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Write a program to implement

- 1. Vanilla gradient descent.
- 2. Momentum based gradient descent.

Consider two points - (2, 0.3), (6, 0.8) approximate these two points by using above mention algorithm, also plot approx. curve.

Learning Rate (Ir) = 0.5

Wt+1 = Wt - Ir * dWt

Vanilla Gradient Descent

```
In [ ]: # Two points - (2, 0.3), (6, 0.8)
        import numpy as np
        X = [2,0.3] # point 1
        Y = [6,0.8] # point 2
        # Activation Function: Sigmoid
        def f(x,w,b):
            return 1/(1+np.exp(-(w*x+b)))
        def grad_b(x,w,b,y):
            fx = f(x, w, b)
            return (fx-y)*fx*(1-fx)
        def grad_w(x,w,b,y):
            fx = f(x,w,b)
            return (fx-y)*fx*(1-fx)*x
        i = 1
        list_w = []
        list_b = []
        def vanila_gradient_descent():
            w,b,eta,max\_epochs = 0,0,0.05,100
            for i in range(max_epochs):
                dw,db = 0,0
                 for x,y in zip(X,Y):
                     dw += grad_w(x,w,b,y)
                     db += grad_b(x,w,b,y)
                 w = w - eta*dw
                 b = b - eta*db
                 list w.append(w)
                 list_b.append(b)
                 print('Weight: ', w, ' Bias: ', b)
```

```
#print('Bias: ', b)
    print('Iteration ', i+1)

In []: vanila_gradient_descent()

In []: list_w
    list_b

import matplotlib.pyplot as plt
    plt.figure(figsize = (8,6))
    plt.plot(list_w, list_b)
    plt.scatter(list_w, list_b, marker='o', color='red')
    plt.title("Bias vs Weights")
    plt.ylabel("Bias")
    plt.xlabel("Weight")
    plt.show()
```

0.6 - 0.2 - 0.25 0.50 0.75 1.00 1.25 1.50 1.75

Weight

Momentum Based Gradient Descent

```
In []: x = [3, 2.5, 7]
y = [5, 4.5, 5]

learning_rate = 0.01
n_iterations = 200

import matplotlib.pyplot as plt
import numpy as np
import random
li = [0,1,2]
inter = list()
sl = list()
```

```
def sum of squared intercept(intercept, slope, x, y):
    cost_intercept = -2*(y-(intercept + (slope*x)))
    return cost intercept
def sum of square slope(intercept, slope, x, y):
    cost_slope= -2*y*(y-(intercept + (slope*x)))
    return cost_slope
def momentum_gardient_descent():
    intercept = 0
    slope = 0
    j = random.choice(li)
    for i in range(200):
        print('Intercept: ' , intercept,' Slope: ',slope)
        inter.append(intercept)
        print('Iteration: ', i)
        sl.append(slope)
        cost_int = sum_of_squared_intercept(intercept,slope,x[j],y[j])
        cost_sl = sum_of_square_slope(intercept,slope,x[j],y[j])
        step_size_intercept = cost_int*learning_rate
        step_size_slope = cost_sl*learning_rate
        intercept=intercept-(step_size_intercept)
        slope=slope-step_size_slope
momentum_gardient_descent()
```



