Feed forward networks

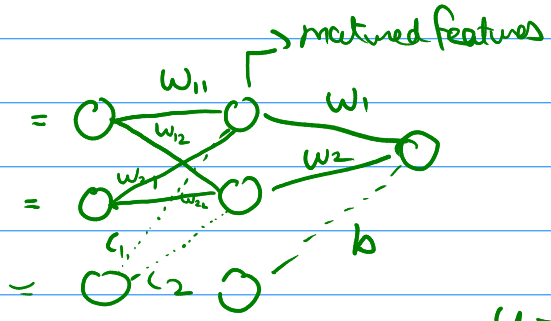
x_1	x_2	t
0	0	0
0	1	1
1	0	1
1	1	0

4 examples

$$\sum_{i=1}^{4} \left((w_1 x_1^{(i)} + w_2 x_2^{(i)} + b) - t_i \right)^2$$

Linear regression $\equiv$ neural network

$w_1 = 0 \quad w_2 = 0 \quad b = 0.5$



$$h = f^{(1)}(x; W, c)$$

$$y = f^{(2)}(h, w, b) = w^T h + b$$

$$y = f^{(2)} f^{(1)}(x; W, c, w, b)$$

What will be $f^{(1)}$?

L.T. $\begin{bmatrix} 2 & 1 \end{bmatrix}$

$\begin{bmatrix} 2 \\ 1 \end{bmatrix} \in \mathbb{R}^2$ to $\mathbb{R}^3$ can be $\begin{bmatrix} f_1\left(\begin{bmatrix} 2 \\ 1 \end{bmatrix}\right) \\ f_2\left(\begin{bmatrix} 2 \\ 1 \end{bmatrix}\right) \\ f_3\left(\begin{bmatrix} 2 \\ 1 \end{bmatrix}\right) \end{bmatrix}$

$$\begin{bmatrix} 3 & 1 & 5 \\ 4 & 2 & 6 \end{bmatrix} \begin{bmatrix} 2 \\ 1 \end{bmatrix} \rightarrow \begin{bmatrix} 10 \\ 14 \\ 16 \end{bmatrix}$$

$f_1 = 3x_1 + 4x_2$

$f_2 = x_1 + 2x_2$

$f_3 = 5x_1 + 6x_2$

} linear combination $\Rightarrow$ linear transformation

Affine transformation

Affine transform: Linear transformation + constant vector added to result

$$f^{(1)}(x; W, c) = \underbrace{W^T x + b}_{\text{Affine transform}}$$ } matured space

For brevity (and to make life easier), let us just consider a linear transformation

$$y = \omega^T (W^T x)$$
$$= (\omega')^T x \text{ where } (\omega')^T = \omega^T W^T$$

$$\sum_{i=1}^{4} (\omega^T x - t_i)^2$$

SO, The resultant matured features of a linear transformation is a linear model. (which can't fit a non linear function like XOR)

So as a result of this problem, all of deep learning and Some machine learning algorithms use something else on top of it

$$\begin{bmatrix} 1 \\ 1 \end{bmatrix}^T \begin{bmatrix} w_{11} & w_{12} \\ w_{21} & w_{22} \end{bmatrix} + \begin{bmatrix} c_1 \\ c_2 \end{bmatrix} = \begin{bmatrix} w_{11} + w_{21} + c_1 \\ w_{12} + w_{22} + c_2 \end{bmatrix} = \begin{bmatrix} z_1 \\ z_2 \end{bmatrix}$$

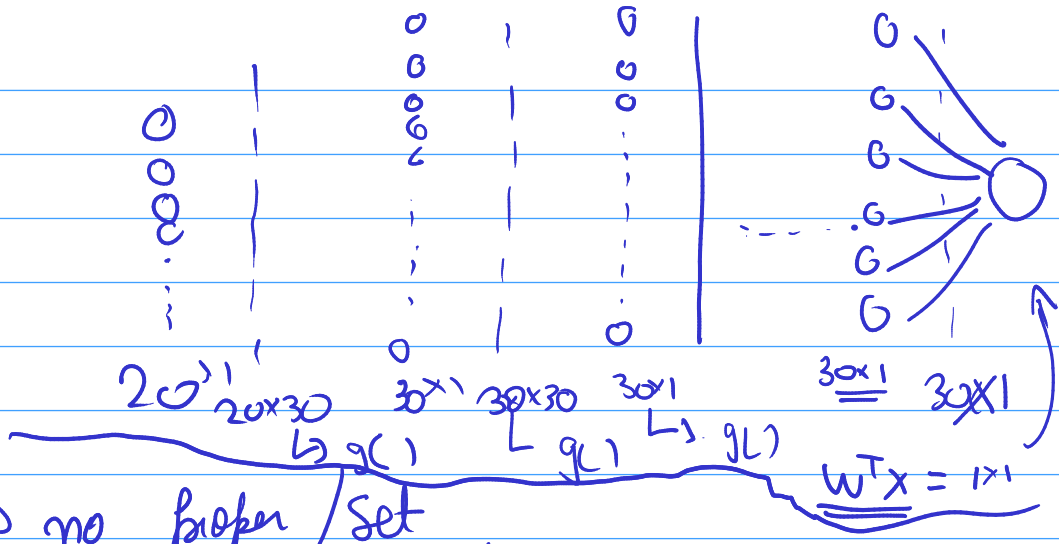
Add a non linear function

$$= \begin{bmatrix} g(w_{11} + w_{21} + c_1) \\ g(w_{12} + w_{22} + c_2) \end{bmatrix}$$

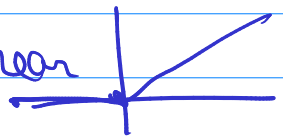
one of them could be

$g(z) = \max(z, 0)$ ⇒ This function is an activation function

applied to every hidden layer



There's no proper / set "algorithm" to choose an activation function, you have to experiment / make a judgement to choose

RELU: piecewise linear  but not actually linear → nonlinear

→ It gives nonlinear properties, and can be used as activation
⇒ but you need to do the math involved.

→ It even has some biological motivation.

Similarly, there is not set algo for number of layers
we will need insights for the domain / experimentation if the above insights are not there.