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M Tu W Th F S Su

Standardization

original value

$$st. = \frac{x - \mu}{\sigma} \rightarrow \begin{matrix} \text{mean} \\ \text{standard deviat'n of} \\ \text{original values} \end{matrix}$$

Day fx rates ↓ Daily trading vla

Day	fx rates	Daily trading vla
1	1.3	110000 1 - 0.25
2	1.34	98700 (0.85)
3	1.25	135000 1.1

$$\mu_{\text{cam}} = \frac{1.3 + 1.34 + 1.25}{3} = 1.3$$

$$std = 0.065$$

①

"Clustering" name | Long | Lat | Feature

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import library

import pandas as pd

import numpy as np

import matplotlib.pyplot as plt

import seaborn as sn

from sklearn.cluster import KMeans

Load the data → data = pd.read_csv('country-data.csv')

plot it. plt.scatter(data['Longitude'], data['Latitude'])
plt.show

③ data_with_features = data.iloc[:, 1:3]

④ kmeans = KMeans(2)

kmeans.fit(data_with_features)

⑤ identify_cluster = kmeans.fit_predict(data_with_features)

To point it data1 = data.copy()

data1['feature'] = identify_cluster

[data1['feature']] → it will show with new feature

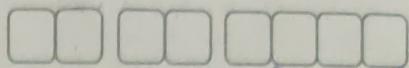
plt.scatter(data1['Longitude'], data1['Latitude'],

c = data1['feature'], cmap='rainbow')

plt.show.

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cost function (Loss or error functⁿ)

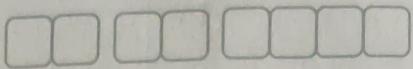
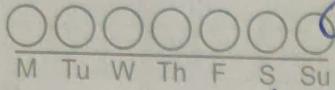
- measure of how well your algo models your dataset.
- If your prediction too much deviate from actual results then cost is high

$$J(\beta) = \frac{1}{2m} \sum_{j=1}^m (y_j - \hat{y}_j)^2$$

Gradient Decent

- ↳ Optimized algorithm based on continuous improvement toward reducing cost.

Regularization



is a way to reduce model overfitting and variance

- ① Requires some addⁿ bias
- ② Requires a search for optimal penalty hyperparameter

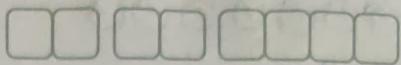
Types of regularization

- ① L1 \rightarrow Lasso regression
- ② L2 \rightarrow Ridge Regression
- ③ L1+L2 \rightarrow Elastic Net

L1 regularization adds a penalty equal to the absolute value of the magnitude of coefficient.

- ① limit the size of coef.
- ② can yield sparse model

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L₂ regularization adds a penalty equal to square of the magnitude of coefficient.

- ① All coefficient shrink by the same factor
- ② Does not necessarily eliminate coefficient

feature scaling

Standardized: Rescale data to have a mean (μ) of 0 and standard deviation (σ) of 1.

$$X_{\text{changed}} = \frac{X - \mu}{\sigma}$$

Normalized: Scales all values to be between 0 and 1

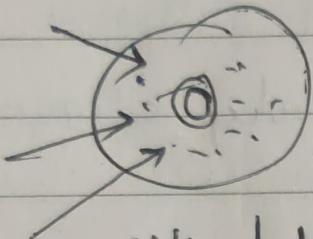
$$X_{\text{changed}} = \frac{X - X_{\min}}{X_{\max} - X_{\min}}$$

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Cross Validation →

Dartboard example

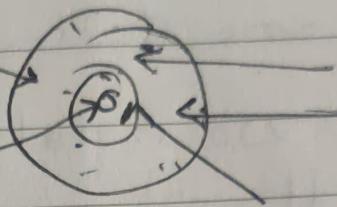
Bias (too less details)



always hitting left
of target (~~underfitting~~)

(Too much details)

Variance



hitting all over dashboard
some hit some miss
(overfitting)

In machine learning we're trying to find a spot between bias and variance

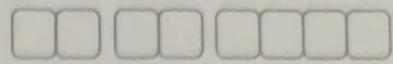
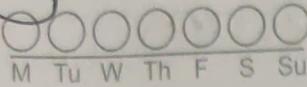
predicting Movie Genres

imdb Rating	IMDB Rating	Genre
8.0 (Mission: Impossible)	160	Action
6.2 (Gadar 2)	170	Action
7.2 (Rocky & Bull)	168	Comedy
5.2 (OMG 2)	155	Comedy

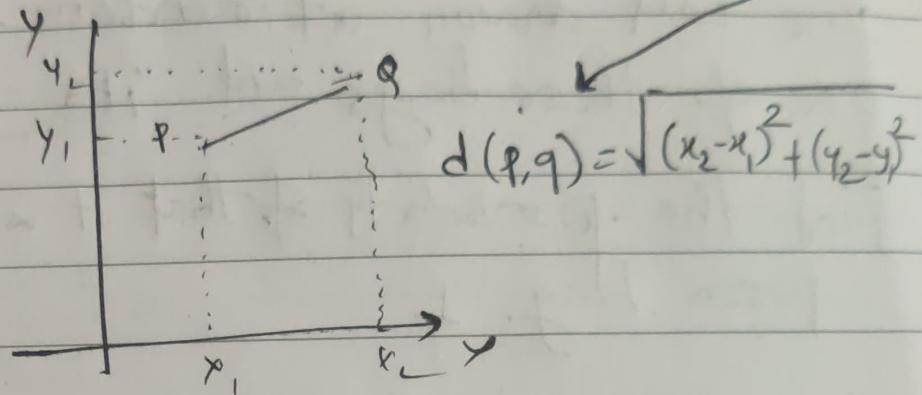
Calculated genre of Barbie with IMDB 7.4 20-114

K-nearest neighbor algo (K-NN)

Q1



Step 1 - calculate Distance euclidean distance b/w the new movie & old



predict barbie movie with is 7.4 and 114

Distance to (8.0, 160) =

MI to barbie

$$\sqrt{(7.4-8.0)^2 + (114-160)^2} = \sqrt{36+2116} = 46.00$$

$$\text{Gadar to barbie} = 56.00$$

$$\text{Rocky + Rani to barbie} = 54.00$$

$$\text{OMG 2 to barbie} = 41.00$$

Step 2 select nearest neighbor which is 41

so barbie is [comedy] movie

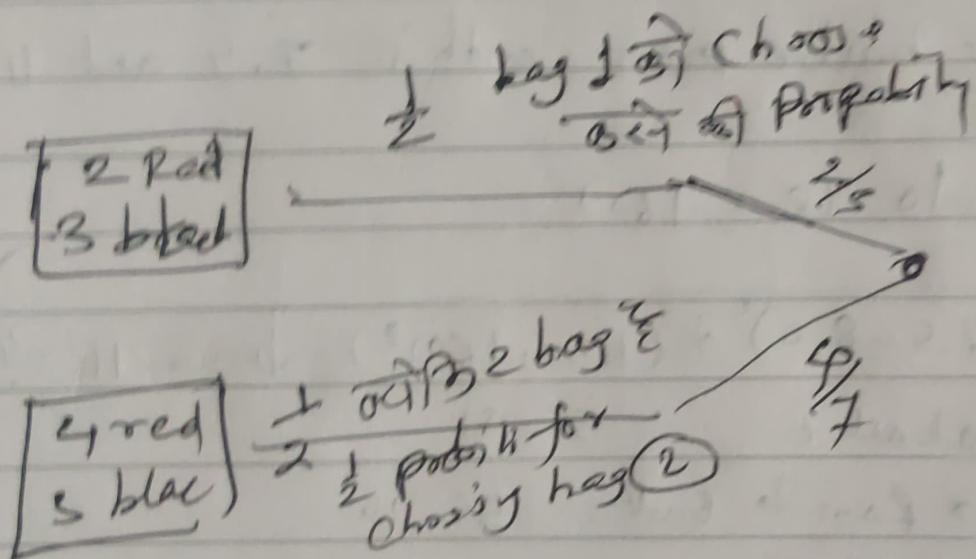
$$[k=1] \rightarrow$$

if we take $\frac{3}{k}$ nearer neighbor for voting
or all ("classificat")

Bag's theorem

Bag 1 have 2 Red 3 Black balls
 Bag 2 have 2 Red 4 Black ball

one ball drawn at random from
 one of these bags and its red
 find the probability of that it is drawn
 from bag 1



$$\text{Probability of Red} = \frac{2}{2+3} = \frac{2}{5}$$

$$\text{Total probability of red event} = \frac{1}{2} \times \frac{2}{5} + \frac{1}{2} \times \frac{2}{7}$$

$$= \frac{2}{10} + \frac{4}{14} = \frac{1}{5} + \frac{2}{7} = \frac{27}{35}$$

$$\frac{17}{25}$$

now come to Bayes theorem it is

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a reverse problem

इसमें bag के बारे में क्या है जिसका
bag से छार है ball

$$P(\frac{B_1}{R})$$

$$P(\frac{Y}{X}) = \frac{P(X|Y) * P(Y)}{P(X)}$$

This is naive baye algo.

$$P(y|x_1, x_2, x_n) = \frac{P(x_1|y) * P(x_2|y) * \dots}{P(x_1) * P(x_2) * \dots}$$

Step 1 prior probability.

Step 2 conditional probability.

Decision Tree

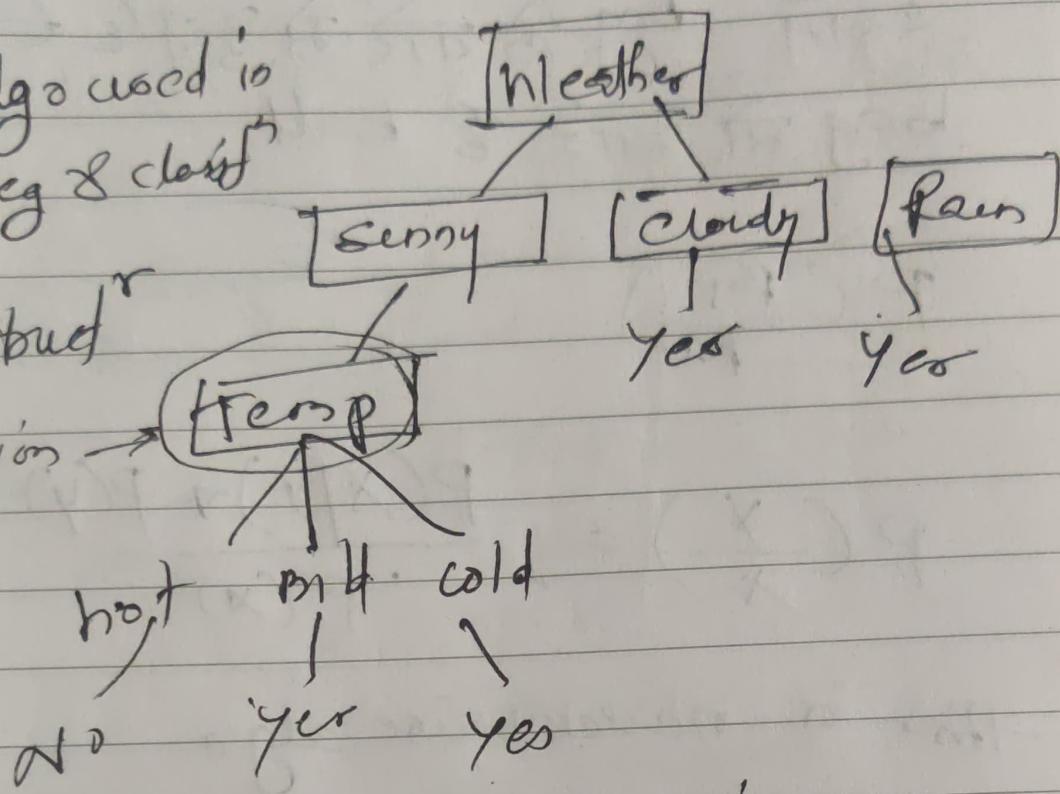
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- * ML algo used in both reg & class

* Face shield

* Decision node

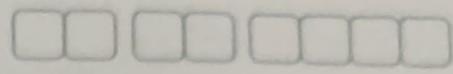
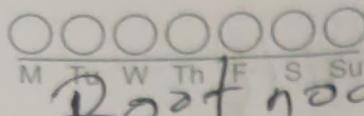


- * entropy and information gain

* pruning

[TDS & Random forest]

Play	Weather	Temp	Humidity	Wind	Play?



Root node ?

for this you have to use entropy information gain or weather

[Step 1] - Entropy of full dataset

$$S[+9, -5] = \frac{9}{14} \log_2 \frac{9}{14} + \frac{5}{14} \log_2 \frac{5}{14}$$

$$= 0.94$$

[Step 2] → calculate attribute of Attribute

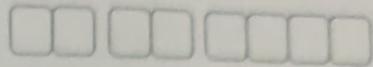
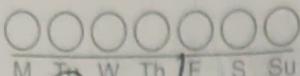
entropy of sunny {+2, -3}

$$= \frac{2}{5} \log_2 \frac{2}{5} + \frac{3}{5} \log_2 \frac{3}{5} = 0.97$$

entropy of $\{\text{sunny}, \text{cloudy}\}$ = 0

entropy of Rain = $\{-3, -2\} = 0.97$

[Eq] = entropy of full ds $- \frac{5}{14}(\text{ent}(S) - 0.94)$
 ≈ 0.296



Root node ?

for this you have to use entropy information gain on weather

Step 1 - Entropy of full dataset

$$S[+9, -5] = \frac{9}{14} \log_2 \frac{9}{14} + \frac{5}{14} \log_2 \frac{5}{14}$$

$$= 0.94$$

Step 2 → calculate entropy of Attributes

entropy of sunny {+2, -3}

$$= \frac{2}{5} \log_2 \frac{2}{5} + \frac{3}{5} \log_2 \frac{3}{5} = 0.97$$

entropy of {5-1-0} = 0
Cloudy

entropy of Rain = {5-3, -2} = 0.97

TG = entropy of falls $\frac{5}{14} \text{ent}(s) + \dots$
 $= 0.296$

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conditional probability

$$P\left(\frac{E}{F}\right) = \frac{P(E \cap F)}{P(F)}$$

tossing a coin 3 times

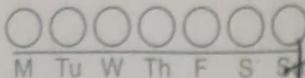
(8)

S = { HHH, HHT, HTT, TTT, THH, THT, TTH }

$$P(E) \text{ at least two tails} = \frac{4}{8} \left(\frac{1}{2}\right)$$

$P(F) \dots$

condition - find the probability of two tail
and first coin should be head



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Seen
①

Supervised
Learning

Classification

logistic reg

Naive Bayes

Linear Discrimination

Analysis (LDA)

Regression

Linear

Ridge

Lasso

Mixture Cluster

DB Scan

PCA

K-means clu

Decision tree
Random forest

SVM (Support vector Machine)

k-nearest neighbor (k-NN)

gradient Boosting algo
Neural network.

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Seen
①

Supervised
Learning

□□□□□

②

Unsupervised learning



PCA

K-means clu

Classification
logistic reg
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Analysis (LDA)

Regression
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Lasso

Mixture Cluster
DB Scan

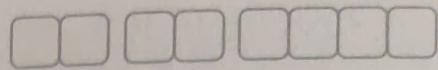
Decision tree
Random forest

SVM (Support vector Machine)

k-nearest neighbor (k-NN)

gradient Boosting algo
Neural network.

price, fair
 Mon, Tue, Wed, Thu, Fri, Sat, Sun
 means = 4,



<u>price</u>	yes	No	<u>Par</u>	y	Pr N
low -	2	2			
→ fair	2	2		$\frac{2}{6}$	
avg	2	1			
	6	5			

$$\frac{2}{6} \quad \frac{2}{6} \quad \frac{2}{6} \quad \frac{2}{5} \quad \frac{2}{5} \quad \frac{10}{5}$$

mai	yes	No	Par	Pr N
fair	21	1	$\frac{1}{6}$	$\frac{1}{5}$
avg	3	1	$\frac{3}{10}$	$\frac{1}{8}$
car	2	3	$\frac{2}{10}$	$\frac{3}{5}$

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Sayre	ys	No	Pg
Yes	5	3	$\frac{5}{6}$
No	1	2	$\frac{1}{6}$

$$P(\text{prob}) = \frac{2}{6} \times \frac{1}{6} \times \frac{5}{8} \times \frac{8}{11}$$

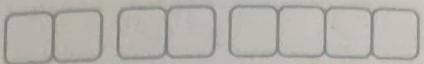
$$\frac{1}{3} \times \frac{1}{6} \times \frac{5}{11} = \frac{5}{88}$$

$$\frac{5}{18 \times 11} = \boxed{\frac{81}{198}} \quad \boxed{.025}$$

$$1 - .025 = 0.97$$

$$\underline{0.025} + 0.975$$

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get the car for No

for normalized

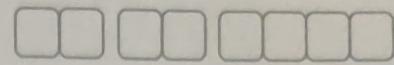
$$\textcircled{1} \quad \frac{P(\text{Yes})}{P(N) + P(\text{Yes})}$$

$$\textcircled{2} \quad \frac{P(\bar{N}O)}{P(Y) + P(N)}$$

If $\textcircled{1}$ is greater than $\textcircled{2}$
then it is beneficial

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Knn

IMDB Rating	Duration	Genre
8.0	160	Act
6.3	170	Act
7.2	168	comedy
8.2	155	comedy

predict the value of IMDB 7.4 and dur 114

① catchue