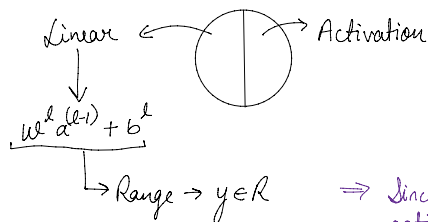


Output FunctionsRegression ($y \in \mathbb{R}$)

* In the functions covered so far, none of them will be able to work for regression.



⇒ Since we are getting the range for regression from the linear part itself, we remove the activation function in last neuron

$$\text{Linear} \rightarrow w^L a^{(L-1)} + b^L = \hat{y} \quad \left\{ \begin{array}{l} \text{The value of } \hat{y} \text{ can be controlled} \\ \text{using } w \text{ \& } b \end{array} \right\}$$

∴ The output function in case of Regression: Linear Activation {In layman terms, it can also be called as absence of Activation f'n}

Loss Function

aka Error function

1. > Regression:

$$\rightarrow \text{MSE} = \frac{1}{n} \sum_{i=1}^n (y_i - \hat{y}_i)^2$$

2. > Classification

→ Cross Entropy loss:

$$L(\theta) = - \sum_{j=1}^K y_j \log(\hat{y}_j)$$

All parameters
True label
Predicted label

Number of classes

→ Classification Task ($K=3$)

	cat	Dog	Duck
$y: \text{Dog} =$	$\begin{bmatrix} 0 \\ y_1 \end{bmatrix}$	$\begin{bmatrix} 1 \\ y_2 \end{bmatrix}$	$\begin{bmatrix} 0 \\ y_3 \end{bmatrix}$
$\hat{y}_i =$	$\begin{bmatrix} 0.3 \\ \hat{y}_1 \end{bmatrix}$	$\begin{bmatrix} 0.4 \\ \hat{y}_2 \end{bmatrix}$	$\begin{bmatrix} 0.3 \\ \hat{y}_3 \end{bmatrix}$

Image (y) → By using Softmax → $\hat{y} = 1 \Rightarrow \text{Dog}$

$$L(\theta) = - \sum_{j=1}^3 y_j \log(\hat{y}_j) = - \left\{ [0 \times \log 0.3] + [1 \times \log 0.4] + [0 \times \log 0.3] \right\}$$

$$L(\theta) = - \log 0.4$$

This $L(\theta)$ is our final loss and we need to minimize this loss. i.e. minimize $-\log(0.4)$

According to optimization theory → $\max f(x) \approx \min(-f(x))$

$$\Rightarrow \text{minimize } -\log(0.4) \approx \text{maximize } \log(0.4)$$

→ We are basically trying to maximize the log probability of True class.

Now, from optimization theory, w.k.t $\max f(x) \approx \max g(f(x))$ iff. $g()$ is a monotonic function.

\Rightarrow maximize $\log(0.4) \approx$ maximizing 0.4
 \rightarrow We are trying to maximize probability of True class.

MNIST Case Study