CMPE-257-01-HWI

Exercise - 1-3

(a) Show that y(t) WT(t) x(t) LO

Ans!- Since x(t) is misclassifide by W(t)

y(t) \(\neq \sign(\w^{\text{t}}) \times(t) \times(t)) \)

we also know that \(y = \frac{1}{2} + 1, -1\frac{3}{3} \) (yes | No) \)

and sign() converts anything >0 to +1 4 \(\neq \text{to} \) of \(\text{which implies } \) y(t) and sign(\w^{\text{T}}(t) \times(t)) are opposite \)

which implies y(t) and sign(\w^{\text{T}}(t) \times(t)) are opposite \)

and whatever sign(\w^{\text{T}}(t) \times(t)) give, will be of \(\text{same sign of } \w^{\text{T}}(t) \times(t) \times(t)) \)

some sign of \(\w^{\text{T}}(t) \times(t) \times(t) \)

some negative value \(\)

 $y(t)W^{T}(t)X(t) = y(t)(W^{T}(t)X(t))$ and multiplication of positive to negative is always negative and less Than Zero $y(t)W^{T}(t)X(t) \angle O$.

(i) from the above 2 peops when with is moved to with the model move towards the point which has been the model move towards the point which has been misclassified by including the more even in the misclassifier misclassified by including the point's own the chares which can be using the point's own the chares in case of cudit the person Data abut finances.

Ex:-1.6

- Supervised learning

- troing data: persusus choice data

Books categories.

b) Playing tic-tac-toe

- Reinforcement learning

- haing data: Move made, Result of Move made

- traing data: Move made, Cgeade of output)

- Unsupervised learning

- Unsupervised learning

- Sequence of the Sceanes and actors

Learning to play music

- Supervised learning

- Using previous songs and tones frequency

- Reinforcement learnin

- Cuating tones j gathering opinion.

C) Credit limit:- Supervised learning > Previous lost data; limit authorize +

Ex 1.8 M=0.9, Prob of Sample with 10 marbler with V = 0.1? No of iteration = 10

Probability of each marble to be sed from bar = 0.9 For V. = 0.1, there can be only 0 (a) 1 Red marble in the sample of 10 [the 1/10 or len]

Using Binomial prob formulae to find out The probabilit

Required $P_b(n) = n_x \mu^x (1-\mu)^{n-x} \quad (online)$ when n = o(a)

Pb(0) = 10c0 (0.9) (1-0.9) (0-0 = 11.1. (0.1) (0-1) (0-1) = 1×10-10

Pb(1) = 10c, (0.9) (1-0.9) 10-1 = 10.0.9.(0.1)9 $= 90 \times 10^{-10}$

Total Probability of marble = Pb(0) + Pb(1) to be red when Y = 91 x 10 10

Ex1.9:-

And Hoeffding Inequality

P[IV-MI>E] = 2e-262N

considu Y = 0.1 (and cubtemet 1 on both sidu)

V-M 6 0.1-M => 2-M 6 0.1-0.9

Y-M = 0.8 =) |V-M ≥ 0.8

compains with the Inequality & combe 0.8 or less

Consider &=0.8 4 Substitue in Inequality wilt

N= 10

P[|V-41|>E] = 2.0-2 (0.8)2x10 € 2.0-12.8 ≤ 5.5215c-6 ≥ 5.521 × 10-6

While The Solution for 1.8 Ex 15 91x10-10

Anus) a)
$$h(n) = sign(w\tau x)$$

 $w = [w_0, w_1, w_2]^{\dagger} \quad 4 \quad x = [1, n_1, n_2]^{\dagger}$

$$w_0 + w_1 x_1 + w_2 x_2 = 0$$
 (by enpanding matrice)

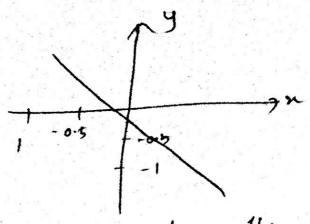
$$n_2 = -\frac{\omega_1}{\omega_2} n_1 - \frac{\omega_0}{m_2}$$

$$a = -\frac{\omega_1}{\omega_2}, b = -\frac{\omega_0}{\omega_2}$$

The geop will look like

For
$$W = -\lfloor 1, 2, 3 \rfloor^T$$

geaph will be identical to previous.



but since the weight have a negative sythe Regions will be revused.

Problem 11

From Example 1.1

$$E_{n,n}(h) = \frac{1}{N} \underbrace{\sum_{h=1}^{N} \left(e(h(n_{h}), 1(n_{h})) + \sum_{h=1}^{N} \left(e(h(n_{h}), 1) + \sum_{h=1}^{N} \left(e(h(n_{h}), 1)$$



$$= \frac{1}{N} \left[\frac{1000 \times ((h(n_n)=-1))}{y_{n-1}} + \frac{1}{y_{n-1}} \left[\frac{((h(n_n)=-1))}{y_{n-1}} + \frac{1}{y_{n-1}} \left[\frac{((h(n_n)=-1))}{y_{n-1}} \right] \right]$$