

Lecture Outline for Wednesday, Sept. 11

1. Possible limitations of normal equation:

- Sometimes produces large-magnitude and oscillatory weights (coefficients) if the basis functions overlap and are highly correlated (e.g., Gaussian or exponential functions)
- Problem to be solved might require that all weights be positive or negative
- Example: See *Matlab* script `ConstrainedLSDemo.m`

2. Constrained least-squares optimization

- Not covered in textbook; see supplemental reading "Constrained Least-Squares Optimization Using Minimized Coefficient Magnitudes"
- Start with same basic idea underlying unconstrained LS:
 - Given a data set: $(x_i, y_i), i = 1$ to $M \rightarrow$ data vectors \mathbf{x} and \mathbf{y}
 - Define a set of weighted functions $\{f_j(x)\}_{j=1$ to N that will hopefully fit the data:

$$y(x) \approx \hat{y}(x) = \sum_{j=1}^N c_j f_j(x) \quad \hat{y}(x) \text{ is the best fit curve}$$
- Modifications of unconstrained LS (one of many possible approaches):
 - Minimize $\|\mathbf{c}\|^2$ as well as squared error magnitude $\|\mathbf{y} - \hat{\mathbf{y}}\|^2$
 - Coefficients $\{c_j\}_{j=1$ to N found via

$$(F^T F \mathbf{c} + \gamma I) = F^T \mathbf{y} \rightarrow \mathbf{c} = (F^T F + \gamma I)^{-1} F^T \mathbf{y},$$
 where γ is called a Lagrange multiplier (derivation in supplemental reading)
 - In practice, start out with a very small value for γ and then increase it until the coefficients in \mathbf{c} stop oscillating
- How it works: By adding a small value to the main diagonal of $F^T F$, its row vectors become more linearly independent (diagonal of $F^T F$ becomes more dominant).
- 2-D analogy: \mathbf{u}_1 and \mathbf{u}_2 are basis vectors; small circle is solution that they are trying to "reach" via the linear combination $c_1 \mathbf{u}_1 + c_2 \mathbf{u}_2$, where c_1 and c_2 are scalars. The coefficients c_1 and c_2 must be large and have opposite algebraic signs if \mathbf{u}_1 and \mathbf{u}_2 are nearly collinear. Adding Lagrange multiplier causes \mathbf{u}_1 and \mathbf{u}_2 to "fan out."

