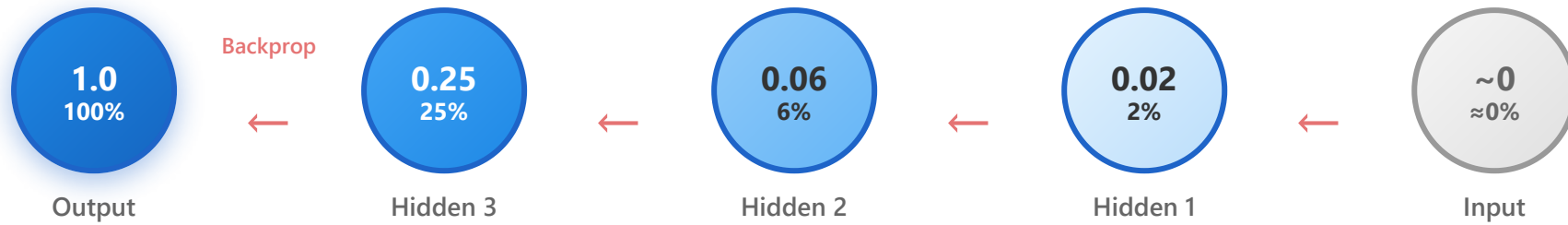


# Vanishing Gradient Problem



## MATHEMATICAL CAUSE

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

## ⚠ Consequences

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



ReLU Activation



Skip Connections



Careful Init

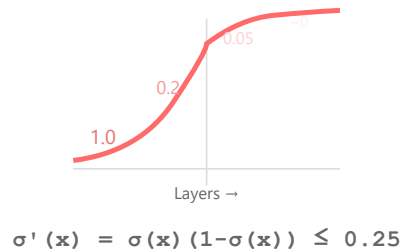


Batch Norm

## Activation Function Comparison

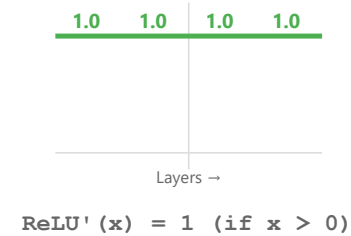
## Sigmoid ( $\sigma$ )

✗ Gradient Vanishing



## ReLU

✓ Gradient Preserved



## Activation Functions & Gradient Vanishing Risk

⚠ High Risk

### Sigmoid ( $\sigma$ )

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

Max gradient: 0.25

$$0.25^5 = 0.00098 \quad \text{✗}$$

⚠ Medium Risk

### Tanh

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

Max gradient: 1.0

Saturates at extremes → vanish

✓ Lower Risk

### ReLU

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

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 ( $\sigma'$ ,  $\tanh'$ ,  $\text{ReLU}'$ )


Example with Sigmoid activation:

✗ Bad Case (Sigmoid)

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

✓ 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:  $0.25^{20} \approx 9.09 \times 10^{-13} \rightarrow$  Effectively zero! 