


Linear Algebra - 4

Agenda → Recap

- Loss function
- Perception learning algorithm

Lp Code

- Circle

Recap → a) Vectors → $\bar{x} \in \mathbb{R}^d$ $\bar{x} = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_d \end{bmatrix}$

b) Norm → $\|\bar{x}\| \rightarrow \|\bar{x}\|_2 = \sqrt{x_1^2 + x_2^2 + \dots + x_d^2}$
 $\|\bar{x}\|_1 = |x_1| + |x_2| + \dots + |x_d|$

c) Dot product
 (inner product) → $\vec{x}, \vec{y} \in \mathbb{R}^d$
 $\vec{x} \cdot \vec{y} = \vec{x}^T \vec{y} = \sum_{i=1}^d x_i y_i$
 $= x_1 y_1 + x_2 y_2 + \dots + x_d y_d$

d) Angle b/w 2 vectors

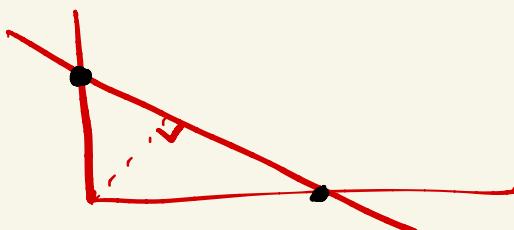
$$\cos \theta = \frac{\vec{x}^T \vec{y}}{\|\bar{x}\| \|\bar{y}\|}$$

e) Dist b/w a line and origin →

$$\text{line} \rightarrow \omega^T x + \omega_0 = 0$$

$$\text{origin} \rightarrow 0, 0$$

$$d = \frac{\omega_0}{\|\omega\|}$$



f) Dist' b/w any line and any point

$$\text{line} \rightarrow \omega^T x + \omega_0 = 0$$

$$\text{point} \rightarrow \vec{x}_i$$

$$d = \frac{\omega^T \vec{x}_i + \omega_0}{\|\omega\|}$$

$$\omega_1 x_1 + \omega_2 x_2 + \omega_0 = 0$$

→ How to calculate dist' b/w 2 lines??

Lines intersect → dist' = 0

dist' makes sense only if 2 lines are parallel.

$$\text{line}_1 \rightarrow \omega_1^T x + \omega_{10} = 0 \quad \text{if they are parallel}$$

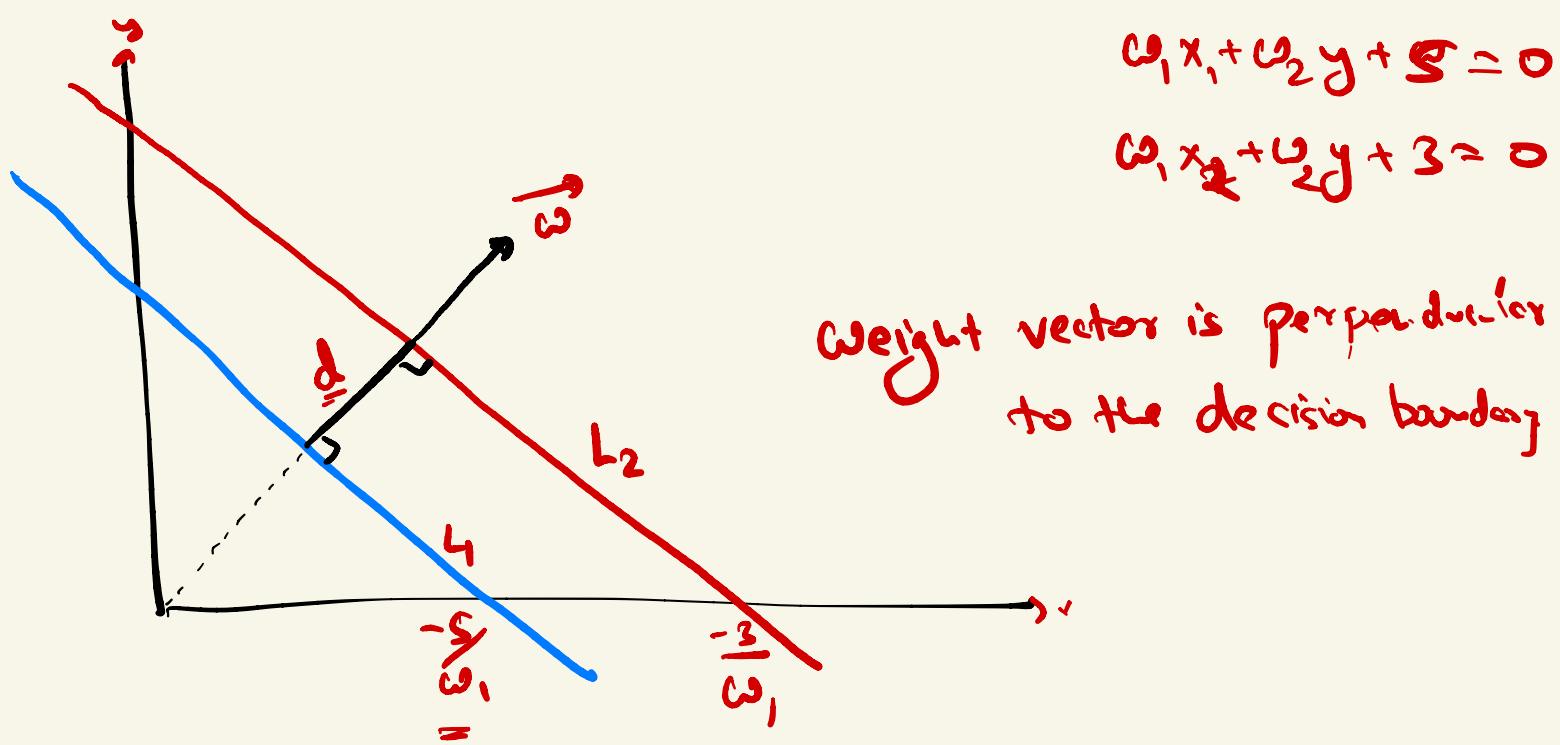
$$\text{line}_2 \rightarrow \omega_2^T x + \omega_{20} = 0 \quad \omega_1 = \underline{\omega_2}.$$

$$\Rightarrow L_1 \rightarrow \omega^T x + 5 = 0$$

Yes they are parallel

$$L_2 \rightarrow \omega^T x + 3 = 0$$

→ Dist' b/w L_1 & L_2



$$\vec{w} \quad \underline{w^T x + w_0 = 0}$$

distance of L_1 from origin $\Rightarrow \frac{5}{\|w\|}$ d_1

distance of L_2 from origin $\Rightarrow \frac{3}{\|w\|}$ d_2

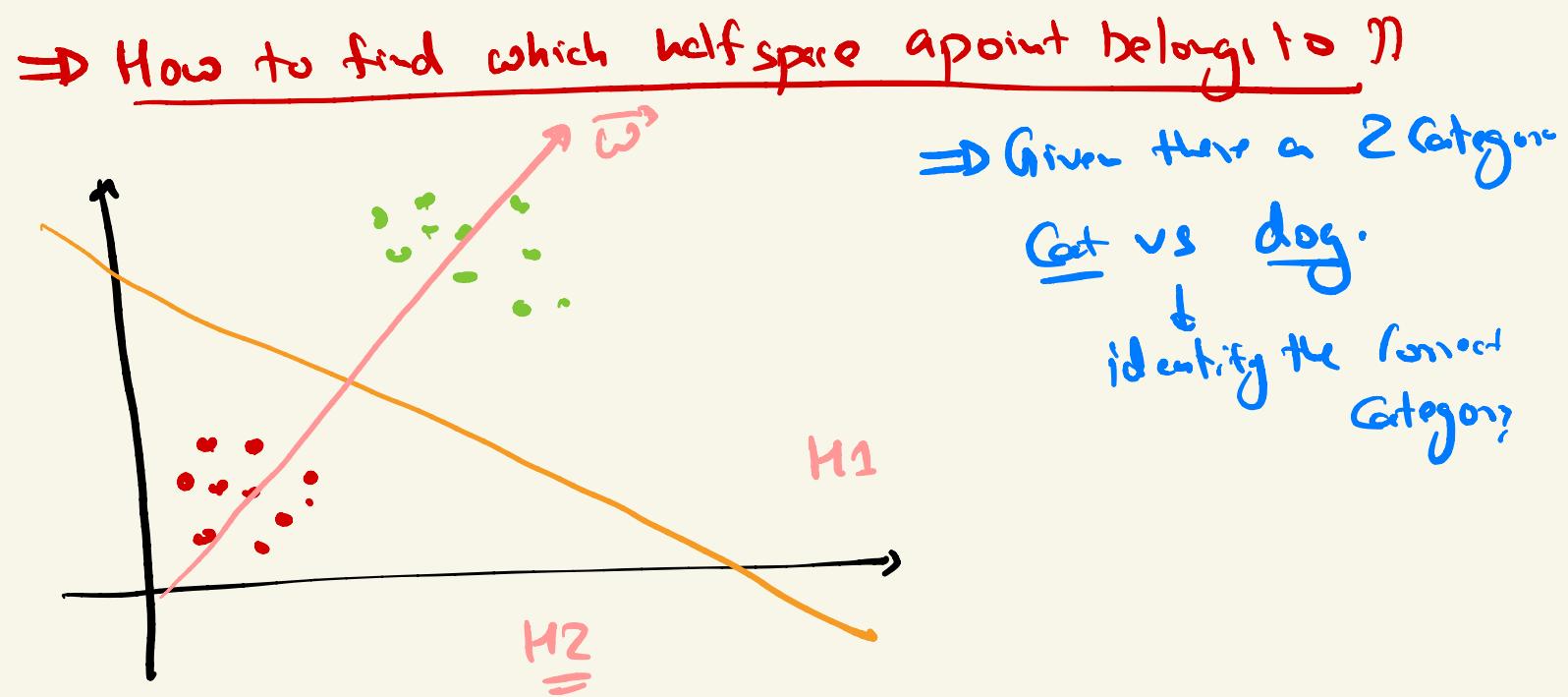
dist b/w line = $d_1 - d_2$

$$= \frac{5 - 3}{\|w\|}$$

$$L_1 \rightarrow w^T x + w_{10} = 0$$

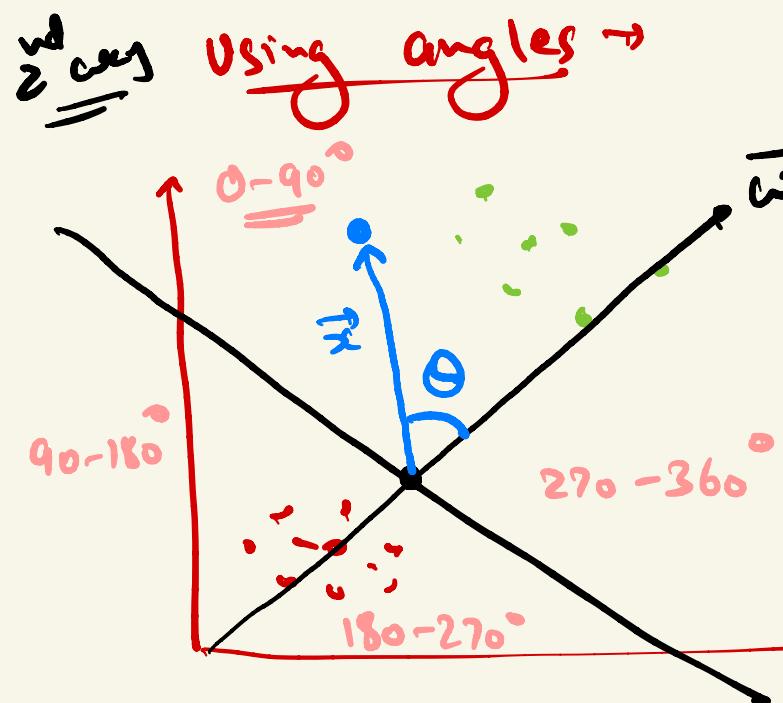
$$L_2 \rightarrow w^T x + w_{20} = 0$$

$$\text{dist} = \frac{w_{20} - w_{10}}{\|w\|}$$



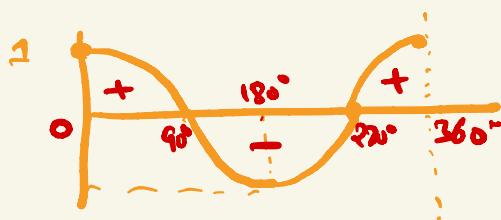
if we know decision boundary $\vec{w} \cdot \vec{x} + w_0 = 0$

1 way → Calculate dist' from the line.
 if $d \rightarrow$ +ve \Rightarrow H1
 $d \rightarrow$ -ve \Rightarrow H2

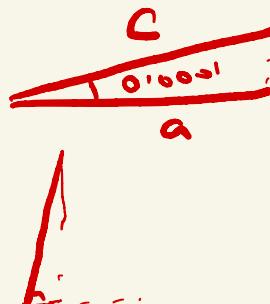


if I try to find angle b/w \vec{w} and point vector (\vec{x})

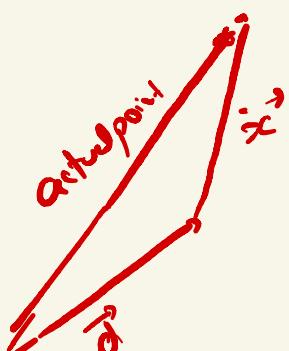
$$\cos \theta = \frac{\mathbf{x}^T \boldsymbol{\omega}}{\|\mathbf{x}\| \|\boldsymbol{\omega}\|}$$



- +ve $\rightarrow 0 - 90^\circ$
- ve $\rightarrow 90 - 180^\circ$
- \Rightarrow ve $\rightarrow 180 - 270^\circ$
- +ve $\rightarrow 270 - 360^\circ$



$$\cos \theta = \frac{\mathbf{x}^T \boldsymbol{\omega}}{\|\mathbf{x}\| \|\boldsymbol{\omega}\|} \quad \text{if} \quad \begin{array}{ll} +\text{ve} & \rightarrow H_1 \\ -\text{ve} & \rightarrow H_2 \end{array}$$



$$\text{Actual} = \vec{d} + \vec{x}$$

when we shift a line \rightarrow

$$\bar{\omega}_1 x_1 + \omega_2 x_2 + \omega_0 = 0$$

$$\Rightarrow x, y$$

$$10, 30$$

$$12, 15$$

$$18, 20$$

$$30, 35$$

$$\rightarrow \underline{0, 0} \rightarrow \underline{10, 30}$$

$$x \quad y$$

$$0 \quad 30$$

$$2 \quad 5$$

$$8 \quad 10$$

$$20 \quad 25$$

$$df[x] = df[\underline{x}] - b$$

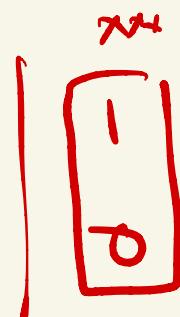
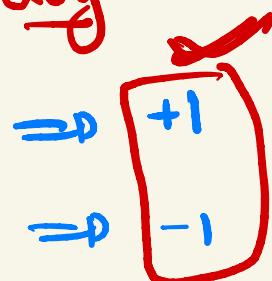
$$\Rightarrow \begin{array}{ll} \cos\theta \rightarrow +ve & \rightarrow HS 1 \\ \cos\theta \rightarrow -ve & \rightarrow HS 2 \end{array}$$

$$\begin{array}{ll} d \rightarrow +ve & \Rightarrow HS 1 \\ d \rightarrow -ve & \Rightarrow HS 2 \end{array}$$

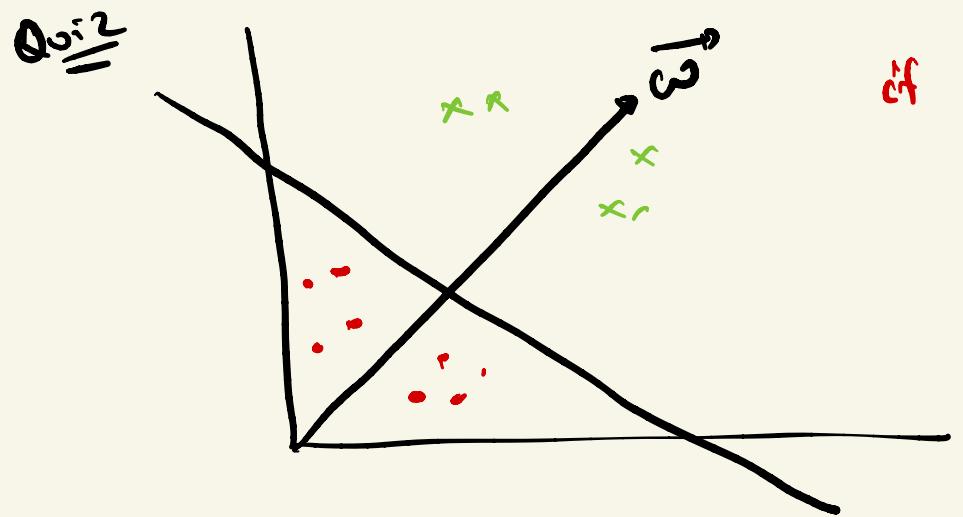
e.g. Categorize Cat and dog \rightarrow

$$Cat \rightarrow HS 1$$

$$dog \rightarrow HS 2$$



$$\begin{array}{ll} \Rightarrow d \rightarrow +ve & \Rightarrow \text{Outcome} \rightarrow +1 \\ d \rightarrow -ve & \Rightarrow \text{Outcome} \rightarrow -1 \end{array}$$

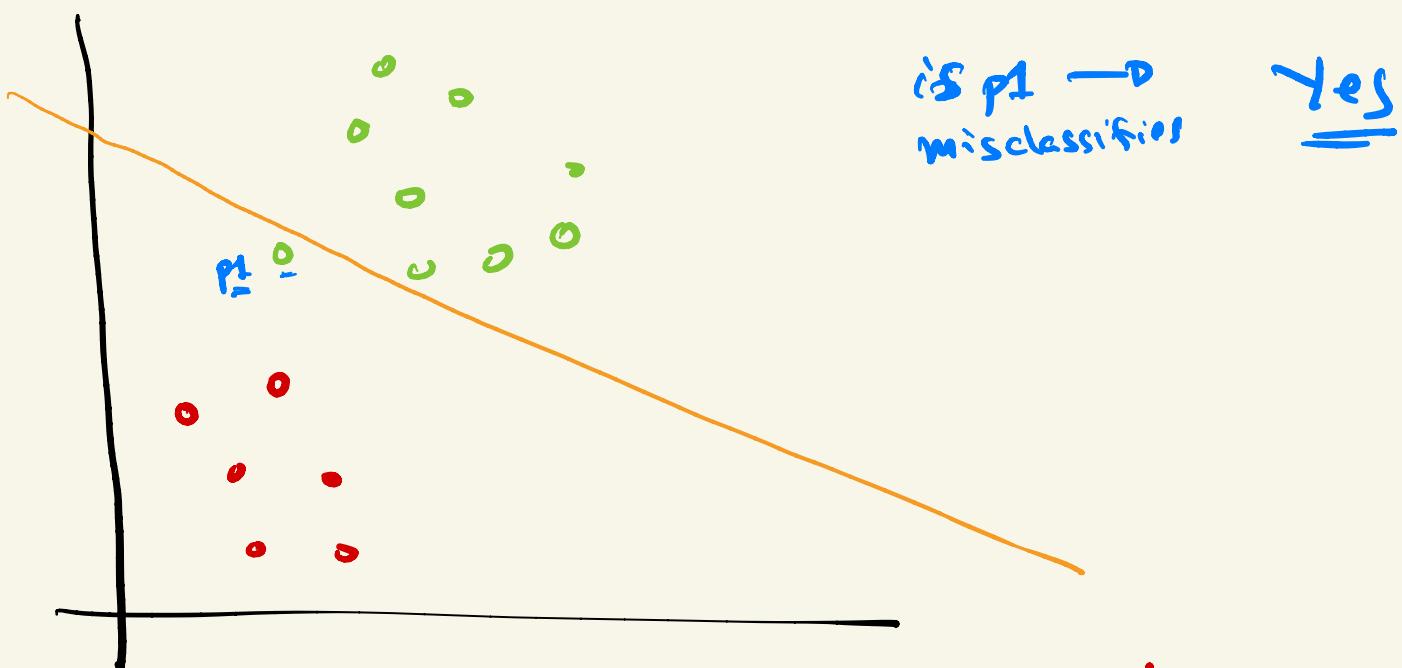


Q1=2

if point lies on the \vec{w} direction from decision boundary $\rightarrow +ve$
else $-ve$

\Rightarrow Put everything together -

Color \rightarrow actual Category



What is the actual label for $p_1 \rightarrow +1$

What is the assigned label for $p_1 \rightarrow -1$
as per decision boundary

decision boundary $\rightarrow \vec{\omega}^T \vec{x} + \omega_0 = 0$

$$d = \frac{\vec{\omega}^T \vec{x} + \omega_0}{\|\vec{\omega}\|} \rightarrow \begin{cases} d > 0 \rightarrow +1 \\ d < 0 \rightarrow -1 \end{cases}$$

For p_1 if we calculate dist from current line $\rightarrow -\nu$
 $\Rightarrow -1$

[This can be improved by shifting to a better line].

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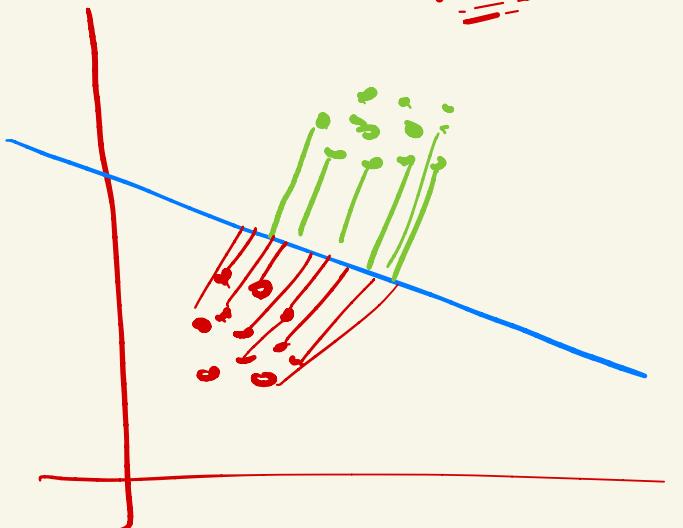
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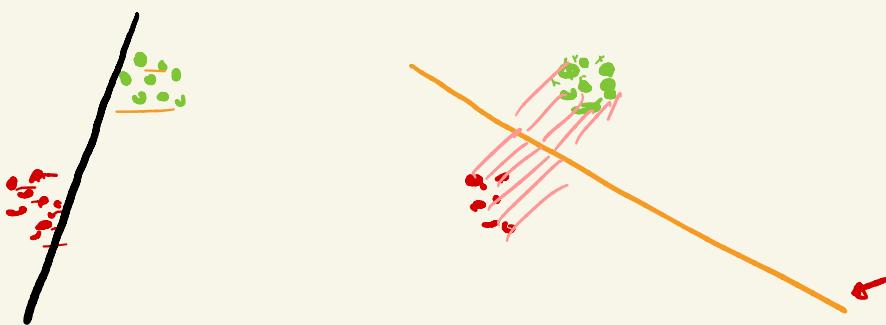
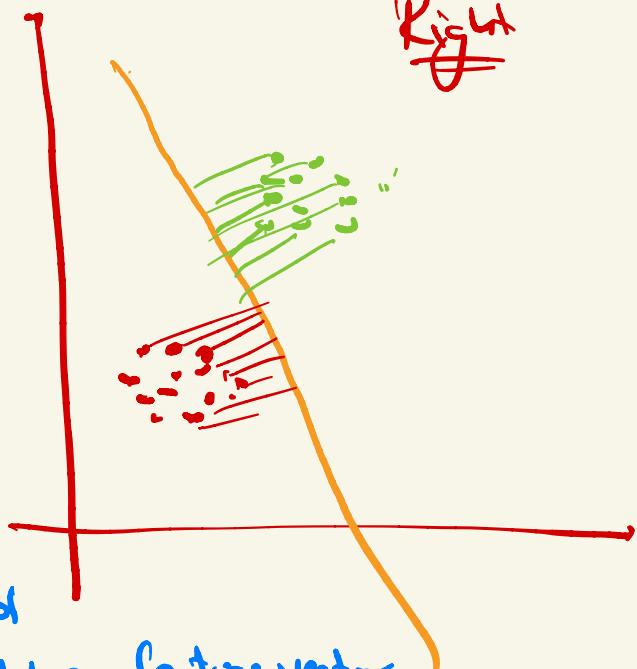
Left

Right



Total sum of

We want to maximize distances b/w feature vector
and line.

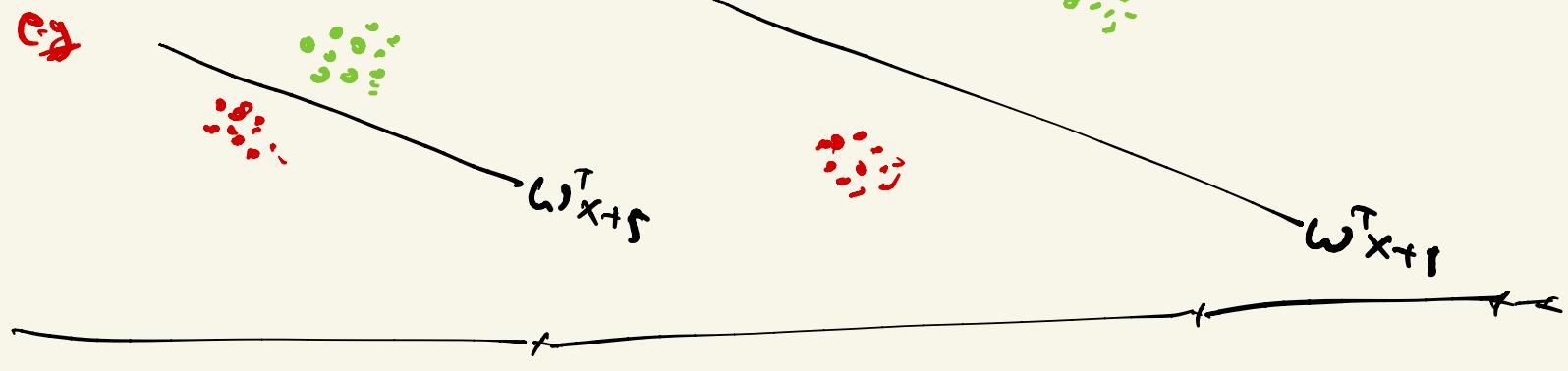


Which is better

2nd

Why

distances from line is higher



\Rightarrow Get vs diag.

Whales	Egrets	Height	weight	Label

Dataset

$$X = \{x_i, y_i\}_{i=1}^n$$

↓
 feature vector ↓
 actual label → +1 [acted].
 → -1

\Rightarrow Equation for Classifier

$$d_x \rightarrow \frac{\omega^T x_1 + \omega_0}{\|\omega\|}$$

$$d_x \rightarrow \frac{\omega^T x_2 + \omega_0}{\|\omega\|}$$

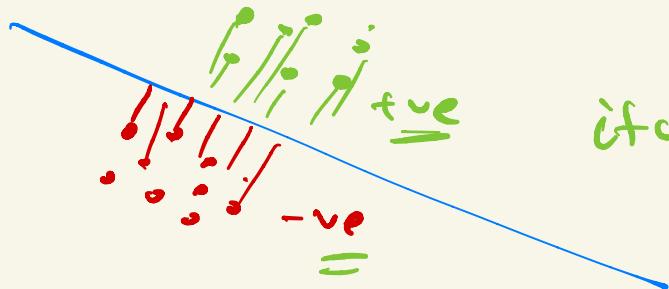
$$\omega^T x + \omega_0 = 0$$

\Rightarrow To get the maximum overall distance

Sum of all the distance b/w Classification and feature vector.

Margin function \rightarrow

$$G(x, \bar{\omega}, \omega_0) = \sum_{i=1}^n \frac{\omega^T x_i + \omega_0}{\|\omega\|}$$



if we directly sum they will negate each other

\Rightarrow How to get better margin function

① Take absolute distance $\Rightarrow f(d) = |d|$

② Take square of distance $\Rightarrow f(d) = d^2$

③ multiply distance with actual label.

$$f(d) = d \cdot y_i$$

$$\textcircled{1} \quad G(x) = \sum \left| \frac{\omega^T x_i + \omega_0}{\|\omega\|} \right|$$

$$\textcircled{2} \quad G(x) = \sum \left(\frac{\omega^T x_i + \omega_0}{\|\omega\|} \right)^2$$

$$\textcircled{3} \quad G(x) = \sum \left(\frac{\omega^T x_i + \omega_0}{\|\omega\|} \right) \times y_i$$

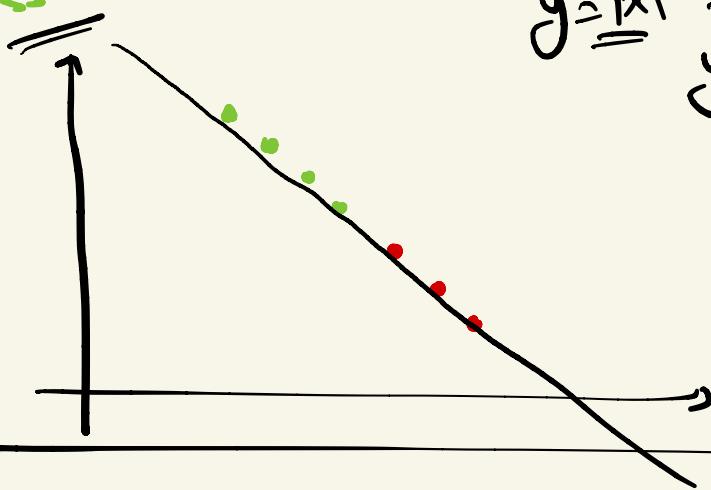
② → need lessly complicated.

① and ② →

$y = |x| \rightarrow$ this equation is non differentiable
at $x=0$

{which breaches some of
the complex ML
algorithm}

Practical
issue.



$y = |x| \rightarrow$ you / machine will never be
able to get a better
classifier.

⇒ Gain \Rightarrow function

$$G(x, \omega, w_0) = \sum_{i=1}^n \left(\frac{\omega^T x_i + w_0}{\|\omega\|} \right) y_i$$

Best fit
classifier

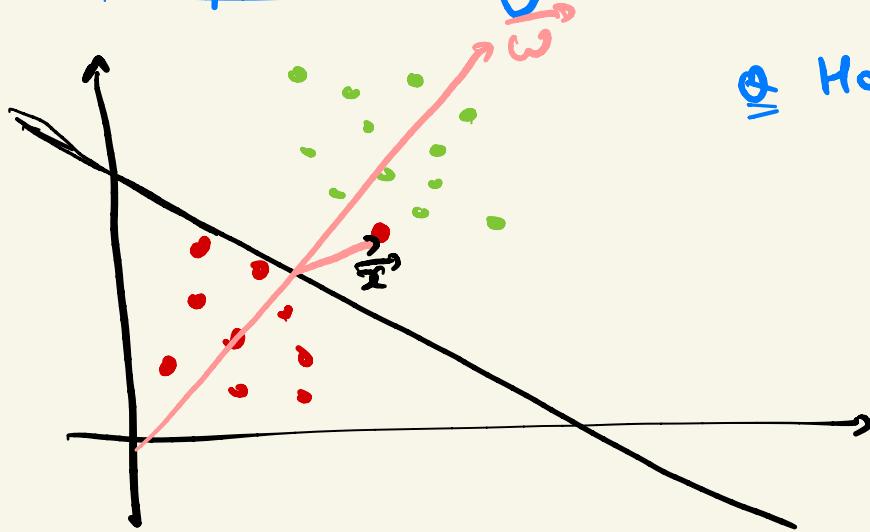
\rightarrow will = max

$$\left(\sum_{i=1}^n \frac{\omega^T x_i + w_0}{\|\omega\|} y_i \right)$$

⇒ In most ml application we minimize loss function.

$$L(x, \bar{\omega}, w_0) = - G(x, \bar{\omega}, w_0)$$

\Rightarrow Perception learning algorithm



Q How do you identify if a point is mis classified.

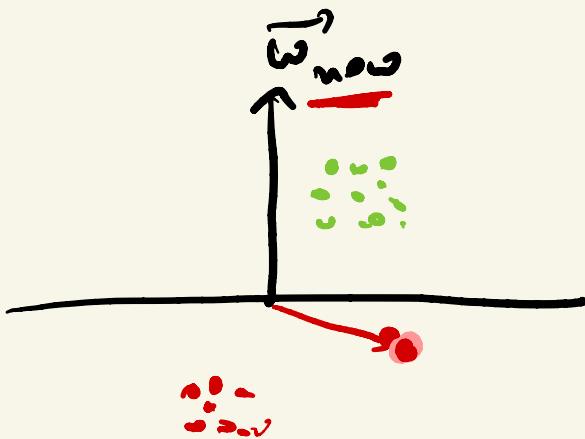
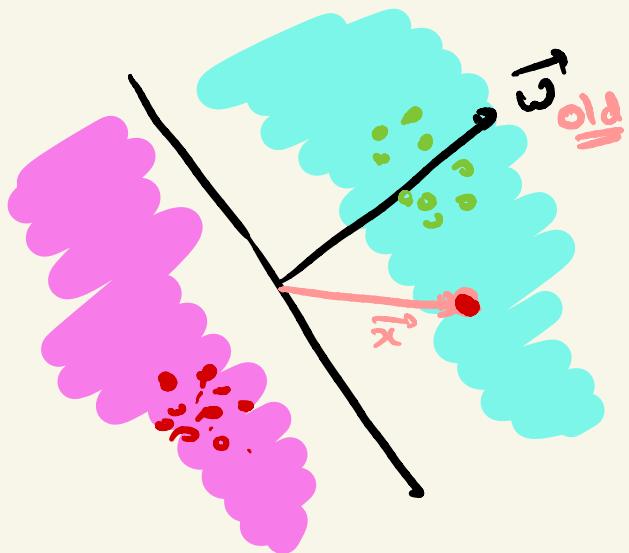
actual label
 y_c

\neq assigned label

$$\text{Sign}\left(\frac{\mathbf{w}^T \mathbf{x}_i + w_0}{\|\mathbf{w}\|}\right)$$

If $y_i = \text{Sign}()$
print ("correct")

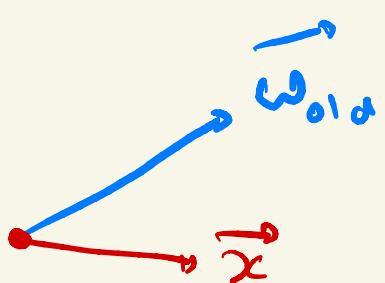
Else:
print ("Incorrect")



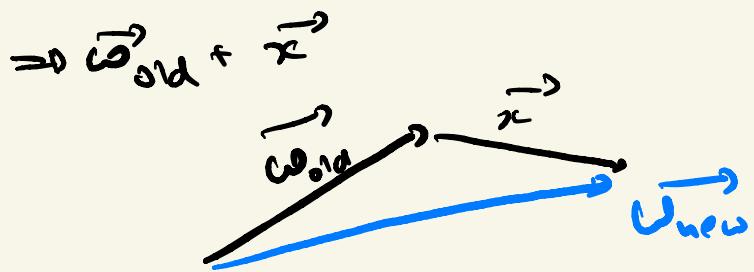
\Rightarrow If HS2 [Oppot weight vector] is incorrectly classified

rotate anticlockwise

\Rightarrow actual label $\rightarrow -ve$ \Rightarrow rotate anticlockwise
 for misclassified point

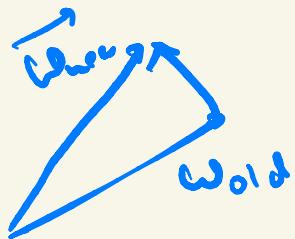


$$\vec{w}_{new} = \vec{w}_{old} - \vec{x}$$



$\vec{w}_{old} + \vec{x} \Rightarrow \text{Clockwise}$

$\Rightarrow \vec{w}_{old} - \vec{x}$ $\vec{w}_{old} - \vec{x} \Rightarrow \text{Anticlockwise}$



\Rightarrow if \vec{x} is misclassified and actual label for x is -ve \Rightarrow Anticlockwise

$$\vec{w}_{new} = \vec{w}_{old} - \vec{x}$$

⇒ If \vec{x} is misclassified and actual label for \vec{x} is +ve

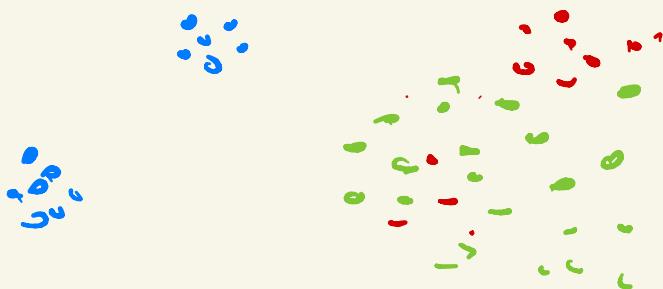
⇒ Clockwise

$$\vec{\omega}_{\text{new}} = \vec{\omega}_{\text{old}} + \vec{x}$$

⇒ If x is misclassified we should rotate $\vec{\omega}$.

$$\boxed{\vec{\omega}_{\text{new}} = \vec{\omega}_{\text{old}} + [\vec{x} \times y_i]}$$

⇒ • 100 iteration → we can pick the best one
 ↳ accuracy →



⇒

Assignment

→ If there 1 point → Yes

→ If there 2 points → Yes

→ If there 3 points → Maybe

A

B

C

Write equation of line b/w A & B.



for all next points just check if equation of line is satisfied.
(C, D, E, F, ...) ..

$$\Rightarrow \underline{3, 4}$$

$$\underline{\underline{2, 0}}$$

$$\underline{\underline{y = mx + c}}$$

$$y_1 = mx_1 + c$$

$$y_2 = mx_2 + c$$

$$y_1 - y_2 = \boxed{m(x_1 - x_2)}$$

$$\rightarrow m = \frac{y_1 - y_2}{x_1 - x_2}$$

$$y_2 = \left(\frac{y_1 - y_2}{x_1 - x_2} \right) x_2 + c$$

$$y_2 x_1 - \cancel{y_2 x_2} - y_1 x_2 + \cancel{y_2 x_2} = c$$

$$\boxed{c = y_2 x_1 - y_1 x_2}$$

$$\Rightarrow \boxed{\quad} \stackrel{3.4}{=} \frac{y - y_0}{x - x_0} = \dots$$

Pick 4 Element \Rightarrow Calculate $\frac{y - y_0}{x - x_0}$