

Module 5.4 : Momentum based Gradient Descent

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- This is because the gradient in these regions is very small
- Can we do something better ?
- Yes, let's take a look at 'Momentum based gradient descent'

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- In addition to the current update, also look at the history of updates.

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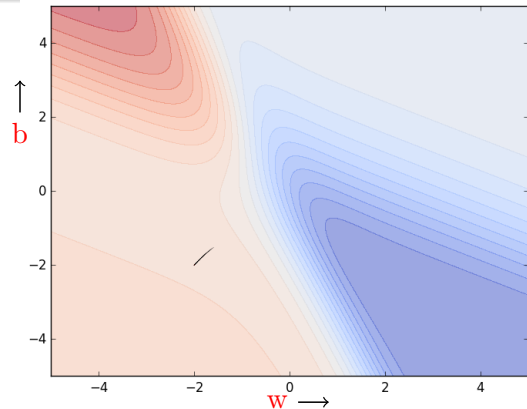
$$update_t = \gamma \cdot update_{t-1} + \eta \nabla w_t = \gamma^{t-1} \cdot \eta \nabla w_1 + \gamma^{t-2} \cdot \eta \nabla w_2 + \dots + \eta \nabla w_t$$

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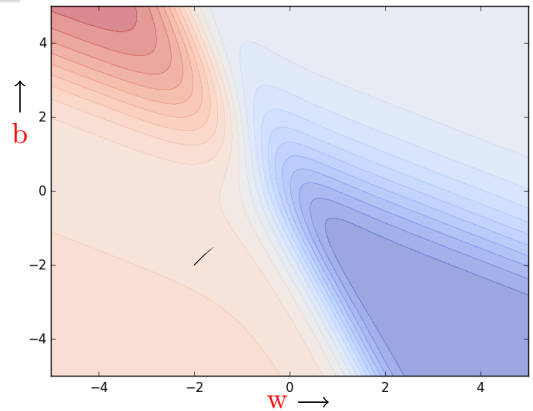


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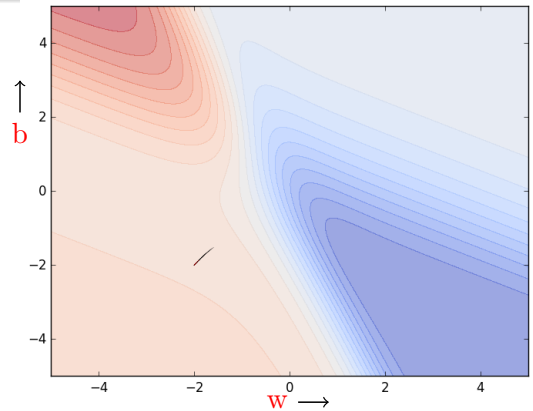


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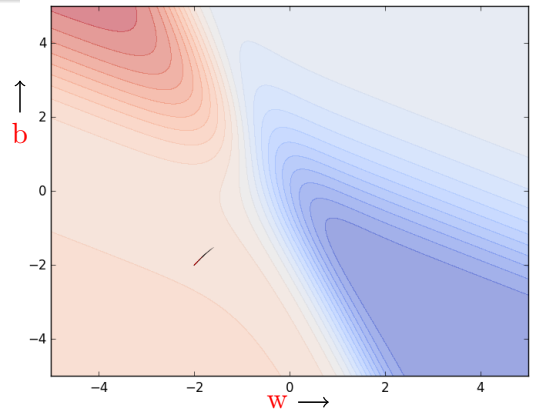


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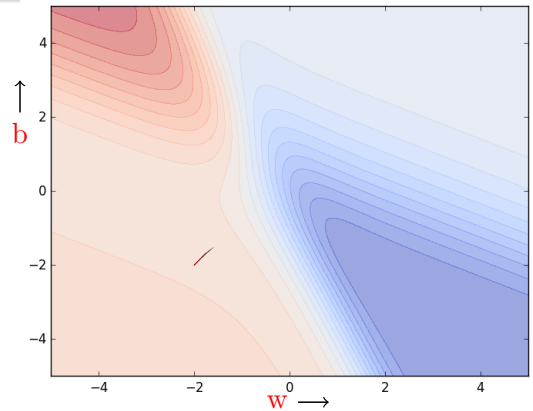


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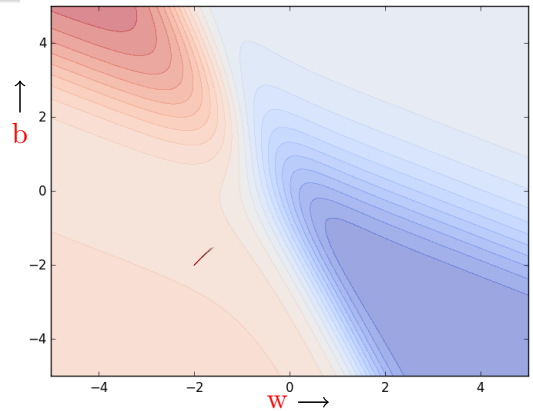


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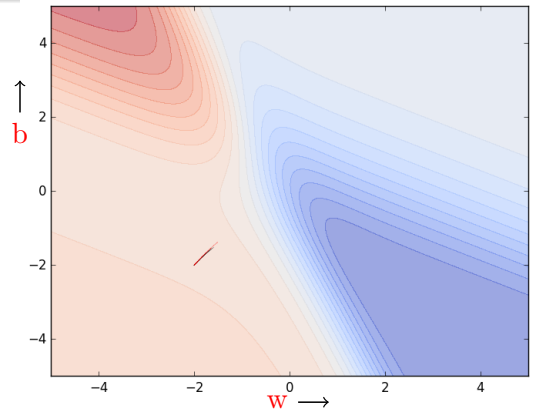


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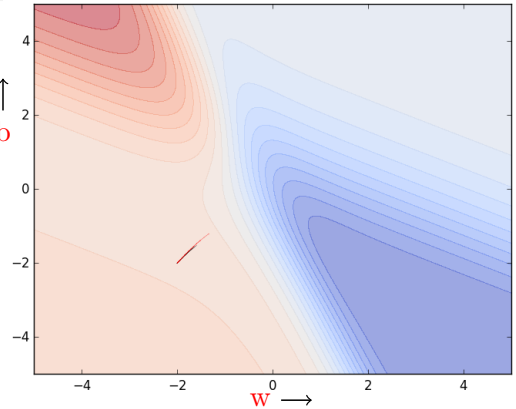

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↑
b

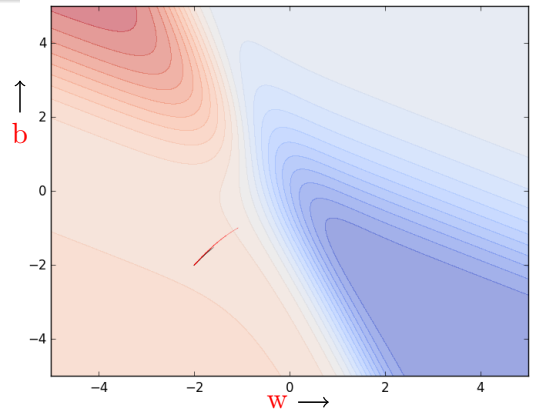


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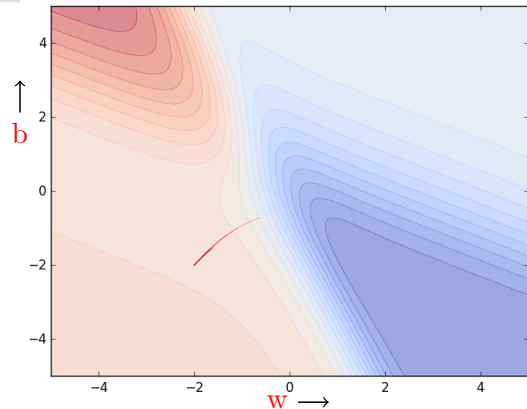


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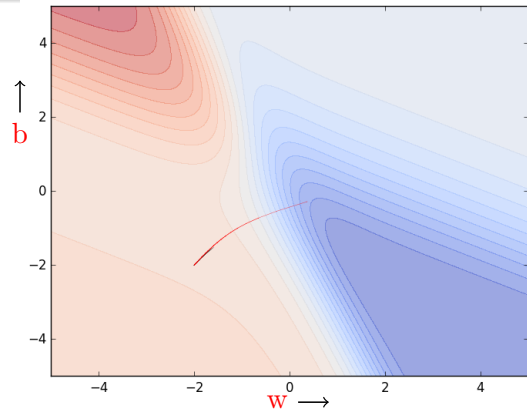


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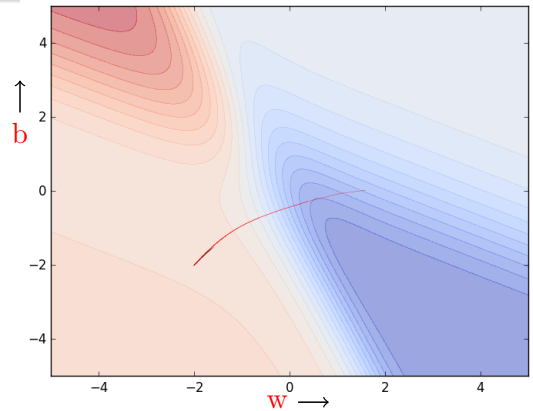


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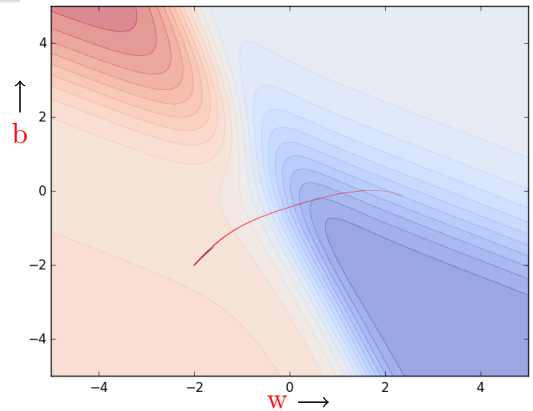


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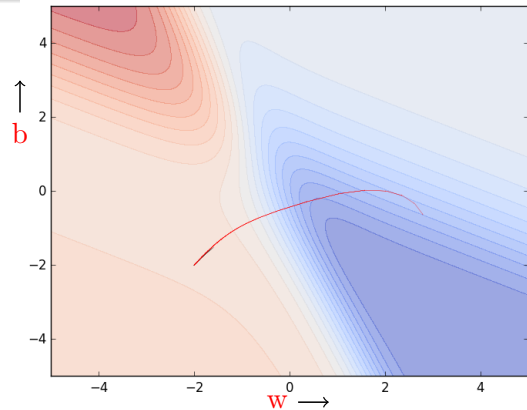


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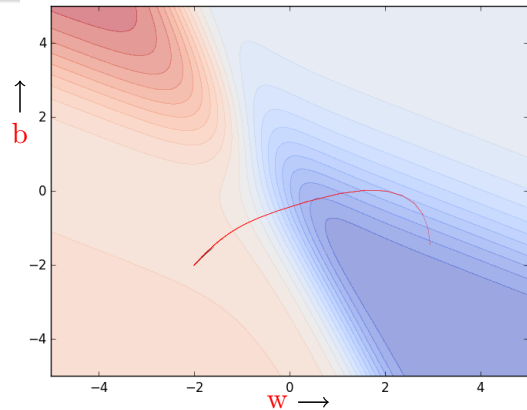


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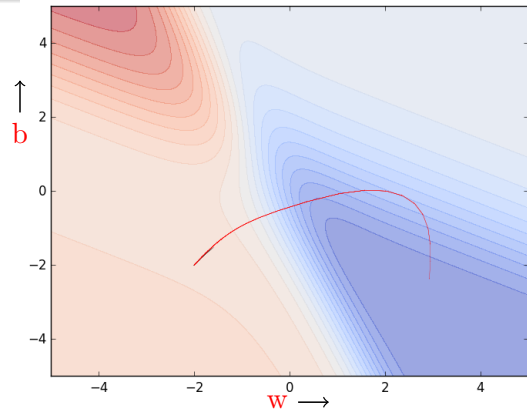



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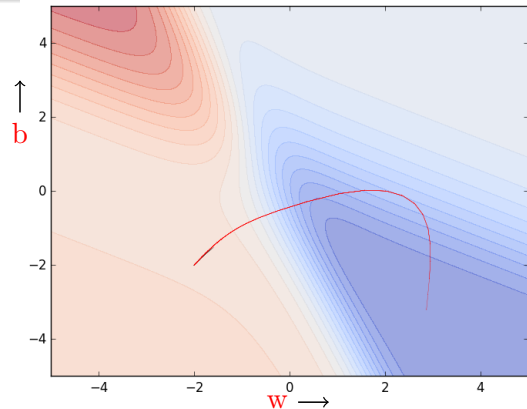


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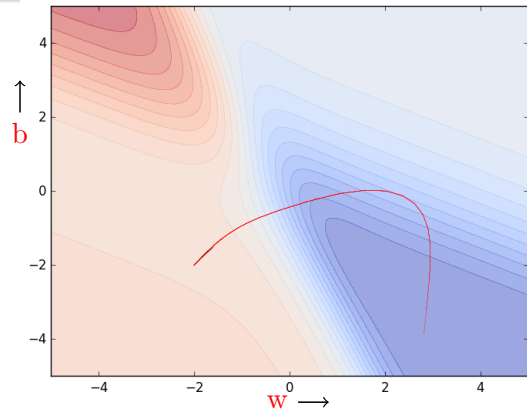


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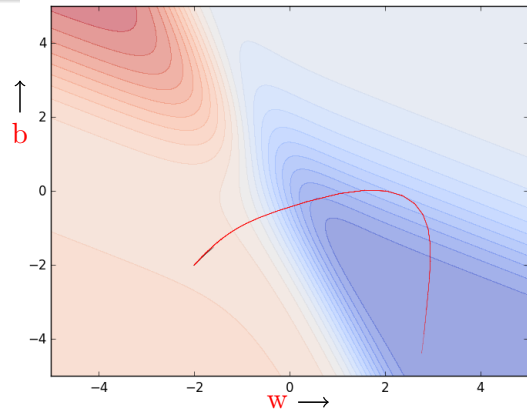


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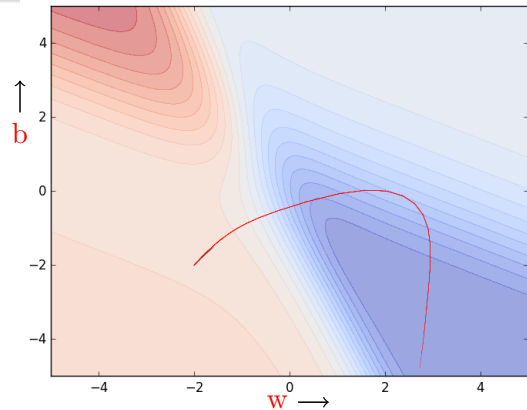


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        v_b = gamma * prev_v_b + eta * db
        w = w - v_w
        b = b - v_b
        prev_v_w = v_w
        prev_v_b = v_b

```



Some observations and questions

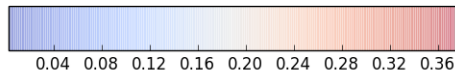
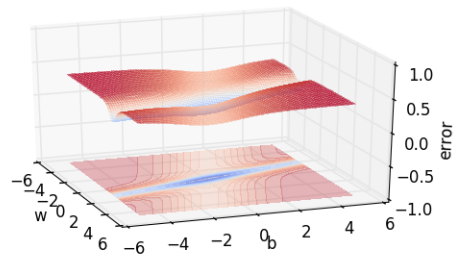
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Some observations and questions

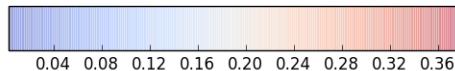
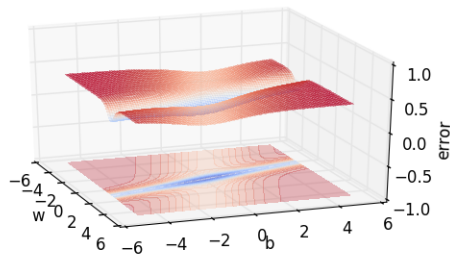
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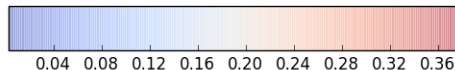
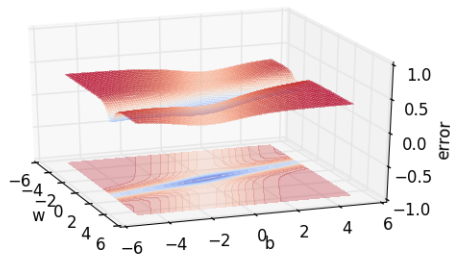
- Even in the regions having gentle slopes, momentum based gradient descent is able to take large steps because the momentum carries it along
- Is moving fast always good? Would there be a situation where momentum would cause us to run pass our goal?
- Let us change our input data so that we end up with a different error surface and then see what happens ...

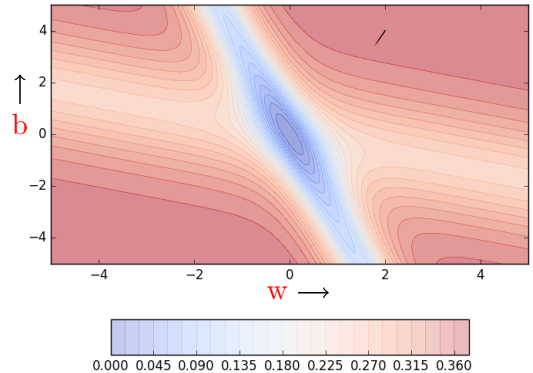


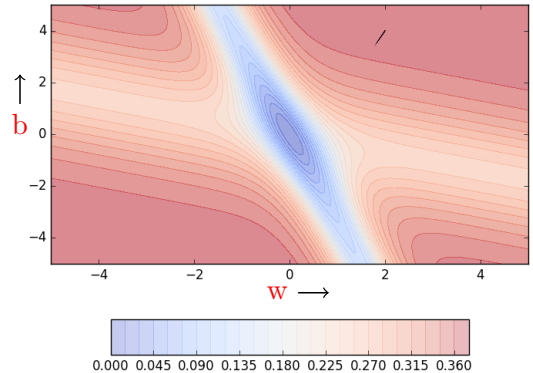
- In this case, the error is high on either side of the minima valley

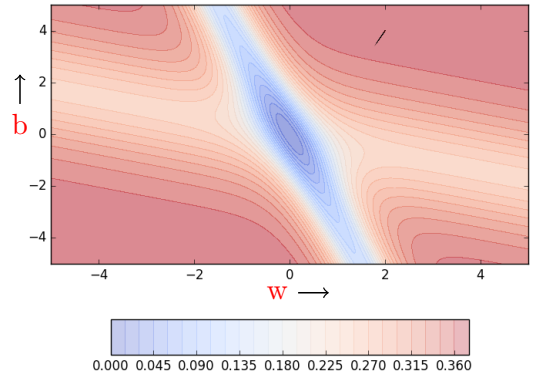


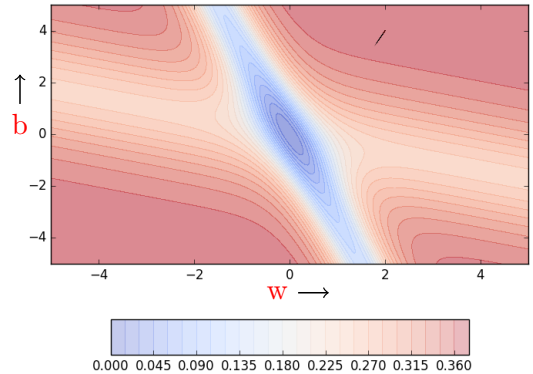
- In this case, the error is high on either side of the minima valley
- Could momentum be detrimental in such cases... let's see....

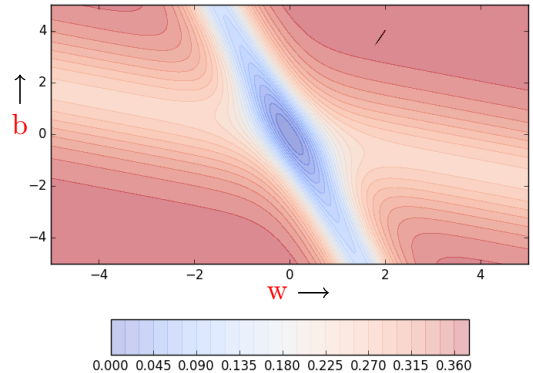


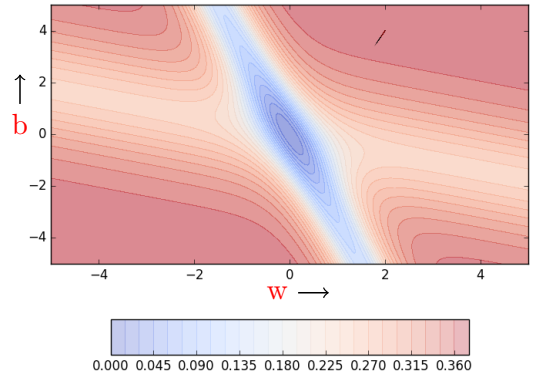


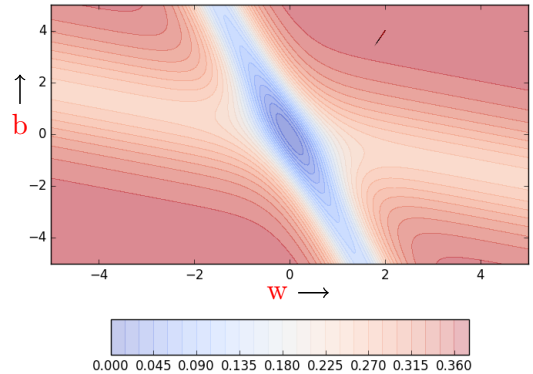


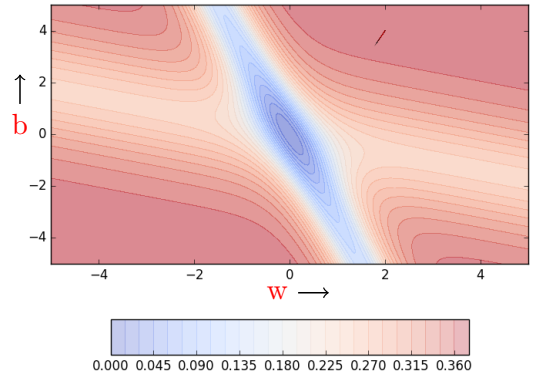


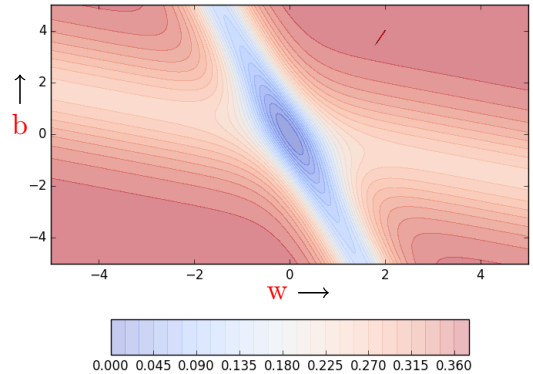


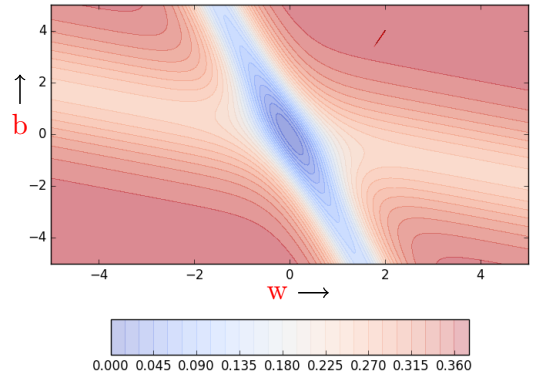


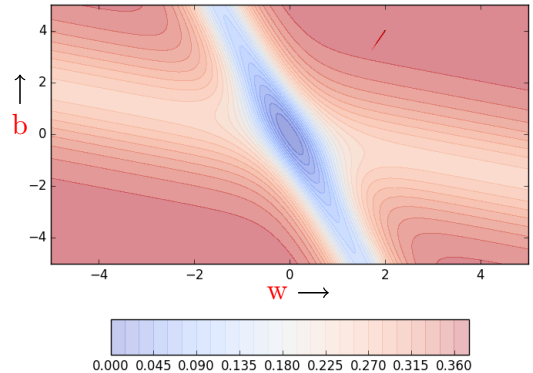


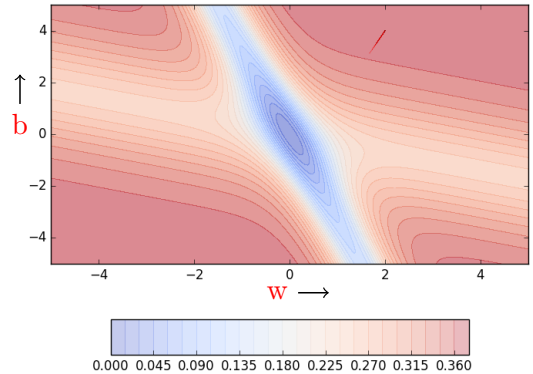


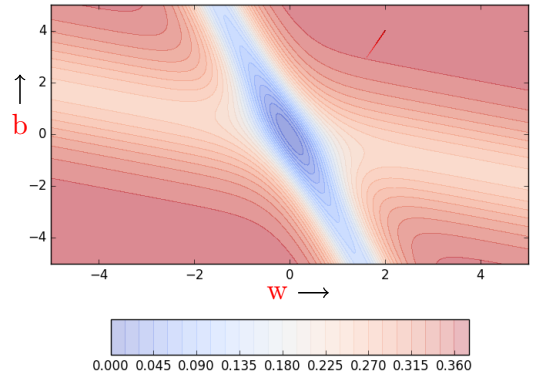


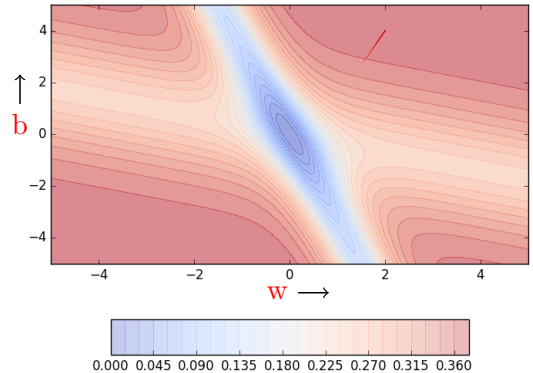


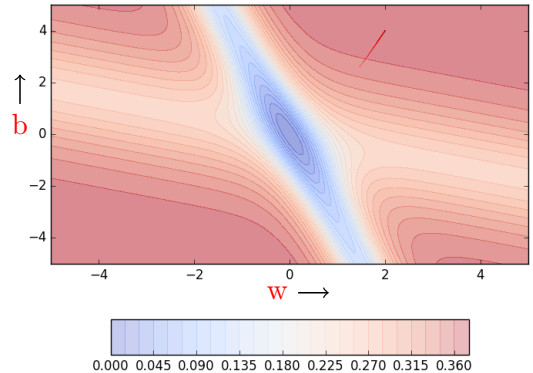


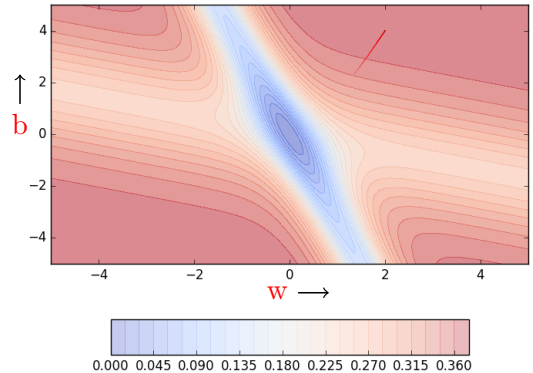


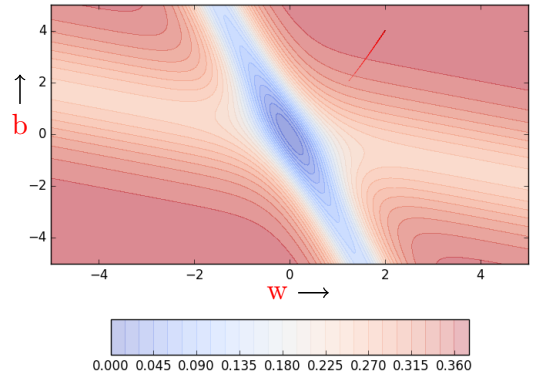


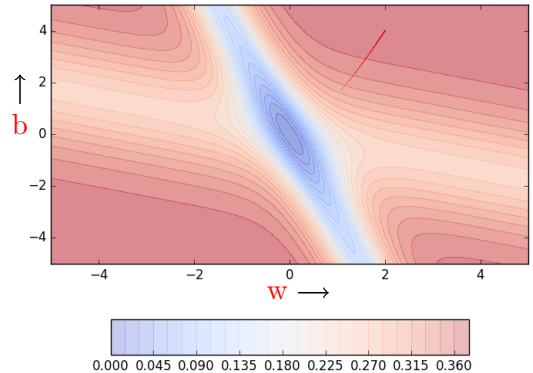


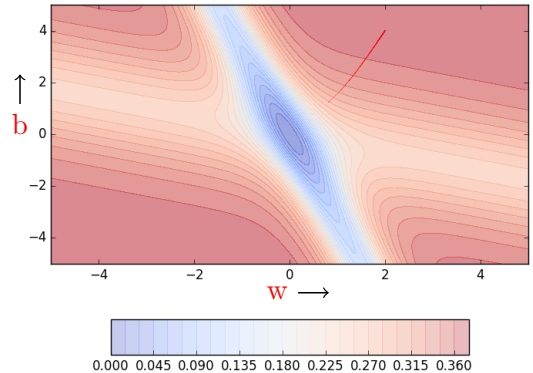


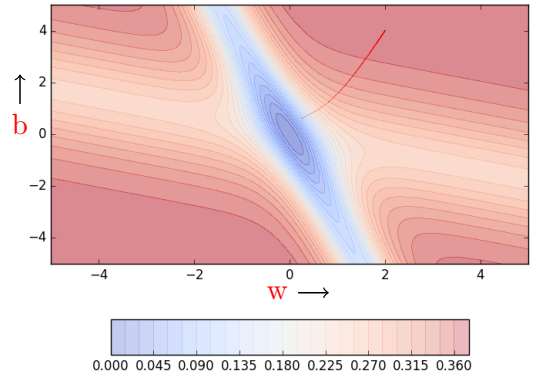


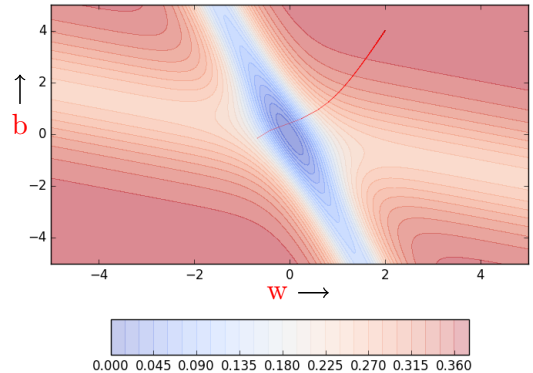


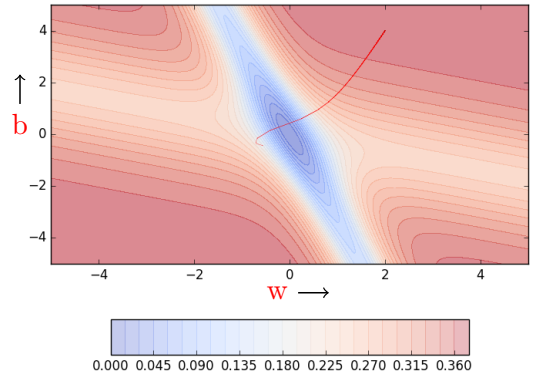


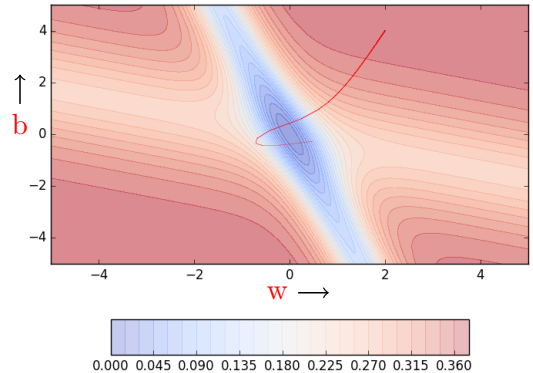


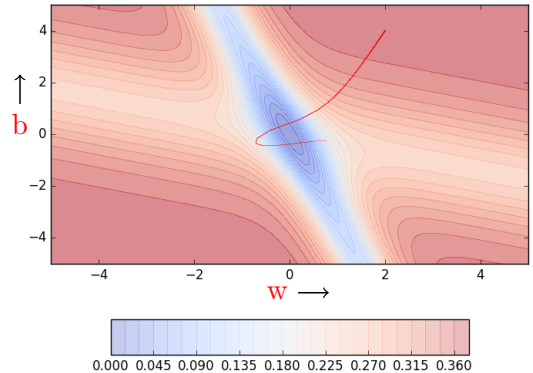


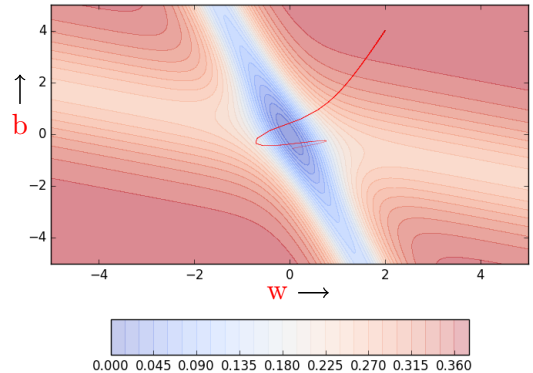


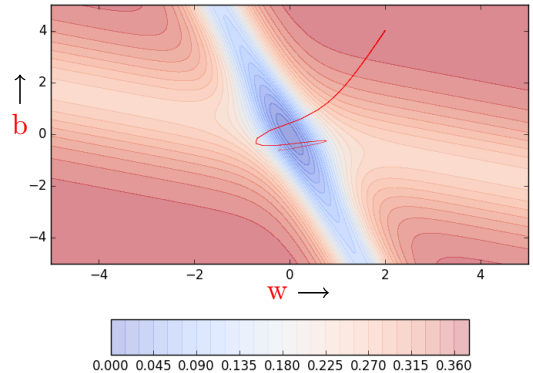


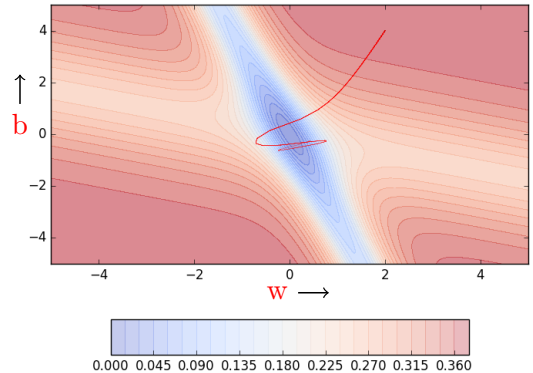


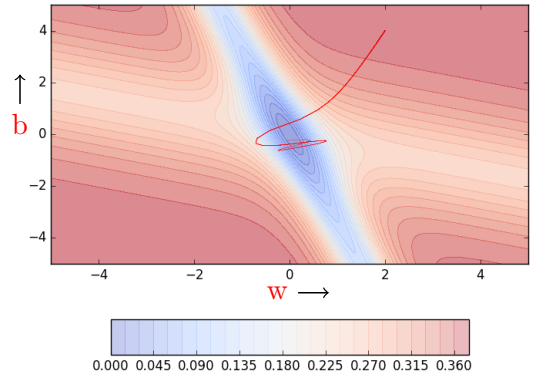


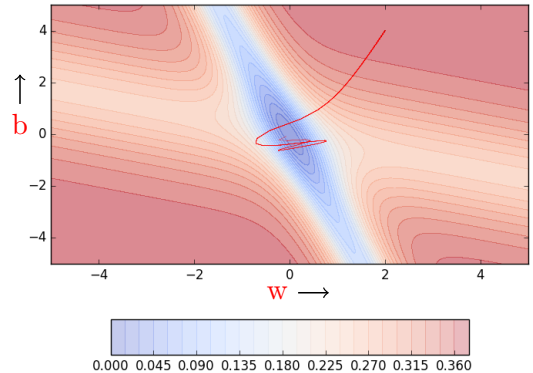


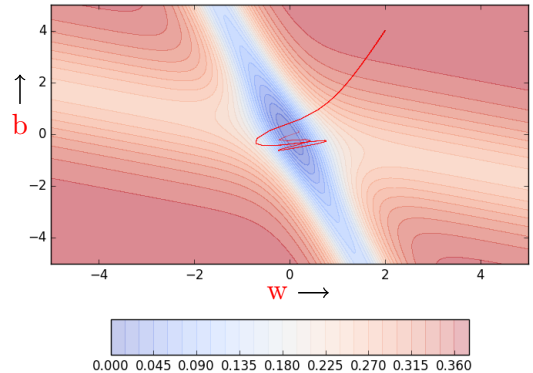


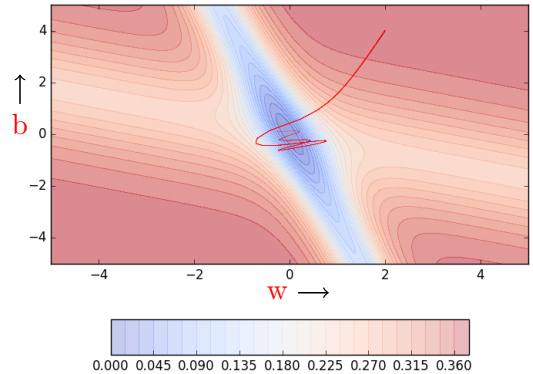


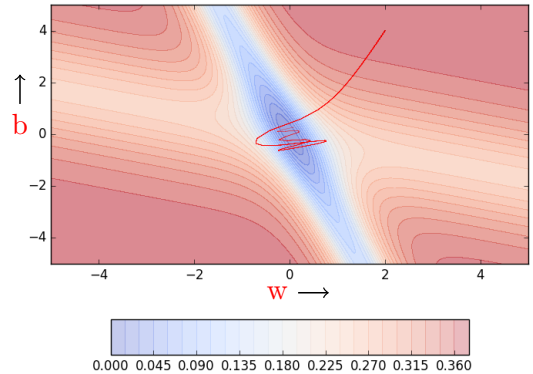


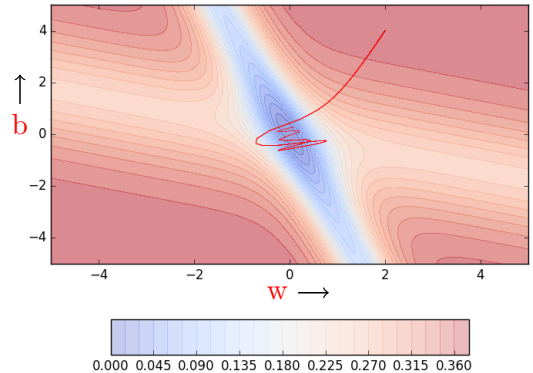


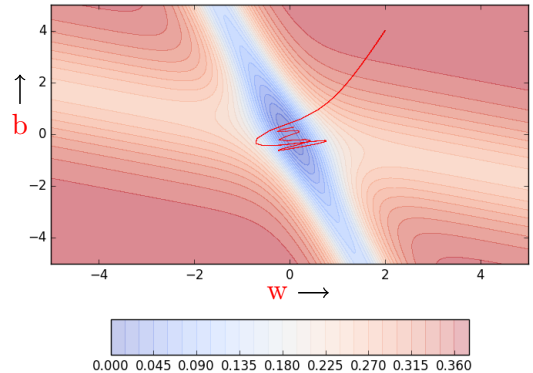


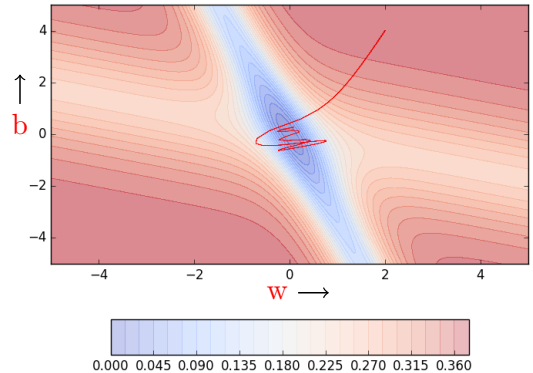


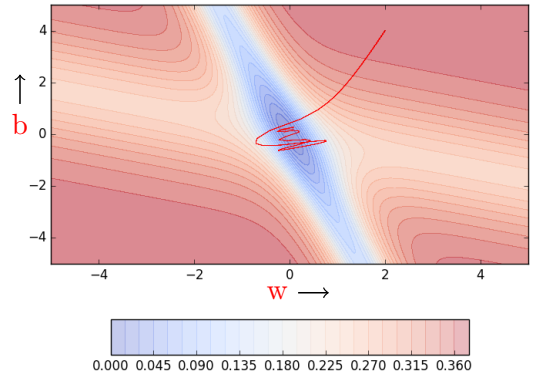




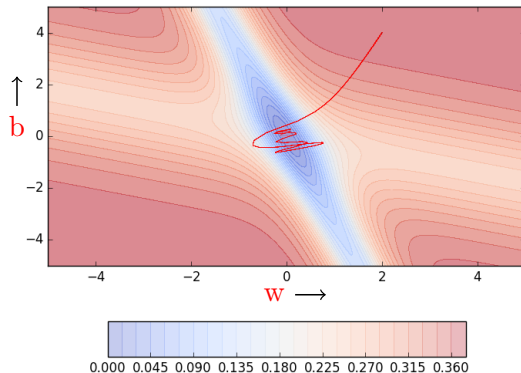




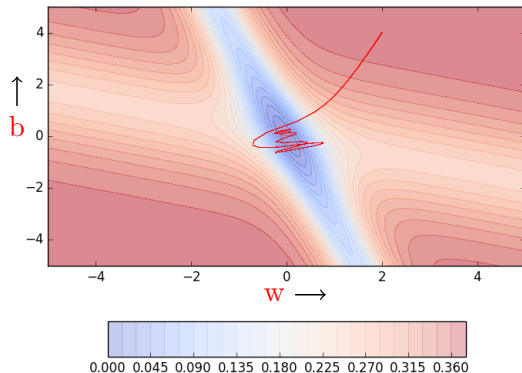




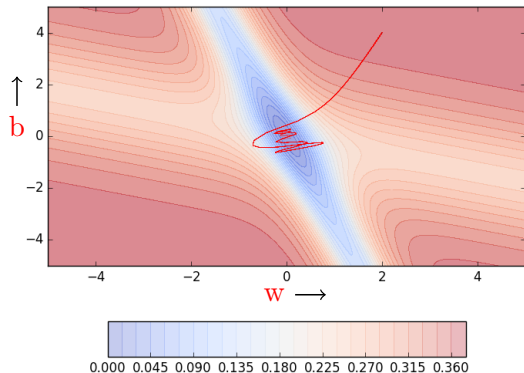
- Momentum based gradient descent oscillates in and out of the minima valley as the momentum carries it out of the valley



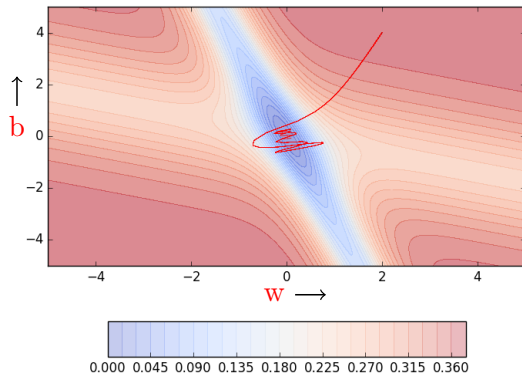
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- Despite these *u*-turns it still converges faster than vanilla gradient descent
- After 100 iterations momentum based method has reached an error of 0.00001 whereas vanilla gradient descent is still stuck at an error of 0.36



Let's look at a 3d visualization and a different geometric perspective of the same thing...

