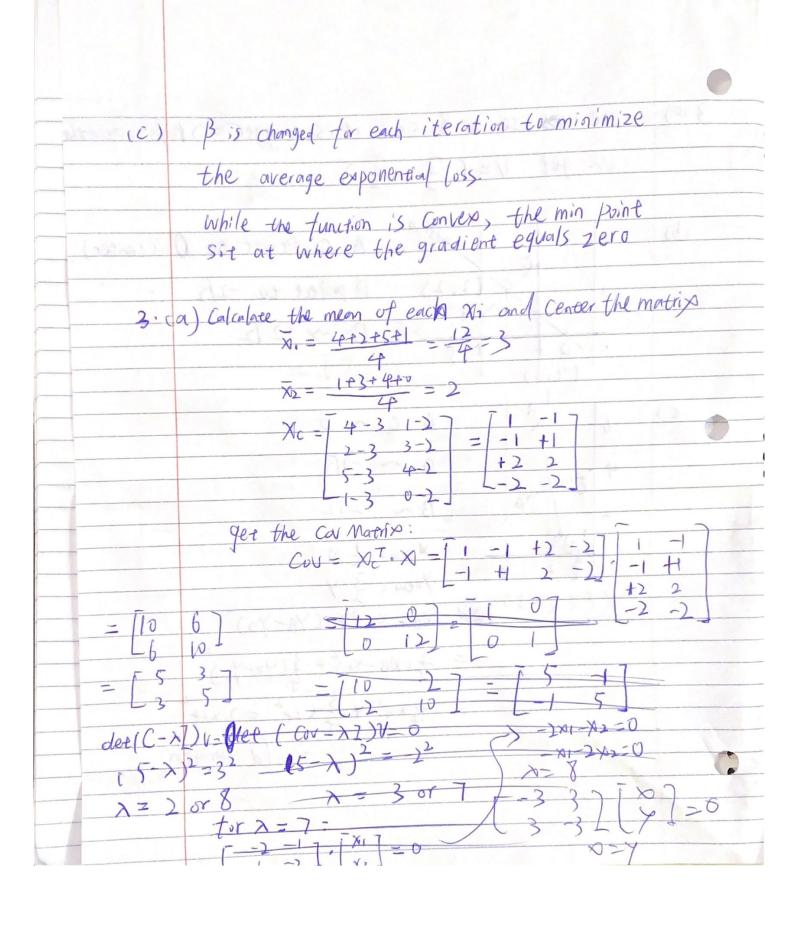
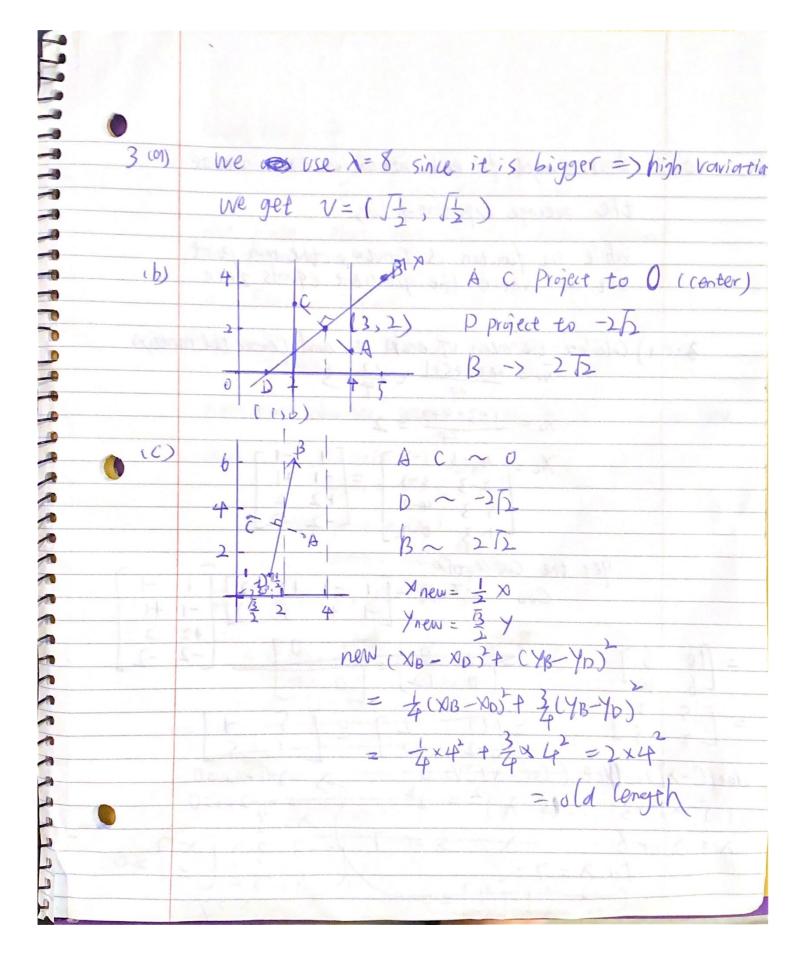
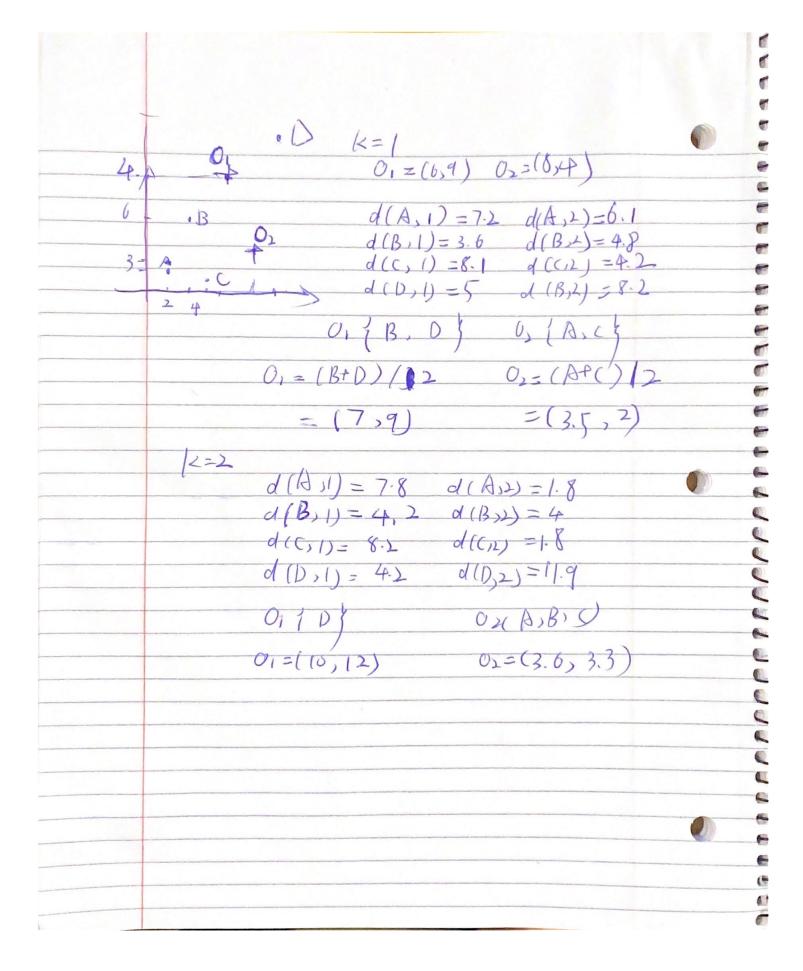
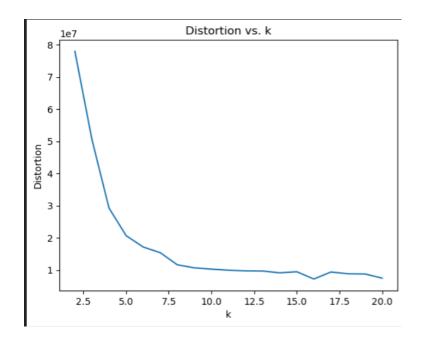
Home Work 4 (or) False. Rondom Forest Olverage the Var So it has Smaller your (b) False. More weak classifier makes Adapost to cus more efficiently. (c) False, Voriane is Conored, not pias 2 (a) $\epsilon_t = \sum_{i:y_i \neq he(x_i)} W_{t,i}$ $1 - \epsilon_t = \sum_{i:y_i = he(x_i)} W_{t,i}$ given binary classifier (weak), we get or I from Sign tune thus: if Yi=he(xi) -BD/Ze else yi + he(xi) Wex1 = We e / Xe Ze = E We, i x e Beyint (Xi) $= \underbrace{\sum_{i=h \in N} W_{i,i} e^{\beta e}}_{N_{i,i}} + \underbrace{\sum_{i=h \in N_{i,i}} W_{i,i} e^{\beta e}}_{N$

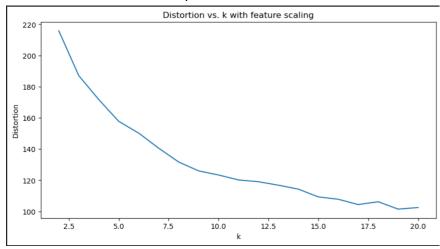








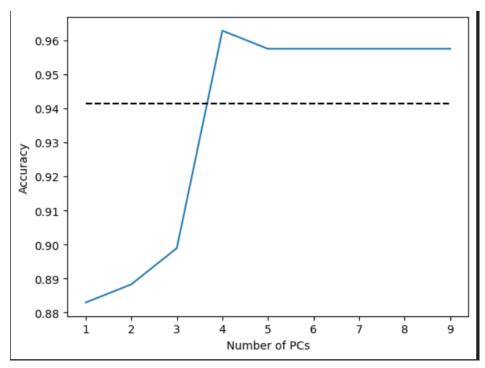
Q3.4: we choose the elbow position, thus 7 or 8



Q3.5

Q3.6:

- 1. without scaling, the euclidean distance would be larger.
- 2. yes, we literally downweight some abnormal large distance and make the data more normalized



Q4.2: n_component = 4 would be best. less PC may fail to capture important information while more PC may be overfit and induce noise.

```
Q4.2.2
Top 3 features contributing to PC1: [(0.852063391798144, 'worst area'), (0.5168264687224632, 'mean area'), (0.05572716691107061, 'area error')]
Top 3 features contributing to PC2: [(0.8518237204834174, 'mean area'), (0.0627480827489321, 'mean perimeter'), (0.00928705649723585, 'mean radius')]
Top 3 features contributing to PC3: [(0.9902458782833069, 'area error'), (0.04385603691150635, 'perimeter error'), (0.006233776347976855, 'texture error')]
Top 3 features contributing to PC4: [(0.039412249355513615, 'mean area'), (0.03876915240528661, 'worst area'), (6.6911461943283174e-06,
```

'smoothness error')]

