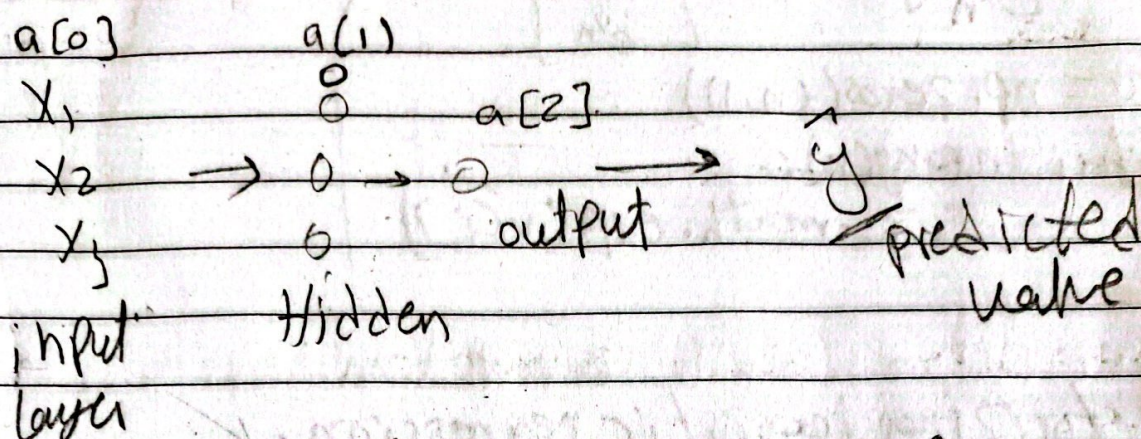


(week 3)

- Neural Network overview ✓
- Neural Network representation



The term hidden refers to the fact that the training set the true values for these nodes in the middle are not observed, that is you don't see what they should be in the training set

• in hidden layers we have $W^{(1)}, b^{(1)}$

The diagram shows a set of weights $W^{(1)}$ and a bias $b^{(1)}$. Arrows point from these labels to two coordinate pairs: $(4, 3)$ and $(4, 1)$. Below $(4, 3)$ is the text '4 neurons in first layer'. Below $(4, 1)$ is the text '3 inputs'.

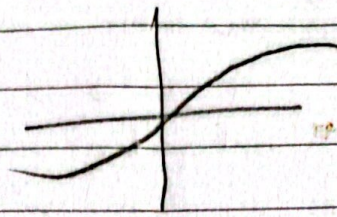
→ Computing a neural network's output ✓

→ Activation function

The Sigmoid function goes bet $0 \rightarrow 1$

- tanh fun. works better sigmoid bec it bet $+1$ & -1 here zero mean

$$\text{formula} = \frac{e^z - e^{-z}}{e^z + e^{-z}}$$



• sometimes I use different activation fns. to diff layers

• The down side of both Sigmoid & tanh fun. is $z = wx + b$ is very large or very small then the gradient of the derivative of the slope becomes very small

• relu formula $a = \max(0, z)$

• in relu the slope or derivative of activation fun is very different from zero

• why need non linear Act. fns.

→ Derivative of activation fun.

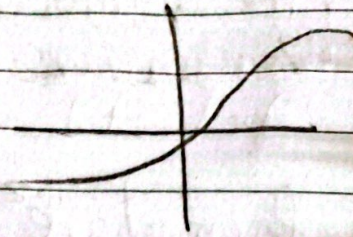
• when we implement backpropagation we need to either compute slope or derivative of activation fun.

• so if it is Sigmoid $g(z) = \frac{1}{1 + e^{-z}}$

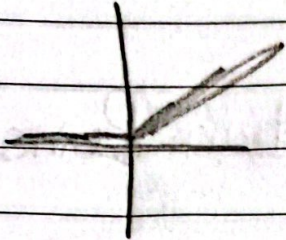
$$\frac{d}{dz} g(z) \rightarrow g(z)(1 - g(z))$$

$$g(z) = \frac{d}{dz} \rightarrow 1 - (\tanh(z))^2$$

$$g(z) = \tanh(z)$$



• in relu



$$g(z) = \max(0, z)$$

$$g(z) = \begin{cases} 0 & z < 0 \\ 1 & z \geq 0 \end{cases}$$

undefined if $z = 0$

→ gradient descent for neural net.

• Forward prop.

$$z^1 = W^1 x + b^1$$

$$A^1 = g^1(z^1)$$

$$z^2 = W^2 x + b^2$$

$$A^2 = g^2(z^2) = \sigma(z^2)$$

back prop

$$dz^2 = A^2 - y, y = y^1 \dots y^m$$

$$dw^2 = \frac{1}{m} dz^2 A^{1T}$$

$$db^1 = \frac{1}{m} \text{np.sum}(dz^2, \text{axis}=1)$$

→ random initialization:

• The problem with if all the inputs are zero is that all the activation functions will be exactly the same

• so the solution is to initialize my parameters randomly