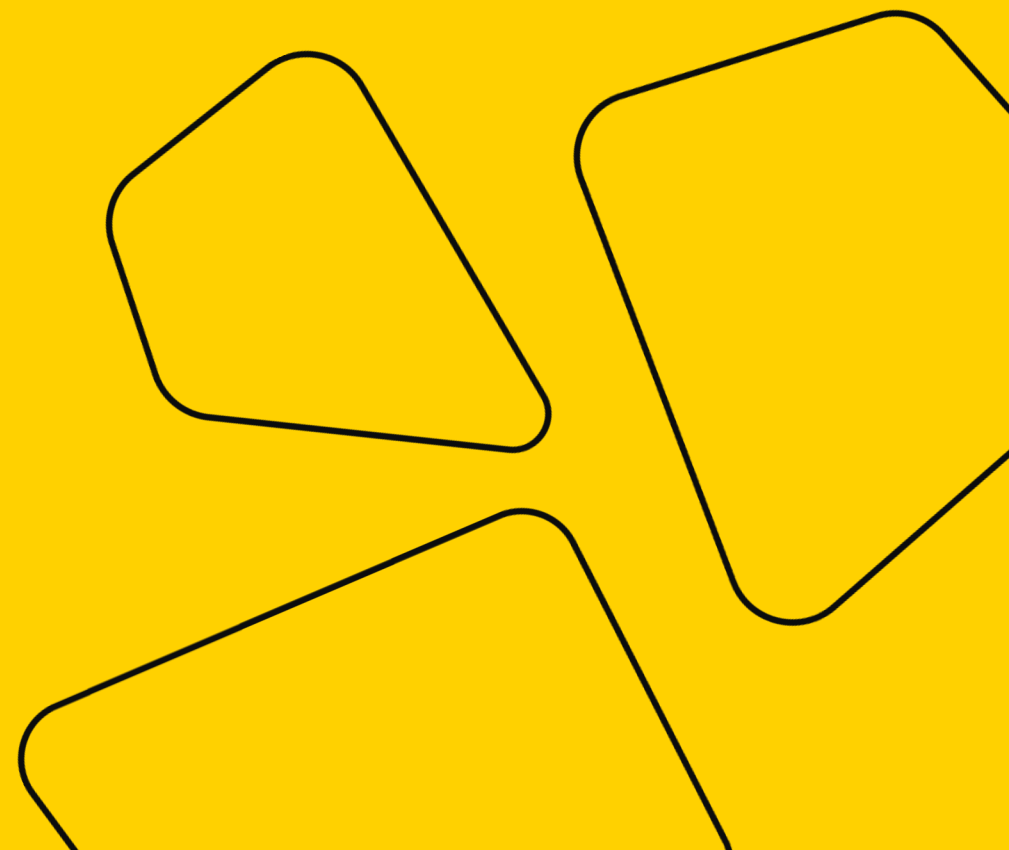




Math Refresher for DS

Practical Session 4



Solving Systems of Linear Equations

- $Ax = b$ – a system of linear equations (SLE).
- A – $m \times n$ matrix (= m equations, n variables).

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How to find a reasonable approximate solution?

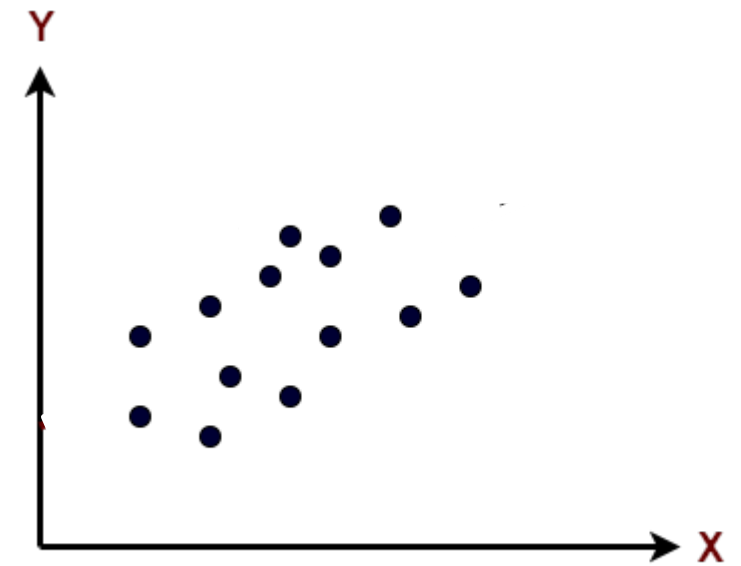
Least Squares



Motivating Example

- Imagine that you have m observations:

$(x_1, y_1), \quad (x_2, y_2), \quad \dots, \quad (x_m, y_m)$

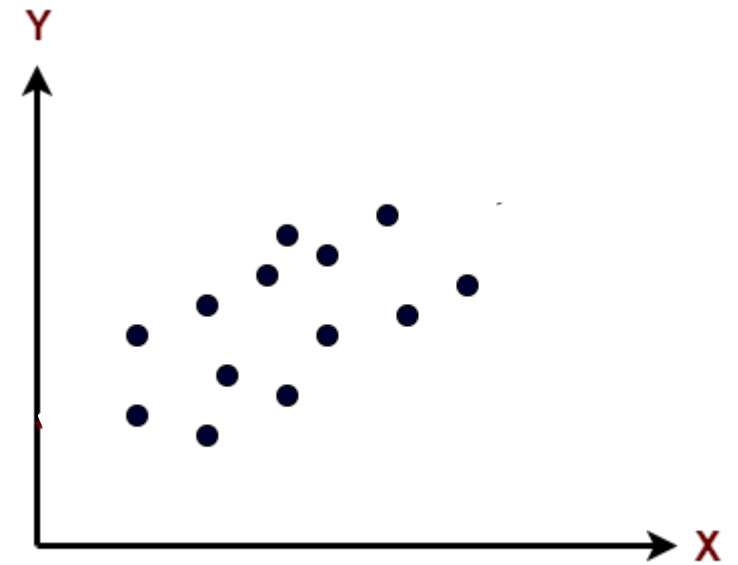


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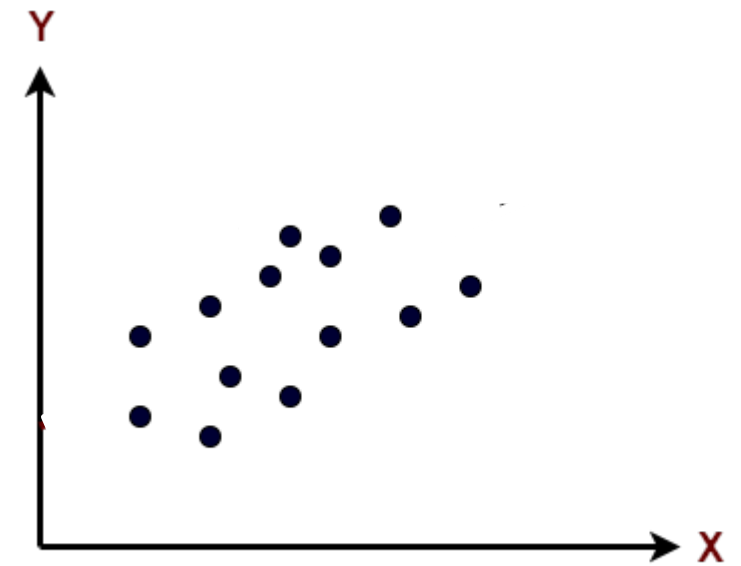
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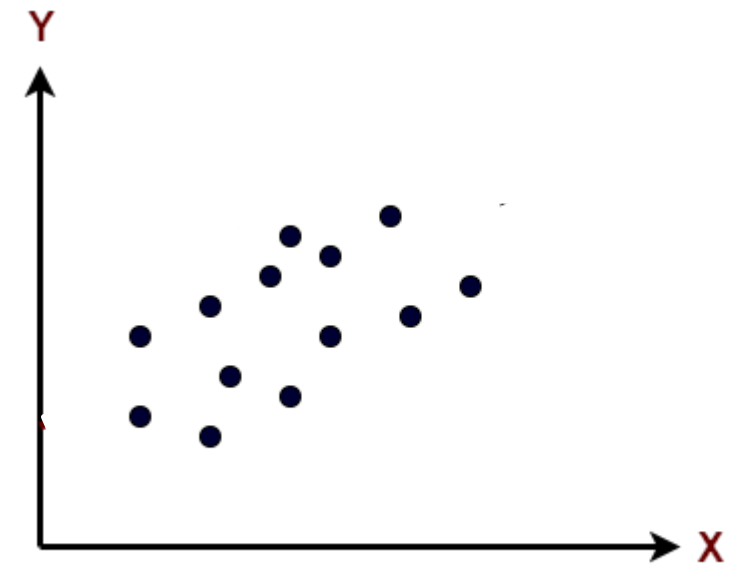


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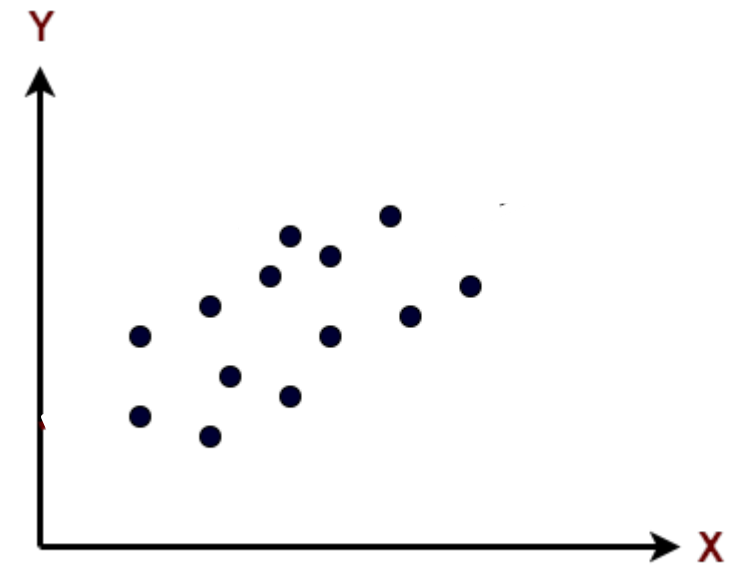
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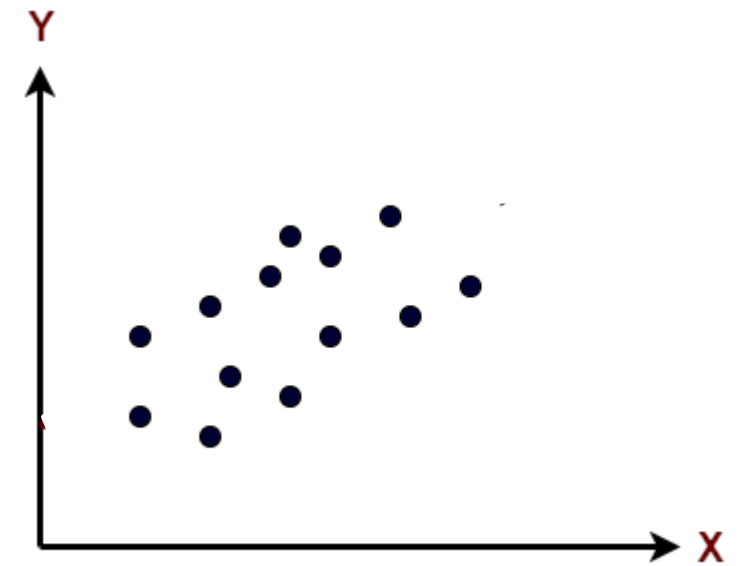
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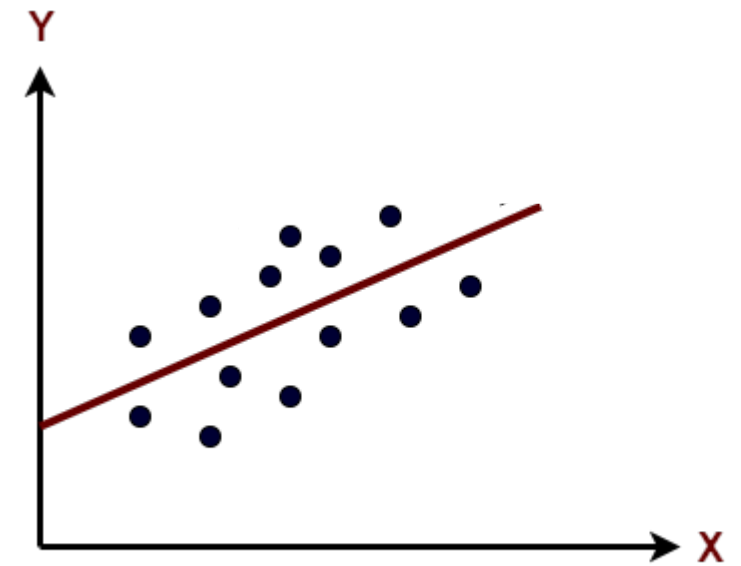
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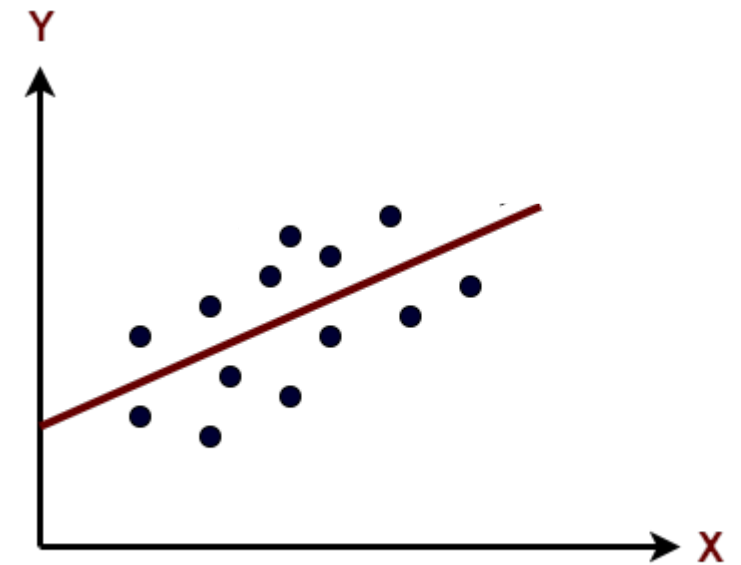
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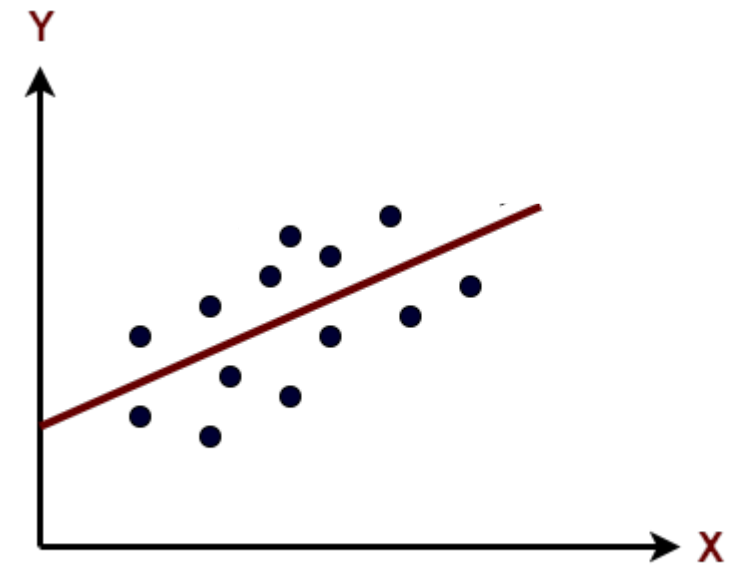
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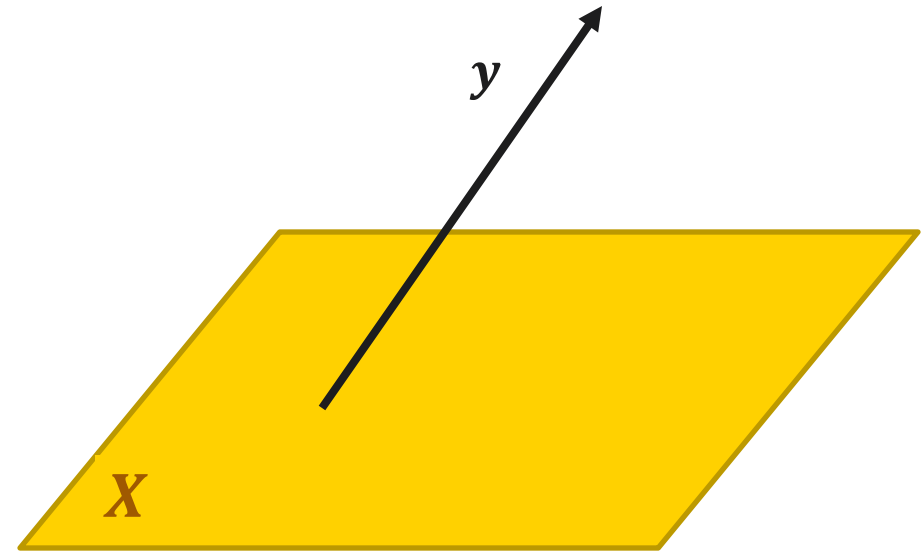
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- Let's look at it from the Linear Algebra perspective.

Method of Least Squares



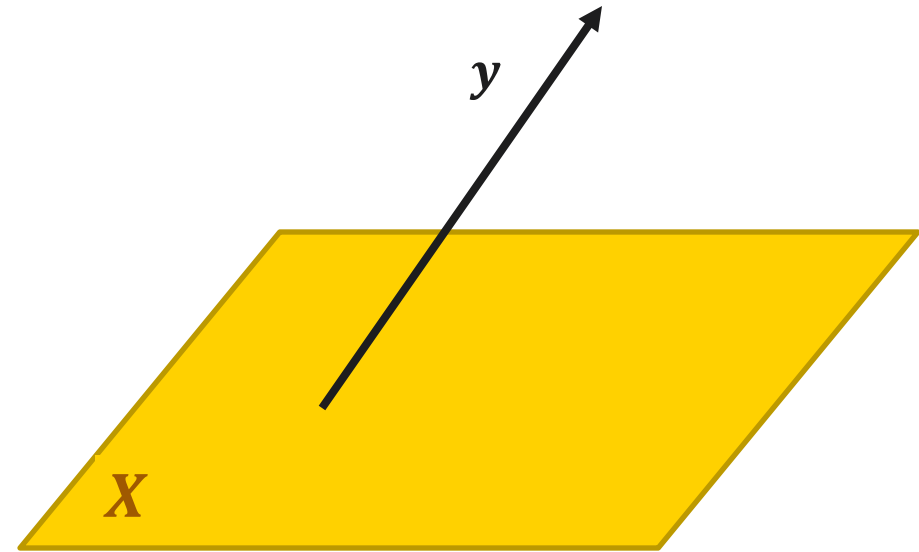
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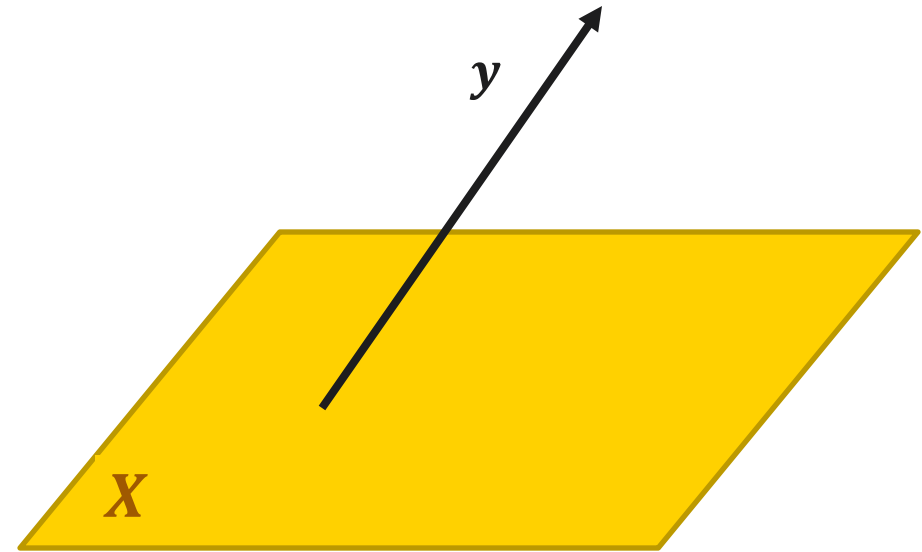


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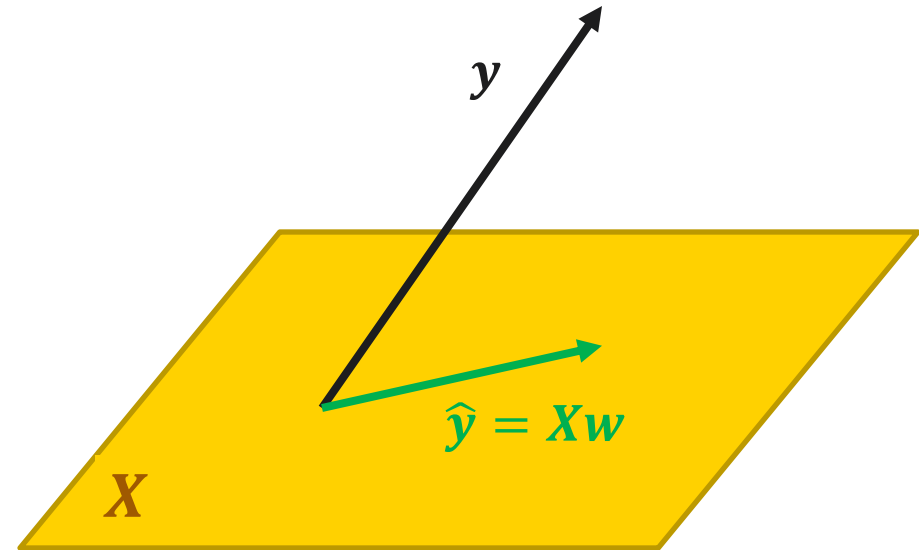
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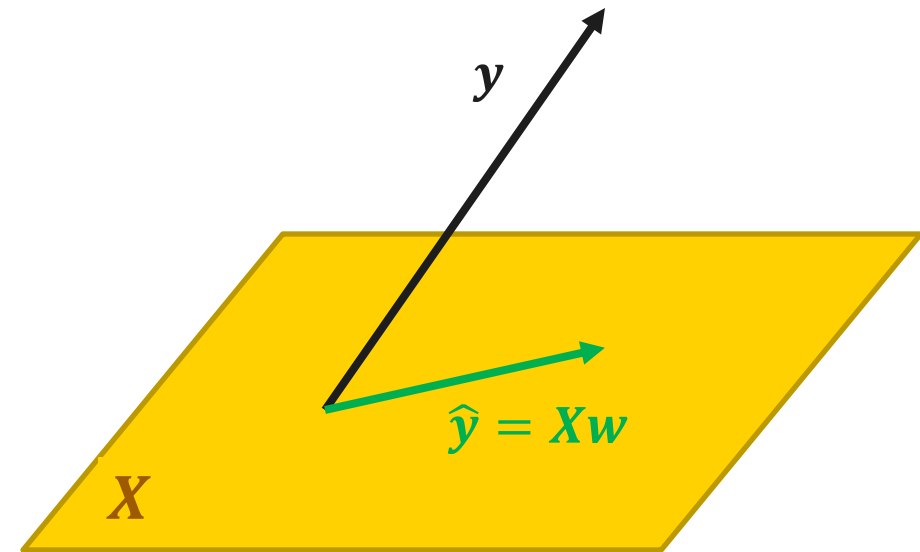
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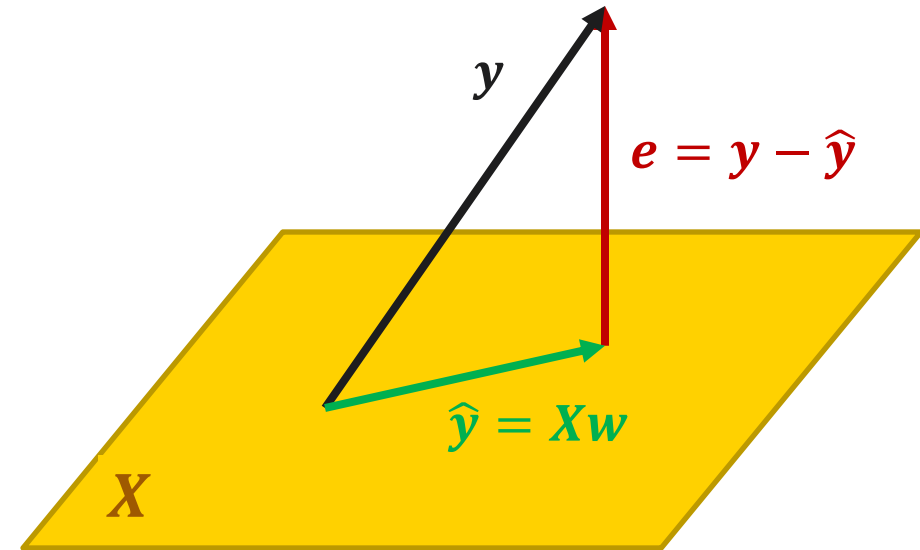
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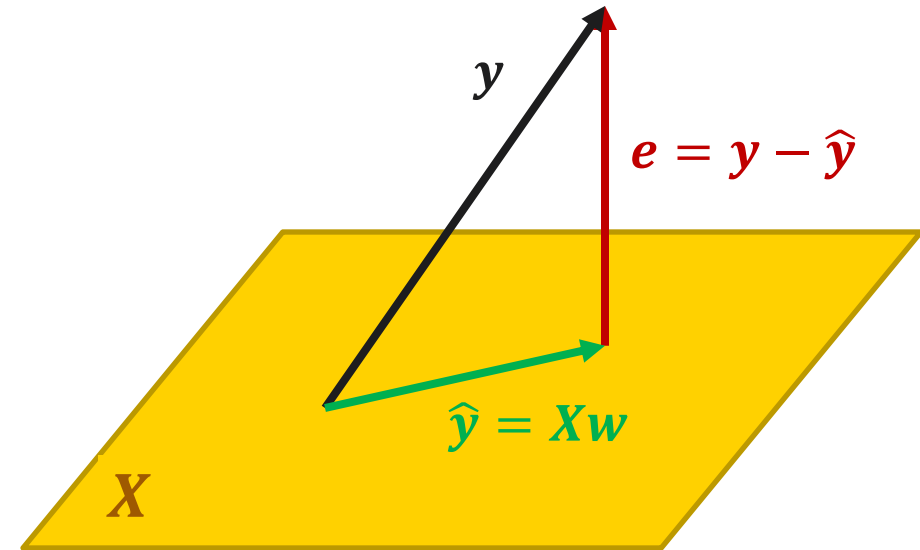
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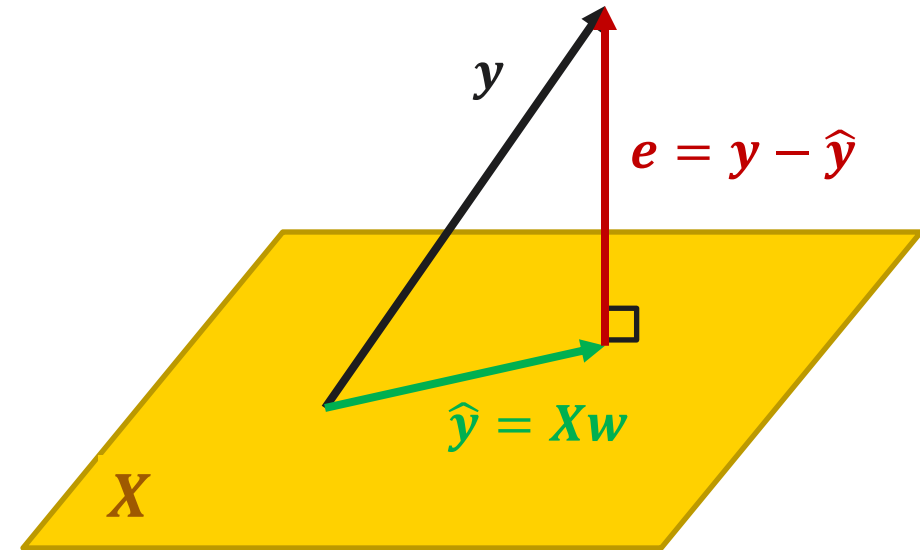
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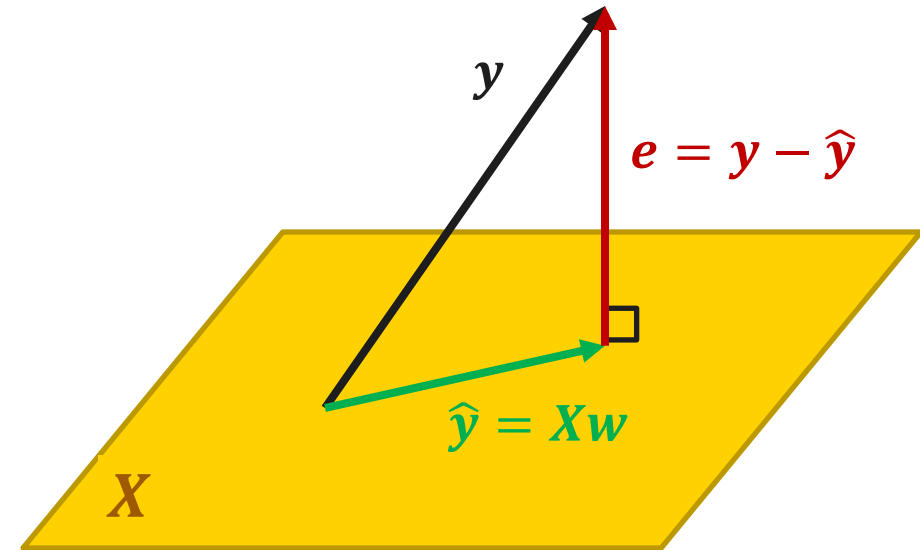
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Orthogonal Projections



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$$V = \mathbb{R}^3, \quad W = \text{span} \left\{ \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} \right\}, \quad W_{\perp} = \text{span} \left\{ \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \right\}$$

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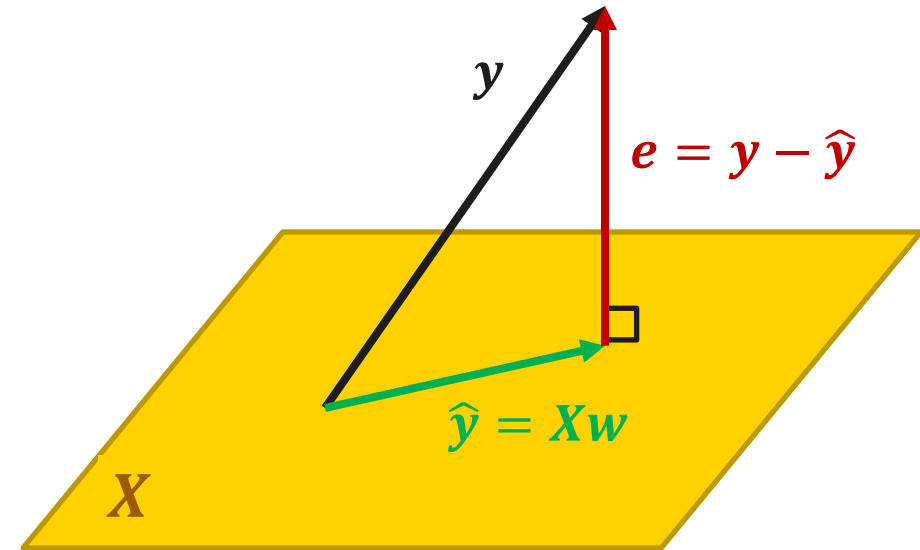
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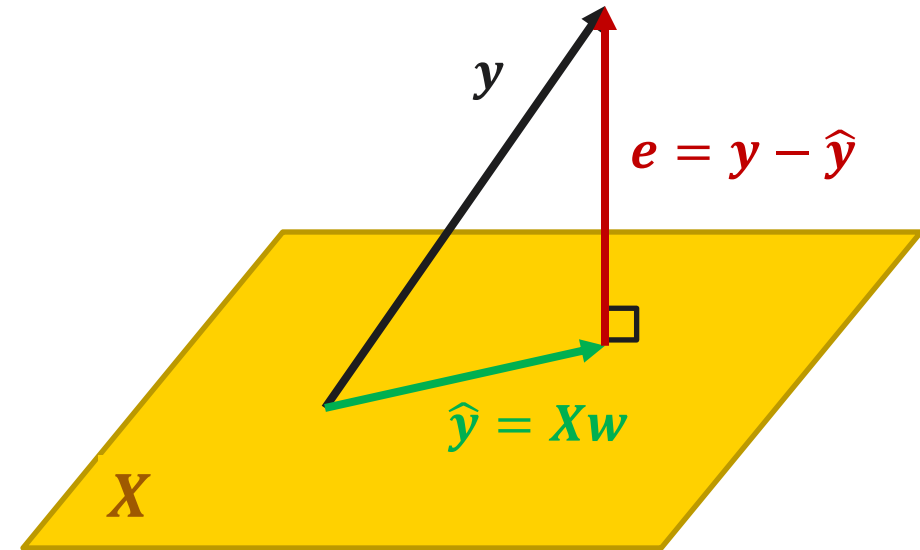
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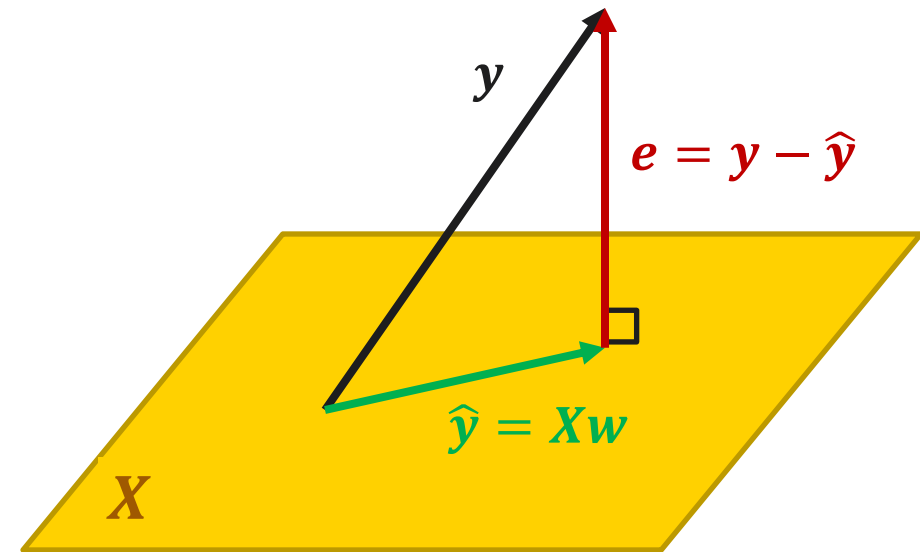
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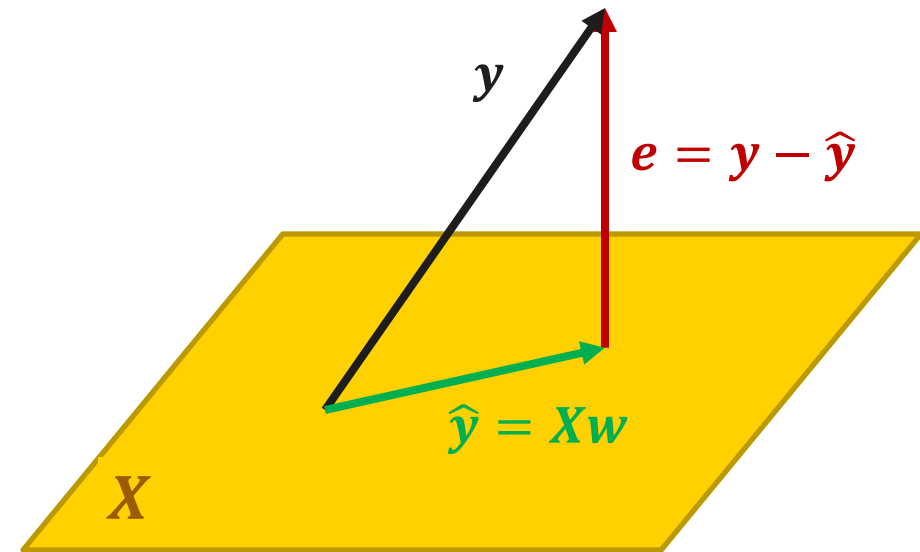
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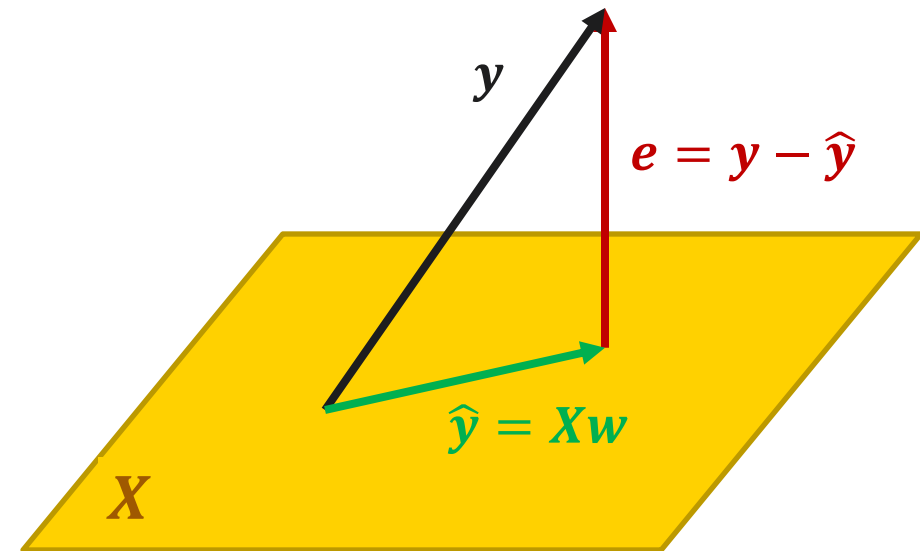
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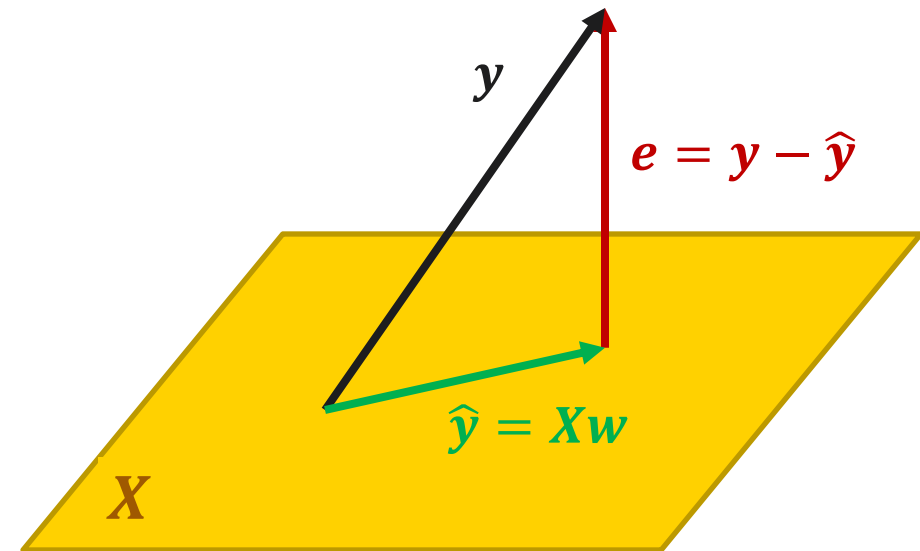
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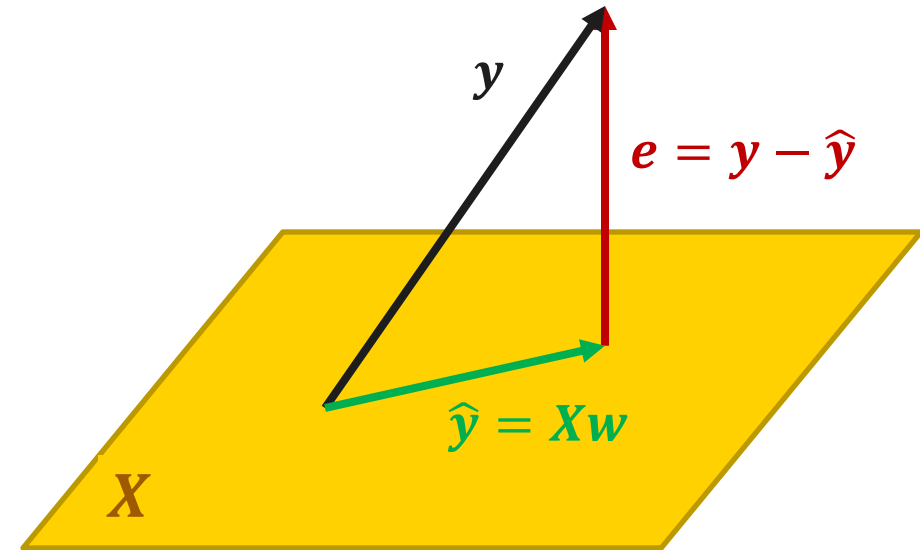
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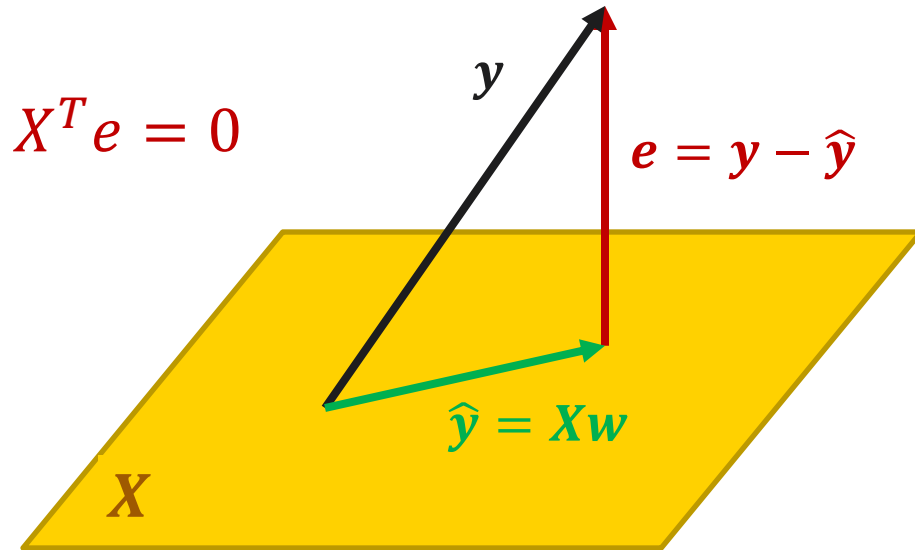
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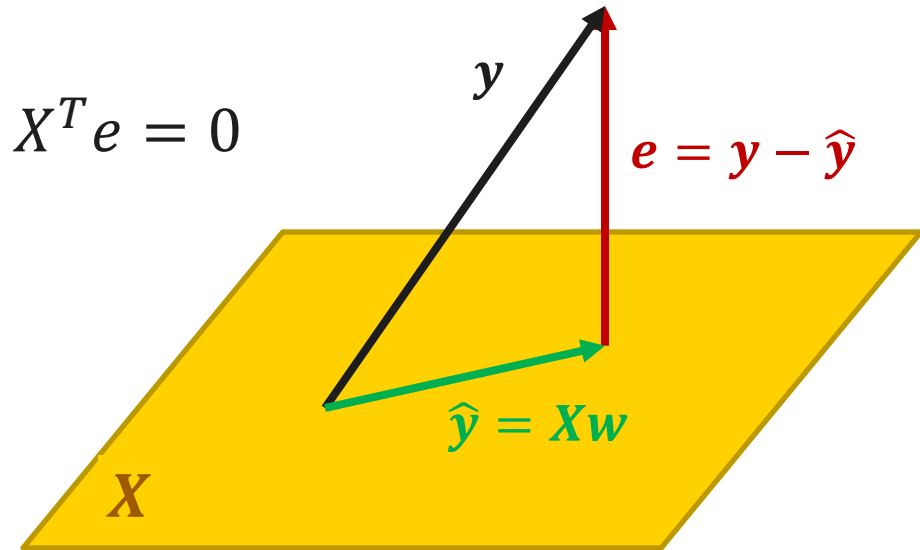
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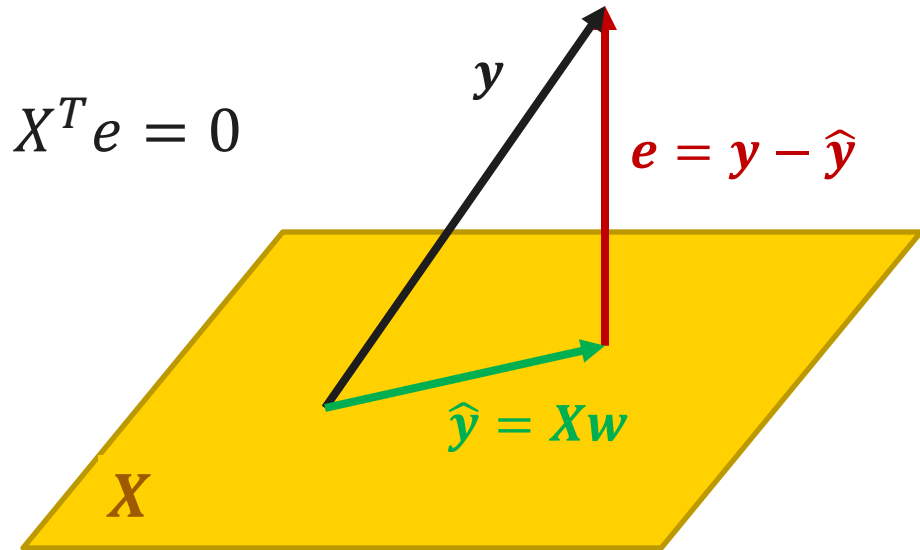
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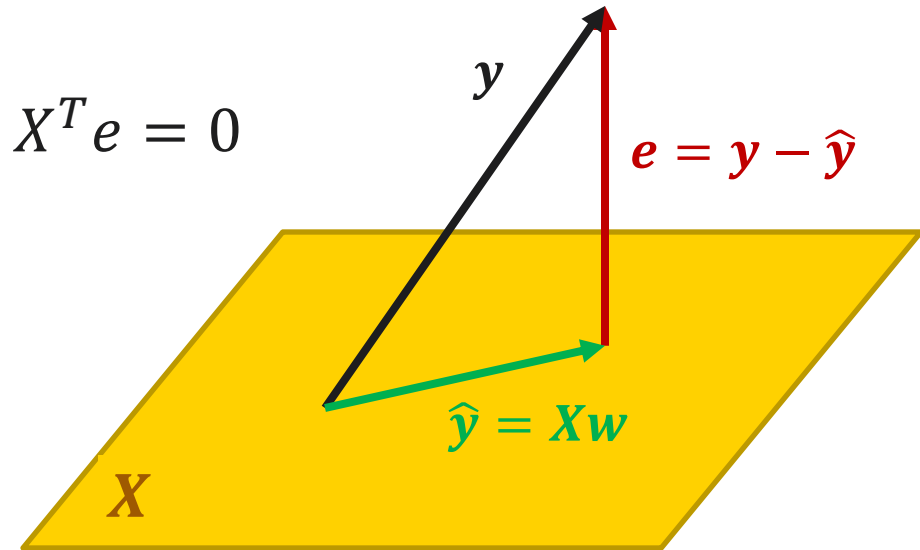
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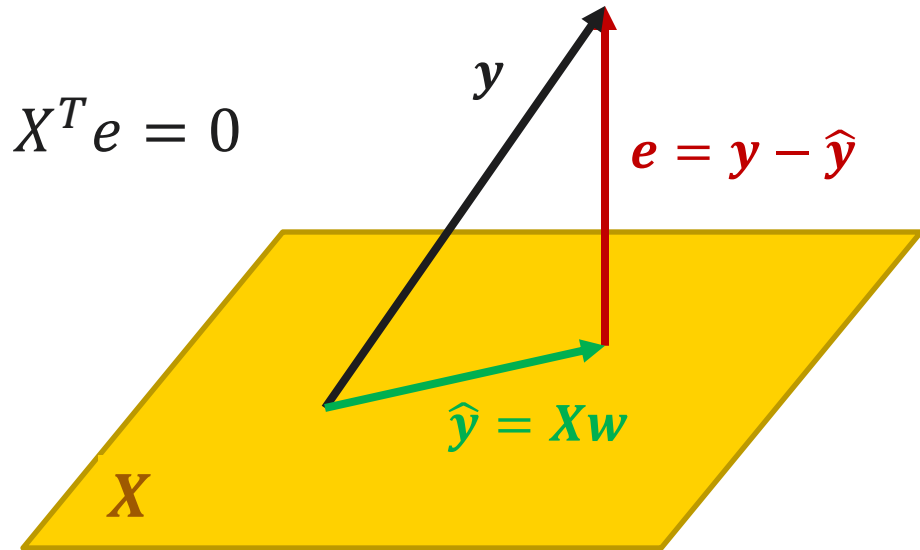
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Method of Least Squares



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\hat{y} - orthogonal projection of y onto $\text{col}(X)$
 w^* = ? – optimal weights

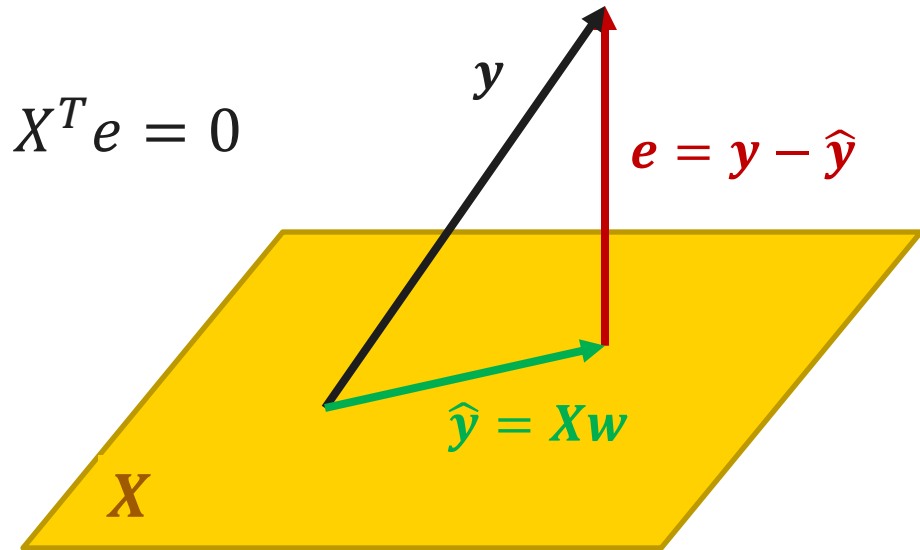
$$X^T X w^* = X^T y - X^T e$$

e is orthogonal to columns of $X \Rightarrow X^T e = 0$

$$X^T X w^* = X^T y$$

$w^* = (X^T X)^{-1} X^T y$ –
unknown coefficients.

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



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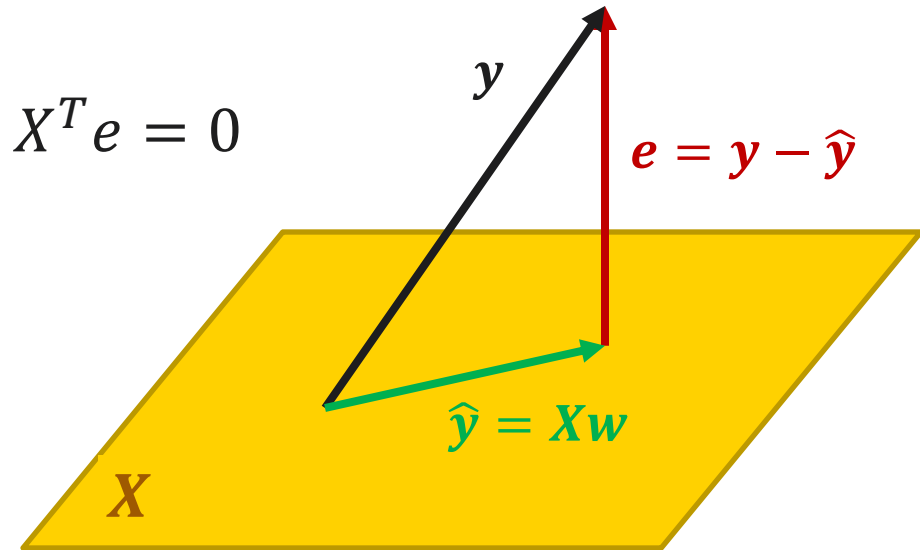
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So, $(X^T X)^{-1}$ exists.

Toy Example

- Observations (x_i, y_i) :
 $(1, 1), \quad (2, 3), \quad (3, 2)$
- With least squares, fit a line $y = w_0 + w_1x$ through these points.

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Let's practice more!

https://colab.research.google.com/drive/1v_dDH5aSx9pQG4SSCLzNjKuCk6rwNWzf?usp=sharing

Coordinates Change

Change of Basis for Vectors

- V – a vector space.
- $B = \{b_1, \dots, b_n\}$ – current basis, $S = \{s_1, \dots, s_n\}$ – new basis.
- $x \in V$ – some vector.
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- But vectors aren't the only things with coordinates...

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- Consider a linear transform A .
- It's defined by its matrix: columns = what happens to basis vectors.
- Example: rotation

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- $S = \left\{ s_1 = \begin{bmatrix} 2 \\ 1 \end{bmatrix}, s_2 = \begin{bmatrix} -1 \\ 1 \end{bmatrix} \right\}$ – another basis.

How would A look like in this basis?

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- Back to our example:

$$A = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}, \quad S \left\{ s_1 = \begin{bmatrix} 2 \\ 1 \end{bmatrix}, s_2 = \begin{bmatrix} -1 \\ 1 \end{bmatrix} \right\} - \text{new basis.}$$

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Change of Basis for Linear Transforms

$$[A]_E = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}, [A]_S = \begin{bmatrix} 1/3 & -2/3 \\ 5/3 & -1/3 \end{bmatrix}, S = \left\{ s_1 = \begin{bmatrix} 2 \\ 1 \end{bmatrix}, s_2 = \begin{bmatrix} -1 \\ 1 \end{bmatrix} \right\} - \text{new basis};$$

$$x_S = \begin{bmatrix} 1 \\ 2 \end{bmatrix}, \quad x'_S = [A]_S \cdot x_S = \begin{bmatrix} 1/3 & -2/3 \\ 5/3 & -1/3 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix} = \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

$$x_E = \begin{bmatrix} 0 \\ 3 \end{bmatrix}, \quad x'_E = [A]_E \cdot x_E = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 0 \\ 3 \end{bmatrix} = \begin{bmatrix} -3 \\ 0 \end{bmatrix}$$

Change of Basis for Linear Transforms

- Another example:

$$A = \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix}, \quad S = \left\{ s_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}, s_2 = \begin{bmatrix} -1 \\ 1 \end{bmatrix} \right\} - \text{new basis}$$

$$[A]_S = M^{-1}AM =$$

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- Another example:

$$A = \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix}, \quad S = \left\{ s_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}, s_2 = \begin{bmatrix} -1 \\ 1 \end{bmatrix} \right\} - \text{new basis}$$

$$[A]_S = \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix}^{-1} \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix} \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix} =$$

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- Another example:

$$A = \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix}, \quad S = \left\{ s_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}, s_2 = \begin{bmatrix} -1 \\ 1 \end{bmatrix} \right\} - \text{new basis}$$

$$[A]_S = \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix}^{-1} \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix} \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix} \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix} =$$

Change of Basis for Linear Transforms

- Another example:

$$A = \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix}, \quad S = \left\{ s_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}, s_2 = \begin{bmatrix} -1 \\ 1 \end{bmatrix} \right\} - \text{new basis}$$

$$[A]_S = \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix}^{-1} \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix} \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix} \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 3 & 0 \\ 0 & 2 \end{bmatrix}$$

Change of Basis for Linear Transforms

- Another example:

$$A = \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix}, \quad S = \left\{ s_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}, s_2 = \begin{bmatrix} -1 \\ 1 \end{bmatrix} \right\} - \text{new basis}$$

$$[A]_S = \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix}^{-1} \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix} \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 3 & 1 \\ 0 & 2 \end{bmatrix} \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 3 & 0 \\ 0 & 2 \end{bmatrix}$$

We get a diagonal matrix, it's easier to work with it!