



# Module

## Artificial Intelligence Fundamental

### Section

#### Deep Learning

# Deep Learning

An introduction

# Why Deep Learning?

- Real applications and others
- But, why now?

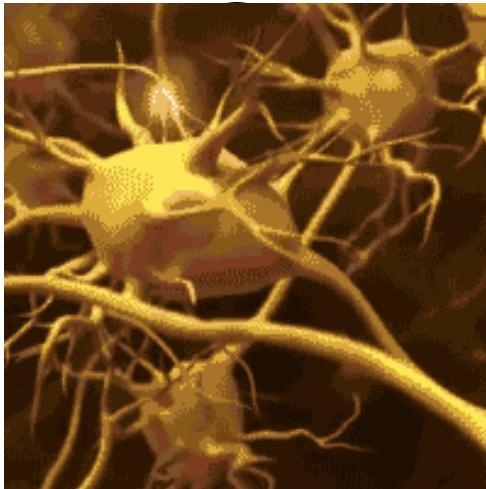


Coba, renungkan bagaimana kesadaran itu? Dan bagaimana struktur saraf pada otak kita bekerja?

- NN dimulai dari kisah bahwa manusia berusaha untuk meniru cara neuron pada manusia bekerja
- Dengan membuat tiruan, yaitu ANN
- Dikemudian hari ANN menjadi cikal bakal DL

Coba, renungkan bagaimana keberadaan kita sebagai manusia dan apa saja yang telah kita perbuat?

- 13.8 miliar tahun yang lalu alam semesta terbentuk
- 4.5 miliar tahun yang lalu bumi mulai tercipta
- 300.000 tahun yang lalu peradaban manusia modern
- Lalu bagaimana dengan “*a brief history of AI and DL*” ?



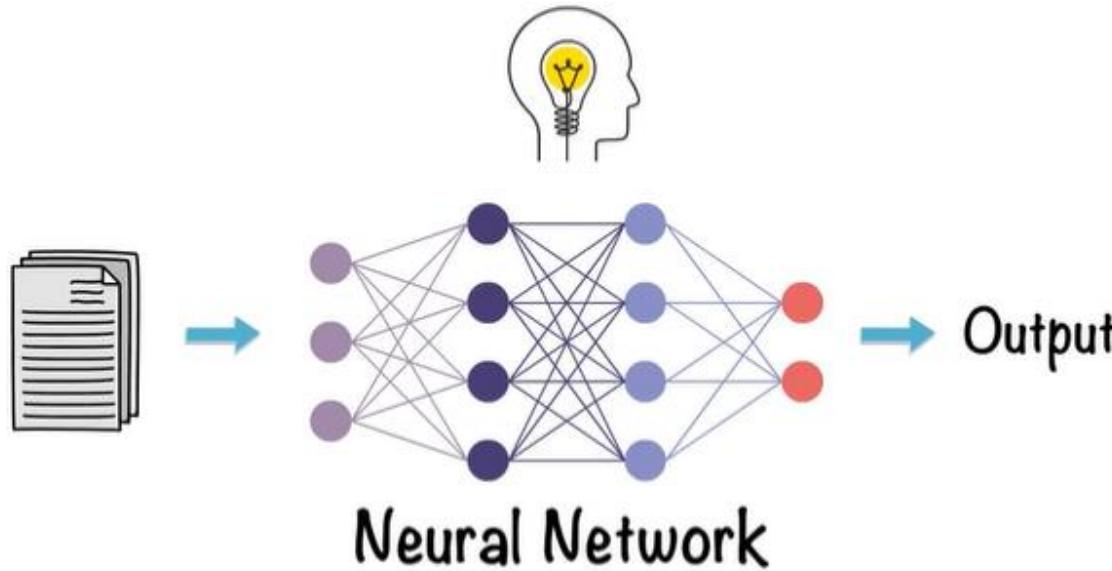
# Session I

## Pengenalan Deep Learning

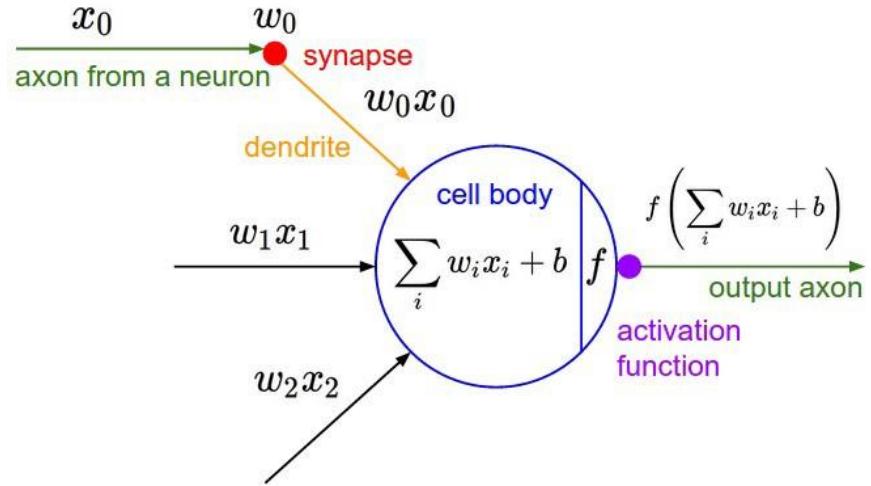
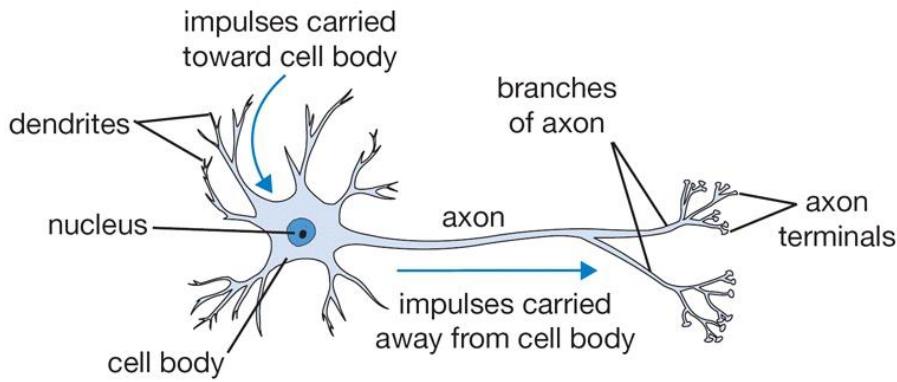
# Neural Network vs Deep Learning

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INDONESIA JAYA

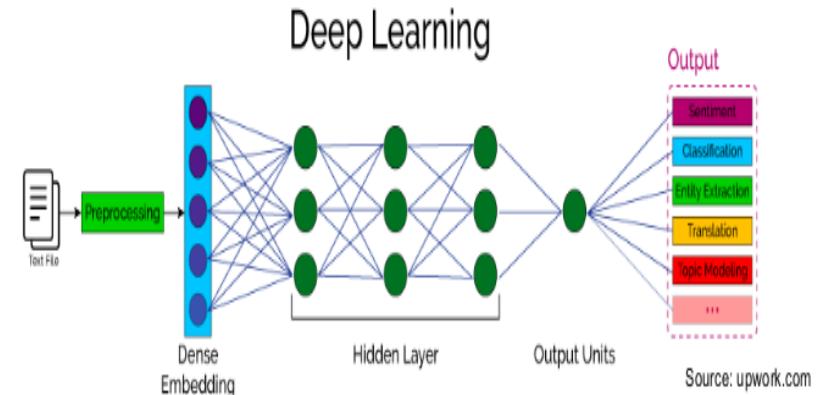
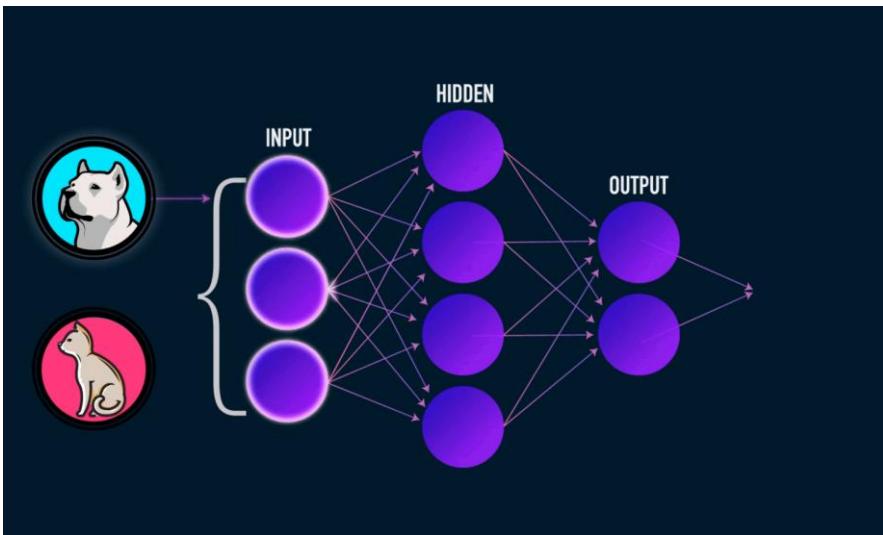
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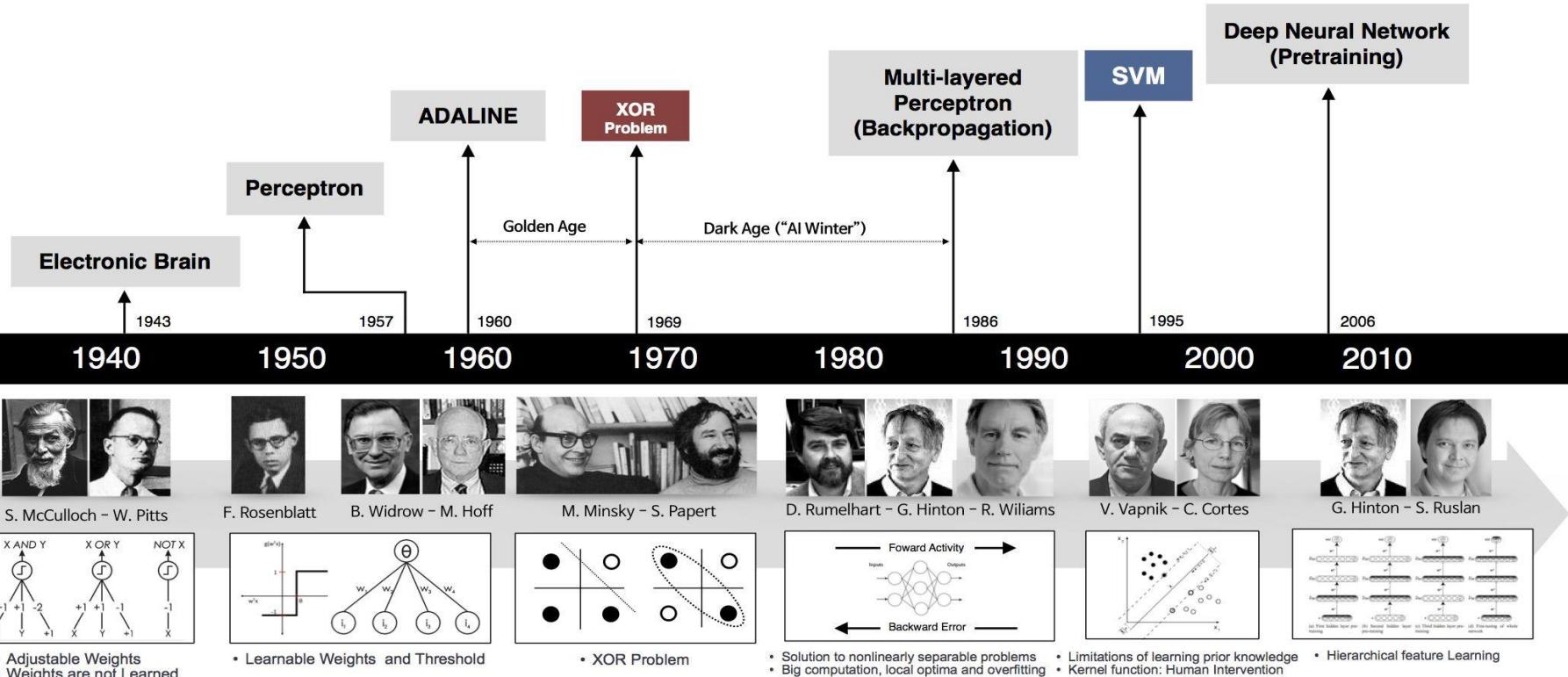
# Neural Network



# Deep Learning



# “Deep” Learning



# Perkembangan & Model DL



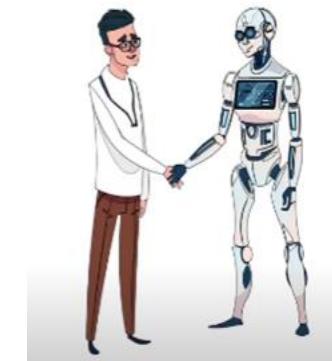
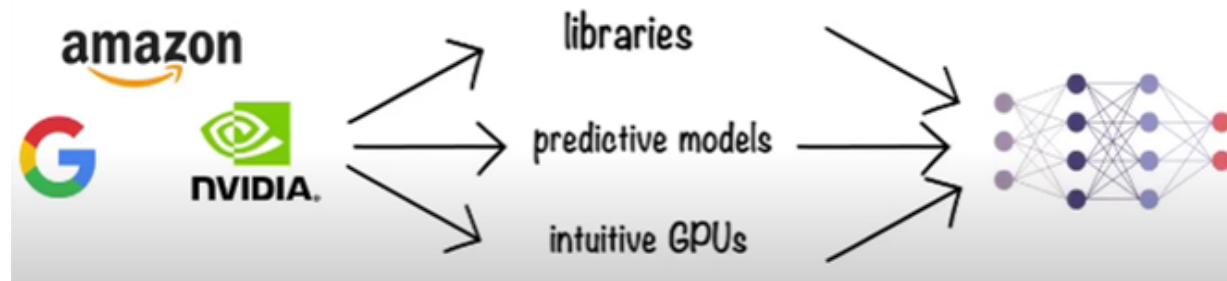
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# Perkembangan Deep Learning

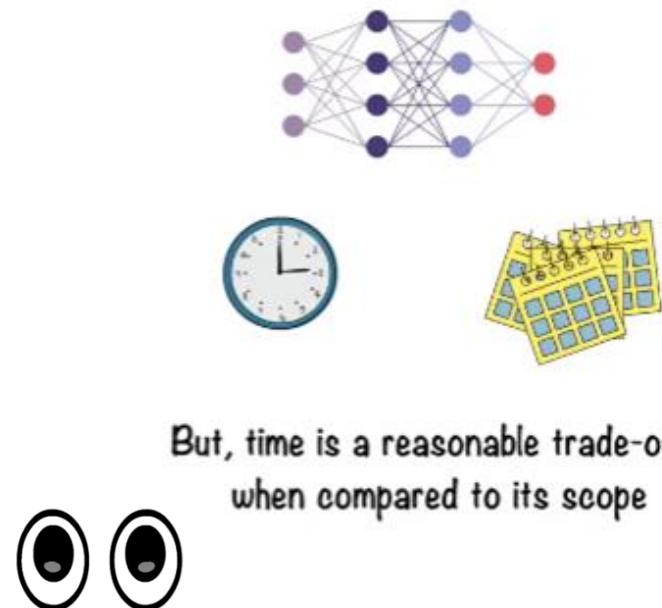
The growth in this field has been foreseen by the big names



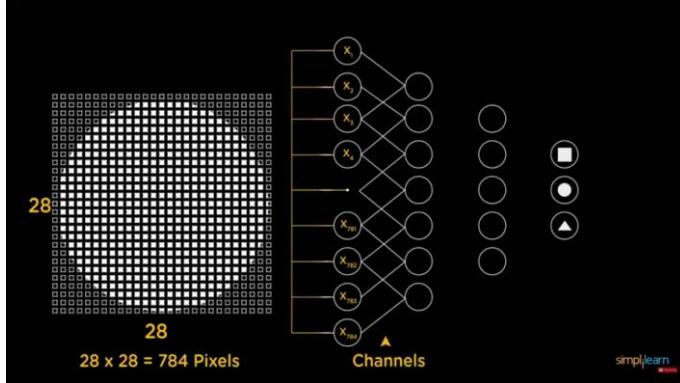
## From hours to weeks or even more!

Bergantung pada faktor-faktor seperti:

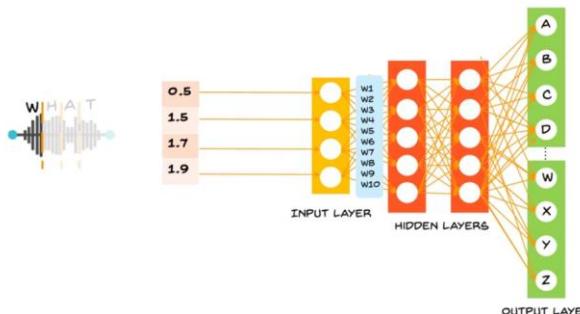
- perangkat keras yang tersedia,
- pengoptimalan,
- jumlah lapisan dalam jaringan saraf,
- arsitektur *neural network*,
- ukuran dataset, dan
- banyak lagi.

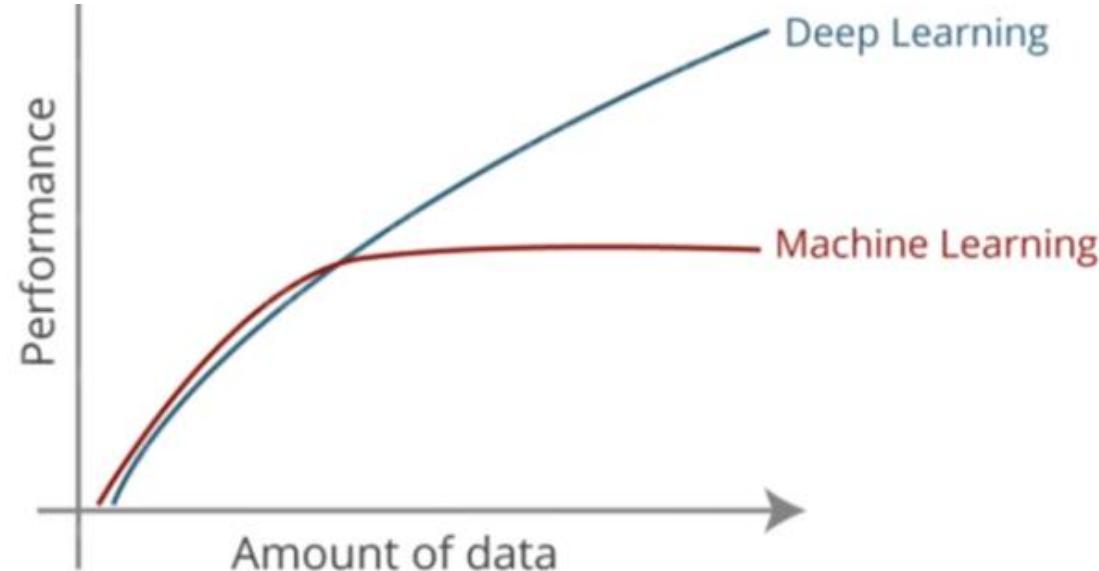


# Penggunaan Deep Learning



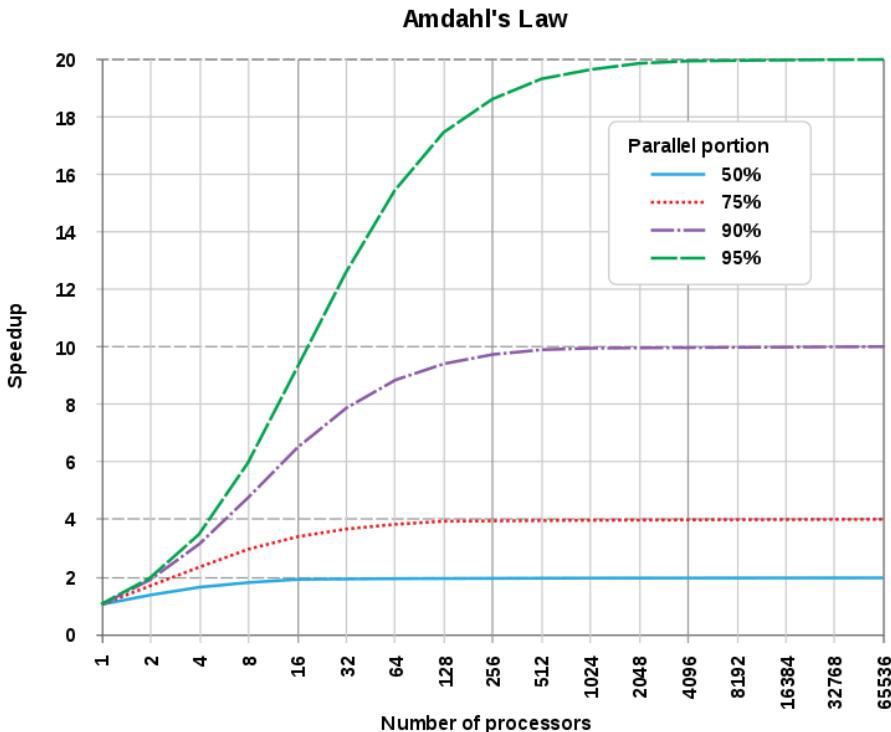
- Ketika mempunyai data tak terstruktur yang sangat besar dan banyak.
- Neural Network dapat mengolah data yang tidak memiliki label.
- Bekerja sangat baik dengan data berbentuk *speech*, *images*, dan *video*.





By: Dr. Andrew Ng

# Amdahl's Law for Parallel Computing Accelerates



Persamaan untuk menghitung *Speed-up parallel computing* menggunakan hukum Amdahl's

$$\text{Speedup} = \frac{1}{(1-p) + p/N}$$

Formulasi atau hukum ini banyak dipakai dalam bidang komputasi paralel untuk meramalkan peningkatan kecepatan maksimum pemrosesan data (secara teoritis) jika jumlah prosesor di dalam komputer paralel tersebut ditambah.

**GPU**  
**THROUGHPUT TINGGI LATENSI RENDAH**

**CPU**  
**THROUGHPUT RENDAH LATENSI TINGGI**

# Amdahl's Law for Parallel Computing Accelerates



CPU-Z

CPU | Caches | Mainboard | Memory | SPD | Graphics | Bench | About

**Processor**

Name	AMD Ryzen 5 5600H		
Code Name	Cezanne	Max TDP	45.0 W
Package	Socket FP6		
Technology	7 nm	Core VID	1.050 V

**Specification** AMD Ryzen 5 5600H with Radeon Graphics

Family	F	Model	0	Stepping	0
Ext. Family	19	Ext. Model	50	Revision	CZN-A0

**Instructions** MMX(+), SSE, SSE2, SSE3, SSSE3, SSE4.1, SSE4.2, SSE4A, x86-64, AMD-V, AES, AVX, AVX2, FMA3, SHA

**Clocks (Core #0)**

Core Speed	3233.45 MHz	Cache	L1 Data	6 x 32 KBytes	8-way
Multiplier	x 32.4		L1 Inst.	6 x 32 KBytes	8-way
Bus Speed	99.80 MHz		Level 2	6 x 512 KBytes	8-way
Rated FSB			Level 3	16 MBytes	16-way

Selection: Socket #1   Cores: 6   Threads: 12

CPU-Z Ver. 1.96.1.x64   Tools   Validate   Close

TechPowerUp GPU-Z 2.42.0

Graphics Card Sensors Advanced Validation

**Graphics Card**

Name	NVIDIA GeForce GTX 1650		
GPU	TU117	Revision	A1
Technology	12 nm	Die Size	200 mm <sup>2</sup>
Release Date	Aug 25, 2020	Transistors	4700M

**BIOS Version** 90.17.73.00.4A    UEFI

**Subvendor** Acer   **Device ID** 10DE 1F9D - 1025 151E

**ROPs/TMUs** 32 / 56   **Bus Interface** PCIe x16 3.0 @ x8 1.1

**Shaders** 896 Unified   **DirectX Support** 12 (12\_1)

**Pixel Fillrate** 48.5 GPixel/s   **Texture Fillrate** 84.8 GTexel/s

**Memory Type** GDDR6 (Samsung)   **Bus Width** 128 bit

**Memory Size** 4096 MB   **Bandwidth** 192.0 GB/s

**Driver Version** 30.0.14.7212 (NVIDIA 472.12) DCH / Win10 64

**Driver Date** Sep 13, 2021   **Digital Signature** WHQL

**GPU Clock** 1380 MHz   **Memory** 1500 MHz   **Boost** 1515 MHz

**Default Clock** 1380 MHz   **Memory** 1500 MHz   **Boost** 1515 MHz

**NVIDIA SLI** Disabled   **Resizable BAR** Disabled

**Computing**  OpenCL  CUDA  DirectCompute  DirectML

**Technologies**  Vulkan  Ray Tracing  PhysX  OpenGL 4.6

NVIDIA GeForce GTX 1650   Close

Contoh perbandingan jumlah core:

1. GPU Nvidia GeForce GTX 1650 memiliki 896 CUDA cores
2. CPU AMD Ryzen 5 5600H memiliki 6 cores

# Apakah harus selalu menggunakan Deep Learning?



## Jawabannya adalah **Tidak!**

- Deep Learning sangat boros di komputasional
- Untuk melakukan sebuah *task*, deep learning memproses data yang banyak dengan menggunakan GPU dan memakan waktu cukup lama.
- Untuk permasalahan dengan data yang tidak memerlukan perhitungan complex, penggunaan **Machine learning** dengan komputasi yang lebih ringan **sangat disarankan**
- Deep Learning untuk pekerjaan prediksi dengan jumlah data yang kecil bisa tidak seakurat algoritma Machine Learning. Akurasi yang sama atau lebih tinggi bisa dihasilkan bila deep learningnya dilatih dengan baik.

# Kekurangan Deep Learning



- ❑ Jumlah data yang dibutuhkan dalam pelatihan cukup besar, sehingga membutuhkan akses ke komputer yang berkekuatan tinggi yang dilengkapi dengan GPU atau TPU (High Performance Computing - HPC).
  
- ❑ Deep-neural network sulit menentukan *tuning* terbaik dikarenakan menggunakan teknik **Black Box** yang dimana bobot akan di-update di setiap layernya.

# Machine learning as a service (MLaaS)

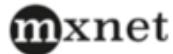
Machine learning as a service (MLaaS) adalah definisi umum dari berbagai platform berbasis cloud yang mencakup sebagian besar masalah infrastruktur seperti pra-pemrosesan data, pelatihan model, dan evaluasi model, dengan prediksi lebih lanjut. Hasil prediksi dapat dijembatani dengan REST API.



## CLOUD MACHINE LEARNING SERVICES COMPARISON

	Amazon ML and SageMaker	Microsoft Azure AI Platform	Google AI Platform (Unified)	IBM Watson Machine Learning
Classification	✓	✓	✓	✓
Regression	✓	✓	✓	✓
Clustering	✓	✓	✓	✗
Anomaly detection	✓	✓	✗	✗
Recommendation	✓	✓	✓	✗
Ranking	✓	✓	✗	✗
Data Labeling	✓	✓	✓	✓
MLOps pipeline support	✓	✓	✓	✓
Built-in algorithms	✓	✓	✓	✗
Supported frameworks	TensorFlow, MXNet, Keras, Gluon, PyTorch, Caffe2, Chainer, Torch	TensorFlow, scikit-learn, PyTorch, Microsoft Cognitive Toolkit, Spark ML	TensorFlow, scikit-learn, XGBoost, Keras	TensorFlow, Spark MLlib, scikit-learn, XGBoost, PyTorch, IBM SPSS, PMML

# Deep Learning Framework



theano

PYTORCH



Caffe



Caffe2

**Table 1** Some of the popular deep learning implementation tools

Tools	Platform	Support	Interface
Caffe (Williams and Zipser 1989)	Windows, Linux, Mac OSX	CNN, RNN	Python, C++, Matlab, Cuda
Tensorflow (Salakhutdinov and Hinton 2009)	Windows, Linux, Mac OSX, Android	Almost support all deep learning techniques	Python
Theano (Younes 1999)	Windows, Linux, Mac OSX	Almost support all deep learning techniques	Python, Cuda
Torch (Microsoft 2016)	Windows, Linux, Mac OSX	Almost support all deep learning techniques	Lua
Keras (Delakis and Garcia 2008)	Windows, Linux, Mac OSX	Almost support all deep learning techniques	Cross-platform, Cuda
PyTorch (Xu and Su 2015)	Linux, Mac OSX	Almost support all deep learning techniques	Python, C, Cuda

Recent Advances in Deep Learning Techniques and Its Applications: An Overview  
DOI : [10.1007/978-981-15-6329-4\\_10](https://doi.org/10.1007/978-981-15-6329-4_10)



# Most Popular Framework Deep Learning



TensorFlow

- Versi terbaru di TF saat ini adalah versi 2
- Sudah dikembangkan di bahasa pemrograman JavaScript yang bernama Tensorflow JS



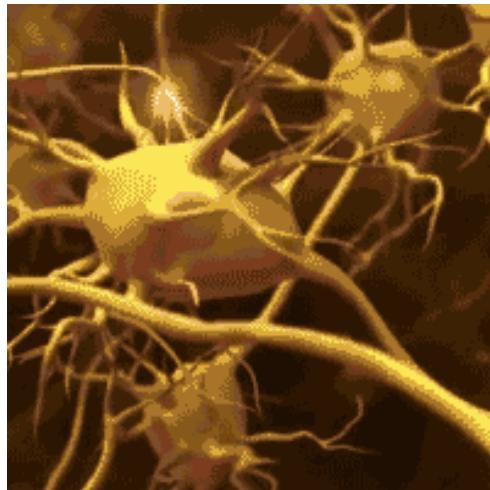
PyTorch

- Mendapatkan Merger dari Framework DL yaitu CAFFE2
- Integrated dengan Framework DL yaitu YOLO V5 (You Only Look Once)



DL4J

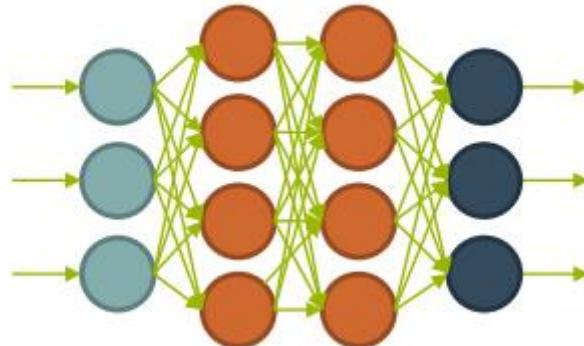
- Bisa diintegrasikan di Hadoop and Apache Spark (Data Engineering)
- Hanya Support dalam bahasa pemrograman JAVA



## Session II

# Artificial Neural Network

## Artificial Neural Networks (ANN) atau Jaringan Syaraf Tiruan (JST)



Adalah paradigma pemrosesan informasi yang terinspirasi dari cara kerja sistem saraf (**otak**) manusia dalam memproses informasi.

ANN terdiri dari sejumlah besar elemen pemrosesan (**neuron**) yang saling berhubungan dan bekerja secara bersama untuk memecahkan masalah tertentu.

# Kelebihan Neural Network



Kemampuannya berguna untuk robotika dan sistem pengenalan pola



Keluaran ANN tidak sepenuhnya dibatasi oleh masukan dan hasil yang diberikan kepada mereka pada awalnya oleh sistem pakar



JST memiliki potensi toleransi kesalahan yang tinggi

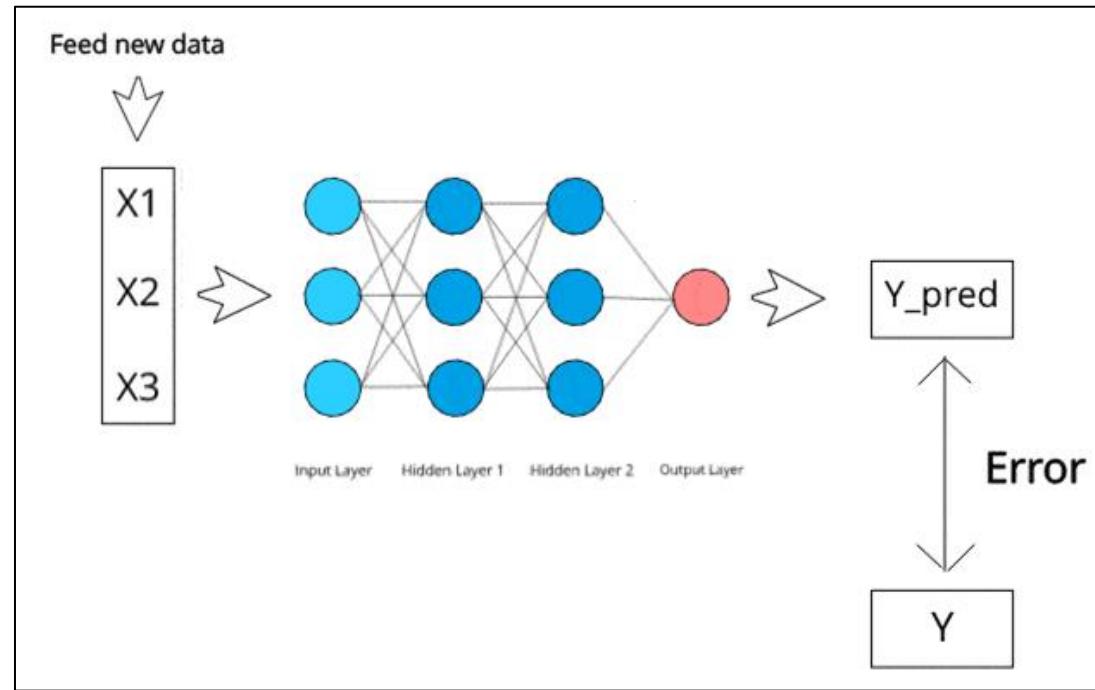


ANN mampu men-debug atau mendiagnosis jaringan sendiri



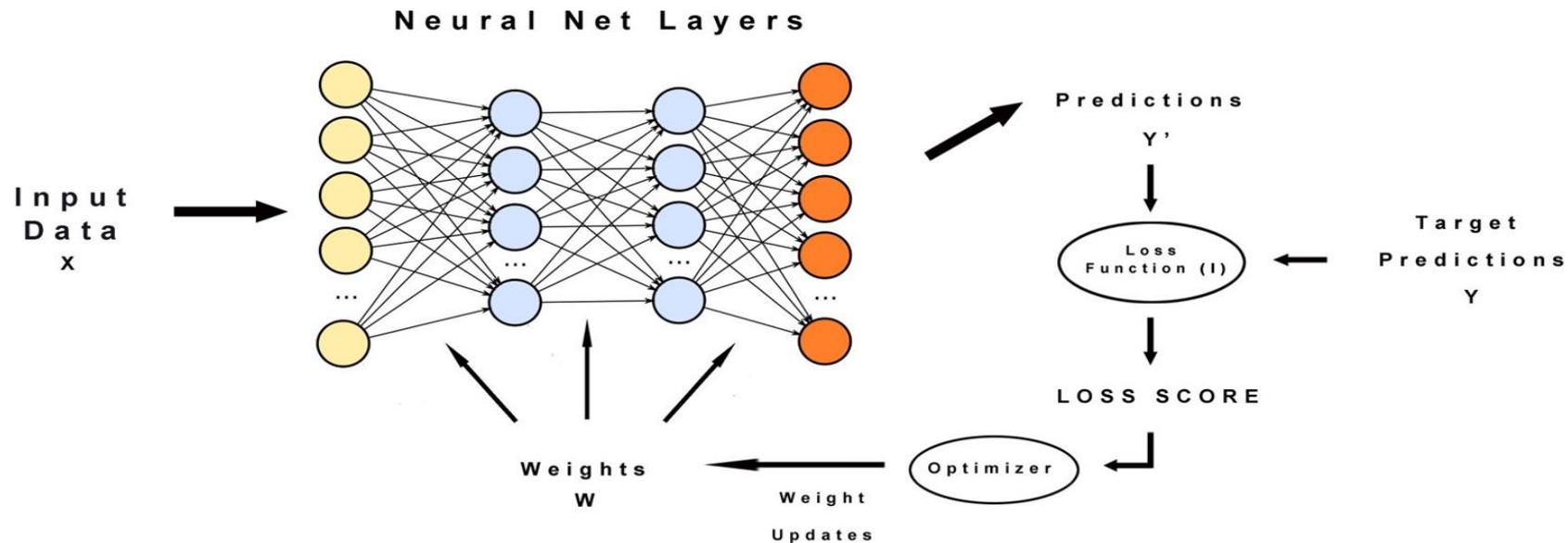
Sistem non-linear yang memiliki kemampuan untuk menemukan jalan pintas untuk mencapai solusi komputasi yang mahal

# Cara Kerja ANN

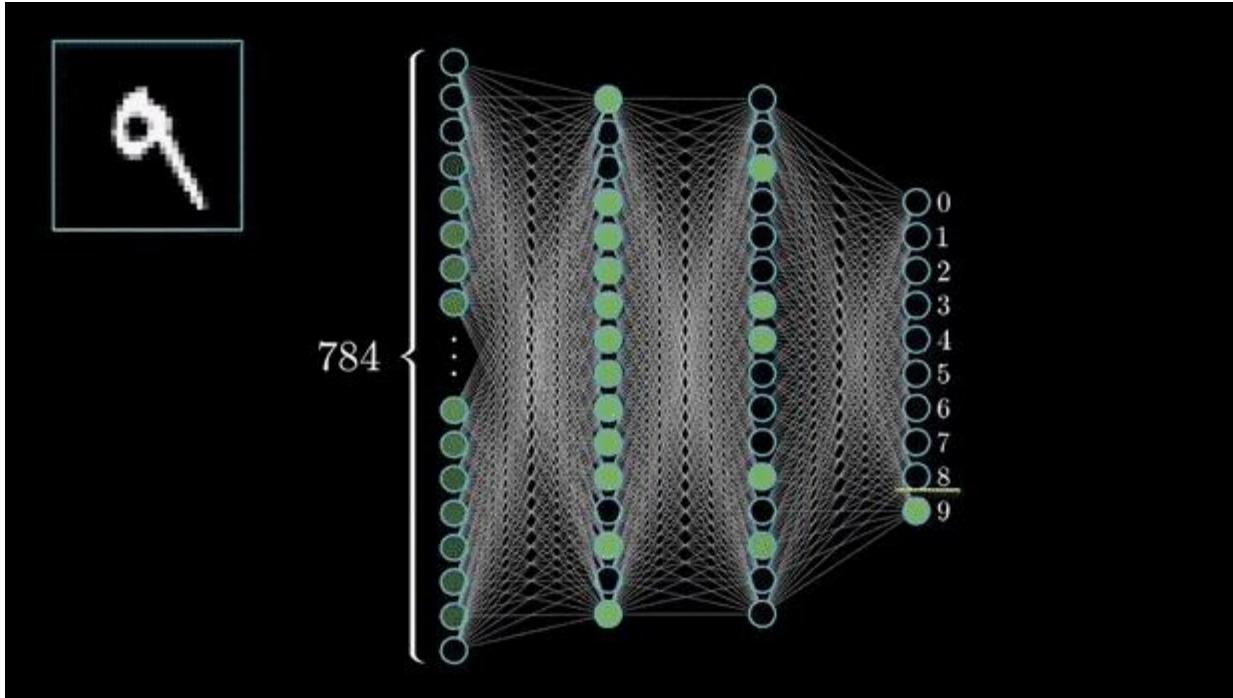


# Cara Kerja ANN

## LOGICAL FLOW OF A NEURAL NETWORK

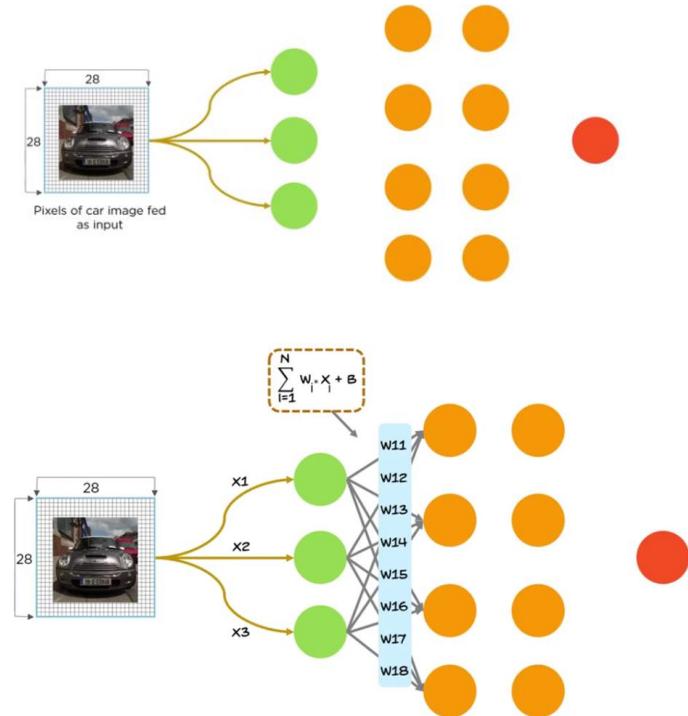
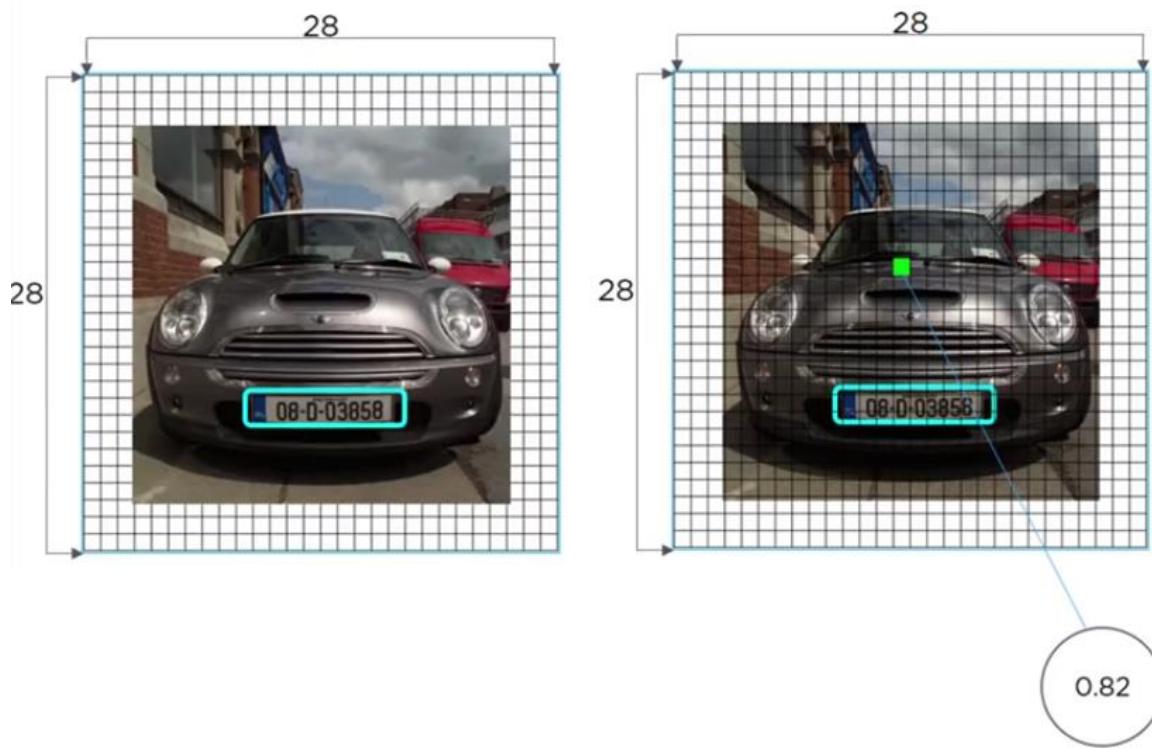


# Cara Kerja ANN



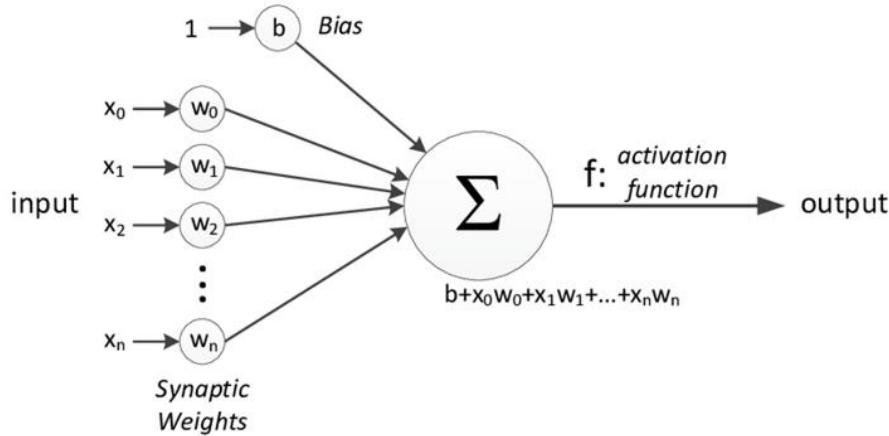
<https://youtu.be/aircAruvnKk>

# Neuron



# Formula Matematis ANN

Neural network satu lapis disebut Perceptron. Perceptron memberikan output tunggal.



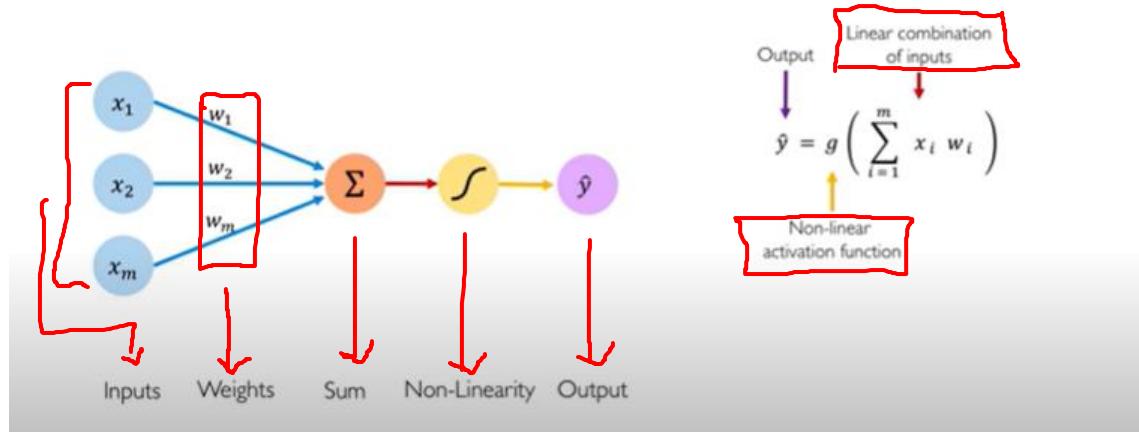
$x_0, x_1, x_2, x_3 \dots x(n)$  mewakili berbagai masukan (variabel bebas). Masing-masing input ini dikalikan dengan bobot koneksi atau sinapsis.

Bobot direpresentasikan sebagai  $w_0, w_1, w_2, w_3 \dots w(n)$ . Bobot menunjukkan kekuatan node tertentu.

$b$  adalah nilai bias. Nilai bias memungkinkan Anda untuk menggeser fungsi aktivasi ke atas atau ke bawah.

$$\begin{aligned}z &= b + \sum_{i=1}^m x_i w_i \\z &= b + x^T w \\a &= f(z)\end{aligned}$$

## The Perceptron: Forward Propagation

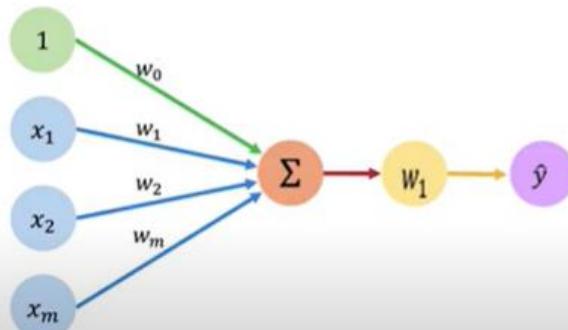


Linear combination of inputs

$$\hat{y} = g \left( \sum_{i=1}^m x_i w_i \right)$$

Non-linear activation function

## The Perceptron: Forward Propagation



Inputs    Weights    Sum    Non-Linearity    Output

Output

Linear combination of inputs

$\hat{y} = g \left( w_0 + \sum_{i=1}^m x_i w_i \right)$

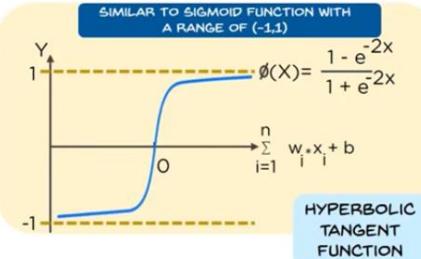
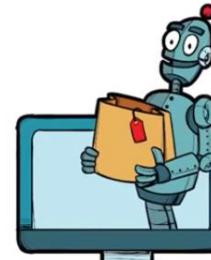
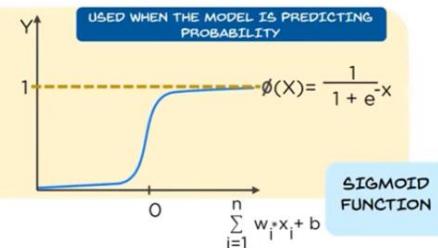
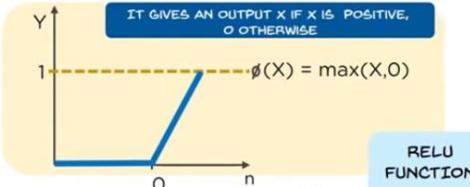
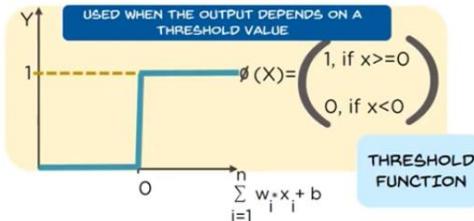
Non-linear activation function

Bias

Diagram illustrating the mathematical formula for the output of a perceptron. The output  $\hat{y}$  is the result of applying a non-linear activation function  $g$  to the linear combination of inputs. The linear combination is the sum of the bias  $w_0$  and the weighted inputs  $x_i w_i$  for  $i = 1, 2, \dots, m$ .

# Activation Function

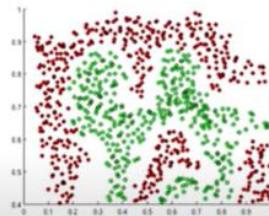
**Activation function** membantu menyelesaikan permasalahan-permasalahan yang bersifat non-trivial dalam suatu neural network dengan cara mengambil sebuah nilai dan melakukan operasi matematika. Fungsi-fungsi matematika yang umum digunakan pada ANN adalah ReLu dan Sigmoid



# Activation Function

## Importance of Activation Functions

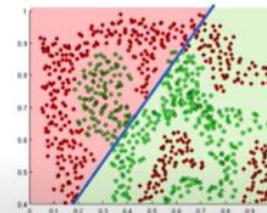
The purpose of activation functions is to **introduce non-linearities** into the network



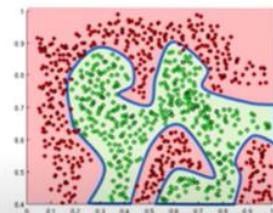
What if we wanted to build a neural network to distinguish green vs red points?

## Importance of Activation Functions

The purpose of activation functions is to **introduce non-linearities** into the network

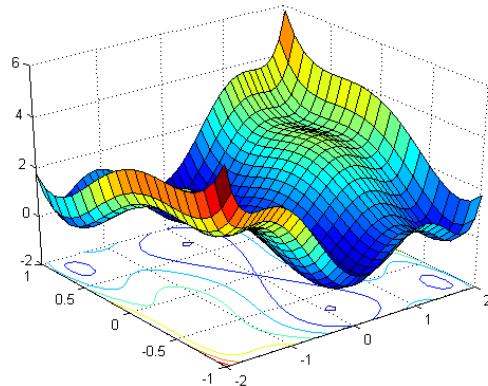


Linear activation functions produce linear decisions no matter the network size



Non-linearities allow us to approximate arbitrarily complex functions

# Loss Function



**Loss function** digunakan untuk mengukur seberapa bagus performa dari *neural network* dalam melakukan prediksi terhadap target.

Loss Function atau Cost Function merupakan fungsi yang menggambarkan **kerugian** yang terkait dengan semua kemungkinan yang dihasilkan oleh model.

Mean Square Error (MSE):

$$\text{error} = \frac{1}{n} \sum_{i=1}^n (\text{target}_i - \text{prediksi}_i)^2$$

# Loss Function

## Loss Optimization

We want to find the network weights that **achieve the lowest loss**

$$\mathbf{W}^* = \operatorname{argmin}_{\mathbf{W}} \frac{1}{n} \sum_{i=1}^n \mathcal{L}(f(x^{(i)}; \mathbf{W}), y^{(i)})$$

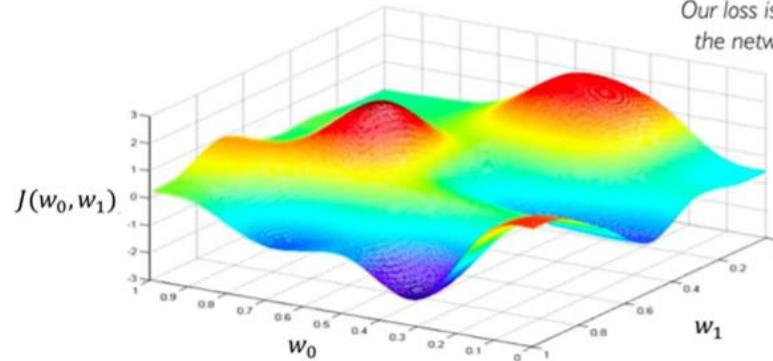
$$\mathbf{W}^* = \operatorname{argmin}_{\mathbf{W}} J(\mathbf{W})$$

↑  
Remember:  
 $\mathbf{W} = \{\mathbf{W}^{(0)}, \mathbf{W}^{(1)}, \dots\}$

## Loss Optimization

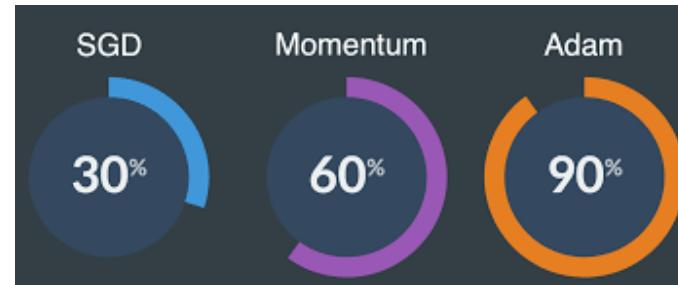
$$\mathbf{W}^* = \operatorname{argmin}_{\mathbf{W}} J(\mathbf{W})$$

Remember:  
Our loss is a function of  
the network weights!



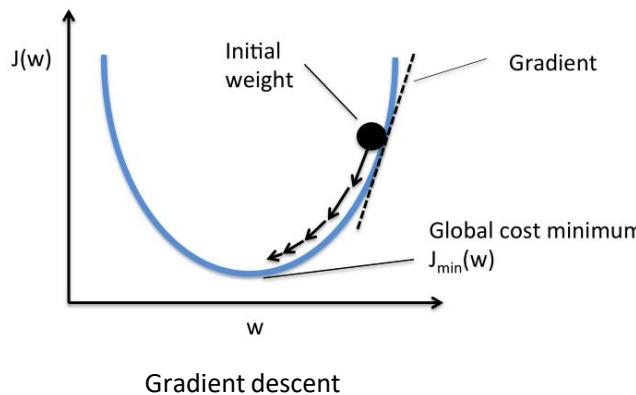
**Optimizer** adalah fungsi pengoptimalan yang dapat digunakan untuk memperbarui *weight network* secara iteratif berdasarkan data training.

Contoh optimizer yang sering digunakan adalah gradient descent, SGD, momentum, dan ADAM (*Adaptive Moment Estimation*) optimizer.



# Back Propagation

- **Back-propagation**—adalah proses memperbarui bobot dari network untuk mereduksi error dalam hasil prediksi
- **Gradient descent**, adalah proses menyesuaikan parameter model untuk turun melalui *loss function*.



Rumus utama untuk memperbaiki suatu bobot  $w$  berdasarkan error  $E$  adalah:

$$w_{\text{new}} = w_{\text{old}} - \alpha \frac{\partial E}{\partial w}$$

Rumus ini juga berlaku untuk memperbaiki nilai bias:

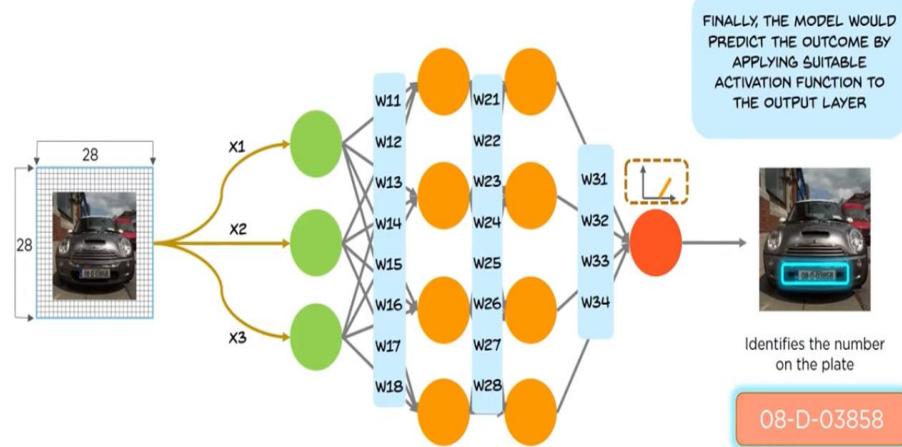
$$b_{\text{new}} = b_{\text{old}} - \alpha \frac{\partial E}{\partial b}$$

# Back Propagation

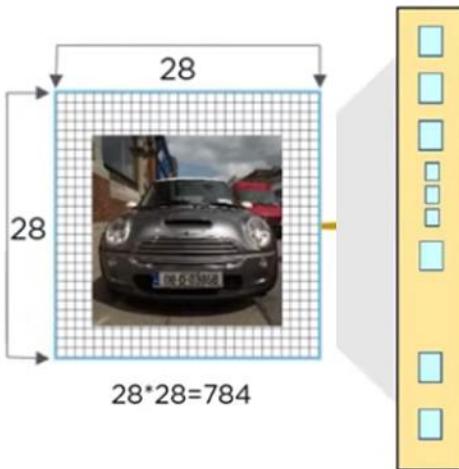
## Computing Gradients: Backpropagation



$$\frac{\partial J(W)}{\partial w_1} = \frac{\partial J(W)}{\partial \hat{y}} * \frac{\partial \hat{y}}{\partial z_1} * \frac{\partial z_1}{\partial w_1}$$

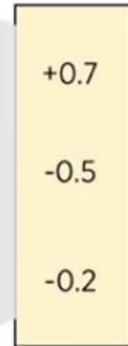


# Back Propagation



1<sup>st</sup> iteration  
 $\text{loss}(a) \rightarrow 0.7^2 = 0.49$   
 $\text{loss}(b) \rightarrow 0.5^2 = 0.25$   
 $\text{loss}(c) \rightarrow 0.2^2 = 0.04$

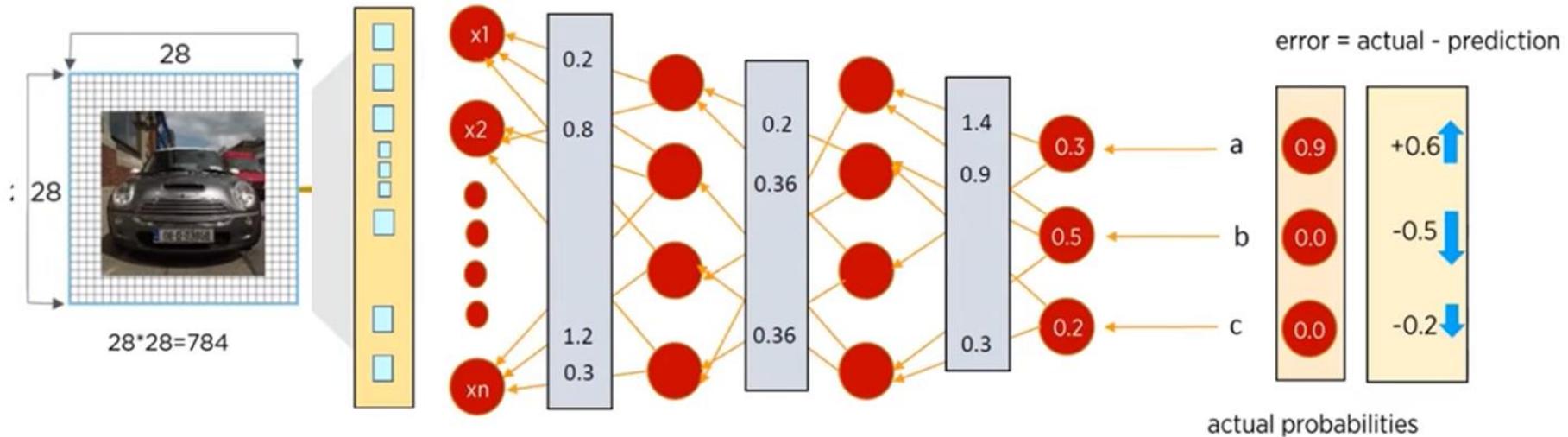
error = actual - prediction



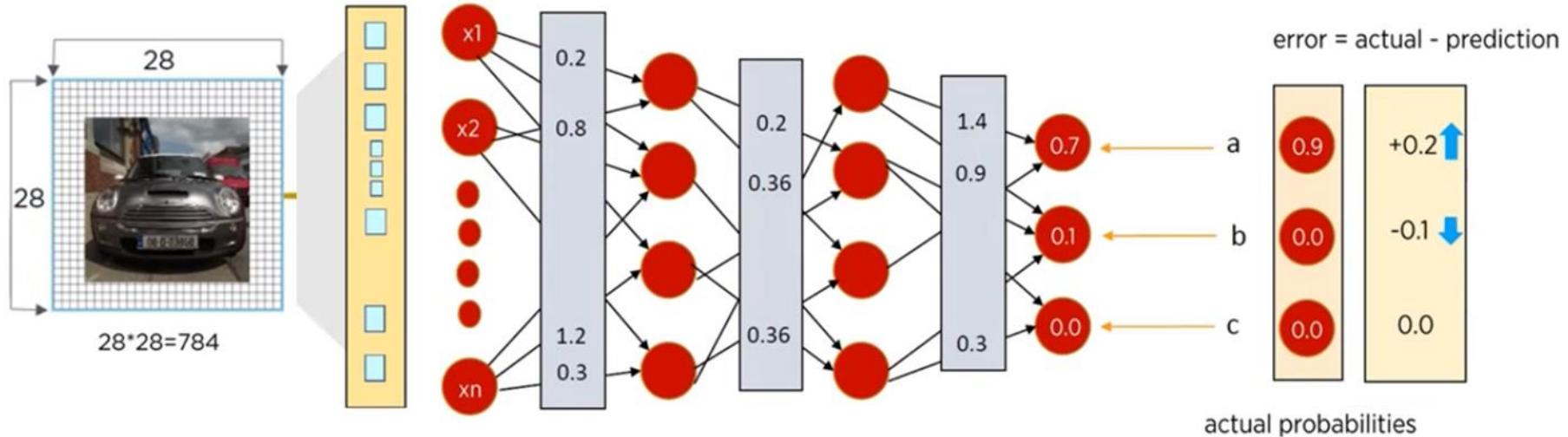
actual probabilities

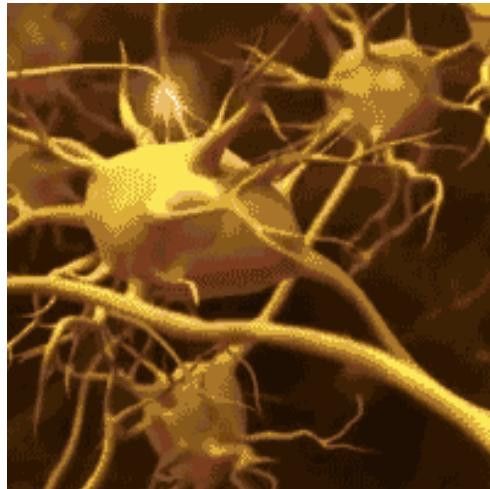
# Back Propagation

## Updating weight (1)



# Back Propagation



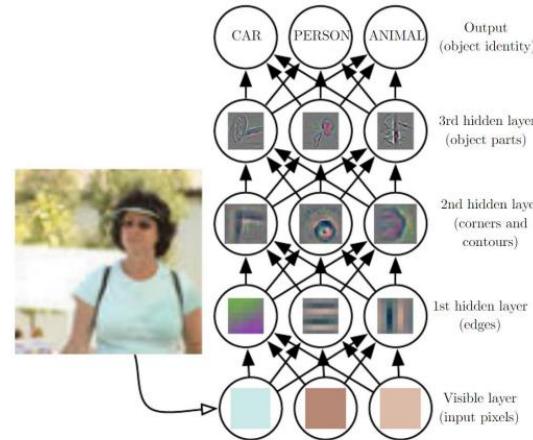
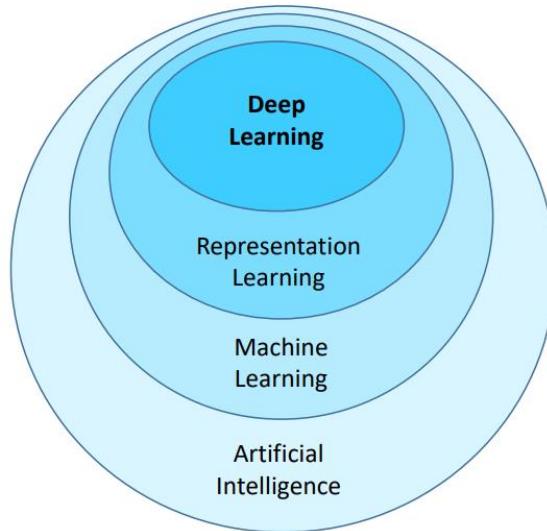


## Session III

### Deep Learning a.k.a Feature Learning

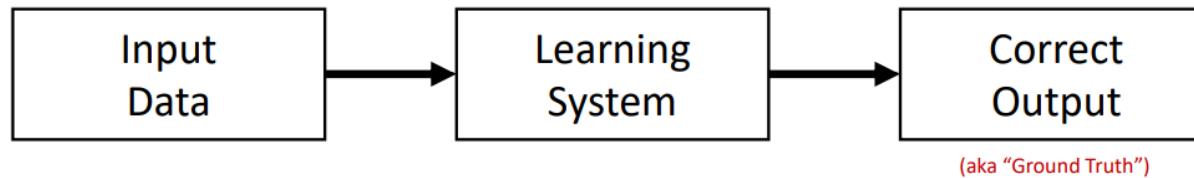
# Deep Learning is Representation Learning

(aka Feature Learning)

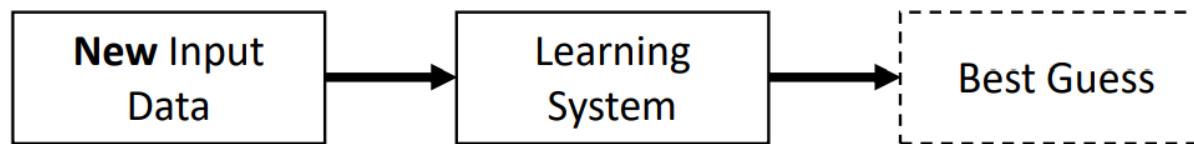


## Deep Learning: Training and Testing

### Training Stage:

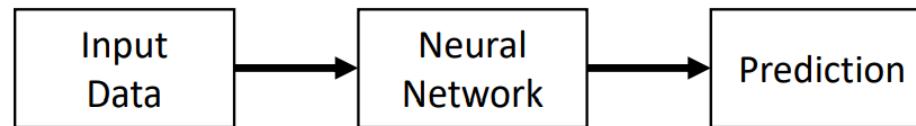


### Testing Stage:

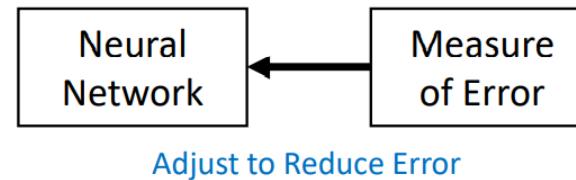


## How Neural Networks Learn: Backpropagation

Forward Pass:



Backward Pass (aka Backpropagation):



## Regression vs Classification



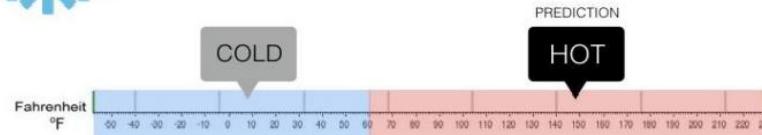
### Regression

What is the temperature going to be tomorrow?



### Classification

Will it be Cold or Hot tomorrow?



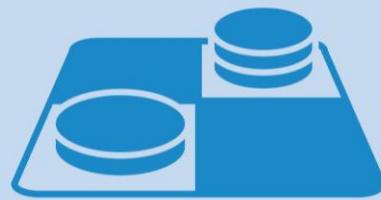
## The Challenge of Deep Learning: Efficient Teaching + Efficient Learning

- Humans can learn from very few examples
- Machines (in most cases) need thousands/millions of examples



## ARTIFICIAL INTELLIGENCE

Artificial Intelligence captures the imagination of the world.



## MACHINE LEARNING

Machine learning starts to gain traction.



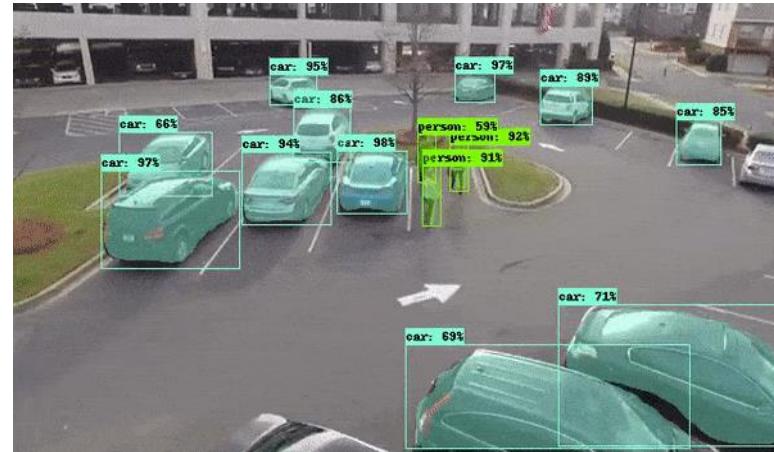
## DEEP LEARNING

Deep learning catapults the industry.

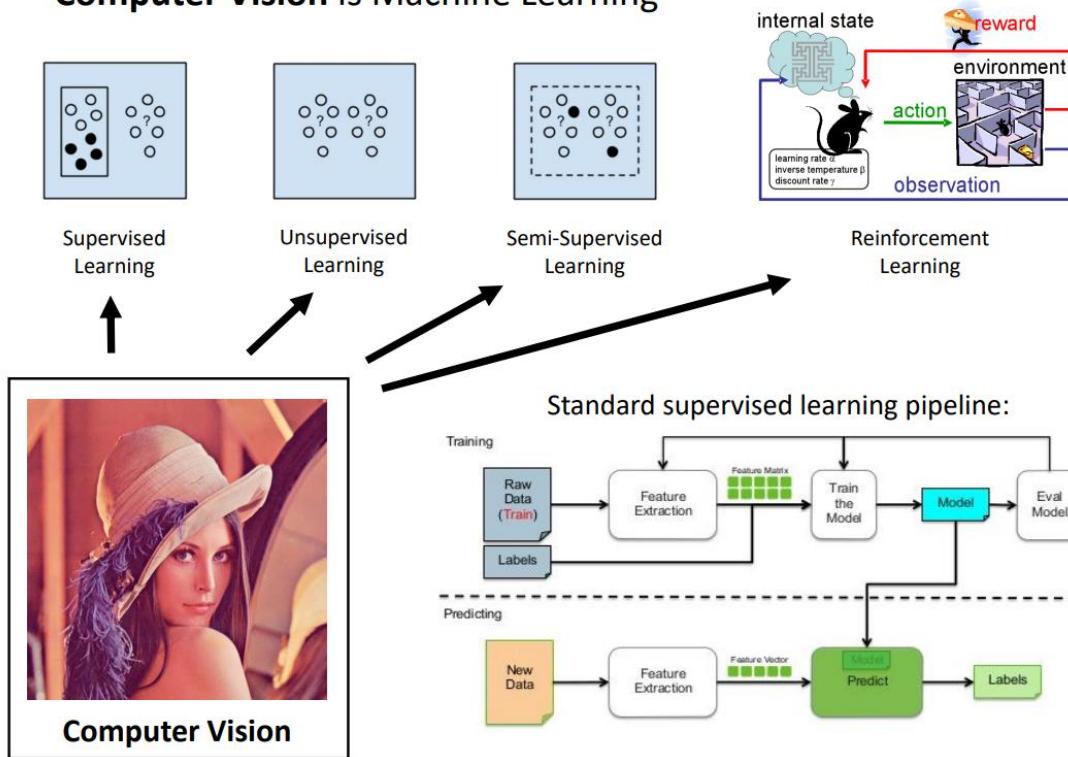


1950 1960 1970 1980 1990 2000 2010 2020 2030 2040

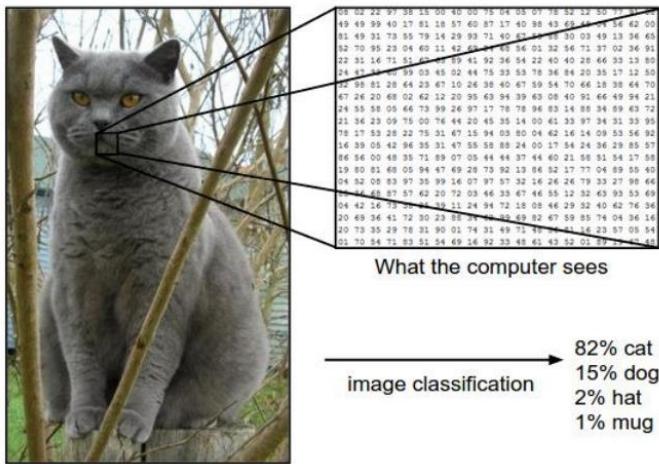
Deep Learning membantu komputer untuk mengenali objek. Tapi, bagaimana computer cara melihat?



## Computer Vision is Machine Learning

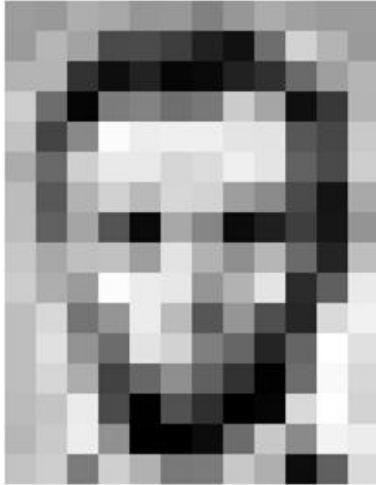


# Images are Numbers



- **Regression:** The output variable takes continuous values
  - **Classification:** The output variable takes class labels
    - Underneath it may still produce continuous values such as probability of belonging to a particular class.

# Image are Numbers

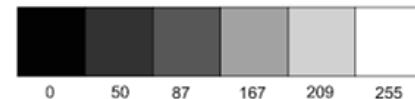


157	153	174	168	160	152	129	151	172	163	165	156
155	182	163	74	75	62	93	17	110	210	180	154
180	180	50	14	34	6	10	93	48	106	159	181
206	109	5	124	131	111	120	204	166	15	56	180
194	68	137	251	237	239	239	228	227	87	71	201
172	105	207	233	233	214	220	239	228	98	74	206
188	88	179	209	185	215	211	158	139	75	20	169
189	97	165	84	10	168	134	11	31	62	22	148
199	168	191	193	158	227	178	143	182	106	36	190
206	174	155	252	236	231	149	178	228	43	95	234
190	216	116	149	236	187	88	150	79	38	218	241
190	224	147	108	227	210	127	102	36	101	255	224
190	214	173	66	103	143	96	50	2	109	249	215
187	196	235	73	1	81	47	0	6	217	255	211
183	202	237	145	0	0	12	108	200	138	243	236
195	206	123	207	177	121	133	200	175	13	96	218

157	153	174	168	150	152	129	151	172	161	155	156
155	182	163	74	75	62	93	17	110	210	180	154
180	180	50	14	34	6	10	93	48	106	159	181
206	109	5	124	131	111	120	204	166	15	56	180
194	68	137	251	237	239	239	228	227	87	71	201
172	105	207	233	233	214	220	239	228	98	74	206
188	88	179	209	185	215	211	158	139	75	20	169
189	97	165	84	10	168	134	11	31	62	22	148
199	168	191	193	158	227	178	143	182	106	36	190
206	174	155	252	236	231	149	178	228	43	95	234
190	216	116	149	236	187	88	150	79	38	218	241
190	224	147	108	227	210	127	102	36	101	255	224
190	214	173	66	103	143	96	50	2	109	249	215
187	196	235	73	1	81	47	0	6	217	255	211
183	202	237	145	0	0	12	108	200	138	243	236
195	206	123	207	177	121	133	200	175	13	96	218

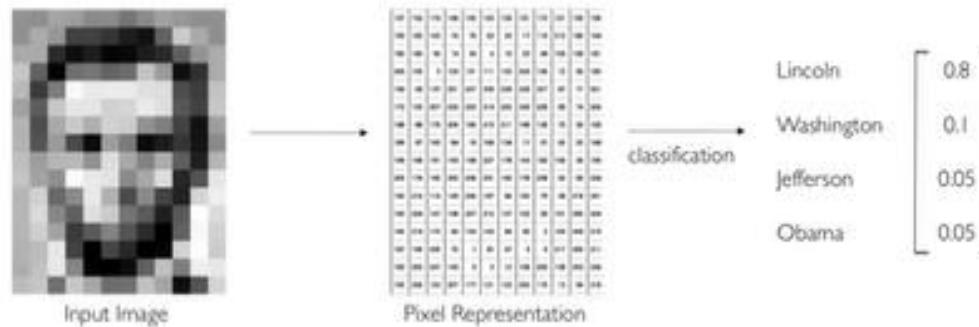
- Why we need math?
- An image is just a matrix of numbers [0,255]!

Source: ai.stanford.edu, mit



Source:  
processing.org

## Tasks in Computer Vision



- **Regression:** output variable takes continuous value
  - **Classification:** output variable takes class label. Can produce probability of belonging to a particular class
- 
- An image is just a matrix of numbers [0,255]!
  - But why must 255?

## Kenapa 255?

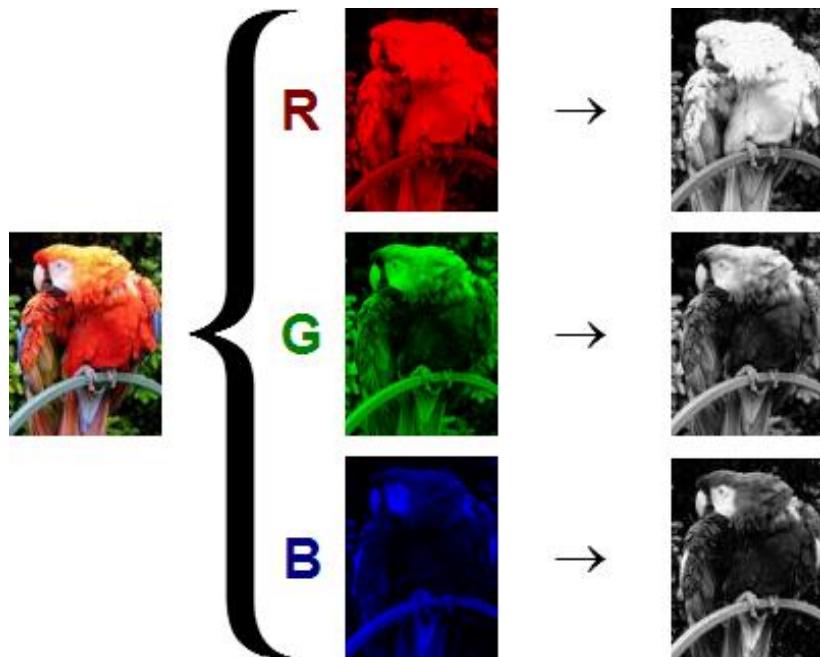
1 bit	
0	1

Number of bits	Different patterns	No. of patterns	No. of patterns
1	0 1	$2^1$	2
2	00 01 10 11	$2^2$	4
3	000 001 010 100 011 101 110 111	$2^3$	8

1 byte = 8 bits

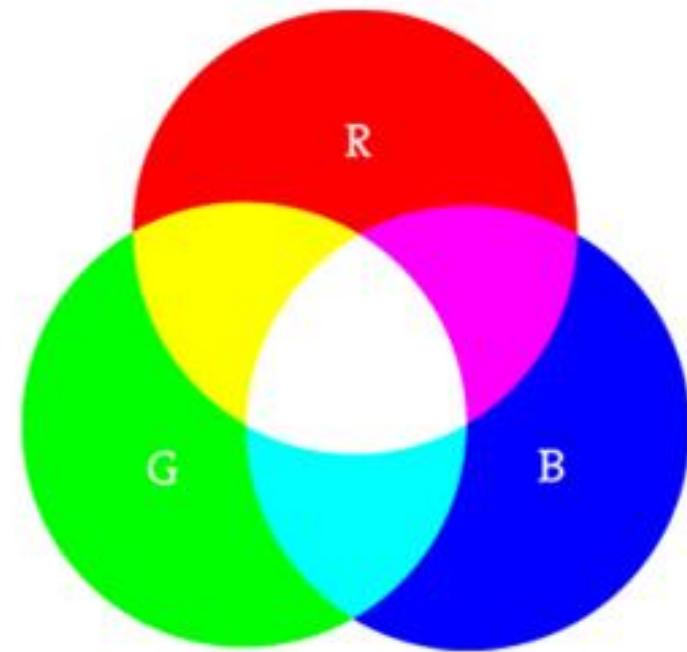
$$2^8 = 256$$

Range: 0 to 255



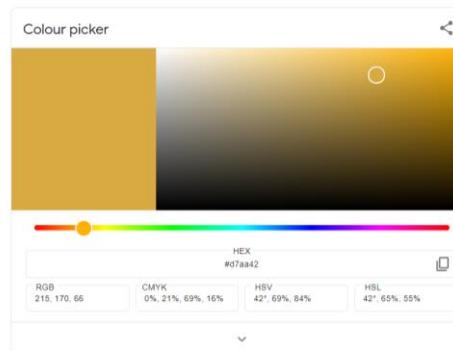
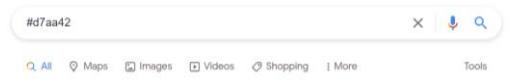
Color channel  
separation

Source: Wikipedia



Source: processing.org

# Let's try by yourself!



[https://www.w3schools.com/colors/colors\\_rgb.asp](https://www.w3schools.com/colors/colors_rgb.asp)

## Is Computer Vision Hard?

Viewpoint variation



Scale variation



Deformation



Occlusion



Illumination conditions



Background clutter

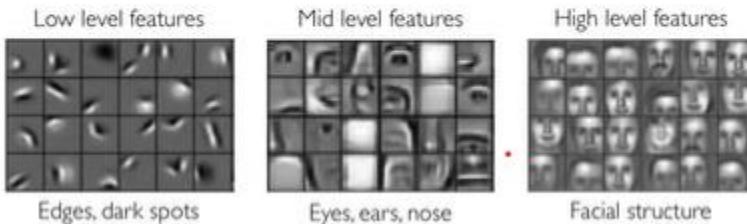


Intra-class variation

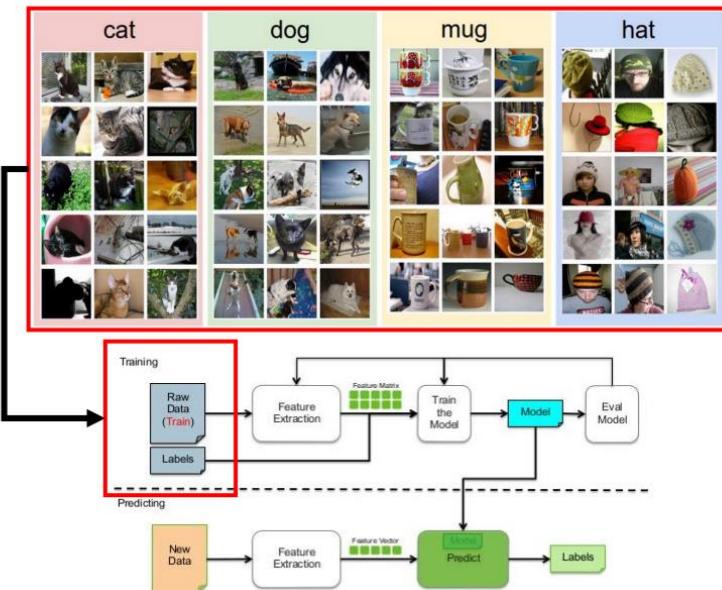


## Learning Feature Representations

Can we learn a **hierarchy of features** directly from the data instead of hand engineering?

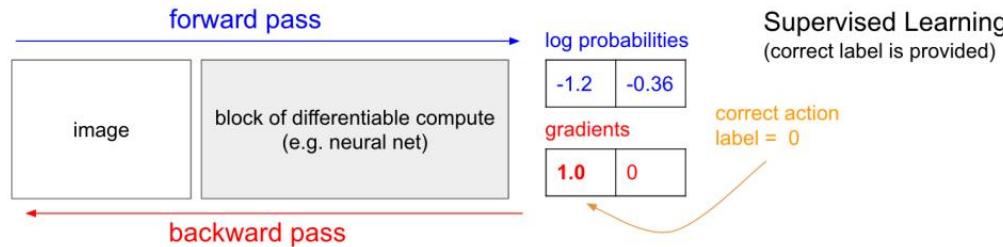


## Image Classification Pipeline



# Think like Machine

*Reminder: “Learning” is Optimization of a Function*

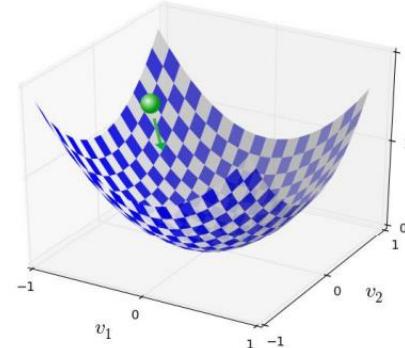


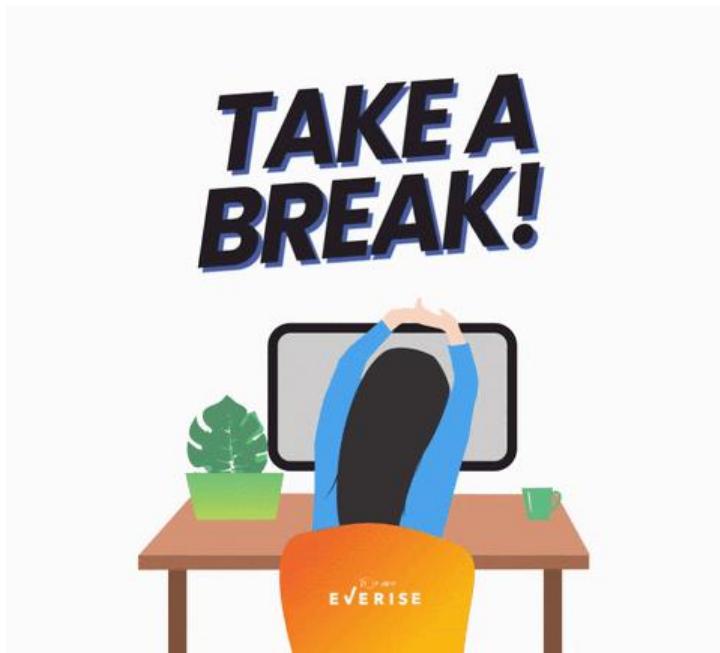
Ground truth for “6”:

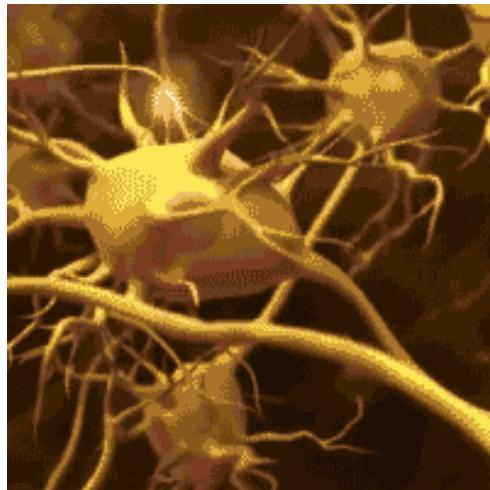
$$y(x) = (0, 0, 0, 0, 0, 0, 1, 0, 0, 0)^T$$

“Loss” function:

$$C(w, b) \equiv \frac{1}{2n} \sum_x \|y(x) - a\|^2$$

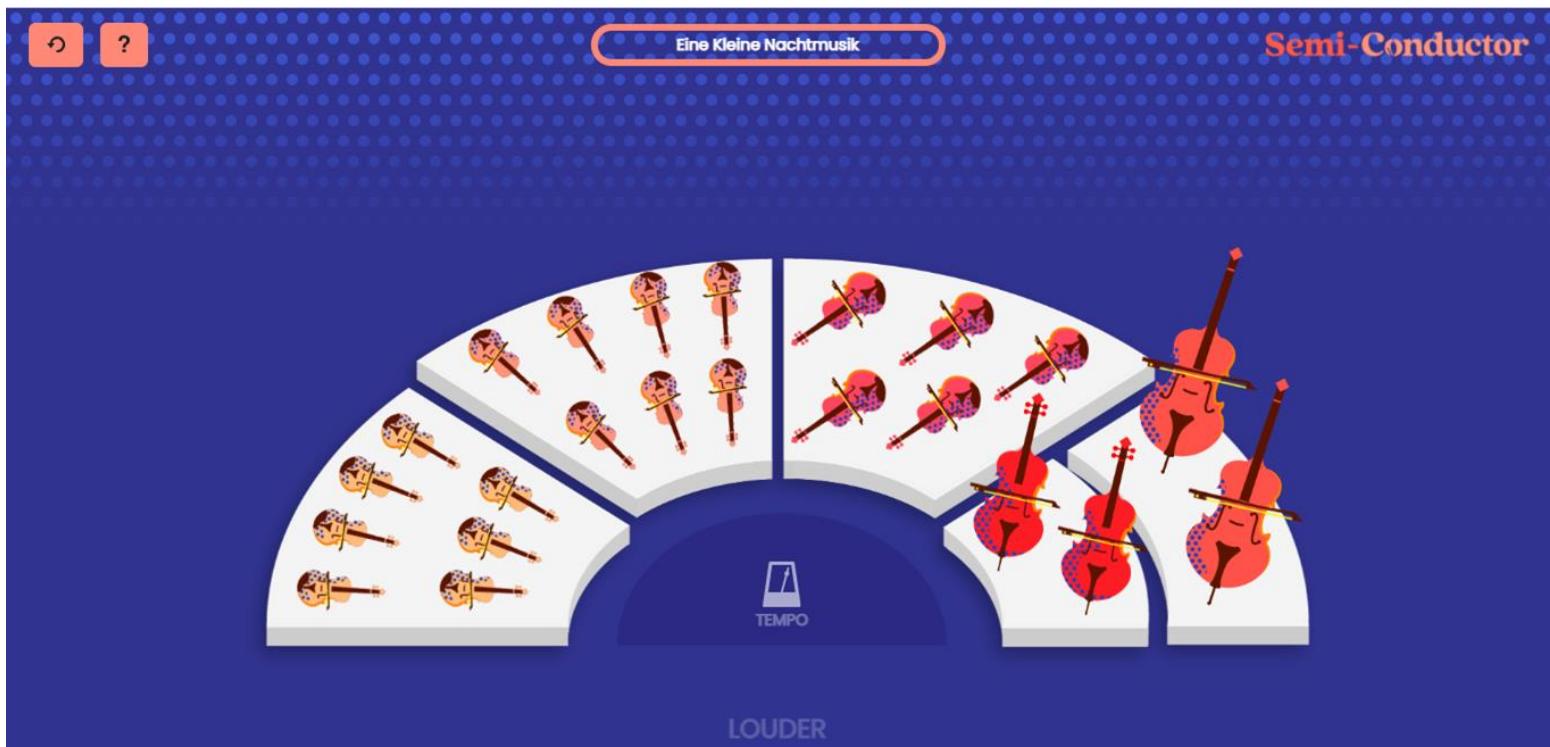






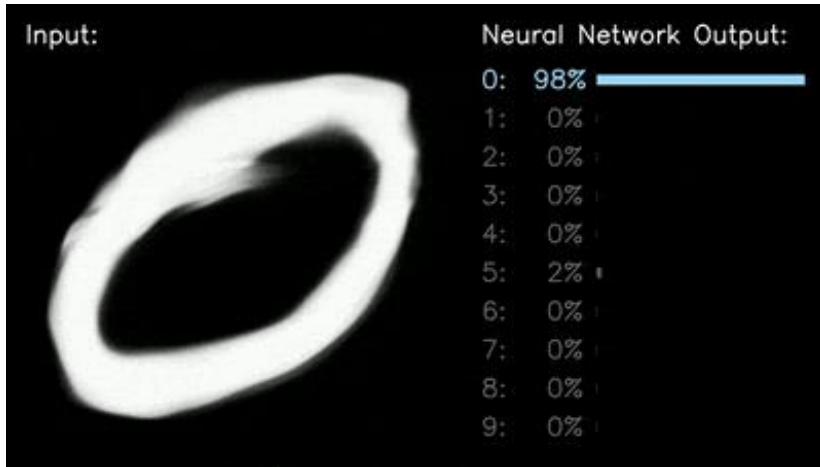
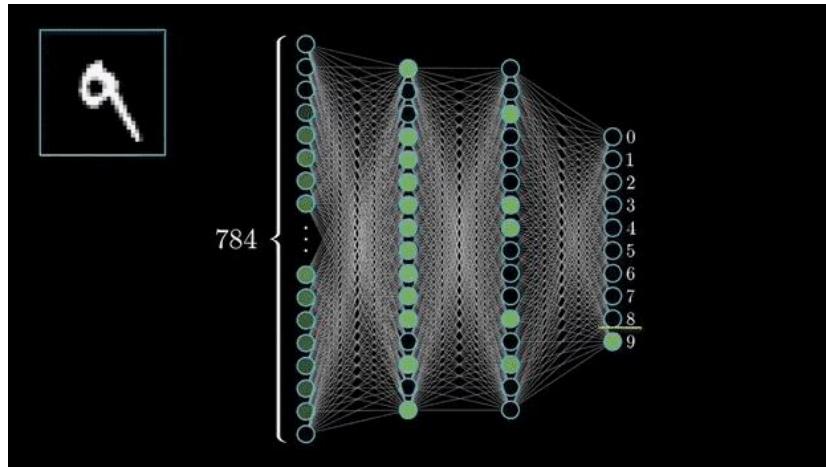
## Session IV

### Deep Learning; Example

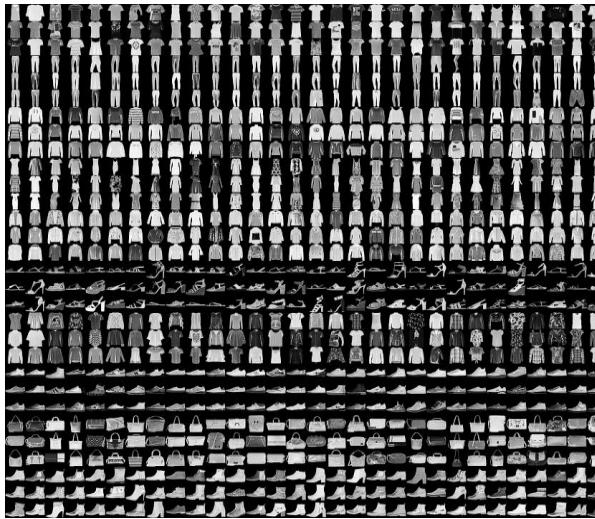


# Digit Classification

## MNIST Dataset

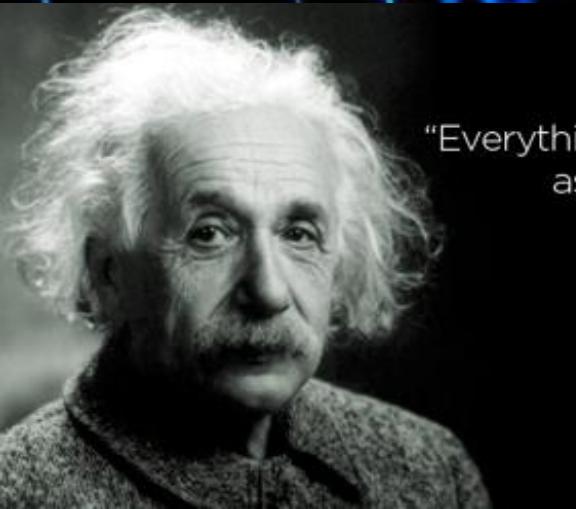
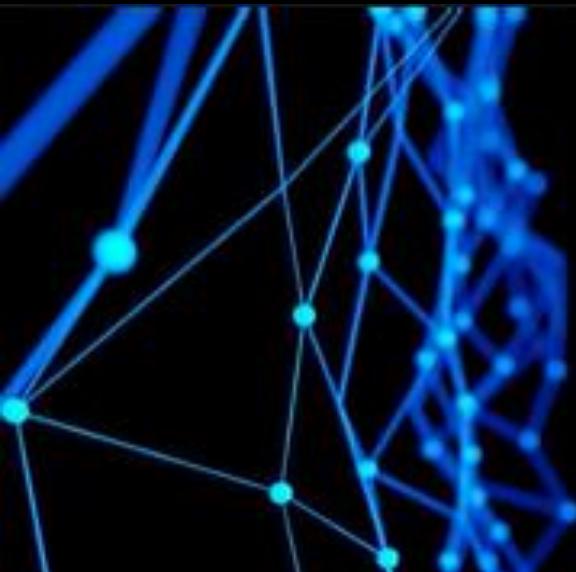


# The Fashion MNIST Dataset



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For Future Jobs



“Everything should be made  
as simple as possible.  
But not simpler.”

*Albert Einstein*





# TERIMA KASIH

## THANK YOU

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12930, Indonesia

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- Jakarta Barat/BSD
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