



# Gradient Descent

## Towards Neural Networks

Justin Stevens

# Outline

- 1 Decision Making
  - Perceptrons
  - Activation Functions
- 2 Classifying Digits through MNIST

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Ticket Prices	Availability	Interest	$\bar{x}$	$\bar{w} \cdot \bar{x}$
Cheap	Yes	Yes	$(1, 1, 1)$	10
Cheap	No	No	$(1, 0, 0)$	1
Cheap	Yes	No	$(1, 1, 0)$	7
Cheap	No	Yes	$(1, 0, 1)$	4
Expensive	Yes	Yes	$(0, 1, 1)$	9
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We can now define my **activation threshold**,  $t$ , which will determine whether or not I go to the game, represented in binary.

# Formula for Decision Making

The general formula for my decision to go to the Oilers game is

$$\text{output} = \begin{cases} 0 & \text{if } \bar{w} \cdot \bar{x} < t \\ 1 & \text{if } \bar{w} \cdot \bar{x} \geq t. \end{cases}$$

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For instance, if  $t = 9$ , we see I'll only go if I'm both available and interested.  
If  $t = 7$ , I'll also go if the tickets are cheap and I'm available:

Ticket Prices	Availability	Interest	$\bar{x}$	$\bar{x} \cdot \bar{w}$
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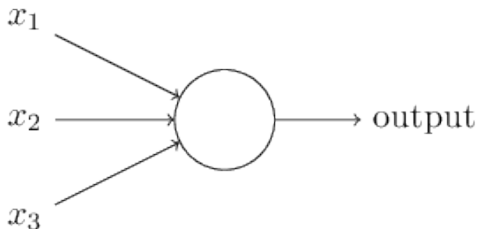


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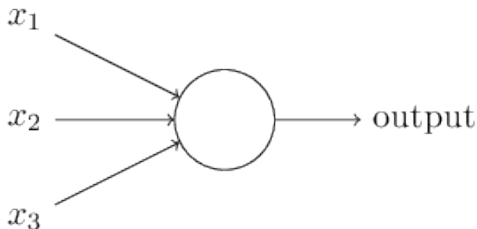


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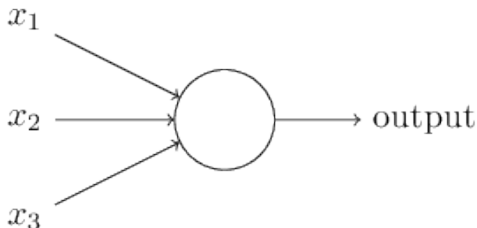


Figure 1: *Source: Nielsen*

Each of these lines collect evidence and are weighted to produce an output. In practice, our inputs and outputs don't necessarily have to be binary; they can be real-valued. We therefore have to define a new activation function.



# Introducing the Bias

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$$\text{output} = \begin{cases} 0 & \text{if } \bar{w} \cdot \bar{x} + b < 0 \\ 1 & \text{if } \bar{w} \cdot \bar{x} + b \geq 0. \end{cases}$$

This is known as the *heaviside step function*. In the next few slides, we'll see examples of other activation functions, but first we'll draw a picture.

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## Extending our Model

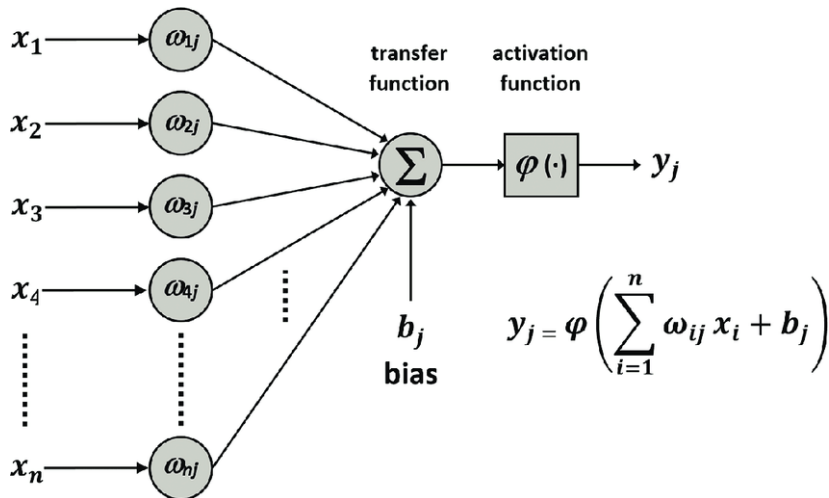


Figure 2: Source: Daniel Alvarez, InTech

# Rectified Linear Unit

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Graphically, we can see:

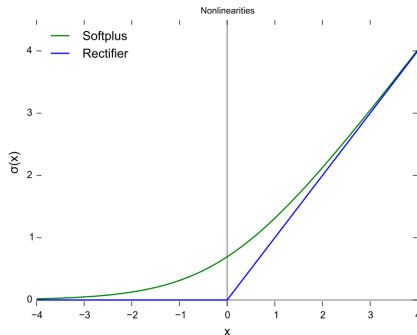


Figure 3: Rectifier, and a smooth approximation  $\log(1 + e^x)$ . (Source: Wikipedia).

# Sigmoid Function

As we saw above, our output doesn't necessarily have to be a 0 or 1; using a rectified linear unit, it can be any non-negative number. However, for computational purposes, it's easiest if our outputs live in the range  $(0, 1)$ .

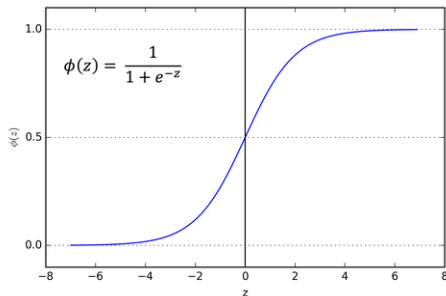
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**Figure 4:** As  $z \rightarrow \infty$ , we see  $\sigma(z) \rightarrow 1$ . Alternatively, as  $z \rightarrow -\infty$ ,  $\sigma(z) \rightarrow 0$ . (Source: *Towards Data Science*).

# Outline

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- Defining the Problem
- References

## Example Images



**Figure 5:** How would you devise a system for a **computer** to classify the digits? What assumptions do we have to make about the data set, known as MNIST?

- The MNIST database contains seventy thousand handwritten digits.

# MNIST Dataset

- The MNIST database contains seventy thousand handwritten digits.
  - Each data-point contains both an image, and the desired digit.
  - 60,000 images are designated for training, and 10,000 for testing:

```
import tensorflow as tf
from tensorflow import keras
(x_train, y_train), (x_test, y_test) = keras.datasets.mnist.load_data()
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- Each image contains pixels ranging 0 to 255, in decreasing darkness.
- An individual image is a  $28 \times 28$  array of pixels.

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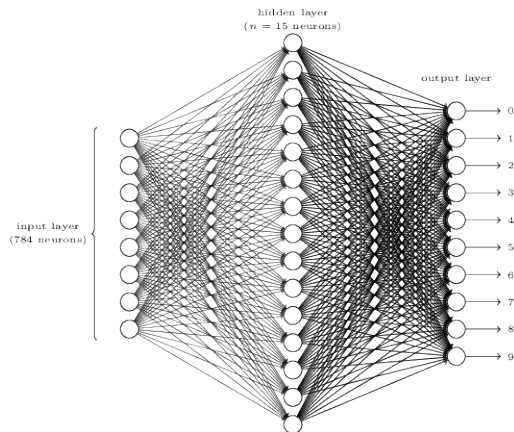
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- An individual image is a  $28 \times 28$  array of pixels.
- The desired digit is represented as a number from 0 to 9.

We'll build a model from the training images that will learn to classify digits!

# What we're building towards



**Figure 6:** A simple neural network structure. The input vectors on the left hand side have  $28 \times 28 = 784$  inputs for each pixel, and the output layer has 10 digits.



# References

- › Michael Nielsen: Using neural nets to recognize handwritten digits
- › Towards Data Science: A Beginner's Guide to Neural Networks
- › Paul's Online Math Notes, Calculus III