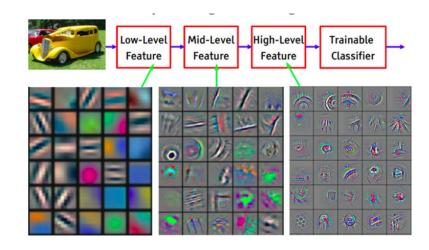
# Residual Networks Outline

by Alexander Kowsik

## Introduction/Motivation

- layers learn increasingly abstract features
- o idea: more layers = better performance
- o problem: vanishing/exploding gradients → at some point, networks not trainable anymore (25+ layer) → error rate increases
- o solution: ResNets

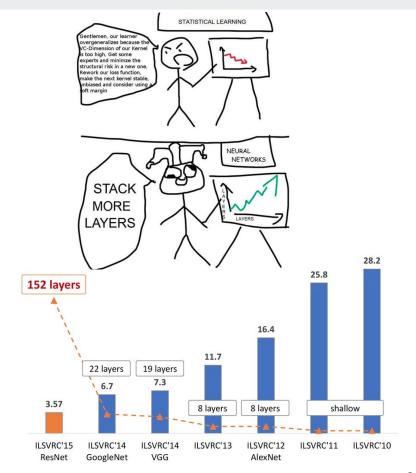
- o allows training for DEEP networks (up to 2000 layers)
- o main idea: skip connections
- o skip connections can be identity function
- o rough idea: if layer hurts performance: "skip" it



## Introduction/Motivation

- layers learn increasingly abstract features
- o idea: more layers = better performance
- problem: vanishing/exploding gradients → at some point, networks not trainable anymore (25+ layer) → error rate increases
- solution: ResNets

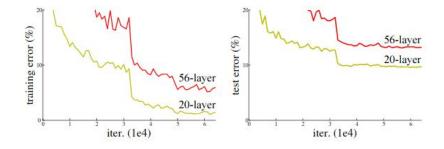
- o allows training for DEEP networks (up to 2000 layers)
- o main idea: skip connections
- o skip connections can be identity function
- o rough idea: if layer hurts performance: "skip" it



## Introduction/Motivation

- o layers learn increasingly abstract features
- o idea: more layers = better performance
- problem: vanishing/exploding gradients → at some point, networks not trainable anymore (25+ layer) → error rate increases
- solution: ResNets

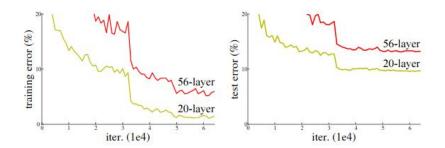
- o allows training for DEEP networks (up to 2000 layers)
- o main idea: skip connections
- o skip connections can be identity function
- o rough idea: if layer hurts performance: "skip" it

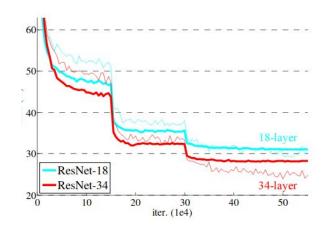


#### Introduction/Motivation

- layers learn increasingly abstract features
- o idea: more layers = better performance
- problem: vanishing/exploding gradients → at some point, networks not trainable anymore (25+ layer) → error rate increases
- solution: ResNets

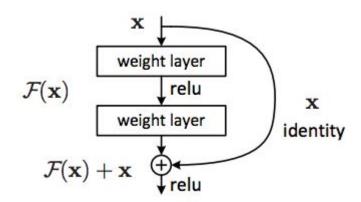
- o allows training for DEEP networks (up to 2000 layers)
- o main idea: skip connections
- skip connections can be identity function
- o rough idea: if layer hurts performance: "skip" it





- Introduction/Motivation
  - layers learn increasingly abstract features
  - o idea: more layers = better performance
  - problem: vanishing/exploding gradients → at some point, networks not trainable anymore (25+ layer) → error rate increases
  - solution: ResNets

- o allows training for DEEP networks (up to 2000 layers)
- o main idea: skip connections
- skip connections can be identity function
- o rough idea: if layer hurts performance: "skip" it

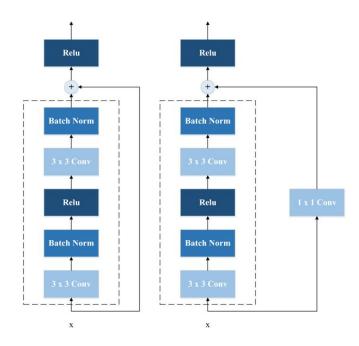


### Structure/Variants

- structure in detail (ReLU before/after skip connection, ...)
- skip distances
- dimension differences + solutions: 1x1 convolutions, padding, pooling, ...
- o different network architectures (HighwayNets, DenseNets, ...)

#### ResNets Internals

- Forward propagation
- Backprop
- Training of ResNets: Gradient Descent, ...
- advantages/disadvantages/performances
- Summary/Conclusion



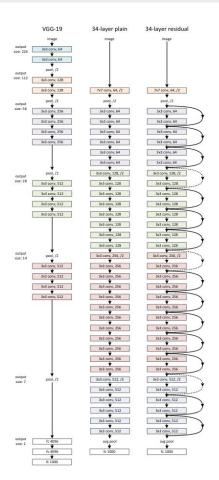
## Structure/Variants

- structure in detail (ReLU before/after skip connection, ...)
- skip distances
- dimension differences + solutions: 1x1 convolutions, padding, pooling, ...
- o different network architectures (HighwayNets, DenseNets, ...)

#### ResNets Internals

- Forward propagation
- Backprop
- Training of ResNets: Gradient Descent, ...
- advantages/disadvantages/performances

## Summary/Conclusion



- Structure/Variants
  - structure in detail (ReLU before/after skip connection, ...)
  - skip distances
  - dimension differences + solutions: 1x1 convolutions, padding, pooling, ...
  - o different network architectures (HighwayNets, DenseNets, ...)

### ResNets Internals

- Forward propagation
- Backprop
- o Training of ResNets: Gradient Descent, ...
- advantages/disadvantages/performances
- Summary/Conclusion

During backpropagation learning for the normal path

$$\Delta w^{\ell-1,\ell} := -\eta rac{\partial E^\ell}{\partial w^{\ell-1,\ell}} = -\eta a^{\ell-1} \cdot \delta^\ell$$

and for the skip paths (nearly identical)

$$\Delta w^{\ell-2,\ell} := -\eta rac{\partial E^\ell}{\partial w^{\ell-2,\ell}} = -\eta a^{\ell-2} \cdot \delta^\ell.$$

## Structure of the site

- site will be built with pandoc
- video at the top (kdenlive?)
  - o slides with powerpoint
  - o presentation of the topic
- rest of site: topic in detail
  - written elaboration
  - supportive graphics and diagrams (maybe animations or interactive elements if possible)
  - o goal: something similar to distill.pub articles

#### Hello World

#### Second headline

Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam et justo duo dolores et ea rebum. Stet clita kasd gubergren, no sea takimata sanctus est Lorem ipsum dolor sit amet. Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam et justo duo dolores et ae rebum. Stet clita kasd gubergren, no sea takimata sanctus est Lorem ipsum dolor sit amet.



....