Backpropagation and Newal Networks *

Computational graphs

$$f = Wx \qquad Li = \sum_{j \neq y_n} Max(0, s_j - s_{y_i + 1})$$

$$x \qquad \qquad (b, s_j - s_{y_i + 1})$$

$$x \qquad \qquad (b, s_j - s_{y_i + 1})$$

$$x \qquad \qquad (c, s_j - s_{y_i + 1})$$

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* Backpropagation 97214

$$f(x,y,z) = (x+y)z \qquad e.g. \quad x=2, y=5, z=-4$$

$$x \rightarrow 2 \qquad \qquad + 3 \qquad y \rightarrow f \rightarrow 2$$

$$y \rightarrow 3 \qquad \qquad + 3 \qquad \qquad + 3 \qquad y \rightarrow f \rightarrow 2$$

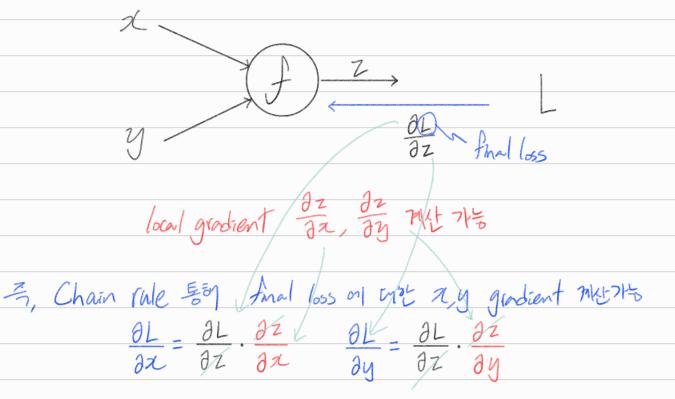
$$z \rightarrow 4 \qquad \qquad + 3 \qquad$$

Want:
$$\frac{\partial f}{\partial x}$$
, $\frac{\partial f}{\partial y}$, $\frac{\partial f}{\partial z}$

mm : gradient

$$\frac{\partial f}{\partial x} = \frac{\partial g}{\partial x} \cdot \frac{\partial f}{\partial g} = 1 \cdot z = z = 1$$

$$\frac{\partial f}{\partial y} = \frac{\partial g}{\partial y} \cdot \frac{\partial f}{\partial g} = 1 \cdot z = z = -4$$



Patterns in backward flow

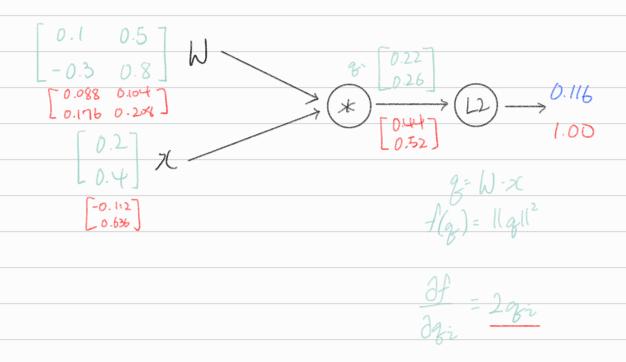
- · add gate: gradient distributor
- · max gate: gradient rarter
- · mul gate: gradient switcher

$$2(dy + max(z, w))$$

$$Z_{2}^{2} \longrightarrow \frac{10}{2} \bigoplus_{1}^{-10} \longrightarrow \frac{1}{2}$$

$$W_{1}^{-1} \longrightarrow \frac{2}{2} \bigoplus_{1}^{-10} \bigoplus_$$

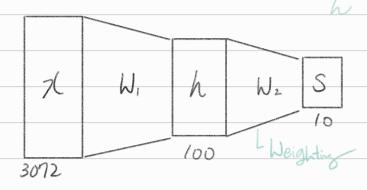
A vectorized ex. $f(x, W) = \|W \cdot x\|^2 = \sum_{i=1}^{n} (W \cdot x)_i^2$



Neural networks

Linear score function: f= Wx

2-layer Neural Network: f = W2 max (0, W, x)



- · Arrange neurons into fully-connected layous
- · Abstraction of a layer has the nice property that it allows us to use efficient vectorized code
 - · Neural networks are not really neural