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# Mini-batch gradient descent

#### Batch vs. mini-batch gradient descent X { 4.3 \ 243.

Vectorization allows you to efficiently compute on m examples.

Andrew Ng

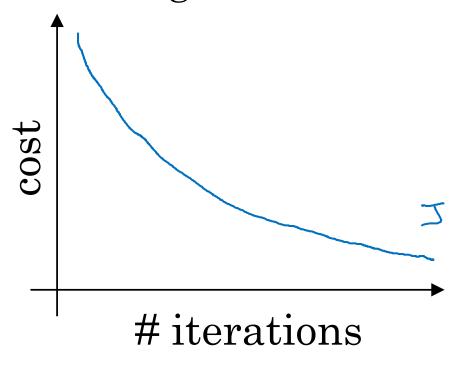
Mini-batch gradient descent stop of grabit dect veg XIII YIti. (as ifmel soo) Formal peop on X Sts. Arg = Prob on (Sers) } lestoisel implementation (1200 examples) A TW = 9 TW (2 TW) Compute cost  $J^{\{\ell\}} = \frac{1}{1000} \stackrel{\text{def}}{=} J(y^{(j)}, y^{(j)}) + \frac{\lambda}{2.1000} \stackrel{\text{E}}{=} ||W^{(1)}||_F^2$ . Bookprop to compart grobates cort JEE2 (usy (XEE2)) W:= W - ddw , btl) = btl) - ddbtes "I epoch" poss through training set.



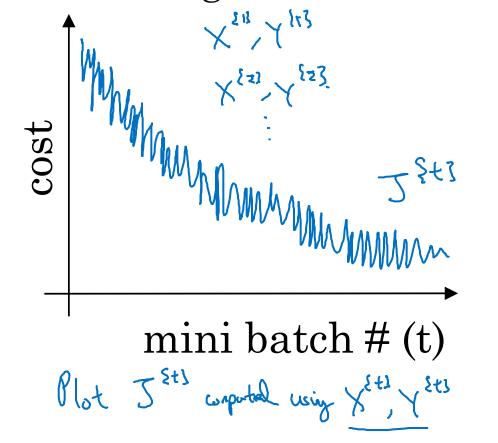
Understanding mini-batch gradient descent

#### Training with mini batch gradient descent

Batch gradient descent



Mini-batch gradient descent

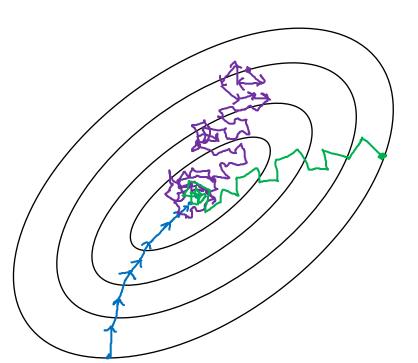


#### Choosing your mini-batch size

> If mini-both Size = m: Both godut desch. (XSIS, YSIS) = (X, Y).

> If mini-both Size = 1: Stochaste graph desch. Every excuple is it our (XINS, YSIS) = (KII), YII) ... (KE, YII) mini-both.

(n practice: Someth in-bother I all m



Stochostic

gradent

legant

Lose spealup

from vertinitation

In-bother (min-hoth size not too by/small)

Fustest learnly.

Vectorization.

(N1000)

(N 1 000) pe (N 1 000) without processory extra tray set.

Bootch

gradient desemb

(min; horter size = m)

Two long

per iteration

Andrew Ng

#### Choosing your mini-batch size

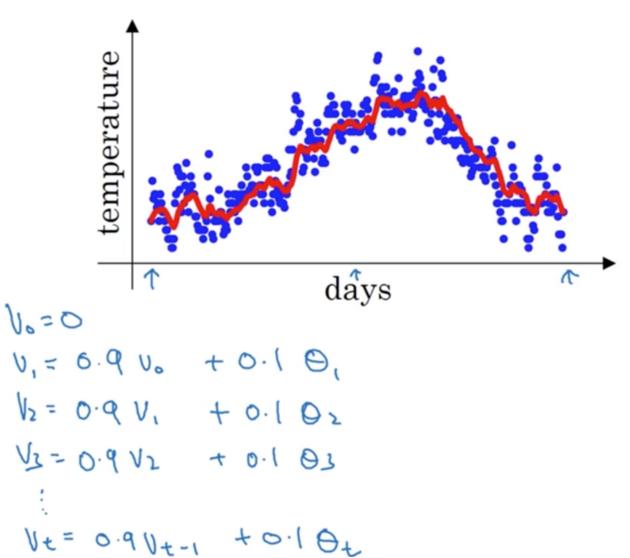
If small tray set: Use both graher descent.
(m < 2000) Typical minz-borth sizes! -> 64 , 128, 256, 512  $2^{2}$   $2^{8}$   $2^{3}$ Make sure ministrate fit in CPU/GPU memory. X Ex Y Ex 3



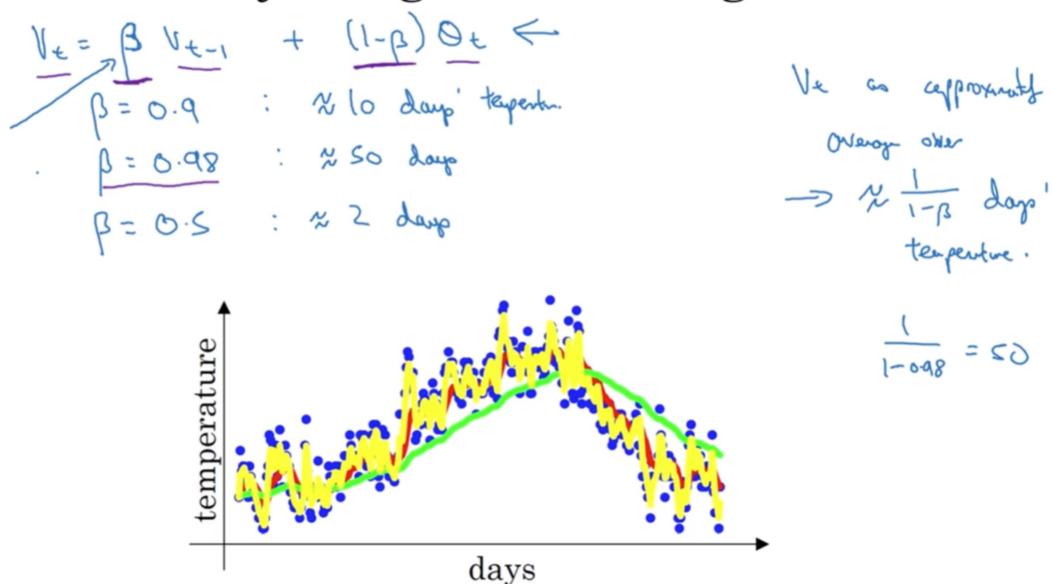
# Exponentially weighted averages

#### Temperature in London

```
\theta_{1} = 40^{\circ}F 4°C \leftarrow
\theta_{2} = 49^{\circ}F 9°C
\theta_{3} = 45^{\circ}F
\vdots
\theta_{180} = 60^{\circ}F 8°C
\theta_{181} = 56^{\circ}F
\vdots
```



### Exponentially weighted averages

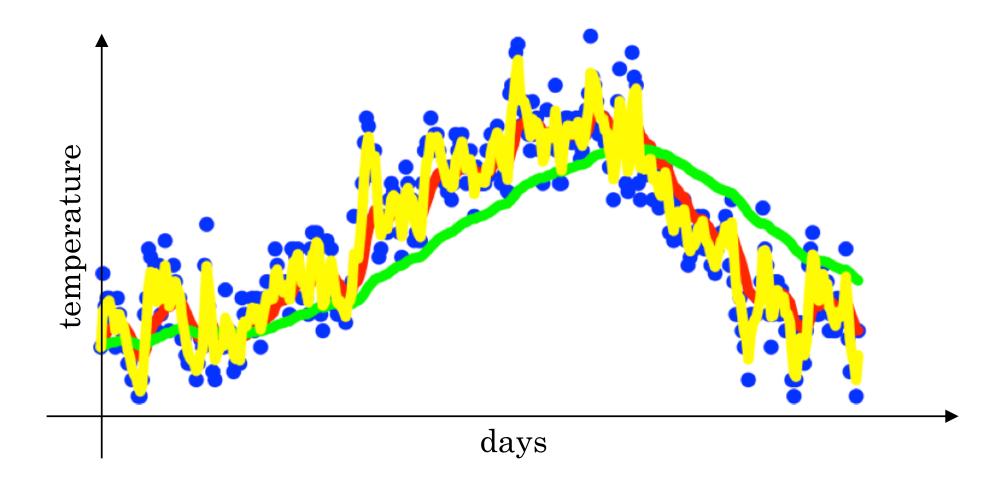




Understanding exponentially weighted averages

#### Exponentially weighted averages

$$v_t = \beta v_{t-1} + (1 - \beta)\theta_t$$



#### Exponentially weighted averages

$$v_t = \beta v_{t-1} + (1 - \beta)\theta_t$$

$$v_{100} = 0.9v_{99} + 0.1\theta_{100}$$

$$v_{99} = 0.9v_{98} + 0.1\theta_{99}$$

$$v_{98} = 0.9v_{97} + 0.1\theta_{98}$$

$$\frac{1}{\sqrt{100}} = 0.10 \cos + 0.9 \log (0.10 \cos + 0.1 (0.9)^2 \log + 0.1$$

### Implementing exponentially weighted averages

$$v_0 = 0$$
  
 $v_1 = \beta v_0 + (1 - \beta) \theta_1$   
 $v_2 = \beta v_1 + (1 - \beta) \theta_2$   
 $v_3 = \beta v_2 + (1 - \beta) \theta_3$ 

$$V_{0} := 0$$
 $V_{0} := \beta V + (1-\beta) O_{1}$ 
 $V_{0} := \beta V + (1-\beta) O_{2}$ 
 $V_{0} := \beta V + (1-\beta) O_{2}$ 

> 
$$V_0 = 0$$

Kapeur  $\xi$ 

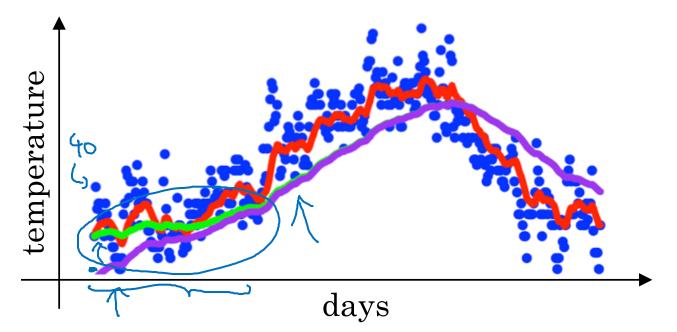
Cet next  $0 + 1 - \mu$ 
 $V_0 := \beta U_0 + (1-\mu) 0 + 2$ 
 $\frac{3}{4}$ 

**Andrew Ng** 



Bias correction in exponentially weighted average

#### Bias correction



$$v_t = \beta v_{t-1} + (1 - \beta)\theta_t$$

$$v_0 = 0$$

$$v_1 = 0.98 \quad v_0 + 0.02 \quad 0_1$$

$$v_2 = 0.98 \quad v_1 + 0.02 \quad 0_2$$

$$= 0.98 \quad v_0 \cdot 0.2 \quad 0_1 + 0.02 \quad 0_2$$

$$= 0.98 \quad v_0 \cdot 0.2 \quad 0_1 + 0.02 \quad 0_2$$

$$= 0.98 \quad 0.01 \quad 0.02 \quad 0.0$$

$$\frac{1-\beta^{t}}{1-\beta^{t}}$$

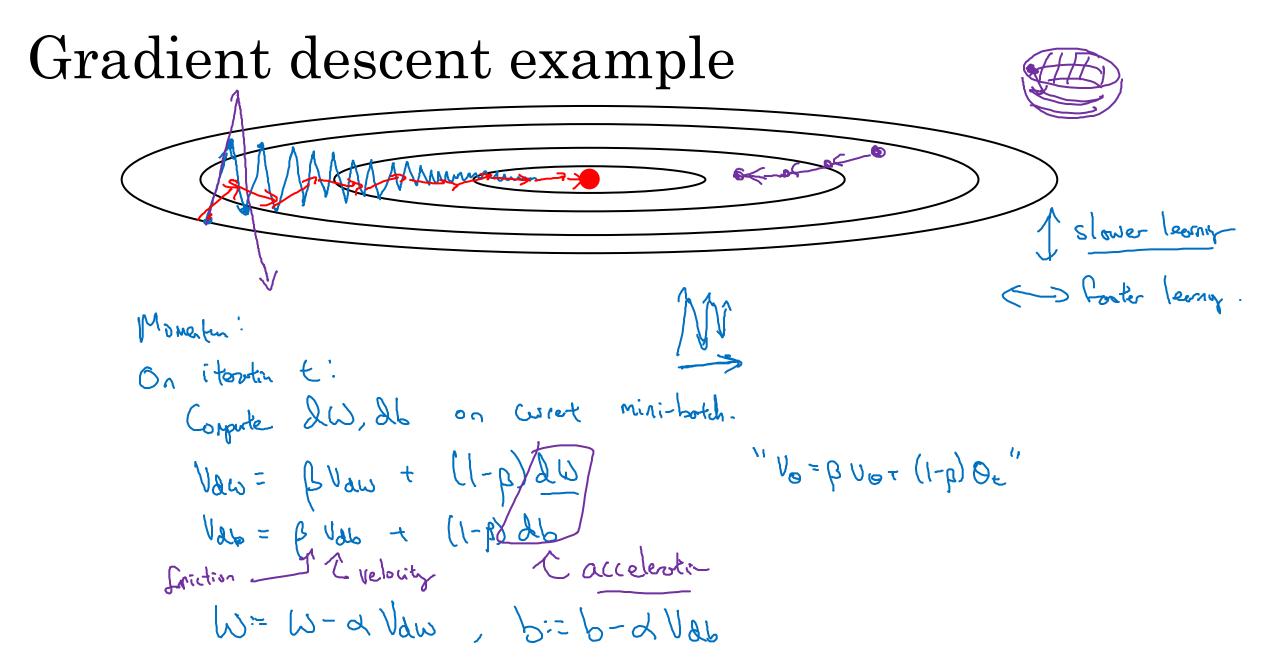
$$t=2: 1-\beta^{t} = 1-(0.98)^{2} = 0.0396$$

$$\frac{1-\beta^{t}}{0.0396} = 0.0396$$

**Andrew Ng** 



## Gradient descent with momentum



#### Implementation details

#### On iteration t:

Compute dW, db on the current mini-batch

$$v_{db} = \beta v_{db} + (1 - \beta)db$$

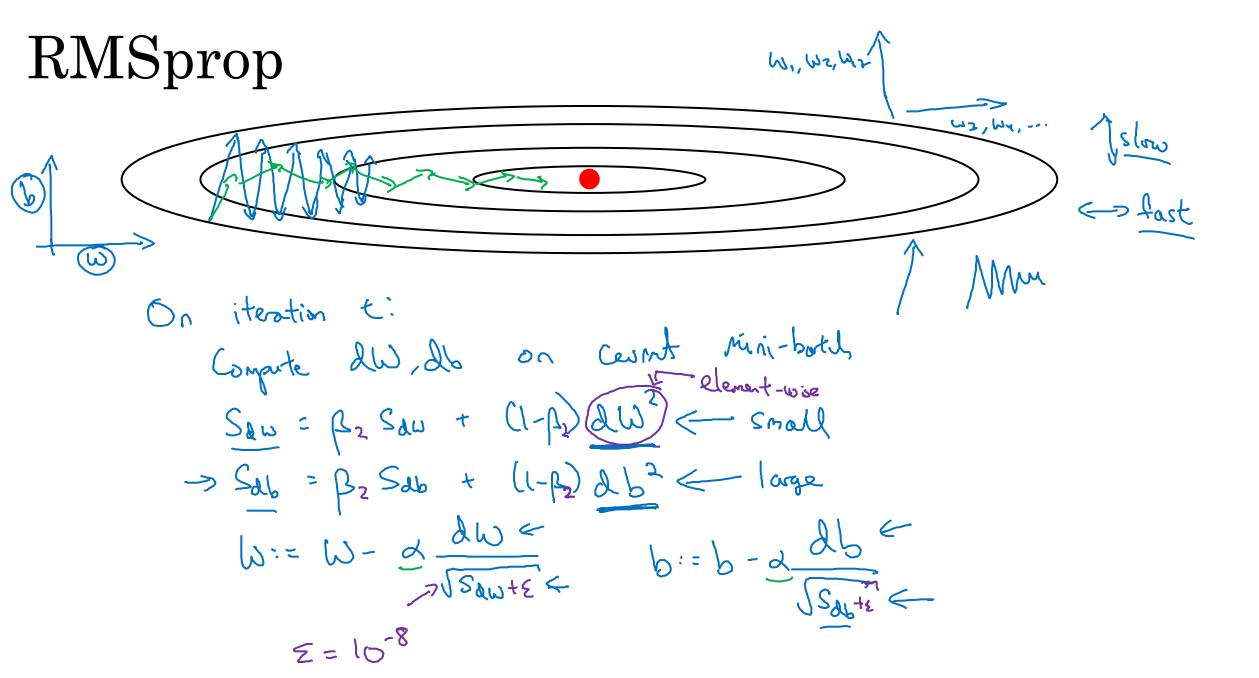
$$W = W - \alpha v_{dW}, \ b = \underline{b} - \alpha v_{db}$$

Hyperparameters: 
$$\alpha, \beta$$

$$\beta = 0.9$$
Overlage on last 160 graduits



### RMSprop





# Adam optimization algorithm

#### Adam optimization algorithm

#### Hyperparameters choice:

$$\rightarrow$$
  $\alpha$ : needs to be tune  
 $\rightarrow$   $\beta_1$ : 0.9  $\rightarrow$  ( $d\omega$ )  
 $\rightarrow$   $\beta_2$ : 0.999  $\rightarrow$  ( $d\omega^2$ )  
 $\rightarrow$   $\Sigma$ : 10-8

Adam: Adaptiv moment estimation

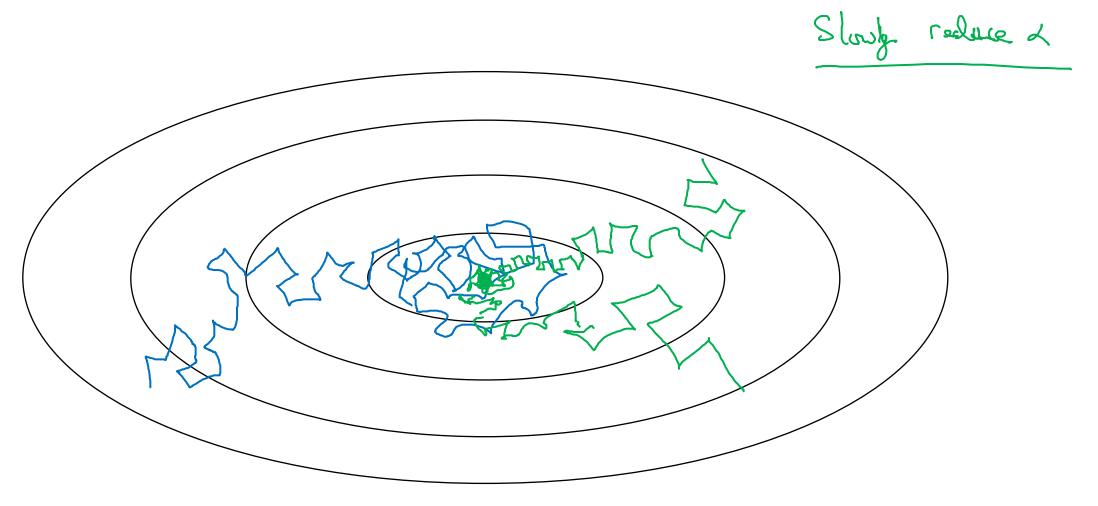


**Adam Coates** 

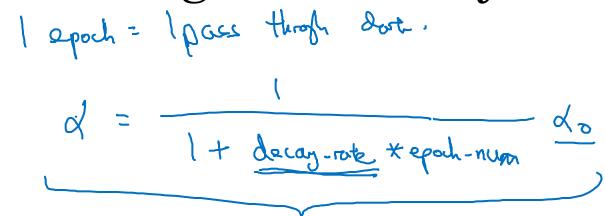


# Learning rate decay

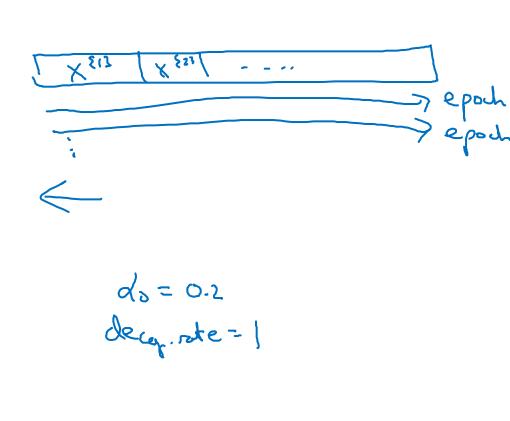
#### Learning rate decay



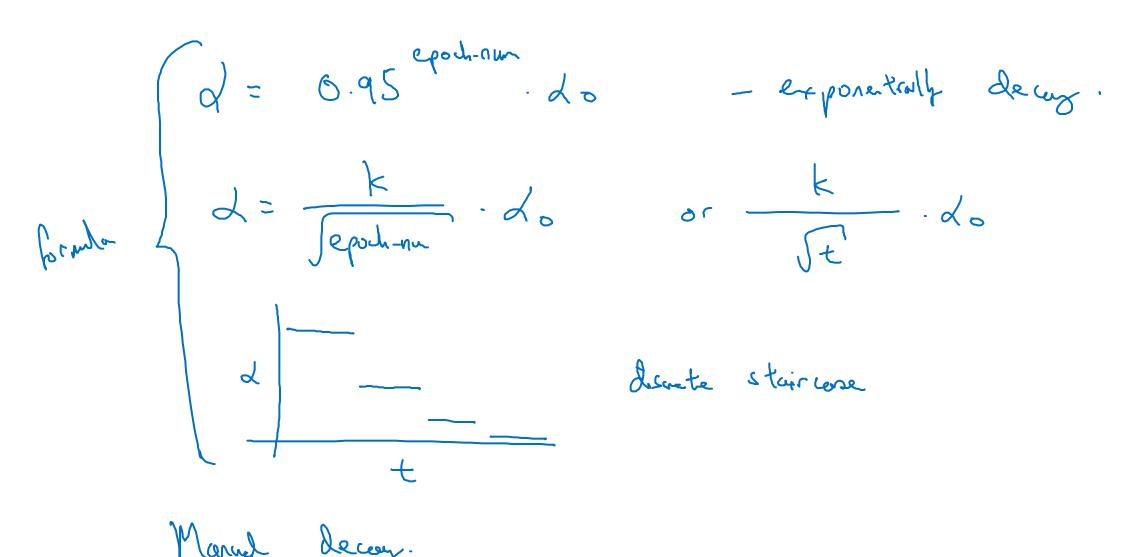
#### Learning rate decay



Epoch	2
	0.1
2	0.67
3	6.5
4	6.4
•	



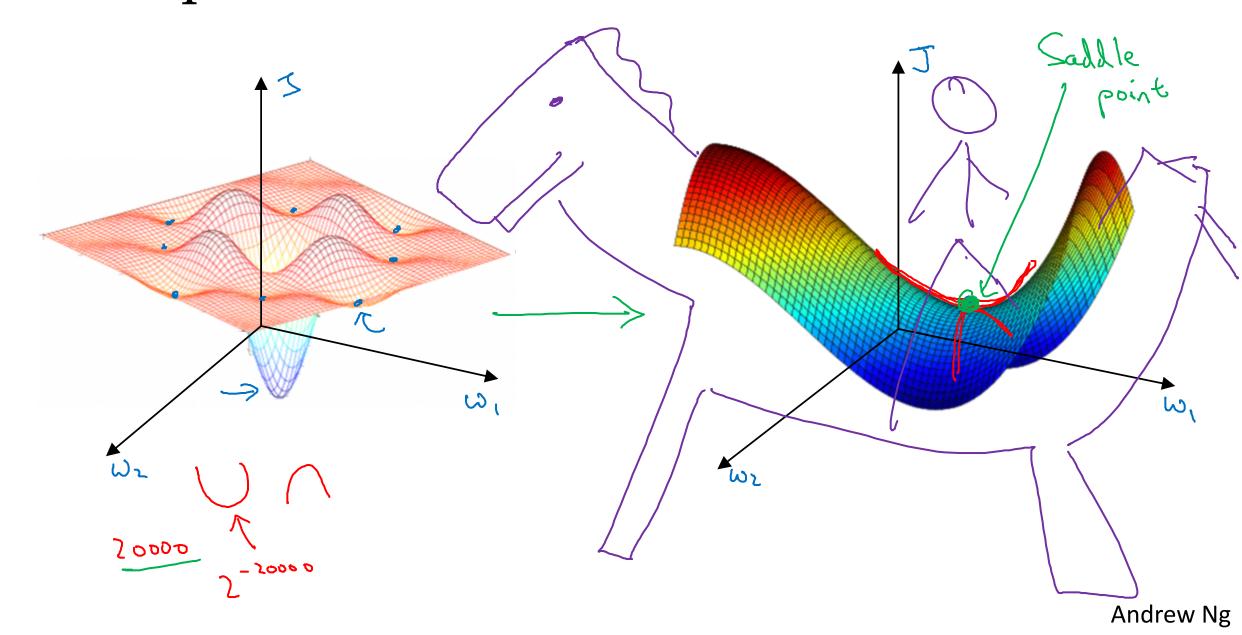
#### Other learning rate decay methods



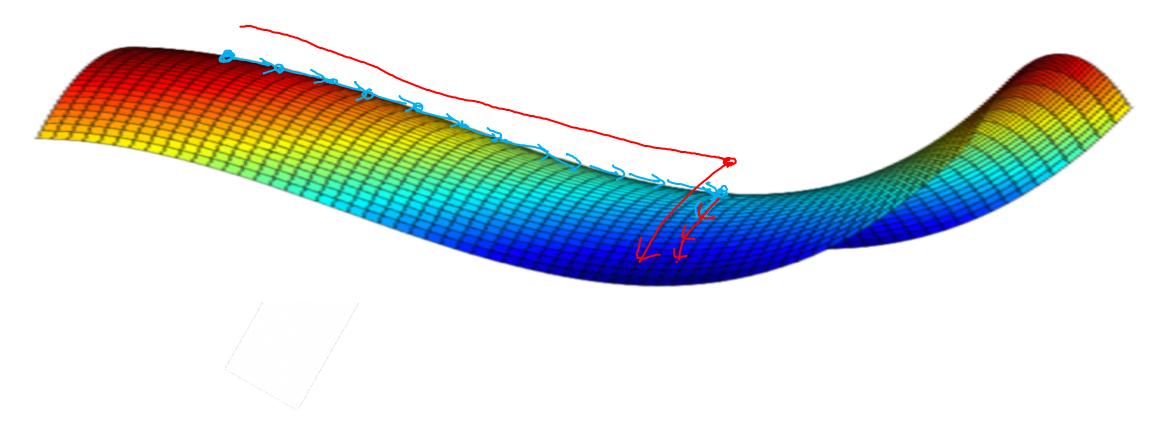


# The problem of local optima

#### Local optima in neural networks



#### Problem of plateaus



- Unlikely to get stuck in a bad local optima
- Plateaus can make learning slow