# PRML HOMEWORK 1

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#### HW-1

Apply Newtons method to steepest-descent algorithm to the optimal step size  $\eta$ , and check how many iterations are required for convergence.

$$\overline{w}^{new} = \overline{w}^{old} + \eta \mathbf{X}^T (\mathbf{t} - \mathbf{X}\overline{w})|_{\overline{w} = \overline{w}^{old}}$$

We find that optimal step size  $\eta$  should be the inverse of Hessian matrix,  $\left(\frac{\partial^2 J(\overline{w})}{\partial \overline{w} \partial \overline{w}^T}\right)^{-1} = \left(\mathbf{X}^T \mathbf{X}\right)^{-1}$ . Using substituting the optimal  $\eta$  in update equation we get,

#Iteration = 1

$$\overline{w}^{new} = \overline{w}^{old} + \left(\mathbf{X}^T \mathbf{X}\right)^{-1} \mathbf{X}^T (\mathbf{t} - \mathbf{X} \overline{w})|_{\overline{w} = \overline{w}^{old}}$$

$$\implies \overline{w}^{new} = \left(\mathbf{I} - \left(\mathbf{X}^T \mathbf{X}\right)^{-1} \mathbf{X}^T \mathbf{X}\right) \overline{w}_{old} + \left(\mathbf{X}^T \mathbf{X}\right)^{-1} \mathbf{X}^T \mathbf{t}$$

$$\implies \overline{w}_{new} = w^*$$

So theoritically only one iteration is sufficient with optimal eta to make the solution to converge to optimal weights.

Now implementing the steepest-descent algorithm in python to verify number of iteration taken to converge.

```
import numpy as np
import matplotlib.pyplot as plt
# Random linear data
def gen_data(N):
 X = np.linspace(-4, 4, N)
 X = X.reshape(N, 1)
 t = 3.879 * X - 65
 t = t + np.random.rand(N, 1)
 X = X + np.random.rand(N, 1)
  return t, X
# J(w)
def cost(t, X, w):
 e = t - X@w
  return 0.5*e.T@e
N = 100
t, X_data = gen_data(N)
ones = np.ones((N, 1))
X = np.hstack((X_data, ones))
w = np.random.rand(2, 1)
```

```
w_init = w
# GDA
def steepest_decent(t, X, w, eta):
 # print(w.shape, (X.T@(t-X@w)).shape)
 if type(eta) is np.ndarray:
   return w + eta@(X.T@(t-X@w))
 else:
   return w + eta*(X.T@(t-X@w))
tolerance = 1e-3
def converged(w_old, w_new, tolerance):
 x = np.linalg.norm(w_old-w_new)/np.linalg.norm(w_old)
 return x <= tolerance</pre>
itr = 0
eta = np.linalg.inv(X.T@X)
err_data = []
err_data.append(np.array(([w[0, 0], w[1, 0], cost(t, X, w)[0, 0]])))
w_star = np.linalg.inv(X.T@X)@(X.T)@t
while not converged(w, w_star, tolerance):
 w = steepest_decent(t, X, w, eta)
 itr += 1
 err_data = np.array(err_data).T
print("Number of iteration it took to converge is ", itr)
print("Initial weights: {}".format(w_init))
print("Final weights: {}".format(w))
print("Optimal weights: {}".format(w_star))
w_1 = np.linspace(-10, 10, 100)
w_0 = np.linspace(-100, 0, 100)
XX, YY = np.meshgrid(w_1, w_0)
ZZ = np.empty_like(XX)
for i in range(XX.shape[0]):
 for j in range(XX.shape[1]):
   w_ = np.array([XX[i, j], YY[i, j]]).reshape(2, 1)
   e_{-} = t - X@w_{-}
   ZZ[i, j] = 0.5*e_.T@e_
plt.figure()
plt.title("Data points")
plt.plot(X_data[:, 0], t[:, 0], ".")
plt.plot(np.linspace(-4, 4, 100), 3.879*np.linspace(-4, 4, 100) - 65, "--", label="Actual")
plt.plot(np.linspace(-4, 4, 100), w[0, 0]*np.linspace(-4, 4, 100) + w[1, 0], "--", label="
   Predicted")
plt.grid()
plt.legend()
plt.xlabel("x")
plt.ylabel("t")
fig = plt.figure()
ax = plt.axes(projection='3d')
ax.plot_surface(XX, YY, ZZ, rstride=1, cstride=1, cmap='viridis', edgecolor='none')
ax.plot(err_data[0, :], err_data[1, :], err_data[2, :])
```

## **HW-2**

Suppose you are experimenting with L1 and L2 regularization. Further imagine that you are running gradient descent and at some iteration your weight vector is  $\overline{w} = [1, \epsilon] \in R^2$  where  $\epsilon > 0$  is very small. With the help of this example explain why L2 norm does not encourage sparsity i.e., it will not try to drive  $\epsilon$  to 0 to produce a sparse weight vector. Give mathematical explanation.

## **HW-3**

Till now we have been considering a scalar target t from a vector of input observations  $\bar{x}$ . How do you extend this approach for regressing a vector of targets  $\bar{t} = (t1, t2, ..., tp)$ . Derive the close form solutions and write sequential update equations using SGD.