Overview

Dength : 10 Lectures

Topica: Linear Algebra

Colculus

Co-ordinate Geometry

Optimisation

Flow

Concept -> Visaelization -> Mathy -> Code

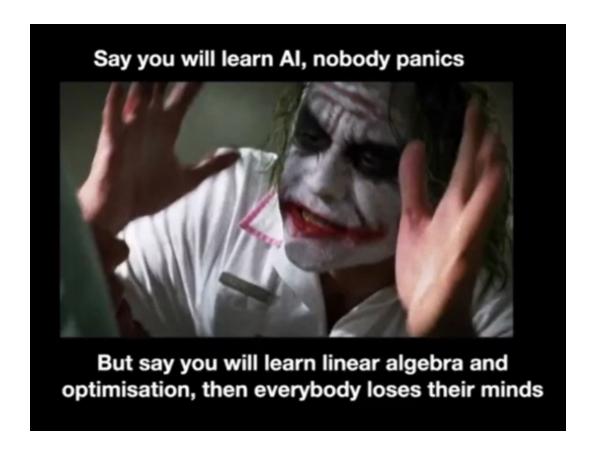
Where to find Nates and Code?

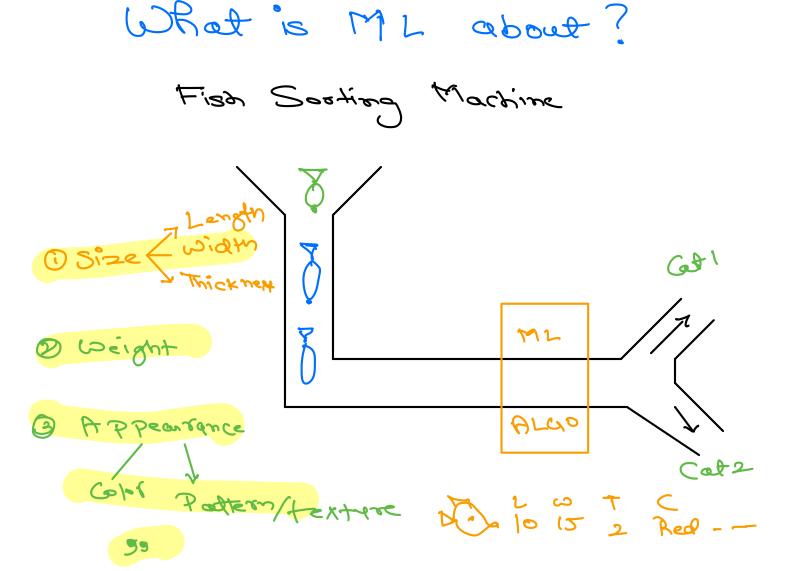
- https://github.com/SachinScaler/Feb24-Maths-for-ML/tree/main
- 2) Lecture Attachments

Take Home

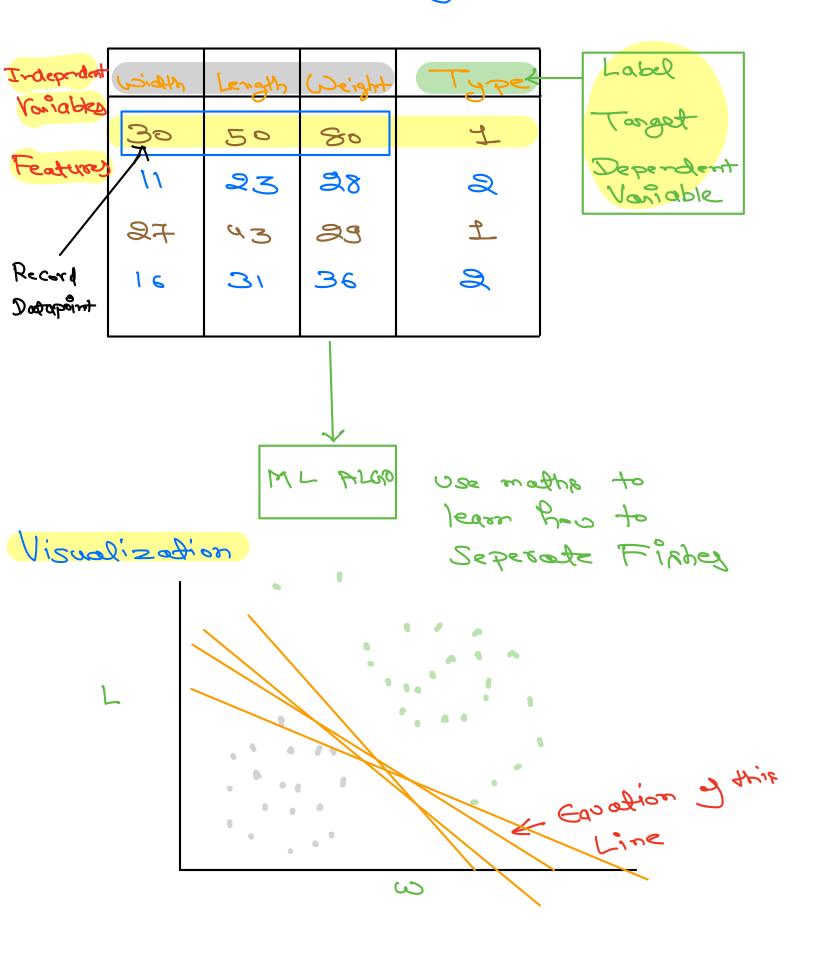
- Chaeppeus (Luang Ges Set C
- 3 Homework Coptional)
- grottes one short explored (Jone it que)

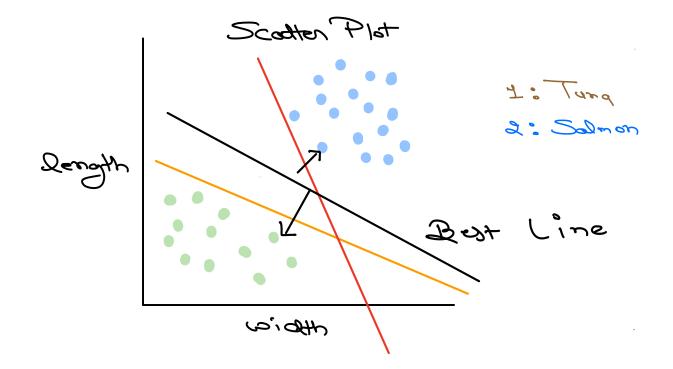
x ------x -





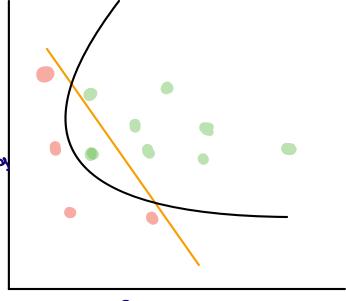
Ter minoRogies





Ex-2: Coicket win poediction

Rons	010	Outcome
90	20	Lose
90	10	wies
30	8	Lose
88	12	らごろ

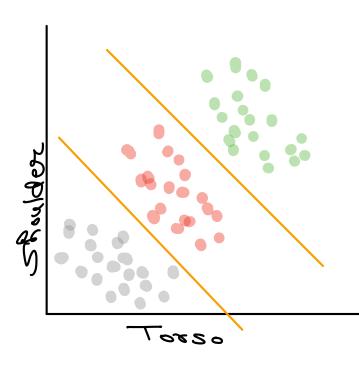


Overs

Binary

Clargification

	•	
Torso	Sh oulder	Size
45	38	Ŋ
52	95	M
60	52	
65	98	
48	36	8
55	५3	M



Multi- Class Classification

OSypenvised Algerithms: Labele are quailable

Who Supervised Algorithms: Labele are not available

News Classification -> Sport

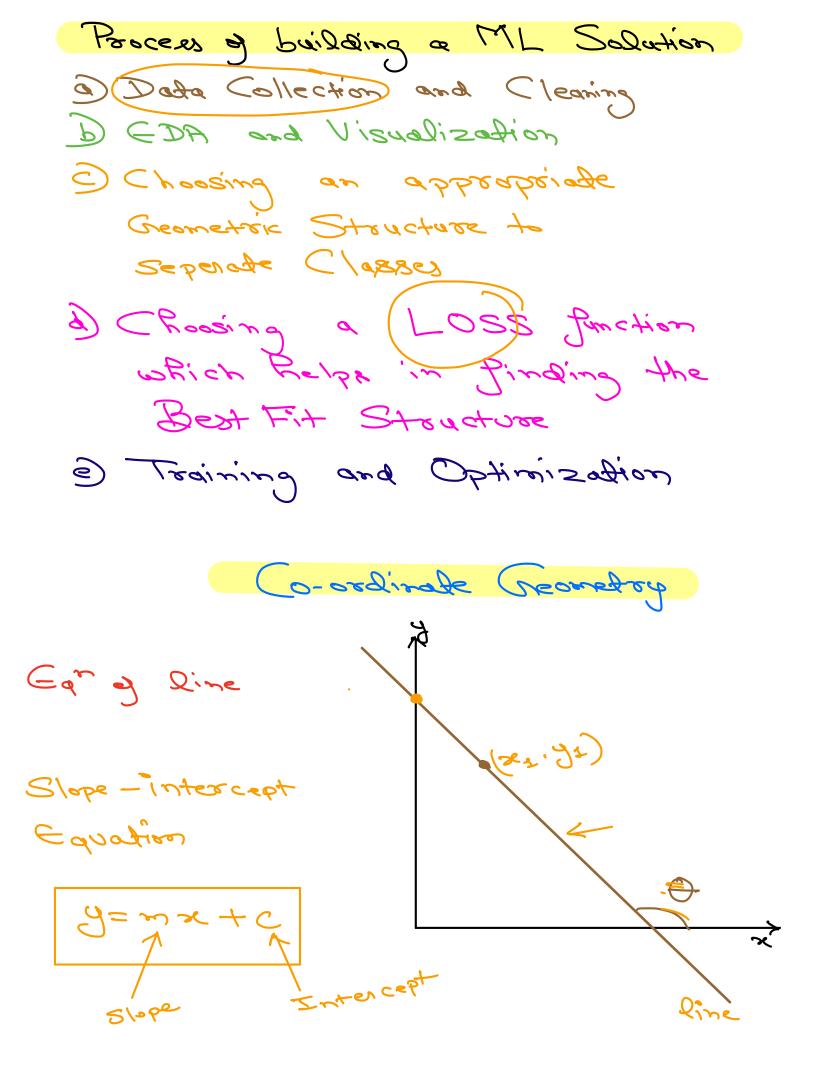




-> Politica

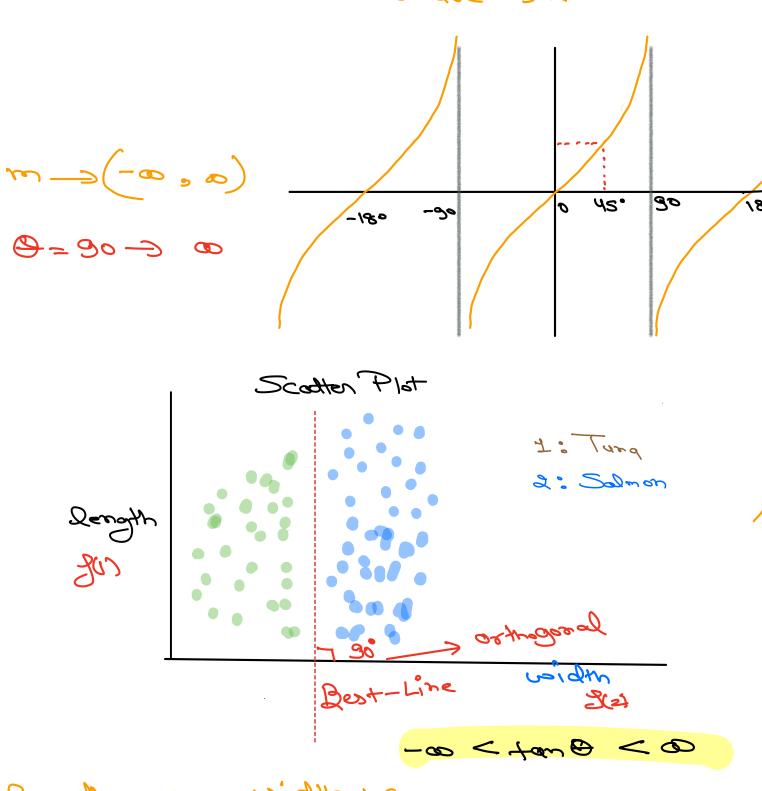


-> Carpto



Slope = tan 0 = m

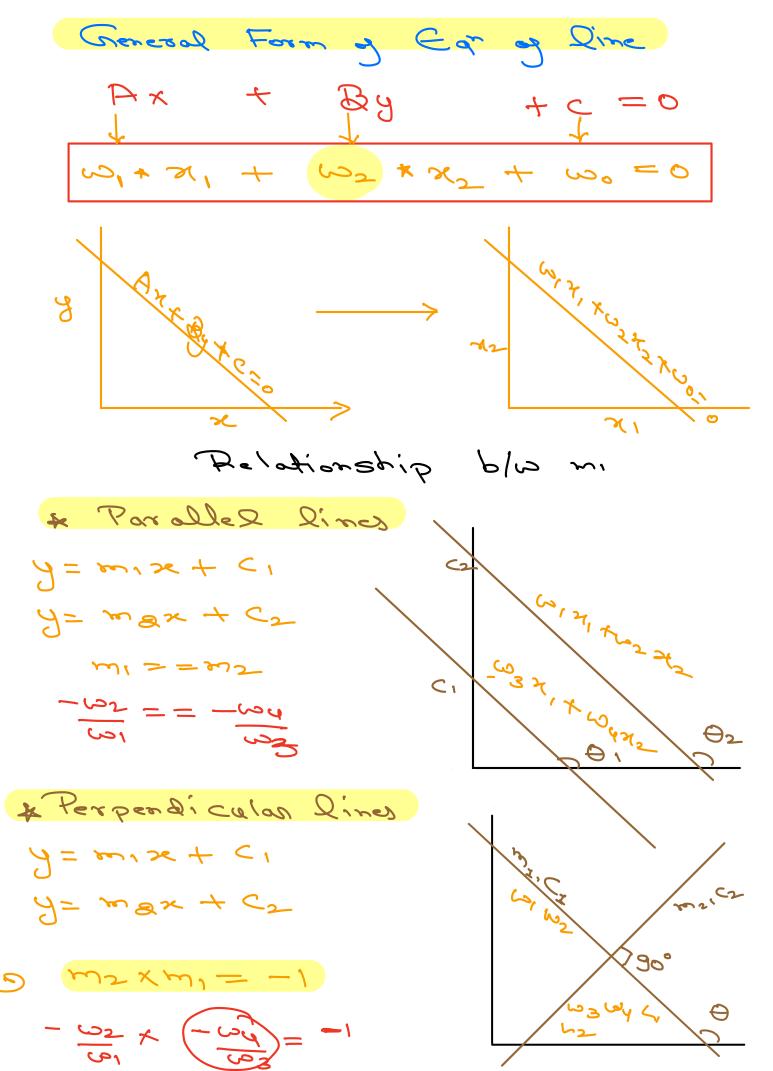
Intercept > gradue ->x=0



length = m * width +c

← 6=0 いナ,大ノこ

J1 = m x J2 + C 160 5 ten 90=0



= - \\ \frac{\omega_2}{1} - 600 What Lappers with more

Above Pools

Above Seems

Selow Seems

 $\omega_1 \times 1 + \omega_2 \times 2 + \omega_3 \times 3 + \omega_0 = 0$

9 Seature

widithers times as twistytwes

n geatures - > n-1 d Hypeoplane

10=000 to 100 x = --- Works two =0

* ML Terminologies

(3, 1, + c32 re 2 + c30

Us, us cos ---- & weights

Ax+ By + C Coefficients

wo - Bias

A Lines described by this form can be perpendicular to the x-axis for any value of 'm.'

ines described by this form are never perfectly perpendicular to the x-axis, regardless of the value of 'm.'

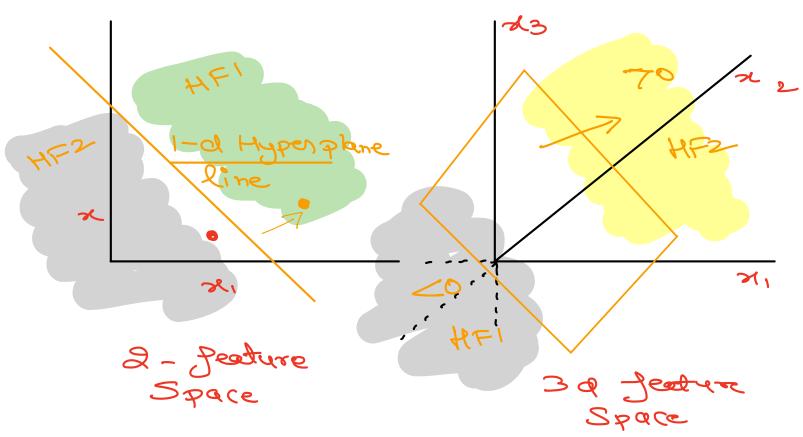
Lines described by this form are always perfectly perpendicular to the x-axis, regardless of the value of 'm.'

Lines described by this form are only perpendicular to the x-axis when 'm' is negative.

In the slope-intercept form of a linear equation, y = mx + b, which of the following statements is true regarding lines being perpendicular to the x-axis?

m= tand 200

Half-Spaces



De Dentur space can be divided into two halfspace Using a Line

9 3d Jesture Space can be divided into two Ray Space using o 2D plane (2) No + 12 No + 12 No + 20 No = 0

20 20 20