C3w1 ML STRATEGY

Why ML stategy: -

There are couple werys to improve machine bearing

- @ collect more data
- @ Collect more diverse training set
- 3 train algorithm longer with goodient descent
- @ Try Adam instead of gradient descent.
- 5) Try bigger network
- 1 Try smaller network
- @ Try dropout
- 8 Try L2 regularization
- Ochange network architecture: isactivation function

 (1) # hidden unit-

O · trogonalization:

Lot, a care here two turning parameter D steering D speed. if we had single switch or controller for both of these them it would be hereles to control the ear but if the controller are separate it is easy to control the ears. the term orthogonal means putting each control in 90° with each other.

Chain of assumptions in ML:-

Fit trowin well on cost function

-bigger nutwork.

-tune hyperparameter

-optimize

-tit dev set well on cost function

-regularization.

-Bigger test set

-Bigger dev set

-Restorms well in real world

-change cost function

-change dev set

setting up Good:

single number evaluation motoric

We have two classifiers that gives us following result:-

Classifiers	Precisión	fecall_	That the example recognized as God, what person tages actually are cont.
A	95%	90%	
B	98%	85%	what % of cat are correctly recognized

Classifiers A works betters on Recall. And Charifier B works better on precision. So if we want to choose best among twose two we would be confused so we should use a single metric to measure the performance of a model. Such as FI score

	fl score
A	92.4%
B	91.0%

A is better.

- 10

Satisficing & Optimizing metric:

A cool classifier

	classities	aceuracy	oursing time
	A	90%	80 ms
ı	B	92%	95 ms
	e (95%	1500 ms 1

optimizing: - our goal is optimize this as much as possible.

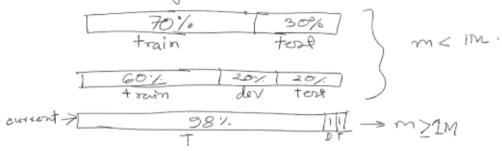
Satisficing: - Mar goal is just topose the threeshold if it passes the theshold them we don't come about it's value.

if we have N metric: 1 optimizing N-1 satisficing

Train/dev/test distribution:

Der & test data should always come from the same distribution

old way of splitting dota: -



Change dev/test set metric: -

Lets we have 2 Algorithm for cat classifiers.

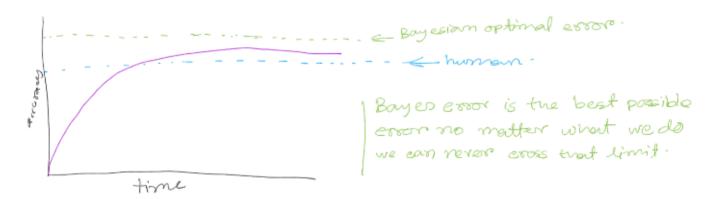
Algoritum A: - 3% exxor.

Algoritum B: - 5% error.

it seems like algoritum A works better but it label more pornography image as cat. And we don't want to show porn to the user. So in this earne Algoritum B is better.

we can indiffer and another for this overlaland. -

Comparing to human level performance:



Avoidable bias:-

2, 4,000	CoseA	coseB
Human error	1%	7.5% Davoidable bion (0.5)
training error	2%	8%
DEN ELLOS	10%	10%
	focus of bias	focus on variance

in computer vision problem human error can be used an a proxy of Boyer error cause humans are pretty good at recognizing object.

feducing bias & variances-

Human Level.

Troin biggers model.

troin longer.

Train error.

There data

regularization.

Change NN architecture.

Hyper parameters search.

There data

regularization.

Change NN architecture

Hyper parameter search.