In deep learning, it's important that we can parallelize the problem (and implement) as it is efficient to solve 100 problems at once tha n one problem at 100 times. In practice, we receive batch size inpu t at once and processes it as matrix multiplication. Take a look at Line 2 and 3. In general, we compute dot product first, then add. H owever, as $b = 1 \times b$, we concat the bias, 1 to weight matrix, input

```
atenate((W1, b1.resha
```

respectively and process only dot product. Finally, we implemented ReLU to turn negative numbers into 0 using boolean indexing., Multiplication(or linear operation) at second layer is not different from the first layer.

To perform backpropagation, we should define loss function and calculate gradient using partial derivation and chain rul es. We use phrase "Local gradient" and "Global gradient" with same meaning at class. Loss function is as follows:

```
\sum \sum y_{k,i} \log softmax(z_{k,i}) \Big\} + \lambda \Big( \| \ W_1 \|_2^2 + \| \ W_2 \|_2^2 \Big) \ \ \text{where} \ \ \lambda \ \ \text{is regularize rate,} \ \ \| \cdot \|_n \ \ \text{is element-wise} \ \ p\text{-norm of matrix.}
```

In practice, when we calculate softmax, we should sum of all values taken exponential. That values can be large, which causes "overflow". To prevent this, we use property called translation invariant on softmax. Suppose $f(\mathbf{x})$ is softmax fu nction, and c is scalar, then $f(\mathbf{x}+c) = f(\mathbf{x})$.

In earnest, let us do back propagation for each terms. For this, first we calculate local gradient each, and multiplication them appropriate from back to front. Take a look at Line 9 11. In general, that part consists of element-wise multiplicati on(or Hadamrad product). However it can be also represente d by product of diagonal squared matrix and another vector, so we compute them using that characteristic. Note that we

```
np.sum(scores after[np.arange(N), y], axis
                       np.sum(W1 * W1)
gularization w2
     = np.array([softmax_error, regularization_w1, regularization_w2])
```

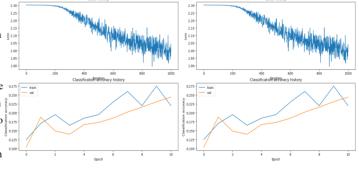
```
use mini-batch stochastic descent, so we divide size of mini-
batch when calculate gradient.(It was proceed at Line 3), gra
```

After that, we train and update parameters, using gradient descent. To choice batch randomly, we use np.random.choice function, and update gradient dictionary and learning rate, which is hyperparameter.

First is result of in early condition (Default setting) and second is result of best tuning p aramter(batch=1024, learning rate=1e-4, regula rization=0.95, hidden=1024, and iteration=550 0.). Please refer to the picture on the right.

dient of weight adds "regularization term".

We can easily know there is trade-off betwe en learning rate and batch size, and increasin g iteration causes overfitting easily. In additio n, it can be seen that regularization is good for preventing overfitting, not enhancing learn ing performance itself.



Why result is not good than we expected? We guess that there is two big problems. One is losing spitial information, t he other is shallow network. First, we deal with not sequential but image. One of the properties of the image is that eac h cell is dependent on the surrounding cell, i.e. image has spitial information. But if we pass NN, it considers only line arity, hidden layer loses these spitial information, so perform correct prediction is hard. Last is shallow network. By univ ersial approximation theorem, we can construct 2-layer NN that predict correct answer to every input. But, there is crucia 1 problem. 1)If we use only two layers, we need lots of neurons. However, using multiple layers of networks, not just t wo layers, can be performed highly effective with fewer neurons. In other words, there's a kind of trade-off. 1)More spec ifially, suppose we construct K layer, each of which has N_1, N_2, \dots, N_K neurons. This is equivalent to a two-layer net

work with $\prod N_i$ neurons. However, in this time, we use only 2 layer NN, so it is not easy to predict well.

¹⁾ Julius Berner, et.al. The Modern Mathematics of Deep Learning. Arxiv (2021).