Andrew Saxe Theory of Rep Learning in Complex Architectures What do DL nets actually learn? Semantic meaning # topic Veep ligear Nef - hails nothing from depth Shit. I like geti SUD Change the nomenclostary. Show to V \_ croff assoc matrix of Disize of net (layens) items and their properties  $f = 1 \cdot \cdot \cdot \cdot y$ - De composes the matrix W= weights?

Exact Solutions

- about lost here

Hidden 10 Layers

- Exposing hidden livear mechaniques is a OLN

like an ocean feeling the waves push through your body also made of water

Error farface

- Gettigg Stuck on initial plateaus

- PLNs Love ploteaus

SVD change of Variables

Mostly been talking about speed & Scaling of training speed

I need to read Chomsky

Semanties & classification

Semantic development

Dlénear net model

-good graph for V

Diverse Structures

- Nice illustration

Frog Diff

Theory children leann broad categories before finer diffinctions

Idiosyncratic Individuals

- Is he arguing for an 'ego')

-or hidden layer as "ego"?

Transformer Heads

Me so scale Architecture We don't have good Mup res et al. 2021 ideas et how architecture représents # rzad Theoretical Analysis \_ I think this maybe a substar me - Inference of network activity? aated D Linear Net - adding scalar gating variables "j - multiply by gating var @ weight & @ note agtigg catt - adding gating Variables with inpats ard. Deg. - Compressed path hotation - 20 describe path : the fall - Pathway counting logic - More shared pathways = more learning

Neural Race Reduction

Neuval Race Reduction

Think we are reducing a network

to it's effective parts via studying effective paths

Lazy V. Feature learning

- "Large networks up large veights learn better"?

-lazz & not a9 néeful, more station

Routing het

- initializations must be small

I dou't get how

these are not

Like, 469 me woent

Over 9 atura tol,

29 mach multiplexing/

Eveneralizatility
Overlap of Calculations

but ==-

How can they do this

reduction easily?

I guess they mentioned

it with the vode country.

Seature staff

-goting variables tell you the Emportance of edges

Saxe etal the Hread