## Online Learning

We get data points one at a time and cannot revisit them. Gives: **mistake bound algorithms** which are algorithms that will make a finite number of mistakes while in use. Note that to be useful we often want the mistake bound to be better than O(n) on the number of datapoints (otherwwise they're obviously not very useful).

## Linear Classifiers

Find a hyperplane to split the data. This is notationally easy as we can define the classifier as:  $y' = \text{sign}(w^T.x + b)$  (can roll the bias in as a feature, then it's:  $y' = \text{sign}(w^T.x)$ )

## Perceptron Alg

if 
$$y \neq y'$$
 then  $w = w + r(y_i x_i)$ 

mistake bound:  $t \leq \frac{R^2}{\gamma^2}$  where t is the number of mistakes the algorithm will make, R is the radius of the dataset (furthest distance from the origin to a point in the set), and  $\gamma$  is the distance between the point nearest the optimal hyperplace.