

# Gradient Descent Algorithm (GDA)

21 September 2025 11:24

## \* Pro-tip Loss Function vs Cost Function

Loss Function: It is the function to capture the difference between actual and predicted value.  
for a single row or a single record or a single training example.

$$\text{error} = [y_i - \hat{y}_i] \text{ for some } i^{\text{th}} \text{ row}$$

actual value - predicted value

### cost Function

X1	X2	X3	X4	X5	X6	X7	Yi	actual value	predicted value	
							$y_1$	$\hat{y}_1$	$= e_1$	
							$y_2$	$\hat{y}_2$	$= e_2$	
							$y_3$	$\hat{y}_3$	$= e_3$	
							$y_4$	$\hat{y}_4$	$\vdots$	
							$y_5$	$\hat{y}_5$	$= e_5$	
							$y_6$	$\hat{y}_6$	$= e_6$	

Regression Model

[average of errors]

in some way  $\rightarrow$  Cost Function

for regression: MSE  $\rightarrow$  Mean Squared Error

### Cost Function:

It is used to refer an average of the loss functions in some way over the entire training dataset

### Some famous cost Functions

MSE Mean Squared Error

MSE: Mean Squared Error



① error =  $(y_i - \hat{y}_i)$

② squaring the error =  $(y_i - \hat{y}_i)^2$

③ Mean of the squared error =  $\frac{\sum_{i=1}^n (y_i - \hat{y}_i)^2}{n}$

avg.

$$MSE = \frac{1}{n} \sum_{i=1}^n (y_i - \hat{y}_i)^2$$

$$RMSE = \sqrt{\frac{1}{n} \sum_{i=1}^n (y_i - \hat{y}_i)^2}$$

↓

$\sqrt{MSE}$

Task: Read about different cost functions for classification problems.

- Logistic Regression

- Decision Trees

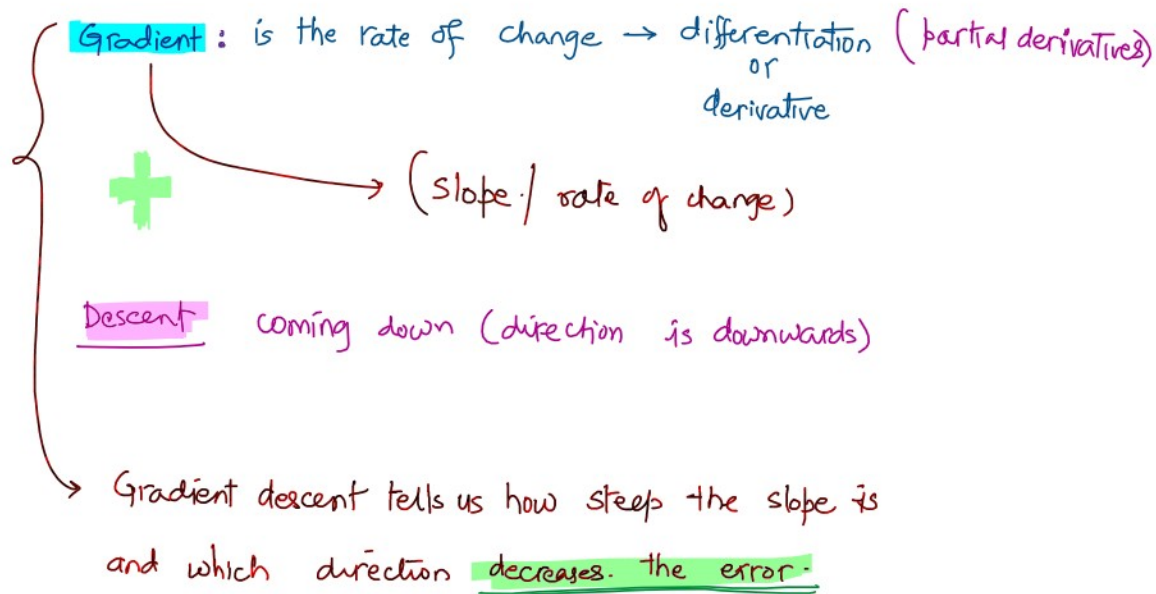
→ Support vector Machines

↳ SVM...

What is a logit???

Binary  
as well as  
Multi-class.

## Gradient Descent Algorithm (GDA)



$\nabla J$ : gradient of  $J \rightarrow$  it points in the direction of maximum increase of the cost/error function  
cost function

GD: Gradient descent moves in the opposite direction of the gradient because we want to minimize the error.

### Gradient descent algorithm

repeat until convergence {

$$\theta_j := \theta_j - \alpha \frac{\partial}{\partial \theta_j} J(\theta_0, \theta_1)$$

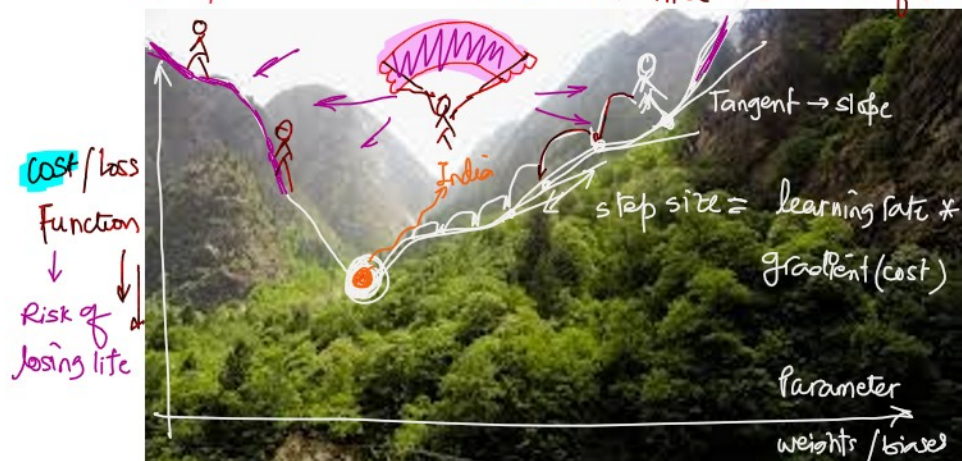
(for  $j = 1$  and  $j = 0$ )

}

Intuition: Abhinandan - Mig-21 Pilot got captured on the enemy's land.

© apc: Abhinandan needs to minimize the chance of getting caught.

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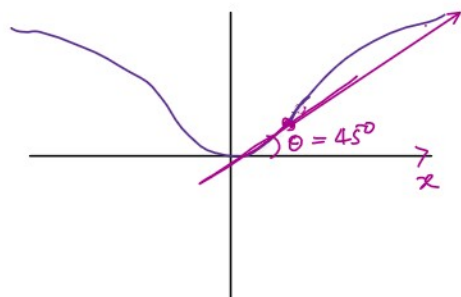


$$\text{Gradient} \rightarrow \text{slope} \rightarrow \frac{dy}{dx} \rightarrow \tan \theta$$

descent  $\rightarrow$  coming down.

Gradient descent  $\rightarrow$  follows the path of the **steepest descent** taking steps in the direction that **decreases the slope** and brings Abhinandan closer to the **local minimum** (coming to plains)

$$\tan \theta = \text{slope} = m = \frac{dy}{dx}$$

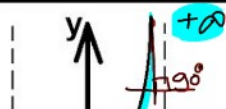


$$\tan(\theta) = \tan 45^\circ = 1$$

$$\text{slope} = \frac{dy}{dx} = m = 1$$

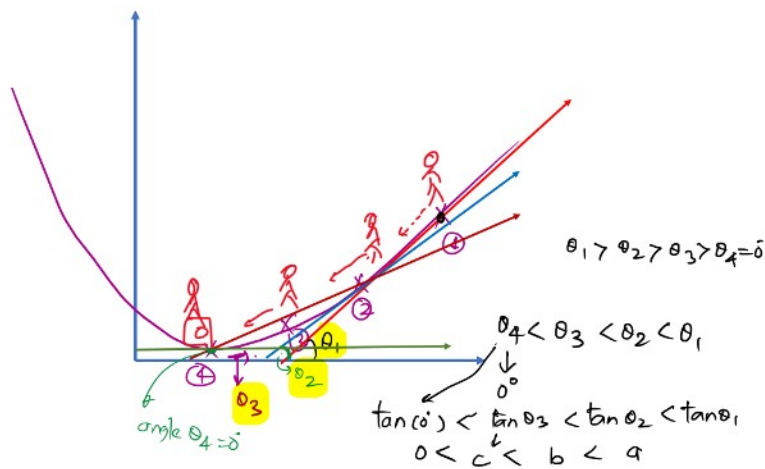
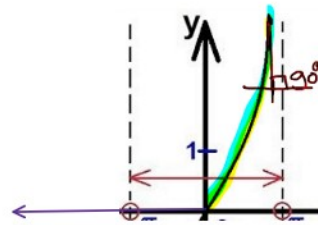
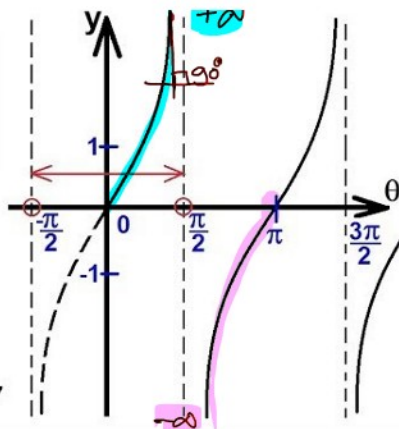
Graph for tangent function

$\theta$ (degree)	$\theta$ (radian)	$\tan \theta$
0	0	0





$\theta$ (degree)	$\theta$ (radian)	$\tan \theta$
0	0	0
30	$\frac{\pi}{6}$	$\frac{1}{\sqrt{3}}$ 0.577
45	$\frac{\pi}{4}$	1
60	$\frac{\pi}{3}$	$\sqrt{3}$ 1.732
90	$\frac{\pi}{2}$	$\infty$
120	$\frac{2\pi}{3}$	$-\sqrt{3}$ -1.732
135	$\frac{3\pi}{4}$	-1
150	$\frac{5\pi}{6}$	$-\frac{1}{\sqrt{3}}$ -0.577



① As  $\theta$  increases from  $0^\circ$  till  $90^\circ \rightarrow \tan \theta \rightarrow$  slope also increases

② and as  $\theta$  increases from  $90^\circ$  till  $180^\circ \rightarrow \tan \theta \rightarrow$  slope also decreases