

$$1.3 \quad \text{a) } y(t) + w^T(t) \cdot x(t) < 0$$

Hint: $x(t)$ is misclassified by $w(t)$

i.e. since $x(t)$ is misclassified, that means.

$$\text{sign}(w^T(t) \cdot x(t)) = -1 \quad \& \quad y(t) = +1$$

$$\text{and } \text{sign}(w^T(t) \cdot x(t)) = +1 \quad \& \quad y(t) = -1$$

For $\text{sign}(w^T(t) \cdot x(t))$ to be -1 ,

$$\text{we can refer } \text{sign}(n) = \begin{cases} -1 & \text{if } n < 0 \\ 0 & \text{if } n = 0 \\ 1 & \text{if } n > 0 \end{cases}$$

$$\therefore \text{sign}(n) = -1 \quad \therefore n < 0.$$

$$\therefore \text{sign}(w^T(t) \cdot x(t)) = -1$$

which implies, $w^T(t) \cdot x(t) < 0.$

i.e. As we already have $y(t) = +1$ for $\text{sign}(w^T(t) \cdot x(t)) = -1$

Then $y(t) * w^T(t) \cdot x(t) = (+1) * (\text{sum number less than } 0)$

$\Rightarrow (+1) * (m < 0)$ where $m = \text{some number} < 0$.

$\therefore (+1) * (m < 0) = \text{output} < 0.$

same for

Hence proved, $y(t) w^T(t) x(t) < 0$]

the other case

(b) Show that $y(t) w^T(t+1) x(t) > y(t) w^T(t) x(t)$
Hint : Use (1.3).

∴ It is said that with $w(t+1)$ our $x(t)$ will be correctly classified.

∴ $y(t) = +1$ then ~~sign~~ sign $(w^T(t+1) x(t)) = +1$
as it is correctly classified.

∴ for sign $(w^T(t+1) x(t))$ to be $=+1$

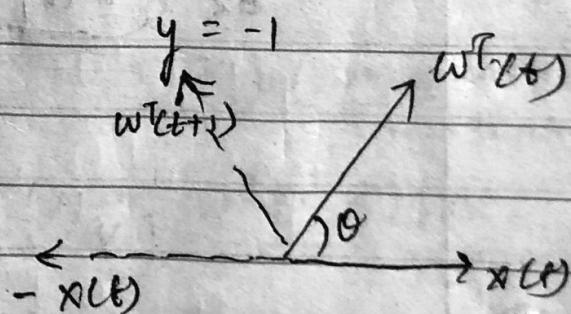
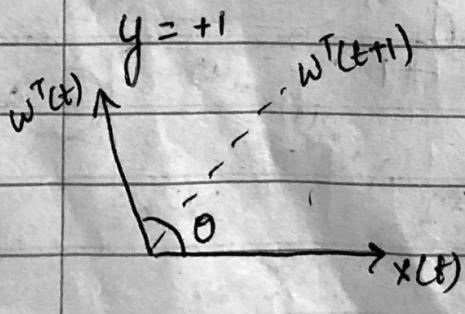
$w^T(t+1) x(t) > 0$, from $\text{sign}(x) = \begin{cases} -1 & \text{if } x < 0 \\ 0 & \text{if } x = 0 \\ 1 & \text{if } x > 0 \end{cases}$

∴ As $y(t) = +1$ ∴ $[y(t) * w^T(t+1) * x(t) > 0]$

As we have proved if 1.3(a) $y(t) w^T(t) x(t) < 0$

already which means,

$[y(t) * w^T(t+1) * x(t) > y(t) w^T(t) x(t)]$



Problem 1.6

a) Recommending a book to a user in an online bookstore :-

- Supervised learning → As we have to have labelled purchase history of user to recommend the book.
- We know what user has purchased in past & hence for every feature set ' x ' we have ' y ' as output whether "purchased" or not.

i. Training datset :-

book author, no. of pages, type of book like its genre, ebook or hardcopy, graphical content or not, etc.

b) Playing a tic-tac-toe! :- (Reinforcement learning)

- We do not have output of a player's win/loss given few steps.
- The model has to learn whether the performed set of steps lead to a winning output or losing one, hence reinforcement learning.

Training datset - positions of values for 'X' or 'O'

i.e first_box, second_box, third_box,
fourth_box, fifth_box, sixth_box, seventh_box,

eighth_box, ninth_box, haveWon = {0, 1} = 0 for winning
and '1' for losing.

each box will have { 'X', 'O', winningStep } where
winning step = boolean i.e. this step performed winning
step or losing one.

c) Categorizing movies into different types:-

It can be supervised or Unsupervised based on the data we have,

Supervised \rightarrow if we have attributes in dataset for which we have 'movie type' as output attribute for each input vector.
Unsupervised if, \leftarrow if do not have labelled output data for movie category then this becomes clustering problem which will be Unsupervised then.

dataset:-

\rightarrow movie_id, isAdult, isHorror, isAction, isRomantic,
isDrama, isComedy, budget, actors, director,
actress, length_of_movie, rating, language,
runtime etc.

d) Learning to play music :-

Reinforcement Learning → As we have to learn by checking if output is proper music notes | playing | adhering to music notes or how.

Dataset :- Bandwidth, frequency, bass, contrast, audio attributes like chroma, Tonnetz, roll off etc.

e) Credit limit :- Deciding the maximum allowed debt for each bank customer :-

→ Supervised :- We have to have history of the customers the bank has & based on that only we can predict the future customer's debt.

dataset :- Age, income, members in family, education, number of creditcards, creditscore, no. of loans, assetvalue etc.

Exercise 1.8 :-

Given, $\mu = 0.9 \Rightarrow$ probability of red marbles in bin.

$$\therefore P(\text{red}) = 0.9$$

let's say $N \Rightarrow$ No of samples = 10.

To find: $P(V \leq 0.1) \Rightarrow V = \frac{\text{No. of red}}{\text{Total sample}} \cdot \frac{\text{red}}{N}$

$$\therefore P(\text{marble} \neq \text{red}) = 1 - 0.9 = 0.1$$

$$P(\text{marble} = \text{red}) = 0.9$$

$$\therefore P(V \leq 0.1) = P\left(\frac{\text{red}}{N} \leq 0.1\right) = P(\text{red} \leq 0.1 \times N)$$

$$= P(\text{red} \leq 1) = P(\text{red} = 0) + P(\text{red} = 1)$$

$\therefore P(\text{red} \geq 0) =$ each sample has probability of marble being not red.

$$\therefore P(\text{red} \leq 1) = P(\text{red} = 0) + P(\text{red} = 1) \\ \Rightarrow (0.1)^{10} = \underbrace{1 \times 10^{-10}}$$

$$\text{Now, } P(\text{red} \geq 1) = 0.9 \times 0.9 \\ P(\text{red} \geq 1) = (0.9)^{10} = 9 \times 10^{-9}$$

$$\therefore P(V \leq 0.1) = P(\text{red} = 0) + P(\text{red} = 1) \\ = 1 \times 10^{-10} + 9 \times 10^{-9} \\ = 0.1 \times 10^{-9} + 9 \times 10^{-9} = \underline{\underline{9.1 \times 10^{-9}}}$$

Exercise 1-9

$\mu = 0.9$. We have to bound $P(D \leq 0.1)$.

i.e. By Chebyshev inequality,

$$P[|D - \mu| > \epsilon] \leq 2e^{-\frac{\epsilon^2 N}{2}} \quad \text{For any } \epsilon > 0$$

$$|D - \mu| > \epsilon$$

$$\therefore \text{Squaring both sides, } (D - \mu)^2 > (\epsilon)^2$$

$$(0.1 - 0.9)^2 > (\epsilon)^2$$

$$(0.8)^2 > (\epsilon)^2$$

So we can say For $\epsilon \leq 2e^{-\frac{\epsilon^2 N}{2}}$, $\epsilon = 6.8$.

$$\Rightarrow P[|D - \mu| > \epsilon] \leq 2e^{-\frac{2(0.8)^2 N}{2}} \leq 2e^{-2(6.4)} \leq 5.52 \times 10^{-6}$$

$$\Rightarrow P(D \leq 0.1) \leq P[|D - \mu| > \epsilon] \leq 5.52 \times 10^{-6}$$

~~$$\Rightarrow 9.1 \times 10^{-9} \leq P[|D - \mu| > \epsilon] \leq 5.52 \times 10^{-6}$$~~

~~$$\leq 5.52 \times 10^{-6}$$~~

Problem 1.2

$$h(x) = \text{sign}(w^T x)$$

$$\text{where } w = [w_0, w_1, w_2]^T$$

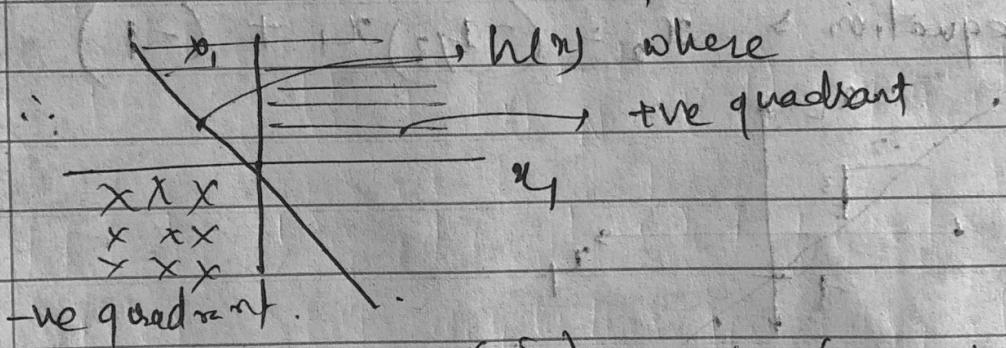
$$x = [1, x_1, x_2]^T$$

(b) Now, sit

As we know, $\text{sign}(x) = \begin{cases} 1 & \text{where } x > 0 \\ 0 & x = 0 \\ -1 & x < 0 \end{cases}$

∴ $h(x) = +1$ which means points are in +ve quadrant.

$h(x) = -1$ which means points are in -ve quadrants.



Also, $h(x) = \text{sign}(w^T x) = \text{sign}(w_0 x_0 + w_1 x_1 + w_2 x_2)$

when $w^T x = 0$, we say all points are not lie
on a line & w is perpendicular to \vec{x} .

(q)

$w_0 = \text{constant}$, we can express $w_0 x_0 = k$ for some constant,

$$\begin{aligned} x_2 &= (-w_1)/(w_2)x_1 + (-w_0/w_2) \\ &= (-w_1/w_2)x_1 + C \end{aligned}$$

This is a equation of line.

Now, we have given this, is, $x_2 = ax_1 + b$.
 where $a = \text{slope}$ & $b = \text{intercept}$

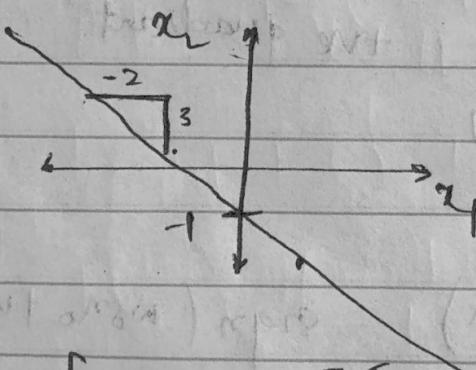
$$\therefore x_2 = -w_1/w_2 x_1 + (-w_0/w_2)$$

$$\therefore \begin{cases} a = -w_1/w_2 \\ b = -w_0/w_2 \text{ as } x_0 = 1 \end{cases}$$

Ans, part a)

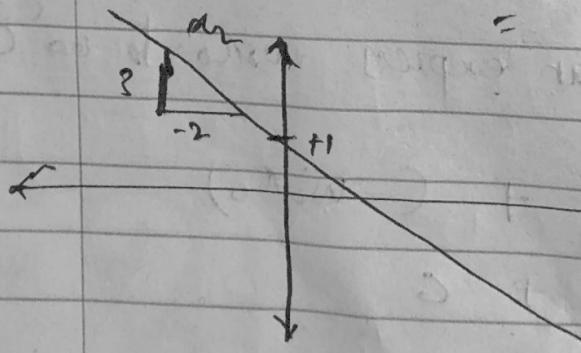
part (b) $\therefore 1) w = [1, 2, 3]^T$

$$\therefore \text{equation} \Rightarrow x_2 = (2/3)x_1 + (-1)$$



$$2) w = [-1, -2, -3]^T$$

$$\therefore \text{equation} \Rightarrow x_2 = ((-1)/-3)x_1 + (-(-1)) \\ = (-2/3)x_1 + (+1)$$



problem 1.11:

a) Supermarket: \therefore matrix $\Rightarrow h$

$$\begin{array}{c|cc} & +1 & -1 \\ \hline +1 & 0 & 1 \\ -1 & 10 & 0 \end{array}$$

$$E_{in}(g) = \frac{1}{N} \sum_{n=1}^N \epsilon(h(x_n), f(x_n))$$

$$\therefore E_{in}(g) = \frac{1}{N} \sum_{n=1}^N [y_{in} \neq g(x_n)]$$

$$E_{in}(g) = \frac{1}{N} \left[\left(\sum_{y_{in}=+1} (\bar{g}(x_n) \neq +1) \right) \times 10 + \left(\sum_{y_{in}=-1} (\bar{g}(x_n) \neq -1) \right) \times 1 \right]$$

b) for CIA: matrix $\Rightarrow h$

$$\begin{array}{c|cc} & +1 & -1 \\ \hline +1 & 0 & 1000 \\ -1 & 1 & 0 \end{array}$$

$$E_{in}(g) = \frac{1}{N} \sum_{n=1}^N [y_{in} \neq g(x_n)]$$

$$E_{in}(g) = \frac{1}{N} \left[\left(\sum_{y_{in}=+1} (\bar{g}(x_n) \neq +1) \right) \times 1 \right. \\ \left. + \left(\sum_{y_{in}=-1} (\bar{g}(x_n) \neq -1) \right) \times 1000 \right]$$