

How to train a Deep MLP?

- (1) Pre-process \rightarrow Data Normalization (Feature scaling)
- (2) Weight init — Xavier/Glorot init \rightarrow Sigmoid/Tanh
 \rightarrow He-init \rightarrow ReLU & Leaky ReLU
 \rightarrow Gamma — (Small σ)

- (3) Choose Right Activation Function

① Hidden Layer — ReLU or Leaky ReLU

② Output — Regression \rightarrow linear

\rightarrow Classification $\begin{cases} \text{Binary} \rightarrow \text{Sigmoid} \\ \text{Multiclass} \rightarrow \text{Softmax} \end{cases}$

late Sep-2017
 \times not too popular like ReLU

- ④ Batch Normalization → especially for deep MLP
- ⑤ Regularization
 - Ridge (L2) ✓
 - Lasso (L1)
- ⑥ Dropout
- ⑦ Early Stopping
- ⑧ optimizer — GD
 - ← BGD
 - ← SGD
 - ← MRGD
 - + Adagrad / momentum
 - + RMSprop / Adam ***
 - + NAG / Adadelta

↳ By default — RMSprop (system)

→ Suggestion — Adam

(2014 → 2024)
- ⑨ Hyperparameters — Architecture
 - optimizer, Activ. fn, weights etc.
 - # Layer ✓
 - # Neuron ✓
 - dropout

⑩ Loss Function

{ 2-class classification = \log -loss - binary cross-entropy ✓
 { k-class " = categorical cross-entropy
 { 1-on-many class or Sparse categorical cross-entropy.

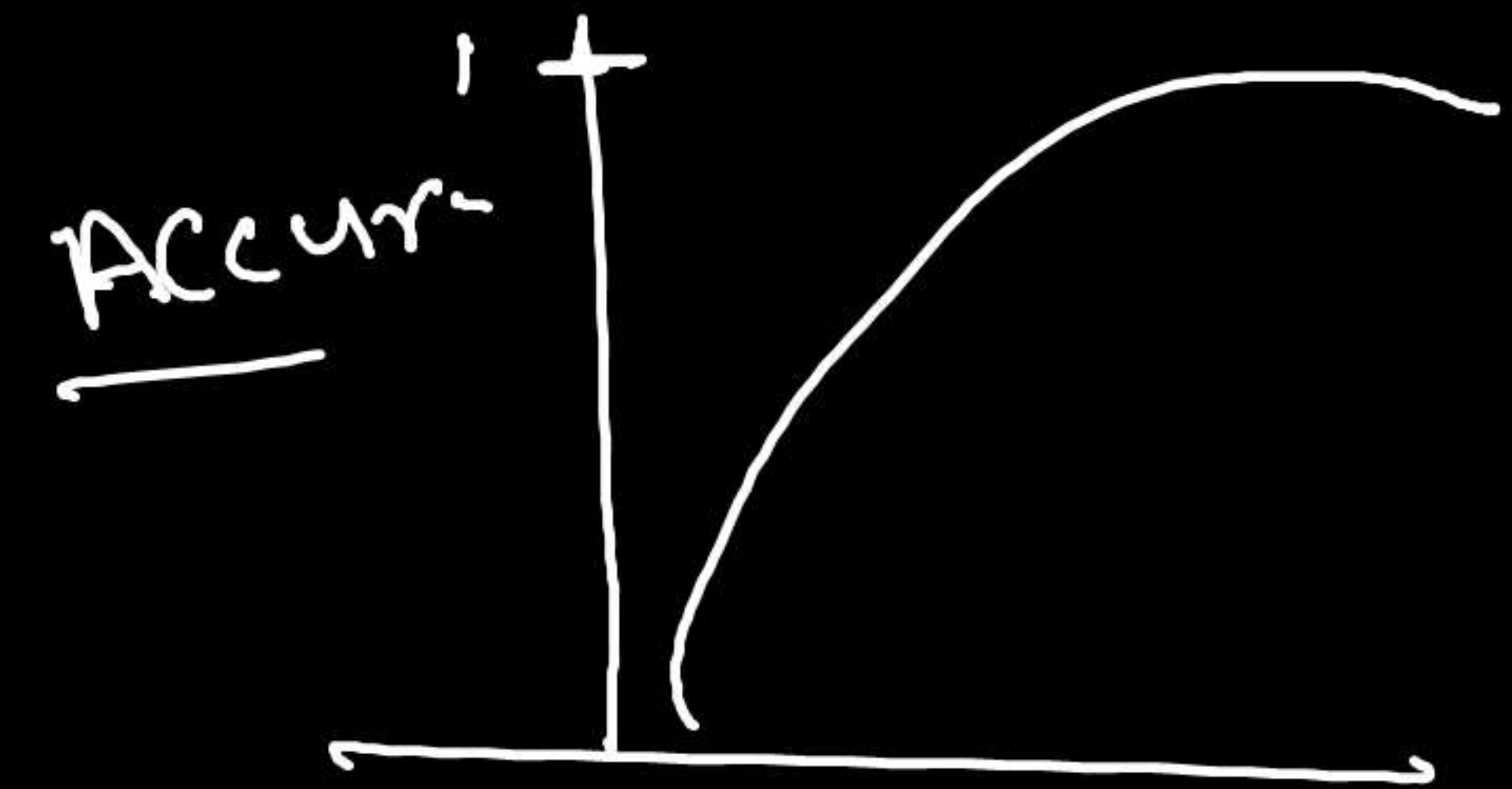
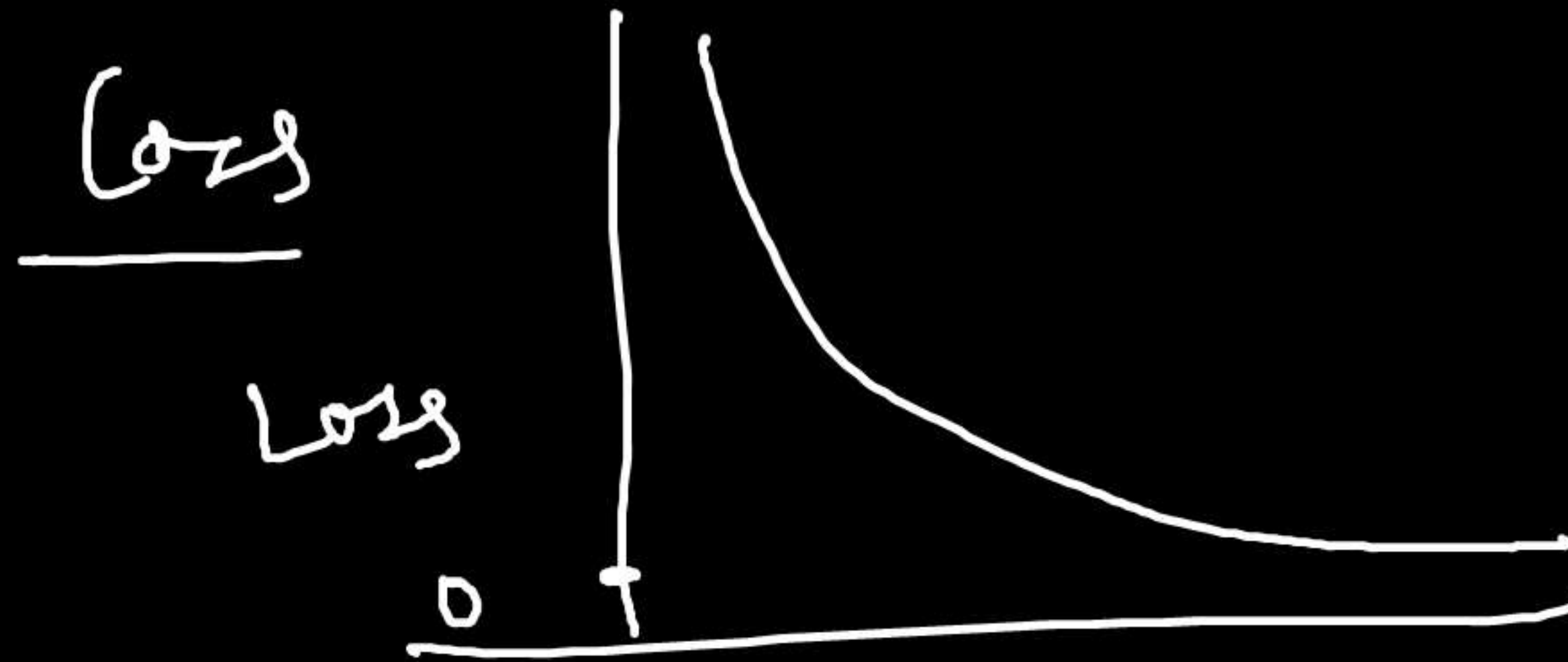
Regression - Square Loss Function (Mean Absolute error)
 - MSE/RMSE
 -

Somesh Bhat +1 other raised hands

(11) Always monitor your gradient — Loss, acc, val_loss, val_acc

(12) plots

Train & Test

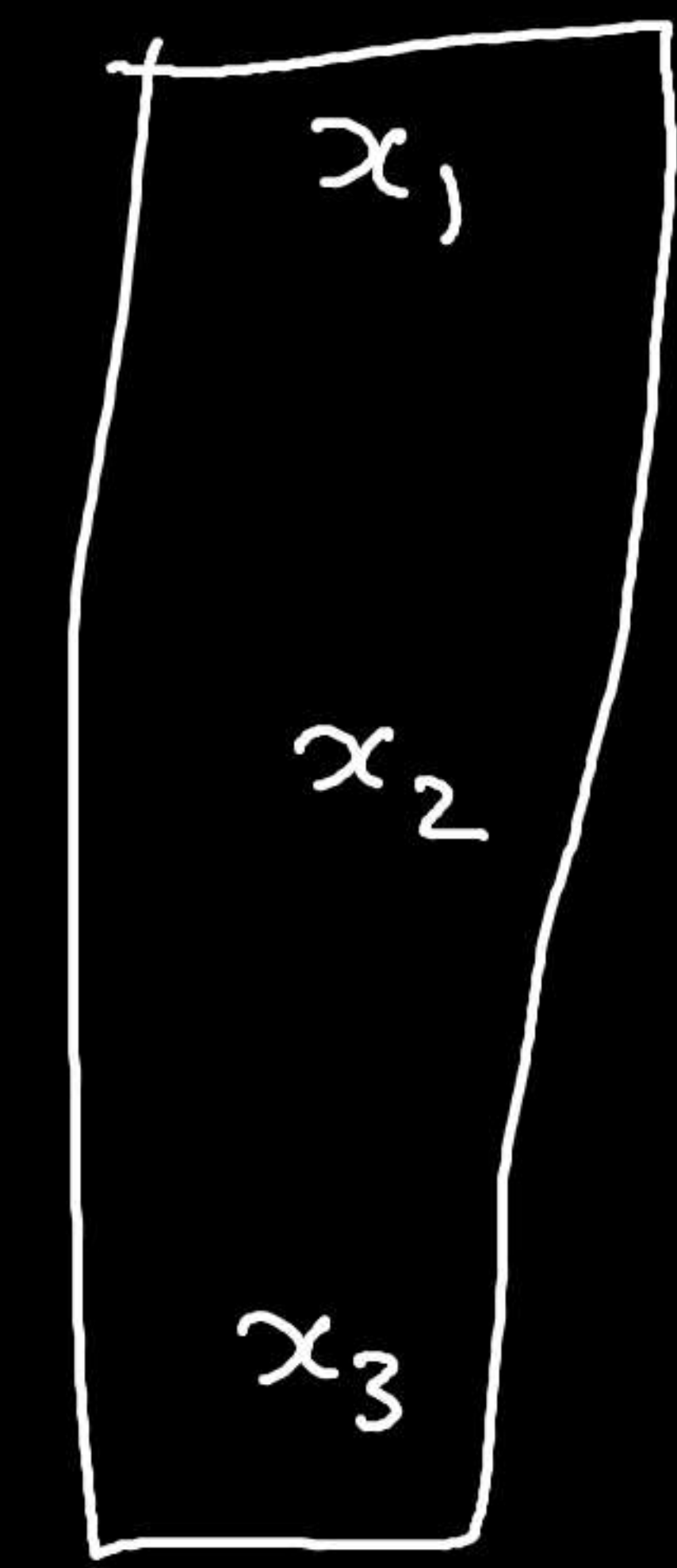


Please Note :— in MLP/DNN/ANN — Avoid overfitting
Problem by the help of
 Point no — 4 to 8 ~~xx~~

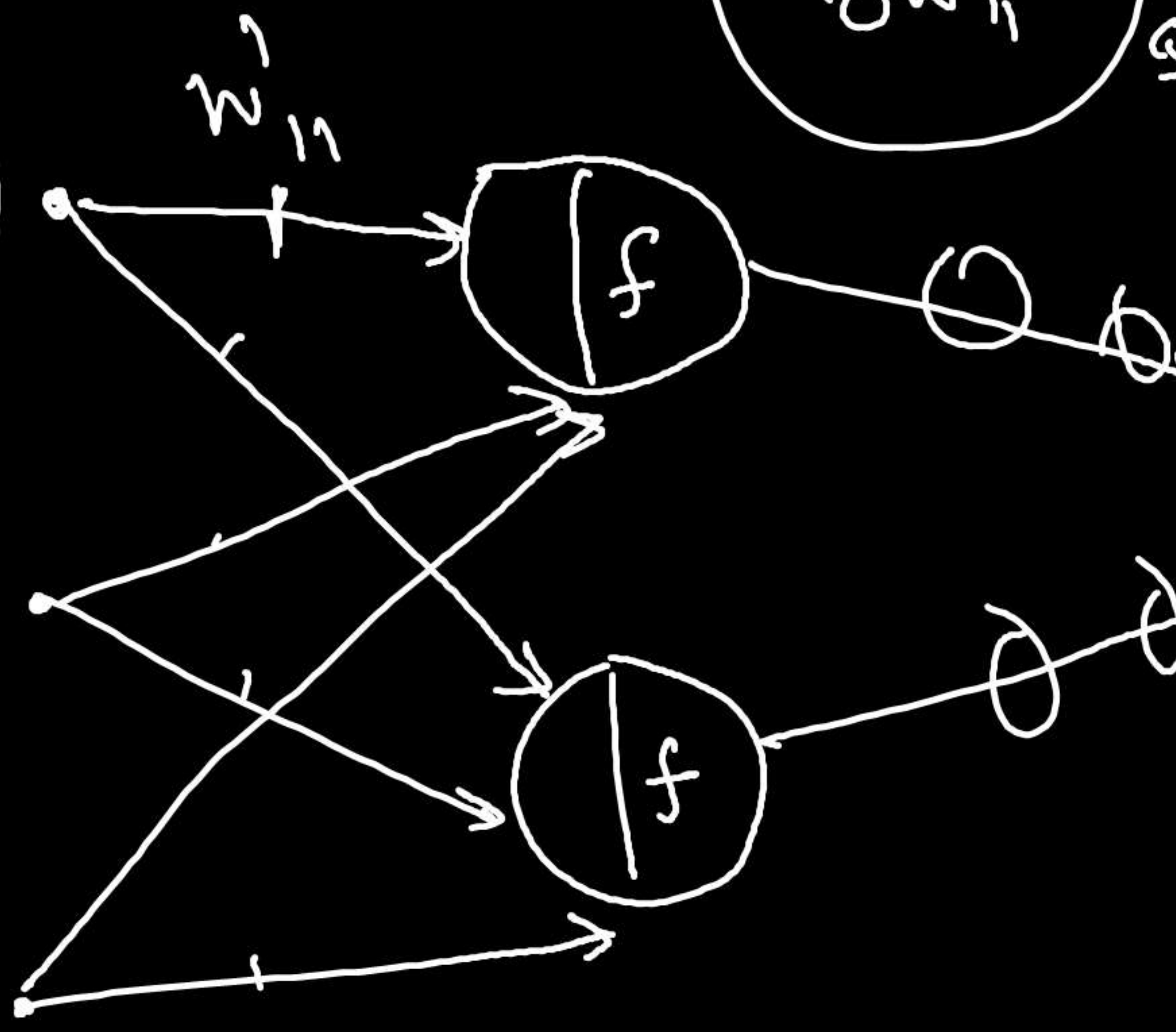
Fine! - hmm

$ReLU = \max(0, x)$

Normals



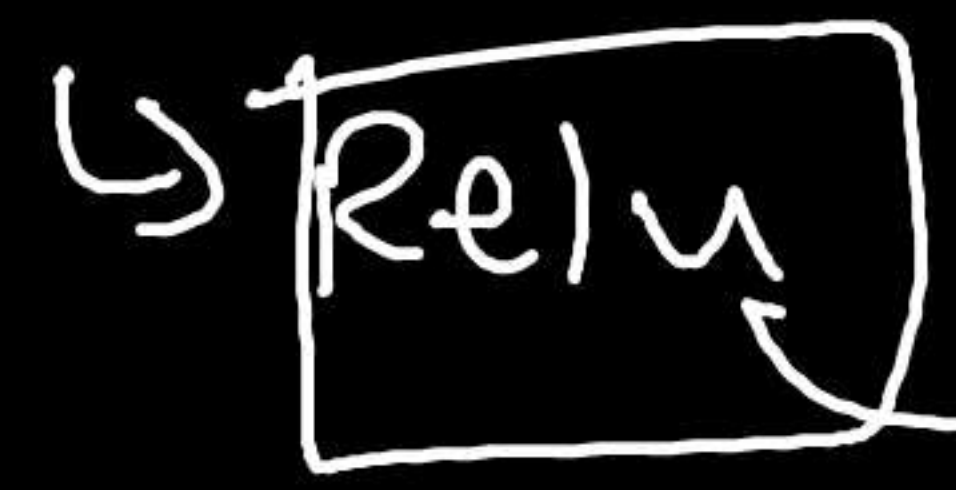
Input



Weight
init
))

He-init

Hidden
Layer



To avoid Vanishing/Exploding Gradients

$$\frac{\partial L}{\partial w'_{11}} = \left(\frac{\partial L}{\partial 0.31} \right) * \frac{\partial 0.31}{\partial 0.21} * \frac{\partial 0.21}{\partial 0.11} * \frac{\partial 0.11}{\partial w'_{11}}$$

$$= 0.1 * 0.2 * 0.3 * 1 = 0.00006$$

$\hat{y}_i = \text{Loss}$

Output

Problem Statement

① Regression - Num.

Linear

② Classification - bin = Sigmoid < 1 - mult =

old weight = 50

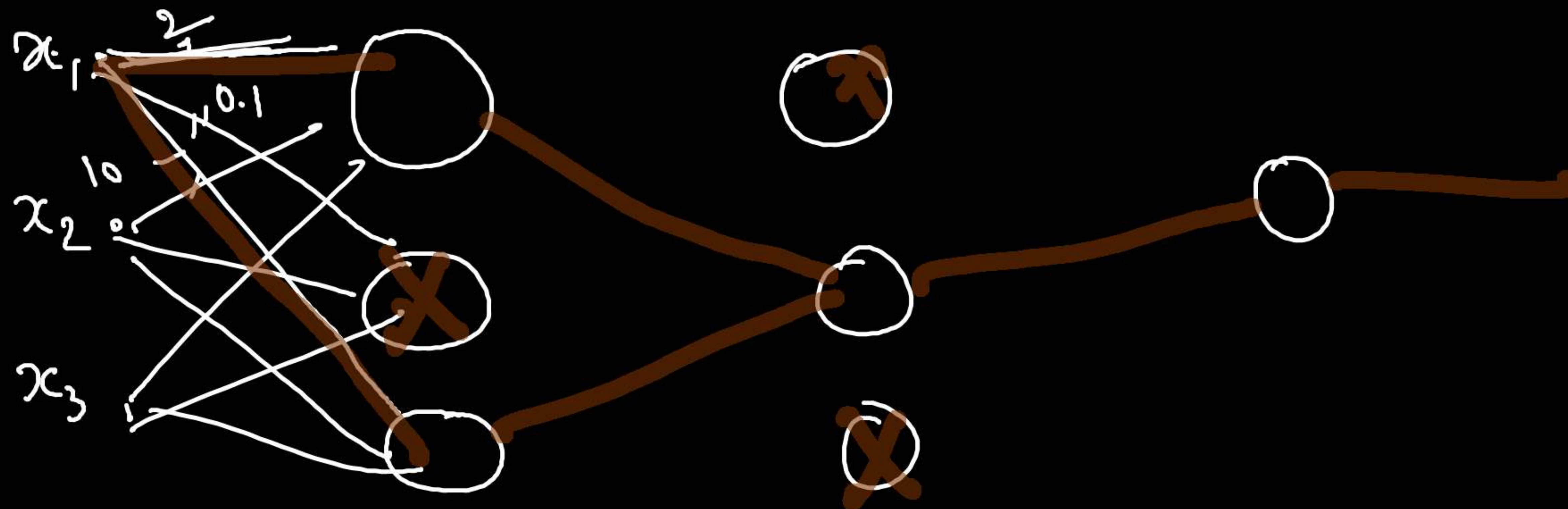
$$\text{new} = w_0 - \eta * \frac{\partial L}{\partial w'_{11}}$$

$$\text{new} = 50 - 0.1 * 0.00006$$

$$= 50 - 0.000006$$

$$= 49.999994$$

Gradient Descent

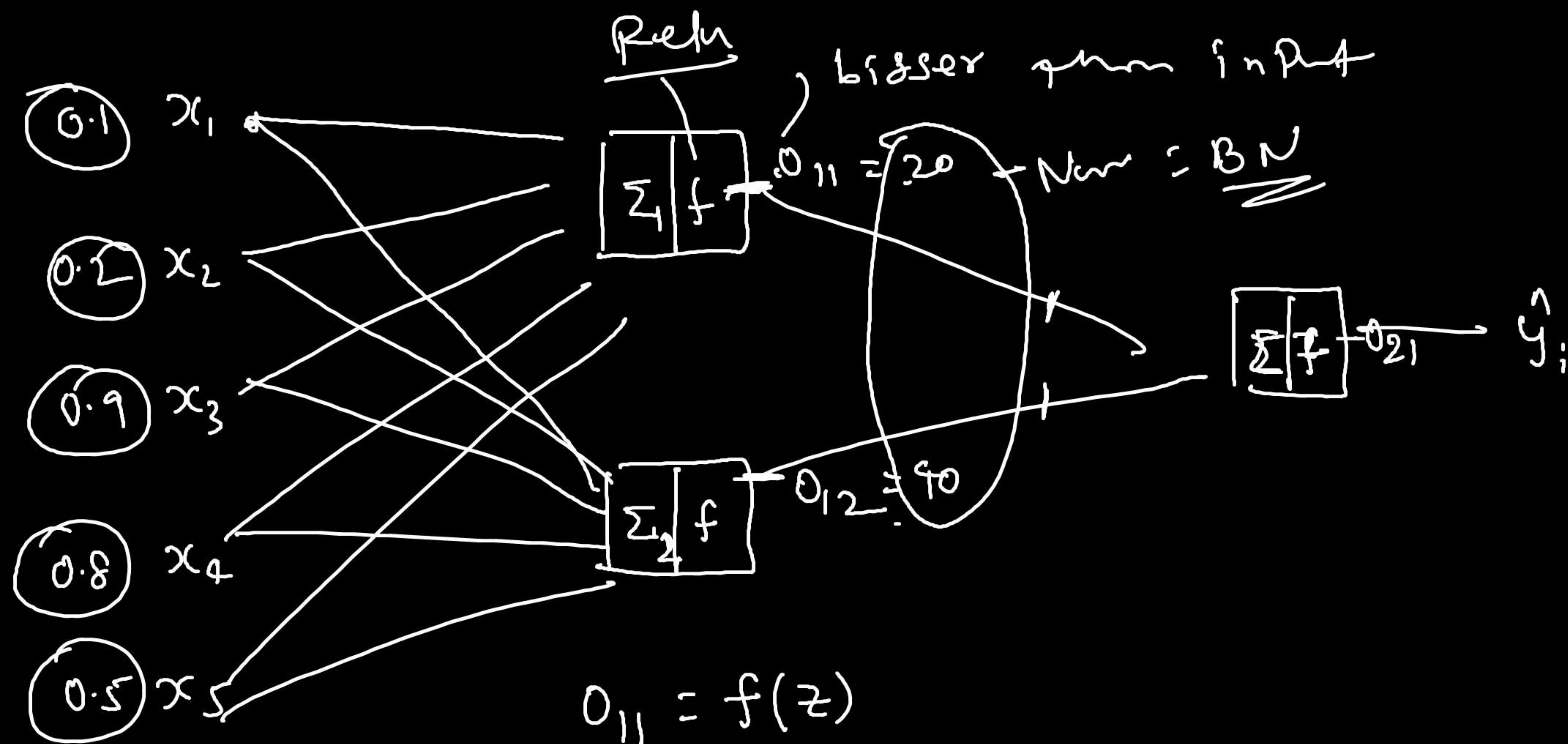


Regular

w_1, w_2, w_3
Reducing the
weight

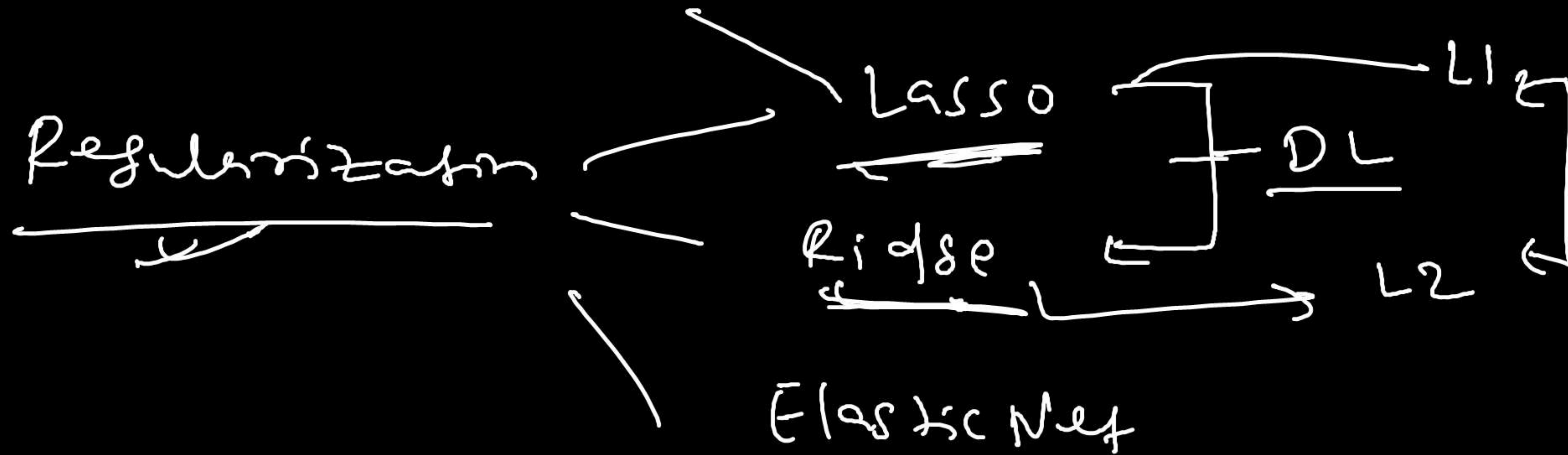
close to zero / Ridge

Lasso = exact or close to zero



$$z = \sum_{i=1}^n x_i w_i \quad \Sigma_1 = x_1 w_1 + x_2 w_2 + x_3 w_3 + x_4 w_4 + x_5 w_5$$

$$\Sigma = \underline{\underline{20}} \quad \text{Output} = f(20) = 20$$



$\alpha \circledast \beta = \beta_0 + \beta_1 x_1 + \beta_2 x_2 + \beta_3 x_3$

$\beta_0 = 5$

$500 \times 100 = 50000$

big $\circledast 0.1 = \beta_1 = 100 = 0.1$

$0.01 = \beta_2 = 1 = 0$

$0.02 = \beta_3 = 0.5 = 0$

$x_1 = 100 \rightarrow 5$

$x_2 = 101 = 505 \rightarrow 5 = 505$

$x_3 = 99 = 1995 \rightarrow 247.5$

10 1.01 0.049

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View

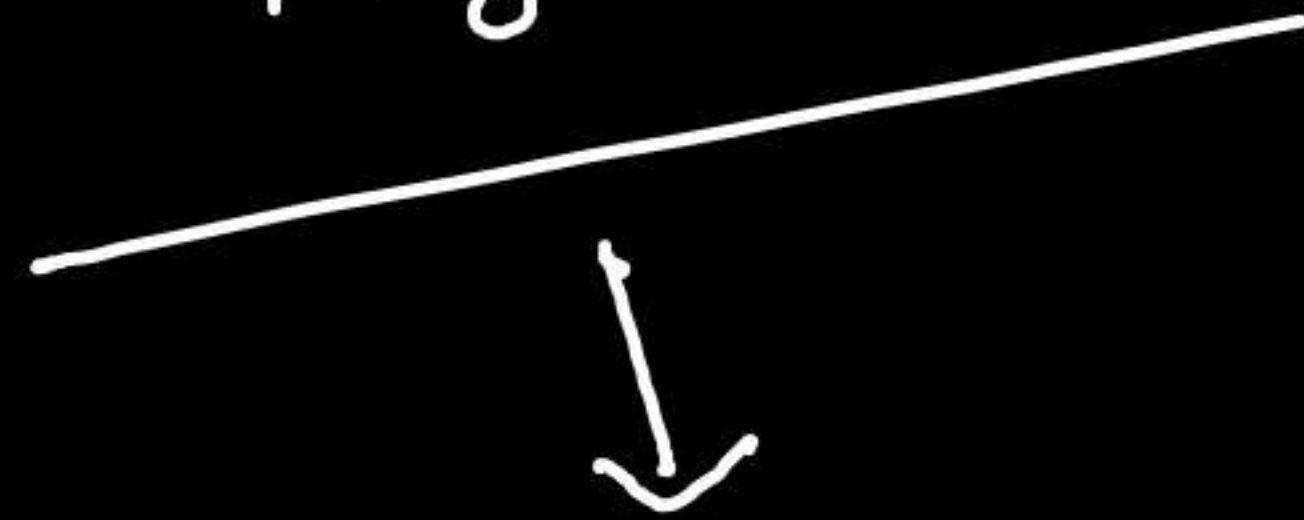
x

* Dropout - 2014 → Nitish Srivastava



extremely simple &

elegant



Random Forest

DNN

10 to 50-l.
25-l. 50-l.

CNN - 10 to 30-l.

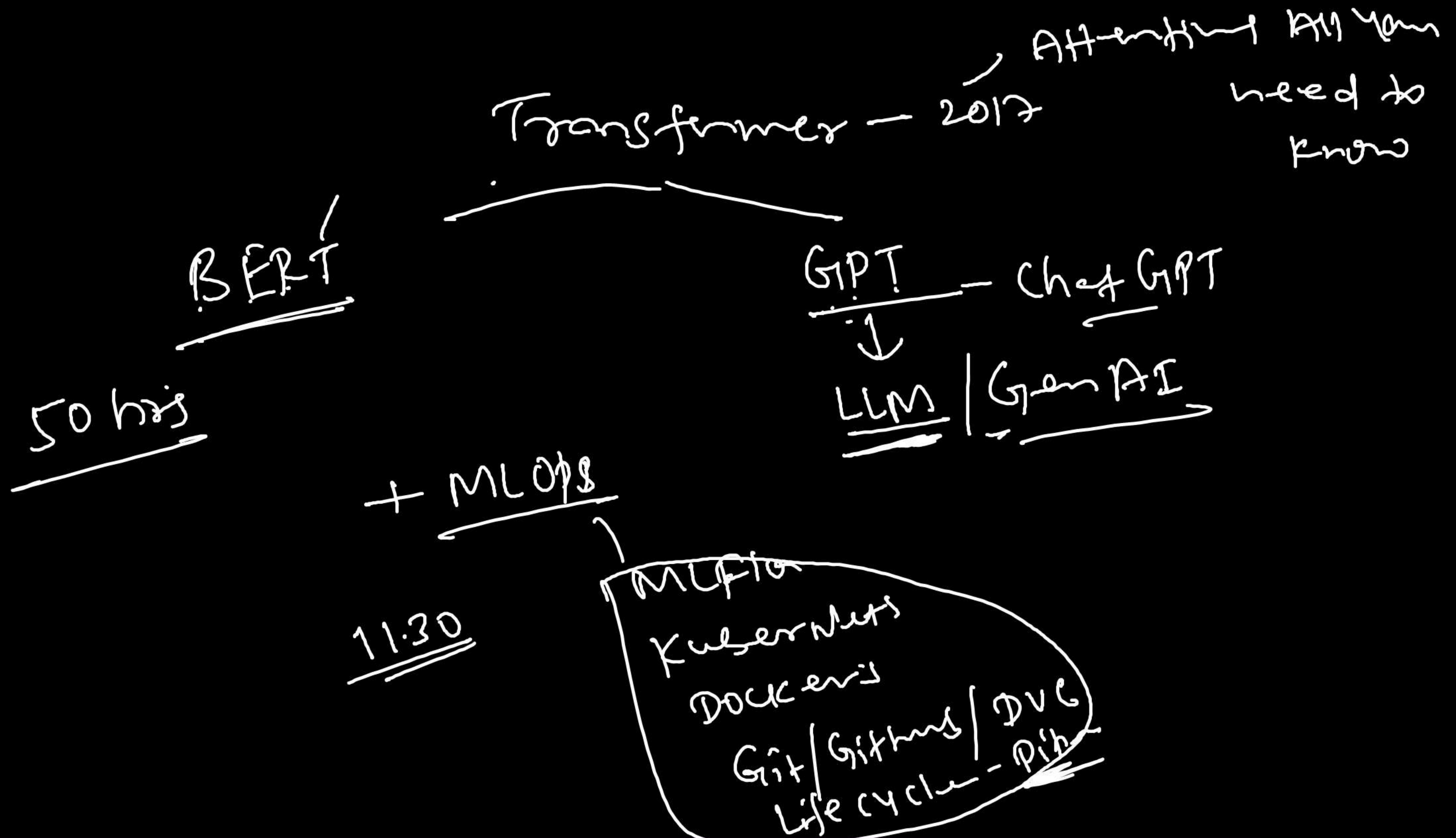
RNN - 30, 50-l.

Tensorflow
+ keras

Metakg Pytorch - LLM

Prof Geoffrey Hinton - Father of modern
Deep Learning

→ 2006 - Backpropagation



Add & Subtraction matrix

$$\begin{bmatrix} 3 & 1 & 6 \\ 4 & 2 & 1 \\ 5 & 3 & 5 \end{bmatrix} + \begin{bmatrix} 1 & 3 & 1 \\ 2 & 2 & 1 \\ 3 & 1 & 1 \end{bmatrix} = \begin{bmatrix} 4 & 4 & 7 \\ 6 & 4 & 2 \\ 8 & 4 & 6 \end{bmatrix}$$

multiplication matrix

$$\begin{bmatrix} 1 & 4 \\ 2 & 5 \\ 3 & 6 \end{bmatrix}_{3 \times 2} * 2 = \begin{bmatrix} 1 * 2 \\ 2 * 2 \\ 3 * 2 \end{bmatrix}$$

$$\begin{bmatrix} 4 * 2 \\ 5 * 2 \\ 6 * 2 \end{bmatrix}_{3 \times 2} = \begin{bmatrix} 2 & 8 \\ 4 & 10 \\ 6 & 12 \end{bmatrix}_{3 \times 2}$$

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}_{2 \times 3} \begin{bmatrix} 1 & 2 \\ 3 & 4 \\ 5 & 6 \end{bmatrix}_{3 \times 2} = \begin{bmatrix} a & c \\ b & d \end{bmatrix}_{2 \times 2}$$

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}_{2 \times 3} * \begin{bmatrix} 1 & 3 & 5 \\ 2 & 4 & 6 \end{bmatrix}_{2 \times 3}$$

→ Transpose

$$\begin{bmatrix} 1 & 4 \\ 2 & 5 \\ 3 & 6 \end{bmatrix} * \begin{bmatrix} 1 & 3 & 5 \\ 2 & 4 & 6 \end{bmatrix} = \begin{bmatrix} a & c \\ b & d \\ e & f \end{bmatrix}_{3 \times 3}$$

dot product



👋 Gunanidhi Mohanty + 1 other raised hands ✕

Remaining - optimization
f
hyperparam

zm Webinar Chat

it ir ReLU

ReLU

Usha Kumari to Hosts and panelists

UK yes sir

rashmi to Hosts and panelists

R early stopping

ok

Usha Kumari to Hosts and panelists

UK chain rule

yes sir

Santoshkumar Pandit to Hosts and panelists

SP Sir please share book for DL and it's related topics

sure Sir thank you

PRAMOD K. to Hosts and panelists

PK Thank you sir..

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To: Hosts and panelists

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