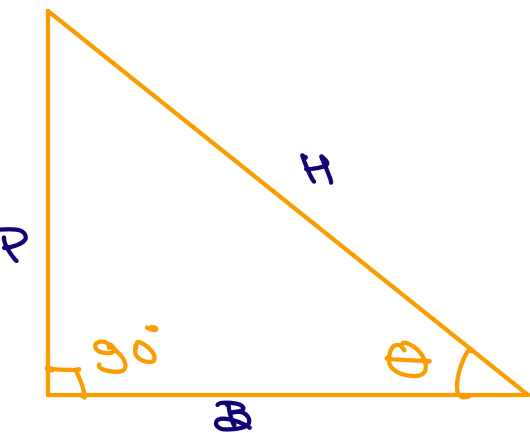


## ⇒ Revision

- ⇒ Relationship b/w  $\vec{w}$  and Line
- ⇒ Trigonometric Relation b/w angle and  $\Delta$  Triangle
- ⇒ Projection of vector
- ⇒ Shifting the Line

## Trigonometry of Angles



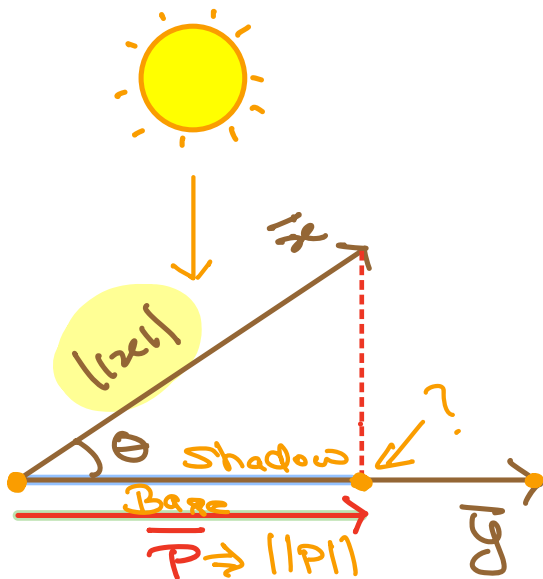
$$\tan \theta \equiv \frac{P}{B}$$

$$\sin \theta \equiv \frac{P}{H}$$

$$\cos \theta \equiv \frac{B}{H}$$

$$\cos \theta = \frac{x^T \cdot y}{||x|| ||y||}$$

# Projection of Vector



Projection of  $\vec{x}$   
on  $\vec{y}$

~~$$||P|| = ||x||$$~~

P and  $x == y$  and  $x$

① (trigo)  $\cos \theta = \frac{||P||}{||x||}$

② (L.A)  $\cos \theta = \frac{\vec{x}^T \vec{y}}{||x|| ||y||}$

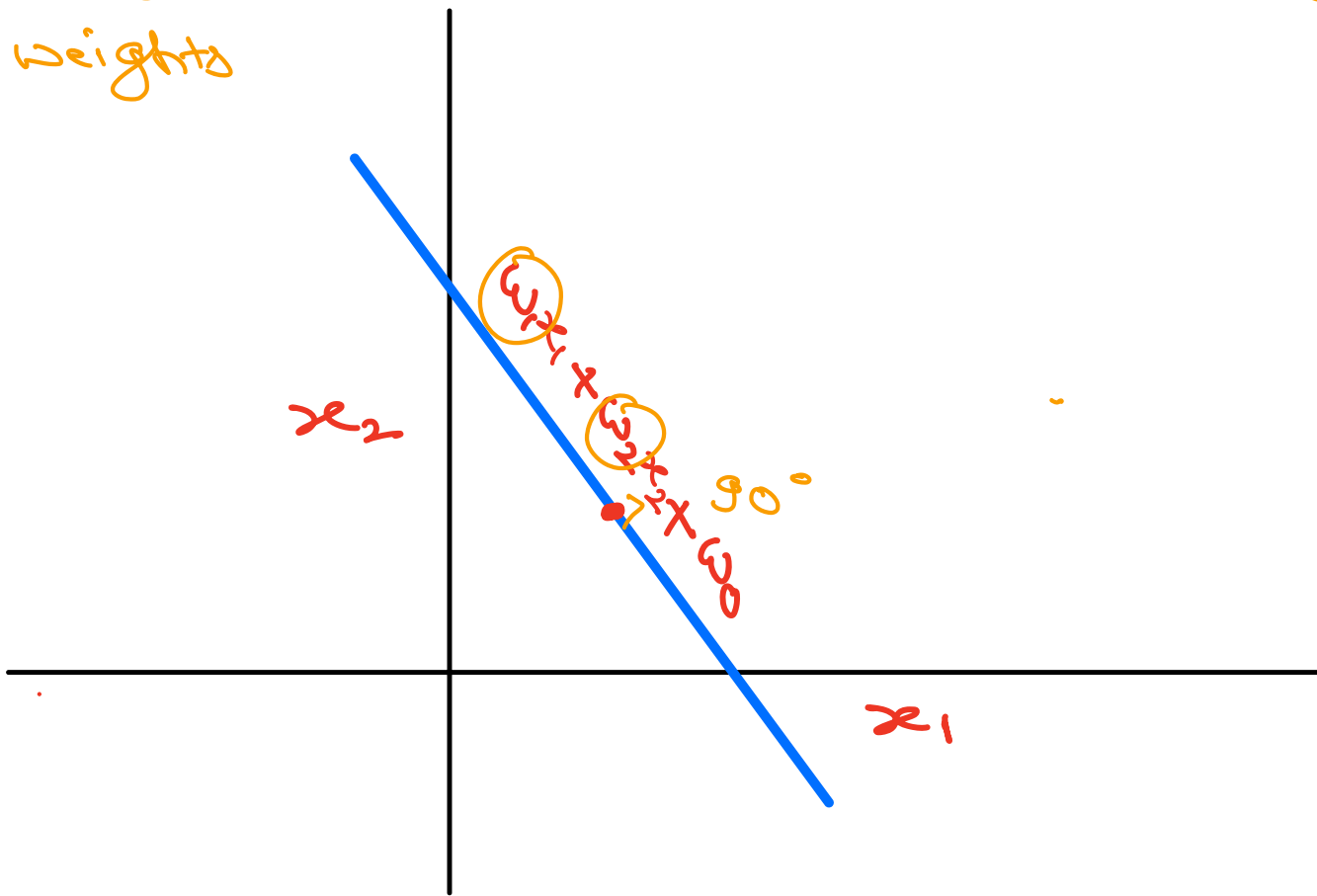
~~$$\frac{||P||}{||x||} = \frac{\vec{x}^T \vec{y}}{||x|| ||y||}$$~~

$$||P|| = \frac{\vec{x}^T \vec{y}}{||y||} \rightarrow \hat{y}$$

$$||P|| = \vec{x}^T \hat{y}$$

# Shifting lines

Weight Vectors are Co-ordinates of weights



## Shifting Origin

line  $\rightarrow$

$$\omega_1 x_1 + \omega_2 x_2 + \omega_0 = 0$$

Shift line by a units to  $\rightarrow$

$$\omega_1(x_1 - a) + \omega_2 x_2 + \omega_0$$

Shift line by a units to  $\leftarrow$

$$\omega_1(x_1 + a) + \omega_2 x_2 + \omega_0$$

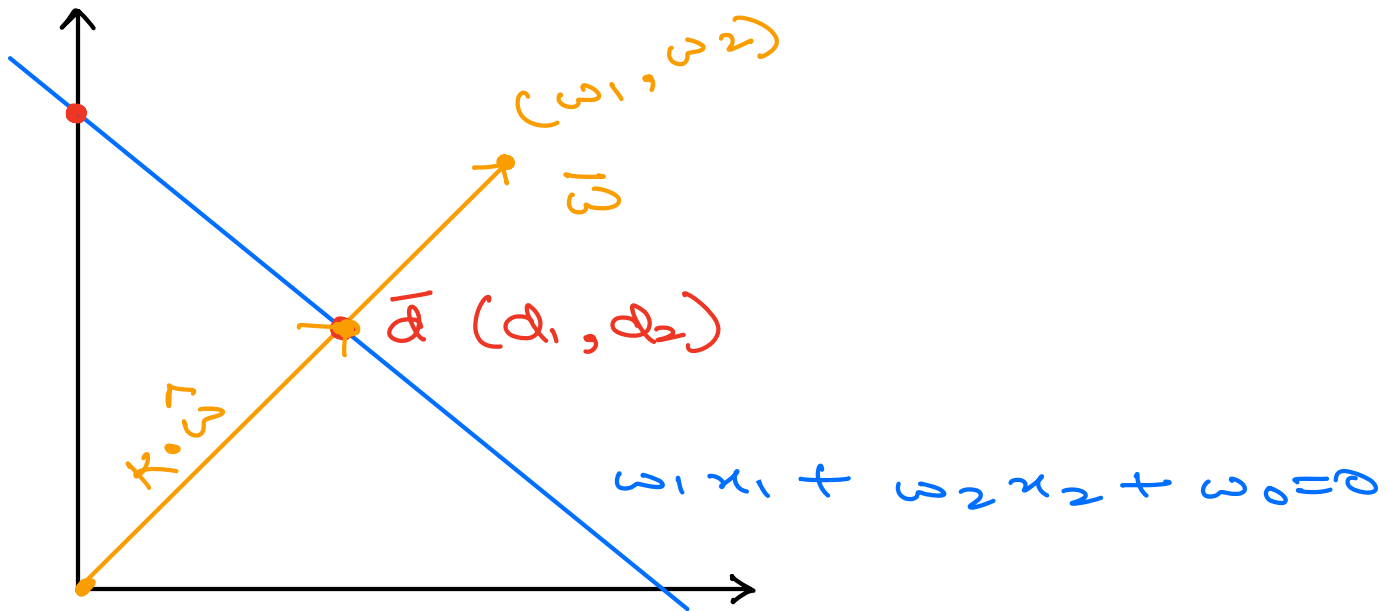
Shift line by a units to  $\uparrow$

$$\omega_1 x_1 + \omega_2(x_2 - a) + \omega_0$$

Shift line by a units to  $\downarrow$

$$\omega_1 x_1 + \omega_2(x_2 + a) + \omega_0$$

# Weight Vector is $\perp$ Line



$$\vec{w} = \begin{bmatrix} w_1 \\ w_2 \end{bmatrix}$$

$$\vec{x} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\|\vec{w}\| = \sqrt{w_1^2 + w_2^2}$$

① Let's say point  $d$  is the intersection point of line and  $\vec{w}$

$$\vec{d} = \begin{bmatrix} d_1 \\ d_2 \end{bmatrix}$$

Hence it should satisfy the equation of line  $w_1 d_1 + w_2 d_2 + w_0 = 0$

② If a point lies on line, it must satisfy eqn of line

Q What would be unit vector of  $\vec{w}$ ?

$$\hat{w} = \frac{\vec{w}}{\|\vec{w}\|}$$

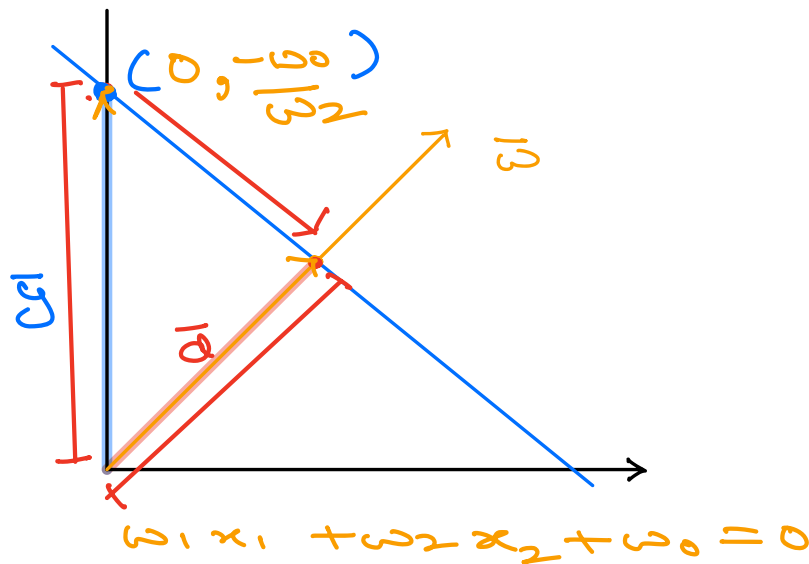
Q Can we say that  $\vec{q}$  is in same direction of  $\vec{w}$ ?

Hence we can write

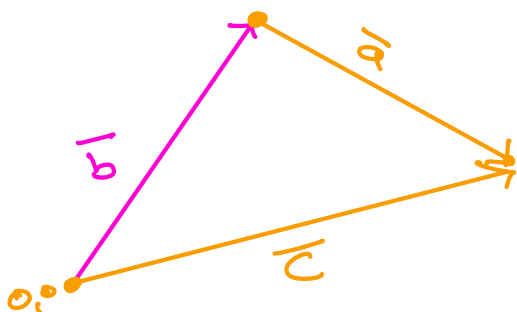
$$\vec{q} = k \cdot \hat{w} \quad \leftarrow \text{Unit Vector of } \vec{w}$$

$$\vec{q} = \begin{bmatrix} k \frac{w_1}{\|\vec{w}\|} \\ k \frac{w_2}{\|\vec{w}\|} \end{bmatrix}$$

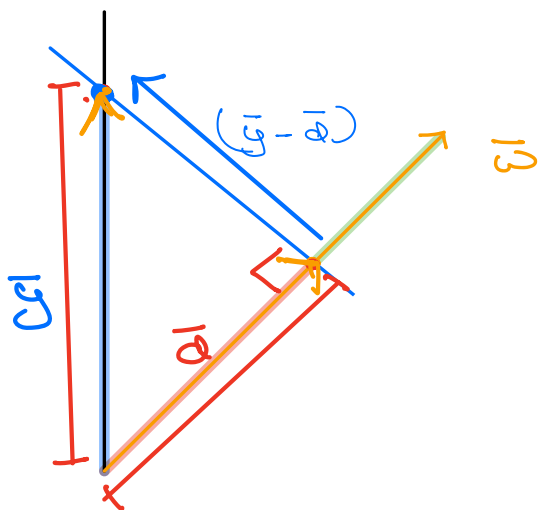
Q What will be value of y intercept?



## Law of Vector Addition



$$\vec{c} = \vec{a} + \vec{b}$$



if you calculate

$$u_1 \cdot (u_1 - c_2)$$

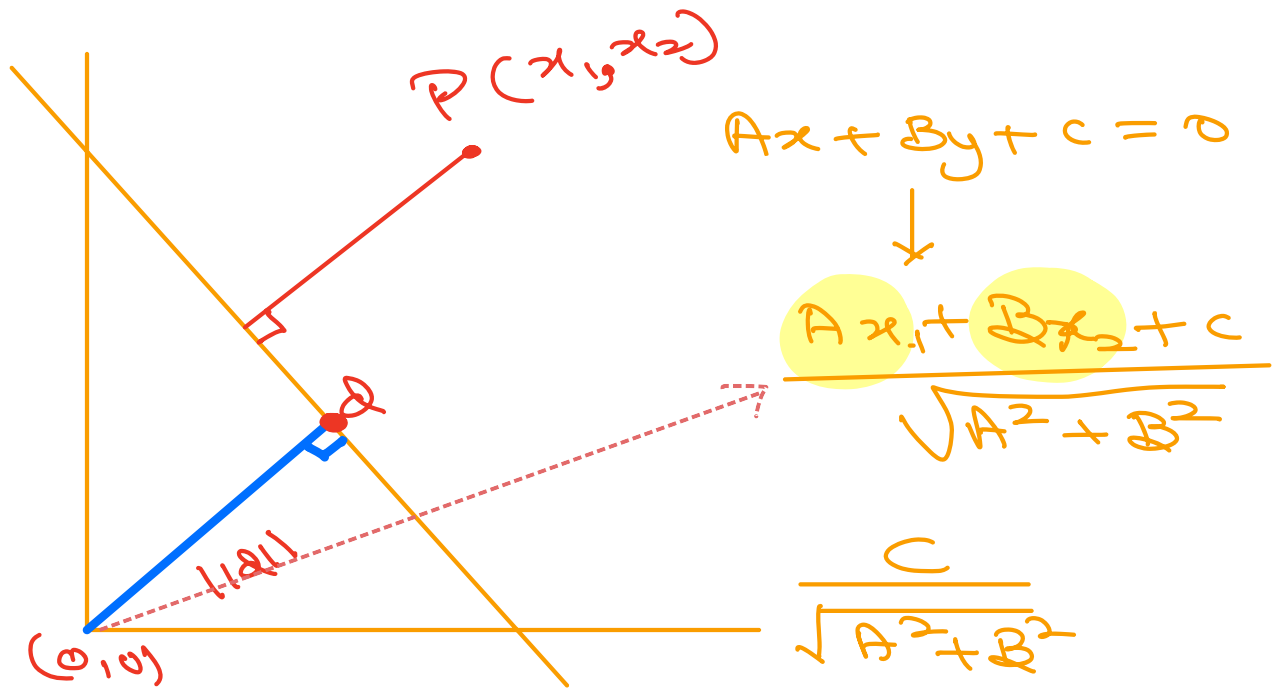
$\Rightarrow$

$$0$$

$$u_1 = \begin{pmatrix} 0, -\frac{\omega_0}{\omega_2} \end{pmatrix}$$

$$u_1 = \begin{bmatrix} \frac{\omega_1}{\sqrt{\omega_1^2 + \omega_2^2}} \\ \frac{\omega_2}{\sqrt{\omega_1^2 + \omega_2^2}} \end{bmatrix}$$

# Distance between origin and Line



For eq<sup>n</sup>  $ax + by + c = 0$

$$\text{Distance} = \frac{C}{\sqrt{a^2 + b^2}}$$

$(w_1, w_2, w_0)$

$$||q|| = \frac{w_0}{\sqrt{w_1^2 + w_2^2}} = \frac{w_0}{||w||}$$

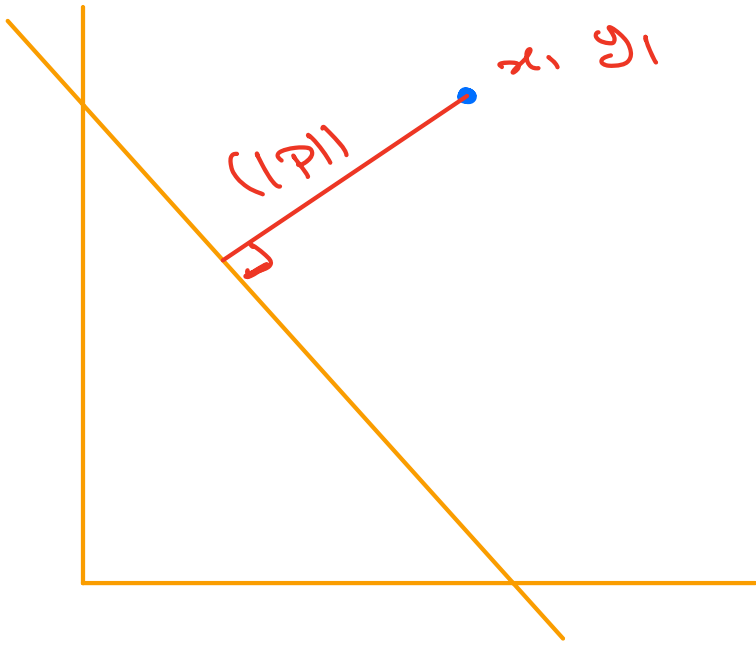
$$q = \begin{bmatrix} \frac{-w_0 w_1}{w_1^2 + w_2^2} \\ \frac{-w_0 w_2}{w_1^2 + w_2^2} \end{bmatrix}$$

A	The absolute difference between the intercept term and the norm of the weight vector
B	The product of the intercept term and the norm of the weight vector
C	The intercept term divided by the norm of the weight vector ✓
D	None of the above

$$||q|| = \frac{w_0}{||\vec{w}||}$$

$$\frac{\text{bias}}{||\vec{w}||}$$

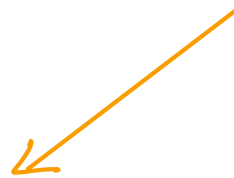
# Distance between point and Line



$$ax + by + c = 0$$

$$(x_1, y_1)$$

$$D = \frac{|ax_1 + by_1 + c|}{\sqrt{a^2 + b^2}}$$



$$\vec{P} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\vec{w} = \begin{bmatrix} w_1 \\ w_2 \end{bmatrix}$$

$$||P|| = \frac{\vec{w} \cdot \vec{P} + w_0}{||\vec{w}||}$$

A Calculate the ratio of the point's coordinates

B Subtract point's coordinates from the line's equation

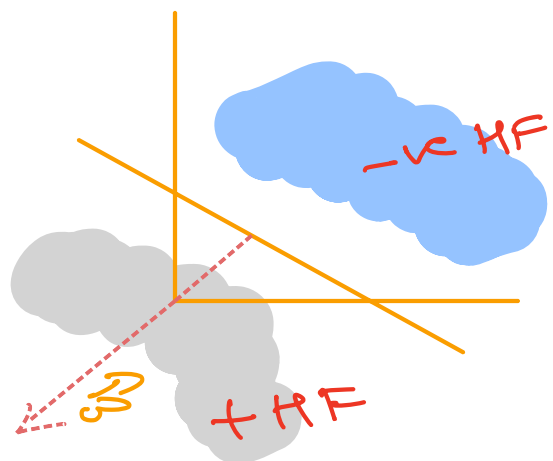
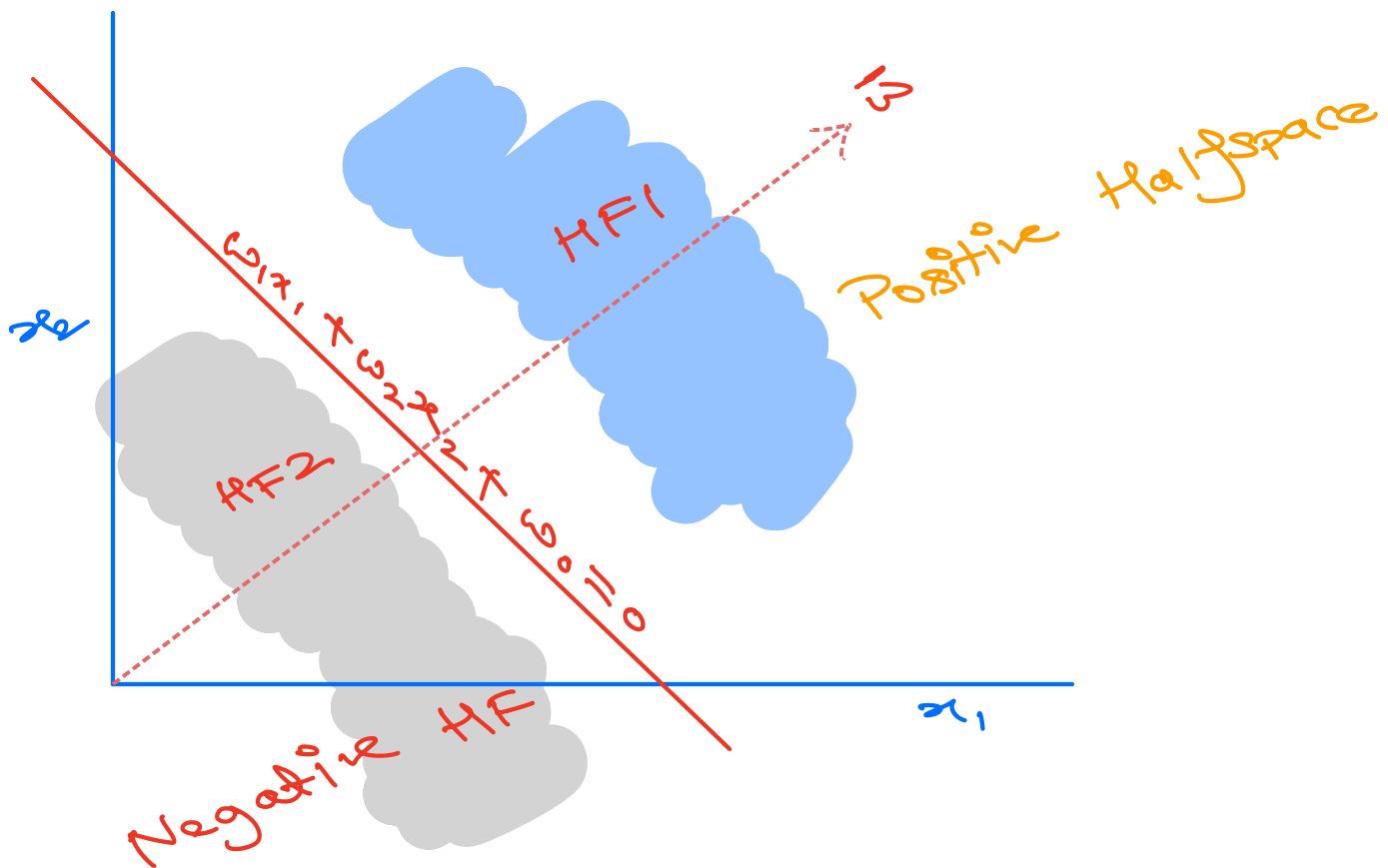
C Take the square of the point's coordinates and add them

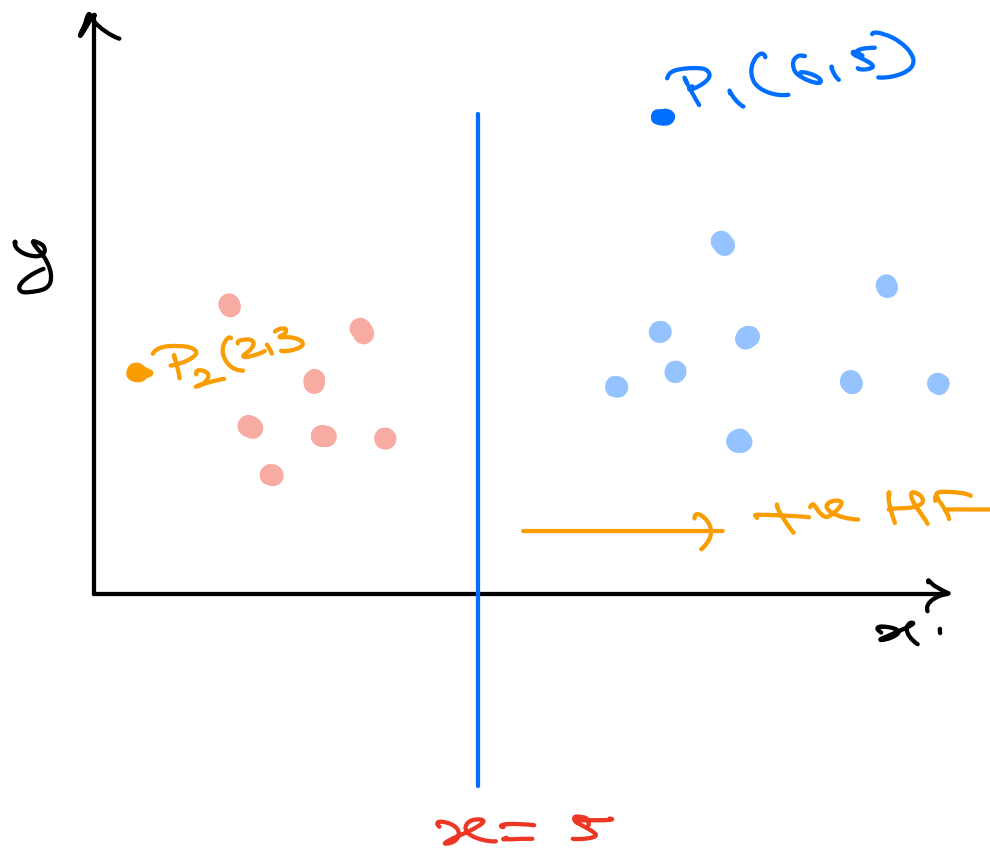
D Substitute point in line equation, take absolute value, divide by weight vector's norm

$$||P|| = \frac{\vec{w} \cdot \vec{P} + w_0}{||\vec{w}||} \Rightarrow \frac{np.dot(w, P) + w_0}{np.linalg.norm(w)}$$



# Revisit Halfspace





$$w_1 x + w_2 y + w_0 = 0$$

$$w_1 x + w_0 = 0$$

$$x - 5$$

classification/model

$$P_1 = (6, 5)$$

$$w^T \cdot P + w_0 > 0$$

$$6 - 5$$

$$1 > 0$$

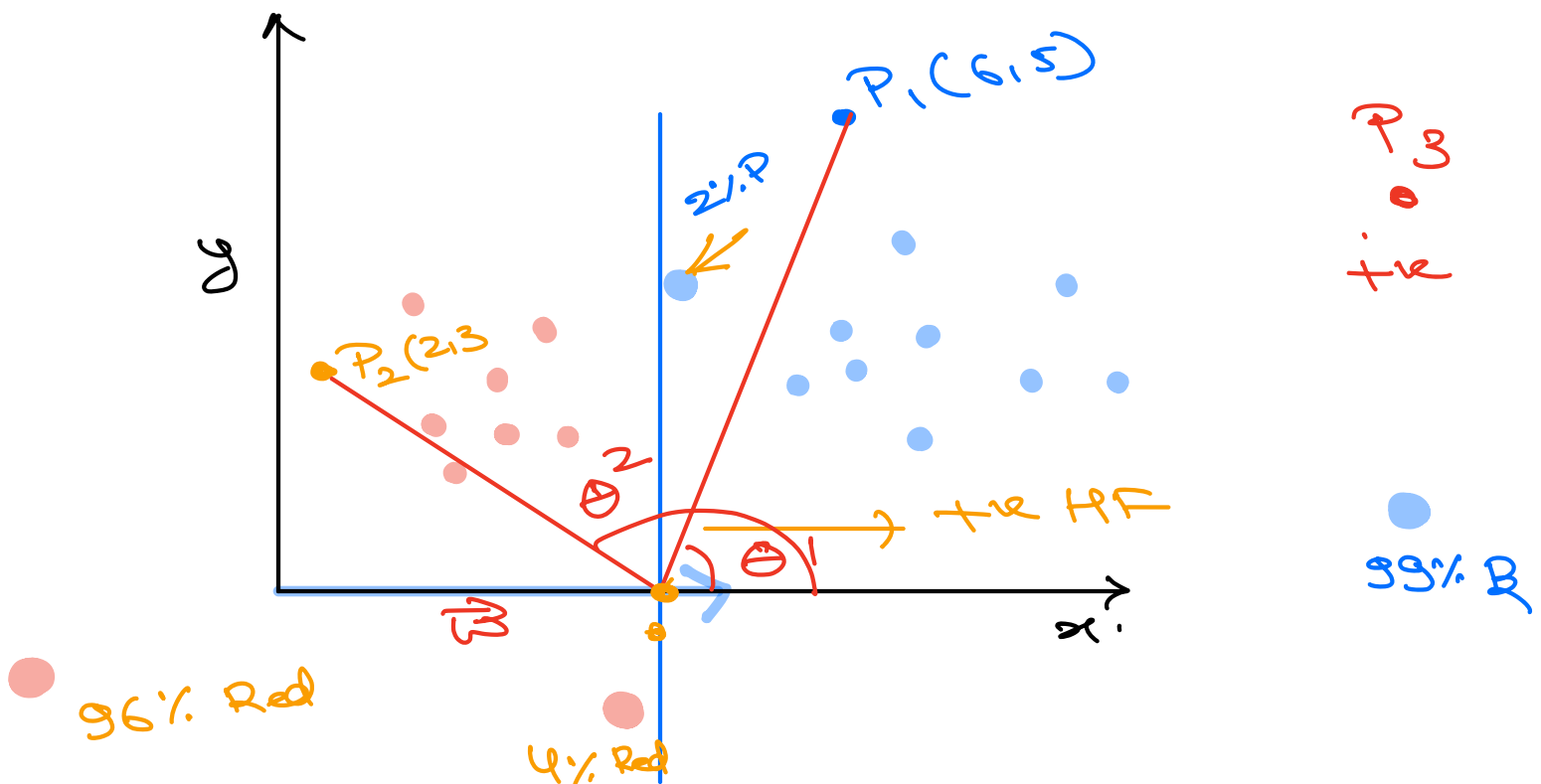
$$P_2 = (2, 3)$$

$$x - 5 = 0$$

$$\vec{v} = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

$$\vec{p} = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$$

$$\omega^T \cdot P + \omega_0 \Rightarrow \quad 2 - 5 = -3 < 0$$



$$\cos \theta = \frac{\omega^T \cdot p}{\|\omega\| \|p\|}$$

+ve

$0 - 90 \Rightarrow +ve$   
 $90 - 270 \Rightarrow -ve$   
 $270 - 360 \Rightarrow +ve$

$$p \cdot \omega^T \cdot p$$

$$\cos \theta \geq \frac{a \cdot b}{\|a\| \|b\|} = \frac{a \cdot b}{1 \times 2} \geq \frac{1}{2}$$

$$\cos \theta = \frac{1}{2} \quad \theta = \cos^{-1} \frac{1}{2}$$