

ECE 133A HW 1

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October 12, 2022

Exercise A1.7

For the optimal coefficients we have:

$$\begin{aligned} J &= \frac{1}{n} \|c_1 \mathbf{1} + c_2 a - b\|^2 \\ &= \frac{1}{n} \|(m_b - m_a c_2) \mathbf{1} + c_2 a - b\|^2 \\ &= \frac{1}{n} \sum_{k=1}^n ((m_b - m_a c_2) + c_2 a_k - b_k)^2 \\ &= \frac{1}{n} \sum_{k=1}^n (c_2(a_k - m_a) - (b_k - m_b))^2 \\ &= \frac{1}{n} \left(c_2^2 \sum_{k=1}^n (a_k - m_a)^2 - 2c_2 \sum_{k=1}^n (a_k - m_a)(b_k - m_b) + \sum_{k=1}^n (b_k - m_b)^2 \right) \\ &= c_2^2 s_a^2 - \frac{2c_2}{n} (a - m_a \mathbf{1})^T (b - m_b \mathbf{1}) + s_b^2 \\ &= \rho^2 s_b^2 - 2 \frac{\rho s_b}{s_a} \rho s_a s_b + s_b^2 \\ &= s_b^2 - \rho^2 s_b^2 \\ &= \boxed{(1 - \rho^2) s_b^2} \end{aligned}$$

Exercise A1.8

(a)

We want to maximize J with respect to c_1 , so we take the derivative of J with respect to c_1 and find the value of c_1 that makes the derivative equal to zero:

$$\begin{aligned}\frac{\partial J}{\partial c_1} &= \frac{2}{n} \sum_{k=1}^n \frac{c_1 + c_2 a_k - b_k}{1 + c^2} = 0 \\ \frac{1}{n} \sum_{k=1}^n (c_1 + c_2 a_k - b_k) &= 0 \\ c_1 + \frac{1}{n} \sum_{k=1}^n (c_2 a_k - b_k) &= 0 \\ c_1 + c_2 m_a - m_b &= 0 \\ c_1 &= m_b - c_2 m_a\end{aligned}$$

(b)

We have for the optimal c_1 ,

$$\begin{aligned}J &= \frac{\|c_2(a - m_a \mathbf{1}) - (b - m_b \mathbf{1})\|^2}{n(1 + c_2^2)} \\ &= \frac{1}{n(1 + c_2^2)} \left(\sum_{k=1}^n (c_2 a_k - m_a c_2 - b_k + m_b)^2 \right) \\ &= \frac{1}{(1 + c_2^2)} (c_2^2 s_a^2 + s_b^2 - 2\rho s_a s_b c_2)\end{aligned}$$

Taking the derivative with respect to c_2 and setting it equal to zero gives us that the optimal value of c_2 must satisfy:

$$\rho c_2^2 + \left(\frac{s_a}{s_b} - \frac{s_b}{s_a} \right) = 0$$

When $\rho \neq 0$ the optimal solution is one with the same sign as ρ , since that makes $-2\rho s_a s_b c_2$ negative.

(c)

With the following code in Julia

```
using MAT
using LinearAlgebra
using PyPlot
using Statistics

function calculate_mean(v)
    n=size(v,1)
    println(n)
    return sum(v)/n
end

function calculate_std(v,m)
    n=size(v,1)
    return norm(v.-m)/sqrt(n)
end

function calculate_rho(a,m_a,s_a,b,m_b,s_b)
    n=size(a,1)
    return (1/(s_a*s_b*n))*(transpose(a.-m_a)*(b.-m_b))
end

function ortho_c2(rho,s_a,s_b)
    if rho==0
        return 0
    else
        b=(s_a/s_b-s_b/s_a)
        c_21=(-b+sqrt(b^2+4*rho))/(2*rho)
        c_22=(-b-sqrt(b^2+4*rho))/(2*rho)
        if sign(c_21)==rho
            return c_21
        else
            return c_22
        end
    end
end

function main()
    include("orthregdata.m")
    print(size(a))
    m_a=calculate_mean(a)
    m_b=calculate_mean(b)
    s_a=calculate_std(a,m_a)
    s_b=calculate_std(b,m_b)
    rho=calculate_rho(a,m_a,s_a,b,m_b,s_b)
    println(rho)
    #plot out scatter
    println("plotting")
    plot(a,b,"o",label="data")
    #least squares solution
    c_2=rho*s_b/s_a
    println(c_2)
    c_1=m_b-m_a*c_2
    println(c_1)
    x=LinRange(minimum(a),maximum(a)+1,4)
    plot(x,x.*c_2+c_1,label="least squares regression")
    #orthogonal solution
    c_2=ortho_c2(rho,s_a,s_b)
    c_1=m_b-m_a*c_2
    plot(x,x.*c_2+c_1,label="orthogonal regression")
    legend()
```

```

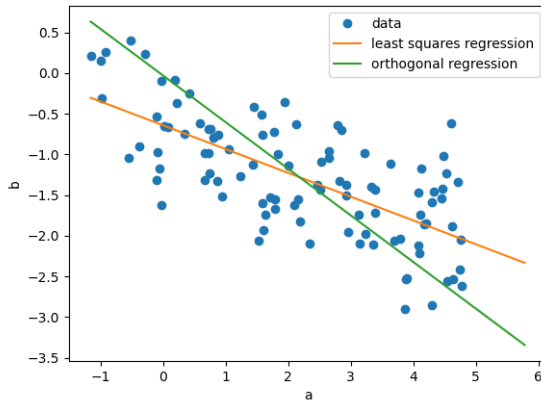
xlabel("a")
ylabel("b")
savefig("test.png")

end

main()

```

We get the following regression:



Exercise A2.4

Expanding $(1 + A)^{n-1}$, we get

$$(1 + A)^{n-1} = \sum_{k=1}^{n-1} A^k$$

Since $A_{i,j}^k$ represents whether a path of length k exists from j to i , (with $A_{i,j}^k > 0$ representing that such a path exists) we can see that the sum of the A^k matrices for $1 \leq k \leq n-1$ represents all the paths that can possibly exist. Therefore A is irreducible if it is possible to travel from one node to any other node, i.e. that G_A is strongly connected.

Exercise A2.8

We can start by multiplying each x_i subvectors with B , each of these operations takes $(2n - 1)n$ flops, so for the n subvectors it will cost us $(2n - 1)n^2$ flops.

Now we get that for the i th output subvector $y_i = \sum_{j=1}^n A_{i,j} Bx_j$. Multiplying $A_{i,j}$ with Bx_j costs us n flops, therefore repeating this n times for $1 \leq i \leq n$ results in n^2 flops. Summing these vectors $A_{i,j} Bx_j$ costs $n(n - 1)$ flops. So in total computing this subvector costs us $2n(n - 1)$ flops. We will need to repeat this for each of the n output subvectors, so it will cost use $2n^2(n - 1)$.

Therefore in total, this algorithm will cost us $2n^2(n - 1) + (2n - 1)n^2$ flops, so approximatley $4n^3$ flops for large n . Compared with $(2n^2 - 1)n^2$, or $2n^4$ approximatley for large n .

Exercise A2.10

(a)

For any k that satisfy $i \leq k < j$, we have that we can rearrange the multiplication of $A_i A_{i+1} \dots A_j$ to $(A_i \dots A_k)(A_{k+1} \dots A_j)$.

We have that multiplying the matrices from i to k will cost us $c_{i,k}$ flops and result in a matrix of size (n_{i-1}, n_k) , likewise multiplying the matrices from $k + 1$ to j will cost us $c_{k+1,j}$ flops and result in a matrix of size (n_k, n_j) .

Multiplying these two matrices together will cost us $2n_{i-1}n_kn_j$. Therefore if we split up the computation of $A_i A_{i+1} \dots A_j$ into two parts, one from i to k the other from $k + 1$ to j , we will have that the total cost of computing $A_i A_{i+1} \dots A_j$ is:

$$c_{i,k} + c_{k+1,j} + 2n_{i-1}n_kn_j$$

Therefore the minimum of the cost of computing $A_i A_{i+1} \dots A_j$ is when k is the value that minimizes the above expression. In other words:

$$c_{i,j} = \min_{k=i,i+1,\dots,j-1} (c_{i,k} + c_{k+1,j} + 2n_{i-1}n_kn_j)$$

(b)

We have that the triangular table of c_{ij} for $A_1 A_2 A_3 A_4$ is:

$$\begin{array}{cccc} 0 & 1.00 \cdot 10^{10} & 1.20 \cdot 10^{10} & 1.21 \cdot 10^9 \\ & 0 & 1.00 \cdot 10^{11} & 1.20 \cdot 10^9 \\ & & 0 & 2.00 \cdot 10^8 \\ & & & 0 \end{array}$$

Therefore the optimal cost of computing $A_1 A_2 A_3 A_4$ is multiply A_1 with the product of A_2 multiplied with the product of A_3 and A_4 , which takes us $\boxed{1.21 \cdot 10^9}$ flops.

Likewise since the triangular table of c_{ij} for $A_1 A_2 A_3$ is:

$$\begin{array}{ccc} 0 & 1.00 \cdot 10^{10} & 1.20 \cdot 10^{10} \\ & 0 & 1.00 \cdot 10^{11} \\ & & 0 \end{array}$$

The optimal cost of $A_1 A_2 A_3$ is to multiply $(A_1 A_2)$ with A_3 , which takes us $1.20 \cdot 10^{10}$ flops. So interestingly the optimal flops to compute $A_1 A_2 A_3 A_4$ less than the optimal flops to compute $A_1 A_2 A_3$, despite the fact that $A_1 A_2 A_3 A_4$ involves one more matrix multiplication. Likewise the optimal order for the multiplication also changes when we try to compute $A_1 A_2 A_3 A_4$ compared to $A_1 A_2 A_3$.