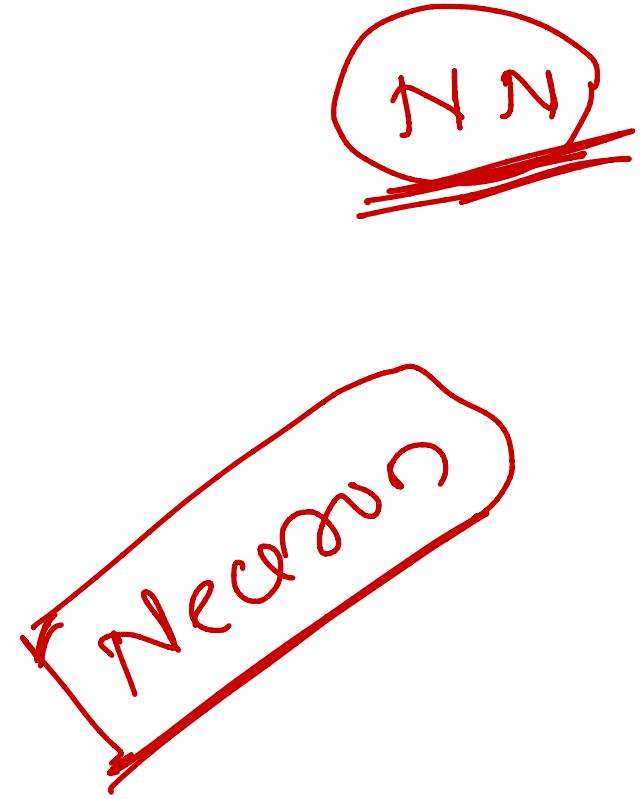
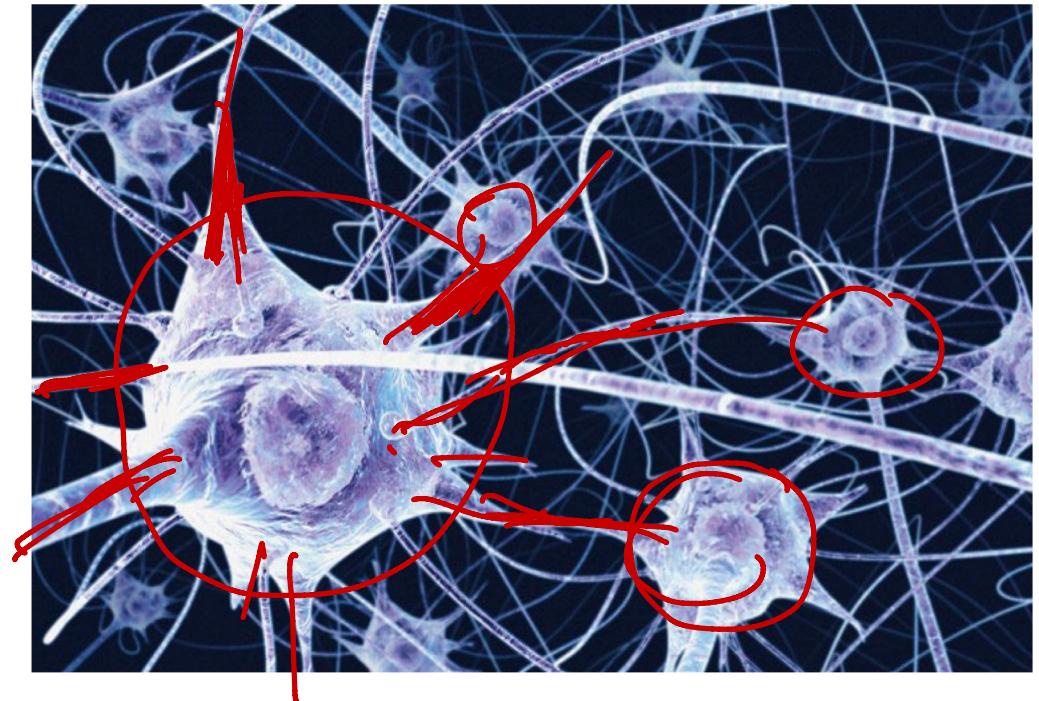
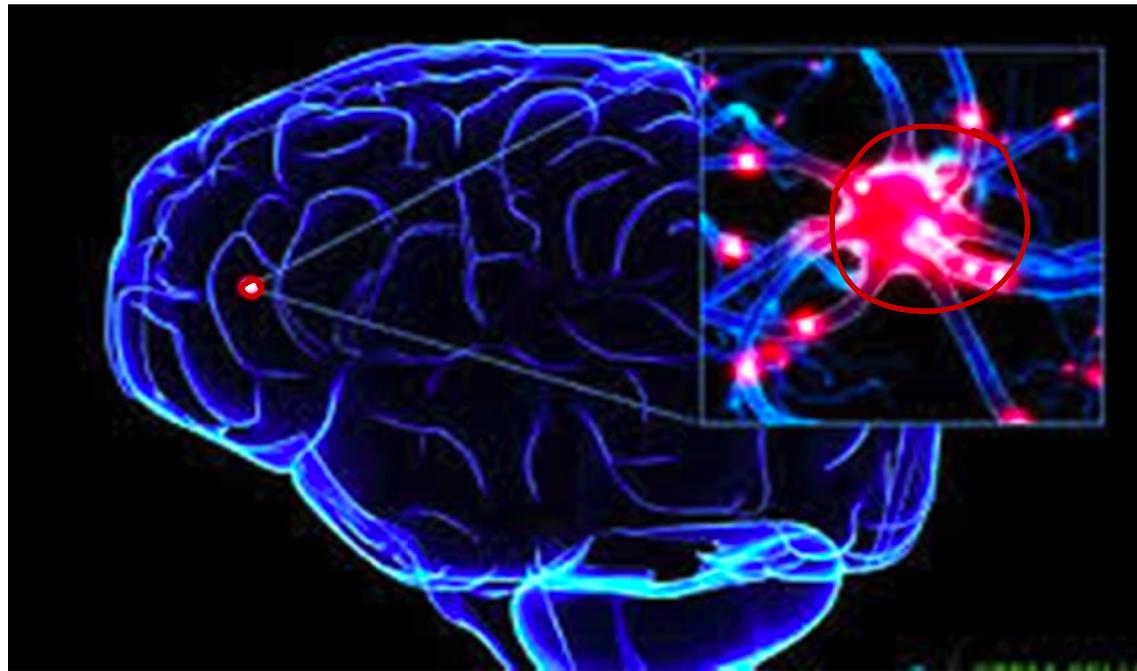


AI

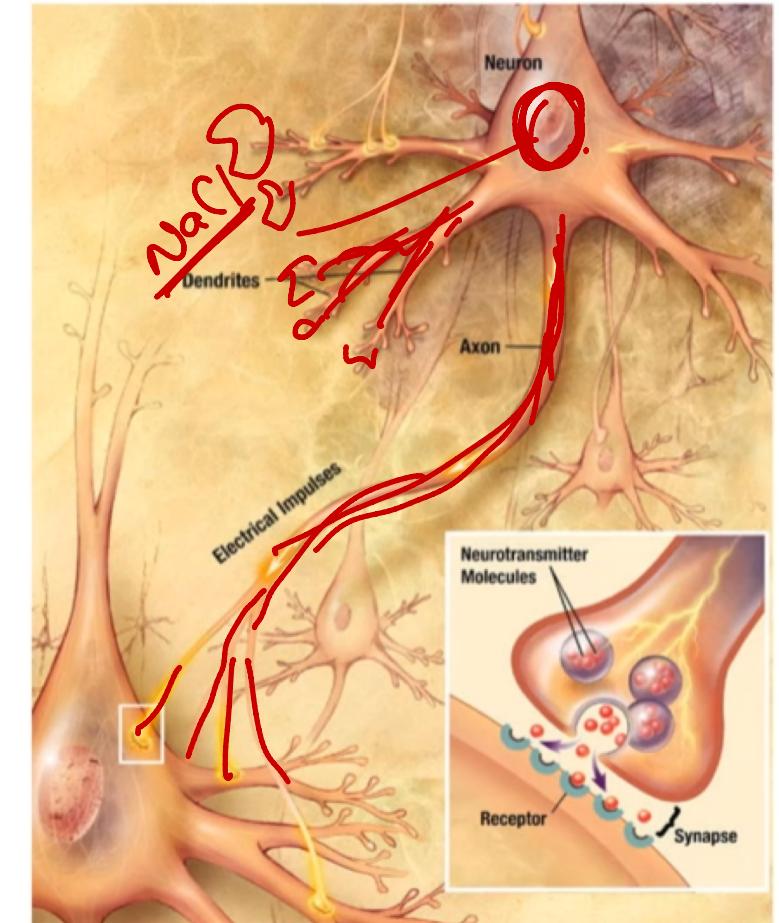
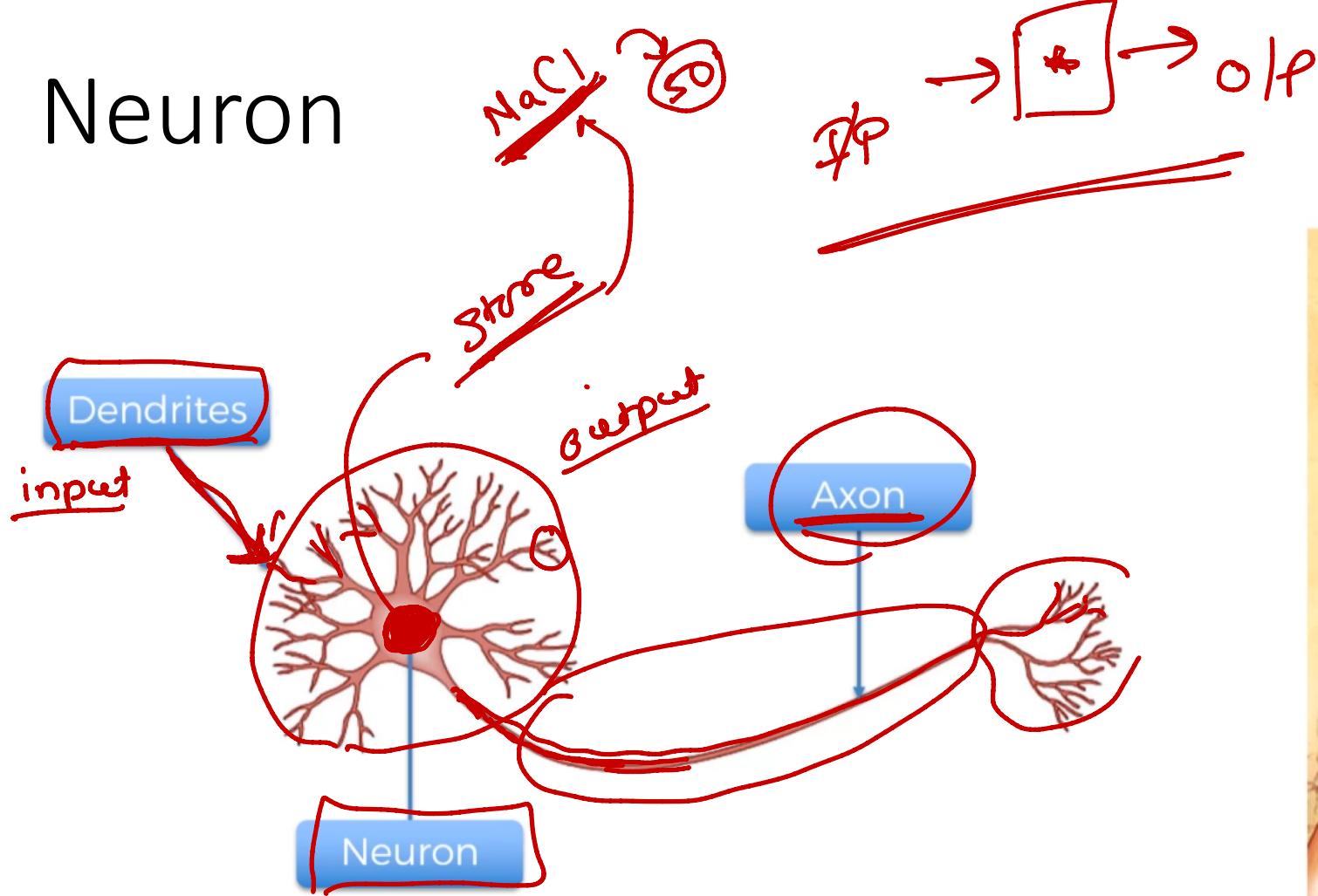
Artificial Intelligent



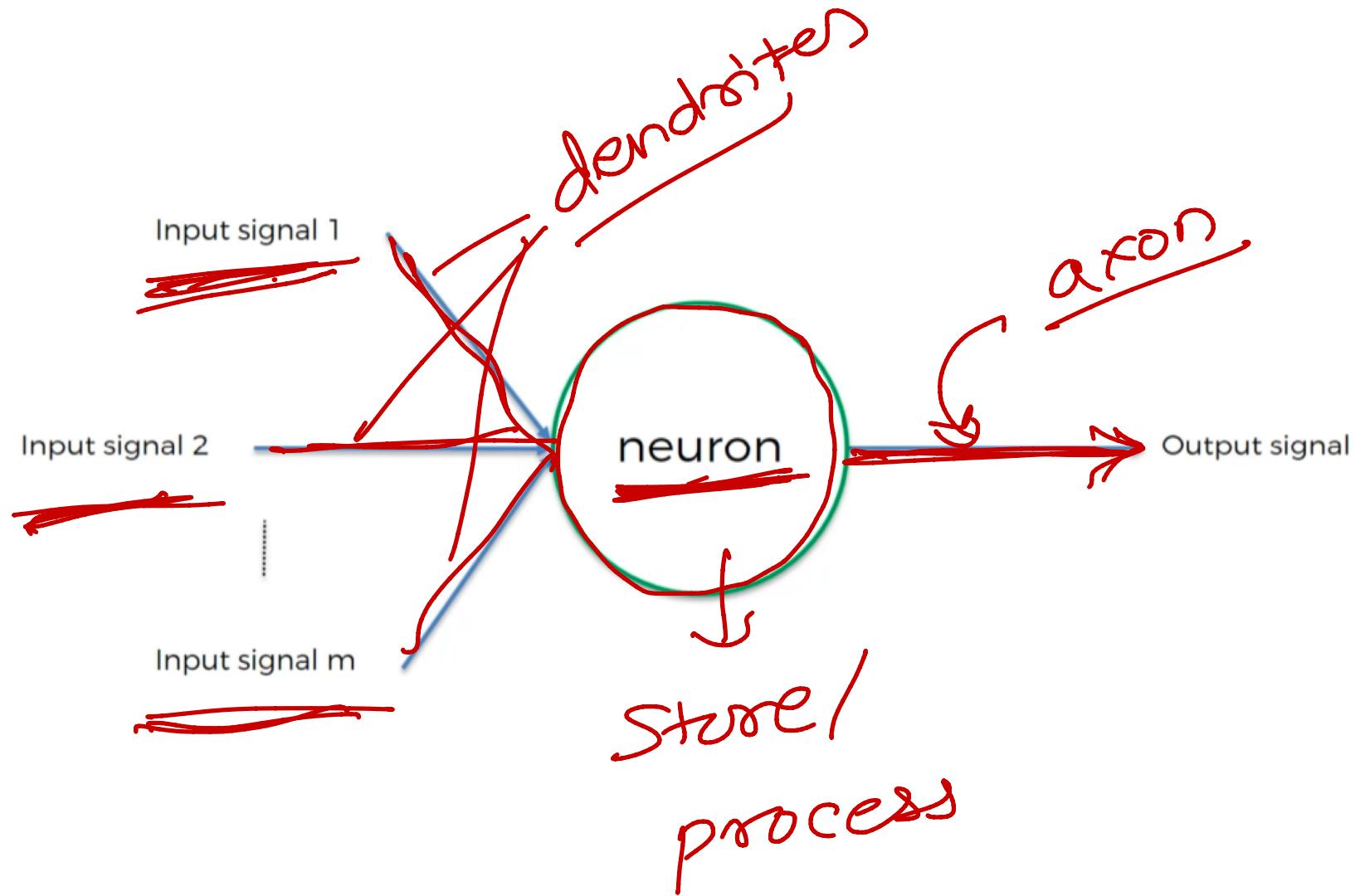
# Neural Network

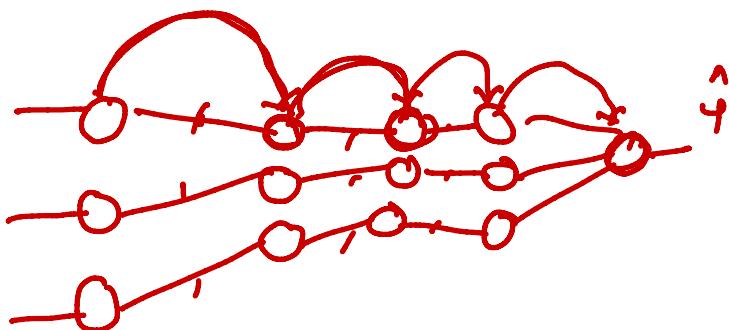
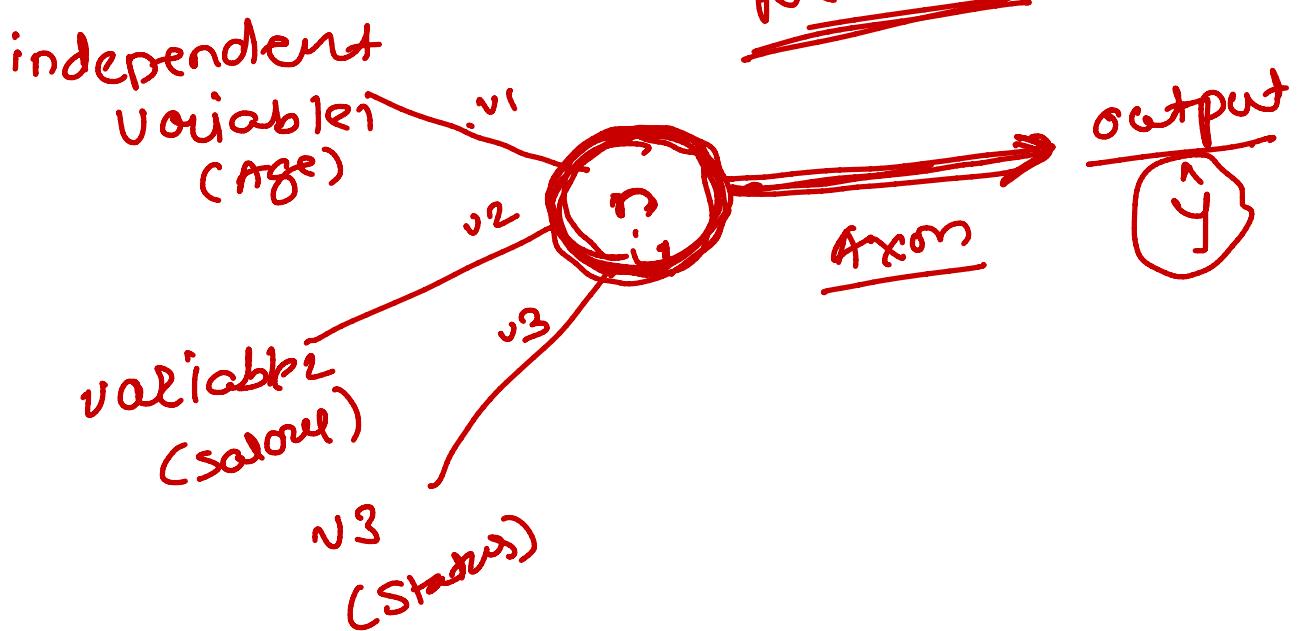
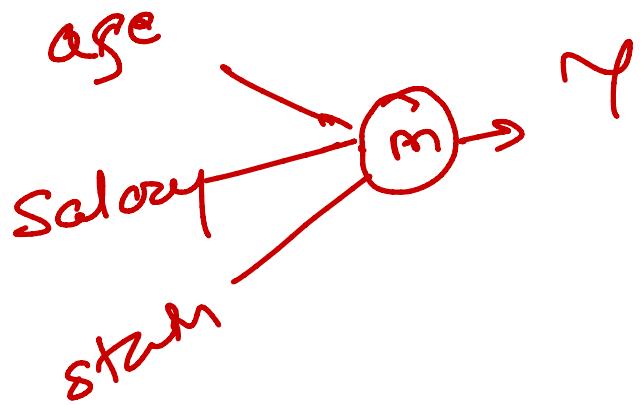


# Neuron

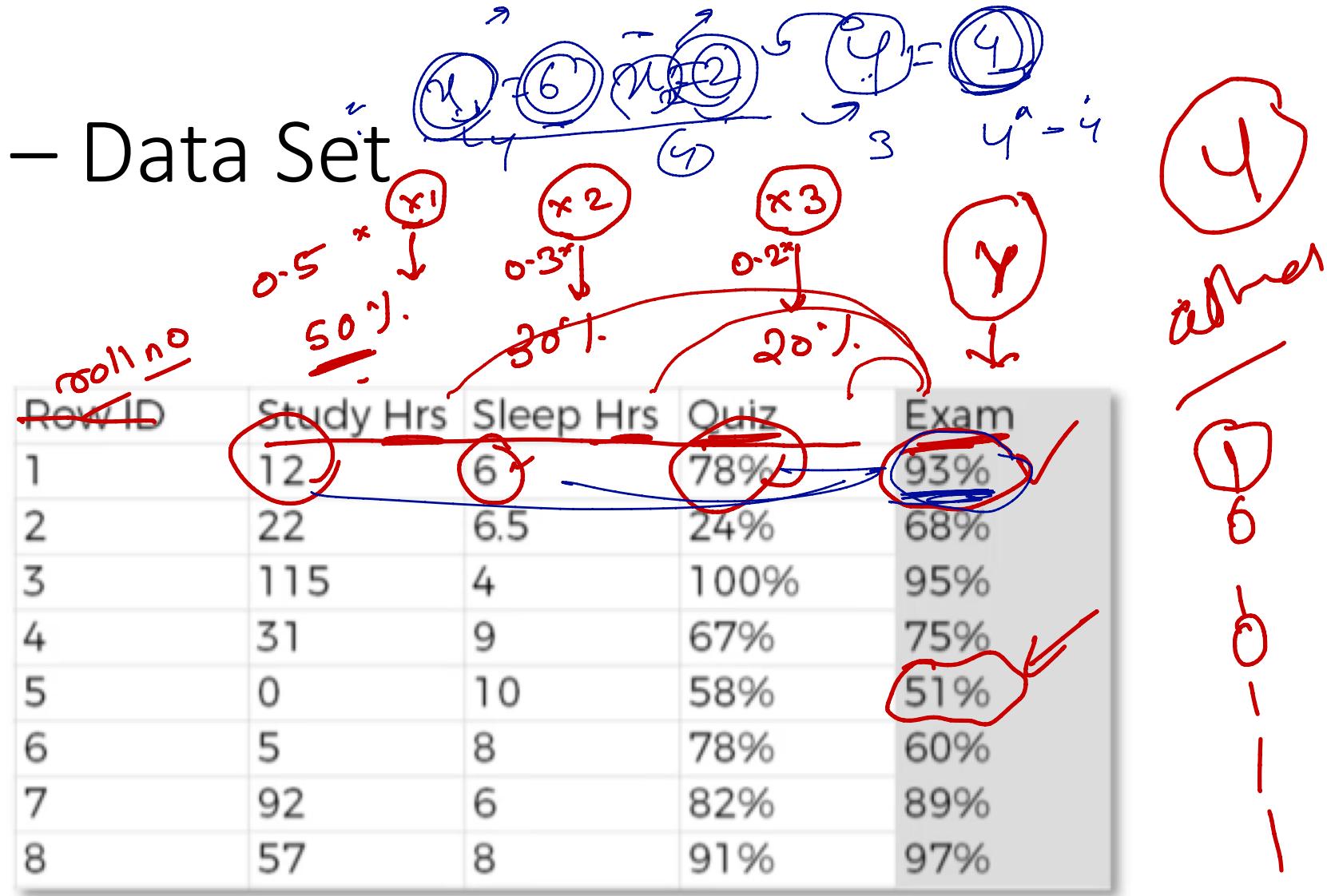


# Neuron

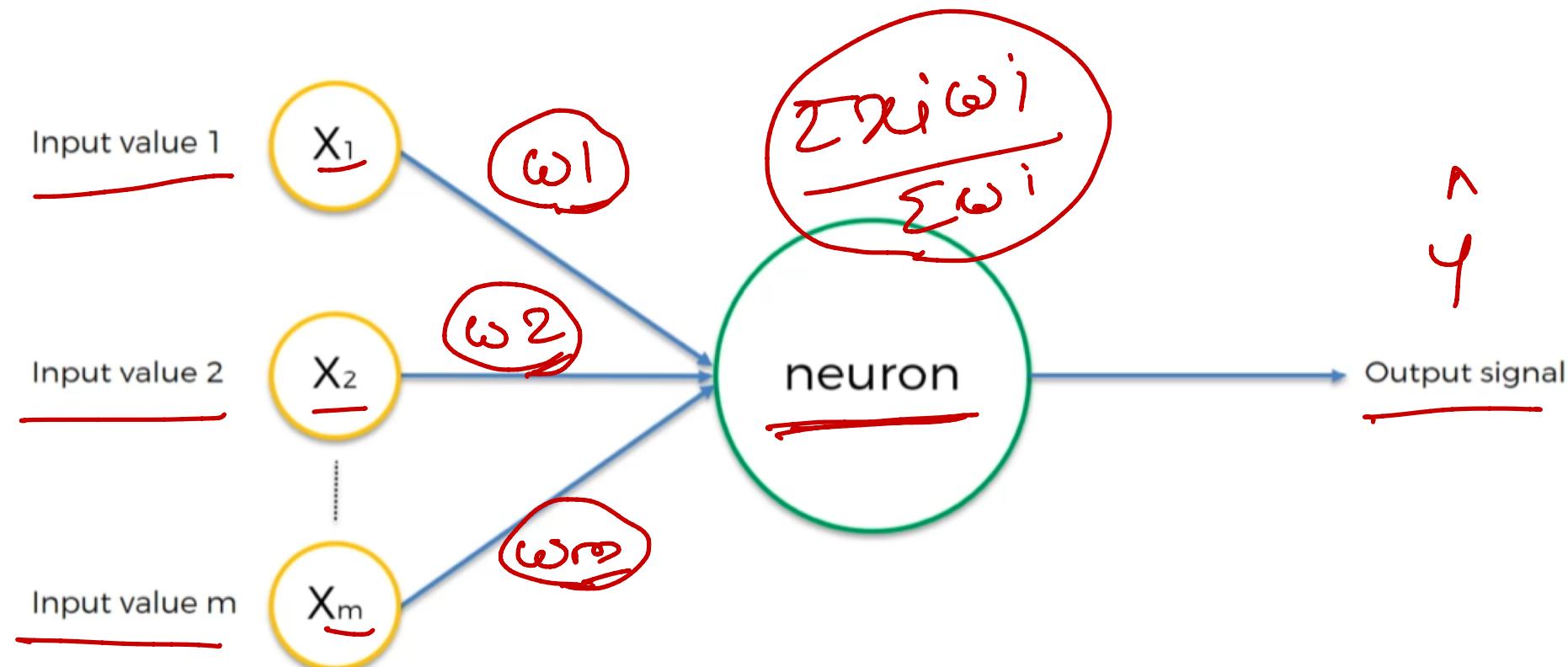




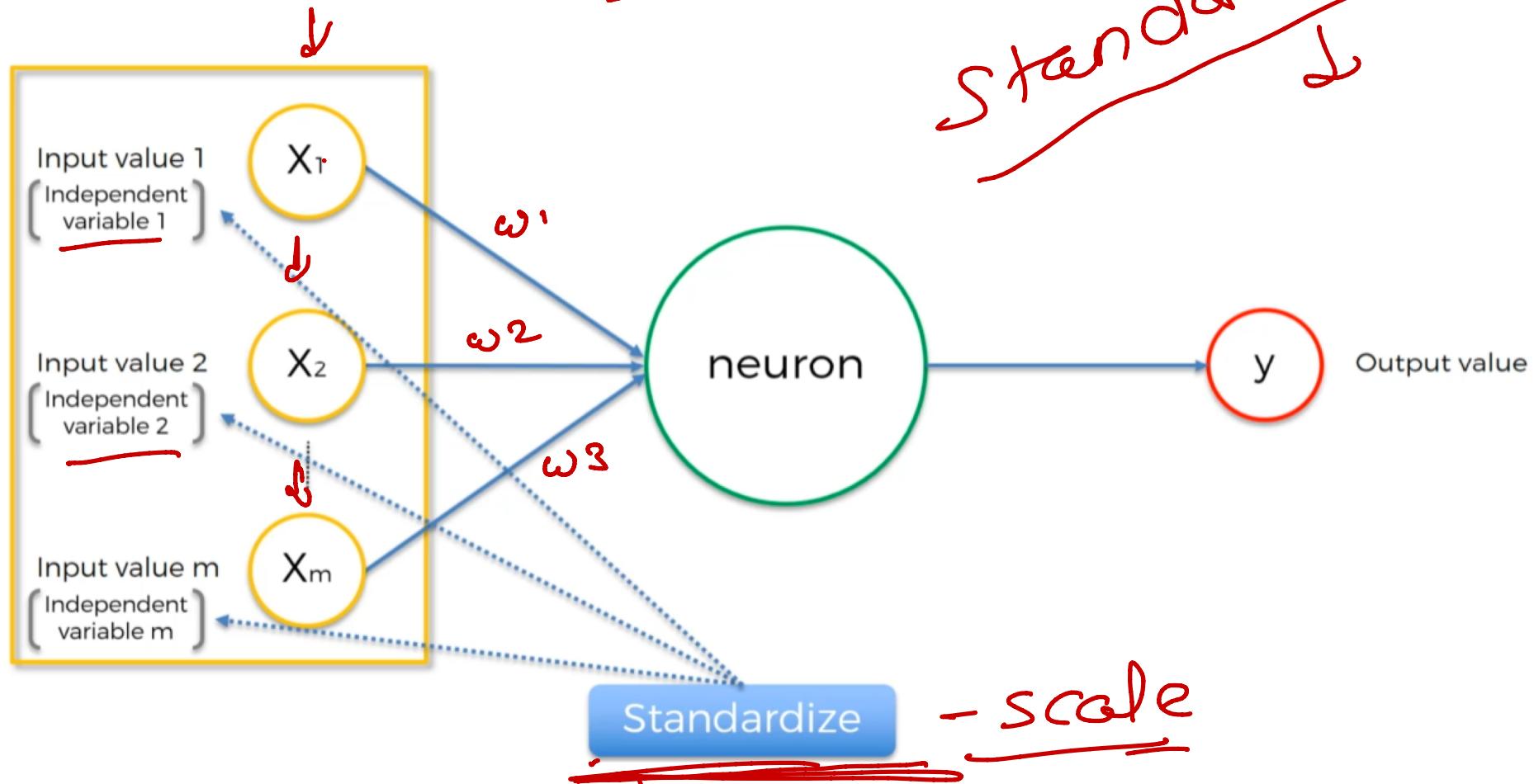
# Neuron – Data Set



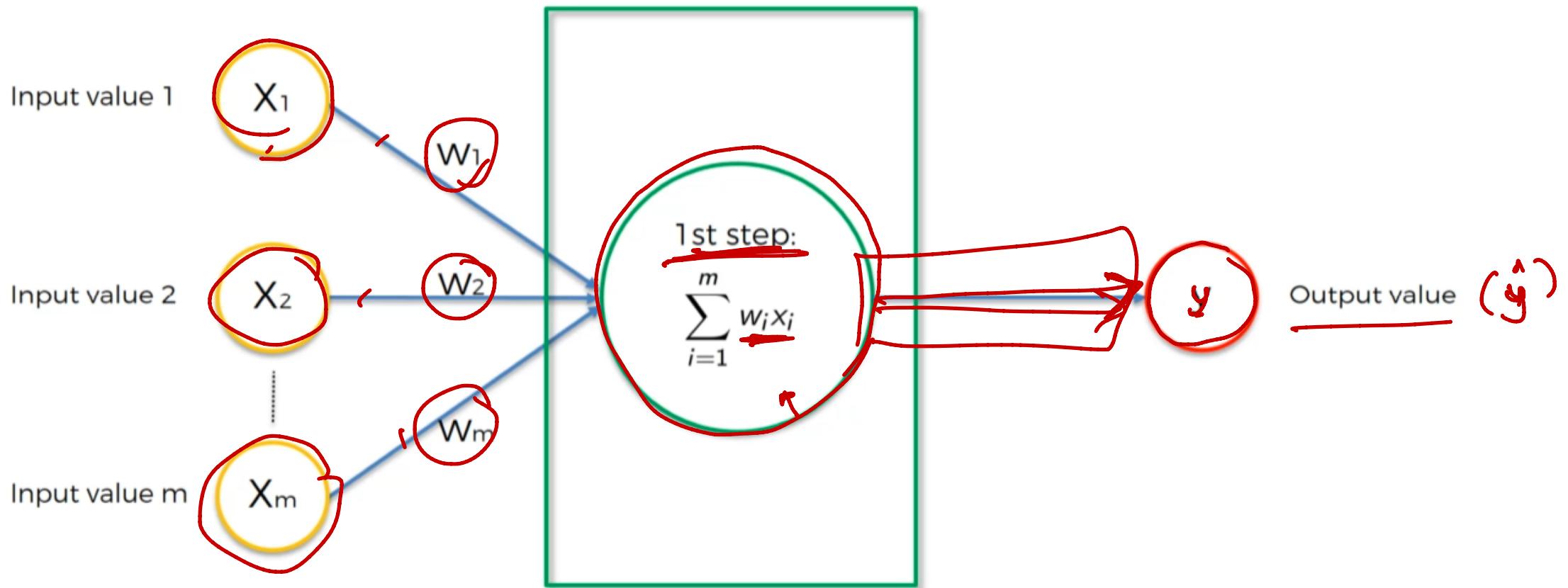
# Neuron



# Neuron

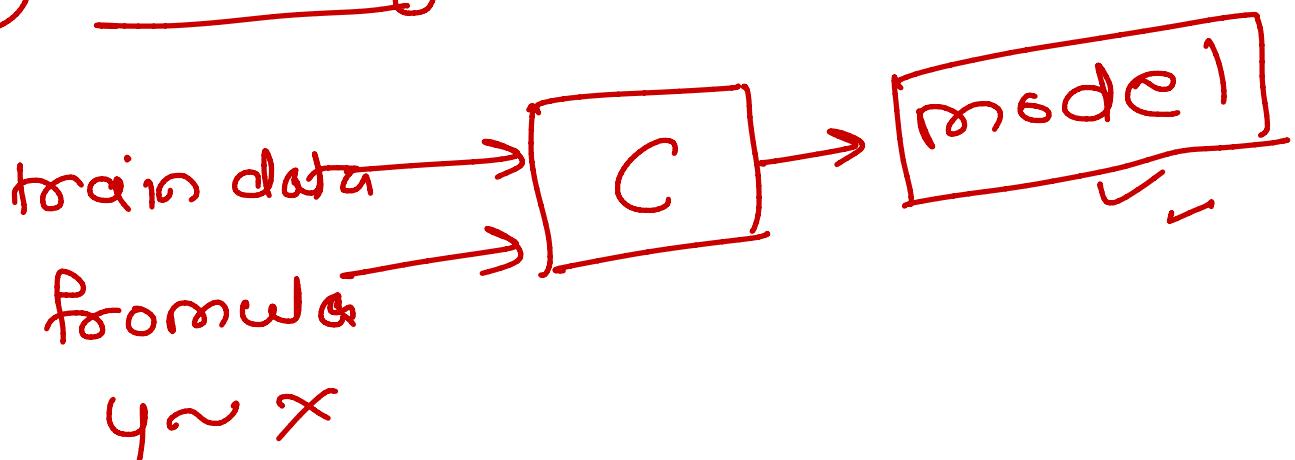


# Neuron

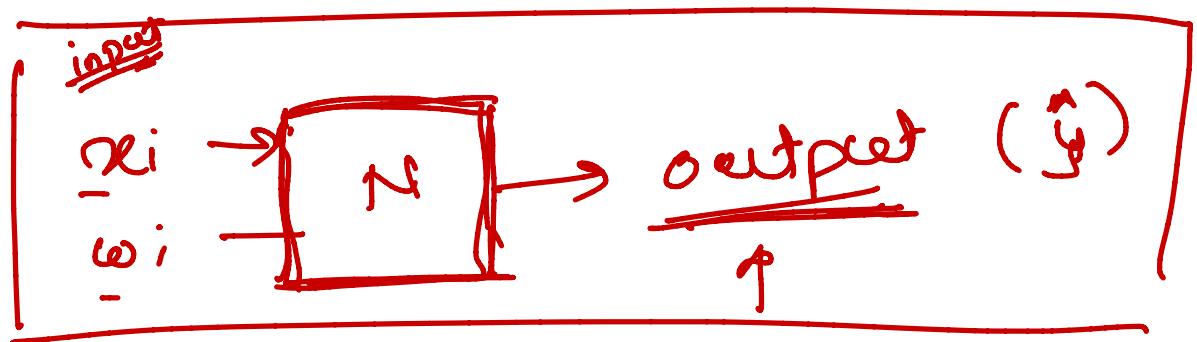
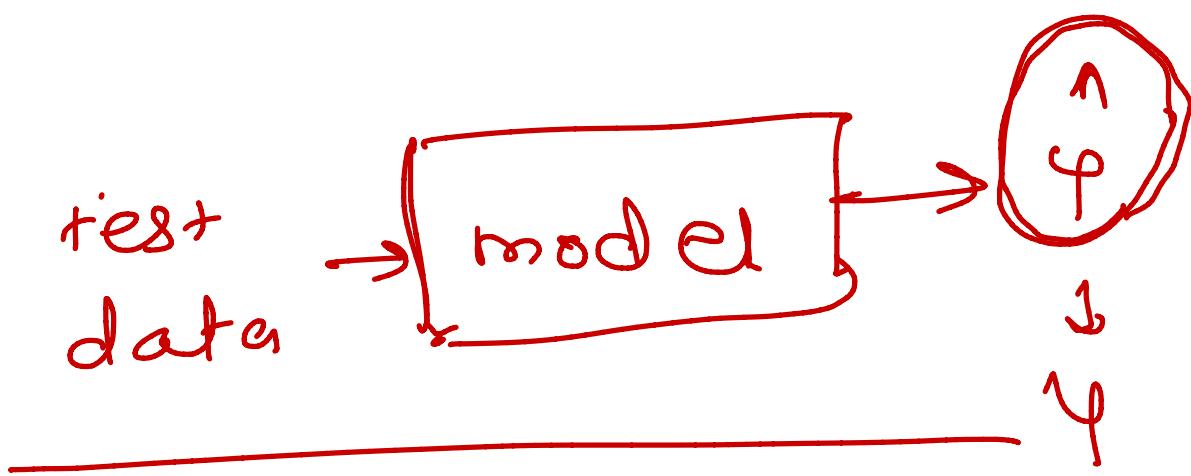


# ML

## ① training

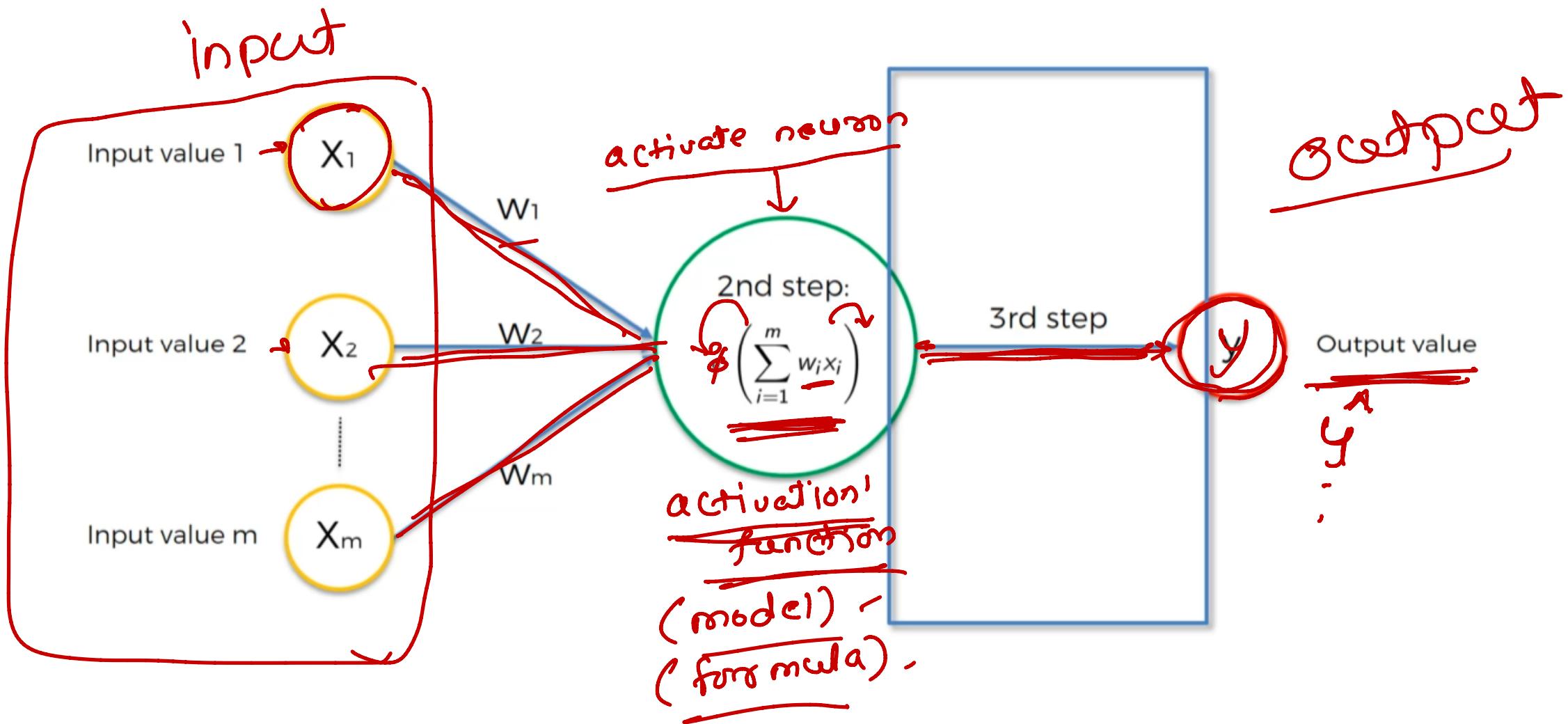


## ② testing / validate



# Activation Function

Perceptron - 1 neuron



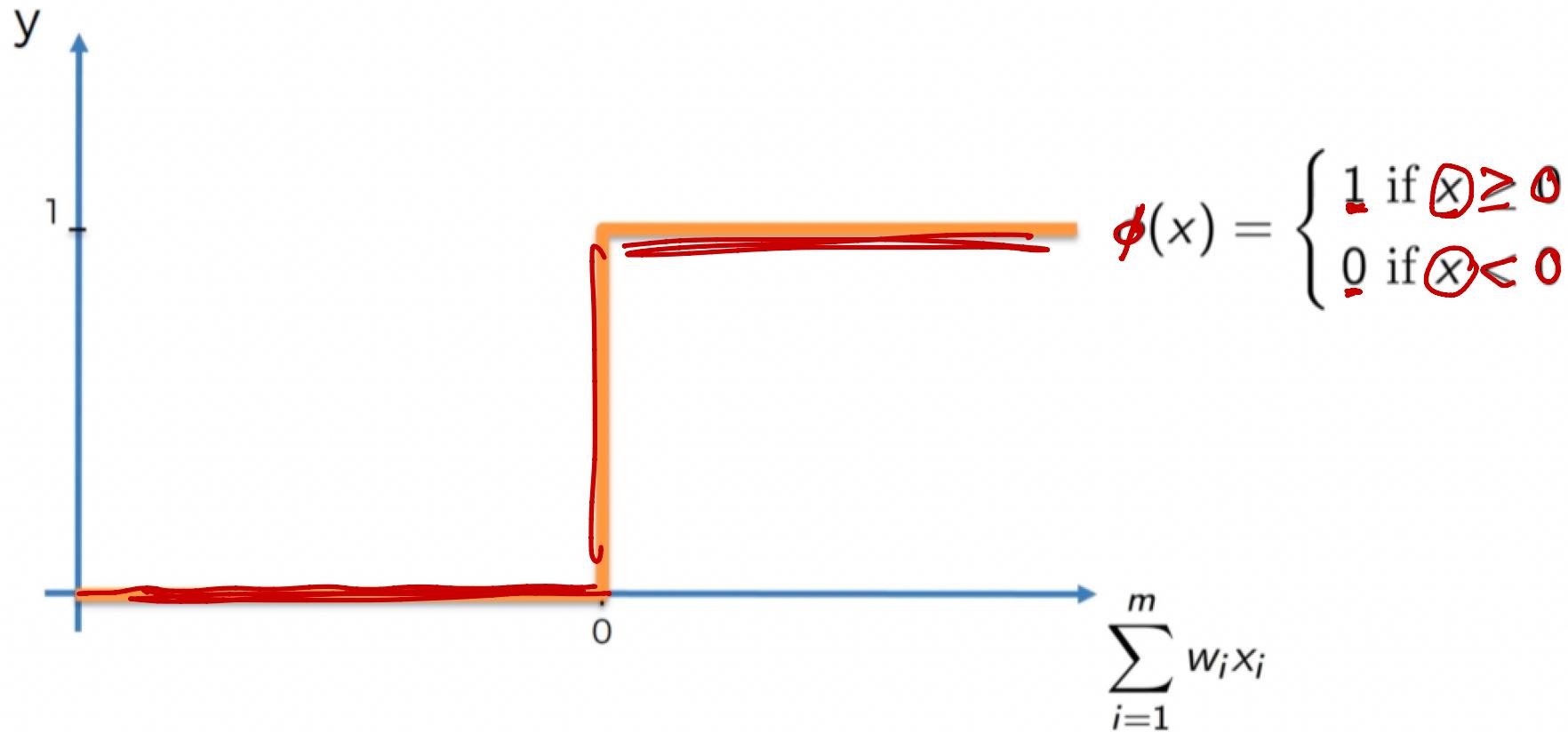
# Activation Function

value ( $x_i$ )

- Their main purpose is to convert a input signal of a node in a A-NN to an output signal (value)
- That output signal can be used as a input in the next layer in the stack
- Specifically in A-NN
  - we do the sum of products of inputs( $X$ ) and their corresponding Weights( $W$ )
  - apply a Activation function  $f(x)$  to it to get the output of that layer
  - feed it as an input to the next layer

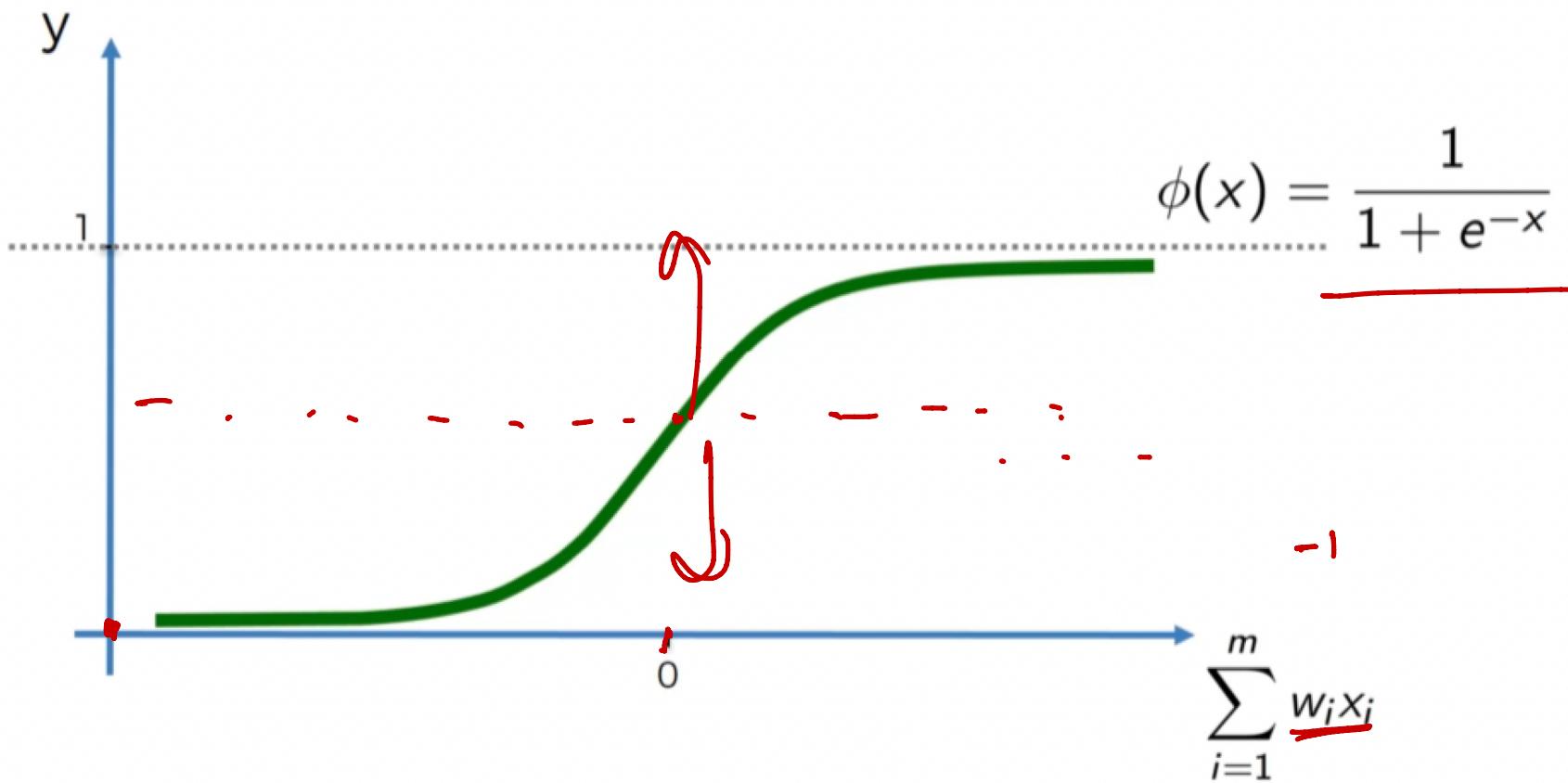
# Threshold Function

(Classification)



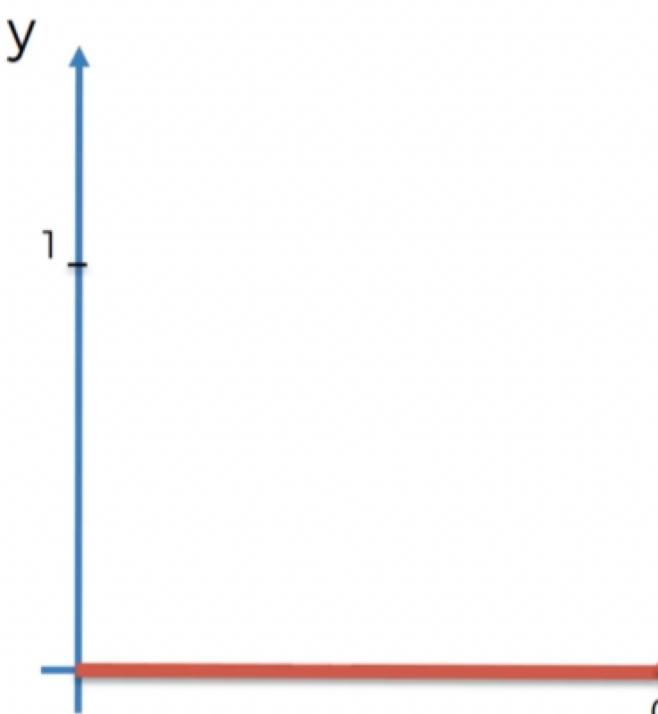
# Sigmoid Function

(Regression)



# Rectifier Function

ReLU



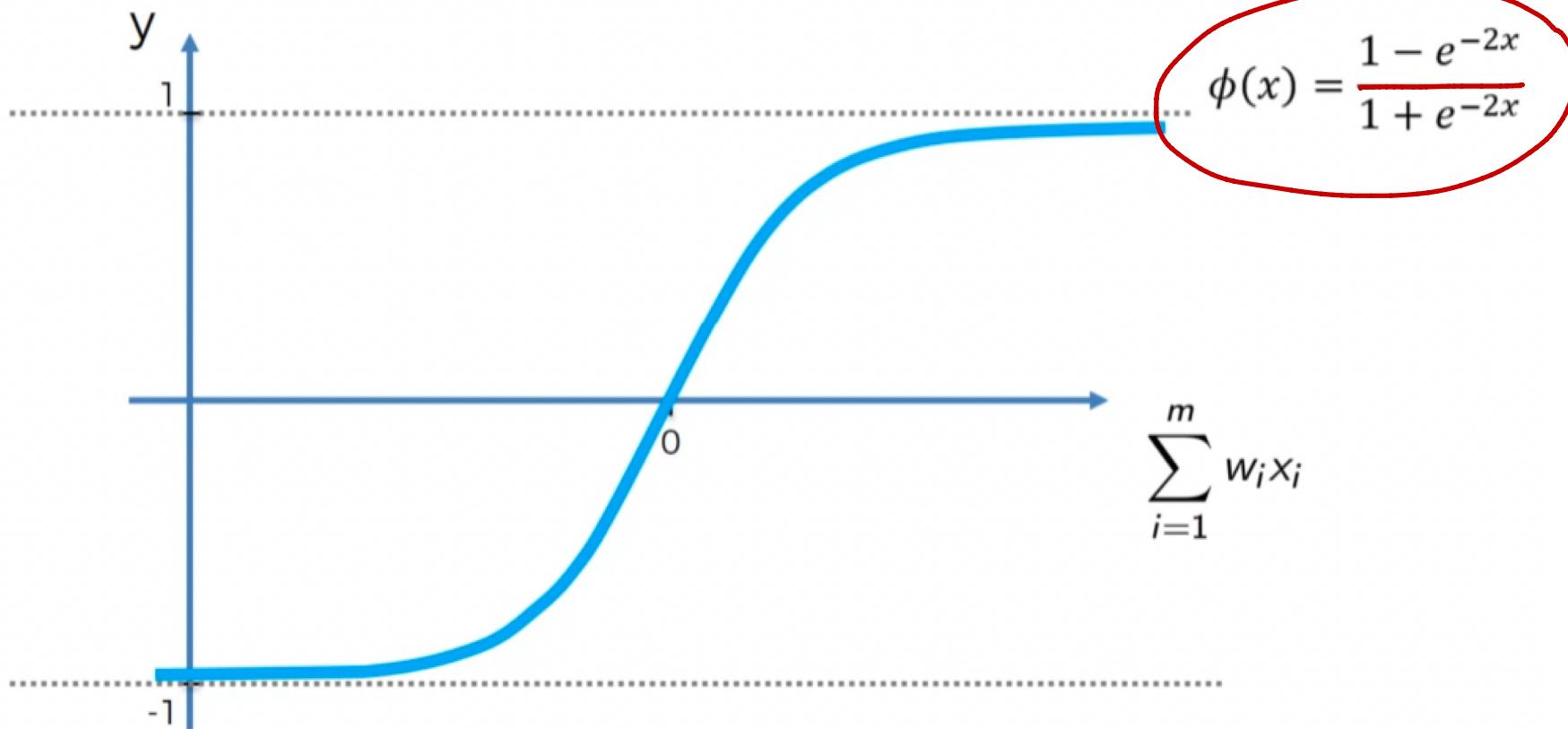
$$\phi(x) = \max(x, 0)$$

$x = 10, y = 10$   
 $= -1, y = 0$

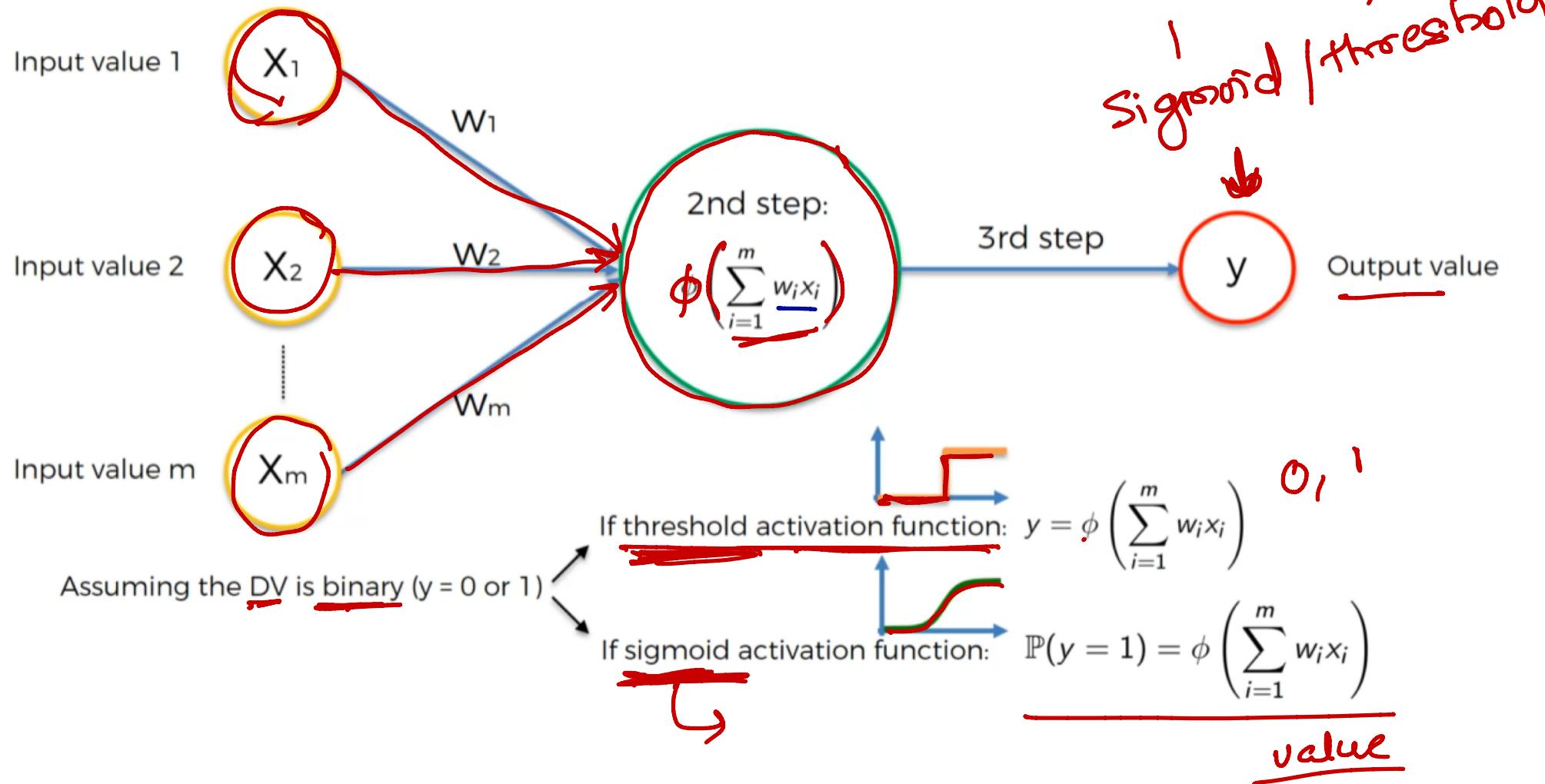
$$\sum_{i=1}^m w_i x_i$$

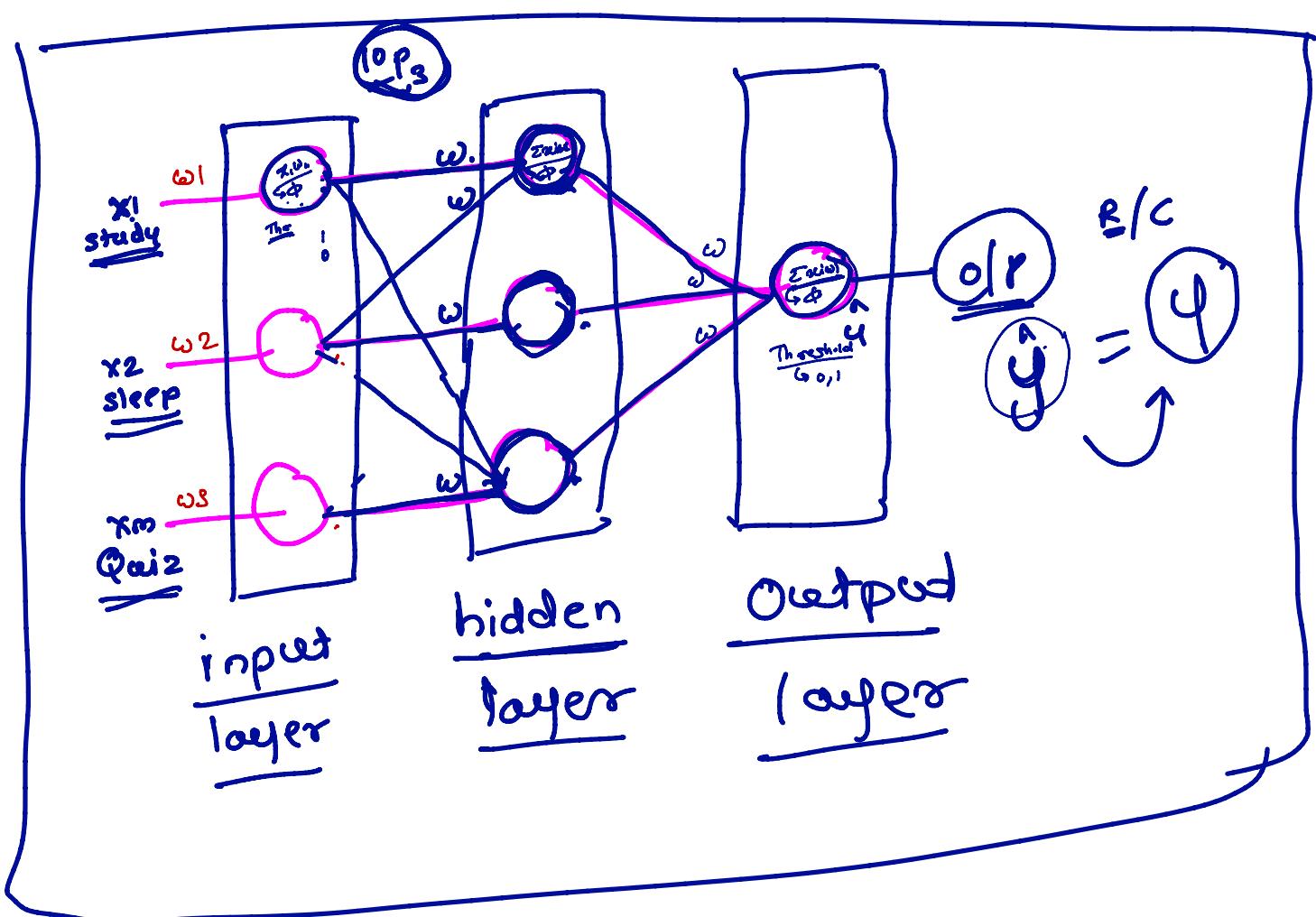
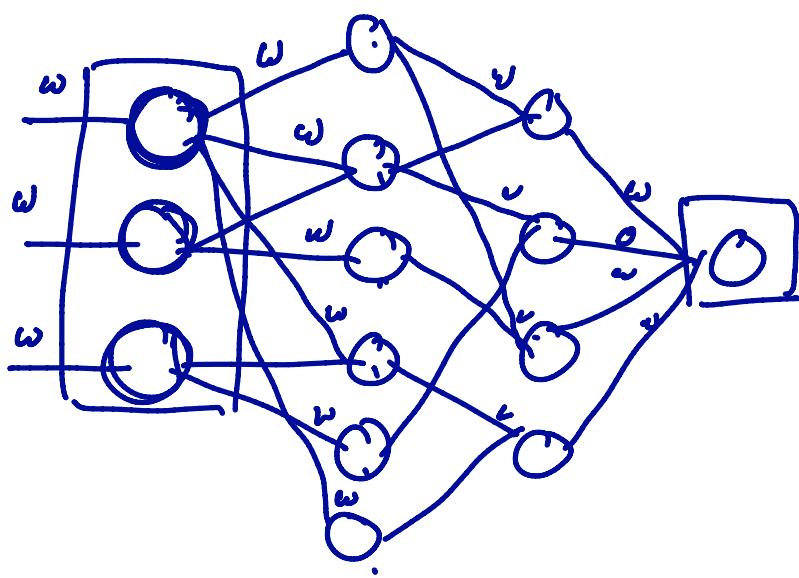
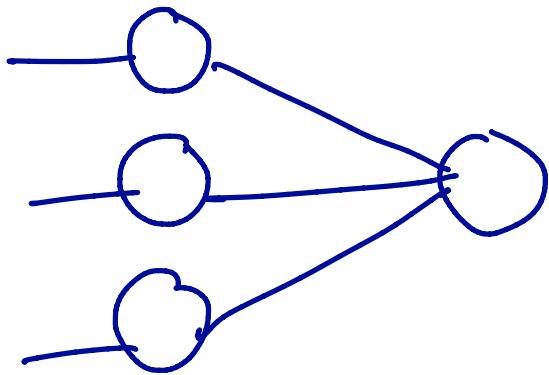
# Hyperbolic Tangent Function

~~Hyperbolic Tangent Function~~

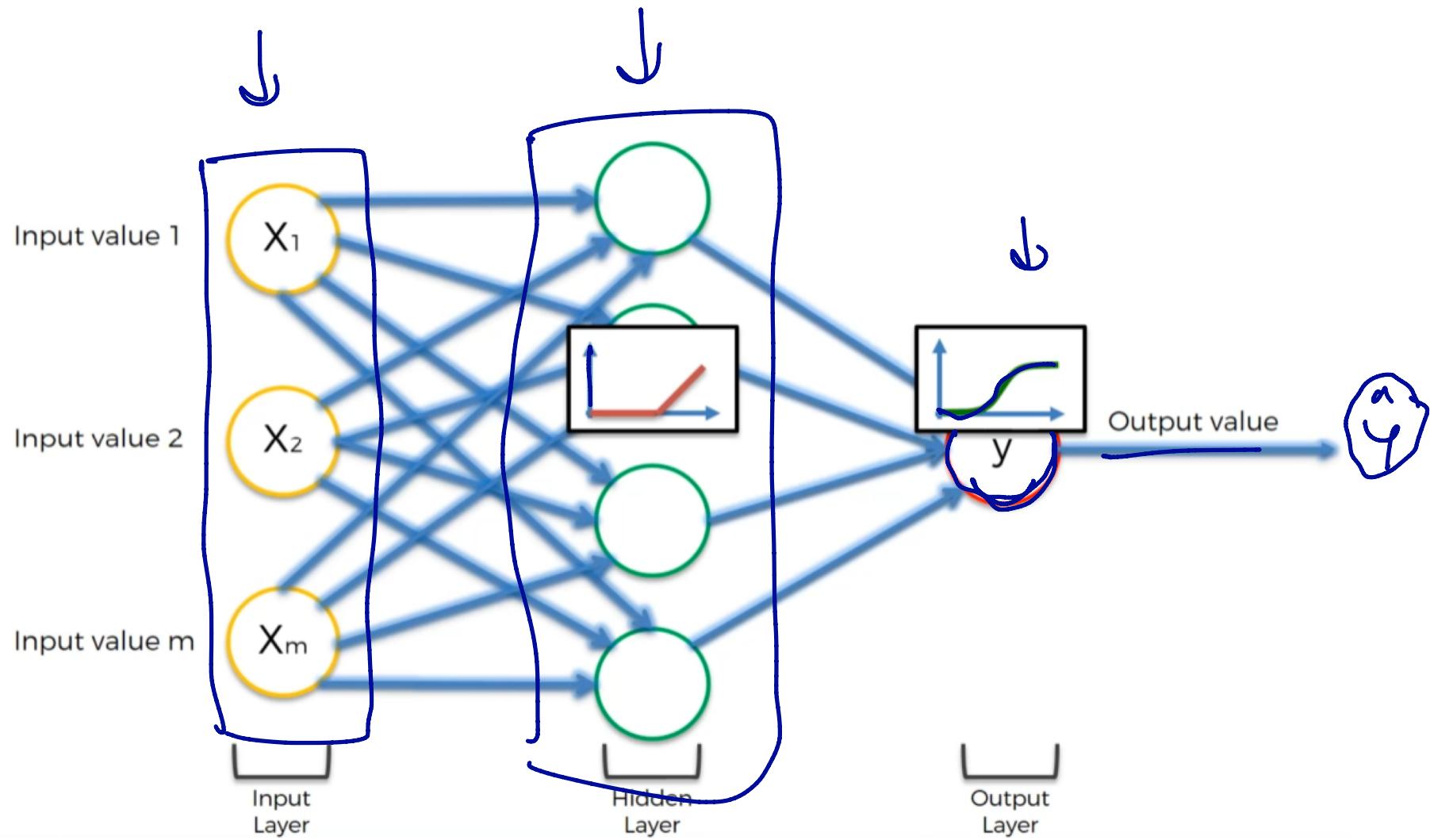


# Activation Function





# Activation Function



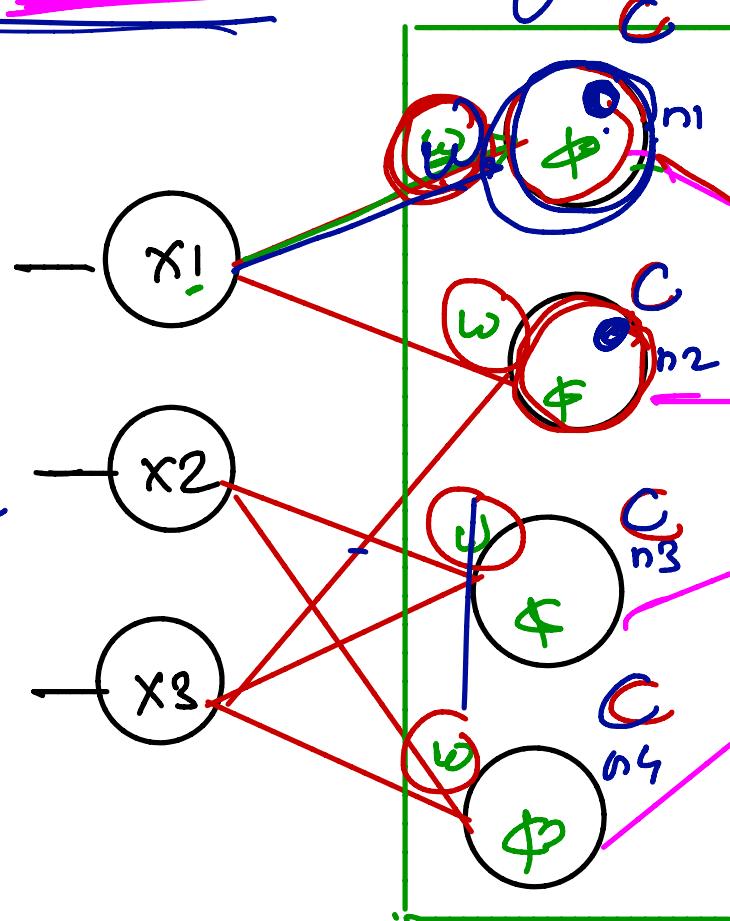
Study	Sleep	Quizz	Exam
12	6	70 %	85 %
8	10	60 %	70 %

# How NN learn ?

## Back-propagation

Ans

$0.12(12)$  Study  
 $0.06(6)$  Sleep  
 $0.7(70)$  Quiz

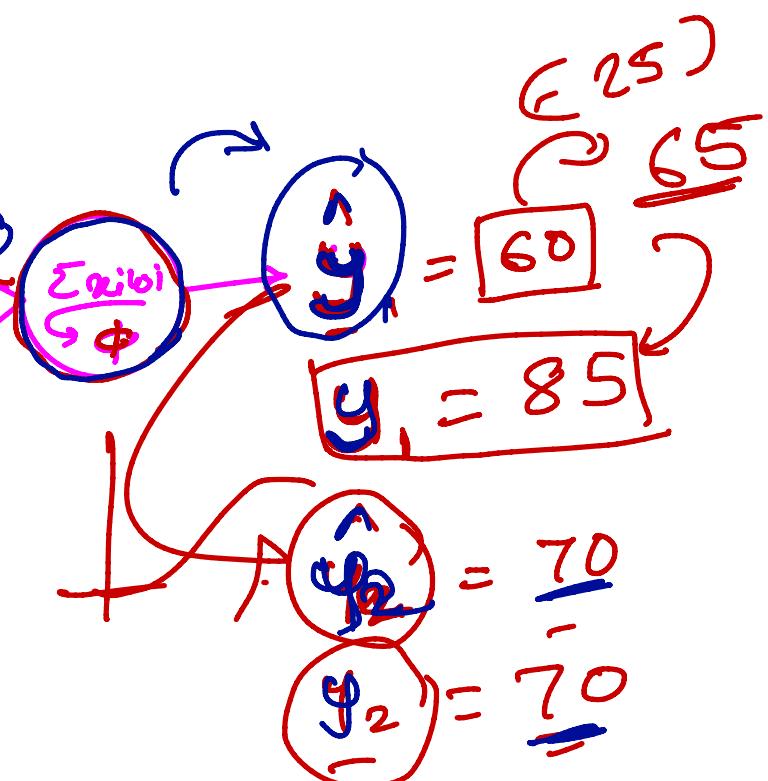


hidden layer

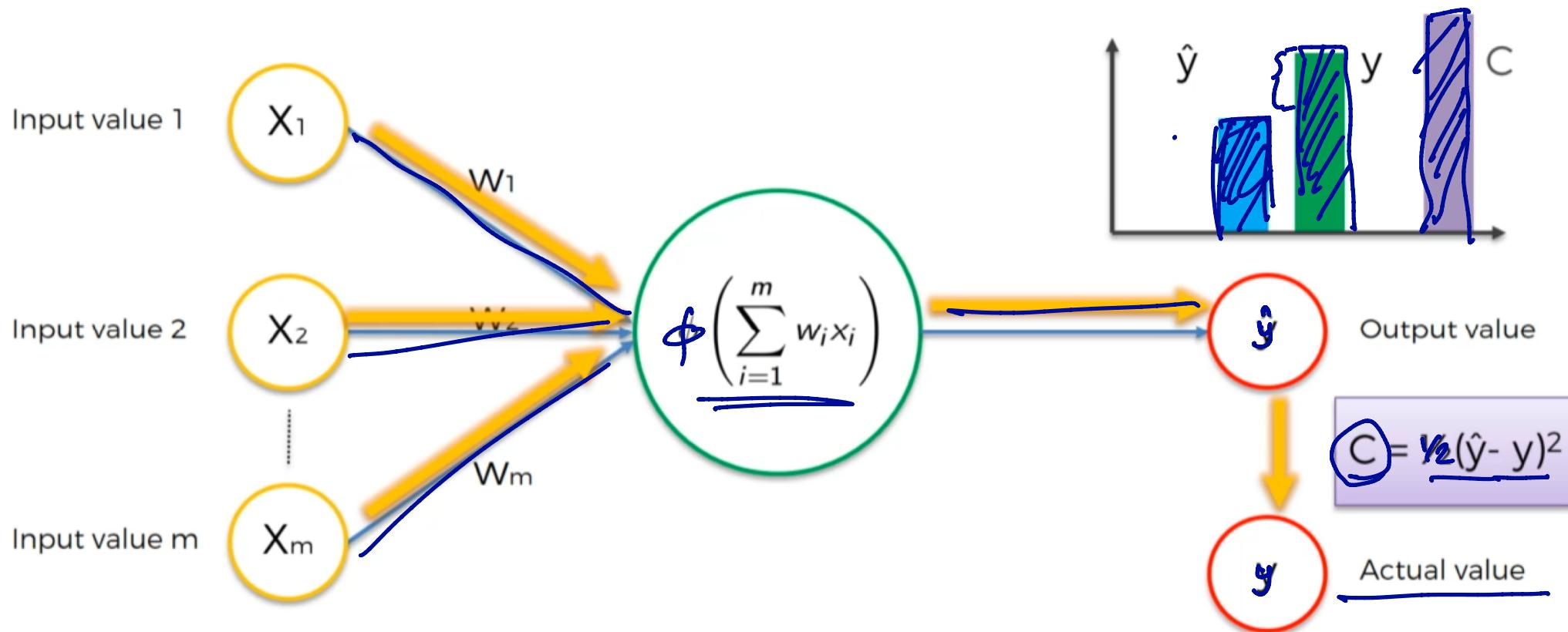
Epoch

$$C = \frac{1}{2} \sum (y_i - \hat{y}_i)^2$$

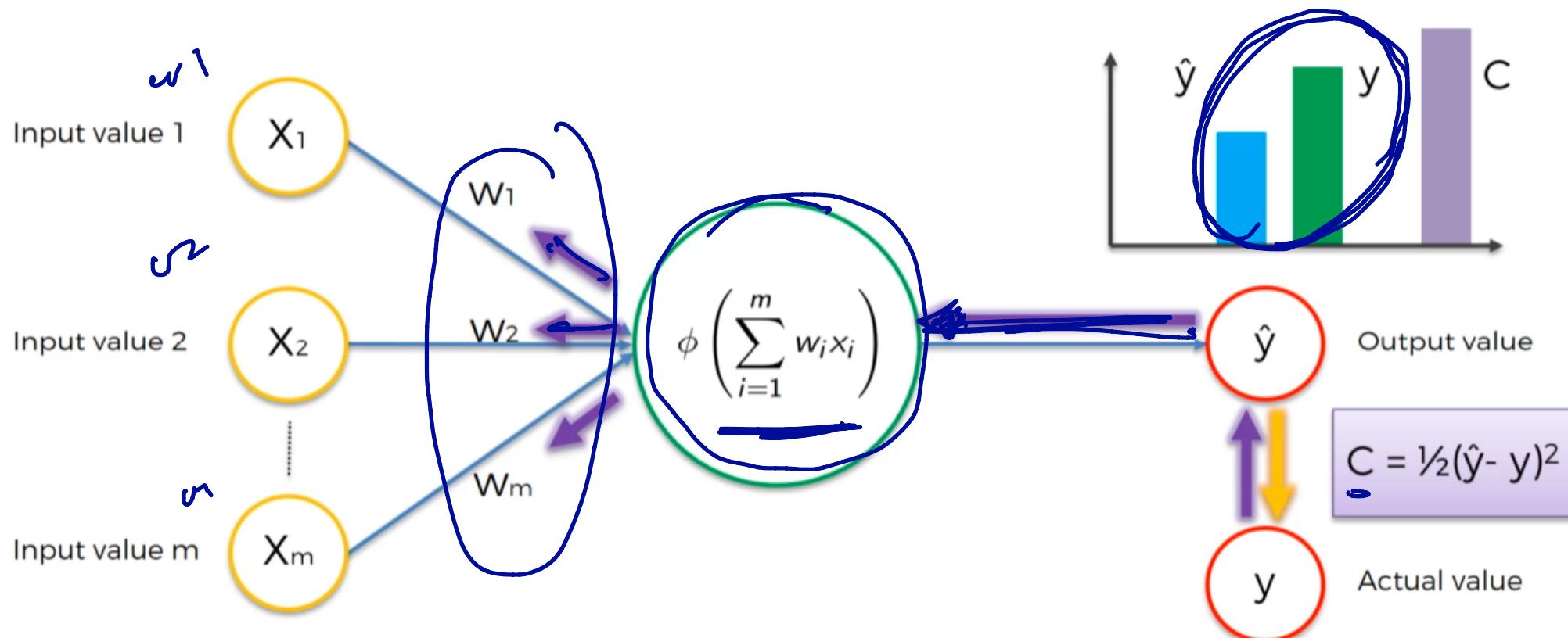
cost function



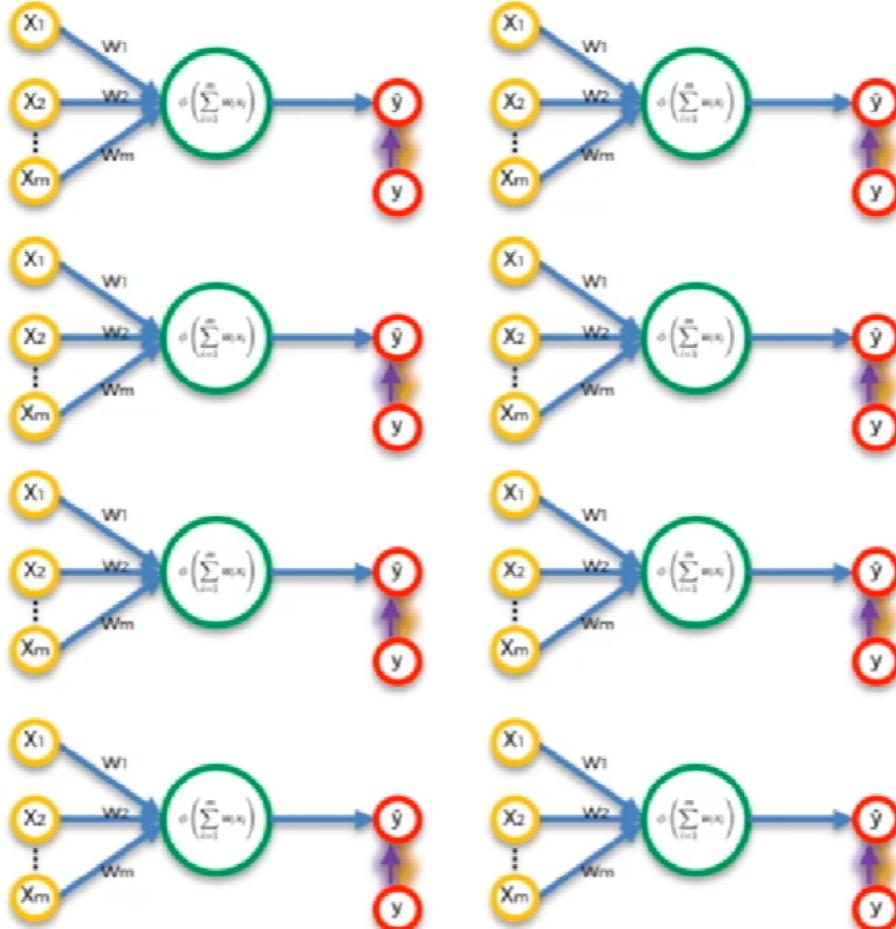
# Neural Network - learn



# Neural Network - learn



# Neural Network - learn

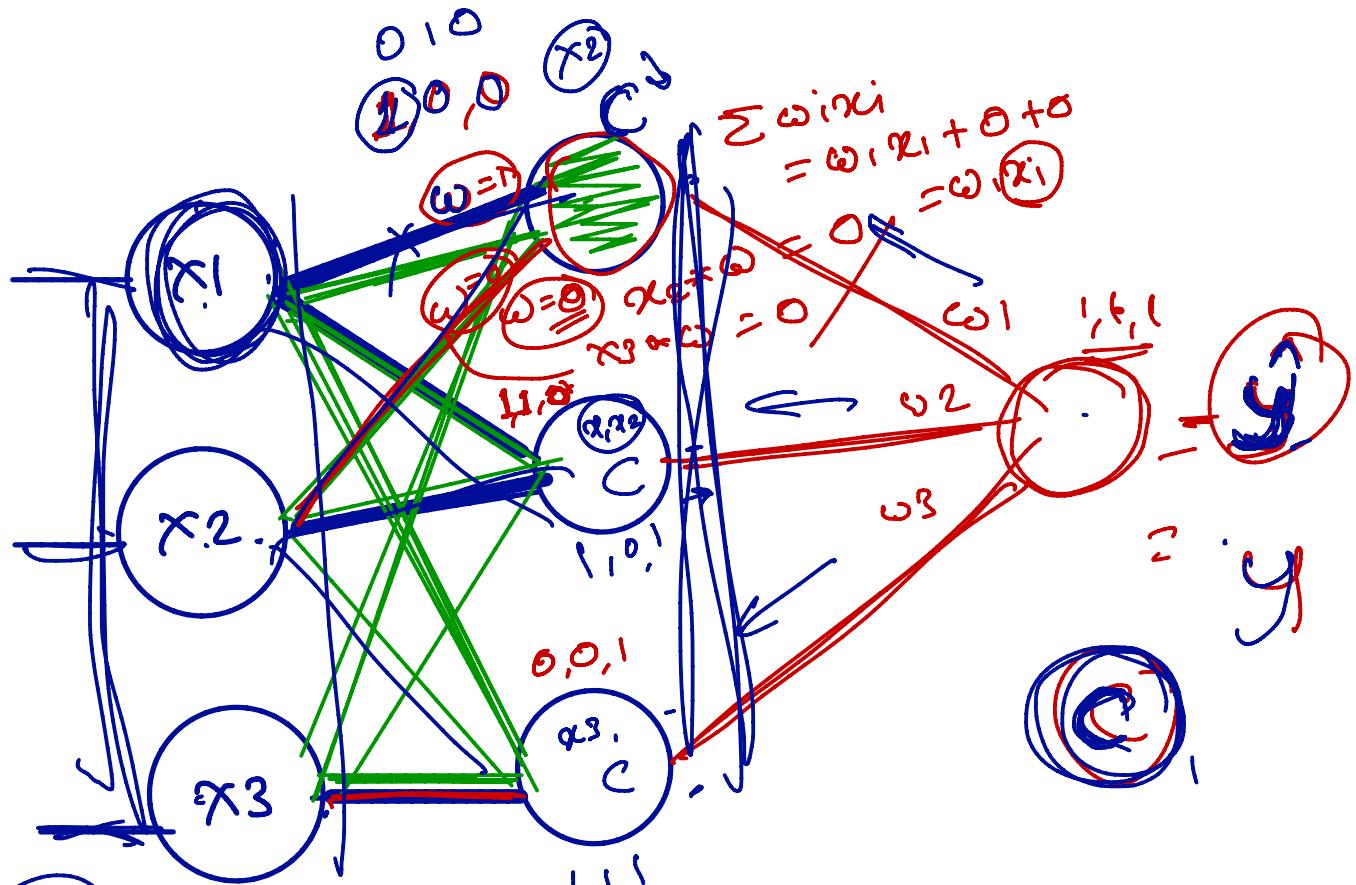


Row ID	Study Hrs	Sleep Hrs	Quiz	Exam
1	12	6	78%	93%
2	22	6.5	24%	68%
3	115	4	100%	95%
4	31	9	67%	75%
5	0	10	58%	51%
6	5	8	78%	60%
7	92	6	82%	89%
8	57	8	91%	97%

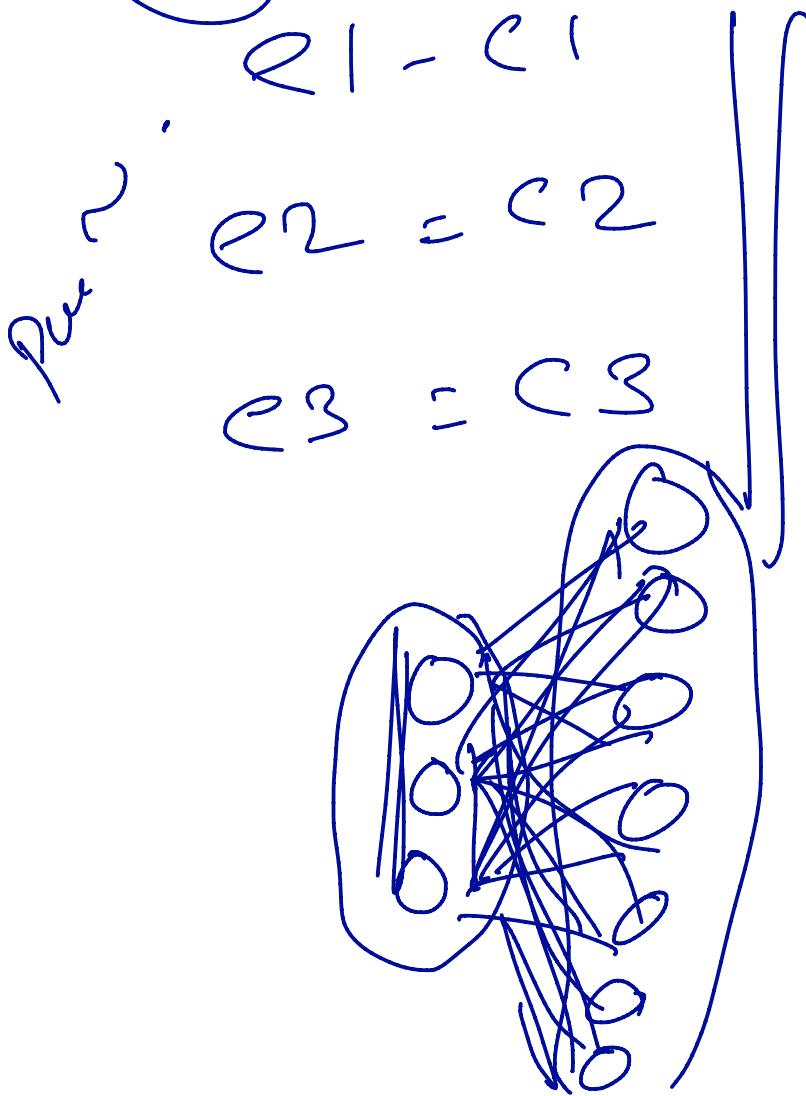
*epochs*

$$C = \sum \frac{1}{2}(\hat{y} - y)^2$$

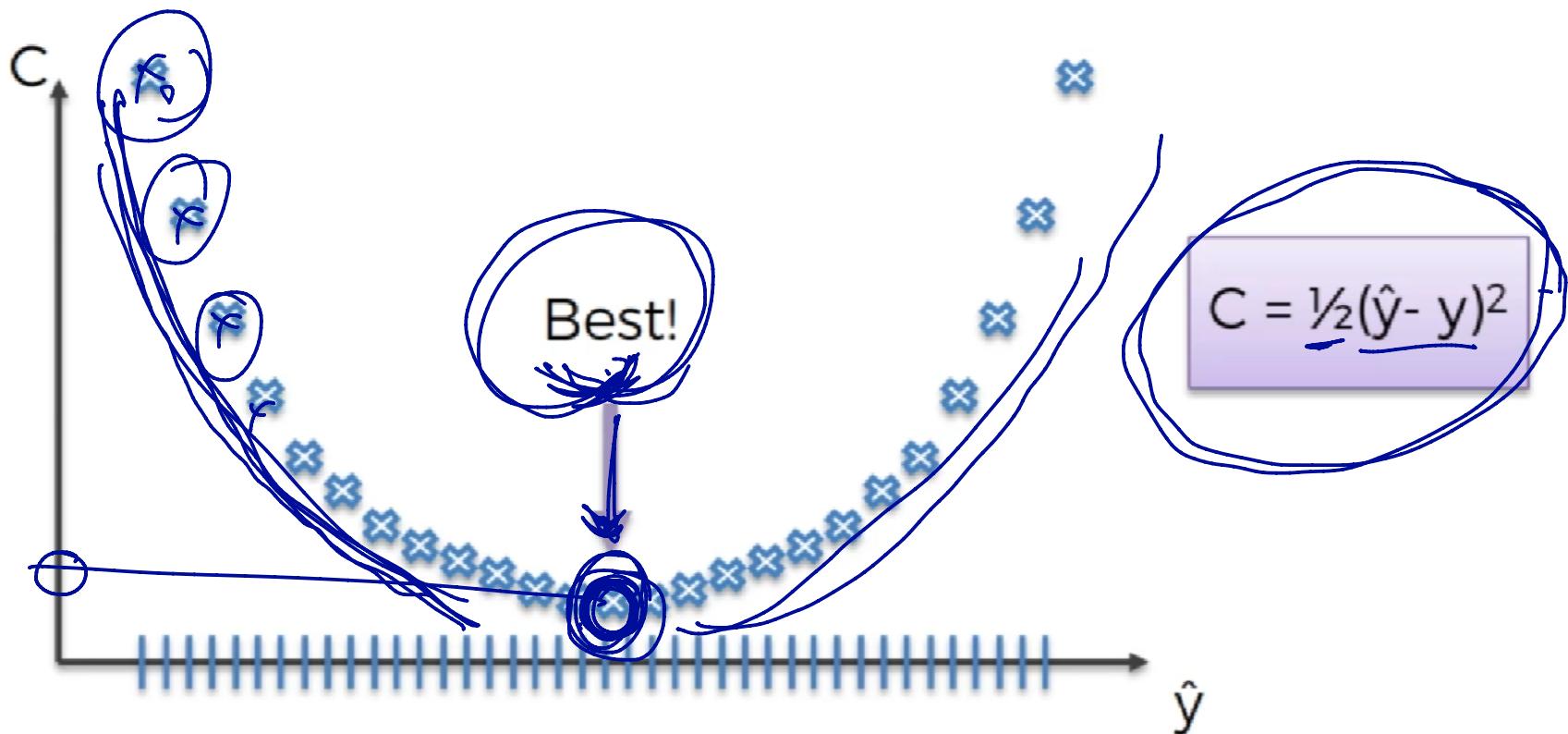




$$\omega_{P3} = 100 \text{ rad/s}$$



# Gradient Descent



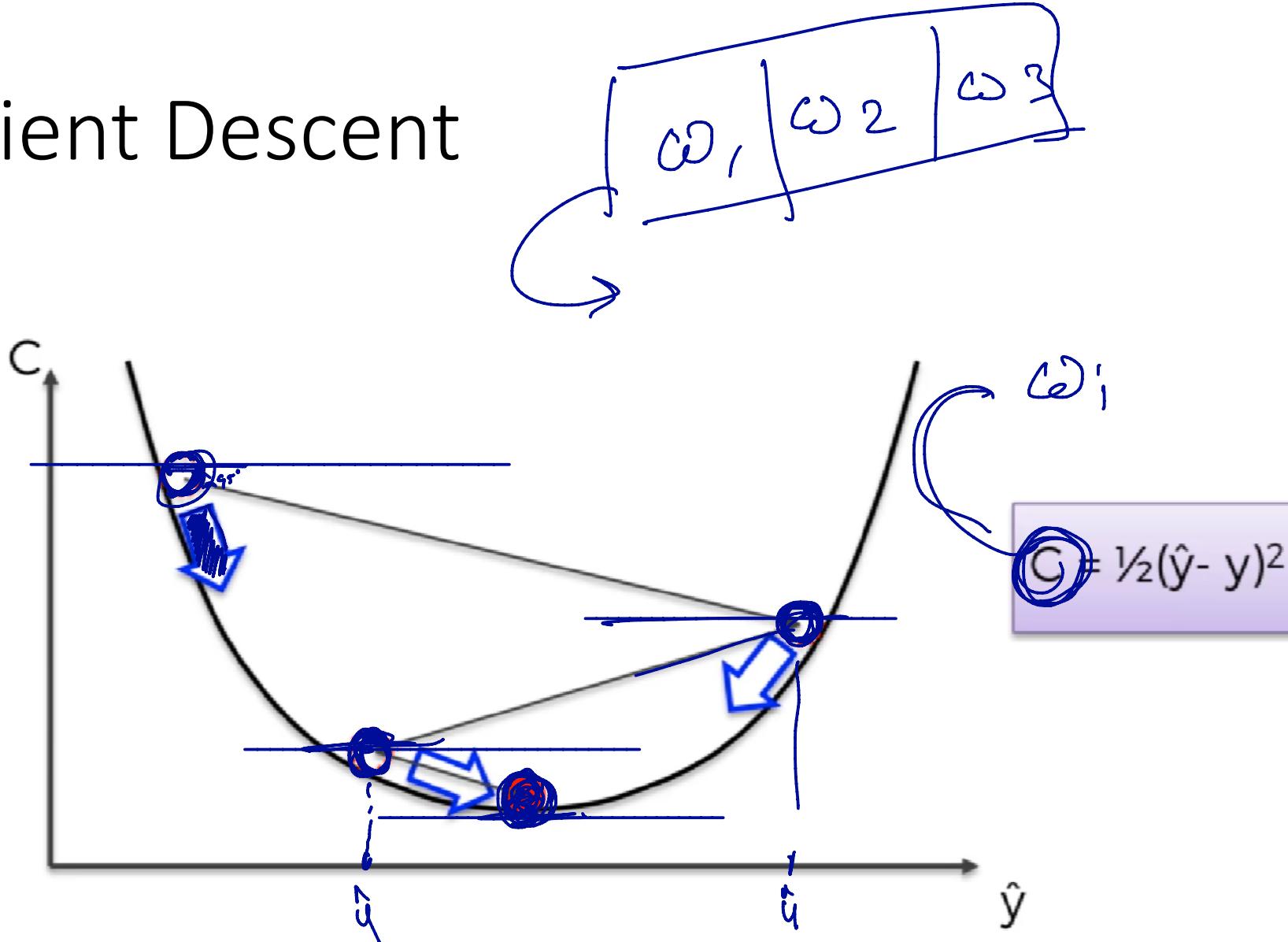
# Curse of Dimensionality

~~no of independent variables~~

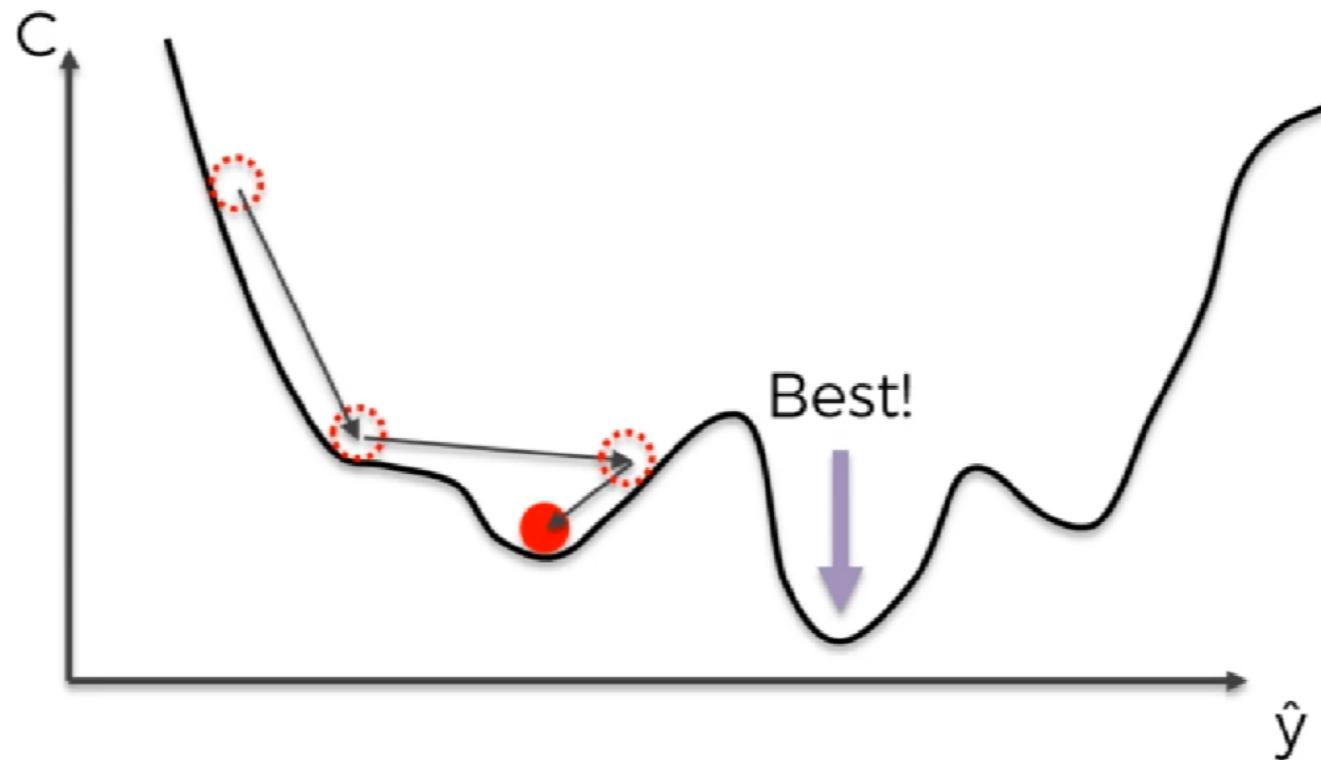
- As the dimensionality of features increases, the number of configurations grow exponentially and thus the number of configurations covered by observations decreases

permutations

# Gradient Descent

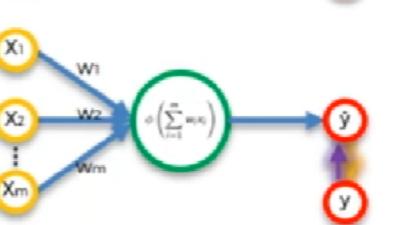
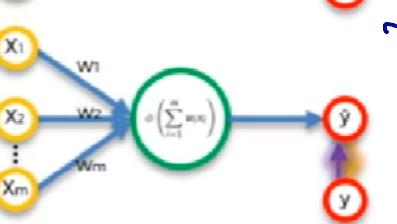
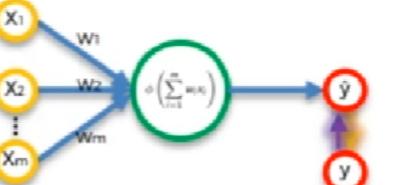
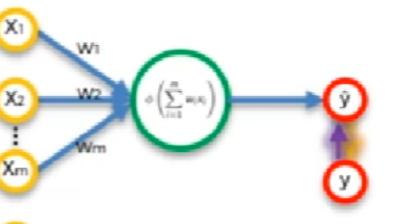
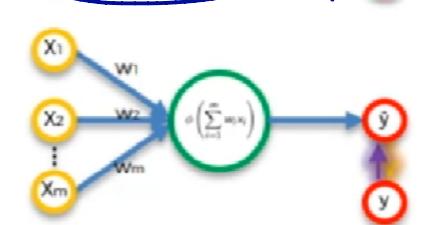
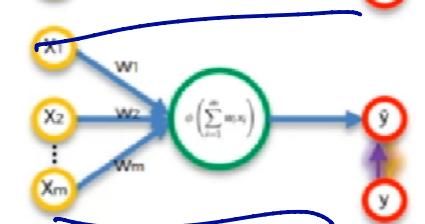
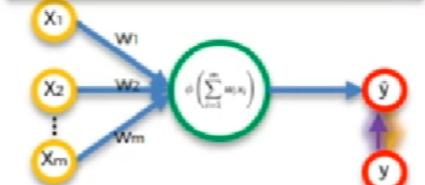
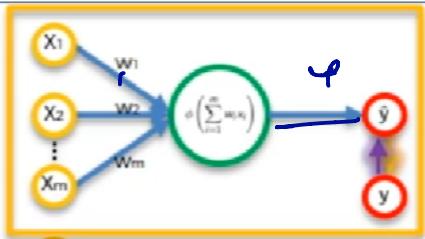


# Stochastic Gradient Descent



# Stochastic Gradient Descent

epoch  
 $\theta_1 \theta_2 w_3$



Row ID	Study Hrs	Sleep Hrs	Quiz	Exam
1	12	6	78%	93%
2	22	6.5	24%	68%
3	115	4	100%	95%
4	31	9	67%	75%
5	0	10	58%	51%
6	5	8	78%	60%
7	92	6	82%	89%
8	57	8	91%	97%

$$C = \sum \frac{1}{2} (\hat{y} - y)^2$$

Adjust  $w_1, w_2, w_3$



# Stochastic Gradient Descent

Upd w's

Row ID	Study Hrs	Sleep Hrs	Quiz	Exam
1	12	6	78%	93%
2	22	6.5	24%	68%
3	115	4	100%	95%
4	31	9	67%	75%
5	0	10	58%	51%
6	5	8	78%	60%
7	92	6	82%	89%
8	57	8	91%	97%

record → horizontally

Row ID	Study Hrs	Sleep Hrs	Quiz	Exam
1	12	6	78%	93%
2	22	6.5	24%	68%
3	115	4	100%	95%
4	31	9	67%	75%
5	0	10	58%	51%
6	5	8	78%	60%
7	92	6	82%	89%
8	57	8	91%	97%

Batch  
Gradient  
Descent

Stochastic  
Gradient  
Descent

# ~~Stochastic~~ Gradient Descent - Steps

- Randomly initialize the weights to small numbers close to 0 ( $\neq 0$ )
- Input the first observation in the input layer, each feature in one input node
- Forward Propagation:
  - From left to right
  - The neurons are activated in a way that the impact of each neuron's activation is limited by the weights
  - Propagate until getting the predicted result
- Compare the predicted result to the actual result
- Measure the generated error

$$(\hat{y} - y)$$

$$\frac{1}{2}(\hat{y} - y)^2$$

# ~~Stochastic~~ Gradient Descent - Steps

- Back Propagation
  - From right to left
  - The error is back propagated
  - Update the weights according to how much they are responsible for the error
  - The learning rate decides by how much we update the weights
- Repeat the steps and update the weights
  - after each observation → (stochastic)
  - After a batch of observations (batch)
- When the whole training set passes through the ANN, that makes an epoch. Redo more epochs.

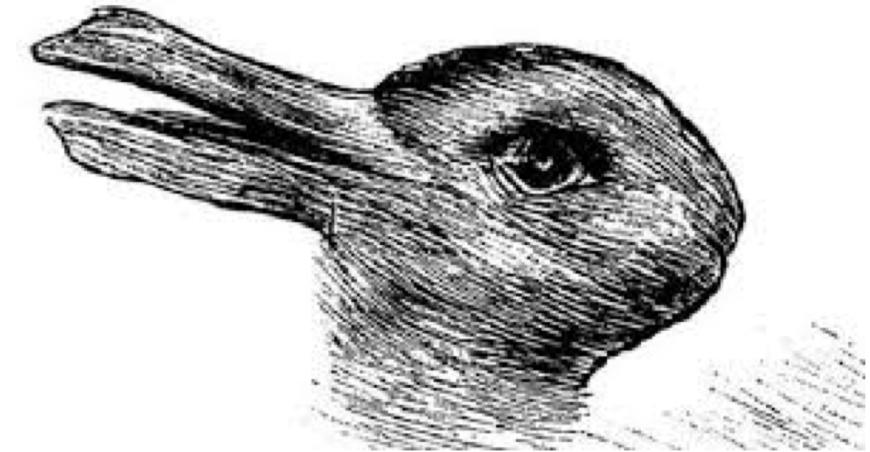
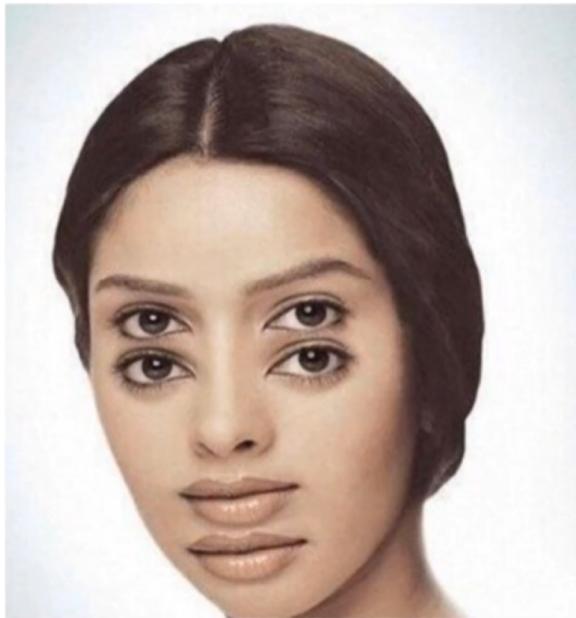


# CNN

Convolutional Neural Network

CNN

illusion



# CNN

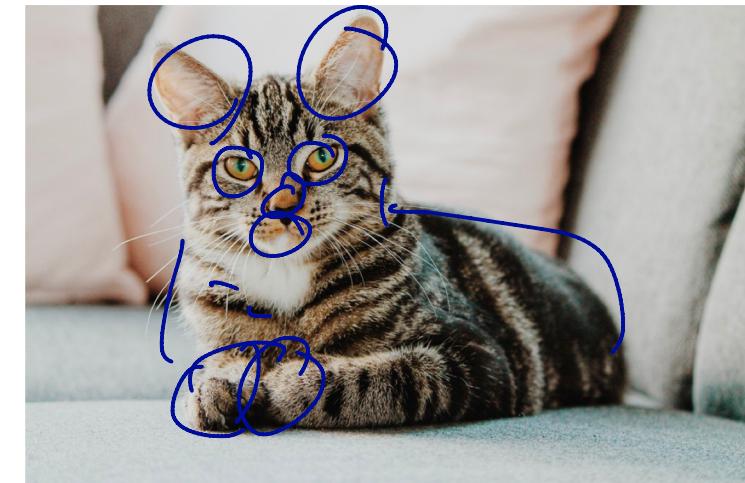
person -  $x^0 0 - \emptyset$   
cheetah -  $\checkmark \checkmark = \checkmark$   
dog -  $\checkmark 0.5 = 1.5$   
cat -  $\checkmark 0.5 < 1.5$



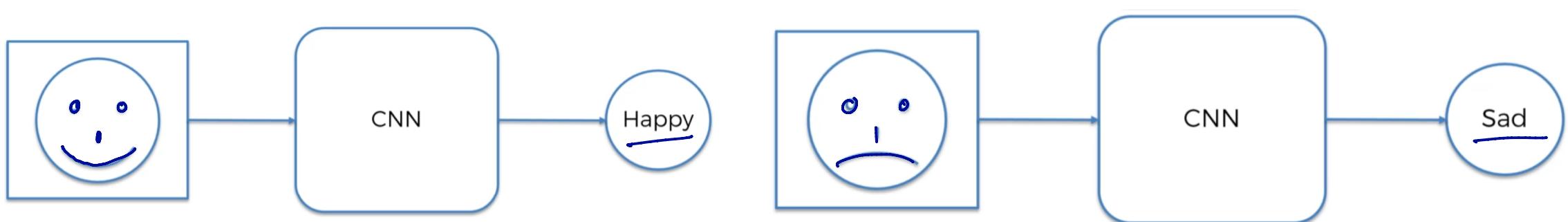
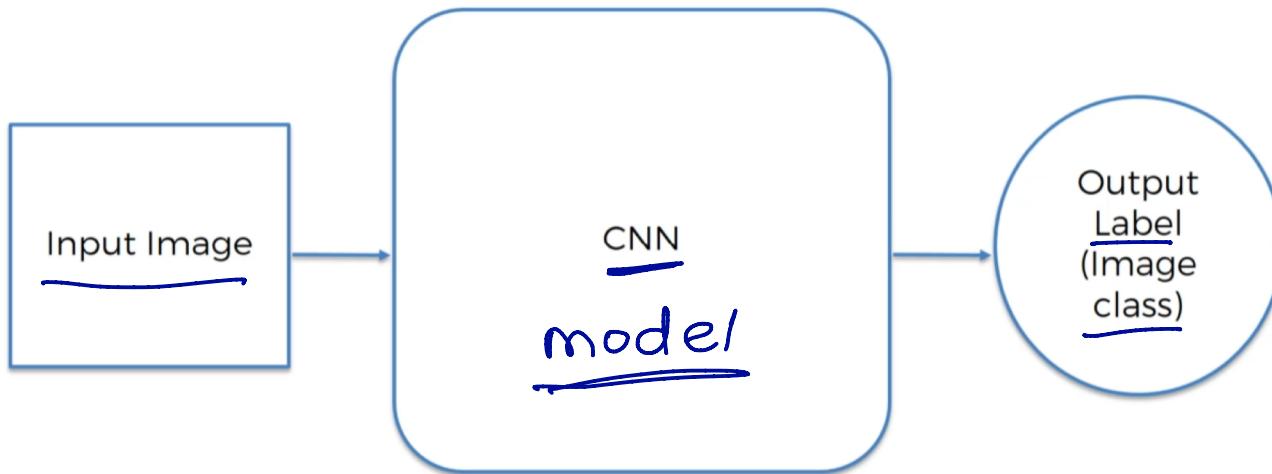
car:  $\times$   
bus:  $\sim$   
train:  $\sim$   
plane:  $\sim$



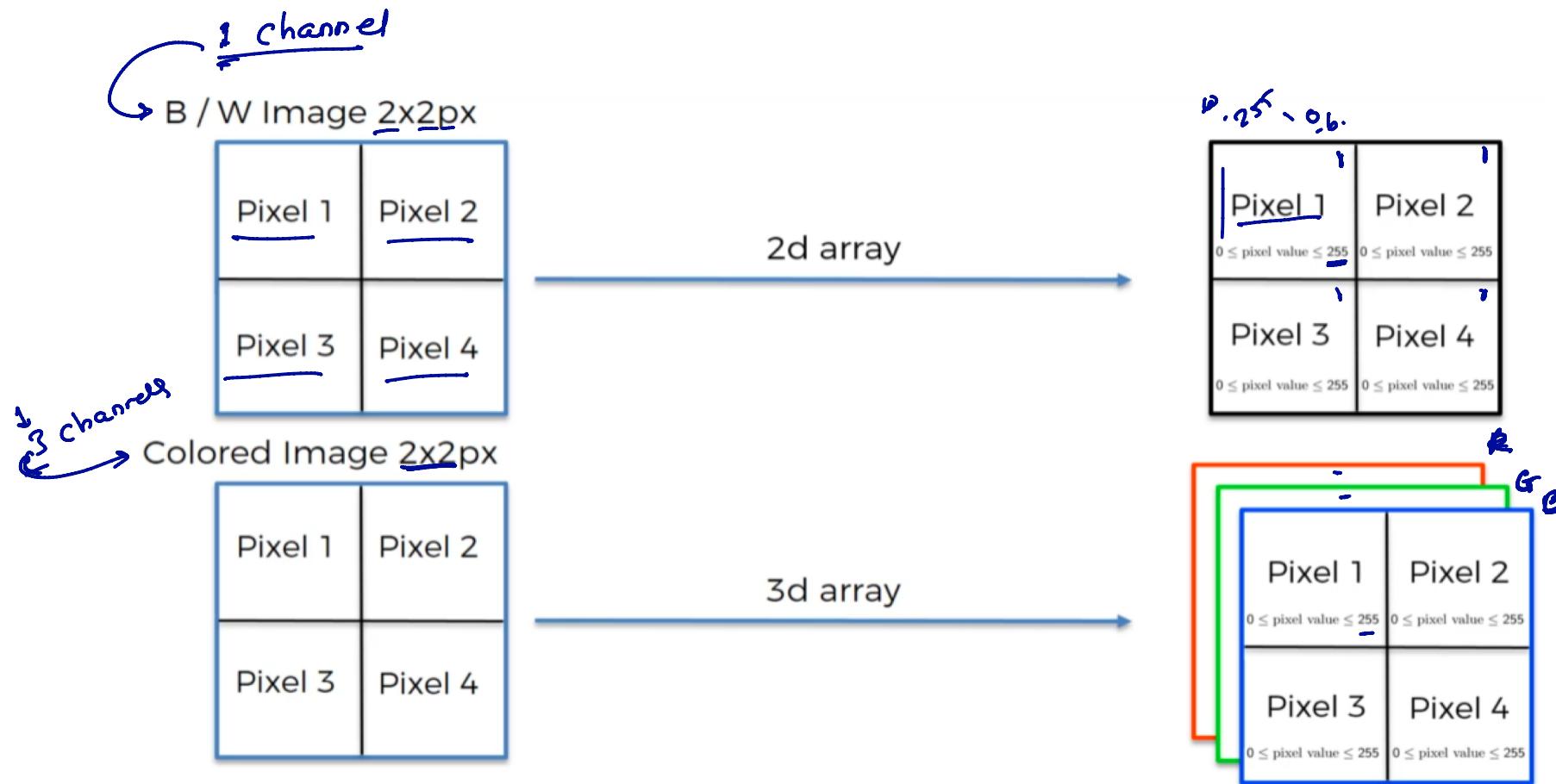
bus:  $\infty$   
cat:  $\checkmark$  2.  
dog:  $\checkmark$  1

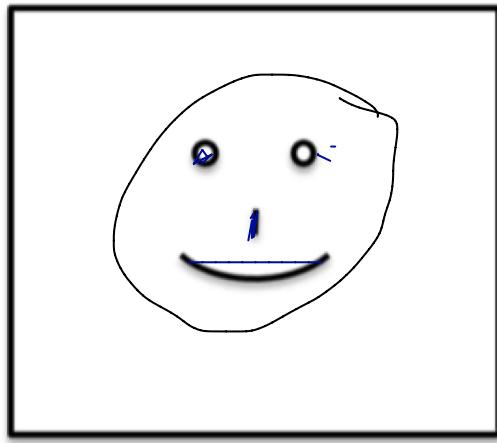


# CNN

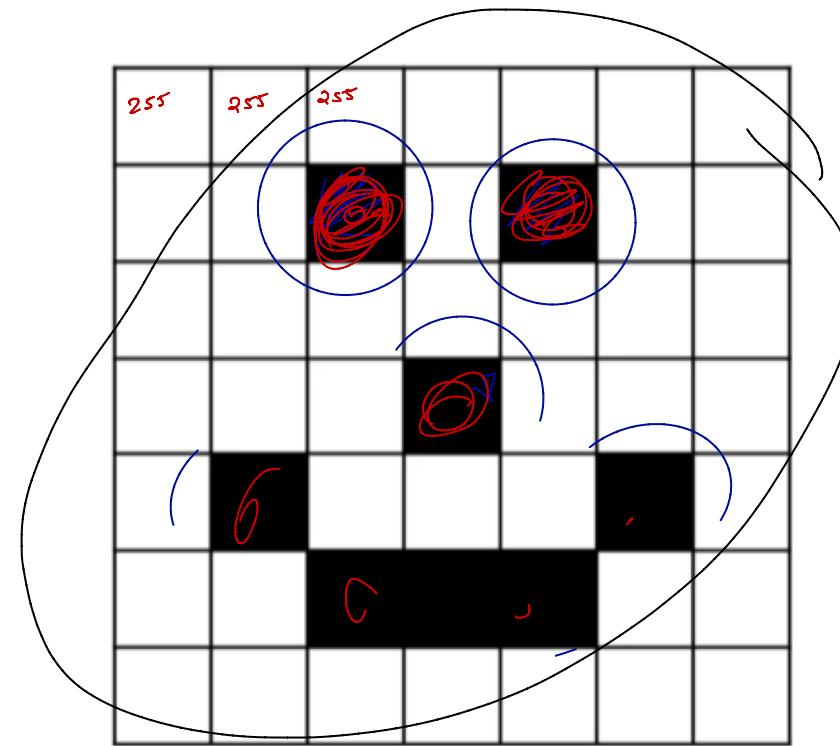


# CNN





0	0	0	0	0	0	0
0	0	0	0	0	0	0
0	0	0	0	0	0	0
0	0	0	0	0	0	0
0	0	0	0	0	0	0
0	0	0	0	0	0	0
0	0	0	0	0	0	0



0 → 28 ↗

0 | 1

A 7x7 grid with handwritten annotations. The top row has '0' in the first cell. The bottom row has a '1' in the third cell and a '4' in the sixth cell. Several cells are highlighted with blue circles, and some have red scribbles over them. A large oval encloses the entire grid.

# CNN - Steps

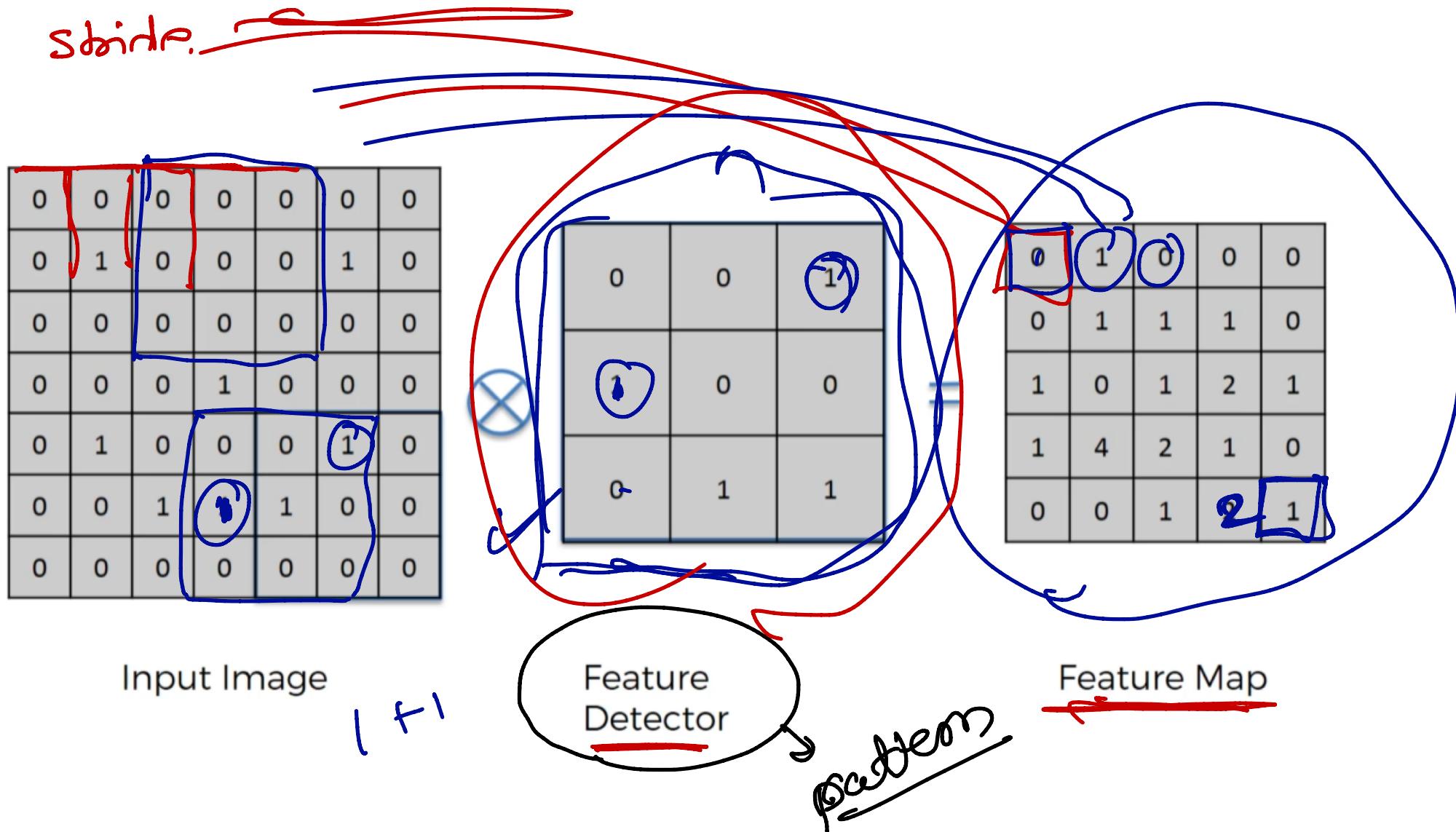
- Step 1: Convolutions
- Step 2: Max Pooling
- Step 3: Fattening
- Step 4: Full Connection

# Step 1 – Convolution

$$(f * g)(t) \stackrel{\text{def}}{=} \int_{-\infty}^{\infty} f(\tau) g(t - \tau) d\tau$$

- Convolution is a mathematical operation on two functions ( $f$  and  $g$ ) to produce a third function that expresses how the shape of one modified by the other
- convolution refers to both the result function and to the process of computing it

# Step 1 – Convolution

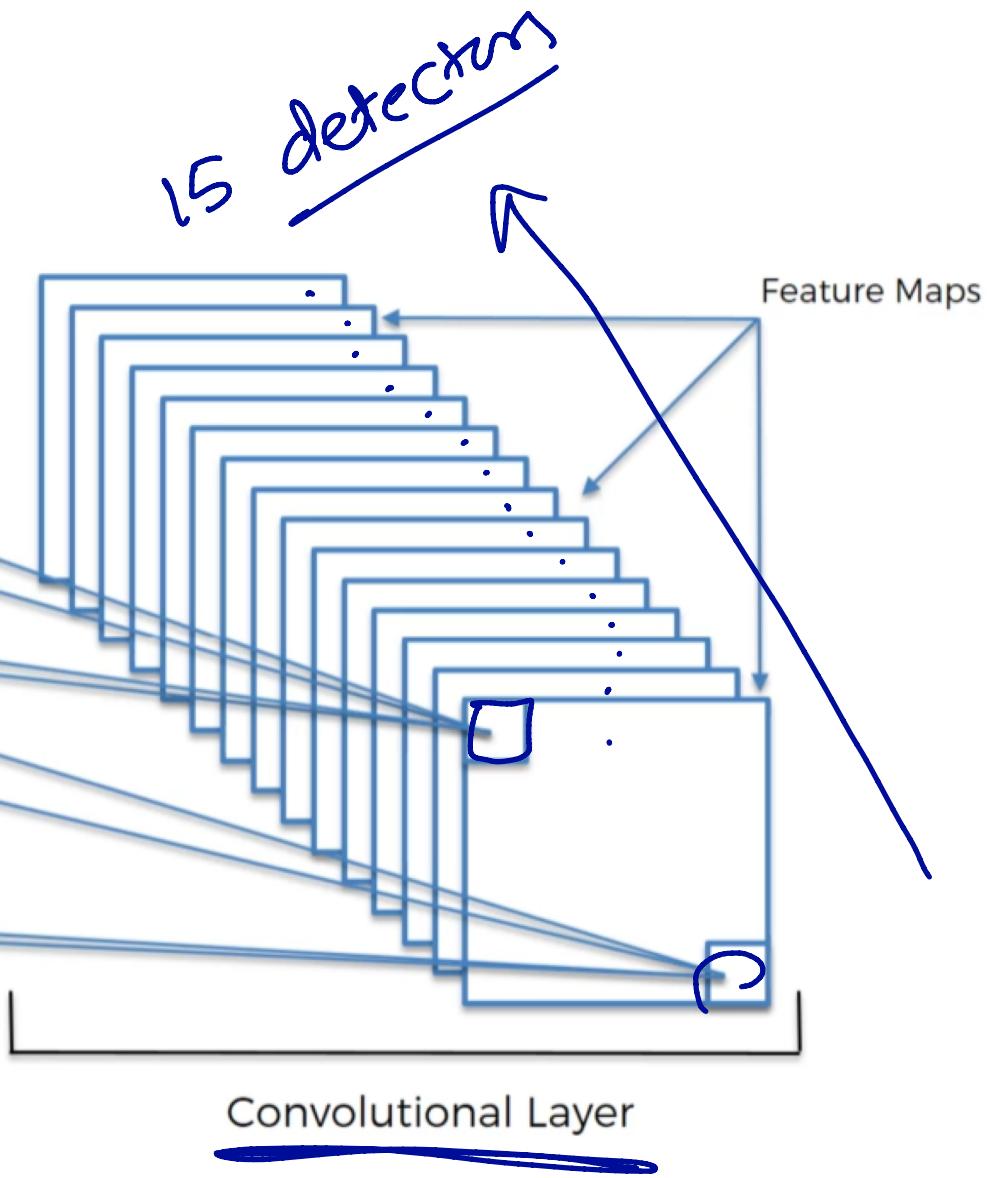


# Step 1 – Convolution

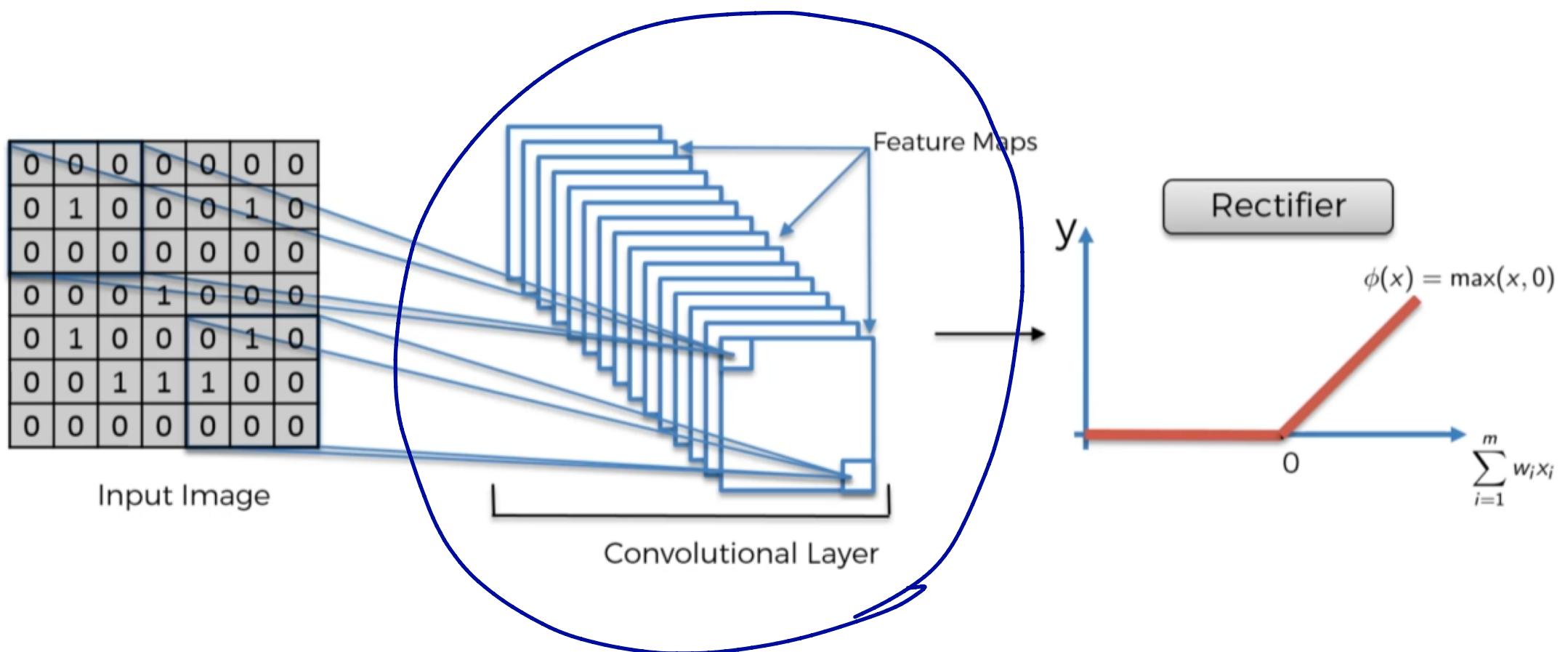
0	0	0	0	0	0	0	0
0	1	0	0	0	0	1	0
0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	0
0	1	0	0	0	1	0	0
0	0	1	1	1	0	0	0
0	0	0	0	0	0	0	0

Input Image

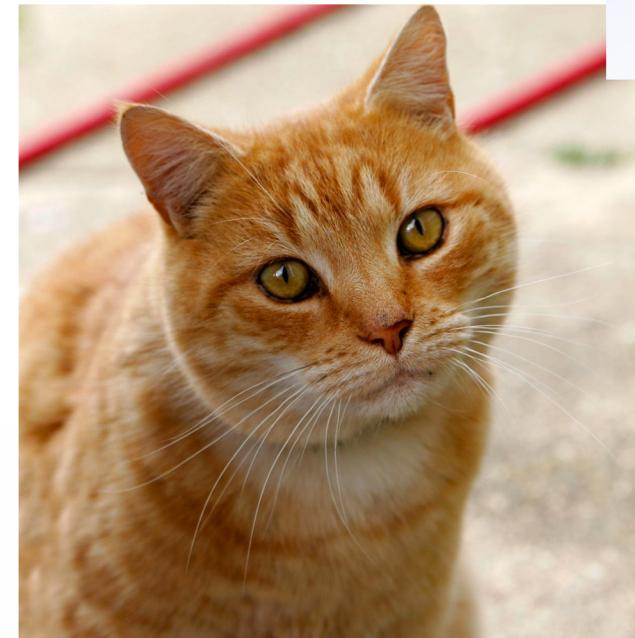
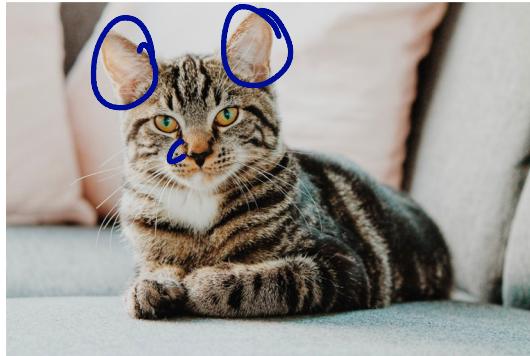
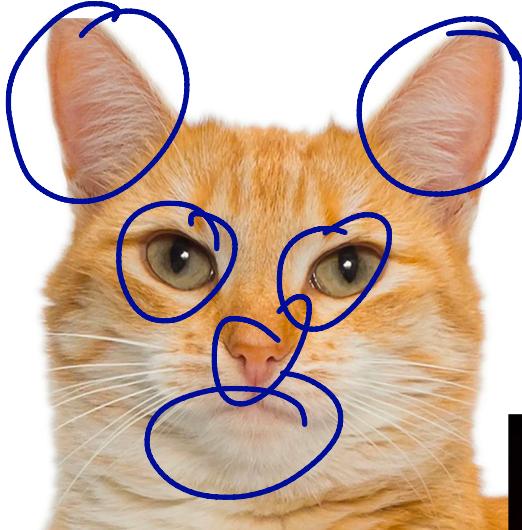
We create many feature maps to obtain our first convolution layer



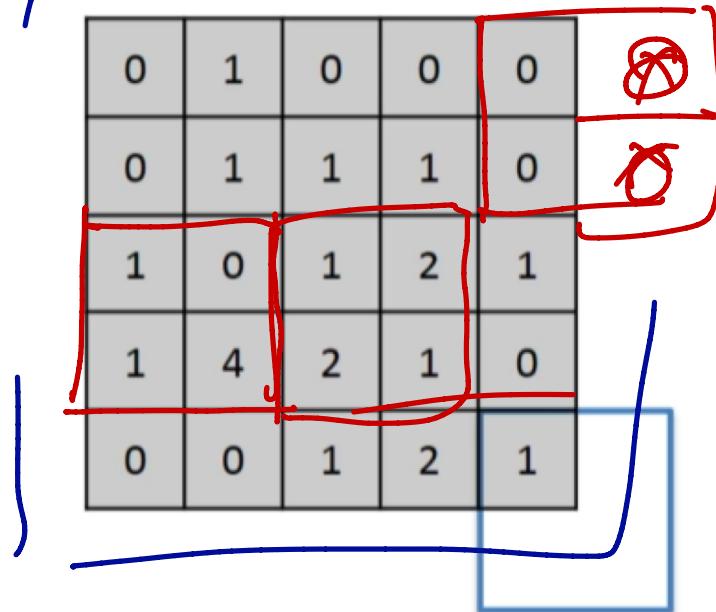
# Step 1 (B) – ReLu Layer



## Step 2 – Max Pooling

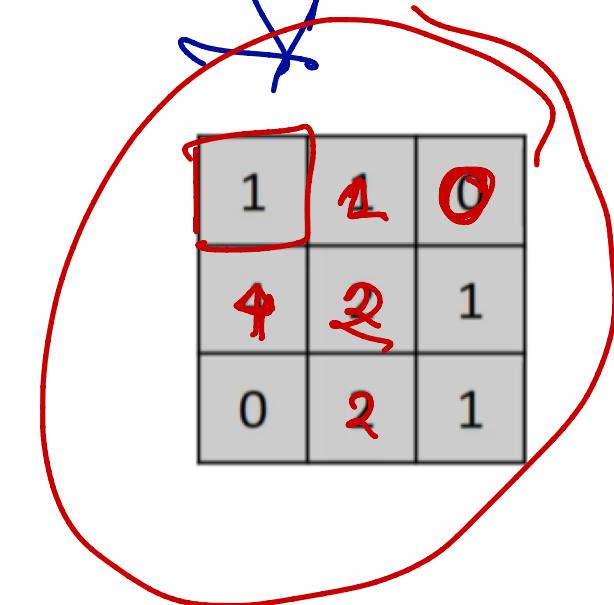


## Step 2 - Max Pooling



Stride = 2

Max Pooling  
 $2 \times 2$

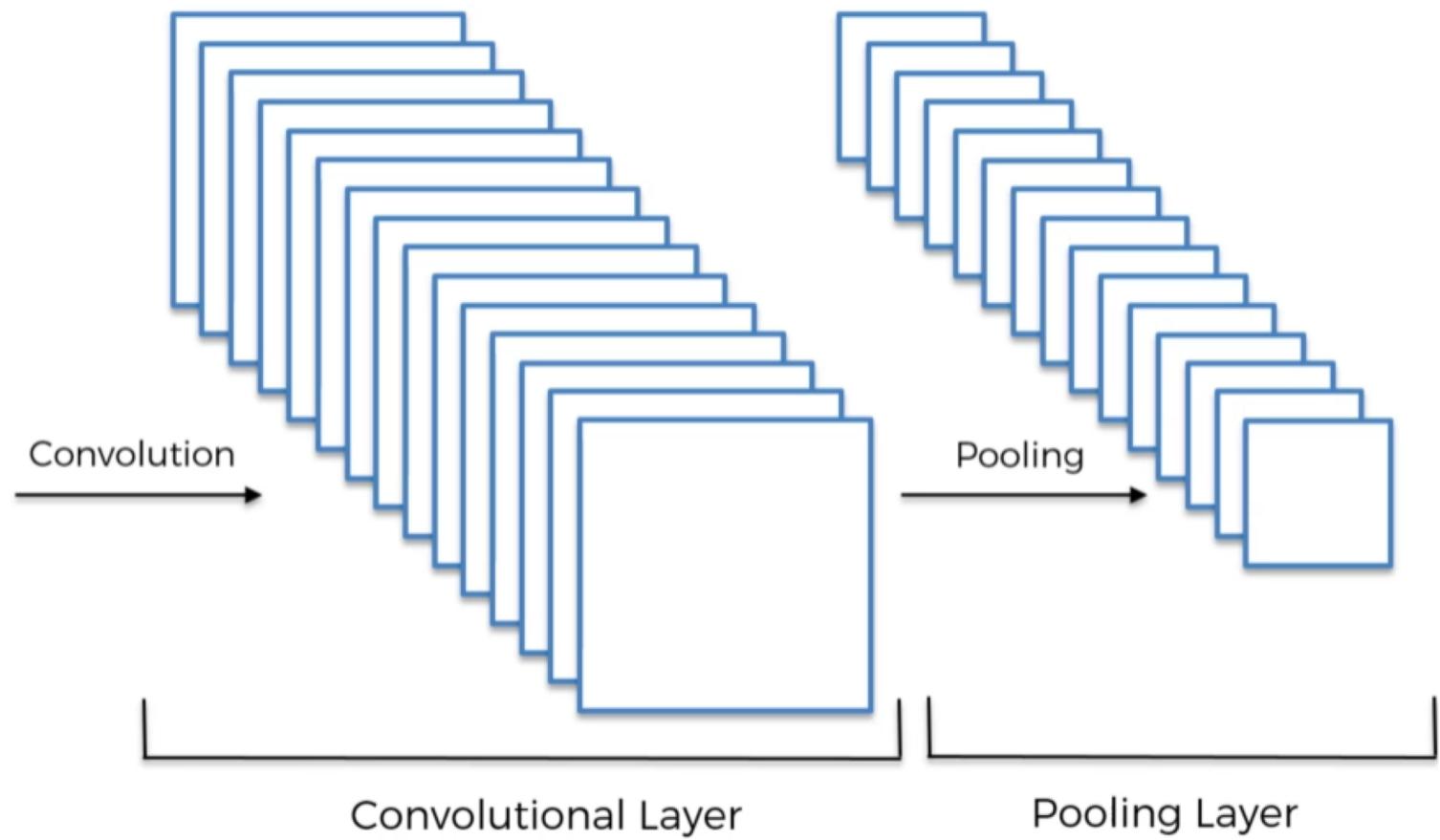


min / mean

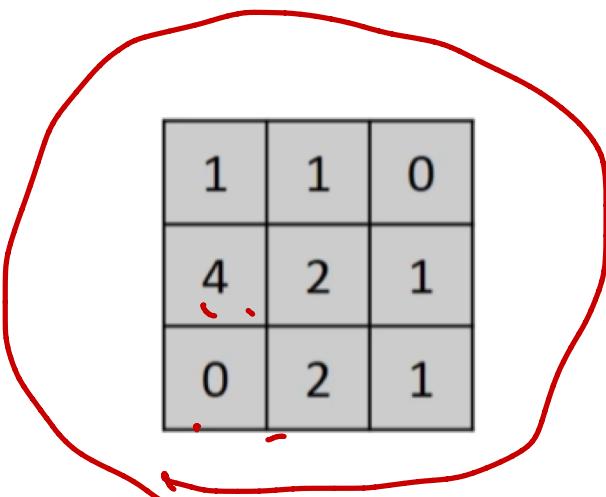
## Step 2 – Max Pooling

0	0	0	0	0	0	0
0	1	0	0	0	1	0
0	0	0	0	0	0	0
0	0	0	1	0	0	0
0	1	0	0	0	1	0
0	0	1	1	1	0	0
0	0	0	0	0	0	0

Input Image



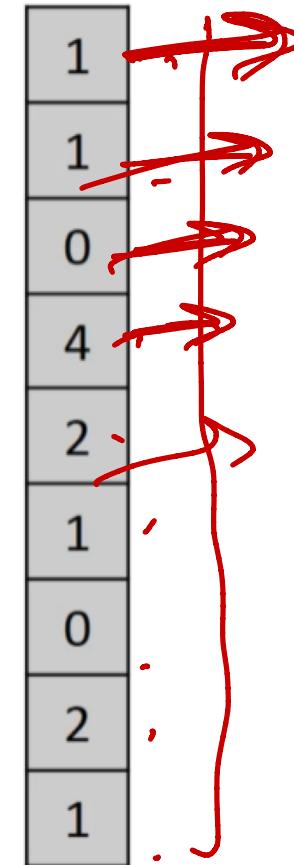
## Step 3 – Flattening



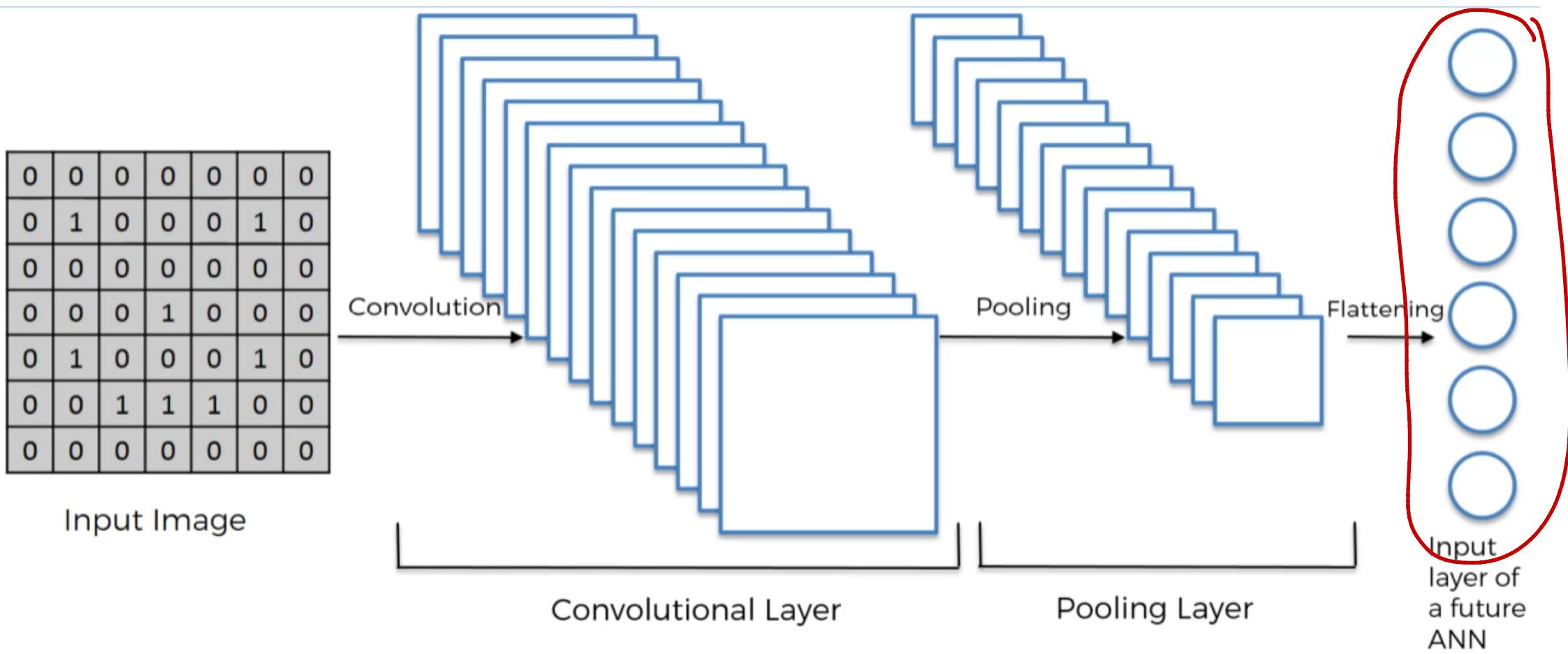
Flattening



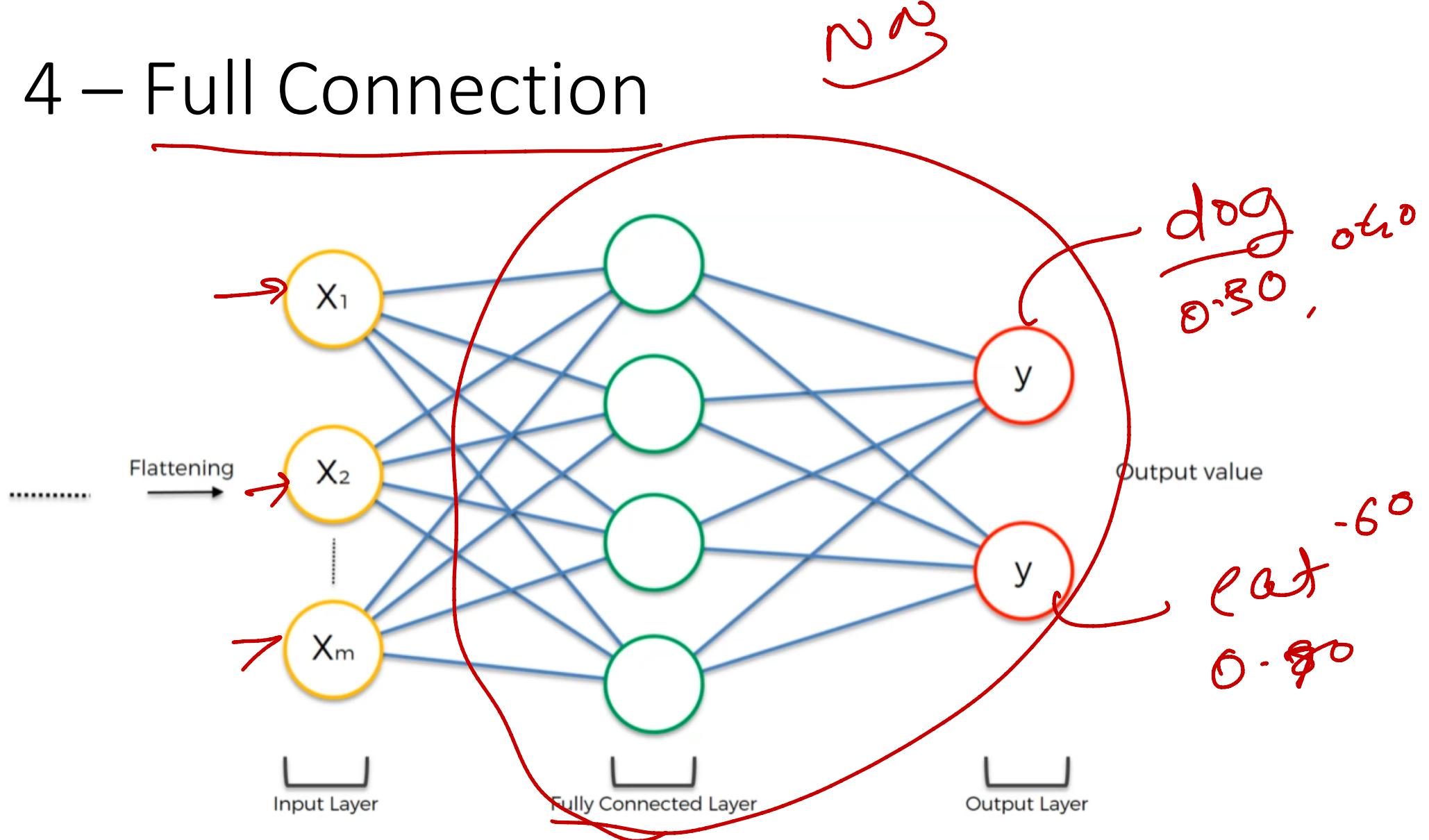
Pooled Feature Map



# Step 3 – Flattening



## Step 4 – Full Connection



# Step 4 – Full Connection

