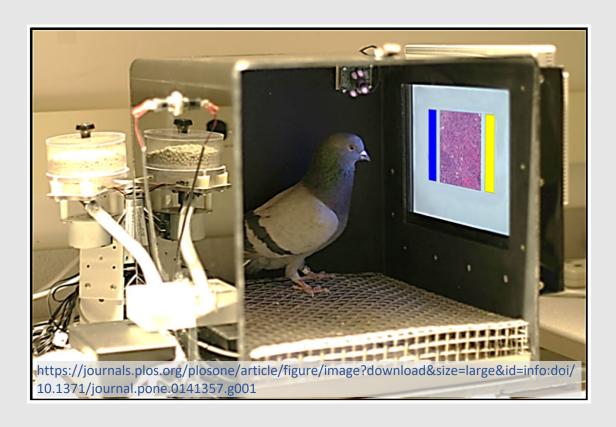
#### Lecture 7: Neural Networks



#### **Haiping Lu**

YouTube Playlist: <a href="https://www.youtube.com/c/HaipingLu/playlists">https://www.youtube.com/c/HaipingLu/playlists</a>

COM4059/6059: MLAI21@The University of Sheffield

## Week 7 Contents / Objectives

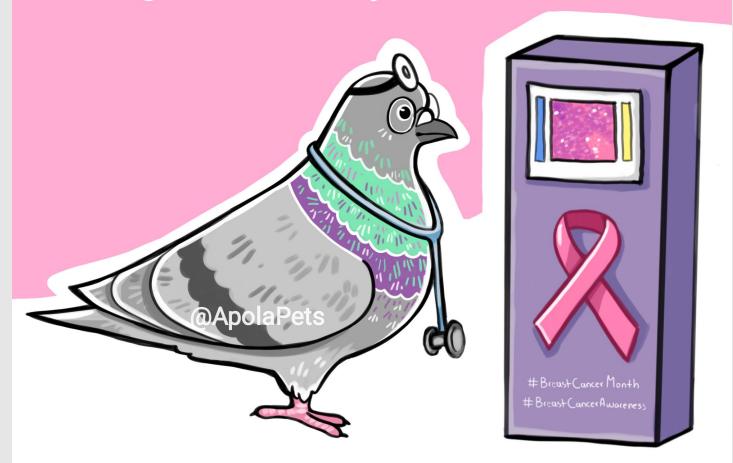
- Learning with Neurons
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# Did you know?

**Pigeons identify Breast Cancer** 



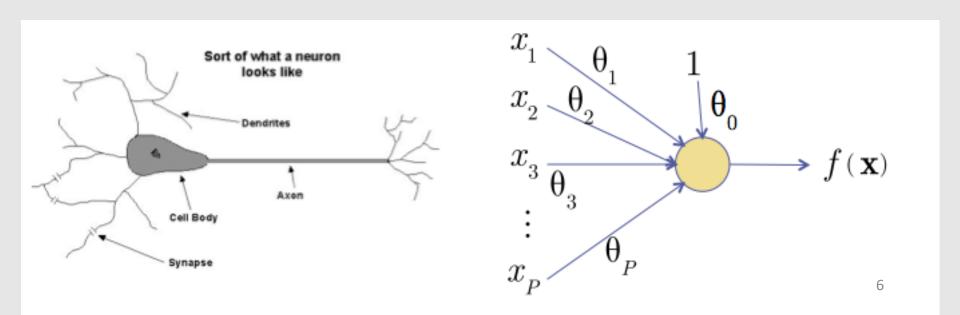
#### Just as well as radiologists



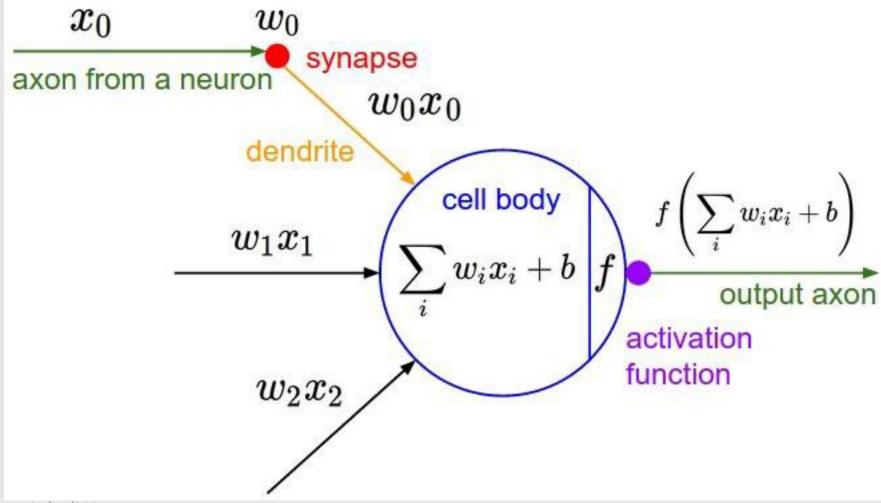
Three correct trials with benign images follow (the yellow button is correct).

### The Neuron Metaphor

- Neurons
  - Accept information from multiple inputs
  - Transmit information to other neurons
- Multiply inputs by weights along edges
- Apply some function to the inputs at each node



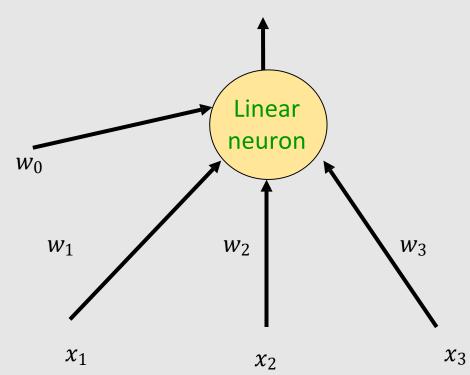
### A Neuron Analogous to the Brain



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#### Neural Network

- Network of neurons
- Linear neuron  $w_0 + w_1x_1 + w_2x_2 + w_3x_3$

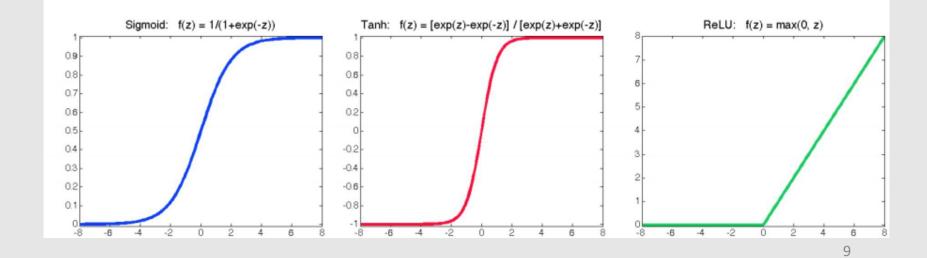


#### **Activation Functions**

Commonly used activation functions

• Sigmoid: 
$$\sigma(z) = \frac{1}{1 + \exp(-z)}$$

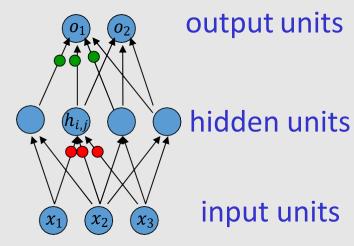
- Tanh:  $\tanh(z) = \frac{\exp(z) \exp(-z)}{\exp(z) + \exp(-z)}$
- ReLU (Rectified Linear Unit): ReLU(z) = max(0, z)



# Computation in Neural Networks

- Forward pass
  - Making predictions (decisions)
  - Plug in the input *x*, get the output *y*

$$\mathbf{o} = g\left( \left( W^{(2)} \right)^T \mathbf{h} + b^{(2)} \right)$$
$$\mathbf{h} = g\left( \left( W^{(1)} \right)^T \mathbf{x} + b^{(1)} \right)$$



- Backward pass (backpropagation for optimisation)
  - Compute the gradient of the cost (loss/error) function with respect to the weights to find good values for weights

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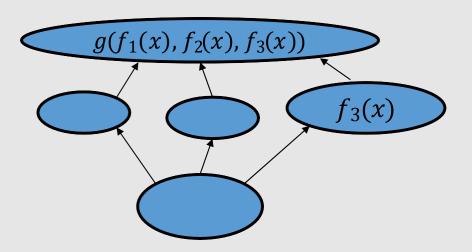
# Autograd: Chain Rule

Univariate chain rule

$$\frac{d}{dt}g(f(t)) = \frac{dg}{df}.\frac{df}{dt}$$

Multivariate chain rule

$$\frac{\partial g}{\partial x} = \sum \frac{\partial g}{\partial f_i} \frac{\partial f_i}{\partial x}$$



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## Week 7 Contents / Objectives

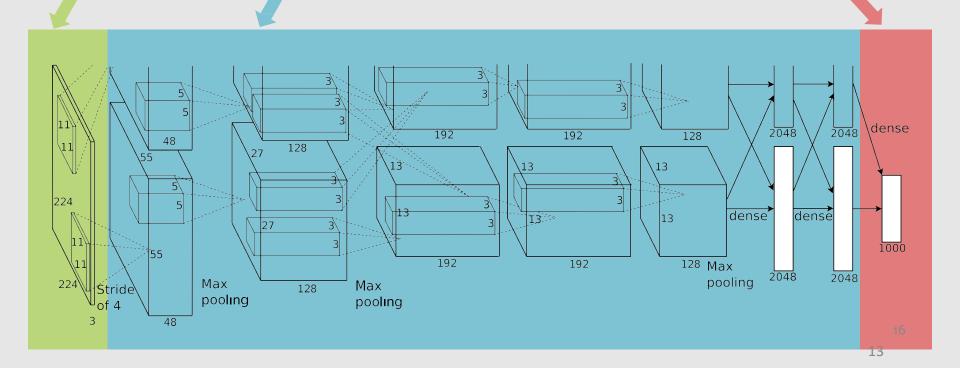
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#### AlexNet for ImageNet LSVRC-2010

Input image (pixels)

- Five convolutional layers (w/max-pooling)
- Three fully connected layers

1000-way softmax



# Data, Model, Metric for Learning

#### 1. Given training data:

$$\{oldsymbol{x}_i, oldsymbol{y}_i\}_{i=1}^N$$

#### 2. Choose each of these:

Decision function/model

$$\hat{\boldsymbol{y}} = f_{\boldsymbol{\theta}}(\boldsymbol{x}_i)$$

Loss function/metric

$$\ell(\hat{oldsymbol{y}}, oldsymbol{y}_i) \in \mathbb{R}$$

Face Face Not a face

**Examples:** Linear regression, Logistic regression, Neural Network

**Examples:** Mean-squared error, Cross Entropy

# Data, Model, Metric, Optimisation

#### 1. Given training data:

$$\{oldsymbol{x}_i, oldsymbol{y}_i\}_{i=1}^N$$

#### 2. Choose each of these:

Decision function/model

$$\hat{\boldsymbol{y}} = f_{\boldsymbol{\theta}}(\boldsymbol{x}_i)$$

Loss function/metric

$$\ell(\hat{oldsymbol{y}}, oldsymbol{y}_i) \in \mathbb{R}$$

#### 3. Define goal:

Objective function

$$oldsymbol{ heta}^* = rg \min_{oldsymbol{ heta}} \sum_{i=1}^N \ell(f_{oldsymbol{ heta}}(oldsymbol{x}_i), oldsymbol{y}_i)$$

4. Train/optimize with SGD: (take small steps opposite the gradient)

$$\boldsymbol{\theta}^{(t+1)} = \boldsymbol{\theta}^{(t)} - \eta_t \nabla \ell(f_{\boldsymbol{\theta}}(\boldsymbol{x}_i), \boldsymbol{y}_i)$$

# Data, Model, Metric, Optimisation

1. Given training data:

$$\{\boldsymbol{x}_i, \boldsymbol{y}_i\}_{i=1}^N$$

- 2. Choose each of these:
  - Decision function/mod

$$\hat{\boldsymbol{y}} = f_{\boldsymbol{\theta}}(\boldsymbol{x}_i)$$

Loss function/metric

$$\ell(\hat{oldsymbol{y}}, oldsymbol{y}_i) \in \mathbb{R}$$

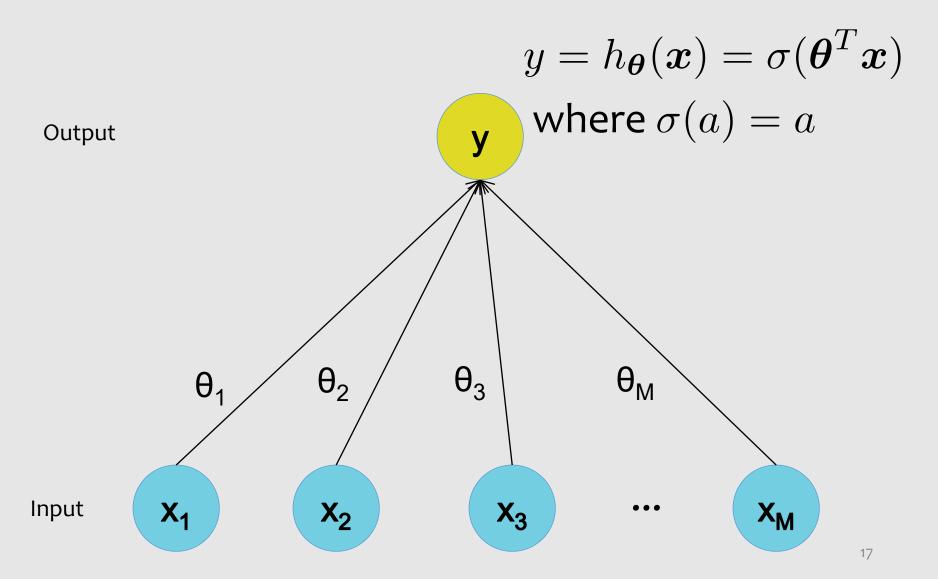
- 3. Define goal:
- Objective function

Compute **gradients**via backpropagation
Using automatic
differentiation

$$(f_{m{ heta}}(m{x}_i),m{y}_i)$$

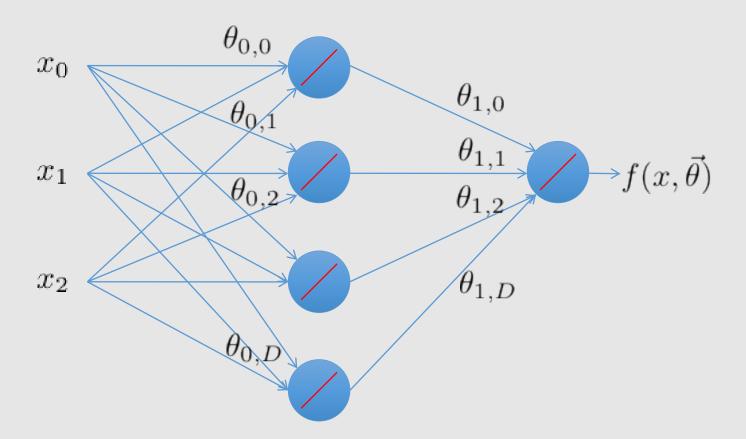
opposite the gradient)  $oldsymbol{ heta}^{(t)} - \eta_t 
abla \ell(f_{oldsymbol{ heta}}(oldsymbol{x}_i), oldsymbol{y}_i)$ 

# Linear Regression Model ( $x \rightarrow y$ )



### Linear Regression Neural Networks

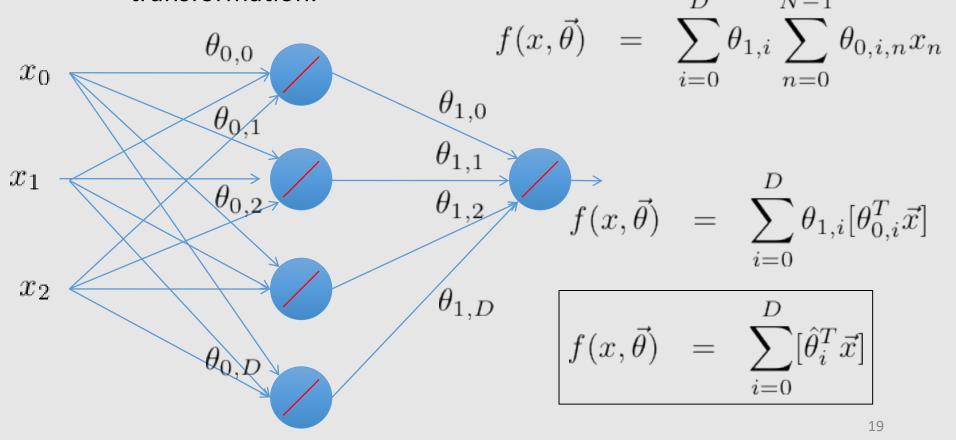
 Question: What happens when we arrange linear neurons in a multilayer network?



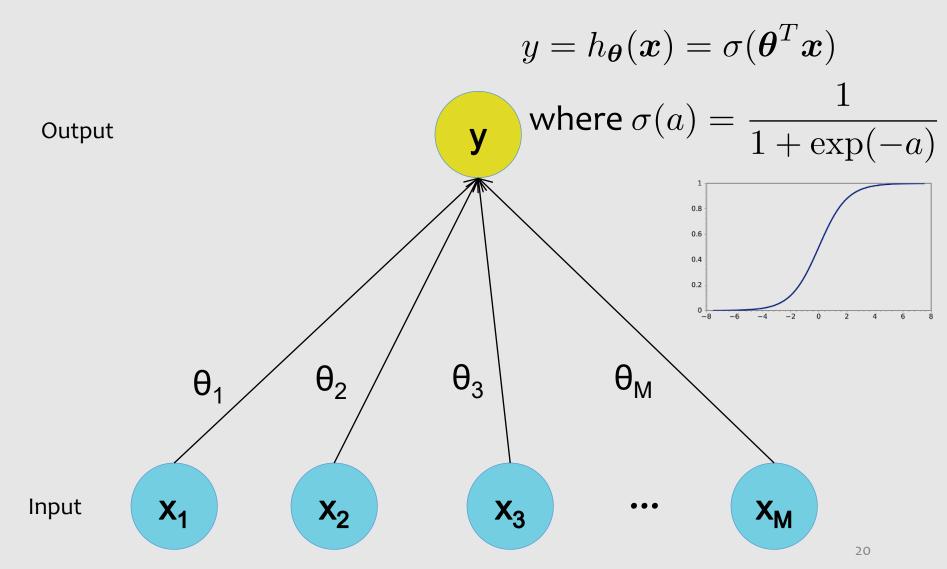
### Linear Regression Neural Networks

Nothing special happens.

 The product of two linear transformations is itself a linear transformation.

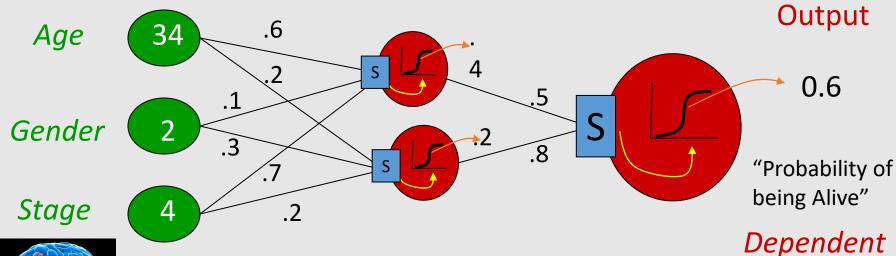


# Logistic Regression Model (x -> y)



### Logistic Regression Neural Networks

#### Inputs



Independent (input) variables

Weights (Coefficients) Hidden layer

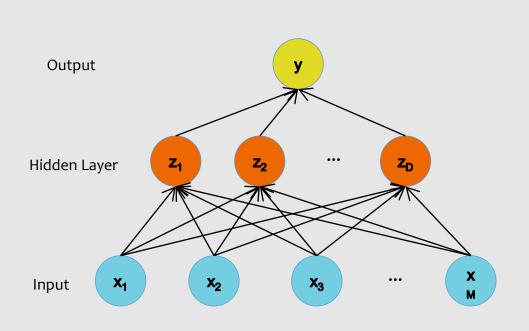
Weights (Coefficients)

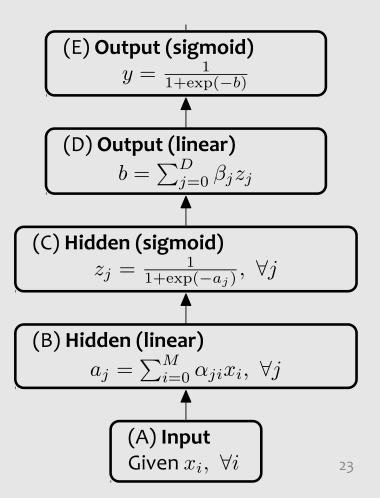
Dependent (output) variable (Prediction /estimate/ target)

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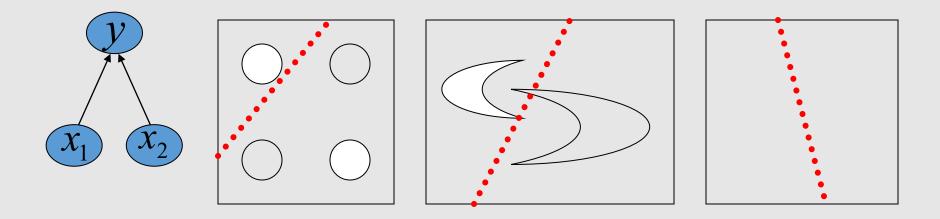
# Hidden Layers -> Decisions





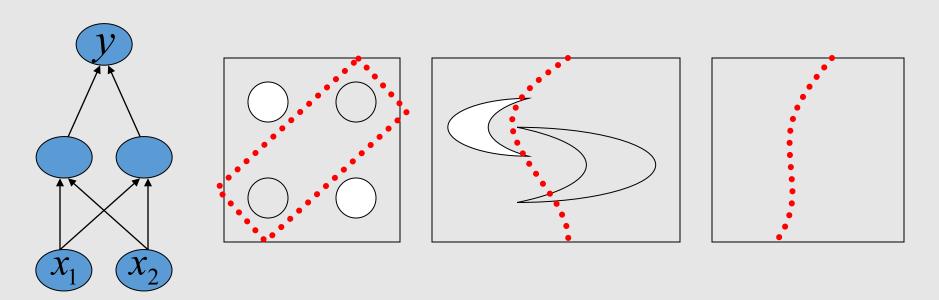
## Decision Boundary

- 0 hidden layers: linear classifier
  - Hyperplanes

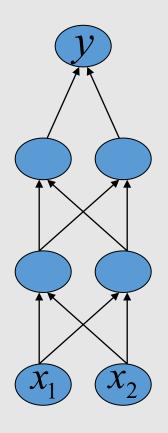


### Decision Boundary

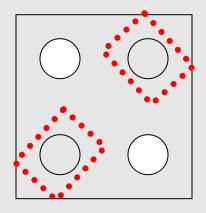
- 1 hidden layer
  - Boundary of <u>convex</u> region (open or closed)

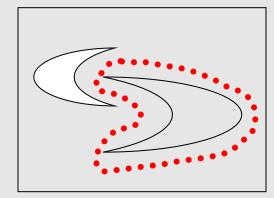


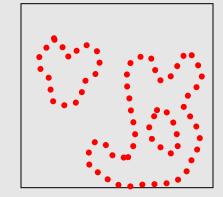
## Decision Boundary



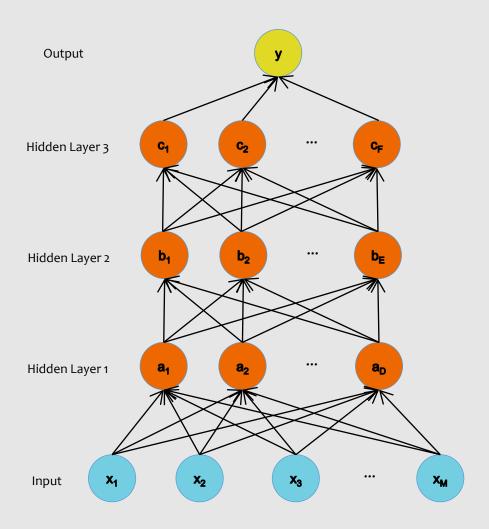
- 2 hidden layers
  - Combinations of convex regions





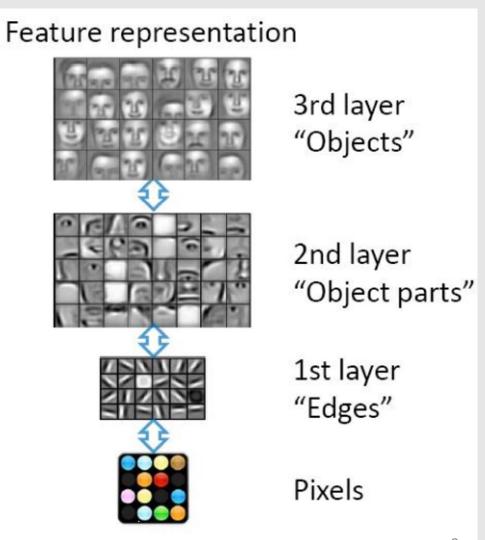


# Deeper Networks



#### Different Levels of Abstraction

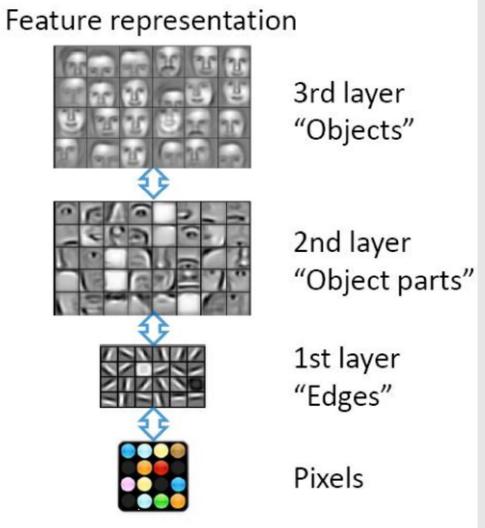
- We don't know the "right" levels of abstraction
- So let the model figure it out!



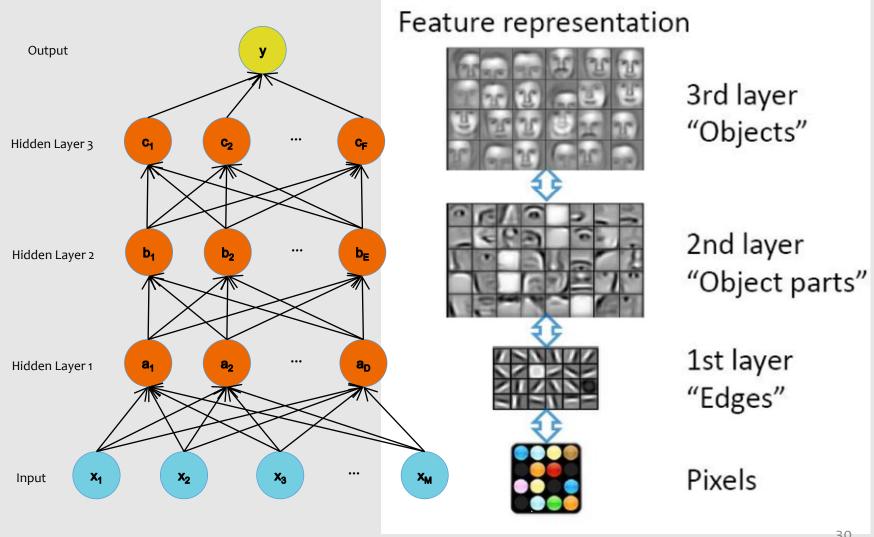
#### Different Levels of Abstraction

#### **Face Recognition:**

- Deep Network can build up increasingly higher levels of abstraction
- Lines, parts, regions



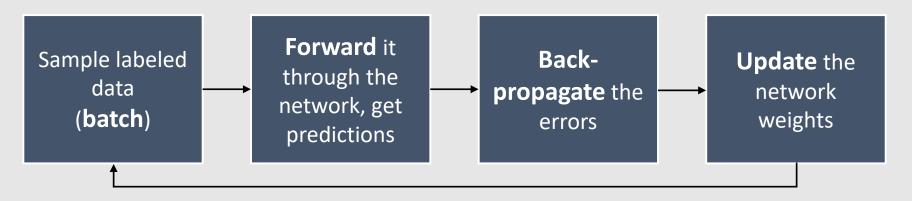
#### Different Levels of Abstraction



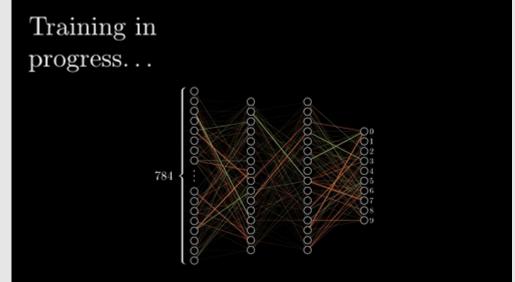
### Machine Learning Ingredients

- Data: + pre-processing (& visualisation), e.g.,  $\mathcal{N}(0,1)$
- Model
  - Structure ~ Architecture ← expert knowledge
    - Must specify before ML, can optimise via cross validation (CV)
  - **Hyper-parameter**, e.g., prior, #degree, layer ← knowledge
    - Must specify (choices) and can optimise via CV (tuning)
  - Parameters (theta)
    - Compute/learn parameter, e.g., weights, bias ← optimisation alg.
- Evaluation metric (what's best): loss/error function
- Optimisation: (how to find the best) learnable parameters

### Neural Network Training



Data → Model → Metric → Optimisation



https://slazebni.cs.illinois.edu/fall18/assignment2/nn.gif

#### Neural Network Ingredients

- Data: + pre-processing, e.g.,  $\mathcal{N}(0,1)$
- Model
  - Structure/Architecture: layered network
  - Hyper-parameter: layer specs, e.g. #layers, #neurons/units, activation function
  - Parameters (theta): layer weights & biases
- Evaluation metric (loss): max likelihood (min NLL), cross-entropy, etc.
- Optimisation: backpropagation (gradient-based)

## Week 7 Contents / Objectives

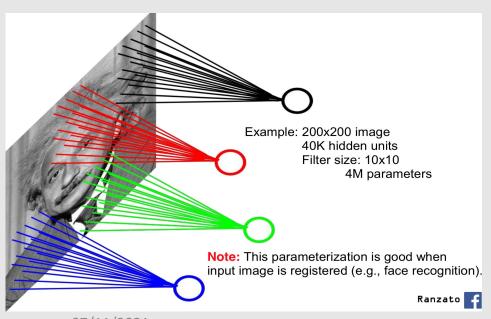
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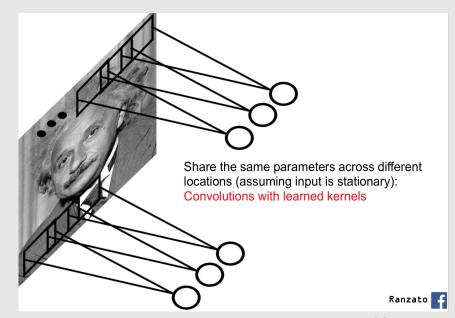
## Fully Connected (FC) Layer

- Linear layers such as linear/logistic regression
- What if our network is bigger?
  - Input image: 200 × 200 pixels, first hidden layer: 500 units
  - Question: How many weights for input→1<sup>st</sup> hidden?
     20 million
  - Q: Why is using an FC layer problematic for images?
    - Computing predictions (forward pass) will take a long time
    - A large number of weights requires a lot of training data to avoid overfitting
    - Small shift in image can result in large change in prediction
    - Not making use of the image geometry

#### Convolutional Neural Network

- Key ideas:
  - Locally-connected layers: look for local features in small regions of the image
  - Weight-sharing: detect the same local features across the entire image



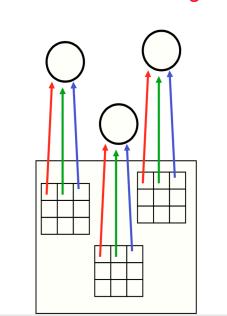


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# Weight Sharing

 Each neuron on the higher layer detects the same feature, but in different locations on the lower layer

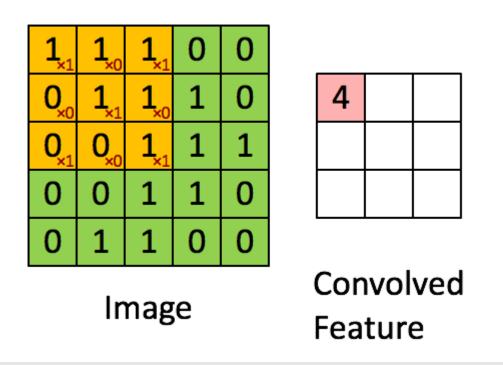
The red connections all have the same weight



"Detecting" = the output (activation) is high if the feature is present

"Feature" = something in the image, like an edge, blob or shape

### Forward Pass Example (Single Channel)



https://developer.nvidia.com/sites/default/files/pictures/2018/convolution-2.gif

- The kernel/filter (yellow) contains the trainable weights. In the above, the kernel *size* is 3 ×3.
- The "convolved features" is another term for "convolution output"

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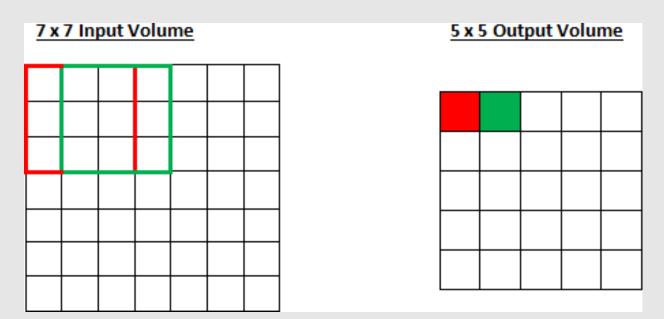
#### Example of convolution

Greyscale input image: 7 × 7

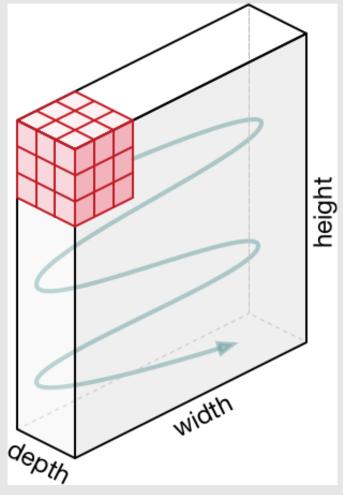
Convolution kernel: 3 × 3

#### **Questions:**

- How many units are in the output?
- How many trainable weights are there?



# Convolution in RGB for colour images

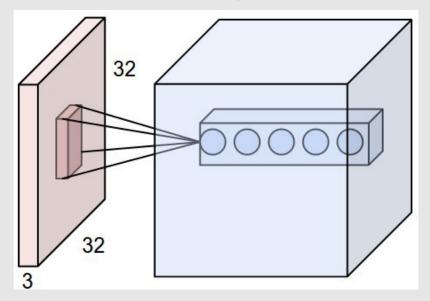


The kernel: a 3-D tensor! In this example, the kernel has size  $\frac{3}{4} \times 3 \times 3$ .

The first number 3: the number of **input channels** or **input feature maps** 

#### Detecting Multiple Features

- **Q**: What if we want to detect many features of the input? (e.g. **both** horizontal edges and vertical edges, and maybe even other features?)
- A: Have many convolutional filters!

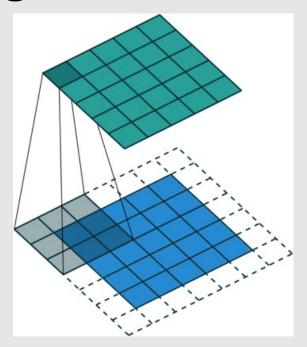


Input image size:  $3 \times 32 \times 32$ 

Convolution kernel (4D):  $3 \times 3 \times 3 \times 5$ 

- The number 3 is the number of input channels or input feature maps
- The number <u>5</u> is the number of **output channels** or **output feature maps**

#### Zero Padding

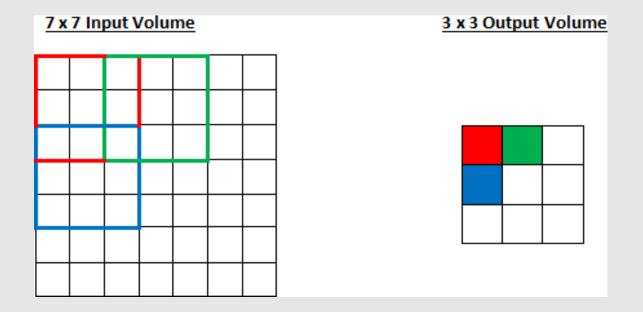


Add zeros around the border of the image (can add more than one pixel of zeros)

Question: Why might we want to add zero padding?

- Keep the next layer's width and height consistent with the previous
- Keep the information around the border of the image

#### Strided Convolution

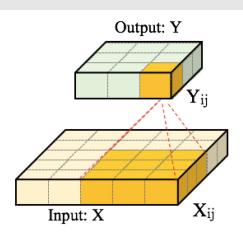


Shift the kernel by **2** (stride=2) when computing the next output feature.

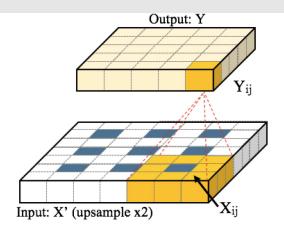
**Objective**: to consolidate (summarise) information

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#### Transpose Convolution Layer



(a) Convolutional layer: the input size is the convolution is performed with stride S = 1and no padding (P = 0). The output Yis of size  $W_2 = H_2 = 3$ .



(b) Transposed convolutional layer: input size  $W_1 = H_1 = 5$ ; the receptive field F = 3;  $W_1 = H_1 = 3$ ; transposed convolution with stride S = 2; padding with P = 1; and a receptive field of F = 3. The output Yis of size  $W_2 = H_2 = 5$ .

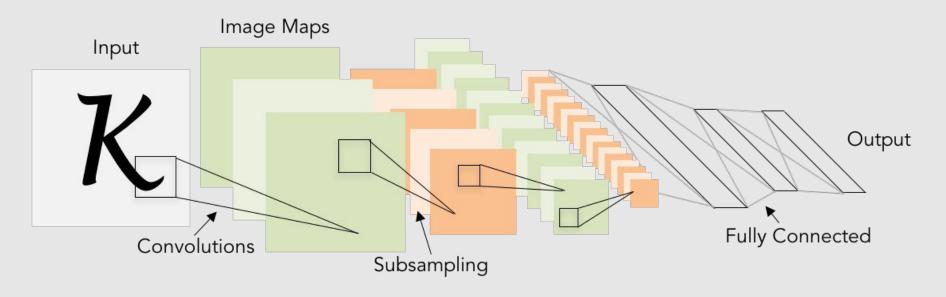
https://www.mdpi.com/2072-4292/9/6/522/htm

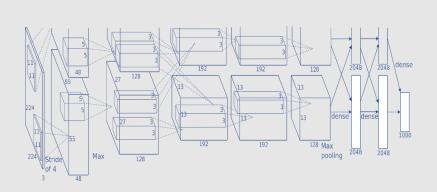
More at <a href="https://github.com/vdumoulin/conv">https://github.com/vdumoulin/conv</a> arithmetic

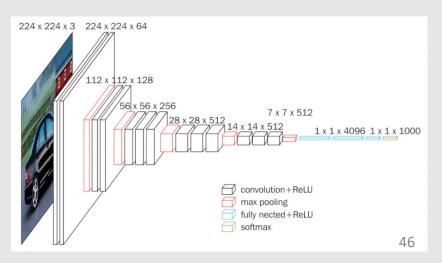
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#### Convolutional Neural Networks

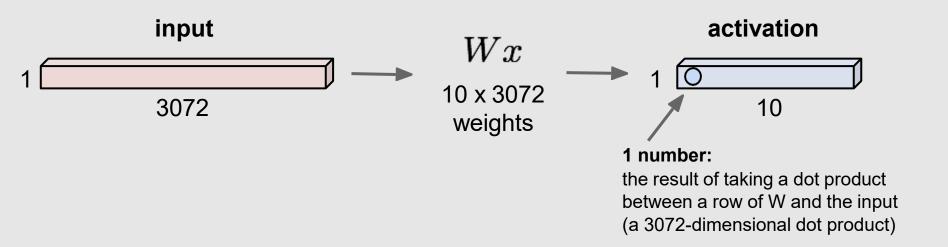






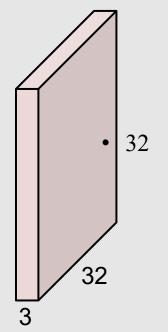
### Fully Connected Layer

32x32x3 image → stretch to 3072 x 1



#### Tensor: Preserve spatial structure

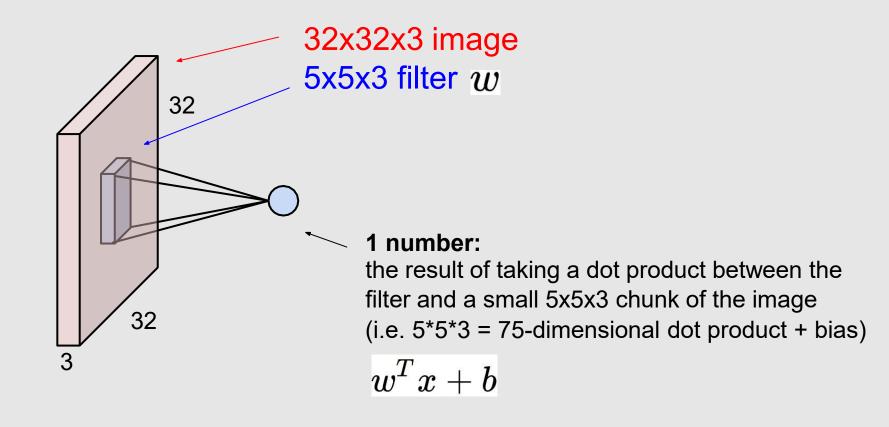
• 32x32x3 image

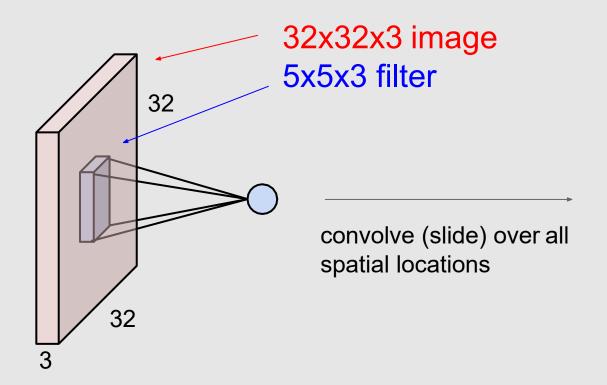


Filters always extend the full depth of the input volume

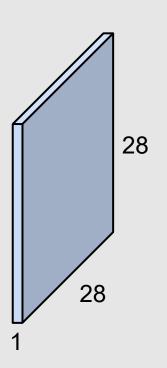
• 5x5x3 filter

- **Convolve** the filter with the image
- i.e. "slide over the image spatially, computing dot products"

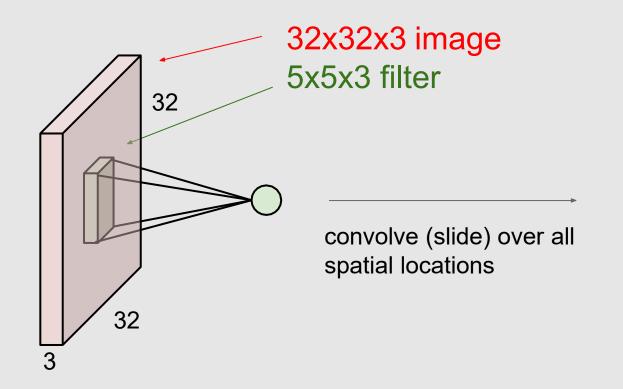


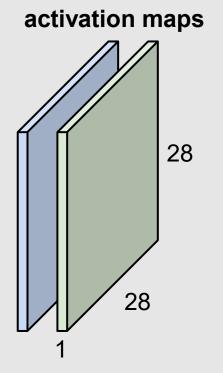


#### activation map

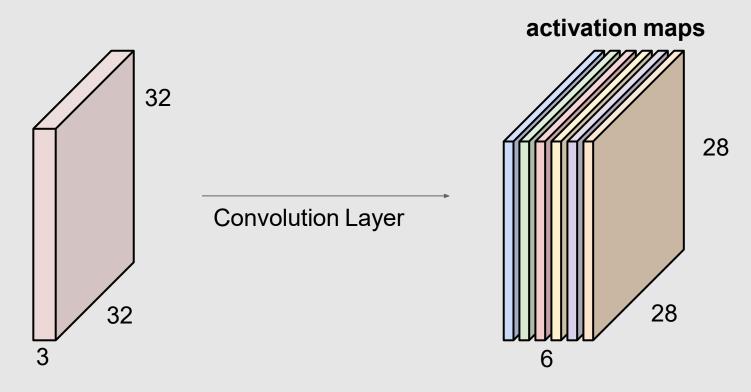


consider a second, green filter





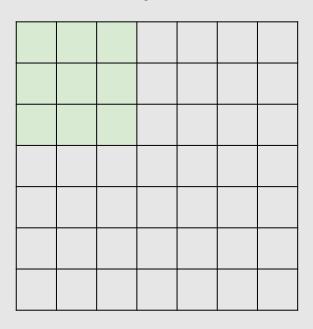
For example, if we had 6 5x5 filters, we'll get 6 separate activation maps:



We stack these up to get a "new image" of size 28x28x6!

# Convolution Operation

7

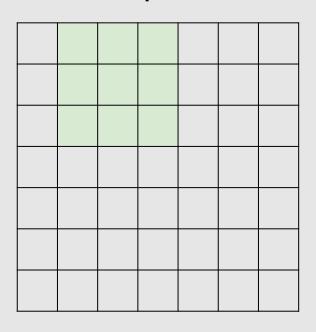


7x7 input (spatially) assume 3x3 filter

7

# Convolution Operation

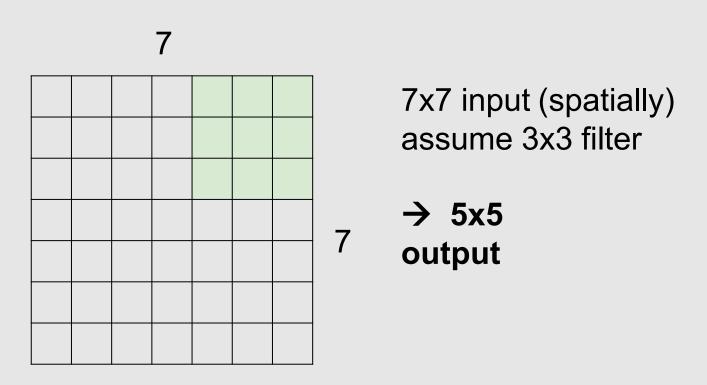
7



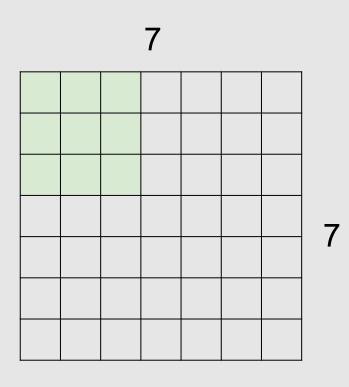
7x7 input (spatially) assume 3x3 filter

7

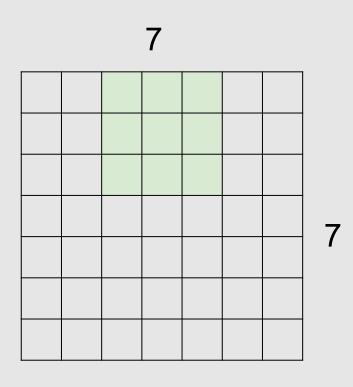
#### Convolution Operation



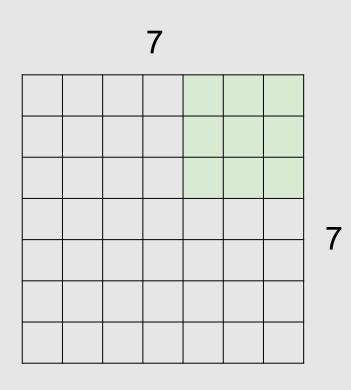
After three more sliding and dot products



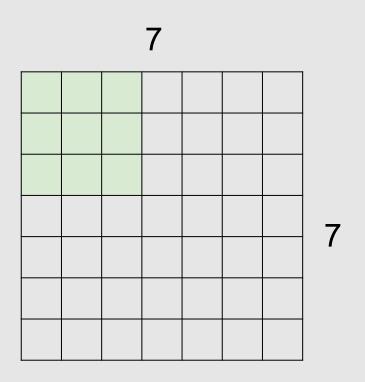
7x7 input (spatially) assume 3x3 filter applied with stride 2



7x7 input (spatially) assume 3x3 filter applied with stride 2



7x7 input (spatially) assume 3x3 filter applied with stride 2 → 3x3 output!

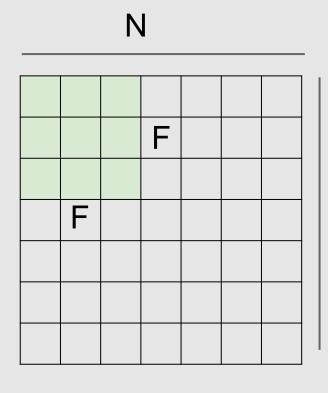


Question: 7x7 input (spatially) assume 3x3 filter applied with stride 3?

doesn't fit!
cannot apply 3x3 filter
on 7x7 input with stride
3 (unless ignoring parts).

#### Convolution – Size of output

N

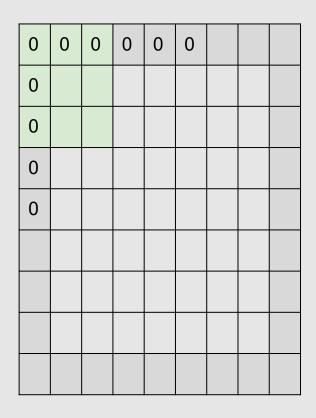


Output size:

(N - F) / stride + 1

e.g. N = 7, F = 3:  
stride 1 => 
$$(7 - 3)/1 + 1 = 5$$
  
stride 2 =>  $(7 - 3)/2 + 1 = 3$   
stride 3 =>  $(7 - 3)/3 + 1 = 2.33$ 

#### Zero Padding



e.g. input 7x73x3 filter, applied with stride 1pad with 1 pixel border => what is the output?

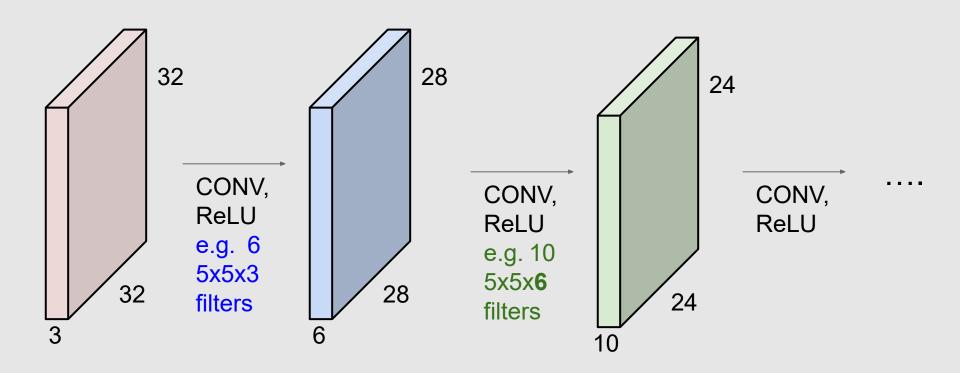
#### 7x7 output!

in general, common to see CONV layers with stride 1, filters of size FxF, and zero-padding with (F-1)/2. (will preserve size spatially)

```
e.g. F = 3 => zero pad with 1
F = 5 => zero pad with 2
F = 7 => zero pad with 3
```

#### Convolution Shrinks

Example: 32x32 input convolved repeatedly with 5x5 filters shrinks volumes spatially! (32  $\rightarrow$  28  $\rightarrow$  24 ...).



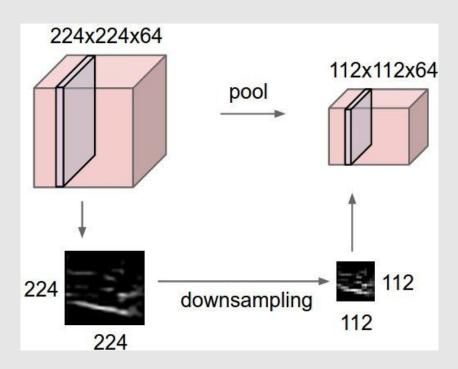
#### Exercises

- Input volume: 32x32x3; 10 5x5 filters with stride 1, pad 2
  - Output volume size?

Number of parameters for this layer?

### Pooling Layer: Downsampling

- Operate over each activation map independently:



## Max Pooling

#### Single depth slice

0 1					
x	\	1	1	2	4
		5	6	7	8
		3	2	1	0
		1	2	3	4

max pool with 2x2 filters and stride 2

# Lab 7 CNN (See notebook for details)

```
init (self):
super(CNN, self). init ()
self.conv1 = nn.Conv2d(3, 6, 5) #3: #
self.pool = nn.MaxPool2d(2, 2)
self.conv2 = nn.Conv2d(6, 16, 5)
self.fc1 = nn.Linear(16 * 5 * 5, 120)
self.fc2 = nn.Linear(120, 84)
self.fc3 = nn.Linear(84, 10)
forward(self, x):

    After fc1: 120

x = self.pool(F.relu(self.conv1(x)))
x = self.pool(F.relu(self.conv2(x)))

    After fc2:84

x = x.view(-1, 16 * 5 * 5)
x = F.relu(self.fc1(x))
x = F.relu(self.fc2(x))
x = self.fc3(x)
return x
```

• Initial Image Size:  $3 \times 32 \times 32$ 

• After conv1 :  $6 \times 28 \times 28$  (32)

After Pooling: 6 x 14 x 14 (image)

• After conv2 :  $16 \times 10 \times 10$  (14)

After Pooling: 16 × 5 × 5 (halve

After fc3: 10 (= number of class)

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#### Recommended Reading

- <u>CS231n: Convolutional Neural</u>
   <u>Networks for Visual Recognition</u>

   <u>from Stanford</u> (Fei-Fei Li et al.)
- The Deep Learning Book with a free official html version provided by the authors (Ian Goodfellow et al.)
- Convolution arithmetic

PyTorch documentations

The lab notebook and references