



# Introduction to Deep Learning

IUT AI Chapter



# Course Outline

- **What is Deep Learning?**
- **Improving Our Models**
- **Deep Learning for Images**
- **Deep Learning for Texts**
- **Advanced Topics**

## This is a Semi-Advanced Course.

- So we assume the basic knowledge of:
  - Machine learning
  - Probability theory
  - Linear algebra and calculus
  - Python programming

# Week 1

- **Linear Regression and Linear Classification**
- **Artificial Neural Networks**
- **Cost Functions**
- **Gradient descent**
- **Activation Functions**
- **BackPropagation**
- **Overfit and Underfit**

# Supervised Learning

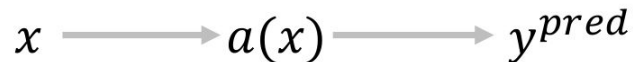
$x_i$  — example

$y_i$  — target value

$x_i = (x_{i1}, \dots, x_{id})$  — features

$X = ((x_1, y_1), (x_2, y_2), \dots, (x_\ell, y_\ell))$  — training set

$a(x)$  — model, hypothesis



# Regression and Classification

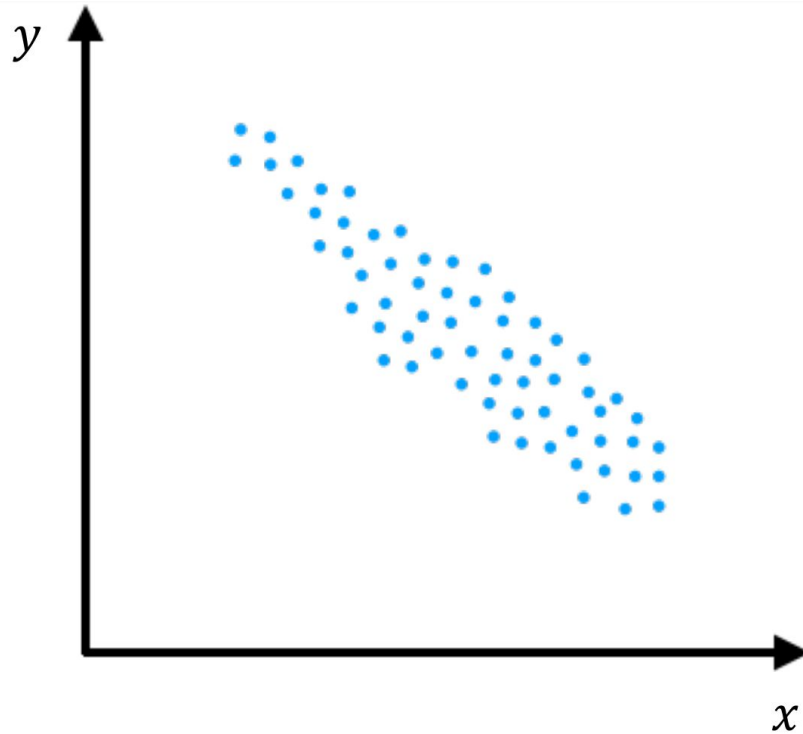
$y_i \in \mathbb{R}$  — regression task

- Salary prediction
- Movie rating prediction

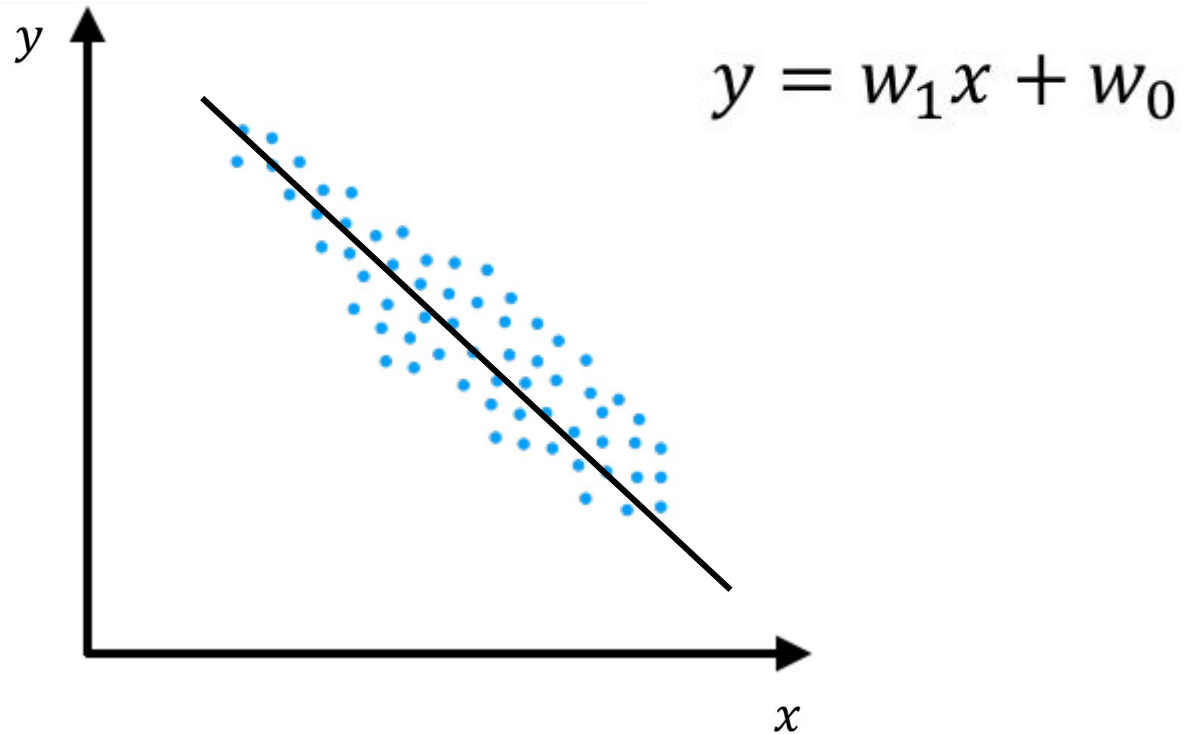
$y_i$  belongs to a finite set — classification task

- Object recognition
- Topic classification

# Linear Model for Regression example



## Linear Model for Regression example





## Construct Our Linear Model

$$a(x) = b + w_1 x_1 + w_2 x_2 + \cdots + w_d x_d$$

- $w_1, w_2, \dots, w_d \rightarrow$  Coefficients (weights)
- $b \rightarrow$  bias
- How many Parameters?

## How to Measure Our Model Quality?

$$L(w) = \frac{1}{\ell} \|Xw - y\|^2 \rightarrow \min_{w,}$$

### **Exact Solution**

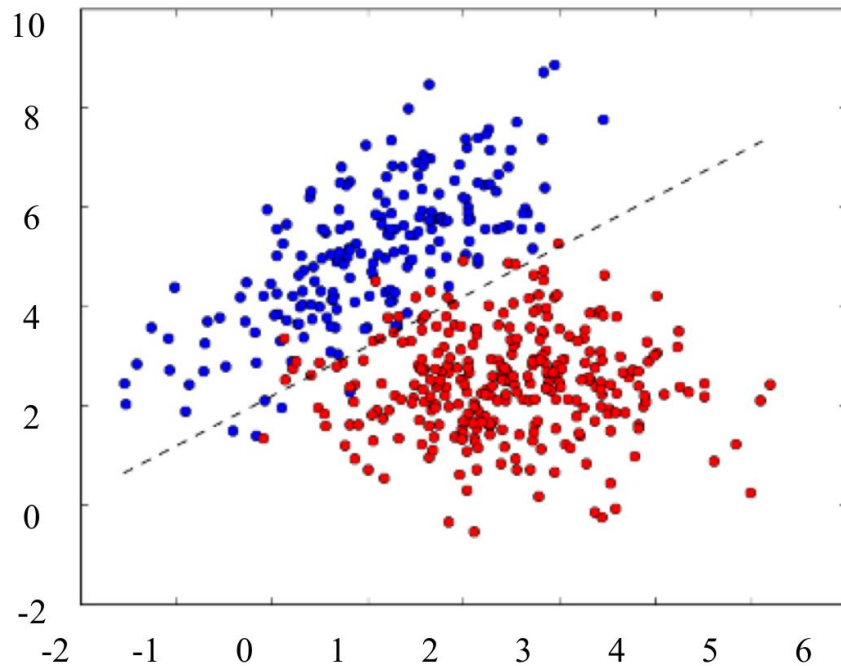
$$w = (X^T X)^{-1} X^T y$$

## Why Don't We Just Use That Equation?

- What is the time complexity of Matrix Inversion?

**$O(n^3)$  Not very reasonable for High Dimensional Data.**

# Linear Model for Classification example



## Construct Our Linear Model

Multi-class classification ( $y \in \{1, \dots, K\}$ ):

$$a(x) = \arg \max_{k \in \{1, \dots, K\}} (w_k^T x)$$

Number of parameters:  $K \cdot d$  ( $w_k \in \mathbb{R}^d$ )

# Classification Loss

Classification accuracy:

$$\frac{1}{\ell} \sum_{i=1}^{\ell} [a(x_i) = y_i]$$

- Not differentiable
- Doesn't assess model confidence

$[P]$  — Iverson bracket:

$$[P] = \begin{cases} 1, & P \text{ is true} \\ 0, & P \text{ is false} \end{cases}$$

# Classification Score

Class scores (**logits**) from a linear model:

$$z = (w_1^T x, \dots, w_K^T x)$$



$$(e^{z_1}, \dots, e^{z_K})$$



$$\sigma(z) = \left( \frac{e^{z_1}}{\sum_{k=1}^K e^{z_k}}, \dots, \frac{e^{z_K}}{\sum_{k=1}^K e^{z_k}} \right)$$

(softmax transform)

## Find The Similarity

Predicted class probabilities (model output):

$$\sigma(z) = \left( \frac{e^{z_1}}{\sum_{k=1}^K e^{z_k}}, \dots, \frac{e^{z_K}}{\sum_{k=1}^K e^{z_k}} \right)$$

Target values for class probabilities:

$$p = ([y = 1], \dots, [y = K])$$

Similarity between  $z$  and  $p$  can be measured by the cross-entropy:

$$-\sum_{k=1}^K [y = k] \log \frac{e^{z_k}}{\sum_{j=1}^K e^{z_j}} = -\log \frac{e^{z_y}}{\sum_{j=1}^K e^{z_j}}$$



# Cross-Entropy for Classification

Cross-entropy is differentiable and can be used as a loss function:

$$\begin{aligned} L(w, b) &= - \sum_{i=1}^{\ell} \sum_{k=1}^K [y_i = k] \log \frac{e^{w_k^T x_i}}{\sum_{j=1}^K e^{w_j^T x_i}} \\ &= - \sum_{i=1}^{\ell} \log \frac{e^{w_{y_i}^T x_i}}{\sum_{j=1}^K e^{w_j^T x_i}} \rightarrow \min_w \end{aligned}$$

# Gradient Descent

Optimization problem:

$$L(w) = \sum_{i=1}^{\ell} L(w; x_i, y_i) \rightarrow \min_w$$

$w^0$  — initialization

while True:

$$w^t = w^{t-1} - \eta_t \nabla L(w^{t-1})$$

if  $\|w^t - w^{t-1}\| < \epsilon$  then break

# Gradient Descent

Mean squared error:

$$\nabla L(w) = \frac{1}{\ell} \sum_{i=1}^{\ell} \nabla (w^T x_i - y_i)^2$$

- $\ell$  gradients should be computed on each step
- If the dataset doesn't fit in memory, it should be read from the disk on every GD step

# Stochastic Gradient Descent

Optimization problem:

$$L(w) = \sum_{i=1}^{\ell} L(w; x_i, y_i) \rightarrow \min_w$$

$w^0$  — initialization

while True:

$i$  = random index between 1 and  $\ell$

$$w^t = w^{t-1} - \eta_t \nabla L(w^{t-1}; x_i; y_i)$$

if  $\|w^t - w^{t-1}\| < \epsilon$  then break

# Mini-Batch Gradient Descent

Optimization problem:

$$L(w) = \sum_{i=1}^{\ell} L(w; x_i, y_i) \rightarrow \min_w$$

$w^0$  — initialization

while True:

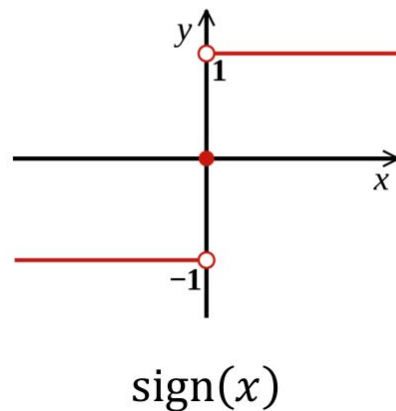
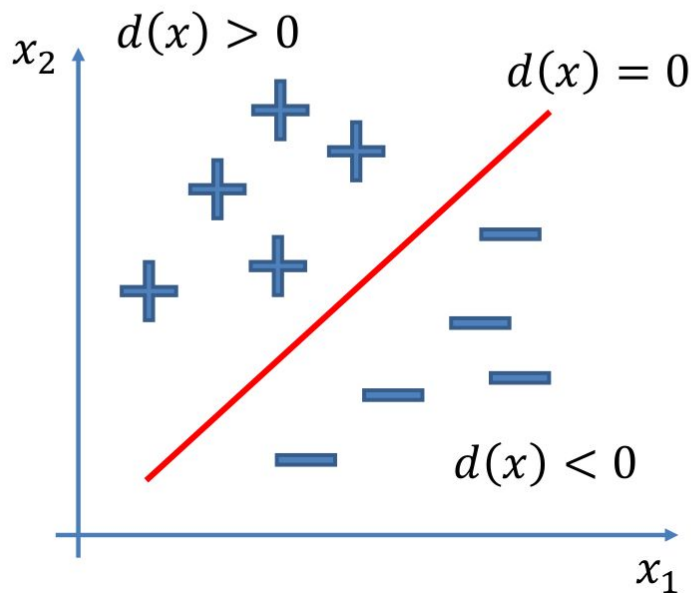
$i_1, \dots, i_m$  = random indices between 1 and  $\ell$

$$w^t = w^{t-1} - \eta_t \frac{1}{m} \sum_{j=1}^m \nabla L(w^{t-1}; x_{i_j}, y_{i_j})$$

if  $\|w^t - w^{t-1}\| < \epsilon$  then break

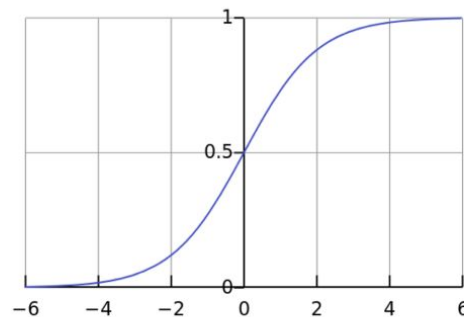
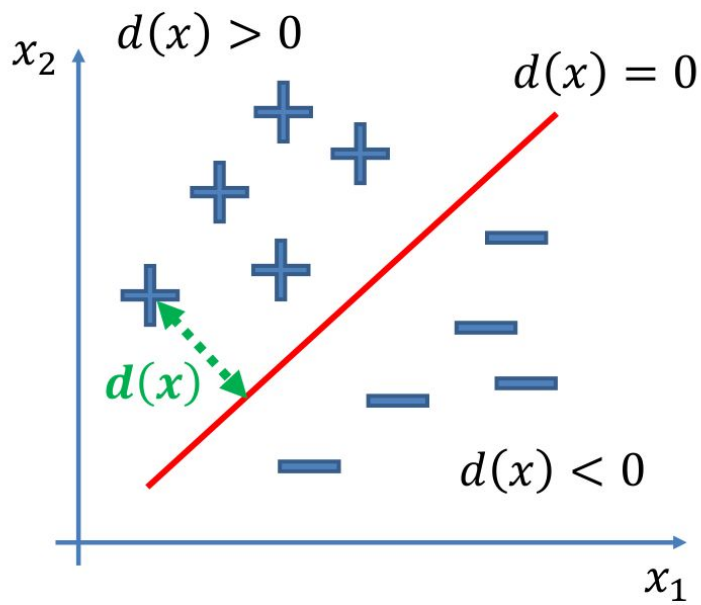
# MLP (Multi-Layer Perceptron)

- Features:  $x = (x_1, x_2)$
- Target:  $y \in \{+1, -1\}$
- Decision function:  $d(x) = \mathbf{w}_0 + \mathbf{w}_1x_1 + \mathbf{w}_2x_2$
- Algorithm:  $a(x) = \text{sign}(d(x))$



# Logistic Regression

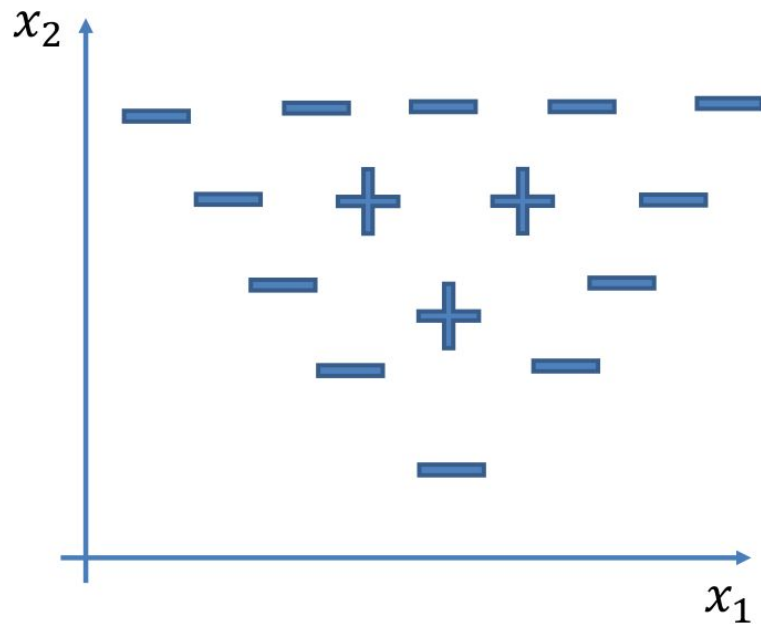
- Predicts probability of the positive class (+1)
- Decision function:  $d(x) = \mathbf{w}_0 + \mathbf{w}_1x_1 + \mathbf{w}_2x_2$
- Algorithm:  $a(x) = \sigma(d(x))$



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

# Triangle Problem

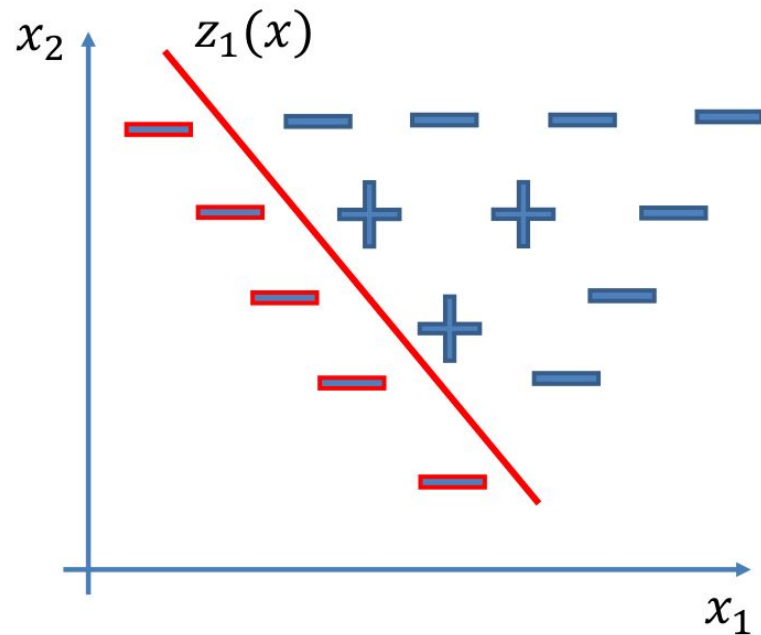
- Features:  $x = (x_1, x_2)$
- Target:  $y \in \{+1, -1\}$





# Triangle Problem

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



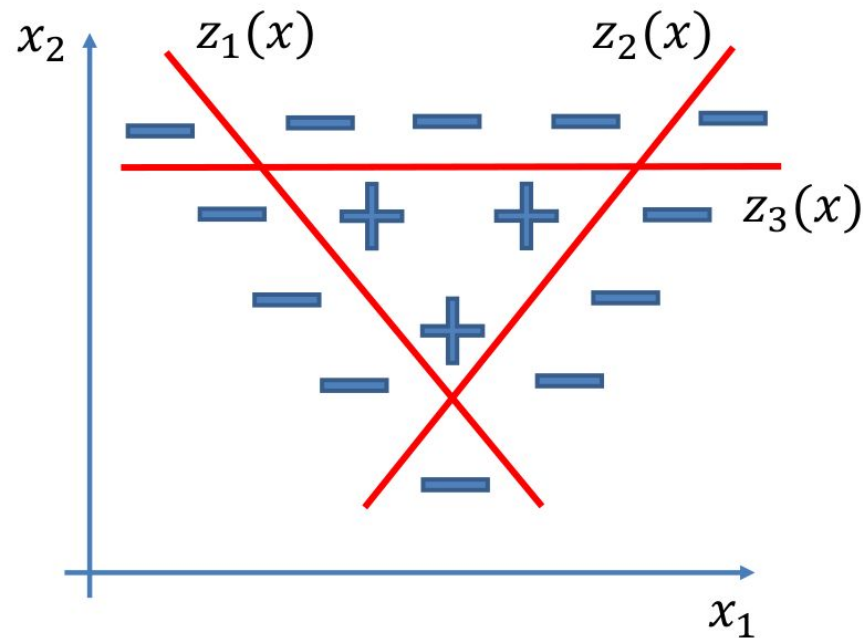
$$z_1 = \sigma(\mathbf{w}_{0,1} + \mathbf{w}_{1,1}x_1 + \mathbf{w}_{2,1}x_2)$$

# Triangle Problem

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

One Logistic Regression Per line.

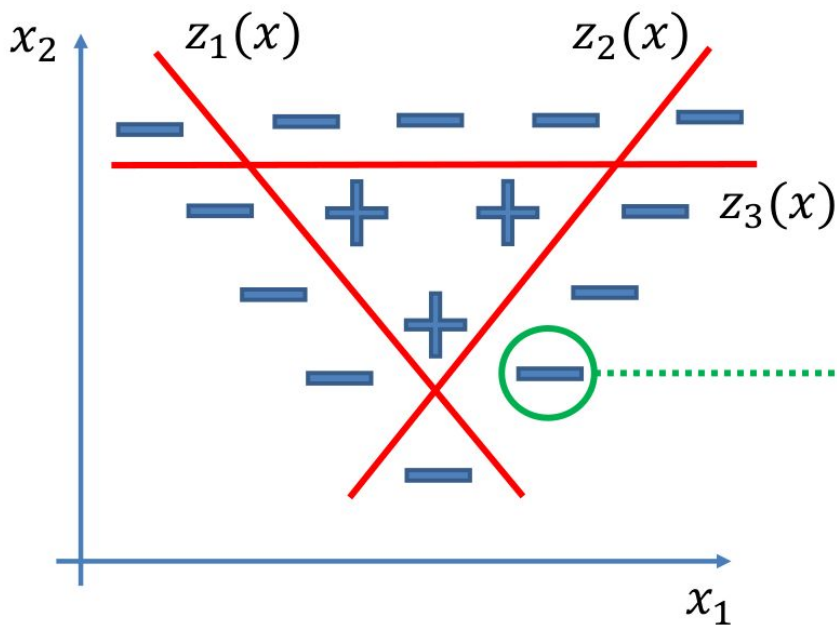
Assume that somehow we found those 3 line.



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

# 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

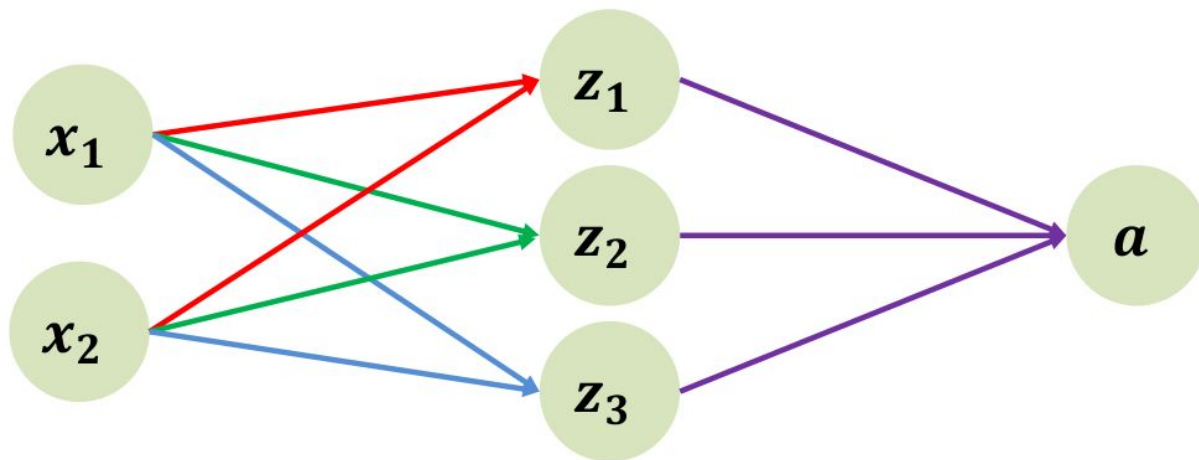
$$(x_1, x_2) \rightarrow (z_1, z_2, z_3)$$

What to do next?

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

# Computation Graph

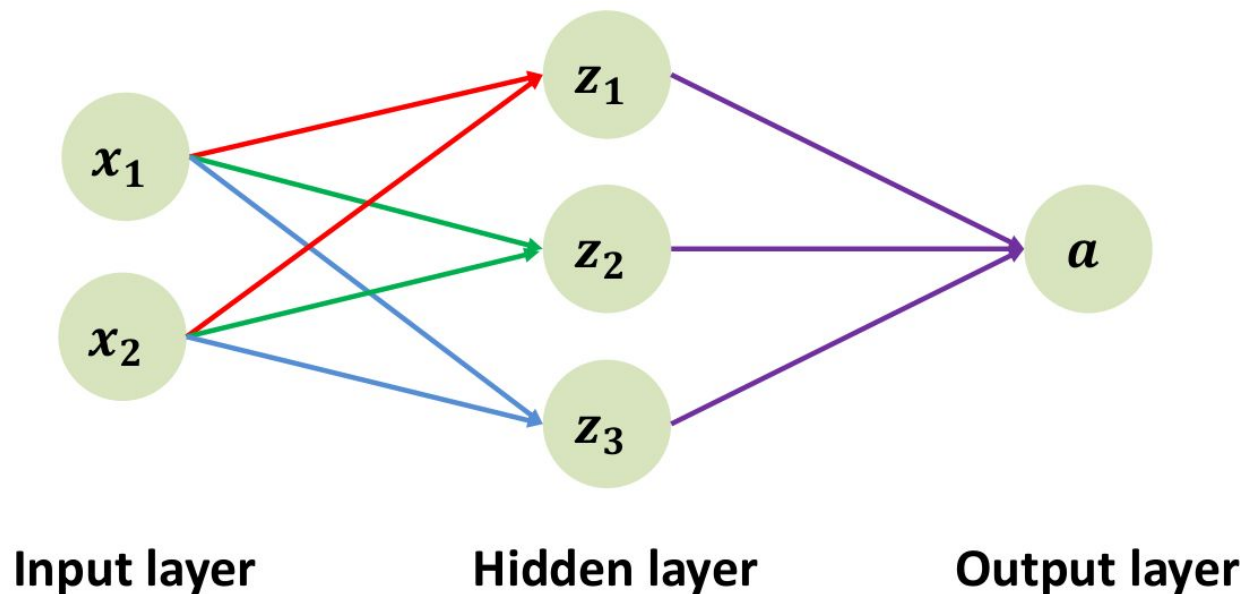
- Let's rewrite our algorithm in terms of a **computation graph**:



**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  $z_1$ )

# Multi-Layer Perceptron



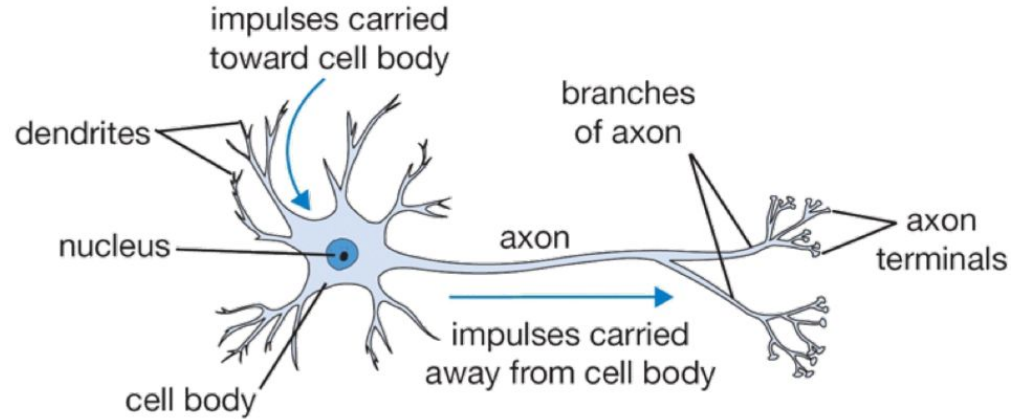
Features

Here each node is a **neuron**:

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

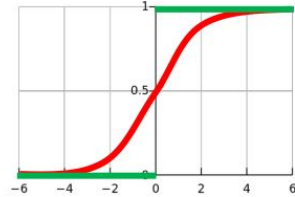
# Why Neuron?

- Neuron in a human brain:

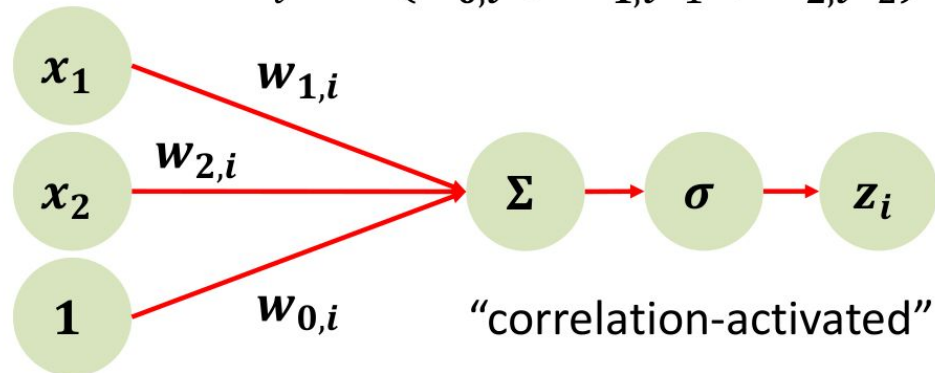


- Artificial neuron:

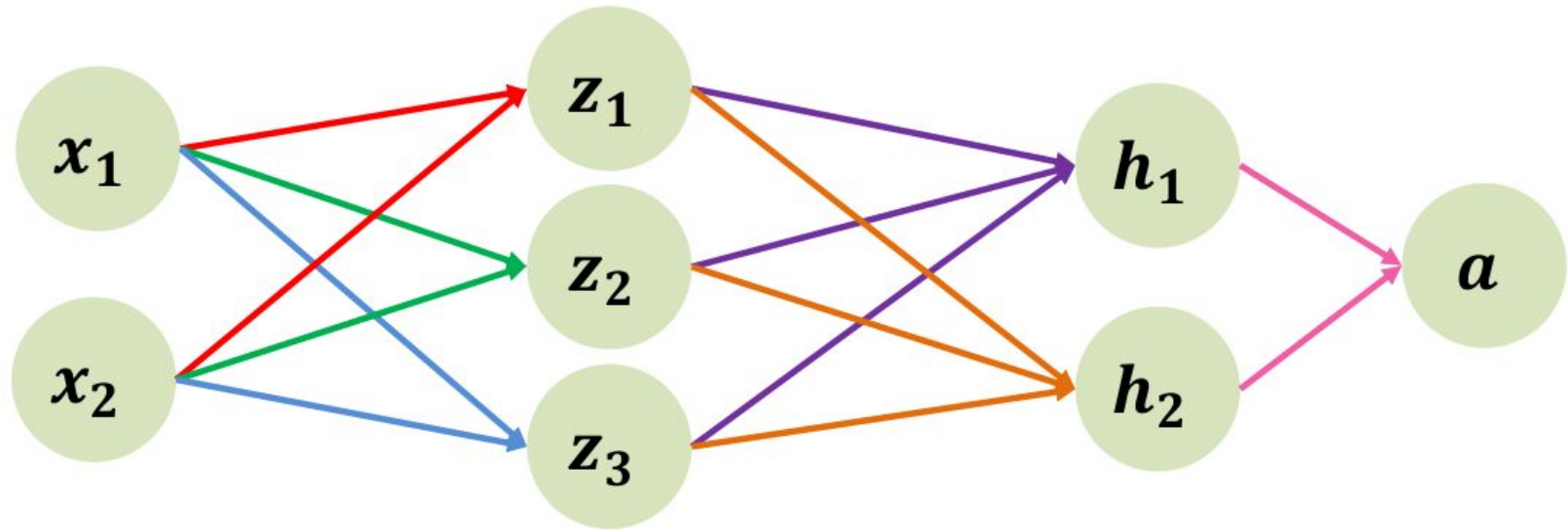
$$z_i = \sigma(w_{0,i} + w_{1,i}x_1 + w_{2,i}x_2)$$

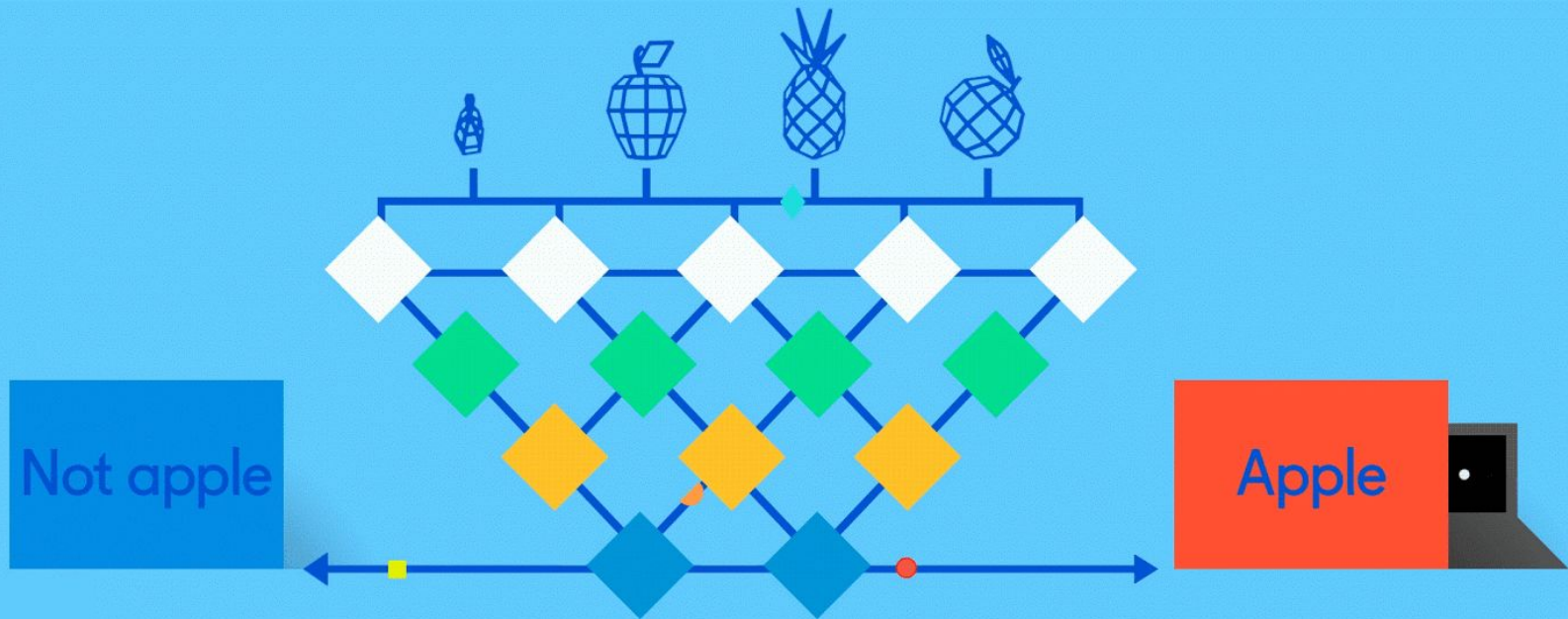


"smooth  
indicator"



What is The activation Function? How many layers? How many neurons per layer?







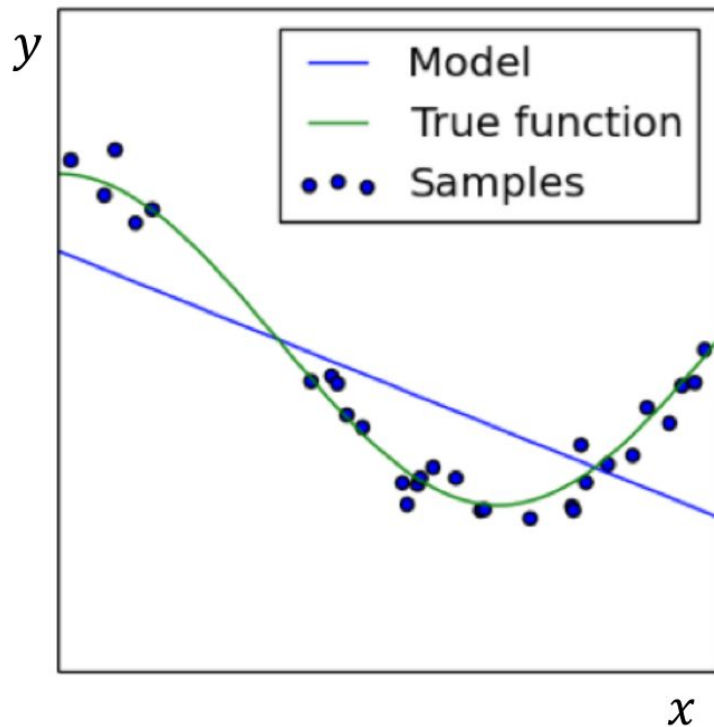
# Generalization

- Consider a model with accuracy 80% on training set
- How will it perform on new data?
- In other words, does our model generalize well?

# Underfitting

Training set:  $X \subset \mathbb{R}$

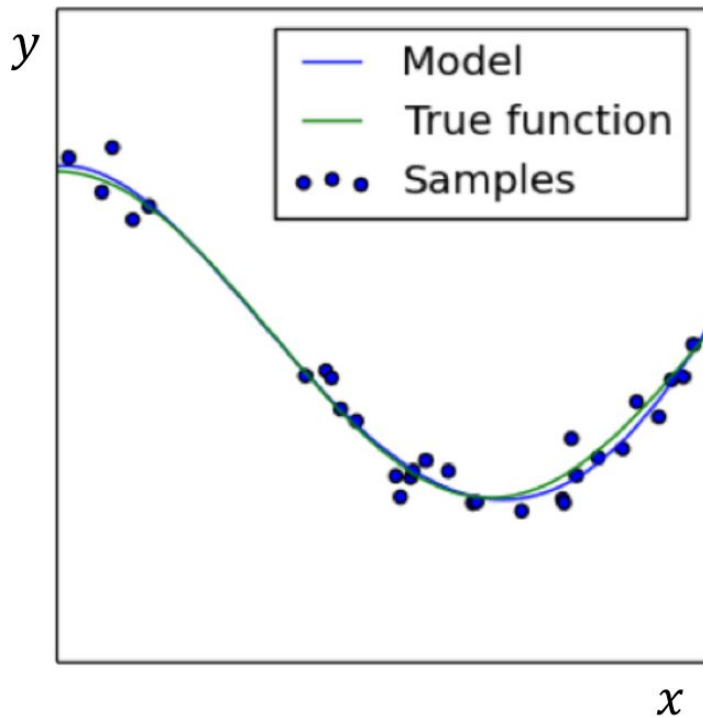
Model:  $a(x) = b + w_1 x$



# Appropriate Fitted Model

Training set:  $X \subset \mathbb{R}$

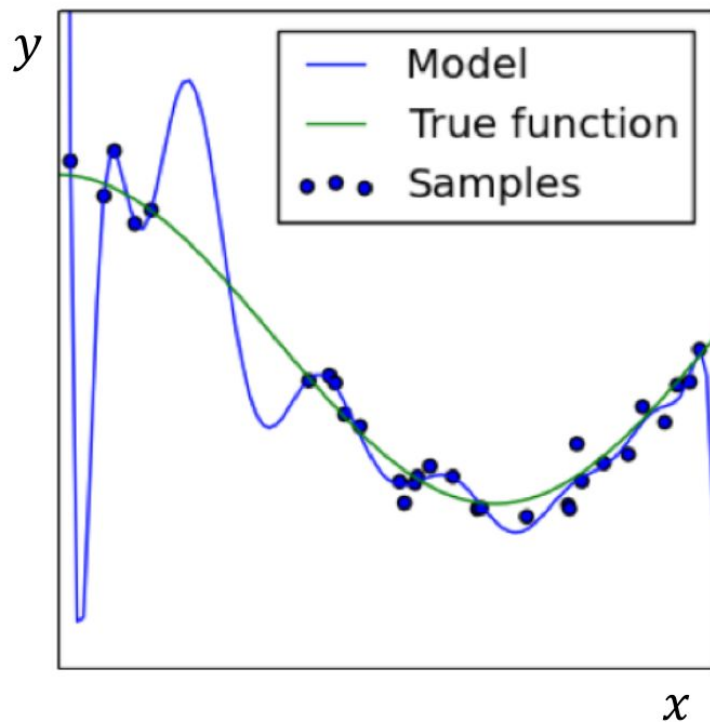
Model:  $a(x) = b + w_1x + w_2x^2 + w_3x^3 + w_4x^4$



# Overfitting

Training set:  $X \subset \mathbb{R}$

Model:  $a(x) = b + w_1x + w_2x^2 + \dots + w_{15}x^{15}$



# Chain rule

- We know derivatives for simple functions:

$$\frac{dx^2}{dx} = 2x \quad \frac{de^x}{dx} = e^x \quad \frac{d\ln(x)}{dx} = \frac{1}{x}$$

- Let's take a composite function:

$$z_1 = z_1(x_1, x_2)$$

$$z_2 = z_2(x_1, x_2) \quad \text{where } z_1, z_2, p \text{ are differentiable}$$

$$p = p(z_1, z_2)$$

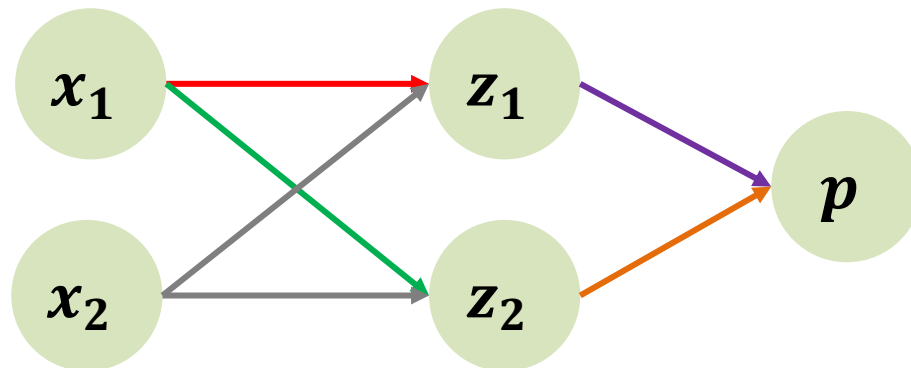
$$\text{Chain rule: } \frac{\partial p}{\partial x_1} = \frac{\partial p}{\partial z_1} \frac{\partial z_1}{\partial x_1} + \frac{\partial p}{\partial z_2} \frac{\partial z_2}{\partial x_1}$$

Example for  $h(x) = f(x)g(x)$ :

$$\frac{\partial h}{\partial x} = \frac{\partial h}{\partial f} \frac{\partial f}{\partial x} + \frac{\partial h}{\partial g} \frac{\partial g}{\partial x} = g \frac{\partial f}{\partial x} + f \frac{\partial g}{\partial x}$$

# Derivatives computation graph

- Let's take our simple computation graph:

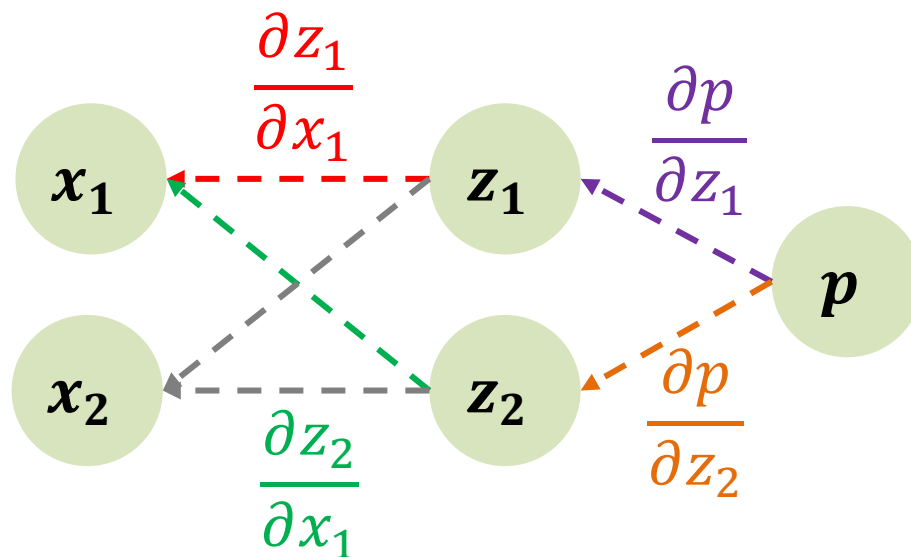


$$z_1 = z_1(x_1, x_2)$$

$$z_2 = z_2(x_1, x_2)$$

$$p = p(z_1, z_2)$$

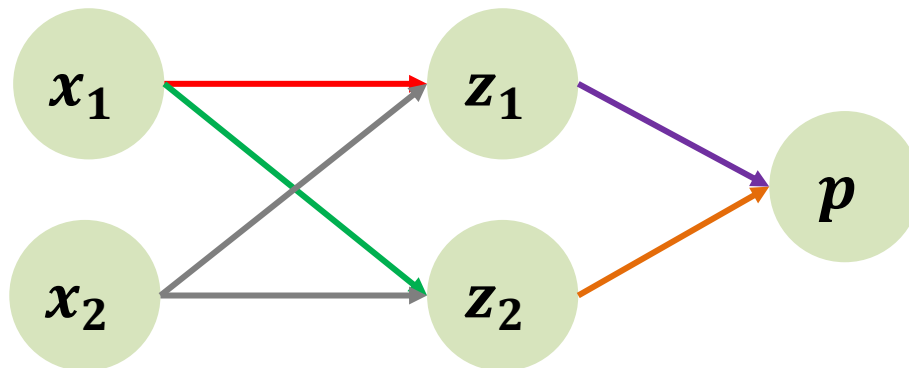
- And construct a new graph of derivatives:



Each edge is assigned  
to derivative of origin  
w.r.t. destination

# Derivatives computation graph

- Let's take our simple computation graph:

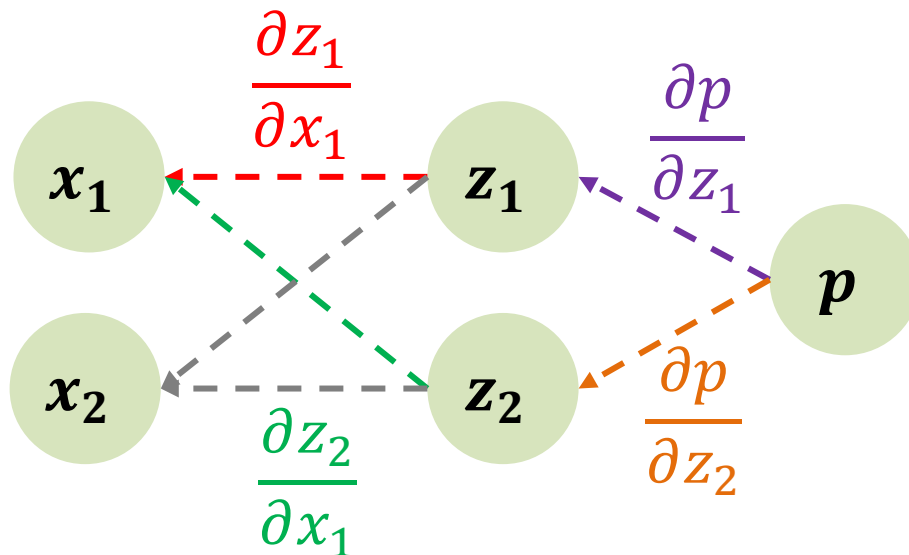


$$z_1 = z_1(x_1, x_2)$$

$$z_2 = z_2(x_1, x_2)$$

$$p = p(z_1, z_2)$$

- And construct a new graph of derivatives:

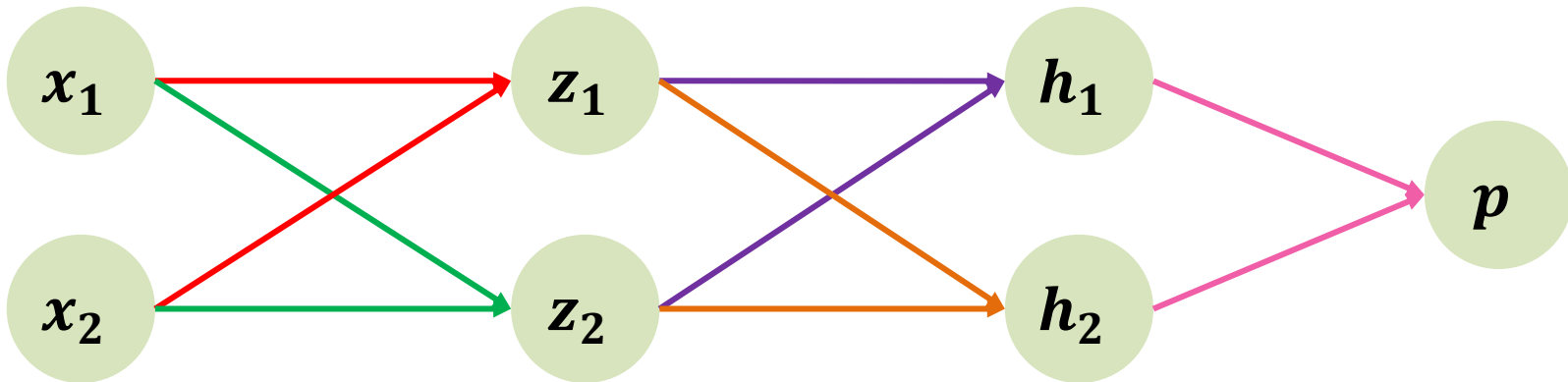


$$\frac{\partial p}{\partial x_1} = \frac{\partial p}{\partial z_1} \frac{\partial z_1}{\partial x_1} + \frac{\partial p}{\partial z_2} \frac{\partial z_2}{\partial x_1}$$

You can see how  
a **chain rule** works

## Let's go deeper

- A little bit more composite function:



$$z_1 = z_1(x_1, x_2) \quad h_1 = h_1(z_1, z_2)$$

$$z_2 = z_2(x_1, x_2) \quad h_2 = h_2(z_1, z_2)$$

$$p = p(h_1, h_2)$$

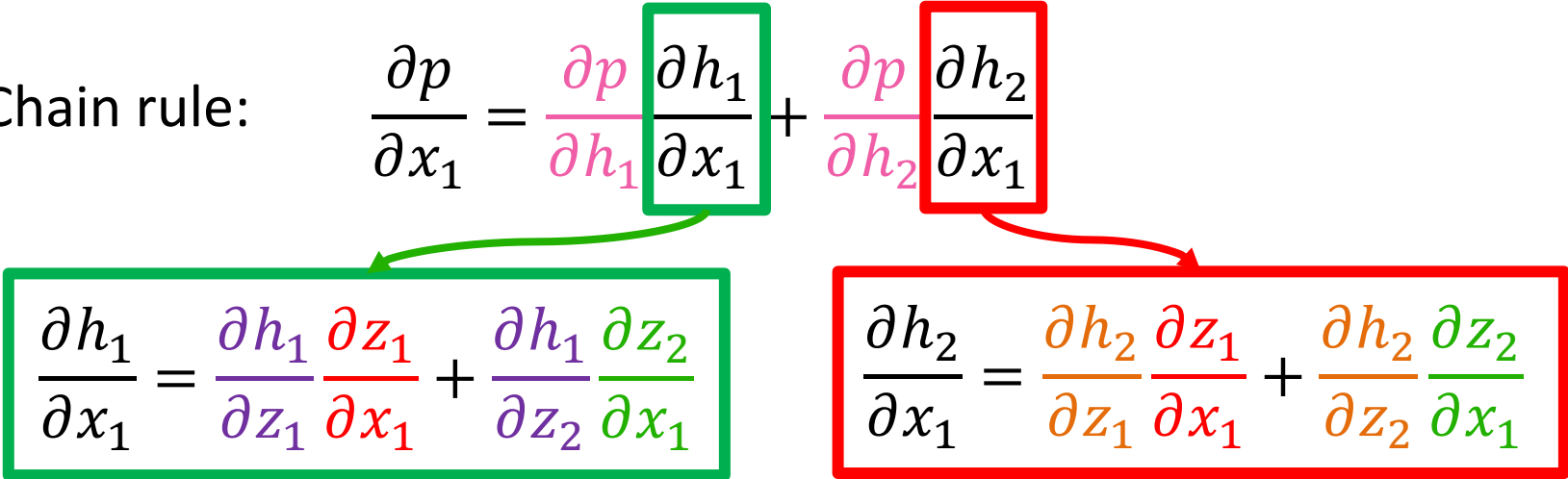


## Let's go deeper

Chain rule: 
$$\frac{\partial p}{\partial x_1} = \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial x_1} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial x_1}$$

## Let's go deeper

Chain rule:  $\frac{\partial p}{\partial x_1} = \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial x_1} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial x_1}$



$$\frac{\partial h_1}{\partial x_1} = \frac{\partial h_1}{\partial z_1} \frac{\partial z_1}{\partial x_1} + \frac{\partial h_1}{\partial z_2} \frac{\partial z_2}{\partial x_1}$$

$$\frac{\partial h_2}{\partial x_1} = \frac{\partial h_2}{\partial z_1} \frac{\partial z_1}{\partial x_1} + \frac{\partial h_2}{\partial z_2} \frac{\partial z_2}{\partial x_1}$$

## Let's go deeper

Chain rule:  $\frac{\partial p}{\partial x_1} = \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial x_1} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial x_1}$

$$\frac{\partial h_1}{\partial x_1} = \frac{\partial h_1}{\partial z_1} \frac{\partial z_1}{\partial x_1} + \frac{\partial h_1}{\partial z_2} \frac{\partial z_2}{\partial x_1}$$

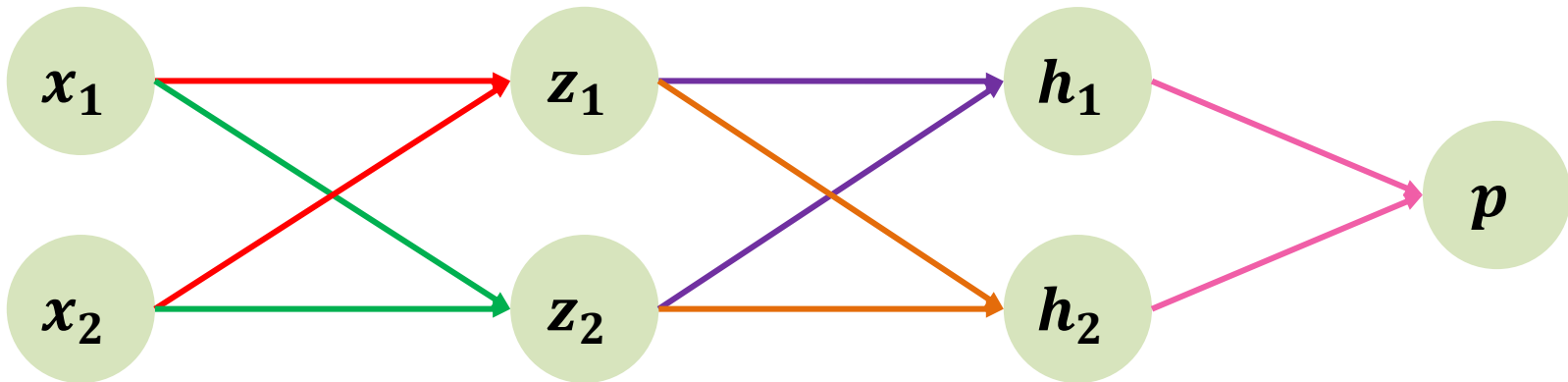
$$\frac{\partial h_2}{\partial x_1} = \frac{\partial h_2}{\partial z_1} \frac{\partial z_1}{\partial x_1} + \frac{\partial h_2}{\partial z_2} \frac{\partial z_2}{\partial x_1}$$

$$\frac{\partial p}{\partial x_1} = \frac{\partial p}{\partial h_1} \left( \frac{\partial h_1}{\partial z_1} \frac{\partial z_1}{\partial x_1} + \frac{\partial h_1}{\partial z_2} \frac{\partial z_2}{\partial x_1} \right) + \frac{\partial p}{\partial h_2} \left( \frac{\partial h_2}{\partial z_1} \frac{\partial z_1}{\partial x_1} + \frac{\partial h_2}{\partial z_2} \frac{\partial z_2}{\partial x_1} \right)$$

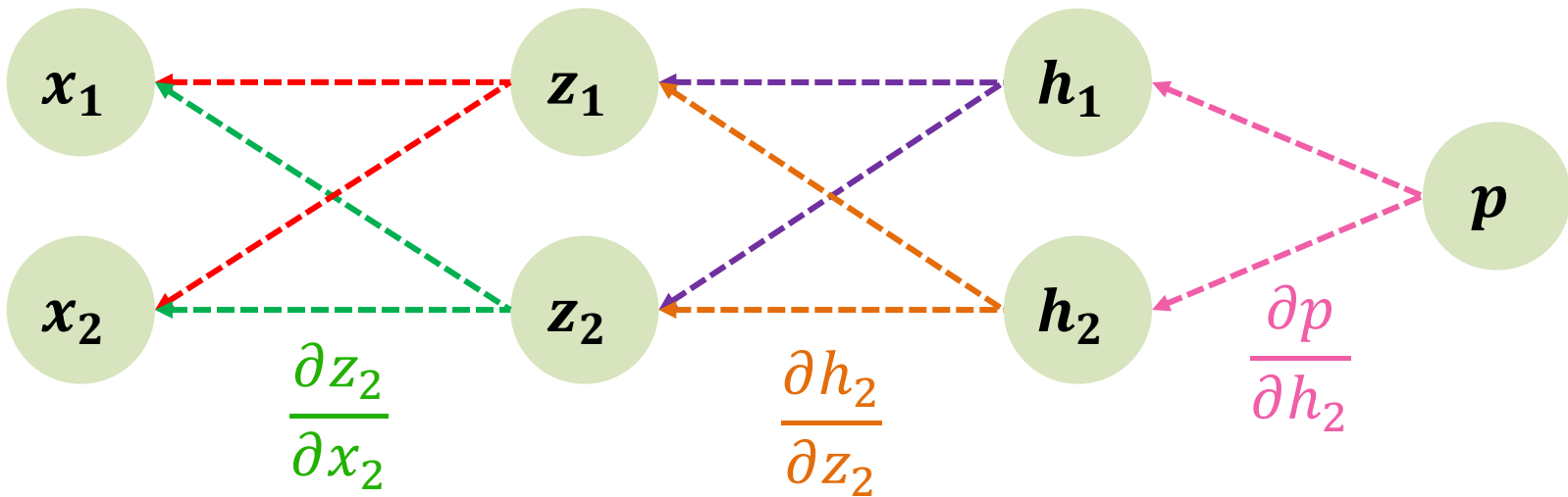
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Let's check out the derivatives graph!

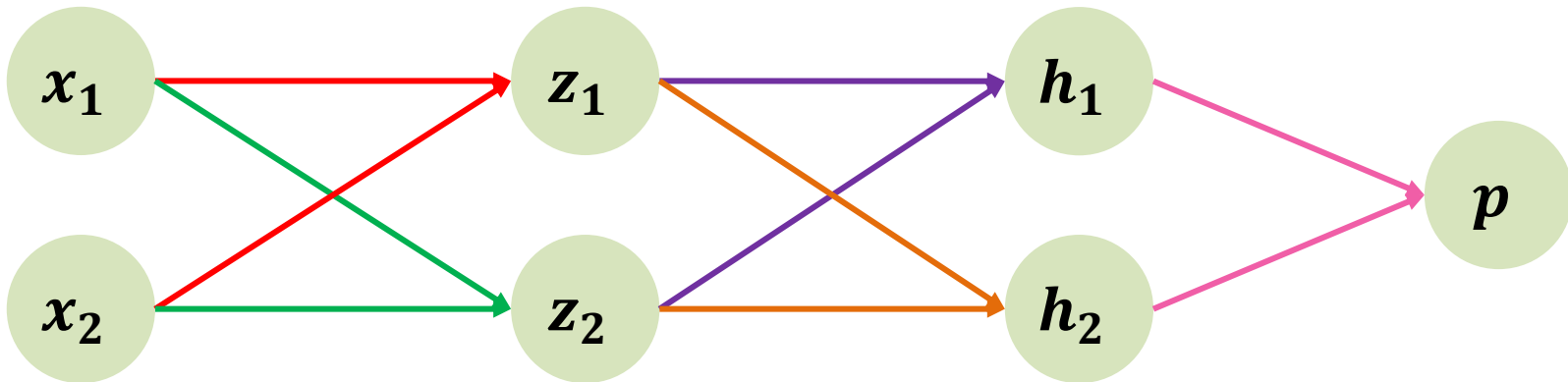
## Let's go deeper



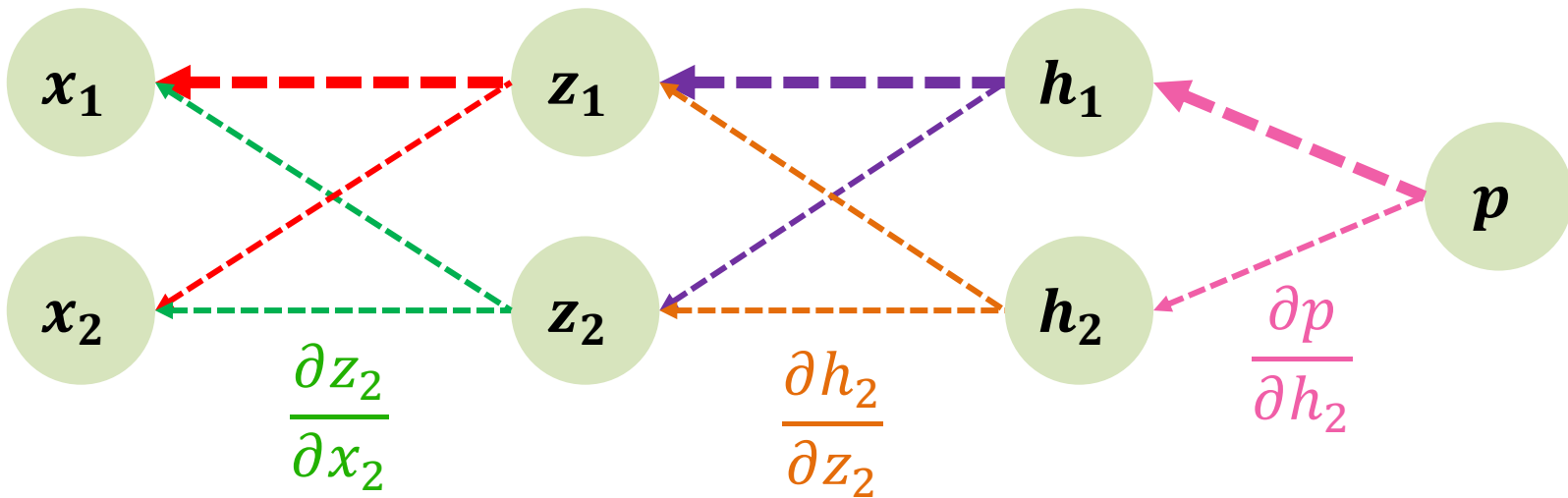
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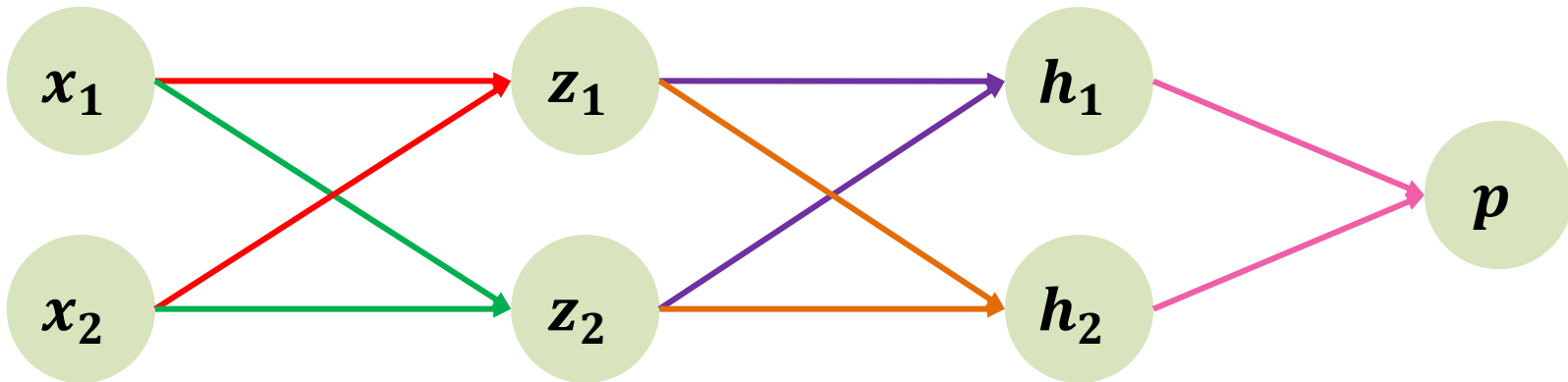
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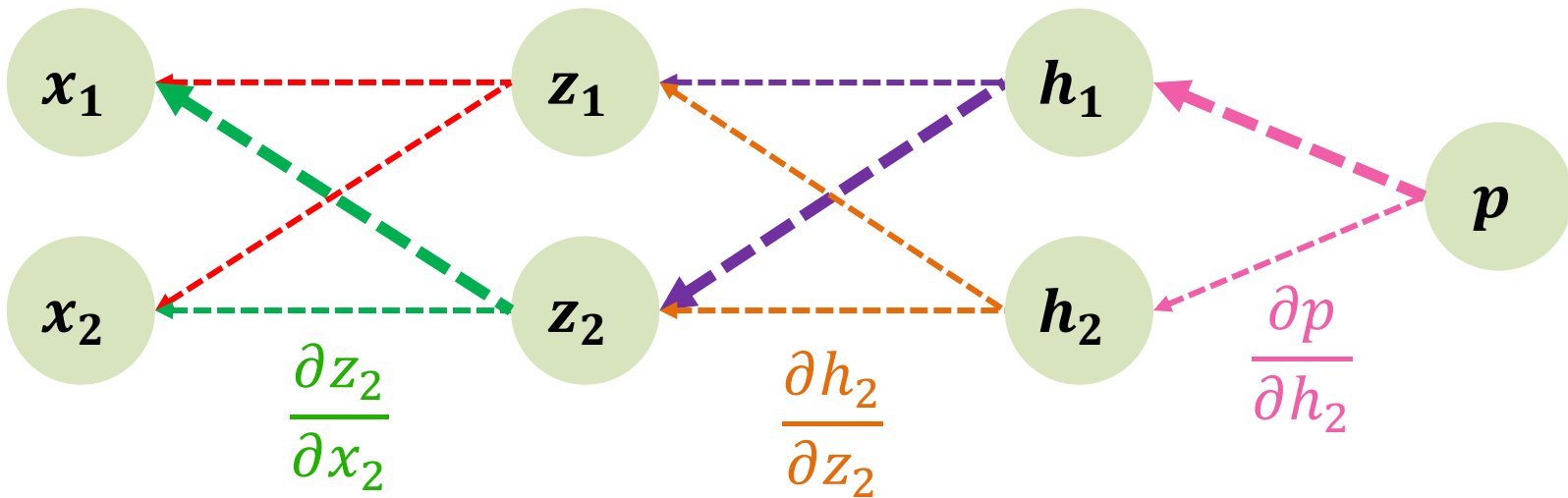
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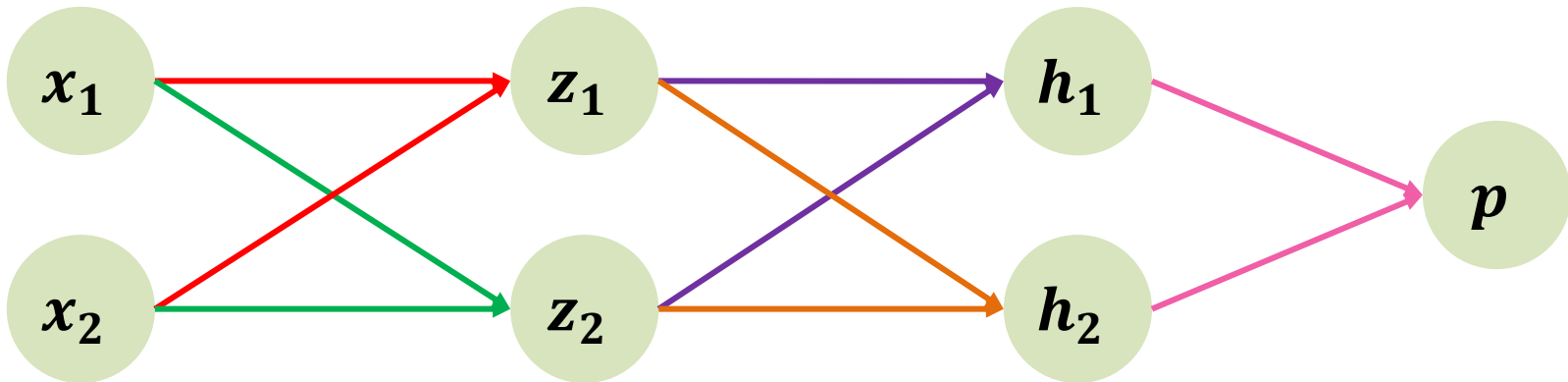
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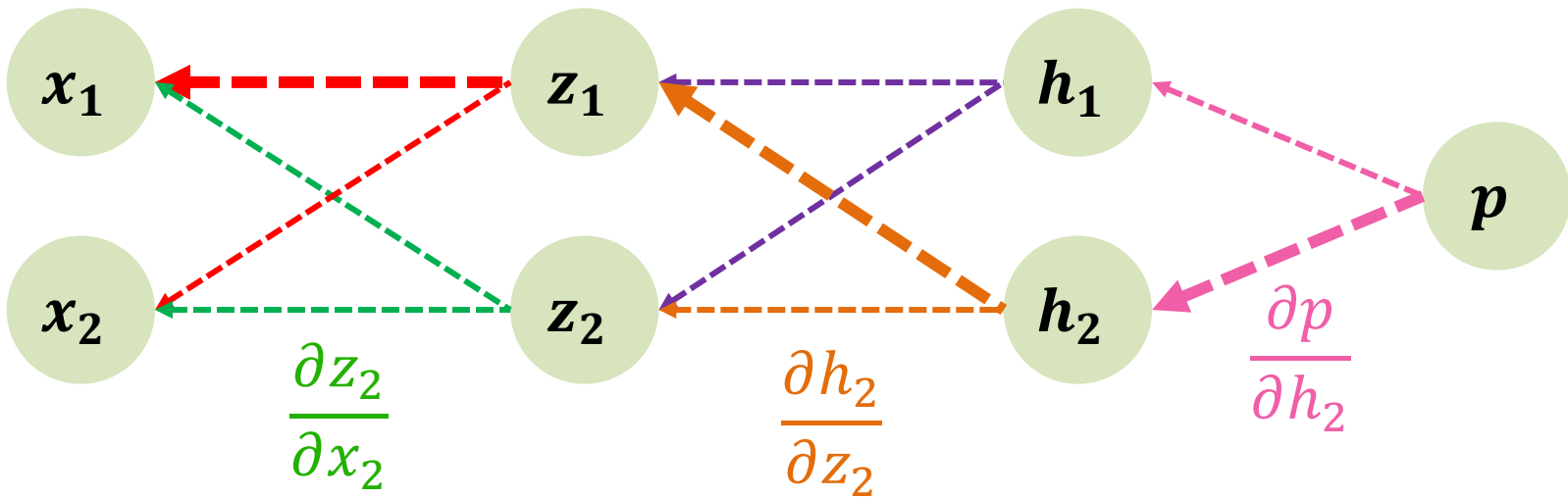
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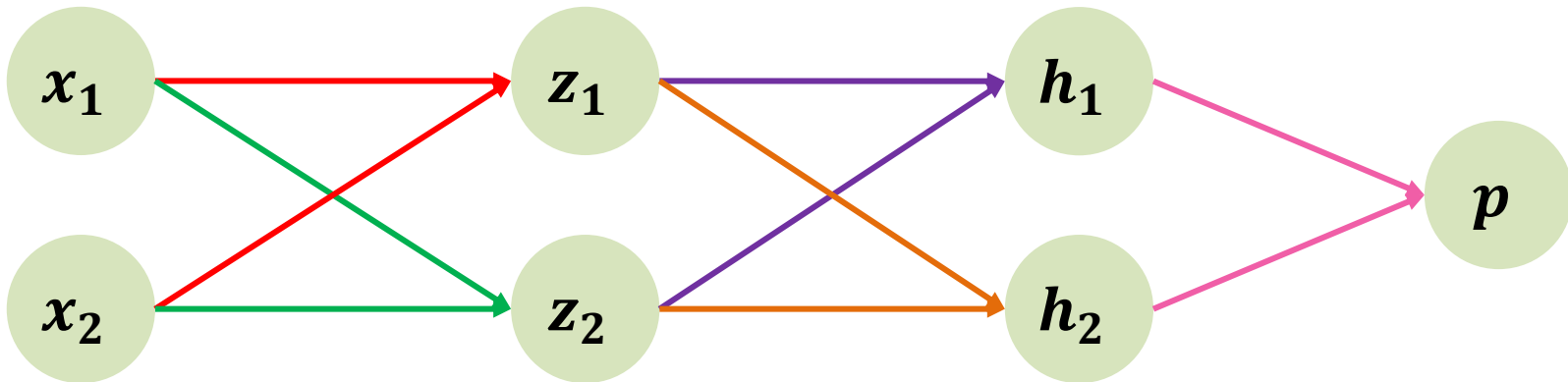
## Let's go deeper



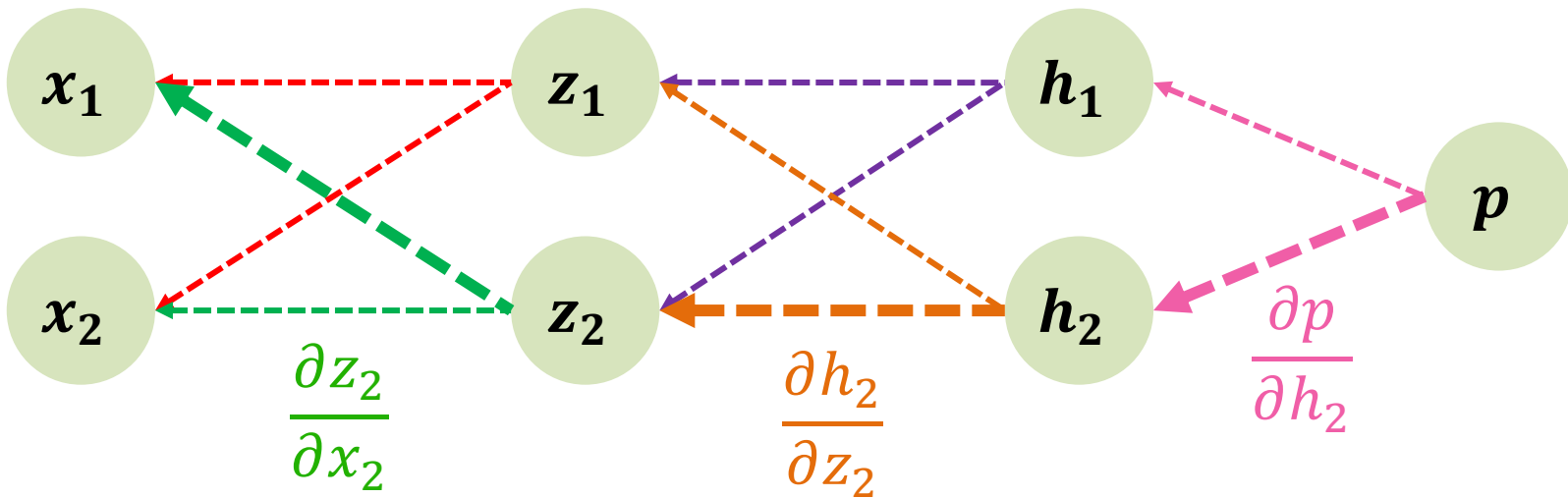
$$\frac{\partial p}{\partial x_1} = \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_1} \frac{\partial z_1}{\partial x_1} + \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_2} \frac{\partial z_2}{\partial x_1} + \boxed{\frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_1} \frac{\partial z_1}{\partial x_1}} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_2} \frac{\partial z_2}{\partial x_1}$$



## Let's go deeper

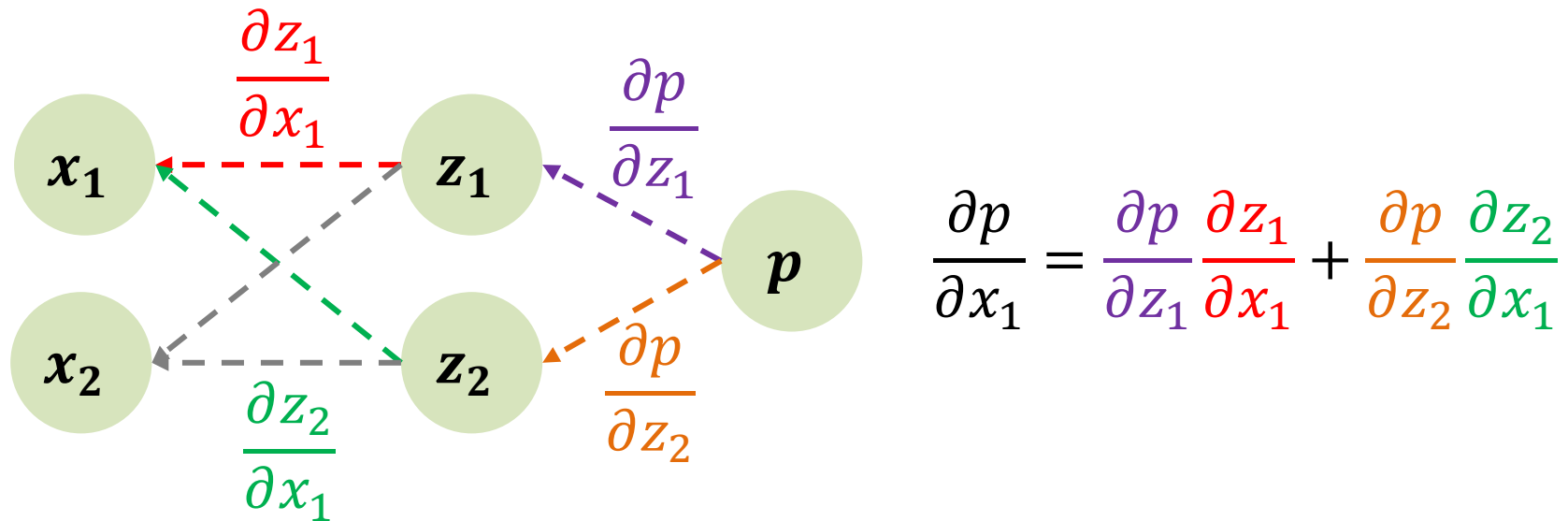


$$\frac{\partial p}{\partial x_1} = \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_1} \frac{\partial z_1}{\partial x_1} + \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_2} \frac{\partial z_2}{\partial x_1} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_1} \frac{\partial z_1}{\partial x_1} + \boxed{\frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_2} \frac{\partial z_2}{\partial x_1}}$$





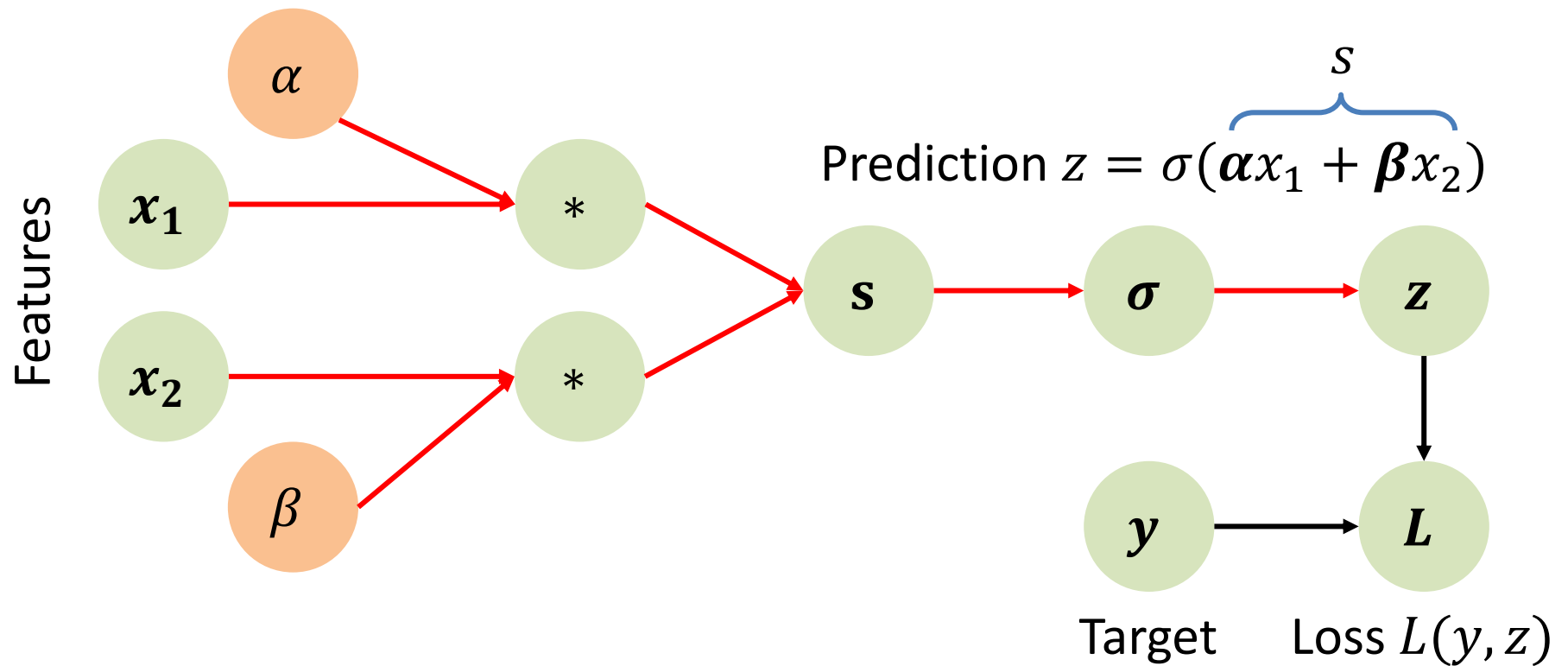
## How this graph of derivatives helps



How to calculate a derivative of node  $a$  w.r.t. node  $b$ :

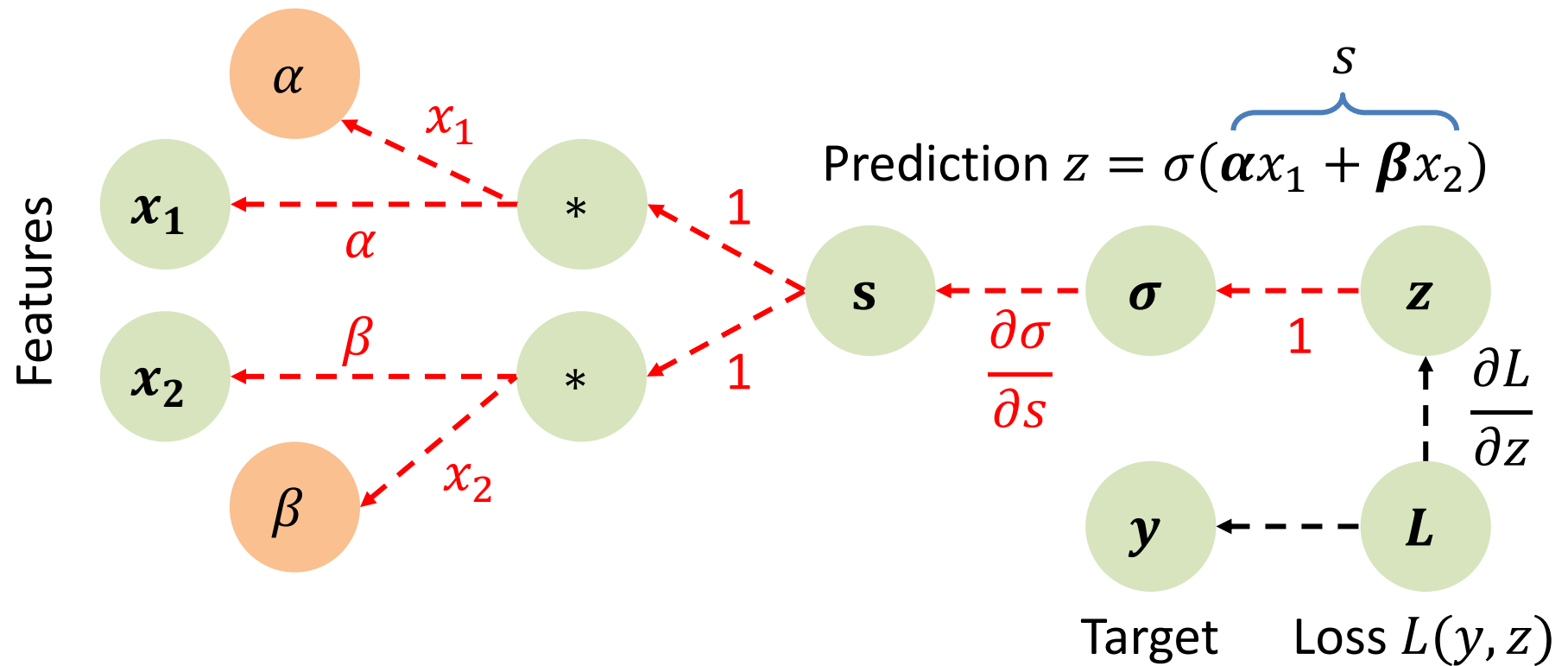
- Find an unvisited path from  $a$  to  $b$
- Multiply all edge values along this path
- Add to the resulting derivative

# How chain rule helps to train a neuron



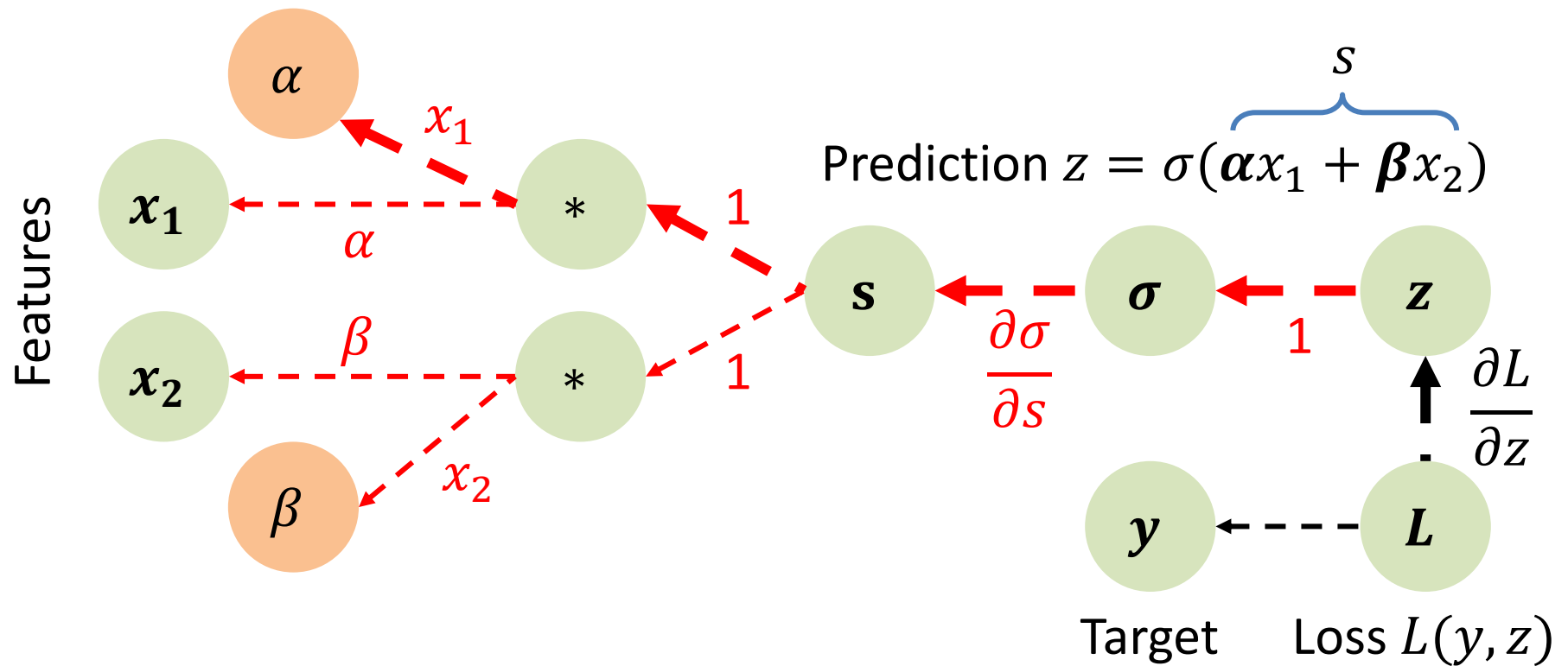
For SGD to work we need  $\frac{\partial L}{\partial \alpha}, \frac{\partial L}{\partial \beta}$

# Derivatives computation graph



For SGD to work we need  $\frac{\partial L}{\partial \alpha}, \frac{\partial L}{\partial \beta}$

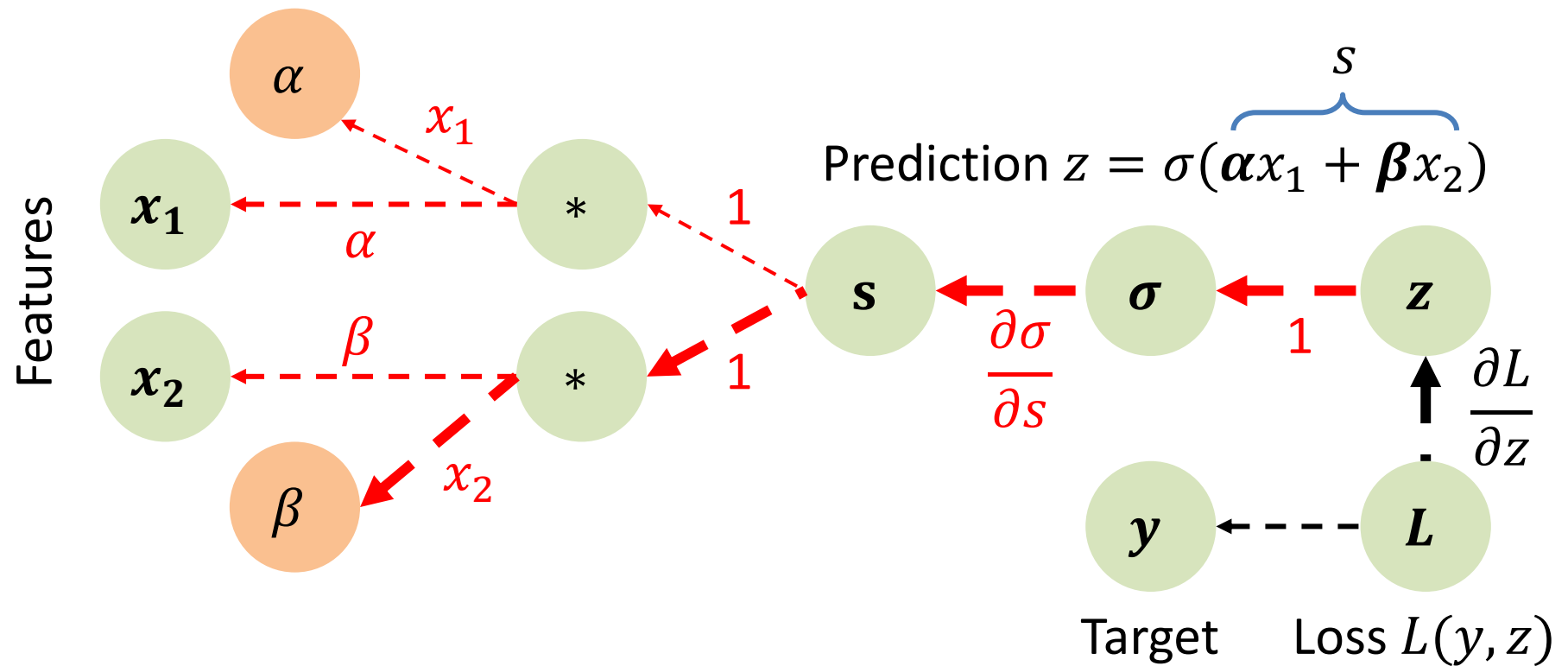
# Derivatives computation graph



For SGD to work we need  $\frac{\partial L}{\partial \alpha}, \frac{\partial L}{\partial \beta}$

$$\frac{\partial L}{\partial \alpha} = \frac{\partial L}{\partial z} \frac{\partial \sigma}{\partial s} x_1$$

# Derivatives computation graph



For SGD to work we need  $\frac{\partial L}{\partial \alpha}, \frac{\partial L}{\partial \beta}$

$$\frac{\partial L}{\partial \alpha} = \frac{\partial L}{\partial z} \frac{\partial \sigma}{\partial s} x_1$$

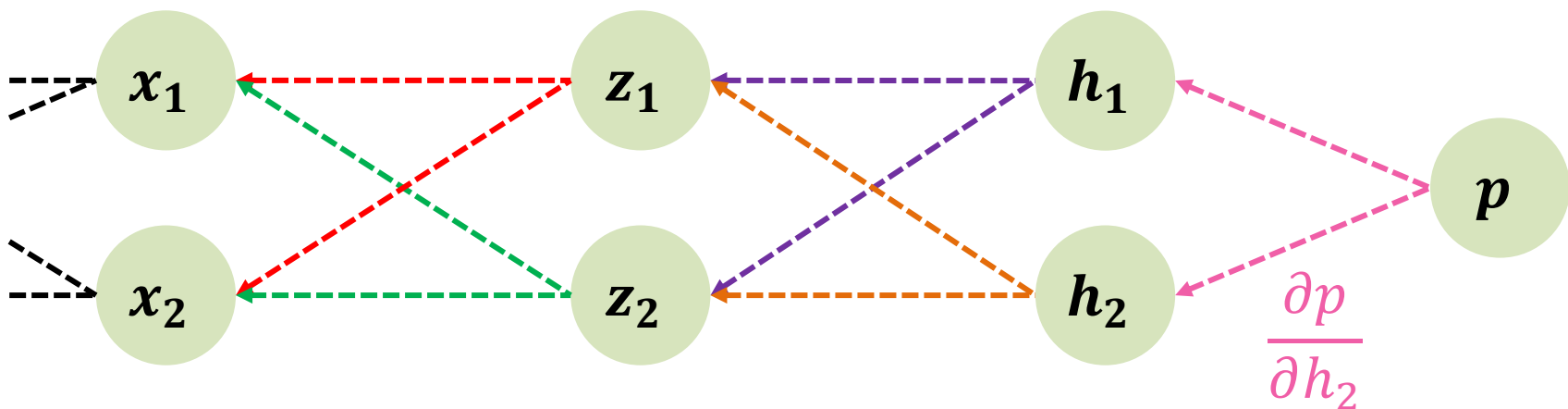
$$\frac{\partial L}{\partial \beta} = \frac{\partial L}{\partial z} \frac{\partial \sigma}{\partial s} x_2$$

# Let's look at MLP with 3 hidden layers

Let's drill down to an actual parameter of MLP:

$$h_2 = \sigma(\mathbf{w}_0 + \mathbf{w}_1 z_1 + \mathbf{w}_2 z_2)$$

Gradient  
Descent:  $\frac{\partial L}{\partial w_1} = \frac{\partial L}{\partial p} \frac{\partial p}{\partial w_1} = \frac{\partial L}{\partial p} \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial w_1}$



# We need to do this efficiently!

3:  $\frac{\partial p}{\partial h_1}$   $\frac{\partial p}{\partial h_2}$

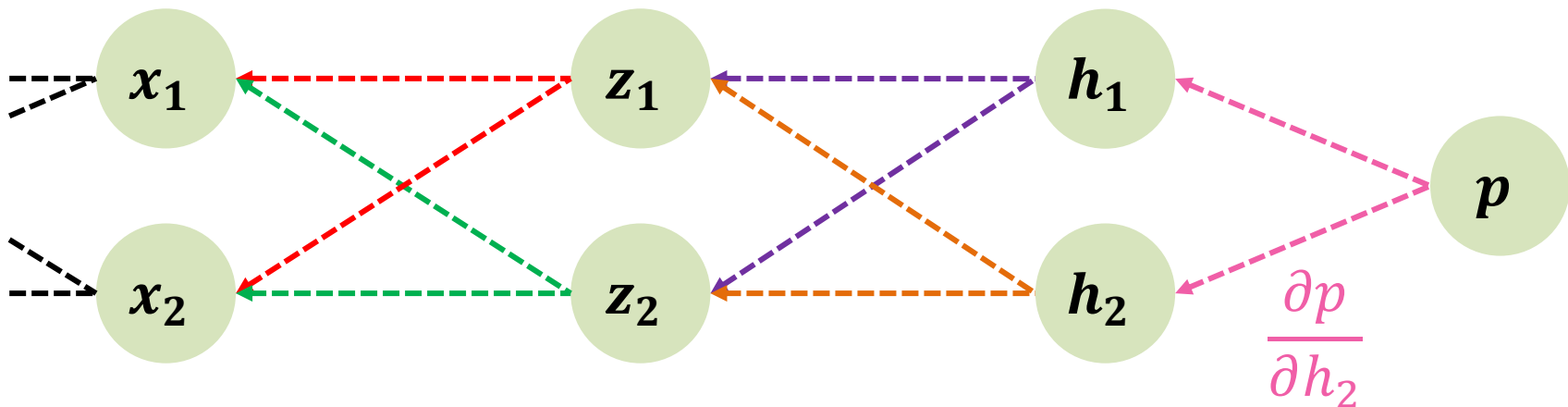
We will need these for GD

2:  $\frac{\partial p}{\partial z_1} = \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_1} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_1}$

$\frac{\partial p}{\partial z_2} = \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_2} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_2}$

1:  $\frac{\partial p}{\partial x_1} = \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_1} \frac{\partial z_1}{\partial x_1} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_1} \frac{\partial z_1}{\partial x_1} + \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_2} \frac{\partial z_2}{\partial x_1} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_2} \frac{\partial z_2}{\partial x_1}$

$\frac{\partial p}{\partial x_2} = \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_1} \frac{\partial z_1}{\partial x_2} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_1} \frac{\partial z_1}{\partial x_2} + \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_2} \frac{\partial z_2}{\partial x_2} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_2} \frac{\partial z_2}{\partial x_2}$



## We can reuse previous computations

3:  $\frac{\partial p}{\partial h_1}$   $\frac{\partial p}{\partial h_2}$

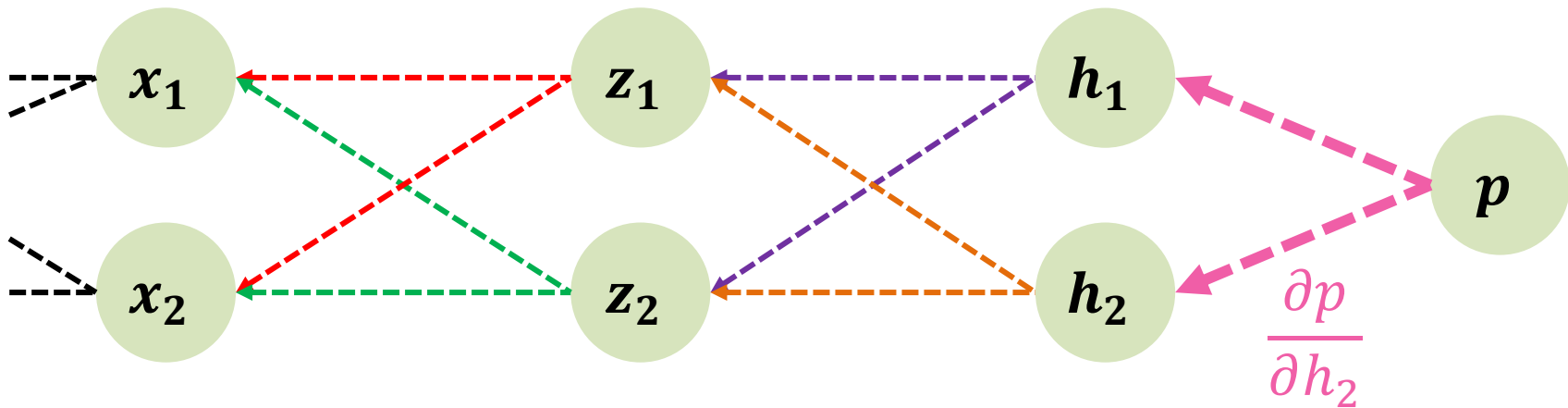
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$\frac{\partial p}{\partial x_2} = \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_1} \frac{\partial z_1}{\partial x_2} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_1} \frac{\partial z_1}{\partial x_2} + \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_2} \frac{\partial z_2}{\partial x_2} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_2} \frac{\partial z_2}{\partial x_2}$





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3:  $\frac{\partial p}{\partial h_1}$        $\frac{\partial p}{\partial h_2}$

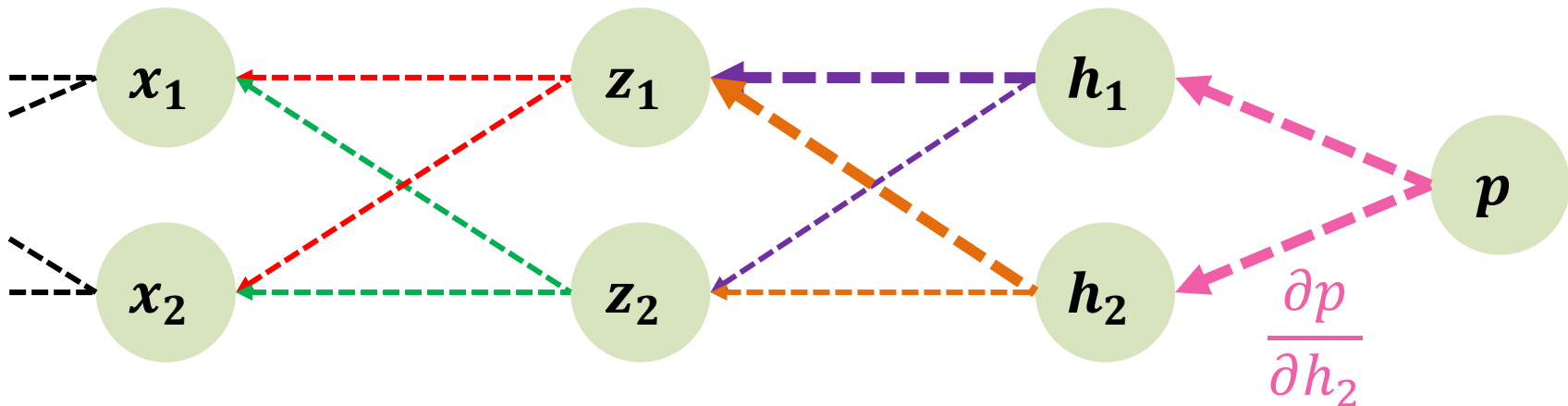
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$$\frac{\partial p}{\partial x_2} = \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_1} \frac{\partial z_1}{\partial x_2} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_1} \frac{\partial z_1}{\partial x_2} + \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_2} \frac{\partial z_2}{\partial x_2} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_2} \frac{\partial z_2}{\partial x_2}$$



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3:  $\frac{\partial p}{\partial h_1}$   $\frac{\partial p}{\partial h_2}$

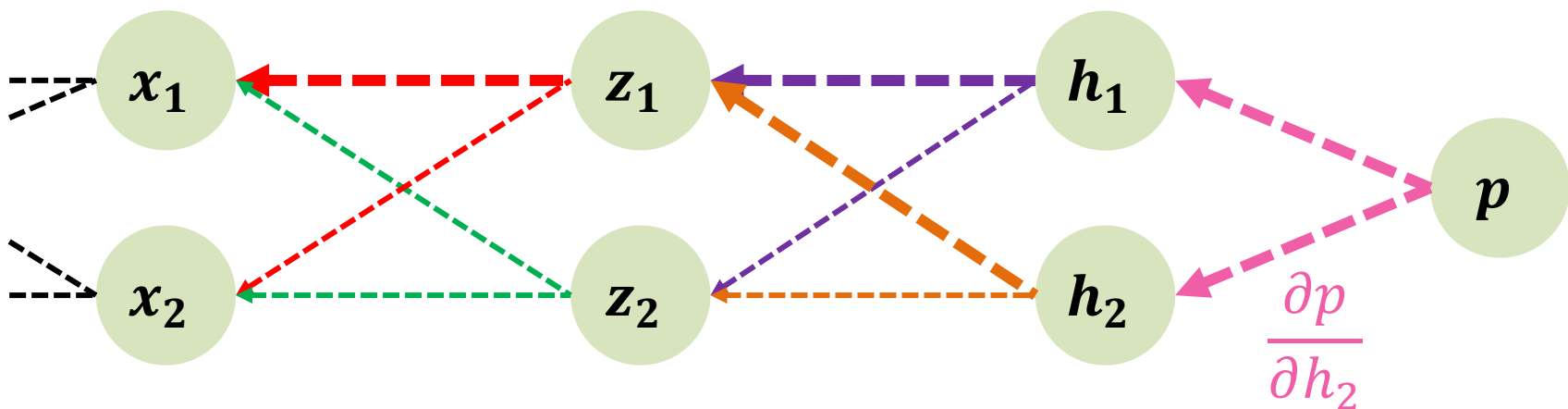
We will need these for GD

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$\frac{\partial p}{\partial x_2} = \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_1} \frac{\partial z_1}{\partial x_2} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_1} \frac{\partial z_1}{\partial x_2} + \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_2} \frac{\partial z_2}{\partial x_2} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_2} \frac{\partial z_2}{\partial x_2}$



## We can reuse previous computations

3:  $\frac{\partial p}{\partial h_1}$        $\frac{\partial p}{\partial h_2}$

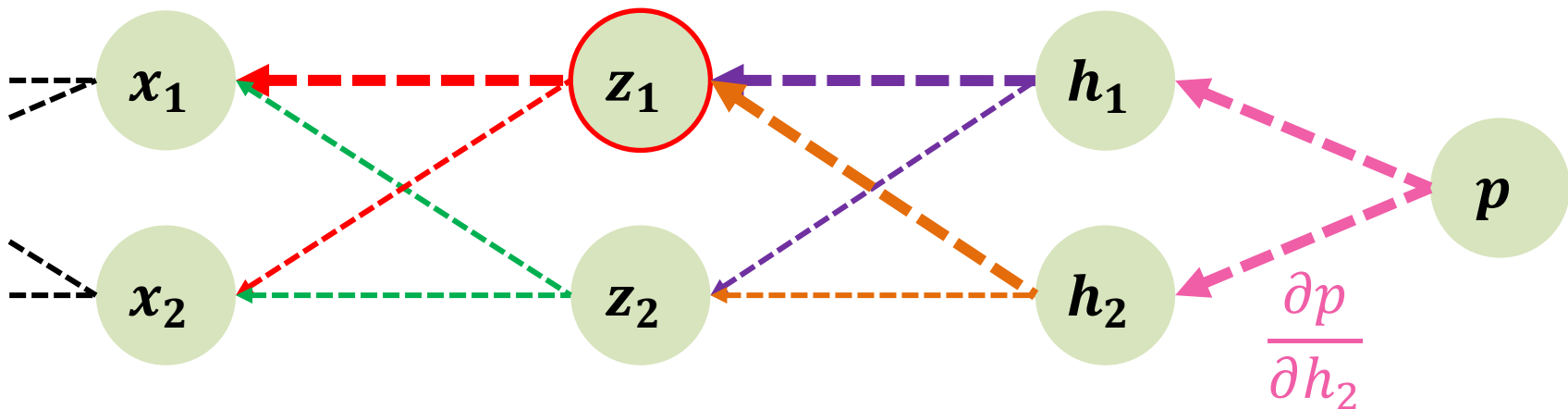
We will need these for GD

2:  $\frac{\partial p}{\partial z_1} = \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_1} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_1}$

$\frac{\partial p}{\partial z_2} = \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_2} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_2}$

1:  $\frac{\partial p}{\partial x_1} = \left( \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_1} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_1} \right) \frac{\partial z_1}{\partial x_1} + \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_2} \frac{\partial z_2}{\partial x_1} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_2} \frac{\partial z_2}{\partial x_1}$

$\frac{\partial p}{\partial x_2} = \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_1} \frac{\partial z_1}{\partial x_2} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_1} \frac{\partial z_1}{\partial x_2} + \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_2} \frac{\partial z_2}{\partial x_2} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_2} \frac{\partial z_2}{\partial x_2}$



## We can reuse previous computations

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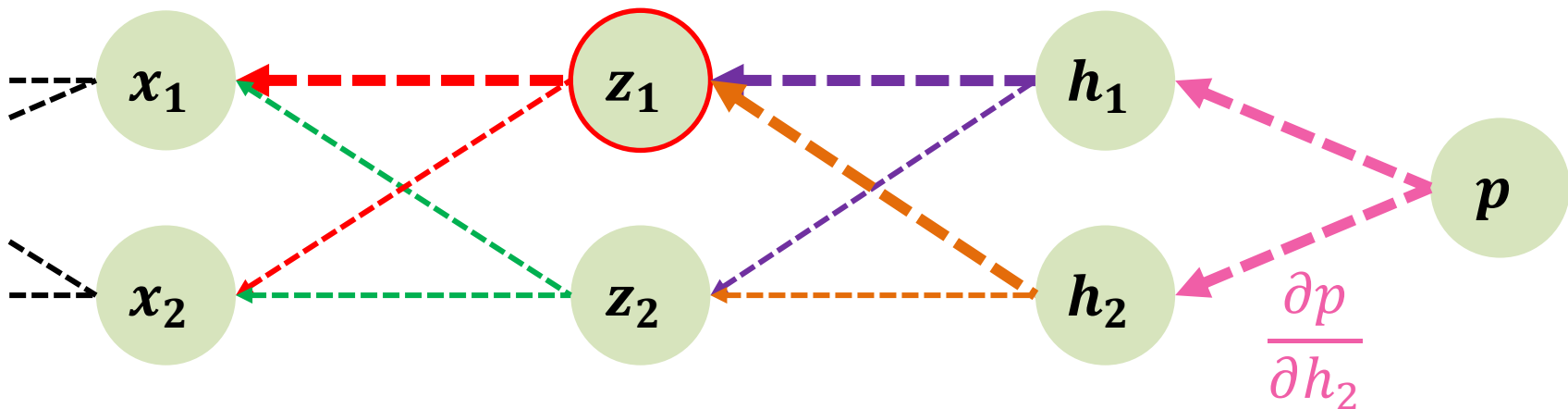
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1:  $\frac{\partial p}{\partial x_1} = \left( \frac{\partial p}{\partial z_1} \right) \frac{\partial z_1}{\partial x_1} + \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_2} \frac{\partial z_2}{\partial x_1} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_2} \frac{\partial z_2}{\partial x_1}$

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## We can reuse previous computations

3:  $\frac{\partial p}{\partial h_1}$        $\frac{\partial p}{\partial h_2}$

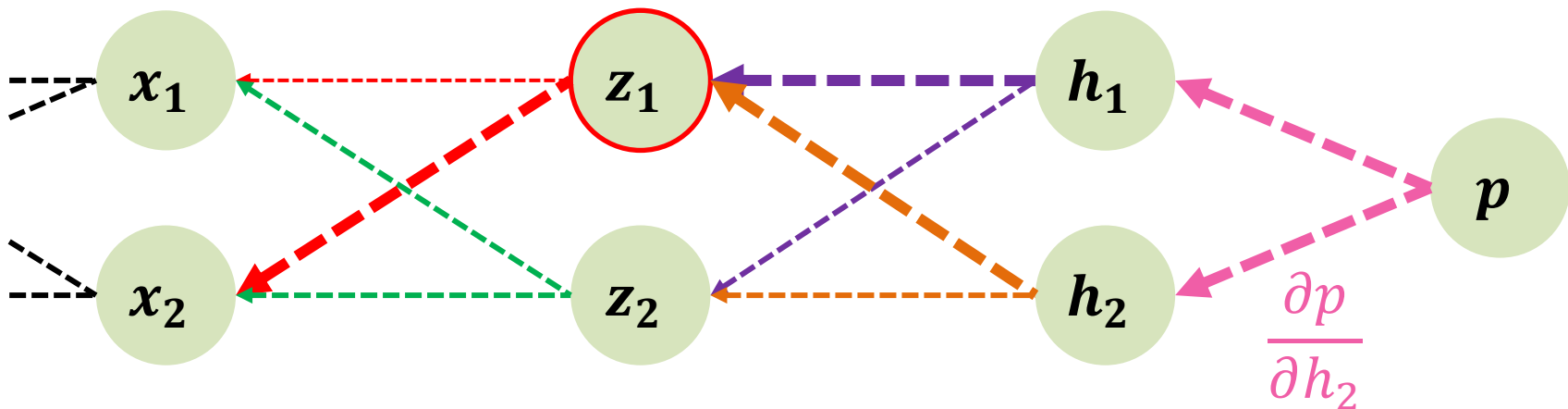
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1:  $\frac{\partial p}{\partial x_1} = \left( \frac{\partial p}{\partial z_1} \right) \frac{\partial z_1}{\partial x_1} + \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_2} \frac{\partial z_2}{\partial x_1} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_2} \frac{\partial z_2}{\partial x_1}$

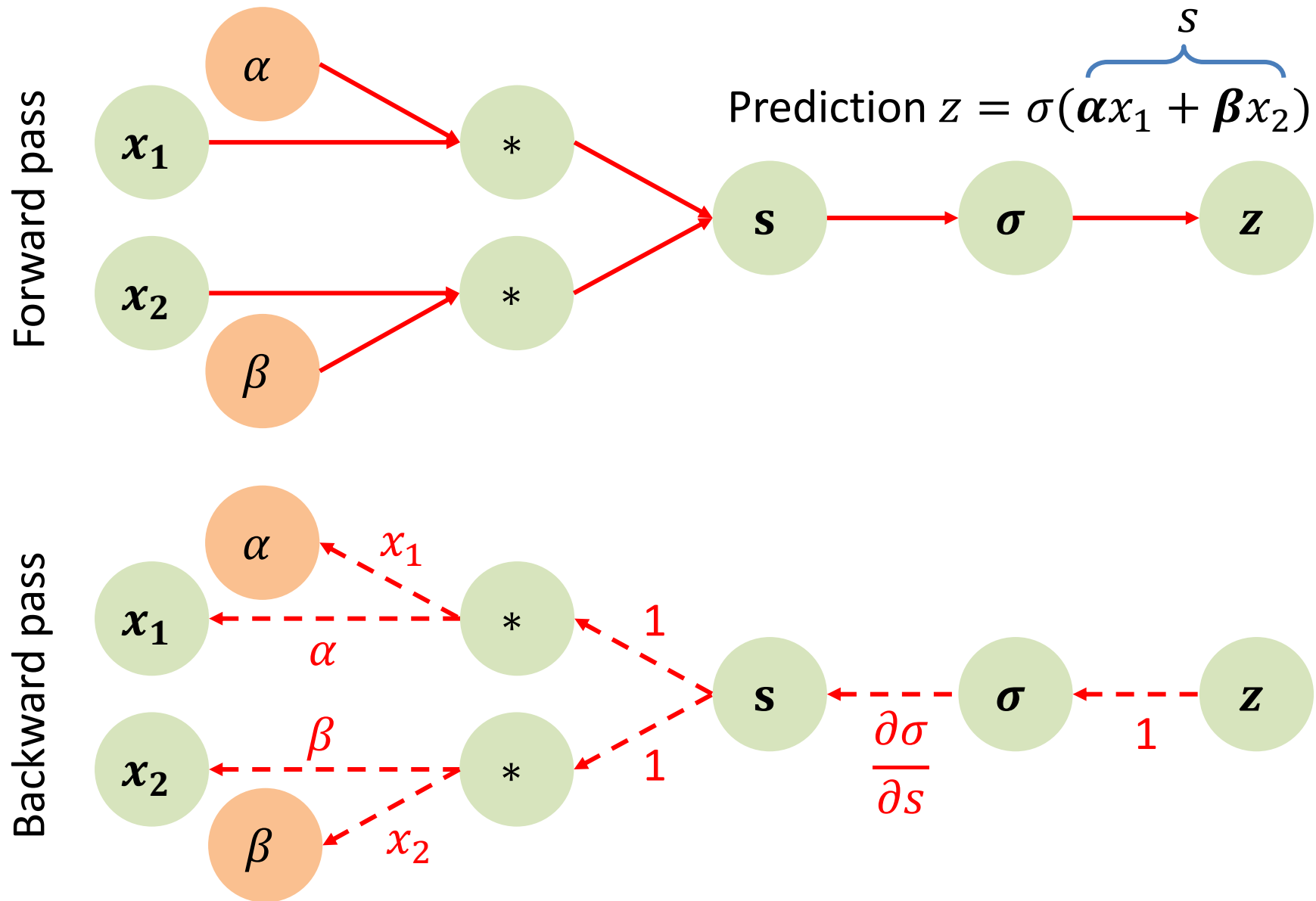
$\frac{\partial p}{\partial x_2} = \left( \frac{\partial p}{\partial z_1} \right) \frac{\partial z_1}{\partial x_2} + \frac{\partial p}{\partial h_1} \frac{\partial h_1}{\partial z_2} \frac{\partial z_2}{\partial x_2} + \frac{\partial p}{\partial h_2} \frac{\partial h_2}{\partial z_2} \frac{\partial z_2}{\partial x_2}$



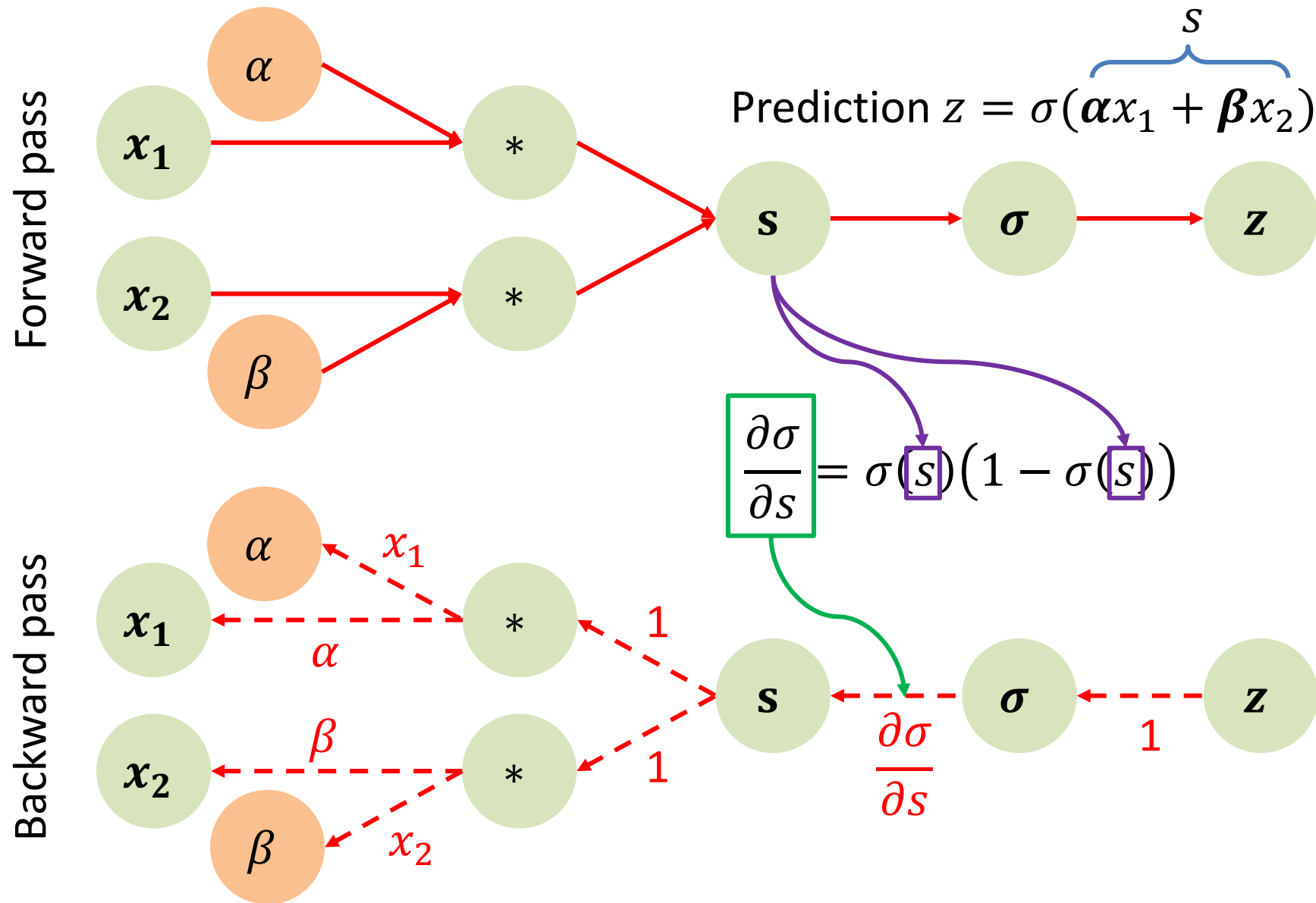
# This is called reverse-mode differentiation

- In application to neural networks it has one more name: **back-propagation**.
- It works **fast**, because we reuse computations from previous steps.
- In fact, for each edge we compute its value only once. And multiply by its value exactly once.

# Back-propagation (Back-prop)



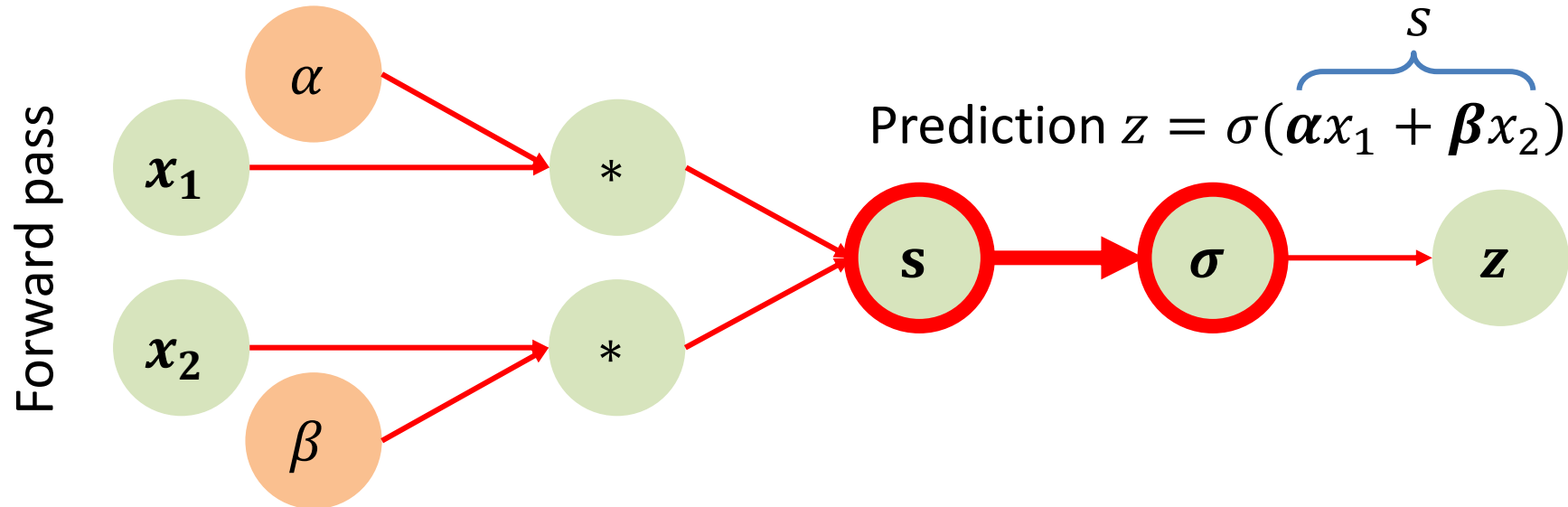
# Back-propagation (Back-prop)





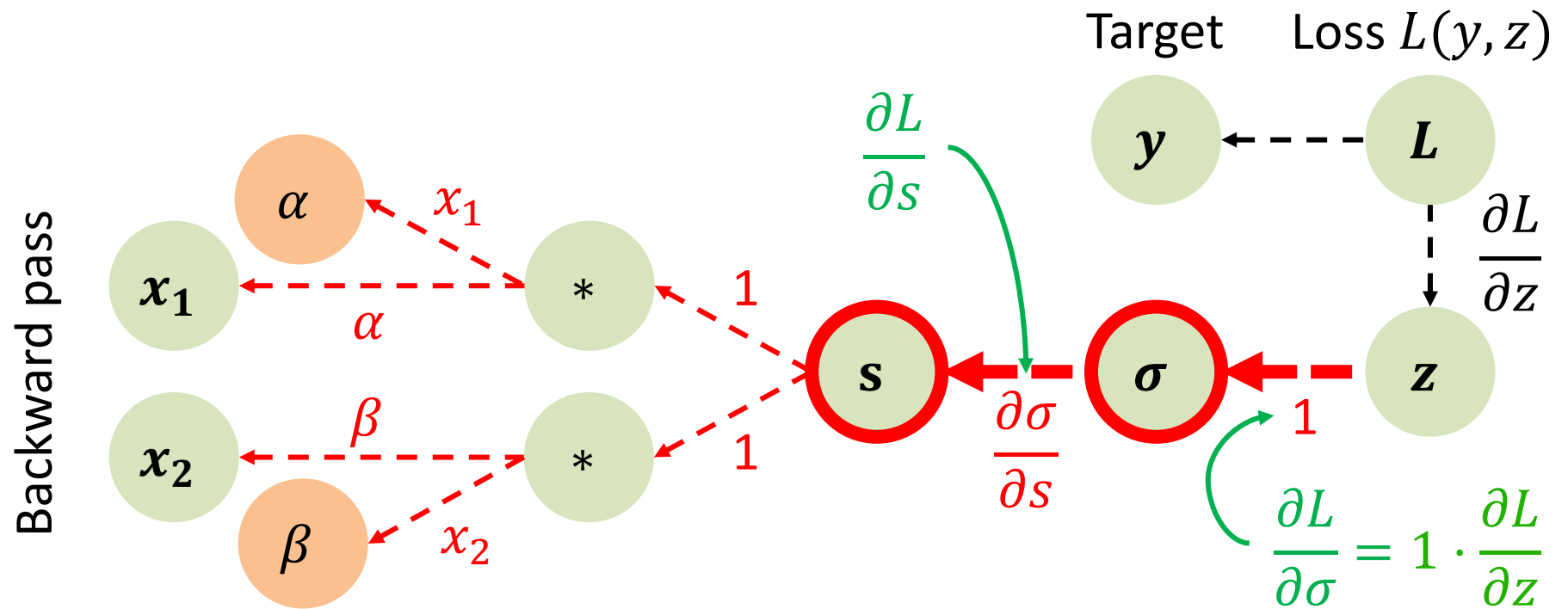
# Forward pass interface

Let's implement a sigmoid activation node!

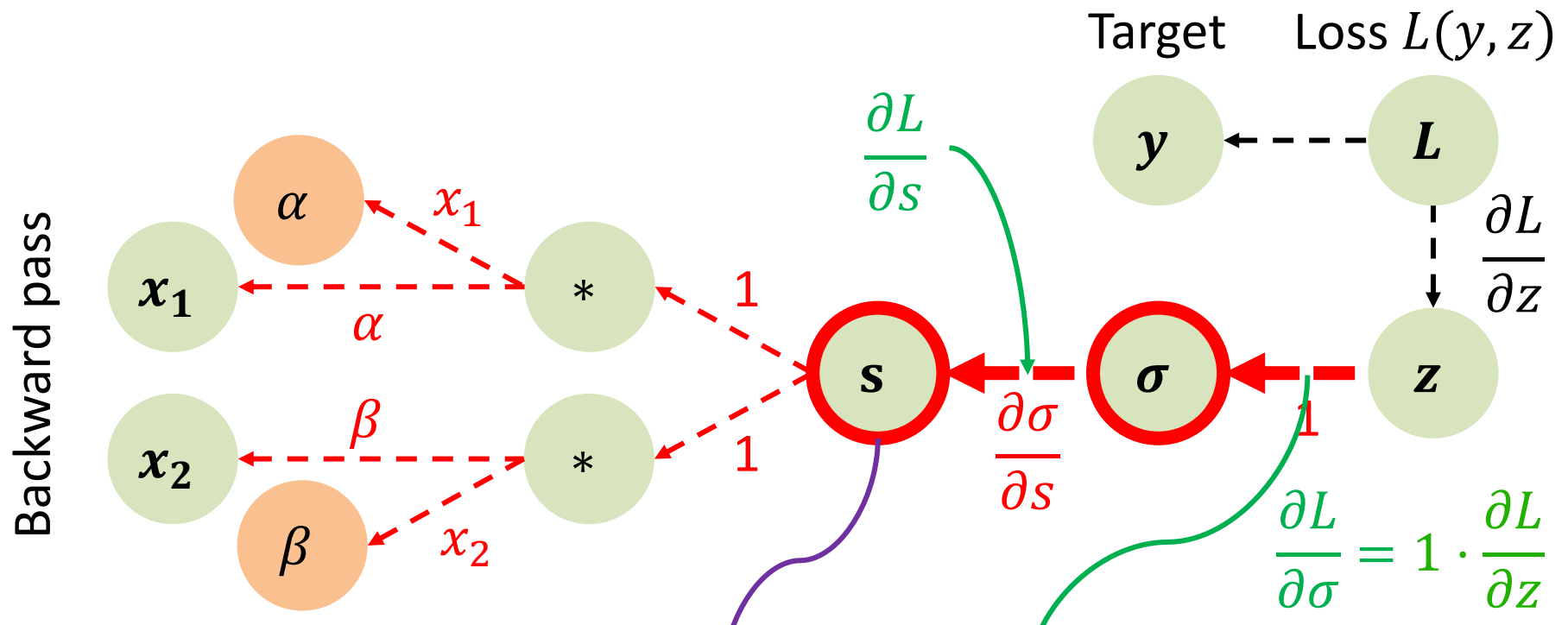


```
def forward_pass(inputs):  
    return 1. / (1 + np.exp(-inputs))
```

# Backward pass interface



# Backward pass interface



```
def backward_pass(inputs, incoming_gradient):
    sigmoid = 1. / (1 + np.exp(-inputs))
    return sigmoid * (1 - sigmoid) * incoming_gradient
```

$$\frac{\partial L}{\partial s} = \underbrace{\text{sigmoid} * (1 - \text{sigmoid})}_{\frac{\partial \sigma}{\partial s}} \cdot \frac{\partial L}{\partial \sigma}$$