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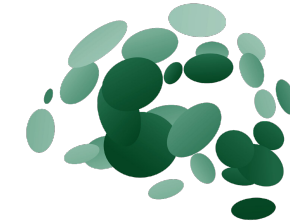


BioSiP

Biomedical Signal Processing, Computational
Intelligence and Communications Security



UNIVERSIDAD
DE GRANADA



DaSCI

Instituto Andaluz Interuniversitario en
Data Science and Computational Intelligence

un
i Universidad
Internacional
de Andalucía
A



UNIVERSIDAD
DE MÁLAGA

Redes Neuronales Prácticas con PYTORCH (II)

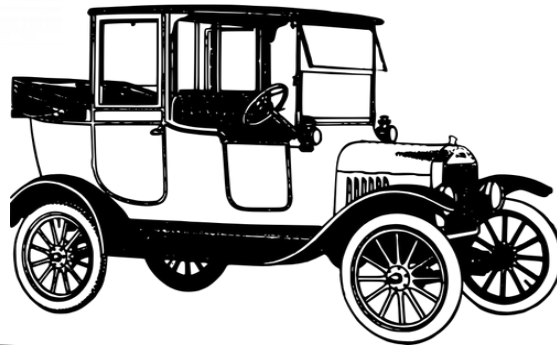
Redes Neuronales Convolucionales





Recapitulemos (conceptos):

MACHINE LEARNING

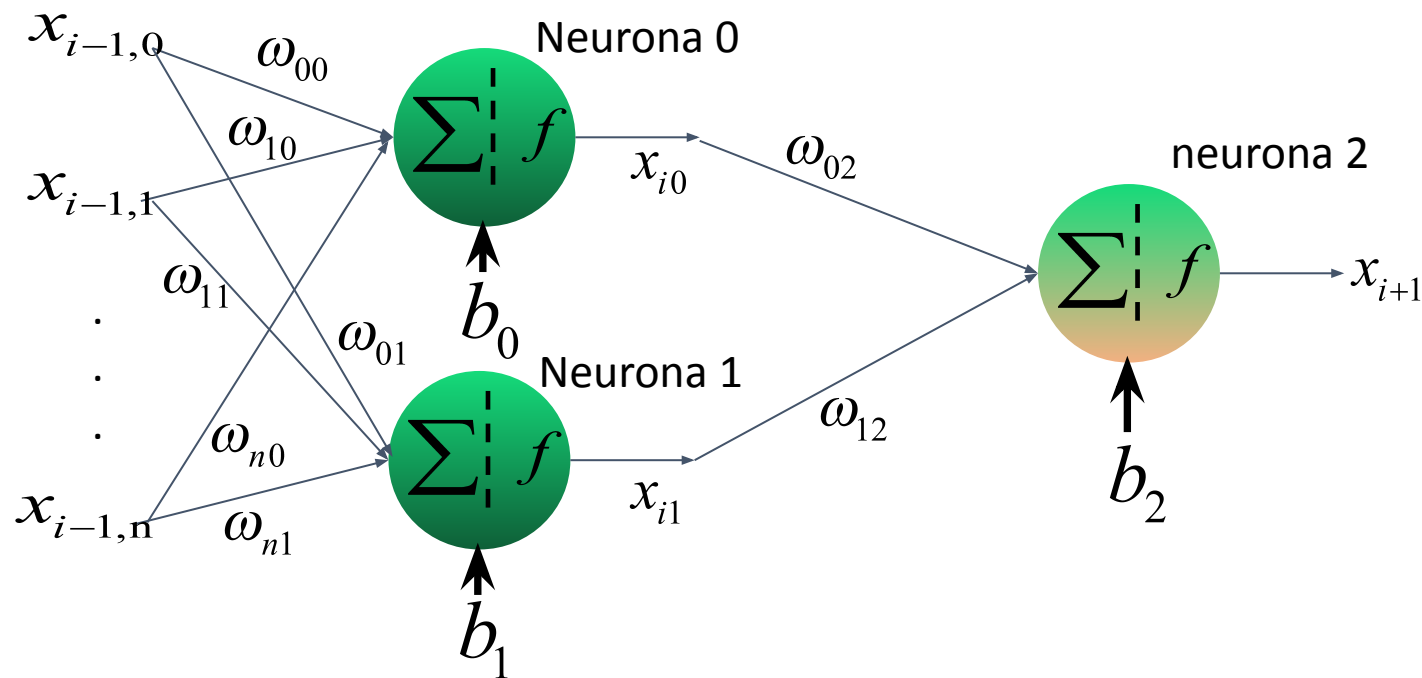


I.A.

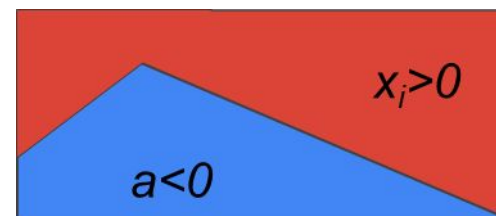
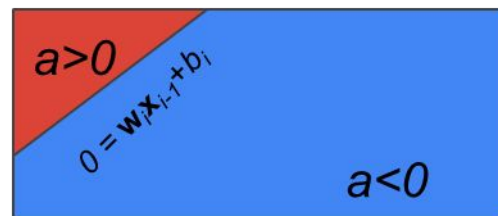
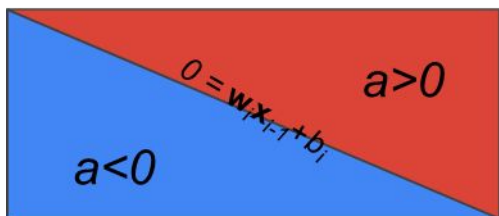
DEEP LEARNING

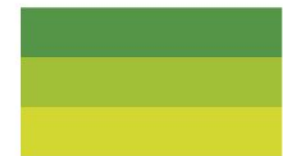


Recapitulemos (red neuronal):



La introducción de una capa de neuronas permite combinar varias regiones (áreas) de decisión y así separar clases no linealmente separables





01

DATOS

- Recopilar datos
- Ordenarlos (curación de datos)
- Procesamiento

02

MODELO

- Elección de modelo
- Construcción de la red

03

ENTRENAMIENTO

- Bucle de entrenamiento:
- Forward pass
- Loss
- Backward pass

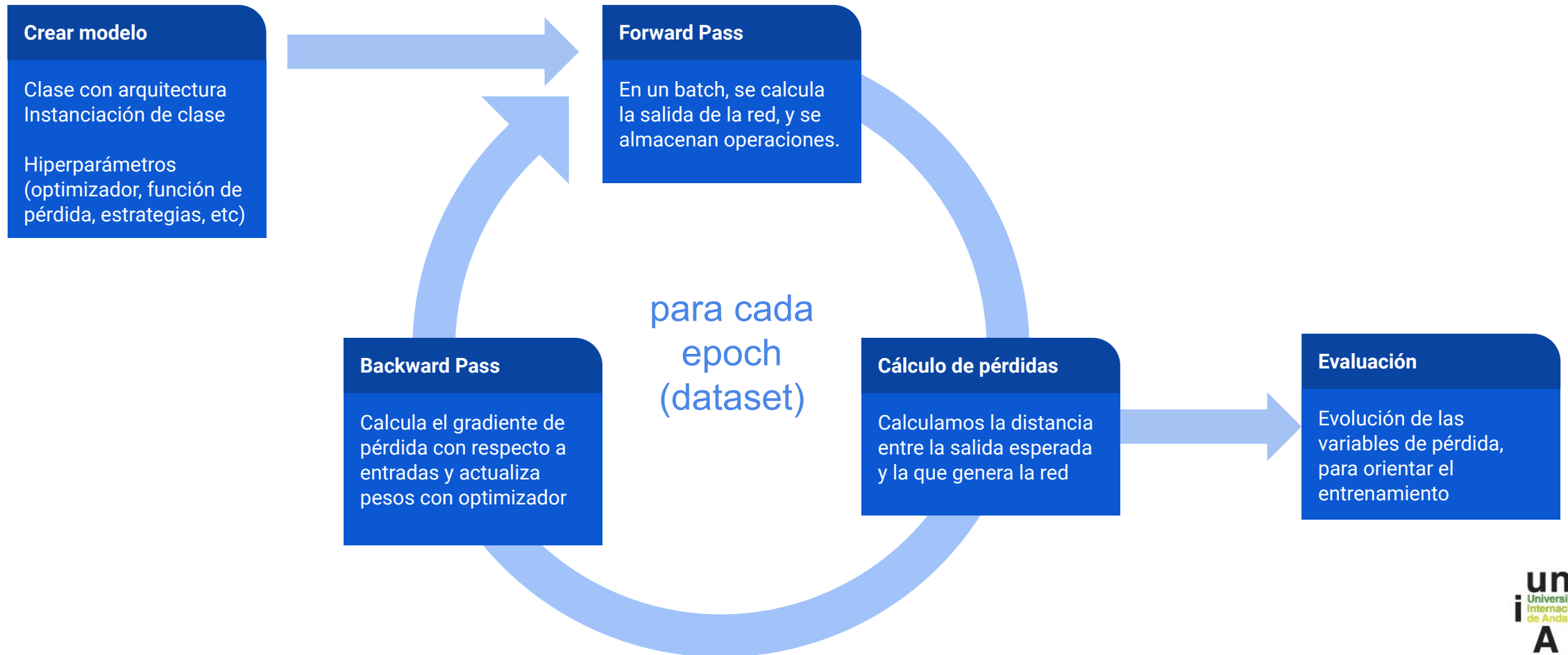
04

EVALUACIÓN

- Estimar la capacidad de generalización
- Generalmente: conjunto de test



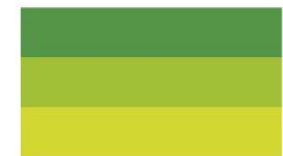
Recapitulemos (entrenamiento):





La pregunta es:

¿Ya está? ¿Ya no hay más tipos de redes?

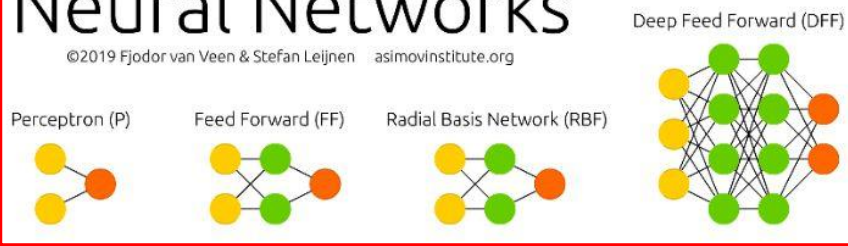


A mostly complete chart of

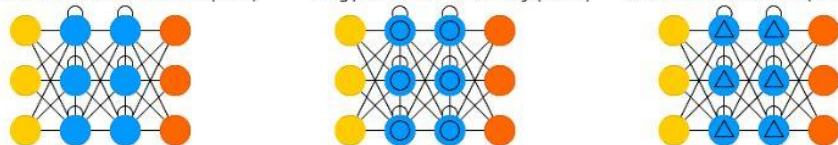
Neural Networks

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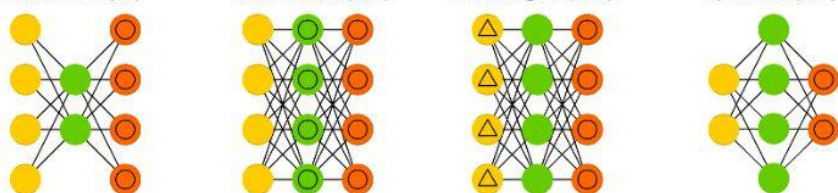
- Input Cell
- Backfed Input Cell
- Noisy Input Cell
- Hidden Cell
- Probabilistic Hidden Cell
- Spiking Hidden Cell
- Capsule Cell
- Output Cell
- Match Input Output Cell
- Recurrent Cell
- Memory Cell
- Gated Memory Cell
- Kernel
- Convolution or Pool



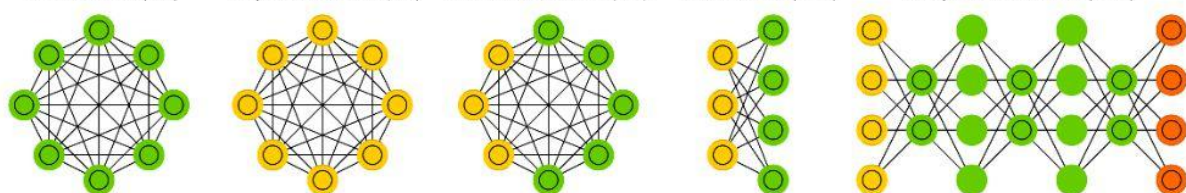
Recurrent Neural Network (RNN) Long / Short Term Memory (LSTM) Gated Recurrent Unit (GRU)



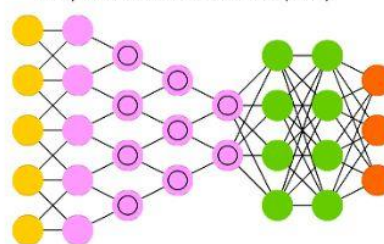
Auto Encoder (AE) Variational AE (VAE) Denoising AE (DAE) Sparse AE (SAE)



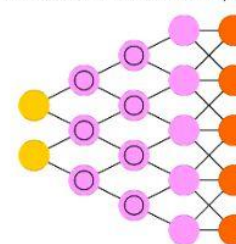
Markov Chain (MC) Hopfield Network (HN) Boltzmann Machine (BM) Restricted BM (RBM) Deep Belief Network (DBN)



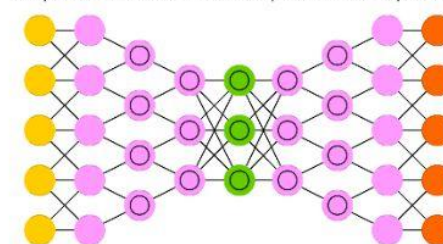
Deep Convolutional Network (DCN)



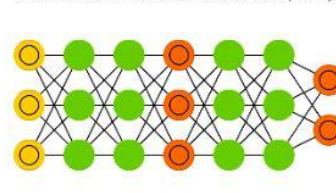
Deconvolutional Network (DN)



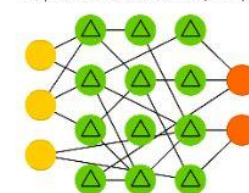
Deep Convolutional Inverse Graphics Network (DCIGN)



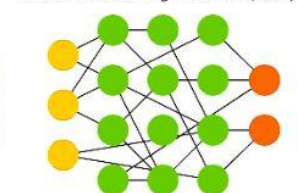
Generative Adversarial Network (GAN)



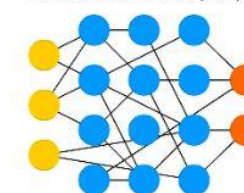
Liquid State Machine (LSM)



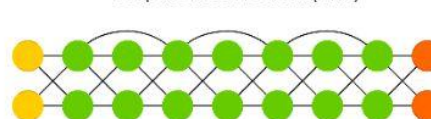
Extreme Learning Machine (ELM)



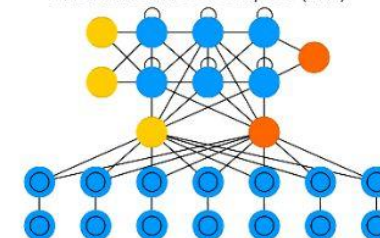
Echo State Network (ESN)



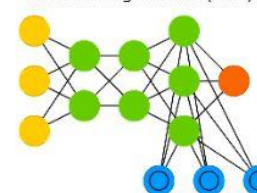
Deep Residual Network (DRN)



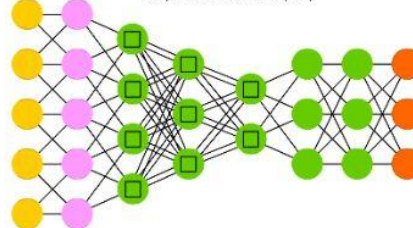
Differentiable Neural Computer (DNC)



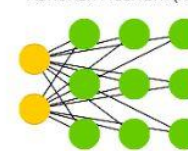
Neural Turing Machine (NTM)



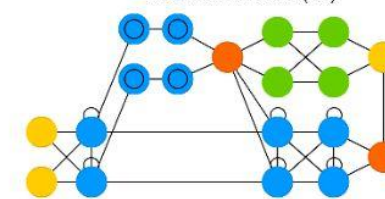
Capsule Network (CN)

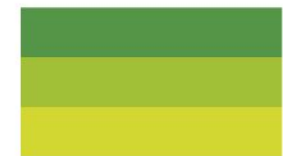


Kohonen Network (KN)



Attention Network (AN)





A mostly complete chart of Neural Networks

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- Input Cell
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- Capsule Cell
- Output Cell
- Match Input Output Cell
- Recurrent Cell
- Memory Cell
- Gated Memory Cell
- Kernel
- Convolution or Pool

Perceptron (P)



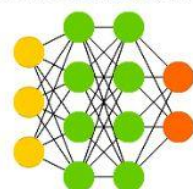
Feed Forward (FF)



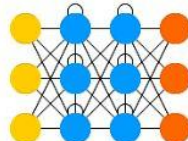
Radial Basis Network (RBF)



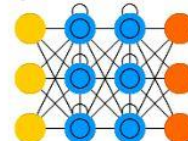
Deep Feed Forward (DFF)



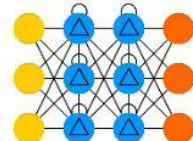
Recurrent Neural Network (RNN)



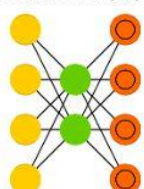
Long / Short Term Memory (LSTM)



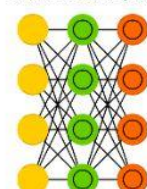
Gated Recurrent Unit (GRU)



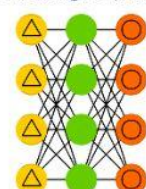
Auto Encoder (AE)



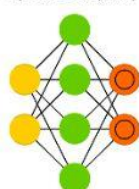
Variational AE (VAE)



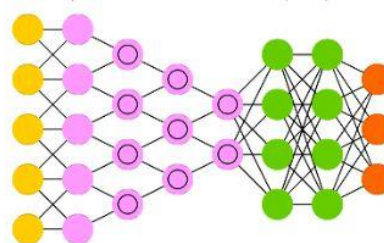
Denoising AE (DAE)



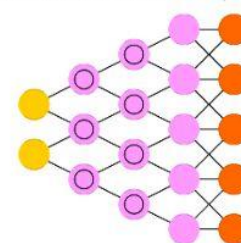
Sparse AE (SAE)



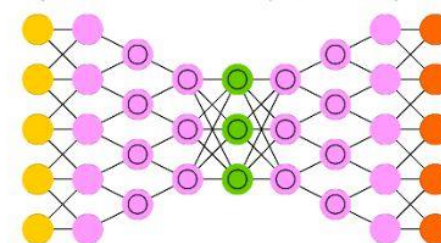
Deep Convolutional Network (DCN)



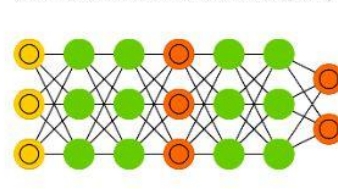
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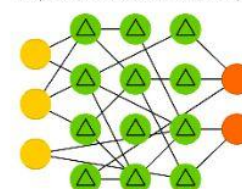
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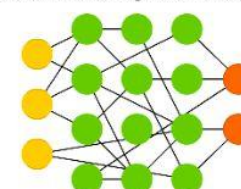
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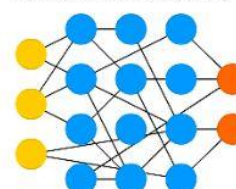
Liquid State Machine (LSM)



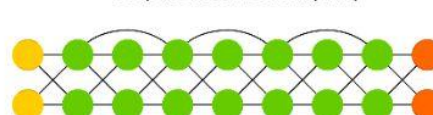
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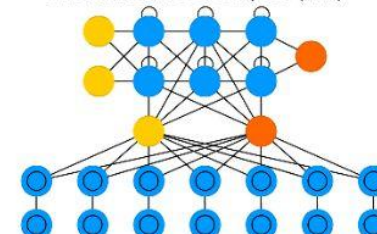
Echo State Network (ESN)



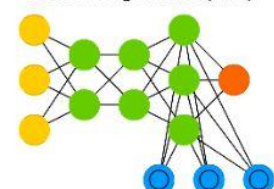
Deep Residual Network (DRN)



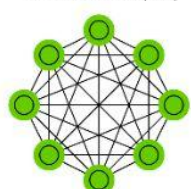
Differentiable Neural Computer (DNC)



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Markov Chain (MC)



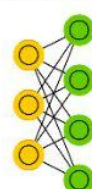
Hopfield Network (HN)



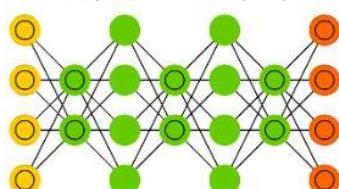
Boltzmann Machine (BM)



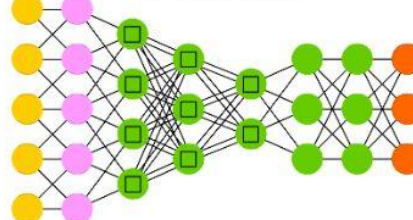
Restricted BM (RBM)



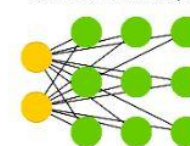
Deep Belief Network (DBN)



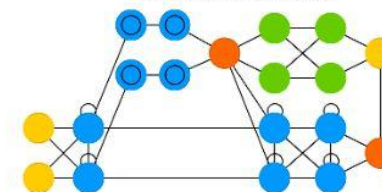
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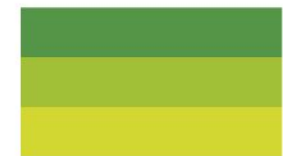


Kohonen Network (KN)



Attention Network (AN)



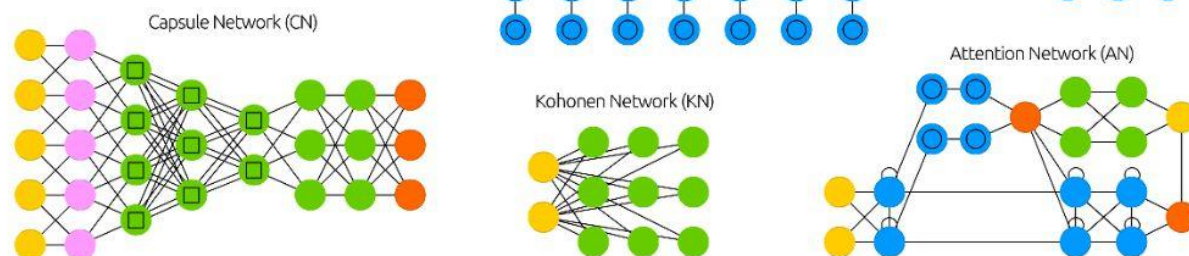
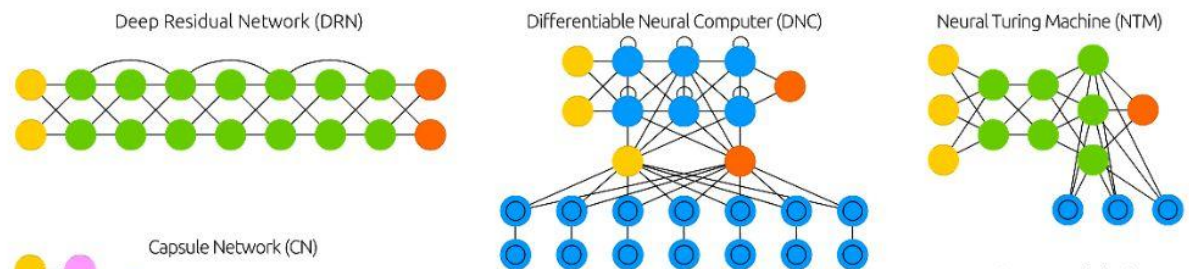
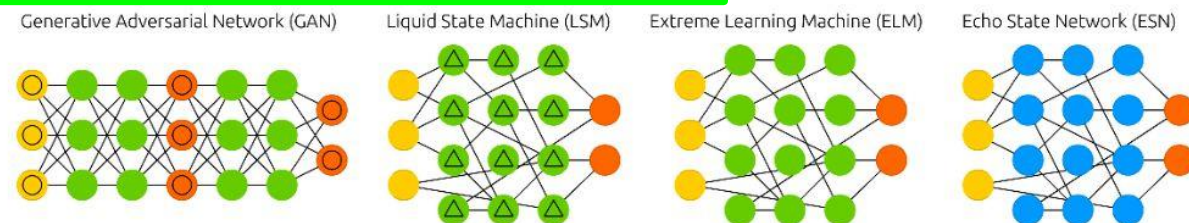
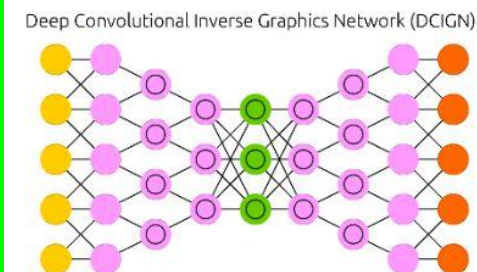
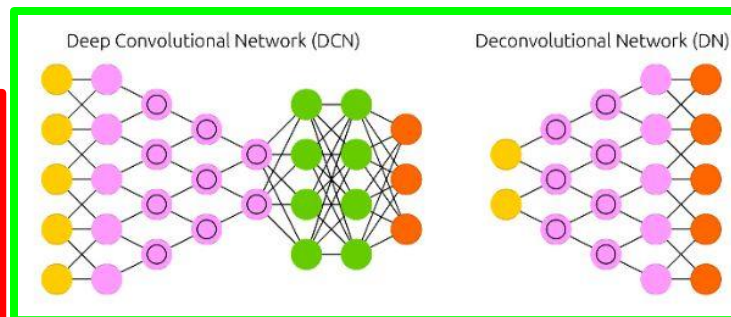
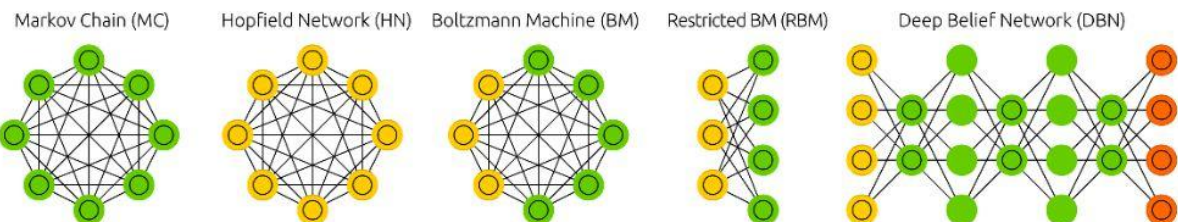
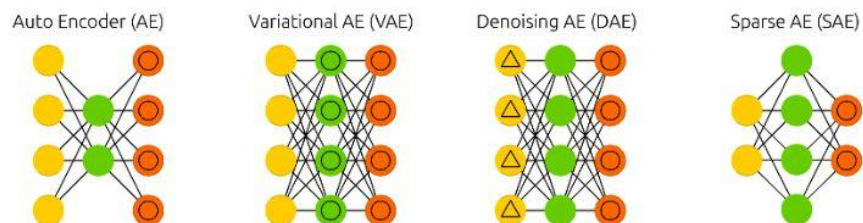
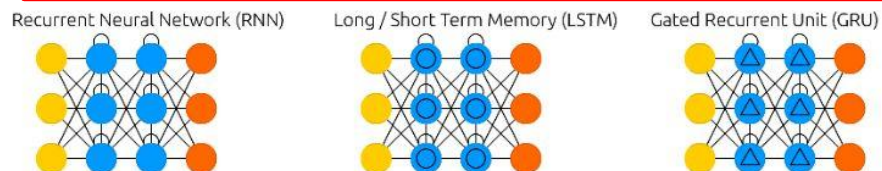
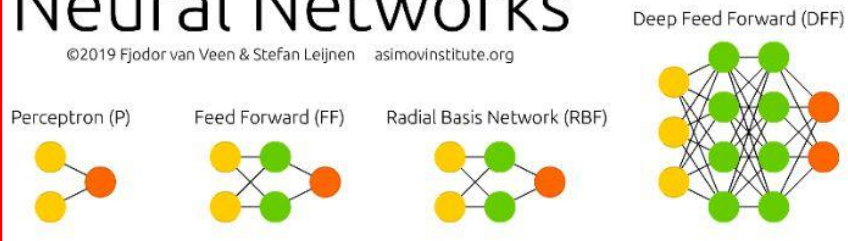


A mostly complete chart of

Neural Networks

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- Input Cell
- Backfed Input Cell
- Noisy Input Cell
- Hidden Cell
- Probabilistic Hidden Cell
- Spiking Hidden Cell
- Capsule Cell
- Output Cell
- Match Input Output Cell
- Recurrent Cell
- Memory Cell
- Gated Memory Cell
- Kernel
- Convolution or Pool





Las redes convolucionales



La convolución en imágenes



*

1	0	-1
2	0	-2
1	0	-1



¡Nuestra visión funciona (aprox) así!



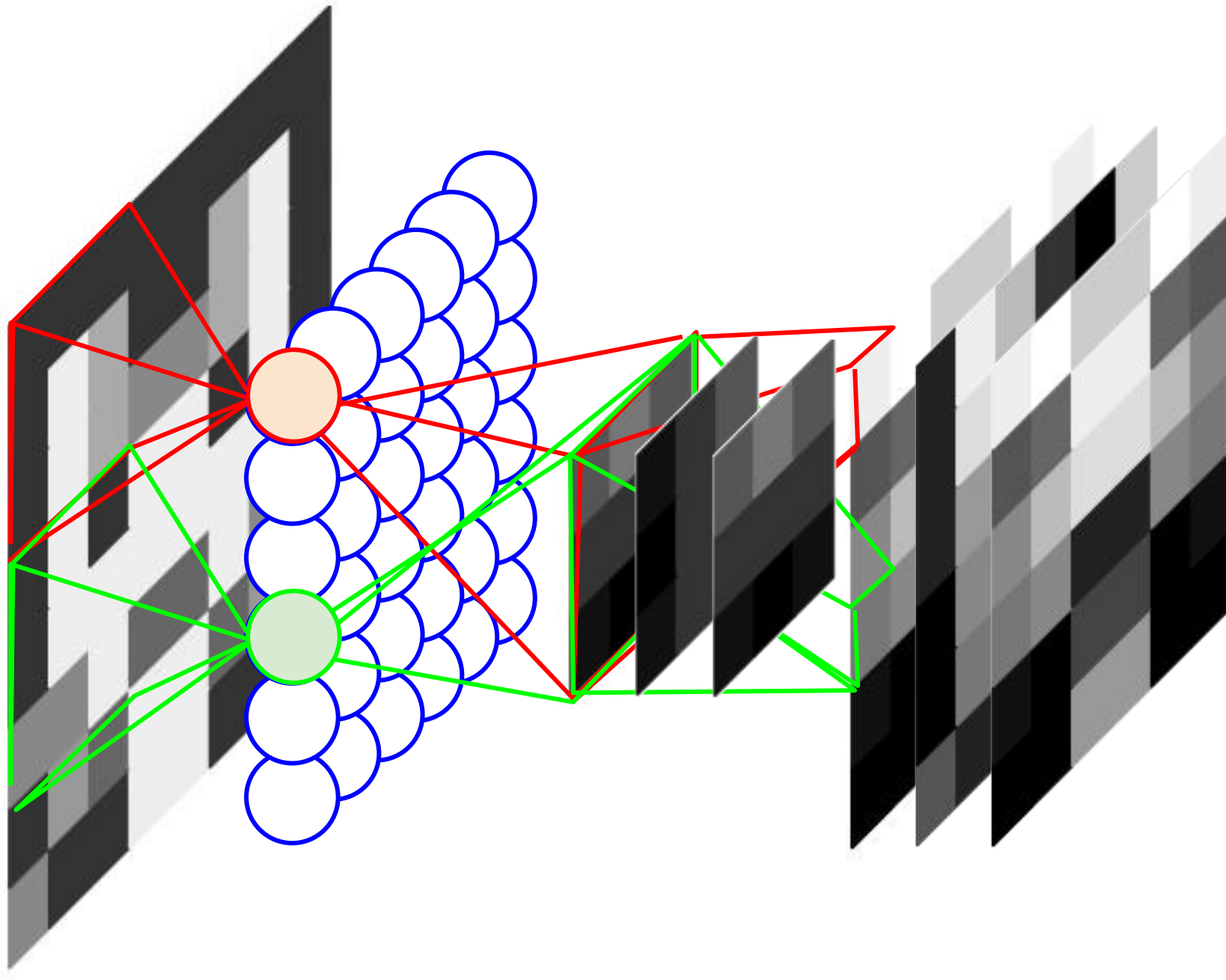
La convolución en imágenes

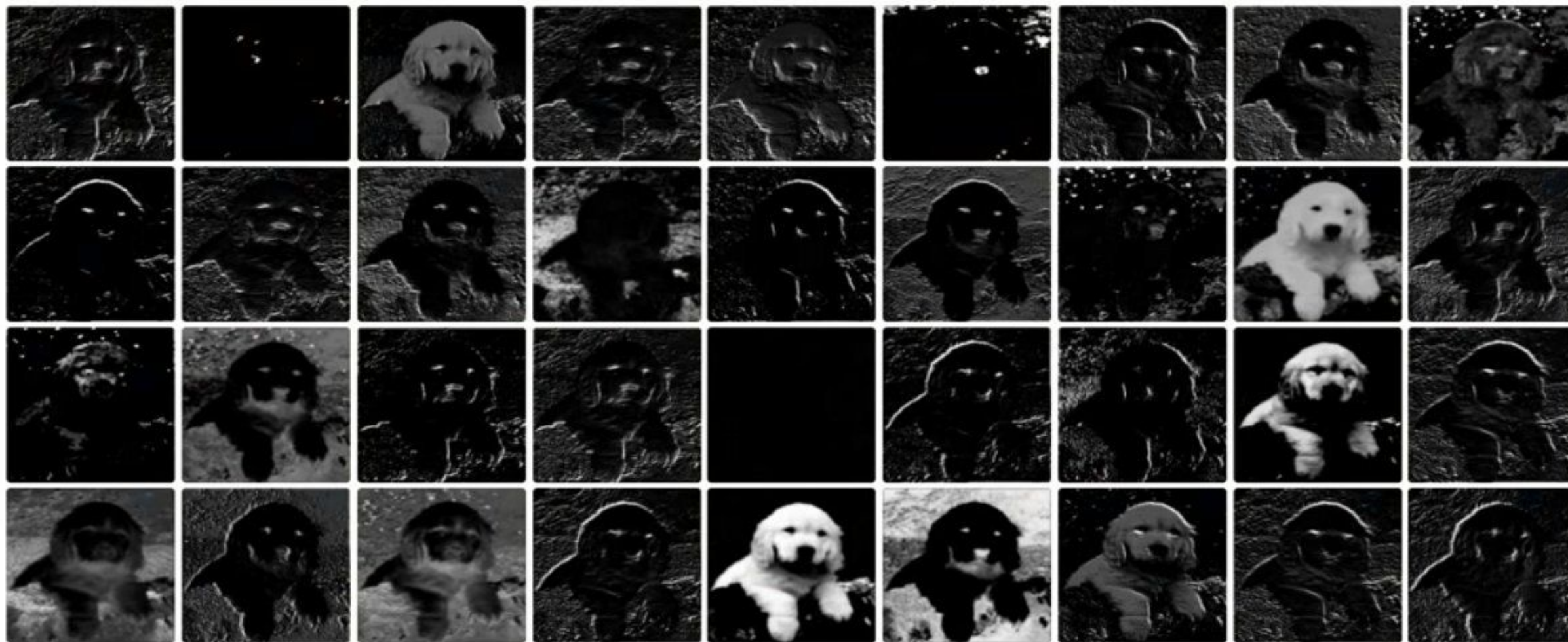
1 _{x1}	1 _{x0}	1 _{x1}	0	0
0 _{x0}	1 _{x1}	1 _{x0}	1	0
0 _{x1}	0 _{x0}	1 _{x1}	1	1
0	0	1	1	0
0	1	1	0	0

Image

4		

Convolved
Feature





Parámetros de la convolución:

- Tamaño del **kernel** (k)
- Padding: relleno con valores (p)
- Stride: paso (s)

0 ₂	0 ₀	0 ₁	0	0	0	0
0 ₁	2 ₀	2 ₀	3	3	3	0
0 ₀	0 ₁	1 ₁	3	0	3	0
0	2	3	0	1	3	0
0	3	3	2	1	2	0
0	3	3	0	2	3	0
0	0	0	0	0	0	0

1	6	5
7	10	9
7	10	8

Tamaño de salida:
$$O = \left\lfloor \frac{i+2p-k}{s} \right\rfloor + 1$$

Más detalles en: https://theano-pymc.readthedocs.io/en/latest/tutorial/conv_arithmetic.html

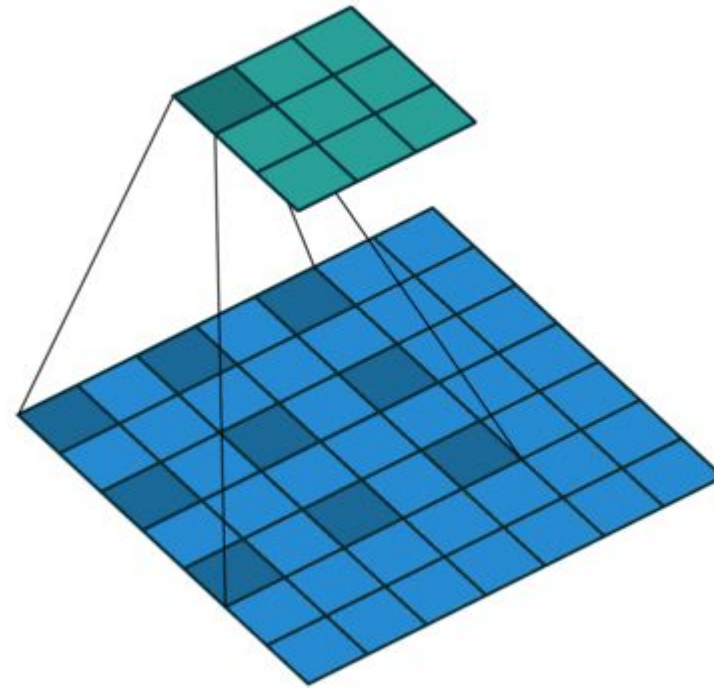
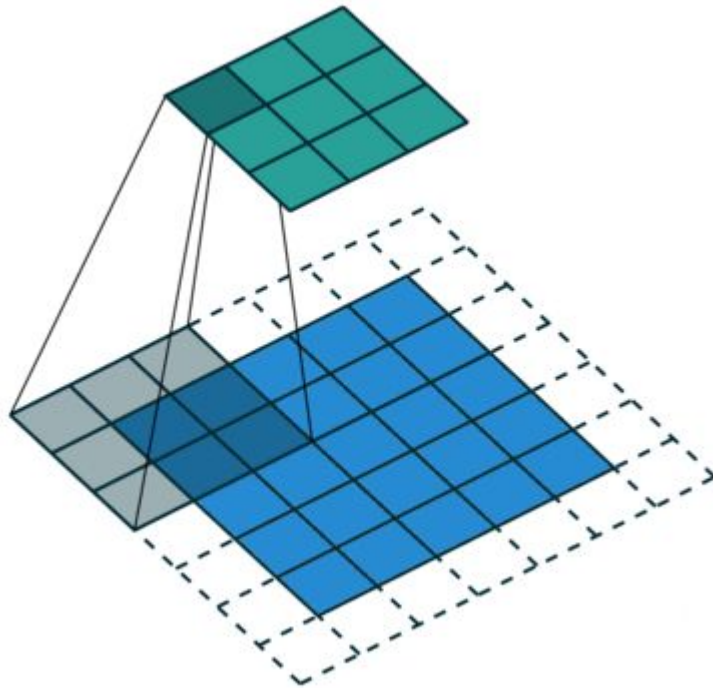


¿Cómo escribimos una convolución?

- Tamaño
- Padding
- Stride: s
- Dilatación

CONV2D

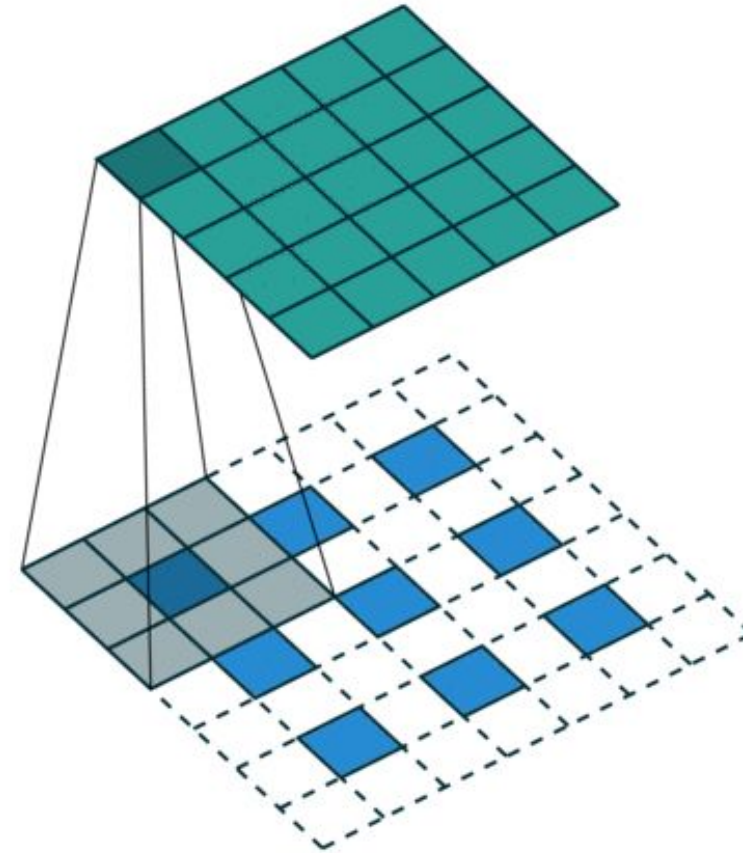
```
CLASS  
torch.nn.  
groups=1,  
[SOURCE_
```





Otras convoluciones:

- La convolución se puede implementar matricialmente. La traspuesta de la matriz de convolución define la **convolución traspuesta**.
- Convolución agrupada.

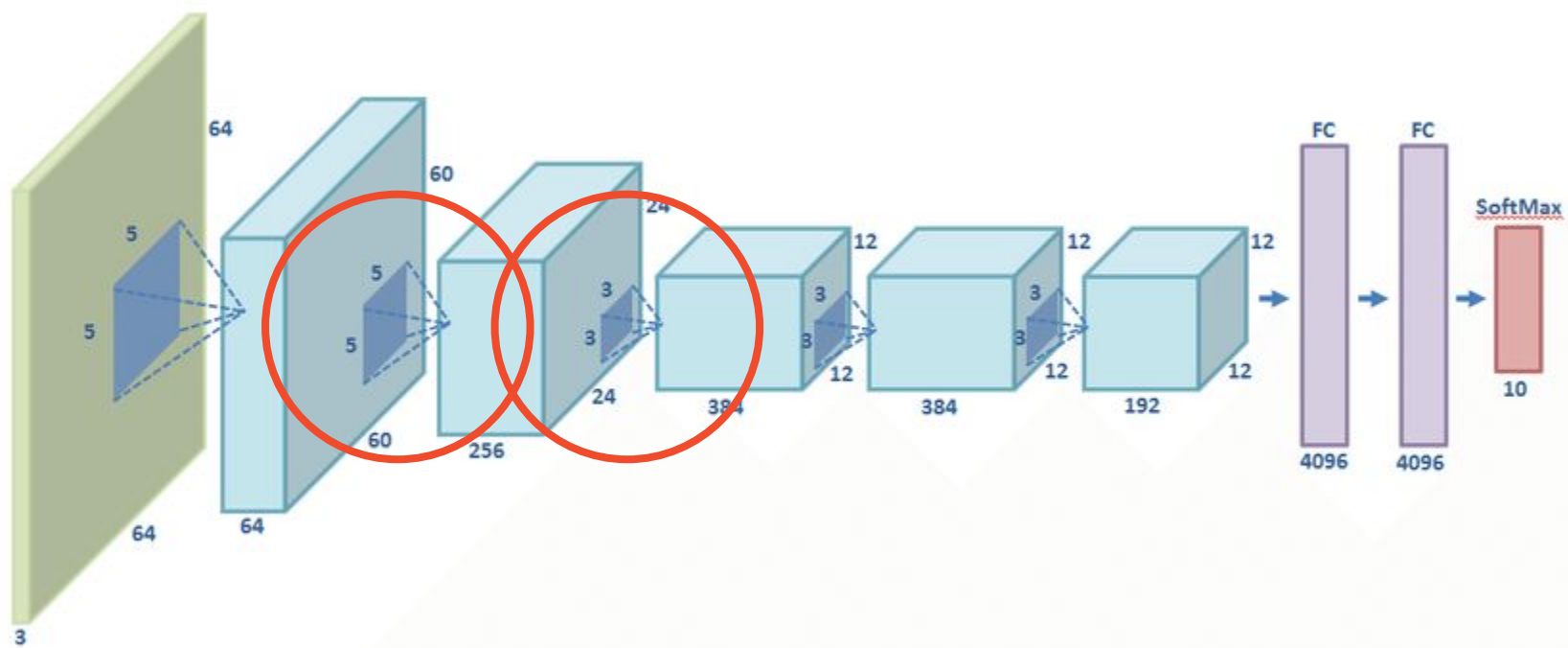


Más detalles en: https://theano-pymc.readthedocs.io/en/latest/tutorial/conv_arithmetic.html



Arquitecturas convolucionales

- ALEXNET (y LeNet)



¿Qué es esto?



Arquitecturas convolucionales

- Pooling

Max Pooling

29	15	28	184
0	100	70	38
12	12	7	2
12	12	45	6

2 x 2
pool size

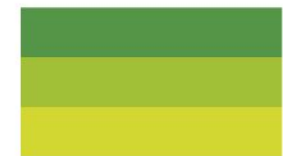
100	184
12	45

Average Pooling

31	15	28	184
0	100	70	38
12	12	7	2
12	12	45	6

2 x 2
pool size

36	80
12	15



Arquitecturas convolucionales

- Pooling

MAXPOOL2D

CLASS

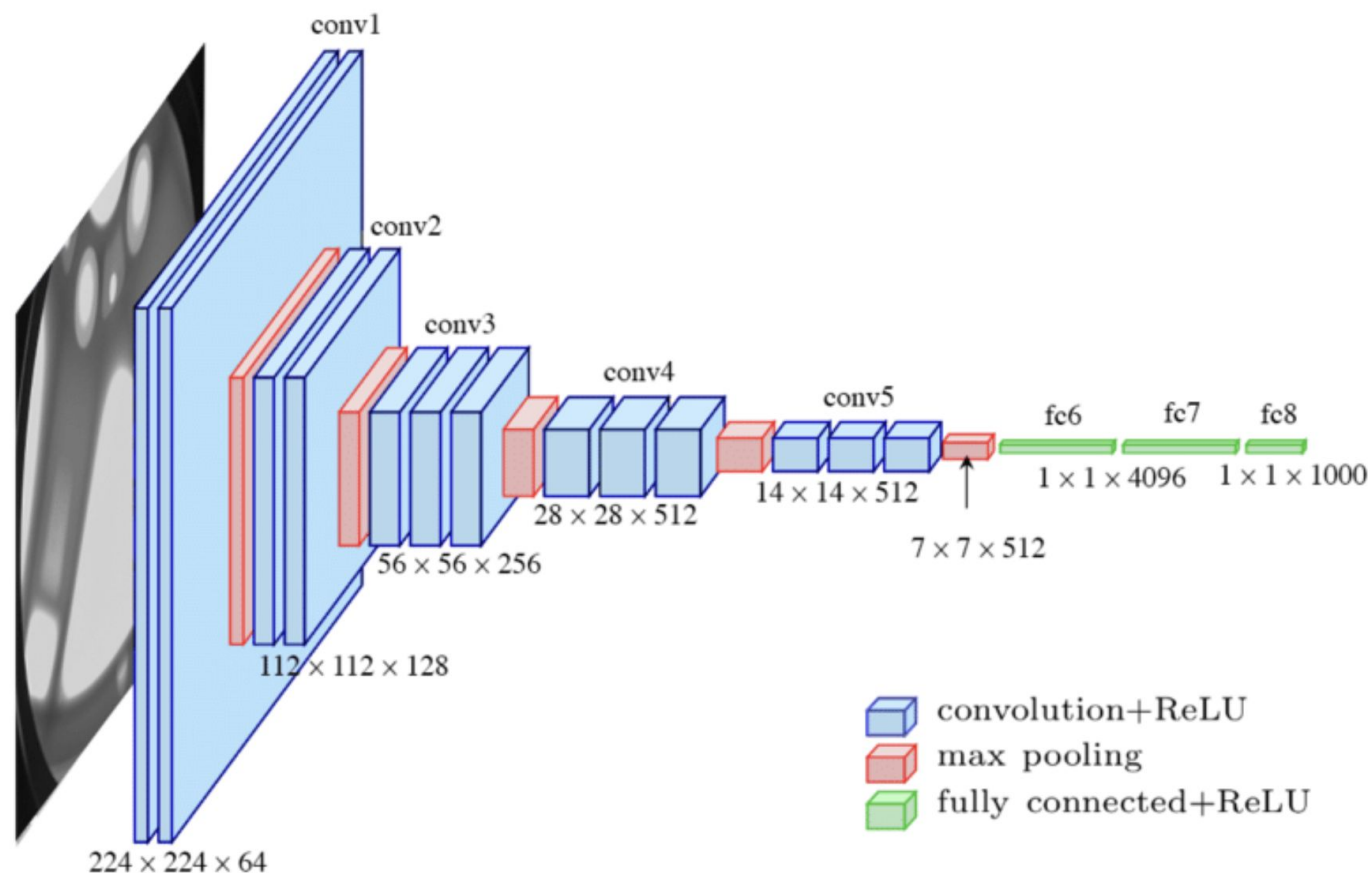
```
torch.nn.MaxPool2d(kernel_size, stride=None, padding=0, dilation=1,  
return_indices=False, ceil_mode=False)
```

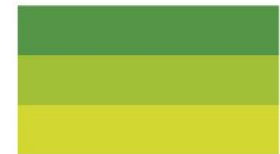
[SOURCE]



Arquitecturas convolucionales

- VGG16





¡A currar!



Trucos de pytorch

- Sequential models! -> Crear modelos de forma secuencial (como en keras) y rápida:

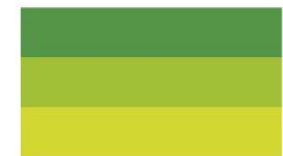
```
model = nn.Sequential(  
    nn.Conv2d(1,20,5),  
    nn.ReLU(),  
    nn.Conv2d(20,64,5),  
    nn.ReLU()  
)
```

*# Using Sequential with OrderedDict. This is functionally
the same as the above code*

```
model = nn.Sequential(OrderedDict([  
    ('conv1', nn.Conv2d(1,20,5)),  
    ('relu1', nn.ReLU()),  
    ('conv2', nn.Conv2d(20,64,5)),  
    ('relu2', nn.ReLU())  
]))
```

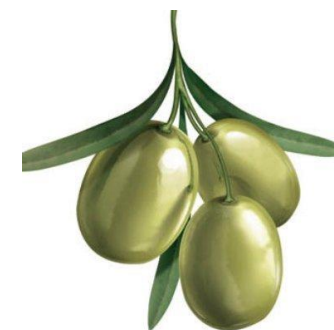
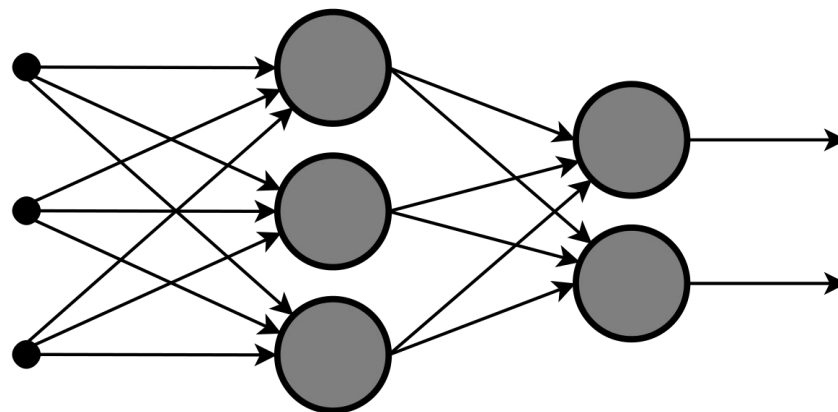
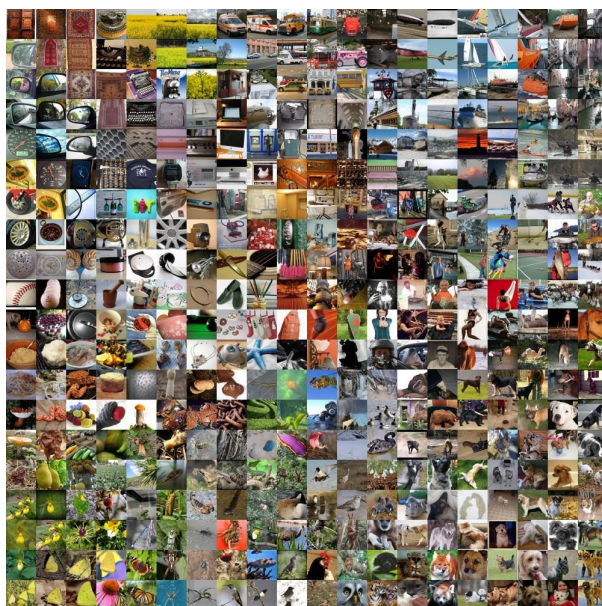



Transfer Learning



Transfer learning

- Transferir el aprendizaje en un dominio (ej. Imagenet) a otro nuevo dominio con un tamaño muestral menor.





Transfer learning

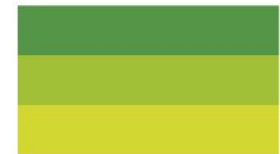
- ¿Cómo?
 - a. Carga red pre-entrenada
 - b. Modifica capas a conveniencia (no convolucionales)
 - c. Re-entrena con LR baja

```
torchvision.models.vgg16(pretrained: bool = False, progress: bool = True,  
**kwargs: Any) → torchvision.models.vgg.VGG
```

[SOURCE]

VGG 16-layer model (configuration “D”) “**Very Deep Convolutional Networks For Large-Scale Image Recognition**”.

+ modelos: <https://pytorch.org/vision/stable/models.html>



Regularización



Mejora de la capacidad de generalización. Regularización

La regularización consiste en aplicar una penalización a la función de coste durante el proceso de optimización para evitar el sobreajuste a los datos de entrenamiento

Si definimos la función de coste como $loss = error(y, \hat{y})$

Podemos añadir un término que incremente el loss:

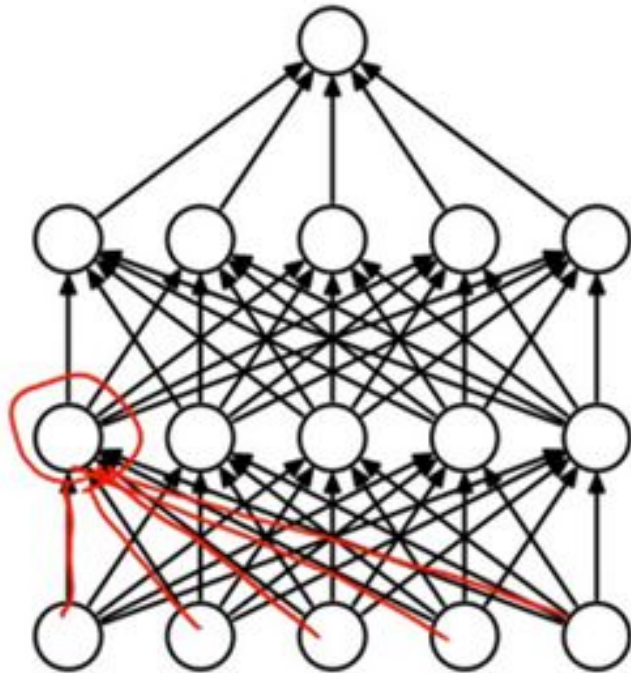
$$loss = error(y, \hat{y}) + \lambda \Psi \left\{ \begin{array}{l} \lambda \rightarrow \text{peso de la regularización} \\ \Psi \rightarrow \text{término de regularización} \end{array} \right.$$



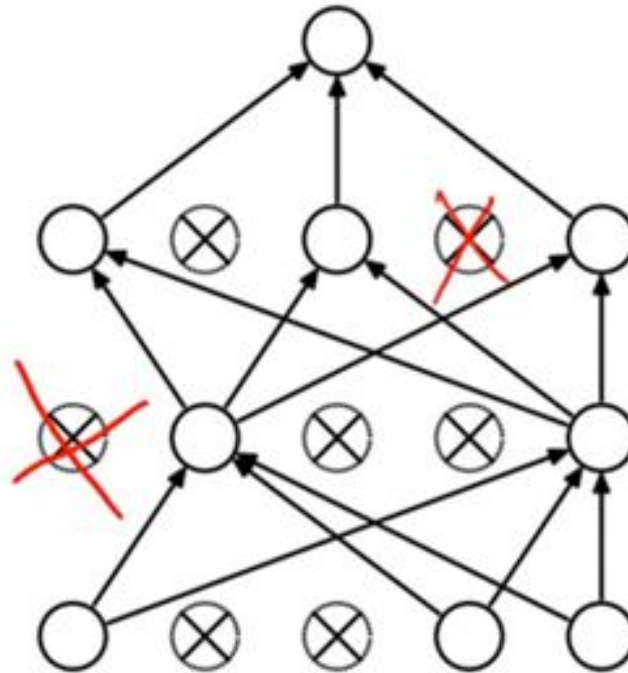
Mejora de la capacidad de generalización. Regularización

Tipos de regularización más comunes

■ Dropout



(a) Standard Neural Net



(b) After applying dropout.

- Se desactivan aleatoriamente un porcentaje predeterminado de neuronas durante el entrenamiento
- Evita que las neuronas memoricen parte de la entrada



Mejora de la capacidad de generalización. Regularización

Tipos de regularización más comunes

■ Early Stopping

- Conseguir errores muy bajos durante el entrenamiento normalmente requiere de 1) un número alto de parámetros 2) realizar un número alto de iteraciones
- Ambas cosas hacen que la red sobreajuste los datos de entrenamiento

Early Stopping consiste en parar el proceso de entrenamiento cuando se haya alcanzado un determinado error, si dejar que se realicen más iteraciones que pueden llevar al sobreajuste.