## Training Neural Networks

## Mini-batch SGD

Loop: 1. Sample a botch of data

- 2. Forward prop it through the graph, get loss
- 3. Backprop to calculate the gordients
- 4. Update the parameters using the gradients

## Activation Functions

Sigmoid 6(x) = 1/(1+ex)

- saturates "firing rate" of a neuron

- Saturated neurons kill the gradients
- Signate outputs are not zero-contered
- exp() is a bit compute expansive

tanh(x) -10-10-10
-squashes numbers to [-1,1]

- zero centered
- still kills gradients when saturated

ReLU

- Computes  $f(z) = \max(0, x)$
- does not saturate
- Vary computationally efficient
- Converges much fister than signoid, tanh
- actually move biologically plansible than signoid.
- Not zero-cartered

Mayart "Neuron" max (wix+b, wix+b2) - not the form of dot product: nonlinearity - generalizes RelV and leaky RelV - Linear regime, does not saturate/die - doubles the number of parameters/neuron

題: 鉛M ReLU가 松配告

Data Preprocessing

in practice for images: center only not common to normalize variance, to do PCA or Whitening

Weight Initialization

1<sup>st</sup> idea: Small random numbers (74八世电至 0吨 1e-2~ 野地) Deep layer > all activations become 2000

"Xavier Initialization" "He"

Batch Normalization (for unit gaussian activations) Variance言部門封到

1. compute the empirical mean and variance NX independently for each dimension

2. Normatize 
$$\hat{\chi}^{(k)} = \frac{\chi^{(k)} - E[\chi^{(k)}]}{\sqrt{\text{Var}[\chi^{(k)}]}}$$

. . Improves gradient flow through the network Allows higher learning rates Reduces the strong dependence on initialization Regularization Effect Z-score Normalization: (X-日记)/野球 Random Search > Girid Search Loss Curve visualization = 32 learning rate 226