

Setting up your optimization problem

Gradient Checking

Gradient check for a neural network

This is Done so we can I error from gradients calculated

Take $W^{[1]}$, $b^{[1]}$, ..., $W^{[L]}$, $b^{[L]}$ and reshape into a big vector θ .

This is a $J(W^{(1)},b^{(1)},W^{(2)},b^{(2)},W^{(3)},b^{(3)},...,W^{(1)},b^{(1)})=J(0)$ This is a $J(W^{(1)},b^{(1)},W^{(2)},b^{(2)},W^{(3)},b^{(3)},...,W^{(1)},b^{(1)})=J(0)$ Therefore vector all of there vector

Take $dW^{[1]}$, $db^{[1]}$, ..., $dW^{[L]}$, $db^{[L]}$ and reshape into a big vector $d\theta$.

Big Question

Is do the gradient of J(0)?

Gradient checking (Grad check) 7(6) - 7(6, 6, 6, ...)

for each i: i^{th} component of G [the level of W] $d\Theta_{approx}[i] = J(O_1,O_2...O_i+\epsilon_1....) - J(O_1,O_2,...O_i-\epsilon_1...)$ $2 \in \mathbb{Z}$ $2 \in \mathbb{Z}$

Also $dO[i] = \frac{\partial J}{\partial G}$ (By traditional calculus)

Shat we hope is

do(i) = do approx[i]

Now to check if they are approx equal?

Take Euclidean dist & normalize by Size of vectors

Blah = \frac{\| d\Theta_{\text{approx}} - d\Theta_{\text{\general}} \}{\| d\Theta_{\text{approx}} \| \| d\Theta_{\text{\general}} \}{\| d\Theta_{\text{\general}} \} \} \frac{\| \size \text{g} \text{ vectors}}{\| \left(d\Theta_{\text{approx}} \| \| \| d\Theta_{\text{\general}} \} \]

Shat is the role of normalizing by length?

The Endident dist is large/small, the denominator Scales it Accordingly to small/large (Respectively)

J in the calculation

& suppose Blah = 10⁻⁷, then no error

If Blah = 10⁻⁵, double check components

g 6, none of them

should be too large,

y large, then persiste bug

If Blah = 10⁻³, there is a bug

will have to track down which one

made it large



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Gradient Checking implementation notes

Gradient checking implementation notes

- Don't use in training – only to debug

- If algorithm fails grad check, look at components to try to identify bug.

Took at values of the 1"

do approx & do, say for layer 5, we see large diff

then look at decomposition of 0

The look at decomposition of 0

Evectorized (w) + vectorized (b) [In this case, for layer 5]

So if the large diff is being caused by the "b" component

look into how "b" is calculated

[0:1,0:1,"

- Remember regularization.

So if the large diff is being caused by the b component look into how "b" is calculated by the b component look into how "b" is calculated by the b component look into how "b" is calculated by the b component look into how "b" is calculated by the b component look into how "b" is calculated by the b component look into how "b" is calculated by the b component look into how "b" is calculated by the b component look into how "b" is calculated by the b component look into how "b" is calculated by the b component look into how "b" is calculated by the body said to be part by part by part by part by part by the large difference in the large difference is not consistent.

To be sometiment look into how "b" is calculated by the body said look into how said look

- Run at random initialization; perhaps again after some training.