

# Neural Networks and Deep Learning

## Lecture 1: introduction

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2019-2020

# Practical Information

- Course Materials:
  - SKOS (announcements, course rules etc.):  
<https://skos.ii.uni.wroc.pl/course/view.php?id=279>
  - Github (lecture notes, assignment notebooks):  
[https://github.com/janchorowski/dl\\_uwr](https://github.com/janchorowski/dl_uwr)
  - USOS: grades
- On-line Resources:
  - <https://www.deeplearningbook.org/>
- Extra reading
  - <http://cs229.stanford.edu/>
  - <https://argmax.ai/ml-course/>
  - Bishop, Pattern Recognition and Machine Learning (PRML)

Machine Learning

Artificial Intelligence

?

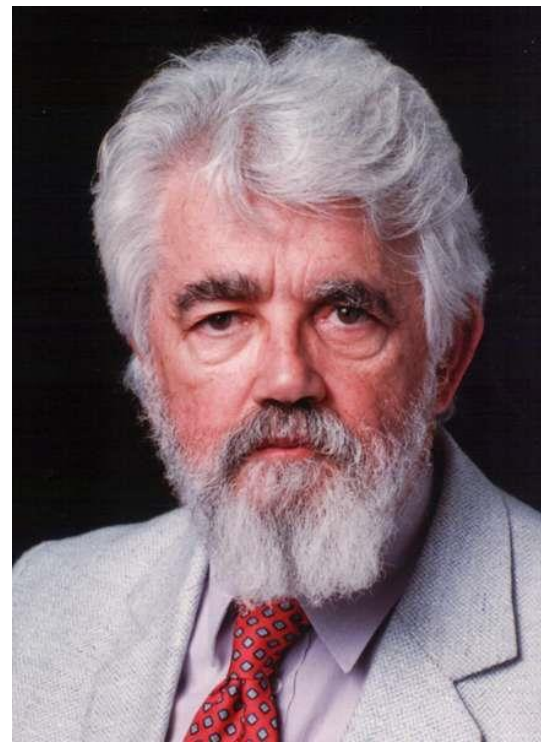
Data Mining

Deep Learning

# Artificial Intelligence

John McCarthy, 1955

AI is the science and engineering  
of making intelligent machines.



# AI Paradox

Hans Moravec 1988

It is **comparatively easy** to make computers exhibit adult level performance on **intelligence tests** or playing checkers, and **difficult or impossible** to give them the skills of a one-year-old when it comes to **perception and mobility**.



# Perception $\geq$ Pattern Matching

Horse is as everyone can see.

[B. Chmielowski, definition of "horse" from Nowe Ateny (New Athens, 1745), the first encyclopedia written in Polish]



# Revolution in Games

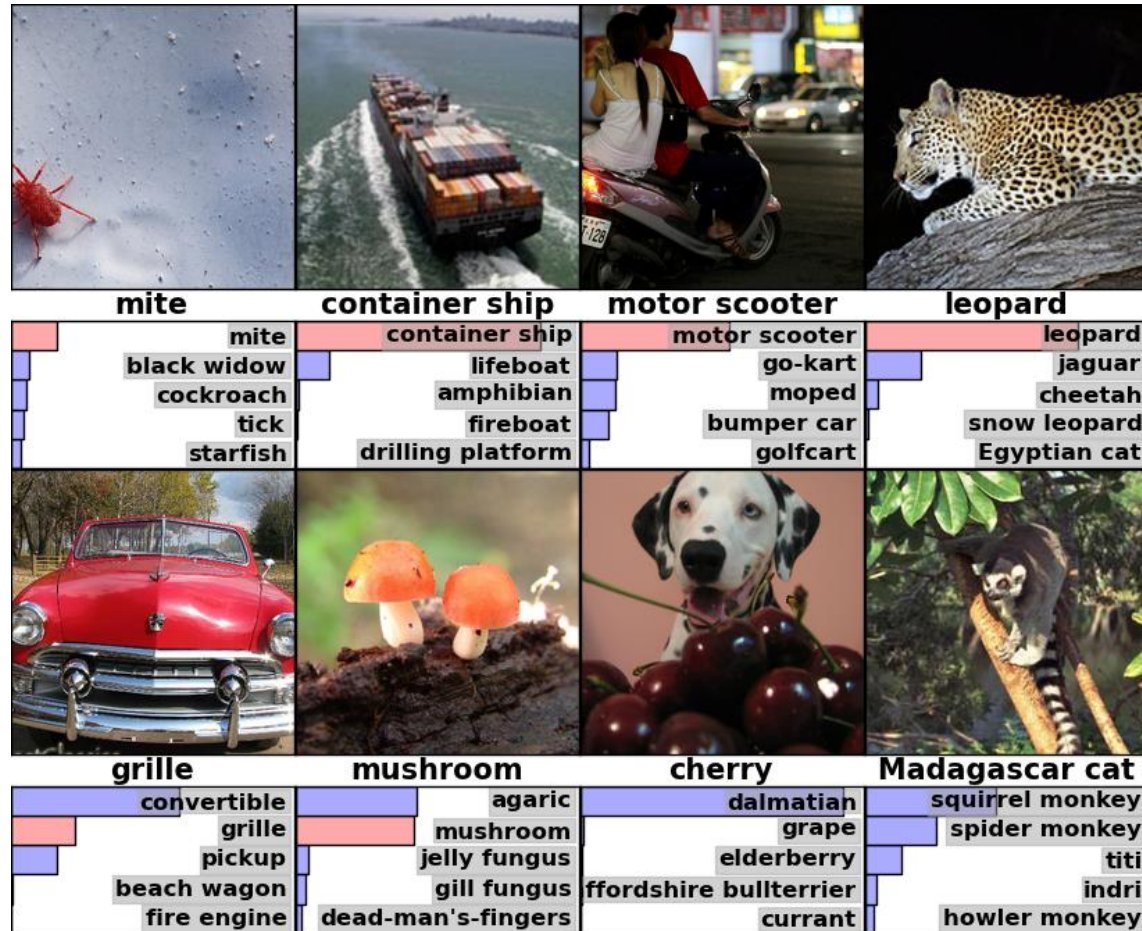
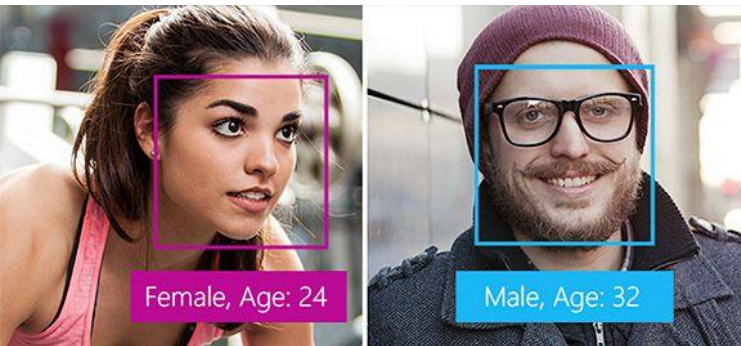
- A classical chess program considers  $80e6$  positions
- A human grandmaster – about 80

# Revolution in Games

- A classical chess program considers  $80e6$  positions
- AlphaZero Neural net –  $80e3$
- A human grandmaster – about 80

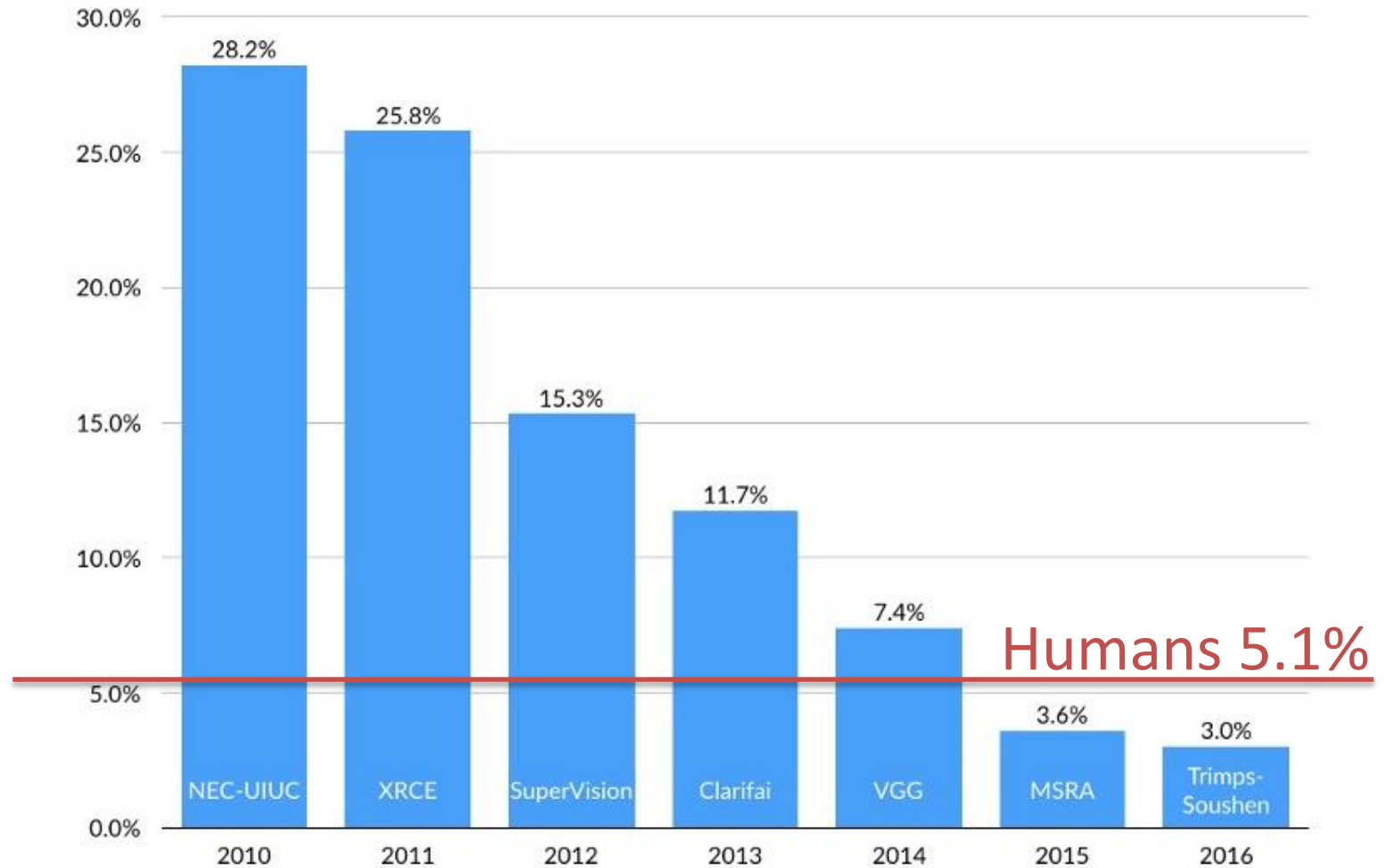


# Revolution in perception

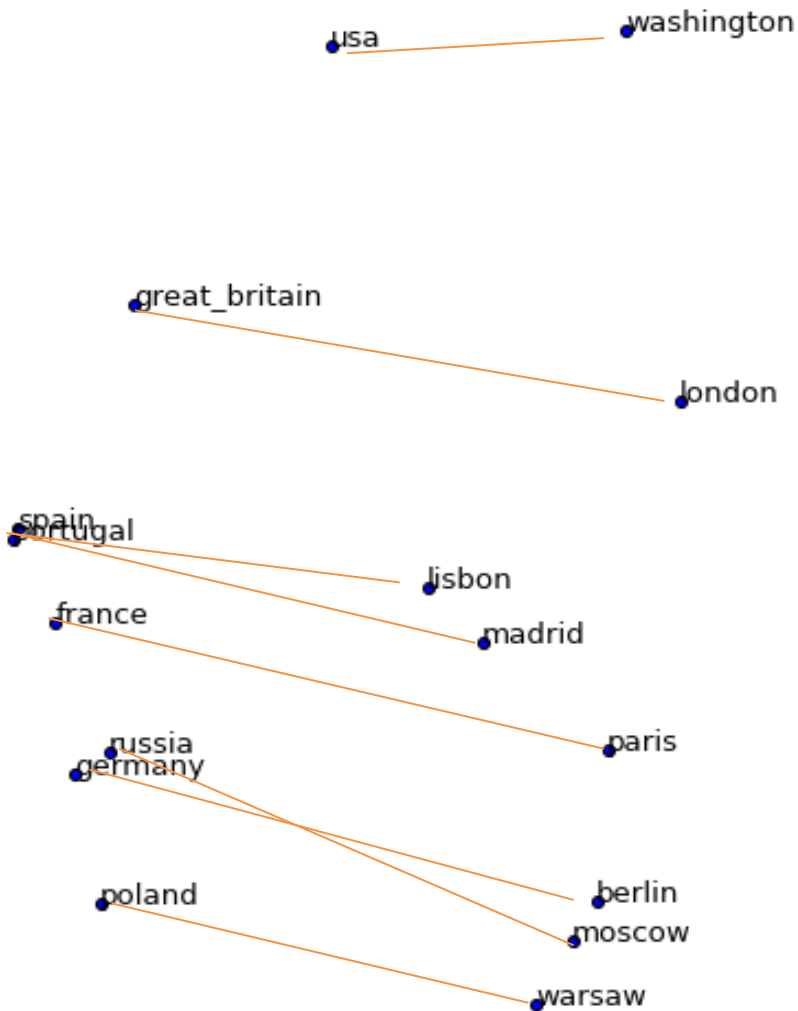


Source: Microsoft and Apple face detection API documentations, wykop.pl,  
A Krizhevsky

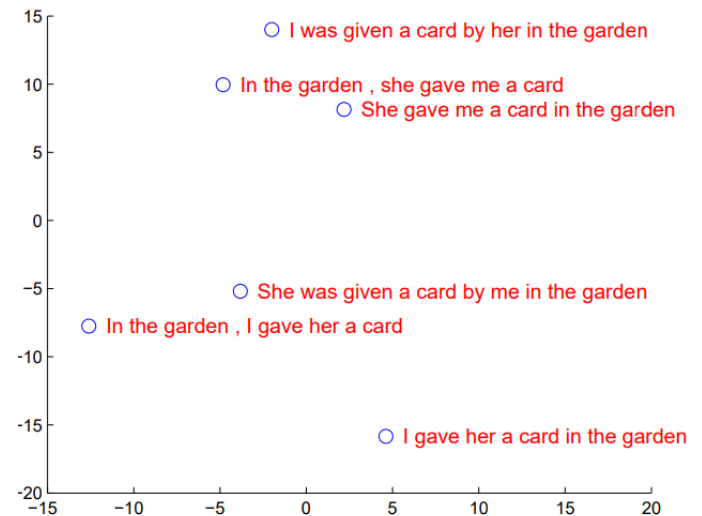
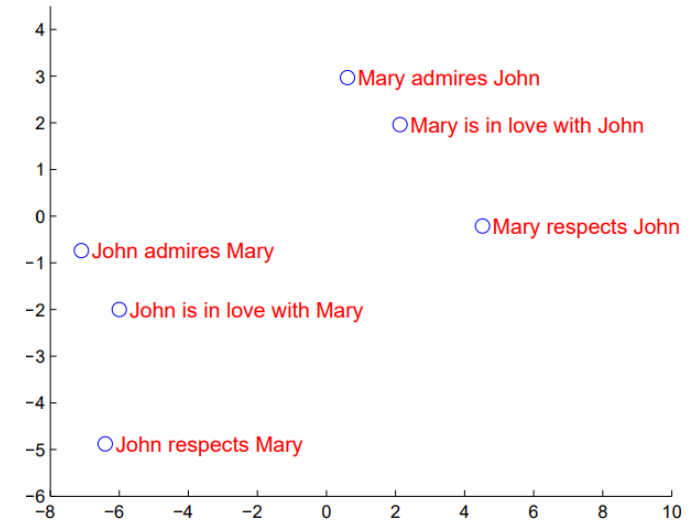
# Revolution in perception



# Revolution in language understanding

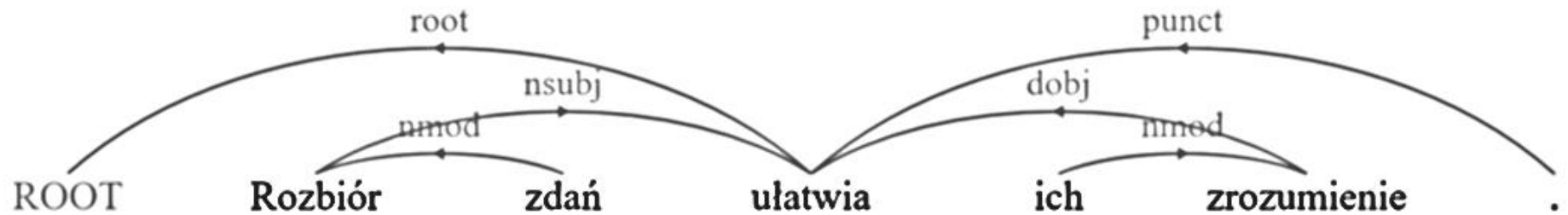


T. Mikolov et al.  
<https://arxiv.org/abs/1310.4546>



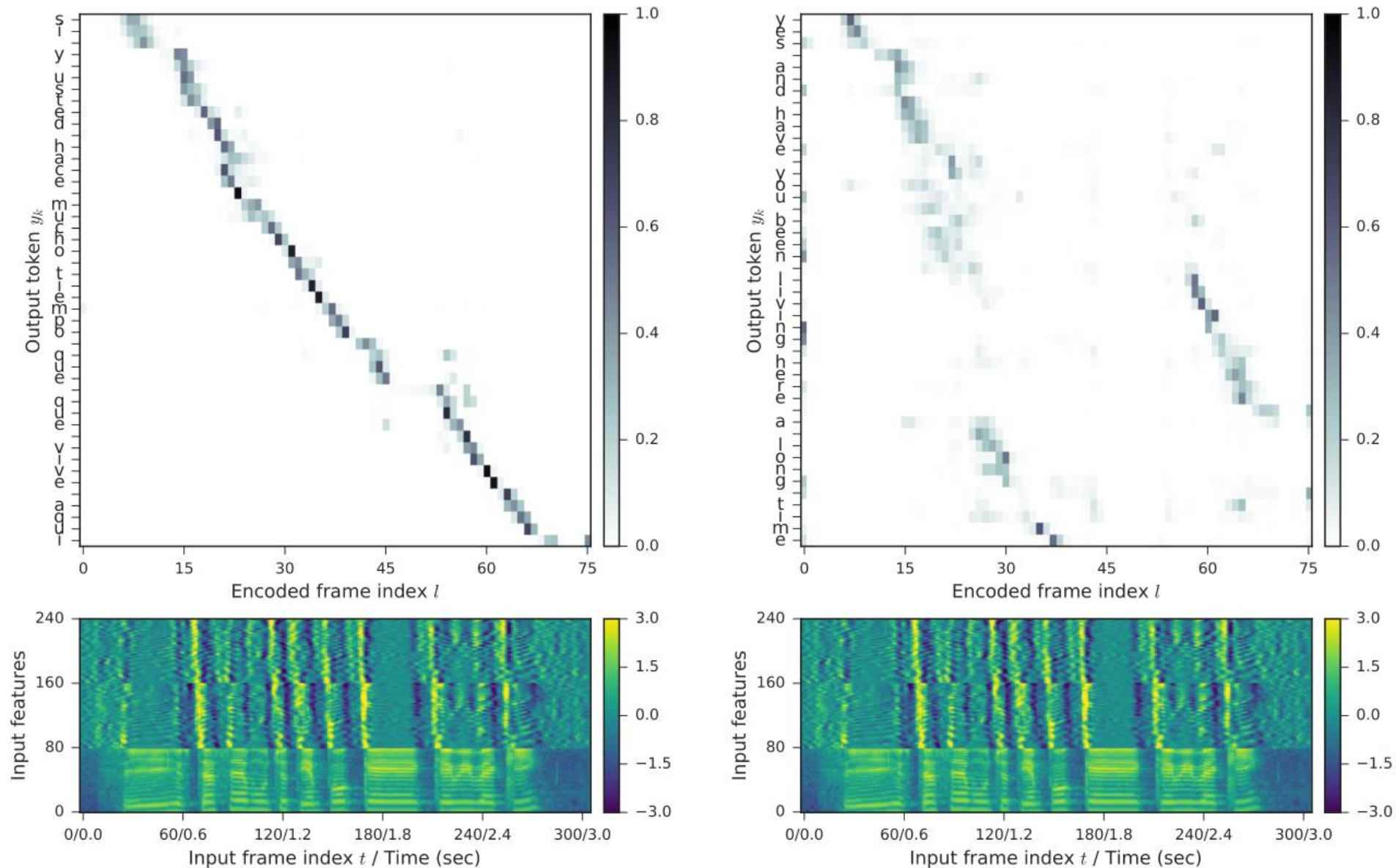
Sutskever et al., „Seq2Seq learning  
with Neural Networks”

# Revolution in language understanding



ROOT Slimonne prztowie wyrło i warło się w gulbieży .

# Revolution in speech processing



Weiss, Chorowski et al. Sequence-to-Sequence Models Can Directly Transcribe Foreign Speech



# Revolution in synthesis



**A Style-Based Generator Architecture for Generative Adversarial Networks**

Tero Karras (NVIDIA), Samuli Laine (NVIDIA), Timo Aila (NVIDIA)

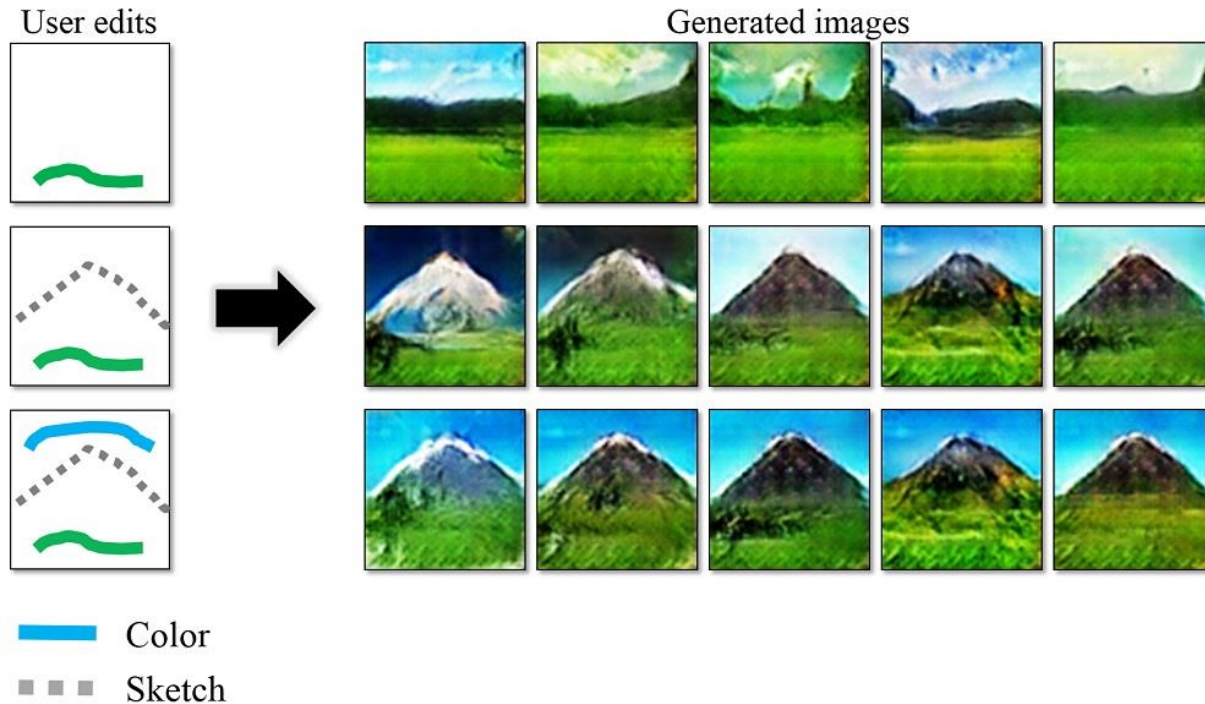
<https://arxiv.org/abs/1812.04948>

# Some demos

- <https://talktotransformer.com/>
- <https://openai.com/blog/glow/>

# Image manipulation

Transform sketches into images:



<https://www.youtube.com/watch?v=FDELBFSegQs>

<https://www.youtube.com/watch?v=9c4z6YsBGQ0>



# Image super-resolution



(e) Bicubic



(f) SRCNN



(g) A+



(h) RAISR





+



=



# Style transfer

Find image that takes content from image A and style from B

Gatys et al., „A Neural Algorithm of Artistic Style”, 2015

Sample adaptation to videos:

<https://www.youtube.com/watch?v=KhuJ4ASldmU>

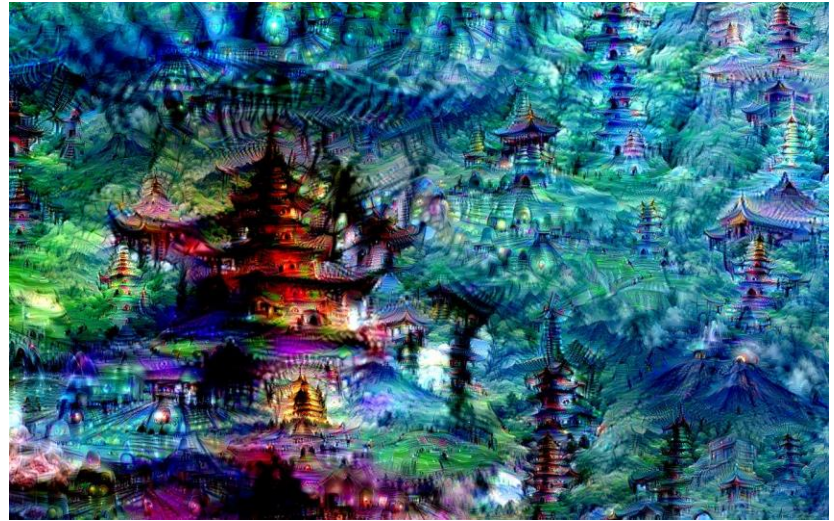
Ruder et al., „Artistic Style Transfer For Videos”







Change the image to see many eyes/buildings in it.



Inceptionism: Going Deeper into Neural Networks

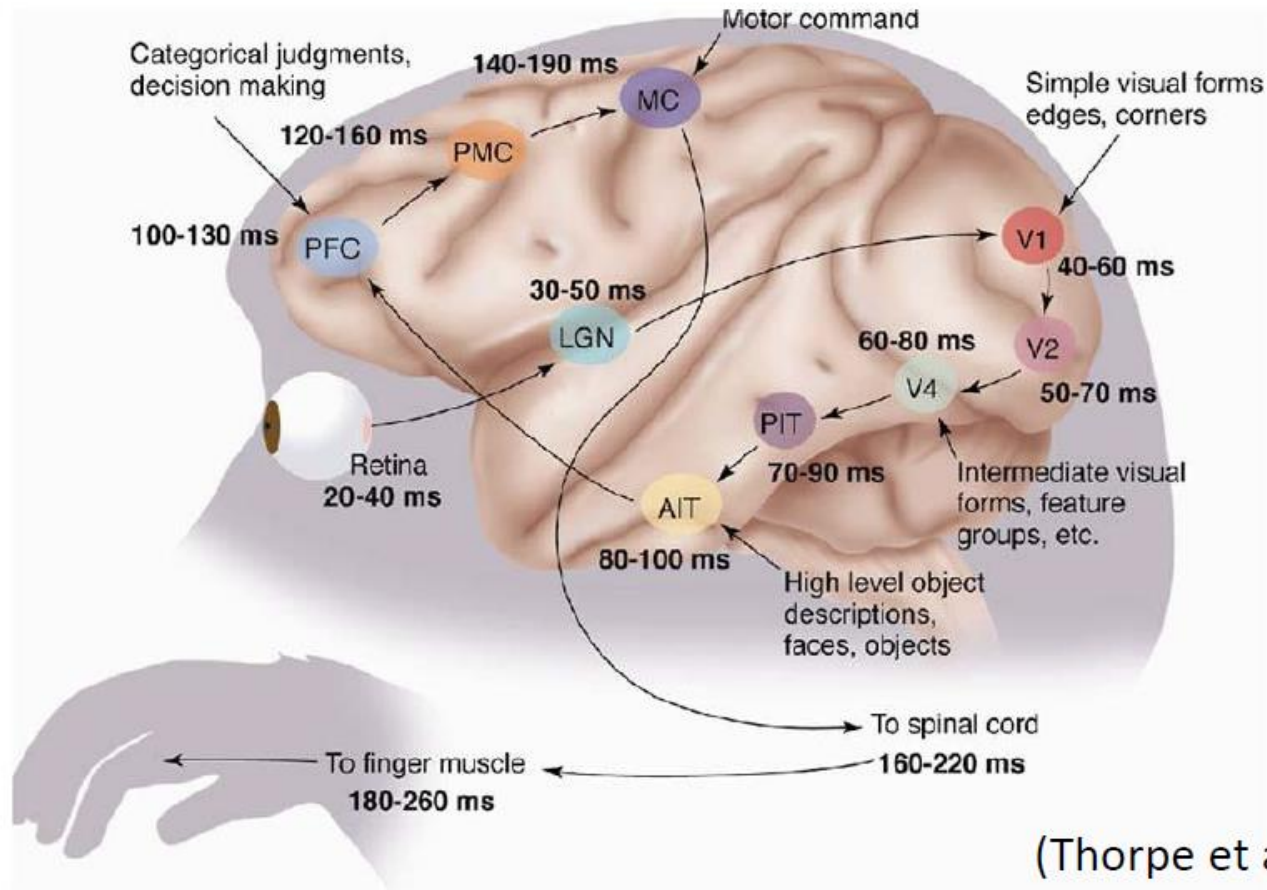
<http://googleresearch.blogspot.com/2015/06/inceptionism-going-deeper-into-neural.html>

Grocery Trip: <https://www.youtube.com/watch?v=DgPaCWJL7XI>

# NEURAL NET INTUITIONS



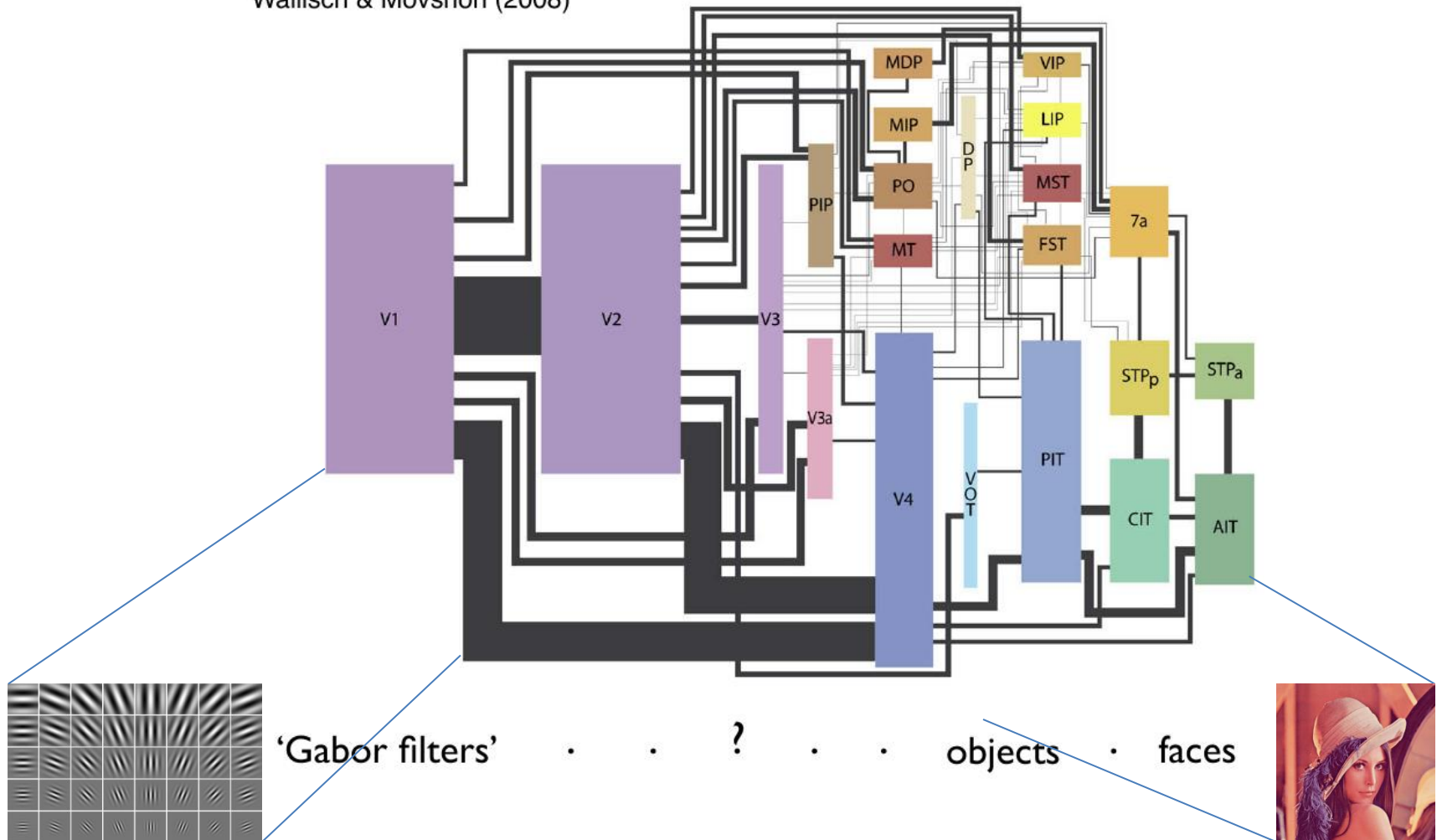
# Human perception speed



(Thorpe et al., 1995-...)

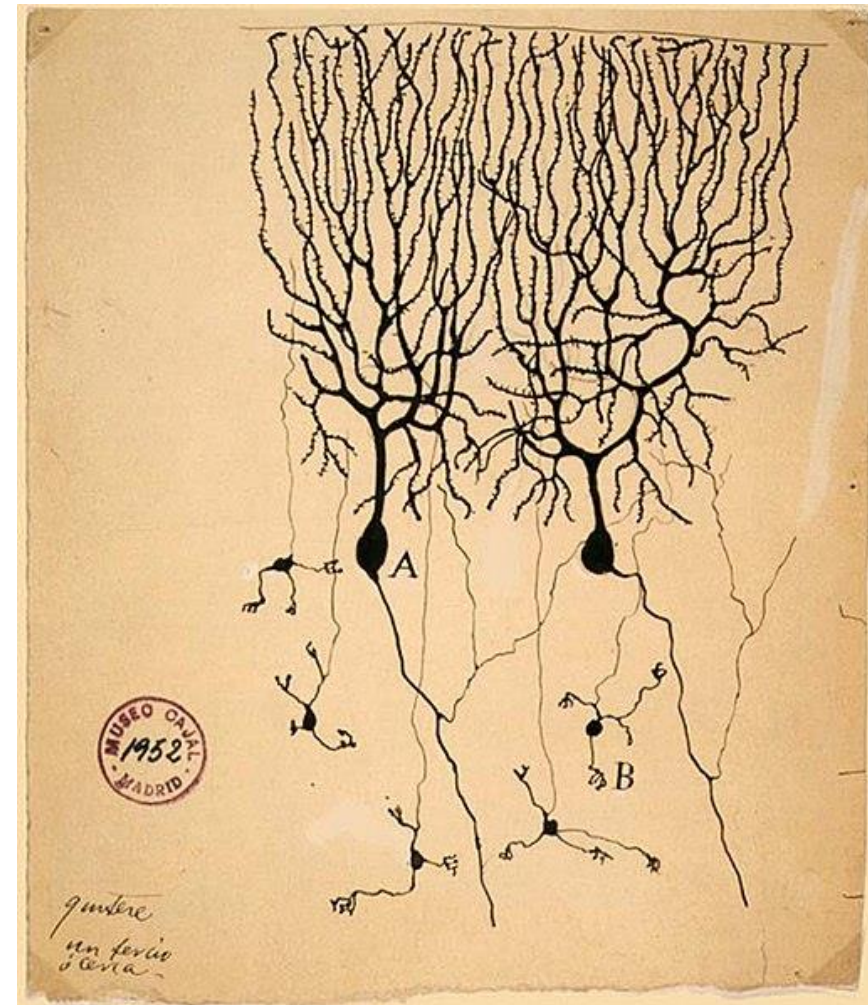
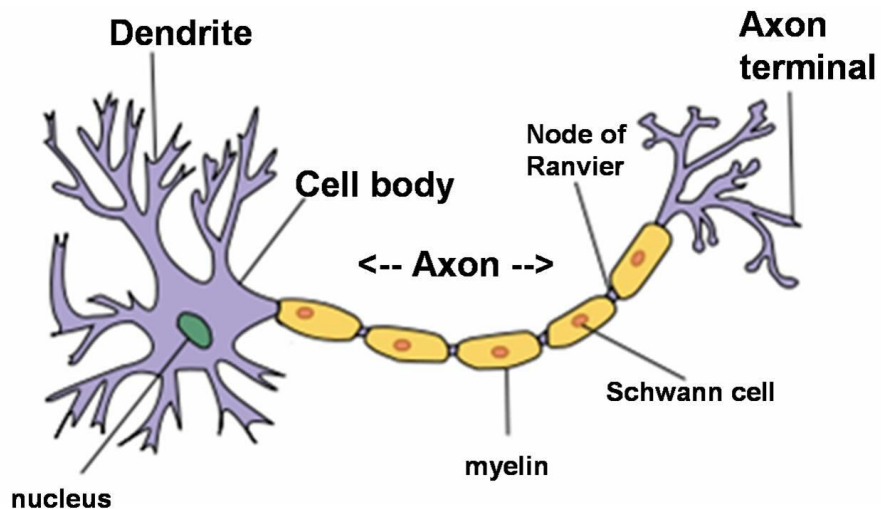
# Visual Cortex Diagram

Wallisch & Movshon (2008)



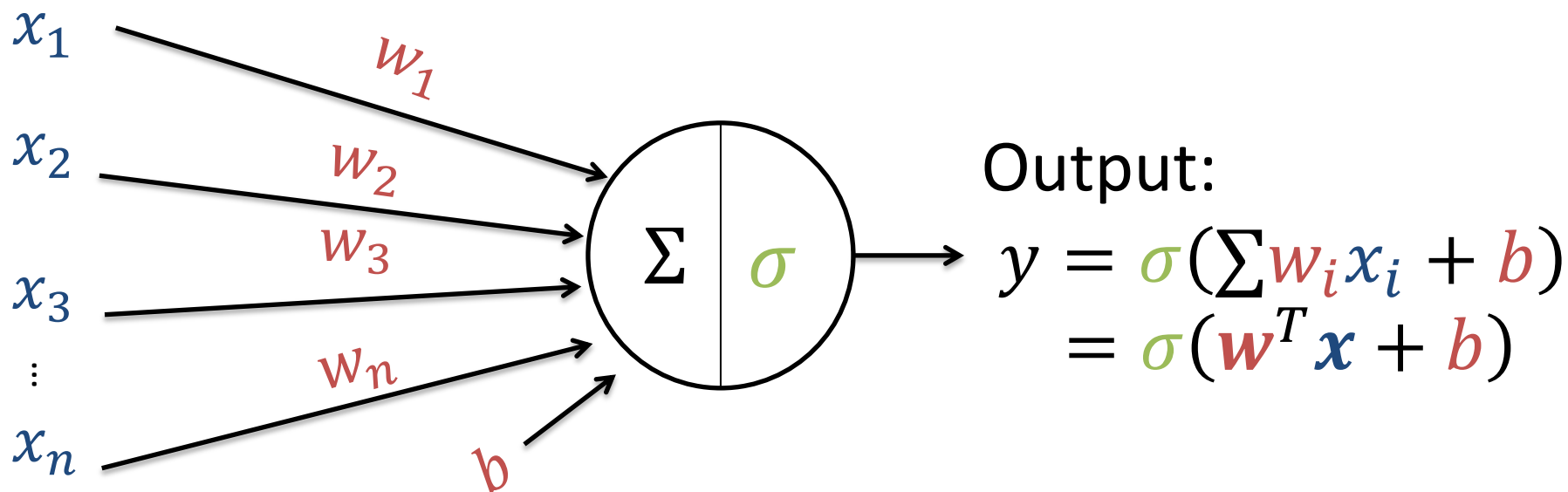
# Neurons

Basic computational units in the brain





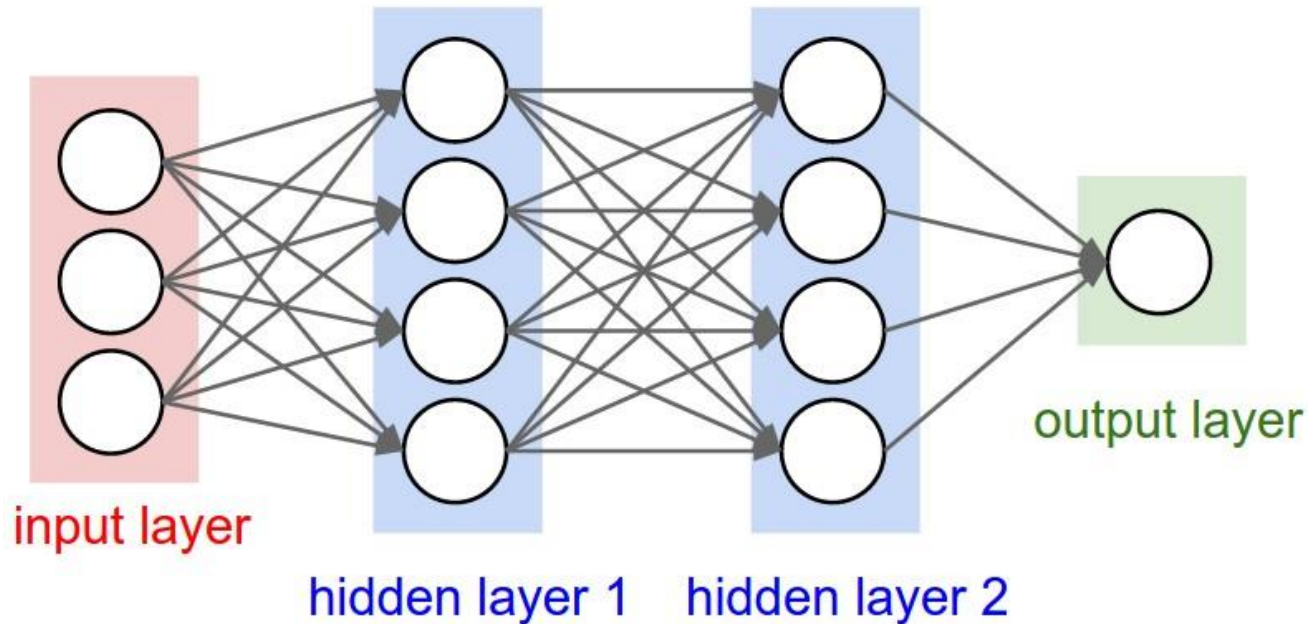
# The artificial neuron (perceptron)



- $x_i$  are the inputs
- $w_i$  are the weights and  $b$  the bias
- $\Sigma$  denotes the summation
- $\sigma$  is a (possibly nonlinear) activation function

**$w_i, b$  are  
TUNABLE!!**

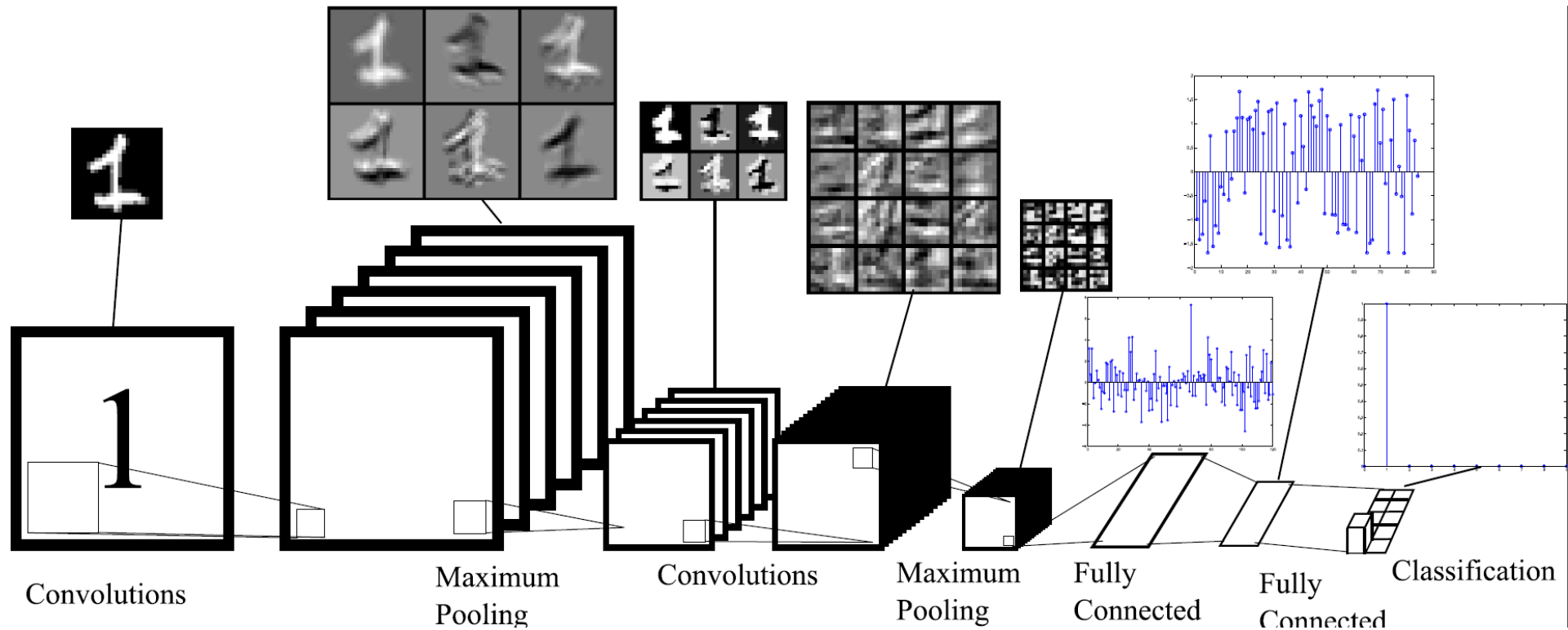
# Neural networks



- A neuron detects some patterns in its inputs – combinations that cause it to fire
- When assembled into a network, neurons deep in the network react to patterns composed of more primitive parts

# Convolutional networks

Best for images!



# Convnets on digits

output



W5

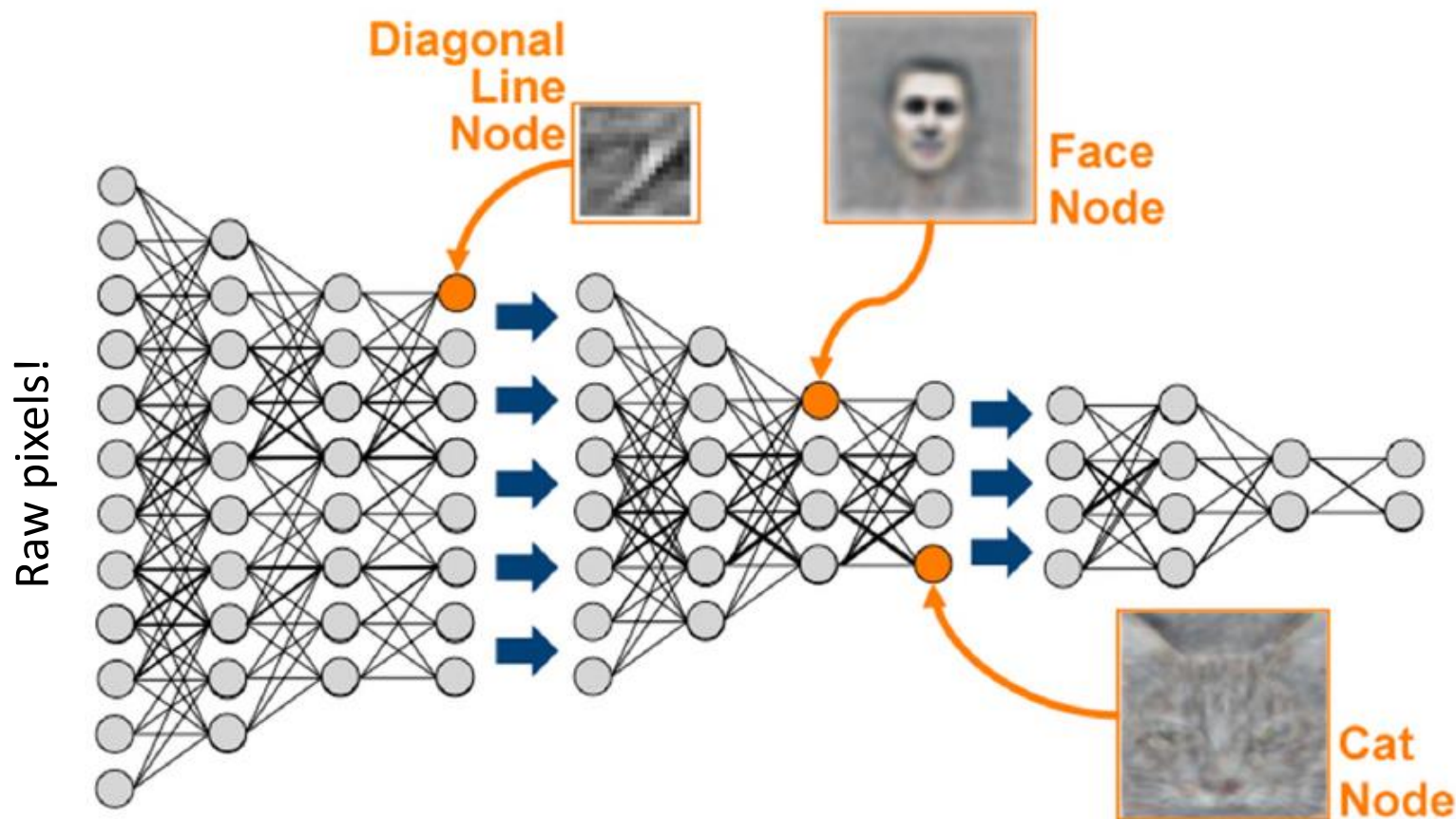
W1

W3

input

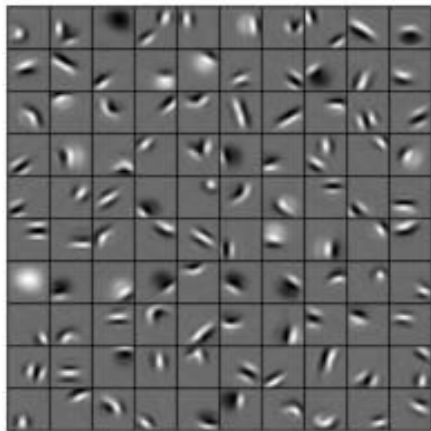
# Neural nets learn hierarchies!

Google trained a network on YouTube videos. The net developed units detecting persons and cats!

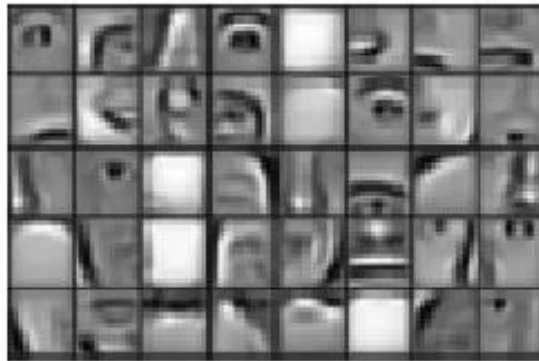


Q. Le et al. „Building high-level features using large scale unsupervised learning”

# Neural nets learn hierarchies!



First layer



Second layer



Third layer

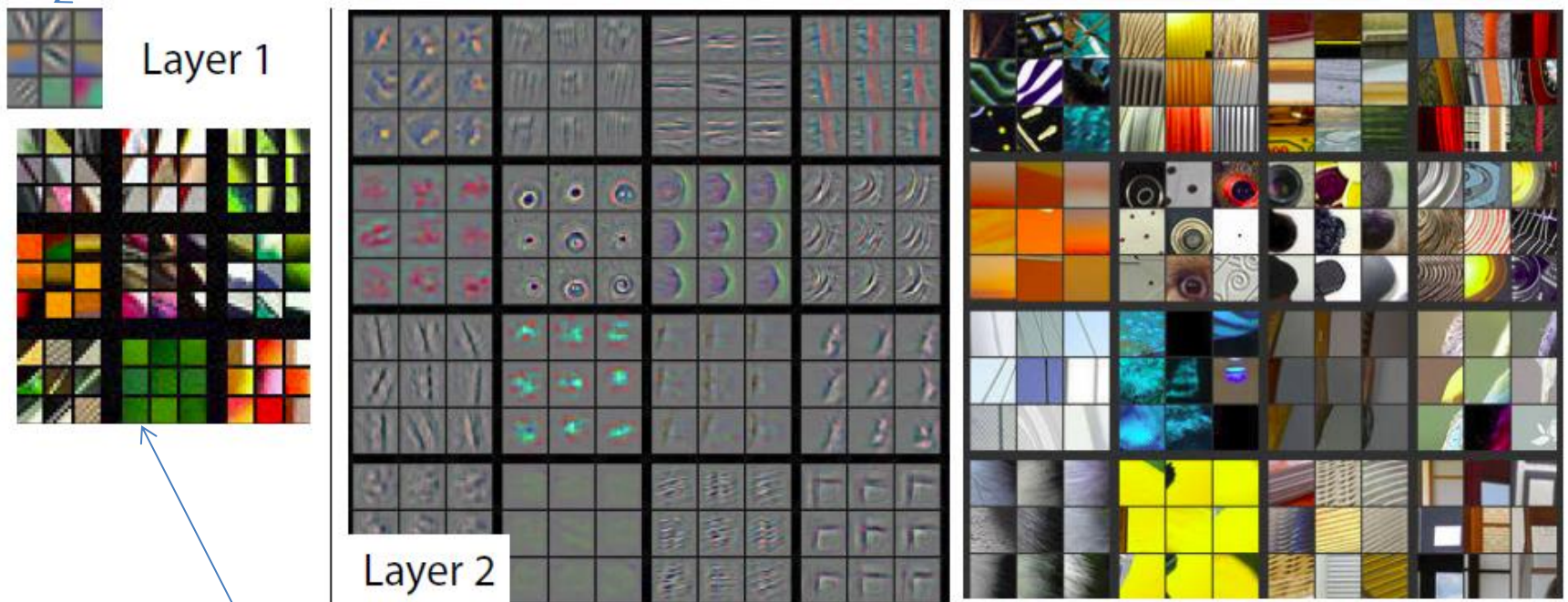
Hierarchical features learned from a dataset of face images

(Lee et al., „Unsupervised Learning of Hierarchical Representations with Convolutional Deep Belief Networks“)



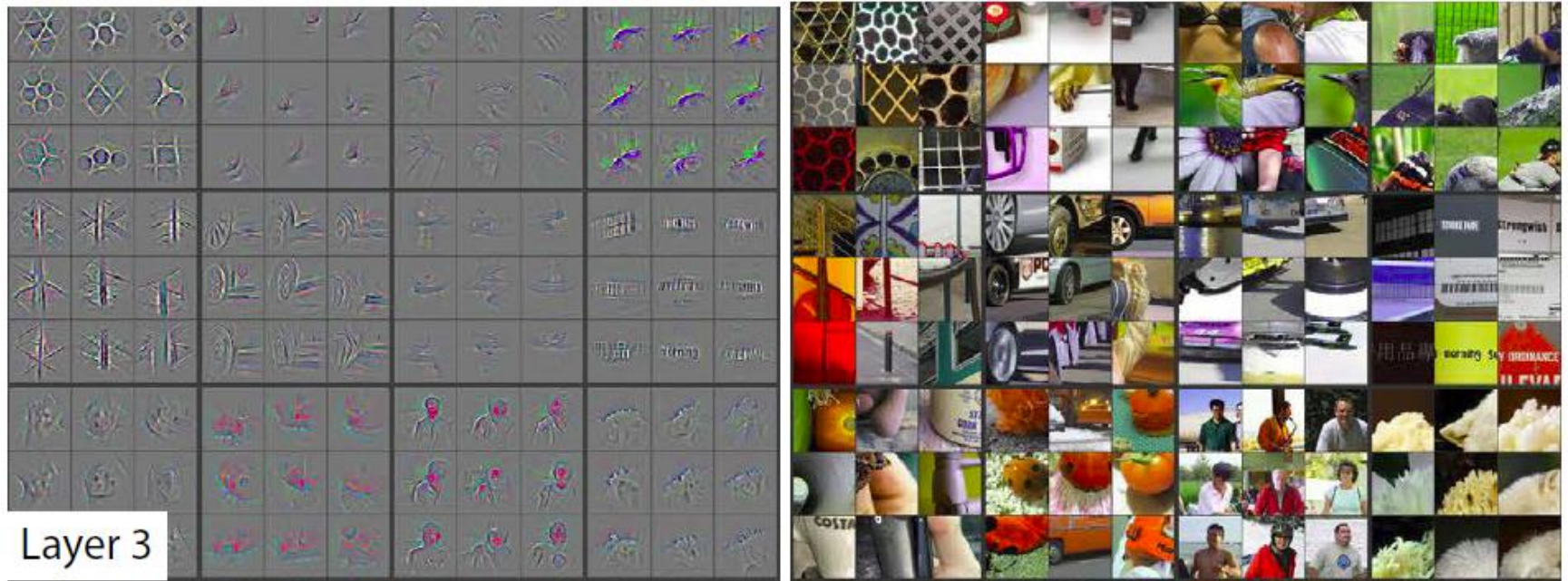
# Low-level features

What the neuron (feature-detector looks for)



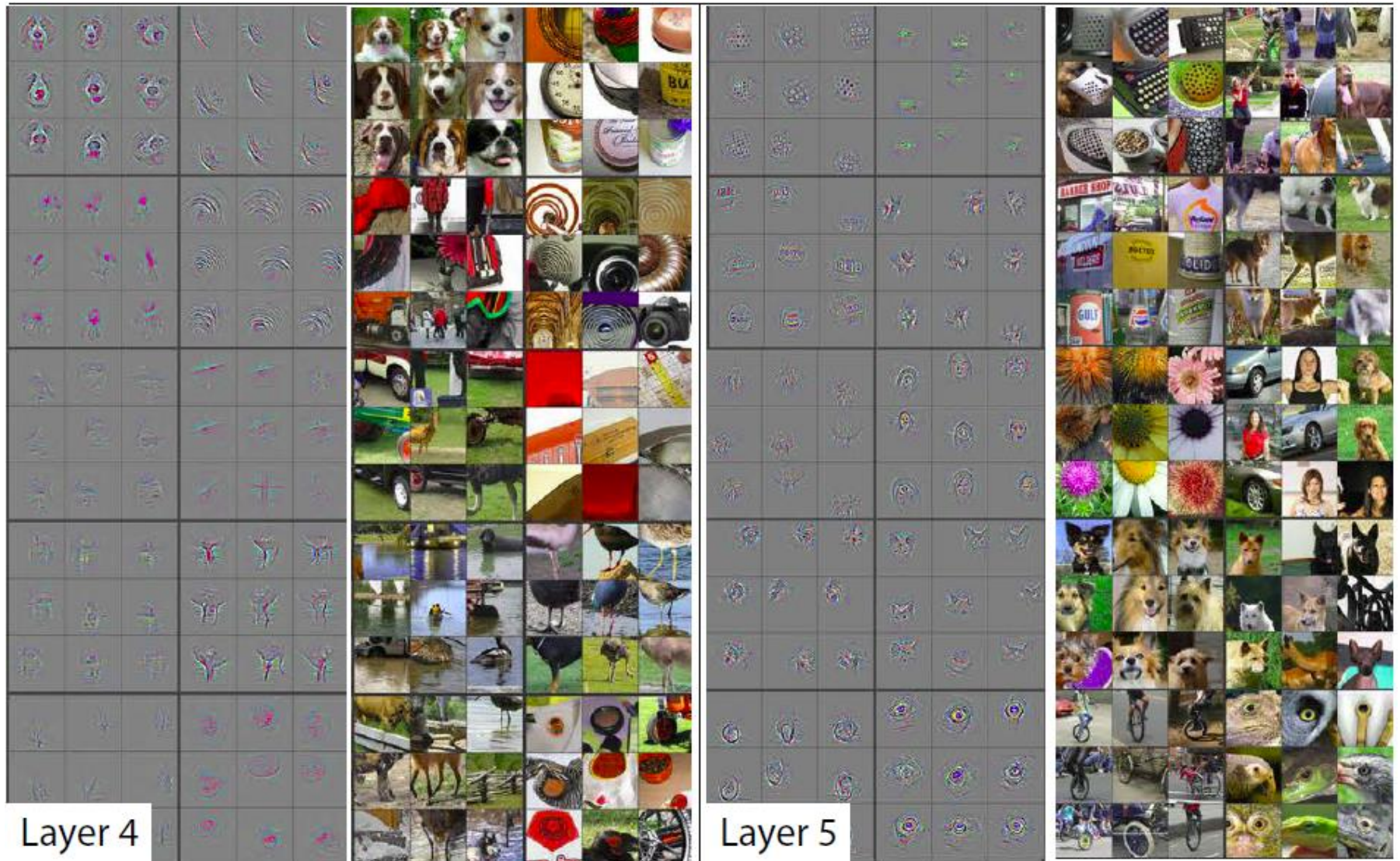
What images are selected by the neuron

# Mid-level features





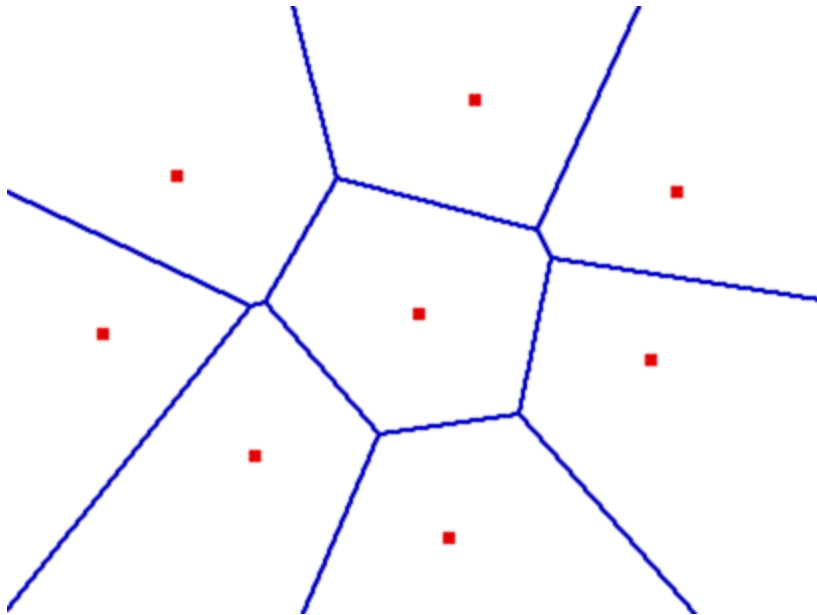
# High-level features



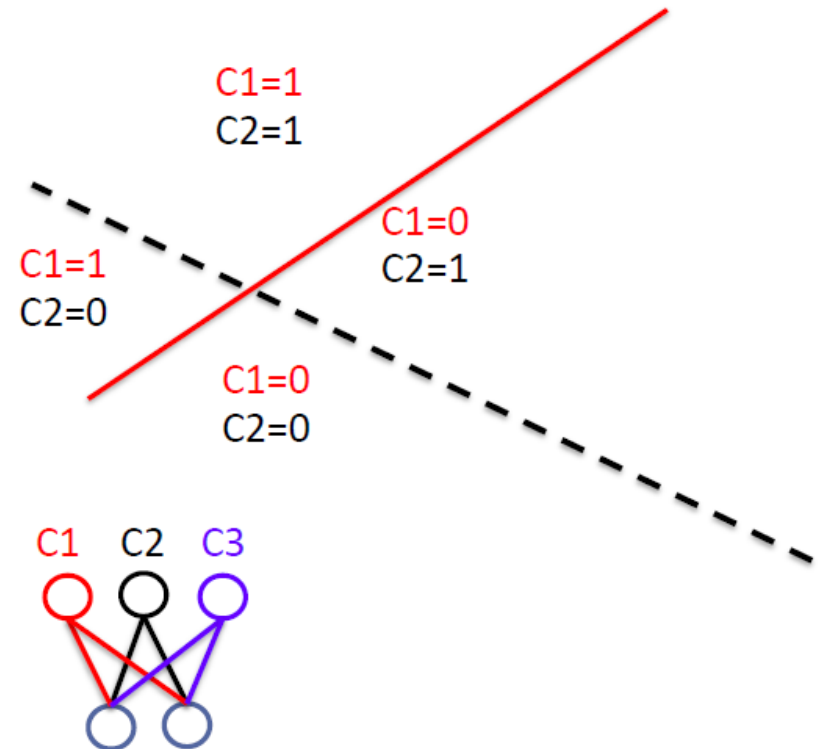
# Depth is important

Nearest neighbors

- Look-up tables



Neural nets



Bengio, 2009, Foundations and Trends in Machine Learning

# Deep Learning

Study of models that  
solve tasks  
in stages  
whose exact function  
emerges during training.

# Deep Learning history: 1986

## Learning representations by back-propagating errors

David E. Rumelhart\*, Geoffrey E. Hinton†  
& Ronald J. Williams\*

\* Institute for Cognitive Science, C-015, University of California,  
San Diego, La Jolla, California 92093, USA

† Department of Computer Science, Carnegie-Mellon University,  
Pittsburgh, Philadelphia 15213, USA

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We describe a new learning procedure, back-propagation, for networks of neurone-like units. The procedure repeatedly adjusts the weights of the connections in the network so as to minimize a measure of the difference between the actual output vector of the net and the desired output vector. As a result of the weight adjustments, internal 'hidden' units which are not part of the input or output come to represent important features of the task domain, and the regularities in the task are captured by the interactions of these units. The ability to create useful new features distinguishes back-propagation from earlier, simpler methods such as the perceptron-convergence procedure<sup>1</sup>.

Internal „hidden“ units which are not part of the input or output come to represent important features of the task domain

# Sidenote: why now!?

- DL principles were known since a long time
- „Revolution” required:
  - Lots of data
  - Lots of compute
- It is as much a scientific, as engineering effort
- Still, awesome: backprop and gradient descent works better than anyone could hope

# Goals for this course

1. Teach basics of NN implementation
2. Teach ConvNets
3. Teach about NNs in NLP, Speech
4. Show how to work without labels
5. Exotic topics: NNs on graphs, point-clouds, RL



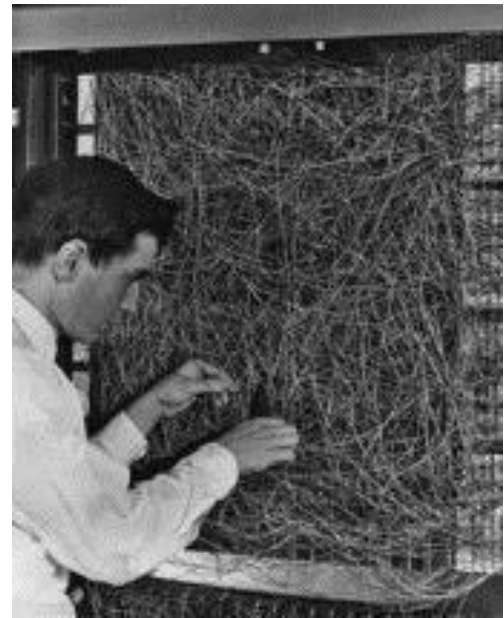
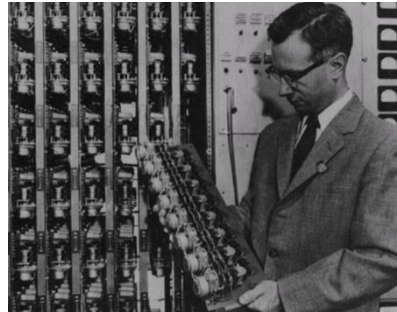
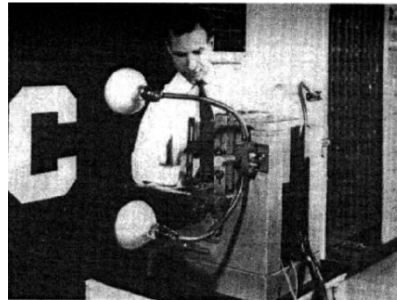
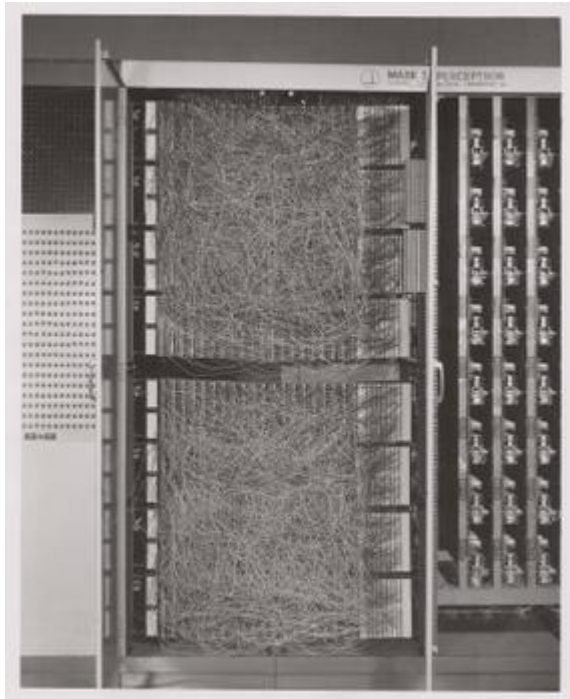
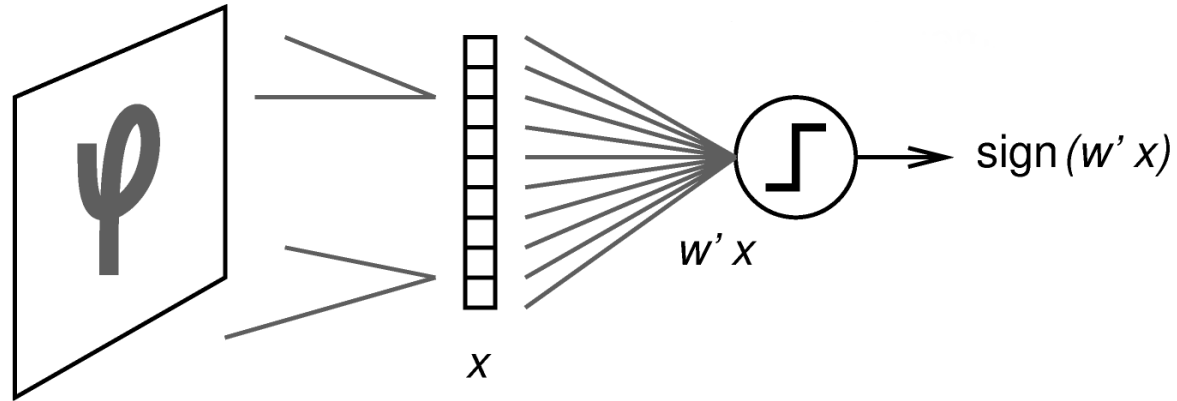
# Outline for the course

Kiedy	Co?	W: Tematyka	W: do poczytania	Prac: deadline i tematyka
02/27/2020	W1	Intro, LR -> 2 layer Net		P1: KickOff - better sentiment prediction
03/05/2020	W2	PyTorch intro, backprop?		
03/12/2020	W3	Bag of tricks, regularization, batch-norm		P2: Siec w NumPy?
03/19/2020	W4	S1: NNets, deep double descent, scaling laws		P3: MNIST i trikasy w PyTorch
03/26/2020	W5	ConvNets for image processing		
04/02/2020	W6	S2: ConvNet Architectures		P4: All about ConvNets
04/09/2020	W7	RNNs		
04/16/2020	W8	S3: RNN Architectures, transformers, NNs for		P5: All about NLP
04/23/2020	W9	Speech proc with NNets, Wavenets n friends		
04/30/2020	W10	VAE, RealNVP		P6: All about unsupervised, Proj proposals
<del>05/07/2020</del>	<del>Dzień rektorski</del>	<del>No Lecture</del>		
05/14/2020	W11	NNs and discrete structures		Projects
05/21/2020	W12	Buffer for more generative stuffs		
05/28/2020	W13	Buffer S4??: NNets for exotic data: graphs and pointclouds, GAN, CycleGAN, ???		
06/04/2020	W14	Deep RL		Project milestone presentation
<del>06/11/2020</del>	<del>Boże Ciało</del>	<del>No Lecture</del>		
06/18/2020	W15	Project Demos?		





# Perceptron (1958)



# Demos and questions

<https://cs.stanford.edu/people/karpathy/convnets/>

Q1: Is the nonlinearity necessary?

Q2: Is a net with a hidden layer really that different from a net with no hidden layers?