

Lecture 3: Linear Regression

Why?

- ① classic method - very well studied
- ② Simple (good)
- ③ powerful
- ④ basis of more complicated methods

Setup: For LR we assume we have some design (input variables):

$$\underline{X} = (X^{(1)}, \dots, X^{(P)}) \in \mathbb{R}^P \leftarrow P = \# \text{ vars}$$

and assoc. coef.

$$\beta = (\beta_1, \dots, \beta_P) \in \mathbb{R}^P$$

then we assume a model of the form

$$\begin{aligned} Y = f(\underline{X}) &= \underline{X}^T \beta \\ &= \sum_{j=1}^P \beta_j X^{(j)} \end{aligned}$$

Then to learn \hat{f} we simply need to learn some estimates $\hat{\beta}$ of β .

Then $\hat{f}(\underline{x}) = \underline{x}^T \hat{\beta}$.

But wait, where's the intercept?

Typically people write the model as

$$\hat{f}(\underline{x}) = \hat{\beta}_0 + \hat{\beta}_1 x^{(1)} + \hat{\beta}_2 x^{(2)} + \dots$$

Doesn't really matter, hidden in design.

Use \underline{x} in two ways:

(1) vars. we measure

(2) input to a ML algo (design)

Need not be the same, could transform

input: x^2 , $\log(x)$, $x^{(1)} \cdot x^{(2)}$, ...

In this course we typ. use (2) so \underline{x} is whatever we input after whatever transf.

To get an intercept, just assume first var in \underline{x} is always 1

$$\underline{x} = (1, \text{rest of vars})$$

then

$$\underline{x}^T \hat{\beta} = (1, x^{(1)}, \dots, x^{(p)})^T (\hat{\beta}_0, \hat{\beta}_1, \dots, \hat{\beta}_p)$$

$$= \hat{\beta}_0 + \sum_{j=1}^p \hat{\beta}_j x^{(j)}$$

How do I learn good values for $\hat{\beta}$?

I want to choose them so that

$$y \approx \tilde{x}^T \hat{\beta}$$

Linear Least-Squares Regression

Residual
sums of
squares

Find $\hat{\beta}$ as value for β that minimizes RSS

$$RSS(\beta) = \sum_{n=1}^N (y_n - \tilde{x}_n^T \beta)^2$$

val. of resp. for n^{th} training sample

pred. val. for n^{th} training resp. using β

\approx prediction err. in training data

So what we do is

$$\hat{\beta} = \arg \min_{\beta \in \mathbb{R}^p} RSS(\beta)$$

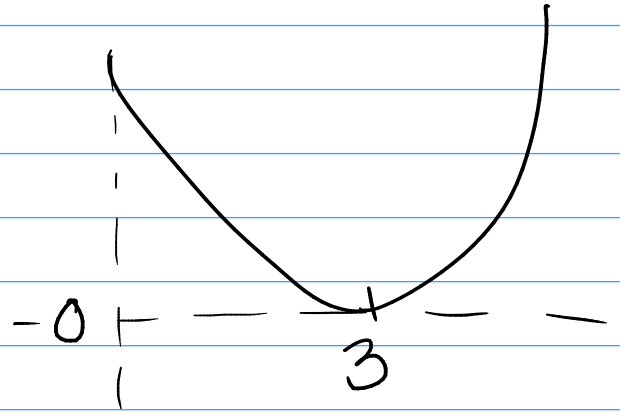
= value that minimizes $RSS(\beta)$

Aside: $\min_x f(x) = \text{minimum value of } f$

$\arg \min_x f(x) = \text{value at which } f \text{ takes on min}$

$$\min_x (x-3)^2 = 0$$

$$\arg \min_x (x-3)^2 = 3$$



How do we get $\hat{\beta}$?

Let X be our design matrix

$$X = \begin{bmatrix} \vdots & \tilde{x}_n^T & \vdots \end{bmatrix} = \begin{bmatrix} 1 & x_1^{(1)} & x_1^{(2)} & \dots & x_1^{(p)} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & x_N^{(1)} & x_N^{(2)} & \dots & x_N^{(p)} \end{bmatrix}$$

mtx w/ rows that are training \tilde{x}_n s

and $y = (y_1, \dots, y_N)^T \in \mathbb{R}^N$

$N \times (p+1)$

then

$$RSS(\beta) = \sum_{n=1}^N (y_n - \tilde{x}_n^T \beta)^2$$

$$= \|y - X\beta\|^2$$

$N \times 1$

$N \times (p+1)$

$(p+1) \times 1$

$$y - X\beta = \begin{bmatrix} y_1 \\ \vdots \\ y_N \end{bmatrix} - \begin{bmatrix} -x_1^T \\ \vdots \\ -x_N^T \end{bmatrix} \beta$$

$$= \begin{bmatrix} y_1 - x_1^T \beta \\ \vdots \\ y_N - x_N^T \beta \end{bmatrix}$$

So

$$\|y - X\beta\|^2 = \sum_{n=1}^N (y_n - x_n^T \beta)^2 = \text{RSS}(\beta).$$

So

$$\hat{\beta} = \underset{\beta}{\text{argmin}} \|y - X\beta\|^2$$

function of β

A calculus 3 problem. All I need to do is set derivative to zero.

gradient = $\frac{\partial \text{RSS}}{\partial \beta} = -2 \underbrace{(y - X\beta)^T}_{N \times 1} \underbrace{X}_{N \times (p+1)}$

PT vector of partial derivs

(1 x (p+1))

OK, so set equal to zero

$$\frac{\partial \text{RSS}}{\partial \beta} = -2(y - X\beta)^T X = 0$$

$$\Leftrightarrow y^T X - (X\beta)^T X = 0$$

$$\Leftrightarrow y^T X - \beta^T X^T X = 0$$

$$\Leftrightarrow \beta^T (X^T X) = y^T X$$

$$\Leftrightarrow (X^T X) \beta = X^T y$$

Normal Equation

If $X^T X$ is invertible then can multiply both sides by $(X^T X)^{-1}$ to get

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

$$\text{So } \hat{f}(x) = x^T \hat{\beta}$$

$$= x^T (X^T X)^{-1} X^T y$$

Consider predictions for training data: $\hat{y}_n = \hat{f}(x_n)$

$$\hat{y} = \begin{bmatrix} \hat{y}_1 \\ \vdots \\ \hat{y}_n \end{bmatrix} = \begin{bmatrix} x_1^T \hat{\beta} \\ \vdots \\ x_n^T \hat{\beta} \end{bmatrix} = \begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix} \hat{\beta}$$

$$= X \hat{\beta}$$

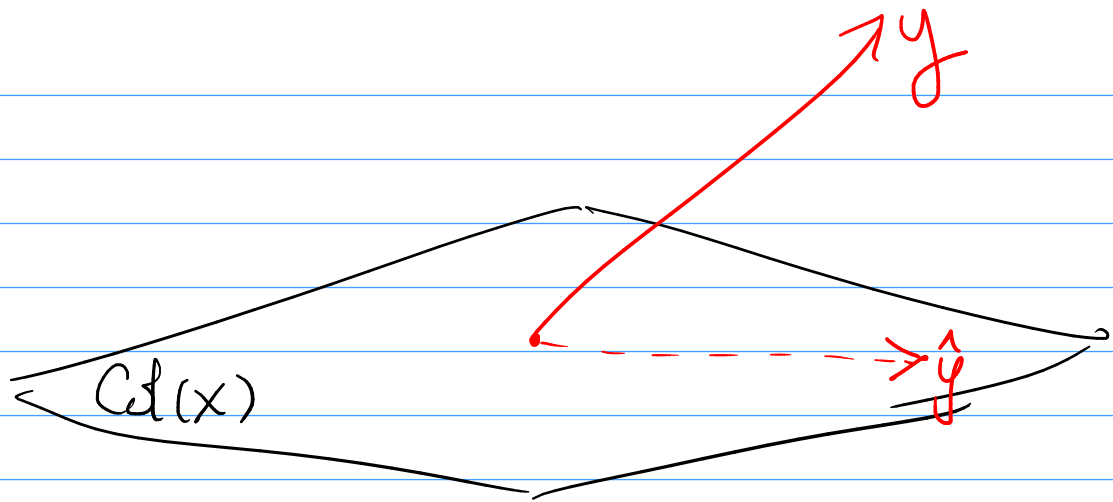
$$= X (X^T X)^{-1} X^T y$$

$P_X = \text{proj. onto col}(X)$

$P_X v = \text{proj. of } v \text{ onto col}(X)$

$$= P_X y$$

= closest vec. to v that is a LC of cols of X



How flexible is OLS (ordinary least squares)?

Is this a regression model?

$$Y = \beta_0 + \sum_{j=1}^P \beta_j X^{(j)2}$$

Yes. This is still linear in β s.
Just a different design.

$$Y = \underline{x}^T \beta \quad (1, X^{(1)2}, X^{(2)2}, \dots,)$$

Ex.

$$Y = \beta_0 + \beta_1 X^{(1)3} + \beta_2 \sin(X^{(2)}) + \beta_3 \log(X^{(3)}) + \dots$$

All I need to do to find $\hat{\beta}$, is
change X

$$X = \begin{bmatrix} 1 & x^{(1)} & \sin(x^{(2)}) & \log(x^{(3)}) & \dots \\ \vdots & \vdots & \vdots & \vdots & \vdots \\ 1 & 1 & 1 & 1 & \dots \end{bmatrix}$$

What about categorical vars? (Factors in R)
e.g. race, gender, color, flavor,

How do I fit a regression of

$$Y = \beta_0 + \beta_1(\text{Color})$$

Can do this using dummy variables.

$$\text{Color} \in \{Y, R, B\}$$

in design matrix I can encode color as
two variables

$$(0, 0) = R$$

$$(0, 1) = B$$

$$(1, 0) = Y$$

Yellow

Blue

$$\text{data} = \begin{bmatrix} R \\ Y \\ Y \\ R \\ B \end{bmatrix} \rightarrow X = \begin{bmatrix} & Y & B \\ 1 & 0 & 0 \\ & 1 & 0 \\ \vdots & \vdots & \vdots \\ & 0 & 0 \\ 1 & 0 & 1 \end{bmatrix}$$

Can calculate $\hat{\beta} = (X^T X)^{-1} X^T y$

$$\hat{Y} = \hat{\beta}_0 + \hat{\beta}_1 \overset{1 \text{ if } Y, 0 \text{ else}}{(Yellow \text{ dummy})} + \hat{\beta}_2 \overset{1 \text{ if } B, 0 \text{ else}}{(Blue \text{ dummy})}$$

$$= \begin{cases} \hat{\beta}_0 + \hat{\beta}_1 & \text{if yellow} \\ \hat{\beta}_0 + \hat{\beta}_2 & \text{if blue} \\ \hat{\beta}_0 & \text{if red} \end{cases}$$

base

How to interpret

$$\hat{\beta}_0 + \hat{\beta}_1 - \hat{\beta}_0 = \hat{\beta}_1 = (\text{pred. } Y) - (\text{Pred. } R)$$

^ contrast between Y and R

$$\hat{\beta}_2 = \hat{\beta}_0 + \hat{\beta}_2 - \hat{\beta}_0 = \text{contrast between B and R}$$