

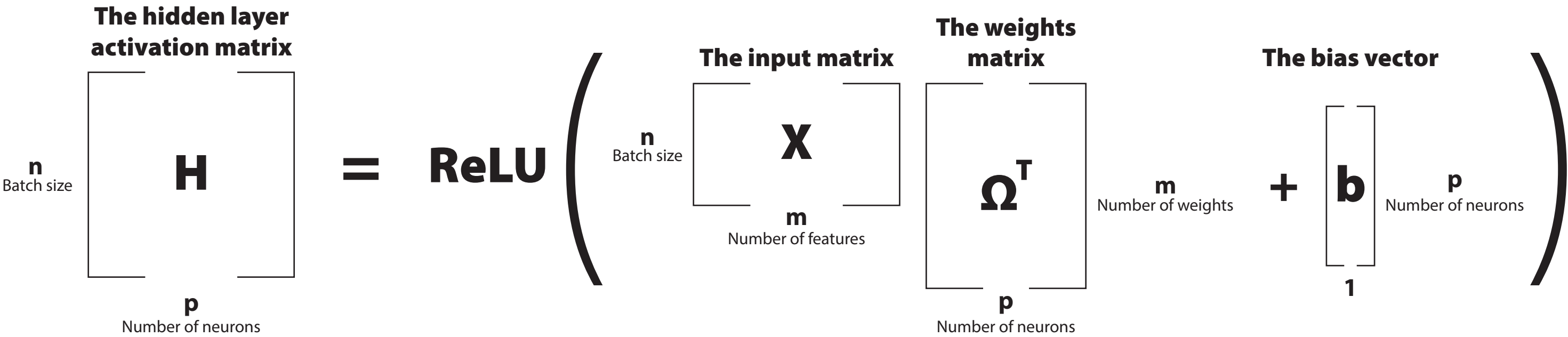
# Neural Networks For People Who Get Confused Easily

by James McCammon (A fellow who gets confused easily)

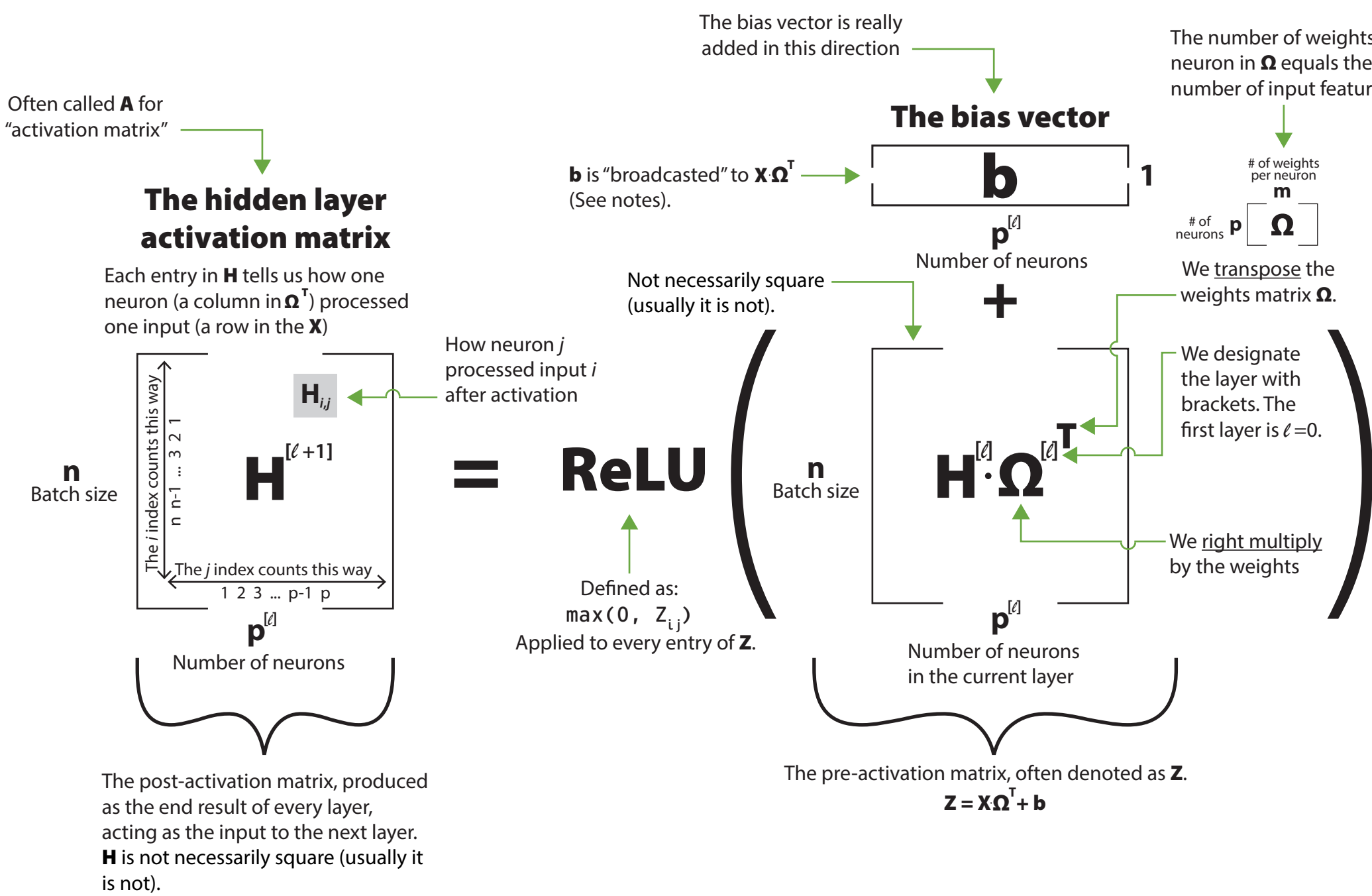


## Forward pass basics

### Top level view (simplified version)



### Top level view (crazy annotated version)



#### Notes

- We can initialize our weights as  $(m \times p)$  and save a transform operation.
- The form  $\mathbf{X} \cdot \mathbf{\Omega}^T + \mathbf{b}$  is a non-linear affine transform and allows us to fit complex non-linear functions. We can easily prove it is affine by noting that it moves the origin. All linear functions must preserve the origin.  
  
We can use the general form:  $\mathbf{W} \mathbf{x} + \mathbf{b}$ , where  $\mathbf{x}$  is now an input vector. If we set  $(x_1, x_2)$  equal to the origin we see the origin moves from  $(0, 0)$  to  $(3, 4)$  and is therefore not preserved.  
  
$$\begin{bmatrix} \mathbf{W} \\ 1 \ 0 \\ 0 \ 1 \end{bmatrix} \begin{bmatrix} \mathbf{x} \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} \mathbf{b} \\ 3 \\ 4 \end{bmatrix} = \begin{bmatrix} \mathbf{W} \mathbf{x} + \mathbf{b} \\ 3 \\ 4 \end{bmatrix}$$
- Implicitly we are using an outer product when we add  $\mathbf{b}$ . As in the below where  $\otimes$  denotes the outer product. See next slide for details.  
$$\mathbf{Z} = \mathbf{X} \cdot \mathbf{\Omega}^T + \mathbf{1}_n \otimes \mathbf{b}^T$$
- How does layer numbering work? The input and associated weights are considered layer 0 ( $\ell=0$ ). After ReLU activation, the result is  $\mathbf{H}$ , which is fed into the next hidden layer as the input. Thus  $\mathbf{H}$  is designated as Layer 1 ( $\ell=1$ ), but note that it takes its dimensions from layer 0. The final layer is the output layer,  $L$ . In practice  $L$  is just a number. Thus there are  $L-2$  hidden layers.

## Multi-layer view

