(Vectorization)

$$\overrightarrow{W} = [W_1, W_2, \dots W_n]$$
 $\overrightarrow{b} = number$
 $\Rightarrow parameters of the model$

$$\vec{z} = [x_1, x_2 \cdots x_n]$$

$$f_{\vec{N},b}(\vec{z}) = \vec{w} \cdot \vec{n} + b = w_1 z_1 + w_2 z_2 + \cdots + b$$

$$\vec{b} = \vec{w} \cdot \vec{n} + b = w_1 z_1 + w_2 z_2 + \cdots + b$$

(Vectorization with code) - Model

* Parameteres and features

$$\vec{w} = [W_1, W_2, W_3]$$

$$\vec{b} = number$$

$$\vec{z} = [a_1, a_2, a_3]$$

1 Without vectorization

code:

$$f_{\vec{w},b}(\vec{z}) = w_1 x_1 + w_2 x_2 + w_3 x_3 + b \Rightarrow f = w[0] * x[0] + w[1] * x[1] + w[2] * x[2] + b$$

(2) without vectorization with for loop

$$f_{\vec{w},b}(\vec{z}) = \begin{cases} \int_{-1}^{n} w_{\vec{v}} \cdot x_{\vec{j}} \\ \int_{-1}^{n} w_{\vec{v}} \cdot x_{\vec{j}} \\ \end{cases} + b \implies f = 0$$

$$f = f + w[\vec{v}] \times x[\vec{v}]$$

$$f = f + b$$

3 Vectorization

tode:

$$\Rightarrow f=np.dot(w,x)+b$$

code:

Using Vectorization 1 makes coole shorter
2 makes calculation much faster