

# Mathematical Foundations for Machine Learning

## Linear Systems

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# Today

## Homework

- Review HW1
- Answer any HW2 questions

## Linear Systems

- Systems of equations
- Fitting linear models to data
- Python implementation

# Exercise

Given the following system of equations, *how* would you solve for acceptable values for  $\theta_1, \theta_2, \theta_3$ ?

Alien coins! Your friend E.T. is helping you to learn alien currency. There are three different types of coins that have values  $\theta_1, \theta_2, \theta_3$ . There are three different piles of coins. E.T. is kind enough to tell us the total value of each of the three piles.

$$3\theta_1 + 0\theta_2 + 5\theta_3 = 36$$

$$4\theta_1 + 3\theta_2 + 2\theta_3 = 46$$

$$2\theta_1 + 2\theta_2 + 1\theta_3 = 25$$

# Exercise

Given the following system of equations, how would you solve for acceptable values for  $\theta_1, \theta_2, \theta_3$ ?

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# Linear Algebra

Linear algebra allows us to represent and operate upon sets of linear equations.

$$3\theta_1 + 0\theta_2 + 5\theta_3 = 36$$

$$4\theta_1 + 3\theta_2 + 2\theta_3 = 46$$

$$2\theta_1 + 2\theta_2 + 1\theta_3 = 25$$

$$V\boldsymbol{\theta} = \mathbf{u} \quad V = \begin{bmatrix} 3 & 0 & 5 \\ 4 & 3 & 2 \\ 2 & 2 & 1 \end{bmatrix} \quad \mathbf{u} = \begin{bmatrix} 36 \\ 46 \\ 25 \end{bmatrix} \quad \boldsymbol{\theta} = \begin{bmatrix} \theta_1 \\ \theta_2 \\ \theta_3 \end{bmatrix}$$

Possible way to solve:  $\boldsymbol{\theta} = V^{-1}\mathbf{u}$

# Exercise

Write a system of equations to help us fit a line to the following data:

$\mathcal{D} = \{(x^{(i)}, y^{(i)})\}_{i=1}^N$ , where  $N$  is the number of points in the dataset

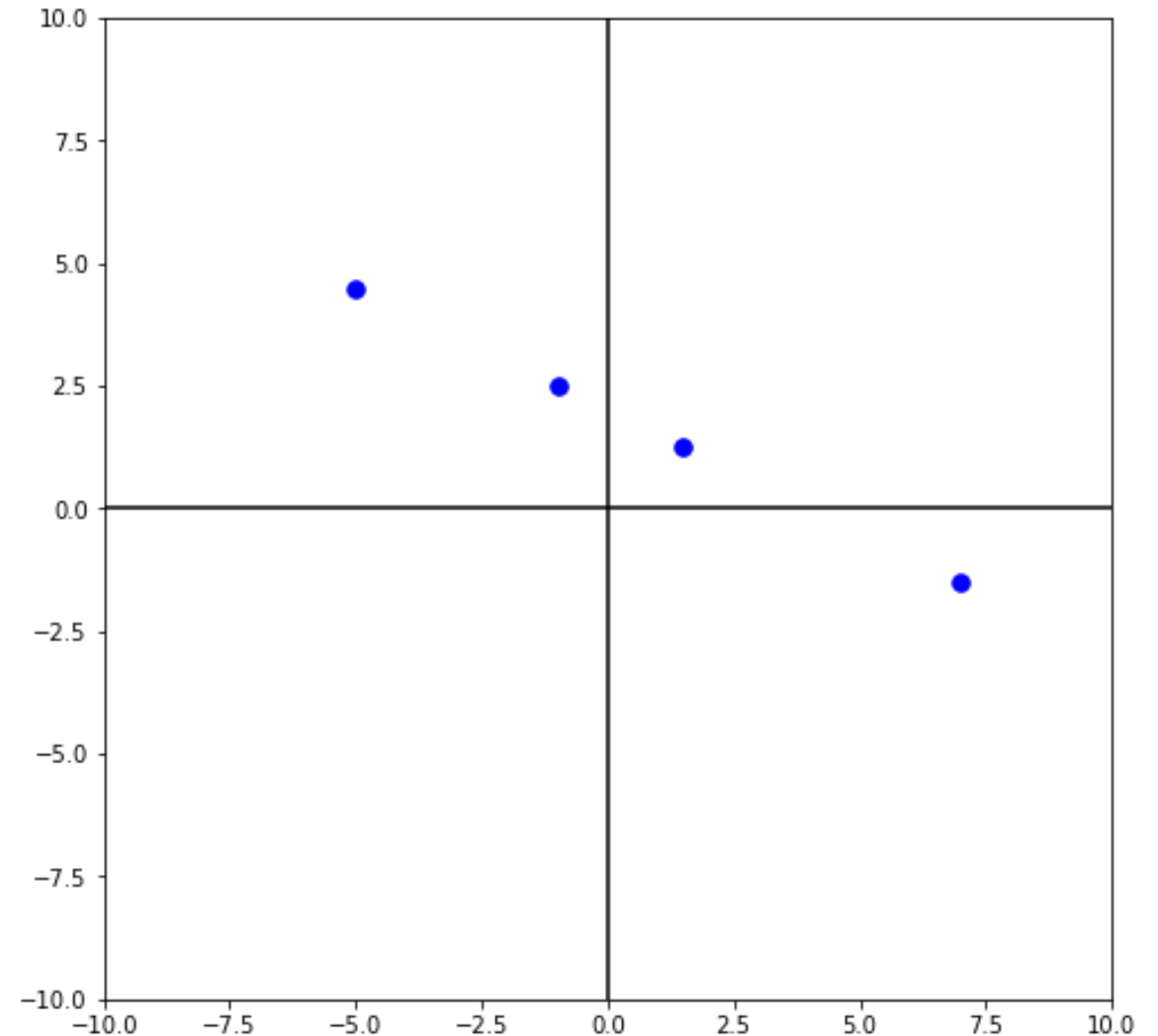
Specifically:

$$\mathcal{D} = \{(-1, 2.5), \\ (7, -1.5), \\ (-5, 4.5), \\ (1.5, 1.25)\}$$

# Poll 1

Can we fit a linear model to this data?

$$\begin{aligned}\mathcal{D} &= \{(x^{(i)}, y^{(i)})\}_{i=1}^4 \\ &= \{(-1, 2.5), \\ &\quad (7, -1.5), \\ &\quad (-5, 4.5), \\ &\quad (1.5, 1.25)\}\end{aligned}$$



Notation alert!

$\forall$   
 $\mathbb{R}^M$

# Linear and Affine

Linear combination (of a set of terms)

Multiplying each term by a scalar and adding the results

e.g. Given a set of terms  $\mathcal{S} = \{x_1, x_2, x_3\}$ , where  $x_i \in \mathbb{R} \forall i \in \{1 \dots 3\}$

$w_1x_1 + w_2x_2 + w_3x_3$  is a linear combination of  $\mathcal{S}$  if  $w_i \in \mathbb{R} \forall i \in \{1 \dots 3\}$

e.g. Given a set of terms  $\mathcal{S} = \{\boldsymbol{v}_1, \boldsymbol{v}_2, \boldsymbol{v}_3\}$ , where  $\boldsymbol{v}_i \in \mathbb{R}^M \forall i \in \{1 \dots 3\}$

$w_1\boldsymbol{v}_1 + w_2\boldsymbol{v}_2 + w_3\boldsymbol{v}_3$  is a linear combination of  $\mathcal{S}$  if  $w_i \in \mathbb{R} \forall i \in \{1 \dots 3\}$



# Linear and Affine

## Affine combination (of a set of terms)

Affine allows for an additional scalar term to be added to a linear combination. Often called an **offset** or **bias** term

$$w_1x_1 + w_2x_2 + w_3x_3 + b, \text{ where } b \in \mathbb{R}$$

$$w_1\boldsymbol{v}_1 + w_2\boldsymbol{v}_2 + w_3\boldsymbol{v}_3 + b, \text{ where } b \in \mathbb{R}$$

# Linear vs Affine Models

What linear usually means depends on the domain:

Linear algebra:

Linear usually means strictly linear

Geometry, algebra:

Linear usually means affine

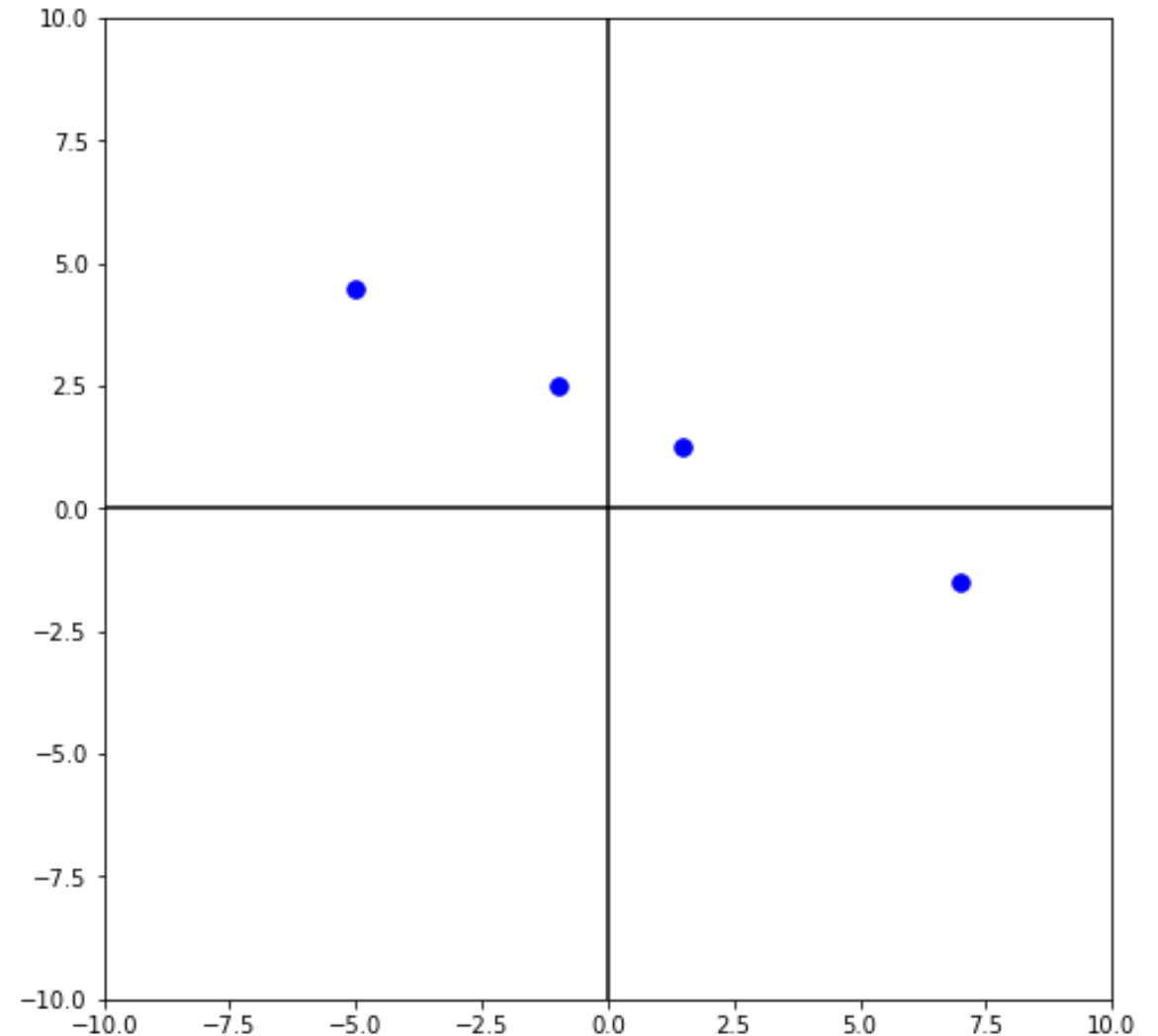
Machine learning:

Linear usually means affine but we often transform affine to strictly linear to make the linear algebra and notation easier

# Poll 1

Can we fit a linear model to this data?

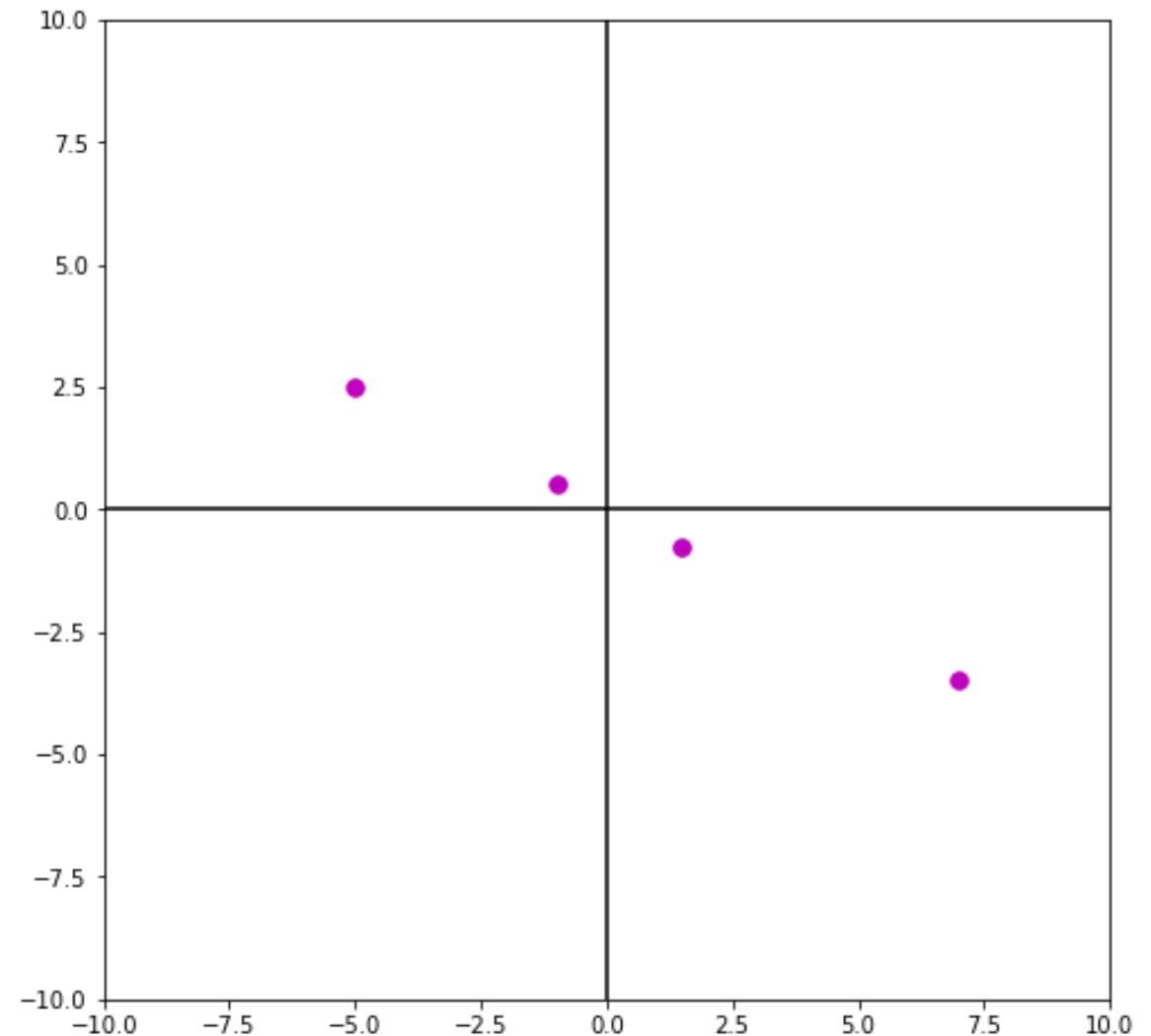
$$\begin{aligned}\mathcal{D} &= \{(x^{(i)}, y^{(i)})\}_{i=1}^4 \\ &= \{(-1, 2.5), \\ &\quad (7, -1.5), \\ &\quad (-5, 4.5), \\ &\quad (1.5, 1.25)\}\end{aligned}$$



# Linear (but not affine) model will include the origin

We don't need an offset (or bias) term to fit this data

$$\begin{aligned}\mathcal{D} &= \{(x^{(i)}, y^{(i)})\}_{i=1}^4 \\ &= \{(-1, 0.5), \\ &\quad (7, -3.5), \\ &\quad (-5, 2.5), \\ &\quad (1.5, -0.75)\}\end{aligned}$$



# Linear (Affine) in Higher Dimensions

What are these linear shapes called for 1-D, 2-D, 3-D, M-D input?

$$\mathbf{x} \in \mathbb{R}$$

$$\mathbf{x} \in \mathbb{R}^2$$

$$\mathbf{x} \in \mathbb{R}^3$$

$$\mathbf{x} \in \mathbb{R}^M$$

$$y = \mathbf{w}^T \mathbf{x} + b$$

# Python implementation

Now we will go over how to implement some of these concepts in python.

We will walk through the tutorial at this link:

<https://shorturl.at/bhTX1>



# Python implementation

Implement the following matrix operations discussed in class using numpy functions

$$\mathbf{X} = \begin{bmatrix} -2 & -4 & 2 \\ -2 & 1 & 2 \\ 4 & 2 & 5 \end{bmatrix} \quad \mathbf{u} = \begin{bmatrix} 1 \\ 2 \\ -3 \end{bmatrix}$$

- Matrix transpose: what is  $\mathbf{X}^T$
- Matrix multiplication / matrix-vector products: what is  $\mathbf{Xu}$
- Compute eigenvalues and eigenvectors of  $\mathbf{X}$