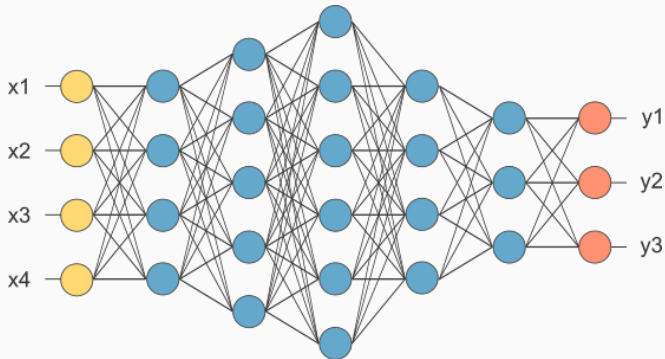


- Modelo para criarmos classificadores ou regressores não-lineares
- Podem ser compostas de unidades de processamento simples, por exemplo, regressores logísticos

Redes Neurais

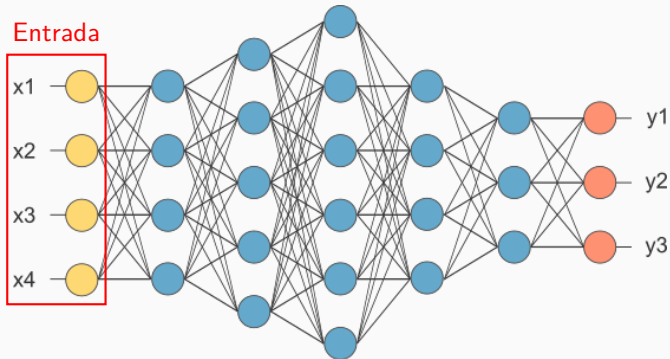
- Diagrama de uma rede neural típica:



Fonte: <https://www.kaggle.com/shokhan/neural-network-to-predict-dota-2-winner/comments>

Redes Neurais

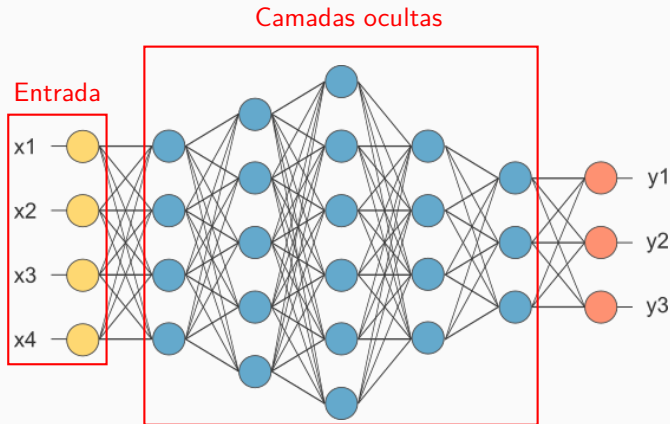
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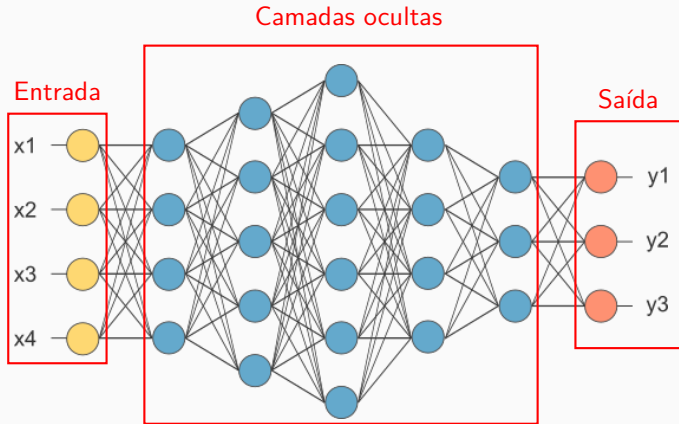
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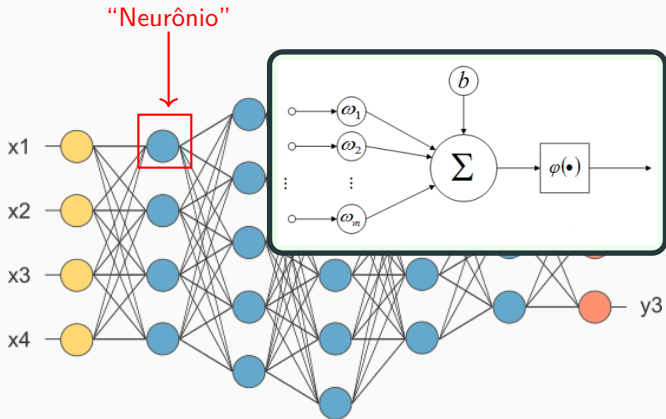
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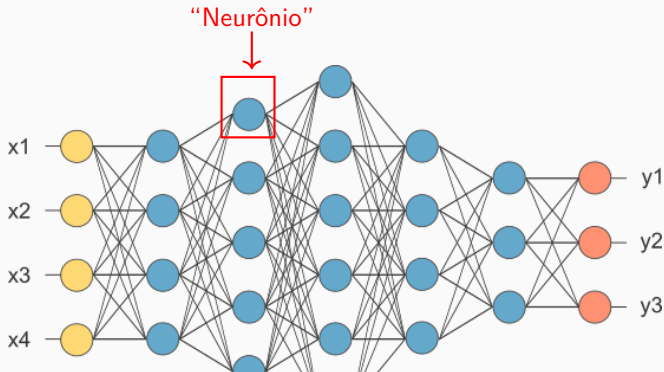
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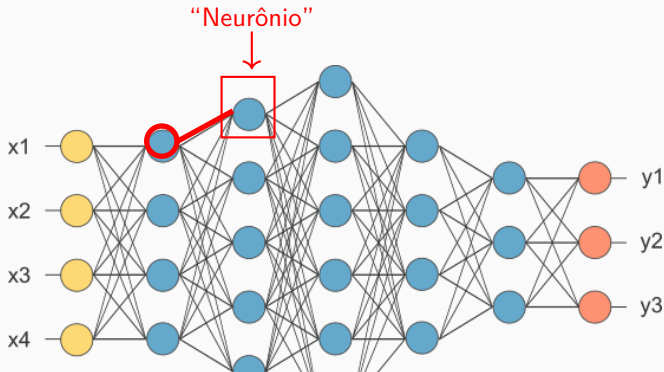


$$\varphi \left(w_1 \varphi(s_1) + w_2 \varphi(s_2) + w_3 \varphi(s_3) + w_4 \varphi(s_4) \right)$$

Fonte: <https://www.kaggle.com/shokhan/neural-network-to-predict-dota-2-winner/comments>

Redes Neurais

- Diagrama de uma rede neural típica:

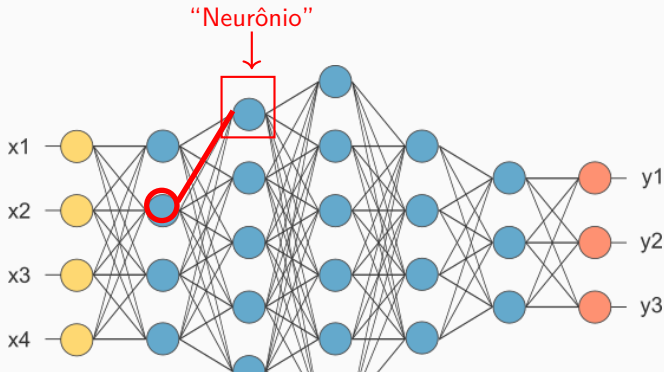


$$\varphi \left(w_1 \varphi(s_1) + w_2 \varphi(s_2) + w_3 \varphi(s_3) + w_4 \varphi(s_4) \right)$$

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- Diagrama de uma rede neural típica:

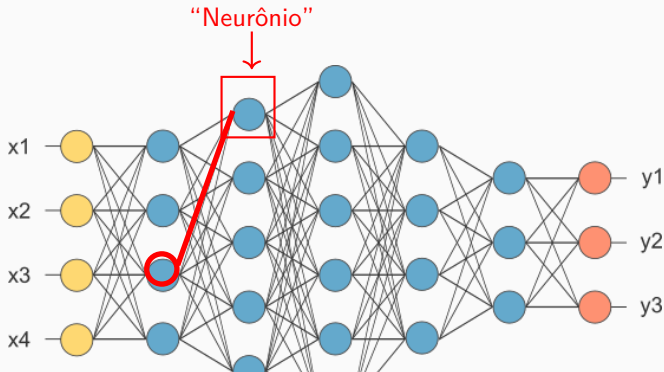


$$\varphi \left(w_1 \varphi(s_1) + w_2 \varphi(s_2) + w_3 \varphi(s_3) + w_4 \varphi(s_4) \right)$$

Fonte: <https://www.kaggle.com/shokhan/neural-network-to-predict-dota-2-winner/comments>

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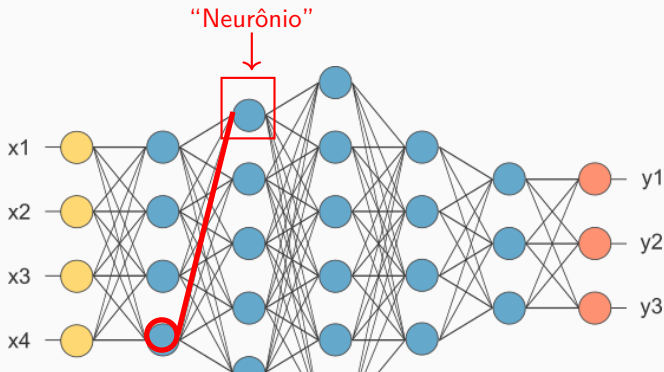


$$\varphi \left(w_1 \varphi(s_1) + w_2 \varphi(s_2) + w_3 \varphi(s_3) + w_4 \varphi(s_4) \right)$$

Fonte: <https://www.kaggle.com/shokhan/neural-network-to-predict-dota-2-winner/comments>

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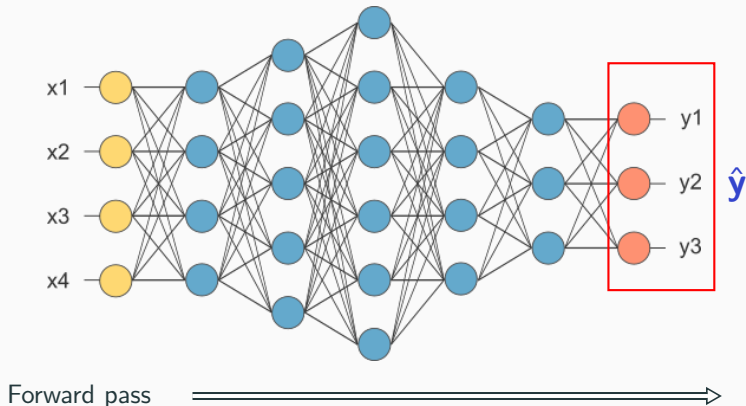


$$\varphi \left(w_1 \varphi(s_1) + w_2 \varphi(s_2) + w_3 \varphi(s_3) + w_4 \varphi(s_4) \right)$$

Fonte: <https://www.kaggle.com/shokhan/neural-network-to-predict-dota-2-winner/comments>

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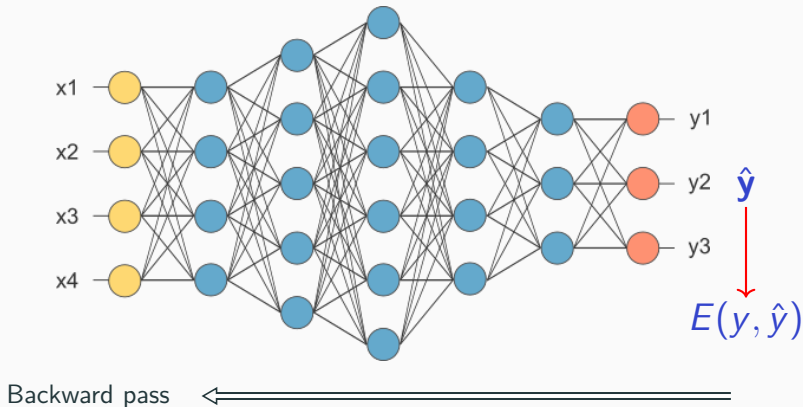
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- Ideia geral:
 - **Saída esperada** (target): y_i
 - **Forward pass**: previsões \hat{y}_i
 - **Erro** entre saída esperada e predita: $E(y_i - \hat{y}_i)$
 - A **função custo** depende de \hat{y}_i
 - \hat{y}_i , por sua vez, é uma **composição de funções**
 - (que indiretamente depende das entradas x_1, \dots, x_d)
 - O **gradiente** da função custo com respeito aos pesos w pode ser calculado aplicando-se a regra da cadeia

- Na prática, precisamos pensar em:
 - Inicialização dos pesos
 - Taxa de Aprendizado
 - Número de iterações
 - Tamanho de batch (Stochastic Gradient Descent)
 - Arquitetura da rede (quantidade de camadas e de unidades por camada)