

Vanishing Gradient Problem



MATHEMATICAL CAUSE

gradient $\propto \prod (\partial a_i / \partial z_i) \rightarrow \text{Product of many terms} < 1$

⚠ Consequences

- ▶ Early layers learn extremely slowly
- ▶ Weights barely change
- ▶ Training loss plateaus
- ▶ Network behaves like shallow



ReLU Activation



Skip Connections



Careful Init

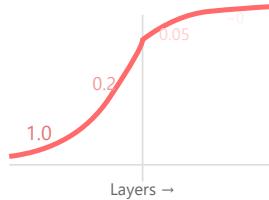


Batch Norm

Activation Function Comparison

Sigmoid (σ)

✗ Gradient Vanishing



$$\sigma'(x) = \sigma(x)(1-\sigma(x)) \leq 0.25$$

ReLU

✓ Gradient Preserved



$$ReLU'(x) = 1 \text{ (if } x > 0\text{)}$$



Activation Functions & Gradient Vanishing Risk

⚠ High Risk

Sigmoid (σ)

$$\sigma'(z) = \sigma(z)(1-\sigma(z))$$

Max gradient: 0.25

$$0.25^5 = 0.00098 \times$$

⚠ Medium Risk

Tanh

$$\tanh'(z) = 1 - \tanh^2(z)$$

Max gradient: 1.0

Saturates at extremes → vanish

✓ Lower Risk

ReLU

$$ReLU'(z) = 1 \text{ if } z > 0 \text{ else } 0$$

Gradient: 0 or 1

No saturation for $z > 0$ ✓



Chain Rule Multiplication: How Gradients Vanish

Backpropagation through layers:

$$\frac{\partial L}{\partial W_1} = \frac{\partial L}{\partial a_4} \times \frac{\partial a_4}{\partial z_4} \times \frac{\partial z_4}{\partial a_3} \times \frac{\partial a_3}{\partial z_3} \times \frac{\partial z_3}{\partial a_2} \times \frac{\partial a_2}{\partial z_2} \times \frac{\partial z_2}{\partial a_1} \times \frac{\partial a_1}{\partial z_1} \times \frac{\partial z_1}{\partial W_1}$$

Blue terms: activation derivatives (σ' , \tanh' , $ReLU'$)

Example with Sigmoid activation:

✗ Bad Case (Sigmoid)

$$\begin{aligned} \text{Layer 1: grad} &\times W_1 \times \sigma' \\ &= 1.0 \times 1.0 \times 0.25 = 0.25 \\ \text{Layer 2: } &0.25 \times 1.0 \times 0.25 = 0.0625 \\ \text{Layer 3: } &0.0625 \times 1.0 \times 0.25 = 0.0156 \\ \text{Layer 4: } &0.0156 \times 1.0 \times 0.25 \approx 0.004 \end{aligned}$$

✓ Good Case (ReLU)

$$\begin{aligned} \text{Layer 1: } &1.0 \times 1.0 \times 1.0 = 1.0 \\ \text{Layer 2: } &1.0 \times 1.0 \times 1.0 = 1.0 \\ \text{Layer 3: } &1.0 \times 1.0 \times 1.0 = 1.0 \\ \text{Layer 4: } &1.0 \times 1.0 \times 1.0 = 1.0 \end{aligned}$$

10 layers: $0.25^{10} \approx 0.00000095$
Practically zero! 

Gradient preserved!
Can train very deep networks ✓

Real Vanishing Scenario

Sigmoid Max Gradient

$$\sigma' = 0.25$$



10 Layers

$$n = 10$$



Gradient Scale

$$0.25^{10} \approx 0.000001$$

With 20 layers: $0.25^{20} \approx 9.09 \times 10^{-13}$ → Effectively zero! 