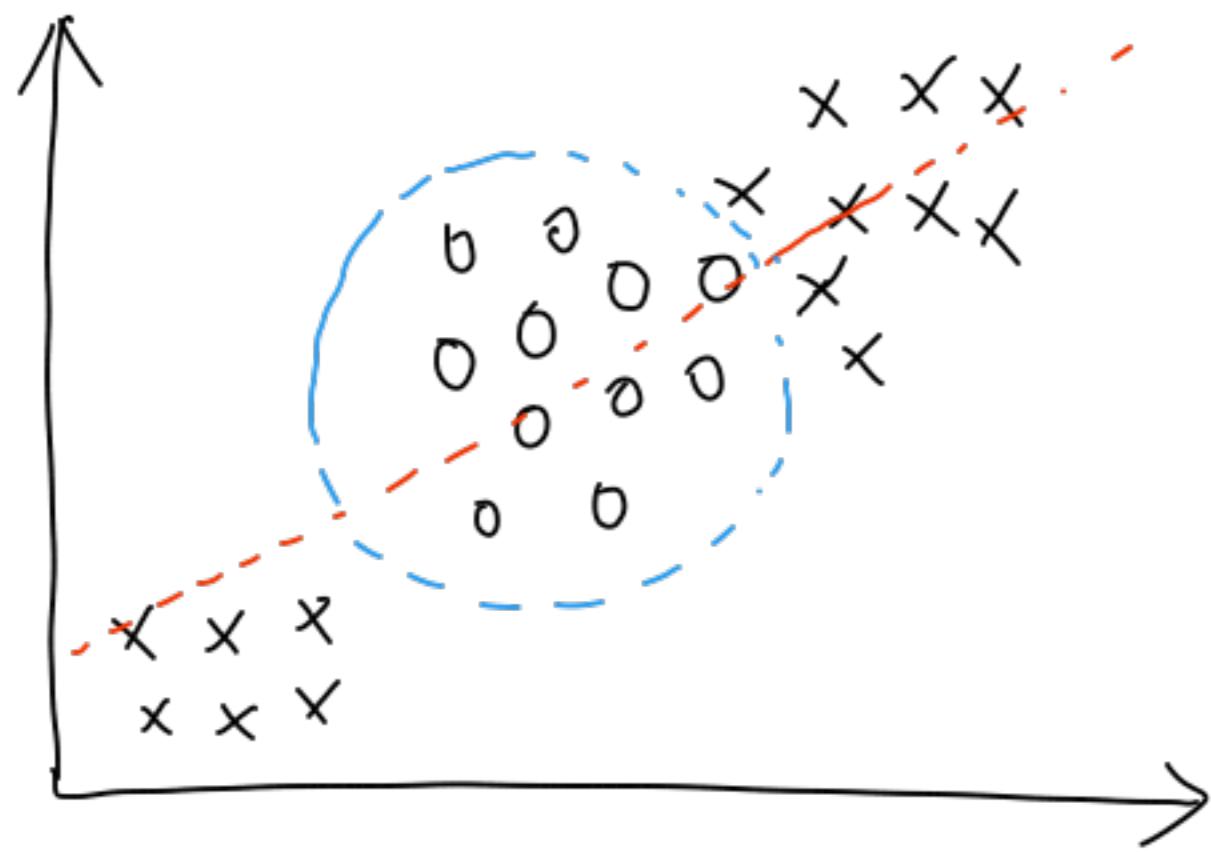


# Lec 11: Neural Networks

Ex. 1



Vanilla LR

$$f(x, w) = \frac{1}{1 + e^{-w^T x}}$$

$$f_B(x, w) = \frac{1}{1 + e^{-w^T \phi(x)}}$$

$$\phi(x) = (1 \quad x_1 \quad x_2 \quad x_1^2 \quad x_2^2)^T$$

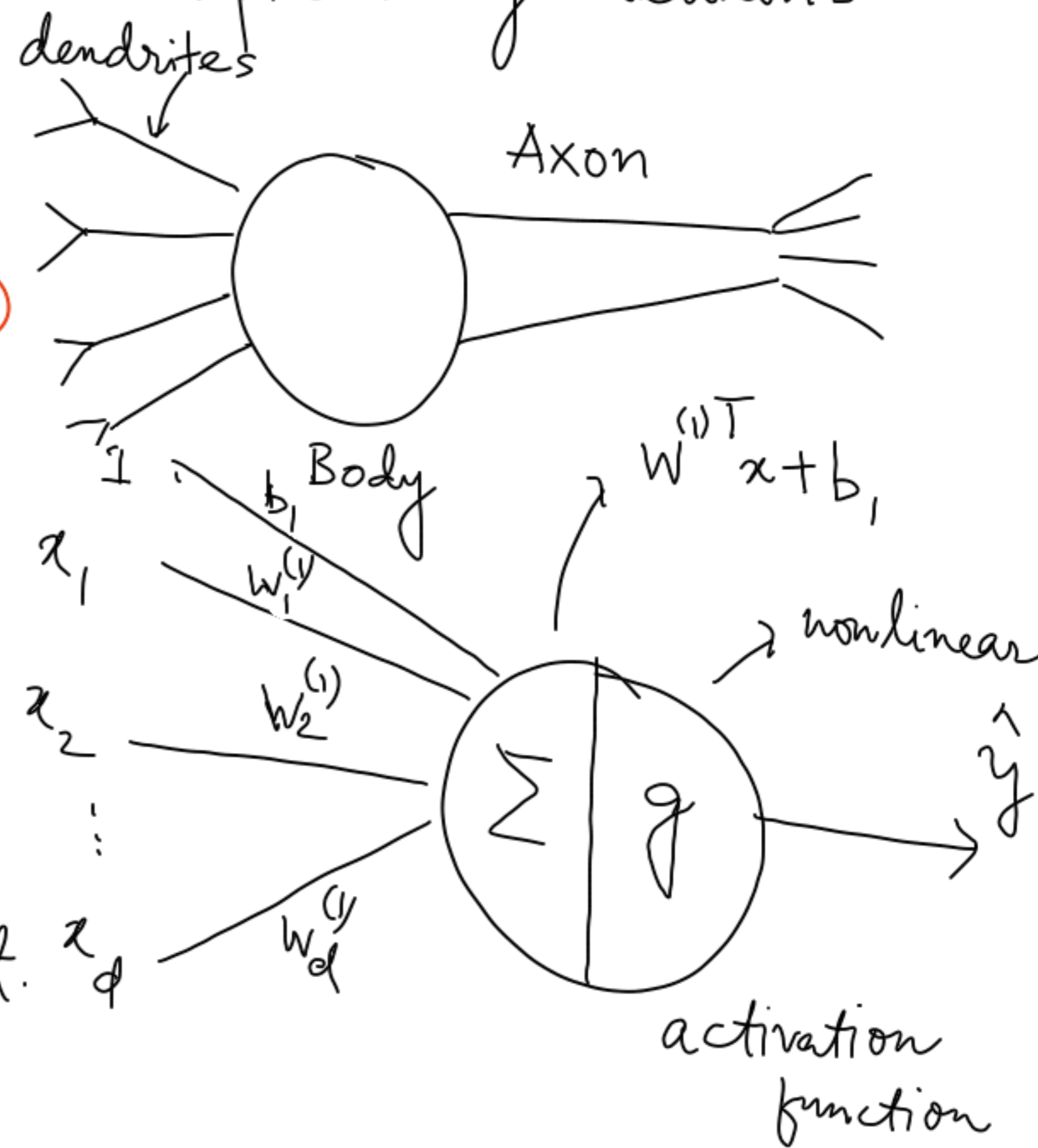
Philosophy of NN: Come up with some

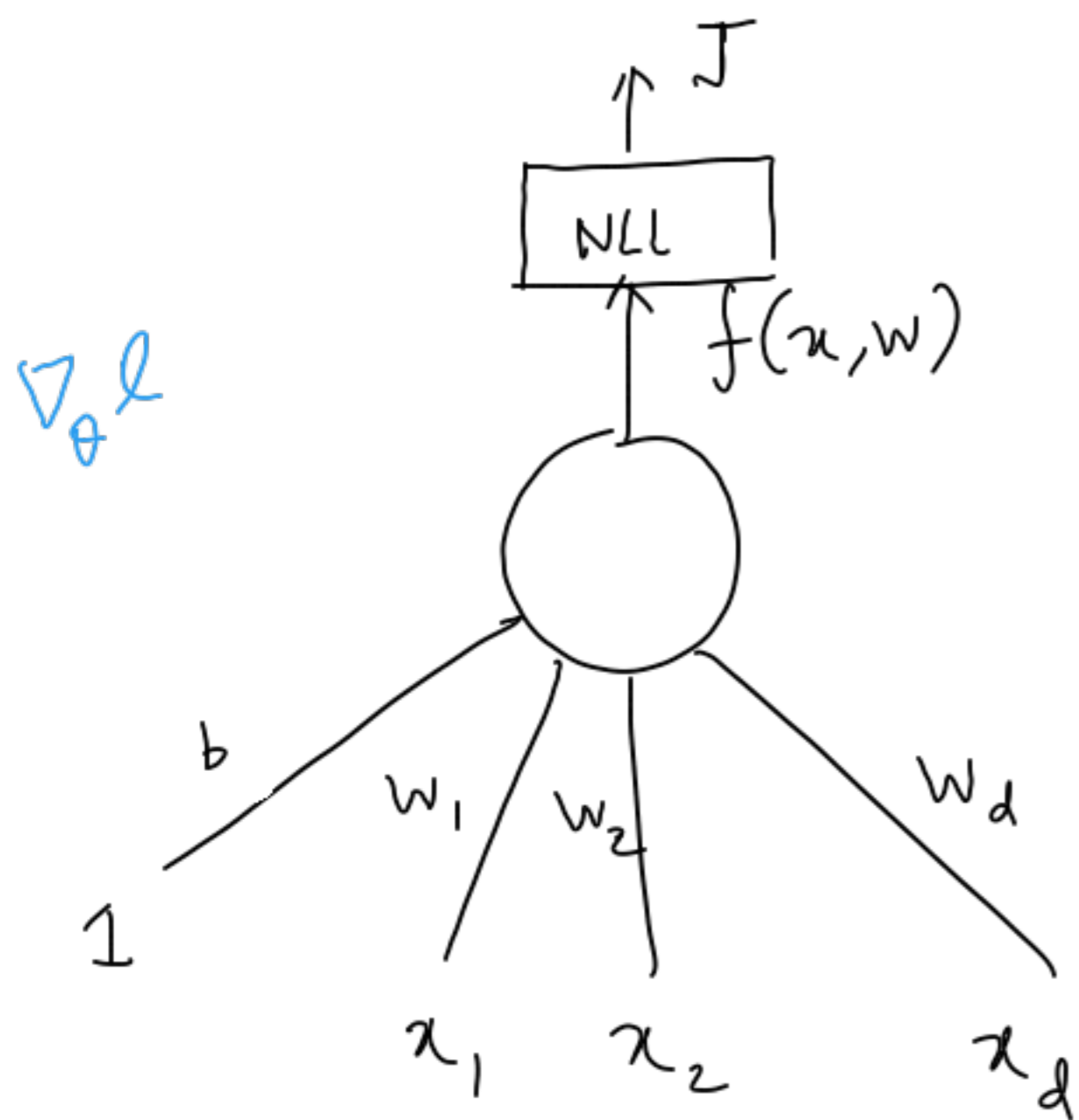
$\phi(x)$  without explicitly programming it.

Origin

1943 → 1960 →  
1980's

Inspired by Neurons

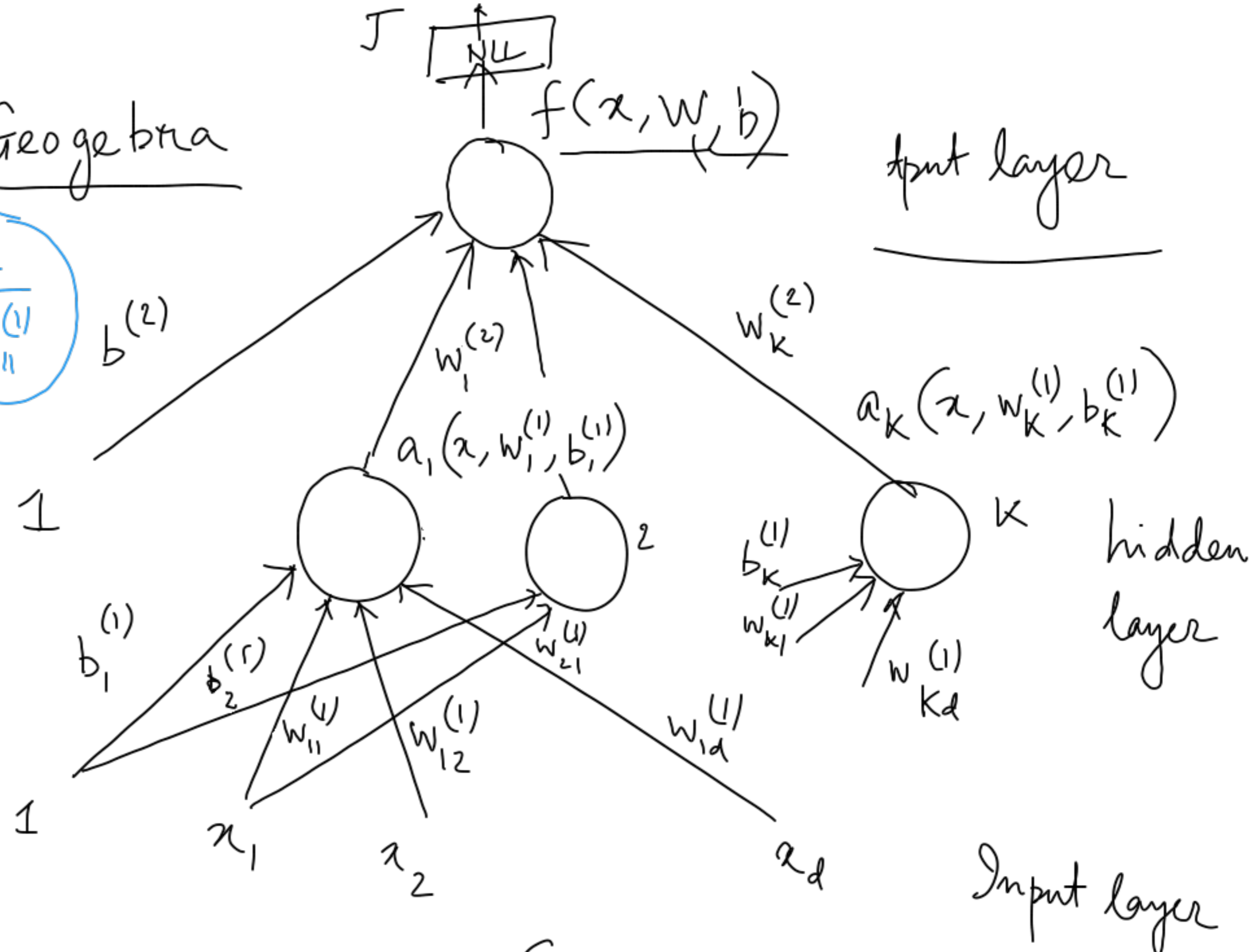




NN representation of Binary LR

Geogebra

$$\frac{\partial L}{\partial w_{11}^{(1)}}$$



$$f(x, w) = g(w^T x + b)$$

$$g = \sigma \text{ (sigmoid)}$$

$$NLL_i(w) = - \left[ y_i \log f(x_i, w) + (1 - y_i) \log (1 - f(x_i, w)) \right]$$

cross-entropy

Goal: to learn the  $w$ 's and  $b$ 's of every layer to minimize the loss.

## Popular activation functions

Sigmoid:  $\sigma(x) = \frac{1}{1 + e^{-x}}$

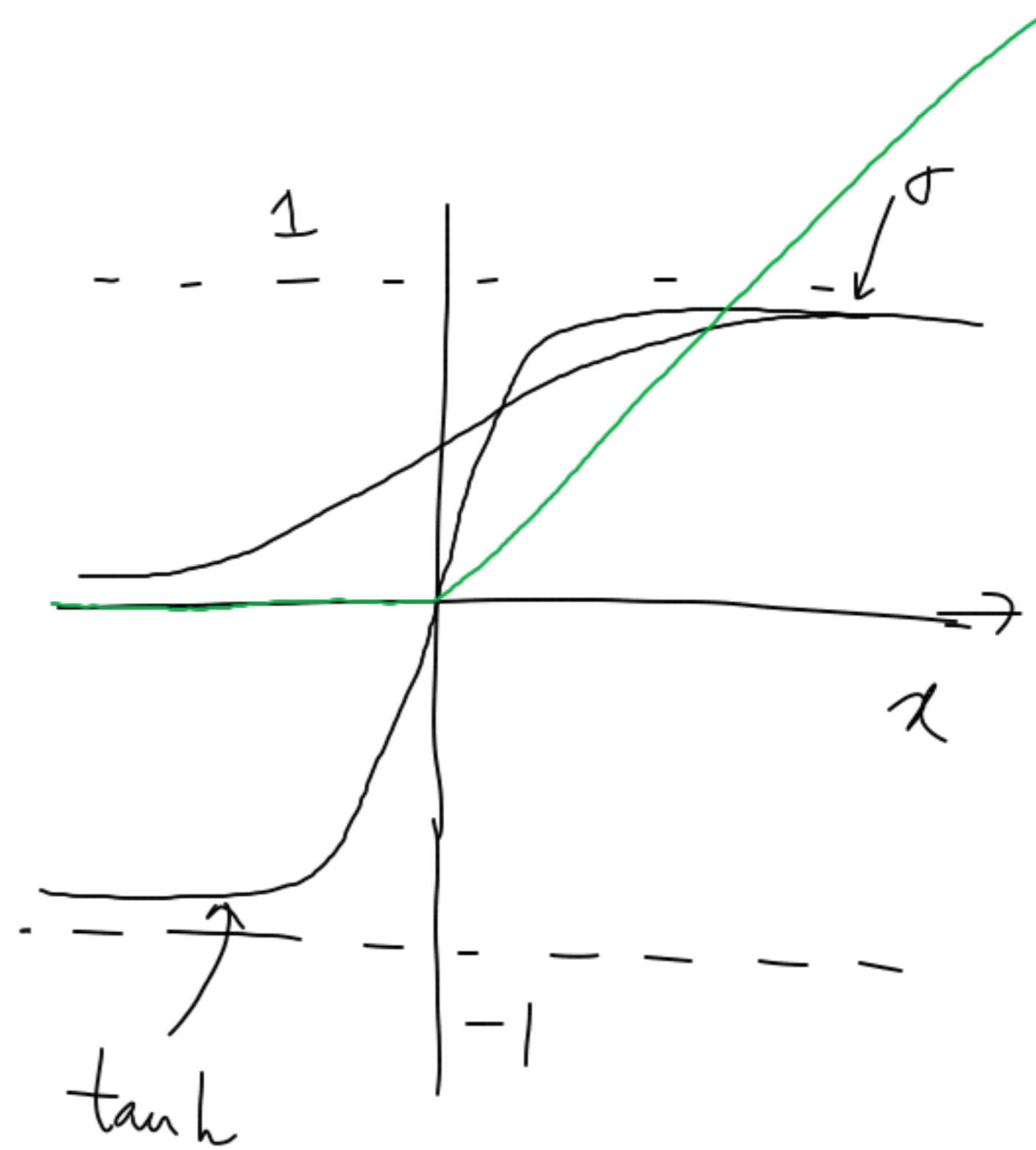
Hyperbolic tan:  $\tanh(x) = \frac{e^{2x} - 1}{e^{2x} + 1}$

(Scaled sigmoid) =  $2\sigma(2x) - 1$

Rectified Linear Units:

ReLU( $x$ ) =  $\max\{0, x\}$

gradient does not vanish for ReLU.



Vanishing gradient problem:  
for deeper NNs, the gradient vanishes for large  $x$ .

$D = (x_i, y_i)_{i=1}^n \rightarrow$  given this dataset

find the values of  $w$ 's and  $b$ 's that minimize the loss function [Training NN]

For a full blown NN

Step 1: Define a loss function  $J(\theta)$ , [e.g. cross entropy loss]

Step 2:

$$J(\theta) = \sum_{i=1}^n \ell(\text{NN}(x_i, \theta), y_i)$$

example.

$$\ell(\text{NN}(x_i, \theta), y_i) = - \left[ y_i \log(\text{NN}(x_i, \theta)) + (1 - y_i) \log(1 - \text{NN}(x_i, \theta)) \right]$$

Feed forward NN

e.g.  $\rightarrow P(y_i = 1 | x_i, \theta)$

$$f(x_i, \theta) = \text{NN}(x_i, \theta)$$

$\rightarrow \text{Softmax}(x, \theta)$

Loss function is defined, SGD to optimize

NN training algorithm

• Inputs:  $NN(x, \theta)$ , training examples  $x_1, \dots, x_n$ , labels  $y_1, \dots, y_n$   
and a loss function  $l$

• Randomly initialize  $\theta$

mini-batch  $B \subseteq \{1, \dots, n\}$

• do until stopping criteria:

a batch  $B$  of examples.

pick randomly an example  $(x_i, y_i)$

compute gradient of  $l$ ,  $\nabla_{\theta} l(x_i, y_i)$

$$\theta_{t+1} \leftarrow \theta_t - \eta \nabla_{\theta} l$$

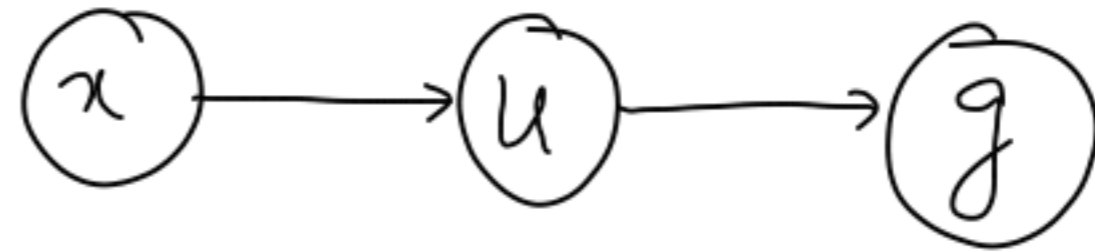
• Return  $\theta_{t+1}$

How to compute  $\nabla_{\theta} \ell$  efficiently?

via Backpropagation.  $\rightarrow$  uses the chain rule of differentiation in a clever way.

Scalars:

$$\frac{dg}{dx} = \frac{du}{dx} \cdot \frac{dg}{du}$$

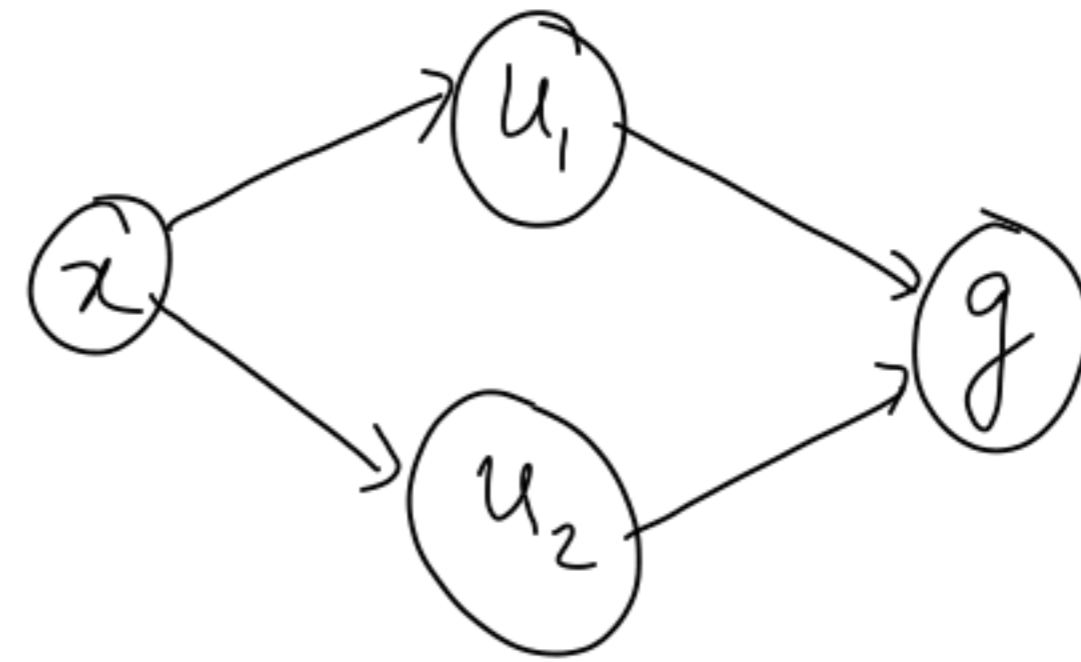


Vectors:

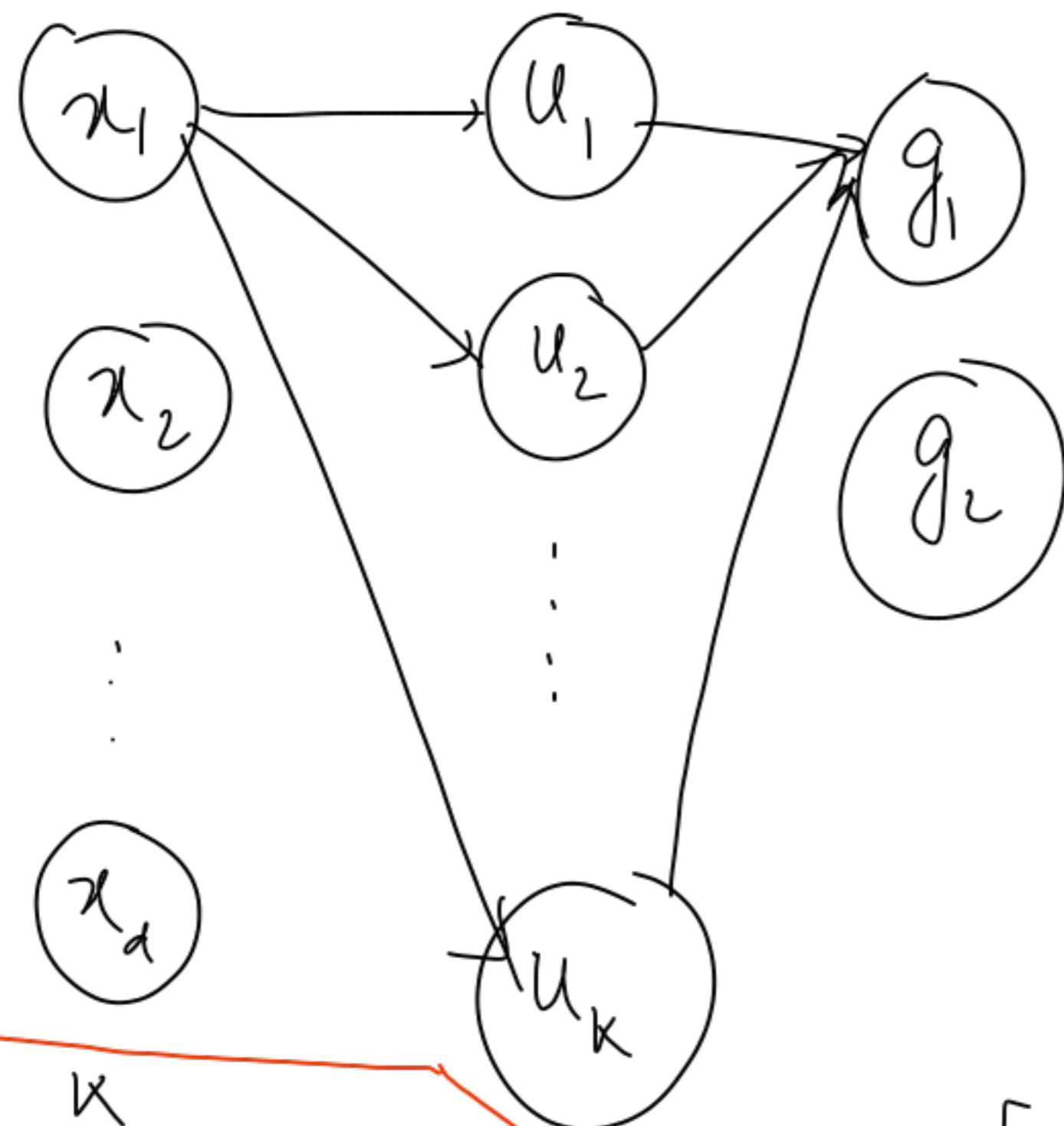
$$\frac{\partial g}{\partial x} = \frac{\partial u_1}{\partial x} \cdot \frac{\partial g}{\partial u_1} + \frac{\partial u_2}{\partial x} \cdot \frac{\partial g}{\partial u_2}$$

$$= \frac{\partial \underline{u}}{\partial x} \cdot \frac{\partial g}{\partial \underline{u}}$$

$$\begin{bmatrix} \frac{\partial u_1}{\partial x} & \frac{\partial u_2}{\partial x} \end{bmatrix}$$



$$\frac{\partial g}{\partial \underline{u}} = \begin{bmatrix} \frac{\partial g}{\partial u_1} & \frac{\partial g}{\partial u_2} \end{bmatrix}$$



$$\frac{\partial g_1}{\partial x_1} = \sum_{j=1}^k \frac{\partial u_j}{\partial x_1} \cdot \frac{\partial g_1}{\partial u_j}$$

Backpropagation.

$$\frac{\partial g_1}{\partial \underline{x}} = \begin{bmatrix} \frac{\partial g_1}{\partial u_1} & \dots & \frac{\partial g_1}{\partial u_k} \\ \frac{\partial g_2}{\partial u_1} & \dots & \frac{\partial g_2}{\partial u_k} \\ \vdots & & \vdots \\ \frac{\partial g_m}{\partial u_1} & \dots & \frac{\partial g_m}{\partial u_k} \\ \frac{\partial g_n}{\partial u_1} & \dots & \frac{\partial g_n}{\partial u_k} \end{bmatrix}$$

$$\frac{\partial \underline{g}}{\partial \underline{x}} = \frac{\partial \underline{u}}{\partial \underline{x}} \cdot \frac{\partial \underline{g}}{\partial \underline{u}}$$

$$\frac{\partial \underline{u}}{\partial \underline{x}} = \begin{bmatrix} \frac{\partial u_1}{\partial x_1} & \frac{\partial u_2}{\partial x_1} & \dots & \frac{\partial u_k}{\partial x_1} \\ \frac{\partial u_1}{\partial x_2} & \frac{\partial u_2}{\partial x_2} & & \vdots \\ \vdots & \vdots & & \vdots \\ \vdots & \vdots & & \vdots \end{bmatrix}$$

