

1) (a) U is orthogonal $\Rightarrow VV^T = U^T U = I$.

$$\begin{aligned} \text{Thus, } \|U\vec{x}\| &= \sqrt{\langle U\vec{x}, U\vec{x} \rangle} = \sqrt{(U\vec{x})^T (U\vec{x})} = \sqrt{\vec{x}^T U^T U \vec{x}} \\ &= \sqrt{\vec{x}^T I \vec{x}} = \sqrt{\vec{x}^T \vec{x}} = \|\vec{x}\| \end{aligned}$$

(b) Suppose an orthogonal matrix U has the form

$$U = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$$

Thus, we know that

$$UU^T = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} a & c \\ b & d \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = I_{2 \times 2}.$$

$$\Leftrightarrow \begin{cases} a^2 + b^2 = 1 & \textcircled{1} \\ c^2 + d^2 = 1 & \textcircled{2} \\ ac + bd = 0 & \textcircled{3} \end{cases}$$

There is 3 equations but with four unknown variables.

Thus the degree of freedom is 1.

According to $\textcircled{1}$, we can assume $a = \cos \theta$, thus b have 2 solutions, which is $b = \sin \theta$ or $b = -\sin \theta$.

Since θ is an unknown variable. we can know that c, d can also be represented by θ . According to $\textcircled{2}$ and $\textcircled{3}$

$$\begin{cases} c^2 + d^2 = 1 \\ \cos \theta \cdot c + \sin \theta \cdot d = 0 \end{cases} \quad \text{or} \quad \begin{cases} d^2 + c^2 = 1 \\ \cos \theta \cdot c + (-\sin \theta) \cdot d = 0. \end{cases}$$

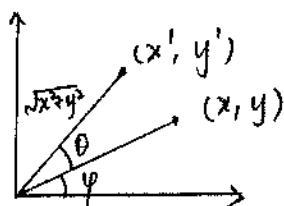
$$\Rightarrow \begin{cases} c = \sin \theta \\ d = -\cos \theta \end{cases} \quad \text{or} \quad \begin{cases} c = \sin \theta \\ d = \cos \theta \end{cases} \quad (\theta \in \mathbb{R})$$

Thus, we solve U .

$$U = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \text{ or } \begin{bmatrix} \cos \theta & \sin \theta \\ \sin \theta & -\cos \theta \end{bmatrix} \quad (\theta \in \mathbb{R})$$

Geometric interpretation:

① for $A = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$



suppose there is a point (x, y) having an angle of φ with the positive x -axis.

$$\begin{aligned} \text{Thus we know } x &= \sqrt{x^2 + y^2} \cos \varphi \\ y &= \sqrt{x^2 + y^2} \sin \varphi. \end{aligned}$$

Transformation by A :

$$\begin{aligned} A \begin{bmatrix} x \\ y \end{bmatrix} &= \begin{bmatrix} x \cos \theta - y \sin \theta \\ x \sin \theta + y \cos \theta \end{bmatrix} \\ &= \begin{bmatrix} \sqrt{x^2 + y^2} \cos \theta \cos \varphi - \sqrt{x^2 + y^2} \sin \theta \sin \varphi \\ \sqrt{x^2 + y^2} \sin \theta \cos \varphi + \sqrt{x^2 + y^2} \cos \theta \sin \varphi \end{bmatrix} \\ &= \begin{bmatrix} \sqrt{x^2 + y^2} \cos(\theta + \varphi) \\ \sqrt{x^2 + y^2} \sin(\theta + \varphi) \end{bmatrix} \\ &= \begin{bmatrix} x' \\ y' \end{bmatrix} \end{aligned}$$

Thus the effect of A is a rotation, it rotates the points counterclockwise through an angle θ about the origin.

② for $B = \begin{bmatrix} \cos \theta & \sin \theta \\ \sin \theta & -\cos \theta \end{bmatrix}$

we can decompose it by:

$$B = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} = A \times \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

Thus it has ~~same~~ similar part of effect with A .

for the other part:

$$\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} x \\ -y \end{bmatrix}$$

Thus we can see the effect of this part is a reflection.

In conclusion, the effect of B has two steps, first it reflect the point with respect to the x -axis, and second it rotates the points counterclockwise through an angle θ about the origin.

(c) Let's first look at an original ellipse which is centralized at origin point, and major axis is on x -axis ~~and~~, minor axis is on y -axis, it has form: $\frac{x^2}{a^2} + \frac{y^2}{b^2} = 1$.

According to the question, we choose $a = \frac{3}{2}$, $b = \frac{1}{2}$, so that we get an appropriate ellipse without movement or rotation.

Now we can write it as matrix form: let $\vec{x} = (x, y)^T$.

Then $\vec{x}^T \begin{bmatrix} \frac{4}{9} & 0 \\ 0 & 4 \end{bmatrix} \vec{x} = 1$ is just the same ellipse as above

Now, let's move it to center $[3, -1]^T$; then new ellipse: 1

$$(\vec{x} - \vec{c})^T \Lambda (\vec{x} - \vec{c}) = 1 \quad \text{where } \Lambda = \begin{bmatrix} \frac{4}{9} & 0 \\ 0 & 4 \end{bmatrix} \quad \vec{c} = [3, -1]^T$$

At last, let's rotate so that the major axis makes an angle of $+\frac{\pi}{6}$ radians with positive x -axis. According to conclusion in (b), we know $\begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$ has effect of rotation.

Thus we take $\theta = +\frac{\pi}{6}$ and $U' = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$, the new ellipse will be like:

$$\begin{aligned} [U'(\vec{x} - \vec{c})]^T \Lambda [U'(\vec{x} - \vec{c})] &= 1. \\ \Rightarrow (\vec{x} - \vec{c})^T U'^T \Lambda U' (\vec{x} - \vec{c}) &= 1. \end{aligned}$$

2).

(A) (i)

We know that $P_{X|Y}(x|y) = \frac{P_{X,Y}(x,y)}{P_Y(y)}$

Thus,

$$E[X] = \int_X x \cdot P_X(x) dx$$

$$= \int_X x \cdot \left[\int_Y P_{X,Y}(x,y) dy \right] dx$$

$$= \int_X \int_Y x \cdot P_{X,Y}(x,y) dy dx.$$

$$= \int_Y \int_X x \cdot \frac{P_{X,Y}(x,y)}{P_Y(y)} dx \cdot P_Y(y) dy$$

$$= \int_Y \int_X x \cdot P_{X|Y}(x|y) dx \cdot P_Y(y) dy$$

$$= \int_Y E_X[X|Y] \cdot P_Y(y) dy$$

$$= E_Y[E_X[X|Y]] \quad \blacksquare$$

(ii) $E[I[X \in C]]$

$$= 1 \times P[X \in C] + 0 \times (1 - P[X \in C])$$

$$= P(X \in C) \quad \blacksquare$$

(iii)

$$E[XY] = \iint x \cdot y \cdot P(x,y) dx dy$$

$$= \iint x \cdot y \cdot P(x) \cdot P(y) dx dy \quad (\text{since } x, y \text{ are indep})$$

$$= \int x \cdot P(x) dx \cdot \int y \cdot P(y) dy$$

$$= E[X] \cdot E[Y] \quad \blacksquare$$

Thus, in order to get the ellipse in the question,

we can choose $\vec{c} = [3 \ -1]^T$, $r = 1$, $U = U'^T = \begin{bmatrix} \frac{\sqrt{3}}{2} & \frac{1}{2} \\ -\frac{1}{2} & \frac{\sqrt{3}}{2} \end{bmatrix}$

$$\Lambda = \begin{bmatrix} \frac{4}{3} & 0 \\ 0 & 4 \end{bmatrix}$$

Note that this is only one of the solutions. we can choose different r and Λ actually

(iv) Since $x, y \in \{0, 1\}$
$$x * y = \begin{cases} 0 & x=0 \text{ or } y=0 \\ 1 & x=1 \text{ and } y=1 \end{cases}$$

We know
$$E[XY] = 0 * P(x=0 \text{ or } y=0) + 1 * P(x=1 \text{ and } y=1)$$

$$= P(x=1, y=1)$$

$$E[X]E[Y] = (0 * P(x=0) + 1 * P(x=1)) * (0 * P(y=0) + 1 * P(y=1))$$

$$= P(x=1)P(y=1)$$

According to the question, we have
$$P(x=1, y=1) = P(x=1)P(y=1) \quad \textcircled{5}$$

Thus we also have

$$P(x=1, y=1) = (1 - P(x=0))P(y=1)$$

$$= P(y=1) - P(x=0)P(y=1) \quad \textcircled{6}$$

since we know
$$P(y=1) = P(x=0, y=1) + P(x=1, y=1) \quad \textcircled{7}$$

$$\Rightarrow \textcircled{6} + \textcircled{7} : P(x=0)P(y=1) = P(x=0, y=1) \quad \textcircled{8}$$

with similar reason, we have
$$P(x=1)P(y=0) = P(x=1, y=0) \quad \textcircled{9}$$

Thus $\textcircled{8} + \textcircled{9} \Rightarrow P(x=0, y=0) = P(x=0)P(y=0)$

\Rightarrow Thus we can say that ~~$P(x)P(y) = P(x, y)$~~

$$P(x=x)P(y=y) = P(x=x, y=y)$$

X, Y are independent

(b) (i) $P(H=h, D=d) \leq P(H=h)$

(ii) $P(H=h | D=d)$ and $P(H=h)$ depend on the relation between H and D .

(iii) $P(H=h | D=d) \geq P(D=d | H=h)P(H=h)$

For (i), since set $\{H=h, D=d\} \subseteq \{H=h\}$
 the probability ^{of left term} will be always equal or less than
 the right term.

more briefly, we can know that

$$P(H=h) = P(H=h, D=d) + P(H=h, D \neq d).$$

And we also know $P(H=h, D \neq d) \geq 0$.

$$\text{Thus } P(H=h, D=d) \leq P(H=h)$$

3) (a) & (b).

" \Rightarrow " if A is PSD (PD), then since $A = U\Lambda U^T$ (by spectral theorem), where U is orthogonal matrix, we have

$$UU^T = U^T U = I, \quad \vec{u}_i \text{ denotes the } i\text{-th column of } U.$$

$$\Rightarrow \vec{u}_i \vec{u}_i^T = 1 = \vec{u}_i^T \vec{u}_i$$

$$\text{Also since we have } A\vec{u}_i = \lambda_i \vec{u}_i.$$

$$\Rightarrow \vec{u}_i^T A \vec{u}_i = \lambda_i$$

by A is PSD (PD) definition.

$$\Rightarrow \lambda_i = \vec{u}_i^T A \vec{u}_i \geq 0 \quad (>0).$$

" \Leftarrow " if $\lambda_i \geq 0$ ($\lambda_i > 0$), then for $\forall \vec{z} \in \mathbb{R}^d$ ($\vec{z} \neq \vec{0}$ when $\lambda_i > 0$)

$$\begin{aligned} \text{we have } \vec{z}^T A \vec{z} &= \vec{z}^T U \Lambda U^T \vec{z} \\ &= \vec{z}^T \left(\sum_{i=1}^d \lambda_i \vec{u}_i \vec{u}_i^T \right) \vec{z} \end{aligned}$$

$$= \sum_{i=1}^d \lambda_i (\langle \vec{z}, \vec{u}_i \rangle)^2 \geq 0 \quad (>0 \text{ when } \lambda_i > 0)$$

Thus, A is PSD (PD)

This is because $\vec{z} \neq \vec{0}$ and \vec{u}_i ($i=1, \dots, d$) $\in \mathbb{R}^d$ and orthogonal
 so $\langle \vec{z}, \vec{u}_i \rangle^2 > 0$ must exist

4.

- 4) a) Assume there is at least two global minimizer \vec{x}_1, \vec{x}_2 , then since f is strictly convex, we have

$$f(t\vec{x}_1 + (1-t)\vec{x}_2) < tf(\vec{x}_1) + (1-t)f(\vec{x}_2) \quad (\vec{x}_1 \neq \vec{x}_2).$$

Also since they are both global minimizer. $\Rightarrow f(\vec{x}_1) = f(\vec{x}_2) = \min f(\vec{x})$

$$\text{Thus } f(t\vec{x}_1 + (1-t)\vec{x}_2) < tf(\vec{x}_1) + (1-t)f(\vec{x}_2) = f(\vec{x}_1) = f(\vec{x}_2)$$

which is contradict with \vec{x}_1, \vec{x}_2 are global minimizer

Thus f has at most one global minimizer

- b) Assume $f(\vec{x})$ and $g(\vec{x})$ are two convex functions.

$$\text{Suppose } \nabla^2 f(\vec{x}) = A \text{ and } \nabla^2 g(\vec{x}) = B.$$

$\Rightarrow A$ and B are PSD. (will be shown in (c))

Then the Hessian matrix of new function $h(\vec{x}) = f(\vec{x}) + g(\vec{x})$ is

$$\nabla^2 h(\vec{x}) = \nabla^2 f(\vec{x}) + \nabla^2 g(\vec{x}) = A + B =: C$$

$$\text{for } \forall \vec{z} \in \mathbb{R}^d. \quad \vec{z}^T C \vec{z} = \vec{z}^T (A+B) \vec{z} = \underbrace{\vec{z}^T A \vec{z}}_{\geq 0} + \underbrace{\vec{z}^T B \vec{z}}_{\geq 0} \quad (\text{since } A, B \text{ are PSD}).$$

Thus we have $\vec{z}^T C \vec{z} \geq 0$.

$\Rightarrow C$ is a PSD matrix

$\Rightarrow h(\vec{x})$ is a convex function (according to (c))

(c) Suppose $A = \begin{bmatrix} a_{11} & \dots & a_{1d} \\ \vdots & & \vdots \\ a_{d1} & \dots & a_{dd} \end{bmatrix}$ $\vec{b} = \begin{bmatrix} b_1 \\ \vdots \\ b_d \end{bmatrix}$

$$\Rightarrow f(\vec{x}) = \frac{1}{2} \begin{bmatrix} \sum_{i=1}^d a_{i1} x_i \\ \sum_{i=1}^d a_{i2} x_i \\ \vdots \\ \sum_{i=1}^d a_{id} x_i \end{bmatrix}^T \begin{bmatrix} x_1 \\ \vdots \\ x_d \end{bmatrix} + \sum_{i=1}^d b_i x_i + C$$

$$= \frac{1}{2} \sum_{j=1}^d \left(\sum_{i=1}^d a_{ij} x_i \right) \cdot x_j + \sum_{i=1}^d b_i x_i + C.$$

$$\Rightarrow \nabla^2 f(\vec{x}) = \begin{bmatrix} \frac{\partial^2 f(\vec{x})}{\partial x_1^2} & \dots & \frac{\partial^2 f(\vec{x})}{\partial x_1 \partial x_d} \\ \vdots & & \vdots \\ \frac{\partial^2 f(\vec{x})}{\partial x_d^2} & \dots & \frac{\partial^2 f(\vec{x})}{\partial x_d \partial x_d} \end{bmatrix}$$

$$= \begin{bmatrix} a_{11} & a_{12} & \dots & a_{1d} \\ \vdots & & & \vdots \\ a_{d1} & \dots & \dots & a_{dd} \end{bmatrix} = A.$$

According conclusion in (c).

when A is PSD, f is convex

when A is PD, f is strictly convex

(d) Since \vec{x}^* is a local minimizer
we have $\nabla f(\vec{x}^*) = 0$

Using second-order expansion:

$$f(\vec{x}^* + d) = f(\vec{x}^*) + \frac{1}{2} d^T \nabla^2 f(\vec{x}^*) d + o(\|d\|^2)$$

Since \vec{x}^* is local minimizer

$$0 \leq f(\vec{x}^* + d) - f(\vec{x}^*) \sim \frac{1}{2} d^T \nabla^2 f(\vec{x}^*) d \quad \forall \|d\| \rightarrow 0$$

Thus $d^T \nabla^2 f(\vec{x}^*) d$ is non-negative for any d (and $\|d\| \rightarrow 0$)

Thus at this point, $\nabla^2 f(\vec{x}^*)$ is positive semi-definite

(e) Lemma: f is a convex function $\Leftrightarrow \forall \vec{x}, \vec{y} \in S \subseteq \mathbb{R}^n$
 $f(\vec{y}) \geq f(\vec{x}) + \nabla f(\vec{x})^T (\vec{y} - \vec{x})$

Pf of lemma: " \Rightarrow " f is convex, suppose $\vec{z} = \lambda \vec{y} + (1-\lambda) \vec{x} \quad \lambda \in [0, 1]$

$$\text{Then } f(\vec{z}) = f(\lambda \vec{y} + (1-\lambda) \vec{x}) \leq \lambda f(\vec{y}) + (1-\lambda) f(\vec{x})$$

$$\text{Then } f(\vec{z}) - f(\vec{x}) \leq \lambda f(\vec{y}) - \lambda f(\vec{x})$$

$$\text{From the lecture we know } \nabla f(\vec{x})^T (\vec{y} - \vec{x}) = \lim_{\lambda \rightarrow 0^+} \frac{f(\vec{x} + \lambda(\vec{y} - \vec{x})) - f(\vec{x})}{\lambda}$$

$$\Rightarrow \nabla f(\vec{x})^T (\vec{y} - \vec{x}) = \lim_{\lambda \rightarrow 0^+} \frac{f(\vec{x} + \lambda(\vec{y} - \vec{x})) - f(\vec{x})}{\lambda} = \lim_{\lambda \rightarrow 0^+} \frac{f(\vec{z}) - f(\vec{x})}{\lambda} \leq f(\vec{y}) - f(\vec{x})$$

" \Leftarrow " still, suppose $\vec{z} = \lambda \vec{y} + (1-\lambda) \vec{x}$

$$f(\vec{y}) \geq f(\vec{z}) + \nabla f(\vec{z})^T (\vec{y} - \vec{z}) \quad \textcircled{1}$$

$$f(\vec{x}) \geq f(\vec{z}) + \nabla f(\vec{z})^T (\vec{x} - \vec{z}) \quad \textcircled{2}$$

$$\lambda \textcircled{1} + (1-\lambda) \textcircled{2} : \lambda f(\vec{y}) + (1-\lambda) f(\vec{x}) \geq f(\vec{z}) + \nabla f(\vec{z})^T (\lambda \vec{y} + (1-\lambda) \vec{x} - \vec{z})$$

$$\text{Thus } \lambda f(\vec{y}) + (1-\lambda)f(\vec{x}) \geq f(\lambda\vec{y} + (1-\lambda)\vec{x}) + 0$$

Thus f is convex

Now we want to prove $\nabla^2 f(\vec{x})$ is PSD $\Leftrightarrow f$ is convex.

" \Rightarrow " For some $\vec{z} \in [\vec{x}, \vec{y}]$, we have

$$f(\vec{y}) = f(\vec{x}) + \nabla f(\vec{x})^T (\vec{y} - \vec{x}) + \frac{1}{2} ((\vec{y} - \vec{x})^T H_f(\vec{z}) (\vec{y} - \vec{x}))$$

$$H_f(\vec{z}) \text{ is PSD. then: } \frac{1}{2} ((\vec{y} - \vec{x})^T H_f(\vec{z}) (\vec{y} - \vec{x})) \geq 0$$

$$\text{Thus } f(\vec{y}) \geq f(\vec{x}) + \nabla f(\vec{x})^T (\vec{y} - \vec{x})$$

by lemma, f is convex

" \Leftarrow " for small $\lambda > 0$, $\vec{d} \in \mathbb{R}^n$, we have

$$f(\vec{x} + \lambda \vec{d}) = f(\vec{x}) + \lambda \nabla f(\vec{x})^T \vec{d} + \frac{1}{2} \lambda^2 \vec{d}^T H_f(\vec{x}) \vec{d} + o(\|\lambda \vec{d}\|)$$

by lemma, we have

$$f(\vec{x} + \lambda \vec{d}) \geq f(\vec{x}) + \lambda \nabla f(\vec{x})^T \vec{d}$$

Then we have for $\forall \vec{d} \in \mathbb{R}^n$,

$$\frac{1}{2} \lambda^2 \vec{d}^T H_f(\vec{x}) \vec{d} + o(\|\lambda \vec{d}\|^2) \geq 0.$$

$$\Rightarrow \vec{d}^T H_f(\vec{x}) \vec{d} + \frac{o(\|\lambda \vec{d}\|^2)}{\lambda^2} \geq 0.$$

$$\text{take } \lambda \rightarrow 0^+ \text{ we have } \lim_{\lambda \rightarrow 0} \frac{o(\|\lambda \vec{d}\|^2)}{\lambda^2} = 0$$

Thus $\vec{d}^T H_f(\vec{x}) \vec{d} \geq 0$, $H_f(\vec{x})$ is PSD