

An abstract 3D composition featuring several geometric shapes: a large brown cube in the center, a smaller blue cube above it, a dark blue cube below it, and a dark blue cylinder to the left. Two bright yellow circles are positioned near the central cube. The background is a dark blue gradient with a subtle light reflection on the ground.

BACK PROPAGATION

9기 정주영

- 1 오차역전파법의 의미와 용도
- 2 계산그래프와 오차역전법
- 3 계산그래프로 나타내는 Layer



Part 1 오차역전파법의 의미와 용도

- 오차역전파법(Back-propagation)이란?
- 다층 신경망 학습에 사용되는 통계적 기법으로 출력층에서 발생한 결과를 입력층 방향으로 전송하면서 오차의 수정을 통해 가중치를 재설정하는 과정을 말한다.

전제

신경망에는 적응 가능한 가중치와 편향이 있고, 이 가중치와 편향을 훈련 데이터에 적응하도록 조정하는 과정을 '학습'이라 합니다. 신경망 학습은 다음과 같이 4단계로 수행합니다.

1단계 - 미니배치

훈련 데이터 중 일부를 무작위로 가져옵니다. 이렇게 선별한 데이터를 미니배치라 하며, 그 미니배치의 손실 함수 값을 줄이는 것이 목표입니다.

2단계 - 기울기 산출

미니배치의 손실 함수 값을 줄이기 위해 각 가중치 매개변수의 기울기를 구합니다. 기울기는 손실 함수의 값을 가장 작게 하는 방향을 제시합니다.

3단계 - 매개변수 갱신

가중치 매개변수를 기울기 방향으로 아주 조금 갱신합니다.

4단계 - 반복

1~3단계를 반복합니다.

수치미분

오차역전파법

Part 1

Back Propagation Reason to use

	장점	단점
수치미분법	만들기 쉬움	느림
오차역전파법	만들기 복잡함	빠름

```
[18] grad_numerical = network.numerical_gradient(x_batch, t_batch)
✓ 11.1s

[19] grad_backprop = network.gradient(x_batch, t_batch)
✓ 0.2s
```

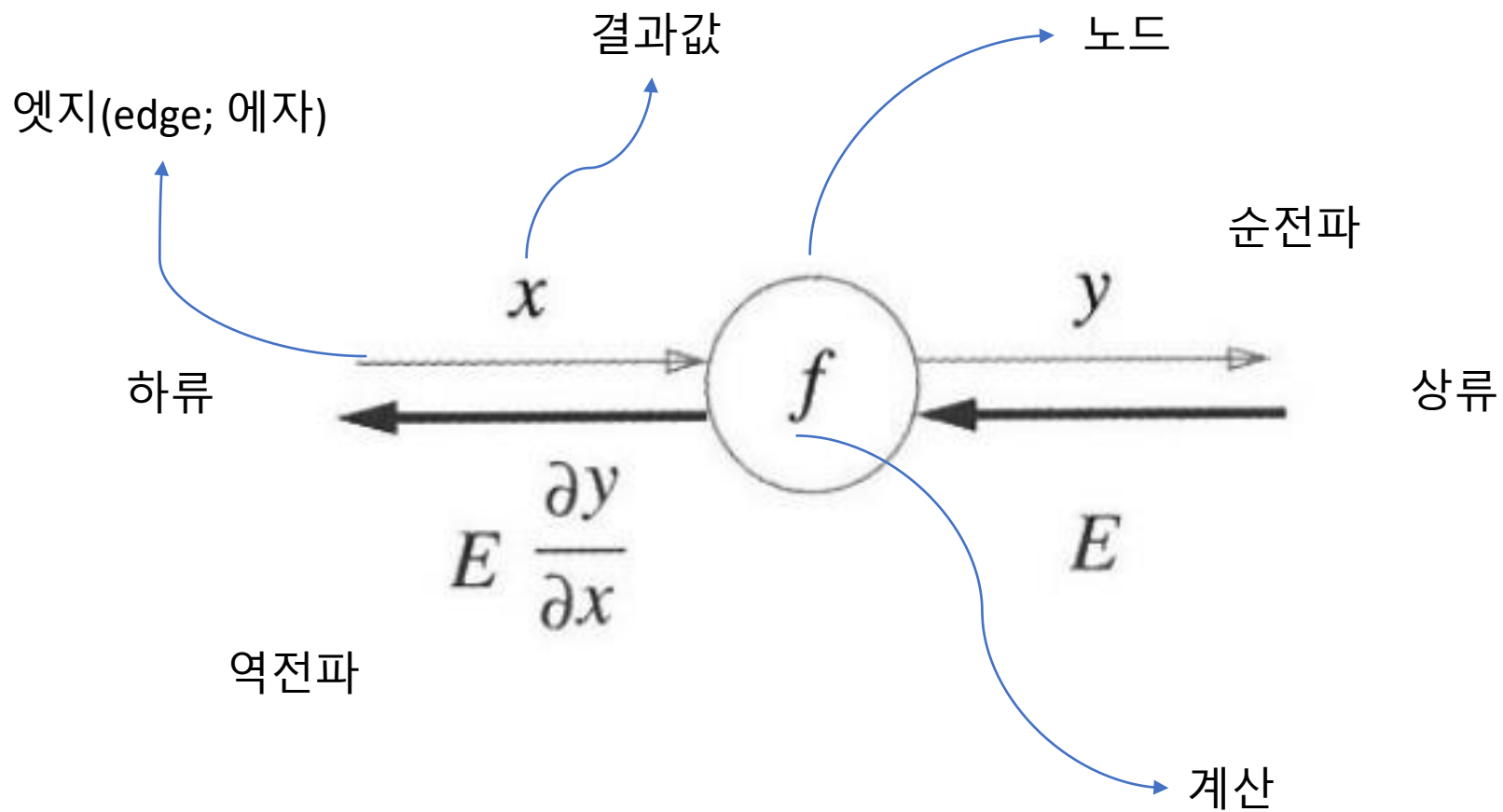
Efficient!

Part 2 계산그래프로 설명하는 오차 역전파법

Part 2

Back Propagation

How to calculate via graph

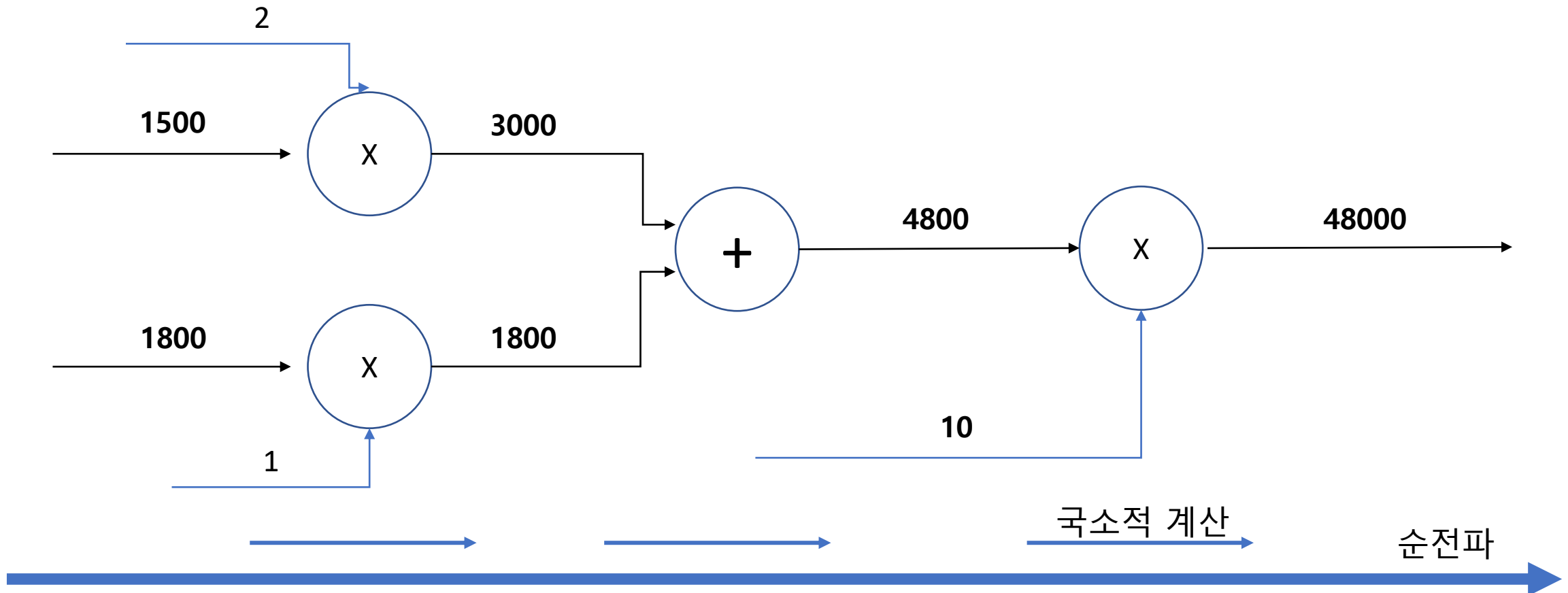


Part 2

Back Propagation

How to calculate via graph – Quiz!

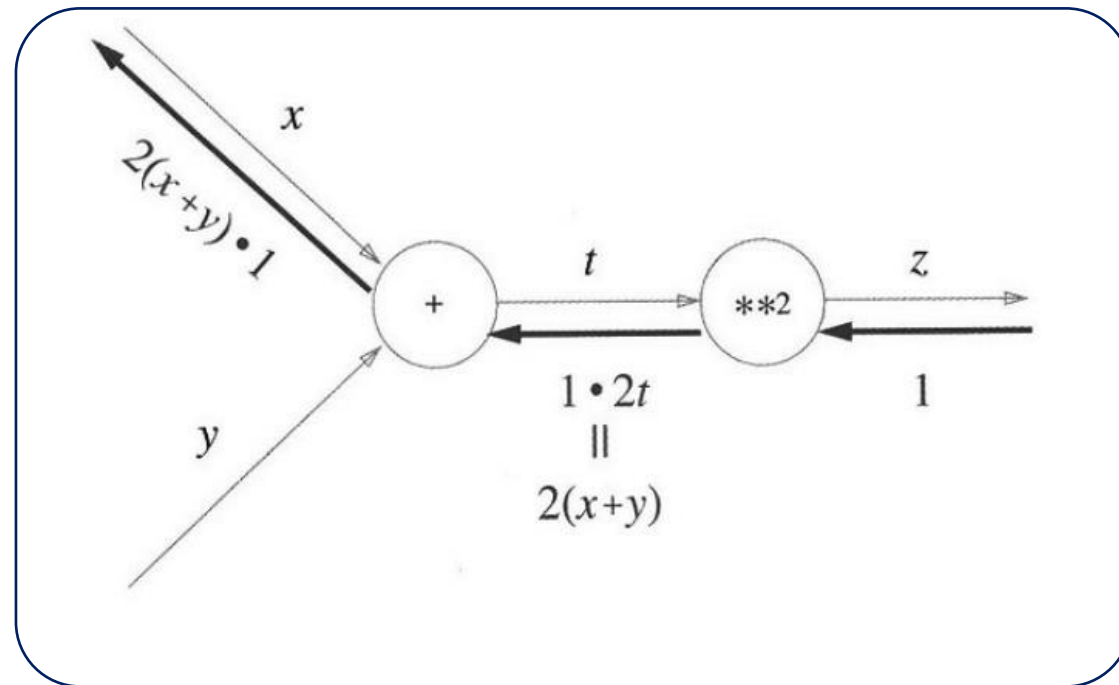
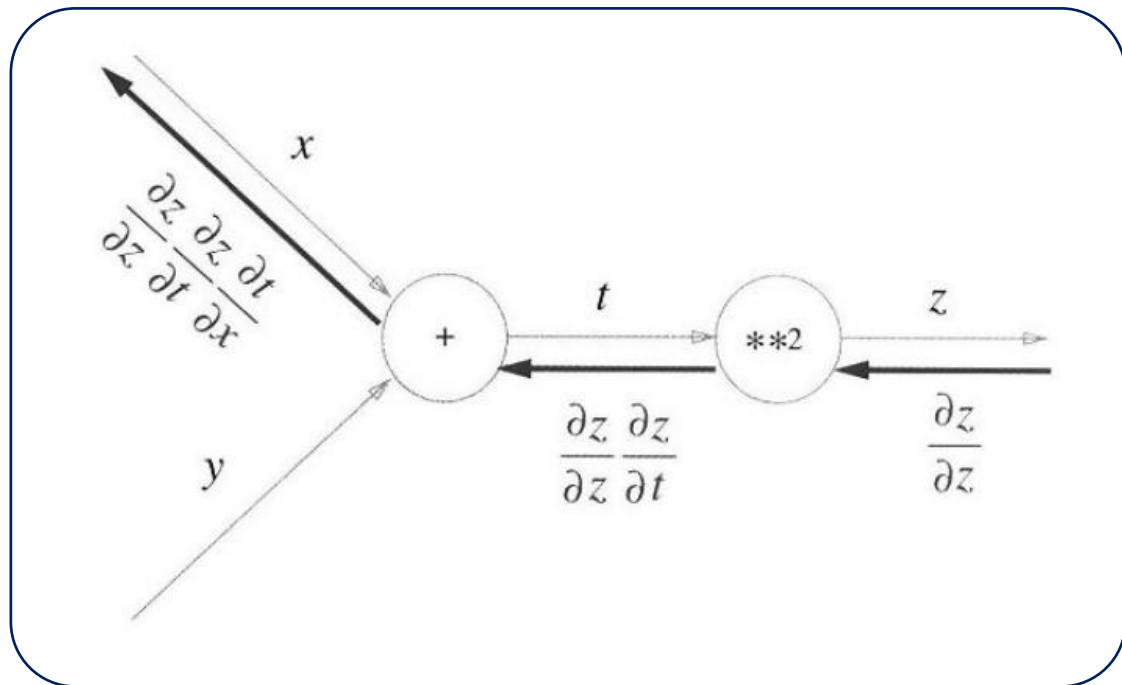
문제 : DSL 학회원 1명은 MT에서 물 2병과 주스 1병을 소비합니다.
물은 1병에 1500원, 주스는 1에 1800원이라고 합니다. MT를 가는 학회원 10명이라면 음료 구매비는 총 얼마일까요?



Part 2

Back Propagation

How to calculate via graph

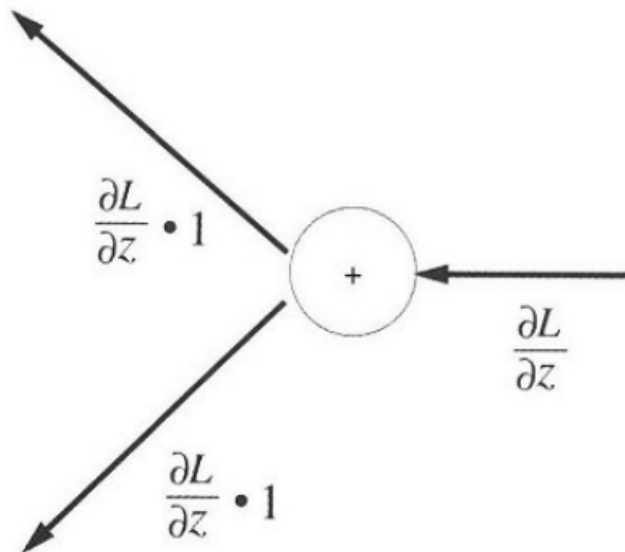
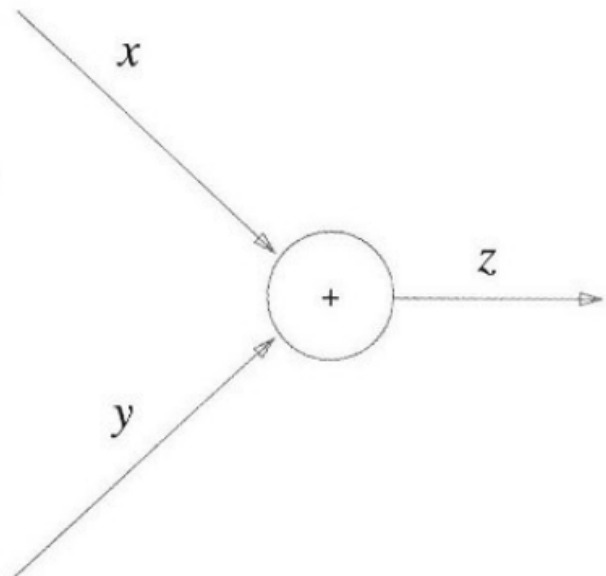


$$z = t^2$$
$$t = x + y$$
$$\frac{\partial z}{\partial x} = \frac{\partial z}{\partial t} \frac{\partial t}{\partial x}$$

Part 2

Back Propagation

How to calculate via graph – Node for addition



$$z = x + y$$

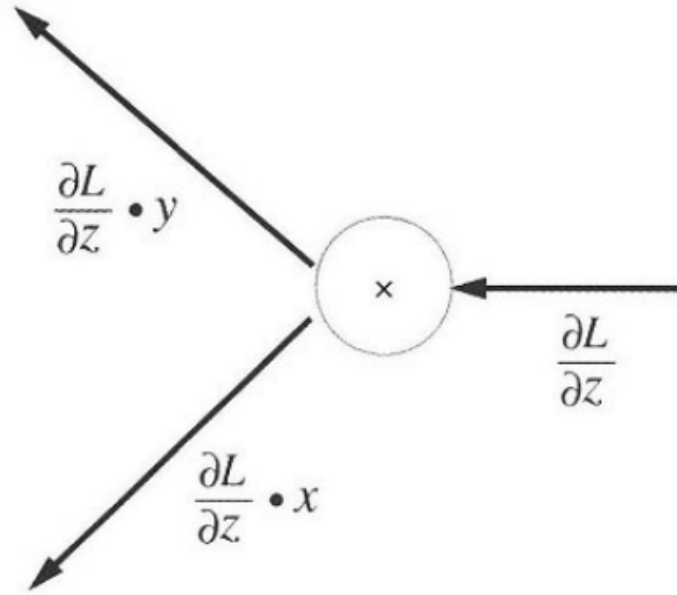
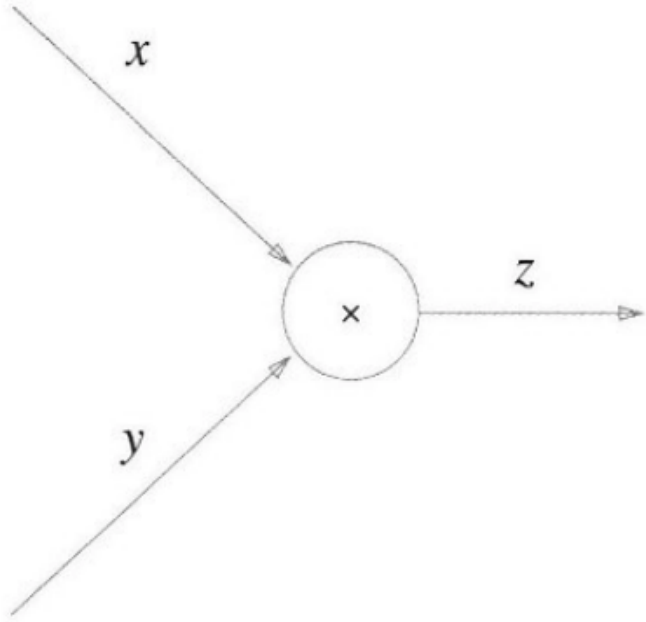
$$\frac{\partial z}{\partial x} = 1 \quad \frac{\partial z}{\partial y} = 1$$

=> 덧셈 노드의 역전파는 입력값을 그대로 흘려넣는다!

Part 2

Back Propagation

How to calculate via graph – Node for multiplication



$$z = x * y$$

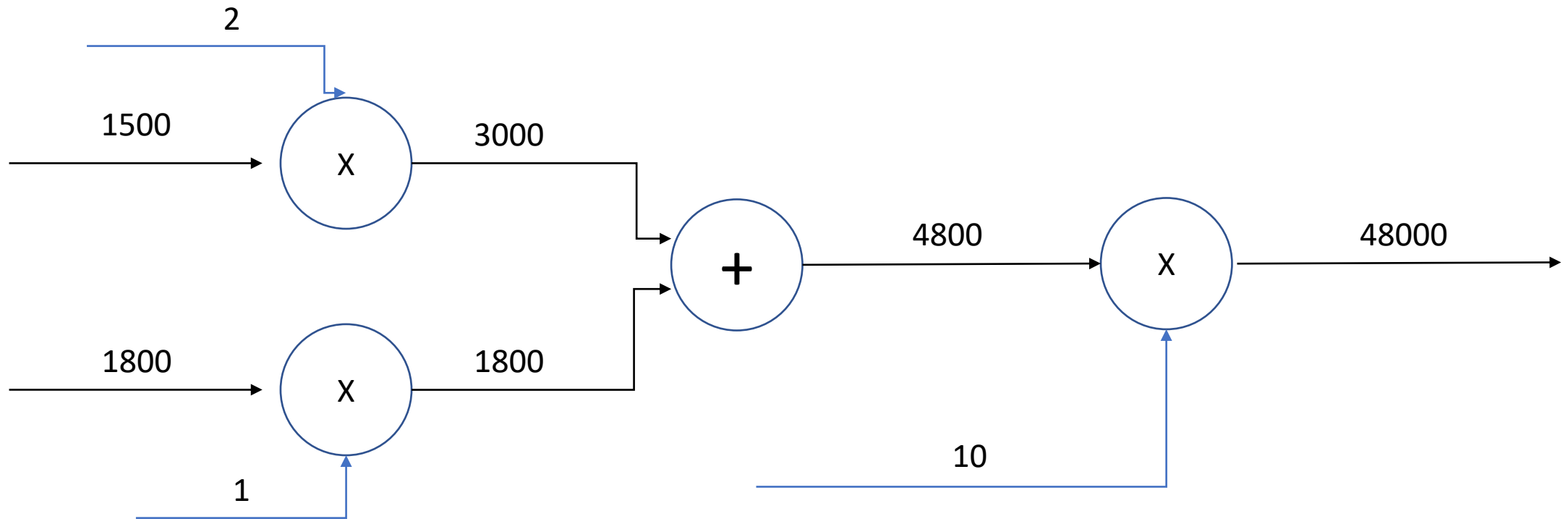
$$\frac{\partial z}{\partial x} = y \quad \frac{\partial z}{\partial y} = x$$

=> 곱셈노드의 역전파는 상류값에 순전파 때의 입력신호를 '서로 바꾼 값'을 곱하여 하류로 보낸다!

Part 2

Back Propagation

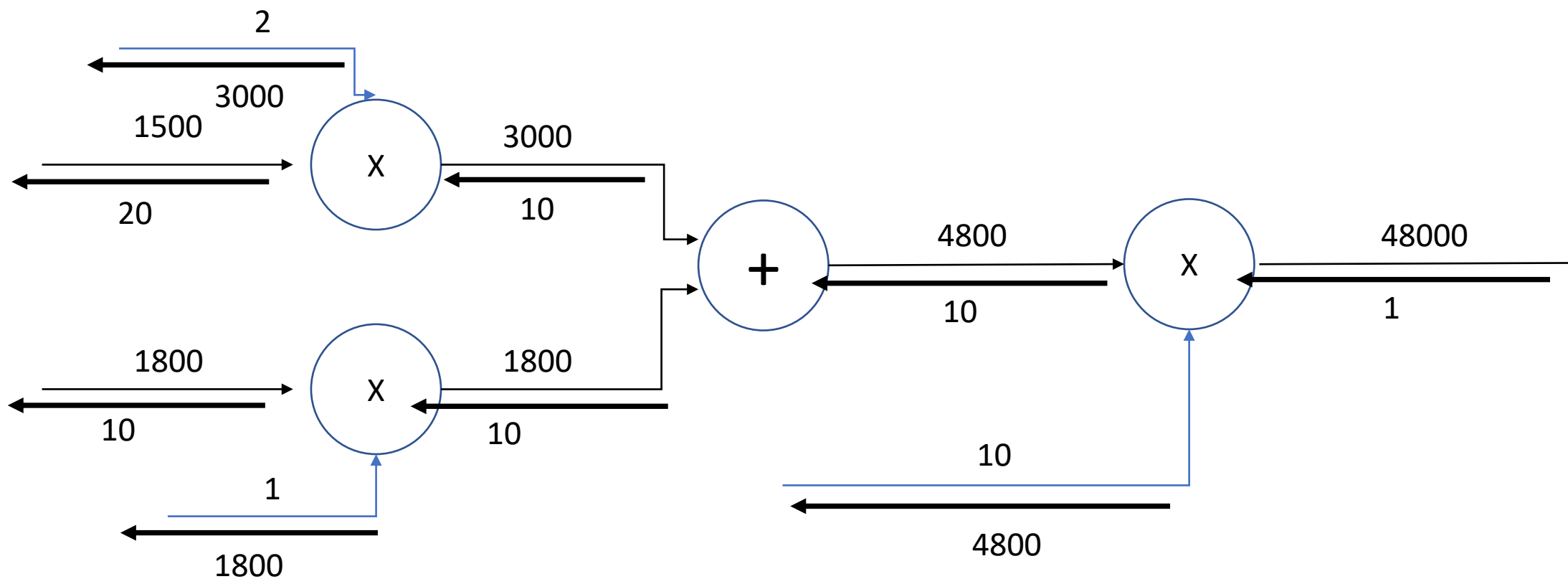
How to calculate via graph



Part 2

Back Propagation

How to calculate via graph



Back Propagation

How to calculate via graph

```
class MulLayer:
    def __init__(self):
        self.x = None
        self.y = None

    def forward(self, x, y):
        self.x = x
        self.y = y
        out = x * y

        return out

    def backward(self, dout):
        dx = dout * self.y # x와 y를 바꾼다.
        dy = dout * self.x

        return dx, dy
```

```
class AddLayer:
    def __init__(self):
        pass

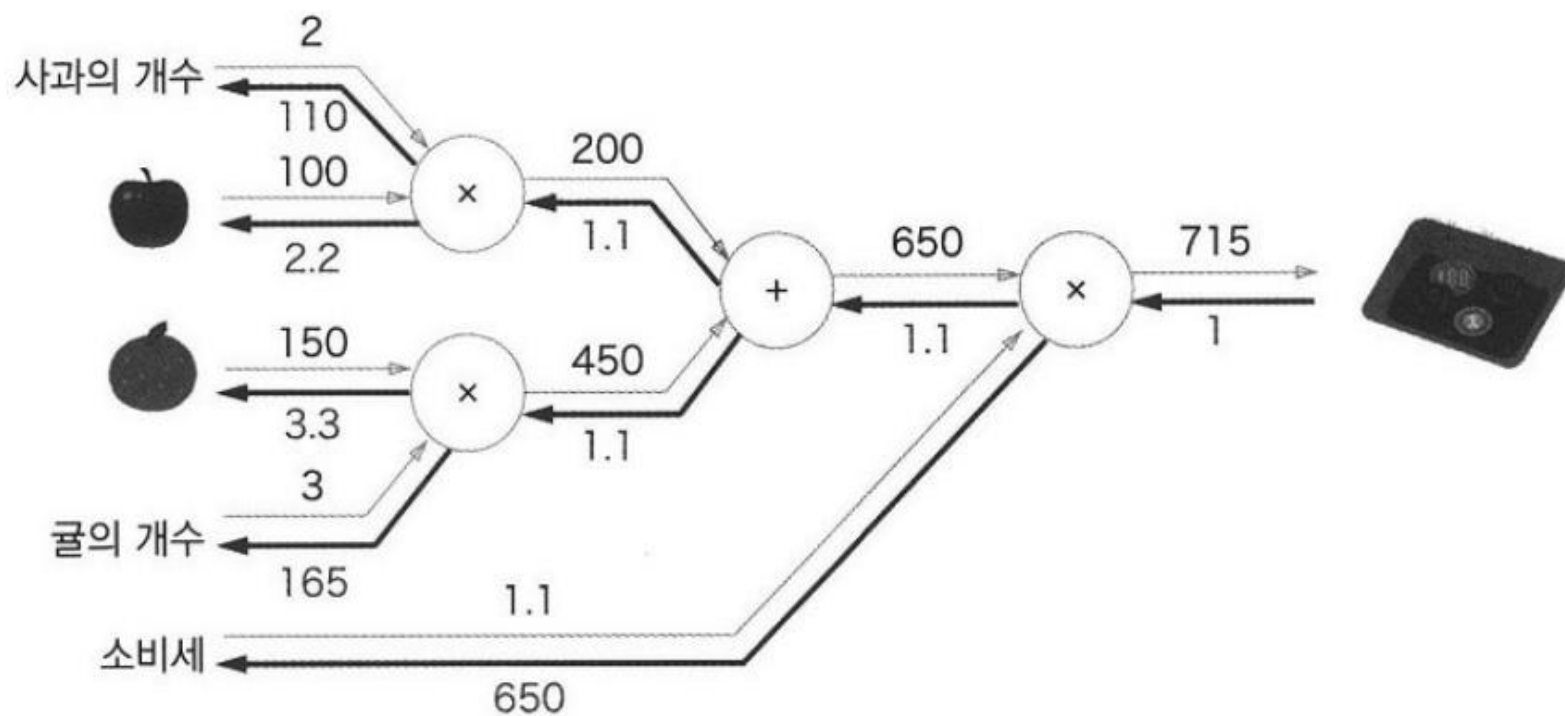
    def forward(self, x, y):
        out = x + y
        return out

    def backward(self, dout):
        dx = dout * 1
        dy = dout * 1
        return dx, dy
```


Part 2

Back Propagation

How to calculate via graph



Part 2

Back Propagation

How to calculate via graph

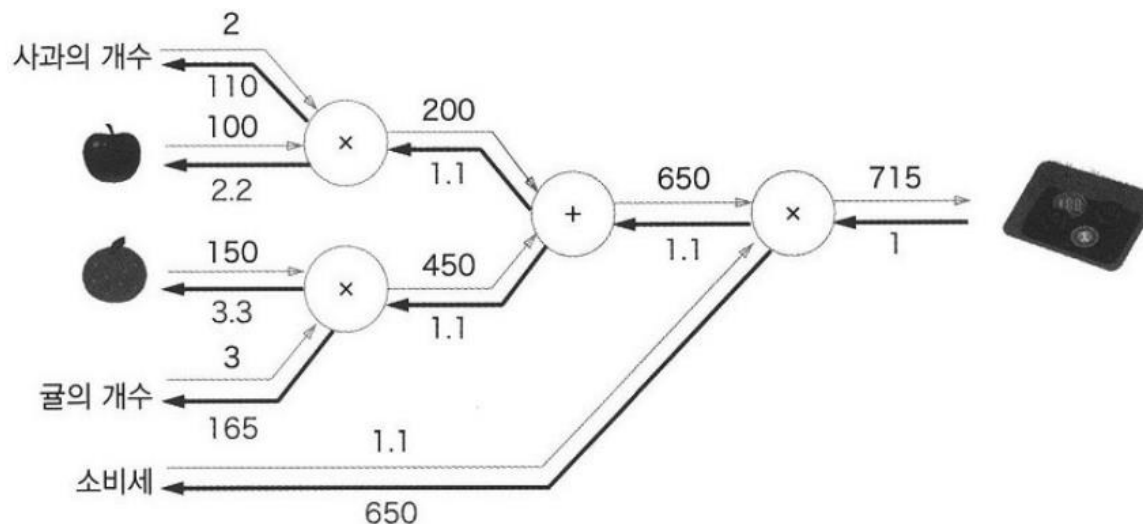
```
apple = 100  
apple_num = 2  
orange = 150  
orange_num = 3  
tax = 1.1
```

계층들

```
mul_apple_layer = MulLayer()  
mul_orange_layer = MulLayer()  
add_apple_orange_layer = AddLayer()  
mul_tax_layer = MulLayer()
```

순전파

```
apple_price = mul_apple_layer.forward(apple, apple_num) #(1)  
orange_price = mul_orange_layer.forward(orange, orange_num) #(2)  
all_price = add_apple_orange_layer.forward(apple_price, orange_price) #(3)  
price = mul_tax_layer.forward(all_price, tax) #(4)
```



Part 2

Back Propagation

How to calculate via graph

```
apple = 100
apple_num = 2
orange = 150
orange_num = 3
tax = 1.1
```

계층들

```
mul_apple_layer = MulLayer()
mul_orange_layer = MulLayer()
add_apple_orange_layer = AddLayer()
mul_tax_layer = MulLayer()
```

역전파

```
dprice = 1
```

```
dall_price, dtax = mul_tax_layer.backward(dprice) #(4)
```

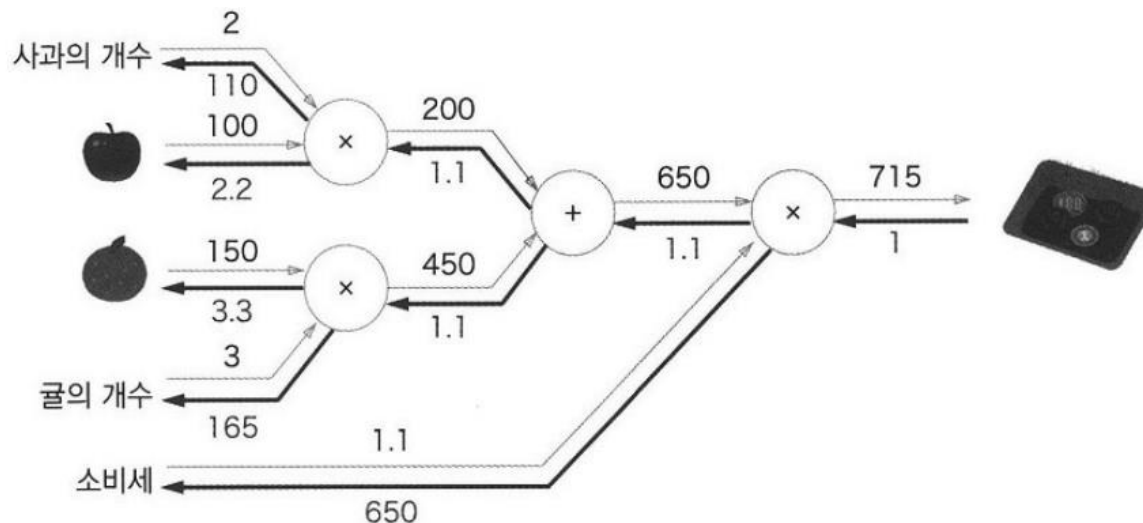
```
dapple_price, dorange_price = add_apple_orange_layer.backward(dall_price) #(3)
```

```
dorange, dorange_num = mul_orange_layer.backward(dorange_price) #(2)
```

```
dapple, dapple_num = mul_apple_layer.backward(dapple_price) #(1)
```

```
print(price) # 715
```

```
print(dapple_num, dapple, dorange, dorange_num, dtax) # 110 2.2 3.3 165 650
```





Part 3 레이어를 계산 그래프로 표기하기

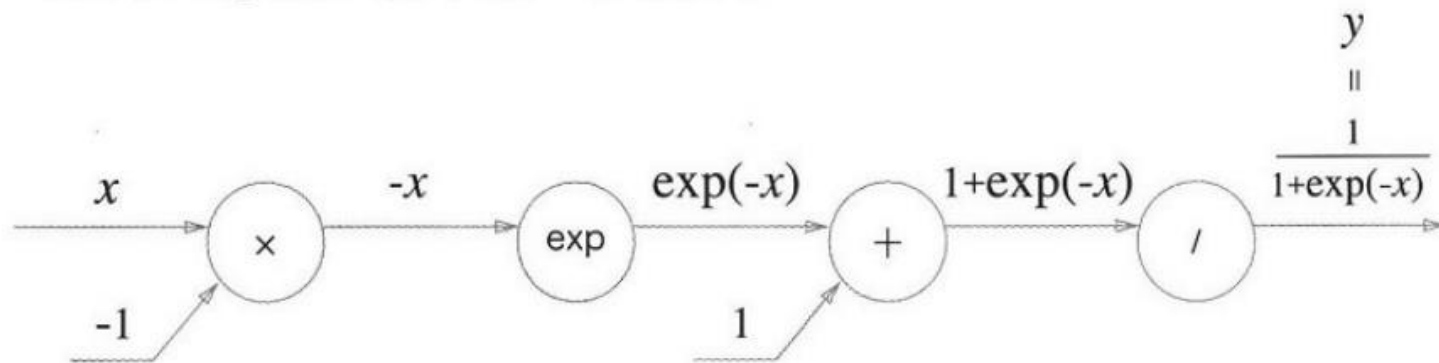
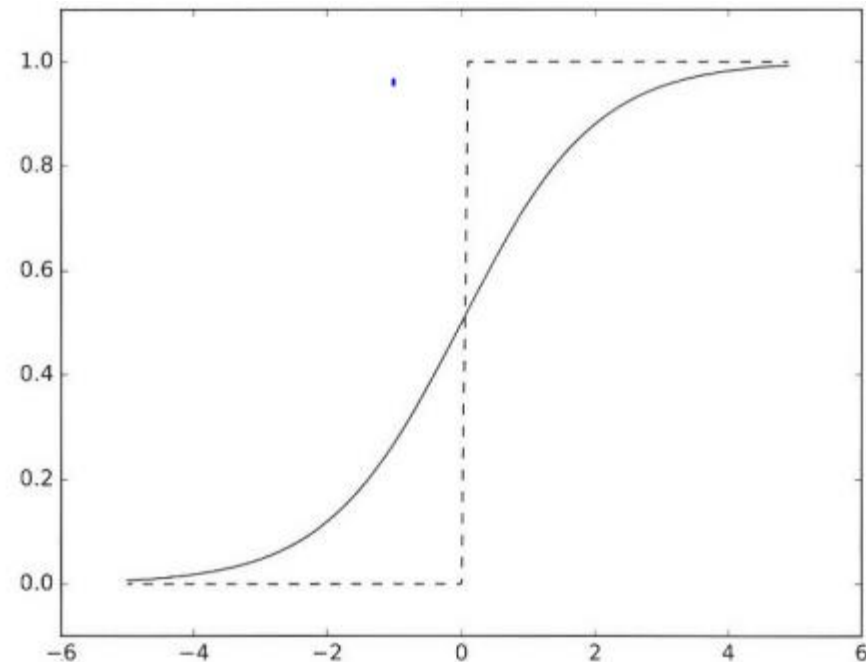
Part 3

Back Propagation

How to represent layer via calculation graph

시그모이드 함수

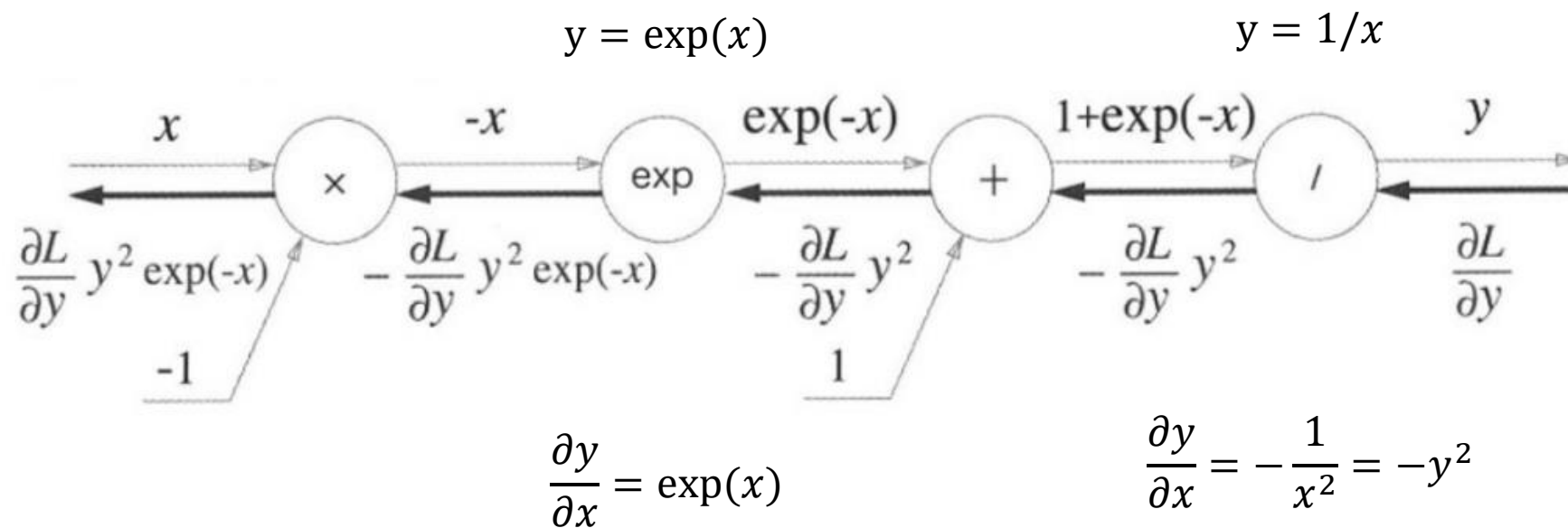
$$y = \frac{1}{1 + \exp(-x)}$$



Part 3

Back Propagation

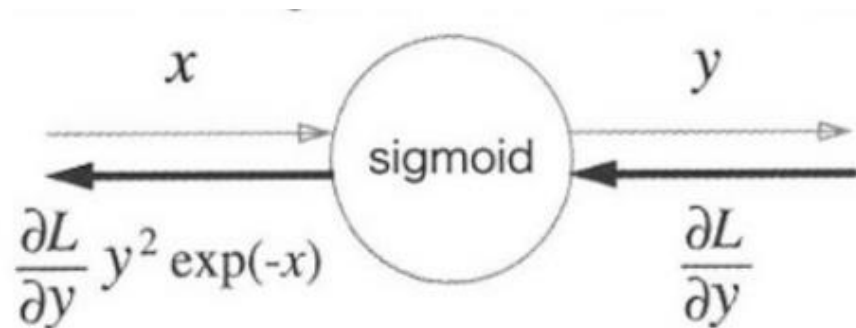
How to represent layer via calculation graph



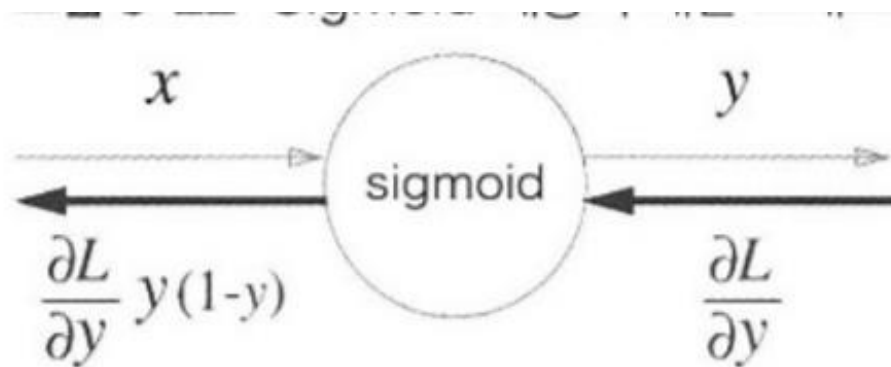
Part 3

Back Propagation

How to represent layer via calculation graph



$$\begin{aligned}\frac{\partial L}{\partial y} y^2 \exp(-x) &= \frac{\partial L}{\partial y} \frac{1}{(1 + \exp(-x))^2} \exp(-x) \\ &= \frac{\partial L}{\partial y} \frac{1}{1 + \exp(-x)} \frac{\exp(-x)}{1 + \exp(-x)} \\ &= \frac{\partial L}{\partial y} y(1-y)\end{aligned}$$



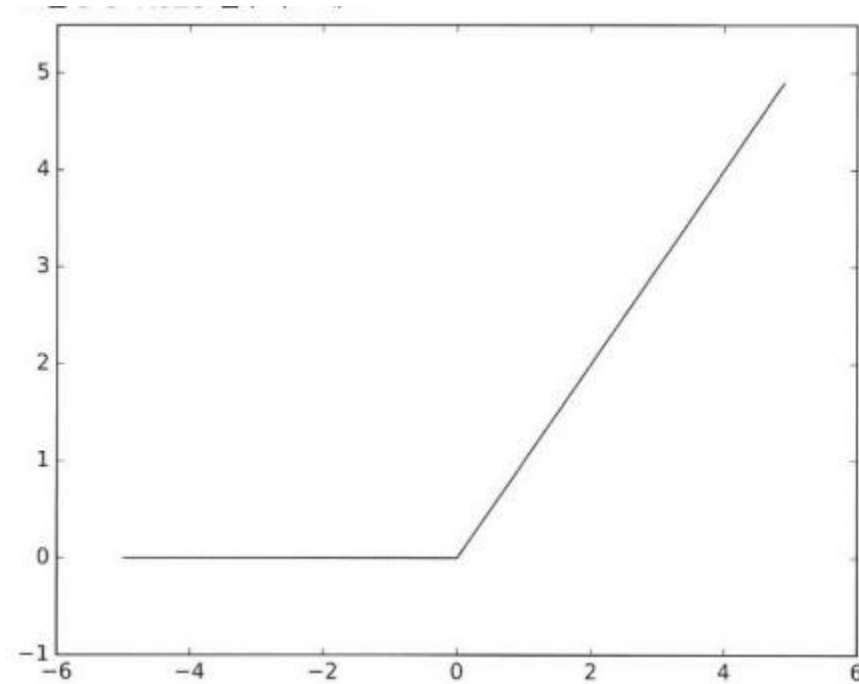
Part 3

Back Propagation

How to represent layer via calculation graph

ReLU 함수

$$y = \begin{cases} x & (x > 0) \\ 0 & (x \leq 0) \end{cases}$$



Part 3

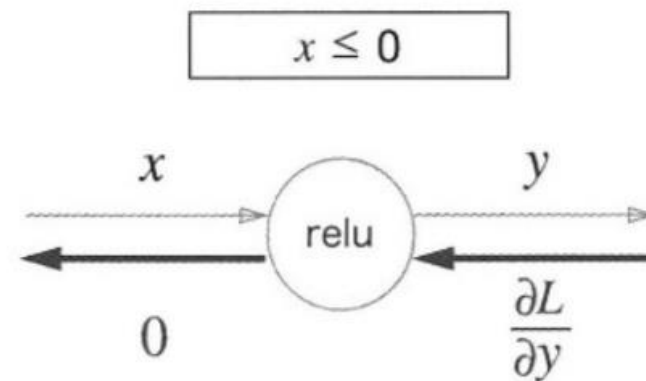
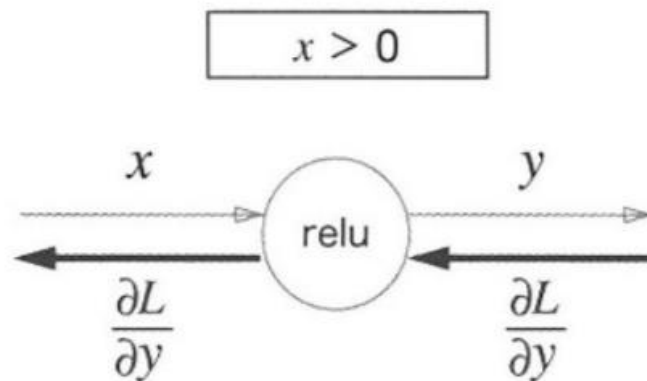
Back Propagation

How to represent layer via calculation graph

ReLU 함수

$$y = \begin{cases} x & (x > 0) \\ 0 & (x \leq 0) \end{cases}$$

$$\frac{\partial y}{\partial x} = \begin{cases} 1 & (x > 0) \\ 0 & (x \leq 0) \end{cases}$$



Back Propagation

How to represent layer via calculation graph

```
class Relu:
    def __init__(self):
        self.mask = None

    def forward(self, x):
        self.mask = (x <= 0)
        out = x.copy()
        out[self.mask] = 0

        return out

    def backward(self, dout):
        dout[self.mask] = 0
        dx = dout

        return dx
```

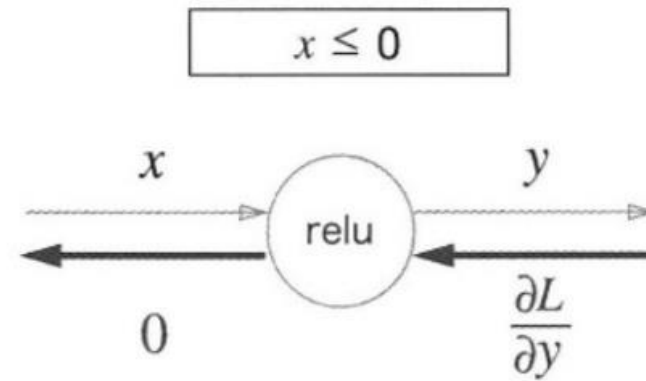
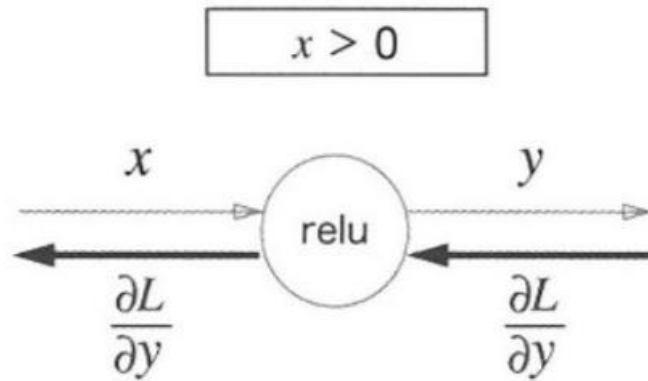
Mask : True/False로 구성된 Numpy 배열
입력값 $\leq 0 \rightarrow$ True
입력값 $> 0 \rightarrow$ False

$$\begin{pmatrix} 0.5 & -0.1 \\ 0.4 & -0.2 \end{pmatrix} \Rightarrow \begin{pmatrix} False & True \\ False & True \end{pmatrix}$$

$$\Rightarrow \begin{pmatrix} 0.5 & 0 \\ 0.4 & 0 \end{pmatrix}$$

Back Propagation

How to represent layer via calculation graph



순전파 과정에서 출력이 제대로 이루어진다면 역전파시에도 그대로 출력된다.
그러나 값이 제대로 출력될 수 없다면 역전파 시 하류로 신호를 보내지 않는다.

Part 3

Back Propagation

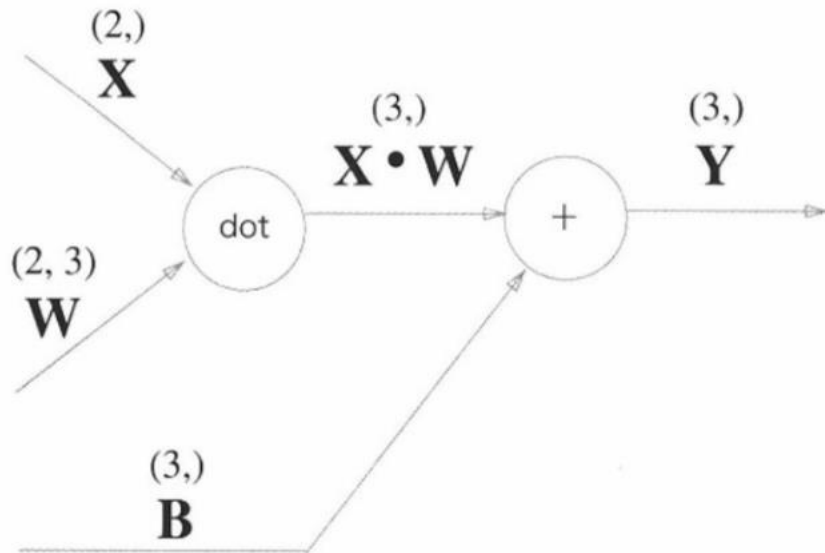
How to represent layer via calculation graph

Affine 계층

$$\begin{matrix} \mathbf{X} & \bullet & \mathbf{W} & = & \mathbf{O} \\ (2,) & & (2,3) & & (3,) \end{matrix}$$

일치

행렬의 대응하는 원소 수가 일치하여야 한다.



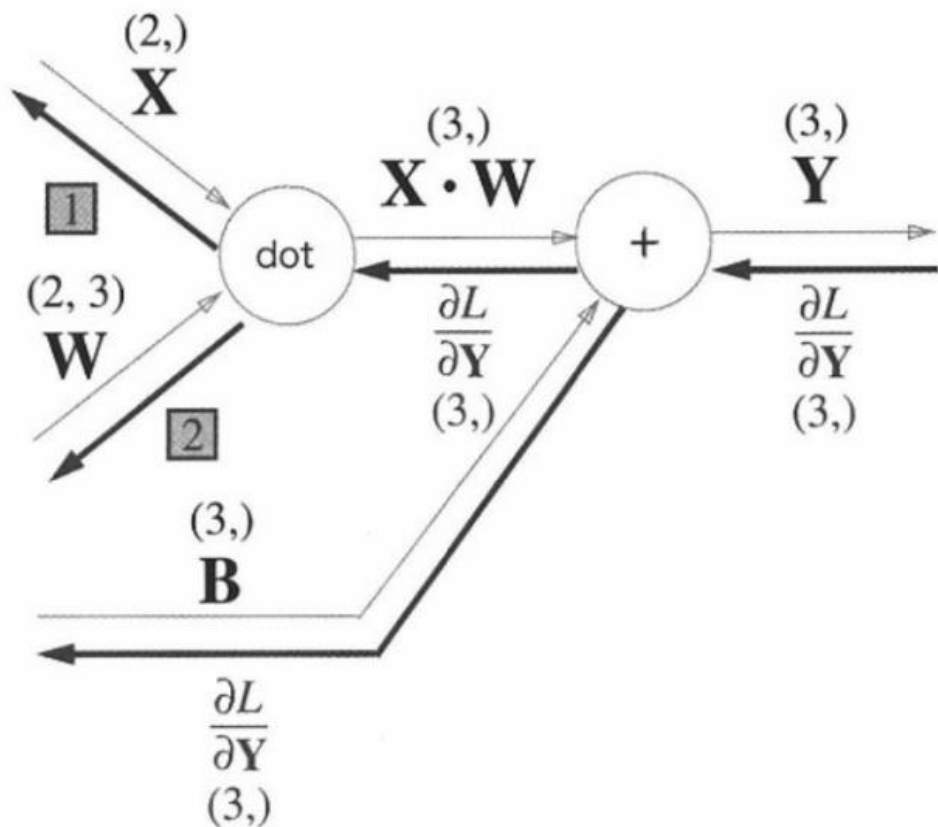
$$Y = X * W + B$$

'dot' 노드는 행렬의 대응하는 원소 수가 일치하도록 곱을 조립하는 기능 수행

Part 3

Back Propagation

How to represent layer via calculation graph



$$\frac{\partial L}{\partial \mathbf{X}} = \frac{\partial L}{\partial \mathbf{Y}} \cdot \mathbf{W}^T$$

$$\frac{\partial L}{\partial \mathbf{W}} = \mathbf{X}^T \cdot \frac{\partial L}{\partial \mathbf{Y}}$$

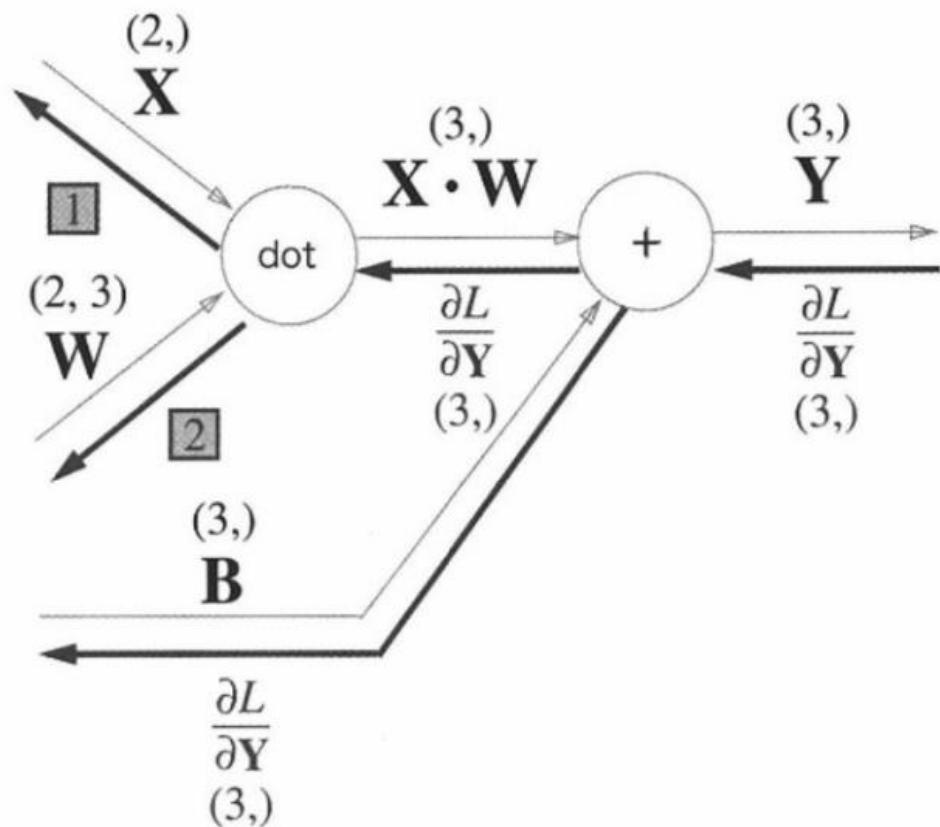
$$\mathbf{W} = \begin{pmatrix} w_{11} & w_{12} & w_{13} \\ w_{21} & w_{22} & w_{23} \end{pmatrix}$$

$$\mathbf{W}^T = \begin{pmatrix} w_{11} & w_{12} \\ w_{21} & w_{22} \\ w_{13} & w_{23} \end{pmatrix}$$

Part 3

Back Propagation

How to represent layer via calculation graph



$$\boxed{1} \quad \frac{\partial L}{\partial \mathbf{X}}_{(2,)} = \frac{\partial L}{\partial \mathbf{Y}}_{(3,)} \cdot \mathbf{W}^T_{(3,2)}$$

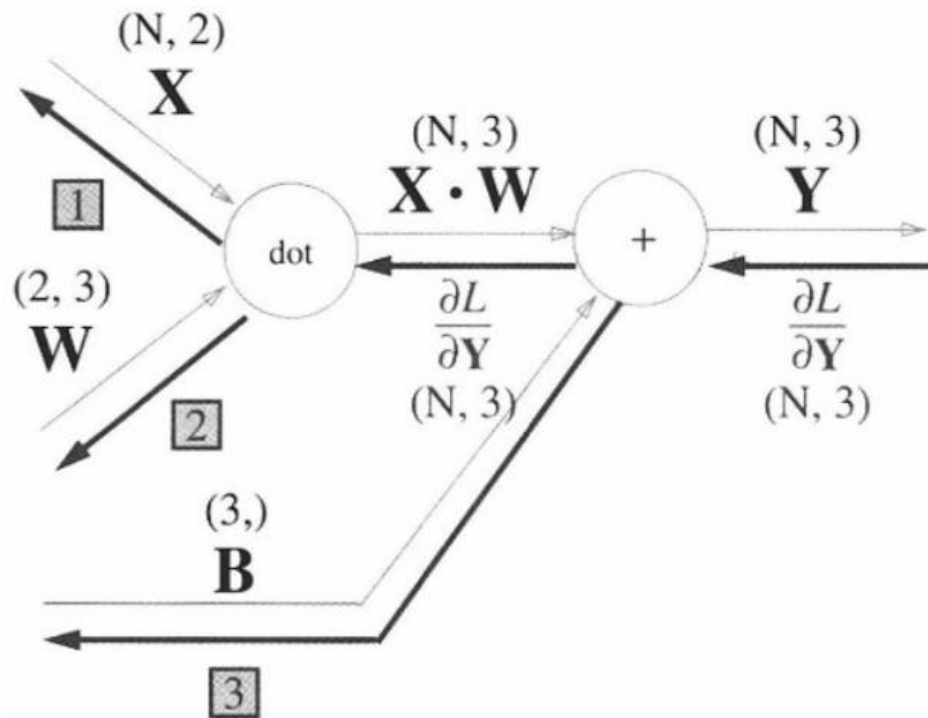
$$\boxed{2} \quad \frac{\partial L}{\partial \mathbf{W}}_{(2,3)} = \mathbf{X}^T_{(2,1)} \cdot \frac{\partial L}{\partial \mathbf{Y}}_{(1,3)}$$

Part 3

Back Propagation

How to represent layer via calculation graph

배치용 Affine 계층



$$\boxed{1} \quad \frac{\partial L}{\partial \mathbf{X}} = \frac{\partial L}{\partial \mathbf{Y}} \cdot \mathbf{W}^T$$

$(N, 2) \quad (N, 3) \quad (3, 2)$

$$\boxed{2} \quad \frac{\partial L}{\partial \mathbf{W}} = \mathbf{X}^T \cdot \frac{\partial L}{\partial \mathbf{Y}}$$

$(2, 3) \quad (2, N) \quad (N, 3)$

$$\boxed{3} \quad \frac{\partial L}{\partial \mathbf{B}} = \frac{\partial L}{\partial \mathbf{Y}} \text{의 각 열의 합}$$

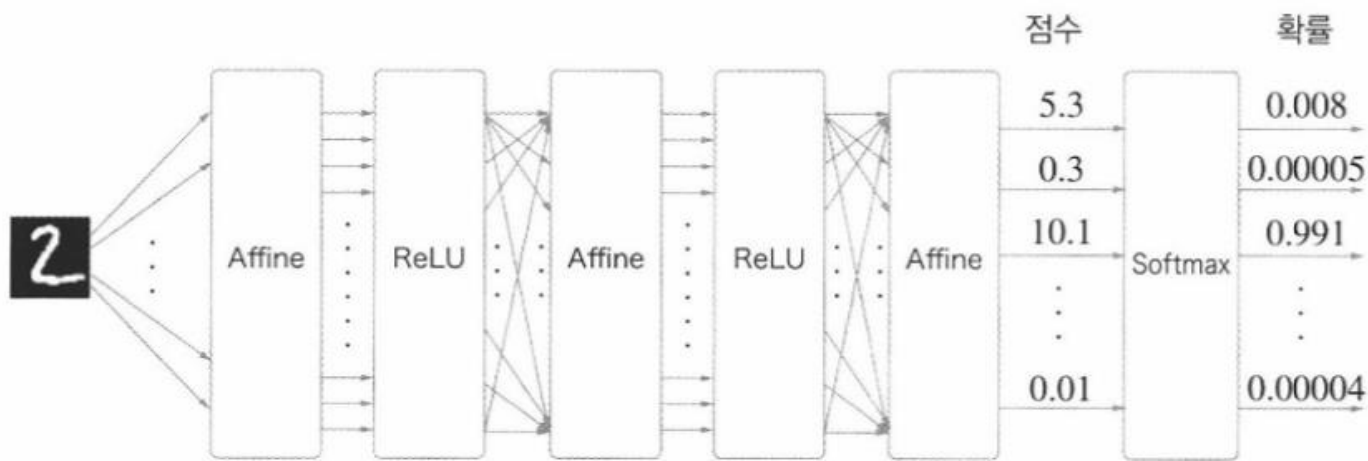
$(3) \quad (N, 3)$

Part 3

Back Propagation

How to represent layer via calculation graph

Softmax with Loss 계층



$$y_k = \frac{\exp(a_k)}{\sum_{i=1}^n \exp(a_i)}$$

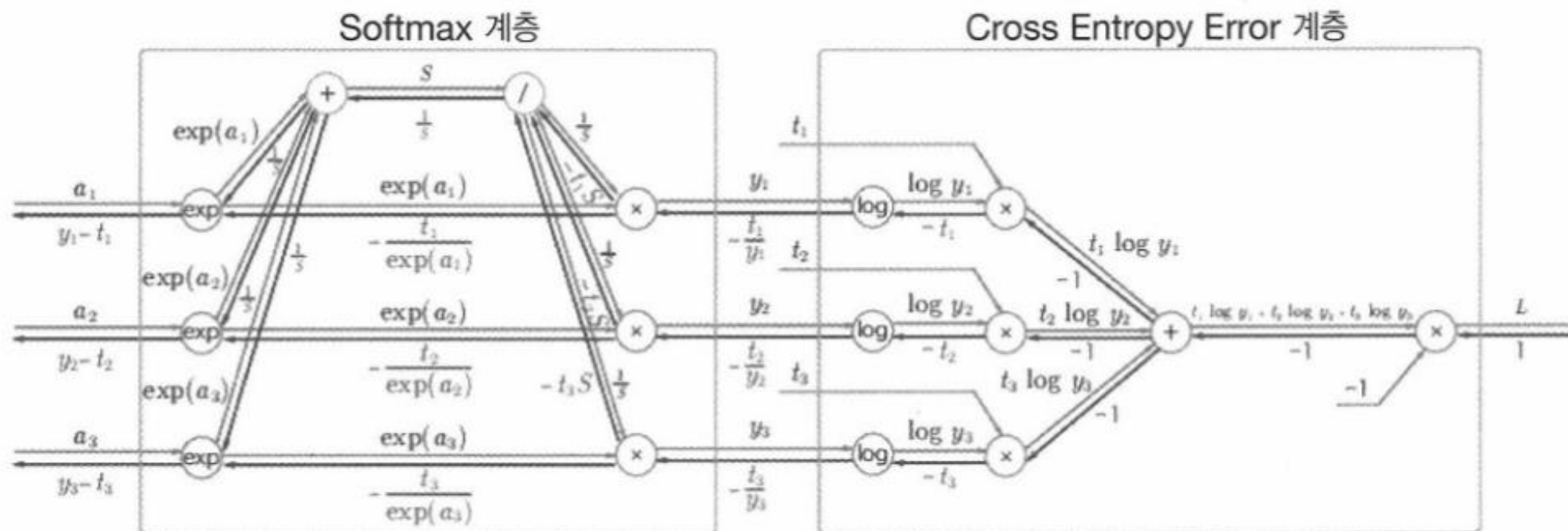
소프트맥스 함수; 다중분류의 시그모이드; 출력

$$E = -\sum_k t_k \log y_k$$

교차 엔트로피 함수; 손실함수; 최적 매개변수 탐색 도구

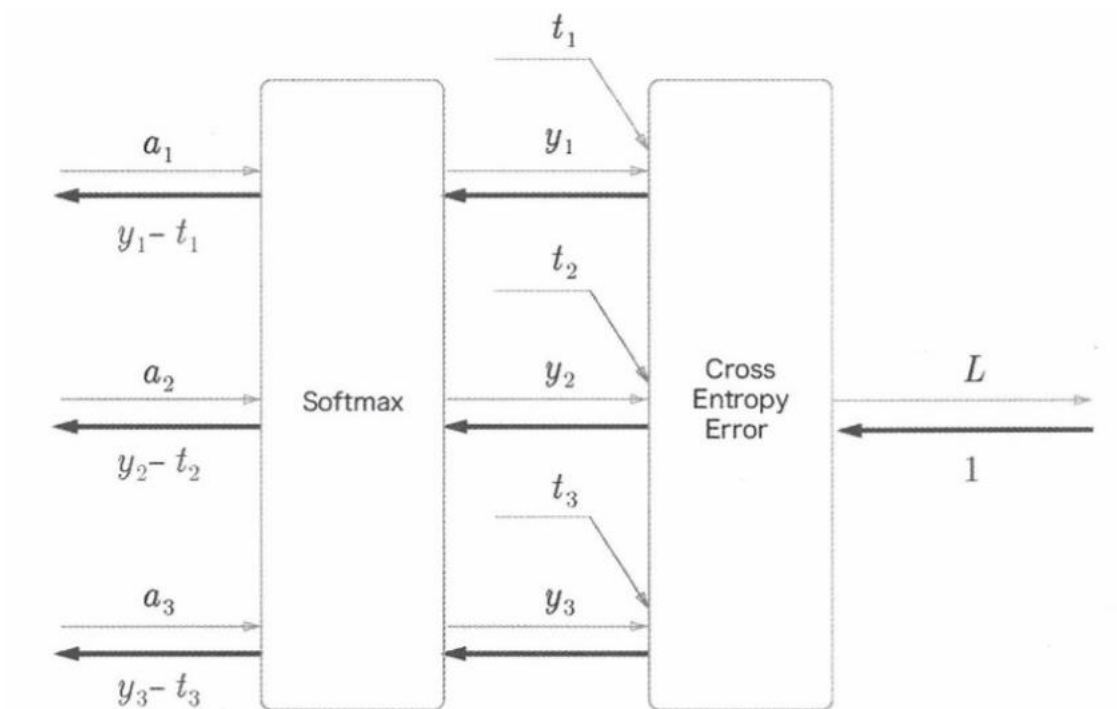
Back Propagation

How to represent layer via calculation graph



Back Propagation

How to represent layer via calculation graph



역전파 최종 도출값이 매우 간명하게 나타남

$(y_i - t_i)$

⇒ SoftMax 계층의 출력과 정답레이블의 차이

Ex) 정답 레이블 : (0, 1, 0)

⇒ Softmax 출력 : (0.3, 0.2, 0.5)

⇒ 역전파 결과 : (0.3, -0.8, 0.5)

⇔ Softmax 출력 : (0.01, 0.99, 0)

⇒ 역전파 결과 : (0.01, -0.01, 0)

⇒ 역전파 결과(오차)가 낮으므로 학습 정도도 약해질 것!

How to represent layer via calculation graph

- 수치 미분의 용도 => 기울기 확인(gradient check)
- 구현하기 쉬운 수치미분의 결과와 오차역전파법의 결과를 비교하여 오차 역전파법이 제대로 구현되었는지 확인하는 과정

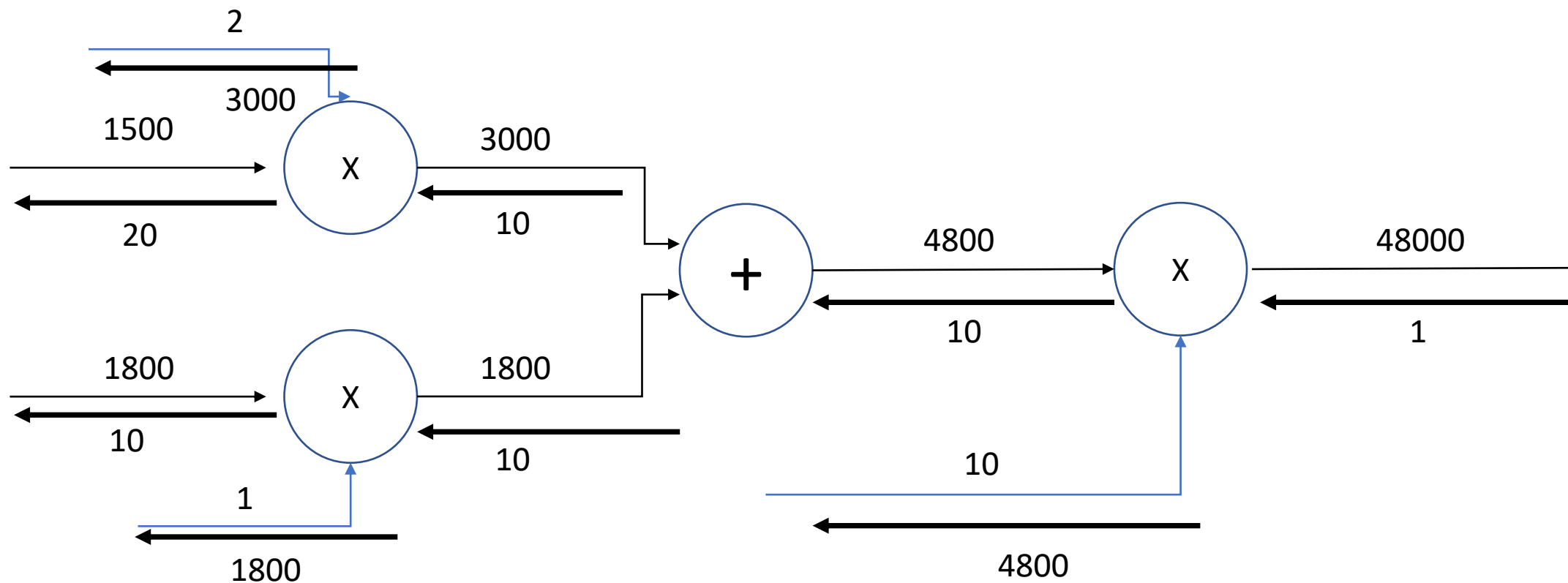
=> 실습!

Part 3

Back Propagation

How to represent layer via calculation graph

과제 : 코드로 아래 계산그래프 역전파 구하기



SUMMARY



계산 그래프를 통한 계산과정



오차 역전파법을 활용한 효율적인 기울기 계산법



2가지 기울기 계산법을 활용한 산출한 기울기 정확도 검증

A close-up photograph of a person's hands typing on a laptop keyboard. The image is heavily filtered with a dark blue color, giving it a monochromatic, tech-oriented appearance. The hands are positioned over the keyboard, with fingers pressing down on the keys. The laptop is open, and the screen is visible on the left side of the frame. The text '감사합니다!' is superimposed in the center of the image.

감사합니다!