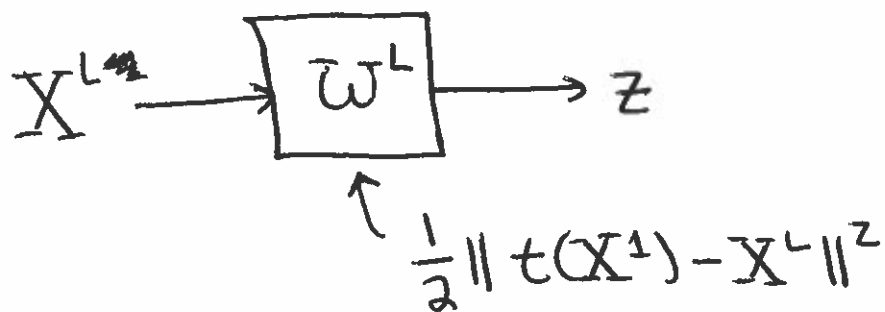


①

Computing derivatives.

We need to compute $\frac{\partial z}{\partial w_i}$ for each i .

At the end of the network

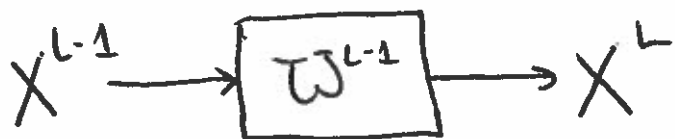


it's easy to see

$$\frac{\partial z}{\partial w^L} = 0 \quad \frac{\partial z}{\partial X^L} = \frac{\partial}{\partial X^L} \frac{1}{2} (t(X^1) - X^L)^2$$

$$= X^L - t.$$

Now consider



We have (in principle)

$$\frac{\partial z}{\partial w^{L-1}} = \frac{\partial z}{\partial X^L} \cdot \frac{\partial X^L}{\partial w^{L-1}} \quad (\text{chain rule})$$

and

(2)

$$\frac{\partial z}{\partial X^{L-1}} = \frac{\partial z}{\partial X^L} \cdot \frac{\partial X^L}{\partial X^{L-1}} \quad (\text{chain rule})$$

However, we need to keep track of the order (# indices) and range (values for index) of ~~each~~ the tensors X^L, X^{L-1} to make the multiplications above make sense.

So we write

$\text{vec}(X^L)$ as a function of $\text{vec}(X^{L-1}), \text{vec}(W^{L-1})$

and then

	vectors	matrices
	↓	↓
$\frac{\partial z}{\partial \text{vec}(W^{L-1})^T}$	$= \frac{\partial z}{\partial \text{vec}(X^L)^T}$	$\frac{\partial \text{vec}(X^L)}{\partial \text{vec}(W^{L-1})^T}$
$\frac{\partial z}{\partial \text{vec}(X^{L-1})^T}$	$= \frac{\partial z}{\partial \text{vec}(X^L)^T}$	$\frac{\partial \text{vec}(X^L)}{\partial \text{vec}(X^{L-1})^T}$

makes sense.

③

Thus if we can compute δ for each



$$\frac{\partial \text{vec}(X^{i+1})}{\partial \text{vec}(W^i)^T} \quad (\text{derivatives of output tensor w.r.t. parameters})$$

and

$$\frac{\partial \text{vec}(X^{i+1})}{\partial \text{vec}(X^i)^T} \quad (\text{derivatives of output tensor w.r.t. input})$$

We can compute

$$\frac{\partial z}{\partial \text{vec}(W^i)^T}$$

by working our way backwards from W^L to W^1 . This is called back propagation.

Now we need to know:

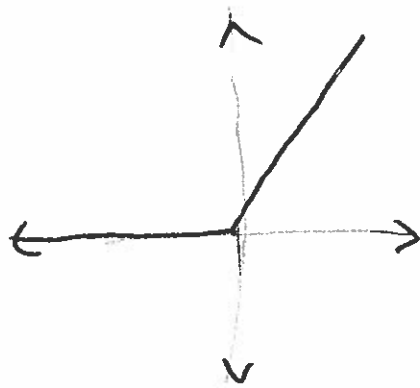
What kind of layers do we want?

What are their derivatives?

Fig 4

ReLU or Ramp layers.

Consider the function $r(x) = \max(0, x)$.



$$r'(x) = \begin{cases} 1, & x > 0 \\ \text{undefined}, & x = 0 \\ 0, & x < 0 \end{cases}$$

a ramp layer applies $r(x)$ to every entry in X^i , returning an output X^{i+1} of the same shape.

(5)

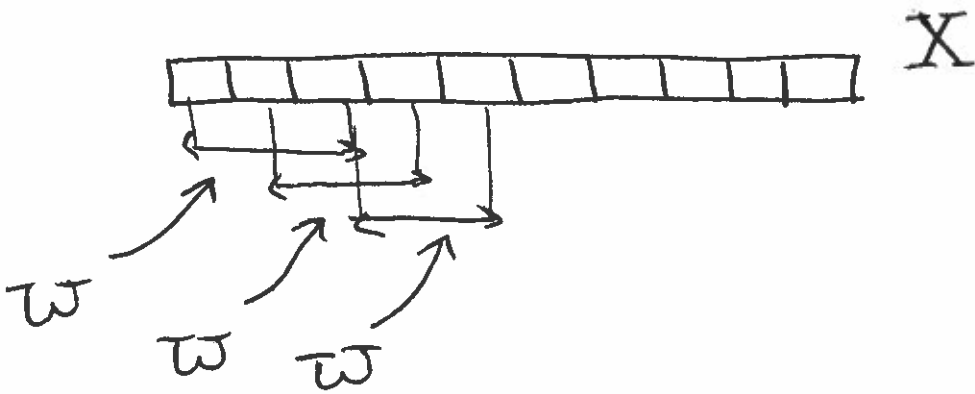
Convolution Layers.

Convolution is an operation ~~with~~ which combines two tensors in a quadratic way.

Example. X is a vector with 10 entries. W is a vector with 3 entries. $X * W$ is a vector with 8 entries defined by

$$(X * W)_i = \underbrace{\sum_{j=1}^3 W_j X_{i+j-1}}_{\substack{\text{dot product} \\ \text{of } W_j \text{ with} \\ \text{part of } X}}$$

⑥



The \bar{w} tensor is called a convolution kernel. The ~~convolved~~ convolution product $\bar{w} * X$ is large when X contains features detected by \bar{w} .

Example. Suppose $X_i = f(ih)$ for some differentiable function f and small h , and $\bar{w} = (1, -2, 1)$.

Then

$$\begin{aligned} (\bar{w} * X)_i &= X_i - 2X_{i+1} + X_{i+2} \\ &= f(ih) - 2f((i+1)h) + f((i+2)h). \end{aligned}$$

or if $(i+1)h = x_0$,

$$= f(x_0 - h) - 2f(x_0) + f(x_0 + h).$$

To under this term, we expand $f(x_0 \pm h)$ using Taylor's theorem

$$\begin{aligned}
&= \cancel{f(x_0)} - \cancel{hf'(x_0)} + \frac{h^2}{2}f''(x_0) - \frac{h^3}{6}f'''(x_0) + \dots \\
&\quad - 2f(x_0) \\
&\quad \cancel{f(x_0)} + \cancel{hf'(x_0)} + \frac{h^2}{2}f''(x_0) + \frac{h^3}{6}f'''(x_0) + \dots \\
&= \frac{h^2}{2}f''(x_0) + O(h^4)
\end{aligned}$$

This is called the Sobel Kernel and it (roughly) detects edges in an image.



Convolution is linear in X and linear in W , so the derivatives

$$\frac{\partial(X * W)}{\partial X}, \quad \frac{\partial(X * W)}{\partial W}$$

are easy to compute.

Pooling layer.

The pooling layer replaces ^{disjoint} $\hat{}$ regions of the input tensor with their max ~~of~~ or average. There are no parameters.