

Theory and Practice of Deep Learning

Theory HW #01

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Task 1: What is the distribution of (x, y) .

$$p(y, x) = p(y, x, \{c(x) = 1\} \text{ or } \{c(x) = 2\}) \\ = p(y, x, c(x) = 1) + p(y, x, c(x) = 2)$$

using conditional probability where $P(A, B) = P(A|B)P(B)$,

$$p(y, x, c(x) = 1) + p(y, x, c(x) = 2) \\ = p(y|x, c(x) = 1)p(x, c(x) = 1) + p(y|x, c(x) = 2)p(x, c(x) = 2) \\ = p(y|x, c(x) = 1)p(x|c(x) = 1)p(c(x) = 1) + \\ p(y|x, c(x) = 2)p(x|c(x) = 2)p(c(x) = 2)$$

given that the distribution of datapoints is continuous,

$$\therefore p(y, x) = p(y|x, c(x) = 1)f(x|c(x) = 1)p(c(x) = 1) + \\ p(y|x, c(x) = 2)f(x|c(x) = 2)p(c(x) = 2)$$

Given the following,

$$P(y=0|x, c(x)=1) = 0.2 ,$$

$$P(y=0|x, c(x)=2) = 0.7 ,$$

$$P(c=1) = P(c=2) = 0.5$$

We plug in the values into $P(y, x)$ formula for $y=0$.

$$\begin{aligned} P(0, x) &= 0.2 \times f(x|c(x)=1) \times 0.5 + \\ &\quad 0.7 \times f(x|c(x)=2) \times 0.5 \\ &= 0.1f(x|c(x)=1) + 0.35f(x|c(x)=2) \end{aligned}$$

For $y=1$, we are given the following

$$P(y=0|x, c(x)=1) + P(y=1|x, c(x)=1) ,$$

$$P(y=0|x, c(x)=2) + P(y=1|x, c(x)=2)$$

Hence, we deduce that:

$$P(y=1|x, c(x)=1) = 0.8 ,$$

$$P(y=1|x, c(x)=2) = 0.3$$

Plugging in the values for $y=1$,

$$\begin{aligned} P(1, x) &= 0.8 \times f(x|c(x)=1) \times 0.5 + \\ &\quad 0.3 \times f(x|c(x)=2) \times 0.5 \\ &= 0.4f(x|c(x)=1) + 0.15f(x|c(x)=2) \end{aligned}$$

Task 2: A matrix can be seen as just a vector

1) Prove that $A \cdot B$ can be written as an inner product of two vectors. as in Equation 1

$$\text{Equation 1 : } v \cdot w = \sum_{d=1}^D v_d w_d$$

Given ~~that~~ the matrices $A, B \in \mathbb{R}^{(m, l)}$

where $A \cdot B := \text{tr}(A^T B)$,

$$\text{tr}(Z) = \sum_i Z_{ii}$$

Assuming A and B have the same dimensions

$$A = \begin{bmatrix} a_{11} & a_{12} & a_{13} & \dots & a_{1m} \\ a_{21} & \ddots & \vdots & & \vdots \\ \vdots & & \ddots & & \vdots \\ a_{l1} & \dots & \dots & & a_{lm} \end{bmatrix}, B = \begin{bmatrix} b_{11} & b_{12} & b_{13} & \dots & b_{1m} \\ b_{21} & \ddots & \vdots & & \vdots \\ \vdots & & \ddots & & \vdots \\ b_{l1} & \dots & \dots & & b_{lm} \end{bmatrix}$$

With the given, we can represent A and B in the vector forms \vec{a} and \vec{b} respectively.

$$\vec{a} = \begin{bmatrix} a_{11} \\ a_{21} \\ \vdots \\ a_{lm} \end{bmatrix}, \vec{b} = \begin{bmatrix} b_{11} \\ b_{21} \\ \vdots \\ b_{lm} \end{bmatrix}$$

Let $D = l \times m$

$$A \cdot B := \text{tr}(A^T B) = \vec{a} \cdot \vec{b} = \sum_{d=1}^D a_d b_d$$

2) Prove that $A \cdot B = B \cdot A$.

As proven in the previous section, A and B can be seen as vectors, we can apply the commutative property.

e.g.

$$\begin{aligned}\vec{a} \cdot \vec{b} &= a_1 b_1 + a_2 b_2 + \dots + a_n b_n \\ &= b_1 a_1 + b_2 a_2 + \dots + b_n a_n \\ &= \vec{b} \cdot \vec{a}.\end{aligned}$$

$$\therefore A \cdot B = B \cdot A$$

(v,w)

3) We know that for every inner product it holds $V \cdot W = \|V\| \|W\| \cos \angle \cdot$

So what is the cosine angle between $\begin{pmatrix} 1 & -2 \\ -2 & 3 \end{pmatrix}$ and $\begin{pmatrix} -1 & 1 \\ 0 & -2 \end{pmatrix}$?

Which angles can constitute the computed cosine angle?

Let \vec{x} and \vec{y} be the vector representations of $\begin{pmatrix} 1 & -2 \\ -2 & 3 \end{pmatrix}$ and $\begin{pmatrix} -1 & 1 \\ 0 & -2 \end{pmatrix}$ respectively

$$\vec{x} = \begin{bmatrix} 1 \\ -2 \\ 3 \end{bmatrix} \quad \vec{y} = \begin{bmatrix} -1 \\ 0 \\ 1 \\ -2 \end{bmatrix}$$

$$\vec{x} \cdot \vec{y} = \|\vec{x}\| \|\vec{y}\| \cos \angle (\vec{x}, \vec{y})$$

$$\begin{aligned}\cos \angle (\vec{x}, \vec{y}) &= \frac{\vec{x} \cdot \vec{y}}{\|\vec{x}\| \|\vec{y}\|} \\ &= \frac{(-1+0-2-6)}{\sqrt{18} \times \sqrt{6}} \\ &= -0.86603\end{aligned}$$

$$\therefore \angle (\vec{x}, \vec{y}) = \cos^{-1} (-0.86603) = 150.0005$$

150°