

he's add another feature to our problem: # of bedrooms X2

h(x) = 00 + 0,x = Input feature It no triple features, (size in our example) then:

$$h(x) = \underbrace{2}_{j=0} O_j x_j \dots \text{ where } X_0 = 1$$

Foor future reference.

9: Parameters of the learning algo.

(Used throughout the notes.)

Gets updated by learning algorithm

M: number of training examples/2000s

X: Inputs/features

y: Output / torget.

(x,y): 1 training example

(x,y): it training example

n: no. of features

for our problem:

$$\Theta = \begin{bmatrix} \Theta_0 \\ \Theta_1 \\ \Theta_2 \end{bmatrix} \qquad \chi = \begin{bmatrix} \chi_0 \\ \chi_1 \\ \chi_2 \end{bmatrix}$$

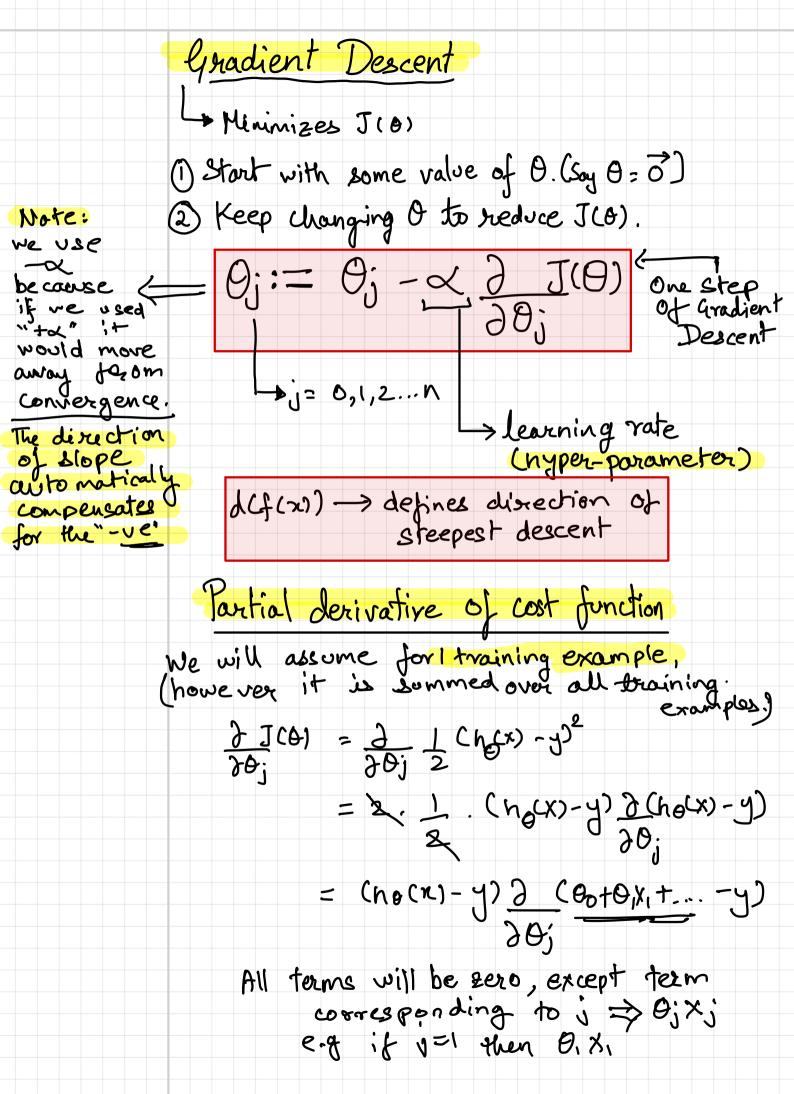
$$h(x) = \sum_{j=0}^{2} \Theta_{j} X_{j}$$
where $X_{0} = 1$

Because of Xo & O., x and O are 17 +1 dimensional features.

- So how do you choose Theta? Choose & so that h(x) is as close to y as possible. So we write: hock) begave it depends

on both & and x,

h(x) although either is -> Ordinary Least Squares (OLS) Regression. For correct/accurate/close predictions on the training set. $J(0) \Rightarrow \min_{i=1}^{\infty} \frac{1}{2} \stackrel{\text{def}}{=} (h_0(x) - y)^2$ Simplicity Algorithm Valve/Price production valve/Price math, because the we take derivative house later This equation is the cost function J(0), we find parameters 0 that minimize the cost function J(0).

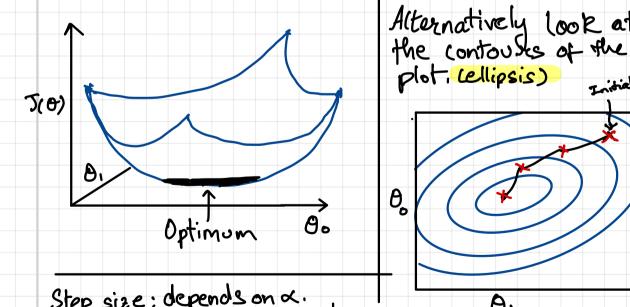


$$0$$
: $\frac{\partial}{\partial \theta_{j}} J(\theta) = (h_{\theta} Lx) - y) X_{j}$

One step of Gradient Descent is:
$$0_{j} := 0_{j} - \alpha \sum_{i=1}^{\infty} (h_{\theta}(x^{i}) - y^{i}) X_{j}^{(i)}$$

For each iteration of gradient descent, corry out the update till j=1,2...n no. of featises

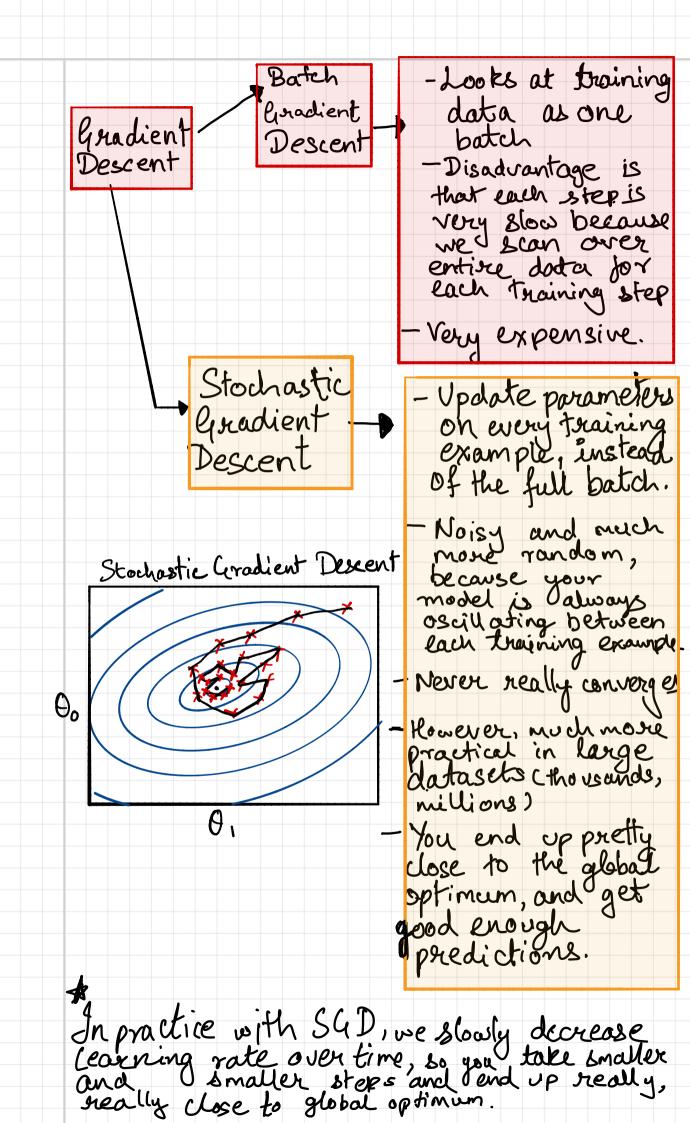
> Repeat Gradient Descent until convergence JCO) for linear regression is a quadratic function. So no local optima, only global optima. (Imagine a big bowl)



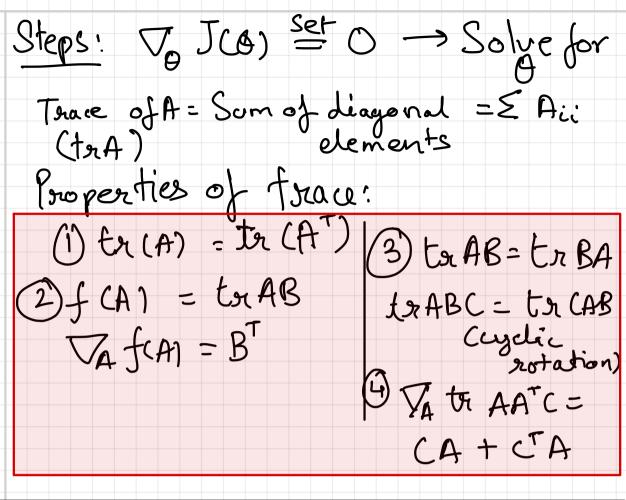
Alternatively look at plot (ellipsis) Initialize

Step size: depends on a. ★ toosmall → Takes too long to Try atem raves

In contours, direction of Steepest descent is always at 90% athogonal to contour direction



- For linear tregression: another method to get straight to global optimum without iterative algorithm. Normal Equations. J(O) -> function mapping from parameters to red no.s. Materix
Derivative & JCB) OER -> Cn+1 dimensional vector) Matrix Derivative [A., A.2] e.g. VA f(A) A = A21 A22 f(A) = A11 + A122 $\nabla_{A} f(A) = \begin{bmatrix} \frac{1}{2} f(A) \\ \frac{1}{2} f(A) \\ \frac{1}{2} f(A) \end{bmatrix} = \begin{bmatrix} 1 & 2A_{12} \\ \frac{1}{2} f(A) \\ \frac{1}{2} f(A) \\ \frac{1}{2} f(A) \\ \frac{1}{2} f(A) \end{bmatrix} = \begin{bmatrix} 1 & 2A_{12} \\ 0 & 0 \end{bmatrix}$



Solve:
$$\overline{J(0)} = \frac{1}{2} \underbrace{\left(h(x^{1}) - y^{1} \right)^{2}} \\
\times = \underbrace{\left((x^{1}) \right)^{2}} \\
- (x^{2})^{2} \\
- (x^{2})^{2} \\
- (x^{2})^{2} \\
+ ho(x^{2}) \\
ho(x^{2}) \\
ho(x^{2}) \\
ho(x^{2})$$