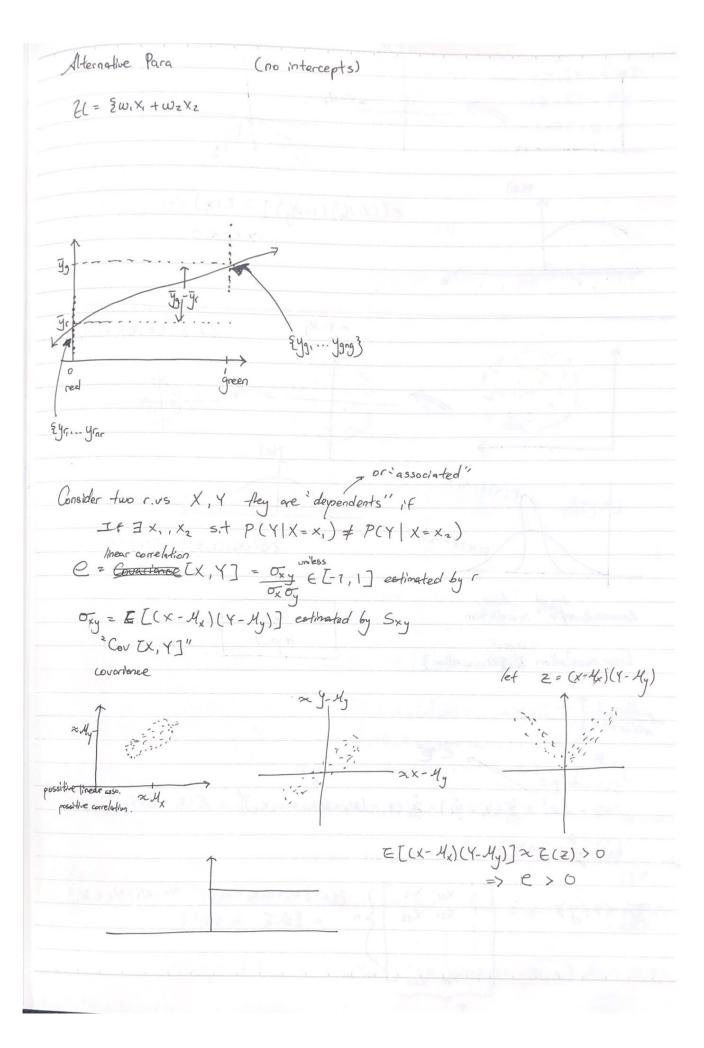
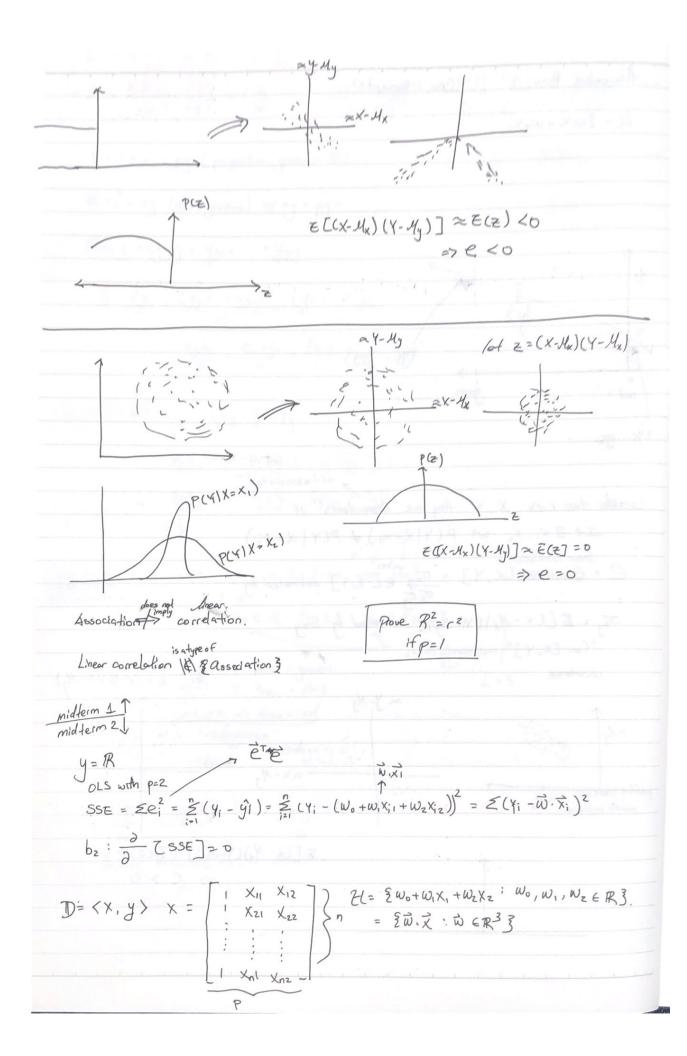
Moview  $y = R, \quad \chi_{raw} \in \chi = \frac{9}{2} \text{ red}, \quad green \quad 3.$   $\chi \in \chi = \frac{9}{2}0, \quad 13$   $g(\chi_{row}) = \frac{9}{2} y_r \quad \text{if } \chi_{red}$   $g(\chi_{row}) = \frac{9}{2} y_r \quad \text{if } \chi_{row}$ 

$$b_1 = n \leq xy - \sum x \leq y = x$$

$$b_1 = \sum_{i=1}^{N} \frac{1}{x_i} \cdot \frac{1}{n} \cdot \frac{1}{x_i} = r \cdot \sum_{i=1}^{N} \frac{1}{x_i} \cdot \frac{1}{n} \cdot \frac{1}{x_i} = r \cdot \sum_{i=1}^{N} \frac{1}{x_i} \cdot \frac{1}{n} \cdot \frac{1}{x_i} = r \cdot \sum_{i=1}^{N} \frac{1}{x_i} \cdot \frac{1}{n} \cdot \frac{1}{x_i} = r \cdot \sum_{i=1}^{N} \frac{1}{x_i} \cdot \frac{1}{x_i} = r \cdot \sum_{i=1}^{N} \frac{1}{x_i} \cdot \frac{1}{x_i} \cdot \frac{1}{x_i} = r \cdot \sum_{i=1}^{N} \frac{1}{x_i} \cdot \frac{1}{x_i} \cdot \frac{1}{x_i} = r \cdot \sum_{i=1}^{N} \frac{1}{x_i} \cdot \frac{1}{x_i} \cdot \frac{1}{x_i} = r \cdot \sum_{i=1}^{N} \frac{1}{x_i} \cdot \frac{1}{x_i} \cdot \frac{1}{x_i} = r \cdot \sum_{i=1}^{N} \frac{1}{x_i} \cdot \frac{1}{x_i} \cdot \frac{1}{x_i} = r \cdot \sum_{i=1}^{N} \frac{1}{x_i} \cdot \frac{1}{x_i} \cdot \frac{1}{x_i} = r \cdot \sum_{i=1}^{N} \frac{1}{x_i} \cdot \frac{1}{x_i} \cdot \frac{1}{x_i} = r \cdot \sum_{i=1}^{N} \frac{1}{x_i} \cdot \frac{1}{x_i} \cdot \frac{1}{x_i} = r \cdot \sum_{i=1}^{N} \frac{1}{x_i} = r$$

 $g(x) = y_r + (y_g - y_r)X_1 + (y_b - y_r)X_2$   $b_0$   $b_1$   $b_2$   $b_3$   $b_4$   $b_4$   $b_6$   $b_6$   $b_6$   $b_7$   $b_8$   $b_8$  b





$$\vec{y} = \vec{X} \vec{\omega} = \begin{bmatrix} \omega_0 + \omega_1 y_{11} + \omega_2 x_{12} \\ \omega_2 + \omega_1 x_{11} + \omega_2 x_{12} \\ \vdots \\ \omega_0 + \omega_1 x_{11} + \omega_2 x_{12} \end{bmatrix} \in \mathbb{R}^{n \times 1}$$

$$(\vec{x} + \vec{b})^T = \vec{b}^T \vec{a}$$

$$(\vec{x} + \vec{b})^T$$

$$= 2 \begin{bmatrix} \leftarrow \vec{\alpha}_1 \rightarrow \\ \leftarrow \vec{\alpha}_2 \rightarrow \\ \vdots \\ \leftarrow \vec{\alpha}_n \rightarrow \end{bmatrix} \begin{bmatrix} \uparrow \\ \vec{x} \end{bmatrix} = 2A\vec{x}$$

A symply XTX symplic.

 $= \frac{\partial}{\partial \vec{\omega}} \left[ \vec{y} + \vec{y} \right] - 2 \frac{\partial}{\partial \vec{\omega}} \left[ \vec{\omega} + \vec{x} \vec{y} \right] + \frac{\partial}{\partial \vec{\omega}} \left[ \vec{\omega} + \vec{x}^{T} \times \vec{\omega} \right] = \vec{Q}_{+1} - 2 \vec{x}^{T} \vec{y} + 2 \vec{x}^{T} \times \vec{\omega} \stackrel{\text{def}}{=} \vec{0}_{+1}$ 

 $X^T X \vec{w} = X^T \vec{y} = \rangle (X^T X)^T (X^T y) = (X^T X)^T X^T \vec{y} = \rangle [\vec{b} = (X^T X)^T X^T \vec{y}]$  OLS Assuming solution.  $X^T X \text{ is a solution.}$ 

if rank [X]= p+ (=> XTX is mentale.

T / TV

dim [col [x]] = p+1

1

p features and To (

are treaty independent. i.e. no duplicate information

Y'X not invertible => not full rank => nullity = 0 => don[Mullspace[XTX]]>0 => 37 ER" non zero such that

=>XTX V = 0

4

 $X^T \vec{o} = \vec{o}$ 

5 X = 0