



Al-Mustaqbal University  
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Subject: Advanced math.  
2<sup>nd</sup> term – Lecture: 1- vectors



# كلية التقنيات الهندسية

## هندسة تقنيات الذكاء الاصطناعي



## Lecture: (1)

### Vectors



# Vectors

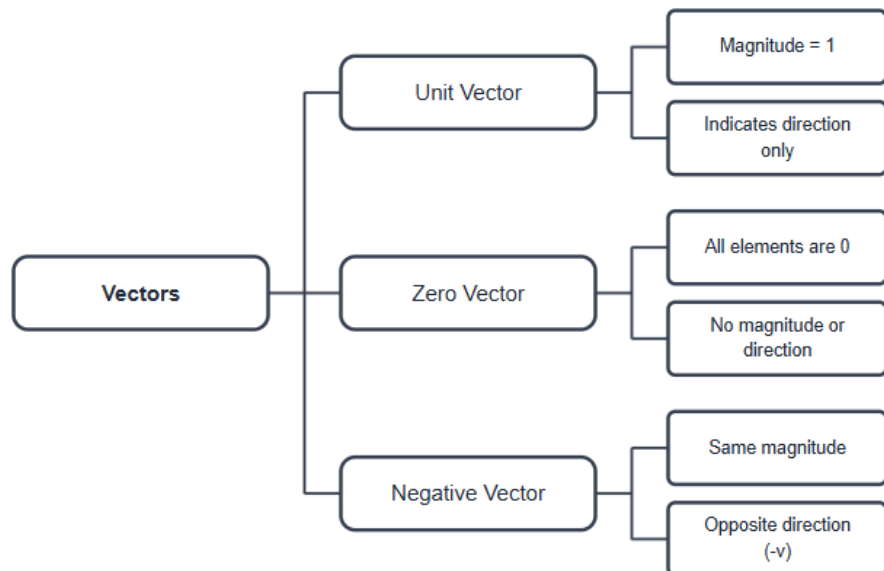
## What is a Vector?

In AI, a vector is an **ordered set** of numbers representing a point in space or a feature set. We typically represent them as **column matrices**:

$$\mathbf{v} = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix}$$

Each element  $v_i$  represents a specific dimension or feature (e.g., pixel intensity, word frequency).

## Special Vector Types



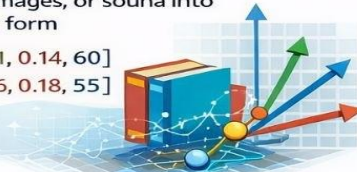
## Vectors in AI

How Vectors are used in Artificial Intelligence

### 1. Representing Data

Convert words, images, or sound into numerical vector form

king [0.25, 0.81, 0.14, 60]  
queen [0.20, 0.76, 0.18, 55]



### 2. Measuring Similarity

Measure how close or similar two vectors are

Cosine Similarity:  $\cos(\theta) = \frac{A \cdot B}{|A||B|}$

A [1, 2, 3]

B [1, 2, 4]

C = [0, 2, 3, 7]



Euclidean Distance:

$$d = \sqrt{(A_1 - B_1)^2 + (A_2 - B_2)^2 + \dots}$$

### 3. Machine Learning Models

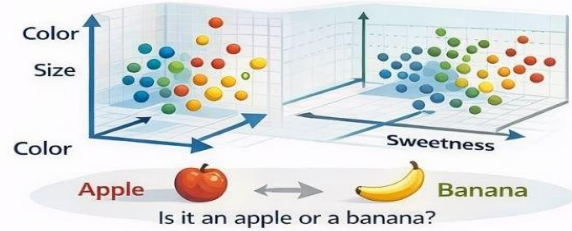
Train models to find patterns in vectorized data

Email	Vector	Class	Class
Email 1	[0.2, 0.5, 0.7]	Spam	Spam
Email 2	[0.8, 0.1, 0.3]	Normal	Normal



### 4. High-Dimensional Space

Visualize relationships in high-dimensional data



### تمثيل النصوص

dog [0.7, 0.6, 0.8]  
cat [0.6, 0.7, 0.8]



### تمثيل الصور

Image Vector [0.2, 7, 9, 0.1, 1, 8...]



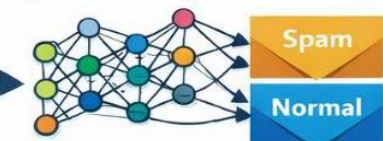
### قياس التشابه

Cosine Similarity  
Euclidean Distance  
A [1, 2, 3]  
B [1, 2, 4]



## تطبيقات المتجهات الذكاء الاصطناعي

### تدريب نماذج التعلم الآلي



### معالجة الصوت

Audio Vector  
[0.5, 0.7, 0.3, 0.6]



### خوارزميات البحث والتوصيات



### الرؤية الحاسوبية



Object Detection

## Vector Equations

### Dot Product

$$\mathbf{a} \cdot \mathbf{b} = a_1 b_1 + a_2 b_2 + \dots + a_n b_n = |\vec{a}| |\vec{b}| \cos(\theta)$$

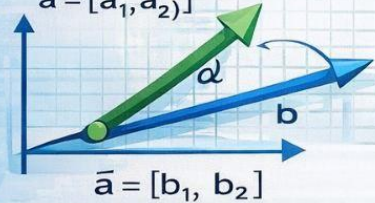
### Vector Magnitude

$$|\vec{a}| = \sqrt{a_1^2 + a_2^2 + \dots + a_n^2}$$

### Dot Product

$$|\mathbf{a}| = a_1 b_1 + a_2 b_2 + \dots + a_n b_n = |\vec{a}| |\vec{b}| \cos(\theta)$$

$$\mathbf{a} = [a_1, a_2]$$



$$\vec{A} = [a_1, a_2], [b_1, b_2]$$

### Cosine Similarity

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

$$\frac{\vec{a} \cdot \vec{b}}{|\vec{a}| |\vec{b}|} = \frac{a_1 b_1 + a_2 b_2 + \dots + a_n b_n}{\sqrt{a_1^2 + a_2^2 + \dots + a_n^2} \sqrt{b_1^2 + b_2^2 + \dots + b_n^2}}$$

### Euclidean Distance

$$d(\mathbf{a}, \mathbf{b}) = \|\vec{a} - \vec{b}\|$$



$$y_i = w_{i1} x_1 + w_{i2} x_2 + \dots + w_{in} x_n + b_i$$

### Linear Transformation

$$\begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} \rightarrow \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_m \end{bmatrix} = \mathbf{W} = \begin{bmatrix} w_{11} & w_{12} & w_{13} & \dots & w_{1n} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ w_{21} & w_{22} & w_{23} & \dots & w_{2n} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ w_{m1} & w_{m2} & w_{m3} & \dots & w_{mn} \end{bmatrix} + \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_m \end{bmatrix}$$

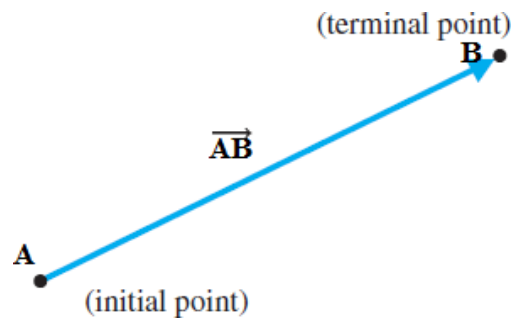
$$y_i = w_{i1} x_1 + w_{i2} x_2 + \dots + w_{in} x_n + b_i$$

## Component Form

A quantity such as force, displacement, or velocity is called a **vector** and is represented by a **directed line segment**.

### DEFINITIONS:

The vector represented by the directed line segment  $\vec{AB}$  has **initial point**  $A$  and **terminal point**  $B$ .



### Vectors in 2-dimensional coordinates

If  $A$  represent by  $(x_1, y_1)$  and

$B$  represent by  $(x_2, y_2)$

Vector is represent by

$$\vec{AB} = (v_1, v_2)$$

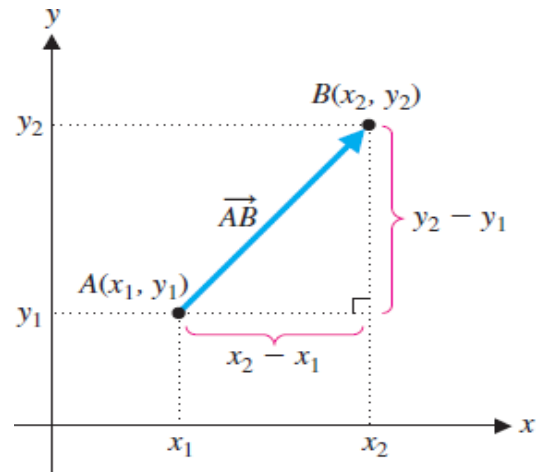
Where  $v_1 = x_2 - x_1$

and  $v_2 = y_2 - y_1$

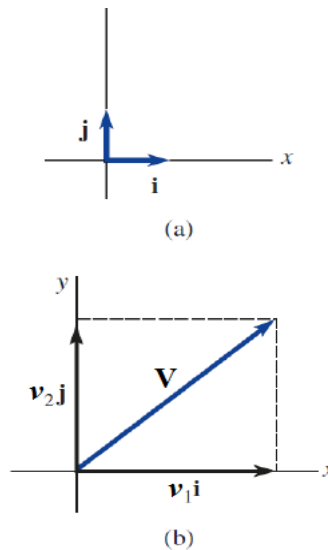
or another method to represent the vector

If  $i, j$  are standard basis vectors, then

$$i = \langle 1, 0 \rangle \quad \text{and} \quad j = \langle 0, 1 \rangle,$$



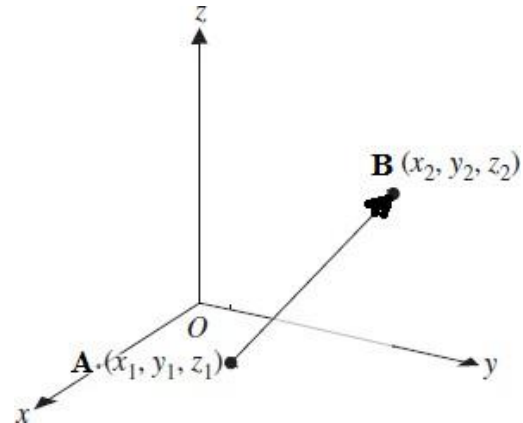
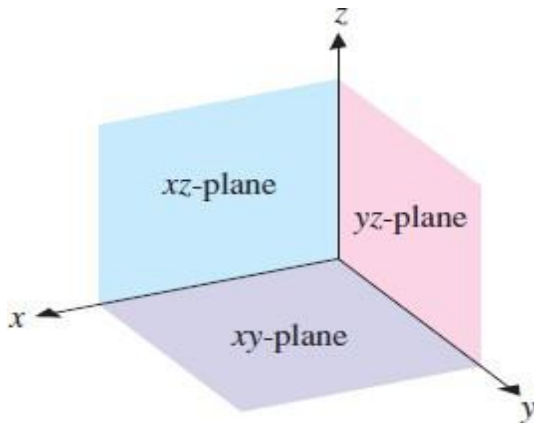
$$\vec{AB} = \mathbf{V} = v_1 \mathbf{i} + v_2 \mathbf{j}.$$



Note: Zero vector

$$V = (0, 0)$$

**Vectors in 3-dimensional coordinates (vector in space)**



If  $A$  represent by  $(x_1, y_1, z_1)$  and  
 Vector is represent by

$B$  represent by  $(x_2, y_2, z_2)$

$$\vec{A} \vec{B} = (v_1, v_2, v_3)$$

Where  $v_1 = x_2 - x_1$  ,  $v_2 = y_2 - y_1$  and  $v_3 = z_2 - z_1$

or another method to represent the  
 vector

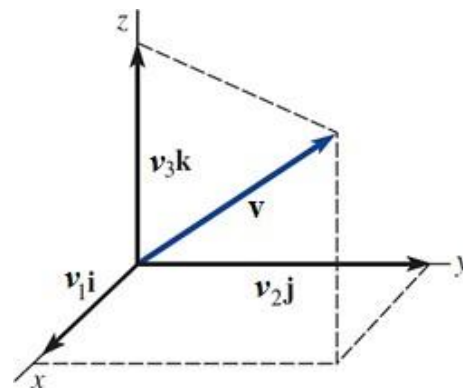
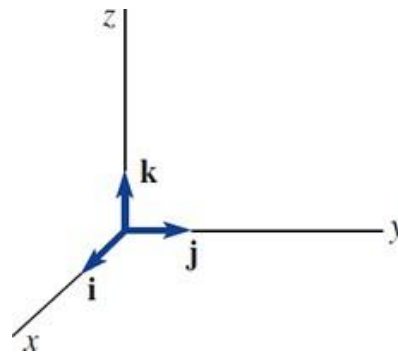
If  $i, j, k$  are standard basis vectors,  
 then

$$i = \langle 1, 0, 0 \rangle,$$

$$j = \langle 0, 1, 0 \rangle,$$

$$k = \langle 0, 0, 1 \rangle.$$

$$\vec{A} \vec{B} = \mathbf{V} = v_1i + v_2j + v_3k$$



**Note: Zero vector**

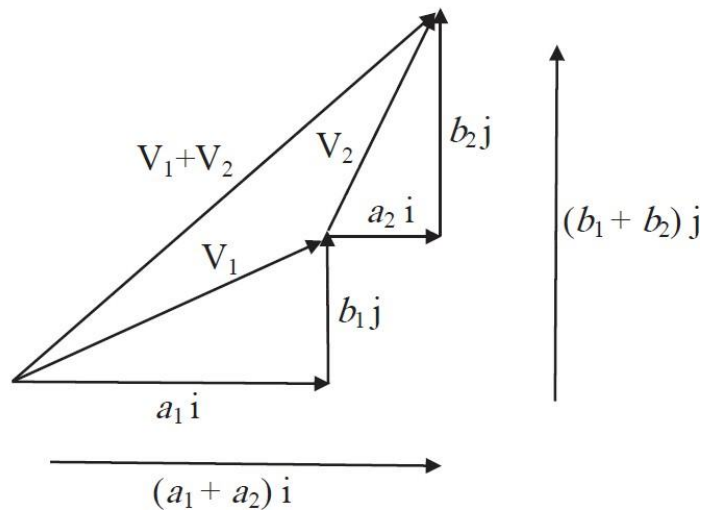
$$V = (0, 0, 0)$$

**Algebra of vector:**

**Algebraic addition:**

$$\text{Let } V_1 = a_1i + b_1j$$

$$V_2 = a_2i + b_2j$$



Two vector may be added algebraically by adding their corresponding scalar components:

$$V_1 + V_2 = (a_1 + a_2)i + (b_1 + b_2)j$$

**Example:** If  $V_1 = 2i - 5j$  and  $V_2 = 4i + 2j$  , find  $V_1+V_2$

**solution:**

$$\begin{aligned} V_1 + V_2 &= (2i - 5j) + (4i + 2j) \\ &= (2 + 4)i + (-5 + 2)j \\ &= 6i - 3j \end{aligned}$$

**H.W:** The vector  $u = 4i + 3j$  and  $v = 5i + 6j$  , find  $u + v$



**Subtraction:**

$$\text{Let } V_1 = a_1i + b_1j$$

$$V_2 = a_2i + b_2j$$

$$V_1 - V_2 = (a_1 - a_2)i + (b_1 - b_2)j$$

**Example:** If  $V_1 = 7i + 3j$  and  $V_2 = 2i - 6j$ , find  $V_1 - V_2$   
**solution:**

$$\begin{aligned} V_1 - V_2 &= (7i + 3j) - (2i - 6j) \\ &= (7 - 2)i + (3 - (-6))j \\ &= 5i + 9j \end{aligned}$$

**H.W:** The vector  $u = 9i + 6j$  and  $v = 5i + 2j$ , find  $u - v$



### ***Length of the vector (magnitude):***

The length of the vector is  $V = ai + bj$  usually denoted by  $|V|$ , which may be read (the magnitude of V):

$$|V| = |ai + bj| = \sqrt{a^2 + b^2}$$

***Example:*** find length of vector  $V = 3i - 5j$

***solution:***

$$|V| = |3i - 5j| = \sqrt{(3)^2 + (-5)^2} = \sqrt{9 + 25} = \sqrt{34}$$

***H.W:*** The vector  $u = 5i + 2j$ , find the magnitude (length) of the vector  $u$

### **Unit vector**

Any vector whose length is equal to the unit of length used along the coordinate axes is called a unit vector.

***Direction:***

$$\text{Direction of the vector } V = \frac{V}{|V|}$$

***Example:*** find the direction of  $A = 3i - 4j$

***solution:***

$$\text{Direction of } A = \frac{A}{|A|} = \frac{3i - 4j}{\sqrt{(3)^2 + (-4)^2}} = \frac{3i - 4j}{\sqrt{25}} = \frac{3}{5}i - \frac{4}{5}j$$



## Properties of vectors

Let  $u, v, w$  be vector and  $a, b$  be scalars

1.  $u + v = v + u$

2.  $(u + v) + w = u + (v + w)$

3.  $u + 0 = u$

4.  $u + (-u) = 0$

5.  $0u = 0$

6.  $1u = u$

7.  $a(bu) = (ab)u$

8.  $a(u + v) = au + av$

9.  $(a + b)u = au + bu$

Note : Zero vector  $\langle 0, 0 \rangle$  or  $(0, 0, 0)$

**Example:** For vectors  $a = \langle 2, 1 \rangle$  and  $b = \langle 3, -2 \rangle$ , compute (a)  $a + b$ , (b)  $2a$ , (c)  $2a + 3b$ , (d)  $2a - 3b$  and (e)  $|2a - 3b|$ .

**Solution:**

(a)  $\mathbf{a + b} = \langle 2, 1 \rangle + \langle 3, -2 \rangle = \langle 2 + 3, 1 - 2 \rangle = \langle 5, -1 \rangle.$

(b)  $\mathbf{2a} = 2\langle 2, 1 \rangle = \langle 2 \cdot 2, 2 \cdot 1 \rangle = \langle 4, 2 \rangle.$

(c)  $\mathbf{2a + 3b} = 2\langle 2, 1 \rangle + 3\langle 3, -2 \rangle = \langle 4, 2 \rangle + \langle 9, -6 \rangle = \langle 13, -4 \rangle.$

(d)  $\mathbf{2a - 3b} = 2\langle 2, 1 \rangle - 3\langle 3, -2 \rangle = \langle 4, 2 \rangle - \langle 9, -6 \rangle = \langle -5, 8 \rangle.$

(e)  $\mathbf{|2a - 3b|} = |\langle -5, 8 \rangle| = \sqrt{25 + 64} = \sqrt{89}.$