

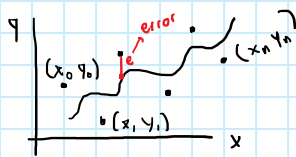
Week 3

Saturday, February 19, 2022

12:30 PM

If we have $N \rightarrow \infty$ points we can fit a polynomial

Polynomial Regression



Normally, it can be an interpolation, but only if points form a continuous function. Otherwise, it is an approximation.

$$a_0 + a_1 x_0 + a_2 x_0^2 + a_3 x_0^3 + \dots + a_N x_0^N = y_0$$

$(a_0, a_1, a_2, \dots, a_N)$?

$$a_0 + a_1 x_1 + a_2 x_1^2 + a_3 x_1^3 + \dots + a_N x_1^N = y_1$$

$$a_0 + a_1 x_N + a_2 x_N^2 + \dots + a_N x_N^N = y_N$$

To matrix notation

$$\text{Vandermonde Matrix} \begin{Bmatrix} \begin{bmatrix} 1 & x_0 & x_0^2 & x_0^3 & \dots & x_0^N \\ 1 & x_1 & x_1^2 & x_1^3 & \dots & x_1^N \\ \vdots & \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & x_N & x_N^2 & x_N^3 & \dots & x_N^N \end{bmatrix} \begin{bmatrix} a_0 \\ a_1 \\ \vdots \\ a_N \end{bmatrix} = \begin{bmatrix} y_0 \\ y_1 \\ \vdots \\ y_N \end{bmatrix} \end{Bmatrix}$$

To vector notation

$$X \vec{a} = \vec{y}$$

The error $\vec{e} = f(x_0) - y_0$
 $\vec{e} = f(\vec{x}) - \vec{y}$
 $\vec{e}^T \vec{e} = \text{scalar}$
 "square"

Minimizing \vec{e} with respect to a
 \rightarrow differentiate and equal to 0

$$\frac{\partial}{\partial a} (\vec{e}^T \vec{e}) = 0$$

$$\frac{\partial}{\partial \vec{a}} (X \vec{a} - \vec{y})^T (X \vec{a} - \vec{y}) = 0$$

$$\frac{\partial}{\partial \vec{a}} (X \vec{a})^T X \vec{a} - (X \vec{a})^T \vec{y} - (\vec{y})^T X \vec{a} + (\vec{y})^T \vec{y} = 0$$

$\rightarrow ((\vec{y})^T X \vec{a})^T = \vec{a}^T X^T \vec{y}$

Taking on account $(AB)^T = B^T A^T$

$$\frac{\partial}{\partial \vec{a}} ((\vec{a}^T X^T) X \vec{a} - \vec{a}^T X^T \vec{y} - \vec{a}^T X^T \vec{y} + \vec{y}^T \vec{y}) = 0$$

$$\frac{\partial}{\partial \vec{a}} ((\vec{a}^T X^T) X \vec{a} - 2(\vec{a}^T X^T \vec{y}) + \vec{y}^T \vec{y}) = 0$$

$$\left[\begin{matrix} \text{vector} \\ \text{vector}^T \end{matrix} \right] \left[\begin{matrix} \vec{y} \\ \vec{y}^T \end{matrix} \right] = \text{vector}^2 \rightarrow f' = 2 \text{vector}$$

$$2X^T X \vec{a} - 2X^T \vec{y} = 0 \rightarrow \text{bilinear forms}$$

$$X^T X \vec{a} = X^T \vec{y}$$

$$\vec{a} = (X^T X)^{-1} X^T \vec{y} \rightarrow \text{least squares solution}$$

How can we guarantee the inverse matrix exists?

\rightarrow if the system has solution

no solution: equal points,
 too few points