



# Deep Learning

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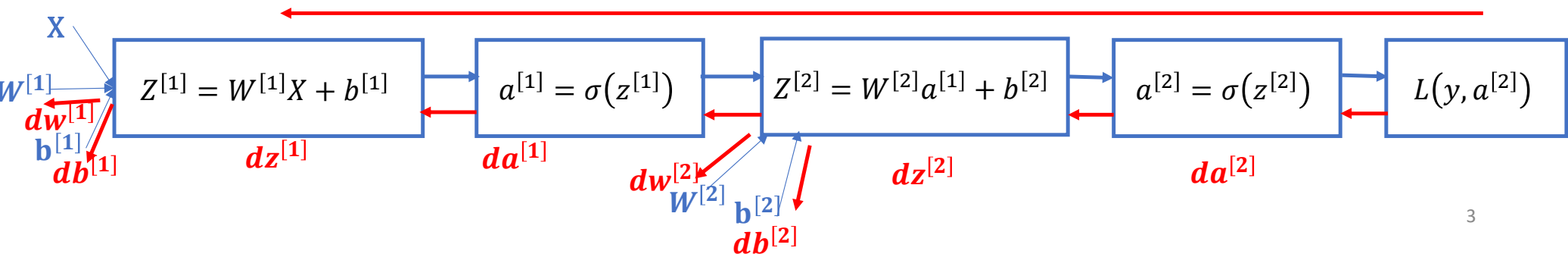
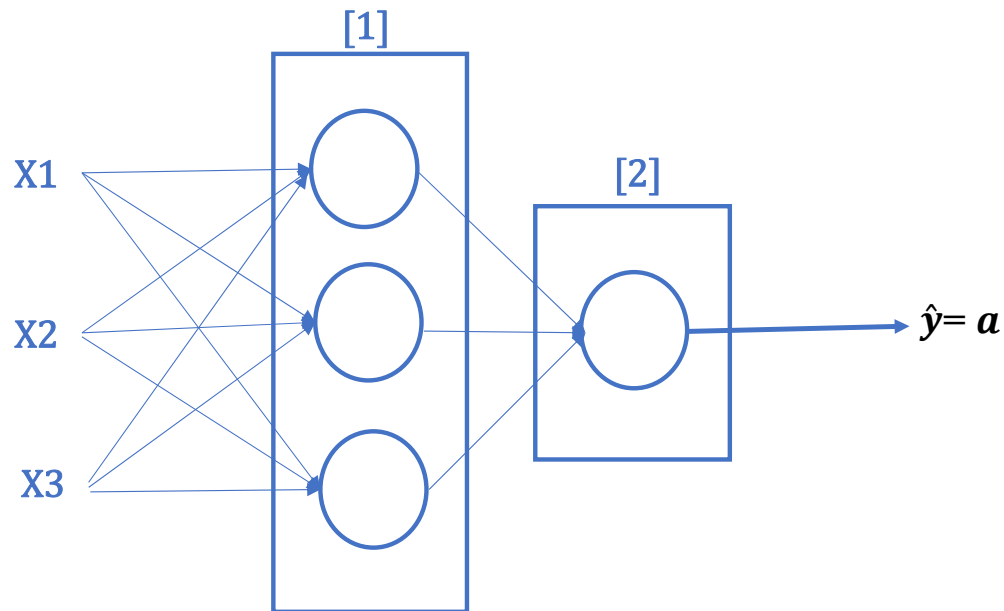
[https://github.com/safayani/deep\\_learning\\_course](https://github.com/safayani/deep_learning_course)



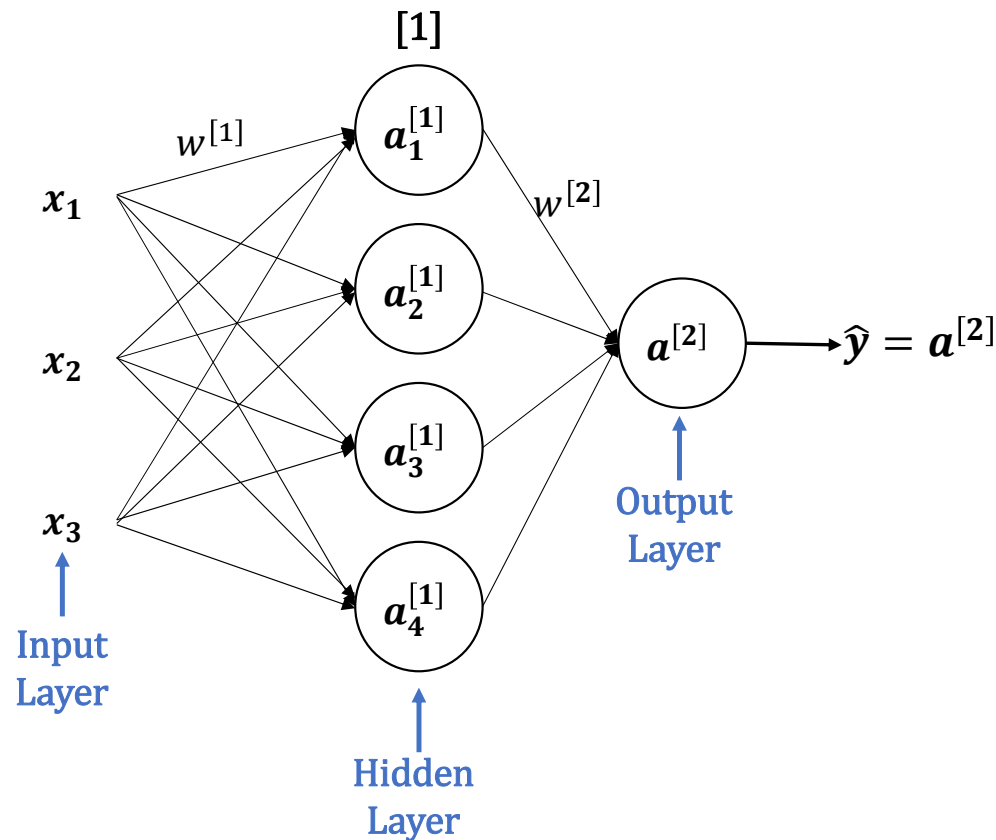
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# Neural Network Representation

# Neural Networks



# Neural Network Representation



2 layer NN

$w^{[1]}, b^{[1]}$

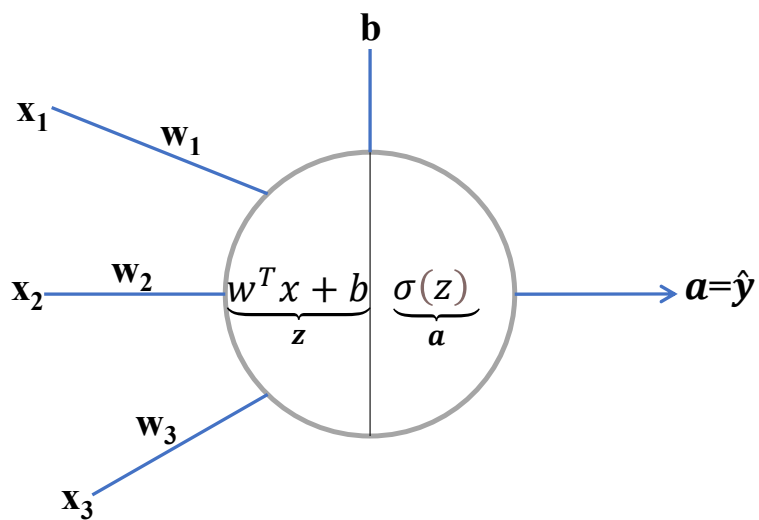
$(4 \times 3) (4 \times 1)$

$w^{[2]}, b^{[2]}$

$(1,4) (1,1)$

$$a = \begin{bmatrix} a_1^{[1]} \\ a_2^{[1]} \\ a_3^{[1]} \\ a_4^{[1]} \end{bmatrix}$$

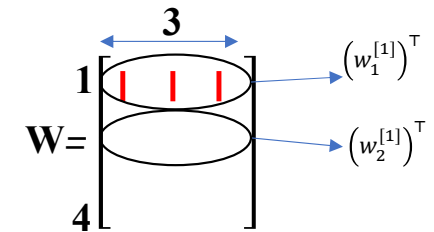
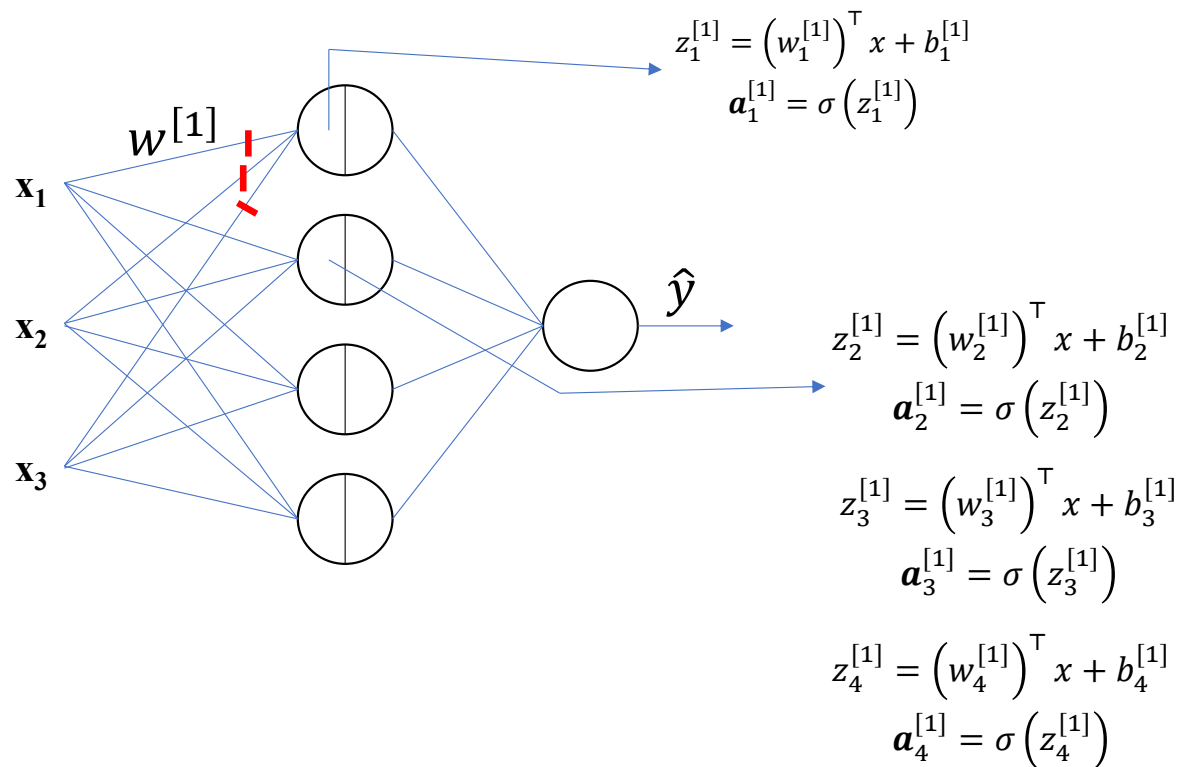
# Neural Network Representation



$$z = w^T x + b$$

$$a = \sigma(z)$$

# Neural Network Representation



# Neural Network Representation

$$\bullet Z^{[1]} = \begin{bmatrix} w_1^{[1]T} \\ w_2^{[1]T} \\ w_3^{[1]T} \\ w_4^{[1]T} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} + \begin{bmatrix} b_1^{[1]} \\ b_2^{[1]} \\ b_3^{[1]} \\ b_4^{[1]} \end{bmatrix} = \begin{bmatrix} w_1^{[1]T} x + b_1^{[1]} \\ w_2^{[1]T} x + b_2^{[1]} \\ w_3^{[1]T} x + b_3^{[1]} \\ w_4^{[1]T} x + b_4^{[1]} \end{bmatrix} = \begin{bmatrix} z_1^{[1]} \\ z_2^{[1]} \\ z_3^{[1]} \\ z_4^{[1]} \end{bmatrix}$$

$(3, 1)$ 
 $(4, 3)$ 
 $(4, 1)$

$$\bullet a^{[1]} = \begin{bmatrix} a_1^{[1]} \\ a_2^{[1]} \\ a_3^{[1]} \\ a_4^{[1]} \end{bmatrix} = \sigma(z^{[1]}) = \begin{bmatrix} \sigma(z_1^{[1]}) \\ \sigma(z_2^{[1]}) \\ \sigma(z_3^{[1]}) \\ \sigma(z_4^{[1]}) \end{bmatrix}$$

# Neural Network Representation

- $z^{[1]}_{4 \times 1} = W^{[1]}_{4 \times 3} \tilde{x}^{a^{[0]}}_{3 \times 1} + b^{[1]}_{4 \times 1}$
- $a^{[1]}_{4 \times 1} = \sigma(z^{[1]}_{4 \times 1})$
- $z^{[2]}_{1 \times 1} = W^{[2]}_{1 \times 4} a^{[1]}_{4 \times 1} + b^{[2]}_{1 \times 1}$
- $a^{[2]}_{1 \times 1} = \sigma(z^{[2]}_{1 \times 1})$
- For  $i=1$  to  $m$

$$z^{[1]}(i) = W^{[1]}x^{(i)} + b^{[1]}$$

$$a^{[1]}(i) = \sigma(z^{[1]}(i))$$

$$z^{[2]}(i) = W^{[2]}a^{[1]}(i) + b^{[2]}$$

$$a^{[2]}(i) = \sigma(z^{[2]}(i))$$



# Neural Network Representation

- $X = \begin{bmatrix} x^{(1)} & x^{(2)} & \dots & \dots & \dots & x^{(m)} \end{bmatrix}_{(nx, m)}$

- $Z^{[1]}_{4 \times m} = W^{[1]}_{4 \times 3} X_{3 \times m} + \underbrace{b^{[1]}_{4 \times 1}}_{\text{broadcasting}}$

- $A^{[1]}_{4 \times m} = \sigma(Z^{[1]}_{4 \times m})$

- $Z^{[2]}_{1 \times m} = W^{[2]}_{1 \times 4} A^{[1]}_{4 \times m} + b^{[2]}_{1 \times 1}$

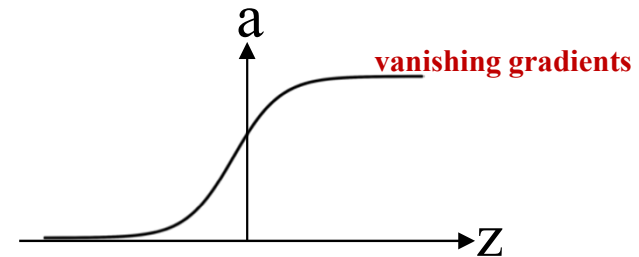
- $A^{[2]}_{1 \times m} = \sigma(Z^{[2]}_{1 \times m})$

$$Z^{[1]} = \begin{bmatrix} z^{[1](1)} & z^{[1](2)} & \dots & \dots & \dots & z^{[1](m)} \end{bmatrix}$$

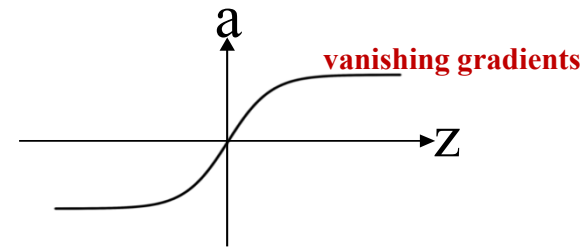
$$A^{[1]} = \begin{bmatrix} a^{[1](1)} & a^{[1](2)} & \dots & \dots & \dots & a^{[1](m)} \end{bmatrix}$$

# Activation function

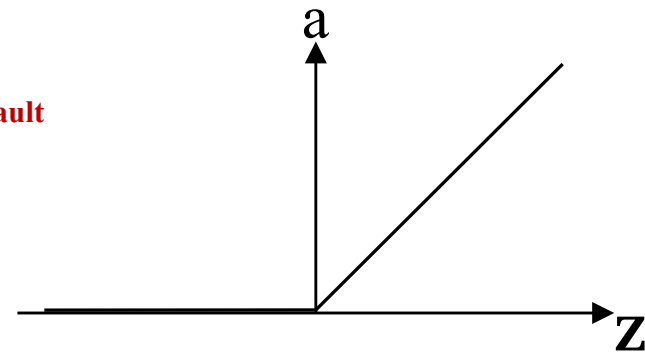
- $\text{sigmoid}(z) = \frac{1}{1+e^{-z}}$  don't be used except for output



- $\tanh(z) = \frac{e^z - e^{-z}}{e^z + e^{-z}}$  don't be used except for output

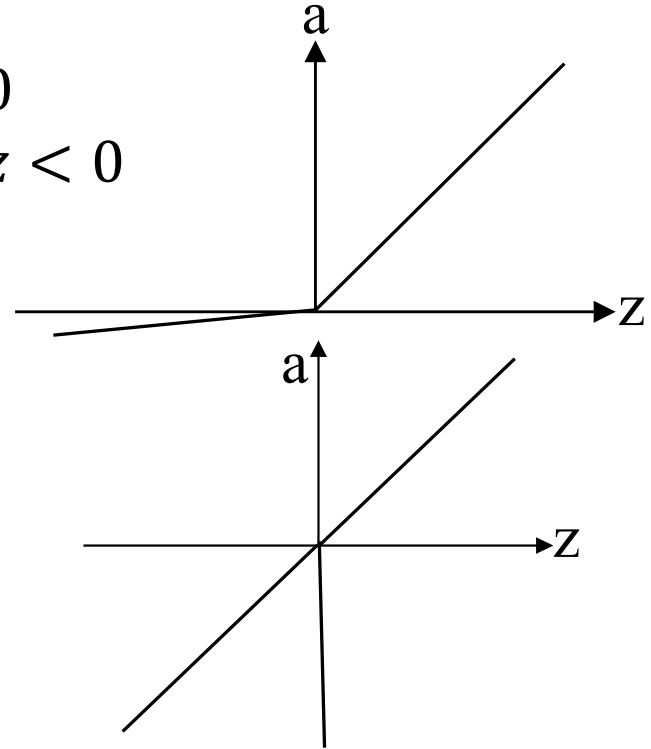


- $\text{Relu}(z) = \max(0, z) = \begin{cases} z & z \geq 0 \\ 0 & z < 0 \end{cases}$  default



# Activation function

- $Leaky\ Relu(z) = \max(0, z) = \begin{cases} z & z \geq 0 \\ 0.01z & z < 0 \end{cases}$



- $Linear(z) = z$

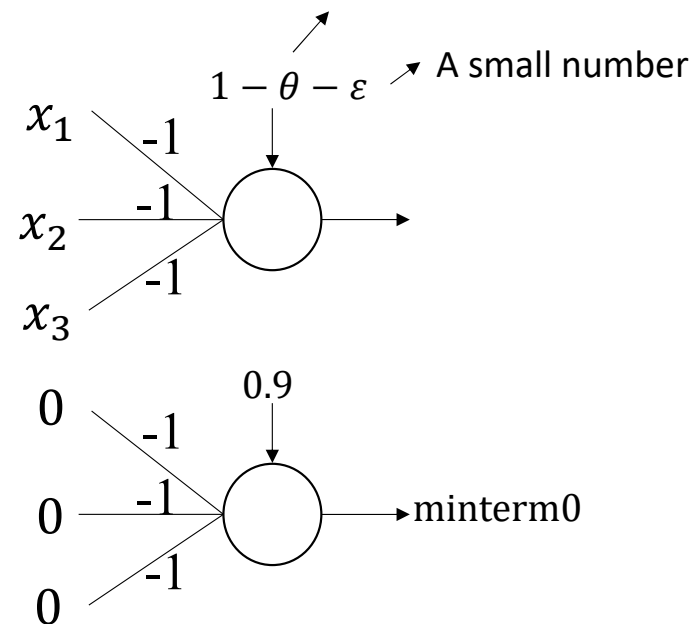
# Threshold Logic Unit(TLU)

- $z = w^T x + b$

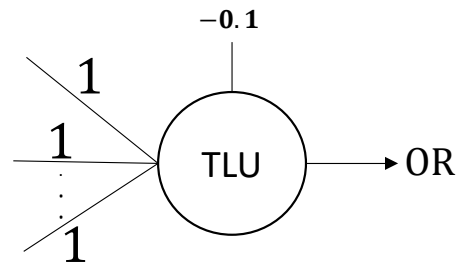
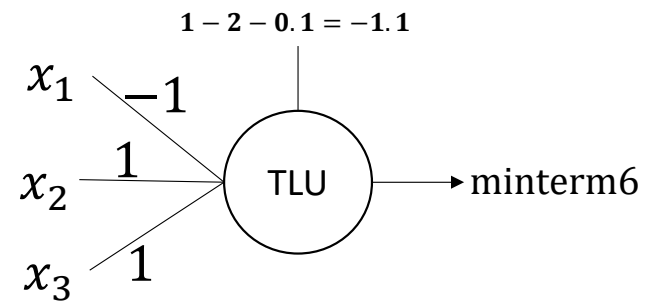
- $\hat{y} = \begin{cases} 1 & w^T x + b \geq 0 \\ 0 & w^T x + b < 0 \end{cases}$

- | $x_1$ | $x_2$ | $x_3$ | $y$ |                                 |
|-------|-------|-------|-----|---------------------------------|
| 0     | 0     | 0     | 1   | $\bar{x}_1 \bar{x}_2 \bar{x}_3$ |
| 0     | 0     | 1     | 0   |                                 |
| 0     | 1     | 0     | 0   |                                 |
| .     | .     | .     | .   |                                 |
| .     | .     | .     | .   |                                 |
| 0     | 1     | 1     | 1   | $\bar{x}_1 x_2 x_3$             |

Number of none zero items in the minterm

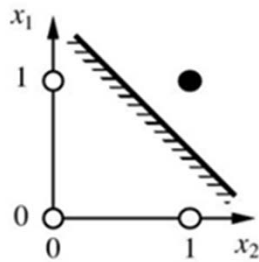


# Threshold Logic Unit(TLU)

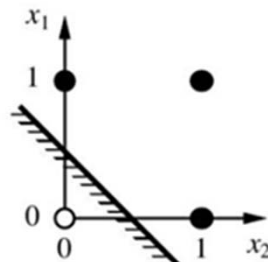


# And, Or, XOR problem

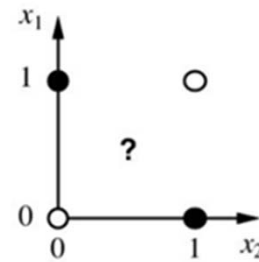
x1	x2	and	or	xor
0	0	0	0	0
0	1	0	1	1
1	0	0	1	1
1	1	1	1	0



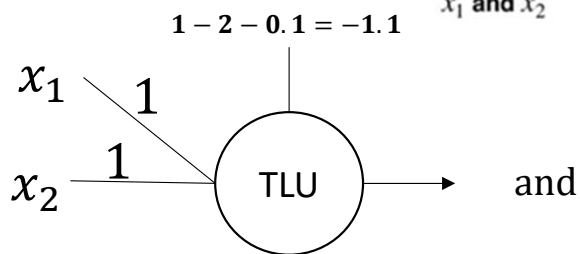
$x_1$  and  $x_2$



$x_1$  or  $x_2$

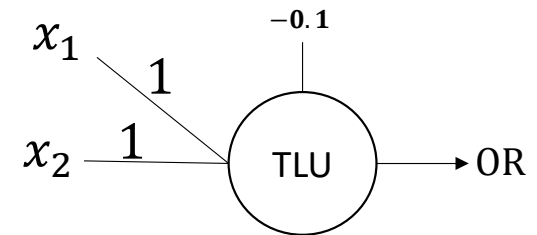


$x_1$  xor  $x_2$



$$x_1 + x_2 - 1.1 = 0$$

$$x_1 = -x_2 + 1.1$$

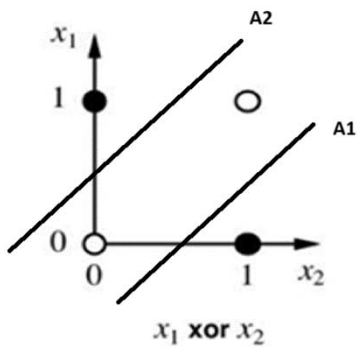


$$x_1 + x_2 - 0.1 = 0$$

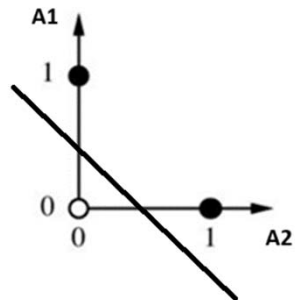
$$x_1 = -x_2 + 0.1$$

# And, Or, XOR problem

x1	x2	A1 = x1'x2	A2 = x1x2'	xor
0	0	0	0	0
0	1	1	0	1
1	0	0	1	1
1	1	0	0	0



$$\begin{aligned} -x_1 + x_2 - 0.1 &= 0 & x_1 - x_2 - 0.1 &= 0 \\ x_1 &= x_2 - 0.1 & x_1 &= x_2 + 0.1 \end{aligned}$$



$$\begin{aligned} a_1 + a_2 - 0.1 &= 0 \\ a_1 &= -a_2 + 0.1 \end{aligned}$$

