



Sigy = Sig(y2 Num- sigy + X Denam Sign + Square (X+4) Kfy = Xty 5xfy - xfy * * 2 Denson: Sig X + SX fy
Barrere 2 = 1/Den J= Num * Den-Inv Num= Den-Inv Maradients alculates d Den-Inv= Num Stephen - Jan Toles den: -1 x den-Inva - 1 Hum (den) + Num Idden =

local Gradient wirt to infut dsign = d (sign + 83 sqx (g)) dsnfy = don = d (sign + sxpg) duly = d sufy of 2 d (xfy * x2) July = 2 x fy x d s x fy dr = dry = d (ny) dx += \$ sigx * (1-sigx) * dsigx

dissipy = I num (= d (sigg to)) dsigy = 1 * d Num dr. Jum = I (sign+x) Jdx+-1xd Num C dy = day sign = d' (sign) 14+= Sig(y)*(1-sigy) * dsigy In General function= local variables d Local variable = derivative wrt to Cocal Variable in tunction * derivative of function of i in Pange (efochs) dw = Evaluate Gradient (X/2W) W: W- OXOW Print (655) in range (elochs): Stochastic Gradient Decent Slow.
More Fluctuations.
in veights du = evaluate-Gradient (x, y, w) W= v-ddw Print (65) for i in range (efochs): Satch Gradient Decent For Jw: evaluate Gradient (X, Y, N) / take avgs of 11 Gradients W2 N-Qdw 1/ JU - a yo of Gradients across all the image Print (655) Slover but gives good

Mini Batch & Cradient Decent: eig 256 all images 32 Size botches 32, 32, 32, 32, 32 32, 32, 32 32 Calculate gradients in 32 imps & Then update one tim in weights.

Shuffle the images