



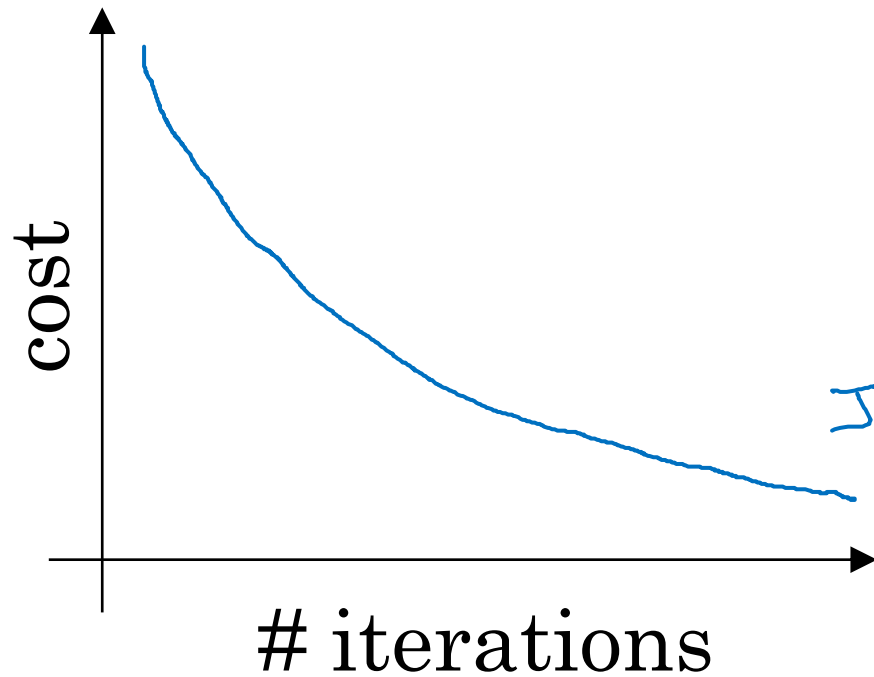
deeplearning.ai

Optimization Algorithms

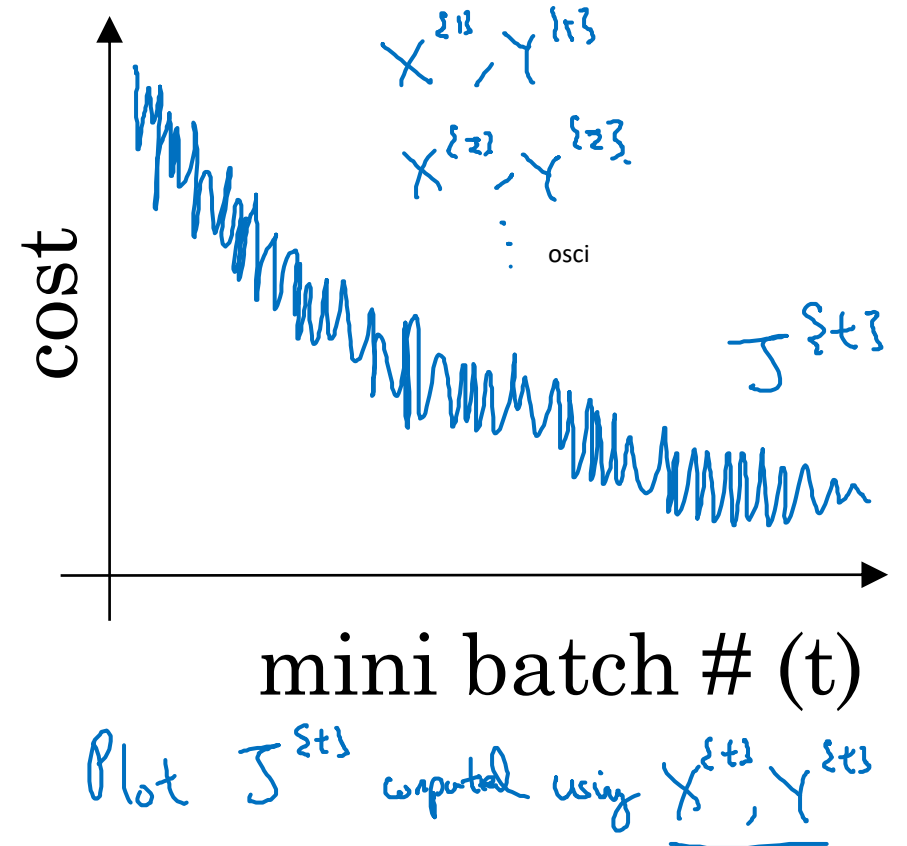
Understanding
mini-batch
gradient descent

Training with mini batch gradient descent

Batch gradient descent



Mini-batch gradient descent



It's ok if it doesn't go down on every iteration. But it should trend downwards

Choosing your mini-batch size

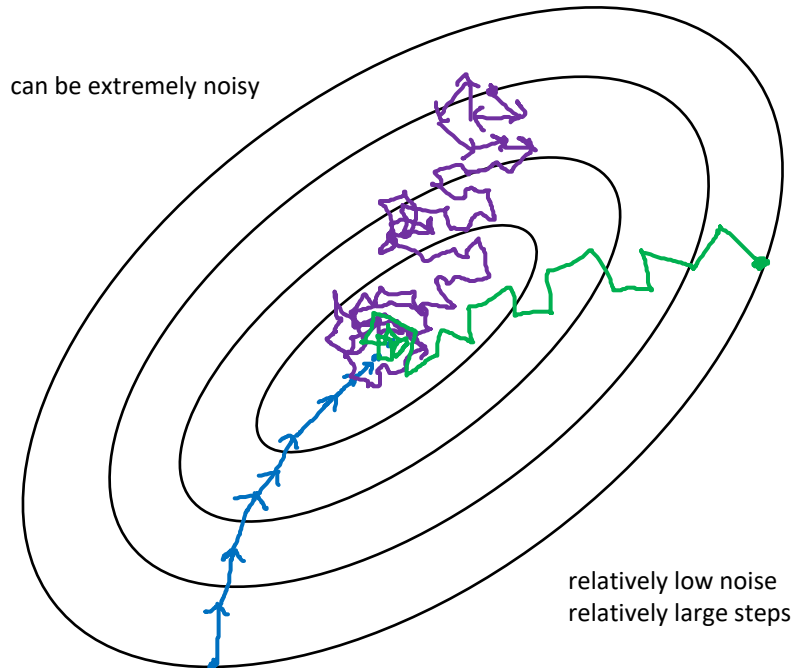
→ If mini-batch size = m : Batch gradient descent.

$$(X^{\{1\}}, Y^{\{1\}}) = (X, Y)$$

→ If mini-batch size = 1 : Stochastic gradient descent. Every example is its own mini-batch.
stochastic gradient descent
 $(X^{\{1\}}, Y^{\{1\}}) = (x^{(1)}, y^{(1)}) \dots (x^{(n)}, y^{(n)})$ mini-batch.

In practice: Somewhere in-between 1 and m

As stochastic gradient descent won't ever converge, it'll always just kind of oscillate and wander around the region of the minimum. But it won't ever just head to the minimum and stay there



Stochastic
gradient
descent

noise can ameliorated
or can be reduced by
just using a smaller
learning rate.

↓
Lose speedup
from vectorization

And then it doesn't always exactly
converge or oscillate in a very small
region. if that's the issue you can
always reduce the learning rate slowly.

In-between
(mini-batch size
not too big/small)

↓
Fastest learning.

- Vectorization.
($n=1000$)
- Make passes without
processing entire training set.

Batch
gradient descent
(mini-batch size = m)

↓
Too long
per iteration

Choosing your mini-batch size

If small toy set : Use batch gradient descent.
($m \leq 2000$)

Typical mini-batch sizes:

→ 64, 128, 256, 512
 2^6 2^7 2^8 2^9

a little bit common

Make sure mini-batch fit in CPU/GPU memory.
 $X^{(t)}, Y^{(t)}$

Because of the way computer memory is laid out and accessed, sometimes your code runs faster if you mini-batch size is a power of 2.

1024
 2^{10}