

# Lecture 3: Neural Networks and Backpropagation

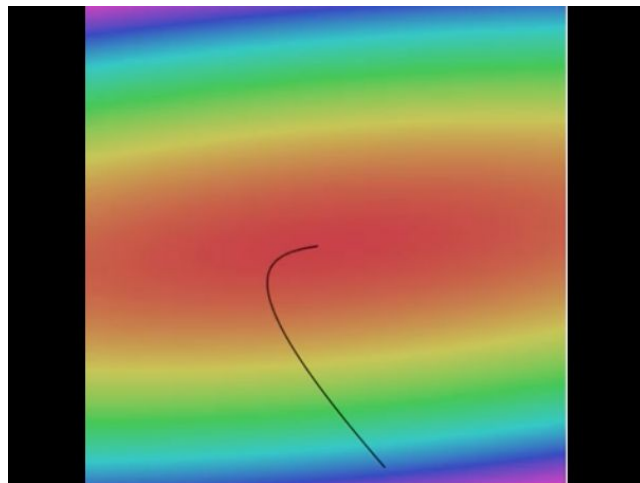
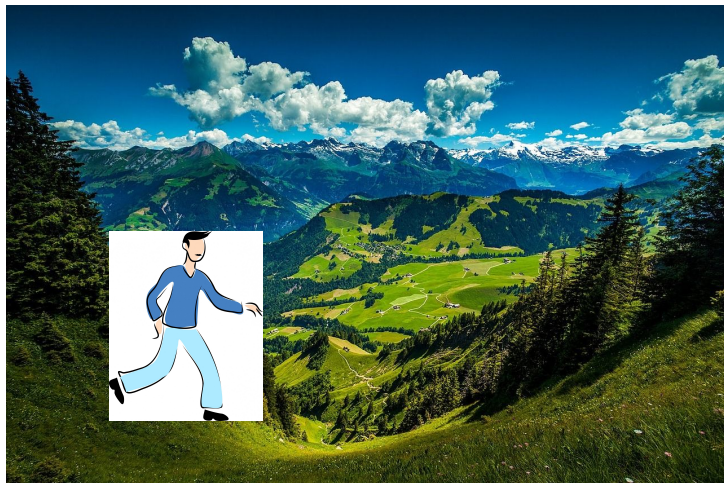
# Where we are...

$$s = f(x; W) = Wx \quad \text{Linear score function}$$

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1) \quad \text{SVM loss (or softmax)}$$

$$L = \frac{1}{N} \sum_{i=1}^N L_i + \lambda \sum_k W_k^2 \quad \text{data loss + regularization}$$

# Finding the best $W$ : Optimize with Gradient Descent



```
# Vanilla Gradient Descent
```

```
while True:
```

```
    weights_grad = evaluate_gradient(loss_fun, data, weights)
```

```
    weights += - step_size * weights_grad # perform parameter update
```

[Landscape image](#) is [CC0 1.0](#) public domain

[Walking man image](#) is [CC0 1.0](#) public domain

# Gradient descent

$$\frac{df(x)}{dx} = \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}$$

**Numerical gradient:** slow :(, approximate :(, easy to write :)

**Analytic gradient:** fast :), exact :), error-prone :(

In practice: Derive analytic gradient, check your implementation with numerical gradient



# Where we are...

$$s = f(x; W) = Wx \quad \text{Linear score function}$$

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How to find the best  $W$ ?

$$\nabla_W L$$

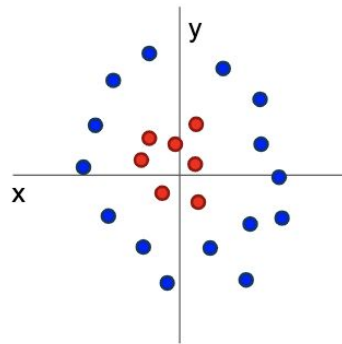
# Problem: Linear Classifiers are not very powerful

## Visual Viewpoint



Linear classifiers learn  
one template per class

## Geometric Viewpoint



Linear classifiers  
can only draw linear  
decision boundaries

# Pixel Features

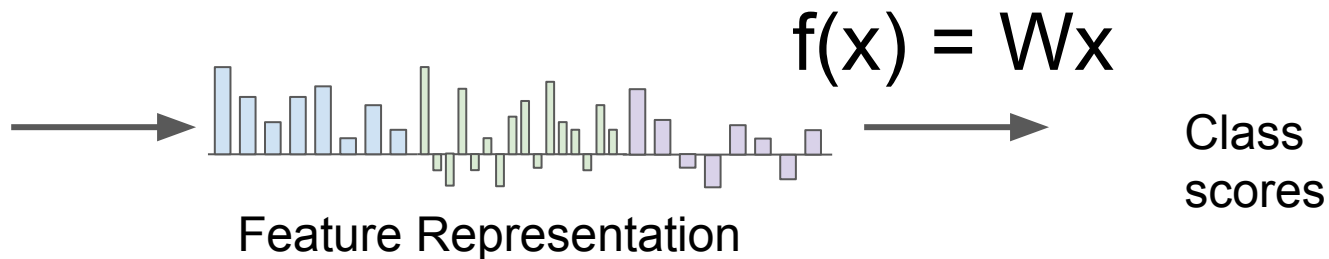


Class  
scores

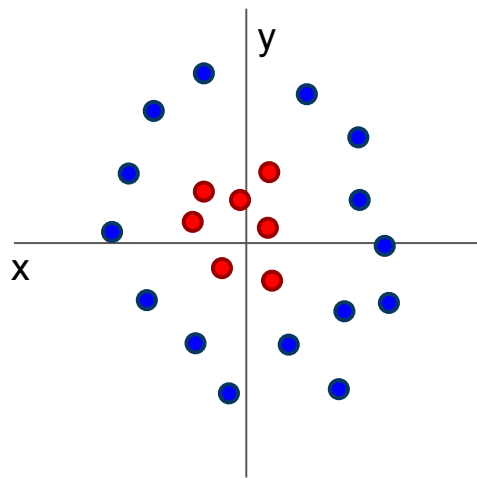
$$f(x) = Wx$$



# Image Features

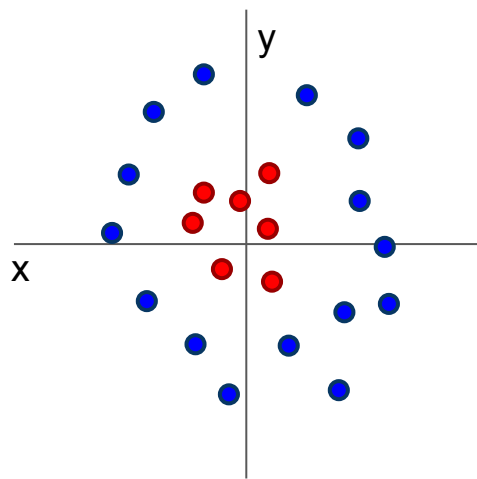


# Image Features: Motivation



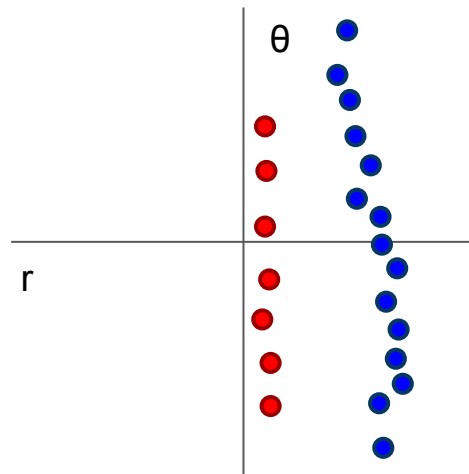
Cannot separate red  
and blue points with  
linear classifier

# Image Features: Motivation



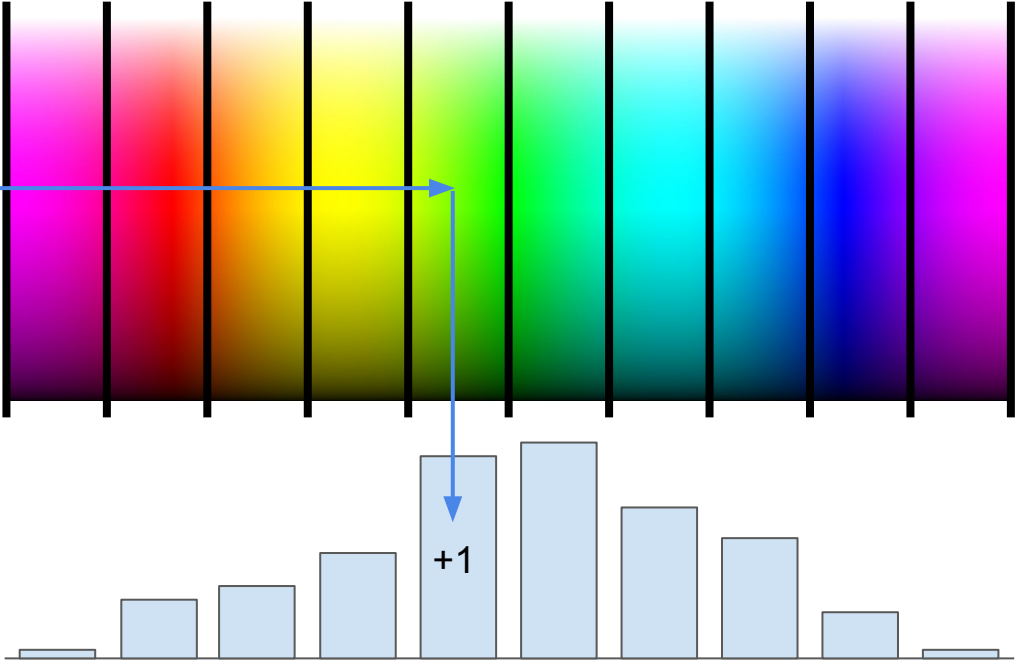
Cannot separate red and blue points with linear classifier

$$f(x, y) = (r(x, y), \theta(x, y))$$



After applying feature transform, points can be separated by linear classifier

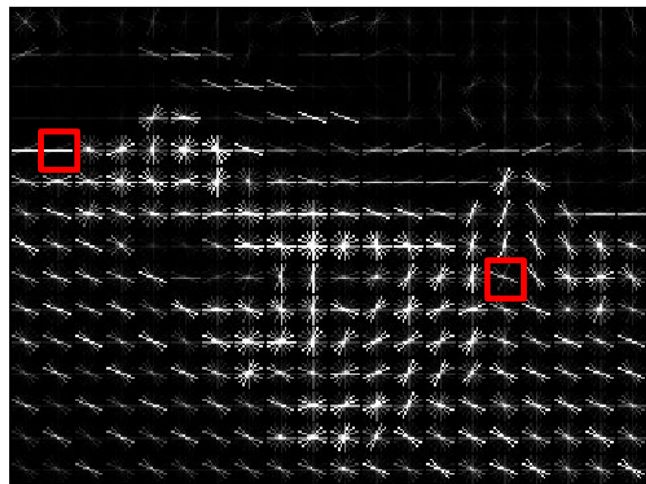
# Example: Color Histogram



# Example: Histogram of Oriented Gradients (HoG)



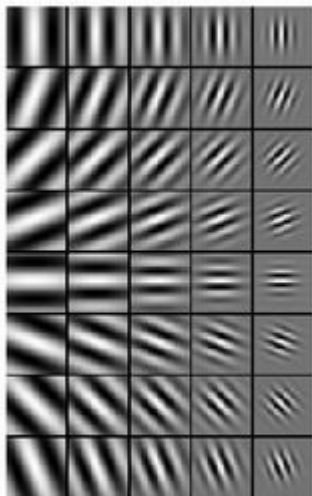
Divide image into 8x8 pixel regions  
Within each region quantize edge  
direction into 9 bins



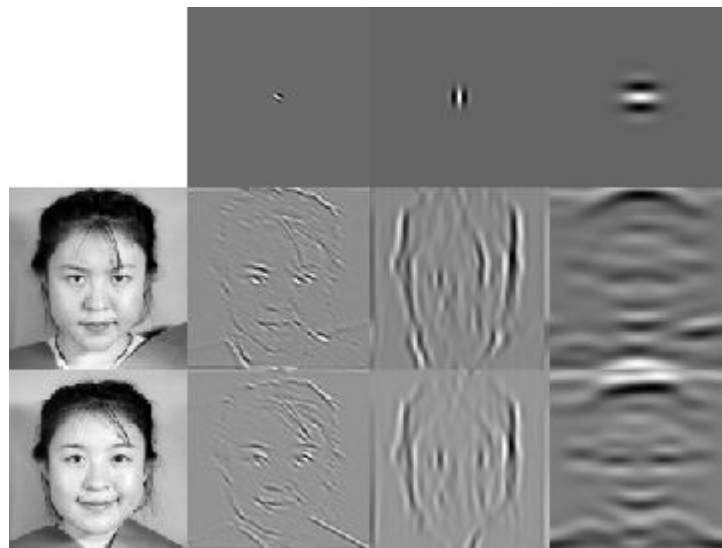
Example: 320x240 image gets divided  
into 40x30 bins; in each bin there are  
9 numbers so feature vector has  
 $30 \times 40 \times 9 = 10,800$  numbers



# Пример: Фильтры Габора



Примеры фильтров Габора  
разных размеров и ориентаций



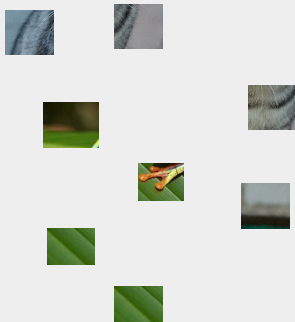
Применение фильтров Габора

# Example: Bag of Words

## Step 1: Build codebook



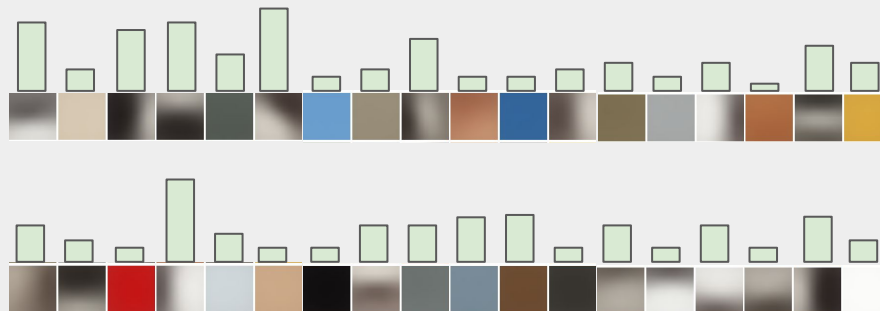
Extract random patches



Cluster patches to form "codebook" of "visual words"

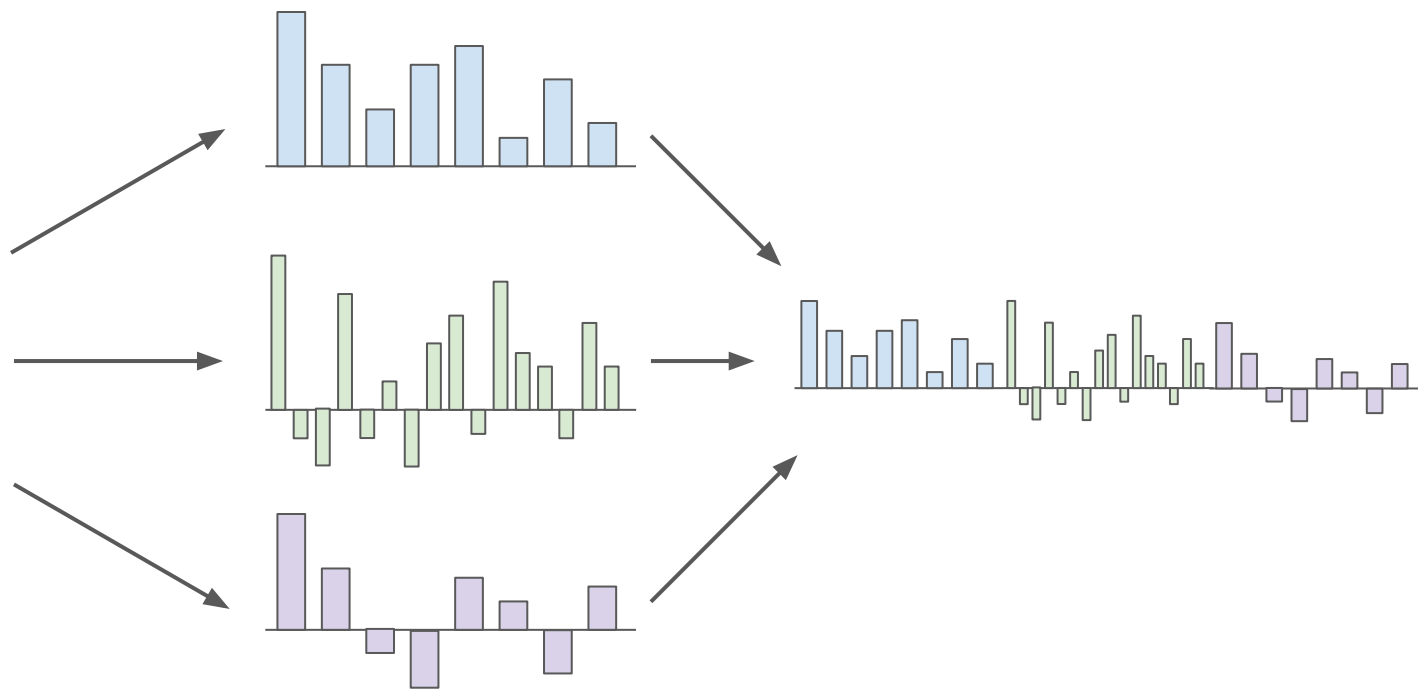


## Step 2: Encode images

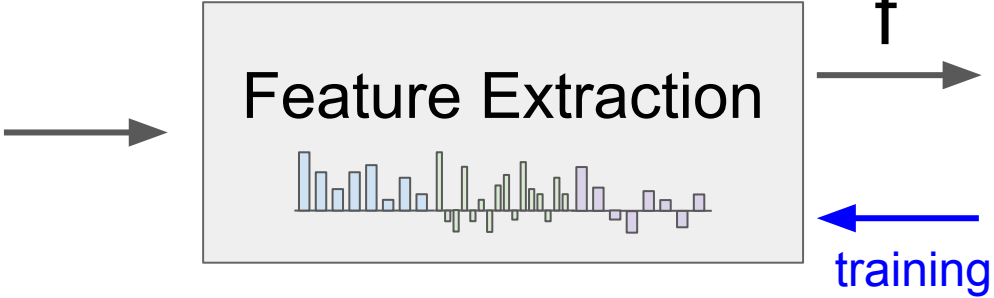


Fei-Fei and Perona, "A bayesian hierarchical model for learning natural scene categories", CVPR 2005

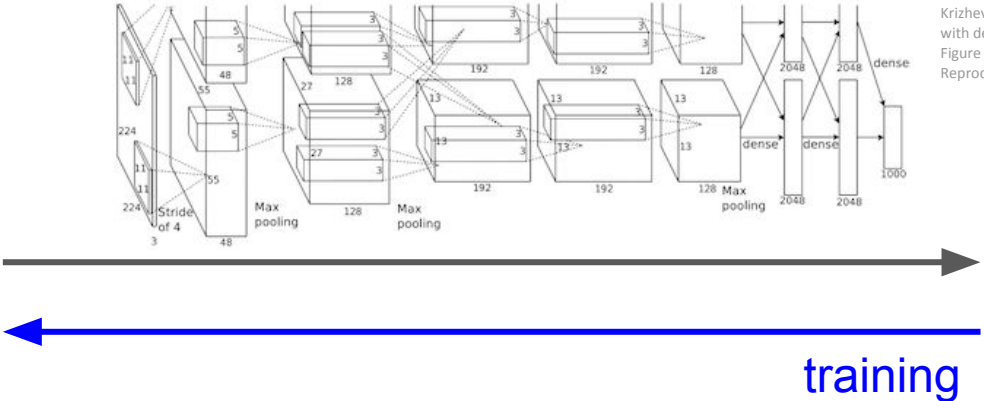
# Image Features



# Image features vs ConvNets



**10 numbers giving scores for classes**

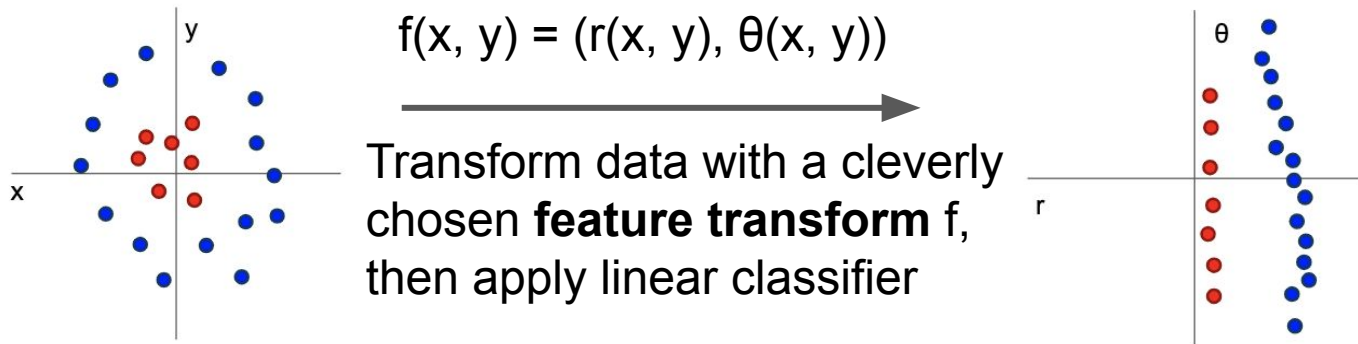


**10 numbers giving scores for classes**

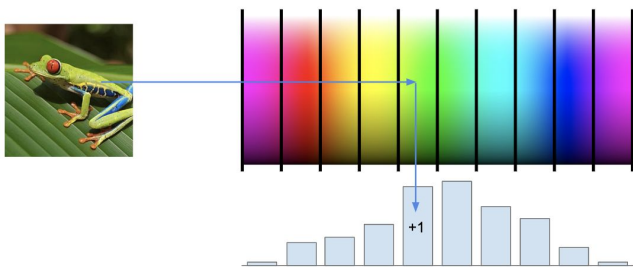
Krizhevsky, Sutskever, and Hinton, "Imagenet classification with deep convolutional neural networks", NIPS 2012. Figure copyright Krizhevsky, Sutskever, and Hinton, 2012. Reproduced with permission.



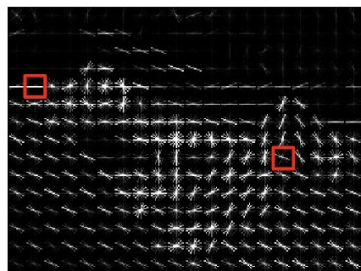
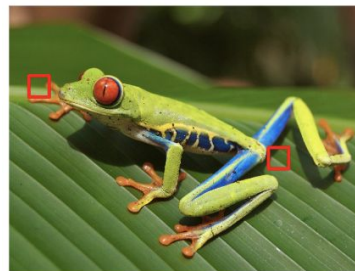
# One Solution: Feature Transformation



Color Histogram



Histogram of Oriented Gradients (HoG)



# Today: Neural Networks

# Neural networks: without the brain stuff

(**Before**) Linear score function:  $f = Wx$

$$x \in \mathbb{R}^D, W \in \mathbb{R}^{C \times D}$$

# Neural networks: without the brain stuff

(**Before**) Linear score function:  $f = Wx$

(**Now**) 2-layer Neural Network  $f = W_2 \max(0, W_1 x)$

$$x \in \mathbb{R}^D, W_1 \in \mathbb{R}^{H \times D}, W_2 \in \mathbb{R}^{C \times H}$$

(In practice we will usually add a learnable bias at each layer as well)



# Neural networks: without the brain stuff

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“Neural Network” is a very broad term; these are more accurately called “fully-connected networks” or sometimes “multi-layer perceptrons” (MLP)

(In practice we will usually add a learnable bias at each layer as well)

# Neural networks: without the brain stuff

(**Before**) Linear score function:  $f = Wx$

(**Now**) 2-layer Neural Network  
or 3-layer Neural Network  $f = W_2 \max(0, W_1 x)$

$$f = W_3 \max(0, W_2 \max(0, W_1 x))$$

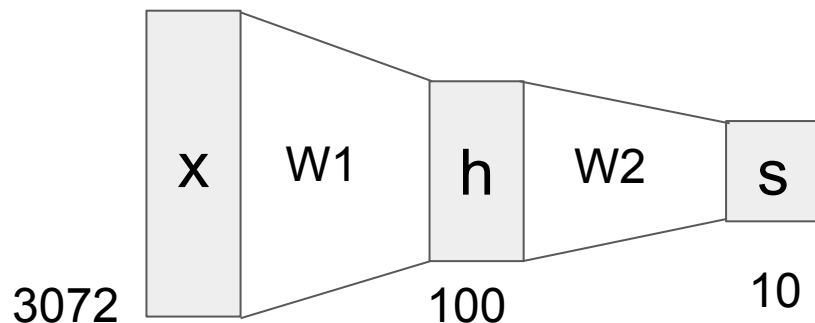
$$x \in \mathbb{R}^D, W_1 \in \mathbb{R}^{H_1 \times D}, W_2 \in \mathbb{R}^{H_2 \times H_1}, W_3 \in \mathbb{R}^{C \times H_2}$$

(In practice we will usually add a learnable bias at each layer as well)

# Neural networks: without the brain stuff

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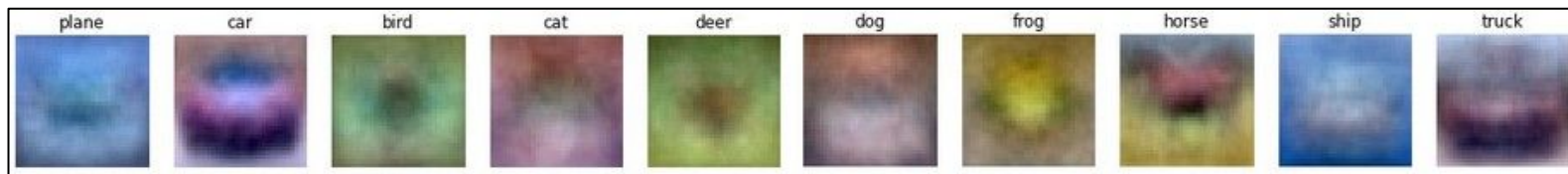
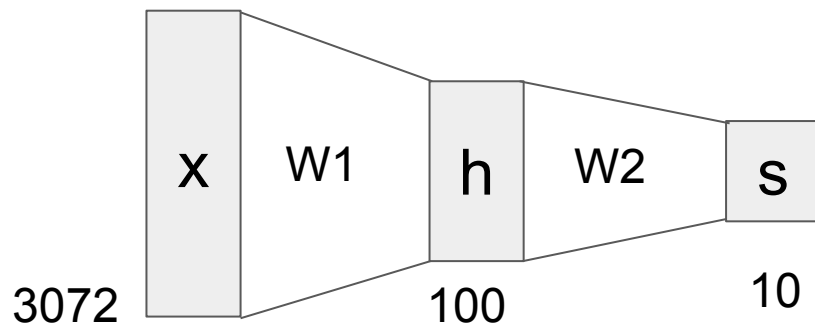


$$x \in \mathbb{R}^D, W_1 \in \mathbb{R}^{H \times D}, W_2 \in \mathbb{R}^{C \times H}$$

# Neural networks: without the brain stuff

(**Before**) Linear score function:  $f = Wx$

(**Now**) 2-layer Neural Network  $f = W_2 \max(0, W_1 x)$



Learn 100 templates instead of 10.

Share templates between classes

# Neural networks: without the brain stuff

(**Before**) Linear score function:  $f = Wx$

(**Now**) 2-layer Neural Network  $f = W_2 \max(0, W_1 x)$

The function  $\max(0, z)$  is called the **activation function**.

**Q:** What if we try to build a neural network without one?

$$f = W_2 W_1 x$$

# Neural networks: without the brain stuff

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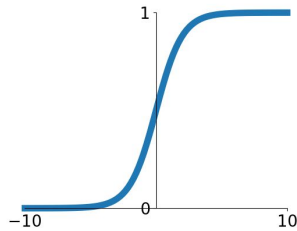
$$f = W_2 W_1 x \quad W_3 = W_2 W_1 \in \mathbb{R}^{C \times H}, f = W_3 x$$

**A:** We end up with a linear classifier again!

# Activation functions

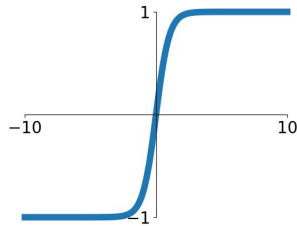
## Sigmoid

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



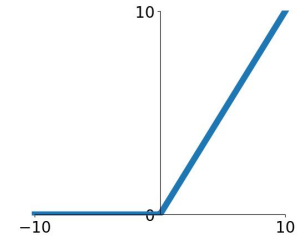
## tanh

$$\tanh(x)$$



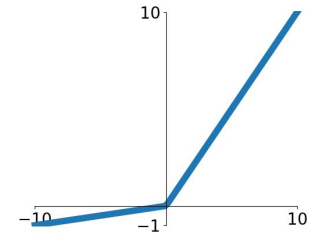
## ReLU

$$\max(0, x)$$



## Leaky ReLU

$$\max(0.1x, x)$$

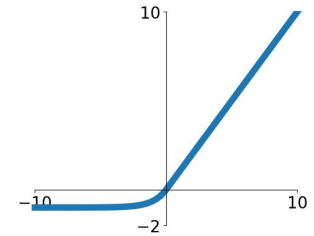


## Maxout

$$\max(w_1^T x + b_1, w_2^T x + b_2)$$

## ELU

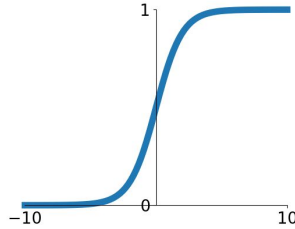
$$\begin{cases} x & x \geq 0 \\ \alpha(e^x - 1) & x < 0 \end{cases}$$



# Activation functions

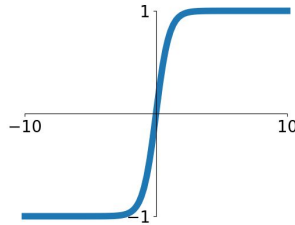
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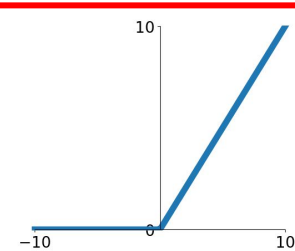
## tanh

$$\tanh(x)$$



## ReLU

$$\max(0, x)$$

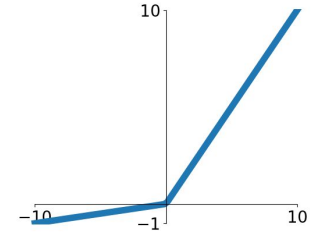


## Rectified Linear Unit

ReLU is a good default choice for most problems

## Leaky ReLU

$$\max(0.1x, x)$$

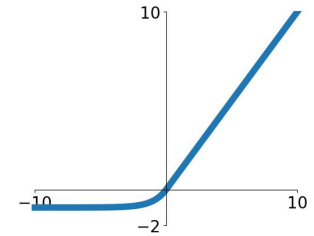


## Maxout

$$\max(w_1^T x + b_1, w_2^T x + b_2)$$

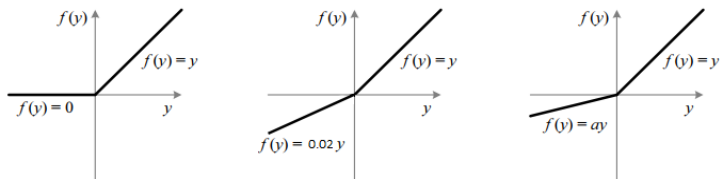
## ELU

$$\begin{cases} x & x \geq 0 \\ \alpha(e^x - 1) & x < 0 \end{cases}$$





# PReLU - Parametric ReLU



[www.cv-foundation.org](http://www.cv-foundation.org) > He\_... ▾ PDF [Перевести эту страницу](#)

[Delving Deep into Rectifiers: Surpassing Human-Level ...](#)

[Delving Deep into Rectifiers: Surpassing Human-Level Performance on ImageNet Classification](#). Kaiming He. Xiangyu Zhang. Shaoqing Ren. Jian Sun.

автор: К Хе - [2015](#) - [Цитируется: 9211](#) - [Похожие статьи](#)

## Сравните с цитируемостью работ Колмогорова и Цибенко

[link.springer.com](http://link.springer.com) > article - [Перевести эту страницу](#)

[Approximation by superpositions of a sigmoidal function ...](#)

Jones, Constructive **approximations** for neural networks by **sigmoidal functions**, Technical Report Series, No. 7, Department of Mathematics, University of Lowell, ...

автор: G Cybenko - 1989 - [Цитируется: 13151](#) - [Похожие статьи](#)

[www.mathnet.ru](http://www.mathnet.ru) > dan22050 - [Перевести эту страницу](#)

[A. N. Kolmogorov, "On the representation of continuous ...](#)

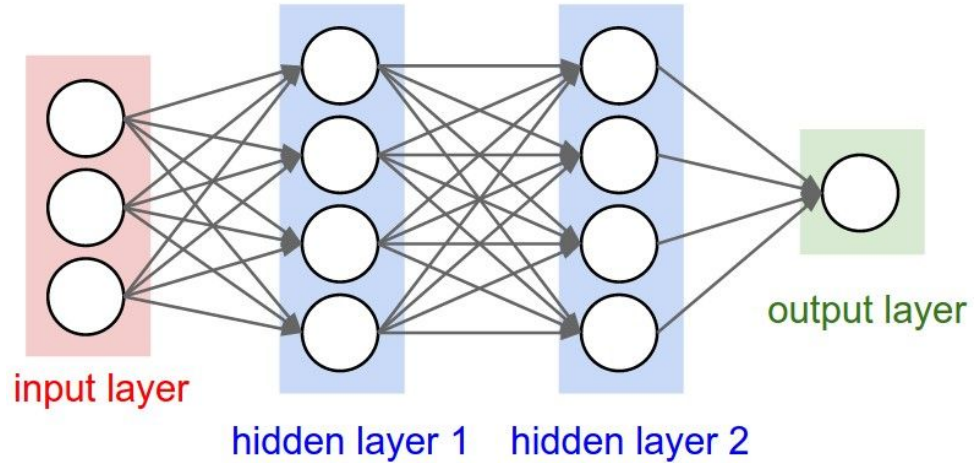
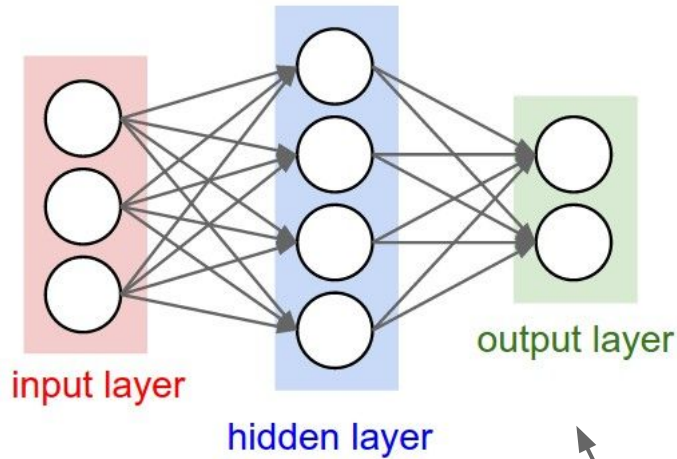
[On the representation of continuous functions of many variables by superposition of continuous functions of one variable and addition](#) A. N. Kolmogorov Full text: ...

автор: AN Kolmogorov - 1957 - [Цитируется: 1194](#) - [Похожие статьи](#)

$$f(x_1, \dots, x_n) = \sum_{i=1}^{2n+1} g_i \left( \sum_{j=1}^n \phi_{ji}(x_j) \right)$$

Kolmogorov's Theorem (1957)

# Neural networks: Architectures

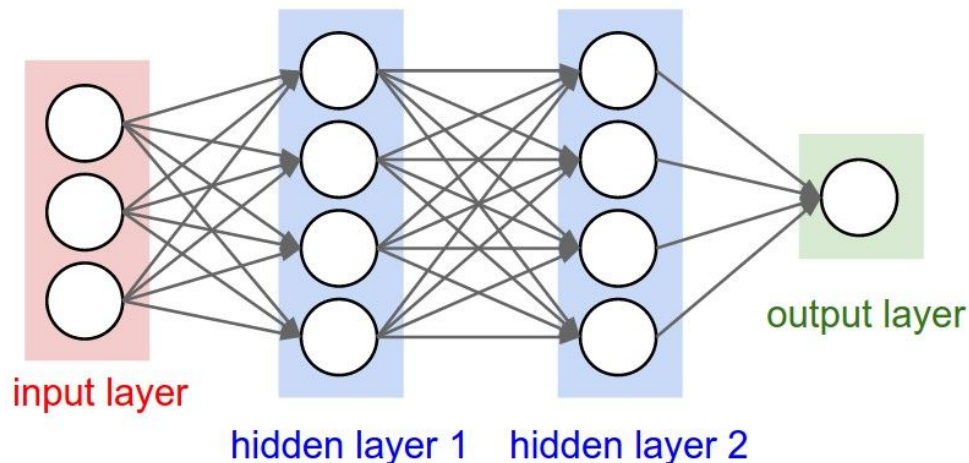


“2-layer Neural Net”, or  
“1-hidden-layer Neural Net”

“Fully-connected” layers

“3-layer Neural Net”, or  
“2-hidden-layer Neural Net”

# Example feed-forward computation of a neural network



```
# forward-pass of a 3-layer neural network:
```

```
f = lambda x: 1.0/(1.0 + np.exp(-x)) # activation function (use sigmoid)
```

```
x = np.random.randn(3, 1) # random input vector of three numbers (3x1)
```

```
h1 = f(np.dot(W1, x) + b1) # calculate first hidden layer activations (4x1)
```

```
h2 = f(np.dot(W2, h1) + b2) # calculate second hidden layer activations (4x1)
```

```
out = np.dot(W3, h2) + b3 # output neuron (1x1)
```

## Full implementation of training a 2-layer Neural Network needs ~20 lines:

```
1 import numpy as np
2 from numpy.random import randn
3
4 N, D_in, H, D_out = 64, 1000, 100, 10
5 x, y = randn(N, D_in), randn(N, D_out)
6 w1, w2 = randn(D_in, H), randn(H, D_out)
7
8 for t in range(2000):
9     h = 1 / (1 + np.exp(-x.dot(w1)))
10    y_pred = h.dot(w2)
11    loss = np.square(y_pred - y).sum()
12    print(t, loss)
13
14    grad_y_pred = 2.0 * (y_pred - y)
15    grad_w2 = h.T.dot(grad_y_pred)
16    grad_h = grad_y_pred.dot(w2.T)
17    grad_w1 = x.T.dot(grad_h * h * (1 - h))
18
19    w1 -= 1e-4 * grad_w1
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Define the network

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```

Define the network

```
7
```

```
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```

Forward pass

```
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```

Define the network

Forward pass

Calculate the analytical gradients

$$\frac{d\sigma(x)}{dx} = \frac{e^{-x}}{(1 + e^{-x})^2} = \left( \frac{1 + e^{-x} - 1}{1 + e^{-x}} \right) \left( \frac{1}{1 + e^{-x}} \right) = (1 - \sigma(x)) \sigma(x)$$



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```

Define the network

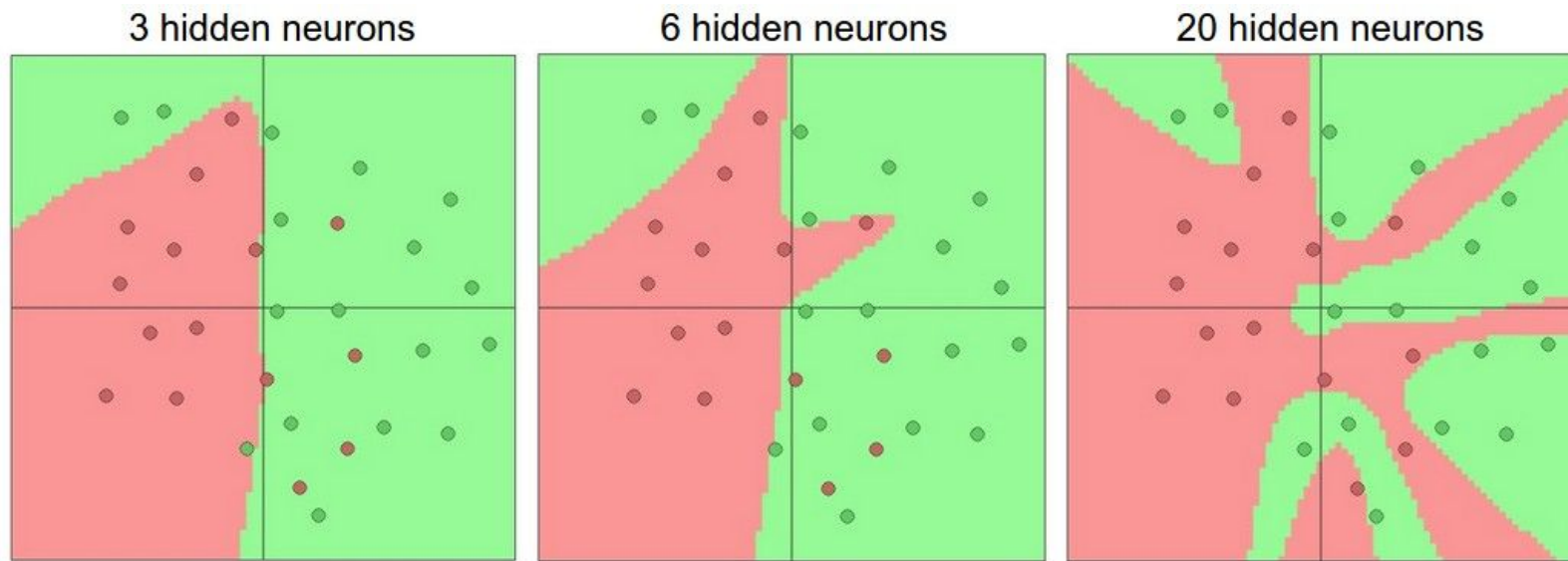
Forward pass

Calculate the analytical gradients

Gradient descent

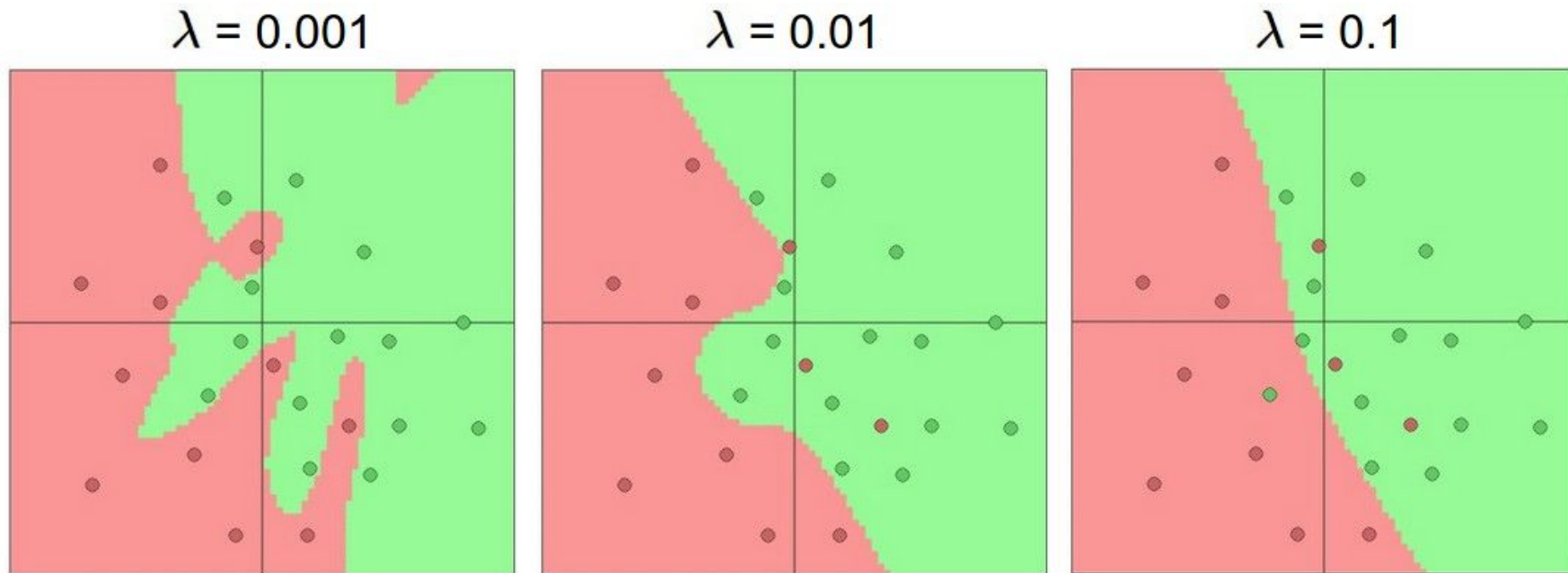


# Setting the number of layers and their sizes



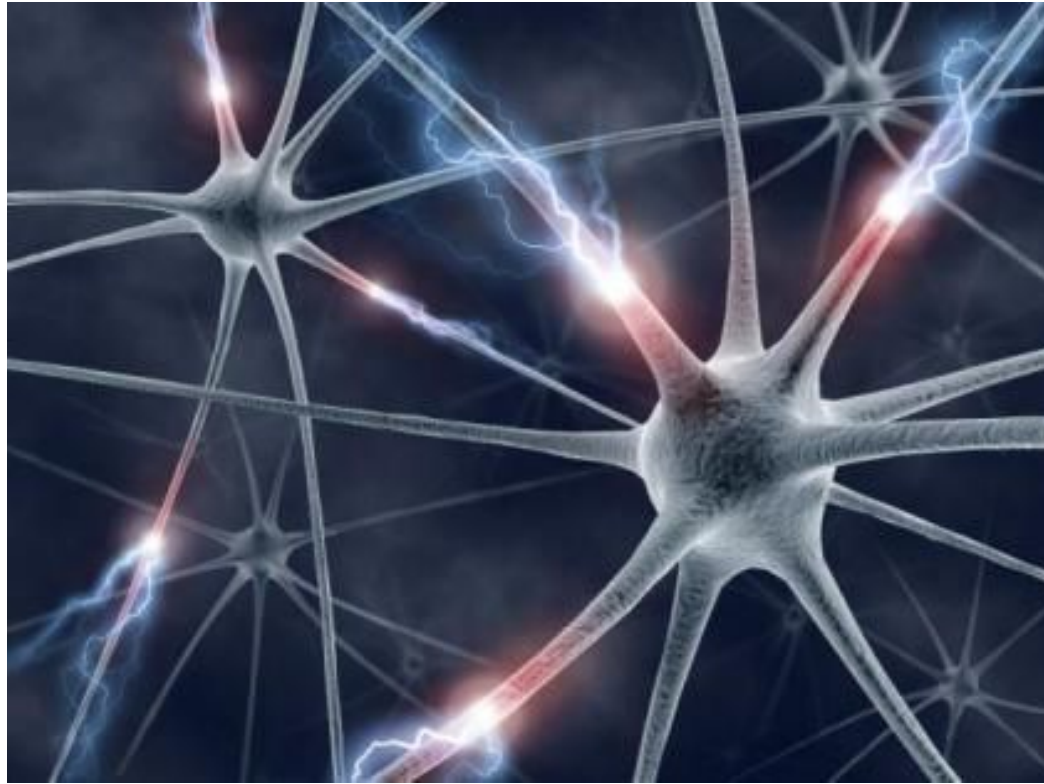
↑  
more neurons = more capacity

Do not use size of neural network as a regularizer. Use stronger regularization instead:



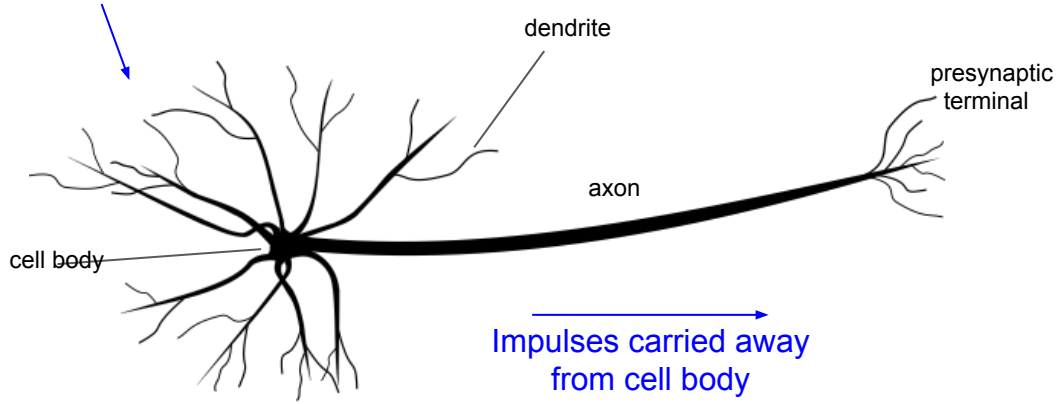
(Web demo with ConvNetJS:  
<http://cs.stanford.edu/people/karpathy/convnetjs/demo/classify2d.html>)

$$L(W) = \frac{1}{N} \sum_{i=1}^N L_i(f(x_i, W), y_i) + \lambda R(W)$$



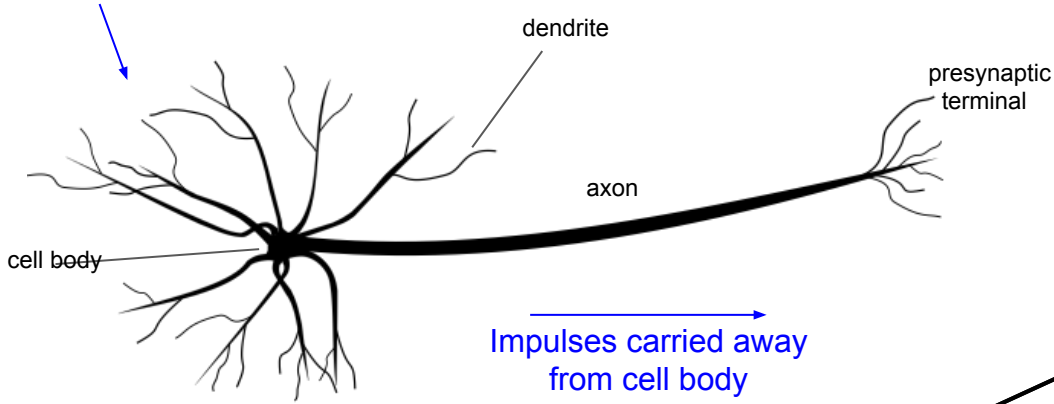
[This image](#) by [Fotis Bobolas](#) is licensed under [CC-BY 2.0](#)

Impulses carried toward cell body

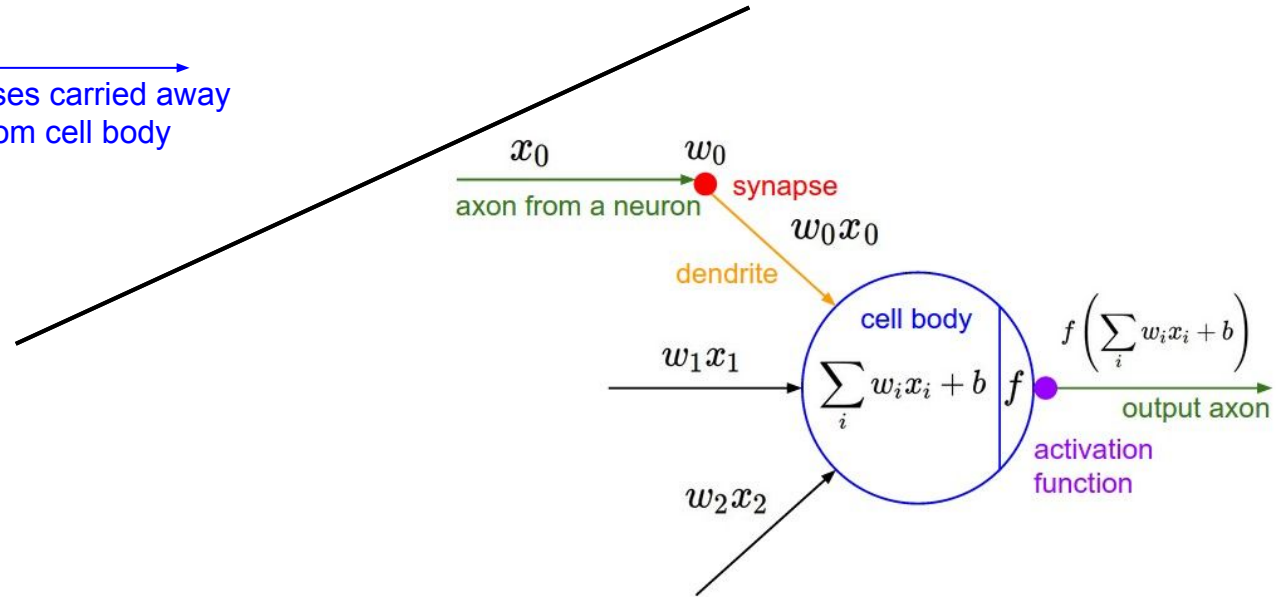


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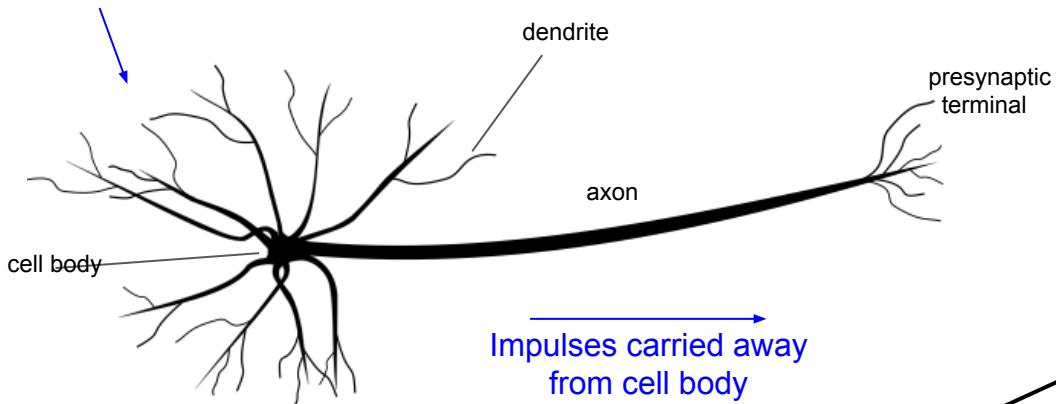
Impulses carried toward cell body



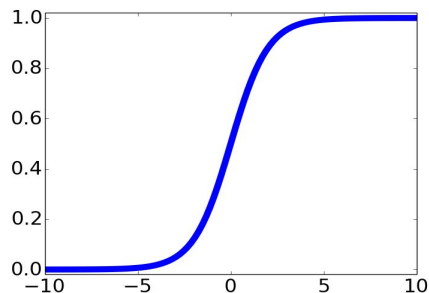
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Impulses carried toward cell body

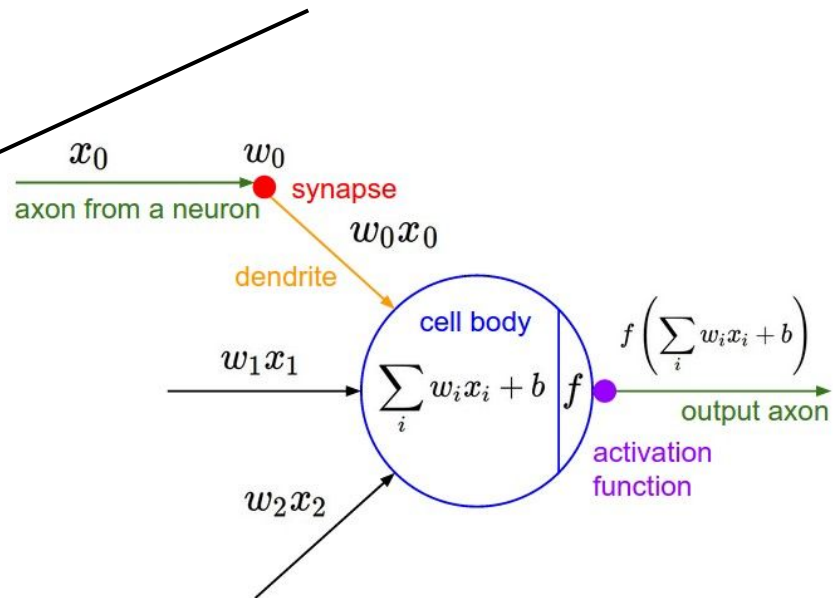


This image by Felipe Perucho is licensed under [CC-BY 3.0](https://creativecommons.org/licenses/by/3.0/)

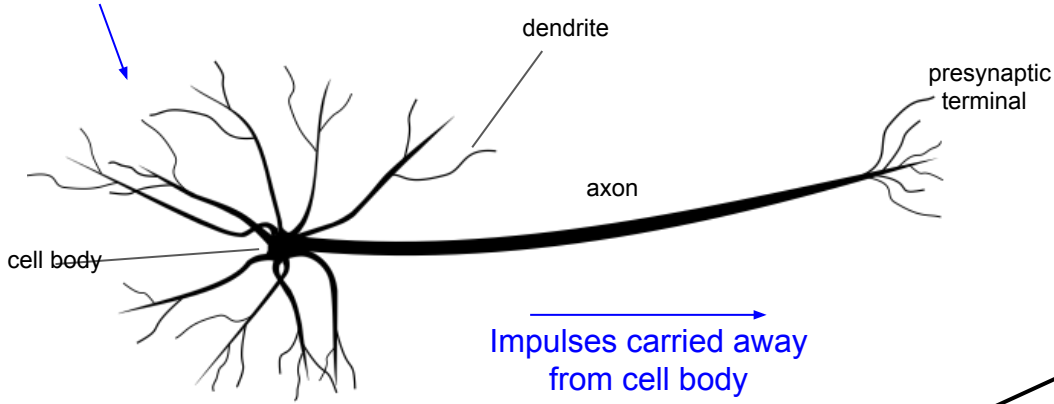


sigmoid activation function

$$\frac{1}{1 + e^{-x}}$$

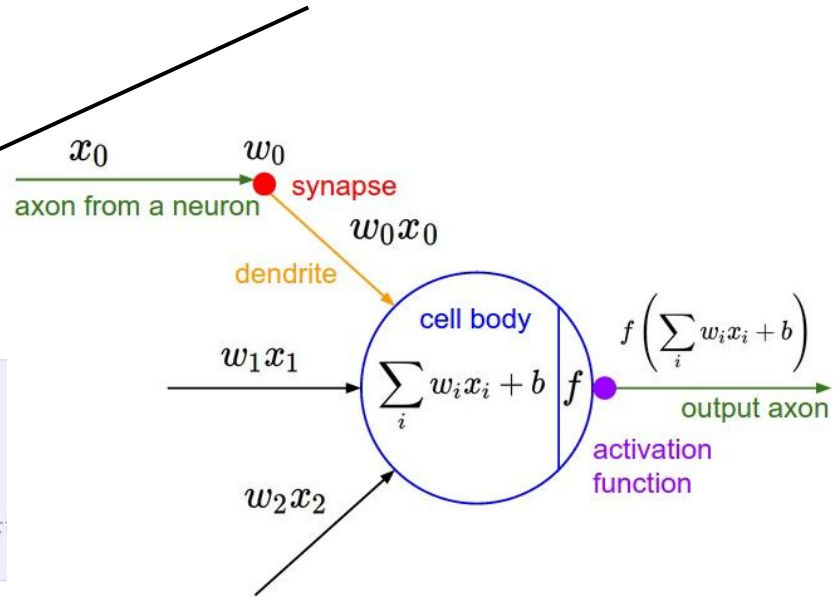


Impulses carried toward cell body



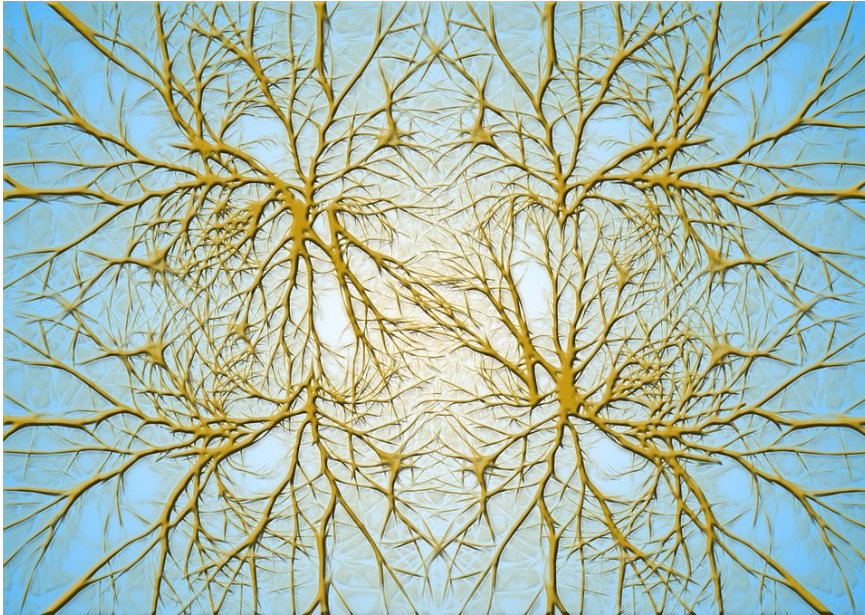
This image by Felipe Perucho is licensed under [CC-BY 3.0](https://creativecommons.org/licenses/by/3.0/)

```
class Neuron:  
    # ...  
    def neuron_tick(inputs):  
        """ assume inputs and weights are 1-D numpy arrays and bias is a number """  
        cell_body_sum = np.sum(inputs * self.weights) + self.bias  
        firing_rate = 1.0 / (1.0 + math.exp(-cell_body_sum)) # sigmoid activation func  
        return firing_rate
```



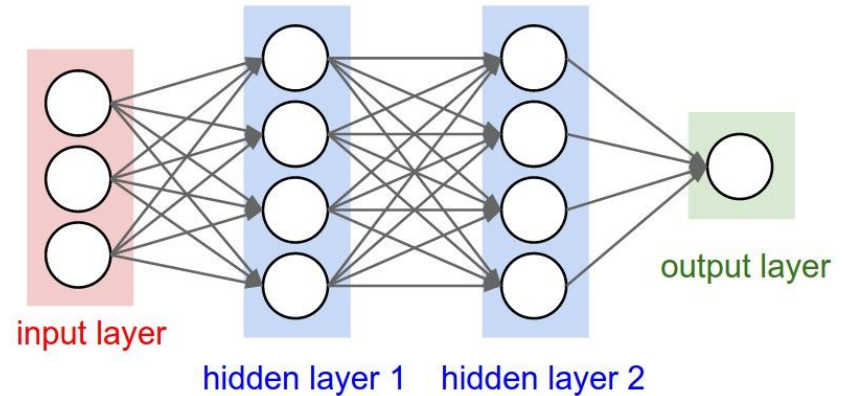


## Biological Neurons: Complex connectivity patterns



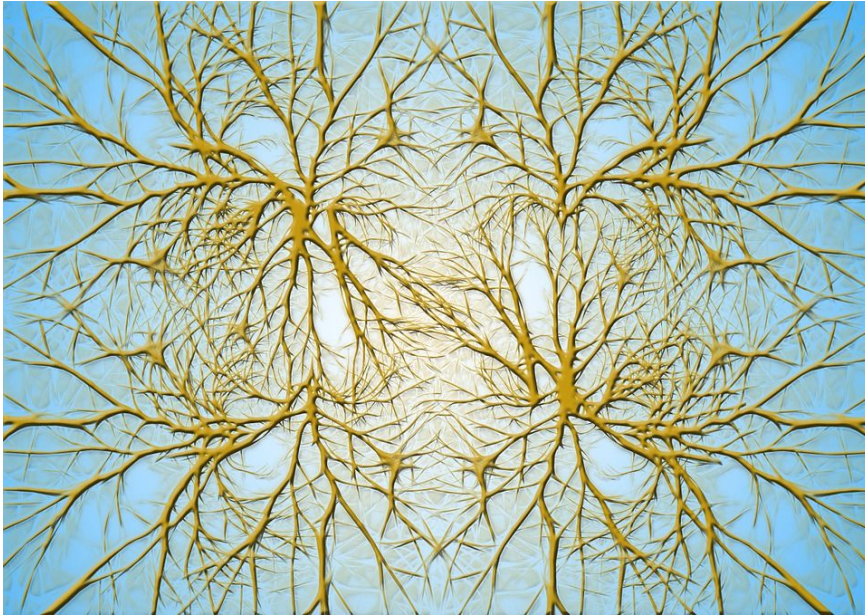
[This image is CC0 Public Domain](#)

## Neurons in a neural network: Organized into regular layers for computational efficiency



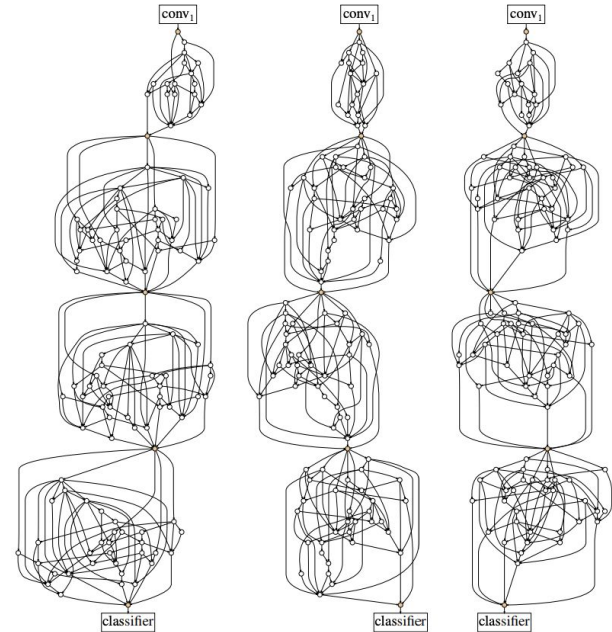


## Biological Neurons: Complex connectivity patterns



[This image](#) is [CC0 Public Domain](#)

But neural networks with random connections can work too!



Xie et al, "Exploring Randomly Wired Neural Networks for Image Recognition", arXiv 2019

# Be very careful with your brain analogies!

## Biological Neurons:

- Many different types
- Dendrites can perform complex non-linear computations
- Synapses are not a single weight but a complex non-linear dynamical system

[Dendritic Computation. London and Hausser]

**Michael Jordan:** Well, I want to be a little careful here. I think it's important to distinguish two areas where the word *neural* is currently being used.

One of them is in deep learning. And there, each “neuron” is really a cartoon.

<https://spectrum.ieee.org/artificial-intelligence/machine-learning/machinelearning-maestro-michael-jordan-on-the-delusions-of-big-data-and-other-huge-engineering-efforts>

# Problem: How to compute gradients?

$$s = f(x; W_1, W_2) = W_2 \max(0, W_1 x) \quad \text{Nonlinear score function}$$

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1) \quad \text{SVM Loss on predictions}$$

$$R(W) = \sum_k W_k^2 \quad \text{Regularization}$$

$$L = \frac{1}{N} \sum_{i=1}^N L_i + \lambda R(W_1) + \lambda R(W_2) \quad \text{Total loss: data loss + regularization}$$

If we can compute  $\frac{\partial L}{\partial W_1}$ ,  $\frac{\partial L}{\partial W_2}$  then we can learn  $W_1$  and  $W_2$

# (Bad) Idea: Derive $\nabla_W L$ on paper

$$s = f(x; W) = Wx$$

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

$$= \sum_{j \neq y_i} \max(0, W_{j,:} \cdot x + W_{y_i,:} \cdot x + 1)$$

$$L = \frac{1}{N} \sum_{i=1}^N L_i + \lambda \sum_k W_k^2$$

$$= \frac{1}{N} \sum_{i=1}^N \sum_{j \neq y_i} \max(0, W_{j,:} \cdot x + W_{y_i,:} \cdot x + 1) + \lambda \sum_k W_k^2$$

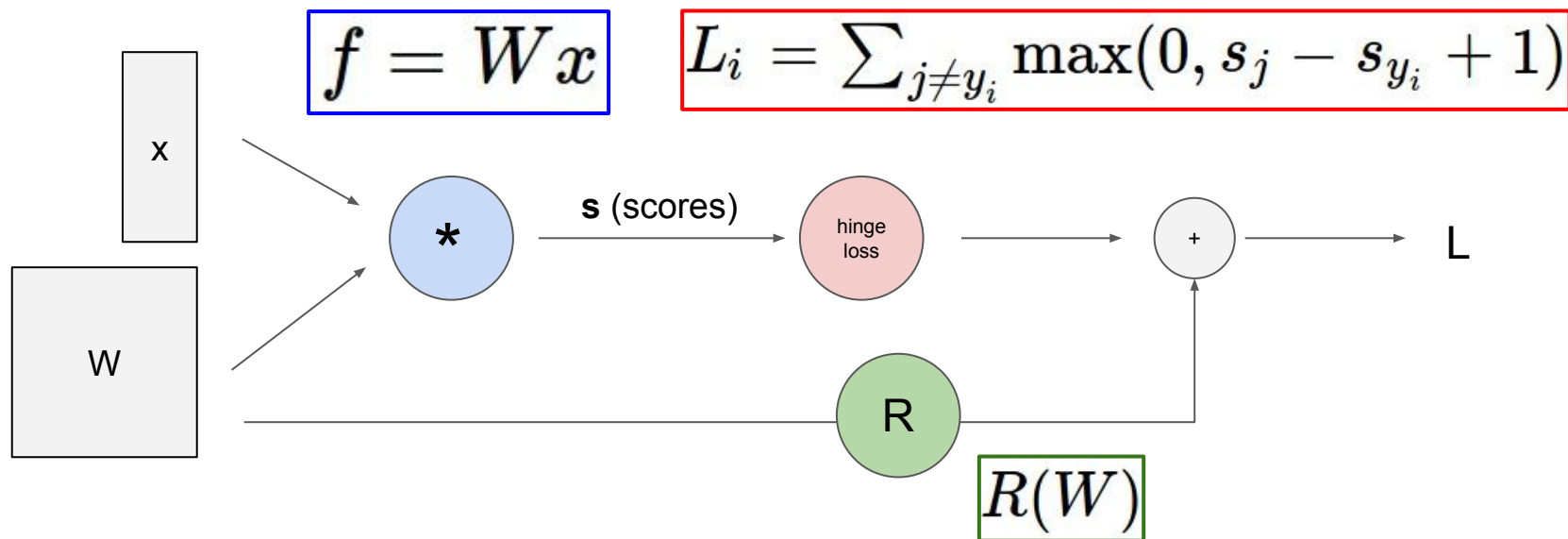
$$\nabla_W L = \nabla_W \left( \frac{1}{N} \sum_{i=1}^N \sum_{j \neq y_i} \max(0, W_{j,:} \cdot x + W_{y_i,:} \cdot x + 1) + \lambda \sum_k W_k^2 \right)$$

**Problem:** Very tedious: Lots of matrix calculus, need lots of paper

**Problem:** What if we want to change loss? E.g. use softmax instead of SVM? Need to re-derive from scratch = (

**Problem:** Not feasible for very complex models!

# Better Idea: Computational graphs + Backpropagation



# Convolutional network (AlexNet)

input image

weights

loss

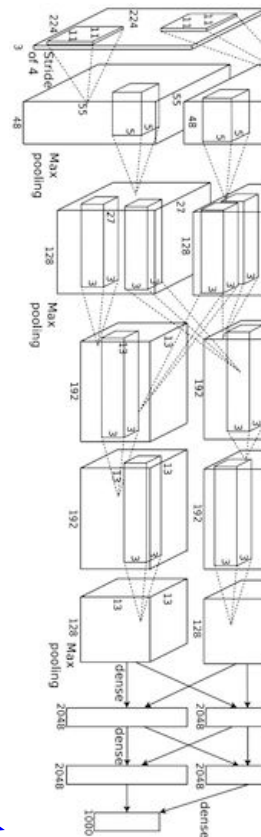


Figure copyright Alex Krizhevsky, Ilya Sutskever, and Geoffrey Hinton, 2012. Reproduced with permission.

# Neural Turing Machine

input image

loss

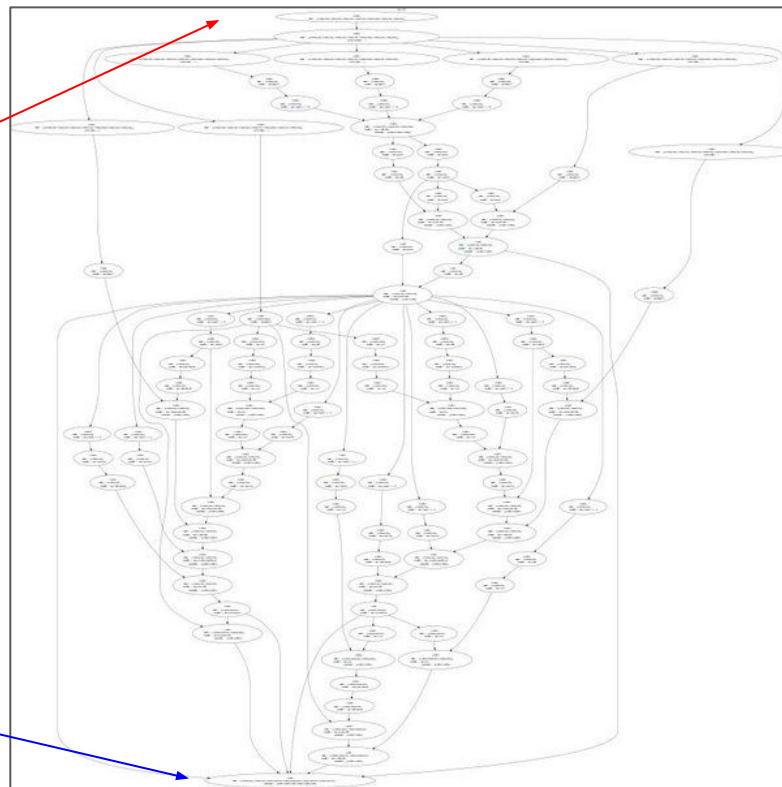


Figure reproduced with permission from a [Twitter post](#) by Andrej Karpathy.

# Neural Turing Machine

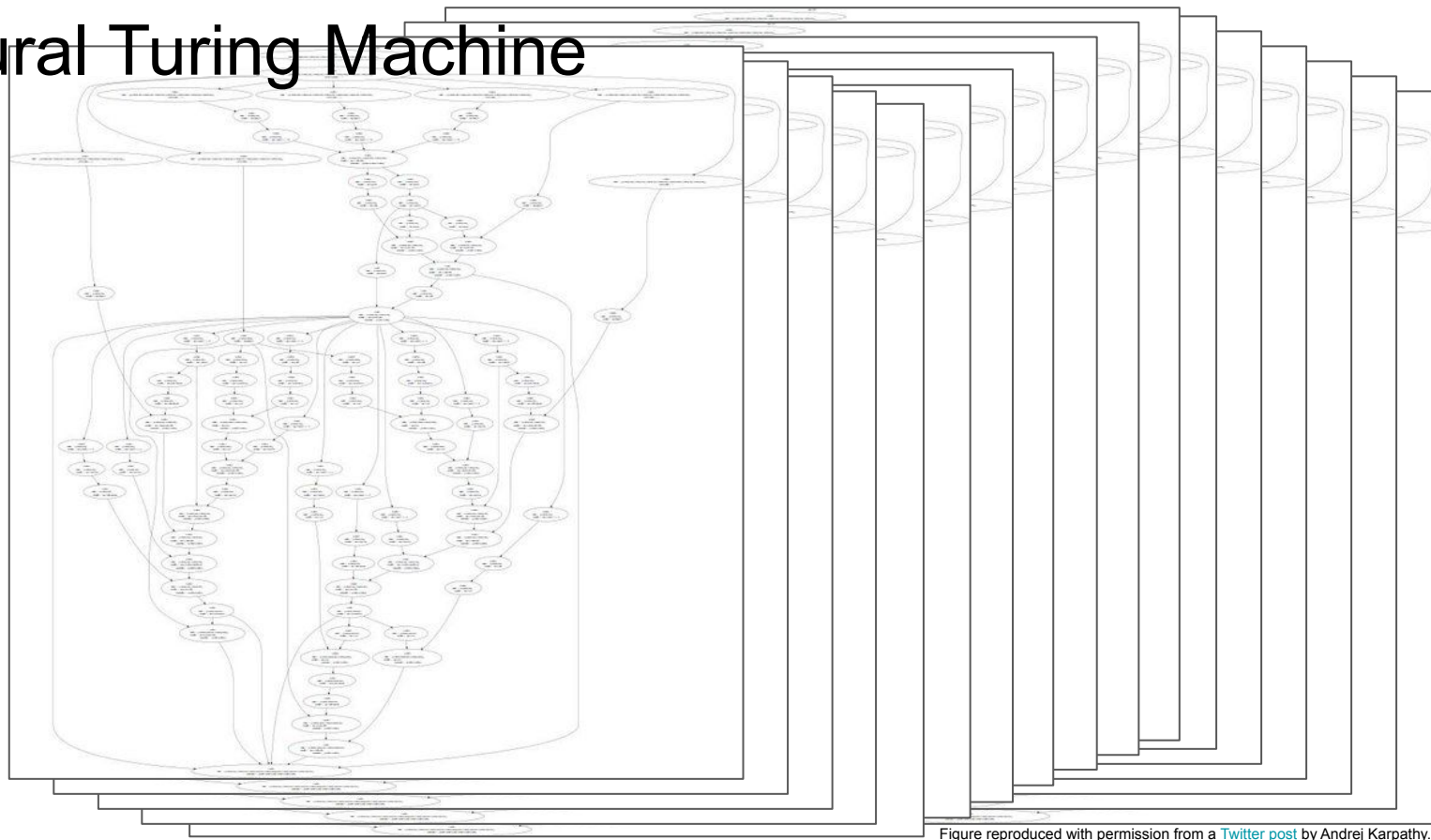


Figure reproduced with permission from a [Twitter post](#) by Andrej Karpathy.



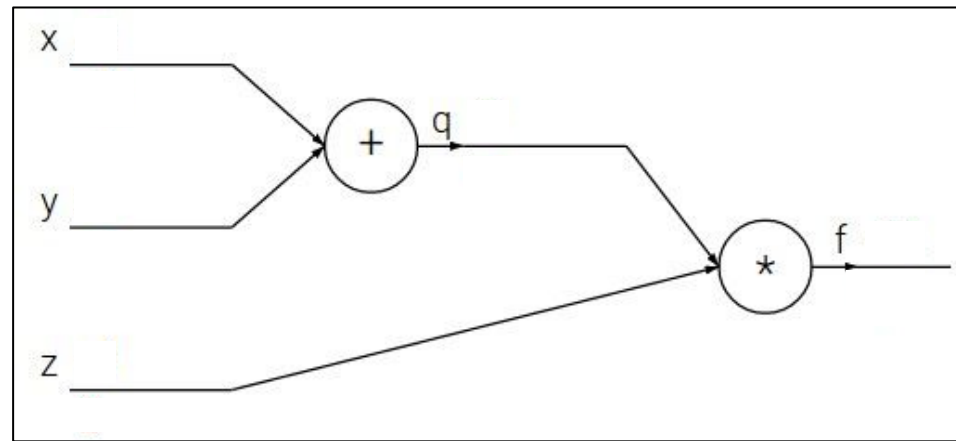
# Solution: Backpropagation

## Backpropagation: a simple example

$$f(x, y, z) = (x + y)z$$

# Backpropagation: a simple example

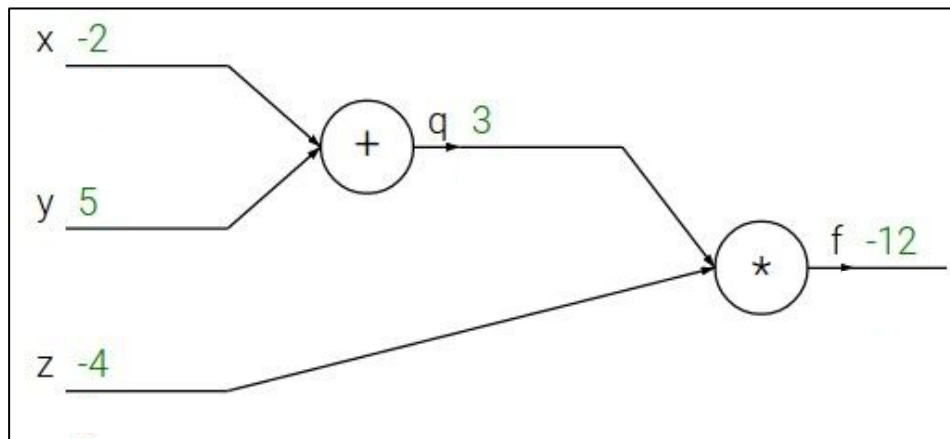
$$f(x, y, z) = (x + y)z$$



## Backpropagation: a simple example

$$f(x, y, z) = (x + y)z$$

e.g.  $x = -2, y = 5, z = -4$

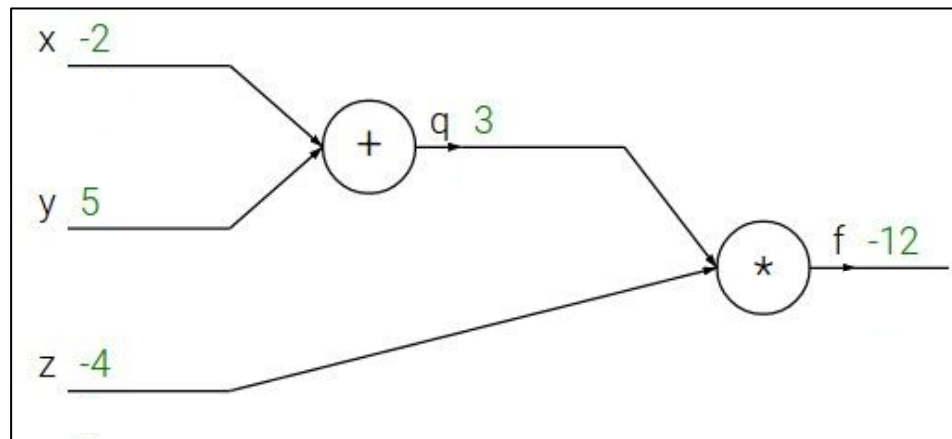


## Backpropagation: a simple example

$$f(x, y, z) = (x + y)z$$

e.g.  $x = -2, y = 5, z = -4$

$$q = x + y \quad \frac{\partial q}{\partial x} = 1, \frac{\partial q}{\partial y} = 1$$



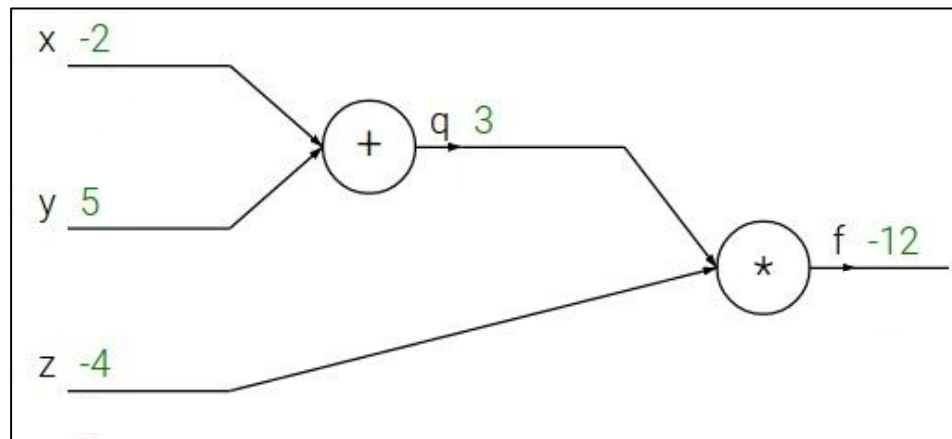
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## Backpropagation: a simple example

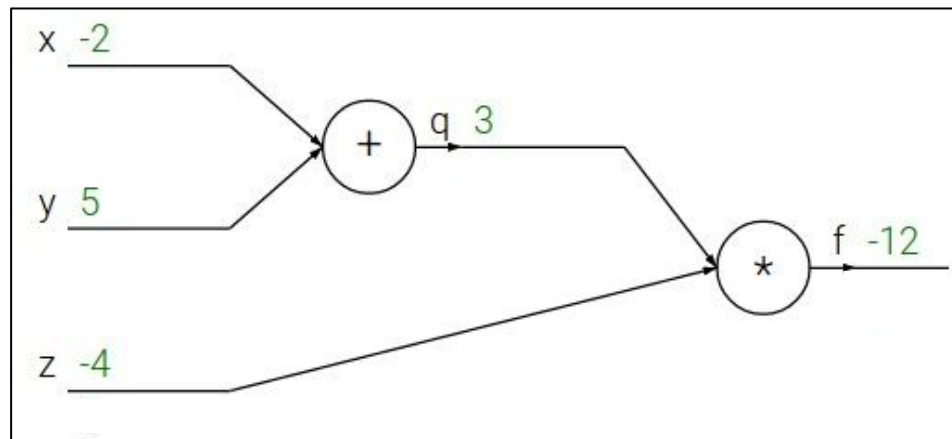
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$$\text{Want: } \frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$$



## Backpropagation: a simple example

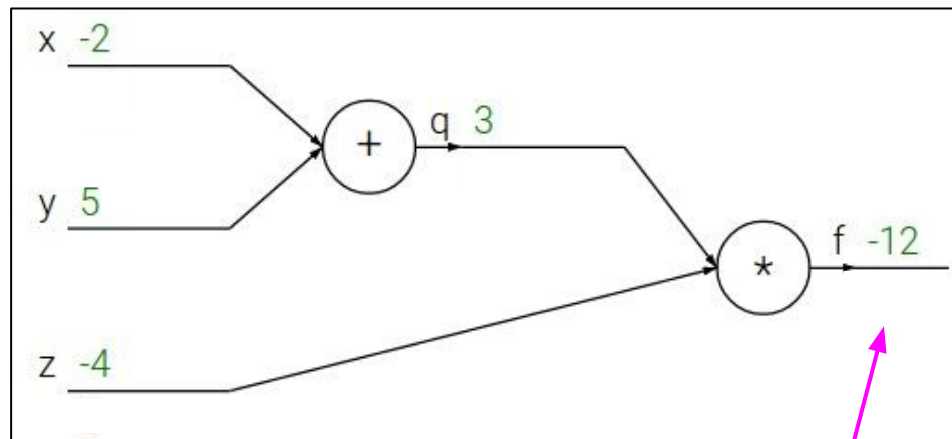
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$$\text{Want: } \frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$$



$$\frac{\partial f}{\partial f}$$



## Backpropagation: a simple example

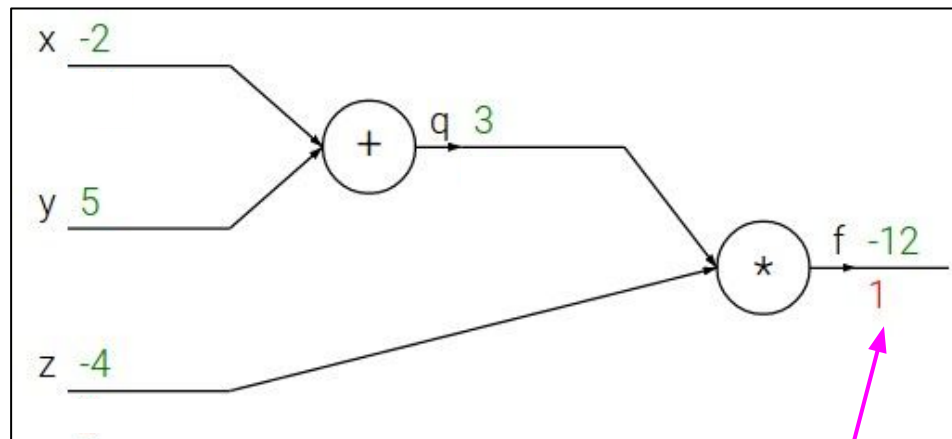
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$$q = x + y \quad \frac{\partial q}{\partial x} = 1, \frac{\partial q}{\partial y} = 1$$

$$f = qz \quad \frac{\partial f}{\partial q} = z, \frac{\partial f}{\partial z} = q$$

Want:  $\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$



$$\frac{\partial f}{\partial f}$$

A pink arrow points from this box to the output node  $f$  in the computational graph above.

## Backpropagation: a simple example

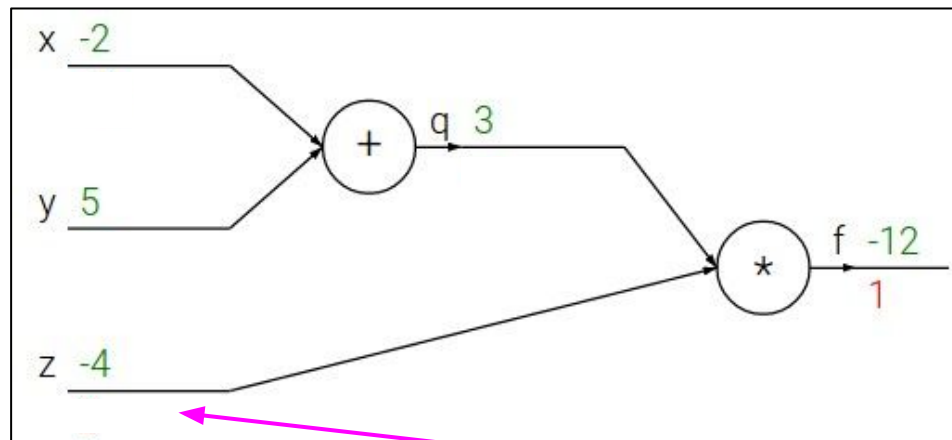
$$f(x, y, z) = (x + y)z$$

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$$q = x + y \quad \frac{\partial q}{\partial x} = 1, \frac{\partial q}{\partial y} = 1$$

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$$\text{Want: } \frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$$



$$\frac{\partial f}{\partial z}$$

# Backpropagation: a simple example

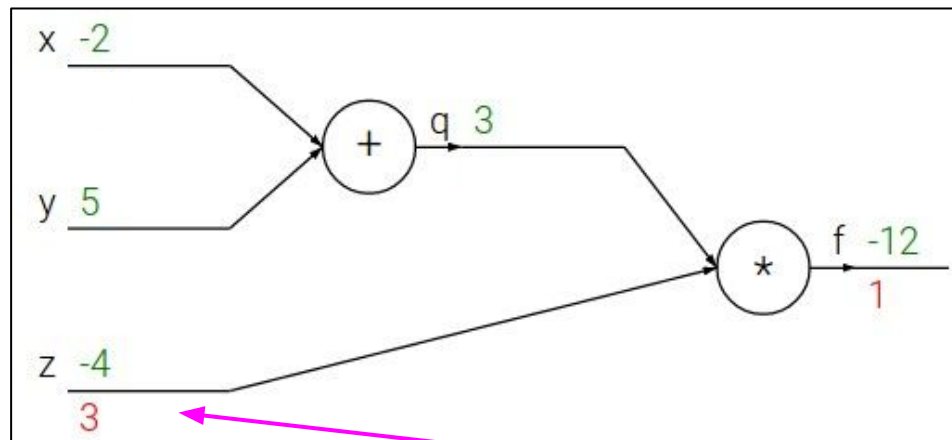
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$$\text{Want: } \frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$$



$$\frac{\partial f}{\partial z}$$

## Backpropagation: a simple example

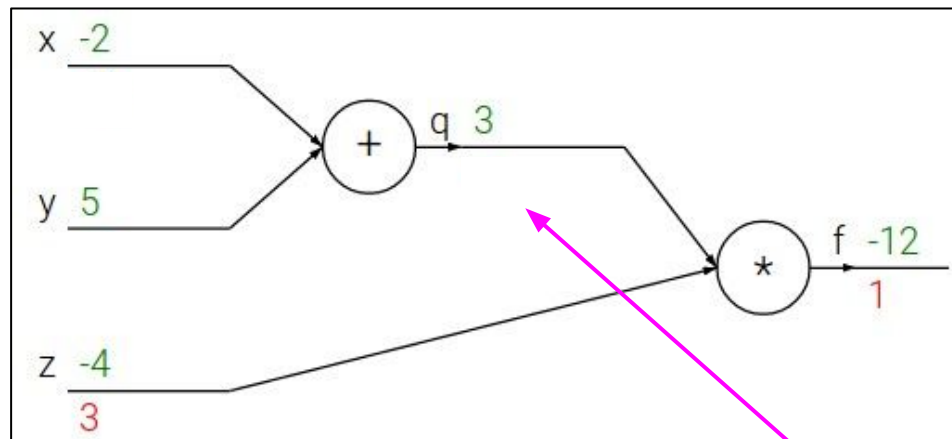
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$$\frac{\partial f}{\partial q}$$

## Backpropagation: a simple example

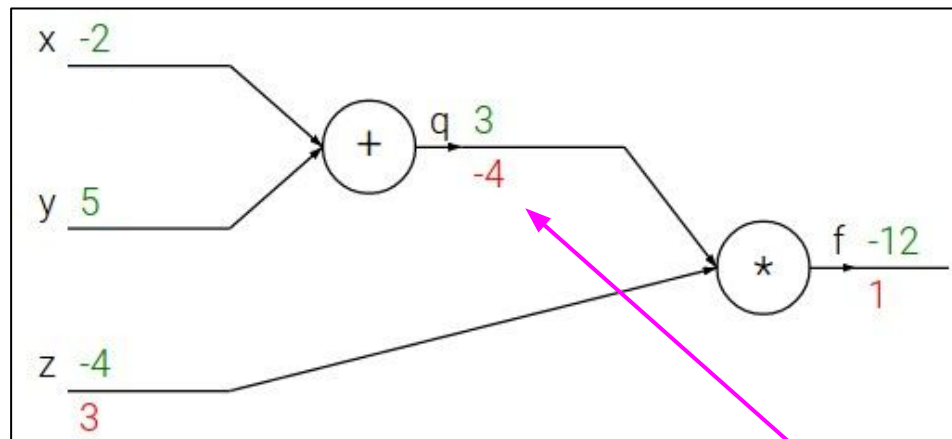
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$$\frac{\partial f}{\partial q}$$

# Backpropagation: a simple example

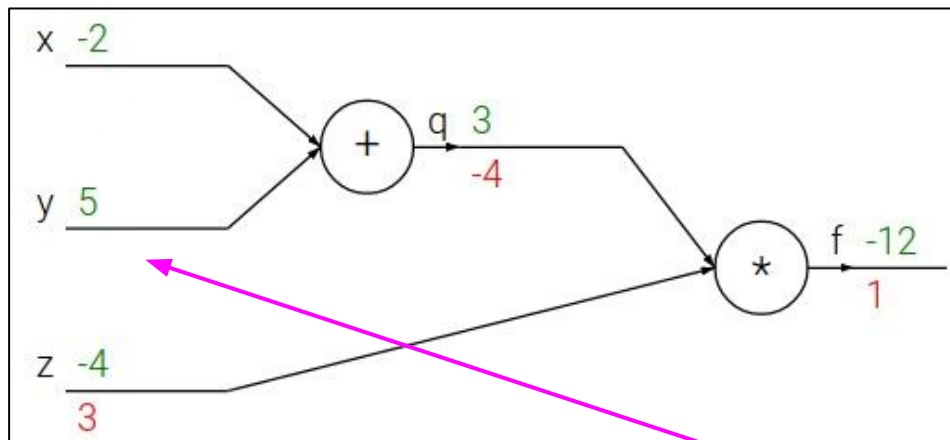
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$$\text{e.g. } x = -2, y = 5, z = -4$$

$$q = x + y \quad \frac{\partial q}{\partial x} = 1, \frac{\partial q}{\partial y} = 1$$

$$f = qz \quad \frac{\partial f}{\partial q} = z, \frac{\partial f}{\partial z} = q$$

Want:  $\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$



$$\frac{\partial f}{\partial y}$$

Chain rule:

$$\frac{\partial f}{\partial y} = \frac{\partial f}{\partial q} \frac{\partial q}{\partial y}$$

Upstream  
gradient

Local  
gradient

# Backpropagation: a simple example

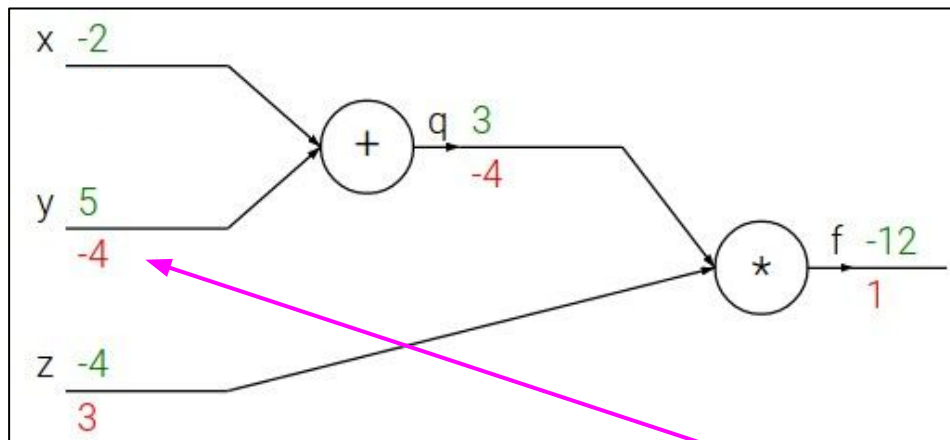
$$f(x, y, z) = (x + y)z$$

$$\text{e.g. } x = -2, y = 5, z = -4$$

$$q = x + y \quad \frac{\partial q}{\partial x} = 1, \frac{\partial q}{\partial y} = 1$$

$$f = qz \quad \frac{\partial f}{\partial q} = z, \frac{\partial f}{\partial z} = q$$

Want:  $\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$



$$\frac{\partial f}{\partial y}$$

Chain rule:

$$\frac{\partial f}{\partial y} = \frac{\partial f}{\partial q} \frac{\partial q}{\partial y}$$

Upstream  
gradient

Local  
gradient

# Backpropagation: a simple example

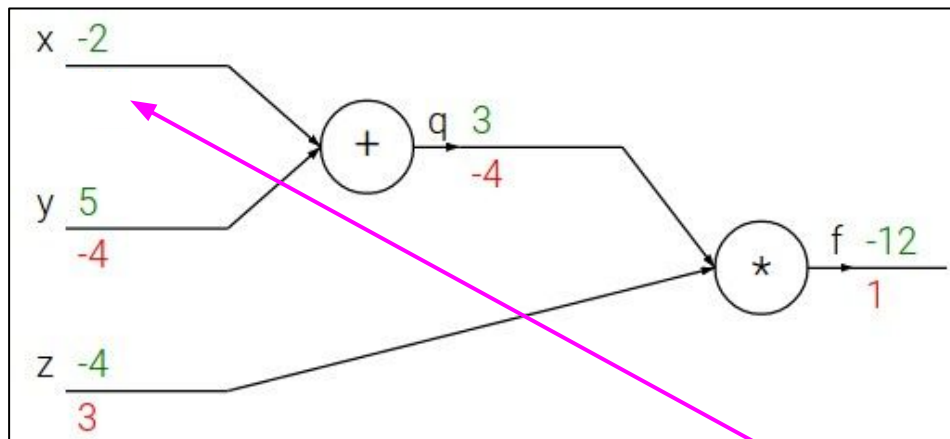
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Want:  $\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$



Chain rule:

$$\frac{\partial f}{\partial x} = \frac{\partial f}{\partial q} \frac{\partial q}{\partial x}$$

Upstream  
gradient

Local  
gradient

$$\frac{\partial f}{\partial x}$$



# Backpropagation: a simple example

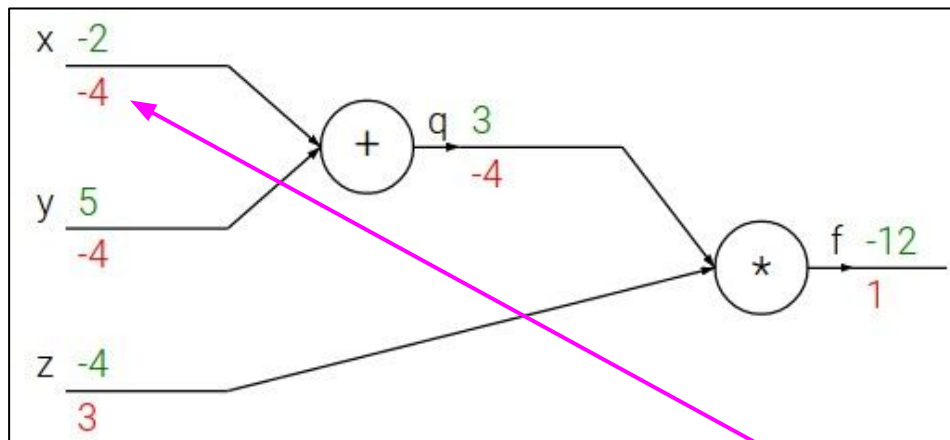
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Want:  $\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$



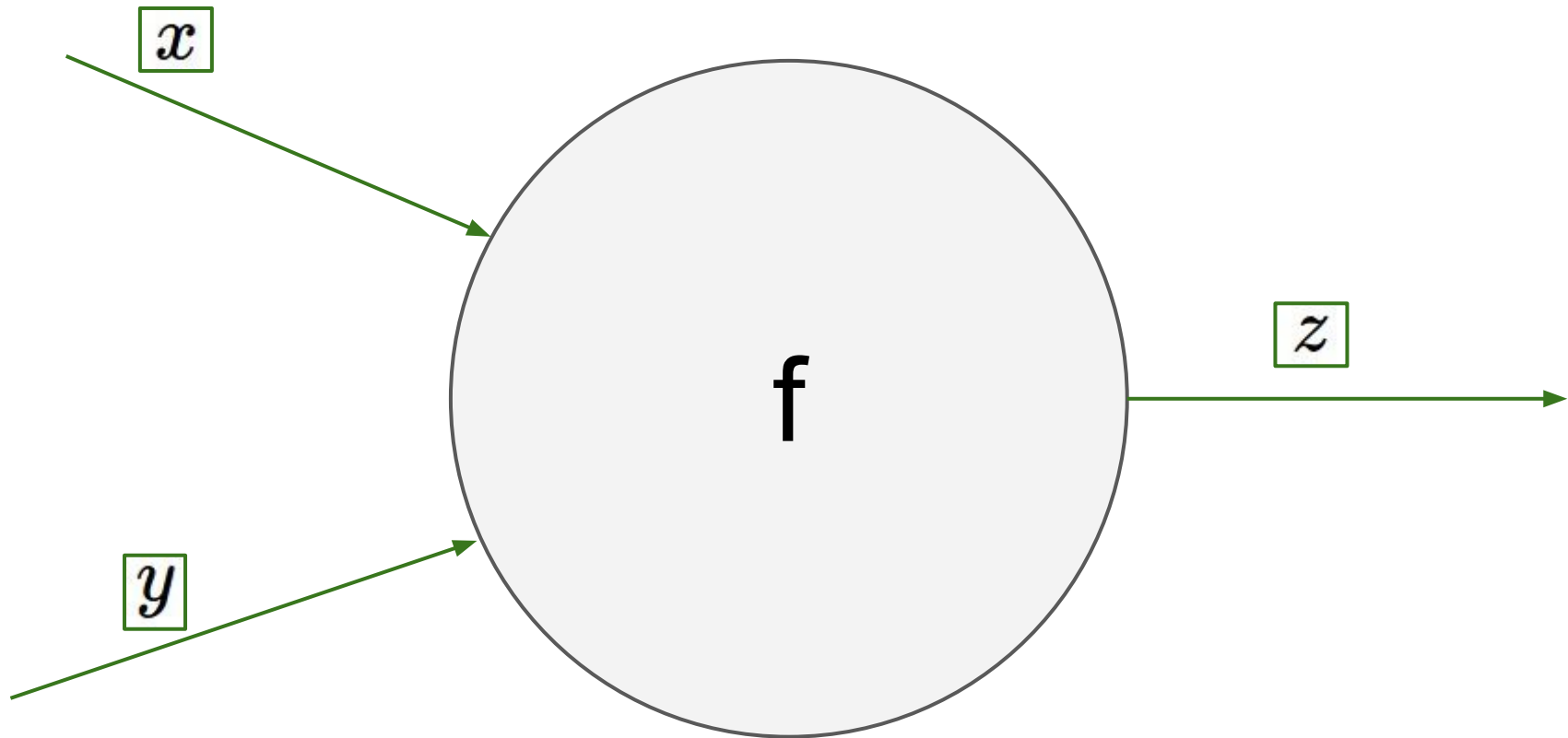
Chain rule:

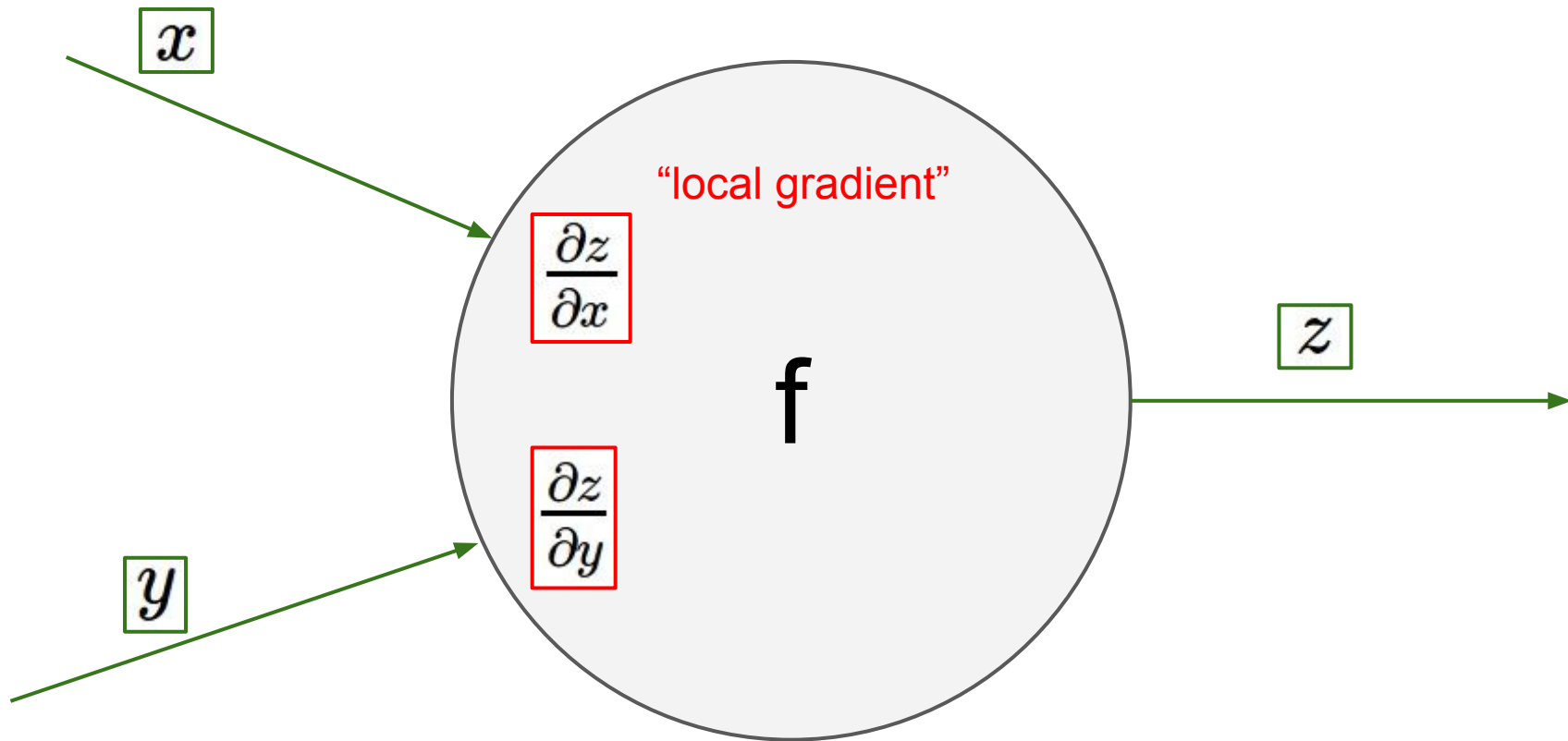
$$\frac{\partial f}{\partial x} = \frac{\partial f}{\partial q} \frac{\partial q}{\partial x}$$

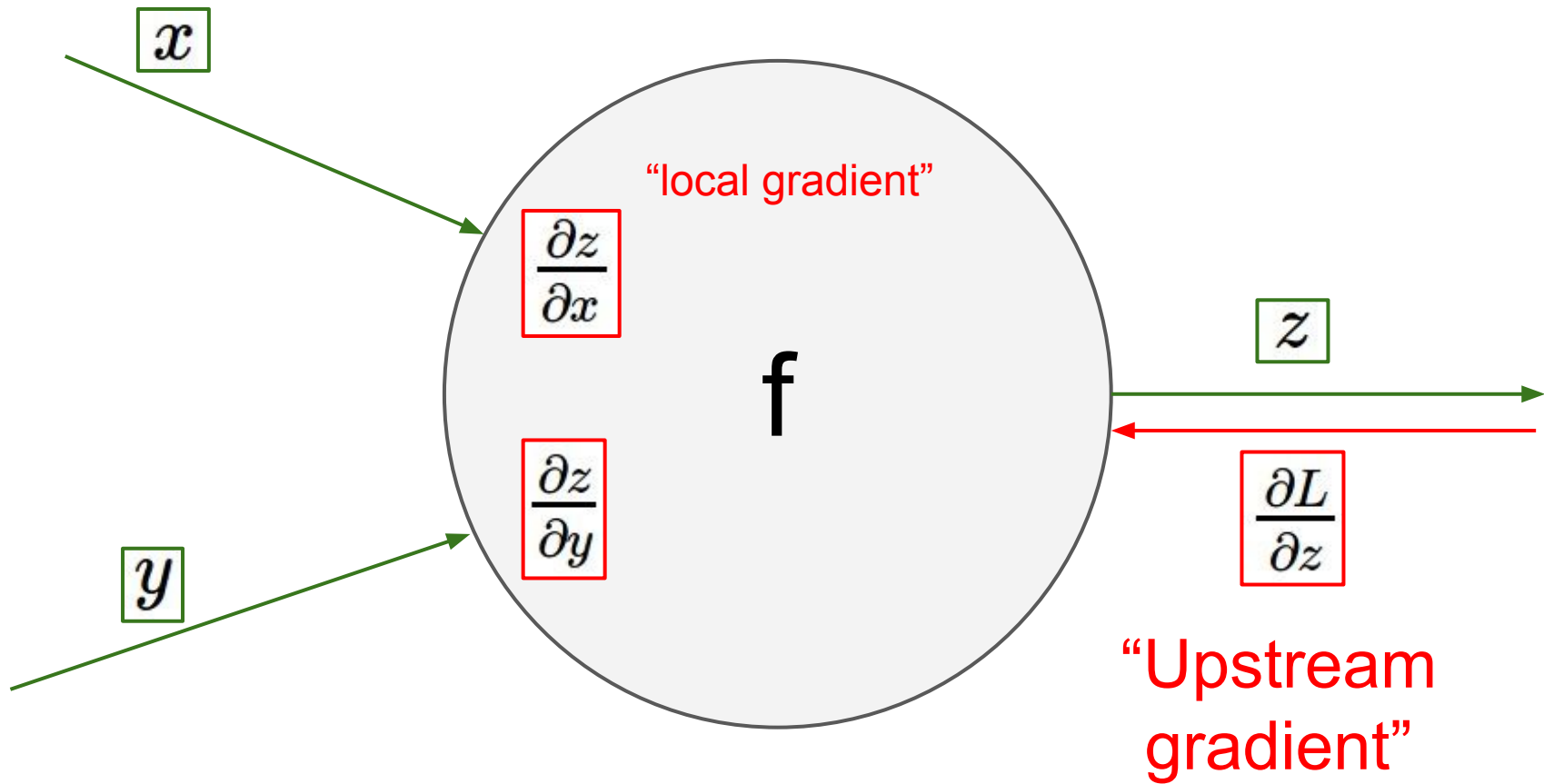
Upstream gradient

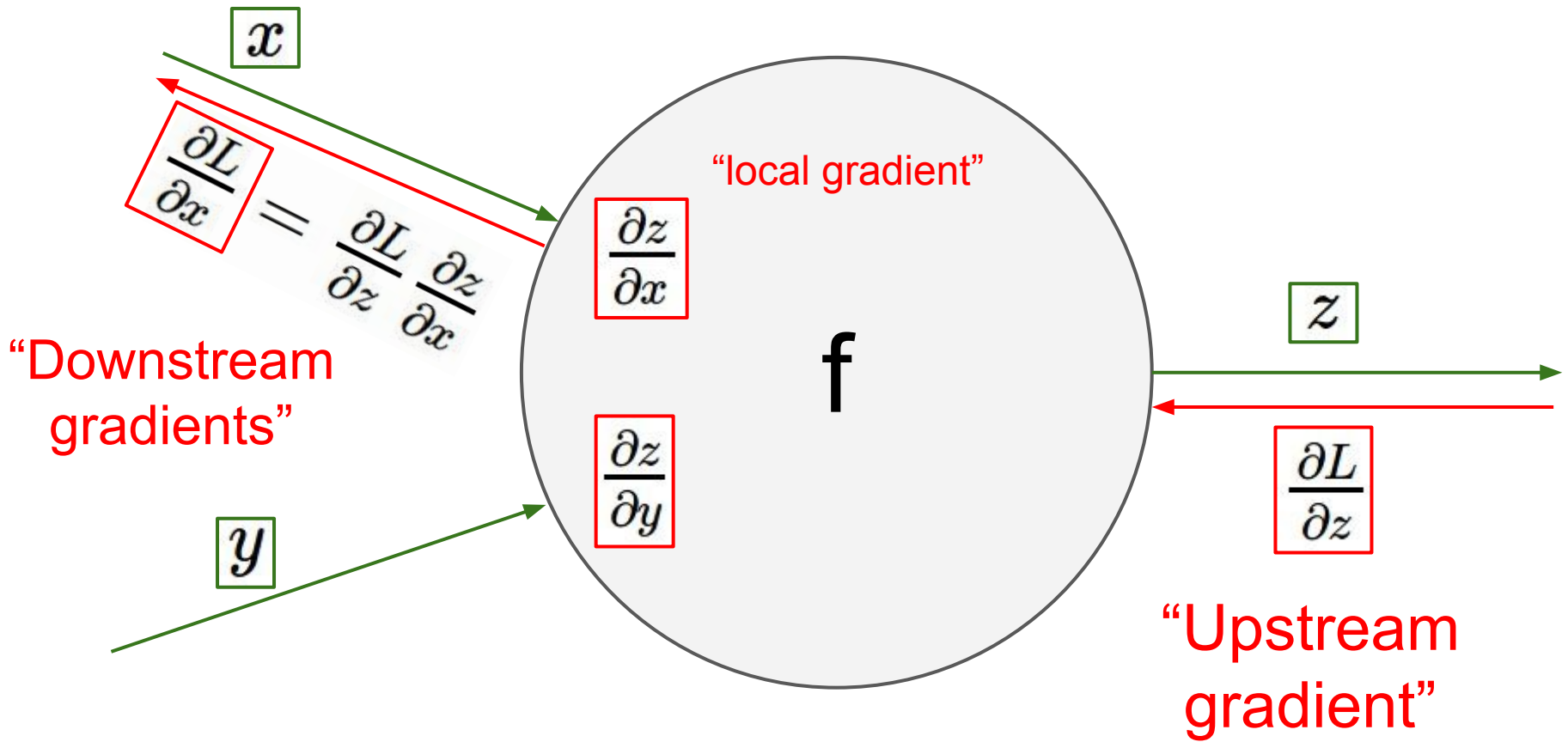
Local gradient

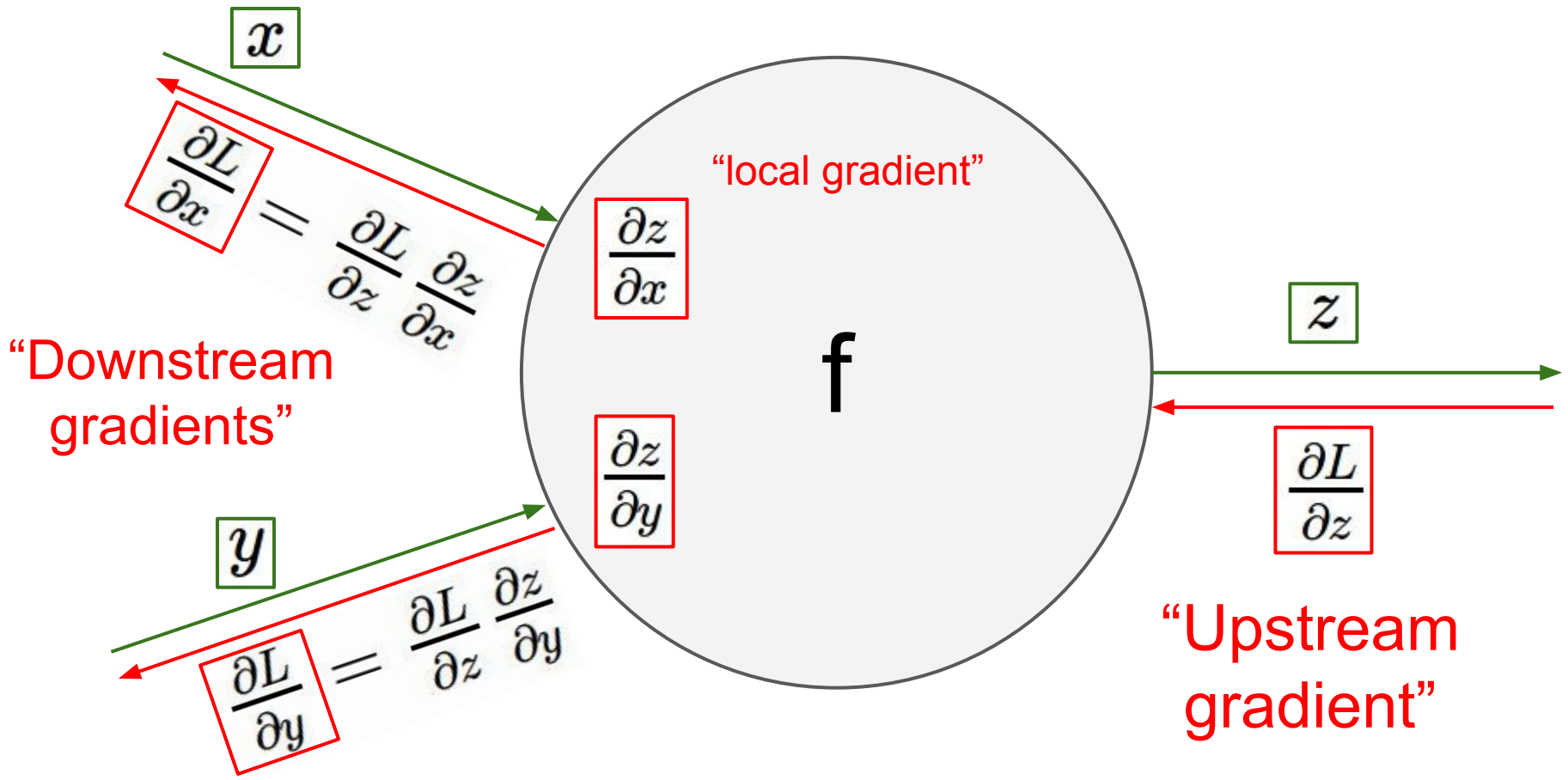
$$\frac{\partial f}{\partial x}$$

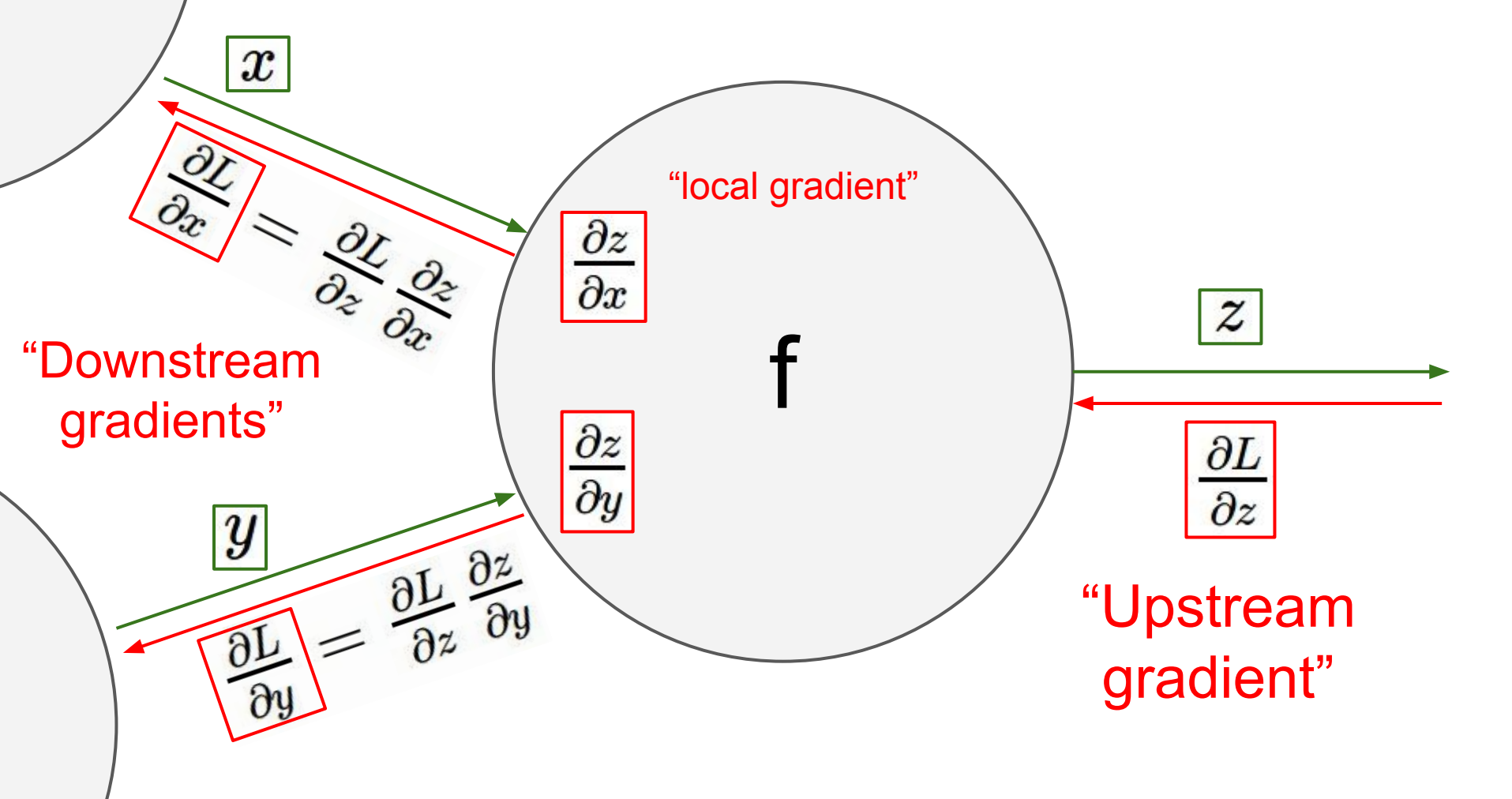






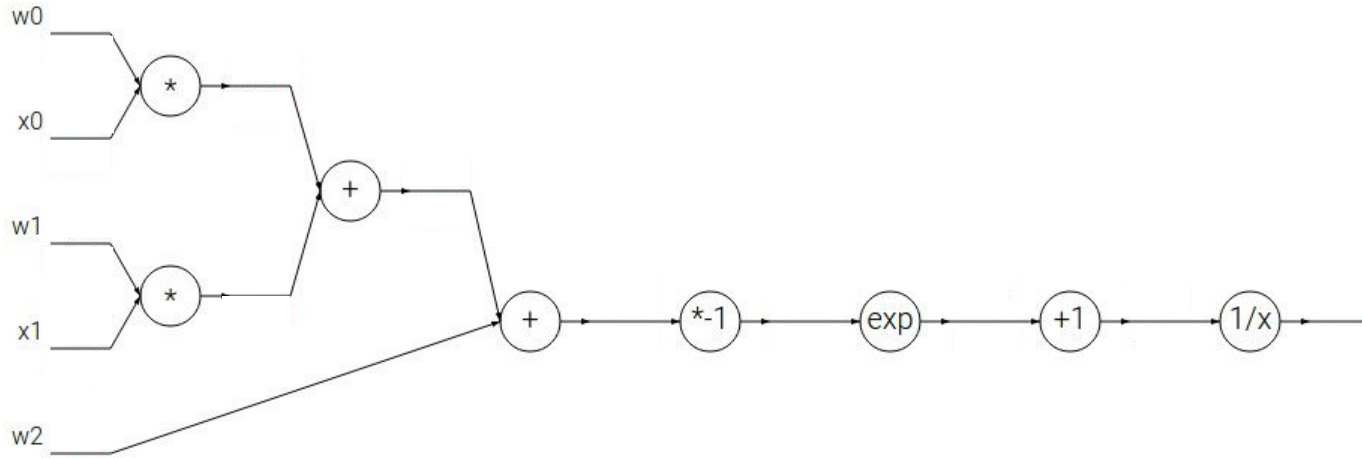






Another example:

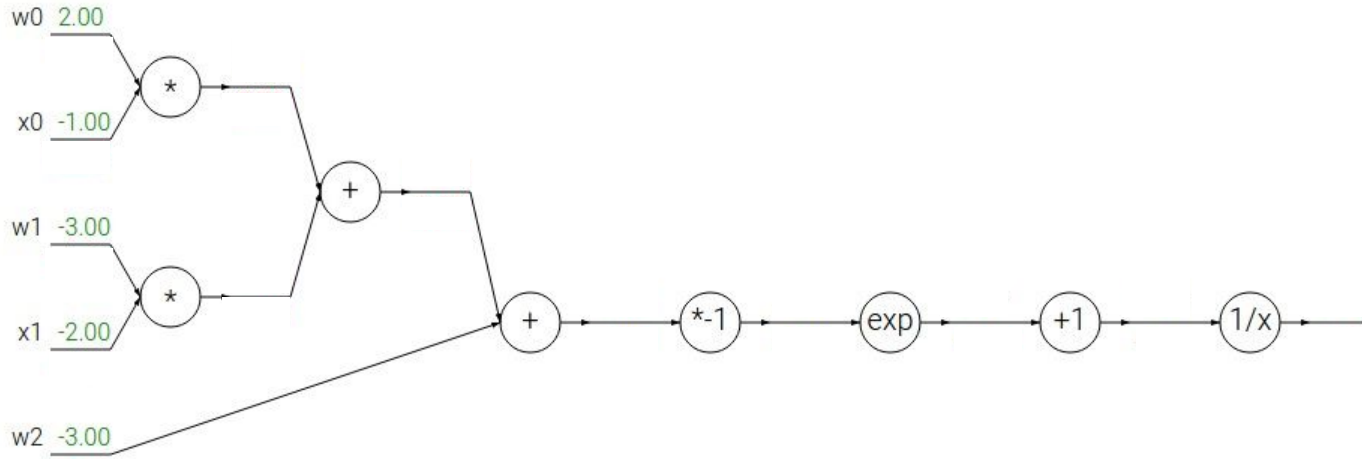
$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$





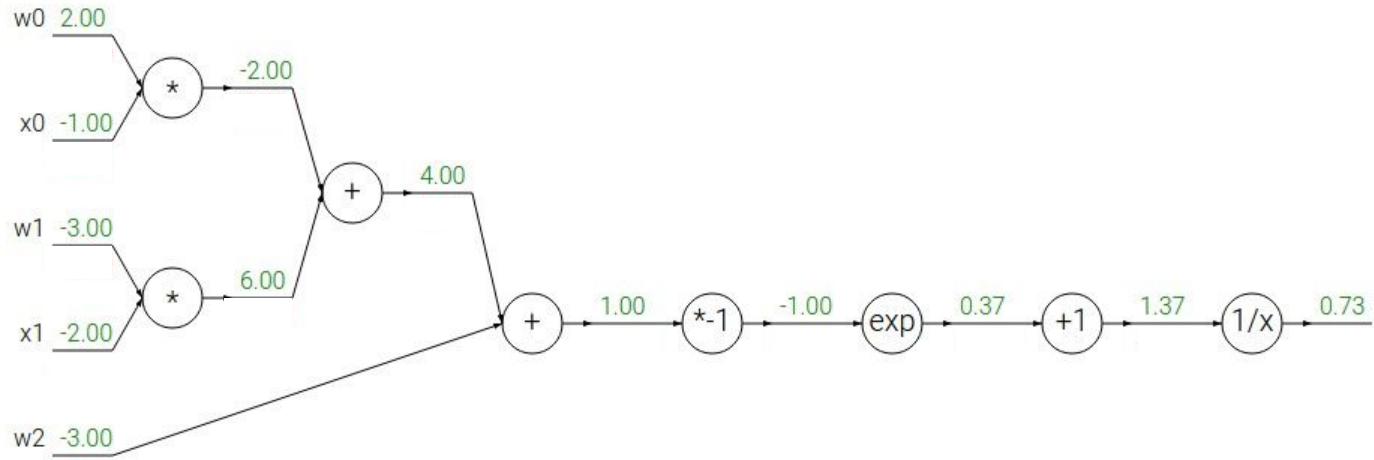
Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



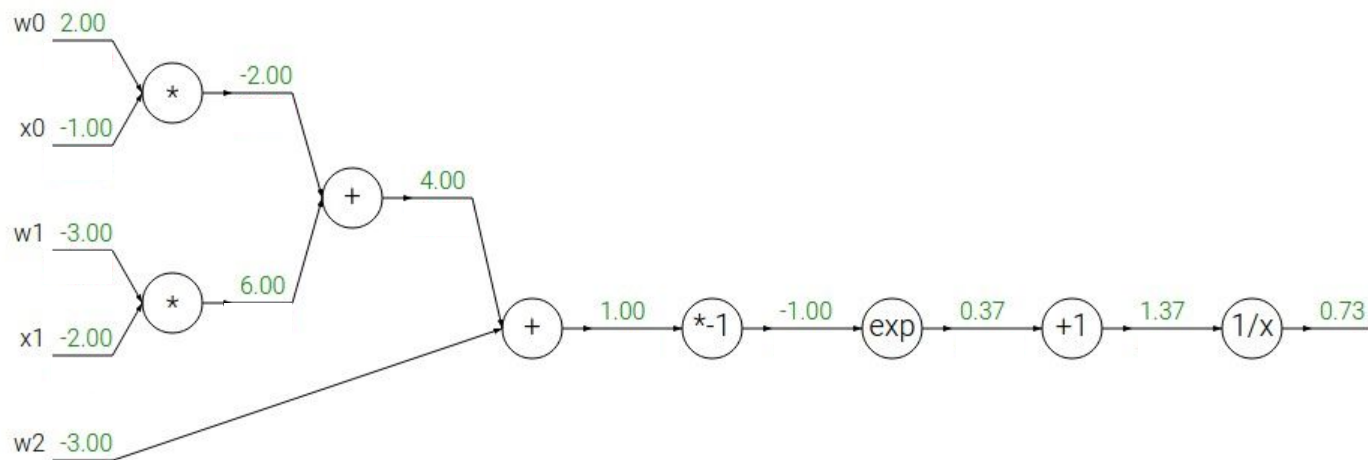
Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



Another example:

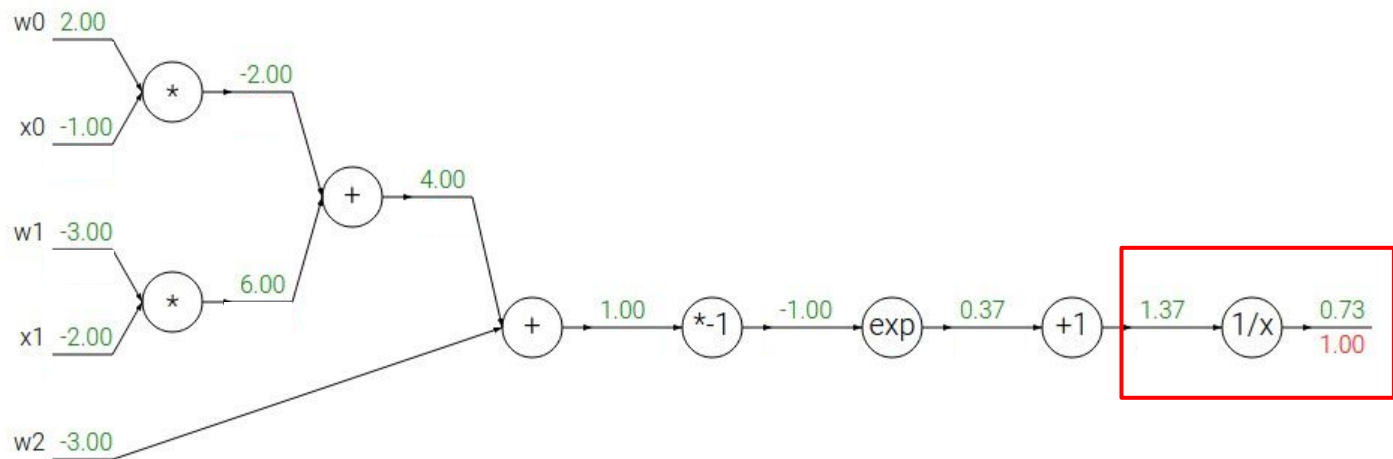
$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



$f(x) = e^x$	→	$\frac{df}{dx} = e^x$		$f(x) = \frac{1}{x}$	→	$\frac{df}{dx} = -1/x^2$
$f_a(x) = ax$	→	$\frac{df}{dx} = a$		$f_c(x) = c + x$	→	$\frac{df}{dx} = 1$

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



$$f(x) = e^x$$

→

$$\frac{df}{dx} = e^x$$

$$f_a(x) = ax$$

→

$$\frac{df}{dx} = a$$

$$f(x) = \frac{1}{x}$$

→

$$\frac{df}{dx} = -1/x^2$$

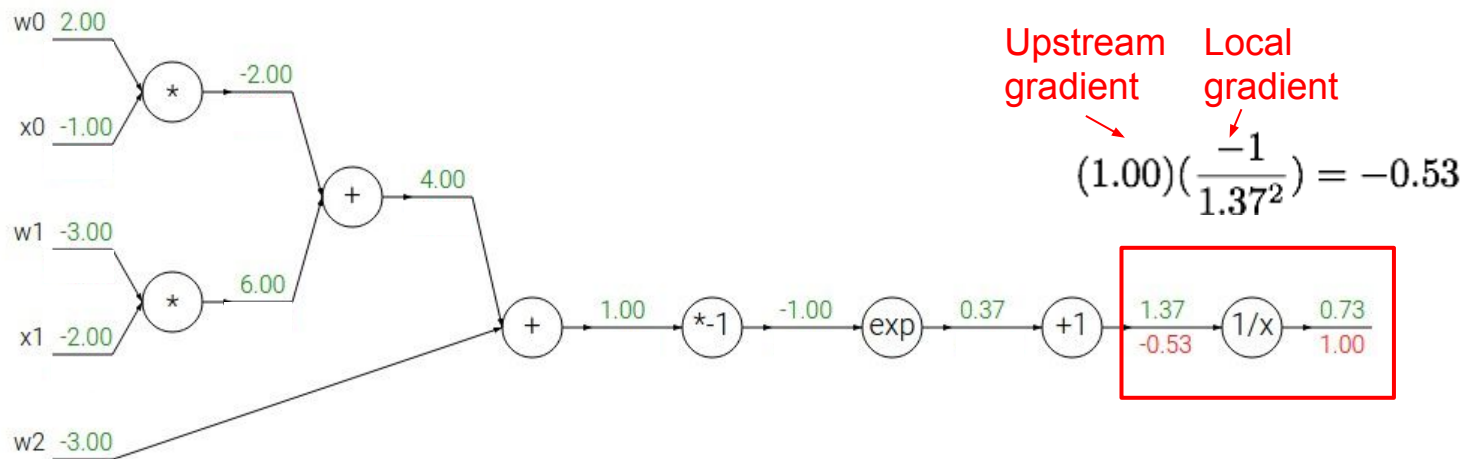
$$f_c(x) = c + x$$

→

$$\frac{df}{dx} = 1$$

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



$$f(x) = e^x$$

→

$$\frac{df}{dx} = e^x$$

$$f_a(x) = ax$$

→

$$\frac{df}{dx} = a$$

$$f(x) = \frac{1}{x}$$

→

$$\frac{df}{dx} = -1/x^2$$

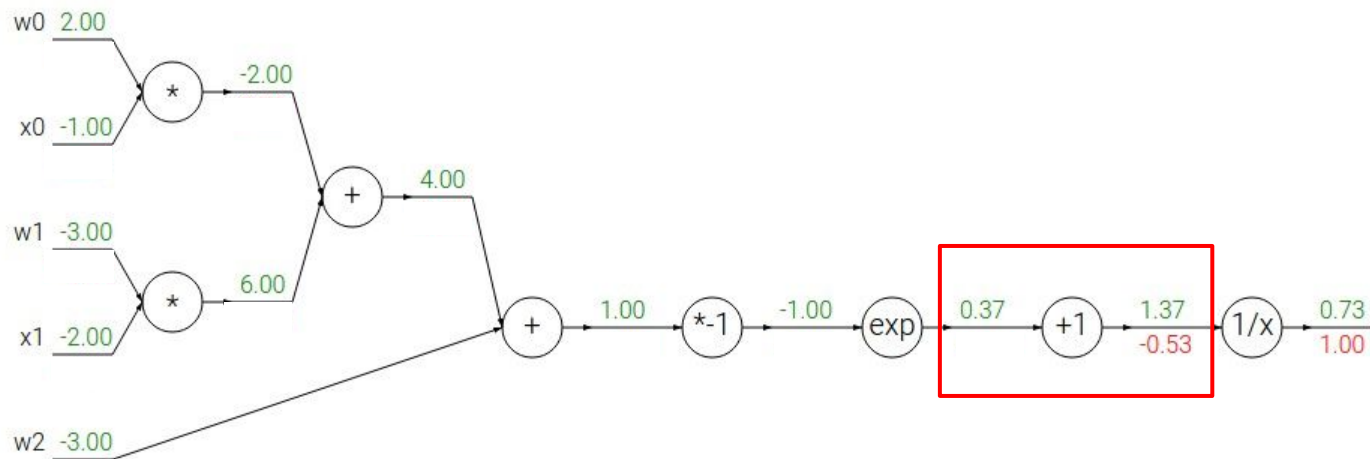
$$f_c(x) = c + x$$

→

$$\frac{df}{dx} = 1$$

Another example:

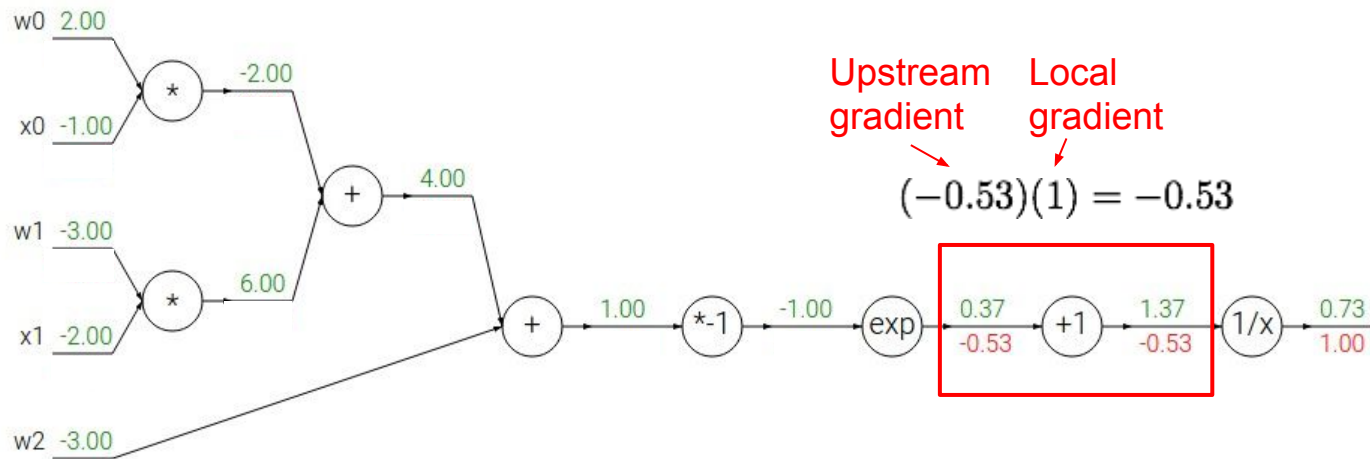
$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



$f(x) = e^x$	→	$\frac{df}{dx} = e^x$		$f(x) = \frac{1}{x}$	→	$\frac{df}{dx} = -1/x^2$
$f_a(x) = ax$	→	$\frac{df}{dx} = a$		$f_c(x) = c + x$	→	$\frac{df}{dx} = 1$

Another example:

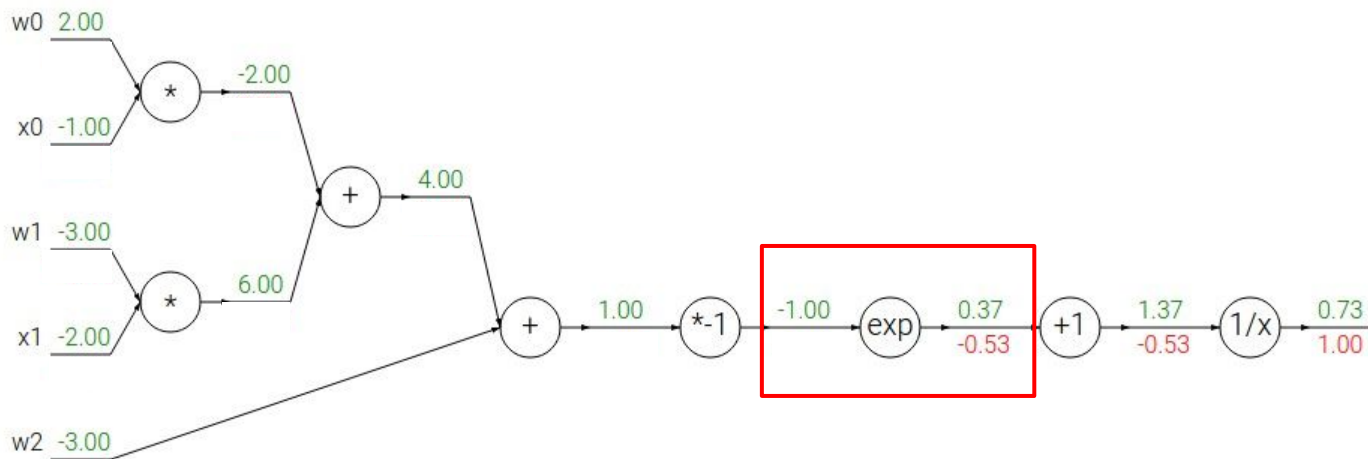
$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



$f(x) = e^x$	$\rightarrow$	$\frac{df}{dx} = e^x$		$f(x) = \frac{1}{x}$	$\rightarrow$	$\frac{df}{dx} = -1/x^2$
$f_a(x) = ax$	$\rightarrow$	$\frac{df}{dx} = a$		$f_c(x) = c + x$	$\rightarrow$	$\frac{df}{dx} = 1$

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



$$f(x) = e^x \rightarrow \frac{df}{dx} = e^x$$

$$f_a(x) = ax \rightarrow \frac{df}{dx} = a$$

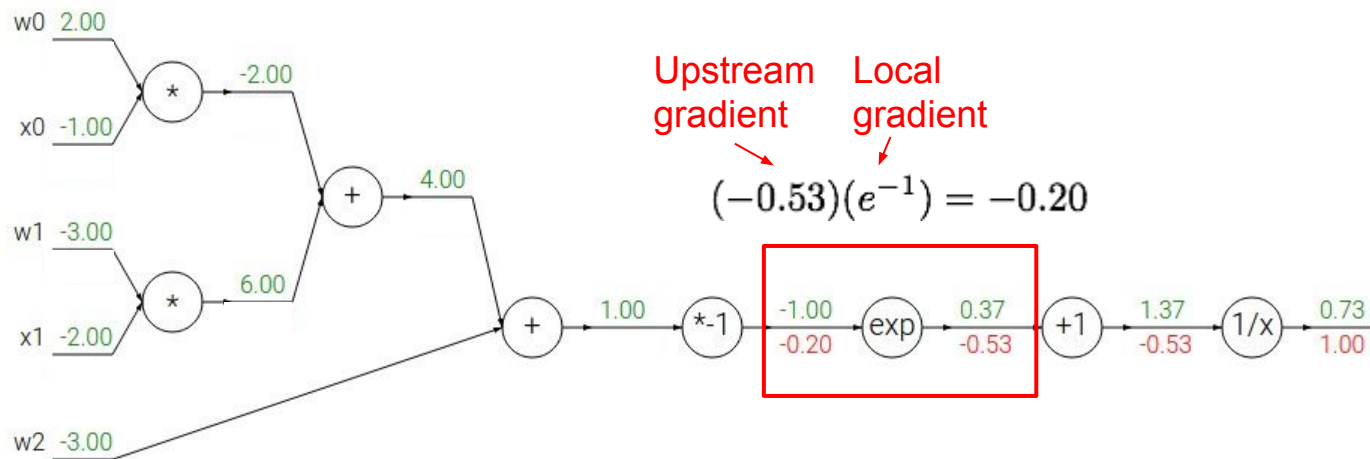
$$f(x) = \frac{1}{x} \rightarrow \frac{df}{dx} = -1/x^2$$

$$f_c(x) = c + x \rightarrow \frac{df}{dx} = 1$$



Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



$$f(x) = e^x \quad \rightarrow \quad \frac{df}{dx} = e^x$$

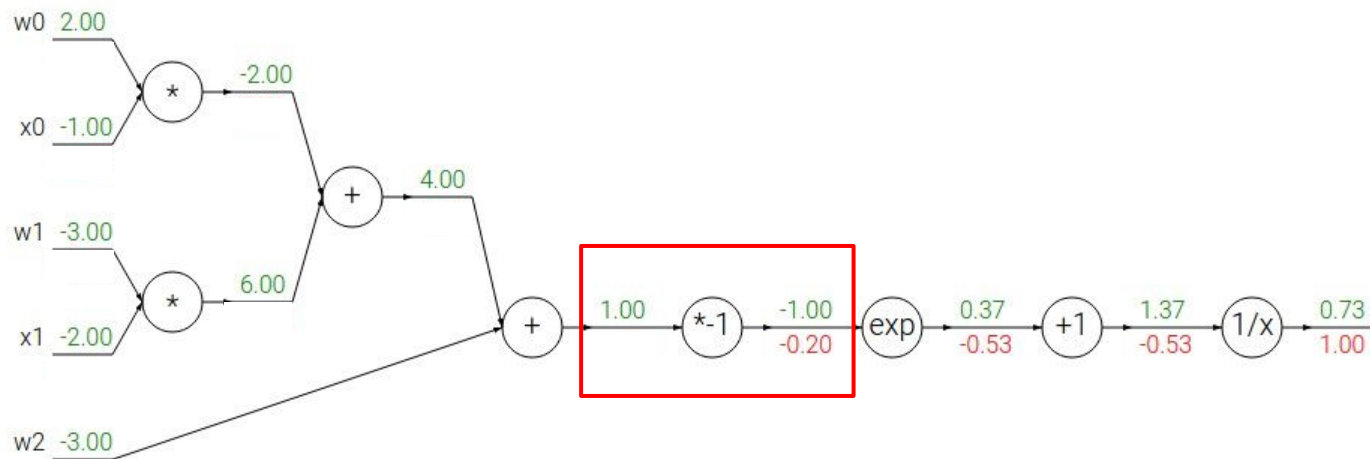
$$f_a(x) = ax \quad \rightarrow \quad \frac{df}{dx} = a$$

$$f(x) = \frac{1}{x} \quad \rightarrow \quad \frac{df}{dx} = -1/x^2$$

$$f_c(x) = c + x \quad \rightarrow \quad \frac{df}{dx} = 1$$

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



$$f(x) = e^x \quad \rightarrow \quad \frac{df}{dx} = e^x$$

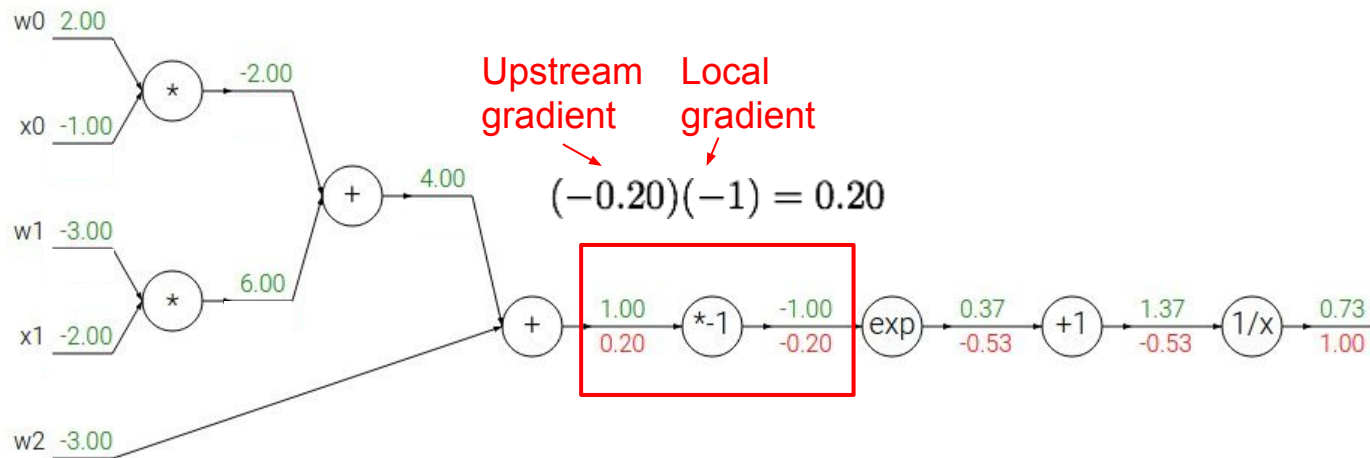
$$f_a(x) = ax \quad \rightarrow \quad \frac{df}{dx} = a$$

$$f(x) = \frac{1}{x} \quad \rightarrow \quad \frac{df}{dx} = -1/x^2$$

$$f_c(x) = c + x \quad \rightarrow \quad \frac{df}{dx} = 1$$

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



$$f(x) = e^x \quad \rightarrow \quad \frac{df}{dx} = e^x$$

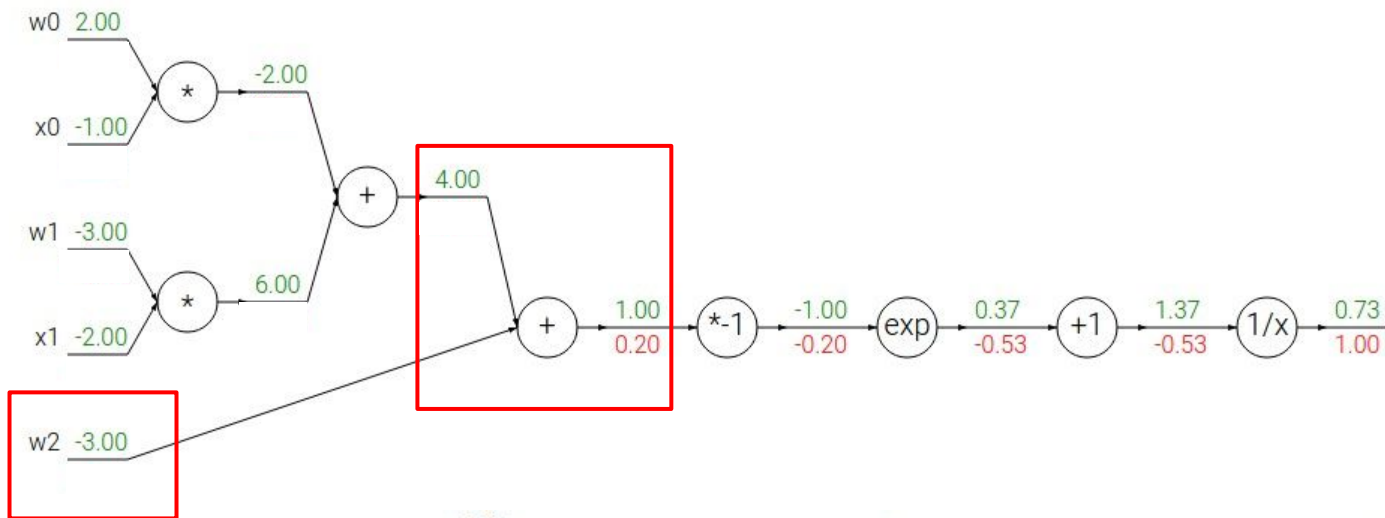
$$f_a(x) = ax \quad \rightarrow \quad \frac{df}{dx} = a$$

$$f(x) = \frac{1}{x} \quad \rightarrow \quad \frac{df}{dx} = -1/x^2$$

$$f_c(x) = c + x \quad \rightarrow \quad \frac{df}{dx} = 1$$

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



$$f(x) = e^x$$

→

$$\frac{df}{dx} = e^x$$

$$f(x) = \frac{1}{x}$$

→

$$\frac{df}{dx} = -1/x^2$$

$$f_a(x) = ax$$

→

$$\frac{df}{dx} = a$$

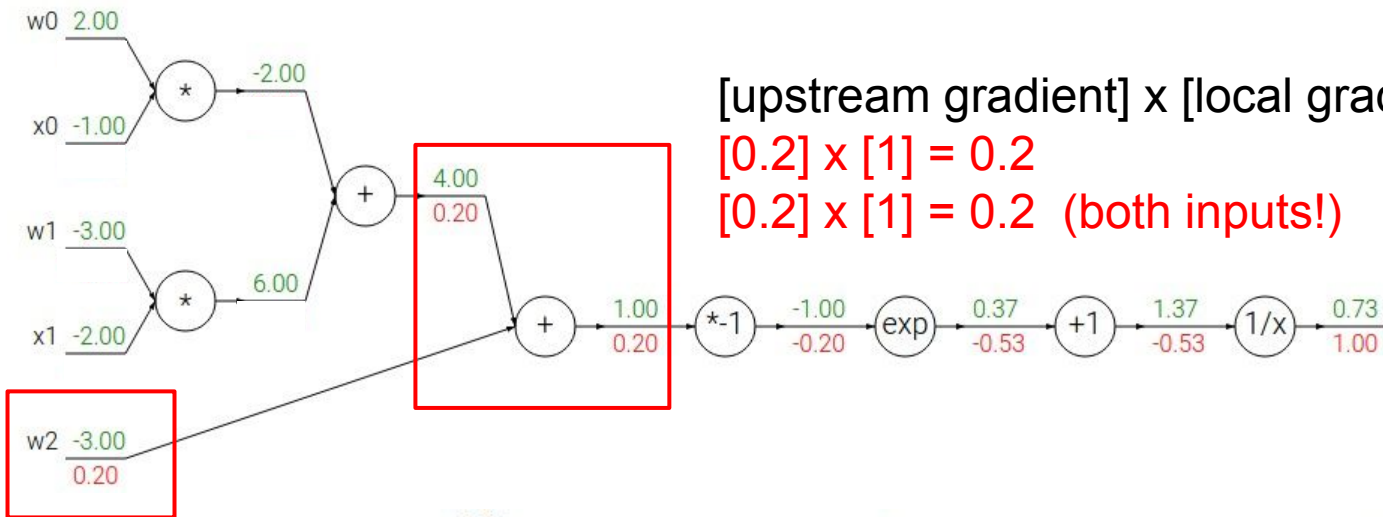
$$f_c(x) = c + x$$

→

$$\frac{df}{dx} = 1$$

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



$$f(x) = e^x$$

→

$$\frac{df}{dx} = e^x$$

$$f(x) = \frac{1}{x}$$

→

$$\frac{df}{dx} = -1/x^2$$

$$f_a(x) = ax$$

→

$$\frac{df}{dx} = a$$

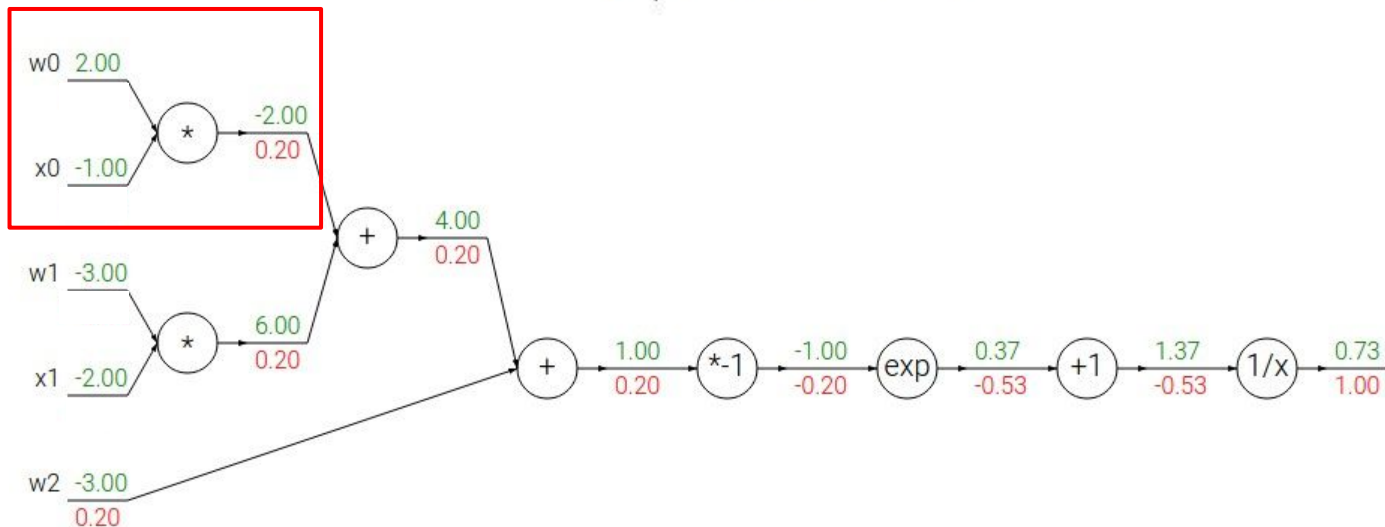
$$f_c(x) = c + x$$

→

$$\frac{df}{dx} = 1$$

Another example:

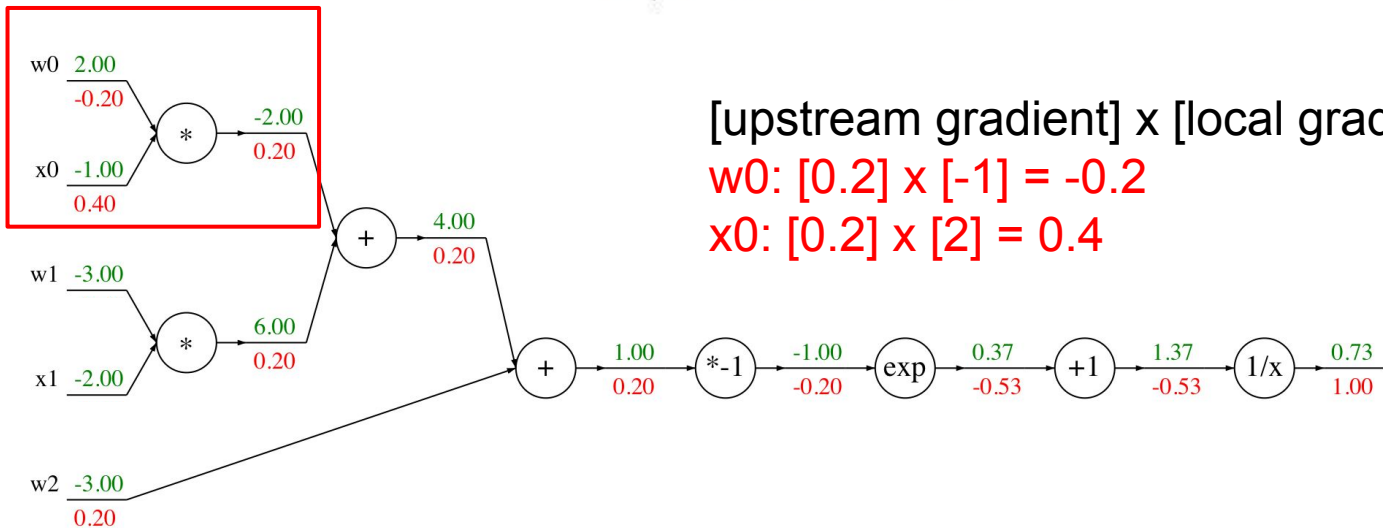
$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



$f(x) = e^x$	→	$\frac{df}{dx} = e^x$		$f(x) = \frac{1}{x}$	→	$\frac{df}{dx} = -1/x^2$
$f_a(x) = ax$	→	$\frac{df}{dx} = a$		$f_c(x) = c + x$	→	$\frac{df}{dx} = 1$

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



[upstream gradient] x [local gradient]

$$w_0: [0.2] \times [-1] = -0.2$$

$$x_0: [0.2] \times [2] = 0.4$$

$$f(x) = e^x$$

→

$$\frac{df}{dx} = e^x$$

$$f(x) = \frac{1}{x}$$

→

$$\frac{df}{dx} = -1/x^2$$

$$f_a(x) = ax$$

→

$$\frac{df}{dx} = a$$

$$f_c(x) = c + x$$

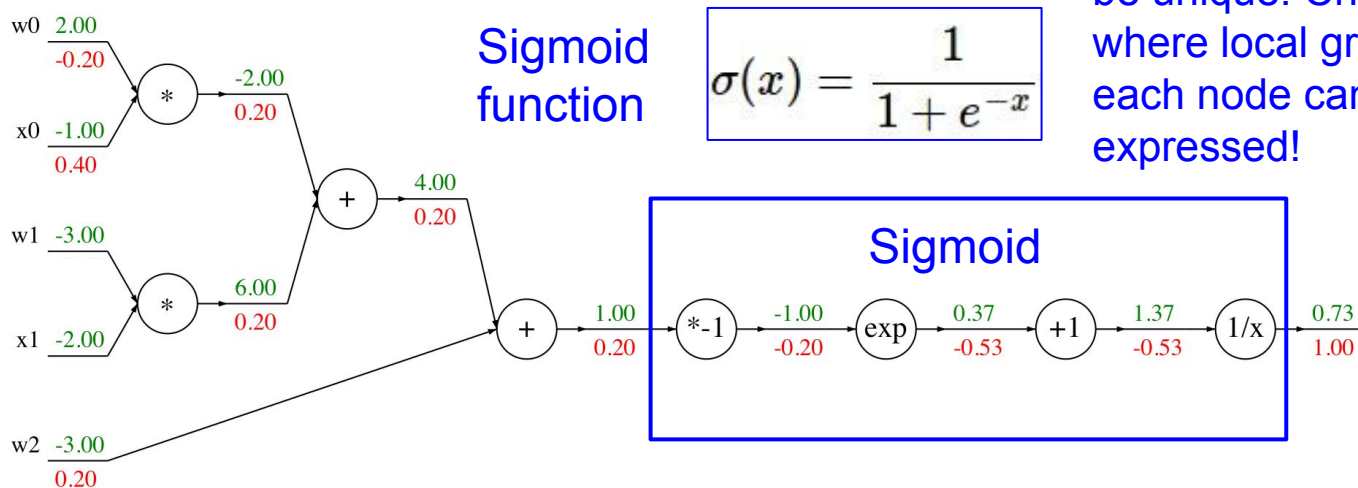
→

$$\frac{df}{dx} = 1$$

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$

Computational graph representation may not be unique. Choose one where local gradients at each node can be easily expressed!

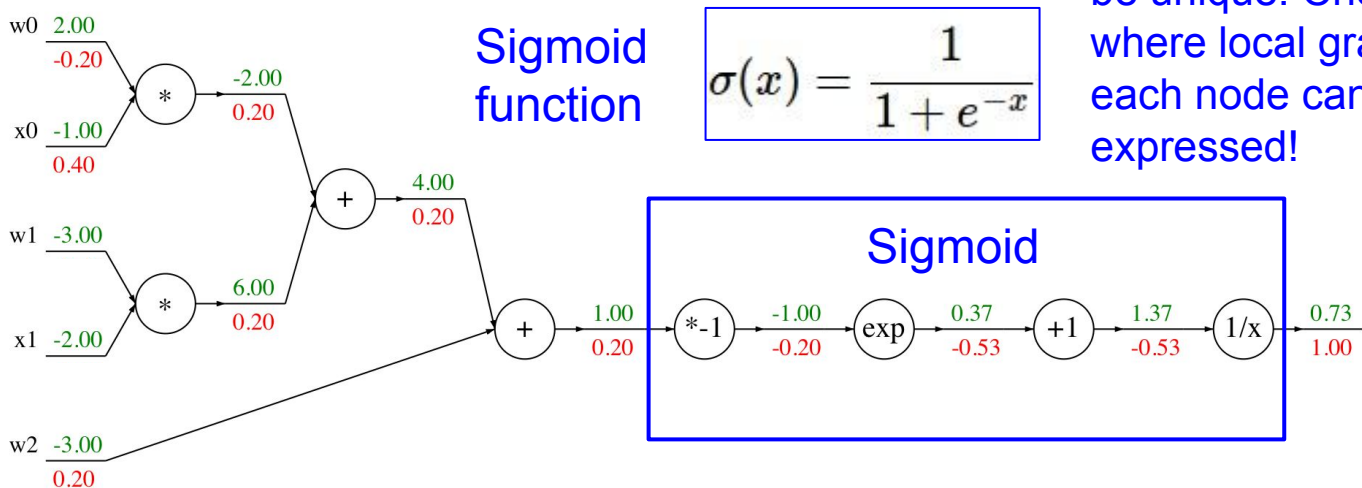




Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$

Computational graph representation may not be unique. Choose one where local gradients at each node can be easily expressed!



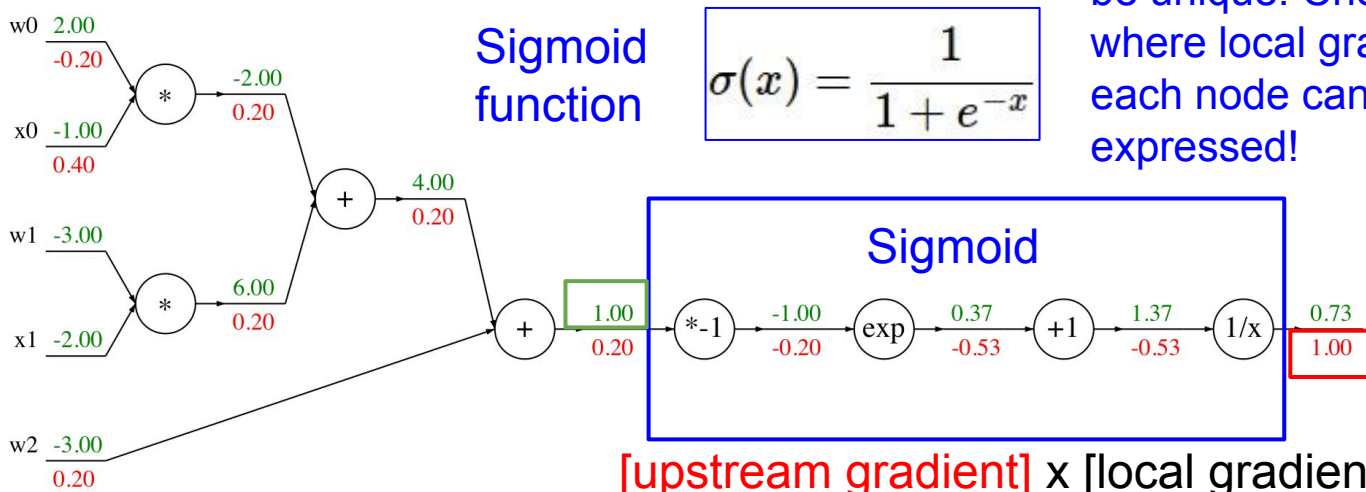
Sigmoid local gradient:

$$\frac{d\sigma(x)}{dx} = \frac{e^{-x}}{(1 + e^{-x})^2} = \left( \frac{1 + e^{-x} - 1}{1 + e^{-x}} \right) \left( \frac{1}{1 + e^{-x}} \right) = (1 - \sigma(x))\sigma(x)$$

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$

Computational graph representation may not be unique. Choose one where local gradients at each node can be easily expressed!



[upstream gradient] x [local gradient]  
 [1.00] x [(1 - 1/(1+e<sup>1</sup>)) (1/(1+e<sup>1</sup>))] = 0.2

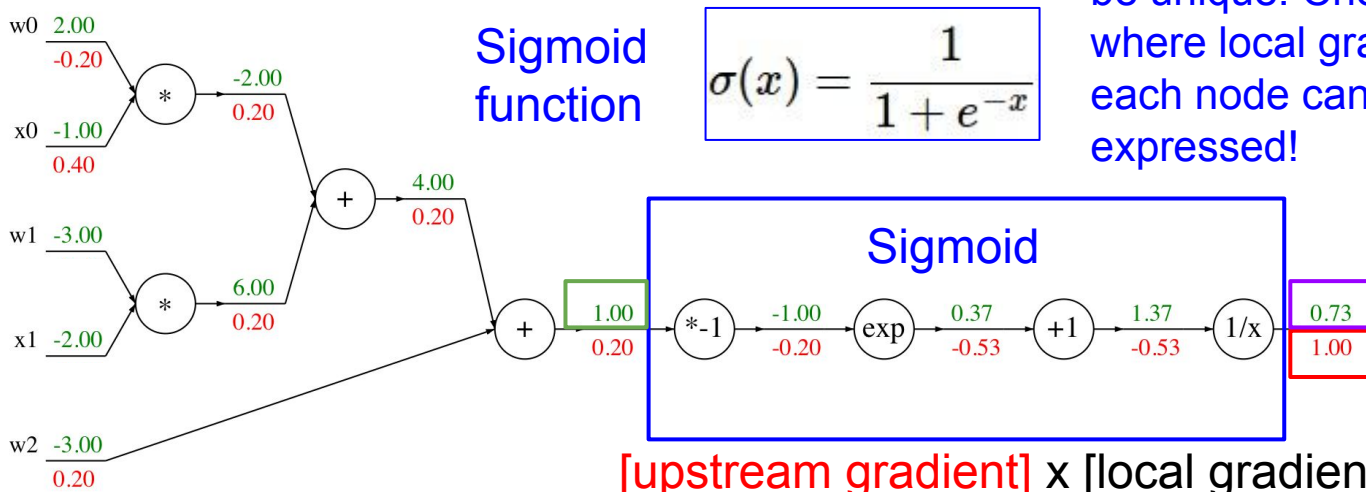
Sigmoid local gradient:

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Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$

Computational graph representation may not be unique. Choose one where local gradients at each node can be easily expressed!



Sigmoid function

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

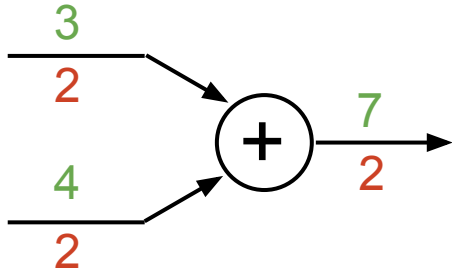
[upstream gradient] x [local gradient]  
 $[1.00] \times [(1 - 0.73) (0.73)] = 0.2$

Sigmoid local gradient:

$$\frac{d\sigma(x)}{dx} = \frac{e^{-x}}{(1 + e^{-x})^2} = \left( \frac{1 + e^{-x} - 1}{1 + e^{-x}} \right) \left( \frac{1}{1 + e^{-x}} \right) = (1 - \sigma(x)) \sigma(x)$$

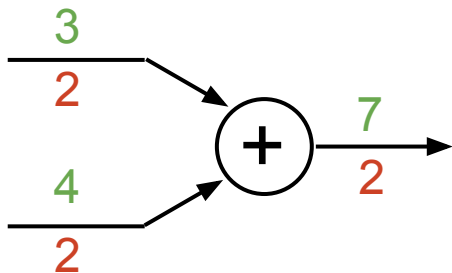
# Patterns in gradient flow

**add** gate: gradient distributor

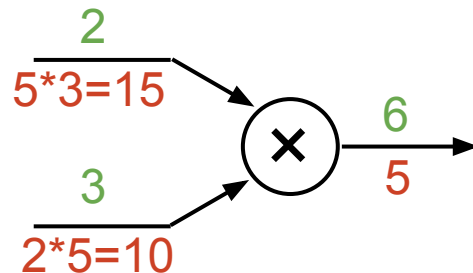


# Patterns in gradient flow

**add** gate: gradient distributor

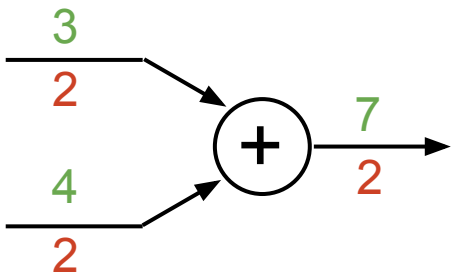


**mul** gate: “swap multiplier”

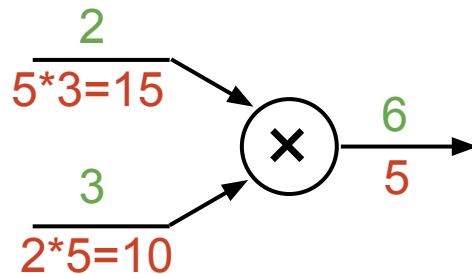


# Patterns in gradient flow

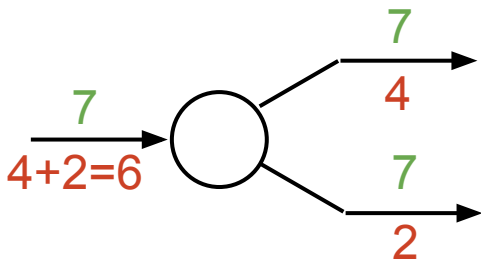
**add gate:** gradient distributor



**mul gate:** “swap multiplier”

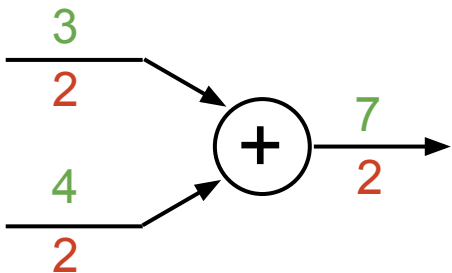


**copy gate:** gradient adder

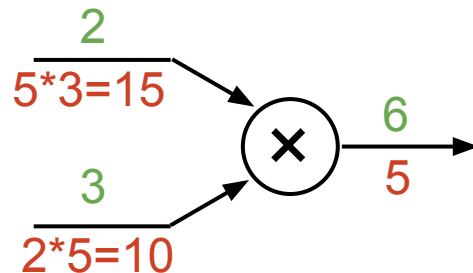


# Patterns in gradient flow

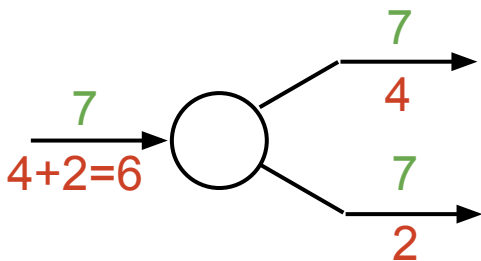
**add gate:** gradient distributor



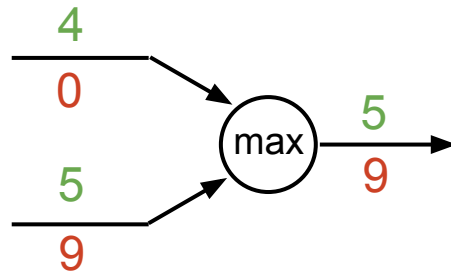
**mul gate:** “swap multiplier”



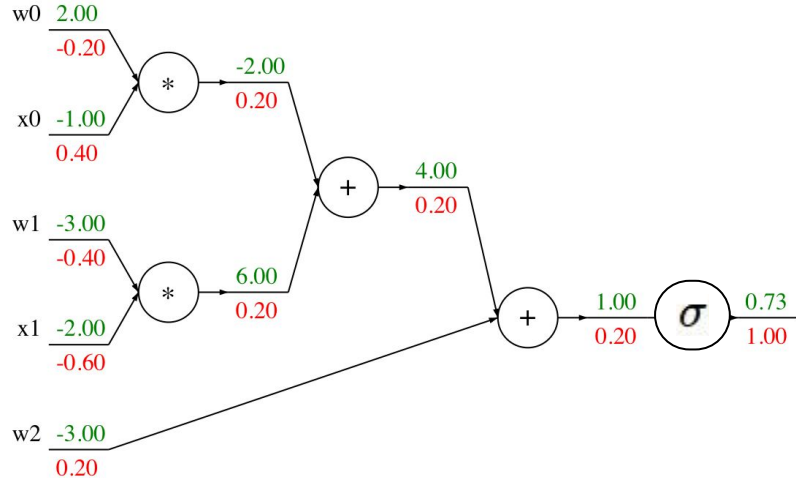
**copy gate:** gradient adder



**max gate:** gradient router



# Backprop Implementation: “Flat” code



Forward pass:  
Compute output

```
def f(w0, x0, w1, x1, w2):
```

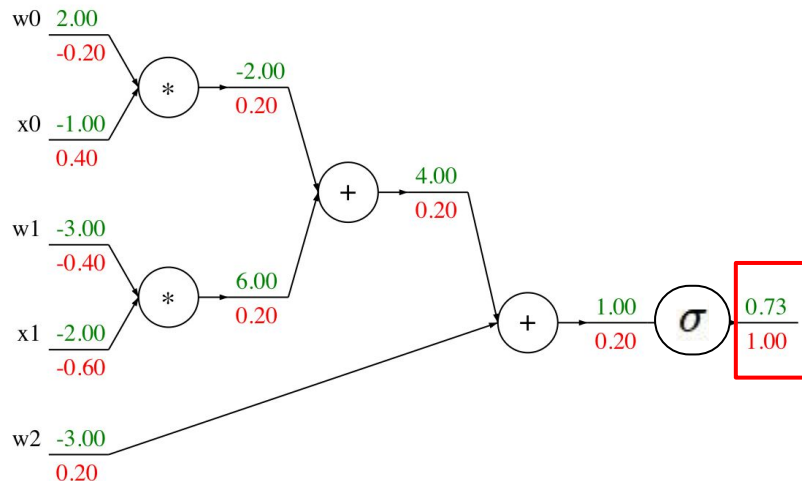
```
s0 = w0 * x0  
s1 = w1 * x1  
s2 = s0 + s1  
s3 = s2 + w2  
L = sigmoid(s3)
```

Backward pass:  
Compute grads

```
grad_L = 1.0  
grad_s3 = grad_L * (1 - L) * L  
grad_w2 = grad_s3  
grad_s2 = grad_s3  
grad_s0 = grad_s2  
grad_s1 = grad_s2  
grad_w1 = grad_s1 * x1  
grad_x1 = grad_s1 * w1  
grad_w0 = grad_s0 * x0  
grad_x0 = grad_s0 * w0
```



# Backprop Implementation: “Flat” code



Forward pass:  
Compute output

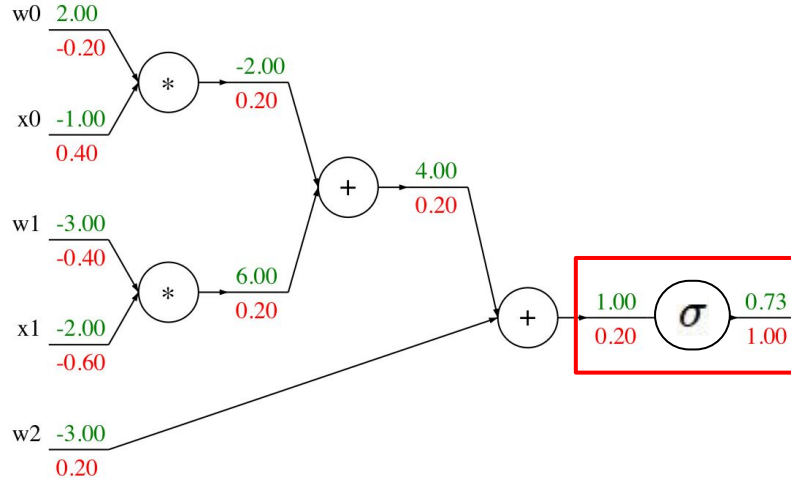
```
def f(w0, x0, w1, x1, w2):
```

```
s0 = w0 * x0  
s1 = w1 * x1  
s2 = s0 + s1  
s3 = s2 + w2  
L = sigmoid(s3)
```

Base case

```
grad_L = 1.0  
grad_s3 = grad_L * (1 - L) * L  
grad_w2 = grad_s3  
grad_s2 = grad_s3  
grad_s0 = grad_s2  
grad_s1 = grad_s2  
grad_w1 = grad_s1 * x1  
grad_x1 = grad_s1 * w1  
grad_w0 = grad_s0 * x0  
grad_x0 = grad_s0 * w0
```

# Backprop Implementation: “Flat” code



Forward pass:  
Compute output

```
def f(w0, x0, w1, x1, w2):
```

```
    s0 = w0 * x0
```

```
    s1 = w1 * x1
```

```
    s2 = s0 + s1
```

```
    s3 = s2 + w2
```

```
    L = sigmoid(s3)
```

Sigmoid

```
    grad_L = 1.0
```

```
    grad_s3 = grad_L * (1 - L) * L
```

```
    grad_w2 = grad_s3
```

```
    grad_s2 = grad_s3
```

```
    grad_s0 = grad_s2
```

```
    grad_s1 = grad_s2
```

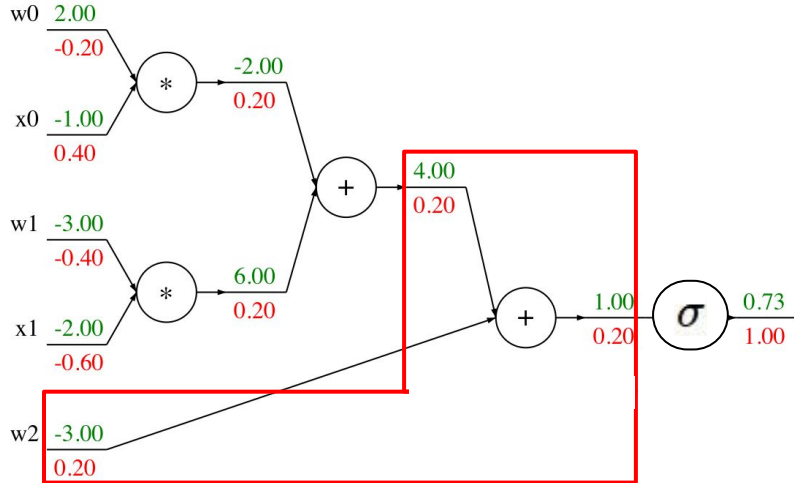
```
    grad_w1 = grad_s1 * x1
```

```
    grad_x1 = grad_s1 * w1
```

```
    grad_w0 = grad_s0 * x0
```

```
    grad_x0 = grad_s0 * w0
```

# Backprop Implementation: “Flat” code



Forward pass:  
Compute output

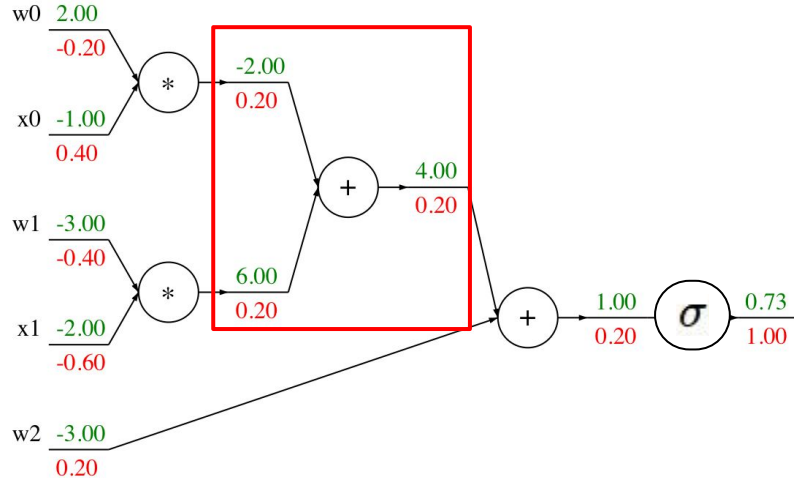
```
def f(w0, x0, w1, x1, w2):
```

```
    s0 = w0 * x0  
    s1 = w1 * x1  
    s2 = s0 + s1  
    s3 = s2 + w2  
    L = sigmoid(s3)
```

Add gate

```
    grad_L = 1.0  
    grad_s3 = grad_L * (1 - L) * L  
    grad_w2 = grad_s3  
    grad_s2 = grad_s3  
    grad_s0 = grad_s2  
    grad_s1 = grad_s2  
    grad_w1 = grad_s1 * x1  
    grad_x1 = grad_s1 * w1  
    grad_w0 = grad_s0 * x0  
    grad_x0 = grad_s0 * w0
```

# Backprop Implementation: “Flat” code



Forward pass:  
Compute output

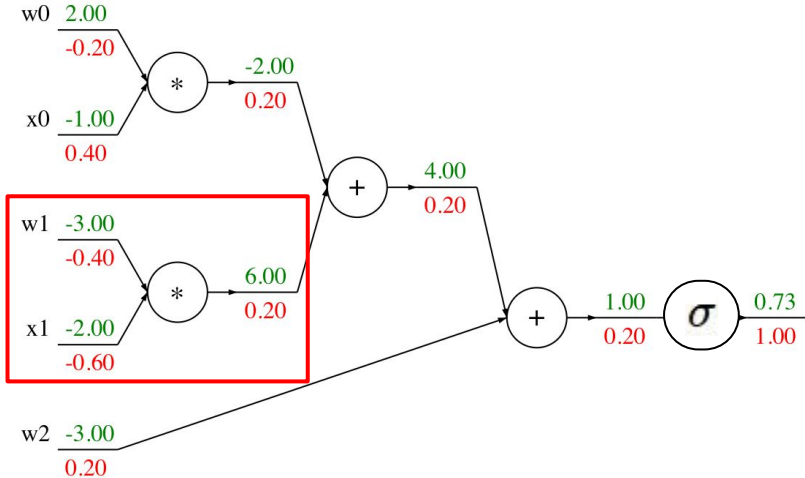
```
def f(w0, x0, w1, x1, w2):
```

```
    s0 = w0 * x0  
    s1 = w1 * x1  
    s2 = s0 + s1  
    s3 = s2 + w2  
    L = sigmoid(s3)
```

```
    grad_L = 1.0  
    grad_s3 = grad_L * (1 - L) * L  
    grad_w2 = grad_s3  
    grad_s2 = grad_s3  
    grad_s0 = grad_s2  
    grad_s1 = grad_s2  
    grad_w1 = grad_s1 * x1  
    grad_x1 = grad_s1 * w1  
    grad_w0 = grad_s0 * x0  
    grad_x0 = grad_s0 * w0
```

Add gate

# Backprop Implementation: “Flat” code



Forward pass:  
Compute output

```
def f(w0, x0, w1, x1, w2):
```

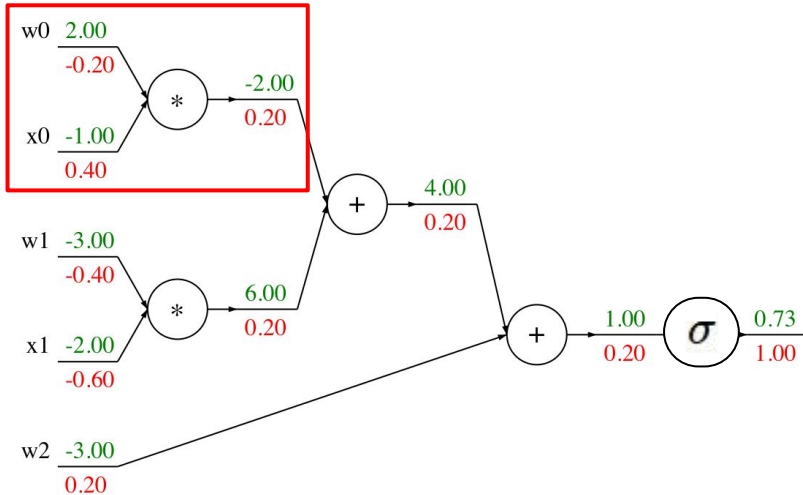
```
s0 = w0 * x0  
s1 = w1 * x1  
s2 = s0 + s1  
s3 = s2 + w2  
L = sigmoid(s3)
```

```
grad_L = 1.0  
grad_s3 = grad_L * (1 - L) * L  
grad_w2 = grad_s3  
grad_s2 = grad_s3  
grad_s0 = grad_s2  
grad_s1 = grad_s2
```

Multiply gate

```
grad_w1 = grad_s1 * x1  
grad_x1 = grad_s1 * w1  
grad_w0 = grad_s0 * x0  
grad_x0 = grad_s0 * w0
```

# Backprop Implementation: “Flat” code



Forward pass:  
Compute output

```
def f(w0, x0, w1, x1, w2):
```

```
    s0 = w0 * x0
```

```
    s1 = w1 * x1
```

```
    s2 = s0 + s1
```

```
    s3 = s2 + w2
```

```
    L = sigmoid(s3)
```

```
grad_L = 1.0
```

```
grad_s3 = grad_L * (1 - L) * L
```

```
grad_w2 = grad_s3
```

```
grad_s2 = grad_s3
```

```
grad_s0 = grad_s2
```

```
grad_s1 = grad_s2
```

```
grad_w1 = grad_s1 * x1
```

```
grad_x1 = grad_s1 * w1
```

```
grad_w0 = grad_s0 * x0
```

```
grad_x0 = grad_s0 * w0
```

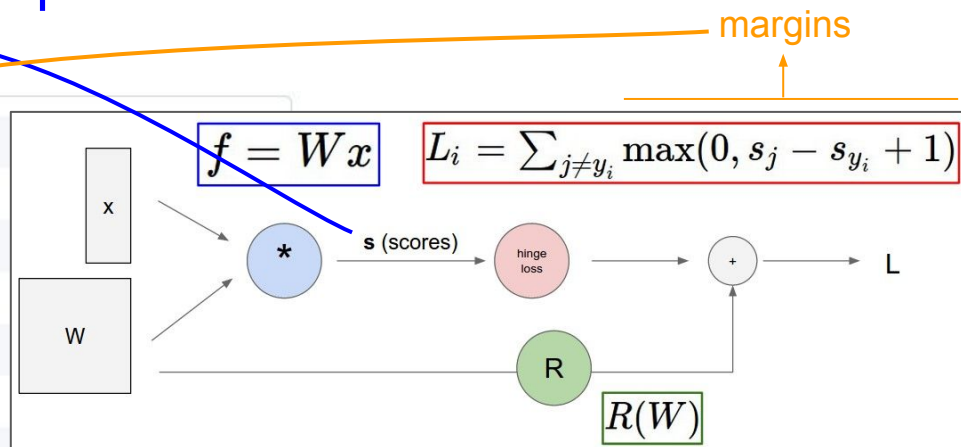
Multiply gate

# “Flat” Backprop: Do this for assignment 1!

Stage your forward/backward computation!

E.g. for the SVM:

```
# receive W (weights), X (data)
# forward pass (we have 8 lines)
scores = #...
margins = #...
data_loss = #...
reg_loss = #...
loss = data_loss + reg_loss
# backward pass (we have 5 lines)
dmargins = # ... (optionally, we go direct to dscores)
dscores = #...
dW = #...
```



# “Flat” Backprop: Do this for assignment 1!

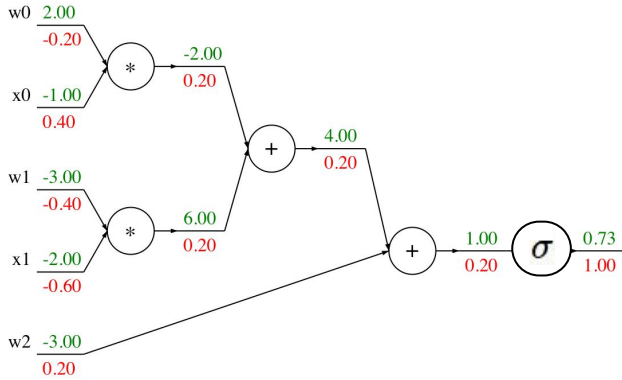
E.g. for two-layer neural net:

```
# receive W1,W2,b1,b2 (weights/biases), X (data)
# forward pass:
h1 = #... function of X,W1,b1
scores = #... function of h1,W2,b2
loss = #... (several lines of code to evaluate Softmax loss)
# backward pass:
dscores = #...
dh1,dW2,db2 = #...
dW1,db1 = #...
```



# Backprop Implementation: Modularized API

Graph (or Net) object (*rough pseudo code*)



```
class ComputationalGraph(object):  
    #...  
    def forward(inputs):  
        # 1. [pass inputs to input gates...]  
        # 2. forward the computational graph:  
        for gate in self.graph.nodes_topologically_sorted():  
            gate.forward()  
        return loss # the final gate in the graph outputs the loss  
    def backward():  
        for gate in reversed(self.graph.nodes_topologically_sorted()):  
            gate.backward() # little piece of backprop (chain rule applied)  
        return inputs_gradients
```

So far: backprop with scalars

What about vector-valued functions?

# Recap: Vector derivatives

## Scalar to Scalar

$$x \in \mathbb{R}, y \in \mathbb{R}$$

Regular derivative:

$$\frac{\partial y}{\partial x} \in \mathbb{R}$$

If  $x$  changes by a small amount, how much will  $y$  change?

# Recap: Vector derivatives

Scalar to Scalar

$$x \in \mathbb{R}, y \in \mathbb{R}$$

Regular derivative:

$$\frac{\partial y}{\partial x} \in \mathbb{R}$$

If  $x$  changes by a small amount, how much will  $y$  change?

Vector to Scalar

$$x \in \mathbb{R}^N, y \in \mathbb{R}$$

Derivative is **Gradient**:

$$\frac{\partial y}{\partial x} \in \mathbb{R}^N \quad \left( \frac{\partial y}{\partial x} \right)_n = \frac{\partial y}{\partial x_n}$$

For each element of  $x$ , if it changes by a small amount then how much will  $y$  change?

# Recap: Vector derivatives

## Scalar to Scalar

$$x \in \mathbb{R}, y \in \mathbb{R}$$

Regular derivative:

$$\frac{\partial y}{\partial x} \in \mathbb{R}$$

If  $x$  changes by a small amount, how much will  $y$  change?

## Vector to Scalar

$$x \in \mathbb{R}^N, y \in \mathbb{R}$$

Derivative is **Gradient**:

$$\frac{\partial y}{\partial x} \in \mathbb{R}^N \quad \left( \frac{\partial y}{\partial x} \right)_n = \frac{\partial y}{\partial x_n}$$

For each element of  $x$ , if it changes by a small amount then how much will  $y$  change?

## Vector to Vector

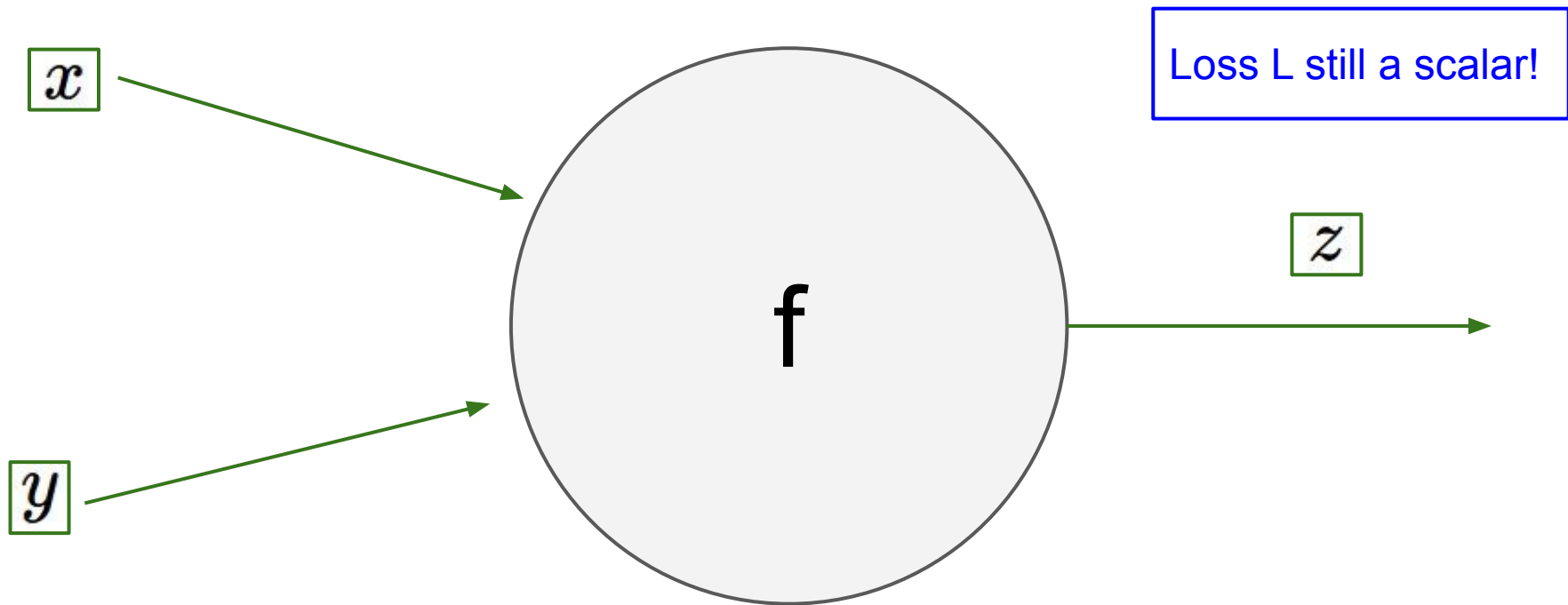
$$x \in \mathbb{R}^N, y \in \mathbb{R}^M$$

Derivative is **Jacobian**:

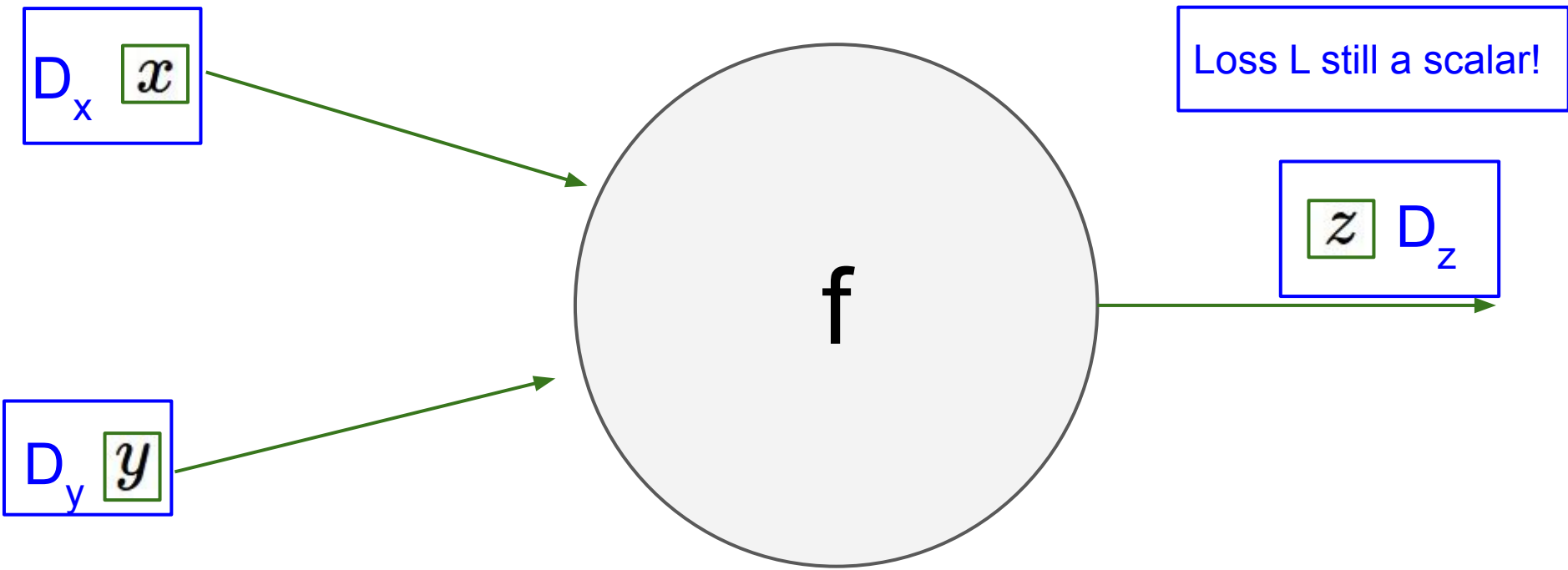
$$\frac{\partial y}{\partial x} \in \mathbb{R}^{N \times M} \quad \left( \frac{\partial y}{\partial x} \right)_{n,m} = \frac{\partial y_m}{\partial x_n}$$

For each element of  $x$ , if it changes by a small amount then how much will each element of  $y$  change?

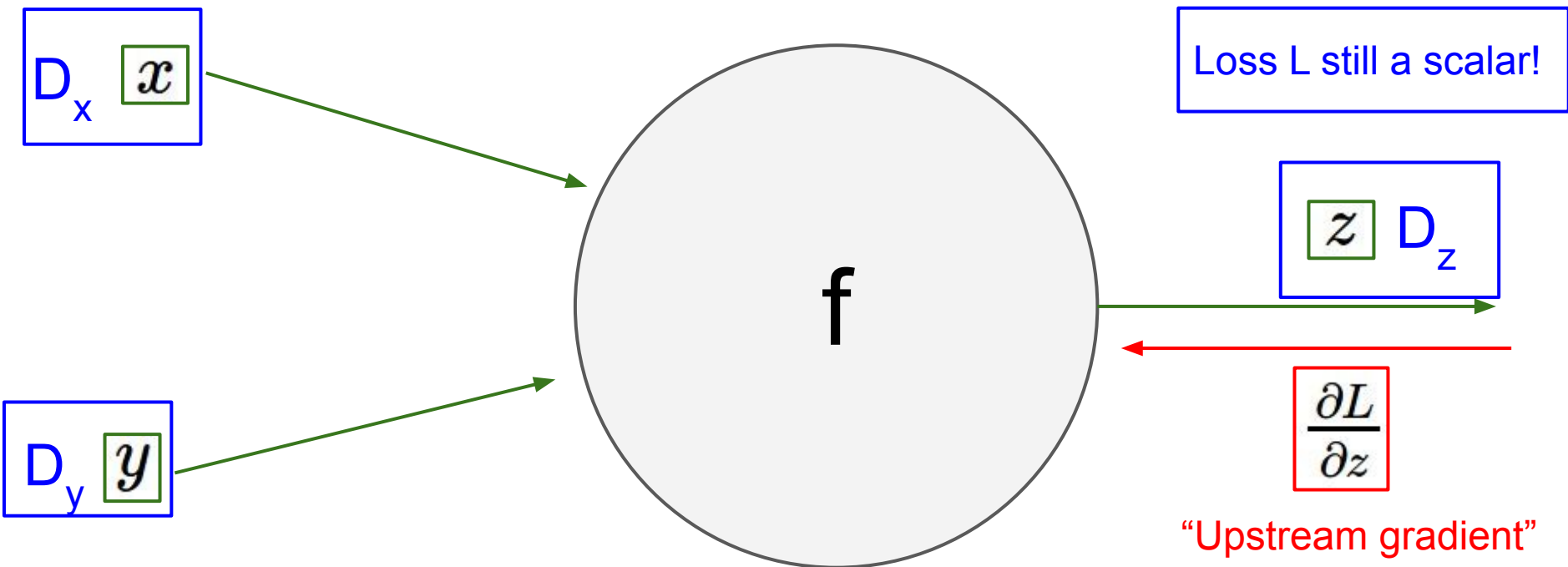
# Backprop with Vectors



# Backprop with Vectors

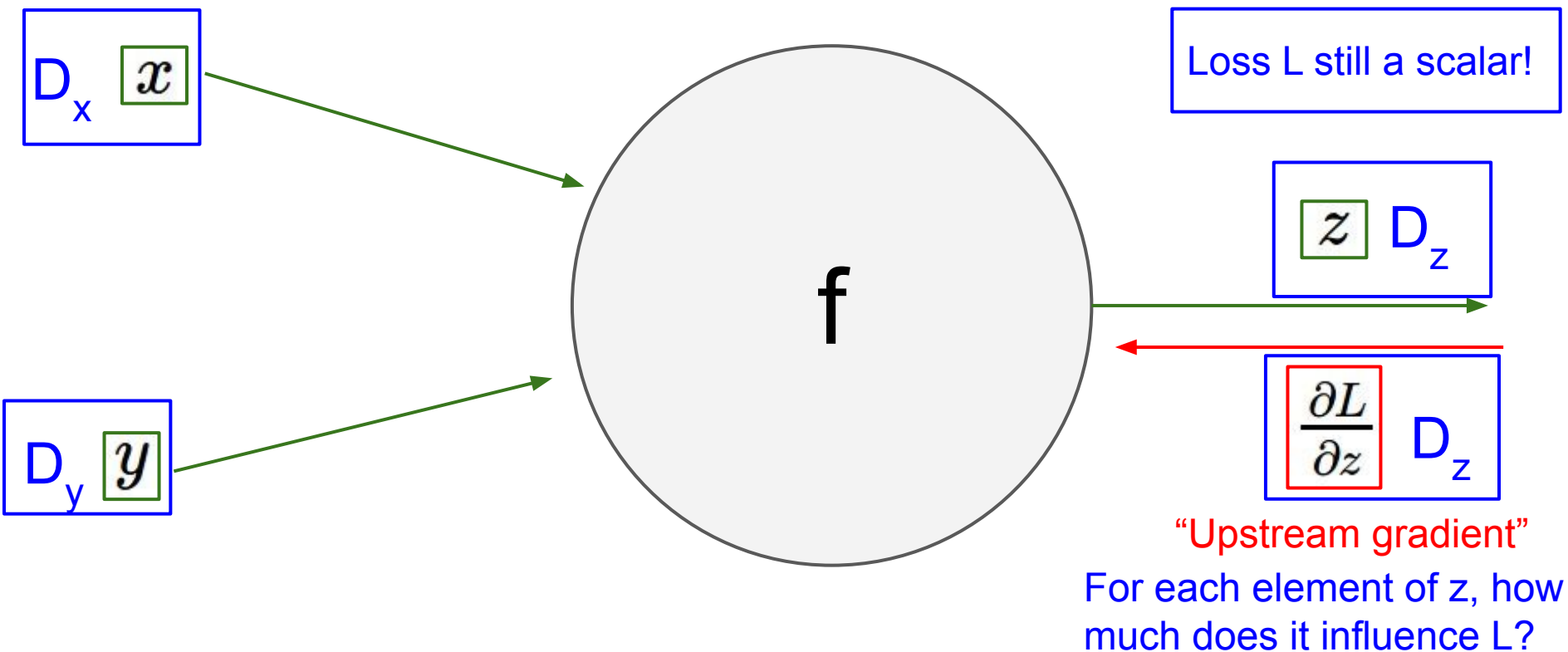


# Backprop with Vectors

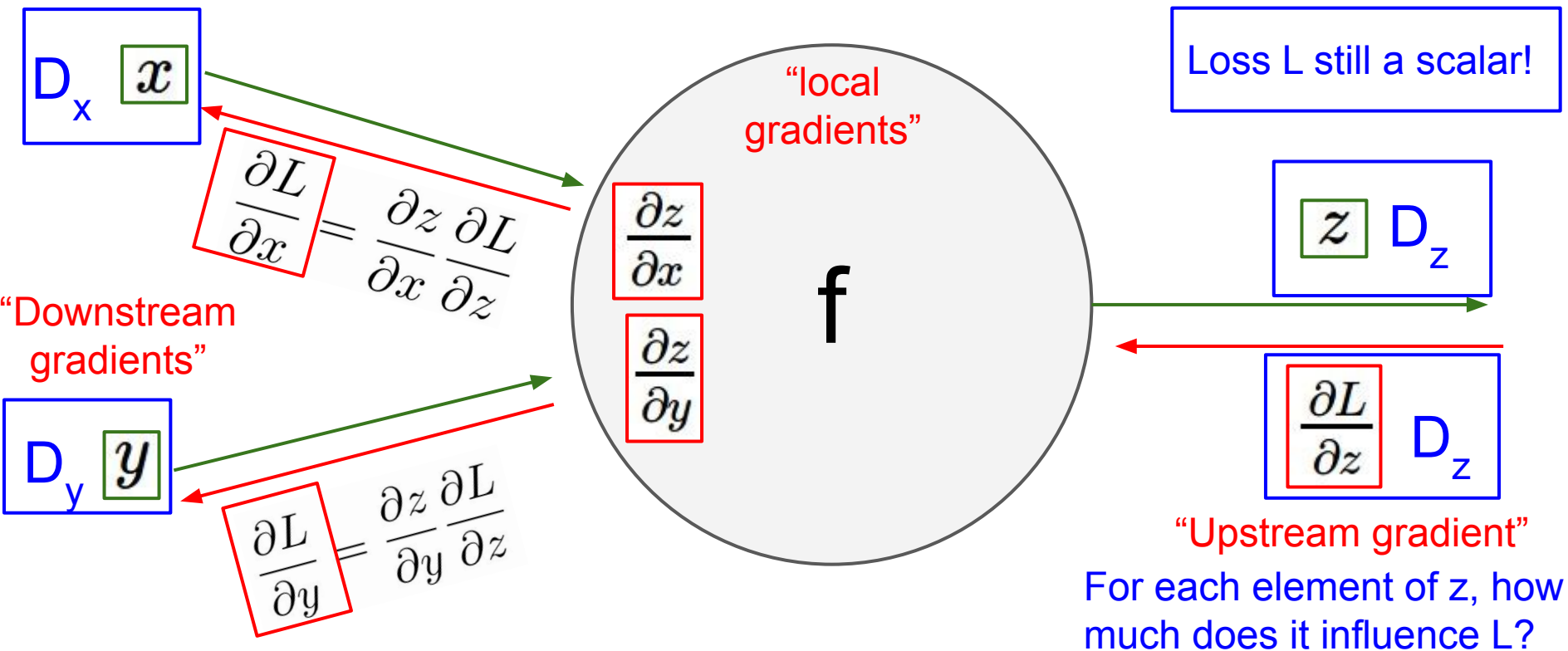




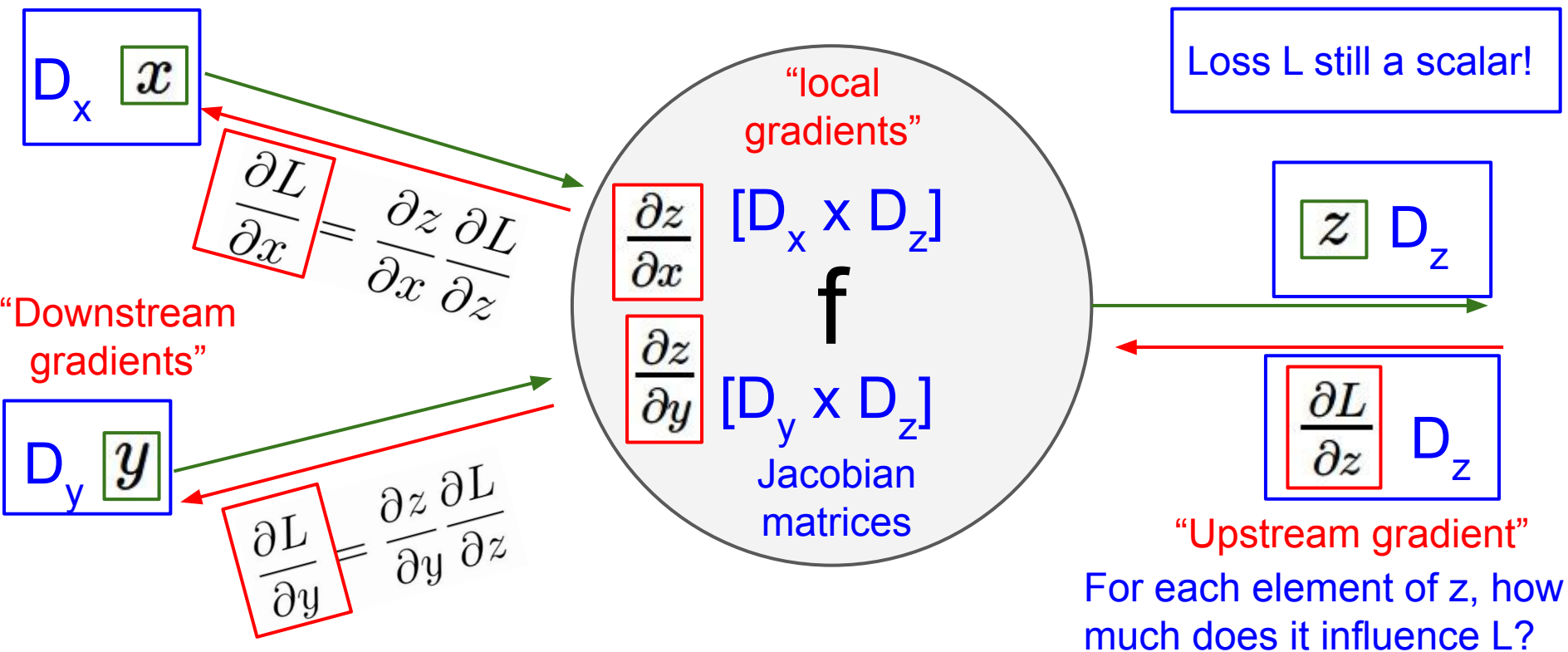
# Backprop with Vectors



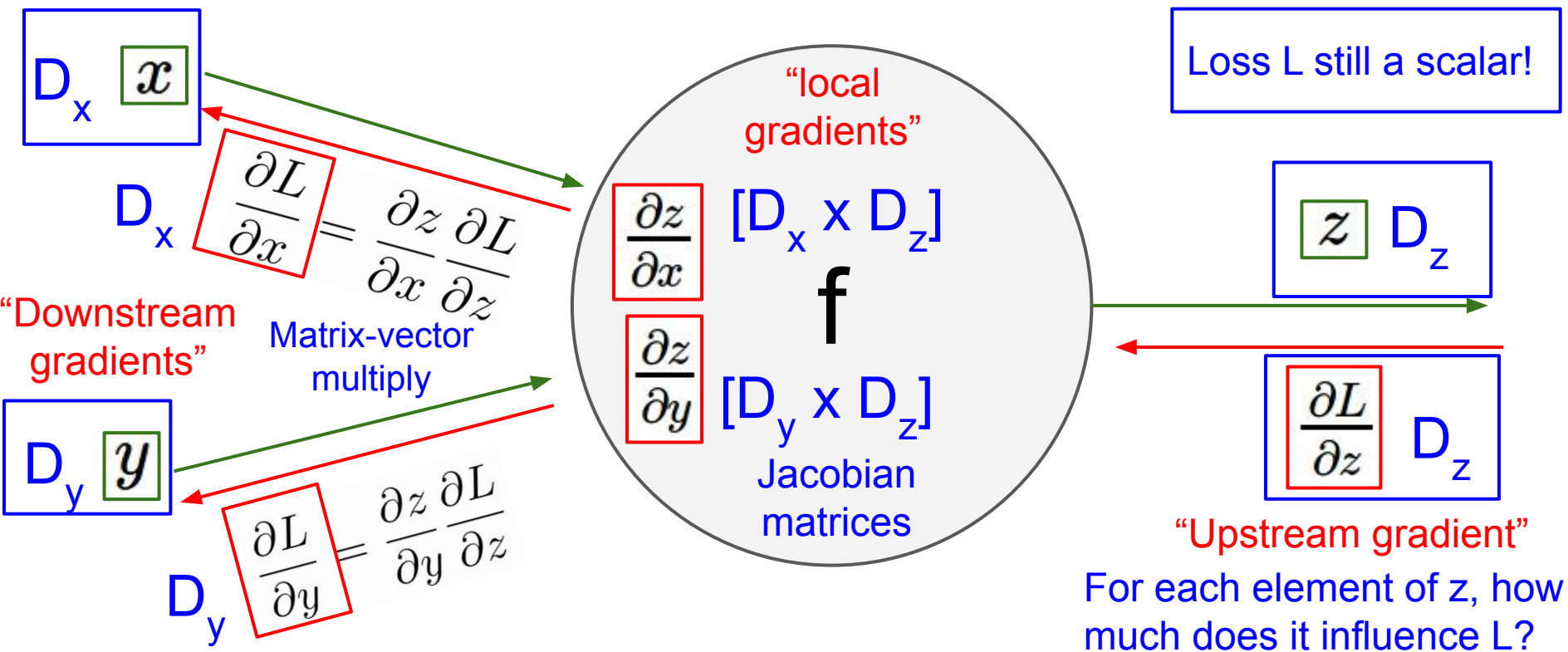
# Backprop with Vectors



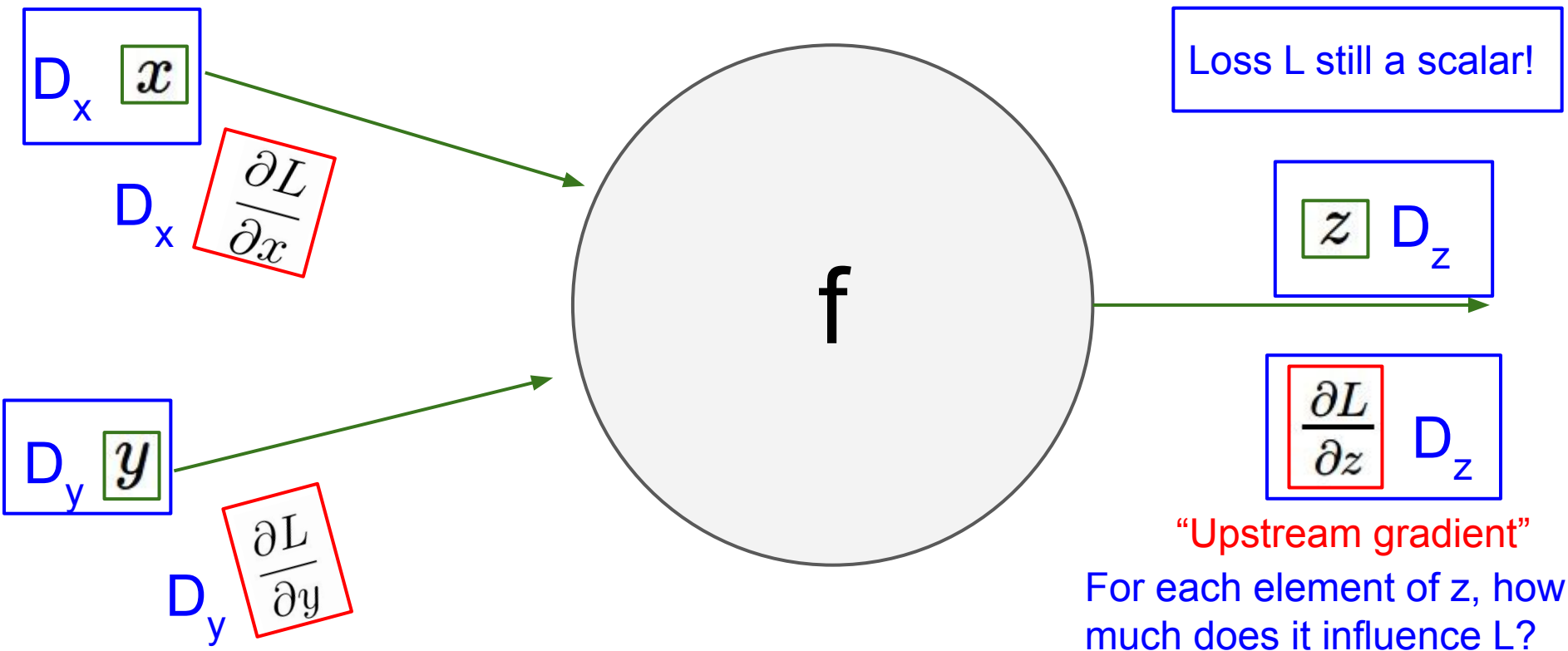
# Backprop with Vectors



# Backprop with Vectors



# Gradients of variables wrt loss have same dims as the original variable



# Backprop with Vectors

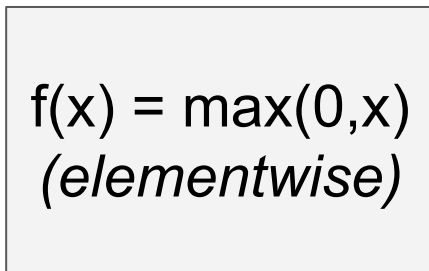
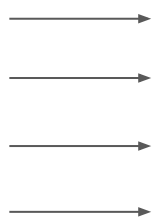
4D input x:

[ 1 ]

[ -2 ]

[ 3 ]

[ -1 ]



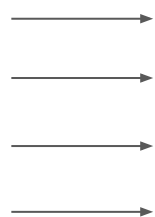
4D output z:

[ 1 ]

[ 0 ]

[ 3 ]

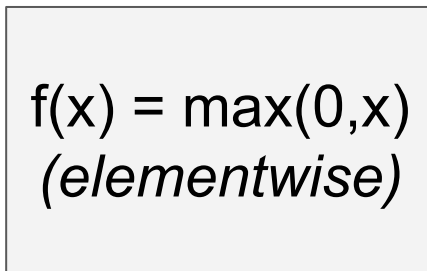
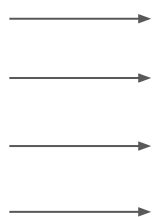
[ 0 ]



# Backprop with Vectors

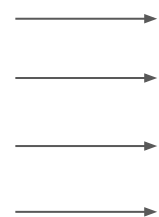
4D input  $x$ :

$\begin{bmatrix} 1 \\ -2 \\ 3 \\ -1 \end{bmatrix}$



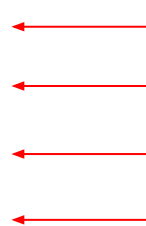
4D output  $z$ :

$\begin{bmatrix} 1 \\ 0 \\ 3 \\ 0 \end{bmatrix}$



4D  $dL/dz$ :

$\begin{bmatrix} 4 \\ -1 \\ 5 \\ 9 \end{bmatrix}$

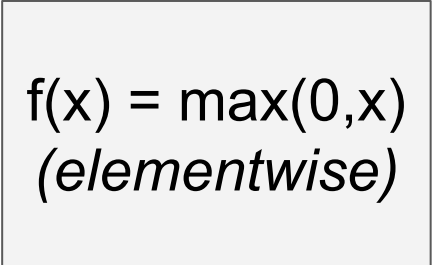
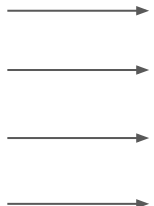


Upstream  
gradient

# Backprop with Vectors

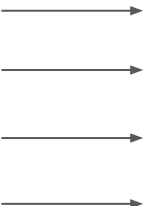
4D input  $x$ :

$\begin{bmatrix} 1 \\ -2 \\ 3 \\ -1 \end{bmatrix}$



4D output  $z$ :

$\begin{bmatrix} 1 \\ 0 \\ 3 \\ 0 \end{bmatrix}$



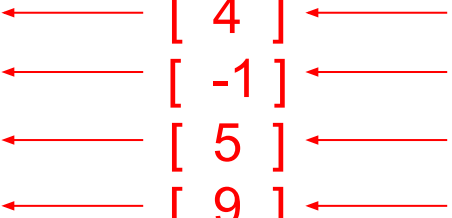
Jacobian  $dz/dx$

$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$

4D  $dL/dz$ :

$\begin{bmatrix} 4 \\ -1 \\ 5 \\ 9 \end{bmatrix}$

Upstream gradient

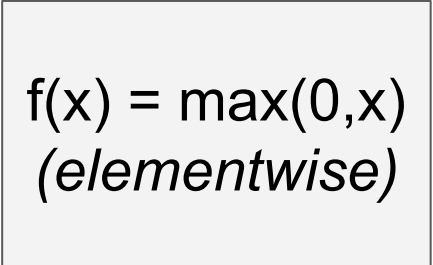
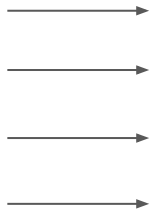




# Backprop with Vectors

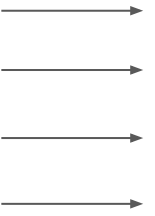
4D input x:

$\begin{bmatrix} 1 \\ -2 \\ 3 \\ -1 \end{bmatrix}$



4D output z:

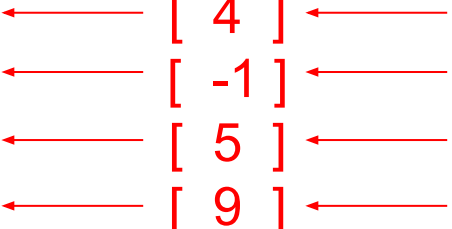
$\begin{bmatrix} 1 \\ 0 \\ 3 \\ 0 \end{bmatrix}$



$\begin{bmatrix} dz/dx \\ dL/dz \end{bmatrix}$   
 $\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 4 \\ -1 \\ 5 \\ 9 \end{bmatrix}$

4D dL/dz:

$\begin{bmatrix} 4 \\ -1 \\ 5 \\ 9 \end{bmatrix}$

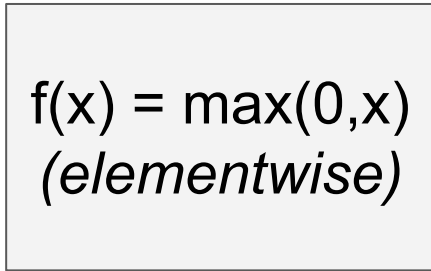


Upstream gradient

# Backprop with Vectors

4D input  $x$ :

$\begin{bmatrix} 1 \\ -2 \\ 3 \\ -1 \end{bmatrix}$



4D output  $z$ :

$\begin{bmatrix} 1 \\ 0 \\ 3 \\ 0 \end{bmatrix}$

4D  $dL/dx$ :

$\begin{bmatrix} 4 \\ 0 \\ 5 \\ 0 \end{bmatrix}$

$[dz/dx] [dL/dz]$

$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 4 \\ -1 \\ 5 \\ 9 \end{bmatrix}$

4D  $dL/dz$ :

$\begin{bmatrix} 4 \\ -1 \\ 5 \\ 9 \end{bmatrix}$

Upstream gradient

# Backprop with Vectors

4D input  $x$ :

$\begin{bmatrix} 1 \\ -2 \\ 3 \\ -1 \end{bmatrix}$

$$f(x) = \max(0, x)$$

(*elementwise*)

4D output  $z$ :

$\begin{bmatrix} 1 \\ 0 \\ 3 \\ 0 \end{bmatrix}$

Jacobian is **sparse**:  
off-diagonal entries  
always zero! Never  
**explicitly** form  
Jacobian -- instead  
use **implicit**  
multiplication

4D  $dL/dx$ :

$\begin{bmatrix} 4 \\ 0 \\ 5 \\ 0 \end{bmatrix}$

$[dz/dx] [dL/dz]$

$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 4 \\ -1 \\ 5 \\ 9 \end{bmatrix}$

4D  $dL/dz$ :

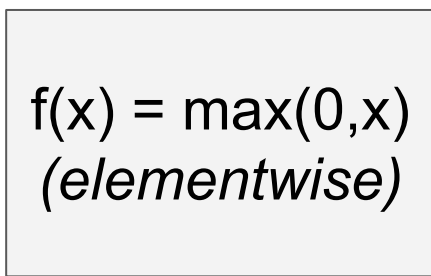
$\begin{bmatrix} 4 \\ -1 \\ 5 \\ 9 \end{bmatrix}$

Upstream  
gradient

# Backprop with Vectors

4D input  $x$ :

$\begin{bmatrix} 1 \\ -2 \\ 3 \\ -1 \end{bmatrix}$



4D output  $z$ :

$\begin{bmatrix} 1 \\ 0 \\ 3 \\ 0 \end{bmatrix}$

Jacobian is **sparse**:  
off-diagonal entries  
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**explicitly** form  
Jacobian -- instead  
use **implicit**  
multiplication

4D  $dL/dx$ :

$\begin{bmatrix} 4 \\ 0 \\ 5 \\ 0 \end{bmatrix}$

$[dz/dx] [dL/dz]$

$$\left(\frac{\partial L}{\partial x}\right)_i = \begin{cases} \left(\frac{\partial L}{\partial z}\right)_i & \text{if } x_i > 0 \\ 0 & \text{otherwise} \end{cases}$$

4D  $dL/dz$ :

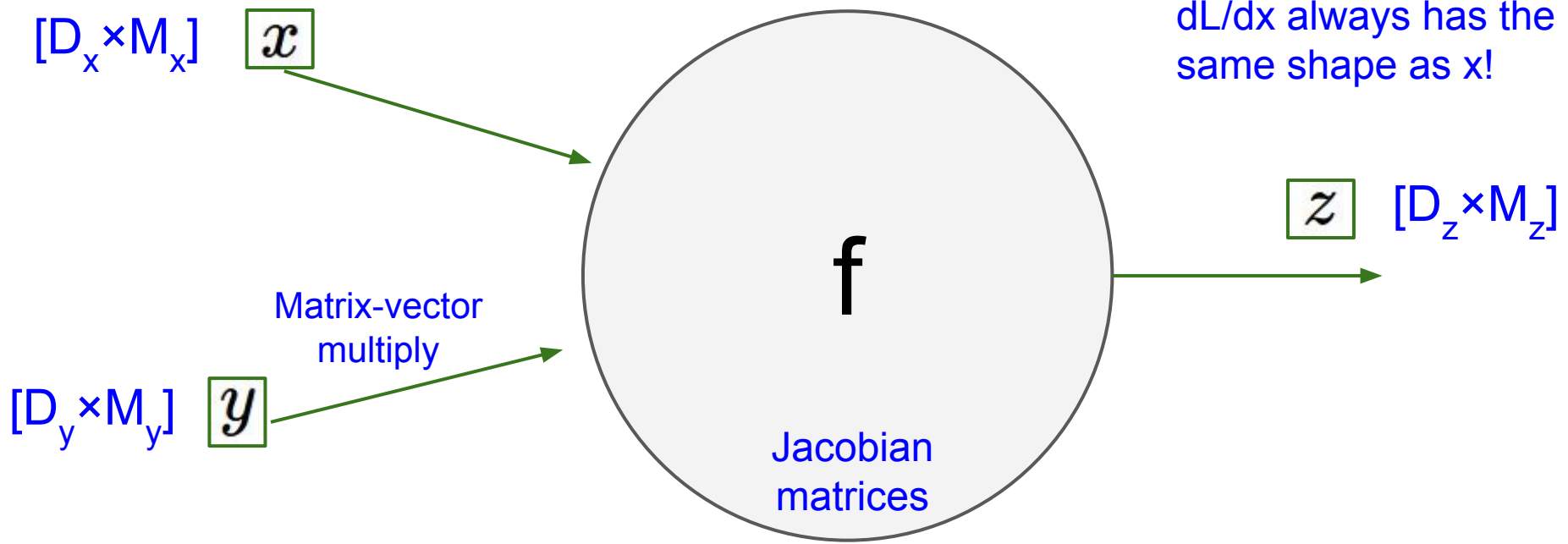
$\begin{bmatrix} 4 \\ -1 \\ 5 \\ 9 \end{bmatrix}$

Upstream  
gradient

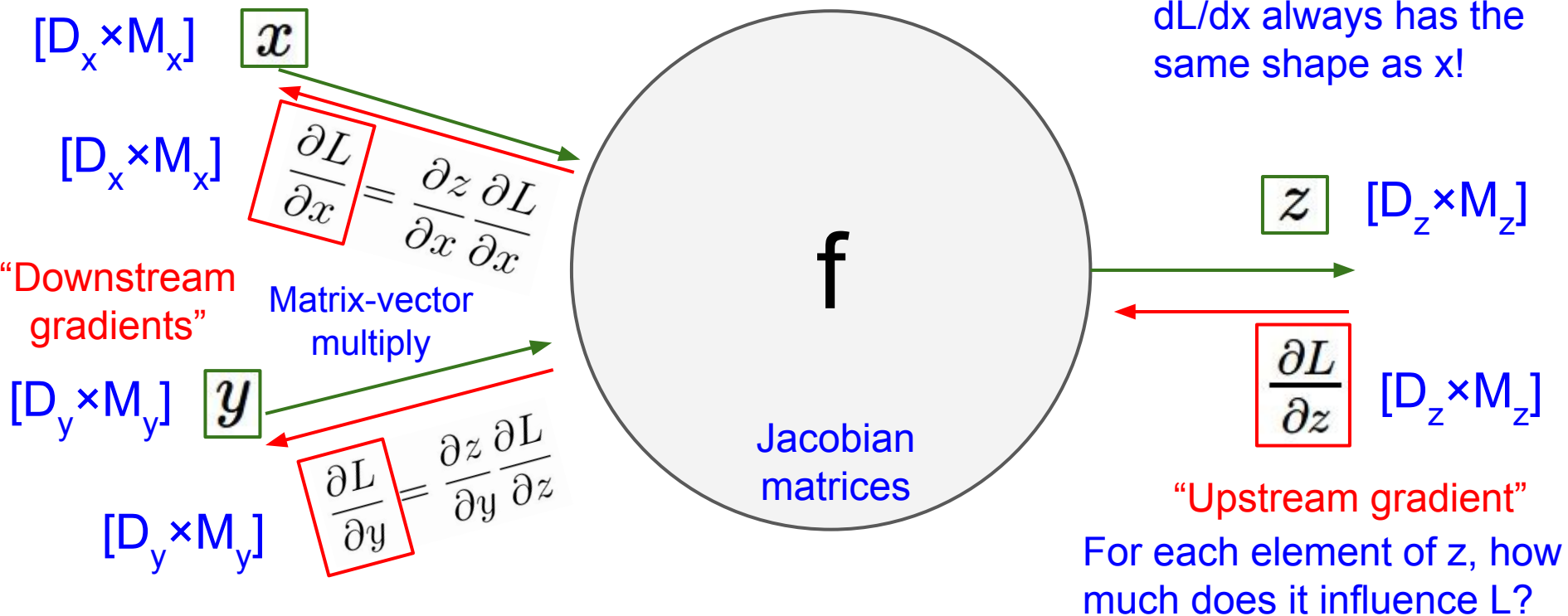
# Backprop with Matrices (or Tensors)

Loss L still a scalar!

$dL/dx$  always has the same shape as  $x$ !



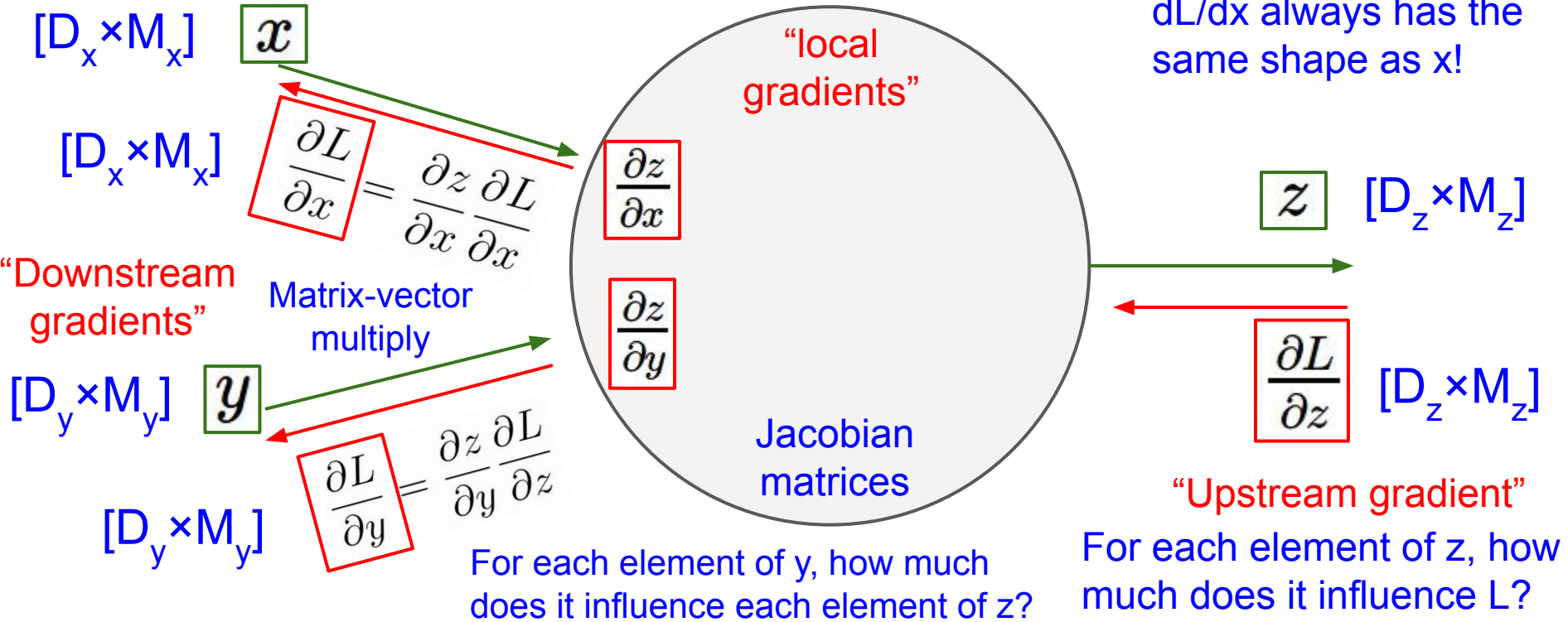
# Backprop with Matrices (or Tensors)



# Backprop with Matrices (or Tensors)

Loss L still a scalar!

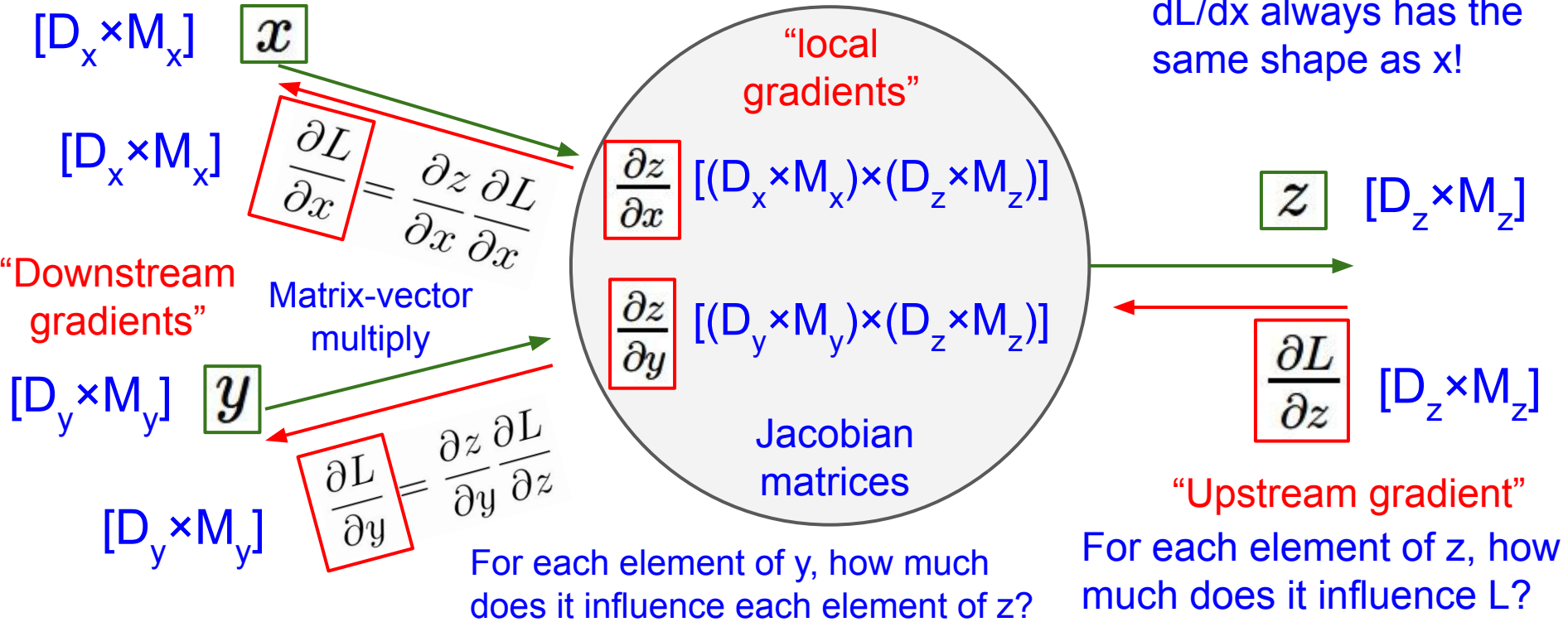
$dL/dx$  always has the same shape as  $x$ !



# Backprop with Matrices (or Tensors)

Loss L still a scalar!

$dL/dx$  always has the same shape as  $x$ !





# Backprop with Matrices

x: [N×D]

[ 2 -1 3 ]

[ -3 4 2 ]

w: [D×M]

[ 3 2 1 -1 ]

[ 2 1 3 2 ]

[ 3 2 1 -2 ]

Matrix Multiply

$$y_{n,m} = \sum_d x_{n,d} w_{d,m}$$

y: [N×M]

[13 9 2 -10]

[ 5 2 17 1 ]

dL/dy: [N×M]

[ 2 3 -3 9 ]

[ -8 1 4 6 ]

Also see derivation in the course notes:

<http://cs231n.stanford.edu/handouts/linear-backprop.pdf>

# Backprop with Matrices

x: [N×D]

[ 2 -1 3 ]

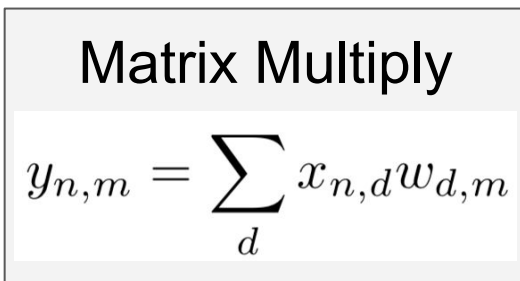
[ -3 4 2 ]

w: [D×M]

[ 3 2 1 -1 ]

[ 2 1 3 2 ]

[ 3 2 1 -2 ]



y: [N×M]

[13 9 2 -10]

[ 5 2 17 1 ]

dL/dy: [N×M]

[ 2 3 -3 9 ]

[ -8 1 4 6 ]



**Jacobians:**

dy/dx: [(N×D)×(N×M)]

dy/dw: [(D×M)×(N×M)]

For a neural net we may have

N=64, D=M=4096

Each Jacobian takes 256 GB of memory!

Must work with them implicitly!

# Backprop with Matrices

x: [N×D]

[ 2 **-1** 3 ]

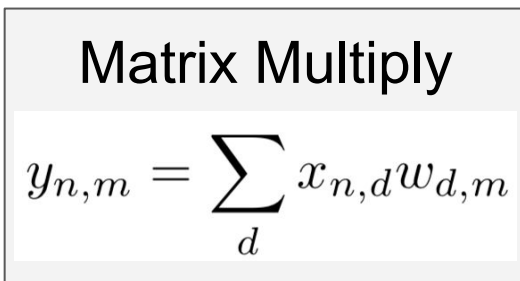
[ -3 4 2 ]

w: [D×M]

[ 3 2 1 -1 ]

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[ 3 2 1 -2 ]



y: [N×M]

[13 9 2 -10]

[ 5 2 17 1 ]

dL/dy: [N×M]

[ 2 3 -3 9 ]

[ -8 1 4 6 ]



**Q:** What parts of y are affected by one element of x?

# Backprop with Matrices

x: [N×D]

[ 2 **-1** 3 ]  
[ -3 4 2 ]

w: [D×M]

[ 3 2 1 -1 ]  
[ 2 1 3 2 ]  
[ 3 2 1 -2 ]

Matrix Multiply

$$y_{n,m} = \sum_d x_{n,d} w_{d,m}$$

**Q:** What parts of y are affected by one element of x?

**A:**  $x_{n,d}$  affects the whole row  $y_{n,\cdot}$ .

$$\frac{\partial L}{\partial x_{n,d}} = \sum_m \frac{\partial L}{\partial y_{n,m}} \frac{\partial y_{n,m}}{\partial x_{n,d}}$$

y: [N×M]

[ **13 9 2 -10** ]  
[ 5 2 17 1 ]

dL/dy: [N×M]

[ **2 3 -3 9** ]  
[ -8 1 4 6 ]

# Backprop with Matrices

x: [N×D]

[ 2 1 -3 ]  
[ -3 4 2 ]

w: [D×M]

[ 3 2 1 -1 ]  
[ 2 1 3 2 ]  
[ 3 2 1 -2 ]

Matrix Multiply

$$y_{n,m} = \sum_d x_{n,d} w_{d,m}$$

y: [N×M]

[ 13 9 -2 -6 ]  
[ 5 2 17 1 ]

dL/dy: [N×M]

[ 2 3 -3 9 ]  
[ -8 1 4 6 ]

**Q:** What parts of y are affected by one element of x?

**A:**  $x_{n,d}$  affects the whole row  $y_{n,\cdot}$ .

**Q:** How much does  $x_{n,d}$  affect  $y_{n,m}$ ?

$$\frac{\partial L}{\partial x_{n,d}} = \sum_m \frac{\partial L}{\partial y_{n,m}} \frac{\partial y_{n,m}}{\partial x_{n,d}}$$

# Backprop with Matrices

$$x: [N \times D]$$

$$\begin{bmatrix} 2 & -1 & 3 \\ -3 & 4 & 2 \end{bmatrix}$$

$$w: [D \times M]$$

$$\begin{bmatrix} 3 & 2 & 1 & -1 \\ 2 & 1 & 3 & 2 \\ 3 & 2 & 1 & -2 \end{bmatrix}$$

Matrix Multiply

$$y_{n,m} = \sum_d x_{n,d} w_{d,m}$$

$$y: [N \times M]$$

$$\begin{bmatrix} 13 & 9 & 2 & -10 \\ 5 & 2 & 17 & 1 \end{bmatrix}$$

$$dL/dy: [N \times M]$$

$$\begin{bmatrix} 2 & 3 & -3 & 9 \\ -8 & 1 & 4 & 6 \end{bmatrix}$$

**Q:** What parts of  $y$  are affected by one element of  $x$ ?

**A:**  $x_{n,d}$  affects the whole row  $y_n$ .

**Q:** How much does  $x_{n,d}$  affect  $y_{n,m}$ ?

**A:**  $w_{d,m}$

$$\frac{\partial L}{\partial x_{n,d}} = \sum_m \frac{\partial L}{\partial y_{n,m}} \frac{\partial y_{n,m}}{\partial x_{n,d}} = \sum_m \frac{\partial L}{\partial y_{n,m}} w_{d,m}$$

# Backprop with Matrices

$$x: [N \times D]$$

$$\begin{bmatrix} 2 & -1 & 3 \\ -3 & 4 & 2 \end{bmatrix}$$

$$w: [D \times M]$$

$$\begin{bmatrix} 3 & 2 & 1 & -1 \\ 2 & 1 & 3 & 2 \\ 3 & 2 & 1 & -2 \end{bmatrix}$$

Matrix Multiply

$$y_{n,m} = \sum_d x_{n,d} w_{d,m}$$

$$y: [N \times M]$$

$$\begin{bmatrix} 13 & 9 & 2 & -10 \\ 5 & 2 & 17 & 1 \end{bmatrix}$$

$$dL/dy: [N \times M]$$

$$\begin{bmatrix} 2 & 3 & -3 & 9 \\ -8 & 1 & 4 & 6 \end{bmatrix}$$

**Q:** What parts of  $y$  are affected by one element of  $x$ ?

**A:**  $x_{n,d}$  affects the whole row  $y_n$ .

**Q:** How much does  $x_{n,d}$  affect  $y_{n,m}$ ?

**A:**  $w_{d,m}$

$$\frac{\partial L}{\partial x_{n,d}} = \sum_m \frac{\partial L}{\partial y_{n,m}} \frac{\partial y_{n,m}}{\partial x_{n,d}} = \sum_m \frac{\partial L}{\partial y_{n,m}} w_{d,m}$$

$$\frac{\partial L}{\partial x} = \left( \frac{\partial L}{\partial y} \right) w^T$$

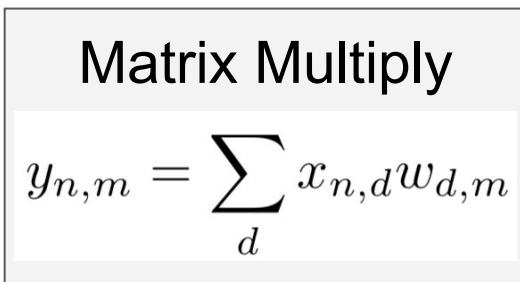
# Backprop with Matrices

x: [N×D]

[ 2 -1 3 ]  
[ -3 4 2 ]

w: [D×M]

[ 3 2 1 -1 ]  
[ 2 1 3 2 ]  
[ 3 2 1 -2 ]



y: [N×M]  
[ 13 9 2 -10 ]  
[ 5 2 17 1 ]



dL/dy: [N×M]  
[ 2 3 -3 9 ]  
[ -8 1 4 6 ]

By similar logic:

[N×D] [N×M] [M×D]

$$\frac{\partial L}{\partial x} = \left( \frac{\partial L}{\partial y} \right) w^T$$

[D×M] [D×N] [N×M]

$$\frac{\partial L}{\partial w} = x^T \left( \frac{\partial L}{\partial y} \right)$$

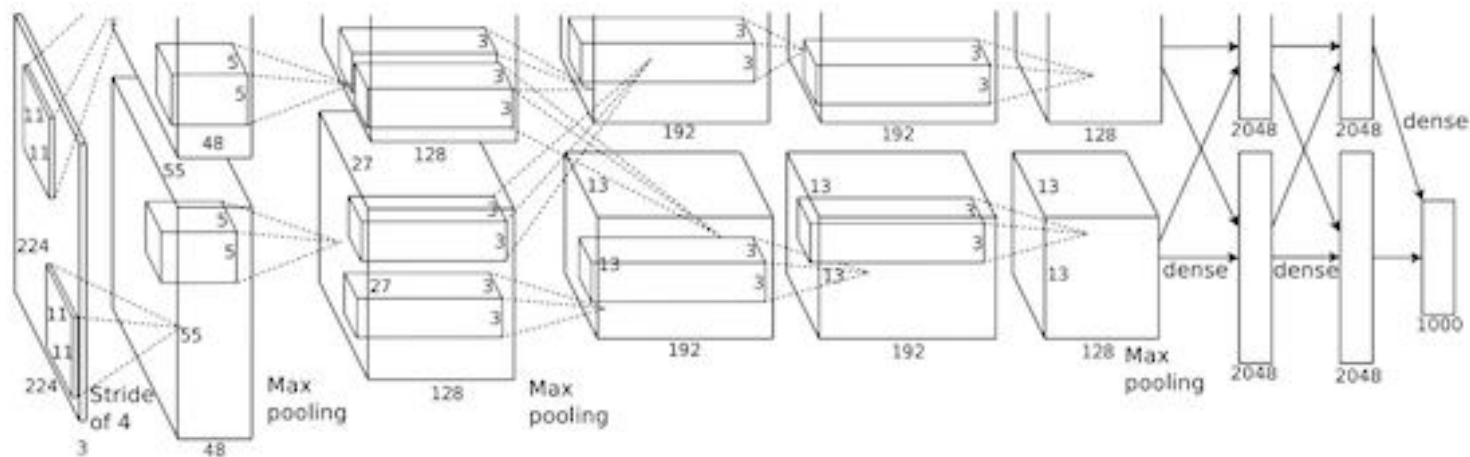
These formulas are easy to remember: they are the only way to make shapes match up!



# Summary for today:

- **(Fully-connected) Neural Networks** are stacks of linear functions and nonlinear activation functions; they have much more representational power than linear classifiers
- **backpropagation** = recursive application of the chain rule along a computational graph to compute the gradients of all inputs/parameters/intermediates
- implementations maintain a graph structure, where the nodes implement the **forward()** / **backward()** API
- **forward**: compute result of an operation and save any intermediates needed for gradient computation in memory
- **backward**: apply the chain rule to compute the gradient of the loss function with respect to the inputs

# Next Time: Convolutional Networks!

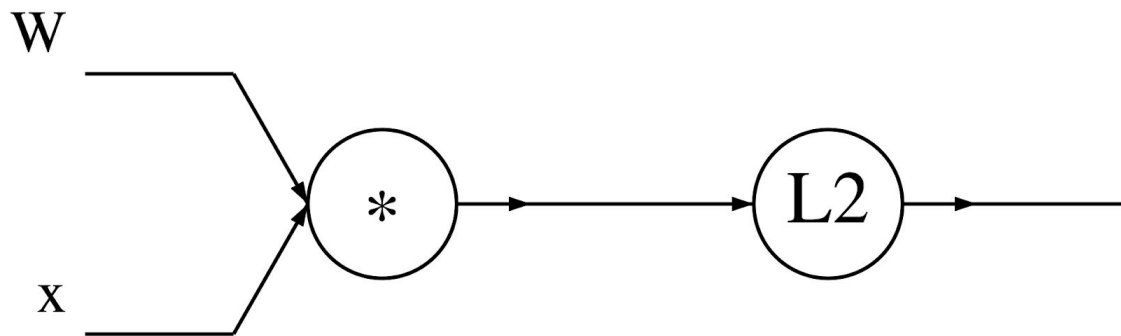


A vectorized example:  $f(x, W) = \|W \cdot x\|^2 = \sum_{i=1}^n (W \cdot x)_i^2$

A vectorized example:  $f(x, W) = \|W \cdot x\|^2 = \sum_{i=1}^n (W \cdot x)_i^2$

$$\begin{array}{ccc} \downarrow & \downarrow & \\ \in \mathbb{R}^n & \in \mathbb{R}^{n \times n} & \end{array}$$

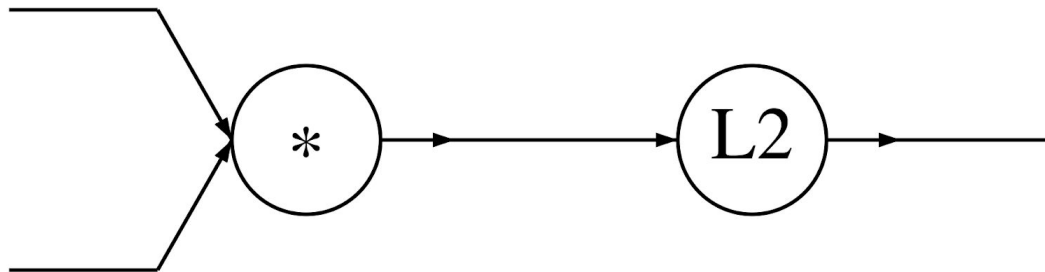
A vectorized example:  $f(x, W) = \|W \cdot x\|^2 = \sum_{i=1}^n (W \cdot x)_i^2$



A vectorized example:  $f(x, W) = \|W \cdot x\|^2 = \sum_{i=1}^n (W \cdot x)_i^2$

$$\begin{bmatrix} 0.1 & 0.5 \\ -0.3 & 0.8 \end{bmatrix} W$$

$$\begin{bmatrix} 0.2 \\ 0.4 \end{bmatrix} x$$

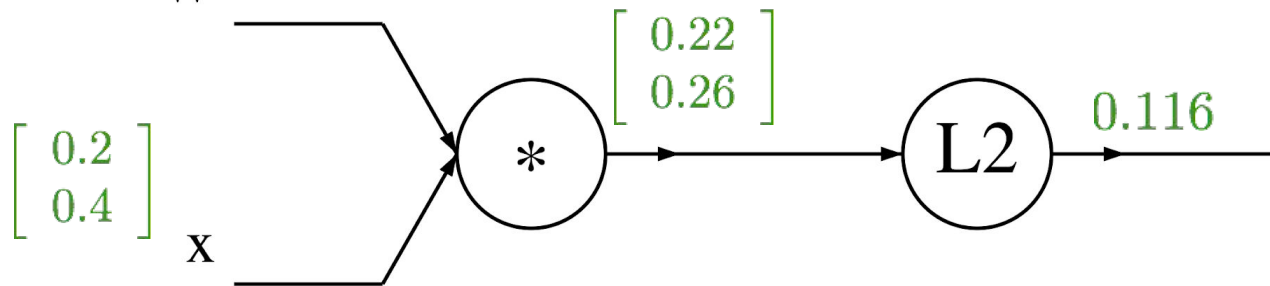


$$q = W \cdot x = \begin{pmatrix} W_{1,1}x_1 + \cdots + W_{1,n}x_n \\ \vdots \\ W_{n,1}x_1 + \cdots + W_{n,n}x_n \end{pmatrix}$$

$$f(q) = \|q\|^2 = q_1^2 + \cdots + q_n^2$$

A vectorized example:  $f(x, W) = \|W \cdot x\|^2 = \sum_{i=1}^n (W \cdot x)_i^2$

$$\begin{bmatrix} 0.1 & 0.5 \\ -0.3 & 0.8 \end{bmatrix} W$$



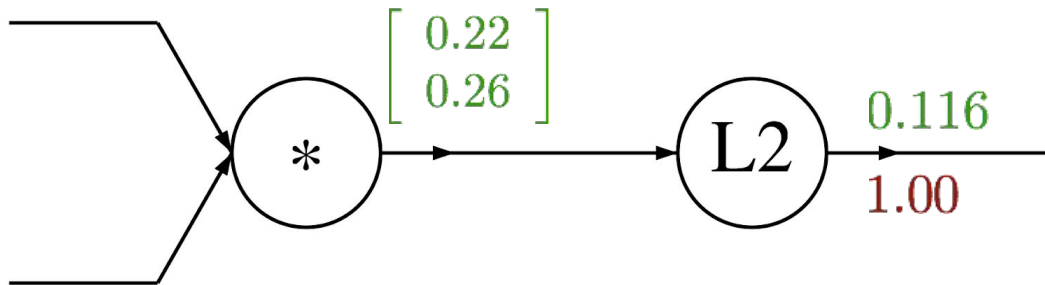
$$q = W \cdot x = \begin{pmatrix} W_{1,1}x_1 + \cdots + W_{1,n}x_n \\ \vdots \\ W_{n,1}x_1 + \cdots + W_{n,n}x_n \end{pmatrix}$$

$$f(q) = \|q\|^2 = q_1^2 + \cdots + q_n^2$$

A vectorized example:  $f(x, W) = \|W \cdot x\|^2 = \sum_{i=1}^n (W \cdot x)_i^2$

$$\begin{bmatrix} 0.1 & 0.5 \\ -0.3 & 0.8 \end{bmatrix} W$$

$$\begin{bmatrix} 0.2 \\ 0.4 \end{bmatrix} x$$



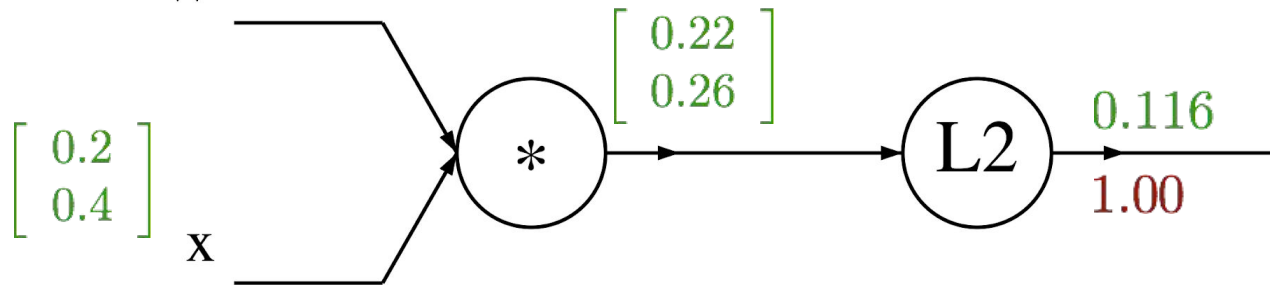
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$$f(q) = \|q\|^2 = q_1^2 + \cdots + q_n^2$$



A vectorized example:  $f(x, W) = \|W \cdot x\|^2 = \sum_{i=1}^n (W \cdot x)_i^2$

$$\begin{bmatrix} 0.1 & 0.5 \\ -0.3 & 0.8 \end{bmatrix} W$$



$$q = W \cdot x = \begin{pmatrix} W_{1,1}x_1 + \cdots + W_{1,n}x_n \\ \vdots \\ W_{n,1}x_1 + \cdots + W_{n,n}x_n \end{pmatrix}$$

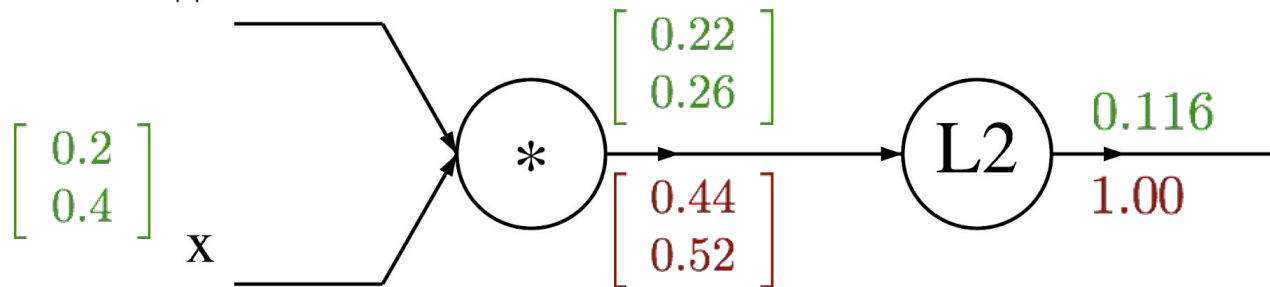
$$f(q) = \|q\|^2 = q_1^2 + \cdots + q_n^2$$

$$\frac{\partial f}{\partial q_i} = 2q_i$$

$$\nabla_q f = 2q$$

A vectorized example:  $f(x, W) = \|W \cdot x\|^2 = \sum_{i=1}^n (W \cdot x)_i^2$

$$\begin{bmatrix} 0.1 & 0.5 \\ -0.3 & 0.8 \end{bmatrix} W$$



$$q = W \cdot x = \begin{pmatrix} W_{1,1}x_1 + \cdots + W_{1,n}x_n \\ \vdots \\ W_{n,1}x_1 + \cdots + W_{n,n}x_n \end{pmatrix}$$

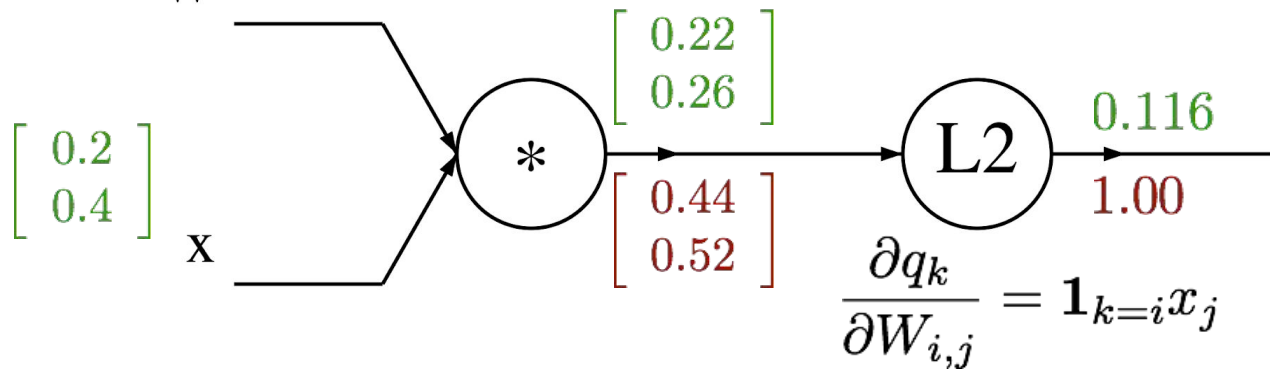
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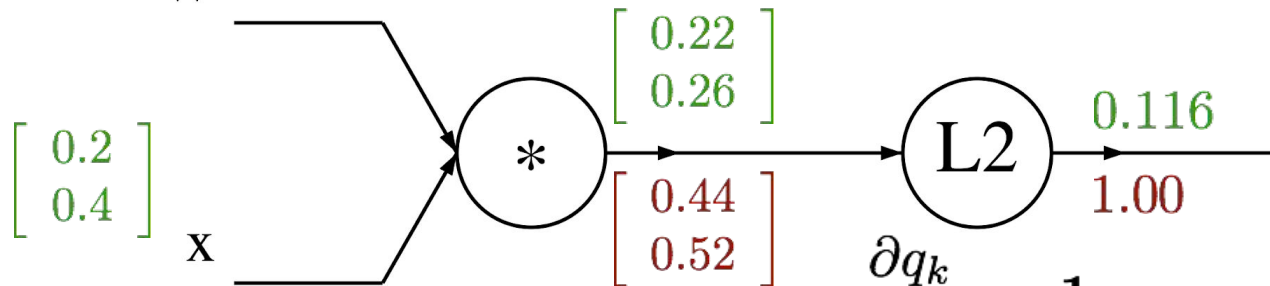


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$$\begin{bmatrix} 0.1 & 0.5 \\ -0.3 & 0.8 \end{bmatrix} W$$



$$\frac{\partial q_k}{\partial W_{i,j}} = \mathbf{1}_{k=i} x_j$$

$$\frac{\partial f}{\partial W_{i,j}} = \sum_k \frac{\partial f}{\partial q_k} \frac{\partial q_k}{\partial W_{i,j}}$$

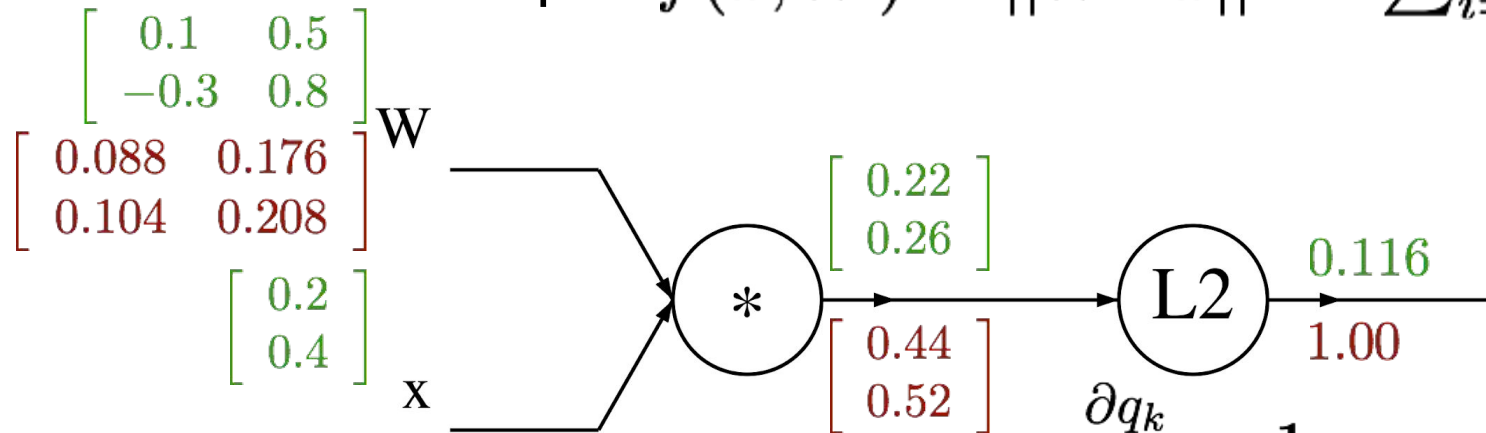
$$= \sum_k (2q_k) (\mathbf{1}_{k=i} x_j)$$

$$= 2q_i x_j$$

$$q = W \cdot x = \begin{pmatrix} W_{1,1}x_1 + \cdots + W_{1,n}x_n \\ \vdots \\ W_{n,1}x_1 + \cdots + W_{n,n}x_n \end{pmatrix}$$

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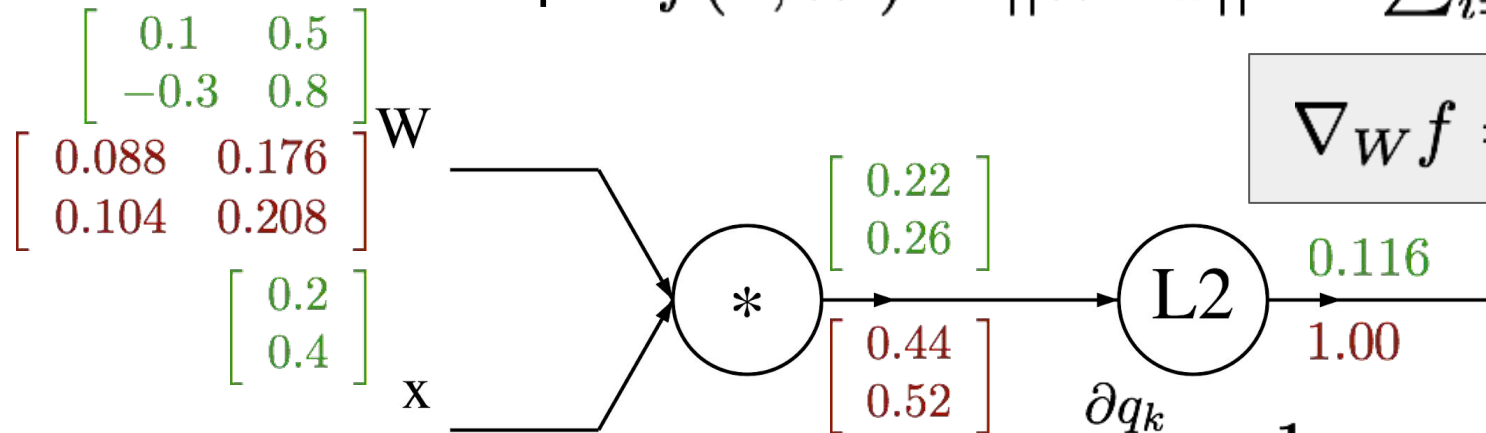


$$\begin{aligned} \frac{\partial q_k}{\partial W_{i,j}} &= \mathbf{1}_{k=i} x_j \\ \frac{\partial f}{\partial W_{i,j}} &= \sum_k \frac{\partial f}{\partial q_k} \frac{\partial q_k}{\partial W_{i,j}} \\ &= \sum_k (2q_k) (\mathbf{1}_{k=i} x_j) \\ &= 2q_i x_j \end{aligned}$$

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A vectorized example:  $f(x, W) = \|W \cdot x\|^2 = \sum_{i=1}^n (W \cdot x)_i^2$



$$\nabla_W f = 2q \cdot x^T$$

$$q = W \cdot x = \begin{pmatrix} W_{1,1}x_1 + \dots + W_{1,n}x_n \\ \vdots \\ W_{n,1}x_1 + \dots + W_{n,n}x_n \end{pmatrix}$$

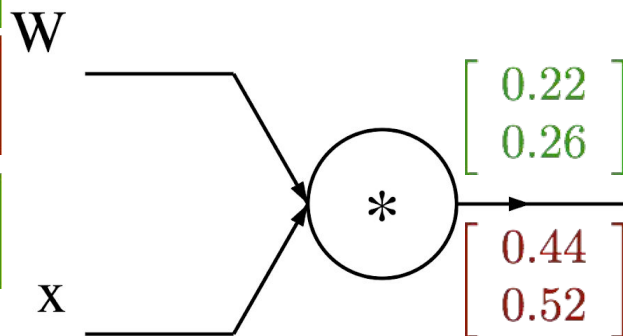
$$f(q) = \|q\|^2 = q_1^2 + \dots + q_n^2$$

$$\begin{aligned} \frac{\partial q_k}{\partial W_{i,j}} &= \mathbf{1}_{k=i}x_j \\ \frac{\partial f}{\partial W_{i,j}} &= \sum_k \frac{\partial f}{\partial q_k} \frac{\partial q_k}{\partial W_{i,j}} \\ &= \sum_k (2q_k)(\mathbf{1}_{k=i}x_j) \\ &= 2q_i x_j \end{aligned}$$

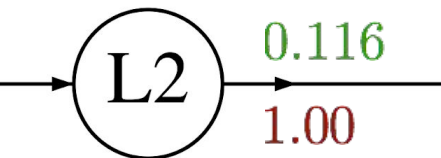
A vectorized example:  $f(x, W) = \|W \cdot x\|^2 = \sum_{i=1}^n (W \cdot x)_i^2$

$$W = \begin{bmatrix} 0.1 & 0.5 \\ -0.3 & 0.8 \end{bmatrix}$$

$$x = \begin{bmatrix} 0.2 \\ 0.4 \end{bmatrix}$$



$$\nabla_W f = 2q \cdot x^T$$



Always check: The gradient with respect to a variable should have the same shape as the variable

$$\frac{\partial q_k}{\partial W_{i,j}} = \mathbf{1}_{k=i} x_j$$

$$\frac{\partial f}{\partial W_{i,j}} = \sum_k \frac{\partial f}{\partial q_k} \frac{\partial q_k}{\partial W_{i,j}}$$

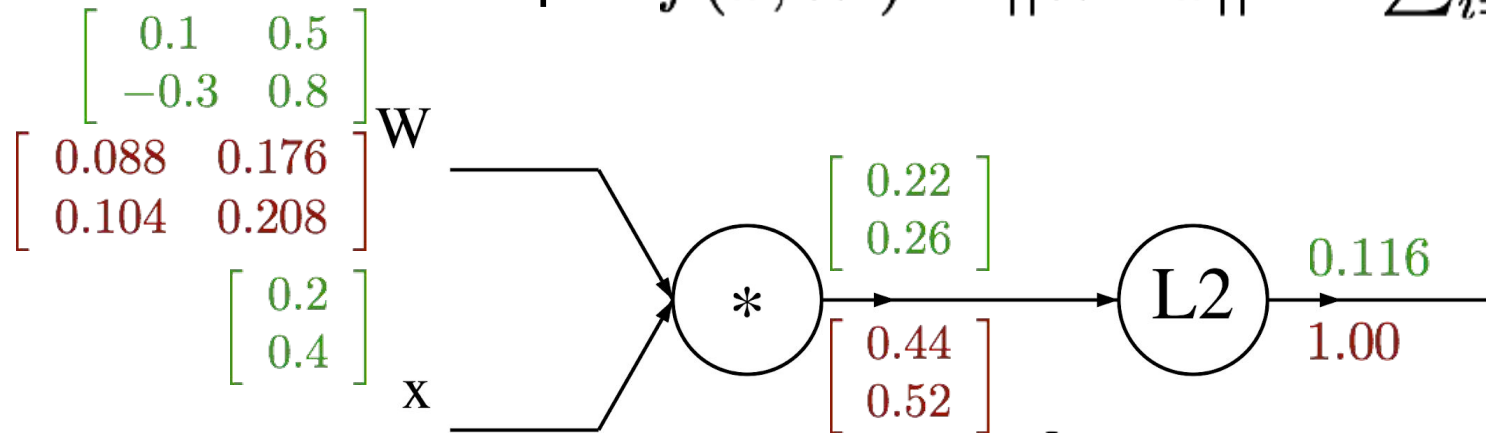
$$= \sum_k (2q_k) (\mathbf{1}_{k=i} x_j)$$

$$= 2q_i x_j$$

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$$f(q) = \|q\|^2 = q_1^2 + \dots + q_n^2$$

A vectorized example:  $f(x, W) = \|W \cdot x\|^2 = \sum_{i=1}^n (W \cdot x)_i^2$



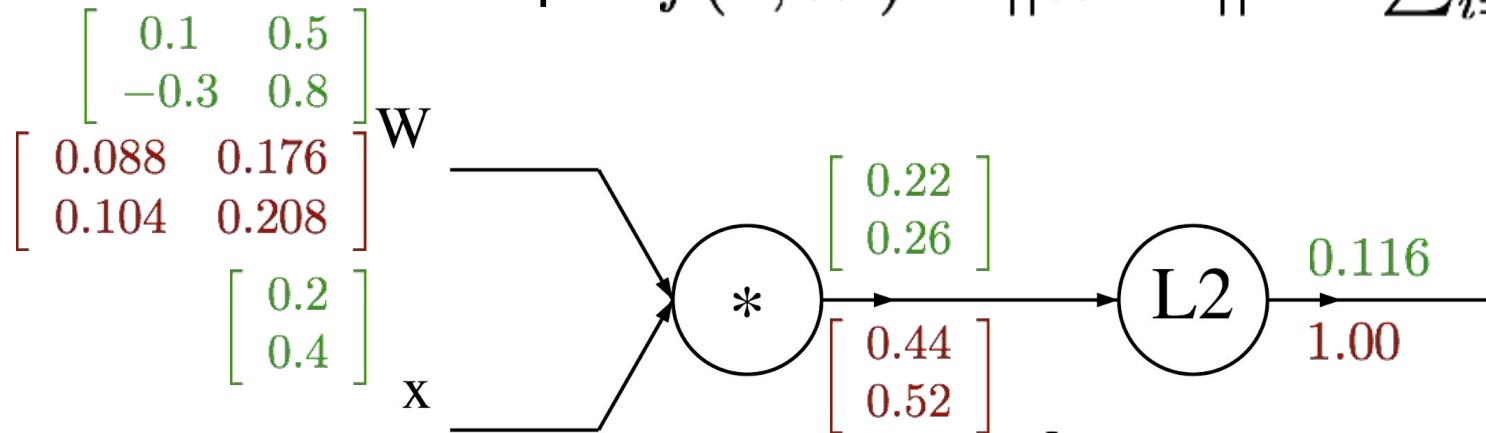
$$\frac{\partial q_k}{\partial x_i} = W_{k,i}$$

$$q = W \cdot x = \begin{pmatrix} W_{1,1}x_1 + \cdots + W_{1,n}x_n \\ \vdots \\ W_{n,1}x_1 + \cdots + W_{n,n}x_n \end{pmatrix}$$

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A vectorized example:  $f(x, W) = \|W \cdot x\|^2 = \sum_{i=1}^n (W \cdot x)_i^2$

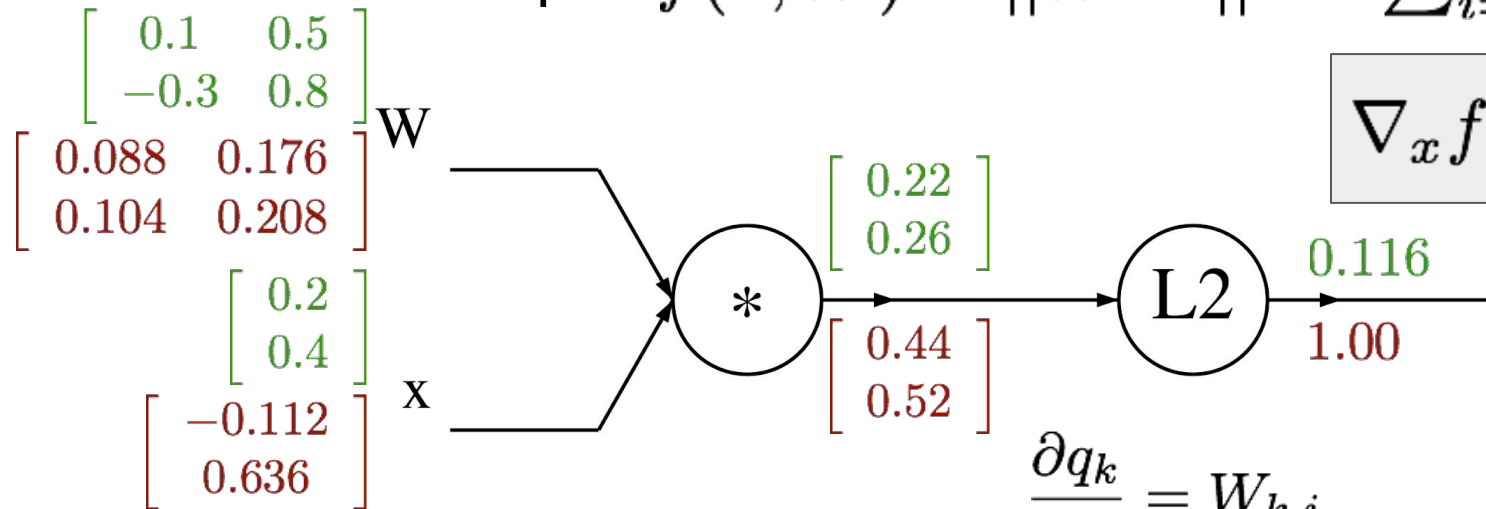


$$q = W \cdot x = \begin{pmatrix} W_{1,1}x_1 + \cdots + W_{1,n}x_n \\ \vdots \\ W_{n,1}x_1 + \cdots + W_{n,n}x_n \end{pmatrix}$$

$$f(q) = \|q\|^2 = q_1^2 + \cdots + q_n^2$$

$$\begin{aligned} \frac{\partial q_k}{\partial x_i} &= W_{k,i} \\ \frac{\partial f}{\partial x_i} &= \sum_k \frac{\partial f}{\partial q_k} \frac{\partial q_k}{\partial x_i} \\ &= \sum_k 2q_k W_{k,i} \end{aligned}$$

A vectorized example:  $f(x, W) = ||W \cdot x||^2 = \sum_{i=1}^n (W \cdot x)_i^2$



$$\nabla_x f = 2W^T \cdot q$$

$$q = W \cdot x = \begin{pmatrix} W_{1,1}x_1 + \dots + W_{1,n}x_n \\ \vdots \\ W_{n,1}x_1 + \dots + W_{n,n}x_n \end{pmatrix}$$

$$f(q) = ||q||^2 = q_1^2 + \dots + q_n^2$$

$$\begin{aligned} \frac{\partial q_k}{\partial x_i} &= W_{k,i} \\ \frac{\partial f}{\partial x_i} &= \sum_k \frac{\partial f}{\partial q_k} \frac{\partial q_k}{\partial x_i} \\ &= \sum_k 2q_k W_{k,i} \end{aligned}$$

# In discussion section: A matrix example...

$$z_1 = XW_1$$

$$h_1 = \text{ReLU}(z_1)$$

$$\hat{y} = h_1 W_2$$

$$L = \|\hat{y}\|_2^2$$

$$\frac{\partial L}{\partial W_2} = ?$$

$$\frac{\partial L}{\partial W_1} = ?$$

