farameters:

May Ply .... 25, Plb)

hyperparameters

Optimization olgorithm;

Pearning rate & / learning rate decay # derations

mini batch size

regularization javameles &/ Reeyel (drepout) nelworks :

# hidden layers

# hidden whils in each layer

\* choice of actuation fundions

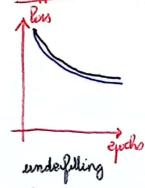
\* the variance of w [2] when initializing

## Regularization techniques

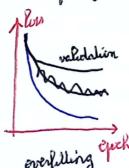
- · normal regularization
- . drejout
- . etala augmentation
- · early stoffing
- \* batch normalization
- # bagging

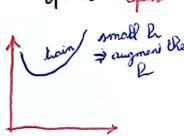
Affinant make ne at flot con function of # idealine changing a value of a hyperprometer ⇒applied ML is a highly iterative paces Idea

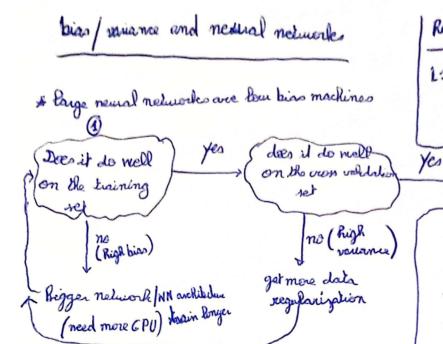
dayrenhouse











\* a large neural network will usually do as well or beller than a small one so long as sogulargation is chosen coveredly

Repor Bias Variance tradeoff"

the don't have as many but to reduce bias without affecting variance (and vice verea) in ML algorithms

but in modern higolala era:

- 1/ training bigger network almost soduces bias 'nullout husling your variance as you regularize
- 2) gelling more data always reduces variance without Rucking biss
- I me don't have necessarily to gue attention to the hadeoff

# Regularized MNIST medel

11 = Dense (25, aduation = rolling

Kernel regularizer = L2 (0,01)

to have an idea about bias and variance of our model

- \* Lain sel even
- # der ret ever

example &

hain sel expr : 1% Park sel even: 11/2

> high variance

enemple 2

bain sel ever : 15% Just set even: 10%

me suppose human even in this field

- liain ever > human ever => underfilling (high bias)

example 3

train rel erron: 15%

led set even : 30%

Ruman error: 2%

=> Righ beas brigh variance (lost ever > hair a

exampleh

lisin ever: \$ .5% lest ever : 1%

$$3(w,b) = \frac{1}{m} \sum_{i=1}^{m} \mathcal{Z}(\hat{y}^{(i)}, y^{(i)}) + \underbrace{2m}$$

$$||w||_{2}^{2} = \sum_{j=1}^{n} w_{j}^{2} = w^{T}w$$

$$||w||_{2}^{2} = \frac{1}{m} \sum_{i=1}^{n} w_{j}^{2} = w^{T}w$$

L1: regularyation:  $\frac{\lambda}{m} ||w||_1 = \frac{\lambda}{m} \sum_{i=1}^{n} |w|$   $\Rightarrow w$  will be sparse (a let of zeros)

A Le: regularden is much more used it is a weight decay

NN  $\frac{1}{2} \left( w^{[i]}, b^{[i]}, \dots, w^{[L]}, b^{[L]} \right) \\
= \frac{1}{m} \sum_{i=1}^{m} \mathcal{L}(\hat{g}^{(i)}, g^{(i)})_{+} \frac{1}{2m} \sum_{P=1}^{L} ||w^{[P]}||^{2} \\
||w^{[P]}||_{F} = \sum_{i=1}^{m} \sum_{j=1}^{m} \left( w_{ij}^{[P]} \right)^{2} \\
\text{nerome de Erdenus}$ 

W[P] : (n[P], n[P-1])

relling | w [2] | ~ 6 et dene w ~0

including the empact of some Mercons

included network

if is very big ⇒ very very remptor NN ⇒ (underfelling)

if I warmall & overfilling

⇒ mi ned to change I leget the best parmeter

#### will dropoul

#### Burthagolymaan

during training: a preentage of the fentures mere set to 0

during terting: all newcons are used

=> the model during testing is more robust and can Read to Righer testing accuracies.

1 sel a certain pulability of eliminating a nede in a newal network

we get a smaller NN

but we need to fix this polality

How to implement disjout noth "invaled disjout" etherhale neith layer 3; keeppel = 0,8 13 = np. random. rand (a3. stage[0], a3. stage[1]) ( keepped

a3 = Map. mullyly (a3,d3)

a3 1= Reeppor

if me have a total of 50 units 10 were shall off Z[4] = w [4] a[3] + b[4] 20% of these elements yrere =0

1 8 0.8

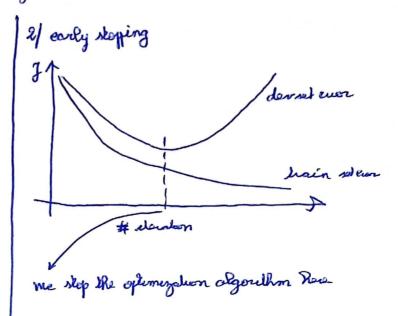
if me have all of newors in a layer => more rish of overfilling > we there a light keeped (0.5)

else me Asse a Righ Reeped (0.9,0.9, s.o)

if me have only one newer in a lager: chese 1.0

### other regularyation methods

1/ data augmentation add extra fake haining examples applying relations, gooming adding distersions

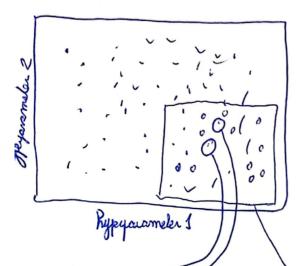


### Ryperguamolar tuning

1/ use a great for the Rypyanmolon

If but in deep bearing by transform where endered of using a grid.

3/ cearse to fine



suppor ree find the best wall are rehen toward

in'd

appropriate scale for Rypeyarameters
of:  $\Gamma = -4 \times \text{np. random. rand}() \sim [-4, 0]$ of = 10°

B: exporantially weighted averages hyperpront