## layers

## February 2, 2023

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[]: # %load layers.py
    import numpy as np
    import pdb
    def affine_forward(x, w, b):
      Computes the forward pass for an affine (fully-connected) layer.
      The input x has shape (N, d_1, \ldots, d_k) and contains a minibatch of N
      examples, where each example x[i] has shape (d_1, \ldots, d_k). We will
      reshape each input into a vector of dimension D = d_1 * ... * d_k, and
      then transform it to an output vector of dimension M.
      Inputs:
      -x: A numpy array containing input data, of shape (N, d_1, \ldots, d_k)
      - w: A numpy array of weights, of shape (D, M)
      - b: A numpy array of biases, of shape (M,)
      Returns a tuple of:
      - out: output, of shape (N, M)
      - cache: (x, w, b)
      11 11 11
      # ----- #
      # YOUR CODE HERE:
      # Calculate the output of the forward pass. Notice the dimensions
        of w are D x M, which is the transpose of what we did in earlier
         assignments.
      num_inputs = x.shape[0]
      input_shape = x.shape[1:]
      input_size = np.prod(input_shape)
      x_reshape = x.reshape(num_inputs, input_size)
      out = np.dot(x_reshape, w) + b
```

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pass
 # ----- #
 # END YOUR CODE HERE
 # ----- #
 cache = (x, w, b)
 return out, cache
def affine backward(dout, cache):
 Computes the backward pass for an affine layer.
 Inputs:
 - dout: Upstream derivative, of shape (N, M)
 - cache: Tuple of:
   - x: Input data, of shape (N, d_1, \ldots, d_k)
   - w: Weights, of shape (D, M)
 Returns a tuple of:
 - dx: Gradient with respect to x, of shape (N, d1, \ldots, d_k)
 - dw: Gradient with respect to w, of shape (D, M)
 - db: Gradient with respect to b, of shape (M,)
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 x, w, b = cache
 dx, dw, db = None, None, None
 # YOUR CODE HERE:
 # Calculate the gradients for the backward pass.
 # ----- #
 # dout is N x M
 # dx should be N x d1 x ... x dk; it relates to dout through multiplication
 \rightarrow with w, which is D x M
 # dw should be D x M; it relates to dout through multiplication with x, which \Box
 \hookrightarrow is N x D after reshaping
 # db should be M; it is just the sum over dout examples
 num_inputs = x.shape[0]
 input_shape = x.shape[1:]
 input_size = np.prod(input_shape)
 x_reshape = x.reshape(num_inputs, input_size)
 x_shape = x.shape
 db = np.sum(dout, axis = 0)
 dx = np.dot(dout, w.T).reshape(x_shape)
 dw = np.dot(x_reshape.T,dout)
```

```
pass
 # ----- #
 # END YOUR CODE HERE
 # ----- #
 return dx, dw, db
def relu forward(x):
 Computes the forward pass for a layer of rectified linear units (ReLUs).
 Input:
 - x: Inputs, of any shape
 Returns a tuple of:
 - out: Output, of the same shape as x
 - cache: x
 # ----- #
 # YOUR CODE HERE:
 # Implement the ReLU forward pass.
 # ----- #
 out = np.maximum(x,0)
 pass
 # ----- #
 # END YOUR CODE HERE
 # ----- #
 cache = x
 return out, cache
def relu_backward(dout, cache):
 Computes the backward pass for a layer of rectified linear units (ReLUs).
 Input:
 - dout: Upstream derivatives, of any shape
 - cache: Input x, of same shape as dout
 Returns:
 - dx: Gradient with respect to x
 x = cache
 # ------ #
```

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# YOUR CODE HERE:
 # Implement the ReLU backward pass
 # ----- #
 x[x<0] = 0
 x[x>0] = 1
 dx = np.multiply(x,dout)
 # ReLU directs linearly to those > 0
 pass
 # ----- #
 # END YOUR CODE HERE
 return dx
def softmax_loss(x, y):
 Computes the loss and gradient for softmax classification.
 Inputs:
 - x: Input data, of shape (N, C) where x[i, j] is the score for the jth class
   for the ith input.
 - y: Vector of labels, of shape (N,) where y[i] is the label for x[i] and
   0 \le y[i] < C
 Returns a tuple of:
 - loss: Scalar giving the loss
 - dx: Gradient of the loss with respect to x
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 probs = np.exp(x - np.max(x, axis=1, keepdims=True))
 probs /= np.sum(probs, axis=1, keepdims=True)
 N = x.shape[0]
 loss = -np.sum(np.log(probs[np.arange(N), y])) / N
 dx = probs.copy()
 dx[np.arange(N), y] = 1
 dx /= N
 return loss, dx
```