

Deep Neural Networks

Week 3

Content

Deep Neural Networks - Shallow N N 's
Neural Network Notation • $n^{[L]} =$, $W^{[L]} =$

Forward Propagation

Backward Propagation

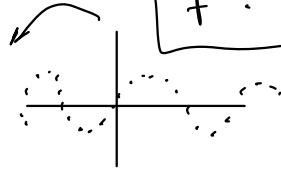
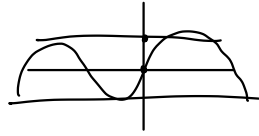
Hyperparameters

- Universal Approximation Theorem

Deep Neural Networks



Deep Neural Networks



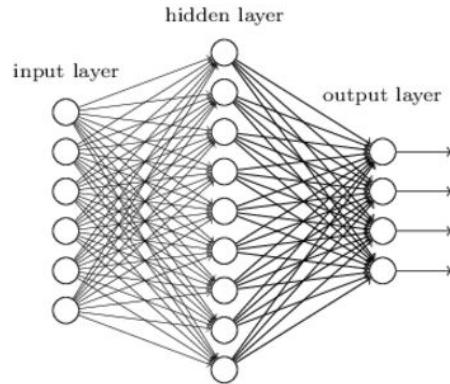
$$f: X \rightarrow y$$

$$f_3(f_2(f_1(x)))$$

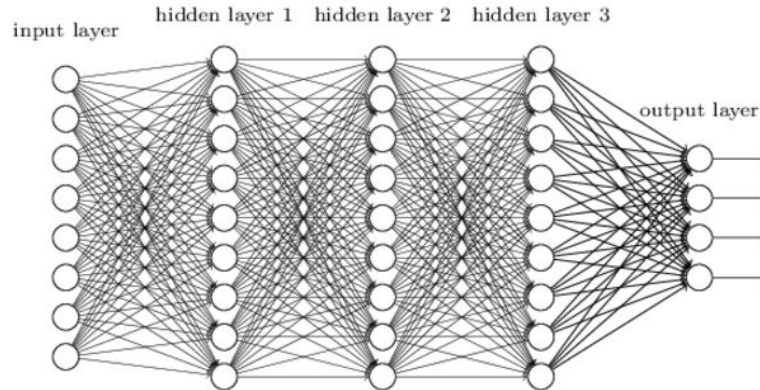
Annotations: f_{1st} points to f_1 , 2^{nd} points to f_2 , and 3^{rd} points to f_3 .

- Shallow neural networks is a term used to describe NN that usually have only one hidden layer while the term deep neural networks is used to describe NN that have several hidden layers.
- The deep NN with the right architectures achieve better results than shallow ones that have the same computational power.

"Non-deep" feedforward neural network

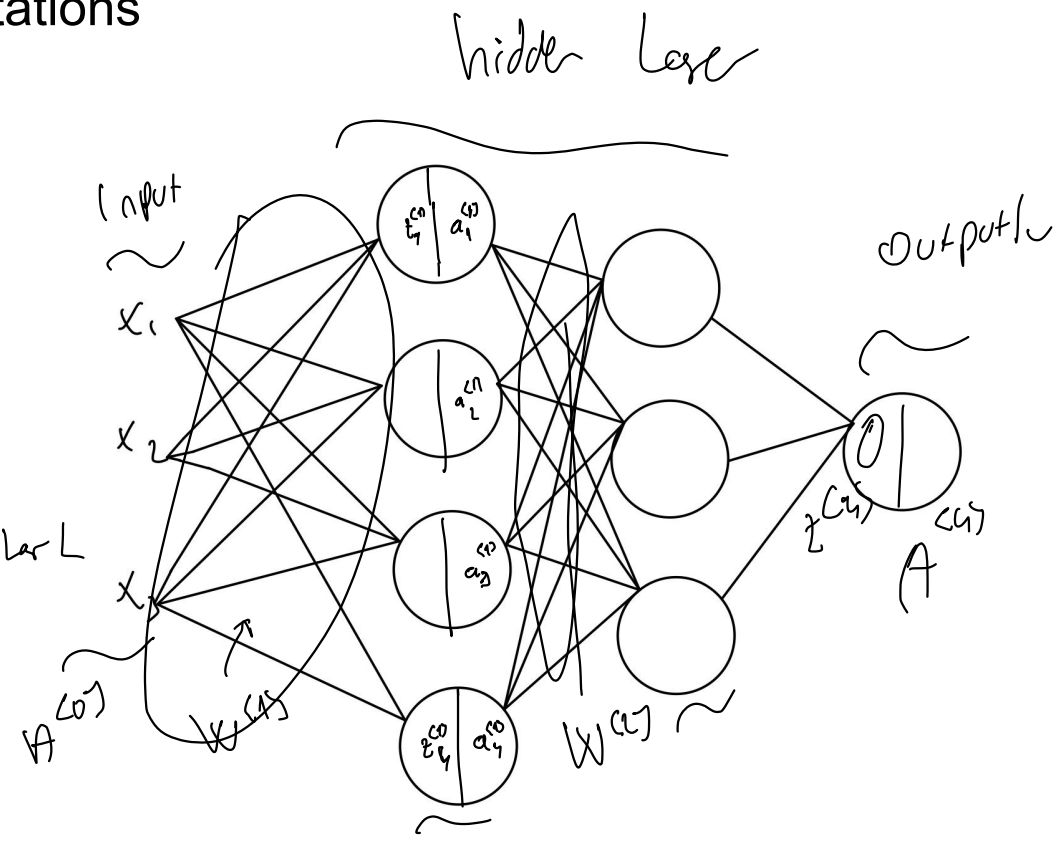


Deep neural network



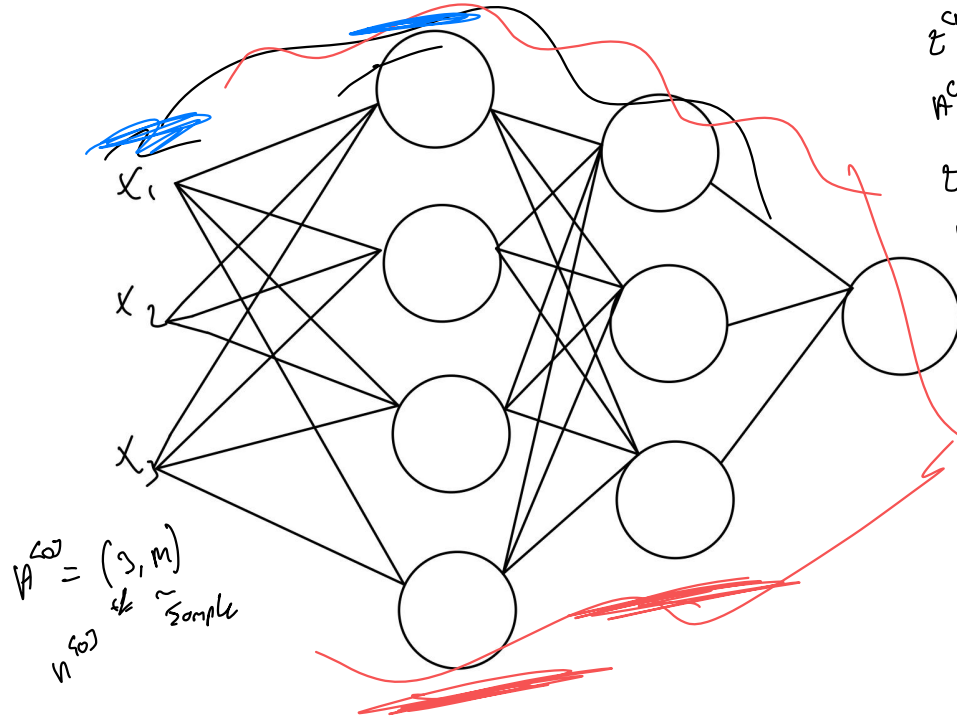
Neural Network Notations

$n^{[0]} = 3$
 $n^{[1]} = 4$
 $n^{[2]} = 1$
 $n^{[L]} = \# \text{ of units in } \text{Layer } L$



Forward Propagation

g : activation function in layer l



$$A^{(0)} = (n, m)$$

$n^{(0)}$ is sample

$$z^{(1)} = W^{(0)} A^{(0)} + b^{(1)}$$

$$A^{(1)} = g(z^{(1)})$$

$$z^{(2)} = W^{(1)} A^{(1)} + b^{(2)}$$

$$A^{(2)} = g(z^{(2)})$$

$$z^{(3)} = W^{(2)} A^{(2)} + b^{(3)}$$

$$A^{(3)} = g(z^{(3)})$$

$$z^{(1)} = W^{(0)} A^{(0)} + b^{(1)}$$

4×3 3×1 4×1

4×1 $= 4 \times 1 + 4 \times 1 =$

$$z^{(2)} = W^{(1)} A^{(1)} + b^{(2)}$$

3×4 4×1 3×1

$3 \times 1 = 3 \times 1 + 3 \times 1 =$

$$A^{(1)} = g(z^{(1)})$$

4×1

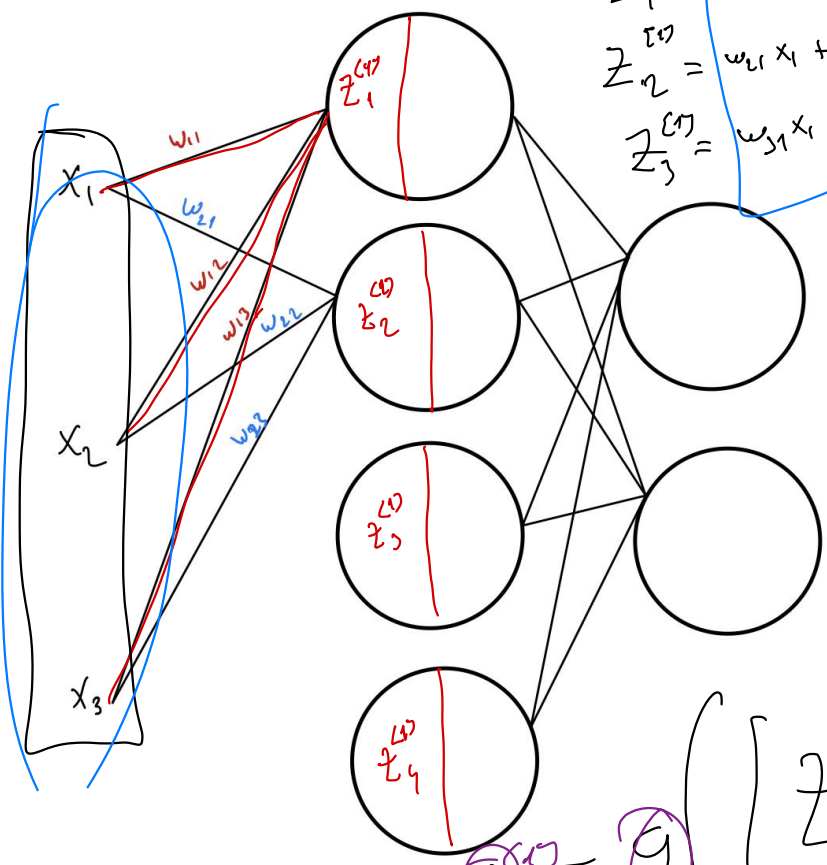
$$W^{(0)} \text{ shape} = (n^{(0)}, n^{(1)})$$

$$b^{(1)} \text{ shape} = (n^{(1)}, 1)$$

$$z^{(1)} \text{ shape} =$$

$$A^{(1)} \text{ shape} = (n^{(1)}, 1)$$

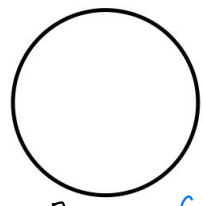
Forward Propagation



$$\begin{aligned} z_1^{(1)} &= w_{11}x_1 + w_{12}x_2 + w_{13}x_3 + b_1^{(1)} \\ z_2^{(1)} &= w_{21}x_1 + w_{22}x_2 + w_{23}x_3 + b_2^{(1)} \\ z_3^{(1)} &= w_{31}x_1 + w_{32}x_2 + w_{33}x_3 + b_3^{(1)} \end{aligned}$$

$$\begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ \vdots \end{bmatrix}_{(3 \times 1)} = \begin{bmatrix} x_{11} & x_{12} & \dots & x_{1n} \\ x_{21} & x_{22} & \dots & x_{2n} \\ x_{31} & \dots & \dots & x_{3n} \end{bmatrix}$$

$$\begin{aligned} w^{(1)} \cdot \text{shape} &= (4, 3) \\ b^{(1)} \cdot \text{shape} &= (4, 1) \end{aligned}$$



$$z_i^{(1)} \cdot \text{shape} = (4, 1)$$

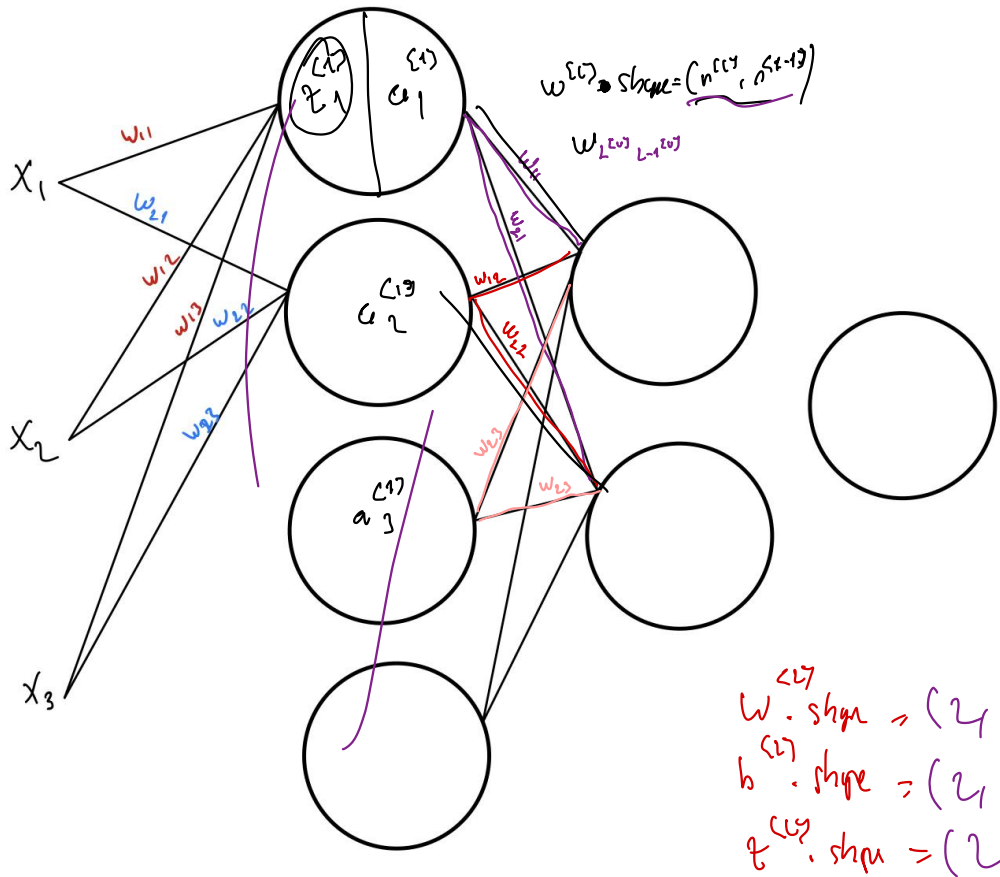
$$\begin{aligned} w_{11}x_1 + w_{12}x_2 + w_{13}x_3 + b_1^{(1)} &= z_1^{(1)} \\ w_{21}x_1 + w_{22}x_2 + w_{23}x_3 + b_2^{(1)} &= z_2^{(1)} \\ w_{31}x_1 + w_{32}x_2 + w_{33}x_3 + b_3^{(1)} &= z_3^{(1)} \\ w_{41}x_1 + w_{42}x_2 + w_{43}x_3 + b_4^{(1)} &= z_4^{(1)} \end{aligned}$$

$$\begin{bmatrix} w_{11} & w_{12} & w_{13} \\ w_{21} & w_{22} & w_{23} \\ w_{31} & w_{32} & w_{33} \\ w_{41} & w_{42} & w_{43} \end{bmatrix}_{(4,3)} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}_{(3,1)} + \begin{bmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \end{bmatrix}_{(4,1)} = \begin{bmatrix} z_1 \\ z_2 \\ z_3 \\ z_4 \end{bmatrix}_{(4,1)}$$

$$(4, 1) \leftarrow A^{(1)} = G([Z])$$

Forward Propagation

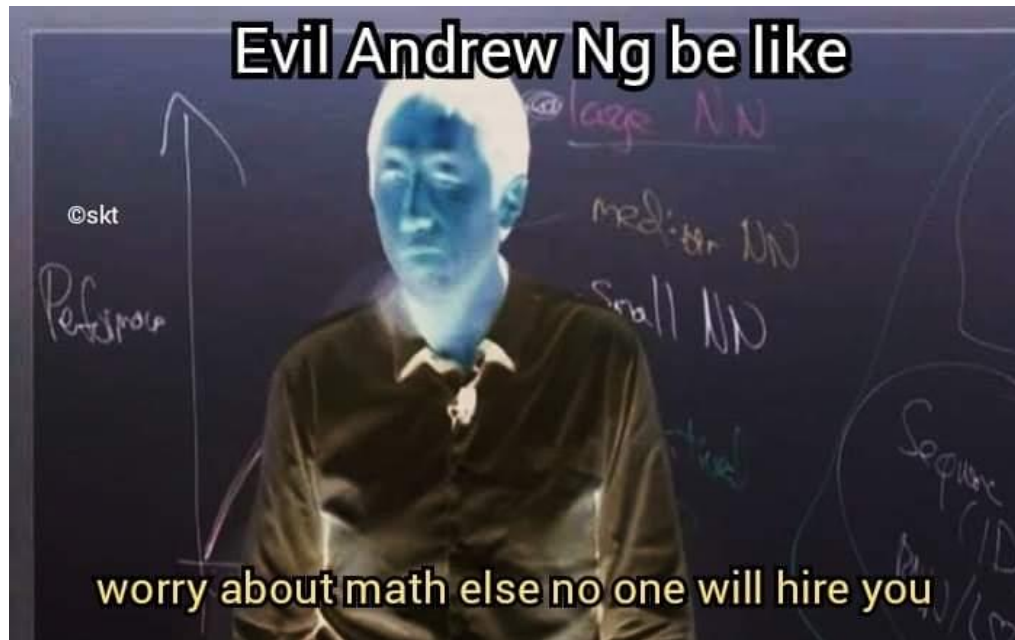
$[U] = U^{th}$ unit in Layer L



$$w_{11} a_1^{L1} + w_{12} a_2^{L1} + w_{13} a_3^{L1} + w_{14} a_4^{L1} = z_1^{L2}$$
$$w_{21} a_1^{L1} + w_{22} a_2^{L1} + w_{23} a_3^{L1} + w_{24} a_4^{L1} = z_2^{L2}$$
$$\begin{bmatrix} w_{11} & w_{12} & w_{13} & w_{14} \\ w_{21} & w_{22} & w_{23} & w_{24} \end{bmatrix} \begin{bmatrix} a_1^{L1} \\ a_2^{L1} \\ a_3^{L1} \\ a_4^{L1} \end{bmatrix} + \begin{bmatrix} b_1^{L2} \\ b_2^{L2} \end{bmatrix} = \begin{bmatrix} z_1 \\ z_2 \end{bmatrix}$$

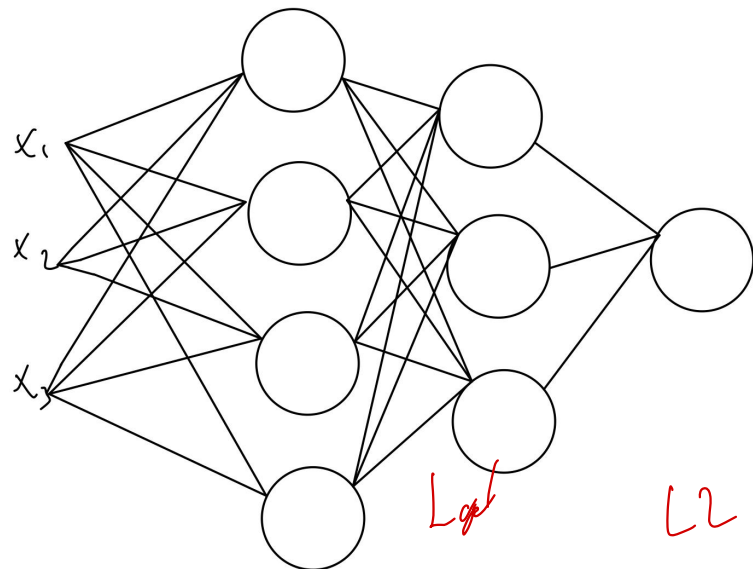
$(2, 4) \times (4, 1)$
 $(2, 1) + (2, 1)$
 $(2, 1) = [z].shape$

$w^{L1} \cdot shape = (2, 4)$
 $b^{L2} \cdot shape = (2, 1)$
 $z^{L2} \cdot shape = (2, 1)$

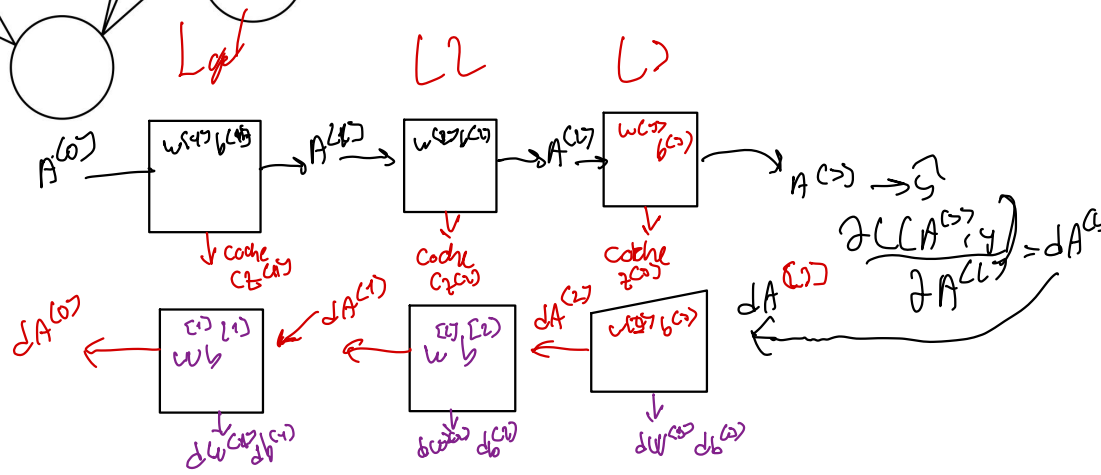


Backward Propagation

Backward Propagation

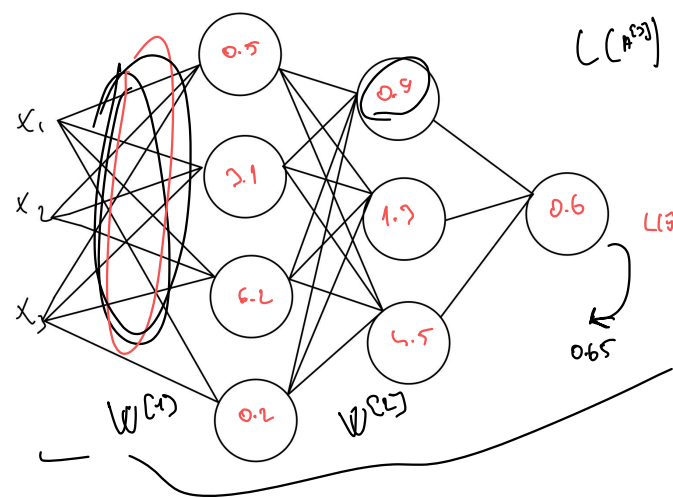

$$\text{forward} = \text{input } A^{(L-1)} \quad A^{(L)}$$

backward = input $dA^{(L)}$
 cache($z^{(L)}$) Output
 $dA^{(L-1)}$
 $dw^{(L)}$
 $db^{(L)}$



$$dA^{(L)} = \frac{2J}{2A^{(L)}}$$

Backward Propagation



$$A^{(3)} = g(z^{(3)})$$
$$z^{(3)} = W^{(3)} A^{(2)} + b^{(3)}$$

$$L(A^{(3)}) = y \log A^{(3)} + (1-y) \log (1-A^{(3)})$$

where cross-entropy

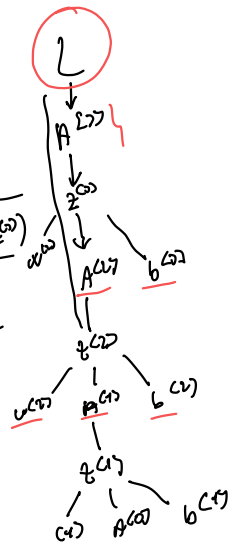
$$A^{(3)} = \hat{y}$$
$$\underline{A^{(3)}} = g(\underline{z^{(3)}})$$

$$L(\hat{y}) = 1 \cdot \log 0.6 = \log 0.6$$

$$\frac{\partial L}{\partial W^{(3)}} = \frac{\partial L}{\partial A^{(3)}} \cdot \frac{\partial A^{(3)}}{\partial z^{(3)}} \cdot \frac{\partial z^{(3)}}{\partial W^{(3)}}$$

$$\frac{\partial L}{\partial A^{(3)}} = \frac{\partial (\log A^{(3)})}{\partial A^{(3)}} = \frac{1}{A^{(3)}} = \frac{1}{0.6}$$

$$\frac{\partial A^{(3)}}{\partial z^{(3)}} = \frac{\partial (\sigma(z^{(3)}))}{\partial z^{(3)}} = \sigma(z^{(3)}) (1 - \sigma(z^{(3)}))$$
$$\frac{\partial z^{(3)}}{\partial W^{(3)}} = \frac{\partial (W^{(3)} A^{(2)} + b^{(3)})}{\partial W^{(3)}} = A^{(2)}$$



$$\int f(x) \cdot h(x) dx$$

$$\frac{\partial L}{\partial W^{(3)}} = \frac{\partial L}{\partial A^{(3)}} \cdot \frac{\partial A^{(3)}}{\partial z^{(3)}} \cdot \frac{\partial z^{(3)}}{\partial W^{(3)}} = \frac{1}{A^{(3)}} \cdot \sigma'(z^{(3)}) \cdot A^{(2)}$$

$$\underline{W^{(3)}} = W^{(3)} - \alpha dW^{(3)}$$

$$\frac{\partial A^{(3)}}{\partial z^{(3)}} = \frac{\sigma(z^{(3)})}{z^{(3)}} = \frac{\sigma(W^{(3)} A^{(2)} + b^{(3)})}{z^{(3)}} = \frac{[\sigma(z^{(3)}) \cdot (1 - \sigma(z^{(3)}))]}{\frac{\partial A^{(3)}}{\partial z^{(3)}}}$$

Hyperparameters

Don't worry about
it if you don't
understand

- *Andrew Ng*



Hyperparameters

Hyperparameters effect parameters

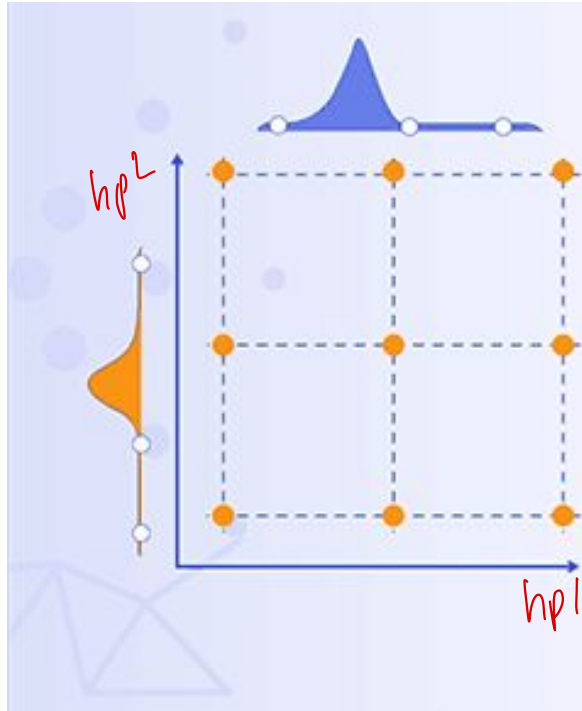
Hyperparameter examples:

- Learning Rate
- #Units
- #Iterations
- #Layers
- Batch size

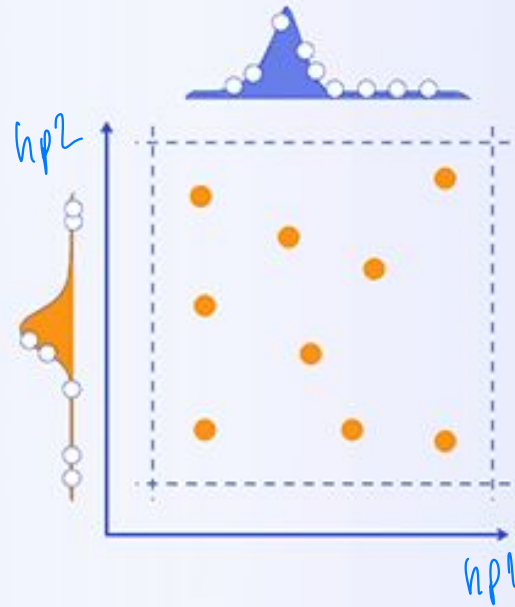
We can select hyperparameters using several methods

Hyperparameter Tuning

Grid Search



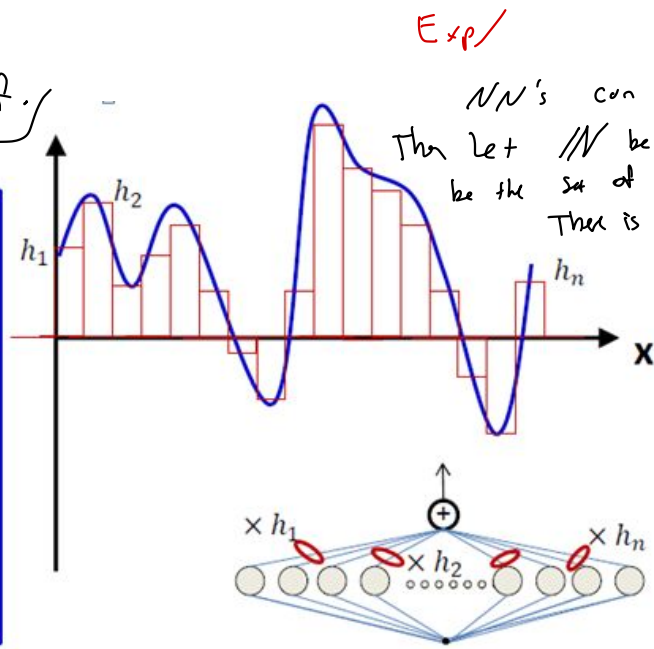
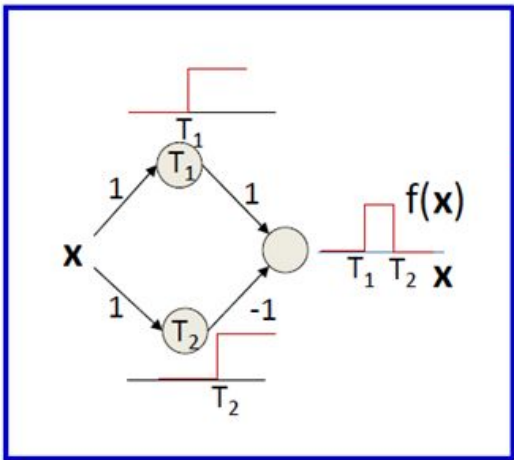
Random Search



Universal Approximation Theorem

The Universal Approximation Theorem tells us that Neural Networks has a kind of universality no matter what $f(x)$ is, there is a network that can approximately approach the result.

[NN's can approximate any f.]



Exp/

NN's can be represent as functions.
Then let \mathcal{N} be the set of NN's and F be the set of functions on con. space. Then
There is a function such that
 $G: \mathcal{N} \rightarrow F$
 G is onto or surjective

inzva: *brings the AI fellows
together*

inzva:

