



Week_1 Machine_learning

Day-1 Machine Learning

↓ field of study that gives computers the ability to learn without being explicitly programmed
Arthur Samuel (1959)

• Supervised Learning

$x \rightarrow y$
input \rightarrow output label

learn from being given "right answers"

<u>Input (X)</u>	<u>Output (Y)</u>	<u>Application</u>
email \rightarrow	spam? (0/1)	spam filtering
audio \rightarrow	text transcripts	speech recognition
English \rightarrow	Spanish	machine translation
ad, user, info \rightarrow	click? (0/1)	online advertising
image, radar info \rightarrow	position of other cars	self-driving car
image of phone \rightarrow	defect? (0/1)	visual inspection

Regression :- predict numbers or values {House price}

Classification :- predict categories {Breast cancer}
small number of outputs {0, 1, 2}

• Unsupervised Learning

finding something interesting in unlabeled data.

Clustering: Google news.

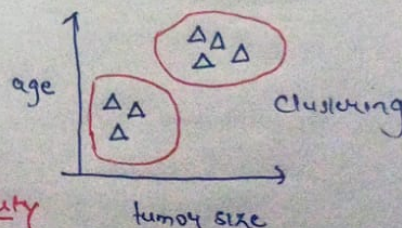
* Data only comes with inputs x , but not output label y .

Algorithm has to find structure in data

Anomaly detection
find unusual data points

Dimensionality reduction
compress data using fewer numbers

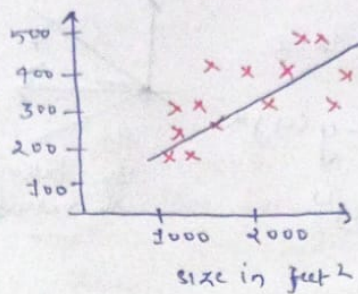
Basically we don't know our data belongs from which part for x



Regression Model

predict numbers

price in \$1000s



Linear Regression

Terminology

Training set: Data used to train model.

x = "input" variable features

m = number of training ex

y = "output" or target variables

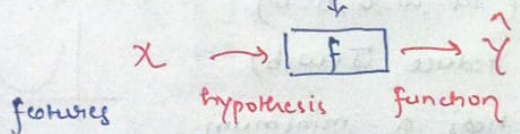
(x, y) \Rightarrow single training example

$(x^{(i)}, y^{(i)})$ \Rightarrow i th training example

Training set

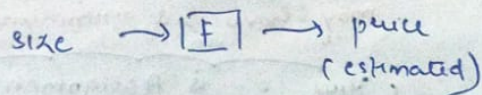
Learning Algo

How to represent f ?



$$\boxed{f_{w,b}(x) = wx + b}$$

$F(x)$



Cost function

Q. find w, b :

$\hat{y}^{(i)}$ is close to $y^{(i)}$ for all $(x^{(i)}, y^{(i)})$.

$$\boxed{J(w, b) = \frac{1}{2m} \sum_{i=1}^m (\underbrace{\hat{y}^{(i)} - y^{(i)}}_{\text{error}})^2}$$

or squared error cost function

$$J(w, b) = \frac{1}{2m} \sum_{i=1}^m (f_{w,b}(x^{(i)}) - y^{(i)})^2$$

goal: minimize $J(w, b)$
 cost function

Simplified Model

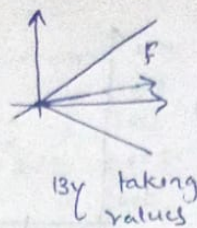
$$f_w(x) = w(x)$$

$$b = 0$$

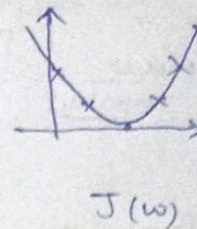
$$J(w) = \frac{1}{2m} \sum_{i=1}^m (f_w(x^{(i)}) - y^{(i)})^2$$

minimize $J(w)$

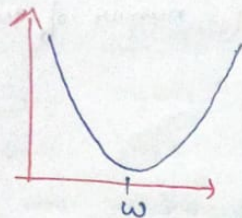
w



there is no $b \neq 0$



$J(\text{function of } w, b)$



shape similar to soup bowl
in 3-D

Gradient descent

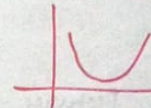
Have function $J(w, b)$.
want min $J(w, b)$
 w, b

→ Cost function for
Linear Regression

outline: Start with some w, b (set $w=0, b=0$)

- keep changing w, b to reduce $J(w, b)$
- Until we settle at or near a minimum

J not always



may have > 1 minimum

(Here = is Assignment)

$$w = w - \alpha \frac{\partial}{\partial w} J(w, b)$$

Learning rate

derivative term helps us for in which direction
we should take baby step to come down hill.

$$b = b - \alpha \frac{\partial}{\partial b} J(w, b)$$

x correct: Simultaneous update

incorrect:

$$\text{tmp-}w = w - \alpha \frac{\partial}{\partial w} J(w, b)$$

$$\text{tmp-}b = b - \alpha \frac{\partial}{\partial b} J(w, b)$$

$$w = \text{tmp-}w$$

$$b = \text{tmp-}b$$

$$\text{tmp-}w = w - \alpha \frac{\partial}{\partial w} J(w, b)$$

$$w = \text{tmp-}w$$

$$\text{tmp-}b = b - \alpha \frac{\partial}{\partial b} J(w, b)$$

$$b = \text{tmp-}b$$

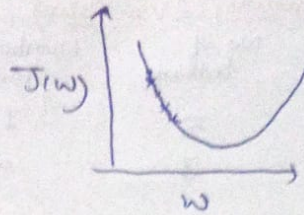
Learning Rate

$$w = w - \alpha \frac{d}{dw} J(w)$$

If α is too small ...

Then we are taking very minute baby step until you finally approach minimum

But it will be very slow.



If α is too large ...

It will take huge step and this will create worse condition

Gradient descent may:

- overshoot, never reach minimum
- fail to converge, diverge

Calculus Part-

$$\begin{aligned} \frac{d}{dw} J(w, b) &= \frac{d}{dw} \frac{1}{2m} \sum_{i=1}^m (f_{w,b}(x^{(i)}) - y^{(i)})^2 = \frac{d}{dw} \frac{1}{2m} \sum_{i=1}^m (wx^{(i)} + b - y^{(i)})^2 \\ &= \frac{1}{2m} \sum_{i=1}^m (wx^{(i)} + b - y^{(i)}) x^{(i)} = \frac{1}{m} \sum_{i=1}^m (f_{w,b}(x^{(i)}) - y^{(i)}) x^{(i)} \end{aligned}$$

$$\begin{aligned} \frac{d}{db} J(w, b) &= \frac{d}{db} \frac{1}{2m} \sum_{i=1}^m (f_{w,b}(x^{(i)}) - y^{(i)})^2 = \frac{d}{db} \frac{1}{2m} \sum_{i=1}^m (wx^{(i)} + b - y^{(i)})^2 \\ &= \frac{1}{2m} \sum_{i=1}^m (wx^{(i)} + b - y^{(i)}) = \frac{1}{m} \sum_{i=1}^m (f_{w,b}(x^{(i)}) - y^{(i)}) \end{aligned}$$

Multiple Features: (Variables)

ex	Size in feet ²	No. of bedroom	Number of floor	Age of home	Price \$(1000)
$x^{(1)}$	2104	5	1	45	460
$x^{(2)}$	1416	3	2	40	232
	\vdots				
	x_1	x_2	x_3	x_4	

$x_j = j^{\text{th}}$ feature

$n = \text{number of features}$

$x^{(i)} = \text{features of } i^{\text{th}} \text{ training example}$

Model: $f_{w,b}(x) = w_1x_1 + w_2x_2 + w_3x_3 + w_4x_4 + b$

ex: $f_{w,b}(x) = 0.1x_1 + 4x_2 + 10x_3 + -2x_4 + 80$ \rightarrow base price

$\vec{w} = [w_1, w_2, w_3, \dots, w_n]$

b is a number

parameters of Model

$\vec{x} = [x_1, x_2, x_3, \dots, x_n]$

$f_{w,b}(\vec{x}) = \vec{w} \cdot \vec{x} + b$

- Vectorization:** This make code shorter and run more smoothly

Parameters and features

$\vec{w} = [w_1, w_2, w_3]$ $n=3$

b is a number

$\vec{x} = [x_1, x_2, x_3]$

Code: $w = \text{np.array}([1.0, 2.5, -3.3])$

$b = 4$

$x = \text{np.array}([10, 20, 30])$

$f = 0$

for j in range(0, n)

$f = f + w[j] * x[j]$

$f = f + b$

(without Vectorization)

$f_{w,b}(\vec{x}) = \left(\sum_{j=1}^n w_j x_j \right) + b$



vectorization

$$f_{w,b}(\vec{x}) = \vec{w} \cdot \vec{x} + b$$

$$f = \text{np.dot}(w, x) + b$$

Gradient descent for Multiple features

$$w_1 = w_1 - \alpha \frac{1}{n} \sum_{i=1}^n (f_{w,b}(\vec{x}^{(i)}) - y^{(i)}) x_1^{(i)}$$

Normal Equation

↳ only for linear regression

• solve for w, b without iterations

• feature scaling

$$\hat{\text{price}} = w_1 x_1 + w_2 x_2 + b$$

\downarrow \downarrow
 size # bedrooms

House:- $x_1 = 2000$, $x_2 = 5$ price = \$500k

Here value is large
So model will choose
small value of w_1

$w_2 \rightarrow$ will be large

If the cost function is increasing, we know that gradient descent is diverging, so we need a lower learning rate α
vice-versa

feature engineering

$$f_{w,b}(\vec{x}) = w_1 \underbrace{x_1}_{\text{frontage}} + w_2 \underbrace{x_2}_{\text{depth}} + b$$

} creating a new features

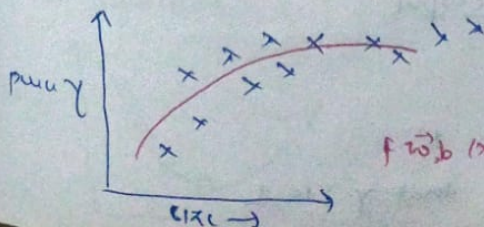
area = frontage \times depth

$$x_3 = x_1 x_2$$

new feature

$$f_{w,b}(\vec{x}) = w_1 x_1 + w_2 x_2 + w_3 x_3 + b$$

Polynomial regression



$$f_{w,b}(x) = w_1 x + w_2 x^2 + w_3 x^3 + b$$

\downarrow \downarrow \downarrow
 size size² size³

$$f_{w,b}(x) = w_1 x + w_2 x^2 + b$$

size size²