

Final

Backpropagation:

$$\Delta w_{ji} = \eta x_i \delta_j y_i$$

minimise of previous

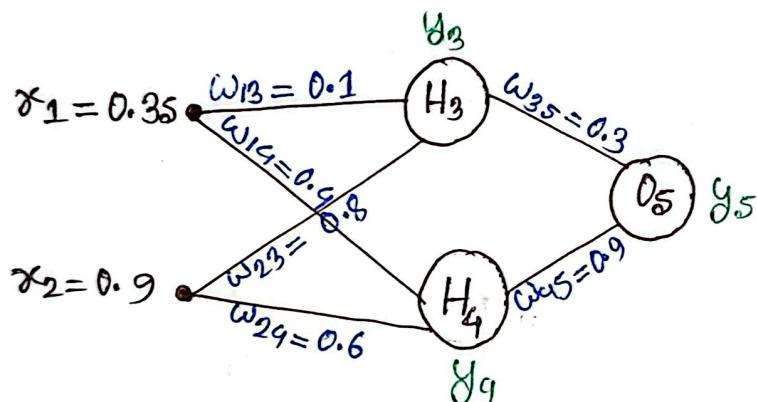
Enron unit calculation:

$$\text{output layer}, \delta_j = y_j(1-y_j)(y_{\text{target}} - y_j)$$

$$\text{hidden unit}, \delta_j = y_j(1-y_j) \sum \delta_j w_{ij}$$

AI by hand

Math for Backward Propogation:



forward pass:

$$y_3 = \sigma[(0.35 \times 0.1) + (0.9 \times 0.8)] = 0.68$$

$$y_9 = \sigma[(0.35 \times 0.9) + (0.9 \times 0.6)] = 0.6637$$

$$y_5 = \sigma[(y_3 \times w_{35}) + (y_9 \times w_{45})]$$

$$= \sigma[(0.68 \times 0.3) + (0.6637 \times 0.9)] = 0.69$$

Enron unit calculation:

$$\delta_5 = 0.69(1-0.69)(0.5-0.69) \rightarrow y_5(1-y_5)(y_{\text{target}} - y_5)$$

$$= -0.090691$$

$$\delta_3 = 0.68(1-0.68)(0.3x - 0.0906) \rightarrow y_3(1-y_3)(w_{35} \times \delta_5)$$

$$= -0.00265$$

$$\delta_4 = 0.6637(1-0.6637)(0.9x - 0.0906) \rightarrow y_4(1-y_4)(w_{45} \times \delta_5)$$

$$= -0.0082$$

Updated weights

$$\Delta w_{ij} = \eta \delta y_i \text{ input}$$

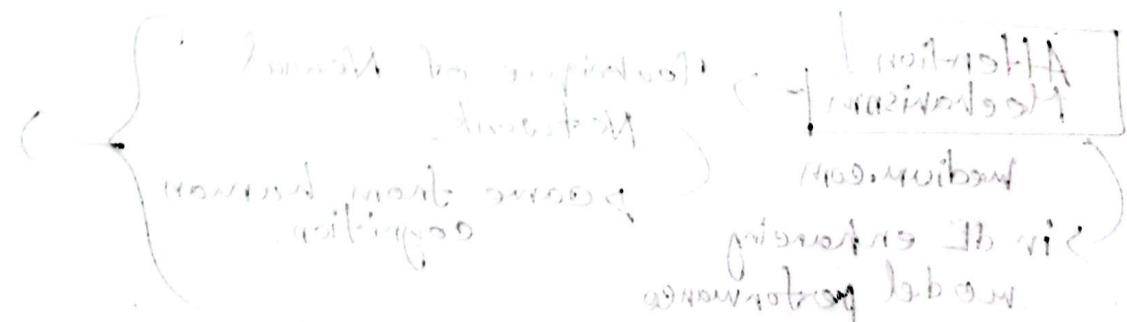
$$w_{ij}(\text{new}) = w_{ij}(\text{old}) + \Delta w_{ij}$$

i	j	w _{ij}	s _{ij} (error)	x _i (input)	η	Updated w _{ij}
1	3	0.1	-0.00265	0.35	1	w ₁₃ = 0.0991
1	9	0.4	-0.0082	0.35	1	w ₁₉ = 0.3971
2	3	0.8	-0.00265	0.9	1	w ₂₃ = 0.79788
2	9	0.6	-0.0082	0.9	1	w ₂₉ = 0.59262
3	5	0.3	-0.040691	0.68	1	w ₃₅ = 0.2729
9	5	0.9	-0.040691	0.6637	1	w ₉₅ = 0.8731

fundamental

stocks

H



Types of Neural Network: Greeks for Greeks

⇒ Feed-forward Neural Network

(Training is being done using backpropagation)

When to use? For every type.

⇒ Convolutional Neural Network.

Convolution operation (has convolutional layer)
mathematical operation.

Convolution + Max-pooling → pixel-value.

(works with grid-type data)

pixel batch

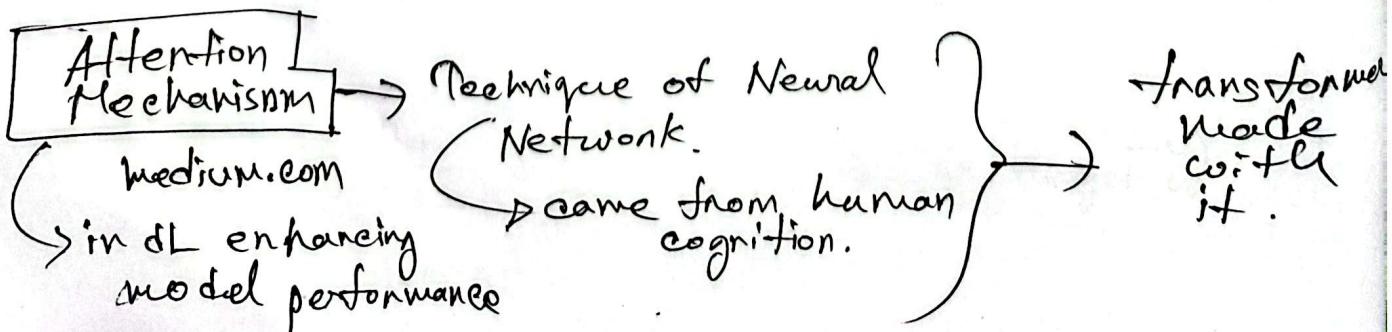
1000.0 = p.w	L	28.0	2000.0	E
1000.0 = p.w	→ Recurrent Neural Network. (has memory)	2000.0	P.0	P
1000.0 = p.w	→ has sequential dependency.	2000.0	2.0	E
1000.0 = p.w	Problem with RNN	2000.0	2.0	E
1000.0 = p.w	→ Long Short Term Memory → LSTM.	2000.0	P	P
1000.0 = p.w	→ Gated Recurrent Units → GRU. E.0	2000.0	E	E
1000.0 = p.w	(little less parameters than LSTM.)	2000.0	P.0	E

⇒ Radial Basis Function Networks

⇒ Generative Adversarial Network

Generator + Discriminator.

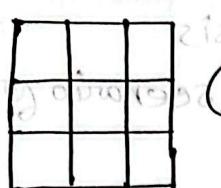
(generates synthetic / fake data)



CNN -

Convolution operation on Images.

HW
Convolution operation.



Image

filter << Image

Padding

Kaggle — Deep neural network

Curve analysis.

Validation data → is used while training
Training data → Verbose=0
Testing data → Verbose=0
↳ 10 epochs or less is good,

Convolutional works well on grid-type data

Model → wider
→ deeper

Early stopping { we can stop at
it } Graph analysis
→ faster case scenario
{ loss curve
accuracy curve }

Introduction to TensorFlow and Keras

to build and train neural networks for
structured data

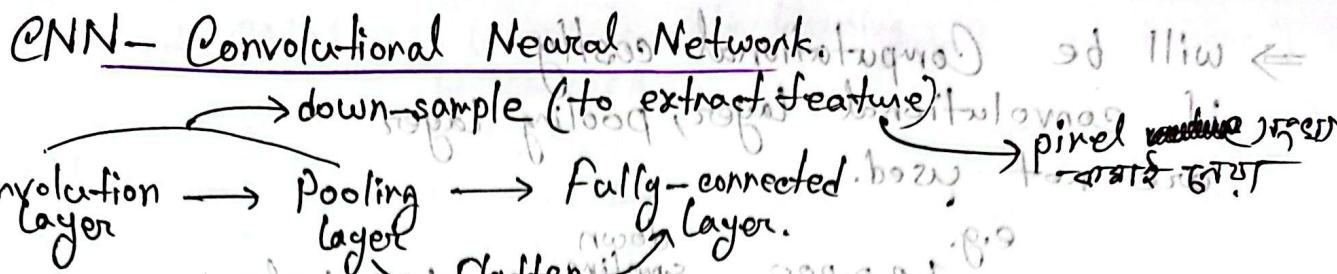
Report

→ Dataset details

→ Variation of model, output graph,
what are the findings of various
(overfitting or not) { model }
then we early stop
then result

Code
snippets
adding

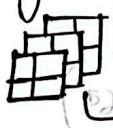
→ Applying linear regression
→ No new data



→ Binary image - (0 or 1)

→ Grey-scale image - (0-255)

→ RGB image / Color images
(3 channel)



3 channel. ($2 \times 2 \times 3$)
R-G-B

feature → Region-wise matching.



not required for matching
so we can ignore it
as it is not required

27-slide

1 X 8 X 8

1 X 8 X 8

$$\text{filter} = \text{size} - \Theta((\text{filter} + 1) \cdot (\text{filter}) + 1) = \text{size} \text{ of output}$$

filter = size - $\Theta((\text{filter} + 1) \cdot (\text{filter}) + 1)$

not reqd $\Rightarrow \times$
not required
not required

two steps ← filter ← filter
two steps ← filter ← filter
filter ← filter ← filter
filter ← filter ← filter
filter ← filter ← filter

filter ← filter ← filter
filter ← filter ← filter

⇒ will be Computational costly if convolutional layer, pooling layer are not used.

e.g. $1,20,000 \xrightarrow{\text{down sampling}} 100 \text{ pixels}$

→ ReLU (pixel wise max value)

Convolutional layer → Pooling layer → Flatten layer

* filter move as stride (3x3) (3-2-3)

* Diff. filter stride → feature maps

* $3 \times 3 \times 1$ → filter weight 1

filter. $\xrightarrow{\text{center by convention}}$ weight

hyperparameter can be changed.

\otimes = sign for convolution operation

* feature map size = $1 + (\text{W} - \text{F} + 2\text{P}) / S$ — size. = $\xrightarrow{\text{ReLU layer.}}$

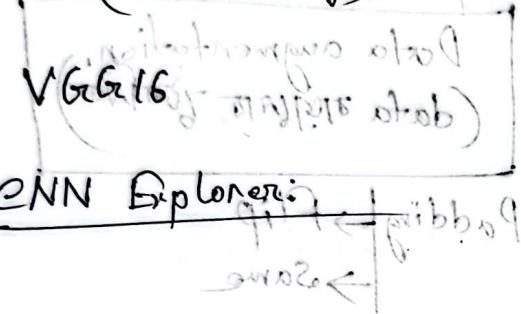
* Pooling layer → pools out important pixel (also works as filter) → filter doesn't have any value.

Max-pooling
Average pooling. } Reduces Size

→ CNN — uses transfer learning

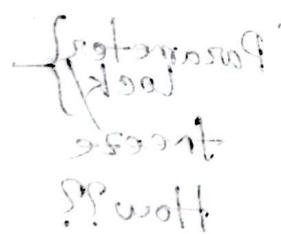
If I want to use transfer learning, image size has to be same.
(disadvantage)

- approach
- LeNet
- AlexNet
- ZFNet
- VGG
- GoogleNet
- ResNet



initially trained on CIFAR-10
Used for image classification
filming movies

(global average pooling)



softmax = dominant class

Dropout and Batch Normalization: 2020 → UNI

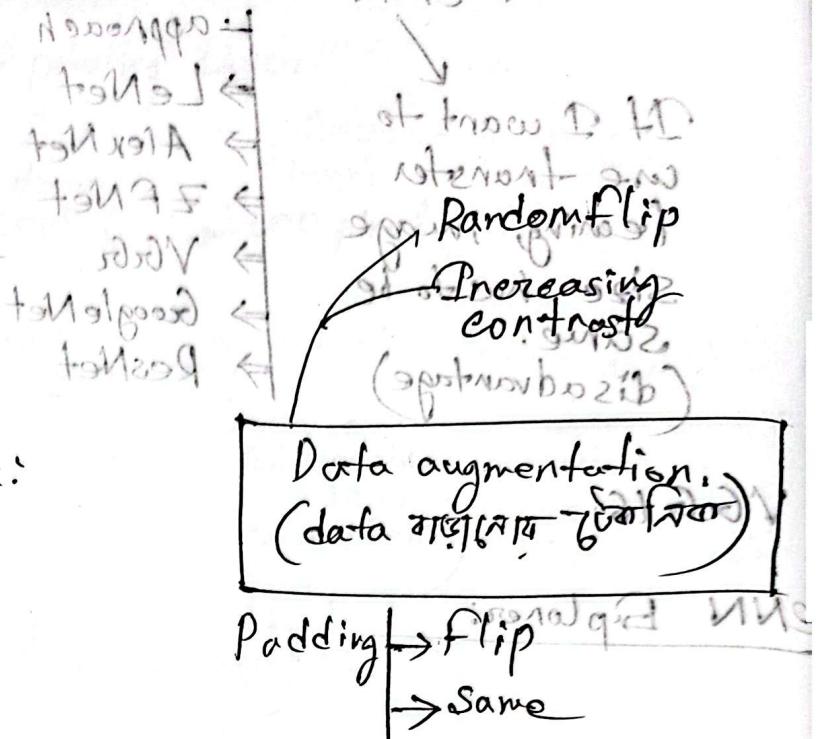
- Dropout layer
- Normalization layer

Feature Engineering:

Computer Vision | Kaggle

* The convolutional classifier:

- * Convolution and ReLU
- * Maximum pooling.



Custom Convnets (Kaggle)

Parameter
lock
freeze
How??

— base.trainable=False

• যাচের শোজ:

Dropout, normalization, Pre-trained Network (Sequence Model) → RNN

Image data choosing, multi-class classification.

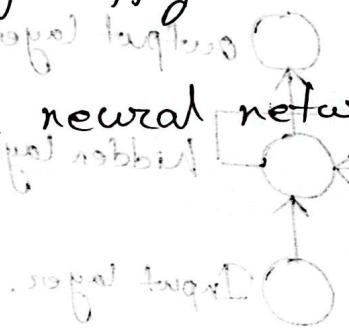
→ convolutional model \rightarrow loss \rightarrow accuracy

(With weights) → pre-trained - \rightarrow loss \rightarrow accuracy.

(Ht. w. (Input)) → data augmentation \rightarrow loss \rightarrow accuracy

(with weights) → early-stopping \rightarrow loss \rightarrow accuracy

Build convolutional neural networks with TensorFlow and Keras.



→ RNN \rightarrow loss \rightarrow accuracy

RNN to substitution

(importos) sequence

→ RNN \rightarrow loss \rightarrow accuracy

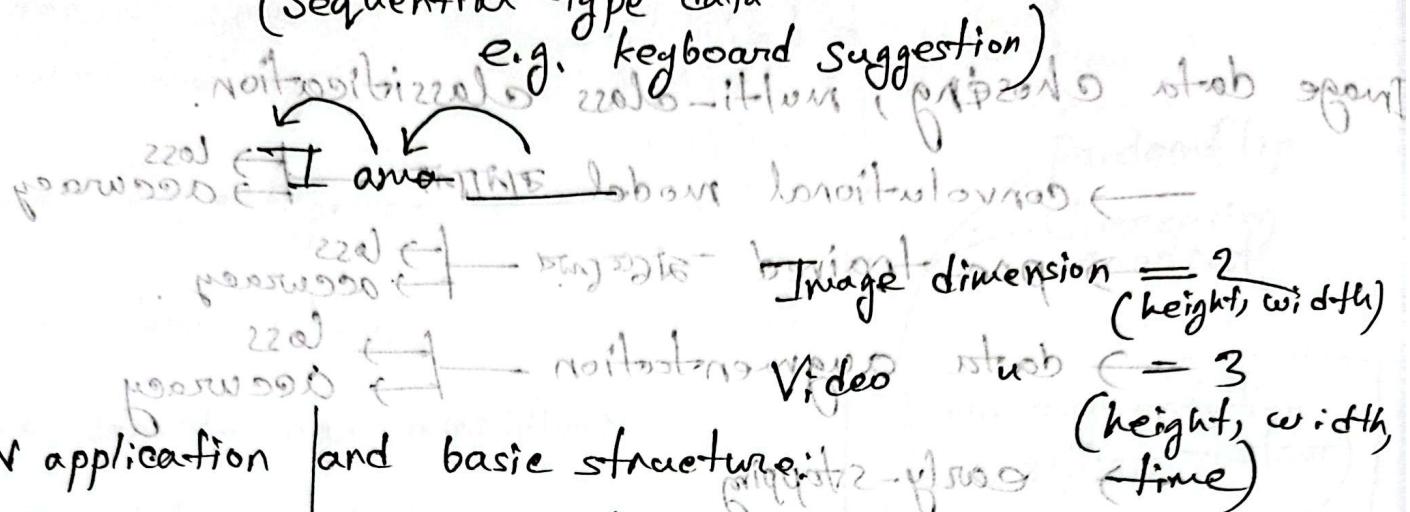
RNN probability

softmax (with weights)

Backpropagation

backward pass

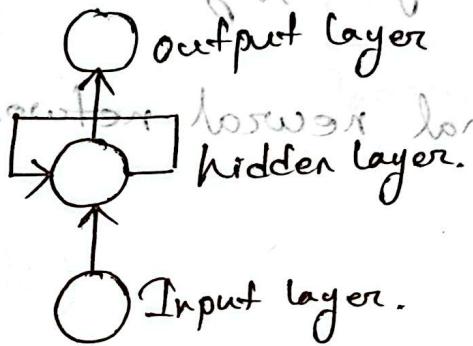
RNN — Recurrent Neural Networks. (sequential type data)



- RNN application and basic structure:

 - ⇒ Google's autosearch
 - ⇒ Sentiment classif.
wallnut review
 - ⇒ Machine translation

The diagram illustrates the basic structure of an RNN. It features three nodes arranged vertically. The bottom node is a circle with a horizontal arrow pointing to the right, representing the hidden layer. Above it is a rectangle representing the input layer. The top node is an empty circle representing the output layer. An upward-pointing arrow connects the hidden layer to the output layer.



FNN → can't handle sequential data
→ Can't memorize previous.

Architecture of RNN (medium)

Understanding RNN

String value (categorical)

~~has to be
converted
through encoding
numerical
Value.~~

Backpropagation through time:

general workflow:

adding the
loss through
all layers.

RNN problem → vanishing gradient.

→ can't handle long dependency. MP2.1

Types of RNN architecture stop 8 201

Classification one to one

Image caption one to many

Sentiment anal. many to one

many to many many to many

Advantage: stop 8 201
effective pixel neighborhood uses pixel info to calculate the value of current pixel

Variation
of RNN stop 8 bus state 11.9 (Medium)

16.09.25.

Vanishing and Exploding gradient problem
of gradient descent } RNN has it. Parveen Raj (Medium.)

Introduction to long-term dependency.

LSTM

- ↳ has dedicated memory cell.
(stores important info)
- * has 3 gate - controls information flow to next RNN to seqT
used to memory update.
- ↳ input gate (decides if the coming info is important or not (prob of 0.10) to store in memory) how much.
- ↳ forget gate (if the stored information is further required or not) (prob of 0.05)
- ↳ output gate (decides if any of the info from memory is required to generate prediction).

⑨

→ Cell state and 3 gates.
(Memory cell)

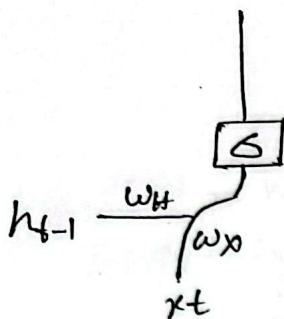
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perceptron
(Chaining)

→ holding memory, predicting by hidden state
hi and unidirectional hidden layer

perceptron - multilayered network

Forget gate: $\text{NLP} \rightarrow \text{LSTM} \rightarrow (\text{memory})$: not letting know from previous
(forget part) : forget part of CA



$f(t) = \sigma(w_x x_t + h_{t-1} w_h + b_f)$ \rightarrow memory \rightarrow generates sentence

Input gate: (has 3 parts)

→ Sigmoid layer
→ tanh layer.

decides which to keep
how much to keep

Output gate:

Sigmoid layer — decides if will use anything from memory.

tanh layer — if needed it comes from memory.

GRU (based on LSTM)

Mastering next word prediction: (medium) — NLP domain
AI by hand: (RNN by hand)

NLP — Embedding layer.

padding sequence (to make all the words of same length)

Sequence creation — n gram sequences.

model summary

input and output shape

Bengali word prediction
— Bangla tokenizer use এসে

* Bangla next word prediction using RNN.

first word আবুল হাসান বিশ্বাস — সেগুলো

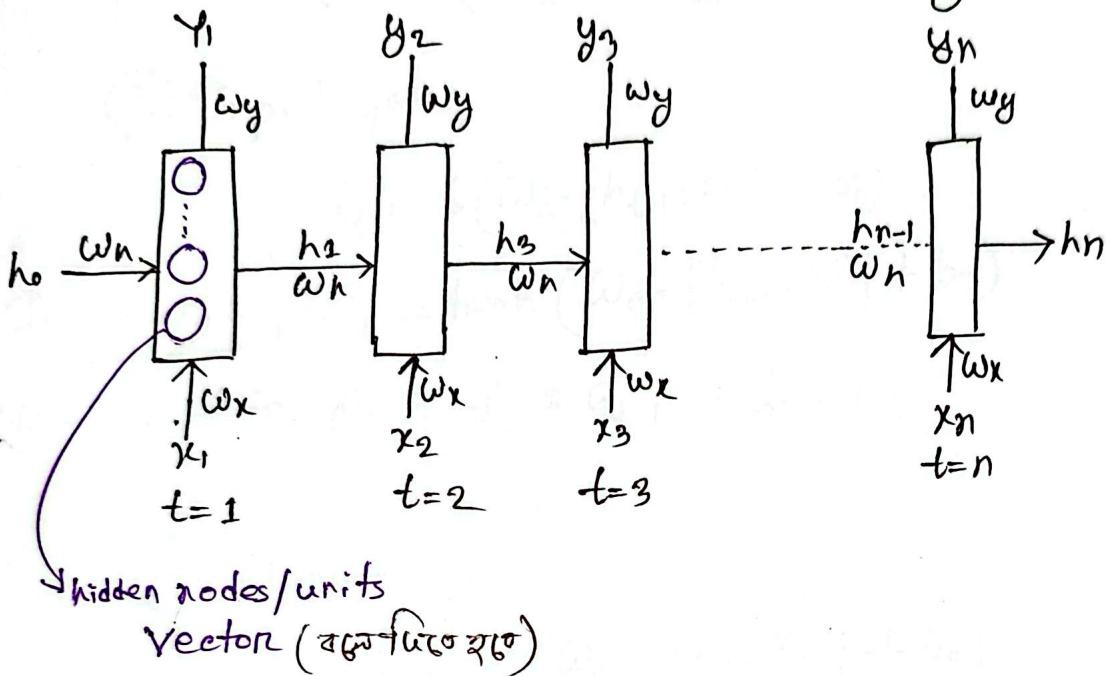
(H12) no board

RNN (from 'Medium')

To remember the sequential information

RNN maintains 'hidden state'

also referred as 'memory state'



$h \rightarrow$ activation has been applied.

$h_0 \rightarrow$ vector of 0's

$w_x, w_y, w_h \rightarrow$ shared throughout the entire network.

First, one-hot encoding is applied.

hidden nodes, $a_t = w_h \cdot h_{t-1} + w_x \cdot x_t$

hidden state, $h_t = \tanh(a_t)$

prediction at time t , $y_t = \text{softmax}(w_y \cdot h_t)$

$\xrightarrow{\text{for multiclass classification}}$

$w_h =$ square matrix.

Each hidden node has a bias

LSTM (Medium)

① Cell state (Memory cell)

② Forget gate:

$$f_t = \sigma(W_f \cdot [h_{t-1}, x_t] + b_f)$$

③ Input gate:

$$i_t = \sigma(W_i \cdot [h_{t-1}, x_t] + b_i)$$

Intermediate cell state, $\bar{C}_t = \tanh(W_c \cdot [h_{t-1}, x_t] + b_c)$

New cell state, $C_t = f_t * C_{t-1} + i_t * \bar{C}_t$

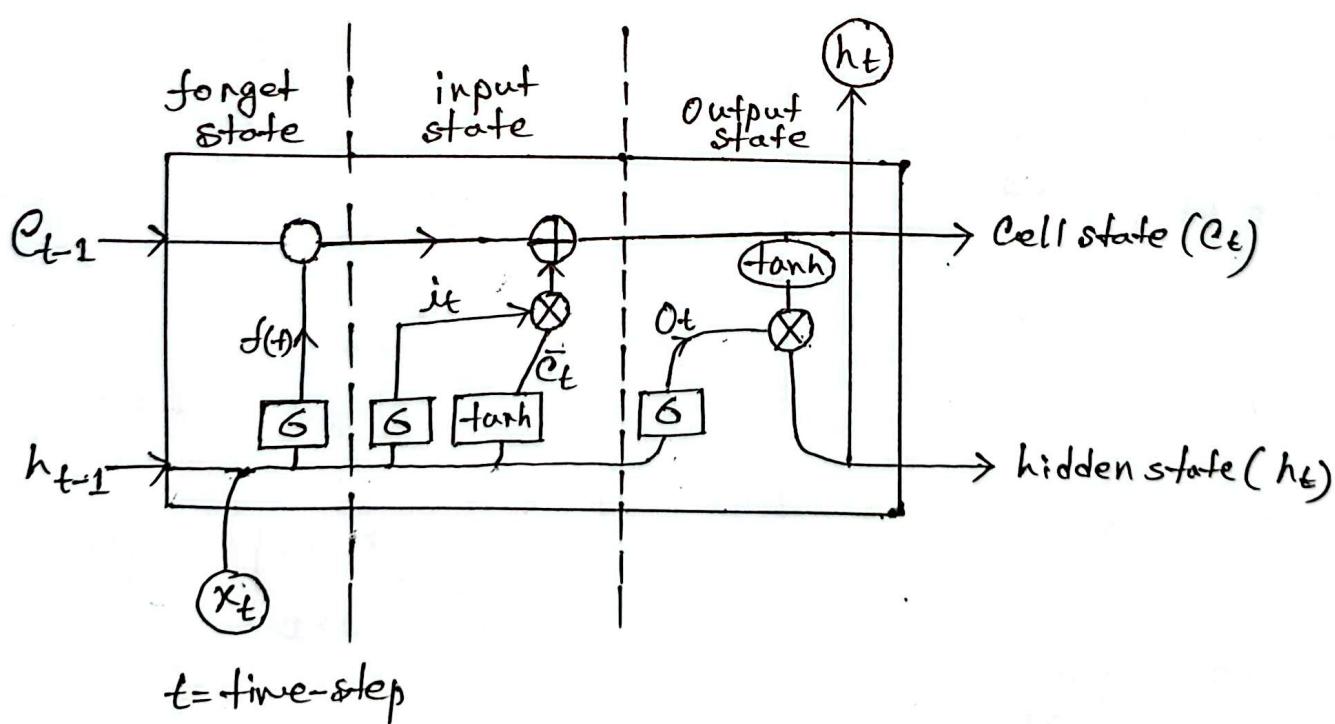
④ Output gate:

$$o_t = \sigma(W_o \cdot [h_{t-1}, x_t] + b_o)$$

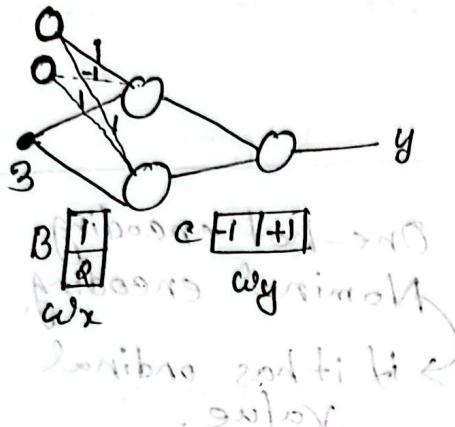
$$h_t = o_t * \tanh(C_t)$$

\otimes pointwise mul

\oplus pointwise add



input sequence, right input - wtf?



$$A \begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix} \\ w_1$$

$$x_1 \begin{bmatrix} 3 \end{bmatrix} \\ x_2 \begin{bmatrix} 0 \end{bmatrix}$$

$$\alpha_1 = w_x \cdot x_1 + w_h \cdot h_0 \\ = \begin{bmatrix} 1 \\ 2 \end{bmatrix} 3 + \begin{bmatrix} 1 & -1 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \end{bmatrix} \\ = 6 + 0 = 6$$

$$h_t = \text{ReLU}(\alpha_1) = \text{ReLU}(6) = 6$$

$$y_t = w_y \cdot h_t$$

$$= \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 6 \end{bmatrix} \\ = (+3)$$

$$h_t = \begin{bmatrix} 0 \\ 28 \end{bmatrix}$$

$$y_t = \begin{bmatrix} -1 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 28 \end{bmatrix}$$

$$= \circled{28}$$

=

$$[pxe] = x^{10}$$

$$[exe] = H^W$$

$$[e \times 1] = p^W$$

filled at position 0

⑤ input

$$right = \begin{bmatrix} 1 \\ 17 \end{bmatrix}$$

$$\begin{aligned} \alpha_3 &= \begin{bmatrix} 1 \\ 2 \end{bmatrix} 5 + \begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 17 \\ 17 \end{bmatrix} \\ &= (5+10) + \begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 17 \\ 17 \end{bmatrix} \\ &= 15 + \boxed{-14} \end{aligned}$$

$$\begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 17 \\ 17 \end{bmatrix} = \boxed{10}$$

$$\begin{bmatrix} 5 \\ 10 \end{bmatrix} + \begin{bmatrix} -16 \\ 18 \end{bmatrix}$$

$$= \boxed{-11}$$

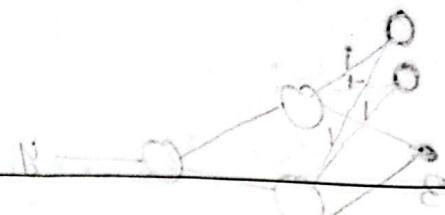
Source - column
desti - row
ratio

$$W_x = [3 \times 4]$$

प्रत्येक वाकी के लिए एक अलग

$$W_H = [3 \times 3]$$

$$W_y = [1 \times 3]$$



Data annotation / labelling

One-hot encoding
Nominal encoding.

→ if it has ordinal value.

Tokenization ~~has~~ problem

frequency -> दोनों गुण

वर्गीकृत दोनों गुण

dictionary size.

max-length -> convert padding.

flatten \approx embedding layer (in NLP)

input-length = max-seq

(प्रत्येक वाकी का padding रखें)

→ फिर उसे increase करें (3+)

\Rightarrow LSTM for video sentiment analysis.

⇒ Human activity recognition. using

LSTM-CNN

(Parmay Chakrabarti)

प्रत्येक वाकी के लिए एक अलग

प्रत्येक वाकी के लिए एक अलग

→ video dim. (3)

time — temporal dimension.

boot pd MP21

Introduction to long term memory (LSTM) — analytics vidya.

medium.

RNN by hand: (math problem)

Input sequence: $X [3 \ 9 \ 5 \ 6]$

Parameters $A \begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix}$ $B \begin{bmatrix} 1 \\ 2 \end{bmatrix}$ $C \begin{bmatrix} -1 & 1 \end{bmatrix}$

Activation function: ReLU

Hidden states: $H_0 \begin{bmatrix} 0 \\ 0 \end{bmatrix}$

Output sequence: $Y [3 \ 16 \ 28 \ 40]$

$$a_t = w_h h_{t-1} + w_x x_t$$

$$h_t = \tanh(a_t)$$

$$y_t = w_y \cdot h_t$$

: stop loop

y_1

$$\underbrace{\begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \end{bmatrix}}_{2 \times 2 \quad 2 \times 1} + \underbrace{\begin{bmatrix} 1 \\ 2 \end{bmatrix} \begin{bmatrix} 3 \end{bmatrix}}_{2 \times 2 \quad 1 \times 1} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} + \begin{bmatrix} 3 \\ 6 \end{bmatrix} = \begin{bmatrix} 3 \\ 6 \end{bmatrix} \text{ fiber cell} = 3$$

y_2

$$\begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 3 \\ 6 \end{bmatrix} + \begin{bmatrix} 1 \\ 2 \end{bmatrix} \begin{bmatrix} 9 \end{bmatrix} = \begin{bmatrix} -3 \\ 9 \end{bmatrix} + \begin{bmatrix} 9 \\ 8 \end{bmatrix} = \begin{bmatrix} 1 \\ 17 \end{bmatrix} \text{ fiber cell} = 16$$

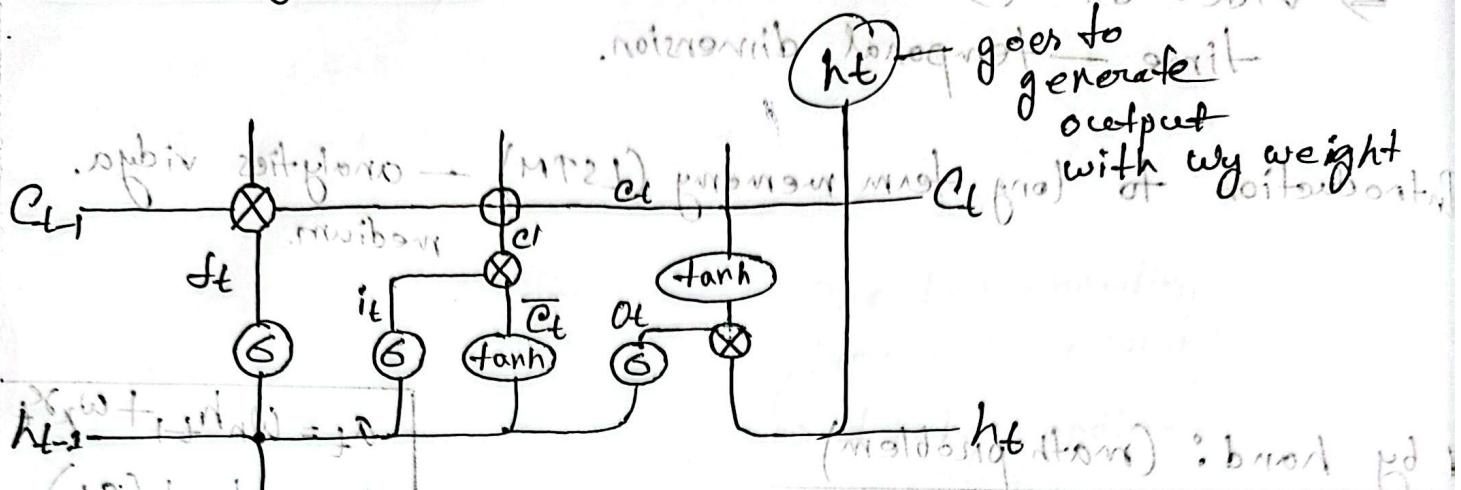
y_3

$$\begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 17 \end{bmatrix} + \begin{bmatrix} 1 \\ 2 \end{bmatrix} \begin{bmatrix} 5 \end{bmatrix} = \begin{bmatrix} -16 \\ 18 \end{bmatrix} + \begin{bmatrix} 5 \\ 10 \end{bmatrix} = \begin{bmatrix} -11 \\ 28 \end{bmatrix} \approx 28$$

y_4

$$\begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 28 \end{bmatrix} + \begin{bmatrix} 1 \\ 2 \end{bmatrix} \begin{bmatrix} 6 \end{bmatrix} = \begin{bmatrix} -28 \\ 28 \end{bmatrix} + \begin{bmatrix} 6 \\ 12 \end{bmatrix} = \begin{bmatrix} -22 \\ 40 \end{bmatrix} \approx 40$$

LSTM by hand



(e) with o_t bias \leftarrow

notion of bias goes to generate output with my weight

h_t goes to generate output

c_t (h_t) with my weight

(not bias): best pd

$[0 \ 0 \ 0]$: sample bug

$[1 \ 0 \ 0]$: A

$\tanh h = \frac{e^h - e^{-h}}{e^h + e^{-h}}$

Sigmoid: $\frac{1}{1 + e^{-h}}$

Forget gate:

$$f_t = \sigma(w_f \cdot (h_{t-1}, x_t) + b_f)$$

$$\bar{c}_t = \tanh(w_c \cdot (h_{t-1}, x_t) + b_c)$$

Updated memory.

$$c_t = (\bar{c}_t \times f_t) + (c_{t-1} \times i_t)$$

c_t = Selected info. to be added (c')

$h_t = o_t \times \tanh(c_t)$

$$h_t = [0] + [0] = [0] + [0] = [0]$$

$$h_t = [1] + [0] = [1] + [0] = [1]$$

$$h_t = [0] + [1] = [0] + [1] = [1]$$

$$h_t = [0] + [0] = [0] + [0] = [0]$$

$$h_t = [0] + [0] = [0] + [0] = [0]$$

Transformer

Attention mechanism

Encoder-decoder (RNN)

Seq-to-seq. signal pass

disadvantage:

result of doing it get backward context
e.g. Google Translate bus signal

signal bus staggering

git habrio/visualizing neural machine-translation mechanics

Jay Alammar

The illustrated transformer

Jay Alammar.

Sequence-to-sequence model

Transformer.

Fuzzy Logic partial truth

A very brief introduction to fuzzy logic and fuzzy systems

Grisp sets and logic

binary logic

fuzzy set.

Membership function

Normal fuz

Partial belonging:

(UN) subset → sub,

logic

" "

writing
medium