

Linear Regression with Multiple features (variables)

| feet ² x_1 | bedroom x_2 | floor x_3 | age x_4 | price |
|----------------------------|------------------|----------------|--------------|-------|
| 2104 | 5 | 1 | 45 | 460 |
| 1416 | 3 | 2 | 40 | 232 |
| 1534 | 3 | 2 | 30 | 315 |
| 852 | 2 | 1 | 36 | 178 |

$x_j = j^{\text{th}}$ features $j = 1, \dots, 4$

$n = \text{number of features} \rightarrow 4$

$\vec{x}^{(i)}$ = features of i^{th} training example $\rightarrow \vec{x}^{(2)} = [1416 \ 3 \ 2 \ 40]$

$x_j^{(i)}$ = value of feature j in i^{th} example $x_3^{(2)} = 2$

$$f_{w,b}(x) = w \cdot x + b$$

$$f_{w,b}(x) = w_1 x_1 + w_2 x_2 + w_3 x_3 + w_4 x_4 + b$$

$$\vec{w} = [w_1 \ w_2 \ w_3 \ \dots \ w_n] \rightarrow \text{vektor}$$

$$\vec{x} = [x_1 \ x_2 \ x_3 \ \dots \ x_n]$$

$$f_{\vec{w},b}(\vec{x}) = \vec{w} \cdot \vec{x} + b = w_1 x_1 + w_2 x_2 + \dots + w_n x_n + b$$

Multiple Linear regression

Vectorization: kodu daha kısa ve daha hızlı yapar

code count from 0

`w = np.array([1.0, 2.5, -3.3])`
 $w[0] \ w[1] \ w[2]$

`b = 4`

`x = np.array([10, 20, 30])`
 $x[0] \ x[1] \ x[2]$

Without vectorization :

$$f_{\vec{w},b}(\vec{x}) = \sum_{j=1}^n w_j x_j + b$$

$$f = 0$$

for j in range $(0, n)$:

$$f = f + w[j] * x[j]$$

$$f = f + b$$

range $(0, n) \rightarrow j = 0, \dots, n-1$

Vectorization

$$f_{\vec{w},b}(\vec{x}) = \vec{w} \cdot \vec{x} + b$$

$$f = np.dot(w, x) + b$$

→ Gok deha hitladr.
→ cok deha lusa

* Efficient \rightarrow scale to large datasets

Gradient descent for multiple regression

$$J(\vec{w}, b)$$

$$w_j = w_j - \alpha \frac{\partial}{\partial w_j} J(w_1, w_2, \dots, w_n, b), J(\vec{w}, b)$$

$$b = b - \alpha \frac{\partial}{\partial b} J(w_1, w_2, \dots, w_n, b)$$

$$w_1 = w_1 - \alpha \frac{1}{n} \sum_{i=1}^n (f_{\vec{w},b}(\vec{x}^{(i)}) - y^{(i)}) x_1^{(i)}$$

$$w_n = w_n - \alpha \frac{1}{n} \sum_{i=1}^n (f_{\vec{w},b}(\vec{x}^{(i)}) - y^{(i)}) x_n^{(i)}$$

$$b = b - \alpha \frac{1}{n} \sum_{i=1}^n (f_{\vec{w},b}(\vec{x}^{(i)}) - y^{(i)})$$

Simultaneously
update

Feature Scaling

$$\hat{price} = w_1 \cdot x_1 + w_2 \cdot x_2 + b$$

$x_1 = \text{size}$
 $x_2 = \text{bedroom}$

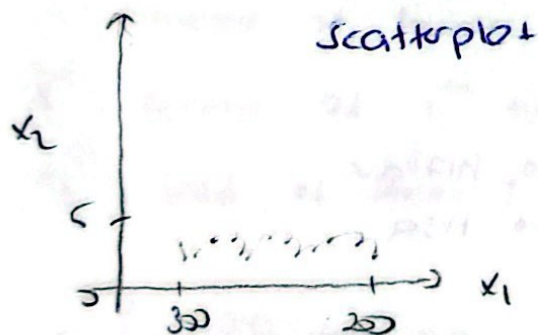
House: $x_1 = 2000$, $x_2 = 5$, $price = 500k$

- size of parameters w_1, w_2 ?

$$w_1 = 0.1, w_2 = 50, b = 50$$

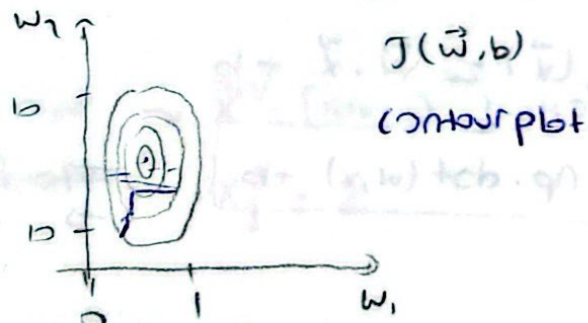
$$\hat{price} = 0.1 \times 2000 + 50 \cdot 5 + 50 \rightarrow \text{more reasonable}$$

Features

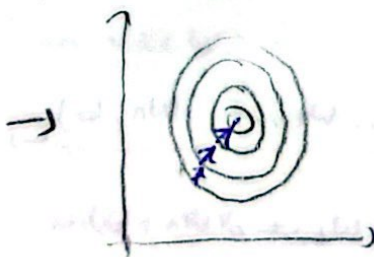


$x_1 \uparrow \rightarrow w_1 \downarrow$
 $x_2 \downarrow \rightarrow w_2 \uparrow$

Parameters



minimum value found



By the derivative algorithm,
global minimum cost
data dragon golden
given
 \rightarrow cost data better own

$$1000 \leq x_1 \leq 2000$$

$$0 \leq x_2 \leq 5$$

$$x_{1 \text{ scaled}} = \frac{x_1}{2000}$$

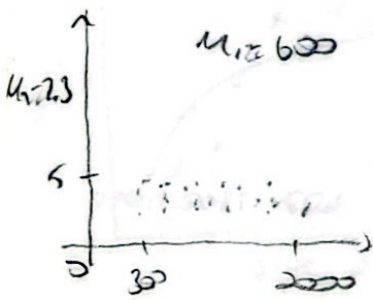
$$x_{2 \text{ scaled}} = \frac{x_2}{5}$$

$$0.15 \leq x_{1 \text{ scaled}} \leq 1$$

$$0 \leq x_{2 \text{ scaled}} \leq 1$$

Mean normalization

- original özellikleri alıp hepsinin ort 0 olacak şekilde tekser
- ölçeklendirme
- genelde -1 ile +1 aralığı olur.



$$300 \leq x_1 \leq 2000$$

$$0 \leq x_2 \leq 5$$

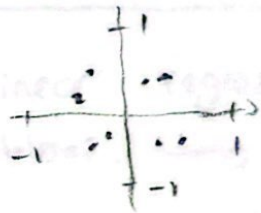
$$x_1 = \frac{x_1 - \mu_1}{2000 - 300}$$

$$x_2 = \frac{x_2 - \mu_2}{5 - 0}$$

$$-0.14 \leq x_1 \leq 0.82$$

$$-0.46 \leq x_2 \leq 0.54$$

↓



z-score normalization

$$300 \leq x_1 \leq 2000$$

$$0 \leq x_2 \leq 5$$

$$x_1 = \frac{x_1 - \mu_1}{\sigma_1}$$

$$x_2 = \frac{x_2 - \mu_2}{\sigma_2}$$

$$-2.67 \leq x_1 \leq 3.1$$

$$-1.6 \leq x_2 \leq 1.9$$

* Feature scaling

aim for about $-1 \leq x_i \leq 1$ for each feature x_i

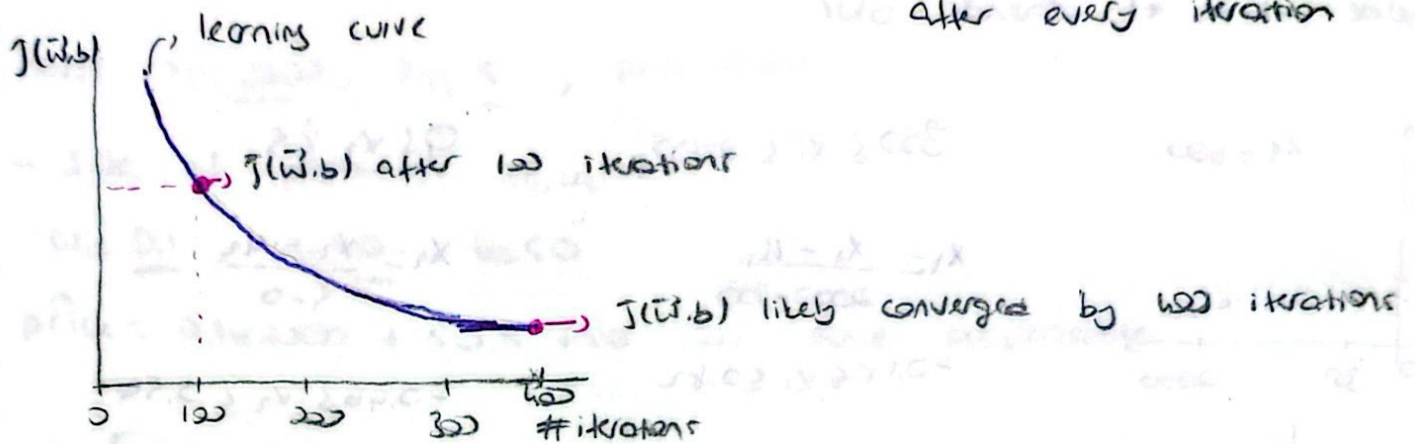
$$-3 \leq x_i \leq 3$$

$$0 \leq x_i \leq 3$$

Gradient descent for convergence

$$\rightarrow \min_{\tilde{w}, b} J(\tilde{w}, b)$$

* $J(\tilde{w}, b)$ should decrease after every iteration



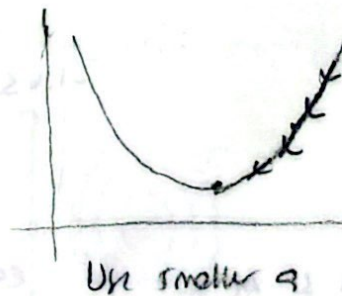
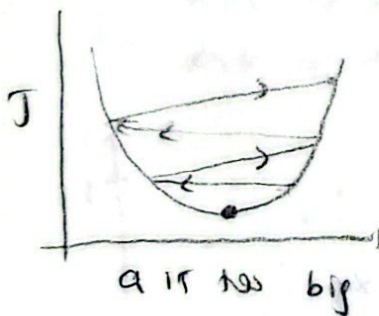
Automatic convergence test:

- Model is getting better as training progresses.

Let $\epsilon = 10^{-3}$

→ If $J(\tilde{w}, b)$ decreases by $\leq \epsilon$ in one iteration, declare convergence.

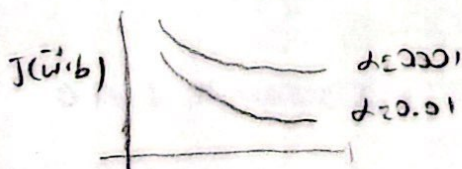
choose learning rate



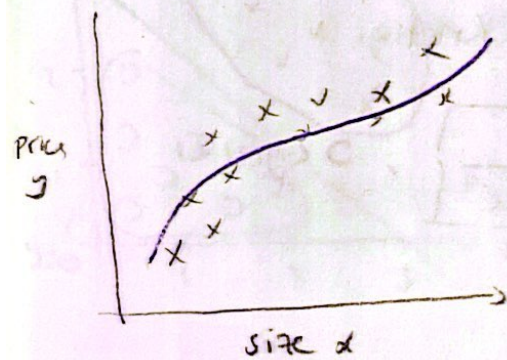
→ α is too small, gradient descent takes a lot more iterations to converge

Values of α (Alpha) to try:

0.001 → 0.01 → 0.1 → 1



* Feature engineering : Using intuition to design new features, by transforming or combining original features.



$$\rightarrow f_{\vec{w}, b}(x) = w_1 x + w_2 x^2 + w_3 x^3 + b$$

\downarrow
 size
 $1-10^3$

\downarrow
 size²
 $1-10^6$

\downarrow
 size³
 $1-10^9$

$$f_{\vec{w}, b} = w_1 x + w_2 x^2 + b$$