

1. Linear Algebra

- Let x denote a vector, and X denote a matrix.
Unless explicit, their norms are given by

$$\|x\| = \left(\sum_{i=1}^n x_i^2 \right)^{1/2}, \text{ and}$$

Frobenius Norm $\rightarrow \|X\| = [\text{trace}(X'X)]^{1/2},$

where $\text{trace}(X) = \sum_{i=1}^n \underbrace{X_{ii}}_{\text{diagonal}}.$

$$(*) \quad X'X = \begin{bmatrix} x_1' & x_2' & \dots & x_n' \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}$$

$$= \begin{bmatrix} x_{11} & x_{12} & \dots & x_{1n} \\ x_{21} & x_{22} & \dots & x_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ x_{n1} & x_{n2} & \dots & x_{nn} \end{bmatrix} \begin{bmatrix} x_{11} & x_{21} & \dots & x_{n1} \\ x_{12} & x_{22} & \dots & x_{n2} \\ \vdots & \vdots & \ddots & \vdots \\ x_{1n} & x_{2n} & \dots & x_{nn} \end{bmatrix}$$

$$= \begin{bmatrix} \sum_{i=1}^n x_{i1}^2 & \sum_{i=1}^n x_{i1}x_{i2} & \dots \\ \vdots & \sum_{i=1}^n x_{i2}^2 & \dots \\ \vdots & \vdots & \ddots & \sum_{i=1}^n x_{in}^2 \end{bmatrix}$$

- Trace is invariant under cyclical permutations:

$$\text{tr}(A B C D) = \text{tr}(B C D A) = \text{tr}(C D B A) = \text{tr}(D A B C).$$

- Cauchy-Schwarz: $E \|a\|_{\substack{nx1 \\ \substack{nx1 \\ nx2}}} \|b\|_{\substack{nx1 \\ \substack{nx1 \\ nx2}}} \leq (E \|a\|^2 \cdot E \|b\|^2)^{1/2}.$
- Matrix multiplication involves projecting rows onto columns:

$$\begin{matrix} A & b \\ \substack{nx2} & \substack{2x1} \end{matrix} = \begin{bmatrix} A_{11} & A_{12} & \dots & A_{1l} \\ \vdots & \ddots & & \vdots \\ A_{n1} & A_{n2} & \dots & A_{nl} \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_l \end{bmatrix} = \begin{bmatrix} A_1^T \\ \vdots \\ A_l^T \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_l \end{bmatrix}$$

$$= \begin{bmatrix} A_1^T b \\ A_2^T b \\ \vdots \\ A_l^T b \end{bmatrix}$$

$$\begin{matrix} A & B \\ \substack{nx2} & \substack{lxp} \end{matrix} = \begin{bmatrix} A_{11} & A_{12} & \dots & A_{1l} \\ \vdots & \ddots & & \vdots \\ A_{n1} & A_{n2} & \dots & A_{nl} \end{bmatrix} \begin{bmatrix} B_{11} & B_{12} & \dots & B_{1p} \\ \vdots & \ddots & & \vdots \\ B_{l1} & B_{l2} & \dots & B_{lp} \end{bmatrix}$$

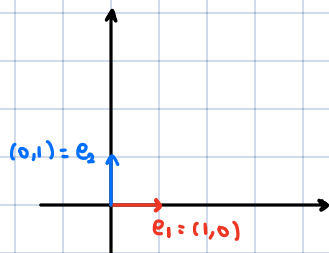
$$= \begin{bmatrix} A_1^T \text{col}_1(B) & \dots & A_1^T \text{col}_p(B) \\ A_2^T \text{col}_1(B) & \dots & A_2^T \text{col}_p(B) \\ \vdots & \ddots & \vdots \\ A_l^T \text{col}_1(B) & \dots & A_l^T \text{col}_p(B) \end{bmatrix}$$

- Matrix A is full rank if

$$Ab = 0 \iff b = 0.$$

- Example of A not having full rank:

$$A = \begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix} \quad \text{so that} \quad A: \underbrace{\mathbb{R}^2}_{\text{domain}} \rightarrow \underbrace{\mathbb{R}^2}_{\text{codomain (where it can come out)}}$$



we can combine both to span any vector in $\mathbb{R}^2$

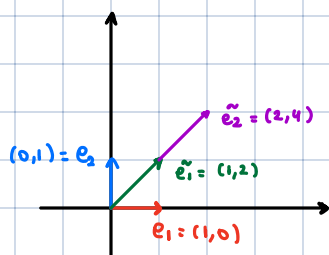
$$A e_1 = \begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \end{bmatrix} = \text{col}_1(A) := \tilde{e}_1$$

$$A e_2 = \begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 2 \\ 4 \end{bmatrix} = \text{col}_2(A) := \tilde{e}_2$$

* Columns of A tell me where the basis vectors go to!

what happens to vector $(3, 2)$?

$$A \begin{bmatrix} 3 \\ 2 \end{bmatrix} = A \left(3 \underbrace{\begin{bmatrix} 1 \\ 0 \end{bmatrix}}_{e_1} + 2 \underbrace{\begin{bmatrix} 0 \\ 1 \end{bmatrix}}_{e_2} \right) = 3 \text{col}_1(A) + 2 \text{col}_2(A)$$



I can no longer linearly combine $\tilde{e}_1$ and $\tilde{e}_2$ to span every vector in $\mathbb{R}^2$.

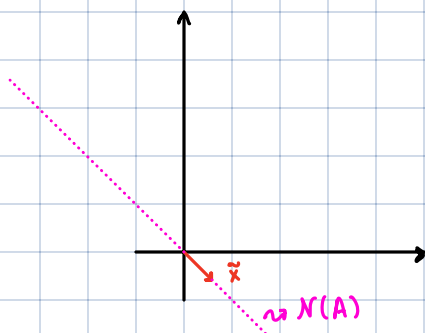
To find the null space we solve $A \tilde{x} = 0$

$$\Rightarrow \tilde{x}_1 \begin{bmatrix} 1 \\ 2 \end{bmatrix} + \tilde{x}_2 \begin{bmatrix} 2 \\ 4 \end{bmatrix} = 0$$

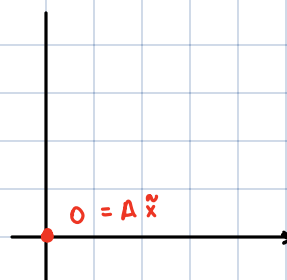
$$\Rightarrow \tilde{x}_1 = -2 \tilde{x}_2 \rightarrow \tilde{x} = \begin{bmatrix} 1 \\ -1/2 \end{bmatrix}$$

Any scaling of this vector satisfies

$\tilde{x} \in N(A)$,
where $N(A)$ is the null space of A .



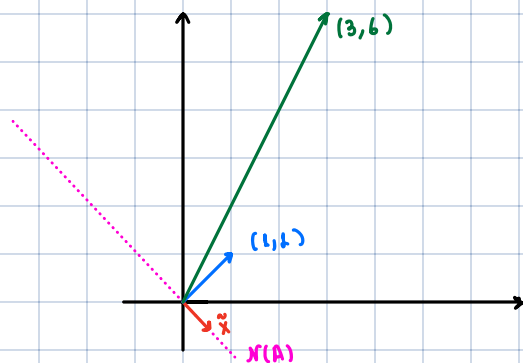
$\Rightarrow$
Applying
linear
mapping
 A onto
any $\tilde{x} \in N(A)$



Transformation squishes $\mathbb{R}^2$ space into a range given by $\text{rank}(A)$.
 Therefore, the rank (in this case $\text{rank}(A)=1$) is a measure of how much space get squished.

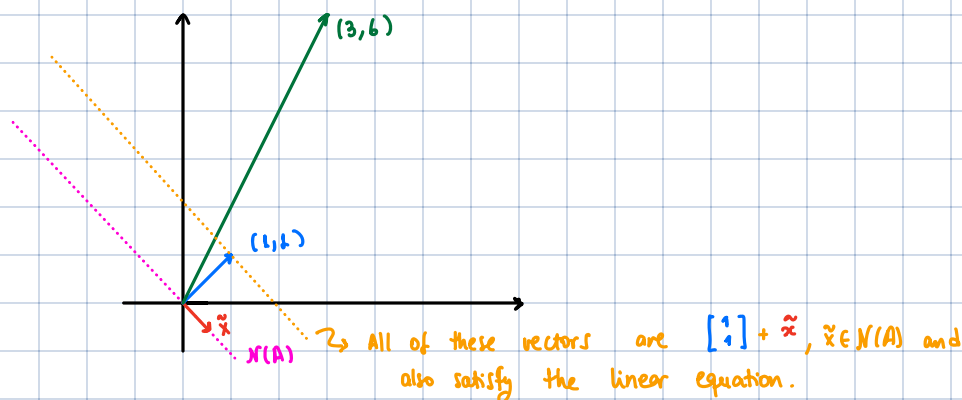
What if we apply A to $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$?

$$A \begin{bmatrix} 1 \\ 1 \end{bmatrix} = 1 \begin{bmatrix} 1 \\ 2 \end{bmatrix} + 2 \begin{bmatrix} 2 \\ 4 \end{bmatrix} = \begin{bmatrix} 3 \\ 6 \end{bmatrix}$$



The problem is that moving $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$ in the direction of $N(A)$ also satisfies the same equation:

$$A \begin{bmatrix} 1 \\ 1 \end{bmatrix} + \underbrace{A \tilde{x}}_{=0} = A \left(\begin{bmatrix} 1 \\ 1 \end{bmatrix} + \tilde{x} \right) = \begin{bmatrix} 3 \\ 6 \end{bmatrix}$$



The problem of finding a solution for $Ax = \begin{bmatrix} 3 \\ 6 \end{bmatrix}$ is that it is **not** a bijective mapping.

That is, from $\begin{bmatrix} 3 \\ 6 \end{bmatrix}$ we don't have enough information about which x in the orange line was the one that got transformed.

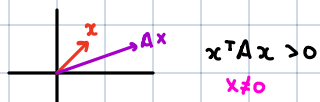
- Matrix A is positive semi-definite if $x^T A x \geq 0$ for any $x \neq 0$.

- If matrix A is symmetric and positive definite (eg. $A = X^T X$), then

$$A = Q \Lambda Q^T \quad \text{where} \quad Q^T Q = I \quad (\text{i.e. } Q \text{ is orthonormal})$$

- Si $X_{n \times k}$ tiene full rank ($\text{rank}(X) = k$) entonces $\text{rank}(X^T X) = k$ también.

- El producto punto $\langle x, y \rangle = x \cdot y = x^T I y$ puede usar otros pesos $\langle x, y \rangle_A = \langle x, Ay \rangle$



$\Rightarrow$ Si x y Ax apuntan en una dirección similar decimos que A es positiva definida.

2. Probability and Asymptotics

- The sequence of vectors $X_n = o(a_n)$ means that

$$\lim_{n \rightarrow \infty} \left\| \frac{X_n}{a_n} \right\| = 0. \quad \Rightarrow \quad a_n \text{ grows faster than } X_n.$$

- The sequence of vectors $X_n = O(a_n)$ means that $\exists M < \infty$ such that

$$\|X_n\| \leq M \cdot a_n, \quad \forall n \in \mathbb{N}.$$

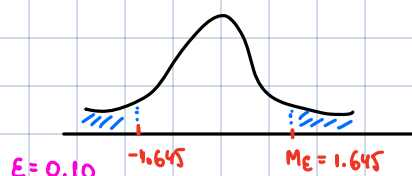
- The sequence of random vectors $X_n = o_p(a_n)$ means that

$$\lim_{n \rightarrow \infty} P \left(\left\| \frac{X_n}{a_n} \right\| > \varepsilon \right) = 0, \quad \text{for all } \varepsilon > 0.$$

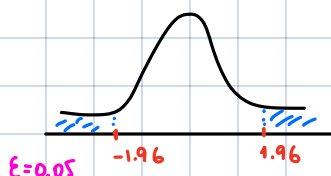
- The sequence of random vectors $X_n = O_p(a_n)$ means that for all $\varepsilon > 0$ there exists $M_\varepsilon < \infty$ such that

$$\lim_{n \rightarrow \infty} P \left(\left\| \frac{X_n}{a_n} \right\| > M_\varepsilon \right) < \varepsilon.$$

Example: $X_n = Z \sim N(0, 1)$



Prob of blue area
is 0.10



Prob of blue area
is 0.05

- Algebra of little o :
 - (a) $o_p(1) + o_p(1) = o_p(1)$.
 - (b) $O_p(1) + O_p(1) = O_p(1)$.
 - (c) $O_p(1) \cdot O_p(1) = O_p(1)$.
 - (d) $O_p(1) \cdot O(1) = O_p(1)$.
 - (e) $o(1)$ sequence is also $o_p(1)$.
 - (f) $O_p(a_n) \cdot o_p(b_n) = o_p(a_n \cdot b_n)$.
 - (g) $O_p(a_n) + O_p(b_n) = O_p(\max\{a_n, b_n\})$.

- Let $X_n \xrightarrow{d} X$, for some random vector X , and $A_n \xrightarrow{p} a$ for some constant a . Then,

$$(X_n, a_n) \xrightarrow{d} (X, a).$$

- Continuous Mapping Theorem: let $\{X_n\}$ be a sequence of random vectors in $\mathbb{R}^d$ such that $X_n \xrightarrow{d} X$. Also, let $g(\cdot): \mathbb{R}^d \rightarrow \mathbb{R}^k$ be a continuous function on a set C such that $P\{X \in C\} = 1$ (almost everywhere). Then

$$g(X_n) \xrightarrow{d} g(X) \quad \text{as } n \rightarrow \infty.$$

- Slutsky's Theorem: let $X_n \xrightarrow{d} X$ and $A_n \xrightarrow{p} a$ for some constant a . Then,

$$(a) \quad X_n + A_n \xrightarrow{d} X + a,$$

$$(b) \quad A_n X_n \xrightarrow{d} a X.$$

* Trivial implication: $A_n X_n + B_n \xrightarrow{d} aX + b$ when $B_n \xrightarrow{p} b$.

- Weak Law of Large Numbers (iid): let $\{X_i\}_1^n$ be a sequence of iid random vectors such that $E\|X_i\| < \infty$. Then

$$\frac{1}{n} \sum_{i=1}^n X_i \xrightarrow{p} E X_i,$$

which can also be written as

$$\frac{1}{n} \sum_{i=1}^n X_i = E X_i + o_p(1).$$

• Central Limit Theorem (iid): let $\{x_i\}_{i=1}^n$ be an iid sequence of random variables.

Suppose $\text{Var}(X_i)$ is finite and bounded away from zero. Then

$$\frac{1}{\sqrt{n}} \sum_{i=1}^n \frac{x_i - E x_i}{\text{Var}(X_i)} \xrightarrow{d} \mathcal{N}(0, 1).$$

For the case of iid random vectors we require $\text{Var}(X_i) = O(1)$ and positive definite. Then

$$\text{Var}(X_i)^{-1/2} \frac{1}{\sqrt{n}} \sum_{i=1}^n (x_i - E x_i) \xrightarrow{d} \mathcal{N}(0, I).$$

3. Objetivo 1 del curso

Vamos a mostrar que para un conjunto de estimadores que vienen de un problema de minimización / maximización

$$\hat{\theta}_n \in \underset{\theta}{\text{argmin}} \underbrace{Q_n(\theta)}_{\substack{\text{función objetivo} \\ \text{(criterion function)}}}$$

se puede obtener la siguiente representación:

$$\underbrace{\sqrt{n}(\hat{\theta}_n - \theta)}_{n \times 1} = \frac{1}{\sqrt{n}} \sum_{i=1}^n \underbrace{\xi_i}_{n \times 1} + o_p(1),$$

Asymptotic Linear Representation. Además ξ_i se le conoce como influence function.

$$\xrightarrow{d} \mathcal{N}(0, E \underbrace{\xi_i \xi_i^T}_{n \times n}).$$

Ejemplo: $Q_n(\theta) = \frac{1}{n} \sum_{i=1}^n (y_i - x_i^T \theta)^2 = (Y - X\theta)^T (Y - X\theta) \quad (\text{OLS})$

$n \times 1$ $n \times 1$ $n \times n$ $n \times 1$

Nos da como resultado $\xi_i = \left(\underbrace{\frac{1}{n} \sum_{i=1}^n x_i x_i^T}_{\text{Hessiano de } Q_n(\theta)} \right)^{-1} \underbrace{x_i \varepsilon_i}_{\approx \text{Gradiente de } Q_n(\theta)}.$

Es decir, la primera y segunda derivada de $Q_n(\theta)$ nos da la información suficiente para entender la distribución asintótica del estimador.

Deben entender bien como derivar con respecto a un vector.

4. Diferenciación

- La derivada representa una linealización:

$$f(x + \delta x) = f(x) + f'(x) \delta x + o(\delta x)$$

vector
Términos de mayor orden $\rightarrow 0$
mientras $\|\delta x\| \rightarrow 0$

- En notación de diferenciales

$$df = f(x + dx) - f(x) = f'(x) dx$$

$\hookrightarrow$ arbitrariamente pequeño.

$$\Rightarrow \Delta \text{output} = \text{Operador lineal (Matriz)} \cdot \Delta \text{input}$$

Ejemplo:

$$f(x) = x' A x$$

$\begin{matrix} 1 \times 1 & & 1 \times 1 \\ \text{---} & & \text{---} \end{matrix}$
 $\begin{matrix} x' & A & x \\ 1 \times n & n \times n & n \times 1 \end{matrix}$

$$df = f(x + dx) - f(x) = (x + dx)' A (x + dx) - x' A x$$

$$= \cancel{x' A x} + x' A dx + dx' A x + \underbrace{dx' A dx}_{\text{Término de orden 2} \rightarrow 0} - \cancel{x' A x}$$

$$= x' A dx + \underbrace{dx' A x}_{\hookrightarrow \text{podemos transponer una matriz } 1 \times 1 \text{ y no afecta}}$$

$$= x' A dx + x' A' dx$$

$$= \underbrace{x' (A + A')}_{f'(x)_{1 \times n}} dx$$

$$f'(x)_{1 \times n} := \nabla f^T := \left[\frac{\partial}{\partial x} f(x) \right]^T := \frac{\partial}{\partial x^T} f(x)$$

- En dimensiones generales tenemos $g(x)_{1 \times 1} : \mathbb{R}^k \rightarrow \mathbb{R}^1$. Entonces,

$$dg = \underbrace{g'(x) dx}_{\substack{\text{Operador lineal} \\ 1 \times k \\ \text{(Matriz Jacobiana)}}}$$

donde su elemento (i, j) es $\frac{\partial g_i}{\partial x_j}$.

- Reglas de Diferenciación:

(a) SUMA:

$$f(x) = g(x) + h(x)$$

$\begin{matrix} l \times l & l \times l & l \times l \end{matrix}$

$$\Rightarrow df = dg + dh$$

$$= g'(x) dx + h'(x) dx$$

$\begin{matrix} l \times l & l \times l & l \times l & l \times l \end{matrix}$

$$f'(x) = g'(x) + h'(x)$$

(b) PRODUCTO:

$$f(x) = g(x)^T h(x)$$

$\begin{matrix} 1 \times l & l \times l & l \times l \end{matrix}$

$$\Rightarrow df = dg^T h(x) + g(x) dh$$

$$= dx^T g'(x)^T h(x) + g(x)^T h'(x) dx$$

$$= h(x)^T g'(x) dx + g(x)^T h'(x) dx$$

$$= [h(x)^T g'(x) + g(x)^T h'(x)] dx$$

$\begin{matrix} 1 \times l & l \times l & l \times l \end{matrix}$

$$f'(x) = h(x)^T g'(x) + g(x)^T h'(x)$$

$$f(x) = g(x) h(x)$$

$\begin{matrix} l \times l & l \times l & l \times l \end{matrix}$

↓
Sabemos derivar un vector, pero esto es una matriz.

Def: (Vec) El operador $\text{vec}(A)$ vectoriza la matriz A en un vector que pone una columna encima de la otra. Dado A siendo $k \times l$, tenemos $\text{vec}(A)$ es $kl \times 1$.

$$\text{vec}(A) = \text{vec} \begin{pmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{pmatrix} = \begin{bmatrix} A_{11} \\ A_{21} \\ A_{12} \\ A_{22} \end{bmatrix}$$

Utilizando la siguiente propiedad de vec :

$$M^T v = [I_k \otimes v^T] \text{vec}(M)$$

$$= \begin{bmatrix} v^T & 0 & \dots & 0 \\ 0 & v^T & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \dots & v^T \end{bmatrix} \text{vec}(M)$$

$\begin{matrix} k \text{ veces repetidos} \\ k \times k \end{matrix}$

Escribimos

$$f(x) = g(x) h(x)$$

$\begin{matrix} l \times l & l \times l & l \times l \end{matrix}$

$$= g(x) h'(x) dx + dg^T h(x)$$

↓
Esto debemos entender

usando la propiedad

$$\underbrace{g(x)}_{k \times l} \underbrace{h(x)}_{l \times 1} = \left[I_k \otimes \underbrace{h(x)^T}_{1 \times l} \right] \underbrace{\text{vec}(g(x))}_{k \times 1}$$

¡ Esto ya es un vector!

Su derivada es

$$\underbrace{\text{vec}(dg)}_{k \times 1} = \underbrace{\frac{\partial}{\partial x^T}}_{1 \times k} \underbrace{\text{vec}(g(x))}_{k \times 1} \underbrace{dx}_{k \times 1}$$

Nos da como respuesta final

$$\begin{aligned} f(x)_{k \times 1} &= \underbrace{g(x)}_{k \times l} \underbrace{h(x)}_{l \times 1} \\ &= \underbrace{g(x)}_{k \times l} \underbrace{h'(x)}_{l \times k} dx + \left[I_k \otimes \underbrace{h(x)^T}_{1 \times l} \right] \underbrace{\frac{\partial}{\partial x^T}}_{1 \times k} \underbrace{\text{vec}(g(x))}_{k \times 1} dx \end{aligned}$$

(c) CADENA :

$$f(x) = g(h(x))$$

$$\begin{aligned} \Rightarrow df &= g'(h(x)) dh \\ &= g'(h(x)) h'(x) dx \end{aligned} \quad \left. \vphantom{\begin{aligned} \Rightarrow df &= g'(h(x)) dh \\ &= g'(h(x)) h'(x) dx \end{aligned}} \right\} f'(x) = g'(h(x)) h'(x)$$

Ejemplo: $x \in \mathbb{R}^k$, $h(x) \in \mathbb{R}^n$, $g(h) \in \mathbb{R}$. Por lo que

$$f(x) : \mathbb{R}^k \xrightarrow{h} \mathbb{R}^n \xrightarrow{g} \mathbb{R}$$

$$\Rightarrow f'(x)_{1 \times k} = \underbrace{g'(h(x))}_{1 \times n} \underbrace{h'(x)}_{n \times k}$$

5. Aplicaciones en OLS y GMM

- En OLS tenemos

$$Q_n(\theta) = \frac{1}{2} \underbrace{(y - x\theta)^T}_{n \times 1} \underbrace{(y - x\theta)}_{n \times 1}$$

donde

$$y = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}_{n \times 1}, \quad X = \begin{bmatrix} x_{11} & \dots & x_{1k} \\ \vdots & & \vdots \\ x_{n1} & \dots & x_{nk} \end{bmatrix} = \begin{bmatrix} x_1^T \\ \vdots \\ x_n^T \end{bmatrix}_{n \times k}$$

- (a) Podemos perturbar θ directamente

$$dQ = \frac{1}{2} (y - x(\theta + d\theta))^T (y - x(\theta + d\theta)) - \frac{1}{2} (y - x\theta)^T (y - x\theta)$$

$$= -\frac{1}{2} (y - x\theta)^T x d\theta - \frac{1}{2} \underbrace{(x d\theta)^T}_{1 \times 1 \text{ se puede transponer y no cambia}} (y - x\theta)$$

* Recuerden que donde haya más de un $d\theta$ multiplicando se ignora por ser infinitesimal.

$$= - \underbrace{(y - x\theta)^T x}_{Q'(\theta)} d\theta$$

$$Q'(\theta) := \left[\frac{\partial Q_n(\theta)}{\partial \theta} \right]^T, \text{ es decir, } \frac{\partial Q_n(\theta)}{\partial \theta} = -x^T (y - x\theta)$$

- (b) Podemos usar la regla de la cadena

$$Q_n(\theta) = \frac{1}{2} h^T h, \quad h(\theta) = y - x\theta$$

Tenemos primero

$$dQ = \frac{1}{2} (h + dh)^T (h + dh) - \frac{1}{2} h^T h$$

$$= \frac{1}{2} h^T dh + \frac{1}{2} dh^T h = h^T dh \quad (1)$$

Luego

$$dh = [y - x(\theta + d\theta)] - [y - x\theta]$$

$$= -x d\theta \quad (2)$$

Combinando (1) y (2) obtenemos:

$$dQ = -(y - x\theta)^T x d\theta,$$

que coincide con nuestra respuesta anterior.

Además, podemos perturbar nuevamente para obtener el Hessiano:

Paso 1: Tenemos previamente $dQ = - \underbrace{(y - x\theta)^T X}_{Q'(\theta)} d\theta$
Ahora vamos a diferenciar esto.

Paso 2:

$$\begin{aligned} dQ' &= Q'(\theta + d\theta') - Q'(\theta) \\ &= - (y - X(\theta + d\theta'))^T X - [- (y - X\theta)^T X] \\ &= (X d\theta')^T X \\ &= d\theta'^T X^T X \end{aligned}$$

Paso 3: Lo expresamos como un vector columna, como lo hemos venido haciendo

$$\begin{aligned} dQ'^T &= X^T X d\theta' \\ \frac{\partial Q'(\theta)^T}{\partial \theta} &:= \frac{\partial}{\partial \theta^T} Q'(\theta) := \frac{\partial Q(\theta)}{\partial \theta^T \partial \theta} \end{aligned}$$

• En GMM de Variables Instrumentales tenemos

$$Q_n(\theta) = \frac{1}{2} \underbrace{g(\theta)^T}_{1 \times l} \underbrace{W}_{l \times l} \underbrace{g(\theta)}_{l \times 1}, \text{ donde } g(\theta) = \underbrace{Z'(y - X\theta)}_{\text{Momento / Condiciones que debe cumplir: } Z \text{ no correlacionado con errores.}}$$

Además,

$$W = \begin{bmatrix} w_{11} & \dots & w_{1l} \\ \vdots & \ddots & \vdots \\ w_{l1} & & w_{ll} \end{bmatrix}_{l \times l}$$

es una matriz de ponderación que es simétrica y definida positiva. Tiene $\text{rank}(W) = l$.

Aplicando las reglas que tenemos primero

$$\begin{aligned} dQ &= \frac{1}{2} dg^T W g + \frac{1}{2} g^T W dg \\ &= g^T W dg \quad \textcircled{1} \end{aligned}$$

Luego

$$\begin{aligned} dg &= Z'(y - X(\theta + d\theta)) - Z'(y - X\theta) \\ &= -Z'X d\theta \quad \textcircled{2} \end{aligned}$$

Combinamos ① y ② para obtener

$$dQ = \underbrace{-[Z'(Y - X\theta)]^T W Z' X}_{Q'(\theta)} d\theta$$

$$Q'(\theta) := \frac{\partial Q(\theta)}{\partial \theta^T} \Rightarrow \frac{\partial Q(\theta)}{\partial \theta} = -X'Z W Z' (Y - X\theta)$$

Para obtener el Hessiano:

Paso 1: Tenemos previamente $dQ = \underbrace{-[Z'(Y - X\theta)]^T W Z' X}_{Q'(\theta)} d\theta$

Ahora vamos a diferenciar esto.

Paso 2: Expresamos como vector columna

$$\begin{aligned} dQ' &= \underbrace{Q'(\theta + d\theta)}_{KX1} - Q'(\theta) \\ &= -X'Z W Z' (Y - X(\theta + d\theta)) + X'Z W Z' (Y - X\theta) \\ &= \underbrace{X'Z W Z' X}_{\frac{\partial Q'(\theta)}{\partial \theta^T \partial \theta}} d\theta' \end{aligned}$$