

How are we doing today?

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We'll start w/ reviewing your Lec II  
ICAs 😊

# Admin

At 10am: your Test 1 was 67% graded → grades to you all by Monday

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- For my ICAs for my lectures, we are moving to the following format:
- Every lecture, you will answer \*the same\* three questions:
  1. What did you learn from this lecture?
  2. What are you confused about?
  - ~~3. (a question about either an ICA or a homework problem)~~
- I will stop lecture 10 minutes early for you to do this. You are expected to do this during class time.
- **Only** turn this in on Canvas

# Admin

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- You may assume that there will be no lecture content on test days
- You may assume that there will be no asynchronous lecture content for Patriot's Day (this is the last Monday holiday this semester) -> we will have 1 fewer ICA than Prof. Higger's sections
  - Because you should all be watching Molly Seidel in the marathon
- Plan to be here in person for the following days before spring break:
  - Thursday, March 3rd (Test 2)
  - Thursday, March 10th (Mini Project Day 1)



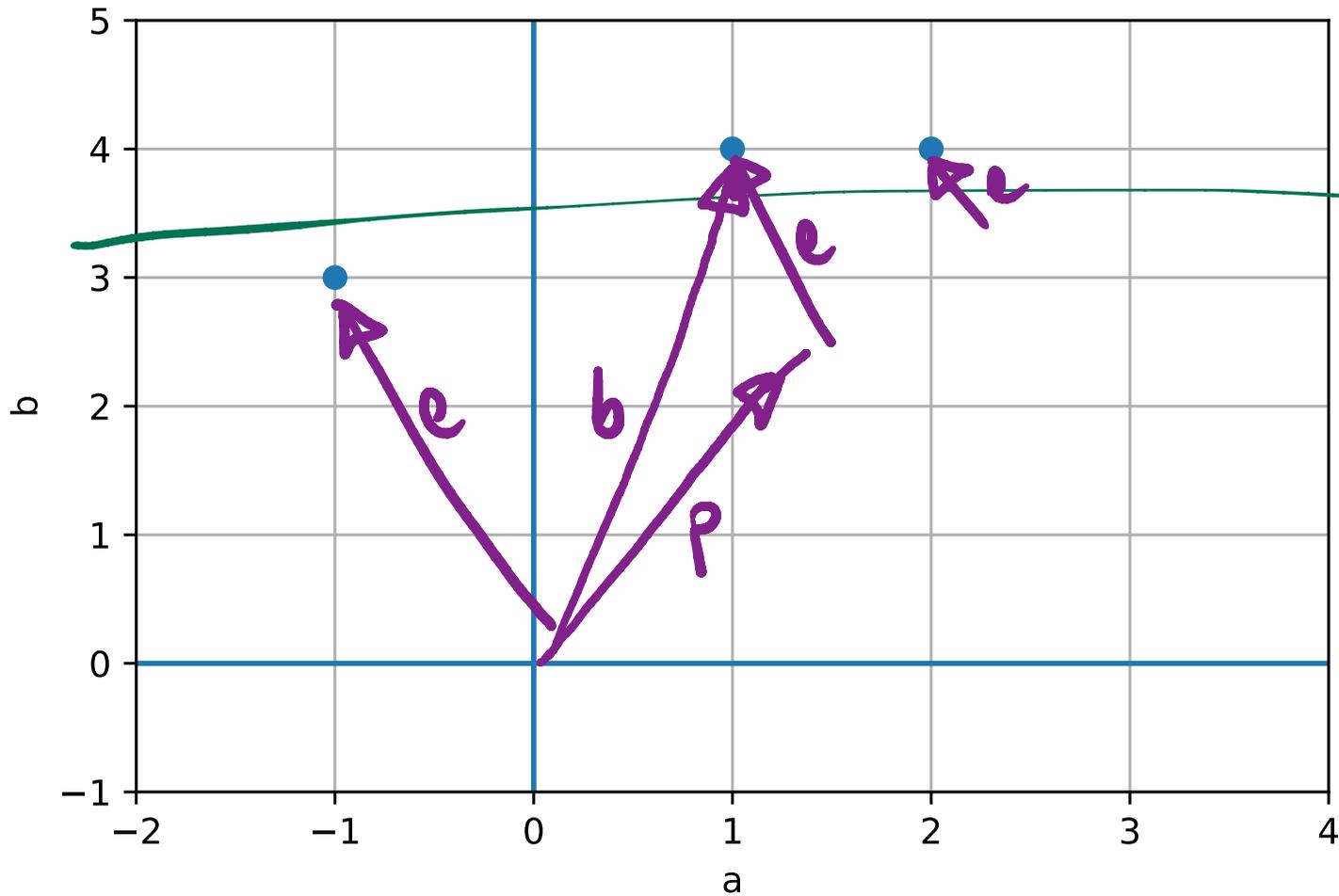
# line of best fit, eigenvalues/ vectors, Markov Chains review

↳ HW 4

# Line of Best Fit - Lec 11 ICA

$$\vec{p} = \frac{b^T a}{a^T a} a$$

- Find the line of best fit for the below scatter points. (Using  $p = ma$ )



$$\begin{bmatrix} -1 \\ 3 \end{bmatrix}, \begin{bmatrix} 1 \\ 4 \end{bmatrix}, \begin{bmatrix} 2 \\ 4 \end{bmatrix}$$

$$b = ma$$

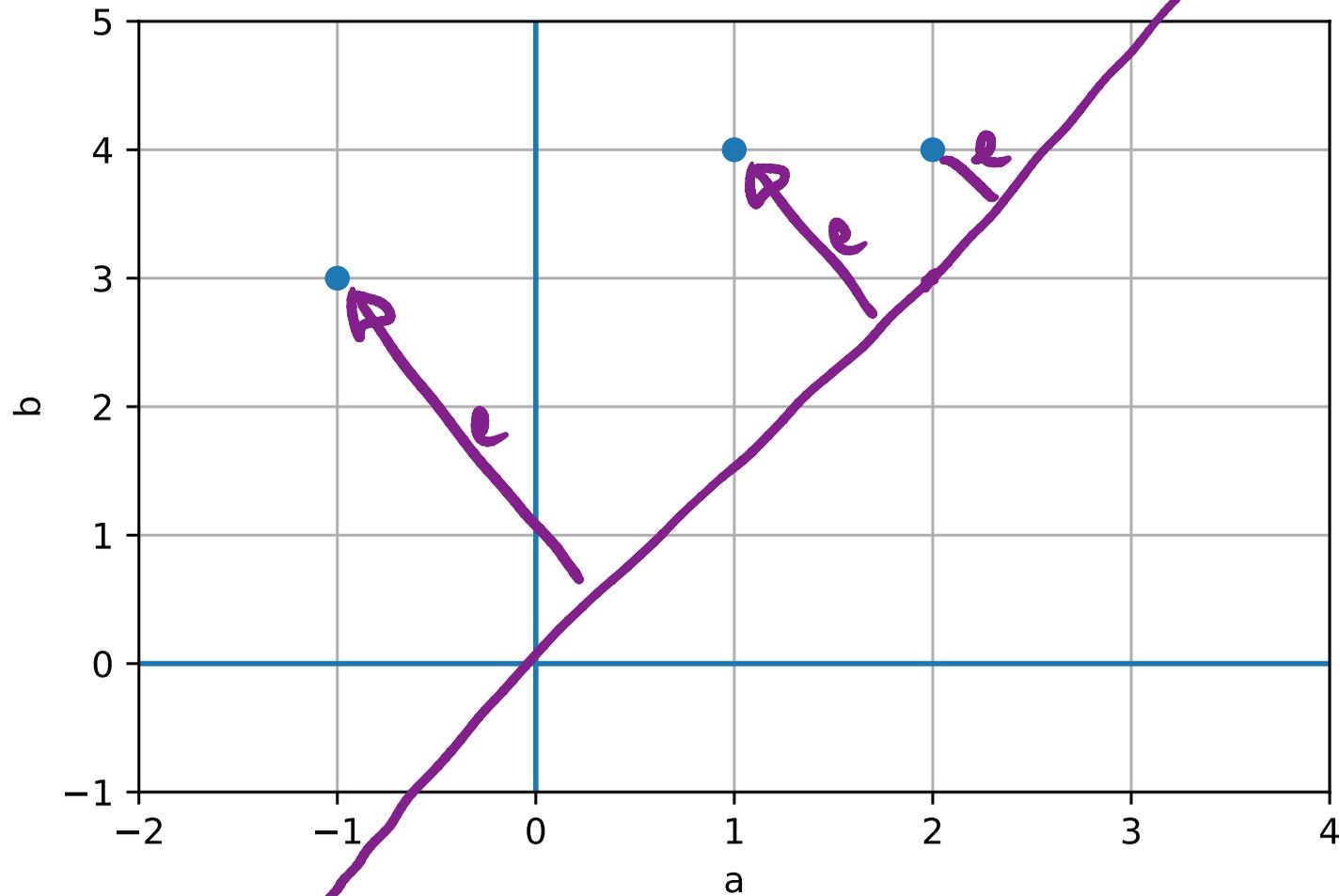
$$\begin{bmatrix} 3 \\ 4 \\ 4 \end{bmatrix} = m \begin{bmatrix} -1 \\ 1 \\ 2 \end{bmatrix}$$

y-values                  x-values

$$y = mx$$

# Line of Best Fit - Lec 11 ICA

- Find the line of best fit for the below scatter points. (Using  $p = ma$ )



$$\begin{aligned}
 & \begin{bmatrix} -1 \\ 3 \end{bmatrix}, \begin{bmatrix} 1 \\ 4 \end{bmatrix}, \begin{bmatrix} 2 \\ 4 \end{bmatrix} \\
 \vec{p} &= \frac{\begin{bmatrix} 3 \\ 4 \\ 4 \end{bmatrix} \begin{bmatrix} -1 & 1 & 2 \end{bmatrix}}{\begin{bmatrix} -1 \\ 1 \\ 2 \end{bmatrix} \begin{bmatrix} -1 & 1 & 2 \end{bmatrix}} \begin{bmatrix} -1 \\ 1 \\ 2 \end{bmatrix} \\
 &= \frac{a}{6} \begin{bmatrix} -1 \\ 1 \\ 2 \end{bmatrix} = \frac{3}{2} a
 \end{aligned}$$

# Line of Best Fit - Equation Summaries

- To find a polynomial of best fit, you'll be solving for:  $\vec{p} = \underline{A}\vec{m}$ , using the equation  $\vec{p} = A(A^T A)^{-1} A^T b$  (since you know the values of  $b$  and  $a$ )
- Where  $b$  is the vector of "y values";  $A$  is the matrix of "x values" raised to the power of the "current" coefficient;  $m$  is the vector of "slopes"

$$\begin{bmatrix} 3 \\ 4 \\ 4 \end{bmatrix} = \begin{bmatrix} -1^0 \\ 1^0 \\ 2^0 \end{bmatrix} m_0 + \begin{bmatrix} -1^1 \\ 1^1 \\ 2^1 \end{bmatrix} m_1 + \begin{bmatrix} -1^2 \\ 1^2 \\ 2^2 \end{bmatrix} m_2 + \dots$$

$$b = m_0 a^0 + m_1 a^1$$

$$b = m_0 a^0 + m_1 a^1 + m_2 a^2$$

# Eigenvalues/vectors - Lec 11 ICA

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- What is an eigenvector?

↳ a vector that for a given transformation, doesn't move off its own span

- What is an eigenvalue?

↳ how much eigenvector scales

- Find the eigenvalues/vectors for the given matrix:  $A = \begin{bmatrix} -1 & 3 \\ 0 & 2 \end{bmatrix}$

$$A \vec{v} = \lambda \vec{v}$$

eigen vectors

↓  
eigen value

$$\begin{bmatrix} A \end{bmatrix} \begin{bmatrix} v \end{bmatrix} = \begin{bmatrix} \lambda & 0 \\ 0 & \lambda \end{bmatrix} \begin{bmatrix} v \end{bmatrix}$$

# Eigenvalues/vectors - Lec 11 ICA

- Find the eigenvalues for the given matrix:

$$A\vec{v} = \lambda\vec{v}$$

$$A\vec{v} - \lambda\vec{v} = 0$$

$$(A - \lambda I)\vec{v} = 0$$

↳ to be 0

$$\rightarrow \underline{\det(A - \lambda I) = 0}$$

$$\det \begin{pmatrix} -1 - \lambda & 3 \\ 0 & 2 - \lambda \end{pmatrix} = 0$$

$$A = \begin{bmatrix} -1 & 3 \\ 0 & 2 \end{bmatrix}$$

$$\lambda = -1, 2$$

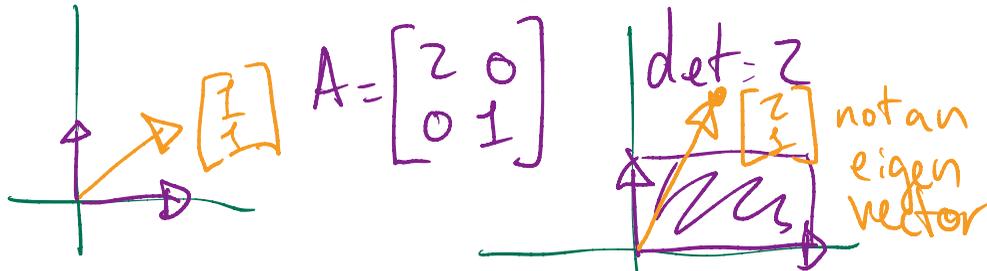
$$(-1 - \lambda)(2 - \lambda) - (3)(0) = 0$$

$$\underline{(-1 - \lambda)} \underline{(2 - \lambda)} = 0$$

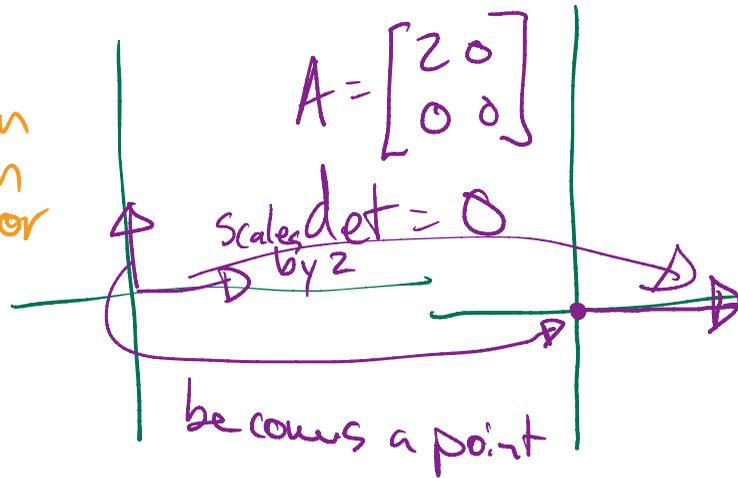
# What's going on w/ Eigen vectors + determinants of zero? (added after lecture) <sup>①</sup>

- the only way for a matrix \* a non-zero vector to be 0 is for the determinant of the matrix to be 0

↳ this means that the transformation w/ this matrix "squishes into lower dimension space."



eigen vectors: x axis + y-axis



$$A = \begin{bmatrix} 2 & 0 \\ 0 & 1 \end{bmatrix}$$

$$\det(A - I\lambda) = 0$$

- notice that we have an eigen value associated w/ each basis vector

$$\hookrightarrow \lambda = 2, 1$$

- when we ask for  $\det(A - I2)$ , we are essentially "reducing out" the basis vector associated w/ this eigen value:

$$\begin{bmatrix} 2-2 & 0 \\ 0 & 1-2 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} x + \begin{bmatrix} 0 \\ -1 \end{bmatrix} y = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \rightarrow \text{tells us the } x\text{-axis is an eigen vector}$$

# Eigenvalues/vectors - Lec 11 ICA

- Find the eigenvectors for the given matrix:

$$\lambda = -1, 2$$

$$(A - I\lambda)\vec{v} = 0$$

$$A = \begin{bmatrix} -1 & 3 \\ 0 & 2 \end{bmatrix}$$

$$\underbrace{\begin{bmatrix} -1 & -1 & 3 \\ 0 & 2 & -1 \end{bmatrix}}_{A - I\lambda} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

eigen vector(s):  
anything on the  
x axis

$$\begin{bmatrix} 0 & 3 \\ 0 & 3 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$\begin{bmatrix} 0 \\ 0 \end{bmatrix} x + \begin{bmatrix} 3 \\ 3 \end{bmatrix} y = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

# Eigenvalues/vectors - Lec 11 ICA

Added after lecture

- Find the eigenvectors for the given matrix:

$$A = \begin{bmatrix} -1 & 3 \\ 0 & 2 \end{bmatrix}$$

$$\lambda = 2$$
$$\begin{bmatrix} -1-2 & 3 \\ 0 & 2-2 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$\begin{bmatrix} -3 & 3 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$-3x + 3y = 0 \rightarrow -x + y = 0 \rightarrow x = y$$

Eigenvectors:

$\begin{bmatrix} 1 \\ 1 \end{bmatrix}$  + all scaled versions

# Eigenvalues/vectors - Lec 11 ICA

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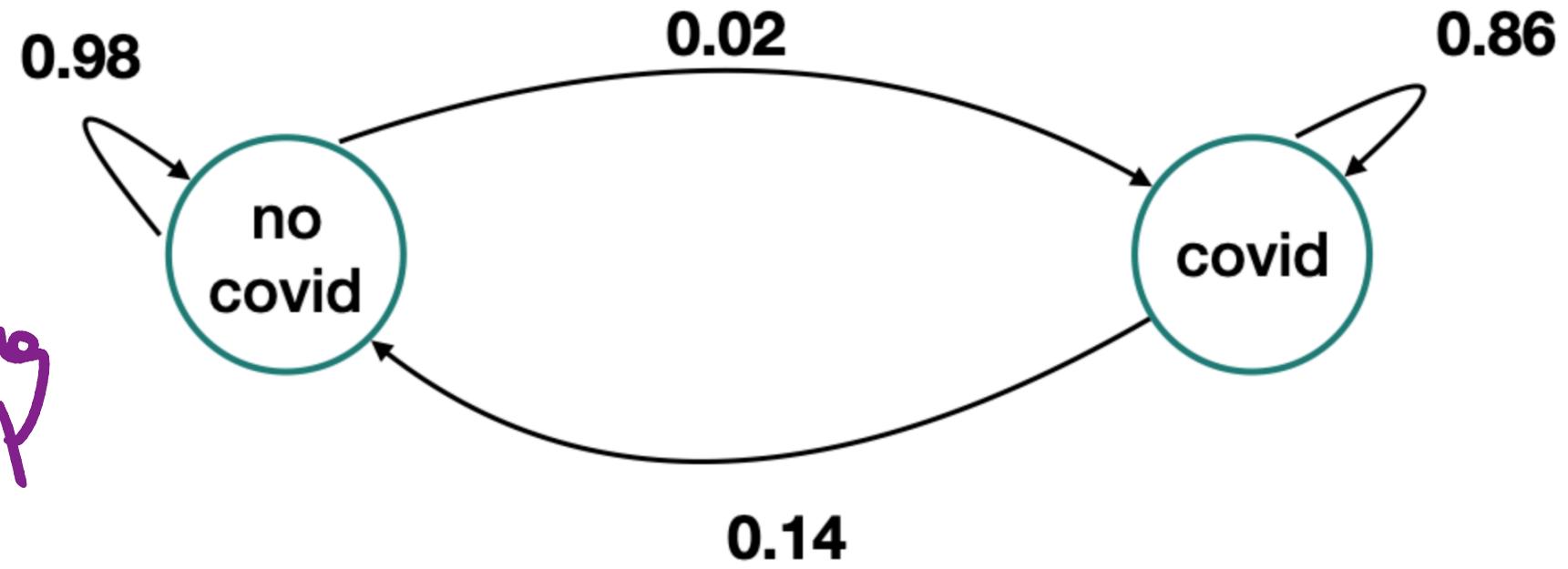
- For HW 4—you'll need to find the determinant of a 3 x 3 matrix. This is the equation:

- $$\det\begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix} = a * \det\begin{bmatrix} e & f \\ h & i \end{bmatrix} - b * \det\begin{bmatrix} d & f \\ g & i \end{bmatrix} + c * \det\begin{bmatrix} d & e \\ g & h \end{bmatrix}$$

- (Feel free to look up examples online/in your textbooks too :D )

# Markov Chains - Lec 11 ICA

what is time?  
↳ according to model def.



$$\begin{bmatrix} c' \\ n' \end{bmatrix} = \begin{bmatrix} 0.86 \\ 0.14 \end{bmatrix} c + \begin{bmatrix} 0.02 \\ 0.98 \end{bmatrix} n$$

$$x' = \begin{bmatrix} 0.86 & 0.02 \\ 0.14 & 0.98 \end{bmatrix} x$$

today state

overall state for tomorrow

# Markov Chains - Lec 11 ICA

- At time 3:

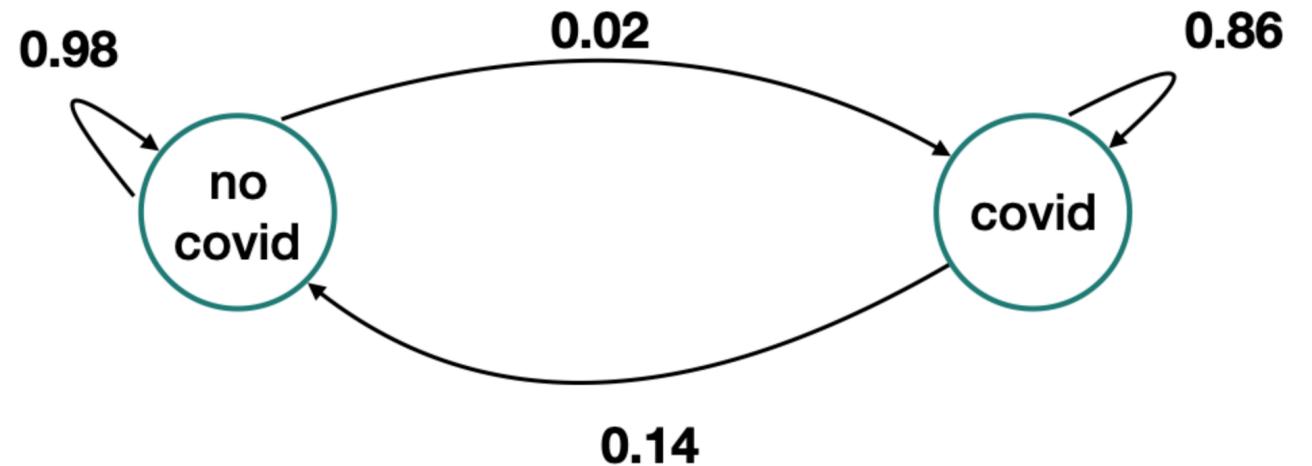
```
1 x = np.array([[50, 10000]]).T |  
2 x_prime_3 = A @ A @ A @ x  
3 print(x_prime_3)
```

```
[[ 541.3008]  
 [9508.6992]]
```

$$A A A x = x^3$$

- At time 4:

```
[[ 655.692672]  
 [9394.307328]]
```



• are covid cases increasing? → yes!

# Markov Chains - Lec 11 ICA

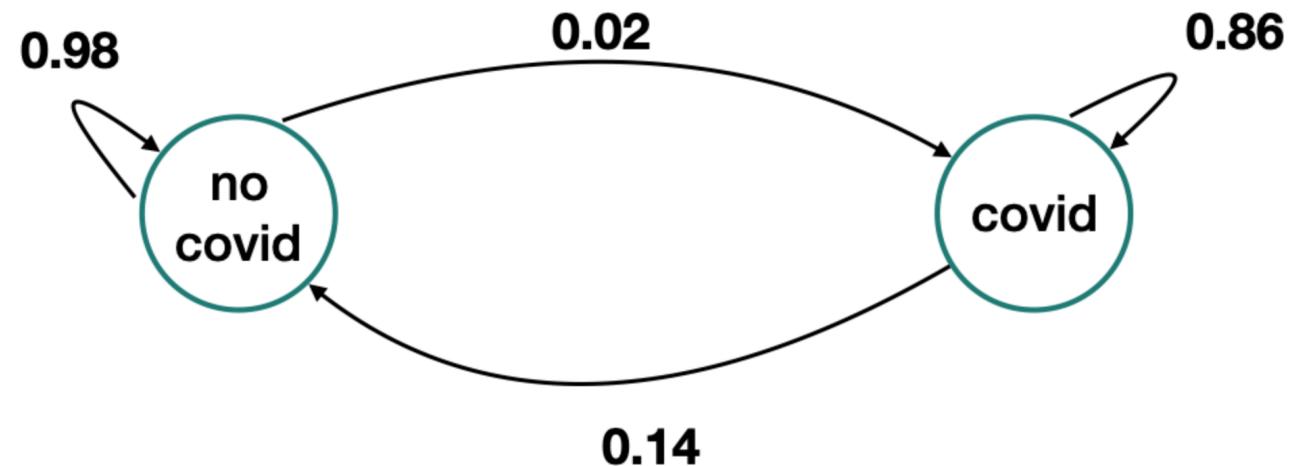
- For these systems, there is a notion of a "steady state". If we find the vector associated with eigenvalue 1, this translates to the "steady state"

```
2 values, vectors = np.linalg.eig(A)
3 print(values)
4 print(vectors[:, 0]) # first eigen vector
5 print(vectors[:, 1]) # second eigen vector
```

```
[0.84 1. ]
[-0.70710678  0.70710678]
[-0.14142136 -0.98994949]
```

```
1 # steady state
2 print (A @ vectors[:, 1])
3 print (A @ A @ vectors[:, 1])
4 print (A @ A @ A @ vectors[:, 1])
```

```
[-0.14142136 -0.98994949]
[-0.14142136 -0.98994949]
[-0.14142136 -0.98994949]
```

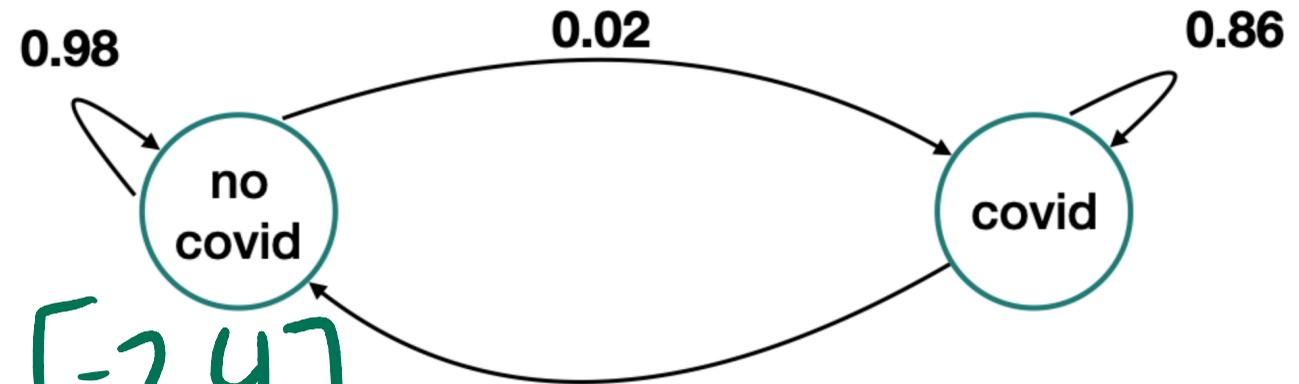


# Markov Chains - Lec 11 ICA

- How can we make these numbers make more sense? (We don't have negative fractional people, last I checked)

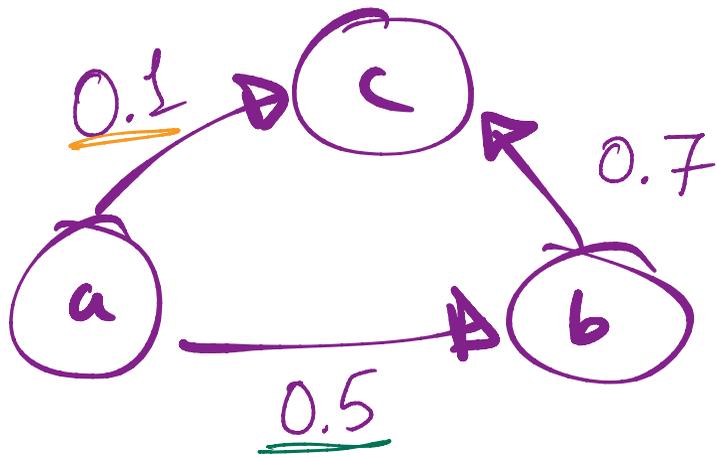
```
2 values, vectors = np.linalg.eig(A)
3 print(values)
4 print(vectors[:, 0]) # first eigen vector
5 print(vectors[:, 1]) # second eigen vector
```

```
[0.84 1. ]
[-0.70710678  0.70710678]
[-0.14142136 -0.98994949]
```



$$c \begin{bmatrix} 0.7 \\ -0.99 \end{bmatrix} = \begin{bmatrix} \frac{0.7}{(0.7 + -0.99)} \\ \frac{-0.99}{(0.7 + 0.99)} \end{bmatrix} = \begin{bmatrix} -2.4 \\ 3.4 \end{bmatrix}$$

$$c \begin{bmatrix} 1 \\ 4 \end{bmatrix}$$



$$a' = a - \underline{0.5a} - \underline{0.1a}$$

$$b' = b - 0.7b + 0.5a$$

$$c' = c + 0.1a + 0.7b$$

12:36

break: 12:40

↳ stretch

↳ compare  
w/ neighbors

↳ re-set yourselves  
a bit

Felix reminders:

↳ add 2<sup>nd</sup> eigenvector math

↳ explicit example of why  $\det(\underline{m}) = 0$

makes eigenvectors happen



# intro to probability and statistics

HW5  
boundary

What is the probability of rolling two ones on two 6-sided dice?

AND

$$\frac{1}{6} * \frac{1}{6} = \frac{1}{36}$$

What is the probability of rolling a prime number on one 6-sided die?

OR

$$\frac{1}{6} + \frac{1}{6} + \frac{1}{6} = \frac{3}{6} = \frac{1}{2}$$

↳ 2, 3, 5

# Random Variables

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- A **random variable** is a variable whose value is determined by a probability distribution.
- Examples!

↳ a die  $\{ \frac{1}{6}, \dots, \frac{1}{6} \}$

↳ the weather tomorrow:  $\{ \text{snow: } \frac{1}{2}, \text{sleet: } \frac{1}{4}, \text{fog: } \frac{1}{4} \}$

↳ deck of cards

# Random Variables

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- Random variables are normally written with capital letters:  $X, Y, Z$

$X =$  outcome of rolling a 6-sided die

# Expected Value

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- A **random variable** is a variable whose value is determined by a probability distribution.
- Random variables have an **expected value**. (written as:  $E[X]$ )
- When I roll a 6-sided die, what value do I expect to see?

5, 3, 2, 1, 3, ...

# Expected Value

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- A **random variable** is a variable whose value is determined by a probability distribution.
- Random variables have an **expected value**. This corresponds to the average value I expect given **infinite trials**. (written as  $E[X]$ )
- When I roll a 6-sided die from **now until eternity**, what **average** value do I expect to see?

$$\frac{1}{6}(1) + \frac{1}{6}(2) + \frac{1}{6}(3) + \frac{1}{6}(4) + \frac{1}{6}(5) + \frac{1}{6}(6)$$
$$= \frac{1 + 2 + \dots + 6}{6} = 3.5$$

# Expected Value

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- The expected value equation is, formally:  $E[X] = \sum_x P(X = x) \cdot x$



little  $x$  is a specific outcome

# Expected Value - ICA Question 1

If a random variable,  $X$ , is a 5-sided die, what is the **expected value**? ( $E[X]$ )

$$E[X] = 3$$

... and if a trickster erased all odd numbers from the die? (making these sides blank instead)

$$1, 3, 5 \rightarrow 0$$

$$\frac{0 + 2 + 0 + 4 + 0}{5} = \frac{6}{5}$$

# Variance

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- A **random variable** is a variable whose value is determined by a probability distribution.
- Random variables have a **variance**. This is a measurement of the average distance from the **expected value** each individual trial will be.
- When I roll a 6-sided die, how far from the **expected value** do I think that it will be?

$$\frac{1}{6} (1 - 3.5)^2 + \frac{1}{6} (2 - 3.5)^2 + \dots + \frac{1}{6} (6 - 3.5)^2$$

"distance"

2.92

Variance: 2.92

# Variance

• std dev is  $\sqrt{\text{Var}(X)}$

- The variance equation is, formally:  $E[(x - E[X])^2]$
- Alternatively, we can write this as:  $\text{Var}(X) = \sum_x P(X = x) * (x - E[X])^2$
- Felix comes to you with a coin that has their favorite numbers on each side: 97 and -40. What is the variance?

$$E[X] = \frac{1}{2}(97) + \frac{1}{2}(-40) = \frac{57}{2} = 28.5$$

$$\text{Var}(X) = \frac{1}{2}(97 - 28.5)^2 + \frac{1}{2}(-40 - 28.5)^2 = \text{the answer}$$

## Expected Value - ICA Question 2

If a random variable,  $X$ , is a 5-sided die, what is the **variance**? ( $Var(X)$ )

$$Var(X) = 2$$

What can you do to the die to reduce the variance but maintain  $E[X]$ ?

↳ make all sides = 3,  $E[X] = 3$   $Var(X) = 0$

↳ 5 → 4, 1 → 2

# Linearity of Expectation

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- **Linearity of expectation** says that given multiple random variables, we can sum their expected values to get an overall expected value.
- Say that we want to know the expected value of rolling 3 dice.

- Each die has 3.5, so  $E[X + X + X] = \underline{E[X] + E[X] + E[X]}$   
 $= 10.5$

$E[X]$   
↑  
 $X = 6\text{-sides}$   
 $Y = 5\text{-sides}$

$$E[X + Y] = 3.5 + 3 = 6.5$$

# Linearity of Expectation

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- **Linearity of expectation** says that given multiple random variables, we can sum their expected values to get an overall expected value.
- Linearity of expectation also applies to variance.
- Say that we want to know the variance of rolling 3 6-sided dice:

- Each die has  $Var(X) = 2.92$ , so  $Var(X + X + X) = \underline{8.76}$

$$Var(X + Y) = 2.92 + \underset{\substack{\uparrow \\ Var(Y)}}{2} = 4.92$$

# Independence Alert!

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- We say that two random variables are **independent** if they have declared autonomy under the charter of Turtles Great and Small.
- If variables are independent, everything that we've said is **true**.
- If variables are dependent, linearity of expectation/variance **does not hold**.

# Independence Alert!

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- Wait, how do we know if random variables are independent?
- Their outcomes don't depend on each other.
- Random variables  $X$  and  $Y$  are independent if when  $X$ 's value changes, that doesn't affect the probability of getting a particular outcome  $y$  for  $Y$ . (And vice-versa)

# Independence Alert!

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- Independent things:

↳ 2 dice

↳ a coin + a die

↳ 2 decks of cards

- Dependent things:

↳ 2 draws w/o replacement from a deck

↳ the weather today + amount of HW I do

# Independence - ICA Question 3

With your neighbor(s), come up with 2 new examples of variables that are independent and two new examples of variables that are dependent.

ind	random	dep
<ul style="list-style-type: none"><li>- coin flips</li><li>- height + eye color</li></ul>		<ul style="list-style-type: none"><li>- covid + absences</li><li>- weather today + tomorrow</li></ul>

# Schedule

Turn in ICA 12 on **Canvas (not on Gradescope)** → access code: "tree" 

**HW 4** is due on Sunday

**TEST 2** is in class the Thursday one week from today

Send me an email if you're feeling overwhelmed! (I know that there's a lot of work in this class, we will work with you to make sure that you don't fall behind) *(I'm serious, please)*

*(Sryt op)*

Mon	Tue	Wed	Thu	Fri	Sat	Sun
<b>February 21st</b> President's day! Asynchronous lecture to be done before class Thursday, Eigenvectors, dynamical systems/Markov	<b>Felix OH</b> <b>Calendly</b>	<b>Felix OH</b> <b>Calendly</b>	Lecture 12 - intro prob. and stats <b>Felix OH Calendly</b>			<b>HW 4 due</b> <b>@ 11:59pm</b>
<b>February 28th</b> Lecture 13 - law of large numbers, distributions <b>HW 5 out</b> →	<b>Felix OH</b> <b>Calendly</b>		<div style="border: 2px solid purple; padding: 5px; display: inline-block;"> <b>TEST 2 IN CLASS</b> </div> <i>↳ same deal as Test 1</i>			<b>HW 5 due</b> <b>@ 11:59pm</b>

# More recommended resources on these topics

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- YouTube, 3Blue1Brown: The determinant | Chapter 6, Essence of Linear Algebra
- YouTube, 3Blue1Brown: Eigenvectors and eigenvalues | Chapter 14, Essence of Linear Algebra
- Youtube: Khan Academy: Mean (expected value) of a discrete random variable | AP Statistics | Khan Academy
- Youtube: Khan Academy: Variance and standard deviation of a discrete random variable | AP Statistics | Khan Academy