1. Feature Scaling (Part1)

It'll enable GD to run much faster:)

```
\widehat{price} = w_1 x_1 + w_2 x_2 + b
size + bedrooms
1000 = 3-4
```

 x_1 : size (feet²)

range: 300 - 2,000

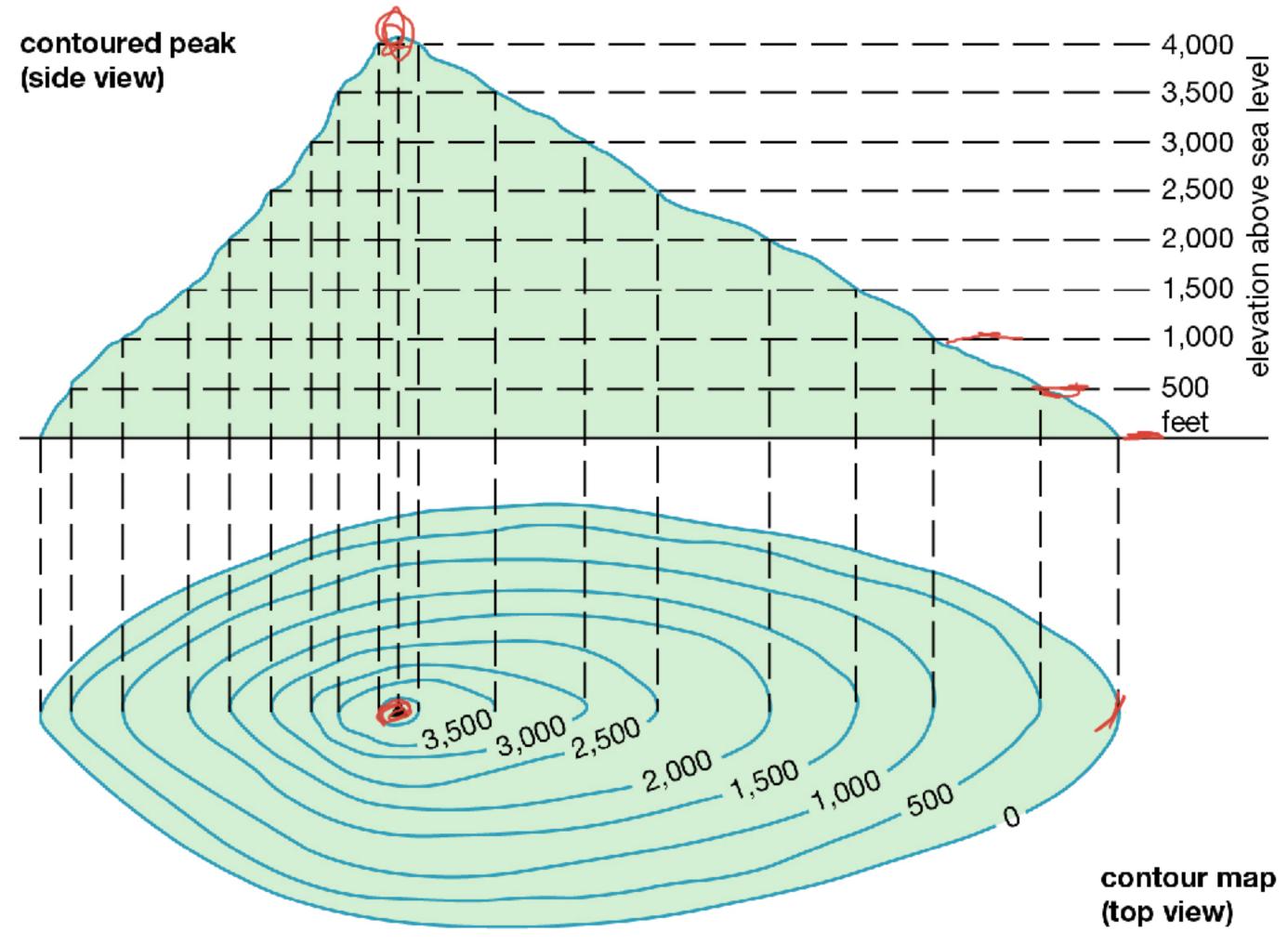
 x_2 : # bedrooms

range: 0 - 5

EX:

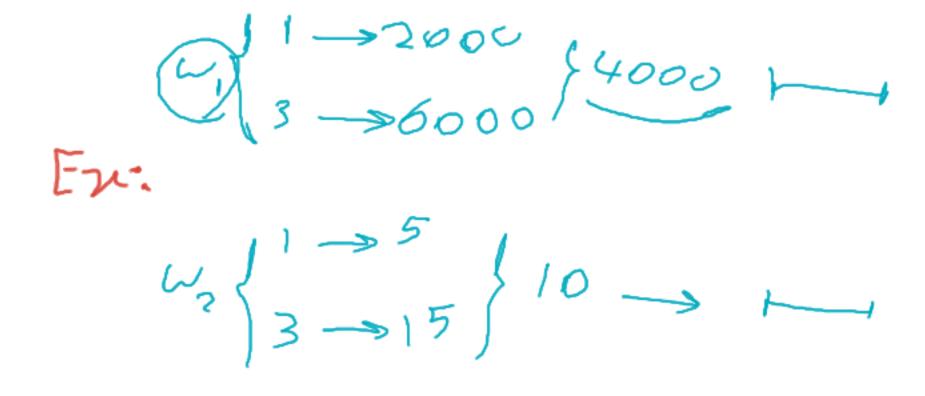
$$x_1 = 2000$$
, $x_2 = 5$, price = \$500
 $w_1 = 0.1$, $w_2 = 50$, $b = 50$
 $yrice = 0.1 * 2000k + 50 * 5 + 50$
 $yrice = $500k$ more reasonable

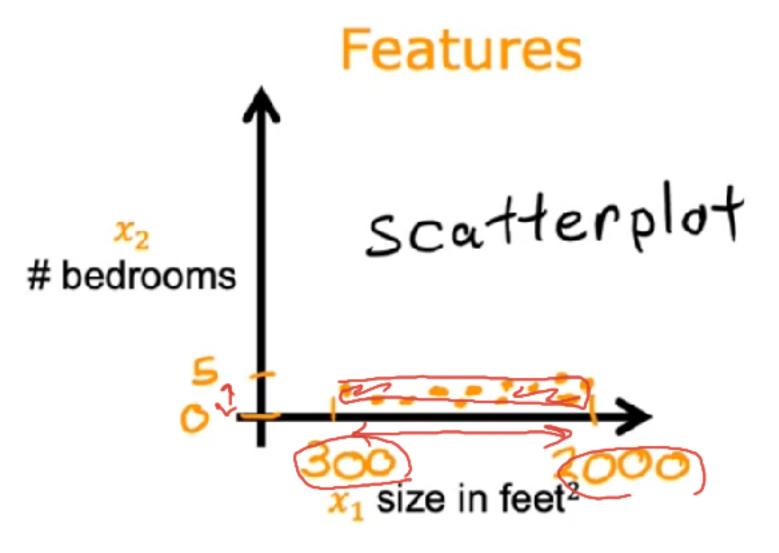


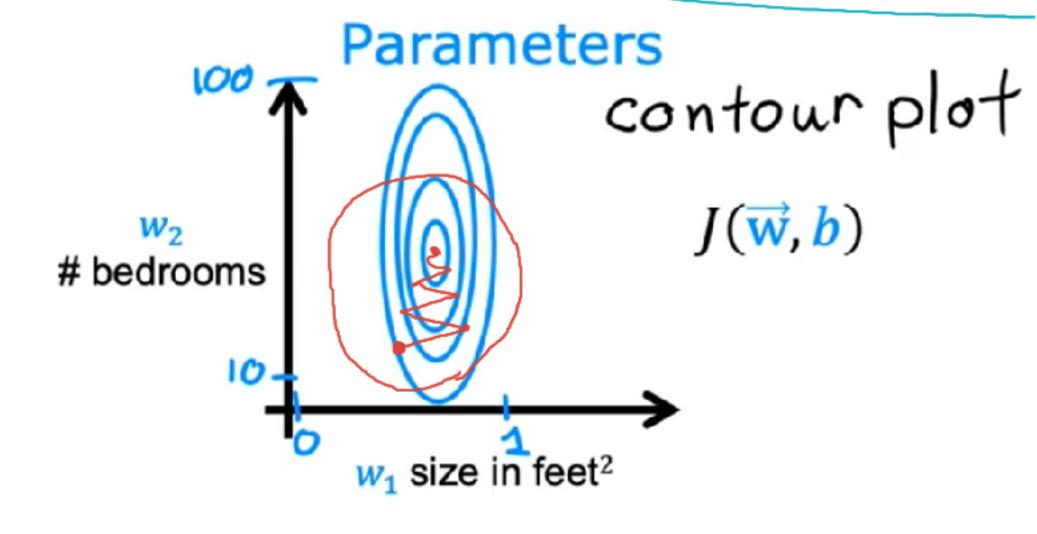


$$x_1 = 2000$$
, $x_2 = 5$, price = \$500\left{\sqrt{x}}

\text{price} = \frac{w_1 x_1}{size} + \frac{w_2 x_2}{bedrooms} + bedrooms







Feature Scaling (Part1)

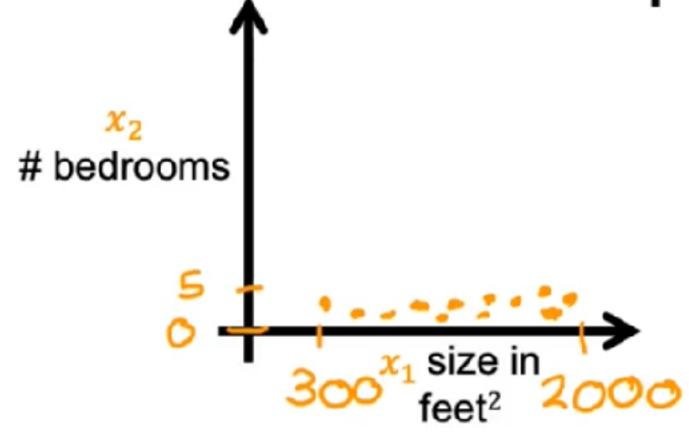
It'll enable GD to run much faster:)

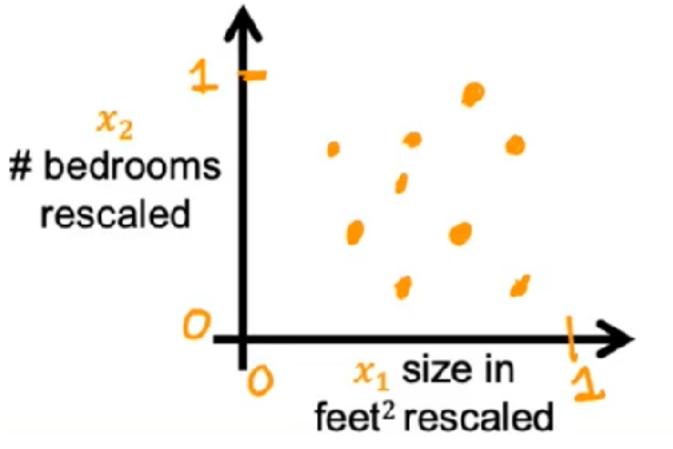


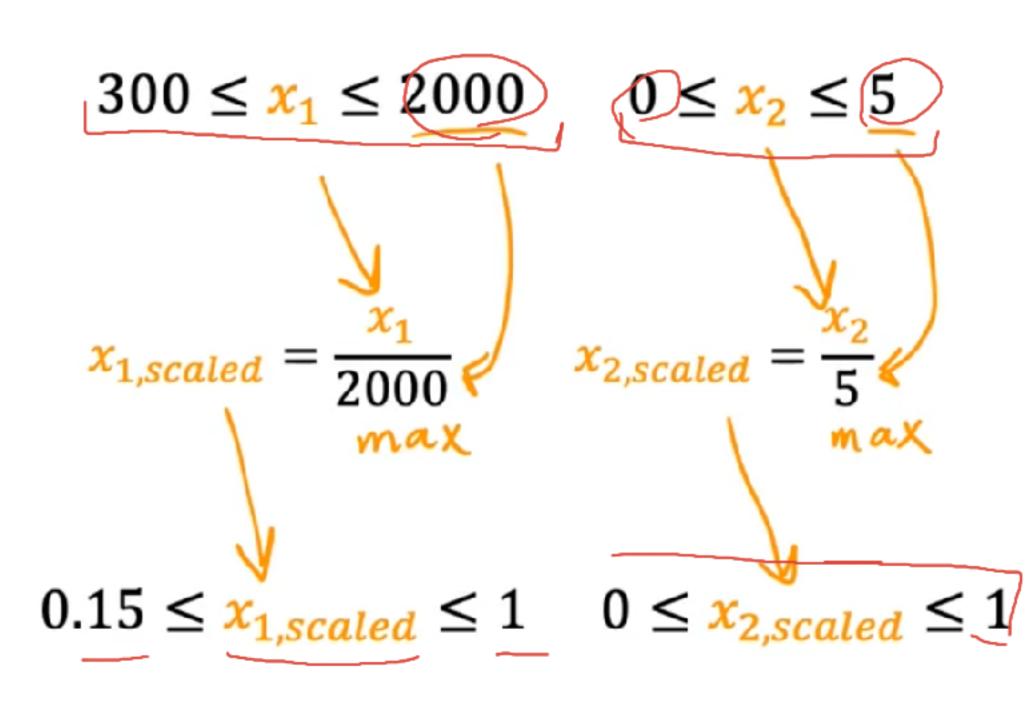
2. Feature Scaling (Part2)

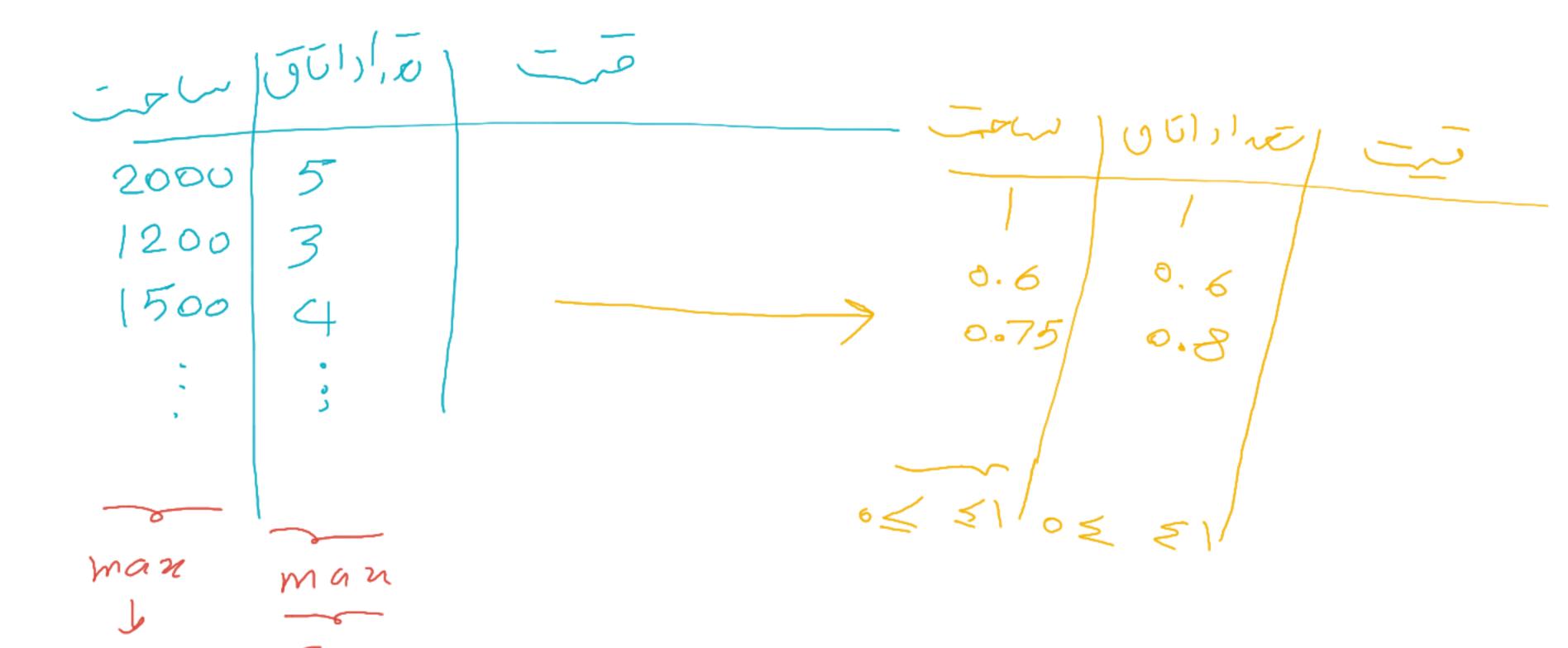
It'll enable GD to run much faster:)

Feature scaling



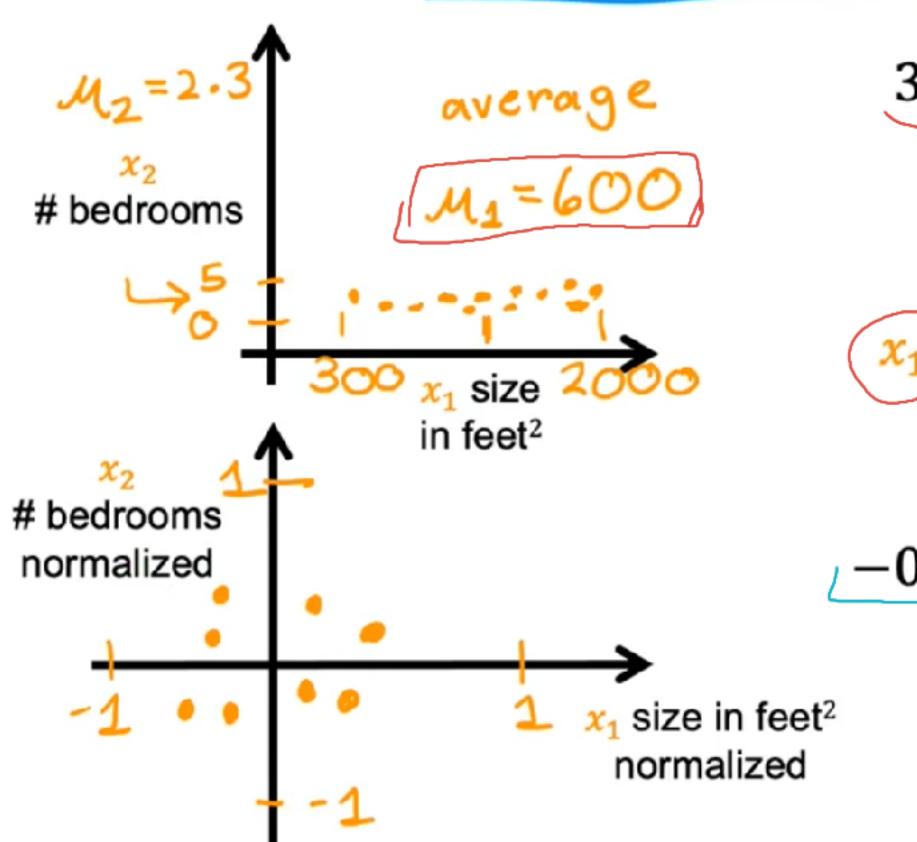


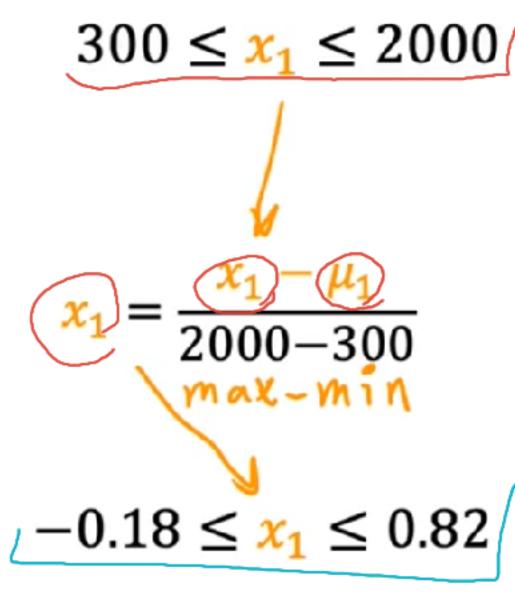




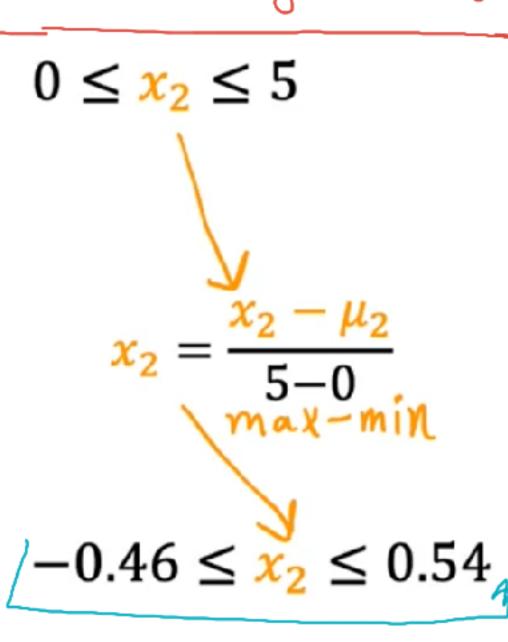
Mean normalization

 $z_j = \frac{y_j - y_j}{man(n_j) - min(n_j)}$



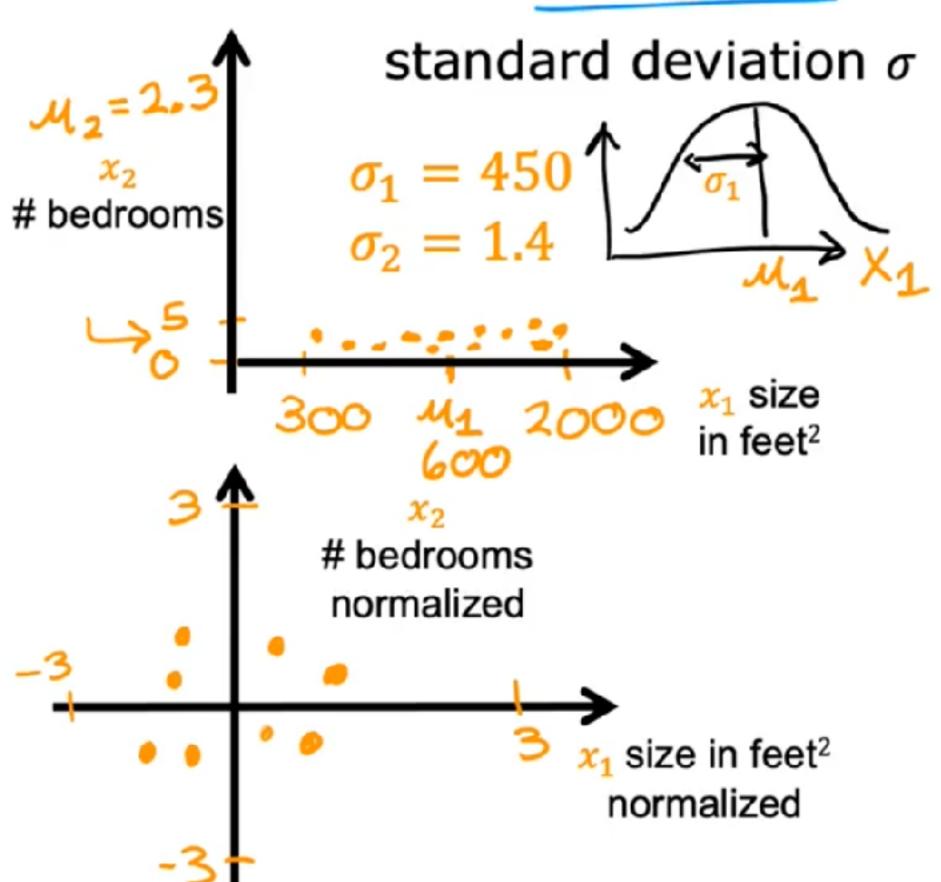


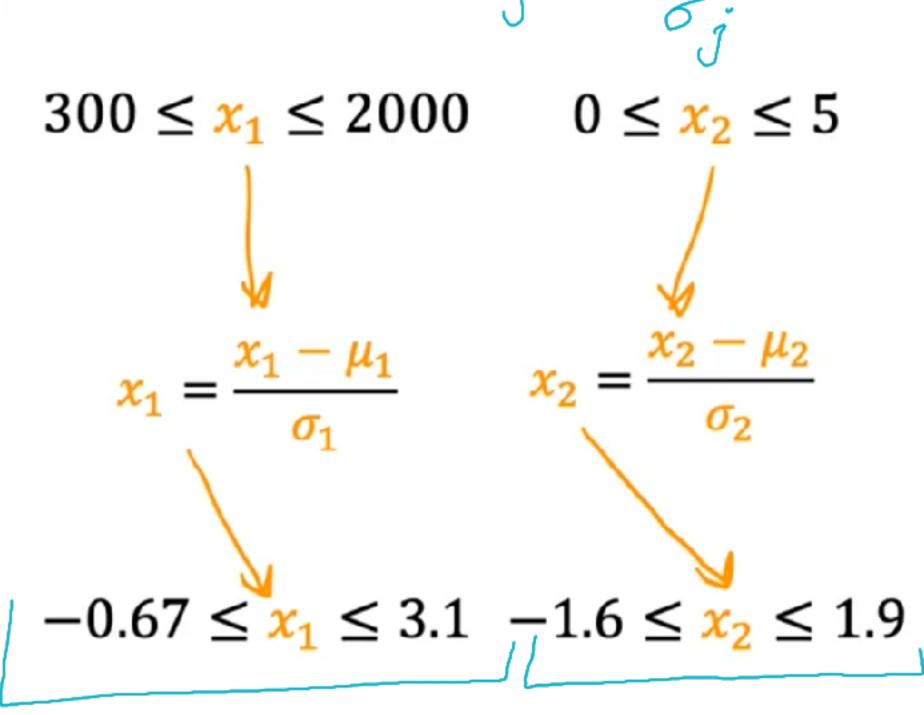
- 1 < 21; < 1



- 1700 - 1 0 1 N

Z-score normalization





standard deviation (نماد σ)

، های پراکندگی است که نشان میدهد بهطور میانگین دادهها چه مقدار از مقدار متوسط فاصله دارند ههای با اختلاف بیشتر از دو انحراف معیار از مقدار میانگین به عنوان دادههای پرت در نظر گرفته و از تحلیل، خارج میشوند

$$\sigma = \sqrt{\frac{1}{N} \sum_{i=1}^{N} (x_i - \mu)^2}, \mu = \frac{1}{N} \sum_{i=1}^{N} x_i$$

17, 18, 10, 74, 10, 10, 14, 10, 17, 10mean = (17+18+10+10+10+10+10+10+10+10)/11 = 18

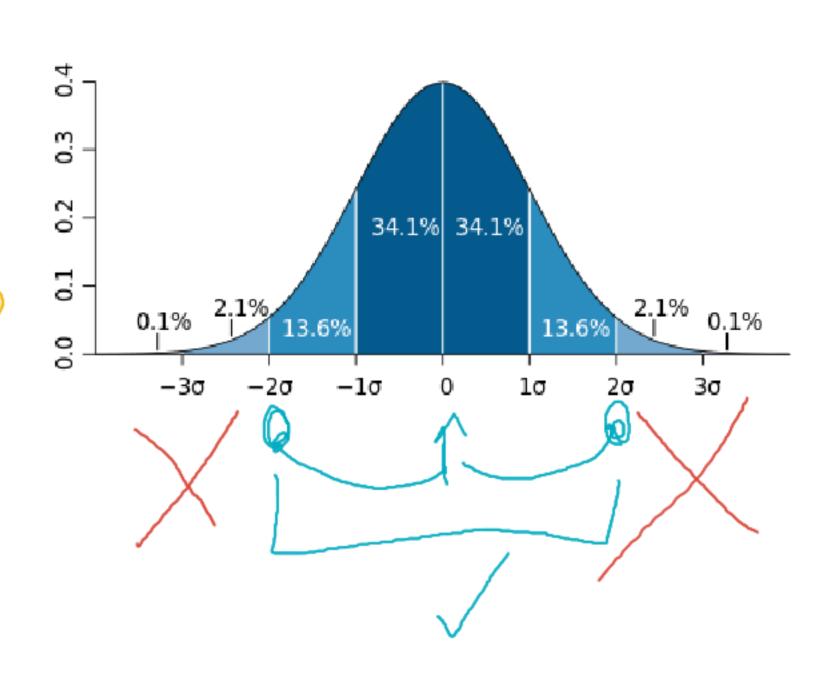
$$(1Y-18)Y=18(18-18)Y=1$$

$$(1 \wedge -1)$$

$$(1\Delta-15)Y=1$$
 $(1\Lambda-15)Y=Y$

$$(14-15)Y=4$$
 $(14-15)Y=1$

$$(1 \forall -1 \forall 1) P = \forall (1 \forall -1 \forall 1)$$



$$0 \le x_1 \le 3$$
$$-2 \le x_2 \le 0.5$$

$$-100 \le x_3 \le 100$$

$$-0.001 \le x_4 \le 0.001$$

$$98.6 \le x_5 \le 105$$

okay, no rescaling okay, no rescaling

too large -> rescale

too small -> rescale

too large -> rescale