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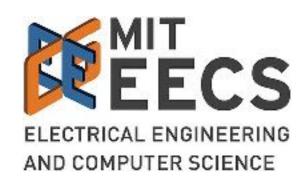
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6.036/6.862: Introduction to Machine Learning

Lecture: starts Tuesdays 9:35am (Boston time zone)

Course website: introml.odl.mit.edu

Who's talking? Prof. Tamara Broderick

Questions? discourse.odl.mit.edu ("Lecture 2" category)

Materials: Will all be available at course website

Last Time

- Machine learning setup
- II. Linear classifiers
- III. Learning algorithms

Today's Plan

- I. Perceptron algorithm
- II. Harder and easier linear classification
- III. Perceptron theorem

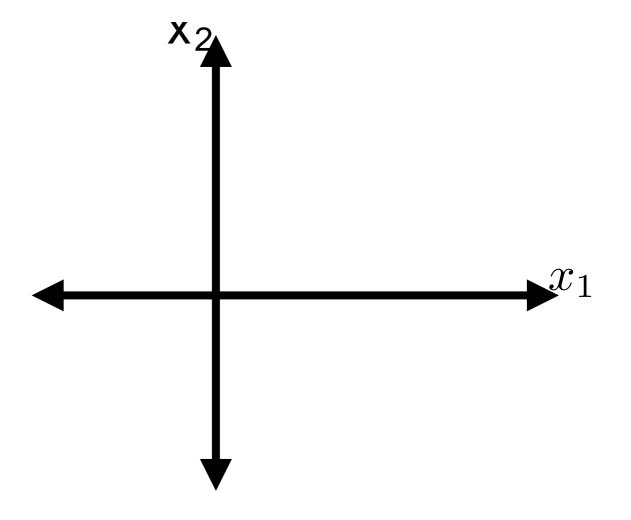
• A linear classifier:

 $h(x;\theta,\theta_0)$

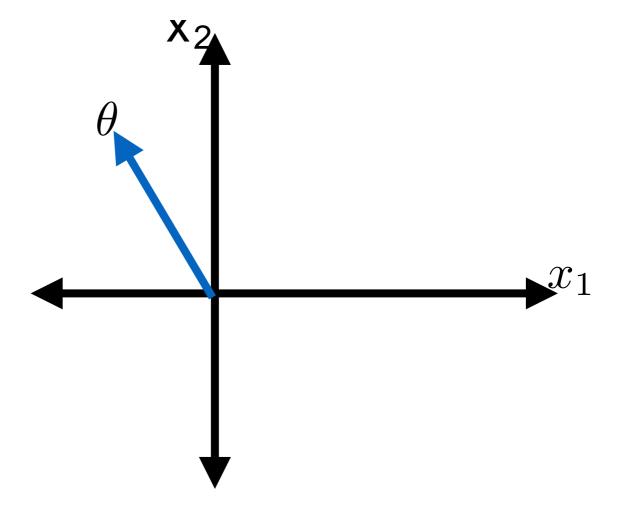
$$h(x; \theta, \theta_0) = \operatorname{sign}(\theta^\top x + \theta_0)$$

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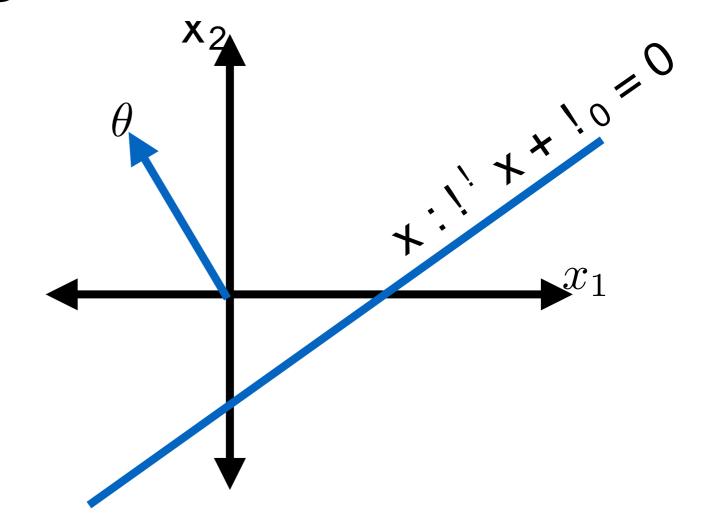
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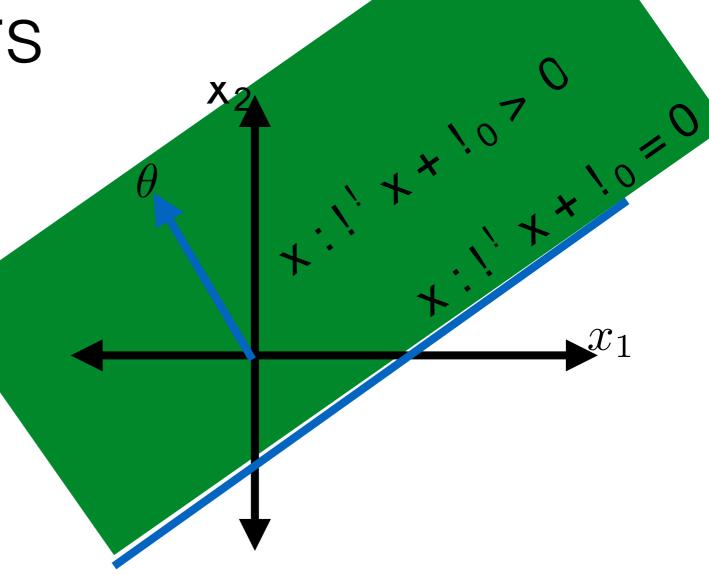
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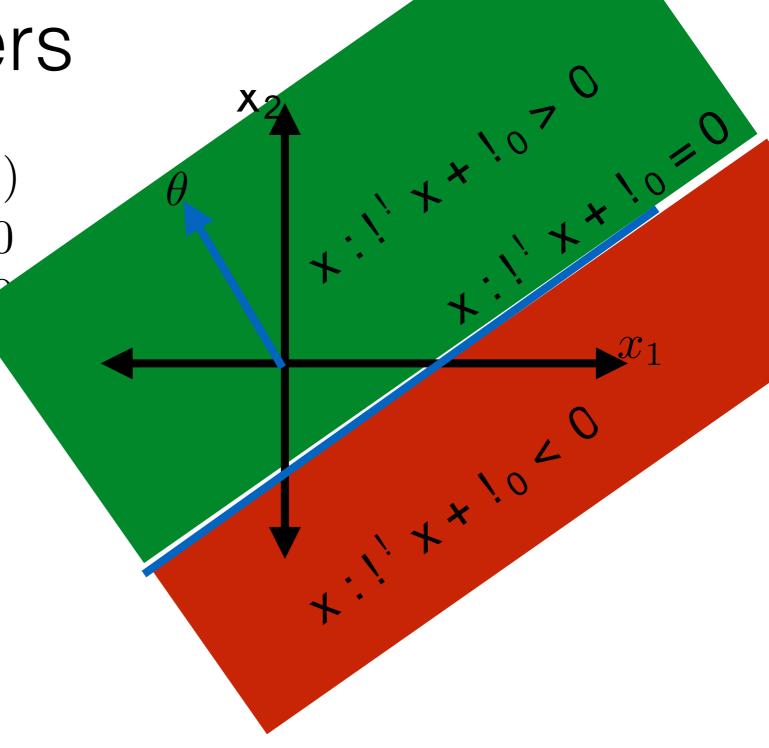
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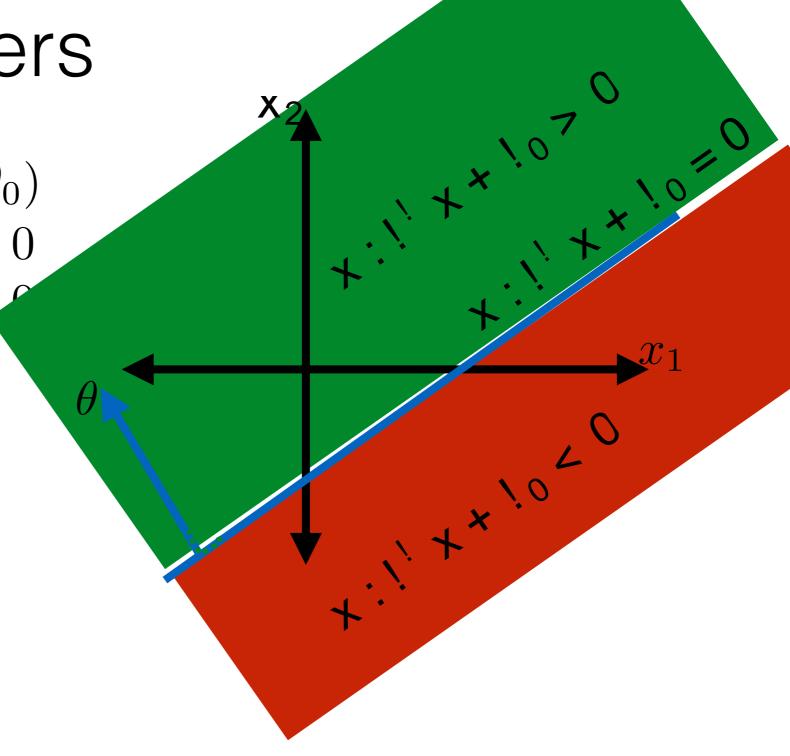
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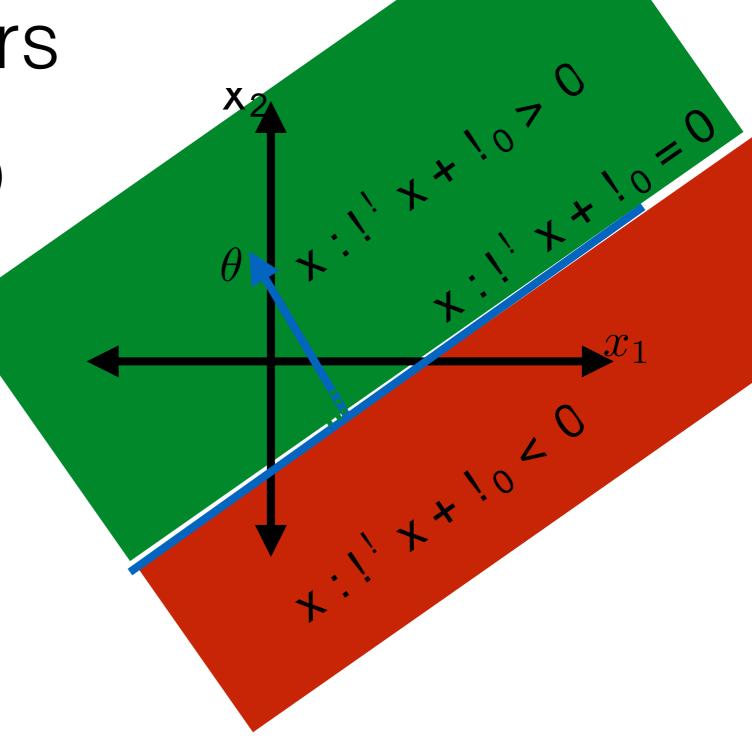
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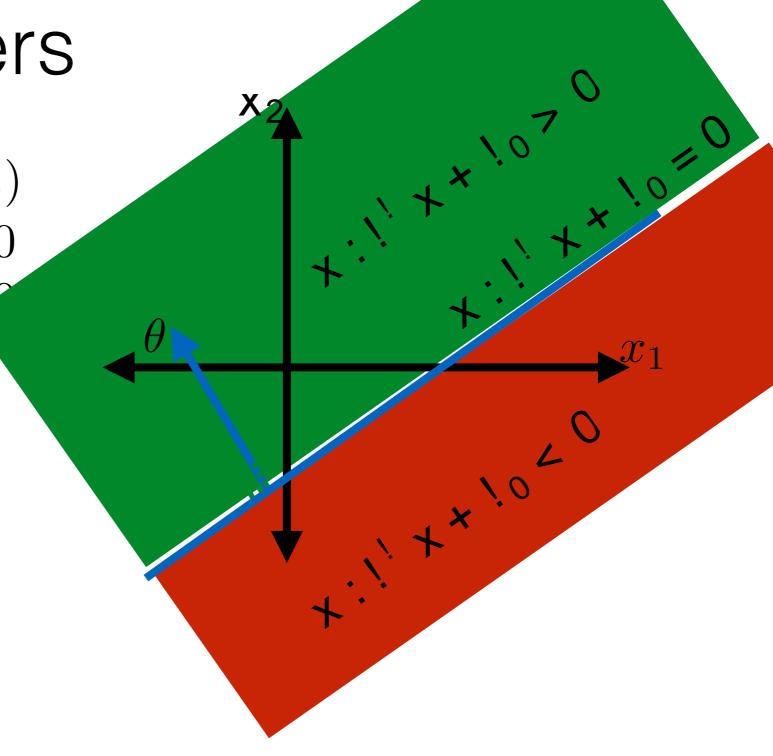
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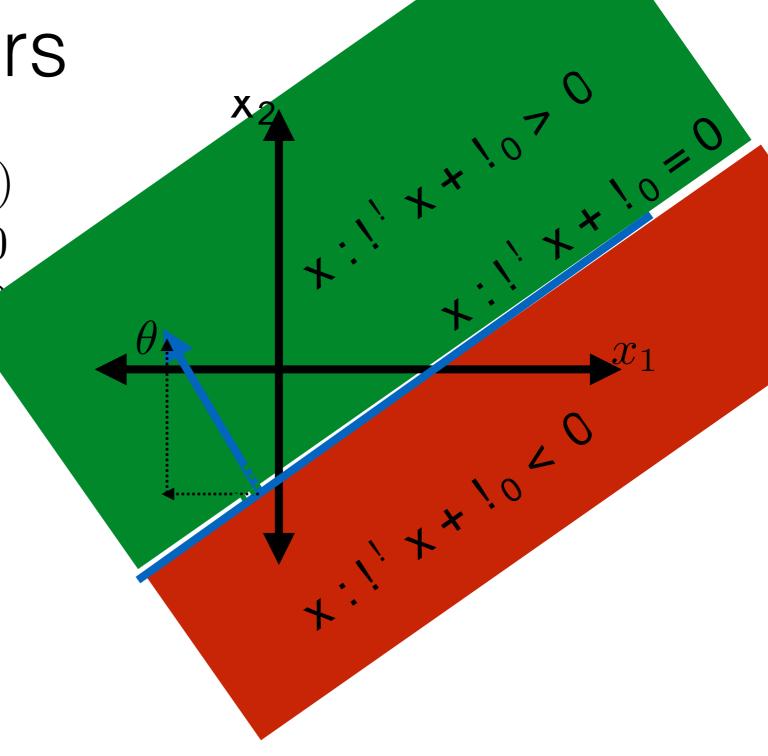
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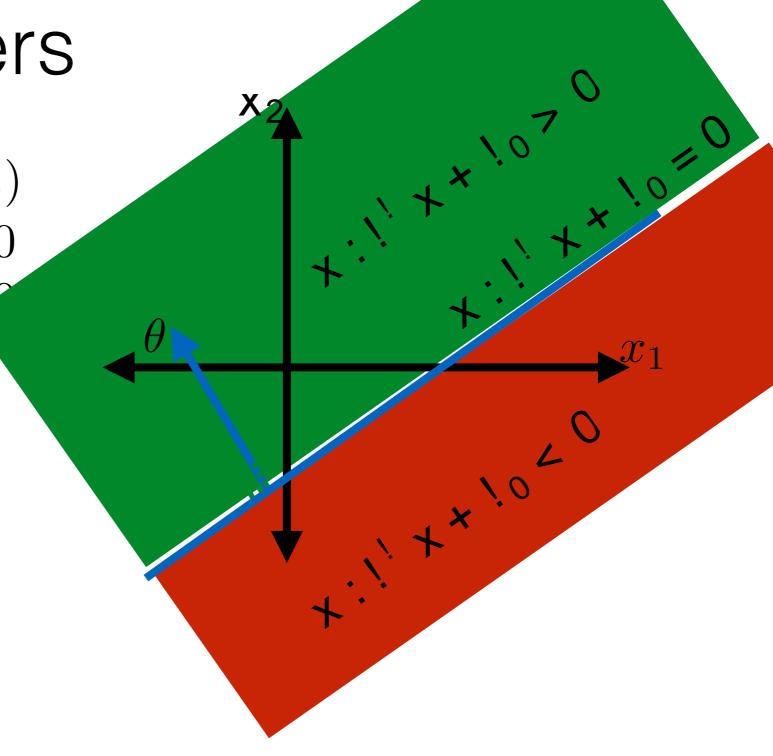
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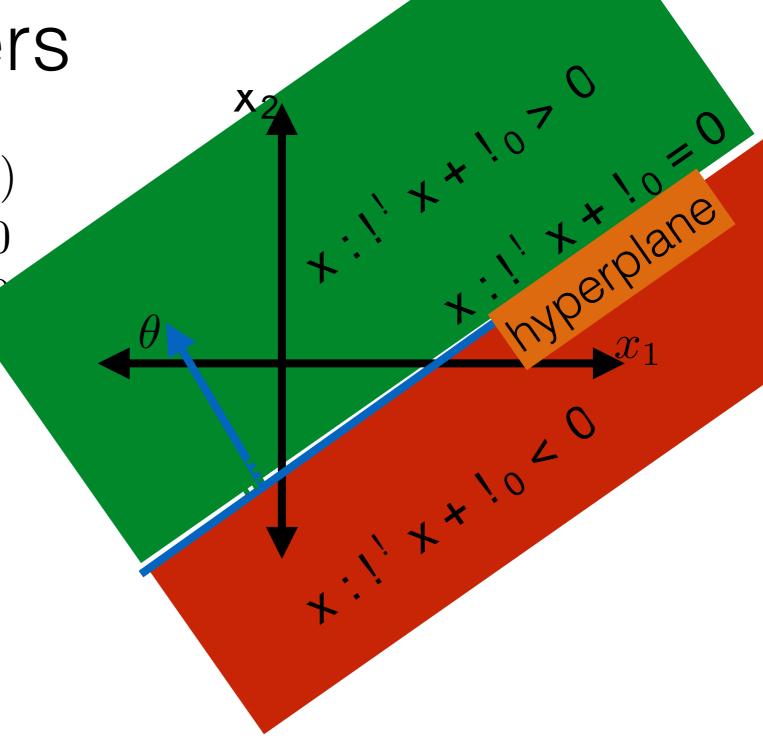
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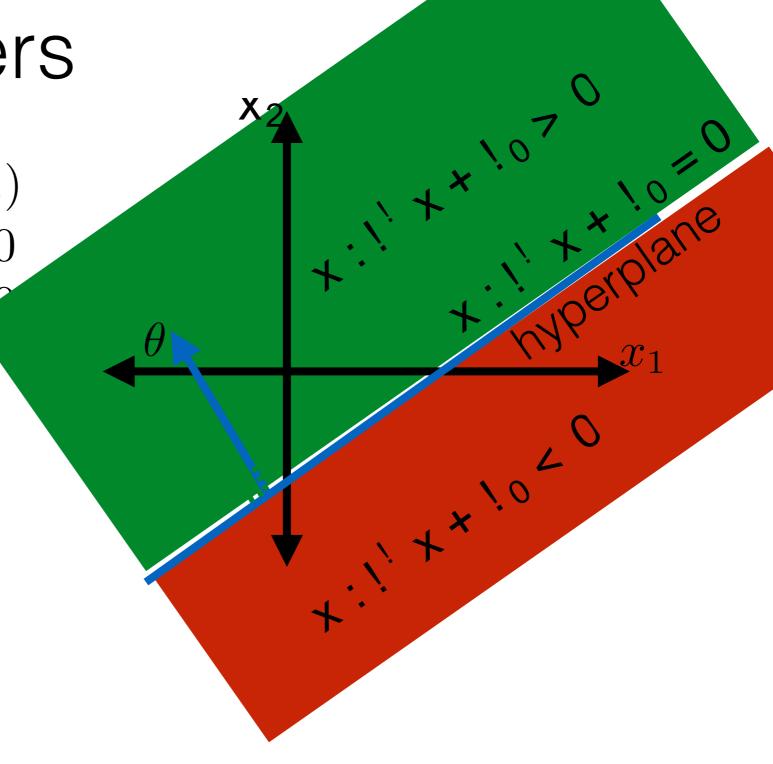
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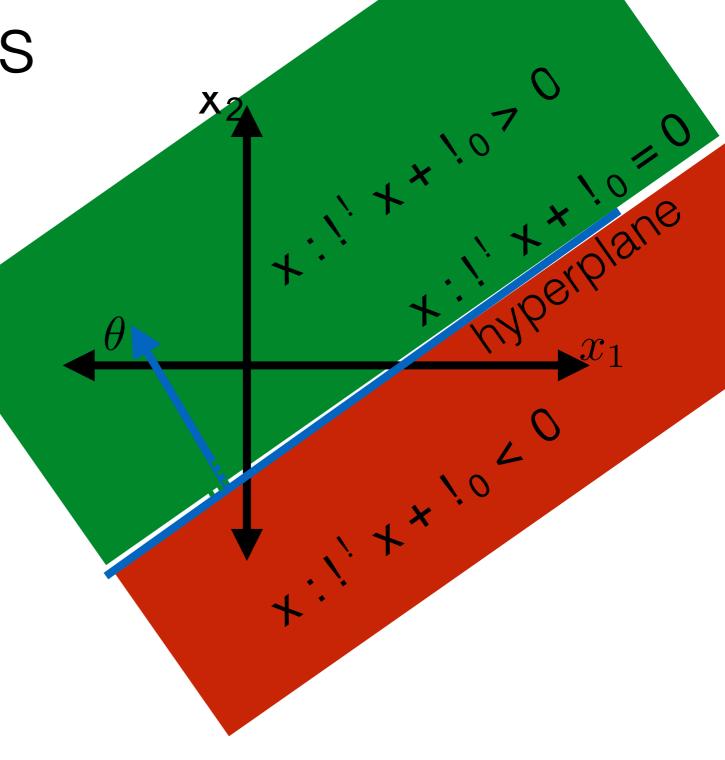
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• A linear classifier:

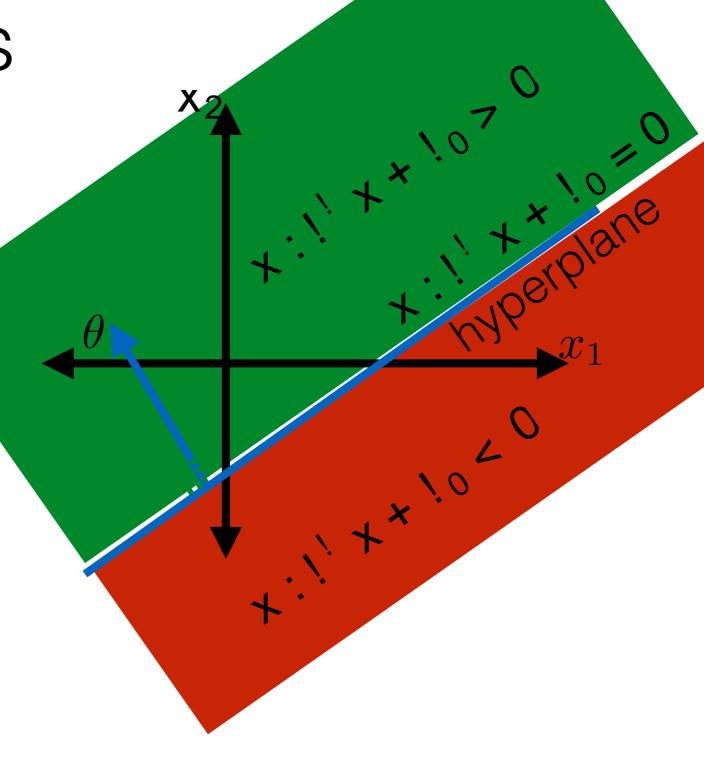
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 Hypothesis class H of a linear classifiers



$$h(x; \theta, \theta_0) = \operatorname{sign}(\theta^\top x + \theta_0)$$
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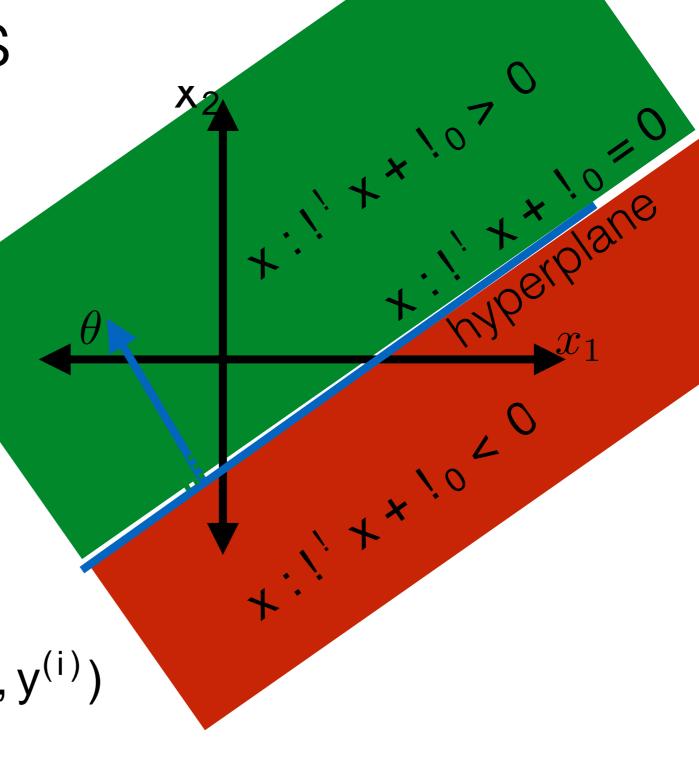
- Hypothesis class H of a linear classifiers
- 0-1 Loss 0 if g = aL(g, a) = 1 else



$$h(x; \theta, \theta_0) = \operatorname{sign}(\theta^\top x + \theta_0)$$
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- Hypothesis class H of a linear classifiers
- 0-1 Loss 0 if g = aL(g, a) = 1 else
- Training error
 1!"
 E (b) -

$$E_n(h) = \frac{1}{n} \cdot L(h(x^{(i)}), y^{(i)})$$

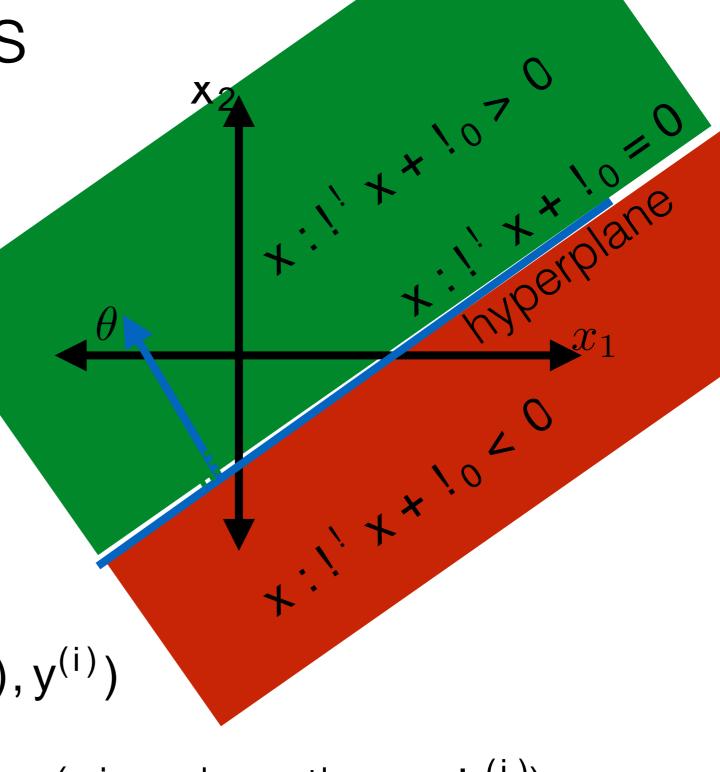


• A linear classifier:

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- Hypothesis class H of a linear classifiers
- 0-1 Loss 0 if g = aL(g, a) = 1 else
- Training error $\int_{1}^{1} \frac{1}{n} = \frac{1}{n} \int_{1}^{1} \frac{1}{n} L(h(x^{(i)}), y^{(i)})$

Example learning algorithm (given hypotheses h^(j))



• A linear classifier:

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• Example learning algorithm (given hypotheses
$$\mathbf{h}^{(j)}$$
)
 $\text{Ex_learning_alg}(\mathcal{D}_n; \mathbf{k})$
 $\text{Set } \mathbf{j}^! = \operatorname{argmin}_{\mathbf{j}^* \{1, \dots, \mathbf{k}\}} \mathbf{E}_{\mathbf{h}}(\mathbf{h}^{(j)})$
 $\text{Return } \mathbf{h}^{(j^!)}$

2

• A linear classifier:

$$h(x; \theta, \theta_0) = \operatorname{sign}(\theta^\top x + \theta_0)$$
$$= \begin{cases} +1 & \text{if } \theta^\top x + \theta_0 > 0\\ -1 & \text{if } \theta^\top x + \theta_0 \le \ell \end{cases}$$

- Hypothesis class H of a linear classifiers
- 0-1 Loss 0 if g = aL(g, a) = 1 else
- Training error $f_{1}^{(i)} = \frac{1}{n} f_{1}^{(i)} = \frac{1}{n} f_{$
- Example learning algorithm (given hypotheses $\mathbf{h}^{(j)}$)

 Ex_learning_alg (\mathcal{D}_n ; \mathbf{k})

Set
$$j! = \underset{j" \{1,...,k\}}{\operatorname{argmin}} E_n(h^{(j)})$$

Return $h^{(j')}$

[demo]

Perceptron

Perceptron (\mathcal{D}_n ; !)

```
Perceptron ( \mathcal{D}_n ; ! ) 
 Initialize ! = [0 \ 0 \ \dots \ 0]^! 
 Initialize !_0 = 0
```

```
Perceptron ( \mathcal{D}_n ; ! ) 
 Initialize !=[0\ 0\ \dots\ 0]^! [How many Os?] 
 Initialize !_0=0
```

```
Perceptron ( \mathcal{D}_n ; ! ) 
 Initialize ! = [0 \ 0 \ \dots \ 0]^! [How many 0s?] 
 Initialize !_0 = 0 
 for t = 1 to !
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Perceptron (\mathcal{D}_n; !)
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changed = False
for i = 1 to n
```

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Perceptron ( \mathcal{D}_n; !)

Initialize ! = [0 \ 0 \ \dots \ 0]^! [How many 0s?]

Initialize !_0 = 0

for t = 1 to !

changed = False

for i = 1 to n

if y^{(i)}(!! \ x^{(i)} + !_0) ! \ 0
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Initialize ! = [0 \ 0 \ \dots \ 0]^! [How many 0s?]

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for t = 1 \ to ! [i.e. True if either: changed = False

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if y^{(i)}(! \ x^{(i)} + !_0) ! \ 0
```

[How many 0s?]

[i.e. True if either:

A. point is not on the line& prediction is wrong

```
Perceptron (\mathcal{D}_n; !)
Initialize ! = [0 \ 0 \ \dots \ 0]^!
Initialize !_0 = 0

for t = 1 \ to !

changed = False

for i = 1 \ to n

if y^{(i)}(! \ x^{(i)} + !_0) ! \ 0
```

[How many 0s?]

[i.e. True if either:

A. point is not on the line& prediction is wrong

B. point is on the line

```
Perceptron (\mathcal{D}_n; !)
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  Initialize ! = [0 \ 0 \dots \ 0]^!
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  for t = 1 to !
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       if y^{(i)}(!! x^{(i)} + !_0)! 0
          Set ! = ! + y^{(i)}x^{(i)}
          Set !_0 = !_0 + y^{(i)}
```

[How many 0s?]

[i.e. True if either:

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          Set !_0 = !_0 + y^{(i)}
          changed = True
    if not changed
      break
```

[How many 0s?]

[i.e. True if either:

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[How many 0s?]

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[How many 0s?]

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    if not changed
      break
  Return !,!0
```

[How many 0s?]

[i.e. True if either:

A. point is not on the line& prediction is wrong

B. point is on the line

C. initial step]

What does an update do?

```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]!
  Initialize !_0 = 0
  for t = 1 to !
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      break
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```

[How many 0s?]

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          Set ! = ! + y^{(i)}x^{(i)}
          Set !_0 = !_0 + y^{(i)}
          changed = True
    if not changed
      break
  Return !,!0
```

[How many 0s?]

[i.e. True if either:

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B. point is on the line

C. initial step]

What does an update do?

```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                       [How many 0s?]
  Initialize !_0 = 0
                                       [i.e. True if either:
  for t = 1 to !
                                       A. point is not on the line
    changed = False
                                           & prediction is wrong
    for i = 1 to n
                                       B. point is on the line
       if y^{(i)}(!! x^{(i)} + !_0)! 0
                                       C. initial step]
          Set ! = ! + y^{(i)}x^{(i)}
          Set !_0 = !_0 + y^{(i)}
          changed = True
                                 What does an update do?
    if not changed
                                      ! ! updated x^{(i)} + (!_{0,updated})
      break
  Return !,!0
```

```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                         [How many 0s?]
  Initialize !_0 = 0
                                         [i.e. True if either:
  for t = 1 to !
                                         A. point is not on the line
     changed = False
                                            & prediction is wrong
     for i = 1 to n
                                         B. point is on the line
       if y^{(i)}(!! x^{(i)} + !_0)! 0
                                         C. initial step]
          Set ! = ! + y^{(i)}x^{(i)}
          Set !_0 = !_0 + y^{(i)}
          changed = True
                                  What does an update do?
    if not changed
                             v^{(i)} (! + v^{(i)}x^{(i)})! x^{(i)} + (!<sub>0</sub> + v^{(i)})
       break
  Return !,!0
```

```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                         [How many 0s?]
  Initialize !_0 = 0
                                          [i.e. True if either:
  for t = 1 to !
                                         A. point is not on the line
     changed = False
                                             & prediction is wrong
     for i = 1 to n
                                          B. point is on the line
       if y^{(i)}(!! x^{(i)} + !_0)! 0
                                         C. initial step]
          Set ! = ! + y^{(i)}x^{(i)}
          Set !_0 = !_0 + y^{(i)}
           changed = True
                                 What does an update do?
    if not changed
                              y^{(i)} (! + y^{(i)}x^{(i)})! x^{(i)} + (!0 + y^{(i)})
       break
                        = y^{(i)}(!! x^{(i)} + !_0) + (y^{(i)})^2(x^{(i)!} x^{(i)} + 1)
  Return !,!0
```

```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                           [How many 0s?]
  Initialize !_0 = 0
                                           [i.e. True if either:
  for t = 1 to !
                                           A. point is not on the line
     changed = False
                                              & prediction is wrong
     for i = 1 to n
                                           B. point is on the line
       if y^{(i)}(!! x^{(i)} + !_0)! 0
                                           C. initial step]
           Set ! = ! + y^{(i)}x^{(i)}
           Set !_0 = !_0 + y^{(i)}
           changed = True
                                   What does an update do?
     if not changed
                               y^{(i)} (! + y^{(i)}x^{(i)})! x^{(i)} + (!<sub>0</sub> + y^{(i)})
       break
                         = y^{(i)}(!! x^{(i)} + !_0) + (y^{(i)})^2(x^{(i)!} x^{(i)} + 1)
  Return !,!0
```

```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                           [How many 0s?]
  Initialize !_0 = 0
                                           [i.e. True if either:
  for t = 1 to !
                                           A. point is not on the line
     changed = False
                                              & prediction is wrong
     for i = 1 to n
                                           B. point is on the line
       if y^{(i)}(!! x^{(i)} + !_0)! 0
                                           C. initial step]
           Set ! = ! + y^{(i)}x^{(i)}
           Set !_0 = !_0 + y^{(i)}
           changed = True
                                   What does an update do?
     if not changed
                               y^{(i)} (! + y^{(i)}x^{(i)})! x^{(i)} + (!<sub>0</sub> + y^{(i)})
       break
                         = y^{(i)}(!! x^{(i)} + !_0) + (y^{(i)})^2(x^{(i)!} x^{(i)} + 1)
  Return !,!0
```

```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                           [How many 0s?]
  Initialize !_0 = 0
                                           [i.e. True if either:
  for t = 1 to !
                                           A. point is not on the line
     changed = False
                                              & prediction is wrong
     for i = 1 to n
                                           B. point is on the line
       if y^{(i)}(!! x^{(i)} + !_0)! 0
                                           C. initial step]
           Set ! = ! + y^{(i)}x^{(i)}
           Set !_0 = !_0 + y^{(i)}
           changed = True
                                    What does an update do?
     if not changed
                              y^{(i)} (! + y^{(i)}x^{(i)})! x^{(i)} + (!<sub>0</sub> + y^{(i)})
       break
                         = y^{(i)}(!! x^{(i)} + !_0) + (y^{(i)})^2(x^{(i)!} x^{(i)} + 1)
  Return !,!0
```

```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                             [How many 0s?]
  Initialize !_0 = 0
                                             [i.e. True if either:
  for t = 1 to !
                                             A. point is not on the line
     changed = False
                                                 & prediction is wrong
     for i = 1 to n
                                             B. point is on the line
        if y^{(i)}(!! x^{(i)} + !_0)! 0
                                             C. initial step]
           Set ! = ! + y^{(i)}x^{(i)}
           Set !_0 = !_0 + y^{(i)}
            changed = True
                                      What does an update do?
     if not changed
                          y^{(i)} (! + y^{(i)}x^{(i)})! x^{(i)} + (!_0 + y^{(i)})
= y^{(i)}(!! x^{(i)} + !_0) + (y^{(i)})^2(x^{(i)!} x^{(i)} + 1)
       break
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```

```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                          [How many 0s?]
  Initialize !_0 = 0
                                          [i.e. True if either:
  for t = 1 to !
                                          A. point is not on the line
     changed = False
                                             & prediction is wrong
     for i = 1 to n
                                          B. point is on the line
       if y^{(i)}(!! x^{(i)} + !_0)! 0
                                          C. initial step]
           Set ! = ! + y^{(i)}x^{(i)}
           Set !_0 = !_0 + y^{(i)}
           changed = True
                                   What does an update do?
    if not changed
                              y^{(i)} (! + y^{(i)}x^{(i)})! x^{(i)} + (!_0 + y^{(i)})
       break
                         = y^{(i)}(!! x^{(i)} + !_0) + (y^{(i)})^2(x^{(i)!} x^{(i)} + 1)
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```

```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                              [How many 0s?]
  Initialize !_0 = 0
                                              [i.e. True if either:
  for t = 1 to !
                                              A. point is not on the line
     changed = False
                                                  & prediction is wrong
     for i = 1 to n
                                              B. point is on the line
        if y^{(i)}(!! x^{(i)} + !_0)! 0
                                              C. initial step]
            Set ! = ! + y^{(i)}x^{(i)}
            Set !_0 = !_0 + y^{(i)}
            changed = True
                                       What does an update do?
     if not changed
                           y^{(i)} = y^{(i)}(! + y^{(i)}x^{(i)})! x^{(i)} + (!_0 + y^{(i)})
= y^{(i)}(! + x^{(i)} + !_0) + (y^{(i)})^2(x^{(i)!} x^{(i)} + 1)
        break
  Return !,!0
```

```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                          [How many 0s?]
  Initialize !_0 = 0
                                          [i.e. True if either:
  for t = 1 to !
                                          A. point is not on the line
     changed = False
                                             & prediction is wrong
     for i = 1 to n
                                          B. point is on the line
       if y^{(i)}(!! x^{(i)} + !_0)! 0
                                          C. initial step]
           Set ! = ! + y^{(i)}x^{(i)}
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           changed = True
                                   What does an update do?
    if not changed
                              y^{(i)} (! + y^{(i)}x^{(i)})! x^{(i)} + (!_0 + y^{(i)})
       break
                         = y^{(i)}(!! x^{(i)} + !_0) + (y^{(i)})^2(x^{(i)!} x^{(i)} + 1)
  Return !,!0
```

```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                           [How many 0s?]
  Initialize !_0 = 0
                                           [i.e. True if either:
  for t = 1 to !
                                           A. point is not on the line
     changed = False
                                              & prediction is wrong
     for i = 1 to n
                                           B. point is on the line
       if y^{(i)}(!! x^{(i)} + !_0)! 0
                                           C. initial step]
           Set ! = ! + y^{(i)}x^{(i)}
           Set !_0 = !_0 + y^{(i)}
           changed = True
                                    What does an update do?
     if not changed
                              y^{(i)} (! + y^{(i)}x^{(i)})! x^{(i)} + (!<sub>0</sub> + y^{(i)})
       break
                         = y^{(i)}(!! x^{(i)} + !_0) + (y^{(i)})^2(x^{(i)!} x^{(i)} + 1)
  Return !,!0
```

Perceptron (\mathcal{D}_n ; !)

```
Initialize ! = [0 \ 0 \dots \ 0]^!
                                       [How many 0s?]
Initialize !_0 = 0
                                       [i.e. True if either:
for t = 1 to !
                                       A. point is not on the line
  changed = False
                                          & prediction is wrong
  for i = 1 to n
                                       B. point is on the line
     if y^{(i)}(!! x^{(i)} + !_0)! 0
                                       C. initial step]
        Set ! = ! + y^{(i)}x^{(i)}
        Set !_0 = !_0 + y^{(i)}
        changed = True
                                What does an update do?
  if not changed
                           y^{(i)} (! + y^{(i)}x^{(i)})! x^{(i)} + (!_0 + y^{(i)})
    break
                      = y^{(i)}(!! x^{(i)} + !_0) + (y^{(i)})^2(x^{(i)!} x^{(i)} + 1)
Return !,!0
```

```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                         [How many 0s?]
  Initialize !_0 = 0
                                          [i.e. True if either:
  for t = 1 to !
                                          A. point is not on the line
     changed = False
                                             & prediction is wrong
     for i = 1 to n
                                          B. point is on the line
       if y^{(i)}(!! x^{(i)} + !_0)! 0
                                          C. initial step]
          Set ! = ! + y^{(i)}x^{(i)}
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Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
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  Initialize !_0 = 0
                                          [i.e. True if either:
  for t = 1 to !
                                         A. point is not on the line
     changed = False
                                             & prediction is wrong
     for i = 1 to n
                                          B. point is on the line
       if y^{(i)}(!! x^{(i)} + !_0)! 0
                                         C. initial step]
          Set ! = ! + y^{(i)}x^{(i)}
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```

```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                         [How many 0s?]
  Initialize !_0 = 0
                                          [i.e. True if either:
  for t = 1 to !
                                          A. point is not on the line
     changed = False
                                             & prediction is wrong
     for i = 1 to n
                                          B. point is on the line
       if y^{(i)}(!! x^{(i)} + !_0)! 0
                                         C. initial step]
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```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
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  Initialize !_0 = 0
                                          [i.e. True if either:
  for t = 1 to !
                                          A. point is not on the line
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                                             & prediction is wrong
     for i = 1 to n
                                          B. point is on the line
       if y^{(i)}(!! x^{(i)} + !_0)! 0
                                          C. initial step]
           Set ! = ! + y^{(i)}x^{(i)}
           Set !_0 = !_0 + y^{(i)}
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```

```
Perceptron (\mathcal{D}_n; !)
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                                          [How many 0s?]
  Initialize !_0 = 0
                                          [i.e. True if either:
  for t = 1 to !
                                          A. point is not on the line
     changed = False
                                              & prediction is wrong
     for i = 1 to n
                                          B. point is on the line
       if y^{(i)}(!! x^{(i)} + !_0)! 0
                                          C. initial step]
           Set ! = ! + y^{(i)}x^{(i)}
           Set !_0 = !_0 + y^{(i)}
           changed = True
                                  What does an update do?
     if not changed
                              y^{(i)} (! + y^{(i)}x^{(i)})! x^{(i)} + (!_0 + y^{(i)})
       break
                         = y^{(i)}(!! x^{(i)} + !_0) + (y^{(i)})^2(x^{(i)!} x^{(i)} + 1)
  Return !,!0
                         = y^{(i)}(! x^{(i)} + !_0) + (!x^{(i)}!^2 + 1)
```

```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                          [How many 0s?]
  Initialize !_0 = 0
                                          [i.e. True if either:
  for t = 1 to !
                                          A. point is not on the line
     changed = False
                                              & prediction is wrong
     for i = 1 to n
                                          B. point is on the line
       if y^{(i)}(!! x^{(i)} + !_0)! 0
                                          C. initial step]
           Set ! = ! + y^{(i)}x^{(i)}
           Set !_0 = !_0 + y^{(i)}
           changed = True
                                  What does an update do?
     if not changed
                              y^{(i)} (! + y^{(i)}x^{(i)})! x^{(i)} + (!_0 + y^{(i)})
       break
                         = y^{(i)}(!! x^{(i)} + !_0) + (y^{(i)})^2(x^{(i)!} x^{(i)} + 1)
  Return !,!0
                         = y^{(i)}(!! x^{(i)} + !_0) + (! x^{(i)}!^2 + 1)
```

```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                          [How many 0s?]
  Initialize !_0 = 0
                                          [i.e. True if either:
  for t = 1 to !
                                          A. point is not on the line
     changed = False
                                              & prediction is wrong
     for i = 1 to n
                                          B. point is on the line
       if y^{(i)}(! x^{(i)} + !_0) ! 0
                                          C. initial step]
           Set ! = ! + y^{(i)}x^{(i)}
           Set !_0 = !_0 + y^{(i)}
           changed = True
                                  What does an update do?
     if not changed
                              y^{(i)} (! + y^{(i)}x^{(i)})! x^{(i)} + (!_0 + y^{(i)})
       break
                         = y^{(i)}(!! x^{(i)} + !_0) + (y^{(i)})^2(x^{(i)!} x^{(i)} + 1)
  Return !,!0
                         = y^{(i)}(! x^{(i)} + !_0) + (!x^{(i)}!^2 + 1)
```

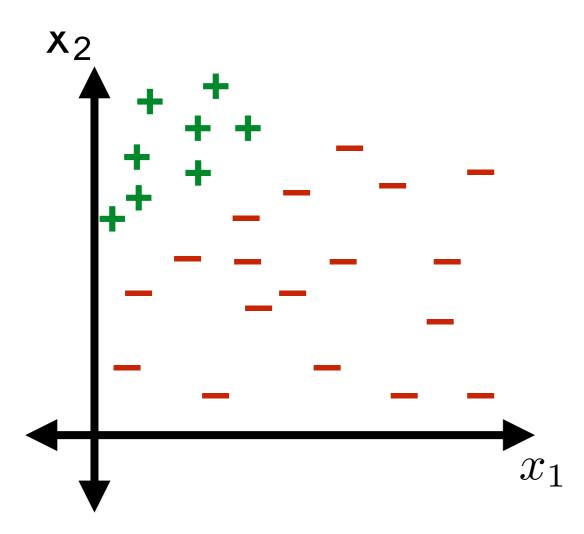
```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                          [How many 0s?]
  Initialize !_0 = 0
                                          [i.e. True if either:
  for t = 1 to !
                                          A. point is not on the line
     changed = False
                                              & prediction is wrong
     for i = 1 to n
                                          B. point is on the line
       if y^{(i)}(! x^{(i)} + !_0) ! 0
                                          C. initial step]
           Set ! = ! + y^{(i)}x^{(i)}
           Set !_0 = !_0 + y^{(i)}
           changed = True
                                  What does an update do?
     if not changed
                              y^{(i)} (! + y^{(i)}x^{(i)})! x^{(i)} + (!_0 + y^{(i)})
       break
                         = y^{(i)}(!! x^{(i)} + !_0) + (y^{(i)})^2(x^{(i)!} x^{(i)} + 1)
  Return !,!0
                         = y^{(i)}(! x^{(i)} + !_0) + (!x^{(i)}!^2 + 1)
```

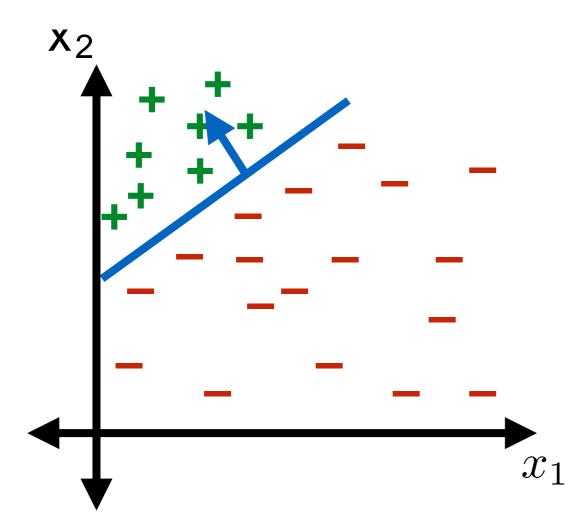
Perceptron Algorithm

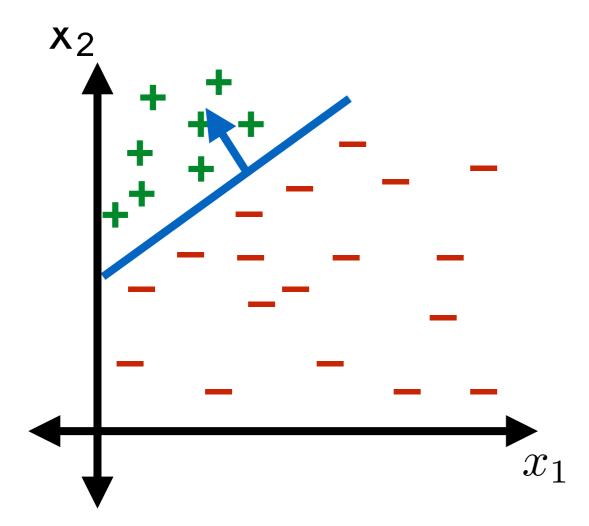
```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                          [How many 0s?]
  Initialize !_0 = 0
                                          [i.e. True if either:
  for t = 1 to !
                                          A. point is not on the line
     changed = False
                                              & prediction is wrong
     for i = 1 to n
                                          B. point is on the line
       if y^{(i)}(! x^{(i)} + !_0) ! 0
                                          C. initial step]
           Set ! = ! + y^{(i)}x^{(i)}
           Set !_0 = !_0 + y^{(i)}
           changed = True
                                  What does an update do?
     if not changed
                              y^{(i)} (! + y^{(i)}x^{(i)})! x^{(i)} + (!_0 + y^{(i)})
       break
                         = y^{(i)}(!! x^{(i)} + !_0) + (y^{(i)})^2(x^{(i)!} x^{(i)} + 1)
  Return !,!0
                         = y^{(i)}(! x^{(i)} + !_0) + (!x^{(i)}!^2 + 1)
```

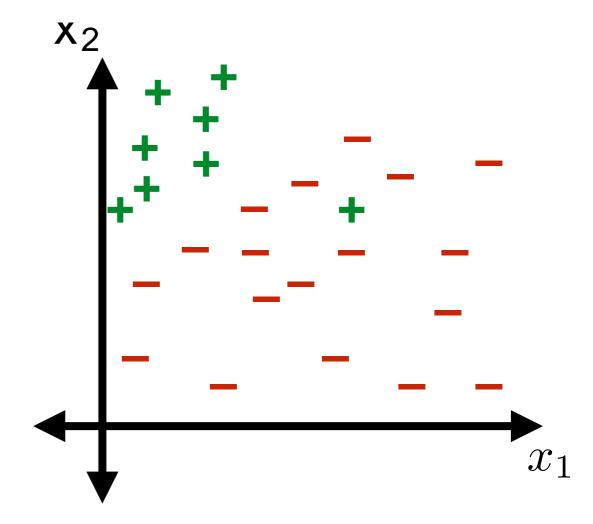
Perceptron Algorithm

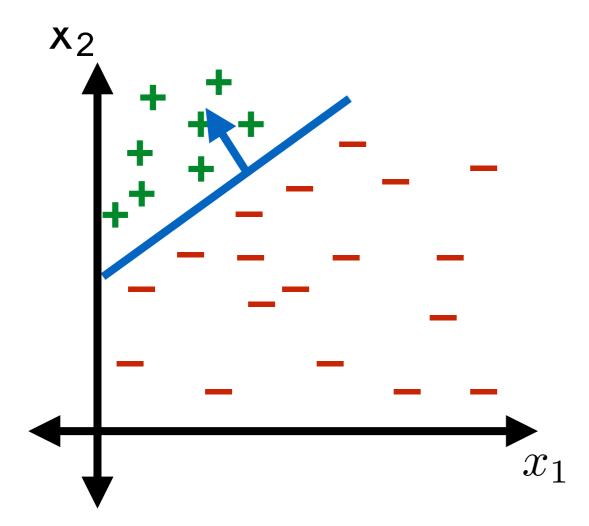
```
Perceptron (\mathcal{D}_n; !)
  Initialize ! = [0 \ 0 \dots \ 0]^!
                                          [How many 0s?]
  Initialize !_0 = 0
                                          [i.e. True if either:
  for t = 1 to !
                                          A. point is not on the line
     changed = False
                                              & prediction is wrong
     for i = 1 to n
                                          B. point is on the line
       if y^{(i)}(! x^{(i)} + !_0) ! 0
                                          C. initial step]
           Set ! = ! + y^{(i)}x^{(i)}
           Set !_0 = !_0 + y^{(i)}
           changed = True
                                 What does an update do?
     if not changed
                              y^{(i)} (! + y^{(i)}x^{(i)})! x^{(i)} + (!_0 + y^{(i)})
       break
                         = y^{(i)}(!! x^{(i)} + !_0) + (y^{(i)})^2(x^{(i)!} x^{(i)} + 1)
  Return !,!0
                         = y^{(i)}(! x^{(i)} + !_0) + (!x^{(i)}!^2 + 1)
         [demo]
```

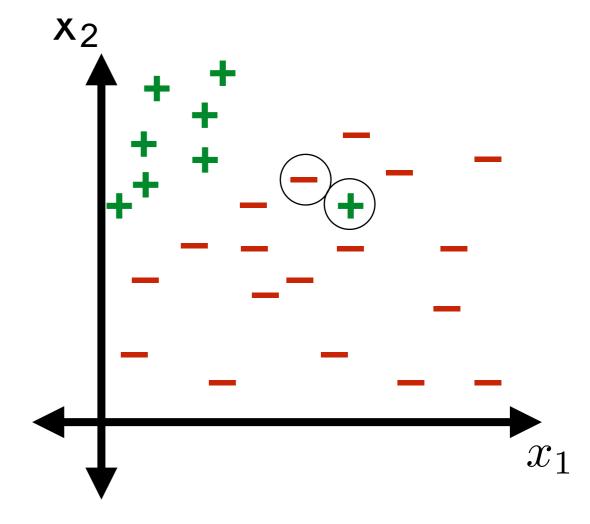


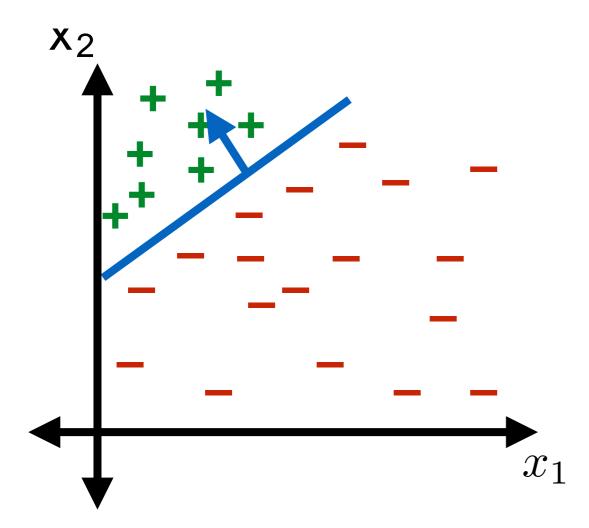


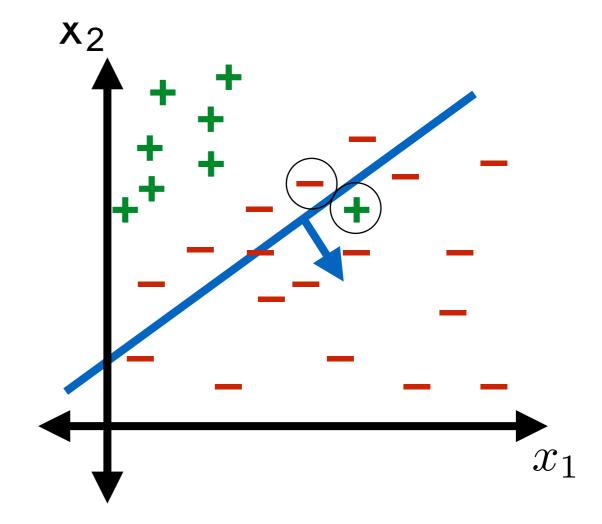




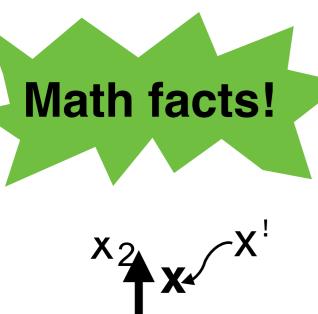


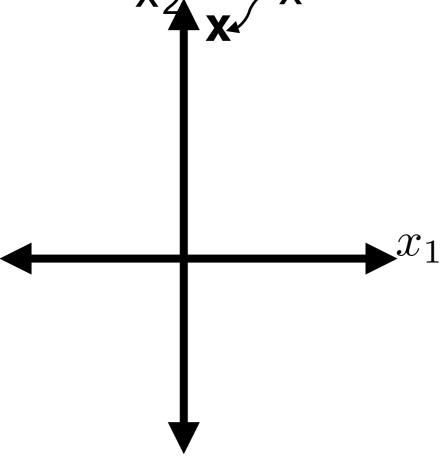


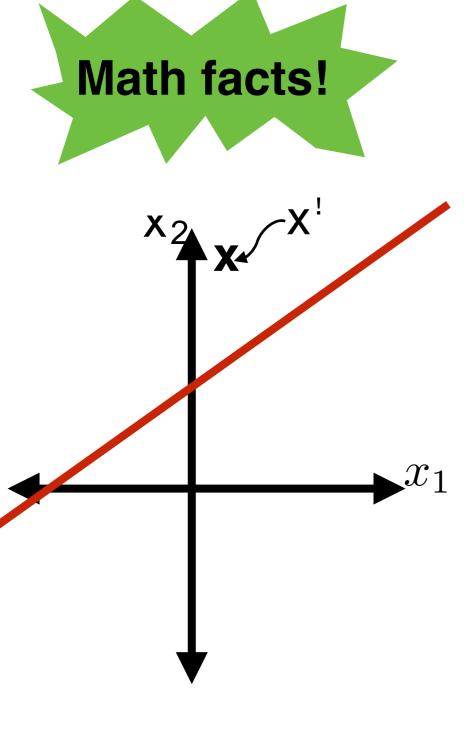




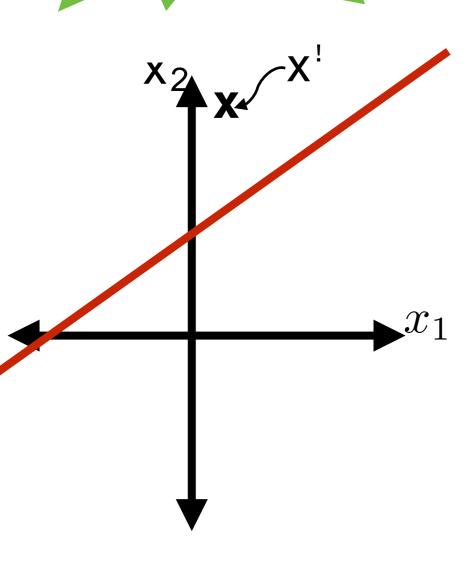
Math facts!

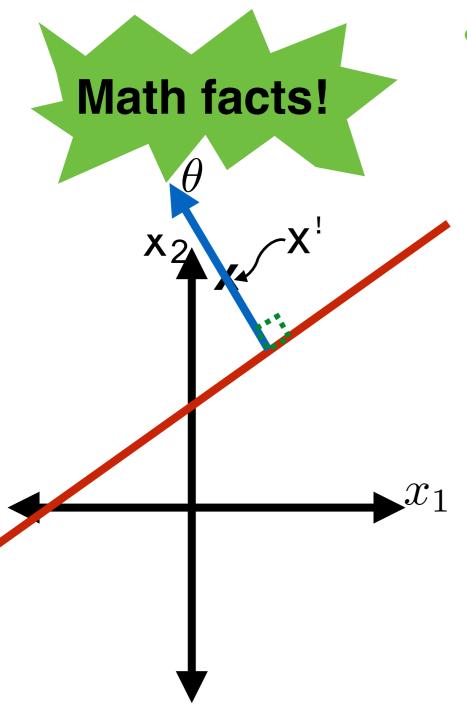


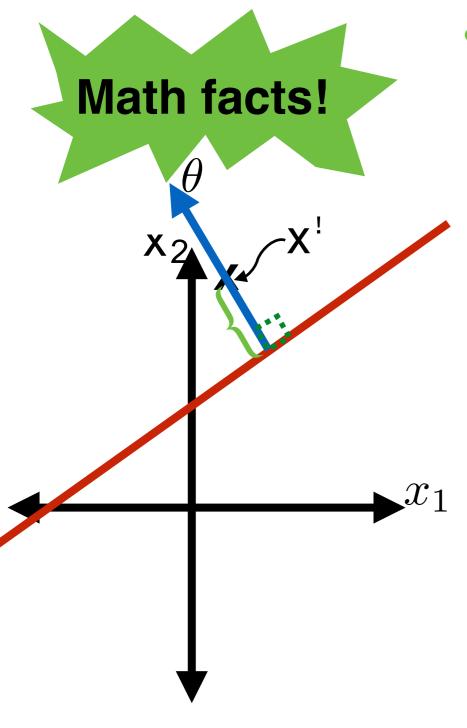


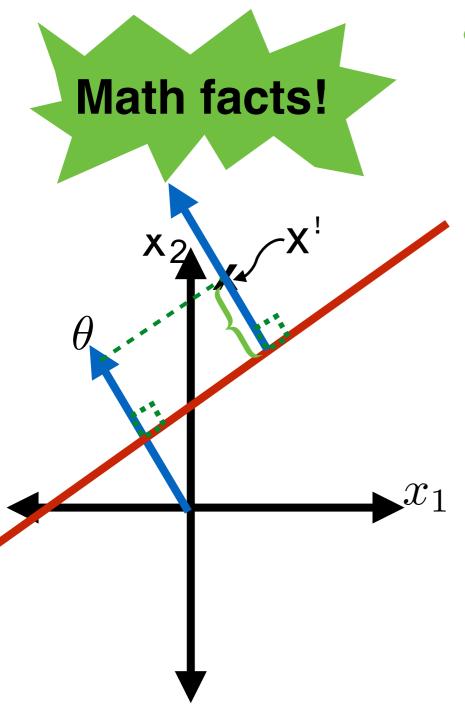


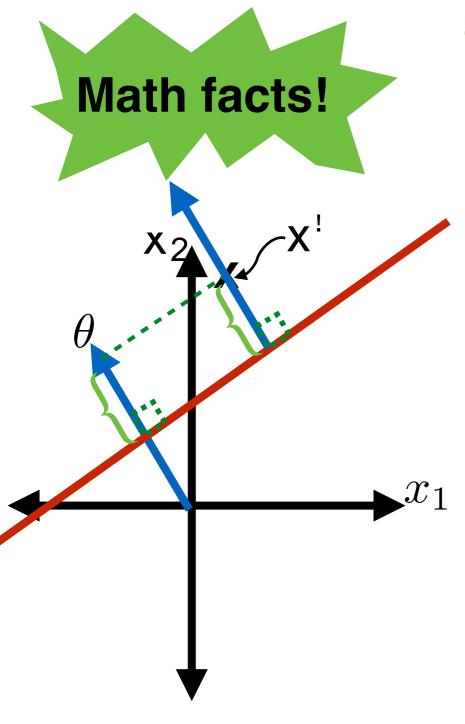


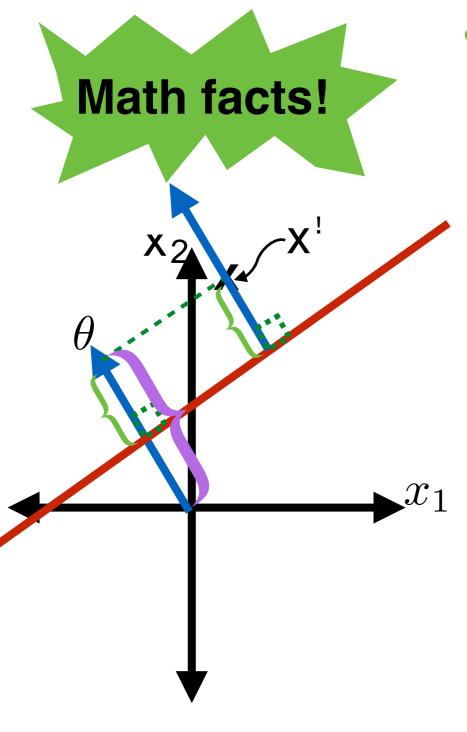


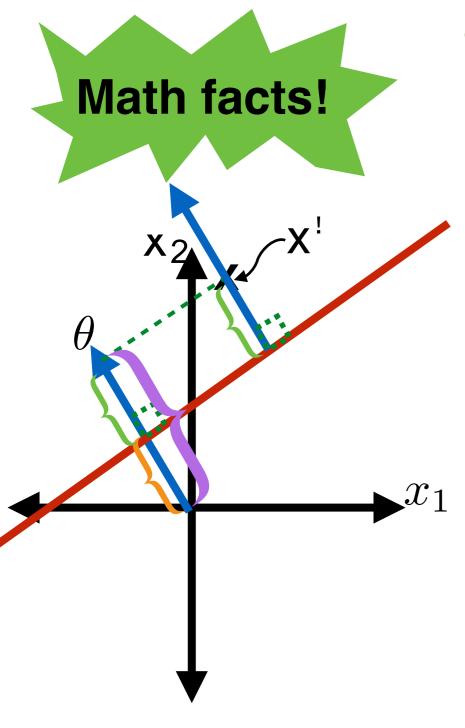


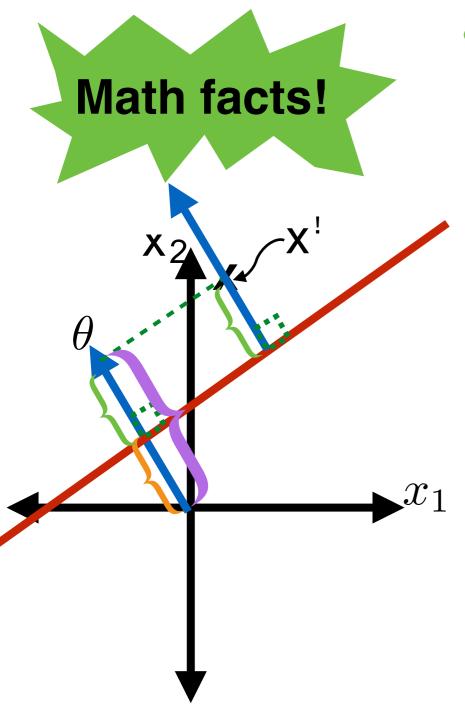








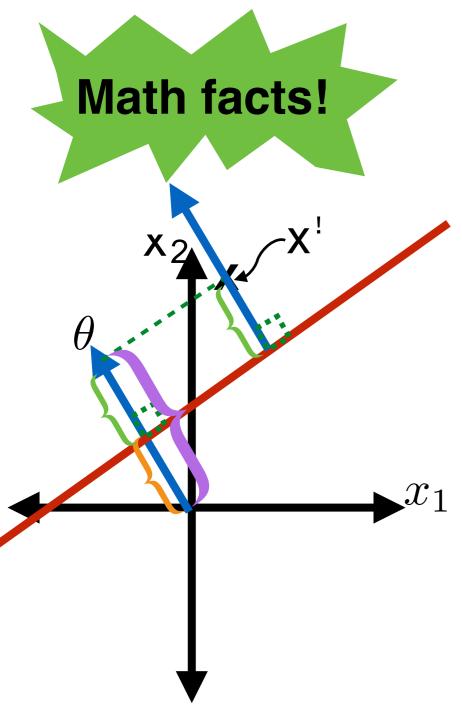




The signed distance from a hyperplane defined by !,!₀ to a point x¹ is:

 projection of x¹ on θ

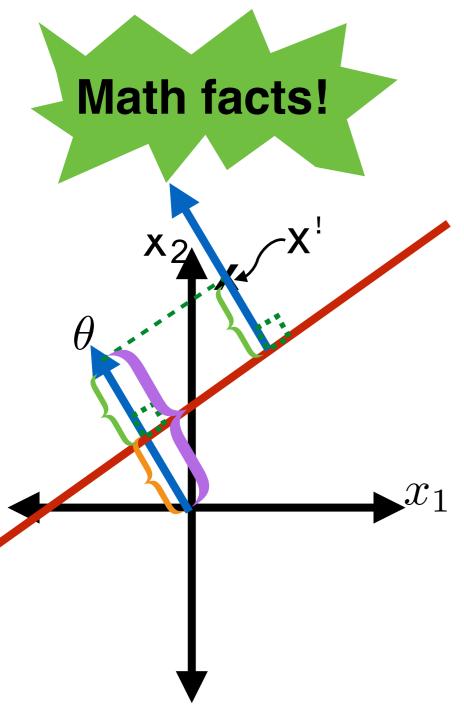
5



 The signed distance from a hyperplane defined by !,!o to a point x! is:

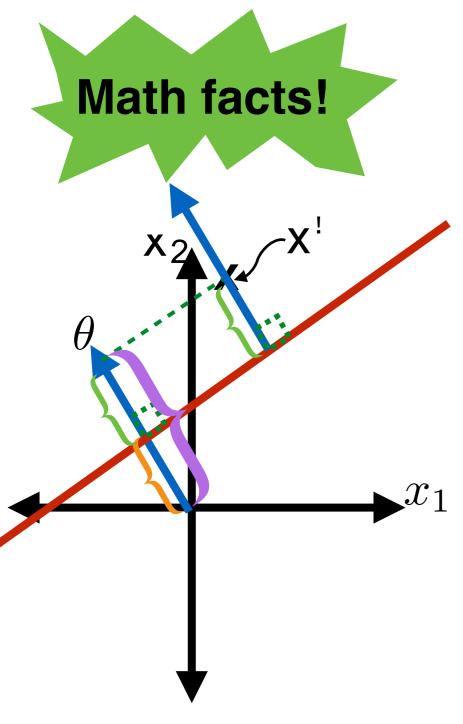
= projection of $\mathbf{x}^{!}$ on θ

signed distance of line to origin



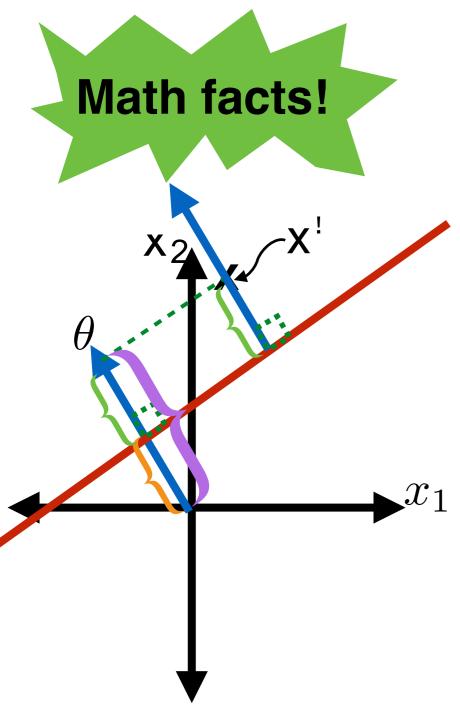
- = projection of $\mathbf{x}^{!}$ on θ
- signed distance of line to origin

$$=\frac{! \cdot x''}{! \cdot ! \cdot 1}$$



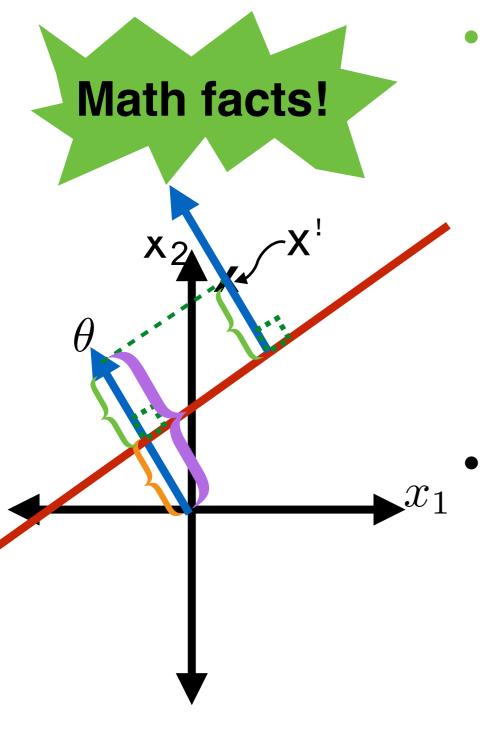
- = projection of $\mathbf{x}^{!}$ on θ
- signed distance of line to origin

$$=\frac{! \cdot x''}{! \cdot ! \cdot 1} = \frac{! \cdot x''}{! \cdot 1 \cdot 1}$$



- = projection of $\mathbf{x}^{!}$ on θ
- signed distance of line to origin

$$= \frac{! ! x"}{! ! !} " \frac{! !_0}{! ! !} = \frac{! ! x" + !_0}{! ! !}$$



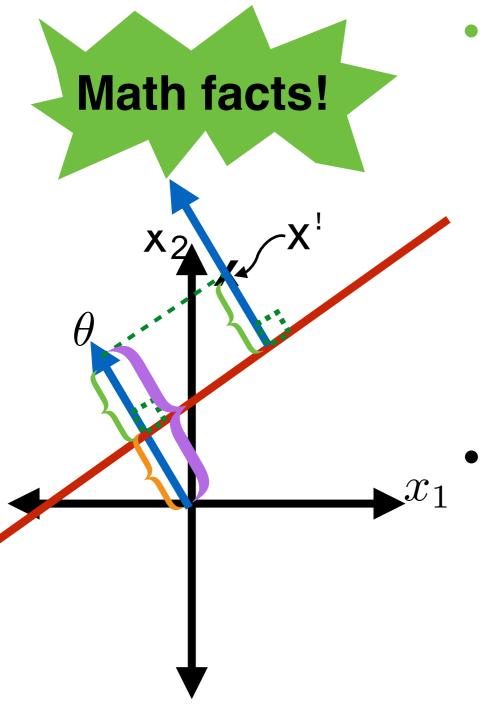
 The signed distance from a hyperplane defined by !,!o to a point x! is:

= projection of $\mathbf{x}^{!}$ on θ

signed distance of line to origin

$$= \frac{! ! x"}{! ! !} " \frac{! !_{0}}{! ! !} = \frac{! ! x" + !_{0}}{! ! !}$$

Definition: The margin of the labelled point (x¹, y¹) with respect to the hyperplane defined by !,!o is:



 The signed distance from a hyperplane defined by !,!o to a point x! is:

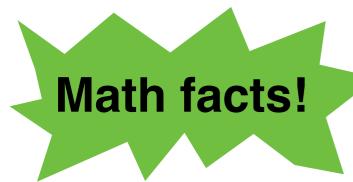
= projection of $\mathbf{x}^{!}$ on θ

- signed distance of line to origin

$$= \frac{! ! x"}{! ! !} = \frac{! ! x" + ! 0}{! ! !}$$

Definition: The margin of the labelled point (x¹, y¹) with respect to the hyperplane defined by !,! o is:

$$y^{!} = \frac{! " x^{!} + ! c}{! ! !}$$

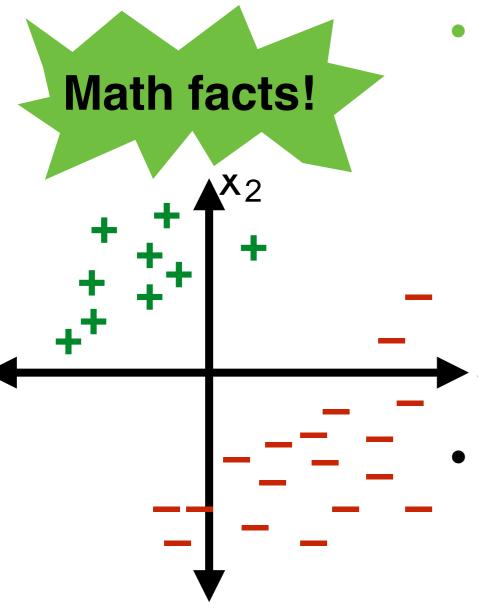


- The signed distance from a hyperplane defined by !,!o to a point x! is:
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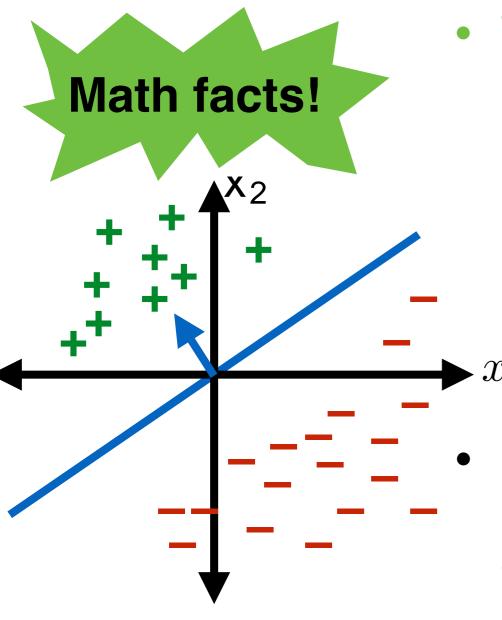
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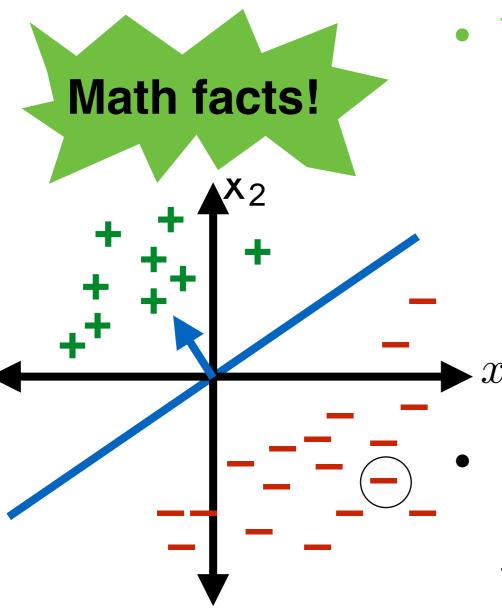
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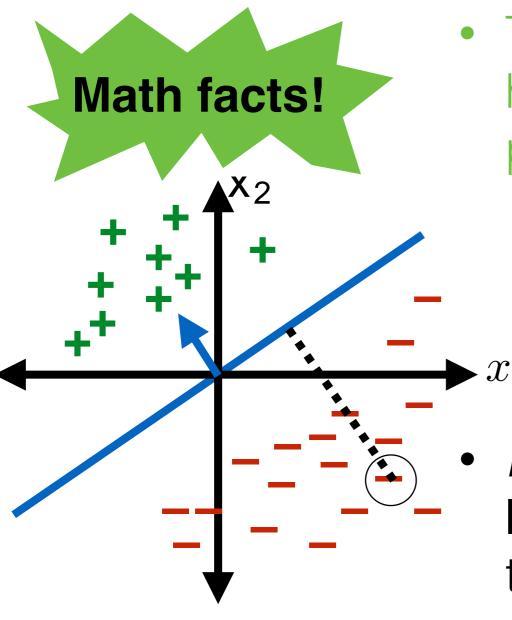
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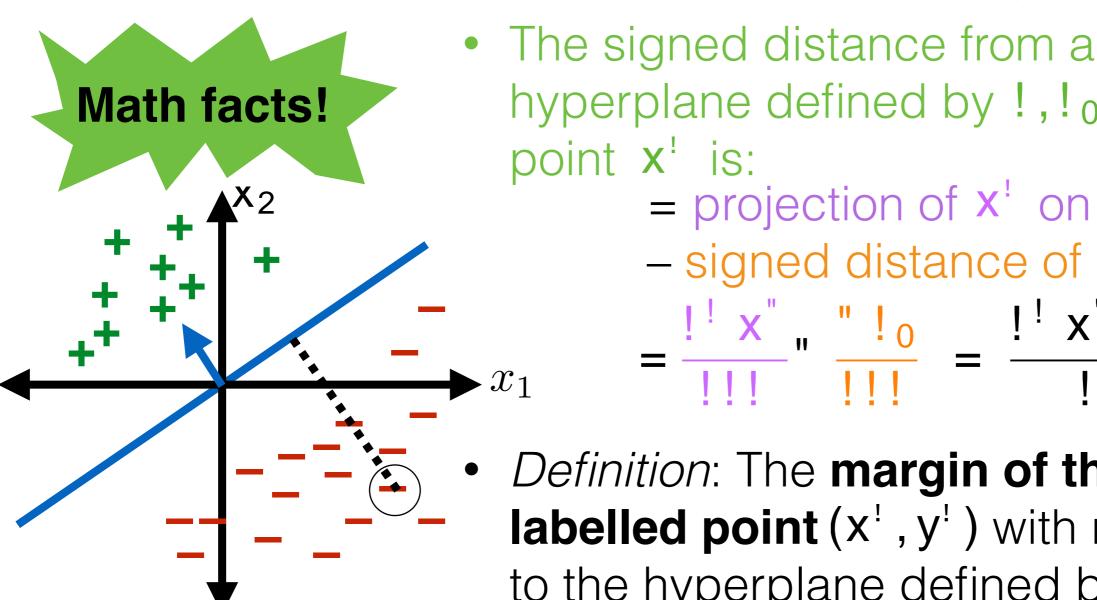
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hyperplane defined by !,!o to a

= projection of $\mathbf{x}^{!}$ on θ

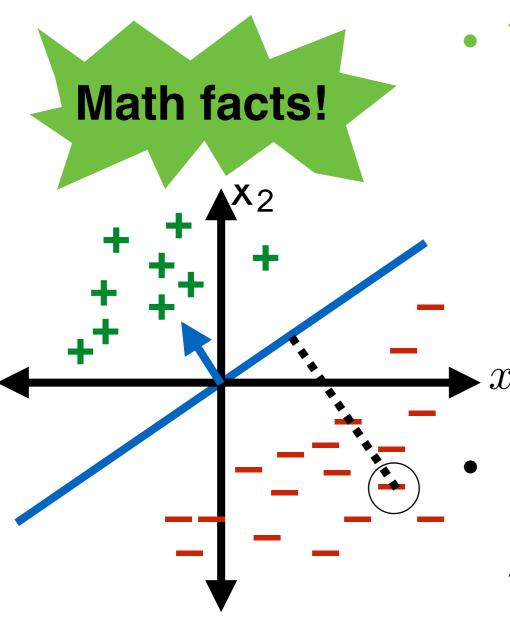
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Definition: The margin of the labelled point (x[!], y[!]) with respect to the hyperplane defined by !,!o is:

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 Definition: The margin of the training set D_n with respect to 5 the hyperplane defined by !,!0 is:



 The signed distance from a hyperplane defined by !,!o to a point x! is:

= projection of $\mathbf{x}^{!}$ on θ

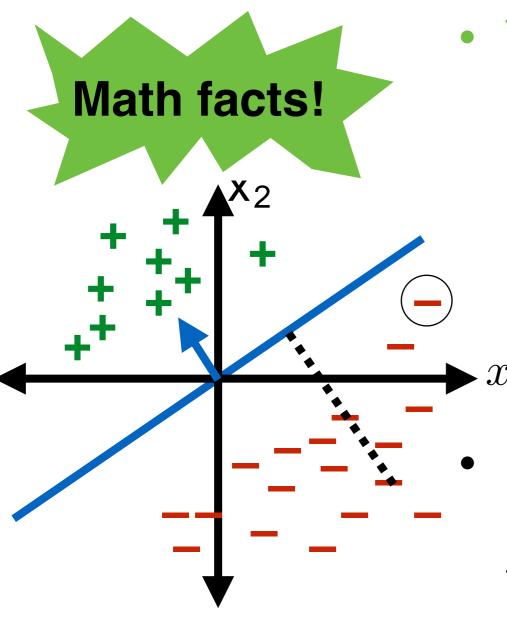
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Definition: The margin of the labelled point (x¹, y¹) with respect to the hyperplane defined by !,! o is:

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 The signed distance from a hyperplane defined by !,!o to a point x! is:

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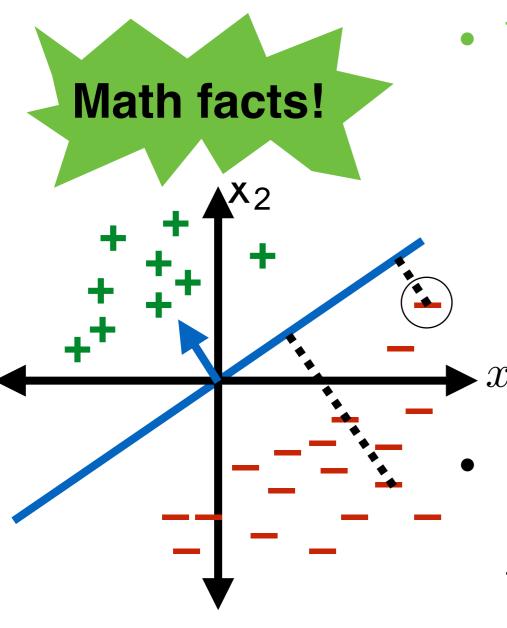
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Let's Talk About Classifier Quality



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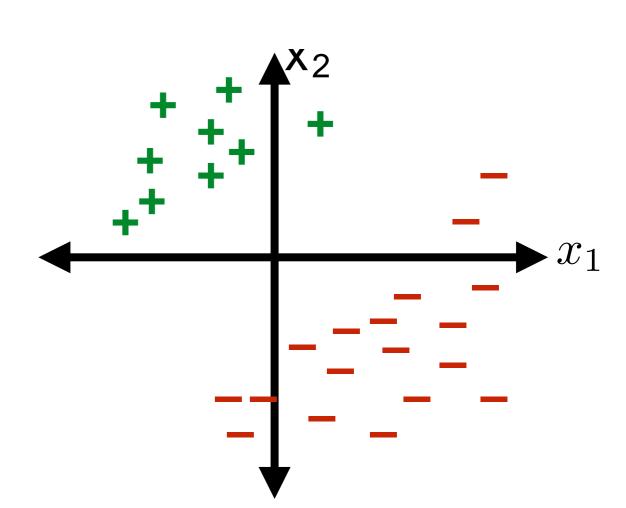
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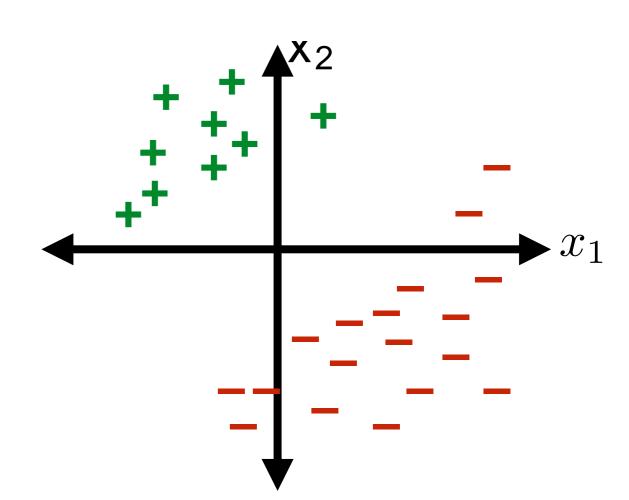
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• Assumptions:

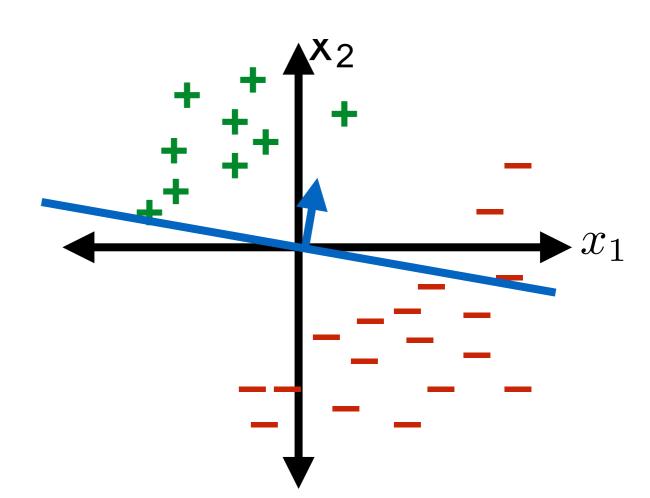
• Assumptions:



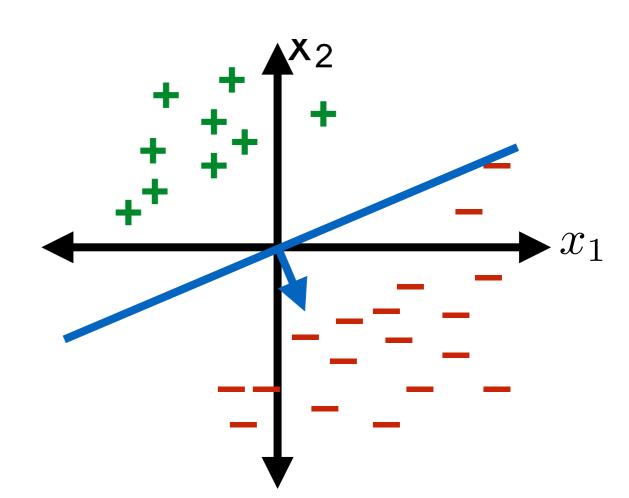
Assumptions:



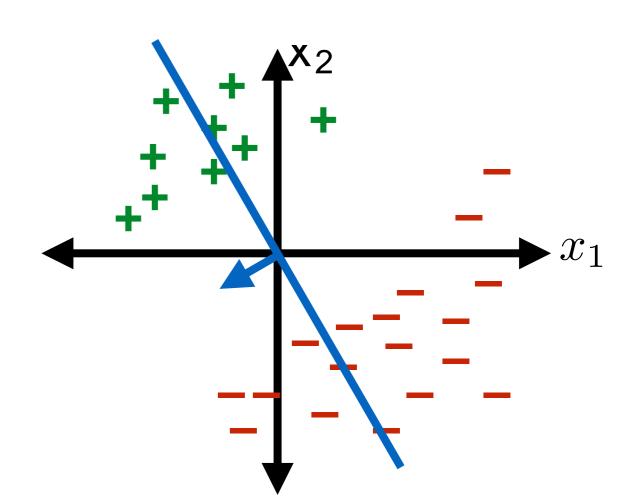
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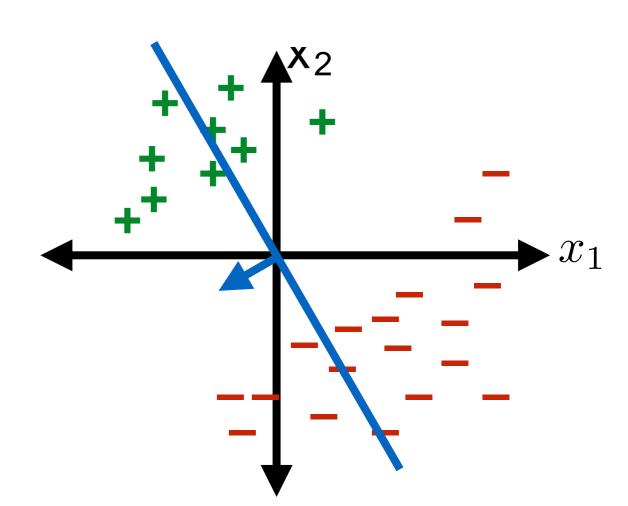


Assumptions:



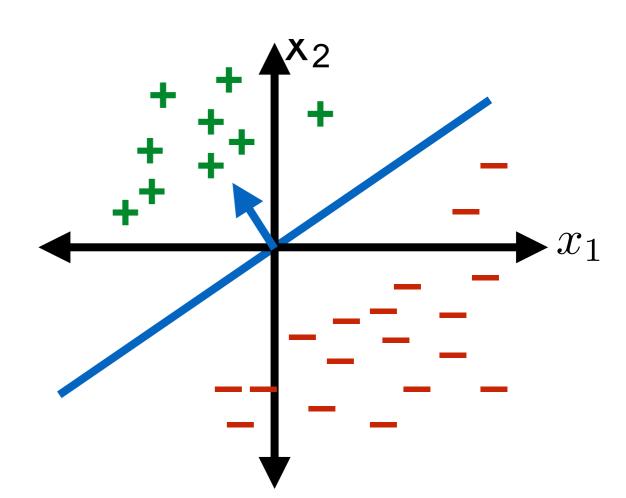
Assumptions:

- A. Our hypothesis class = classifiers with separating hyperplanes that pass through the origin (i.e. $\theta_0 = 0$)
- B. There exist !' and ! such that ! > 0 and, for every i! $\{1, ..., n\}$, we have $y^{(i)} = \frac{!!}{|I|I|} x^{(i)}$ > '



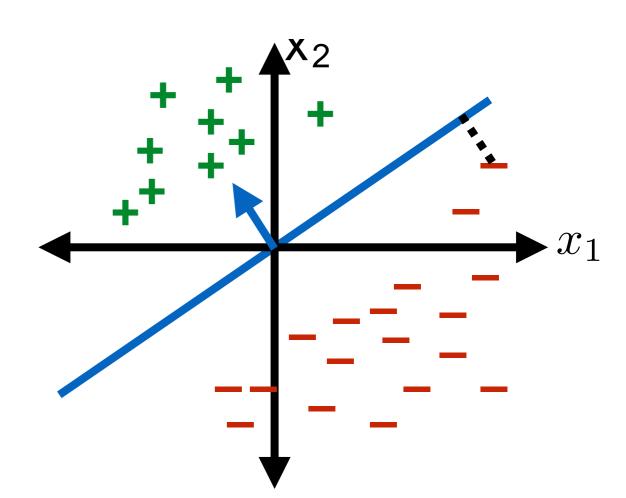
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C. There exists R such that, for every i ! $\{1, ..., n\}$, we have ! $x^{(i)}$! " R

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- A. Our hypothesis class = classifiers with separating hyperplanes that pass through the origin (i.e. $\theta_0 = 0$)
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C. There exists R such that, for every $i : \{1, ..., n\}$ we have $|x^{(i)}|! R$

x₁

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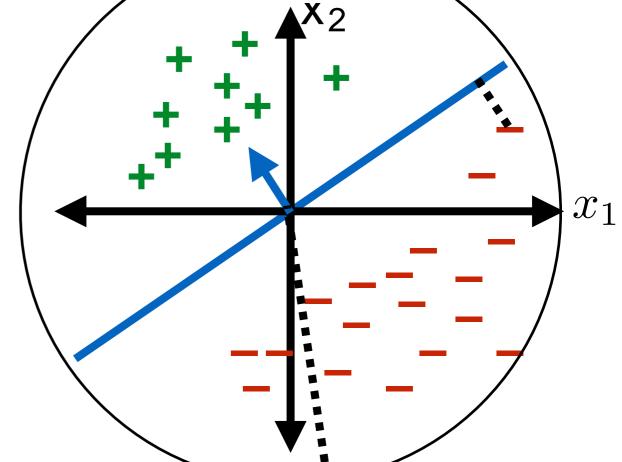
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C. There exists R such that, for every $i : \{1, ..., n\}$ we have $|x^{(i)}| = R$

• **Conclusion**: Then the perceptron algorithm will make at most (R/!)² updates to !. Once it goes through a pass of *i* without changes, the training error of its hypothesis will be 0.



If we're clever, we don't lose any flexibility

- If we're clever, we don't lose any flexibility
 - Classifier with offset

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$$x \in \mathbb{R}^d, \theta \in \mathbb{R}^d, \theta_0 \in \mathbb{R}$$

$$x : ! x + !_0 = 0$$

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```
x_{new} ! R^{d+1},!_{new} ! R^{d+1}
x_{new} = [x_1, x_2, ..., x_d, 1]^!,!_{new} = [!_1,!_2, ...,!_d,!_0]^!
```

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```

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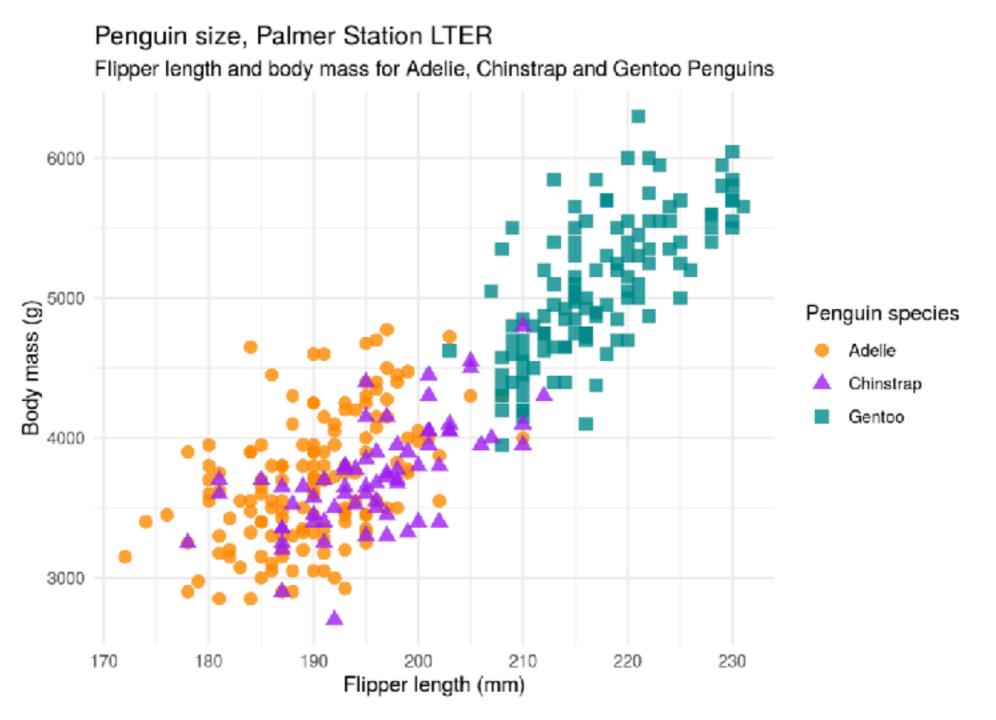
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Classifier without offset

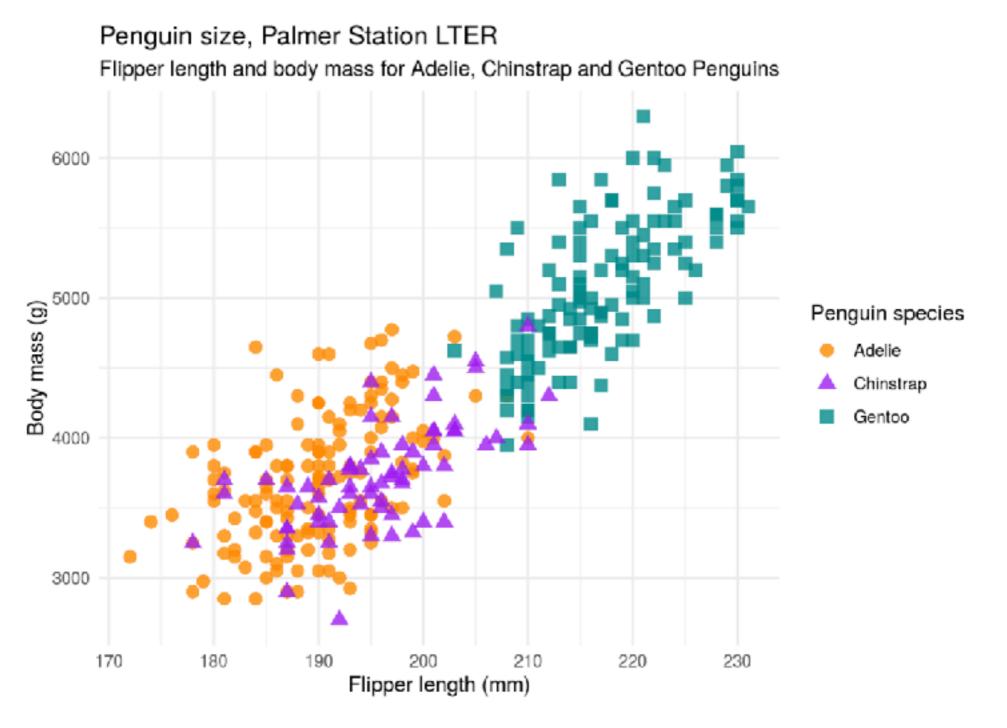
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x_{new, 1:d} : !_{new}^! x_{new} \leq 0
```

 Can first convert to "expanded" feature space, then apply theorem

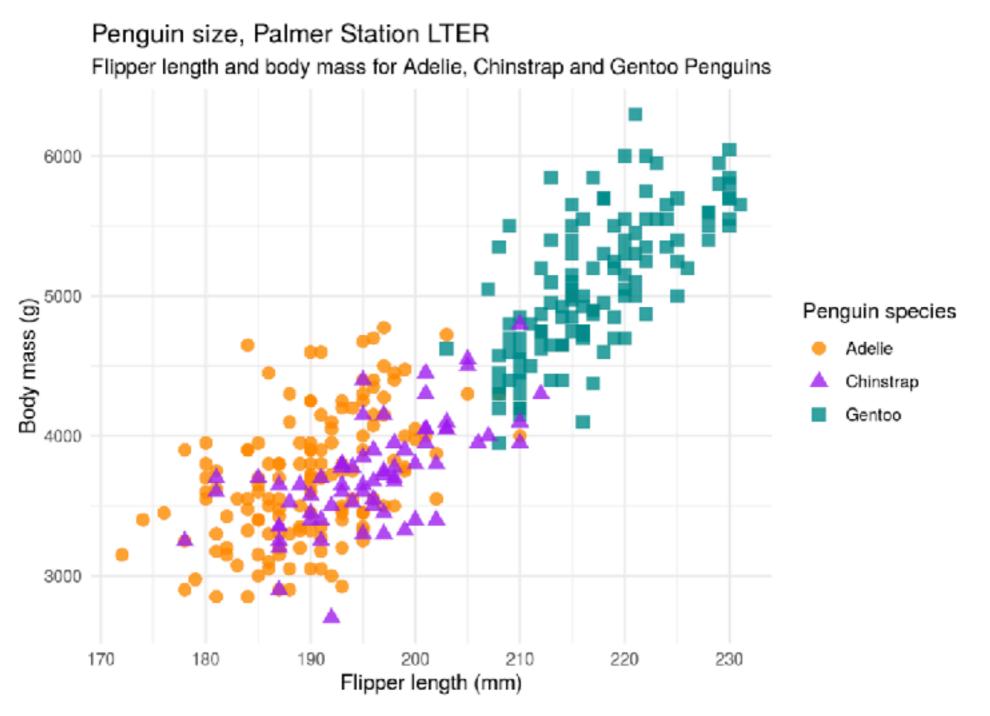
Typical real data sets aren't linearly separable



Typical real data sets aren't linearly separable [demo]

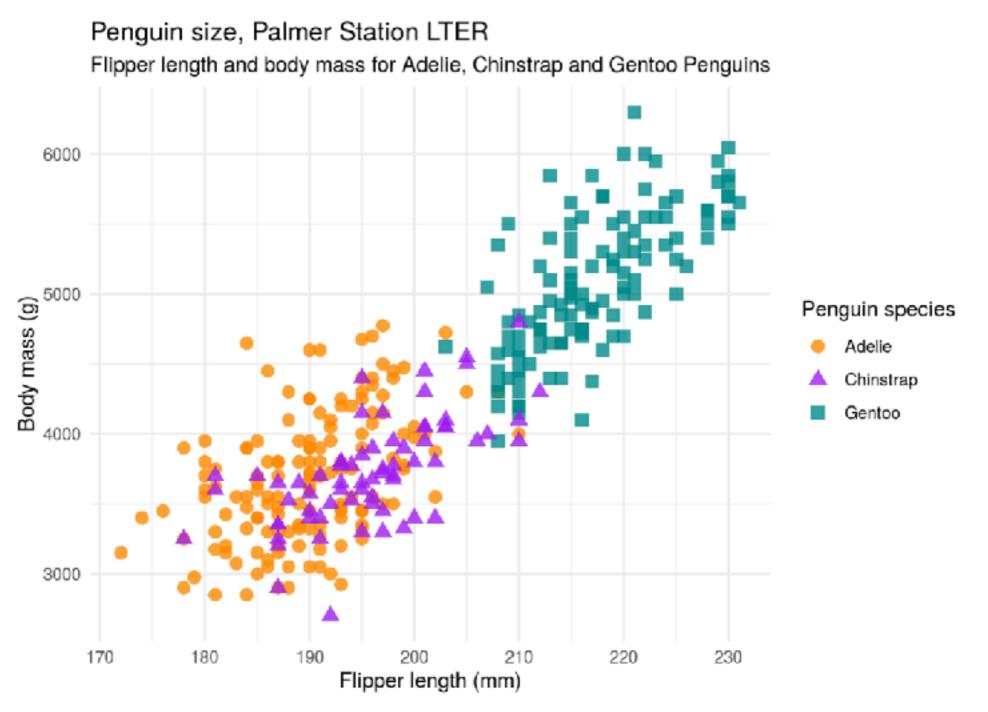


Typical real data sets aren't linearly separable [demo]



What can we do?

Typical real data sets aren't linearly separable [demo]



What can we do? See upcoming lectures!

Binary/two-class classification

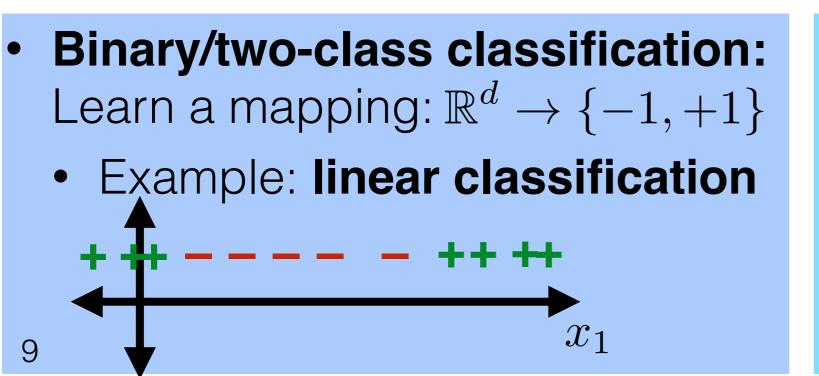
• Binary/two-class classification: Learn a mapping: $\mathbb{R}^d \to \{-1, +1\}$

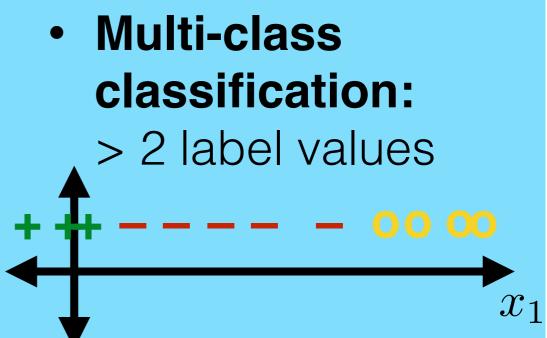
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• Binary/two-class classification: Learn a mapping: $\mathbb{R}^d \to \{-1, +1\}$ • Example: linear classification x_1

- Binary/two-class classification: Learn a mapping: $\mathbb{R}^d \to \{-1, +1\}$ Example: linear classification x_1
- Multi-class classification:

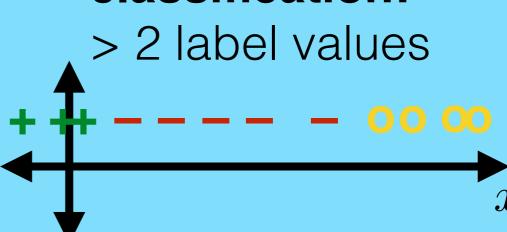
- Binary/two-class classification: Learn a mapping: $\mathbb{R}^d \to \{-1, +1\}$ Example: linear classification x_1
- Multi-class classification:
 - > 2 label values



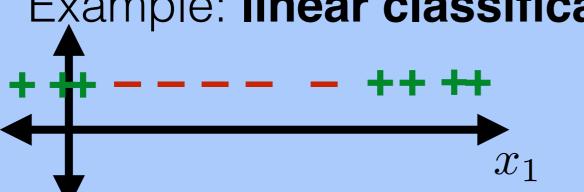


- Binary/two-class classification: Learn a mapping: $\mathbb{R}^d \to \{-1, +1\}$
 - Example: linear classification





- Binary/two-class classification: Learn a mapping: $\mathbb{R}^d \to \{-1, +1\}$
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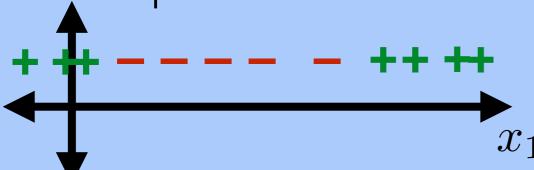


Classification



Classification:
 Learn a mapping to
 a discrete set

- Binary/two-class classification:
 - Learn a mapping: $\mathbb{R}^d \to \{-1, +1\}$
 - Example: linear classification





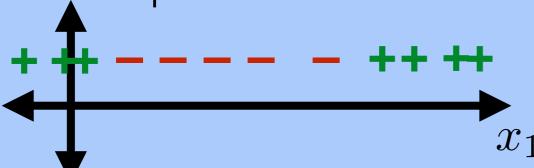
Regression

Classification:
 Learn a mapping to
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Binary/two-class classification:

Learn a mapping: $\mathbb{R}^d \to \{-1, +1\}$

• Example: linear classification

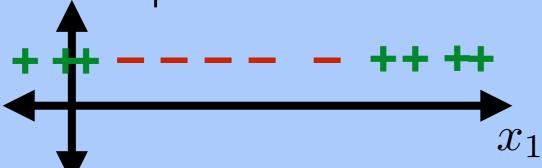




> 2 label values + + - - - - 00 000

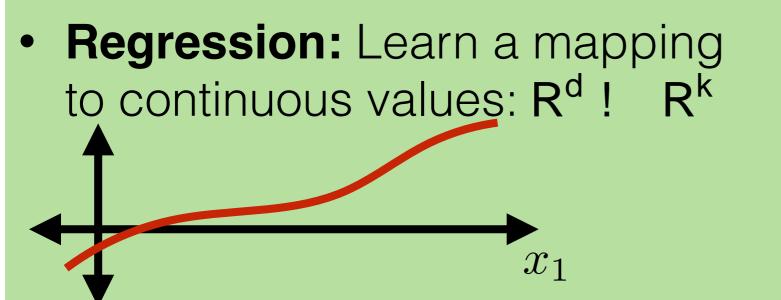
 Regression: Learn a mapping to continuous values: R^d! R^k Classification:
 Learn a mapping to
 a discrete set

- Binary/two-class classification: Learn a mapping: $\mathbb{R}^d \to \{-1, +1\}$
 - Example: linear classification





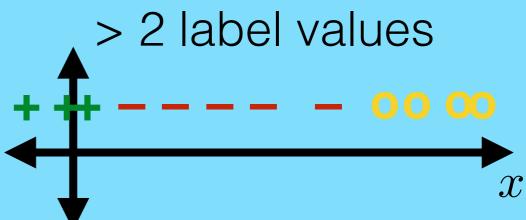


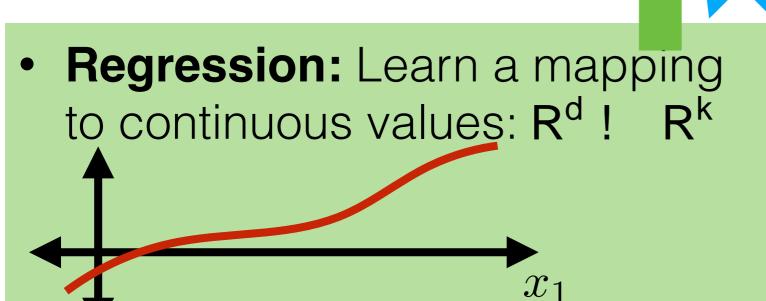


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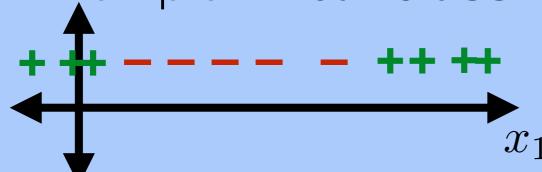


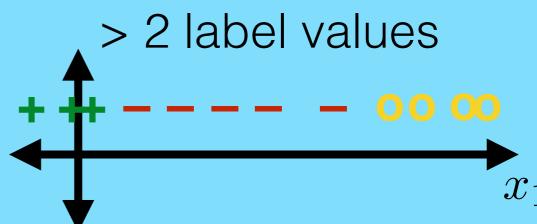


Classification:

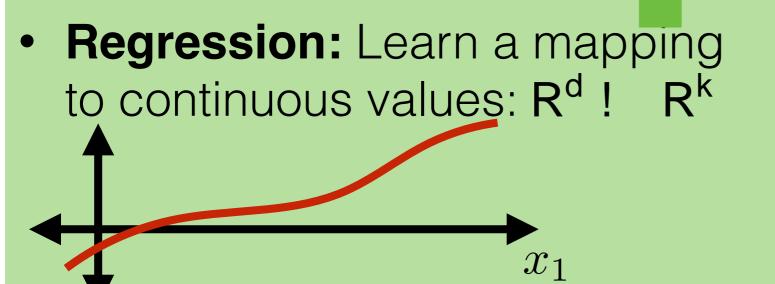
 Learn a mapping to
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Supervised learning

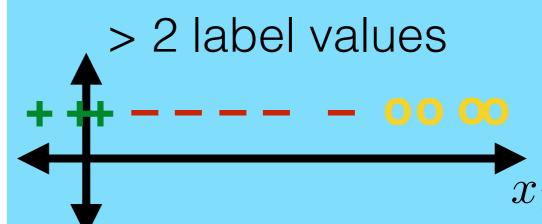


Classification:

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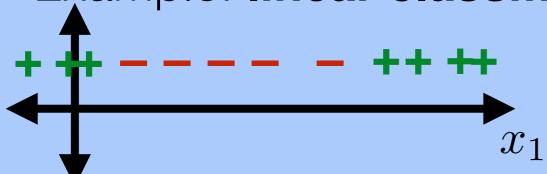


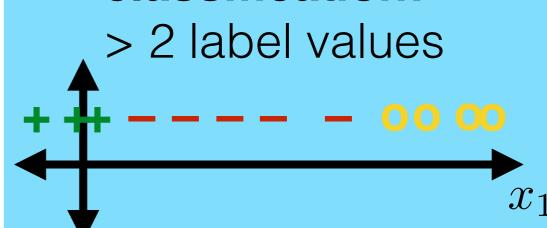
- Supervised learning: Learn a mapping from features to labels
- Regression: Learn a mapping to continuous values: R^d! R^k

Classification:

 Learn a mapping to
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 - Example: linear classification





Supervised learning: Learn a mapping from features to labels

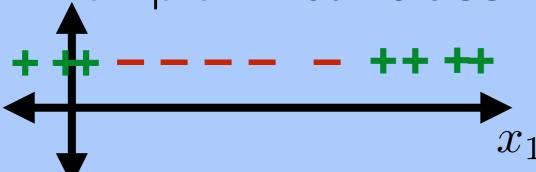
 Unsupervised learning

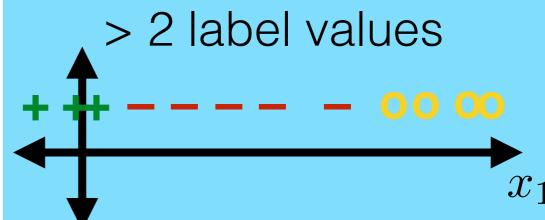
• Regression: Learn a mapping to continuous values: R^d! R^k

Classification:

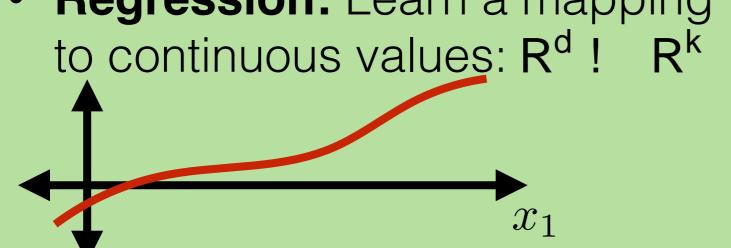
 Learn a mapping to
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- Binary/two-class classification: Learn a mapping: $\mathbb{R}^d \to \{-1, +1\}$
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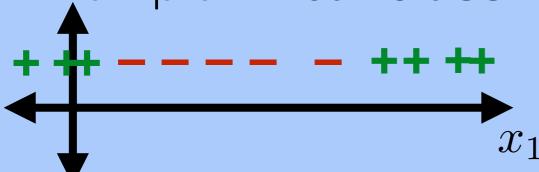




- Supervised learning: Learn a mapping from features to labels
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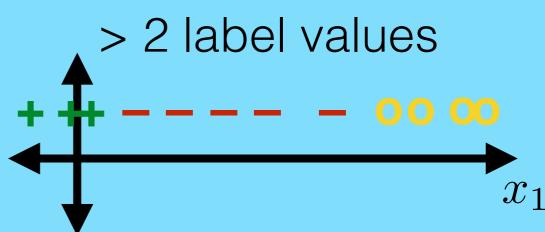


- Binary/two-class classification: Learn a mapping: $\mathbb{R}^d \to \{-1, +1\}$
 - Example: linear classification



- Unsupervised learning: No labels; find patterns
- Classification: Learn a mapping to a discrete set





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机器学习 循环神经 神经网络 感知器

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