

(1) For RANSAC algorithm,
number of iterations = $\frac{\log(1-p)}{\log(1-w^m)}$

where p is probability of success.

w^m is probability of choosing a subset with no outliers.

$$\begin{aligned}\therefore \text{number of itr} &= \frac{\log(1-0.95)}{\log(1-0.5^4)} \\ &= \frac{\log(0.05)}{\log(0.9375)} = 46.4177\end{aligned}$$

Since, no of iterations cannot be fractional,

$$\therefore \text{no of iterations} = 47$$

$$\begin{aligned}(2) \quad h^1 &= \sigma(w^1 x) \\ h^2 &= \sigma(w^2 h^1) \\ f(x) &= \langle w^3, h^2 \rangle\end{aligned}$$

$$\begin{aligned}\frac{\partial f}{\partial w_{ij}^1} &= \frac{\partial f}{\partial h^2} \cdot \frac{\partial h^2}{\partial h^1} \cdot \frac{\partial h^1}{\partial w_{ij}^1} \\ &= w^3 (h^2 (1-h^2) w^2) h^1 (1-h^1) x_j\end{aligned}$$

$$\langle 3 \rangle \Delta_{ij}^{(2)} := \Delta_{ij}^{(2)} + j_i^{(3)} * (a^{(2)})_j$$

in ~~and~~ vector form;

$$\Delta^{(2)} := \Delta^{(2)} - \alpha * j^{(2)} * a^{(2)}$$

~~where~~

$\langle 4 \rangle$ No inputs = d .

No of hidden units = M .

No of hidden layers = 2.

No of output units = c

$$\begin{aligned} \text{Total number of weights} &= d \times M + M \times c \\ &= dM + Mc = M(d+c) \end{aligned}$$

$$\text{Total number of bias} = M + c$$

\therefore Total number of weights & bias.

$$\begin{aligned} &M(d+c) + (M+c) \\ &= M(d+c+c) = M(d+2c) \end{aligned}$$

expression for total weights and bias.

<6><a> The problems ~~caused~~ caused by scale symmetry are:-

- ill conditioning
- saddle points
- multiple local minima

⇒ saddle points:- a saddle point is a point where the gradient is same for all sides. A neural network with symmetry will not learn anything and will not use previous info to move in correct directions.

Hence, it may take a really long time to converge or may not converge at all.

⇒ Multiple local minima - if there are multiple local minima, the network will find ~~one~~ one local minima and then get stuck there as it will not learn anything ~~not~~ to move it to global minima.

(b) Another type of weight space symmetry is permutation symmetry. This gives rise to multiple equivalent global ~~min~~ minima of loss function, and first order saddle points located in path between global minima. This causes the algorithm to independently learn same pattern multiple times, leading to ~~an~~ increase in amount of time and data required for training. This also creates opportunities for biases to creep in.