|   | Bortch Normalization (element-wise operation)  |
|---|--|
| 7 | why use it 2 back propagation tends to training more on the top layers,  |
|   | Once bottom layer & weight changed, what we learned before need to be learned again. Hard to converge, internal converge shift   |
| 4 | hatch norm allows in the transfer process and allows taster convergence  |
|   | LOSO HILL STATE OF THE STATE OF |
|   | benefit: ( allows larger learning rate, loss exploding ranshing gradient   |
|   | where to use, normalize the minute for first layer and each whiden layers  |
|   | D before activation D After Activation   |
|   | Defore activation @ After Activation itself just five a layer  |
|   | layer 2 2, input Activation output 7 Botton Norm burput 1 layer 2  |
|   | og. conv.  |
|   | Draw Acceptance  |
|   | Before Activatives   |
|   | [ayor 1 output   Z   more Batch   output   Bry   Activortion output   ayor 2   Activortion   Trunction   Trunction |
|   | eg. Conv.   ZI   Norm,   Function   a, Conv.   |
|   |  |
| T | Parameters (Each Butch Non Layer has its own copy of parameters)   |
|   | learnable & B, Y   |
|   | saved z meanly, var 6  |
|   |  |
|   | Input  |
|   | COVY (N, C, H, W) N= # of Image in one mini-batch, C=# of feature maps (#100)  |

