

Neural NetworkForward Propagation and Back Propagation

Backward Propagation: $\frac{\partial C}{\partial b^{(2)}} = \frac{\partial C}{\partial u^{(2)}} \frac{\partial u^{(2)}}{\partial b^{(2)}} = \frac{1}{n} \sum_{i=1}^n y_i - \sigma(u^{(2)})$

update w^2 and b^2 : $\begin{bmatrix} w^{new^2} \\ b^{new^2} \end{bmatrix} = -\alpha \begin{bmatrix} \frac{\partial C}{\partial w^2} \\ \frac{\partial C}{\partial b^2} \end{bmatrix} + \begin{bmatrix} w^2 \\ b^2 \end{bmatrix}$

rule: go from backward and update each weight

loss: $\text{cost}(w, b)$

$$= -\frac{1}{n} \sum_{i=1}^n [y_i \log(\sigma(-w^T h_i + b)) + (1 - y_i) \log(1 - \sigma(-w^T h_i + b))]$$

Tuning Parameters

- 8 steps:
- 1) step size α
 - 2) number of Back Propagation iterations
 - 3) Batch size
 - 4) number of hidden layers
 - 5) size of each hidden layer
 - 6) activation function
 - 7) Cost function
 - 8) Regularization

Activation Function

introduce non-linearity

Tuning the activation function is equivalent to feature engineering

ex: "relu" activation function. It's for approximating non-linear function

Challenges

- 1) Overcome overfitting
- 2) when dimensionality increases, # of weights increase and gradient ↓

Regularization

- ① early stopping (i.e. early termination of weights)
- ② dropout: dropout neurons in the layers randomly

CNN

we want filter that reduce number of weights, capture features

Use pooling to reduce weights

layers: convolutional layer w/ $n \times n$ kernel

max-pooling (to reduce/downsize feature map)

also, we stride > 1 can also reduce the sizes of input

→ downsize feature map

Application: Image Classification, Computer Vision

RNN

handling sequences of input

Application: Language translation, predicting next word
speech Recognition, Video Tagging

ex: for hand gesture Recognition, given input: video clips

use CNN then RNN

output: predicted class of hand
gest

↑
image

↑
video