CS 344 Guide 10 - Neural Networks

a. Neural Networks

- i. Terms
 - Neurons
 - a. A node in a neural network, typically taking in multiple input values and generating one output value.
 - b. Calculates output value by applying activation function (nonlinear transformation) to weighted sum of input values.
 - Hidden layers
 - a. A synthetic layer in a neural network between the input layer (features) and output layer (prediction)
 - b. Typically contains an activation function for training.
 - Activation function
 - a. A function that takes in the weighted sum of all of the inputs from the previous layer and then generates and passes an output value (typically nonlinear) to the next layer.
- ii. Compare and contrast handling non-linearities using feature crosses vs. neural networks.
 - Feature crosses:
 - a. Takes the cross product of 2 or more features to create a synthetic feature.
 - b. Includes one-hot vector encoding.
 - c. Uses bucketing, binning, etc.
 - d. Results in adding more dimensions to the feature set and could create sparse feature vectors.
 - e. Limited in the non-linear problems it can solve.
 - Neural networks:
 - a. Adds a non-linear transformation layer where non-linearity is encoded via the use of an activation function
 - a. Sigmoid, ReLU, tanh, etc.
 - b. Any mathematical function can be used.
 - b. Hidden layers are added to the model, which could each have a different activation function.
 - c. Uses back propagation.
 - d. Can solve complex non-linear problems.
- iii. How does a neural network model non-linearities?
 - By directly introducing non-linearity by piping each hidden layer node through a non-linear function (activation function)

b. Training Neural Networks

- i. Terms
 - Vanishing/exploding gradients
 - a. Vanishing gradient problem:
 - a. Tendency for gradients of early hidden layers of deep neural network to become flat (low).
 - b. Increasingly lower gradients result in increasingly smaller changes to weights on nodes leading to little or no learning.
 - b. Exploding gradient problem:

- a. Tendency for gradients in deep neural networks to become steep (high).
- Increasingly higher gradients result in increasingly larger changes to weights on nodes leading to NaN issue and nonconvergence.

Dead RELUs

- a. Failure of gradients to propagate due to weights in a ReLU unit being below zero and the ReLU activation function normalizing them all to 0.
- b. Contributes nothing to network output and gradients cannot flow through during back propagation.
 - a. With gradient source cut off, ReLU may not change enough to bring weighted sum back above 0.

Dropout

- a. A form of regularization in training deep neural networks.
- b. Removes a random selection of a fixed # of units in a network layer for a single gradient step.
- c. 0.0 = no dropout regularization
- d. 1.0 = drop everything
- e. Use intermediate values to be useful.
- ii. Give a general explanation of how backpropagation works.
 - URL: https://hmkcode.github.io/ai/backpropagation-step-by-step/
 - Construct a simple neural network consisting of input nodes, hidden layers with activation functions, and an output node.
 - Connect nodes in neighboring layers with weights, forming the network parameters.
 - Each node should have a non-linear activation function to model non-linearity.
 - Calculate the forward propagation to obtain the output.
 - Calculate the error function, which is the deviation between the predicted output value and actual target values.
 - Calculate the back propagation update weights using gradient descent.
 - Rinse and repeat recursively using updated weight values each iteration.
- iii. Of what value are *normalized* feature vectors?
 - Helps speed the convergence of neural networks.
 - Helps gradient descent converge.
 - Avoids the NaN trap.
 - Roughly zero-centered [-1,1] range often works well.
 - Avoid outlier values too.

c. Multi-Class Neural Networks

- i. Terms
 - One-vs-All
 - a. Given classification problem with N possible solutions, then solution consists of N separate binary classifiers (one for each outcome)
 - a. Example: animal vs. not animal.
 - Softmax
 - a. A function that provides probabilities for each possible class in a multiclass classification model.
 - b. Probabilities add to 1.0
 - Logits

- a. Vector of raw (non-normalized) predictions that a classification model generates.
- b. Typically becomes an input to the softmax function in a multi-class classification problem.
- ii. Does the softmax layer have to have the same number of nodes as the output layer? If so, why; if not, why not?
 - It must have the same # of nodes as the output layer
 - Because it must assign a probability for each class and altogether they must add to 1. If it doesn't assign a probability for each class, the combined probability for all classes may not add to 1.
 - Ask Professor VanderLinden.
 - URL: https://stats.stackexchange.com/questions/281887/if-softmax-is-used-as-an-activation-function-for-output-layer-must-the-number-o