

Linear Algebra - 2

Slope, intercept (weight bias)
 $y = mx + c$ $y = wx + b$

vector

classifier / decision boundary

misclassification

Halfspace

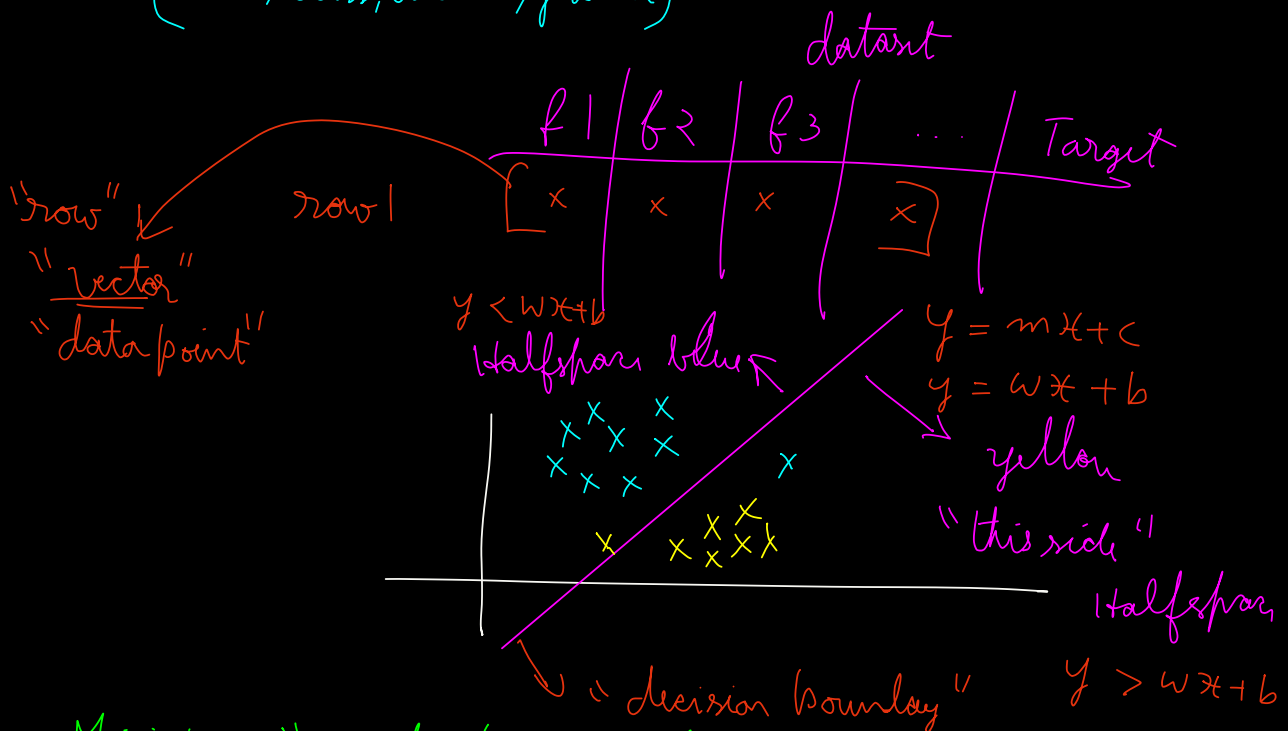
Plane

Context: Orange Vs Tangerine
 Fish 1 Vs Fish 2
 IPL → win Vs defeat

len
width
col

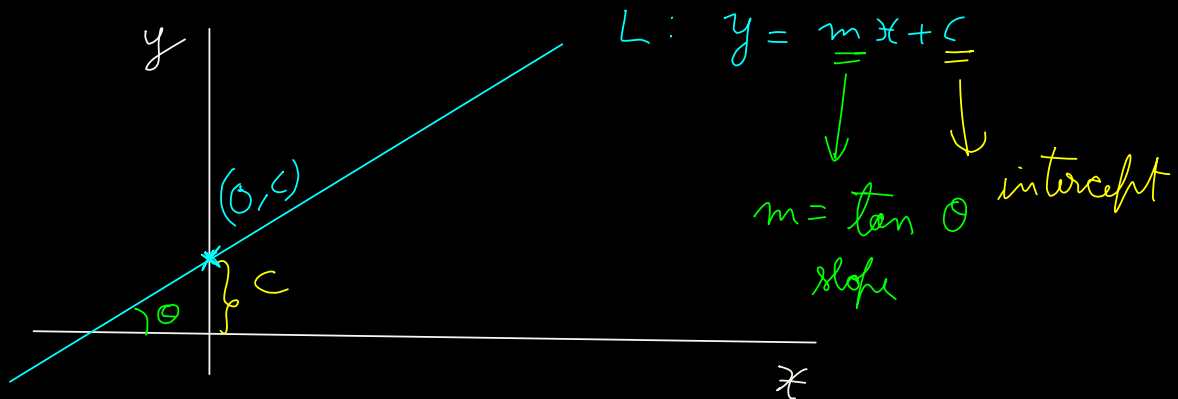
(score, overs, wicket, ground)

scatter plot
from "features"



Minimize "misclassification" ("error")
 among all possible values of w & b

Get "best" w and b



when $x=0$, $y=c$ $(0, c) \in L$

$$y = mx + c \Leftrightarrow 2y = 2mx + 2c$$

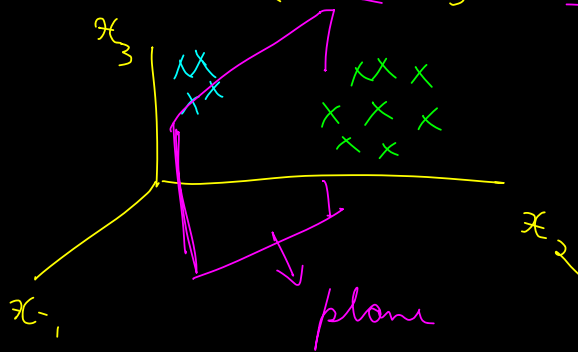
$$w_1 x_1 + w_2 x_2 + w_0 = 0$$

2 features

w_0 or b
mean the same

3 features :

$$w_1 x_1 + w_2 x_2 + w_3 x_3 + w_0 = 0$$



n-dimension $w_1 x_1 + w_2 x_2 + \dots + w_n x_n + w_0$
 "hyperplane"

Matrix Multiplication

$$\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}_{2 \times 2} \begin{bmatrix} 5 & 6 \\ 7 & 8 \end{bmatrix}_{2 \times 2} = \begin{bmatrix} 19 & 22 \\ 43 & 50 \end{bmatrix}_{2 \times 2}$$

$$\begin{aligned} 1 \times 5 + 2 \times 7 &= 19 \\ 1 \times 6 + 2 \times 8 &= 22 \\ 3 \times 5 + 4 \times 7 &= 43 \end{aligned}$$

$$\begin{matrix} \text{row} & \text{column} \\ \begin{bmatrix} 1 & 2 \end{bmatrix}_{1 \times 2} & \begin{bmatrix} 5 \\ 7 \end{bmatrix}_{2 \times 1} = 19_{1 \times 1} \end{matrix}$$

"dot product" "scalar"

dot product of $\begin{bmatrix} x_1 & x_2 \end{bmatrix}$ $\begin{bmatrix} y_1 \\ y_2 \end{bmatrix}$

$$= x_1 y_1 + x_2 y_2$$

dot product $\begin{bmatrix} w_1 & w_2 \end{bmatrix}$ $\begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$

$$w_1 x_1 + w_2 x_2 = -w_0 \longrightarrow w_1 x_1 + w_2 x_2 + w_0 = 0$$

dot product $\begin{bmatrix} m & -1 \end{bmatrix}$ $\begin{bmatrix} x \\ y \end{bmatrix}$

$$m x - y = -c$$

$$\hookrightarrow y = mx + c$$

Dot product Notation

$$x^T y \quad \text{or} \quad x \cdot y \quad \text{or} \quad \langle x, y \rangle$$

"vector" \rightarrow default assume column vector

$$(1, 2) \rightarrow \begin{bmatrix} 1 \\ 2 \end{bmatrix}$$

"row" of dataset \rightarrow "column"

income
diff
property
...

dot product of $x = (1, 2)$ and $y = (3, 4)$

$$x = \begin{bmatrix} 1 \\ 2 \end{bmatrix} \quad y = \begin{bmatrix} 3 \\ 4 \end{bmatrix}$$

$$x^T y = \begin{bmatrix} 1 & 2 \end{bmatrix} \begin{bmatrix} 3 \\ 4 \end{bmatrix} = 3 + 8 = 11$$

Our parameter : $(w_1, w_2, w_3, \dots, w_n, w_0)$

is itself some sort of a "vector"

parameter & feature are engaged as

$$w_1 x_1 + w_2 x_2 + \dots + w_n x_n + w_0 = 0$$

$$w = \begin{bmatrix} w_1 \\ w_2 \\ \vdots \\ w_n \end{bmatrix} \quad x = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} \quad w_0 : \text{number / scalar}$$

$n \times 1$

^{$n \times 1$}
Loan example

^{1×1}
 x_1 : applicant income "features"
 x_2 : Co-app income
 x_3 : credit history
 x_4 : prof area ..

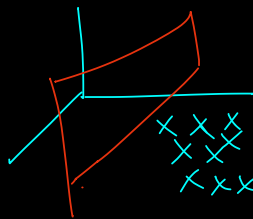
Loan status "target"

$$\underbrace{10}_{w_1} x_1 + \underbrace{4}_{w_2} x_2 + \underbrace{700}_{w_3} x_3 \longrightarrow \text{can this predict target}$$

$$w = \begin{bmatrix} 10 \\ 4 \\ 700 \\ \vdots \end{bmatrix} \quad x = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ \vdots \end{bmatrix}$$

"new feature"
 $w^T x$

finding this
is the biggest challenge

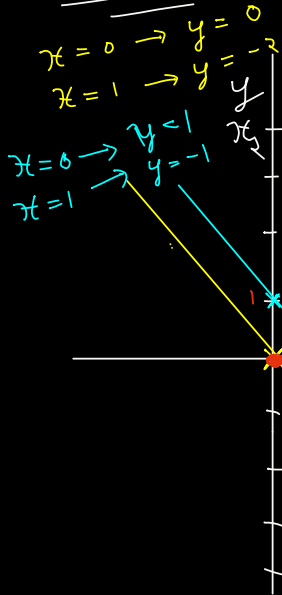


"best decision boundary"

- ↳ depends on the parameters w & w_0
- ↳ finding the "best" w & w_0
is the main part of "learning"
in machine learning

Relation between parameter (w & w_0) & decision boundary

Recap line



$$L1: y = mx + c$$

$$m = -2, c = 0$$

$$y = -2x$$

$$2x + y = 0 \quad w_1 = 2$$

$$2x_1 + x_2 = 0 \quad w_2 = 1$$

$$w_0 = 0$$

$L2:$

$$y = mx + c$$

$$m = -2, c = 1$$

$$y = -2x + 1$$

$$2x + y - 1 = 0$$

$$2x_1 + x_2 - 1 = 0$$

$$w_1 = 2$$

$$w_2 = 1$$

$$w_0 = -1$$

$$w_1 x_1 + w_2 x_2 + w_0 = 0$$

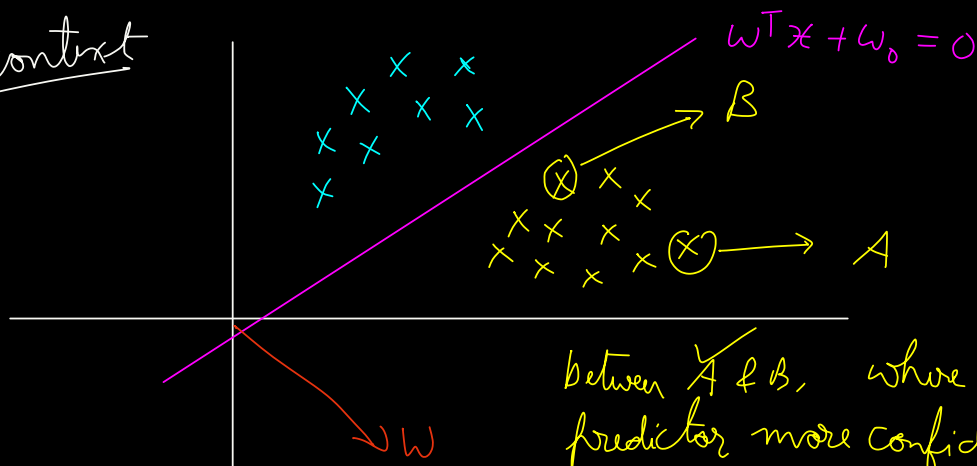
slides the line

$$w \perp L1$$

$$w \perp L2$$

$$\begin{bmatrix} w_1 & w_2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + w_0 = 0$$

Recap context

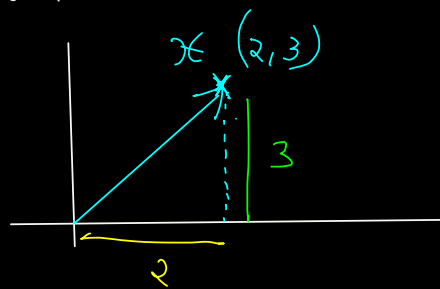


between A & B, where is the predictor more confident?

Which side does the point lie (next class Halfspace)

$$\text{new } x \Rightarrow \begin{cases} w^T x + w_0 > 0 \\ w^T x + w_0 < 0 \end{cases}$$

Length "norm"



"norm"
|| · ||

$$\|x\| = \sqrt{2^2 + 3^2}$$

Angle :

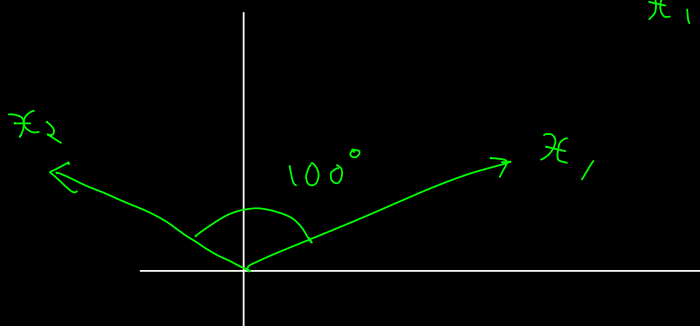
$x_1 = (2, 3)$
 $x_2 = (3, 4)$
 $(0, 0)$

$x_1^T x_2 = 2 \cdot 3 + 3 \cdot 4 = 18$
 $\|x_1\| = \sqrt{2^2 + 3^2}$
 $\|x_2\| = \sqrt{3^2 + 4^2}$
 $x_1^T x_2 = \|x_1\| \|x_2\| \cos \theta$

$$\cos \theta = \frac{18}{\sqrt{2^2 + 3^2} \sqrt{3^2 + 4^2}}$$

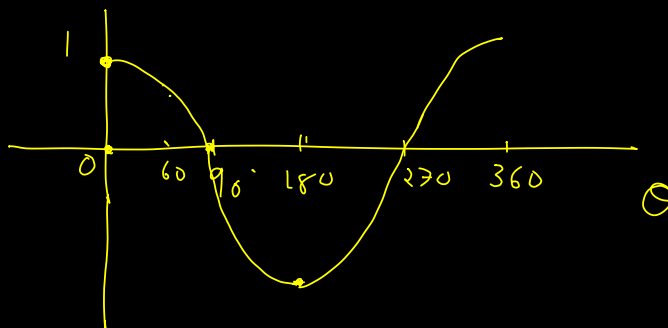
$$\cos \theta = \frac{x_1^T x_2}{\|x_1\| \|x_2\|}$$

$x_1^T x_2 \begin{cases} \rightarrow +ve? \\ \rightarrow -ve? \end{cases}$

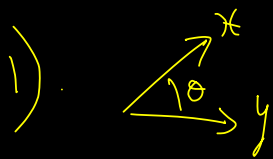


$\cos \theta$:

θ	$\cos \theta$
0	1
60°	1/2
90°	0



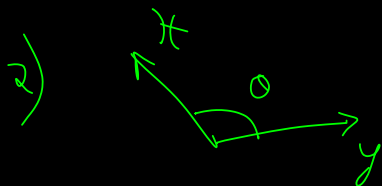
$$x^T y = \|x\| \|y\| \cos \theta$$



$$\theta < 90^\circ$$

then $x^T y > 0$

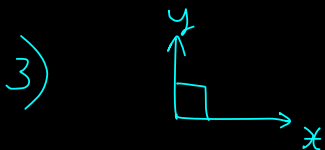
"acute"



$$\theta > 90^\circ$$

then $x^T y < 0$

"obtuse"



$$\theta = 90^\circ$$

then $x^T y = 0$

$$\cos 90 = 0$$