Outline

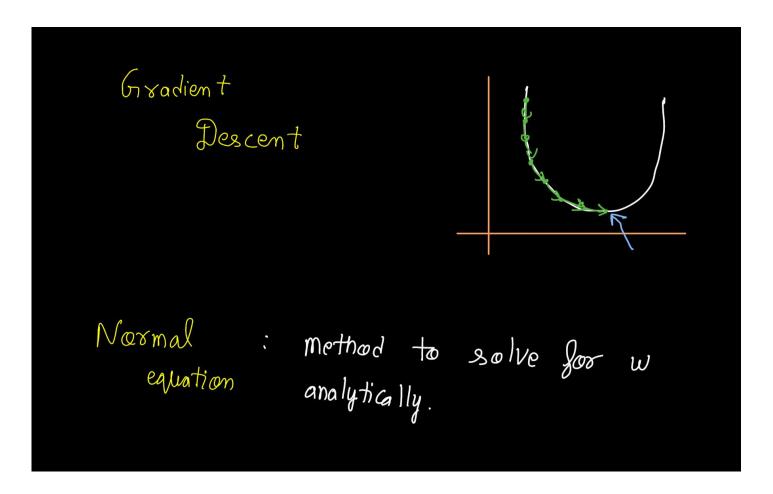
Normal Equation/ Closed Form solution

Closed form solution:

Derivation: https://www.youtube.com/watch?v=g8qF61P741w

reference video: https://www.youtube.com/watch?v=B-Ks01zR4HY&ab_channel=ArtificialIntelligence-AllinOne

blog: https://towardsdatascience.com/normal-equation-in-python-the-closed-form-solution-for-linear-regression-13df33f9ad71



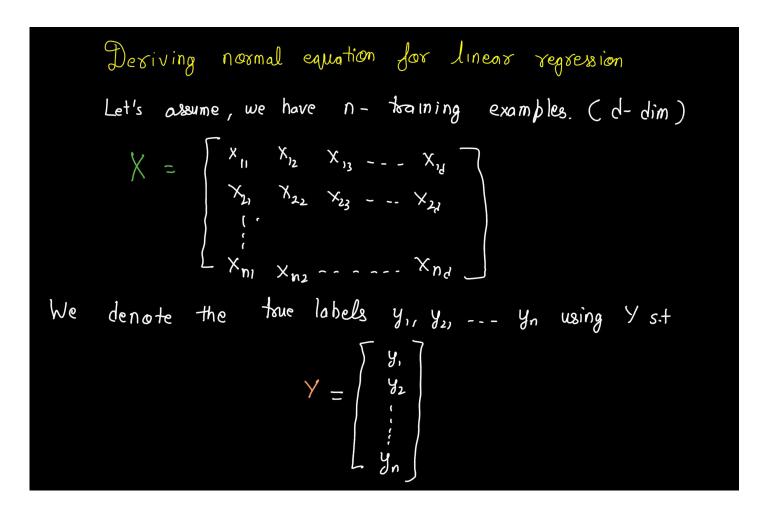
Gradient Descent is an iterative algorithm meaning that you need to take multiple steps to get to the Global optimum

Is there any other way to solve Linear Regression?

Yes. Using Normal Equation

It solves for the optimal values of the parameter w in one step without needing to use an iterative algorithm and this algorithm is called the Normal Equation. It works only for Linear Regression and not any other algorithm.

- Normal Equation is the Closed-form solution
- It means that we can obtain the optimal parameters by just using a formula that includes a few matrix multiplications and inversions.



$$W = \begin{cases} w_1 \\ w_2 \\ \vdots \\ w_d \end{cases}$$

Fox simplicity, assume wo = 0 (passes through)

Execuse (e_i) =
$$y_i - \hat{y_i}$$

In matrix form,
$$\begin{cases} y_i - (w_i x_{i1} + w_2 x_{i2} + - - + w_d x_{id}) \\ y_i - (w_i x_{i1} + w_2 x_{i2} + - - + w_d x_{id}) \\ y_i - (w_i x_{i1} + w_2 x_{i2} + - - + w_d x_{id}) \end{cases} = e_i$$

$$= y - x\omega$$

Now,
$$\mathcal{L} = (Y - X \omega)^{T} (Y - X \omega)$$

$$\vdots [e_{1} e_{2} e_{3} - e_{n}] \begin{bmatrix} e_{1} \\ e_{2} \\ e_{3} \end{bmatrix}$$

$$= e_{1}^{2} + e_{2}^{2} + \dots - e_{n}^{2}$$

$$= Y^{T} Y - Y^{T} X \omega - \omega^{T} X^{T} Y + \omega^{T} X^{T} X \omega$$

$$(A+B)^{T} = B^{T} A^{T}$$

$$(AB)^{T} = B^{T} A^{T}$$

We want to minimize loss & in order to minimize loss, we take its derivative & equate to 0.

$$\frac{\partial k}{\partial \omega_1} = \begin{pmatrix} \frac{\partial k}{\partial \omega_1} \\ \frac{\partial k}{\partial \omega_2} \\ \frac{\partial k}{\partial \omega_3} \end{pmatrix} = 0 \Rightarrow \begin{pmatrix} \omega_1 \\ \omega_2 \\ \vdots \\ \vdots \\ \omega_k \end{pmatrix}$$

$$\frac{\partial k}{\partial \omega_3} = 0 \Rightarrow \begin{pmatrix} \omega_1 \\ \omega_2 \\ \vdots \\ \vdots \\ \omega_k \end{pmatrix}$$

We know,
$$\nabla_{\omega} (\omega^{T} \alpha) = \nabla_{\omega} (\alpha^{T} \omega) = \alpha$$
where
$$\omega^{T} \alpha = \overline{\alpha} \omega = \omega_{1} \alpha_{1} + \omega_{2} \alpha_{2} + \cdots + \omega_{d} \alpha_{d}$$

$$\left(\begin{array}{c} \underline{\delta}(\omega^{T} \alpha) \\ \overline{\delta}\omega_{1} \end{array}\right) = \left(\begin{array}{c} \alpha_{1} \\ \alpha_{2} \\ \vdots \\ \alpha_{d} \end{array}\right) = \alpha$$

$$\int_{a}^{b} = Y^{T}Y - Y^{T}Xw - w^{T}X^{T}Y + w^{T}X^{T}Xw$$
The solution of the solution of

To calculate the desirative of
$$w^Tx^Txw$$
,

we'll use product rule.

$$\begin{bmatrix} d(u.v) = vd(u) + u.d(v) \end{bmatrix}$$

$$\nabla_w w^Tx^Txw = x^Txw \qquad (\forall w^Tx^Txw) = x^Txw$$

$$= x^Txw \qquad (\forall x^Tx^Txw) = x^Txw$$

Figuring to zero

$$\Rightarrow -2x^{T}y + 2x^{T}xw = 0$$

$$\Rightarrow -2x^{T}y + 2x^{T}xw = 0$$

$$\Rightarrow 2x^{T}xw = 2x^{T}y$$

$$\Rightarrow x^{T}xw = x^{T}y$$

$$w = (x^{T}x)^{-1}x^{T}y$$

$$\beta = A^{-1}C$$

By equating the values of X and Y, we can compute the values of W

Comparing Normal equation to GD

- There is no need to for feature scaling in Normal Equation
- GD works well for any number of dimensions.
- But, We need to calculate $(X^TX)^{-1}$ in normal equation