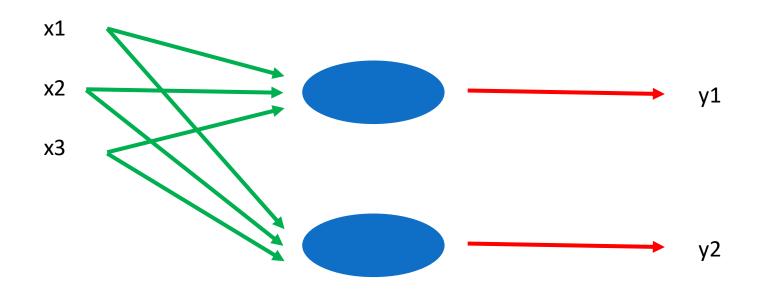
Two types of Stacking

Parallel

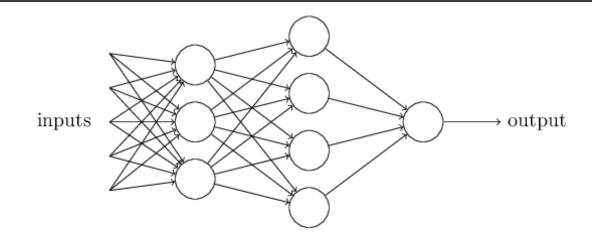
Sequential

Parallel Stacking

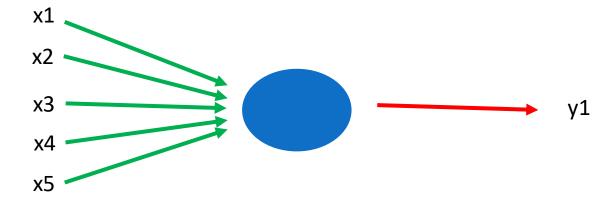


With parallel stacking we can get multiple outputs with the same input

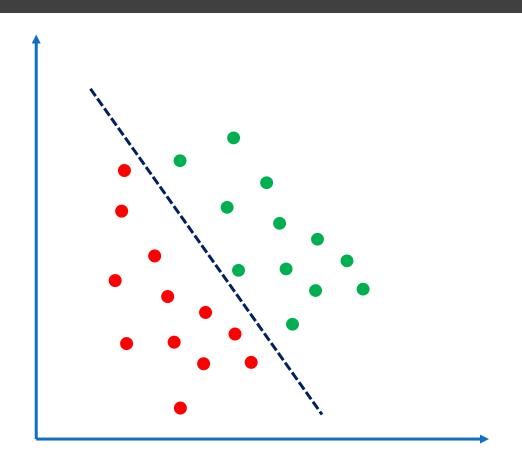
Sequential Stacking



Why not use a single neuron

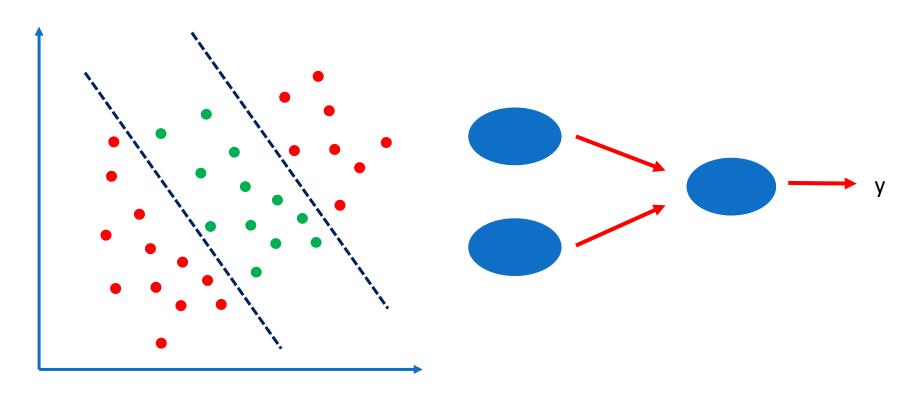


Sequential Stacking

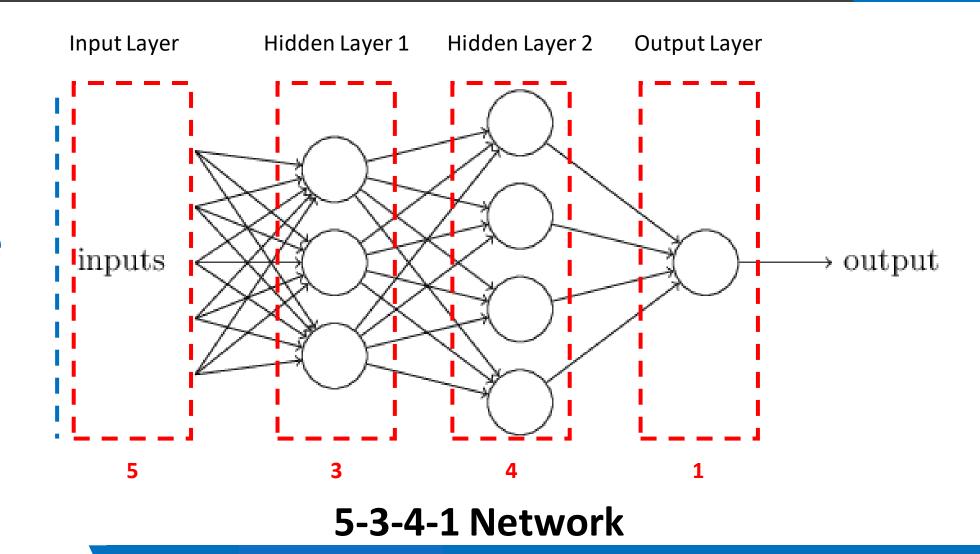


Single neuron can handle such linear classification problem

Sequential Stacking

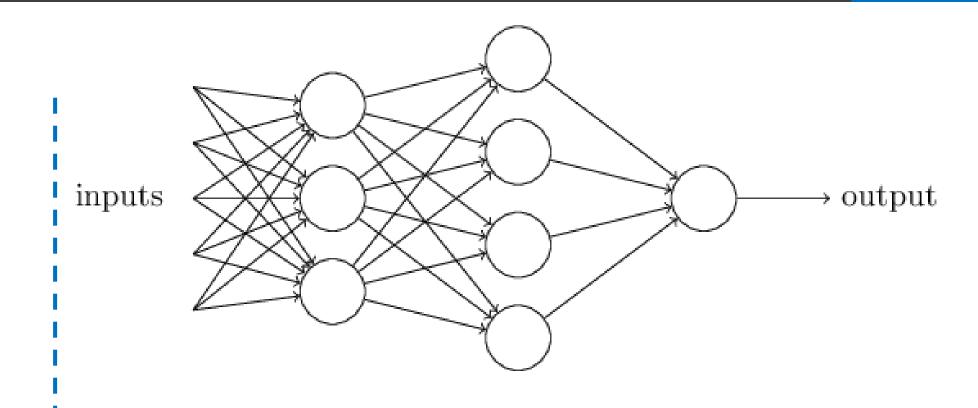


Each neuron can focus on the particular features of the object instead of the final outcome



Nomenclature

Nomenclature



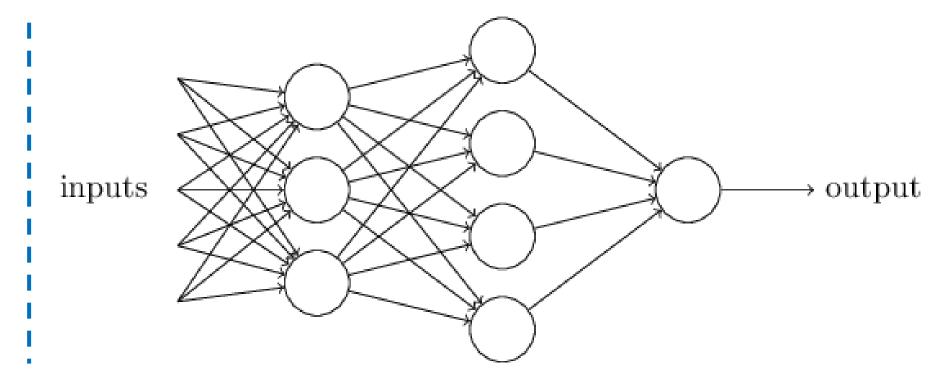
Feed Forward Network — One directional processing

Fully connected network — Output from a neuron goes to all neurons of next layer

Deep Learning

Such artificial neural networks primarily constitutes deep learning

Deep Learning



More number of layers => Deeper network => More complex relationships

How it works

Covered till Now

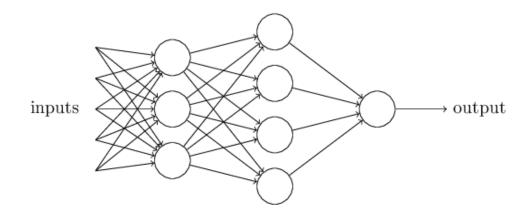
• What is a neural network

Now we are going to learn

How does a neural network works

Problem Statement

Quick Recap



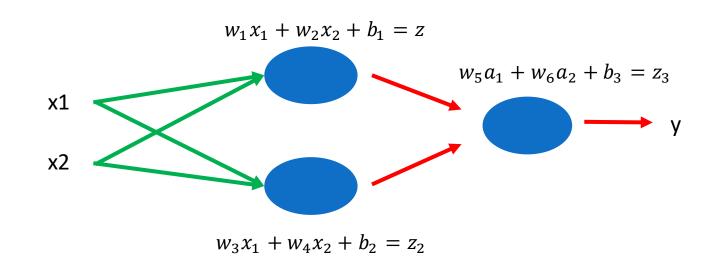
$$\sigma(z) \equiv rac{1}{1+e^{-z}}$$
 $Output = rac{1}{1+\exp(-\sum_j w_j x_j - b)}$

Problem Statement

• Establish the values of weights and biases so that predicted output is as close to actual output as possible

Problem Statement

Example

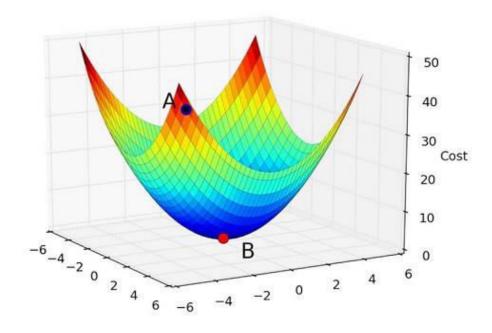


Variables to be established in this neural network

- Weights W1, W2.....W6
- Biases B1, B2, B3

Total - 9 variables

Gradient Descent



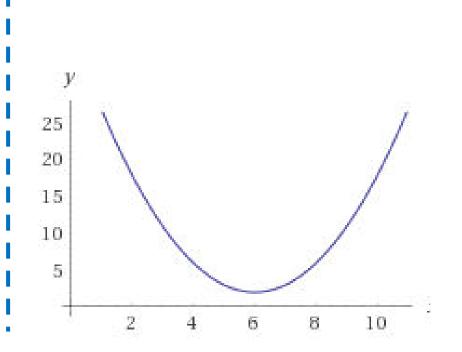
- GD is an optimization technique to find minimum of a function
- Better than other technique such as OLS when we have large number of features and complex relationships

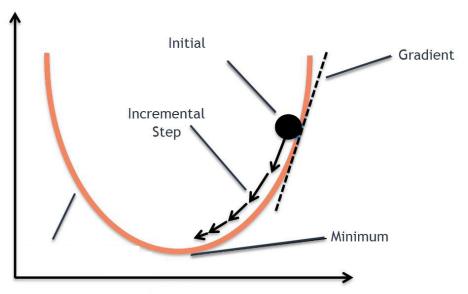
Gradient Descent

Initialization Assign random W and B values Step 1 **Forward** Calculate final output using these values Step 2 Propagation • Estimate error using error function Step 3 **Backward Propagation** • Find those W and B which can reduce this error Step 4 Implementati Update W and B and repeat from step 2 on of GD Step 5

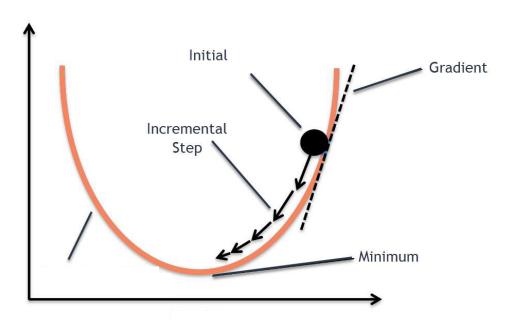
Process







Gradient Descent



- 1. Start at a random point
- 2. Find out the **instantaneous** slope at that point
- 3. Slightly move in the direction of steepest slope
- 4. Reiterate



Gradient Descent

