

CONVOLUTIONAL NEURAL NETWORKS

① Let's say somebody asks you to implement a function $f(b)$ which takes a bitstring b as its argument and returns true if bitstring b contains the substring "10"

I guess you could write:

```
[def f(b):  
    return ("10" in b)
```

But why go to all that trouble when you could train a neural network to do it?

② First we collect some training data:

positive examples

1011

0110

0100

1110

1010

negative examples

0001

0000

0111

1111

0011

this seems
like overkill



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③ This is a hard problem, so let's begin by just solving it for bitstrings of length 4.

Our evidence variables will just be the bits in the bitstring; while our response will be whether "10" appears in the bitstring:

X (evidence vars)				y (response)
x_1 (bit1)	x_2 (bit2)	x_3 (bit3)	x_4 (bit4)	
1	0	1	1	1
0	0	0	1	0
0	1	1	0	1
0	0	0	0	0
1	1	1	0	1
1	1	1	1	0

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- ④ We'll derive three new evidence variables $\dot{x}_1, \dot{x}_2, \dot{x}_3$ which indicate whether "10" appears starting at position 1, 2, or 3 in the bitstring:

$$\dot{x}_1 = a(x_1 - x_2)$$

$$\dot{x}_2 = a(x_2 - x_3)$$

$$\dot{x}_3 = a(x_3 - x_4)$$

where a is the ReLU function.

i.e. $a(z) = \begin{cases} z & \text{if } z \geq 0 \\ 0 & \text{otherwise} \end{cases}$



- ⑤ We can rewrite these as "activated" dot products:

$$\dot{x}_1 = a \left(\begin{bmatrix} 1 \\ -1 \\ 0 \\ 0 \end{bmatrix} \cdot \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} \right)$$

$$\dot{x}_2 = a \left(\begin{bmatrix} 0 \\ 1 \\ -1 \\ 0 \end{bmatrix} \cdot \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} \right)$$

$$\dot{x}_3 = a \left(\begin{bmatrix} 0 \\ 0 \\ 1 \\ -1 \end{bmatrix} \cdot \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} \right)$$

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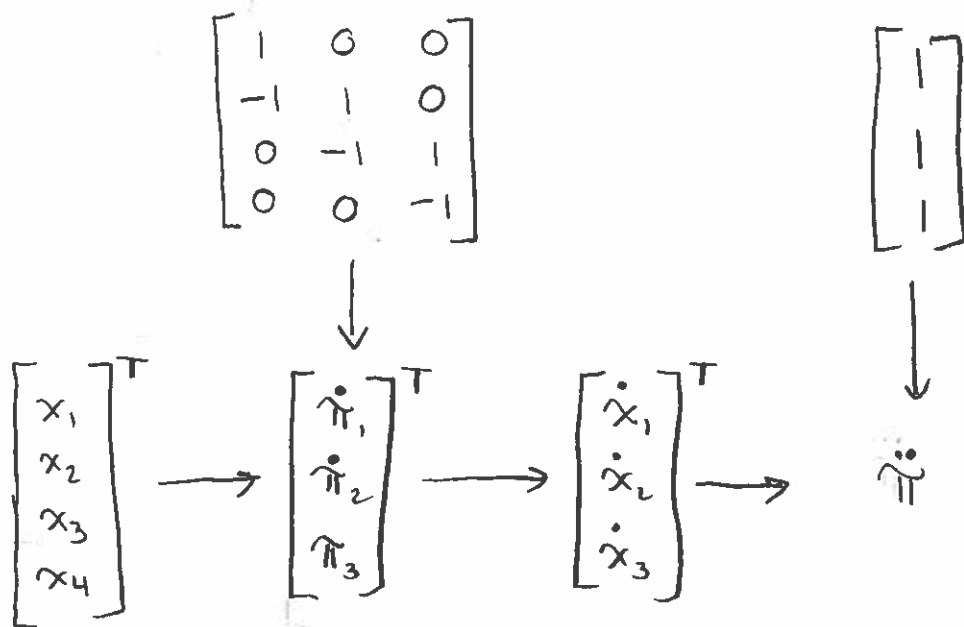
⑥ Finally, we can compute whether "10" appears in the bitstring as the sum of our derived features:

$$\ddot{\pi} = \dot{x}_1 + \dot{x}_2 + \dot{x}_3$$

Or, as a dot product:

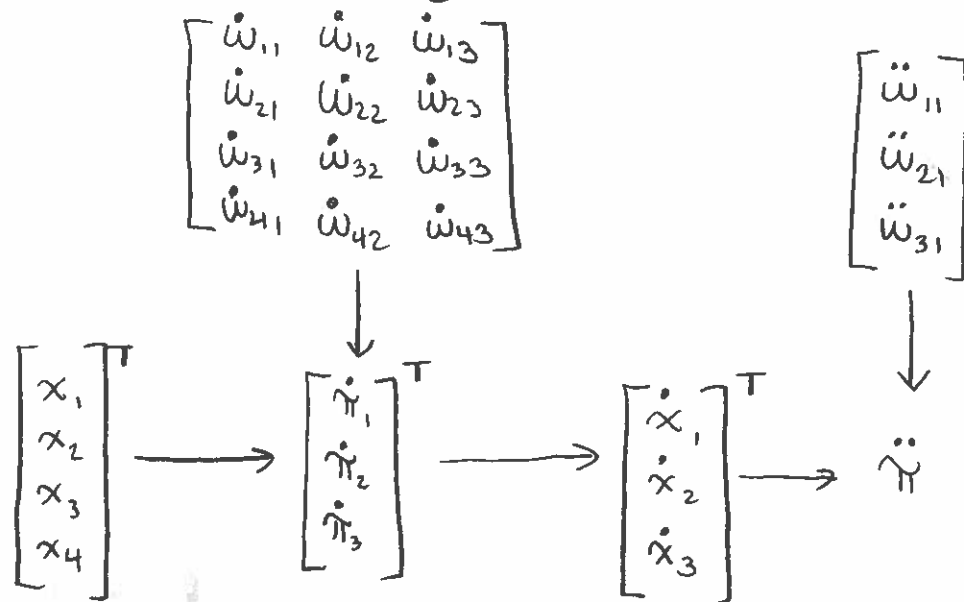
$$\ddot{\pi} = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} \cdot \begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \\ \dot{x}_3 \end{bmatrix}$$

⑦ Good! We've built a neural network for determining whether "10" appears in a 4-bit bitstring:



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⑧ So rather than set the weights ourselves, we can train the following neural network:



⑨ But if we know upfront that our "codestring" 10 has length 2, then we don't really need to train 12 different weights in \dot{W} . There's a pattern:

$$\dot{W} = \begin{bmatrix} \begin{bmatrix} 1 \end{bmatrix} & 0 & 0 \\ \begin{bmatrix} -1 \end{bmatrix} & \begin{bmatrix} 1 \end{bmatrix} & 0 \\ 0 & \begin{bmatrix} -1 \end{bmatrix} & \begin{bmatrix} 1 \end{bmatrix} \\ 0 & 0 & \begin{bmatrix} -1 \end{bmatrix} \end{bmatrix}$$

we're looking for the same thing at 3 possible locations in the string

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⑩ In other words, we're applying some "detector function" f at every starting point of a 2-bit bitstring:

$$[x_1 \ x_2 \ x_3 \ x_4] \underbrace{\begin{bmatrix} \begin{bmatrix} c_1 \\ c_2 \end{bmatrix} & 0 & 0 \\ 0 & \begin{bmatrix} c_1 \\ c_2 \end{bmatrix} & 0 \\ 0 & 0 & \begin{bmatrix} c_1 \\ c_2 \end{bmatrix} \end{bmatrix}}_{\dot{W}} \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$$

$$= \begin{bmatrix} c_1 x_1 + c_2 x_2 \\ c_1 x_2 + c_2 x_3 \\ c_1 x_3 + c_2 x_4 \end{bmatrix}^T$$
$$= \begin{bmatrix} f(x_1, x_2) \\ f(x_2, x_3) \\ f(x_3, x_4) \end{bmatrix}^T$$

⑪ So maybe we can get away with only training 2 parameters (c_1 and c_2) instead all 12 parameters of \dot{W} .

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- ⑫ This can get increasingly important as the length of the bitstring increases:

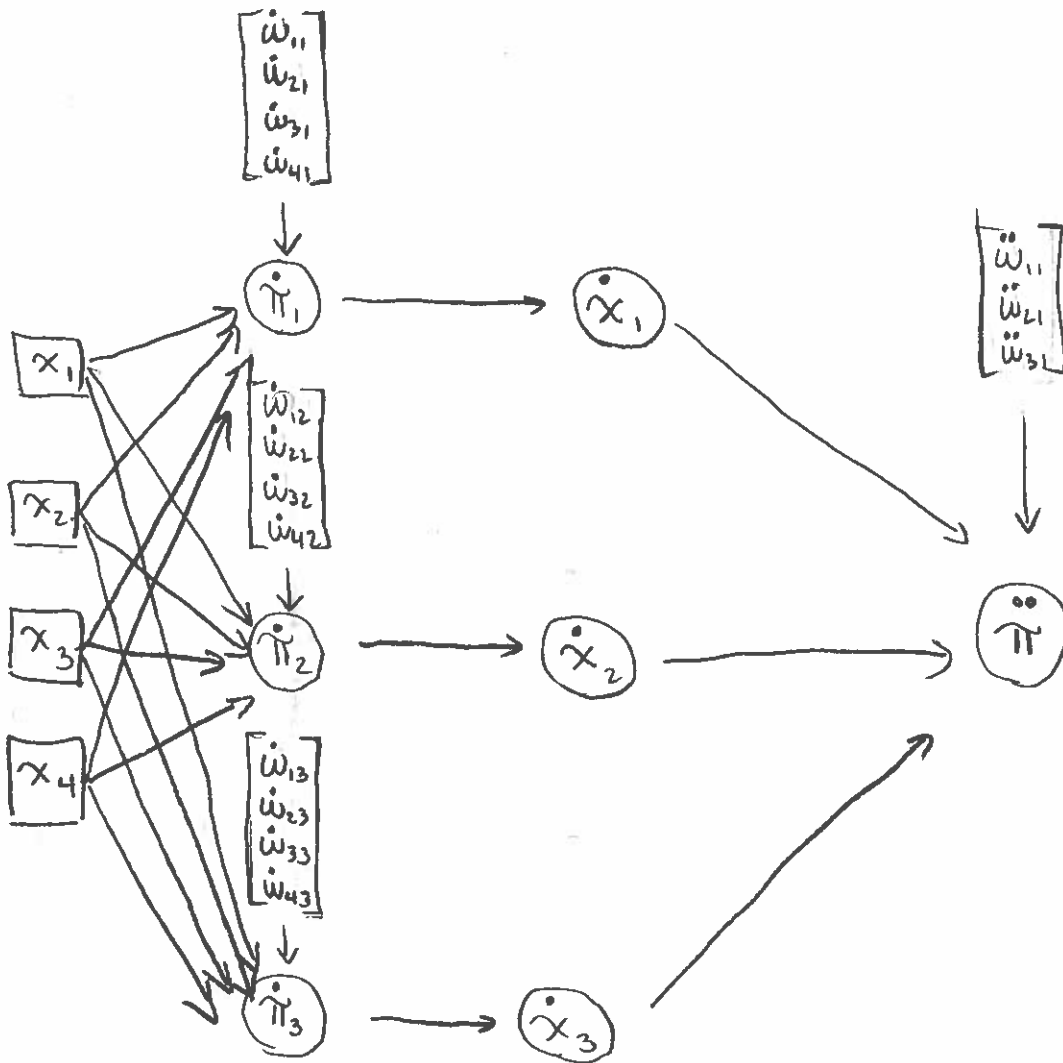
$$\left[\begin{array}{ccc} \begin{bmatrix} 1 \\ -1 \end{bmatrix} & 0 & \dots & 0 \\ 0 & \begin{bmatrix} 1 \\ -1 \end{bmatrix} & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \dots & \begin{bmatrix} 1 \\ -1 \end{bmatrix} \end{array} \right] \left. \vphantom{\begin{bmatrix} 1 \\ -1 \end{bmatrix}} \right\} \begin{array}{l} (D-1) \times (D-1) \\ \text{matrix} \end{array}$$

$$\begin{bmatrix} x_1 \\ \vdots \\ x_D \end{bmatrix}^T \xrightarrow{\quad} \begin{bmatrix} \pi_1 \\ \vdots \\ \pi_{D-1} \end{bmatrix}^T$$

For a D -length bitstring, we would train $(D-1)^2$ parameters using our naive approach, but still only 2 parameters with our factored approach.

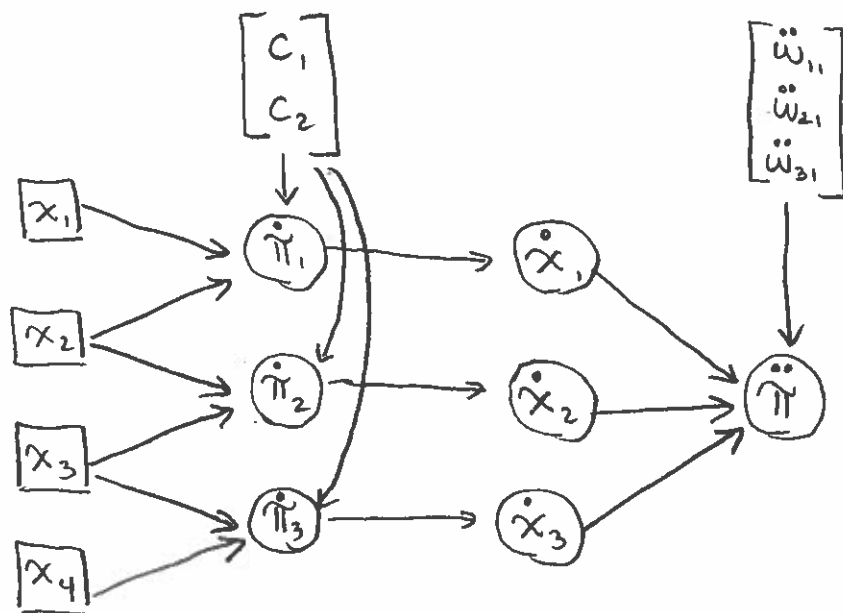
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⑬ Going back to the 4-bit case, let's expand the fully-connected feedforward neural network:



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⑭ Our factored alternative looks as follows:



⑮ In general, having fewer parameters to train gives us:

- faster training
- less risk of overfitting

Of course, this will only work if the assumption behind our factoring actually holds, i.e. we're looking for some "local" substring of size 2.

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16) The impact of this change on backpropagation is relatively minor. Recall that:

$$\begin{aligned}\frac{\partial \ddot{\pi}}{\partial \dot{w}_{ij}} &= \frac{\partial \ddot{\pi}}{\partial \dot{\pi}_j} \cdot \frac{\partial \dot{\pi}_j}{\partial \dot{w}_{ij}} \quad \left[\text{b/c } \dot{\pi}_j \text{ separates } \ddot{\pi} \text{ from } \dot{w}_{ij} \right] \\ &= \frac{\partial \ddot{\pi}}{\partial \dot{\pi}_j} \cdot x_i\end{aligned}$$

for the fully-connected feedforward neural network.

For the factored network, the main difference is that no single $\dot{\pi}_j$ separates a "shared weight" c_i from $\ddot{\pi}$.

So:

$$\begin{aligned}\frac{\partial \ddot{\pi}}{\partial c_i} &= \sum_{h=1}^H \frac{\partial \ddot{\pi}}{\partial \dot{\pi}_h} \cdot \frac{\partial \dot{\pi}_h}{\partial c_i} \quad \left[\text{b/c } \{\dot{\pi}_1, \dots, \dot{\pi}_H\} \text{ separates } \ddot{\pi} \text{ from } c_i \right] \\ &= \sum_{h=1}^H \frac{\partial \ddot{\pi}}{\partial \dot{\pi}_h} \cdot \frac{\partial (c_1 x_h + c_2 x_{h+1})}{\partial c_i} \\ &= \sum_{h=1}^H \frac{\partial \ddot{\pi}}{\partial \dot{\pi}_h} x_{h+(i-1)}\end{aligned}$$

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⑩ Now, suppose we wanted to detect whether a 6-bit bitstring contained the substring "1001" or "0110".

positive examples

100100

010110

010010

011001

negative examples

110100

000001

110111

000111

⑪ We could do something similar in which we create new evidence variables that indicate whether "1001" (respectively, "0110") starts at a particular position of the bitstring:

to identify "1001"
$$\begin{cases} \dot{x}_1 = a(-1 + x_1 - x_2 - x_3 + x_4) \\ \dot{x}_2 = a(-1 + x_2 - x_3 - x_4 + x_5) \\ \dot{x}_3 = a(-1 + x_3 - x_4 - x_5 + x_6) \end{cases} = a \left(\begin{bmatrix} -1 \\ -1 \\ -1 \\ -1 \\ 0 \\ 0 \end{bmatrix} \cdot \begin{bmatrix} x_0 \\ x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \\ x_6 \end{bmatrix} \right)$$

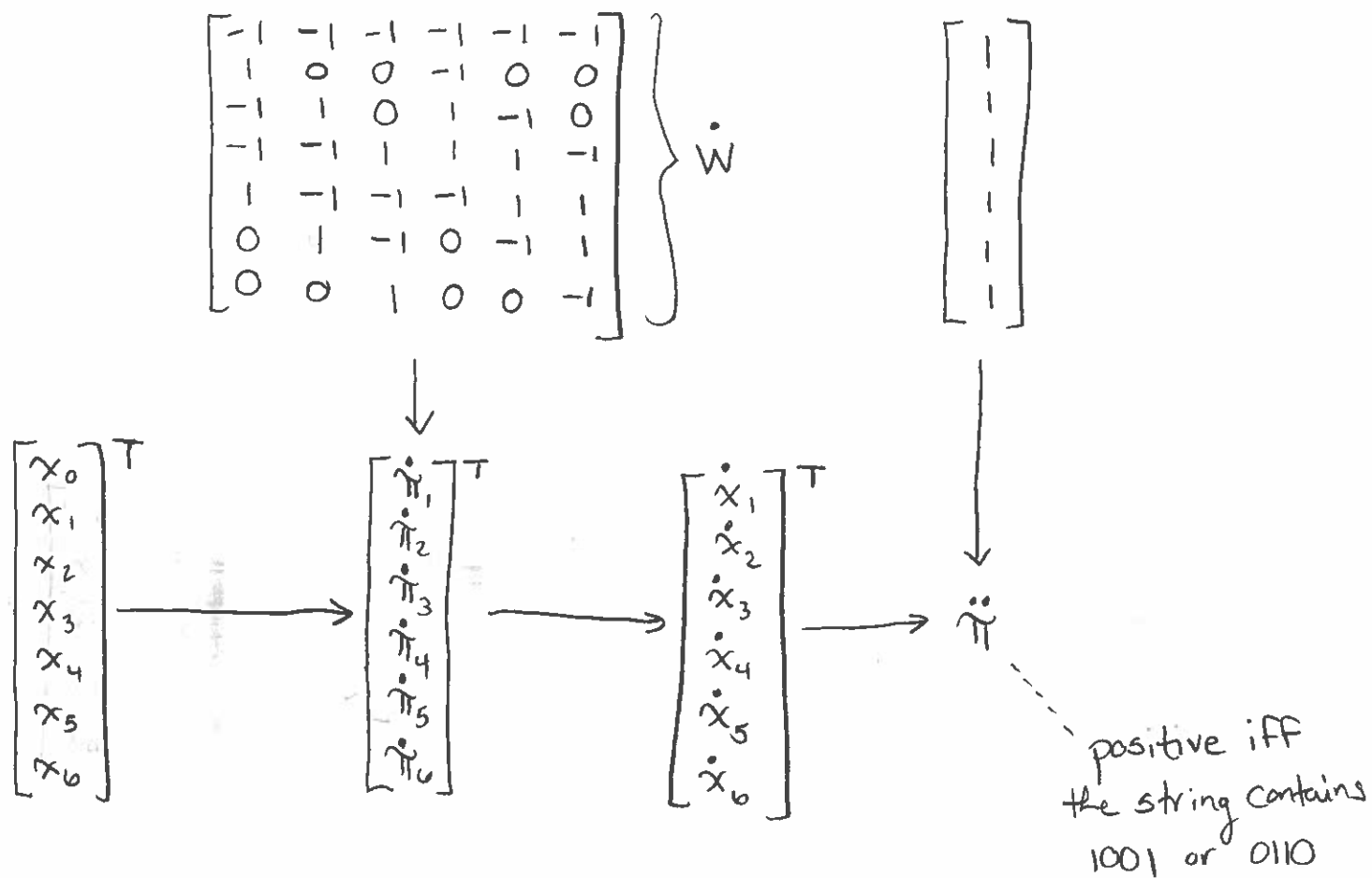
x_0 is an offset



to identify "0110"
$$\begin{cases} \dot{x}_4 = a(-1 - x_1 + x_2 + x_3 - x_4) \\ \dot{x}_5 = a(-1 - x_2 + x_3 + x_4 - x_5) \\ \dot{x}_6 = a(-1 - x_3 + x_4 + x_5 - x_6) \end{cases} = a \left(\begin{bmatrix} -1 \\ -1 \\ -1 \\ -1 \\ 0 \\ 0 \end{bmatrix} \cdot \begin{bmatrix} x_0 \\ x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \\ x_6 \end{bmatrix} \right)$$

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- ① This strategy gives us the following neural network for detecting "1001" or "0110":



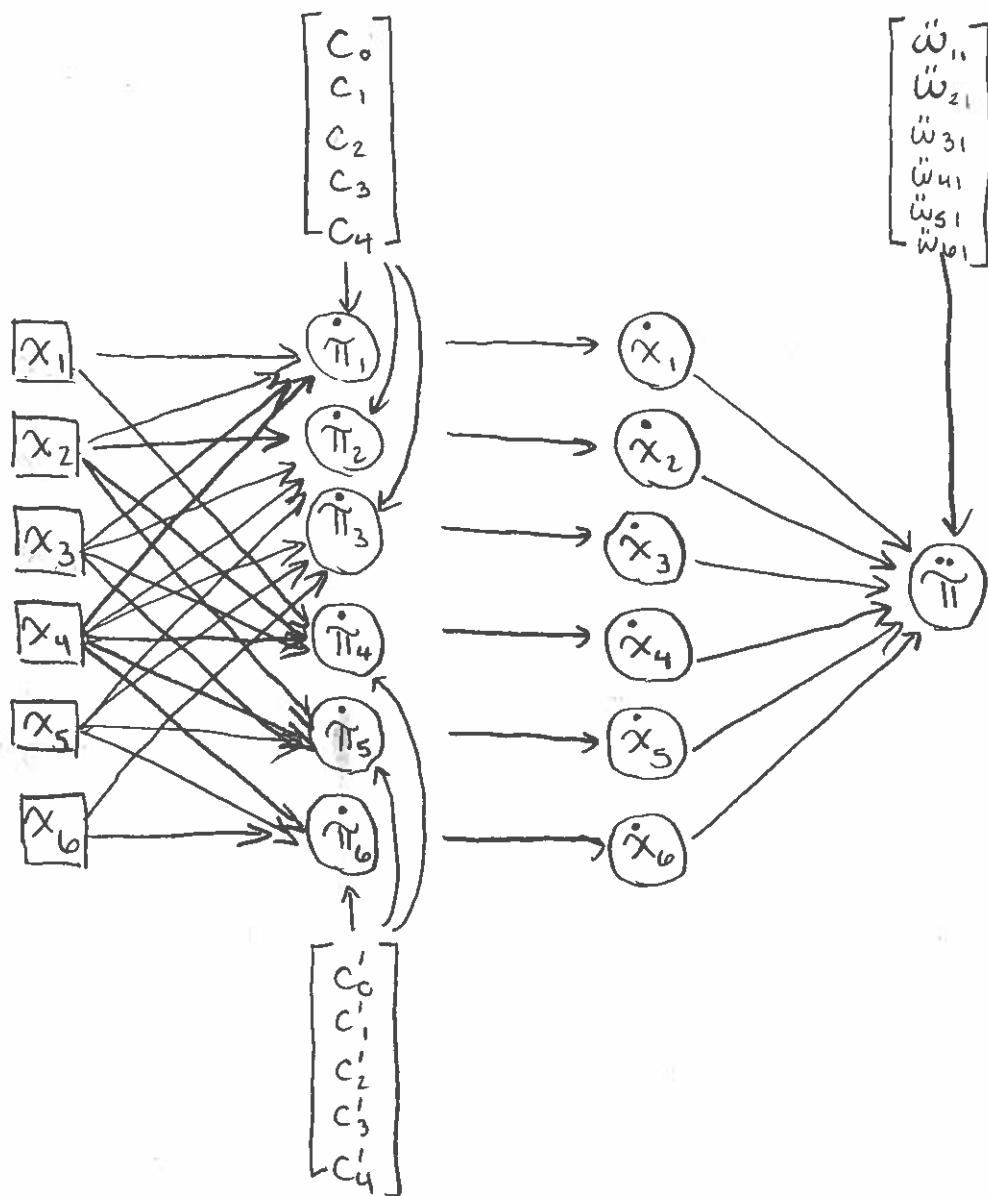
- ② Again, \dot{W} can be factorized:

$$\dot{W} = \begin{bmatrix} c_0 & c_0 & c_0 & c'_0 & c'_0 & c'_0 & c'_0 \\ \begin{bmatrix} c_1 \\ c_2 \\ c_3 \\ c_4 \end{bmatrix} & 0 & 0 & \begin{bmatrix} c'_1 \\ c'_2 \\ c'_3 \\ c'_4 \end{bmatrix} & 0 & 0 & 0 \\ \begin{bmatrix} c_1 \\ c_2 \\ c_3 \\ c_4 \end{bmatrix} & 0 & 0 & \begin{bmatrix} c'_1 \\ c'_2 \\ c'_3 \\ c'_4 \end{bmatrix} & 0 & 0 & 0 \\ \begin{bmatrix} c_1 \\ c_2 \\ c_3 \\ c_4 \end{bmatrix} & 0 & 0 & \begin{bmatrix} c'_1 \\ c'_2 \\ c'_3 \\ c'_4 \end{bmatrix} & 0 & 0 & 0 \\ 0 & \begin{bmatrix} c_1 \\ c_2 \\ c_3 \\ c_4 \end{bmatrix} & \begin{bmatrix} c_1 \\ c_2 \\ c_3 \\ c_4 \end{bmatrix} & 0 & \begin{bmatrix} c'_1 \\ c'_2 \\ c'_3 \\ c'_4 \end{bmatrix} & \begin{bmatrix} c'_1 \\ c'_2 \\ c'_3 \\ c'_4 \end{bmatrix} & 0 \\ 0 & 0 & \begin{bmatrix} c_1 \\ c_2 \\ c_3 \\ c_4 \end{bmatrix} & 0 & 0 & \begin{bmatrix} c'_1 \\ c'_2 \\ c'_3 \\ c'_4 \end{bmatrix} & 0 \end{bmatrix}$$

which gives us only 10 parameters to train, rather than 42 (the size of \dot{W}).

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② The factored neural network looks like this:



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② To summarize, we are sliding our convolution "kernels"

$$\begin{bmatrix} c_1 \\ c_2 \\ c_3 \\ c_4 \end{bmatrix} \text{ and } \begin{bmatrix} c'_1 \\ c'_2 \\ c'_3 \\ c'_4 \end{bmatrix}$$

across the input bitstring to detect

the substrings 1001 and 0110, respectively



first:

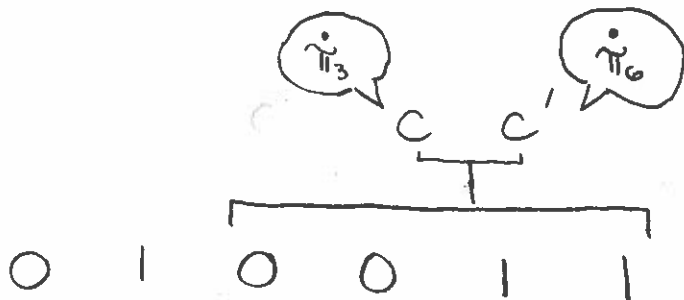


then:

then:



finally:



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②③ When designing a convolutional layer, there are several aspects to consider:

- kernel size: In the first example, we had a kernel size of 2 (we were looking for substrings of length 2). In the second, we had a kernel size of 4 (we were looking for substrings of length 4). The kernel size is the dimension of each convolution kernel (vector).

- number of kernels: In the first example, we had 1 kernel (which identified the substring 10). In the second, we had 2 kernels (which identified substrings 0110 and 1001).

- stride: This is how much we advance the kernels. Both examples used a stride of 1, meaning that they applied each kernel to position 1, 2, 3, etc. of the input string. A stride of 2, on the other hand, would apply each kernel to positions 1, 3, 5, etc. (effectively skipping substrings that start at even positions).

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24) Exercise: Consider a convolutional layer with 1 kernel of size k . If the input bitstring has length n , what is the dimension of π ?