

RocPy | Rochester Data Science Meetup Group

Neural Networks Demystified

April 10th, 2025

Evan Raw

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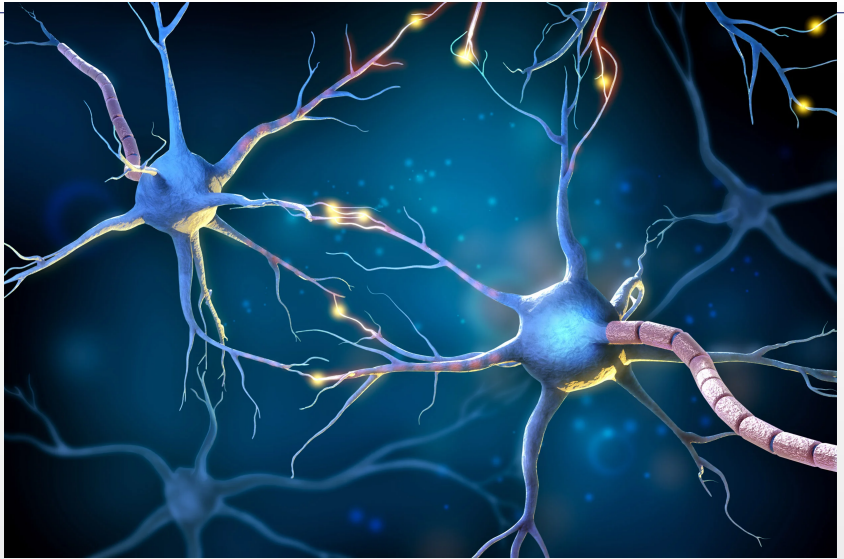
Statistical Distributions

Going Further

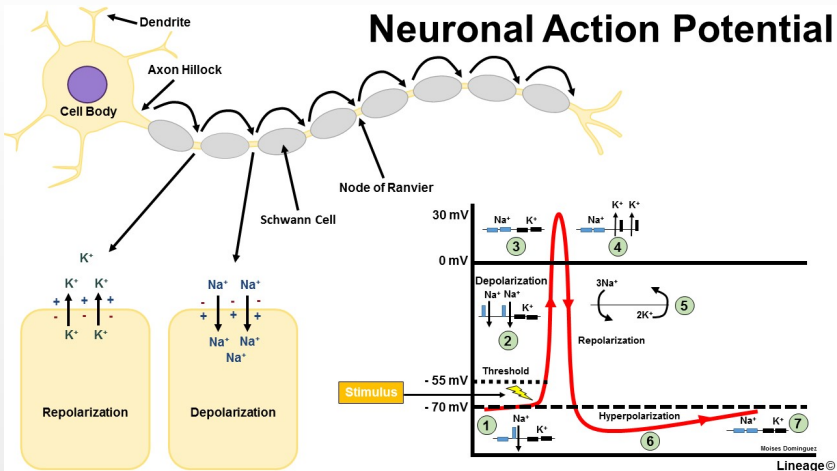
Get the Slides



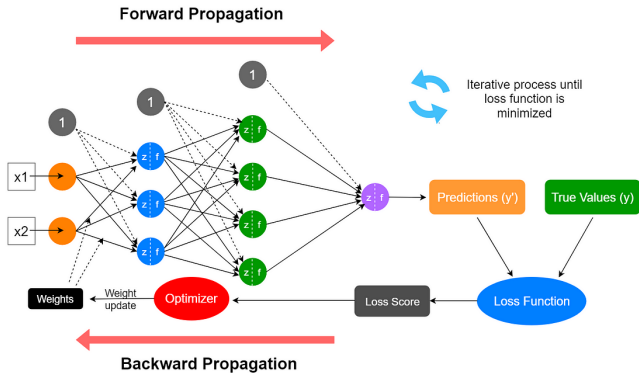
Biological Inspiration



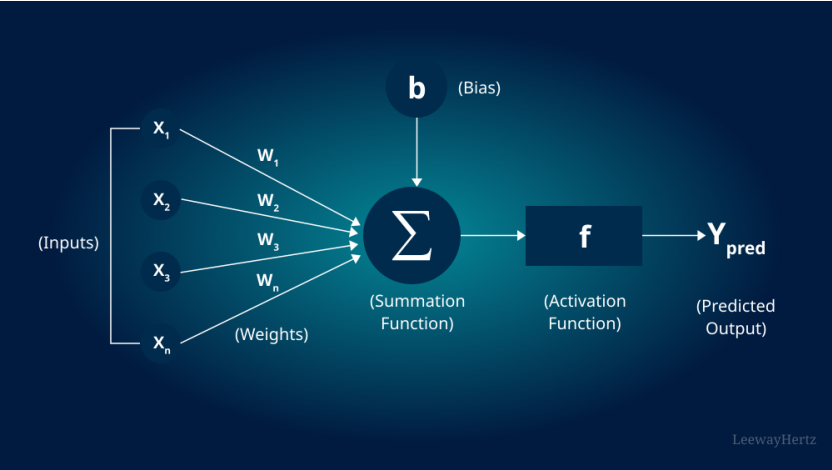
Neuron



Neural Network



Perceptron Diagram

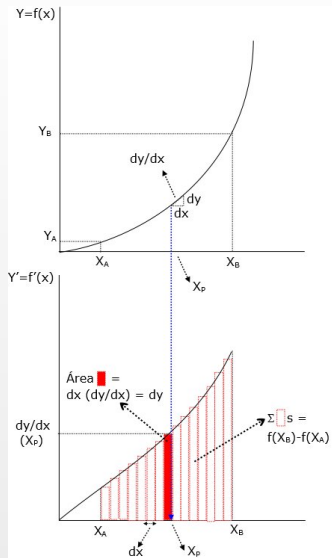


Perceptron

$$y = \sigma \left(\sum_{i=1}^n w_i x_i + b \right)$$

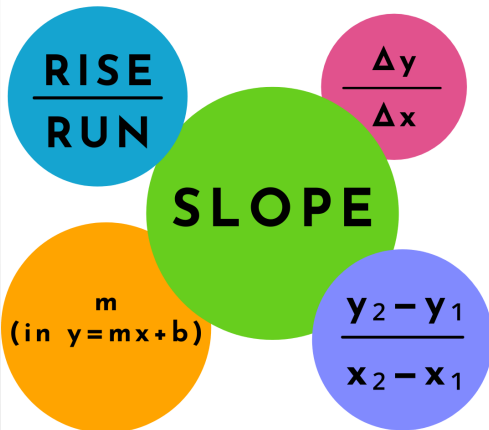
```
1 xs = [1.0, 2.0, 3.0, 4.0, 5.0] # inputs
2 ws = [0.5, 0.2, 0.1, 0.7, 0.4] # weights
3 b = 3. # bias
4
5 Z = b
6 for x, w in zip(xs, ws):
7     Z += x * w
8
9 y = min(0, Z) # ReLU activation
```


Calculus



Derivatives

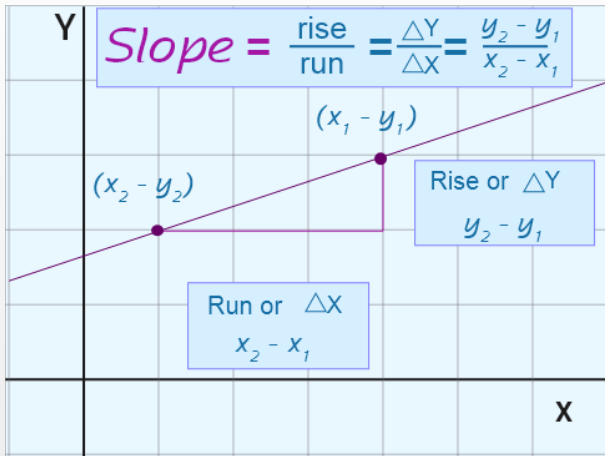
RATE OF CHANGE



Derivatives Are Ubiquitous

- How fast is your internet? (bits / second)
- How fast is your car going? (distance / time)
- How much are you paid per hour/year? (currency / time)
- More or less anytime a measurement is represented as (thing1 / thing2)

Slope Formula



Derivative Definition

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

$$m = \lim_{x \rightarrow a} \frac{f(x) - f(a)}{x - a}$$

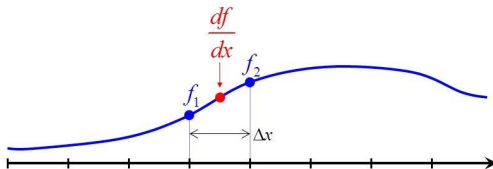
Finite Differences Derivative

The Basic Finite-Difference Approximation

CEM

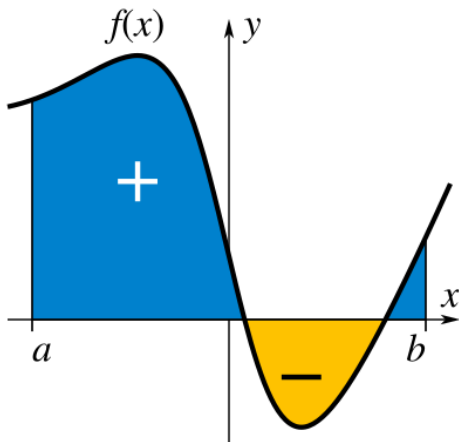
$$\frac{df_{1.5}}{dx} \approx \frac{f_2 - f_1}{\Delta x}$$

second-order accurate
first-order derivative



This is the only finite-difference approximation we will use in this course!

Integrals
















Integrals Are Ubiquitous

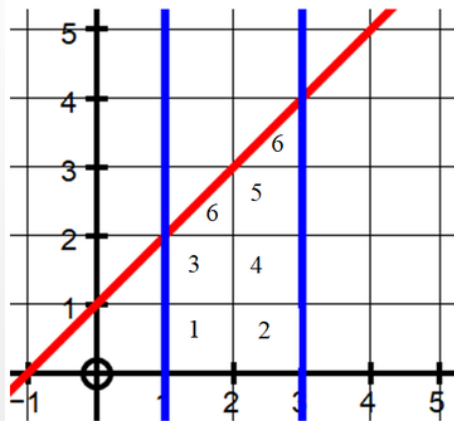
Any analog (non-discrete) sum of values is an integral

- **Area (for square, width * height)**
- **Volume (cup, gallon, liter)**
- **How fast is your car going? (distance / time)**
- **How much are you paid per hour/year? (currency / time)**
- **More or less anytime a non-discrete measurement is represented as (thing1 / thing2)**

Area/Volume Calculations

 SKILLS YOU NEED <small>Helping You Develop Life Skills</small>		Area, Surface Area & Volume <i>reference sheet</i>		
Area <i>The measure of how many squares will fit into a shape.</i>		Three-dimensional solid shapes	Surface Area <i>The measure of the area of all outward facing sides.</i>	Volume <i>The measure of how many cubes will fit into a shape.</i>
Two-dimensional plane shapes			Units ²	Units ³
Square 	$Area = a^2$ or $a \times a$ Example: $a = 5cm$ $Area = 5^2 = 25cm^2$	Cube 	Surface Area = $6 \times a^2$ Example: $a = 5cm$ Surface Area = $150cm^2$	Volume = a^3 or $a \times a \times a$ Example: $a = 5cm$ Volume = $125cm^3$
Rectangle 	$Area = w \times h$ Example: $w = \text{width} = 10cm$ $height = 20cm$ $Area = 10 \times 20 = 200cm^2$	Prism 	Surface Area = $2 \times ba + la$ Example: $ba = \text{base area} = 20cm^2$ $la = \text{lateral area (all sides)} = 60cm^2$ Surface area = $2 \times 20 + 60 = 100cm^2$	Volume = $ba \times h$ Example: $ba = \text{base area} = 20cm^2$ $h = \text{height} = 5cm$ Volume = $20 \times 5 = 100cm^3$
Triangle 	$Area = b \times h \times 0.5$ Example: $b = \text{base} = 20cm$ $h = \text{vertical height} = 15cm$ $Area = 20 \times 15 \times 0.5 = 150cm^2$	Pyramid 	Surface Area = $ba + la$ Example: $ba = \text{base area} = 16cm^2$ $la = \text{lateral area (all sides)} = 60cm^2$ Surface area = $16 + 60 = 76cm^2$	Volume = $ba \times h \times 1/3$ Example: $ba = \text{base area} = 16cm^2$ $h = \text{height} = 9cm$ Volume = $16 \times 9 \times 1/3 = 48cm^3$
Reg Polygon 	$Area = n \times s \times a \times 0.5$ Example: $n = \text{number of sides} = 6$ $\text{length of sides} = 5cm$ $a = \text{apothem} = 15cm$ $Area = 6 \times 5 \times 15 \times 0.5 = 225cm^2$	R. Polyhedron 	Surface Area = $fa \times s$ Example: $fa = \text{area of one side} = 200cm^2$ $s = \text{number of sides} = 12$ Surface area = $200 \times 12 = 2400cm^2$	Example: There is no simple generic formula for working out the volume of a regular polyhedron.
Circle 	$Area = \pi \times r^2$ Example: $\pi = 3.14$ $r = \text{radius} = 5cm$ $Area = 3.14 \times 5^2 = 3.14 \times 5 \times 5 = 78.5cm^2$	Sphere 	Surface Area = $4 \times \pi \times r^2$ Example: $r = \text{radius} = 4.5cm$ Surface area = $4 \times 3.14 \times 20.25 = 254.5cm^2$ (Approx)	Volume = $4/3 \times \pi \times r^3$ Example: $r = \text{radius} = 4.5cm$ Volume = $4/3 \times 3.14 \times 4.5^3 = 381.5cm^3$ (Approx)
Ellipse 	$Area = \pi \times a \times b$ Example: $\pi = 3.14$ $a = \text{radius of long axis} = 6$ $b = \text{radius short axis} = 4$ $Area = 3.14 \times 6 \times 4 = 75.36cm^2$	Cylinder 	Surface Area = $2\pi r^2 + 2\pi r h$ Example: $r = \text{radius} = 5cm$ $h = \text{height} = 10cm$ Surface area = $2 \times 3.14 \times 5 \times 10 + 2 \times 3.14 \times 25 = 471cm^2$	Volume = $\pi \times r^2 \times h$ Example: $r = \text{radius} = 5cm$ $h = \text{height} = 10cm$ Volume = $3.14 \times 25 \times 10 = 785cm^3$ (Approx)

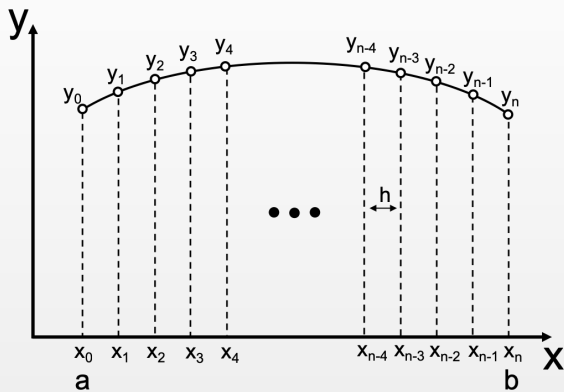
Integral Approximation



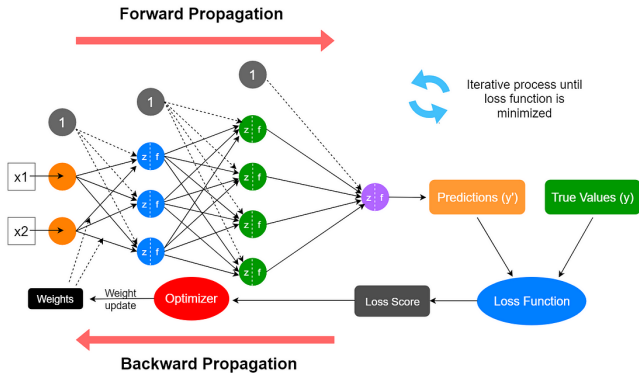
Area = 6 squares

Just count them!

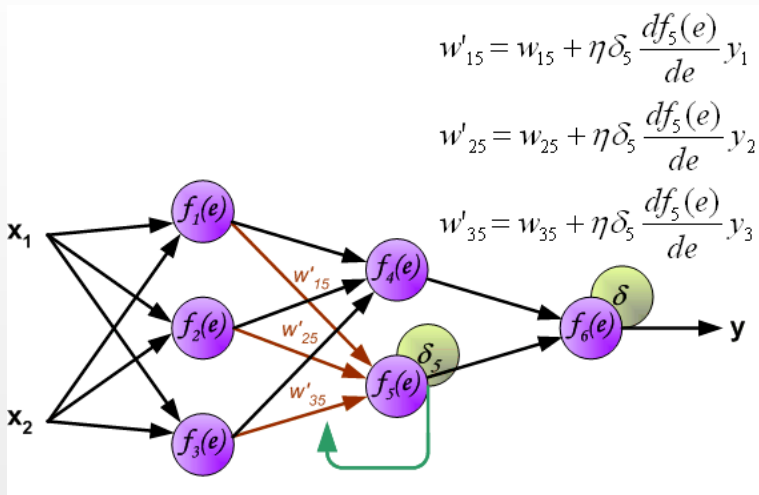
Finite Differences Integral



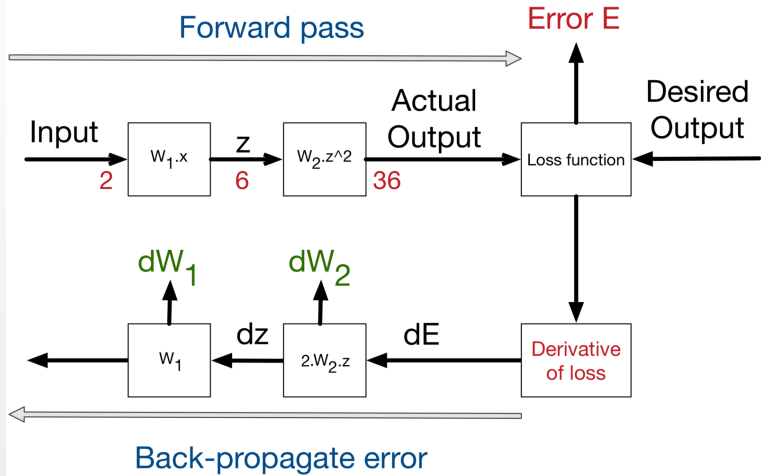
Neural Network



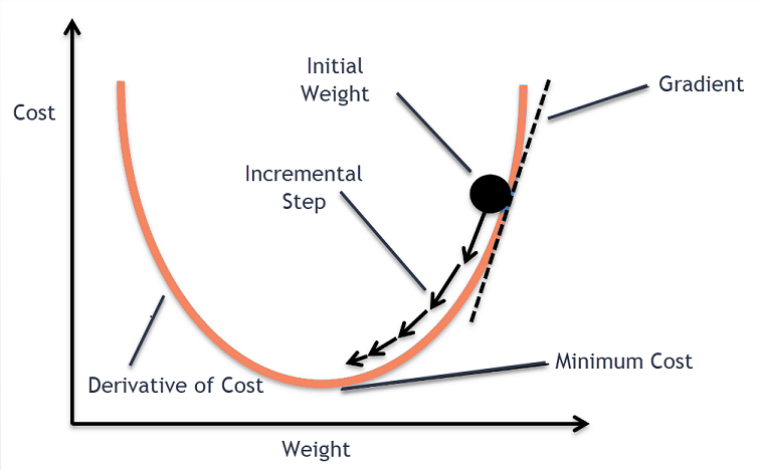
Backpropagation



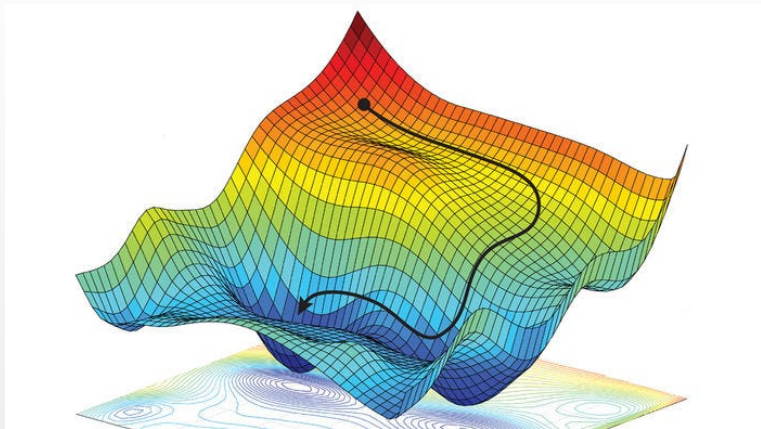
Backpropogating Error



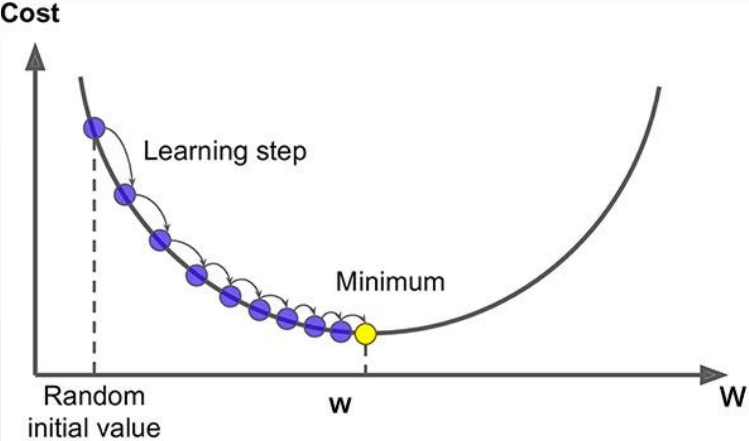
Gradient Descent



Gradient Descent 2D



Gradient Descent in Neural Networks



Gradient Formula for Updating Weights

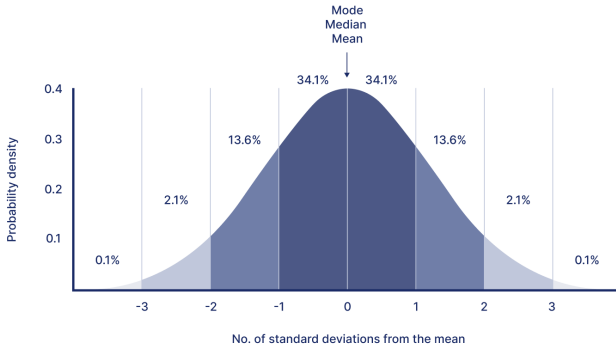
$$*W_x = W_x - a \left(\frac{\partial \text{Error}}{\partial W_x} \right)$$

Diagram illustrating the gradient formula for updating weights:

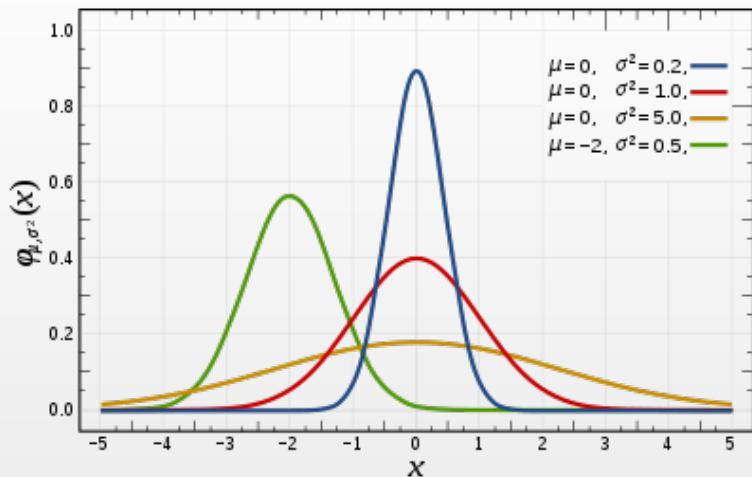
- $*W_x$: New weight
- W_x : Old weight
- a : Learning rate
- $\left(\frac{\partial \text{Error}}{\partial W_x} \right)$: Derivative of Error with respect to weight

Normal Distribution

Standard normal distribution



Examples of Normal Distributions

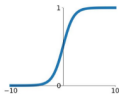


Activation Functions

Activation Functions

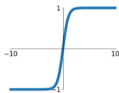
Sigmoid

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



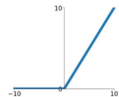
tanh

$$\tanh(x)$$



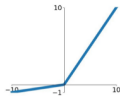
ReLU

$$\max(0, x)$$



Leaky ReLU

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

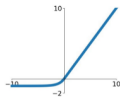


Maxout

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

ELU

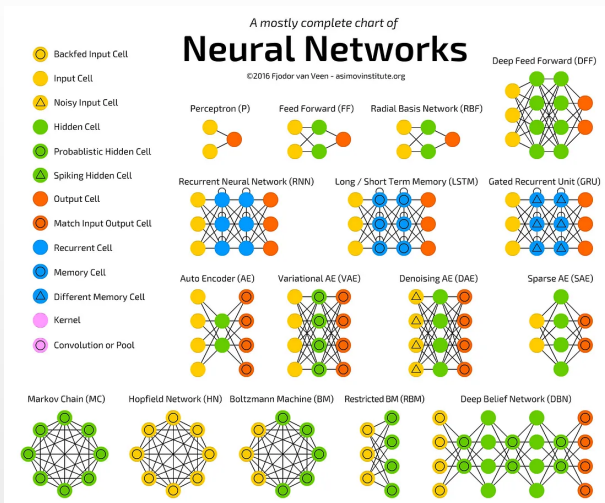
$$\begin{cases} x & x \geq 0 \\ \alpha(e^x - 1) & x < 0 \end{cases}$$



Optimizers

- SGD
- Adam
- RMSProp
- AdaGrad
- AdamW

Types of Neural Network 1



Types of Neural Network 2

