

Karnele-I
Non-linear Decision Boundary Predict y=1;f
00 +0,x, +02 x2 + 03 x, x2 + 04x, 2+ 05x2+>
holx) = S1 rt 0, +0, x, + 7,0 20 otherwise
$\theta_0 + \theta_1 f_1 + \theta_2 f_2 + \theta_3 f_3 + \cdots$ $f_1 = x_1, f_2 = x_2, f_3 = x_1 x_2, f_4 = x_1^2, f_5 = x_2^2$
(1) (1) (1) (1) Given X, compute new features depending on proximity to landmarks (1) (12) (13)
Given x : $f_1 = \text{similarity} \left(\frac{x}{x}, \frac{x^{(i)}}{x^{(i)}} \right)$ $= \exp \left(-\frac{11x}{2a^2} \right)$
K(x, lis) = 8inilarity (x, e(1))
$K(x, e^{(i)})$ $f_2 = 8inilarity (x, e^{(i)})$ $F_2 = 8inilarity (x, e^{(i)})$ $F_3 = 8inilarity (x, e^{(i)})$

Kernels & Similarity f.= similarity (x, e)) = exp (-11x-e) 112) $= \exp(-\frac{2}{5} = 1 (x_j - l_j^{(i)})^2$ if $x \in L^{(1)}$ $4, 2 \exp(-\frac{0^2}{202}) 21$ if x if far from l'': f. = exp (- (dange number)²) 20 Choosing the landmak.

1: Similarity (x, e⁽¹⁾)

1: = Similarity (x, e⁽¹⁾)

2: = exp(-1/x - e⁽¹⁾/12)

2: = exp(-1/x - e⁽¹⁾/12) Predict y=1 if 0,+ 0,f, + 0,f2 + 0,f3 >0 where to get e⁽¹⁾, e⁽²⁾, e⁽³⁾, ...?

Given (x°), y°), (x°), y°), ..., (x°), y°), ..., (x°), y°), ..., (x°), y°)

choose
$$2^{(1)} = x^{(1)}$$
, $2^{(2)} = x^{(2)}$, ..., $2^{(m)} = x^{(m)}$

Given example x:

 $1 = \text{Similarity } (x, e^{(1)})$
 $1 = \text{Similarity } (x, e^{(1)})$
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	Training
	$\frac{1}{2} = \frac{1}{2} = \frac{1}$
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	ince
	ince du a ² du c inc a ²
	2 Carge C. Ower bias, high van
	C= 1 large c.: lower bias, high var. A Small C: Higher bias, low var.
	large C 2 means small)
	large c someans small) small c large).
	large a? : features f, vary more
	Large 2: features f, vary more smoothly. High bias, how var.
	Small a2, features f, vary less
	Small a², featurs f, vang dess smoothry Lower bias, higher van 1
	Lower bier higher von
	Overfit: Dec C, înc a²

Need to specify parameter c: tg No Kernel ("linear kunl"

Predict 'y=1" if ot x > 0. Gaussian Kune XERN nsmall $fi = exp(-\frac{||x - k|^2}{2a^2})$ vohere d"= x", Need to Choose o? 1x-111 V=x-1 $|1 \vee 1|^2 = \vee_1^2 + \vee_2^2 + \dots + \vee_n^2$ = $(x_1 - \lambda_1)^2 + (Y_2 - \lambda_2)^2 + (x_n - \lambda_n)^2$ Off Shelf Kernels.

Prhynomial Kernels $k(x, l) = (x^T l)^2$ $x^T l)^3$, $(x^T l + 1)^3$ $(x^T l + 5)^{84}$ String Icernel, chi-squared Kernel, histogram intersection Kernel.

Multo class Classification one vs all (Train K SVMs) Logistic Ree vs SVM it n is large (relative m) n=num of features m=num of trair ex Eg n>m n=10,000 (in=10 --- 1000)
Use logistic reg or svm without a kernel ("linen krnel" H nis small, mis intumediate Usc 8VM with Gaussian. N=1-1000, m=10, 10,000) if n is mall, m is large (n=1-1000, m=50,0000->) create add more featury then use logistic reg or CVM without a ternel,

Ovefit: Dec cy înc a?

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due a?

due cine a?

y(i) = 1, $0^{T} \times (i) \times 1$ y(i) = 0, $0^{T} \times (i) \in L + 1$ Try using NN with large hid.

Vice SVM with Games Kin

Create/add new poly fea

Use 8VM with a lix leer, withou new

X(i) \in IR^2, dec bond; \is \text{st-line.}

If is imp to perform feature

norm before using gam ken

The max value of Game kin

Sim (x, li)) is '