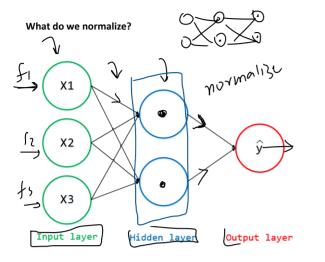


# What is Normalization

05 June 2024 10:32

Normalization in deep learning refers to the process of <u>transforming data</u> or model outputs to have specific statistical <u>properties</u>, typically a mean of <u>zero</u> and a variance of one.



 $\begin{array}{c|c}
f_1 & min-max \\
27 & y_1 \\
\hline
X_1 - M & y_2 = 0 \\
\hline
T & T = 1
\end{array}$   $\begin{array}{c|c}
f_1 & f_2 & f_3 \\
\hline
- & - & - \\
- & - & \end{array}$ 

# **Benefits of Normalization in Deep Learning**

Improved Training Stability:

 Normalization helps to stabilize and accelerate the training process by reducing the likelihood of extreme values that can cause gradients to explode or vanish.

# Faster Convergence:

 By normalizing inputs or activations, models can converge more quickly because the gradients have more consistent magnitudes. This allows for more stable updates during backpropagation.

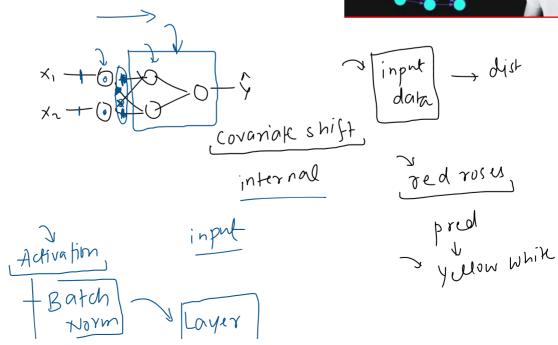
#### • Mitigating Internal Covariate Shift:

 Internal covariate shift refers to the change in the distribution of layer inputs during training. Normalization techniques, like batch normalization, help to reduce this shift, making the training process more robust.

# • Regularization Effect:

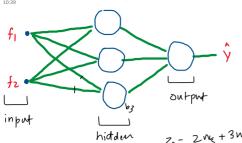
 Some normalization techniques, like <u>batch normalization</u>, introduce a slight regularizing effect by adding noise to the mini-batches during training. This can help to reduce overfitting.





+ Batch Layer Norm

# Batch Norm(Revision)



fı	f <sub>2</sub>	z <sub> </sub> ,	zz	Z3
2	3	7	5	4
1	1	2	3	U
5	4	١	2	3
6	, J	7	5	6
7		3	3	4
	-	'	,	

$$(Z_1) = \frac{2 w_1 + 3 w_2 + b_1}{2} = 7$$

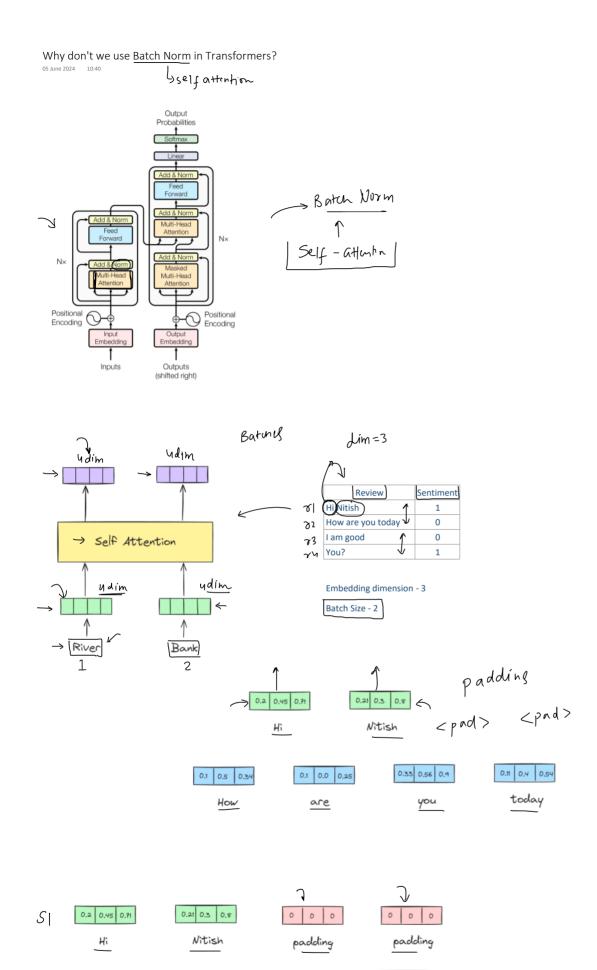
$$\frac{7 - \mu_1}{\sigma_1} = \frac{0.36}{\sqrt[4]{1}} \frac{1}{\sqrt[4]{1}} + \frac{1}{\sqrt[4]{1}} = 0.36$$

$$\frac{2^{-1/4}}{\sigma_{1}} = 0.71 \gamma_{1} + \beta_{1} = 0.71$$

$$\frac{\sigma_{1}}{\sigma_{2}} = \frac{-0.21\gamma_{2} + \beta_{2} = -0.21}{\sigma_{3}}$$

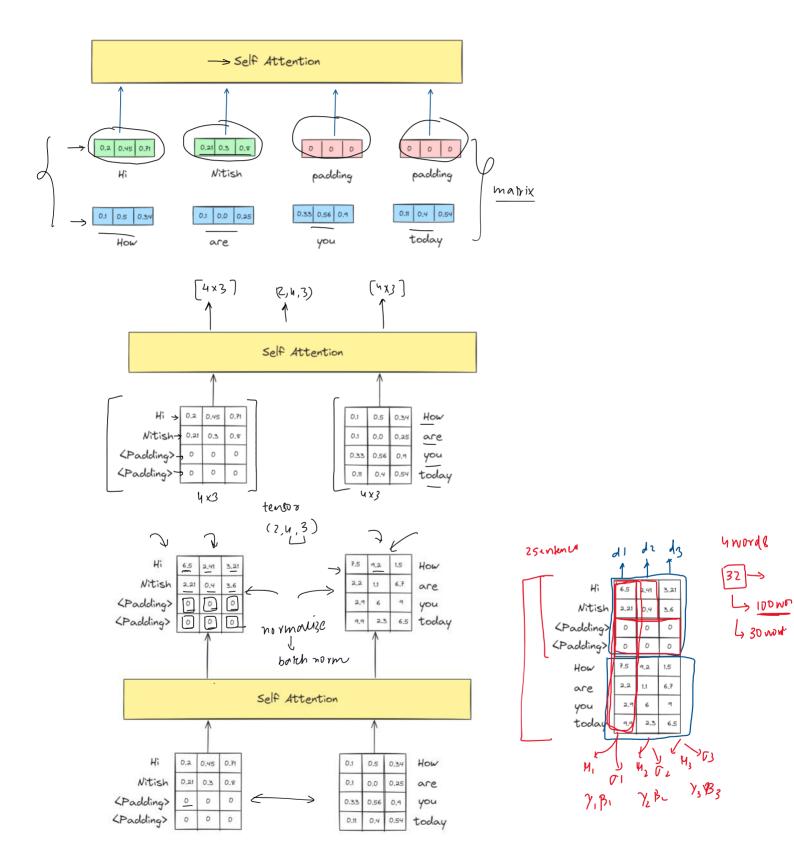
$$\frac{4 - \mu_{3}}{\sigma_{3}} = 0.12 \gamma_{3} + \beta_{3} = 0.12$$

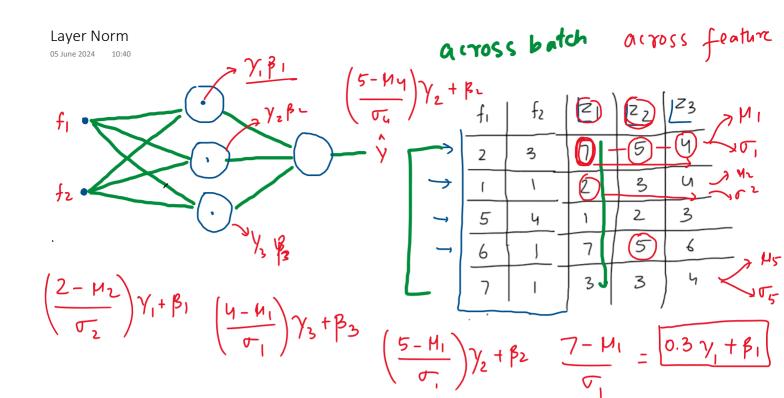
$$\frac{4-\mu_3}{\sigma_3} = 0.12 \gamma_3 + \beta_3 = 0.12$$



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How





# Layer Norm in Transformers

