HW4

(a) hyperplane can be written as:

WIXITWIX ... + WAXA+ WO = D

point ta can be written as:

Xa (Kai, Maz.... Kan)

Distance between x_0 and hyperplane: $D = \frac{x_{01}w_{1} + x_{02}w_{2} + x_{03}w_{1} + w_{0}}{\sqrt{w_{1}^{2} + w_{2}^{2} + \cdots + w_{n}^{2}}}$

$$V = \sqrt{W_1^2 + W_2^2 - + W_1^2}$$

And :

(b) suppose w is the normal vector for g(x) so Due to xp is on the hyperplane:

g (xp)= wT (xa+tw)+Wo=0

WT Xat WT tw +wo=0

g(xa)+ t ||w||2=0

t = - g(xa)

Xp = Xa - (1/4a) w

Ral Wit Raz Uz ... + Ran Wn two