Linear Algebra

Basics

- 1. $w^T x_i = \sum_{j=1}^d w_j x_{ij}, x_i, w \text{ is } d \times 1$ 2. $a^T A b = b^T B^T a \text{ both sides are vectors}$ 3. $\frac{1}{2} ||Xw y||_2^2 = \frac{1}{2} \sum_{i=1}^n (w^T x_i y_i) = \frac{1}{2} w^T X^T X w w^T X^T y + \frac{1}{2} y^T y$ 4. $\nabla \text{const} = 0, \nabla w^t b = w, \nabla \frac{1}{2} w^T A w = A w \text{ if } A \text{ symmetric}$
- 5. $\nabla \frac{1}{2} ||Xw y||_2^2 = X^T X X^T y$ 6. Normal equation $X^T X w = X^T y$

Run Time

- $1.\ X^Ty:O(nd)$
- 2. $X^TX : O(nd^2)$
- 3. solve d x d system of equations : $O(d^3)$
- 4. solve normal equation $X^T y : O(d^3 + nd^2)$

Gradient Descent

- 1. $w^{t+1} = w^t \alpha^t \nabla f(w^t) = w^t X^T (Xw^t y)$ (least square)
- 2. cost O(nd) no need to form X^TX
- 3. total cost O(ndt)
- 4. faster for large d, works generally