Assignment 1

a)
$$y=x_{a_1+x_2a_2} \leq 1$$
, $y>b_0 \rightarrow y=x_w=[x_1x_2+1]\begin{bmatrix} a_1\\ a_2\\ -b\end{bmatrix} \rightarrow \begin{cases} x=\begin{bmatrix} x_1\\ x_2\\ \end{bmatrix}$, $w=\begin{bmatrix} a_1\\ a_2\\ -b\end{bmatrix}$
 $sign\{y\}$

ariazib real numbers

$$y=0=x_1a_1+x_2a_2-b$$

$$\Rightarrow x_2=\frac{-a_1x_1+b}{a_2} \Rightarrow \begin{cases} slope=\frac{-a_1}{a_2} \\ intercept with x_2-axis=\frac{b}{a_2} \end{cases}$$

$$X = \begin{cases} 0 / 0.3 \\ 0.2 & 0.1 \\ 0.4 & 0.6 \\ 0.9 & 0.8 \end{cases}$$

$$X = \begin{bmatrix} 0 & | 0 & | 3 & | \\ 0 & | 2 & | 1 \\ 0 & | 4 & | 6 & | \\ 0 & | 9 & | 2 & | 1 \end{bmatrix}$$

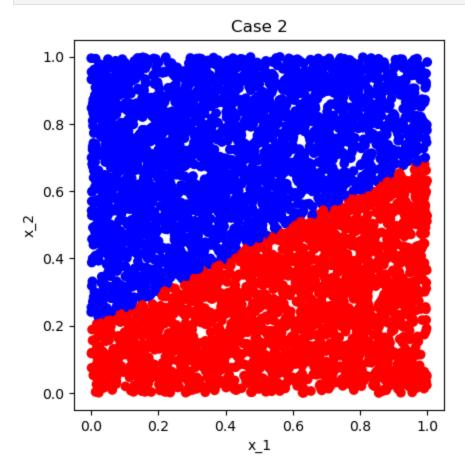
$$\begin{cases} X_{2} = \frac{-1 \times | + 1|}{2} = \frac{-1}{2} \times | + \frac{1}{2} \\ 0 & | 2 & | 2 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\ 0 & | 4 & | 4 \\$$

$$(0,0,1)$$
 & $(1,0,1)$ $\rightarrow X_2 = 0.5x_1+0.2$

$$\begin{cases} 0.2 = b \\ 0.2 = 6 & a + 0.2 \end{cases}$$

$$\Rightarrow a = 0.5$$

```
%matplotlib inline
In [1]:
        import numpy as np
        import matplotlib.pyplot as plt
        # number of features
        p = 2
        # number of examples
        n = 5000
        # generate matrix of n (random) examples of p features with a column of all ones
        X0 = np.random.rand(n,p)
        onevec = np.ones(shape = (n, 1))
        X = np.concatenate((X0,onevec),axis=1)
        # Classifier weights
        w = [[-1], [2], [-0.4]]
        # Multiply feature matrix with weights yhat = X*w
        yhat = X@w
        # Decide which class based on whether yhat is >< 0
        \# sign function returns +1 when yhat(i)>0 and -1 when yhat(i)<0
        pred label = np.sign(yhat);
        plt.scatter(X[:,[0]],X[:,[1]], color = ['r' if i==-1 else 'b' for i in pred label])
        plt.xlabel("x 1")
        plt.ylabel("x 2")
        plt.title("Case 2")
        plt.axis('square')
        plt.show()
```



through point1 at (0, 0.2) and point2 at (1, 0.7), suggesting that the boundary equation could be represented as $x_2 = 0.5 * x_1 + 0.2$.

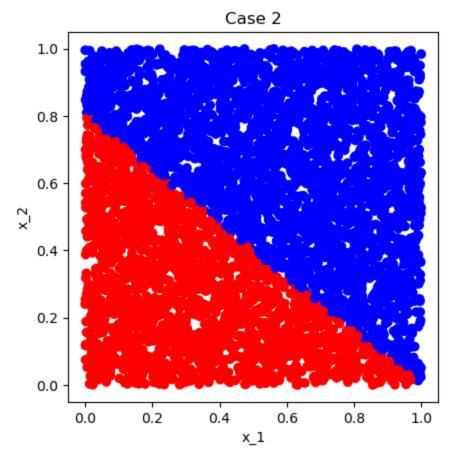
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In [2]: # Classifier weights
    w = [[1.6], [2], [-1.6]]

# Multiply feature matrix with weights yhat = X*w
    yhat = X@w

# Decide which class based on whether yhat is >< 0
    # sign function returns +1 when yhat(i)>0 and -1 when yhat(i)<0
    pred_label = np.sign(yhat);

plt.scatter(X[:,[0]],X[:,[1]], color = ['r' if i==-1 else 'b' for i in pred_label])

plt.xlabel("x_1")
    plt.ylabel("x_2")
    plt.title("Case 2")
    plt.axis('square')
    plt.show()</pre>
```



f) Briefly describe how the change in the weights changed the decision boundary: The slope and intercepts of the decision boundary are influenced by both the sign and magnitude of the weights.