

When your friend asks what the normal vector to a plane looks like



## AGENDA

- ① half spaces
- ② Distance b/w two planes
- ③ How to find the halfspace a point belongs to
- ④ Mathematical representation → Gain / Loss function

## HALF SPACES

B.  $x + y = 0$ , Point  $(\underline{1}, \underline{2})$   
 On  $+by +c = 0$

$$d = \frac{\omega^T \vec{x}_0 + w_0}{\|\omega\|}$$

if my expr.

$$an + by + c = 0$$

dist b/w  $\vec{x}_0$  &  $(x_1, y_1)$

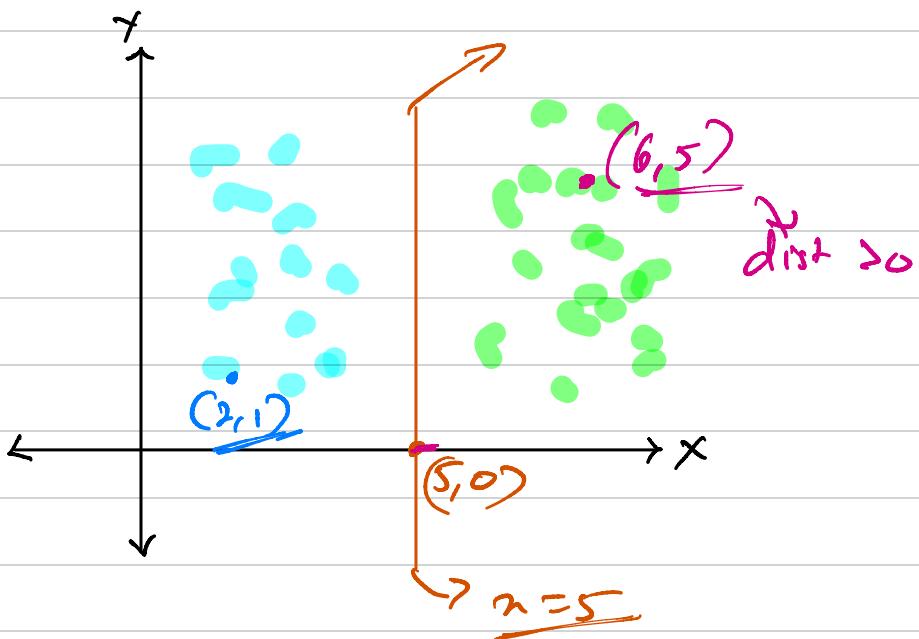
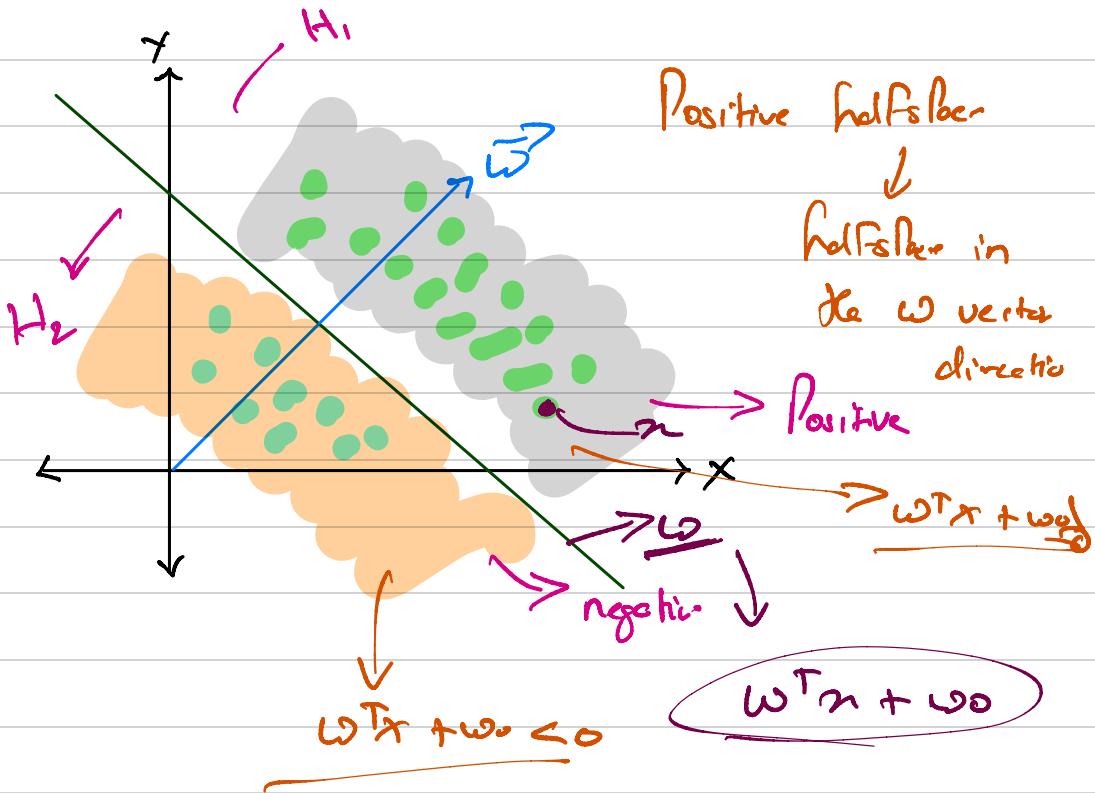
$$\Rightarrow \frac{an_1 + by_1 + c}{\sqrt{a^2 + b^2}} \Leftrightarrow \frac{\omega^T \vec{x}_0 + w_0}{\|\omega\|}$$

$$\begin{aligned} a &= 1 \\ b &= 1 \\ c &= 0 \end{aligned}$$

$$\frac{1 \cdot 1 + 1 \cdot 2}{\sqrt{2}} = \frac{3}{\sqrt{2}}$$

$$[\omega, w_0] \quad \begin{cases} x_1 \\ x_2 \end{cases}$$

$$w_1 x_1 + w_2 x_2$$



$$an + by + c = 0$$

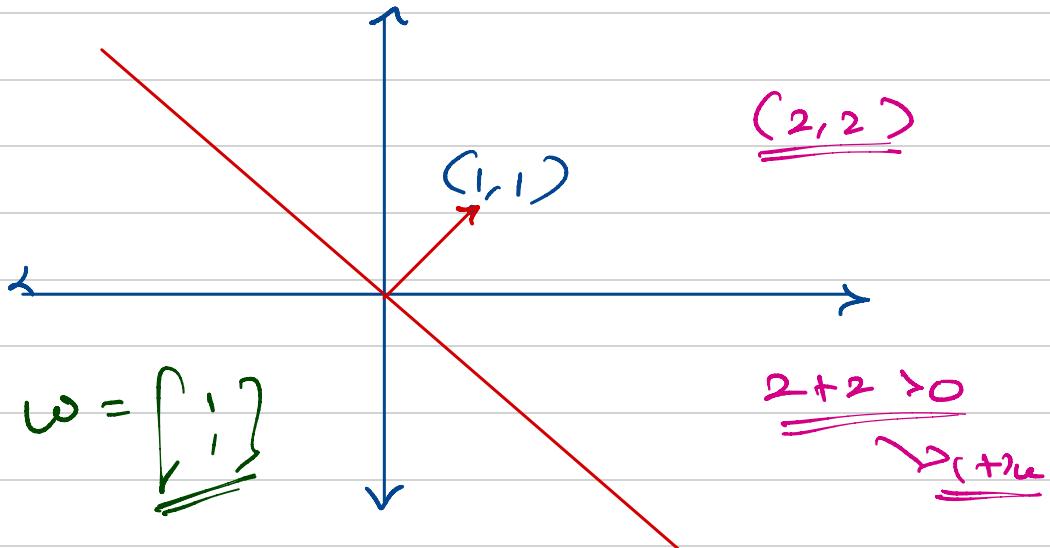
$$\begin{matrix} \rightarrow \\ \downarrow \\ a=1 \end{matrix}$$

$$1 \cdot n + 1 \cdot y + 0 = 0$$

$$x+y=0$$

$$x+y=0$$

C



$$-x-y=0$$

$$an + by + c = 0$$

$$a \cdot n + b \cdot y + c = 0$$

$$-x-y=0$$

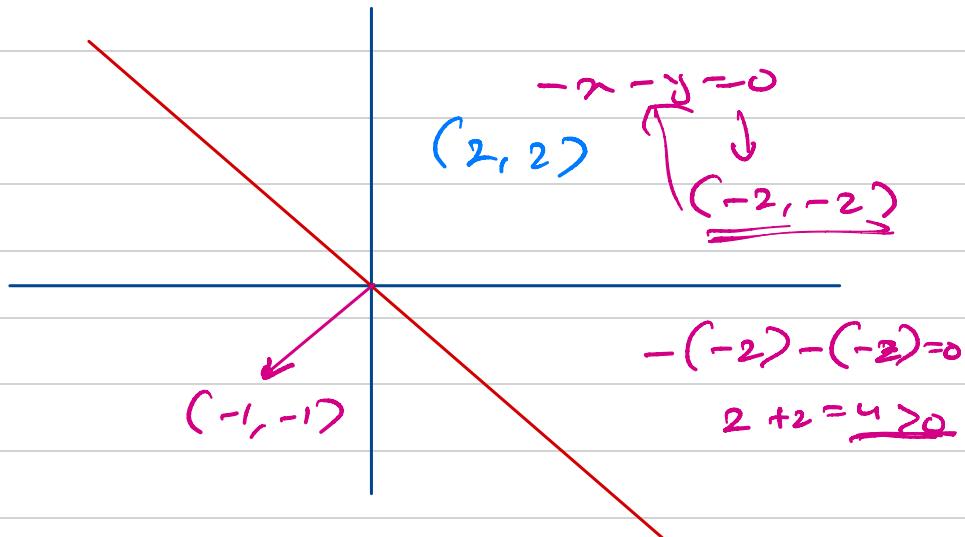
$$a = -1, b = -1, c = 0$$

$$(1, -1)$$

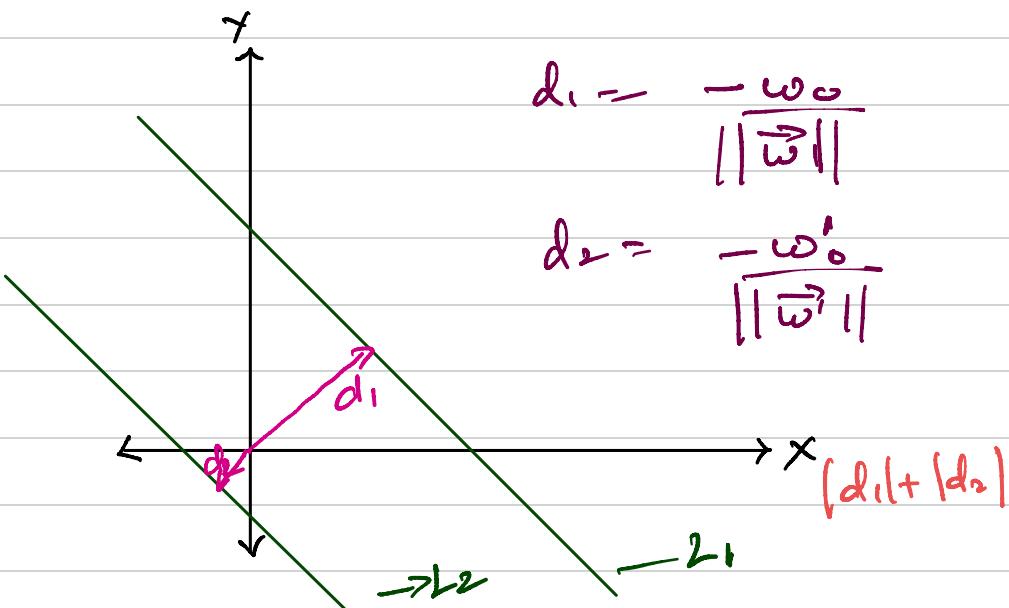
$$(2, 2)$$

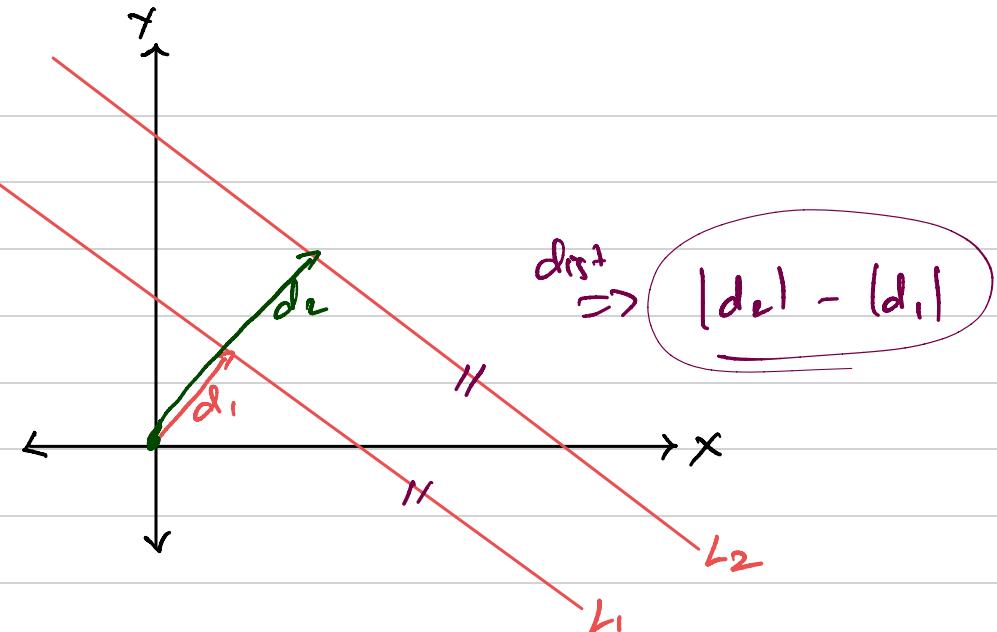
$$(?, ?)$$

$$a, b = -1 \quad \omega = \begin{bmatrix} -1 \\ -2 \end{bmatrix}$$



\* Dist b/w 2 Parallel Lines





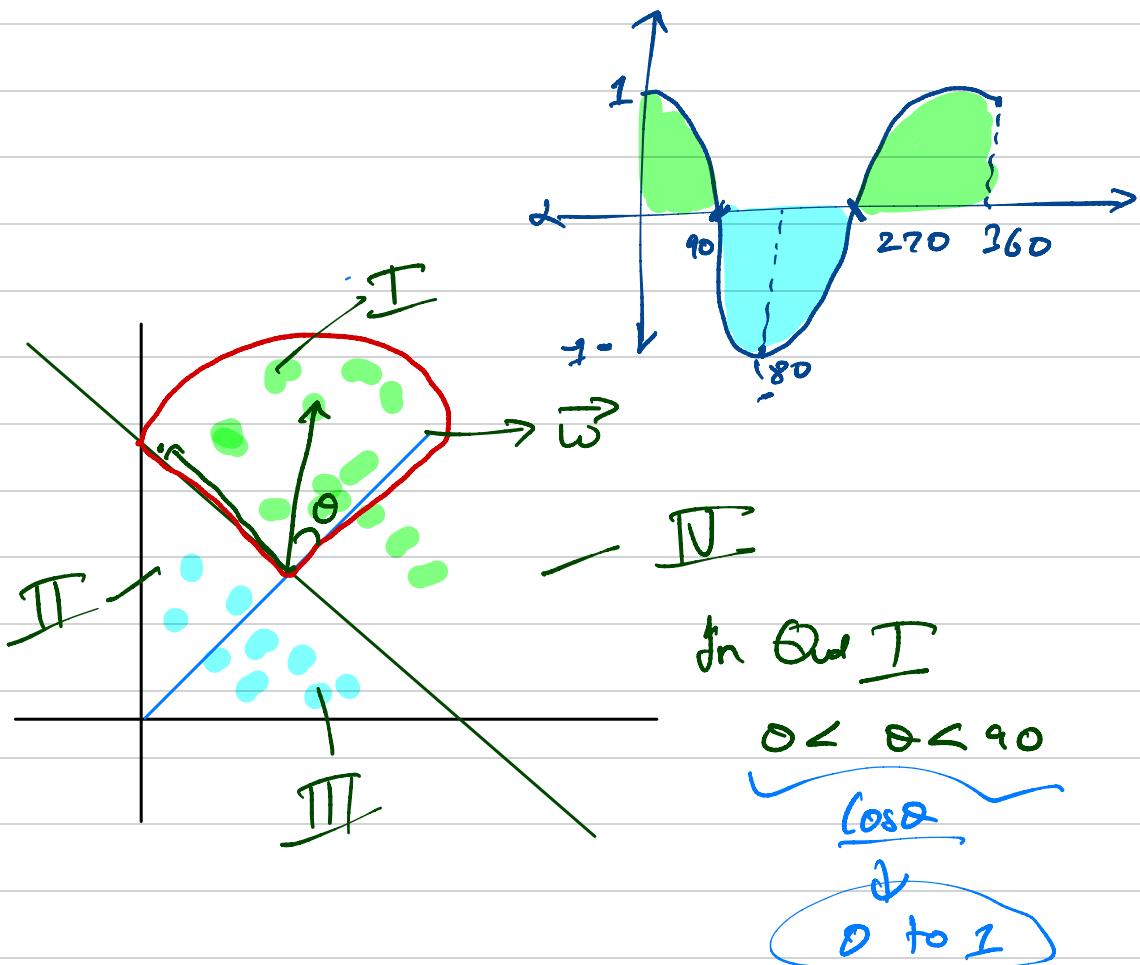
$$\begin{cases} 4n_1 + 3n_2 + 3 = 0 \\ 16n_1 + 12n_2 + 7 = 0 \end{cases} \quad \begin{cases} w_1 = [4, 3] \\ w_2 = [16, 12] \end{cases}$$

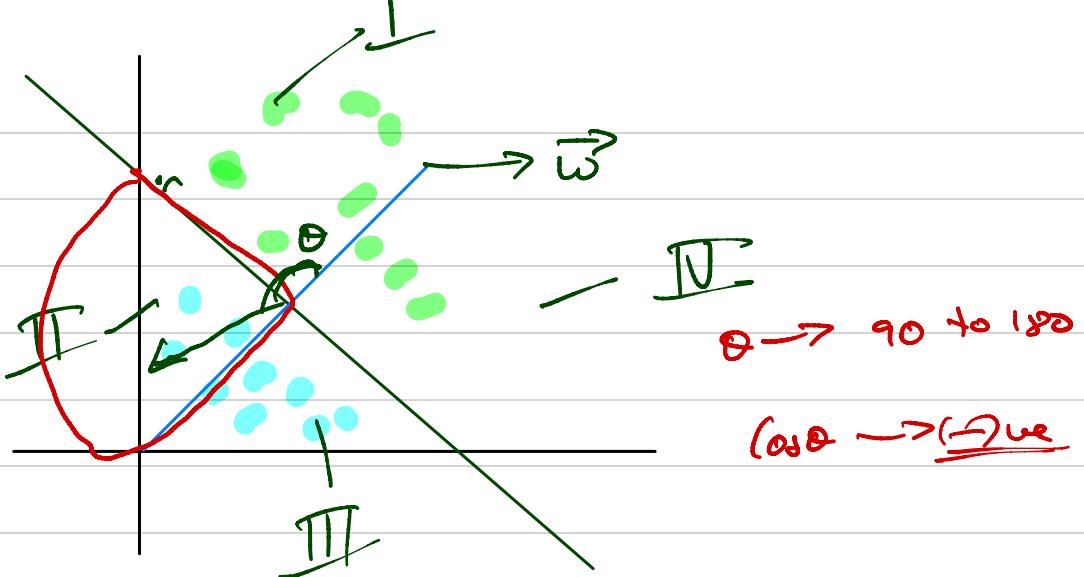
$$L_1 = \frac{-w_0}{\|w\|} \Rightarrow \frac{-3}{5}$$

$$L_2 = \frac{-w_0}{\|w\|} = \frac{-7}{20}$$

$$\left| \frac{-3}{5} \right| - \left| \frac{-7}{20} \right| = \frac{1}{4}$$

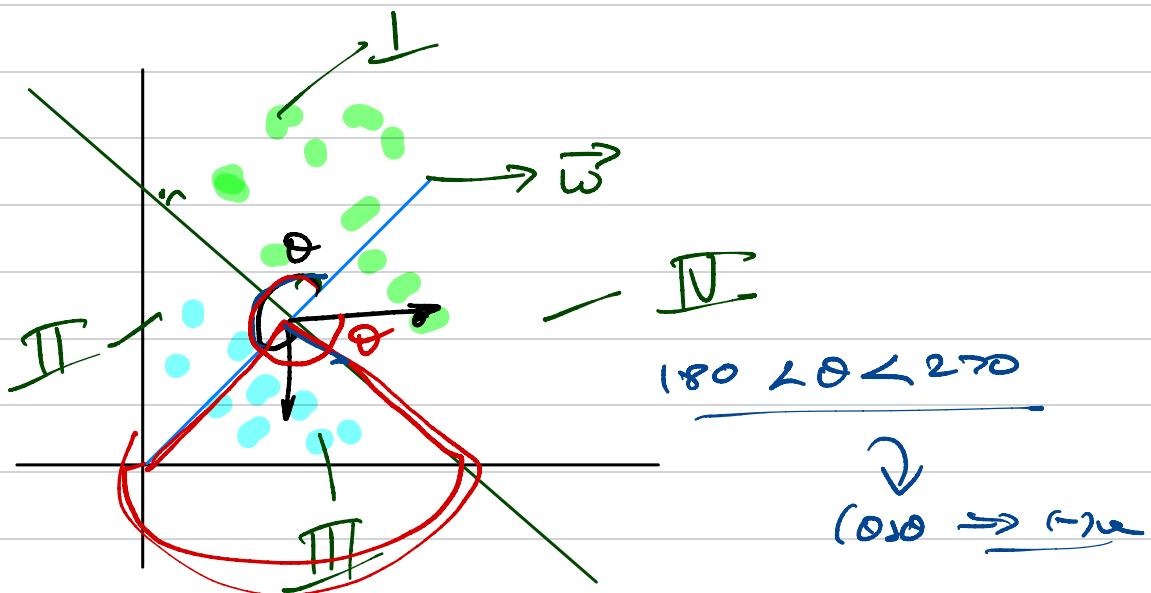
→ Another way of finding out if point is in +/- hemisphere





$\theta \rightarrow 90 \text{ to } 180$

$(\cos \theta \rightarrow \underline{-ve})$



$180 < \theta < 270$

$(\cos \theta \Rightarrow \underline{-ve})$

$Iv \rightarrow \theta \rightarrow 270 \text{ to } 360$

$\theta \rightarrow \underline{(+ve)}$

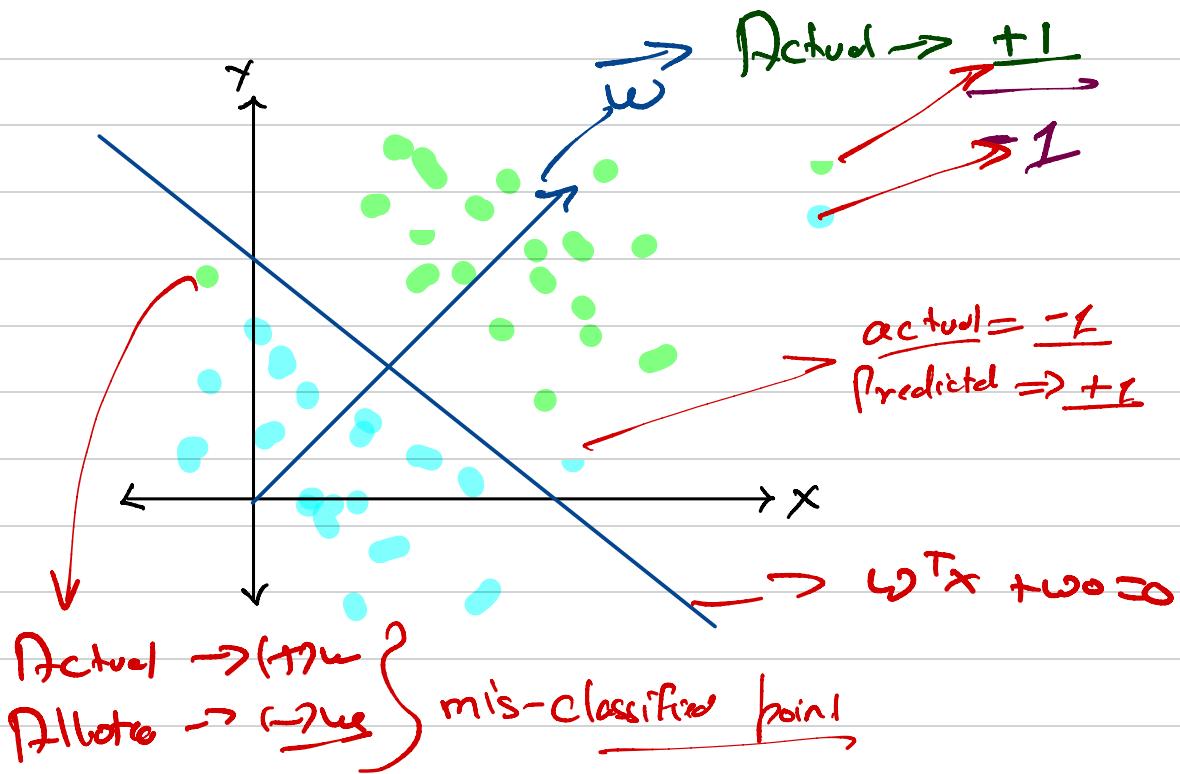
$$(3, 3)$$

$$3x_1 + 2x_2 + 2x_3 = 0$$

$$\text{Loss} \Rightarrow \frac{\omega^T \cdot \vec{x}}{\|\omega\| \|\vec{x}\|}$$

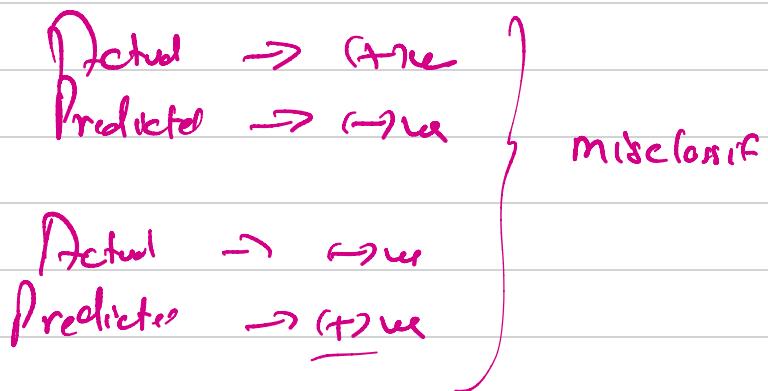
## Loss Function

→ Gain function



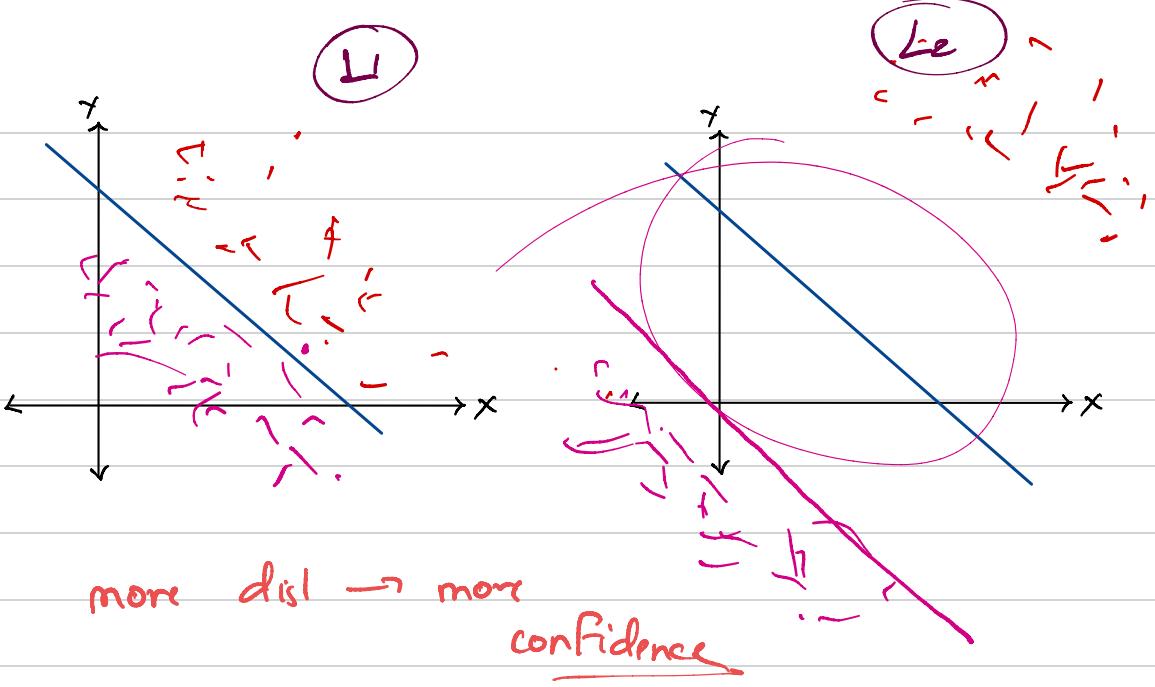
All ML models are inaccurate  
but some of them are  
useful

## Misclassified Case



$\rightarrow$  How do we assign labels

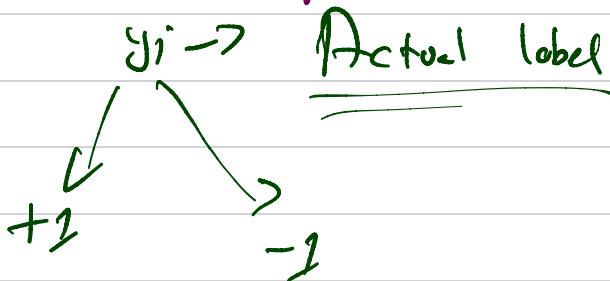
$$\vec{d} = \frac{\vec{w}^T \cdot \vec{x} + w_0}{\|\vec{w}\|} \quad \begin{array}{l} \text{if } d > 0 \rightarrow \underline{\underline{+}} \\ \text{if } d < 0 \rightarrow \underline{\underline{-}} \end{array}$$



→ Mathematical notation

$$X = \left\{ \vec{x}_i, y_i \right\}_{i=1}^n$$

$x_i \rightarrow$  feature Vector



$$\frac{a_1x_1 + b_1x_2 + c}{\sqrt{a^2 + b^2}}$$

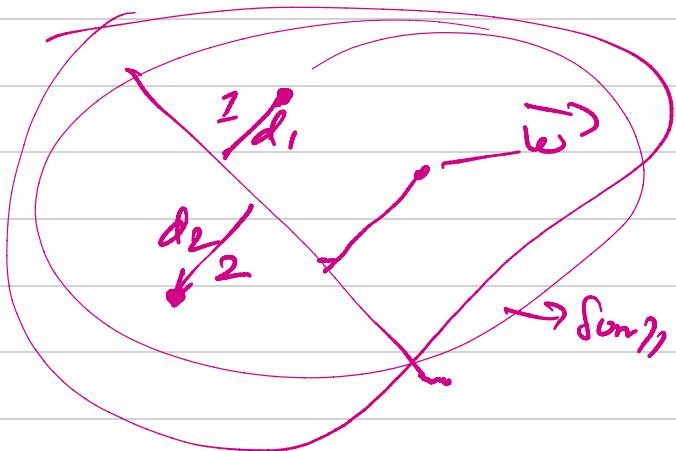
$$\frac{\vec{w}^T \vec{x} + w_0}{\|w\|}$$

$$\text{Gain}(x, \vec{\omega}, \omega_0) \Rightarrow \sum_{i=1}^n \left( \frac{\omega^T \cdot x_i + \omega_b}{\|\vec{\omega}\|} \right)$$

~~man~~

What problems do I have??

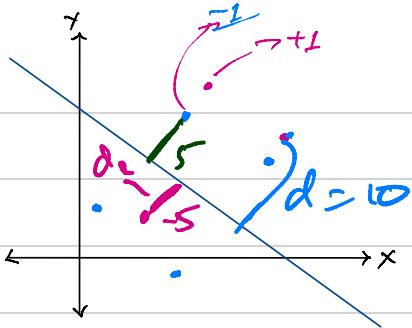
$$d_1 + d_2 = -1$$



Possible Solutions:

①  $|z| \rightarrow$  Not differentiable  
 ↓  
Calculus

②  $x^2 \rightarrow$  Possible  
 ↓  
 because  $\rightarrow$  different.  
 $\rightarrow$  lots of calculus



① Actual point  $\rightarrow$  (+)ve  
 $d_1 \rightarrow +\underline{ve} = +5$   
 $d_1 \times (\text{sign (Actual point)})$

$$d_1 \times (-1)$$

$$5 \times (-1) \Rightarrow \underline{-5}$$

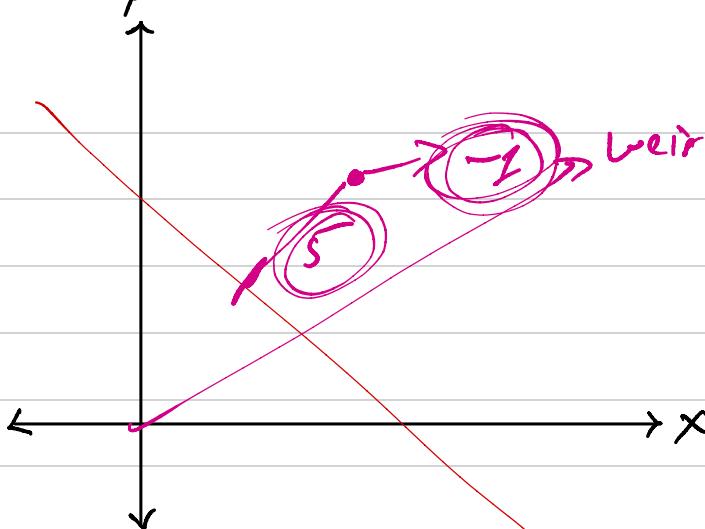
② Actual point  $\rightarrow$  (+)ve  
 $d_2 \rightarrow -ve \underline{-5}$

$$d_2 \times \text{Sign(Actual pt)}$$

$$\underline{d_2 \times 1} = \underline{-5}$$

③ Actual pt  $\rightarrow$  (ne)  
 $d_3 \rightarrow (+)ve = 10$

$$\underline{d_3 \times 1} = \underline{10}$$



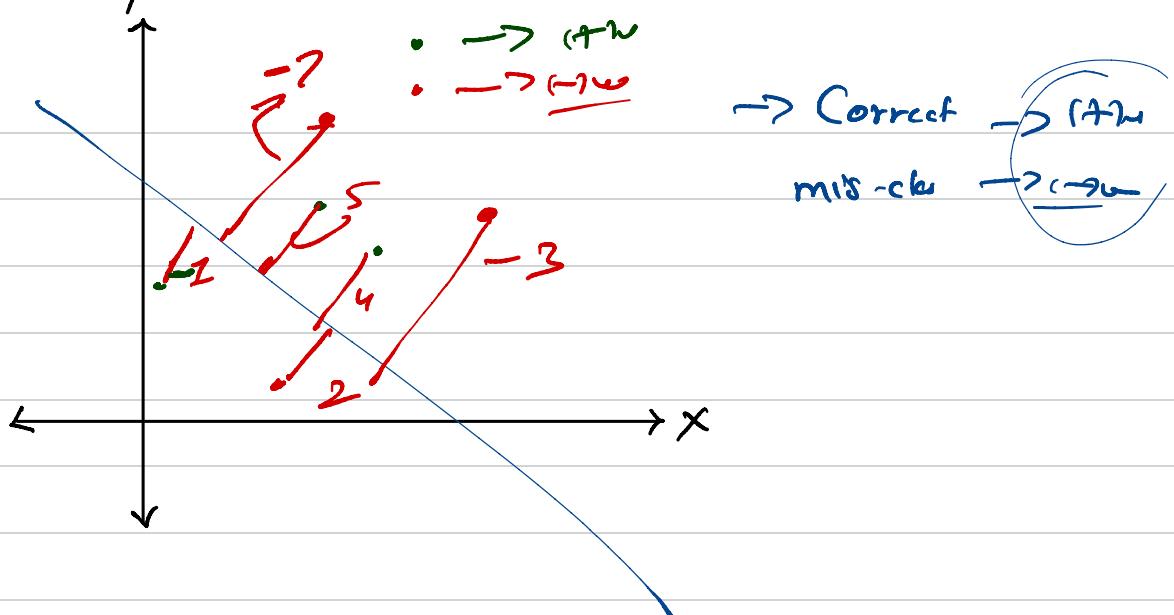
$\frac{1}{2}$  misclassif(=)  $\rightarrow$  penalizin gain

$$\text{Gain}(x, \vec{\omega}, w_0) \Rightarrow \sum_{i=1}^n \left( \frac{\omega^T x_i + w_0}{\|\vec{\omega}\|} \right)$$

man

actual label

$\omega_1$



$G$  man

$\cap (\vec{x} \rightarrow \vec{\omega}, \omega_0)$

loss  $\rightarrow$  minimize

$\rightarrow -G$   $\rightarrow$  loss function

Chain : 5

(2)

Loss = 5 - 7

$$L(x, \vec{\omega}, \omega) = -G(x, \vec{\omega}, \omega)$$

(1)

Convexity

(2)

Global minima

