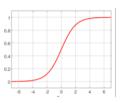
Neural Computation

The Chain Rule II

Summary

Soft perceptron



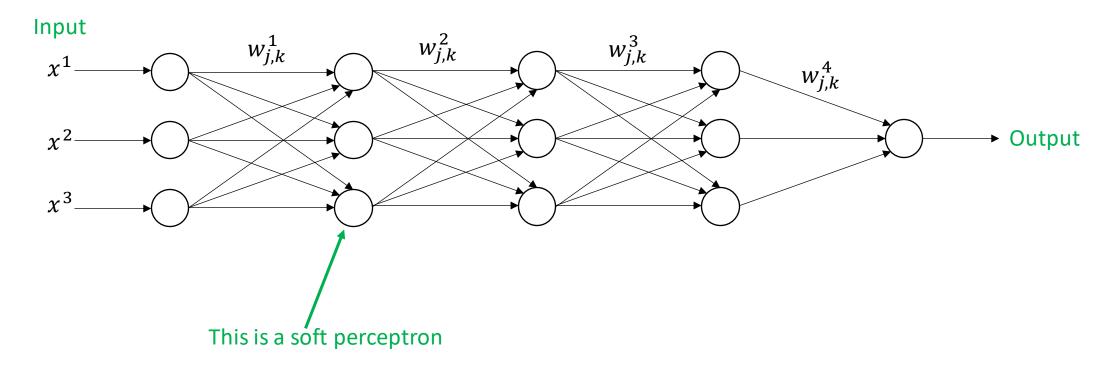
• Chain rule

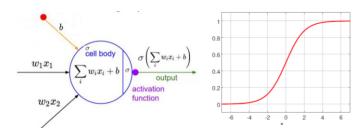
$$\frac{\partial}{\partial t}f = \frac{\partial f}{\partial g}\frac{\partial g}{\partial t} \qquad \qquad t \longrightarrow g$$

Gradient descent

$$\frac{\partial}{\partial w_i} C = \left(\sigma \left(\sum_{j=1}^m w_j x_j + b\right) - y\right) \quad \sigma' \left(\sum_{j=1}^m w_j x_j + b\right) \quad x$$

Multi-Layer-Perceptron (MLP) aka Feed-Forward-Net

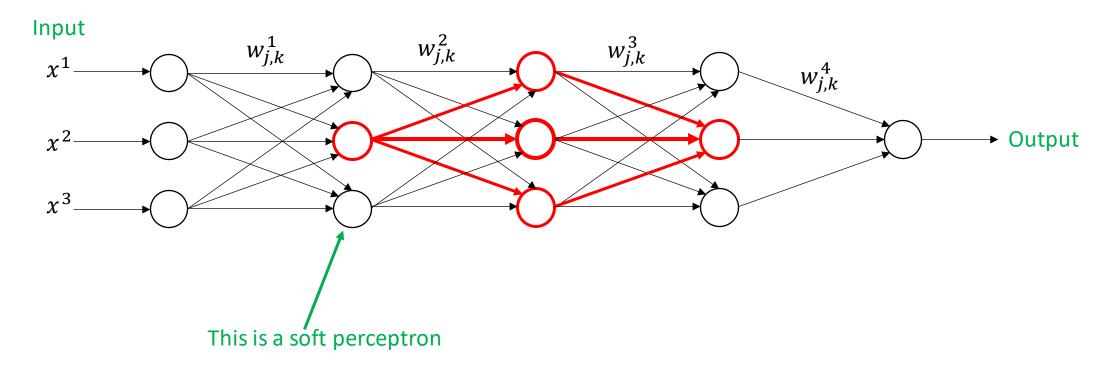


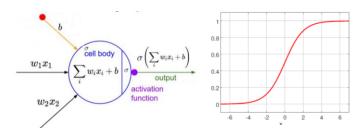


Can we use the chain rule to compute gradients?

• Problem: Multiple dependencies on variable.

Multi-Layer-Perceptron (MLP) aka Feed-Forward-Net





Can we use the chain rule to compute gradients?

Problem: Multiple dependencies on variable.

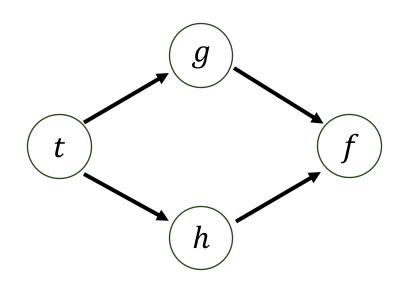
Multivariate Chain Rule

Consider

$$f=f(g,h),$$
 where
$$g=g(t) \text{ and } h=h(t) \text{ are functions of } t$$

We can compute the derivative as

$$\frac{\partial}{\partial t}f = \frac{\partial f}{\partial g}\frac{\partial g}{\partial t} + \frac{\partial f}{\partial h}\frac{\partial h}{\partial t}$$



Example

$$\frac{\partial}{\partial t}f = \frac{\partial f}{\partial g}\frac{\partial g}{\partial t} + \frac{\partial f}{\partial h}\frac{\partial h}{\partial t}$$

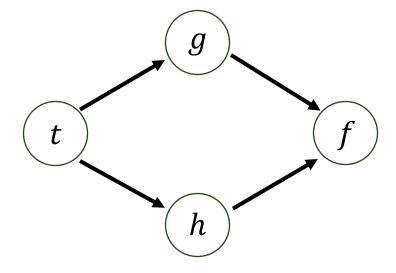
$$f = f(g,h) = h + e^{gh}$$

$$g = g(t) = \cos t$$

$$h = h(t) = t^{2}$$

$$\frac{\partial f}{\partial t} = \frac{\partial f}{\partial g} \frac{\partial g}{\partial t} + \frac{\partial f}{\partial g} \frac{\partial g}{\partial t}$$

$$= (he^{gh})(-\sin t) + (1 + ge^{gh}) 2t$$



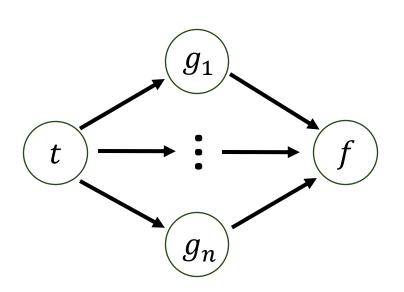
Multivariate Chain Rule (general)

Conder

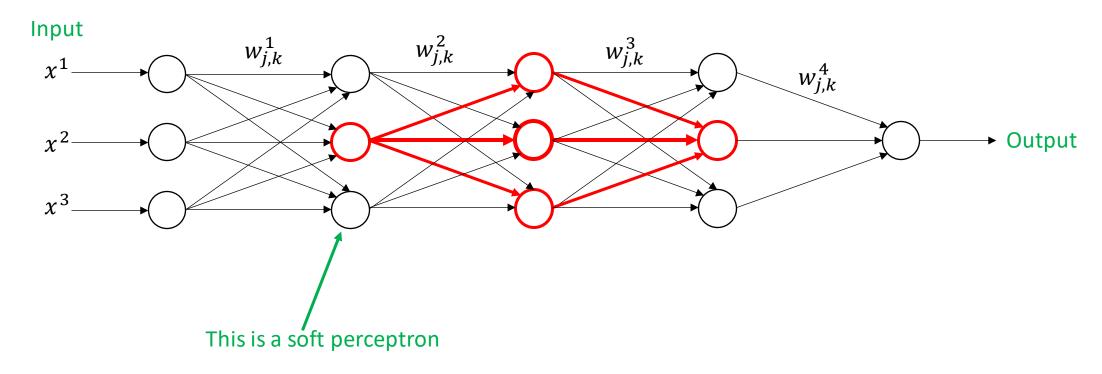
$$f = f(g_1, ..., g_n),$$
 where all
$$g_i = g_i(t) \text{ are functions of } t$$

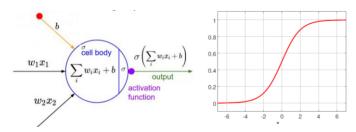
We can compute the derivative as

$$\frac{\partial}{\partial t}f = \sum_{i=1}^{n} \frac{\partial f}{\partial g_i} \frac{\partial g_i}{\partial t}$$



Multi-Layer-Perceptron (MLP) aka Feed-Forward-Net





In the next video:

- Compute derivatives for MLP
- Efficient algorithm (error back propagation)