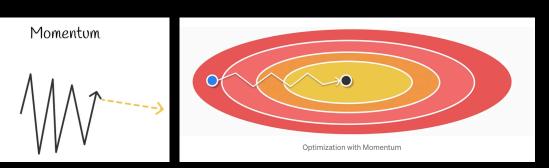
Momentam SheD with

Gradient descent Momentum



Wnew = Wold - 1 3L Jwold brew = bold - $\frac{\partial L}{\partial b_{old}}$

+ -> (t-1)

 $\Omega^{f} = \Omega^{f-1} - \sqrt{\frac{9}{9\Gamma}}$

t, t, t, t+1, t+2 Past old/happend instance $M^{1.1} \approx M^{4}$ impact of wt-1
in the output
of wt

Time Suils

Removol->Noise Tiller Oscillations

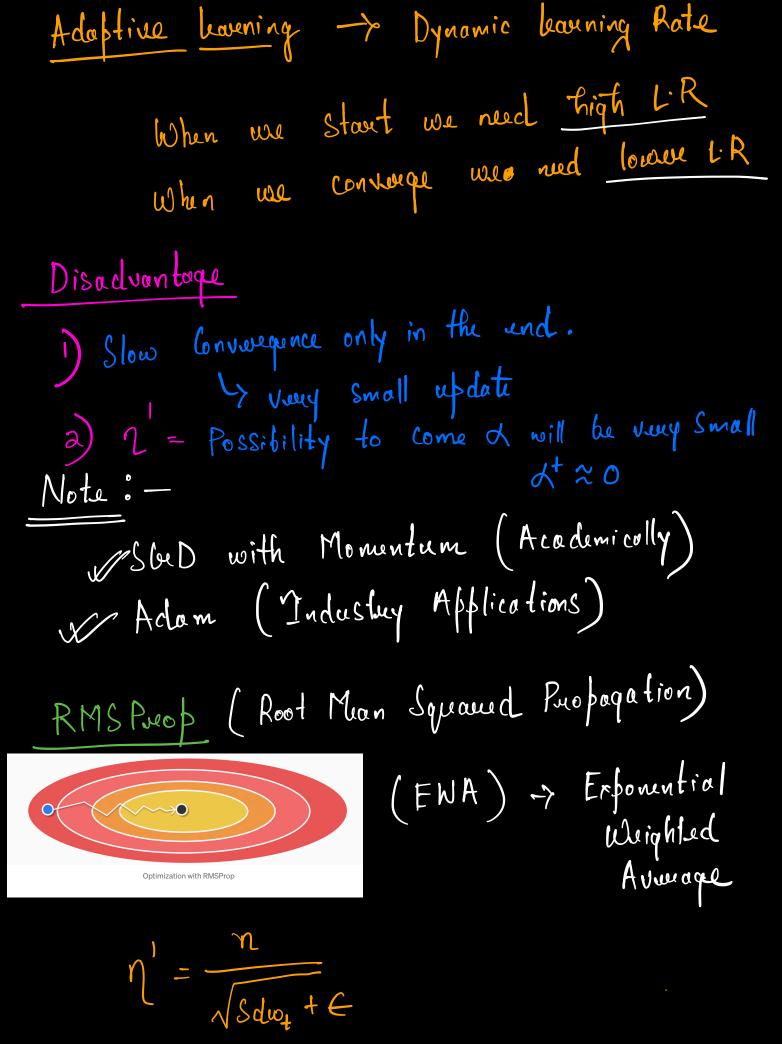
- DExponential Weighted Armage
- a) Rolling Mean X

Exponential Weighted Amerage (ENA) Smoothing

Time t, to to ty.... to tontuolling (12) Value a, az az ay an EWA = $B * V_{t_1} + (I - B) * V_{t_2}$ = $(0.95 * a_1) + ((1.0.95) * a_2)$ Recommended B value should be close to 1 $\beta = 0.95$ O·95 * a1 + [0·05 * a2]

High Impact Low impact (EWA) = β V_{t_2} + $(1-\beta)$ V_{t_3} = 0-95 f + (1-B) a3

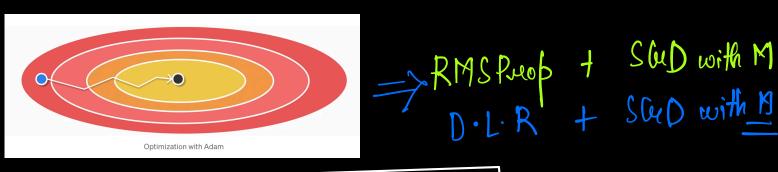
Momentum is the push towards Global Minime Plateau Region Puroblems Advantages of SGD+ Momentum 1) Noise Recluction 3) Smoothing of the noise 3) Smooth Convergence Adaquad (Adaptive Guodient Descent) learning n = fixed $W_n = W_0 - \eta \frac{\partial L}{\partial w_0} \implies W_n = W_0 - \eta \frac{\partial L}{\partial w_0}$ $n' = \frac{n}{|auque|}$ $n' = \frac{n}{|auque|}$



O SCID with Momentum -> No DLR 3 Adaqued -> DLR

3 RMSPuop -> SGD with Momentum + Exponential Weighted Aug

Adam Optimizer (Adaptive Momentum Estimation)



$$\omega_{t} = \omega_{t-1} - \gamma v_{d\omega_{t}}$$

where, $V_{dw_t} = \beta * V_{dw_{t-1}} + (1-\beta)(\frac{\partial L}{\partial w_t})$

Leavening Rate Stheduler Dynamic learning Rati Epochs = 100 it spochs < 25; |u = 0.0| elit epoths >25 and ≤50 R = 0.001 elil abochs 750 and £75 |N = 0.0001 else epochs > 75 N = 000001

Remaining Topics

1) Back puopagation
2) Repulauization
3) Callbacks

Task Val Accuracy = 98%.

MNIST

Different Activation

Functions

mish
Optimizers
Final Report

8 Activation, 8 Obtimizees = 64 combinations