# Lecture 4:

Backpropagation and Neural Networks part 1

### Administrative

A1 is due Jan 20 (Wednesday). ~150 hours left Warning: Jan 18 (Monday) is Holiday (no class/office hours)

Also note:

Lectures are non-exhaustive.

Read course notes for completeness.

I'll hold make up office hours on Wed Jan20, 5pm @ Gates 259

Where we are...

$$s = f(x; W) = Wx$$

scores function

$$L_i = \sum_{j 
eq y_i} \max(0, s_j - s_{y_i} + 1)$$

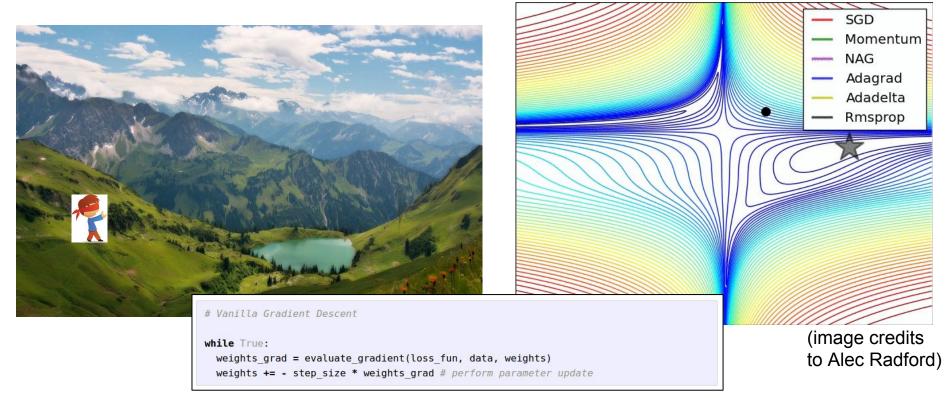
SVM loss

$$L=rac{1}{N}\sum_{i=1}^{N}L_i+\sum_k W_k^2$$

data loss + regularization

want  $\nabla_W L$ 

## Optimization



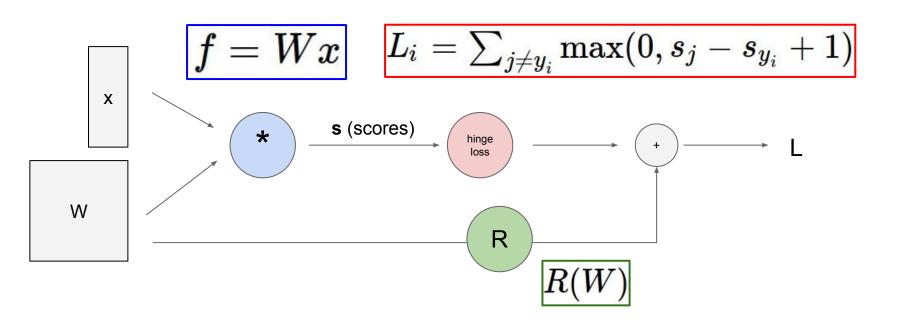
#### Gradient Descent

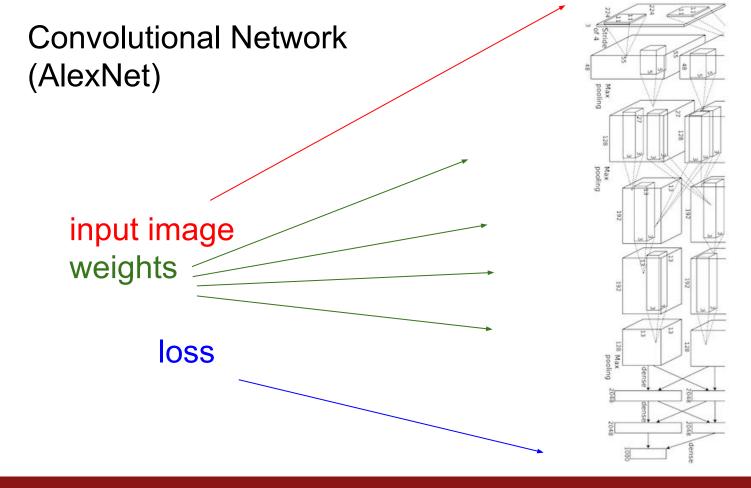
$$rac{df(x)}{dx} = \lim_{h o 0} rac{f(x+h) - f(x)}{h}$$

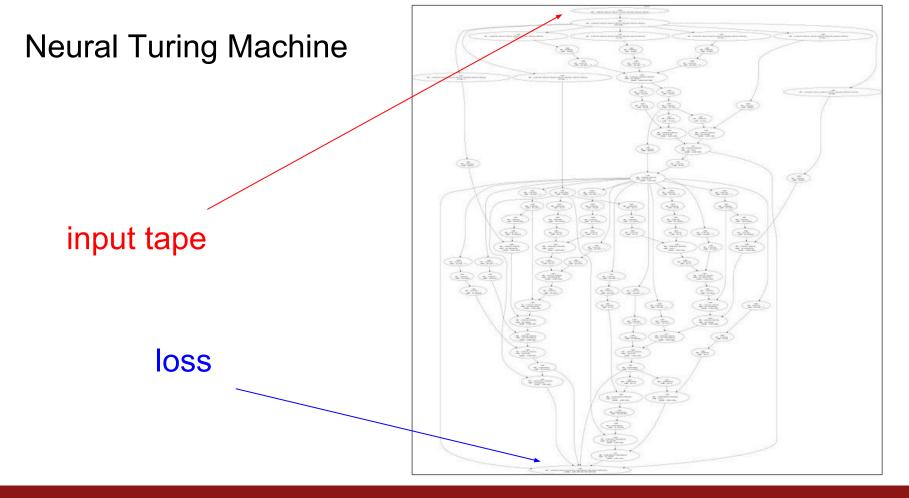
**Numerical gradient**: slow :(, approximate :(, easy to write :) Analytic gradient: fast:), exact:), error-prone:(

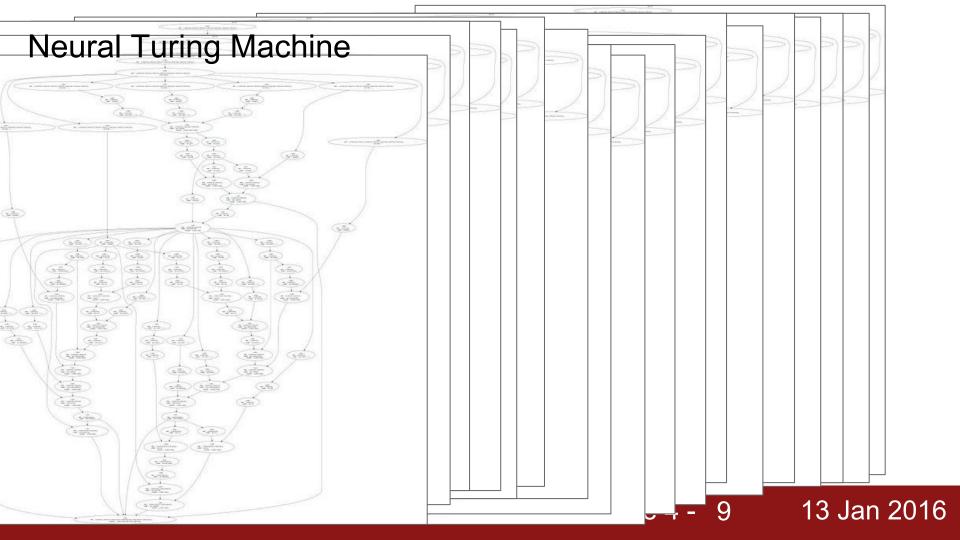
In practice: Derive analytic gradient, check your implementation with numerical gradient

## **Computational Graph**

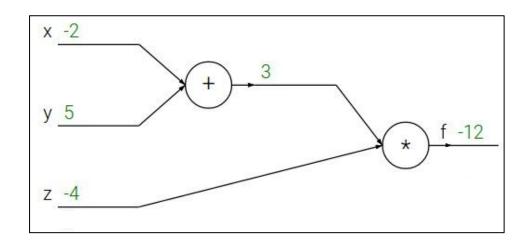








$$f(x, y, z) = (x + y)z$$
  
e.g.  $x = -2$ ,  $y = 5$ ,  $z = -4$ 



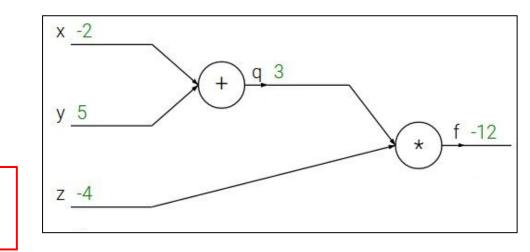


$$f(x, y, z) = (x + y)z$$
  
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$$q=x+y \qquad rac{\partial q}{\partial x}=1, rac{\partial q}{\partial y}=1$$

$$f=qz$$
  $rac{\partial f}{\partial q}=z, rac{\partial f}{\partial z}=q$ 

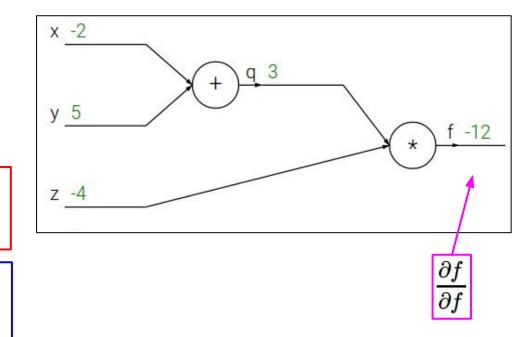
Want: 
$$\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$$



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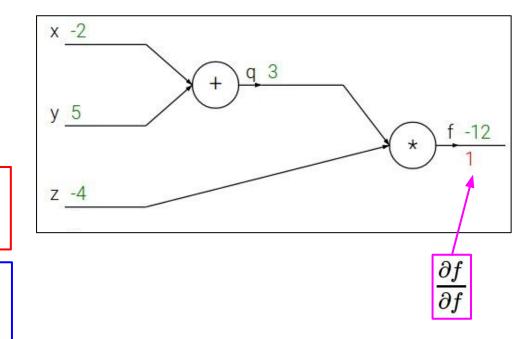
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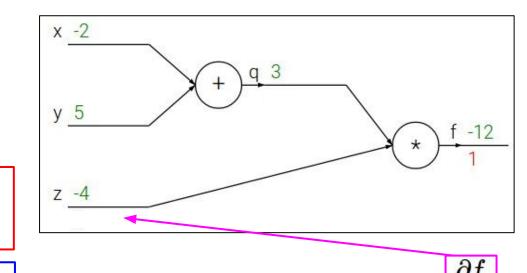
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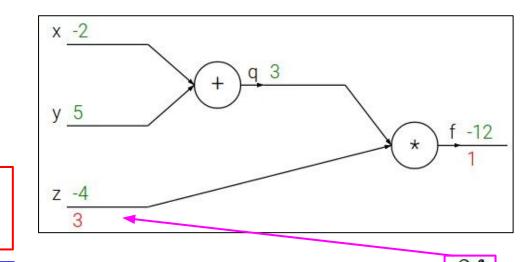


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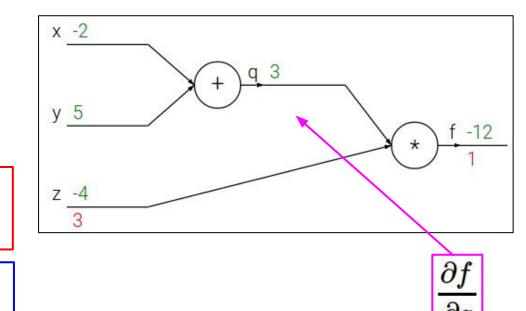
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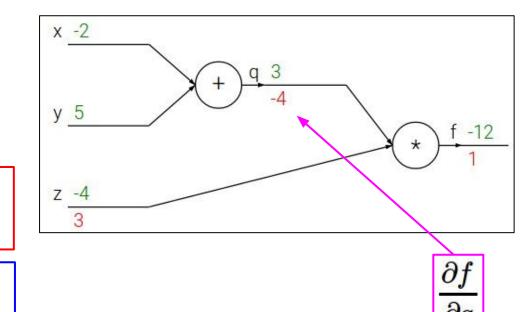


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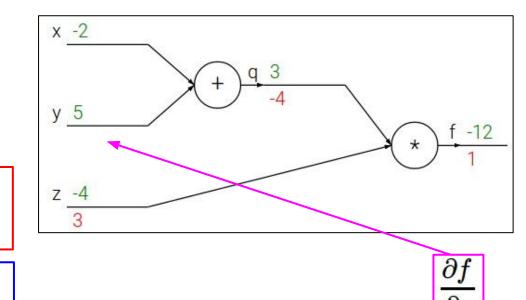
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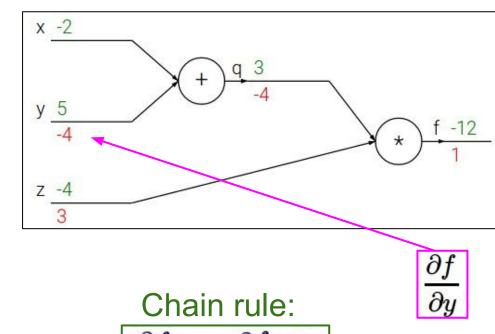
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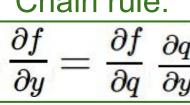


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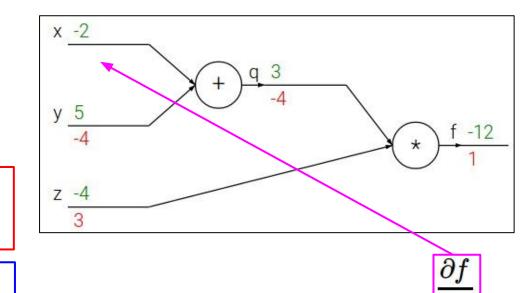




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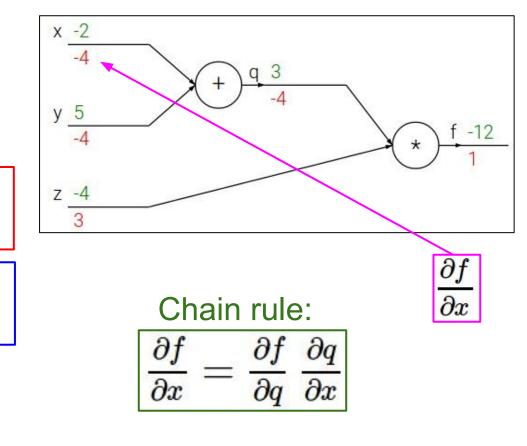
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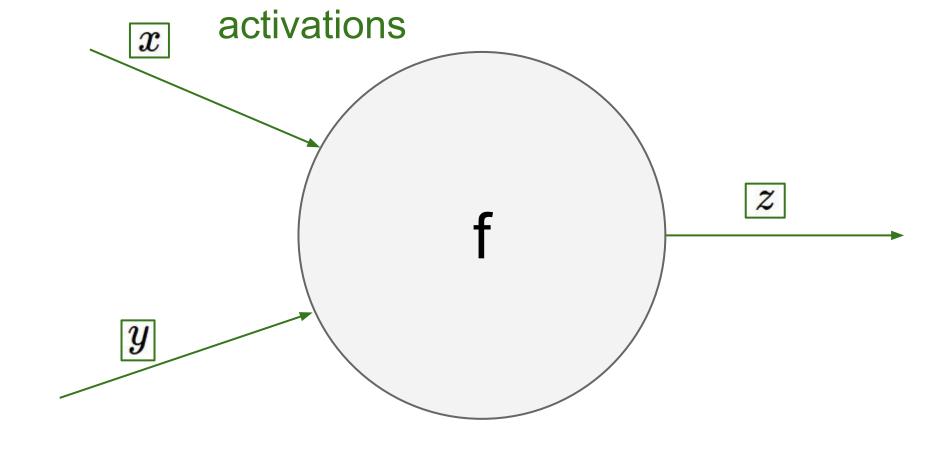


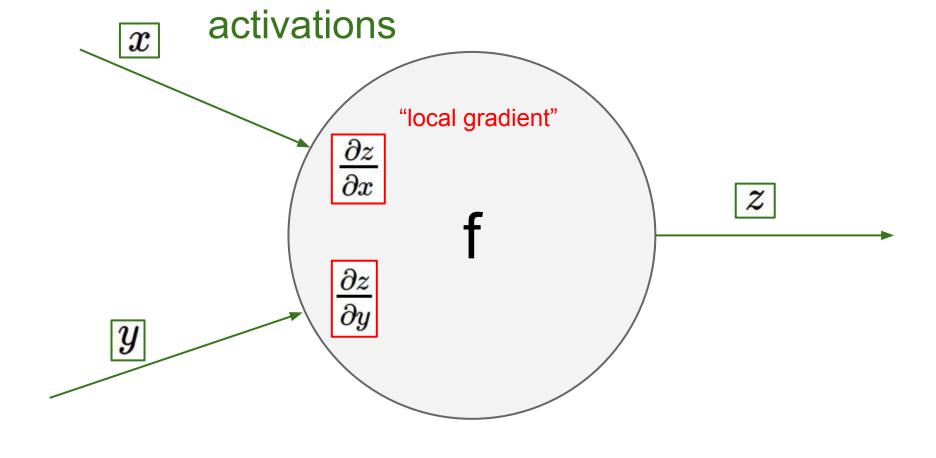
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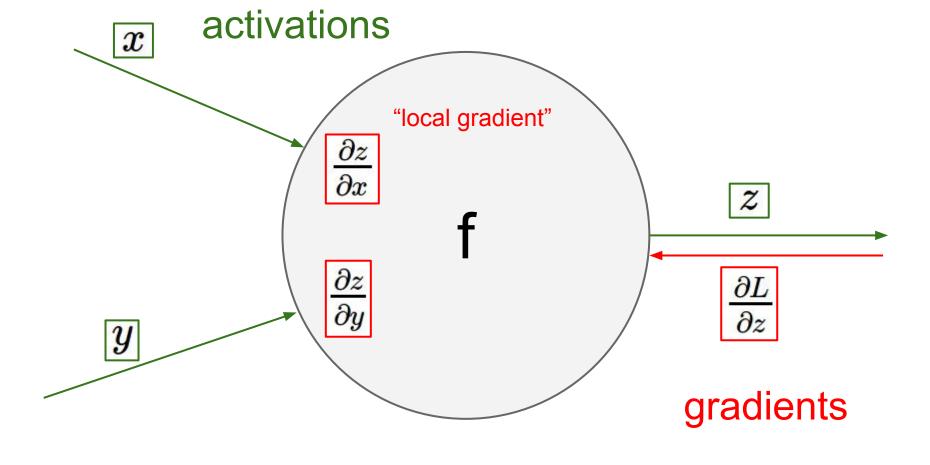
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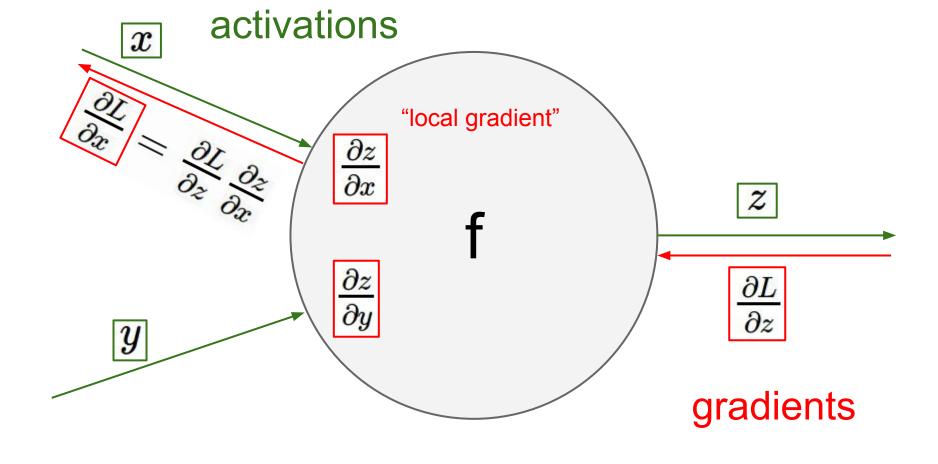
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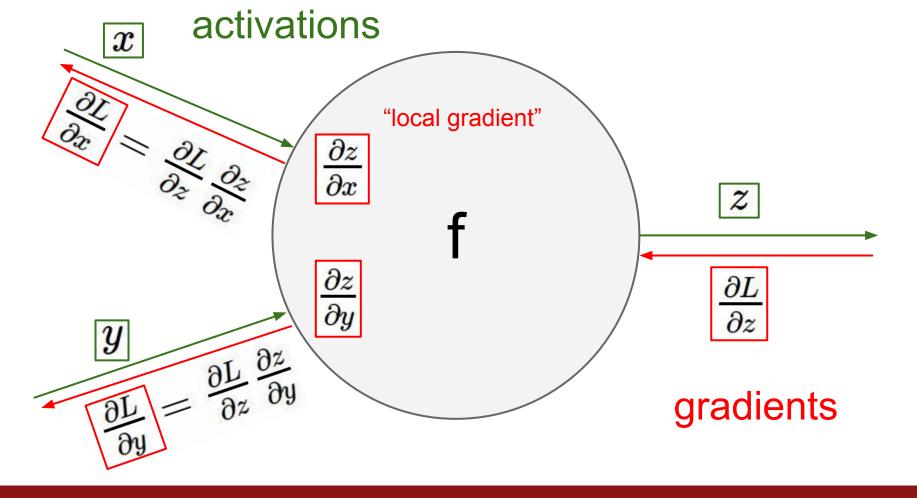


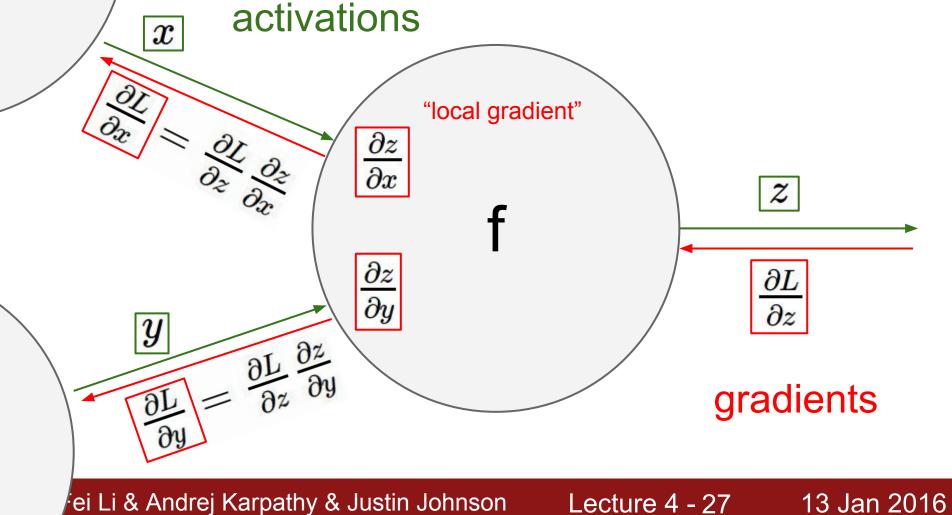




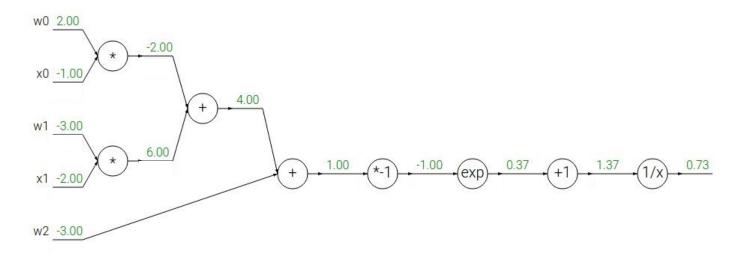




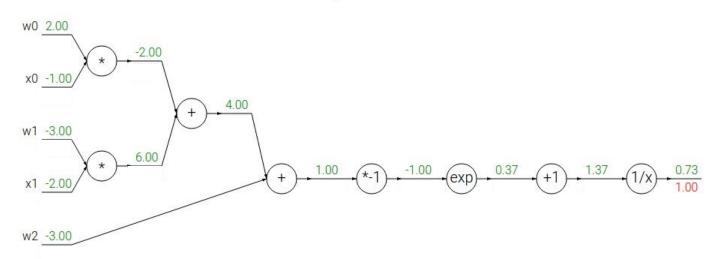




## Another example: $f(w,x) = \frac{1}{1 + e^{-(w_0 x_0 + w_1 x_1 + w_2)}}$

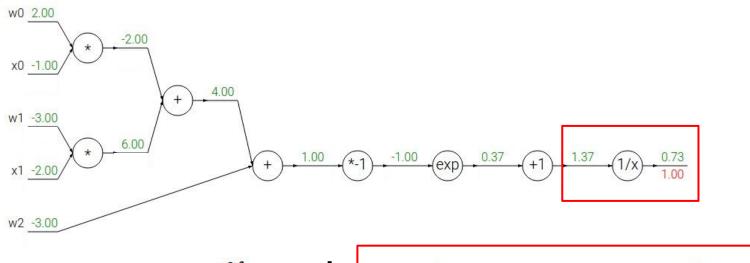


$$f(w,x)=rac{1}{1+e^{-(w_0x_0+w_1x_1+w_2)}}$$



$$f(x) = e^x \hspace{1cm} o \hspace{1cm} rac{df}{dx} = e^x \hspace{1cm} f(x) = rac{1}{x} \hspace{1cm} o \hspace{1cm} rac{df}{dx} = -1/x^2 \ f_a(x) = ax \hspace{1cm} o \hspace{1cm} rac{df}{dx} = a \hspace{1cm} f_c(x) = c + x \hspace{1cm} o \hspace{1cm} rac{df}{dx} = 1$$

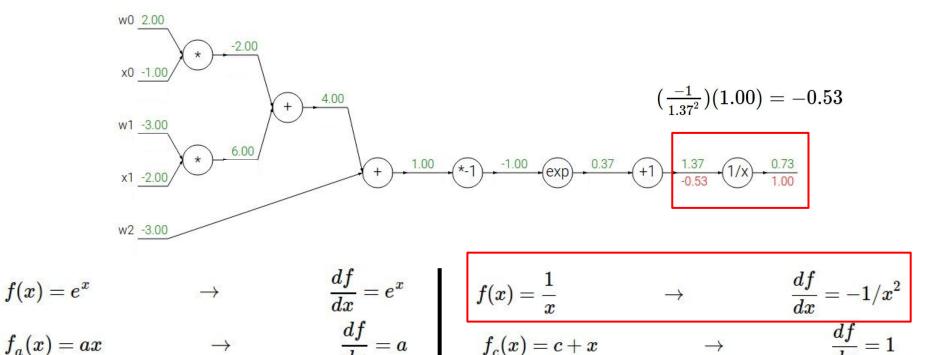
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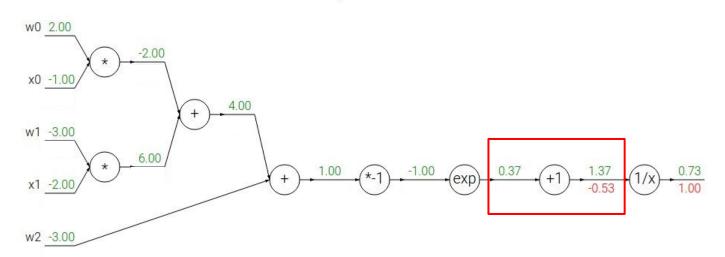
$$egin{aligned} f(x) = e^x & 
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$$f(x)=rac{1}{x} \qquad \qquad \qquad rac{df}{dx}=-1/x^2 \ f_c(x)=c+x \qquad \qquad \qquad \qquad rac{df}{dx}=1$$

$$f(w,x)=rac{1}{1+e^{-(w_0x_0+w_1x_1+w_2)}}$$

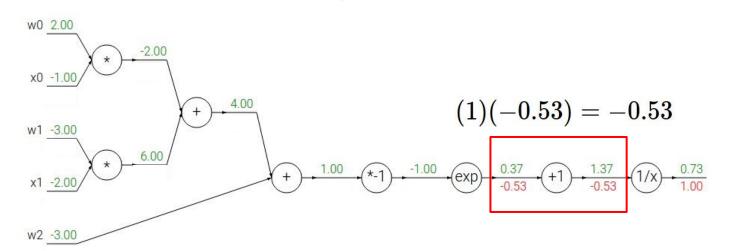


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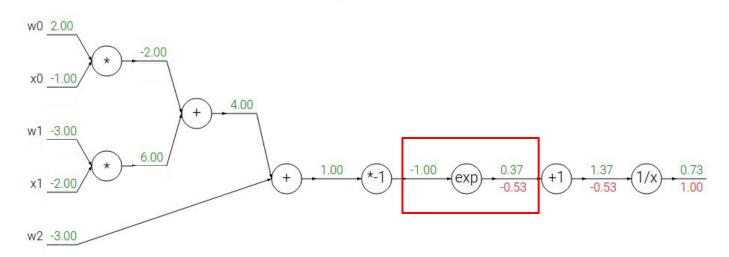


$$f(x)=e^x \hspace{1cm} o \hspace{1cm} rac{df}{dx}=e^x \hspace{1cm} f(x)=rac{1}{x} \hspace{1cm} o \hspace{1cm} rac{df}{dx}=-1/x^2 \ f_a(x)=ax \hspace{1cm} o \hspace{1cm} rac{df}{dx}=a \hspace{1cm} f(x)=c+x \hspace{1cm} o \hspace{1cm} rac{df}{dx}=1$$

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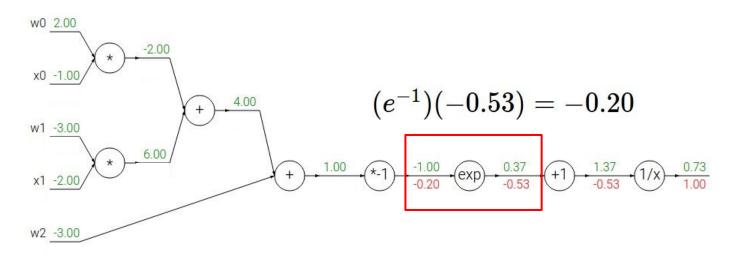


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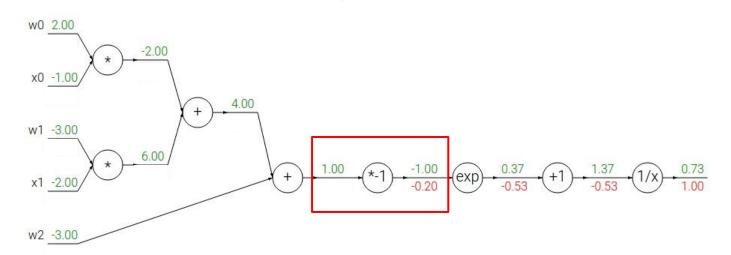


$$f(x)=e^x \qquad 
ightarrow \qquad rac{df}{dx}=e^x \ f(x)=ax \qquad 
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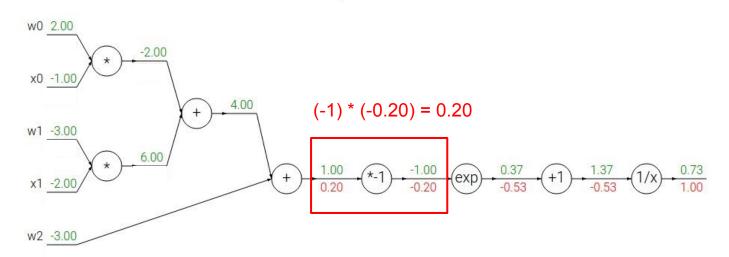
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$$f(x) = e^x \qquad o \qquad rac{df}{dx} = e^x \ f_a(x) = ax \qquad o \qquad rac{df}{dx} = a$$

$$f(x)=rac{1}{x} \qquad \qquad 
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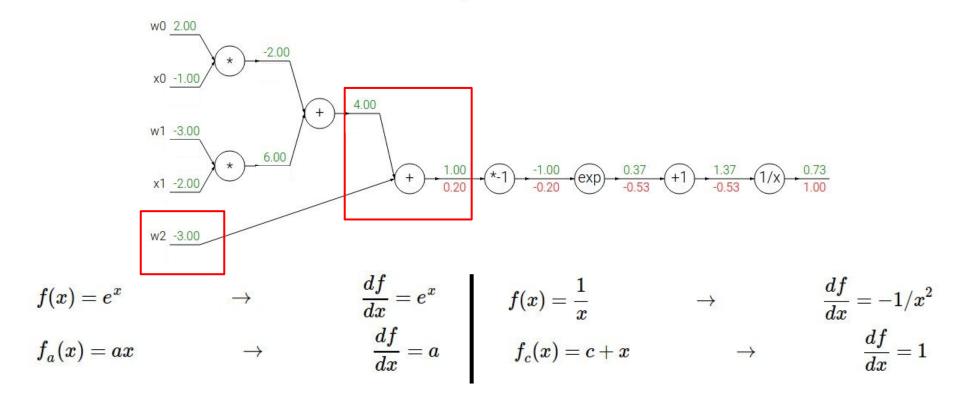
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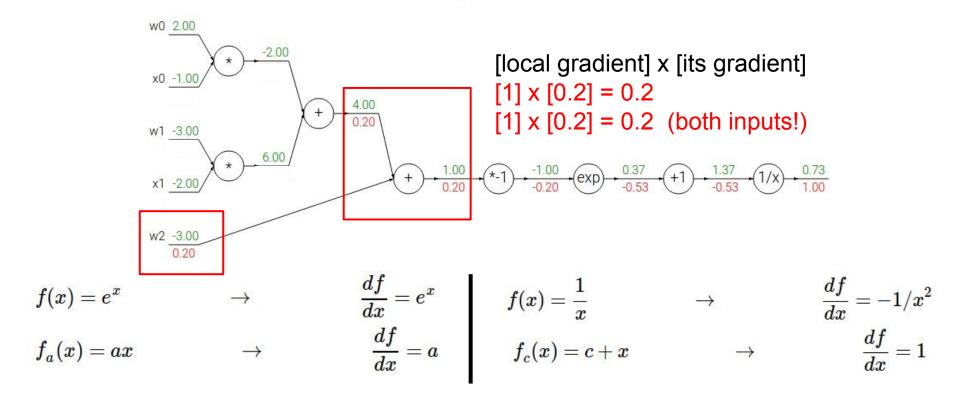
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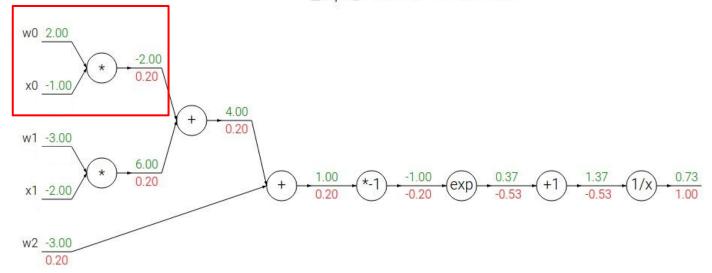
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$$f(w,x) = rac{1}{1 + e^{-(w_0 x_0 + w_1 x_1 + w_2}}$$



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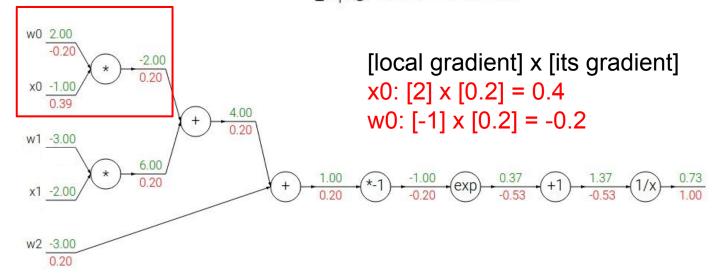


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## Another example:

$$f(w,x) = rac{1}{1 + e^{-(w_0 x_0 + w_1 x_1 + w_2)}}$$



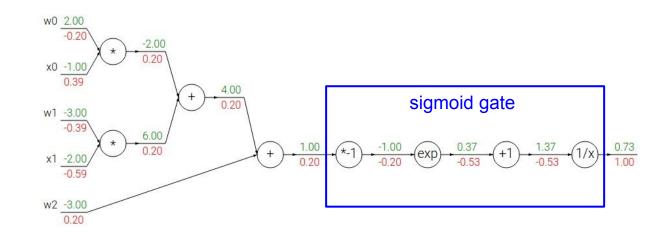
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ightarrow \hspace{1cm} rac{df}{dx} = 1$$

$$f(w,x) = rac{1}{1 + e^{-(w_0 x_0 + w_1 x_1 + w_2)}}$$

$$\sigma(x) = \frac{1}{1 + e^{-x}}$$

sigmoid function

$$rac{d\sigma(x)}{dx} = rac{e^{-x}}{(1+e^{-x})^2} = \left(rac{1+e^{-x}-1}{1+e^{-x}}
ight) \left(rac{1}{1+e^{-x}}
ight) = \left(1-\sigma(x)
ight)\sigma(x)$$

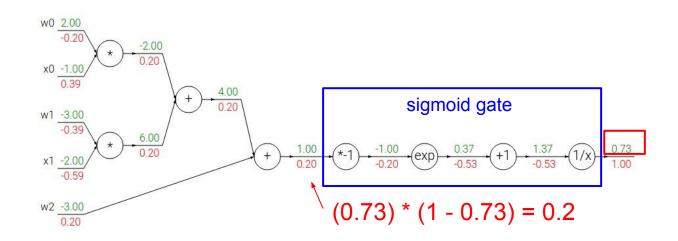


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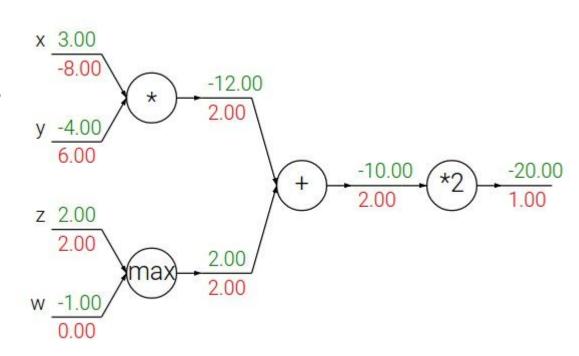


#### Patterns in backward flow

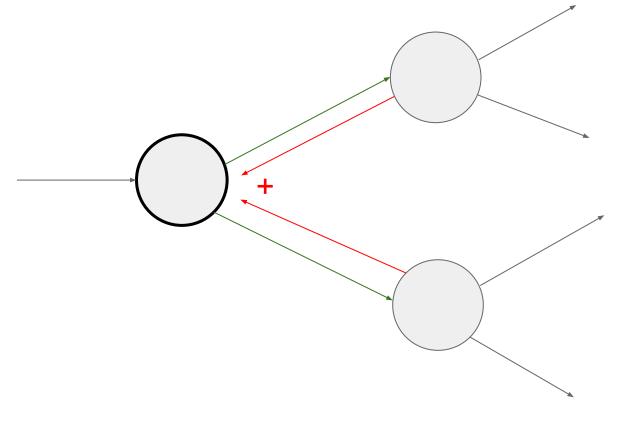
add gate: gradient distributor

max gate: gradient router

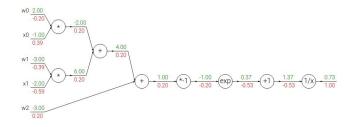
mul gate: gradient... "switcher"?



## Gradients add at branches



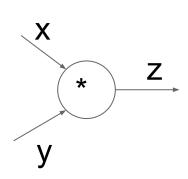
## Implementation: forward/backward API



#### Graph (or Net) object. (Rough psuedo code)

```
class ComputationalGraph(object):
    # . . .
    def forward(inputs):
        # 1. [pass inputs to input gates...]
        # 2. forward the computational graph:
        for gate in self.graph.nodes topologically sorted():
            gate.forward()
        return loss # the final gate in the graph outputs the loss
    def backward():
        for gate in reversed(self.graph.nodes topologically sorted()):
            gate.backward() # little piece of backprop (chain rule applied)
        return inputs gradients
```

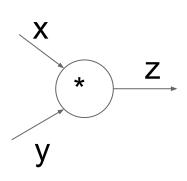
## Implementation: forward/backward API



(x,y,z are scalars)

```
class MultiplyGate(object):
    def forward(x,y):
        z = x*y
         return z
    def backward(dz):
        \# dx = \dots \#todo
        \# dy = ... \#todo
                                     \partial L
         return [dx, dy]
```

## Implementation: forward/backward API



```
class MultiplyGate(object):
    def forward(x,y):
       z = x*y
        self.x = x # must keep these around!
        self.y = y
        return z
    def backward(dz):
        dx = self.y * dz # [dz/dx * dL/dz]
        dy = self.x * dz # [dz/dy * dL/dz]
        return [dx, dy]
```

(x,y,z are scalars)



## **Example: Torch Layers**



■ LogSigmoid lue	Add THNN conversion of (ELU, LeskyReLU, LogSigmoid, LogSofMax, Looku	7 days ag
□ LogSofMax.lua	Add THNN conversion of (ELU, LeekyReLU, LogSigmoid, LogSofMax, Looku	7 days ag
	Harmonize LookupTable signature with ours impl	5 days ag
	Rename unpack to table unpack for Lus 5.2	8 months ag
MSECriterion.lua	Add SizeAverage to criterions in the constructor.	2 months ag
MarginCriterion.kus	modernized MarginCriterion	a year ag
MarginRankingCriterion kus	Fix batch mode in MarginRankingCriterion	4 days ag
Max.lua	Merge pull request #464 from vgire/master	2 months ag
Mean.lus	Add support for negative dimension and both batch and non batch input	2 months ag
MinJue	Merge pull request #464 from vgire/master	2 months ag
MatureTable.lua	cancel unused variable and useless expression	29 days ag
Module.lus	Revert "Don't re-Batten parameters if they are already flattered"	15 hours ag
€ Mellus	removing the requirement for providing size in nn.Mul	a year ag
MulConstant.lus	Ignore updateGradinput if self.gradinput is nil	3 months ag
MultiCriterion.lua	asserts in MultiCriterion and ParadelCriterion add	2 months ag
MultiLabeMarginCriterion.lua	initial reviamp of torch? tree	4 years ag
MultiMarginCriterion.lua	multimargin supports p=2	11 months ag
NarrowJua	typeAs in Narrow not done in place.	6 months ag
NarrowTable.lua	NarrowTable	6 months ag
Normaliza lua	Remove brim and baddbrim from Normaliza, because they allocate memory,	20 days ag
	Buffers for PReLU cuda implementation.	8 months ag
Padding.lus	fixed broken nn.Padding: input was returned in backprop	5 months ag
PairwiseDistanceJua	Merge pull request #532 from xwgeng/master	29 days ag
Paralel ka	for a bug in conditional expression	a month ag
ParallelCriterion.lux	asserts in Multi-Criterion and PanallelCriterion add	2 months ag
Paralle/Table.lua	Parallel optimization. ParallelTable inherits Container, unit tests	a year ag
Power.las	Use UNIX line endings	7 months ag
README.md	doc readthedocs	5 months ag
☐ RReLUtus	Add randomized leaky rectified linear unit (RReLU)	3 months ag
□ ReLUlus	adds in-place ReLU and foxes a potential divide-by-zero in nn.Sgrt	9 months ag
Replicate Jua	Reglicate batchWode	8 months ag
☐ Reshape.lus	Added more informative pretty-printing.	a year ag
Selectiva	initial revenip of torch? tree	4 years ag
☐ SelectTable.lua	nn Module preserve type sharing semantics (#187); add nn Module apply	4 months ag
Sequential lua	fixing Sequential remove corner case	6 months ag
	initial revamp of torch? tree	4 years ag
SmoothL1Criterion.lus	Add SizeAverage to criterions in the constructor	2 months ag
SoftMax.lua	Fix various unused variables in nn	a year ag
☐ Sottlife Jus	Fix various unused variables in nn	a year ag
SoftPlus λas	fixed a numerical issue in the SofPlus module (it breaks for input g	2 years ag
SoftShrink.lua	initial revamp of torth? tree	4 years ag
⊕ SotSign.lus	initial reversity of torch? thee	4 years ag
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	Add C implementation of SpatialBatchNormalization	7 days ag
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## **Example: Torch Layers**



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E LogSofMax kas	Add THNN conversion of (ELU, LeakyReLU, LogSigmoid, LogSofMax, Looku	7 days ago
	Harmonize LookupTable signature with curn impl	5 days ago
<b>⊞</b> MMJus	Rename unpack to table unpack for Lua 5.2	8 months ago
MSECriterion lua	Add SizeAverage to criterions in the constructor	2 months ago
MarginCriterion.lua	modernized MarginCriterion	a year ago
MarginRankingCriterion.lua	Fix batch mode in MarginRankingCriterion	4 days ago
Maxius	Merge pull request #464 from vgire/master	2 months ago
Mean.lus	Add support for negative dimension and both batch and non batch input	2 months ago
Mirules	Merge pull request #464 from vgire/master	2 months ago
MintureTable lua	cancel unused variable and useless expression	29 days ago
Module.lus	Revert "Don't re-flatien parameters if they are already flatiened"	15 hours ago
Mullia	nemoving the requirement for providing size in nn.Mul	a year ago
MulConstant.lus	Ignore updateGradinput if self gradinput is nil	3 months ago
MultiCriterion.lua	asserts in MultiCriterion and ParallelCriterion add	2 months ago
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NarrowJua	typeAs in Narrow not done in place.	6 months ago
NarrowTable.lua	NerrowTable	6 months ago
Nomalizatua	Remove brinn and beddbrinn from Normalize, because they allocate memory,	20 days ago
PReLUJua	Buffers for PReLU cude implementation.	8 months ago
Padding.lus  PairwiseDistance.lus	fixed broken nn.Padding: input was returned in backgrop  Merce out request #532 from xwpenginester.	5 months ago 29 days ago
Parallel ka	fix a bug in conditional expression	a month ago
ParallelCriterion.lus  ParallelTable.lus	asserts in Multi-Criterion and Parallel Criterion add	2 months ago
E) Paraser aceus	Parallel optimization. ParallelTable inherits Container, unit tests Use UNIX line endings	a year ago 7 months ago
E) POWERUS E) README not	doc readhedos	
REPORT NO.	Add randomized leaky recified linear unit (RRei,U)	5 months ago 3 months ago
E) Rel Ulina	adds in-place ReLU and fixes a potential divide-by-zero in nn. Sgrt.	9 months ago
R Replicate lus	Replicate batchMode	8 months ago
P. Restancius	Added more informative pretty-printing.	a year ago
Selection	initial revenue of torch? tree	4 years ago
☐ SelectTable lus  ☐ SelectTable lus  ☐ Description ☐ De	nn Module preserve type sharing semantics (#187); add nn Module apply	4 months ago
Sequential lua	fixing Sequential remove corner case	6 months ago
E Signoid has	initial revenue of terch? tree	4 years ago
F) Smooth 1Criterion kas	Add SizeAverage to criterions in the constructor	2 months ago
(ii) SoftMax.lua	Fix various unused variables in nn	a year ago
⊕ Sottlin lus	Fix various unused variables in nn	a year ago
© SoftPlus tue	fixed a numerical issue in the SoftPlus module (it breaks for input g	2 years ago
€ SoftShrink.tup	initial reverse of torch? tree	4 years ago
⊕ SoftSign.lus	initial reversp of torch? tree	4 years ago
SparseJacobian kus	Fix various unused variables in nn	a year ago
E SparseUnear lua	Using sparse implementation of zeroGradParameters for SparseLinear	a month ago
SpatialAdaptiveMasPooling	Added SpatialAdaptiveMaxPooling	a year ago
SpatialAveragePooling.lua	SpatialAveragePooling supports padding, cell mode and exclude_pad div	29 days ago
SpetialBatchNormalization.lue	Add C implementation of SpatialBatchNormalization	7 days ago
SpatialContrastiveNormaliz	Make type() truly recursive.	9 months ago
	Fix type() in SpatialConvolution	3 months ago
SpatialConvolutionMM.lua	Fix type() in SpatialConvolution	3 months ago
SpatialConvolutionMap.lua	Remove unused and expensive initialization logic from nn.SpatialConvo	8 months ago
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Spatial Divisive Normalizatio	Spatial(Constructive, Divisive, Subtractive)Normalization work with but	8 months ago
■ SpetaiDropout.lue	small fix on error message	6 months ago
SpatialFractionalMaxPoolin	Adding Fractional Max Pooling	3 months ago
SpatialFullConvolution.lua	Add adjustment ferm to Spatia/FullConvolution to control the size of	5 days ago
□ SpatialFullConvolutionMap.lua		3 years ago
SpatialLPPcoling.lua	SpatialAveragePooling divides by kWNH	10 months ago
SpetaMaxPooling lus	SpatialNasPooling supports padding and cell mode	6 months ago
SpatialMaxUrpooling lua	Add SpatistNexUnpooling	26 days ago
SpatialSoftMaxius	Update SoftMax to work in spetial mode	4 months ago
SpetialSubSampling.lua	Merge branch 'nn_fast_reset'	3 years ago
Spatial SubtractiveNormaliz	Spatial(Constructive, Divisive, Subtractive)Normalization work with bet	8 months ago
■ SpatialUpSamplingNearest1		7 months ago
SpatialZeroPadding.lua	Added more informative pretty-printing.	a year ago







#### local MulConstant, parent = torch.class('nn.MulConstant', 'nn.Module') function MulConstant: init(constant scalar,ip) parent.\_\_init(self) assert(type(constant\_scalar) == 'number', 'input is not scalar!') self.constant\_scalar = constant\_scalar -- default for inplace is false self.inplace = ip or false if (ip and type(ip) ~= 'boolean') then error('in-place flag must be boolean') function MulConstant:updateOutput(input) if self.inplace then input:mul(self.constant\_scalar) self.output = input else self.output:resizeAs(input) self.output:copy(input) self.output:mul(self.constant\_scalar) return self.output function MulConstant:updateGradInput(input, gradOutput) if self.gradInput then if self.inplace then gradOutput:mul(self.constant\_scalar) self.gradInput = gradOutput -- restore previous input value input:div(self.constant\_scalar) else self.gradInput:resizeAs(gradOutput) self.gradInput:copy(gradOutput) self.gradInput:mul(self.constant\_scalar) return self.gradInput

## **Example: Torch MulConstant**

$$f(X) = aX$$

initialization

forward()

backward()

# **Example: Caffe Layers**



memory_data_layer.cpp	dismantle layer headers	a month ago
multinomial_logistic_loss_la	dismantie layer headers	a month ago
mvn_layer.cpp	dismantie layer headers	a month ago
mvn_layer.cu	dismaritie layer headers	a month ago
neuron_layer.cpp	dismarifie layer headers.	a month ago
pooling_layer.cpp	dismantie layer headers	a month ago
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prelu_layer.cpp	dismantle layer headers	a month ago
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reduction_layer.cpp	dismantle layer headers	a month ago
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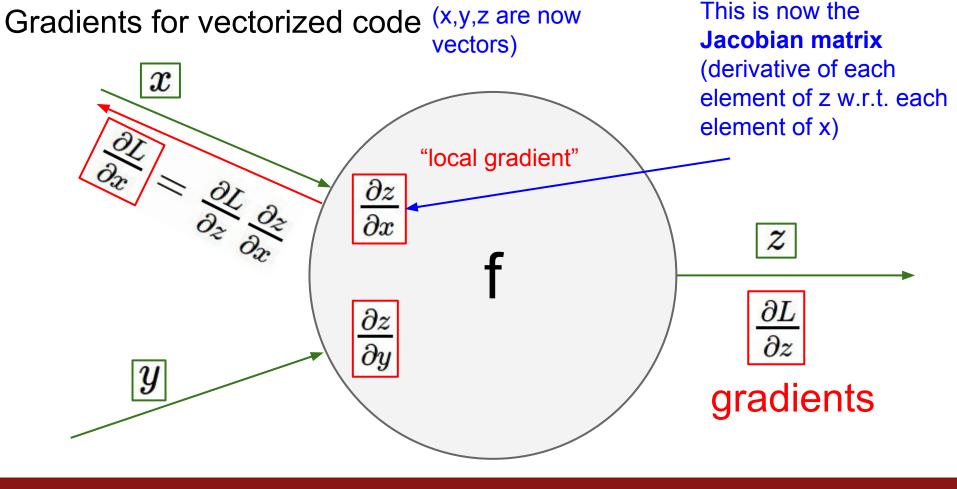
```
#include <cmath>
     #include <vector>
    #include "caffe/layers/sigmoid_layer.hpp"
    namespace caffe {
    template <typename Dtype>
    inline Dtype sigmoid(Dtype x) {
      return 1. / (1. + exp(-x));
     template <typename Dtype>
     void SigmoidLayer<Dtype>::Forward_cpu(const vector<Blob<Dtype>*>& bottom,
        const vector<Blob<Dtype>*>& top) {
      const Dtype* bottom_data = bottom[0]->cpu_data();
      Dtype* top_data = top[0]->mutable_cpu_data();
      const int count = bottom[0]->count();
      for (int i = 0; i < count; ++i) {
        top_data[i] = sigmoid(bottom_data[i]);
     template <typename Dtype>
     void SigmoidLayer<Dtype>::Backward_cpu(const vector<Blob<Dtype>*>& top,
        const vector<bool>& propagate_down,
        const vector<Blob<Dtype>*>& bottom) {
      if (propagate_down[0]) {
        const Dtype* top_data = top[0]->cpu_data();
        const Dtype* top_diff = top[0]->cpu_diff();
        Dtype* bottom_diff = bottom[0]->mutable_cpu_diff();
        const int count = bottom[0]->count();
        for (int i = 0; i < count; ++i) {
          const Dtype sigmoid_x = top_data[i];
          bottom_diff[i] = top_diff[i] * sigmoid_x * (1. - sigmoid_x);
    #ifdef CPU ONLY
    STUB_GPU(SigmoidLayer);
    #endif
     INSTANTIATE_CLASS(SigmoidLayer);
47 } // namespace caffe
```

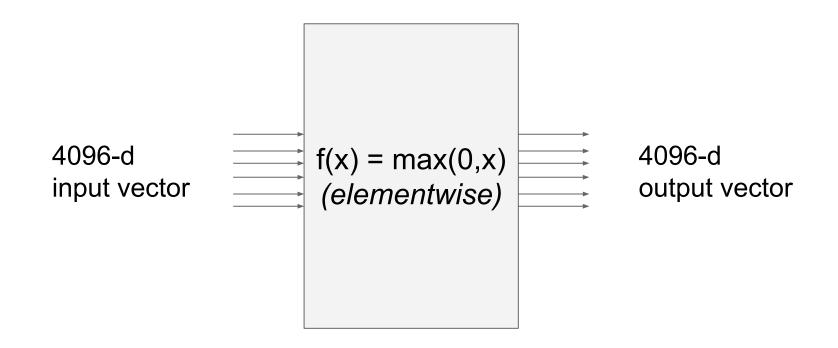
# Caffe Sigmoid Layer

$$\sigma(x) = rac{1}{1+e^{-x}}$$

$$(1-\sigma(x))\,\sigma(x)$$

 $(1-\sigma(x))\sigma(x)$  \*top\_diff (chain rule)





$$\frac{\partial L}{\partial x} = \frac{\partial f}{\partial x} \frac{\partial L}{\partial f}$$

Jacobian matrix

4096-d output vector

$$\frac{\partial L}{\partial x} = \frac{\partial f}{\partial x} \frac{\partial L}{\partial f}$$

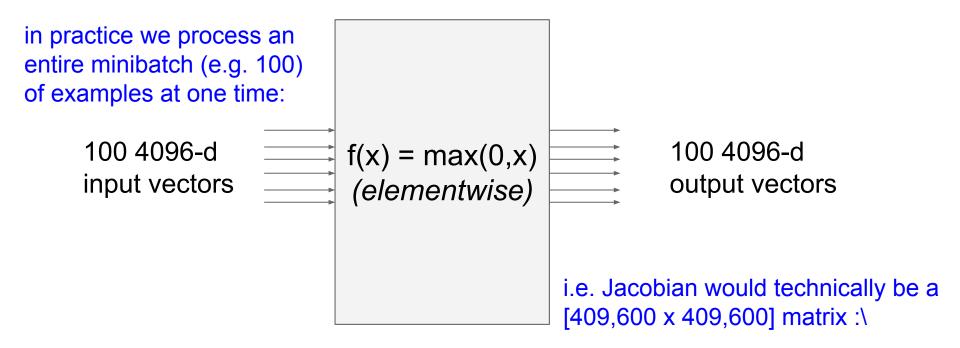
Jacobian matrix

Q2: what does it

output vector

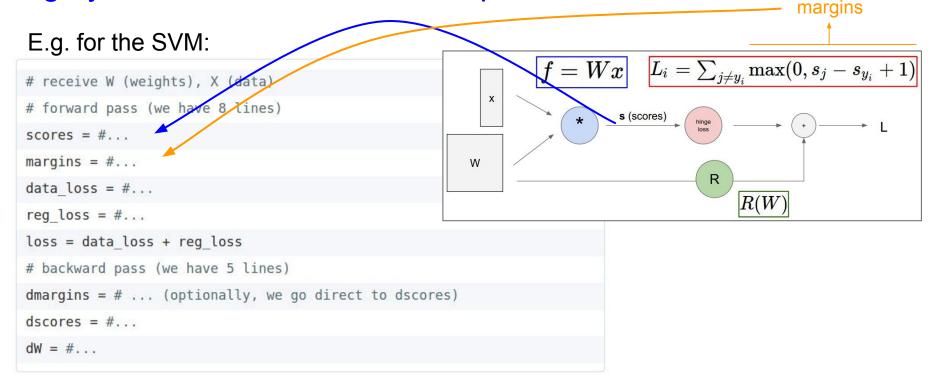
look like?

4096-d



## Assignment: Writing SVM/Softmax

Stage your forward/backward computation!



# Summary so far

- neural nets will be very large: no hope of writing down gradient formula by hand for all parameters
- backpropagation = recursive application of the chain rule along a computational graph to compute the gradients of all inputs/parameters/intermediates
- implementations maintain a graph structure, where the nodes implement the **forward()** / **backward()** API.
- forward: compute result of an operation and save any intermediates needed for gradient computation in memory
- **backward**: apply the chain rule to compute the gradient of the loss function with respect to the inputs.



Fei-Fei Li & Andrej Karpathy & Justin Johnson

Lecture 4 - 61

13 Jan 2016

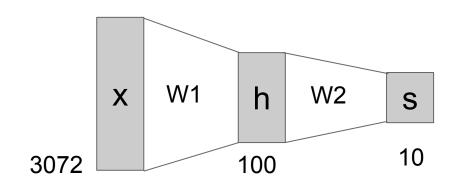
(**Before**) Linear score function: f=Wx

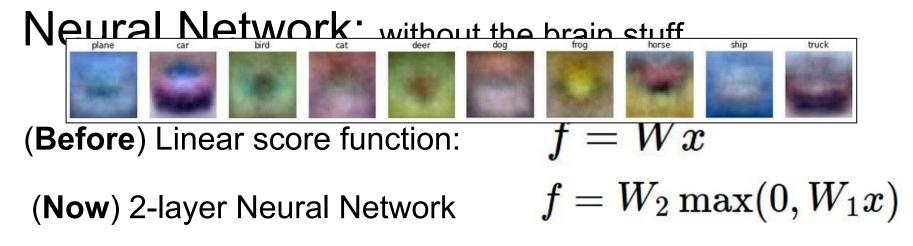
(**Before**) Linear score function: f = Wx

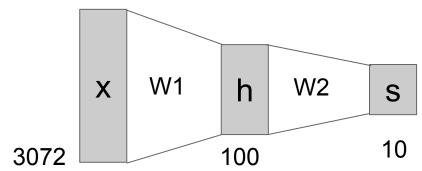
(Now) 2-layer Neural Network  $f = W_2 \max(0, W_1 x)$ 

(**Before**) Linear score function:

$$f = Wx$$
 $f = W_2 \max(0, W_1 x)$ 







(**Before**) Linear score function: f = Wx

 $f = W_2 \max(0, W_1 x)$ 

$$f=W_3\max(0,W_2\max(0,W_1x))$$

#### Full implementation of training a 2-layer Neural Network needs ~11 lines:

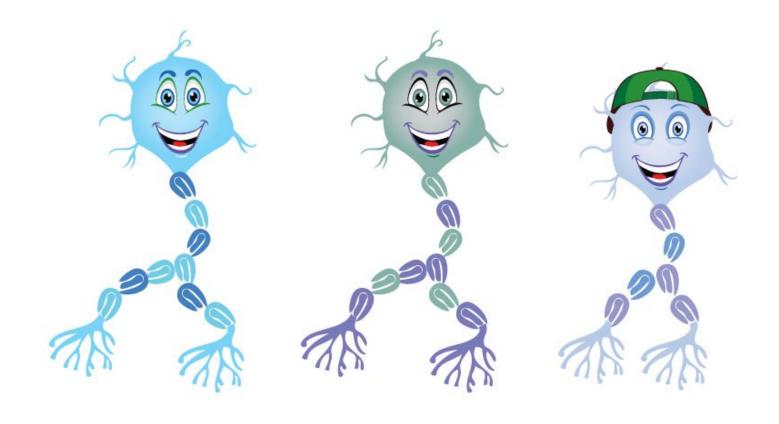
```
01.
      X = \text{np.array}([[0,0,1],[0,1,1],[1,0,1],[1,1,1]])
02.
      y = np.array([[0,1,1,0]]).T
03.
      syn0 = 2*np.random.random((3,4)) - 1
04.
      syn1 = 2*np.random.random((4,1)) - 1
05.
      for j in xrange (60000):
06.
           11 = 1/(1+np.exp(-(np.dot(X,syn0))))
07.
           12 = 1/(1+np.exp(-(np.dot(11,syn1))))
08.
           12 \text{ delta} = (y - 12) * (12 * (1-12))
09.
           l1 delta = 12 delta.dot(syn1.T) * (l1 * (1-l1))
10.
           syn1 += 11.T.dot(12 delta)
11.
           syn0 += X.T.dot(11 delta)
```

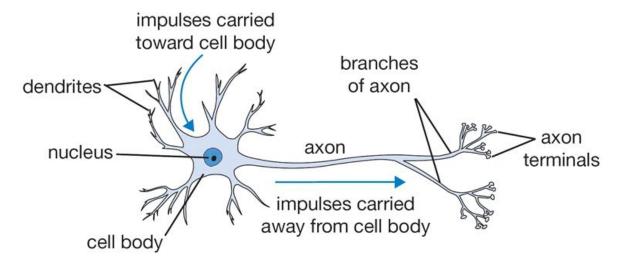
from @iamtrask, http://iamtrask.github.io/2015/07/12/basic-python-network/

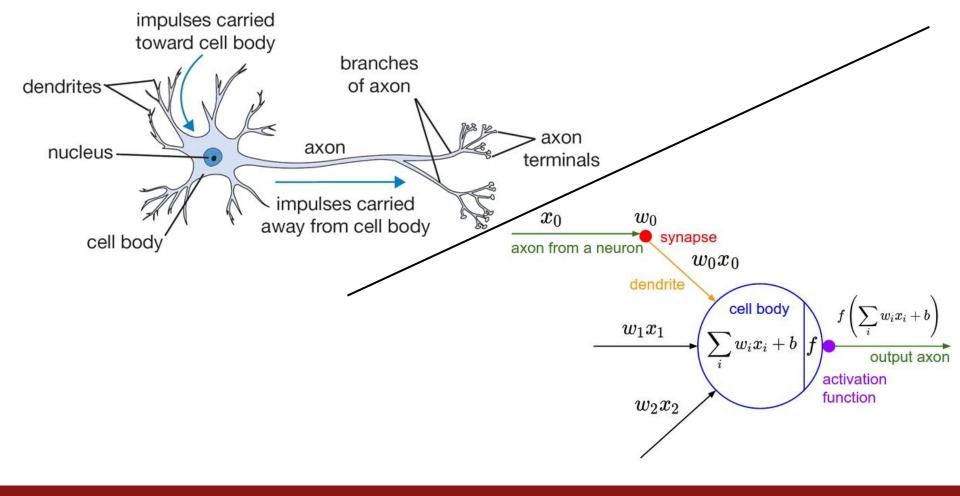
# Assignment: Writing 2layer Net Stage your forward/backward computation!

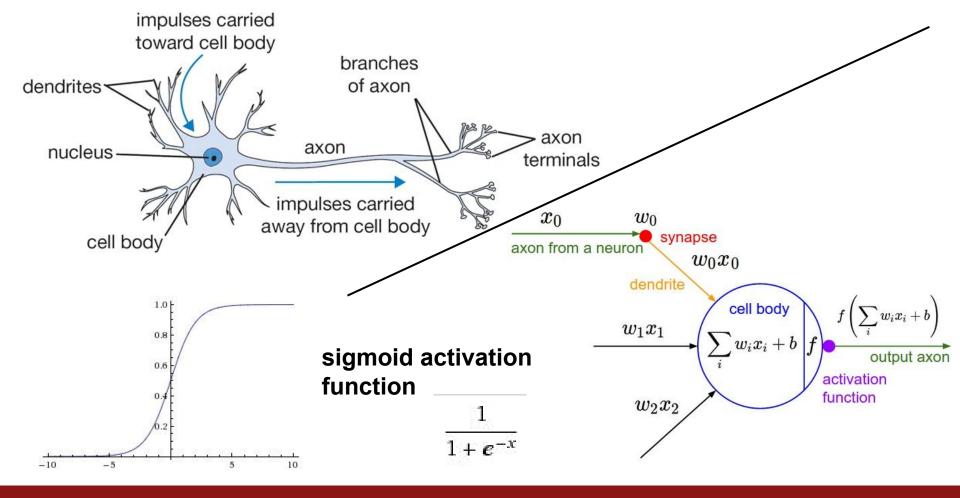
```
# receive W1,W2,b1,b2 (weights/biases), X (data)
# forward pass:
h1 = \#... function of X,W1,b1
scores = #... function of h1, W2, b2
loss = #... (several lines of code to evaluate Softmax loss)
# backward pass:
dscores = #...
dh1, dW2, db2 = #...
dW1, db1 = #...
```

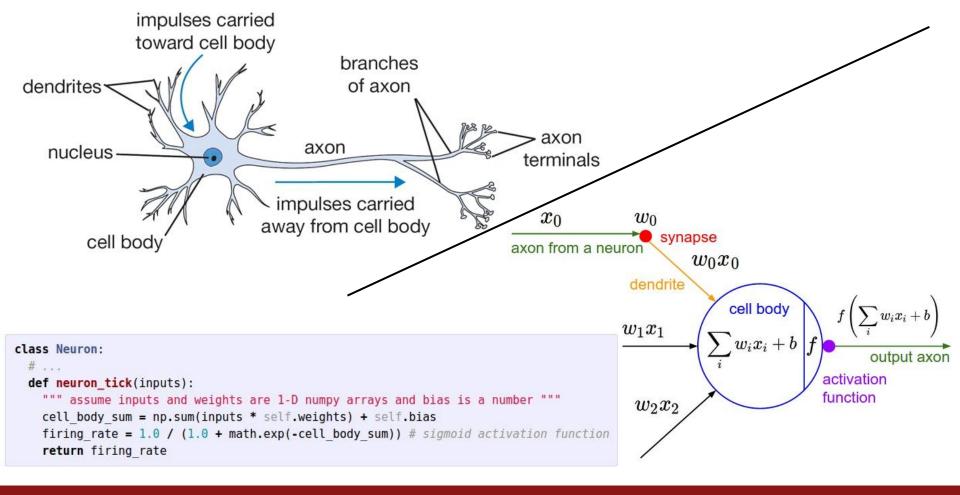








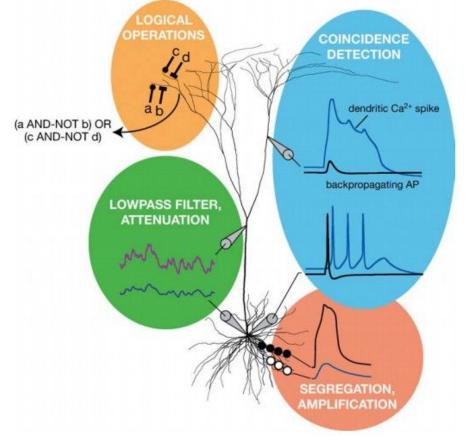




#### Be very careful with your Brain analogies:

#### **Biological Neurons:**

- Many different types
- Dendrites can perform complex nonlinear computations
- Synapses are not a single weight but a complex non-linear dynamical system
- Rate code may not be adequate



[Dendritic Computation. London and Hausser]

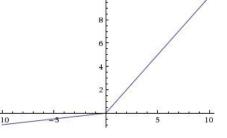
# Activation Functions

 $\sigma(x) = 1/(1 + e^{-x})$ 

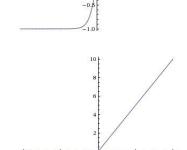
Leaky ReLU max(0.1x, x)

## Sigmoid

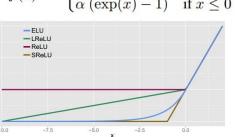
ReLU



## tanh tanh(x)

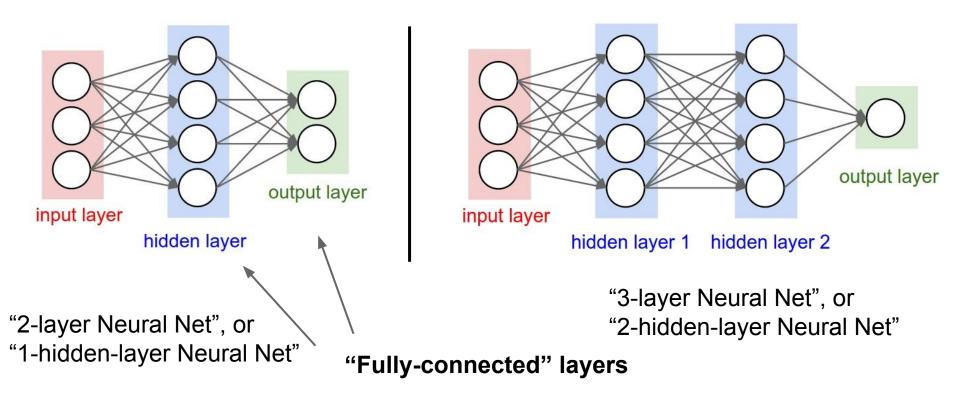


# Maxout $\max(w_1^Tx+b_1,w_2^Tx+b_2)$ ELU $f(x)=\left\{egin{array}{ccc} x& ext{if }x>0 \ lpha& (\exp(x)-1)& ext{if }x\leq 0 \end{array} ight.$



max(0,x)

#### **Neural Networks: Architectures**



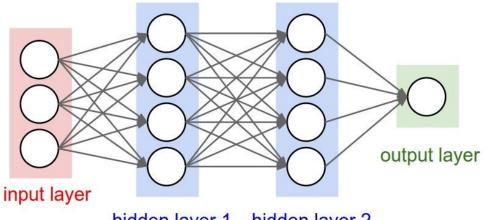
#### Example Feed-forward computation of a Neural Network

```
class Neuron:
    # ...

def neuron_tick(inputs):
    """ assume inputs and weights are 1-D numpy arrays and bias is a number """
    cell_body_sum = np.sum(inputs * self.weights) + self.bias
    firing_rate = 1.0 / (1.0 + math.exp(-cell_body_sum)) # sigmoid activation function
    return firing_rate
```

We can efficiently evaluate an entire layer of neurons.

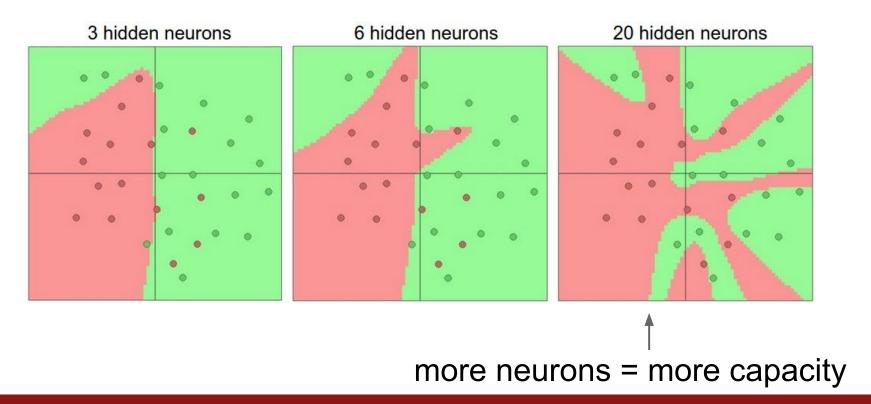
#### Example Feed-forward computation of a Neural Network



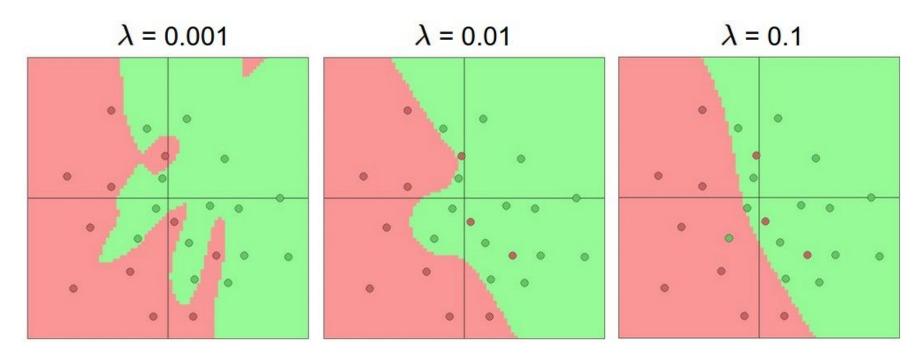
hidden layer 1 hidden layer 2

```
# forward-pass of a 3-layer neural network:
f = lambda x: 1.0/(1.0 + np.exp(-x)) # activation function (use sigmoid)
x = np.random.randn(3, 1) # random input vector of three numbers (3x1)
h1 = f(np.dot(W1, x) + b1) # calculate first hidden layer activations (4x1)
h2 = f(np.dot(W2, h1) + b2) # calculate second hidden layer activations (4x1)
out = np.dot(W3, h2) + b3 # output neuron (1x1)
```

## Setting the number of layers and their sizes



Do not use size of neural network as a regularizer. Use stronger regularization instead:



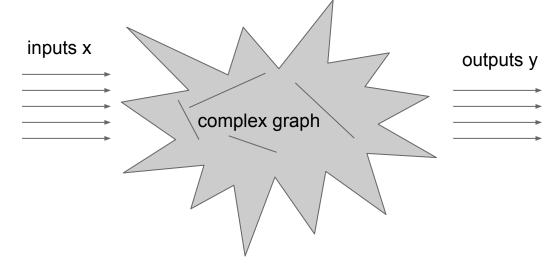
(you can play with this demo over at ConvNetJS: <a href="http://cs.stanford.edu/people/karpathy/convnetjs/demo/classify2d.html">http://cs.stanford.edu/people/karpathy/convnetjs/demo/classify2d.html</a>)

## **Summary**

- we arrange neurons into fully-connected layers
- the abstraction of a **layer** has the nice property that it allows us to use efficient vectorized code (e.g. matrix multiplies)
- neural networks are not really neural
- neural networks: bigger = better (but might have to regularize more strongly)

#### **Next Lecture:**

More than you ever wanted to know about Neural Networks and how to train them.



reverse-mode differentiation (if you want effect of many things on one thing)

$$\frac{\partial y}{\partial x}$$
 for many different x

forward-mode differentiation (if you want effect of one thing on many things)

$$\frac{\partial y}{\partial x}$$
 for many different y