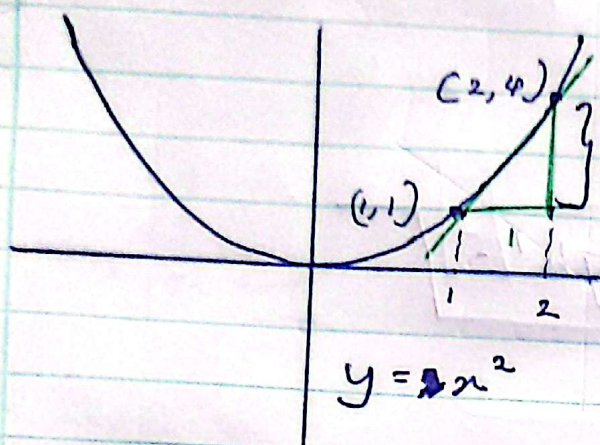
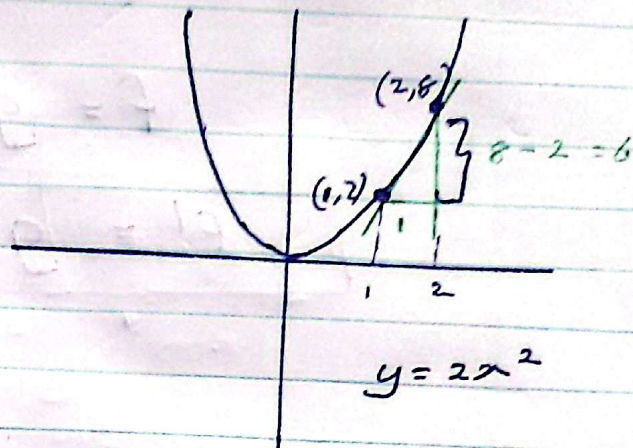


14] Multiplication by scalars



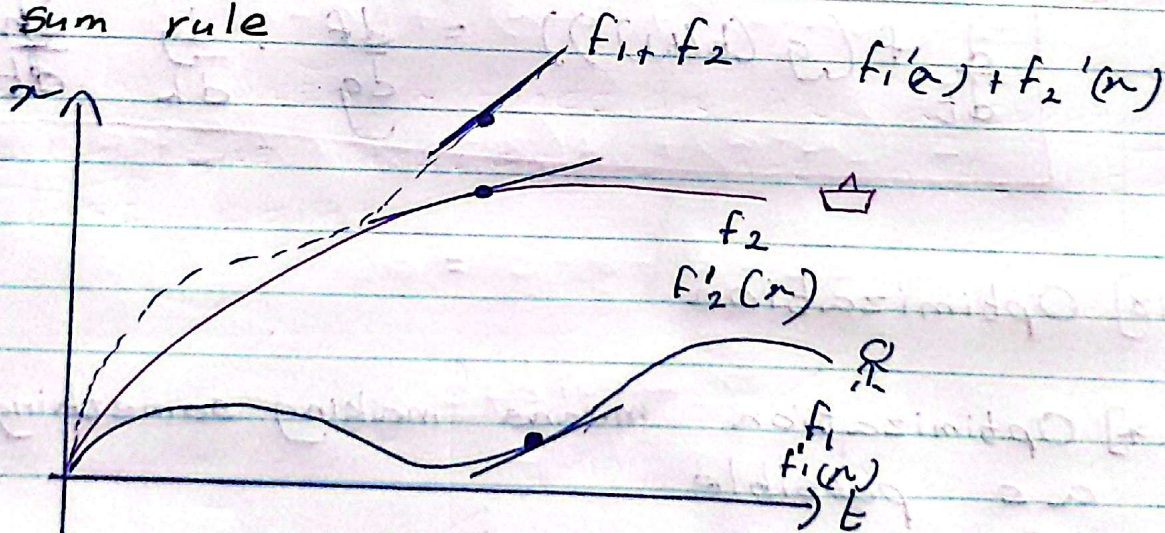
$$\text{Slope} = \frac{3}{1} = 3$$



$$\text{Slope} = \frac{6}{1} = 6$$

$$f' = cg'$$

15] The sum rule



$$f(x) = g(x) + h(x)$$

$$f'(x) = g'(x) + h'(x)$$

16) Product rule

$$f = gh$$

$$f' = g'h + gh'$$

17) Chain rule

$$\frac{d}{dt} g(h(t)) = \frac{dg}{dh} \cdot \frac{dh}{dt}$$

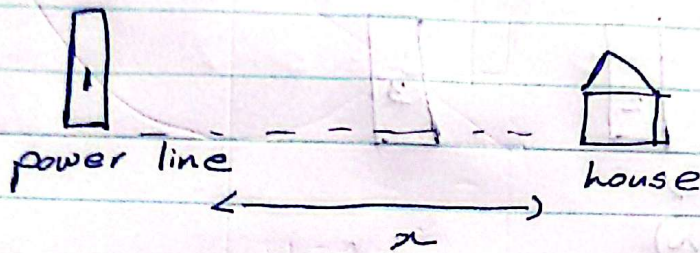
$$\frac{d}{dt} f(g(h(t))) = \frac{df}{dg} \cdot \frac{dg}{dh} \cdot \frac{dh}{dt}$$

18) Optimization

- *] Optimization means making something as good as possible
- *] In order to find the best model in ML we calculate an error function. When we minimize this error function we have the best model
- *] This means follow the slope (derivative) of a function downhill until you reach the lowest point (slope = 0)

19) Optimization of squared loss

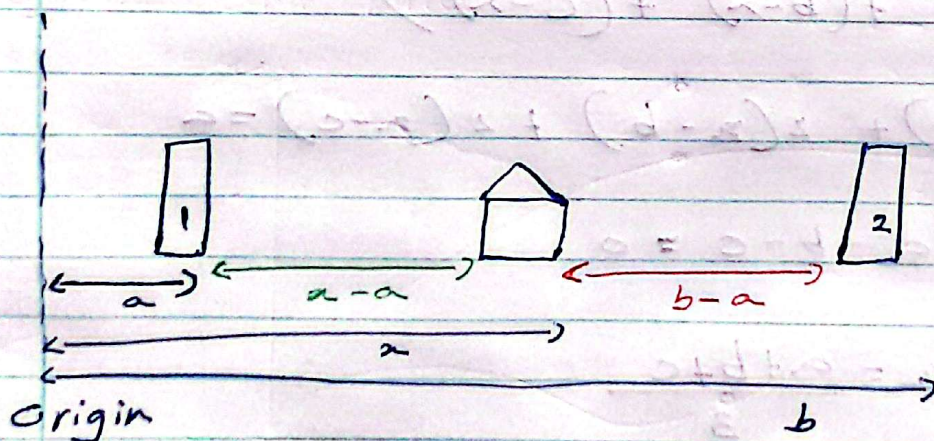
1) The one powerline problem



*] Cost of connecting power line 1 is x^2

*] In order to minimize the cost x should be 0 (nearby powerline 1)

2) The two powerline problem



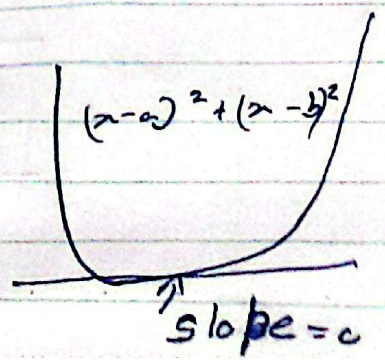
$$\text{Cost} = (x-a)^2 + (b-a)^2 \quad (\text{Goal: minimize the cost})$$

$$\frac{d}{dx} ((x-a)^2 + (x-b)^2) = 0$$

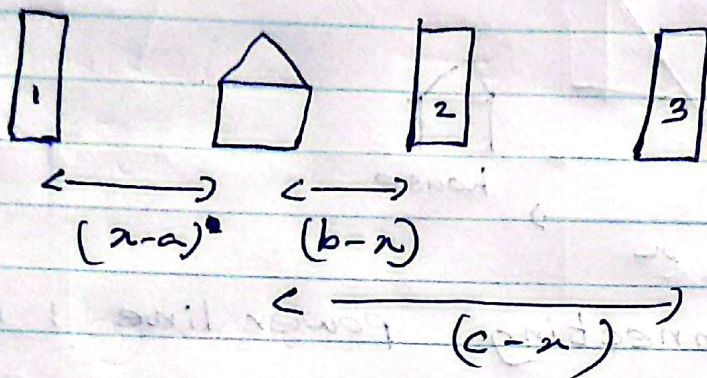
$$2(x-a) + 2(x-b) =$$

$$2x = a+b$$

$$x = \frac{a+b}{2} \quad (\text{write in the middle})$$



3) The three powerline problem



$$\text{Cost of} = (x-a)^2 + (b-x)^2 + (c-x)^2$$

(Goal : minimize the cost)

$$\frac{d}{dx} ((x-a)^2 + (b-x)^2 + (c-x)^2)$$

$$2(x-a) + 2(x-b) + 2(x-c) = 0$$

$$3x - a - b - c = 0$$

$$x = \frac{a+b+c}{3}$$

The square loss

$$\text{Minimize } (x-a_1)^2 + (x-a_2)^2 + \dots + (x-a_n)^2$$

$$\text{Solution} = \frac{a_1 + a_2 + \dots + a_n}{n}$$

20) Optimization of log loss

① In order to win the coin game, when the coin is tossed 10 times \rightarrow 7 need to be head and 3 need to be tails.

Goal is to find which bias coin will help to maximize our winning chances'

probability of head = $p \rightarrow p^7$ (7 times)
probability of tail = $(1-p) \rightarrow (1-p)^3$ (3 times)

$$g(p) = p^7 (1-p)^3$$

In order to function to be monotonic (always goes one direction) we take log

$$\log(g(p)) = \log(p^7 \cdot (1-p)^3)$$

$$\begin{aligned} &= \log p^7 + \log (1-p)^3 \\ &= \boxed{7 \log(p) + 3 \log(1-p)} = G(p) \end{aligned}$$

In order to find the maximum chances: $-G(p) = \log \text{loss} \downarrow$

$$\frac{d}{dp} (7 \log(p) + 3 \log(1-p)) = 0$$

$$\frac{7(1-p) - 3p}{p(1-p)} = 0$$

$$7(1-p) - 3p = 0$$

$$p = 0.7$$

$\begin{pmatrix} H \\ H \end{pmatrix} \begin{pmatrix} U \\ H \end{pmatrix} \begin{pmatrix} H \\ T \end{pmatrix} \begin{pmatrix} H \\ T \end{pmatrix} \begin{pmatrix} U \\ T \end{pmatrix}$

$\begin{pmatrix} H \\ H \end{pmatrix} \begin{pmatrix} T \\ T \end{pmatrix}$

$P(C-p)$

Data

model

Minimized

→

$p = 0.7$

log loss

② Why logarithm

1) Derivative of products is hard, derivative if sums is easy

2) Product of lots of tiny things is tiny.