## Linear Regression

### Machine Learning

Machine Learning is Nothing Fancy, Just intelligently used mathematics if you care to dig a little bit deeper.

### Task vs Algorithm

We have various tasks to solve and then we have hundred of or even thousand of different algorithms to solve those tasks.

For Eg:

Task = solve a quadratic equation

Algo = We know the discriminant rule

Task = Predict the price of the House

Algo = Linear Regression

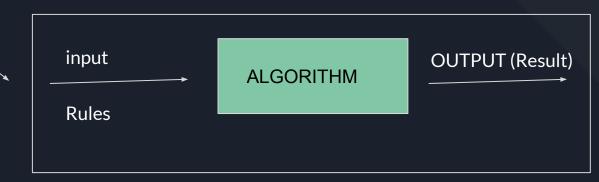
#### Programmable vs Not Programmable

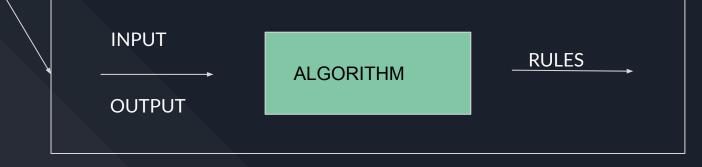
A task for which the algorithm can be clearly written on a piece of paper can be considered a task which is programmable.

# ML is about solving those non programmable tasks

Tasks which are not programmable are generally those tasks which we humans can easily do. These are the tasks which ML tries to solve.

### CS ALGORITHM VS ML ALGORITHM





# Okay, but what is Linear Regression?

Remember, Task Vs Algorithm.

In Machine Learning, we study various algorithms to solve specific tasks.

Linear Regression is an algorithm.

So, what type of task does it solve?

It solves tasks where the variable that we want to predict is of continuous type.

For Example: Prediction of Price of the House, Height or weight of an individual, revenue in coming year for a firm... etc

These types of tasks are collectively known as "Regression Problem"

# What if the type is not continuous?

Then the type most likely will be categorical where the no of distinct values are countable.



- 1). Predicting whether a given email is spam or not,
- 2). Predicting whether a given tweet is positive, negative or neutral,
- 3). Predicting whether an image has a cat or dog in it.. Etc

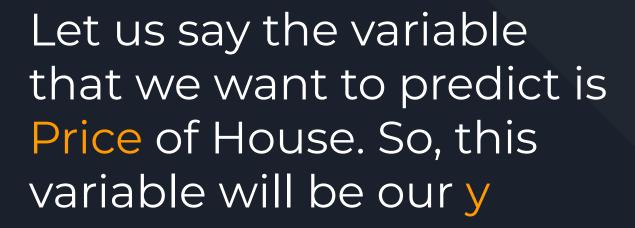
These are all classification tasks,

These types of tasks are collectively known as "Classification Problems."



Again, there can be many algorithms to solve regression related tasks but we are studying Linear Regression in this Video.





Let us suppose as feature, we have information on number of rooms. This will be our X.

We have for the time being assumed only one X but the results are easily extended for more than one X.



Linear Regression is a Procedure to find a Linear expression for a Line between y and X.

# Linear Expression in Two Variables

```
Y = mx + c
Where
m = slope of the line
c = Intercept of the line
```

### Examples of Lines:

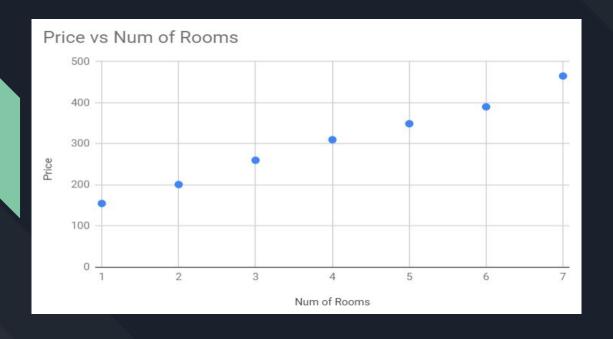
$$Y = 2x + 10$$
  
 $Y = 3x + 23$   
 $Y = 1.4x + 34$   
 $Y = 0.4x + 36$ 

So, you see there are many expressions but which one is best?

### Best Line for Our Data

Num of Rooms	Price
1	155
2	201
3	260
4	310
5	349
6	390
7	465

### Let's Plot the data



We have just seen that the previous plot can be fitted but many lines

But which one is best?

The one...

Which is as close as possible to the data.

So, how to we teach compute to find such a line?

Computers are best when it comes to doing thousands or even lakhs of calculations in seconds..

#### So, what we do is...

- 1). Take some random values of m and c.
- 2). Decide the number of iterations.
- 3). Repeat till number of iterations:
  - a) Take random data (X,y)
  - b) Obtain Prediction using the above random values of m and c
  - c) Update this values by a very small margin called learning rate.

The idea is that if we do this many times (large number of times), then eventually the values of m and c will be perfect. The only question is: How do we update the values of m and c?



- 1) Check the Prediction and Check its actual value.
- 2) Then, if the prediction is close to the actual value, we don't change much.
- 3) If it is far away, we move the line towards that actual point by changing its m and c.

### Pseudocode For Linear Regression

```
# Step.1 Take some number of iterations...
number of iterations = 10000
# Step. 2 Intialize some random values of m and c
m = some random
c = some random
# Step. 3 Loop through number of iterations times
for value in range(number of iterations):
 # Randomly choose a data point (X and y)...
 random X = something
  random v = something
 # For each loop we obtain the prediction for the current m and c...
 prediction = m * random X + x
 # then we compare, prediction with actual y
  # then we adjust m and c accordingly.
  # Usually, we take the difference of prediction and actual y
 # Because if the difference is close to zero, then that means we don't
 # have to Update that much..
  m += (actual y - prediction) * random X * learning rate
 c += (actual y - prediction) * learning rate
# Step. 4 After the loop ends, we get a value of m and c which is hopefully
# near to perfect.
```

The difference between actual and Prediction makes sense but why in update of m, we multiple random\_x?

The reason is m stands for slope which is dependent on the sign of the input x.

In our case, X is number of rooms which cannot be negative, so no need to worry about that..

I hope you were able to follow through and understand everything that we discussed.

