# Linear Algebra Basics

Vectors: 
$$\begin{bmatrix} 2 \\ 3 \\ 4 \\ 1 \end{bmatrix}$$
 column vector  $\begin{bmatrix} 2 & 3 & 4 & 6 & 7 \end{bmatrix}$  how vector

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

$$\vec{A} = \begin{bmatrix} \frac{3}{3} \\ 3 \end{bmatrix}$$

$$|\vec{A}| = \sqrt{3^2 + 3^2} = \sqrt{18} = 3\sqrt{2}$$

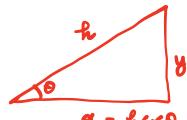
$$\hat{a} = \frac{\vec{a}}{|\vec{a}|} = \begin{bmatrix} \frac{1}{3} \\ \frac{1}{3} \\ \frac{1}{3} \end{bmatrix}$$

$$\vec{a} - \vec{c} = \begin{bmatrix} 3 - 2 \\ 3 - 4 \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \end{bmatrix} \qquad |\vec{a} - \vec{c}| = \ell$$

$$\vec{a} - \vec{b} = \begin{bmatrix} 3+1 \\ 3-5 \end{bmatrix} = \begin{bmatrix} 4 \\ -2 \end{bmatrix} \qquad |\vec{a} - \vec{b}| = \mathcal{R}$$

Angle between the two vectors:

a.b = |a| |b| cos 8



Also: 
$$\vec{a} \cdot \vec{b} = \sum_{i=1}^{N} a_i b_i$$

$$\vec{\mathbf{a}} = \begin{bmatrix} \mathbf{a}_1 \\ \mathbf{a}_2 \\ \mathbf{a}_3 \\ \vdots \\ \mathbf{a}_N \end{bmatrix} \quad \vec{\mathbf{b}} = \begin{bmatrix} \mathbf{b}_1 \\ \mathbf{b}_2 \\ \mathbf{b}_3 \\ \vdots \\ \mathbf{b}_N \end{bmatrix}$$

NXI

$$= \vec{a} \cdot \vec{b}$$

$$= [a, a_2 \ a_3 \ \cdots \ a_N] \begin{bmatrix} b_1 \\ b_2 \\ b_3 \\ \vdots \\ b_N \end{bmatrix}$$

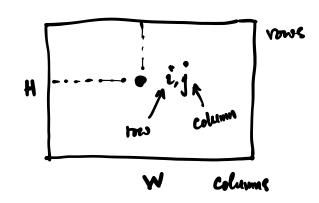
$$\vdots$$

Duter-products:

$$\vec{a} \vec{b} = A$$

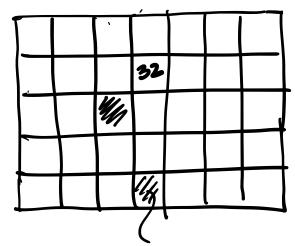
$$(u \times u) (u \times u)$$

### Matrices



beide:  $\vec{y} = A\vec{z}$   $\longrightarrow$   $|A\vec{z}|$ 

# Crayceale



8-bits: 256 levels

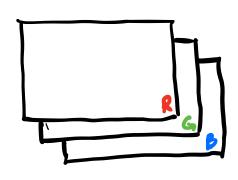
[0,255]

1 1

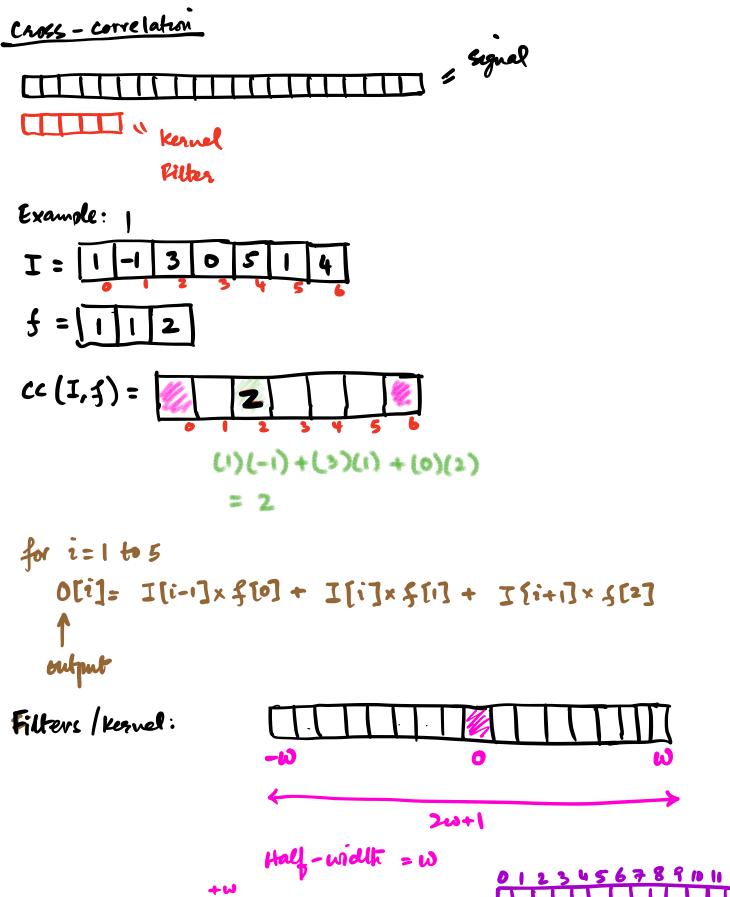
Black While

convert it into Stoaks
[0.0, 1.0]

#### Color images



8-bit, RGB 4096 x 1024



$$CL(I,f)_i = \sum_{j=-\omega}^{+\omega} I[i-j]f[j]$$



#### 1. Dilation