Normalizing inputs to speed up learning a' a' Normalizing input $\begin{array}{c} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_4 \\ x_5 \\ x_7 \\ y_1 \\$ $\mu = \frac{\pi}{m} \stackrel{\sim}{=} \kappa^{i}$ $x = x - \mu$ $G^{2} = \frac{1}{m} \sum_{i} x^{i^{2}}$ input $X = X/G^2$ Can we normalize a', à... to train w, 62, w, 63... laster => Batchnonn: normalize 21,22... Implementing botch morm => given some intermediate calues in NN (2'...2") $1 \quad \mu = \frac{1}{m} \frac{2}{2} \frac{2}{2} \frac{1}{2}$ $2) G^{2} = \frac{1}{m} \frac{2}{c} (2^{c} - \mu)^{2}$ for numeric stability 3) $z_{norm}^{i} = \frac{z^{i} - \mu}{\sqrt{G^{2} + f^{2}}}$ learnable parameters 4 2i = y + 2i norm + BL'éf we don't want to the hidden units between mean zero and variance ce ceant different distribution use 2' for later computation instead of 2'

using 3) ile z'nom Cincan ration => =) so we can use 4) to make seene that 2° is the range what we want Fitting botch rorm into a NN $\begin{array}{c} \times 1 \\ \times 2 \\ \times 3 \\ \end{array} \\ \end{array} \\ \begin{array}{c} \left(\frac{1}{2_{1}} \alpha_{1}^{2} \right) \\ \left(\frac{1}{2_{2}} \alpha_{2}^{2} \alpha_{2}^{2} \right) \\ \left(\frac{1}{2_{2}} \alpha_{$ 2 4 $\begin{array}{c} w^{1} \mathcal{C}^{1} \\ X \longrightarrow 2^{1} \xrightarrow{Batch som}(BN) \end{array} \xrightarrow{2^{1}} \mathcal{A}^{2} = g^{1}(\tilde{z}^{1}) \xrightarrow{2^{2}} \frac{B^{2} \mathcal{W}^{2}}{BM} \xrightarrow{2^{2}} \cdots \end{array}$ Parameters: $w^{1}, G^{1}, w^{2}, G^{2} \dots w^{\ell}, G^{\ell}$ $B^{1}, y^{1}, B^{2}, y^{2} \dots B^{\ell}, y^{\ell}$ using gradient descent, RMSprop, Adam ... to optimize the parameters $d\beta^l = \beta^l = \beta^l - h d\beta^l$

In practice working with mini batches $\times^{(1)} \xrightarrow{w_{i}^{1} b_{i}^{1}} 2^{1} \xrightarrow{\beta_{i}^{1} y_{i}^{1}} \widehat{2}^{1} \rightarrow \alpha^{1} \cdots$ $\chi^{\{2\}} \longrightarrow 2^{1} \frac{\beta', \gamma'}{\beta} \hat{z}^{1} \longrightarrow \alpha^{1} \cdots$ BNZ = Watt + bl the effect of Gl $\frac{2}{2} = \frac{w(a^{l-1})}{z(a^{l-1})} = \frac{1}{2} = \frac{w(a^{l-1})}{z(a^{l-1})} = \frac{1}{2} = \frac{w(a^{l-1})}{z(a^{l-1})} = \frac{1}{2} =$ Implement gradient descent with batch norm for t = 1 ... num of minibatch compute lorward prop on xEE) In each nidden layer use BN to compile 7 use backprop to compete: dw, db, ds, dy update: $w^{l} = w^{l} - \kappa dw^{l}$ $B^{l} = B^{l} - \kappa d\beta^{l}$ $M^{l} = M^{l} - \kappa d\beta^{l}$ RMSprop Adam gradient descent Normalize the values of the hidden units between zero mean and variance one speed up the learning.

hearing on shifting input distribution $\begin{array}{c} x_1 \\ x_2 \end{array} \longrightarrow \hat{y} \\ & & & \\$ test x_3 Non-Cat Cat y = 0 training $y = 1 \qquad y = 0$ y = 1different distribution IA -"covainite Stift" -1. training only black cath color costs on lest I same effect on deep nots and will when $w^2 \ell^2$ J 4 285 u G (a) = $\left(\alpha^{2}\right)^{k}$ × 3€ al k 3. Hidden layer 3. Hidden layer job is to map a to y => learn us, 63 =) If $w! C^1$, w^2 , C^2 change => a^2 also change

=> from the perspective of the 3. Aidden units W', b', w?, b' change all the time => suffering of the problem " cocainate shift" -> Batchnon reduce the distribution 122 $\frac{2}{2} \frac{2}{2} \frac{1}{2} \frac{1}$

Because of batch norm mean and variance is the same no matter that the values change

Imit the effect of the previous layer's values changes to the later layers
easier to learn to the later layers

Batch norm as regularization

Each mini batch is scaled by mean / variance computed on just the given mini batch

 $\circ \Rightarrow$ this adds some noise to the values $_{2}$ similar to Dropout, it adds some

noise to each hidden layer's activations

 $\bullet \Rightarrow$ a slight regularization effect

Botch norm at test timePredicting a single example \Rightarrow no mini-batch \Rightarrow

- \circ using exponentially weighted average to compute a mean and a variance
- across the mini batches during the training
- use this mean and variance at Test time to compute:

