

Feel free to work with other students, but make sure you write up the homework and code on your own (no copying homework *or* code; no pair programming). Feel free to ask students or instructors for help debugging code or whatever else, though. The starter code for problem 2 part c and d can be found under the Resource tab on course website.

Note: You need to create a Github account for submission of the coding part of the homework. Please create a repository on Github to hold all your code and include your Github account username as part of the answer to problem 2.

1 (Linear Transformation) Let $\mathbf{y} = A\mathbf{x} + b$ be a random vector. Show that expectation is linear:

$$\mathbb{E}[\mathbf{y}] = \mathbb{E}[A\mathbf{x} + b] = A\mathbb{E}[\mathbf{x}] + b.$$

Also show that

$$\text{Cov}[\mathbf{y}] = \text{Cov}[A\mathbf{x} + b] = A\text{Cov}[\mathbf{x}]A^T = A\Sigma A^T.$$

- (a) The expected value is defined as $\mathbb{E}[\mathbf{y}] = \sum_{i=1}^n y_i p_i$. Given $\vec{y} = A\vec{x} + b$, substitute this into the summation for an expected value:

$$\mathbb{E}[\mathbf{y}] = \sum_{i=1}^n (Ax_i + b)p_i.$$

Since $\vec{y} = A\vec{x} + b$, $p_i = \frac{1}{n}$ for all $i \in \mathbb{Z}$, so

$$\begin{aligned} \mathbb{E}[\mathbf{y}] &= \frac{1}{n}(Ax_1 + b) + \frac{1}{n}(Ax_2 + b) + \dots + \frac{1}{n}(Ax_n + b) \\ &= \frac{1}{n}A(x_1 + x_2 + \dots + x_n) + \frac{1}{n}(nb) \\ &= \frac{1}{n}A\vec{x} + b. \end{aligned}$$

Since $p_i = \frac{1}{n}$ for all $i \in \mathbb{Z}$, $\mathbb{E}[\mathbf{x}] = \frac{1}{n}(x_1 + x_2 + x_3 + \dots + x_n) = \frac{1}{n}\vec{x}$. Therefore,

$$\mathbb{E}[\mathbf{y}] = A\mathbb{E}[\mathbf{x}] + b. \text{QED}$$

- (b) Expanding $\text{Cov}[\mathbf{y}]$ based on its definition results in

$$\text{Cov}[\vec{y}] = \mathbb{E}[(y_1 - \mathbb{E}[y_1])(y_2 - \mathbb{E}[y_2]) \dots (y_n - \mathbb{E}[y_n])].$$

Since $\vec{y} = A\vec{x} + b$, plugging this into the covariance, we get

$$= \mathbb{E}[(Ax_1 + b - \mathbb{E}[Ax_1 + b])(Ax_2 + b - \mathbb{E}[Ax_2 + b]) \dots (Ax_n + b - \mathbb{E}[Ax_n + b])].$$

From **part (a)**, we know that $\mathbb{E}[A\vec{x} + b] = A\mathbb{E}[\vec{x}] + b$. Thus,

$$\begin{aligned} &= \mathbb{E}[(Ax_1 + b - A\mathbb{E}[x_1] - b)(Ax_2 + b - A\mathbb{E}[x_2] - b) \dots (Ax_n + b - A\mathbb{E}[x_n] - b)] \\ &= \mathbb{E}[(Ax_1 - A\mathbb{E}[x_1])(Ax_2 - A\mathbb{E}[x_2]) \dots (Ax_n - A\mathbb{E}[x_n])]. \end{aligned}$$

Because covariance matrices are symmetric and A is a constant,

$$\begin{aligned} &= A\mathbb{E}[(x_1 - \mathbb{E}[x_1])(x_2 - \mathbb{E}[x_2]) \dots (x_n - \mathbb{E}[x_n])]A^T \\ &= ACov[\vec{x}]A^T \\ Cov[\vec{y}] &= A\Sigma A^T. \text{QED} \end{aligned}$$

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2 Given the dataset $\mathcal{D} = \{(x, y)\} = \{(0, 1), (2, 3), (3, 6), (4, 8)\}$

- (a) Find the least squares estimate $y = \theta^T x$ by hand using Cramer's Rule.
- (b) Use the normal equations to find the same solution and verify it is the same as part (a).
- (c) Plot the data and the optimal linear fit you found.
- (d) Find randomly generate 100 points near the line with white Gaussian noise and then compute the least squares estimate (using a computer). Verify that this new line is close to the original and plot the new dataset, the old line, and the new line.

- (a) According to Cramer's Rule, we can use the following formulas to determine the slope m and y-intercept b for the least squares estimate:

$$m = \frac{n \sum_{i=1}^n x_i y_i - (\sum_{i=1}^n x_i) (\sum_{i=1}^n y_i)}{n \sum_{i=1}^n x_i^2 - (\sum_{i=1}^n x_i)^2}$$

$$b = \frac{(\sum_{i=1}^n x_i^2) (\sum_{i=1}^n y_i) - (\sum_{i=1}^n x_i) (\sum_{i=1}^n x_i y_i)}{n \sum_{i=1}^n x_i^2 - (\sum_{i=1}^n x_i)^2}.$$

First, we must determine the components:

$$\sum_{i=1}^4 x_i = 0 + 2 + 3 + 4 = 9$$

$$\sum_{i=1}^4 x_i^2 = 0^2 + 2^2 + 3^2 + 4^2 = 29$$

$$\sum_{i=1}^4 y_i = 1 + 3 + 6 + 8 = 18$$

$$\sum_{i=1}^4 x_i y_i = (0)(1) + (2)(3) + (3)(6) + (4)(8) = 56.$$

Plugging these values into the equations for m and b , we get

$$m = \frac{(4)(56) - (9)(18)}{(4)(29) - 9^2} = \frac{62}{35}$$

$$b = \frac{(29)(18) - (9)(56)}{(4)(29) - 9^2} = \frac{18}{35}.$$

Therefore, $\theta^T = \begin{bmatrix} \frac{18}{35} & \frac{62}{35} \end{bmatrix}$ or $y = \frac{62}{35}x + \frac{18}{35}$.

- (b) The normal equation states that $\theta = (X^T X)^{-1} X^T \vec{y}$. From the given data points, we know that

$$X = \begin{bmatrix} 1 & 0 \\ 1 & 2 \\ 1 & 3 \\ 1 & 4 \end{bmatrix}$$

$$X^T = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 0 & 2 & 3 & 4 \end{bmatrix}.$$

With this, we can determine θ by first calculated $X^T X$:

$$X^T X = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 0 & 2 & 3 & 4 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 \\ 1 & 2 \\ 1 & 3 \\ 1 & 4 \end{bmatrix} = \begin{bmatrix} 4 & 9 \\ 9 & 29 \end{bmatrix}.$$

Then, calculate $(X^T X)^{-1}$:

$$(X^T X)^{-1} = \frac{1}{(4)(29) - 9^2} \begin{bmatrix} 29 & -9 \\ -9 & 4 \end{bmatrix} = \frac{1}{35} \begin{bmatrix} 29 & -9 \\ -9 & 4 \end{bmatrix}.$$

Finally, we can determine θ :

$$\theta = \frac{1}{35} \begin{bmatrix} 29 & -9 \\ -9 & 4 \end{bmatrix} \cdot \begin{bmatrix} 1 & 1 & 1 & 1 \\ 0 & 2 & 3 & 4 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ 3 \\ 6 \\ 8 \end{bmatrix}$$

$$\theta = \frac{1}{35} \begin{bmatrix} 29 & 11 & 2 & -7 \\ -9 & -1 & 3 & 7 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ 3 \\ 6 \\ 8 \end{bmatrix}$$

$$\theta = \frac{1}{35} \begin{bmatrix} 18 \\ 62 \end{bmatrix}.$$

Thus, $\theta^T = \begin{bmatrix} \frac{18}{35} & \frac{62}{35} \end{bmatrix}$ or $y = \frac{62}{35}x + \frac{18}{35}$.

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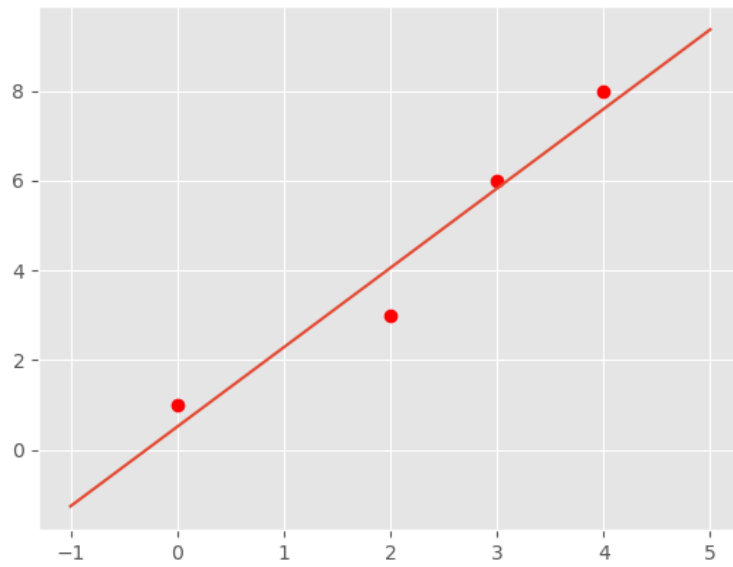


Figure 1: Optimal Linear Fit

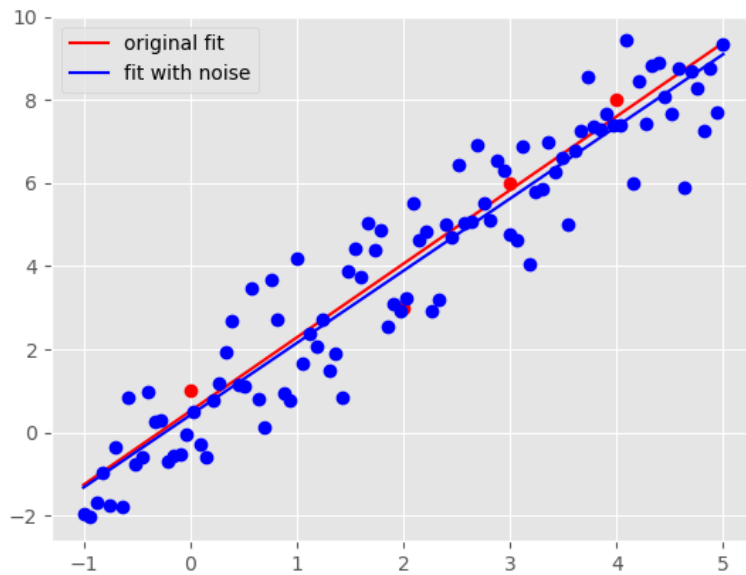


Figure 2: Optimal Linear Fit with Gaussian Noise