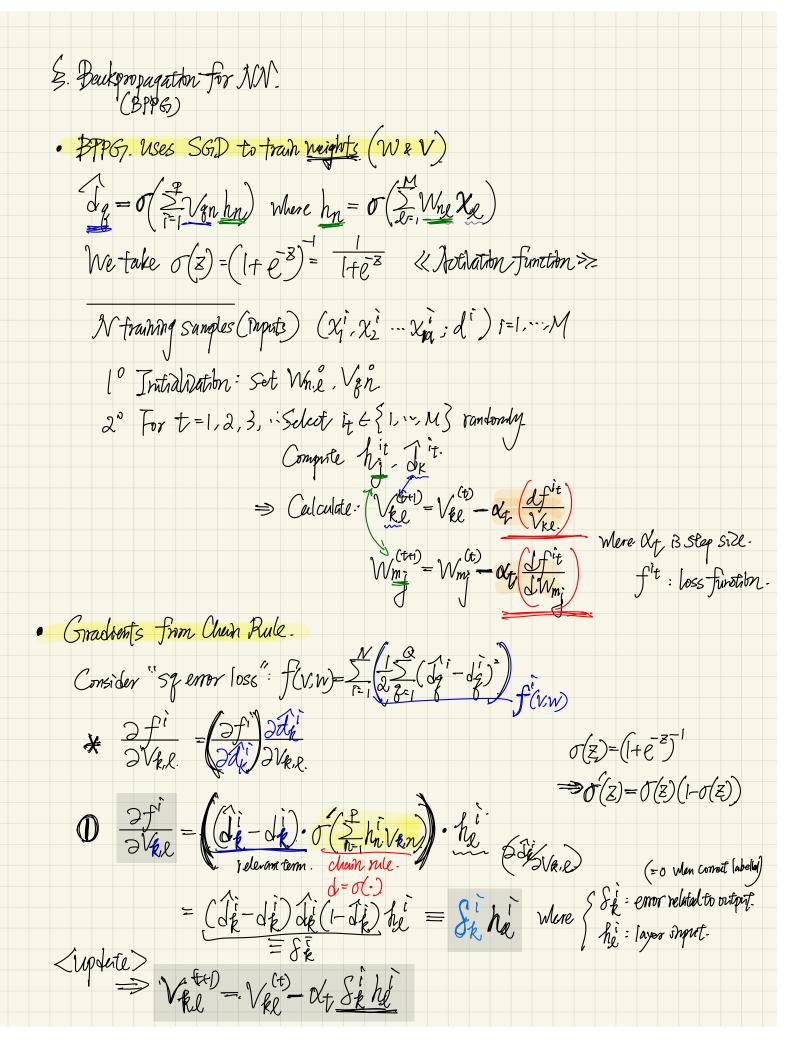


· Bukpropagation: work back from Leep (owtput) to shallon (shout) layer.																												
	Buckpropagation: work back from Leep (orotput) to shallow (input) layer. ⇒ for N framing samples & Q orotputs: min. ∑ ∑ 1/2 (Jig-Jig) Wei, Vej i=1 7-1 2 (Jig-Jig) beckwood:																											
	July Chaming Samples & Champings . Weig Vei i=1 3-1 2 (dig-dig)																											
	1º Initialization: guess Wej., Vej																											
	1 20 Stal moraec: Mance monits i mondonill																											
	2° SGID process: Choose Inputs i randomly. 3° Calculate hip, di, q. for Jufa i. 14° GD updates: First Vej, then Wej. (Jeep rack to Shallow)																											
				3	(jula	ulā	te.	h	P	r d	1,2	, -	Tor	de	ta	Ĉ	•								,		
				4)	GD) Щ	oda	ites	; -	file	t	Ve	ע	, ,	the	n	N	lej.	J	ep l	ack	Ct	īo S	hall	ow)	
				•									Ø						U									



D for Wmj. Tri = 56 fi Vadgi Vahin)

2 Winj = 3=10 Jzi 2 hin 2 Winj. (i) loss/ $\frac{\partial f'}{\partial J_{\dot{q}}} = J_{\dot{q}}^{\dot{q}} - J_{\dot{q}}^{\dot{q}}$ (ii). Orapra : $\frac{\partial dg^i}{\partial h_m^i} = \frac{\partial}{\partial h_m^i} O(\frac{1}{2}h_n^i V_{g^n}) = V_{g^n}^i \cdot O(\frac{1}{2}h_n^i V_{g^n})$ = Vain. [Ja (1- Ja)] (ii) hidden = 2 Nm; o (Wm, e Xè) = Nm; o (Mme Xè) $=\chi_{j}^{i}\cdot\left[h_{m}^{i}\left(l-h_{m}^{i}\right)\right]$ $= 50 \frac{2fi}{2Wmi} = \frac{1}{3} \left[\frac{1}{3} - \frac{1}{3} \right] V_{gm} \cdot \frac{1}{3} \left[(1 - \frac{1}{3}) \cdot h_{mi} (1 - h_{mi}) \right] \chi_{j}^{i}$ $= V_{mi} = \frac{1}{3} V_{gm} h_{mi} (1 - h_{mi})$ $= V_{mi} \chi_{j}^{i} \quad (another heighted sum of \chi_{j}^{i})$ => < update> Wm = Wmi - xt mixi.

Abou to Backpropagation?

1 Initialize Wmj, Vkl.

2 Iteration; for t=0,1,2....

2 SGD> Chrose if E {1..., N}. sandomly.

Tomad thm NN> Compute hit by. (Xit, Wmj.)

1 it 1... (Lit 1/t)

Lit by (hmit, Vx.)

& Cost/loss func is non comex function of weights?.

* May comerge to local minima.

* Some empirical tricks: "Berfell SGD", "Normalization"

* Can all regularization.