## Introduction to Machine Learning

AI us MI us DE us Ds

Stocaming Platform

Netflix -> Recommendation (AI model)
System

> Melflix is a softmore in which Recommendation tystem is integrated as At application.

> At the end of the day, AZ application is needed,

Deep Learning (DL) Artificial Intelligence (AI) Data Science (DS) Machine--evening

It is defined as executing an application where it performs all eits task without any human intervention.

eg: chalbox, Amazon with recommendation system, Abexa, broughe Assistant, self drawing care, Fontube occommendation,

- It peronides us statistools to employe, neisnalize, analyze and perform freederlien and other task nieth the help of data.

- 1+ is a subset of AI.

- In 1950's, Researcher's starofed thinking about can me make a machine heaven like how me Kuman heaven. this is the intention behind DL. Intially they storded and now they use wholf layer newseal network to perform the task.

- It is innerted to mimic the human becarin.

NLP/compater vision: these two are fectinique. y

ML and DL

-3

-

Supermised (output is known)

classification

p Logistic Regoession

1) Linear Regression @ SVM @ Polymonnial Regression

8 8 VR

Regression

4) Deulsion Trees

3 acusion There

5 Ramdom Forcest

6) Mykeest

4 Random Forcest

8) Maine Bayes

@ KNN

Mosnpermied (ontput is

I constoring @ DBScom

@ KMeans

3 Mioravichal

& Silhonthe Swoing

Two cluster

Empermised

Anderendent Featured, > Reguession Poroblem

Degoce Exp Salary > Rependent Feature 50K 2 off 2 diserte Independent Features Pass/facil > Dependent Leadwies no of Play Morof study 5 eg Flight Pouce Pocedection > Regorder on Pocobben eg Algerian Fibre Forest > classification broken Predict the Inality Index > Regulession Brobben Et Kain Pocediction - closestication Recothern eg by Buying day of the ferson > classification problem (Independent and dependent features are Unsignernised Salary Sok l'Uniter ento 200 more goonp Mote: Independent bentuces is basically input feature.

Instonce Segmentation

Age 24	Sodary 70k	Spending-Score	(e (1-10)	Preoduct Vive Promotions No discount
26	100K	9		104. discount
25	60K	6		204. des count
21	20K	9		10% discount
25	120K	2		

7 We can make christer (group) based on preduct owner requirement

Even more, Spend MXX XXX

Earn more, Spend less

Even less, Spend more

- No dependent feature.
- Sale can be increased by doing all this steps.
- Titamic dataset (Person swinined or not) > lawfication problem

  Ent douteset (Flower belong to which category) > classification problem

12 + 13 10 10 19

Simple Linear Regression

AIM: To coeaste a model, which takes input as height and > DATASET

Height Meight

es AIM! Based on the no. of rooms, preedict price

No. of Rooms Faile

eg ALM: Based on the year of emp, priedict salary.

Training dataset

Salvery

Best fit hime

(hesidnals)

Secret

Secret

Residnals)

Reth fit hime

Secret

Residnals)

Nahne

Hewre of exp

I P Based on the training dorfased, et binds the best bit line in such a may that the difference by real points and predicted should be minimal, Best fit line Egnation of a storaight line, 42 mx+C y 2 Bo + B,21 ho(x) = 00 + 01 x Do z Intercept (rame of y too x20) Of z Slope ( mith the mit movement in the x-axis, what if the muit movement in the y-axis) 7 by changing so and or, bet best fit live made be change.

**元** 

-3

2

3

Ever is by Do, DI > Name Frozining of the model the best fix line Best fix him Do 20 (Intough) Do me maned to minimize the ever of -yes, me mee need to minimize the evous vering host function.

Lost function J(DO, O1) Z1 & (ho(n)) - y(i))2

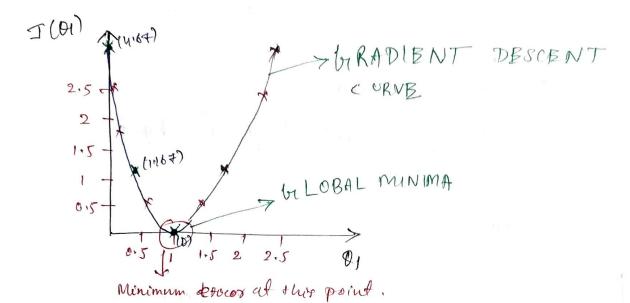
Poedicted Actual. one of the wood Minimize it to get the kest fit line. Dinidung by in to get the anerage (mean). Final aim in tineau regression Minimize,  $J(00,01) = \frac{1}{2m} \sum_{i=1}^{\infty} \left(h_0(n)^{(i)} - y^{(i)}\right)^2$  by thoughng 0020, ho(n) 2 00 +012 ns vonsider ho(21) = 012 det's assume 10/21

$$T(01) = \frac{1}{3} \left\{ (ho(30)) - y(1) \right\}^{2} = \frac{1}{3} \left\{ (ho(30)) + (2-2) + (2-2) \right\}$$

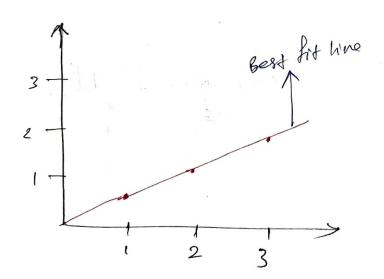
$$= \frac{1}{3} \left\{ 0 + 0 + 0 \right\}$$

$$= 0$$

I(91) WS O1



Let's assume. [0120.5

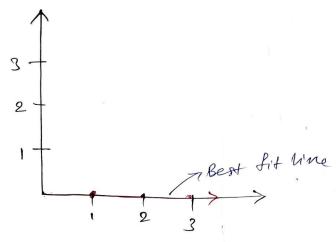


$$J(01) = \frac{1}{m} \sum_{i=1}^{n} \{h_0(n)^{(i)} - y^{(i)}\}^2$$

$$= \frac{1}{3} \{(0.5 - 1)^2 + (1 - 2)^2 + (n.5 - 3)^2 \}$$

$$= \frac{1}{3} \{0.25 + 1 + 2.25 \}$$

$$= \frac{1}{3} \{0.25 + 1 + 2.25 \}$$



$$T(01) = \frac{1}{12} \left( \frac{3}{12} \left( \frac{1}{12} \left( \frac{1}{12} \right)^{2} - \frac{1}{12} \right)^{2} \right)^{2}$$

$$= \frac{1}{3} \frac{3}{2} \left( \frac{0}{1} \right)^{2} + \frac{1}{12} \left( \frac{0}{12} \right)^{2} + \frac{1}{12} \left( \frac{0}{12} \right)^{2} \right)^{2}$$

$$= \frac{1}{3} \frac{3}{2} \left( \frac{1}{12} + \frac{1}{12} \right)^{2}$$

$$= \frac{1}{3} \frac{3}{2} \left( \frac{1}{12} + \frac{1}{12} \right)^{2}$$

$$= \frac{1}{3} \frac{3}{2} \left( \frac{1}{12} + \frac{1}{12} \right)^{2}$$

Dure main vien is to come near belobal minima.

> We cannot change o name manually there should be some mechanism to change o name to get the global minima. To overnome this us usone me uso convergence algorithm.

Connergence Algorithm

Optimize the changes of Do nature.

Small steps (d)

Though the boundient Rescent

whene

Sningase Mobal minima of Do

Repeat until Connergence,

Learning Rate

Dj = Dj - L D J (Dj)

Right side of the line facing downwards > '-re' shope hight side of the line facing apmoveds > "tre' shope

" ne stope

Oj'z Oj-d(-ne) = Oj'+d. (It means me avie inviensing Oj')

I the shope

Oj's Oj'-d(tre)= bj-d (At means me ave derveasing Oj)

Oy'z to and of

## 3-D diagram (if both so and of present)



At Leaving Roste

> At decides the speed of the connogence.

If I sery small > II will take more time to reach global minima,

If I way large > II will jump have and there, shobal numinima mull not be sear reach.

-> I should be arround 0.001. for the smaller steps.