

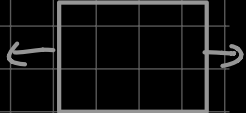
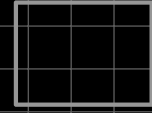
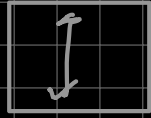
ML strategy  $\Rightarrow$  The systematic method for improving your model's performance.

Ideas:

- Ways of analyzing a ML problem that will point you in the most promising direction
- collect more data
  - collect more diverse training set
  - Train algorithm longer with gradient descent
  - Try Adam instead of gradient descent / RMSprop
  - Try bigger network
  - Try drop out
  - Add L2 regularization
  - Try different Network architecture
    - Activation functions (relu  $\rightarrow$  selu, elu, leaky relu)
    - # hidden units

$\Rightarrow$  One of the biggest challenges in ML is that you have so many things to try, so many hyper-parameters to tune.

I. Orthogonalization  $\Rightarrow$  Those most effective ML people have very clear-eyed about what to tune in order to achieve **one effect**. (E.g., the TV producer design knots to control different display effect of a TV.



One knot to tune one effect. If a knot can simultaneously tune multi-effects, then it's hard for us to get the picture in the center.

①  $\Rightarrow$  ML Hyper-parameters

②  $\Rightarrow$  ML goal.

Orthogonalization in ML:

Fit well on training set		$\left\{ \begin{array}{l} \text{bigger network} \\ \text{Adam} \\ \vdots \end{array} \right.$	$\leftarrow$ early
Fit well on development set		$\left\{ \begin{array}{l} \text{Regularization} \\ \text{Bigger training set} \end{array} \right.$	$\leftarrow$ stopping
Fit well on test set		$\left\{ \begin{array}{l} \text{Bigger dev set} \\ \text{class weights} \end{array} \right.$	
Fit well in real world		$\left\{ \begin{array}{l} \text{change dev set} \\ \text{change cost function} \end{array} \right.$	

## II. Setting up the right goal:

- Single number evaluation metric
- Single optimization metric and many satisfying metrics
- Dev, test set in the same distribution
- Set the right size of dev-test set.  
     $\Downarrow$        $\Downarrow$   
    big enough for confident evaluation
- Know when to change dev/test sets and metrics.

## III. Human level error:

