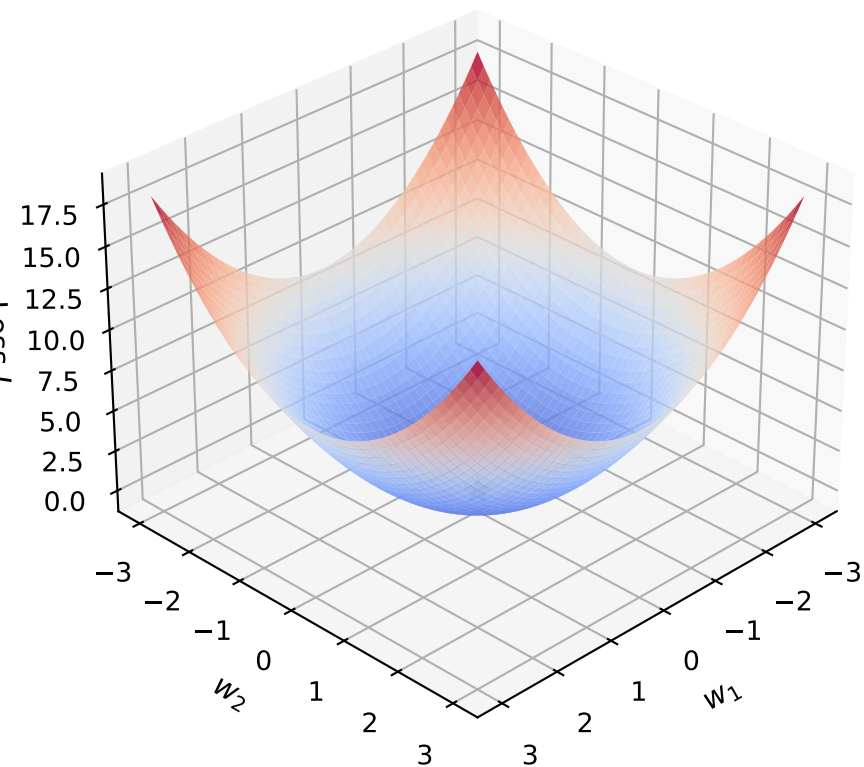
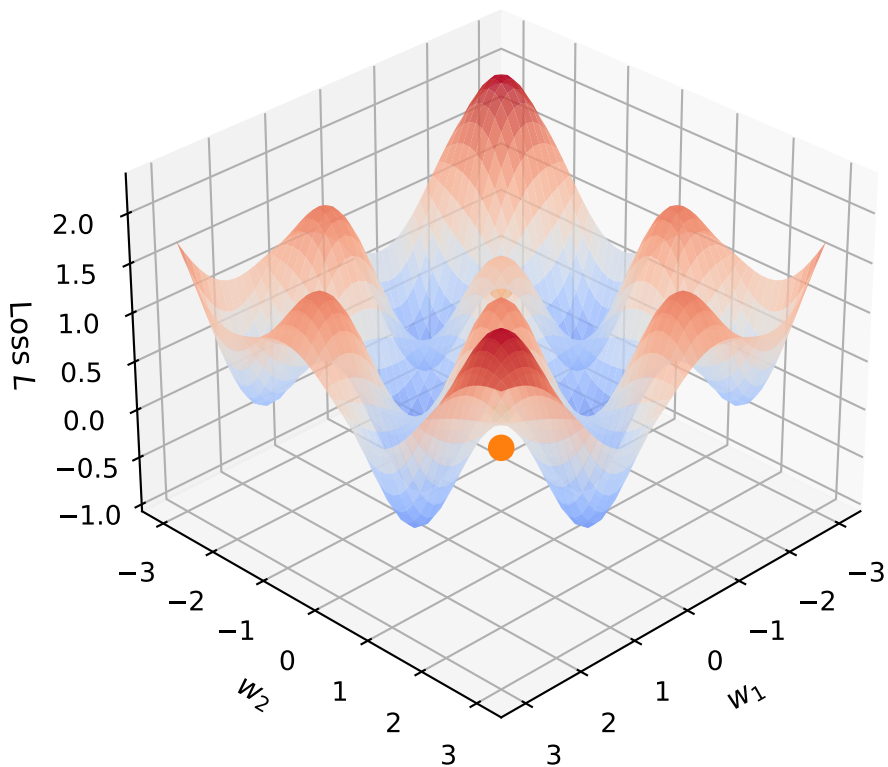
Loss Landscape: Why Deep Networks Are Hard to Train

Convex Loss Surface (Single Layer)



Easy: One global minimum
Gradient descent always finds it

Non-Convex Loss Surface (Deep Network)



Hard: Many local minima
May get stuck in suboptimal solutions