

① We have learnt various ML algo \Rightarrow Try to evaluate the best possible combination of hyperparameters which will have min. amt of error.

```
graph TD
    ML[ML algo] --> SL[SL]
    ML --> UnSL[Un.SL]
    SL --> Cl[Cl. reg]
```



Optimization Techniques

② Irreducible error
i.e. error that remains even after optimization.

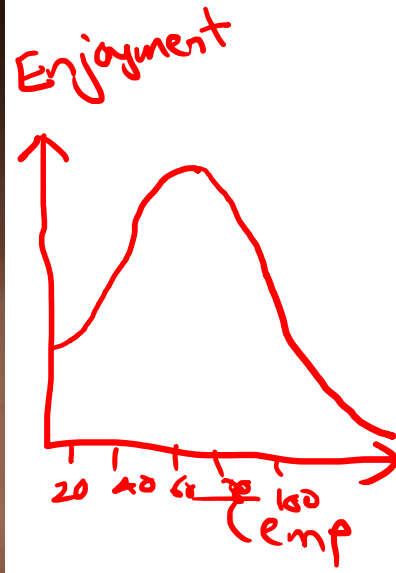
③ Minimization of Error \Rightarrow Optimization.

④ Why do we need Optimization?

To save money i.e. we want our model to give us best possible decision.

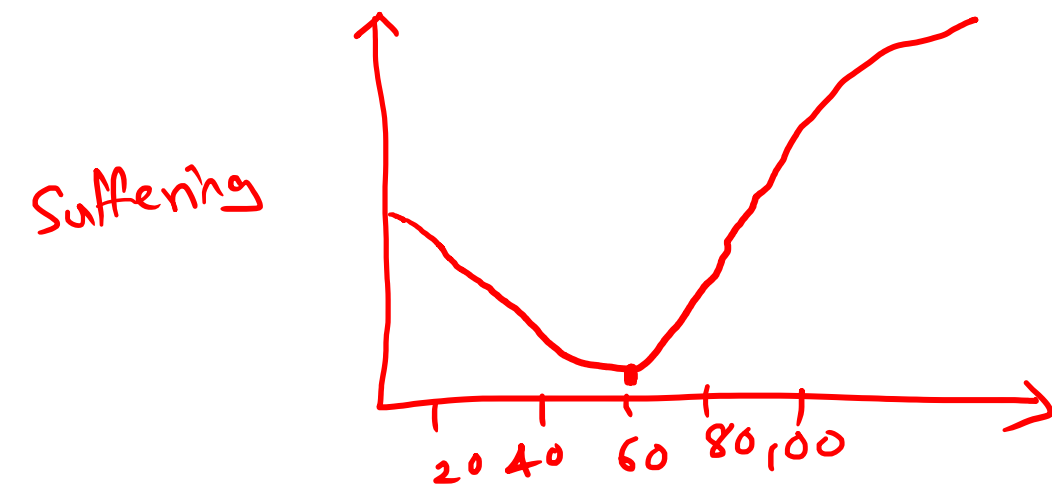
Loved \Rightarrow Best Temp





Data Scientist \rightarrow he flips the problem Upside-down.

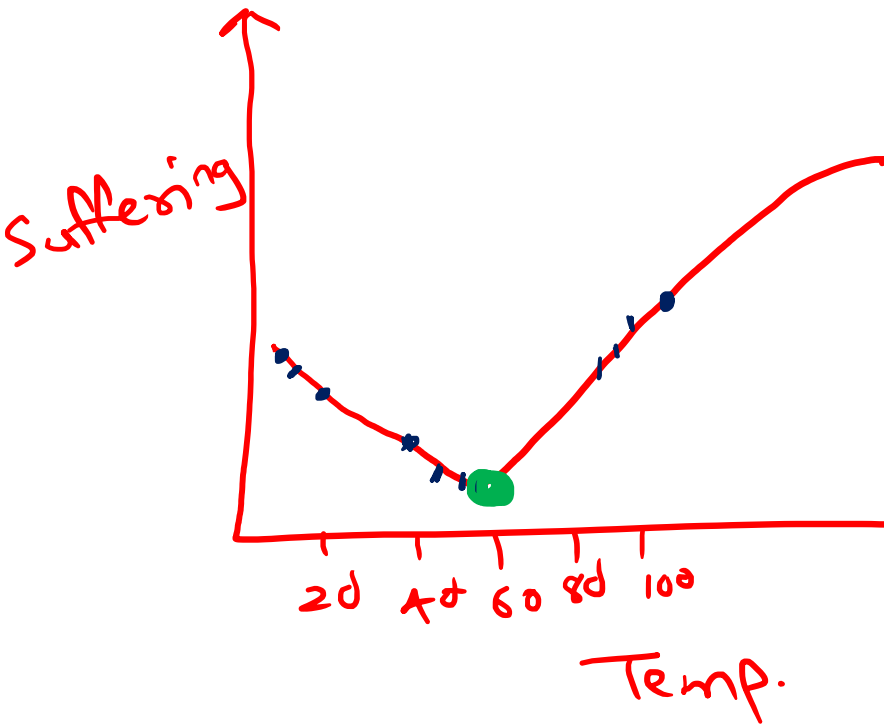
Instead of trying to maximize tea drinking enjoyment,
try to Minimize Suffering while drinking tea.



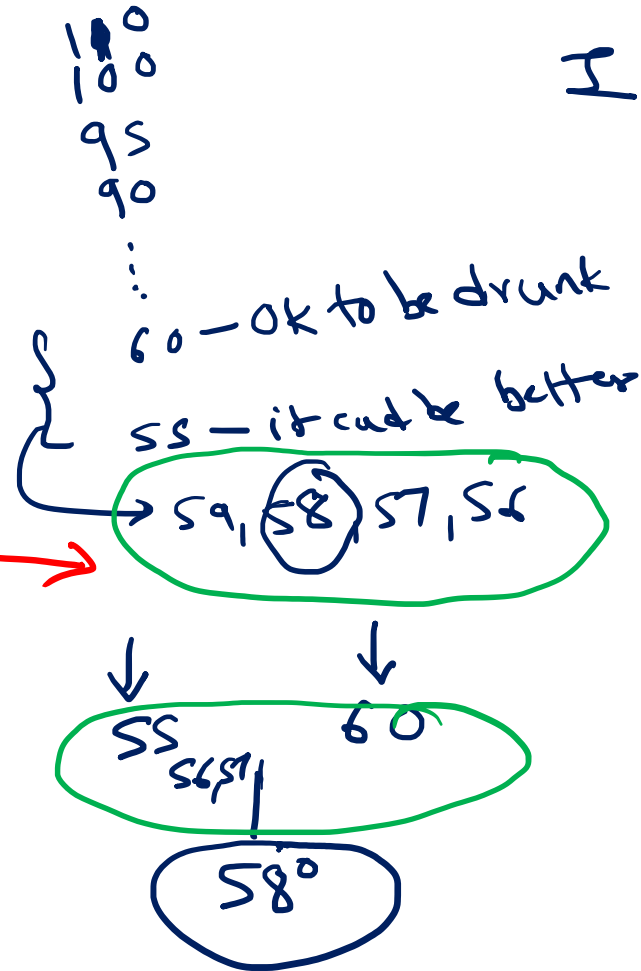
Ways to Optimize

- ① Greedy Search / Exhaustive Search / Grid Search
- ② Gradient Descent (3 Types)
- ③ Robust Methods

Exhaustive Search:



- Adv:
- ① Simple
 - ② Global Optima



Raghu is at my home
I want to offer him TEA.

Temp. β	Suffering $J(\beta)$
10	-
15	-
20	-
25	-
30	-
...	...
40	-
45	-
50	-
60	-

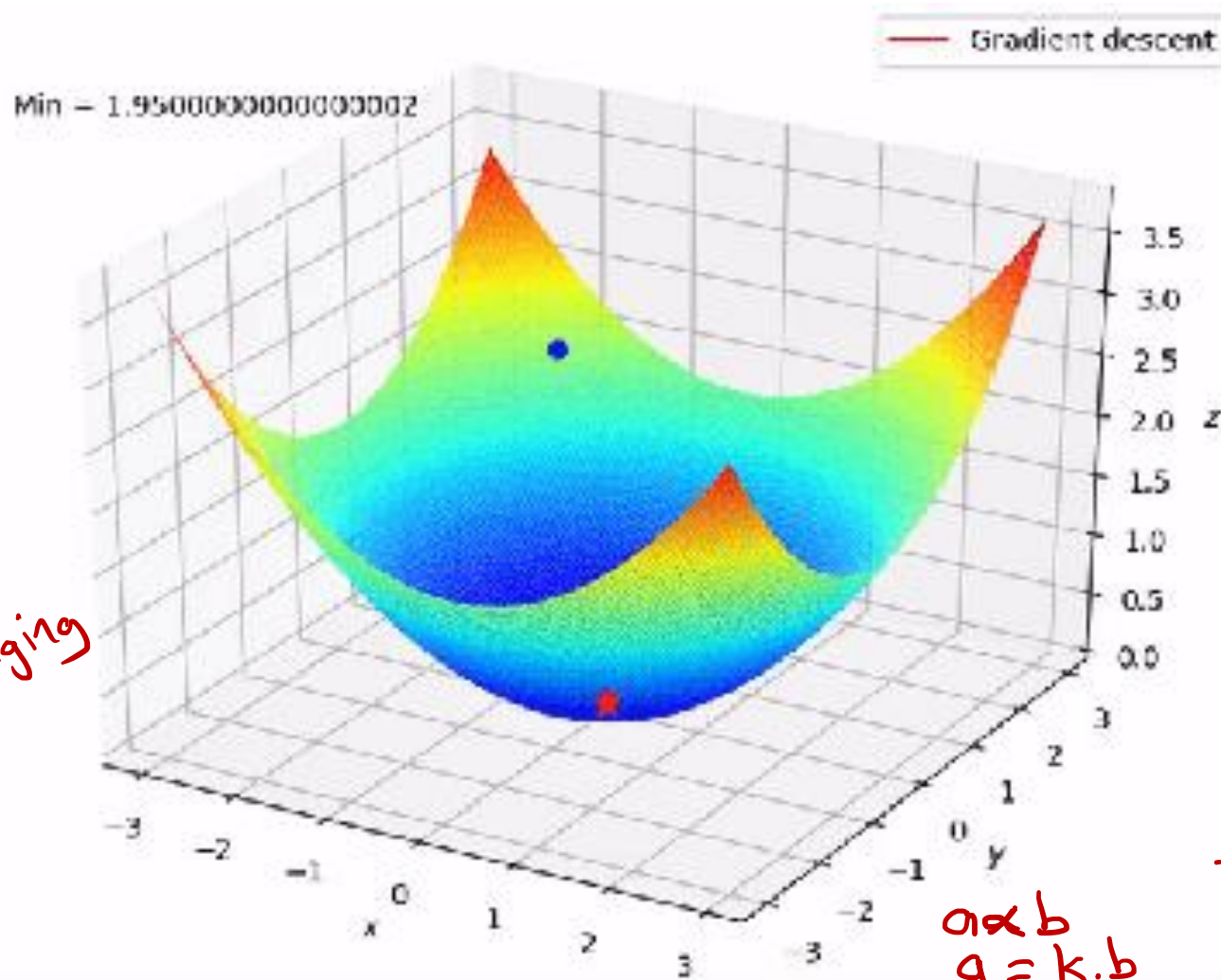
Disadv:

- ① Get close to real min bcz of predefined stepsize - never achieve minimum.
- ② Computationally expensive.

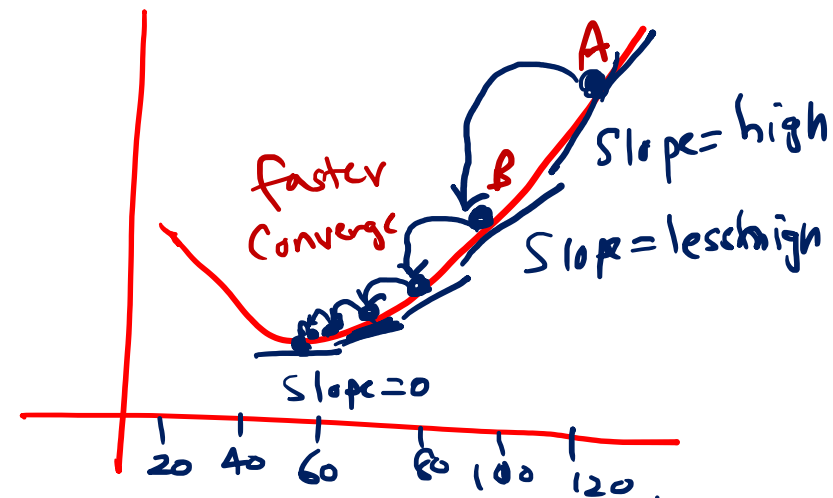
Gradient Descent:

↳ (Slope)

Starting point is always random



Adam
Adaptive
↳ changing
L.R.



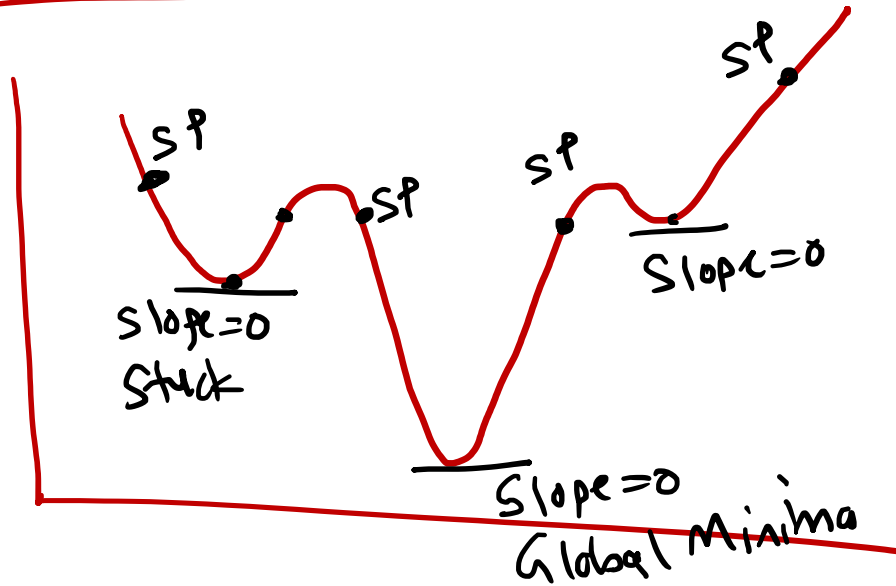
If slope is high, jump higher
If slope is less, jump closer

StepSize \propto Slope

$\therefore \text{StepSize} = \text{Learning Rate} \times \text{Slope}$
 $\hookrightarrow \text{LR} = 0.05$ (Hyper parameter)

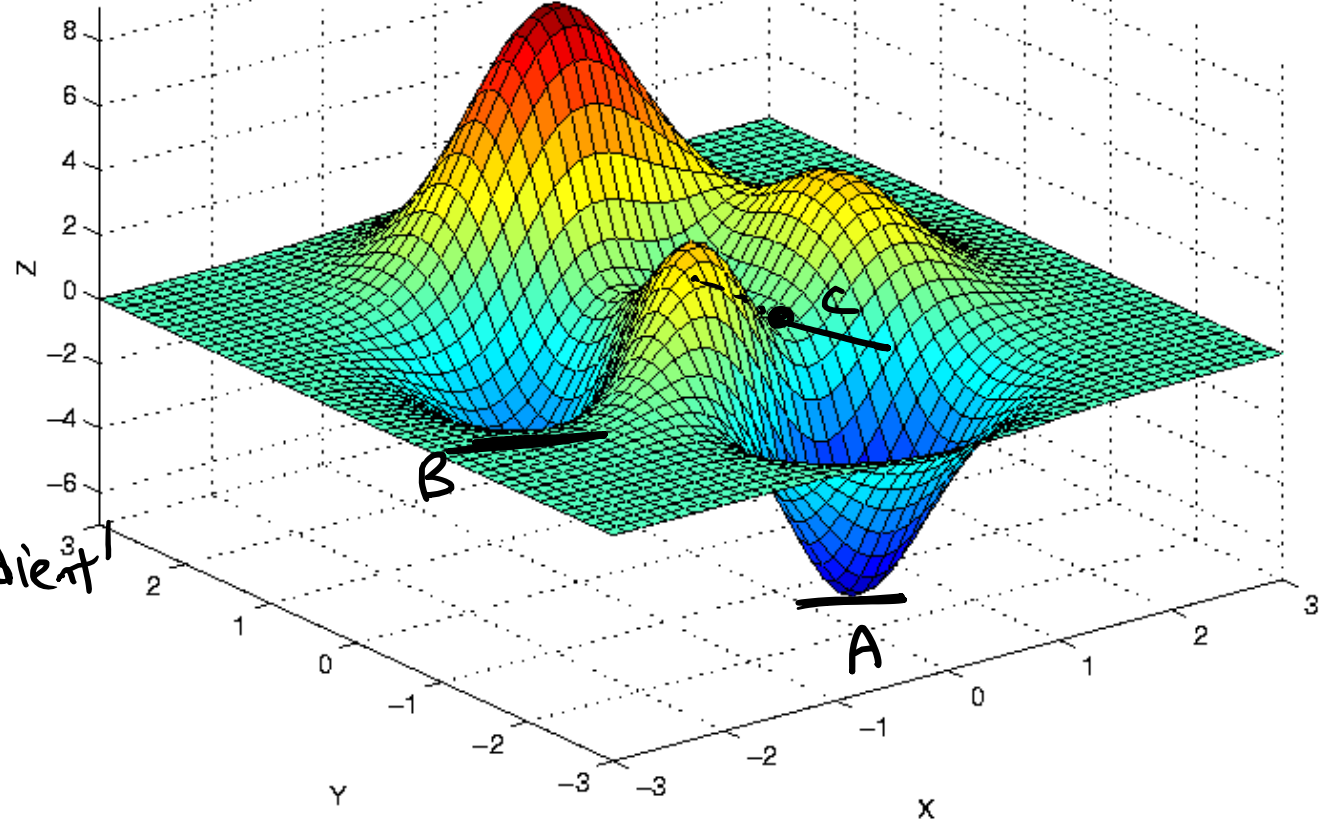
$$a \propto b$$
$$a = k \cdot b$$

Drawbacks of G.D:



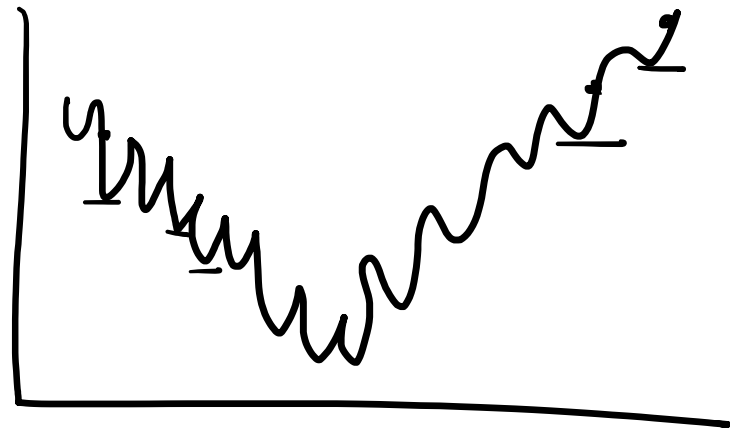
aim \rightarrow To find \Rightarrow

- A \rightarrow Global Minima (only one)
- B \rightarrow Local Minima (more than one)
- C \rightarrow Saddle point (more than one)



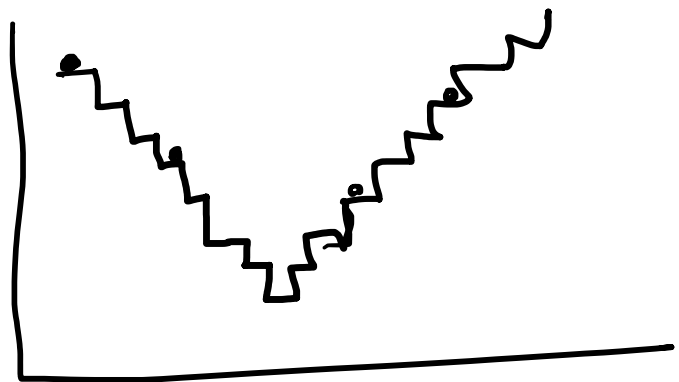
multiple times \rightarrow from sklearn import LR
obj = LogisticRegression()
obj.fit(X, y) method = 'gradient'

② Drawback

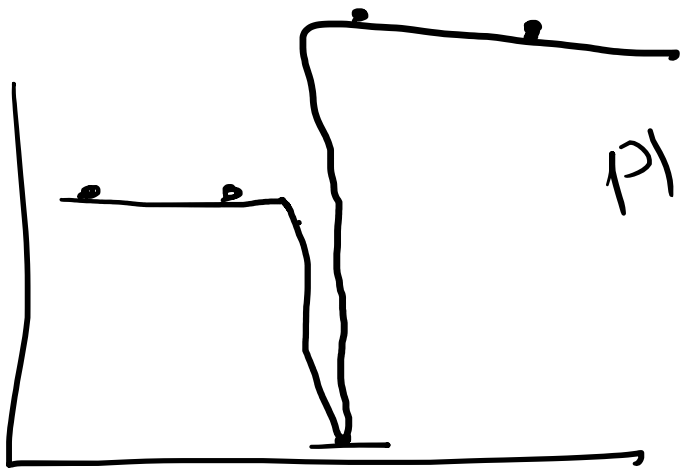


error func. is not smooth

③



④



plateau

③ Robust Method: (helps to come out of local Minima)

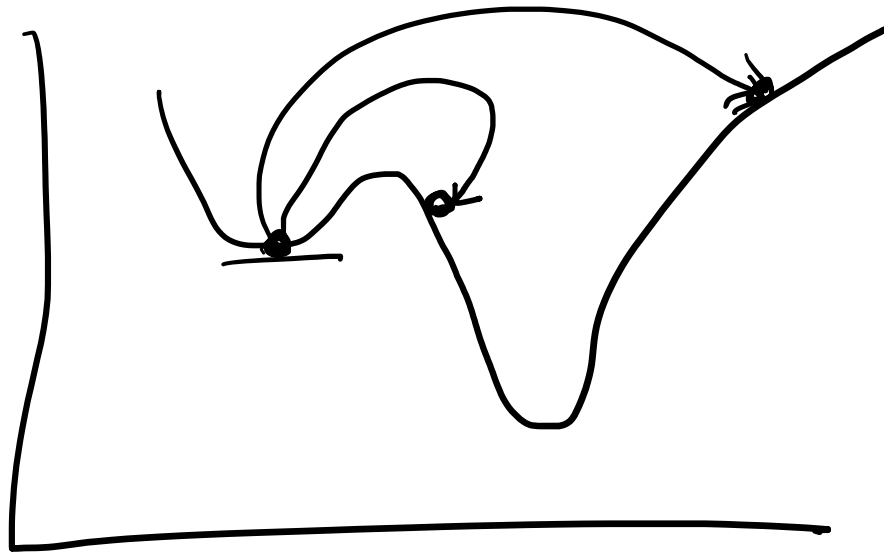
Ex.h. MTD

Simulated
Annealing/
Evolutionary algo

Grad. Des.

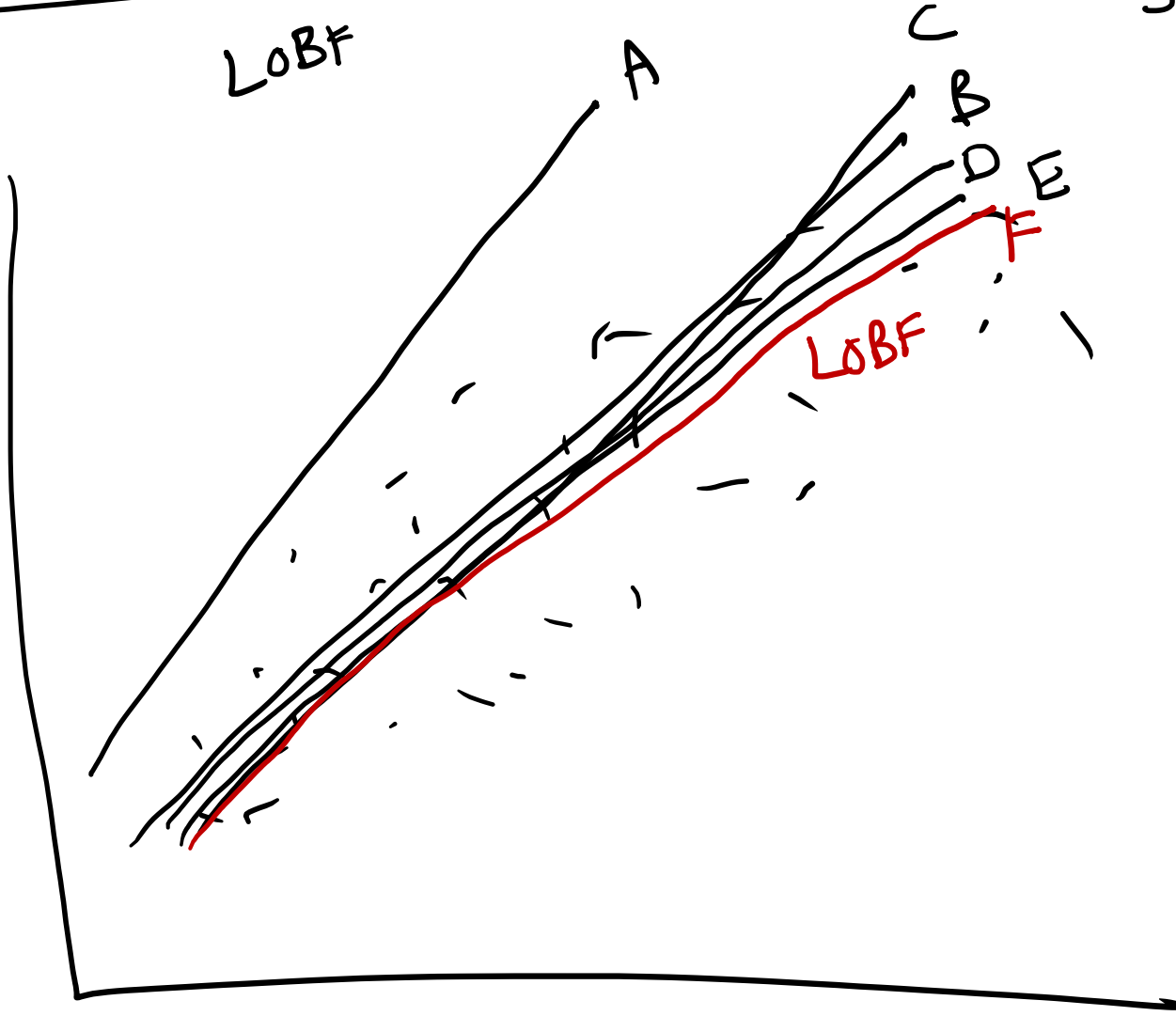
Genetic algo

Genetic algo

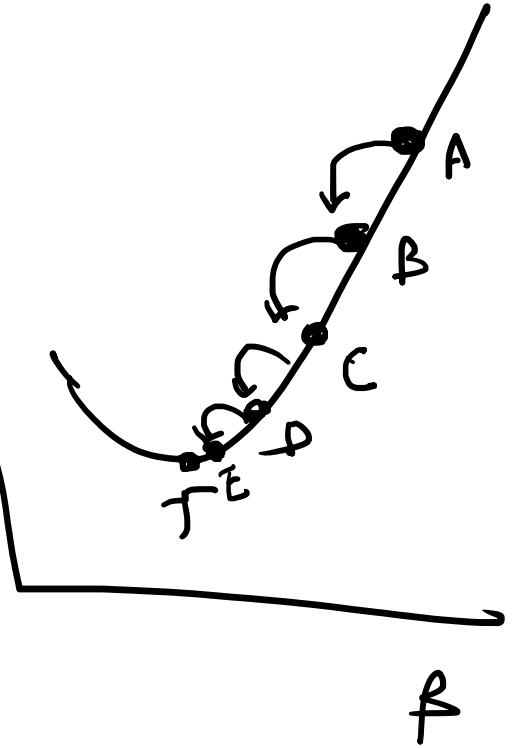


Gradient Descent:

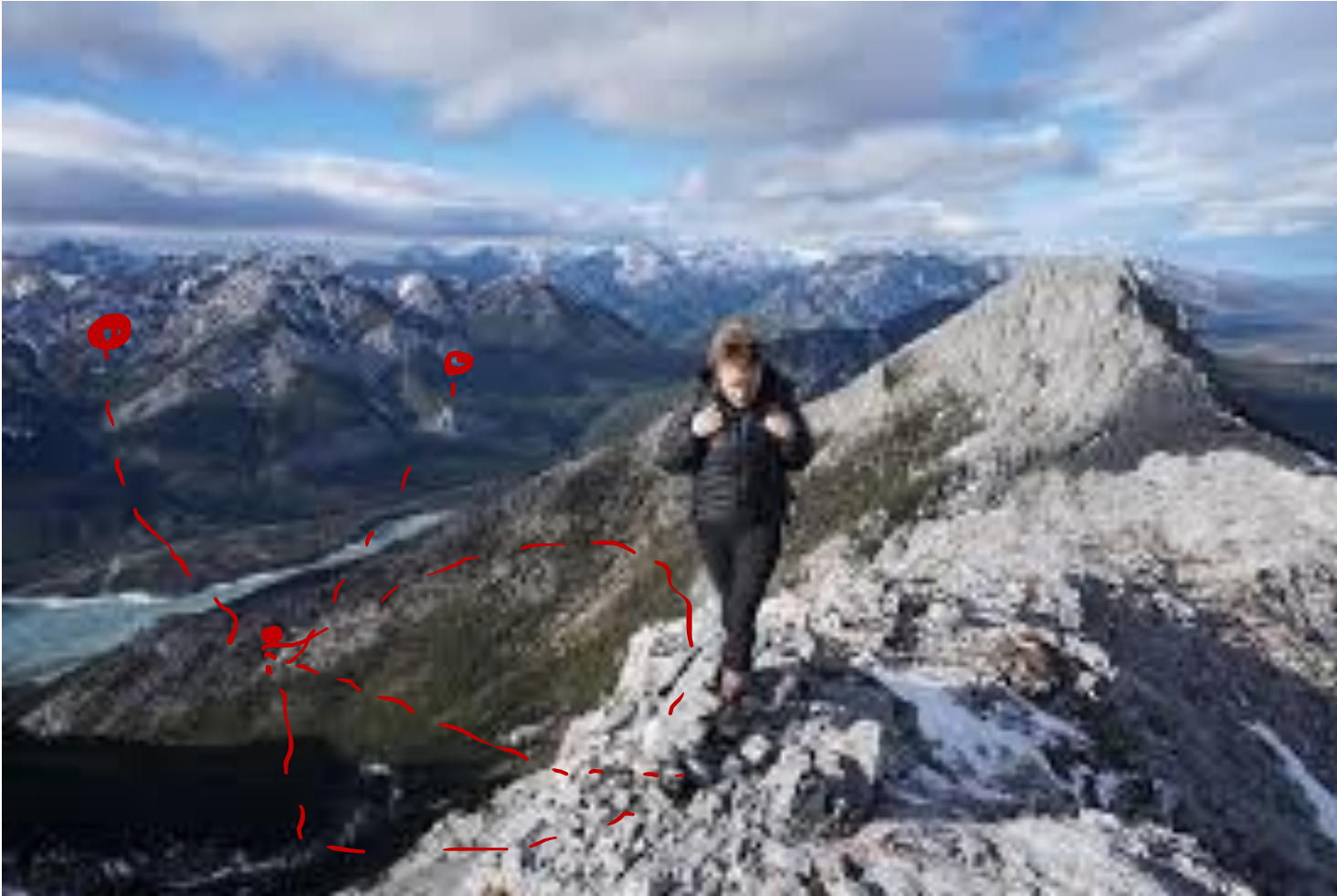
LOBF



$J(\beta)$



Exhaustive Search:



When u r
traveling on foot,
you can
absolutely get
anywhere.

But Time \nearrow

Gradient Descent: Fast & Efficient



① Smooth
& well
behaved
track

Robust MHA! Pickup Trucks



① They don't
converge
as fast as
GD
but are
definitely
better than
Ex. Search