

$$h'' = g''(W''X + b'')$$
 $M_{XP}(P^{P})$ 
 $M_{X}(P)$ 
 $M_{Y}(P)$ 
 $M_{Y}(P)$ 

$$h^{(2)} = g^{(2)} \left( W^{(2)} h^{(1)} + b^{(2)} \right)$$
 $M_2 \times M_1 M_1 M_2$ 

$$\hat{y} = g^{(3)} \left( W^{(3)} h^{(2)} + b^{(3)} \right)$$

$$1 \times M_2 M_2$$
1

Why are NNs interesting?

Claim: NNs are universal approximators.

True; but also true of many other methods.

e.s. poly regression, KNN

No, mention of convergence rate.

NNs are automatic fratire engineering muchines.

One way to create complex methods is via feature engineering. Stort  $\omega/\chi \in \mathbb{Z}$ 

(ald fit  $\hat{f}(x) = x \beta + \beta_0 \quad \text{(linear model)}$ 

bit I could also create a feature map  $\phi: \mathbb{R} \to \mathbb{R}^{M} \quad (\text{typ. } M > P)$ 

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This is equiv. to a single layer NW:  $\int (x) - \beta_0 + \beta_0 \int (wx + b).$ 

For regression: predicting y  $\in \mathbb{R}$  last layer typ uses  $g^{(L)}(x) = \chi$  so that

 $\hat{f}(X) = W(L)(L-1) + b(L)$   $(XM_{L-1} M_{L-1} 1$ 

For clussification: predict  $y \in \{1, ..., K\}$ Typically use  $g^{(L)}(h) = softmax(h)$ Softmax  $(h)_i = \frac{e}{\sum_{k=0}^{K} e^{k}}$ k-vector j=1

Z = Softmox(h)  $fhun (1) Z_i > 0$   $\begin{pmatrix} 2 \\ 2 \\ 1 = 1 \end{pmatrix} = 1$ 

 $O(x) = Softmax(w^{(L)}h^{(L-1)}+b^{(L)})$ then  $f(x) = argmax O(x)_k$ 

NNC MONOROlise mount madelinele.

NNs generalize mony methods:

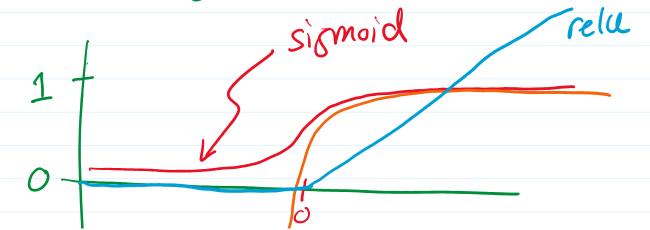
this is just regression.

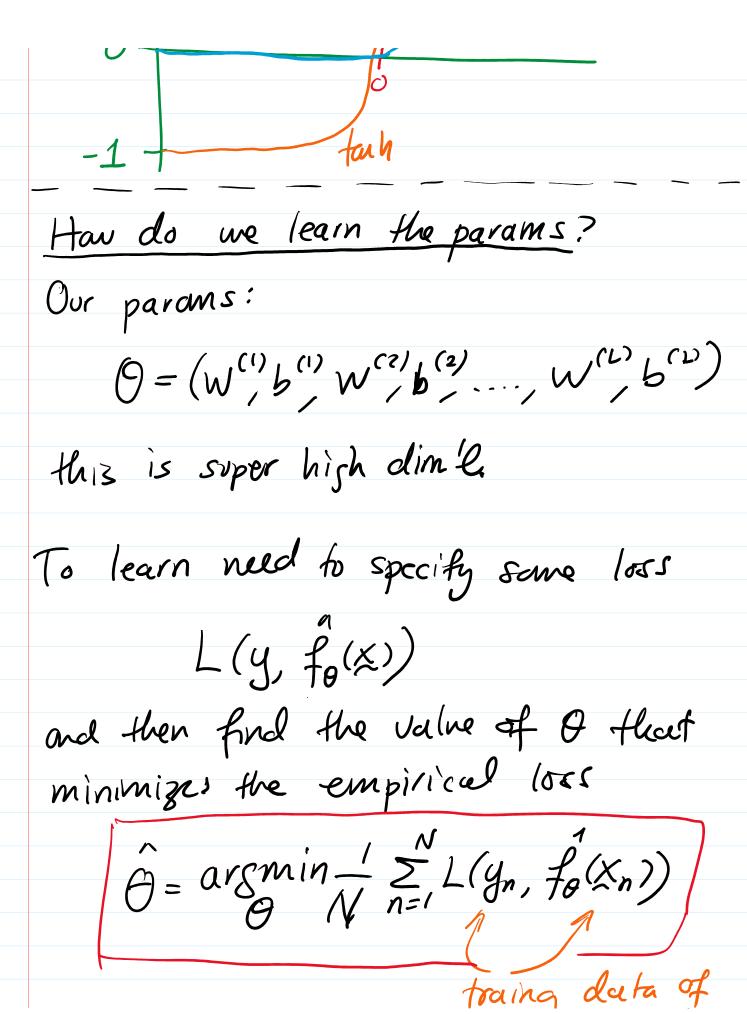
then this is just logistic regression.

For FNNs there one lots of choices in architecture to be made

- (2) how mony hidden units at each layer (width)
- (3) Which activation functions

Modern wisdam: deeper retworks one better than wider.





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For regression: 
$$L(y, \hat{y}) = (y - \hat{y})^2$$
  
Squared enor

K-class classification:

(for each class)

$$\tilde{y_k} = I(y=k)$$

$$[y=2 : \tilde{y}=(0,1,0,0,...)]$$

Use Cross-entropy lass:

K & L. COLVIN

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$$L(y, O(x)) = -\frac{x}{k} \Im_k \log(O(x)_k)$$

$$= -\log(O(x)_y)$$

$$-\log(a)$$

This is difficult 1/c

- (1) & is super high dim'l
- 2) may have lots of data
- (3) f is very complex.

To optimize use gradient descent

Futialize  $\theta^{(0)}$ For  $t=1, 2, 3, \dots$   $\theta^{(t)} = \theta^{(t+1)} = \alpha \sqrt{\delta} \sqrt{\delta} / \delta^{(t-1)}$ 

Step size grad,

(tearning rule)

Problem: IV may be really large and so Calc. Grad may be slow

$$L(0) = \sum_{n} L(y_n, \hat{f_0}(x_n))$$

$$\frac{\partial \mathcal{L}}{\partial \theta} = \sum_{n} \frac{\partial \mathcal{L}_{n}}{\partial \theta}$$

Soln: Stochastic Grad Descent (SGD)

Idea! instead of Cake grad over all trains, we just use a (random)

Subset.

mini-batch