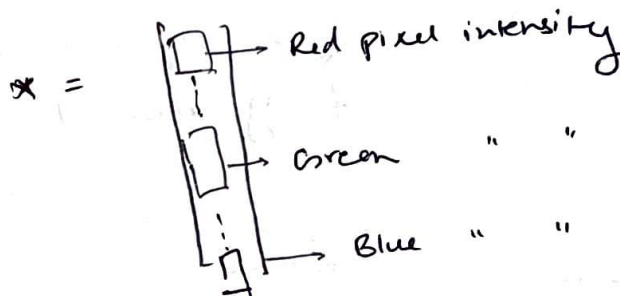
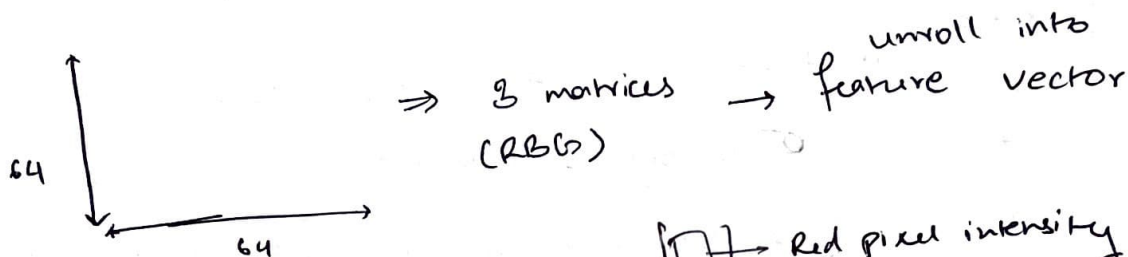


THROUGHOUT THESE NOTES, I'M USING SUBSCRIPT WHERE ANDREW IS USING SUPERScript ~~can~~ coz IM RACIST, ALSO, COPYRIGHT.

## CNN NOTES

Binary Classification

Eg: Image  $\rightarrow$  1 (cat) vs 0 (non cat)



Dimensions of  $x$ :

$$(64 \times 64 \times 3) \times 1 \Rightarrow 12288 \times 1$$

$$n = n_x = 12288$$

$$(x, y) \Rightarrow x \in \mathbb{R}^{n_x}, y \in \{0, 1\}$$

$n$  training examples:  $(x^1, y^1), (x^2, y^2), \dots, (x^m, y^m)$

$n_{\text{train}}, n_{\text{test}}$

Now define

$$X = \begin{bmatrix} | & | & | & | \\ x_1 & x_2 & x_3 & \dots & x_m \\ | & | & | & | \end{bmatrix}$$

$\xleftarrow{n}$  no. of training examples

$n_x$  matrix  $X$  is just all training examples stacked up in rows

$$y = [y^1, y^2, \dots, y^m]$$

$$X = \mathbb{R}^{n_x \times m}$$

$$y = \mathbb{R}^{1 \times m}$$

## Logistic Regression

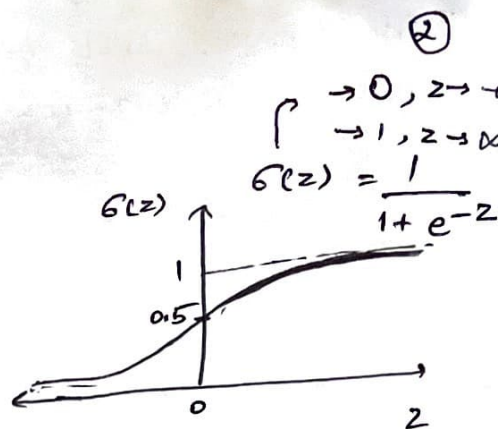
Given:  $x$ , you want  $\hat{y} = P(y=1|x)$

$x \in \mathbb{R}^{n_x}$  parameters:  $w \in \mathbb{R}^{n_x}$ ,  $b \in \mathbb{R}$

Output  $\hat{y} = \underbrace{w^T x + b}$  but this not have range  $(0,1)$ .

$\Rightarrow \hat{y} = \sigma(w^T x + b)$   $\sigma \rightarrow$  sigmoid function

Our task is to have good  $w$  and  $b$  so that  $\hat{y}$  is a very good estimation of  $y$  being 1



~~Logistic~~ Logistic Regression Cost Function.

Given:  $\{(x_1, y_1), \dots, (x_m, y_m)\}$  we want  $\hat{y}_i \approx y_i$

Loss (error) Function:

$L(\hat{y}, y) = \frac{1}{2} (\hat{y} - y)^2$  is reasonable but gradient descent goes bonkers.

$$L(\hat{y}, y) = - (y \log \hat{y} + (1-y) \log(1-\hat{y}))$$

If  $y=1$ :  $L(\hat{y}, y) = -\log \hat{y}$ . You want small loss function so large  $\hat{y}$ :  $\hat{y} \rightarrow 1$

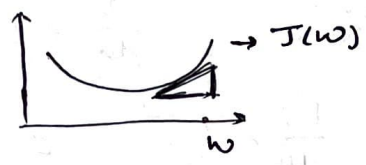
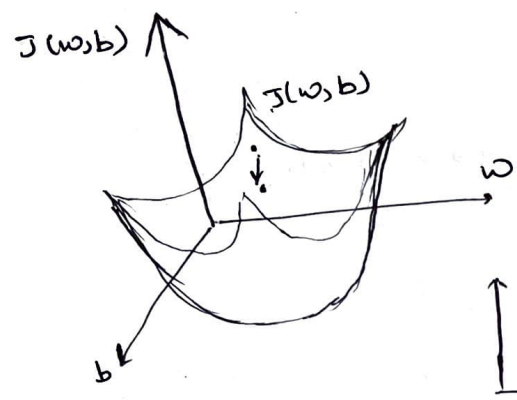
If  $y=0$ :  $L(\hat{y}, y) = -\log(1-\hat{y}) \rightarrow \hat{y}$  small, i.e.  $\hat{y} \rightarrow 0$

Cost function:  $J(w, b) = \frac{1}{m} \sum_{i=1}^m L(\hat{y}_i, y_i) = \frac{1}{m} \sum_{i=1}^m (y_i \log \hat{y}_i + (1-y_i) \log(1-\hat{y}_i))$

Now we need to find suitable  $w, b$  which minimizes value of cost function  $J(w, b)$ .

Gradient Descent:

Gradient descent takes a random  $w, b$  and in iterations, moves in the steepest downward slope available.



Repeat {  
 $w := w - \kappa \frac{dJ(w)}{dw}$  }  
~~repeat~~

Basically the intuition is just to keep approaching minima.

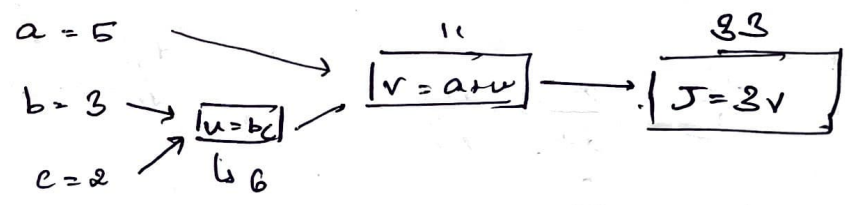
Then he explains derivatives for 17 minutes because American students are dumb

Computation Graph

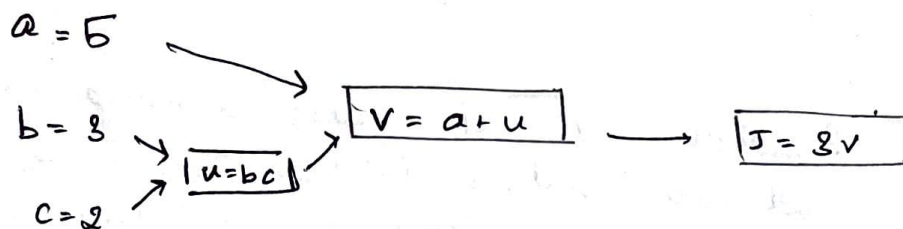
$$J(a, b, c) = g(a + bc)$$

$\underbrace{\quad}_{u} \xrightarrow{g} \underbrace{\quad}_{J}$

$$u = bc \quad v = a + u \quad J = g(v)$$



COMPUTATION GRAPH: L → R gets output  
 You can go BACKWARD to GET DERIVATIVE.



To find  $\frac{dJ}{da}$ ,  $\frac{dJ}{db}$ ,  $\frac{dJ}{dc}$  ... use chain rule,

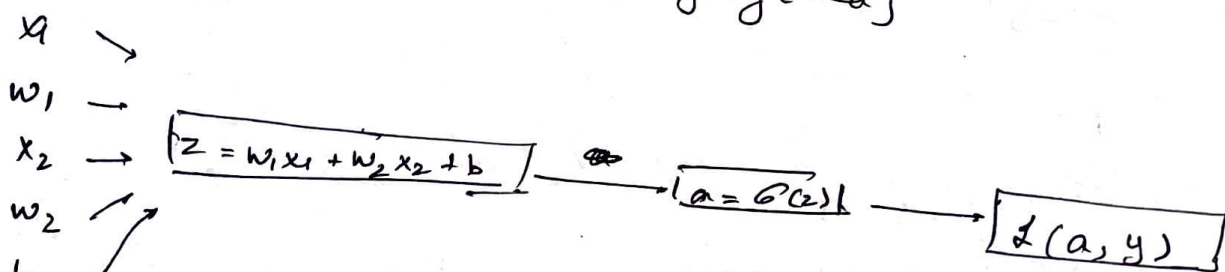
No reverse and find  $\frac{dJ}{dv} \times \frac{dv}{da} \rightarrow 1$   $\therefore \frac{dJ}{da} = 3$

Similarly  $\frac{dJ}{du} = 3$   $\therefore \frac{dJ}{db} = \frac{dJ}{du} \times \frac{du}{db} = 3c$

Logistic Regression Gradient Descent.

$\hat{y} = a$

$L(a, y) = - (y \log a + (1-y) \log (1-a))$



$\frac{dL}{dz} = \frac{dL}{da} \times \frac{da}{dz}$

$\frac{dL}{da} = -\frac{y}{a} + \frac{1-y}{1-a}$

$b = a - y$

$\frac{dL}{dw_1} = x_1 \frac{dL}{dz}$  ;  $\frac{dL}{dw_2} = x_2 \frac{dL}{dz}$  ;  $\frac{dL}{db} = \frac{dL}{dz}$   
 "dw<sub>1</sub>" ; "dw<sub>2</sub>" ; "db"

$w_1 = w_1 - \alpha dw_1$   
 $w_2 = w_2 - \alpha dw_2$   
 $b = b - \alpha db$

Gradient descent on  $m$  examples:

$$J(w, b) = \frac{1}{m} \sum_{i=1}^m \mathcal{L}(a_i, y_i)$$

$$a_i = \hat{y}_i = \sigma(z_i) = \sigma(w^T x_i + b)$$

$$\frac{\partial}{\partial w_i} J(w, b) = \frac{1}{m} \sum_{i=1}^m \underbrace{\frac{\partial}{\partial w_i} \mathcal{L}(a_i, y_i)}_{dw_i \rightarrow (x_i, y_i)}$$

for  $i = 1$  to  $m$

$$z_i = w^T x_i + b$$

$$a_i = \sigma(z_i)$$

$$J \leftarrow - [y_i \log a_i + (1 - y_i) \log(1 - a_i)]$$

$$\frac{dJ}{dz_i} = a_i - y_i$$

$$\frac{dJ}{dw_1} \leftarrow x_{1i} dz_i \quad \text{for } n=2 \quad \frac{dJ}{dw_2} \leftarrow x_{2i} dz_i \quad db \leftarrow dz_i$$

...  $dw_n$

$$w_1 = w_1 - \alpha \frac{dJ}{dw_1} \quad ; \quad w_2 = w_2 - \alpha \frac{dJ}{dw_2} \quad ; \quad w_3 = w_3 - \alpha \frac{dJ}{dw_3}$$



## Vectorization

$$z = w^T x + b$$

fe

6 ✓

8f -

2

## Vectorizing Logistic Regression.

Training examples

$$z_1 = w^T x_1 + b$$

$$z_2 = w^T x_2 + b$$

$$z_3 = w^T x_3 + b$$

$$a_1 = \sigma(z_1)$$

$$a_2 = \sigma(z_2)$$

$$a_3 = \sigma(z_3)$$

$$X = \begin{bmatrix} x_1 & x_2 & \dots & x_m \\ 1 & 1 & \dots & 1 \end{bmatrix} \quad (n \times m)$$

$$[z_1 z_2 \dots z_m] = w^T X + [b \ b \ b \dots b]_{1 \times m}$$

$$Z \rightarrow [z_1 z_2 \dots z_m] = [w^T x_1 + b \ w^T x_2 + b \dots w^T x_m + b]$$

$$Z = \text{np.dot}(w \cdot T, X) + b \rightarrow \text{makes an appropriate matrix with all elements } b.$$

$$A = [a_1 \ a_2 \ \dots \ a_m] = \sigma(Z)$$

⑦

$$dz_1 = a_1 - y_1 \quad dz_2 = a_2 - y_2 \quad \dots$$

$$dz = [dz_1 \ dz_2 \ \dots \ dz_m] \quad 1 \times m.$$

$$A = [a_1 \ \dots \ a_m] \quad Y = [y_1 \ \dots \ y_m].$$

$$dz = A - Y = [a_1 - y_1 \ a_2 - y_2 \ \dots \ a_m - y_m]$$

Removed  
first for loop.

$$dw = 0$$

$$dw += x_1 dz_1$$

$$dw += x_2 dz_2$$

⋮

$$dw += m$$

$$db = 0$$

$$db += dz_1$$

$$db += dz_2$$

⋮

$$db += m.$$

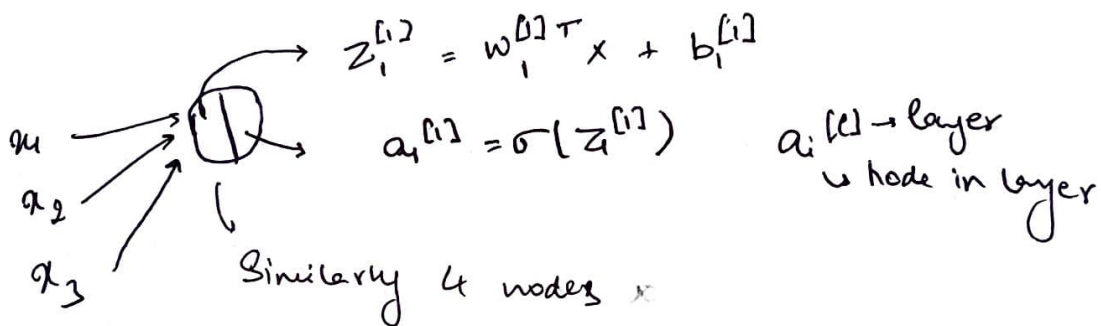
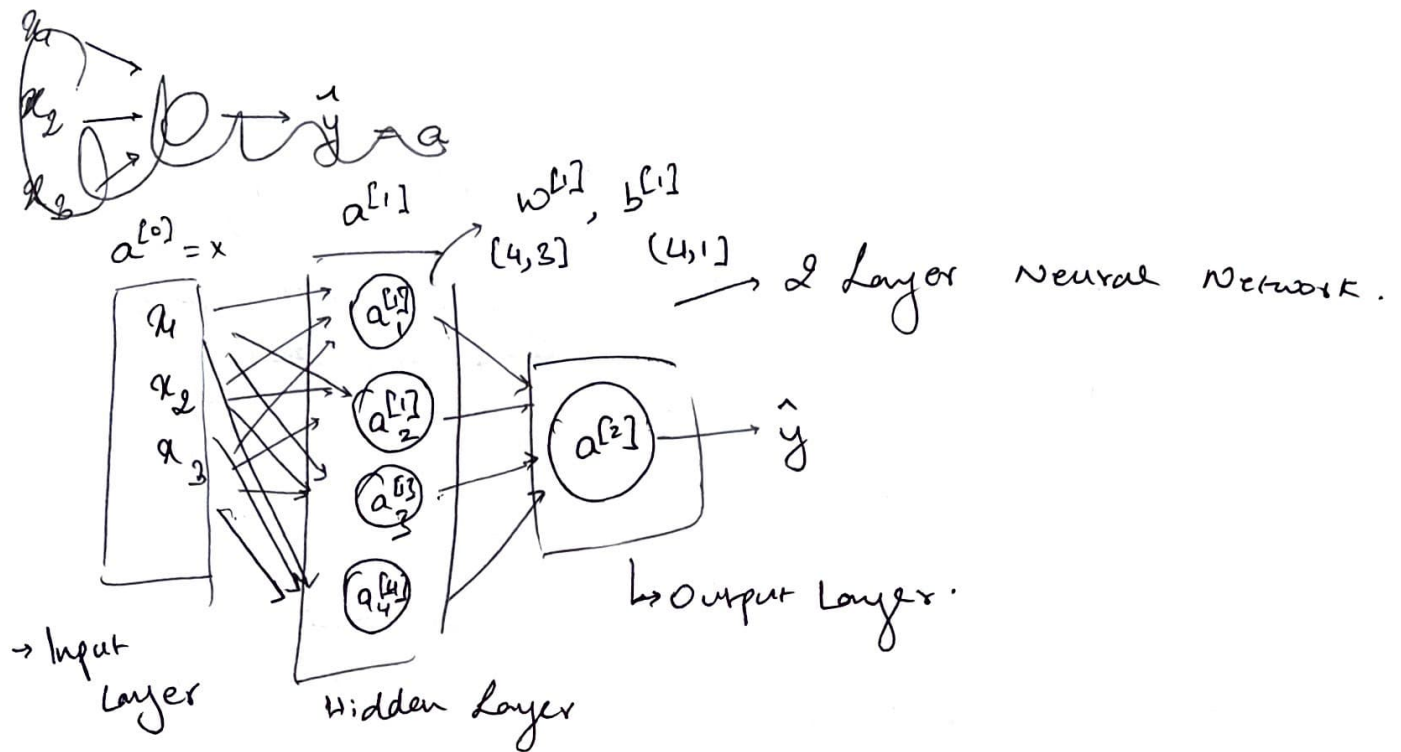
$$db = \frac{1}{m} \sum_{i=1}^m dz_i = \frac{1}{m} \text{wp.sum}(dz)$$

$$dw = \frac{1}{m} x dz^T$$

$$= \frac{1}{m} [x_1 dz_1 + \dots + x_m dz_m]$$

I

What are Neural Networks?



$$\begin{aligned} z_1^{[1]} &= (w_1^{[1]})^T x + b_1^{[1]}, & a_1^{[1]} &= \sigma(z_1^{[1]}) \\ z_2^{[1]} &= (w_2^{[1]})^T x + b_2^{[1]}, & a_2^{[1]} &= \sigma(z_2^{[1]}) \\ z_3^{[1]} &= (w_3^{[1]})^T x + b_3^{[1]}, & a_3^{[1]} &= \sigma(z_3^{[1]}) \\ z_4^{[1]} &= (w_4^{[1]})^T x + b_4^{[1]}, & a_4^{[1]} &= \sigma(z_4^{[1]}) \end{aligned}$$

writing a for loop here is inefficient.

$$\begin{bmatrix} - & w_1^{[1]T} & - \\ - & w_2^{[1]T} & - \\ - & w_3^{[1]T} & - \\ - & w_4^{[1]T} & - \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} + \begin{bmatrix} b_1^{[1]} \\ b_2^{[1]} \\ b_3^{[1]} \\ b_4^{[1]} \end{bmatrix} = \begin{bmatrix} z_1^{[1]} \\ z_2^{[1]} \\ z_3^{[1]} \\ z_4^{[1]} \end{bmatrix}$$



II

$$a^{[1]} = \begin{bmatrix} a_1^{[1]} \\ a_2^{[1]} \\ a_3^{[1]} \\ a_4^{[1]} \end{bmatrix} = \sigma(z^{[1]})$$

→ Given input  $x$

$$z^{[1]} = w^{[1]} \underset{x}{a^{[0]}} + b^{[1]} \quad a^{[1]} = \sigma(z^{[1]})$$

$$a^{[1]} = \sigma(z^{[1]}) ; \quad z^{[2]} = w^{[2]} a^{[1]} + b^{[2]} \\ a^{[2]} = \sigma(z^{[2]})$$

Multiple ~~example~~ training examples.

$$\begin{array}{ccc} x & \longrightarrow & a^{[2]} = \hat{y} \\ x^{(1)} & \longrightarrow & a^{[2]}(1) = \hat{y}^{(1)} \\ \vdots & & \vdots \\ x^{(m)} & \longrightarrow & a^{[2]}(m) = \hat{y}^{(m)} \end{array} \quad \left. \vphantom{\begin{array}{ccc} x & \longrightarrow & a^{[2]} = \hat{y} \\ x^{(1)} & \longrightarrow & a^{[2]}(1) = \hat{y}^{(1)} \\ \vdots & & \vdots \\ x^{(m)} & \longrightarrow & a^{[2]}(m) = \hat{y}^{(m)} \end{array}} \right\} m \text{ training examples.}$$

For  $i = 1$  to  $m$

$$\left. \begin{array}{l} z^{[1]}(i) = w^{[1]} x^i + b^{[1]} \\ a^{[1]}(i) = \sigma(z^{[1]}(i)) \\ z^{[2]}(i) = w^{[2]} a^{[1]}(i) + b^{[2]} \\ a^{[2]}(i) = \sigma(z^{[2]}(i)) \end{array} \right\} \text{add } (i) \text{ to all training examples.}$$

$$X = \begin{bmatrix} | & | & & | \\ x_1 & x_2 & \dots & x_m \\ | & | & & | \end{bmatrix} (n_x, m) \quad \begin{array}{l} z^{[1]} = w^{[1]} X + b^{[1]} \\ A^{[1]} = \sigma(z^{[1]}) \end{array}$$

$$Z^{[2]} = \begin{bmatrix} | & | & & | \\ z^{[2]}(1) & z^{[2]}(2) & \dots & z^{[2]}(m) \\ | & | & & | \end{bmatrix} \quad \begin{array}{l} z^{[2]} = w^{[2]} A^{[1]} + b^{[2]} \\ A^{[2]} = \sigma(z^{[2]}) \end{array}$$

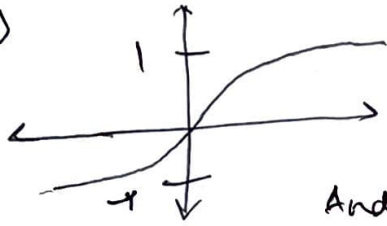
$$A^{[1]} = \begin{bmatrix} | & | & & | \\ a^{[1]}(1) & a^{[1]}(2) & \dots & a^{[1]}(m) \\ | & | & & | \end{bmatrix}$$

## Activation function:

$$\ln a = \sigma(z) \quad \sigma(z) = \frac{1}{1 + e^{-z}}$$

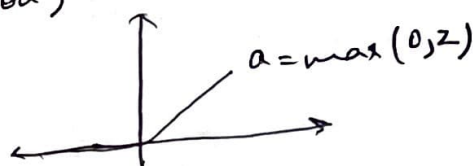
Sigmoid here is called the activation function.

## More activation functions:

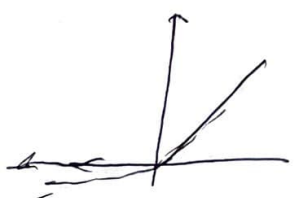
1)   $a = \tanh(z) = \frac{e^z - e^{-z}}{e^z + e^{-z}}$  : generally much better so that  $\cos$  mean = 0

Andrew loves tanh and says it is much more superior except in finite layers as sigmoid fn can be interpreted as a probability.

2) Rectified Linear unit (ReLU function)



→ Generally: In Binary <sup>classification</sup> systems, sigmoid is preferred. and if you don't know what to do, use ReLU.

 } → Leaky ReLU ( $a = \max(0.01z, z)$  or  $(0.001z, z)$ ) you get the hint.

# IV

Gradient descent for neural networks:

Parameters:  $w^{[1]}, b^{[1]}, w^{[2]}, b^{[2]}$   $n_x = n^{[0]}, n^{[1]}, n^{[2]} = 1$

$\downarrow$   $\downarrow$   $\downarrow$   
 $[n^{[1]}, n^{[0]}]$   $[n^{[1]}, 1]$   $[n^{[2]}, n^{[1]}]$   $[n^{[2]}, 1]$

Cost function =  $J(w^{[1]}, b^{[1]}, w^{[2]}, b^{[2]}) = \frac{1}{m} \sum_{i=1}^m \mathcal{L}(\hat{y}^{(i)}, y^{(i)})$

$\uparrow$   $a^{[2]}$

Gradient descent:

For  $i = 1$  to  $m$ :

Compute:  $(\hat{y}^{(i)}, i = 1, \dots, m)$

$dw^{[1]} = \frac{dJ}{dw^{[1]}}$  ,  $db^{[1]} = \frac{dJ}{db^{[1]}}$  , ...

$w^{[1]} = w^{[1]} - \alpha dw^{[1]}$

$b^{[1]} = b^{[1]} - \alpha db^{[1]}$

Random Initialization

$w$  (weights) needs to be initialized randomly  $\Rightarrow$  let's say

$w^{[1]} = \text{zeros}$   $a_1^{[1]} = a_2^{[1]}$   $b^{[1]} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$

In this case  $a_1^{[1]} = a_2^{[1]}$   $dz_1^{[1]} = dz_2^{[1]}$

And no matter how much you update, you'll keep computing the exact same function.

$\therefore w^{[1]} = \text{np.random.randn}(2, 2) * 0.01$

$b^{[1]} = \text{np.zeros}(2)$

$w^{[2]} = \text{np.random.randn}(1, 2) * 0.01$

$b^{[2]} = \text{np.zeros}(1)$

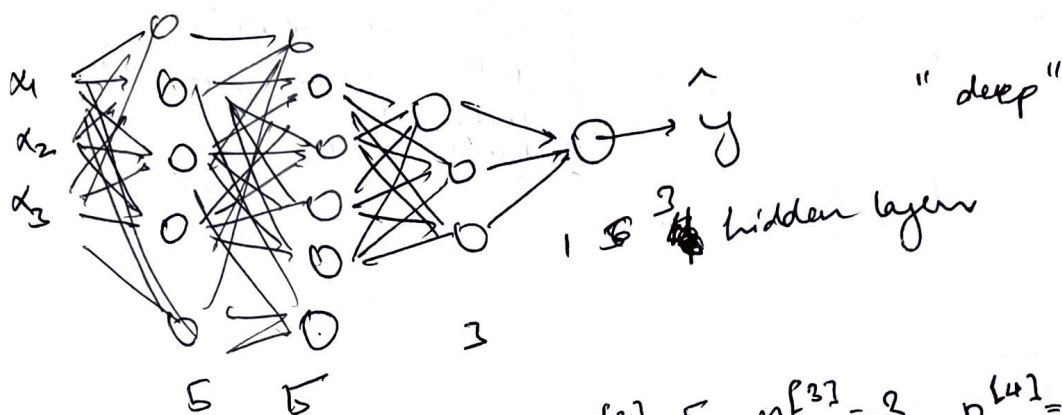
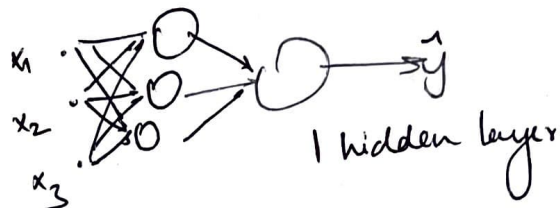
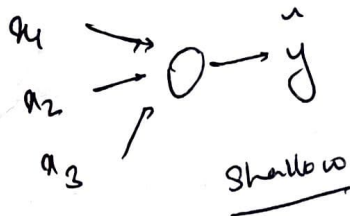
you keep weights small  
so sigmoid/tanh doesn't  
tend to 1 or 0 ~~over~~

(V)

W1

Week 4

## DEEP LAYER NEURAL NETWORK



4 Layer NN

$$n^{[1]} = 3, n^{[2]} = 5, n^{[3]} = 5, n^{[4]} = n^{[5]} = 1$$

$a^{[l]}$  = activation =  $g(z^{[l]})$ ,  $w^{[l]}$  = weights for  $z^{[l]}$   
 $b^{[l]}$  = bias for  $z^{[l]}$

### Forward Propagation

$$x: z^{[1]} = w^{[1]}x + b^{[1]}; a^{[1]} = g^{[1]}(z^{[1]})$$

$$z^{[2]} = w^{[2]}a^{[1]} + b^{[2]}; a^{[2]} = g^{[2]}(z^{[2]})$$

$$z^{[4]} = w^{[4]}a^{[3]} + b^{[4]}; a^{[4]} = g^{[4]}(z^{[4]}) = \hat{y}$$

Generic:  $z^{[l]} = w^{[l]}a^{[l-1]} + b^{[l]}$

$$a^{[l]} = g^{[l]}(z^{[l]})$$

Vectorized:  $z^{[1]} = w^{[1]}A^{[0]} + b^{[1]}$

$$A^{[1]} = g^{[1]}(z^{[1]})$$

$$z^{[2]} = w^{[2]}A^{[1]} + b^{[2]}$$

$$\hat{y} = g(z^{[4]}) = A^{[4]}$$

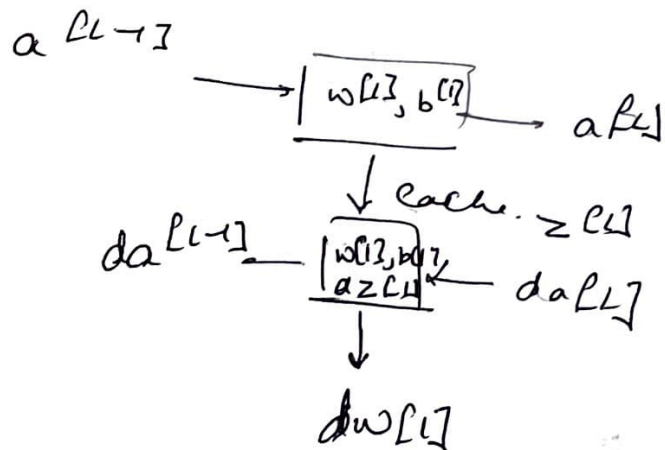
for  $l = 1 \dots 4$   
There is no way  
to remove  
this for loop



(ii)

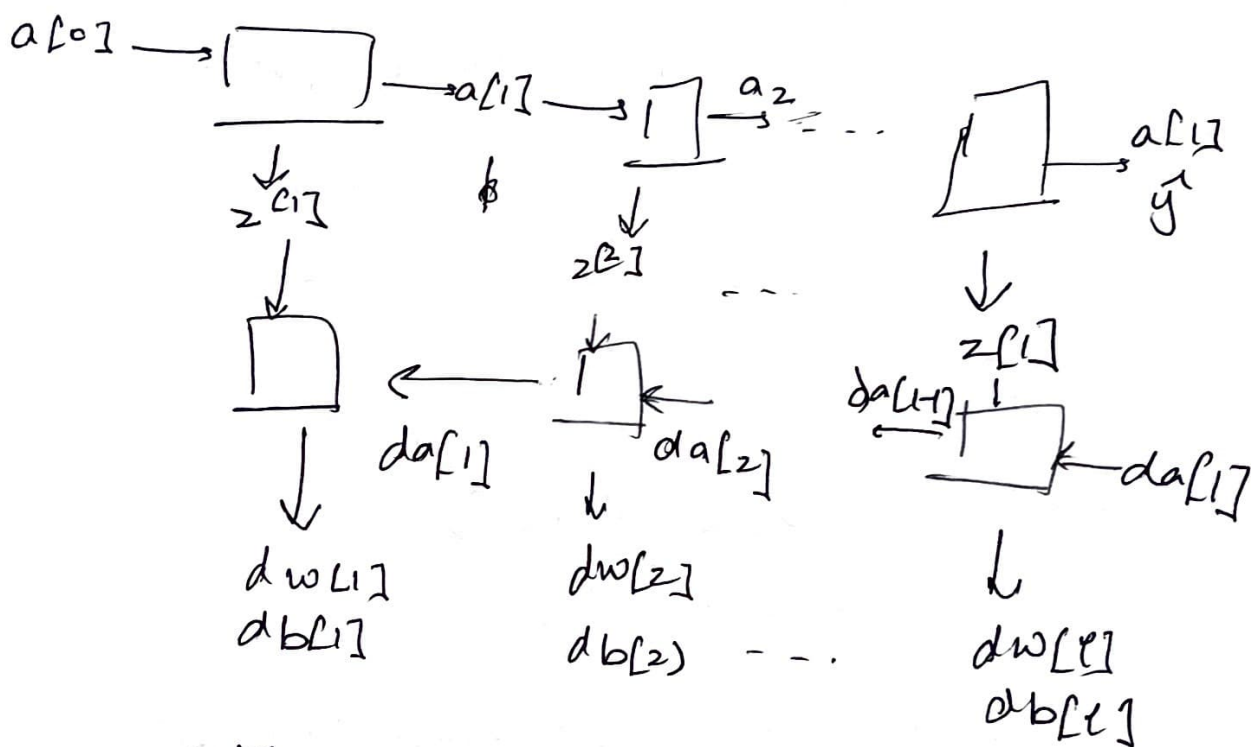
Matrix dimensions  $\rightarrow$  get them right.

Backward Functions:



element wise multiplication

$$\begin{aligned} dz^L &= da^L \odot g^{L\prime}(z^L) \\ dw^{L1} &= dz^L \cdot a^{L-1T} \\ db^{L1} &= dz^L \\ da^{L-1} &= w^{L1T} \cdot dz^L \end{aligned}$$



$$\begin{aligned} w^{Le} &= w^{Le} - \alpha dw^{Le} \\ b^{Le} &= b^{Le} - \alpha db^{Le} \end{aligned}$$



(iii)

### Hyper Parameters :

Parameters:  $w[1]$ ,  $b[1]$ ,  $w[2]$ ,  $b[2]$ ,  $w[3]$ ,  $b[3]$  ...

Hyperparameters: Learning rate  $\alpha$   
# iterations, # hidden layers, # hidden units  
choice of activation function.  $n[1]$ ,  $n[2]$  ...

Others: Momentum, mini batch size, etc.

Gradient descent for neural networks:

Parameters:  $w^{[1]}, b^{[1]}, w^{[2]}, b^{[2]}$

$\downarrow$   
 $[n^{[1]}, n^{[0]}] \quad [n^{[2]}, 1] \quad [n^{[2]}, 1]$

$n_x = n^{[0]}, n^{[1]}, n^{[2]} = 1$

Cost function =  $J(w^{[1]}, b^{[1]}, w^{[2]}, b^{[2]}) = \frac{1}{m} \sum_{i=1}^m \mathcal{L}(\hat{y}^{(i)}, y^{(i)})$

$\nwarrow a^{[2]}$

Gradient descent:

For  $i=1$  to  $m$ :

compute:  $(\hat{y}^{(i)}, i=1, \dots, m)$

$dw^{[1]} = \frac{dJ}{dw^{[1]}} \quad , \quad db^{[1]} = \frac{dJ}{db^{[1]}} \quad , \dots$

$w^{[1]} = w^{[1]} - \alpha dw^{[1]}$

$b^{[1]} = b^{[1]} - \alpha db^{[1]}$

Random Initialization

$w$  (weights) needs to be initialized randomly coz lets say

$w^{[1]} = \text{zeros}$      $a_1^{[1]} = a_2^{[1]}$      $b^{[1]} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$

In this case  $a_1^{[1]} = a_2^{[1]}$      $dz_1^{[1]} = dz_2^{[1]}$

And no matter how much you update, you'll keep computing the exact same function.

$\therefore w^{[1]} = \text{np.random.randn}(2, 2) * 0.01$

$b^{[1]} = \text{np.zeros}(2)$

$w^{[2]} = \text{np.random.randn}(1, 2) * 0.01$

$b^{[2]} = \text{np.zeros}(1)$

you keep weights small

So sigmoid/tanh doesn't tend to 1 or 0 ~~over~~