

---

## ***Batch Gradient Descent***

In Batch Gradient Descent, all the training data is taken into consideration to take a single step. We take the average of the gradients of all the training examples and then use that mean gradient to update our parameters-(weights, bias) : one epoch.

- Computes gradient using the whole Training sample
- Not suggested for huge training samples.
- Deterministic in nature.
- Gives optimal solution given sufficient time to converge.

Suppose our dataset has 5 million examples, then just to take one step the model will have to calculate the gradients of all the 5 million examples. This does not seem an efficient way.

**To tackle this problem we have Stochastic Gradient Descent**

---

## ***Stochastic Gradient Descent***

In Stochastic Gradient Descent (SGD), we consider just one example at a time to take a single step. We do the following steps in one epoch for SGD:

- Take an example
  - Feed it to Neural Network
  - Calculate it's gradient
  - Use the gradient we calculated in step 3 to update the weights
  - Repeat steps 1–4 for all the examples in training dataset
- 

### ▼ ***Mini-batch Gradient Descent***

In this, Neither we use all the dataset all at once nor we use the single example at a time. We use a batch of a fixed number of training examples which is less than the actual dataset and call it a mini-batch. Doing this helps us achieve the advantages of both the former variants we saw. So, after creating the mini-batches of fixed size, we do the following steps in one epoch:

- Pick a mini-batch
  - Feed it to Neural Network
  - Calculate the mean gradient of the mini-batch
  - Use the mean gradient we calculated in step 3 to update the weights
  - Repeat steps 1–4 for the mini-batches we created
-

Batch Gradient Descent	Stochastic Gradient Descent (SGD)
Use <b>all</b> training samples for one forward pass and then adjust weights	Use <b>one</b> (randomly picked) sample for a forward pass and then adjust weights
Good for small training set	Good when training set is very big and we don't want too much computation
	