COST FUNCTIONS AND ACTIVATION FUNCTIONS

One widely used activation function is sigmoid

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

 \square Usually x is a product of weights and input vector

 A widely used cost function is mean squares errors (quadratic cost function)

$$J = \sum_{\ell} (y_{\ell} - d_{\ell})^2$$

where d_ℓ is the desired output value for output node ℓ

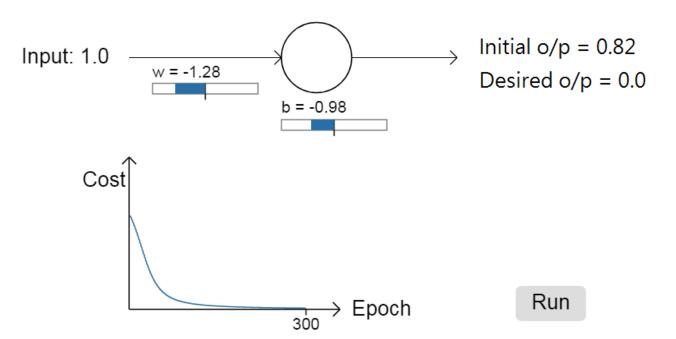
Consider the simplest case: one output node

We know
$$\frac{d}{dy}J = 2(y-d)\frac{dy}{dx}$$

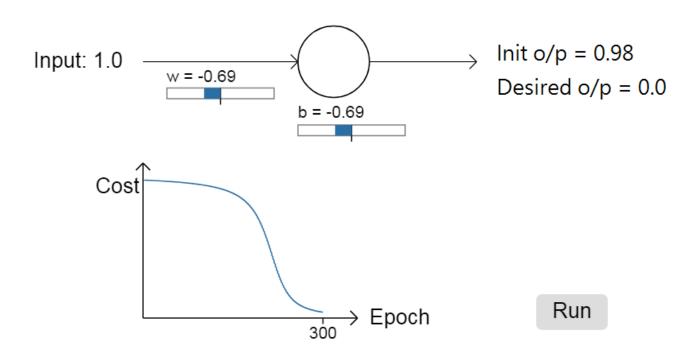
But
$$\frac{dy}{dx} = y(1-y)$$

Therefore, if $y \to 0$ or $y \to 1$, $\frac{dy}{dx} \to 0$

- We can see a simple example (one node case)
- http://neuralnetworksanddeeplearning.com/chap3.html#the_cross-entropy_cost_function



 \square Same example except initial o/p = 0.98



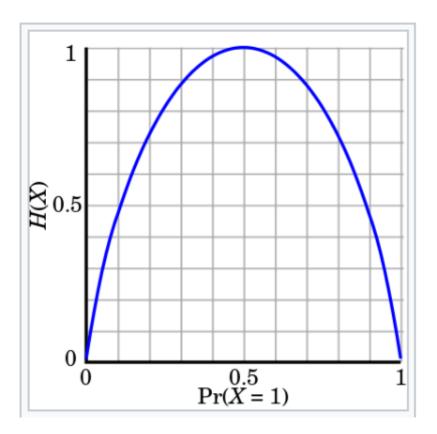
- So, we know the gradient becomes very small if output of a node is close to 1 or 0
- \square Note that y(1-y) has a largest value of 0.25
- \square Considering that if we have many layers of neurons (like in deep neural networks), Δw will be very small

ReLU with quadratic cost

- It can be easily proved that linear function (no sigmoid) does not suffer from the problem we mentioned previously
- That is one of the reasons to use ReLU activation function
- The detailed is left as exercise

- Another widely used cost function is called crossentropy cost function
- It is from information theory
- □ If x is a Bernoulli random variable with P(x=1) = p, then entropy of x is computed as $H(x) = -(p \log_2 p + (1-p) \log_2 (1-p))$
- H(x) is the average number of bits needed to identify an event

Plot of H(x) function is like a (reversed) parabola (from wiki)



If we consider the actual output y and desired output d as probability values, we may use crossentropy as the cost function

$$J = -(d \log_2 y + (1 - d) \log_2 (1 - y))$$

- □ We can easily verify that if d is large and y is small (or vice versa), J is large. If both are small or large, J is small (we define $0 \log_2 0 = 0$)
- \square Note: we assume $0 \le d \le 1$ (recall $0 \le y \le 1$)

- With this understanding, we confirm that crossentropy can actually be used as a cost function
- In the case that we have multiple training samples and multiple output nodes, we just need to sum up over all samples and all nodes

□ Consider the case $y = f(x) = \frac{1}{1 + \exp(-w^T x)}$

where
$$\mathbf{x} = \begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix}$$
 and $\mathbf{w} = \begin{bmatrix} w_1 \\ \vdots \\ w_n \end{bmatrix}$

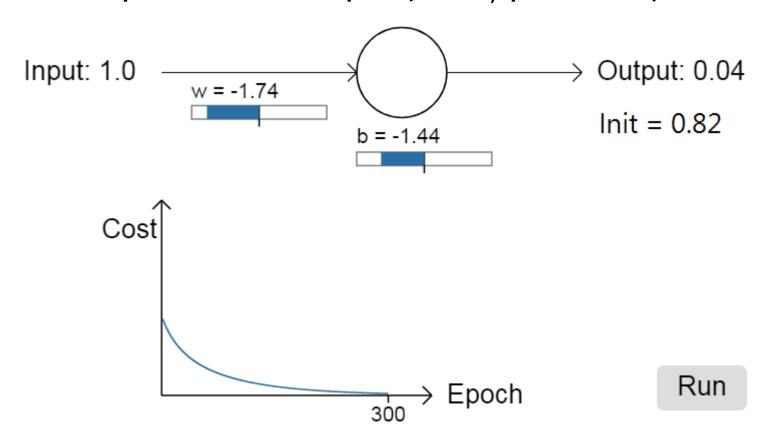
□ With some algebraic work, we have

$$\frac{\partial}{\partial w_j}J = x_j(y-d)$$

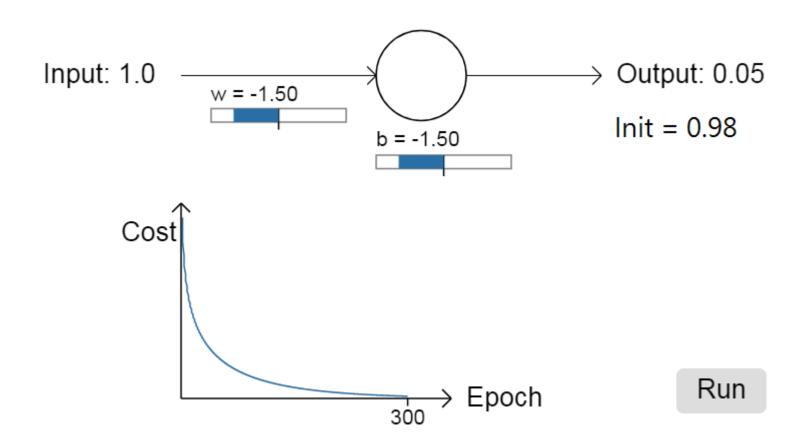
 Again, multiple examples and output modes are omitted in the equation to simplify the discussion

- □ It is observed that the cost function is proportional to the error, i.e., (y-d)
- Thus, sometimes it converges faster than the mean squares error (cost function) does

 \square Re-do previous example (init o/p = 0.82)



□ Init o/p = 0.98



- One word of caution when reading the figure: It is the plot of cost function over epoch
- Remember in our present case the cost function is cross-entropy (not mean-square error)
- That means, plots from these two cost functions can not be directly compared (like this one has smaller ultimate cost function, so this one must be better trained ...)

- Another widely used activation function for nodes at output layer is softmax
- □ Suppose that we have multiple output nodes with values of $y_1, ..., y_m$
- \square We will use $y_{\ell,(k)}$ to represent output value at output node ℓ at epoch k

 \square Let $z = \mathbf{w}^T \mathbf{x}$, we define softmax output for node ℓ

$$y_{\ell} = \frac{\exp(z_{\ell})}{\sum_{j=1}^{m} \exp(z_{j})}$$

- Note: In actual implementation, sometimes exp() function would produce very large values and overflow may occur
- Use a scaling factor to limit these values

- The softmax output layer is said to represent the probability of each output class (assuming one class per output neuron)
- In our simulations, it might not be so obvious though
- Why it is called softmax

- A nice property of softmax activation function is that its derivative is in simple form
- https://deepnotes.io/softmax-crossentropy

$$\square \text{ If } i = \ell, \frac{\partial}{\partial z_i} y_\ell = y_\ell (1 - y_\ell)$$

$$\Box$$
 If $i
eq \ell$, $rac{\partial}{\partial z_i} y_\ell = -y_\ell y_i$

 The cross-entropy function for softmax layer is usually chosen as

$$J = -\sum_{\ell} d_{\ell} \log_2 y_{\ell}$$

- In our previous case, we assume that we have only one output value, and the probability model is Bernoulli (two possible values)
- In the present case, we have multiple output values representing distribution (like prob "one", "two", "three", etc, shown in tossing a dice)
- Thus, we need to sum over all cases with their respective probability values
- In short, the cross-entropy equation is actually the same (though looks different ...)

With some algebraic work, we can show that

$$\frac{\partial}{\partial w_j} J = x_j (y_j - d_j)$$

It is observed that this equation is same as we have previously