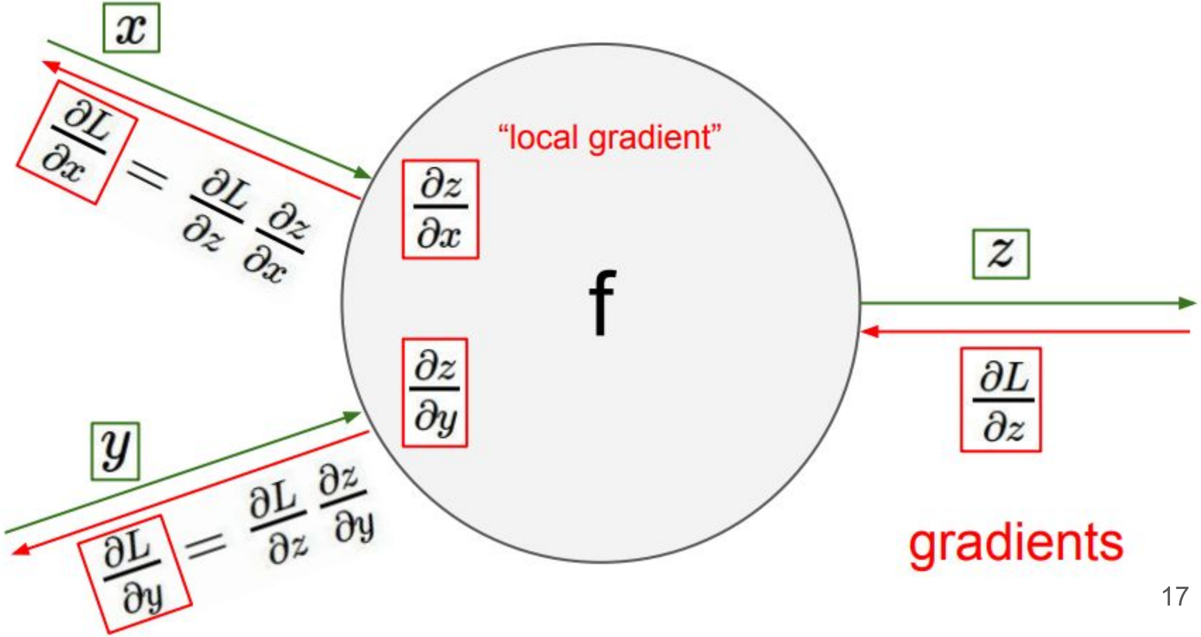
Backpropagation and chain rule

Chain rule is just simple math: $$\frac{\partial L}{\partial x} = \frac{\partial L}{\partial z}\frac{\partial z}{\partial x}$$

Backprop is just way to use it in NN training.

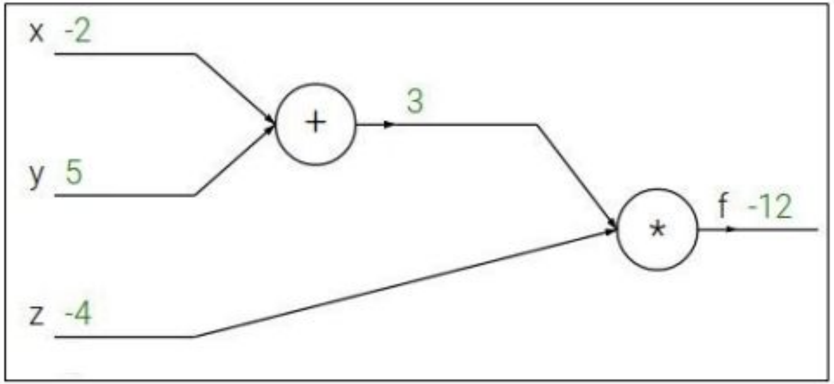


source: http://cs231n.github.io

Backpropagation example

$$f(x, y, z) = (x + y)z$$

e.g. x = -2, y = 5, z = -4



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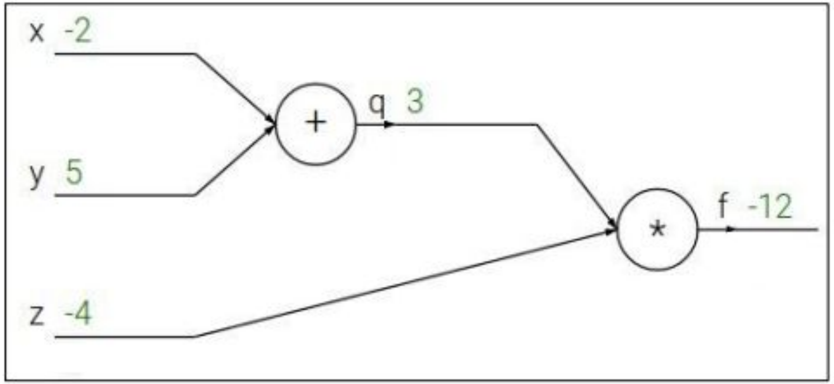

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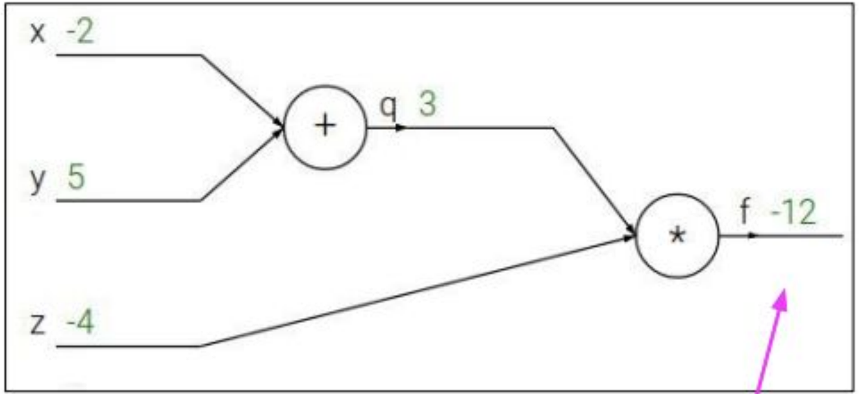

$$\frac{\partial f}{\partial f}$$

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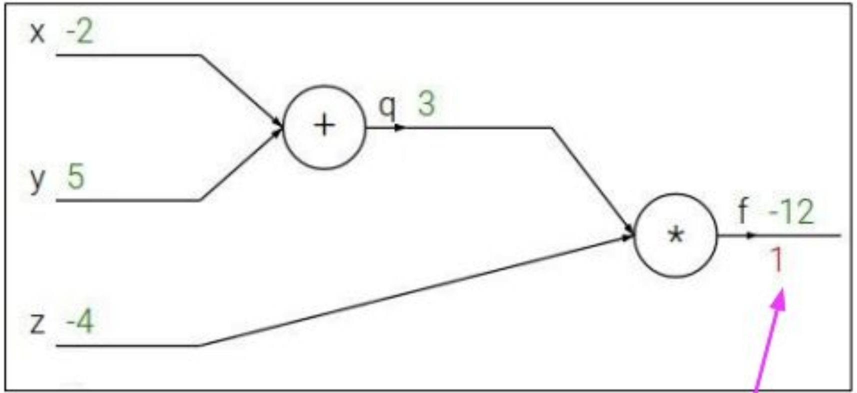

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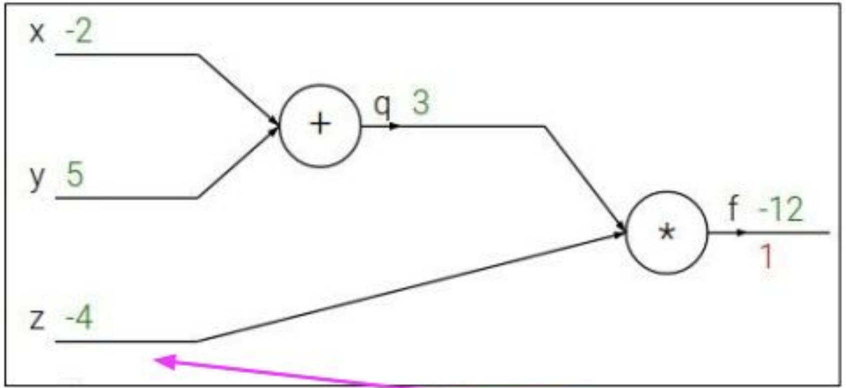

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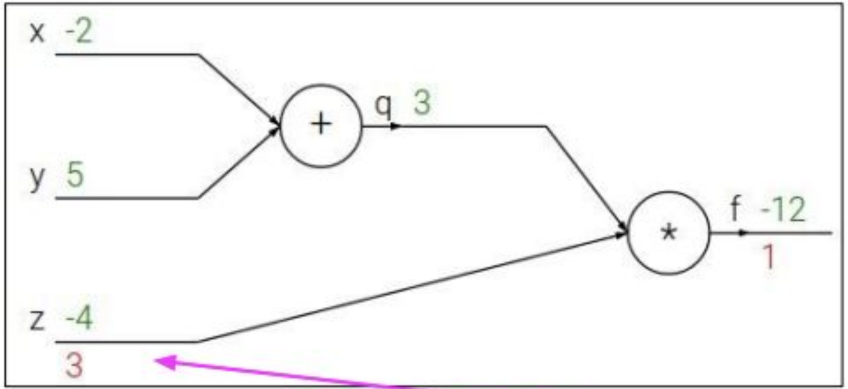

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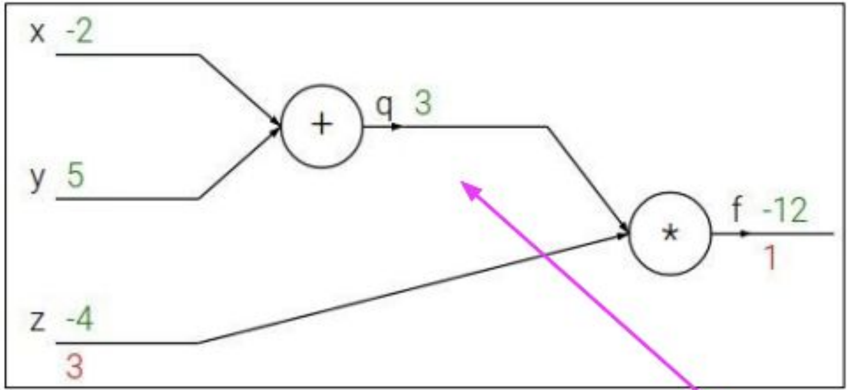

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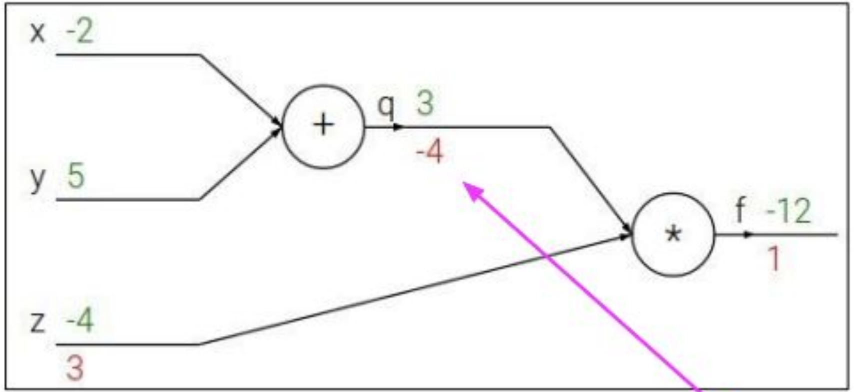

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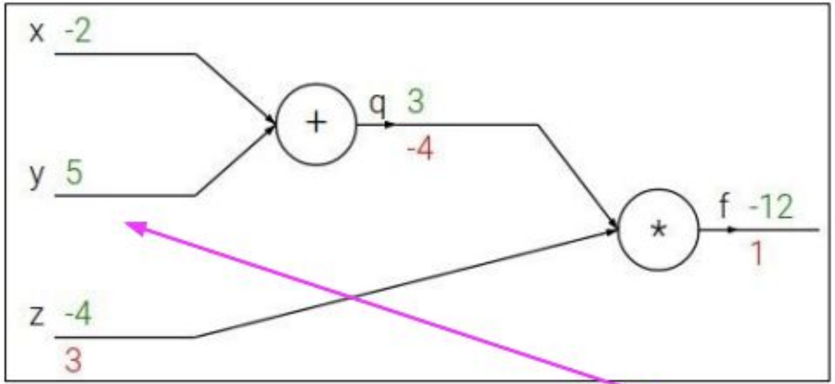

$$\frac{\partial f}{\partial y}$$

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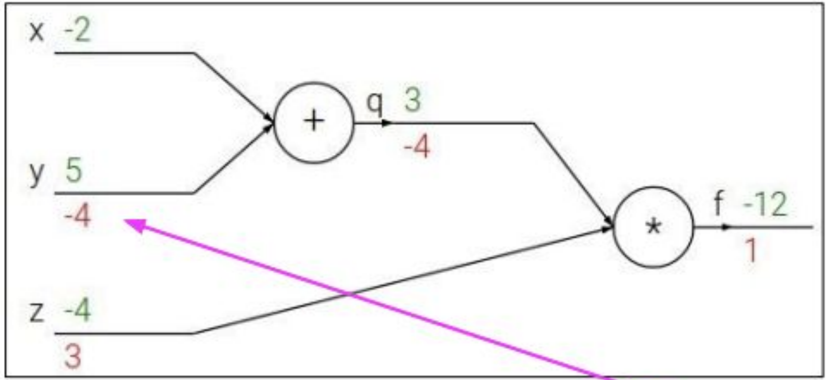

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Chain rule:

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source: http://cs231n.github.io

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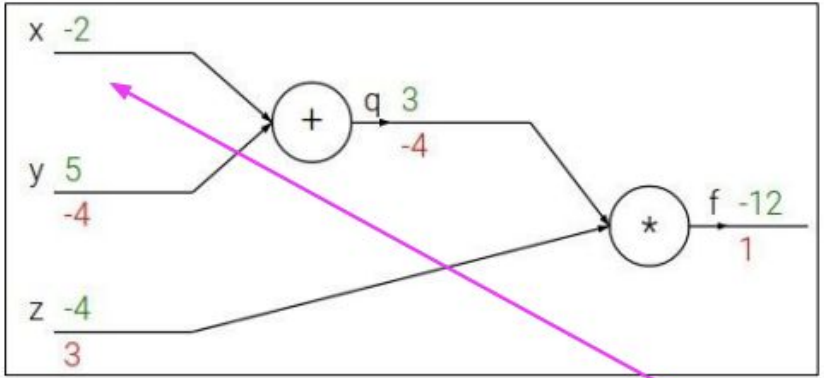

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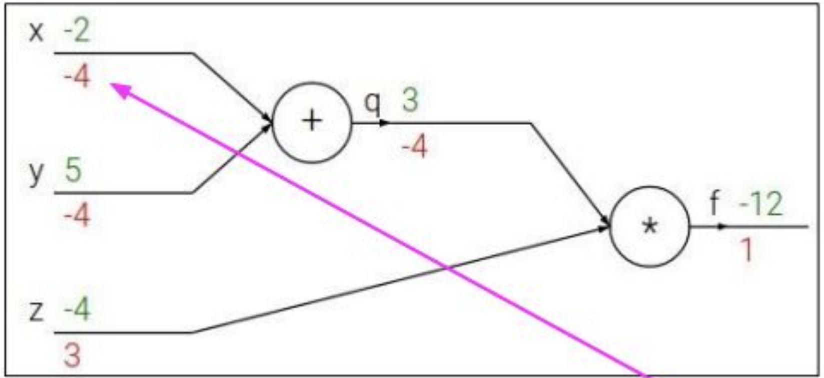

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Chain rule:

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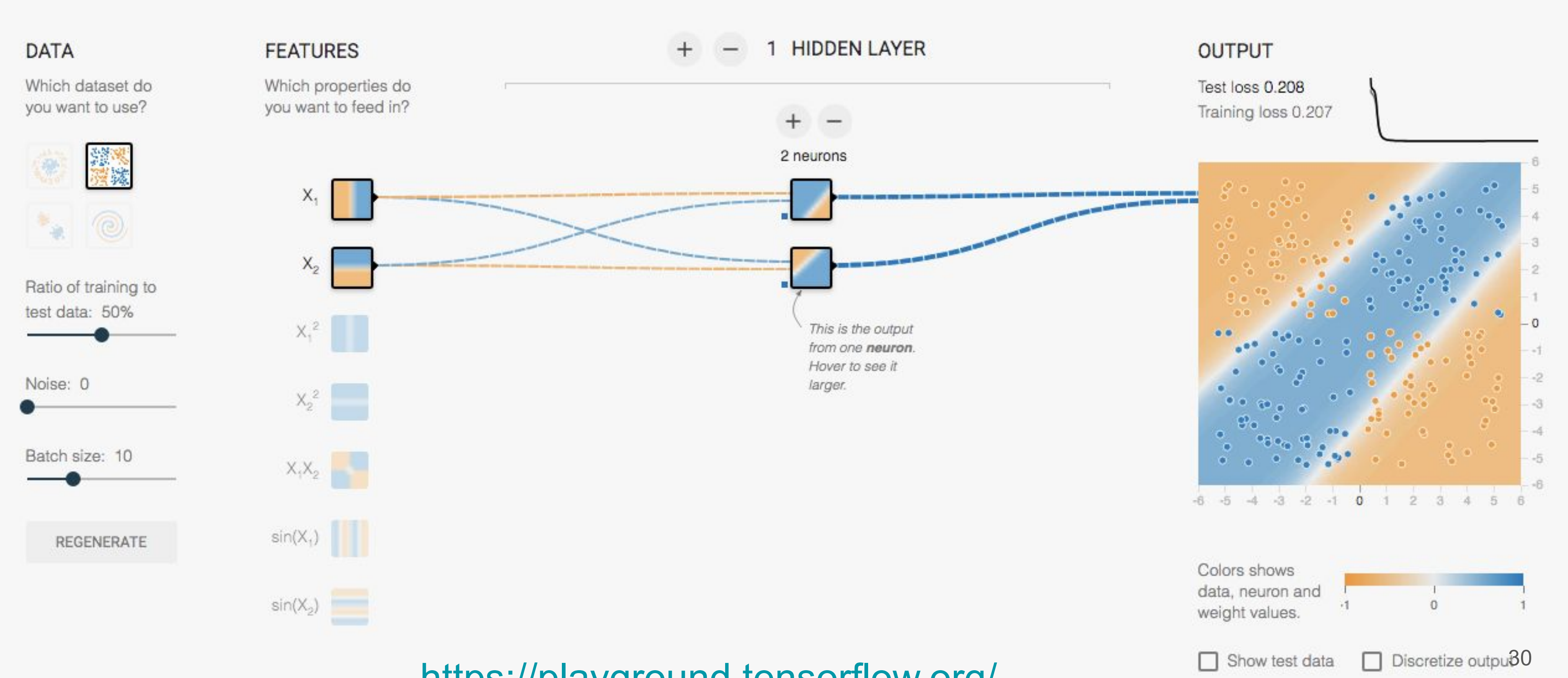
source: http://cs231n.github.io

Practice time: interactive playground



https://playground.tensorflow.org/

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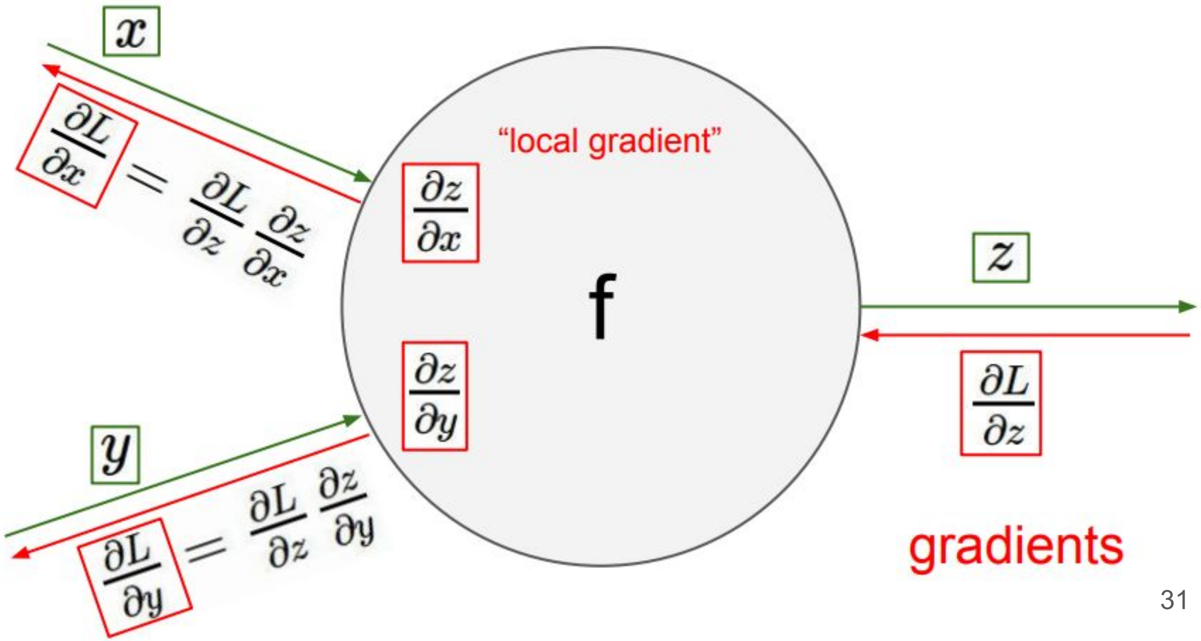

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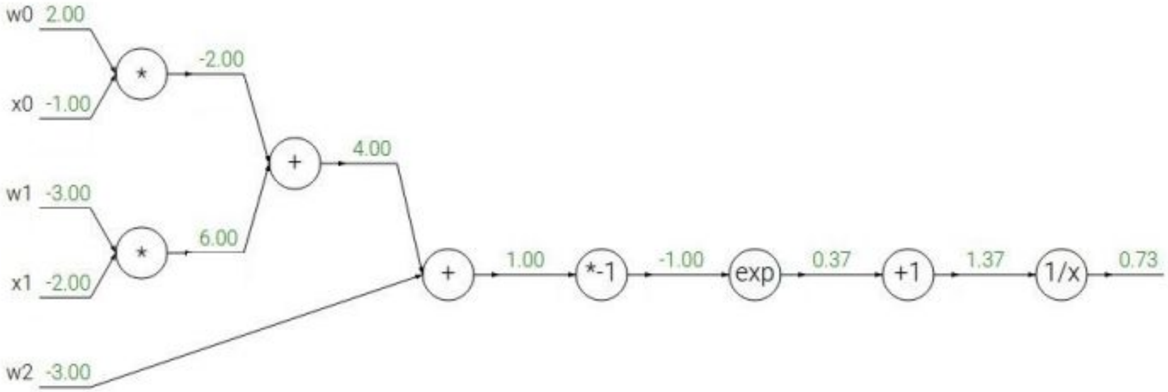
Backpropagation example

Another example: $$f(w,x) = \frac{1}{1+e^{-(w_0x_0+w_1x_1+w_2)}}$$



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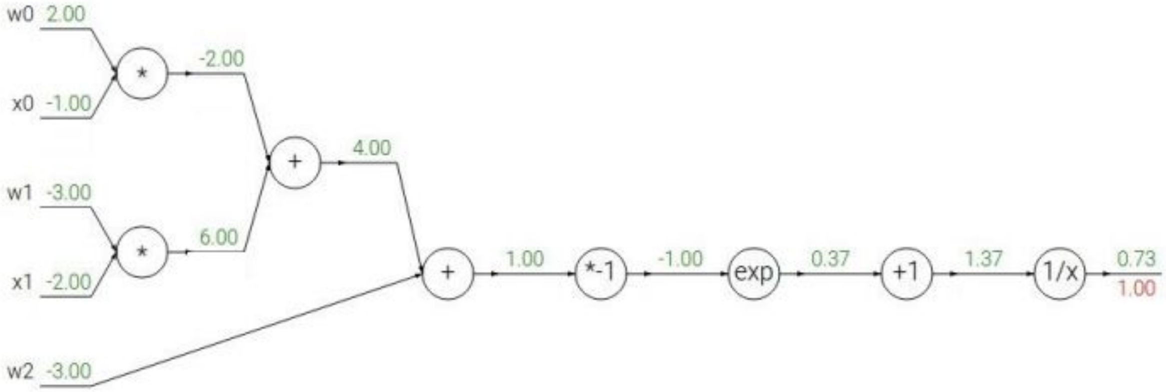

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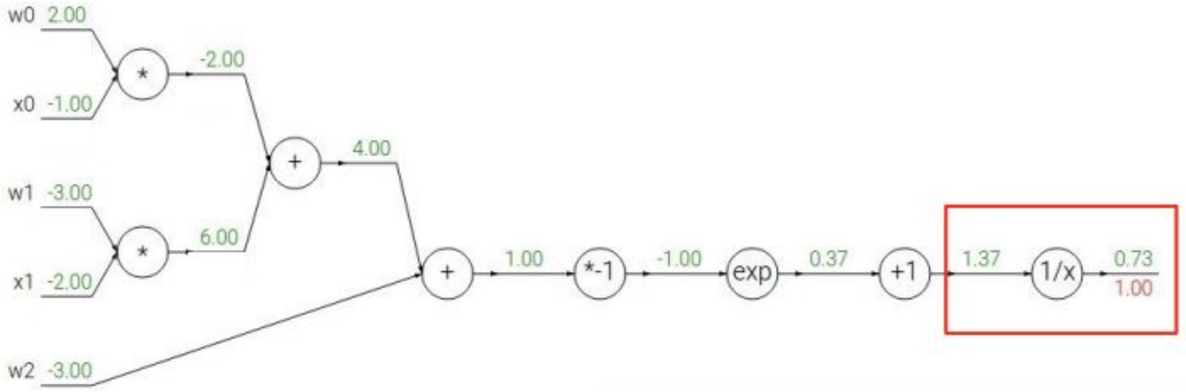

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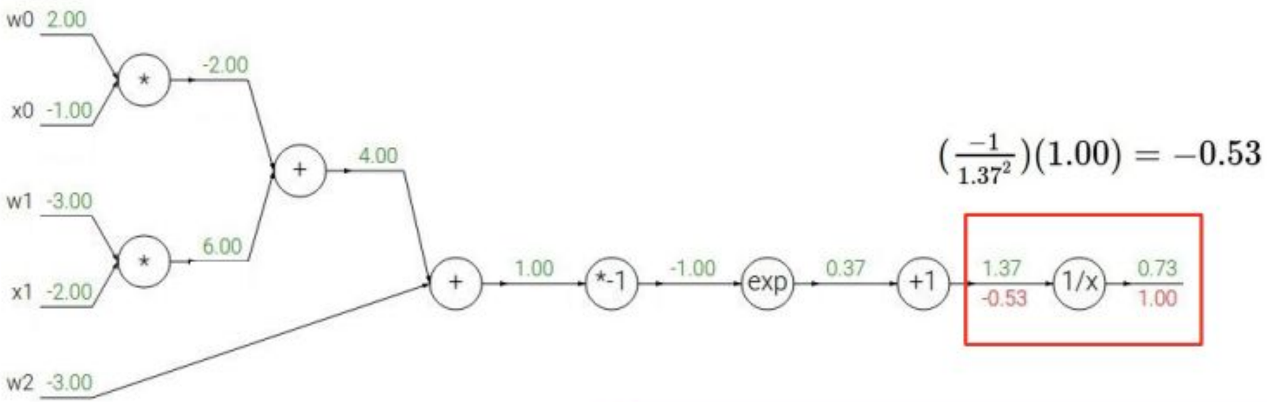

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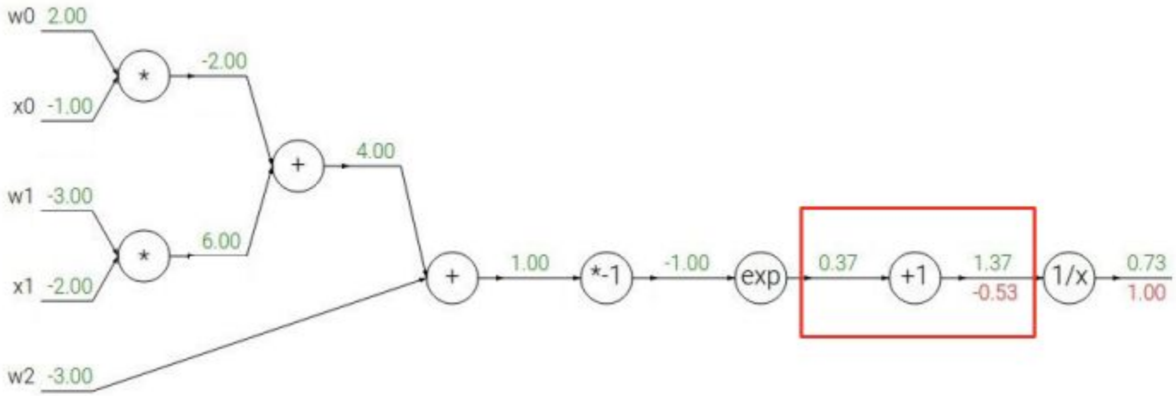

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Backpropagation example

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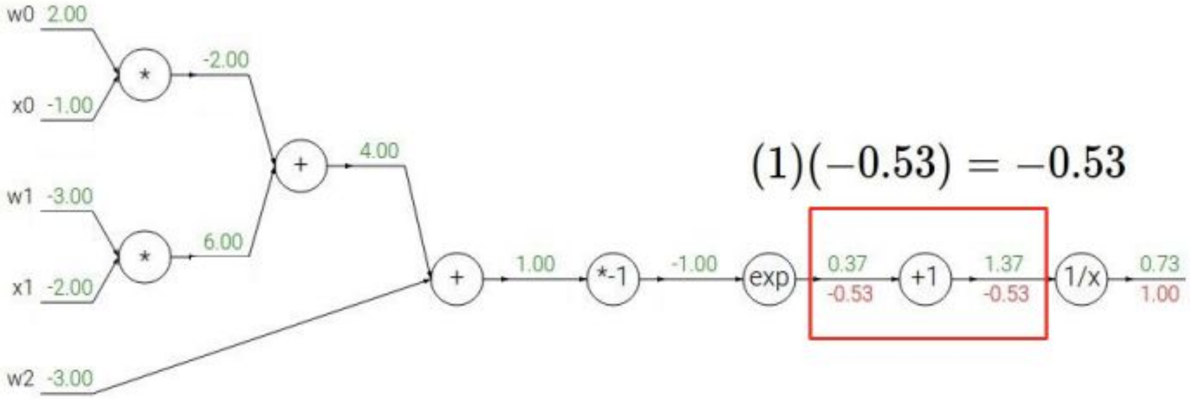
$(1)(-0.53) = -0.53$



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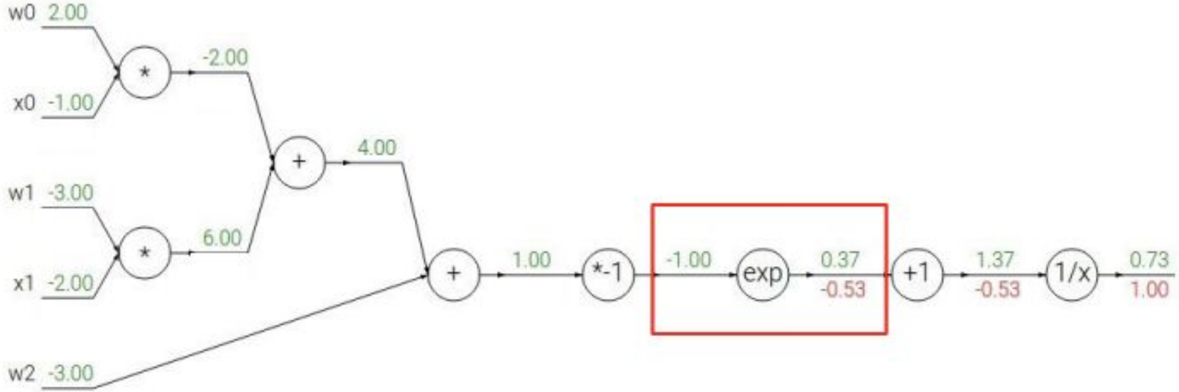

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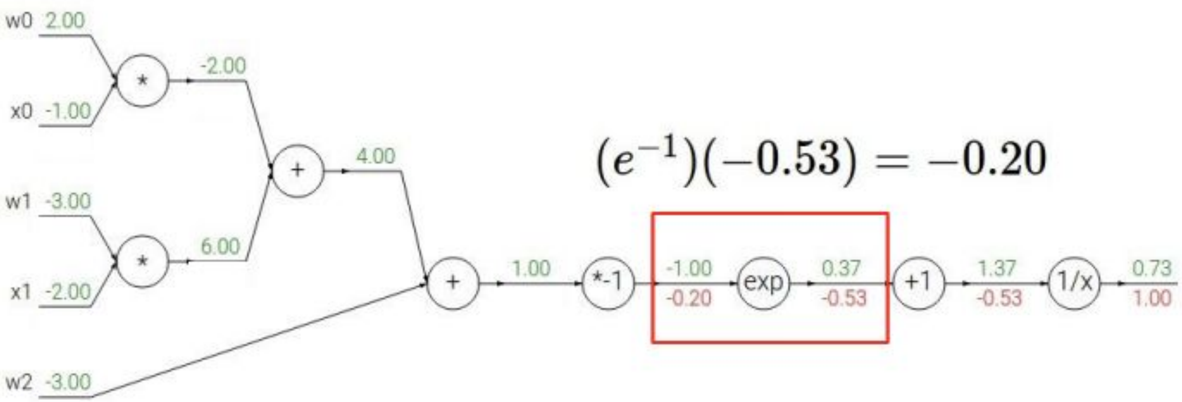

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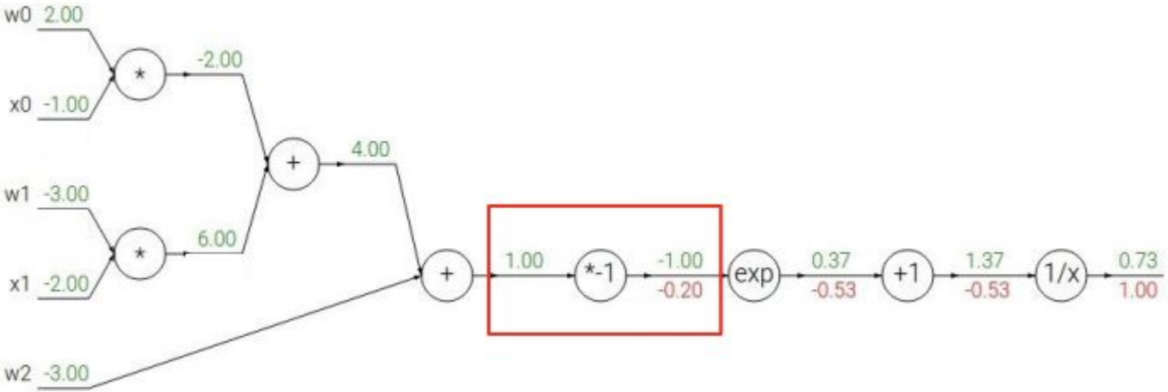

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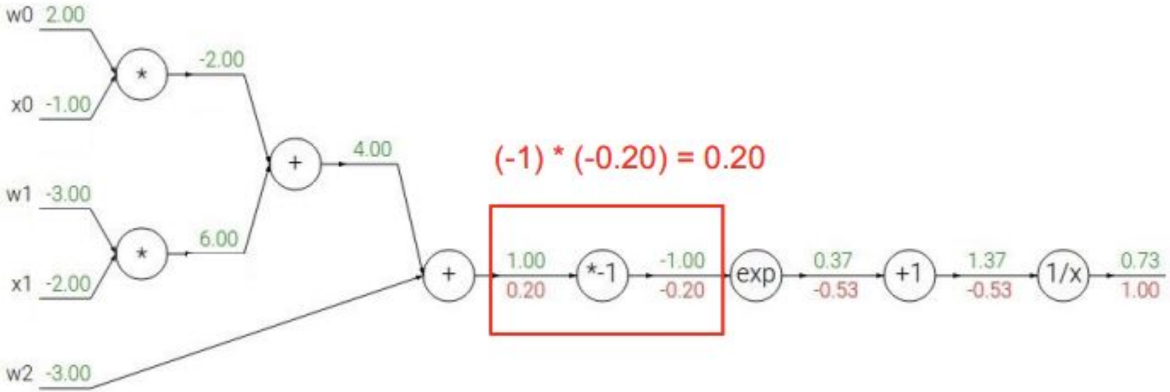

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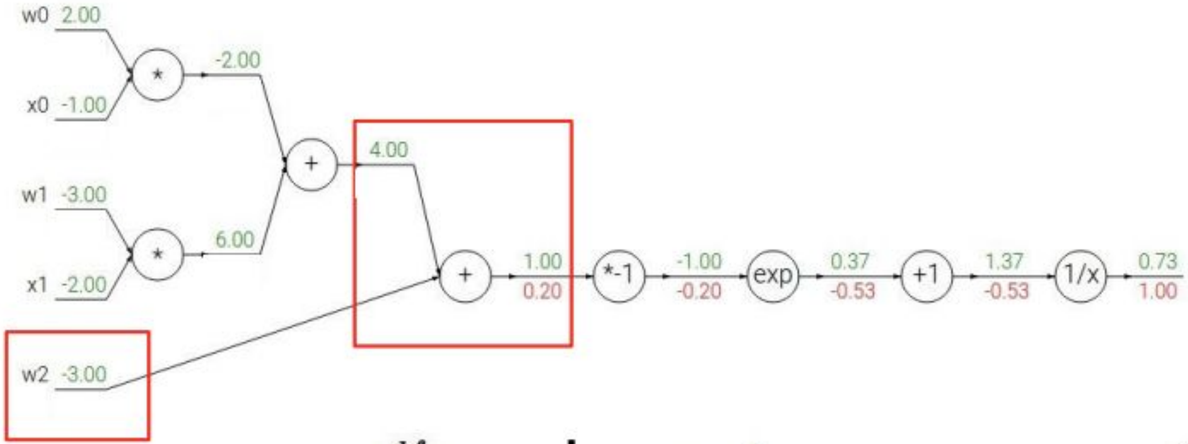

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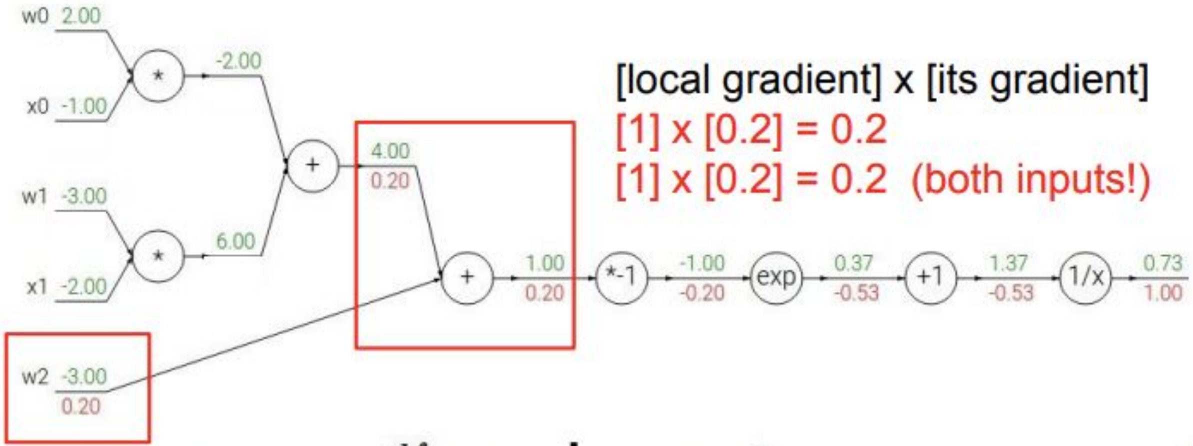

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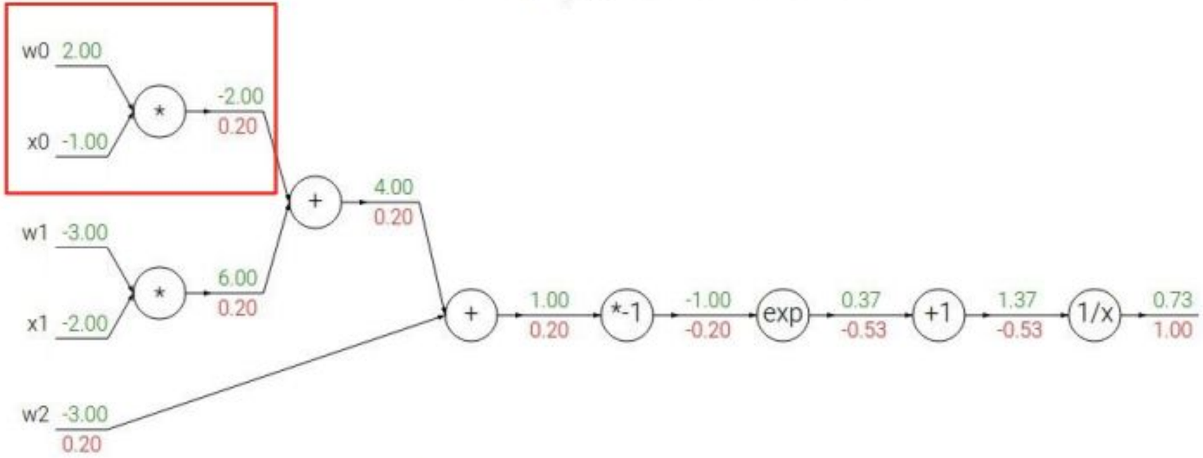

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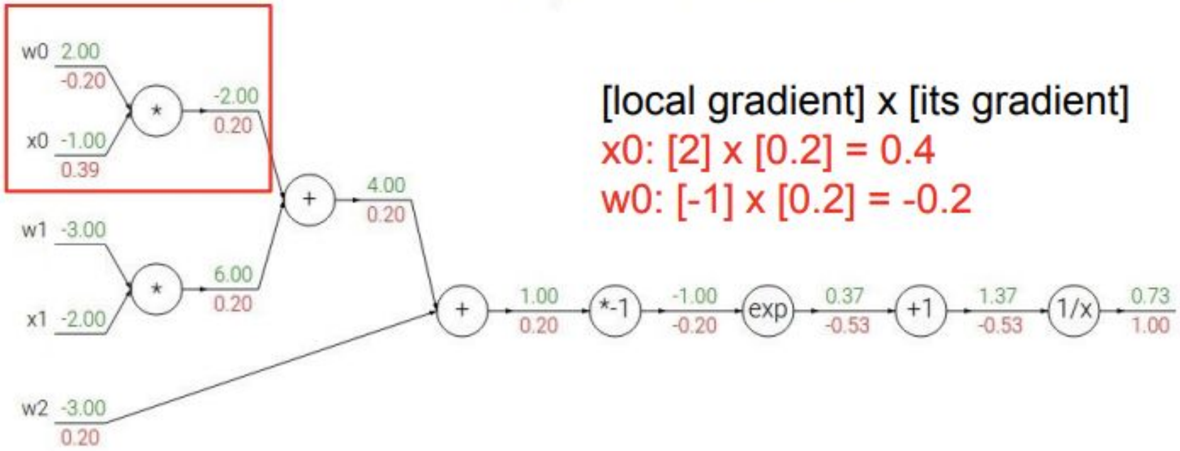

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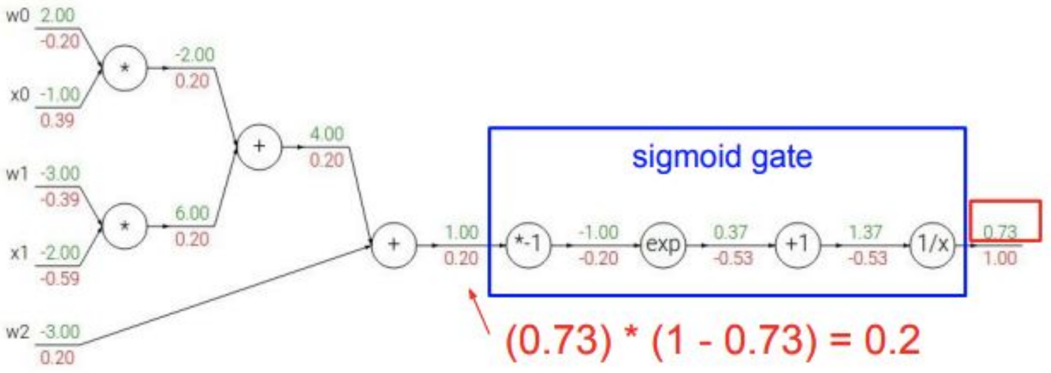
Backpropagation example

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

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

$$\frac{d\sigma(x)}{dx} = \frac{e^{-x}}{(1+e^{-x})^2} = \left(\frac{1+e^{-x}-1}{1+e^{-x}}\right)\left(\frac{1}{1+e^{-x}}\right) = (1-\sigma(x))\,\sigma(x)$$

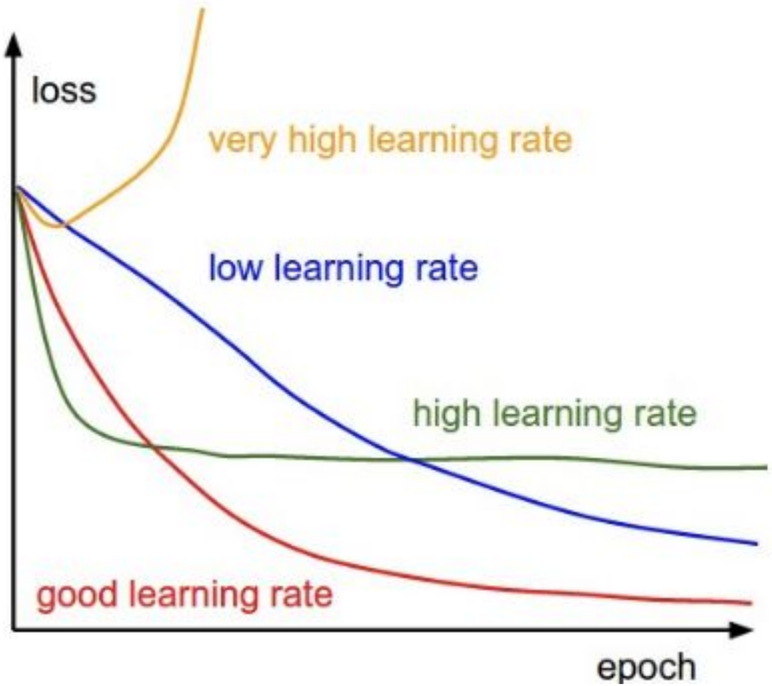


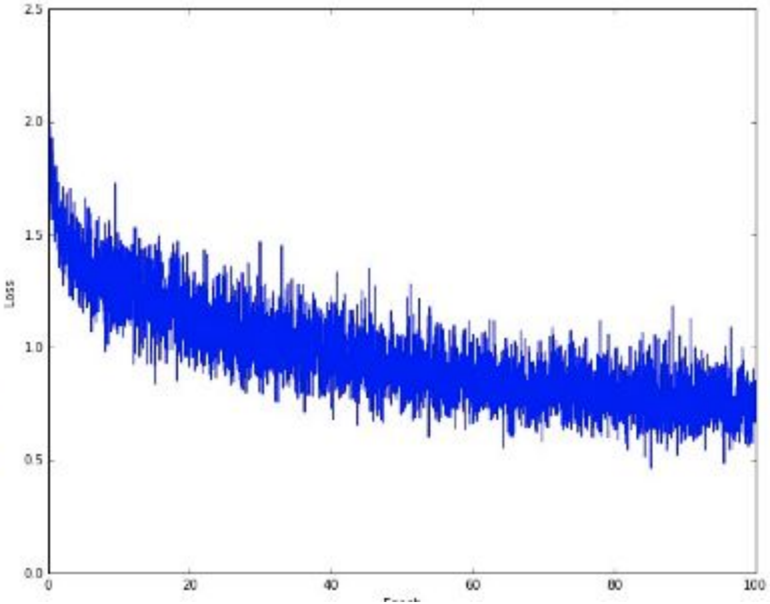
source: http://cs231n.github.io

Gradient optimization

Stochastic gradient descent (and variations) is used to optimize NN parameters.

$$x_{t+1} = x_t - \text{learning rate} \cdot dx$$





source: http://cs231n.github.io/neural-networks-3/

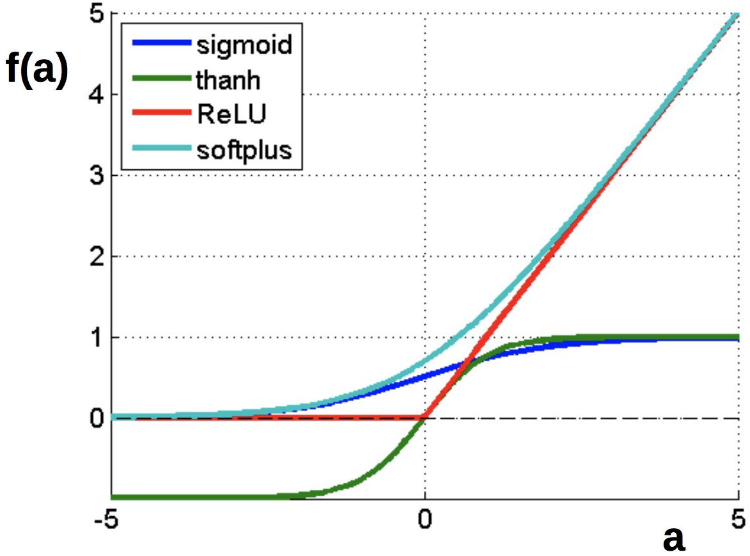
Once more: nonlinearities

$$f(a) = \frac{1}{1 + e^a}$$

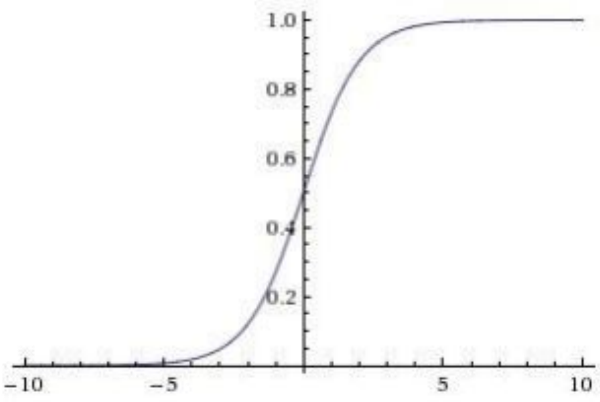
$$f(a) = \tanh(a)$$

$$f(a) = \max(0, a)$$

$$f(a) = \log(1 + e^a)$$



Activation functions



Sigmoid

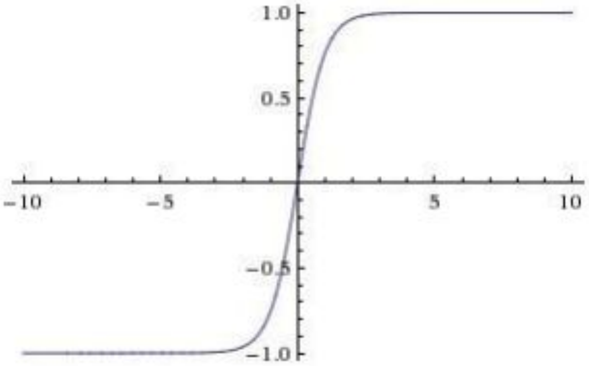
$$f(a) = \frac{1}{1 + e^{a}}$$

- Squashes numbers to range [0,1]
- Historically popular since they have nice interpretation as a saturating “firing rate” of a neuron

3 problems:

1. Saturated neurons “kill” the gradients
2. Sigmoid outputs are not zero-centered
3. exp() is a bit compute expensive

Activation functions

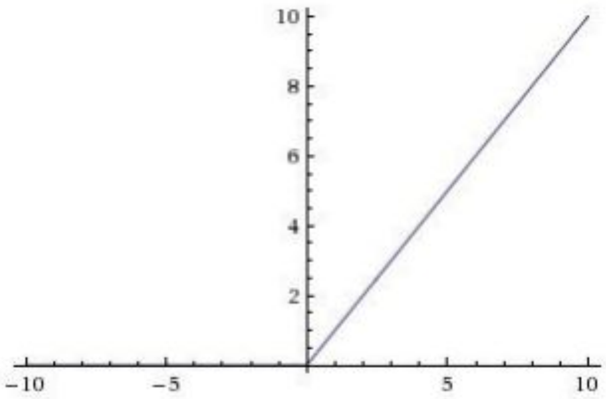


tanh(x)

- Squashes numbers to range [-1,1]
- zero centered (nice)
- still kills gradients when saturated :(

$$f(a) = \tanh(a)$$

Activation functions



ReLU
(Rectified Linear Unit)

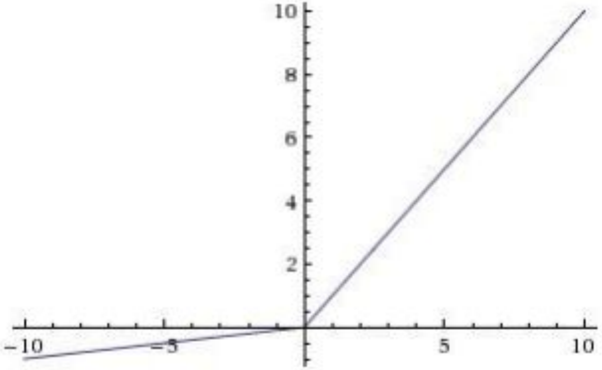
$$f(a) = \max(0, a)$$

- Does not saturate (in +region)
- Very computationally efficient
- Converges much faster than sigmoid/tanh in practice (e.g. 6x)

- Not zero-centered output
- An annoyance:

hint: what is the gradient when x < 0?

Activation functions

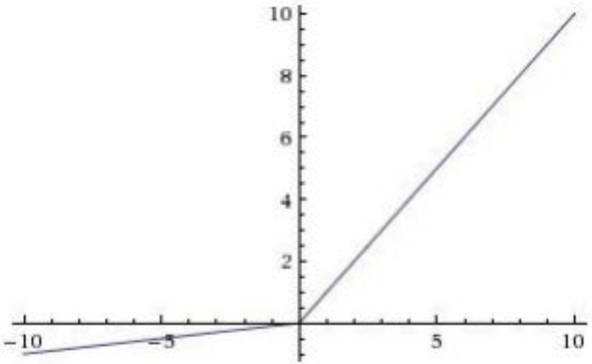


- Does not saturate
- Computationally efficient
- Converges much faster than sigmoid/tanh in practice! (e.g. 6x)
- **will not “die”.**

Leaky ReLU

$$f(x) = \max(0.01x, x)$$

Activation functions



- Does not saturate
- Computationally efficient
- Converges much faster than sigmoid/tanh in practice! (e.g. 6x)
- **will not "die".**

Leaky ReLU

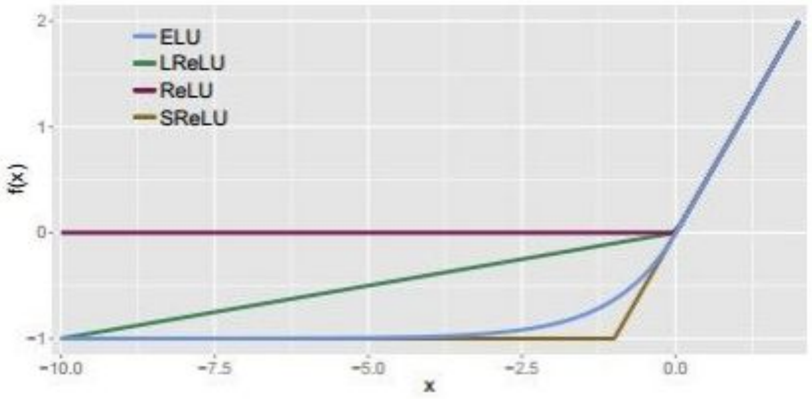
$$f(x) = \max(0.01x, x)$$

Parametric Rectifier (PReLU)

$$f(x) = \max(\alpha x, x)$$

backprop into \alpha (parameter)

Exponential Linear Units (ELU)



$$f(x) = \begin{cases} x & \text{if } x > 0 \\ \alpha\,(\exp(x) - 1) & \text{if } x \leq 0 \end{cases}$$

- All benefits of ReLU
- Does not die
- Closer to zero mean outputs

- Computation requires exp()

Activation functions: sum up

- Use ReLU as baseline approach
- Be careful with the learning rates
- Try out Leaky ReLU or ELU
- Try out tanh but do not expect much from it
- Do not use Sigmoid