Deep Learning Cheat Sheet

Evaluation Metrics

Evaluation Metrics
$$Accuracy = \frac{TP + TN}{TP + TN + FP + FN}$$

$$Precision = \frac{TP}{TP + FP}$$

$$Recall = \frac{TP}{TP + FN}$$

$$Specificity = \frac{TP}{TN + FP}$$

$$Fscore = \frac{2 \cdot Precision \cdot Recall}{Precision + Recall}$$

$$macro\ average = \frac{1}{n} \sum_{i=1}^{n} avg_{i}$$

Activation Functions

Sigmoid: $f(z) = \frac{1}{1+e^{-z}}$ — Smooth and differentiable. Used in output layers for binary classification.

Hyperbolic Tangent (tanh) $f(z) = \tanh(z)$ — Smooth, differentiable, output centered around 0. Used in LSTM.

Rectified Linear Unit (ReLU) $f(z) = \max(0, z)$ — Non-linear, used as a standard, but has dying units problem for z < 0.

Leaky ReLU : $f(z) = \begin{cases} z & \text{if } z \ge 0 \\ \alpha z & \text{if } z < 0 \end{cases}$ Addresses dying units problem with a small α (typical $\alpha = 0.01$).

Exponential Linear Unit (ELU):
$$f(z) = \begin{cases} z & \text{if } z \geq 0 \\ \alpha(e^z - 1) & \text{if } z < 0 \end{cases}$$
 Similar to Leaky ReLU but more computationally expensive.

Softmax: $f(z_i) = \frac{e^{z_i}}{\sum_{j=0}^{K-1} e^{z_j}}$ — Used in the last layer for multi-class classification, outputs a probability distribution.

Data Preparation

Min-max [0,1]:
$$x' = \frac{(x - x_{min})}{(x_{max} - x_{min})}$$

Min-max [-1,1]: $x' = 2 \cdot min_max(x) - 1$
min-max doesn't handle outliers.

Z-norm: $x' = \frac{(x-\mu)}{}$

Scaling & Centering

ning algorithms. Centering improves the robustness of the learning algorithms

Gradient Descent

- 1: Initialize parameter vector θ_0
- 2: repeat
- Compute the gradient of the cost function at current position $\theta_t : \nabla_{\theta} J(\theta_t)$
- Update the parameter vector by moving against the gradient : $\theta_{t+1} = \theta_t$ - $\alpha \cdot \nabla_{\theta} J(\theta_t)$
- where α is the learning rate.
- 6: **until** change in θ is small

_____MSE -

$$J_{MSE}(\theta) = \frac{1}{2m} \sum_{i=1}^{m} (\hat{y}(i) - y(i))^2$$

- $-\hat{y}(i) = h_{\theta}(x(i))$ is the prediction of the
- y(i) is the true outcome,
- m is the number of training examples.

$$\nabla_w J_{MSE}(w,b) =$$

$$\frac{1}{m} \sum_{i=1}^{m} \hat{y}(i) \cdot (1 - \hat{y}(i)) \cdot (\hat{y}(i) - y(i)) \cdot x(i)$$

$$\nabla_b J_{MSE}(w,b) =$$

$$\frac{1}{m} \sum_{i=1}^{m} \hat{y}(i) \cdot (1 - \hat{y}(i)) \cdot (\hat{y}(i) - y(i))$$

——— Cross Entropy –

$$J_{CE}(\theta) = -\sum_{i=1}^{m} y(i) \cdot \log h_{\theta}(x(i)) + (1 - y(i)) \cdot \log(1 - h_{\theta}(x(i)))$$

where:

- $p_{\theta}(y(i) \mid x(i))$ is the probability model parameterized by θ , predicting the probability of the true class y(i) given the input x(i),
- m is the number of observations or data points in the dataset.

Performance Measures

Matrice de Confusion Confusion Table ROC Precision \mathbf{Recall}

Bias & Variance

Model Selection Variance

Theory

MLP Layer

Full Batch

Saturation Variance Change

Matrix Notation

Compute Graph Universal Approximation Theorem

Vanishing Exploding Gradient

Xavier & Heu Initialization Batch Normalization Non Saturating Activation Function

Curse of Dimensionality

Backpropagation

Batch Normalization

Data Augmentation

Feature Visualization

Data Preparation

Activation Map

Principle Types Strategies Keras

DeepCNN

MaxPooling

LeNet5

AlexNet VGGnet

ResNet

Pattern

Network

Compile

Evaluate

GoogleNet

Conf2D Params

Functional API

Sequential vs Functionals Architecture 1 Architecture $\bar{2}$ Architecture $\bar{3}$

Transfer Learning

Principle Keras Code MobileNet Strategies

RNN

Use Case

Model Category

Recurrence Net

Single Layer Many to Many

Stacked RNN

Optimizers

Gradient Clipping

Momentum AdaGrad RMS Prop Adam $\mathbf{Scheduler}$

Regularization

Weight Penalty Dropout Early Stopping

CNN

Convolutional Layer Pooling Laver

Long Term Memory Unit Cell Gates Backprop Keras GRE

Un exemple par catégorie

Unbalanced Dataset

Bayesian Approach Discrete Continuous Medical Test

Word Embedding

Word Training

Sentiment Classification

Autoencoder Definition Use Case

GenRNN

Many to Many Many to One

Attention

Sequence to Sequence Attention

Transformer
High-Level Architecture
Self-Attention
Full Architecture