# RECITATION 1 BACKGROUND

10-301/10-601: Introduction to Machine Learning 08/30/2024

## 1 NumPy, Workflow, and Logging

NumPy Notebook

Workflow Presentation

Logging Notebook

## 2 Linear Algebra and Geometry

- 1. **Inner Product:**  $\mathbf{u} = \begin{bmatrix} 6 & 1 & 2 \end{bmatrix}^T$ ,  $\mathbf{v} = \begin{bmatrix} 3 & -10 & -2 \end{bmatrix}^T$ , what is the inner product of  $\mathbf{u}$  and  $\mathbf{v}$ ? What is the geometric interpretation?
- 2. Cauchy-Schwarz inequality (Optional): Given  $\mathbf{u} = \begin{bmatrix} 3 & 1 & 2 \end{bmatrix}^T$ ,  $\mathbf{v} = \begin{bmatrix} 3 & -1 & 4 \end{bmatrix}^T$ , what is  $||\mathbf{u}||_2$  and  $||\mathbf{v}||_2$ ? What is  $\mathbf{u} \cdot \mathbf{v}$ ? How do  $\mathbf{u} \cdot \mathbf{v}$  and  $||\mathbf{u}||_2||\mathbf{v}||_2$  compare? Is this always true?
- 3. Matrix algebra. Generally, if  $\mathbf{A} \in \mathbb{R}^{M \times N}$  and  $\mathbf{B} \in \mathbb{R}^{N \times P}$ , then  $\mathbf{AB} \in \mathbb{R}^{M \times P}$  and  $(AB)_{ij} = \sum_k A_{ik} B_{kj}$ .

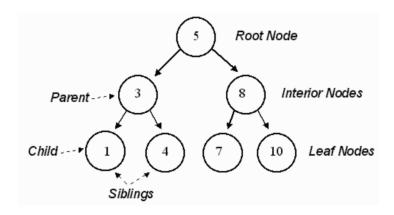
Given 
$$\mathbf{A} = \begin{bmatrix} 1 & 2 & 5 \\ 0 & 2 & 2 \\ 0 & 0 & 4 \end{bmatrix}$$
,  $\mathbf{B} = \begin{bmatrix} 4 & -3 & 2 \\ 1 & 1 & -1 \\ 3 & -2 & 2 \end{bmatrix}$ ,  $\mathbf{u} = \begin{bmatrix} 1 \\ 2 \\ 5 \end{bmatrix}$ ,  $\mathbf{v} = \begin{bmatrix} 3 \\ 2 \\ 1 \end{bmatrix}$ .

- What is AB? Does BA = AB? What is Bu?
- What is rank of **A**?
- What is  $\mathbf{A}^T$ ?
- Calculate  $\mathbf{u}\mathbf{v}^T$ .
- What are the eigenvalues of **A**?

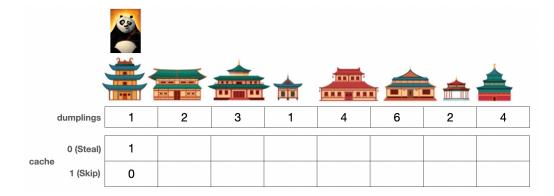
- 4. **Geometry:** Given a line 2x + y = 2 in the two-dimensional plane,
  - If a given point  $(\alpha, \beta)$  satisfies  $2\alpha + \beta > 2$ , where does it lie relative to the line?
  - What is the relationship of vector  $\mathbf{v} = [2, 1]^T$  to this line?
  - What is the distance from origin to this line?

#### 3 CS Fundamentals

- 1. For each (f,g) functions below, is  $f(n) \in \mathcal{O}(g(n))$  or  $g(n) \in \mathcal{O}(f(n))$  or both?
  - $f(n) = \log_2(n), g(n) = \log_3(n)$
  - $f(n) = 2^n, g(n) = 3^n$
  - $f(n) = \frac{n}{50}, g(n) = \log_{10}(n)$
  - $f(n) = n^2$ ,  $g(n) = 2^n$
- 2. Find the DFS Pre-Order, In-Order, Post-Order and BFS traversal of the following binary tree. What are the time complexities of the traversals?



- 3. You are Po, the Kung Fu Panda, whose favourite food is Steamed Pork Dumplings. So, he plans to steal them from village houses arranged in a straight line.
  - There is also a special security system in place that alerts Master Shifu if there has been a theft in 2 consecutive houses.



You need to help Po by employing the Bottom-Up Dynamic Programming approach to steal the maximum number of dumplings from the houses without alerting Master Shifu.

For any given house with index i (i > 0), you just need to write the logical statement to calculate the value after stealing from this house and after skipping this house.

```
def stealDumplings(dumplings: List[int]):
    n = len(dumplings)

    cache = {}

    cache[(0, 0)] = __[a]__ #value of cache stealing the first house cache[(1,0)] = __[b]__ #value of cache skipping the first house

for i in range(1,n):
    #Stealing from this house cache[(0, i)] = __[c]__

    #Skipping this house cache[(1, i)] = __[d]__

return __[e]__ # return final answer
```

4. Complete the following python code for a Binary Search Tree (BST). You only need to complete the class function insert that will take a an integer value and insert the value at the right position in the tree rooted at the calling node.

**Note**: In a BST, each node's value is strictly greater than the value of the node to its left (its left child) and less than or equal to the value of node to its right (its right child).

```
class BST:
    def __init__(self, val):
        self.val = val
        self.leftNode = None
        self.rightNode = None

    def insert(self, value):
```

```
if value __[a]__ self.val: # going left
   if self.leftNode is None: # left node is undefined
        self.leftNode = __[b]__
else:
        self.leftNode = __[c]__ # recursive call

else: # going right
   if self.rightNode is None: # right node is undefined
        self.rightNode = __[d]__
else:
        self.rightNode = __[e]__ # recursive call

return self
```

5. You are given a sorted list of integers e.g., [1, 2, 5, 7, 10, 13, 14, 15, 22]. Complete the recursive python function below that will take this list, create a Binary Search Tree (BST) with the minimum height possible, and return the root node of that tree.

```
class BST:
   def __init__(self, val):
      self.val
               = val
      self.leftNode = None
      self.rightNode = None
def minHeightBST(nums: List[int]):
   if len(nums) == 0: # If nums is empty
      return [a]
   if len(nums) == 1: # If there's just one number
      return [b]
   mid = [c] # Find the middle element
   root = [d] # Make the root node
   leftNums = [e] # splice the left half of nums
   rightNums = [f] # splice the right half of nums
   root.leftNode = [g] # Make a recursive call to assign the left node
   root.rightNode = [h] # Make a recursive call to assign the right node
   return root
```

#### 4 Calculus

- 1. If  $f(x) = x^3 e^x$ , find f'(x).
- 2. If  $f(x) = e^x$ ,  $g(x) = 4x^2 + 2$ , find h'(x), where h(x) = f(g(x)).
- 3. If  $f(x,y) = y \log(1-x) + (1-y) \log(x)$ ,  $x \in (0,1)$ , evaluate  $\frac{\partial f(x,y)}{\partial x}$  at the point  $(\frac{1}{2},\frac{1}{2})$ .
- 4. Find  $\frac{\partial}{\partial w_j} \mathbf{x}^T \mathbf{w}$ , where  $\mathbf{x}$  and  $\mathbf{w}$  are M-dimensional real-valued vectors and  $1 \leq j \leq M$ .

## 5 Probability and Statistics

You should be familiar with some of the basic concepts of probability, such as events and outcomes in a sample space. In this class, however, we will mainly be dealing with random variables and their distributions.

Suppose we have two random variables, A and B, where A takes on values  $a_1, a_2$  and B takes on values  $b_1, b_2$ . Let  $P(A = a_1) = 0.5$  and  $P(B = b_1) = 0.5$ .

- 1. Suppose  $a_1$  and  $b_2$  are disjoint (mutually exclusive).
  - What is  $p(a_1, b_2)$ ?
  - What is  $p(a_1, b_1)$ ?
  - What is  $p(a_1 \mid b_2)$ ?
- 2. Suppose instead that A, B are independent.
  - What is  $p(a_1, b_2)$ ?
  - What is  $p(a_1, b_1)$ ?

- What is  $p(a_1 \mid b_2)$ ?
- 3. A student is looking at her activity tracker (Fitbit/Apple Watch) data and she notices that she seems to sleep better on days that she exercises. They observe the following:

| Exercise | Good Sleep | Probability |
|----------|------------|-------------|
| yes      | yes        | 0.3         |
| yes      | no         | 0.2         |
| no       | no         | 0.4         |
| no       | yes        | 0.1         |
|          |            |             |

- What is the  $P(GoodSleep = yes \mid Exercise = yes)$ ?
- Why doesn't  $P(GoodSleep = yes, Exercise = yes) = P(GoodSleep = yes) \cdot P(Exercise = yes)$ ?
- The student merges her activity tracker data with her food logs and finds that the  $P(Eatwell = yes \mid Exercise = yes, GoodSleep = yes)$  is 0.25. What is the probability of all three happening on the same day?
- 4. What is the expectation of X where X is a single roll of a fair 6-sided die  $(S = \{1, 2, 3, 4, 5, 6\})$ ? What is the variance of X?
- 5. Imagine that we had a new die where the sides were  $S = \{3, 4, 5, 6, 7, 8\}$ . How do the expectation and the variance compare to our original dice?