# به نام بگانه معبود بخشنده مهربان

# مبانی یادگیری ماشین

#### **Machine Learning Foundations**

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# مثالی از شبکه های عصبی

### An Example of Neural Networks



#### Outline

**Embeddings** 

**Dropout Regularization** 

Recommender Systems

#### جانشانیها

### Embeddings

#### متغيرهاي نمادين

#### Symbolic variable

- Text: characters, words, bigrams...
- Recommender Systems: item ids, user ids
- Any categorical descriptor: tags, movie genres, visited URLs, skills on a resume, product categories...

#### Notation:

Symbol s in vocabulary V

#### كدگذاري تك فعال

#### One-hot representation

$$onehot(\text{'salad'}) = [0, 0, 1, \dots, 0] \in \{0, 1\}^{|V|}$$



- ullet Sparse, discrete, large dimension |V|
- · Each axis has a meaning
- · Symbols are equidistant from each other:

euclidean distance = 
$$\sqrt{2}$$

#### جانشاني

#### Embedding

$$embedding(\text{'salad'}) = [3.28, -0.45, \dots 7.11] \in \mathbb{R}^d$$

- Continuous and dense
- $oldsymbol{\cdot}$  Can represent a huge vocabulary in low dimension, typically:  $d \in \{16, 32, \ldots, 4096\}$
- Axis have no meaning a priori
- Embedding metric can capture semantic distance

Neural Networks compute transformations on continuous vectors

#### جانشانی - یک نوع پیاده سازی

#### Implementation with Keras

Size of vocabulary  $n=\lvert V 
vert$  , size of embedding d

```
# input: batch of integers
Embedding(output_dim=d, input_dim=n, input_length=1)
# output: batch of float vectors
```

• Equivalent to one-hot encoding multiplied by a weight matrix  $\mathbf{W} \in \mathbb{R}^{n \times d}$ :

$$embedding(x) = onehot(x)$$
. **W**

- $oldsymbol{ ext{W}}$  is typically randomly initialized, then tuned by backprop
- W are trainable parameters of the model

#### فاصله و شباهت در فضای جانشانی

### Distance and similarity in Embedding space

#### Euclidean distance

$$d(x,y) = ||x - y||_2$$

- Simple with good properties
- Dependent on norm (embeddings usually unconstrained)

#### Cosine similarity

$$cosine(x,y) = rac{x \cdot y}{||x|| \cdot ||y||}$$

- Angle between points, regardless of norm
- $cosine(x, y) \in (-1, 1)$
- Expected cosine similarity of random pairs of vectors is 0

#### فاصله و شباهت در فضای جانشانی

#### Distance and similarity in Embedding space

If x and y both have unit norms:

$$||x - y||_2^2 = 2 \cdot (1 - cosine(x, y))$$

or alternatively:

$$cosine(x,y) = 1 - rac{||x-y||_2^2}{2}$$

Alternatively, dot product (unnormalized) is used in practice as a pseudo similarity

#### مصورسازي جانشاني ها

#### Visualizing Embeddings

- Visualizing requires a projection in 2 or 3 dimensions
- Objective: visualize which embedded symbols are similar

#### PCA

 Limited by linear projection, embeddings usually have complex high dimensional structure

#### t-SNE

Visualizing data using t-SNE, L van der Maaten, G Hinton, *The Journal of Machine Learning Research*, 2008

#### مصورسازي جانشاني ها

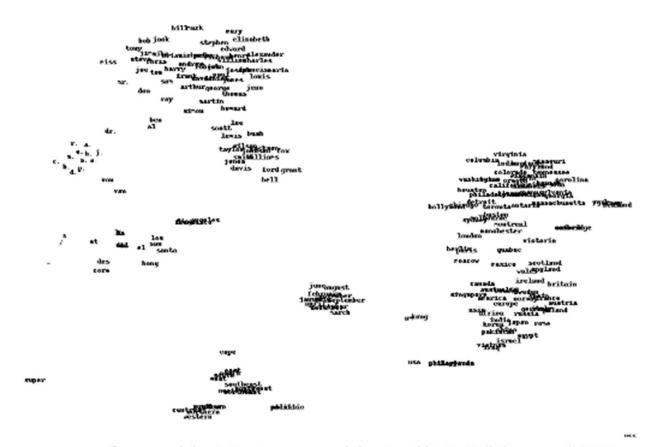
#### t-Distributed Stochastic Neighbor Embedding

- Unsupervised, low-dimension, non-linear projection
- Optimized to preserve relative distances between nearest neighbors
- Global layout is not necessarily meaningful

# t-SNE projection is non deterministic (depends on initialization)

- Critical parameter: perplexity, usually set to 20, 30
- See <a href="http://distill.pub/2016/misread-tsne/">http://distill.pub/2016/misread-tsne/</a>

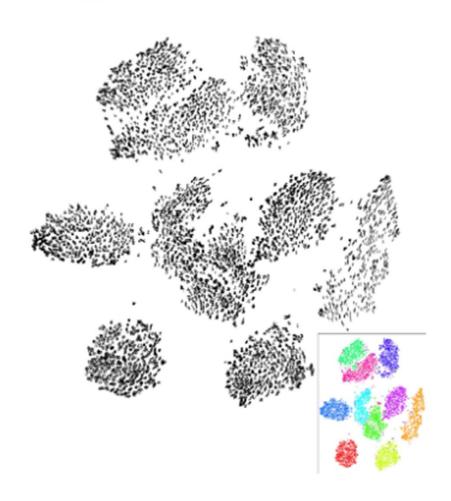
### مصورسازی جانشانی ها Example word vectors



excerpt from work by J. Turian on a model trained by R. Collobert et al. 2008

### مصورسازي جانشاني ها

### Visualizing Mnist



#### تنظيم با حذف تصادفي

#### Dropout Regularization



#### Regularization

Size of the embeddings

Depth of the network

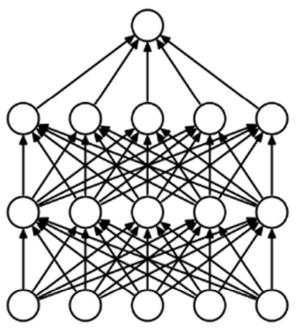
 $L_2$  penalty on embeddings

#### Dropout

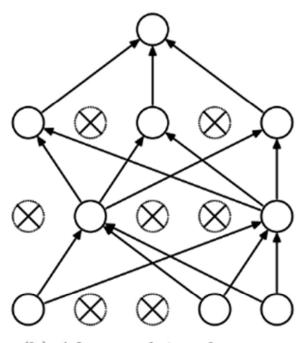
- ullet Randomly set activations to 0 with probability p
- Bernoulli mask sampled for a forward pass / backward pass pair
- Typically only enabled at training time

#### حذف تصادفي

#### Dropout



(a) Standard Neural Net

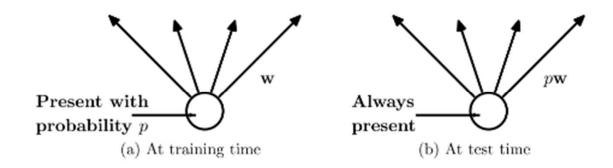


(b) After applying dropout.

Dropout: A Simple Way to Prevent Neural Networks from Overfitting, Srivastava et al., Journal of Machine Learning Research 2014

#### حذف تصادفي

#### Dropout

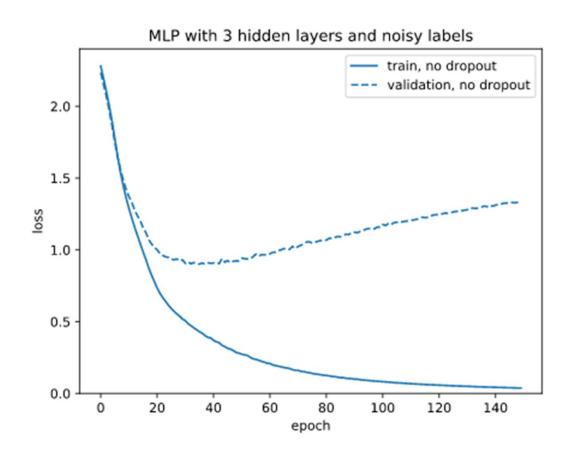


At test time, multiply weights by p to keep same level of activation

#### Interpretation

Reduces the network dependency to individual neurons

## بیش برازش بدون حذف تصادفی Overfitting Noise

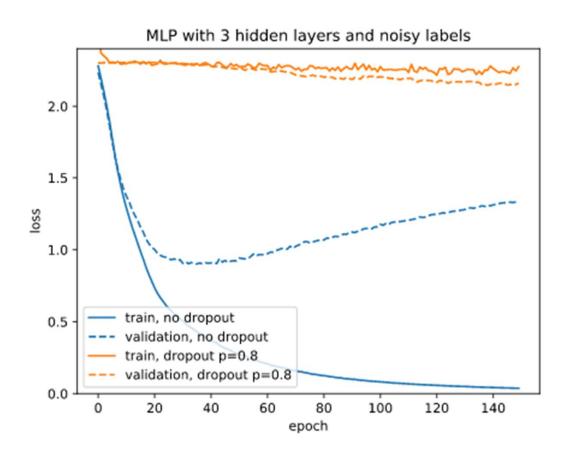


# برازش مناسب با حذف تصادفی A bit of Dropout

#### MLP with 3 hidden layers and noisy labels train, no dropout validation, no dropout train, dropout p=0.2 2.0 validation, dropout p=0.2 1.5 1.0 0.5 0.0 20 40 60 80 100 120 140 epoch

#### برازش ناكافي با حذف تصادفي

#### Too much: Underfitting



#### سامانه های توصیه گر

#### Recommend contents and products

Movies on Netflix and YouTube, weekly playlist and related Artists on Spotify, books on Amazon, related apps on app stores, "Who to Follow" on twitter...

Prioritized social media status updates

Personalized search engine results

Personalized ads and RTB

#### مبتنی بر محتوا در برابر فیلترسازی همکارانه

#### Content-based vs Collaborative Filtering (CF)

**Content-based**: user metadata (gender, age, location...) and item metadata (year, genre, director, actors)

**Collaborative Filtering**: passed user/item interactions: stars, plays, likes, clicks

Hybrid systems: CF + metadata to mitigate the cold-start problem

### بازخورد صریح دربرابر ضمنی Explicit vs Implicit Feedback

**Explicit**: positive and negative feedback

- Examples: review stars and votes
- Regression metrics: Root Mean Squared Error (RMSE),
   Mean Absolute Error (MAE)...

Implicit: positive feedback only

- Examples: page views, plays, comments...
- Ranking metrics: ROC AUC, precision at rank, NDCG...

#### بازخورد صريح دربرابر ضمني

**Implicit** feedback much more **abundant** than explicit feedback

Explicit feedback does not always reflect actual user behaviors

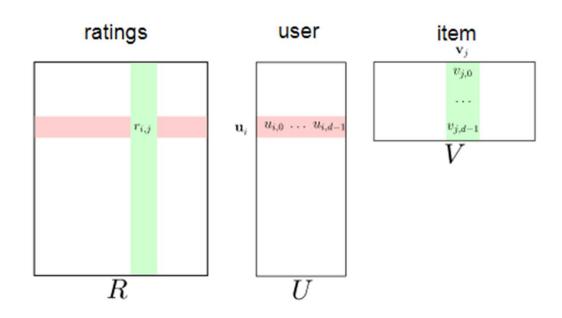
 Self-declared independent movie enthusiast but watch a majority of blockblusters

**Implicit** feedback can be **negative** 

- Page view with very short dwell time
- Click on "next" button

Implicit (and Explicit) feedback distribution impacted by UI/UX changes and the RecSys deployment itself.

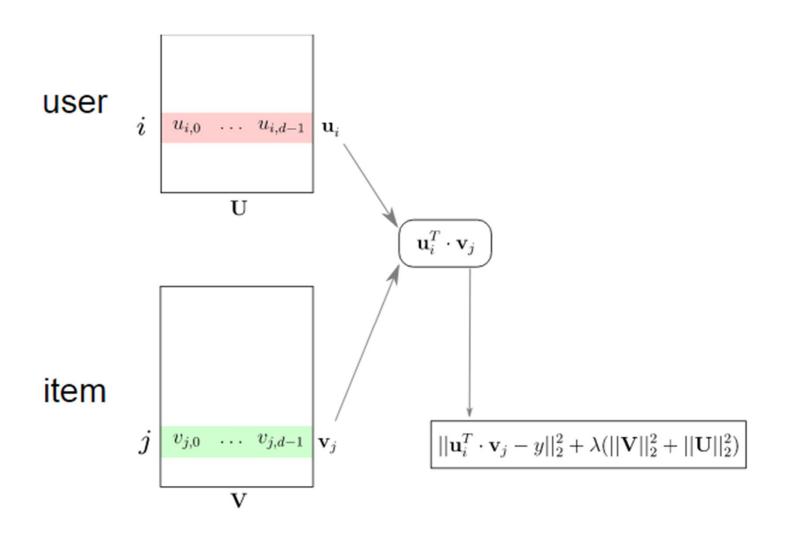
#### تجزیه ماتریسی در فیلترسازی همکارانه Matrix Factorization for CF



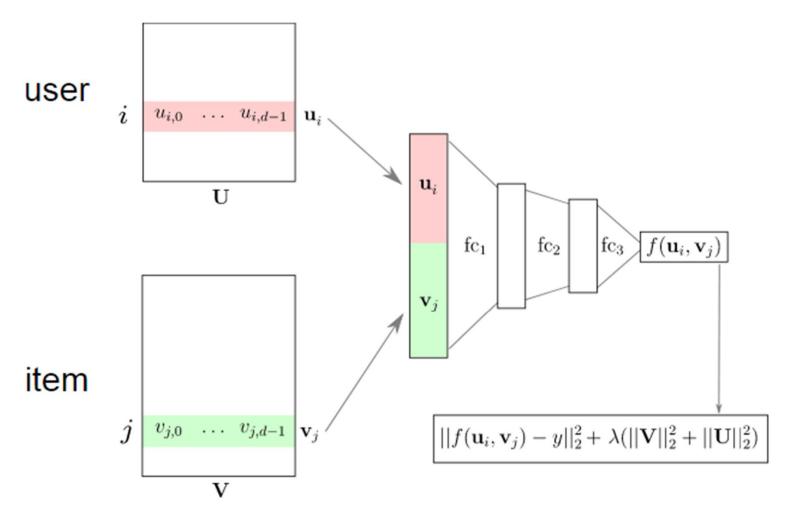
$$L(U,V) = \sum_{(i,j) \in D} ||r_{i,j} - \mathbf{u}_i^T \cdot \mathbf{v}_j||_2^2 + \lambda(||U||_2^2 + ||V||_2^2)$$

- ullet Train U and V on observed ratings data  $r_{i,j}$
- ullet Use  $U^TV$  to find missing entries in sparse rating data matrix  $R_{27}$

# معماری و تنظیم RecSys with Explicit Feedback

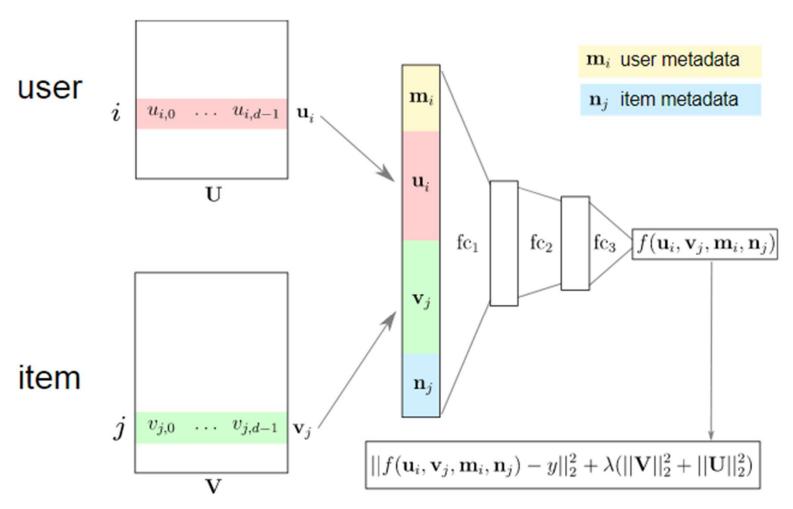


### معماری و تنظیم Deep RecSys Architecture



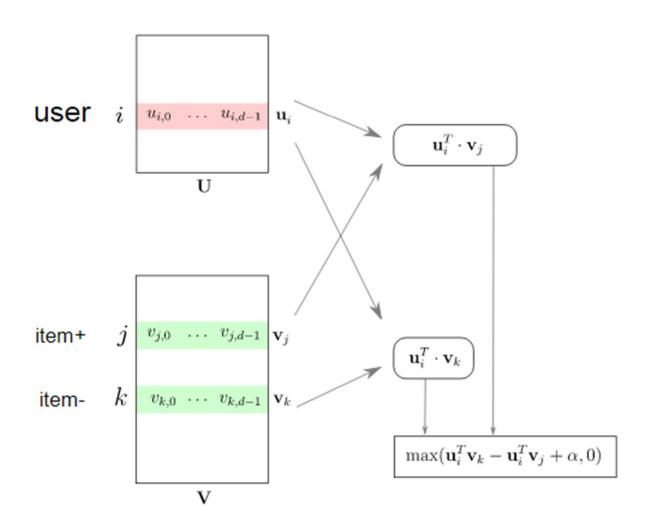
#### معماری و تنظیم

### Deep RecSys with metadata

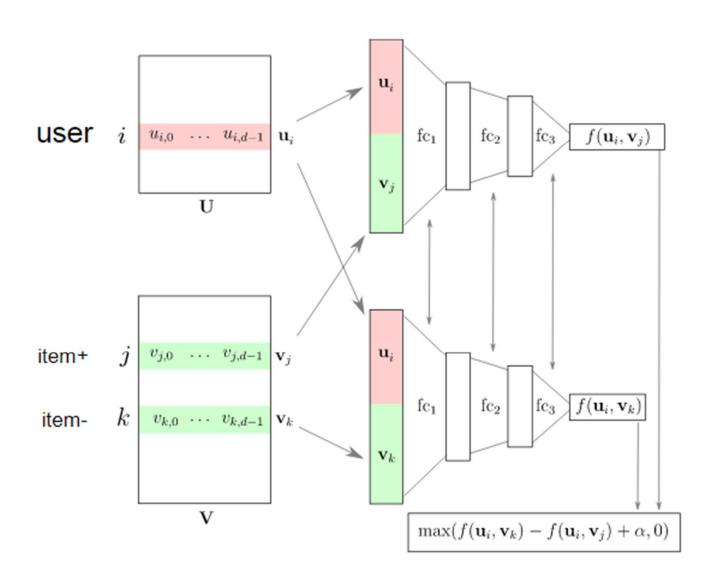


#### معماری و تنظیم

## Implicit Feedback: Triplet loss



### معماری و تنظیم Deep Triplet Networks

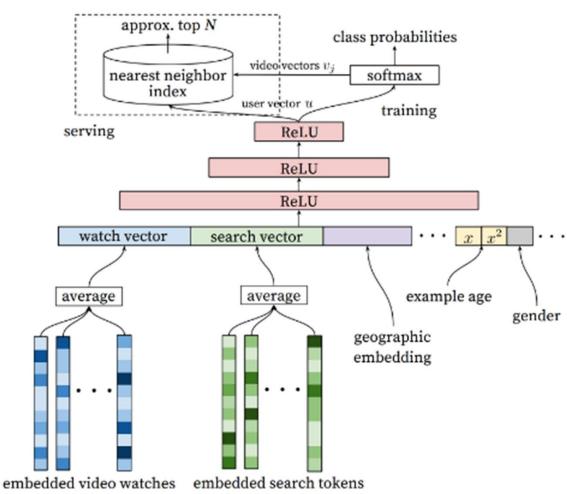


#### معماري و تنظيم

### Training a Triplet Model

- ullet Gather a set of positive pairs user i and item j
- While model has not converged:
  - $\circ$  Shuffle the set of pairs (i,j)
  - $\circ$  For each (i,j):
    - ullet Sample item k uniformly at random
    - ullet Call item k a negative item for user i
    - ullet Train model on triplet (i,j,k)

#### معماری و تنظیم



Deep Neural Networks for YouTube Recommendations

**√**398

https://research.google.com/pubs/pub45530.html