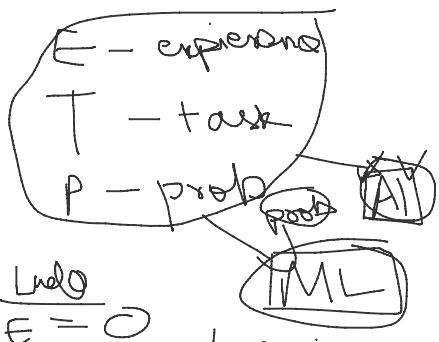


ML

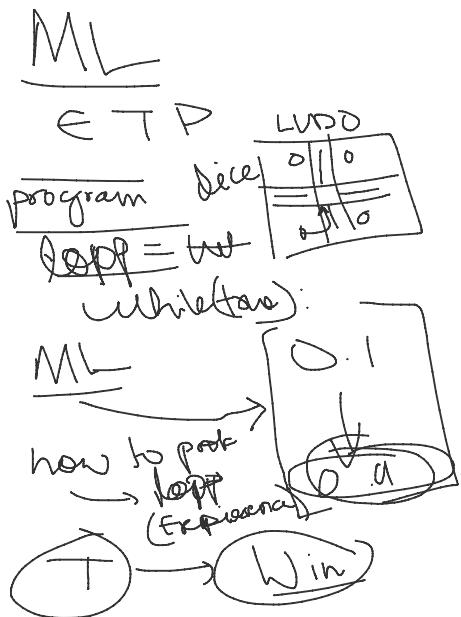
Machine Learn

Computer program is said to learn from experience E with respect to some class of task T and performance measure P, if its performance at task t , As measured P , improves with experience E



Ludo
 $E = \emptyset$
 $T = \text{Win} / \text{Playing}$
 $P = \text{Prob. of winning}$

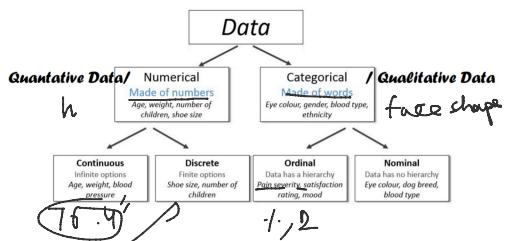
ML



~~Supervised~~
~~Unsupervised~~

Data Type

Numerical categorical



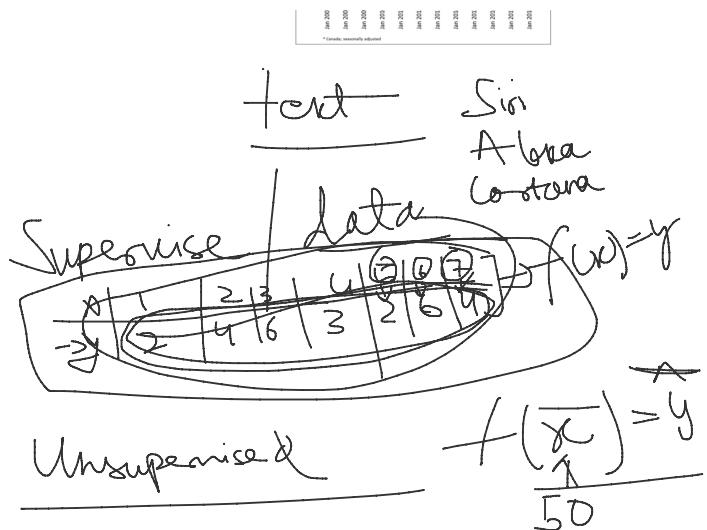
76 1, 2

time, sequence

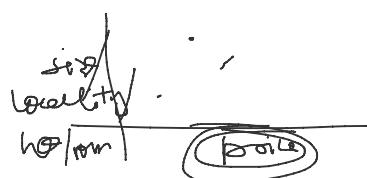


1.0.1

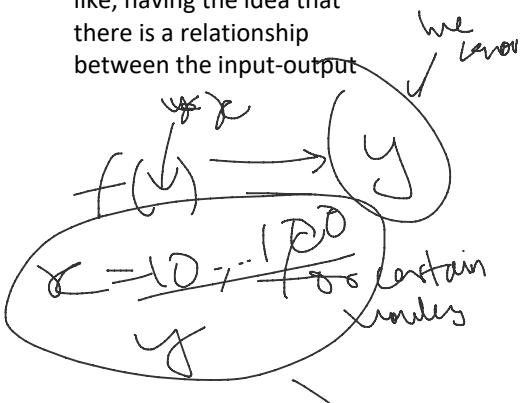
Cin

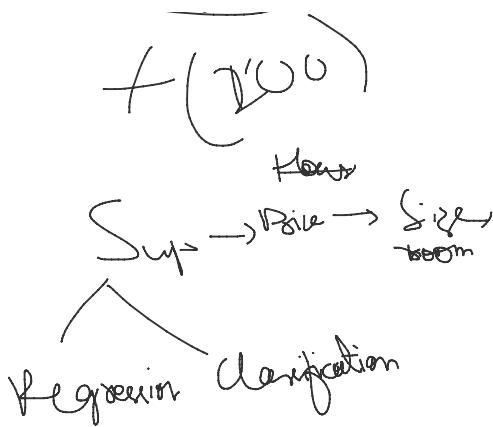


Hence	Price	Size	Ring	Doors
1	$x=10$			
2	$y=10$			
3	$z=10$			
		$K=20$		

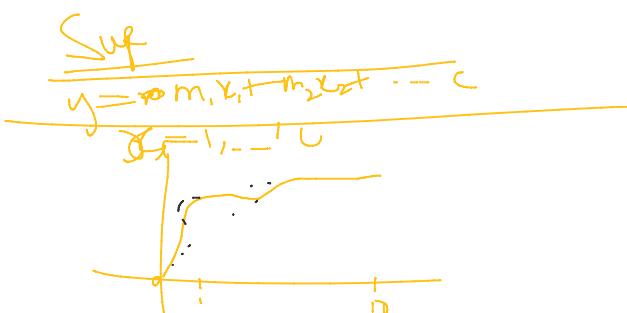
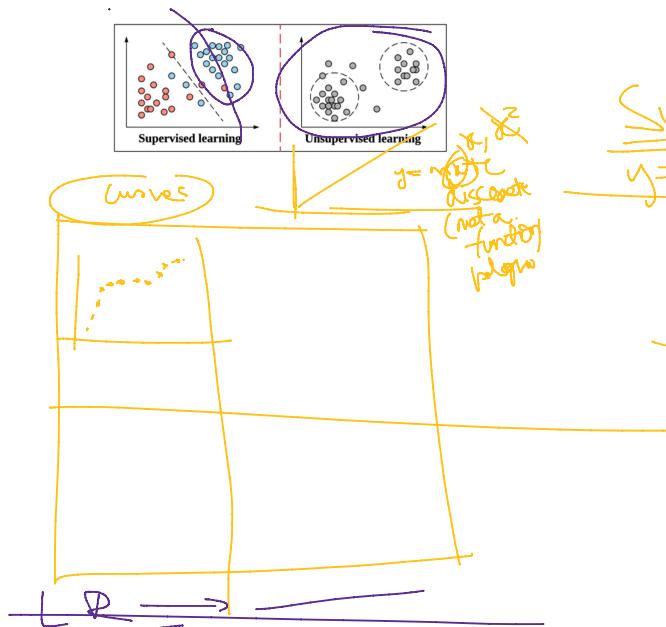


we are given a dataset and already know what our correct output should look like, having the idea that there is a relationship between the input-output





UnSup



<u>input</u>	<u>output</u>
features	target
explanatory variable	response
independent	dependent
$f(x) = y$	$y = k$

$y = m\vec{x} + c$

$y = w_0 + w_1x_1 + w_2x_2 + \dots + w_m x_m$

$n = w_0 + w_1x$

$\hat{y} = k$

$\delta \min \sqrt{\vec{y} - \vec{y}}$

new x

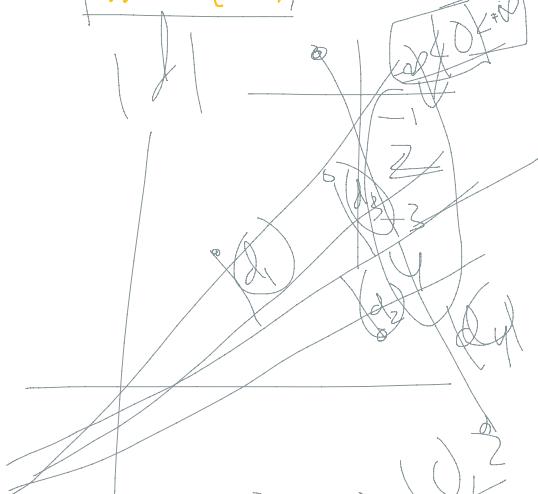
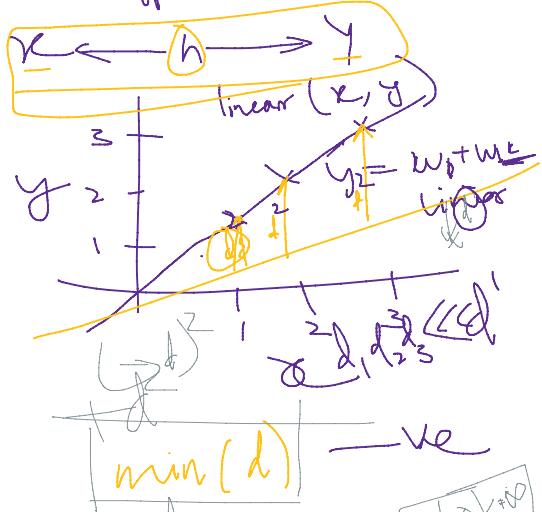
$$y = w_0 + w_1 x$$

m = no. of training examples

$$(x_i, y_i)$$

Learning Algo

Hypothesis (functions)



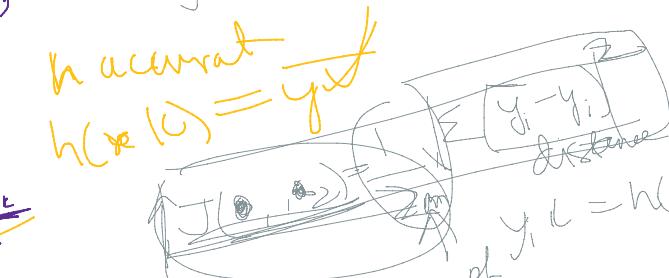
$$\hat{y} = k \quad \delta_{\min}$$

$$h(k) = \frac{\text{new } x}{y}$$

$$h(k) = y_{10}$$

$$h(k_{10}) = y_{10}$$

$$y = u \\ y = 10 \\ m = 10$$



no. of training examples

MSE
mean square error

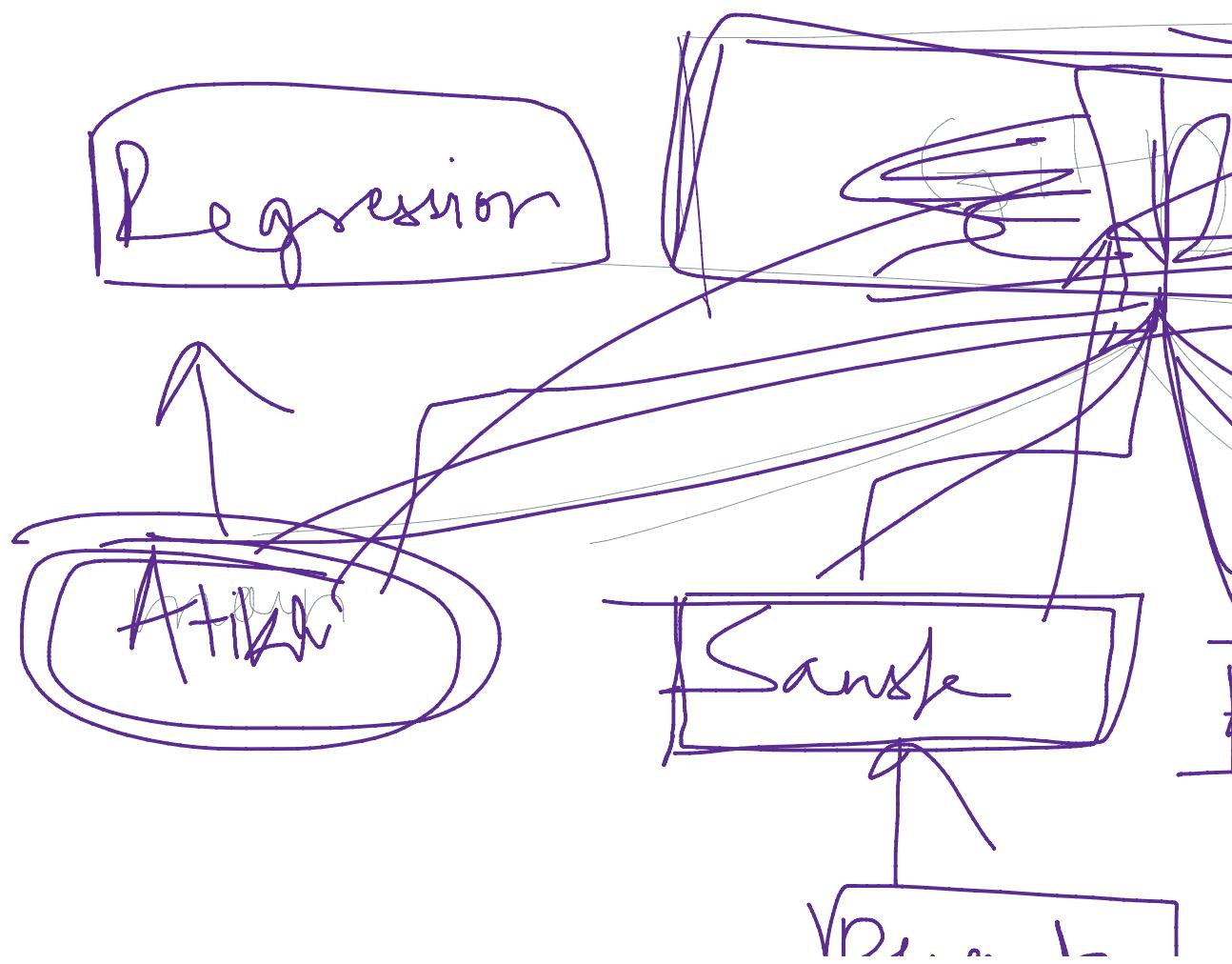
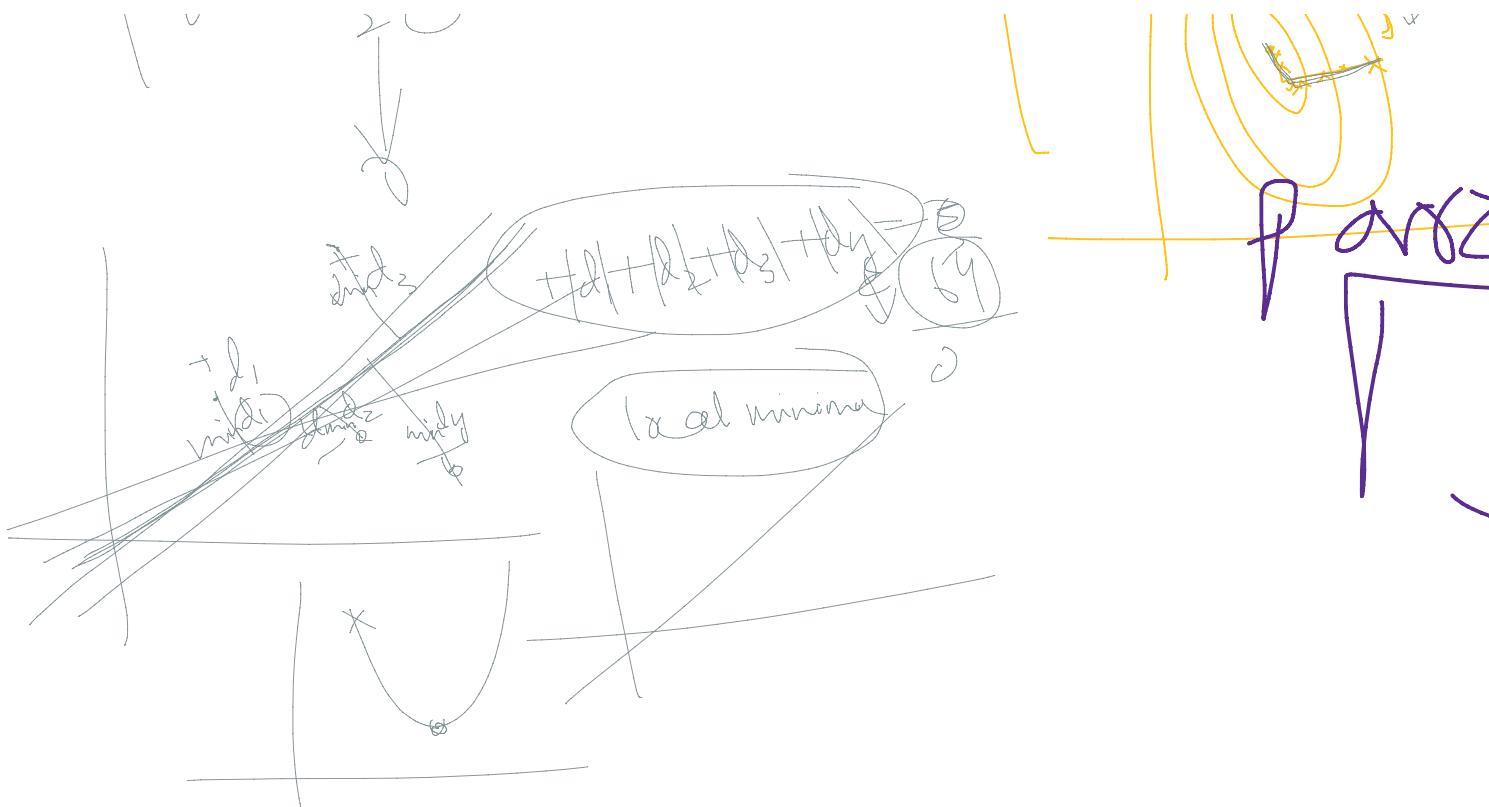
$$J(\theta_0, \theta_1) = \frac{1}{m} \sum (y_i - \hat{y}_i)^2$$

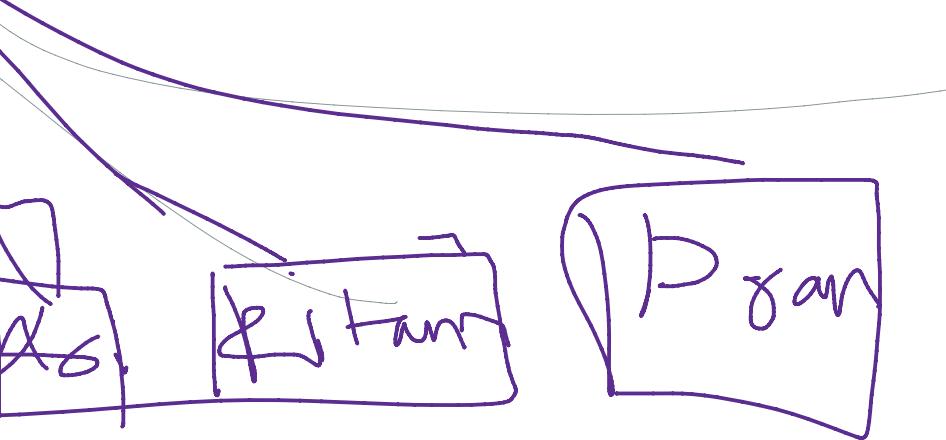
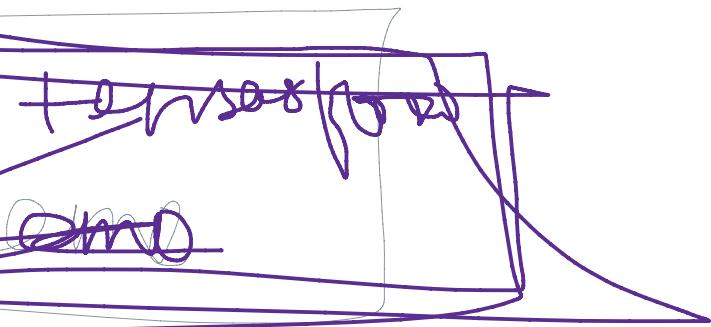
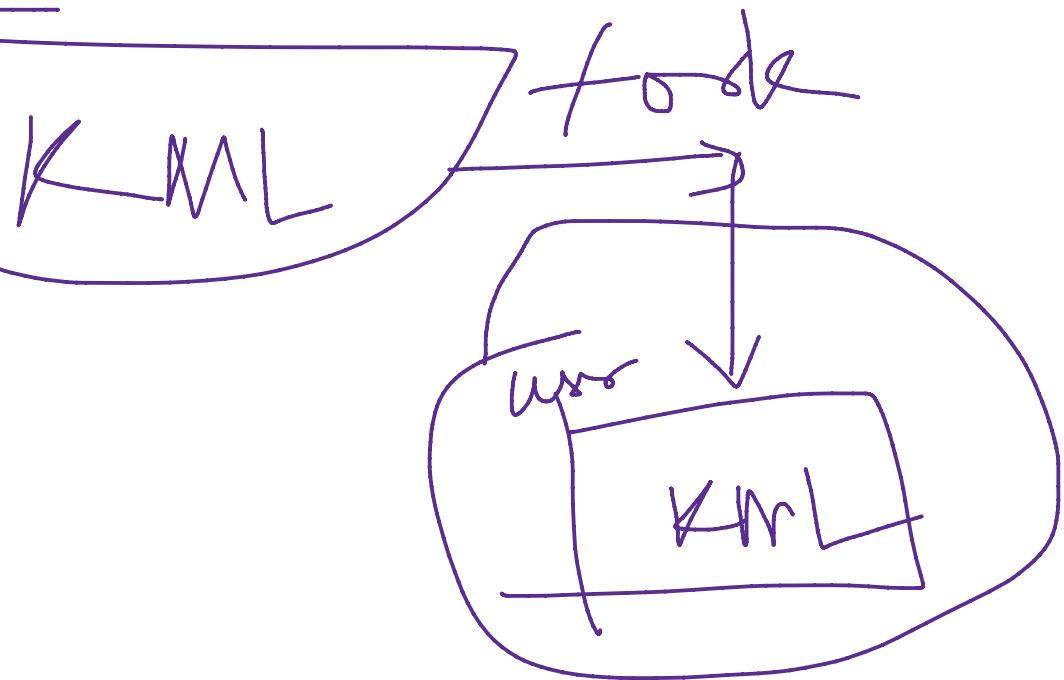
$$J(\theta_0, \theta_1) = \frac{1}{2m} (2+4+4+2) \\ = \frac{1}{2} \times (10)$$

$$J(\theta_0, \theta_1) = \frac{1}{2m} (2+4+4+2) \\ = \frac{1}{2} \times (10)$$

$$= \frac{1}{2} \times (10) \\ = 5$$







Present

LR

input, output

Prediction

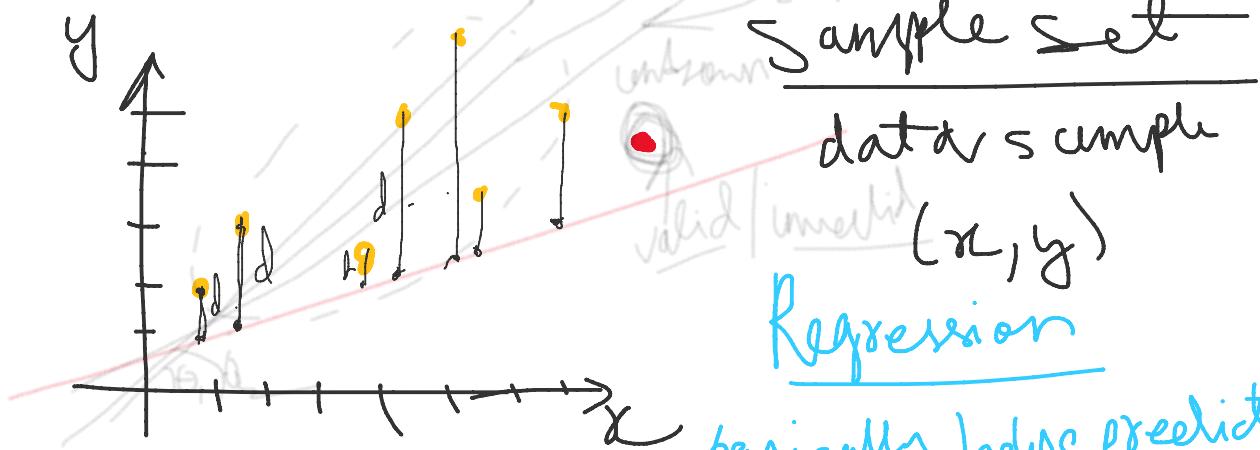
quality

data
feature (input)
output

→ metrics
→ performance

numeric data only

Regression impone $\rightarrow E, T, P$



Sample set

data sample

(x, y)

Regression

basically helps predict
the general value
of sample data

linear reg

predict

curve

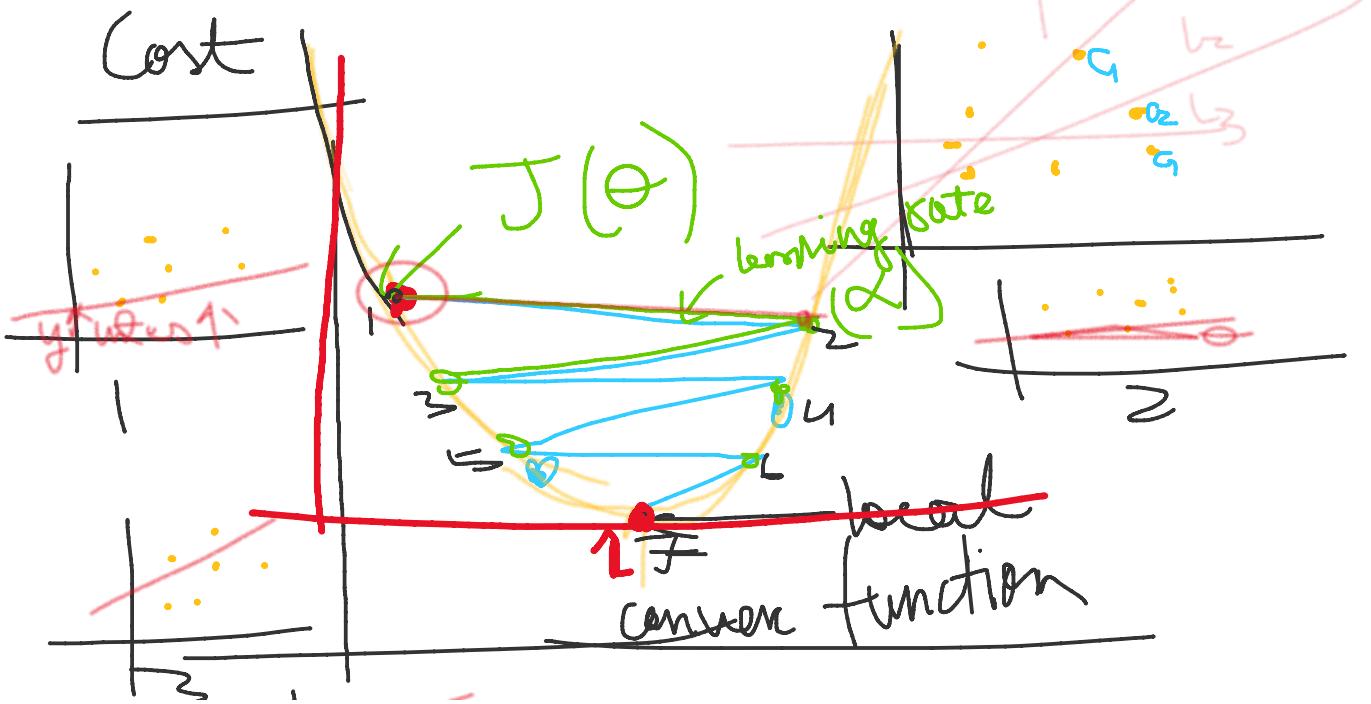
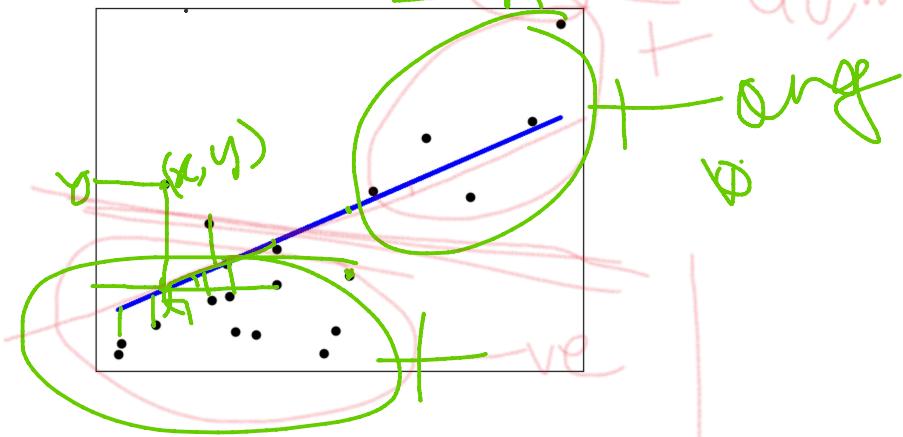
... coordinates

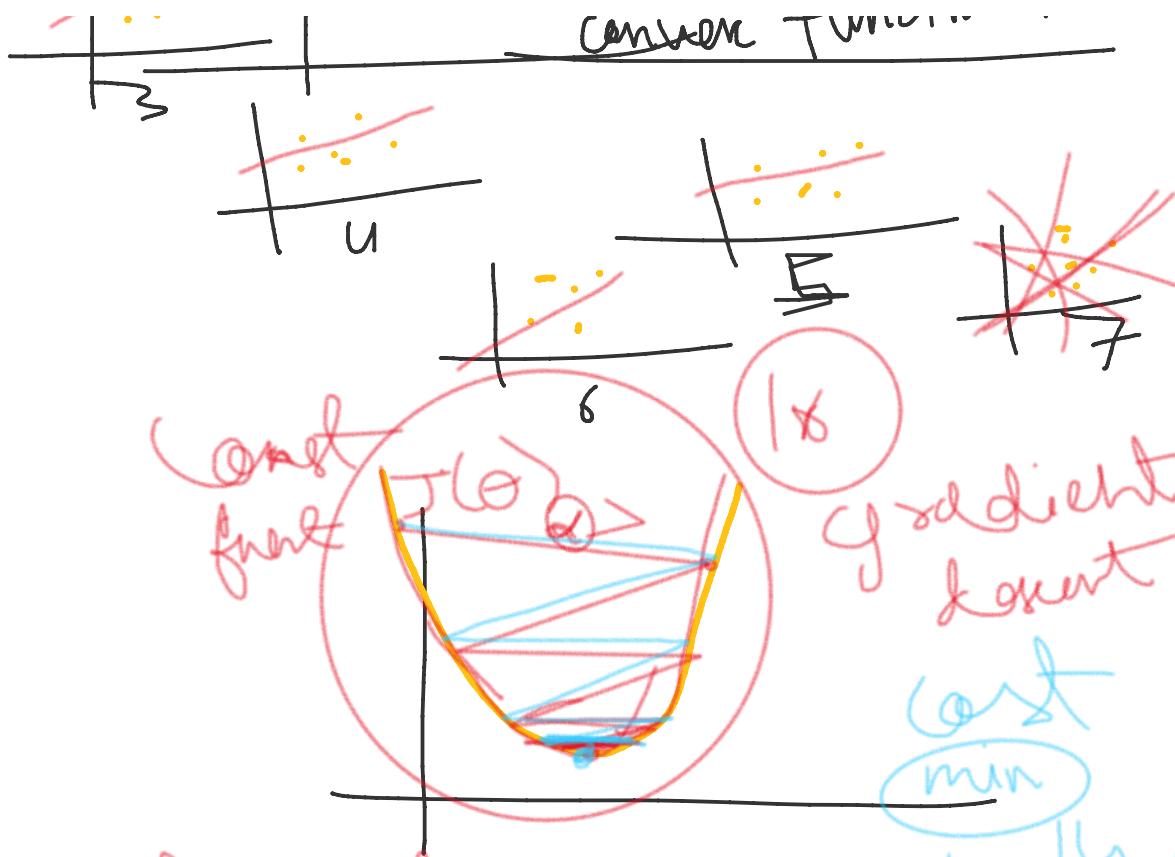
'l' based accurate

cost function define

$$\frac{1}{m} \sum_{i=1}^m (h_{\theta}(x_i) - y_i)^2$$

mean =





contour plot

$$\theta_1 := \theta_1 - \alpha \frac{\partial}{\partial \theta_1} J(\theta_1)$$

If α is too small, gradient descent can be slow.

If α is too large, gradient descent can overshoot the minimum. It may fail to converge, or even diverge.

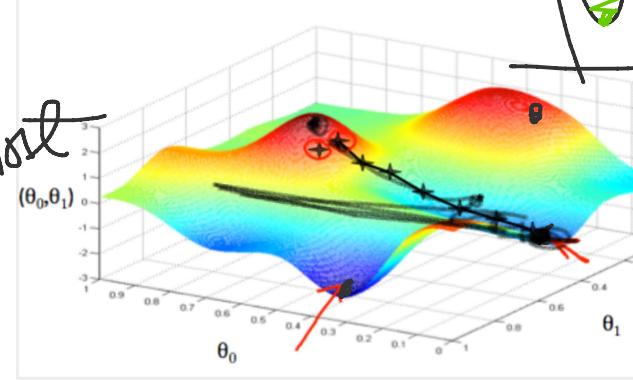
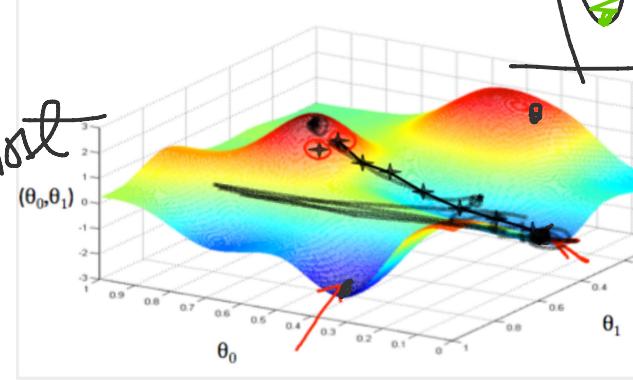
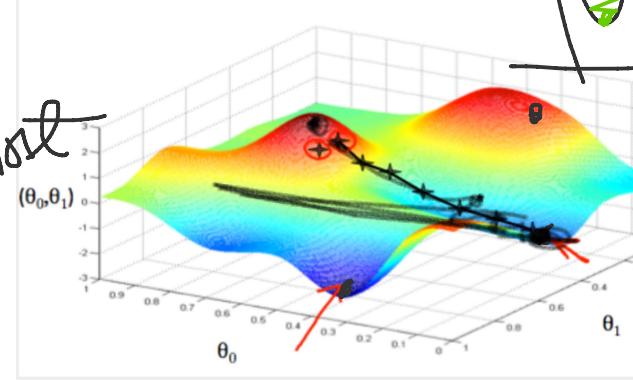
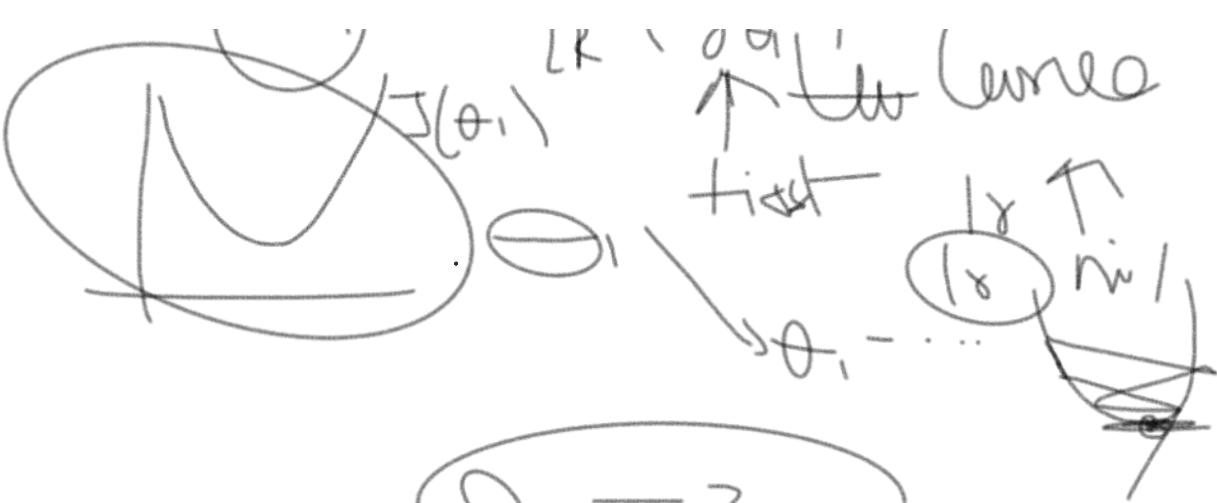
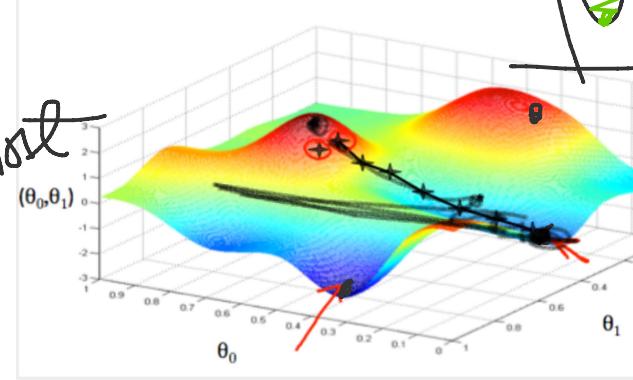
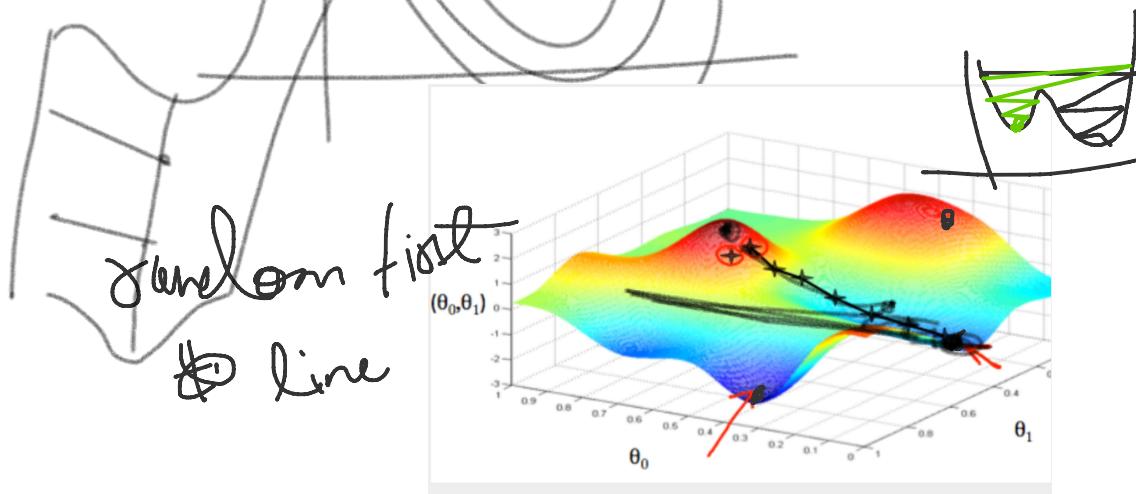
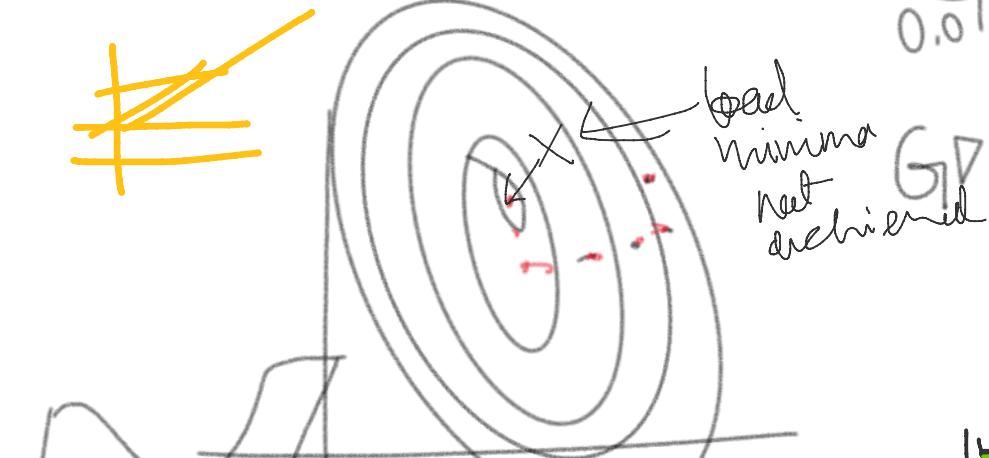
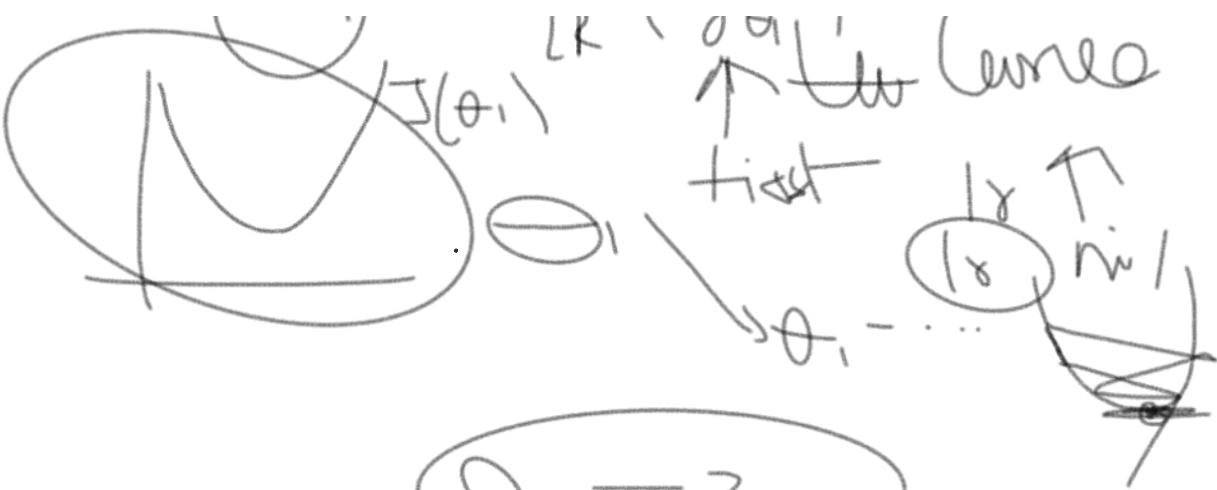
function (GD)

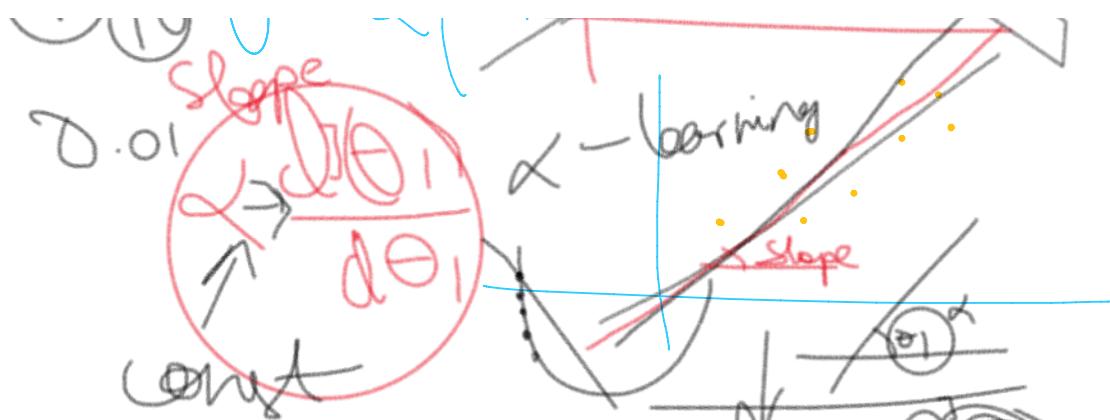
$$\theta_1 = \theta_1 - \alpha \left(\frac{\partial J(\theta_1)}{\partial \theta_1} \right)$$

↑ the curve

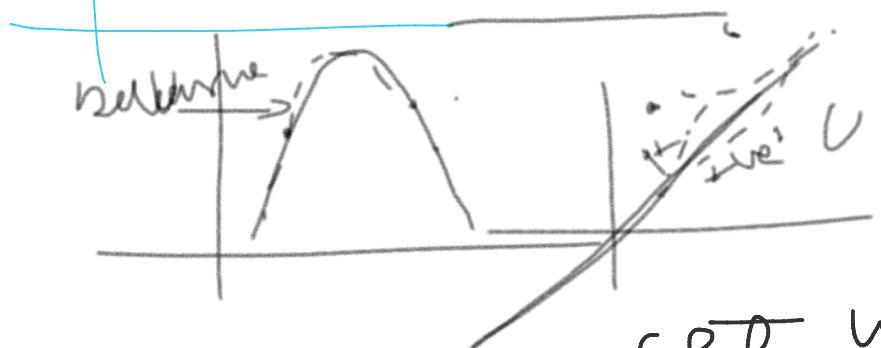
$$J(\theta)$$



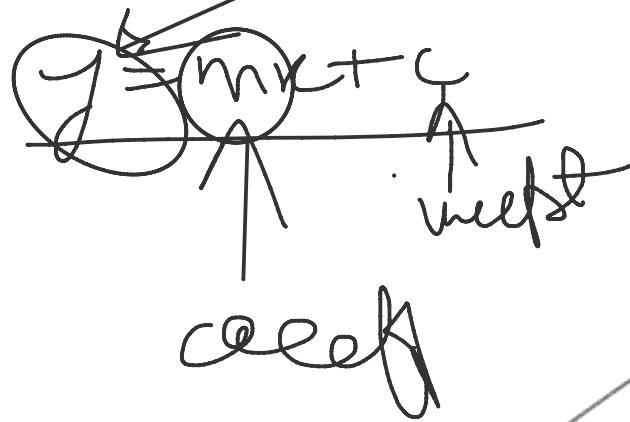


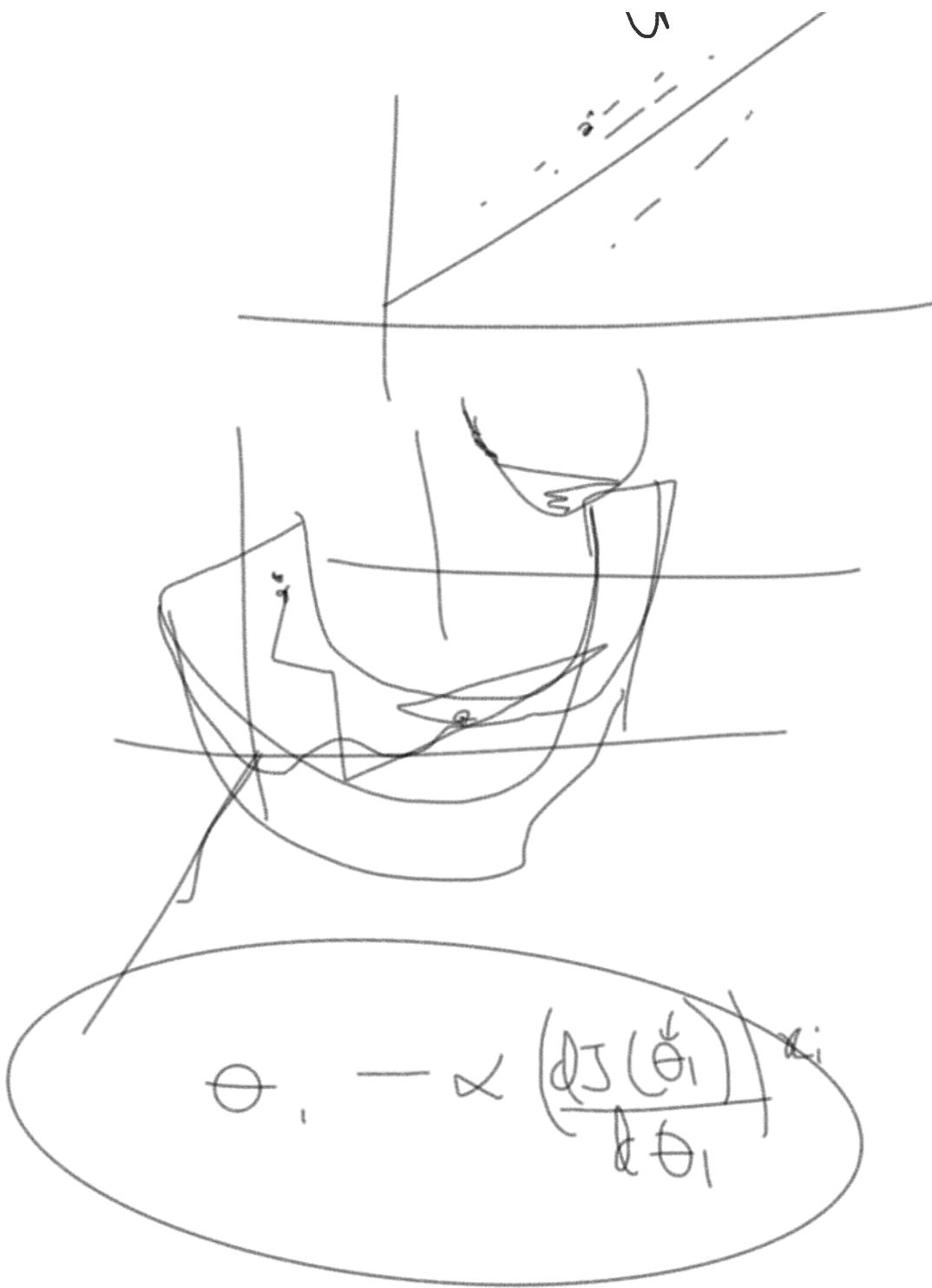


(Minut
ans) 1001



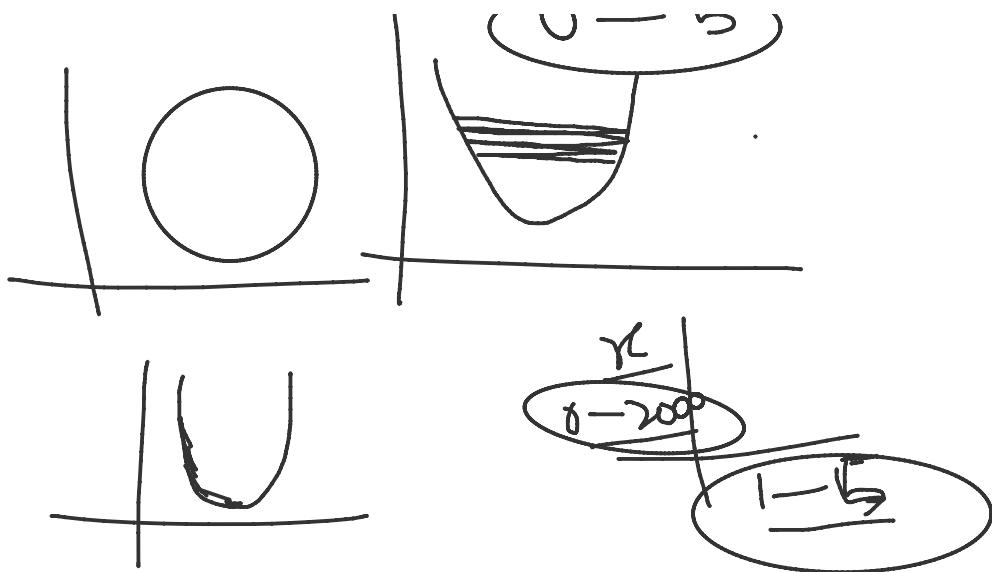
set value





~~Feature~~ \Rightarrow

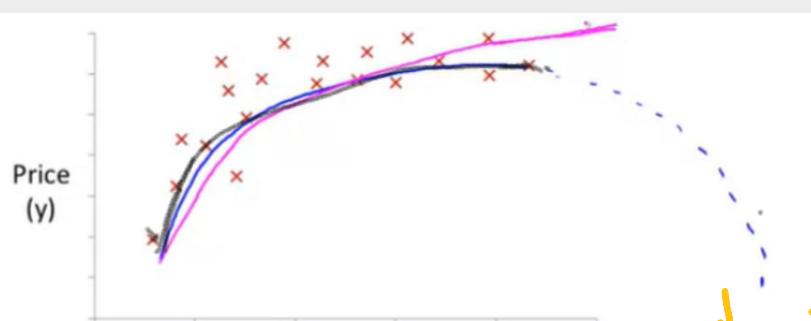
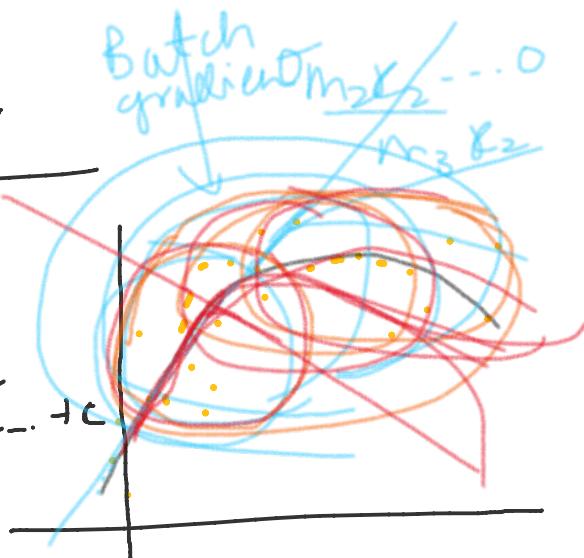
FS (x, y)
| | $O - 5$



Poly Reg

$$y = m_1 x + c$$

$$y = m_1 x_1 + m_2 x_2 + \dots + c$$



$$\mathcal{J}(\theta) = \frac{1}{2} \text{det}(X^T X)^{-1} X^T y$$

over v-' inverse
of mat

Examples: $m = 4$.

x_0	Size (feet ²)	Number of bedrooms	Number of floors	Age of home (years)	Price (\$1000)
x_1	2104	5	1	45	y
x_2	1416	3	2	40	
x_3	1534	3	2	30	
x_4	852	2	1	36	

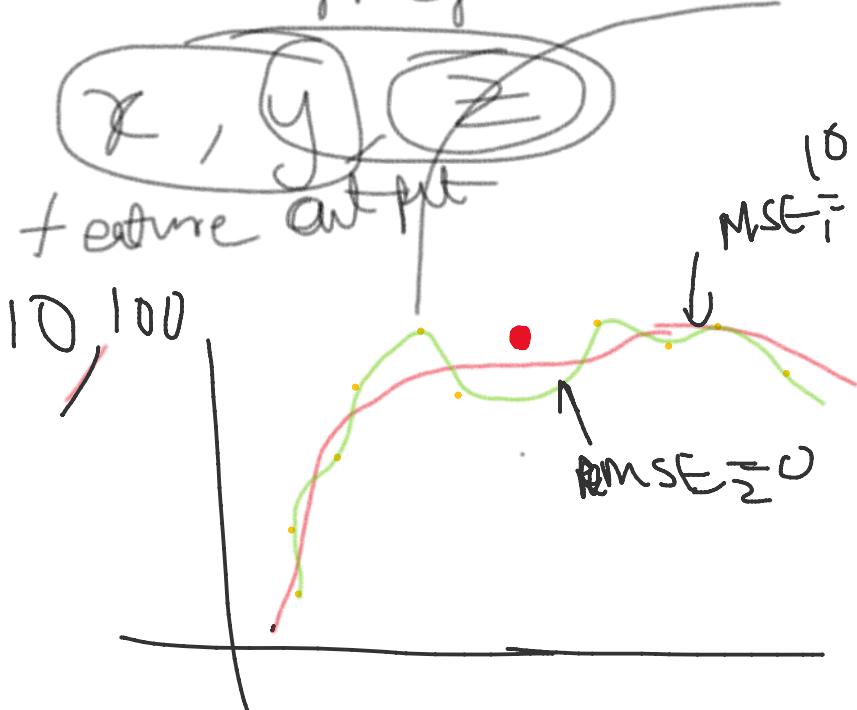
$X = \begin{bmatrix} 1 & 2104 & 5 & 1 & 45 \\ 1 & 1416 & 3 & 2 & 40 \\ 1 & 1534 & 3 & 2 & 30 \\ 1 & 852 & 2 & 1 & 36 \end{bmatrix}$ $m \times (n+1)$

$y = \begin{bmatrix} 460 \\ 232 \\ 315 \\ 178 \end{bmatrix}$ m -dimensional vector

$\theta = (X^T X)^{-1} X^T y$



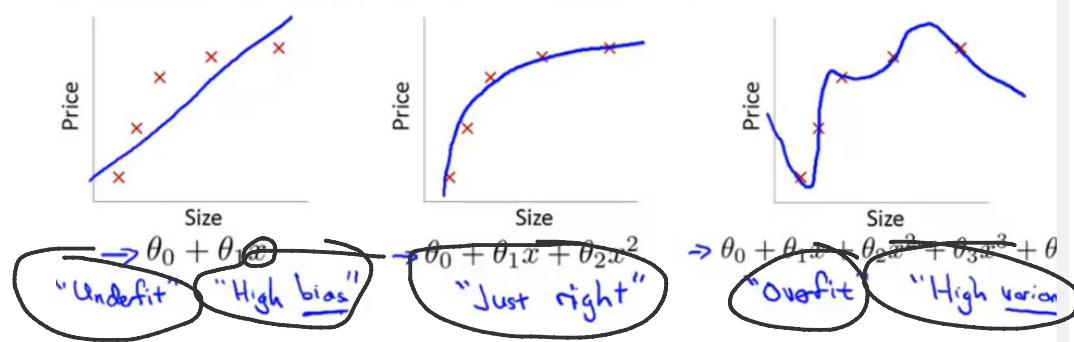
Poly Regress



Overfitting

Example: Linear regression (housing prices)

Example: Linear regression (housing prices)



$$\hat{\alpha}_1 - \dots - \hat{\alpha}_{12}^{10}$$

