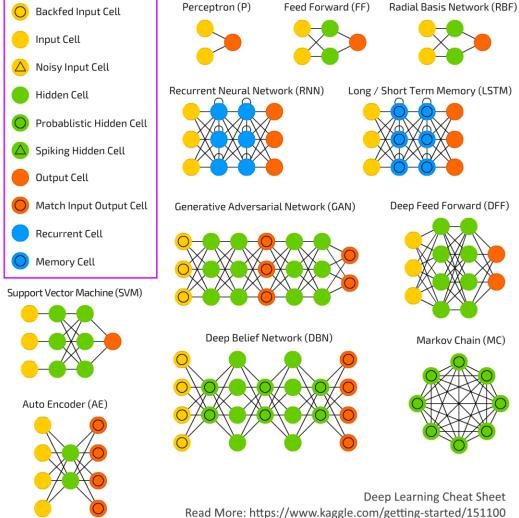


## Deep Learning

Jiahui Chen
Department of Mathematical Sciences
University of Arkansas

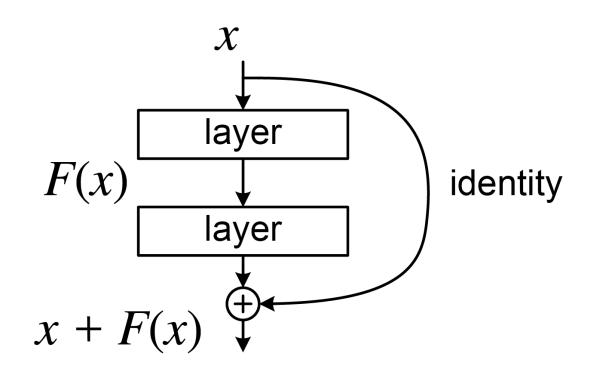




# Deep neural network by 2017

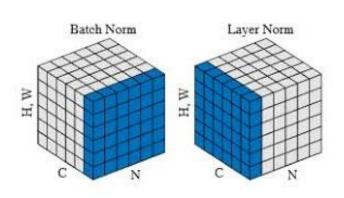


### Residual Networks (ResNet)





### **Batch and Layer Normalization**



$$\mu_{\mathcal{B}} \leftarrow \frac{1}{m} \sum_{i=1}^{m} x_i$$

$$\sigma_{\mathcal{B}}^2 \leftarrow \frac{1}{m} \sum_{i=1}^{m} (x_i - \mu_{\mathcal{B}})^2$$

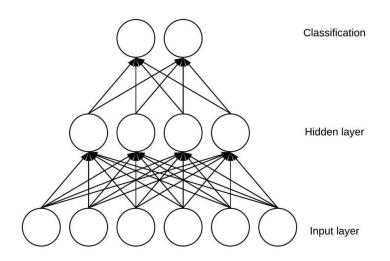
$$\hat{x}_i \leftarrow \frac{x_i - \mu_{\mathcal{B}}}{\sqrt{\sigma_{\mathcal{B}}^2 + \epsilon}}$$

$$\mu_i \leftarrow \hat{x}_i + \beta$$

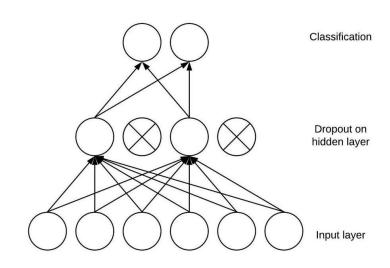
- N is the batch size
- C is the number of feature channel
- Scaled by  $\gamma$  and shifted by  $\beta$ , which are learnable parameters



### DropOut



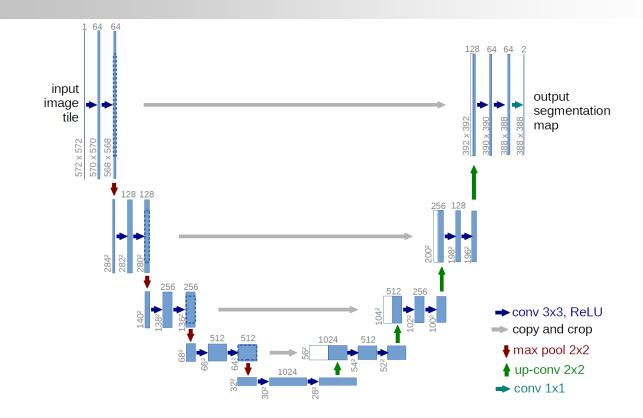
**Without Dropout** 



**With Dropout** 



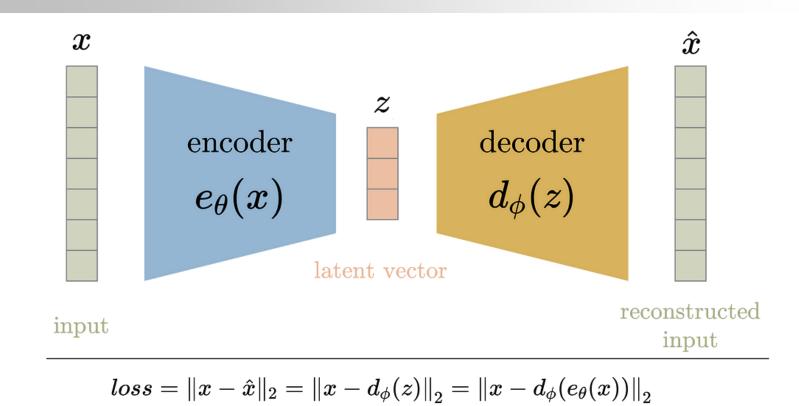
#### **U-Net**



[U-Net: Convolutional Networks for Biomedical Image Segmentation]



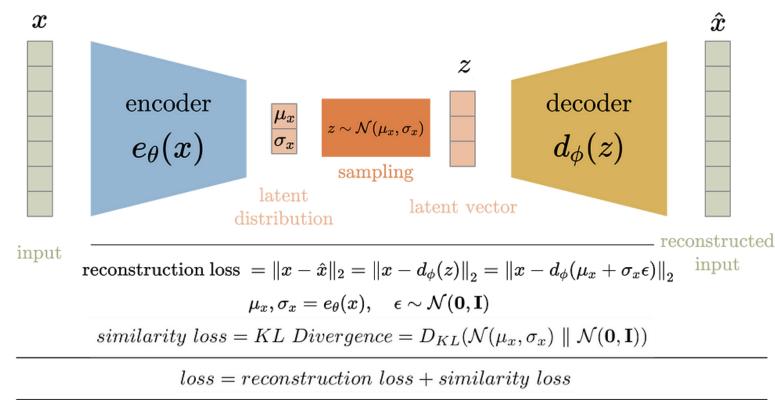
#### Variational Autoencoder



[Ageel Anwar 2021]



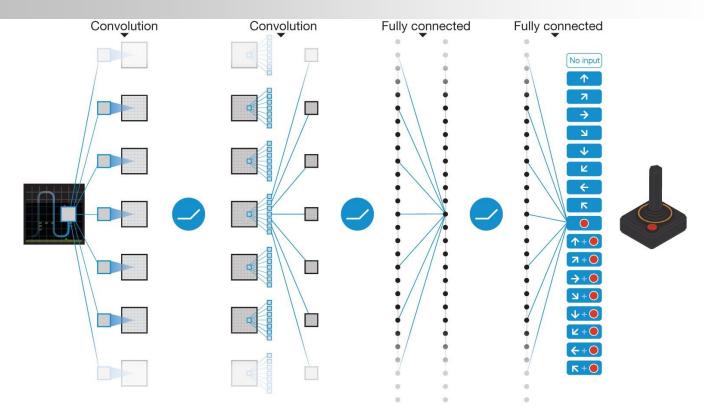
#### Variational Autoencoder



[Ageel Anwar 2021]



### Reinforcement Learning

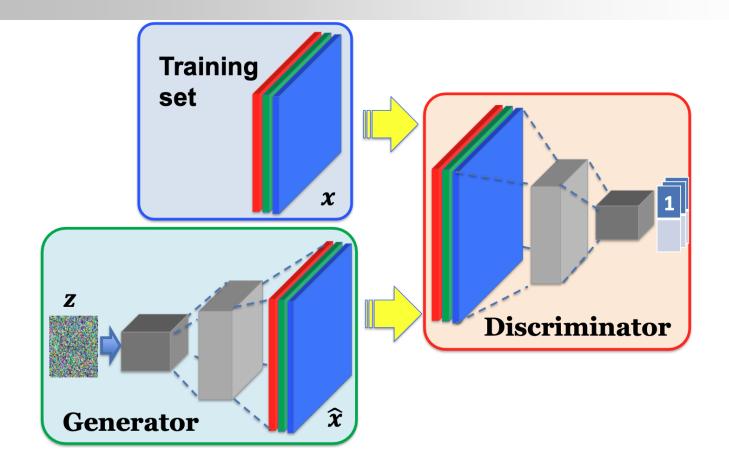




#### **Generative Al**

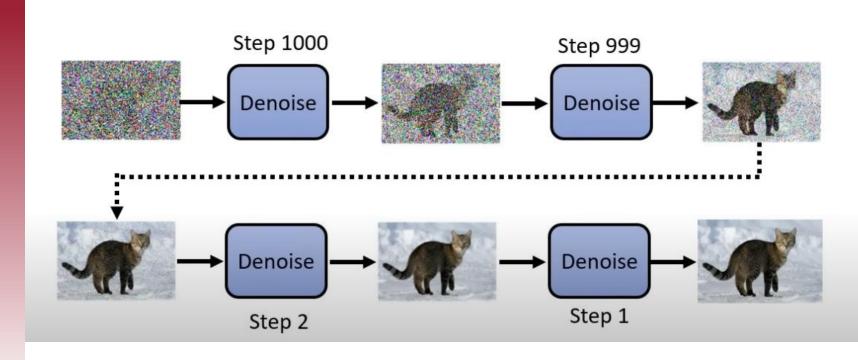


#### Generative Adversarial Network





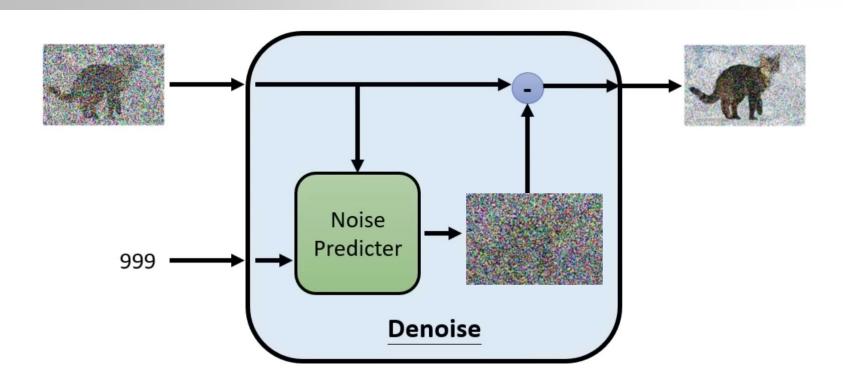
#### **Diffusion Model**



[Denoising Diffusion Probabilistic Models]

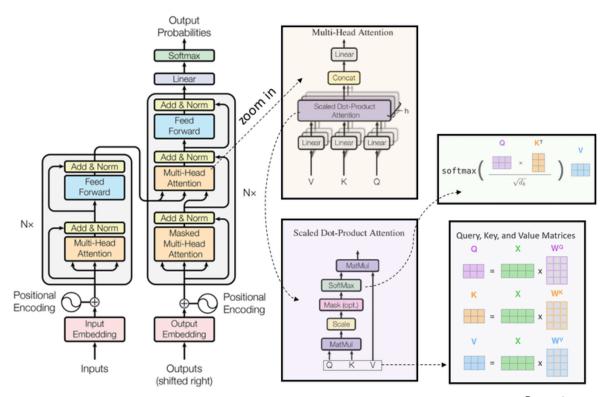


#### **Diffusion Model**





#### Transformer



[Jackson Saenz 2022]



### BERT- Self-supervised Learning

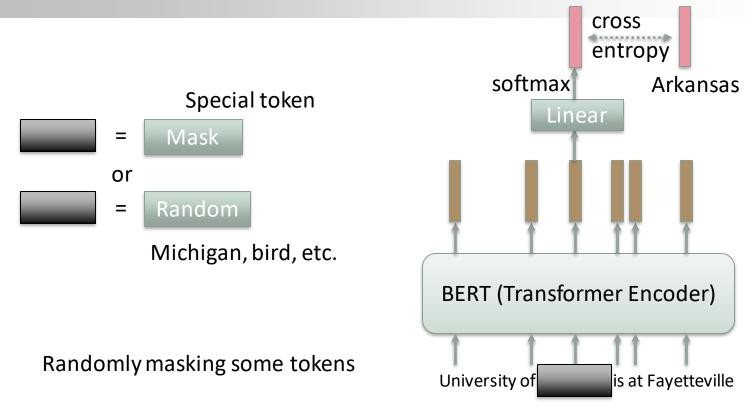


"I now call it "self-supervised learning", because "unsupervised" is both a loaded and confusing term.

In self-supervised learning, the system learns to predict part of its input from other parts of it input. In other words a portion of the input is used as a supervisory signal to a predictor fed with the remaining portion of the input. – Yan LeCun



### Masking Input



https://arxiv.org/abs/1810.04805



#### Mamba: Linear-Time Sequence Modeling with Selective State Spaces

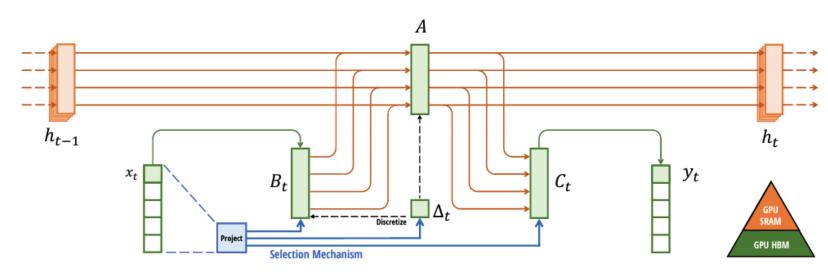


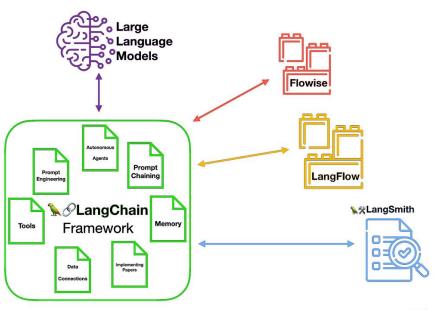
Figure 1: (**Overview**.) Structured SSMs independently map each channel (e.g. D = 5) of an input x to output y through a higher dimensional latent state h (e.g. N = 4). Prior SSMs avoid materializing this large effective state (DN, times batch size B and sequence length L) through clever alternate computation paths requiring time-invariance: the ( $\Delta$ , A, B, C) parameters are constant across time. Our selection mechanism adds back input-dependent dynamics, which also requires a careful hardware-aware algorithm to only materialize the expanded states in more efficient levels of the GPU memory hierarchy.



#### LLM - Prompt



#### 🗽🔗 LangChain Ecosystem



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