

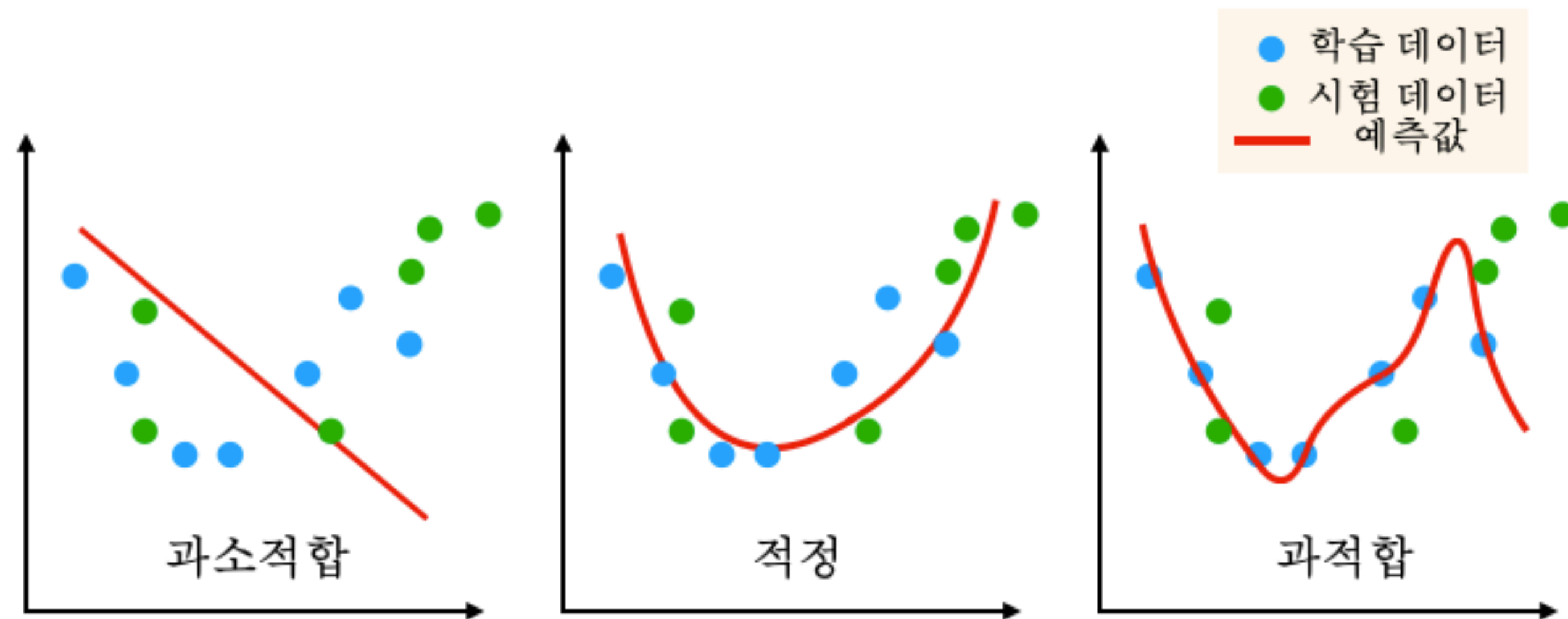
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# 딥러닝 올인원

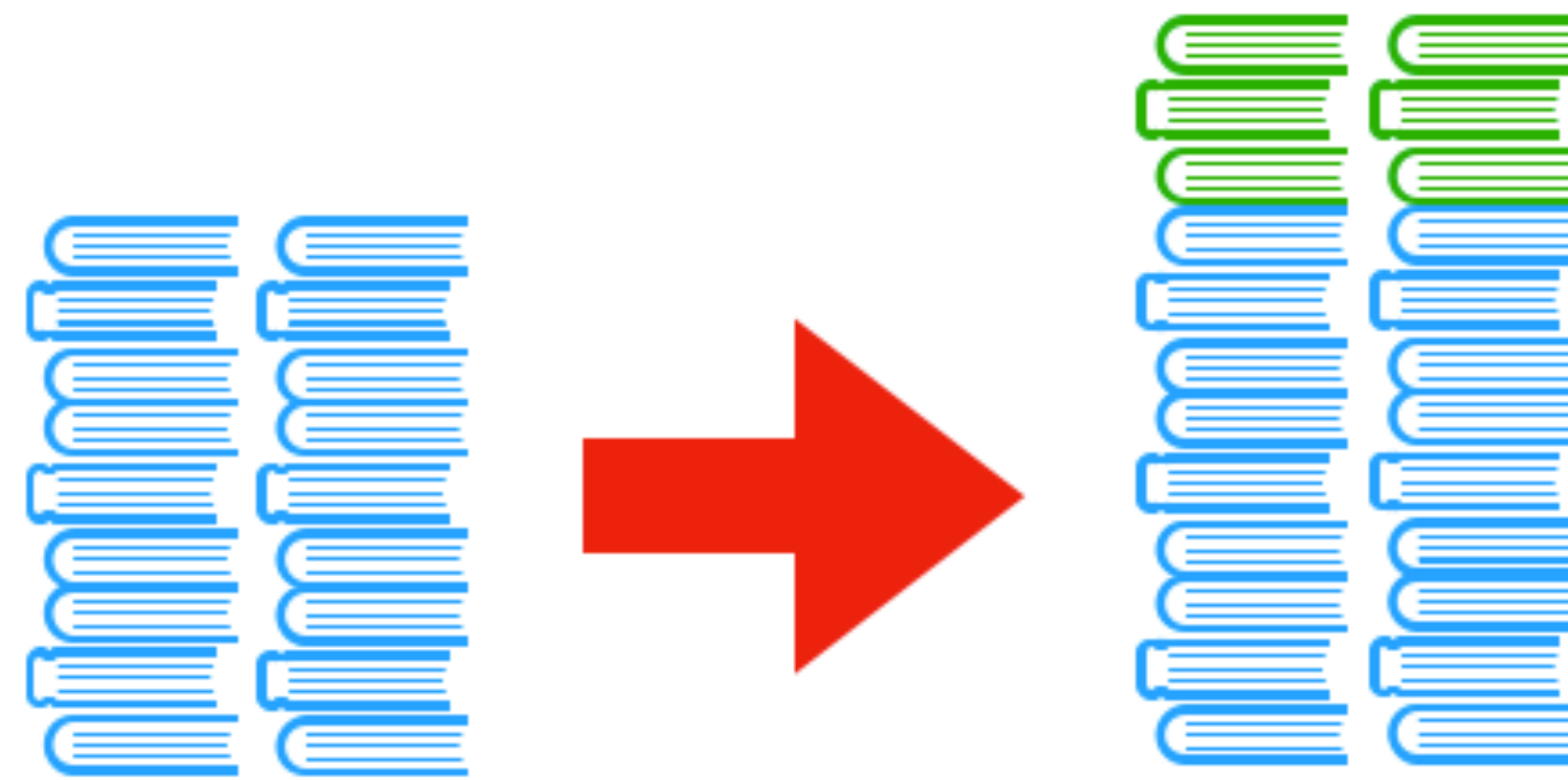
과적합 방지  
21강

딥러닝호형

# 과적합(Overfitting)



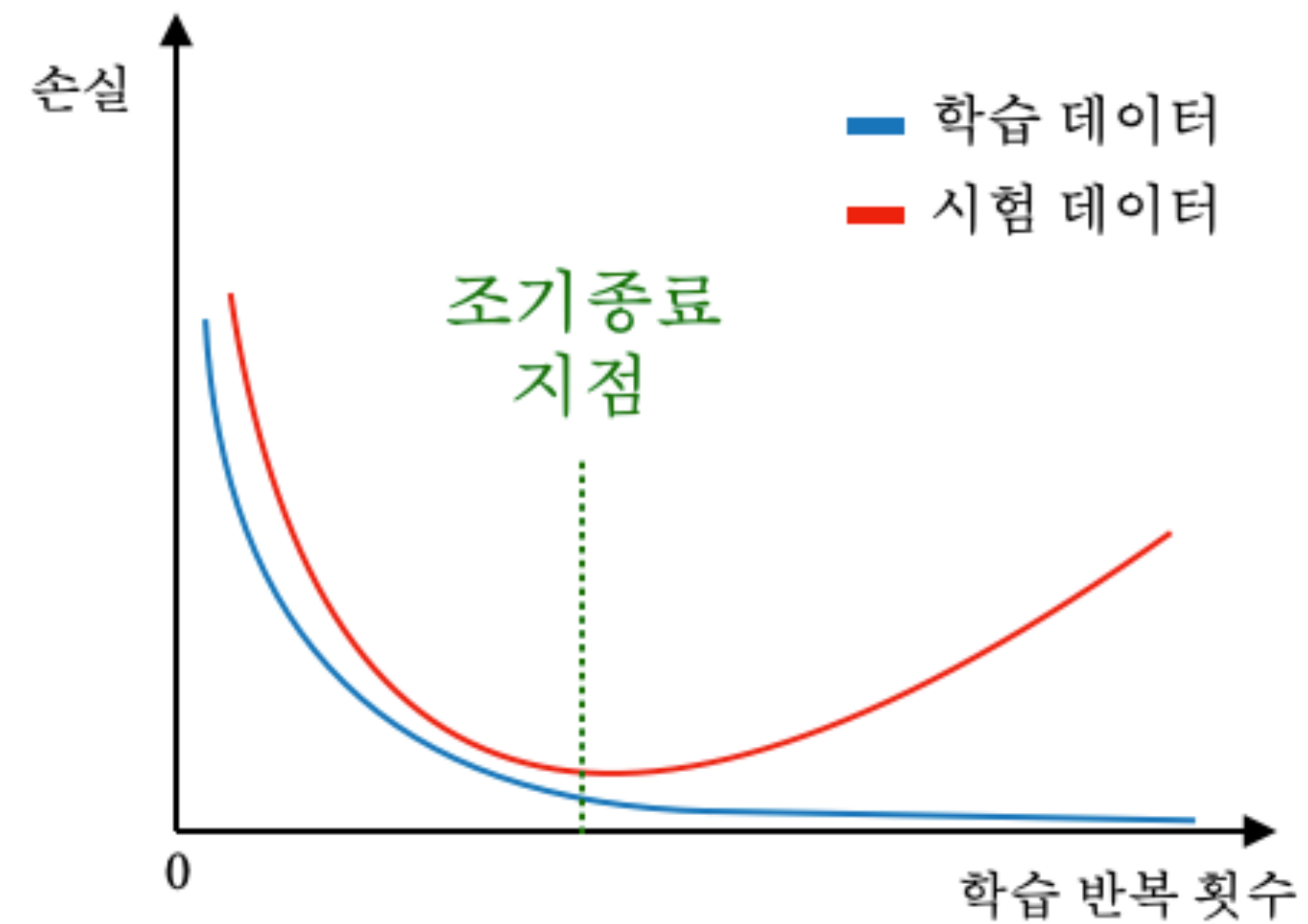
## 데이터 확보



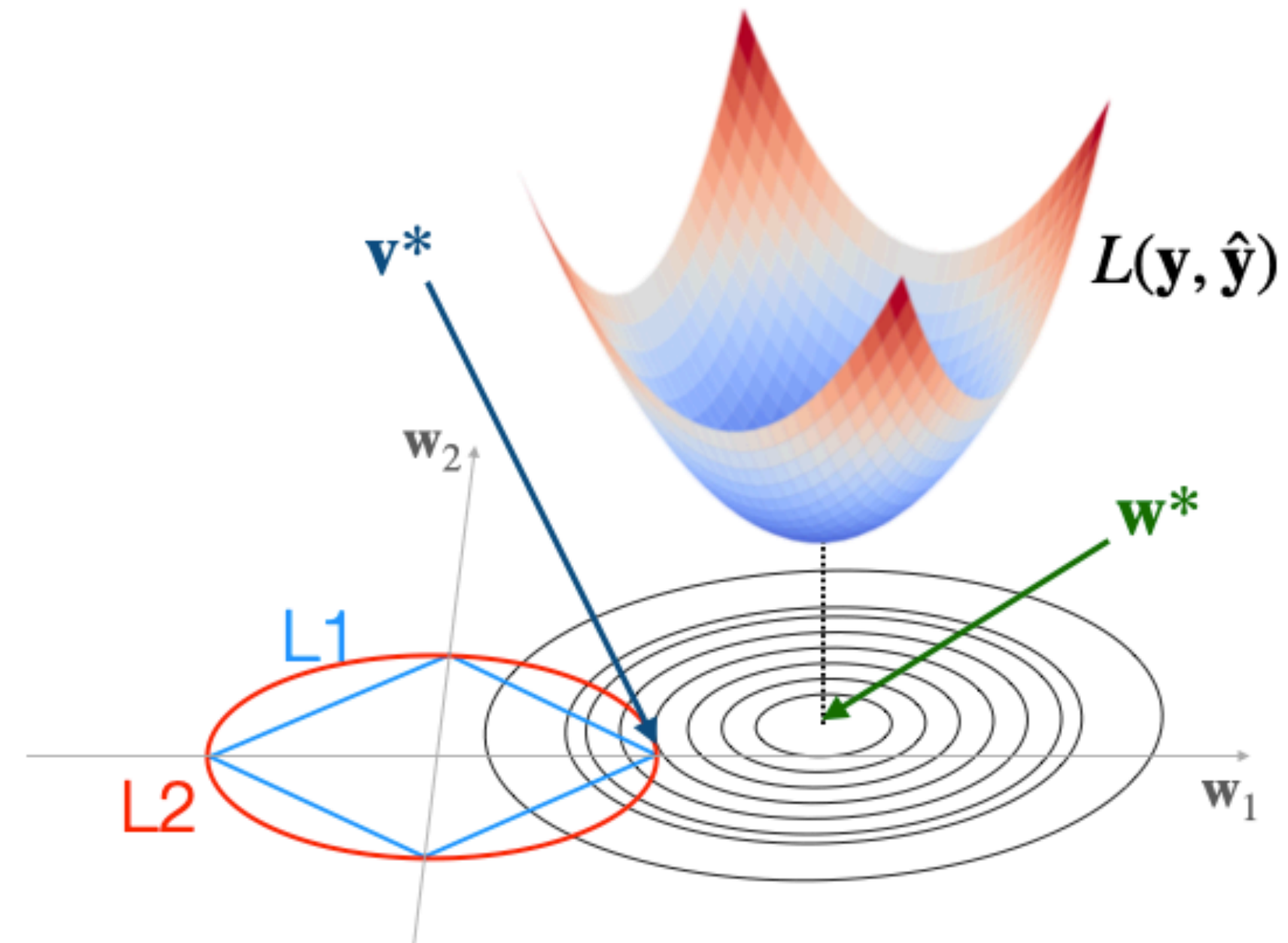
## 데이터 증식(Data Augmentation)



## 조기 종료(Early Stopping)



## L1, L2 정규화(L1, L2 Regularization)

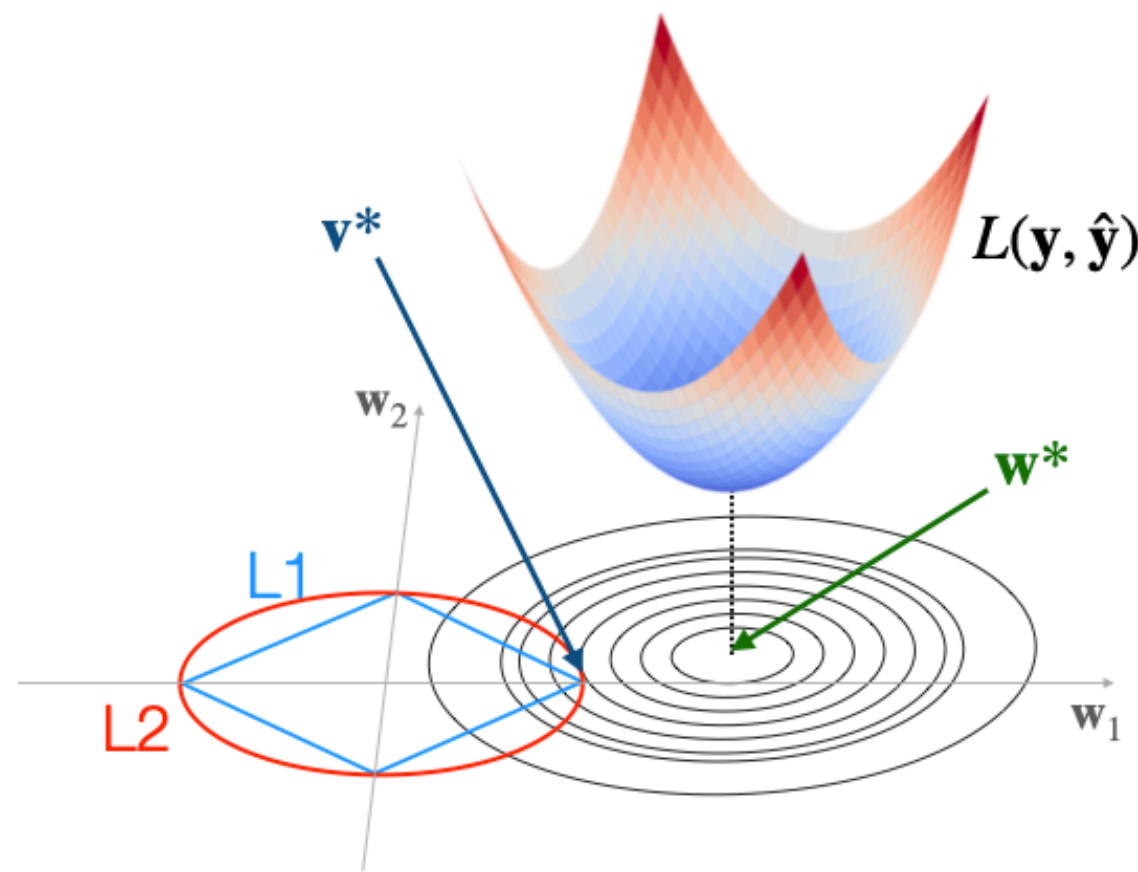


$$\tilde{L} = L(\mathbf{y}, \hat{\mathbf{y}}) + \lambda \Omega(\mathbf{w}), \lambda \geq 0$$

$$\text{L1: } \Omega(\mathbf{w}) = \sum_{i=1}^n |w_i| \quad \text{L2: } \Omega(\mathbf{w}) = \sum_{i=1}^n w_i^2$$

## L1, L2 정규화(L1, L2 Regularization)

$$\tilde{L} = L(\mathbf{y}, \hat{\mathbf{y}}) + \lambda \Omega(\mathbf{w}), \lambda \geq 0$$

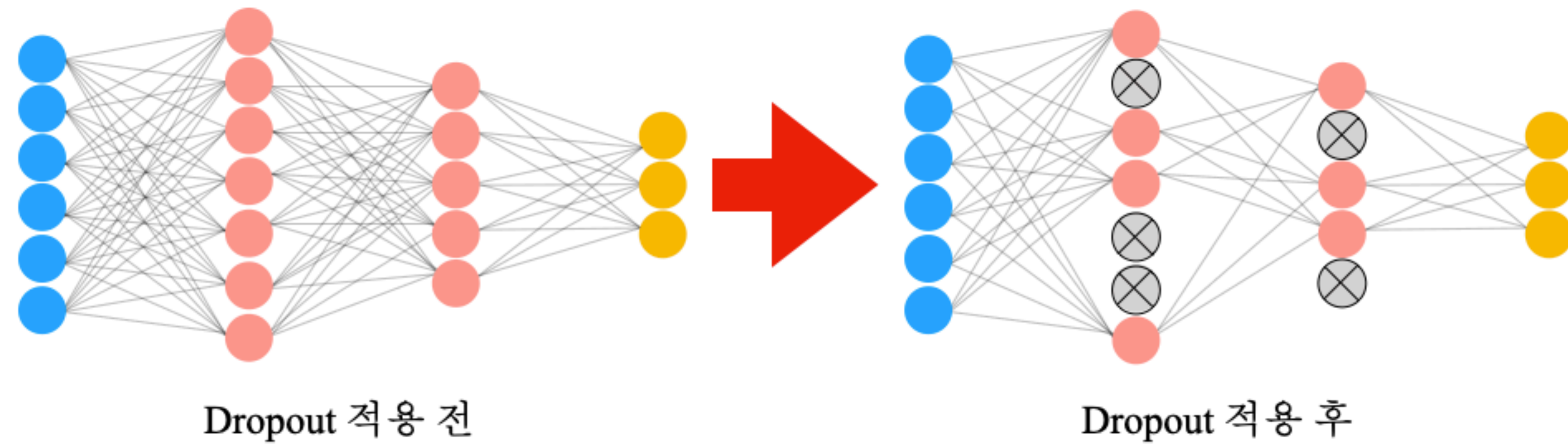


$$w \leftarrow w - \mu \frac{\partial \tilde{L}}{\partial w} = w - \mu \left( \frac{\partial L}{\partial w} + \lambda \frac{\partial \Omega}{\partial w} \right)$$

$$\text{L1: } w \leftarrow w - \mu \left( \frac{\partial L}{\partial w} + \lambda \text{sign}(w) \right), \text{sign}(w) = \begin{cases} 1 & (\text{if } w \geq 0) \\ -1 & (\text{if } w < 0) \end{cases}$$

$$\text{L2: } w \leftarrow w - \mu \left( \frac{\partial L}{\partial w} + 2\lambda w \right) = (1 - 2\mu\lambda)w - \mu \frac{\partial L}{\partial w}$$

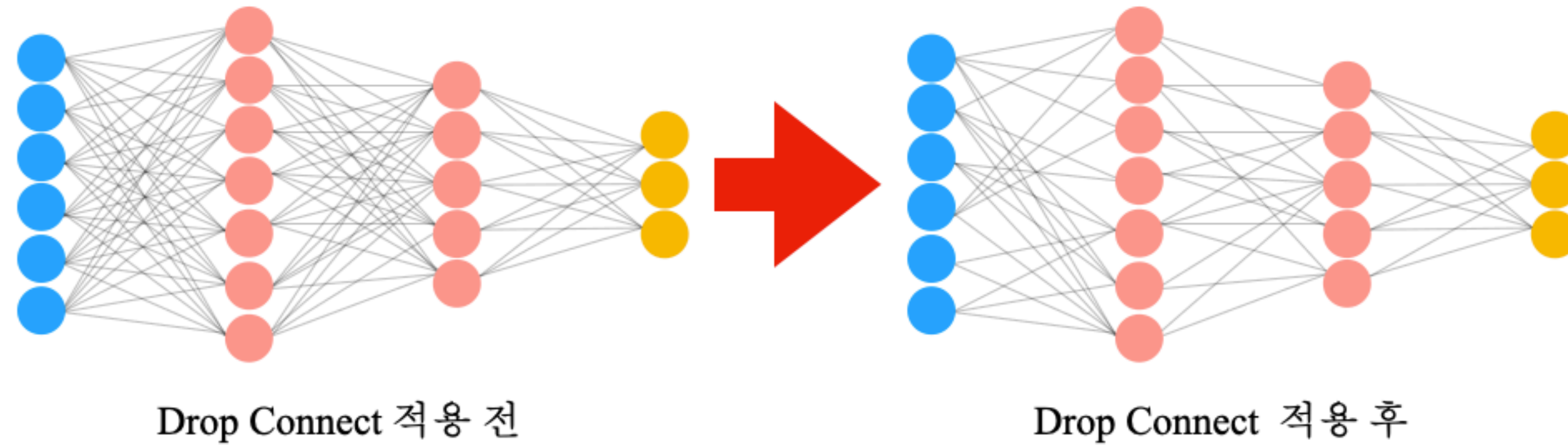
## 드롭아웃(Dropout)



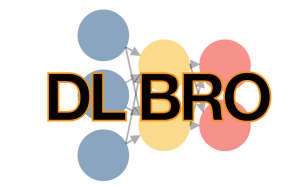


# 과적합 해결방법

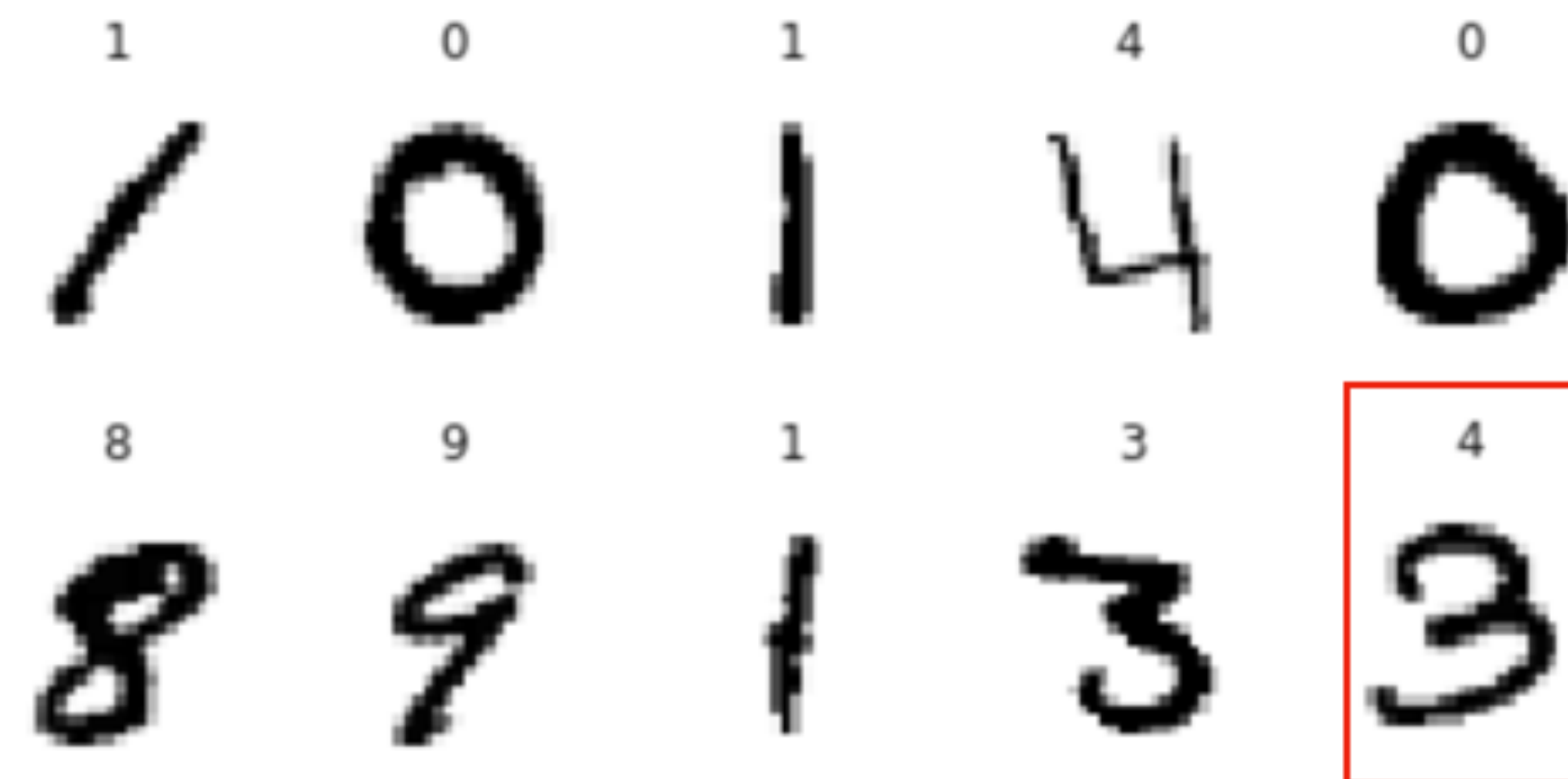
## 드롭커넥트(DropConnect)



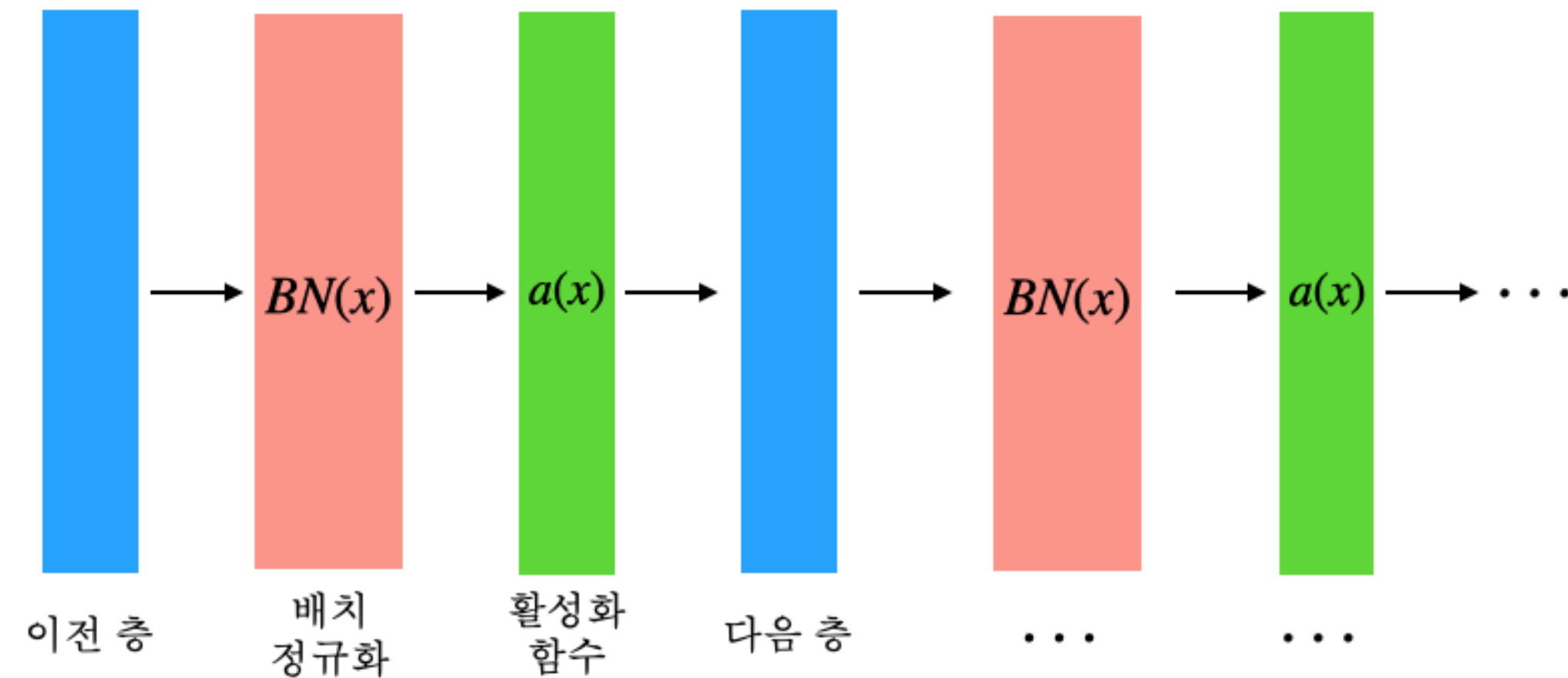
# 과적합 해결방법



교란라벨(DisturbLabel)



## 배치 정규화(Batch Normalization)



학습 시:  $\hat{x}_i \leftarrow \frac{x_i - \mu_B}{\sqrt{\sigma_B^2 + \epsilon}}, \mu_B \leftarrow \frac{1}{n} \sum_{k=1}^n x_k, \sigma_B^2 \leftarrow \frac{1}{n} \sum_{k=1}^n (x_k - \mu_B)^2$

$$BN(x_i) = \gamma \hat{x}_i + \beta$$

평가 시:  $\hat{x}_i \leftarrow \frac{x_i - \mu_{BN}}{\sqrt{\sigma_{BN}^2 + \epsilon}}, \mu_{BN} \leftarrow \frac{1}{n} \sum_{k=1}^n \mu_B^k, \sigma_{BN}^2 \leftarrow \frac{1}{n} \sum_{k=1}^n \sigma_B^{k^2}$

$$BN(x_i) = \gamma \hat{x}_i + \beta$$

## 라벨 스무딩(Label Smoothing)

$$y_{ls} = (1 - \alpha) y + \frac{\alpha}{K}$$

( $K$  는 클래스 수,  $\alpha$ 는 스무딩 비율,  $y$ 는 0 또는 1)

$$\alpha = 0.1, K = 3 \quad y_{ls} = 0.9y + 0.03 \quad (1, 0, 0) \rightarrow (0.93, 0.03, 0.03)$$

$$\alpha = 0.3, K = 5 \quad y_{ls} = 0.7y + 0.06 \quad (0, 0, 1, 0, 0) \rightarrow (0.06, 0.06, 0.76, 0.06, 0.06)$$

$$\hat{y} = (0.1, 0.1, 0.76, 0.01, 0.03), y = (0, 0, 1, 0, 0)$$

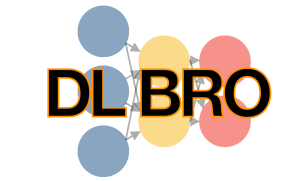
$$\hat{y} = (0.1, 0.1, 0.76, 0.01, 0.03), y = (0.06, 0.06, 0.76, 0.06, 0.06)$$

## 노이즈 주입(Noise Injection)

- 입력값 자체나 레이어 중간의 임의의 노이즈를 주입

$$\tilde{x} = x + \alpha, \tilde{x} = \alpha x + \beta$$

# 과적합 해결방법



## 교차 검증(Cross Validation)

