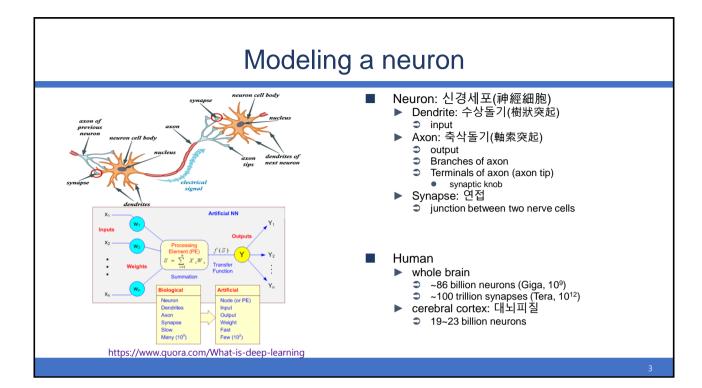
## **Introduction to Deep Learning**

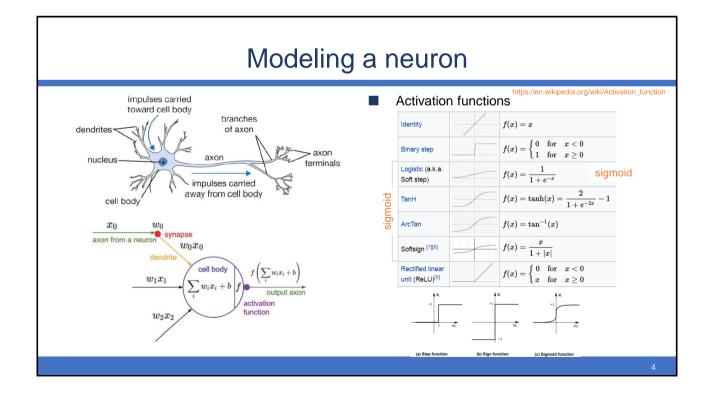
2019 - 2020

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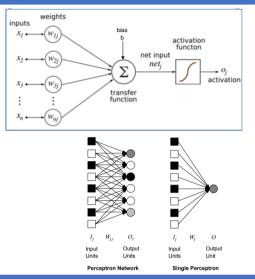
- Modeling a neuron
- Perceptron
- How perceptron classifies hyperplane
- Perceptron: Boolean
- Perceptron: Boolean AND training
- Multi-layered perceptron
- Layer-wise organization
- Categories of ANN
- Brief history of neural network
- Popular frameworks





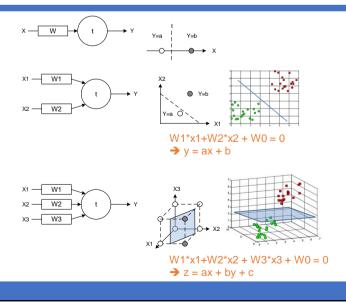
#### Perceptron: single layer neural network

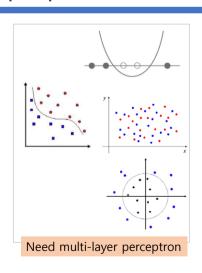
- Perceptron is <u>a single artificial neuron</u> that computes its weighted input and uses a threshold activation function.
  - It is also called a TLU (threshold logic unit).
  - It effectively separates the input space into two categories by the hyperplane: W\*X+b = 0
  - Perceptron is a linear classifier.
    - Cannot deal with non-linear cases
  - Perceptron refers to a particular supervised learning model with backpropagation learning algorithm.
  - Perceptron is an algorithm for supervised learning of binary classifiers.



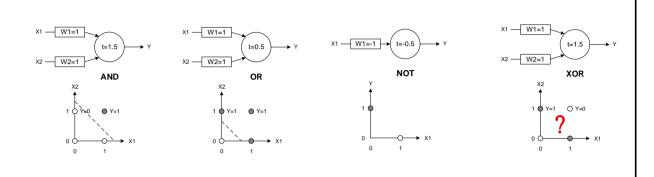
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### How perceptron classifies hyperplane





#### Perceptron: Boolean



-/

### Perceptron: Boolean AND training

- Step 1: initialize the weight and the threshold.
  - Weights may be initialized to 0 or to a small random value.
- Step 2: repeat until error is less than a specific value
  - Calculate output (for j-th test set)

$$y_j(t) = f[\mathbf{w}(t) \cdot \mathbf{x}_j]$$
  
=  $f[w_0(t)x_{j,0} + w_1(t)x_{j,1} + w_2(t)x_{j,2} + \dots + w_n(t)x_{j,n}]$ 

Update weights (for i-th path for j-th test set) (d<sub>i</sub> is desired or expected value)

$$w_i(t+1) = w_i(t) + (d_j - y_j(t)) x_{j,i}$$
 , for all features  $0 \leq i \leq n$  .

Calculate error

$$rac{1}{s}\sum_{j=1}^s |d_j-y_j(t)|$$

- Training set [{inputs: expected}]
  - $\qquad \qquad T0 = \{0,0:0\}, \ T1 = \{0,1:0\}, \ T2 = \{1,0:0\}, \ T3 = \{1,1:1\}$
- for T0 and T1 and T2 (assume all weights are 0)
  - y = 0x0+0x0 = 0
  - e = 0-0 = 0 (no error)
  - No update since no error
- for T3
  - y = 1x0+1x0=0
  - e = 1-0 = 1
  - w0 = 0 + (1-0) = 1
  - $\mathbf{w} = 0 + (1-0) = 1$
- After updating
  - ▶ for T3, T2, and T1
    - y = 1x1+1x1=2 => apply threshold = 1.5
    - e = 1-1 = 0
      y = 1x1+1x0=1 => apply threshold = 1.5
    - e = 0-0 = 0
    - y = 1x0+1x1=1 => apply threshold = 1.5
    - y = 1x0+1x0=0 => apply threshold = 1.5
    - y = 1x0+1x0=0 => apply threshold = 1 e = 0-0 = 0

### Perceptron: Boolean OR training

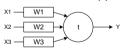
- Training set [{inputs: expected}]
  - ► T0={0,0:0}, T1={0,1:1}, T2={1,0:1}, T3={1,1:1}
- for T0 (assume all weights are 0)
  - y = 0x0+0x0 = 0
  - ightharpoonup e = 0-0 = 0 (no error)
  - No update since no error
- for T1
  - y = 0x0+0x1=0
  - ▶ e = 1-1 = 1
  - $\mathbf{w}$  w0 = 0 + (1-1) = 1
  - $\mathbf{w}$  1 = 0 + (1-1) = 1
  - ▶ Update w0 and w1
- After updating
  - ▶ for T2
    - $\Rightarrow$  y = 1x1+1x0=1 => apply threshold = 1
    - **○** e = 1-1 = 0
  - No update since no error

- for T3
  - y = 1x1+1x1=2 ==> apply threshold = 1
  - ightharpoonup e = 1-1 = 0
  - ▶ No update since no error

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### Your project

Find W and threshold (t) for three inputs Boolean.





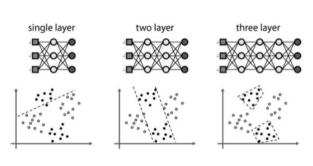
X3
<b>↑</b>
_Φ <del>-</del> -Φ
~ ( ) ~ ( )
9===9
<b>→</b> X2
\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \
X1 0 0

X1	X2	Х3	Y=AND(X1,X2,X3)
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1

X1	X2	Х3	Y=OR(X1,X2,X3)
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	1

### MLP: Multi-layered perceptron (다층 퍼셉트론)

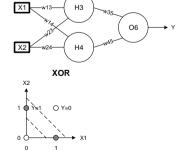
Structure	Types of Decision Regions	Exclusive-OR Problem
Single-Layer	Half Plane Bounded By Hyperplane	A B A
Two-Layer	Convex Open Or Closed Regions	A B A
Three-Layer	Arbitrary (Complexity Limited by No. of Nodes)	A B A

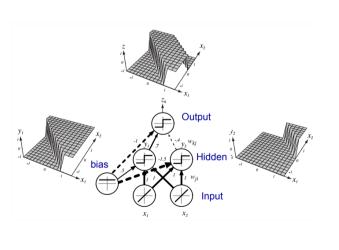


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### Multi-layered perceptron

#### ■ Two-unit network (two layers)

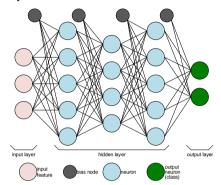




(from Pascal Vincent's slides)

#### Layer-wise organization

- 3 types of layers
  - Input layer
  - hidden layer
  - output layer

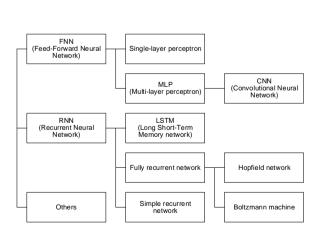


fully-connected multi-layered neural network

- input layer: not counted for the number of layers
- hidden layer
- output layer
- For the picture on the left
  - assume fully connected
  - ▶ 4-layered including 3-hidden layers
  - ▶ 17 neurons: 5+4+5+2
  - ► 65 weights: 3x5+5x4+4x5+5x2
    - not including bias
  - 16 biases: 5+4+5+2
    82 learnable parameters: 65+16
- Modern neural network
  - ▶ 10~20 layers, ~100 million parameters
  - ► How about 125 layers?

1.

### Categories of ANN (Artificial Neural network)



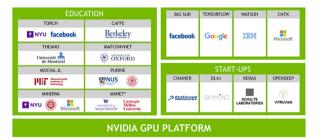
- Fully-Connected NN
  - feed forward
  - ► Multi-Layer Perceptron (MLP)
- Convolutional NN (CNN)
  - ► feed forward, sparsely-connected
  - ▶ Image recognition
  - AlphaGo
- Recurrent NN (RNN)
  - feedback
- Long Short-Term Memory (LSTM)
  - feedback + storage
  - Microsoft speech recognition
  - Google neural machine translation (GNMT)

See neural network topology: http://www.asimovinstitute.org/neural-network-zoo/

#### Popular Frameworks

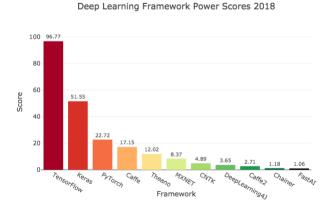
- Popular Frameworks with supported interfaces
  - Caffe
    - Berkeley / BVLC (Berkeley Artificial Intelligence Research)
    - C, C++, Python, Matlab
  - TensorFlow
    - Google Brain
    - C++, Python
  - PyTorch
  - theano
    - U. Montreal
      - Python
  - torch
    - Facebook / NUU
    - C, C++, Lua
  - CNTK
    - Microsoft
  - **MXNet** 
    - Carnegie Mellon University / DMLC (Distributed Machine Learning Community)

https://developer.nvidia.com/deep-learning-frameworks



https://blogs.nvidia.com/blog/2016/01/12/accelerating-ai-artificial-intelligence-gpus/

# **Popularity**



Deep Learning Framework Deep Learning Framework Power Scores (by Jeff Hale) http://bit.ly/2GBa3tU

https://towardsdatascience.com/deep-learning-framework-power-scores-2018-23607ddf297a

- TensorFlow
- 2. K Keras
- 3. O PyTorch
- 4. Caffe
- 5. theano
- Minet.
- 7. CNTK
- 8. **DL4J**
- 9. **立 Caffe**2 10. Chainer
- 11. **fast.ai**

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