

## Final Project Presentation

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#### **Executive Summary**

#### **Asynchronized Stochastic Gradient Descent**

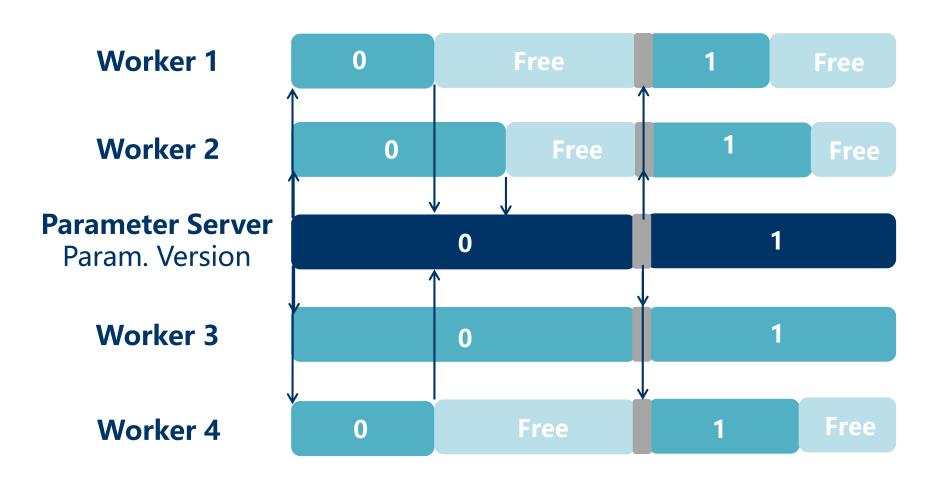
**Advantages** High accuracy

**Disadvantages**Waste time and lead to slow converge

**Synchronous Distributed Stochastic Gradient Descent** 

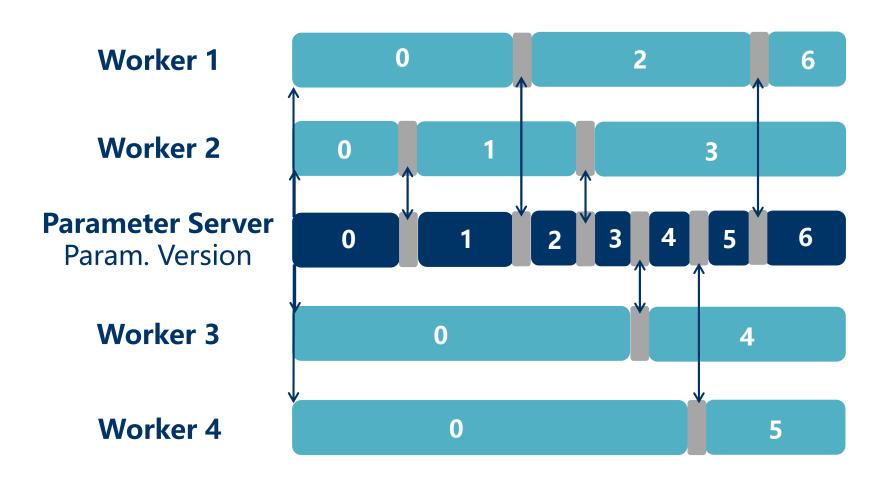
**Disadvantages**Lower accuracy

## **Approach A – Synchronize SGD**



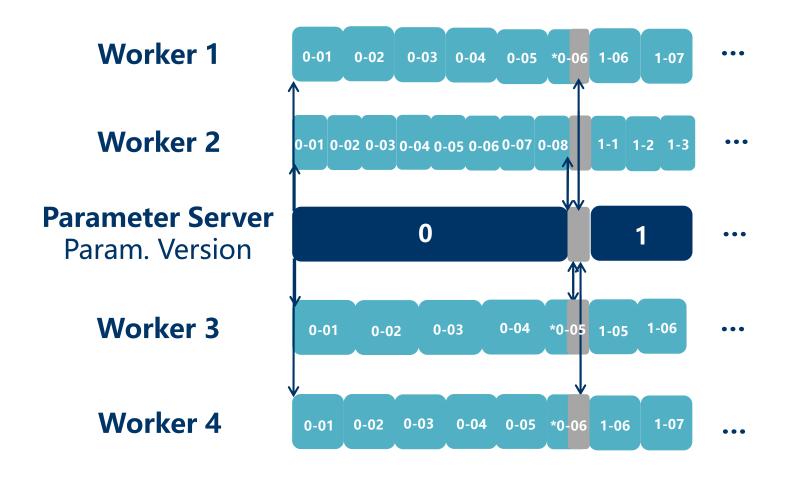
- Batch size = 256
- Cons: Waste time
- Communication time

## **Approach B – Asynchronized SGD**



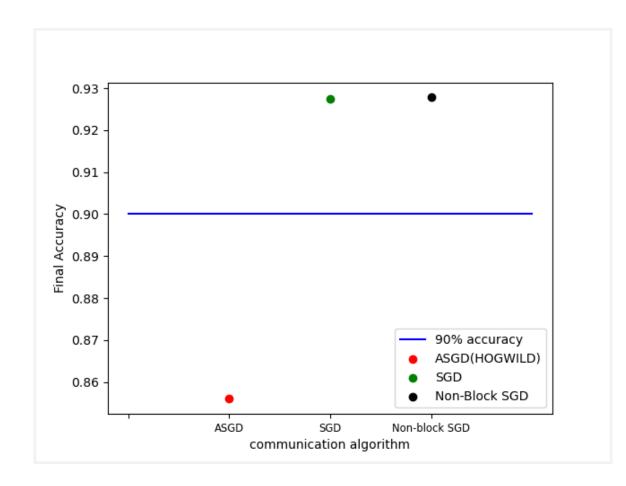
- Batch size = 256
- Cons: Lower Accuracy
- Communication time

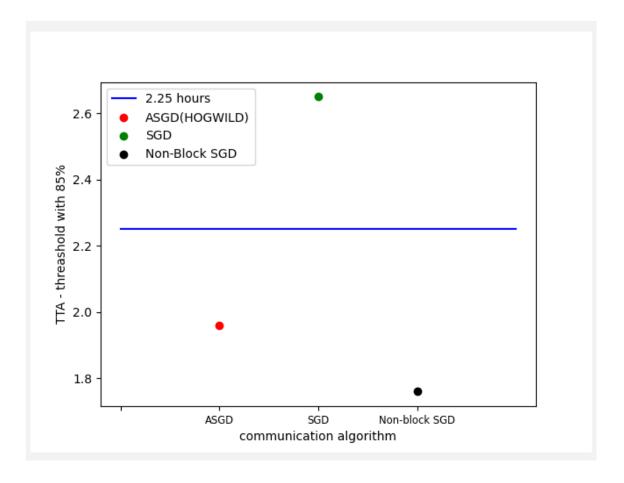
#### **Approach C – Non-Block SGD**



- Batch size = 256
- Mini-batch size = 32
- : Unfinished part
- : Communication time

#### **Main Results**





#### **Observations & Conclusion**

- Non-blocking SGD has simiar accuracy with SGD and much higher than ASGD
- Non-blocking SGD has similar TTA with ASGD and much quicker than SGD
- Non-blocking SGD has even better TTA than ASGD when threashold is high enough(85%)

#### **GitHub Link**

**GitHub Link:** https://github.com/HectorHHZ/HPML





# THANK YOU!