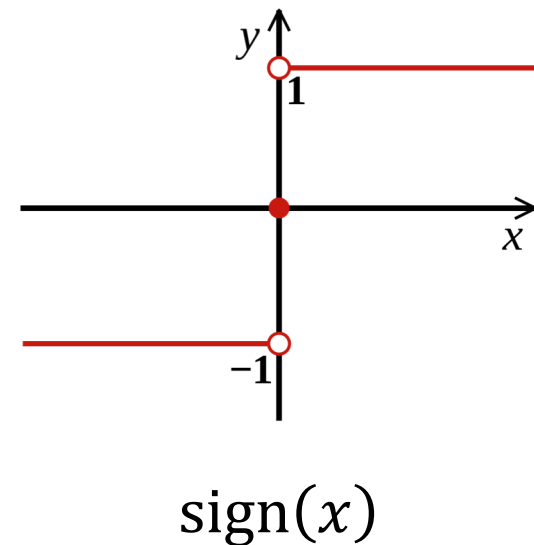
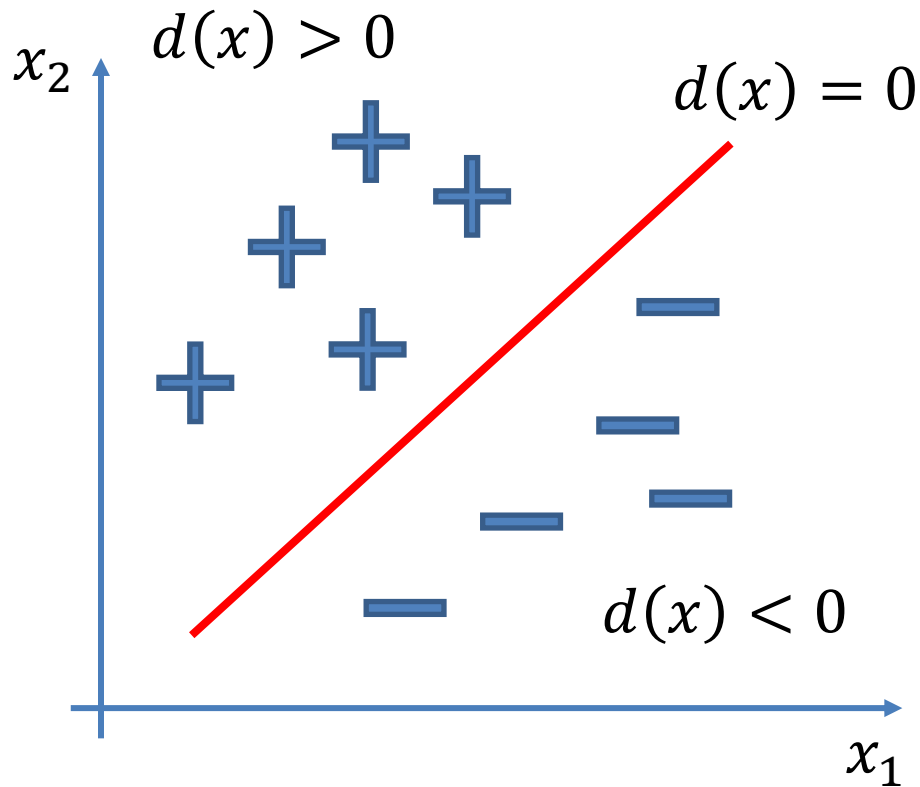


Intro

- In this video we will talk about the simplest neural network – multi-layer perceptron (MLP)

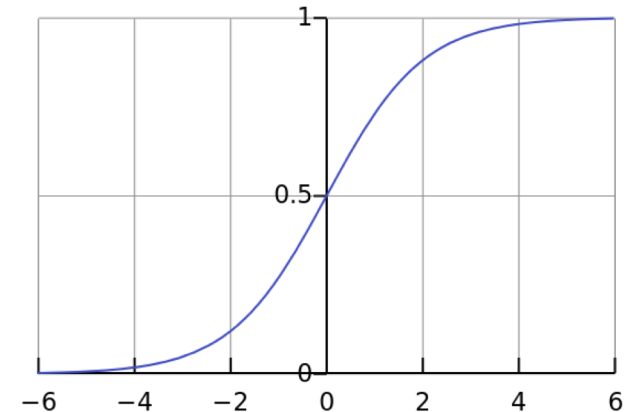
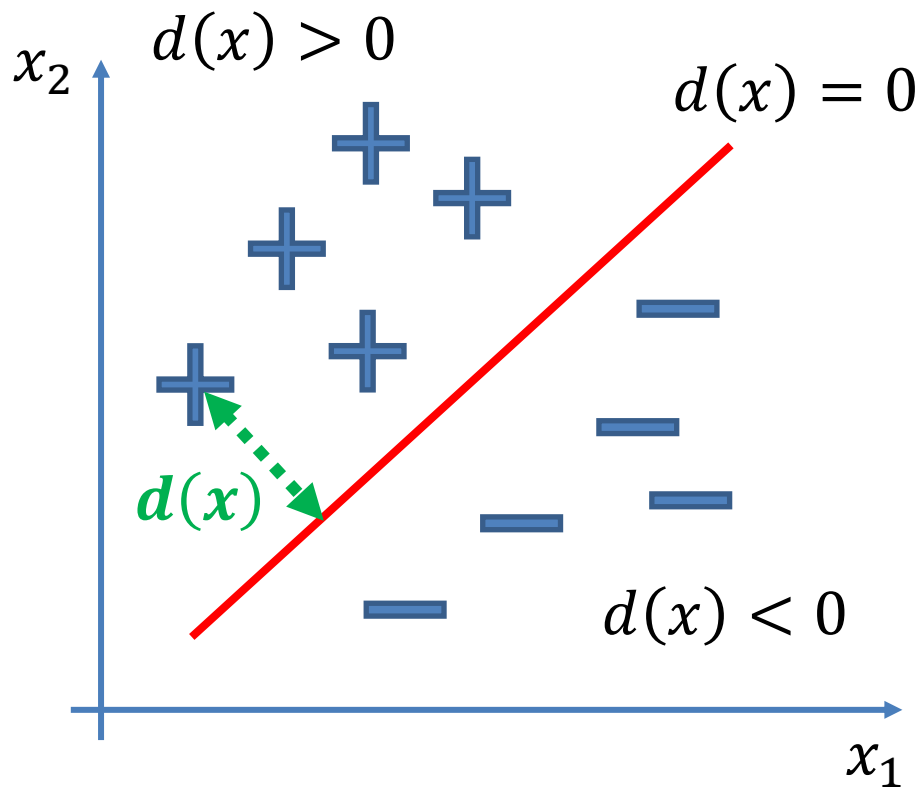
Let's recall linear binary classification

- Features: $x = (x_1, x_2)$
- Target: $y \in \{+1, -1\}$
- Decision function: $d(x) = \mathbf{w}_0 + \mathbf{w}_1 x_1 + \mathbf{w}_2 x_2$
- Algorithm: $a(x) = \text{sign}(d(x))$



Logistic regression

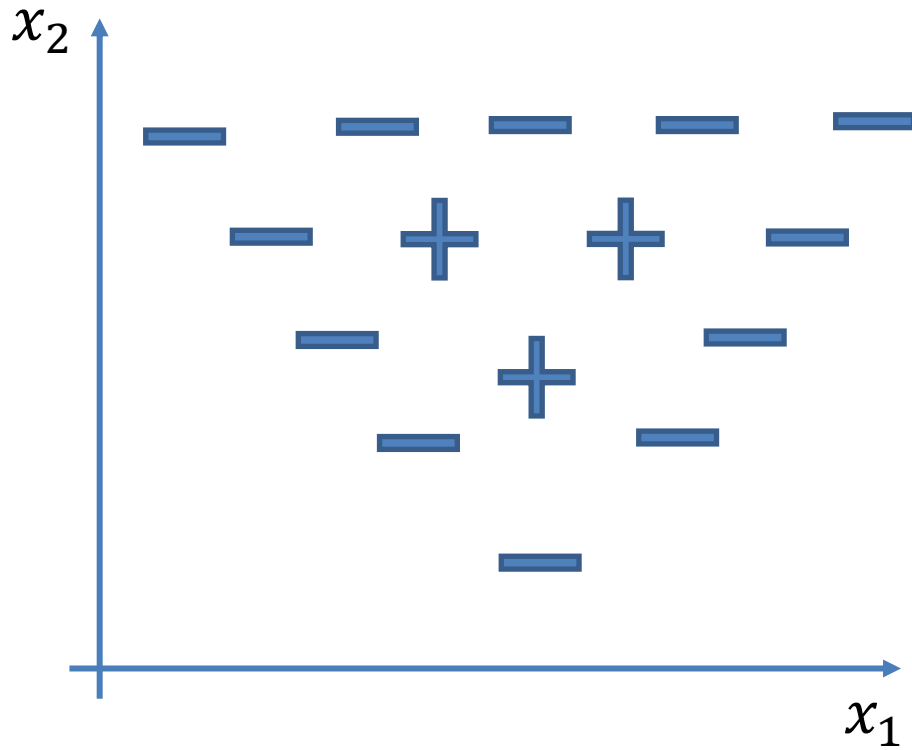
- Predicts probability of the positive class (+1)
- Decision function: $d(x) = \mathbf{w}_0 + \mathbf{w}_1x_1 + \mathbf{w}_2x_2$
- Algorithm: $a(x) = \sigma(d(x))$



$$\sigma(x) = \frac{1}{1 + e^{-x}}$$

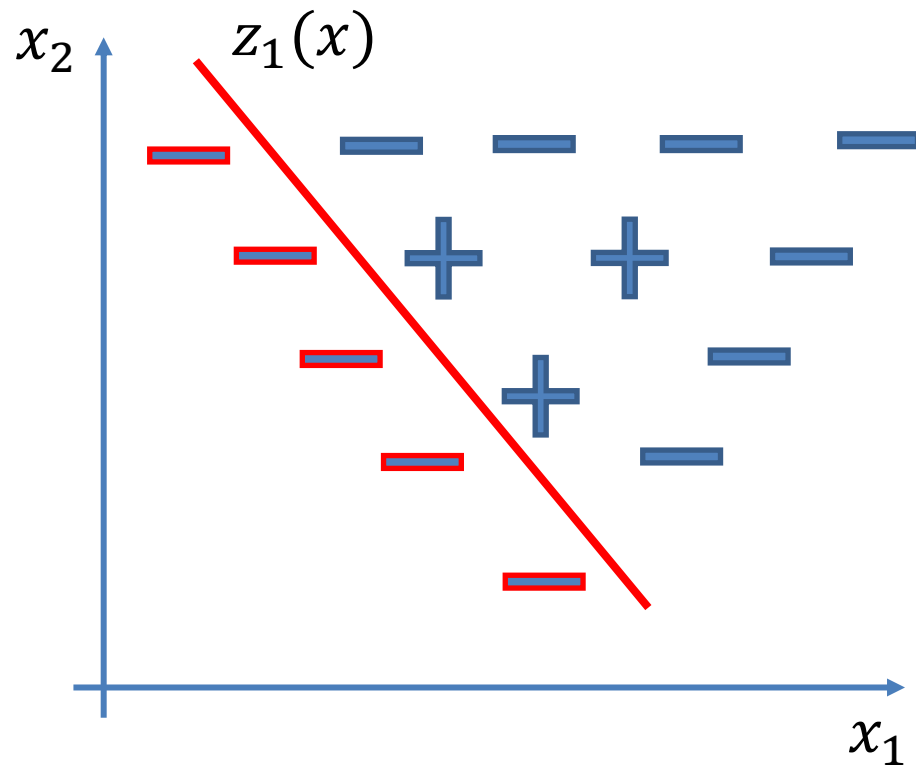
Triangle problem

- Features: $x = (x_1, x_2)$
- Target: $y \in \{+1, -1\}$



Triangle problem: solving a subproblem

- Features: $x = (x_1, x_2)$
- Target: $y \in \{+1, -1\}$

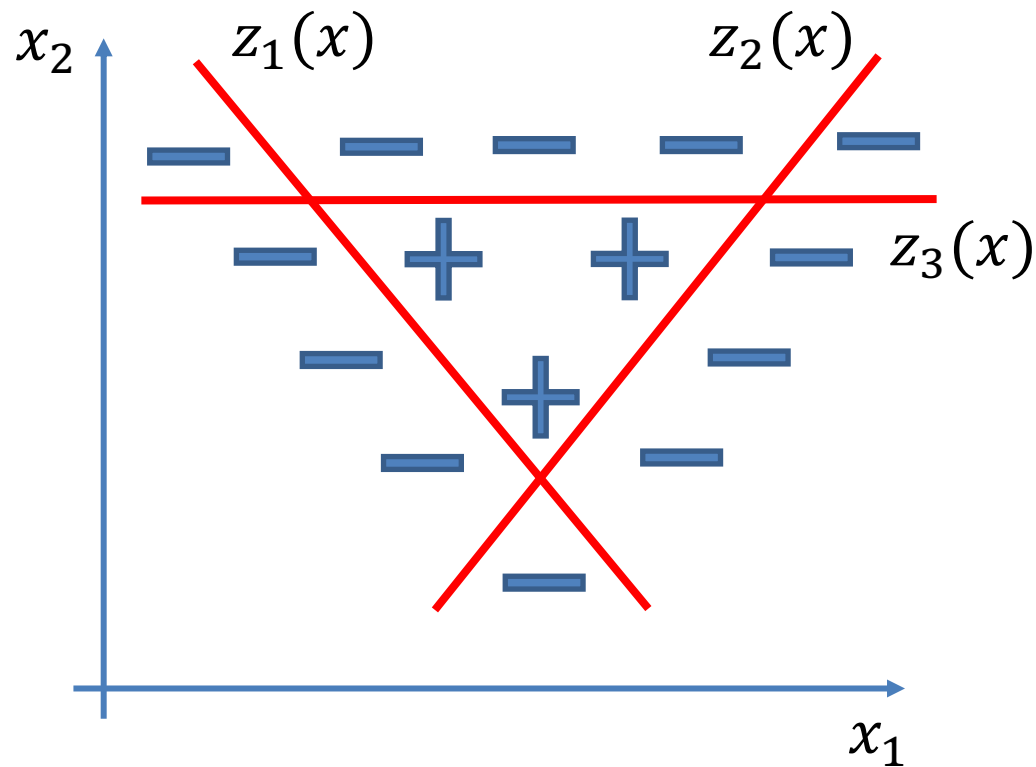


This line helps us to separate minuses on the left

$$z_1 = \sigma(\mathbf{w}_{0,1} + \mathbf{w}_{1,1}x_1 + \mathbf{w}_{2,1}x_2)$$

A logistic regression per a subproblem

- Features: $x = (x_1, x_2)$
- Target: $y \in \{+1, -1\}$

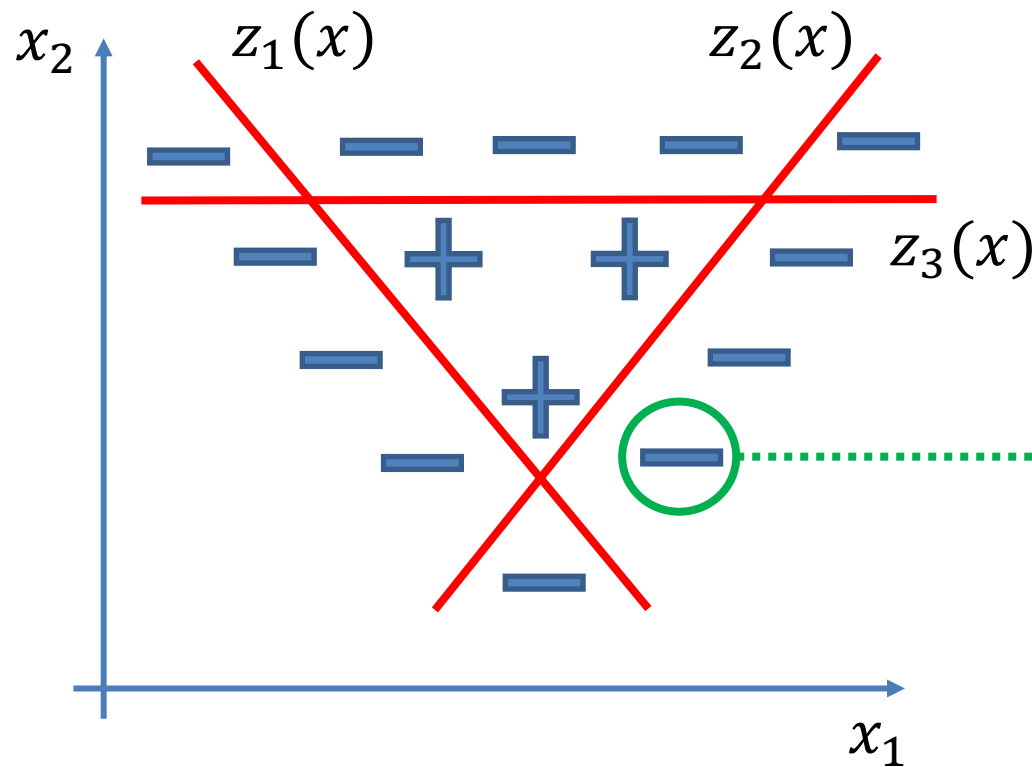


Imagine that we've
somehow
found these 3 lines

$$z_i = \sigma(\mathbf{w}_{0,i} + \mathbf{w}_{1,i}x_1 + \mathbf{w}_{2,i}x_2)$$

These lines give us new features

- Features: $x = (x_1, x_2)$
- Target: $y \in \{+1, -1\}$



New features:

$z_1(x)$	$z_2(x)$	$z_3(x)$	y
0.6	0.3	0.8	-1
0.7	0.7	0.7	+1

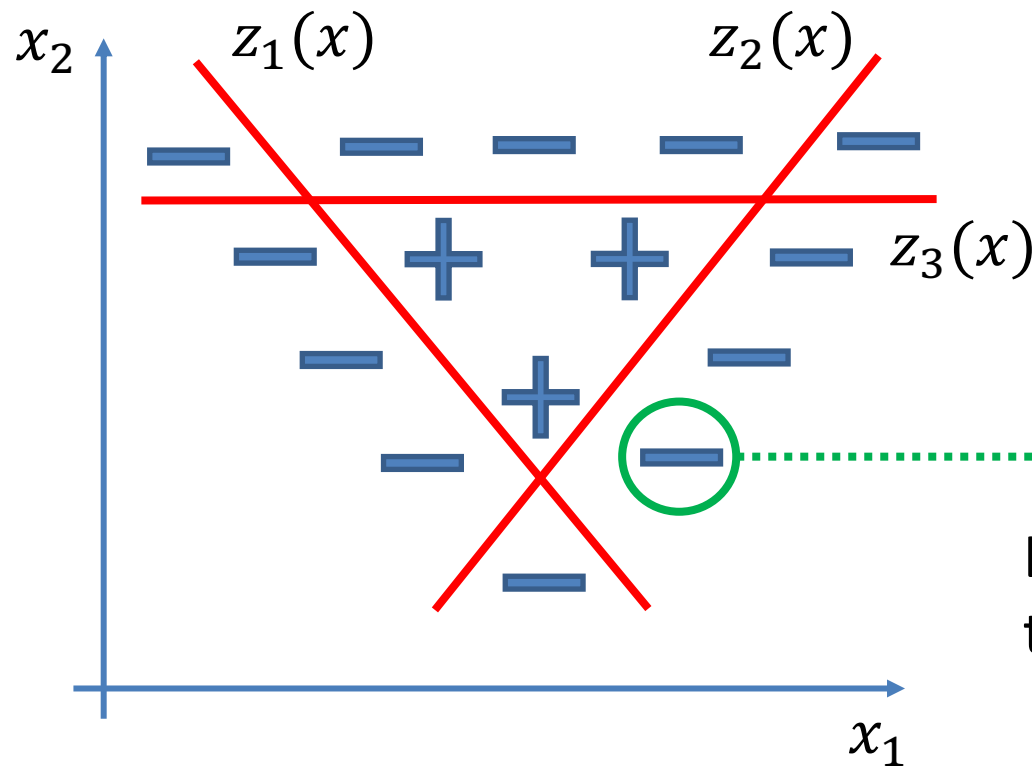
$$(x_1, x_2) \rightarrow (z_1, z_2, z_3)$$

What to do next?

$$z_i = \sigma(\mathbf{w}_{0,i} + \mathbf{w}_{1,i}x_1 + \mathbf{w}_{2,i}x_2)$$

Final algorithm

- Features: $x = (x_1, x_2)$
- Target: $y \in \{+1, -1\}$



New features:

$z_1(x)$	$z_2(x)$	$z_3(x)$	y
0.6	0.3	0.8	-1
0.7	0.7	0.7	+1

$$(x_1, x_2) \rightarrow (z_1, z_2, z_3)$$

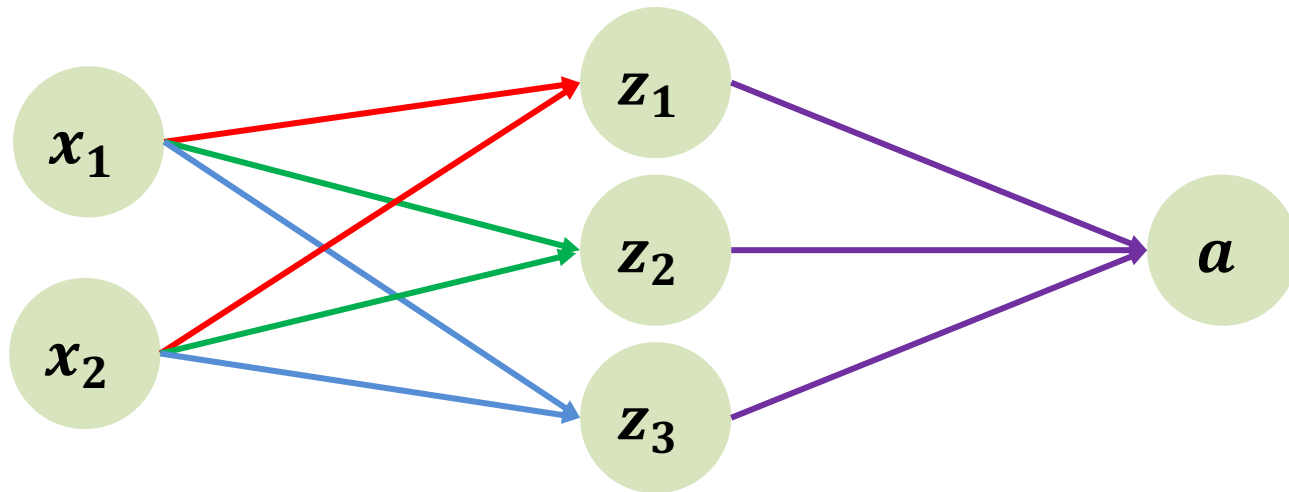
Let's build a linear model on top of these new features:

$$a(x) = \sigma(\mathbf{w}_0 + \mathbf{w}_1 z_1(x) + \mathbf{w}_2 z_2(x) + \mathbf{w}_3 z_3(x))$$

$$z_i = \sigma(\mathbf{w}_{0,i} + \mathbf{w}_{1,i}x_1 + \mathbf{w}_{2,i}x_2)$$

We still don't know how to find these 4 lines

- But we know how our algorithm will predict once we find them:
 - $z_i = \sigma(\mathbf{w}_{0,i} + \mathbf{w}_{1,i}x_1 + \mathbf{w}_{2,i}x_2)$
 - $a(x) = \sigma(\mathbf{w}_0 + \mathbf{w}_1z_1(x) + \mathbf{w}_2z_2(x) + \mathbf{w}_3z_3(x))$
- Let's rewrite our algorithm in terms of a **computation graph**:

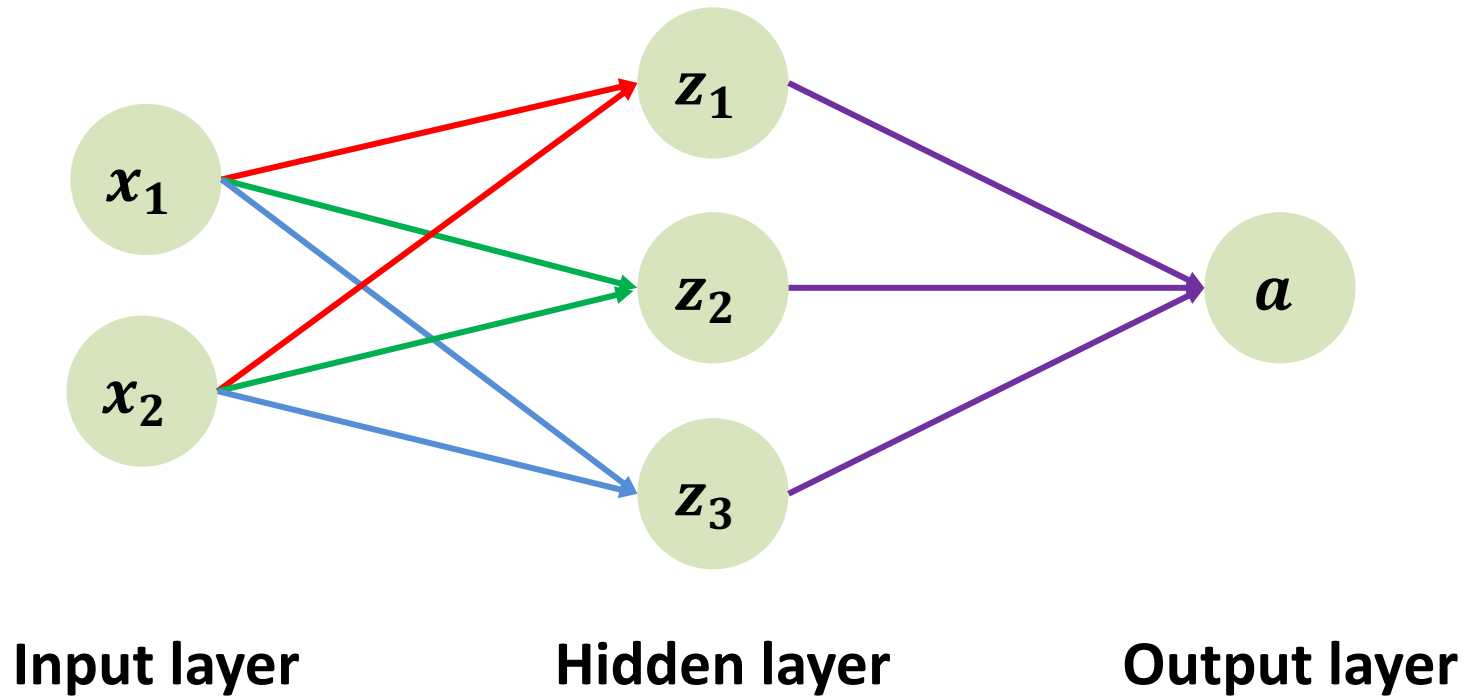


Nodes: computed variables ($x_1, x_2, z_1, z_2, z_3, a$)

Edges: dependencies (we need x_1 and x_2 to compute z_1)

Our computation graph has a name

- Multi-layer perceptron (MLP):



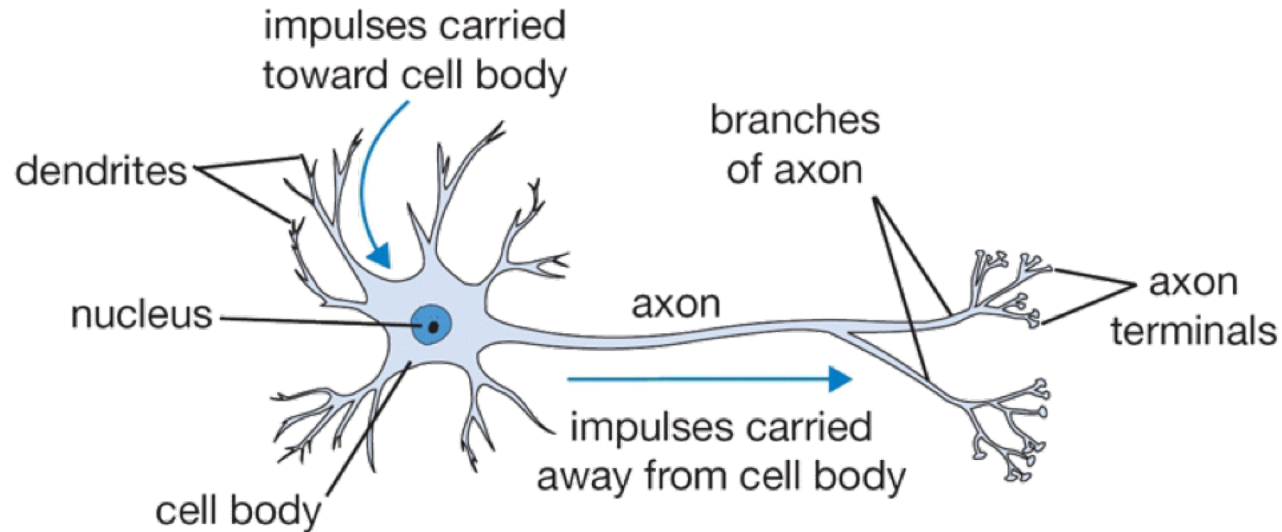
Features

Here each node is a **neuron**:

1. Take a linear combination of inputs
2. Apply **activation** function (e.g. $\sigma(x)$)

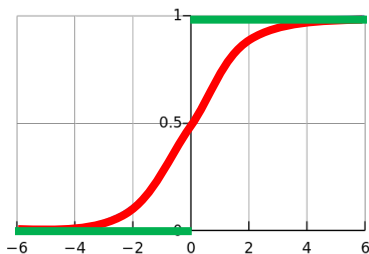
Why is it called a neuron?

- Neuron in a human brain:

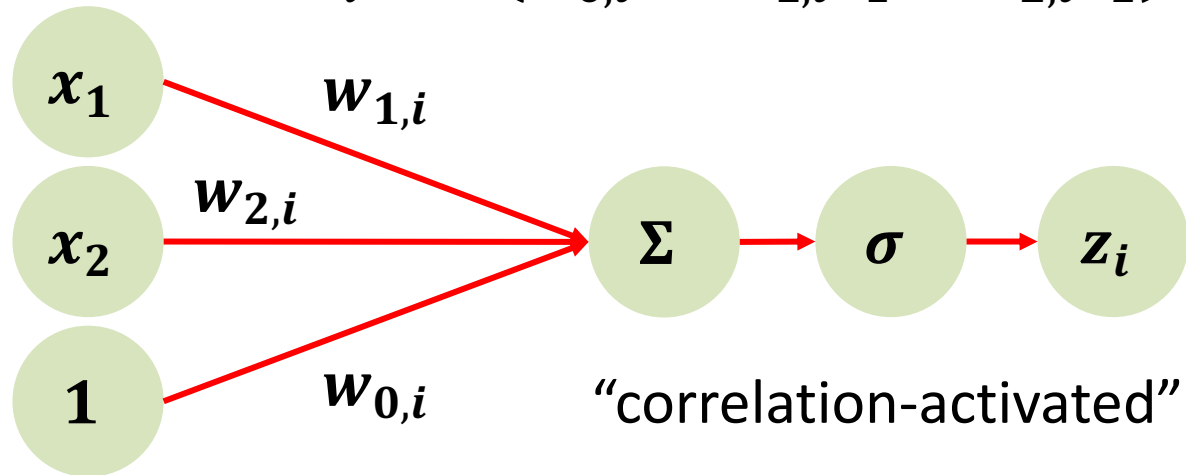


- Artificial neuron:

$$z_i = \sigma(w_{0,i} + w_{1,i}x_1 + w_{2,i}x_2)$$

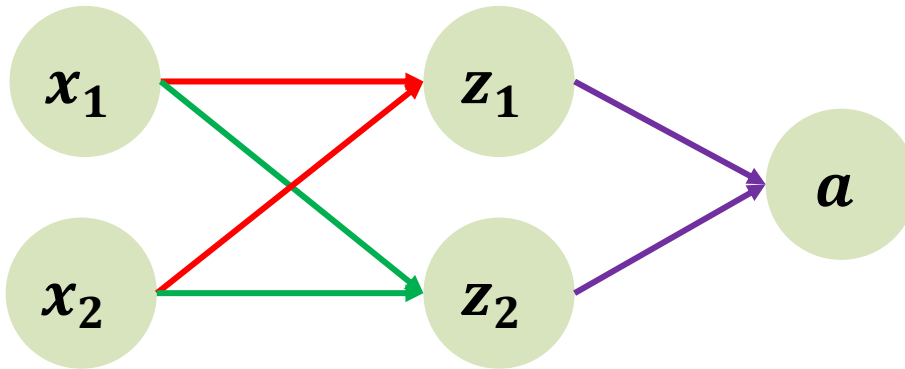


“smooth
indicator”



We need a non-linear activation function!

- Let's see what happens if we throw away $\sigma(x)$:



$$z_1 = w_{1,1}x_1 + w_{2,1}x_2$$

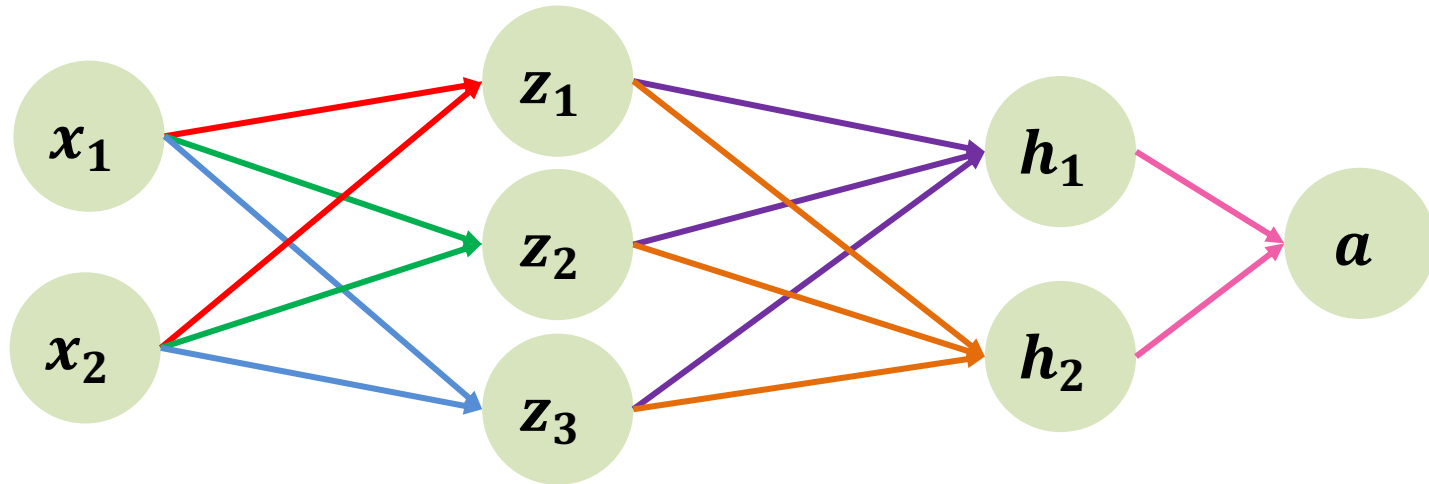
$$z_2 = w_{1,2}x_1 + w_{2,2}x_2$$

$$a = w_1z_1 + w_2z_2$$

- Our algorithm turns into a fancy **linear function**!
 - $a = (w_1w_{1,1} + w_2w_{1,2})x_1 + (w_1w_{2,1} + w_2w_{2,2})x_2$

MLP overview

- MLP is an example of **artificial neural network**
- MLP can have many hidden layers:



- **Architecture** of an MLP:
 - Number of layers
 - Number of neurons in each layer
 - Activation function
- Hidden layer in MLP:
 - Dense layer
 - Fully-connected layer

How to train your MLP?

- We know how to train one neuron (e.g. logistic regression): SGD
- Let's do the same for the whole MLP!

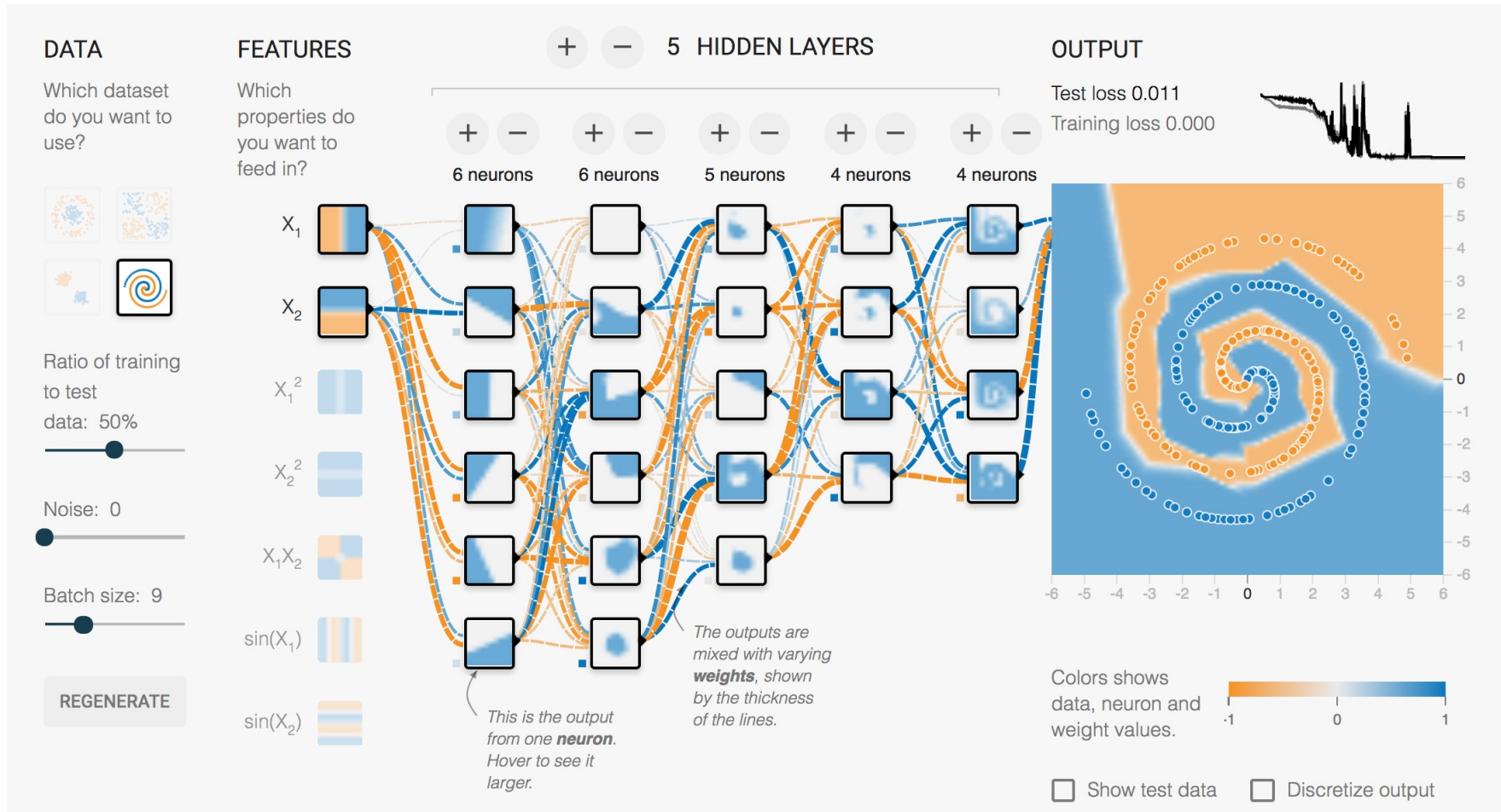


Bob chilling at a local optima

<https://hackernoon.com/life-is-gradient-descent-880c60ac1be8>

Check out MLP training demo

- <http://playground.tensorflow.org> (change activation to ReLU)



How to train your MLP?

- Other problems:
 - We can have many hidden layers (hyper-parameter) → we need to calculate gradients **automatically**!
 - We can have many neurons → we need to calculate gradients **fast**!
- In the next video we will solve these problems!