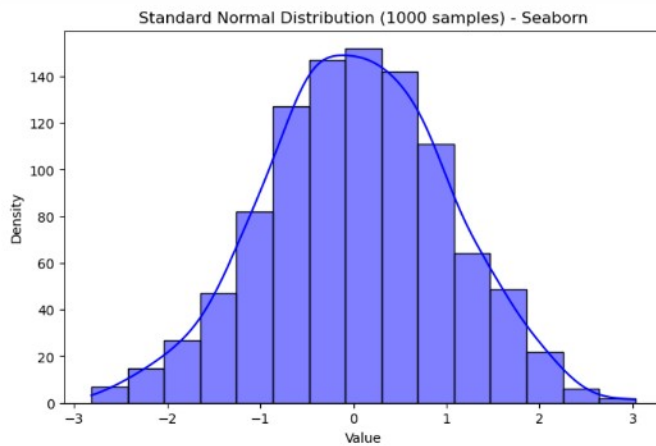
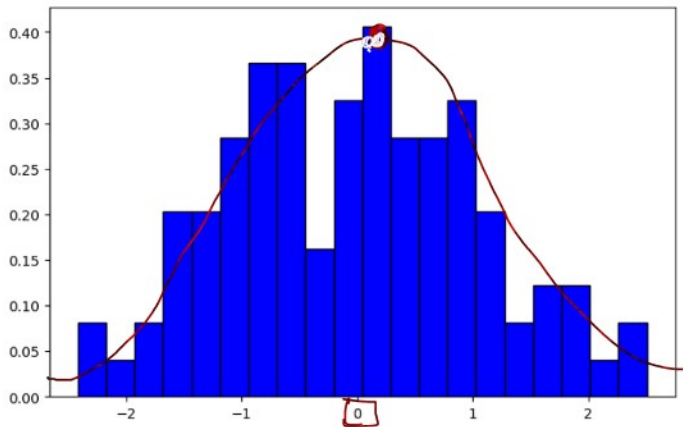
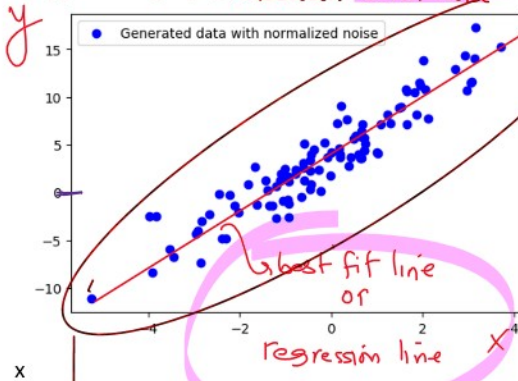


GDA Code Explanation

27 September 2025 11:55



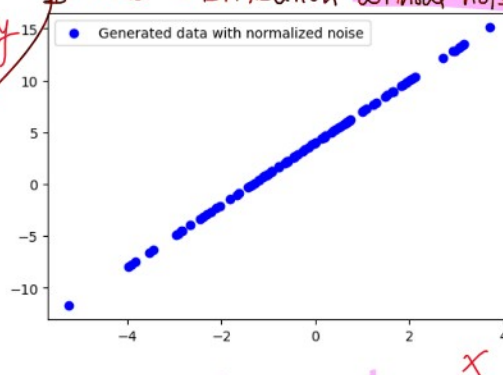
I. Data distribution with noise



need GDA

→ since the distribution is not around $y=x$ hence definitely some bias.

II. Data distribution without noise



do you need GDA

~~No~~

number of data points to be generated

```
def generate_data(n_samples = 100, noise = 0.1, seed = 42):
    """
    Generate random samples (synthetic) linear data:  $y = 4 + 3 \cdot X + \text{noise}$ 
    """
    np.random.seed(seed) # to ensure the reproducibility of the same random data --> to fix the random numbers generated
    X = 2 * np.random.randn(n_samples, 1) # generates random numbers from 'standard normal distribution'
    y = 4 + 3 * X + noise * np.random.randn(n_samples, 1) # Creates a random distribution around a line having some random noise added to it as well
    return X, y
```

$0.1 \times (100 \text{ random values coming from std. normal distribution})$

2x random std. normal values

$$y \Rightarrow 4 + 3X + \text{noise}$$

$$\downarrow$$

$$\rightarrow 4 + () + ()$$

100 values

$$y = 4 + 3x$$

intercept (bias) coefficient/slope (weight)

random values same

```
X = 2 * np.random.randn(n_samples, 1) # generates random numbers from 'standard normal distribution'
y = 4 + 3 * X + noise * np.random.randn(n_samples, 1) # Creates a random distribution around a line having some noise added to it as well
return X, y
```

generate_data(n_samples = 10, noise = 0, seed = 42)

(array([[0.99342831],
[-0.2765286],
[1.29537708],
[3.04605971],
[-0.46830675],
[-0.46827391],
[3.15842563],
[1.53486946],
[-0.93894877],
[1.08512009]]),
array([[6.98028492],
[4.27317168],
[5.38113194],
[6.08728915],
[3.84681359],
[3.84681359],
[6.37528492],
[5.3486946],
[2.93894877],
[4.17024009]]))

$$X_1 = 0.9934$$

$$y_1 = 4 + 3 \times 0.9934 + 0$$

$$4 + 3 \times 0.99342831 = 6.98028493$$

Mean Squared Error - Cost Function for regression problems

For m training examples:

$$J(w, b) = \frac{1}{2m} \sum_{i=1}^m (\hat{y}^{(i)} - y^{(i)})^2$$

weight w , bias b

cost function $J(w, b)$

error ①

Predicted $\hat{y}^{(i)}$, actual $y^{(i)}$

Mean Squared Error

③ ← ② ← ①

$(P-A)^2$

where:

- $y^{(i)}$ = actual output for sample i .
- $\hat{y}^{(i)}$ = predicted output.
- w, b = parameters (weights, bias).
- m = number of samples.
- $i \rightarrow i^{\text{th}}$ row/sample

(error)² → why square??

- to prevent positive and negative errors cancelling / nullifying each other
- Squaring makes the error +ve
- penalizes large errors more strongly than small errors

Division by m gives the mean/avg. making it independent of dataset size

↓
to get the avg. model error.

Factor $\frac{1}{2}$ is to simplify the derivative output (2 cancels when differentiating)

$$\begin{array}{l|l} y = x^2 & y = \frac{1}{2}x^2 \\ \frac{dy}{dx} = 2x & \frac{dy}{dx} = \frac{1}{2}(2x) = x \end{array}$$

Task

Do the below derivations:

$$\frac{\partial J}{\partial w} = \frac{1}{m} \sum_{i=1}^m (\hat{y}^{(i)} - y^{(i)}) \cdot x^{(i)}$$

$$\frac{\partial J}{\partial b} = \frac{1}{m} \sum_{i=1}^m (\hat{y}^{(i)} - y^{(i)})$$

gradient

Cost Function → MSE

[Cost Function] \rightarrow MSE