

### Homework 3

#### Problem 1:

a) **Solution:**

The histogram of the 1000 generated random variables is shown in Fig 1.

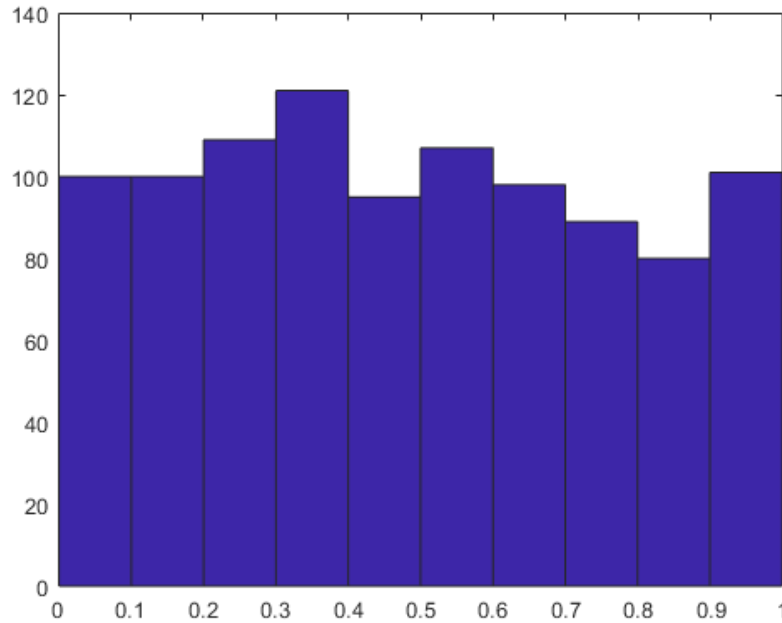


Figure 1: Histogram of 1000 random variables

According to the Law of Large Numbers,  $\mathbb{E}[K_h(X - x)] \approx \frac{K_h(X-x_1)+K_h(X-x_2)+\dots+K_h(X-x_n)}{n} \approx f(x)$ .

When we approximate the pdf using the Gaussian kernel,

$$K_h(X) = \frac{e^{-\frac{1}{2h}x^2}}{\sqrt{2\pi h}}.$$

The results are shown in Fig 2.

We can see from Fig 2 that when the  $h$  is large, the model underfit the pdf, which is not close enough. As the  $h$  is decreasing, the support of the random variable becomes closer to  $[0, 1]$ , and the approximation of pdf becomes more zigzag around 1, starts to overfit.

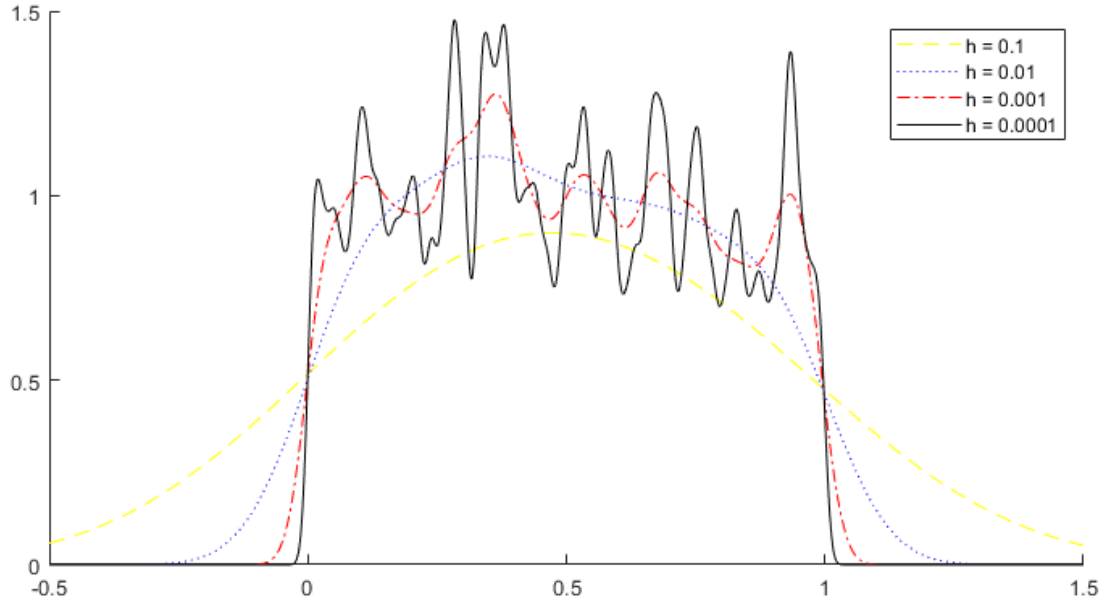


Figure 2: Approximation using Gaussian kernel under different  $h$ s.

b) **Solution:**

When we approximate the pdf using the Laplacian kernel,

$$K_h(X) = \frac{e^{-\frac{1}{2h}x^2}}{\sqrt{2\pi h}}.$$

The results are shown in Fig 3.

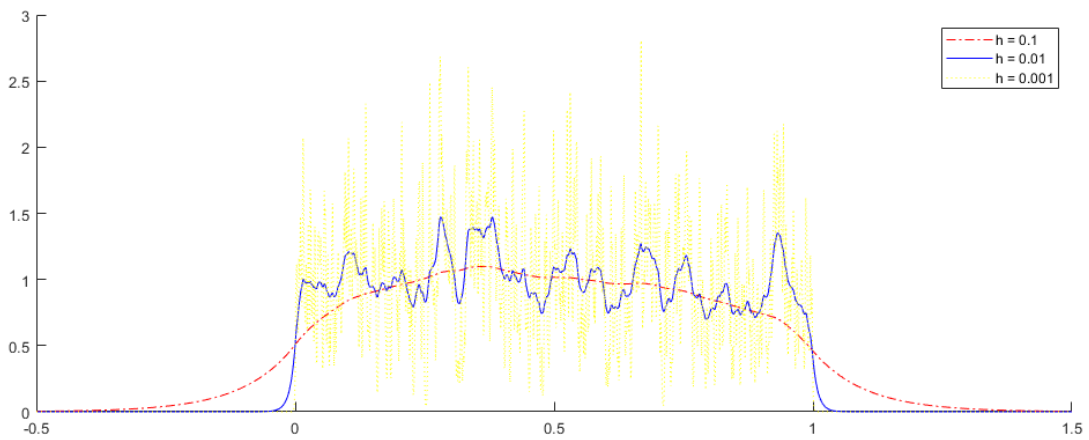


Figure 3: Approximation using Laplacian kernel under different  $h$ s.

**Problem 2:**

a) **Solution:**

By solving this minimization problem:

$$\min_{\phi} \left\{ \sum_{X_i \in \text{stars}} (1 - \phi(X_i))^2 + \sum_{X_j \in \text{circles}} (1 + \phi(X_j))^2 + \lambda \|\phi(X)\|^2 \right\},$$

the idea is to try to minimize the loss.

Define  $V$ , the space of functions that generated by the Gaussian kernel

$$K(X, Y) = e^{-\frac{1}{h}\|X-Y\|^2} = e^{-\frac{1}{h}\{(x_1-y_1)^2+(x_2-y_2)^2\}}.$$

Define  $\phi(X) : z \rightarrow K(x, z)$ ,  $z \in \mathbb{R}^2$ ,  $K(x, z) \in V$ .

In the vector space,  $g(x) = \sum_{i=1}^m \alpha_i K(x, z_i)$ ,  $h(x) = \sum_{i=1}^{m'} \beta_i K(x, z'_i)$ .

Define the inner product:

$$\langle g(x), h(x) \rangle = \sum_{i=1}^m \sum_{j=1}^{m'} \alpha_i \beta_j K(z_i, z'_j).$$

Then we are trying to solving

$$\min_{g(x) \in V} \left\{ \sum_{X_i \in \text{stars}} (1 - g(X_i))^2 + \sum_{X_j \in \text{circles}} (-1 - g(X_j))^2 + \lambda \|g(X)\|^2 \right\}, \text{ where } g(X) = \langle g(X), g(X) \rangle.$$

According to the theorem, the best choice would be  $m = N$ ,  $z_i = x_i$ .

Thus,  $g(x) = \sum_{i=1}^m \alpha_i K(x, x_i) + \sum_{i=1}^{m'} \beta_i K(x, x'_i)$ , where  $x_i$ s are data of stars,  $x'_i$ s are data of circles.

If we concatenate the input data, the inner product would be:

$$\langle g(x), g(x) \rangle = \sum_{i=1}^m \sum_{j=1}^{m'} \alpha_i \alpha_j K(x_i, x'_j) = \alpha^T K \alpha,$$

and  $g(x)$  would be:  $g(x) = K\alpha$ .  $K$  is positive definite and symmetric.

Denote the original class of the input data by  $b$ , then the minimization we are trying to solve becomes:

$$\min(\|b - K\alpha\|^2 + \lambda \alpha^T K \alpha).$$

We let the partial derivative equal to 0, we get  $\alpha = (\lambda I + K)^{-1}b$ .

We hereby successfully turned the question.

b) **Solution:**

Now we can just put the new point  $X_{new}$  into  $g(x) = \alpha_1 K(x, x_i) + \cdots + \alpha_m K(x, x_m) + \alpha_1 K(x, x'_i) + \cdots + \alpha_{m'} K(x, x'_{m'})$ .

If  $g(X_{new}) > 0$ , we call it a star. Otherwise we call it a circle.

c) **Solution:**

The boundary for the two classes would be lying on where  $g(x) = 0$ . The results are shown in Fig 4 and Fig 5.

d) **Solution:**

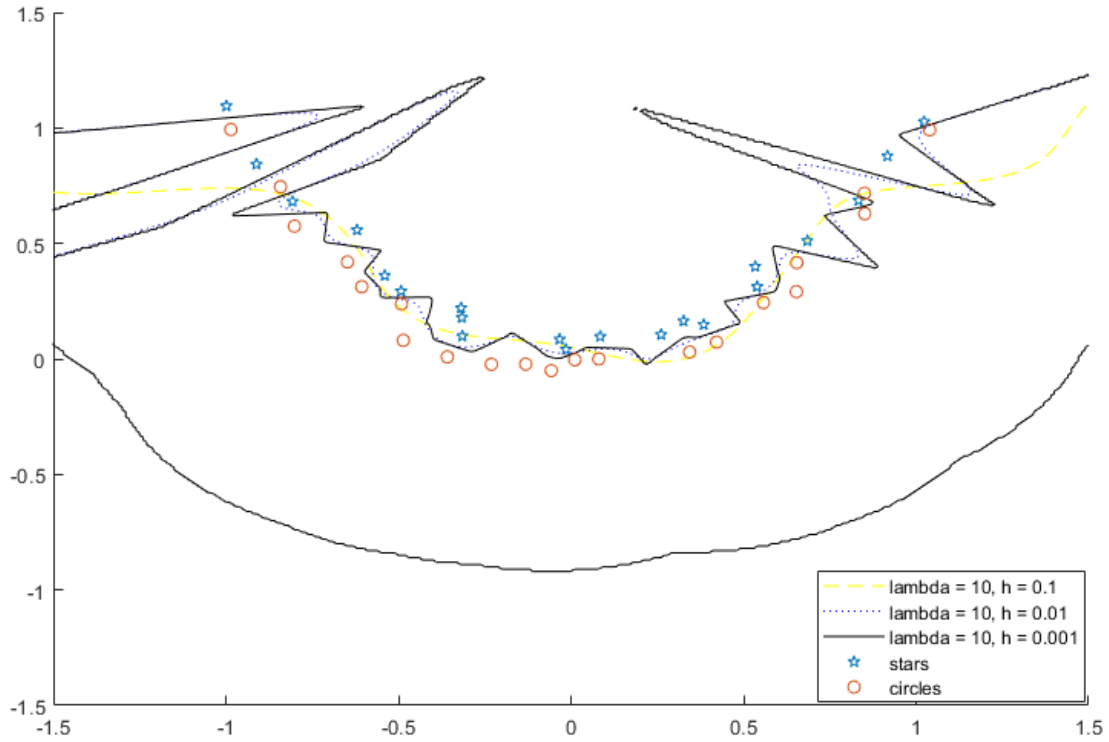


Figure 4: The boundary under different values of  $h$ .

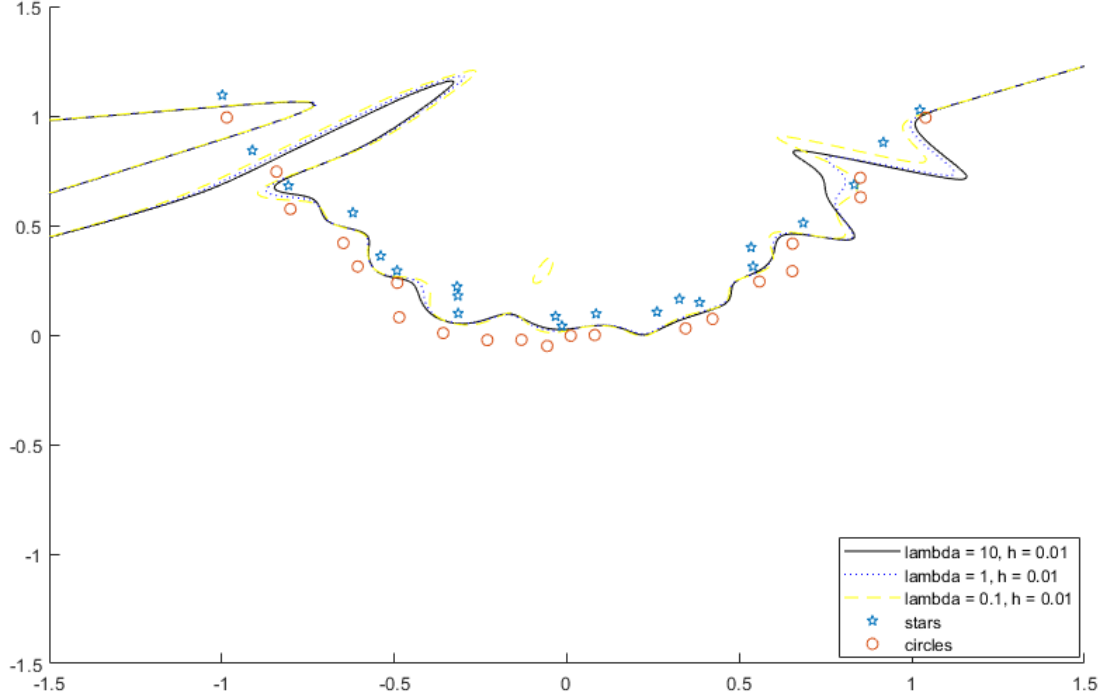


Figure 5: The boundary under different values of  $\lambda$ .

e) **Solution:**

When using the simpler kernel function

$$K(X, Y) = (1 + x_1 y_1 + x_2 y_2)^2,$$

we can still use the theorem.

We can actually use the same  $g(x)$ , so that if given a new point  $X_{new}$ , if  $g(X_{new}) > 0$ , we call it a star. Otherwise we call it a circle.

The results for different values of  $\lambda$  are shown in Fig 6.

Some examples of functions  $\phi(X)$  are:

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$$g(x) = C_0 + x_1 y_1 + x_2 y_2 + \cdots + x^2 y^2$$

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$$g(x) = C_0 + C_1 x_1 + C_1 x_2 + C_2 x_1 x_2 + d_1 x_1^2 + d_2 x_2^2$$

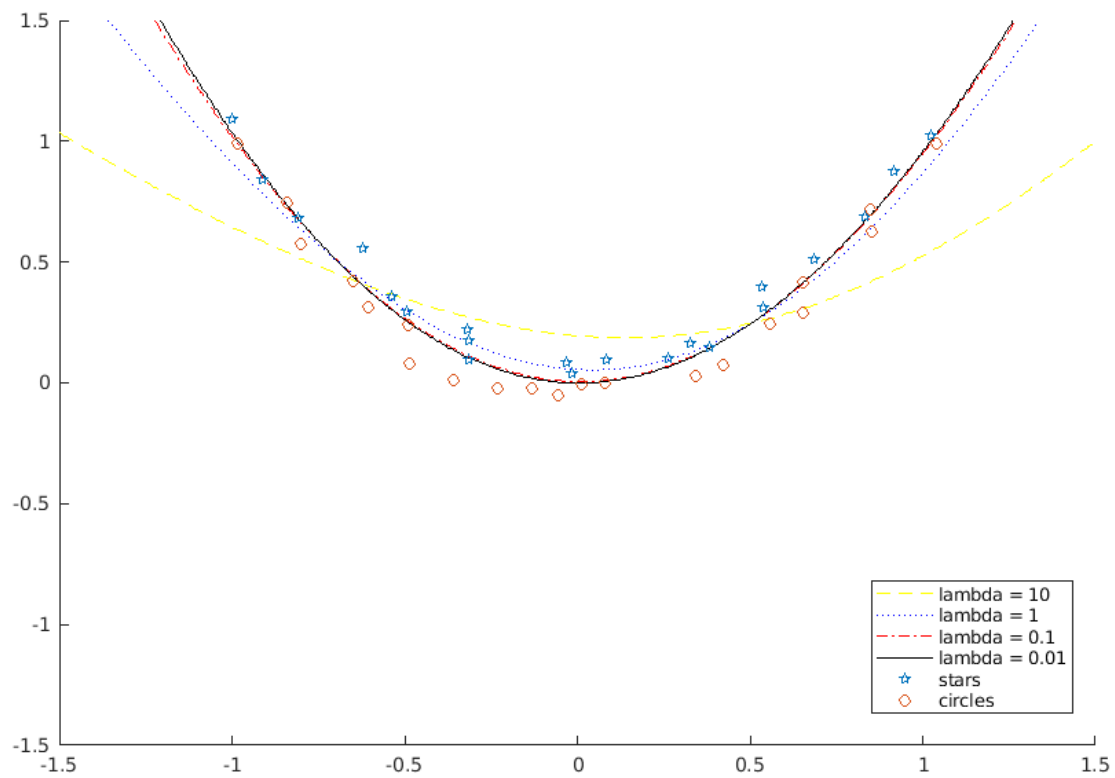


Figure 6: The boundary under different values of  $\lambda$ .