

# Memory protocol of Deep Learning for Speech and Language Processing

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## 1 Supervised Learning

### SVM

Define kernel, support vector and maximal margin

### Logistic Regression

Calculate  $C_{MSE}$  for a logistic regression dataset

### Explain in 1-2 Sentences

Overfitting, Regularization, When does k-means stop, Decision trees are more transparent than NNs why?,

## 2 Neural Networks

### FFNN Calculation

Calculate result of NN with 2 x hidden layers and with ReLU activation and Softmax in the output layer

### Backward Pass / Backpropagation

Explain how the backward pass works

### Parameter

Explain how Parameter Initialization shapes the model. Explain Kaiming Method.

### **Explain in 1-2 Sentences**

Give examples of hyperparameters, why is training important, why not use only linear functions?, why softmax in the output

## **3 CNN**

### **Sentiment Analysis in CNN**

Explain how this works

### **CNN Calculation**

4x4 Matrix, 2x2 Filter, 1x2 Stride, 1x1 Max Pooling, ReLU Activation, Calculate

### **Explain in 1-2 Sentences**

hyperparameters of cnn, parameters of cnn, difference to FFNN

## **4 RNN**

### **Calculate RNN**

Calculate RNN

### **LSTM**

Describes how a LSTM works

### **Problems of RNNs**

Explain problems of RNN (vanishing gradients, ...)

### **Explain in 1-2 Sentences**

Elman vs. Jordan, Why does LSTM have 4x values of RNN, What does time mean in the backpropagation through time algorithm

## **5 Tricks**

### **Learning Curves**

Draw learning curves for training and development. Explain methods how to change learning rate

## **AdaGrad**

Explain how AdaGrad works

## **Explain in 1-2 Sentences**

Gradient Clipping, Dropout in testing, Residual Activation, Data Augment,

## **6 Q Learning**

### **Calculate agent action**

Calculate Agent action in state  $s_i$

### **Markov property**

Explain markov property

### **Exploration-Exploitation dilemma**

Explain Exploration-Exploitation dilemma

### **Agent-Environment Interaction**

Draw Agent-Environment Interaction graphic

### **Set reward**

Set reward to states  $s_1, s_2, \dots, s_n$  to let the agent choose a bad path wrt greedy policy

## **7 Misc**

### **Self-attention**

Describe self-attention

### **Adversarial**

Describe the goal of adversarial training

### **Explainable AI Methods**

Explain XAI and give links to the existing ethical guidelines