(R) eye (B)

(R) xlabel...

ylabel

(R) 3.
$$\theta_1 : \begin{bmatrix} 0 \\ 0 \end{bmatrix} \quad \theta_2 = \begin{bmatrix} -1 \\ 2 \end{bmatrix}$$

Gradient Desert

The size of theta is 2×1
 $h(x) = \sum_{j=0}^{n} \theta_j x_j$
 $\theta = \begin{bmatrix} \theta_0 \\ \theta_1 \end{bmatrix} \quad x = \begin{bmatrix} 1 & x_0 \\ 1 & x_1 \end{bmatrix}$

To calculate θ_j , we know

 $\theta_j = \theta_j - d = \sum_{j=0}^{n} (h + (x^{(j)} - y^{(j)}) x_j^{(j)}$

In order to apply vectorization, as θ_j is a 2×1 matrix, $d = \sum_{j=0}^{n} (h + (x^{(j)} - y^{(j)}) x_j^{(j)}$ has

to be a 2×1 matrix as well.

to be a 2XI matrix as Well.

In other words i=1 (h + (x(i)-y(i))xj(i), has to be a 1x1 matrix. $(n+1) \times 2$ matrix, $(X_j)^{(i)}$ will As Xj(i) is a be 1x (n+1) Therefore, we need to mk sure ho(x")-y") to be a cn+DXI matrix. Y (i) (n+1) *1 $\Rightarrow h p x^{(i)} = \underbrace{\chi}_{(n \in D \times 2)} \underbrace{\vartheta}_{2x}$ (h+1) x/, Thus, put together: X'*((X *) -4) $= \int \theta_j = \theta_j - \alpha \cdot \frac{1}{m} \cdot \chi' * ((x * \theta) - y)$

Q4 (Cost function)
$$\int (0) = \frac{1}{2m} \sum_{i=1}^{m} (h_{i} (x^{(i)}) - y^{(i)})^{3},$$
Our goal is to get a Ix) motrix:
$$y^{(i)} : (n+1) \times I$$

$$0 : 2 \times I$$

$$X : (n+1) \times 2$$

$$| X(n+1) \times (n+1) \times I$$

J(y)=====(x+0)'+(x+0)

Optional:

Feature Normalization:

As it's ecaling based on Stardam down of the

$$X-Norm = (X-M) ((X-M)./9)$$

Gradient Descent: & Cost func:

Check previous.

· learning rate.

$$\propto = 0.0$$

· Normal eq.

$$\theta = (X^T X)^T X^T y$$

0 = pinu(x/*x).x/x y