

Deep Learning

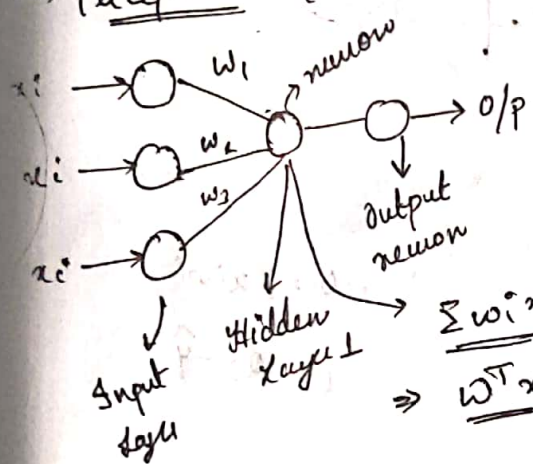
- ① Forward and Backward propagation
- ② Loss Function
- ③ Activation functions
- ④ Optimizers.

→ Deep learning tries to mimic human brain - Multi layered neural network

→ Deep learning is becoming popular because of huge amount of data,

⑤ Hardware advancement (GPUs)

→ Perception:- single layer neural network



w_1, w_2, w_3 } weights, say that how much a neuron should get activated or deactivated

Input layer → Hidden Layer 1 → $\sum w_i x_i$ } step 1
 $\Rightarrow \underline{w^T x}$

step 2:- Pass this to a activation function

→ A Bias is added (constant) as if all ~~inputs~~ weights are 0, then also the training proceeds.

Sigmoid activation function $\Rightarrow \frac{1}{1+e^{-x}} \Rightarrow \frac{1}{1+e^{-(\sum x_i w_i + b)}}$

$\Rightarrow \text{Act}(y) \rightarrow$ then the output

→ This entire process is called Forward Propagation

→ $(y - \hat{y})$ should be equal to almost 0. $(y - \hat{y})$ is also called as loss function. If difference is huge we do back propagation.

→ Optimizers will help to update the weights while back propagation.

→ Best known example of optimizer is Gradient descent.

① Vanishing gradient problem

② Loss Function

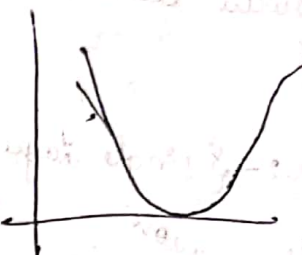
Back propagation

① weight updation formula

② Chain Rule of Differentiation

$$w_{\text{new}} = w_{\text{old}} - \eta \frac{\partial h}{\partial w_{\text{old}}}$$

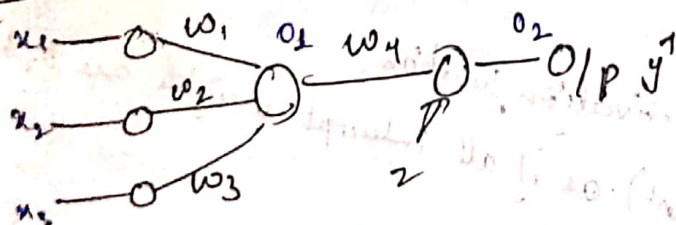
↳ Learning Rate



$$\frac{\partial h}{\partial w_{\text{old}}} = \text{slope}$$

$$\eta = 0.01$$

Chain Rule of Differentiation



$$o_1 = \sum x_i w_i$$

$$L = (y - \hat{y})^2$$

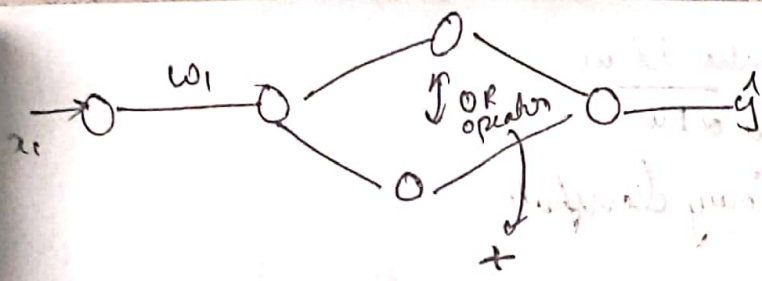
$$z = \sigma(o_1 w_4 + b)$$

$$\frac{\partial h}{\partial w_{\text{old}}} = \frac{\partial L}{\partial o_2} \times \frac{\partial o_2}{\partial w_{\text{old}}}$$

$$w_{\text{new}} = w_{\text{old}} - \eta \frac{\partial h}{\partial w_{\text{old}}}$$

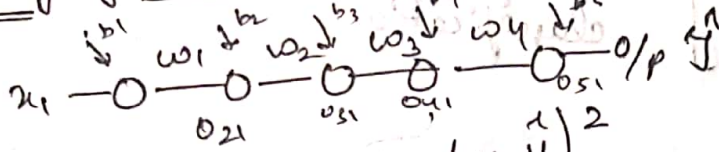
$$b_{\text{new}} = b_{\text{old}} - \eta \frac{\partial L}{\partial b_{\text{old}}}$$

$$\frac{\partial L}{\partial w_{\text{old}}} = \frac{\partial L}{\partial o_2} \times \frac{\partial o_2}{\partial o_1} \times \frac{\partial o_1}{\partial w_{\text{old}}}$$



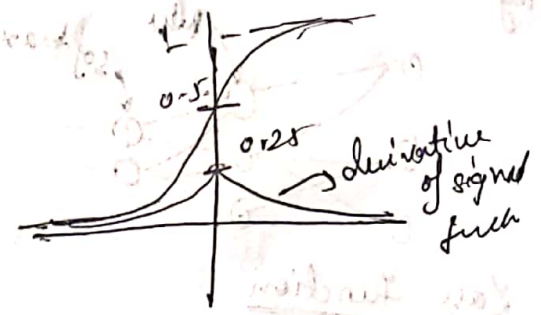
add both paths

Vanishing gradient problem



Loss =
(Mean squared error)

$$\frac{1}{2} \sum (y - \hat{y})^2 \quad (MSE)$$



$$\frac{\partial h}{\partial w_{inew}} = \frac{\partial h}{\partial o_{51}} \times \frac{\partial o_{51}}{\partial o_{41}} \times \frac{\partial o_{41}}{\partial o_{31}} \times \frac{\partial o_{31}}{\partial o_{21}} \times \frac{\partial o_{21}}{\partial w_{inew}}$$

$$w_{inew} = w_{old} - \eta \times \frac{\partial L}{\partial w_{inew}}$$

$$o_{51} = \sigma(o_{41} \times w_{out5})$$

Activation fn

When $w_{new} \approx w_{old} \Rightarrow$ vanishing gradient problem

Activation functions

① Sigmoid

② Tanh

③ ReLU

④ Leaky ReLU

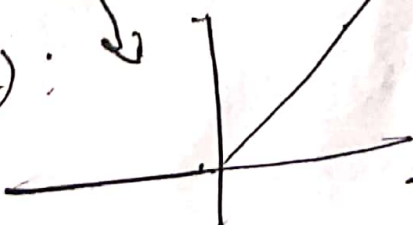
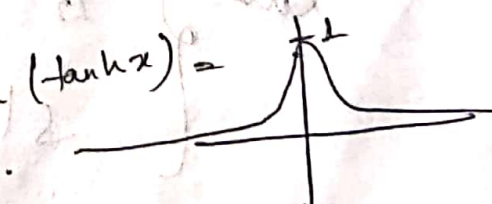
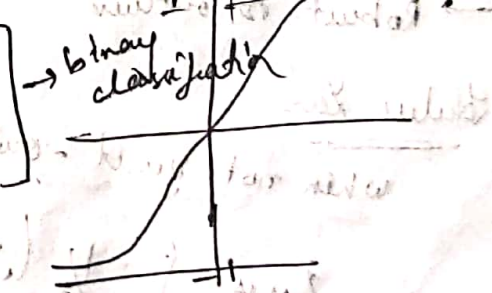
⑤ PReLU

$$\tanh x = \frac{e^x - e^{-x}}{e^x + e^{-x}}$$

for hidden layer

$$\max(0, x)$$

$$\max(0.01x, x)$$

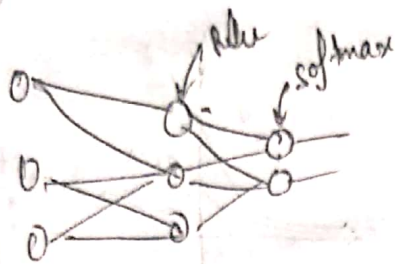


Technique which Activation \downarrow we should use

In hidden layer - ReLU \rightarrow PReLU or ELU

O/p layer - Sigmoid

definite



Multiclass classification

Loss Function

① Regression

- Mean Square Error
- Mean Absolute Error
- Huber Loss

Advantages

- ① Differentiable
- ② only one global/local minima
- ③ It converges faster

② Robust to outliers

Huber Loss

when not present - outliers

$$\text{Loss} = \begin{cases} \frac{1}{2} (y - \hat{y})^2 & \text{if } |y - \hat{y}| \leq \delta \\ \delta |y - \hat{y}| - \frac{1}{2} \delta^2 & \text{otherwise} \end{cases}$$

Loss of y^n

Cost function

$$\frac{1}{2n} \sum_{i=1}^n (y - \hat{y})^2$$

Disadvantages

- ① Not Robust to outliers

Classification

↳ Cross Entropy

Binary cross Entropy

Categorical cross entropy

Same loss function as that of Logistic Regression

Do not encode

$$L(x_i, y_i) = - \sum_{j=1}^c y_{ij} \times \ln(y_{ij})$$

$$y_{ij} = \begin{cases} 1 & \text{if element is in class } j \\ 0 & \text{otherwise} \end{cases}$$

Softmax activation

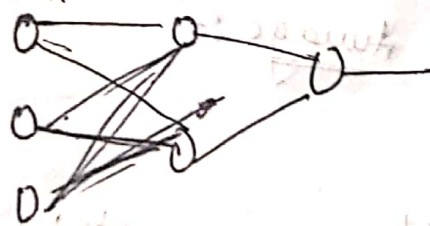
$$\sigma(z) = \frac{e^{z_i}}{\sum_{j=1}^K e^{z_j}}$$

Optimizers

→ ① Gradient Descent
weight updation formula:

$$W_{\text{new}} = W_{\text{old}} - \eta \frac{\partial L}{\partial W_{\text{old}}}$$

↓ Input layer ↓ Hidden layer



$$\text{Loss function} = \frac{1}{2n} \sum_{i=1}^n (y - \hat{y})^2$$

Disadvantage

① Resource extensive task (Huge RAM)

Epoch

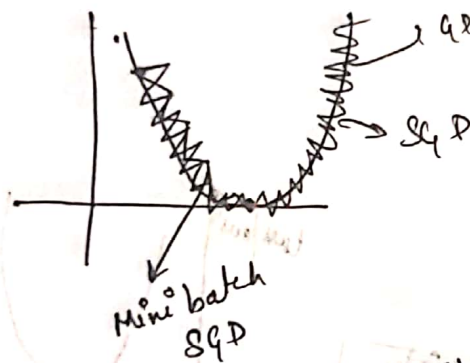
1 FP and BP → 1 epoch

② Stochastic Gradient Descent

- We will pass datapoints in iterations
- Same like Gradient Descent
- Ram required is less but the converge will be very slow
- High Time complexity

③ Mini Batch Stochastic Gradient Descent

- In batches, one batch might have 1000 reads
- Reduce variance
- Converge rate will be better
- Time complexity will improve



④ SGD with Mini Batch SGD with Momentum

- Momentum will help to reduce the noise

Exponential Moving/Weighted Average :-

$$w_t = w_{t-1} - \eta \frac{\partial h}{\partial w_{t-1}}$$

$$v_{t1} = a_1$$

$$v_{t2} = \beta \times v_{t1} + (1-\beta) \times a_2$$

$$v_{t3} = \beta \times v_{t2} + (1-\beta) \times a_3$$

$\beta = 0 \text{ to } 1$

→ Hypothesis

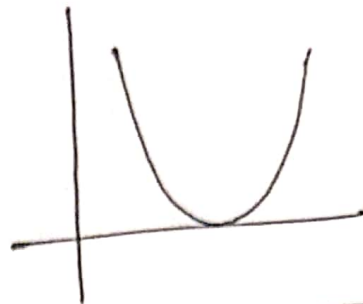
$$w_t = w_{t-1} - \eta \nabla w$$

$$\nabla w = \beta \times \nabla w_{t-1} + (1-\beta) \times \frac{\partial L}{\partial w_{t-1}}$$

⑤ Adagrad - Adaptive Gradient Descent

→ Learning Rate is not constant

$$w_t = w_{t-1} - \eta' \frac{\partial L}{\partial w_{t-1}}$$



$$\eta' = \frac{\eta}{\sqrt{\alpha_t + \epsilon}}$$

$\eta \rightarrow$ decrease it
might become very less

ϵ = small number to avoid divide by 0 condition

$$\alpha_t = \sum_{i=1}^t \left(\frac{\partial L}{\partial w_t} \right)^2$$

we should see it is never so big

⑥ Adadelta and RMS prop

$$\eta' = \frac{\eta}{\sqrt{s_d w + \epsilon}}$$

Exponential weighted average

$$s_d w_t = \beta \times s_d w_{t-1} + (1-\beta) \left(\frac{\partial w}{\partial t} \right)^2$$

$$(s_d w)_t = 0$$

⑦ Adam Optimizer

Momentum + RMS prop

$$\nabla w = \beta \times \nabla w_{t-1} + (1-\beta) \frac{\partial L}{\partial w_{t-1}}$$

$$w_t = w_{t-1} - \eta' \nabla w$$