Q1: Lasso (Lesst Absolute Shrinkage at Selection operator) - 11AX-4112 + XIXI, Algorithm: Ultitial guess for the coeff. X. (start with 70505) 2) Helation for each continute: (Xi) - D Tix all other coordinates X-j - UPdate Xj by minimizing the obj. W.r.t. Xj. 1 1/Ax-4 | 1 + 1 | Xj| 3) Solve this as som In Class - (Soft Thresholing - b+1 2A if $b > \lambda$ 0 IF 161 < 1 6+1 If 6 <- > (ax + 6x + x |x|) Survaly: It's suffosed that Min. coolding. To be much faster, but it's not the case here maybe because stateats is using more oftimization while I am using the basic one.

Q2: Least Squares Extension: Assume: A, X, C, Y, U E Rux Given : Vec(AUC) = (C BA) vec(U) ... Q Use Least Squares: to solve! min 11 AX + XC - YII Now Review Basics. Vec (AUC) = Vectorization; AUC=[1xn][1xn] = [nxn] Kronecker Product: puntiply each element of first Matrix withon the second Metrix. SX: A & B; A=[nxm], B=[qxP] A & B = [n2 x mP] To Prove D: VectAUC) = [0-3x1] CTOA = [y'x i] ; vec(U) = [1 m2 x 1] ; & -Frobenus: 11Ally (It's the Same as Enclidean but for matrices) 11A11F = JZ 2 |aij|2 Note That: MAll = Tr(A'A) @ Vec (A+B) = Vec (A) + Vec (B)

Starting with the obj. Fraction mi- 11 Ax + XC-YIIF = ((Ax + XC-Y) (Ax + XC-Y) ... 0 Vec(Ax + XC-Y) = Vec(Ax) + Vec(XC) - Vec(Y) =(I@A) vec(x) +(C@I) vec(x) - vec(y) = (IOA + LOI) Vec(x) - Vec(Y) - O Subs. @ in the Obj. Fract. min 11(IOA + COI) Vec(X) - Vec(Y)11 Take gradient ad set to zero: 10 A + COI) (I & A + ZOI) vec(X)=(I & A + ZOI) vel II = (I @ AT) + (C@I)) (I @ A + [@I) First: = (I @ A)(I@A) + (I@A)(C@I) + (C@I)(I@A) 18/ATA) + I 8/ATCT) + I 8 (CA) + I 8 (CCT) Secondo Solving III: III = (I QA + CQI) = IQAT + CQI vec(x) = II II vec(y) #

For Simplicity W= (T@I) W= (T@A) + (CT@I) Vec (X) = (WW) W vec(4)

Q3: Ritge Regression: I Using Composite: 3(x) = Ax-4 J = 119112 OJ = Dg , DJ (chain Rule) = AT. 29 = 2AT(Ax-y) II . 2 XX Then set DJ(x) = 0 2 AT (AX-4) + 2XX =0 AT (AX-4) + XX = 0 ATAX+ XX=ATY · X = (ATA+ AT) ATY # Now: To prove that it's monotically foclersis (AS Shown In class). sigencel. Decomp. . ATA = Q / QT ATA+AI = Q(A+XI) OT 11x112 = 11 20(1+)1) QTATY 12 ; Q is oftho. # Thus, as I increases, the inverse decreases which reduces 1/x1/2. #

Qui Linear Regression and it's Extensionin Boston houses Destasets 506 records, 13 feeting (x) 14th feature = metich bouse price = 4 . All features are cont. except feature 4, binery. (considere it con! - Standarization: The process of transforming both to have a men of zero and STD of 1. section 2: All of these why Questions are related to Bies-Valiance Trade off. essor at low 1 is simple at as 1 increases becomes unde generalize, the error increases. While the test ellol moving In an offosite Way, since the model to is learning with H incleases. While the meet point means that the trains and testing are representitive for the same geravalined Motel. section 3: Also, Bias-Variance Tradeoff. While at the beginning too simple then incleasing tata is helpful. Then the motel start fitting the Noise (overfitting haffered). Section 4: As the regularization operator & increased at the beginning the efforts becreases then at certain point we reach the underfitting as the 1 keeps the coe to be small (Undestitting).

Se (1 + d) Golden Equetion.