

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  $\mathbf{y} = \mathbf{A}\mathbf{x} + \mathbf{b}$  be a random vector. show that expectation is linear:

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

Also show that

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

$E(y) = E(Ax + b)$  recall that  $E(x) = \int x f(x) dx$ , where  $f(x)$  is a probability density function.

$$= \int (Ax + b) f(x) dx.$$

$$= \underbrace{\int Ax f(x) dx}_{= A \int x f(x) dx} + \underbrace{\int b f(x) dx}_{= E(b)}$$

The probability function of a constant is simply 1 so the expected value should just be the constant itself, so  $E(b) = b$

$$\boxed{E(y) = A E(x) + b} \checkmark$$

2.  $\text{cov}(y) = \text{cov}(Ax + b) = E[(Ax + b)^2] - E^2(Ax + b)$ , as  $\text{var}(y) = \text{cov}(y)$ .

$$= E(A^2 x^2 + 2Abx + b^2) - (E(Ax) + E(b))(E(Ax) + E(b))$$

$$= A^2 E(x^2) + 2Ab E(x) + b^2 - E^2(Ax) - 2Ab E(x) - b^2$$

$$= A^2 (E(x^2) - E^2(x)) = \boxed{A^2 \text{cov}(x) = A \text{cov}(x) A^\top} \checkmark$$

$\text{var}(x) = \text{cov}(x)$



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

- Find the least squares estimate  $y = \theta^T x$  by hand using Cramer's Rule.
- Use the normal equations to find the same solution and verify it is the same as part (a).
- Plot the data and the optimal linear fit you found.
- 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.

see  
reps.

a.) by Cramer's rule:  $m = \frac{n \sum x_i y_i - \sum x_i \sum y_i}{n \sum x_i^2 - (\sum x_i)^2}$ ,  $b = \frac{(\sum x_i^2) \sum y_i - \sum x_i (\sum x_i y_i)}{n \sum x_i^2 - (\sum x_i)^2}$   
for  $y = mx + b$   
 $y = \theta^T x$ ,  $\theta_0 = b$   
 $\theta_1 = m$

$$\sum x_i = (0 + 2 + 3 + 4) = 9$$

$$\sum y_i = (1 + 3 + 6 + 8) = 18$$

$$\sum x_i y_i = (0 \cdot 1 + 2 \cdot 3 + 3 \cdot 6 + 4 \cdot 8) = 56$$

$$\sum x_i^2 = (0^2 + 2^2 + 3^2 + 4^2) = 29$$

$$\left\{ \begin{array}{l} m = \frac{4(56) - 9(18)}{4(29) - (9)^2} = \frac{62}{35} \\ b = \frac{(29)18 - 9(56)}{4(29) - (9)^2} = \frac{18}{35} \end{array} \right\} \left\{ \begin{array}{l} m = \theta_1 = \frac{62}{35} \\ b = \theta_0 = \frac{18}{35} \end{array} \right. \checkmark$$

b.) via normal equations:  $\theta = (X^T X)^{-1} X^T \vec{y}$   
for our problem:

$$y = X\theta$$

$$\begin{bmatrix} y_1 \\ y_2 \\ y_3 \\ y_4 \end{bmatrix} = \begin{bmatrix} x_1 & 1 \\ x_2 & 1 \\ x_3 & 1 \\ x_4 & 1 \end{bmatrix} \begin{bmatrix} m \\ b \end{bmatrix}$$

$$\vec{y} = \begin{bmatrix} 1 \\ 3 \\ 6 \\ 8 \end{bmatrix}, \quad X = \begin{bmatrix} 0 & 1 \\ 2 & 1 \\ 3 & 1 \\ 4 & 1 \end{bmatrix}$$

$$\theta = (X^T X)^{-1} X^T \vec{y} = \begin{bmatrix} 0 & 2 & 3 & 4 \\ 1 & 1 & 1 & 1 \end{bmatrix}_{2 \times 4} \begin{bmatrix} 0 & 1 \\ 2 & 1 \\ 3 & 1 \\ 4 & 1 \end{bmatrix}_{4 \times 2}^{-1} \begin{bmatrix} 1 \\ 3 \\ 6 \\ 8 \end{bmatrix} = \begin{bmatrix} 29 & 9 \\ 9 & 4 \end{bmatrix}^{-1} \begin{bmatrix} 0 & 2 & 3 & 4 \\ 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 3 \\ 6 \\ 8 \end{bmatrix} = \frac{1}{35} \begin{bmatrix} 18 \\ 62 \end{bmatrix}$$

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