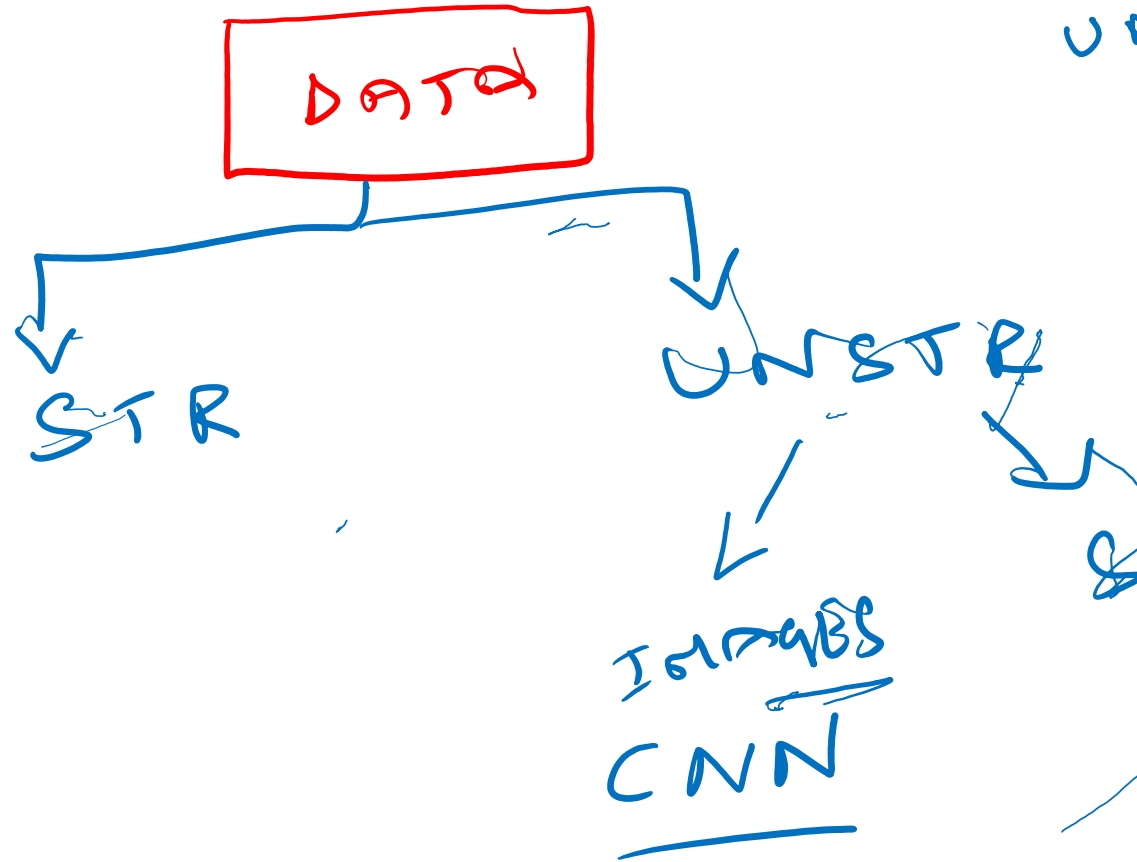
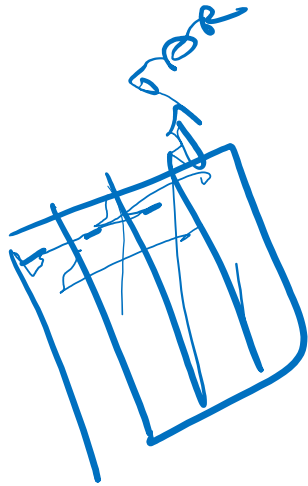


# AGENDA – DAY 1 – 10-JAN-2026 (SAT)

- **OVERALL INTRODUCTION**
  - **COURSE PROGRAM STRUCTURE, INTRODUCTION**
  - **LEARNING PATH ETC**
  - **INTRODUCTION TO DL**
    - **AI**
    - **HISTORY**
    - **WHAT IS DL?, VARIANTS OF DL ...**
    - **HOW IS IT DIFFERENT FROM MACHINE LEARNING**
    - **USE CASES**
  - **PRE-REQUISITES – VIDEOS ON LMS; ML TECHNIQUES, PYTHON, MATHS & STATISTICS FOUNDATION, Curiosity, LOADS OF PATIENCE;**
  - **LMS WALKTHROUGH – VIDEOS, ARTEFACTS, LAB ENVIRONMENT**
  - **DL LIBRARIES**
  - **TECHNOLOGY STACK – PYTHON, JUPYTER NOTEBOOK**
  - **ENVIRONMENT - SIMPLILEARN LAB, LOCAL ENVIRONMENT, GOOGLE COLAB**
  - **ANN**
- **KEY TAKEAWAYS**
- **Q & A**
- **SUMMARY, HEADS-UP FOR DAY 2 &**
- **2 SESSIONS**
  - **SESSION 1 – 9 AM IST TO 11 AM IST;**
  - **SESSION 2 – 11.20 AM IST – 01:00 PM IST**
  - **BREAK FOR 20 MINUTES**
  - **BEFORE THE BREAK – PARTICIPATE IN THE POLL**
- **END OF THE SESSION SURVEY, CLOSURE**



~~UNSTR DATA ALSO~~  
~~HAVE~~ ~~SERIES~~

CAT  
MAN  
WOMAN  
SIGNAL

SEQUENCES

→ RECURSION

→ OBV

RNN, LSTM

GRU

After EN, DSSOLs

SL TOP

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	1	12	0	11	39	137	37	0	152	147	84	0	0	0	0	0
0	0	1	0	0	0	41	160	250	255	235	162	255	238	206	11	13	0	0	0
0	0	0	16	9	9	150	251	45	21	184	159	154	255	233	40	0	0	0	0
10	0	0	0	0	0	0	145	146	3	10	0	11	124	253	255	107	0	0	0
0	0	3	0	4	15	236	216	0	0	38	109	247	240	169	0	11	0	0	0
1	0	2	0	0	0	253	253	23	62	224	241	255	164	0	5	0	0	0	0
0	0	0	4	0	3	250	250	228	255	255	234	112	28	0	2	17	0	0	0
0	2	1	4	0	21	255	253	251	255	172	31	8	0	1	0	0	0	0	0
0	0	4	0	163	225	251	255	229	120	0	0	0	0	0	11	0	0	0	0
0	0	21	162	255	255	254	255	126	6	0	10	14	6	0	0	9	0	0	0
3	79	242	255	141	66	255	245	189	7	8	0	0	5	0	0	0	0	0	0
26	221	237	98	0	67	251	255	144	0	8	0	0	7	0	0	11	0	0	0
25	255	141	0	87	244	255	208	3	0	0	13	0	1	0	1	0	0	0	0
145	248	228	116	235	255	141	34	0	11	0	1	0	0	0	1	3	0	0	0
85	237	253	246	255	210	21	1	0	1	0	0	6	2	4	0	0	0	0	0
6	23	112	157	114	32	0	0	0	0	2	0	8	0	7	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

28  
(28, 28, 3)  
(28, 28, 3)

28

SL TOP  
↓  
SL  
SL  
SL

# HOW DOES A MACHINE LEARN AT ALL?

## NEURON: GENERAL CONCEPT

- COMPUTATIONAL UNIT
  - TAKES A NUMERIC INPUT
  - MULTIPLIES THEM BY WEIGHTS (SYNOPTIC WEIGHTS)
  - ADDS A BIAS
  - PRODUCES THE NUMERICAL OUTPUT

•  $\text{Score} = w_1x_1 + w_2x_2 + \dots + b$  (weighted sum + bias) **OVR**

### PERCEPTRON:

- SPECIFIC TYPE OF NEURON
- USED FOR BINARY CLASSIFICATION
- WITH A HARD DECISION RULE

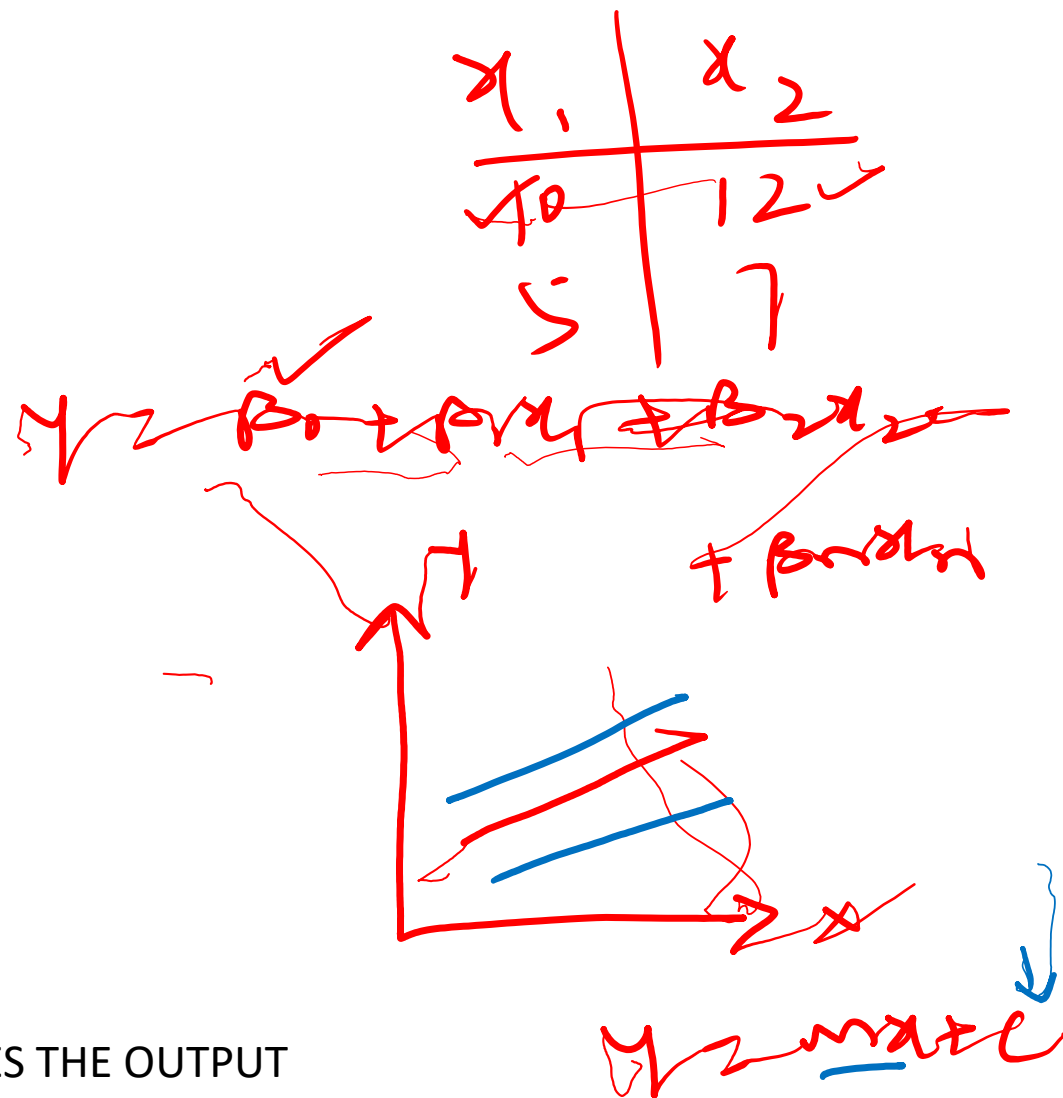
### INPUT:

A NUMERIC FEATURE REPRESENTED AS  $x_1, x_2, x_3, \dots$

### WEIGHT:

A NUMBER THAT CONTROLS HOW STRONGLY AN INPUT INFLUENCES THE OUTPUT

**BIAS:** A CONSTANT ADDED TO THE WEIGHTED SUM  
SHIFTS THE DECISION BOUNDARY



## **LOSS FUNCTION:**

A LF MEASURES HOW WRONG A PREDICTION IS

CORRECTION PREDICTION → **LOW LOSS**

WRONG PREDICTION → HIGH LOSS

## **COST FUNCTION:**

AVERAGE LOSS ACROSS MANY EXMPLES OR CUSTOMERS

## **GRADINET DESCENT:**

## THRESHOLD:

IT IS A CUTOFF VALUE THAT IS USED TO CONVERT A SCORE INTO A PREDICTION (DECISION)

Score  $\geq$  TH  $\rightarrow$  CLASS  $\rightarrow$  1

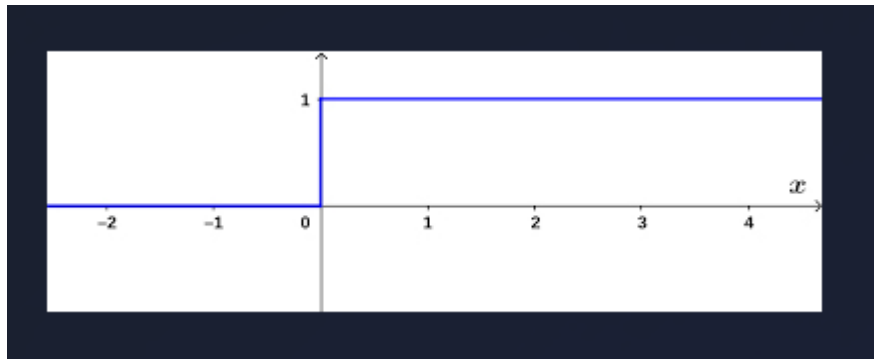
Score  $<$  TH  $\rightarrow$  CLASS  $\rightarrow$  0

## ACTIVATION FUNCTION:

THIS TRANSFORMS THE SCORE INTO AN OUTPUT

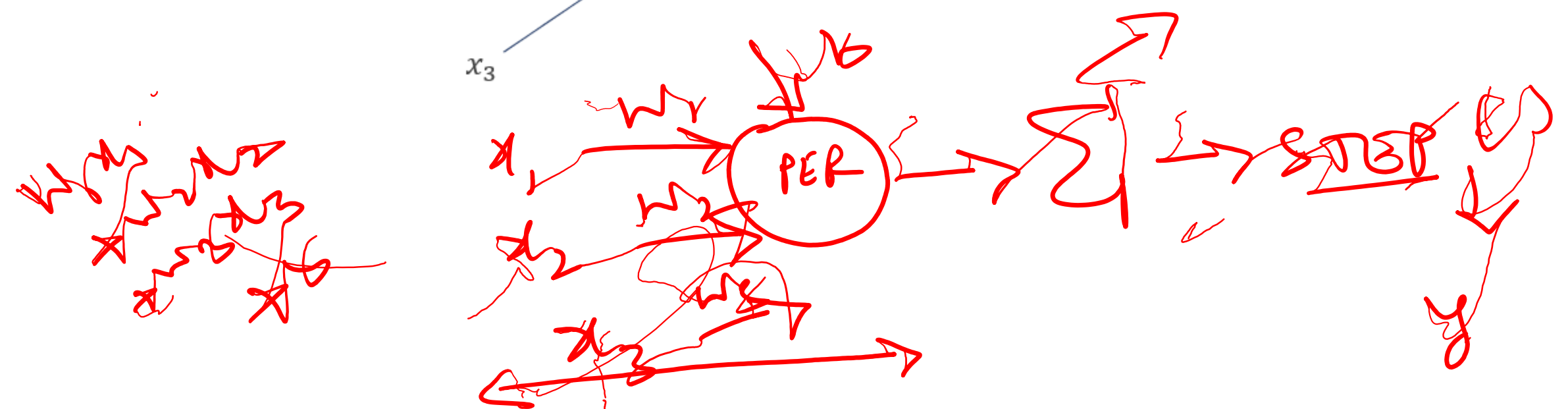
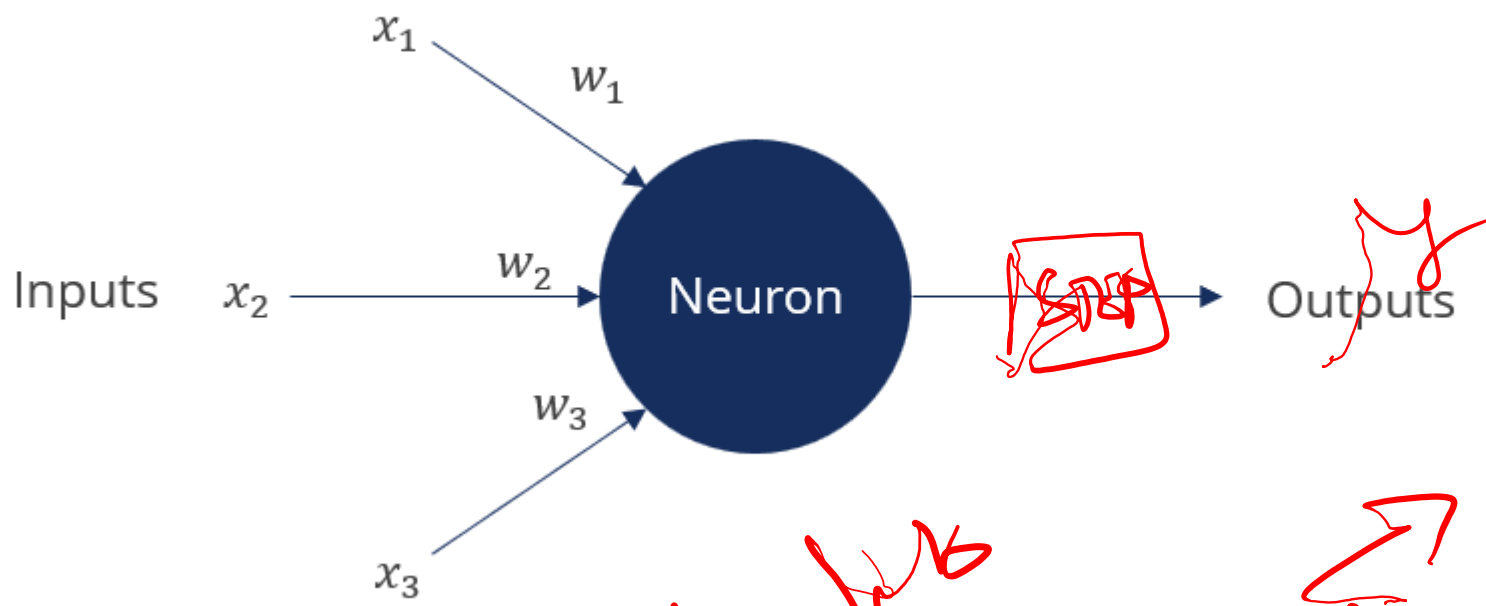
Step(z) = 1 if  $z \geq 0$

0 Otherwise



Perceptron equation

$$f(x) = \begin{cases} 1 & \text{if } w \cdot x + b > 0, \\ 0 & \text{Otherwise} \end{cases}$$



$$x_1 = 2, x_2 = 1 \rightarrow 0.5 \rightarrow 1.0 \rightarrow \Sigma \rightarrow 0.1 \rightarrow \text{step} \rightarrow 1$$

$$X_1 = 2 \quad w_1 = 0.5$$

$$X_2 = 1 \quad w_2 = -1.0$$

$$B = 0.1$$

$$\text{Score} = z = ((2 * 0.5) + (1 * -1.0)) + 0.1$$

$$\text{Score} = 0.1 \quad \checkmark$$

$$\checkmark \text{Step}(z) = \text{step}(0.1) = 1 \text{ (ORANGE)}$$

$$\sigma \rightarrow 1.5 \rightarrow 1$$

$$SF = \frac{1}{1 + e^{-z}} = \frac{1}{1 + e^{-0.1}} =$$



- 1
- 2
- 3 →

$x$ (KMS)	$y$ (MILES)
0	0
80	50
100 ✓	62 ✓

GUESSWORK →

$$1.6 \text{ km} = 1 \text{ m}$$

$$y = w x$$

$$\boxed{m = w * \text{KMS}}$$

$$62 = (0.62) * 100$$

$$E = A - \text{PRED}$$

$$= 62 - 50$$

$$\boxed{E = 12}$$

$$m = 0.5 * 100$$

$$\boxed{m = 50} \rightarrow$$

$$\text{TRY} \rightarrow (w + \partial w) * \text{KMS}$$

$$m = (w + \underline{\partial w}) * \text{KMS}$$

$$\text{pred} \leftarrow \hat{y} = W \cdot x \rightarrow \langle 1 \rangle$$

$$W = 0.5$$

$$\hat{y} = (W + \partial W) \cdot x$$

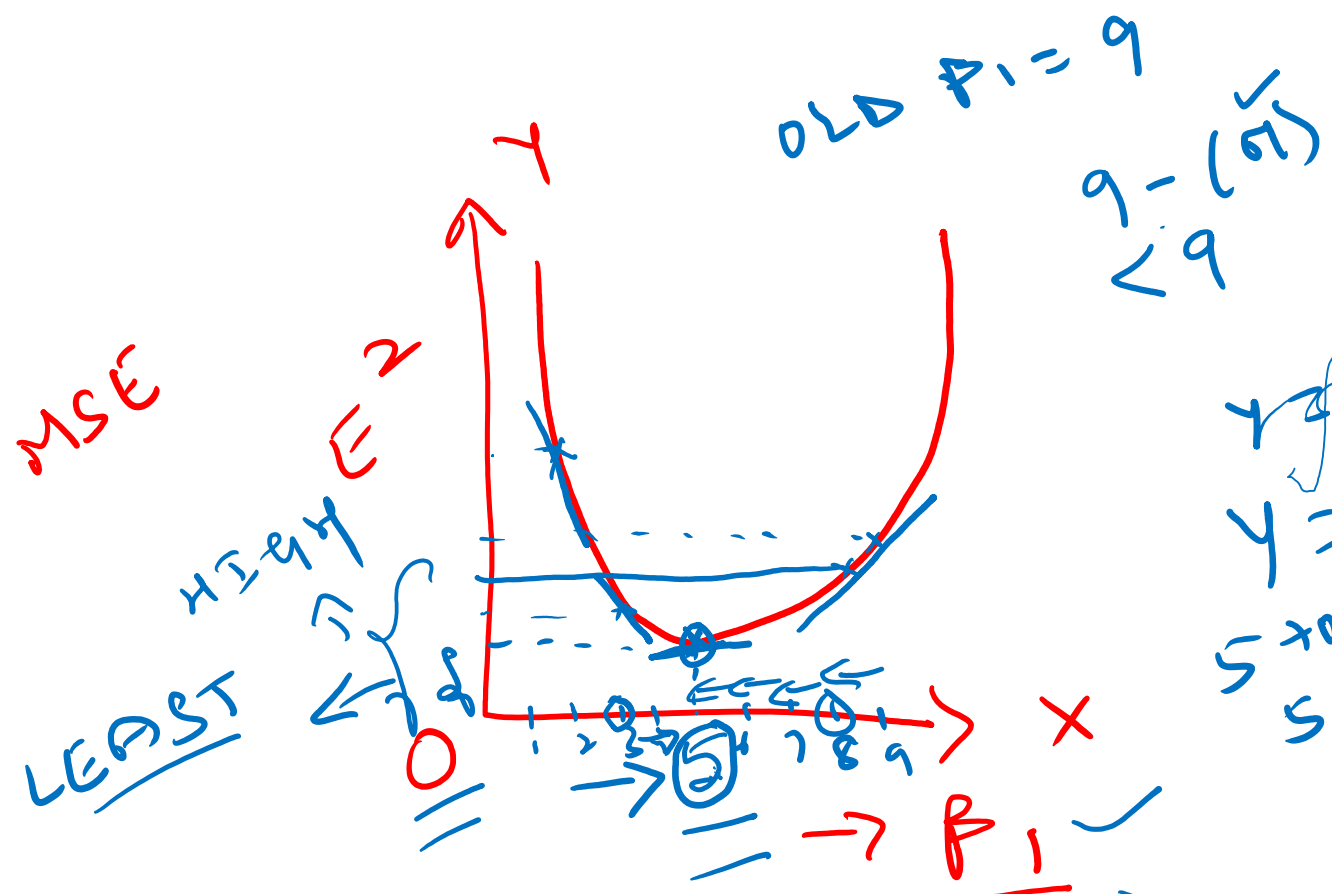
$$\hat{y} = W \cdot x + \frac{\partial W \cdot x}{x}$$

$$\partial W \cdot x = \hat{y} - \hat{y}$$

$$\partial W = \frac{\hat{y} - \hat{y}}{x} = \frac{12}{100} = 0.12$$

$$W + \partial W = 0.5 + 0.12$$

$$= 0.62$$



$$y = \beta_0 + \beta_1 x_1 + \epsilon$$

$$y = \beta_0 + \beta_1 x_1$$

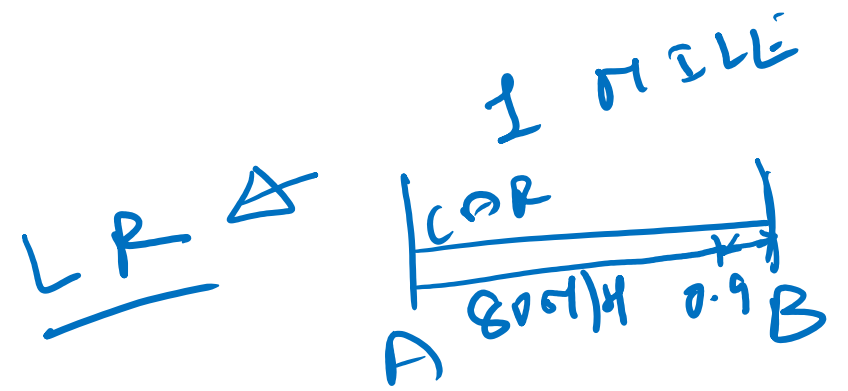
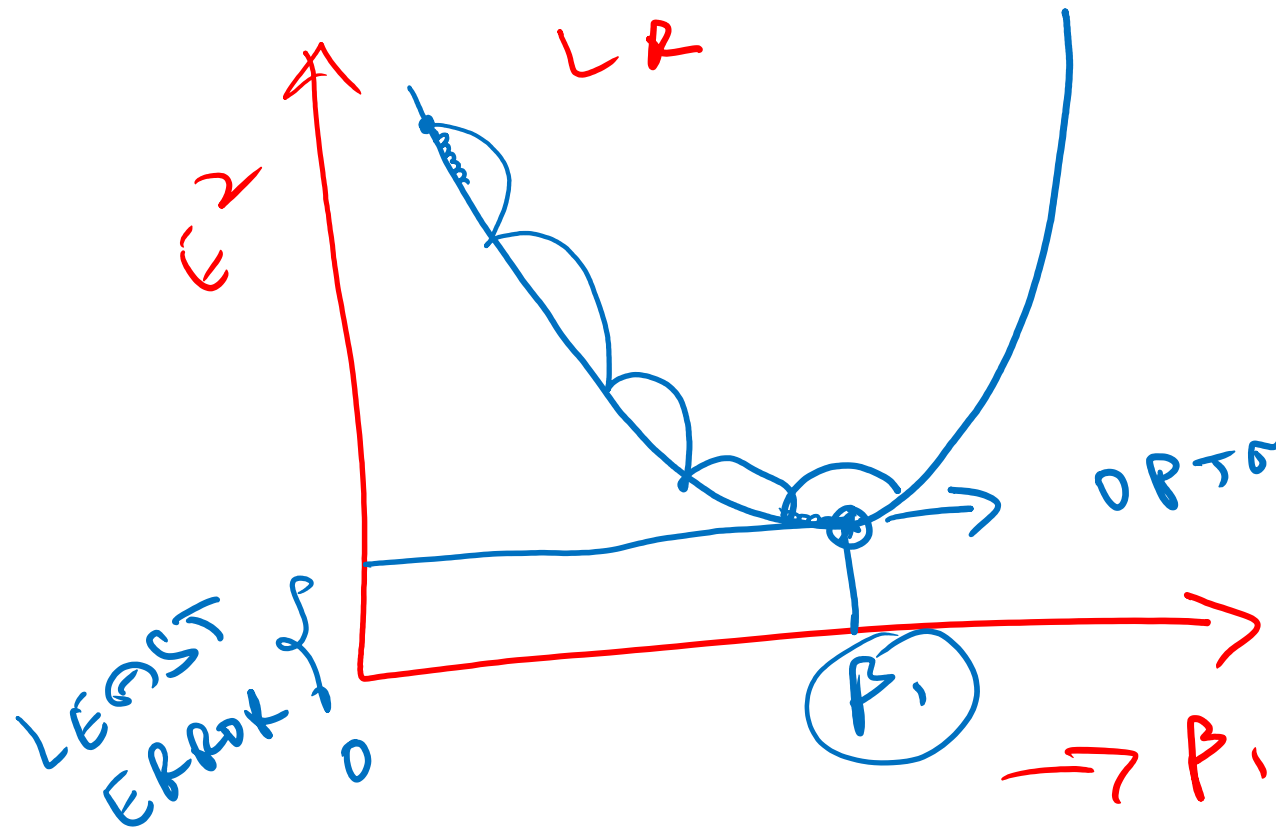
$$y = 8x + 5 \quad y = x^2 + 2$$

$$y = \text{OPT } \beta_0 + \text{OPT } \beta_1$$

$$\text{NEW } \beta_1 = \text{OLD } \beta_1 - (-\pi)$$

$$\text{NEW } \beta_1 = 2 - (-1) = 2 + 1 = 3 \quad \text{or } < 2$$

↓ LOSS



$$\text{I/P} \rightarrow x = 1$$

$$y = 10 \rightarrow \text{ACT}$$

$$\text{MODEL: } \hat{y} = w \cdot x$$

$$\text{LOSS: } (y - \hat{y})^2 = 64 \downarrow$$

$$\underline{w = 2} \checkmark$$

$$\text{LR} = 0.1$$

$$w_{\text{NEW}} = 2 + 0.1 \checkmark = 2.1$$

$$\text{LOSS} = (10 - 2.1)^2 = \underline{62} \dots \downarrow$$

$$\text{LR} = 1$$

$$w_{\text{NEW}} = 2 + 1 = 3 \checkmark$$

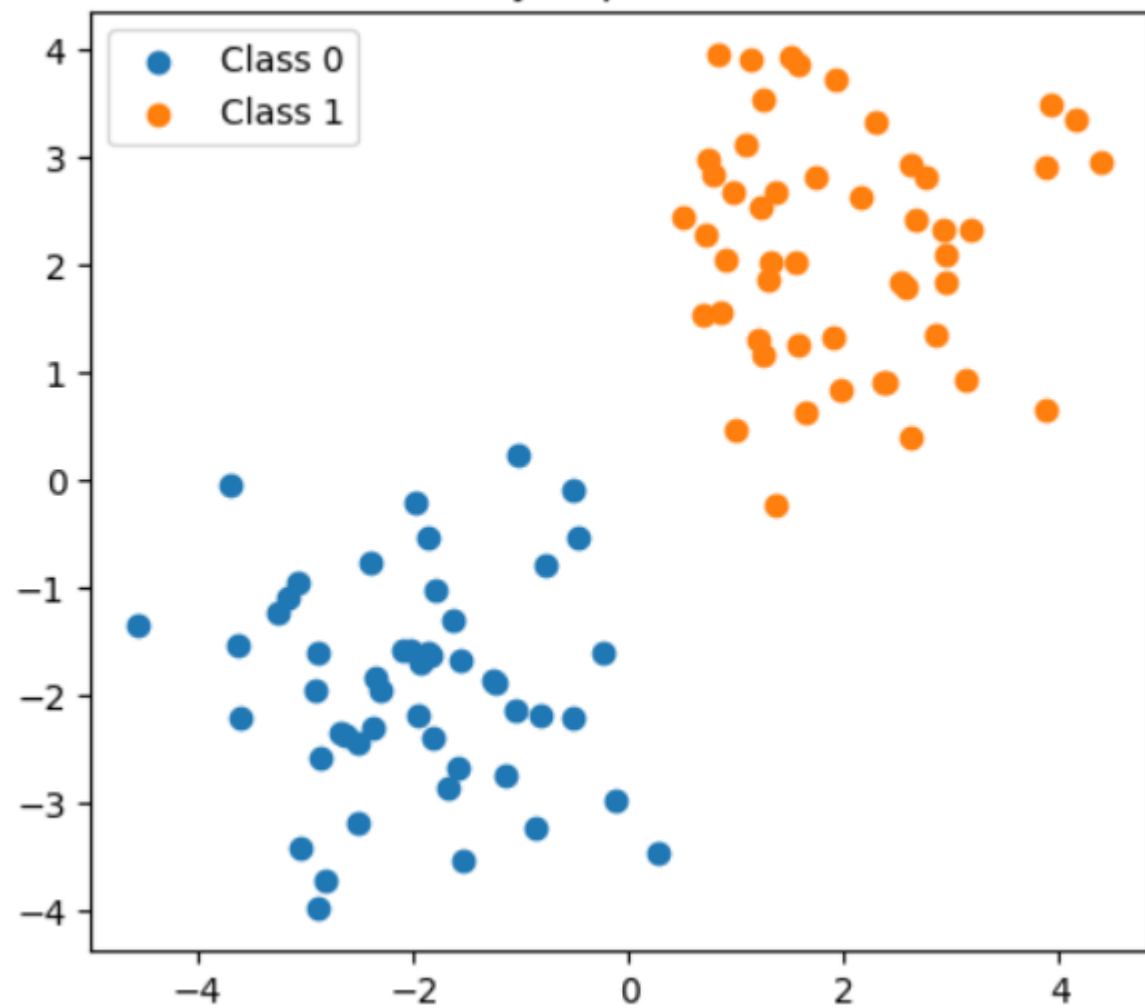
$$\text{LOSS} = (10 - 3)^2 = \underline{\underline{49}} \downarrow$$

$$L_R = 20 \checkmark$$

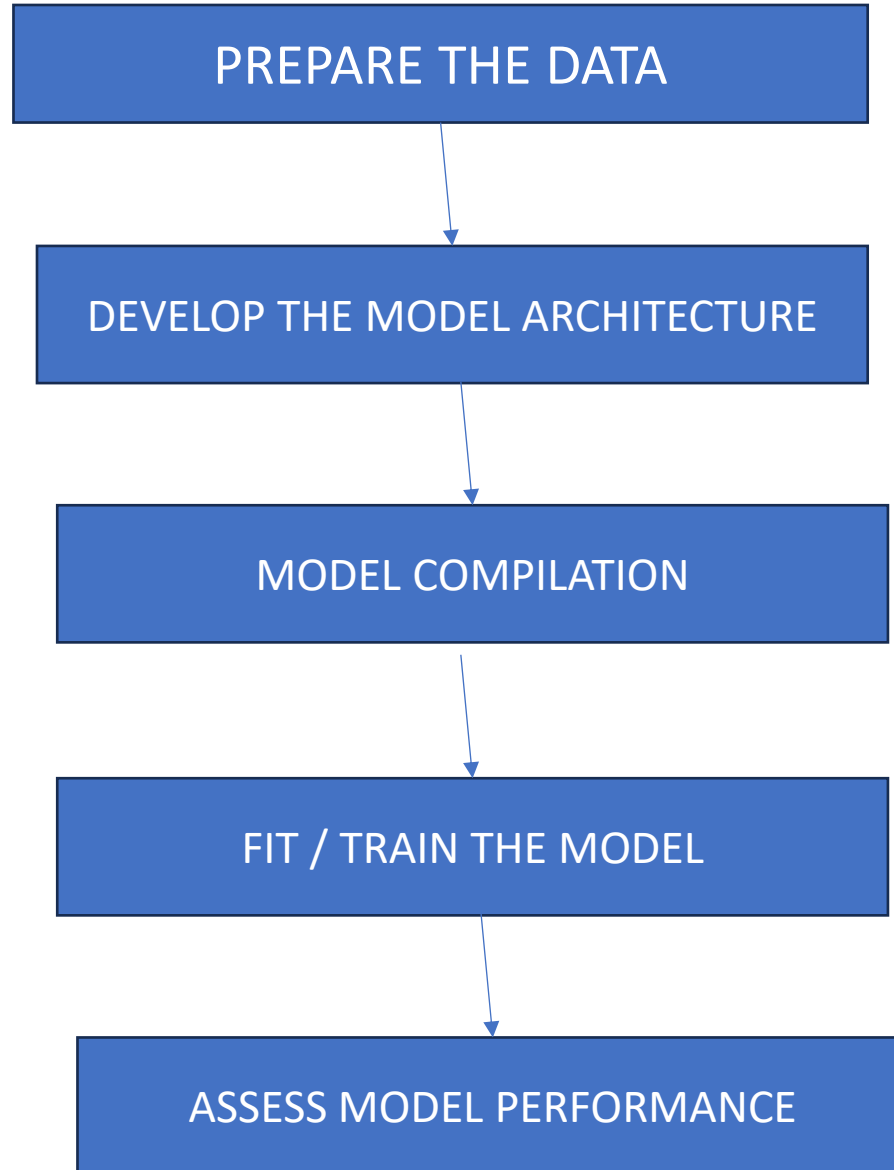
$$W_{\text{NEW}} = 2 + 20 = 22$$

$$\text{LOSS} = (10 - 22)^2 = \underline{\underline{144}} \uparrow$$

Linearly Separable Data

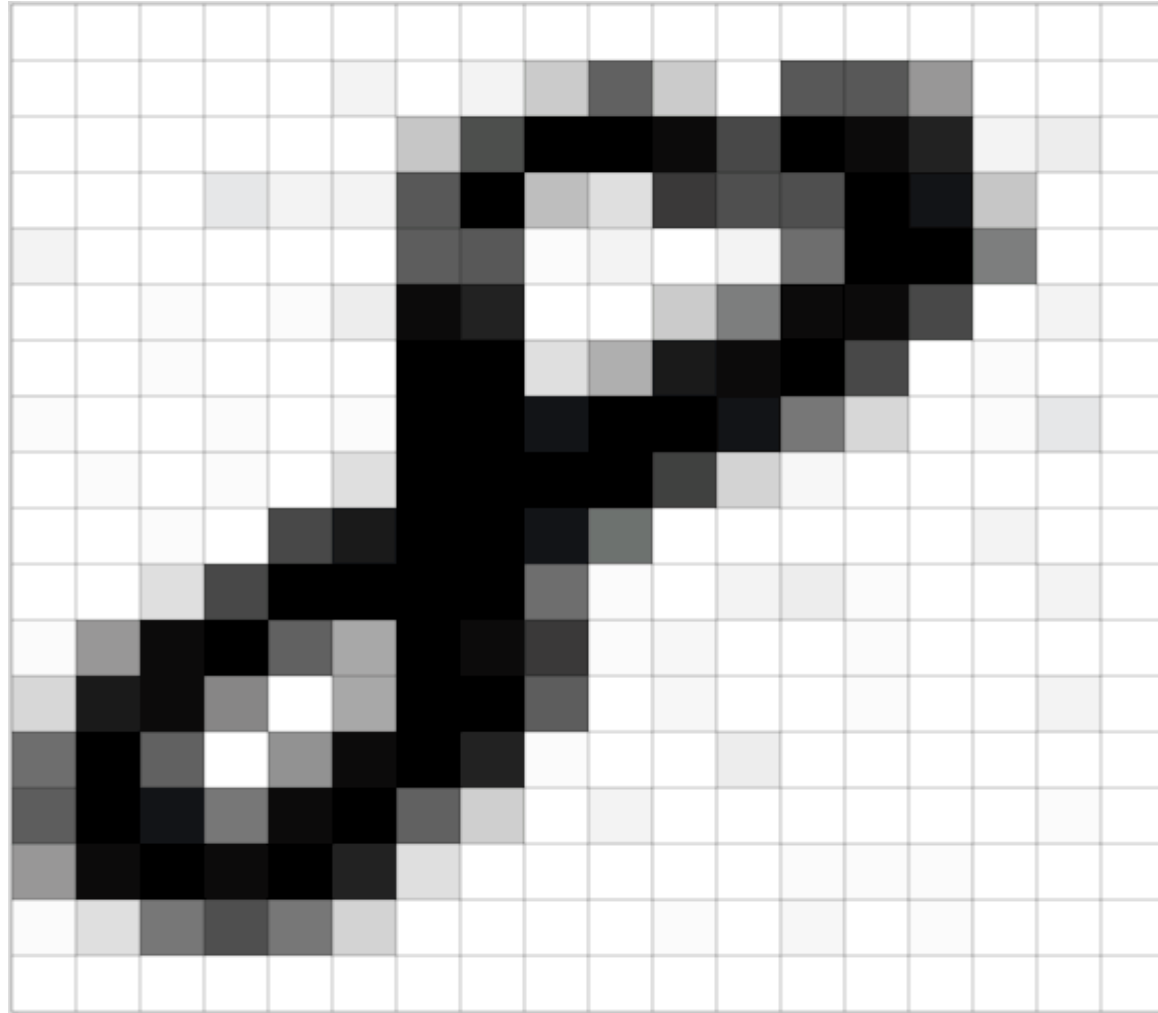


# PROCESS FOR DEVELOPING A DEEP NETWORK MODEL



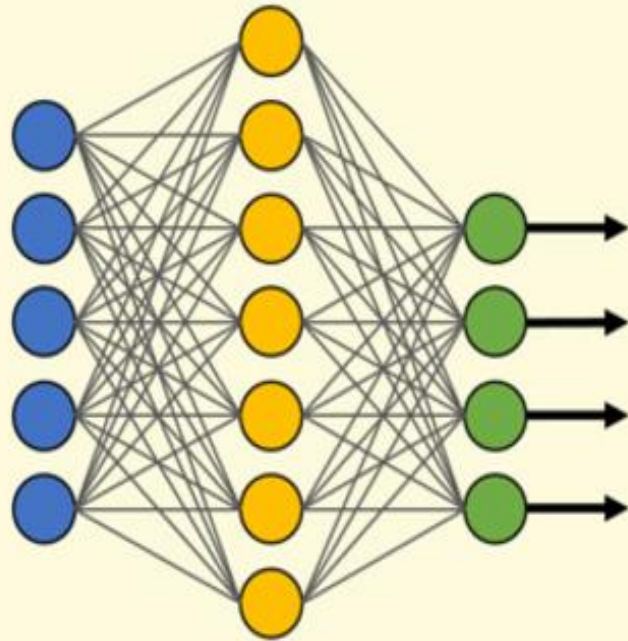


Dist  $\begin{matrix} 6 \\ 6 \end{matrix}$  ✓ ✓  
✓ 6 ✓ ✓



9 ✓ 6 ✓  
8 → →  
O ( )  
Δ O LOOP  
( ) →

## Simple Neural Network

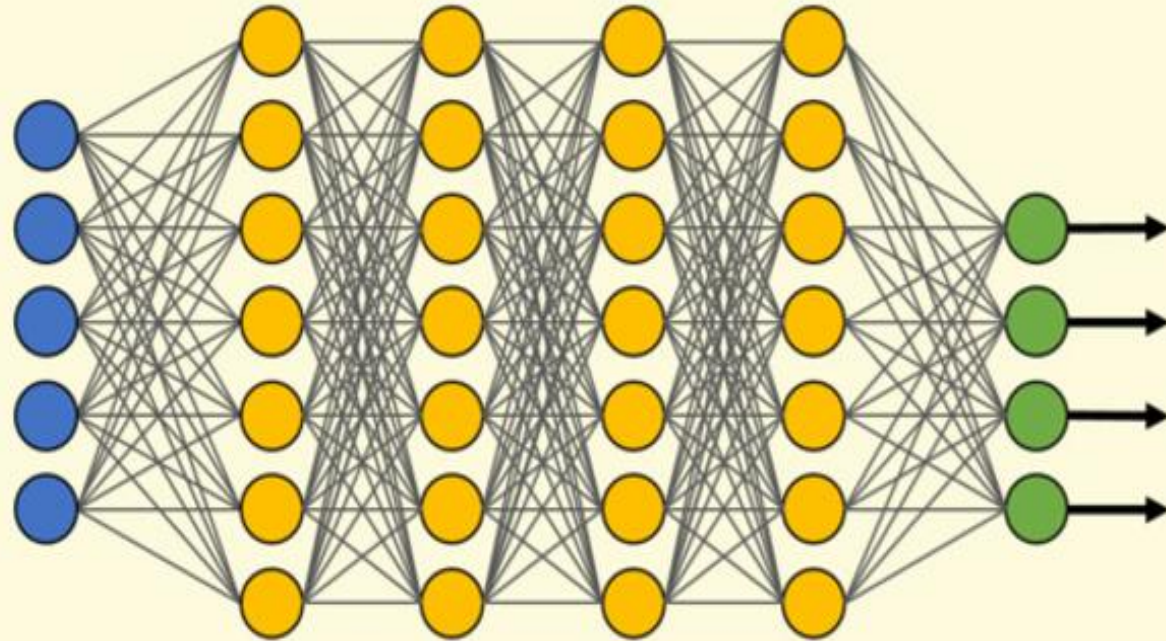


● Input Layer

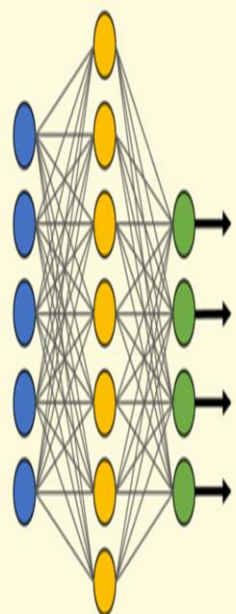
● Hidden Layer

● Output Layer

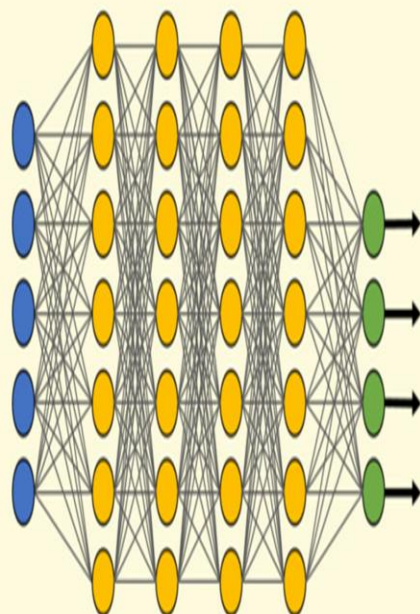
## Deep Learning Neural Network



Simple Neural Network



Deep Learning Neural Network



● Input Layer    ● Hidden Layer    ● Output Layer



			165	187	209	58	7
		14	125	233	201	98	159
253	144	120	251	41	147	204	
67	100	32	241	23	165	30	
209	118	124	27	59	201	79	
210	236	105	169	19	218	156	
35	178	199	197	4	14	218	
115	104	34	111	19	196		
32	69	231	203	74			