

3 Blue 1 Brown Video 1 NOTES - by Jovanny Aguilar:

- Cortex resolves symbols and represents such images as their own distinct ideas
- Computer machines cannot recognize such patterns unless programmed/taught
- Boom in development for neural networks; requires hundreds of components; very mathematically based.

- Neuron: Thing that holds a number between 0 and 1.

- The 784 neurons to create the grid serves as the first layer makeup of the network.
- Last layer has only 10 neurons which corresponds to the digits 0-9

- Hidden layers

- Certain patterns are considered throughout the layers until reaching the final layer, in which the “brightest” neuron serves as the “network’s choice”.

- Hypothesis: Divide the number symbol into tiny subparts, almost like “da” in an integral.

Question: What parameters to put in the network so that the neuron in the second layer can pick up on edges in a specific region from the first layer.

- What to do: Assign a weight attached to each of the connections between second layer neurons and first layer neurons. The weights are just numbers

- Then take all activations from first layer and find the weighted sum according to the set weights:

$$a_1w_1 + a_2w_2 + \dots + a_nw_n$$

- Activations always some value between 0 & 1

- Push the weighted sum into some function that squishes the real number line into a range that is between 0 and 1.

An example of such a function would be the sigmoid function: $\sigma(x) = 1/(1 + e^{-x})$

Very negative inputs end up close to 0 while very positive inputs end up close to 1.

Process involves a lot of linear algebra.

Hypothetical: Only activate meaningfully when weighted sum > 10

Solution: Include a bias to the function

Summarize:

Weight: Tells what pixel pattern the neurons in the second layer are picking up on from the first

Bias: Tells how high the weighted sum has gotta be before the neurons start getting meaningfully activated