

# Week 2 - Deep Convolutional GANs

## Activations (Basic Properties)

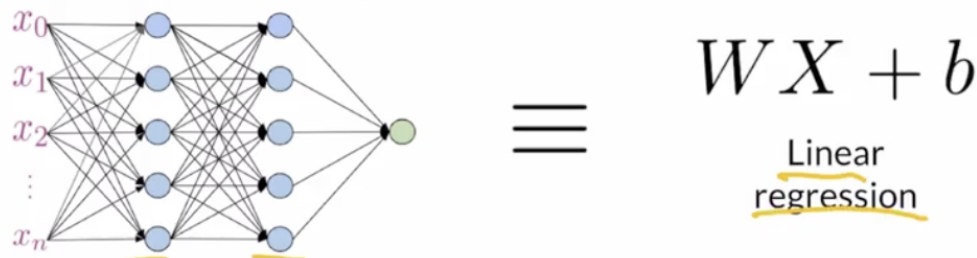
### Activations

$$a_i^{[l]} = \boxed{g^{[l]}}(z_i^{[l]})$$

Differentiable  
non-linear  
function

1. Differentiable for backpropagation

2. Non-linear to compute complex features, **if not:**



**If linear function  $h(x) = cx$  and I used it as a activation function with 3 layer neural net. Then, it will be  $y(x) = h(h(h(x))) = c * c * c * x = c^3x$ . It is still  $y = ax$  if  $a = c^3$ . So activation function should be non-linear function.**

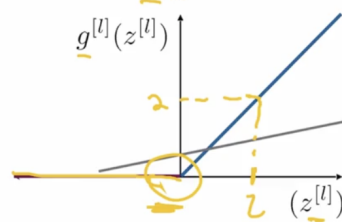
- Activation functions are non-linear and differentiable
- Differentiable for backpropagation
- Non-linear to approximate complex functions

## Common Activation Functions

- Common activations
  - ReLU

### Activations: ReLU

ReLU = Rectified Linear Unit

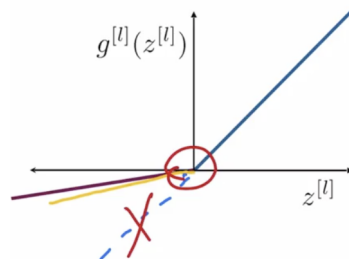


$$g^{[l]}(z^{[l]}) = \max(0, z^{[l]})$$

Dying ReLU problem

- LeakyReLU

### Activations: Leaky ReLU



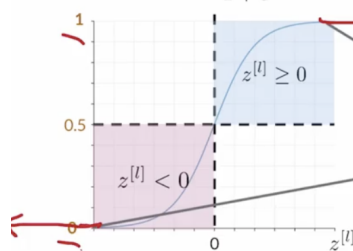
$$g^{[l]}(z^{[l]}) = \max(az^{[l]}, z^{[l]})$$

Solves the dying ReLU problem

- Sigmoid

### Activations: Sigmoid

$$g^{[l]}(z^{[l]}) = \frac{1}{1 + e^{-z^{[l]}}}$$

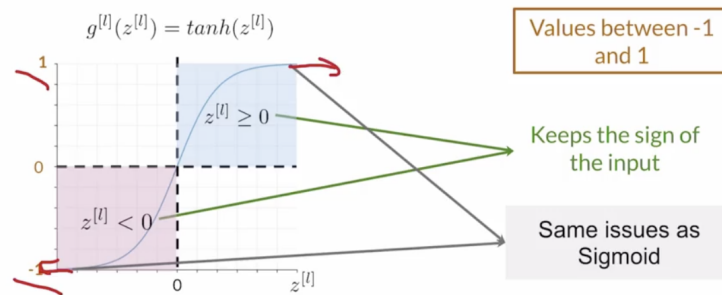


Values between 0 and 1

Vanishing gradient and saturation problems

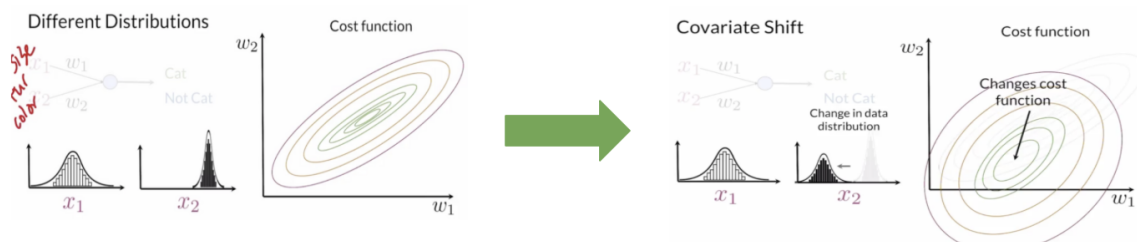
- Tanh

### Activations: Tanh



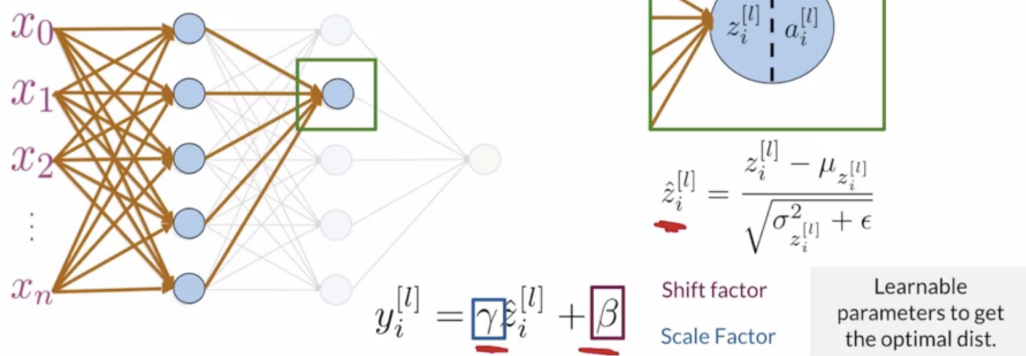
- ReLU activation suffer from dying ReLU
- Leaky ReLU solve the dying ReLU problem
- Sigmoid and Tanh have vanishing gradient and saturation problems

### Batch Normalization



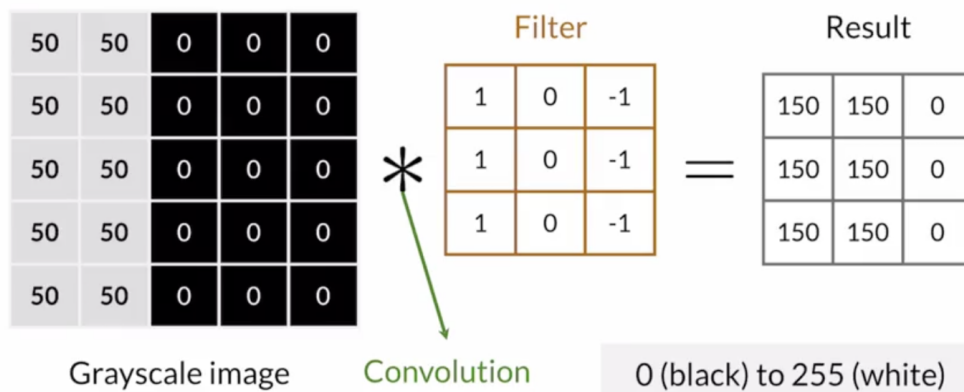
Input data for the input layer can be normalized, but the hidden layer receives the activation  $f(XW)$  from the previous layer as input. However, if the value of weights updates as the neural net learns, it will change to activation  $f(XW')$  of the previous layer and the distribution of input values will continue to change from the hidden layer's point of view. This problem is called **international collaborative shift**, and Batch Normalization is designed to solve it.

## Batch Normalization: Training



## Review of Convolutions

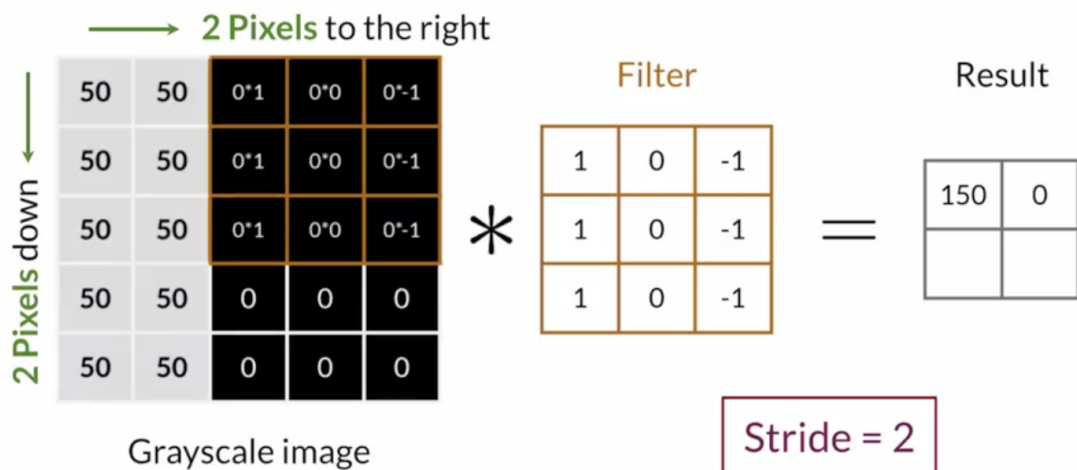
What is a convolution?



## Padding and Stride

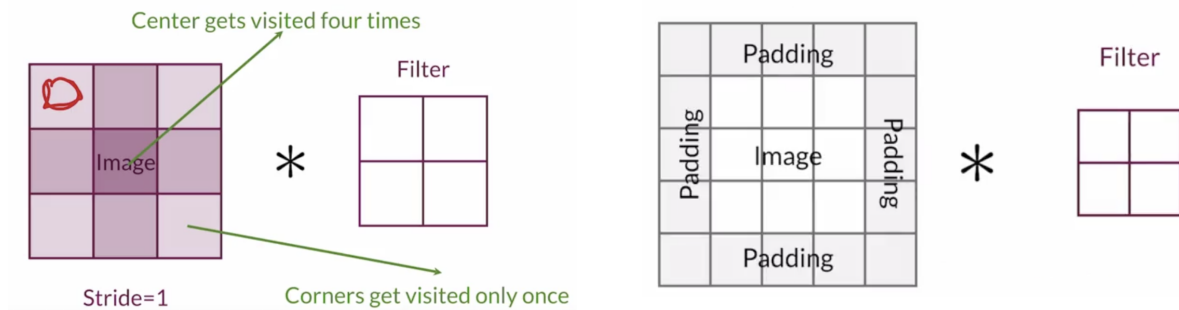
- Stride

## Stride



- Padding

In the left image below, filter pass some pixel 4 times, and some pixels are only 1 time. But if there's some important features of image on a pixel with a red circle, it's focused on a pixel that's less important. This is wrong. Therefore, padding around the image ensures that it is not concentrated on a specific pixel.



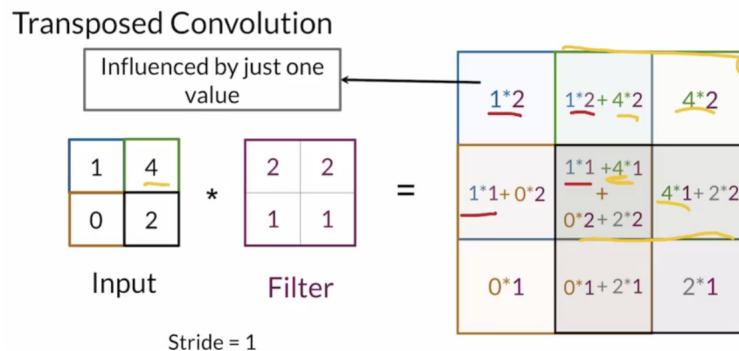
- Stride determines how the filter scans the image
- Padding is like a frame on the image
- Padding gives similar importance to the edges and the center

## Pooling and Upsampling

Pooling is used to reduce the size of the input while up-sampling is used to increase the size of that input. And there are **no learnable parameters!**

- Pooling : Max Pooling, Average Pooling, Min Pooling
- Upsampling : Nearest Neighbors, Linear Interpolation, Bi-linear Interpolation

## Transposed Convolutions



There is an issue that this center pixel is visited four times and is influenced by all pixels while the other ones. It is called Checkerboard Pattern.

- Transposed convolutions upsample
- Have learnable parameters.
- Problem : results have a checkerboard pattern
- Reference
  - <https://www.coursera.org/learn/build-basic-generative-adversarial-networks-gans/lecture/o8Vi4/batch-normalization-explained>
  - <https://de-novo.org/2018/05/28/batch-normalization-이해하기/>