

Lab CudaVision

Learning Vision Systems on Graphics Cards (MA-INF 4308)

Optimization and Learning

18.11.2022

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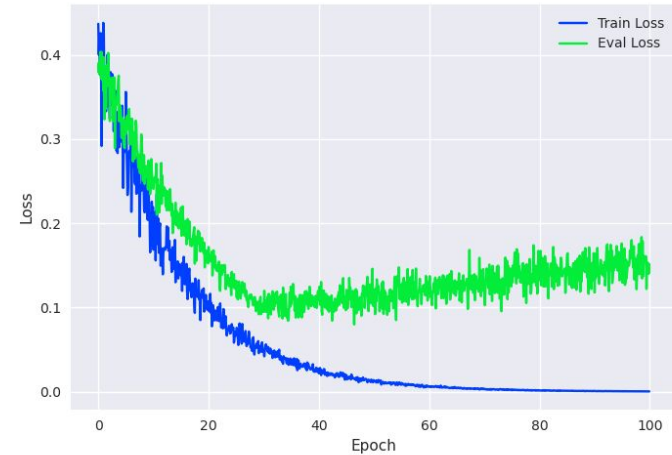
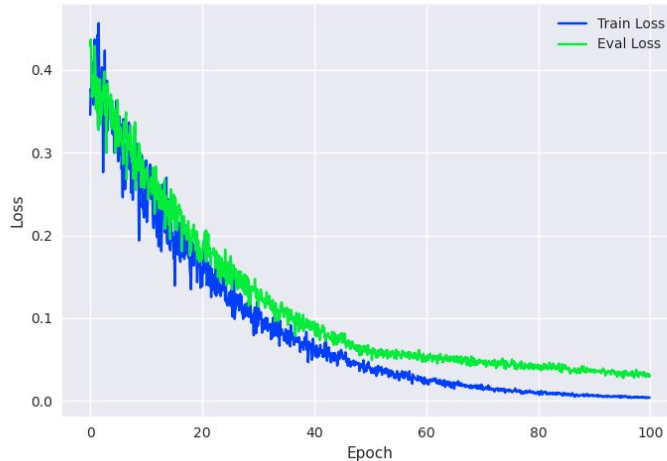
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Understanding Learning Curves

Training and Evaluation Curves

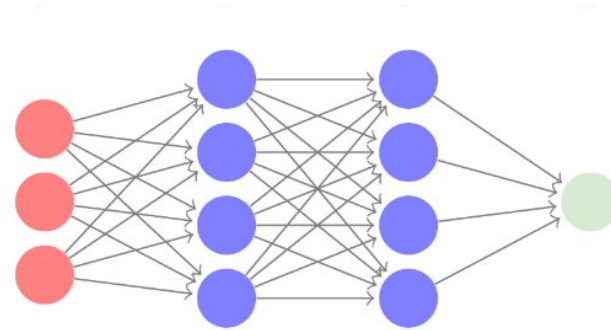
- Give us information about how the model performs
 - Learning from training set
 - Generalization on validation set

However...



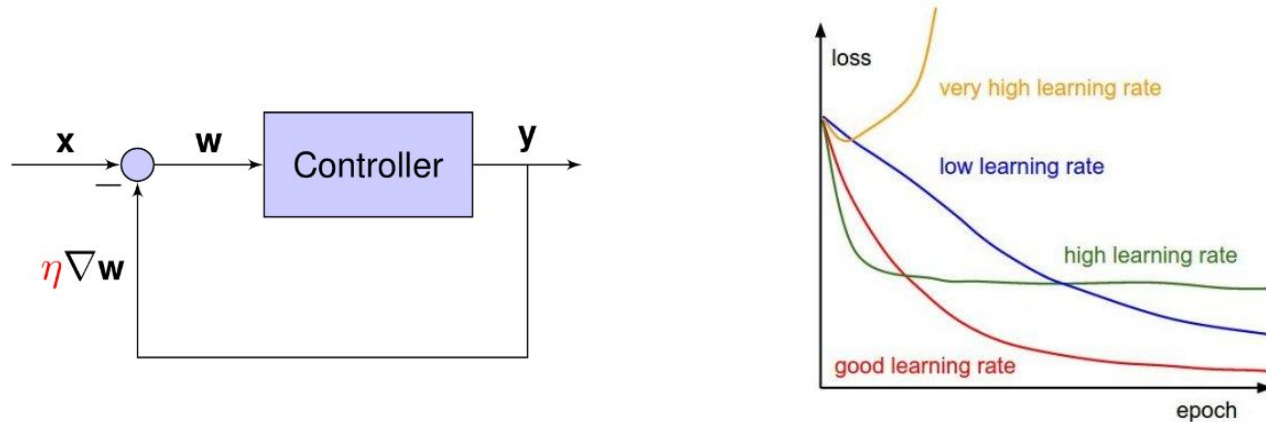
Stability in Neural Networks

- What do these two images have in common?



- Both suffer from positive feedback
- Wrong choice of hyper-parameters can lead to disaster

Effect of Learning Rate



- η too high ☐ positive feedback ☐ loss stagnates or even grows
- η too small ☐ negative feedback ☐ loss decreases slowly or stagnates
- Choice of η is **critical** for learning!

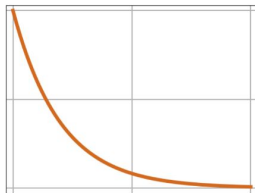
Dynamic Learning Rates

Learning Rate Scheduler

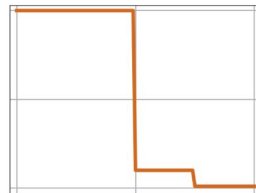
- Adjust the lr during training according to a predefined schedule:
 - Linear
 - Exponential
 - Step-wise
 - On-Plateau



constant



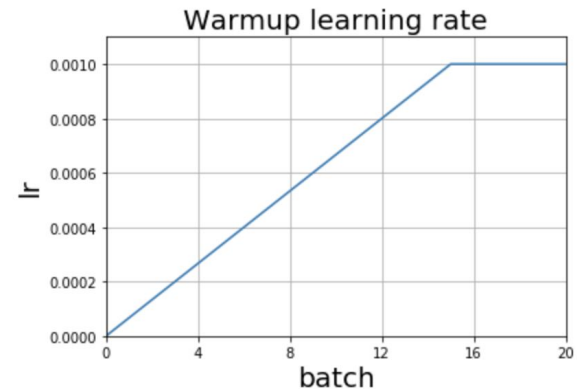
exp



str

Learning Rate WarmUp

- Increase the learning rate from a very small value to the desired learning rate during the first training iterations
 - Avoid early over-fitting
 - Accelerate convergence

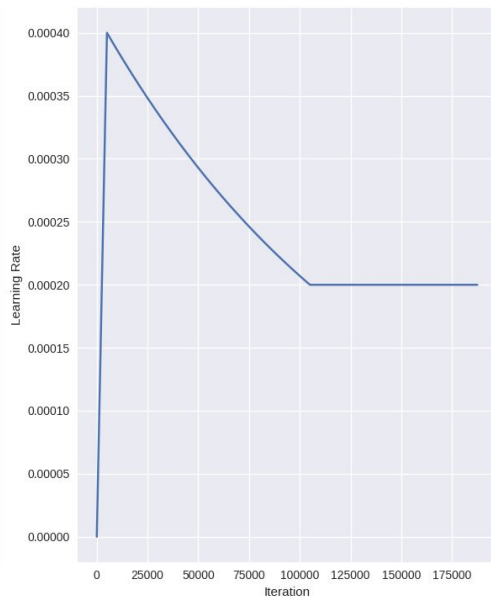


Popular Learning-Rate Curves

LR Warmup + Exponential Scheduler

Alpha = 0.5

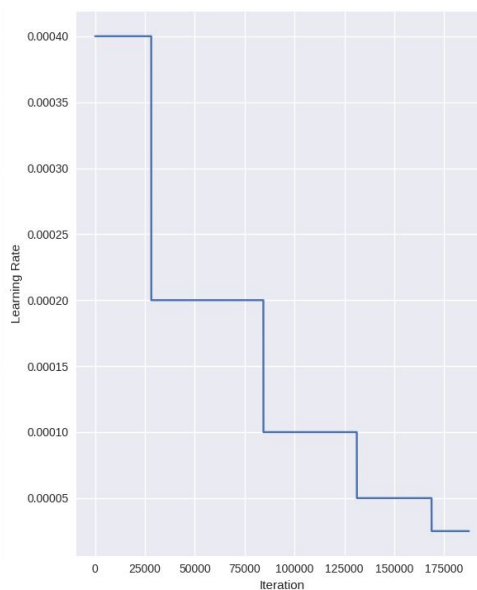
Steps=1e4



Multi-Step Scheduler

LR-Factor = 0.5

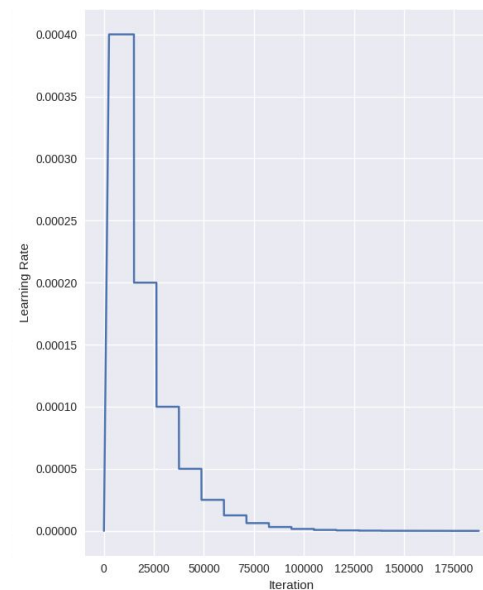
Steps=[15, 45, 70, 90]



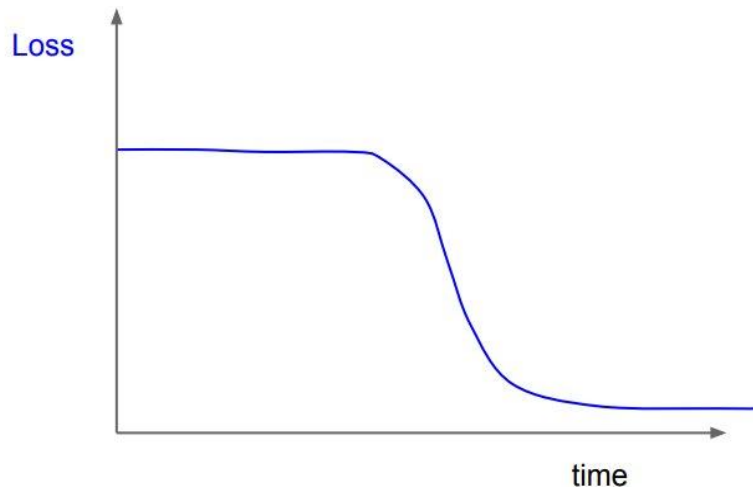
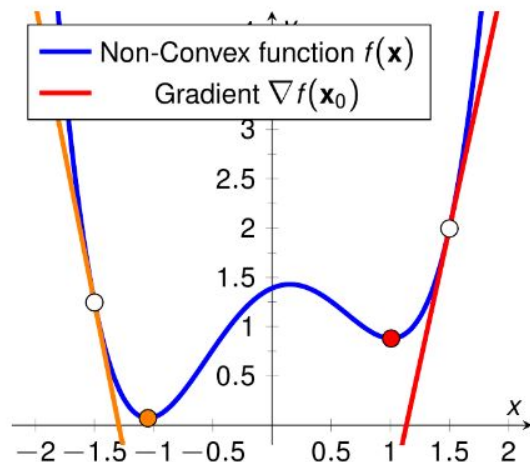
LR Warmup + Plateau Scheduler

LR-Factor = 0.5

Patience=5



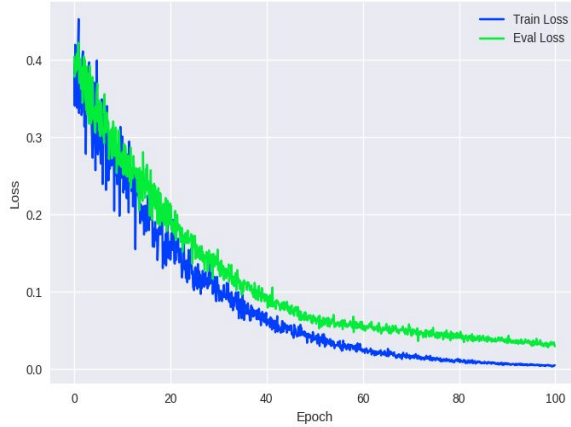
Importance of Initialization



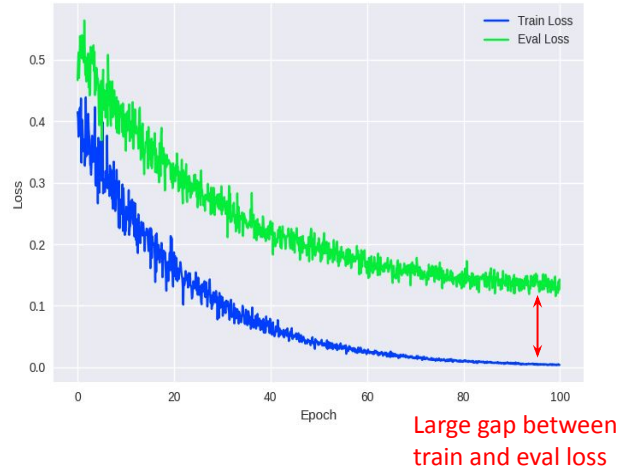
- Use a suitable initialization: Xavier or He
- Use prior knowledge for initialization
- In general, PyTorch's default initialization is quite good

Diagnosing Model Behavior

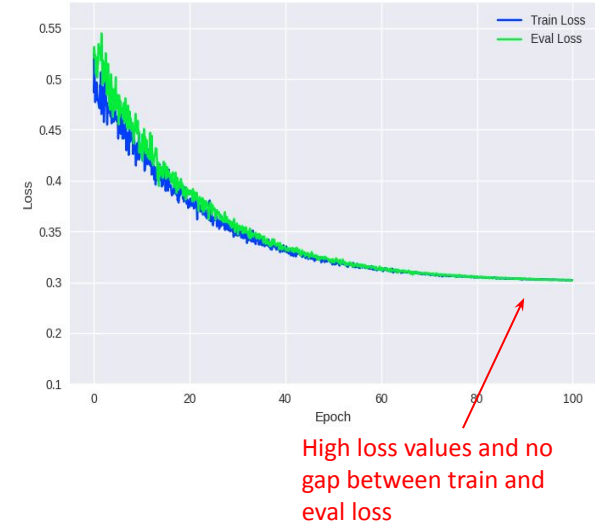
Successful Training



Overfitting



Underfitting



How to Avoid Underfitting?

- Add more layers to your model
- More powerful architectural designs
 - Residual connections
 - Dense connections
- Clean your data
 - Outliers
 - Noisy labels



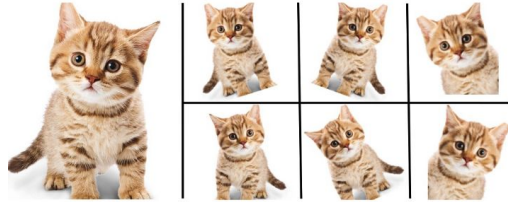
How to Avoid Overfitting

- Reduce model capacity
- Use more training examples
 - Gather more data
 - Data augmentation
- Regularization
 - Dropout
 - Weight regularization
 - Early stopping
 - Normalization (e.g. Batch Norm)

Regularization

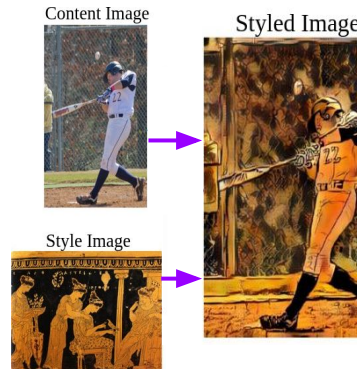
Data Augmentation

- Artificially enlarging your dataset
- Spatial or pixel transformations



Enlarge your Dataset

- Generative models



Be careful!



Weight Regularization

- Enforcing certain priors on the model parameters
- Regularization applied to loss function
- **L2 Regularization (*Ridge* or *weight decay*)**
 - Enforce small parameter norm \square small parameters

$$\tilde{L}(\mathbf{w}, \mathbf{X}, \mathbf{Y}) = L(\mathbf{w}, \mathbf{X}, \mathbf{Y}) + \lambda \|\mathbf{w}\|_2^2$$

$$\mathbf{w}^{(k+1)} = \underbrace{(1 - \eta \lambda) \mathbf{w}^{(k)}}_{\text{Shrinkage}} - \eta \frac{\partial L}{\partial \mathbf{w}^{(k)}}$$

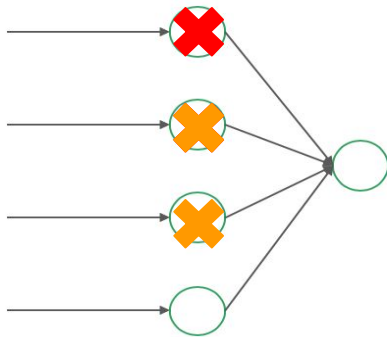
- **L1 Regularization (*Lasso*)**
 - Enforces sparsity in the parameters

$$\tilde{L}(\mathbf{w}, \mathbf{X}, \mathbf{Y}) = L(\mathbf{w}, \mathbf{X}, \mathbf{Y}) + \lambda \|\mathbf{w}\|_1$$

$$\mathbf{w}^{(k+1)} = \underbrace{\mathbf{w}^{(k)} - \eta \lambda \text{sign}(\mathbf{w}^{(k)})}_{\text{Other shrinkage}} - \eta \frac{\partial L}{\partial \mathbf{w}^{(k)}}$$

- **L1 + L2 Regularization (*Elastic*)**

Dropout

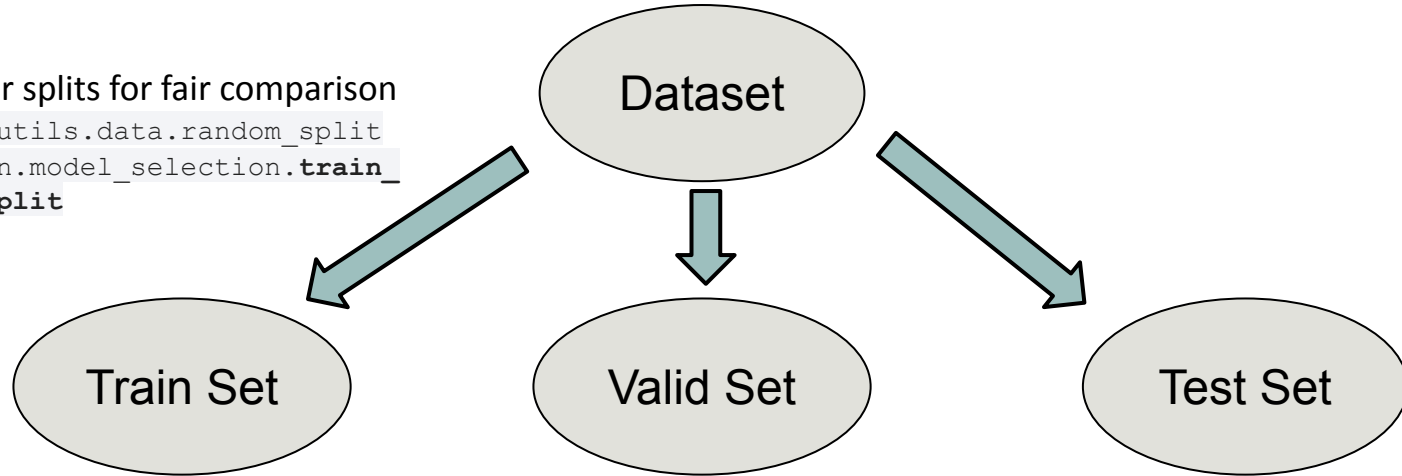


- During training, randomly set activations to zero with probability $(1-p)$
- At test time, we use all activations, but scaled by p
- Usual values
 - $p=0.2$ for input layer
 - $p=0.5$ for hidden layers

Dataset Splits

Splitting your Dataset

- Fix your splits for fair comparison
 - `Torch.utils.data.random_split`
 - `sklearn.model_selection.train_test_split`



- Train the model
- 60-70% of total

- Parameter Optimization
- Avoid overfitting
- 10-15% of dataset

- Evaluate performance
- Never use for training
- 15-20% of dataset

Generate your Dataset

- Annotated data is scarce and expensive to obtain
- Use synthetic data for training

Simple Generation



Simulators (CARLA)



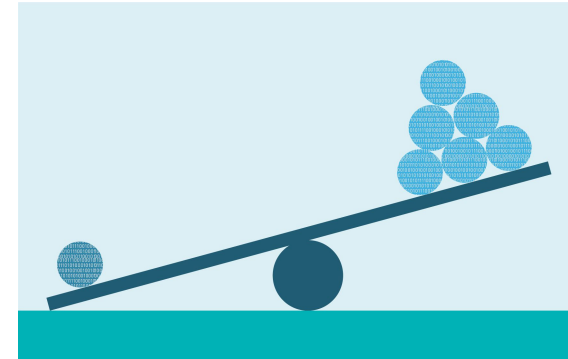
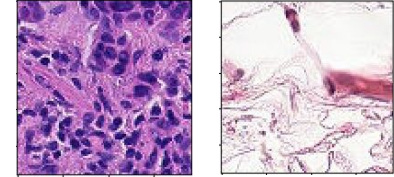
Game Engines (GTA V)



Evaluation Metrics

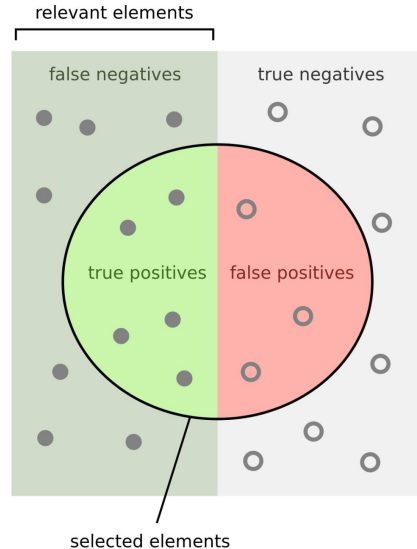
Problem with Accuracy

- “Let’s image we are trying to detect if a person has some rare disease that is present in a 0.01% of the population based on some digital pathology scans”
- Always predicting a negative results
 - Correct 99.99% of the time
- Accuracy is not always a good metric:
 - Imbalanced datasets
 - Not-permissible mistakes



Precision and Recall

- Precision, Recall and F1-Score are better suited metrics for many pattern recognition problems



How many selected items are relevant?

$$\text{Precision} = \frac{\text{true positives}}{\text{true positives} + \text{false positives}}$$

How many relevant items are selected?

$$\text{Recall} = \frac{\text{true positives}}{\text{true positives} + \text{false negatives}}$$

$$\text{Precision} = \frac{TP}{TP + FP}$$

$$\text{Recall} = \frac{TP}{TP + FN}$$

$$F1 = 2 \cdot \frac{\text{precision} \cdot \text{recall}}{\text{precision} + \text{recall}}$$