Deep Learning for Business

Deep Learning Project with TensorFlow Playground **Project Setup**

Project Setup

TensorFlow Playground Project Setup

Learning rate: 0.03

Activation : ReLU

– Regularization : None < </p>

Regularization rate: 0

Problem type : Classification

Ratio of training to test data: 50%

Batch size: 10

− Noise : 0

Noise is set to zero to make it easy to find the solution. Try to practice more with higher noise

not occur

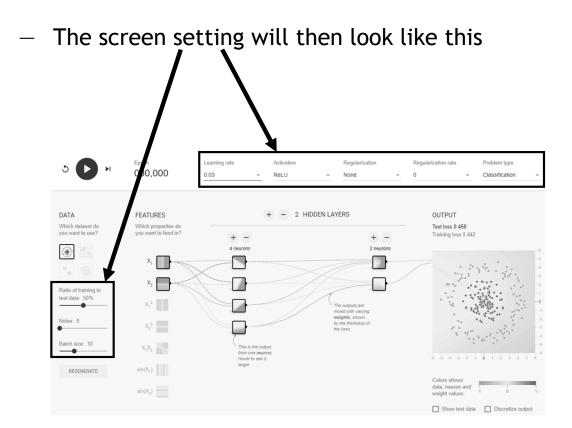
Regularization is not

simple problem, because overfitting most likely will

needed in solving a

levels

Project Environment



Project Environment

The screen setting will then look like below

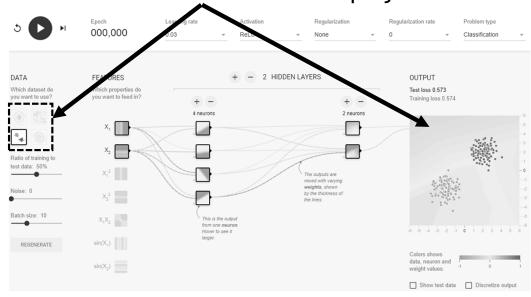
- We will use the X_1 and X_2 features

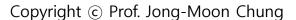


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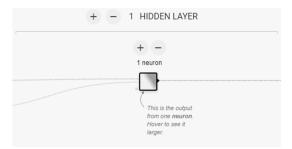
Deep Learning Project with TensorFlow Playground Project 1

- Objective of Project 1
 - Classification (separate) two sets of clusters of data
 - Select the data set for this project

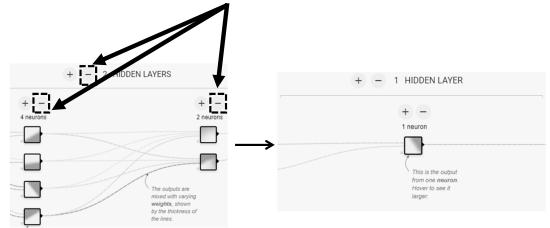




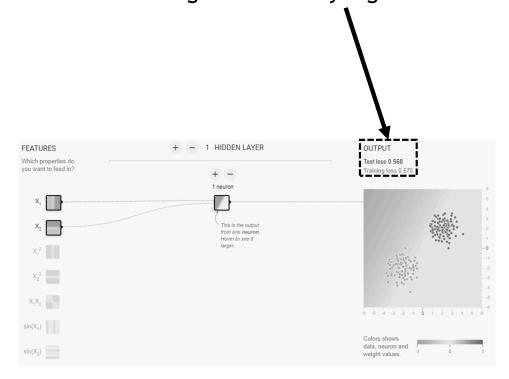
 We will start with only one Hidden Layer that has only one Neuron



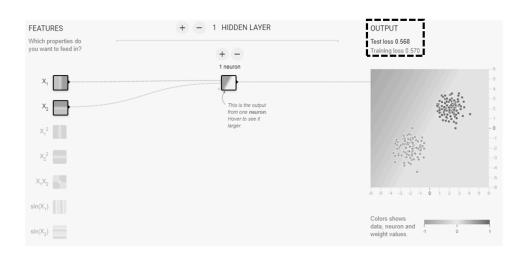
- We will start with only one Hidden Layer that has only one Neuron
 - If you have more Hidden Layers and Neurons,
 then use the minus buttons to remove them



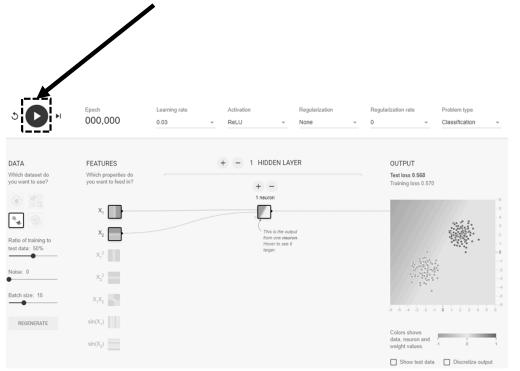
Because the NN training has not started, the Test
 Loss and Training Loss are very high

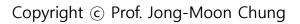


- Because the NN training has not started, the
 Test Loss and Training Loss are very high
- Initial Test Loss and Training Loss values will be different because the initial weight value is set at random



Press the run ▶ button to start the training

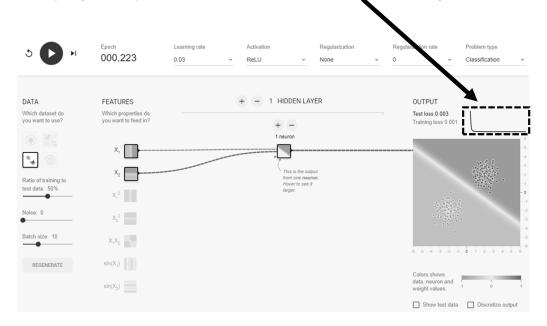




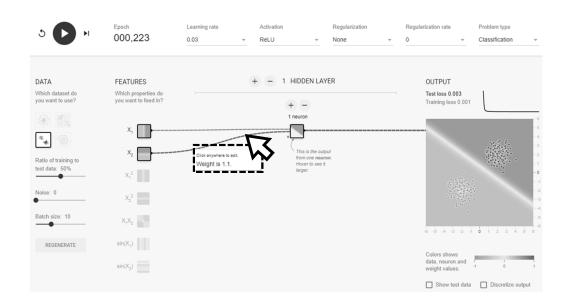
Since this is a simple problem, it will end fast successfully



- Since this is a simple problem, it will end fast successfully
- Test Loss & Training Loss values become very small very quickly and their loss curves overlap



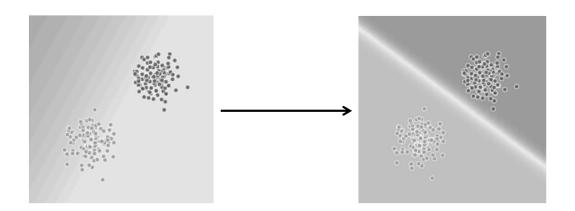
 Check the weight value by placing the mouse cursor on the lines between the layers



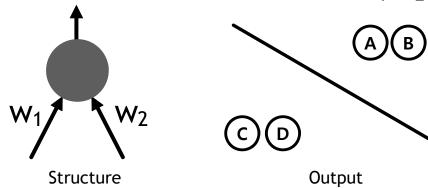
 Before training, the NN could not distinguish between the orange and blue data points



- Before training, the NN could not distinguish between the orange and blue data points
- After training, the orange and blue regions are perfectly distinguished



- This problem can be solved with one hidden layer neuron
- We learned about this in Module 4
 - Single layer with weights: w₁ w₂

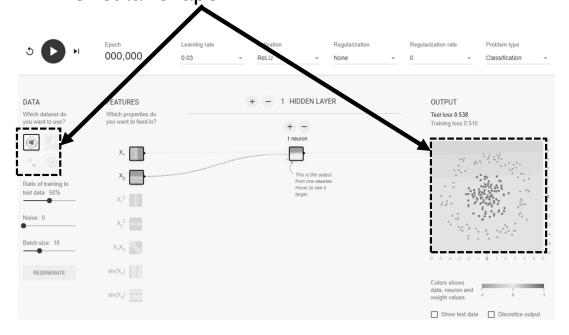


Martin T. Hagan, Howard B. Demuth, Mark H. Beale, Orlando De Jesús, Neural Network Design, 2nd Ed. ISBN-13: 978-0971732117, Martin Hagan, Sept. 1, 2014.

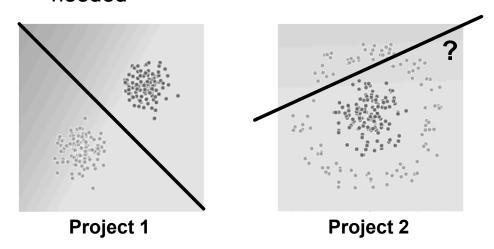
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Deep Learning Project with TensorFlow Playground Project 2

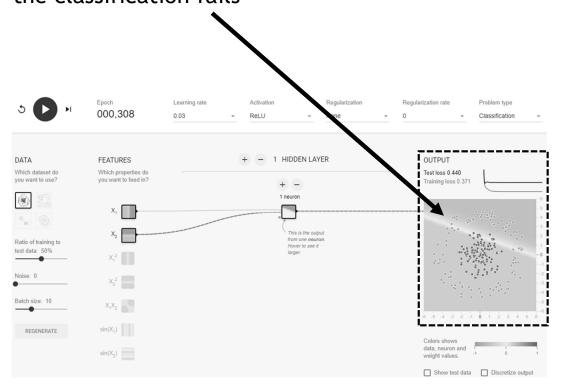
- In project 2, we will distinguish the two data sets
 - Orange data surrounds the blue data in a circular shape

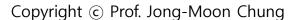


- Project 2's problem is much more complicated than the problem in Project 1
- One line is not sufficient as a solution
 - Multiple neurons in the hidden layer are needed

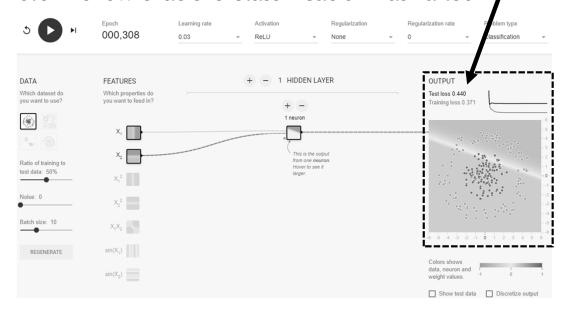


 If you train with one hidden layer neuron, the classification fails



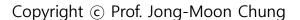


- If you train with one hidden neuron, the classification fails
- Output results of Test Loss 0.440 and Training Loss
 0.371 show that the classification has failed /

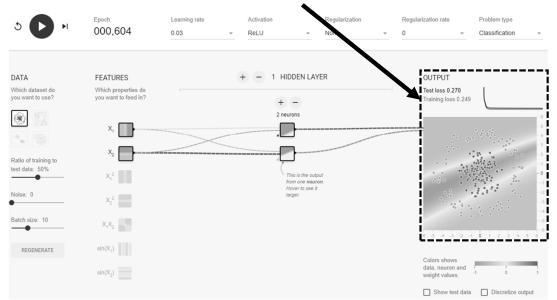


 Press the plus button to increase the number of hidden layer neurons to two

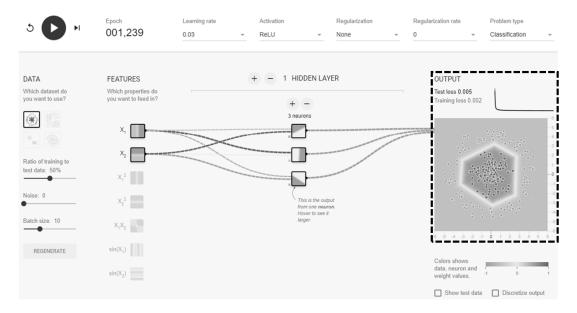




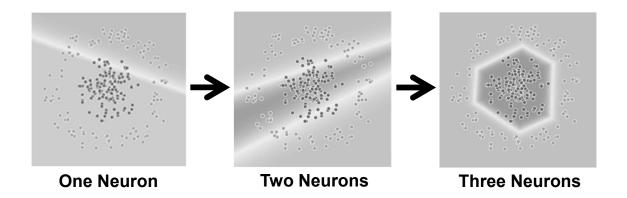
- With two neurons, the performance improves
 - Test Loss 0.440 → 0.270
 - Training Loss 0.371 → 0.249
- But still the classification fails



- With three neurons, the performance improves
 - Test loss $0.440 \rightarrow 0.270 \rightarrow 0.005$
 - Training loss $0.371 \rightarrow 0.249 \rightarrow 0.002$
- Classification succeeds



 Observe the difference in Classification performance when using 1, 2, and 3 neurons in the Hidden Layer of the NN



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References

References

- A Neural Network Playground TensorFlow [Online]. Available: http://playground.tensorflow.org
- Google Cloud Big Data and Machine Learning Blog [Online]. Available: https://cloud.google.com/blog/big-data/2016/07/understanding-neural-networks-with-tensorflow-playground
- Google Open Source [Online]. Available:
 https://opensource.google.com/projects/tensorflow-playground