

## 3.5. 신경망 출력층 설계하기

밑바닥 딥러닝 by 사이토 고키 (2017)  
OREILY & 한빛미디어

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그림 3-21  
항등 함수

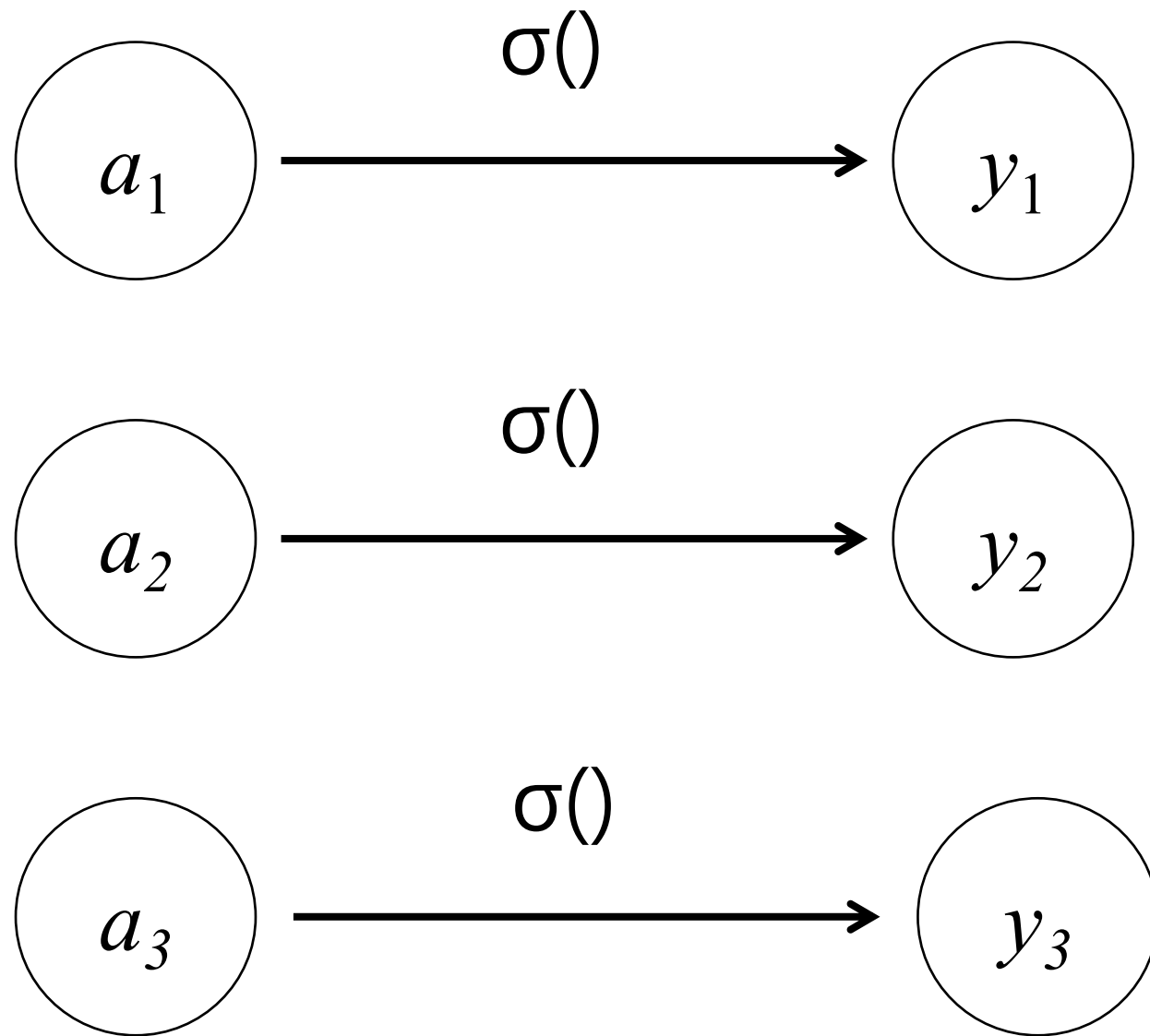


그림 3-22  
소프트맥스 함수

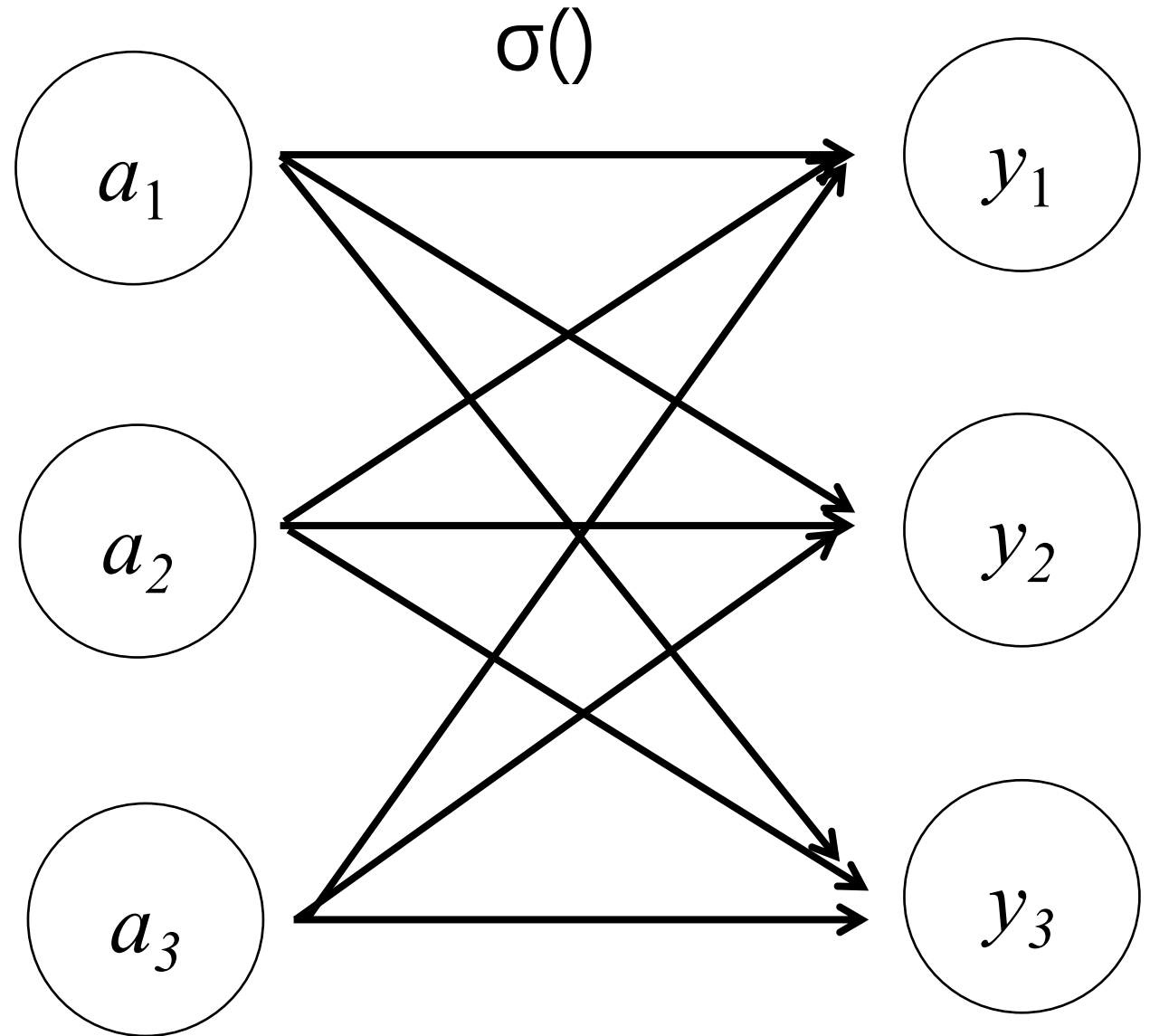
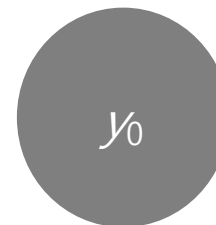
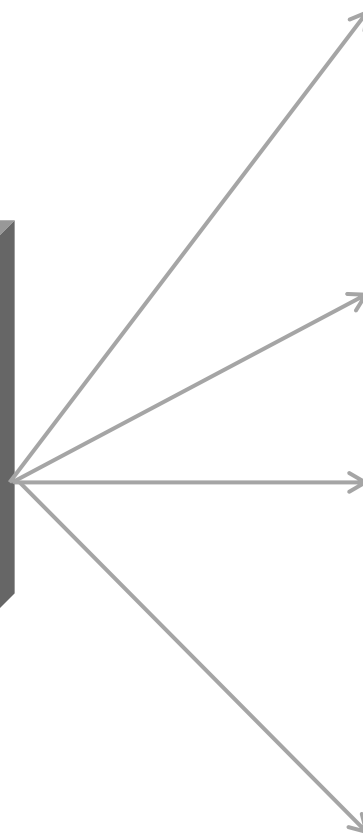


그림 3-23  
출력층의 뉴런 수

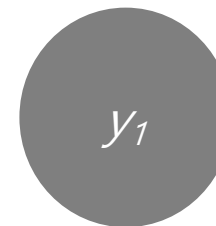


임의의 계산



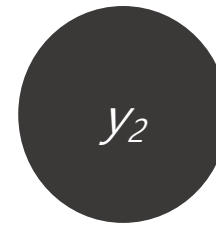
$y_0$

$= 0$



$y_1$

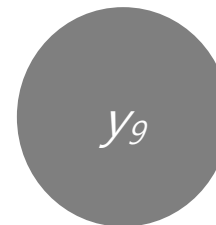
$= 1$



$y_2$

$= 2$

⋮



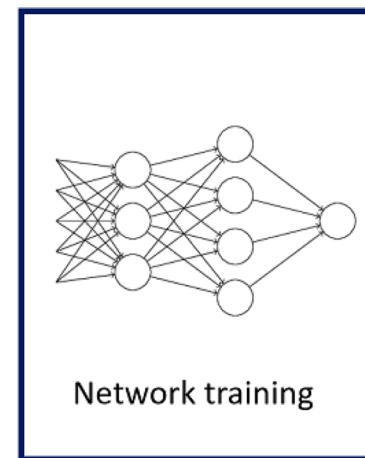
$y_9$

$= 9$

# MNIST - I

0 0 0 0 0 0 0 0 0 0 0 0 0 0  
1 1 1 1 1 1 1 1 1 1 1 1 1 1  
2 2 2 2 2 2 2 2 2 2 2 2 2 2  
3 3 3 3 3 3 3 3 3 3 3 3 3 3  
4 4 4 4 4 4 4 4 4 4 4 4 4 4  
5 5 5 5 5 5 5 5 5 5 5 5 5 5  
6 6 6 6 6 6 6 6 6 6 6 6 6 6  
7 7 7 7 7 7 7 7 7 7 7 7 7 7  
8 8 8 8 8 8 8 8 8 8 8 8 8 8  
9 9 9 9 9 9 9 9 9 9 9 9 9 9

Data & Labels



0  
1  
2  
3  
4  
5  
6  
7  
8  
9

# MNIST- II

