Mathematics and Computer Science for Modeling
Unit 3: Linear Algebra

Stephan Sehring
based on materials by Jan Tekülve and Daniel Sabinasz

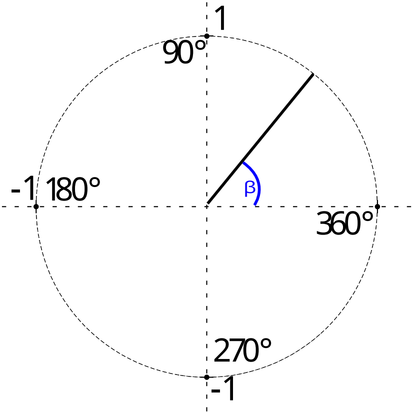
Institut für Neuroinformatik, Ruhr-Universität Bochum

September 27, 2024

1. **Linear Algebra**
   - Angles and Trigonometry
   - Vectors
   - Matrices

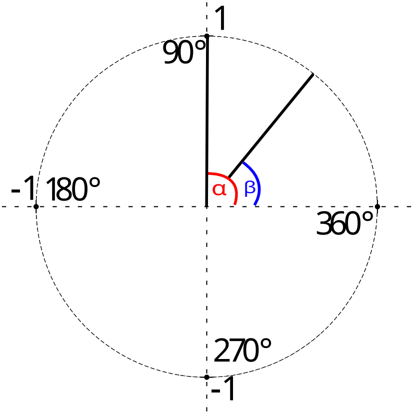
Measuring Angles

- An angle gives us a measure of the intersect between to lines.
- Usually angles are counted from 0° to 360° degrees.



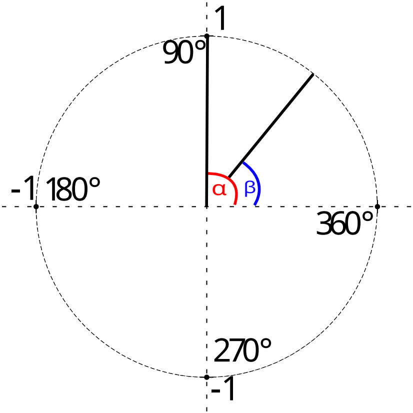
Measuring Angles

- An angle gives us a measure of the intersect between to lines.
- Usually angles are counted from 0° to 360° degrees.



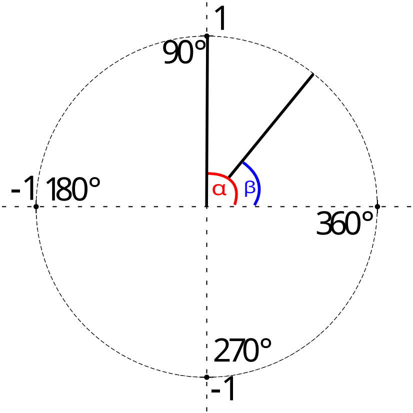
Measuring Angles

- An angle gives us a measure of the intersect between to lines.
- Usually angles are counted from 0° to 360° degrees.
- Defining a full angle as 360° is common but actually arbitrary.



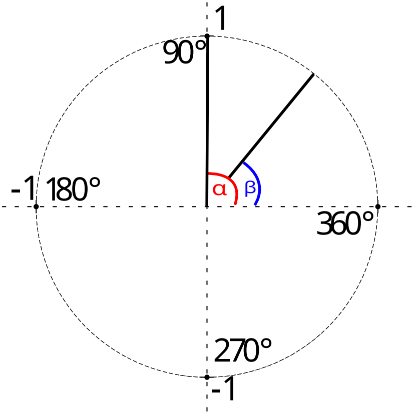
Measuring Angles

- An angle gives us a measure of the intersect between to lines.
- Usually angles are counted from 0° to 360° degrees.
- Defining a full angle as 360° is common but actually arbitrary.
- Less arbitrary is the use of the actual length of the enclosed arc-segment called the **Radian**.



Measuring Angles

- An angle gives us a measure of the intersect between to lines.
- Usually angles are counted from 0° to 360° degrees.
- Defining a full angle as 360° is common but actually arbitrary.
- Less arbitrary is the use of the actual length of the enclosed arc-segment called the **Radian**.
- For this we need a way to determine the length of an arc-segment.



The number π

$$\frac{75.39}{24} = 3.14159... = \pi$$

The number π

$$\frac{75.39}{24} = 3.14159\ldots = \pi \quad \text{and} \quad \frac{56.54}{18} = 3.14159\ldots = \pi$$

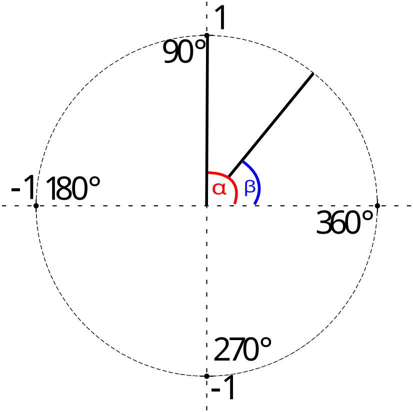
The number π

$$\frac{75.39}{24} = 3.14159\ldots = \pi \quad \text{and} \quad \frac{56.54}{18} = 3.14159\ldots = \pi$$

Circumference of a circle: $2\pi r$

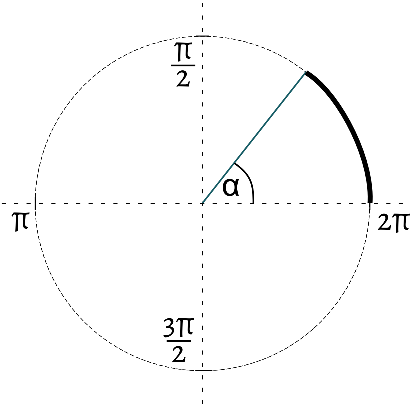
Measuring Angles

- Defining a full angle as 360° is common but actually arbitrary



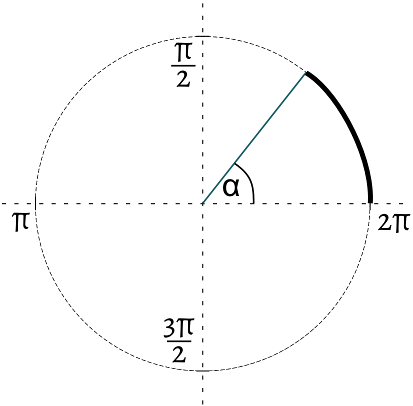
Measuring Angles

- Defining a full angle as 360° is common but actually arbitrary
- Less arbitrary is the use of the actual length of the enclosed arc-segment called the **Radian**



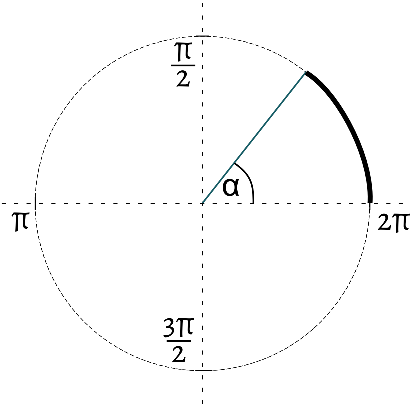
Measuring Angles

- Defining a full angle as 360° is common but actually arbitrary
- Less arbitrary is the use of the actual length of the enclosed arc-segment called the **Radian**
- Thus $360^\circ = 2\pi$, $90^\circ = \frac{\pi}{2}$, $180^\circ = \pi \ldots$



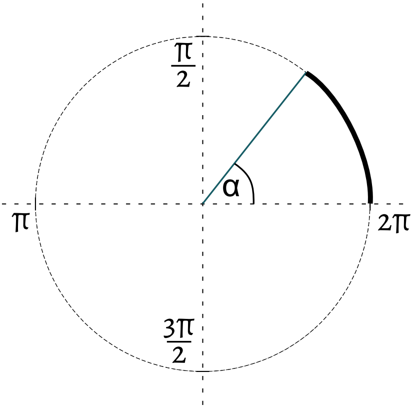
Measuring Angles

- Defining a full angle as $360°$ is common but actually arbitrary
- Less arbitrary is the use of the actual length of the enclosed arc-segment called the **Radian**
- Thus $360° = 2\pi$, $90° = \frac{\pi}{2}$, $180° = \pi \ldots$
- Rad x to Degree: $x \cdot \frac{180°}{\pi}$



Measuring Angles

- Defining a full angle as 360° is common but actually arbitrary
- Less arbitrary is the use of the actual length of the enclosed arc-segment called the **Radian**
- Thus $360^\circ = 2\pi$, $90^\circ = \frac{\pi}{2}$, $180^\circ = \pi \ldots$
- Rad x to Degree: $x \cdot \frac{180^\circ}{\pi}$
- Degree d to Rad: $d \cdot \frac{\pi}{180^\circ}$



Angle Conversion Examples

- Degree to Radians: $d \cdot \frac{\pi}{180^\circ}$

  $\alpha_{\text{deg}} = 34^\circ$

Angle Conversion Examples

- Degree to Radians: $d \cdot \frac{\pi}{180^\circ}$

$$\alpha_{\text{deg}} = 34^\circ$$
$$= 34^\circ \cdot \frac{\pi}{180^\circ}$$

Angle Conversion Examples

- Degree to Radians: $d \cdot \frac{\pi}{180^\circ}$

$$
\begin{aligned}
\alpha_{\text{deg}} &= 34^\circ \\
=& 34^\circ \cdot \frac{\pi}{180^\circ} \\
=& \frac{34^\circ \cdot \pi}{180^\circ} = \frac{106.81^\circ}{180^\circ} = 0.593 = \alpha_{\text{rad}}
\end{aligned}
$$

Angle Conversion Examples

- Degree to Radians: $d \cdot \frac{\pi}{180^\circ}$

$$\alpha_{\text{deg}} = 34^\circ$$
$$=34^\circ \cdot \frac{\pi}{180^\circ}$$
$$=\frac{34^\circ \cdot \pi}{180^\circ} = \frac{106.81^\circ}{180^\circ} = 0.593 = \alpha_{\text{rad}}$$

- Radians to Degree: $x \cdot \frac{180^\circ}{\pi}$

Angle Conversion Examples

- Degree to Radians: $d \cdot \frac{\pi}{180^\circ}$

$$\alpha_{\text{deg}} = 34^\circ$$
$$= 34^\circ \cdot \frac{\pi}{180^\circ}$$
$$= \frac{34^\circ \cdot \pi}{180^\circ} = \frac{106.81^\circ}{180^\circ} = 0.593 = \alpha_{\text{rad}}$$

- Radians to Degree: $x \cdot \frac{180^\circ}{\pi}$

$$\alpha_{\text{rad}} = \frac{3}{4}\pi$$

Angle Conversion Examples

- Degree to Radians: $d \cdot \frac{\pi}{180^\circ}$

$$\begin{aligned} \alpha_{\text{deg}} &= 34^\circ \\ &= 34^\circ \cdot \frac{\pi}{180^\circ} \\ &= \frac{34^\circ \cdot \pi}{180^\circ} = \frac{106.81^\circ}{180^\circ} = 0.593 = \alpha_{\text{rad}} \end{aligned}$$

- Radians to Degree: $x \cdot \frac{180^\circ}{\pi}$

$$\begin{aligned} \alpha_{\text{rad}} &= \frac{3}{4}\pi \\ &= \frac{3}{4}\pi \cdot \frac{180^\circ}{\pi} \end{aligned}$$

Angle Conversion Examples

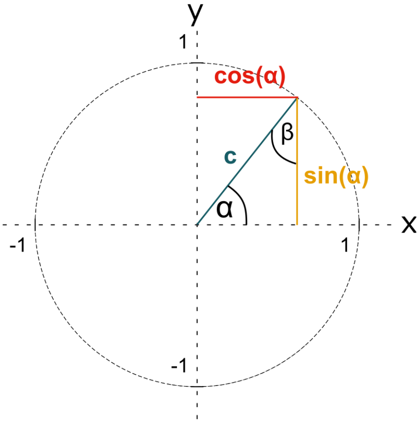
- Degree to Radians: $d \cdot \frac{\pi}{180^\circ}$

$$
\begin{aligned}
\alpha_{\text{deg}} &= 34^\circ \\
=&34^\circ \cdot \frac{\pi}{180^\circ} \\
=&\frac{34^\circ \cdot \pi}{180^\circ} = \frac{106.81^\circ}{180^\circ} = 0.593 = \alpha_{\text{rad}}
\end{aligned}
$$

- Radians to Degree: $x \cdot \frac{180^\circ}{\pi}$

$$
\begin{aligned}
\alpha_{\text{rad}} &= \frac{3}{4}\pi \\
=&\frac{3}{4}\pi \cdot \frac{180^\circ}{\pi} \\
=&\frac{3}{4} \cdot 180^\circ = 135^\circ = \alpha_{\text{deg}}
\end{aligned}
$$

Sine and Cosine



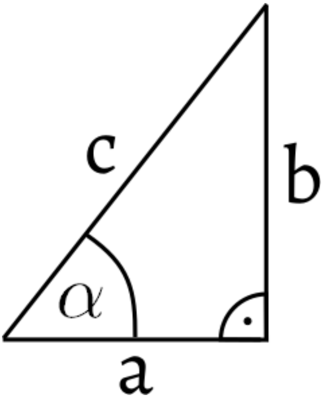
- The sine and cosine of an angle can be interpreted as the x and y coordinates of the location on the unit circle at angle α.

$$x = cos(\alpha) \iff \alpha = cos^{-1}(x)$$
$$y = sin(\alpha) \iff \alpha = sin^{-1}(x)$$

- Click here for interactive demo.

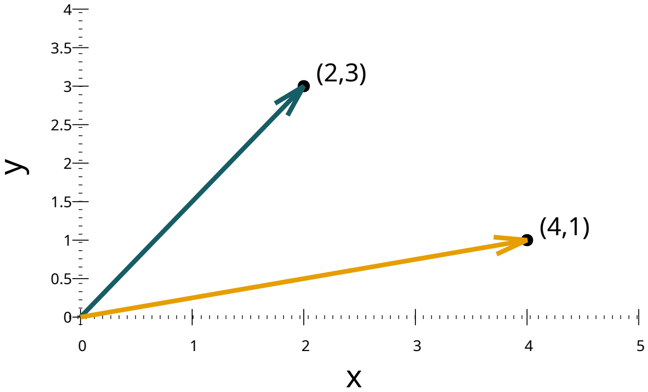
Sine and Cosine

- $a^2 + b^2 = c^2$
- $sin(\alpha) = \frac{b}{c} = \frac{\text{opposite}}{\text{hypothenuse}}$
- $cos(\alpha) = \frac{a}{c} = \frac{\text{adjacent}}{\text{hypothenuse}}$
- $tan(\alpha) = \frac{sin(\alpha)}{cos(\alpha)} = \frac{b}{a} = \frac{\text{opposite}}{\text{adjacent}}$



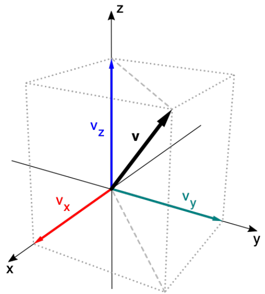
Vectors in the Cartesian Coordinate System

- A vector $\boldsymbol{v} = \begin{pmatrix} v_x \\ v_y \end{pmatrix}$ is a geometric object that has **length** and **direction**
- Think of it as an arrow from the origin to the point (v_x, v_y)



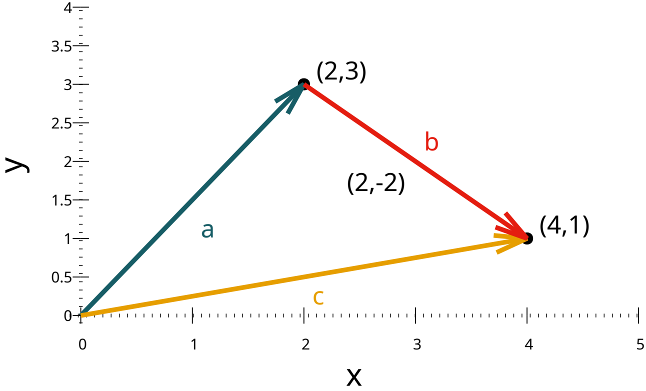
Vectors in more dimensions

- Vectors can be defined in higher-dimensional coordinate systems as well
- e.g., in 3D: $\boldsymbol{v} = \begin{pmatrix} v_x \\ v_y \\ v_z \end{pmatrix}$



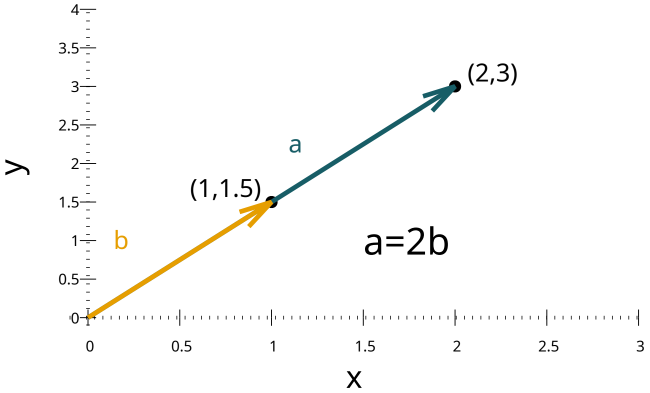
Vector Addition

$$\begin{pmatrix} a_x \\ a_y \end{pmatrix} + \begin{pmatrix} b_x \\ b_y \end{pmatrix} = \begin{pmatrix} a_x + b_x \\ a_y + b_y \end{pmatrix} = \begin{pmatrix} c_x \\ c_y \end{pmatrix}$$



Scalar Multiplication

$$s\boldsymbol{a} = s\begin{pmatrix} a_x \\ a_y \end{pmatrix} = \begin{pmatrix} sa_x \\ sa_y \end{pmatrix}$$



Exercise 1

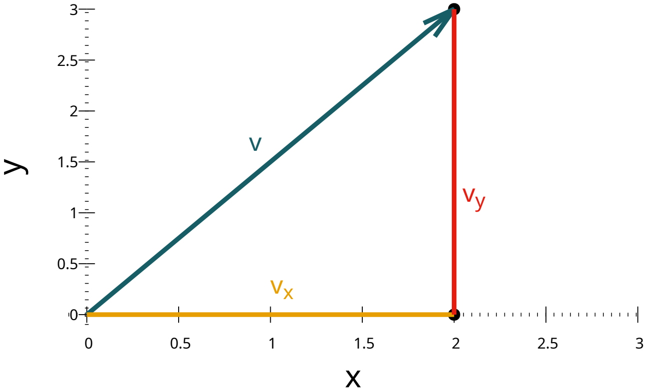
1. Compute the circumference of a circle with radius 2 cm
2. Convert an angle of 45° to radians
3. Convert $\frac{3\pi}{2}$ radians to degrees
4. Given a right triangle with $a = 2$, $b = 3$, compute the angle between a and c
5. Let $\boldsymbol{v} = \begin{pmatrix} 3 \\ 2 \end{pmatrix}$ and $\boldsymbol{w} = \begin{pmatrix} 1 \\ 3 \end{pmatrix}$. Compute $2(\boldsymbol{v} + \boldsymbol{w})$.
6. (optional) Write a python program that can convert angles from degrees to radians and also from radians to degrees.
7. (optional) Write a python program in which you define a function that can sum two vectors and another function to multiply a vector by a number. The vectors should be given as lists.

Length of a vector

- The length of a vector can be calculated using the Pythagorean theorem:

$$||v|| = \sqrt{v_x^2 + v_y^2}$$

- Graphical Interpretation:



Scalar Product

- The **scalar product** $< \boldsymbol{a}, \boldsymbol{b} >$ or $\boldsymbol{a} \cdot \boldsymbol{b}$ of two vectors is defined as:

$$< \boldsymbol{a}, \boldsymbol{b} > = < \begin{pmatrix} a_1 \\ a_2 \\ \dots \end{pmatrix}, \begin{pmatrix} b_1 \\ b_2 \\ \dots \end{pmatrix} > = a_1 b_1 + a_2 b_2 + \dots$$

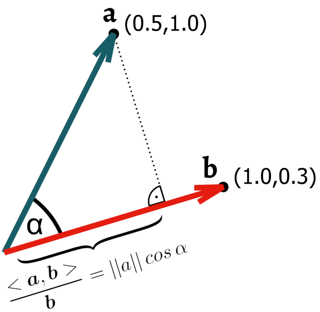
  and results in a **scalar** value.

Scalar Product

- The scalar product is related to the angle between the two vectors:

$$< \boldsymbol{a}, \boldsymbol{b} >= |\boldsymbol{a}||\boldsymbol{b}| cos(\alpha) \iff \frac{< \boldsymbol{a}, \boldsymbol{b} >}{|\boldsymbol{a}||\boldsymbol{b}|} = cos(\alpha)$$

- Graphical Interpretation:



Scalar Product: Special Cases

- If both vectors $\boldsymbol{a}$ and $\boldsymbol{b}$ point in the same direction:

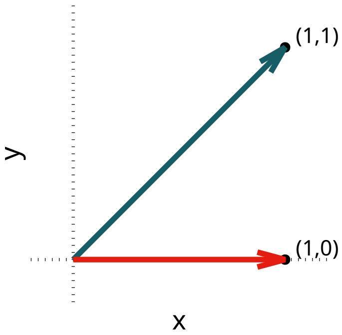
$$< \boldsymbol{a}, \boldsymbol{b} >= |\boldsymbol{a}||\boldsymbol{b}|cos(0) = |\boldsymbol{a}||\boldsymbol{b}|$$

- If both vectors $\boldsymbol{a}$ and $\boldsymbol{b}$ are orthogonal to each other:

$$< \boldsymbol{a}, \boldsymbol{b} >= |\boldsymbol{a}||\boldsymbol{b}|cos(90^\circ) = 0$$

Angle between Vectors

- The scalar product can be used to calculate the angle between two vectors



$$< \boldsymbol{a}, \boldsymbol{b} > = |\boldsymbol{a}||\boldsymbol{b}| cos(\alpha)$$

$$\alpha = cos^{-1}\left(\frac{< \boldsymbol{a}, \boldsymbol{b} >}{|\boldsymbol{a}||\boldsymbol{b}|}\right)$$

$$\alpha = cos^{-1}\left(\frac{1 * 1 + 1 * 0}{\sqrt{2} * 1}\right)$$

$$\alpha = cos^{-1}\left(\frac{1}{\sqrt{2}}\right)$$

$$\alpha = \frac{\pi}{4} = 45^\circ$$

Exercise 2

1. Let $\boldsymbol{v} = \begin{pmatrix} 3 \\ 2 \end{pmatrix}$ and $\boldsymbol{w} = \begin{pmatrix} 1 \\ 3 \end{pmatrix}$. Compute the scalar product $< v, w >$ and the vector lengths $||v||$ and $||w||$. Next, find the angle between these two vectors.
2. Compute $3 < 2 \left(w + \begin{pmatrix} 1 \\ -4 \end{pmatrix} \right), \begin{pmatrix} -2 \\ -2 \end{pmatrix} >$
3. (optional) Write a python function that can find the angle between two vectors, given as lists. Test the program on the vectors of exercise 1.

Vector Summary

1. A vector $\boldsymbol{v} = \begin{pmatrix} v_x \\ v_y \end{pmatrix}$ is a geometric object that has **length** and **direction**.

Vector Summary

1. A vector $\boldsymbol{v} = \begin{pmatrix} v_x \\ v_y \end{pmatrix}$ is a geometric object that has **length** and **direction**.
2. $\begin{pmatrix} a_x \\ a_y \end{pmatrix} + \begin{pmatrix} b_x \\ b_y \end{pmatrix} = \begin{pmatrix} a_x + b_x \\ a_y + b_y \end{pmatrix} = \begin{pmatrix} c_x \\ c_y \end{pmatrix}$

Vector Summary

1. A vector $\boldsymbol{v} = \begin{pmatrix} v_x \\ v_y \end{pmatrix}$ is a geometric object that has **length** and **direction**.
2. $\begin{pmatrix} a_x \\ a_y \end{pmatrix} + \begin{pmatrix} b_x \\ b_y \end{pmatrix} = \begin{pmatrix} a_x + b_x \\ a_y + b_y \end{pmatrix} = \begin{pmatrix} c_x \\ c_y \end{pmatrix}$
3. $s\boldsymbol{a} = s \begin{pmatrix} a_x \\ a_y \end{pmatrix} = \begin{pmatrix} sa_x \\ sa_y \end{pmatrix}$

Vector Summary

1. A vector $\boldsymbol{v} = \begin{pmatrix} v_x \\ v_y \end{pmatrix}$ is a geometric object that has **length** and **direction**.
2. $\begin{pmatrix} a_x \\ a_y \end{pmatrix} + \begin{pmatrix} b_x \\ b_y \end{pmatrix} = \begin{pmatrix} a_x + b_x \\ a_y + b_y \end{pmatrix} = \begin{pmatrix} c_x \\ c_y \end{pmatrix}$
3. $s\boldsymbol{a} = s \begin{pmatrix} a_x \\ a_y \end{pmatrix} = \begin{pmatrix} sa_x \\ sa_y \end{pmatrix}$
4. $||v|| = \sqrt{v_x^2 + v_y^2}$

Vector Summary

1. A vector $\boldsymbol{v} = \begin{pmatrix} v_x \\ v_y \end{pmatrix}$ is a geometric object that has **length** and **direction**.
2. $\begin{pmatrix} a_x \\ a_y \end{pmatrix} + \begin{pmatrix} b_x \\ b_y \end{pmatrix} = \begin{pmatrix} a_x + b_x \\ a_y + b_y \end{pmatrix} = \begin{pmatrix} c_x \\ c_y \end{pmatrix}$
3. $s\boldsymbol{a} = s \begin{pmatrix} a_x \\ a_y \end{pmatrix} = \begin{pmatrix} sa_x \\ sa_y \end{pmatrix}$
4. $||v|| = \sqrt{v_x^2 + v_y^2}$
5. $< \boldsymbol{a}, \boldsymbol{b} >=< \begin{pmatrix} a_1 \\ a_2 \\ \dots \end{pmatrix}, \begin{pmatrix} b_1 \\ b_2 \\ \dots \end{pmatrix} >= a_1 b_1 + a_2 b_2 + \dots$

Vector Summary

1. A vector $\boldsymbol{v} = \begin{pmatrix} v_x \\ v_y \end{pmatrix}$ is a geometric object that has **length** and **direction**.
2. $\begin{pmatrix} a_x \\ a_y \end{pmatrix} + \begin{pmatrix} b_x \\ b_y \end{pmatrix} = \begin{pmatrix} a_x + b_x \\ a_y + b_y \end{pmatrix} = \begin{pmatrix} c_x \\ c_y \end{pmatrix}$
3. $s\boldsymbol{a} = s \begin{pmatrix} a_x \\ a_y \end{pmatrix} = \begin{pmatrix} sa_x \\ sa_y \end{pmatrix}$
4. $||v|| = \sqrt{v_x^2 + v_y^2}$
5. $< \boldsymbol{a}, \boldsymbol{b} > = < \begin{pmatrix} a_1 \\ a_2 \\ \dots \end{pmatrix}, \begin{pmatrix} b_1 \\ b_2 \\ \dots \end{pmatrix} > = a_1 b_1 + a_2 b_2 + \dots$
6. $\alpha = cos^{-1} \left(\frac{<\boldsymbol{a},\boldsymbol{b}>}{|\boldsymbol{a}||\boldsymbol{b}|} \right)$

Matrices

- A **matrix** is an array or table of numbers arranged in rows and columns:

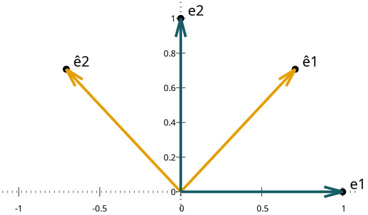
$$\boldsymbol{A} = \begin{pmatrix} 1.5 & 2.5 & 4 \\ -1 & 3 & 2 \\ 0 & -5 & 2 \end{pmatrix}$$

Motivation: Linear transformation

- Matrices can specify **linear transformations**
- The n-th column of the matrix is a vector that specifies to where the n-th dimension of space is mapped (direction and scaling/compression factor)

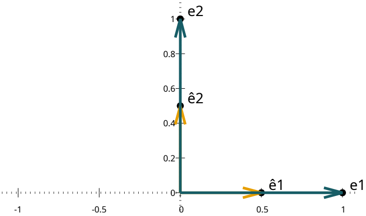
Rotation by 45°

$$\begin{pmatrix} \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \end{pmatrix}$$



Scaling

$$\begin{pmatrix} 0.5 & 0 \\ 0 & 0.5 \end{pmatrix}$$



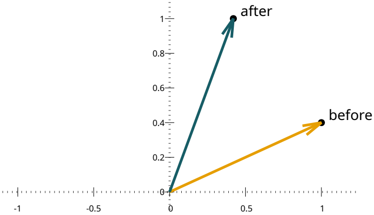
Matrix-vector multiplication

- Vectors can be multiplied by a matrix, which applies the transformation:

$$\begin{pmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = x \begin{pmatrix} a_{11} \\ a_{21} \end{pmatrix} + y \begin{pmatrix} a_{12} \\ a_{22} \end{pmatrix} = \begin{pmatrix} a_{11}x + a_{12}y \\ a_{21}x + a_{21}y \end{pmatrix}$$

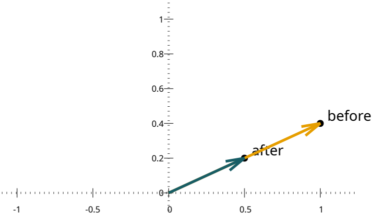
Rotation by 45°

$$\begin{pmatrix} \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \end{pmatrix} \begin{pmatrix} 1.0 \\ 0.4 \end{pmatrix}$$



Scaling

$$\begin{pmatrix} 0.5 & 0 \\ 0 & 0.5 \end{pmatrix} \begin{pmatrix} 1.0 \\ 0.4 \end{pmatrix}$$



Matrix-vector multiplication

- This works with an arbitrary number of dimensions:

$$\begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} = x \begin{pmatrix} a_{11} \\ a_{21} \\ a_{31} \end{pmatrix} + y \begin{pmatrix} a_{12} \\ a_{22} \\ a_{32} \end{pmatrix} + z \begin{pmatrix} a_{13} \\ a_{23} \\ a_{33} \end{pmatrix}$$

$$= \begin{pmatrix} a_{11}x + a_{12}y + a_{13}z \\ a_{21}x + a_{22}y + a_{23}z \\ a_{31}x + a_{32}y + a_{33}z \end{pmatrix}$$

Matrix addition

- Matrices can be added:

$$\begin{pmatrix} 1 & 0 & 2 \\ 3 & 2 & 4 \\ 1 & 5 & 7 \end{pmatrix} + \begin{pmatrix} 2 & 1 & 4 \\ 6 & 0 & -3 \\ 0 & -5 & 2 \end{pmatrix}$$

$$= \begin{pmatrix} 1+2 & 0+1 & 2+4 \\ 3+6 & 2+0 & 4-3 \\ 1+0 & 5-5 & 7+2 \end{pmatrix}$$

$$= \begin{pmatrix} 3 & 1 & 6 \\ 9 & 2 & 1 \\ 1 & 0 & 9 \end{pmatrix}$$

Scalar multiplication

- Matrices can be multiplied by a scalar:

$$2 \cdot \begin{pmatrix} 1 & 0 & 2 \\ 3 & 2 & 4 \\ 1 & 5 & 7 \end{pmatrix} = \begin{pmatrix} 2 \cdot 1 & 2 \cdot 0 & 2 \cdot 2 \\ 2 \cdot 3 & 2 \cdot 2 & 2 \cdot 4 \\ 2 \cdot 1 & 2 \cdot 5 & 2 \cdot 7 \end{pmatrix} = \begin{pmatrix} 2 & 0 & 4 \\ 6 & 4 & 8 \\ 2 & 10 & 14 \end{pmatrix}$$

Matrix multiplication

- Matrices can be multiplied with each other:

$$\begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{pmatrix} \begin{pmatrix} b_{11} & b_{12} & b_{13} \\ b_{21} & b_{22} & b_{23} \\ b_{11} & b_{32} & b_{33} \end{pmatrix}$$

$$= \left(\begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{pmatrix} \begin{pmatrix} b_{11} \\ b_{21} \\ b_{31} \end{pmatrix}, \begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{pmatrix} \begin{pmatrix} b_{12} \\ b_{22} \\ b_{32} \end{pmatrix}, \begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{pmatrix} \begin{pmatrix} b_{13} \\ b_{23} \\ b_{33} \end{pmatrix} \right)$$

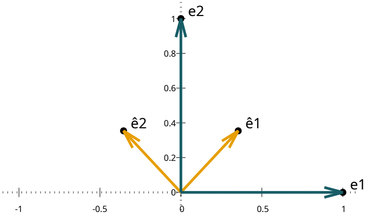
- Note: a vector is also a matrix
- matrix-vector multiplication is a special case of matrix-matrix multiplication

Matrix multiplication

- Linear transformations can be composed by multiplication

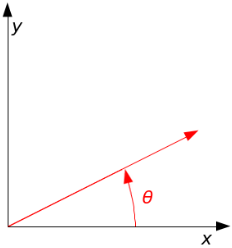
Example: Rotation followed by scaling

$$\begin{pmatrix} 0.5 & 0 \\ 0 & 0.5 \end{pmatrix} \begin{pmatrix} \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \end{pmatrix} = \begin{pmatrix} \frac{0.5}{\sqrt{2}} & -\frac{0.5}{\sqrt{2}} \\ \frac{0.5}{\sqrt{2}} & \frac{0.5}{\sqrt{2}} \end{pmatrix}$$



Rotation Matrix

- A rotation matrix can be used to rotate a vector by any desired angle.
- $R(\theta) = \begin{pmatrix} cos(\theta) & -sin(\theta) \\ sin(\theta) & cos(\theta) \end{pmatrix}, R(\pi/4) = \begin{pmatrix} \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \end{pmatrix}$



Exercise 3

1. Create a 2x2 matrix that scales a vector by 2 along the first dimension and by 0.5 along the second dimension. Test the matrix by scaling the vector $\begin{pmatrix} 5 \\ 10 \end{pmatrix}$.
2. Compute $\begin{pmatrix} 1 & 2 & 3 \\ 2 & 1 & 4 \\ 5 & 2 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \\ -1 \end{pmatrix}$
3. Compute $2 \left(\begin{pmatrix} 1 & 2 \\ 2 & 1 \end{pmatrix} + \begin{pmatrix} 3 & -1 \\ 2 & 2 \end{pmatrix} \right)$
4. Create a matrix that rotates a vector by 90° by composing the rotation matrix for 45° rotations two times.
5. (optional) Write a python function that can multiply a vector by a matrix. Represent the vector as a list and the matrix as a list of lists, where each inner list contains the elements of one matrix row. Also, write a python function that can add two matrices.
6. (optional) Write a python program that rotates a 2-dimensional vector by a certain angle. Plot the original and rotated vector.