

國立陽明交通大學  
NATIONAL YANG MING CHIAO TUNG UNIVERSITY

Python 與機器學習演算法  
Python and Machine Learning Algorithms

SCMA30084

第一次段考

March 30, 2026

Exam 1

姓名 Name : solution

學號 Student ID # : \_\_\_\_\_

Lecturer:	Jephian Lin 林晉宏
Contents:	cover page, <b>5 pages</b> of questions, score page at the end
To be answered:	on the test paper
Duration:	<b>180 minutes</b>
Total points:	<b>20 points</b> + 2 extra points

Do not open this packet until instructed to do so.

Instructions:

- Enter your **Name** and **Student ID #** before you start.
- If the answer is too long, round it to **two decimal places**. Numerical answers with a **tolerance  $\pm 0.05$**  are accepted.
- Any work necessary to arrive at an answer must be shown on the examination paper. Marks will not be given for final answers that are not supported by appropriate work.
- Clearly indicate your final answer to each question either by **underlining it or circling it**. If multiple answers are shown then no marks will be awarded.
- Please answer the problems in **English**.

1. Define the NumPy arrays as follows.

```
arr1 = np.array([1,2,3])
arr2 = np.array([[1,2,3]])
arr3 = np.array([[1],[2],[3]])
arr4 = np.array([[1,2],[2,3]])
```

(a) [1pt] For each array above, write down its shape.

$$\text{arr1} \rightarrow (3,)$$

$$\text{arr2} \rightarrow (1,3)$$

$$\text{arr3} \rightarrow (3,1)$$

$$\text{arr4} \rightarrow (2,2)$$

(b) [2pt] What is the output of  $(\text{arr2} - 1) * \text{arr3}$ ? Describe the broadcasting rule.

$$\text{arr2} - 1 = [1 \ 2 \ 3] - 1 \xrightarrow{\text{broadcasting}} \begin{bmatrix} 0 & 1 & 2 \\ 1 & 2 & 3 \end{bmatrix} - [1 \ 1 \ 1]$$

$$= [0 \ 1 \ 2]$$

$$(\text{arr2} - 1) * \text{arr3} = [0 \ 1 \ 2] * \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} \xrightarrow{\text{broadcasting}} \begin{bmatrix} 0 & 1 & 2 \\ 0 & 1 & 2 \\ 0 & 1 & 2 \end{bmatrix} * \begin{bmatrix} 1 & 1 & 1 \\ 2 & 2 & 2 \\ 3 & 3 & 3 \end{bmatrix}$$

$$= \begin{bmatrix} 0 & 1 & 2 \\ 0 & 2 & 4 \\ 0 & 3 & 6 \end{bmatrix}$$

(c) [2pt] What is the output of  $\text{arr4} - \text{arr4.mean(axis=0)}$ ? Describe the broadcasting rule.

$$\text{arr4.mean(axis=0)} = \text{average of each column of } \begin{bmatrix} 1 & 2 \\ 2 & 3 \end{bmatrix}$$

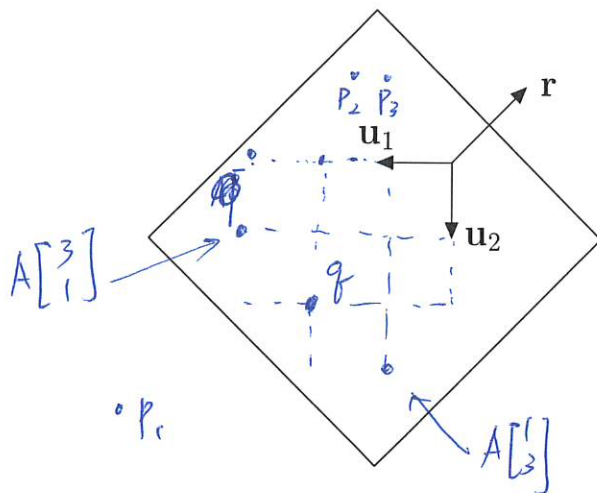
$$= \left[ \frac{1+2}{2} \quad \frac{2+3}{2} \right] = [1.5 \ 2.5]$$

$$\text{arr4} - \text{arr4.mean(axis=0)} = \begin{bmatrix} 1 & 2 \\ 2 & 3 \end{bmatrix} - [1.5 \ 2.5]$$

$$\xrightarrow{\text{broadcasting}} \begin{bmatrix} 1 & 2 \\ 2 & 3 \end{bmatrix} - \begin{bmatrix} 1.5 & 2.5 \\ 1.5 & 2.5 \end{bmatrix}$$

$$= \begin{bmatrix} -0.5 & -0.5 \\ 0.5 & 0.5 \end{bmatrix}$$

2. Consider the hyperplane with its normal vector  $\mathbf{r}$  as shown below. Let  $\mathbf{u}_1$  and  $\mathbf{u}_2$  be vectors falling on the hyperplane.



$$\mathbf{r} = (-1, -1, 1, 1)$$

$$\mathbf{u}_1 = (1, 1, 1, 1)$$

$$\mathbf{u}_2 = (1, -1, -1, 1)$$

- (a) [2pt] For each of the following points, **draw** it on the picture above to demonstrate its relative position with the hyperplane (on the hyperplane, on the same side as  $\mathbf{r}$ , or on the opposite side) and **find** its projection onto the the direction of  $\mathbf{r}$ .

$$\begin{aligned} \langle \mathbf{p}_1, \mathbf{r} \rangle &= -2 \rightarrow \text{opposite side of } \mathbf{r} & \mathbf{p}_1 &= (2, 2, 1, 1), & \text{projection formula} \\ \langle \mathbf{p}_2, \mathbf{r} \rangle &= 0 \rightarrow \text{on the hyperplane} & \mathbf{p}_2 &= (2, 1, 2, 1), & \frac{\langle \mathbf{p}, \mathbf{r} \rangle}{\|\mathbf{r}\|^2} \cdot \mathbf{r} \\ \langle \mathbf{p}_3, \mathbf{r} \rangle &= 0 \rightarrow & \mathbf{p}_3 &= (2, 1, 1, 2). \end{aligned}$$

$$\text{proj of } \mathbf{p}_1 = \frac{-2}{4} \cdot \begin{bmatrix} -1 \\ -1 \\ 1 \\ 1 \end{bmatrix} = -\frac{1}{2} \begin{bmatrix} -1 \\ -1 \\ 1 \\ 1 \end{bmatrix}$$

$$\text{proj of } \mathbf{p}_2 = \text{proj of } \mathbf{p}_3 = \vec{0}$$

- (b) [3pt] Let  $A$  be the matrix whose columns are  $\mathbf{u}_1$  and  $\mathbf{u}_2$  in order. Draw

$$A \begin{bmatrix} 3 \\ 1 \end{bmatrix}, \quad A \begin{bmatrix} 1 \\ 3 \end{bmatrix}, \quad \text{and } \mathbf{q} = (4, 0, 0, 4)$$

on the picture above.

$$A = \begin{bmatrix} | & | \\ \mathbf{u}_1 & \mathbf{u}_2 \\ | & | \end{bmatrix} \quad \text{So } A \begin{bmatrix} 3 \\ 1 \end{bmatrix} = 3\mathbf{u}_1 + 1\mathbf{u}_2$$

$$A \begin{bmatrix} 1 \\ 3 \end{bmatrix} = 1\mathbf{u}_1 + 3\mathbf{u}_2$$

$$\text{Solve } \mathbf{q} = 2\mathbf{u}_1 + 2\mathbf{u}_2$$

3. Let

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

(a) [1pt] Find the eigenvalues of  $A$  and an orthonormal eigenbasis of it.

(b) [1pt] Let  $R_A(\mathbf{x}) = \frac{\mathbf{x}^\top A \mathbf{x}}{\mathbf{x}^\top \mathbf{x}}$ . Solve

$$\min_{\mathbf{x} \neq \mathbf{0}} R_A(\mathbf{x})$$

and find a vector  $\mathbf{x}$  that achieves the minimum.

(c) [2pt] Find a vector  $\mathbf{x}$  such that  $R_A(\mathbf{x}) = 0$ . Describe your reasoning.

(d) [2pt] Apply the Power Method to  $A$  using the initial vector  $\mathbf{x}_0 = (1, -1, 0, 0)$ . Which vector does  $\mathbf{x}_k$  converge to? Explain why  $\mathbf{x}_k$  does not converge to the eigenvector corresponding to the largest eigenvalue, and discuss how likely this situation is to occur.

See ver A.

4. [5pt] Mathematical essay: Write a few paragraphs to introduce the *spectral decomposition*.

Your score will be based on the following criteria.

- The definition is clear.
- Some sentences are added to explain the definition.
- Examples or pictures are included to help understanding.
- The sentences are complete.

5. [extra 2pt] Let

$$A = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 4 \\ 1 & 3 & 9 \\ 1 & 4 & 16 \end{bmatrix} \quad \text{and} \quad \mathbf{b} = \begin{bmatrix} 2 \\ 0 \\ 1 \\ 2 \end{bmatrix}.$$

Find the vector  $\mathbf{x}$  such that  $\|A\mathbf{x} - \mathbf{b}\|^2$  is minimized.

See ver A.

[END]

Page	Points	Score
1	5	
2	5	
3	5	
4	5	
5	2	
Total	20 (+2)	