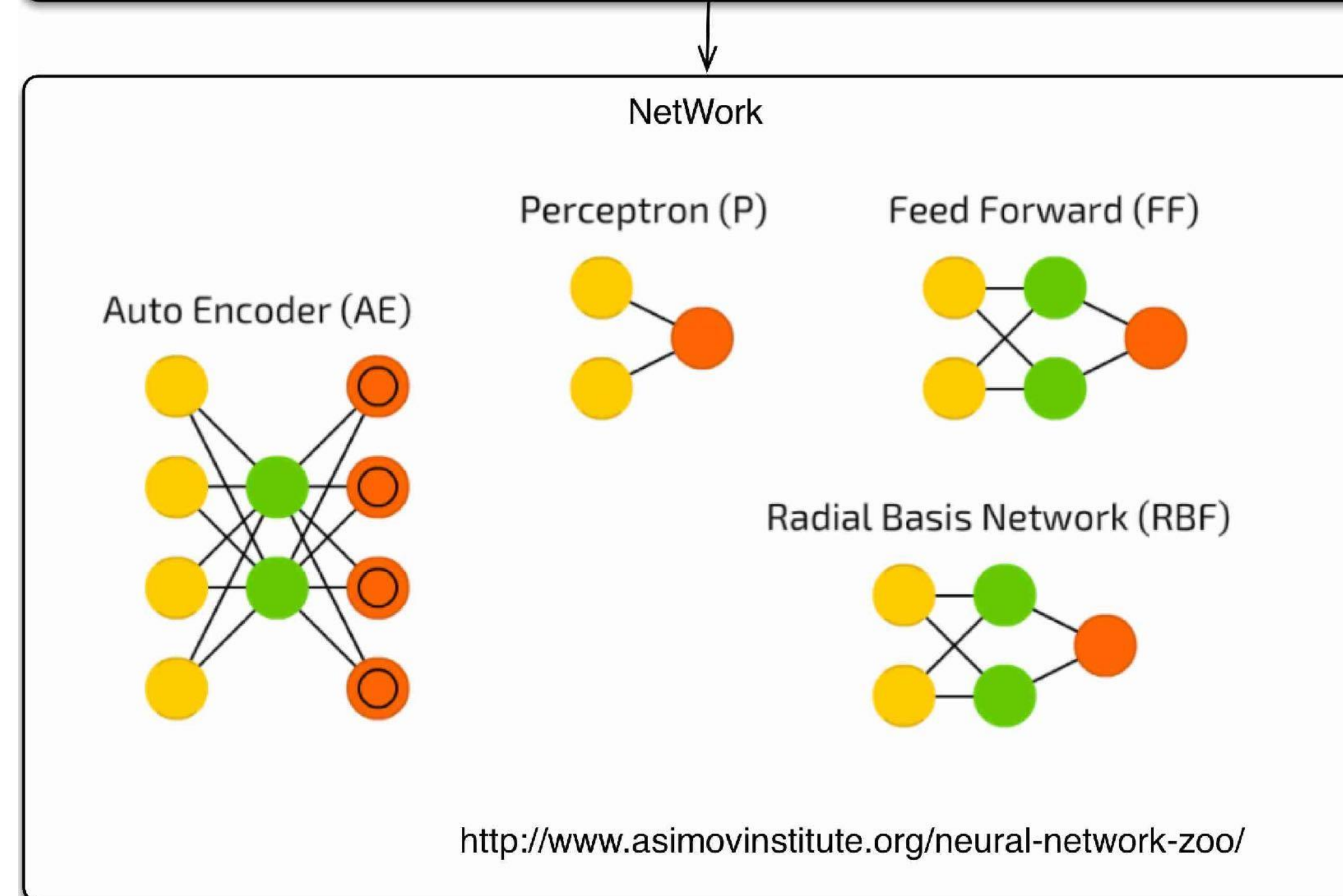
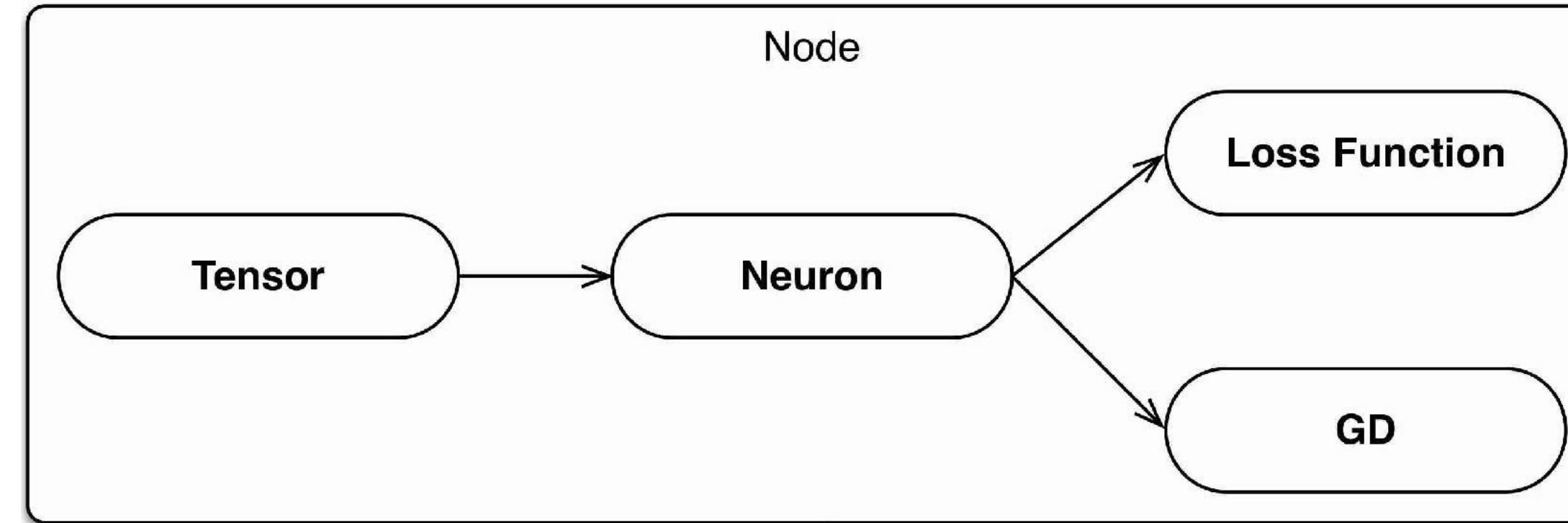


# Tensorflow Basic

# 学习路线

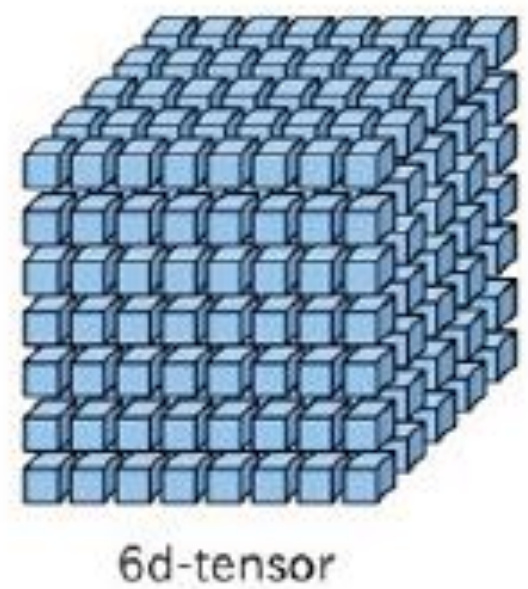
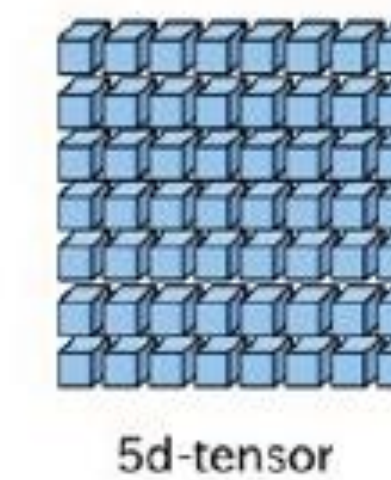
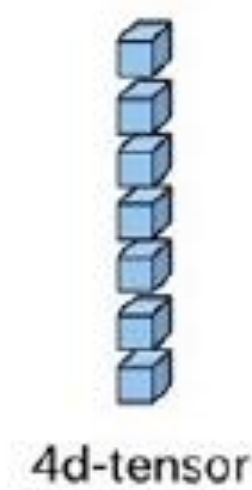
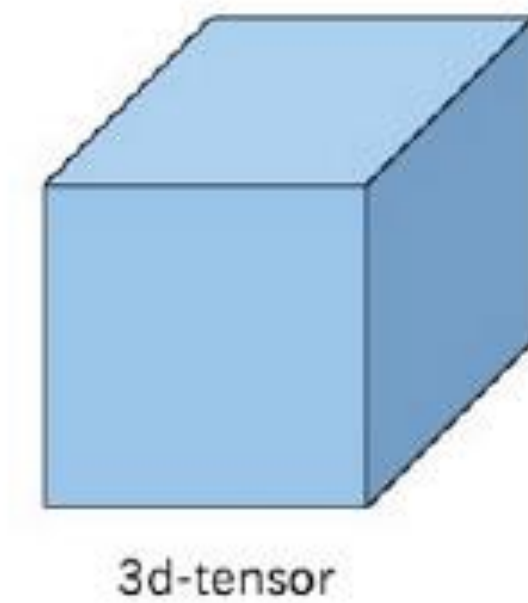
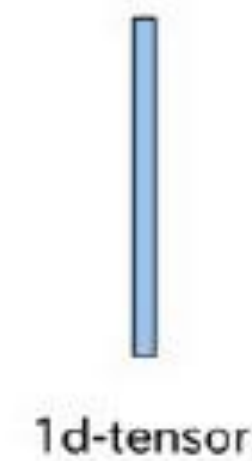


# TensorFlow 2 预备知识

- 即时执行 (Eager Execution), 计算图 (Graph), 会话 (Session)
- Tensor
  - Constant, Placeholder, Variable 三种表现形式
  - reshape, rank

# Tensor

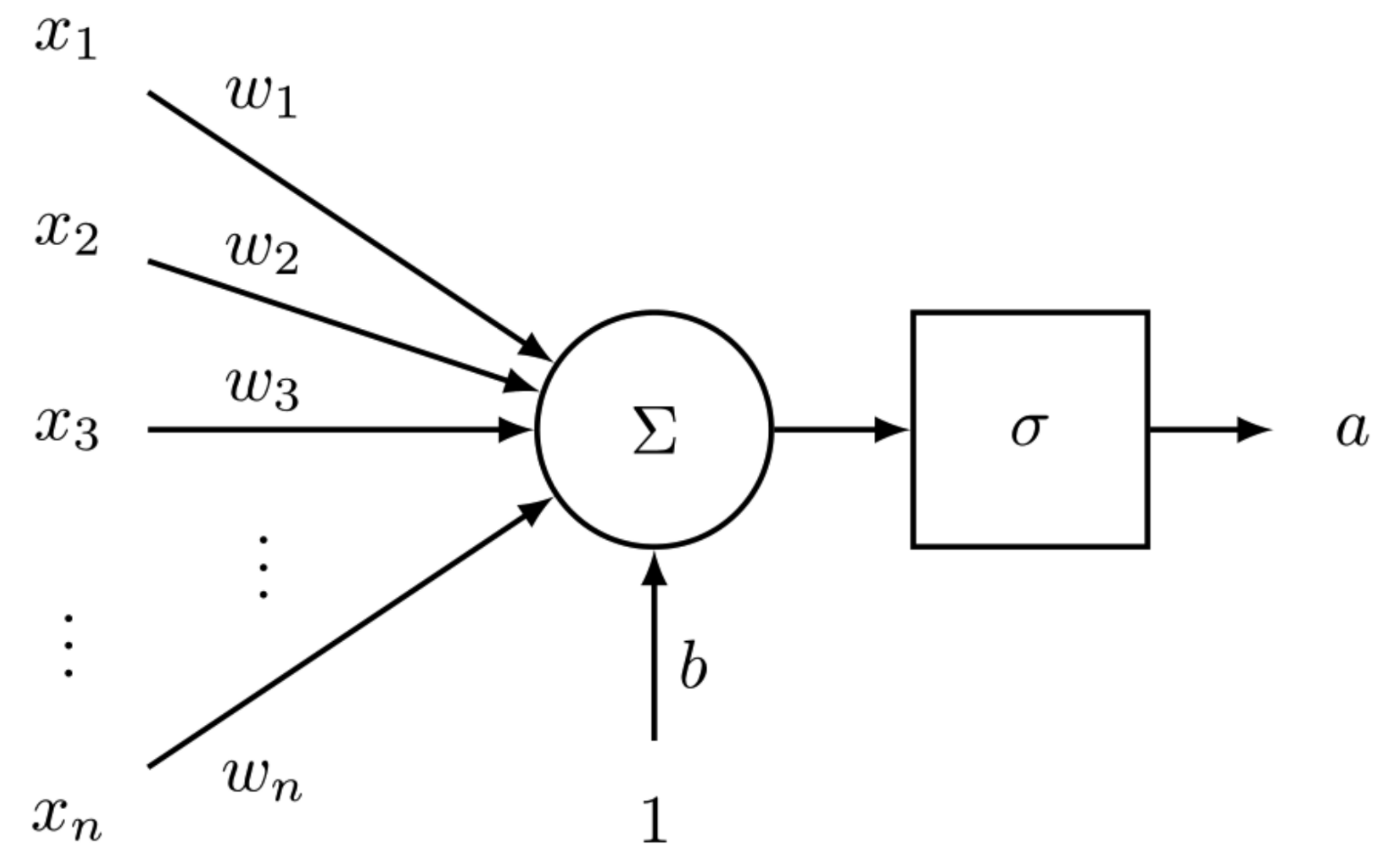
- `basic_operations.ipynb`
  - 用Constant实现简单计算
- Matrix操作



<https://github.com/aymericdamien/TensorFlow-Examples>

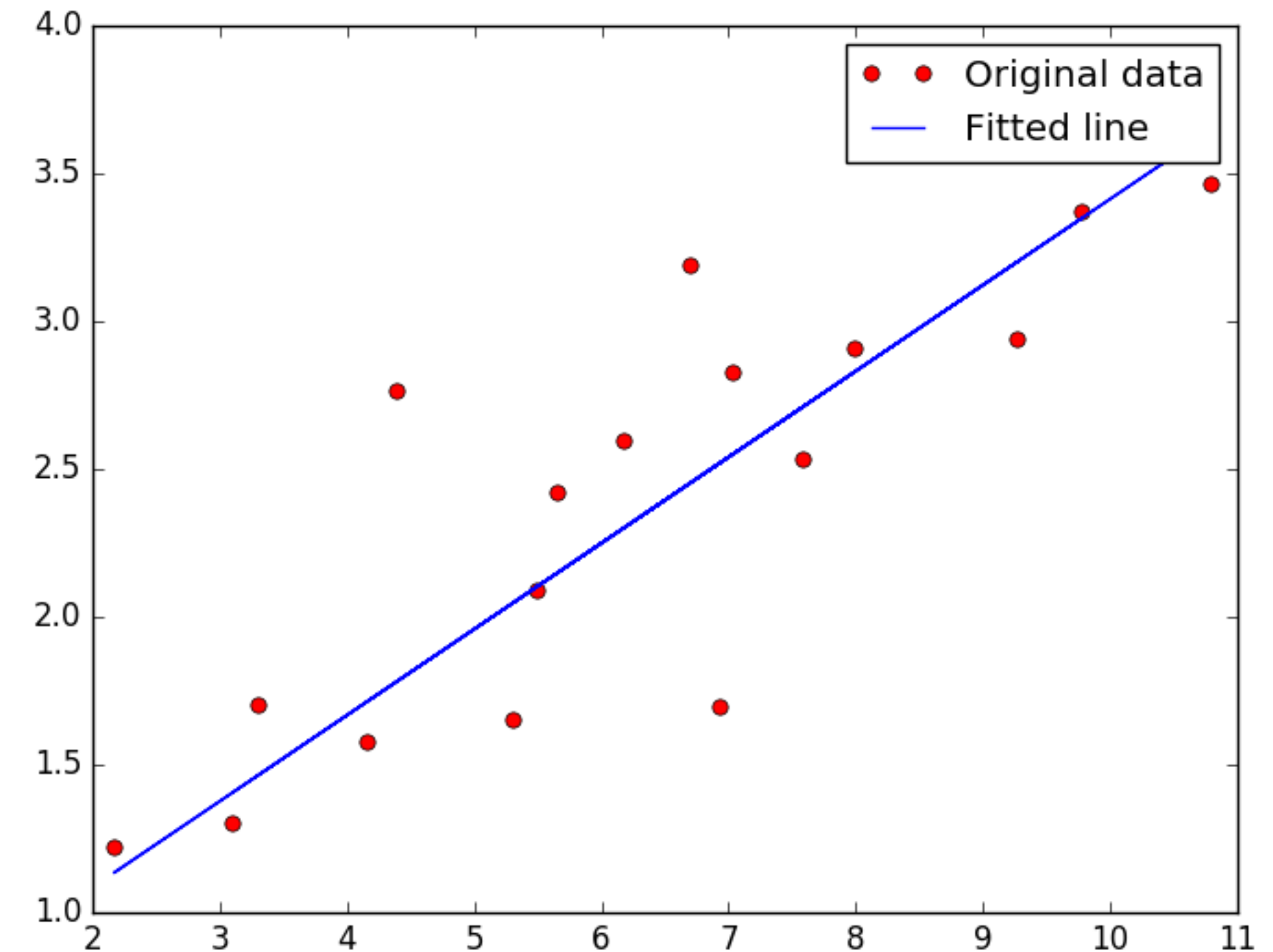
# 人工神经元Neuron模型

- 人工神经元
  - 建模为一个函数  $\sigma(Wx+b)$ ，其中 $w$ 是权重， $x$ 是输入， $b$ 是偏移量
  - 输入线性加权叠加
  - 一个非线性函数  $\sigma$  作用，进行输出， $\sigma$  称为激活函数
- `logistic_regression.ipynb`
- 用Variables, Placeholder实现一个简单的线性人工神经元



# Loss & GD

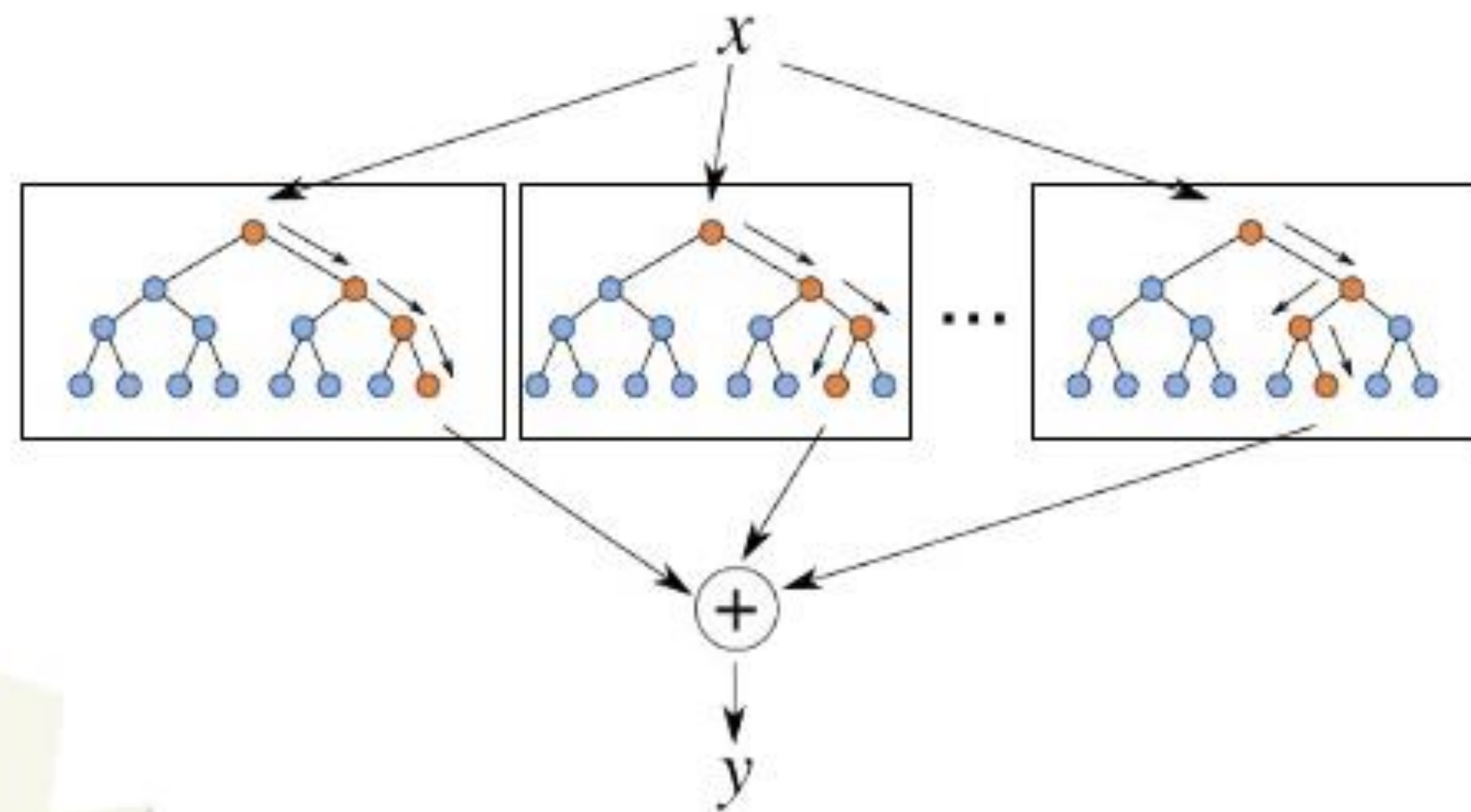
- `linear_regression.ipynb`
  - 定义距离Loss
  - 梯度下降GD
  - 迭代优化Loss
- `logistic_regression.ipynb`
  - 多一个sigmoid激活函数





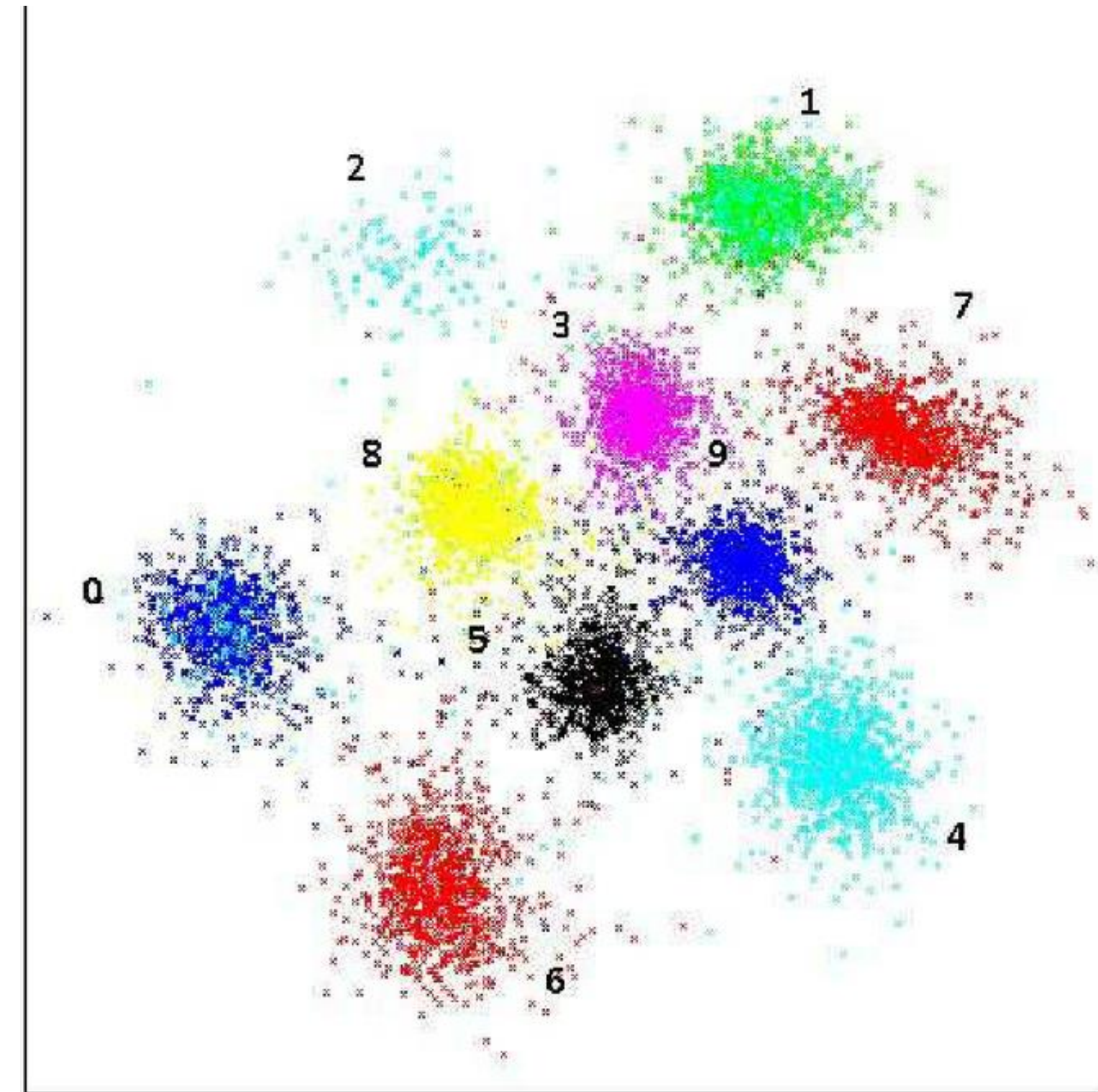
# Mnist传统解法

## Random Forest



随机森林

`random_forest.ipynb`



最近邻方法

`nearest_neighbor.ipynb`

# DNN思考

- 打开<https://playground.tensorflow.org/>
- 思考如下几个问题：
  - 调节学习率，看收敛速度有什么差别
  - 1-2个神经元分别能处理什么样的分类问题
  - 最少需要多少个神经元可解XOR问题
  - 做出螺旋线问题, 比比训练速度和神经元数 ( $\text{loss} < 0.05$ )



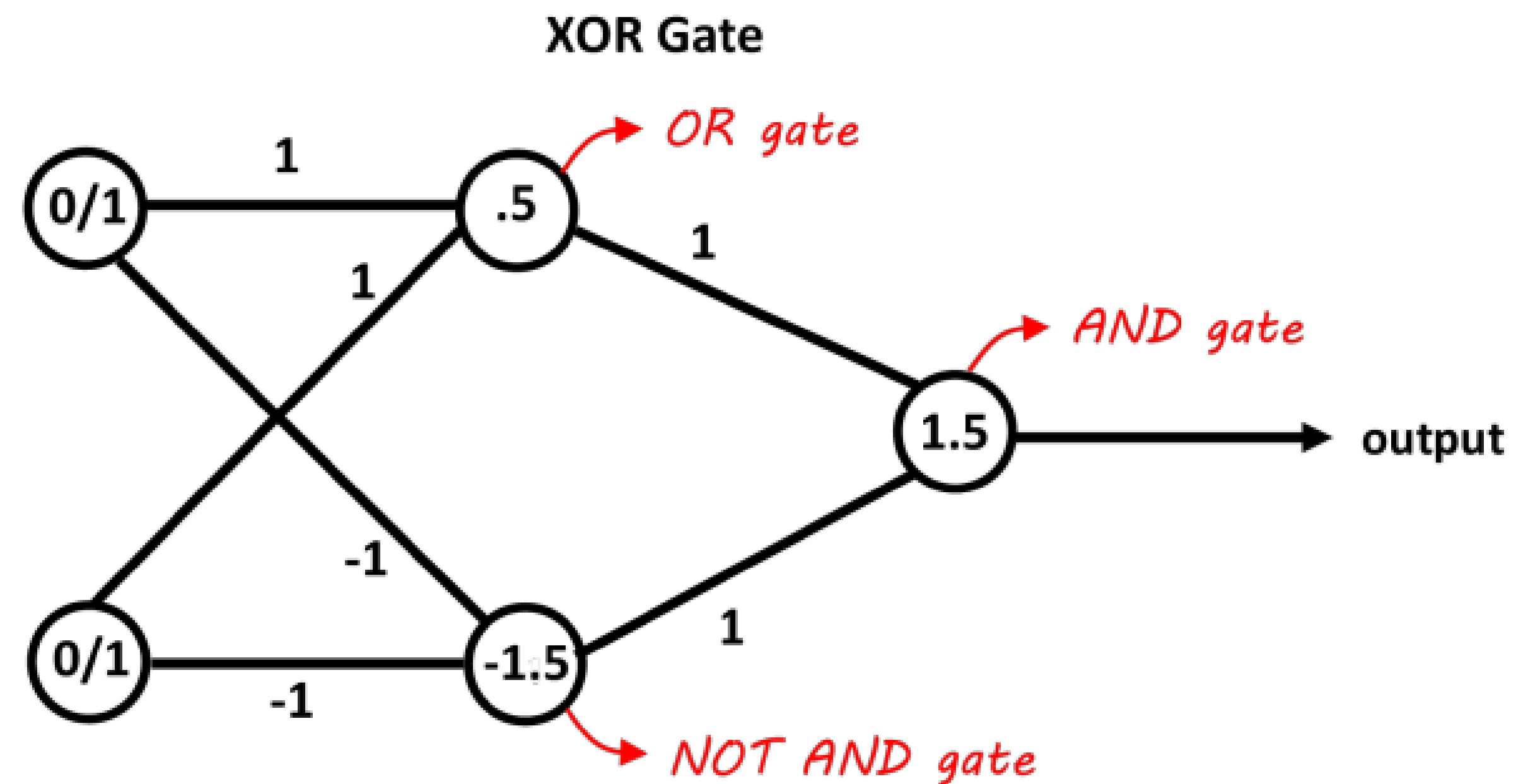
# 收敛讨论

- 学习率过大会引起震荡, 学习率太小收敛太慢;
- NN对初始值的选择比较敏感, 如何初始化参数;
- 测试集和训练集的Loss差异

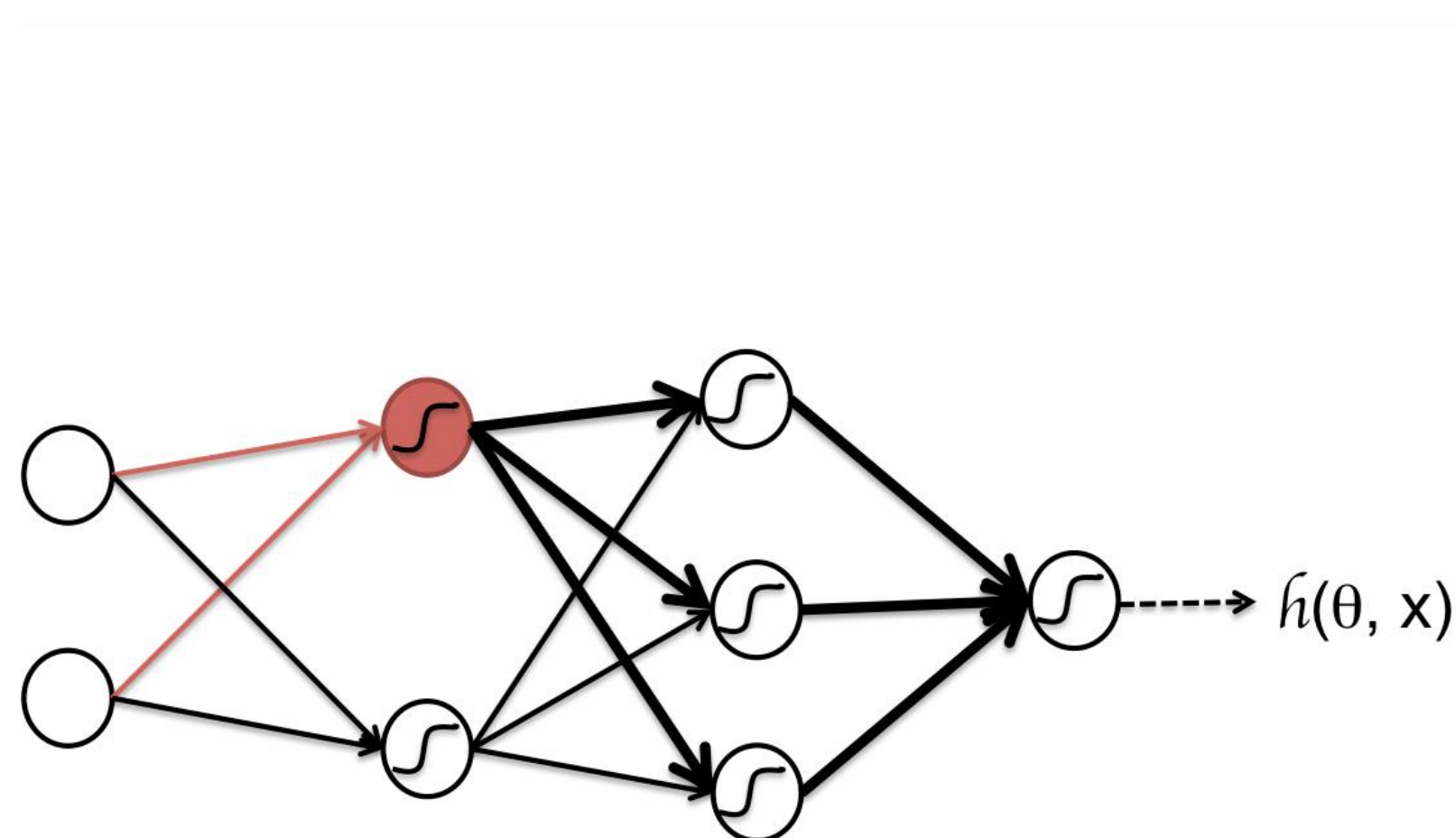
# XOR问题

- 不是个线性问题
- 2个ReLU神经元可解

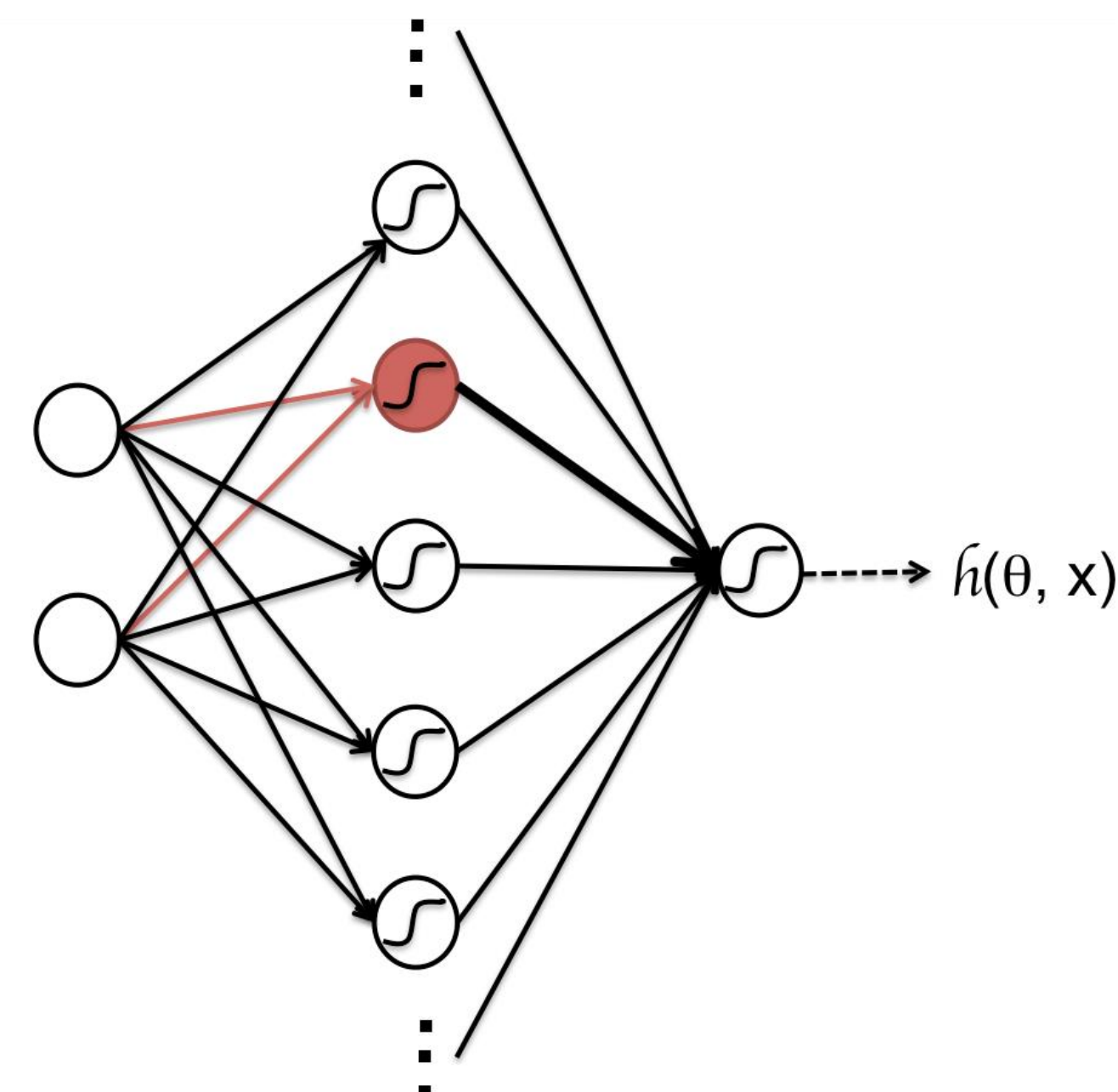
	0	1
0	0	-0.5
1	-0.5	0



# 宽度 vs. 深度



Deep Network



Shallow Network

Deep networks are more “compact” than shallow counterparts.  
When a function can be **compactly** represented by a deep architecture, it might need a very large architecture to be represented by an insufficiently deep one.

# Reference

- Q. V. Le. A Tutorial on Deep Learning Lecture Notes, 2015.
- Y. Bengio. Learning deep architectures for AI. Foundations and Trends in Machine Learning, 2(1):1 – 127, 2009.
- L. Ba and R. Caurana. Do deep nets really need to be deep? arXiv preprint arXiv:1312.6184, 2013.
- Y. LeCun, L. Bottou, G. Orr, and K. R. Muller. Efficient backprop. In Neural networks: Tricks of the trade. Springer, 1998.

谢谢大家！