

Introduction to Neural Networks





- This series of lectures will cover key theory aspects:
 - Neurons and Activation Functions
 - Cost Functions
 - Gradient Descent
 - Backpropagation





- Once we build a general high level understanding we will code out all these topics manually with Python, without the use of a deep learning library.
- Then we can move on to using TensorFlow!





- Understanding a high level overview of these key elements will make it much easier to understand what is happening when we begin to use TensorFlow!
- Tensorflow has direct connections to these concepts in its syntax!





Let's get started!





Introduction to the Perceptron





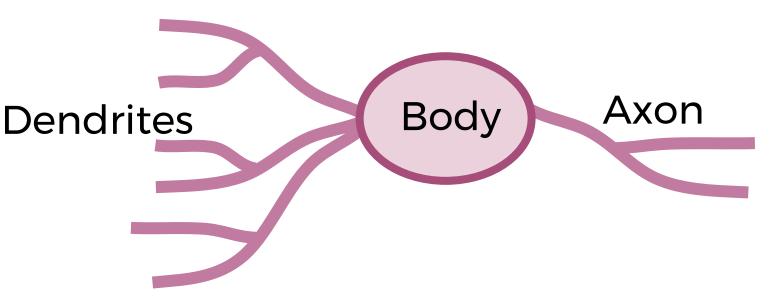
 Before we launch straight into neural networks, we need to understand the individual components first, such as a single "neuron".



- Artificial Neural Networks (ANN) actually have a basis in biology!
- Let's see how we can attempt to mimic biological neurons with an artificial neuron, known as a perceptron!



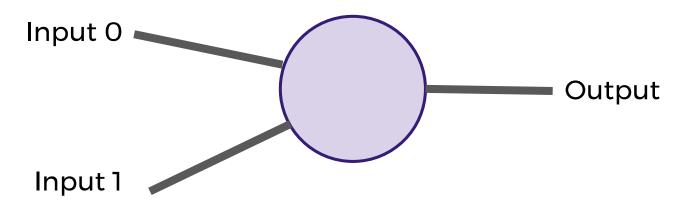
• The biological neuron:







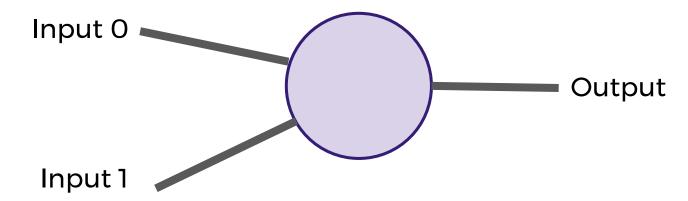
 The artificial neuron also has inputs and outputs!







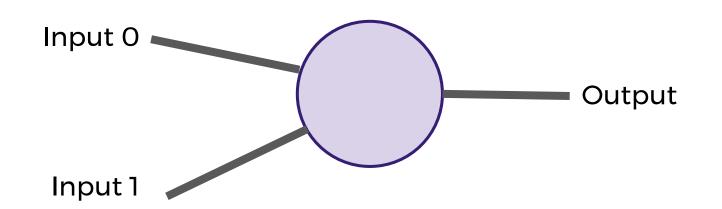
This simple model is known as a perceptron.







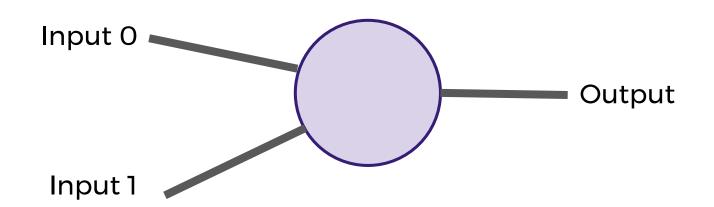
Simple example of how it can work.







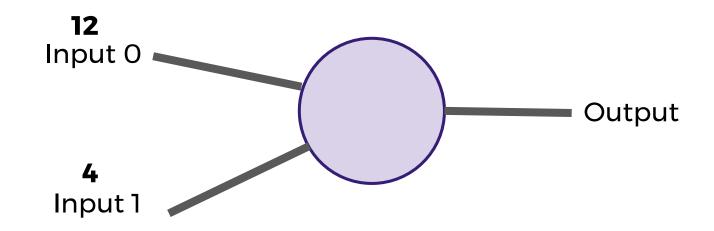
We have two inputs and an output







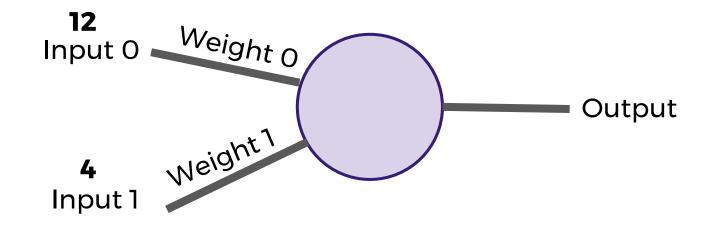
Inputs will be values of features







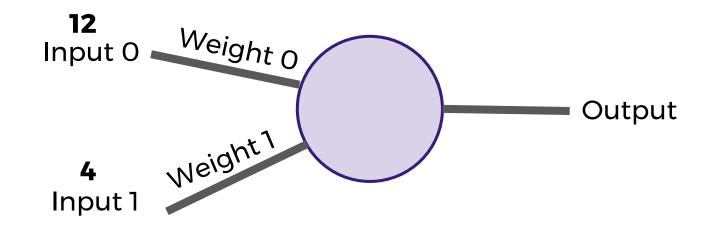
Inputs are multiplied by a weight







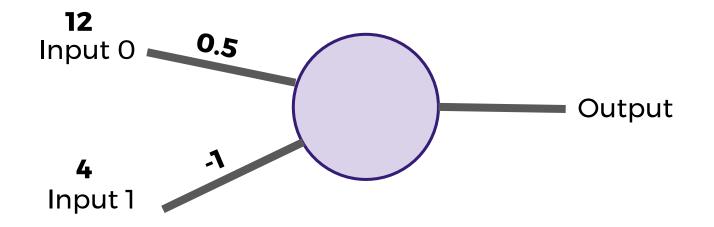
Weights initially start off as random







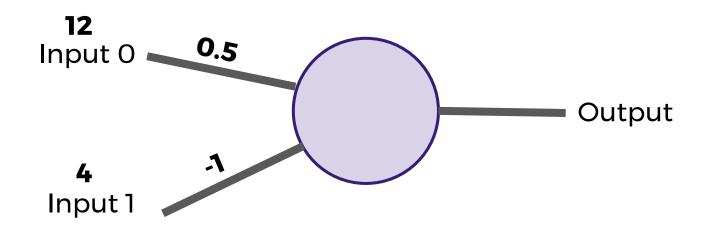
Weights initially start off as random







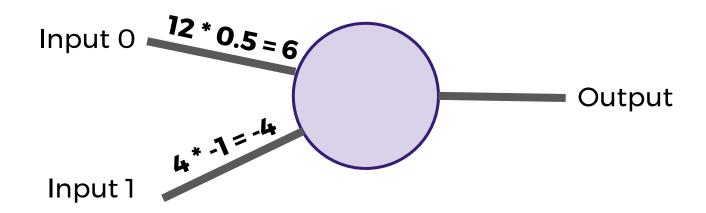
Inputs are now multiplied by weights







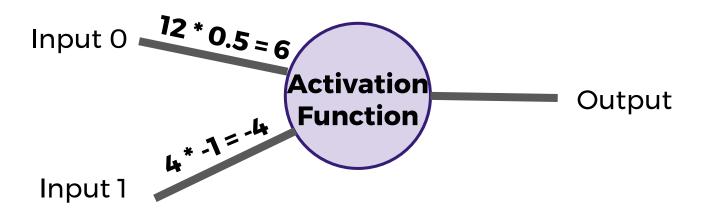
Inputs are now multiplied by weights







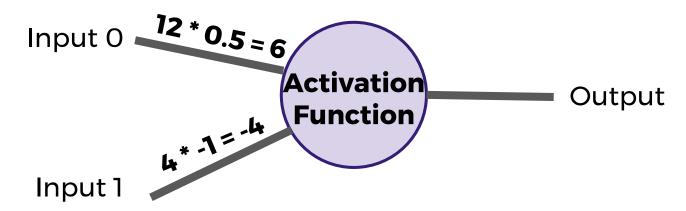
Then these results are passed to an activation function.







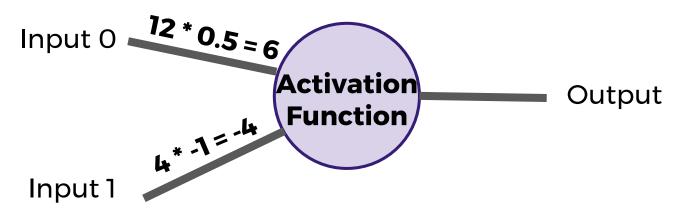
 Many activation functions to choose from, we'll cover this in more detail later!







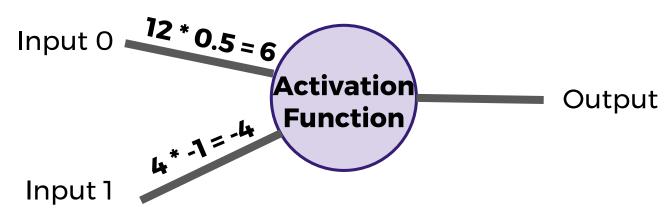
 For now our activation function will be very simple...







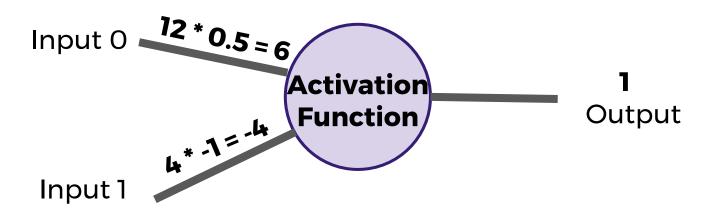
 If sum of inputs is positive return 1, if sum is negative output 0.







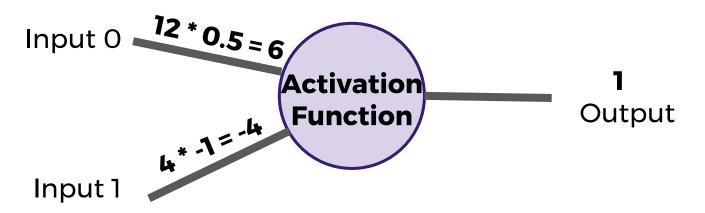
 In this case 6-4=2 so the activation function returns 1.







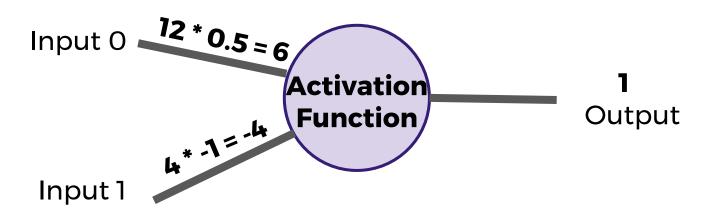
 There is a possible issue. What if the original inputs started off as zero?







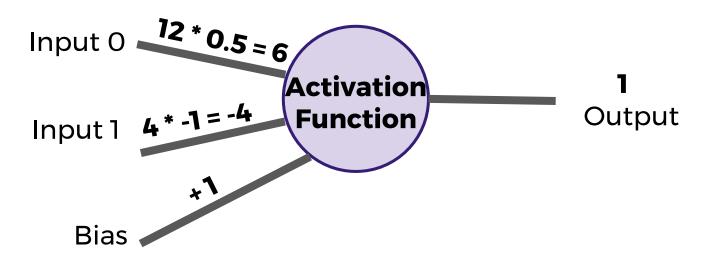
 Then any weight multiplied by the input would still result in zero!







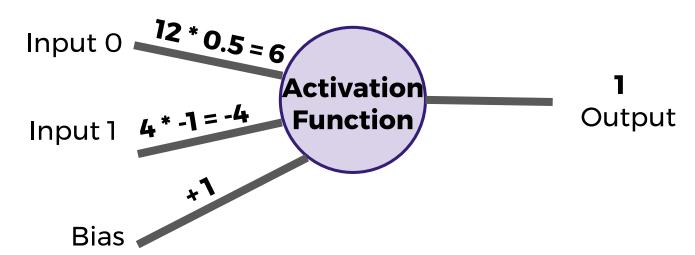
 We fix this by adding in a bias term, in this case we choose 1.







 So what does this look like mathematically?







 Let's quickly think about how we can represent this perceptron model mathematically:

$$\sum_{i=0}^{n} w_i x_i + b$$



 Once we have many perceptrons in a network we'll see how we can easily extend this to a matrix form!

$$\sum_{i=0}^{n} w_i x_i + b$$



- Review
 - Biological Neuron
 - Perceptron Model
 - Mathematical Representation





Introduction to Neural Networks



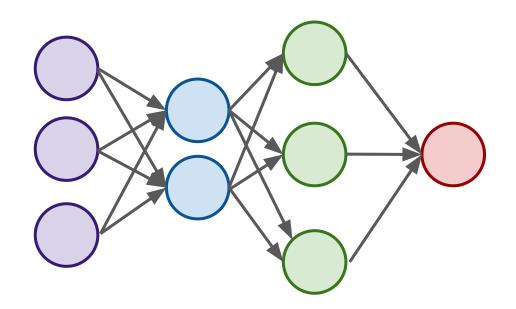


- We've seen how a single perceptron behaves, now let's expand this concept to the idea of a neural network!
- Let's see how to connect many perceptrons together and then how to represent this mathematically!





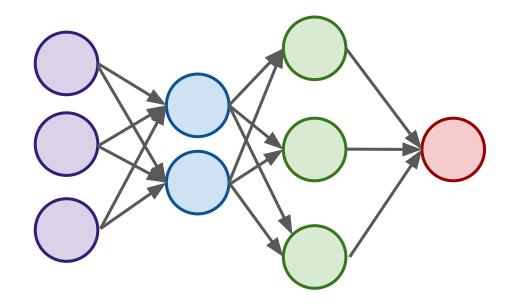
Multiple Perceptrons Network







Input Layer. 2 hidden layers. Output Layer







- Input Layers
 - Real values from the data
- Hidden Layers
 - Layers in between input and output
 - 3 or more layers is "deep network"
- Output Layer
 - Final estimate of the output

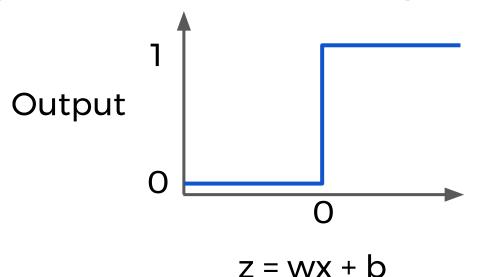




- As you go forwards through more layers, the level of abstraction increases.
- Let's now discuss the activation function in a little more detail!

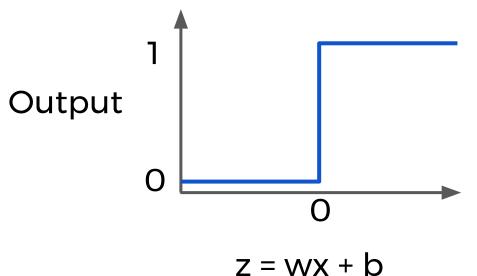


 Previously our activation function was just a simple function that output 0 or 1.





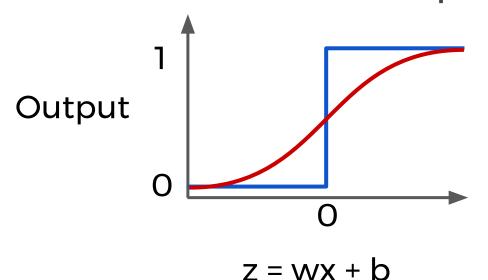
 This is a pretty dramatic function, since small changes aren't reflected.







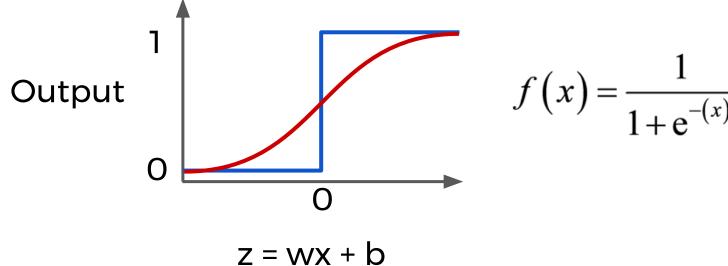
 It would be nice if we could have a more dynamic function, for example the red line!





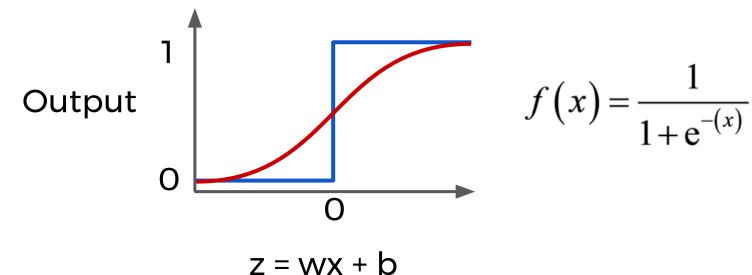


• Lucky for us, this is the sigmoid function!





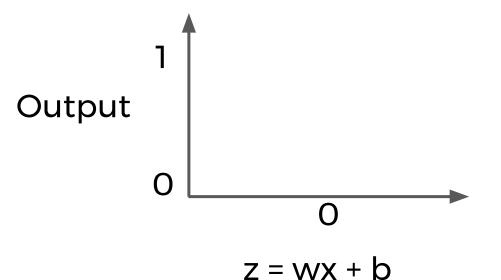
 Changing the activation function used can be beneficial depending on the task!





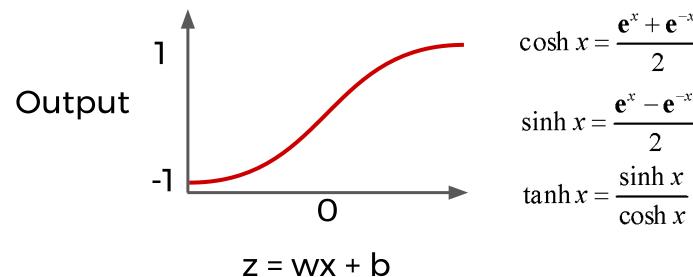


 Let's discuss a few more activation functions that we'll encounter!



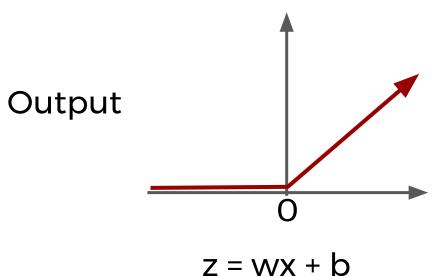


Hyperbolic Tangent: tanh(z)





 Rectified Linear Unit (ReLU): This is actually a relatively simple function: max(0,z)







- ReLu and tanh tend to have the best performance, so we will focus on these two.
- Deep Learning libraries have these built in for us, so we don't need to worry about having to implement them manually!



- As we continue on, we'll also talk about some more state of the art activation functions.
- Up next, we'll discuss cost functions, which will allow us to measure how well these neurons are performing!



Cost Functions





- Let's now explore how we can evaluate performance of a neuron!
- We can use a cost function to measure how far off we are from the expected value.

- We'll use the following variables:
 - y to represent the true value
 - a to represent neuron's prediction
 - In terms of weights and bias:
 - $\circ W^*X + b = Z$
 - \circ Pass z into activation function $\sigma(z) = a$



- Quadratic Cost
 - $\circ C = \Sigma(y-a)^2 / n$
- We can see that larger errors are more prominent due to the squaring.
- Unfortunately this calculation can cause a slowdown in our learning speed.

- Cross Entropy
 - \circ C = (-1/n) Σ (y · In(a) + (1-y) · In(1-a)
- This cost function allows for faster learning.
- The larger the difference, the faster the neuron can learn.



- We now have 2 key aspects of learning with neural networks, the neurons with their activation function and the cost function.
- We're still missing a key step, actually "learning"!





 We need to figure out how we can use our neurons and the measurement of error (our cost function) and then attempt to correct our prediction, in other words, "learn"!



 In the next lecture we'll briefly cover how we can do this with Gradient Descent!



Gradient Descent and Backpropagation





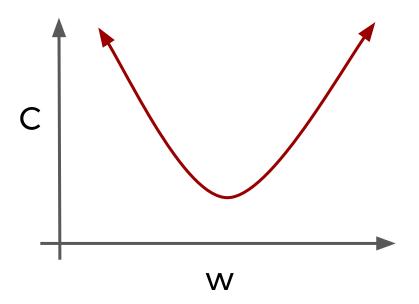
- If you've dabbled in machine learning before, you may have already heard of Gradient Descent!
- Let's quickly go over it with a high level overview!





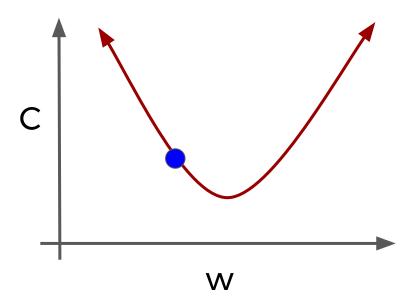
- Gradient descent is an optimization algorithm for finding the minimum of a function.
- To find a local minimum, we take steps proportional to the negative of the gradient.





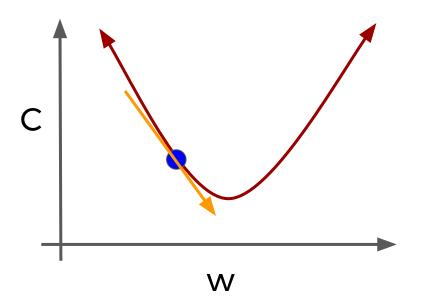






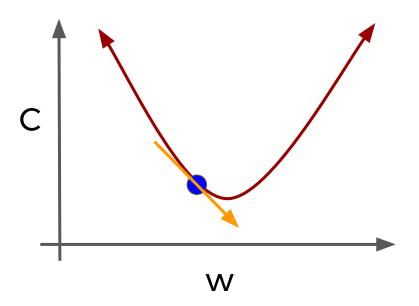








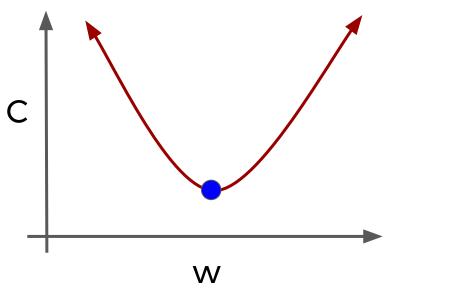








 Visually we can see what parameter value to choose to minimize our Cost!







Finding this minimum is simple for 1
dimension, but our cases will have many
more parameters, meaning we'll need to
use the built-in linear algebra that our
Deep Learning library will provide!



 Using gradient descent we can figure out the best parameters for minimizing our cost, for example, finding the best values for the weights of the neuron inputs.



- We now just have one issue to solve, how can we quickly adjust the optimal parameters or weights across our entire network?
- This is where backpropagation comes in!



- Backpropagation is used to calculate the error contribution of each neuron after a batch of data is processed.
- It relies heavily on the chain rule to go back through the network and calculate these errors.



- Backpropagation works by calculating the error at the output and then distributes back through the network layers.
- It requires a known desired output for each input value (supervised learning).





- The implementation of backpropagation will be further clarified when we dive into the math example!
- For now let's finish off our high level discussion with TensorFlow's playground!



TensorFlow Playground





- Go to:
 - playground.tensorflow.org





Types of Networks



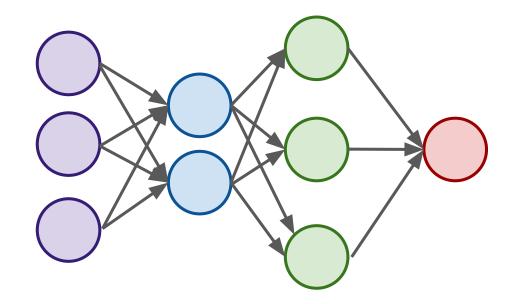


- Let's discuss high level overviews of the various types of neural networks
 - Dense Networks
 - Convolutional Networks-CNN
 - Recurrent Neural Networks-RNN
 - Generative Adversarial Networks-GAN





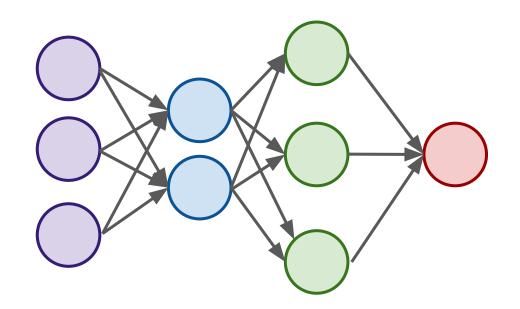
Dense Networks







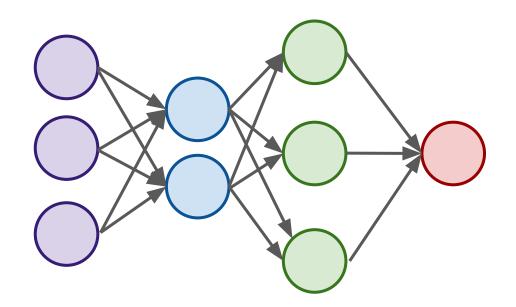
Convolutional Neural Networks







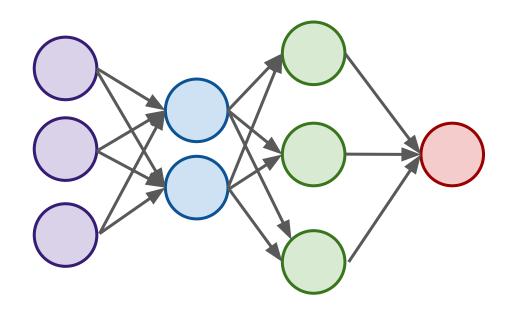
Recurrent Neural Networks







Generative Adverserial Neural Networks







Manual Neural Network Part 2 - Operation



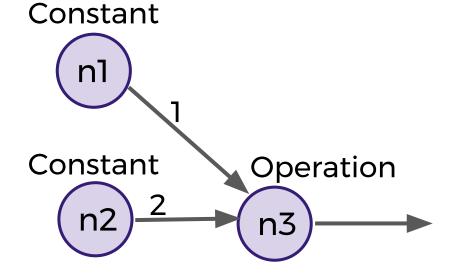


- Operation Class
 - Input Nodes
 - Output Nodes
 - Global Default Graph Variable
 - Compute
 - Overwritten by extended classes





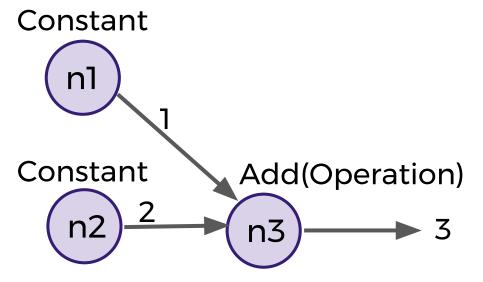
Graph - A global variable







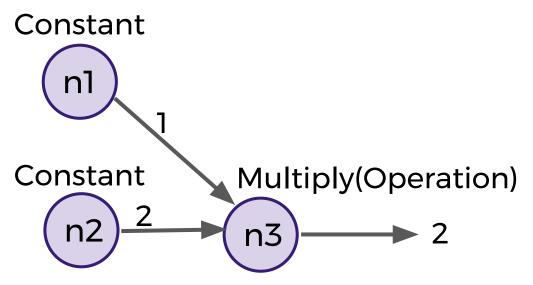
Graph







Graph







Manual Neural Network Variables, Placeholders, and Graphs





- Placeholder An "empty" node that needs a value to be provided to compute output.
- Variables Changeable parameter of Graph
- Graph Global Variable connecting variables and placeholders to operations.



Let's get started!





Manual Neural Network Session





- Now that the Graph has all the nodes, we need to execute all the operations within a Session.
- We'll use a PostOrder Tree Traversal to make sure we execute the nodes in the correct order.



Manual Neural Network Classification



- \bullet y = mx + b
- y = -1x + 5
- Remember that both y and x are features!
- Feat2 = -1*Feat1 + 5
- Feat2 + Feat1 5 = 0
- FeatMatrix[1, 1] 5 = 0