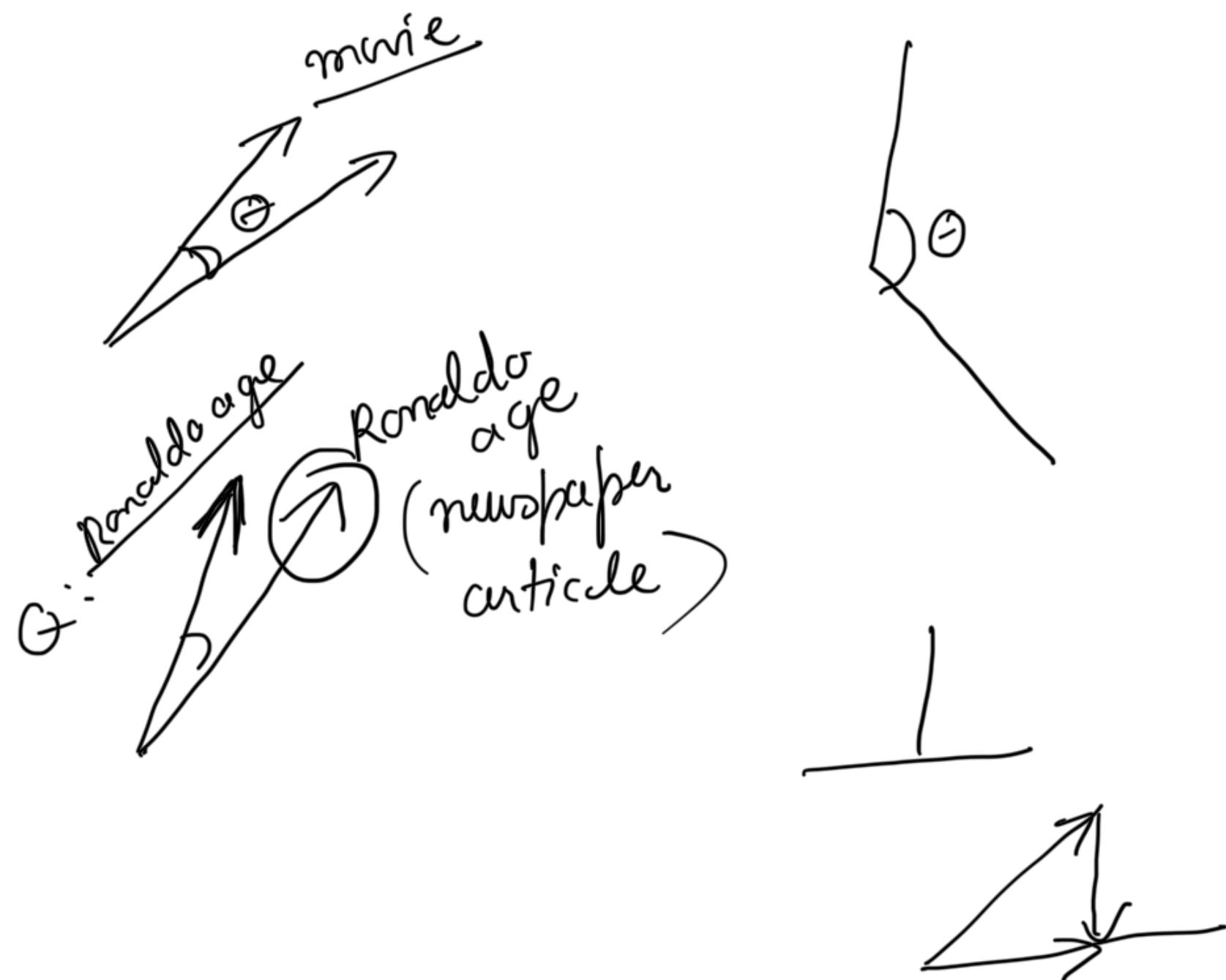


Optimization - 1

Why angle b/w 2 vectors is important in ML?



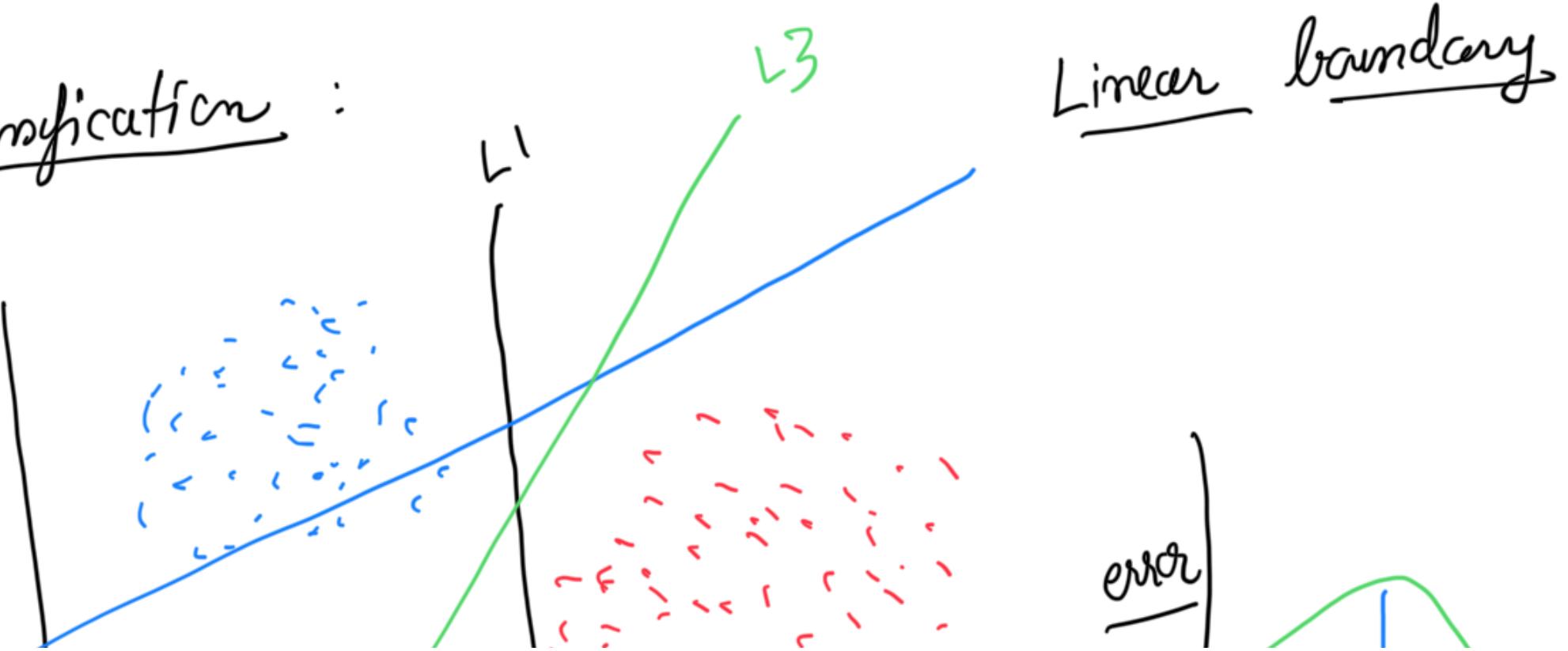
→ Classifier algo

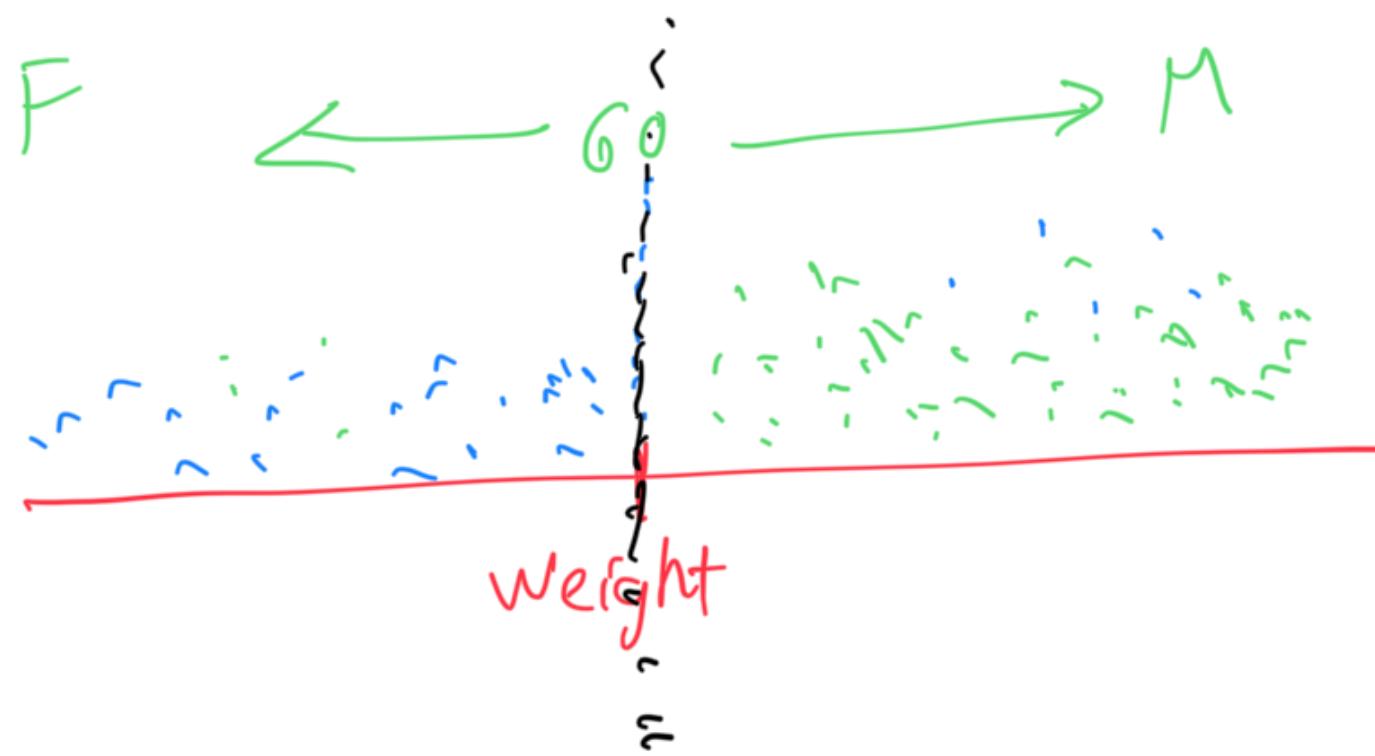
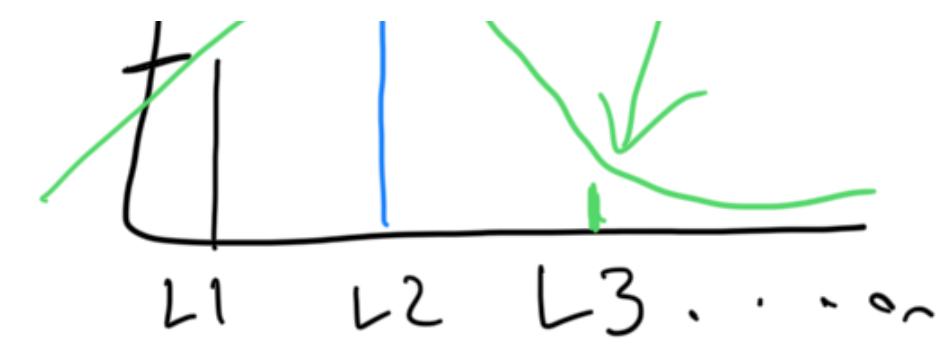
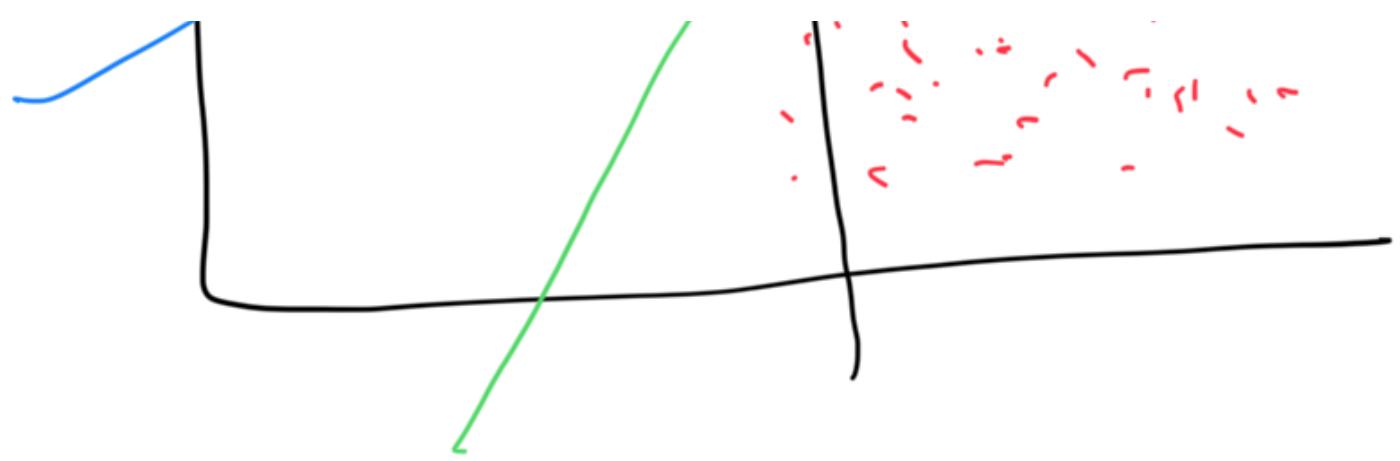
→ optimization problems

→ Limits → continuity

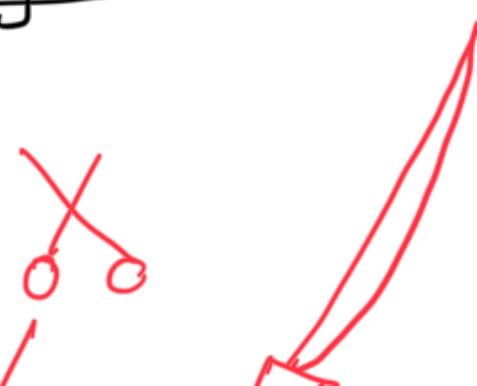
→ domain and range

Classification :





Ocam's Razor



Simple choice.

Join

heavy op.

Group-By

Select

A Join B

ON

Group by

Select

Group by table

join B

line : slope and intercept

$$\dots w_1 x_1 + \dots + w_n x_n = 0$$

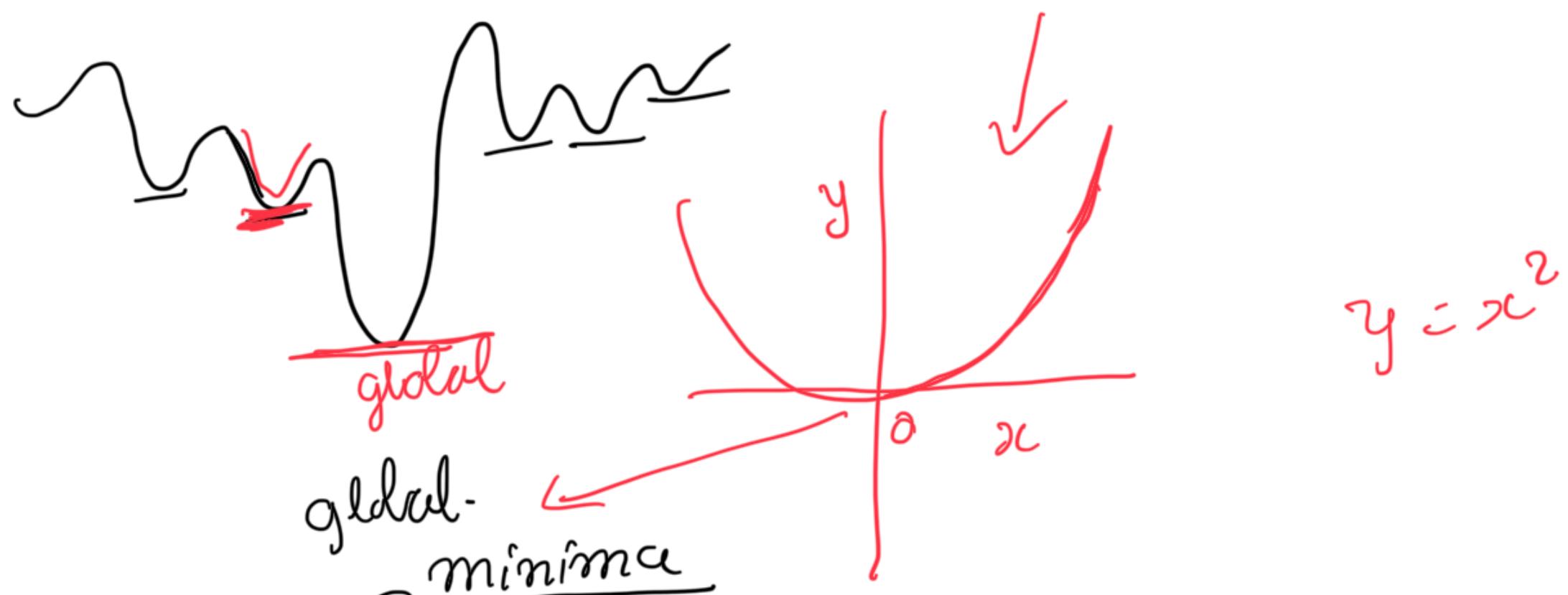
$$w_0 + w_1 x_1 + w_2 x_2$$

$$w = \begin{bmatrix} w_0 \\ w_1 \\ w_2 \\ \vdots \\ w_n \end{bmatrix} \rightarrow \boxed{1} \boxed{1} \boxed{1} \boxed{1}$$

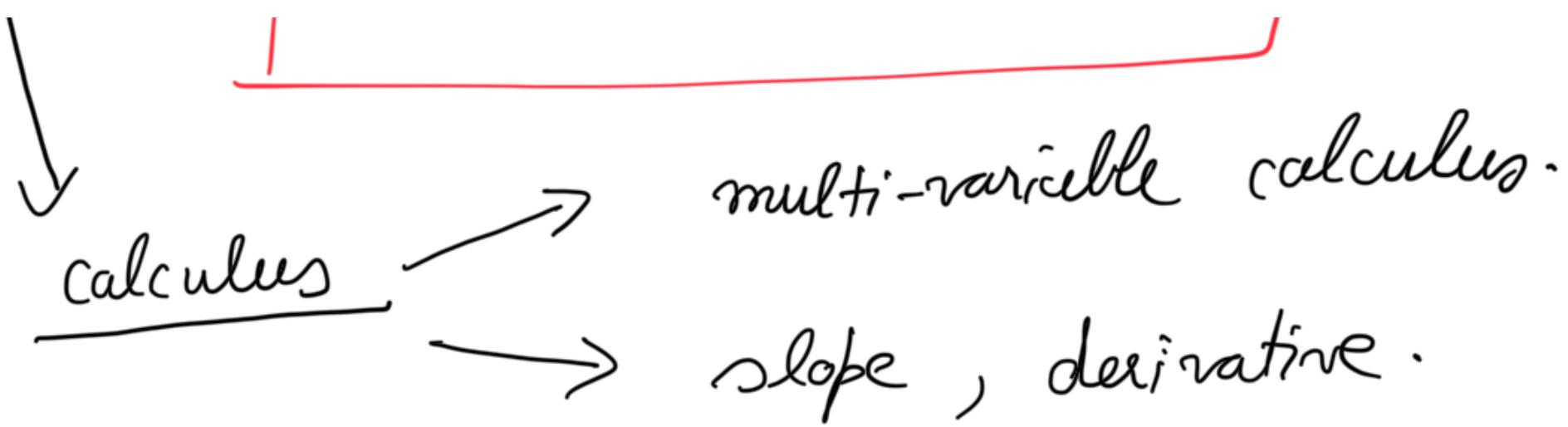
Linear Search

$$w_0 \rightarrow [-10 \text{ to } 10] \quad \boxed{0.1} \rightarrow \boxed{201}^3$$
$$w_1 \rightarrow [-10 \text{ to } 10] \quad \boxed{210}^3$$
$$w_3$$

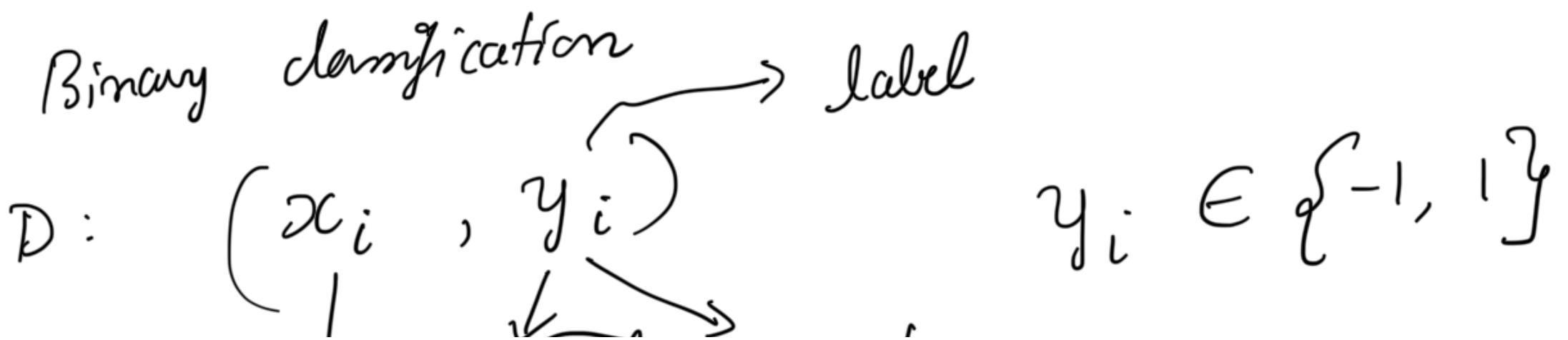




Gradient Descent



$$\frac{d}{dx} (x^2) = \boxed{2x}$$



↓ actual target
features

$$f(\hat{x}_i) = \hat{y}_i \quad (\text{predicted value})$$

$$\hat{y}_i = y_i$$

new data

I ✓

g → S-D

↓
f → tax ??

f

set of
rules

clear task

ML

Input

→

f

→

residual

output

prediction

linear f

new outfit

score prediction

$$f(\bar{x}) = \hat{y}_i$$

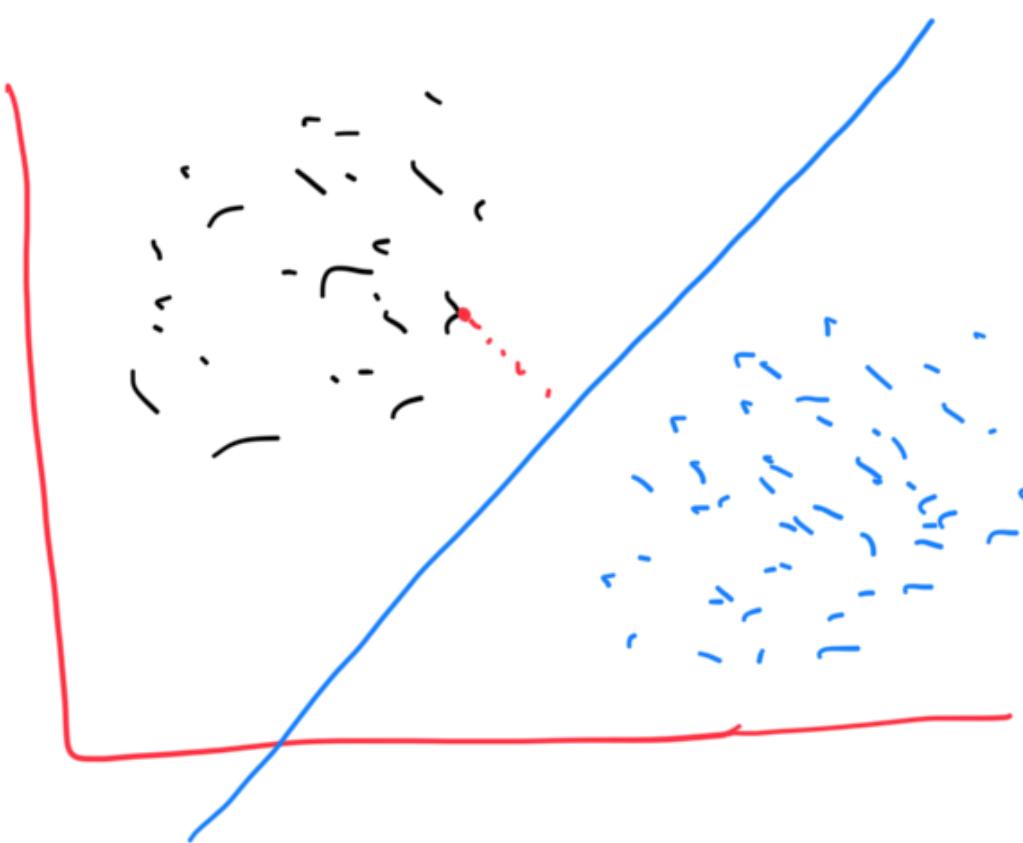
$$\bar{w}^T \bar{x} + w_0$$

$$\Rightarrow G(D, \bar{w}, w_0)$$

optimized

↓
gain function

(maximize dist of points
from boundary)

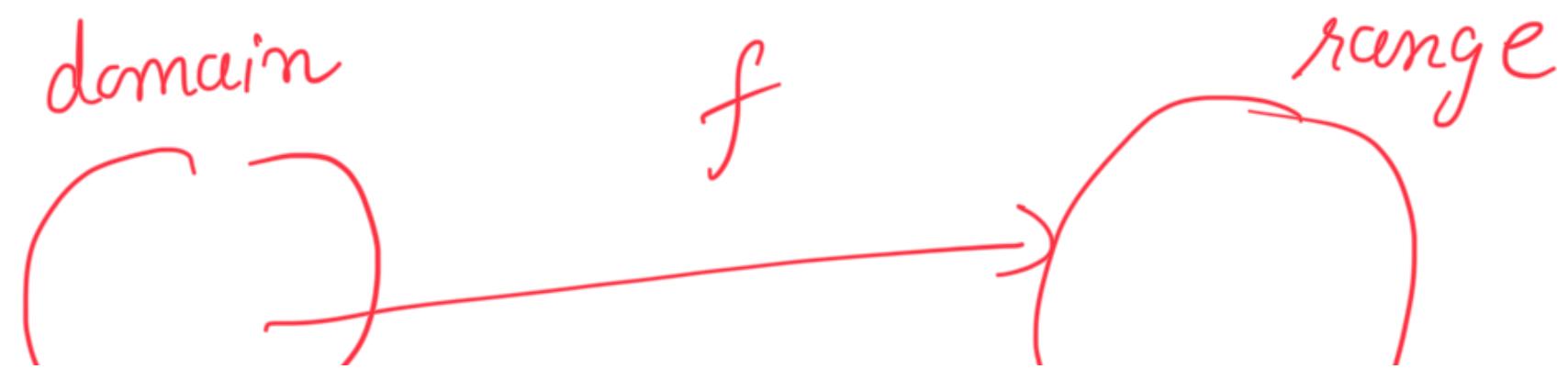


$$g_i = \left(\frac{w^T x_i + w_0}{\|w\|} \right) y_i$$

\bar{w}^*, w_0^* → optimal values.

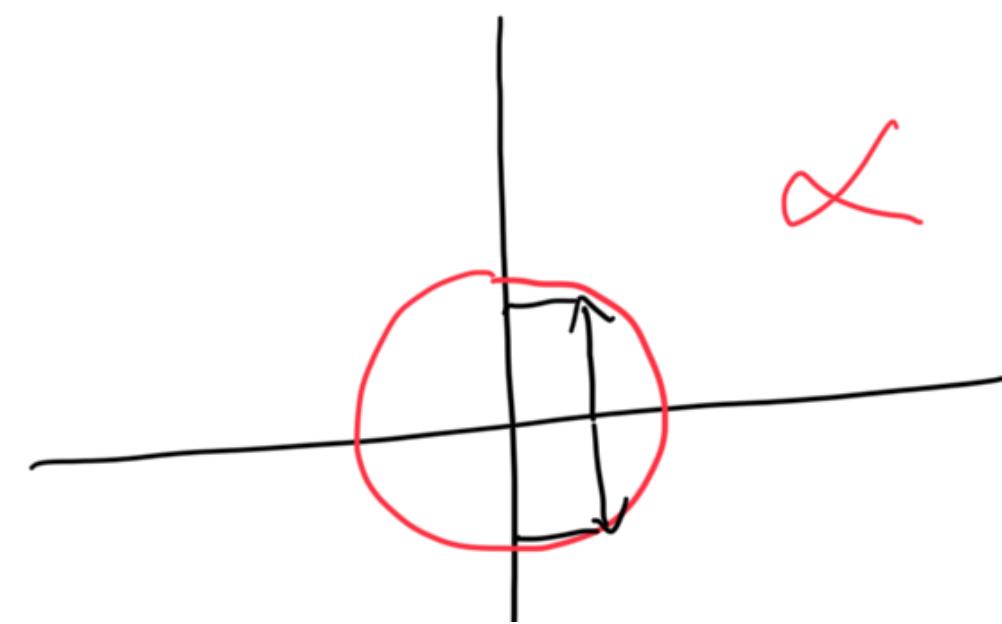
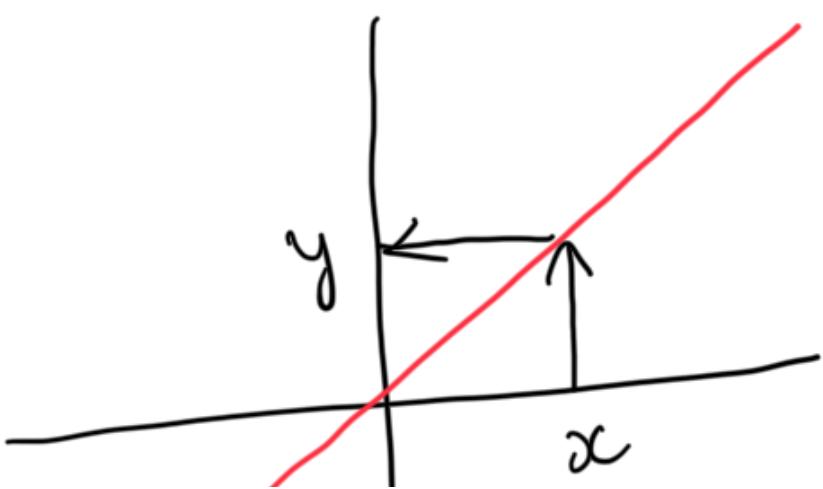
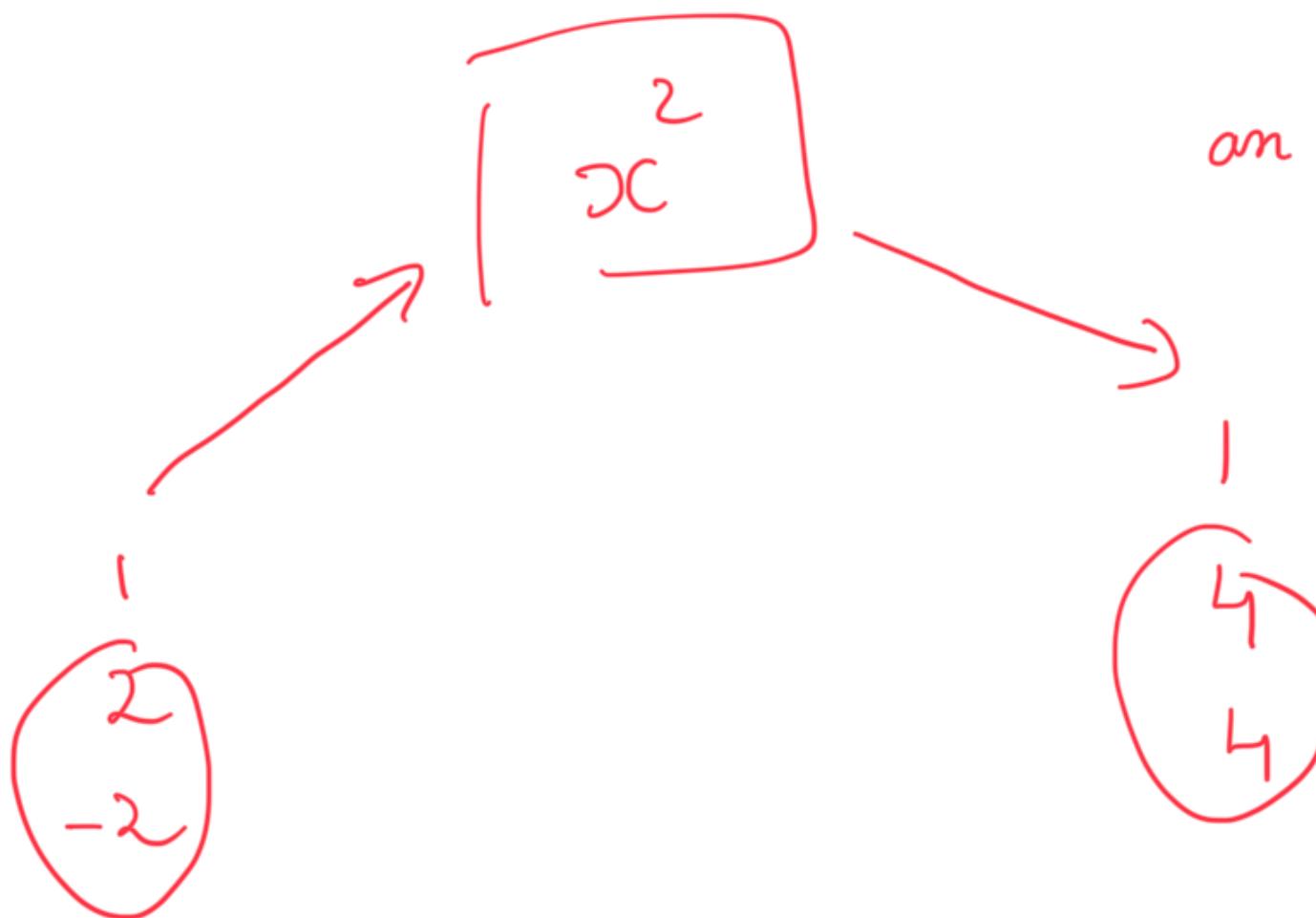
$$\bar{w}^*, w_0^* = \underset{\bar{w}, w_0}{\operatorname{arg\,max}} \left[G(D, \bar{w}, w_0) \right]$$

$$G(D, \bar{W}, w_o) = \sum_{i=1}^n g(x_i, y_i, \bar{w}_o, w_o)$$



inputs

output



✓

