

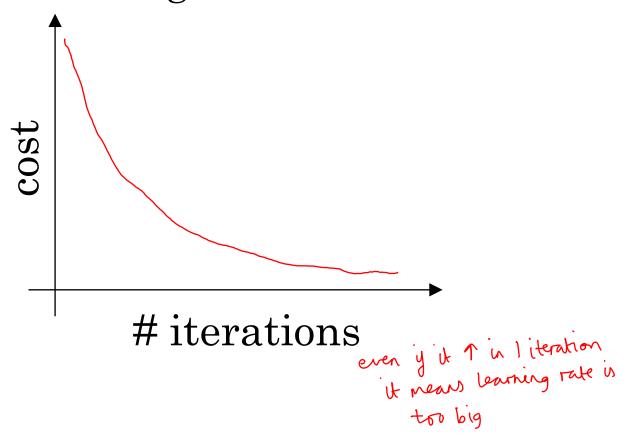
Optimization Algorithms

Understanding mini-batch gradient descent

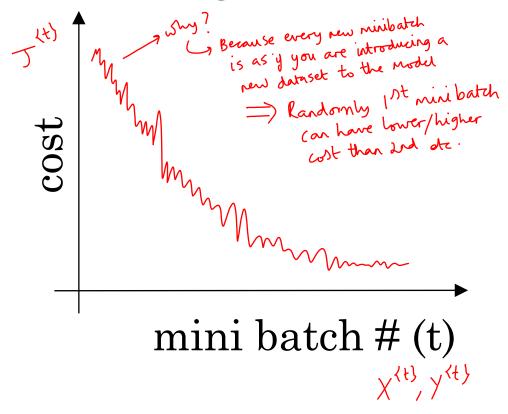
Training with mini batch gradient descent



Batch gradient descent



Mini-batch gradient descent



Choosing your mini-batch size

```
IJ minibatch size = M -> Batch gradient descent
       IJ minibatch Size = 1 -> Stochastic gradient descent
                                               (X_{\langle i \rangle}, \lambda_{\langle i \rangle}) = (X_{\langle i \rangle}, \lambda_{\langle i \rangle})
                                                 (X_{\langle j \rangle}, \lambda_{\langle j \rangle}) = (X_{\langle j \rangle}, \lambda_{\langle j \rangle})
                                               Ly Batch gradient descent -> slow (size is large)
             In practice -> Between I de M
                                                La Stochastic -> make fast progress (per enample)
                                                                              Is noise can be regulated with I or
                                                                          CON loose all your speed because
now you're going sample by sample
                                                                                         Instead of using a vector ! Is which is inherently
                                                                                                                   Juster (optimized for GPU/CPU)
                              -> Minibatch
                                   (In stochastic, convergence never happens,
But it will reach the bottom Area & keep oscillating
                 ■ → Batch gradient
                        descent
```

Choosing your mini-batch size

```
- If training set small, m < 2000

use batch

minibatch size,

(4,128,256,512.] - uses

computer byte size

memory byte size

memory byte size

x(t), y(t) fibin cpU/GPU mem

x(t), y(t) fibin cpU/GPU mem

works best

Make it a hyper param & check which one

works best
```