



Outline

Part I

Overview of Neural Networks (aka Multilayer Perceptron)
Convolution Neural Networks and Scaling
Exercise, MNIST classification

Part II

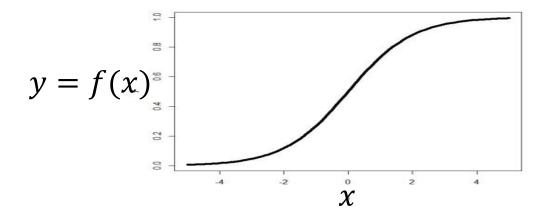
Practical Guidelines: Hyperparameters, Workflows, Batchjobs, GPUs
Exercise, Multinode MNIST



Logistic Regression to Neural Network

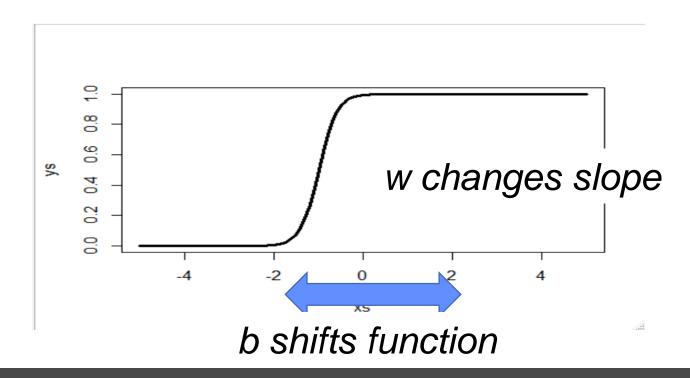
$$f(x,b,w) = \frac{\exp^{(b+w*x)}}{1+\exp^{(b+wx)}} = \frac{1}{1+exp^{(-(b+wx))}}$$

for parameters: b = 0 , $w_1 = 1$

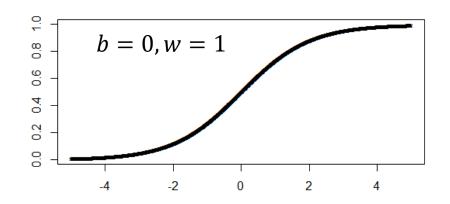


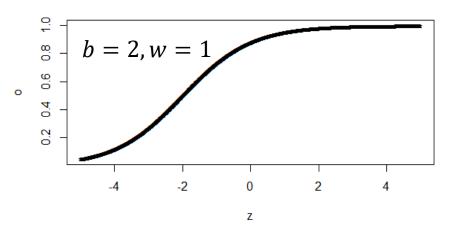
Logistic Regression to Neural Network

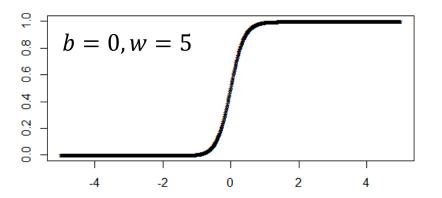
$$f(x,b,w) = \frac{\exp^{(b+w*x)}}{1+\exp^{(b+wx)}}$$

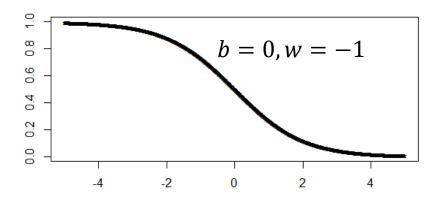


Logistic function w/various weights

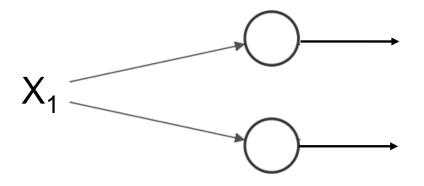




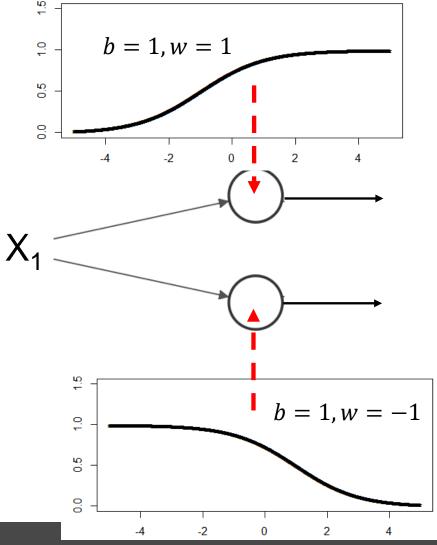




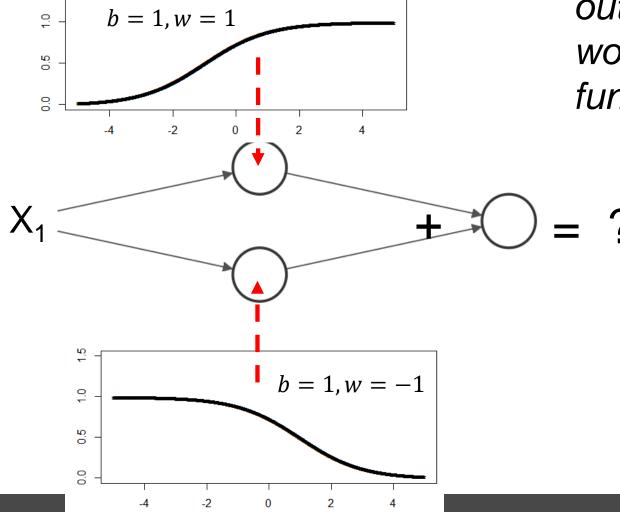
Example: 1 input into 2 logistic units



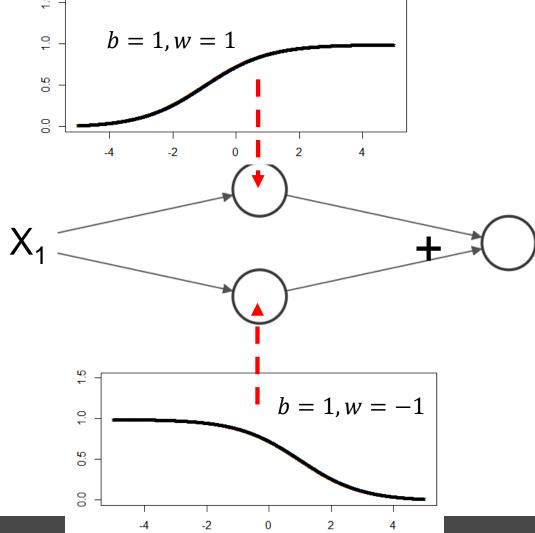
Example: 1 input into 2 logistic units with these activations



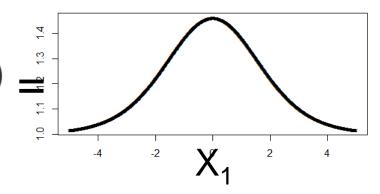
Example: 1 input into 2 logistic units with these activations



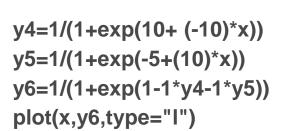
Example: 1 input into 2 logistic units with these activations

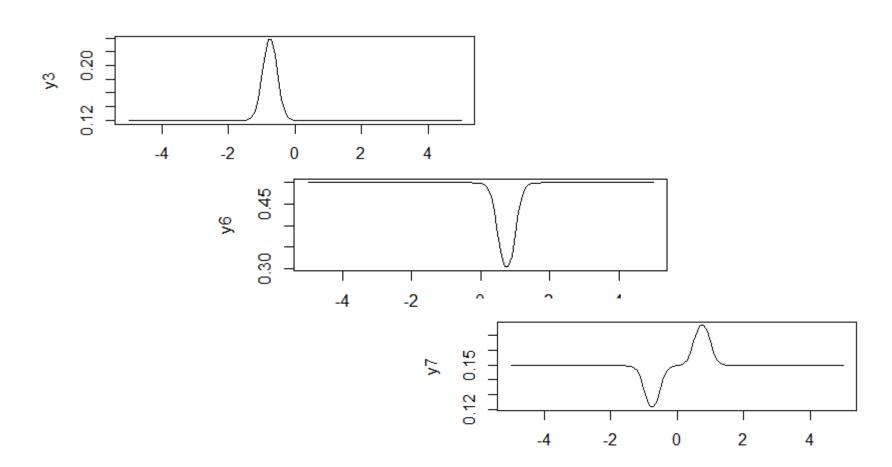


If you add these 2 units into a final output unit what would the output function look like?

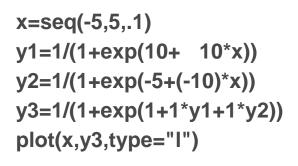


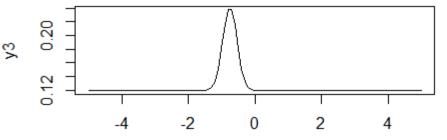
Higher level function combinations



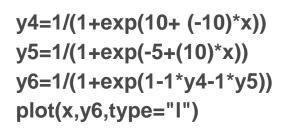


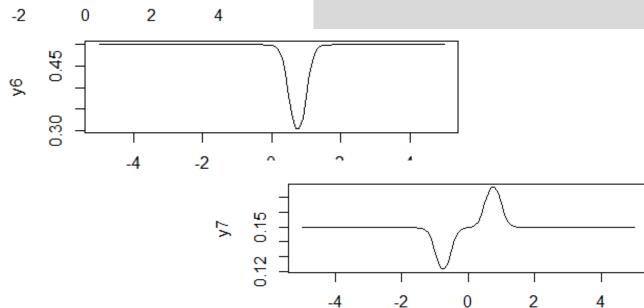
Higher level function combinations





Multiple layer networks can represent any logical or realvalued functions (unbiased, but potential to overfit)





Logistic to Neural Network model

$$f(x,b,w) = \frac{\exp^{(b+w*x)}}{1+\exp^{(b+wx)}}$$

Draw out function as a little graph, 1 input

Logistic to Neural Network model

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Logistic to Neural Network model

$$f(x,b,w) = \frac{\exp^{(b+w*x)}}{1+\exp^{(b+wx)}}$$

Draw out function as a little graph, 1 input

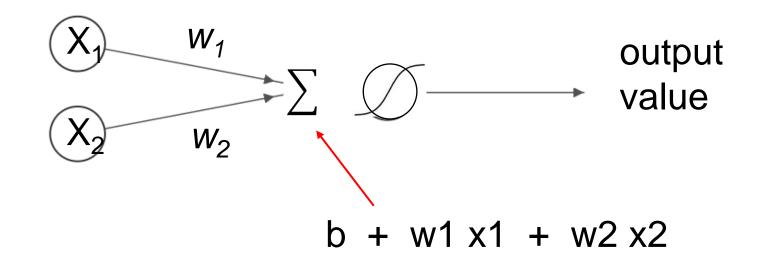
logistic function will transform input to output – call it the 'activation' function

"weight"

output

value

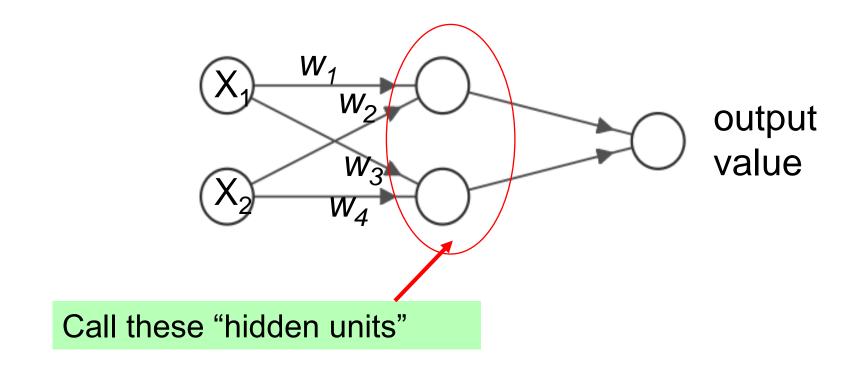
Using 2 input units, the graph model would be:



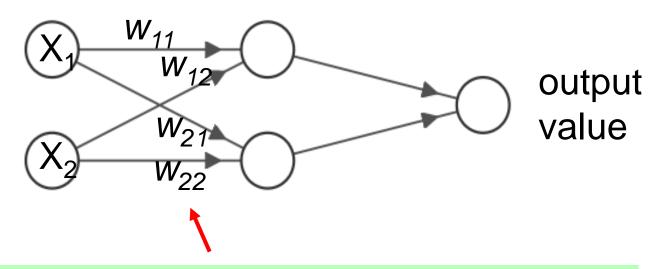
We usually don't draw the bias.

We assume inputs*weights are summed (a dot product)

Using 2 input units, 2 intermediate units, and 1 output:



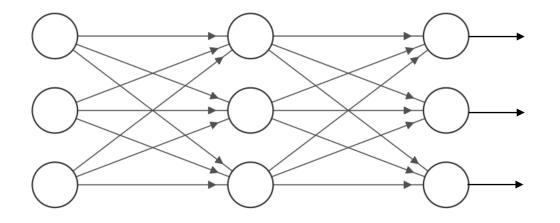
Using 2 input units, 2 intermediate units, and 1 output:



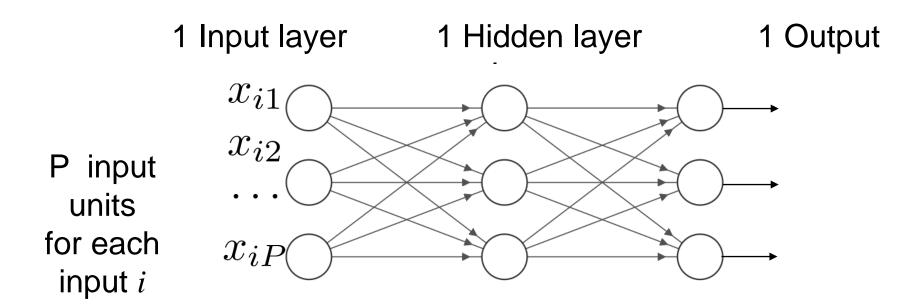
For X a Px1 vector, we set up a weight matrix W so that:

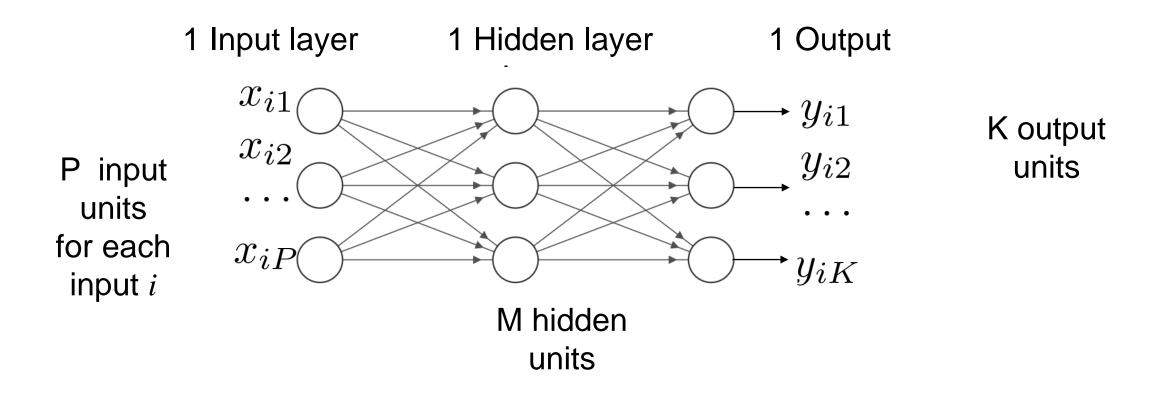
W*X = incoming activations

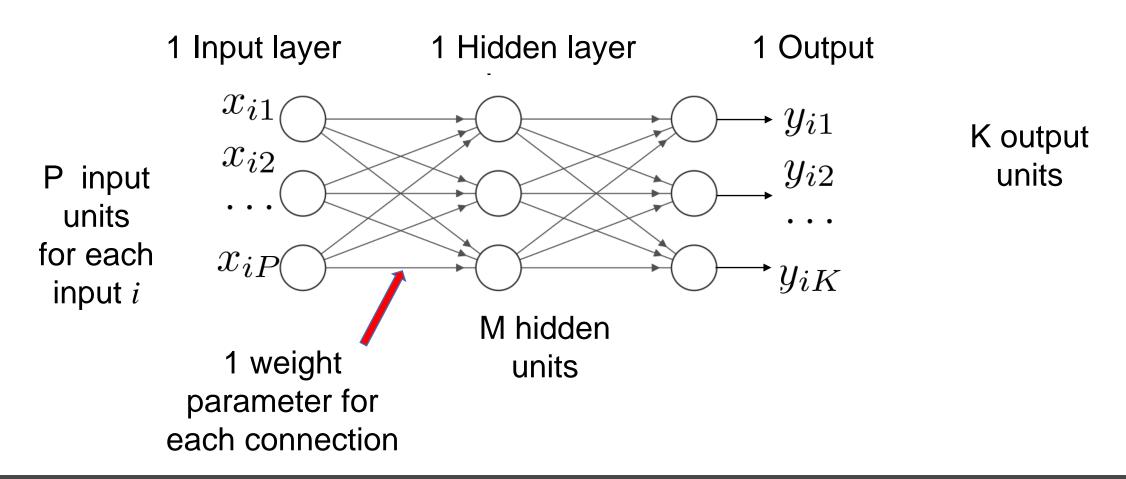
More generally, we can add a hidden layer, and have many inputs and outputs



1 Input layer 1 Hidden layer 1 Output

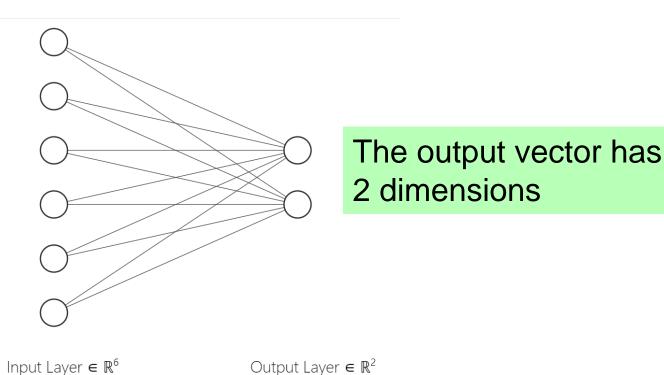






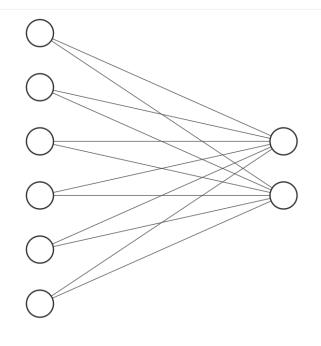
Quick side note: fewer units at each layer creates an 'embedding' of the X input into a lower dimension output

Here, the input vector has 6 values, so it's 6 dimensions



Quick side note: fewer units at each layer creates an 'embedding' of the X input into a lower dimension output

Here, the input vector has 6 values, so it's 6 dimensions



The output vector has 2 dimensions.

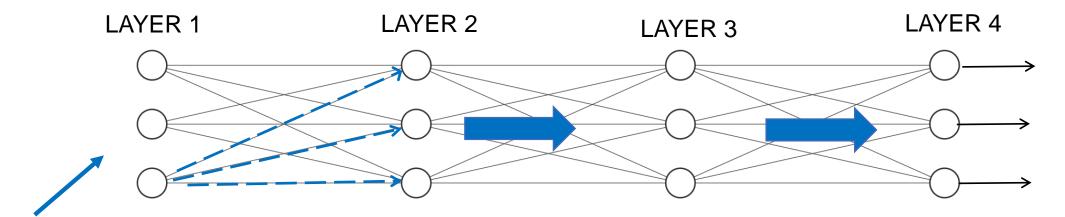
Input Layer $\in \mathbb{R}^6$

Output Layer $\in \mathbb{R}^2$

Learning the most relevant information usually means learning good embeddings!

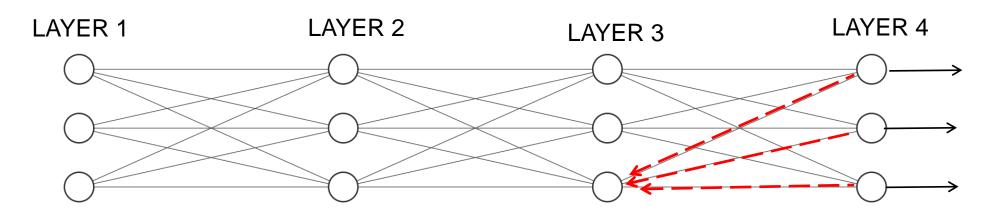


Algorithm steps



1. FORWARD PROPAGATE AN ENTIRE BATCH OF INPUTS

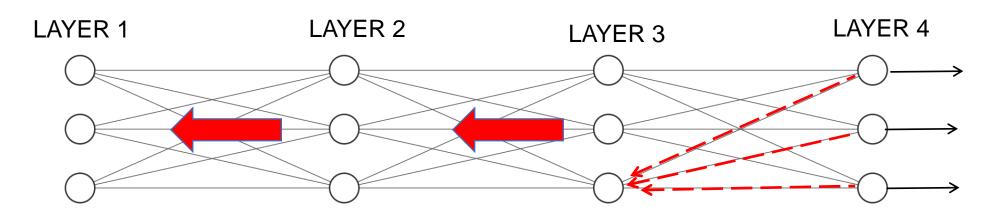
Algorithm steps



2. BACKWARD PROPAGATE ERROR FOR WHOLE BATCH USING DERIVATIVE CHAIN RULE:

$$\frac{dE}{dw_{mp}} = \sum_{k}^{K} \frac{dE_k}{d\hat{y_k}} \frac{d\hat{y_k}}{da_k} \frac{da_k}{dh_m} \frac{dh_m}{da_m} \frac{da_m}{dw_{mp}}$$

Algorithm steps and Vanishing Gradients

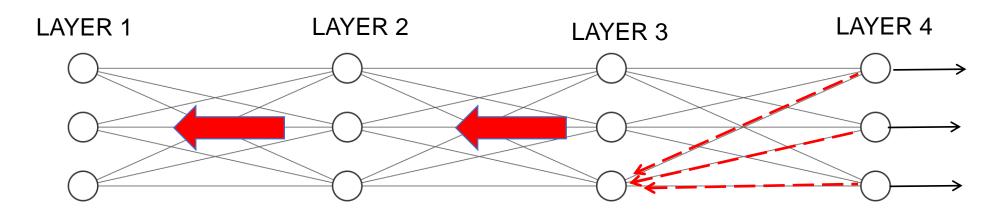


2. BACKWARD PROPAGATE ERROR FOR WHOLE BATCH USING DERIVATIVE CHAIN RULE:

Note: As you go farther back, the error information gets diluted and the error gradient starts 'vanishing'

$$\frac{dE}{dw_{mp}} = \sum_{k}^{K} \frac{dE_k}{d\hat{y_k}} \frac{d\hat{y_k}}{da_k} \frac{da_k}{dh_m} \frac{dh_m}{da_m} \frac{da_m}{dw_{mp}}$$

Algorithm steps and Vanishing Gradients



2. BACKWARD PROPAGATE ERROR FOR WHOLE BATCH USING DERIVATIVE CHAIN RULE:

Note: As you go farther back, the error information gets diluted and the error gradient starts 'vanishing'

A different activation function helps ...

$$\frac{dE}{dw_{mp}} = \sum_{k}^{K} \frac{dE_k}{d\hat{y_k}} \frac{d\hat{y_k}}{da_k} \frac{da_k}{dh_m} \frac{dh_m}{da_m} \frac{da_m}{dw_{mp}}$$

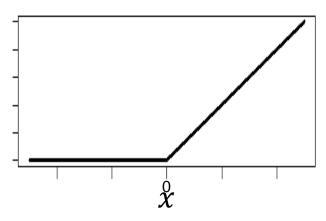
The rectified linear unit (RELU)

RELU (rectified linear unit)

RELU activation function

It is unscaled (bad!)

But *df/da* is constant (good!)



$$f(a) = \begin{cases} a & a > 0 \\ 0 & a <= 0 \end{cases}$$

where a = XW

Overall, RELU mitigates vanishing gradients

INITIALIZE weights to small value (for example: +/- <0.3)

LOOP until stopping criterion:



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FORWARD PROPAGATION: calculate all node activations

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INITIALIZE weights to small value (for example: +/- <0.3)

LOOP until stopping criterion:

FORWARD PROPAGATION: calculate all node activations

BACKWARD PROPAGATION: calculate all error derivatives to *minimize Loss*

UPDATE WEIGHTS: $w \leftarrow w - learning_rate * \frac{dL}{dw}$

INITIALIZE weights to small value (for example: +/- <0.3)

LOOP until stopping criterion:

FORWARD PROPAGATION: calculate all node activations

BACKWARD PROPAGATION: calculate all error derivatives to minimize Loss

UPDATE WEIGHTS: $w \leftarrow w - learning_rate * \frac{dL}{dw}$

STOP: when validation error reaches minimum or after a max number of epochs

The Neural Network Algorithm [and heuristics]

INITIALIZE weights to small value (for example: +/- <0.3)

LOOP until stopping criterion:

[work in batches of input]

FORWARD PROPAGATION: calculate all node activations

BACKWARD PROPAGATION: calculate all error derivatives to minimize Loss

UPDATE WEIGHTS: $w \leftarrow w - learning_rate * \frac{dL}{dw}$

[adapt learning rate, use momentum]

STOP: when validation error reaches minimum or after a max number of epochs

[several metrics of loss are possible]



Neural Network main options to choose:

1 Architecture: number of hidden units & layers

2 Optimizer and learning rate

3 Loss function depends on task

Note: more hidden layers, more hidden units => more potential for overfitting

terminology and cheat sheet on output activations (for reference):

Type of Problem	Y outputs	Output Activation Function (this gives a SCORE))	Output PREDICTION (what you decide to predict)	Output Loss Function	Evaluative Measure
Regression: map into to K real valued predictions	if $Y \in (-\infty, +\infty)^K$	$\hat{Y} = XW$	\hat{Y} :	Sum Squared Error (SSE)	Mean Squared Error (MSE)
Multivariate output of 0's and 1's	if $\mathbf{Y} \in [0, 1]^K$	$\hat{Y} = \frac{1}{1 + exp^{-(XW)}}$	1 or 0	SSE	MSE
Binary Classification	if $Y \in \{0, 1\}$	$\hat{Y} = \frac{1}{1 + exp^{-(XW)}}$	A probability given by \hat{Y} : $P(y=1 x)$	Cross Entropy $L = -ylog(\hat{y}) - (1$	Accuracy, ROC $-y)(log(\hat{y}))$
Multiclassification		e^{xm} $-(XW_k)$	Max class	Cross Entropy	Accuracy
	if $\mathbf{Y} \in \{0, 1\}^K$	$\hat{Y}_k = \frac{exp^{-(XW_k)}}{\sum_k exp^{-(XW_k)}}$		$L = -\sum_{k} y_k log$	$(\hat{y_k})$



Summary:

Pro:

Multilayer Perceptron, and Neural Networks in general, are flexible powerful learners

Hidden layers learn a nonlinear transformation of input



Summary:

Pro:

Multilayer Perceptron, and Neural Networks in general, are flexible powerful learners

Hidden layers learn a nonlinear transformation of input

Con:

Lots of parameters

Hard to interpret

Needs more data



A neural network can discover visual features using 'convolutions'

Next: Image classification of digits



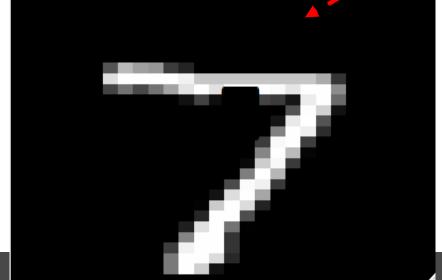
Image features

MNIST - A database of handwritten printed digits

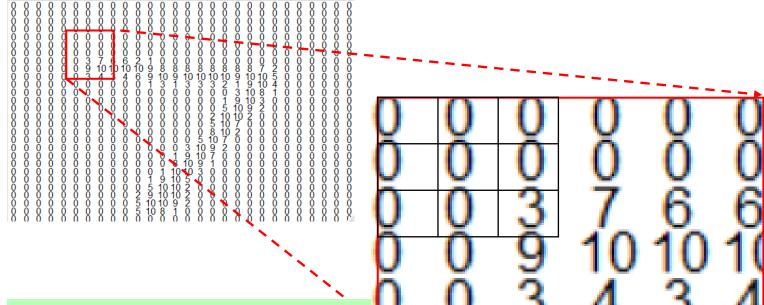
(National Inst. of Standards and Technology)

How to classify digits?



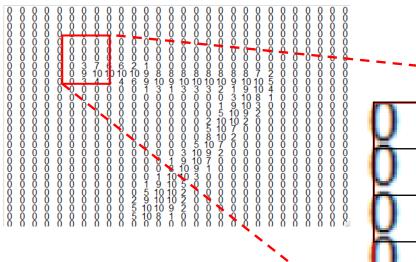




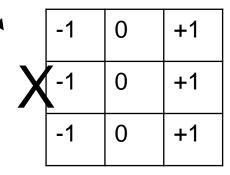


Let's zoom into 5x6 window of pixels near the tip of '7'

Take a 3x3 patch of pixels and apply a 'filter' template – designed to find an edge



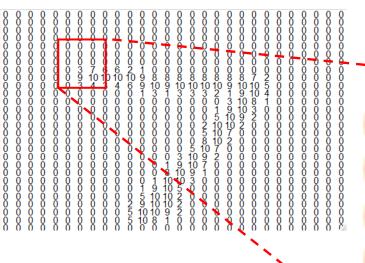
0 0 0 0 0 0 0 0 0 0 0 0 0 3 7 6 6 0 0 9 10 10 10 0 0 3 4 3 4



1. Multiply 3x3 patch of pixels with 3x3 filter

Let's zoom into 5x6 window of pixels near the tip of '7'

Take a 3x3 patch of pixels and apply a 'filter' template – designed to find an edge



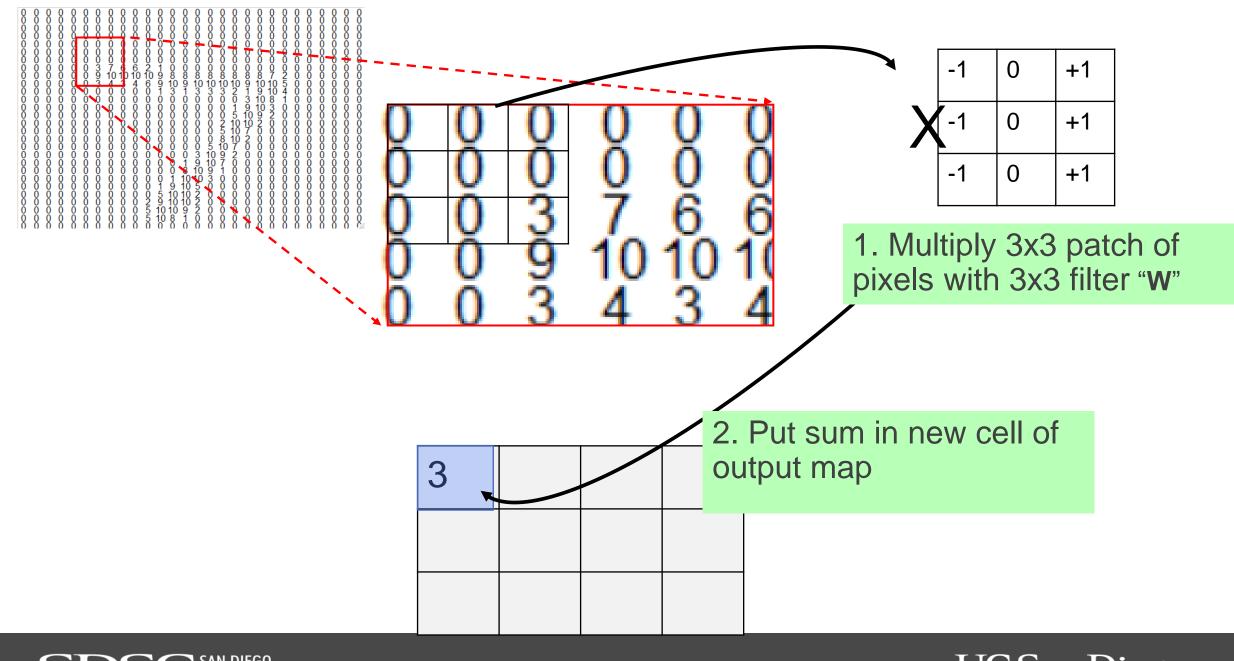
0 0 0 0 0 0 0 0 0 0 0 0 0 3 7 6 6 0 0 9 10 10 10 0 0 3 4 3 4 (our weight parameters)

-1 0 +1 -1 0 +1 -1 0 +1

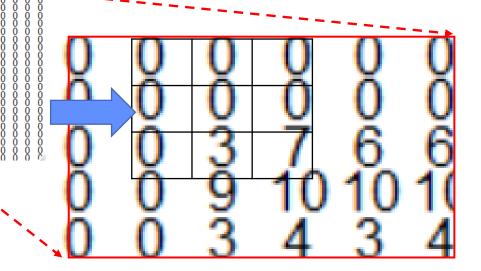
1. Multiply 3x3 patch of pixels with 3x3 filter "W"

Let's zoom into 5x6 window of pixels near the tip of '7'

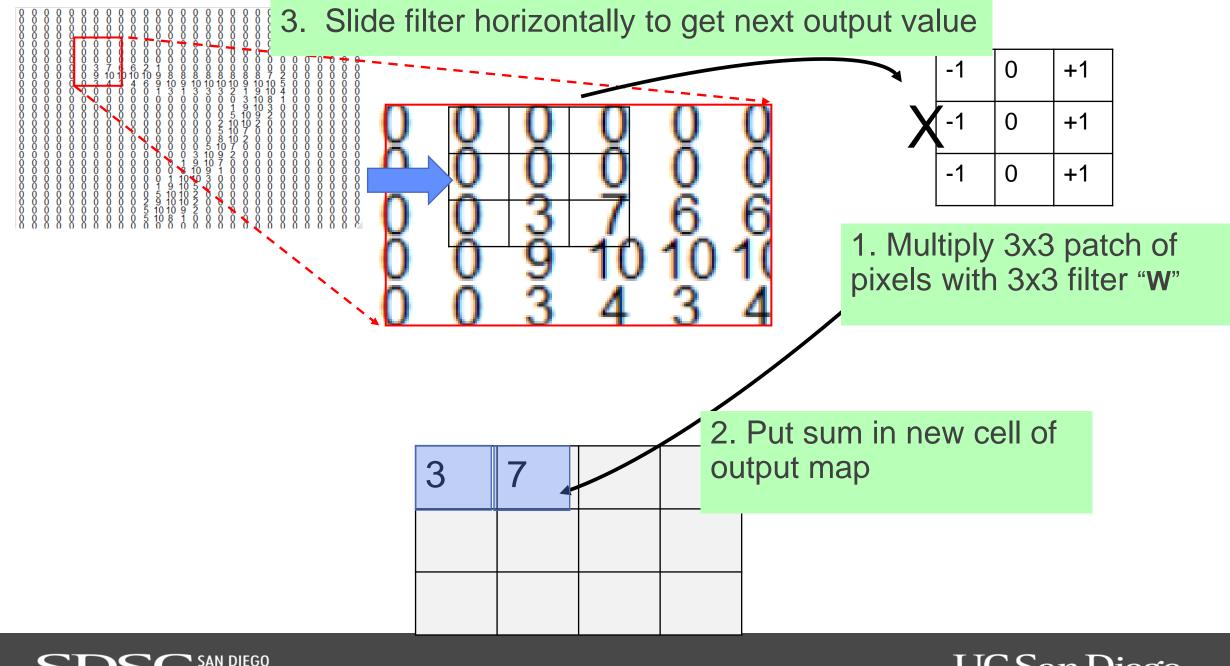
Take a 3x3 patch of pixels and apply a 'filter' template – designed to find an edge

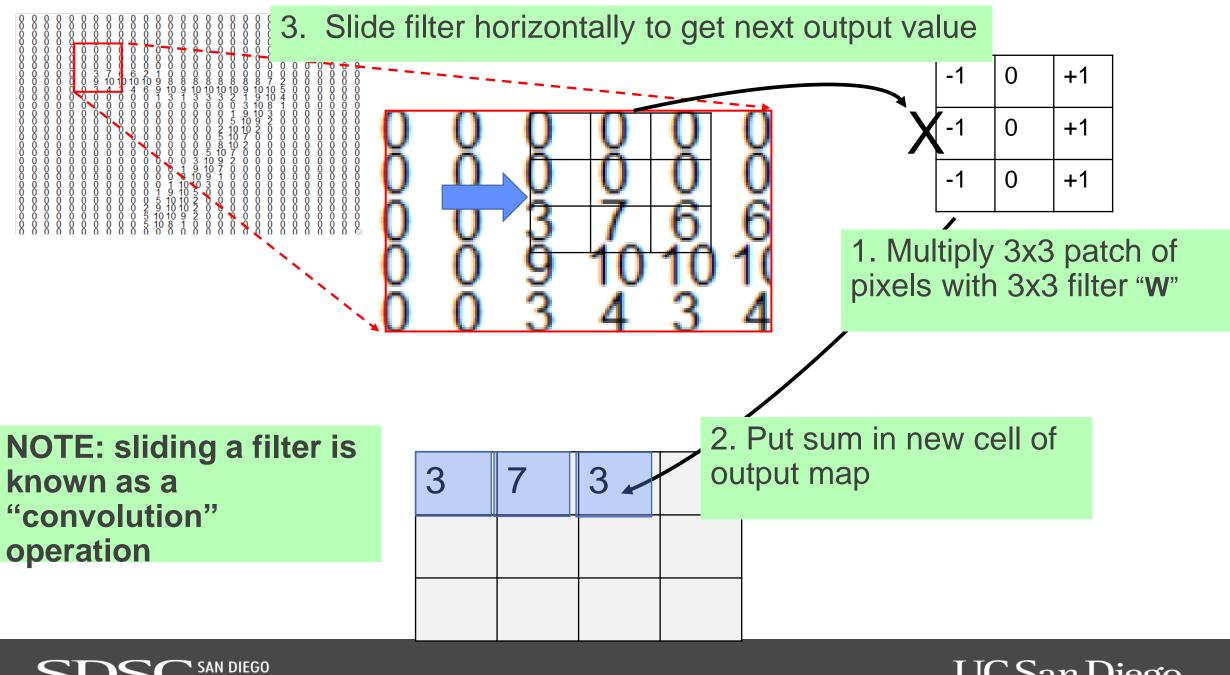


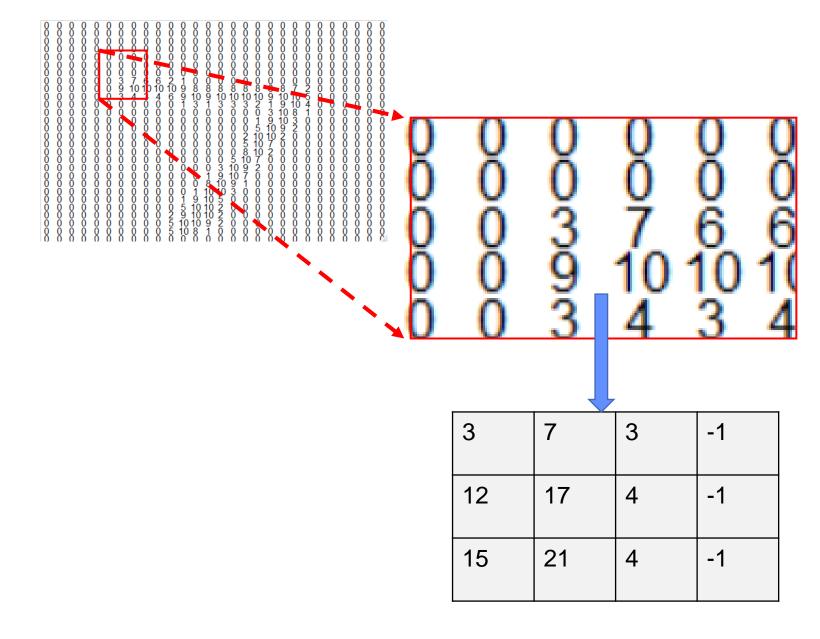
3. Slide filter horizontally to get next output value



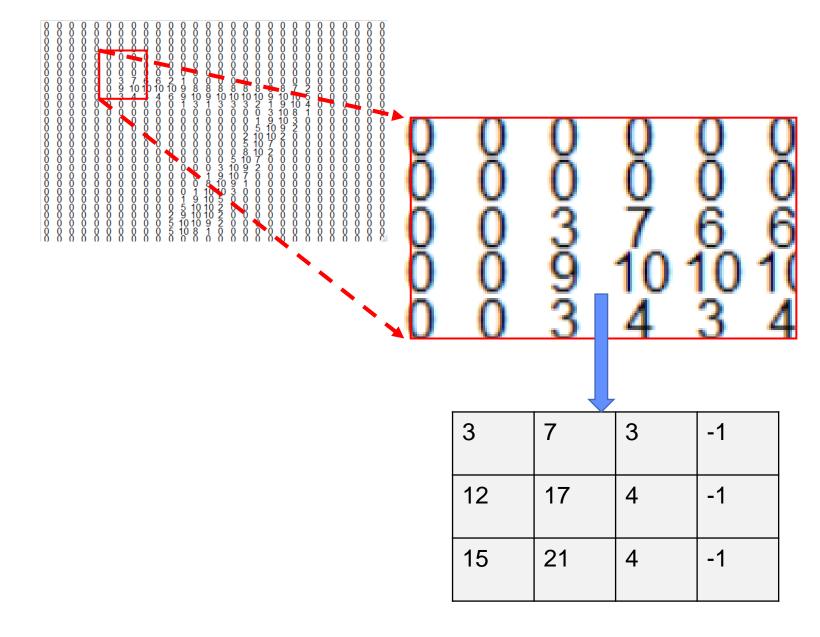
3		





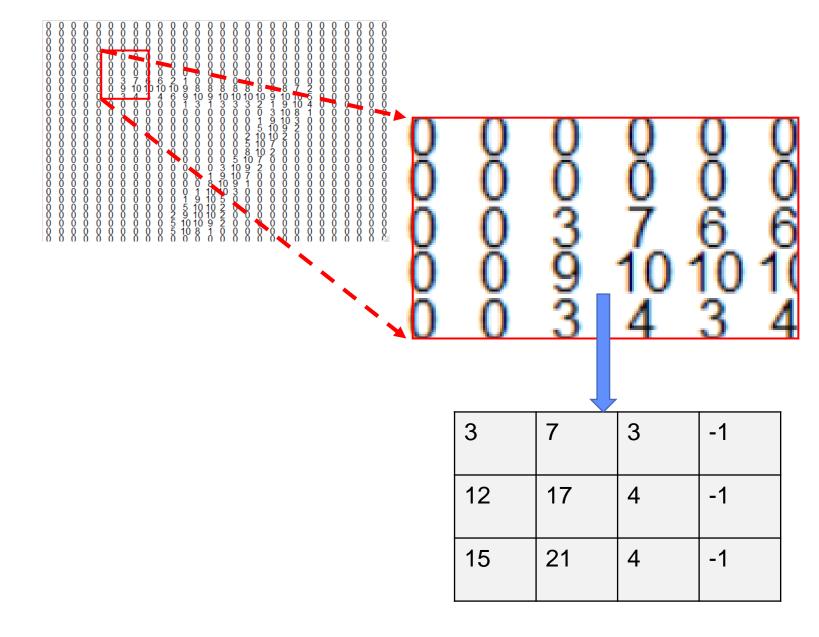


After vertical and horizontal sliding the 5x6 patch is now a 3x5 **feature map.**



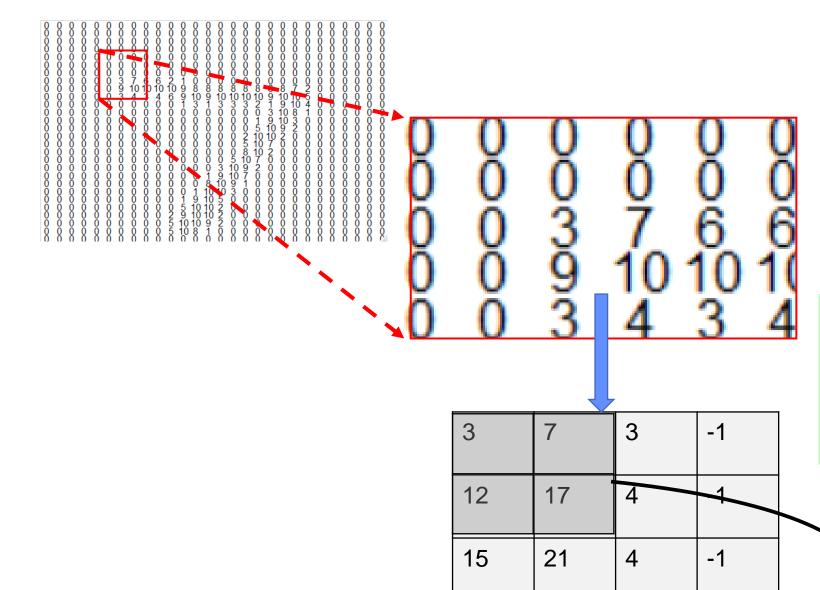
After vertical and horizontal sliding the 5x6 patch is now a 3x5 **feature map.**

What do the highest values in the feature map represent?



Optional next step:

Use another filter, and take maximum over elements - "max pooling"



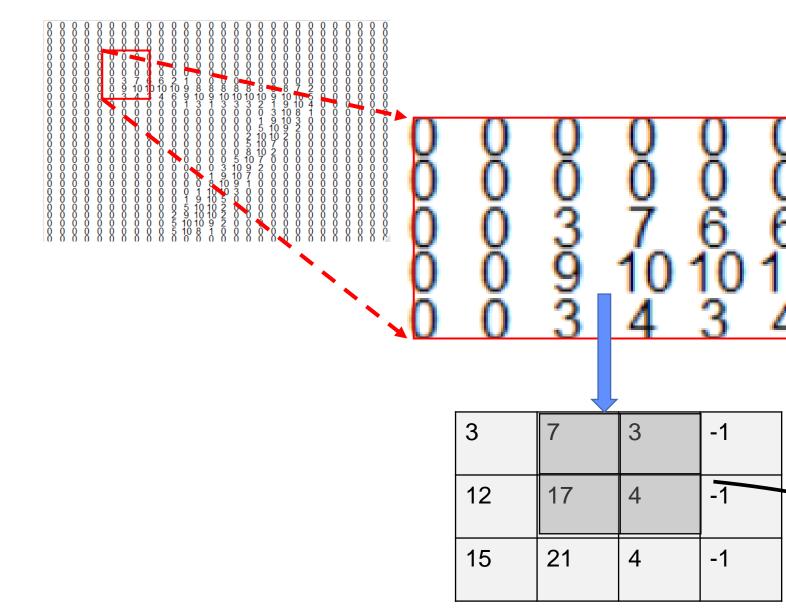
Optional next step:

Use another filter, and take maximum over elements - "max pooling"

2x2 filter has max=17

17





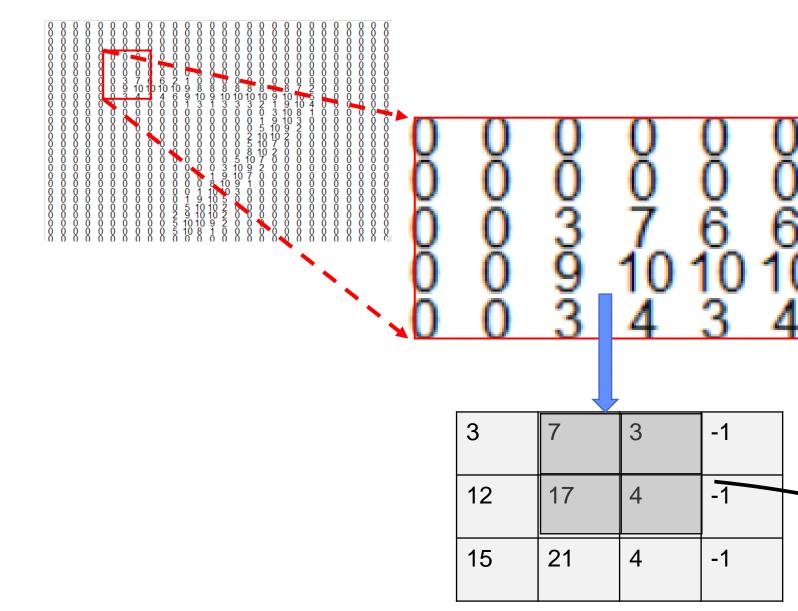
Optional next step:

Use another filter, and take maximum over elements - "max pooling"

Slide filter ...

17	17	4
21	21	4

Diego

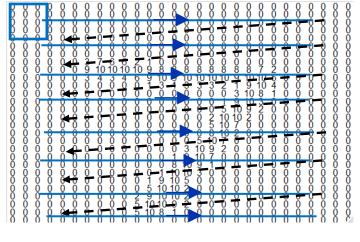


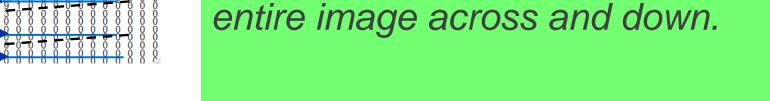
After convolution and pooling, the 5x6 patch is transformed into a 2x3 feature map of 'edge gradients'

Slide filter ...

17	17	4
21	21	4

Diego





The entire 28x28 input is **transformed** into a smaller feature map of 'edge gradients'

A convolution of one filter is applied to the

Pooling is optionally applied



In CNNs the filter values are weight parameters that are learned (feature discovery)

W ₁₁	W ₁₂	W ₁₃
W ₂₁	W ₂₂	W ₂₃
W ₃₁	W ₃₂	W ₃₃

In CNNs the filter values are weight parameters that are learned (feature discovery)

W ₁₁	W ₁₂	W ₁₃
W ₂₁	W ₂₂	W ₂₃
W ₃₁	W ₃₂	W ₃₃

A convolution layer is a set of feature maps, where each map is derived from convolution of 1 filter with input

More hyperparameters:

Size of filter (smaller is more general)

More hyperparameters:

Size of filter (smaller, like 3x3, is more general)

Number of pixels to slide over (1 or 2 is usually fine)



More hyperparameters:

Size of filter (smaller, like 3x3, is more general)

Number of pixels to slide over (1 or 2 is usually fine)

Max pooling or not (usually some pooling layers)

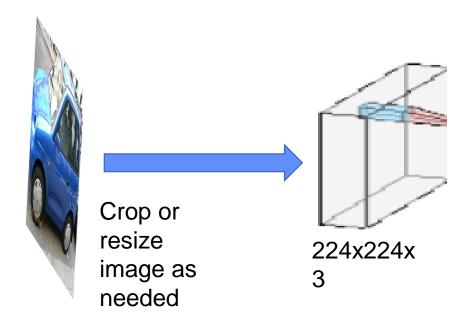
Number of filters (depends on the problem!)

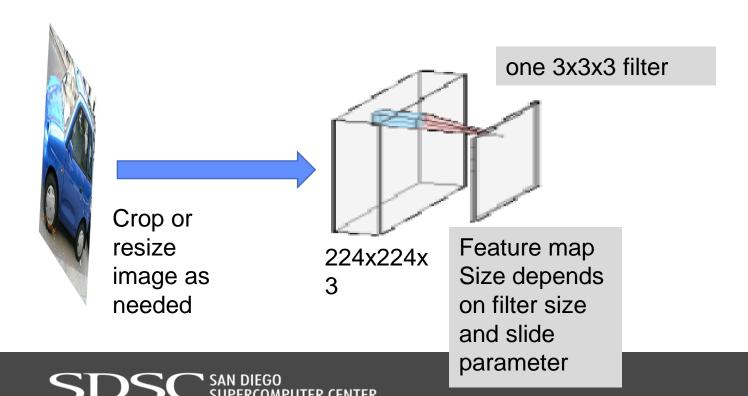


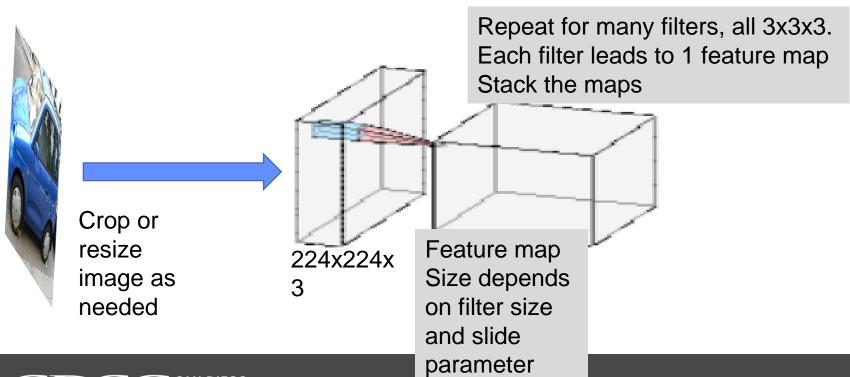
A large CNN example



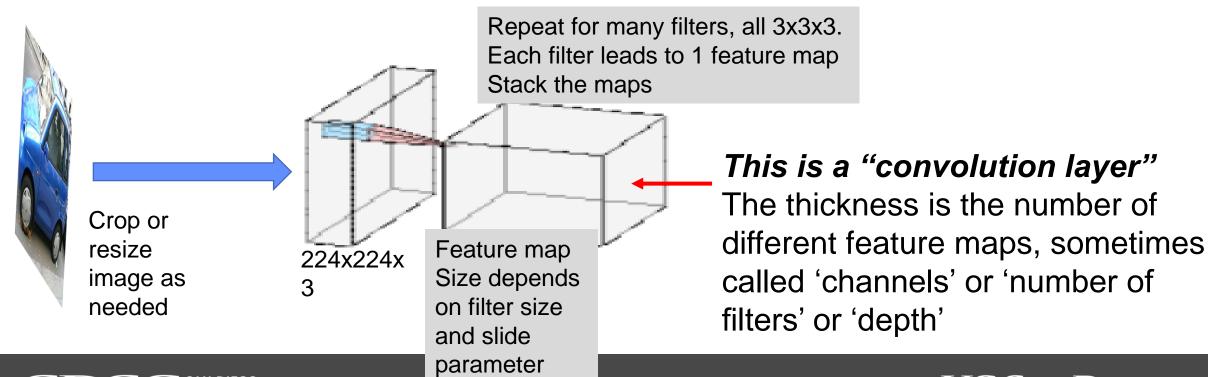
Make 1 layer, using HxWx3 image (3 for Red, Green, Blue channels)

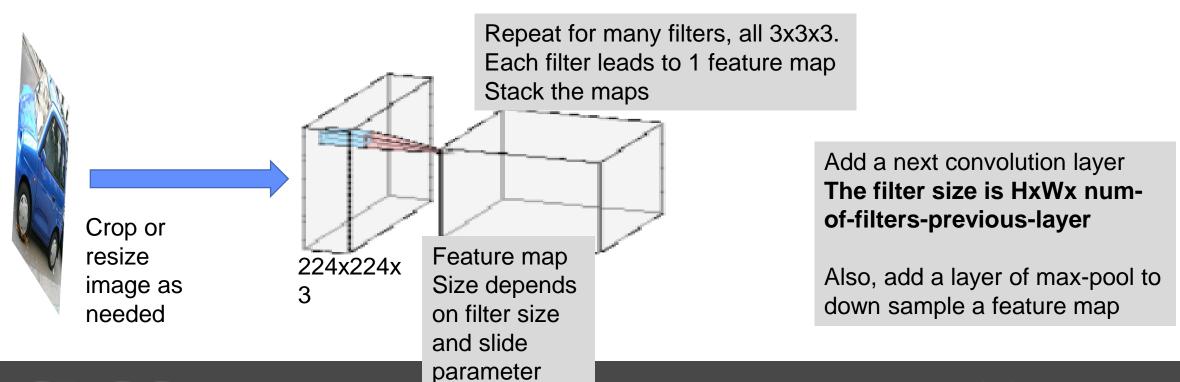








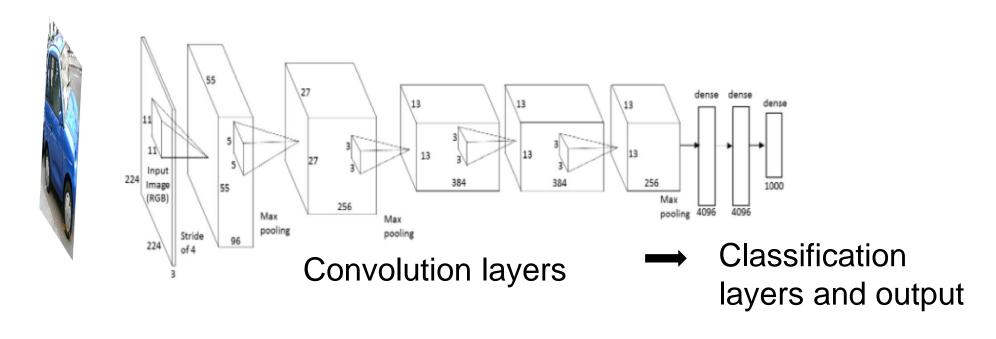






Large Scale Versions

Large Convolution Networks – Alexnet, VGG19, ResNet, GoogLeNet, ...



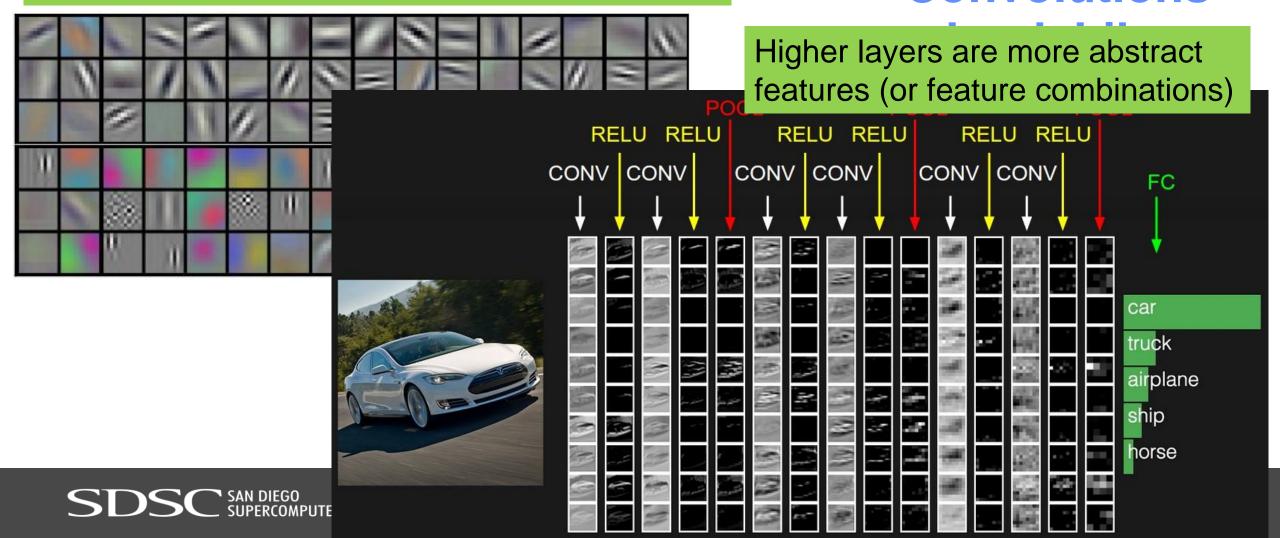
First convolution layer filters are simple features



What Learned Convolutions Look Like

First convolution layer filters are simple features

What Learned Convolutions



Convolution Neural Network Summary

CNNs works because convolution layers have a special architecture and function – it is biased to do certain kind of transformations

Low layers have less filters that represent simple local features for all classes

Higher layers have more filters that cover large regions that represent object class features



What is deep learning?

Deep learning refers to learning complex and varied transformations of the input

Deep learning refers to discovering useful features of the input

Deep learning is a neural network with many layers



Next, notebook demo



Exercise CNN for Digit Classification

- The 'hello world' of CNNs
- It uses MNIST dataset and Keras/Tensorflow
- Goal: Get familiar with Keras and CNN layers coding, and CNN solutions
- We will login and start a notebook (see next pages for quick overview)

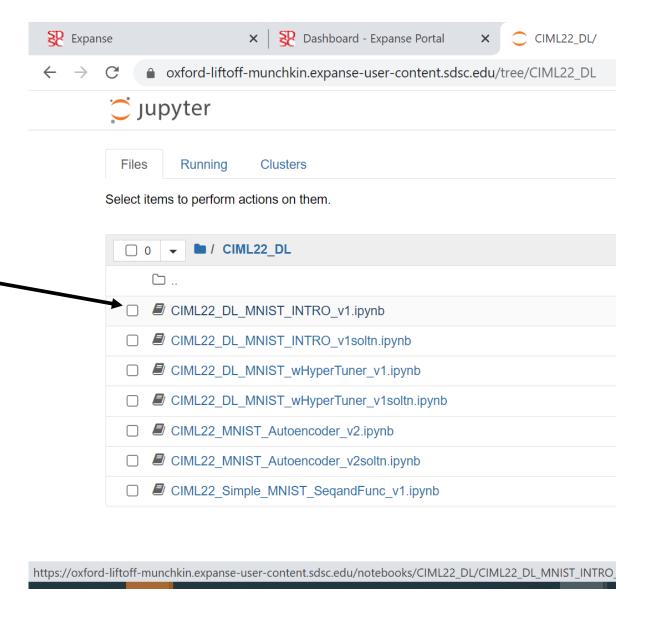


login to Expanse

\$ jupyter-compute-tensorflow

In jupyter notebook session open the MNIST_Intro notebook

Follow instructions in the notebook



Keras code for a convolution neural nework

```
-----Set up Model -----
def build model(numfilters):
   mymodel = keras.models.Sequential()
   mymodel.add(keras.layers.Convolution2D(numfilters,
                                                         #<<<< ---- 1
                                     (3, 3),
                                     strides=1,
                                     data format="channels last",
                                     activation='relu',
                                     input_shape=(28,28,1)))
   #add another conv layer?
                             mymodel.add(keras.layers.Convolution2D( ...
   mymodel.add(keras.layers.MaxPooling2D(pool_size=(2,2),strides=2,data_format="channels_la
   mymodel.add(keras.layers.Flatten())
                                                #reorganize 2DxFilters output into 1D
   #-----Now add final classification layers
   mymodel.add(keras.layers.Dense(32, activation='relu'))
   mymodel.add(keras.layers.Dense(10, activation='softmax'))
   # ----- Now configure model algorithm -----
    mymodel.compile(loss='categorical crossentropy',
              optimizer=keras.optimizers.Adam(learning_rate=0.001),
```

A sequential model

Add convolution layer

Add max pooling, then flatten into a vector for classification layers

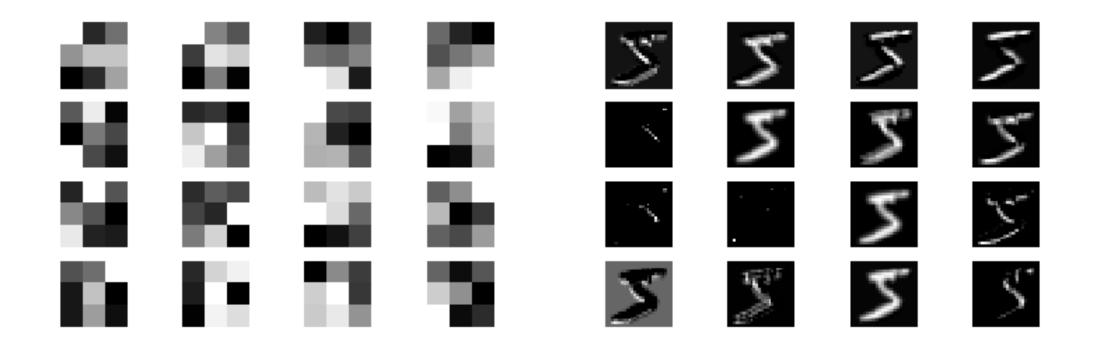
- Remember every layer has some input, ouput
- Keras calculates the matrix shapes
- Not every layer in Keras has trainable parameters like which one of these?



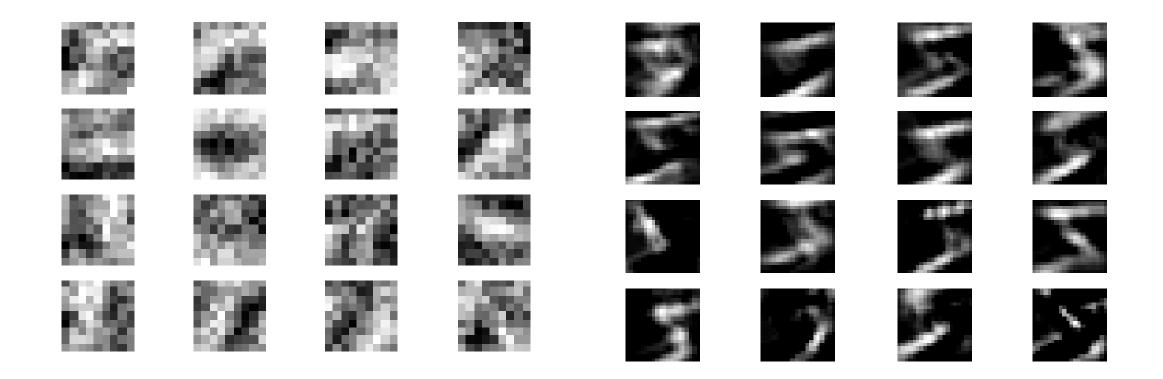
Zooming in on keras convolution layers statements

Use 16 filters, each of size 3x3

Exercise notes: 3x3 first convolution layer filter and activation



9x9 first convolution layer filter and activation



End

