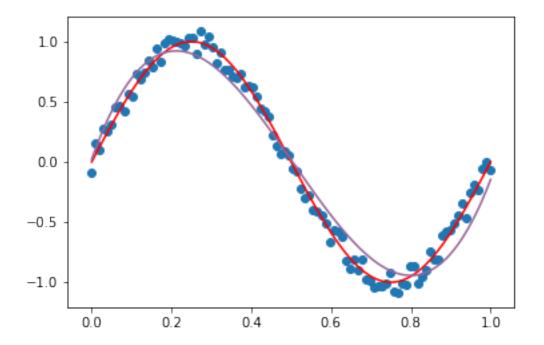
Exercise 01

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```
In [26]: %matplotlib inline
         import numpy as np
         import matplotlib.pyplot as plt
         from math import pi
         from matplotlib import animation, rc
         from IPython.display import HTML
In [27]: def random_data(xs):
             noise = np.random.rand(len(xs)) * 0.2 - 0.1
             values = np.sin(xs * 2 * pi)
             return values + noise
         def draw(theta, xs, iteration):
             ys = []
             for x in xs:
                 ys.append(hyp(theta, x))
             plt.plot(xs, ys, color=(0.6, 0.8 * iteration, 0.6))
         def cost(theta, xs, ys):
             total_error = 0
             for i, x in enumerate(xs):
                 total_error += (ys[i] - hyp(theta, x)) ** 2
             return total_error / 2
         def hyp(theta, x, polynomial=True):
             summed = 0
             for i, t in enumerate(theta):
                 summed += t * (x ** i) if polynomial else t * x
             return summed
In [28]: alpha = 0.5
         length = 100
         xs = np.linspace(0, 1, length)
         ys = random_data(xs)
In [36]: plt.scatter(xs, ys)
        plt.plot(xs, np.sin(xs * 2 * pi), color="red")
```

```
theta = np.random.rand(4)
iterations = 5000
for iteration in range(iterations):
    for i, x in enumerate(xs):
        new_theta = np.copy(theta)
        for j in range(len(theta)):
            new_theta[j] = theta[j] + (alpha * (ys[i] - hyp(theta, x)) * (x ** j))
        theta = new_theta
#if iteration % int(iterations/10) == 0:
# draw(theta, xs, iteration/iterations)
```

draw(theta, xs, 0.5)



0.1 Names

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0.2 Alpha Value

Choosing different alpha values can speed up the learning process in that fewer iterations are required to get a reasonable approximation. But large alpha values can also lead to the resulting function being a worse estimation as the step size is to large to get close to the correct function.

- 0.005 only produce good results for large numbers of iterations ~10.000
- 0.05 produced good approximations faster

- 0.5 still yields a decent aproximation in just 5.000 iterations
 0.8 produces bad results regardless of the number of iteartions

A reasonable alpha value would be 0.5.