
Stochastic Gradient Descent

Machine Learning Exercise 1

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Stochastic Gradient Descent

- 1) Different degrees of polynomials were tested to generate a model for linear regression of 100 (x,y) points. With an increase in degree D, more desired behaviour in the model was found and at **D=4** model adopted its ultimate position of improvement but for $D > 4$ model started to adapt to sine function curve more than the scattered points on the graph, which was not the goal of our regression. Hence **polynomial of degree 4** was chosen as the model.

Initial values of θ_i parameters were randomly generated in the interval $[-0.5, 0.5]$. Over **12000 iterations** we have managed to minimize the error through Stochastic Gradient Descent. Model's initial and final parameters can be distinguished from following unlearned and learned model polynomials:

Initial Model $h_0(x) = 0.3948775534013792 + -0.1842739864158297 x + 0.13125736791029274 x^2 + -0.3538250055920371 x^3 + 0.11438900413773123 x^4$

Final Model $h_0(x) = 0.04815698592377191 + 7.677207165333941 x + -16.6754070534138 x^2 + -3.8811686965687606 x^3 + 13.076441136538023 x^4$

- 2) Different alpha values were tested for the polynomial but **$\alpha = 0.01$** has been chosen due to following results:
 - a) For $\alpha < 0.01$ achieved model was not even close to our desired model and error didn't stable even after 30000 iterations.
 - b) For $\alpha = 0.01$ model adapted its optimal curve just after 12000 iterations and error value got greatly stabilized.
 - c) For $\alpha > 0.01$ model curve started inclining towards every small cluster of points, hence created glitches in the curve like a noised/distorted sine function. Although, our model learnt very fast in a perfect slope just under 3000 iterations and then stabilize

