$$\mathcal{M}(\hat{y}) = b_o + b_1 \times_1 + \dots + b_p \times_p \qquad \text{If } x_1 \text{ increases by 1, then yhat has a proportion change of } b_1. \text{ So if } b_1 = 0.25 \text{ and } x_1 \text{ goes up by 1, then yhat increases by 25%.}$$

$$= M_o M_1^{x_1} \cdot \dots \cdot M_p^{x_p} \qquad \text{(multiplicative model). If } x_1 \text{ increases by 1, then yhat is multiplied by m. 1}$$

If x_1 increases by 1, then yhat has a proportion change of b_1 . So if $b_1 = 0.25$ and

by 1 then yhat is multiplied by m_1.

If x_1 and $log(x_1)$ are both in the model, then the model is less interpretable.

We talked about polynomials and logs. Augmenting the function space curlyH with these allow for a model with curves, a model that looks like:

$$g(x_1,...,x_p) = g_1(x_1) + g_2(x_1) + ... + g_p(x_p) \Rightarrow \partial_{x_1} [g_1(x_1)] = 0$$

this is called a generalized additive model (GAM). What are we missing in this candidate space? The possibility of features interacting with one another. Consider the following transformation:

$$X_{\text{YAM}} = \begin{bmatrix} 1 & \times & 1 & \times & 1 \\ 1 & \times & 1 & \times & \times & 2 \\ \vdots & \vdots & \ddots & \vdots \\ 1 & \times & 1 & \times & 2 \end{bmatrix}$$

$$Y_{\text{YAM}} = \begin{bmatrix} 1 & \times & 1 & \times & 2 \\ 1 & \times & 1 & \times & 2 \\ \vdots & \vdots & \ddots & \vdots \\ 1 & \times & 1 & \times & 2 \end{bmatrix}$$

$$X = \begin{bmatrix} 1 & \times & 1 & \times & 2 \\ 1 & \times & 1 & \times & 2 \\ \vdots & \vdots & \ddots & \vdots \\ 1 & \times & 1 & \times & 2 \\ \vdots & \vdots & \ddots & \vdots \\ 1 & \times & 1 & \times & 2 \\ \vdots & \vdots & \ddots & \vdots \\ 1 & \times & 1 & \times & 2 \\ \end{bmatrix}$$

This transformation is called a "first-order interaction". Consider an OLS model on this new design matrix:

$$g^{(x_1,x_2)} = y = b_0 + b_1 \times_1 + b_2 \times_2 + b_3 \times_1 \times_2$$

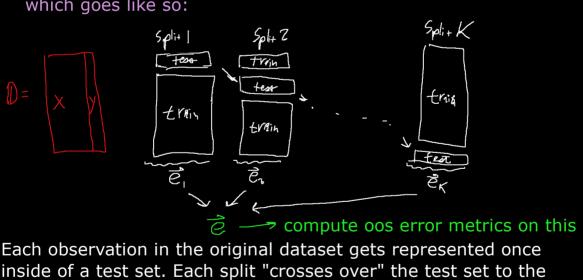
$$= b_0 + (b_1 + b_3 \times_2) \times_1 + b_2 \times_2 = b_0 + b_1 \times_1 + (b_2 + b_3 \times_1) \times_2$$

procedure split the original dataset randomly by taking 1/K n observations into a test set and the rest into a training set. Thus, the oos error metrics can vary based on the specific random split. The oos error metrics are random variables. And if their variance is high, then our estimates arne't so useful.

Let's go back to our discussion about validation. Our validation

Answer: make many splits and repeat the train-test validation procedure. There are many ways to "make many splits". One popular way is called "cross-validation" (CV) or "K-fold CV" which goes like so:

How can we reduce the variance in our oos error metrics?



next set of 1/K * n indices. This reduces variance because we are averaging many realizations of the rv (the oos error metric). Another bonus is that we can also compute oos metrics in each

of the K splits. For example oos s_e_1, s_e_2, ..., s_e_K. So you can gauge the variability of the oos s_e via:

$$S_{e} := \int_{K-1}^{L} \sum_{k=1}^{K} (s_{e_k} - \overline{s_e})^2$$

$$\downarrow \qquad \qquad \downarrow \qquad \qquad \downarrow$$

Caution: for this to be valid, the s_e's have to be independent. Are they? No... since they use a lot of the same data. But... we use it anyway.

We talked about K = 5 and K = 10 being good defaults? What is the tradeoff of K being lower vs higher?