

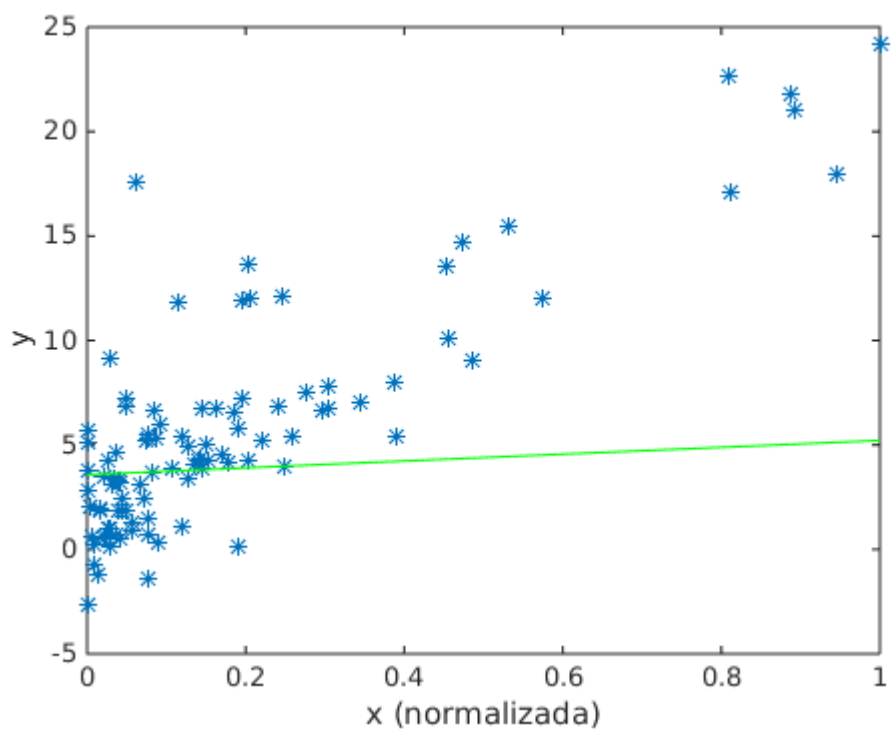
# Primera Tarea:

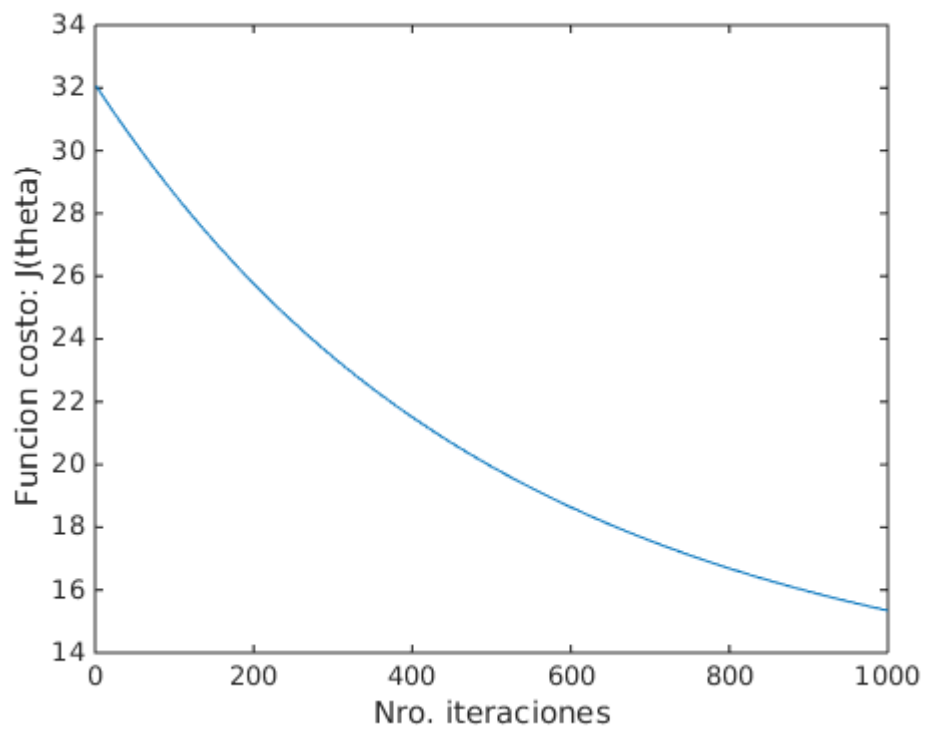
a) Crear una variable llamada 'historial\_J' que almacene en cada iteración del algoritmo Gradient Descent el valor de la Función Costo.

Los archivos matlab modificados estan con el nombre: gradient\_descent\_one\_var.m, linear\_reg\_script\_one\_var.m

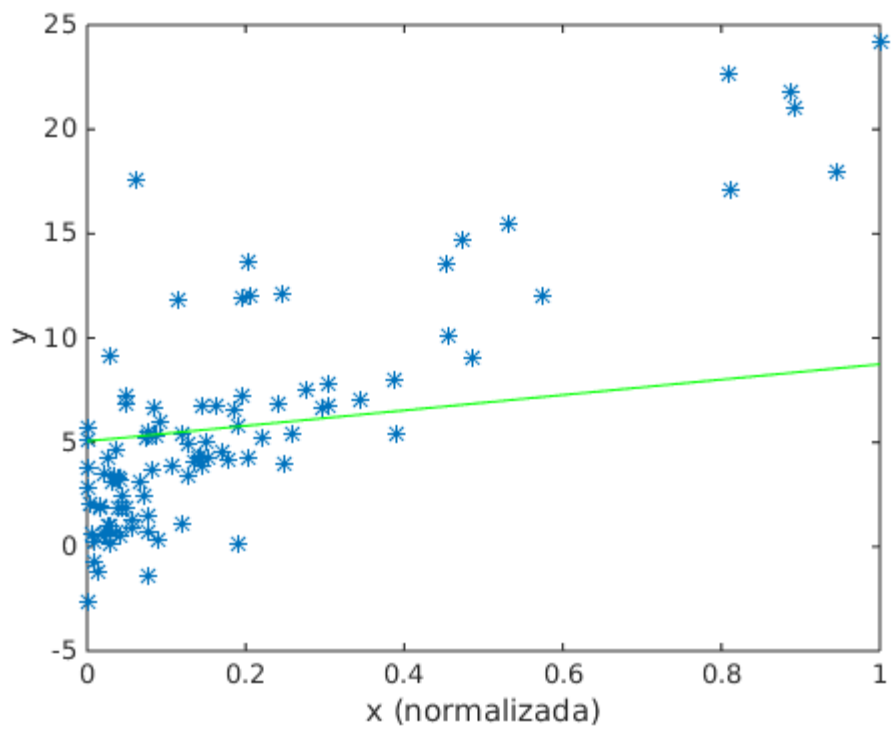
b) Para valores de  $\alpha = 0.001, 0.003, 0.01, 0.03, 0.1, 0.3, 1, 1.3, 2, 3$ . Hacer un gráfico ( iter, J ) donde se plotee el valor de la Función Costo (J) en la i-ésima iteración (Iter). El máximo número de iteraciones será de 1000.

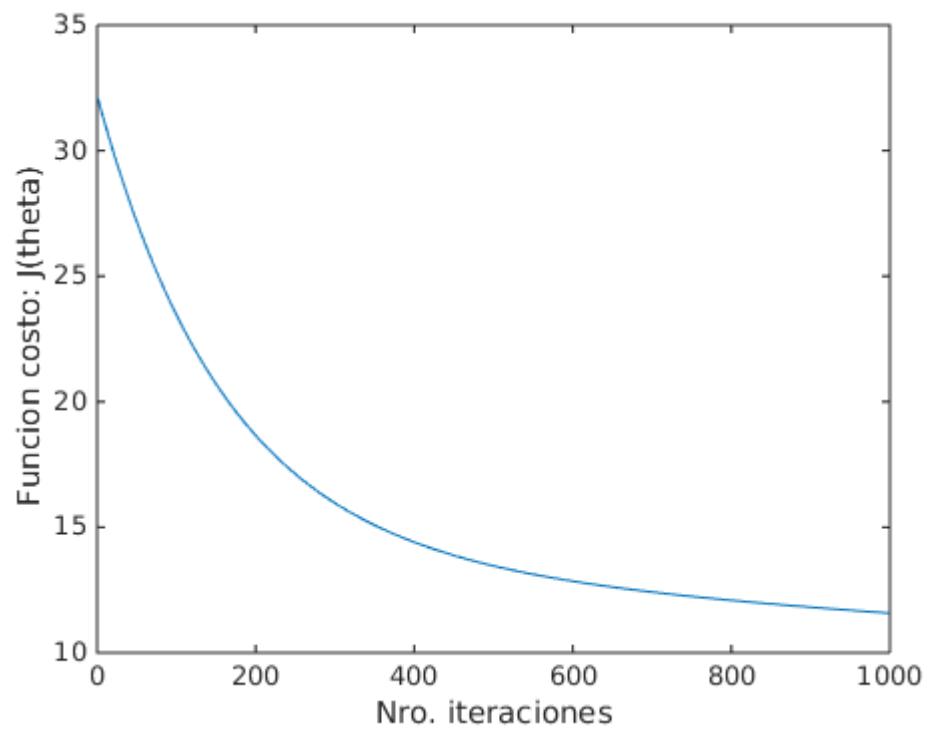
$\alpha=0.001$



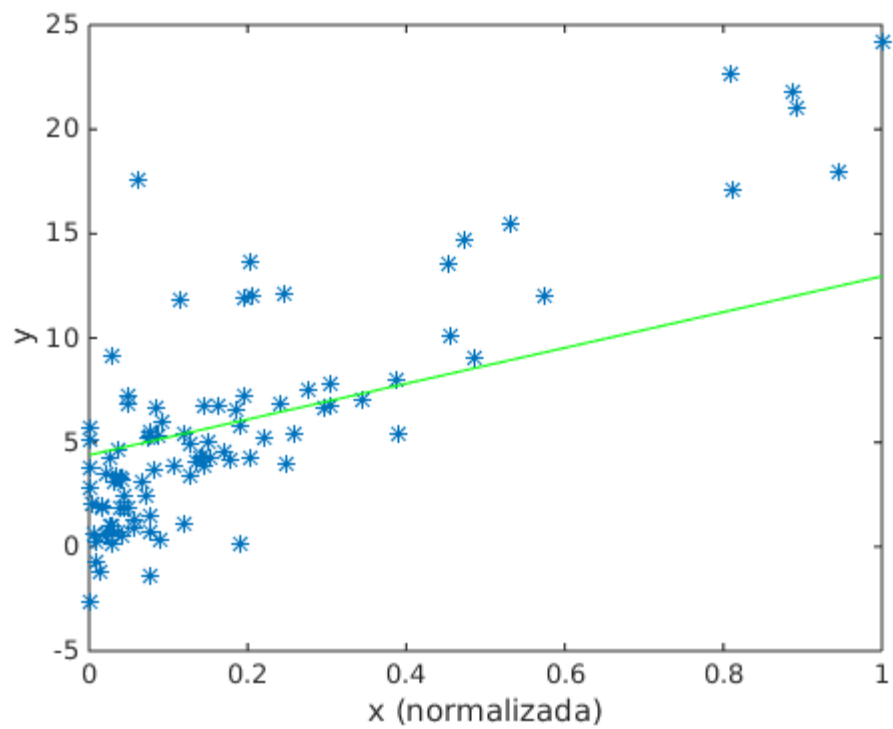


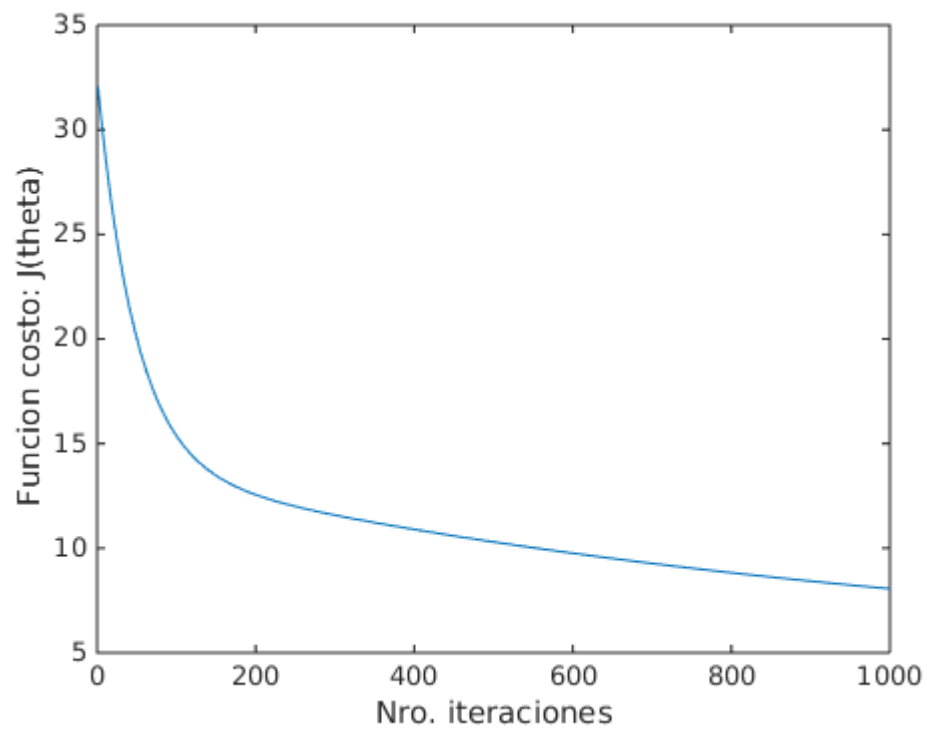
$\alpha=0.003$



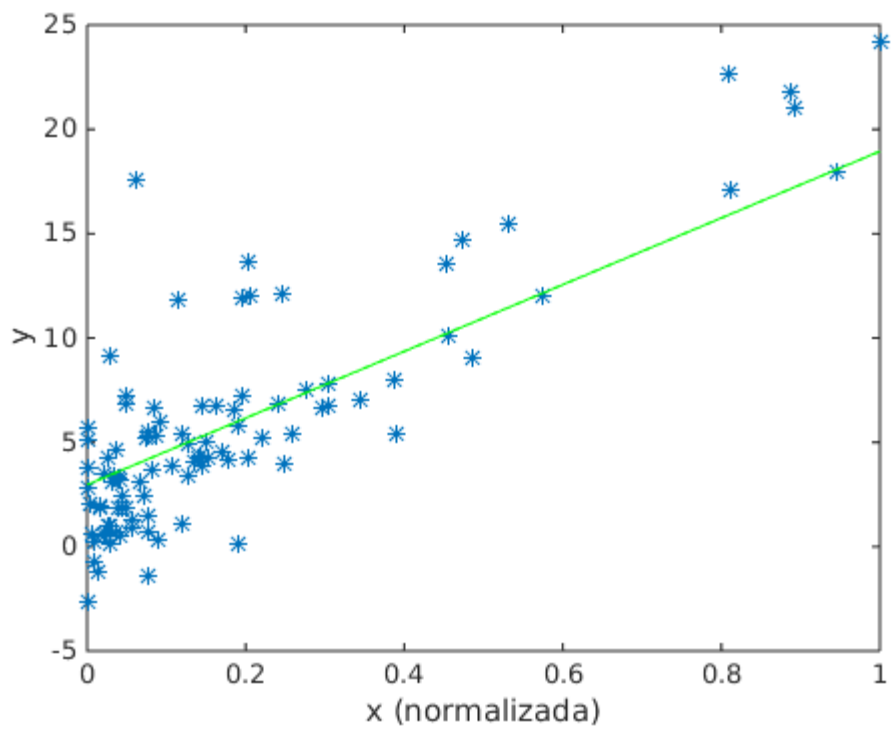


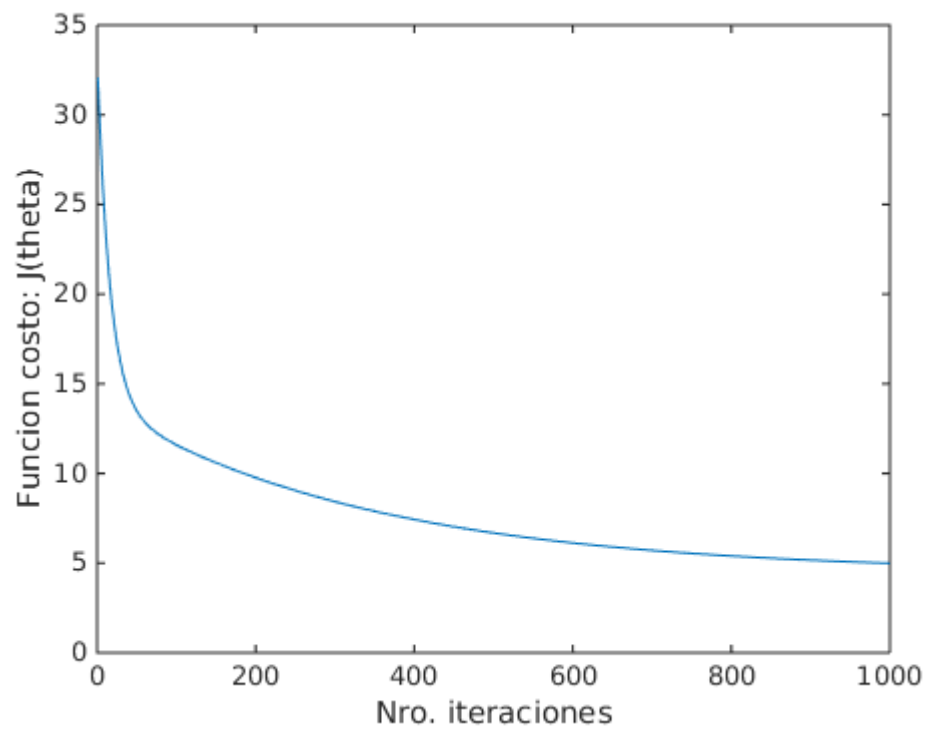
$\alpha = 0.01$



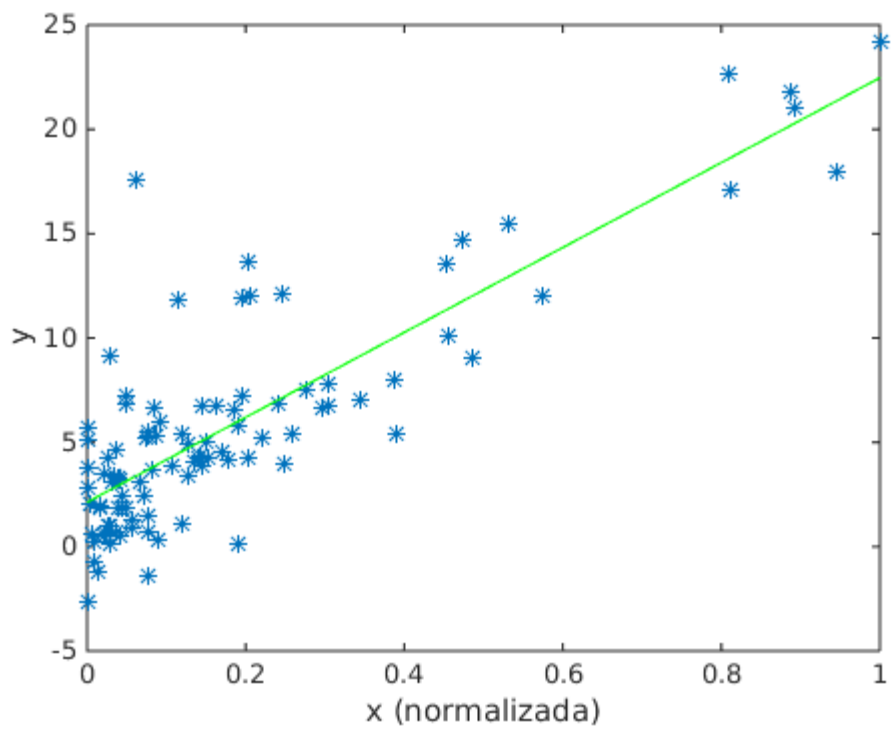


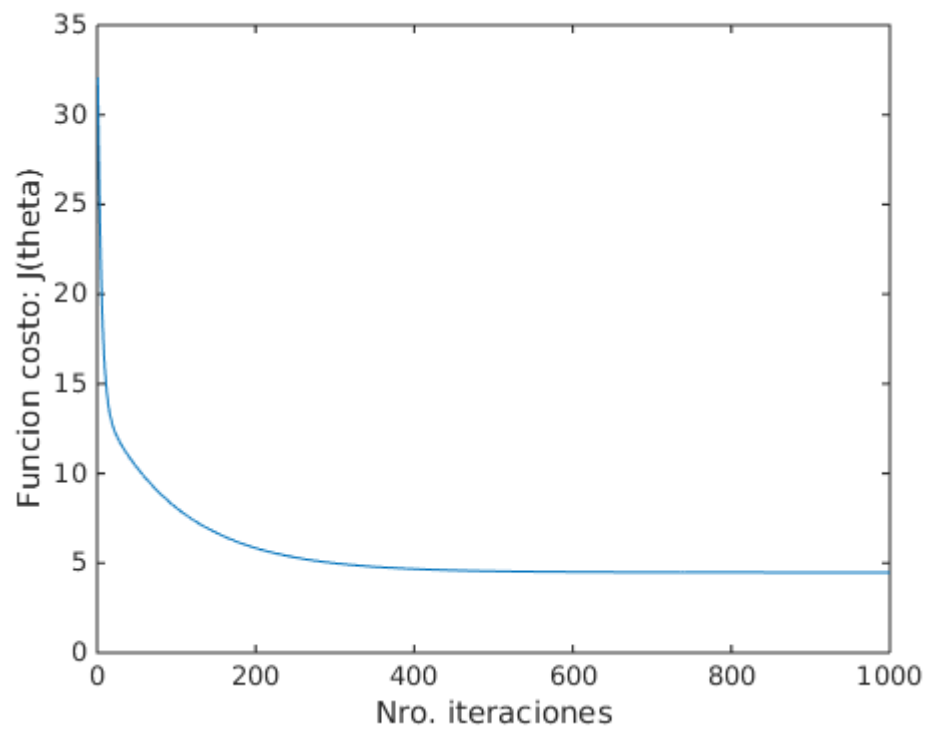
$\alpha = 0.03$



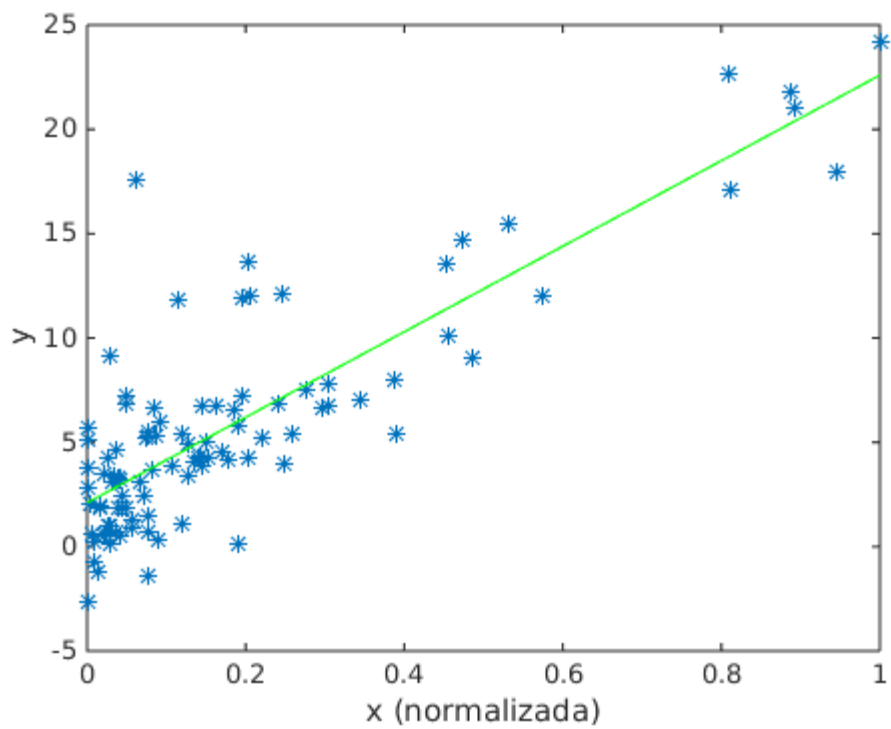


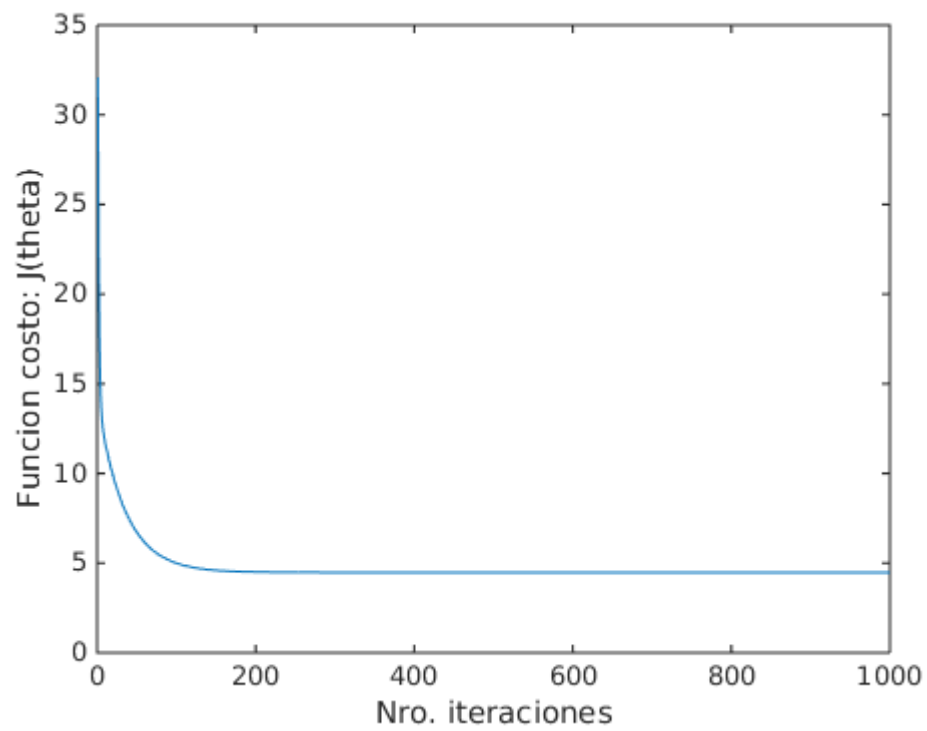
$\alpha = 0.1$



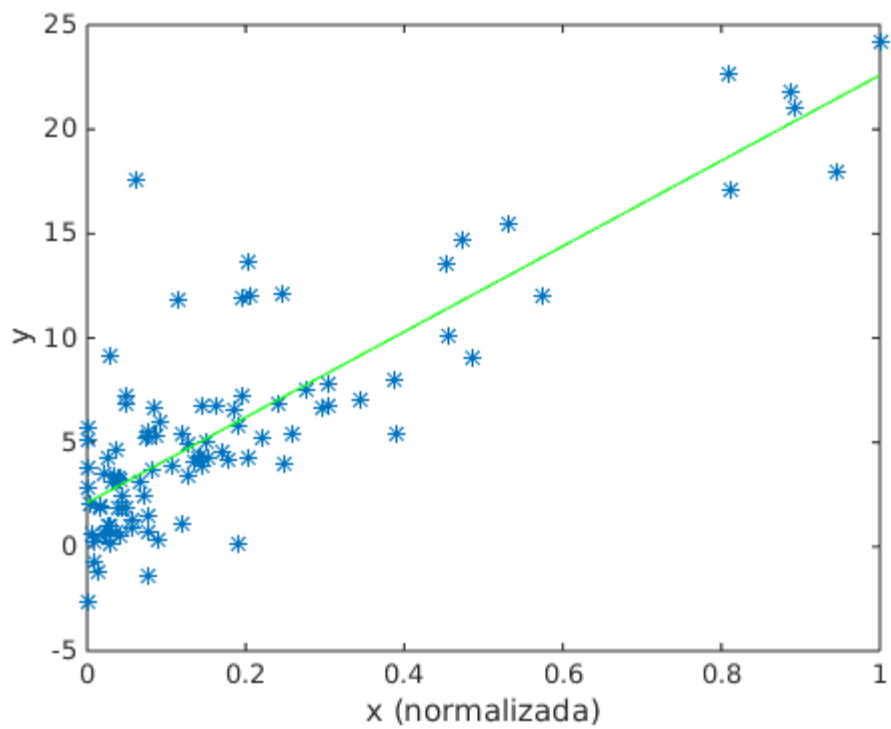


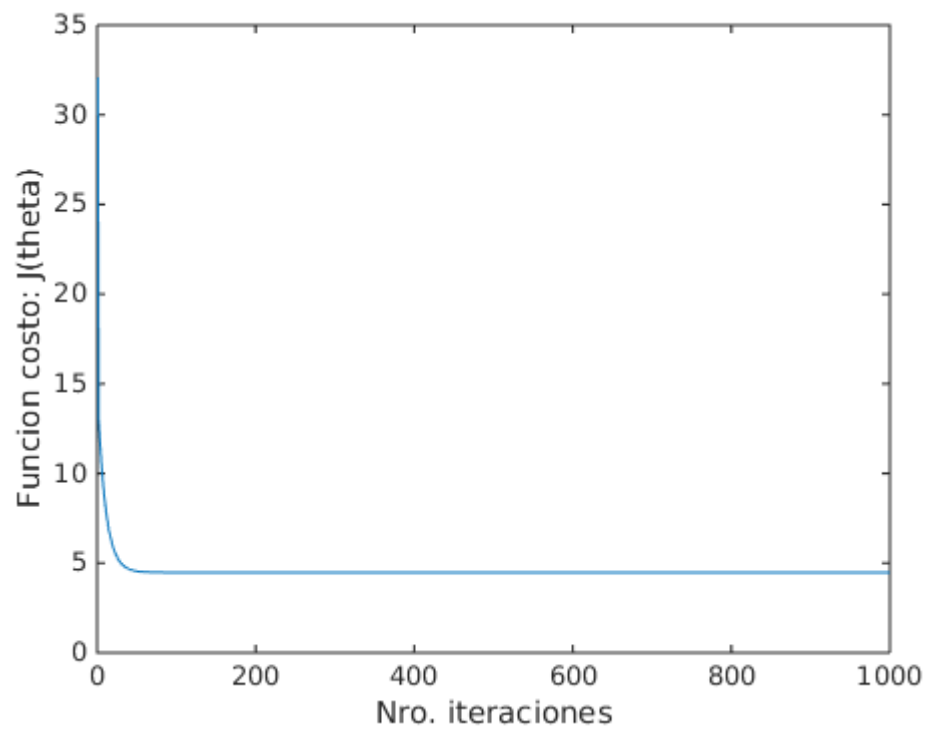
$\alpha = 0.3$



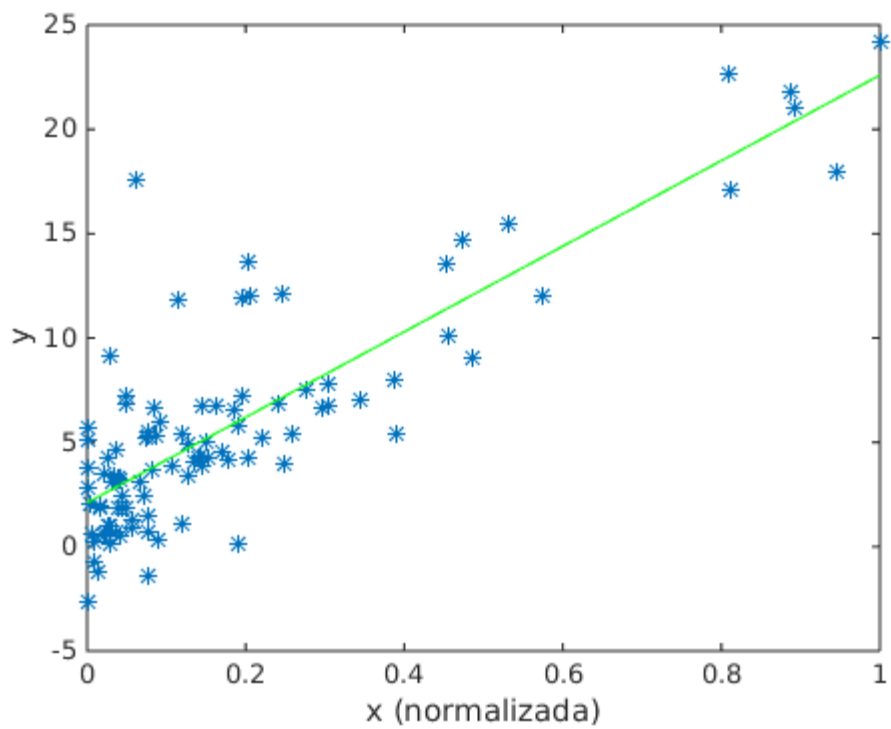


$\alpha = 1$

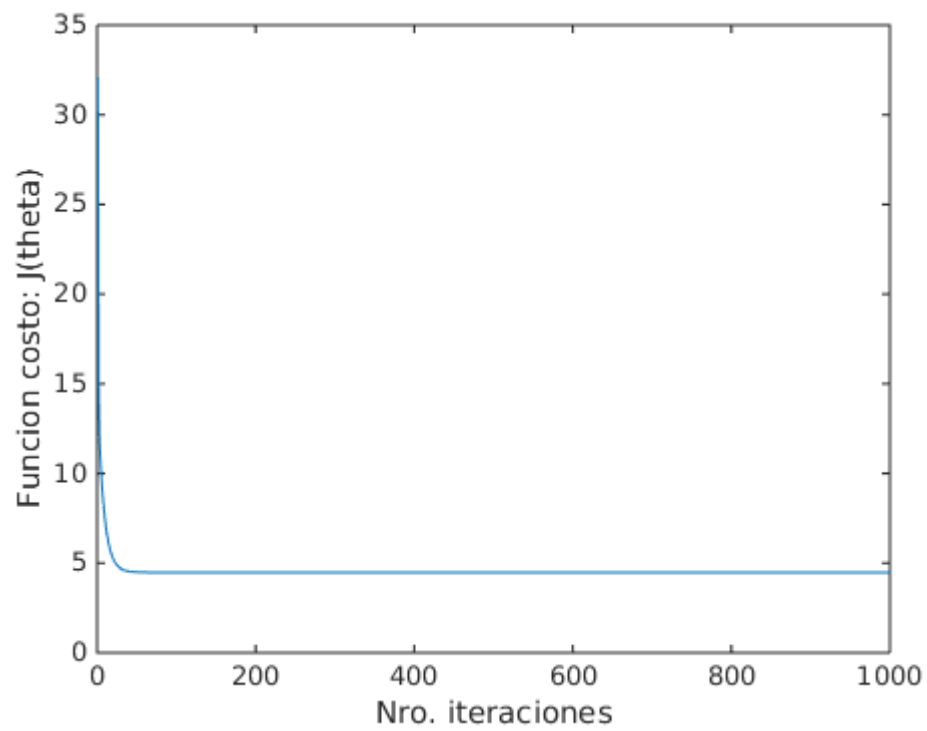




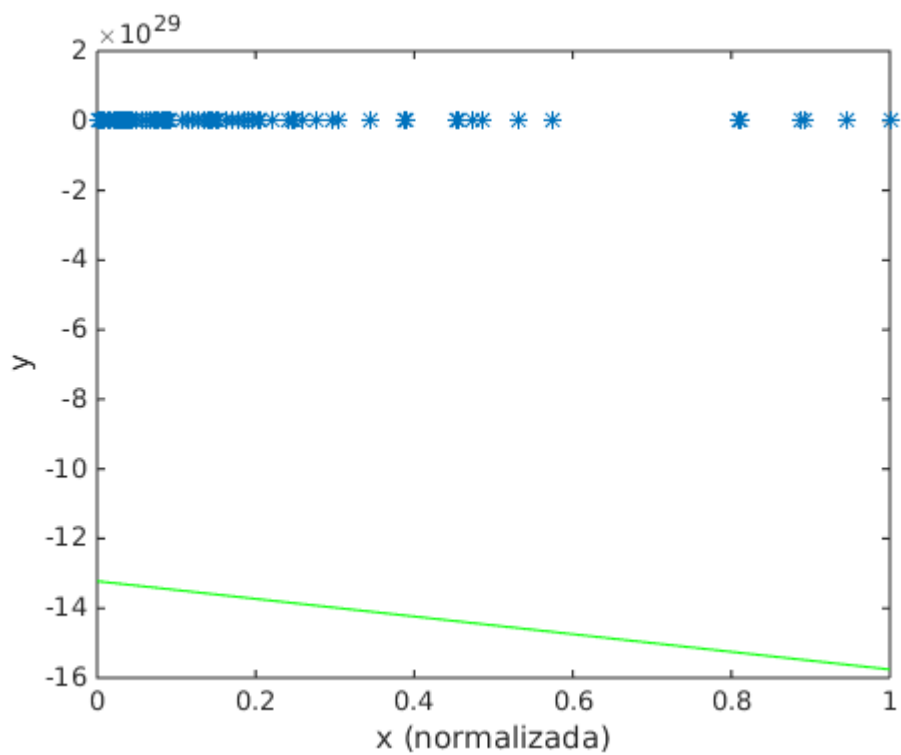
$\alpha = 1.3$

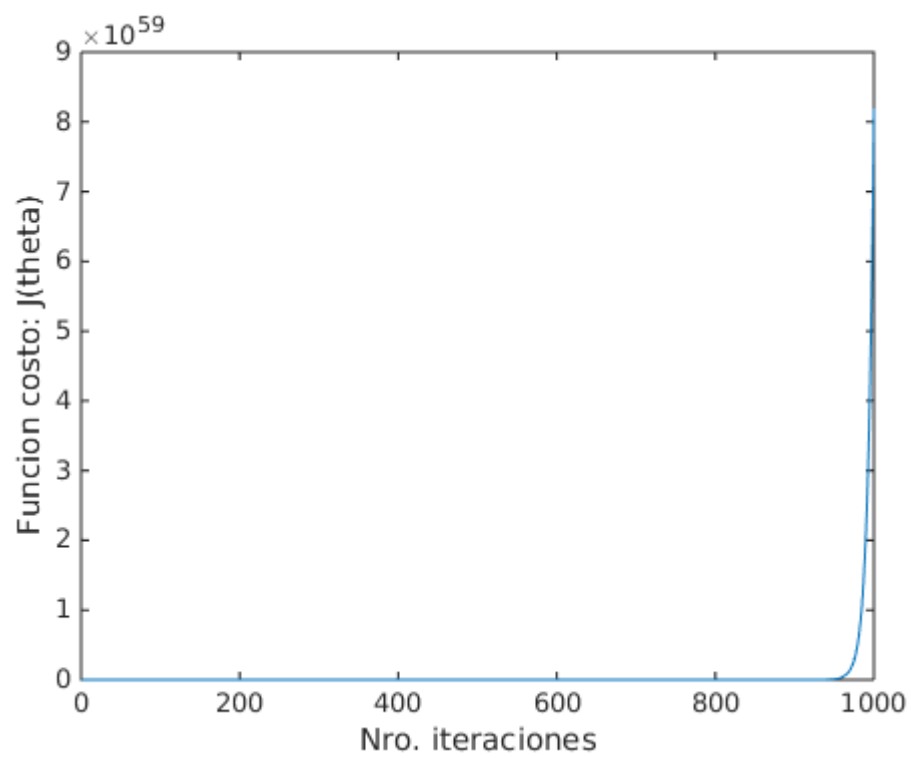




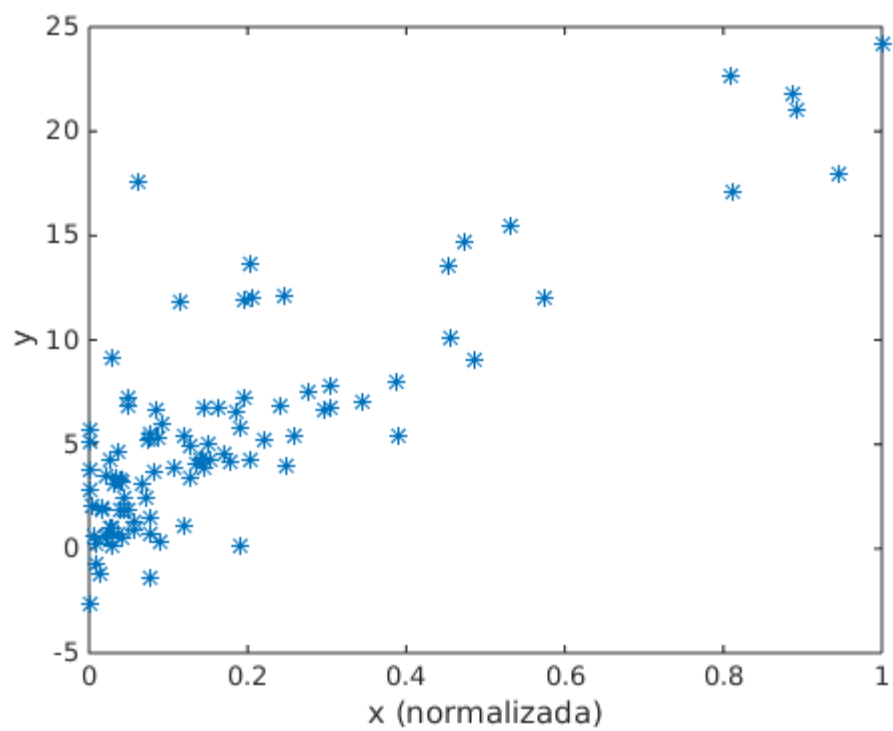


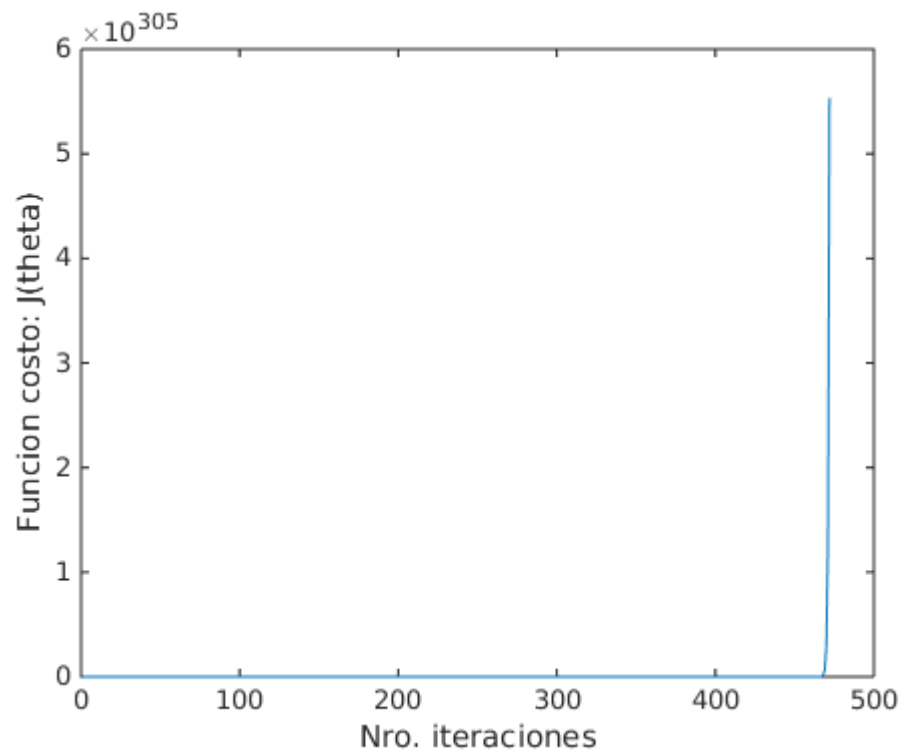
$\alpha = 2$





alpha = 3





Pregunta: Cuál valor de alpha cree usted que consigue converger más rápido?

Al parecer cuando  $\alpha = 1$ , o que se acerque por arriba o por abajo, por ejemplo:  $\alpha = 1.3$  (se acerca por arriba)