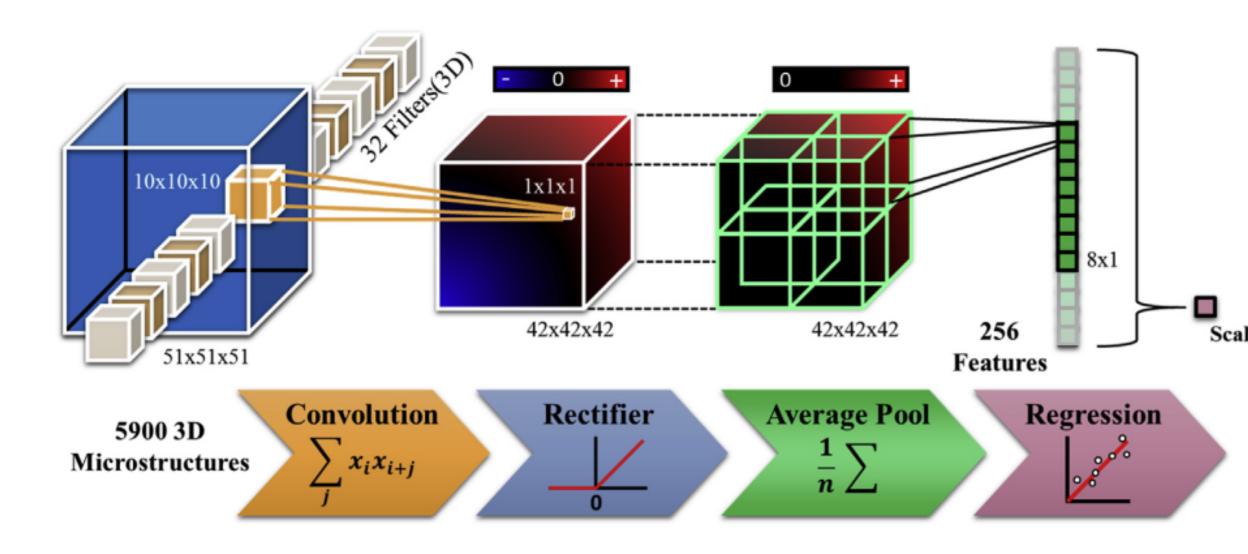
Introduction to Deep Learning

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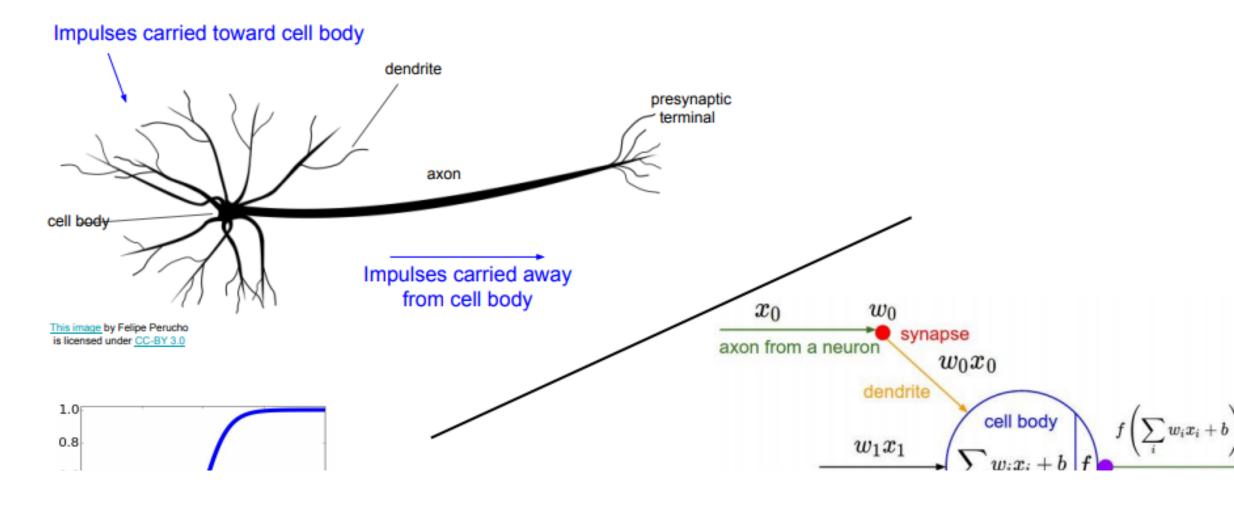
Before we begin

- It is encouraged that analysis be carried out in either python or matlab
- <u>Python Download Link (https://www.anaconda.com/distribution/)</u>
- Several tools dveloped by the group are open source and hosted online
 - pymks (https://pymks.org)
 - matlab tools (https://github.com/ahmetcecen/MATLAB-Spatial-Correlation-Toolbox

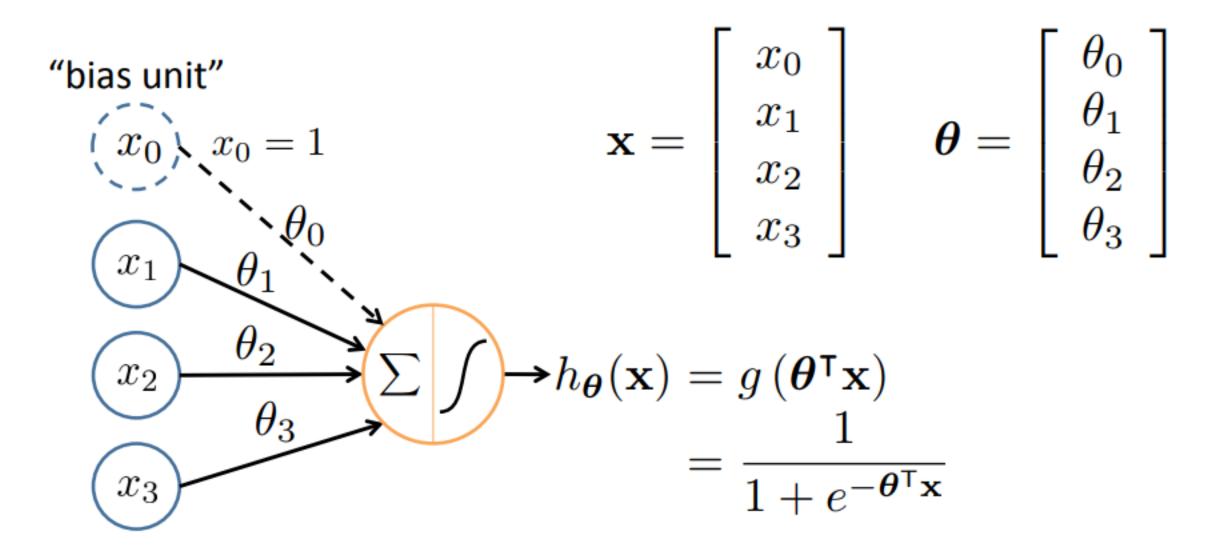
Overview

- * Description of Neural Network Model
- * Training a Neural Network Model: Backpropagation
- * Applications of Neural Net models in materials domain
- * Popular Libraries : How to NN?
- * Convolutional Neural Networks
- * Analogy between CNNs and MKS Localization
- * PDE-NETs and learning Differential Equations using Conv-Net filters

The inevitable brain analogy and the Perceptron



Zooming in on the Perceptron



Sigmoid (logistic) activation function: $g(z) = \frac{1}{1 + e^{-z}}$

let's first talk about linear regression

- f = Wx
 - $x = \{x_1, x_2, \dots, x_m\}$ is a set of features in \mathbb{R}^m
 - $W = \{w_1, w_2, \cdots, \text{is a set of parameters in } \mathbb{R}^m \ w_m\}$
 - f is the scalar output

Given a set of N input data points and corresponding target (or property) values, W can be computed using techniques like **ordinary least square**.

$$x:(m \times 1), W_1:(m \times 1), f:(1)$$

A simple linear transformation

$$\begin{array}{l}
\bullet \quad f \\
= Wx
\end{array}$$

The neural network model

A simple linear model

•
$$f = Wx$$

A 2-layer Neural Network

•
$$f = W_2 max(0, W_1 x)$$

 $\max(0, x)$ is known as the ReLU (Regularized Linear Unit) function

$$x:(n \times 1), W_1:(m1 \times n), W_2:(m2 \times m1), f:(m2 \times 1)$$

The neural network model

A simple linear trnasformation of input feature vector

•
$$f = Wx$$

A 2-layer Neural Network

•
$$f = W_2 max(0, W_1 x)$$

or A 3-layer Neural Network

•
$$f = W_3 max(0, W_2 max(0, W_1 x))$$

The neural network model

A simple linear model

•
$$f = Wx$$

A 2-layer Neural Network

•
$$f = W_2 max(0, W_1 x)$$

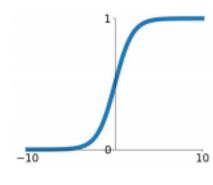
or if you fancy, 3-layer network with both ReLU and Sigmoid activation

 $x:(n \times 1), W_1:(m1 \times n), W_2:(m2 \times m1), W_3:(m3 \times m2), f:(m3 \times 1)$

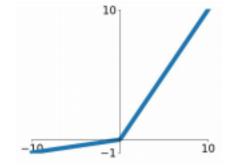
Commonly Used Activation Functions

Sigmoid

$$\sigma(x) = \frac{1}{1 + e^{-x}}$$

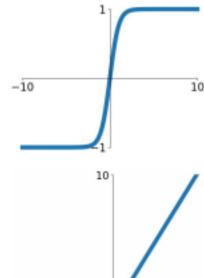


Leaky ReLU $\max(0.1x, x)$



tanh

tanh(x)

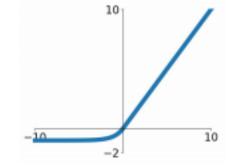


Maxout

 $\max(w_1^T x + b_1, w_2^T x + b_2)$

ELU

$$\begin{cases} x & x \ge 0 \\ \alpha(e^x - 1) & x < 0 \end{cases}$$



- **ReLU** $\max(0, x)$
 - ReLU is the standard for conv-nets described later.
 Please note that the derivatives of all these functions are really easy to compute, for eg:

Sigmoid and tanh functions is most commonly used in MultiLayer Perceptron models, wherea

• Please note that the derivatives of all these functions are really easy to condition $\frac{d\sigma(x)}{d\sigma(x)} = \sigma(x)(1 - \sigma(x))$

The Neural Network as a Computational Graph



Training the model: Optimizing the loss function

Consider the linear regression model:

•
$$y = w^T x$$

Training the model: Optimizing the loss function

Consider the linear model:

•
$$y = w^T x$$

We can define a function \mathcal{L} :

$$\mathcal{L}(w) = \sum_{i=1}^{N} (\hat{y}_i - y_i)^2$$
$$= \sum_{i=1}^{N} (\hat{y}_i - w^T x_i)^2$$

Training the model: Optimizing the loss function

Consider the linear model:

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such that the problem of guessing the weights reduces to the problem of minimizing the function \mathcal{L} also known as the loss function.

In this case, the function is clearly convex, i.e. a parabola in \boldsymbol{w} space, so we have an analytical solution to the problem as:

•
$$\hat{w}$$
 where $X:\{x_i\}$ and $\hat{Y}:\{\hat{y}_i\}$

Training the model: Gradient Descent

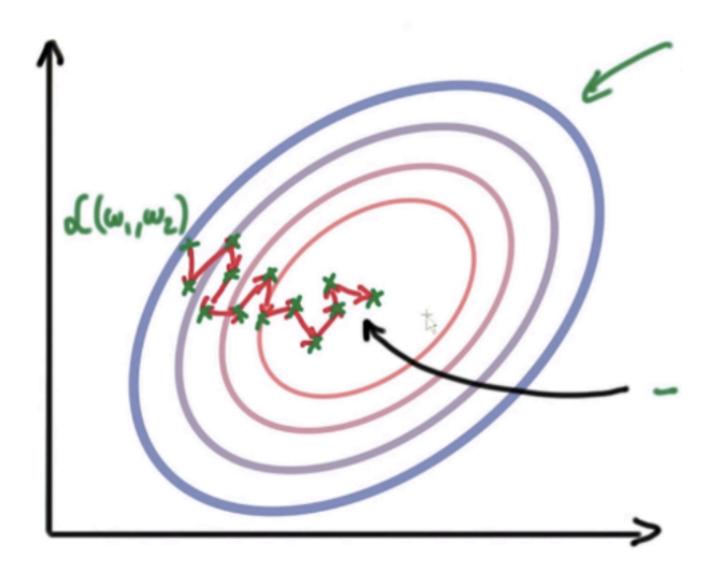


Training the model: Gradient Descent

- ullet The gradient at any point in the loss function denoted as $oldsymbol{
 abla}_w \mathcal{L}$
- It is a vector that gives the direction of maximal positive change in the loss function.
- As such, loss function can be minimized by moving in the direction opposite to the gradient.
- This gives us an update rule

•
$$w_i^{t+1} = w_i^t - \lambda \frac{\partial \mathcal{L}(w)}{\partial w_i}$$

■ $w_i^{t+1} = w_i^t - \lambda \frac{\partial \mathcal{L}(w)}{\partial w_i}$ ■ λ is reffered to as the learning rate and controls the speed of descent.



Training the model: Stochastic Gradient Descent

• Recal:

- For large datasets, it is expensive to compute loss for the entire dataset in each update step.
- An alternative is to compute gradient over batches of training data.
- Stochastic refers to the fact that the "mini-batch" loss function is a "stochastic" approximation of the actual loss
- This gives us a modified update rule

Training the model: Backpropogation

- Recal the form of the 3-layer Neural Network Model:
 - $f = W_3 max(0, W_2 max(0, W_1 x))$

- Recal the form of the 3-layer Neural Network Model:
 - $f = W_3 max(0, W_2 max(0, W_1 x))$
- We again define the loss function as:

Training the model: Backpropogation

What if we use chain rule?

Recall, chain rule:

$$\frac{d(f \cdot g)(x)}{dx} = \frac{f(g(x))}{d(g(x))} \frac{d(g(x))}{dx}$$

• A simplified illustration of backpropogation using the univariate logistic least squares model

Computing the derivatives:

Computing the loss:

$$z = wx + b$$
$$y = \sigma(z)$$
$$\mathcal{L} = \frac{1}{2}(y - t)^{2}$$

$$\frac{\mathrm{d}\mathcal{L}}{\mathrm{d}y} = y - t$$

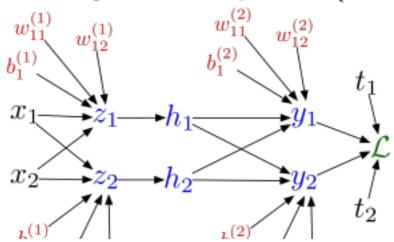
$$\frac{\mathrm{d}\mathcal{L}}{\mathrm{d}z} = \frac{\mathrm{d}\mathcal{L}}{\mathrm{d}y} \cdot \sigma'(z)$$

$$\frac{\partial \mathcal{L}}{\partial w} = \frac{\mathrm{d}\mathcal{L}}{\mathrm{d}z} \cdot x$$

$$\frac{\partial \mathcal{L}}{\partial b} = \frac{\mathrm{d}\mathcal{L}}{\mathrm{d}z}$$

http://www.cs.toronto.edu/~rgrosse/courses/csc321_2017/slides/lec6.pdf (http://www.cs.toronto.edu/~rgrosse/courses/csc321_2017/slides/lec6.pdf)

Multilayer Perceptron (multiple outputs):

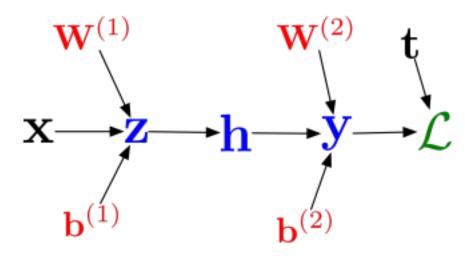


Backward pass:

$$egin{aligned} \overline{\mathcal{L}} &= 1 \ \overline{y_k} &= \overline{\mathcal{L}} \left(y_k - t_k
ight) \ \overline{w_{ki}^{(2)}} &= \overline{y_k} \, h_i \end{aligned}$$

Training the model: Backpropogation

In vectorized form:



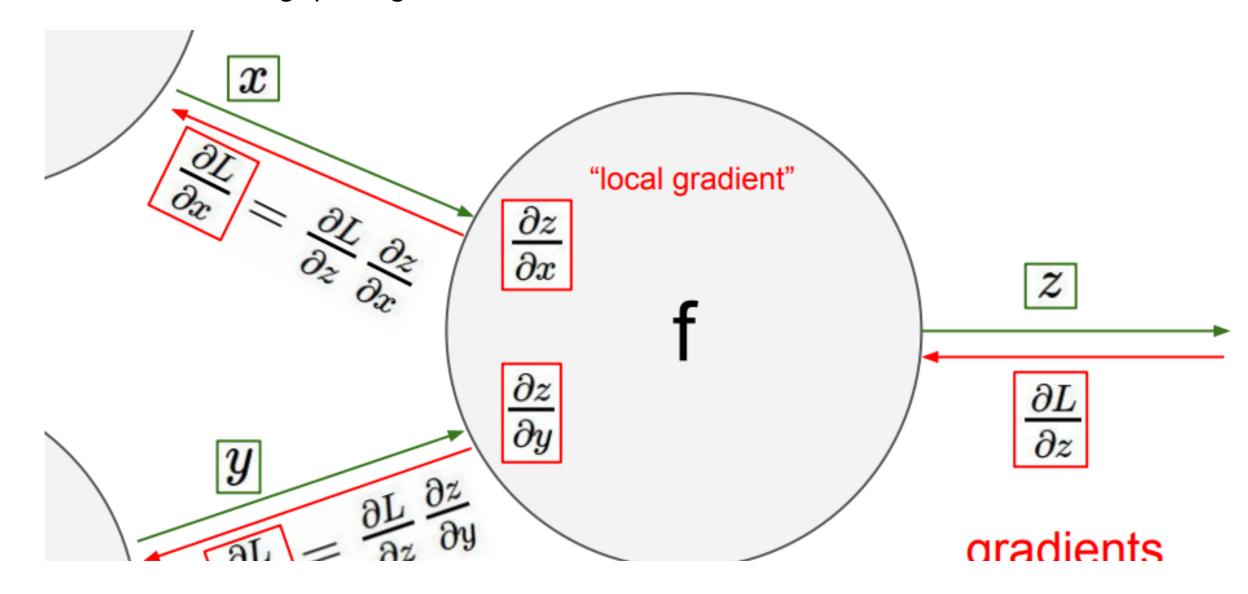
Forward pass:

$$\begin{aligned} \mathbf{z} &= \mathbf{W}^{(1)}\mathbf{x} + \mathbf{b}^{(1)} \\ \mathbf{h} &= \sigma(\mathbf{z}) \\ \mathbf{y} &= \mathbf{W}^{(2)}\mathbf{h} + \mathbf{b}^{(2)} \\ \mathcal{L} &= \frac{1}{2}\|\mathbf{t} - \mathbf{y}\|^2 \end{aligned}$$

Backward pass:

$$egin{aligned} \overline{\mathcal{L}} &= 1 \ \overline{\mathbf{y}} &= \overline{\mathcal{L}} \left(\mathbf{y} - \mathbf{t}
ight) \ \overline{\mathbf{W}^{(2)}} &= \overline{\mathbf{y}} \mathbf{h}^{ op} \ \overline{\mathbf{h}} &= \mathbf{W}^{(2) op} \overline{\mathbf{y}} \ \overline{\mathbf{z}} &= \overline{\mathbf{h}} \cdot \sigma'(\mathbf{z}) \ \overline{\mathbf{W}^{(1)}} &= \overline{\mathbf{z}} \mathbf{x}^{ op} \ \overline{\mathbf{b}^{(1)}} &= \overline{\mathbf{z}} \end{aligned}$$

• In the message passing notation:



Back to the equation

A 3-layer feed-forward Neural Network

• $f = W_3 max(0, W_2 max(0, W_1 x))$

To Summarize:

- A multilayered perceptron is a just a set of linear followed by non-linear transforms performed on a input vector.
- A feed-forward fully connected neural network with a single hidden layer using practically an nonlinear activation function can approximate any continuous function of any number of real variables on any compact set to any desired degree of accuracy.
- Number of Parameters in the model = $\sum_{i=1}^{N} (L_{n-1} + 1) * L_n$
- How to guess the values of these parameters?
- https://papers.nips.cc/paper/874-how-to-choose-an-activation-function.pdf
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Resources for implementing Neural Networks

- Pytorch http://pytorch.org/)
- Tensorflow http://tensorflow.org/ (http://tensorflow.org/)
- Theano http://deeplearning.net/software/theano/ (http://deeplearning.net/software/theano/
- Keras https://keras.io/(https://keras.io/)

A useful learning resource - https://playground.tensorflow.org/
(https://playground.tensorflow.org/)

Background http://cs231n.github.io/)

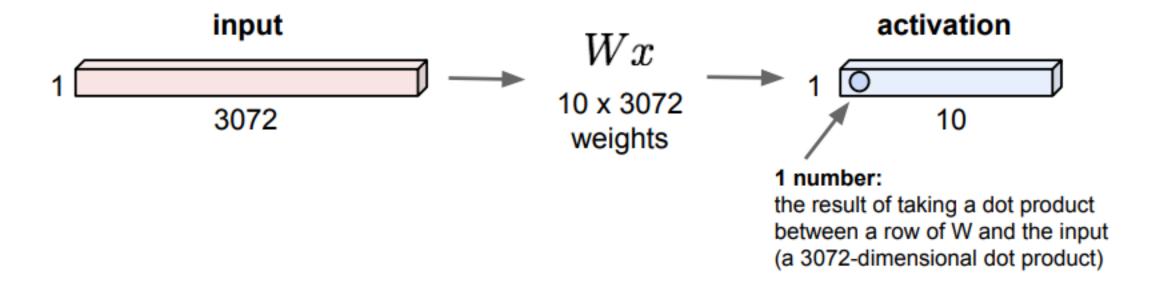


Convolutional Neural Networks

- Image data are high dimensional and have local embedded structures.
- CNNs were conceptualized to overcome the limitations of Fully Connected neural networks is processing image data

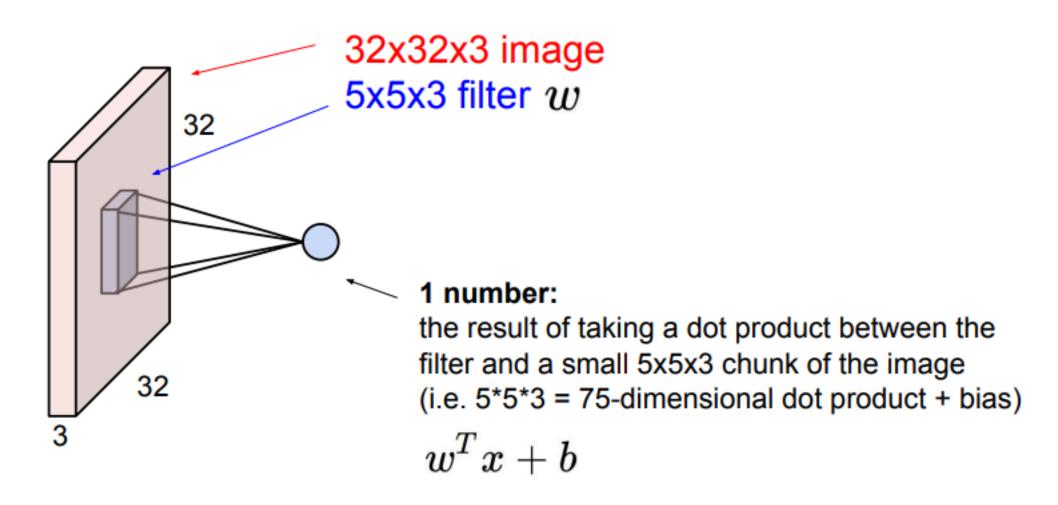
Fully Connected Layer

32x32x3 image -> stretch to 3072 x 1



Convolutional Neural Networks

Convolution Layer



Recall convolution:

$$f[x, y] * g[x, y] = \sum_{n_1 = -\inf}^{\inf} \sum_{n_2 = -\inf}^{\inf} f[n_1, n_2] \cdot g[x - n_1, y - n_2]$$

Convolution Layer

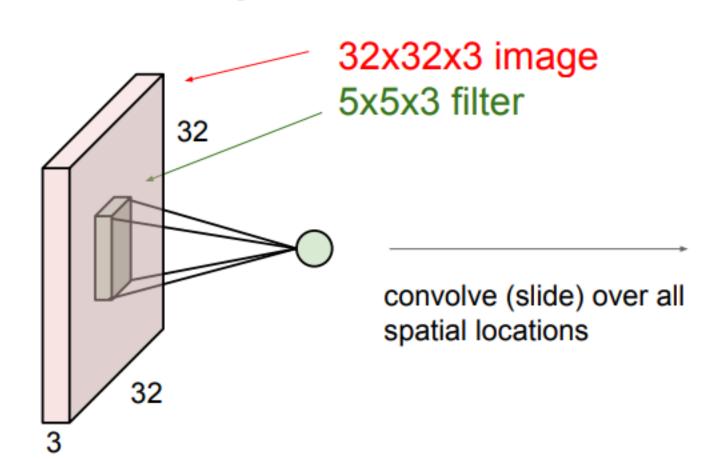
32x32x3 image 5x5x3 filter activation map

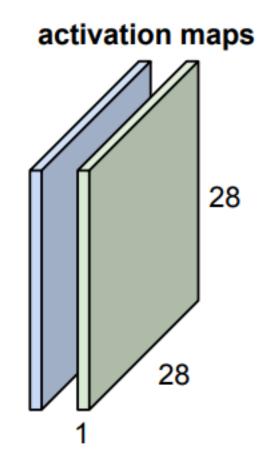


Convolutional Neural Networks

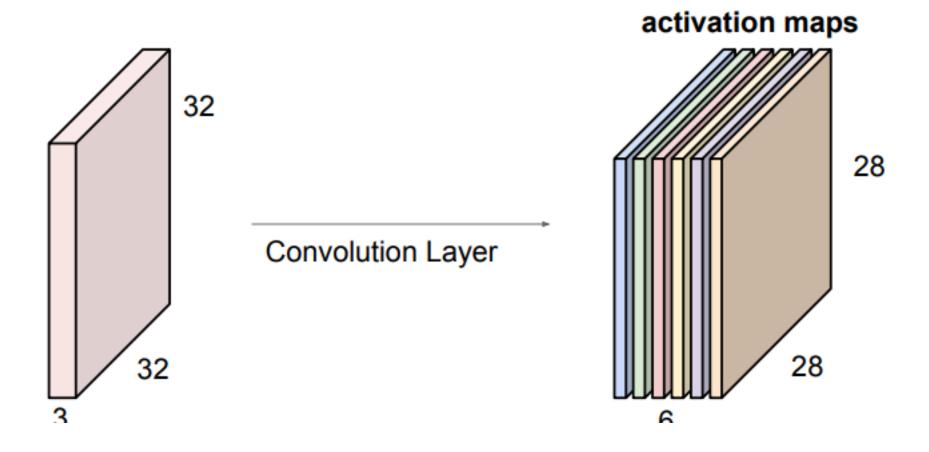
Convolution Layer

consider a second, green filter



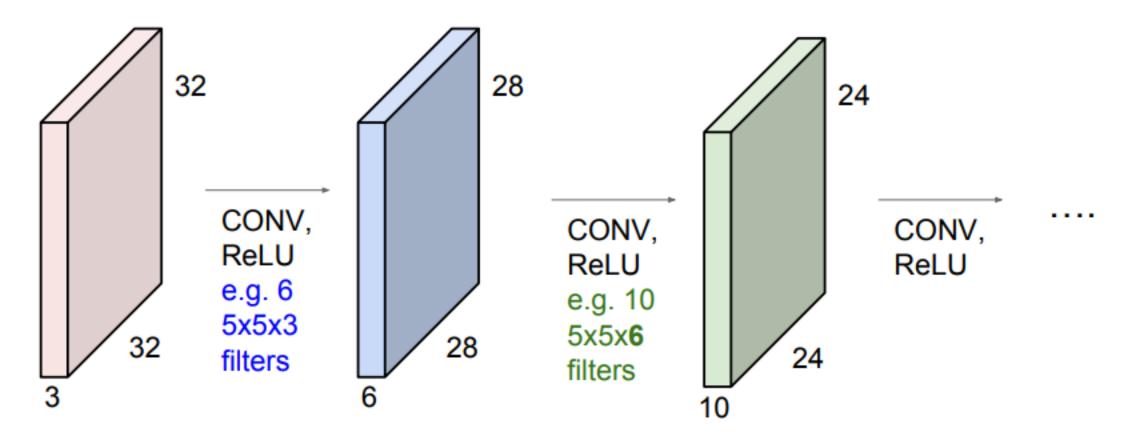


For example, if we had 6 5x5 filters, we'll get 6 separate activation maps:



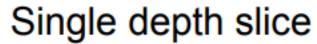
Convolutional Neural Networks

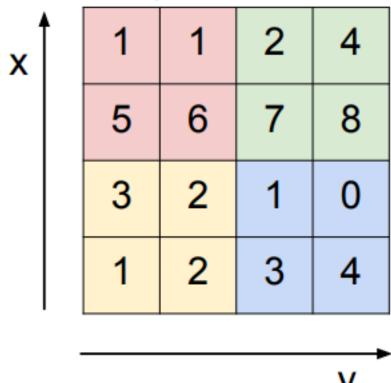
Preview: ConvNet is a sequence of Convolution Layers, interspersed with activation functions



Inorder to reduce number of parameters and prevent overfitting.

MAX POOLING





max pool with 2x2 filters and stride 2

6	8
3	4

Typical off the shelf CNN / Deep Learning Model

Convolutional Neural Networks

VGG-Net: A Production CNN

```
(not counting biases)
                     memory: 224*224*3=150K params: 0
INPUT: [224x224x3]
CONV3-64: [224x224x64] memory: 224*224*64=3.2M params: (3*3*3)*64 = 1,728
CONV3-64: [224x224x64] memory: 224*224*64=3.2M params: (3*3*64)*64 = 36,864
                                                                                                         fc7
POOL2: [112x112x64] memory: 112*112*64=800K params: 0
CONV3-128: [112x112x128] memory: 112*112*128=1.6M params: (3*3*64)*128 = 73,728
CONV3-128: [112x112x128] memory: 112*112*128=1.6M params: (3*3*128)*128 = 147,456
                                                                                                       conv5-3
POOL2: [56x56x128] memory: 56*56*128=400K params: 0
                                                                                                       conv5-2
CONV3-256: [56x56x256] memory: 56*56*256=800K params: (3*3*128)*256 = 294,912
                                                                                                       conv5-1
CONV3-256: [56x56x256] memory: 56*56*256=800K params: (3*3*256)*256 = 589,824
                                                                                                       conv4-3
CONV3-256: [56x56x256] memory: 56*56*256=800K params: (3*3*256)*256 = 589,824
                                                                                                       conv4-2
POOL2: [28x28x256] memory: 28*28*256=200K params: 0
                                                                                                       conv4-1
CONV3-512: [28x28x512] memory: 28*28*512=400K params: (3*3*256)*512 = 1,179,648
CONV3-512: [28x28x512] memory: 28*28*512=400K
                                                params: (3*3*512)*512 = 2,359,296
CONV3-512: [28x28x512] memory: 28*28*512=400K params: (3*3*512)*512 = 2,359,296
                                                                                                       conv3-1
POOL2: [14x14x512] memory: 14*14*512=100K params: 0
CONV3-512: [14x14x512] memory: 14*14*512=100K
                                                 params: (3*3*512)*512 = 2,359,296
                                                                                                       conv2-1
CONV3-512: [14x14x512] memory: 14*14*512=100K
                                                 params: (3*3*512)*512 = 2,359,296
CONV3-512: [14x14x512] memory: 14*14*512=100K params: (3*3*512)*512 = 2,359,296
                                                                                                       conv1-2
POOL2: [7x7x512] memory: 7*7*512=25K params: 0
                                                                                                       conv1-1
FC: [1x1x4096] memory: 4096 params: 7*7*512*4096 = 102,760,448
FC: [1x1x4096] memory: 4096 params: 4096*4096 = 16,777,216
                                                                                            VGG16
FC: [1x1x1000] memory: 1000 params: 4096*1000 = 4,096,000
TOTAL memory: 24M * 4 bytes ~= 96MB / image (only forward! ~*2 for bwd)
                                                                                           Common names
TOTAL params: 138M parameters
```

Why you should care?

ImageNet Large Scale Visual Recognition Challenge (ILSVRC) winners

