## Regularization

we went to keep the complexity of the model down, so we can penalize the cost function for large coefficients.

L(B) = \frac{1}{m} \frac{1}{m} (BT \frac{1}{m} - \frac{1}{m} + \frac{1}{m} \frac{1}{m} + \frac{1}{m} \

From a statistical port, this is agreement to solving In the MAP estimates w/ a

Gravesion and Laphanan prior on B respectively.

P(B|X, y) & P(B|X,B)P(B)

=7 Pms = arg man { ln P(B|X,B) + ln P(B)}

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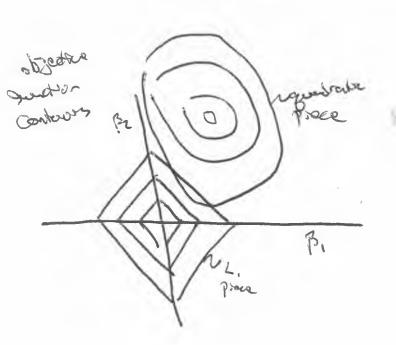
=1 Pms = arg man { ln P(B|X,B) + ln P(B)}

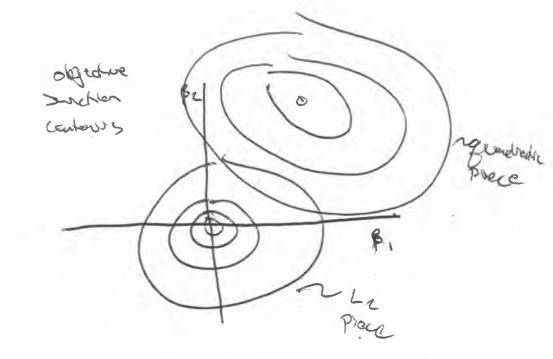
=1 Pms = arg man { ln P(B|X,B) + ln P(B)}

as Sovel Whe

the Fact that most of the pier nows is contend assured Zere is why the posterior leads to a soln. up gradler B values

-Chalitatively, regularization affects the Minimization problem as follows. Dut goal is the Intel the minimum of the sum of the 1 pieces.





- minimum occurs where the 2 contours are II, other wise

-this is why L, prematers sports ity, b/c there are instrituty many more process at the vertices for the 2 precents be target.

Minimum. 3 no, by acta

Constant Opt with

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we could reduce

the he cost

This can also be turned into a constrained minimization problem, w/ some tograngian though which can grain Burther insight into the Problem.