



# Learning Linear Classifiers



**4/6** points earned (66%)

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Review the material and try again! You have 3 attempts every 8 hours.

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1 / 1  
points

1.

(True/False) A linear classifier can only learn positive coefficients.



True



False



**Correct**



1 / 1  
points

2.

(True/False) In order to train a logistic regression model, we find the weights that maximize the likelihood of the model.



True



**Correct**



False

1 / 1  
points

3.

(True/False) The data likelihood is the product of the probability of the inputs  $\mathbf{x}$  given the weights  $\mathbf{w}$  and response  $y$ .

☐ True

☒ False
**Correct**0 / 1  
points

4.

Questions 4 and 5 refer to the following scenario.

Consider the setting where our inputs are 1-dimensional. We have data

$x$	$y$
2.5	+1
0.3	-1
2.8	+1
0.5	+1

and the current estimates of the weights are  $w_0 = 0$  and  $w_1 = 1$ . ( $w_0$ : the intercept,  $w_1$ : the weight for  $x$ ).

Calculate the likelihood of this data. Round your answer to 2 decimal places.

**Incorrect Response**

Notice that the second data point has label -1. So when computing the data likelihood, make sure to use  $P(y_2 = -1|x_2, \mathbf{w})$ , not  $P(y_2 = +1|x_2, \mathbf{w})$ .

To compute  $P(y_2 = -1|x_2, \mathbf{w})$ , first compute  $P(y_2 = +1|x_2, \mathbf{w})$  and then subtract it from 1, because

$$P(y_2 = +1|x_2, \mathbf{w}) + P(y_2 = -1|x_2, \mathbf{w}) = 1$$

by the law of total probability.

You may also want to review the video segment "Data likelihood".



0 / 1  
points

5.

Refer to the scenario given in Question 4 to answer the following:

Calculate the derivative of the log likelihood with respect to  $w_1$ . Round your answer to 2 decimal places.

Enter answer here



**Incorrect Response**

The answer you gave is not a number.



1 / 1  
points

6.

Which of the following is true about gradient ascent? Select all that apply.



It is an iterative algorithm



**Correct**



It only updates a few of the parameters, not all of them



**Un-selected is correct**



It finds the maximum by "hill climbing"



**Correct**

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