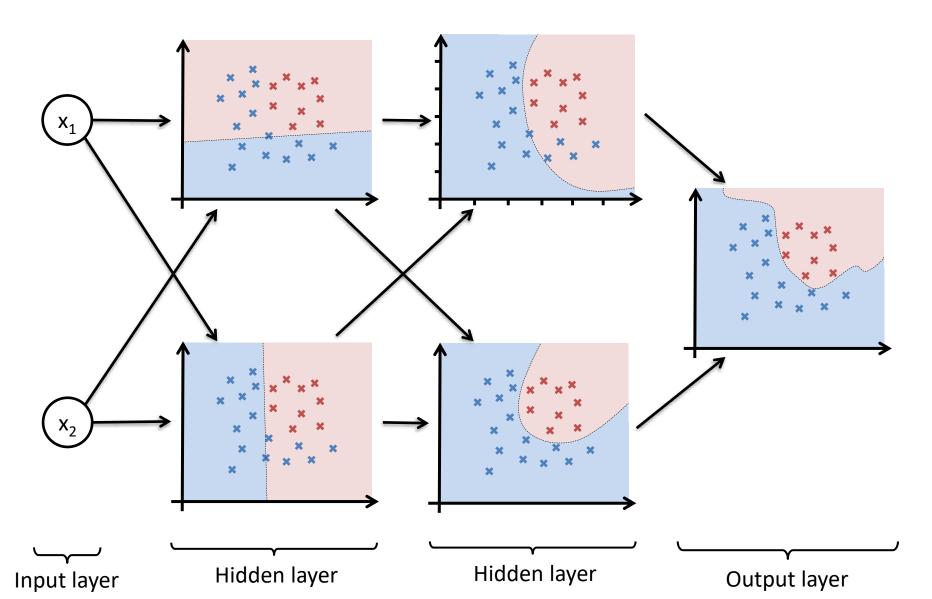
Neural Networks and Deep Learning

MLP & Backpropagation

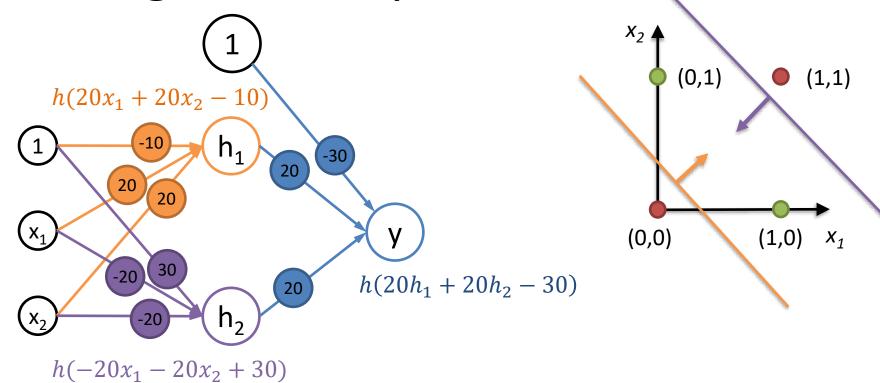
Credit to Dimosthenis Karatzas

BUILDING MORE COMPLEX NETWORKS

Deep Neural Network

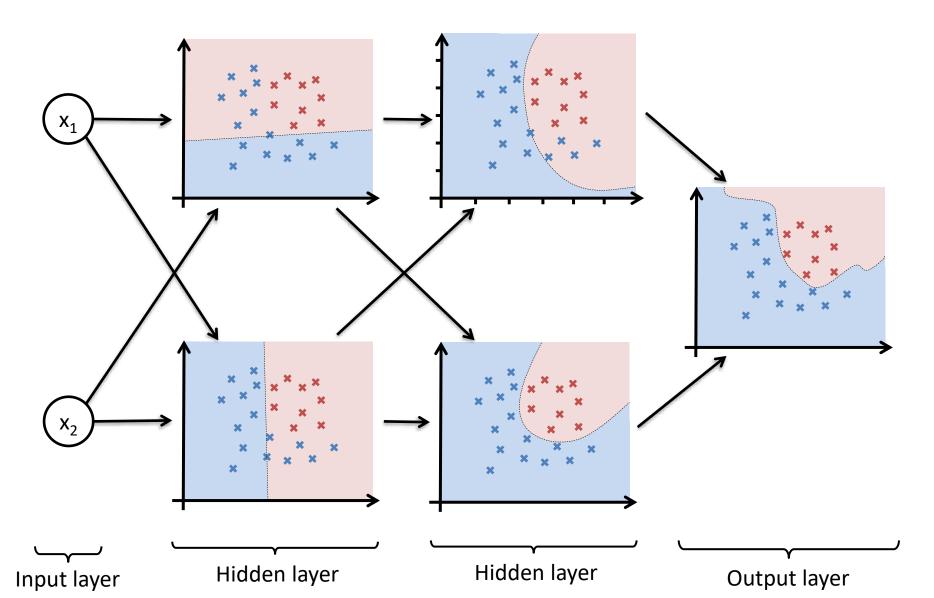


Solving the XOR problem - revisited

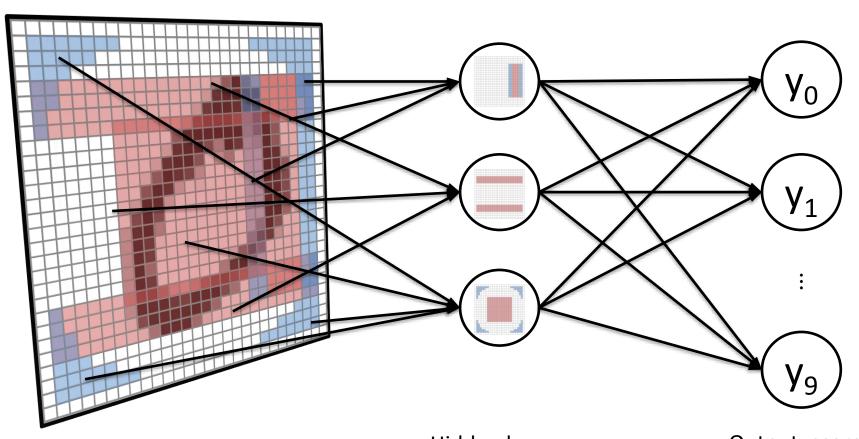


OR NAND AND $\sigma(20 * \mathbf{0} + 20 * \mathbf{0} - 10) = \mathbf{0} \qquad \sigma(-20 * \mathbf{0} - 20 * \mathbf{0} + 30) = \mathbf{1} \qquad \sigma(20 * \mathbf{0} + 20 * \mathbf{1} - 30) = \mathbf{0}$ $\sigma(20 * \mathbf{1} + 20 * \mathbf{1} - 10) = \mathbf{1} \qquad \sigma(-20 * \mathbf{1} - 20 * \mathbf{1} + 30) = \mathbf{0} \qquad \sigma(20 * \mathbf{1} + 20 * \mathbf{0} - 30) = \mathbf{0}$ $\sigma(20 * \mathbf{0} + 20 * \mathbf{1} - 10) = \mathbf{1} \qquad \sigma(-20 * \mathbf{0} - 20 * \mathbf{1} + 30) = \mathbf{1} \qquad \sigma(20 * \mathbf{1} + 20 * \mathbf{1} - 30) = \mathbf{1}$ $\sigma(20 * \mathbf{1} + 20 * \mathbf{0} - 10) = \mathbf{1} \qquad \sigma(-20 * \mathbf{1} - 20 * \mathbf{0} + 30) = \mathbf{1} \qquad \sigma(20 * \mathbf{1} + 20 * \mathbf{1} - 30) = \mathbf{1}$

What do hidden layers do?



An architecture with hidden units



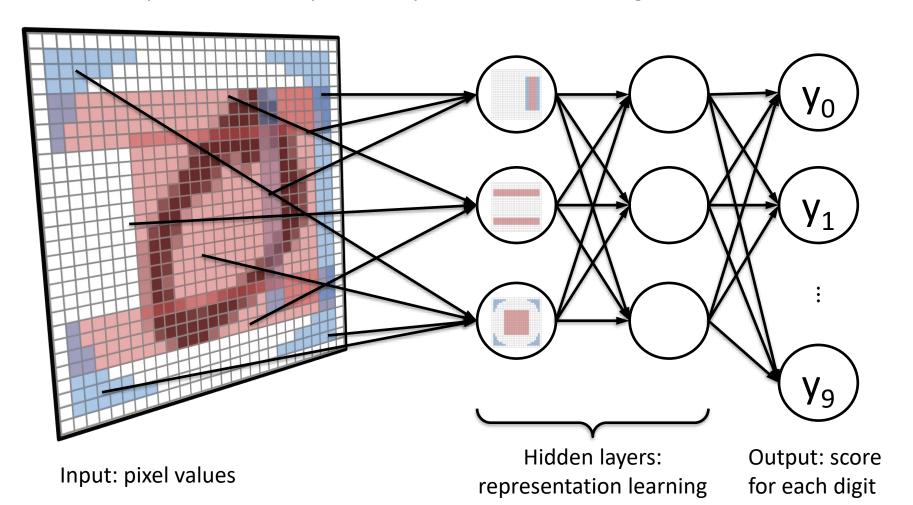
Input: pixel values

Hidden layers: representation learning

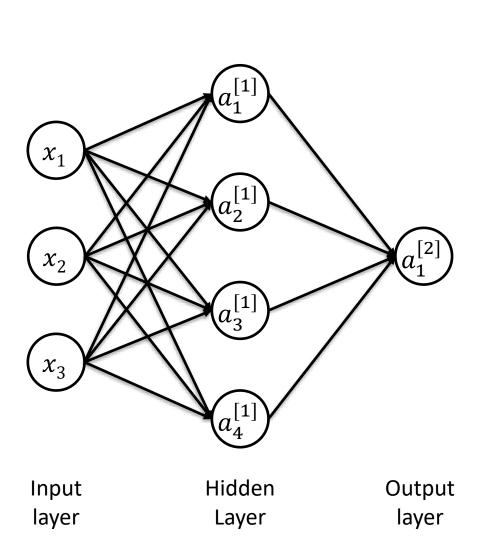
Output: score for each digit

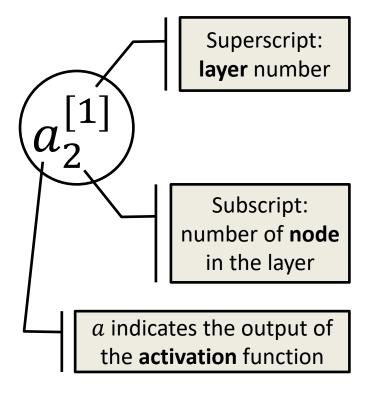
An architecture with hidden units

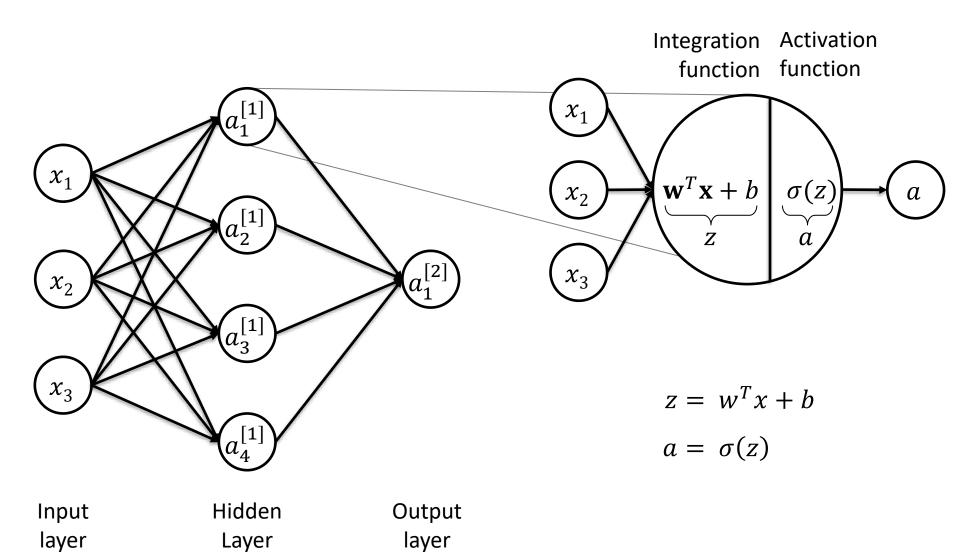
Initial hidden layers would give you low-level information, adding subsequent hidden layers the system can encode higher-level features

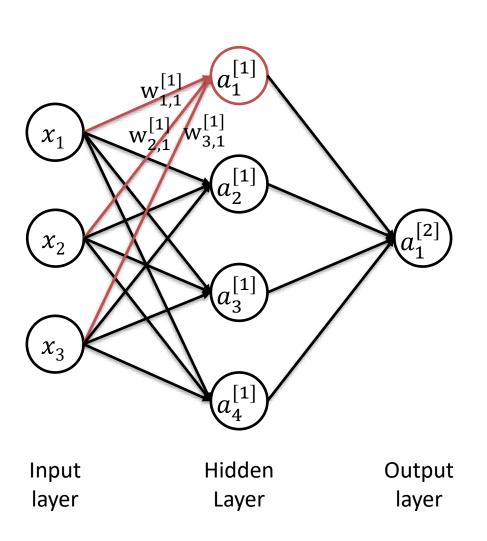


NEURAL NETWORKS NOTATION





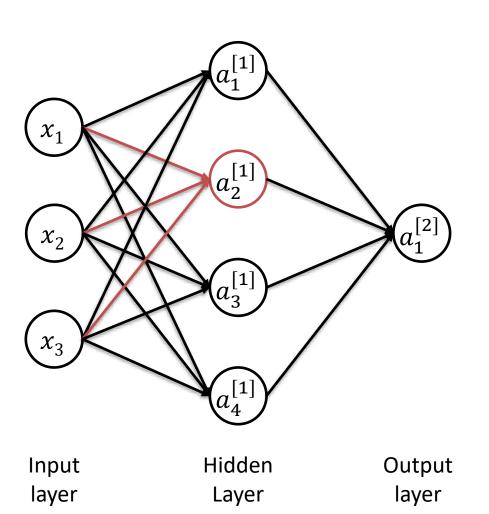




$$z_1^{[1]} = w_{1,1}^{[1]} x_1 + w_{1,2}^{[1]} x_2 + w_{1,3}^{[1]} x_3 + b_1^{[1]}$$

$$z_1^{[1]} = \mathbf{w}_1^{[1]T} \mathbf{x} + b_1^{[1]}$$

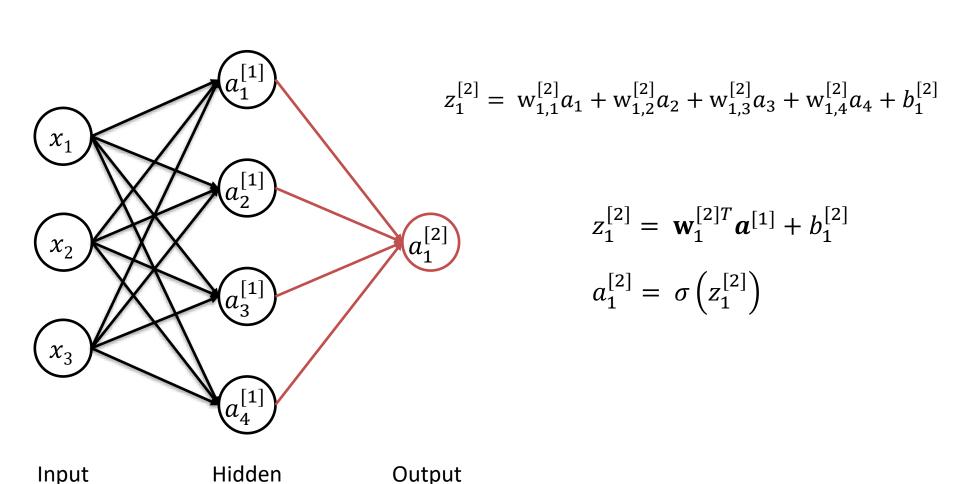
$$a_1^{[1]} = \sigma\left(z_1^{[1]}\right)$$



$$z_2^{[1]} = w_{2,1}^{[1]} x_1 + w_{2,2}^{[1]} x_2 + w_{2,3}^{[1]} x_3 + b_2^{[1]}$$

$$z_2^{[1]} = \mathbf{w}_2^{[1]T} \mathbf{x} + b_2^{[1]}$$

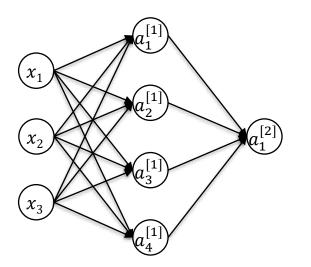
$$a_2^{[1]} = \sigma\left(z_2^{[1]}\right)$$



layer

Layer

layer



$$z_{1}^{[1]} = \mathbf{w}_{1}^{[1]T} \mathbf{x} + b_{1}^{[1]}, \qquad a_{1}^{[1]} = \sigma\left(z_{1}^{[1]}\right)$$

$$z_{2}^{[1]} = \mathbf{w}_{2}^{[1]T} \mathbf{x} + b_{2}^{[1]}, \qquad a_{2}^{[1]} = \sigma\left(z_{2}^{[1]}\right)$$

$$z_{3}^{[1]} = \mathbf{w}_{3}^{[1]T} \mathbf{x} + b_{3}^{[1]}, \qquad a_{3}^{[1]} = \sigma\left(z_{3}^{[1]}\right)$$

$$z_{4}^{[1]} = \mathbf{w}_{4}^{[1]T} \mathbf{x} + b_{4}^{[1]}, \qquad a_{4}^{[1]} = \sigma\left(z_{4}^{[1]}\right)$$

$$a_{1}^{[1]} = \sigma(z_{1}^{[1]})$$
 $a_{2}^{[1]} = \sigma(z_{2}^{[1]})$
 $a_{3}^{[1]} = \sigma(z_{3}^{[1]})$
 $a_{4}^{[1]} = \sigma(z_{4}^{[1]})$

$$\begin{bmatrix} z_1^{[1]} \\ z_2^{[1]} \\ z_3^{[1]} \\ z_4^{[1]} \end{bmatrix} = \begin{bmatrix} - & \mathbf{w}_1^{[1]T} & - \\ - & \mathbf{w}_2^{[1]T} & - \\ - & \mathbf{w}_3^{[1]T} & - \\ - & \mathbf{w}_4^{[1]T} & - \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} + \begin{bmatrix} b_1^{[1]} \\ b_2^{[1]} \\ b_3^{[1]} \\ b_4^{[1]} \end{bmatrix} \begin{bmatrix} a_1^{[1]} \\ a_2^{[1]} \\ a_4^{[1]} \end{bmatrix} = \sigma \begin{pmatrix} \begin{bmatrix} z_1^{[1]} \\ z_2^{[1]} \\ z_3^{[1]} \\ z_4^{[1]} \end{bmatrix} \end{pmatrix}$$

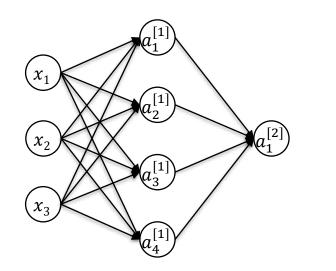
$$\begin{bmatrix} a_1^{[1]} \\ a_2^{[1]} \\ a_3^{[1]} \\ a_4^{[1]} \end{bmatrix} = \sigma \begin{pmatrix} \begin{bmatrix} z_1^{[1]} \\ z_2^{[1]} \\ z_2^{[1]} \\ z_3^{[1]} \\ z_4^{[1]} \end{bmatrix} \end{pmatrix}$$

$$z^{[1]} =$$

$$\mathbf{W}^{[1]T}\mathbf{x}$$

$$\mathbf{b}^{[1]}$$

$$\boldsymbol{a}^{[1]} = \sigma(\mathbf{z}^{[1]})$$



$$z_{1}^{[1]} = \mathbf{w}_{1}^{[1]T}\mathbf{x} + b_{1}^{[1]}, \qquad a_{1}^{[1]} = \sigma\left(z_{1}^{[1]}\right)$$

$$z_{2}^{[1]} = \mathbf{w}_{2}^{[1]T}\mathbf{x} + b_{2}^{[1]}, \qquad a_{2}^{[1]} = \sigma\left(z_{2}^{[1]}\right)$$

$$z_{3}^{[1]} = \mathbf{w}_{3}^{[1]T}\mathbf{x} + b_{3}^{[1]}, \qquad a_{3}^{[1]} = \sigma\left(z_{3}^{[1]}\right)$$

$$z_{4}^{[1]} = \mathbf{w}_{4}^{[1]T}\mathbf{x} + b_{4}^{[1]}, \qquad a_{4}^{[1]} = \sigma\left(z_{4}^{[1]}\right)$$

$$a_{1}^{[1]} = \sigma(z_{1}^{[1]})$$

$$a_{2}^{[1]} = \sigma(z_{2}^{[1]})$$

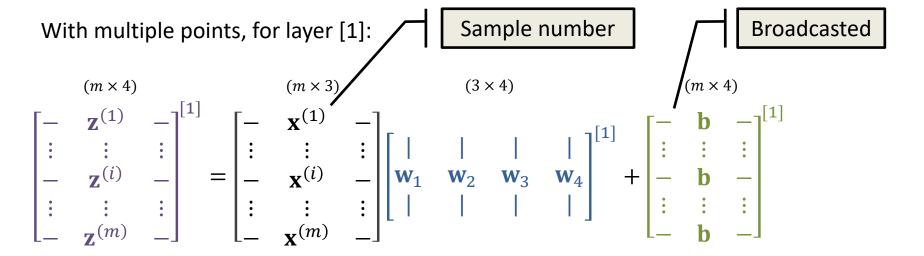
$$a_{3}^{[1]} = \sigma(z_{3}^{[1]})$$

$$a_{4}^{[1]} = \sigma(z_{4}^{[1]})$$

Alternatively, in row notation:

$$\begin{bmatrix} z_1^{[1]} & z_2^{[1]} & z_3^{[1]} & z_4^{[1]} \end{bmatrix} = \begin{bmatrix} x_1 & x_2 & x_3 \end{bmatrix} \begin{bmatrix} \begin{vmatrix} 1 & 1 & 1 & 1 \\ \mathbf{w}_1^{[1]} & \mathbf{w}_2^{[1]} & \mathbf{w}_3^{[1]} & \mathbf{w}_4^{[1]} \\ \begin{vmatrix} 1 & 1 & 1 \end{vmatrix} \end{bmatrix} + \begin{bmatrix} b_1^{[1]} & b_2^{[1]} & b_3^{[1]} \\ b_3^{[1]} & b_4^{[1]} \end{bmatrix}$$
$$\begin{bmatrix} a_1^{[1]} & a_2^{[1]} & a_3^{[1]} & a_4^{[1]} \end{bmatrix} = \sigma(\begin{bmatrix} z_1^{[1]} & z_2^{[1]} & z_3^{[1]} & z_4^{[1]} \end{bmatrix})$$

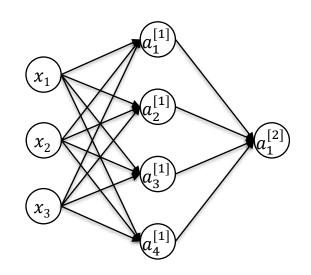
$$\mathbf{z}^{[1]T} = \mathbf{x}^T \mathbf{W}^{[1]} + \mathbf{b}^{[1]T} \qquad \qquad \boldsymbol{a}^{[1]T} = \sigma(\mathbf{z}^{[1]T})$$



$$\begin{bmatrix} - & \boldsymbol{\alpha}^{(1)} & - \\ \vdots & \vdots & \vdots \\ - & \boldsymbol{\alpha}^{(i)} & - \\ \vdots & \vdots & \vdots \\ - & \boldsymbol{\alpha}^{(m)} & - \end{bmatrix}^{[1]} = \sigma \begin{pmatrix} \begin{bmatrix} - & \mathbf{z}^{(1)} & - \\ \vdots & \vdots & \vdots \\ - & \mathbf{z}^{(i)} & - \\ \vdots & \vdots & \vdots \\ - & \mathbf{z}^{(m)} & - \end{bmatrix}^{[1]} \end{pmatrix}$$

Design Matrix (#samples × #features)

$$\mathbf{Z}^{[1]} = \mathbf{X} \, \mathbf{W}^{[1]} + \mathbf{B}^{[1]}$$
 $\mathbf{A}^{[1]} = \sigma(\mathbf{Z}^{[1]})$



In general, to go from layer [L-1] of k units to layer [L] of n units, for a batch of m samples

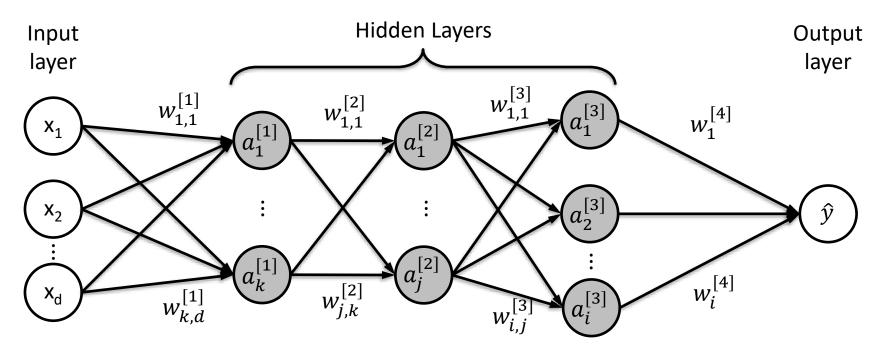
$$\begin{bmatrix}
- & \mathbf{z}^{(1)} & - \\
\vdots & \vdots & \vdots \\
- & \mathbf{z}^{(i)} & - \\
\vdots & \vdots & \vdots \\
- & \mathbf{z}^{(m)} & -
\end{bmatrix}^{[L]} = \begin{bmatrix}
- & \boldsymbol{\alpha}^{(1)} & - \\
\vdots & \vdots & \vdots \\
- & \boldsymbol{\alpha}^{(i)} & - \\
\vdots & \vdots & \vdots \\
- & \boldsymbol{\alpha}^{(m)} & -
\end{bmatrix}^{[L-1]} \begin{bmatrix}
| & \cdots & | \\
| & w_1 & \cdots & w_n \\
| & \cdots & |
\end{bmatrix}^{[L]} + \begin{bmatrix}
- & \mathbf{b} & - \\
\vdots & \vdots & \vdots \\
- & \mathbf{b} & - \\
\vdots & \vdots & \vdots \\
- & \boldsymbol{\alpha}^{(m)} & -
\end{bmatrix}^{[L]}$$

$$\begin{bmatrix} - & \boldsymbol{\alpha}^{(1)} & - \\ \vdots & \vdots & \vdots \\ - & \boldsymbol{\alpha}^{(i)} & - \\ \vdots & \vdots & \vdots \\ - & \boldsymbol{\alpha}^{(m)} & - \end{bmatrix}^{[L]} = \sigma \begin{pmatrix} \begin{bmatrix} - & \mathbf{z}^{(1)} & - \\ \vdots & \vdots & \vdots \\ - & \mathbf{z}^{(i)} & - \\ \vdots & \vdots & \vdots \\ - & \mathbf{z}^{(m)} & - \end{bmatrix}^{[L]} \end{pmatrix}$$

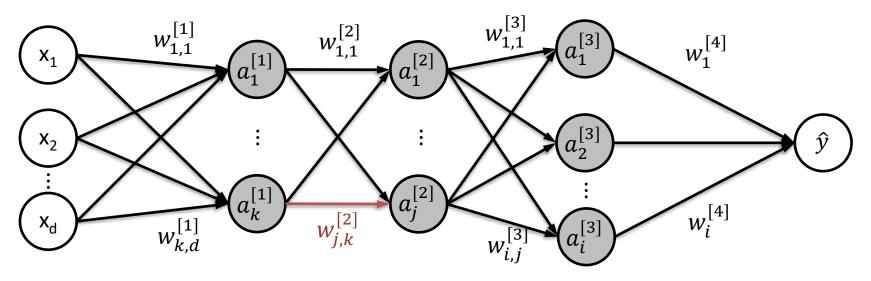
$$\mathbf{Z}^{[L]} = \mathbf{A}^{[L-1]} \mathbf{W}^{[L]} + \mathbf{B}^{[L]}$$
$$\mathbf{A}^{[L]} = \sigma(\mathbf{Z}^{[L]})$$

Multi-layer neural networks

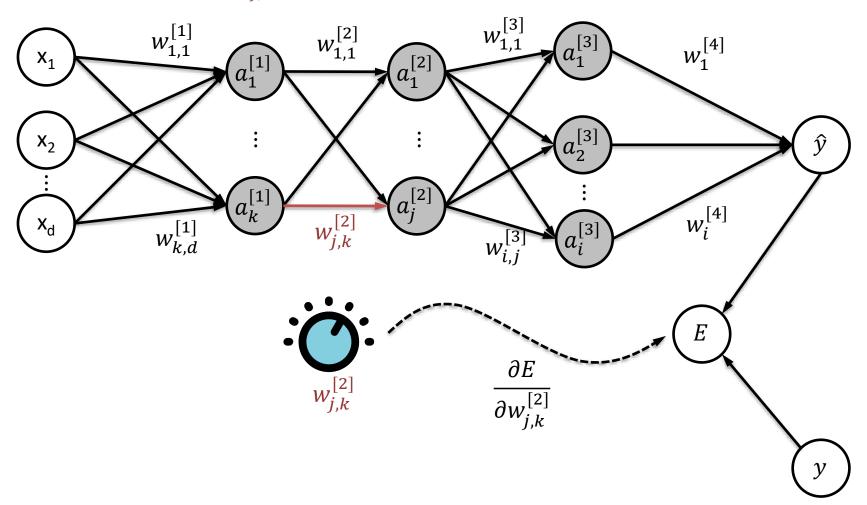
LEARNING WITH HIDDEN UNITS

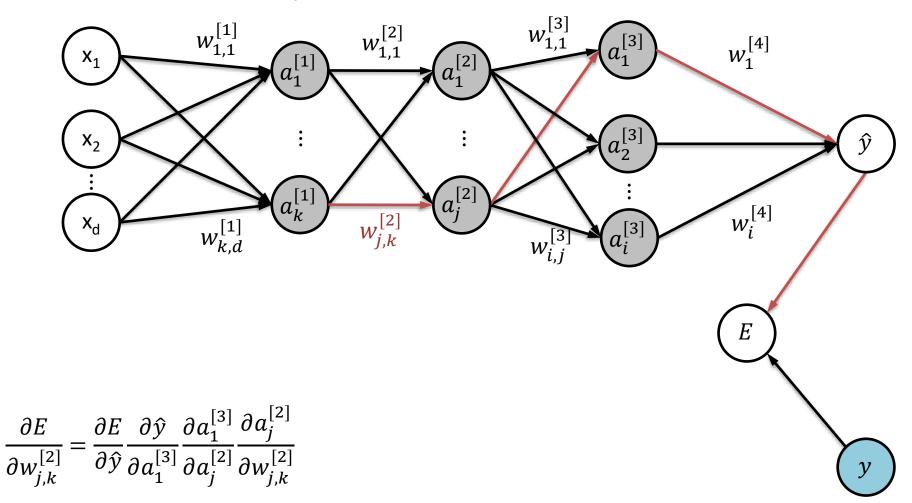


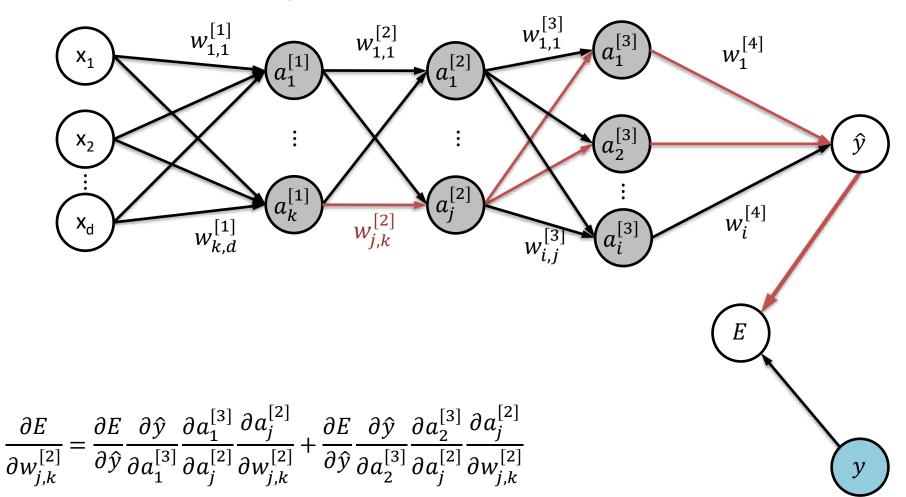
- 1. Receive new observation $\mathbf{x} = [x_1, x_2, ..., x_d]$ and target output y
- 2. Feed-forward: let the network calculate its predicted output \hat{y}
- 3. Get the prediction \hat{y} and calculate the error (loss) e.g. $E = \frac{1}{2}(\hat{y} y)^2$
- 4. Back-propagate error: calculate how each of the weights contributed to this error... HOW?

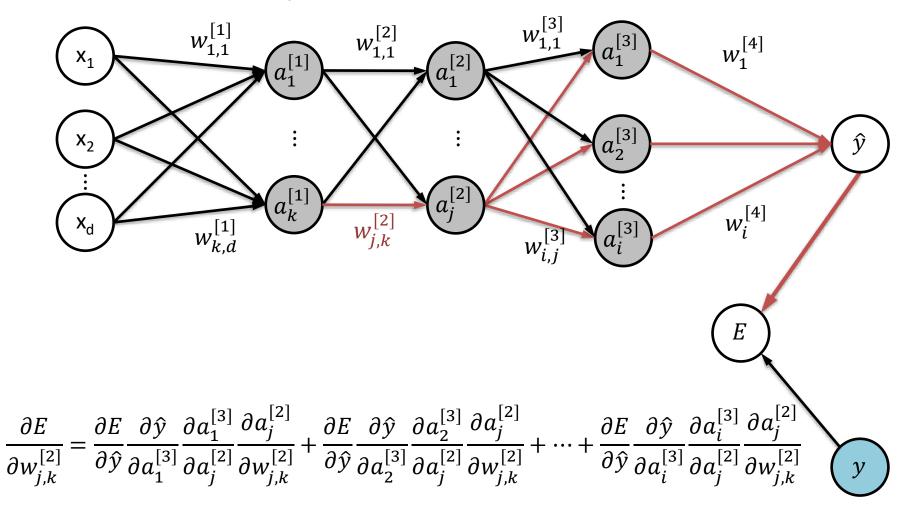


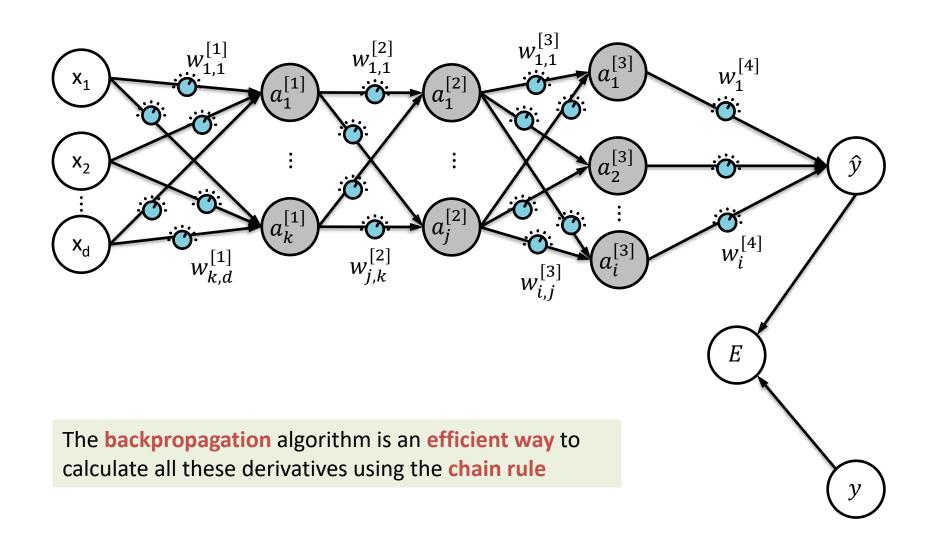
- 1. Receive new observation $\mathbf{x} = [x_1, x_2, ..., x_d]$ and target output y
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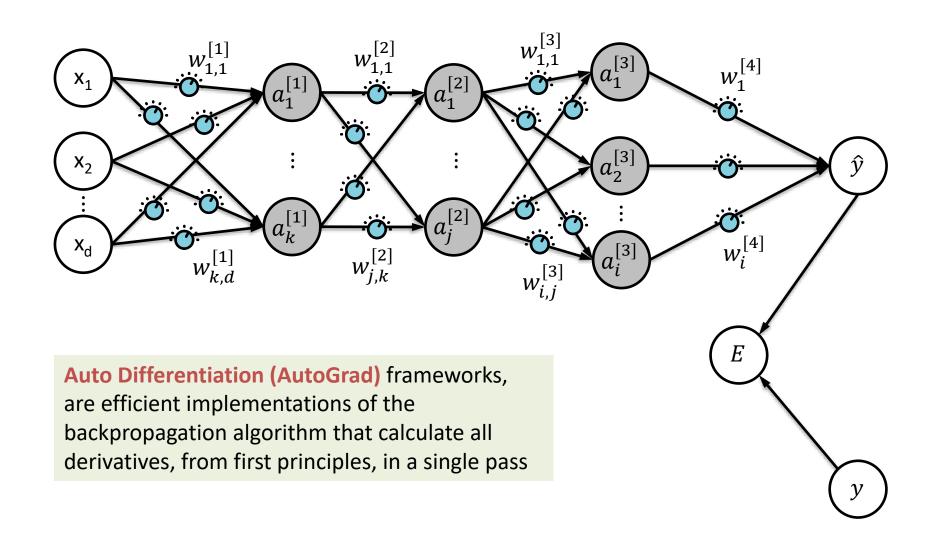












Calculating Derivatives of Composite Functions

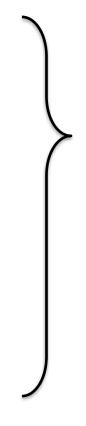
AUTO DIFFERENTIATION

Example

```
a = 4
b = 3
c = a + b # = 4 + 3 = 7
d = a * c # = 4 * 7 = 28
```

What is the derivative of d with respect to $a: \frac{\partial d}{\partial a}$?

$$d = a * c$$



Solving the traditional way

Example

What is the derivative of d with respect to $a: \frac{\partial d}{\partial a}$?

$$d = a * c$$

$$\frac{\partial d}{\partial a} = \frac{\partial a}{\partial a} * c + a * \frac{\partial c}{\partial a}$$

$$= c + a * \frac{\partial c}{\partial a}$$

$$= (a + b) + a * \frac{\partial (a + b)}{\partial a}$$

$$= a + b + a * \left(\frac{\partial a}{\partial a} + \frac{\partial b}{\partial a}\right)$$

$$= a + b + a * (1 + 0)$$

$$= a + b + a = 2a + b$$

$$= 2 * 4 + 3 = 11$$

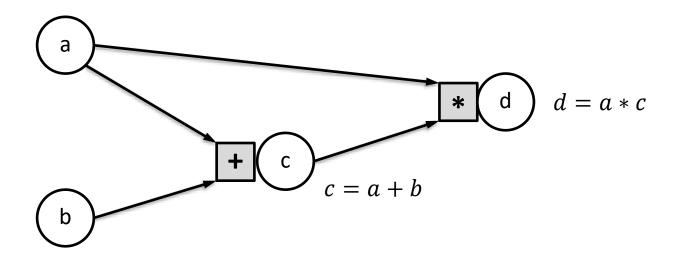
Solving the traditional way

Now, what is the derivative of d with respect to $b: \frac{\partial d}{\partial b}$?

You would have to carry out the whole process again...

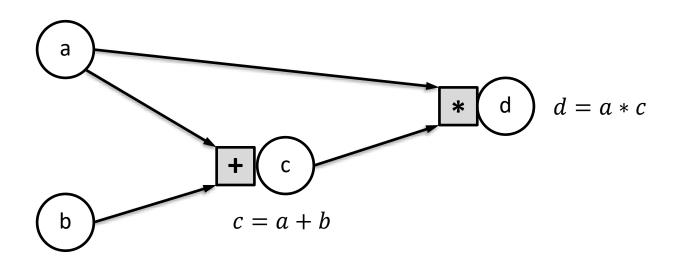
Computational Graph

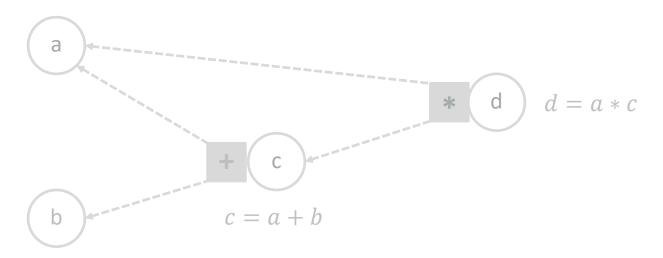
```
a = 4
b = 3
c = a + b # = 4 + 3 = 7
d = a * c # = 4 * 7 = 28
```



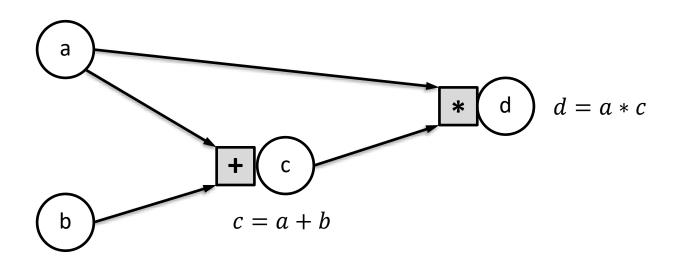
Any expression can be broken down into a series of **simple operations** that are **applied sequentially**

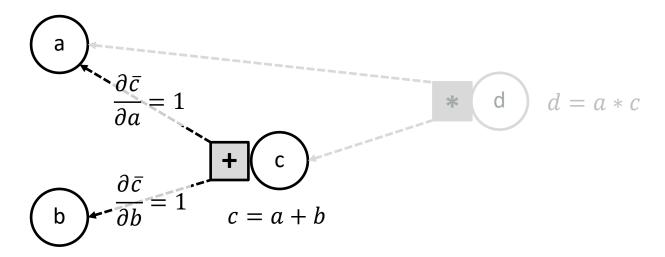
Local Derivatives



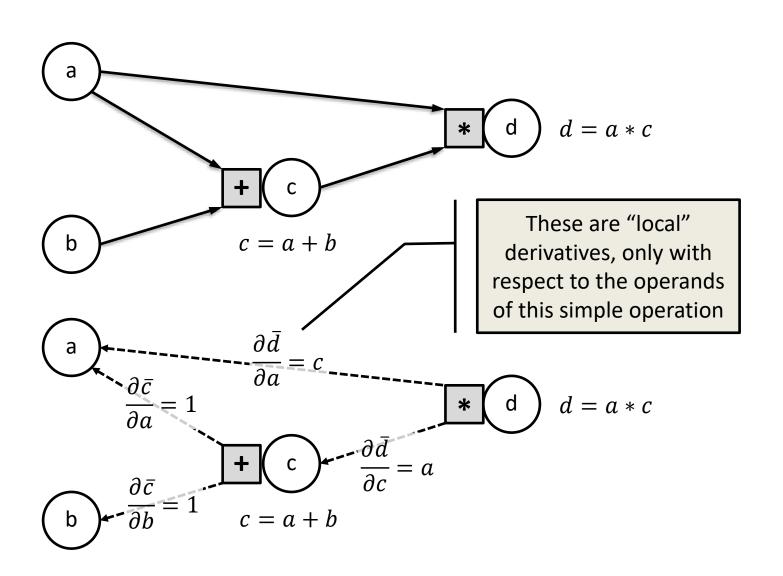


Local Derivatives

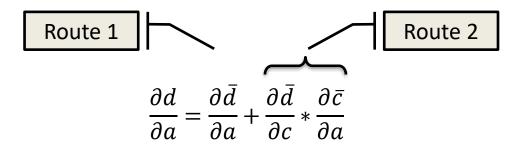


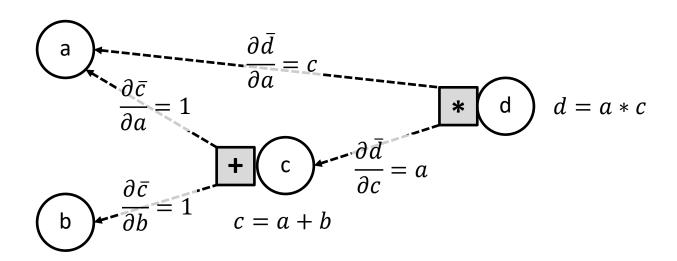


Local Derivatives

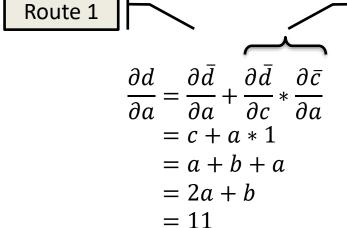


Automatic Differentiation (AutoGrad)





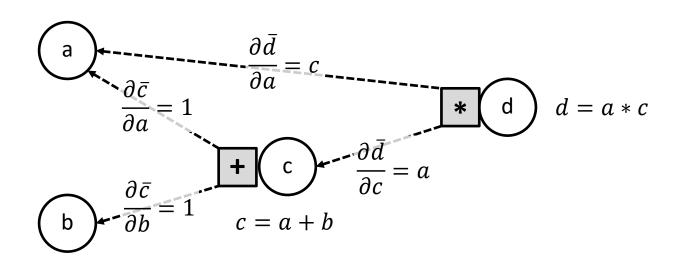
Automatic Differentiation (AutoGrad)



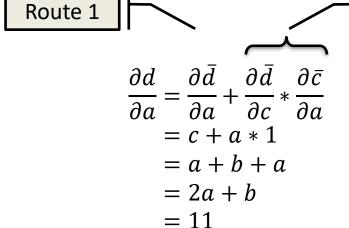
Route 2

To calculate **any** derivative using the computational graph:

- Multiply the edges of a route
- Add together the different routes that lead from the quantity to derive to the node of interest



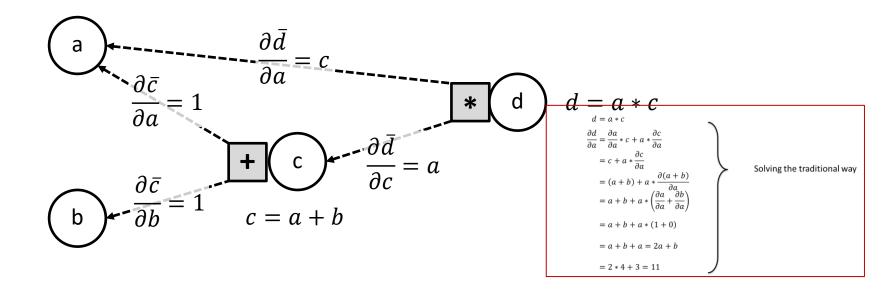
Automatic Differentiation (AutoGrad)



Route 2

To calculate **any** derivative using the computational graph:

- Multiply the edges of a route
- Add together the different routes that lead from the quantity to derive to the node of interest



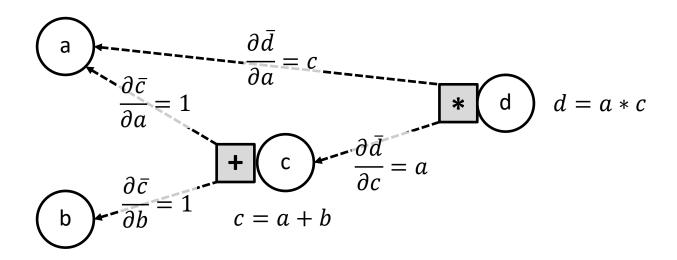
Automatic Differentiation (AutoGrad)

Q1: What is the derivative of d with respect to b?

Q2: What is the derivative of d with respect to c?

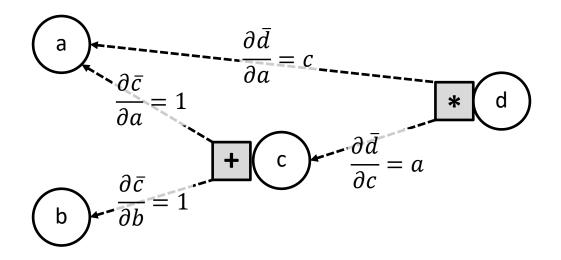
Q3: What is the derivative of c with respect to a?

- Multiply the edges of a route
- Add together the different routes that lead to the node



The backwards pass is the algorithmic implementation of the backpropagation process, that calculates the derivative of \boldsymbol{d} with respect to each node in the graph in a single pass

- Multiply the edges of a route
- Add together the different routes that lead to a node



The backwards pass is the algorithmic implementation of the backpropagation process, that calculates the derivative of \boldsymbol{d} with respect to each node in the graph in a single pass

- Multiply the edges of a route
- Add together the different routes that lead to a node

$$\frac{\partial d}{\partial a} = 0$$

$$\frac{\partial \bar{d}}{\partial a} = c$$

$$\frac{\partial \bar{c}}{\partial a} = 1$$

$$\frac{\partial \bar{d}}{\partial c} = a$$

$$\frac{\partial \bar{c}}{\partial b} = 1$$

$$\frac{\partial d}{\partial c} = 0$$

$$\frac{\partial d}{\partial c} = 0$$

The backwards pass is the algorithmic implementation of the backpropagation process, that calculates the derivative of \boldsymbol{d} with respect to each node in the graph in a single pass

- Multiply the edges of a route
- Add together the different routes that lead to a node

$$\frac{\partial d}{\partial a} = 0$$

$$\frac{\partial \bar{d}}{\partial a} = c$$

$$\frac{\partial \bar{c}}{\partial a} = 1$$

$$\frac{\partial \bar{d}}{\partial c} = a$$

$$\frac{\partial \bar{c}}{\partial b} = 1$$

$$\frac{\partial d}{\partial c} = 0$$

$$\frac{\partial d}{\partial c} = 0$$

The backwards pass is the algorithmic implementation of the backpropagation process, that calculates the derivative of \boldsymbol{d} with respect to each node in the graph in a single pass

- Multiply the edges of a route
- Add together the different routes that lead to a node

$$\frac{\partial d}{\partial a} = 0 + 1 * c$$

$$\frac{\partial \bar{d}}{\partial a} = c$$

$$\frac{\partial \bar{c}}{\partial a} = 1$$

$$\frac{\partial \bar{d}}{\partial c} = a$$

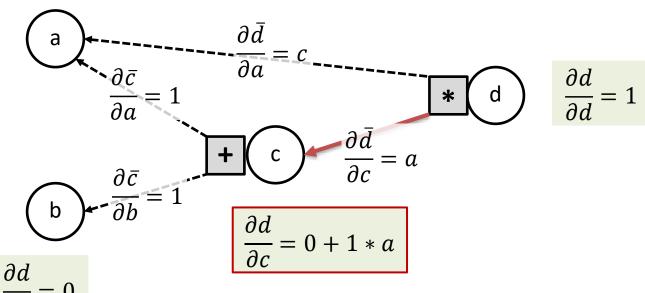
$$\frac{\partial \bar{d}}{\partial c} = 0$$

$$\frac{\partial d}{\partial c} = 0$$

The backwards pass is the algorithmic implementation of the backpropagation process, that calculates the derivative of \boldsymbol{d} with respect to each node in the graph in a single pass

- Multiply the edges of a route
- Add together the different routes that lead to a node

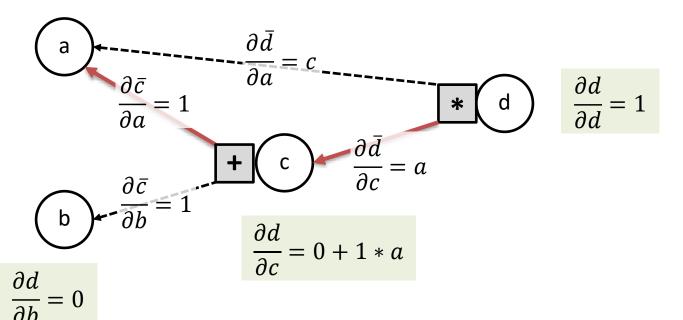
$$\frac{\partial d}{\partial a} = 0 + 1 * c$$



The backwards pass is the algorithmic implementation of the backpropagation process, that calculates the derivative of \boldsymbol{d} with respect to each node in the graph in a single pass

- Multiply the edges of a route
- Add together the different routes that lead to a node

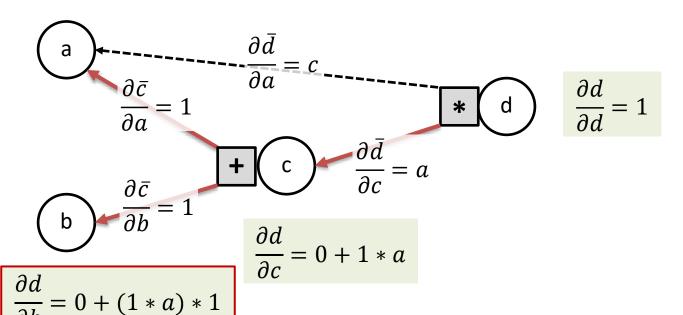
$$\frac{\partial d}{\partial a} = 0 + 1 * c + (1 * a) * 1$$



The backwards pass is the algorithmic implementation of the backpropagation process, that calculates the derivative of \boldsymbol{d} with respect to each node in the graph in a single pass

- Multiply the edges of a route
- Add together the different routes that lead to a node

$$\frac{\partial d}{\partial a} = 0 + 1 * c + (1 * a) * 1$$



The backwards pass is the algorithmic implementation of the backpropagation process, that calculates the derivative of \boldsymbol{d} with respect to each node in the graph in a single pass

- Multiply the edges of a route
- Add together the different routes that lead to a node

$$\frac{\partial \overline{d}}{\partial a} = c$$

$$\frac{\partial \overline{c}}{\partial a} = 1$$

$$\frac{\partial \overline{d}}{\partial a} = 1$$

$$\frac{\partial \overline{d}}{\partial c} = a$$

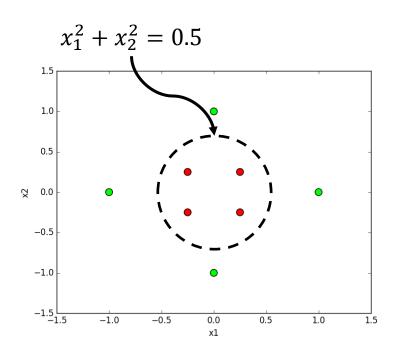
$$\frac{\partial \overline{d}}{\partial c} = a$$

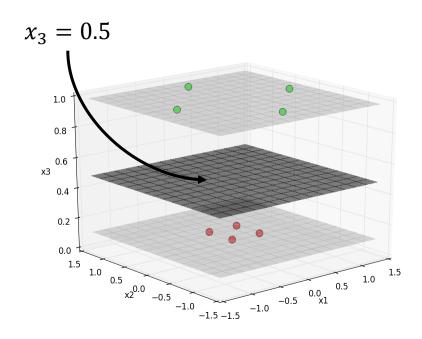
$$\frac{\partial \overline{d}}{\partial c} = a$$

Using our AutoGrad framework

LEARNING THE PARAMETERS OF COMPOSITE FUNCTIONS

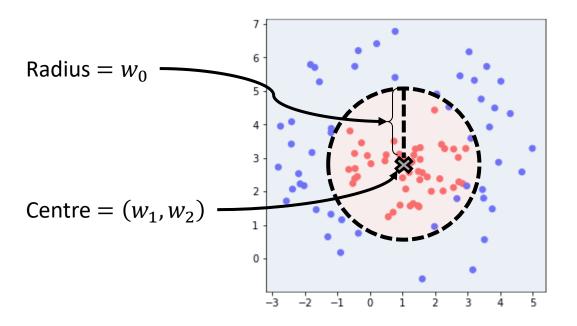
Non linear decision boundaries





$$(x_1, x_2) \rightarrow (x_1, x_2, x_3 = x_1^2 + x_2^2)$$

Example



We have some good intuition that we are looking for a closed decision boundary. We could try with a circle – but we have no prior knowledge of where the centre is, nor the radius. These are the parameters we are looking for.

$$z = (x_1 - w_1)^2 + (x_2 - w_2)^2 - w_0^2$$

Gradient Descent

Gradient descent works as usual, but in this case, you would have to calculate a complicated derivative, including the derivative of $\partial z/\partial w_i$

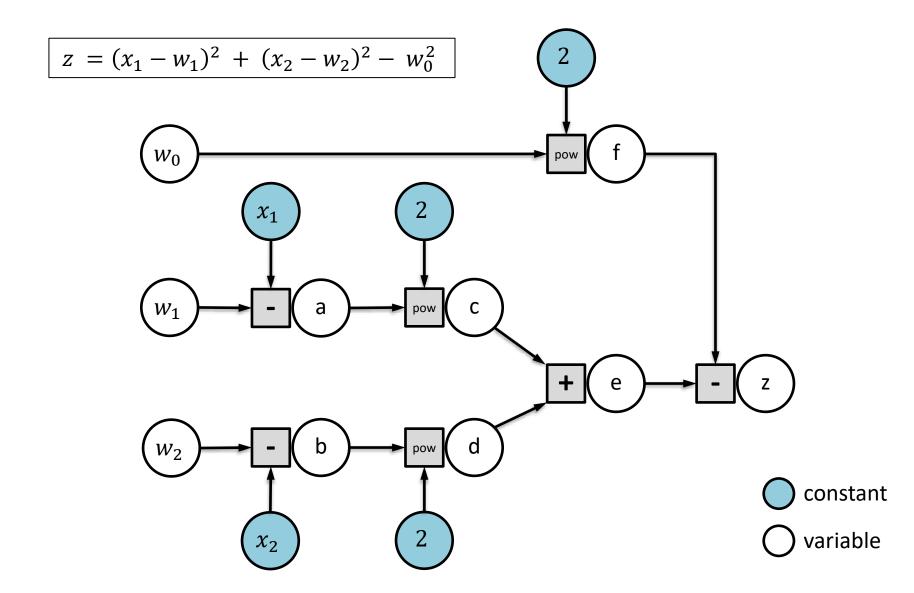
$$z = (x_1 - w_1)^2 + (x_2 - w_2)^2 - w_0^2$$

$$\frac{\partial z}{\partial w_0} = ? \frac{\partial z}{\partial w_1} = ? \frac{\partial z}{\partial w_2} = ?$$

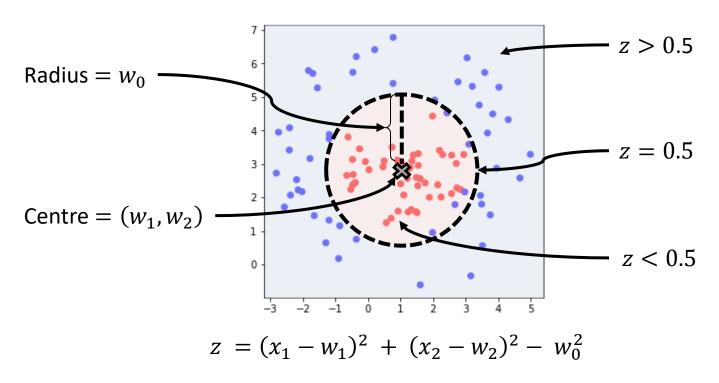
AutoGrad can calculate all these derivatives for us. Then we can use normal gradient descent:

$$w_i \leftrightarrow w_i - \alpha \frac{\partial E}{\partial w_i}$$

Computational Graph

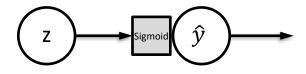


Activation Function (Sigmoid)

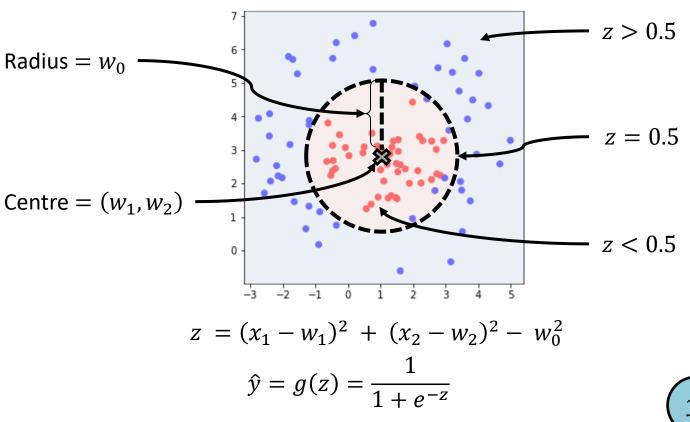


We would like wherever z>0.5 to classify as **class 1**, and wherever z<0.5 to classify as **class 0**. Hence, we apply a sigmoid on z.

$$\hat{y} = g(z) = \frac{1}{1 + e^{-z}}$$

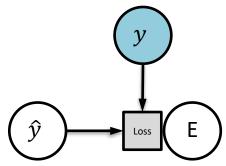


Loss (binary cross-entropy loss)

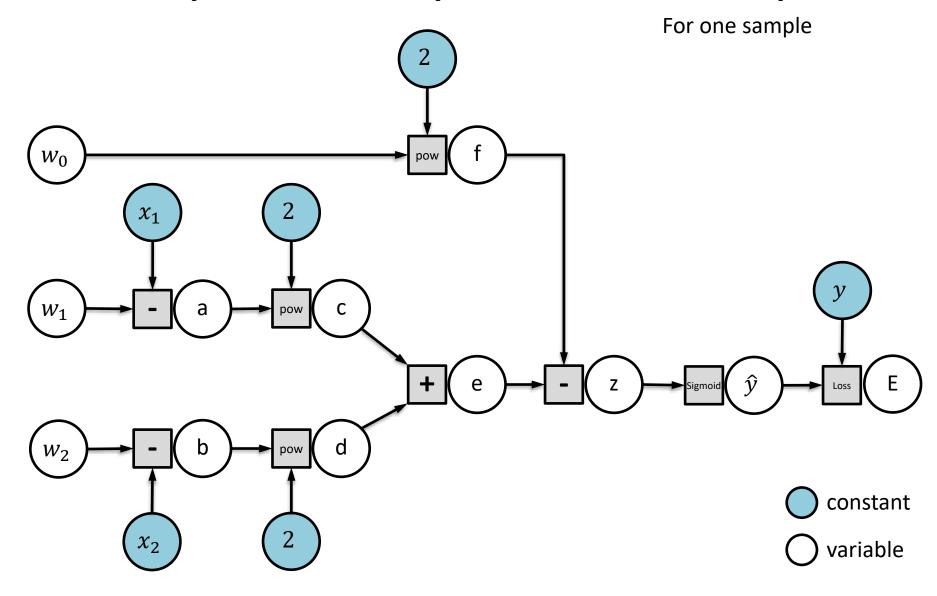


Finally, we would compare the output to the correct class using the cross-entropy loss we saw before:

$$Loss = -y \log(g(z)) - (1 - y) \log(1 - g(z))$$

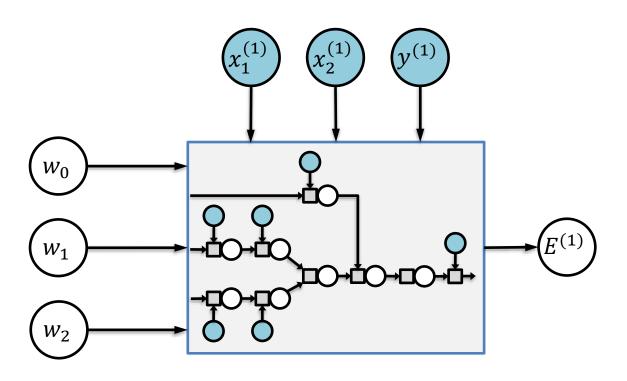


Complete Computational Graph



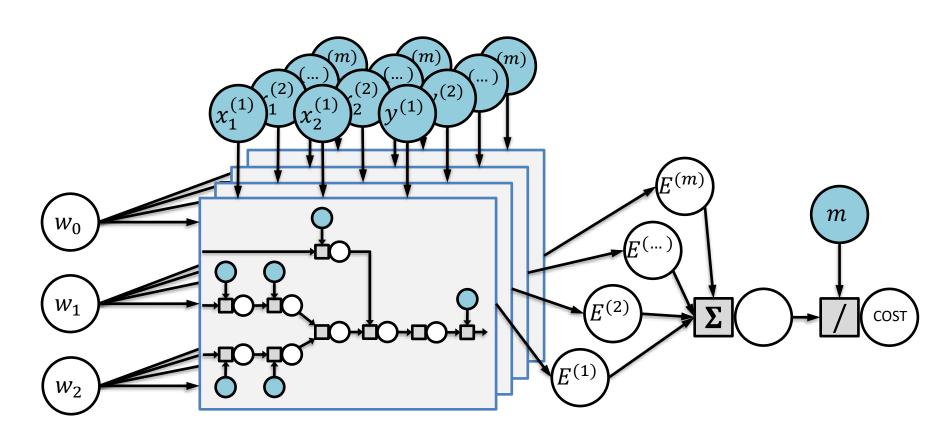
Complete Computational Graph

For one sample



Complete Computational Graph

Full batch of *m* samples



Gaining Efficiency

The derivative of the sum, equals the sum of derivatives... We can backpropagate errors for each sample individually, and accumulate the derivatives

Initialise gradients to zero

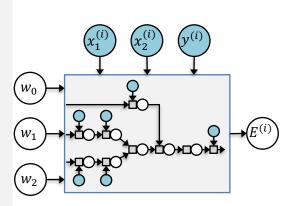
The backpropagated error for every point is accumulated to the derivative of each weight

Remember to divide by the number of samples when applying gradient descent

```
for epoch in range(1, 1000):
    w0.zeroGradient()
    w1.zeroGradient()
    w2.zeroGradient()

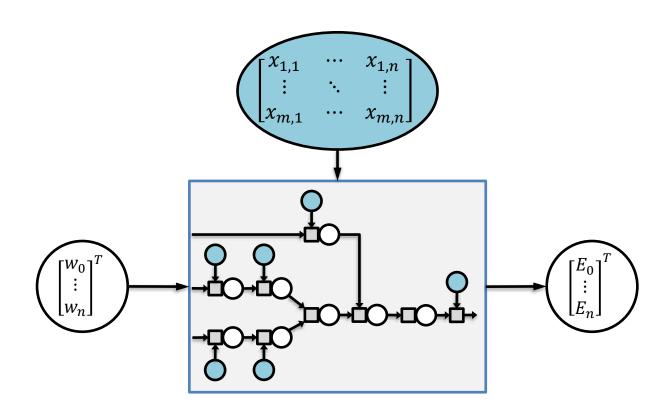
for x, y in trainingSamples:
    # Do forward pass
    # backpropagate error

w0 = w0 + learningRate * w0.grad/m
    w1 = w1 + learningRate * w1.grad/m
    w2 = w2 + learningRate * w2.grad/m
```



Gaining Efficiency

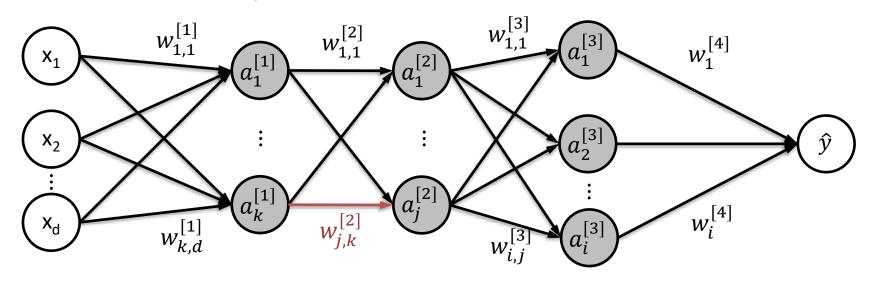
Vectorise data, and take advantage of the SIMD (Single Instruction, Multiple Data) capabilities of CPUs and GPUs



BACKPROPAGATION – TAKE TWO

Backpropagation Algorithm

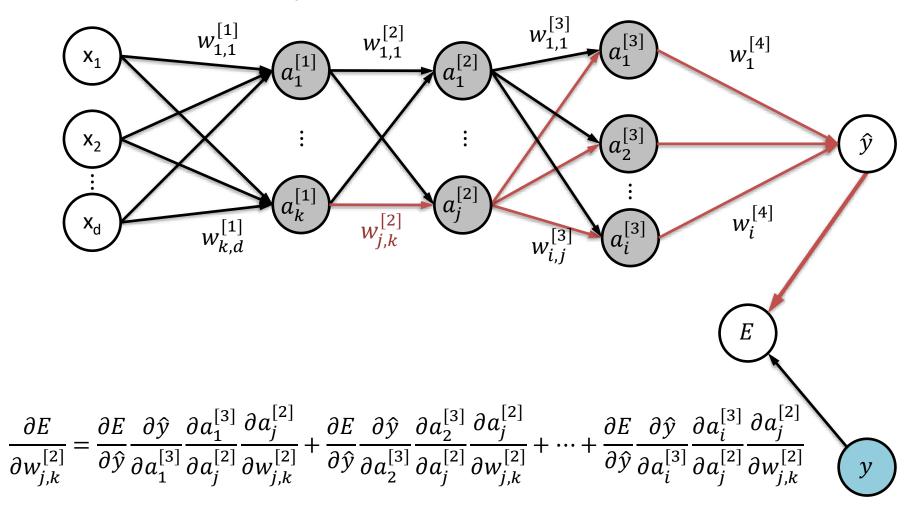
How should I change $w_{j,k}^{[2]}$?



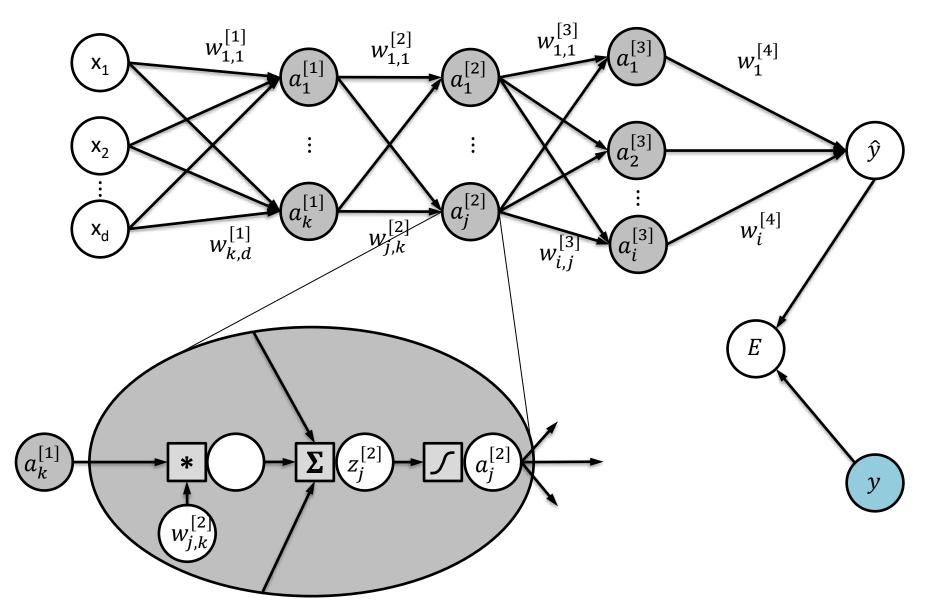
- 1. Receive new observation $\mathbf{x} = [x_1, x_2, ..., x_d]$ and target output y
- 2. Feed-forward: let the network calculate its output \hat{y}
- 3. Get the prediction \hat{y} and calculate the error (loss) e.g. $E = \frac{1}{2}(\hat{y} y)^2$
- 4. Back-propagate error: calculate how each of the weights contributed to this error

Backpropagation Algorithm

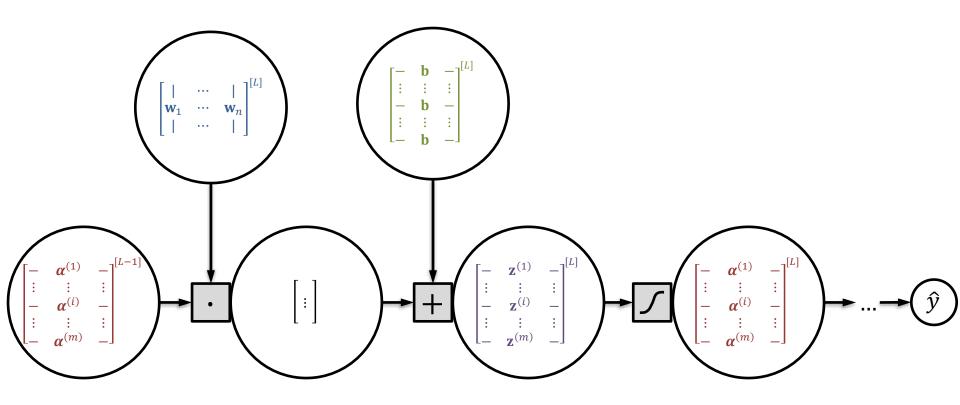
How should I change $w_{j,k}^{[2]}$?



Computation Graph of a NN



Computation Graph of a NN



In practice, all operations are vectorised and highly optimised to take advantage of the SIMD (Single Instruction, Multiple Data) capabilities of CPUs and GPUs

MATRIX DERIVATIVES

Derivatives with respect to a vector

Many times we need to calculate all the partial derivatives of a function whose input and output are both vectors.

For example, imagine the function $f: \mathbb{R}^3 \to \mathbb{R}^4$

$$y = f(x) = Wx$$

$$\mathbf{y} = \begin{bmatrix} y_1 \\ y_2 \\ y_3 \\ y_4 \end{bmatrix} = \begin{bmatrix} w_{1,1} & w_{1,2} & w_{1,3} \\ w_{2,1} & w_{2,2} & w_{2,3} \\ w_{3,1} & w_{3,2} & w_{3,3} \\ w_{4,1} & w_{4,2} & w_{4,3} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$$

$$\frac{d\mathbf{y}}{d\mathbf{x}} = ?$$

A full characterisation of the derivative of y with respect to x requires the partial derivative of each component of y with respect to each component of x

Derivatives with respect to a vector

A full characterisation of the derivative of **y** with respect to **x** requires the partial derivative of **each component of y** with respect to **each component of x**

$$\mathbf{y} = \begin{bmatrix} y_1 \\ y_2 \\ y_3 \\ y_4 \end{bmatrix} = \begin{bmatrix} w_{1,1} & w_{1,2} & w_{1,3} \\ w_{2,1} & w_{2,2} & w_{2,3} \\ w_{3,1} & w_{3,2} & w_{3,3} \\ w_{4,1} & w_{4,2} & w_{4,3} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$$

Let's compute one of these, e.g. the derivative of y_2 to x_3

$$y_2 = \sum_{j=1}^{3} w_{2,j} x_j$$

$$y_2 = w_{2,1} x_1 + w_{2,2} x_2 + w_{2,3} x_3$$

$$\frac{\partial y_2}{\partial x_3} = \frac{\partial}{\partial x_3} \left[w_{2,1} x_1 + w_{2,2} x_2 + w_{2,3} x_3 \right]$$

$$\frac{\partial y_2}{\partial x_3} = 0 + 0 + \frac{\partial}{\partial x_3} [w_{2,3} x_3]$$

$$\frac{\partial y_2}{\partial x_3} = w_{2,3}$$

In general:
$$\frac{\partial y_i}{\partial x_i} = w_{i,j}$$

Jacobian Matrix

We can organise all these partial derivatives into a new matrix called the Jacobian matrix.

$$y = Wx$$

$$\mathbf{y} = \begin{bmatrix} y_1 \\ y_2 \\ y_3 \\ y_4 \end{bmatrix} = \begin{bmatrix} w_{1,1} & w_{1,2} & w_{1,3} \\ w_{2,1} & w_{2,2} & w_{2,3} \\ w_{3,1} & w_{3,2} & w_{3,3} \\ w_{4,1} & w_{4,2} & w_{4,3} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$$

In this case the Jacobian matrix would be:

$$J = \begin{bmatrix} \frac{\partial y_1}{\partial x_1} & \frac{\partial y_1}{\partial x_2} & \frac{\partial y_1}{\partial x_3} \\ \frac{\partial y_2}{\partial x_1} & \frac{\partial y_2}{\partial x_2} & \frac{\partial y_2}{\partial x_3} \\ \frac{\partial y_3}{\partial x_1} & \frac{\partial y_3}{\partial x_2} & \frac{\partial y_3}{\partial x_3} \\ \frac{\partial y_4}{\partial x_1} & \frac{\partial y_4}{\partial x_2} & \frac{\partial y_4}{\partial x_3} \end{bmatrix} = \begin{bmatrix} w_{1,1} & w_{1,2} & w_{1,3} \\ w_{2,1} & w_{2,2} & w_{2,3} \\ w_{3,1} & w_{3,2} & w_{3,3} \\ w_{4,1} & w_{4,2} & w_{4,3} \end{bmatrix}$$

$$\frac{d\mathbf{y}}{d\mathbf{x}} = \mathbf{J}_{\mathbf{y}}(\mathbf{x}) = \mathbf{W}$$

Jacobian Matrix

In general, for every function $f: \mathbb{R}^m \to \mathbb{R}^n$, the Jacobian matrix $J \in \mathbb{R}^{n \times m}$ of f is defined such that $J_{i,j} = \frac{\partial f(\mathbf{x})_i}{\partial x_j}$

For a function $f: \mathbb{R}^3 \to \mathbb{R}^4$

The Jacobian matrix would be

$$J_{f}(\mathbf{x}) = \begin{bmatrix} \frac{\partial f(\mathbf{x})_{1}}{\partial x_{1}} & \frac{\partial f(\mathbf{x})_{1}}{\partial x_{2}} & \frac{\partial f(\mathbf{x})_{1}}{\partial x_{3}} \\ \frac{\partial f(\mathbf{x})_{2}}{\partial x_{1}} & \frac{\partial f(\mathbf{x})_{2}}{\partial x_{2}} & \frac{\partial f(\mathbf{x})_{2}}{\partial x_{3}} \\ \frac{\partial f(\mathbf{x})_{3}}{\partial x_{1}} & \frac{\partial f(\mathbf{x})_{3}}{\partial x_{2}} & \frac{\partial f(\mathbf{x})_{3}}{\partial x_{3}} \\ \frac{\partial f(\mathbf{x})_{4}}{\partial x_{1}} & \frac{\partial f(\mathbf{x})_{4}}{\partial x_{2}} & \frac{\partial f(\mathbf{x})_{4}}{\partial x_{3}} \end{bmatrix}$$

Always be careful with the numerator and denominator layout notation when doing matrix calculus!

What about row vectors?

$$\mathbf{y} = \mathbf{f}(\mathbf{x}) = \mathbf{W}\mathbf{x}$$

$$\mathbf{y} = \begin{bmatrix} y_1 \\ y_2 \\ y_3 \\ y_4 \end{bmatrix} = \begin{bmatrix} w_{1,1} & w_{1,2} & w_{1,3} \\ w_{2,1} & w_{2,2} & w_{2,3} \\ w_{3,1} & w_{3,2} & w_{3,3} \\ w_{4,1} & w_{4,2} & w_{4,3} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$$

$$y = xW$$

$$[y_1 \quad y_2 \quad y_3 \quad y_4] = \begin{bmatrix} x_1 & x_2 & x_3 \end{bmatrix} \begin{bmatrix} w_{1,1} & w_{1,2} & w_{1,3} & w_{1,4} \\ w_{2,1} & w_{2,2} & w_{2,3} & w_{2,4} \\ w_{3,1} & w_{3,2} & w_{3,3} & w_{3,4} \end{bmatrix}$$

$$\frac{d\mathbf{y}}{d\mathbf{x}} = ?$$

Work this out at home. You should be able to show that the derivative (Jacobian) in this case is also equal to ${\bf W}$

Dealing with more than two dimensions

Convert to the row equivalent

Let's consider now the problem of computing the derivative with respect to the matrix \mathbf{W} $_{(4\times1)}$ $_{(4\times3)}$ $_{(3\times1)}$

$$\mathbf{y} = \mathbf{W}\mathbf{x} \qquad \qquad \mathbf{y} = \begin{bmatrix} y_1 \\ y_2 \\ y_3 \\ y_4 \end{bmatrix} = \begin{bmatrix} w_{1,1} & w_{1,2} & w_{1,3} \\ w_{2,1} & w_{2,2} & w_{2,3} \\ w_{3,1} & w_{3,2} & w_{3,3} \\ w_{4,1} & w_{4,2} & w_{4,3} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$$

$$\frac{d\mathbf{y}}{d\mathbf{W}}=?$$
 Let's define a 3D tensor **T**, with elements: $t_{i,j,k}=\frac{\partial y_i}{\partial w_{k,j}}$

A full characterisation of the derivative of **y** with respect to **W** requires the partial derivative of **each component of y** with respect to **each component of W**

$$\begin{bmatrix} \frac{\partial y_{1}}{\partial w_{4}} \frac{\partial y_{1}}{\partial w_{4}} \frac{\partial y_{1}}{\partial w_{4}} \frac{\partial y_{1}}{\partial w_{1}} \frac{\partial y_{1}}{\partial w_{4,3}} \\ \frac{\partial y_{1}}{\partial w_{2}} \frac{\partial y_{1}}{\partial w_{1}} \frac{\partial y_{2}}{\partial w_{2}} \frac{\partial y_{1}}{\partial w_{1,3}} \frac{\partial y_{2}}{\partial w_{2}} \frac{\partial y_{2}}{\partial w_{2,3}} \frac{\partial y_{2}}{\partial w_{2,3}} \frac{\partial y_{2}}{\partial w_{4,3}} \\ \frac{\partial y_{2}}{\partial w_{2}} \frac{\partial y_{2}}{\partial w_{2}} \frac{\partial y_{2}}{\partial w_{2}} \frac{\partial y_{2}}{\partial w_{2,3}} \frac{\partial y_{2}}{\partial w_{3,3}} \frac{\partial y_{3}}{\partial w_{4,3}} \frac{\partial y_{3}}{\partial w_{4,3}} \frac{\partial y_{3}}{\partial w_{4,3}} \frac{\partial y_{4}}{\partial w$$

Dealing with more than two dimensions

the row equivalent

Same as before, let's compute just one of these components, e.g. the derivative of y_2 to $w_{1.3}$

$$y_2 = \sum_{j=1}^{3} w_{2,j} x_j$$

$$y_2 = w_{2,1} x_1 + w_{2,2} x_2 + w_{2,3} x_3$$

$$\frac{\partial y_2}{\partial w_{1,3}} = \frac{\partial}{\partial w_{1,3}} \left[w_{2,1} x_1 + w_{2,2} x_2 + w_{2,3} x_3 \right]$$

$$\frac{\partial y_2}{\partial w_{1,3}} = 0$$

The only derivatives y_2 that are non-zero are the ones involving the second column of \mathbf{W} , the elements: $w_{i,2}$

For example:

In general:

$$\frac{\partial y_2}{\partial w_{2,3}} = \frac{\partial}{\partial w_{2,3}} \left[w_{2,1} x_1 + w_{2,2} x_2 + w_{2,3} x_3 \right] = x_3$$

$$\frac{\partial y_i}{\partial w_{i,j}} = x_j$$

Dealing with more than two dimensions

the row

Most elements will be zero, except for the elements for which i = k.

$$t_{i,j,k} = \begin{cases} x_j & \text{, if } i = k \\ 0 & \text{, otherwise} \end{cases}$$

$$\begin{bmatrix} \frac{\partial y_1}{\partial y_1} & \frac{\partial y_1}{\partial y_2} & \frac{\partial y_1}{\partial y_3} & \frac{\partial y_1}{\partial y_4} \\ \frac{\partial y_1}{\partial y_2} & \frac{\partial y_1}{\partial y_2} & \frac{\partial y_1}{\partial y_2} & \frac{\partial y_1}{\partial y_3} & \frac{\partial y_2}{\partial y_2} \\ \frac{\partial y_2}{\partial w_{1,1}} & \frac{\partial y_2}{\partial w_{1,2}} & \frac{\partial y_2}{\partial w_{1,3}} & \frac{\partial y_2}{\partial y_2} & \frac{\partial y_2}{\partial w_{1,3}} & \frac{\partial y_2}{\partial y_3} & \frac{\partial y_3}{\partial y_3} & \frac{\partial y_3}{\partial y_3} & \frac{\partial y_3}{\partial y_4} & \frac{\partial y_4}{\partial y_4} & \frac{\partial y_4}{\partial$$

If $y_{i,:}$ is the i^{th} element of \mathbf{y} and $W_{i,:}$ is the i^{th} row of \mathbf{W} then

$$\frac{\partial y_i}{\partial W_{i,:}} = \mathbf{x}$$

All the non-trivial portion of this tensor can be stored in a compact way in a 2D matrix

Multiple data points

Let's now use multiple row-vector samples $x^{(i)}$, stacked together to form a matrix \mathbf{X} .

$$Y = XW$$

If $Y_{i,:}$ is the i^{th} row of **Y** and $X_{i,:}$ is the i^{th} row of **X** it is easy to show that

$$\frac{\partial Y_{i,:}}{\partial X_{i,:}} = \mathbf{W}$$

Work this out at home

and
$$\frac{\partial Y_{i,:}}{\partial X_{i,:}} = ?$$
 if $i \neq j$

The chain rule

$$y = VWx$$

$$\frac{\mathrm{d}\mathbf{y}}{\mathrm{d}\mathbf{x}} = \mathbf{V}\mathbf{W}$$

$$z = Wx$$

$$\frac{\mathrm{d} z}{\mathrm{d} x} = W$$

$$y = Vz$$

$$\frac{\mathrm{d}\mathbf{y}}{\mathrm{d}\mathbf{z}} = \mathbf{V}$$

$$\frac{\mathrm{d}\mathbf{y}}{\mathrm{d}\mathbf{x}} = \frac{\mathrm{d}\mathbf{y}}{\mathrm{d}\mathbf{z}} \frac{\mathrm{d}\mathbf{z}}{\mathrm{d}\mathbf{x}} = \mathbf{V}\mathbf{W}$$

"Vector, Matrix, and Tensor Derivatives", Erik Learned-Miller http://cs231n.stanford.edu/vecDerivs.pdf

```
import torch
                                         Pytorch made easy
# N is batch size; D_in is input dimension; H is hidden dimension; D_out is output dimension.
dtype = torch.float
device = torch.device("cpu")
N, D in, H, D out = 64, 1000, 100, 10
# Create random Tensors to hold input and outputs.
# Setting requires_grad=False indicates that we do not need to compute gradients with respect to these Tensors during the backward pass.
x = torch.randn(N, D in, device=device, dtype= torch.float)
y = torch.randn(N, D out, device=device, dtype= torch.float)
# Create random Tensors for weights. Setting requires grad=True indicates that we want to compute gradients with respect to these Tensors during the backward pass.
w1 = torch.randn(D in, H, device=device, dtype= torch.float, requires grad=True)
w2 = torch.randn(H, D out, device=device, dtype= torch.float, requires grad=True)
learning rate = 1e-6
for t in (500):
   # Forward pass: compute predicted y using operations on Tensors; these are exactly the same operations we used to compute the forward pass using Tensors, but
   # we do not need to keep references to intermediate values since we are not implementing the backward pass by hand.
   y pred = x.mm(w1).clamp(min=0).mm(w2)
   # Compute and print loss using operations on Tensors. Now loss is a Tensor of shape (1,), loss.item() gets the scalar value held in the loss.
   loss = (y pred - y).pow(2).sum()
   # Use autograd to compute the backward pass. This call will compute the gradient of loss with respect to all Tensors with requires grad=True. After this call
   # w1.grad and w2.grad will be Tensors holding the gradient of the loss with respect to w1 and w2 respectively.
   loss.backward()
   # Manually update weights using gradient descent. Wrap in torch.no_grad() because weights have requires grad=True, but we don't need to track this in autograd.
   with torch.no grad():
        w1 -= learning rate * w1.grad
        w2 -= learning rate * w2.grad
        # Manually zero the gradients after updating weights
```

w1.grad.zero_()
w2.grad.zero ()

Summary

- Backpropagation computes the gradient of the loss function with respect to the weights of the network for a single input—output example
- Auto Differentiation (AutoGrad) is at the core of modern deep learning frameworks, and enables efficient backpropagation schemes
 - Single pass process to calculate all needed derivatives
 - The key is that the process is always local (children nodes to parent nodes)
 - Scalable: we only need to compute stuff once, for all variables
 - Flexible: we can define new models easily (usually transparent from the end user)
 - Vectorizable: use matrix calculus

Still Not A Learning algorithm

- We know how to compute error derivatives for every weight on a single training point
- We got an idea about how to extend this for a whole batch of points
- We still need to see
 - Loss functions: How to measure our error? This depends on the task we want to solve.
 - Activation functions: What kind of neurons are there (neurons are defined by their integration and activation functions)?
 - Architectures: How to combine neurons together to build meaningful models?
 - Optimisation: Is batch gradient descent the best way to use these error derivatives to discover a good set of weights?
 - Regularisation: How do we make sure we do not overfit?
 - Initialisation: Where do we start our search?

More Information

- Some material on these slides has been adapted from various sources including the following highly recommended ones:
 - Andrew Ng's Machine Learning Course, Coursera https://www.coursera.org/course/ml
 - Andrew Ng's Deep Learning Specialization, Coursera https://www.coursera.org/specializations/deep-learning
 - Victor Lavrenko's Machine Learning Course
 https://www.youtube.com/channel/UCs7alOMRnxhzfKAJ4JjZ7Wg
 - Fei Fei Li and Andrej Karpathy's Convolutional Neural Networks for Visual Recognition http://cs231n.stanford.edu/
 - Geoff Hinton's Neural Networks for Machine Learning, Coursera https://www.coursera.org/learn/neural-networks
 - Luis Serrano's introductory videos
 https://www.youtube.com/channel/UCgBncpylJ1kiVaPyP-PZauQ