

GRADIENT DESCENT V/S S.G.D.

SPEED

SLOWER

(SEES MANY SIMILAR EXAMPLES BEFORE UPDATES)

QUICKER

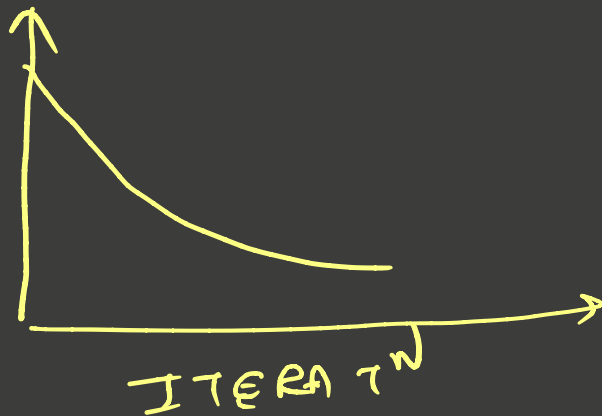
CONVERGENCE

SMOOTH

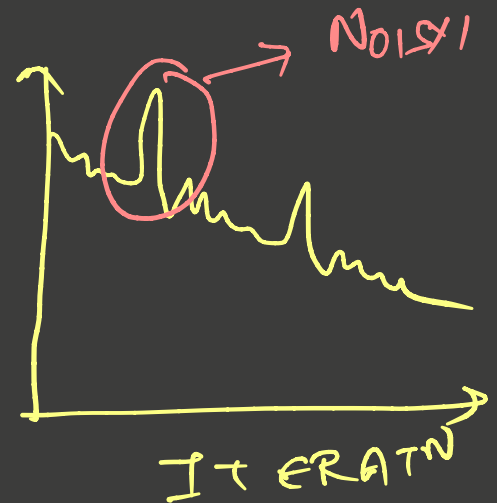
NOISY

In practice does well

COST



COST



$$\# \text{ EPOCH} = \# \text{ ITERATIONS}$$

$$\# \text{ EPOCHS} = \frac{\# \text{ ITERATIONS}}{\# \text{ EXAMPLES}}$$