

GATE WAY TO ML

# UNDERSTANDING THE MATH

# MATHAMATICAL TOOLS

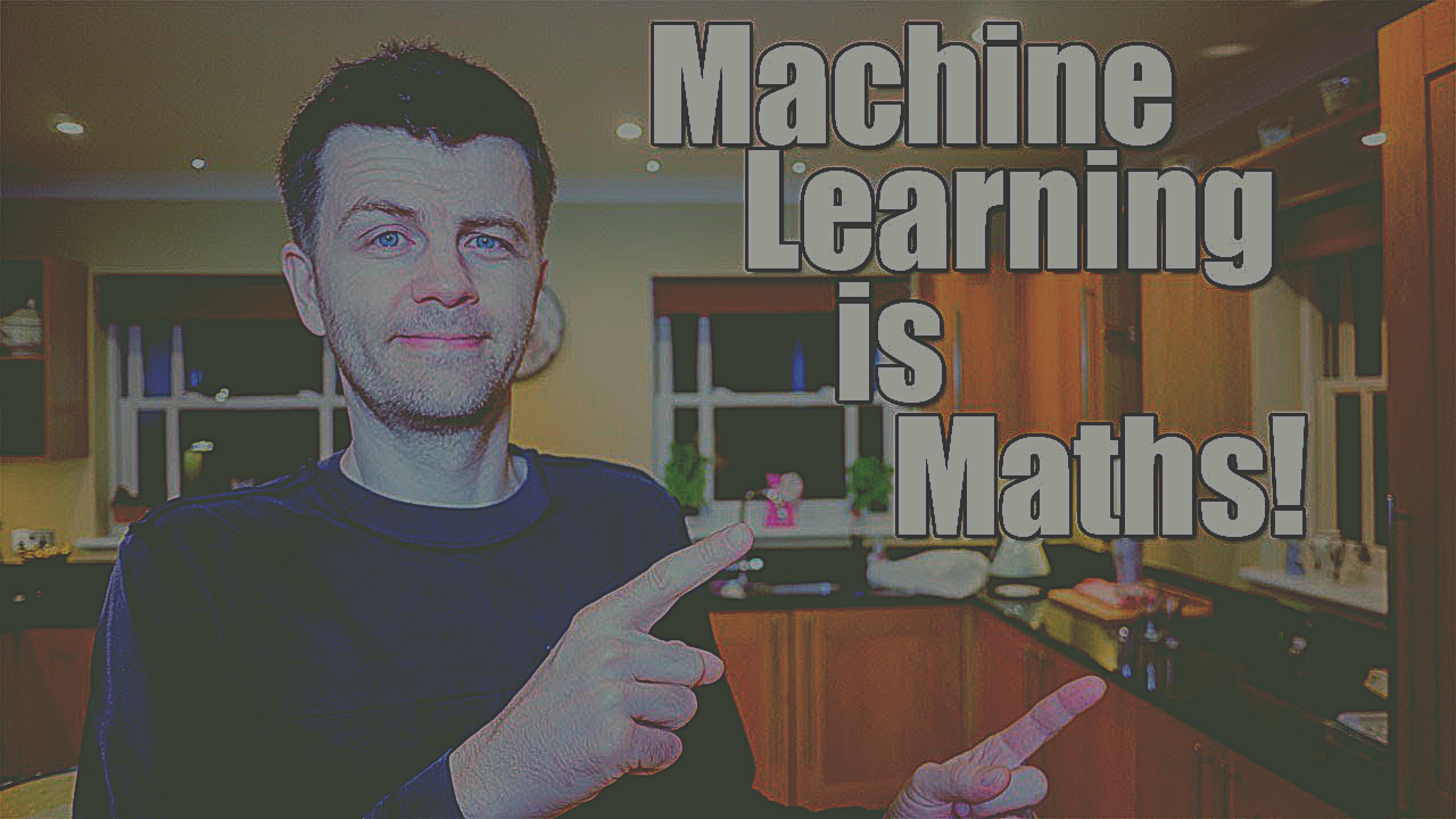
**YOU ALREADY KNOW....  
RIGHT??**

Linear Algebra

Calculus and optimization

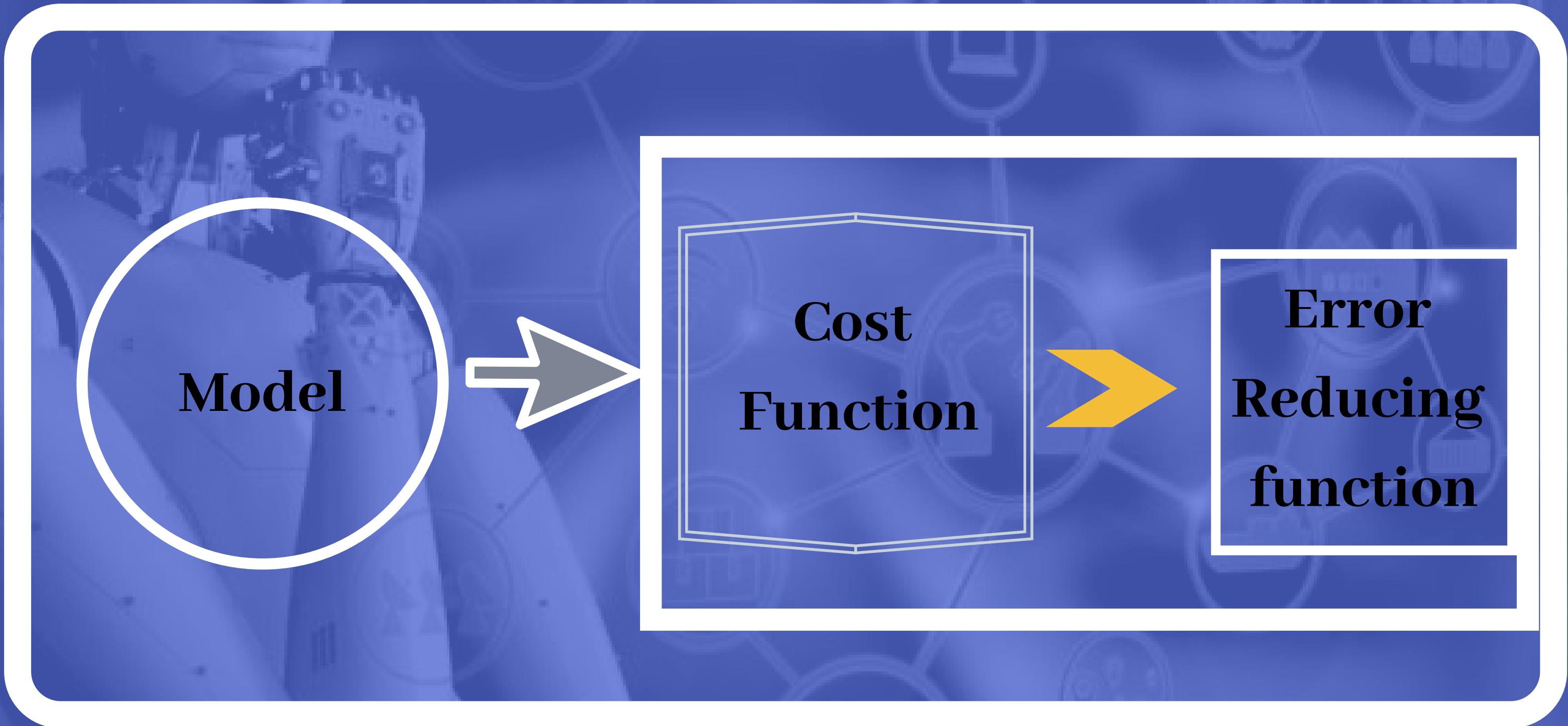
probability

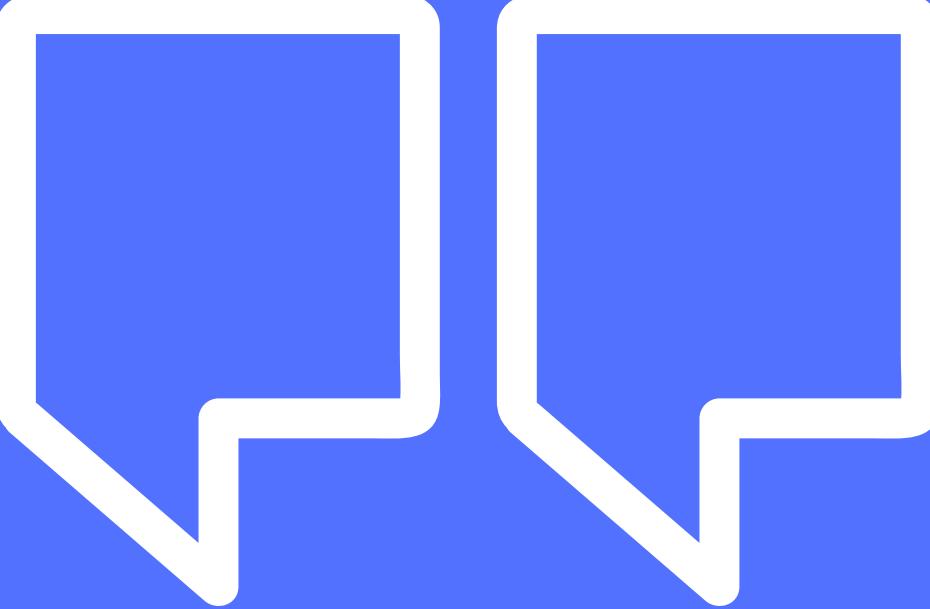




# Machine learning is Maths!

# Mathematical Understanding of Algorithms





## WORDS OF INSPIRATION

HOW MATH HELP  
TO DO SO  
lets see

WHAT WE WANT IS A  
MACHINE WHICH LEARNS  
FROM EXPERIENCE

- ALAN TURING

# DATA

Let input be  $X$  and output be  $Y$

There will be either one or multiple input features  
that can be represented as input vector

Similarly output can be a discrete or continuous  
value as we have seen earlier

# Linear Regression with One Variable

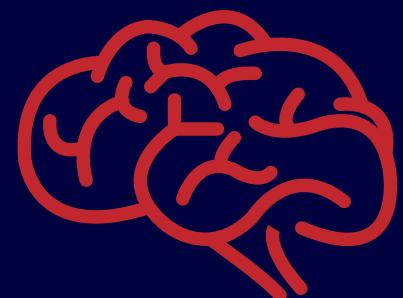
## Model/The Hypothesis Function

$$\hat{y} = h_{\theta}(x) = \theta_0 + \theta_1 x$$

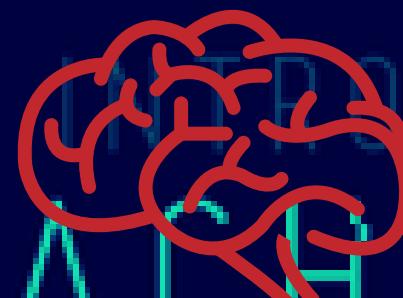
seen this  
before ?!...

Note that this is like the equation of a straight line. We give to  $h_{\theta}(x)$  values for  $\theta_0$  and  $\theta_1$  to get our estimated output  $\hat{y}$ . In other words, we are trying to create a function called  $h_{\theta}$  that is trying to map our input data (the x's) to our output data (the y's).

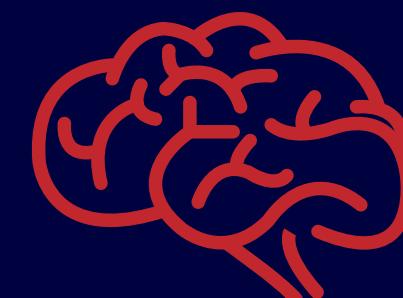
# Linear Regression with One Variable



YES! IT IS EQUATION OF A LINE



TWO UNKNOWNS AND WE NEED  
ONLY TWO PAIR OF  $(X, Y)$



BUT HERE WE HAVE N NUMBER  
OF  $(X, Y)$

# Linear Regression with One Variable

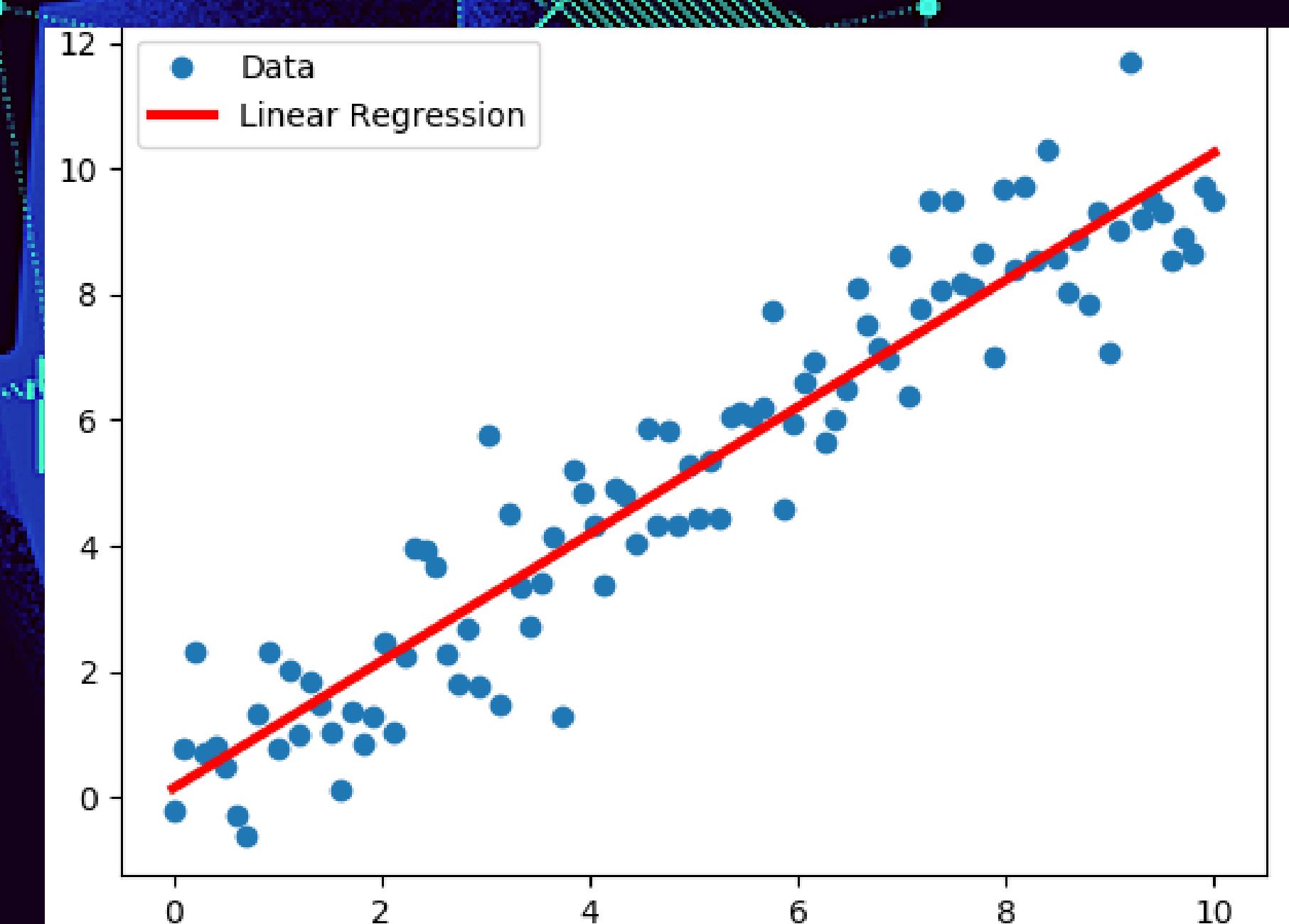


FIND THE BEST FIT LINE WITH LOWEST ERROR

AN INTRODUCTION TO  
MACHINE LEARNING



BUT HOW?



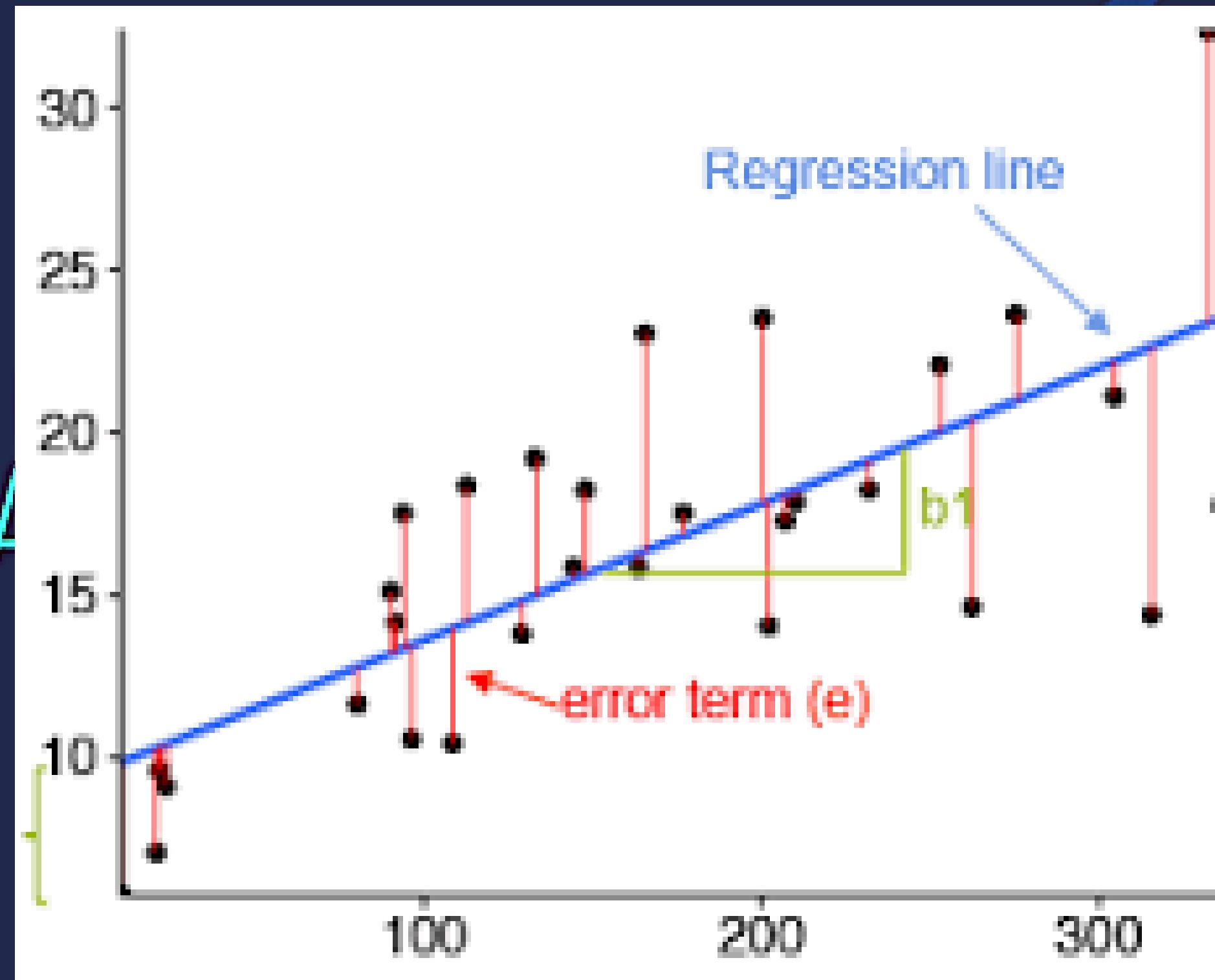
# Linear Regression with One Variable

## THE COST FUNCTION

We can measure the accuracy of our hypothesis function by using a cost function. This takes an average (actually a fancier version of an average) of all the results of the hypothesis with inputs from x's compared to the actual output y's.

$$J(\theta_0, \theta_1) = \frac{1}{2m} \sum_{i=1}^m (\hat{y}_i - y_i)^2 = \frac{1}{2m} \sum_{i=1}^m (h_\theta(x_i) - y_i)^2$$

# Linear Regression with One Variable



# Linear Regression with One Variable

## THE COST FUNCTION

THE BEST POSSIBLE LINE WILL BE SUCH SO THAT THE AVERAGE SQUARED VERTICAL DISTANCES OF THE SCATTERED POINTS FROM THE LINE WILL BE THE LEAST.

# Linear Regression with One Variable

## THE COST FUNCTION

IN THE BEST CASE, THE LINE SHOULD PASS THROUGH ALL THE POINTS OF OUR TRAINING DATA SET. IN SUCH A CASE WHAT WILL BE THE VALUE OF  $J(\theta_0, \theta_1)$  ?

MACHINE LEARNING

# Linear Regression with One Variable

## THE GRADIENT DESCENT

SO WE HAVE OUR HYPOTHESIS FUNCTION AND WE HAVE A WAY OF MEASURING HOW WELL IT FITS INTO THE DATA. NOW WE NEED TO ESTIMATE THE PARAMETERS IN HYPOTHESIS FUNCTION. THAT'S WHERE GRADIENT DESCENT COMES IN.

# Linear Regression with One Variable

## THE GRADIENT DESCENT

The gradient descent algorithm is:

repeat until convergence:

$$\theta_j := \theta_j - \alpha \frac{\partial}{\partial \theta_j} J(\theta_0, \theta_1)$$

where

j=0,1 represents the feature index number.

Intuitively, this could be thought of as:

repeat until convergence:

$$\theta_j := \theta_j - \alpha [\text{Slope of tangent aka derivative in j dimension}] [\text{Slope of tangent aka derivative in j dimension}]$$

# Linear Regression with One Variable

## THE GRADIENT DESCENT

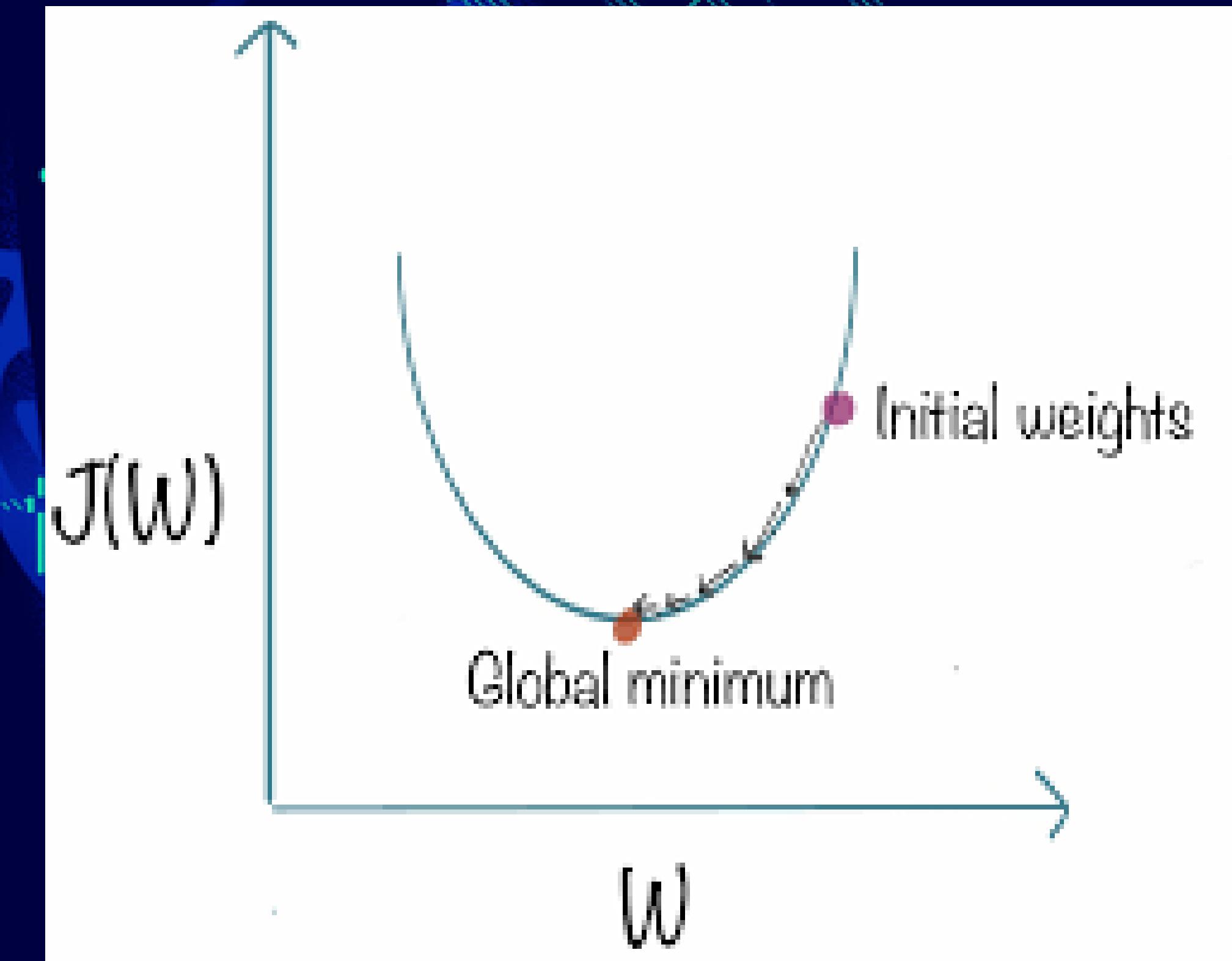
The way we do this is by taking the derivative (the tangential line to a function) of our cost function. The slope of the tangent is the derivative at that point and it will give us a direction to move towards. We make steps down the cost function in the direction with the steepest descent, and the size of each step is determined by the parameter  $\alpha$ , which is called the learning rate.

# Linear Regression with One Variable

THE GRADIENT DESCENT

AN INTRODUCTION TO

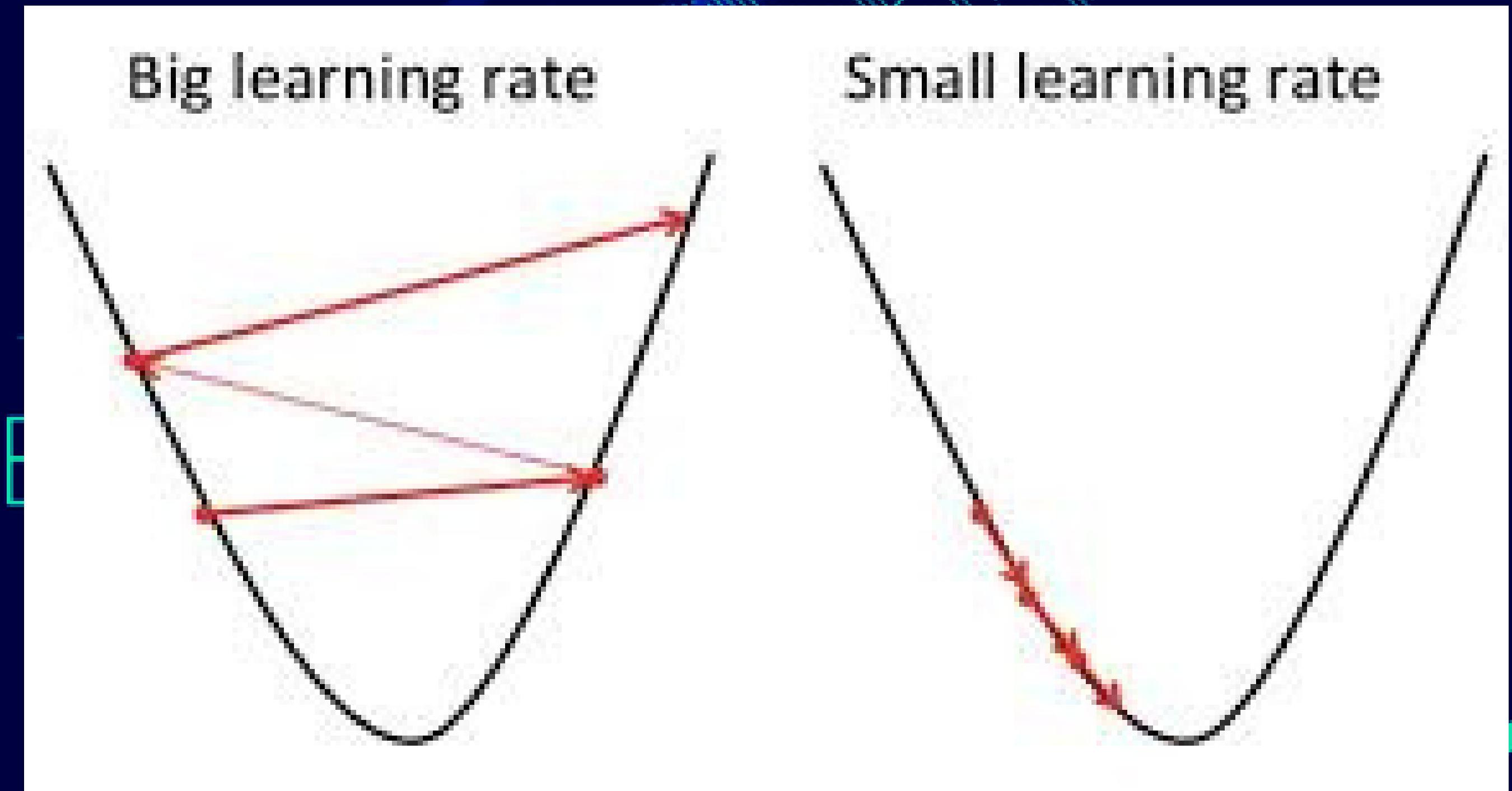
MACHINE LEARNING



# Linear Regression with One Variable

THE GRADIENT  
DESCENT  
LEARNING RATE

AN INTRODUCTION  
TO  
MACHINE LEARNING



# Linear Regression with One Variable

## GRADIENT DESCENT FOR LINEAR REGRESSION

When specifically applied to the case of linear regression, a new form of the gradient descent equation can be derived.

```
repeat until convergence {
```

$$\theta_0 := \theta_0 - \alpha \frac{1}{m} \sum_{i=1}^m (h_\theta(x^{(i)}) - y^{(i)})$$

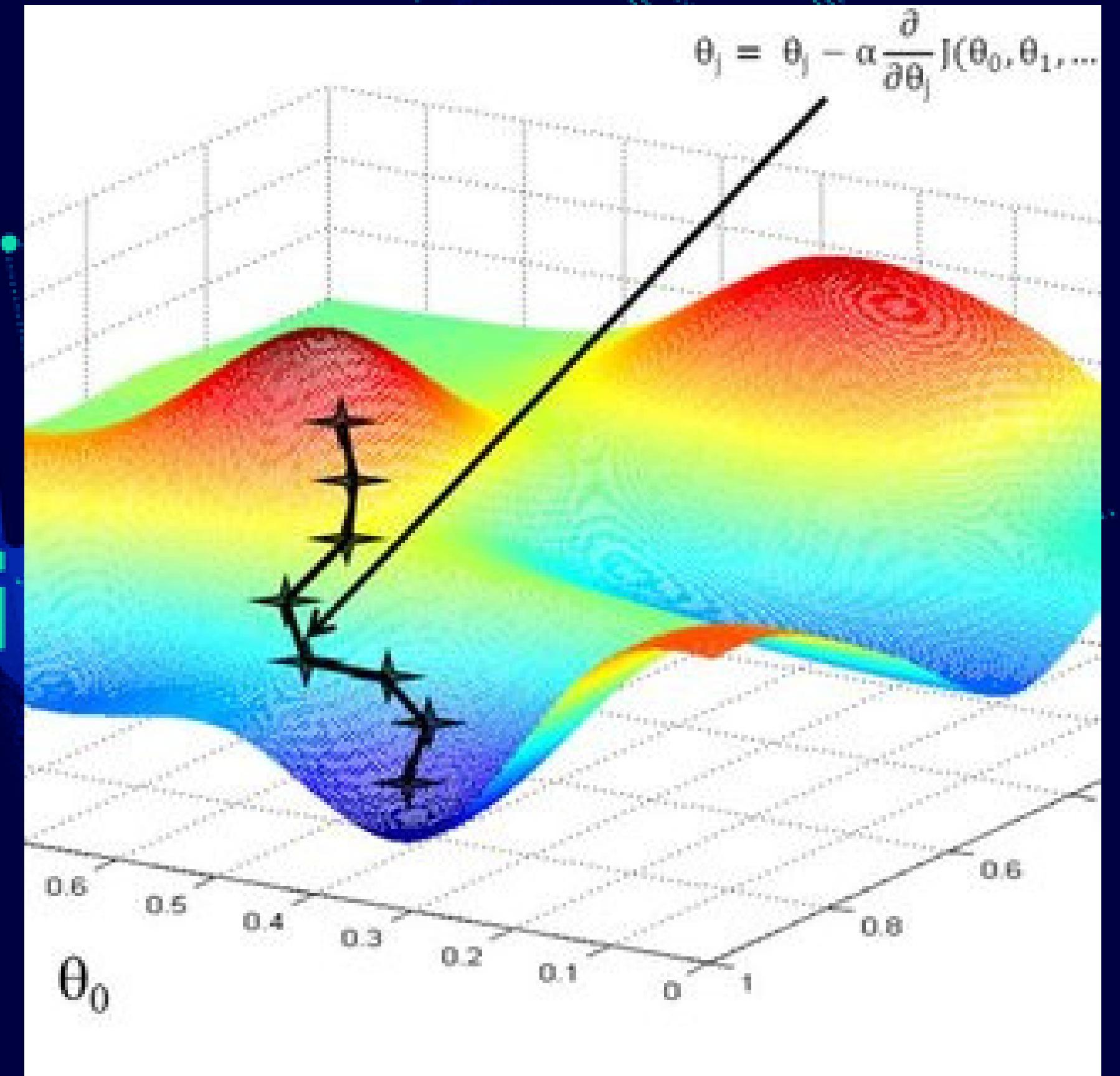
$$\theta_1 := \theta_1 - \alpha \frac{1}{m} \sum_{i=1}^m (h_\theta(x^{(i)}) - y^{(i)}) \cdot x^{(i)}$$

```
}
```

# Linear Regression with One Variable

GRADIENT DESCENT  
FOR  
LINEAR REGRESSION

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MACHINE LEARNING

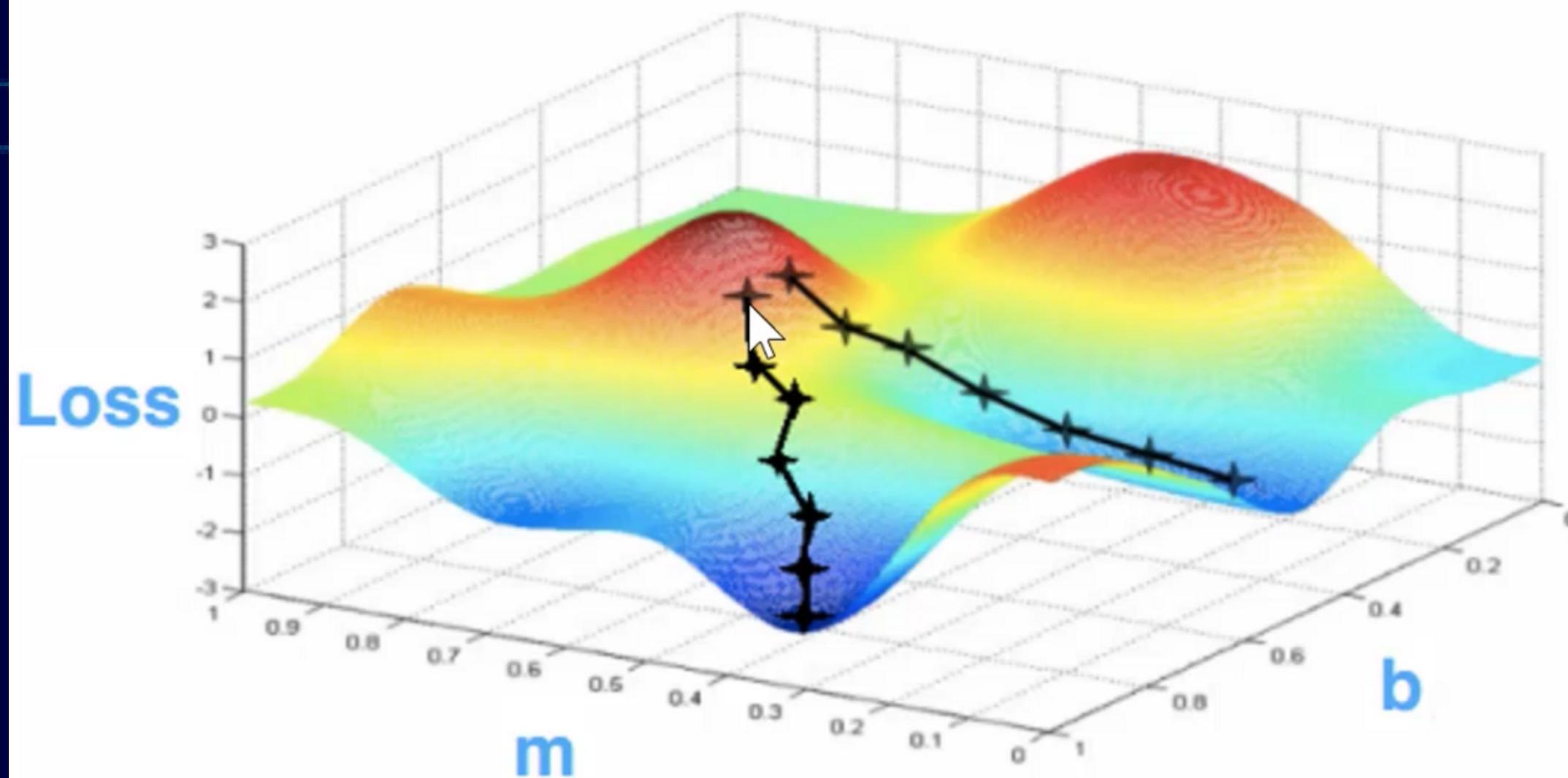


# Linear Regression with One Variable

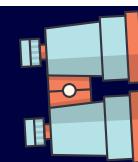
## GRADIENT DESCENT FOR LINEAR REGRESSION

### Gradient Descent

$f(x) = \text{nonlinear function of } x$



# RECAP



## Gradient descent algorithm

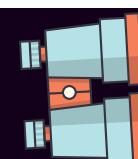
```
repeat until convergence {  
     $\theta_j := \theta_j - \alpha \frac{\partial}{\partial \theta_j} J(\theta_0, \theta_1)$   
    (for  $j = 1$  and  $j = 0$ )  
}
```

## Linear Regression Model

$$h_{\theta}(x) = \theta_0 + \theta_1 x$$

$$J(\theta_0, \theta_1) = \frac{1}{2m} \sum_{i=1}^m (h_{\theta}(x^{(i)}) - y^{(i)})^2$$

RECAP



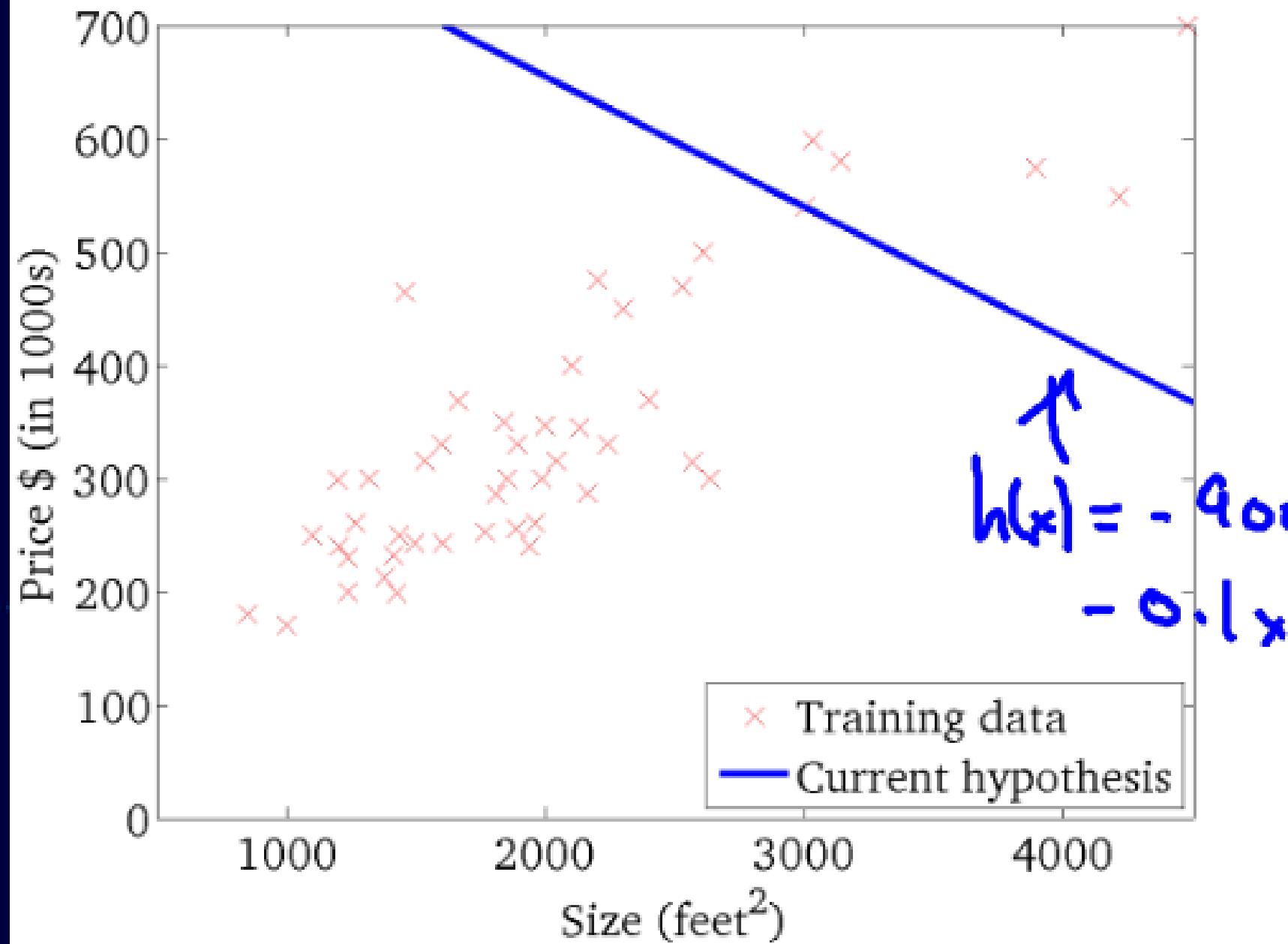
OUR AIM IS TO GET A BEST FIT LINE  
FOR OUR MODEL

THE LOCAL MINIMUM OF THE COST FUNCTION WILL GIVE  
AN INTRODUCTION TO US THE BEST FIT LINE  
MACHINE LEARNING

THE GRADIENT DESCENT WILL HELPS TO REACH  
THE LOCAL MINIMUM

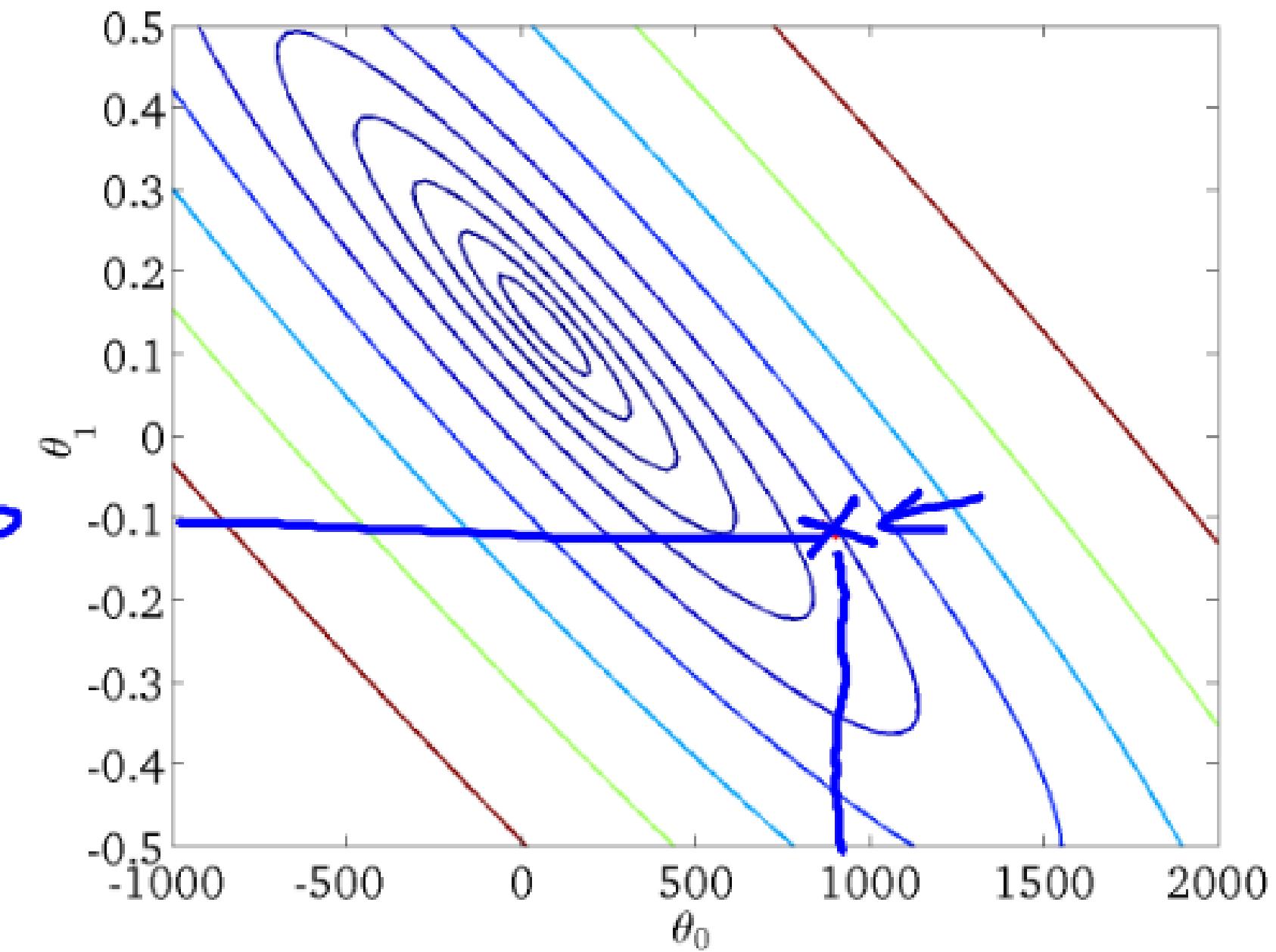
$$\underline{h_{\theta}(x)}$$

(for fixed  $\theta_0, \theta_1$ , this is a function of  $x$ )



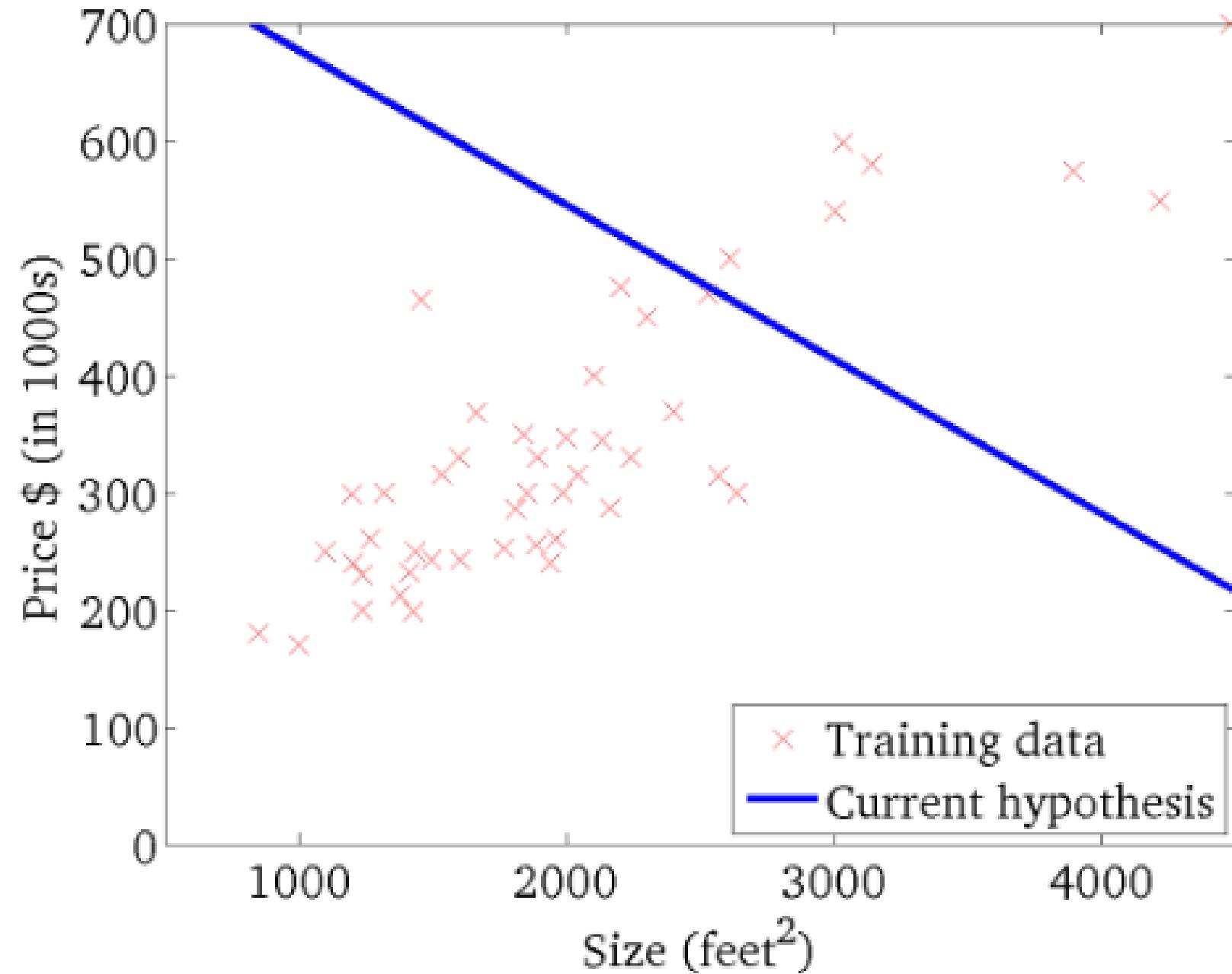
$$\underline{J(\theta_0, \theta_1)}$$

(function of the parameters  $\theta_0, \theta_1$ )



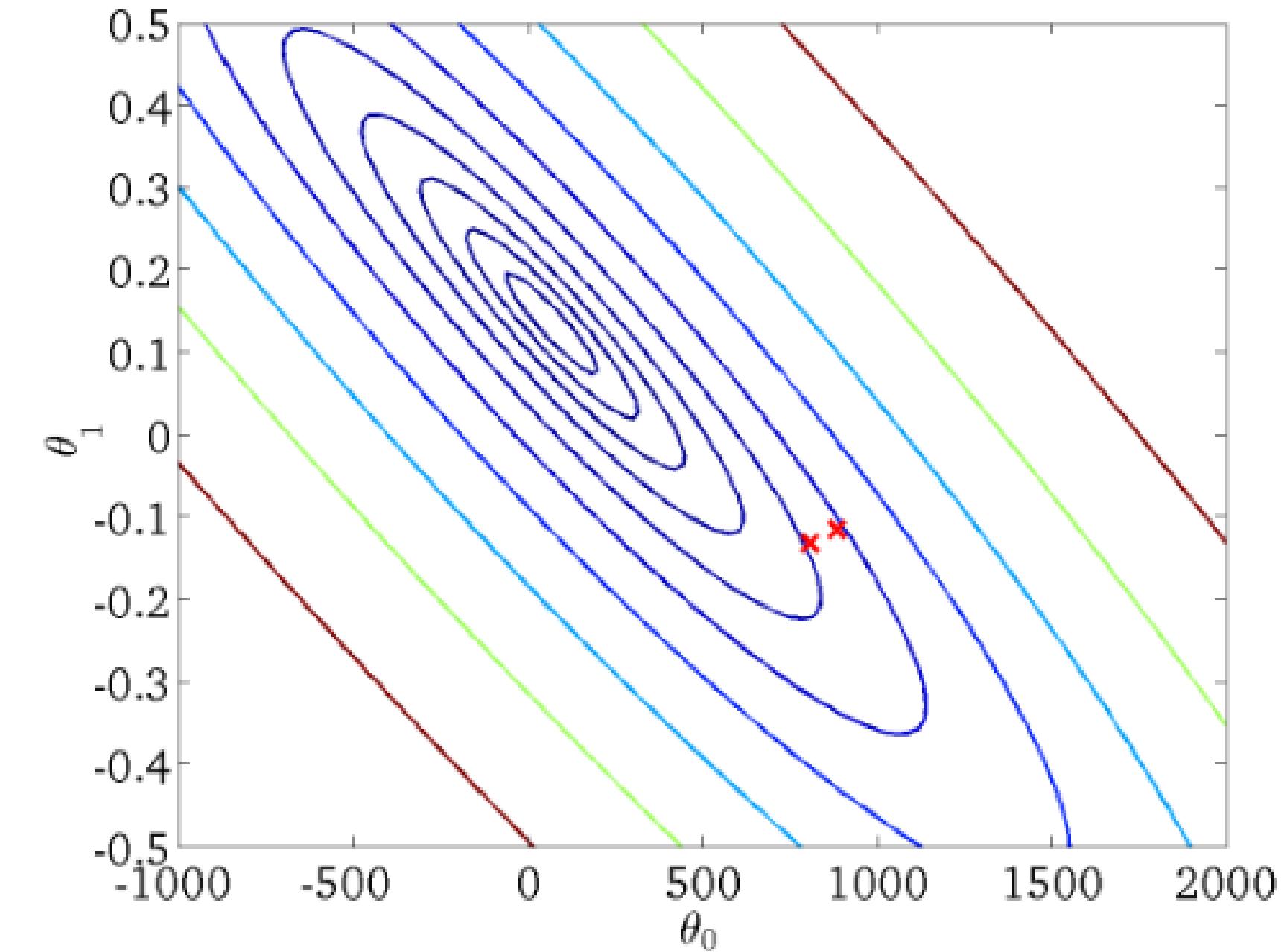
$$h_{\theta}(x)$$

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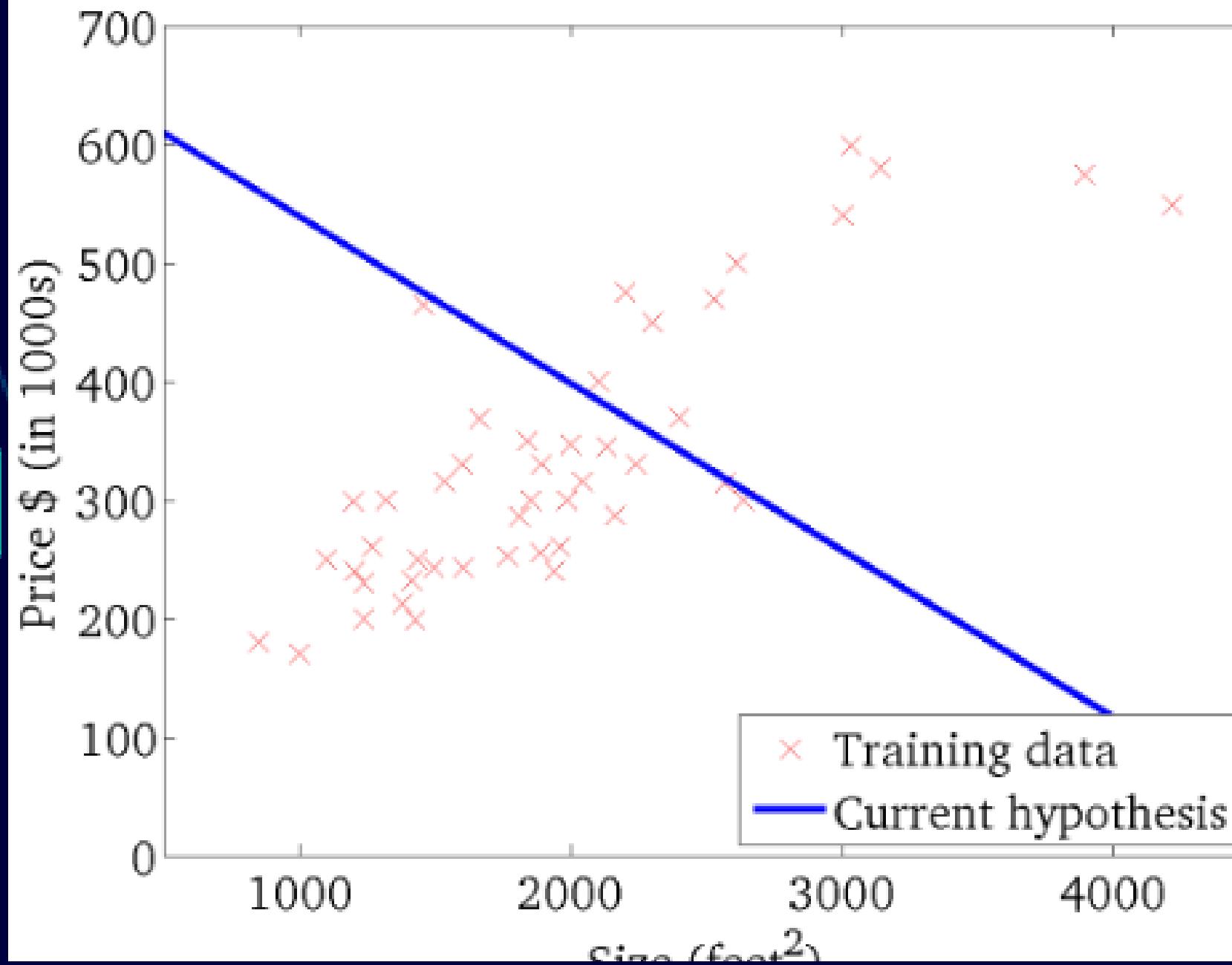
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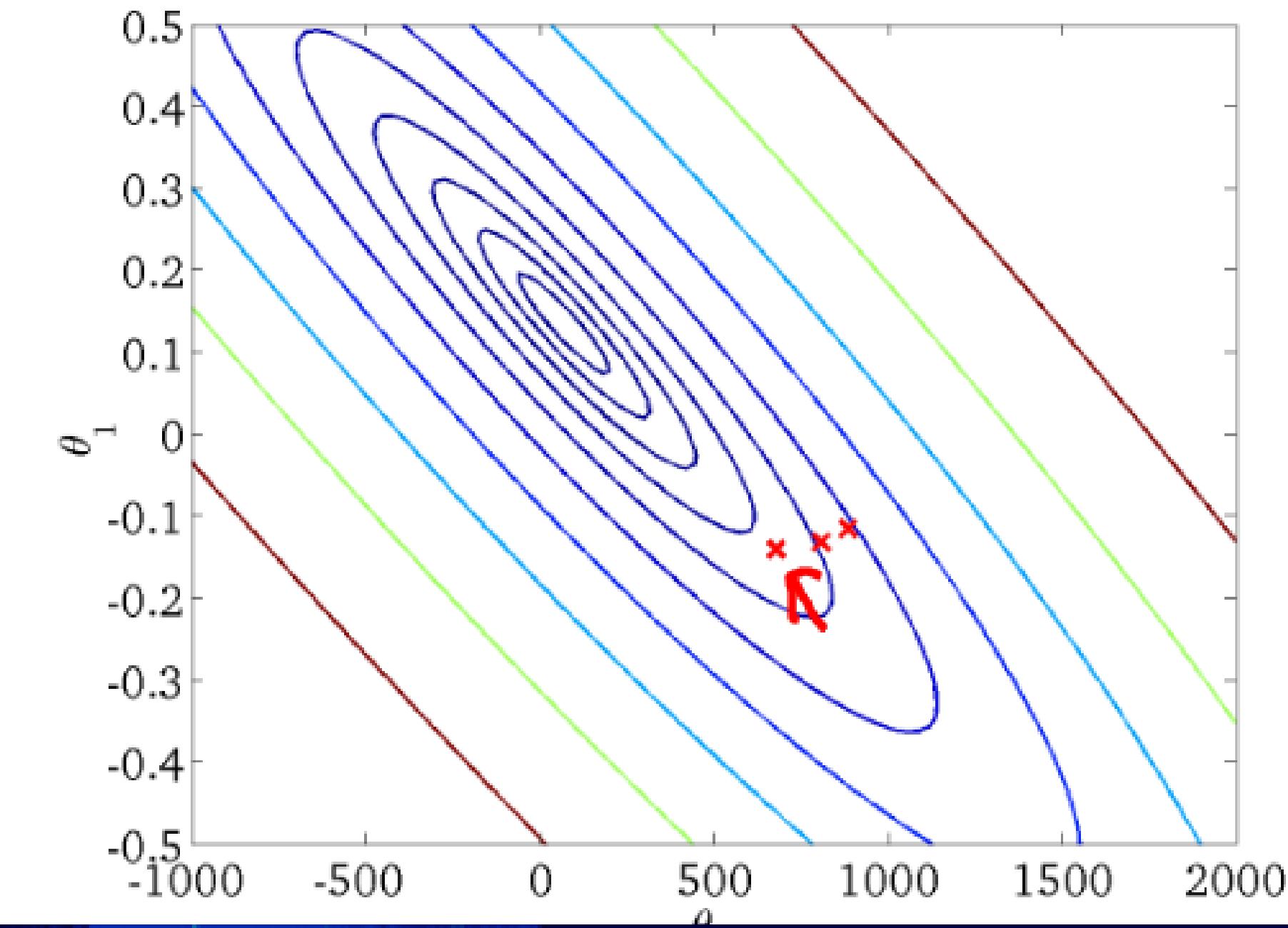
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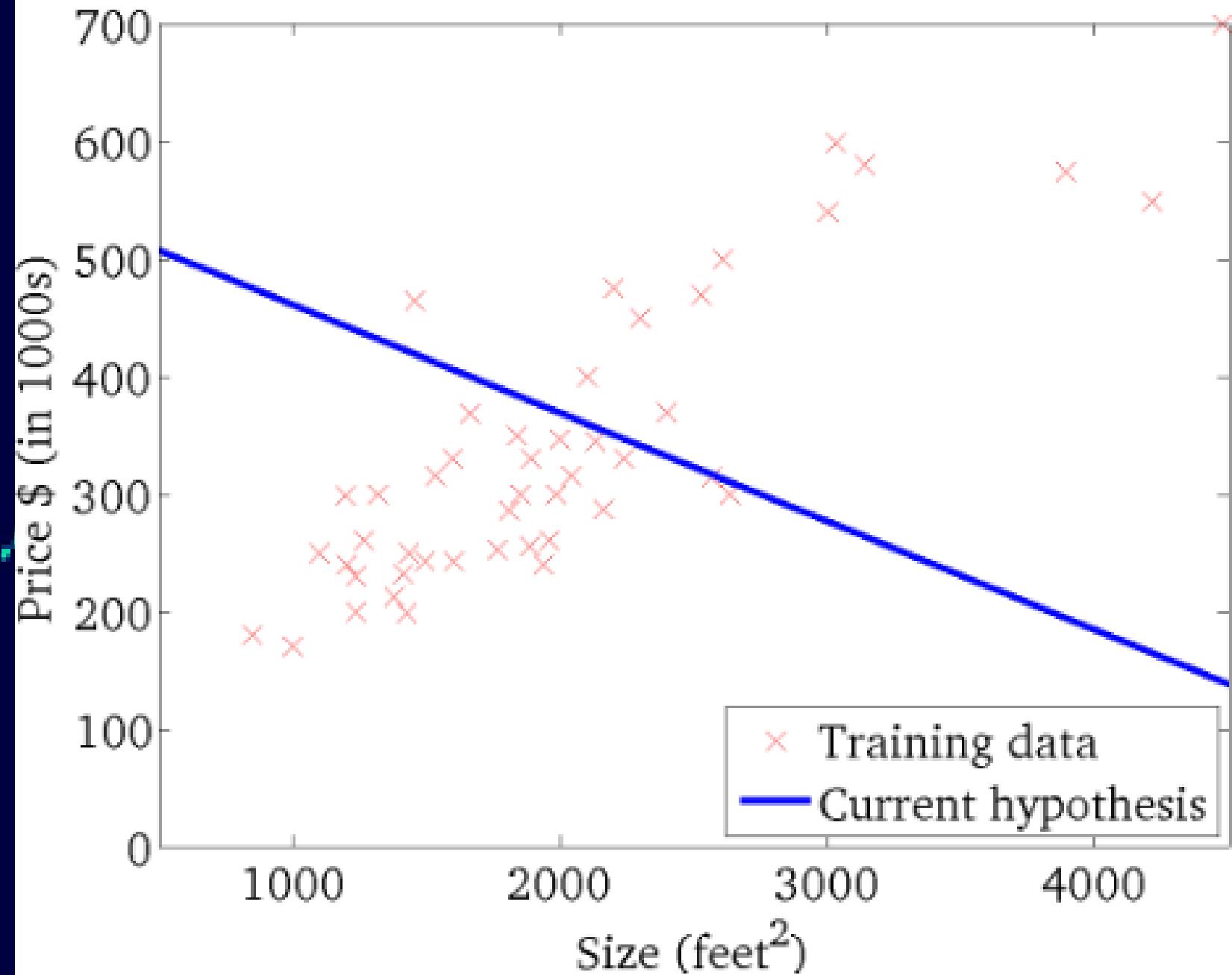
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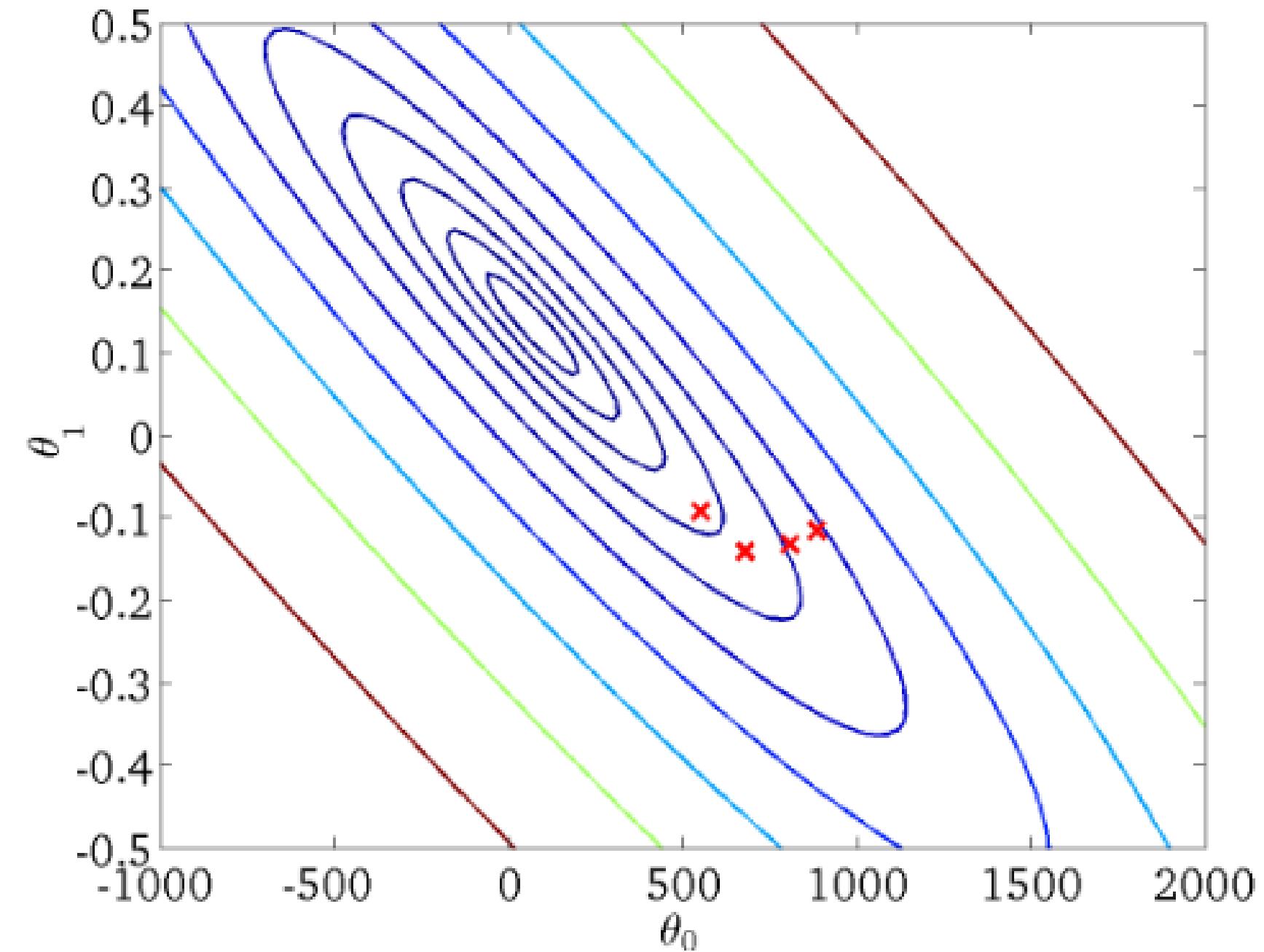
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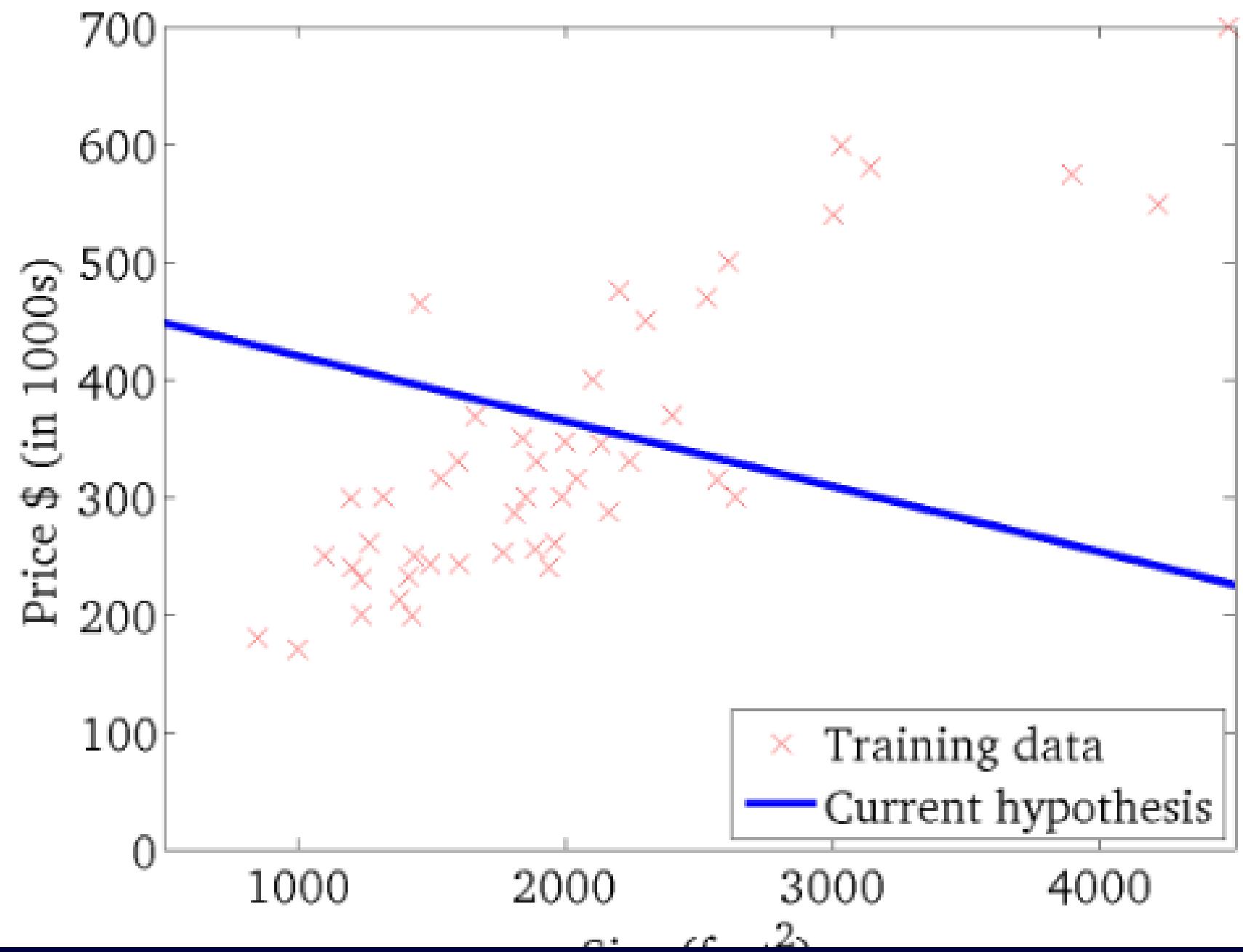
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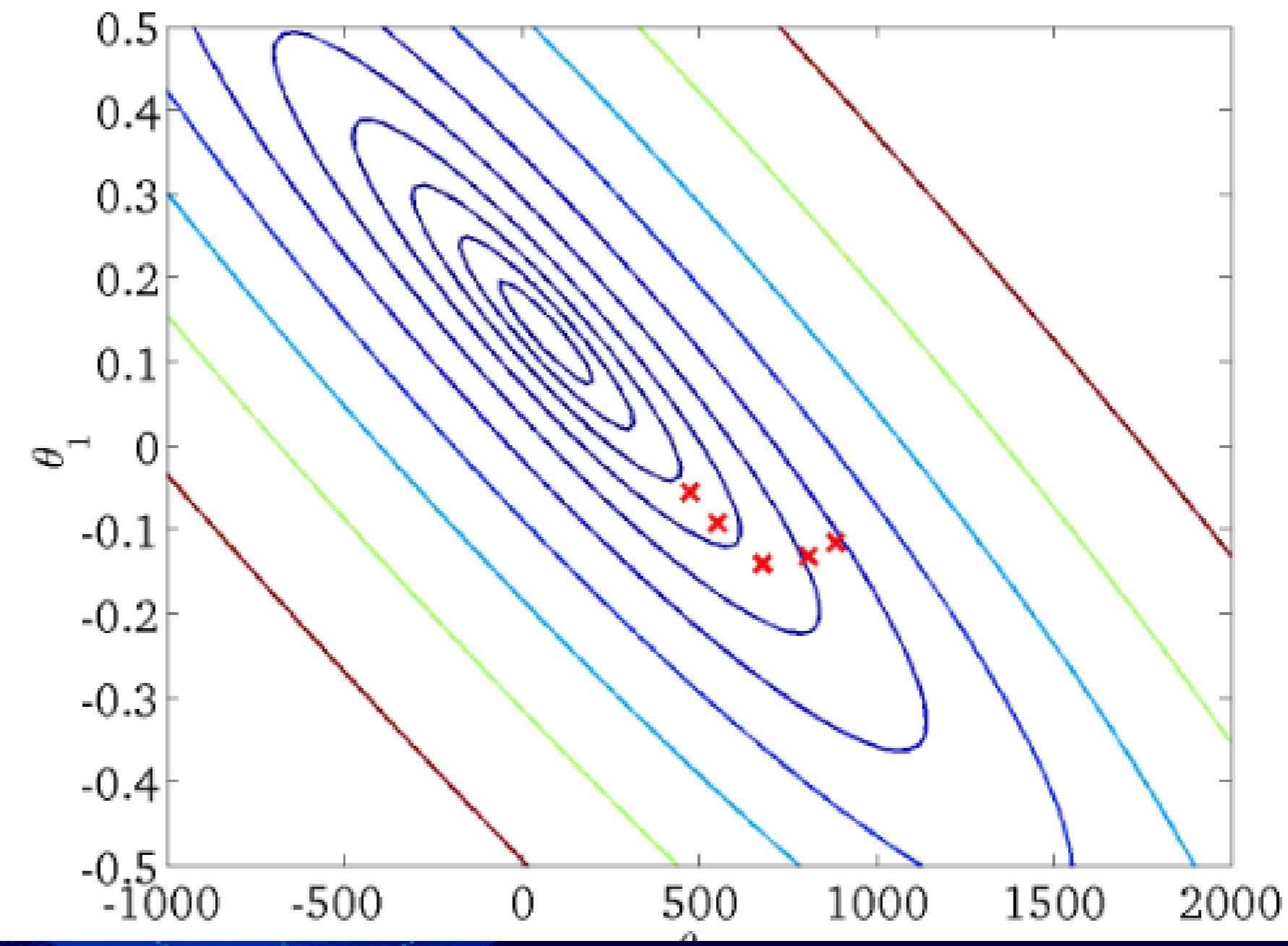
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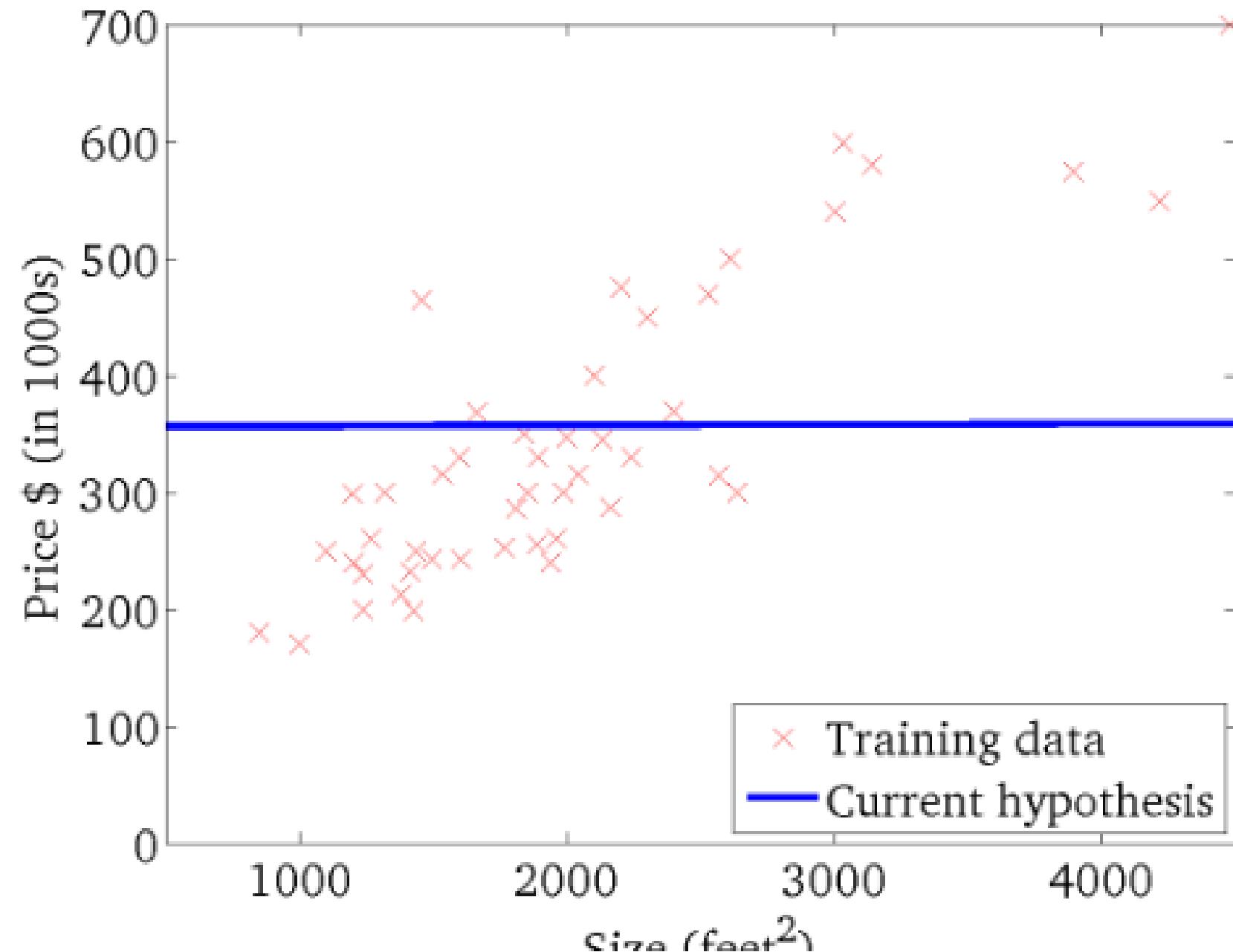
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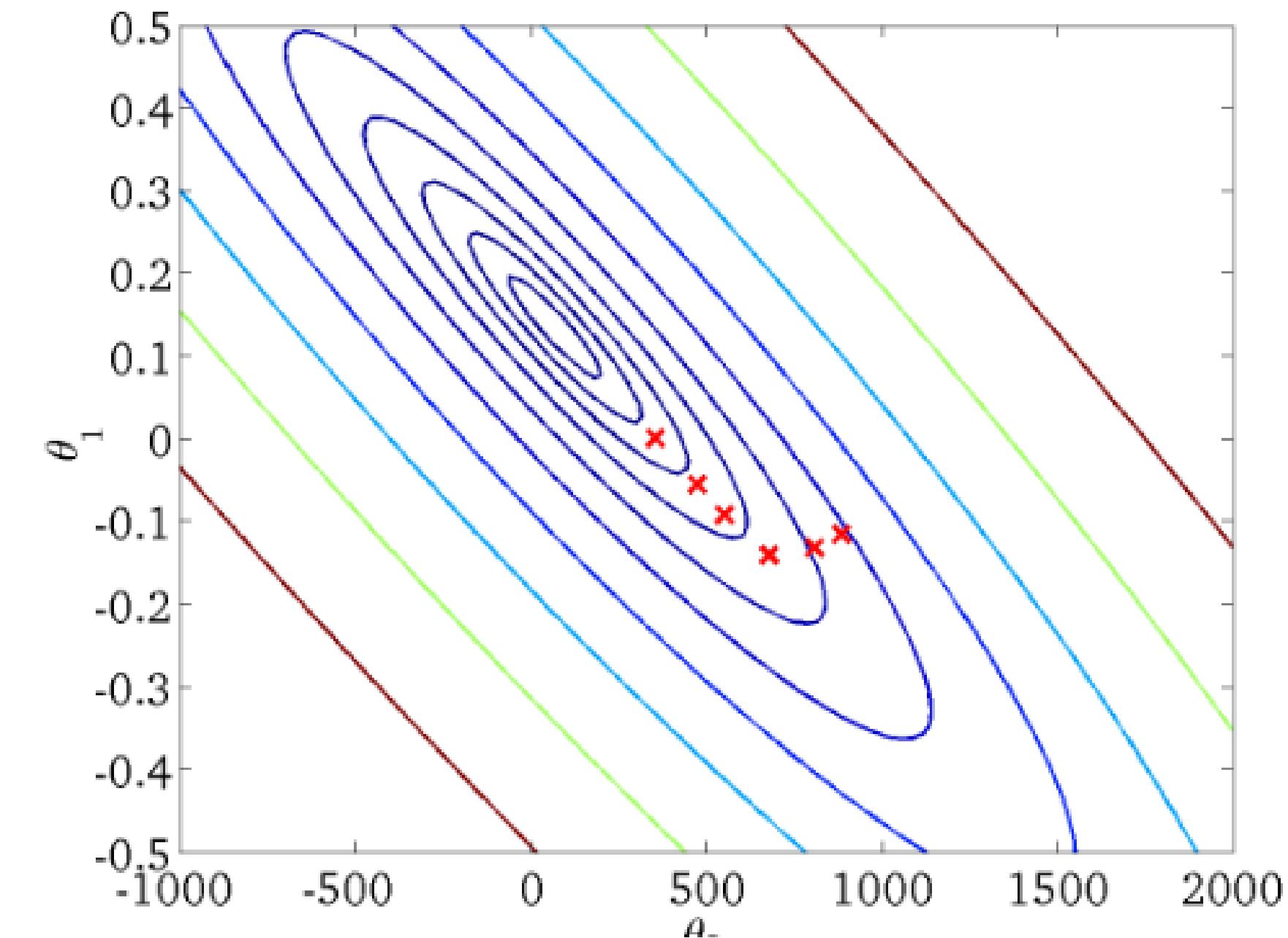
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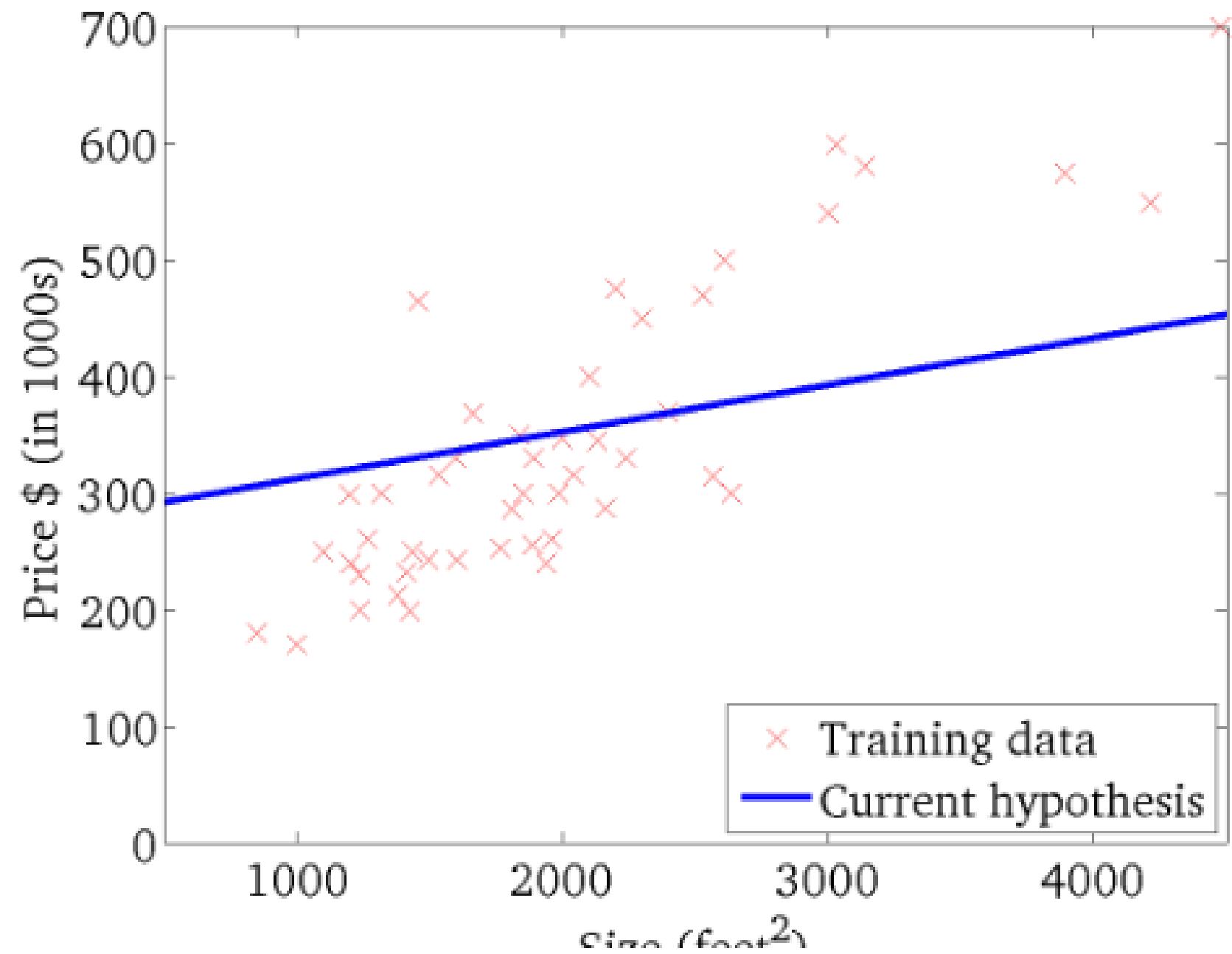
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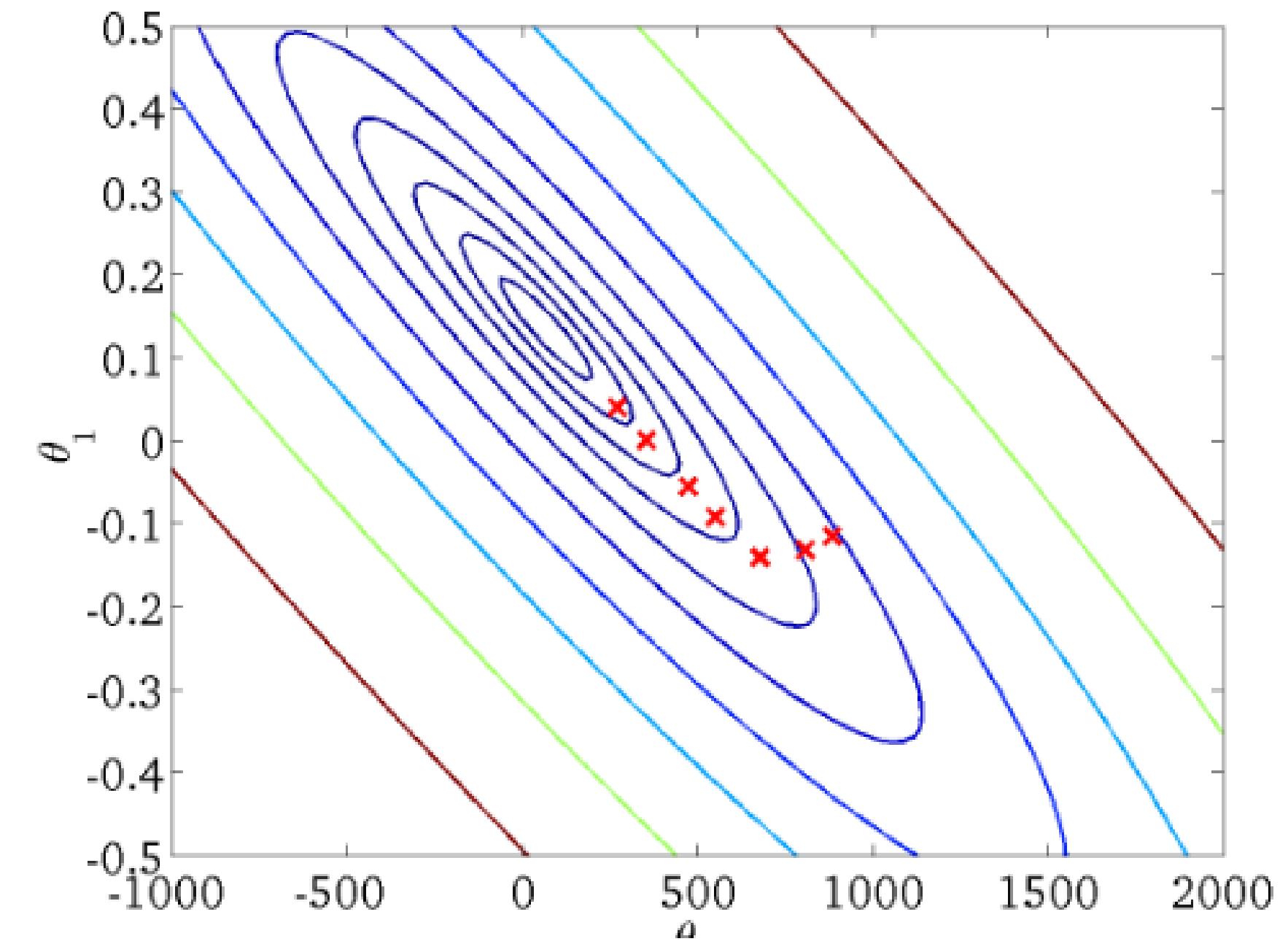
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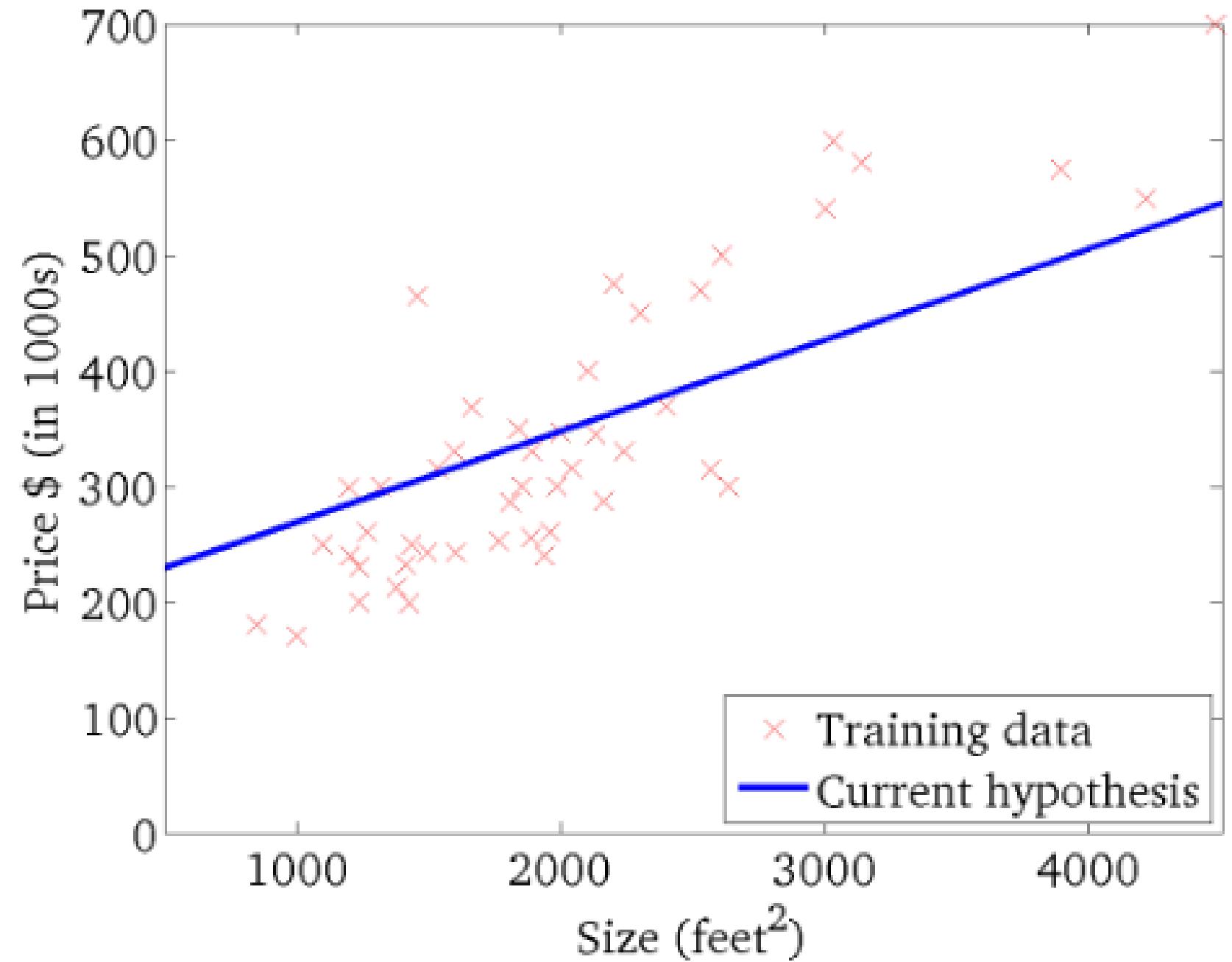
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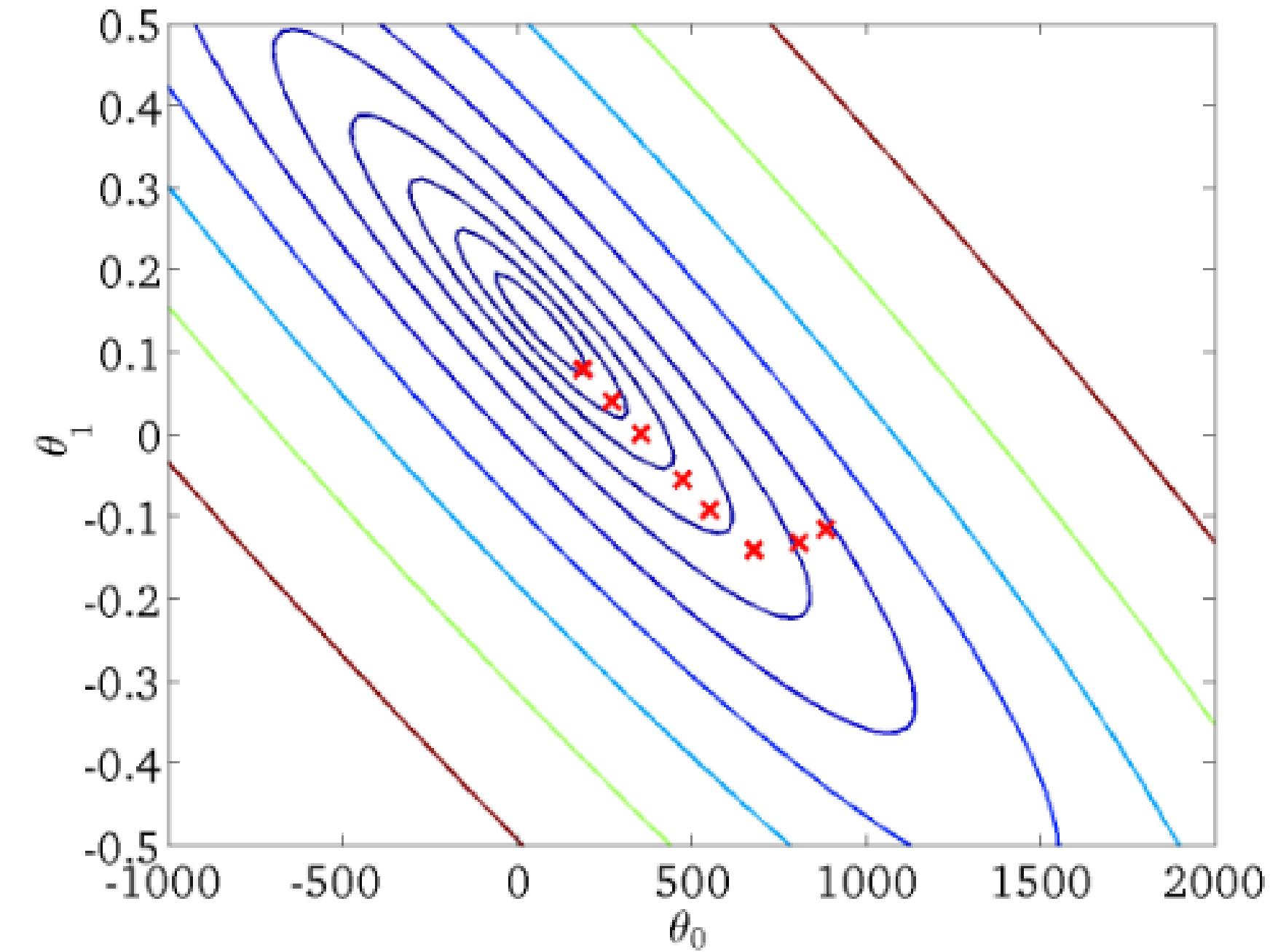
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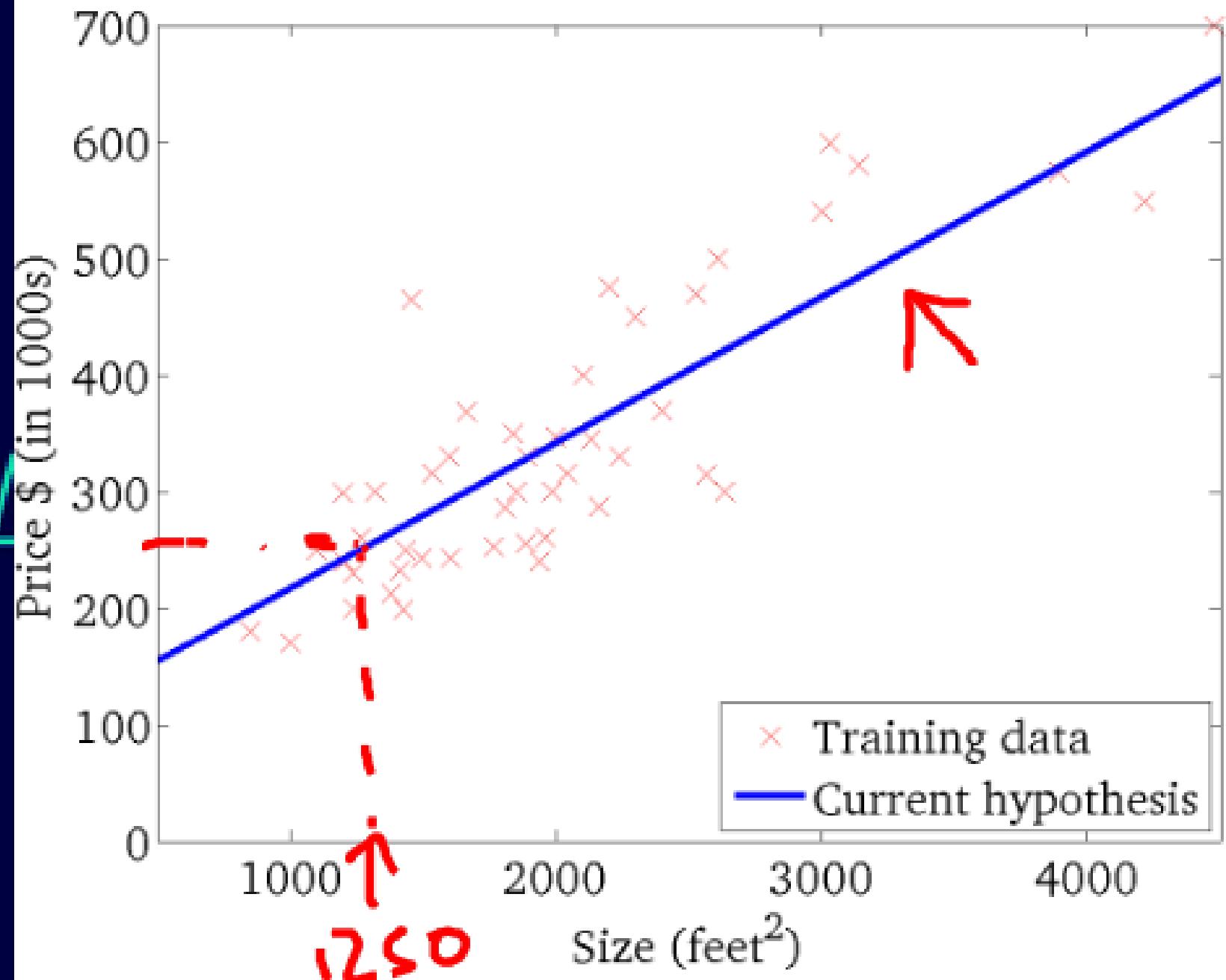
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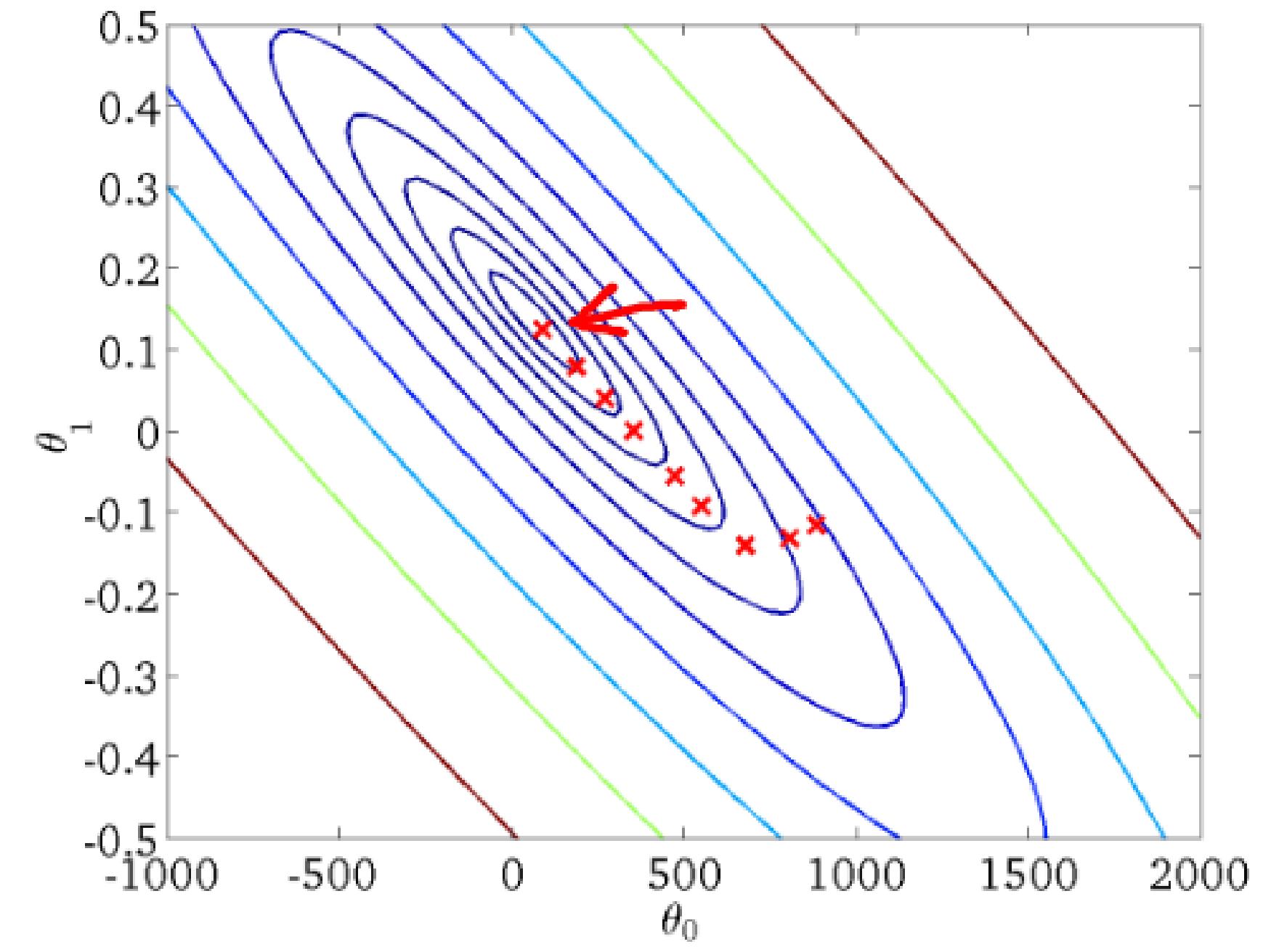
$$h_{\theta}(x)$$

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$$J(\theta_0, \theta_1)$$

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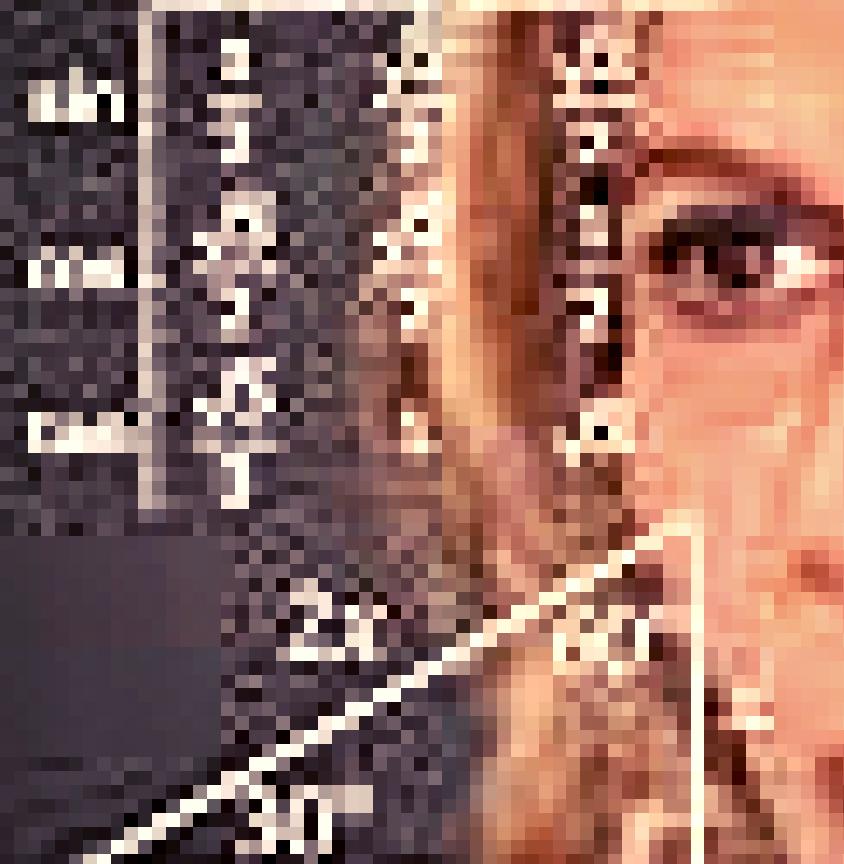
**YOU DID MATH!**

**GOOD JOB!**

$$A = \pi r^2$$

$$C = 2\pi r$$

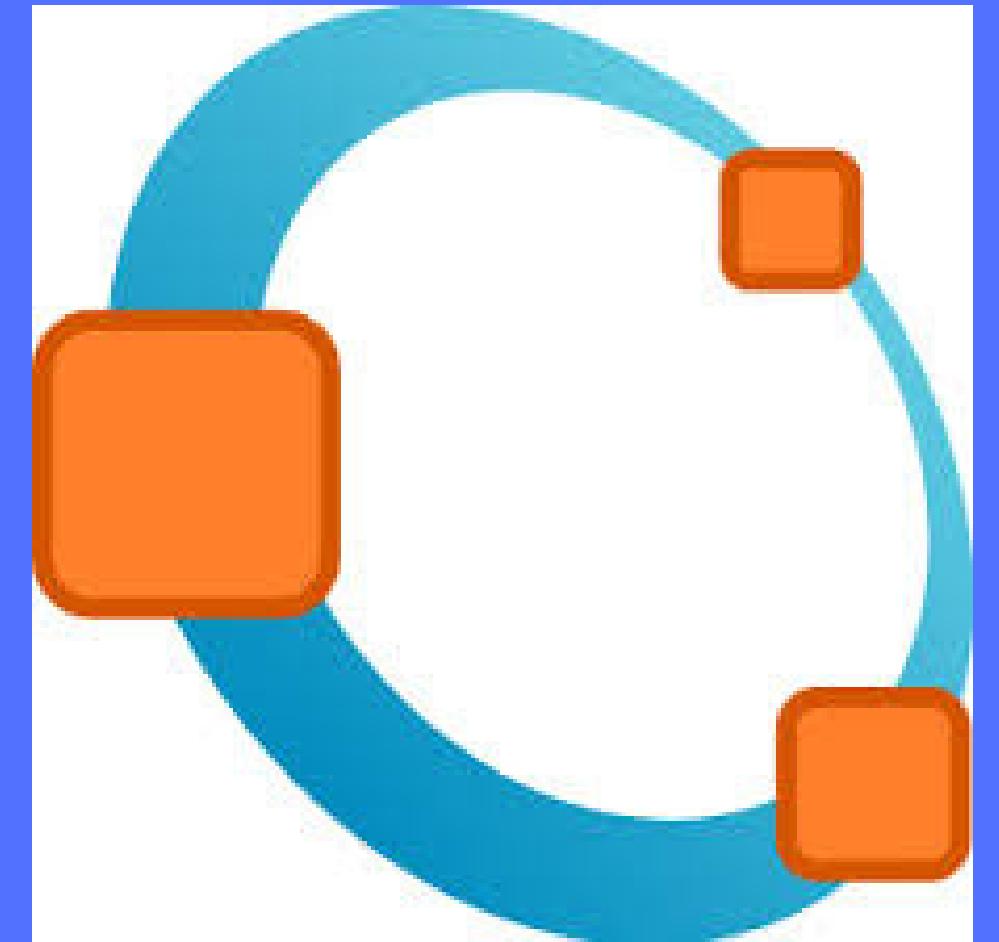
$$\frac{2\pi r}{2\pi r} = \frac{C}{A}$$



$$V = \pi r^2 h$$

# GNU Octave

GNU Octave is software featuring a high-level programming language, primarily intended for numerical computations. Octave helps in solving linear and nonlinear problems numerically, and for performing other numerical experiments using a language that is mostly compatible with MATLAB.



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## Basic Operations

### Moving Data Around

### Computing on Data

### Plotting Data

### Control statements: for, while, if statements

### Functions

### Vectorization

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NEXT SECTION ON

# ARTIFICIAL NEURAL NETWORKS