

Neural Networks from Scratch

Neural Networks from Scratch Pt 1

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01/06/2026

Announcements

- Lecture from yesterday is on GitHub
- Let me know if you need help with your GitHub!



Outline for today

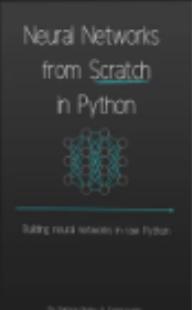
- Begin going through neural networks from scratch – forward propagation
- And brief review on derivatives and chain rule



Neural Networks from Scratch in Python

- <https://nnfs.io/order>
- https://github.com/Sentdex/nnfs_book/tree/main

E-Book →

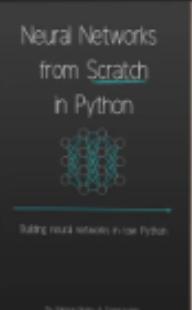


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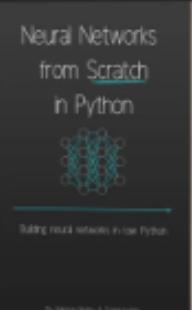


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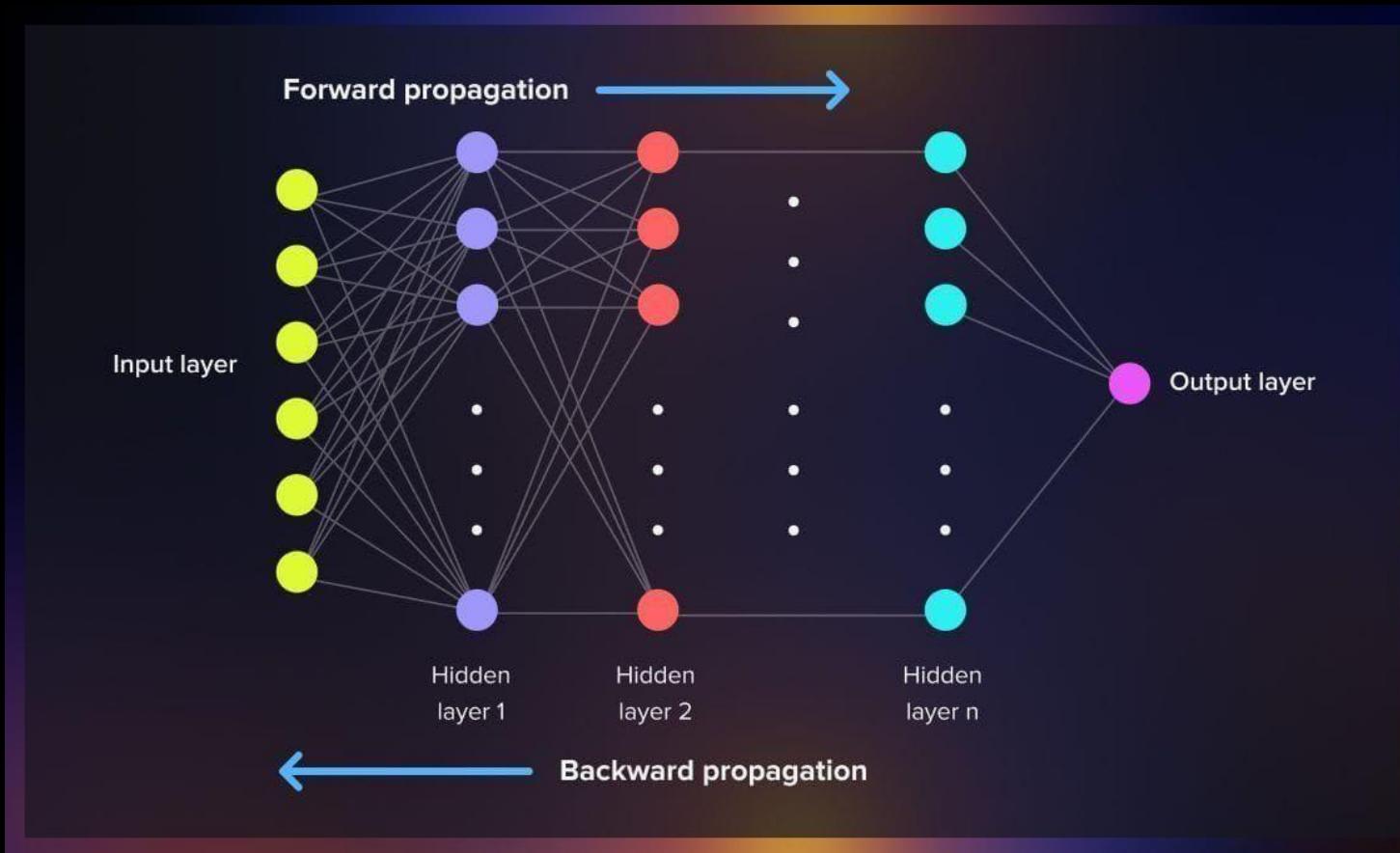
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Today's notes and coding

How do NN do forward propagation?

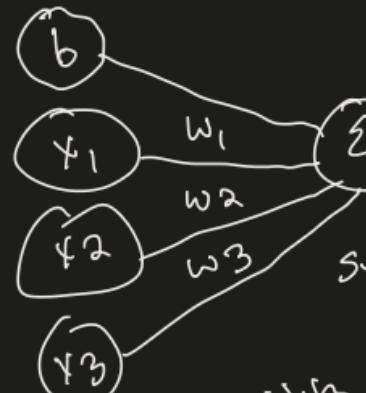


Next class: How do NN do backward propagation?

01 perceptron and layers

Friday, January 2, 2026 10:56 AM

Perceptron



Inputs

$$\hat{y} = g(b + \sum_i x_i w_i)$$

$$\text{where } X = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} \quad \text{and } W = \begin{bmatrix} w_1 \\ w_2 \\ w_3 \end{bmatrix}$$

What does this mean? \uparrow Review
of Linear Algebra.

$$\hat{y} = g(b + \sum_{i=1}^3 x_i w_i)$$

non-linearity

Sum

σ

\hat{y}

Output

Dot Product

$$a = \{a_1, a_2, a_3\} \quad b = \{b_1, b_2, b_3\}$$

$$\text{np.dot}(a, b) = a_1 \cdot b_1 + a_2 \cdot b_2 + a_3 \cdot b_3$$

$$= \text{np.dot}(b, a)$$

This is a neuron \uparrow

Vector + Matrix

$$a = \{1, 2, 3\} \quad b = \begin{bmatrix} 4 & 5 & 6 \\ 7 & 8 & 9 \\ 10 & 11 & 12 \end{bmatrix}$$

3×1

What is the rule of matrix multiplication?

$$\text{np.dot}(a, b) = \{1, 2, 3\} \begin{bmatrix} 4 & 5 & 6 \\ 7 & 8 & 9 \\ 10 & 11 & 12 \end{bmatrix}$$

1×3

3×3

must be the same!

so output will be
 1×3

$$= \begin{bmatrix} \text{np.dot}(a, b_1), \text{np.dot}(a, b_2) \\ \text{np.dot}(a, b_3) \end{bmatrix}$$

$$= [4 + 14 + 30 = 48, 54, 60]$$

However, $\text{np.dot}(a, b) \neq \text{np.dot}(b, a)$

$$\text{np.dot}(b, a) = \begin{pmatrix} 4 & 5 & 6 \\ 7 & 8 & 9 \\ 10 & 11 & 12 \end{pmatrix} \begin{pmatrix} 1, 2, 3 \end{pmatrix}$$

$3 \times 3 \quad 3 \times 3$

Transpose a^T

$$\begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$$

$$= \begin{bmatrix} \text{np.dot}(a^T, b_1) \\ \text{np.dot}(a^T, b_2) \\ \text{np.dot}(a^T, b_3) \end{bmatrix}$$

Can someone explain transposing?

$$= \begin{bmatrix} 32 \\ 50 \\ 69 \end{bmatrix}$$

These are layers

Matrix x Matrix

$$a = \begin{bmatrix} A_1 & \begin{matrix} a_{11} & a_{12} & a_{13} \end{matrix} \\ A_2 & \begin{matrix} a_{21} & a_{22} & a_{23} \end{matrix} \\ A_3 & \begin{matrix} a_{31} & a_{32} & a_{33} \end{matrix} \end{bmatrix}$$

$$b = \begin{bmatrix} B_1 & \begin{matrix} b_{11} & b_{12} & b_{13} \end{matrix} \\ B_2 & \begin{matrix} b_{21} & b_{22} & b_{23} \end{matrix} \\ B_3 & \begin{matrix} b_{31} & b_{32} & b_{33} \end{matrix} \end{bmatrix}$$

3×3

$$\text{np.dot}(a, b) = \underbrace{3 \times 3 \times 3 \times 3}$$

$$= \begin{bmatrix} A_1 B_1 & A_1 B_2 & A_1 B_3 \\ A_2 B_1 & A_2 B_2 & A_2 B_3 \\ A_3 B_1 & A_3 B_2 & A_3 B_3 \end{bmatrix}$$

Why might this be useful? Why would
we use this

This is Backprop!

Go to next notes on layers

Adding more layers

$$X = \begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{bmatrix}$$

2×4

Input
(layer)

HL1

HL2

$$\text{Output} = \text{np.dot}(X, w_1^T) + b_1$$

$$\downarrow \quad \downarrow \quad \downarrow \quad \downarrow \quad \rightarrow \text{Output} = \text{np.dot}(f_1, w_2^T) + b_2$$

What shape will the weights be?

$$w_1 = \begin{bmatrix} w_{11} & w_{12} & w_{13} & w_{14} \\ \vdots & \vdots & \ddots & \vdots \\ \vdots & \vdots & \ddots & \vdots \end{bmatrix}$$

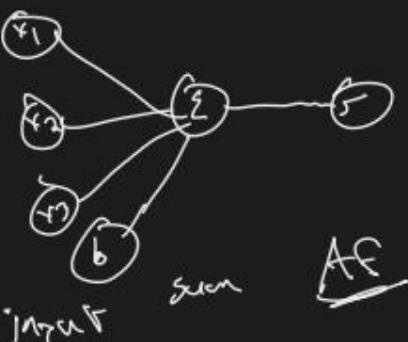
$$b_1 = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} \quad 3 \times 1$$

$$w_2 = \begin{bmatrix} w_{11} & w_{12} & w_{13} \\ \vdots & \vdots & \vdots \\ \vdots & \vdots & \vdots \end{bmatrix}$$

$$b_2 = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} \quad 3 \times 1$$

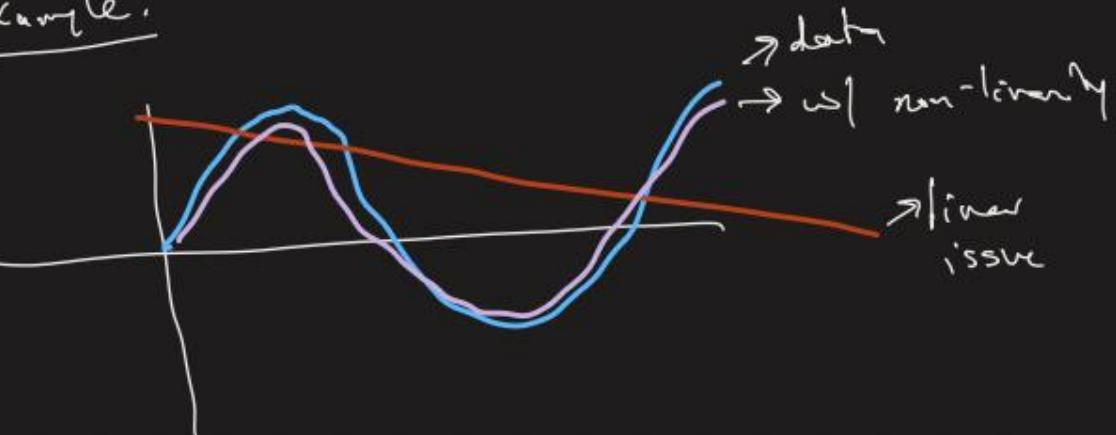
What shape will these weights be?

Activation Functions



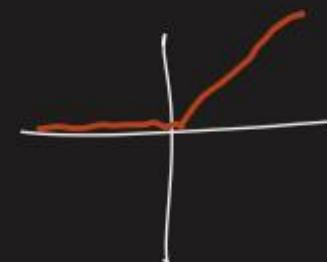
Activation functions add non-linearity.
Addition can be linear, stacking them
compounds their effect to learn
more complex functions

Example:



ReLU

$$y = \max(0, x)$$



Sigmoid

$$y = \frac{1}{1 + e^{-x}}$$



Binary

Softmax

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

k = classes

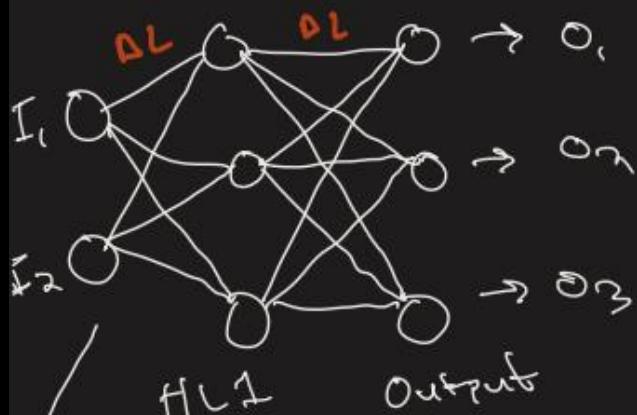


multi-class

Show video
<https://nnfs.io/mvp/>

Watch Video on Python notebook

A Full Forward Pass



Think of this as
class prediction
probabilities

Linear - Reuse \rightarrow ReLU \rightarrow Layer - Norm \rightarrow Softmax

Ex. Predict flower based on length +
width

$$f_1 = \{10, 5\} \quad f_2 = \{20, 10\}$$

$$\begin{array}{c} 10 \\ \cancel{5} \end{array} \quad \begin{array}{c} z_1 \\ \cancel{z_2} \\ \cancel{z_3} \end{array} \quad \begin{array}{c} c_1 = .2 \\ c_2 = .6 \\ c_3 = .2 \end{array}$$

so is c_2

but that isn't a sure stop prob. so how
do we train the NN to predict this?

Loss function

What is the purpose of LF?

$$f_1 = \{10, 5\} \quad f_2 = \{20, 10\}$$

$$\begin{array}{c} 10 \\ \cancel{5} \end{array} \quad \begin{array}{c} z_1 \\ \cancel{z_2} \\ \cancel{z_3} \end{array} \quad \begin{array}{c} c_1 = .2 \\ c_2 = .6 \\ c_3 = .2 \end{array}$$

\rightarrow this isn't great

Categorical cross entropy loss

$$CE = - \sum \text{true} \times \log(\text{predicted})$$

$$\text{ex. pred: } \{.2, .6, .2\}$$

$$\text{true: } \{0, 1, 0\}$$

then

$$CE = - (0 \times \cancel{\log(.2)} + 1 \times \log(.6) + 0 \times \cancel{\log(.2)})$$

what do you notice

here?

incorrect don't matter!

$$= - \log(.6)$$

$$= .22$$

- ① Why do we take the negative of the loss? - want loss to be positive
- ② Why do we take the log?
- want $\log(1) = 0$ bc there is no loss.
- ex. correct prob. $-\log(p)$ many
 .9 0.105 good ✓
 .5 0.693 uncertain
 .1 2.202 bad

One hot encoding

$C_1 = \text{rose}$ $C_2 = \text{daisy}$ $C_3 = \text{tulip}$
 x_1 x_2

$s_1 = \text{rose}$ w/ $[10, 5]$

$\hookrightarrow y = \{1, 0, 0\} \rightarrow \{C_1, C_2, C_3\}$

true

$s_2 = \text{tulip}$ w/ x_1, x_2
 $[20, 10]$

$y = \{0, 0, 1\}$

Mean Square Error Loss

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

This is for non-categorical answer
ex. What age are you?

Input: height + weight

predicted: 21 true: 26

$$\begin{aligned} MSE &= \frac{1}{1} \times \{ (26-21)^2 \\ &= 1 \times 25 \end{aligned}$$

$$\begin{aligned} MSE &= 25 \quad \text{if it was } 22 \\ &\quad \text{then} \end{aligned}$$

$$\begin{aligned} MSE &= \frac{1}{1} \times \{ (22-21)^2 \\ &= 1 \times 1 \end{aligned}$$

$$MSE = 1$$

| there are a few more loss
functions as well,

A Neural Network Playground

<https://playground.tensorflow.org/#activation=tanh&batchSize=10&dataset=circle®Dataset=regularized-plane&learningRate=0.03®ularizationRate=0&noise=0&networkShape=4,2&seed=0.89302&showTestData=false&discretize=false&percTrainData=50&x=true&y=true&xTimesY=false&xSquared=false&ySquared=false&cosX=false&sinX=false&cosY=false&sinY=false&collectStats=false&problem=classification&initZero=false&hideText=false>

Will show this before and after code

Reflection Cards

Reflection Card

Please reflect on today's lesson in Neural Networks from Scratch.

Reflection cards are not graded for content. However, the contents of these reflection cards may help identify potential common areas of confusion that can be addressed in the next class along with helping me make the class better :)

Hi, Caleb. When you submit this form, the owner will see your name and email address.

* Required

- Essentially a means to help me make this class better!
1. What is something that you learned in today's lecture?
 2. What is something that you are still confused about from today's lecture?
 3. Do you have any other comments/feedback/thoughts/suggestions/concerns?

<https://forms.office.com/r/Kv8LtW4iJH>