

Building a neural network from scratch.

only using numpy and math.

problem: Digit classification using MNIST Dataset.

↓
contains (28×28)
grayscale images.

(math)
 $\boxed{\text{image } (784)}$ → having intensities $(0 - 255)$
black ↕ white.

$(28 \times 28) \rightarrow m$ training samples.

$$X = \begin{bmatrix} \cdots & x^{(1)} & \cdots \\ \cdots & x^{(2)} & \cdots \\ \vdots & & \ddots \\ \cdots & x^{(m)} & \cdots \end{bmatrix}^T = \begin{bmatrix} | & | & | \\ x^{(1)} & x^{(2)} & \cdots & x^{(m)} \\ | & | & \ddots & | \end{bmatrix}$$

$(m \times 784)$ ↓
per image
 28×28
intensities value

(Transpose) ↓
 784 now s.

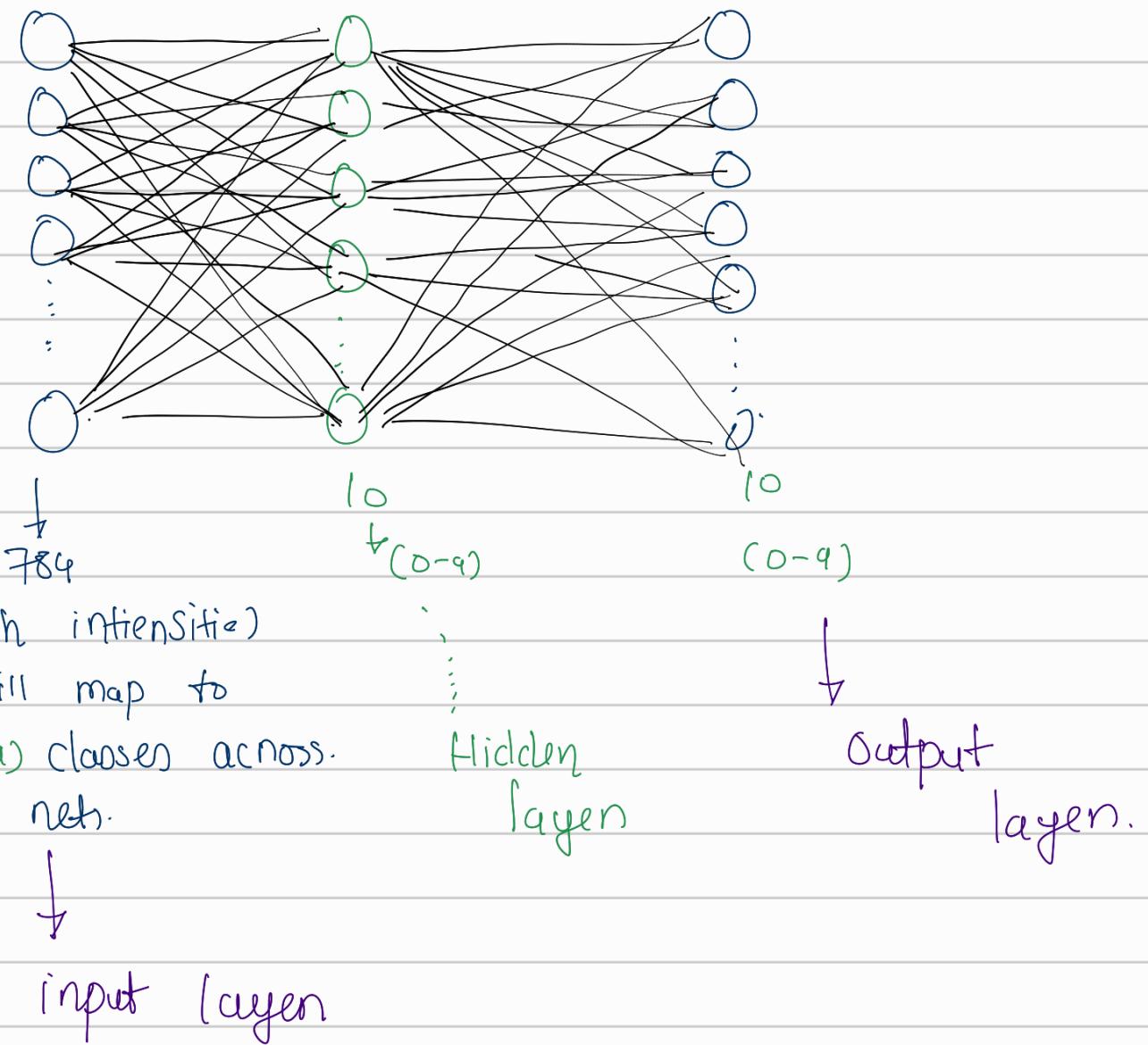
Each node
contains 784
intensities of
 x^i image.
($i = m$)

We have to classify.

$$\begin{bmatrix} 784 \\ 28 \times 28 \end{bmatrix} \Rightarrow (0, 1, 2, 3, \dots, 9)$$

10 classes.

a neural net would be built like this (simple 2 layer)



→ First part of training this network.

↓
forward propagation

- input neurons ka data hidden layer tak jata hai
- Hidden Layer us input ko weights den activation function ke through process kerti hai
- Fin result op layer tak jata hai

input \rightarrow hidden layer \rightarrow Activation \downarrow

Final output. \leftarrow O/p layer

Start

$$A^{[0]} = X [784 \times m]$$

[input layer]

$$Z^{[1]} = W^{[1]} \cdot A^{[0]} + b^{[1]}$$

unactivated

first layer

to avoid linearity and increase natural

Selection we apply activation

function (tanh, Sigmoid, ReLU, Softmax,
etc)

$$A^{[1]} = g(Z^{[1]}) = \text{ReLU}(Z^{[1]})$$

activated
hidden layer

$$\begin{bmatrix} 0 \\ \vdots \\ a \end{bmatrix} \begin{bmatrix} 784 \\ \vdots \\ 784 \end{bmatrix} \times : \begin{bmatrix} m \\ \vdots \\ m \end{bmatrix}$$

Each weight of class

$w^{[1]} \rightarrow (0-9)$ k weight
image k 784
intensities k

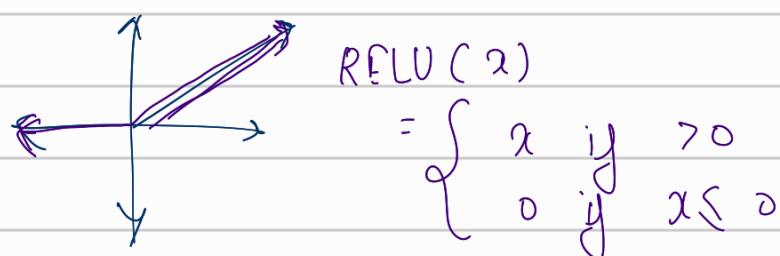
Value per pixel
multiplied here

for softmax use
softmax here max

pool value

where predict
k means
[here can have
m images]

What is ReLU? Now $\approx ?$



$$Z^{[2]} = W^{[2]} \cdot A^{[1]} + b^{[2]}$$

$\begin{bmatrix} & \end{bmatrix}^{10 \times m} \rightarrow \begin{matrix} m_1 \\ \downarrow \\ \cdot \\ \downarrow \\ m_2 \\ \downarrow \\ m_3 \end{matrix}$

↑
unactivated Layer & i.e. output Layer.

$$A^{[2]} = \underline{\text{Softmax}} [Z^{[2]}] \rightarrow \text{Softmax}^+$$

i.e will
get probabilities

Ex:

$$\begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = \frac{e^1}{e^1 + e^2 + e^3}, \dots \text{Similarity fn } Q, 3 = \begin{bmatrix} - \\ - \\ - \end{bmatrix}$$

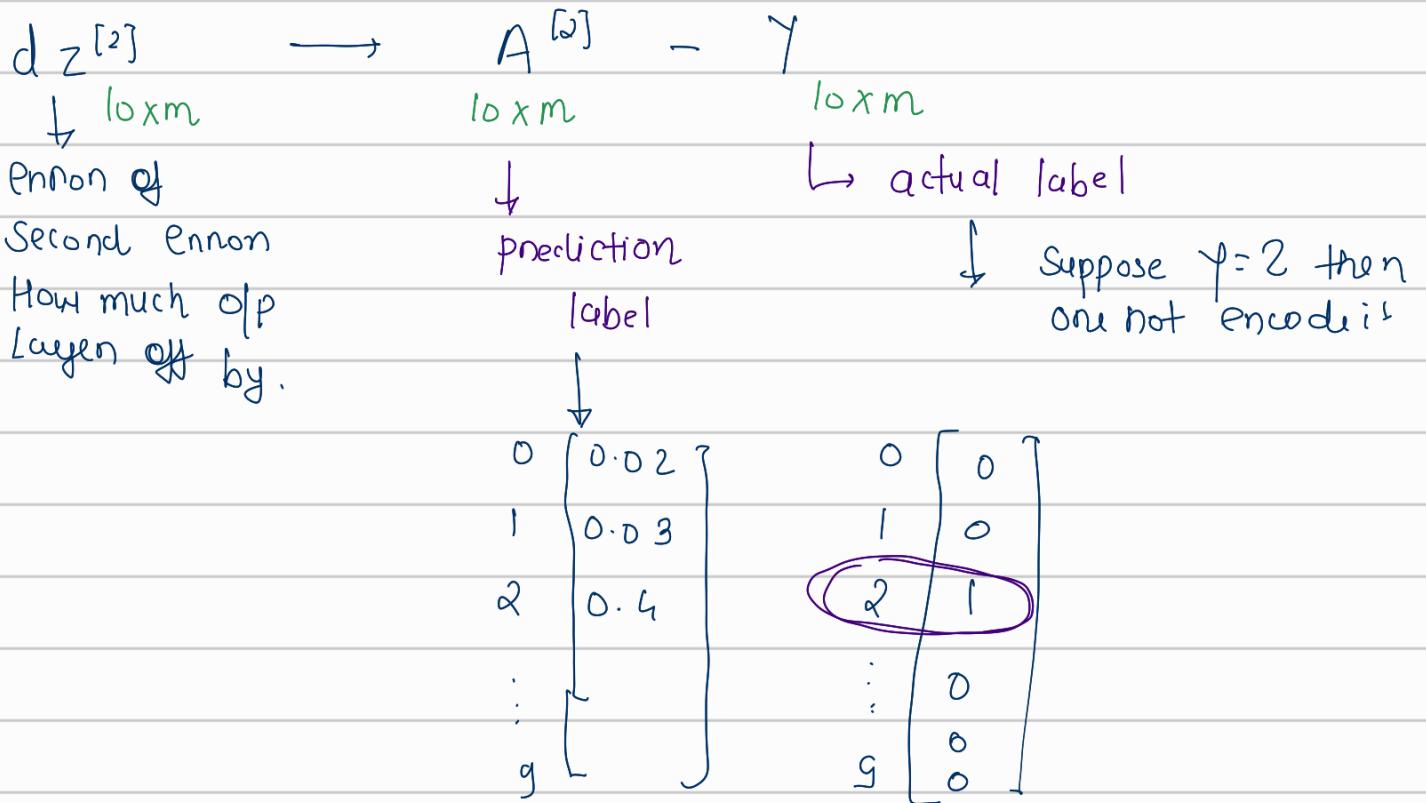
↓
(1)

This also forward propagation we took an image pass to the network and made a prediction simple.

→ Now we need good weight and bias to improve our prediction so we will propagate backwards.

Backwards Propagation

predictions from forward stage and backwards challenge to find error and we will minimize this (weights) by adjusting weight and bias optimal.



Now from $z^{[2]}$ we will find how much the weight w and bias b contributed to the error

$$\begin{aligned}
 \rightarrow d w^{[2]} &= \frac{1}{m} d z^{[2]} A^{[1]T} & \rightarrow d b^{[2]} = \frac{1}{m} \sum d z^{[2]} \\
 &\downarrow 10 \times 10 & &\downarrow 10 \times 1 \\
 & & \text{derivative of loss function} & \\
 & & \uparrow & \\
 & & \text{weight} & \\
 & & \uparrow & \\
 & & \text{input to weight} & \\
 & & & \uparrow \\
 & & & \text{bias}
 \end{aligned}$$

$$\rightarrow d z^{[1]} = [w^{[2]T} \ dz^{[2]} \cdot * g'(z^{[1]})]$$

$10 \times m$ 10×10 $10 \times m$ $10 \times m$ $10 \times m$
 unactivating function

$$d w^{[1]} = \frac{1}{m} d z^{[1]} x^T$$

10×784 $10 \times m$ $m \times 784$

$$d b^{[1]} = \frac{1}{m} d z^{[1]}$$

(10×1) (10×1)

Now after finding the error contributed to each layer we update the weight accordingly.

$$w^{[i]} = w^{[i]} - \alpha d_w^{[i]}$$

$$w^{[2]} = w^{[2]} - \alpha d_w^{[2]}$$

$$b^{[1]} = b^{[1]} - \alpha d_b^{[1]}$$

$$b^{[2]} = b^{[2]} - \alpha d_b^{[2]}$$

$\alpha \rightarrow$ learning rate
 \downarrow hyperparam.

Now this is repeated [fp + BP] until a certain accuracy is reached.

maths ends here :-)

