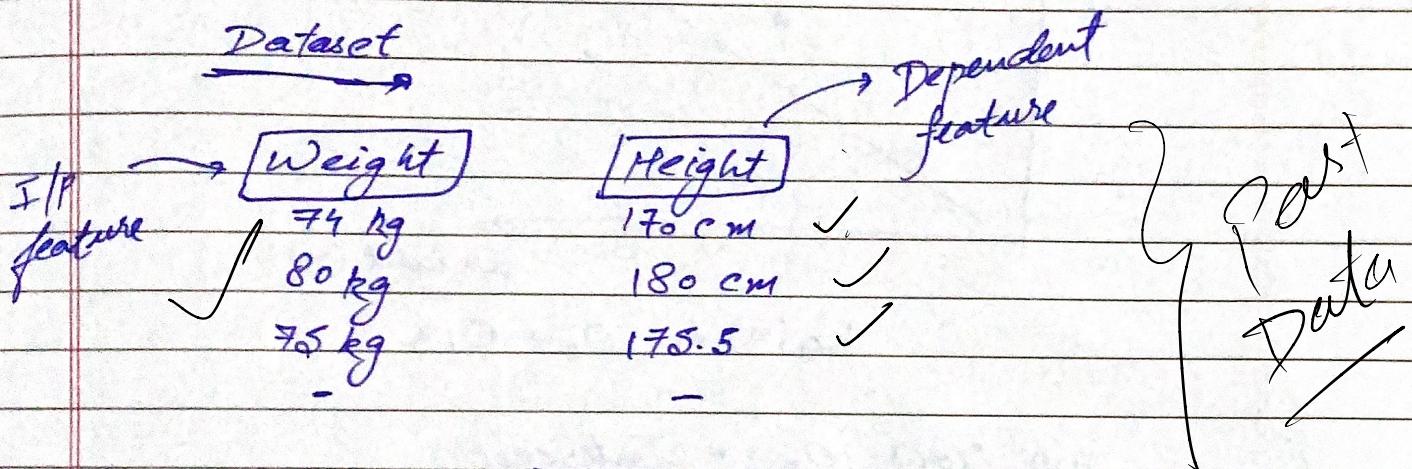


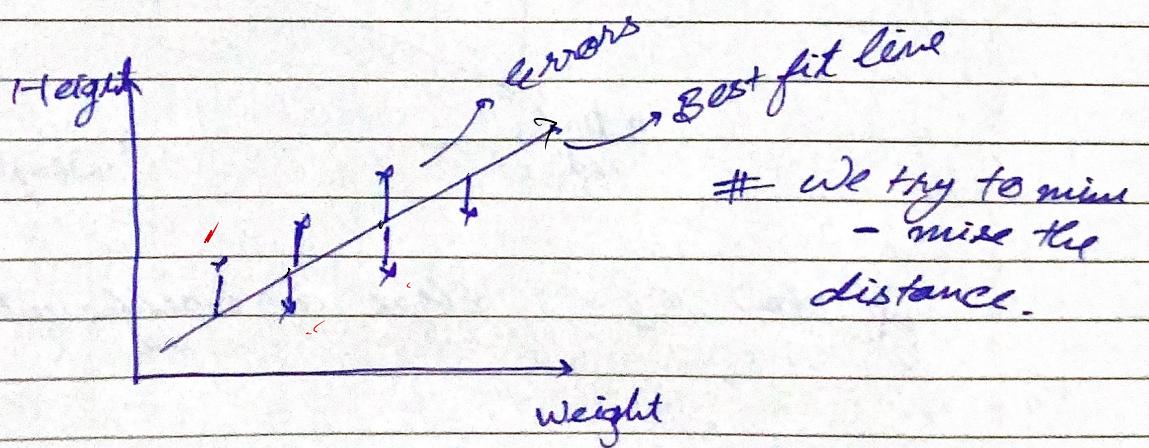
Data Science  
Machine Learning  
~Somyanush

## Simple Linear Regression

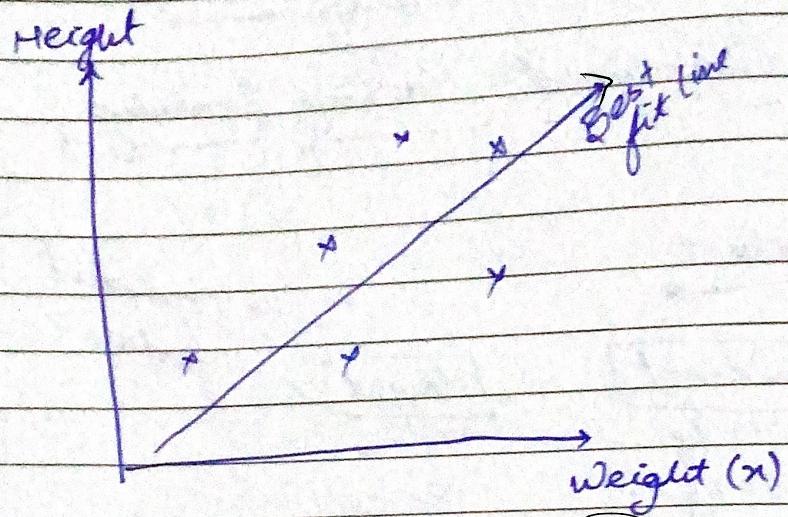
# Supervised Machine Learning



New weight → Model → Height  
(Training)

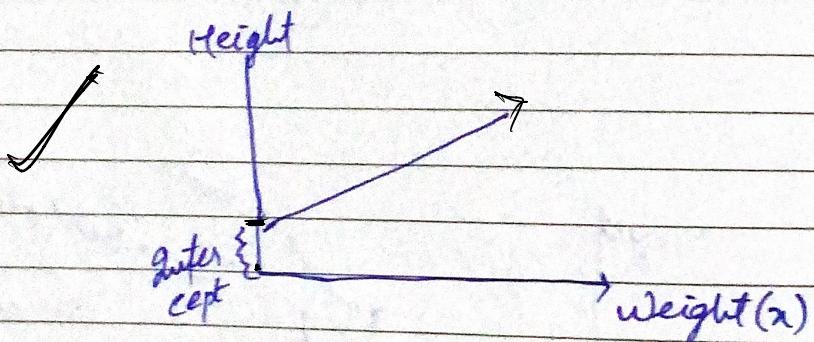


$$y = mx + c$$

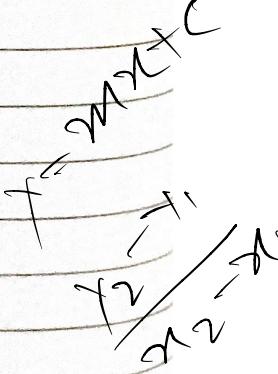
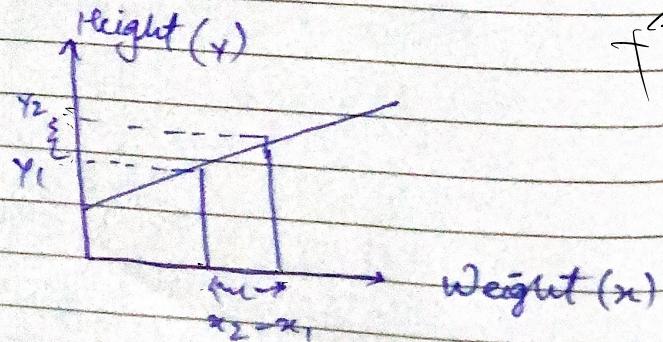


$$h_0(x) = \theta_0 + \theta_1 x$$

~~If New  $\theta_0$  = Intercept  
if  $x=0$  then  $h_0(x) = \theta_0$~~



~~If New  $\theta_1$  = slope or coefficient~~

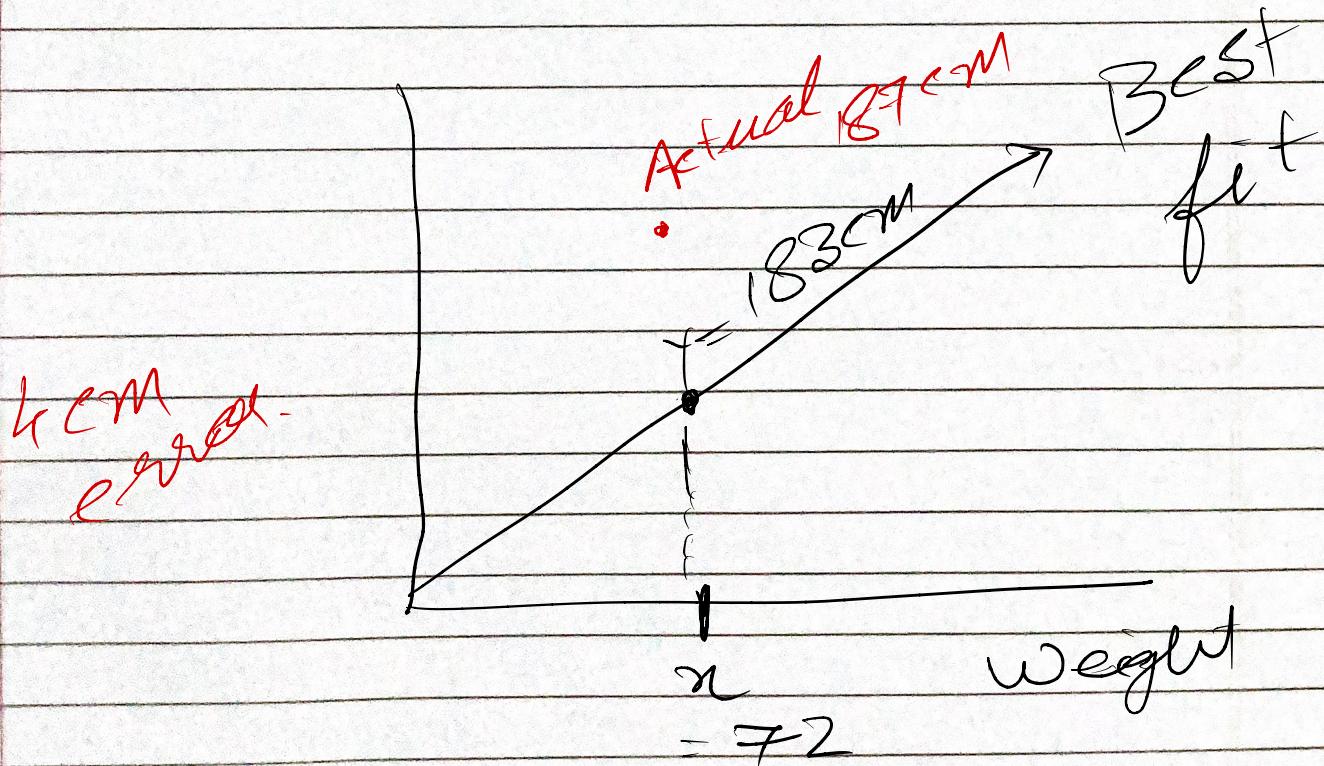


Errors =  $y - \hat{y}$  [where  $\hat{y}$  = predicted value of  $y$  by model]

Now our aim is to minimise the sum of all errors

$$\min \left[ \sum (y - \hat{y})^2 \right]$$

$$\hat{y} = \text{predicted}$$



# Machine Learning → Notes Part 2

## Cost function

Gradient Descent → An algorithm to minimize a function by optimizing its parameters

Let's say there is a Science Test Max marks = 50

Friend asks you to guess his marks?

guess1 → 45 ?

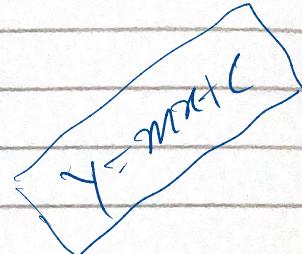
friend → Too far

Guess2 → 40 ?

friend → Still far

guess3 → 37

friend → Very close



Imp → In GD we start with random guess & then slowly move to the right answer.

How fast (slow) we'll converge to the answer is determined by learning rate

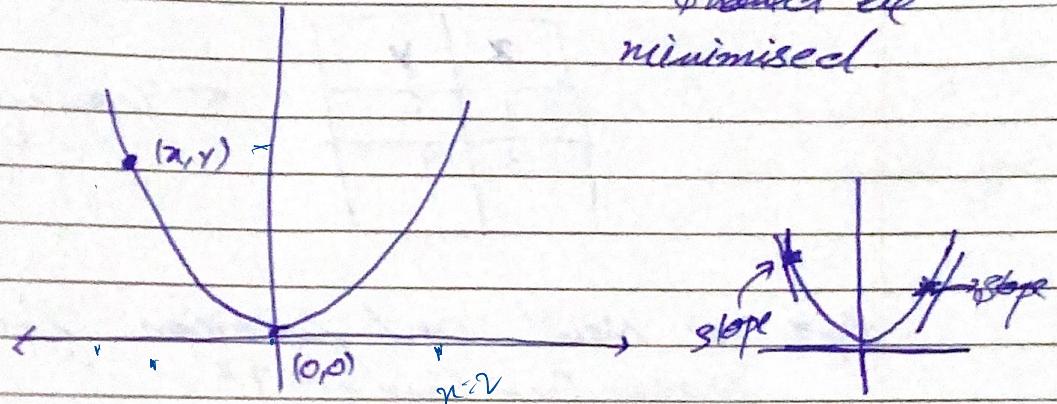
$$\text{New value} = \text{Old value} - \text{Stepsize}$$

where StepSize = Learning rate × Slope

Eg → A simple square function

$$f(x) = x^2$$

Now as per GD this function should be minimised.



New step 1) Random guess (-2, 3) ( $x \& y$ )

Step 2 → If  $x = -2$  then  $f(x) = x^2$  &

$$\text{Slope of function: } \frac{d}{dx} f(x) = 2x = 2(-2) = -4 \checkmark$$

Step 3 If  $x = -1$  then  $2x$  ie slope = -2 ✓

Hence we are getting close to zero ie moving in correct direction

Step 4 → If  $x = +2$  then  $2x$  ie slope = 4 which is beyond zero so we're in wrong direction now

Step 4 → Now  $\boxed{\text{new value} = \text{old value} - \text{slope}}_{\times LR}$

& if a function has multiple parameters unlike  $f(x) = x^2$ , ie function having more than one parameter.

Eg Cost func<sup>n</sup> for regression =

$$J(m, c) = \sum_{i=1}^n (y_i - (mx_i + c))^2$$

Step 5 → Now there are two params in b.c.

Step 6 → Again random guess let's say  
 $c=0, m=1$

x	y
1	2
3	4

← Training Data

Step 7 → Now cost function for linear regn  
 $= [y - (mx + c)]^2$

Plugging the values for training data (1, 2) & (3, 4)

$$J(m, c) = [2 - (c + mx_1)]^2 + [4 - (c + mx_2)]^2$$

partial derivative

$$\frac{\partial J}{\partial c} = -2[2 - (c + m \cdot 1)] - 2[4 - (c + m \cdot 3)]$$

for  $c=0$  &  $m=1$

$$= -2[2 - 1] - 2[4 - 3]$$

$$= -4$$

Step 8 Now because i differentiated wrt c

so my

$$\begin{aligned} \text{new } c &= \text{old } c - LR \times (-4) && \text{slope} \\ &= 0 - (0.001) \times (-4) \\ &= 0.004 \end{aligned}$$

Step 9 Similar to above now we'll differentiate wrt m & new value of m will be found

Step 10 → New new values will be taken for consideration & entire process will get repeated

Step 11 → When algo will stop?

Ans → When there won't be much improvement in cost for values of  $c$  &  $m$

Step 12 → Choosing learning Rate! Try to be moderate