3/1/21 $\vec{b} = (x^T x)^T x^T \vec{y}$, the OLS linear model, $\vec{\hat{y}} = x\vec{b}$, $g(\vec{x_*}) = \hat{y_*}\vec{b}$

What if we have no features i.e. the null model case. Is that an

 $X = \begin{bmatrix} \overrightarrow{l} \\ \overrightarrow{l} \end{bmatrix} = \begin{bmatrix} \overrightarrow{l} \\ \vdots \\ \overrightarrow{l} \end{bmatrix}, \quad \overrightarrow{b} = b_0 = (x^T \times)^{-1} \times \overrightarrow{r} \overrightarrow{y} = \frac{\sum y_i}{n} = \overline{y} = g_0$ $\begin{bmatrix} (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1) & (1)$

rank[x] = dim[Colsp[x]]

P+1 dimensional subspace of the entire n-dimensional "full space" (the number of dimensions of y which is n, the number of rows of X)

x = colsp[x]? Yes \$\vec{a} \in \vec{b}\$.



 $\vec{\hat{y}} = \times \vec{\hat{b}} = \times (\times^{T} \times)^{T} \times \vec{\hat{y}} = \vec{\hat{b}}$

H for "hat" weatrix, the linear operator turning if into is.

X b & colsp[X]

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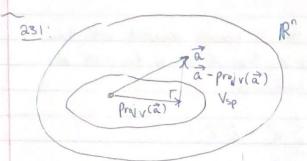
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Hy & colsp[x] > rank[H] = p+1 => H is not invertible



 $V = Span \{\vec{V}_1, \vec{V}_K\} \quad K < n$ $proj_V(\vec{a}) \in Span \{\vec{V}_1, \vec{V}_K\} \quad K < n$ $proj_V(\vec{a}) = \omega_1 \vec{V}_1 + \omega_1 \vec{V}_K$ $(\exists \vec{a}) = V_{\vec{a}}$

V is a K-dim subspace of the n-dim full space.

We want to "project" a conto V st. the difference between a and its projection is perpendicular. This is called an orthogonal projection.

We want a formula for this projection as a function of the space V.

St. $\forall V = [\overrightarrow{V}_1 \ | \overrightarrow{V}_K]$, $\overrightarrow{w} \notin \mathbb{R}^K$ due to the orthogonal constraint, $\overrightarrow{a} - \text{proj}_V(\overrightarrow{a}) \perp \overrightarrow{V}_J \forall j$ $\Rightarrow \forall j \quad (\overrightarrow{a} - V_{\overrightarrow{w}})^{\top} V_j = 0 \quad \forall j \quad (\overrightarrow{a} - V_{\overrightarrow{w}}) = 0 \quad \forall j$ $\forall V_1^{\top} (\overrightarrow{a} - V_{\overrightarrow{w}}) = 0 \quad \Rightarrow \quad [\overrightarrow{V}_1^{\top}]$ $\forall V_2^{\top} (\overrightarrow{a} - V_{\overrightarrow{w}}) = 0 \quad \Rightarrow \quad [\overrightarrow{V}_1^{\top}]$ $\forall V_K^{\top} (\overrightarrow{a} - V_{\overrightarrow{w}}) = 0 \quad [\overrightarrow{V}_K^{\top}]$

Proj $V(\vec{a}) = \vec{O}_K \Rightarrow \vec{V} \vec{V} \vec{w} = \vec{V} \vec{a} \Rightarrow \vec{W} = (\vec{V} \vec{V})^{-1} \vec{V} \vec{a}$ Proj $V(\vec{a}) = \vec{V} \vec{w} = \vec{V} (\vec{V} \vec{V})^{-1} \vec{V} \vec{a} = \vec{H} \vec{a}$ We call \vec{H} (an nxn matrix),

The orthogonal projection anto coisp[\vec{V}] and the subspace \vec{V} sp = coisp[\vec{V}]

 $H = \times (\times^T \times)^T \times^T$ is the orthogonal projection matrix anto Colsp[X].

Properties of orthogonal projection matrices, H1) H is symmetric $(H^T = H)$ $H^T = (V(V^TV)^{-1}V^T)^T = V^T((V^TV)^{-1})^TV^T = V((V^TV)^{-1})^TV^T = V((V^TV)^T)^TV^T = V(V^TV)^T = V(V^TV)^T =$

2) H is idempotent, i.e. HH=H $HH = (V(V^{T}V)^{-1}V^{T})(V(V^{T}V)^{T}V^{T}) = V(V^{T}V)^{T}(V^{T}V)(V^{T}V)^{-1}V^{T}$ = V(VTV)'VT = H Projv(Projv(a)) = projv(Ha) = HHa = Ha = projv(a) R y= \$+ \vec{e}, \vec{y} \cdot \vec{e} = 0 Colsp[X] e= y- y= y- Hy= Iy-Hy= (I-H) y ŷ·ē=(Hヺ) (I-H) ÿ= ÿ+H (Iヺ-Hヺ) = $\vec{y}^T H (\vec{x} - \vec{y}) = \vec{y}^T H \vec{y} - \vec{y}^T H \vec{y}$ = $\vec{y}^T H \vec{y} - \vec{y}^T H \vec{y} = 0$ If 1), 2) then matrix is an orthogonal projection matrix H. Let's verify I-H is a projection matrix by demonstrating that it is Symmetric and idempotent. 1) $(I-H)^T = I^T - H^T = I - H$ 2) (I-H)(I-H) = II-IH-HI+HH= I-H-H+H=I-H Colsp[x] (colsp[X_] = R (I-H)e · 0 He = o. the "residual space" since (I-H) = 0, it is the space the residuals H3 = 9 è live inside rank[x] = p+1, rank[x1] = n-(p+1) degrees of freedom of the residuals. rank[x] + runt[x1] = n The column vectors in X1 are vectors that span the "rest of the space". They're not unique. And you can construct them computationally.

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