

VECTOR MATH MATRIX

THE ROLE OF VECTOR MATH AND MATRICES IN MODERN COMPUTING

VECTOR MATH MATRIX OPERATIONS FORM THE BEDROCK OF MANY ADVANCED COMPUTATIONAL FIELDS, FROM CUTTING-EDGE GRAPHICS RENDERING TO SOPHISTICATED MACHINE LEARNING ALGORITHMS AND COMPLEX SCIENTIFIC SIMULATIONS. UNDERSTANDING HOW VECTORS AND MATRICES INTERACT IS NOT JUST AN ACADEMIC EXERCISE; IT'S A CRUCIAL SKILL FOR ANYONE LOOKING TO DELVE INTO THE INNER WORKINGS OF THESE TECHNOLOGIES. THIS ARTICLE WILL EXPLORE THE FUNDAMENTAL CONCEPTS OF VECTOR ALGEBRA AND MATRIX MANIPULATION, DETAILING THEIR DEFINITIONS, COMMON OPERATIONS, AND THE PROFOUND IMPACT THEY HAVE ACROSS VARIOUS DISCIPLINES. WE'LL UNCOVER HOW THESE MATHEMATICAL TOOLS ENABLE US TO REPRESENT AND TRANSFORM DATA, SOLVE SYSTEMS OF EQUATIONS, AND ULTIMATELY, BUILD THE DIGITAL EXPERIENCES WE INTERACT WITH DAILY.

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UNDERSTANDING VECTORS: THE BUILDING BLOCKS OF DATA

AT ITS CORE, A VECTOR IS A MATHEMATICAL OBJECT THAT POSSESSES BOTH MAGNITUDE AND DIRECTION. THINK OF IT AS AN ARROW POINTING FROM ONE POINT TO ANOTHER. IN A COMPUTATIONAL CONTEXT, VECTORS ARE OFTEN REPRESENTED AS AN ORDERED LIST OF NUMBERS, CALLED COMPONENTS OR ELEMENTS. FOR INSTANCE, A 2D VECTOR MIGHT BE $[x, y]$, REPRESENTING A POINT ON A PLANE OR A DISPLACEMENT IN THE X AND Y DIRECTIONS. A 3D VECTOR WOULD EXTEND THIS TO $[x, y, z]$, USEFUL FOR REPRESENTING POSITIONS AND DIRECTIONS IN THREE-DIMENSIONAL SPACE. THE NUMBER OF COMPONENTS IN A VECTOR DEFINES ITS DIMENSIONALITY. THESE NUMERICAL SEQUENCES ARE INCREDIBLY VERSATILE, CAPABLE OF REPRESENTING EVERYTHING FROM SIMPLE SPATIAL COORDINATES TO COMPLEX FEATURE SETS IN DATA ANALYSIS.

THE MAGNITUDE OF A VECTOR, OFTEN DENOTED BY $\|v\|$, IS ITS LENGTH. FOR A VECTOR $v = [v_1, v_2, \dots, v_n]$, ITS MAGNITUDE IS CALCULATED USING THE PYTHAGOREAN THEOREM GENERALIZED TO N DIMENSIONS: $\|v\| = \sqrt{v_1^2 + v_2^2 + \dots + v_n^2}$. THE DIRECTION OF A VECTOR IS ALSO PARAMOUNT. WHILE COMPONENTS INHERENTLY DEFINE DIRECTION, NORMALIZING A VECTOR (DIVIDING IT BY ITS MAGNITUDE TO GET A UNIT VECTOR WITH A MAGNITUDE OF 1) ISOLATES ITS DIRECTIONAL INFORMATION, WHICH IS INCREDIBLY USEFUL IN MANY CALCULATIONS.

CORE VECTOR OPERATIONS: ADDITION, SUBTRACTION, AND SCALAR MULTIPLICATION

WORKING WITH VECTORS INVOLVES SEVERAL FUNDAMENTAL OPERATIONS THAT ALLOW US TO MANIPULATE THESE DIRECTIONAL QUANTITIES. VECTOR ADDITION AND SUBTRACTION ARE PERFORMED COMPONENT-WISE. IF YOU HAVE TWO VECTORS, $u = [u_1, u_2]$ AND $v = [v_1, v_2]$, THEIR SUM IS $u + v = [u_1 + v_1, u_2 + v_2]$. GEOMETRICALLY, THIS CAN BE VISUALIZED AS PLACING THE TAIL OF THE SECOND VECTOR AT THE HEAD OF THE FIRST; THE RESULTANT VECTOR EXTENDS FROM THE TAIL OF THE FIRST TO THE HEAD OF THE SECOND. SIMILARLY, SUBTRACTION $u - v = [u_1 - v_1, u_2 - v_2]$ CAN BE THOUGHT OF AS ADDING THE NEGATIVE OF v , I.E., $u + (-v)$.

SCALAR MULTIPLICATION IS ANOTHER CRUCIAL OPERATION. WHEN YOU MULTIPLY A VECTOR BY A SCALAR (A SINGLE NUMBER), YOU SCALE THE VECTOR'S MAGNITUDE. FOR A VECTOR $v = [v_1, v_2]$ AND A SCALAR c , THE RESULT IS $c v = [c v_1, c v_2]$. IF c IS POSITIVE, THE DIRECTION REMAINS THE SAME; IF c IS NEGATIVE, THE DIRECTION REVERSES. IF c IS ZERO, THE RESULT IS THE ZERO VECTOR, WHICH HAS NO MAGNITUDE OR DIRECTION.

THE POWER OF DOT AND CROSS PRODUCTS

BEYOND BASIC ARITHMETIC, DOT PRODUCTS AND CROSS PRODUCTS OFFER DEEPER INSIGHTS INTO THE RELATIONSHIP BETWEEN VECTORS. THE DOT PRODUCT, ALSO KNOWN AS THE SCALAR PRODUCT, OF TWO VECTORS RESULTS IN A SINGLE SCALAR VALUE. FOR VECTORS $u = [u_1, u_2]$ AND $v = [v_1, v_2]$, THEIR DOT PRODUCT IS $u \cdot v = u_1 v_1 + u_2 v_2$. GEOMETRICALLY, THE DOT PRODUCT RELATES TO THE ANGLE BETWEEN THE TWO VECTORS: $u \cdot v = \|u\| \|v\| \cos(\theta)$, WHERE θ IS THE ANGLE BETWEEN THEM. THIS MAKES IT INVALUABLE FOR DETERMINING IF VECTORS ARE ORTHOGONAL (PERPENDICULAR, DOT PRODUCT IS ZERO) OR FOR PROJECTING ONE VECTOR ONTO ANOTHER.

THE CROSS PRODUCT IS DEFINED ONLY FOR 3D VECTORS AND RESULTS IN ANOTHER VECTOR THAT IS PERPENDICULAR TO BOTH OF THE ORIGINAL VECTORS. FOR VECTORS $u = [u_1, u_2, u_3]$ AND $v = [v_1, v_2, v_3]$, THE CROSS PRODUCT $u \times v$ IS GIVEN BY A DETERMINANT-LIKE FORMULA: $[(u_2 v_3 - u_3 v_2), (u_3 v_1 - u_1 v_3), (u_1 v_2 - u_2 v_1)]$. THE MAGNITUDE OF THE CROSS PRODUCT IS $\|u \times v\| = \|u\| \|v\| \sin(\theta)$, REPRESENTING THE AREA OF THE PARALLELOGRAM FORMED BY THE TWO VECTORS. THE DIRECTION OF THE RESULTANT VECTOR FOLLOWS THE RIGHT-HAND RULE.

INTRODUCTION TO MATRICES: ORGANIZING AND TRANSFORMING DATA

MATRICES ARE RECTANGULAR ARRAYS OF NUMBERS, ARRANGED IN ROWS AND COLUMNS. THEY ARE FUNDAMENTAL FOR ORGANIZING AND MANIPULATING DATA IN A STRUCTURED MANNER. A MATRIX IS TYPICALLY DENOTED BY ITS DIMENSIONS, $m \times n$, WHERE ' m ' IS THE NUMBER OF ROWS AND ' n ' IS THE NUMBER OF COLUMNS. FOR EXAMPLE, A 2×3 MATRIX WOULD HAVE 2 ROWS AND 3 COLUMNS. EACH ELEMENT IN THE MATRIX CAN BE ACCESSED BY ITS ROW AND COLUMN INDEX, OFTEN DENOTED AS A_{ij} , WHERE ' i ' IS THE ROW NUMBER AND ' j ' IS THE COLUMN NUMBER.

MATRICES ARE FAR MORE THAN JUST TABLES OF NUMBERS. THEY REPRESENT LINEAR TRANSFORMATIONS, WHICH ARE OPERATIONS THAT MAP VECTORS TO OTHER VECTORS IN A WAY THAT PRESERVES LINES AND THEIR ORIGIN. IN COMPUTER GRAPHICS, FOR INSTANCE, MATRICES ARE USED TO PERFORM TRANSFORMATIONS LIKE TRANSLATION, ROTATION, AND SCALING ON GEOMETRIC OBJECTS. THEY CAN ALSO BE USED TO REPRESENT SYSTEMS OF LINEAR EQUATIONS, MAKING THEM POWERFUL TOOLS FOR SOLVING COMPLEX PROBLEMS IN SCIENCE, ENGINEERING, AND ECONOMICS.

FUNDAMENTAL MATRIX OPERATIONS: ADDITION, SUBTRACTION, AND SCALAR MULTIPLICATION

SIMILAR TO VECTORS, MATRICES CAN BE ADDED, SUBTRACTED, AND MULTIPLIED BY SCALARS. FOR MATRIX ADDITION AND SUBTRACTION, THE MATRICES MUST HAVE IDENTICAL DIMENSIONS. IF A AND B ARE BOTH $m \times n$ MATRICES, THEN THEIR SUM $A + B$ AND DIFFERENCE $A - B$ ARE COMPUTED BY PERFORMING THE RESPECTIVE OPERATIONS ON CORRESPONDING ELEMENTS. SO, $(A + B)_{ij} = A_{ij} + B_{ij}$. THIS COMPONENT-WISE OPERATION MAINTAINS THE STRUCTURE AND DIMENSIONS OF THE ORIGINAL MATRICES.

SCALAR MULTIPLICATION OF A MATRIX WORKS JUST LIKE WITH VECTORS. WHEN A SCALAR ' c ' MULTIPLIES A MATRIX A , EVERY ELEMENT IN A IS MULTIPLIED BY ' c '. THE RESULTING MATRIX $c A$ HAS THE SAME DIMENSIONS AS A , AND ITS ELEMENTS ARE $(c A)_{ij} = c A_{ij}$. THIS OPERATION EFFECTIVELY SCALES THE ENTIRE MATRIX, WHICH CAN BE USEFUL IN ADJUSTING THE INTENSITY OF TRANSFORMATIONS OR QUANTITIES REPRESENTED BY THE MATRIX.

MATRIX MULTIPLICATION: THE ENGINE OF TRANSFORMATION

MATRIX MULTIPLICATION IS A MORE COMPLEX OPERATION THAN ADDITION OR SCALAR MULTIPLICATION, AND IT'S WHERE MUCH OF THE POWER OF MATRICES LIES. FOR TWO MATRICES, A (WITH DIMENSIONS $m \times n$) AND B (WITH DIMENSIONS $n \times p$), THEIR PRODUCT $C = A B$ IS AN $m \times p$ MATRIX. CRUCIALLY, THE NUMBER OF COLUMNS IN THE FIRST MATRIX MUST EQUAL THE NUMBER OF ROWS IN THE SECOND MATRIX FOR MULTIPLICATION TO BE DEFINED. THE ELEMENT AT ROW ' i ' AND COLUMN ' j ' OF THE PRODUCT MATRIX C , DENOTED AS C_{ij} , IS CALCULATED BY TAKING THE DOT PRODUCT OF THE i -TH ROW OF A AND THE j -TH COLUMN OF B .

THIS OPERATION IS THE CORNERSTONE OF MANY ADVANCED APPLICATIONS. IN COMPUTER GRAPHICS, MULTIPLYING A VERTEX VECTOR BY A TRANSFORMATION MATRIX APPLIES THAT TRANSFORMATION TO THE VERTEX. CHAINING MULTIPLE TRANSFORMATIONS (E.G., ROTATION FOLLOWED BY TRANSLATION) CAN BE ACHIEVED BY MULTIPLYING THEIR CORRESPONDING MATRICES TOGETHER FIRST, CREATING A SINGLE COMPOSITE TRANSFORMATION MATRIX. THIS DRAMATICALLY IMPROVES EFFICIENCY, ESPECIALLY WHEN APPLYING THE SAME SEQUENCE OF TRANSFORMATIONS TO MANY POINTS.

INVERSE AND TRANSPOSE OF MATRICES: ESSENTIAL TOOLS FOR PROBLEM SOLVING

THE TRANSPOSE OF A MATRIX, DENOTED A^T , IS OBTAINED BY INTERCHANGING ITS ROWS AND COLUMNS. IF A IS AN $m \times n$ MATRIX, ITS TRANSPOSE A^T WILL BE AN $n \times m$ MATRIX. THE ELEMENT A^T_{ji} IN THE TRANSPOSE IS THE ELEMENT A_{ij} IN THE ORIGINAL MATRIX. THE TRANSPOSE IS A SIMPLE BUT POWERFUL OPERATION WITH APPLICATIONS IN VARIOUS FORMULAS, SUCH AS THE NORMAL EQUATION IN LINEAR REGRESSION. IT HELPS IN RESHAPING DATA AND MANIPULATING MATRIX EQUATIONS.

THE INVERSE OF A SQUARE MATRIX A , DENOTED A^{-1} , IS A MATRIX SUCH THAT $A A^{-1} = A^{-1} A = I$, WHERE I IS THE IDENTITY MATRIX (A SQUARE MATRIX WITH 1S ON THE MAIN DIAGONAL AND 0S ELSEWHERE). NOT ALL SQUARE MATRICES HAVE AN INVERSE; ONLY NON-SINGULAR MATRICES (THOSE WITH A NON-ZERO DETERMINANT) ARE INVERTIBLE. THE INVERSE IS CRUCIAL FOR SOLVING SYSTEMS OF LINEAR EQUATIONS. IF WE HAVE AN EQUATION $Ax = b$, WHERE A IS A MATRIX, x IS A VECTOR OF UNKNOWN, AND b IS A KNOWN VECTOR, MULTIPLYING BOTH SIDES BY A^{-1} GIVES $x = A^{-1} b$, DIRECTLY YIELDING THE SOLUTION FOR x .

VECTOR-MATRIX MULTIPLICATION: BRIDGING THE GAP

VECTOR-MATRIX MULTIPLICATION IS A SPECIALIZED CASE OF MATRIX MULTIPLICATION THAT PLAYS A VITAL ROLE IN TRANSFORMING VECTORS USING MATRICES. WHEN A ROW VECTOR (A $1 \times n$ MATRIX) IS MULTIPLIED BY AN $n \times m$ MATRIX, THE RESULT IS A $1 \times m$ ROW VECTOR. THIS IS COMMON WHEN APPLYING A TRANSFORMATION TO A SINGLE POINT REPRESENTED AS A ROW VECTOR. FOR EXAMPLE, IF v IS A 1×2 ROW VECTOR $[x, y]$ AND M IS A 2×2 TRANSFORMATION MATRIX, THEN $v M$ RESULTS IN A NEW 1×2 ROW VECTOR THAT HAS BEEN TRANSFORMED BY M .

CONVERSELY, WHEN AN $m \times n$ MATRIX IS MULTIPLIED BY A COLUMN VECTOR (AN $n \times 1$ MATRIX), THE RESULT IS AN $m \times 1$ COLUMN VECTOR. THIS IS PERHAPS THE MOST FREQUENT FORM ENCOUNTERED IN MANY LINEAR ALGEBRA APPLICATIONS, ESPECIALLY WHEN SOLVING SYSTEMS OF EQUATIONS. HERE, THE MATRIX REPRESENTS COEFFICIENTS AND THE COLUMN VECTOR REPRESENTS VARIABLES OR CONSTANTS. THE PROCESS INVOLVES TAKING THE DOT PRODUCT OF EACH ROW OF THE MATRIX WITH THE COLUMN VECTOR TO PRODUCE EACH ELEMENT OF THE RESULTING COLUMN VECTOR. THIS OPERATION EFFECTIVELY APPLIES A LINEAR TRANSFORMATION TO THE VECTOR, CHANGING ITS POSITION, ORIENTATION, OR SCALE IN SPACE.

APPLICATIONS OF VECTOR MATH AND MATRICES IN REAL-WORLD

SCENARIOS

THE PRACTICAL APPLICATIONS OF VECTOR MATH AND MATRICES ARE VAST AND EVER-EXPANDING. IN COMPUTER GRAPHICS AND GAME DEVELOPMENT, MATRICES ARE INDISPENSABLE FOR DEFINING CAMERA VIEWS, OBJECT TRANSFORMATIONS (TRANSLATION, ROTATION, SCALING), AND PROJECTIONS ONTO 2D SCREENS. THEY ARE THE LANGUAGE THROUGH WHICH WE CREATE IMMERSIVE 3D WORLDS AND MANIPULATE GRAPHICAL ELEMENTS IN REAL-TIME.

- **MACHINE LEARNING AND ARTIFICIAL INTELLIGENCE:** DATA IS REPRESENTED AS VECTORS AND MATRICES. TRAINING NEURAL NETWORKS INVOLVES EXTENSIVE MATRIX MULTIPLICATION AND VECTOR OPERATIONS FOR GRADIENT DESCENT AND BACKPROPAGATION.
- **PHYSICS AND ENGINEERING:** SIMULATING PHYSICAL SYSTEMS, SUCH AS FLUID DYNAMICS OR STRUCTURAL ANALYSIS, OFTEN RELIES ON SOLVING LARGE SYSTEMS OF LINEAR EQUATIONS REPRESENTED BY MATRICES. VECTORS ARE USED TO DESCRIBE FORCES, VELOCITIES, AND POSITIONS.
- **DATA SCIENCE AND STATISTICS:** TECHNIQUES LIKE PRINCIPAL COMPONENT ANALYSIS (PCA) AND LINEAR REGRESSION HEAVILY UTILIZE MATRIX OPERATIONS FOR DIMENSIONALITY REDUCTION AND MODELING RELATIONSHIPS IN DATA.
- **IMAGE PROCESSING:** OPERATIONS LIKE FILTERING, RESIZING, AND COLOR MANIPULATION ON IMAGES ARE IMPLEMENTED USING MATRIX TRANSFORMATIONS.
- **ROBOTICS:** KINEMATIC AND DYNAMIC MODELS OF ROBOTS ARE DESCRIBED USING VECTORS AND MATRICES TO REPRESENT JOINT ANGLES, END-EFFECTOR POSITIONS, AND FORCES.

THE ABILITY TO EFFICIENTLY REPRESENT AND MANIPULATE COMPLEX DATA AND TRANSFORMATIONS USING THESE MATHEMATICAL TOOLS IS WHAT POWERS MUCH OF OUR MODERN TECHNOLOGICAL LANDSCAPE. WITHOUT THEM, THE SOPHISTICATED SOFTWARE AND HARDWARE WE USE DAILY WOULD SIMPLY NOT BE POSSIBLE.

THE FUTURE OF VECTOR MATH AND MATRIX COMPUTATIONS

AS COMPUTATIONAL DEMANDS CONTINUE TO GROW, THE IMPORTANCE OF OPTIMIZED VECTOR MATH AND MATRIX OPERATIONS WILL ONLY INCREASE. THE DEVELOPMENT OF SPECIALIZED HARDWARE LIKE GPUS (GRAPHICS PROCESSING UNITS) AND TPUS (TENSOR PROCESSING UNITS) IS DRIVEN BY THEIR INHERENT PARALLEL PROCESSING CAPABILITIES, WHICH ARE PERFECTLY SUITED FOR THE VECTORIZED AND MATRIX-BASED COMPUTATIONS THAT DOMINATE FIELDS LIKE AI AND SCIENTIFIC COMPUTING. ALGORITHMS ARE CONSTANTLY BEING REFINED TO LEVERAGE THESE ARCHITECTURES FOR MAXIMUM SPEED AND EFFICIENCY.

FURTHERMORE, THE EXPLORATION OF NOVEL MATHEMATICAL STRUCTURES AND THEIR APPLICATIONS IN COMPUTATIONAL PROBLEMS IS AN ONGOING AREA OF RESEARCH. NEW METHODS FOR HANDLING SPARSE MATRICES, DISTRIBUTED MATRIX COMPUTATIONS, AND SYMBOLIC MATRIX MANIPULATION ARE CONTINUALLY EMERGING. THE ONGOING SYNERGY BETWEEN MATHEMATICAL INNOVATION AND HARDWARE ADVANCEMENT ENSURES THAT VECTOR MATH AND MATRICES WILL REMAIN AT THE FOREFRONT OF COMPUTATIONAL PROGRESS FOR YEARS TO COME, ENABLING EVEN MORE POWERFUL AND GROUNDBREAKING APPLICATIONS.

Q: WHAT IS THE PRIMARY DIFFERENCE BETWEEN A VECTOR AND A MATRIX IN MATHEMATICAL TERMS?

A: IN ESSENCE, A VECTOR IS A ONE-DIMENSIONAL ARRAY OF NUMBERS REPRESENTING MAGNITUDE AND DIRECTION, OFTEN VISUALIZED AS AN ARROW. A MATRIX, ON THE OTHER HAND, IS A TWO-DIMENSIONAL ARRAY OF NUMBERS ARRANGED IN ROWS AND COLUMNS, TYPICALLY USED TO REPRESENT LINEAR TRANSFORMATIONS OR ORGANIZED DATASETS.

Q: HOW DOES VECTOR ADDITION DIFFER FROM MATRIX ADDITION?

A: BOTH VECTOR AND MATRIX ADDITION ARE PERFORMED ELEMENT-WISE. HOWEVER, VECTOR ADDITION APPLIES TO ONE-DIMENSIONAL ARRAYS, WHILE MATRIX ADDITION APPLIES TO TWO-DIMENSIONAL ARRAYS. FOR BOTH OPERATIONS, THE OPERANDS MUST HAVE COMPATIBLE DIMENSIONS (SAME NUMBER OF ELEMENTS FOR VECTORS, SAME NUMBER OF ROWS AND COLUMNS FOR MATRICES).

Q: CAN ANY SQUARE MATRIX BE INVERTED?

A: NO, NOT ALL SQUARE MATRICES CAN BE INVERTED. ONLY NON-SINGULAR MATRICES, WHICH HAVE A NON-ZERO DETERMINANT, POSSESS AN INVERSE. SINGULAR MATRICES ARE NOT INVERTIBLE.

Q: WHAT IS THE SIGNIFICANCE OF THE DOT PRODUCT IN VECTOR MATH?

A: THE DOT PRODUCT OF TWO VECTORS YIELDS A SCALAR VALUE THAT IS USEFUL FOR DETERMINING THE ANGLE BETWEEN THE VECTORS, CHECKING FOR ORTHOGONALITY (PERPENDICULARITY), AND CALCULATING PROJECTIONS. IT QUANTIFIES THE EXTENT TO WHICH TWO VECTORS ALIGN.

Q: IN WHAT COMMON COMPUTATIONAL APPLICATIONS ARE MATRIX MULTIPLICATIONS ESSENTIAL?

A: MATRIX MULTIPLICATION IS FUNDAMENTAL IN COMPUTER GRAPHICS FOR TRANSFORMATIONS (ROTATION, SCALING, TRANSLATION), IN MACHINE LEARNING FOR TRAINING NEURAL NETWORKS, IN PHYSICS SIMULATIONS FOR SOLVING SYSTEMS OF EQUATIONS, AND IN IMAGE PROCESSING FOR APPLYING FILTERS AND EFFECTS.

Q: WHAT IS AN IDENTITY MATRIX, AND WHY IS IT IMPORTANT?

A: AN IDENTITY MATRIX IS A SQUARE MATRIX WITH 1s ON ITS MAIN DIAGONAL AND 0s EVERYWHERE ELSE. IT IS CRUCIAL BECAUSE MULTIPLYING ANY MATRIX BY THE IDENTITY MATRIX OF COMPATIBLE DIMENSIONS RESULTS IN THE ORIGINAL MATRIX, SIMILAR TO HOW MULTIPLYING A NUMBER BY 1 YIELDS THE NUMBER ITSELF. IT ACTS AS THE MULTIPLICATIVE IDENTITY FOR MATRICES.

Q: HOW IS MATRIX MULTIPLICATION DIFFERENT FROM ELEMENT-WISE MULTIPLICATION?

A: MATRIX MULTIPLICATION IS A MORE COMPLEX OPERATION INVOLVING DOT PRODUCTS OF ROWS AND COLUMNS, AND IT REQUIRES SPECIFIC DIMENSION COMPATIBILITY (COLUMNS OF THE FIRST MATRIX MUST EQUAL ROWS OF THE SECOND). ELEMENT-WISE MULTIPLICATION (ALSO KNOWN AS THE HADAMARD PRODUCT) IS PERFORMED ON MATRICES OF THE SAME DIMENSIONS, WHERE EACH ELEMENT OF THE RESULTING MATRIX IS THE PRODUCT OF THE CORRESPONDING ELEMENTS IN THE INPUT MATRICES.

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