

Mini-batch gradient descent

Batch vs. mini-batch gradient descent X { 4 } \ { 5 t }.

Vectorization allows you to efficiently compute on m examples.

Andrew Ng

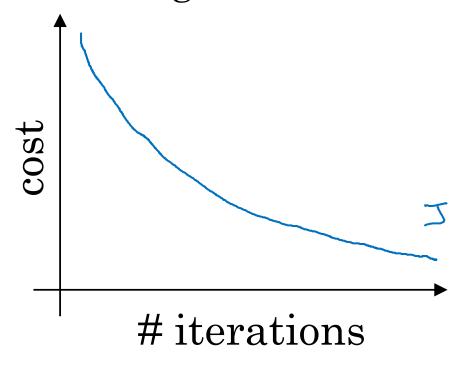
Mini-batch gradient descent stop of grabit dect veg XIII YIti. (as ifmel soo) Formal peop on X Sts. Arg = Prob on (Sers) } lestoisel implementation (1200 examples) A TW = 9 TW (2 TW) Compute cost $J = \frac{1}{1000} \stackrel{\text{Set}}{=} \frac{1}{10000} \stackrel{\text{Set}}{=} \frac{1}$ Bookprop to compart grobates cost Jeez (usy (xst2 xst2)) W:= W - ddw , btl) = btl) - ddbtes "I epoch" poss through training set.



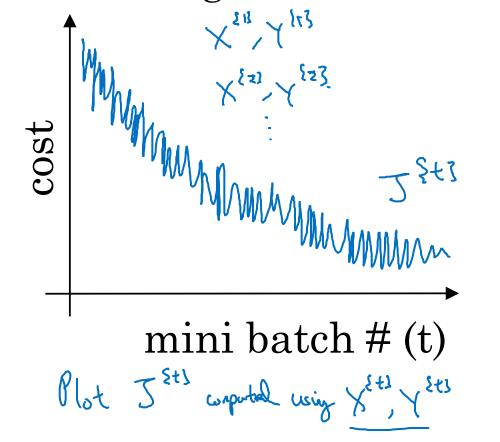
Understanding mini-batch gradient descent

Training with mini batch gradient descent

Batch gradient descent



Mini-batch gradient descent

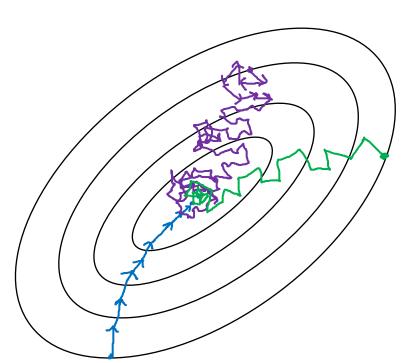


Choosing your mini-batch size

> If mini-both Size = m: Both godut desch. (XSIS, YSIS) = (X, Y).

> If mini-both Size = 1: Stochaste graph desch. Every excuple is it our (XINS, YSIS) = (KII), YII) ... (KE, YII) mini-both.

(n practice: Someth in-bother I all m



Stochostic

gradent

lessent

Lose spealup

from vortinitation

In-bothern

(min;hoth size

not too by/small)

Fustest learnly.

Vectorantion.

(N1000)

(N) vero) pe Make prior without processory extra true set.

Bootch

gradient desemb

(min; horter size = m)

Two long

per iteration

Choosing your mini-batch size

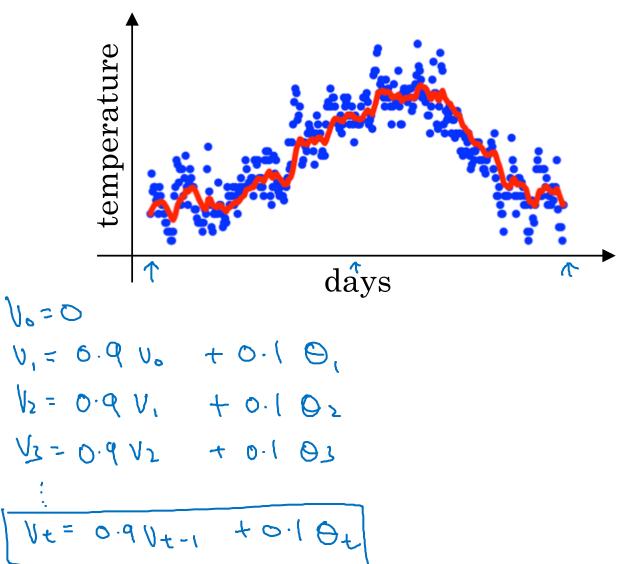
If small tray set: Use both graher descent.
(m < 2000) Typical minz-borth sizes! -> 64 , 128, 256, 512 2^{2} 2^{8} 2^{3} Make sure ministrate fit in CPU/GPU memory. X Ex Y Ex 3



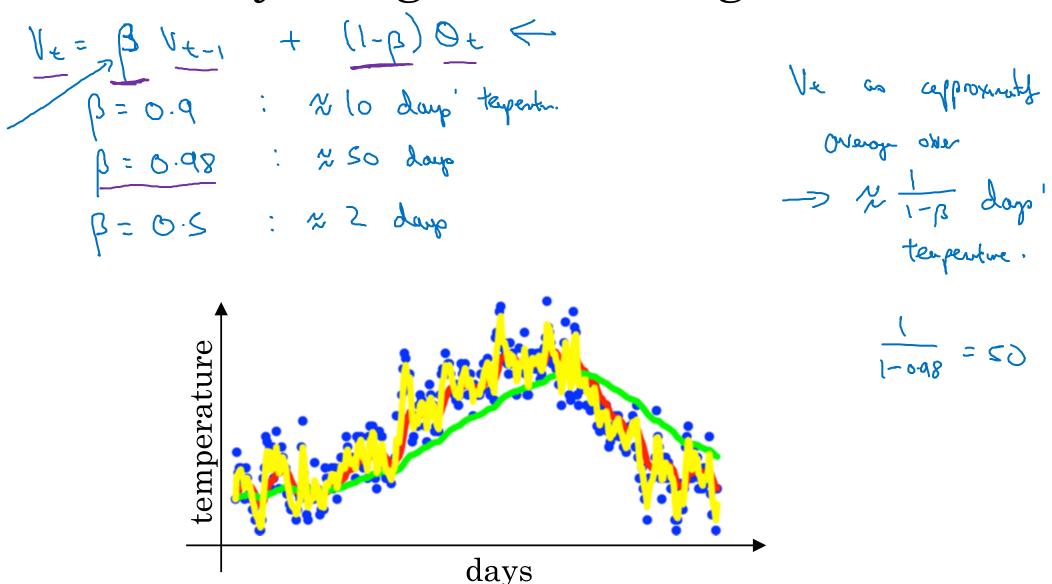
Exponentially weighted averages

Temperature in London

```
\theta_{1} = 40^{\circ}F +^{\circ}C \leftarrow
\theta_{2} = 49^{\circ}F +^{\circ}C
\theta_{3} = 45^{\circ}F
\vdots
\vdots
\theta_{180} = 60^{\circ}F \bigcirc
\vdots
\theta_{181} = 56^{\circ}F
\vdots
```



Exponentially weighted averages

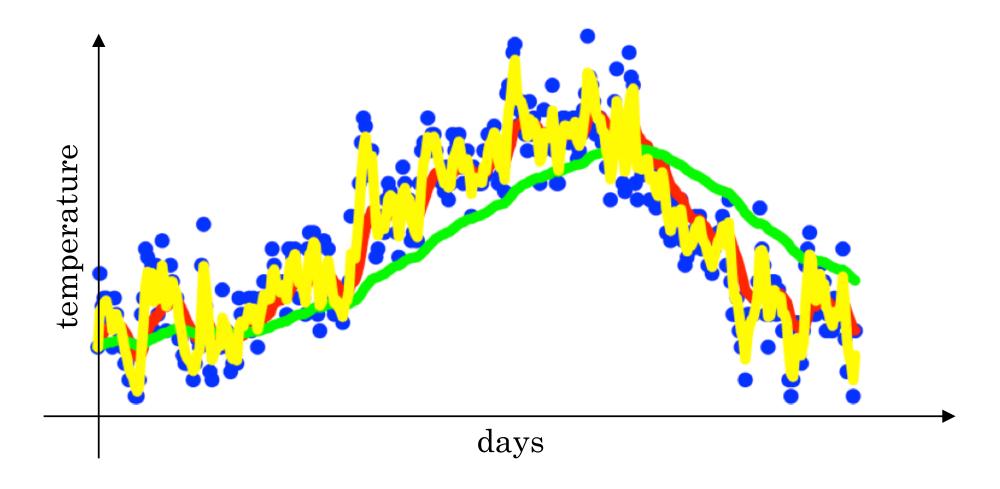




Understanding exponentially weighted averages

Exponentially weighted averages

$$v_t = \beta v_{t-1} + (1 - \beta)\theta_t$$



Exponentially weighted averages

$$v_t = \beta v_{t-1} + (1 - \beta)\theta_t$$

$$v_{100} = 0.9v_{99} + 0.1\theta_{100}$$

$$v_{99} = 0.9v_{98} + 0.1\theta_{99}$$

$$v_{98} = 0.9v_{97} + 0.1\theta_{98}$$

$$\frac{1}{2} = \frac{0.1 \, \Theta_{100} + 0.9 \, \Theta_{10}}{1} = \frac{0.1 \, \Theta_{100} + 0.9 \, \Theta_{100}}{1} + \frac{0.1 \, \Theta_{100} + 0.1 \, \Theta_{100}}{1} + \frac{0.1 \, \Theta_{100} + 0.1 \, \Theta_{100}}{1} + \frac{0.1 \, \Theta_{100} + 0.1 \, \Theta_{100}}{1} + \frac{0.1 \, \Theta_{100}}{1}$$

$$\frac{(1-\epsilon)^{1/\epsilon}}{69} = \frac{1}{e}$$
6.08?

Implementing exponentially weighted averages

$$v_0 = 0$$

 $v_1 = \beta v_0 + (1 - \beta) \theta_1$
 $v_2 = \beta v_1 + (1 - \beta) \theta_2$
 $v_3 = \beta v_2 + (1 - \beta) \theta_3$

$$V_0 := 0$$
 $V_0 := \beta V + (1-\beta) O_1$
 $V_0 := \beta V + (1-\beta) O_2$
 $V_0 := \beta V + (1-\beta) O_2$

>
$$V_0 = 0$$

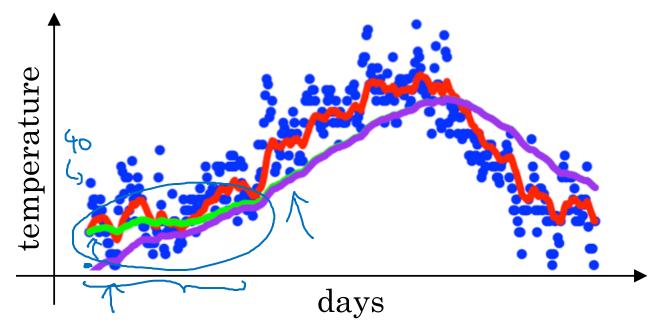
Repeat ξ

Cet pert 0
 $V_0 := \beta V_0 + (1-\beta)0$
 0



Bias correction in exponentially weighted average

Bias correction



$$v_t = \beta v_{t-1} + (1 - \beta)\theta_t$$

$$v_0 = 0$$

$$v_1 = 0.98 \quad v_0 + 0.020$$

$$v_2 = 0.98 \quad v_1 + 0.020$$

$$v_1 = 0.98 \quad v_2 + 0.020$$

$$v_2 = 0.98 \quad v_1 + 0.020$$

$$v_3 = 0.98 \quad v_4 + 0.020$$

$$v_4 = 0.020$$

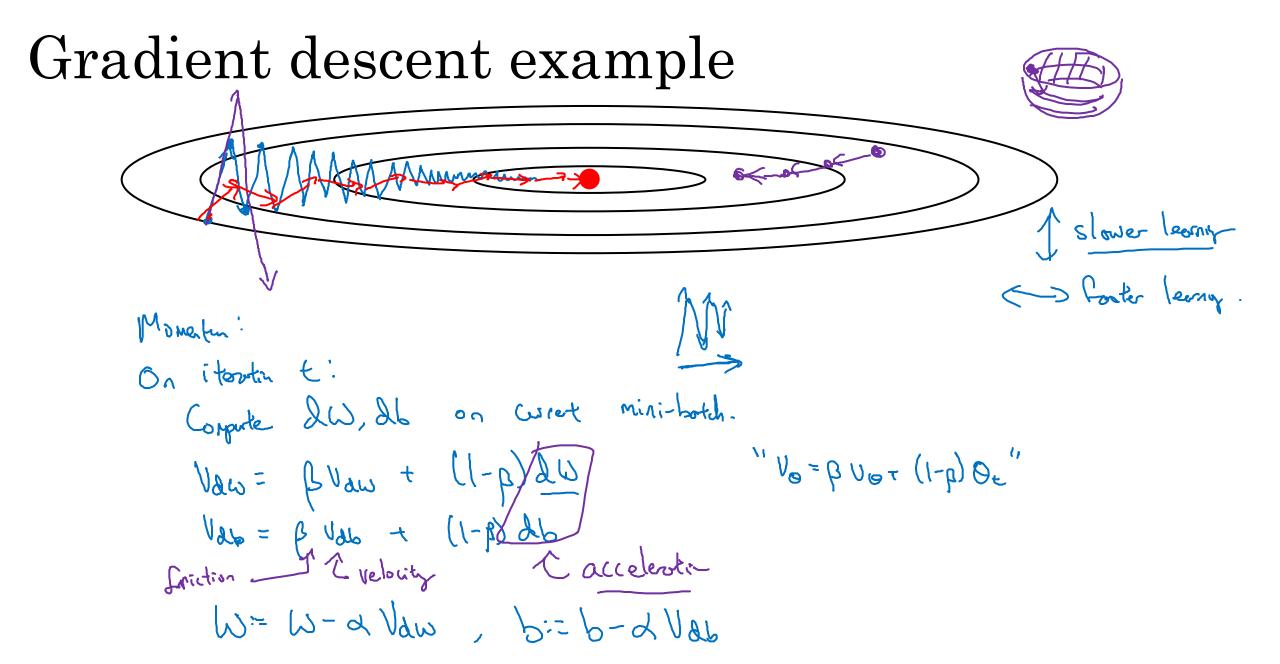
$$\frac{1-\beta^{t}}{t=2:} \quad 1-\beta^{t} = 1-(0.98)^{2} = 0.0396$$

$$\frac{1-\beta^{t}}{0.0396} = 0.0396$$

Andrew Ng



Gradient descent with momentum



Implementation details

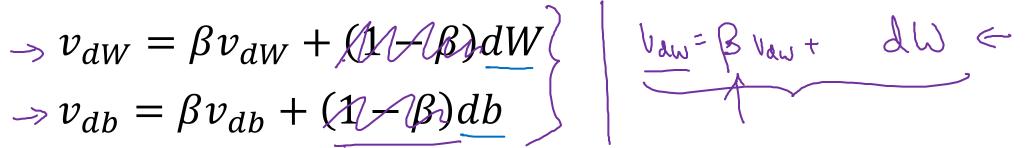
On iteration t:

Compute dW, db on the current mini-batch

$$\rightarrow v_{dW} = \beta v_{dW} + M \beta dW$$

$$v_{db} = \beta v_{db} + (1/\beta)db$$

$$W = W - \alpha v_{dW}, \ b = \underline{b} - \alpha v_{db}$$

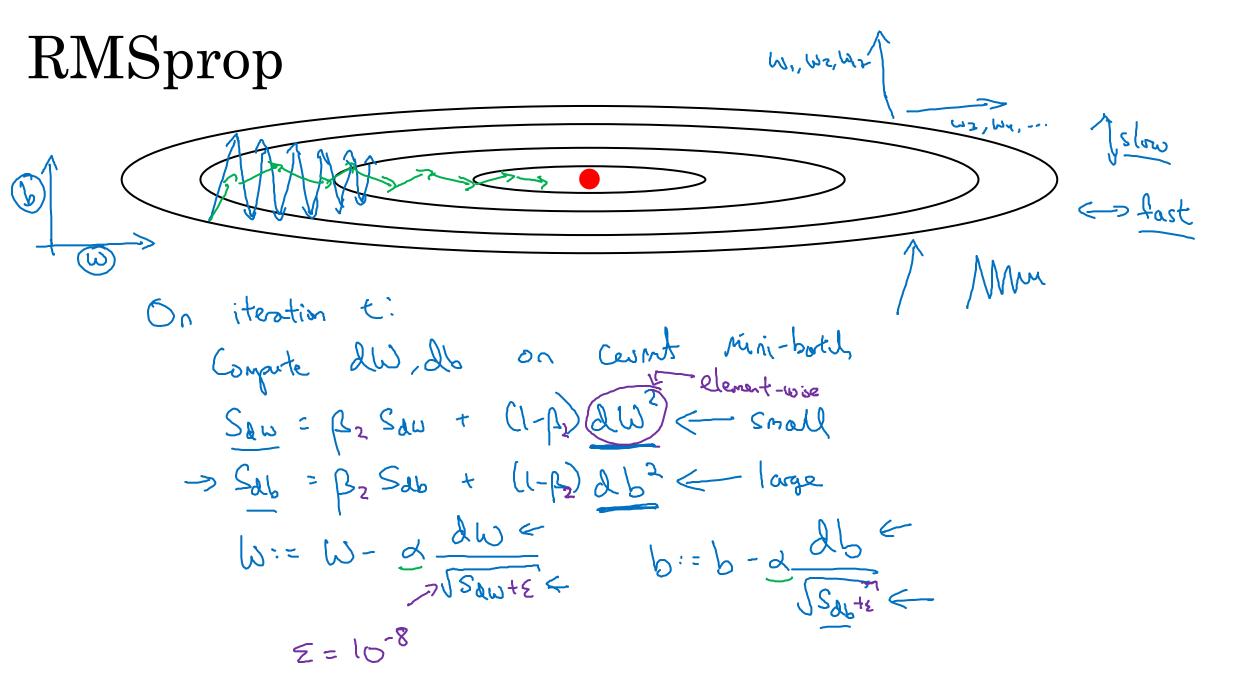


Hyperparameters:
$$\alpha, \beta$$

$$\beta = 0.9$$
Overloge on last 16 lo graduits



RMSprop





Adam optimization algorithm

Adam optimization algorithm

Hyperparameters choice:

$$\rightarrow$$
 d: needs to be tune
 \rightarrow β_i : 0.9 \rightarrow (dw)
 \rightarrow β_2 : 0.999 \rightarrow (dw²)
 \rightarrow Σ : 10-8

Adam: Adaptiv moment estimation

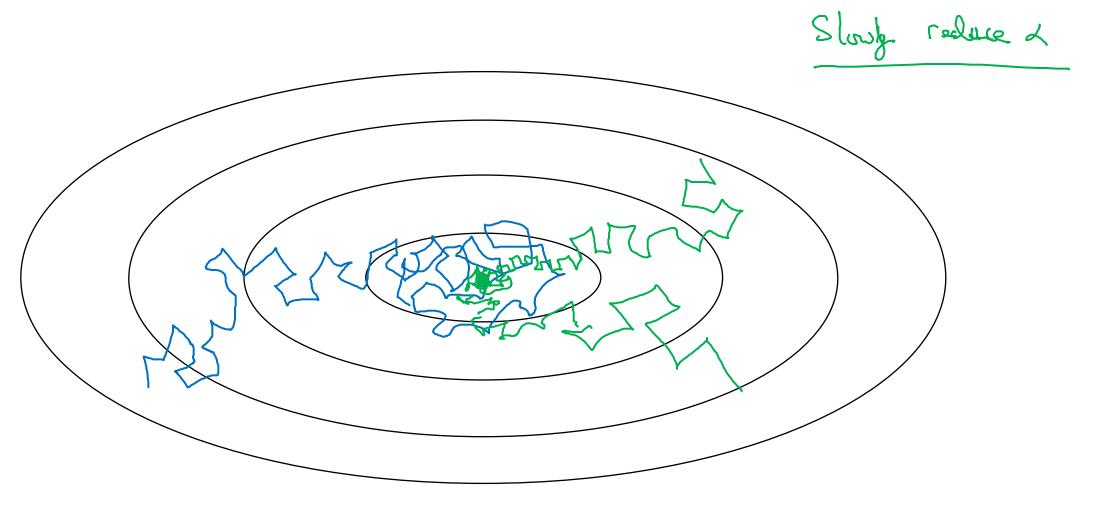


Adam Coates



Learning rate decay

Learning rate decay

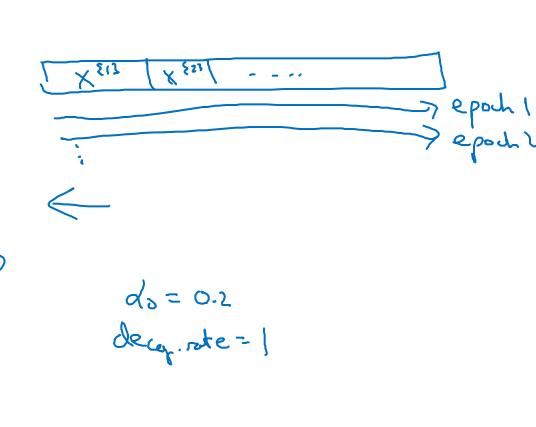


Learning rate decay

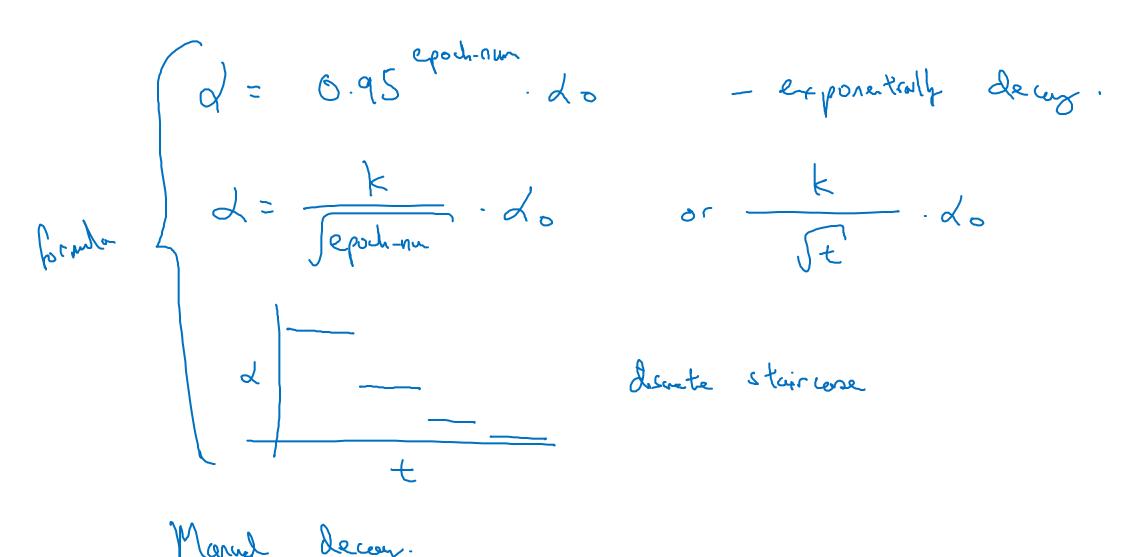
apoch = 1 pacs throft dort.

1 = 1
1 t decay-rate * epoch-num

Epoch	2
	0.1
2	0.67
3	6.5
4	O. 4
•	-



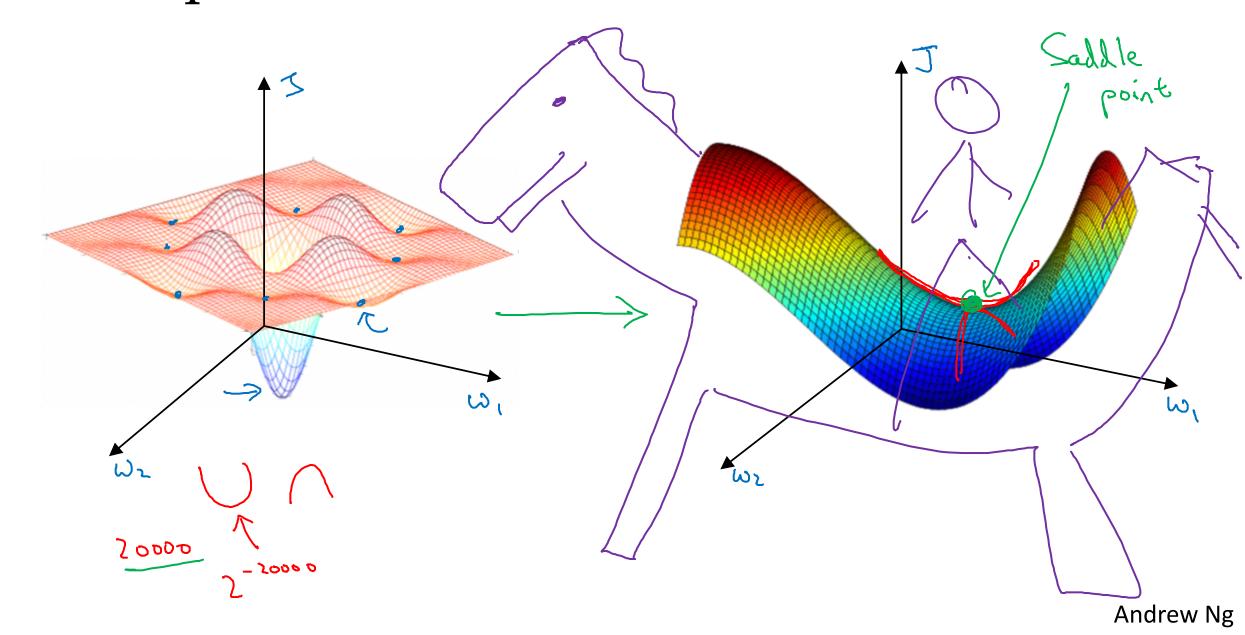
Other learning rate decay methods



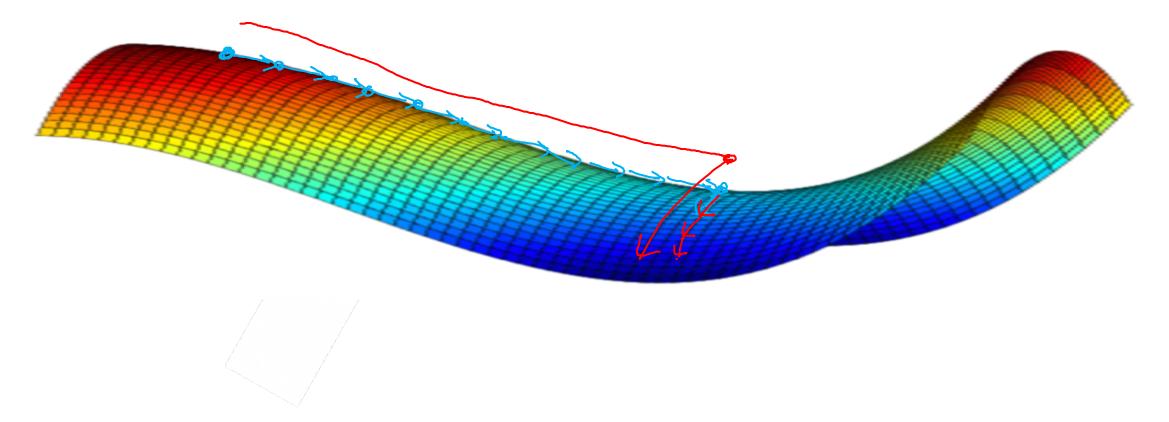


The problem of local optima

Local optima in neural networks



Problem of plateaus



- Unlikely to get stuck in a bad local optima
- Plateaus can make learning slow