

## . Train/Dev/Test set

- data set usually be split into 3 set
  - Training set
  - Hold-out cross validation set / Development or "dev" set
  - Test set
- in traditional ML, the portion of them would be 60%/20%/20%
- but when data set grow larger, we now could : ==> 98/1/1 or 99.5/0.25/0.25 (percentage)
- Make sure the dev and test set are coming from the **same distribution**.

## . bias & variance

### Bias and Variance

Cat classification



Train set error:	1%	15%	15%	0.5%
Dev set error:	11%	16%	30%	1%
	high variance	high bias	high bias & high variance	low bias low variance

Human: 80%

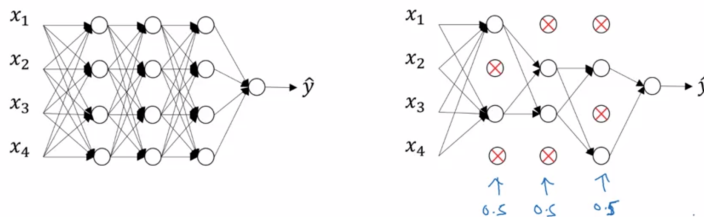
Optimal (Bayes) error: 4% 0%

- These Assumptions came from that human has 0% error. If the problem isn't like that you'll need to use human error as **baseline**.
- recipe for ML
  - If your algorithm has a high **bias**:
    - Try to make your NN bigger (size of hidden units, number of layers)
    - Try a different model that is suitable for your data.
    - Try to run it longer.
    - Different (advanced) optimization algorithms.
  - If your algorithm has a high **variance**:
    - More data.
    - Try regularization.
    - Try a different model that is suitable for your data.

## . Regularization

- L1 regularization
  - $||W||_1 = \text{Sum}(|w_{i,j}|)$  # sum of absolute values of all w
  - get **sparse** parameters (most of them would equal to 0)
  - can be used to compress parameters
- L2 regularization
  - $||W||_2^2 = \text{Sum}(|w_{i,j}|^2)$  # sum of all w squared
  - regularized NN cost function:  $J(w,b) = (1/m) * \text{Sum}(L(y(i), y'(i))) + (\lambda/2m) * \text{Sum}((||W||_2)^2)$ 
    - caution: in python, *lambda* is reserved key word,
  - implementation tip: plot the cost function J as a function of the number of iterations of gradient descent
- Dropout regularization
  - randomly** eliminate some neurons. So, each time just train a small subset of whole neural network.

### Dropout regularization

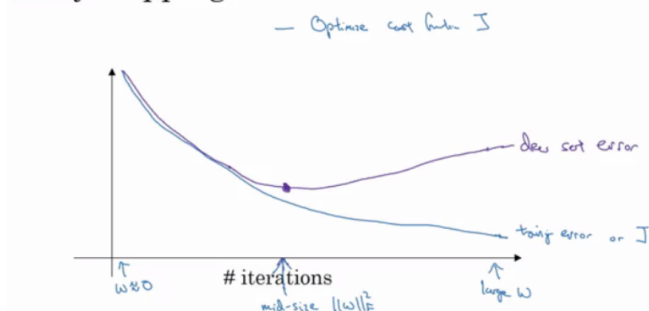


- A most common technique to implement dropout is called **"Inverted dropout"**.
  - python code:
 

```
keep_prob = 0.8 # 0 <= keep_prob <= 1
l = 3 # this code is only for layer 3# the generated number that are less than 0.8 will be dropped. 80% stay, 20% dropped
d3 = np.random.rand(a[l].shape[0], a[l].shape[1]) < keep_prob
a3 = np.multiply(a3, d3) # keep only the values in d3
# increase a3 to not reduce the expected value of output# (ensures that the expected value of a3 remains the same) - to solve
a3 = a3 / keep_prob
```
  - use **keep-prob** to control the probability of inversion.
  - intuition about how it work:
    - can't rely on any **one feature**, so have to spread out weights. ("don't put all the eggs in one basket")
  - downside:
    - can't plot J-iterations to debug

- tips:
  - large layer size, smaller *keep-prob*
  - output layer, *keep-prob* equal to 1 (prediction should be stable)
  - Apply dropout both during forward and backward propagation.
- data augmentation
  - enlarge data set without getting brand new data
  - E. X.
    - in a computer vision data:
      - flip all your pictures horizontally
      - apply a random position and rotation to an image
- early stopping
  - stop iteration when dev set error begins to grow

## Early stopping

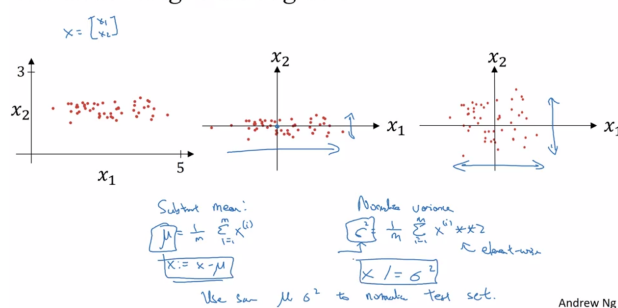


- advantage
  - don't need to search a hyper parameter like in other regularization approaches (like  $\lambda$  in L2 regularization).
- disadvantage
  - simultaneously tries to minimize the cost function and not to overfit which contradicts the *orthogonalization* approach (will be discussed further).

## Normalization

- (mathematical background: assume that all the sample in data set are **Independent and identically distributed**,
- formula:  $X_{\text{norm}} = (X - \text{mean}) / \sqrt{\text{var}}$

### Normalizing training sets



- why?
  - makes your inputs centered around 0
  - fast GD as the shape of the cost function will be consistent (look more symmetric like circle in 2D example)

## Weight initialization for NN

- why?
  - exponential vanishing / exploding gradients !!!** (in deep NN with many layers)
    - when layers grow larger, each layer may output smaller or bigger  $Z[i]$ .
    - if  $Z$  is too large or too small, the gradient would also be too large or too small (depend on which activation function you choose)
- solution
  - intuition

- In a single neuron (Perceptron model):  $Z = w_1x_1 + w_2x_2 + \dots + w_nx_n$
- So if  $n_x$  is large we want  $W$ 's to be smaller to not explode the cost.
- So let's say when we initialize  $W$ 's like this (better to use with **tanh** activation):

```
np.random.rand(shape) * np.sqrt(1/n[1-1])
```

or variation of this (Bengio et al.):

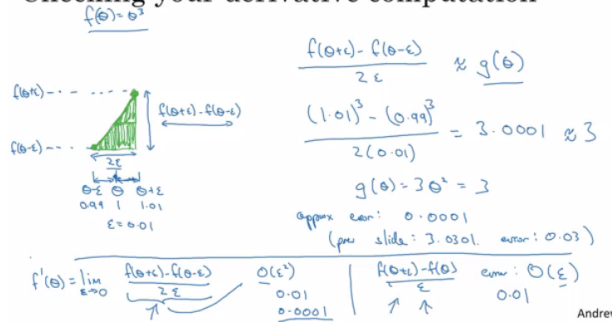
```
np.random.rand(shape) * np.sqrt(2/(n[1-1] + n[1]))
```

- Setting initialization part inside sqrt to  $2/n[1-1]$  for **ReLU** is better:

```
np.random.rand(shape) * np.sqrt(2/n[1-1])
```

- Numerical approximation of derivative (gradient checking)

## Checking your derivative computation



- process

- Gradient checking:

- First take  $W[1], b[1], \dots, W[L], b[L]$  and reshape into one big vector ( $\theta$ )
- The cost function will be  $J(\theta)$
- Then take  $dw[1], db[1], \dots, dw[L], db[L]$  into one big vector ( $d_{\theta}$ )

- Algorithm:

```
eps = 10^-7 # small number
for i in len(theta):
    d_theta_approx[i] = (J(theta1, ..., theta[i] + eps) - J(theta1, ..., theta[i] - eps)) / (2*eps)
```

- Finally we evaluate this formula  $(\|d_{\theta\_approx} - d_{\theta}\|) / (\|d_{\theta\_approx}\| + \|d_{\theta}\|)$  (Euclidean vector norm) and check (with  $\text{eps} = 10^{-7}$ ):

- if it is  $< 10^{-7}$  - great, very likely the backpropagation implementation is correct
- if around  $10^{-5}$  - can be OK, but need to inspect if there are no particularly big values in  $d_{\theta\_approx} - d_{\theta}$  vector
- if it is  $\geq 10^{-3}$  - bad, probably there is a bug in backpropagation implementation

## Gradient checking (Grad check)

for each  $i$ :

$$\rightarrow \frac{\partial J}{\partial \theta_i} \approx \frac{J(\theta_1, \dots, \theta_i + \epsilon, \dots) - J(\theta_1, \dots, \theta_i - \epsilon, \dots)}{2\epsilon}$$

$$\approx \frac{\partial J}{\partial \theta_i} \quad \left| \quad d_{\theta\_approx} \approx d_{\theta} \right.$$

Check:

$$\frac{\|d_{\theta\_approx} - d_{\theta}\|_2}{\|d_{\theta\_approx}\|_2 + \|d_{\theta}\|_2} \approx \frac{10^{-7}}{10^{-5}} = 10^{-2} \rightarrow \text{great!}$$

$\epsilon = 10^{-7} \rightarrow 10^{-3} - \text{wrong!}$

- notes

- only for debugging
- Gradient checking doesn't work with dropout because  $J$  is not consistent.
  - You can first turn off dropout (set `keep_prob = 1.0`), run gradient checking and then turn on dropout again.

coding!!!

- Initialization
  - randomly initialize  $W$  to break symmetry
  - initializing with overly large random numbers slows down the optimization.
  - use "He-Initialization" for relu

related code:

```
np.zeros(shape)
np.sqrt()
np.random.randn(shape)
```

- L2 regularization
  - Weights end up smaller ("weight decay")
  - formula

$$J_{\text{regularized}} = \underbrace{-\frac{1}{m} \sum_{i=1}^m (y^{(i)} \log(a^{(L)(i)}) + (1 - y^{(i)}) \log(1 - a^{(L)(i)}))}_{\text{cross-entropy cost}} + \underbrace{\frac{1}{m} \frac{\lambda}{2} \sum_i \sum_j W_{ij}^2}_{\text{L2 regularization cost}}$$

- cost function

$$\left( \frac{d}{dW} \left( \frac{1}{2} \frac{\lambda}{m} W^2 \right) \right) = \frac{\lambda}{m} W.$$

- BP

related code:

```
np.sum(np.square(W))
```

- dropout
  - divide each dropout layer by `keep_prob` to keep the same expected value for the activations.

related code:

```
D1 = np.random.rand(A1.shape[0], A1.shape[1]) # Step 1: initialize matrix D1 = np.random.rand(..., ...)
D1 = D1/keep_prob # Step 2: convert entries of D1 to 0 or 1 (using keep_prob as the threshold)
A1 = A1*D1 # Step 3: shut down some neurons of A1
A1 = A1/keep_prob # Step 4: scale the value of neurons that haven't been shut down
```

