## 201600282 엄기산

```
In [14]: from IPython.core.interactiveshell import InteractiveShell
          InteractiveShell.ast_node_interactivity = "all"
          from collections import Counter
          #from linear_algebra import distance, vector_subtract, scalar_multiply
          #original version
          def squared_distance(v, w):
              return sum_of_squares(vector_subtract(v, w))
          def distance(v, w):
              return math.sqrt(squared_distance(v, w))
          def vector subtract(v. w):
              """subtracts two vectors componentwise"""
              return [v_i - w_i \text{ for } v_i, w_i \text{ in } zip(v,w)]
          def scalar_multiply(c, v):
              return [c * v_i for v_i in v]
          def vector_add(v, w):
              """adds two vectors componentwise"""
              return [v_i + w_i \text{ for } v_i, w_i \text{ in } zip(v,w)]
          def vector sum(vectors):
              return reduce(vector_add, vectors)
          def vector_mean(vectors):
              """compute the vector whose i-th element is the mean of the
              i-th elements of the input vectors"""
              n = Ien(vectors)
              return scalar_multiply(1/n, vector_sum(vectors))
          def difference_quotient(f, x, h):
              return (f(x + h) - f(x)) / h
          def square(x: float) -> float:
              return x * x
          def derivative(x: float) -> float:
              return 2 * x
         from functools import reduce
```

```
In [15]: from functools import reduce
import math, random

import numpy as np
import matplotlib.pyplot as plt

%matplotlib inline

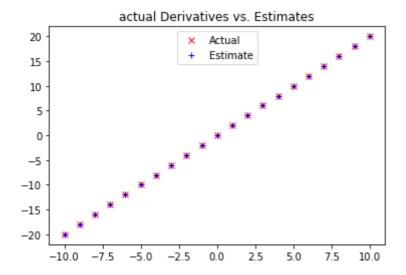
def sum_of_squares(v):
    """computes the sum of squared elements in v"""
    return sum(v_i ** 2 for v_i in v)

vector = [i for i in range(10)]
    sum_of_squares(vector)

np.sum(np.square(vector))
```

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Out[15]: 285
         def difference_quotient(f, x, h):
             return (f(x + h) - f(x)) / h
          def square(x: float) -> float:
             return x * x
          def derivative(x: float) -> float:
             return 2 * x
          xs = range(-10.11)
          actuals = [derivative(x) for x in xs]
          estimates = [difference_quotient(square, x, h=0.0001) for x in xs]
          # 두 계산식의 결괏값이 거의 비슷함을 보여 주기 위한 그래프
          # plot to show they're basically the same
          import matplotlib.pyplot as plt
          plt.title("actual Derivatives vs. Estimates")
          plt.plot(xs, actuals, 'rx', label='Actual')
                                                               # red x
          plt.plot(xs, estimates, 'b+', label='Estimate')
                                                               # blue +
          plt.legend(loc=9)
          plt.show()
                                                               # purple *, hopefully
Out[16]: Text(0.5, 1.0, 'actual Derivatives vs. Estimates')
```

Out[16]: [<matplotlib.lines.Line2D at 0x1490093d0a0>] Out[16]: [<matplotlib.lines.Line2D at 0x1490093d400>] Out[16]: <matplotlib.legend.Legend at 0x1497d45a8e0>



```
In [ ]:
         # Using gradient descent to fit models
         def gradient_step(v, gradient, step_size):
              """Moves `step_size` in the `gradient` direction from `v`"""
              assert len(v) == len(gradient)
              step = scalar_multiply(step_size, gradient)
              return vector_add(v, step)
          \# x ranges from -50 to 49, y is always 20 * x + 5
          inputs = [(x, 20 * x + 5) \text{ for } x \text{ in range}(-50, 50)]
```

```
#def linear_gradient(x: float, y: float, theta: Vector) -> Vector:
def linear_gradient(x, y, theta):
    slope, intercept = theta
    predicted = slope * x + intercept
    error = (predicted - y)
    squared_error = error ** 2
    grad = [2 * error * x, 2 * error]
    return grad
```

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