

Optimization Algorithms

Mini-batch gradient descent (ways to converge quicky!)

Batch vs. mini-batch gradient descent

Vectorization allows you to efficiently compute on m examples.

$$X^{(i)} \rightarrow i^{th} sample$$
 $Z^{(l)} \rightarrow output at layer l$
 $X^{(l)} \rightarrow output at layer l$
 X

Mini-batch gradient descent

```
for t=1 to 50,000:

// Implement Istop of gradient descent using X(t), Y(t)
                                                                                                1/ Furd Prop on X(t)
                                                                                                                                  Z(1) = W(1) X(t) + h(1)
                                                                                                                                    a^{(1)} = g^{(1)}(Z^{(1)})

Should use vectorized Implementation vectorized Implementation
                                                                                                     // Compute cost

J(t) = 1 \( \frac{1}{2} \) \( \
                                                                                                                          W (1) = W (1) ~ d W (1)
                                                                                                                              P(1) = P(1) - x. 4P(1)
                                                                                                                                                                                                                         - with gradient descent (batch)
                                                                                                                                                                                                                 1 epoch (1 pars through training set)
allows you to update w, b only I time
with mini batch gradient descent
                                                                                                                                                                                                                                                             1 epoch (pass through entire training set)
                                                                                                                                                                                                                                                                       allows you to update w, b 50,000 times
```