

# Exercise 1

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# What We'll Cover: The power and pitfalls of Linear Least Squares.

- Task 1.1: The Problem: Numerical Instability
- Task 1.2: The Limit: Fitting Non-Linear Functions
- Task 1.3: Application 1: Estimating Fractal Dimensions
- Task 1.4: Application 2: Fitting Exponential Models
- Task 1.5: Optimization on Barycentric Coordinate System

# Task 1.1: Numerical Instability

**Goal: Solve for a "tricky" matrix.**  $w = \operatorname{argmin} ||X^\top w - y||^2$

## Methods:

1. **Naïve Algebra:**  $w = (XX^\top)^{-1}Xy$
2. **QR Decomposition:**  $w = R_1^{-1}Q_1^\top y$
3. **numpy.linalg.lstsq**

## Finding:

The "naïve" method involves inverting  $XX^\top$ . This matrix can be ill-conditioned or even singular, leading to massive errors. The lstsq and QR methods are numerically stable and find the correct solution  $w = [1, 1]^\top$

# Task 1.2: Fitting Non-Linear Boolean Functions Goal:

## Fit a model to a complex Boolean rule

### Part 1: Simple Linear Model

- **Model:**  $y \approx w_1x_1 + w_2x_2 + w_3x_3$
- **Result:** A **very bad fit**. A simple plane cannot capture the complex, XOR-like logic.

### Part 2: Fourier Feature Map Model

- **Model:**  $y \approx w_1 + w_2x_1 + \dots + w_8x_1x_2x_3$
- **Result:** A **perfect fit!**

**Key Takeaway:** We need **feature engineering** to let linear models fit non-linear data.

## Task 1.2: The Catch - Curse of Dimensionality

**Problem:**

**Our simple 3-input problem ( $n = 3$ ) required  $2^3 = 8$  features for a perfect fit.**

**What if we have  $n = 30$  inputs?**

- We would need  $2^{30} \approx 1,073,741,824$  features.

This exponential explosion of features is the **Curse of Dimensionality**.

# Task 1.3: Application - Finding Fractal Dimension Goal

## Method: Box Counting

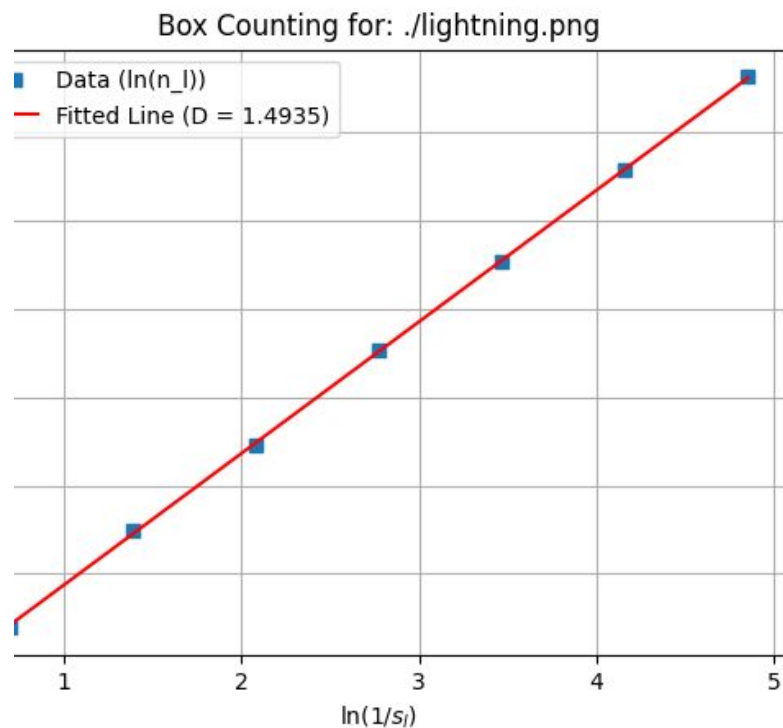
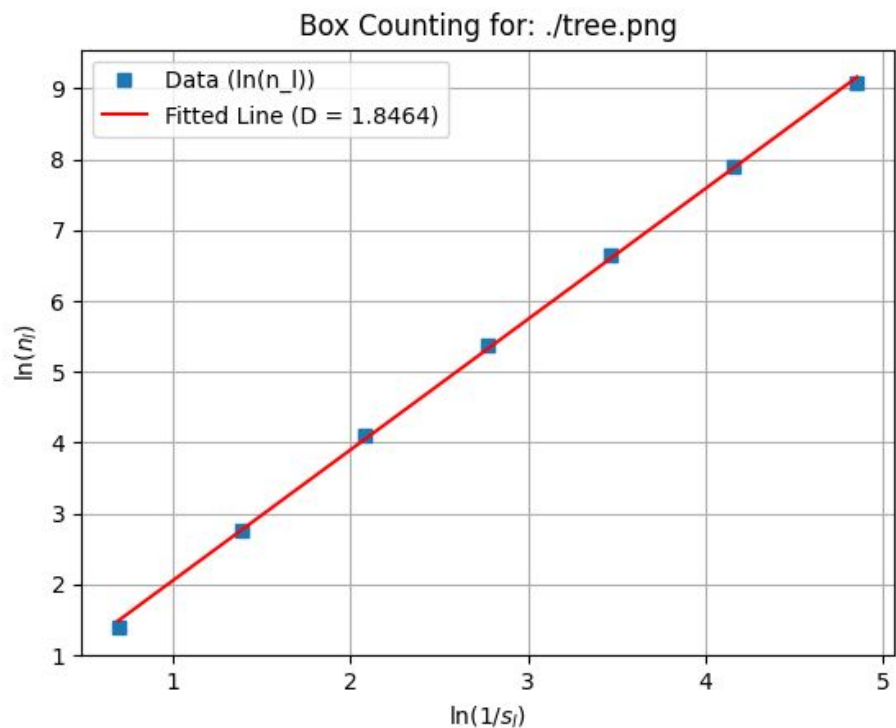
1. Cover the image with boxes of size  $s$ .
2. Count the number of boxes,  $N(s)$ , that touch the object.
3. Theory says:  $N(s) \propto (1/s)^D$

The Math Trick:

Take the logarithm of both sides:  $\ln(N(s)) = D \cdot \ln(1/s) + c$

This is just the equation of a line:  $y = mx + b$ . We use least squares to find the slope  $m$ , which is our fractal dimension  $D$ .

# Task 1.3 Results



## Task 1.4: Fitting Exponential Data Goal: Fit the model

$$y = A \cdot e^{Bx}$$

The Math Trick: Again, we take the logarithm:  $\ln(y) = \ln(A) + Bx$

Let  $y' = \ln(y)$  and  $a = \ln(A)$ . This gives us a new linear model:  $y' = a + Bx$



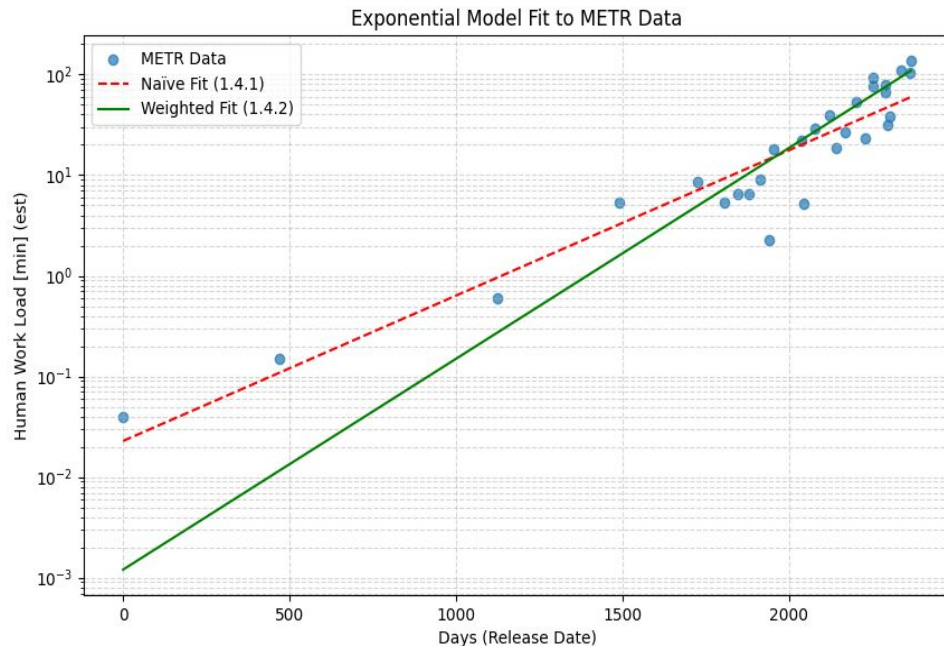
# Task 1.4: Naïve vs. Weighted LSQ

## Naïve LSQ (Task 1.4.1)

- **Minimizes:**  $\sum (\ln(y_j) - y'_j)^2$  (Error in *log-space*)
- **Result: Poor fit.** This method cares too much about fitting the small **y** values and misses the explosive growth at the end.

## Weighted LSQ (Task 1.4.2)

- **Minimizes:**  $\sum y_j \cdot (\ln(y_j) - y'_j)^2$  (Gives *more weight* to large **y** values)
- **Result: Excellent fit!** This method correctly captures the exponential trend.



# Task 1.5: Optimization on Barycentric System

- Representation of any point inside a triangle in planar space as a **convex combination** of its vertices, can be found in **barycentric coordinates**, by assigning weights to points in the space
- Solved for these coordinates by **minimizing a least squares optimization** while enforcing a constraints to those weights.
- For an **external point  $q$** , the unconstrained solution yields negative weights, showing it lies **outside** the triangle.
- For a given point  $p$ , which lies outside of the triangle, its projection  $p'$ , inside the triangle, is the closest point to the point  $p$ .

# Key Takeaways

**Least Squares** is a powerful, fundamental tool.

**But...** you must use **numerically stable** methods (`lstsq`, QR) and **regularization** (Ridge) to avoid instability. (Tasks 1.1, 1.5)

Linear models are limited. Use **feature engineering** to fit non-linear data, but beware the **Curse of Dimensionality**. (Task 1.2)

Many non-linear problems can be **linearized** using `log()` transforms. (Tasks 1.3, 1.4)

The way you define your "error" (e.g., naïve vs. weighted LSQ) can drastically change your model's fit. (Task 1.4)