Regularization: Add something extra
to our machine learning moder
that tend to reduce energething Use: When there is a chance of surfitting. famous Regularization Ridge (12) Larco (12) Elastic Met (11-12) GEOMETRIC INTUITATION How to detect our jotting?

your to

yo If m value too high means ourfitting for prediction of y If m is too love means underfitting If you want to reduce ourfetting then mathematically you have to decrease the subject little

L2 Regularyalin (LR) Time passing through 2 has indicate our firm.) X will zie bod reme I have to commince my MI mody to choose the line (typothetical) In Me know that L= \(\frac{1}{2} \left(\frac{1}{2} - \hat{9}_1 \right)^2 To convice of change our line ue add something our loss function (4,-4,)2+ x(m2) stop Let the eg of I line is y= I line Let's calculate this loss for LOS LR 2.03 L 2 25 model will have

Page No YOUVA Date more than I axis LOSI (1 +) (m12-1 m2 + ... mn3) 12 moum (due to square) named as

5 KEX UNDERSTANDING (Ridge) $L = \underbrace{2}_{j=1} \left(y_j - \widehat{y} \right)^2 + \underbrace{\lambda ||w||^2}_{j}$ known as shrinkag, coefficient 1) How the coefficients get affected? >=0, simple lineau Regression >1, ml or coef l (but may get close to 0 but never 0) Higher values are impacted more.

1R -) M= 1000 W2= 10, W= 1

higher value will be more impacted more

3 Bias variance tradeoff. Bias Variance depend on the value of λ :

If model is overfitted, then buy increasing λ but not in crease usey much that may lead be underfitting. 4) Impact on Loss function. What is the effect of increasing I L= \(\frac{1}{4i-\hat{1}}\) \(\frac{1}{4i-\hat let a le constant (b=0) $L(m) = \frac{1}{2} \left(\frac{1}{1} - \frac{1}{1} - \frac{1}{1} \right)^2 + \frac{1}{1} m^2$ il, loss function struck and shifted towards origin 5) Why call Ridge?

To understand this there is a concept called Hard constraints
Ridge constraint.

L= MSE + A | W2 |

minimize both.

M T W T F S S Page No. YOUVA Date (41 - (Both BIXII + B2X 12) 1+ 1 (B12+ B22) 1 Ols estimate MSE >1 W/2