

## Week 3-3 Softmax Regression (Multi-class Classification)

笔记本: DL 2 - Deep NN Hyperparameter Tuning, Regularization & Optimization

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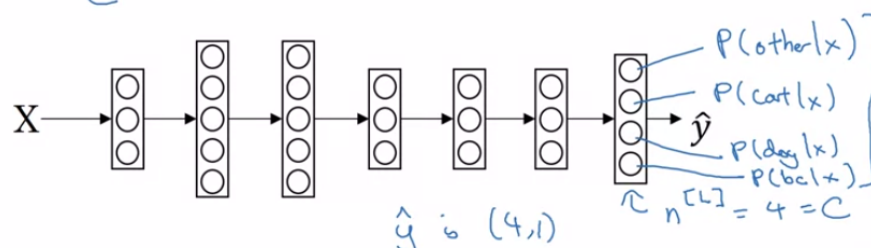
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Recognizing cats, dogs, and baby chicks, other



3      1      2      0      3      2      0      1

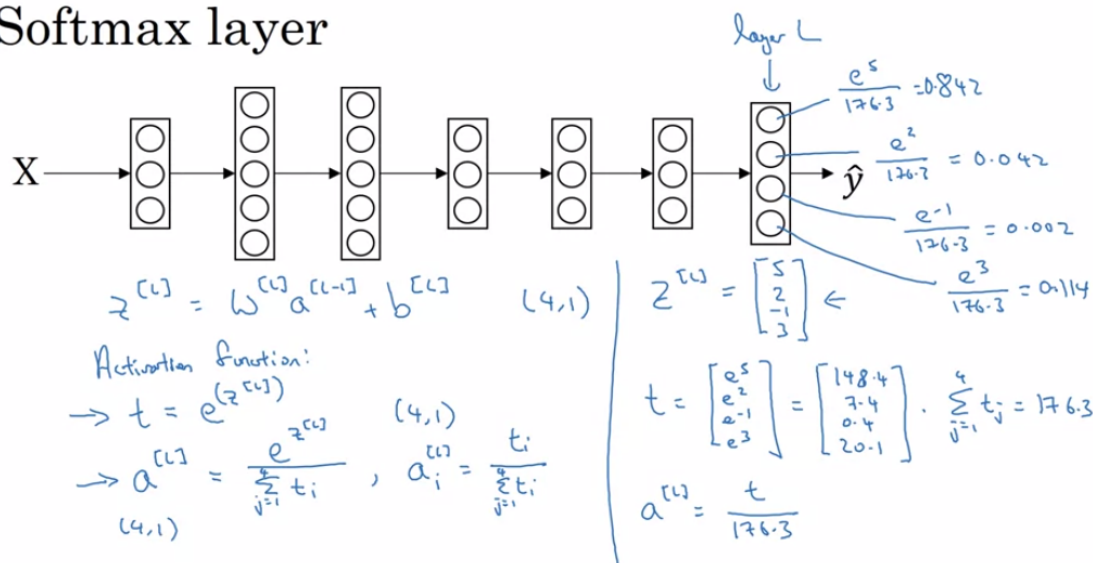
$C = \#classes = 4$        $(0, \dots, 3)$



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## Softmax layer

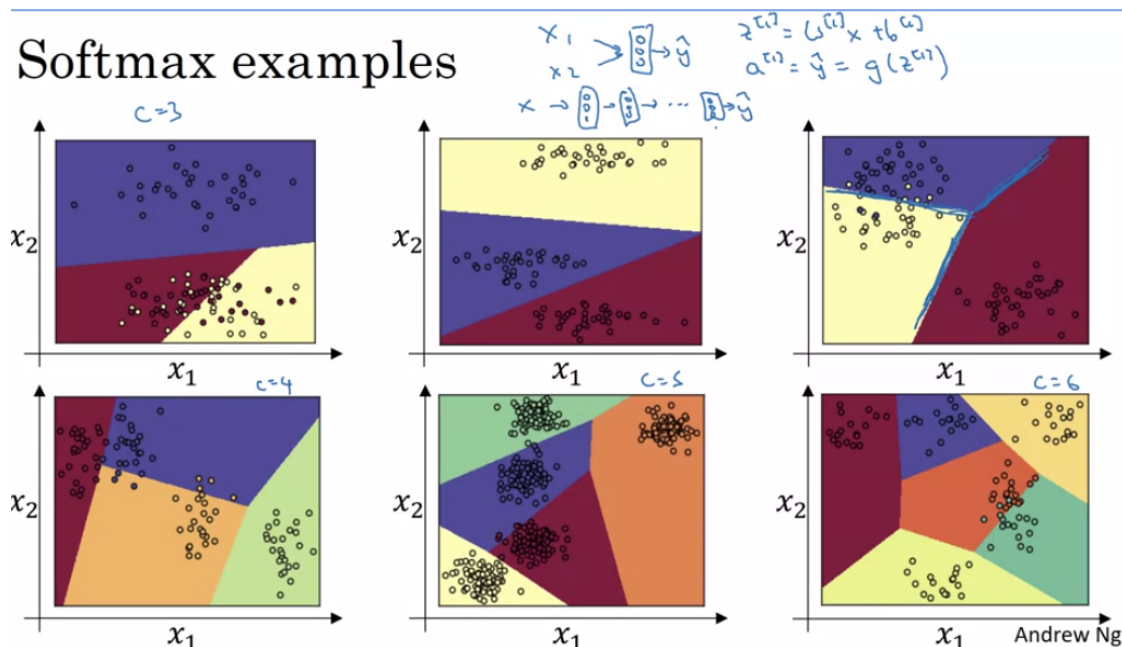
Softmax layer



So we can maybe we kind of see that this is like a generalization of

# logistic regression with sort of linear decision boundaries, but with more than two classes

## Softmax examples



## Understanding softmax

Handwritten notes:

$$(4,1)$$

$$z^{(L)} = \begin{bmatrix} 5 \\ 2 \\ -1 \\ 3 \end{bmatrix} \quad t = \begin{bmatrix} e^5 \\ e^2 \\ e^{-1} \\ e^3 \end{bmatrix}$$

Handwritten note: "soft max"

$$a^{(L)} = g^{(L)}(z^{(L)}) = \begin{bmatrix} e^5 / (e^5 + e^2 + e^{-1} + e^3) \\ e^2 / (e^5 + e^2 + e^{-1} + e^3) \\ e^{-1} / (e^5 + e^2 + e^{-1} + e^3) \\ e^3 / (e^5 + e^2 + e^{-1} + e^3) \end{bmatrix} = \begin{bmatrix} 0.842 \\ 0.042 \\ 0.002 \\ 0.114 \end{bmatrix}$$

Handwritten note: "hard max"

$$\begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

Handwritten note:  $C=4 \quad g^{(L)}(\cdot)$

Softmax regression generalizes logistic regression to  $C$  classes.

If  $C=2$ , softmax reduces to logistic regression.  $a^{(L)} = \begin{bmatrix} 0.842 \\ 0.158 \end{bmatrix}$

Loss:

# Loss function

$(4,1)$   
 $y = \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix}$  ← cat  $y_2 = 1$   
 $y_1 = y_2 = y_4 = 0$   
 $\mathcal{L}(\hat{y}, y) = - \sum_{j=1}^4 y_j \log \hat{y}_j$   
small

$(4,1)$   
 $a^{(1)} \approx \hat{y} = \begin{bmatrix} 0.3 \\ 0.2 \\ 0.1 \\ 0.4 \end{bmatrix}$  ←  $C=4$   
 $\mathcal{J}(w^{(1)}, b^{(1)}, \dots) = \frac{1}{m} \sum_{i=1}^m \mathcal{L}(\hat{y}^{(i)}, y^{(i)})$

$-y_2 \log \hat{y}_2 = -\log \hat{y}_2$       make  $\hat{y}_2$  big.

$Y = [y^{(1)} \ y^{(2)} \ \dots \ y^{(m)}]$        $\hat{Y} = [\hat{y}^{(1)} \ \dots \ \hat{y}^{(m)}]$   
 $= \begin{bmatrix} 0 & 0 & 1 & \dots \\ 1 & 0 & 0 & \dots \\ 0 & 1 & 0 & \dots \\ 0 & 0 & 0 & \dots \end{bmatrix}$        $= \begin{bmatrix} 0.3 & \dots \\ 0.2 & \dots \\ 0.1 & \dots \\ 0.4 & \dots \end{bmatrix}$   
 $(4, m)$        $(4, m)$

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## GD

### Gradient descent with softmax

