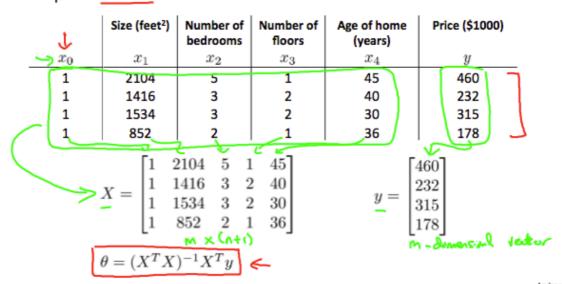
## Normal Equation

**Note:** [8:00 to 8:44 - The design matrix X (in the bottom right side of the slide) given in the example should have elements x with subscript 1 and superscripts varying from 1 to m because for all m training sets there are only 2 features  $x_0$  and  $x_1$ . 12:56 - The X matrix is (n+1) by (n+1) and NOT n by n. ]

Gradient descent gives one way of minimizing J. Let's discuss a second way of doing so, this time performing the minimization explicitly and without resorting to an iterative algorithm. In the "Normal Equation" method, we will minimize J by explicitly taking its derivatives with respect to the  $\theta$ j 's, and setting them to zero. This allows us to find the optimum theta without iteration. The normal equation formula is given below:

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

## Examples: m=4.



There is **no need** to do feature scaling with the normal equation.

The following is a comparison of gradient descent and the normal equation:

Gradient Descent	Normal Equation
Need to choose alpha	No need to choose alpha
Needs many iterations	No need to iterate
O ( $kn^2$ )	O ( $n^3$ ), need to calculate inverse of $oldsymbol{X}^Toldsymbol{X}$
Works well when n is large	Slow if n is very large

With the normal equation, computing the inversion has complexity  $\mathcal{O}(n^3)$ . So if we have a very large number of features, the normal equation will be slow. In practice, when n exceeds 10,000 it might be a good time to go from a normal solution to an iterative process.

✓ Complete





