



following we stope #. slope > In 1-d, the devilvative cop a function of define = lim flx+47-f(x) derivatives) along each dimension. The slope in any direction is the dot product of the direction with the graduent. The direction of the steepest descent is the negative gradient. Numerical gradient -> approximate, 5100, easy to write analytical gradient -> exact, fast, even - prone. mint, Always use analytical gradient, but eneck implementation with numerical gradient. This is colled "gradient eneck". B gradient descent + algorithm unere we use the gradient at every timestep stochastic gradient percent - when calculating the loss, or the gradient descent; the full sum is expensive when L(w) = 1 & Li (xi, yi, w) + 1 R(w) instead, we approximate the sum using "minibator" of examples 32/64/12 | Vw L(w) = 1 & Vw Li (xi, yi, w) + 1 Vw R(w)