

## Random Variable

R.V. is a function that maps random event to a number. It is not a variable in the sense that it appears in the equations.

Ex 1:

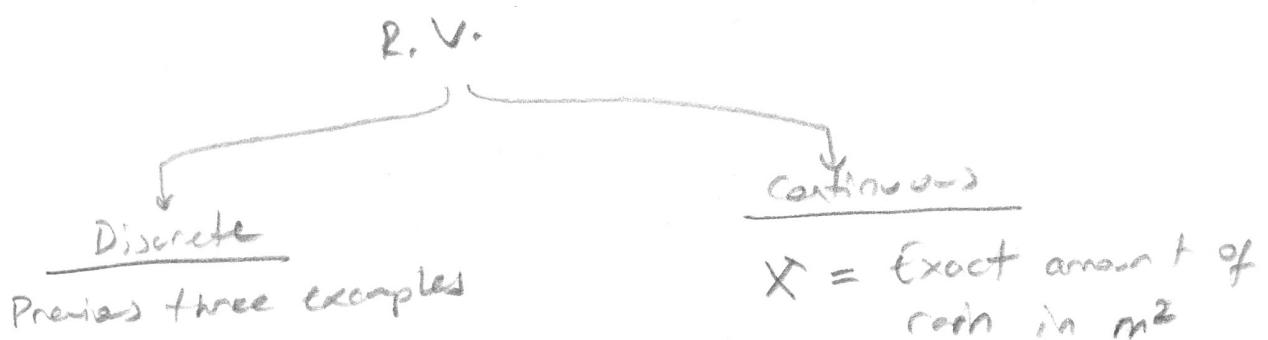
$$X : \{ \text{it will rain, it will not rain} \} \rightarrow \{ 1, 0 \}$$

Ex 2:

$$X : \{ \text{Head, Tail} \} \rightarrow \{ 1, 0 \}$$

Ex 3:

$$X : \{ \text{Rolling a dice} \} \rightarrow \{ \text{Number that faces up} \}$$



## Expected Value

$$E[X=x] = \sum_x x p(x) = M$$

Expectation of other functions to be calculated

$$E[g(x)] = \sum_x g(x) p(x)$$

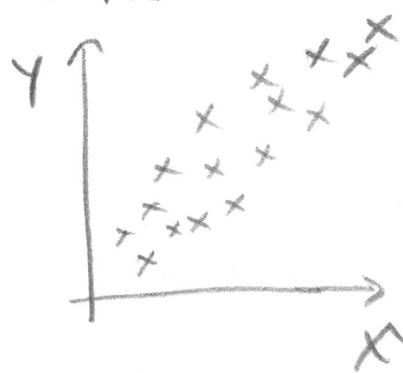
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## Variance:

$$E[(x-\mu)^2] = \sum_x (x-\mu)^2 p(x) = \text{Var}(x) = \sigma^2$$

## Covariance

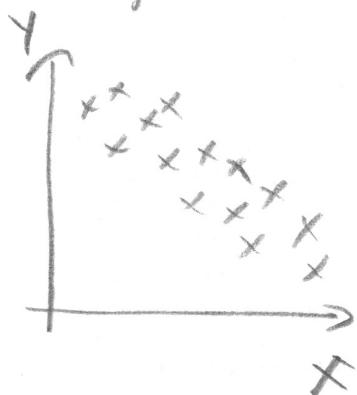
- Positive covariance between two r.v.s



$$\text{cov}(x,y) = E[(x-\mu_x)(y-\mu_y)]$$

$x > \mu_x$ :	+	+		+
$x < \mu_x$ :	-	-		+

- Negative Covariance between two r.v.s



$$x > \mu_x : + - : -$$

$$x < \mu_x : - + : -$$

②

## PCA

PCA tries to find "components" that capture the maximal variance within the data.

Ex:  $X \rightarrow I \times J$  matrix that contains our  $I$  observations with  $J$  features.

If we subtract mean of each column from the corresponding column, the data points are centered

$$\vec{x}_i \leftarrow \vec{x}_i - \vec{\mu}_X \quad \begin{matrix} \rightarrow \text{subtract mean from} \\ \text{each row} \end{matrix}$$

So, we assume that in the following

$X$  is an centered dataset

\* Finding direction of maximal variance corresponds to

$$\max_{\vec{c}} \vec{c}^T X^T X \vec{c}, \quad c^T c = 1$$

- If we take each observation  $\vec{x}_i, i=1 \dots I$  separately

$$w = \vec{x}_i \vec{c}$$

$\hookrightarrow$  This is row vector.

$\sim$  Projects observation onto  $c$ . This is a scalar on the direction  $c$ .

Therefore  $\vec{w} = X \vec{c} \rightarrow$  projects dataset onto  $c$

Because  $X$  contains mean subtracted data

$\vec{w}^T \vec{w} \rightarrow$  corresponds to variance of the projected data

It is equal to  $\vec{c}^T X^T X \vec{c} = \vec{w}^T \vec{w}$

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(3)

Output of the  $\vec{z}^T X^T X \vec{z}$  is a scalar which corresponds to variance in the direction of  $\vec{z}$ .

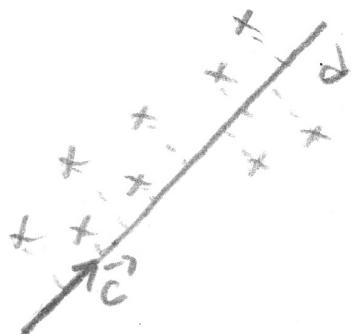
To find maximum of the problem

$$\vec{z}^T X^T X \vec{z}$$

we will compute the <sup>nat</sup> eigenvalue of  $X^T X$  and set  $\vec{z}$  to the eigenvector of  $X^T X$

\* why do we have to find greatest eigenvalue?

Projecting data on a vector  $\vec{c}$  means that projecting data on a line in the orientation of the vector  $\vec{c}$



The line  $d$  is parametrically represented as

$$d = \vec{m} + a\vec{c}, \quad \vec{c}^T \vec{c} = 1 \rightarrow \text{unit vector}$$

$\hookrightarrow$  parametric equation of a line

The points projected on this straight line would be

$$\vec{x}_i = \vec{m} + a_i \vec{c}, \quad i=1 \dots I$$

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To minimize error we have to minimize following equation

$$J_1(a_1, a_2, \dots, a_N, \vec{c}) = \sum_{i=1}^N \| \vec{m} + a_i \vec{c} - \vec{x}_i \|^2$$

Expand:

$$\begin{aligned} J_1 &= \sum_{i=1}^N a_i^2 \|\vec{c}\|^2 - 2 \sum_{i=1}^N a_i \vec{c}^\top (\vec{x}_i - \vec{m}) + \sum_{i=1}^N \|\vec{x}_i - \vec{m}\|^2 \\ &= \sum_{i=1}^N a_i^2 - 2 \sum_{i=1}^N a_i \vec{c}^\top (\vec{x}_i - \vec{m}) + \sum_{i=1}^N \|\vec{x}_i - \vec{m}\|^2 \end{aligned}$$

It is the quadratic equation w.r.t.  $a_i$

$$\frac{\partial J_1}{\partial a_i} = a_i - \vec{c}^\top (\vec{x}_i - \vec{m}) = 0$$

$$a_i = \vec{c}^\top (\vec{x}_i - \vec{m})$$

$$\begin{aligned} J_1(\vec{c}) &= - \sum \vec{c}^\top (\vec{x}_i - \vec{m}) (\vec{x}_i - \vec{m}) \vec{c} + \sum_{i=1}^N \|\vec{x}_i - \vec{m}\|^2 \\ &= - \vec{c}^\top S \vec{c} + \sum_{i=1}^N \|\vec{x}_i - \vec{m}\|^2 \end{aligned}$$

where  $S = \sum_{i=1}^N (\vec{x}_i - \vec{m})(\vec{x}_i - \vec{m})^\top \rightarrow$  called sample covariance matrix

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So, minimizing  $J_1$  is equal to maximize

$$\vec{c}^T S \vec{c}, \text{ subject to } \vec{c}^T \vec{c} = 1$$

If we add constraint as a Lagrange multiplier

$$\max_{\vec{c}} \vec{c}^T S \vec{c} - \lambda(\vec{c}^T \vec{c} - 1)$$

↳ quadratic equation

If we differentiate and equate to 0

$$2S\vec{c} - 2\lambda\vec{c} = 0 \Rightarrow \underbrace{S\vec{c} = \lambda\vec{c}}_{\downarrow}$$

This is the eigenvalue  
eigenvector problem.

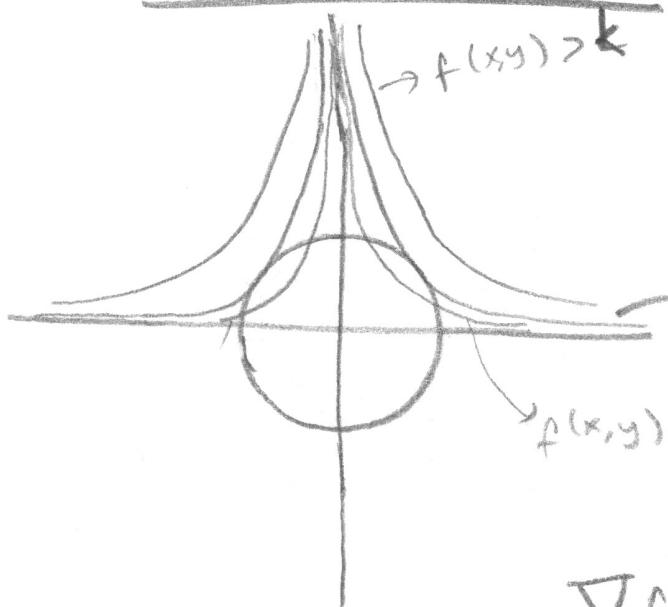
Because  $\vec{c}$  is a unit vector

$\vec{c}^T S \vec{c} \rightarrow$  scalar value

maximum of  $\vec{c}^T S \vec{c}$  this value corresponds  
to maximum of eigenvalue  $\lambda$ .

⑥

## Lagrange Multipliers



Maximize  $f(x,y) = xy$

on the set  $x^2 + y^2 = 1$

$$\rightarrow f(x,y) = k$$

$$f(x,y) < k$$

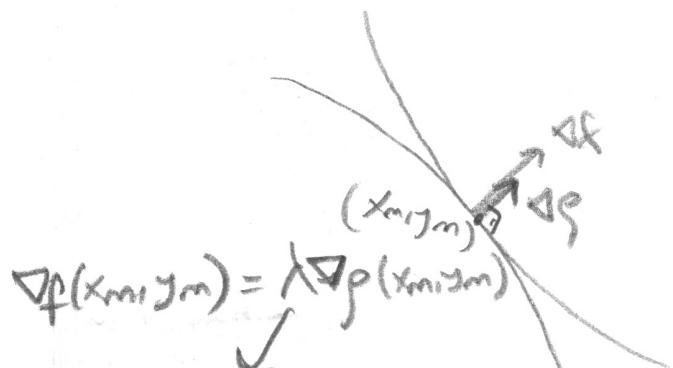
$\nabla f$  (Gradient of  $f$ ) (Lagrange) gives the direction  
the most rapid changes of the  
contours.

$\nabla f$  is perpendicular to the contour  
lines

Define a constraint  
as a curve

$$g(x,y) = x^2 + y^2$$

$$\nabla g = \begin{bmatrix} 2x \\ 2y \end{bmatrix}$$



$$\nabla f(x_m, y_m) = \lambda \nabla g(x_m, y_m)$$

Lagrange multiplier

Therefore

$$\nabla f = \begin{bmatrix} 2xy \\ x^2 \end{bmatrix} = \lambda \nabla g = \lambda \begin{bmatrix} 2x \\ 2y \end{bmatrix}$$

⑦

$$\boxed{\begin{aligned} 2xy &= 2x\lambda \\ x^2 &= 2y\lambda \\ x^2 + y^2 &= 1 \end{aligned}}$$

Three variables (unknown)  
Three equations

$$y = \lambda$$

$$3\lambda^2 = 1$$

$$x = \lambda\sqrt{2}$$

$$\lambda = \pm \sqrt{\frac{1}{3}}$$

$$x = \pm \sqrt{\frac{2}{3}}$$

There are four points

$$\left(\frac{\sqrt{2}}{\sqrt{3}}, \frac{1}{\sqrt{3}}\right)$$

Gives max for  $f(x,y)$

$$\left(-\frac{\sqrt{2}}{\sqrt{3}}, \frac{1}{\sqrt{3}}\right)$$

$$\left(\frac{\sqrt{2}}{\sqrt{3}}, -\frac{1}{\sqrt{3}}\right)$$

$$\left(-\frac{\sqrt{2}}{\sqrt{3}}, -\frac{1}{\sqrt{3}}\right)$$

Lagrangean: Combine constraint function with the target function.

~~Eg:~~  $\max f(x,y) = x^2 e^y y$  subject to  $g(x,y) = x^2 + y^2 = b$

$$\nabla f = \lambda \nabla g$$

⑧

$$\mathcal{L}(x, y, \lambda) = f(x, y) - \lambda(g(x, y) - b)$$

$$\nabla \mathcal{L} = 0 \rightarrow \nabla \mathcal{L} = \begin{bmatrix} \frac{\partial \mathcal{L}}{\partial x} \\ \frac{\partial \mathcal{L}}{\partial y} \\ \frac{\partial \mathcal{L}}{\partial \lambda} \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$\frac{\partial \mathcal{L}}{\partial x} = \frac{\partial f}{\partial x} - \lambda \frac{\partial g}{\partial x} = 0$$

$$\frac{\partial f}{\partial x} = \lambda \frac{\partial g}{\partial x}$$

$$\frac{\partial \mathcal{L}}{\partial y} = \frac{\partial f}{\partial y} - \lambda \frac{\partial g}{\partial y} = 0$$

$$\frac{\partial f}{\partial y} = \lambda \frac{\partial g}{\partial y}$$

$$\frac{\partial \mathcal{L}}{\partial \lambda} = -(g(x, y) - b) = 0$$

$$g(x, y) = b$$

Lagrange converts constrained problem into unconstrained problem that can be solvable w/ np computer programs more easily.

(g)