



# EECS 245 Fall 2025

## Math for ML

Lecture 16 : Multiple Linear Regression

→ Read : Ch. 2.10 (new examples),  
Ch. 3.1 (new), Ch. 3.2 (new)

## Agenda

- Recap: normal equations, design matrix, etc.
- Multiple linear regression
  - Feature engineering

## Chapter 3

and

## Chapter 2.10

→ essential!  
actually read!  
it'll be useful  
for Midterm 2

## Announcements

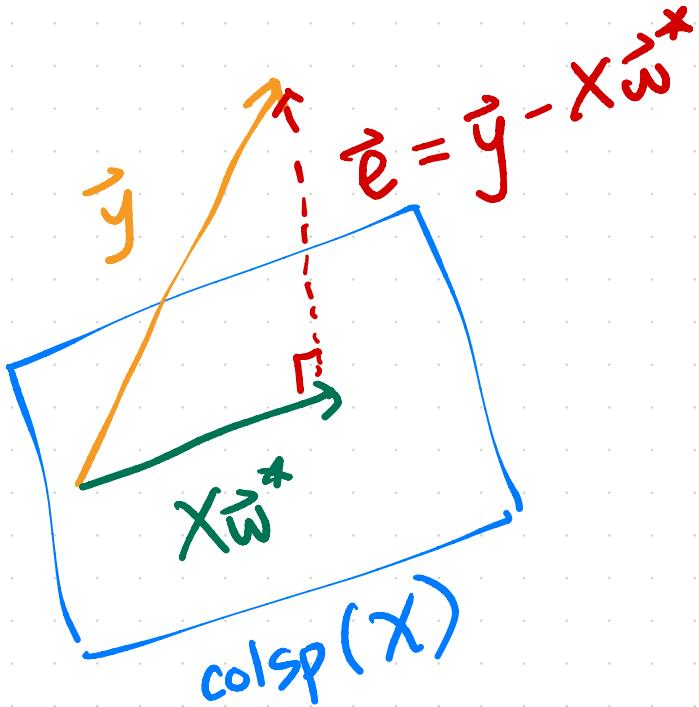
→ IA official app due  
today,

video + form due Saturday

→ HW 7 due tomorrow

→ HW 6 solutions out  
→ read!

→ check Ed for research opportunities



Goal: Find  $\vec{w}^*$  that minimizes

$$\|\vec{y} - X\vec{w}\|^2$$

⇒ solution: pick  $\vec{w}^*$  such that

$$X^T(\vec{y} - X\vec{w}^*) = \vec{0}$$

$$\Rightarrow X^T X \vec{w}^* = X^T \vec{y}$$

"the  
normal  
equation"

$$X: n \times d$$

$$\vec{y}: \mathbb{R}^n$$

2.10

$$X^T X \vec{w}^* = X^T \vec{y}$$

① If  $X$ 's columns are LI  $\rightarrow X^T X$  invertible  
review!

$$\vec{w}^* = (X^T X)^{-1} X^T \vec{y}$$

unique solution

$$(AB)^{-1} = B^{-1}A^{-1}$$

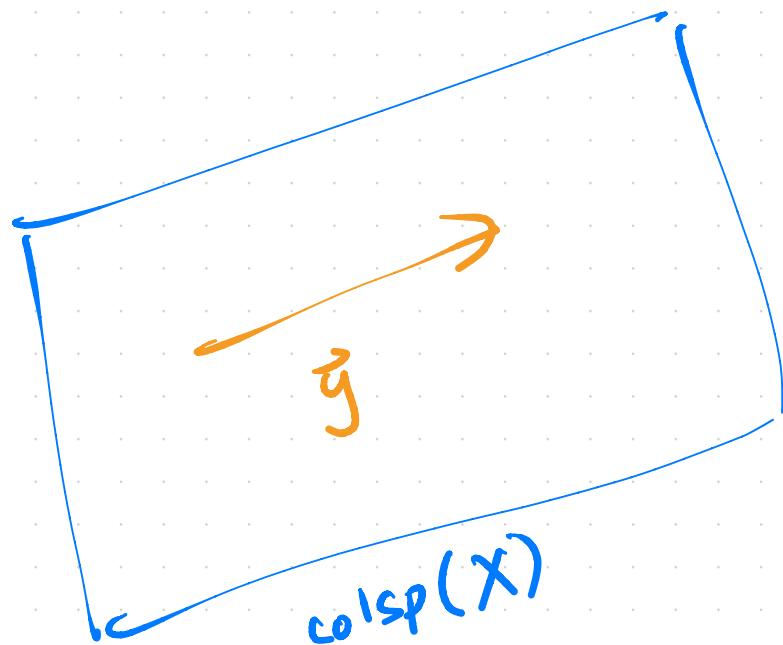
② If  $X$ 's columns aren't LI,

$$X^T X \vec{w}^* = X^T \vec{y}$$

has infinitely many sol's

$\vec{w}^*$   $X$  isn't square!

why  
can't I  
use this?



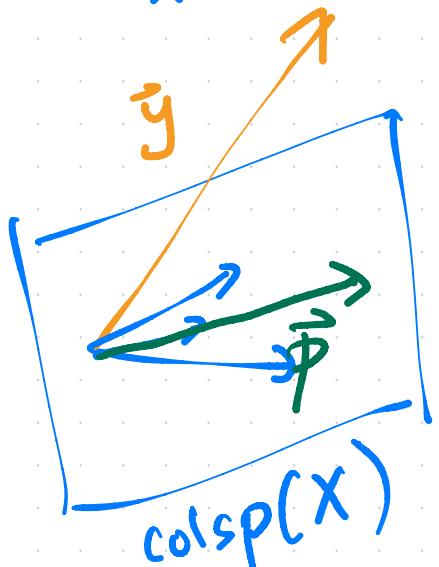
if  ~~$X$~~  is square  
and has  $2I$  columns, this  
is the picture  
(but usually,  $X$   
isn't square)

$$X = \begin{bmatrix} 3 & 1 & 0 \\ 6 & 2 & -1 \\ 3 & 1 & 0 \end{bmatrix}$$

$\vec{x}^{(1)}$      $\vec{x}^{(2)}$      $\vec{x}^{(3)}$

$$\vec{y} = \begin{bmatrix} 2 \\ 1 \\ 3 \end{bmatrix}$$

$$X^T X \vec{w}^* = X^T \vec{y}$$



$\vec{p} = X \vec{w}^*$   
is unique,  
but  
 $w^*$  isn't

$$\begin{aligned} 2\vec{x}^{(1)} + \vec{x}^{(3)} \\ = X \begin{bmatrix} 2 \\ 0 \\ 1 \end{bmatrix} \\ = \vec{x}^{(1)} + 3\vec{x}^{(2)} + \vec{x}^{(3)} \\ = X \begin{bmatrix} 1 \\ 3 \\ 1 \end{bmatrix} \end{aligned}$$

In Ch 2.8, we proved that

$$\text{nullsp}(X) = \text{nullsp}(X^T X)$$

... huh?  
if  $X\vec{v} = \vec{0}$ , then  $X^T X\vec{v} = \vec{0}$  and vice versa

$$\text{nullsp}(X^T X)$$

$$\text{nullsp}(X)$$

Suppose  $\vec{w}'$  is a solution to

$$X^T X \vec{w}' = X^T \vec{y}$$

Suppose  $\vec{n} \in \text{nullsp}(X^T X)$

i.e.  $X^T X \vec{n} = \vec{0}$

$$X^T X (\vec{w}' + \vec{n}) = \underbrace{X^T X \vec{w}'}_{X^T \vec{y}} + \underbrace{X^T X \vec{n}}_{\vec{0}} = X^T \vec{y}$$

but,  $\text{nullsp}(X^T X) = \text{nullsp}(X)$

$$X = \begin{bmatrix} 3 & 1 & 0 \\ 6 & 2 & 1 \\ 3 & 1 & 0 \end{bmatrix}$$

$$\text{rank}(X) = 2$$
$$\dim(\text{nullsp}(X)) = 1$$

$$X \begin{bmatrix} 1 \\ -3 \\ 0 \\ 1 \end{bmatrix} = \vec{0}$$

$$\text{nullsp}(X) = \text{span} \left( \left\{ \begin{bmatrix} 1 \\ -3 \\ 0 \end{bmatrix} \right\} \right)$$

$$X = \begin{bmatrix} 3 & 1 & 0 \\ 6 & 2 & -1 \\ 3 & 1 & 0 \end{bmatrix}$$

$$\vec{y} = \begin{bmatrix} 2 \\ 1 \\ 3 \end{bmatrix}$$

$\Rightarrow$  one solution to  $X^T X \vec{\omega}^* = X^T \vec{y}$

$$\vec{\omega}' = \begin{bmatrix} 0 \\ 5/2 \\ -4 \end{bmatrix},$$

$$\vec{x}' = \begin{bmatrix} 1 \\ 2 \\ 1 \\ 0 \end{bmatrix}$$

$$\vec{\omega}' = (X^T X)^{-1} X^T \vec{y}$$

so the set of all solutions to  $X^T X \vec{\omega}^* = X^T \vec{y}$  is  
 not a subspace  $\rightarrow \left\{ \begin{bmatrix} 0 \\ 5/2 \\ -4 \end{bmatrix} + t \begin{bmatrix} 1 \\ -3 \\ 0 \end{bmatrix}, t \in \mathbb{R} \right\}$

$$A\vec{v} = \vec{0}$$

$$\begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix} \begin{bmatrix} a \\ -1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$R_{sq}(w_0, w_1) = \frac{1}{n} \sum_{i=1}^n (y_i - (w_0 + w_1 x_i))^2$$

$\overbrace{\quad\quad\quad}^{\textcolor{green}{= \vec{P}}}$

$$= \frac{1}{n} \|\vec{y} - \vec{X}\vec{w}\|^2$$

(Ch. 3.1)

$$\vec{y} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}$$

$$\vec{X} = \begin{bmatrix} 1 & x_1 \\ 1 & x_2 \\ \vdots & \vdots \\ 1 & x_n \end{bmatrix}$$

"design matrix"

$$\vec{w} = \begin{bmatrix} w_0 \\ w_1 \end{bmatrix}$$

$$\vec{X}\vec{w} = \begin{bmatrix} w_0 + w_1 x_1 \\ w_0 + w_1 x_2 \\ \vdots \end{bmatrix}$$

## Chapter 3.2

“ $x_i$ ”

“ $y_i$ ”

departure_hour	day	day_of_month	minutes
10.816667	Mon	15	68.0
7.750000	Tue	16	94.0
8.450000	Mon	22	63.0
7.133333	Tue	23	100.0
9.150000	Tue	30	69.0

3:47

Multiple linear regression  
 $h(\text{departure}_i, \text{dom}_i) =$

$\vec{w}^*$ : solve the normal equations!

$h(\text{departure hour } i, \text{ dom}_i)$

$$= w_0 + w_1 \cdot \underset{\text{hour } i}{\text{departure}} + w_2 \cdot \text{dom}_i$$

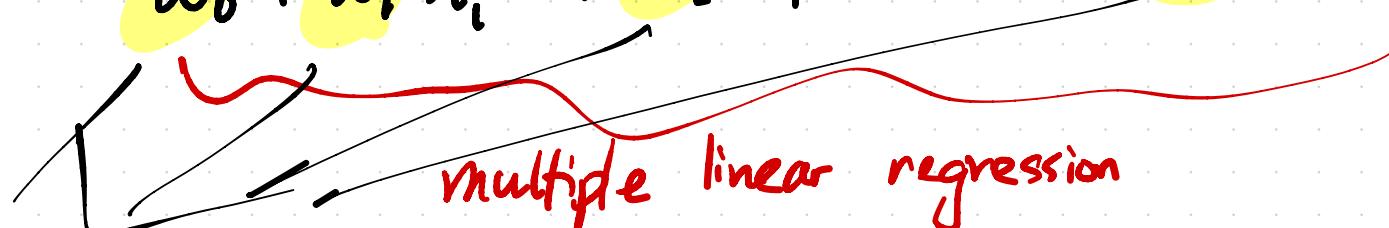
$$\vec{y} = \begin{bmatrix} y_1 \\ \vdots \\ y_n \end{bmatrix} \quad X = \begin{bmatrix} 1 & dh_1 & \text{dom}_1 \\ 1 & dh_2 & \text{dom}_2 \\ \vdots & \vdots & \vdots \\ 1 & dh_n & \text{dom}_n \end{bmatrix}$$

$$\vec{w} = \begin{bmatrix} w_0 \\ w_1 \\ w_2 \end{bmatrix}$$

General      d features

$x_i^{(j)}$       feature j  
for row i

$$h(\vec{x}_i) = w_0 + w_1 x_i^{(1)} + w_2 x_i^{(2)} + \dots + w_d x_i^{(d)}$$



multiple linear regression

d features  $\rightarrow$  d+1 parameters

"feature vector"

$$\vec{x}_i = \begin{bmatrix} x_i^{(1)} \\ x_i^{(2)} \\ \vdots \\ x_i^{(d)} \end{bmatrix}$$

$$\vec{\omega} = \begin{bmatrix} \omega_0 \\ \vdots \\ \omega_d \end{bmatrix}$$

"augmented feature vector"

$$\vec{x}_i = \begin{bmatrix} 10.816667 \\ 15 \end{bmatrix}$$

$$\vec{x}_4 = \begin{bmatrix} 7.133333 \\ 23 \end{bmatrix}$$

$$\text{Aug}(\vec{x}_2) = \begin{bmatrix} 1 \\ 7.75 \\ 16 \end{bmatrix}$$

departure_hour	day	day_of_month	
10.816667	Mon	15	
7.750000	Tue	16	
8.450000	Mon	22	
7.133333	Tue	23	
9.150000	Tue	30	

$x^{(1)}$        $x^{(2)}$   
for intercept

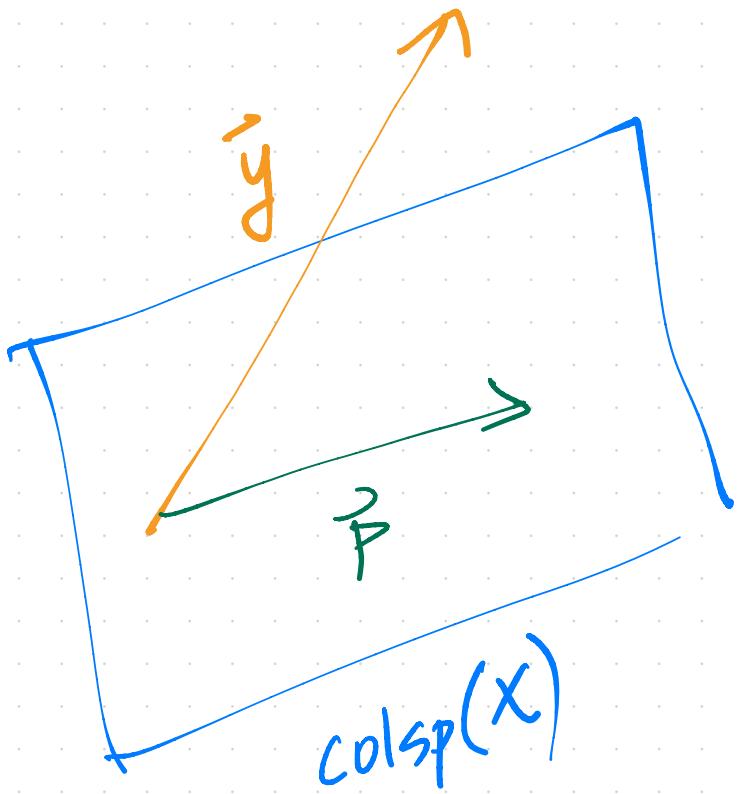
feature vector

$$h(\vec{x}_i) = w_0 + w_1 x_i^{(1)} + w_2 x_i^{(2)} + \dots + w_d x_i^{(d)}$$

$$= \underbrace{\vec{w}}_{d+1 \text{ entries}} \cdot \underbrace{\text{Aug}(\vec{x}_i)}_{d+1 \text{ entries}}$$

how do we find  
 $w_0^*, w_1^*, \dots, w_d^*$ ?

normal  
equation



$\text{colsp}(x)$

$$X = \begin{bmatrix} 1 & X_1^{(1)} & X_1^{(2)} & X_1^{(d)} \\ 1 & X_2^{(1)} & X_2^{(2)} & X_2^{(d)} \\ \vdots & \vdots & \vdots & \vdots \\ 1 & X_n^{(1)} & X_n^{(2)} & X_n^{(d)} \end{bmatrix}$$

$$R_{Sq}(\vec{\omega}) = \frac{1}{n} \|\vec{y} - \vec{X}\vec{\omega}\|^2$$

departure_hour	day	day_of_month	minutes
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$$f(x) = ax^2 + bx + c$$

possible

$$g(x) = e^{-cx^2}$$

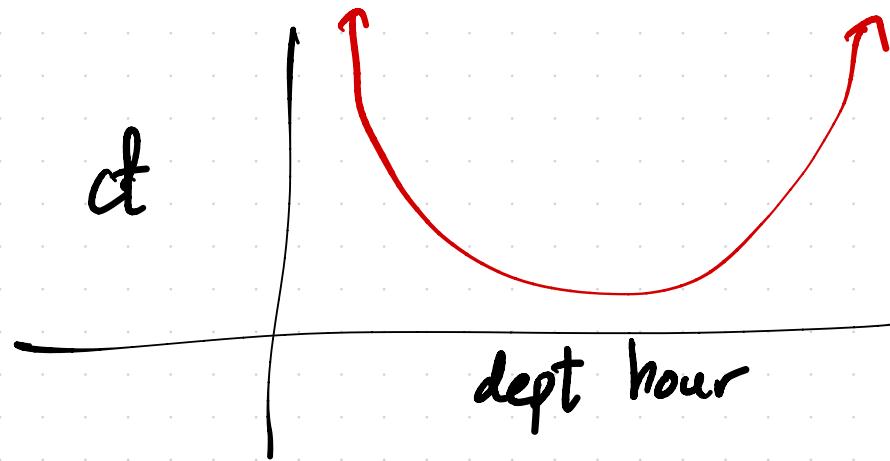
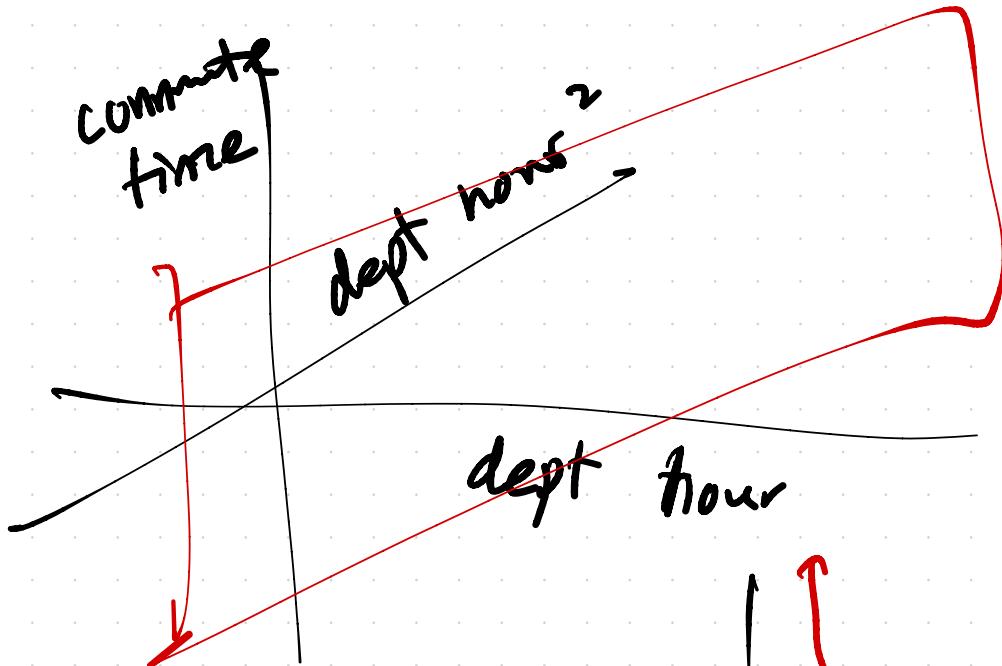
$x$ : departure time

$$h(x_i) = w_0 + w_1 x_i + w_2 x_i^2 = \vec{w} \cdot \begin{bmatrix} 1 \\ x_i \\ x_i^2 \end{bmatrix}$$

$$X = \begin{bmatrix} 1 & dh_1 & dh_1^2 \\ 1 & dh_2 & dh_2^2 \\ \vdots & \vdots & \vdots \\ 1 & dh_n & dh_n^2 \end{bmatrix}$$

$$\vec{w} \cdot \begin{bmatrix} 1 \\ x_i \\ x_i^2 \end{bmatrix}$$

dot product



$$X = \begin{bmatrix} 1 & 1 \\ -1 & 2 \\ 1 & 3 \end{bmatrix}$$



$$X = \begin{bmatrix} 1 & 1 & 1 \\ -1 & 2 & 4 \\ 1 & 3 & 9 \end{bmatrix}$$

day	day == Mon	day == Tue	day == Wed	day == Thu	day == Fri
Mon	1	0	0	0	0
Tue	0	1	0	0	0
Mon	1	0	0	0	0
...	...	...	...	...	...
Mon	1	0	0	0	0
Tue	0	1	0	0	0
Thu	0	0	0	1	0

"One hot encoding"