Machine Learning (CSE 446): Neural Networks

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No Wednesday office hours for Noah; no lecture Friday.

Classifiers We've Covered So Far

	decision boundary?	difficult part of learning?
decision trees	piecewise-axis-aligned	greedy split decisions
K-nearest neighbors	possibly very complex	indexing training data
perceptron	linear	iterative optimization method required
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The next methods we'll cover permit nonlinear decision boundaries.

Inspiration from Neurons

Image from Wikimedia Commons.



Input signals come in through dendrites, output signal passes out through the axon.





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Hyperbolic tangent function, $\tanh(z) = \frac{e^z - e^{-z}}{e^z + e^{-z}}$. Generalization: apply elementwise to a vector, so that $\tanh: \mathbb{R}^k \to (-1, 1)^k$.

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- The number of hidden units affects how complicated your decision boundary can be and how easily you will overfit.

Parameters: $\mathbf{W} \in \mathbb{R}^{H \times d}$, $\mathbf{b} \in \mathbb{R}^{H}$, and $\mathbf{v} \in \mathbb{R}^{H}$

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- ► To calculate gradients, we need to use the chain rule from calculus.
- ► Special name for (S)GD with chain rule invocations: **backpropagation**.