





XNDL - Lab

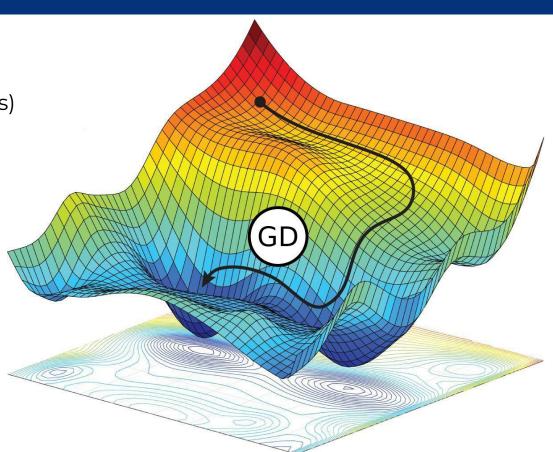
Delta rule, learning rate, momentum and early stopping

Delta rule

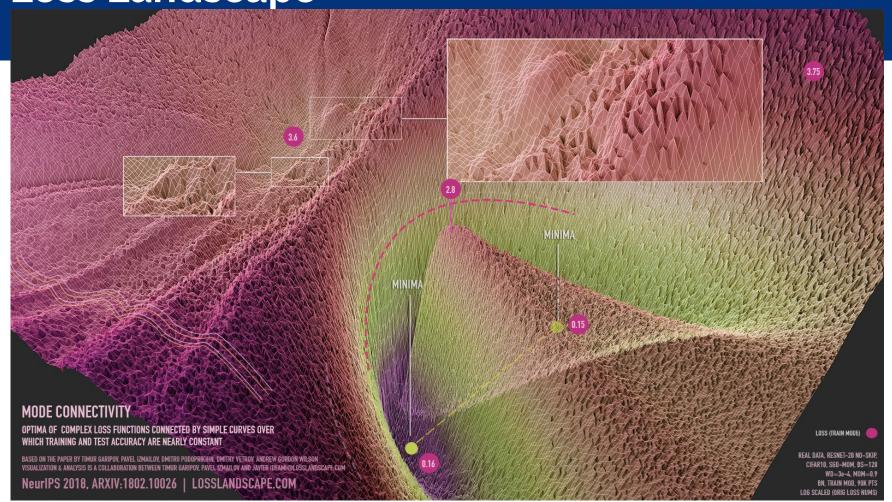
Gradient Descent

Optimization of a function (loss)

Watch your speed



Loss Landscape



Delta rule

1. Forward: out =
$$\sigma(w * x + b) x$$
: vector of inputs

 σ : act.func.

2. Error:
$$e = - (gt * log(out) + (1 - gt) * log(1 - out))$$

binary cross entropy

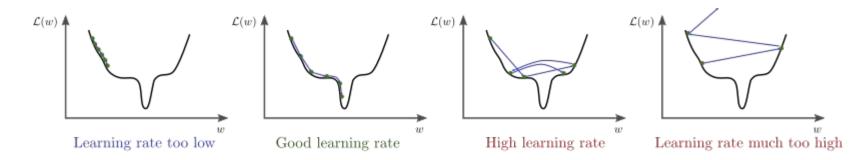
3. Gradient:
$$\delta = \partial L/\partial z$$
 derivative of loss func wrt weighted input

4. Weight update:
$$\nabla w = \delta * x$$
 $w' = w - \alpha * \nabla w$ α : learning rate

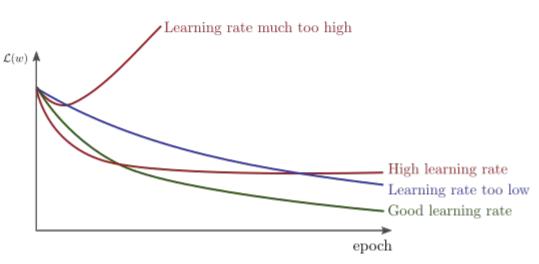
Learning rate

- Confidence
- Paralysis vs Bouncing
- ❖ Small > Big
- Decay

Learning rate

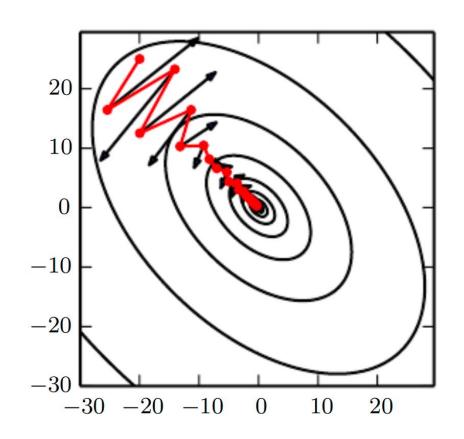


- Confidence
- Paralysis vs Bouncing
- Small > Big
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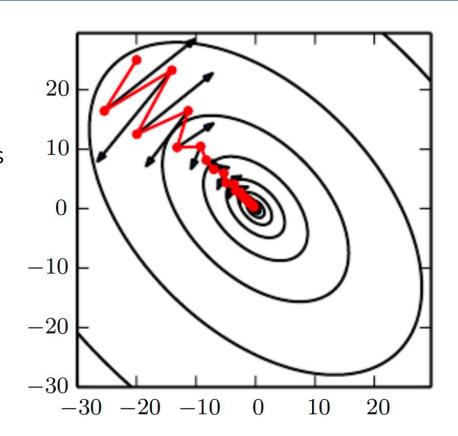
Momentum

Fraction of prev. update



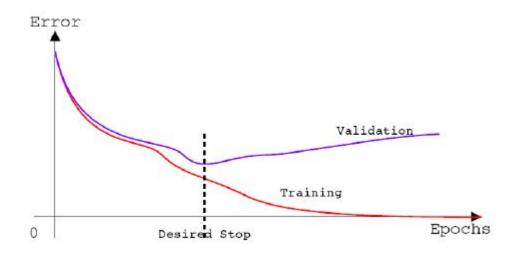
Momentum

- Fraction of prev. update
- Inertia
- Reduce impact of noisy gradients
- Keep general direction
- Faster convergence



Early Stopping

- A policy
- ♦ val > train
- ♦ loss > acc



Breast Cancer dataset

- Using a perceptron
 - Define & adjust your early stopping policy
 - Tune learning rate
- Very small LR: Stuck
- Very large LR: Unstable
- Momentum on/off

- Look at the curves
 - val vs train
 - loss vs acc
- Conf. Matrix

Gates dataset

A very different domain







The end