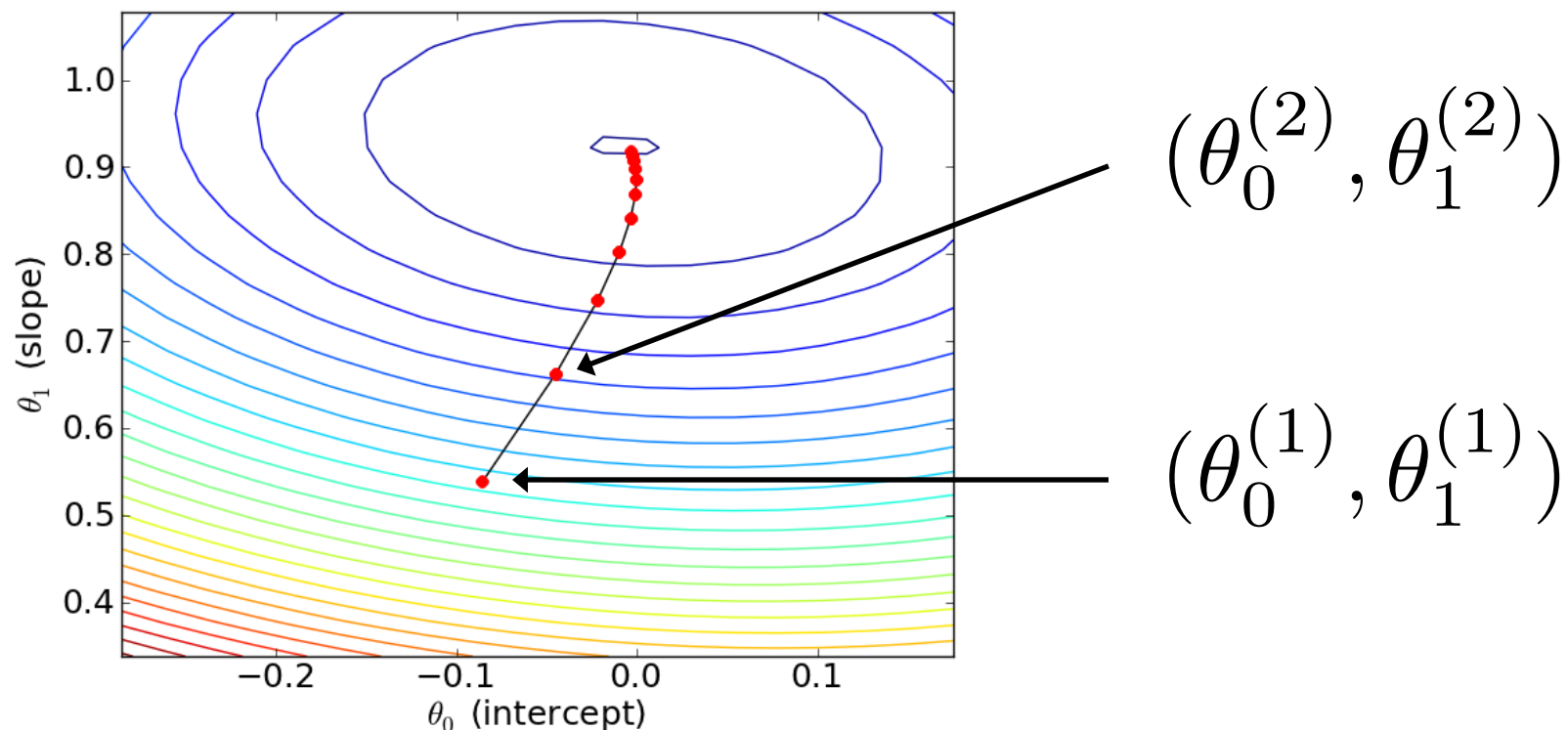


$$\theta_0^{(i+1)} \leftarrow \theta_0^{(i)} + \alpha \frac{\delta}{\delta \theta_0} J(\theta^{(i)})$$

$$\theta_1^{(i+1)} \leftarrow \theta_1^{(i)} + \alpha \frac{\delta}{\delta \theta_1} J(\theta^{(i)})$$



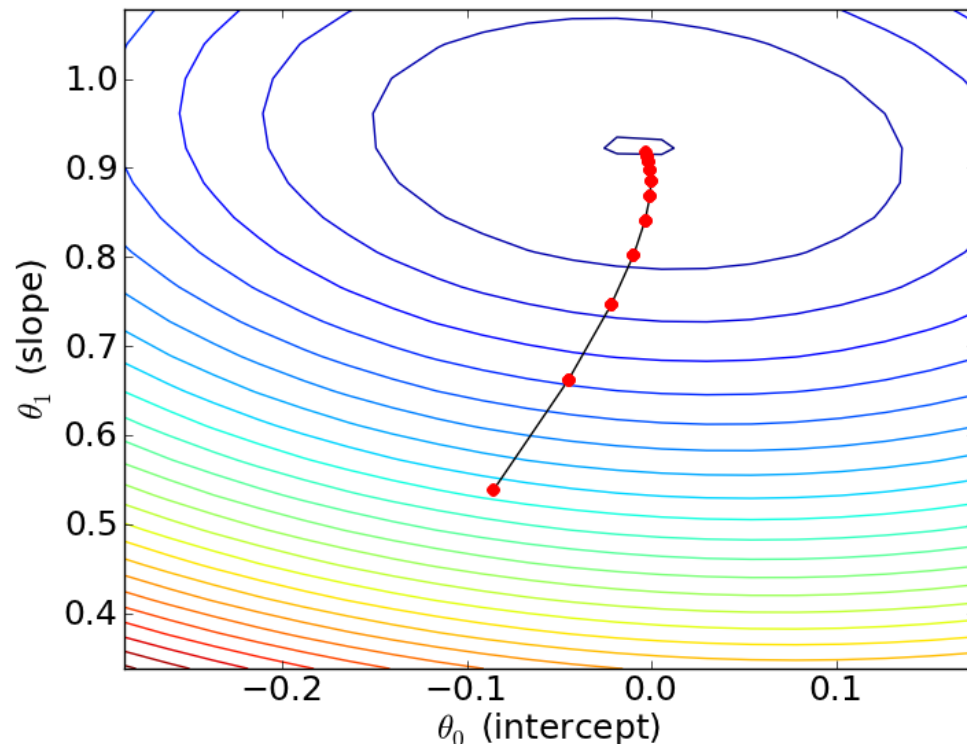
$$\theta_0^{(i+1)} \leftarrow \theta_0^{(i)} + \alpha \frac{\delta}{\delta \theta_0} J(\theta^{(i)})$$

$$\theta_1^{(i+1)} \leftarrow \theta_1^{(i)} + \alpha \frac{\delta}{\delta \theta_1} J(\theta^{(i)})$$

Learning Rate

Cost Function

Partial derivative
with respect to θ_1



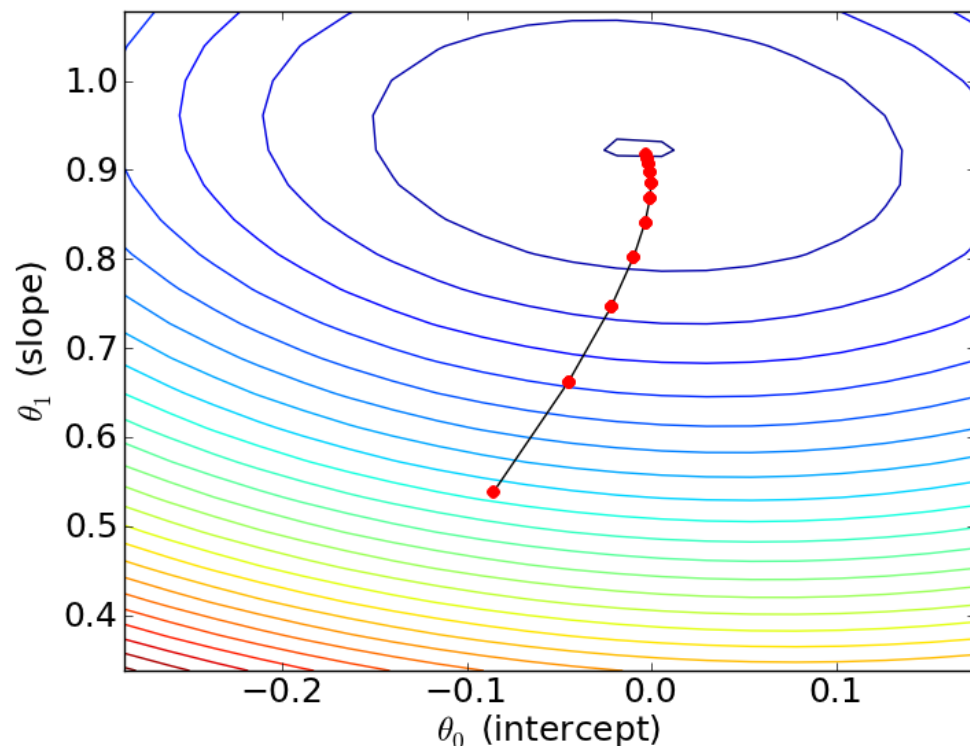
$$\theta_0^{(i+1)} \leftarrow \theta_0^{(i)} + \alpha \frac{\delta}{\delta \theta_0} \frac{1}{2} \sum_{k=1}^n (h^{(i)}(x_k) - y_k)^2$$

Model at i

Learning Rate

Gradient

Cost Function



$$\frac{\delta}{\delta\theta_1} \frac{1}{2} \sum_{k=1}^n (h(x_k) - y_k)^2$$

$$\sum_{k=1}^n 2 \frac{1}{2} (h(x_k) - y_k) \frac{\delta}{\delta\theta_1} (h(x_k) - y_k)$$

$$\sum_{k=1}^n (h(x_k) - y_k) \frac{\delta}{\delta\theta_1} (\theta_0 + \theta_1 x_k - y_k)$$

$$\sum_{k=1}^n (h(x_k) - y_k) x_k$$

$$\theta_1^{(i+1)} \leftarrow \theta_1^{(i)} + \alpha \frac{\delta}{\delta \theta_0} \frac{1}{2} \sum_{k=1}^n (h^{(i)}(x_k) - y_k)^2$$

$$\theta_1^{(i+1)} \leftarrow \theta_1^{(i)} + \alpha \sum_{k=1}^n (\theta_0^{(i)} + \theta_1^{(i)}(x_k) - y_k) x_k$$

while not converged:

$$\theta_0^{(i+1)} \leftarrow \theta_0^{(i)} + \alpha \sum_{k=1}^n (\theta_0^{(i)} + \theta_1^{(i)}(x_k) - y_k) * 1.0$$

$$\theta_1^{(i+1)} \leftarrow \theta_1^{(i)} + \alpha \sum_{k=1}^n (\theta_0^{(i)} + \theta_1^{(i)}(x_k) - y_k) x_k$$

Some questions

- Initialization
 - Where do you drop the ball?
 - “small random values”
- Step size
 - We don’t really “roll,” we “jump” in the direction of steepest descent
 - How far should we jump?
 - Too far and you might hop over the minimum and raise the function value
 - Too small and performance is bad

