

Branch	Date	Sem.	Roll No. / Exam Seat No.	Subject	Student's Signature	Junior Supervisor's Name and Sign
Cmpn	16/04	VIII	msE-3	D2		

Question No.	A	B	C	D	E	F	G	H	Total	Total out of (20 / 30 / 40)
1										
2										
3										
4										

Examiners Signature	Student's Sign (After receiving the assessed answer sheet)

Q 1A) An autoencoder is a type of ANN used for unsupervised learning. It is designed to learn efficient representation of Input data used for the purpose of dimensionality reduction, feature learning or data denoising.

The basic architecture of an autoencoder consists of 3 main components. An Encoder, a decoder and a bottleneck layer.

Encoding

$$Z = W_1 X + b_1$$

Where  $X$  is the input data,  $W_1$  is the encoding weight matrix,  $b_1$  is the encoding bias vector  $Z$  is the code.

Decoding:

$$X' = W_2 Z + b_2$$

Where  $w_2$  is the decoding weight matrix  
 $b_2$  is the decoding bias vector &  $x'$  is  
the reconstructed data.

The goal of the Autoencoder is to  
minimize the reconstruction error between  
 $x$  and  $x'$

Autoencoder has various architectures  
including stacked autoencoder and has  
powerful tools for feature learning and  
representation learning in deep learning

Q13) In Backpropagation, once the gradients  
of the loss with respect to the weights  
are computed, the weights are  
updated to minimize the loss

The delta rule specifies how much  
each weight should be adjusted based  
on the gradient of the loss with  
respect to that weight.

The updated weights are calculated  
as

$$\Delta w_{ji} = \eta \delta_j o_i$$

$$\delta_j = o_j(1-o_j)(t_j-o_j) \quad \text{if } j \text{ is an output unit}$$

$$\delta_j = o_j(1-o_j) \sum_k \delta_k w_{kj} \quad \text{If } j \text{ is a hidden unit.}$$

Where  $\eta$  is a constant called the  
learning rate

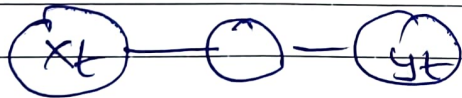
$t_j$  is the correct teacher output for unit  $j$

$\delta_i$  is the error measure for unit  $i$ .

Q. A recurrent neural network is a type of AN network which uses sequential data or time series data. The basic architecture of RNN consists of Input  $x_t$  output  $y_t$  & at each time step we unroll the network for  $K$  time steps to get the output at time step  $K+1$ .

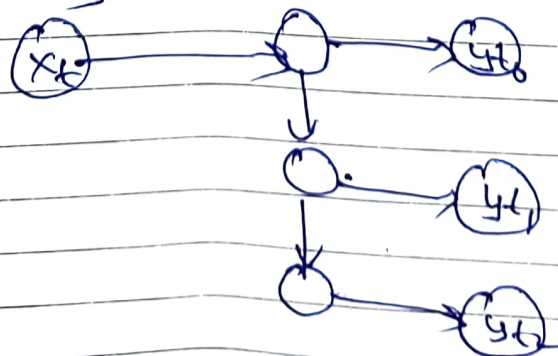
different types of RNN with varying architecture are

(1) One to one



there is  $\text{sing}(x_t, y_t)$  pair.

(2) One to many

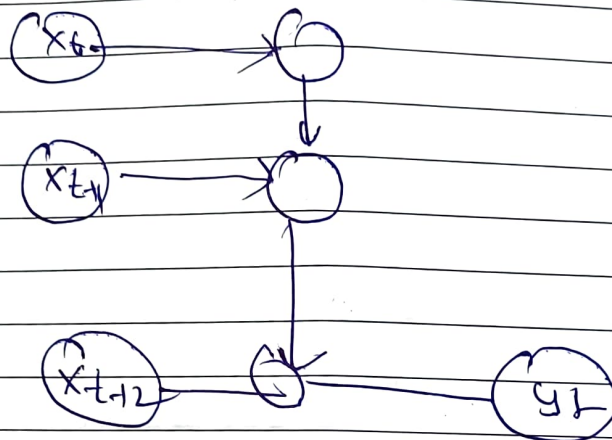


a single ip at  $x_t$  can produce multiple o/p eg  $(y_{t0}, y_{t1}, y_{t2})$



music generation is the example

3) Many to one



In this case many inputs from different time steps produce a single output example  $(x_t, x_{t+1}, x_{t+2})$  can produce a single o/p  $y_t$  such n/w are employed in sentiment analysis or emotional detection

Q2

A) In Long Short Term memory (LSTM) cell there are 3 main gates: Input gate, the forget gate and the output gate.

1) Input Gate: Controls the flow of new information into the cell state.

2) It takes the input  $x_i$  and passes them through the sigmoid activation function.

3) The output of the sigmoid function determines how much of the new information should be added to the cell state.

$$i_t = \sigma(W_i [h_{t-1}, x_t] + b_i)$$

2) Forget gate:

The Forget gate controls the flow of information from the previous cell state  $C_{t-1}$  to the current cell state  $C_t$ .

It decides which cell state should be retained and which should be discarded.

$$f_t = \sigma(W_f [h_{t-1}, x_t] + b_f)$$

3) Output gate:

The output gate ~~controls~~ controls the flow of information from the current cell state  $C_t$  to the current hidden state  $h_t$ .

It determines which parts of the cell state should be exposed as the output.

of LSTM cell.  
mathematically the output gate

$$o_t = \sigma(w_o [h_{t-1}, x_t] + b_o).$$



Q2. In CNN the stride parameter determines the step size at which the CN filter moves across the input data or feature maps. It controls how much the filter shifts over the input data during the convolution operation.

The filter moves horizontally and vertically across the input data by the specified number of pixels. This results in down sampling or reduction in the spatial dimensions of the output feature map depending on the size of the input data & the stride value.

Example

Suppose we have input image with  $5 \times 5$  dimension &  $3 \times 3$  filter with a stride 2

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

Input

Kernel

1	0	1
0	1	0
1	0	1

Kernel

With stride 2, the

4	6	8
17	19	11
24	26	28
44	46	48

Q3a)

~~Input~~

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

Input

0.1	0.2	0.3
0.1	0.2	0.3
0.1	0.2	0.3

Kernel.

Convolution operation across the input matrix element-wise multiplication & sum the result

Feature map1

4.6	7.9	11.2
14.1	17.4	20.7
23.6	26.9	30.2

Now we apply Relu activation function to each activation function, feature map

4.6	7.9	11.2
14.1	17.4	20.7
23.6	26.9	30.2



Q38 LeNet is a CNN that Yann LeCun introduced in 1989.

LeNet is a common term for LeNet-5

Feature of LeNet-5

Every convolution layer include three parts: Convolution, pooling and nonlinear activation functions

The average pooling layer is used for sub sampling

tanh is used as the activation function  
Using multi-layered perceptron or fully connected layers as the last classifier

It consists of 7 layers. The first layer consists of an input image with the  $32 \times 32$ . It is convolved with 6 filters of size  $5 \times 5$  resulting in dimension of  $28 \times 28 \times 6$ . The second layer is pooling operation, which filter size  $2 \times 2$  and stride 2. Hence the resulting image dimension will be  $14 \times 14 \times 6$ .

The third layer also involves in a convolution operation with 16 filters of size  $5 \times 5$  followed by 4<sup>th</sup> pooling layer & filter size of  $2 \times 2$  & stride = 2  
The resulting dimension is  $5 \times 5 \times 16$

Summary of LeNet 5 Architecture				
#	Layer Image	Feature map	Size	Kernel size stride Activation
1	convolution	6	$28 \times 28$	$5 \times 5$ 1 tanh
2	Average pooling	6	$14 \times 14$	$2 \times 2$ 2 tanh
3	convolution	16	$10 \times 10$	$5 \times 5$ 1 tanh
4	Avg pooling	16	$5 \times 5$	$2 \times 2$ 2 tanh
5	convolution	120	$1 \times 1$	$5 \times 5$ 1 tanh
6	FC	-	84	tanh
o/p	FC	-	10	softmax