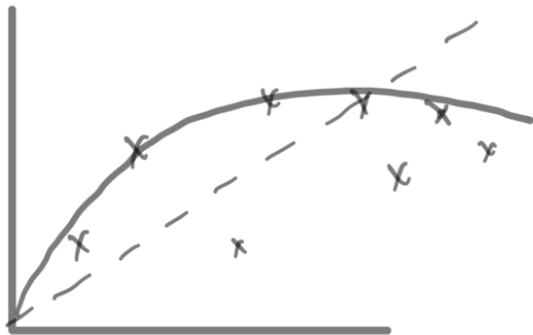


Stanford CS229 lecture-2

Locally Weighted regression:



$$--- \theta_0 + \theta_1 x + \theta_2 x$$

$$— \theta_0 + \theta_1 x + \theta_2 \sqrt{x}$$

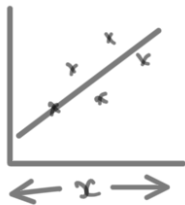
As we can see, this feature fits the data better

But



→ ? How do we fit curve onto this?

Linear Regression

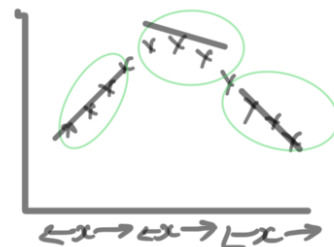


Goal: Fit θ to minimize

$$\frac{1}{n} \sum_{i=1}^n (y^{(i)} - \theta^T x^{(i)})^2$$

 return θ^T_x

Locally Weighted regression



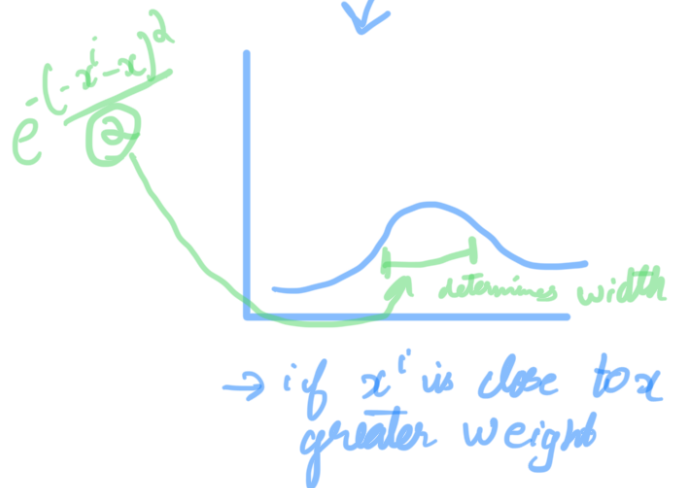
Goal: Find straight line or curve to fit a local set of points
 i.e. fit θ to minimize

$$\sum_{i=1}^n w^{(i)} (y^{(i)} - \theta^T x^{(i)})^2$$

$$w^{(i)} = \frac{1}{\sqrt{2\pi} \sigma} \exp\left(-\frac{(x^{(i)} - x_0)^2}{2\sigma^2}\right)$$

where, $w^{(i)} = e^{\frac{(x^i - x)^2}{2}}$

$ x^{(i)} - x $ is small then $w^{(i)} \approx 1$ else $w^{(i)} \approx 0$	$x^i \rightarrow$ set of all neighbours points $x \rightarrow$ the point at which we are deciding LWR
---	--



Logistic Regression

↳ Classification

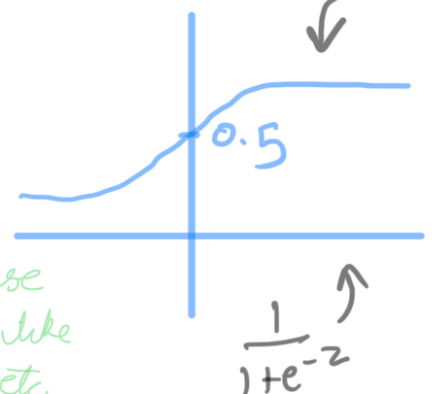
$$h_{\theta}(x) \in [0, 1]$$

Intuition

$$h_{\theta}(x) = g(\theta^T x) = \frac{1}{1 + e^{-(\theta^T x)}} \quad \left. \vphantom{\frac{1}{1 + e^{-(\theta^T x)}}} \right\} \begin{array}{l} \text{Sigmoid} \\ \text{function} \end{array}$$

- We specifically choose sigmoid
 - give $(0, 1)$ output
 - non linear
 - differentiable

↳ i.e we can use optimization algos like gradient descent etc



Probabilistic formula

$$P(y=1 | x; \theta) = h_{\theta}(x) \quad \left\{ \begin{array}{l} y \rightarrow \text{output} \\ x \rightarrow \text{input} \\ \theta \rightarrow \text{parameter} \end{array} \right.$$

$$P(y=0 | x; \theta) = 1 - h_{\theta}(x)$$

Combining these
2 formulas

$$P(y | x; \theta) = h_{\theta}(x)^y (1 - h_{\theta}(x))^{1-y} \quad \left\{ \begin{array}{l} \text{if } y=1 \quad (1-h(x)) \xrightarrow{1-1} 0 \\ \text{if } y=0 \quad h(x) \xrightarrow{0} 0 \end{array} \right.$$

Newton's Method

↳ Alternative to Gradient descent
• For less parameters

Goal :-

maximize some function

$$L(\theta)$$

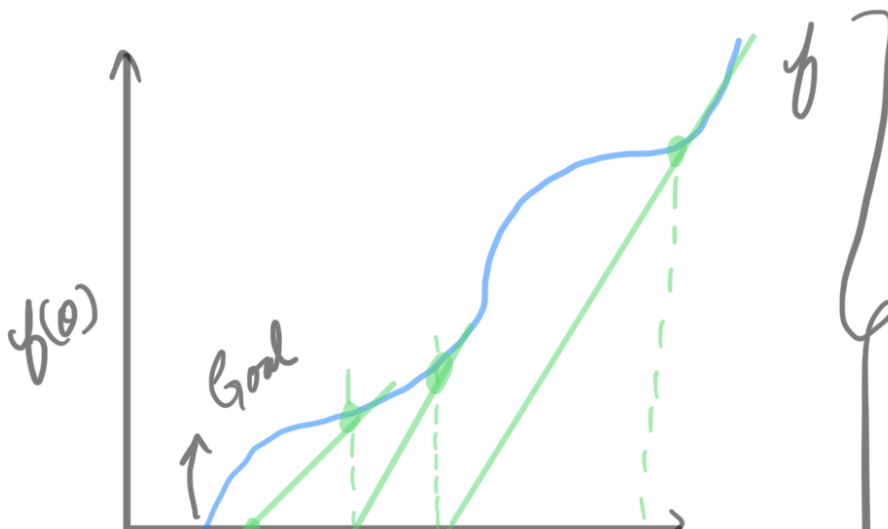
↳ means

$$L'(\theta) = 0$$

let us say

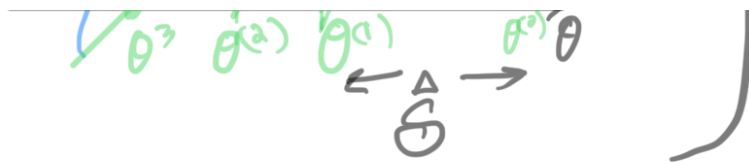
$$L'(\theta) = f(\theta)$$

→ finding θ so that $f(\theta) = 0$
i.e. $L'(\theta) = 0$



Algorithm :-

- Take a random point
- go θ , where the tangent (dy/dx) touches it.
- repeat



Math behind this

$$\theta^{(2)} := \theta^{(0)} - \Delta$$

(We have to solve for Δ)

$$f'(\theta^0) = \frac{f(\theta^0)}{\Delta} \left[\frac{dy}{dx} = \frac{\text{height}}{\text{width}} \right]$$

$$\Delta = \frac{f(\theta^0)}{f'(\theta^0)}$$

i.e

$$\theta^{(t+1)} := \theta^{(t)} - \frac{f(\theta^{(t)})}{f'(\theta^{(t)})}$$

} here $t = \text{single iteration}$

Since $f(\theta) = \mathcal{L}'(\theta)$

$$\theta^{(t+1)} := \theta^{(t)} - \frac{\mathcal{L}'(\theta^{(t)})}{\mathcal{L}''(\theta^{(t)})}$$

“Quadratic Convergence.”



Informally means,

0.01 error \rightarrow 0.0001 error \rightarrow 0.0000001 error

↳ Newton's method thus for each iteration converges faster.