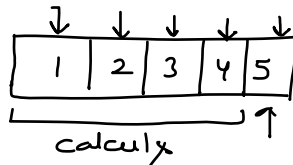
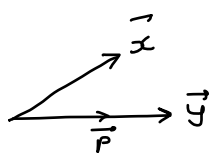


Revision

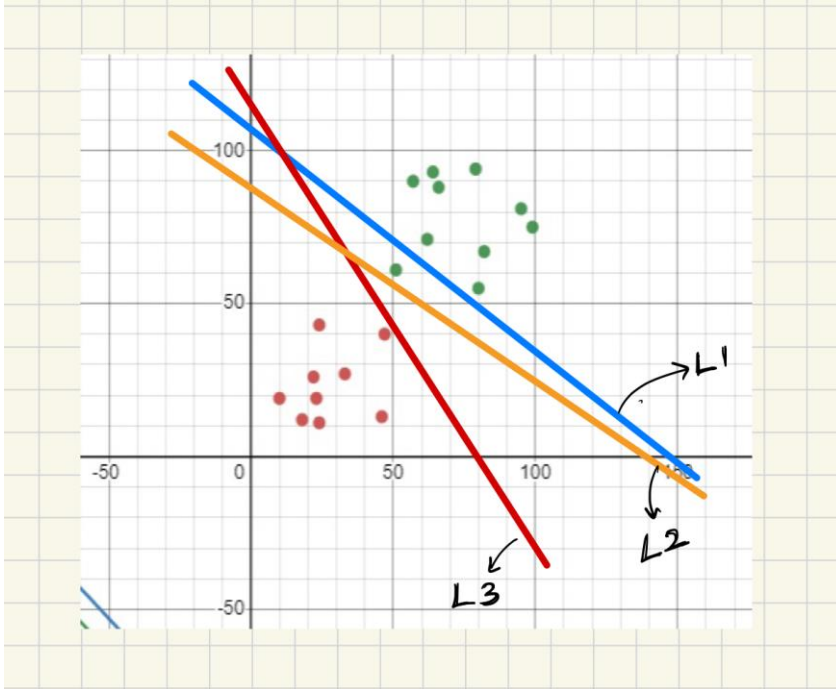


- ① Line / hyperplane General Eq. of the line $w_1 x_1 + w_2 x_2 + w_0 = 0$ [$w_1, w_2 \dots w_n \dots$ weight and w_0 is the bias]
input features
- ② vector \vec{v} $\vec{w} \begin{bmatrix} w_1 \\ w_2 \end{bmatrix}$ $\vec{x} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$
- ③ Norm / magnitude / Length $\|\vec{w}\| \sqrt{w_1^2 + w_2^2}$
- ④ Dot product \vec{x} and \vec{y} $\vec{x}^T \cdot \vec{y}$
- ⑤ $\cos(\theta) = \frac{\vec{x}^T \cdot \vec{y}}{\|\vec{x}\| \|\vec{y}\|}$
- ⑥ unit vector $\hat{x} = \frac{\vec{x}}{\|\vec{x}\|}$
- ⑦ projection of \vec{x} on \vec{y}
 $\|\vec{p}\| = \vec{x}^T \cdot \hat{y}$
 $\hat{p} = \frac{\vec{p}}{\|\vec{p}\|}$ $\vec{p} = \|\vec{p}\| \cdot \hat{p}$
 $\boxed{\vec{p} = \|\vec{p}\| \cdot \hat{y}}$

- ⑧ Distance of the line from origin
 $\|\vec{d}\| = \frac{w_0}{\|\vec{w}\|}$
- ⑨ weight vector is always perpendicular to the hyperplane
- ⑩ Distance of a point (x_1, x_2) from the hyperplane (w_0, w_1, w_2)
 $\|\vec{d}\| = \frac{w_0 + w_1 x_1 + w_2 x_2}{\|\vec{w}\|}$
- ⑪ Half space [the direction of the weight vector the half space]
 $\text{sign}(\vec{d}) = \text{true}$ data point is above the line

$$\vec{x}^T \cdot \vec{y} = \|\vec{x}\| \|\vec{y}\| \cos(\theta)$$

Revision

- ① minimize misclassification
- ② Total distance need to be maximized



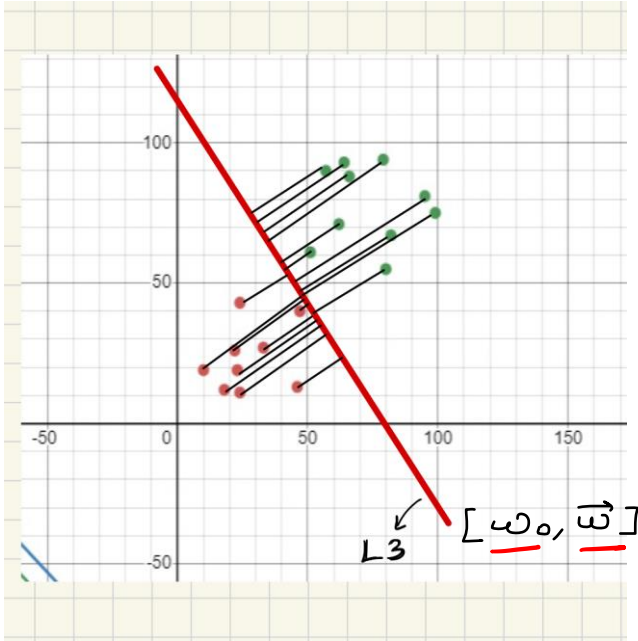
Revision

$$G(\vec{x}, \vec{\omega}, \omega_0) = \sum_{i=1}^n \left(\frac{\vec{\omega}^T \cdot \vec{x}_i + \omega_0}{\|\vec{\omega}\|} \right) \cdot y_i$$

Rotation to optimize. (If there is a misclassification)

$$\text{update}_{\text{rule}} \begin{cases} \vec{\omega} = \vec{\omega} + (\vec{x} \cdot y_i) \\ \omega_0 = \omega_0 + y_i \end{cases}$$

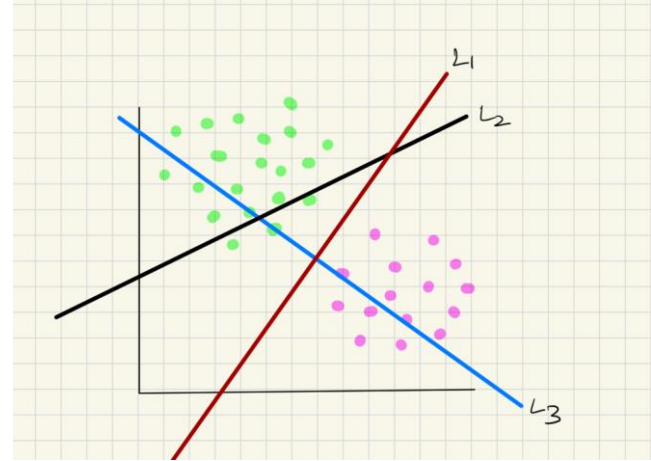
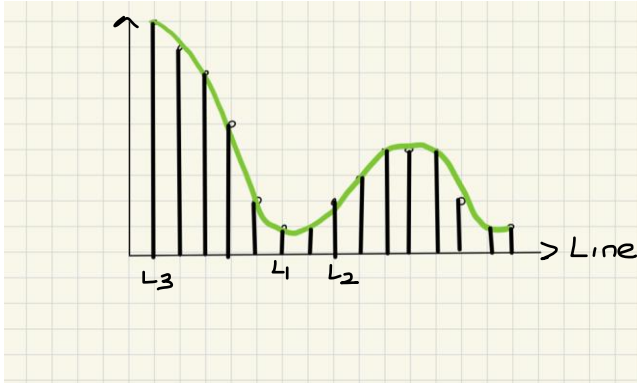
total distance
gain function



Intuition Behind Classification Algorithm Using Functions

Line \rightarrow parameter (\vec{w}, w_0)

error rate



$$-10 \rightarrow 10$$

Optimisation Using Linear Search and It's Drawback

$$\begin{array}{l}
 \begin{array}{l} x_1 \\ x_2 \end{array} \left. \begin{array}{l} W_0 \\ W_1 \\ W_2 \end{array} \right\} \begin{array}{l} (-10 \dots 10) \\ (-10 \dots -1.3, -1.1, -1, 0, 1, 1.1, 1.2, 1.3 \dots +10) \\ (\\ (\end{array} \rightarrow \begin{array}{l} 201 \\ 201 \\ 201 \end{array}
 \end{array}$$

Number of possible combinations to test?

$$w_0 \leq w_1 \leq$$

$$201 \times 201 \times 201$$

$$w_1, w_2, w_0$$

$$(0, 0, 0) \rightarrow \text{to process each combination}$$

$$(1, 1, 1)$$

$$(10^{-6} \text{ secs})$$

$$(1, 0, 1)$$

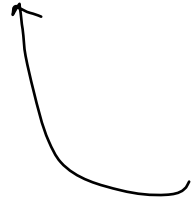
$$(201)^3$$

$$8 \text{ sec} \rightarrow \text{best } \vec{w}, w_0$$

finding the best \vec{w}, w_0
where error is min.

What's the solution?

Gradient Descent optimisation Algo

- 
- ① Limits, continuity
 - ② Derivatives, slopes & tangents
 - ③ Calculus with single var
 - ④ Calculus with multiple var
 - ⑤ Maxima, minima

(Loss function)

Defining Classification Problem Mathematically

Labelled data

$$\mathcal{D} = \left\{ (\vec{x}_i, y_i) : \vec{x}_i \in \mathbb{R}^d, y_i \in \{-1, 1\} \right\}_{i=1}^n$$

Goal

classification

$$[\cancel{f}(\vec{x}_i) = \underline{y}_i]$$

Actual Label

minimise the misclassifications

\hat{y}_i

→ predicted Label

=

$$G(\mathcal{D}, \underbrace{\vec{w}, w_0}) =$$

↙

the error is minimum

D features			[target Label]
x1	x2	x3	y
1 \vec{x}_i	←	→	
2			
3			
⋮			
n			

Defining Classification Problem Mathematically

$$g(\vec{x}_i, y_i, \vec{w}, w_0) = \left[\frac{\vec{w}^T \cdot \vec{x}_i + w_0}{\|\vec{w}\|} \right] \cdot y_i$$

optimal
 \vec{w}, w_0

$$= \arg \max_{\vec{w}, w_0} \overbrace{\sum_{i=1}^n \left[\frac{\vec{w}^T \cdot \vec{x}_i + w_0}{\|\vec{w}\|} \right] \cdot y_i}^{G(D, \vec{w}, w_0)}$$

I want that \vec{w}, w_0 where the gain is maximum

$a = \text{np.array}([1, 2, 9, 0])$
 $\arg \max(a) = 2$

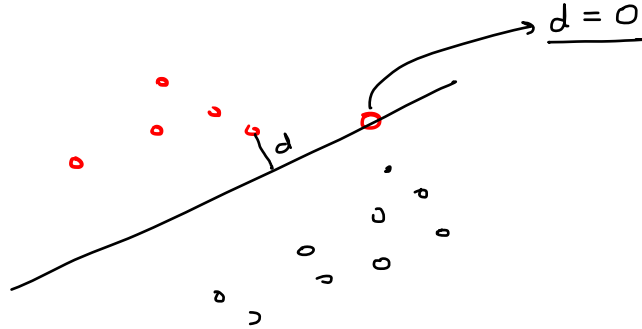
$\vec{w}', w_0' \quad \vec{w}'', w_0'' \quad [\vec{w}''', w_0'''] \leftarrow$
 $\begin{bmatrix} D_1 & D_2 & \underline{D_3} & \dots \end{bmatrix}$
 \uparrow

Gain Function

\sum Sum.

\prod multiplication

$$= \left\{ \prod_{i=1}^n \left(\underbrace{\frac{\bar{\omega}^T \cdot x_i + \omega_0}{\|\bar{\omega}\|}}_{d=0} \cdot y_i \right) \right\} \rightarrow 0$$



Functions Basics

① one to one relation

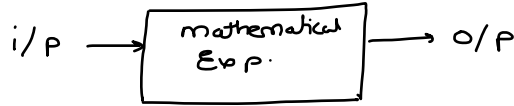
x $f(x)$
 $f_x \{ (2, -1), (1, 0), (3, 4) \}$
 $g_x \{ (2, 2), (3, 0), (2, 7), (4, 1) \}$

function

not a function

$[y = x]$ function

x	y
1	1
2	2
3	3
\vdots	\vdots

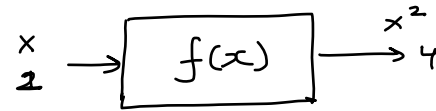


The function is defined with var. f and it takes input x

$[y = x^2]$ function

$$\overbrace{f(x) = x^2}^{\text{o/p}}$$

\uparrow \uparrow



$$f(a) = a^2$$

$$g \text{ h}(a) = a$$

$$g(a) = a^2$$

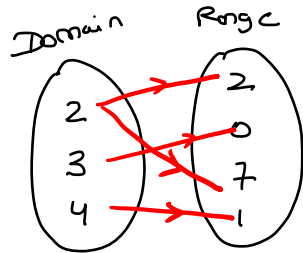
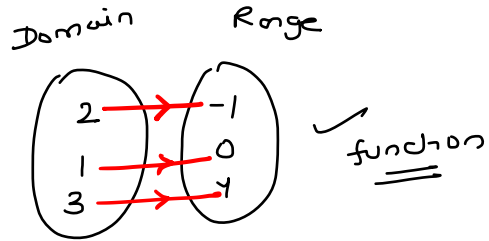
x	y
1	1
2	4
3	9
\vdots	\vdots

x	$g(x)$
2	2
3	0
2	7
4	1

x	$f(x)$
2	-1
1	0
3	4

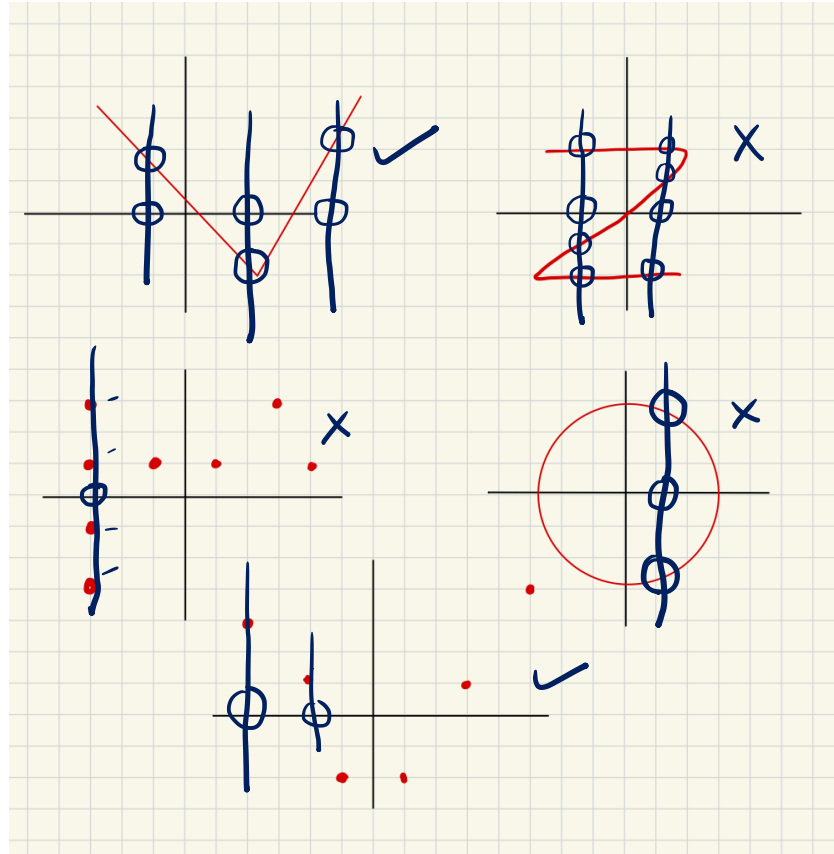
Functions Basics

Domain & Range of function
(input) (output)



Not a function
It doesn't
follow one to one
relation

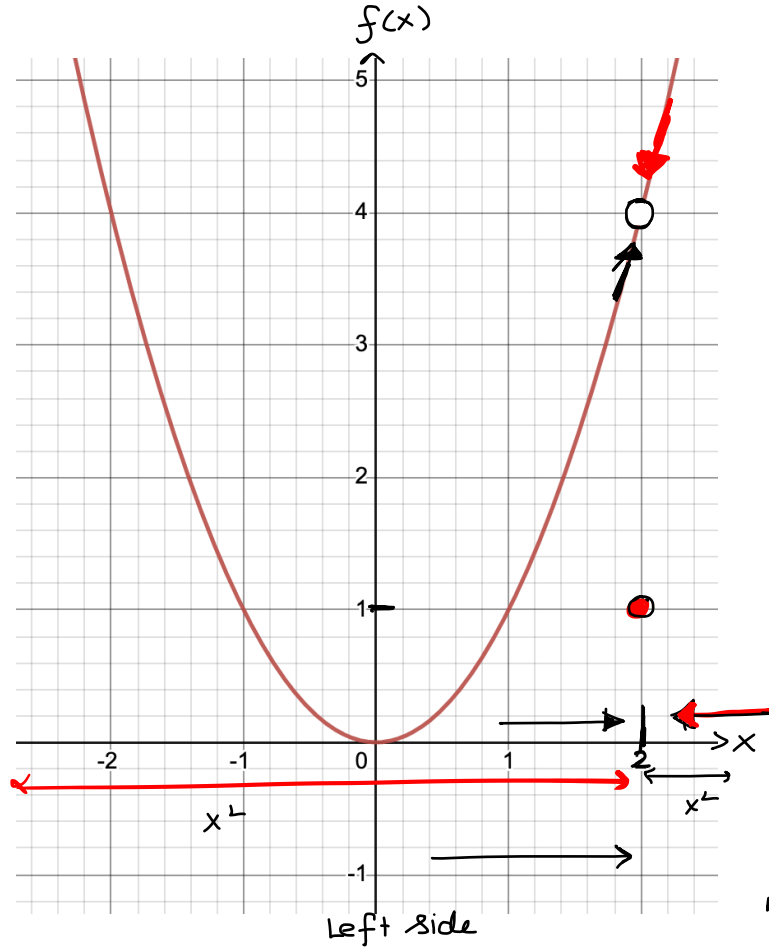
Functions Basics



Parabola

Limits Basics

$$f(x) = x^2$$



$$f(x) = \begin{cases} x^2 & x \neq 2 \\ 1 & x = 2 \end{cases}$$

$$f(x=2) = 1$$

$$[f(x=2) = 1]$$

$$\left[\lim_{x \rightarrow 2^-} f(x) = x^2 \right]$$

$$\begin{aligned} & \downarrow \\ & x = 1.9 \\ & x = 1.999 \\ & x = 1.9999 \end{aligned}$$

approaching ②

$$\begin{aligned} f(x) &= 3.6 \\ f(x) &= 3.96 \\ f(x) &= 3.996 \end{aligned}$$

approaching ④

$$\begin{aligned} & \downarrow \\ & x = 2.01 \\ & x = 2.001 \\ & x = 2.0001 \end{aligned}$$

approaching ③

$$\begin{aligned} f(x) &= 4.01 \\ f(x) &= 4.001 \\ f(x) &= 4.0001 \end{aligned}$$

approaching ④

Right side

$$\left[\lim_{x \rightarrow 2^+} f(x) = x^2 \right]$$

Limits Basics

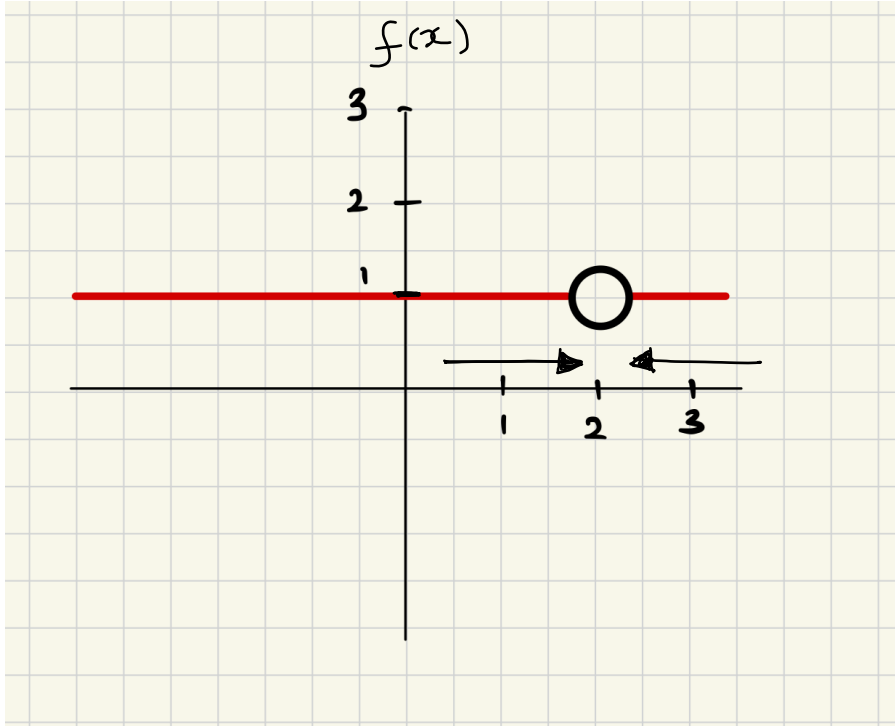
$$f(x) = \frac{x-2}{x-2}$$

$$f(x) = \begin{cases} \frac{x-2}{x-2} & x \neq 2 \\ \text{undefined} & x = 2 \end{cases}$$

$$\lim_{x \rightarrow 2^-} f(x) = 1$$

$$\lim_{x \rightarrow 2^+} f(x) = 1$$

$$f(x=2) = \frac{2-2}{2-2} = \text{undefined}$$



Signum
function

$$f(x) = \begin{cases} 1 & x > 0 \\ 0 & x = 0 \\ -1 & x < 0 \end{cases}$$

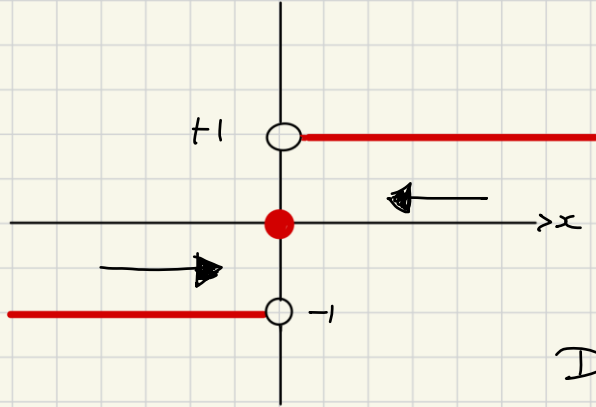
Limits Basics

$$f(x) = 1/x$$

$$\lim_{x \rightarrow 0^-} f(x) = -\infty$$

$$\lim_{x \rightarrow 0^+} f(x) = +\infty$$

$$f(x=0) = \text{undefined}$$



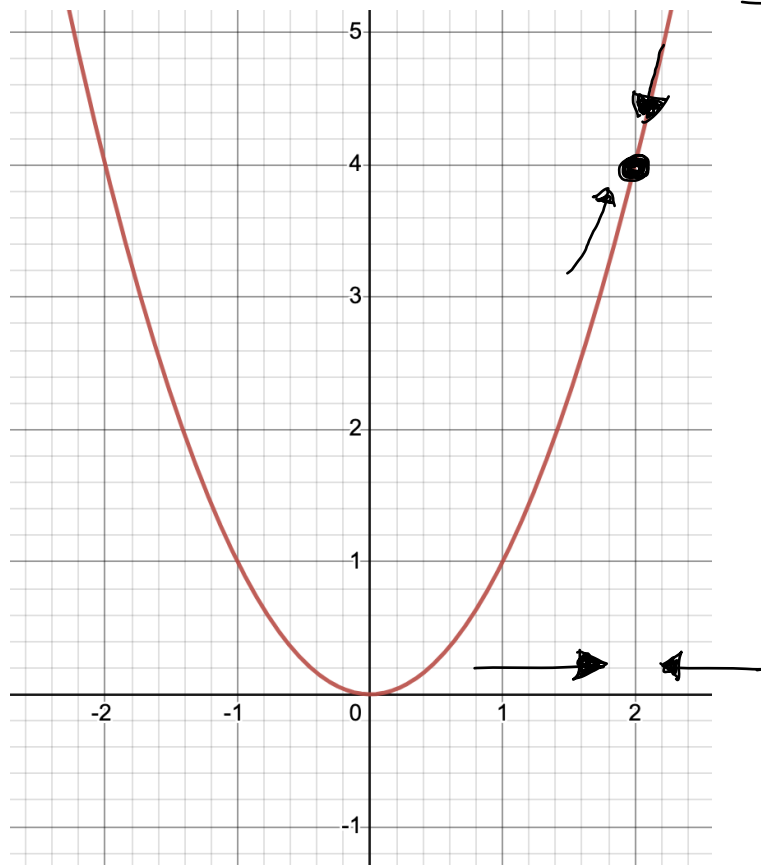
Discontinuous
function

$$\lim_{x \rightarrow 0^-} f(x) = -1$$

$$f(x=0) = 0$$

$$\lim_{x \rightarrow 0^+} f(x) = +1$$

The function that you can draw without lifting pen
Continuous Function



$$\lim_{x \rightarrow a^-} f(x) = \lim_{x \rightarrow a^+} f(x) = f(x=a)$$

$$\lim_{x \rightarrow 2^-} f(x) = 4$$

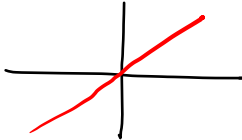
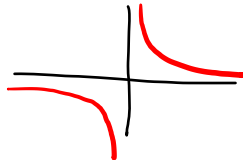
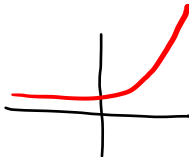
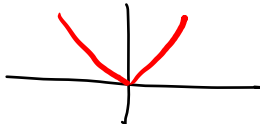
$$\lim_{x \rightarrow 2^+} f(x) = 4$$

$$f(x=2) = 4$$

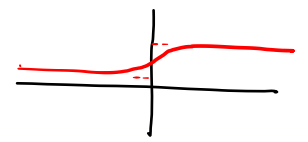
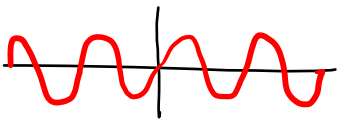
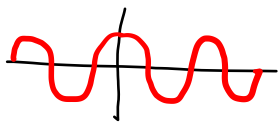
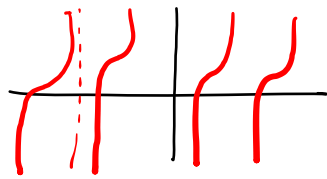
continuous function
=

$$\begin{aligned} \text{LHL} &= \text{RHL} = f(a) \\ \lim_{x \rightarrow a^-} f(x) &= \lim_{x \rightarrow a^+} f(x) = f(a) \end{aligned}$$

Some Important Function

Function	Domain	Range	Is Continuous	Plot
① $f(x) = x$	$(-\infty, +\infty)$	$(-\infty, +\infty)$	Yes	
② $y = \frac{1}{x}$	$(-\infty, +\infty) - \{0\}$	$(-\infty, +\infty) - \{0\}$	No	
③ $y = e^x$	$(-\infty, +\infty)$	$(0, \infty) - \{0\}$	Yes	
④ $y = x $	$(-\infty, +\infty)$	$(0, \infty)$	Yes	

Some Important Function

Function	Domain	Range	Is Continuous	Plot
⑥ $f(x) = \frac{1}{1 + e^{-x}}$ Sigmoid function	$(-\infty, +\infty)$	$(0, 1)$	Yes	
⑦ $y = \sin(\theta)$	$(-\infty, +\infty)$	$(-1, +1)$	Yes	
⑧ $y = \cos(\theta)$	$(-\infty, +\infty)$	$(-1, +1)$	Yes	
⑨ $y = \tan(\theta)$	$(-\infty, +\infty)$	$(-\infty, +\infty)$	No	

$$d \propto \omega_0$$

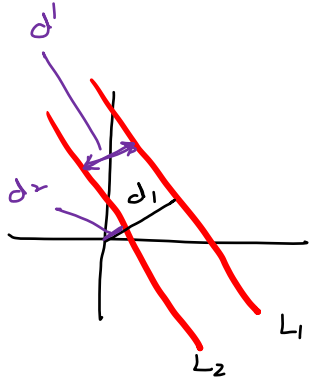
Doubt

$$4x_1 + 3x_2 - 5 = 0 \quad (\text{given})$$

ω_1, ω_2

$$\text{New line} = 4x_1 + 3x_2 + \omega'_0 = 0$$

$$4x_1 + 3x_2 - 20 = 0$$

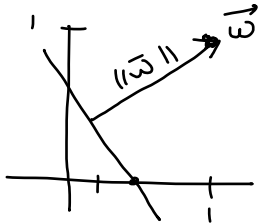
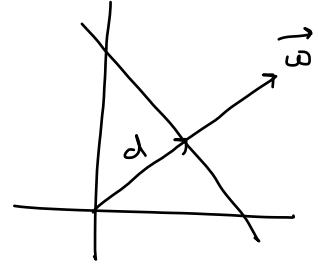


$$d_1 = \frac{\omega_0}{\|\vec{\omega}\|}$$

$$d_2 = \frac{\omega'_0}{\|\vec{\omega}\|}$$

$$d' = d_1 - d_2 = \frac{\omega_0}{\|\vec{\omega}\|} - \frac{\omega'_0}{\|\vec{\omega}\|}$$

$$3 = \frac{\omega_0 - \omega'_0}{\|\vec{\omega}\|}$$



$$\omega_1 = +1$$

$$\omega_2 = +1$$

$$\sqrt{\omega_1^2 + \omega_2^2}$$

$$\omega_0 - 3 \times \|\vec{\omega}\| = \omega'_0$$

$$-5 - (3 \times 5)$$

$$\omega'_0 = -20$$