```
X20 = randn(50,30);
ww20 = [0; 2; 0; -3; 0; -4; 1; 0; 2; 0; 2; 3; 0; -5; 6; 0; 1; 2; 0; 10;
0; 0; 3; 4; 5; 0; 0; -6; -8; 0];
y20 = X20*ww20 + randn(50,1)*0.1 + 5;
```

Running our program with $K = 0.01$ and $K = 0.99$, and then with $K = 0.99$ and $K = 0.01$, we get the following weight vectors (in the left column is the weight vector corresponding to $K = 0.01$ and $K = 0.99$):

```
0.0254          0.2007
1.9193          2.0055
0.0766          0.0262
-3.0014         -2.8008
0.0512          0.0089
-3.8815         -3.7670
0.9591          0.8552
-0.0086         -0.3243
1.9576          1.9080
-0.0077         -0.1041
1.9881          2.0566
2.9223          2.8346
-0.0046         -0.0832
-4.9989         -4.8332
5.8640          5.4598
-0.0207         -0.2141
0.8285          0.8585
1.9310          1.8559
0.0046          0.0413
9.9232          9.4836
-0.0216         0.0303
0.0453          -0.0193
2.9384          3.0004
4.0525          3.9753
4.8723          4.6530
0.0767          0.1192
0.0132          -0.0203
-5.9750         -5.7537
-7.9764         -7.7594
-0.0054         0.0528
```

Generally, the numbers in the left column, which are more "lasso-like," have clearer zeros and nonzero values closer to those of the weight vector $ww20$ that was used to create the data set. The value of b corresponding to the first call is $b = 5.1372$, and the value of b corresponding to the second call is $b = 5.208$.