

Introduction
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Fernando Martinez

January 30, 2020

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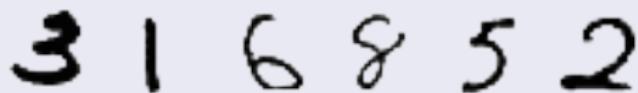
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3 1 6 8 5 2

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Cat or dog



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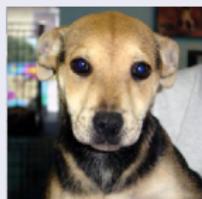
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Cat or dog



How can we program a computer to perform these tasks?

What is a neural network?

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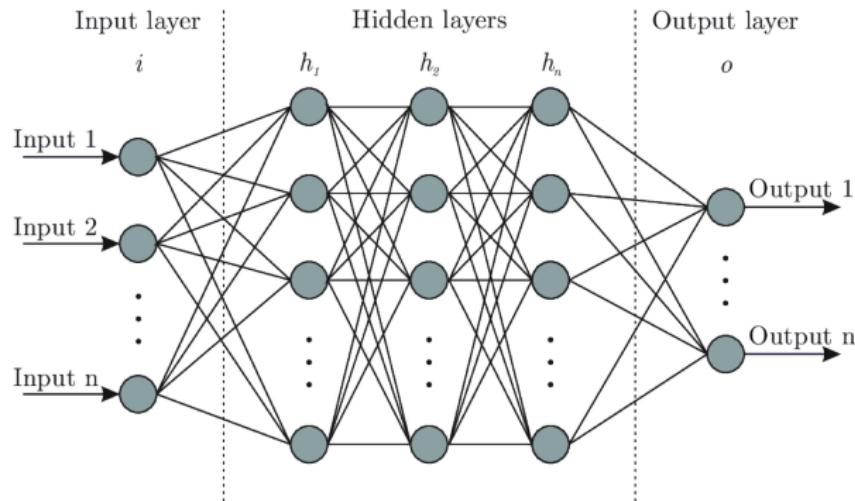
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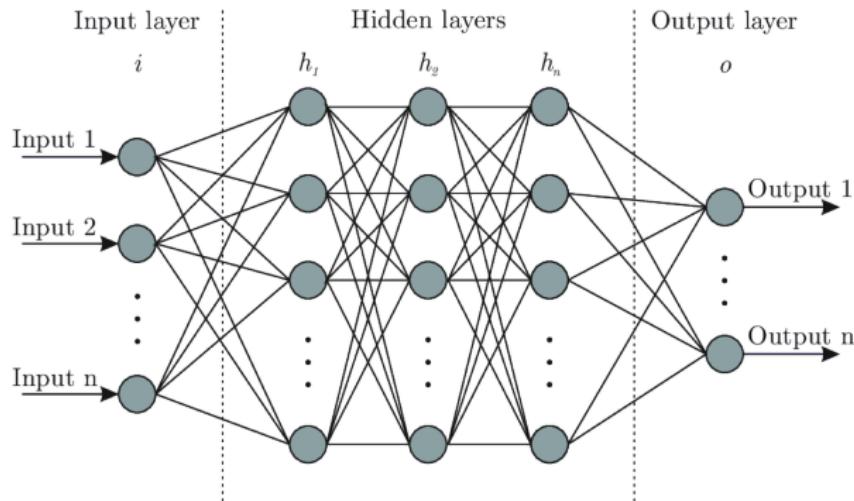
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We can think of different pairs of input and output:

- Pixels in an image → Number that the image represents.
- State of a chess game → What should be the next move.
- Text → Audio of a person reading that text.

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Processing the input

First, we need to understand how the neuron will process the input to produce the output:

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Processing the input

First, we need to understand how the neuron will process the input to produce the output:

- We start with an input \mathbf{x} .

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Processing the input

First, we need to understand how the neuron will process the input to produce the output:

- We start with an input \mathbf{x} .
- The input is moved to the neuron by multiplying by a weight \mathbf{w} and adding a bias \mathbf{b} .

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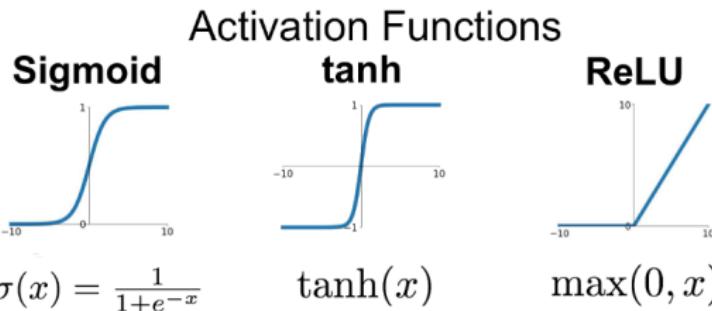
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Processing the input

First, we need to understand how the neuron will process the input to produce the output:

- We start with an input x .
- The input is moved to the neuron by multiplying by a weight w and adding a bias b .
- The obtained value $x \cdot w + b$ is evaluated by an activation function. This simulates the firing or not of the neuron.



The obtained output will be Activation($x \cdot w + b$)

Evaluating the output

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We have managed to obtain an output, but since the weight and bias used are initialized randomly, this output will be random.

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We have managed to obtain an output, but since the weight and bias used are initialized randomly, this output will be random.

We need a way of telling the neural network when it produces a wrong output and a way of correcting its parameters accordingly to improve its performance.

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We need a way of telling the neural network when it produces a wrong output and a way of correcting its parameters accordingly to improve its performance.

- Evaluation of the output's quality → Loss criterion

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We need a way of telling the neural network when it produces a wrong output and a way of correcting its parameters accordingly to improve its performance.

- Evaluation of the output's quality → Loss criterion
- Correction of the parameters → Backpropagation

Loss criterion

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- We have obtained an **output**.

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- We have obtained an **output**.
- We know that the correct value of that the output should be **target**.

Loss criterion

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- We have obtained an **output**.
- We know that the correct value of that the output should be **target**.
- We can define a function as our criterion of how far is the **output** from the true **target** (loss function).

$$\text{MSELoss}(\text{output}, \text{target}) = (\text{output} - \text{target})^2 \quad (1)$$

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- Now we know how bad/good was our output.

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- Now we know how bad/good was our output.
- We need a method for using the loss (L) obtained through the network to change the parameters in such a way that reduces the loss.

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Other examples

- Now we know how bad/good was our output.
- We need a method for using the loss (L) obtained through the network to change the parameters in such a way that reduces the loss.
- $\Delta L \approx \frac{\partial L}{\partial w} \Delta w + \frac{\partial L}{\partial b} \Delta b \rightarrow \Delta w = -\eta \frac{\partial L}{\partial w}, \Delta b = -\eta \frac{\partial L}{\partial b}$
 $\eta \equiv$ learning rate

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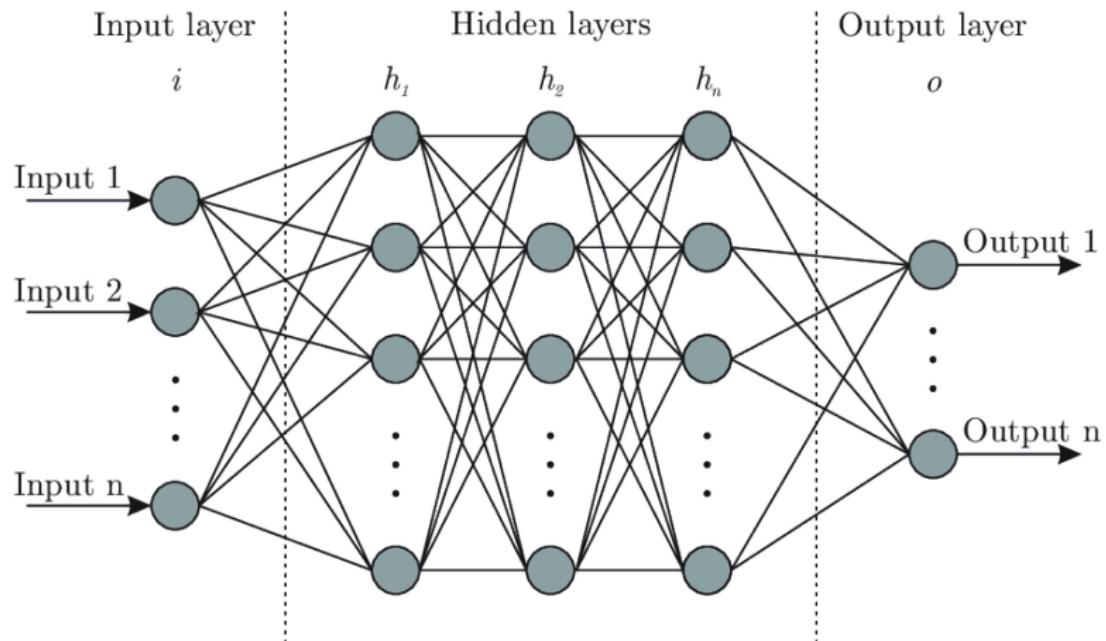
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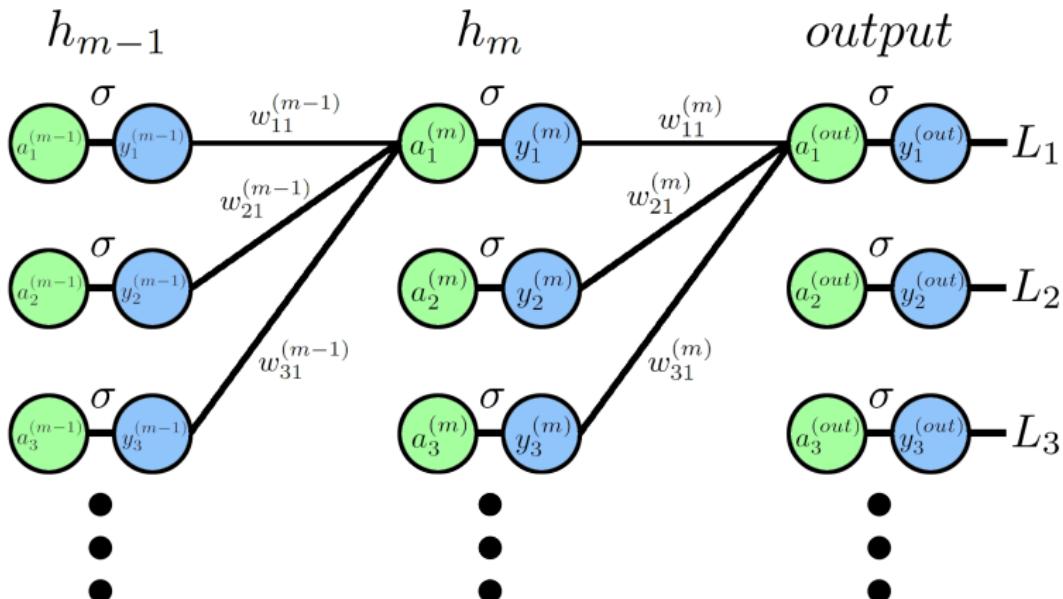
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Structure of a neural network



Correcting the parameters of the neural network



Correcting $w_{11}^{(m)}$:

$$\blacksquare \frac{\partial L_1}{\partial w_{11}^{(m)}} = \frac{\partial L_1}{\partial y_1^{(out)}} \frac{\partial y_1^{(out)}}{\partial a_1^{(out)}} \frac{\partial a_1^{(out)}}{\partial w_{11}^{(m)}}$$

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For every layer k :

- $a_j^{(k)} = \sum_i w_{ij}^{(k)} y_i^{(k-1)} + b_j^{(k)}, y_j^{(k)} = \sigma(a_j^{(k)})$.
- $\sigma(x) \equiv$ activation function.

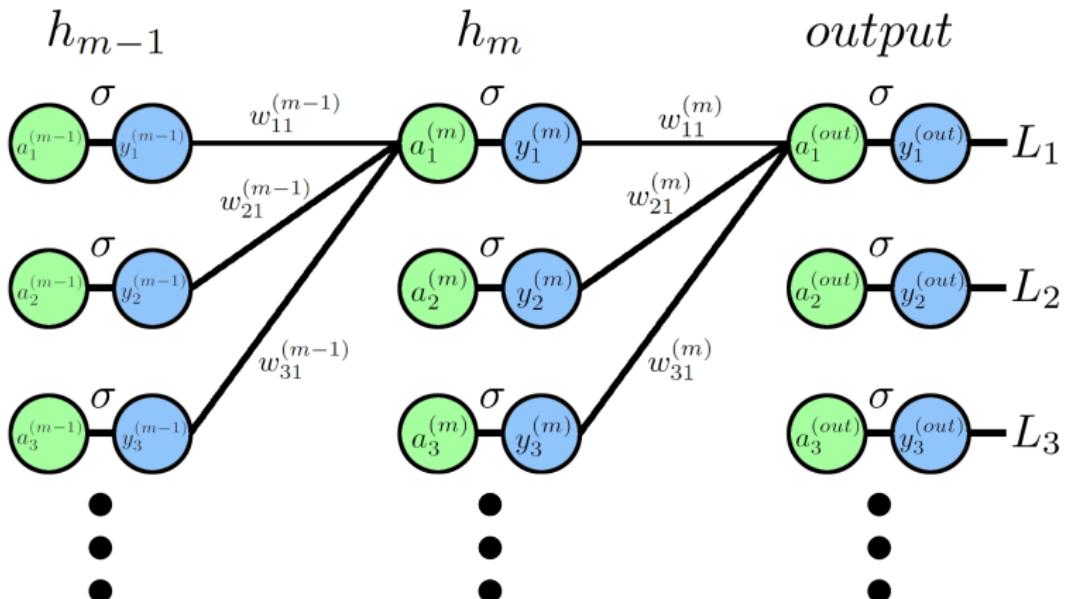
Thus, considering MSE as our loss function

$(L = \sum_i (y_i^{(out)} - target_i)^2)$:

- $\frac{\partial L_1}{\partial y_1^{(out)}} = 2(y_1^{(out)} - target_i)$
- $\frac{\partial y_1^{(out)}}{\partial a_1^{(out)}} = \sigma'(a_1^{(out)}) = \sigma(a_1^{(out)})(1 - \sigma(a_1^{(out)}))$ (For the sigmoid activation function)
- $\frac{\partial a_1^{(out)}}{\partial w_{11}^{(m)}} = y_1^{(m-1)}$

We can obtain the corrections $\Delta w_{ij}^{(m)} = -\eta \frac{\partial L_j}{\partial w_{ij}^{(m)}}$ for all the weights after the last hidden layer.

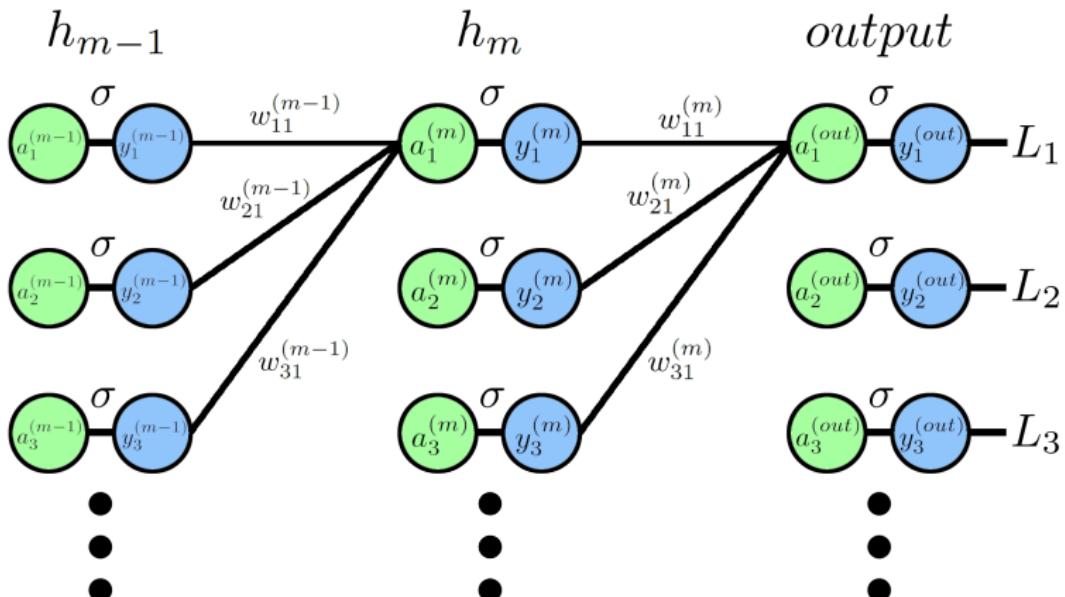
Correcting the parameters of the neural network



Correcting $w_{11}^{(m-1)}$:

$$\blacksquare \frac{\partial L_1}{\partial w_{11}^{(m-1)}} = \frac{\partial L_1}{\partial y_1^{(out)}} \frac{\partial y_1^{(out)}}{\partial a_1^{(out)}} \frac{\partial a_1^{(out)}}{\partial y_1^{(m)}} \frac{\partial y_1^{(m)}}{\partial a_1^{(m)}} \frac{\partial a_1^{(m)}}{\partial w_{11}^{(m-1)}}$$

Correcting the parameters of the neural network



Obtaining the corrections for the parameters of the neural network requires simple calculations.

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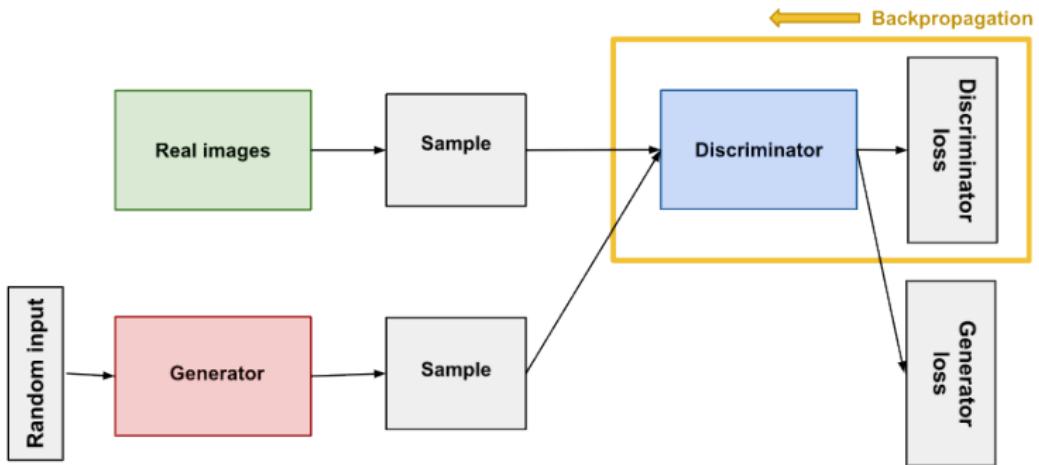
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- We have learned the very basics of neural networks.

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- We have learned the very basics of neural networks.
- We have seen the basics of how to use PyTorch to define perform the training of a neural network.

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- We have learned the very basics of neural networks.
- We have seen the basics of how to use PyTorch to define perform the training of a neural network.
- Neural networks can have different forms that allows them to perform different tasks.

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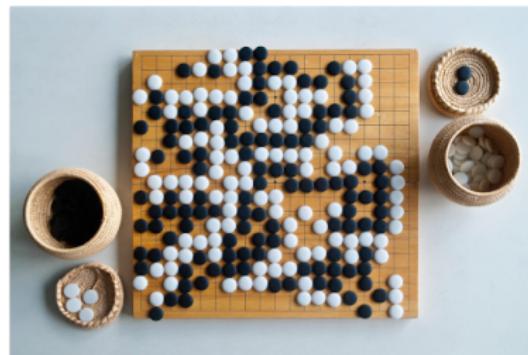
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Configuration and strength ^[62]				
Versions	Hardware	Elo rating	Date	Results
AlphaGo Fan	176 GPUs ^[53] distributed	3,144 ^[52]	Oct 2015	5:0 against Fan Hui
AlphaGo Lee	48 TPUs, ^[53] distributed	3,739 ^[52]	Mar 2016	4:1 against Lee Sedol
AlphaGo Master	4 TPUs, ^[53] single machine	4,858 ^[52]	May 2017	60:0 against professional players; Future of Go Summit
AlphaGo Zero	4 TPUs, ^[53] single machine	5,185 ^[52]	Oct 2017	100:0 against AlphaGo Lee 89:11 against AlphaGo Master
AlphaZero	4 TPUs, single machine	N/A	Dec 2017	60:40 against AlphaGo Zero



Silver, D. et al. "Mastering the game of go without human knowledge." Nature, 550(7676), 354-359.

Teaching robots how to walk

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Thanks for your attention!