PSC 40A Theoretical Foundations of Data Science I

Last Time

▶ We used linear algebra to write the mean squared error for a linear prediction rule $H(x) = w_0 + w_1 x$ as

$$R_{\mathsf{sq}}(\vec{w}) = \frac{1}{n} \| \vec{y} - X\vec{w} \|^2,$$

where

$$X = \begin{bmatrix} 1 & x_1 \\ 1 & x_2 \\ \vdots & \vdots \\ 1 & x_n \end{bmatrix}, \qquad \vec{w} = \begin{bmatrix} w_0 \\ w_1 \end{bmatrix}, \qquad \vec{y} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}$$

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- X is the design matrix.
- \blacktriangleright \vec{w} is the **parameter vector**.
- \blacktriangleright \vec{y} is the **observation vector**.

In This Video

We minimize the mean squared error using calculus. The result will soon help us generalize to more exciting regression problems.

Recommended Reading

Course Notes: Chapter 2, Section 2 Review: Linear Algebra Textbook

Key Linear Algebra Facts

If A and B are matrices, and $\vec{u}, \vec{v}, \vec{w}, \vec{z}$ are vectors:

$$\triangleright (\mathbf{A} + \mathbf{B})^{\mathsf{T}} = \mathbf{A}^{\mathsf{T}} + \mathbf{B}^{\mathsf{T}}$$

$$\blacktriangleright (AB)^T = B^T A^T$$

$$\|\vec{u}\|^2 = \vec{u} \cdot \vec{u}$$

$$(\vec{u} + \vec{v}) \cdot (\vec{w} + \vec{z}) = \vec{u} \cdot \vec{w} + \vec{u} \cdot \vec{z} + \vec{v} \cdot \vec{w} + \vec{v} \cdot \vec{z}$$

> We want to minimize the mean squared error:

$$R_{\mathsf{sq}}(\vec{w}) = \frac{1}{n} \|\vec{y} - X\vec{w}\|^2.$$

Strategy: Calculus.

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▶ **Problem:** This is a *function of a vector*. What does it even mean to take the derivative of $R_{sq}(\vec{w})$ with respect to a vector \vec{w} ?

Function of a Vector

Solution: A function of a vector is really just a function of multiple variables, which are the components of the vector. In other words,

$$R_{sq}(\vec{w}) = R_{sq}(w_0, w_1, \dots, w_d),$$

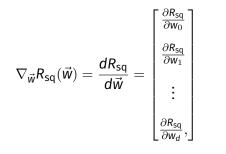
where w_0, w_1, \ldots, w_d are the entries of the vector \vec{w} .¹

We know how to deal with derivatives of multivariable functions: the gradient!

¹In our case, \vec{w} has just two components, w_0 and w_1 . We'll be more general since we eventually want to use prediction rules with even more parameters.

Gradient with Respect to a Vector

► The gradient of $R_{sq}(\vec{w})$ with respect to \vec{w} is the vector of partial derivatives:



where w_0, w_1, \ldots, w_d are the entries of the vector \vec{w} .

We want to minimize the mean squared error:

$$R_{\mathsf{sq}}(\vec{w}) = \frac{1}{n} \|\vec{y} - X\vec{w}\|^2.$$

- Strategy:
 - 1. Compute the gradient of $R_{sq}(\vec{w})$.
 - 2. Set it to zero and solve for \vec{w} .

Rewrite the Mean Squared Error

$$R_{\mathsf{sq}}(\vec{w}) = \frac{1}{n} \|\vec{y} - X\vec{w}\|^2$$

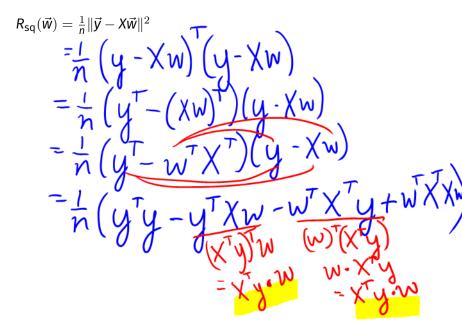
Question

Which of the following is equivalent to $R_{sq}(\vec{w})$?

a)
$$\frac{1}{n}(\vec{y} - X\vec{w}) \cdot (X\vec{w} - y)$$

b) $\frac{1}{n}\sqrt{(\vec{y} - X\vec{w})} \cdot (y - X\vec{w})$
c) $\frac{1}{n}(\vec{y} - X\vec{w})^{T}(y - X\vec{w})$
d) $\frac{1}{n}(\vec{y} - X\vec{w})(y - X\vec{w})^{T}$

Rewrite the Mean Squared Error



Rewrite the Mean Squared Error

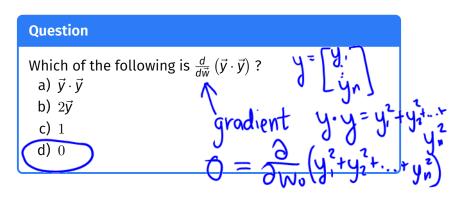
$$R_{sq}(\vec{w}) = \frac{1}{n} \left(\begin{array}{c} \vec{y} \cdot \vec{y} - \vec{X} \cdot \vec{y} \cdot \vec{w} - \vec{X} \cdot \vec{y} \cdot \vec{w} + \vec{w} \cdot \vec{X} \cdot \vec{w} \\ = \frac{1}{n} \left(\begin{array}{c} \vec{y} \cdot \vec{y} - \vec{z} \cdot \vec{x} \cdot \vec{y} \cdot \vec{w} + \vec{w} \cdot \vec{X} \cdot \vec{x} \cdot \vec{w} \\ \end{array} \right)$$

Compute the Gradient

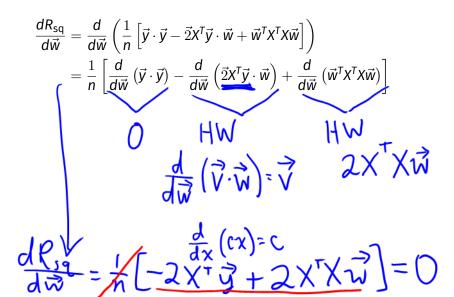
$$\begin{aligned} \frac{dR_{sq}}{d\vec{w}} &= \frac{d}{d\vec{w}} \left(\frac{1}{n} \left[\vec{y} \cdot \vec{y} - \vec{2} X^T \vec{y} \cdot \vec{w} + \vec{w}^T X^T X \vec{w} \right] \right) \\ &= \frac{1}{n} \left[\frac{d}{d\vec{w}} \left(\vec{y} \cdot \vec{y} \right) - \frac{d}{d\vec{w}} \left(\vec{2} X^T \vec{y} \cdot \vec{w} \right) + \frac{d}{d\vec{w}} \left(\vec{w}^T X^T X \vec{w} \right) \right] \end{aligned}$$

Compute the Gradient

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Compute the Gradient



The Normal Equations

► To minimize $R_{sq}(\vec{w})$, set gradient to zero, solve for \vec{w} :

► This is a system of equations in matrix form, called the normal equations.

If inverse exists, solution is²

$$\vec{\mathbf{W}} = (\mathbf{X}^{\mathsf{T}}\mathbf{X})^{-1}\mathbf{X}^{\mathsf{T}}\vec{\mathbf{y}}.$$

²Don't actually compute inverse! Use Gaussian elimination or matrix decompositions.

15 89 1 Example $H(X) = W_b + W_i X$ solution satisfies Ĩ»= 1+149= -1y₁₄Example B C 2 Xi Уi 3 4 8 3 $X^{T}X = \begin{bmatrix} 1 & 1 \end{bmatrix}$ $[[13]_{-1}]_{-1}$ - [3 15] 15 89] 2

Summary

- We used linear algebra to do simple linear regression in a new way.
- Instead of using our formulas for w₀ and w₁, we can find these parameters by solving the normal equations:

$$X^T X \vec{w} = X^T \vec{y}$$

Next time: We'll change the form of our prediction rule, and we'll see when the linear algebra still works.