

Algorithms Required For The Midterm Exam

- Sample Mean:

$$\bar{x} = \frac{\sum_{i=1}^n x_i}{n} \text{ and } \bar{y} = \frac{\sum_{i=1}^n y_i}{n}$$

where n is the number of points in the dataset, x_i are the x values from each point in the dataset, and y_i are the y values from each point in the dataset.

- Biased Sample Variance:

$$s_{x,\text{biased}}^2 = \text{var}_{x,\text{biased}} = \boxed{\frac{1}{n} \sum_{i=1}^n (x_i - \bar{x})^2} \text{ and } s_{y,\text{biased}}^2 = \text{var}_{y,\text{biased}} = \boxed{\frac{1}{n} \sum_{i=1}^n (y_i - \bar{y})^2}$$

where \bar{x} is the Sample Mean of the x 's, \bar{y} is the Sample Mean of the y 's, n is the number of points in the dataset, x_i are the x values from each point in the dataset, and y_i are the y values from each point in the dataset.

We could also find the Sum of Squared Differences first and then divide by n to find variance:

$$\text{SSD}_x = \sum_{i=1}^n (x_i - \bar{x})^2 \text{ and } \text{SSD}_y = \sum_{i=1}^n (y_i - \bar{y})^2$$
$$s_{x,\text{biased}}^2 = \text{var}_{x,\text{biased}} = \frac{1}{n} \text{SSD}_x \text{ and } s_{y,\text{biased}}^2 = \text{var}_{y,\text{biased}} = \frac{1}{n} \text{SSD}_y$$

- Biased Sample Covariance:

$$\text{cov}_{(x,y),\text{biased}} = \frac{1}{n} \sum_{i=1}^n (x_i - \bar{x})(y_i - \bar{y})$$

where \bar{x} is the Sample Mean of the x 's, \bar{y} is the Sample Mean of the y 's, n is the number of points in the dataset, x_i are the x values from each point in the dataset, and y_i are the y values from each point in the dataset.

We could also find the Sum of Product of Differences first and then divide by n to find the covariance between the x 's and the y 's:

$$\text{SPD}_{x,y} = \sum_{i=1}^n (x_i - \bar{x})(y_i - \bar{y})$$
$$\text{cov}_{(x,y),\text{biased}} = \frac{1}{n} \text{SPD}_{x,y}$$

- Linear Regression y :
 - Slope:

$$\begin{aligned}
 w_1 &= \frac{\text{COV}_{(x,y),\text{biased}}}{\text{var}_{x,\text{biased}}} \\
 &= \frac{\frac{1}{n} \text{SPD}_{x,y}}{\frac{1}{n} \text{SSD}_x} \\
 &= \frac{\sum_{i=1}^n (x_i - \bar{x})(y_i - \bar{y})}{\sum_{i=1}^n (x_i - \bar{x})^2}
 \end{aligned}$$

where w_1 is the weight (Slope) from the equation $y = w_0 + w_1x$, \bar{x} is the Sample Mean of the x 's, \bar{y} is the Sample Mean of the y 's, n is the number of points in the dataset, x_i are the x values from each point in the dataset, and y_i are the y values from each point in the dataset. m is also used for Slope.

- Intercept:

$$w_0 = -w_1\bar{x} + \bar{y}$$

where w_0 is the weight (Intercept) from the equation $y = w_0 + w_1x$, \bar{x} is the Sample Mean of the x 's, and \bar{y} is the Sample Mean of the y 's. b is also used for Intercept.

- Classification using a Separating Plane z :
 - Sample Mean for each Class:

$$\begin{aligned}
 &(\bar{x}_{\text{Class 1}}, \bar{y}_{\text{Class 1}}) \quad (\bar{x}_{\text{Class 2}}, \bar{y}_{\text{Class 2}}) \\
 &\left(\frac{\sum_{i=1}^{n_{\text{Class 1}}} x_{i,\text{Class 1}}}{n_{\text{Class 1}}}, \frac{\sum_{i=1}^{n_{\text{Class 1}}} y_{i,\text{Class 1}}}{n_{\text{Class 1}}} \right) \text{ and } \left(\frac{\sum_{i=1}^{n_{\text{Class 2}}} x_{i,\text{Class 2}}}{n_{\text{Class 2}}}, \frac{\sum_{i=1}^{n_{\text{Class 2}}} y_{i,\text{Class 2}}}{n_{\text{Class 2}}} \right)
 \end{aligned}$$

where $n_{\text{Class 1}}$ is the number of points in the Class 1 dataset, $n_{\text{Class 2}}$ is the number of points in the Class 2 dataset, $x_{i,\text{Class 1}}$ are the x values from each point in the Class 1 dataset, $x_{i,\text{Class 2}}$ are the x values from each point in the Class 2 dataset, $y_{i,\text{Class 1}}$ are the y values from each point in the Class 1 dataset, and $y_{i,\text{Class 2}}$ are the y values from each point in the Class 2 dataset.

- Midpoint:

$$\left(x_{\text{midpoint}}, y_{\text{midpoint}} \right)$$

$$\left(\frac{\bar{x}_{\text{Class 1}} + \bar{x}_{\text{Class 2}}}{2}, \frac{\bar{y}_{\text{Class 1}} + \bar{y}_{\text{Class 2}}}{2} \right)$$

where $\bar{x}_{\text{Class 1}}$ is the Sample Mean of the x 's in Class 1, $\bar{x}_{\text{Class 2}}$ is the Sample Mean of the x 's in Class 2, $\bar{y}_{\text{Class 1}}$ is the Sample Mean of the y 's in Class 1, $\bar{y}_{\text{Class 2}}$ is the Sample Mean of the y 's in Class 2.

- Normal Vector \vec{n} :

- “Normal” to the separating line at the $z = 0$ level set for the plane z .

$$\begin{aligned} \vec{n} &= \underbrace{\mathbf{p}_{\text{Positive Class Sample Mean}}}_{\text{Ending Point}} - \underbrace{\mathbf{p}_{\text{midpoint}}}_{\text{Starting Point}} \\ &= (\bar{x}_{\text{Positive Class}}, \bar{y}_{\text{Positive Class}}) - (x_{\text{midpoint}}, y_{\text{midpoint}}) \\ &= \boxed{(\bar{x}_{\text{Positive Class}} - x_{\text{midpoint}}, \bar{y}_{\text{Positive Class}} - y_{\text{midpoint}})} \\ &= (n_x, n_y) \end{aligned}$$

where $\bar{x}_{\text{Positive Class}}$ is the Sample Mean of the x 's for whatever class you want the plane z to produce positive values, $\bar{y}_{\text{Positive Class}}$ is the Sample Mean of the y 's for whatever class you want the plane z to produce positive values, x_{midpoint} is the x value from the midpoint, y_{midpoint} is the y value from the midpoint, n_x is the x value of the normal vector, and n_y is the y value of the normal vector.

- Normalized Normal Vector:

- “Normalized” such that the magnitude of the normal vector is 1.

$$\begin{aligned} \vec{n}_{\text{normalized}} &= \frac{\vec{n}}{\|\vec{n}\|} \\ &= \frac{(n_x, n_y)}{\sqrt{n_x^2 + n_y^2}} \\ &= \left(\frac{n_x}{\sqrt{n_x^2 + n_y^2}}, \frac{n_y}{\sqrt{n_x^2 + n_y^2}} \right) \\ &= \boxed{(\cos(\theta), \sin(\theta))} \end{aligned}$$

where \vec{n} is the normal vector, n_x is the x value of the normal vector, n_y is the y value of the normal vector, θ is the angle toward which the that the normalized normal vector is pointing. Concentrate on this version:

$$\vec{n}_{\text{normalized}} = (\cos(\theta), \sin(\theta))$$

- Separating Plane z :

$$\begin{aligned}
 z &= \vec{\mathbf{n}}_{\text{normalized}} \cdot (\mathbf{x} - \mathbf{x}_0) \\
 &= \underbrace{(\cos(\theta), \sin(\theta))}_{\text{Direction to Positive Class}} \cdot \underbrace{\left((x, y) - (x_0, y_0) \right)}_{\substack{\text{Starting Point} \\ \text{for the} \\ \text{Separating} \\ \text{Line } (z=0)}} \\
 &= (\cos(\theta), \sin(\theta)) \cdot (x - x_0, y - y_0) \\
 &= \boxed{\cos(\theta)(x - x_0) + \sin(\theta)(y - y_0)} \\
 &= \cos(\theta)x - \cos(\theta)x_0 + \sin(\theta)y - \sin(\theta)y_0 \\
 &= \boxed{(-\cos(\theta)x_0 - \sin(\theta)y_0) + (\cos(\theta))x + (\sin(\theta))y} \\
 &= \boxed{w_0 + w_1x + w_2y}
 \end{aligned}$$

where θ is the angle toward which the that the normalized normal vector is pointing and (x_0, y_0) is the starting point from which the normalized normal vector points. Remember the normalized normal vector ALWAYS points toward a class. For the purposes of this test, it will ALWAYS point toward a class mean ...the one that we want to be "positive".

- The separating line that $\vec{\mathbf{n}}_{\text{normalized}}$ is normal to is the $z = 0$ level set.

- Weights:

$$\begin{aligned}
 w_0 &= -\cos(\theta)x_0 - \sin(\theta)y_0 \\
 w_1 &= \cos(\theta) \\
 w_2 &= \sin(\theta)
 \end{aligned}$$

where w_0 , w_1 , and w_2 are the weights from $z = w_0 + w_1x + w_2y$, θ is the angle toward which the that the normalized normal vector is pointing and (x_0, y_0) is the starting point from which the normalized normal vector points.

- Probability:

- Product Rule:

$$P(A, B) = P(A|B)P(B) \quad \text{or} \quad P(A, B) = P(B|A)P(A)$$

$$P(A, B|X) = P(A|B, X)P(B, X) \quad \text{or} \quad P(A, B|X) = P(B|A, X)P(A, X)$$

- Total Probability (Marginalization):

$$P(A) = P(A|X)P(X) + P(A|\neg X)P(\neg X)$$

- Bayes' Rule:

$$\begin{aligned} P(A|B) &= \frac{P(B|A)P(A)}{P(B)} \\ &= \frac{P(B|A)P(A)}{\underbrace{P(B|A)P(A) + P(B|\neg A)P(\neg A)}_{\text{Total Probability}}} \end{aligned}$$

- Conditional Independence:

$$P(A, B|X) = P(A|X)P(B|X)$$

$$P(A, B, C|X) = P(A|X)P(B|X)P(C|X)$$

- k-Nearest Neighbor:

function K-NEAREST-NEIGHBOR (*labelled-dataset*, *k*, *unlabeled-vector*) **return** *class-label*
 sort the *labelled-dataset* by closest distance to the *unlabeled-vector*
return the *class-label* based on the majority vote of the class labels of the *k* closest
 labelled vectors from the sorted *labelled-dataset*

- Logistic Regression (using the Perceptron Learning Rule):

$$w_c \leftarrow w_c - \underbrace{\alpha \sum_{r=1}^m \left((h_{\mathbf{w}}(\mathbf{x}_r) - y_r) x_{r,c} \right)}_{\text{Simultaneously update for } c=0,1,2,\dots,n}$$

where r stands for row and c stands for column related to the $m \times n$ matrix of training data, $r = 1, \dots, m$, $c = 0, 1, \dots, n$, $\mathbf{x}_r \in \mathbb{R}^{n+1}$ is the row vector from the $m \times n$ matrix of training data with $x_{r,0} = 1$ as the first component $\mathbf{x}_r = (1, x_{r,1}, x_{r,2}, \dots, x_{r,n})$ where $x_{r,c}$ is the cu, $y_r \in \{0, 1\}$ is the class label associated with each row vector \mathbf{x}_r , $\mathbf{w} \in \mathbb{R}^{n+1}$ is the current weight vector with $\mathbf{w} = (w_0, w_1, w_2, \dots, w_n)$, $h_{\mathbf{w}}(\cdot)$ is the logistic function using the current weight vector \mathbf{w} (the function that we're trying to fit), and α is the learning rate.

- A* Search:

function A-STAR-SEARCH (*problem*) **returns** a solution or failure

node \leftarrow a node with STATE = *problem*.INITIAL-STATE, PATH-COST = 0

frontier \leftarrow a priority queue ordered by PATH-COST (i.e. $f(n) = g(n) + h(n)$ where

$g(n)$ is the actual cost to reach the node and $h(n)$, the heuristic, is the cost to get from the node to the goal) with *node* as the only element

explored \leftarrow an empty set

loop do

if EMPTY?(*frontier*) **then return** failure

node \leftarrow POP(*frontier*) /* chooses the node with the lowest $f(n)$ in *frontier* */

if *problem*.GOAL-TEST(*node*.STATE) **then return** SOLUTION(*node*)

add *node*.STATE to *explored*

for each *action* **in** *problem*.ACTIONS(*node*.STATE) **do**

child \leftarrow CHILD-NODE(*problem*, *node*, *action*)

if *child*.STATE is not in *explored* or *frontier* **then**

frontier \leftarrow INSERT(*child*, *frontier*)

/* PATH-COST: $f(n) = g(n) + h(n)$ where

$g(n)$ is the actual cost to reach the node and

$h(n)$, the heuristic, is the cost to get from the node to the goal */

else if *child*.STATE is in *frontier* with higher PATH-COST **then**

replace that *frontier* node with *child*