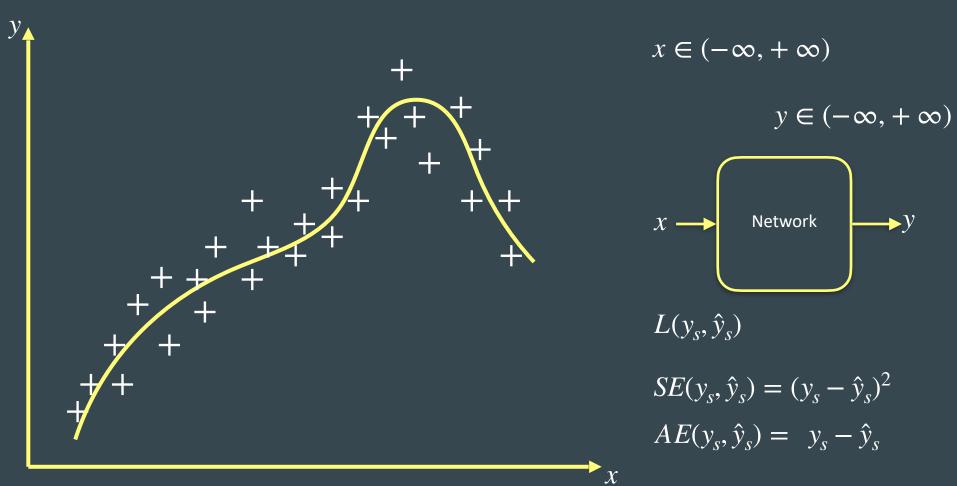
# Part 3: Designing the Interfaces

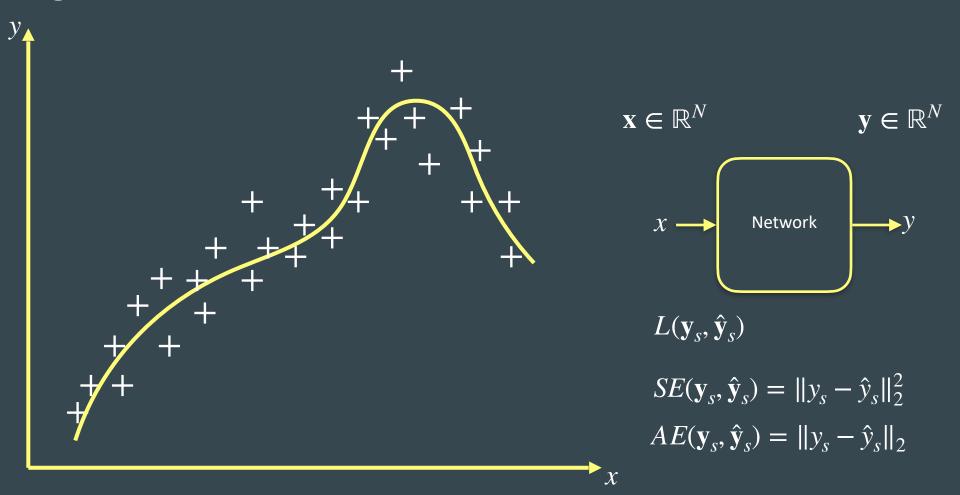
•••

Mikhail Romanov

Regression: value to value



Regression: vector to vector



# Classification: Binary



Cat: Yes or No? (1 / 0)

$$\mathbf{x} \in \mathbb{R}^N \qquad \qquad y \in \mathbb{R} \qquad \quad p \in (0,1)$$

$$\mathbf{x} \longrightarrow \begin{bmatrix} \mathbf{x} & \mathbf{y} & \mathbf{x} & \mathbf{y} \\ \mathbf{y} & \mathbf{y} & \mathbf{y} \end{bmatrix}$$

$$\sigma(z) = \frac{1}{1 + \exp(-z)} \qquad \sigma'(z) = \sigma(z)(1 - \sigma(z))$$

$$BCE(p_s, t_s) = -t_s \log p_s - (1 - t_s) \log(1 - p_s)$$

$$\frac{\partial BCE\left(\sigma(z_s), t_s\right)}{\partial z_s} = \left(t - \sigma(z_s)\right)$$

 $BCE(p_{s}, t_{s}) = -t_{s} \log p_{s} - (1 - t_{s}) \log(1 - p_{s})$ 

$$\sigma(z) = \frac{1}{1 + \exp(-z)} \qquad \sigma'(z) = \sigma(z)(1 - \sigma(z))$$

 $\frac{\partial \overline{BCE}(\sigma(z_s), t_s)}{\partial z_s} = (t - \sigma(z_s))$ 

 $\overline{MSE(p_{\rm s},t_{\rm s}) = (\sigma(z_{\rm s}) - t_{\rm s})^2}$ 

 $\frac{\partial MSE(\sigma(z_s), t_s)}{\partial z_s} = (t - \sigma(z_s)) \sigma(z_s) (1 - \sigma(z_s))$ 

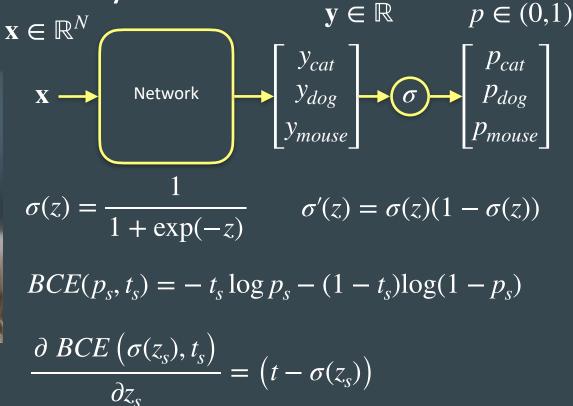
#### Classification: Complementary Multiclass



Cat: Yes or No? (1 / 0)

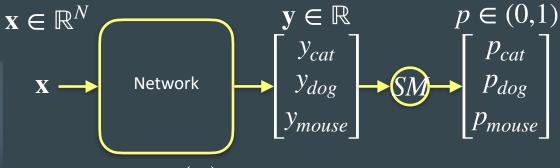
Dog: Yes or No? (1 / 0)

Mouse: Yes or No? (1 / 0)



#### Classification: Adversarial Multiclass





$$SM_c = \frac{\exp(z_c)}{\sum_{k=1}^K \exp(z_k)} \qquad \sigma'(z) = \sigma(z)(1 - \sigma(z))$$

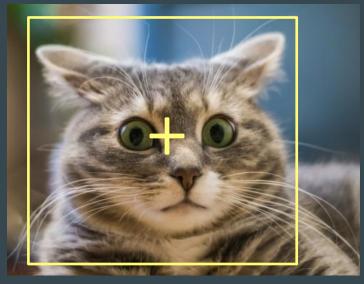
$$CE(p_s, t_s) = -\sum_{c=1}^{C} t_c \log p_c$$

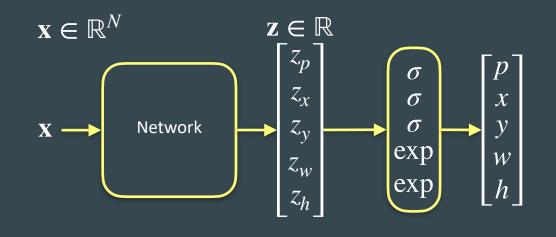
Cat: Yes or No? (1 / 0)
Dog: Yes or No? (1 / 0)

Mouse: Yes or No? (1 / 0)

$$\frac{\partial \ \mathit{CE}\left(SM(z),t\right)}{\partial z} = \left(t - SM\right)$$

## Detection: One Object





 $BCE(x, \hat{x})$ x:  $BCE(y, \hat{y})$ 

 $MSE(\log w - \log \hat{w})$ 

 $MSE(\log h - \log \hat{h})$ 

$$L = BCE(p, I) +$$

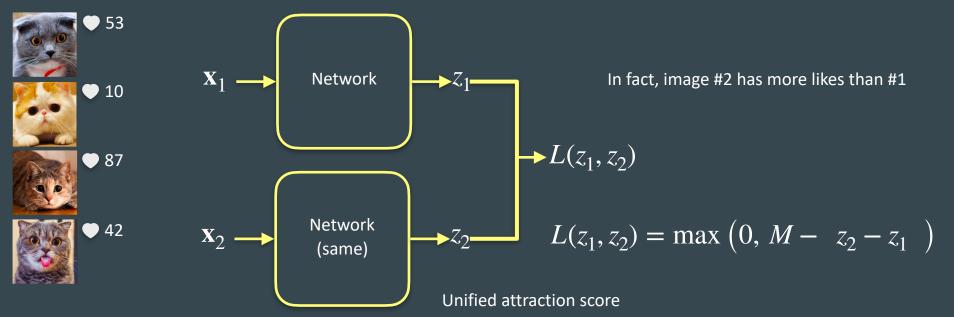
$$I \cdot BCE(x, \hat{x}) +$$

$$I \cdot BCE(y, \hat{y}) + I \cdot MSE(\log w, \log \hat{w}) +$$

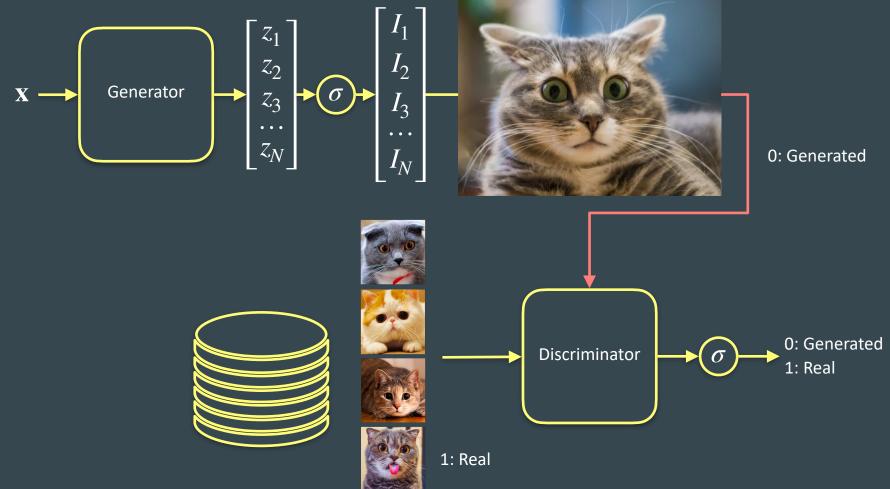
 $I \cdot MSE(\log h, \log \hat{h})$ 

$$h, \log \hat{h}$$

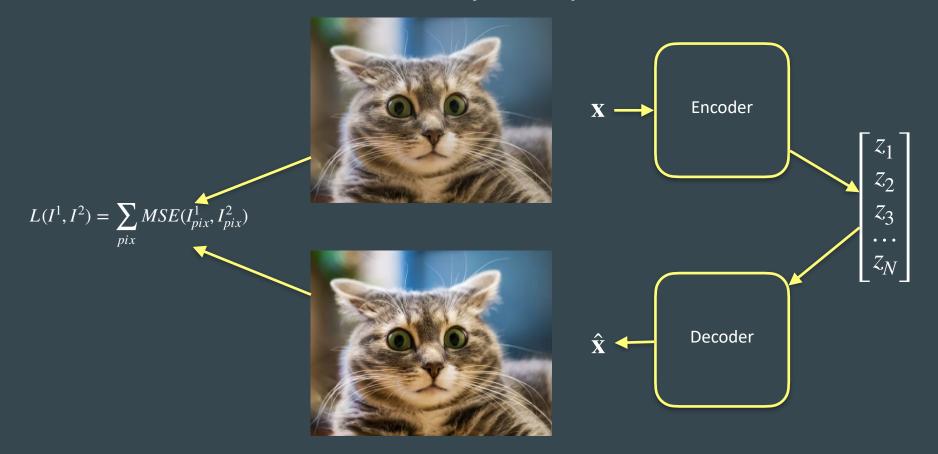
# Learning to Rank



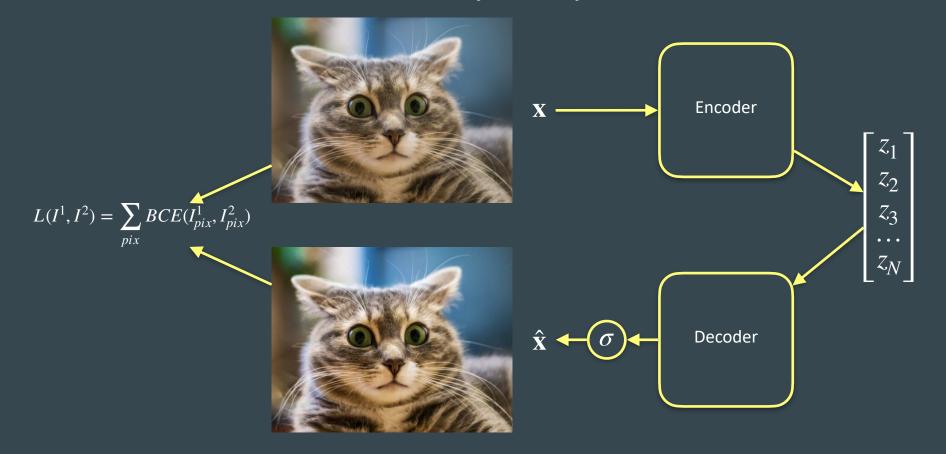
#### **Generative Networks**



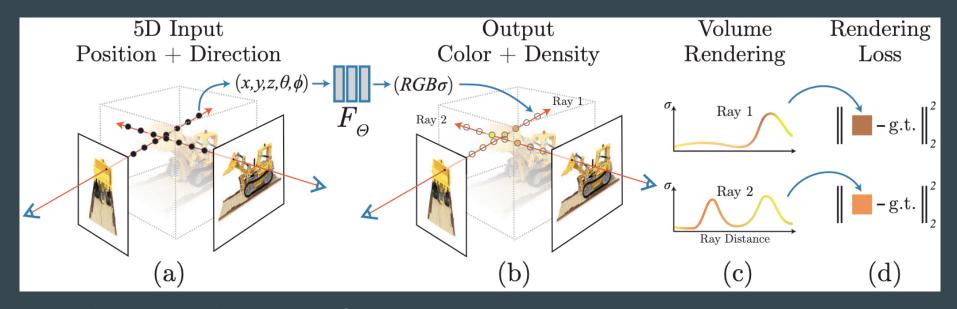
## AutoEncoders: Dimensionality Compression



# AutoEncoders: Dimensionality Compression



#### **Neural Radiance Fields**



Use the Neural Network as 3D model of an object!

#### Summary

- Binary Classification
- Multiclass Classification
- Regression
- Joint Regression and Classification: Detection
- Ranking
- Generative Adversarial Networks
- Autoencoders
- Neural Radiance Fields