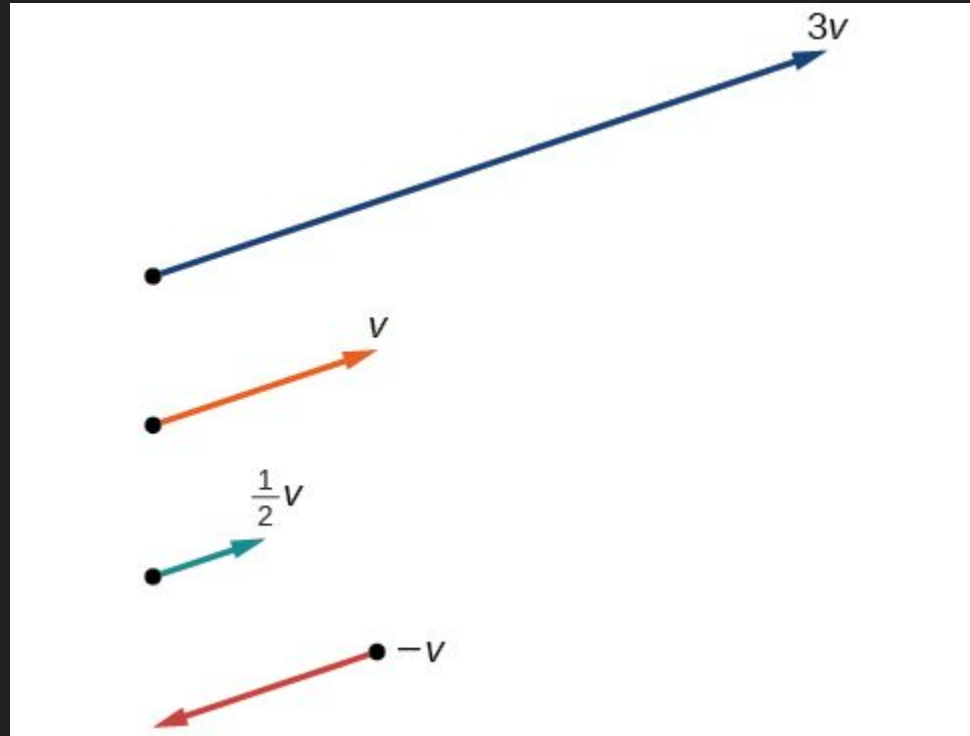


<https://semesters.in/unit-free-forced-fixed-vector/>

Vector Scaling



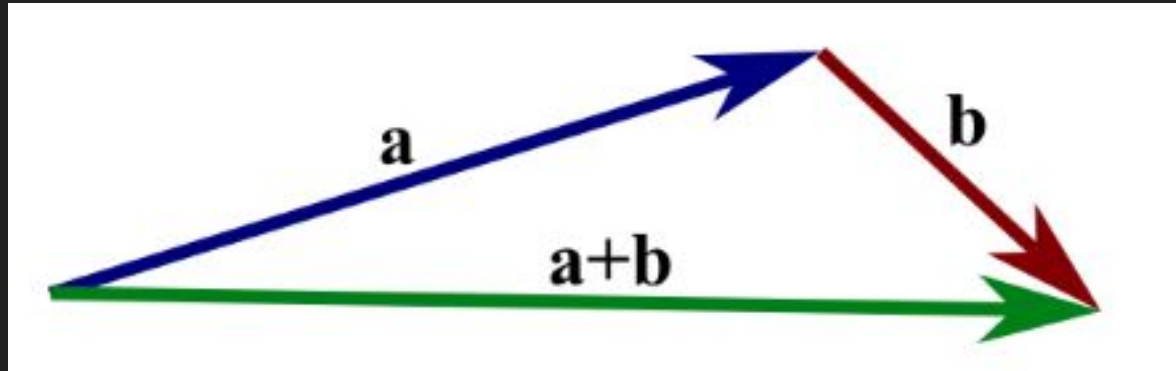
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Vector Addition



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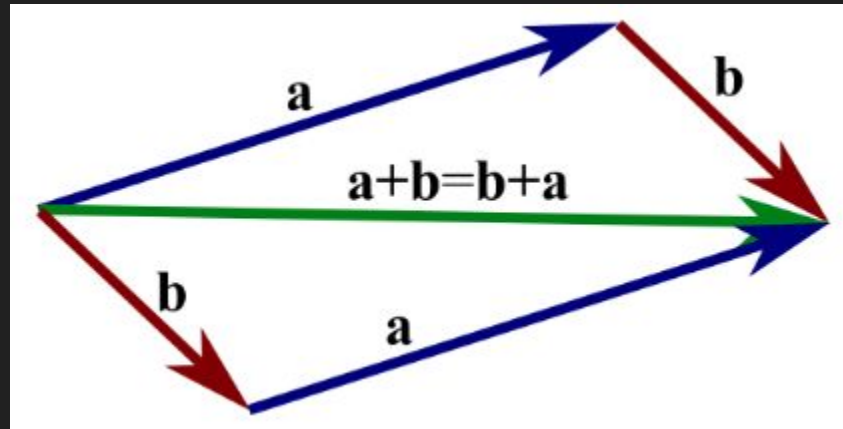


https://mathinsight.org/vector_introduction

Vector Addition



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https://mathinsight.org/vector_introduction

Space

A set with a structure



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Vector Spaces



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Vector Space



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- a set V
- scalars $\in \mathbb{R}$ (\mathbb{C} , or any field)
- Vector addition $+$ ($u + v$ for $u, v \in V$)
- scalar multiplication ($a u$ for $a \in \mathbb{R}, u \in V$)
 - Commutativity: $u + v = v + u$
 - Associativity: $u + (v + w) = (u + v) + w$
 - Identity element: $\exists z \in V : v + z = z + v = v$
 - Inverse: for each $v \in V$ there is v' : $v + v' = z$ (z defined above)
 - $(ab) v = a (b v)$
 - $1 v = v$
 - $a (u + v) = a u + a v$
 - $(a+b) v = a v + b v$

Why bother?

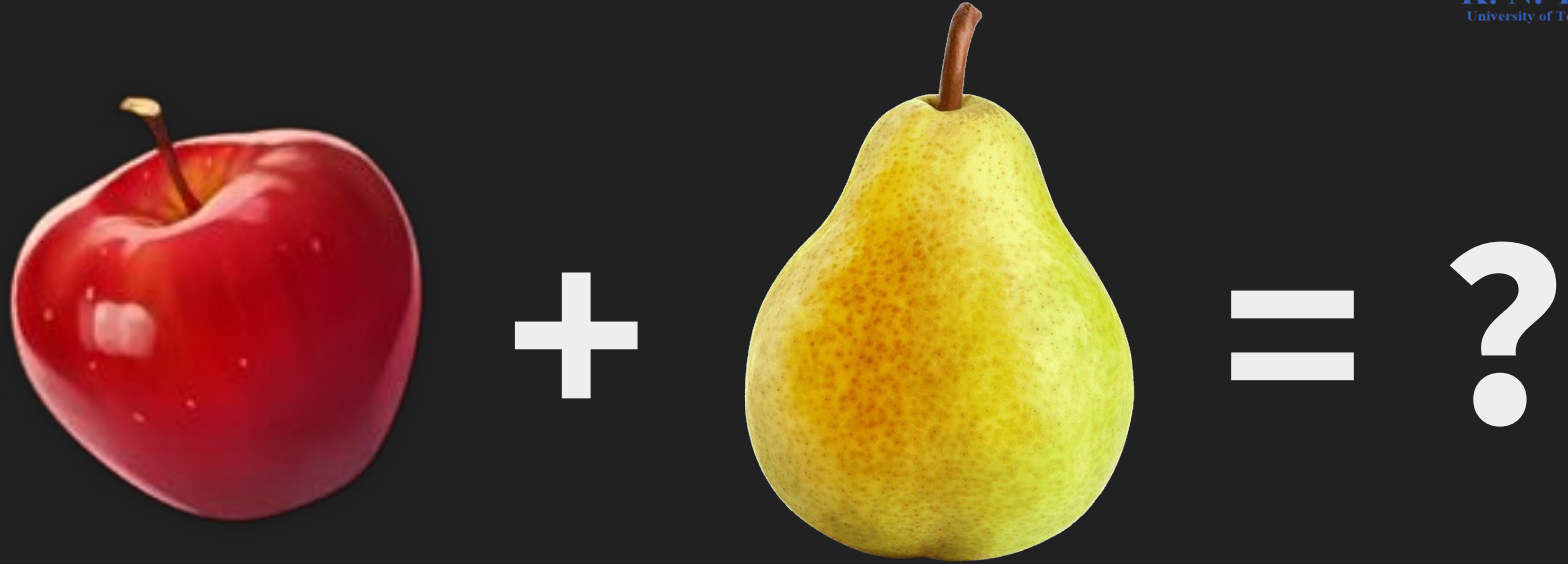


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Why bother? adding apples and pears?



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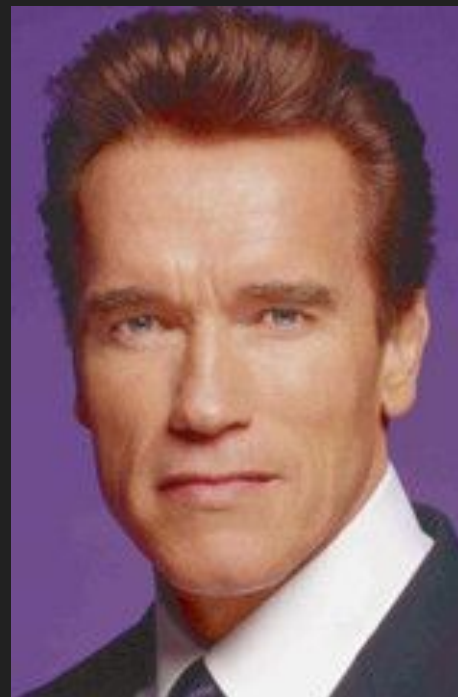
Why bother? Shape+Appearance Averaging



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Jerk



Cyborg

Why bother? Shape+Appearance Averaging



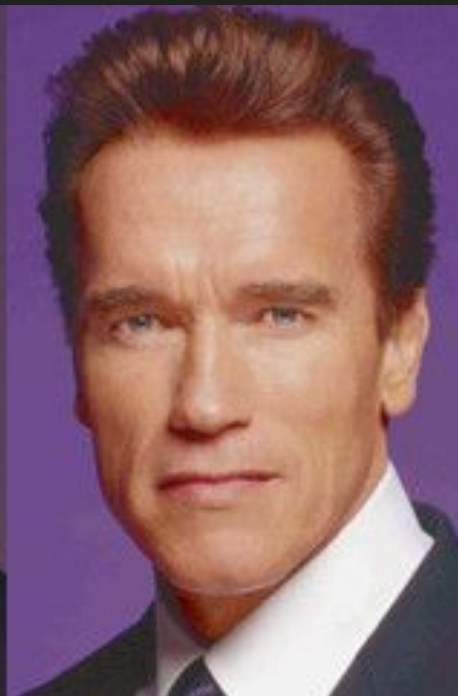
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Jerk



Cyjerk

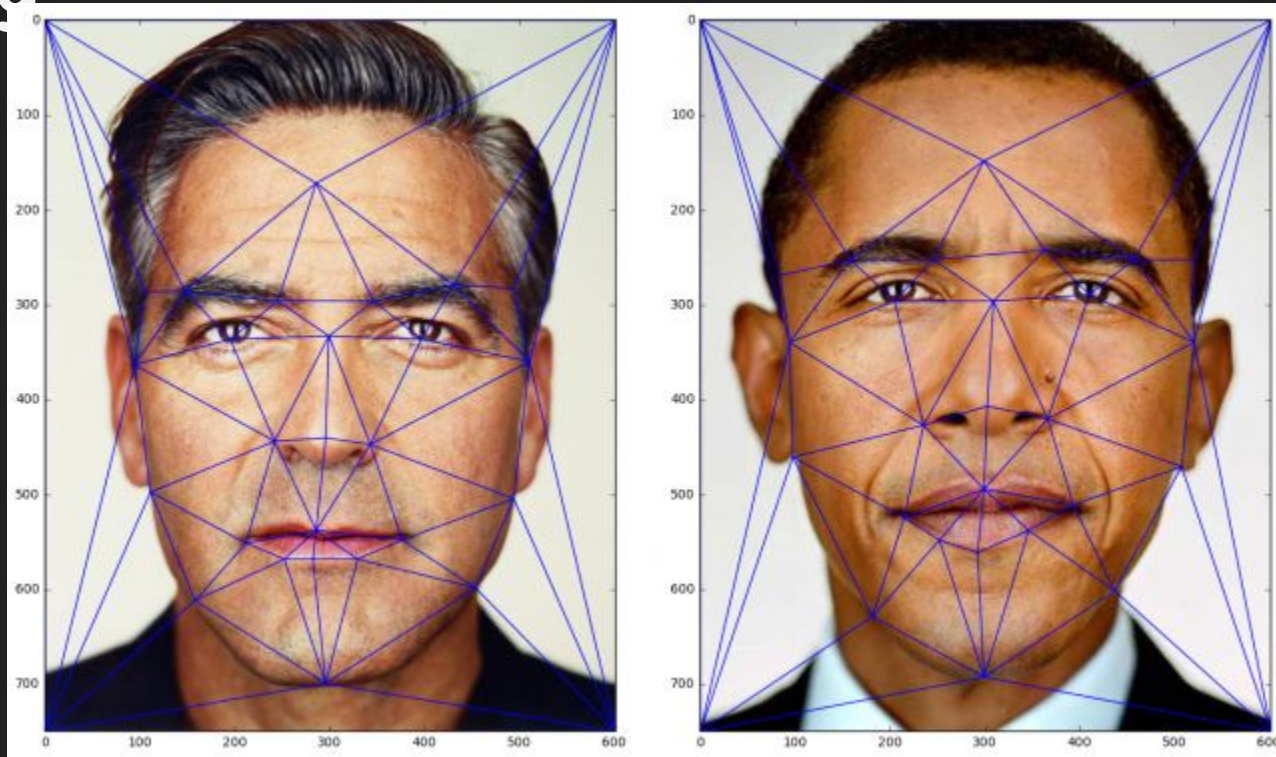


Cyborg

Why bother? Define vector addition and scaling



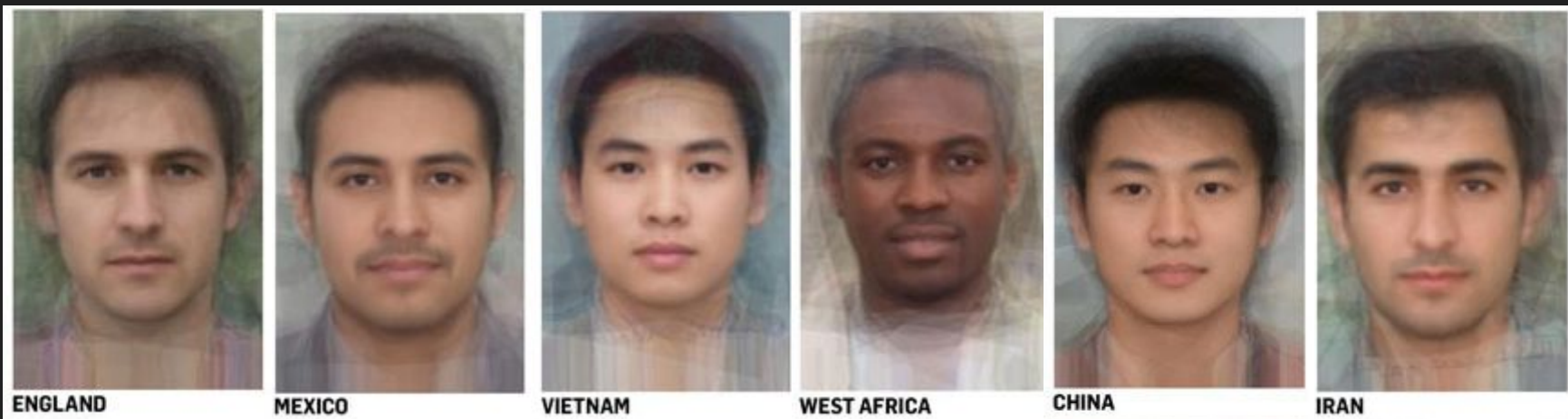
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Why bother? Average Faces by country



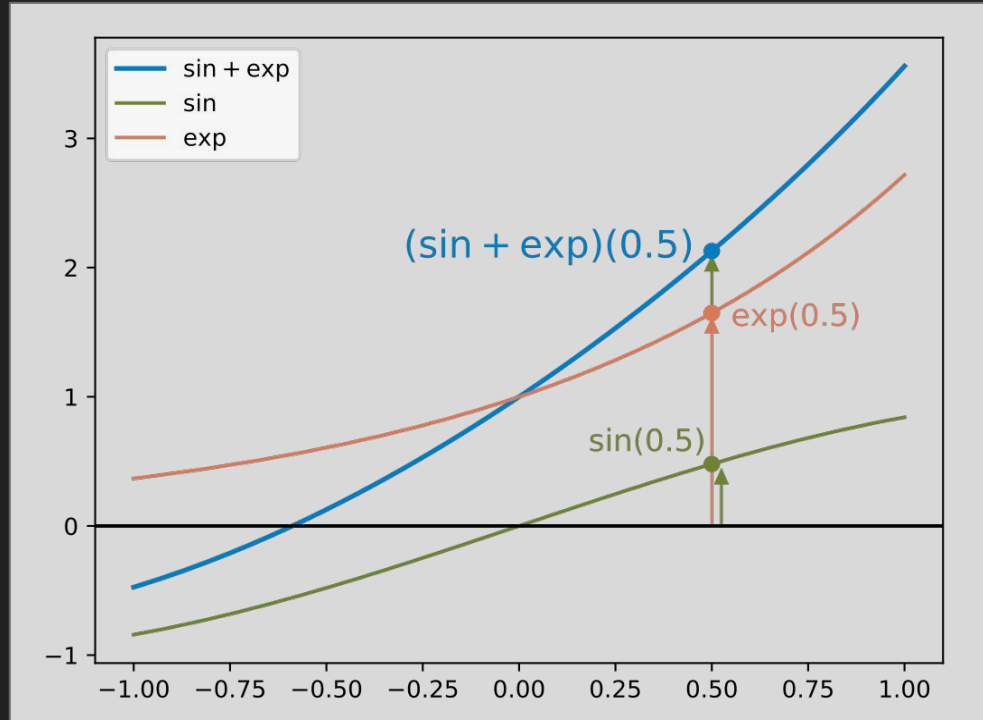
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Why bother? functions as vectors



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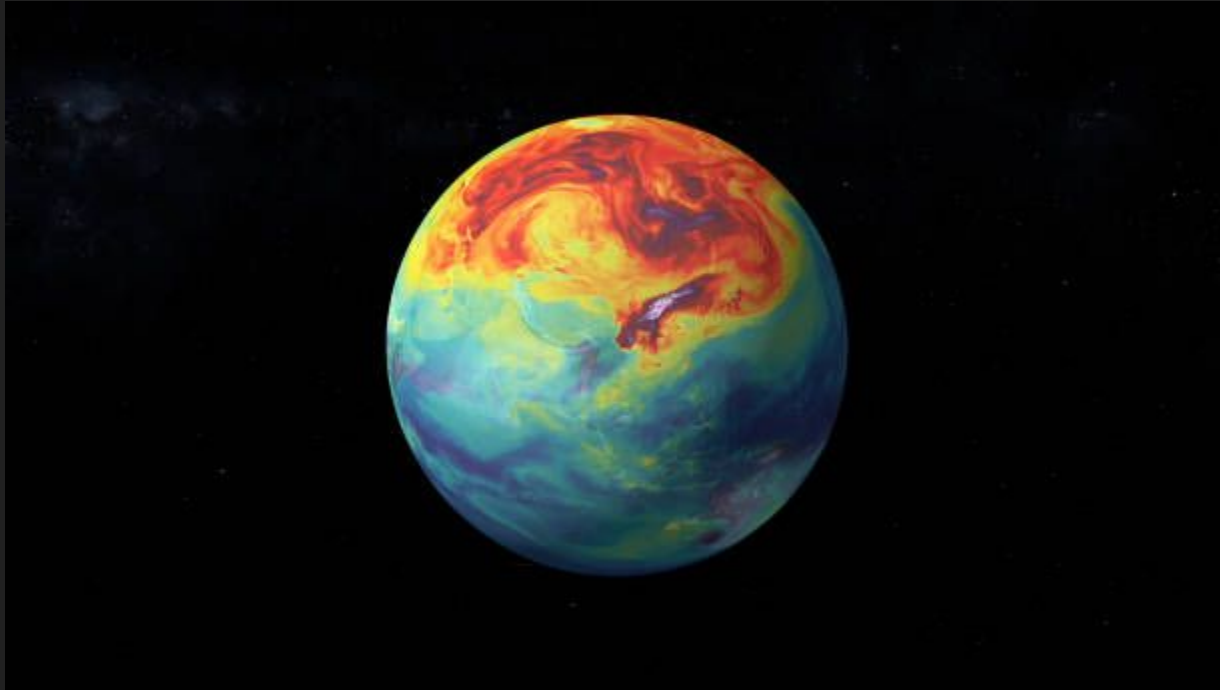


https://en.wikipedia.org/wiki/Vector_space

Why bother? functions as vectors



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Linear combination

Let $a, b \in \mathbb{R}$. The vector $a x + b y$ is a linear combination of the vectors x and y .

Let $a_i \in \mathbb{R}$. The vector $a_1 x_1 + a_2 x_2 + \dots + a_n x_n$ is a linear combination of the vectors x_1, x_2, \dots, x_n .

Span

$$\text{span}(x, y) = \{ a x + b y \mid a, b \in \mathbb{R} \}$$

The space of all linear combinations of x and y .

$$\text{span}(x_1, x_2, \dots, x_n) = \{ a_1 x_1 + a_2 x_2 + \dots + a_n x_n \mid a_i \in \mathbb{R} \}$$

Span



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We say that x_1, x_2, \dots, x_n span S if $S = \text{span}(x_1, x_2, \dots, x_n)$.

Linear dependence



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x, y, z are dependent if

- $x \in \text{span}(y, z)$, OR
- $y \in \text{span}(z, x)$, OR
- $z \in \text{span}(x, y)$

that is

- $x = a y + b z$, for some a, b , OR
- $y = a z + b x$, for some a, b , OR
- $z = a x + b y$, for some a, b .

Linear dependence



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$x_1, x_2, \dots, x_n \in V$ are linearly dependent if one of them can be written as a linear combination of the others (one of them is in the span of the others).

Linear dependence



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$x_1, x_2, \dots, x_n \in V$ are linearly dependent if one of them can be written as a linear combination of the others (one of them is in the span of the others).

Linear independence



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x, y, z are independent if

- $x \notin \text{span}(y, z)$, AND
- $y \notin \text{span}(z, x)$, AND
- $z \notin \text{span}(x, y)$

Linear independence



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$x_1, x_2, \dots, x_n \in V$ are linearly independent if none of them can be written as a linear combination of the others.



Linear independence

$x_1, x_2, \dots, x_n \in V$ are linearly independent if none of them can be written as a linear combination of the others.

Equivalently:

$$a_1 x_1 + a_2 x_2 + \dots + a_n x_n = 0 \implies a_1 = a_2 = \dots = a_n = 0$$

Basis



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$v_1, v_2, \dots, v_n \in V$ such that

- v_1, v_2, \dots, v_n are linearly independent
- v_1, v_2, \dots, v_n span V



Basis

$v_1, v_2, \dots, v_n \in V$ such that

- v_1, v_2, \dots, v_n are linearly independent
- v_1, v_2, \dots, v_n span V

* n is the same for any choice of the basis vectors

* n is called the dimension of V

* There are also **infinite dimensional** vector spaces



* Basis (general definition)

$\{v_i\}_{i \in I} \subseteq V$ such that

- v_i 's are linearly independent
- for any $v \in V$ there is a **finite** set of vectors $v_1, v_2, \dots, v_d \in \{v_i\}_{i \in I}$ such that $v \in \text{span}(v_1, v_2, \dots, v_d)$

* Any vector space has a basis

* cardinality of $\{v_i\}_{i \in I}$ is the same for any choice of the basis vectors

* cardinality of $\{v_i\}_{i \in I}$ is called the dimension of V

Bases and Coordinate Representation



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Why is independence needed? \Rightarrow uniqueness

every $x \in V$ can be written **uniquely** as a linear combination of the basis vectors v_1, v_2, \dots, v_n .

Bases and Coordinate Representation



\Rightarrow Every $x \in V$ can be written as a unique linear combination of u_1, \dots, u_n .

$$x = a_1 u_1 + a_2 u_2 + \dots + a_n u_n$$

$\Rightarrow x$ can be represented as

$$x = \begin{bmatrix} a_1 \\ a_2 \\ a_3 \\ \vdots \\ a_n \end{bmatrix}$$

as an array of real numbers.

$$\begin{bmatrix} a_1 \\ a_2 \\ a_3 \\ \vdots \\ a_n \end{bmatrix}$$

a_i -s are called coordinates of x

مختصات

مختصات به بردارهای پایه وابسته است

Example: The Euclidean space



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