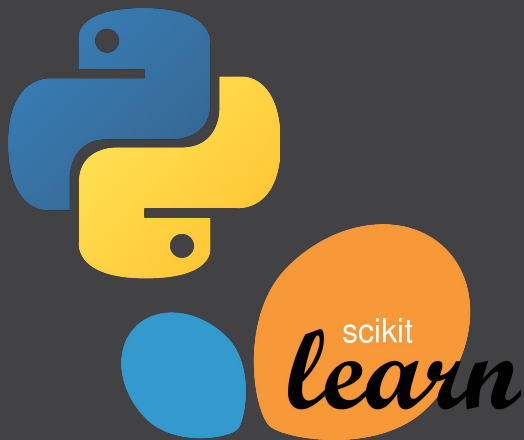




Please turn off your webcam

If you are joining from a mobile phone
be sure to click on
Join via Device Audio

We are waiting for other participants to join
We will begin at 5:30 PM IST



Gradient Descent For Machine Learning



Mihir Thakkar

Founder and Instructor
hello@codeheroku.com

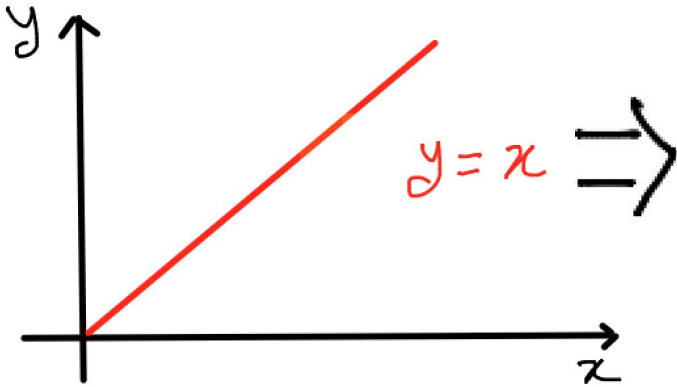


SESSION OBJECTIVES

- Quick Recap
- Why do we need GD?
- Revise Some Math
- Implement in Python

Highschool Math

INPUT

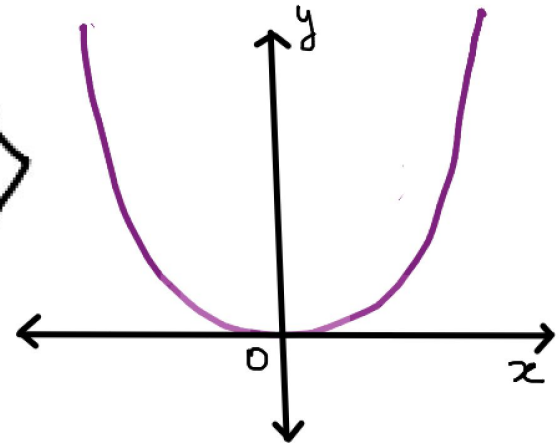


$$f(x) = x^2$$

TRANSFORM (T)

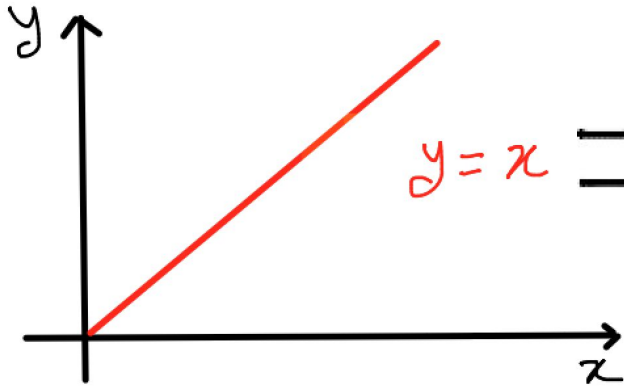


OUTPUT



Machine Learning

INPUT



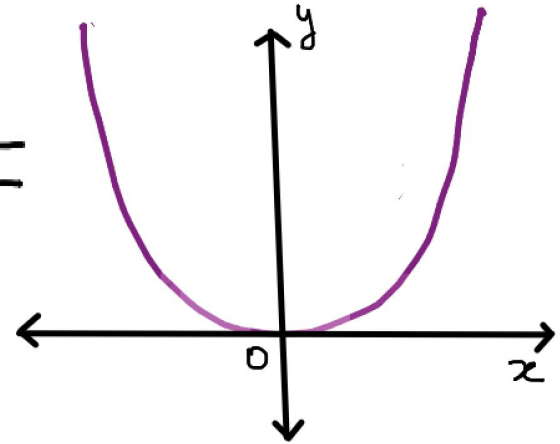
$$y = x$$



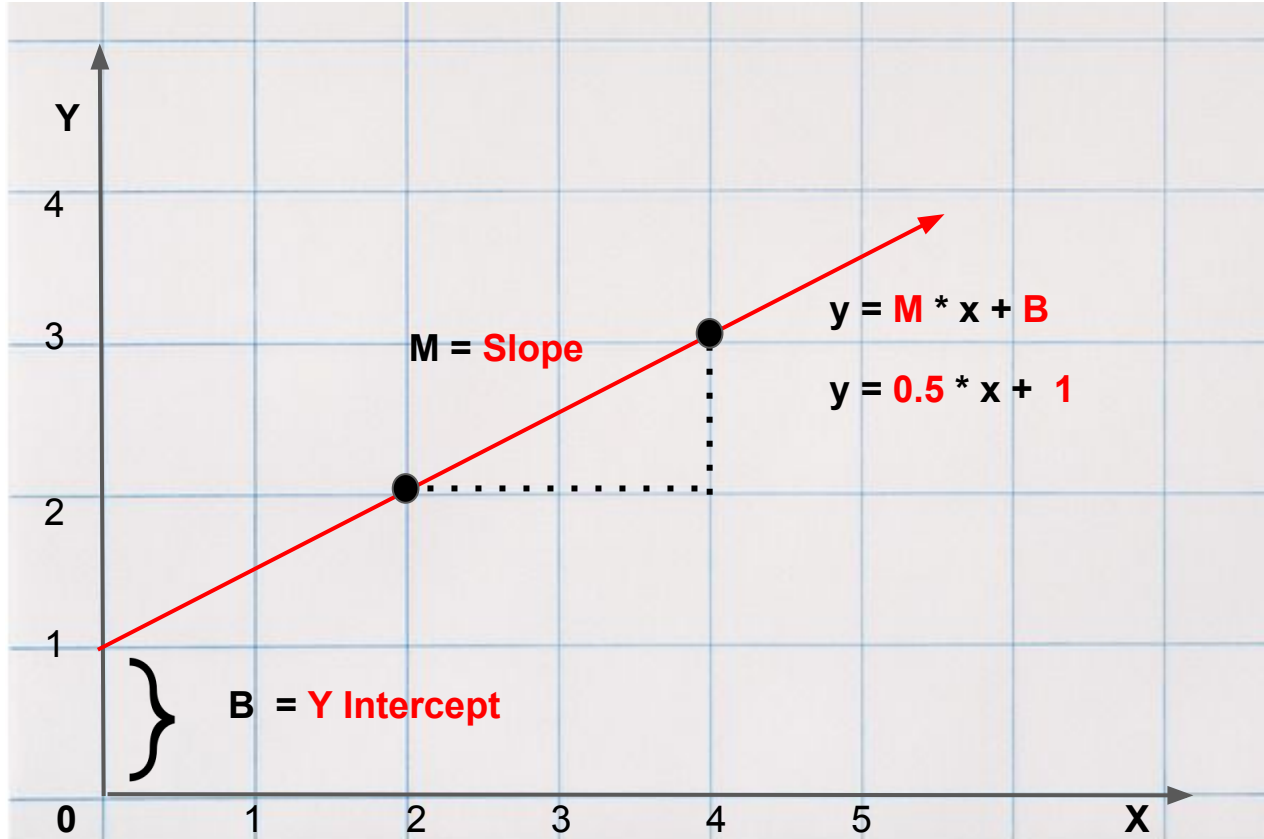
$$f(x) = ?$$

TRANSFORM (T)

DESIRED OUTPUT

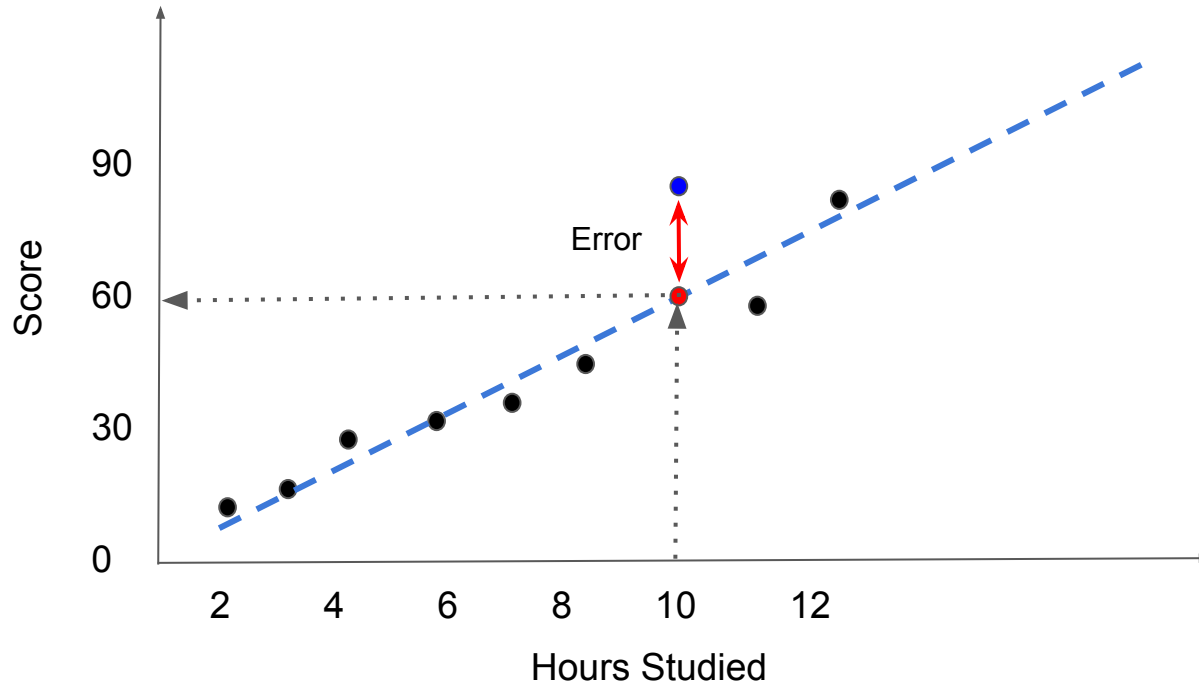


Let's Revisit Some Basics



Linear Regression

E.g. Predict the score of a student based on number of hours studied



① Create a Model

$$y = M * x + B$$

Predicted Score for
10 hours studied = **60**

QUIZ

Calculate the Total Error, Mean Error and Mean Squared Error for the following set of predicted and actual results

Predicted Score	Actual Score
30	32
25	25
22	20
20	18

Total Error

$$\begin{aligned} &= (32 - 30) + (25 - 25) + (22 - 20) + (20 - 18) \\ &= 2 + 0 + 2 + 2 \\ &= 6 \end{aligned}$$

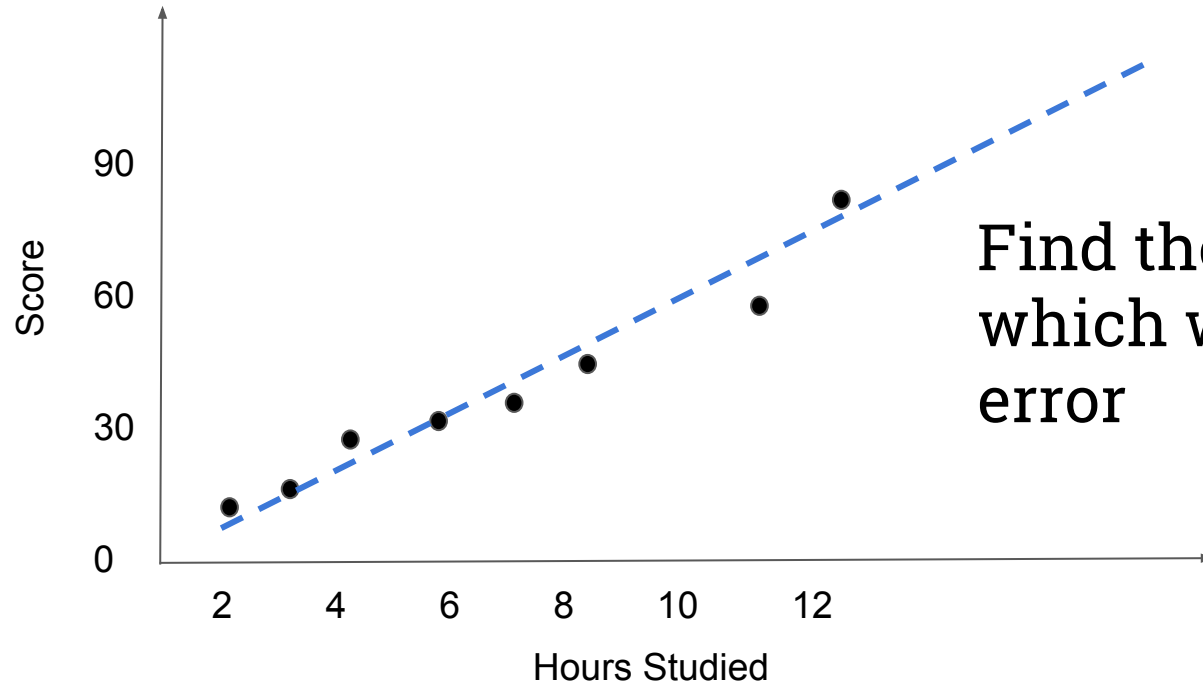
Mean Error

$$\begin{aligned} &= 6/4 \\ &= 1.5 \end{aligned}$$

Mean Squared Error

$$= (30 - 32)^2 + (25 - 25)^2 + (22 - 20)^2 + (20 - 18)^2$$

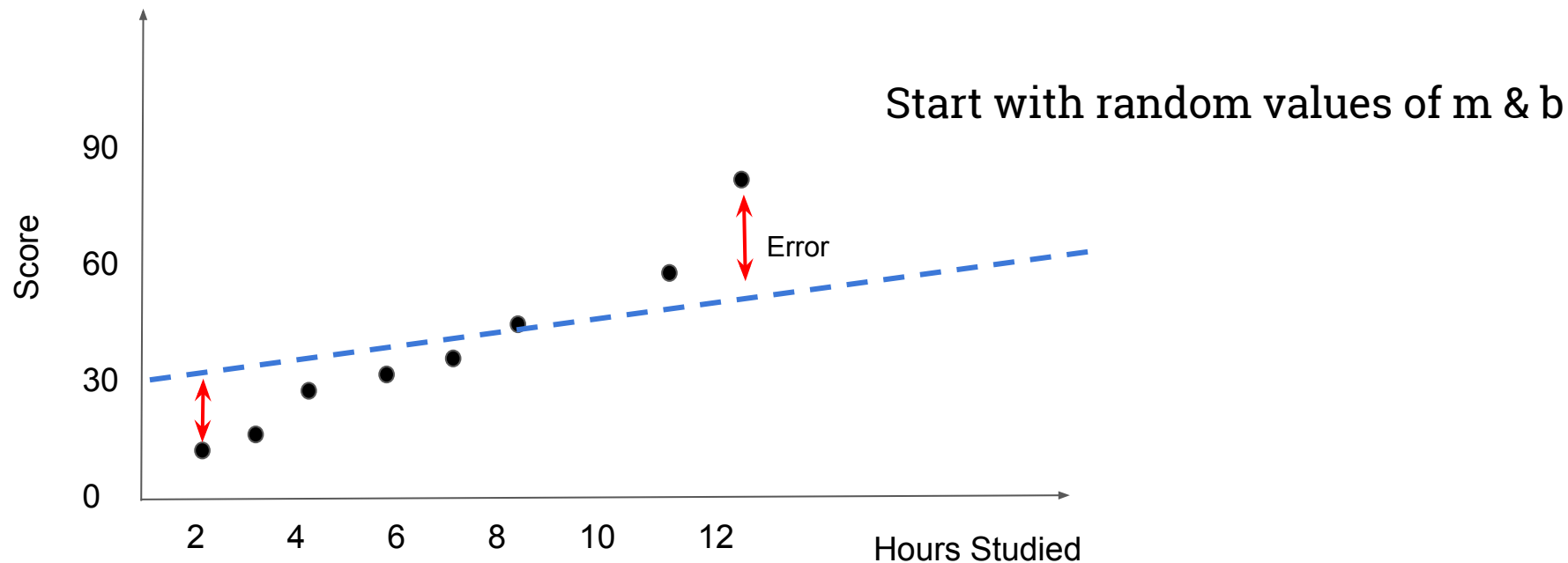
Our Objective



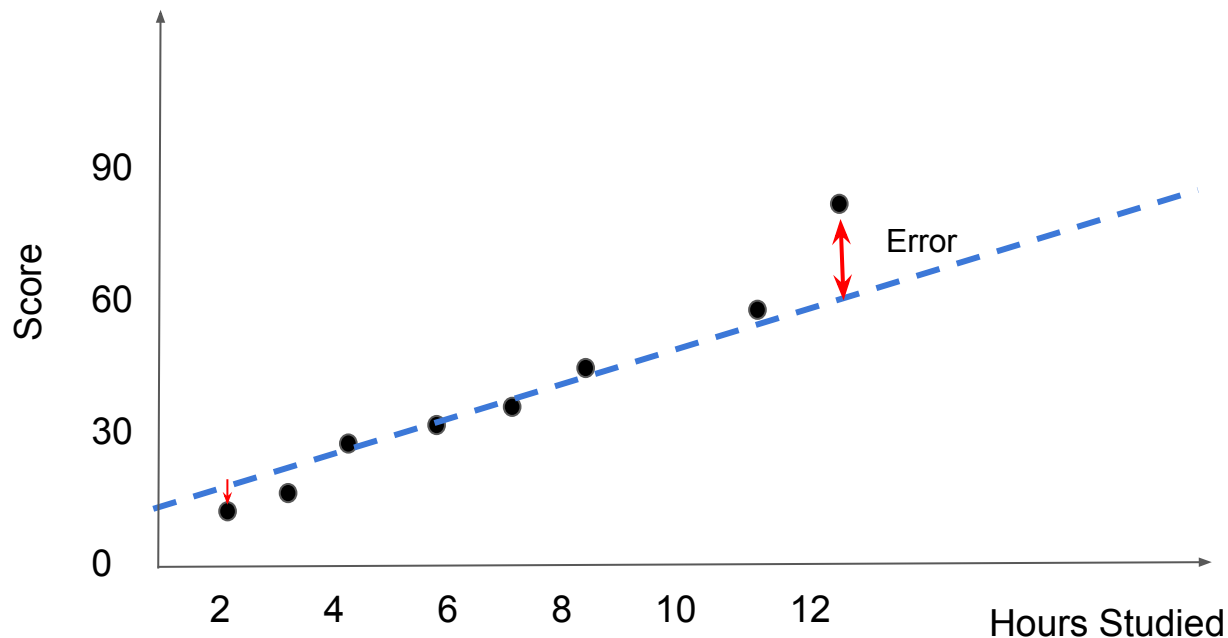
Find the line (i.e. m & b)
which will result in least
error

Solution

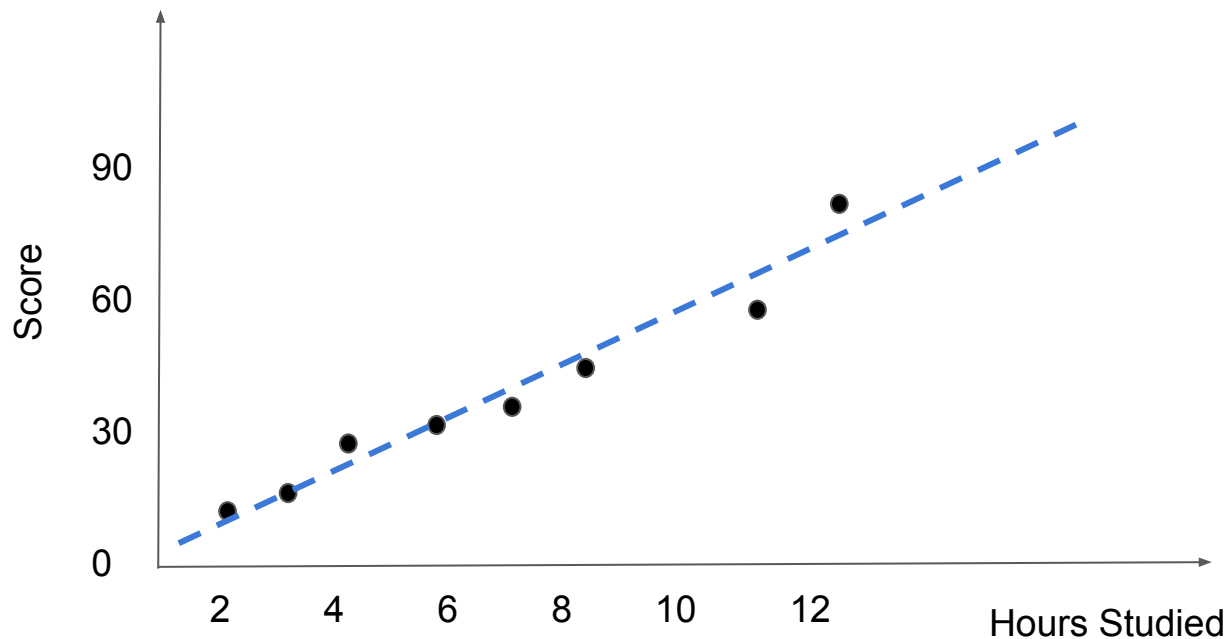
Step 1: Start with a random line



Step 2 : Adjust m & b such that error reduces



Step 3 : Repeat until converge to best approximation



QUIZ

Which of the following statement is TRUE?

1. Gradient Descent can be applied only to Regression problems
2. Gradient Descent is an optimization algorithm which can be applied to any problem in general

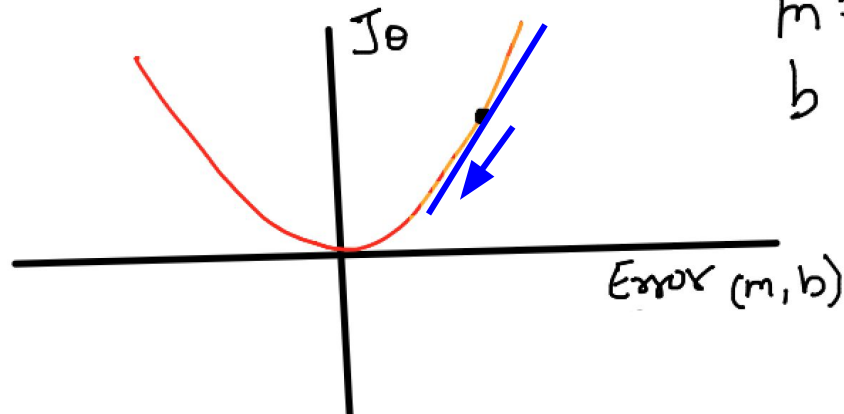
Let's Build It

<http://www.codeheroku.com/static/workshop/datasets/gd.zip>

$$MSE = \frac{1}{N} \sum (\underbrace{\text{Estimate} - \text{Actual}}_{mx+b-y_i})^2$$

\Downarrow
 Cost function

$$J_{\theta} \Downarrow = \frac{1}{N} \sum \text{Error}^2$$



$$m = m + \Delta m$$

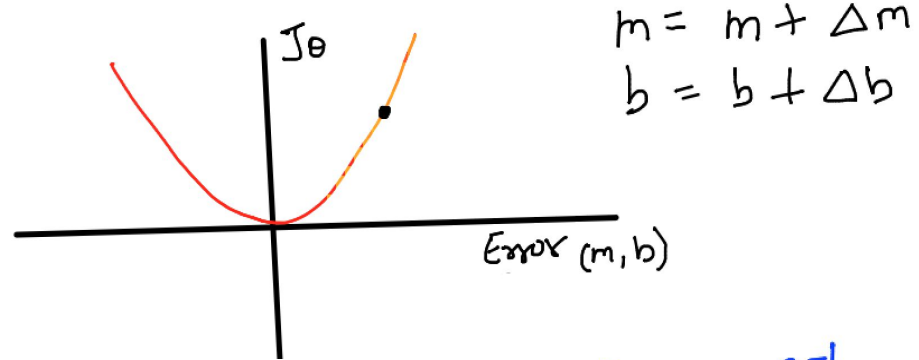
$$b = b + \Delta b$$

$$\Delta m = \frac{\partial}{\partial m} J(m, b)$$

$$= \frac{1}{N} \frac{\partial}{\partial m} \text{Error}^2$$

$$= \frac{2}{N} \cdot \text{Error} \cdot \frac{\partial}{\partial m} (mx + b - y)$$

$$= \frac{2}{N} \cdot \text{Error} \cdot x$$



$$\frac{d}{dx} x^n = nx^{n-1}$$

The Chain Rule

$$f = f(g) ; g = g(x)$$

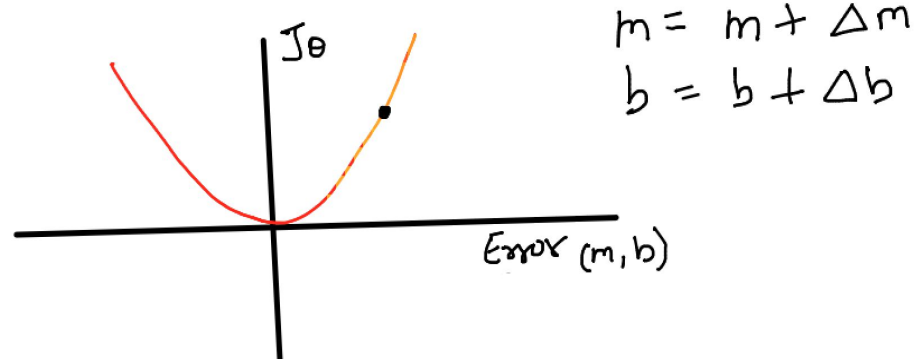
$$\frac{df}{dx} = \frac{df}{dg} \frac{dg}{dx}$$

$$\Delta b = \frac{\partial J}{\partial b}$$

$$= \frac{1}{N} \cdot \frac{\partial \text{Error}^2}{\partial b}$$

$$= \frac{2}{N} \cdot \text{Error} \cdot \frac{\partial}{\partial b} \underbrace{mx + b - y}_{\text{everything else is constant}}$$

$$\Delta b = \underline{\underline{\frac{2}{N} \cdot \text{Error} \cdot 1}}$$



QUIZ

How do we adjust m & b to reduce error?


1. We take the gradient of Error Function w.r.t. m & b this gives us direction we should adjust(i.e. +ve or -ve)
2. We use a constant learning rate to reduce error
3. We take gradient of all our data points (X,Y) w.r.t. m & b and multiply it by learning rate

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What is your review of Code Heroku?

 Answer

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No Answers Yet

<https://qr.ae/TUry32>

Related Questions

What programming languages are used in robotics?

How difficult is it for the average person to become a computer programmer?

What do you think about code reviews?

What are the strengths and weaknesses of Golang?

Where can I find someone to help review my code?

Can someone give a review of Free Code Camp?

Why is C not yet replaced with another language which has same advantages of C and has better developer productivity like Java?

Alternative Links:

DataSet: https://drive.google.com/file/d/17MkZ6vzmZPEq9OTCM6tIgEPF5DYe_1Gm/view?usp=sharing

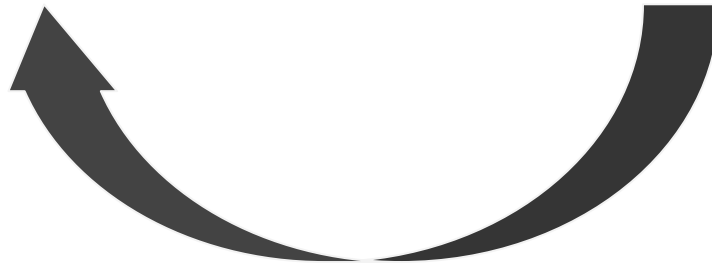
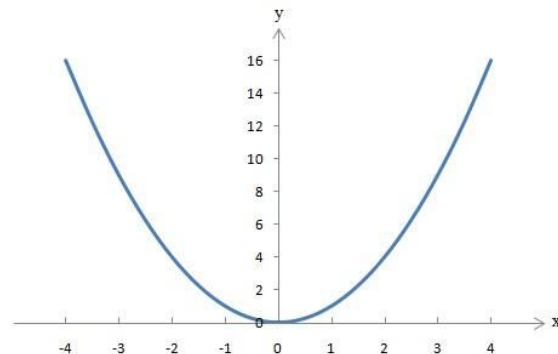
Machine Learning (ML)

```
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01100111 00100000 01100100 01100001 01110100 01100001
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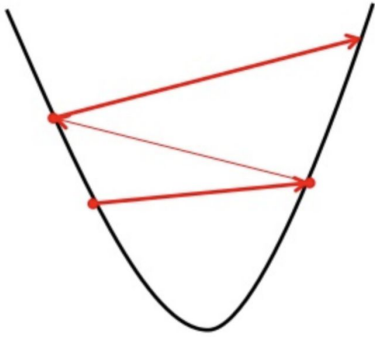
Data



$f(x)$



Big learning rate



Small learning rate

