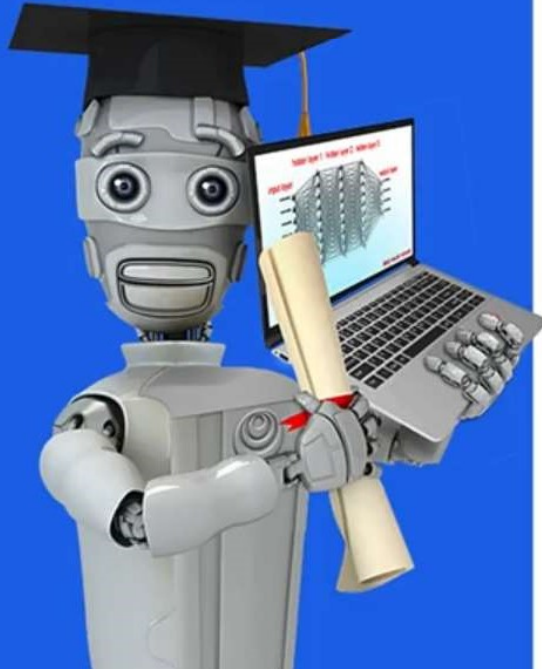


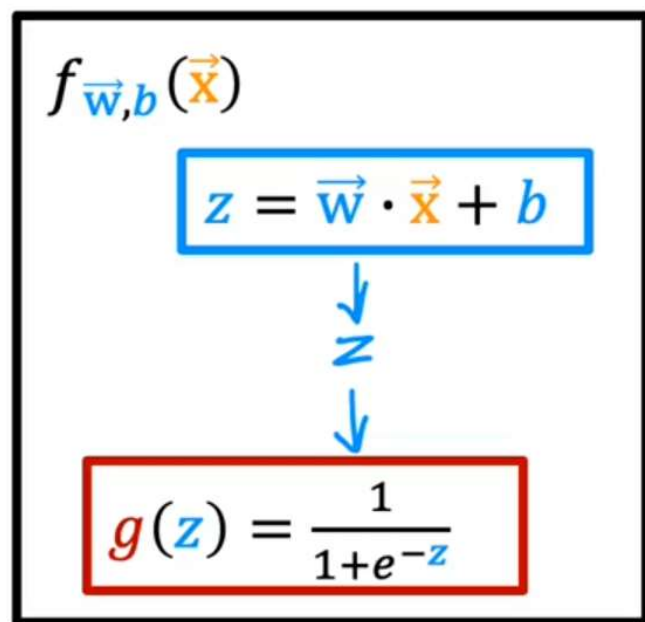
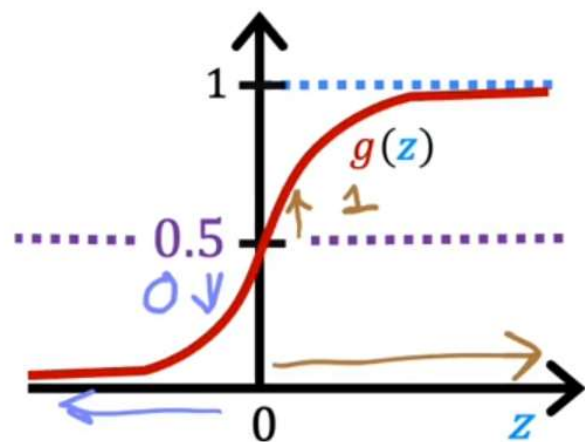
Stanford
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DeepLearning.AI



Classification

Decision Boundary



$$f_{\vec{w},b}(\vec{x}) = g(\underbrace{\vec{w} \cdot \vec{x} + b}_z) = \frac{1}{1 + e^{-(\vec{w} \cdot \vec{x} + b)}}$$

$$= P(y = 1 | x; \vec{w}, b) \quad 0.7 \quad 0.3$$

0 or 1? threshold

Is $f_{\vec{w},b}(\vec{x}) \geq 0.5$?

Yes: $\hat{y} = 1$

No: $\hat{y} = 0$

When is $f_{\vec{w},b}(\vec{x}) \geq 0.5$?

$$g(z) \geq 0.5$$

$$z \geq 0$$

$$\vec{w} \cdot \vec{x} + b \geq 0$$

$$\hat{y} = 1$$

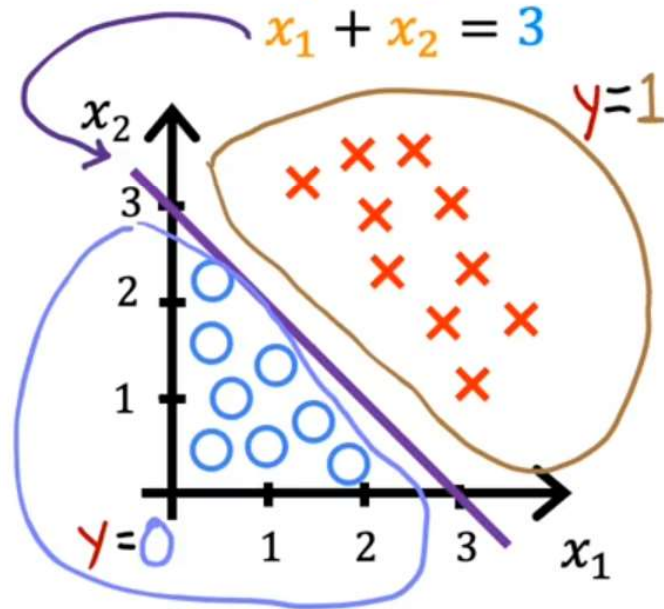
$$\vec{w} \cdot \vec{x} + b < 0$$

$$\hat{y} = 0$$

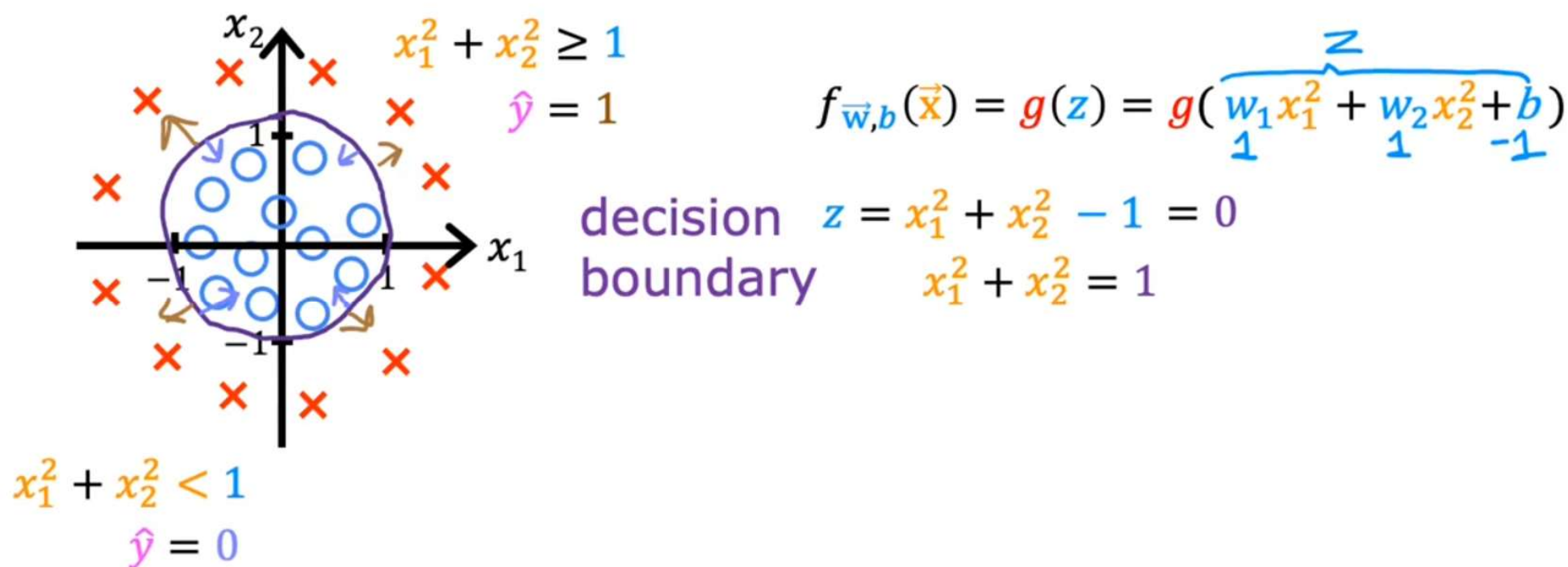
Decision boundary

$$f_{\vec{w},b}(\vec{x}) = g(z) = g(\underbrace{w_1 x_1 + w_2 x_2 + b}_{\text{blue arrow}})$$

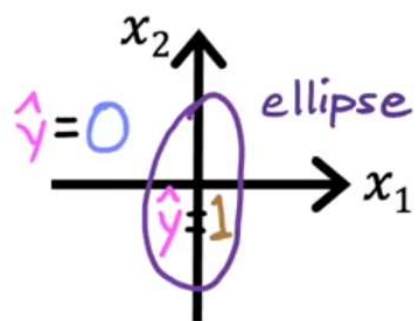
Decision boundary $z = \vec{w} \cdot \vec{x} + b = 0$
 $z = x_1 + x_2 - 3 = 0$
 $x_1 + x_2 = 3$



Non-linear decision boundaries



Non-linear decision boundaries



$$f_{\vec{w},b}(\vec{x}) = g(z) = g(w_1x_1 + w_2x_2 + w_3x_1^2 + w_4x_1x_2 + w_5x_2^2 + w_6x_1^3 + \dots + b)$$

