In both cases, we cannot good a circle that covers the t points thoo, if the have more than 4 points, then we can always prod a group of 4 points that looks like one top the cases above =) VC dimension of circle is 3.

K U						
- Now we will argue that the VC dimension of a cylinder in R3 is 4.						
Given 4 points like this:						
the 3 points at the top will make up						
be on plane p, but on a plane that is it is lover in height from plane p. The height dipperence is less than						
lower in height vom plane p						
lower in height from plane p Loight to						
We hoose those 4 points such that						
We hoose those 4 points such that						
We do can classify the 3 points on plane						
extend the langth to also cover the lower point (point 4).						
It's dear that we can classify the 3 points on plane p. For						
point 4, iz it is + then we move the cylinder down to						
cover that it; is it is - then we move the cykinder up to						
avoid it. Either way, we can classify all 4 points.						
avoid it. Either way, we can classify all 4 points.						
avoid it. Either way, we can classify all 4 points.						
avoid it. Either way, we can classify all 4 points.						
avoid it. Either way, we can classify all 4 points.						
- when we add one more point the 4 points above, we have 3 cases:						
- when we add one more point the 4 points above, we have 3 cases:						
- when we add one more point the 4 points above, we have 3 cases:						
- when we add one more point the 4 points above, we have 3 cases:						
- when we add one more point the 4 points above, we have 3 cases:						
avoid it. Either way, we can classify all 4 points. - When we add one more point the to the 4 points above, we have 3 cases: Case 1 Case 2 Case 3 1 2 1 2 1 1 1 1 1 1 1 1 1						
- when we add one more point the 4 points above, we have 3 cases:						
avoid it. Either way, we can classify all 4 points. - When we add one more point the to the 4 points above, we have 3 cases: Case 1 Case 2 Case 3 1 2 1 2 1 1 1 1 1 1 1 1 1						

Case 1: point 5 is on the same plane as 1,2,3.

In this case we cannot classing 4 points on the same

plane with a circle so we pail to classing 5 points.

Case 2: point 5 bas a bought is not on plane p, but
has a height that makes it between plane p and
point 4.

If point 4 is t and point 5 is -, then it's
impossible por a cylinder to cover all # + points.

Cose 3: point 5 is higher than plane p.

If height of 5 - height of 4 > l, then we cannot classify the case when point 5 and 4 are both t.

If height of 5 - height of 4 < l, then we cannot classify the case when both 5 and 4 are -

(a) Sample complexity

 $M \geqslant \frac{1}{\varepsilon} \left(4 \ln \frac{2}{\delta} + 8 \cdot vc \left(H\right) \ln \frac{13}{\varepsilon}\right)$

We have E = 0.2, S = 0.05, VC(H) = 4

 $=1 \text{ M} > \frac{1}{0.2} \left(4 \ln \frac{2}{0.05} + 8.4 \cdot \ln \frac{13}{0.2} \right)$

My 5 (4 ln (40) + 32.ln (65))

1	b)	工	we	also	have	cyl	inders	that	cova	_	points	then
we	will	ho	ive	VC	dimen	cion	of 5	-				
-							D					

The new hypothesis space will solve case 2 in the discussion begate.

It point 5 is — and point 4 is t, (1 5.1)

we will we a cylinder to cover

all — points, that way ve can ignore

the point 4.

In other cases of point 5, we can

still cover all t points.

The Nov let's try to add one more point, then we would see case I and case I again, and we cannot some solve those cases. Look at case 2 pre would see some thing like this

If point 4 is -, point 5 is +,

point 6 is -, then we cannot 1:1 5.1

total classify those points.

Note that is we add more than

one point we still have the 3 cases
above.

=) [VC (H) - 5 (

. =	(2) Pair of axis alogned rectangles.
	- From the lecture, we have VC dimension of a single axis aliqued
	100000000000000000000000000000000000000
	- we want to argue that two rectangles will have VC dimension
	07 8
	Given & points
	For any labeling, a single axis aliqued rectangle can classify
1	the group of 4 points on the left, and the remaining rectangle
	mill handle the group on the right. For example:
	+
	- It we add one or more points, then we no longer have
	two groups of 4 paints. There will be at least one group of 5 or
	more points, which a single rectangle cannot classing.
	The state of the s
	=) VC CH) = 8
	
Act of Party Co.	
And the later of t	

	Problem 1.3							
T	1 109(EW)							
T	We have 3 linear classifiers.							
	let's try to classing two points:							
-	So we need 4 diggerent linear separators to classing tropounts.							
-	=) VC (H) < 2							
+	- We can always classing one point with 3 linear separators							
T	=7 VC (H) >/							
	The reason is, if we have two distinct linear separators, then							
	there will be a space where the predictions of the two linear separators							
	overlap.							
	Examples:							
-								
L								
L	7/1							
-	over lap							
-	every where has ova lap pools predictions.							
- There your I guess the min and max VC dimension of 3 distinct								
-	linear separators are both 1							
-								
1								

CS 6375

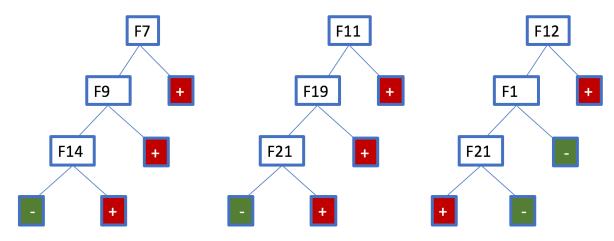
Professor Nick Ruozzi Student: Tri M. Cao Problem Set 3

Date: October 19, 2017

Problem 2:

1.

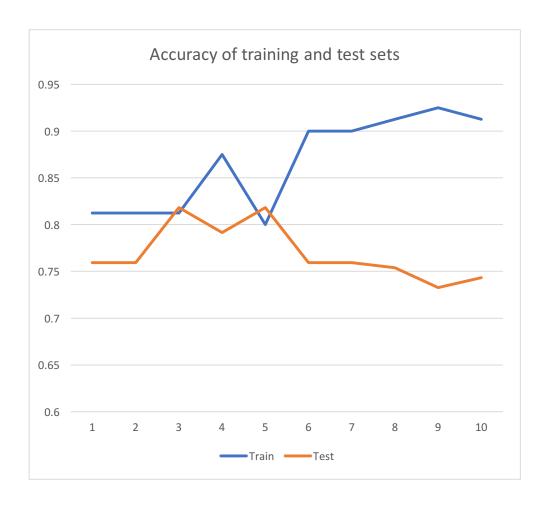
a. The 3 selected trees are (in order left to right):



The errors are respectively: 0.1875, 0.2692, 0.3404.

b. Run the adaBoost algorithm for 10 rounds.

Iteration	Train	Test
1	0.8125	0.7594
2	0.8125	0.7594
3	0.8125	0.8182
4	0.875	0.7914
5	0.8	0.8182
6	0.9	0.7594
7	0.9	0.7594
8	0.9125	0.754
9	0.925	0.7326
10	0.9125	0.7433



2. Coordinate descent

a. When running coordinate descent, I just iterate over the trees in the order that I built them. After completing 500 loops over all trees, I get the exponential loss of 39.691.

The values of alpha are listed at the end of this paper. There are 88 alpha values, each correspond to a tree in the hypothesis space.

- b. The accuracy of the classifier trained by **coordinate descent is 0.7005**.
- c. The accuracy of adaBoost with M=20 is 0.668.

The alphas learned by adaBoost are very different from the ones learned by coordinate descent. No alpha value of adaBoost is negative, but there are many negative alphas in coordinate descent. Also, because we use M=20 in adaBoost, alpha would have at most 20 nonzero values. Meanwhile, alpha with coordinate descent has 44 nonzero values.

List of alphas generated by coordinate descent:

```
alpha 0:0
alpha 1: -2.11136914605
alpha 2:0
alpha 3: -0.764582190176
alpha 4:0
alpha 5: -0.492332893361
alpha 6:0
alpha 7:-0.414782041468
alpha 8:0
alpha 9 : -4.40585498748
alpha 10:0
alpha 11: -2.81003779319
alpha 12:0
alpha 13: 0.801991500919
alpha 14:0
alpha 15: 0.519026835117
alpha 16:0
alpha 17: 0.31751616799
alpha 18:0
alpha 19: 0.141265303489
alpha 20:0
alpha 21: 0.137296705114
alpha 22:0
alpha 23: 0.108798260393
alpha 24:0
alpha 25: 0.608145225077
alpha 26:0
alpha 27: 0.322854292652
alpha 28:0
alpha 29: 4.02545218409
alpha 30:0
alpha 31: 2.67532600282
alpha 32:0
alpha 33: -2.7467516857
alpha 34:0
alpha 35 : -2.09493771074
alpha 36:0
alpha 37: 1.97905322099
alpha 38:0
alpha 39 : 0.754239138272
alpha 40:0
alpha 41: 0.387701528922
alpha 42:0
alpha 43: 0.256301751523
alpha 44:0
alpha 45: -0.453426019943
```

- alpha 46:0
- alpha 47: -0.277082109197
- alpha 48:0
- alpha 49: 0.794651871233
- alpha 50:0
- alpha 51: 0.386217574122
- alpha 52:0
- alpha 53: 2.21784860527
- alpha 54:0
- alpha 55: 1.68657589332
- alpha 56:0
- alpha 57: 0.803818634551
- alpha 58:0
- alpha 59: 0.783771319516
- alpha 60:0
- alpha 61: 0.732113848047
- alpha 62:0
- alpha 63: 0.588022904909
- alpha 64:0
- alpha 65: 2.75415169632
- alpha 66:0
- alpha 67: 2.69231034457
- alpha 68:0
- alpha 69: 1.94955498116
- alpha 70:0
- alpha 71: 1.93019470963
- alpha 72:0
- alpha 73: 0.0518860455339
- alpha 74:0
- alpha 75: 0.033996854833
- alpha 76:0
- alpha 77: 0.317123147077
- alpha 78:0
- alpha 79: 0.209027302585
- alpha 80:0
- alpha 81: 0.167907866749
- alpha 82:0
- alpha 83: 0.115825356003
- alpha 84:0
- alpha 85: 0.369651353905
- alpha 86:0
- alpha 87: 0.171223180525