$$X_{1} = \begin{bmatrix} 2 & 1 \end{bmatrix}, \ t_{1} = 2.$$

$$W^{0} = \begin{bmatrix} 0 \end{bmatrix}$$

$$J_{W} = \frac{2}{n} \times \frac{1}{n} \times (-1) + \lambda W$$

$$W' + (1 - \alpha \lambda) \begin{bmatrix} 0 \end{bmatrix} - d_{1}^{2} \begin{bmatrix} 1 \end{bmatrix} ([2 & 1] + d_{1}^{2} \end{bmatrix} = \frac{2}{n} \times [(-1) + \lambda) + \lambda [0]$$

$$= 4d \begin{bmatrix} 1 \end{bmatrix}$$

$$w^{2} + (1 - \alpha \lambda) + d \begin{bmatrix} 1 \end{bmatrix} - d \begin{bmatrix} 2 & 1 \end{bmatrix} + d \begin{bmatrix} 2 &$$

 $\hat{W} = 10([1]) \cdot \text{direction of grad stoys in the row space of } [1]$   $\hat{W} = 10([1]) \cdot \text{direction of grad stoys in the row space of } [1]$   $= a[1] \cdot a \in \mathbb{R}$ 

1.2.1

 $\frac{1}{2}$   $w^{T}w = \frac{1}{2}a[2] a[1] a[1] + \frac{1}{2}\lambda a^{2} = \frac{1}{2}[m m][m] = \frac{1}{2}(w^{2} + w^{2})$ 

$$W^{T}X_{1}=t_{1}\Rightarrow [2.1]\begin{bmatrix}w_{1}\\w_{2}\end{bmatrix}=2$$
  $\int W_{1}+W_{2}=2\Rightarrow Solvation dir.$   $W_{1}^{2}+W_{2}^{2}=Ja^{2}\Rightarrow circle$ 

The worth decorp will not change the direction of gradient desert, but the solution will not be on the solution spone: 2111+112=2. Since the waynt decorp term partials the solution off this line.

- 1.3. Yes, as we shoned before, the weigh decory term quides/adols to update the weight in direction of row space of weight, while other terms stifls the offset. Without weight decay terms, solution resides on any lines parallel to solution, while weight decay term penalize the weight to smaller value such that it questive to the solution in the end.
- 2.1.1.  $h_{\text{maybe}}(X;D) = \left(\frac{1}{m}\sum_{i=1}^{m} W_{i}^{T}\right)X = \frac{1}{m}\left(\sum_{i=1}^{m} W_{i}^{T}X\right) = h_{\text{pred}}(X;D).$
- 2.2.2. Var[h(x; D)] = Var[t = h(x; Di)] = te Var[t = h(x; Di)] = k = 1/2 · k62 = 1/2 62
- 23.1. NO. E[h(x;0)|x] = E[ t = h(x;0)|x] = t = E[h(x;0)|x] = E[h(x;0)|x] = E[h(x;0)|x] = E[lE[h(x;0)|x] y\_x(x)|^2], => not changed.
- 2.3.3. Variance =  $(l+\frac{1-l}{k})6^2$  if  $k\uparrow \Rightarrow Var \downarrow$  then the variance decreases  $l=0 \Rightarrow Cov(h(x_iD_{ji}), h(x_iD_{ii}))=0$  titj
  - <=> all emsemble members ove not related to each other i.e. mutually independent.

    Then. Usor =  $6\frac{2}{6}$
  - (=1 > COV (h(xiDj), h(xiDi)) = 6i6j titj
    - $\Leftrightarrow$  The correlations between each emsomble members are very strong, i.e. perfect positive relationship. Then  $Var = 6^{\circ}$  Some as without bodying.

we see that the more correlations between data, the less effect bugging has.

```
Predicting You'vy with X2.
                                                                                          Z(6(0,26)(6(0,26+1))
                                         J= E(x1, x2, y) = (x1, x2, y) [(y") - w2x")]
              \hat{y}^{(0)} = w_2 x_2^{(0)}
                                            = F-(x1.x2.x)~(x1.x2.x)(x1.y2-x1,mxx0+mxx0)
                                            = E(1, 1/2, y) ~ (x, 1/2, y) y = 2 N2 E (1, 1/2, y) ~ (x, x, y) y x = + W2 E x2 (x)
         Vary= EY-EY
                                            = EY1-2WEY2 + W2EX2
                                                                                   EYX2 = E(Y(Y+Governience)) in short
          EY2 = E2Y+VarY
                                            = 26^2 - 2W_2 \cdot 26^2 + W_2^2 (26^2 + 1)
               = 0+262=262
                                                                                           = EY2+ EYQOn). YILQON
                                            = 26° (1-21/2+1/2)+1/2
                                                                                           = EY2+EYEGOON
         EX2 = E2X2+ VarX2
                                             = 262(1-Wz)2+Wz2
               = 0 + 26^2 + 1
                                     \frac{\partial J_{1} w_{1}}{\partial w_{2}} = -46^{2} + 4w_{2}6^{2} + 2w_{2} = 0 \Rightarrow w_{2} = \frac{26^{2}}{26^{2} + 1}
3.1.3. g= w.x1+w2x2
        Q= ωιχι+νωχω J= E[(Y- P)] = E[(Y-νιχι-νωχω)]
                                               = E[Y2-241X1Y -246X2Y + W1X12 + W2X22 + 24145-X1X2]
EXi^2 = E^2X_1 + Van(X_1)
                                               = E 1/2 - 2W1 E(X1Y) - 2W2 E(X2Y) + W3 E(X12) + W3 E(X2) + 2W1 W2 E(X1X1)
      = 0 + 6^2 = 6^2
                                               = 262-1W162 - 2W2262 + W1262+U52(262+1) + 2MUS62
                                               = 62(2-21/1-4W2+11/2+2162+21/11/11)+162
L(x)2) = E(x1(x1+a(0.63)+a(0.1))
   = E(X12)+E(X1)E(Q(0.62)) +E(X1)E(Q(Q(1))
                                                  1 Jun = - 262+211/62+211/262 = 0
   = 62 XIII (106), XIII (1011)
                                                  dJ_{W_{2}} = -46^{2} + 4w_{2}6^{2} + 2w_{1}6^{2} + 2w_{2} = 0
w_{1} = \frac{1}{6^{2} + 1}
w_{2} = \frac{6^{2}}{6^{2} + 1}
E(X1Y) = E(X1(X1+G(0.63))
        = EXP+EXIE(QO:67)
                                           ⇒ as 6°4, ⇒) w.↑

| ust, we have consumel effect that Yis none related
        = E \chi_1^2 = 6^2
                                                                          to X1 than X2.
                                                                          Therefore the model wil generalize more to x, in test,
                                                                          which and a potentially destroy the generalization in all.
3.3. P= 2(m, w, x, +m2W2X2)
        ELJ] = E[(Y- Ŷ)2] = E[(Y- 2minix - 2minix)2]
 E(mi)=16(mi)+16(mi)2=(よ)2+はよっよ。
                                = E[Y2+ 4m2w2x12+4m2u5x2-4m, w1x17-4m2u5x27+8m, m2w1u5x1x2]
                                = EY2 + 4Emi2N2 EX12 + 4Emi2N2 EX2 - 4EmiN1 EX1Y - 4EmiN6EXY+8Eminsun ws. EX1X2
                                = 262+ 2M262+2(26+1)W2-2M62-2W2262 +2MW262
                                                = \begin{cases} w_1 = \frac{26^3 + 2}{76^2 + 4} \\ u_6 = \frac{36^2}{76^2 + 4} \end{cases} Applying absport changes would definitely help on the generalization, since Y is more evenly influenced by
     \int_{M}^{2} = 4m6^{2} - 26^{2} + 2w_{2}6^{2} = 0
     J_{WS} = 4(26+1)W_2 - 46^2 + 2W_16^3 = 0
                                                                      Wr and Ws., and less afferted by 62.
```

## A "Simple Recurrent Layer" Component (SRL):

