

Logistic Regression to Deep Networks and Transfer Learning

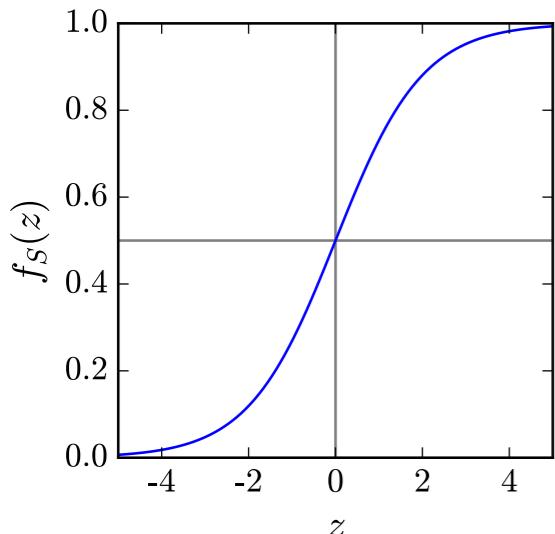
<https://github.com/bostdiek/IntroToMachineLearning>

Data for the lecture today can be found at

<https://drive.google.com/file/d/1VjsNU6OwjHI-0vQqBAW517-0HFHj6PGx/view?usp=sharing>

Logistic Regression

What if we are trying to predict a class, not a number?

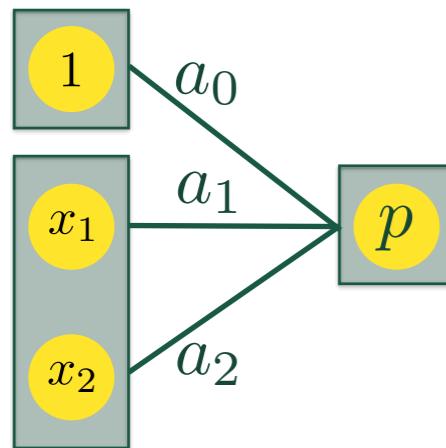


$$L(\vec{x}, \vec{y}, \vec{a}) = -\frac{1}{N} \sum_{i=1}^N \left(y_i \log(f_S(p(x, a))) + (1 - y_i) \log(1 - f_S(p(x, a))) \right)$$

$$f_S(z) = \frac{1}{1 + e^{-z}} \quad z = p(x, a)$$

What is $p(x, a)$?

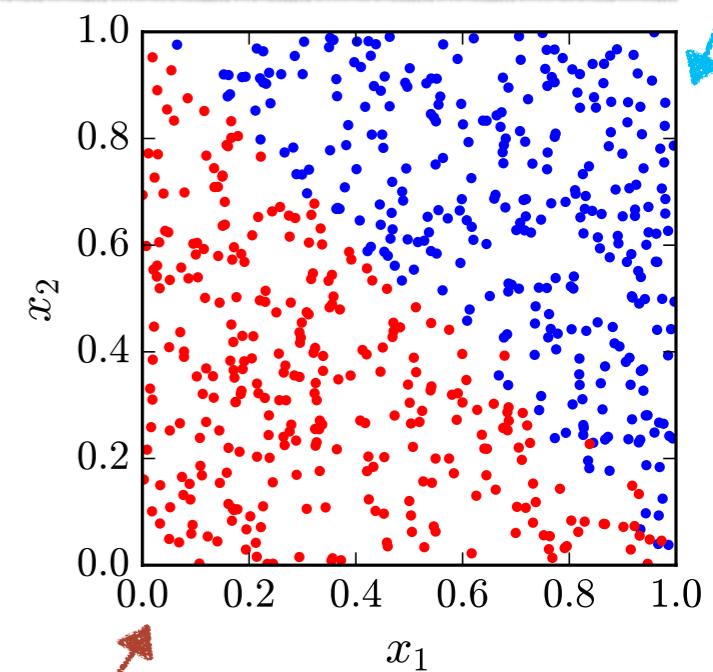
$$p(x, a) = a_0 + x_1 a_1 + x_2 a_2$$



Minimize the loss with respect to \vec{a}

Boundary at $p(x, a) = 0$

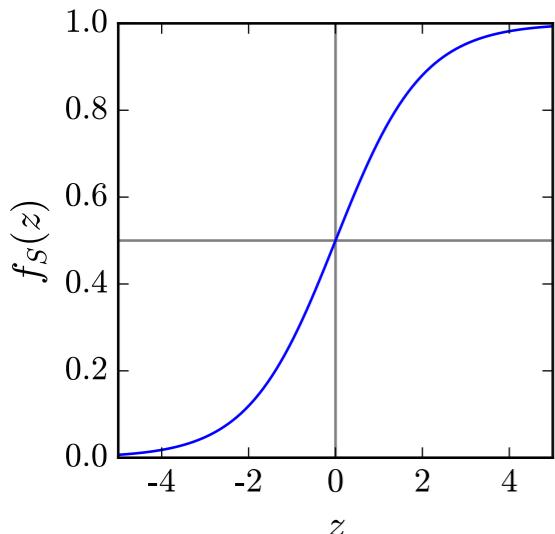
Large + values of p



Large - values of p

Logistic Regression

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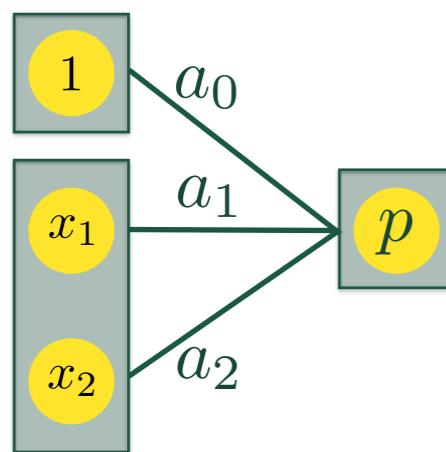


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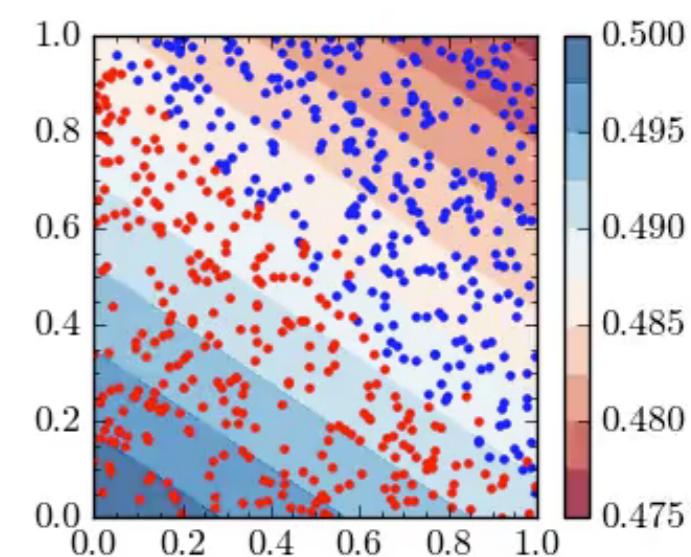
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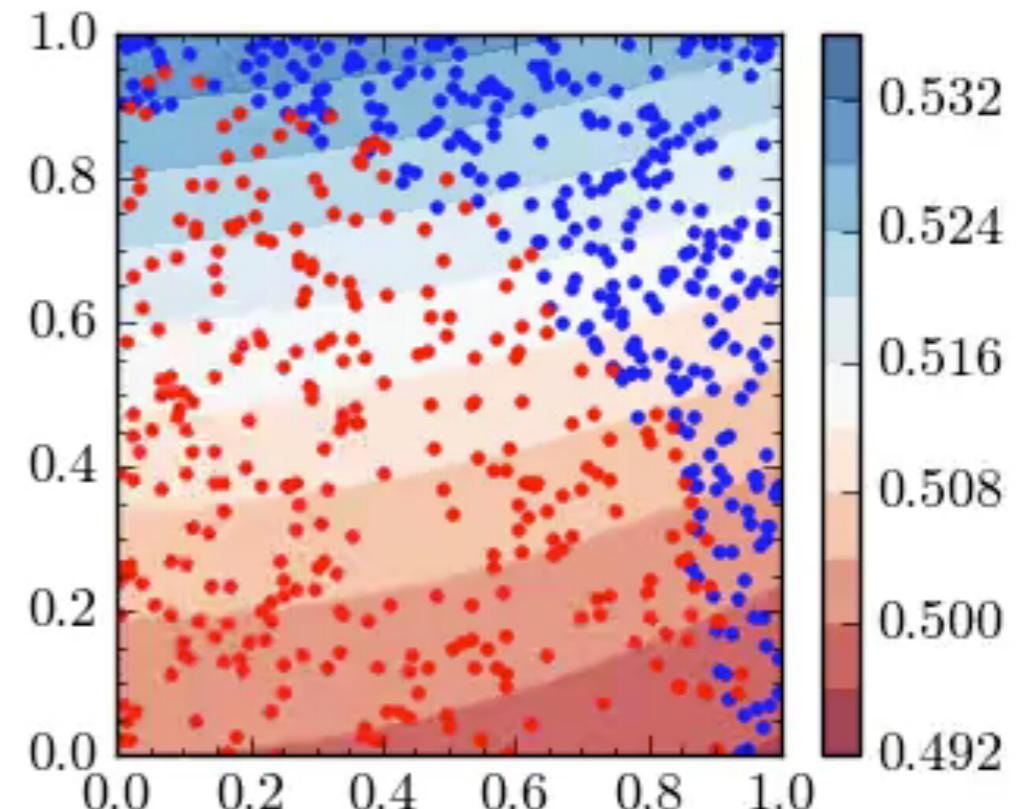
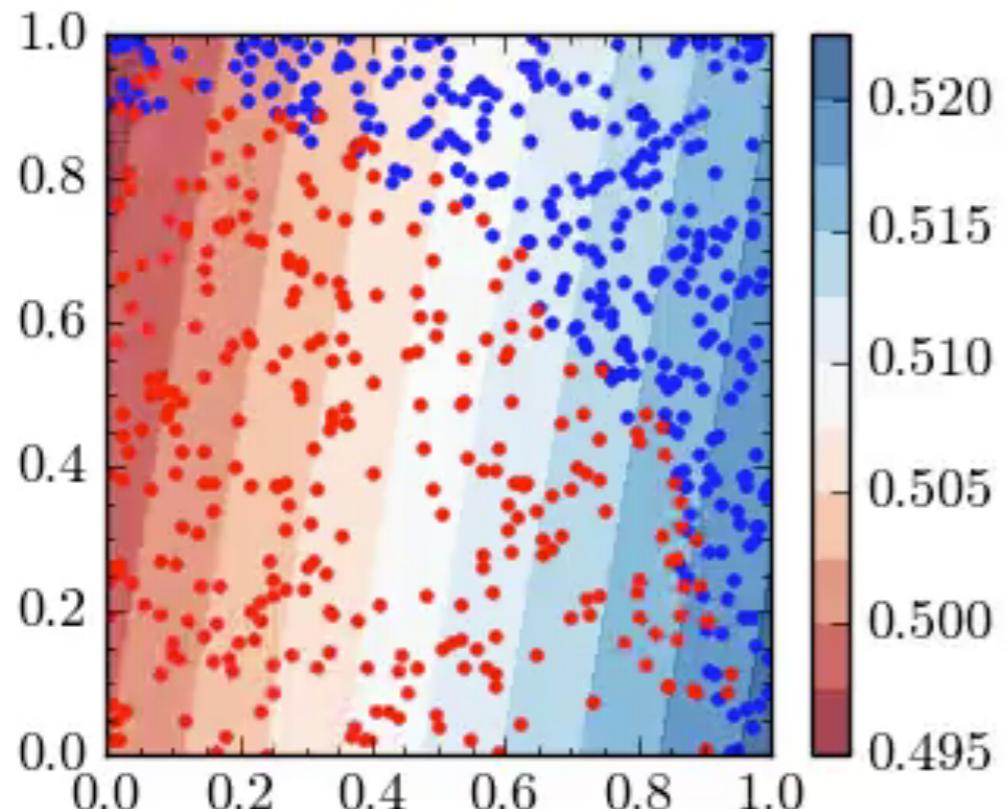


Logistic Regression

What if there is a shape in the data?

$$p(x, a) = a_0 + x_1 a_1 + x_2 a_2$$

$$\begin{aligned} p(x, a) = & \ a_0 + a_1 x_1 + a_2 x_2 \\ & + a_3 x_1^2 + a_4 x_2^2 + a_5 x_1 x_2 \end{aligned}$$

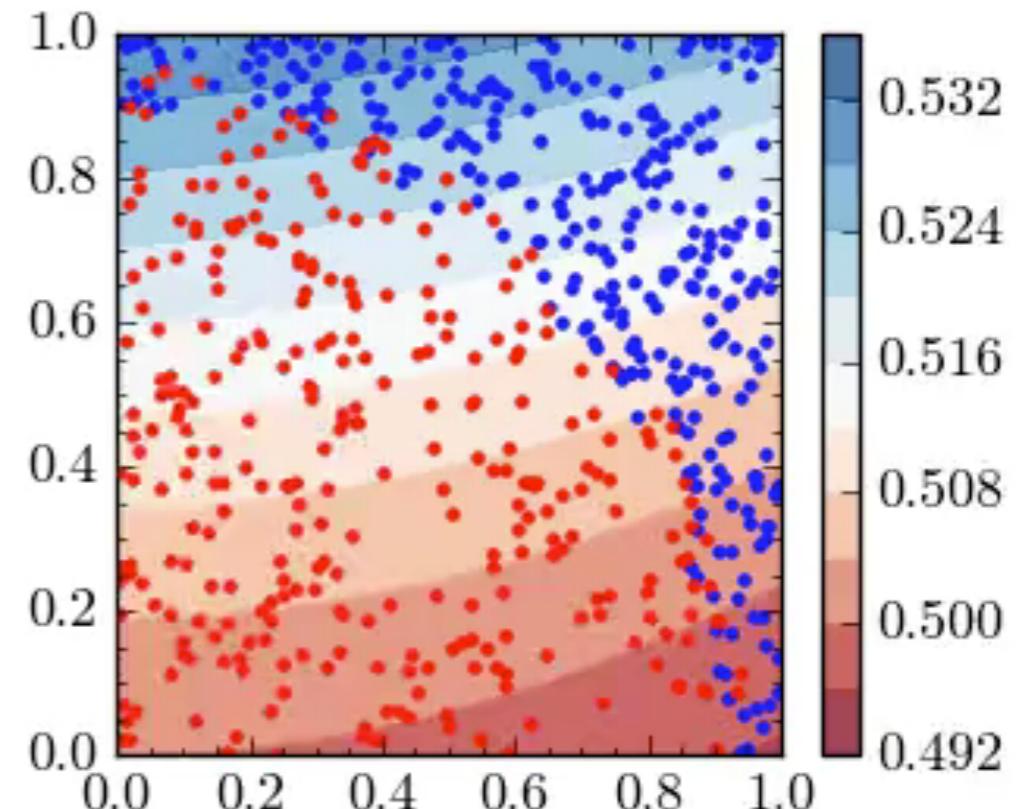
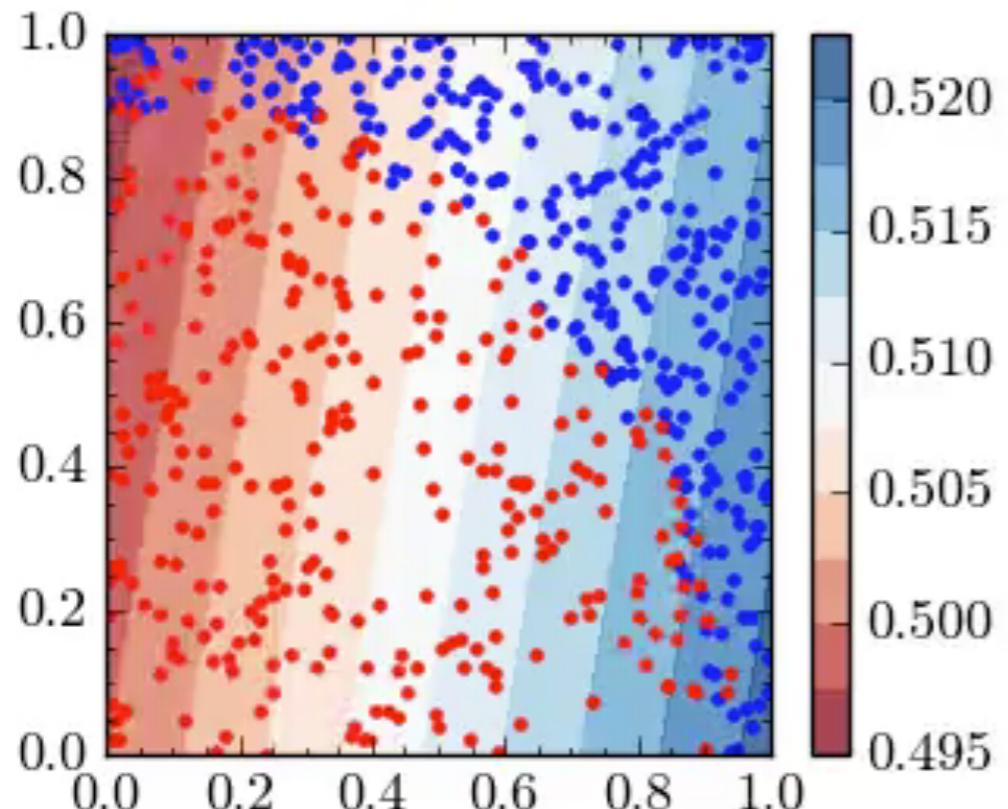


Logistic Regression

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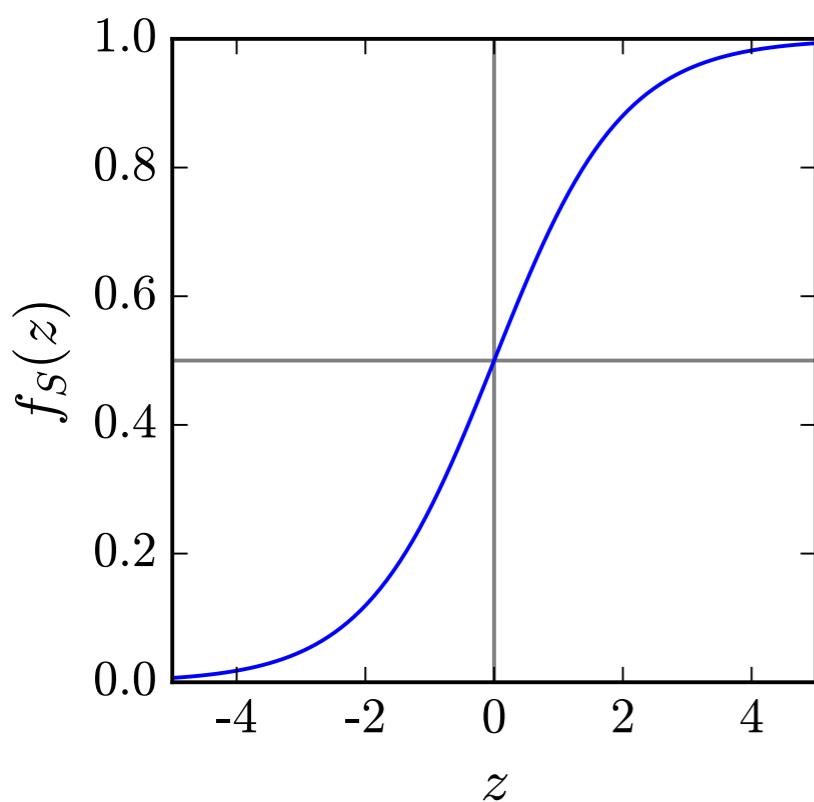
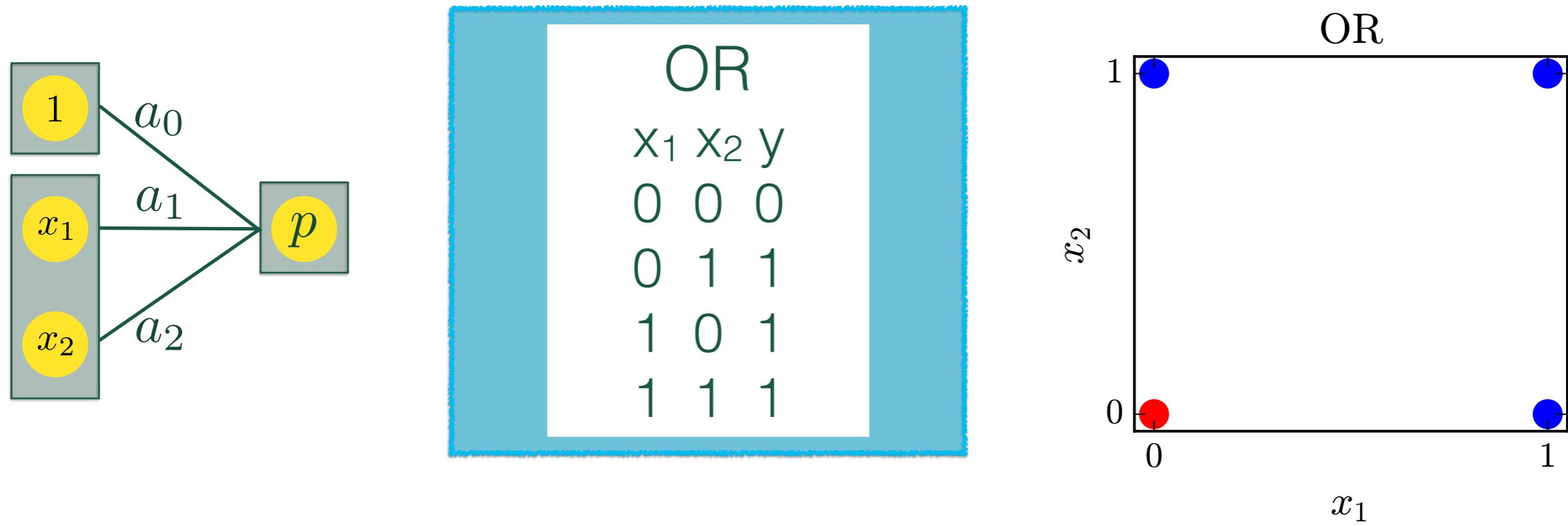
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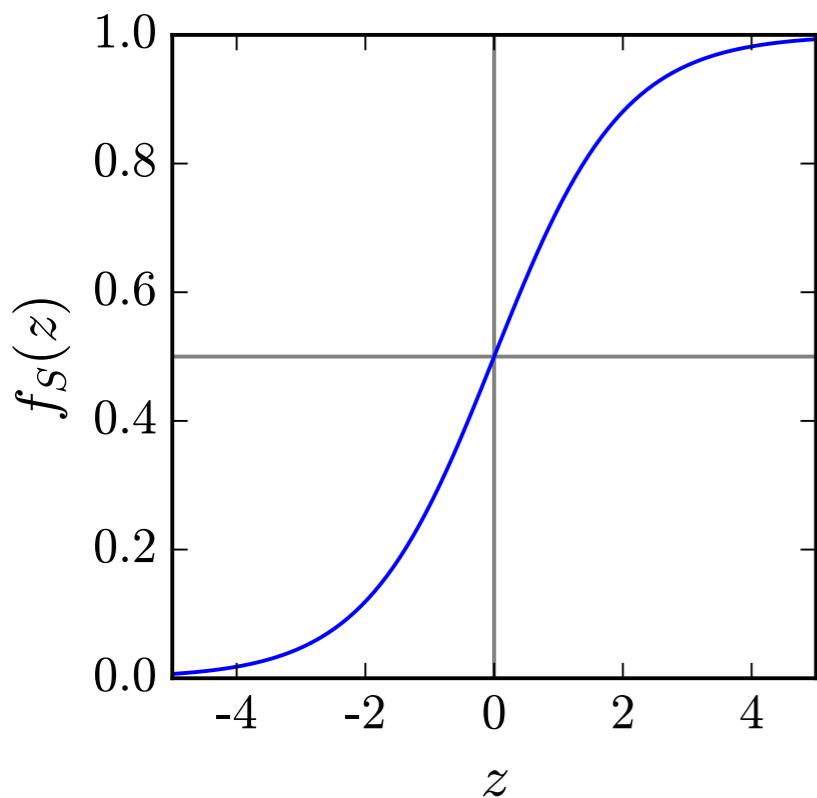
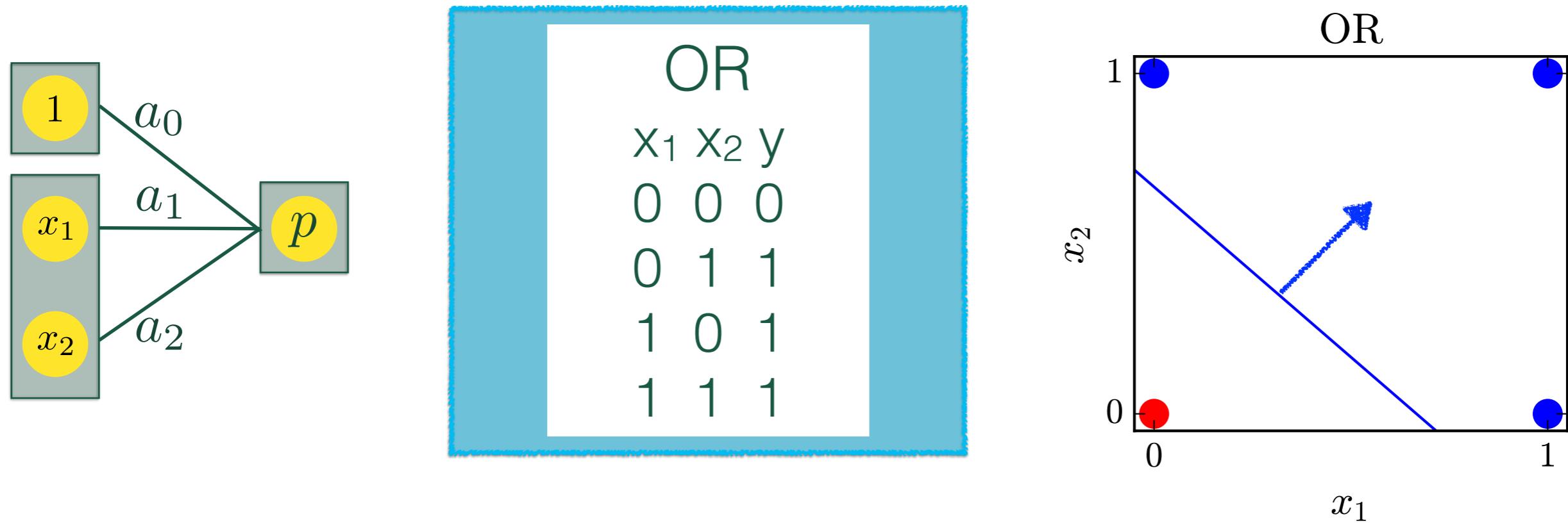
Regression Review

1. Can use nearly the same process for fitting a curve (predicting a number) or classification
2. Minimize a defined cost function
3. Easy to add parameters if shape is unknown — worry about over-fitting
4. If many inputs and complicated shapes, number of parameters necessary grows very quickly

Neural Networks

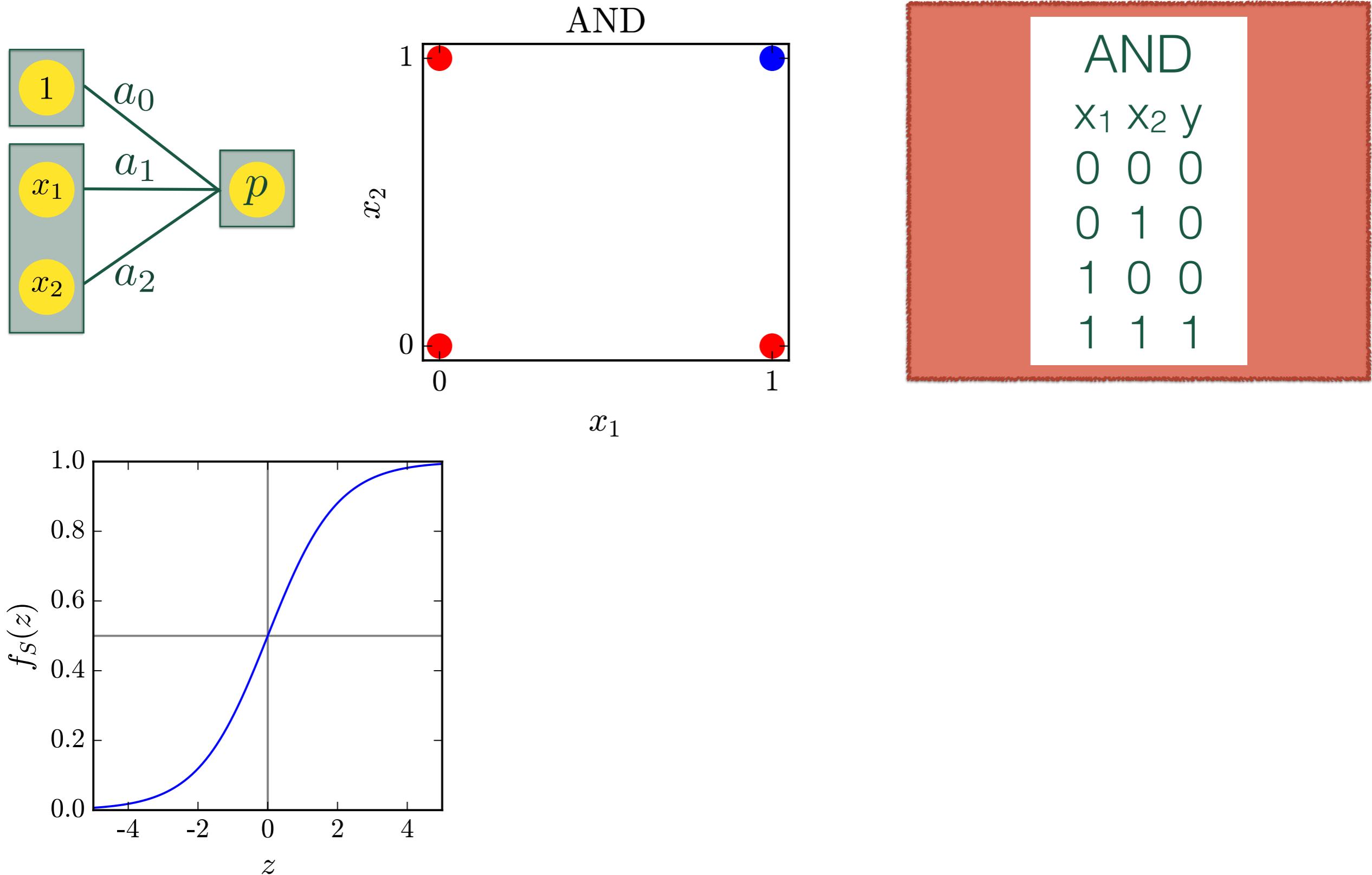


Neural Networks

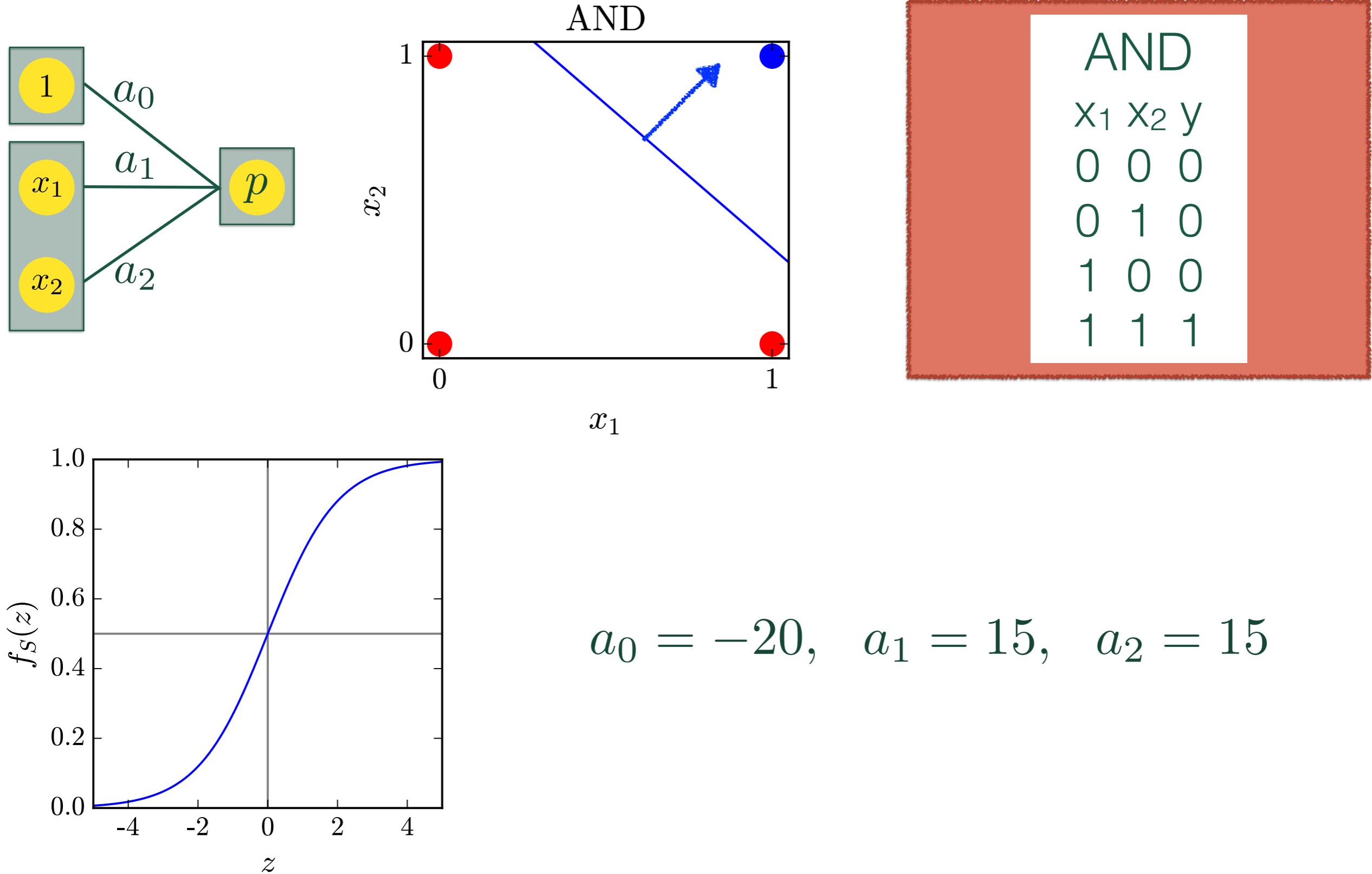


$$a_0 = -10, \quad a_1 = 15, \quad a_2 = 15$$

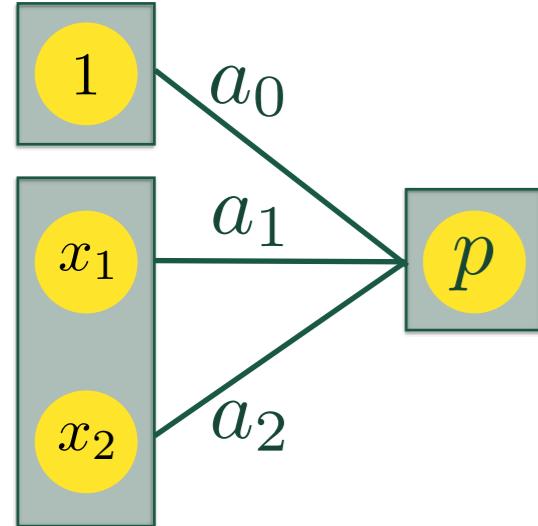
Neural Networks



Neural Networks



Neural Networks



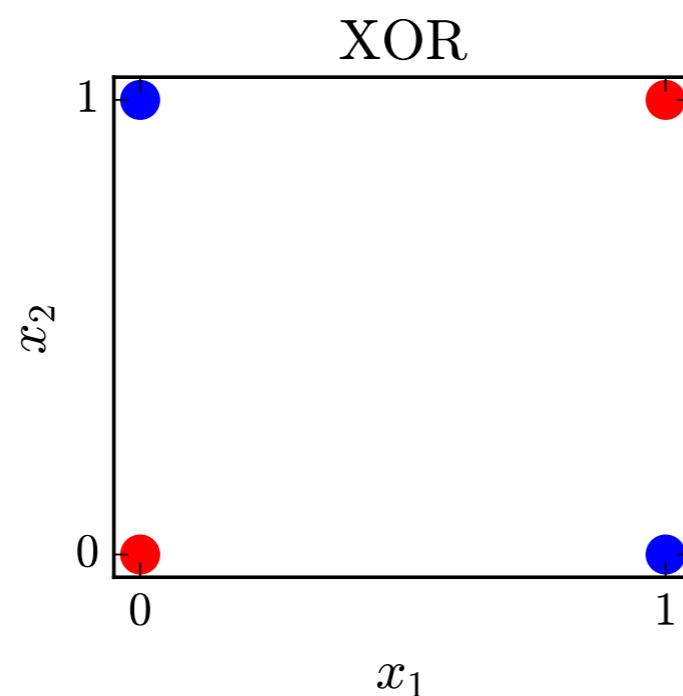
| OR | | |
|-------|-------|-----|
| x_1 | x_2 | y |
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |

| AND | | |
|-------|-------|-----|
| x_1 | x_2 | y |
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

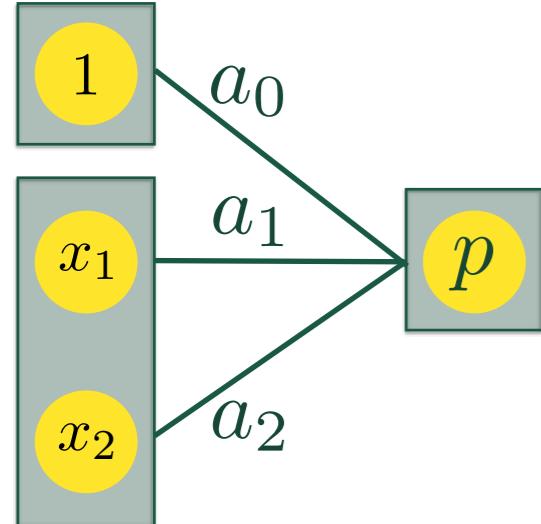
$$a_0 = -10, \quad a_1 = 15, \quad a_2 = 15$$

$$a_0 = -20, \quad a_1 = 15, \quad a_2 = 15$$

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|-------|-------|-----|
| x_1 | x_2 | y |
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
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Neural Networks



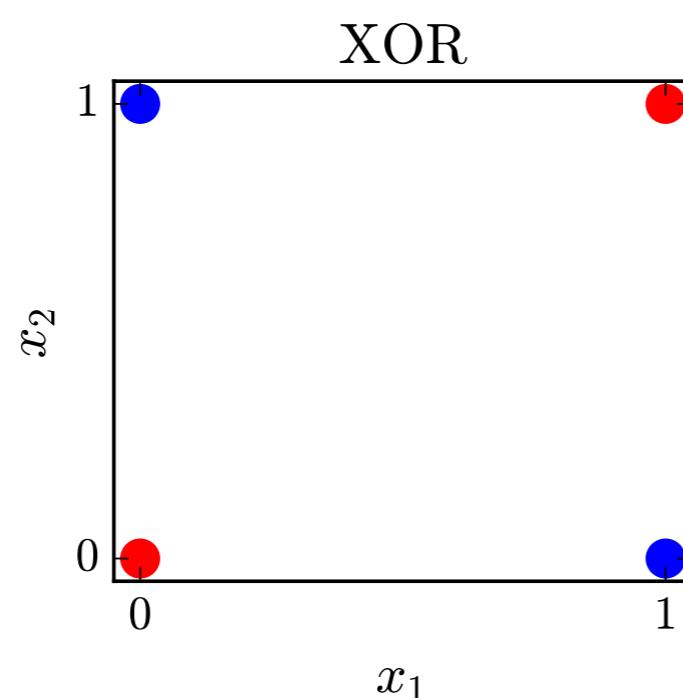
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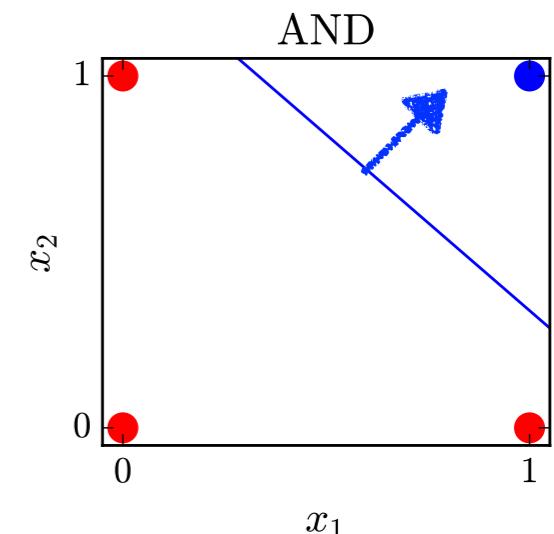
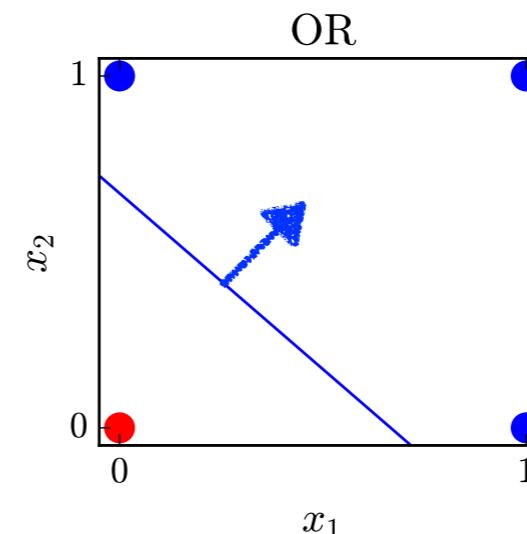
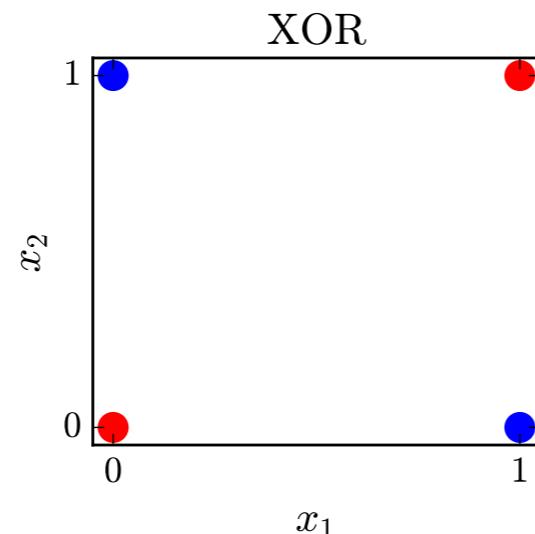


This system cannot produce XOR

(cannot make a two sided cut)

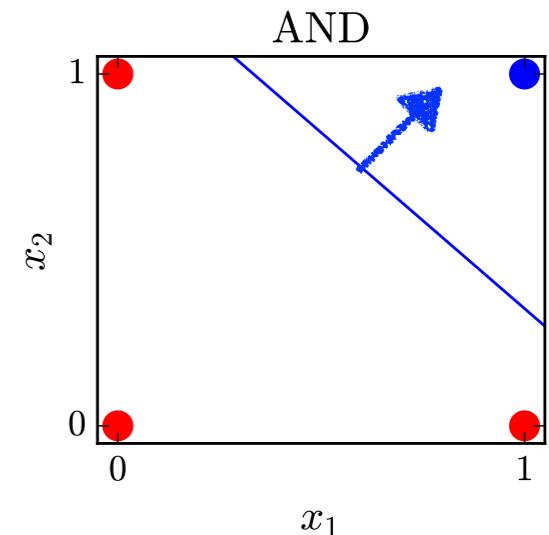
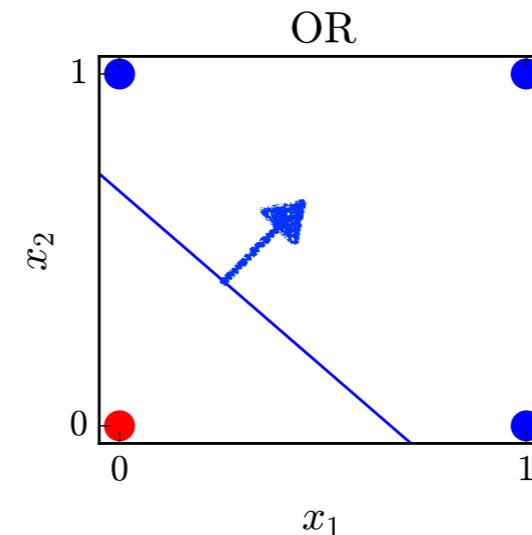
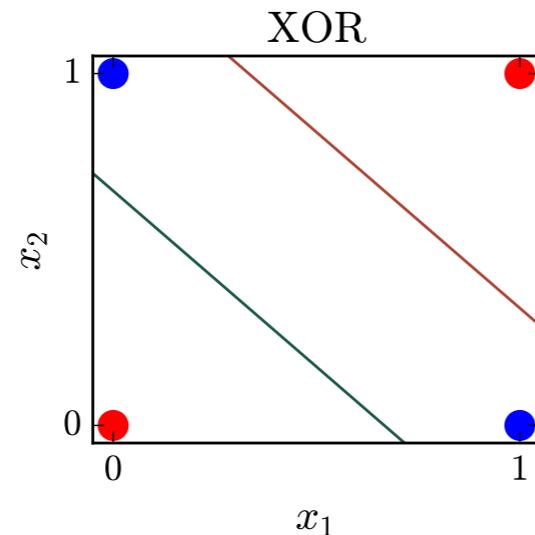
Neural Networks

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| x_1 | x_2 | y |
| 0 | 0 | 0 |
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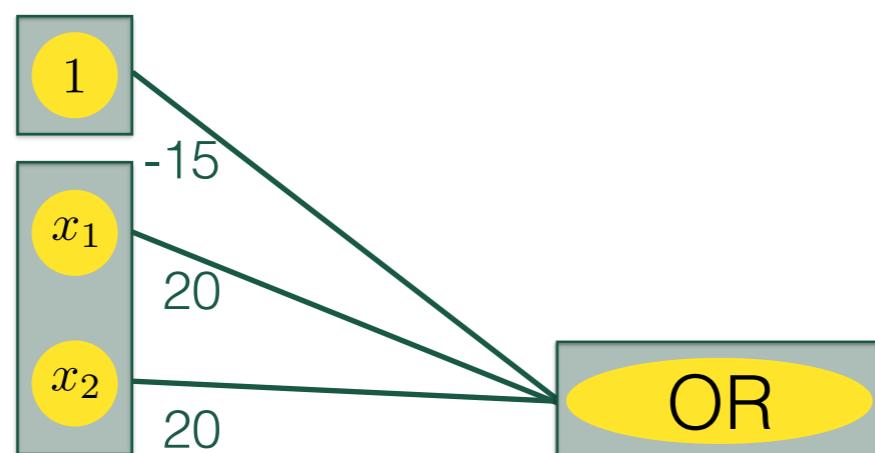
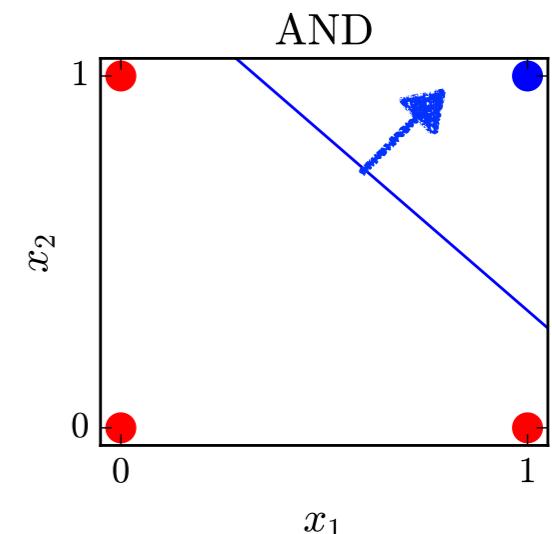
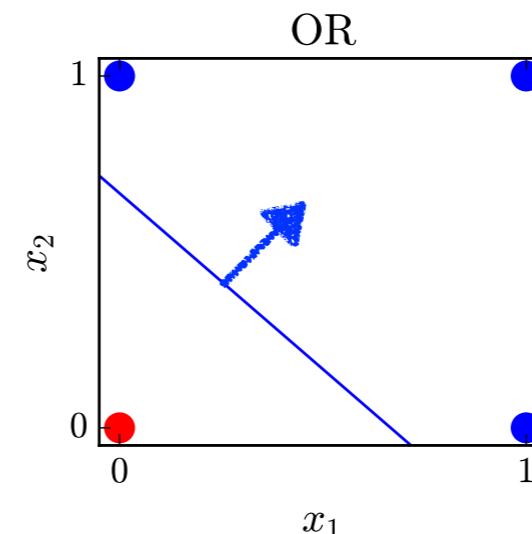
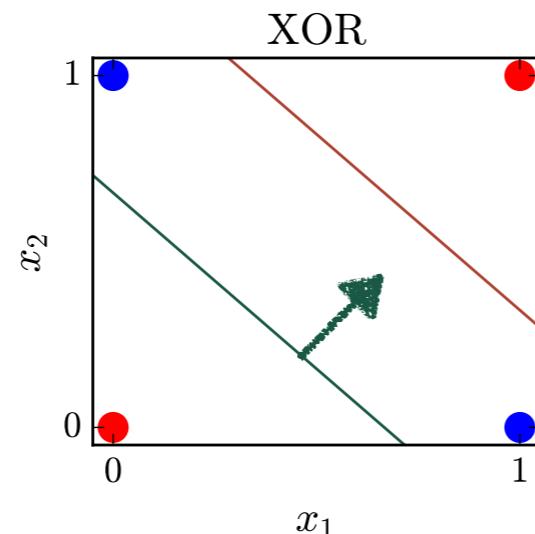
Neural Networks

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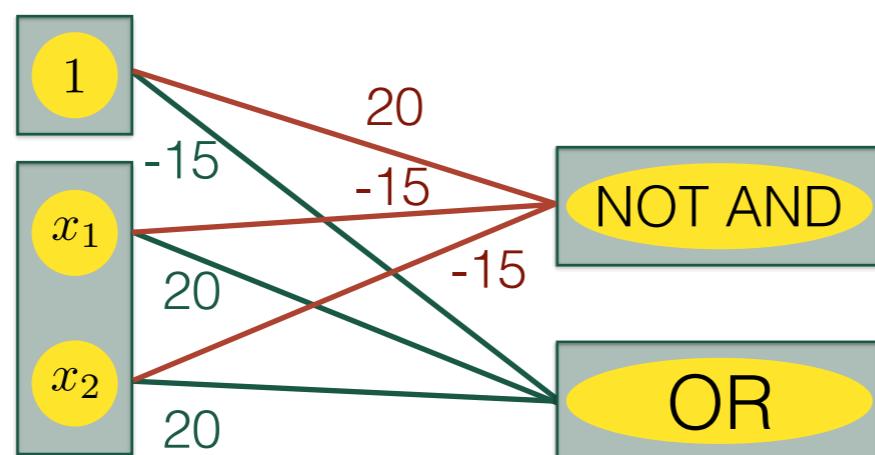
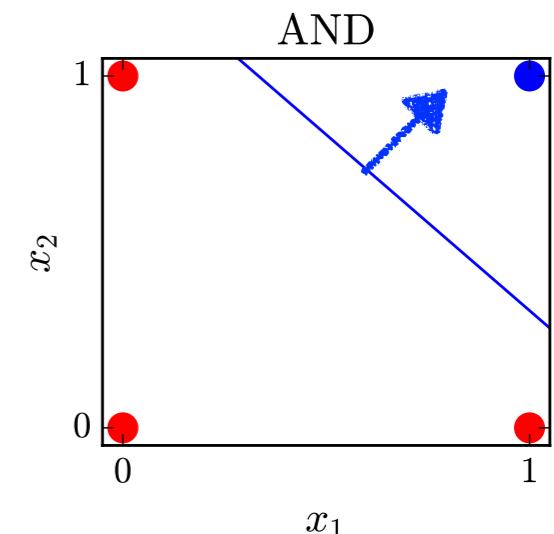
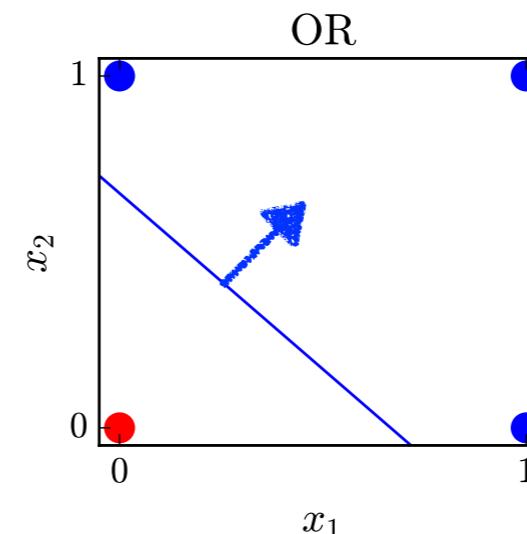
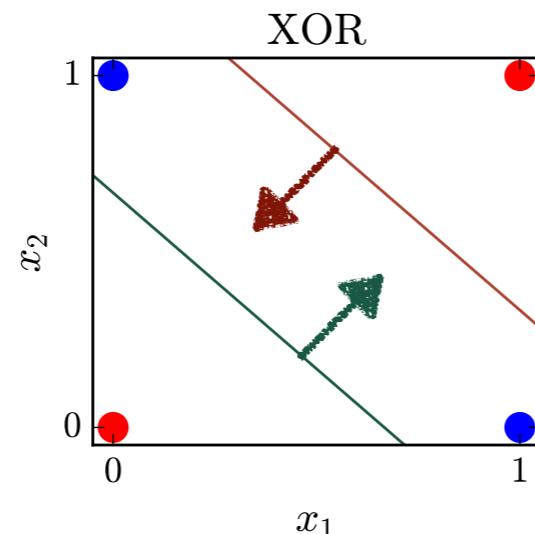
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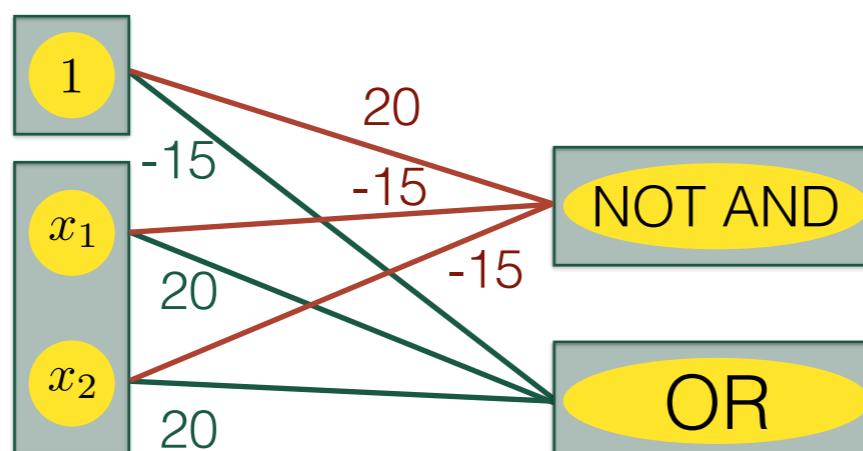
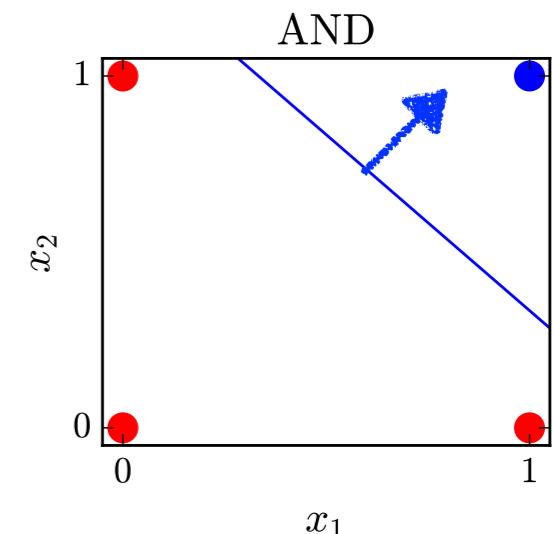
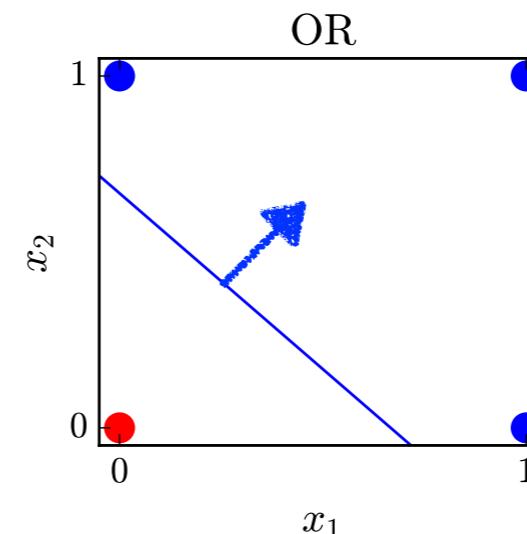
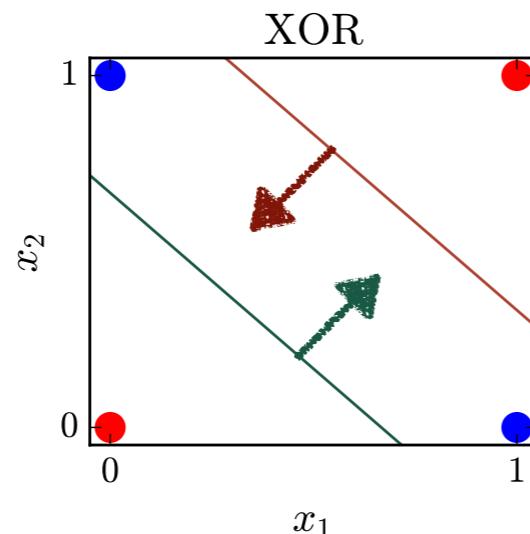
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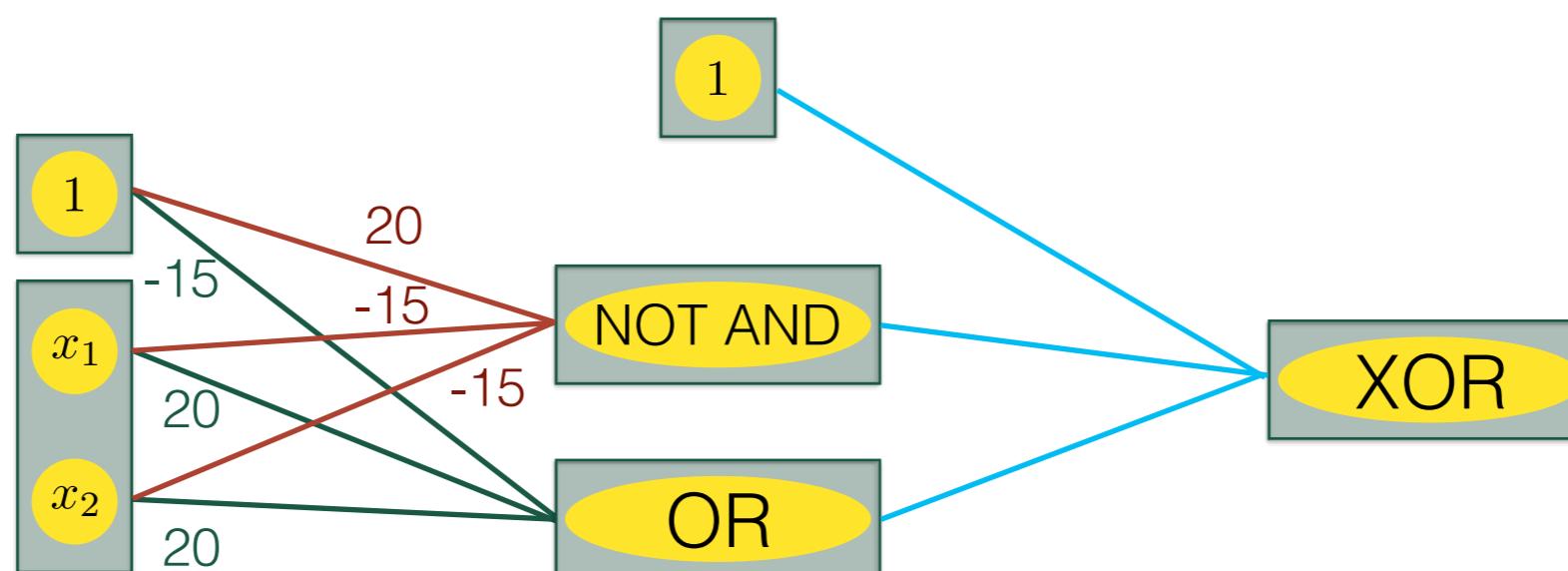
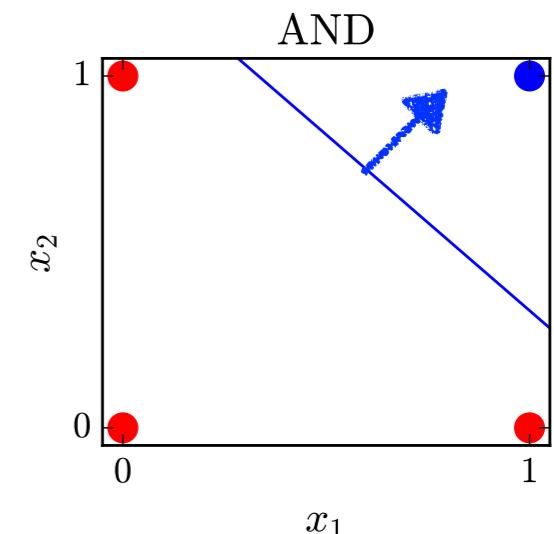
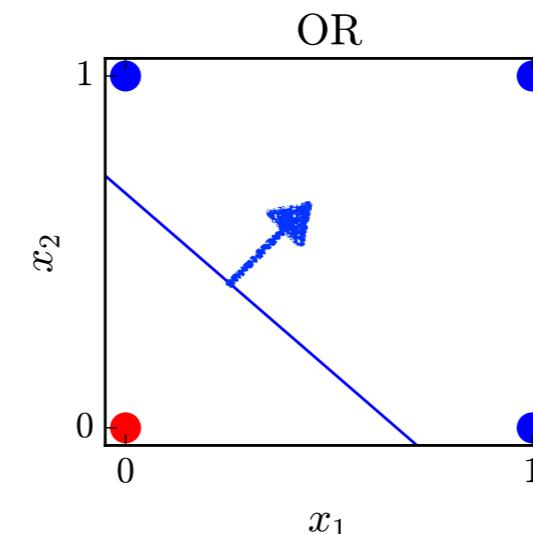
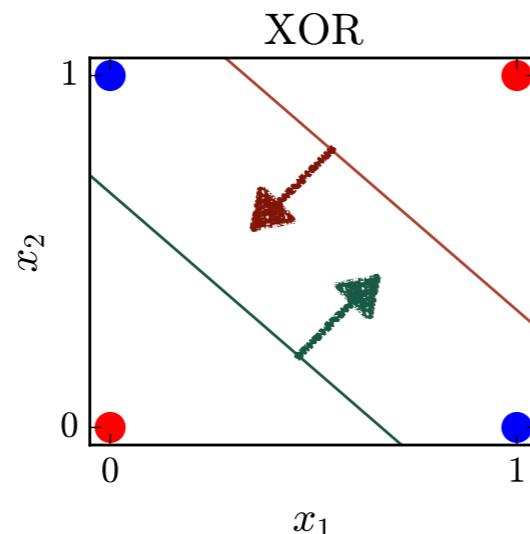
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| x_1 | x_2 | OR | NOT AND | XOR |
|-------|-------|----|---------|-----|
| 0 | 0 | 0 | 1 | 0 |
| 0 | 1 | 1 | 1 | 1 |
| 1 | 0 | 1 | 1 | 1 |
| 1 | 1 | 1 | 0 | 0 |

Neural Networks

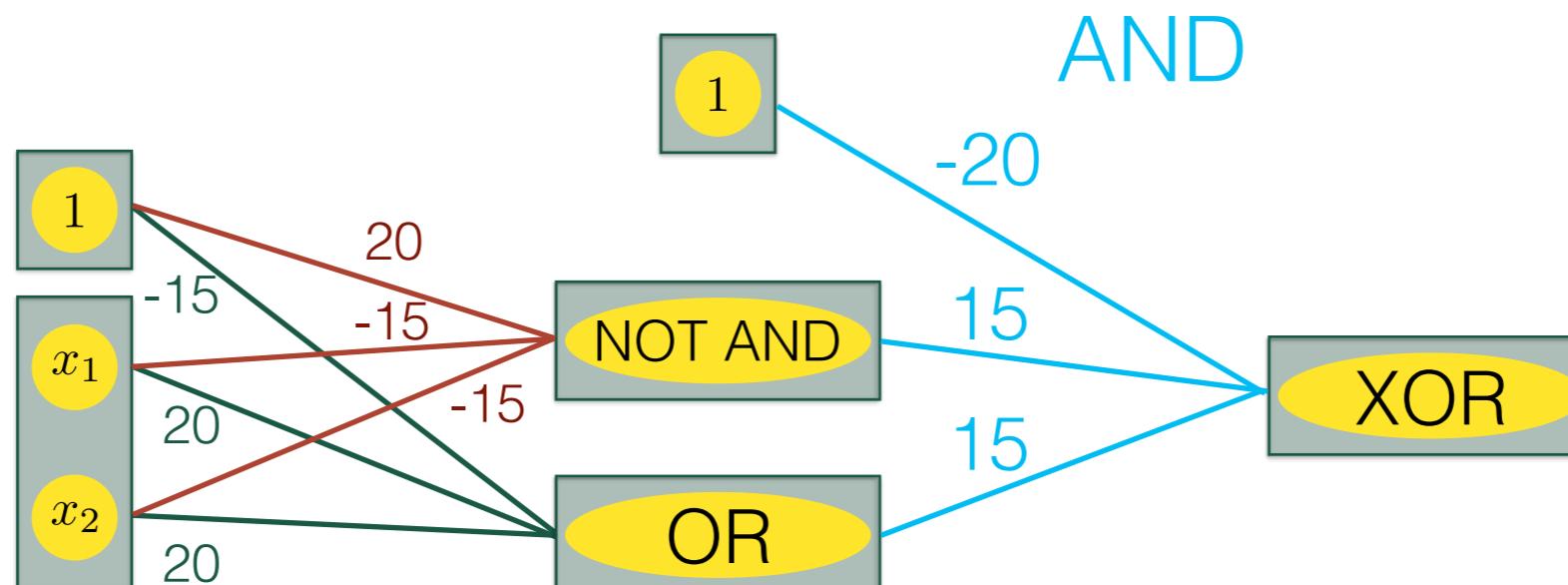
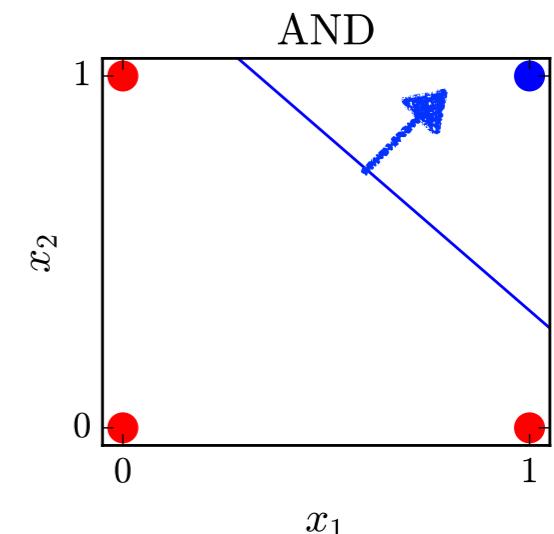
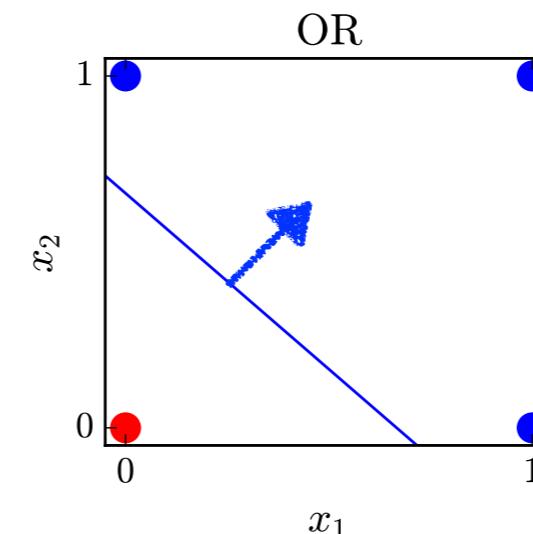
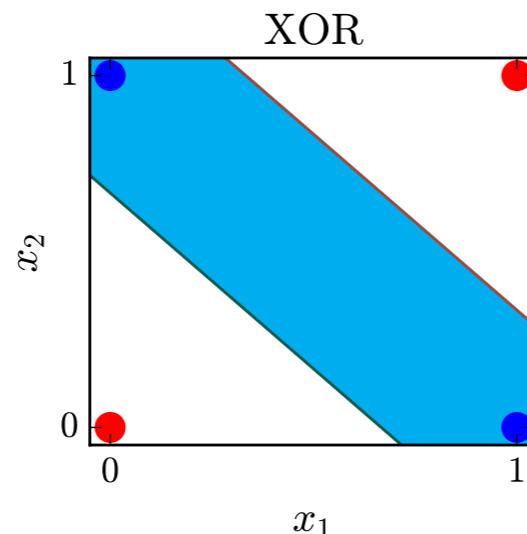
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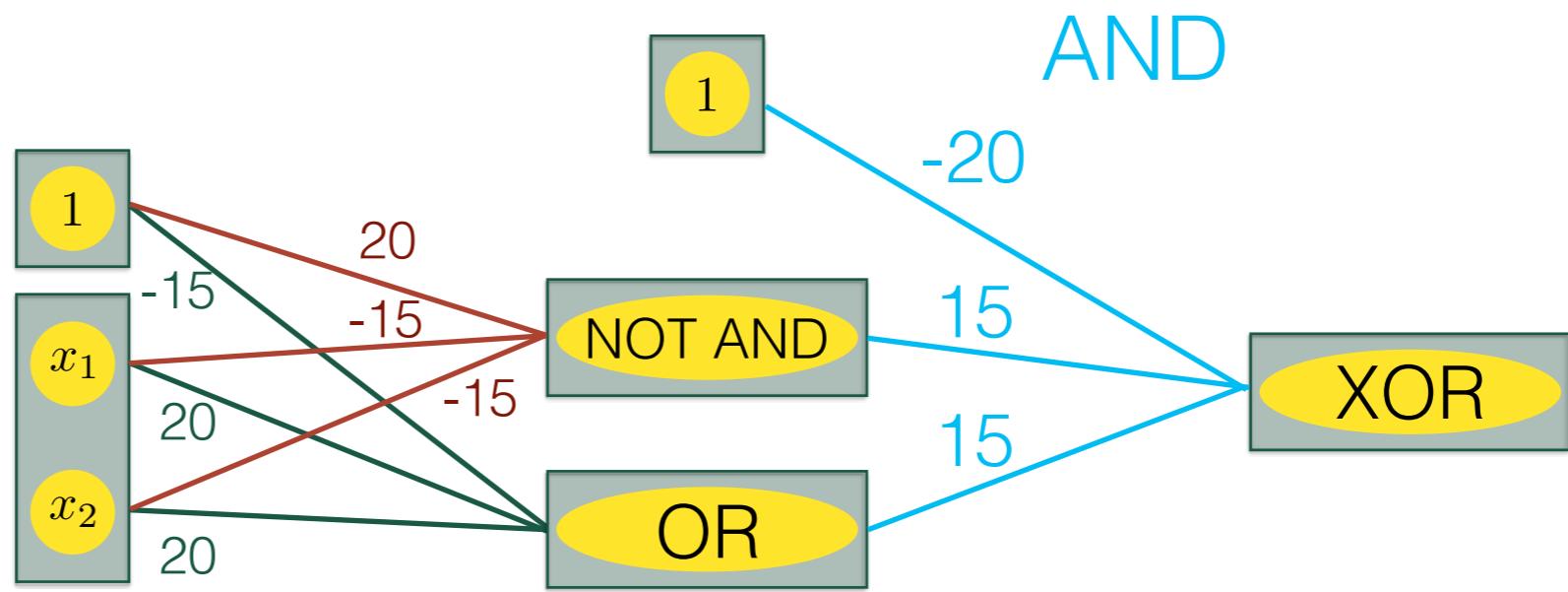
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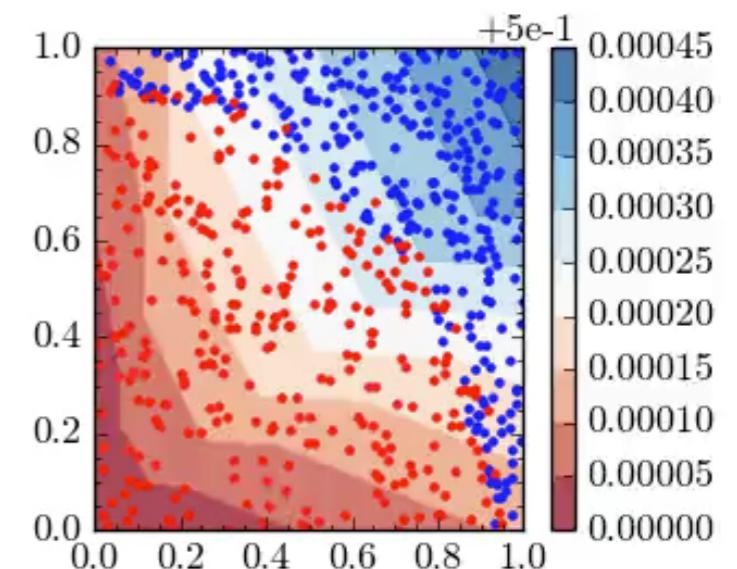
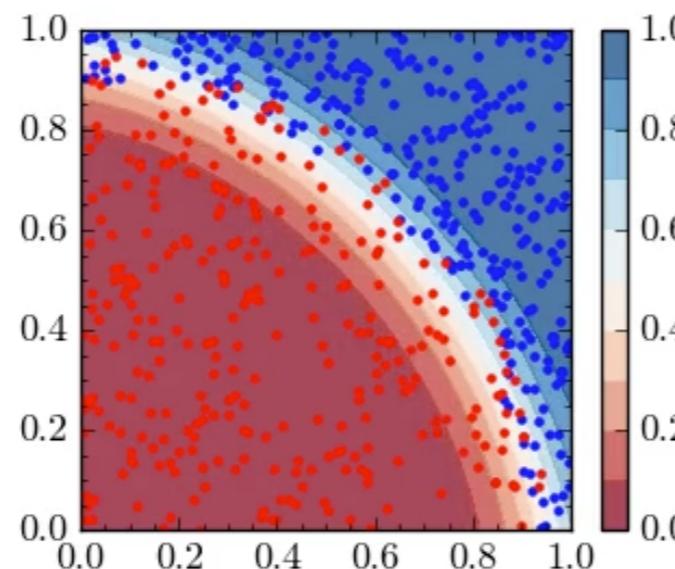
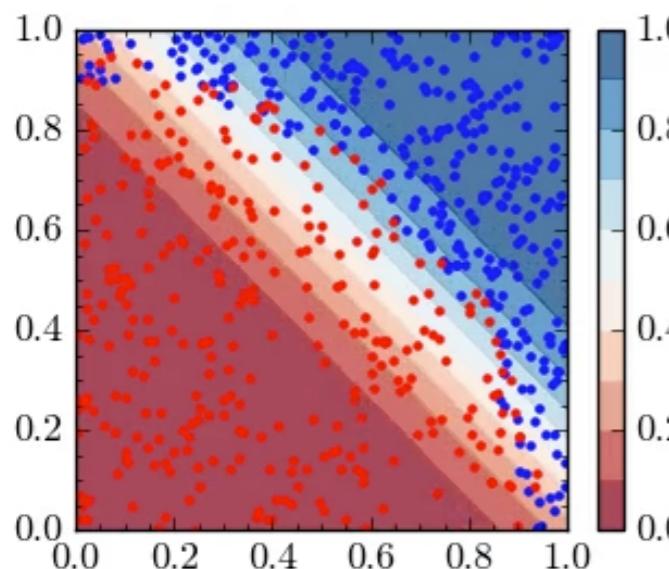
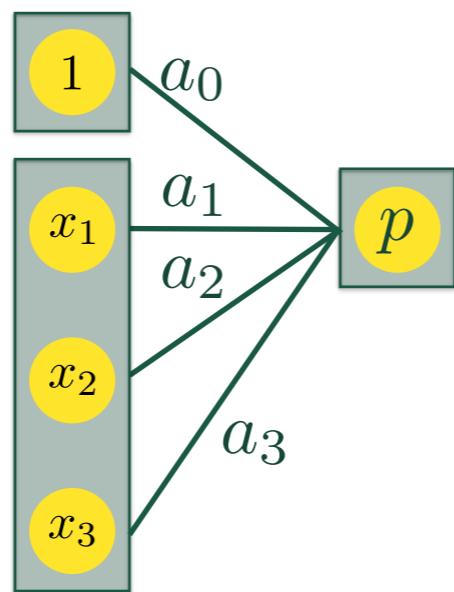
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Simple example showing that neural network can access ‘high-level’ functions

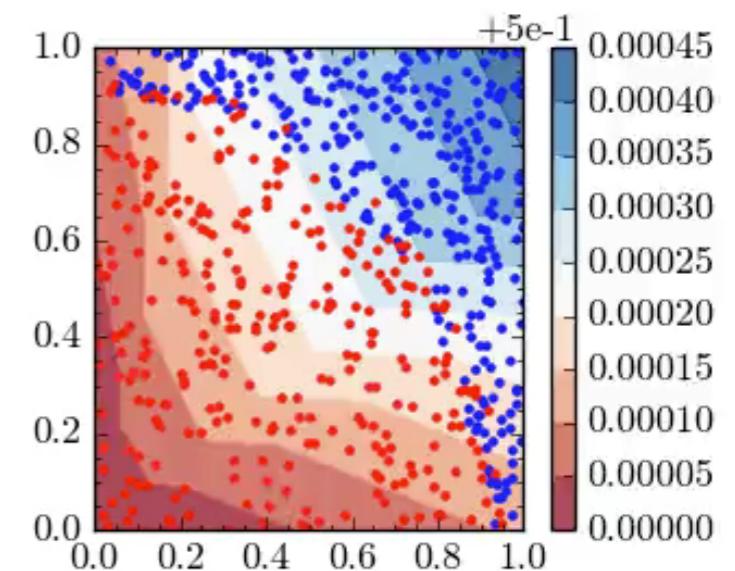
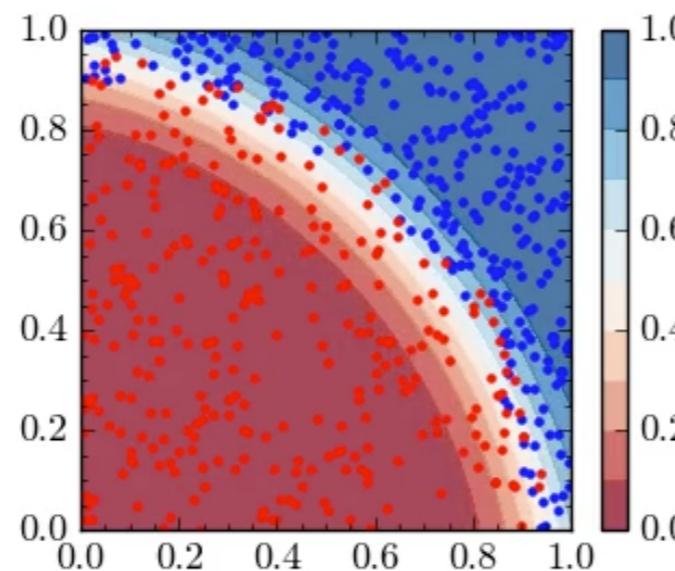
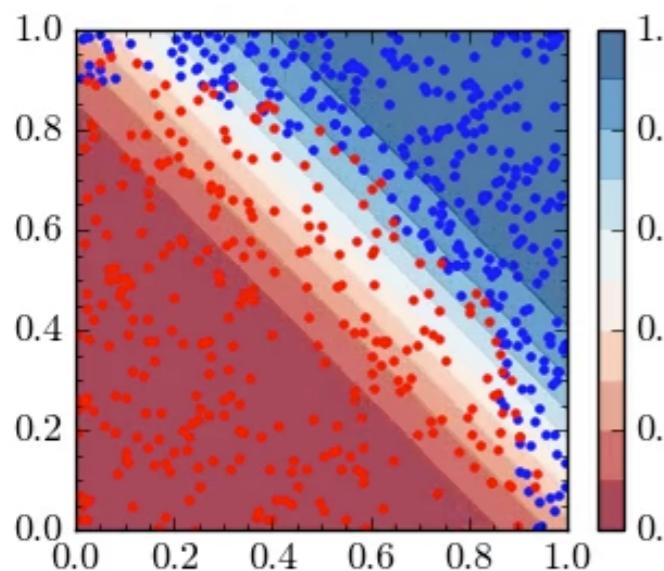
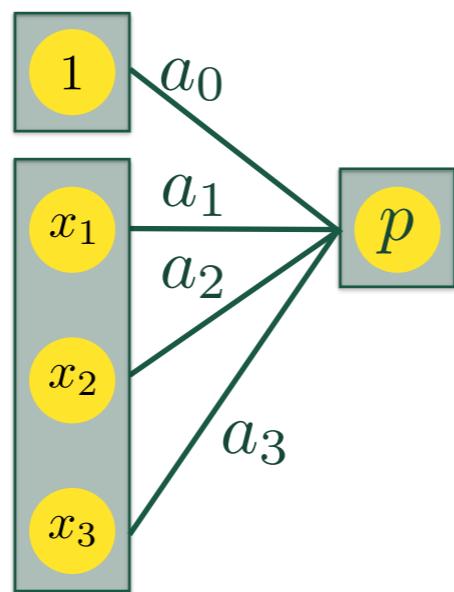
Neural Networks

- Don't add more inputs, let machine find own shape
- Ability to learn 'any' function
- More nodes/hidden layers allows for more complex features



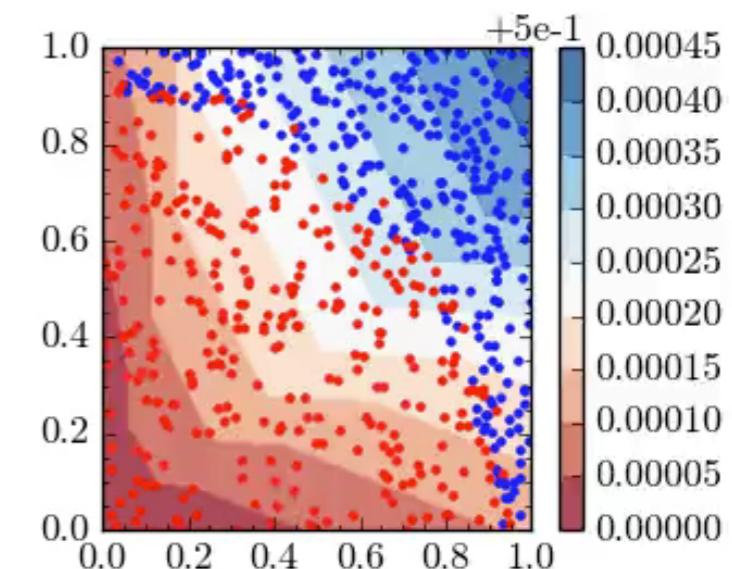
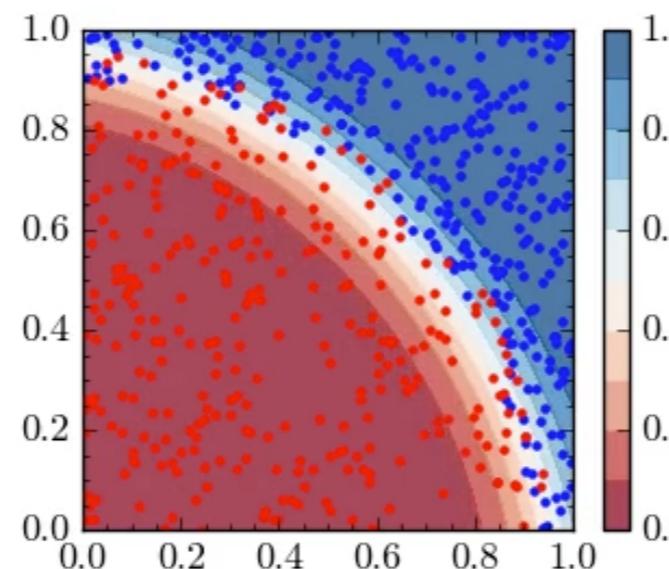
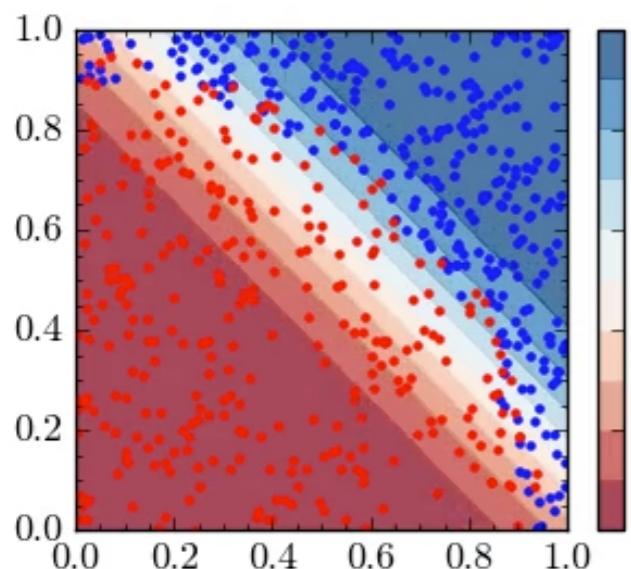
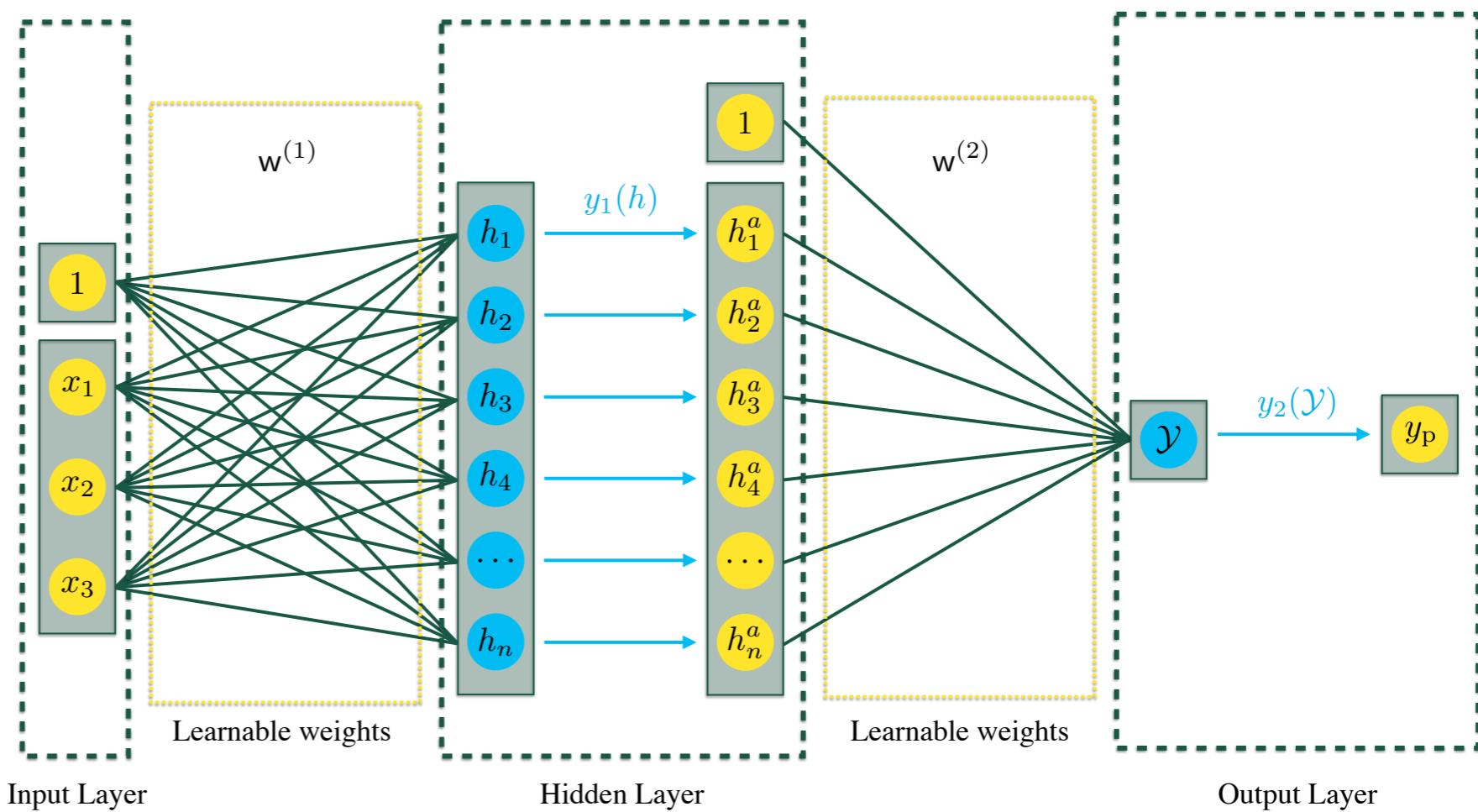
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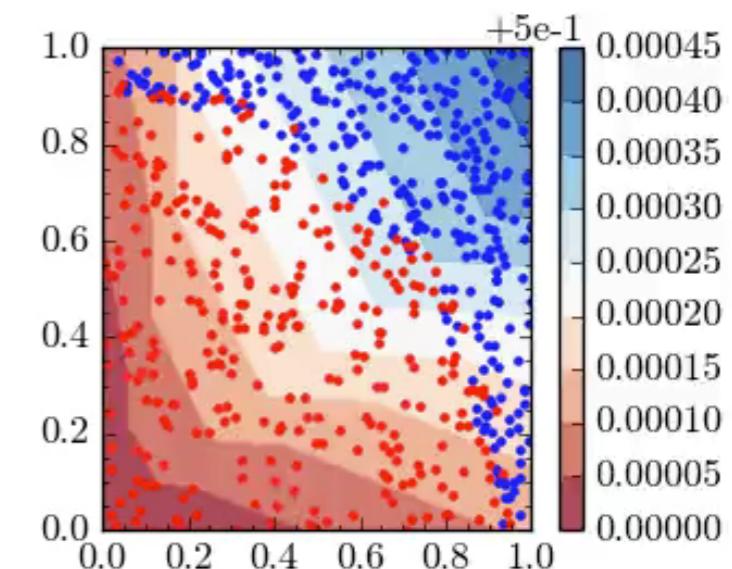
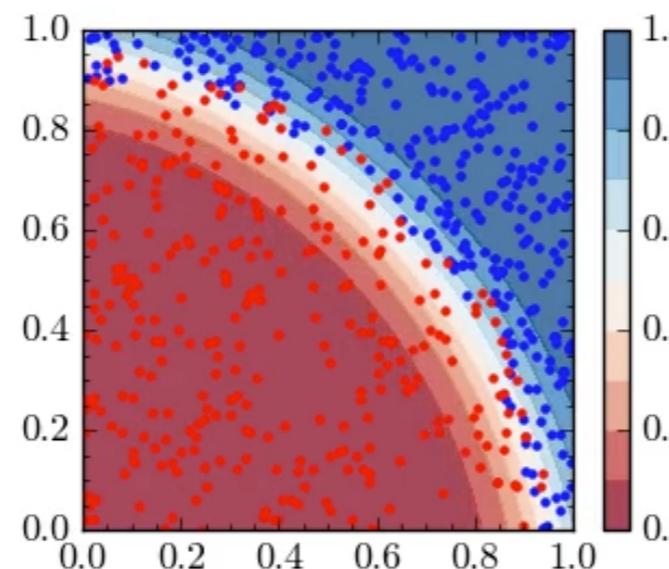
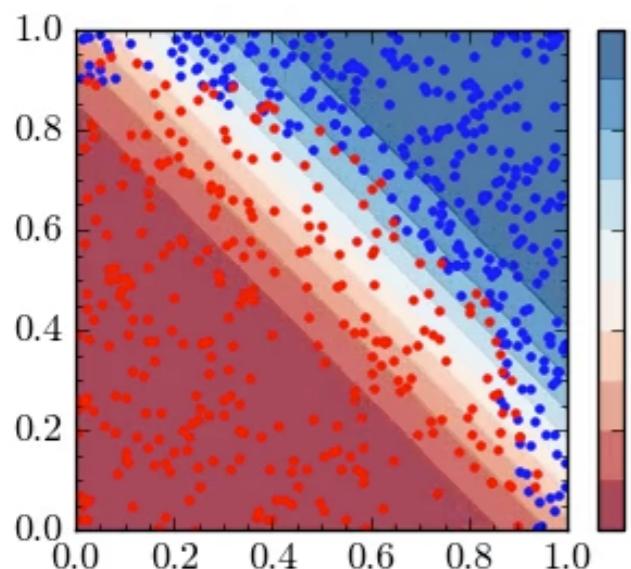
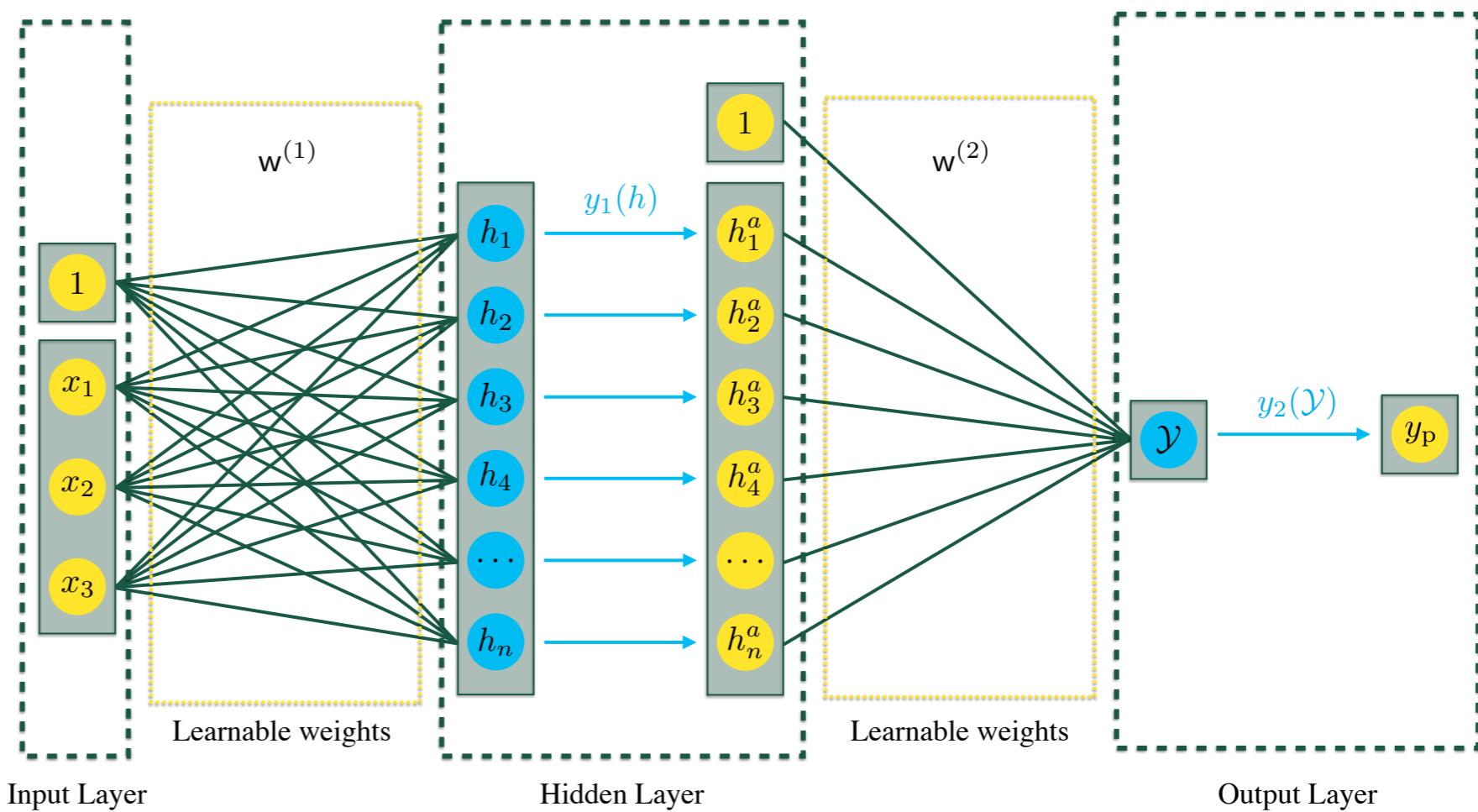
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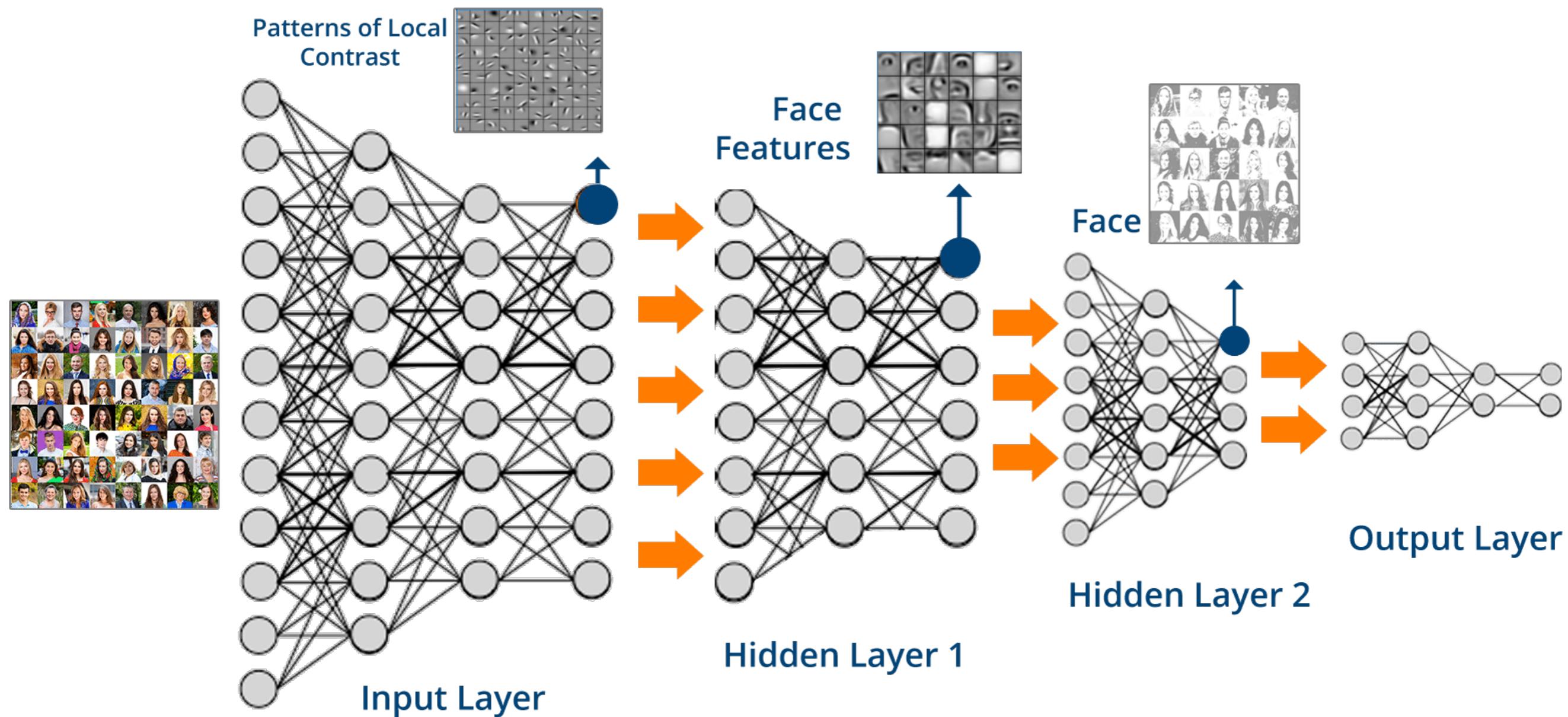
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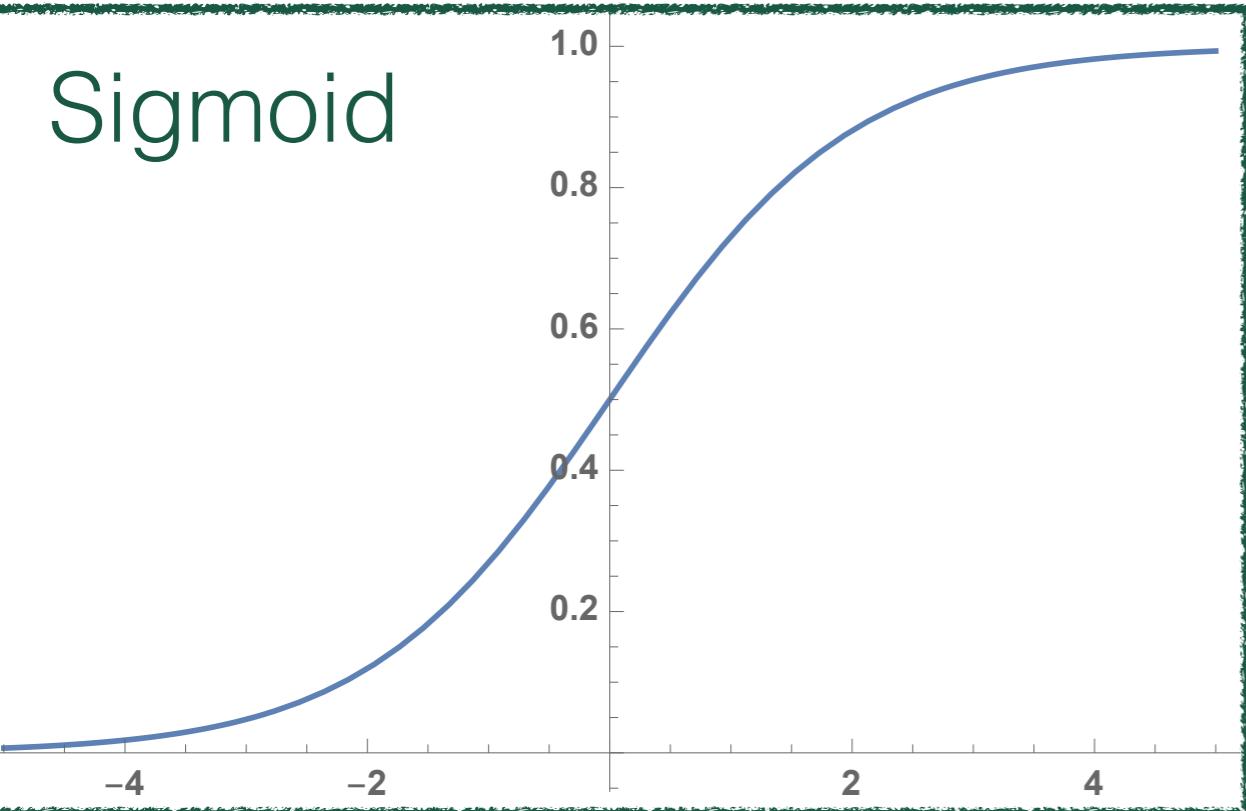
Deep learning uses raw inputs, with many hidden layers to let the machine come up with its own features.

How deep can we go before running into problems?

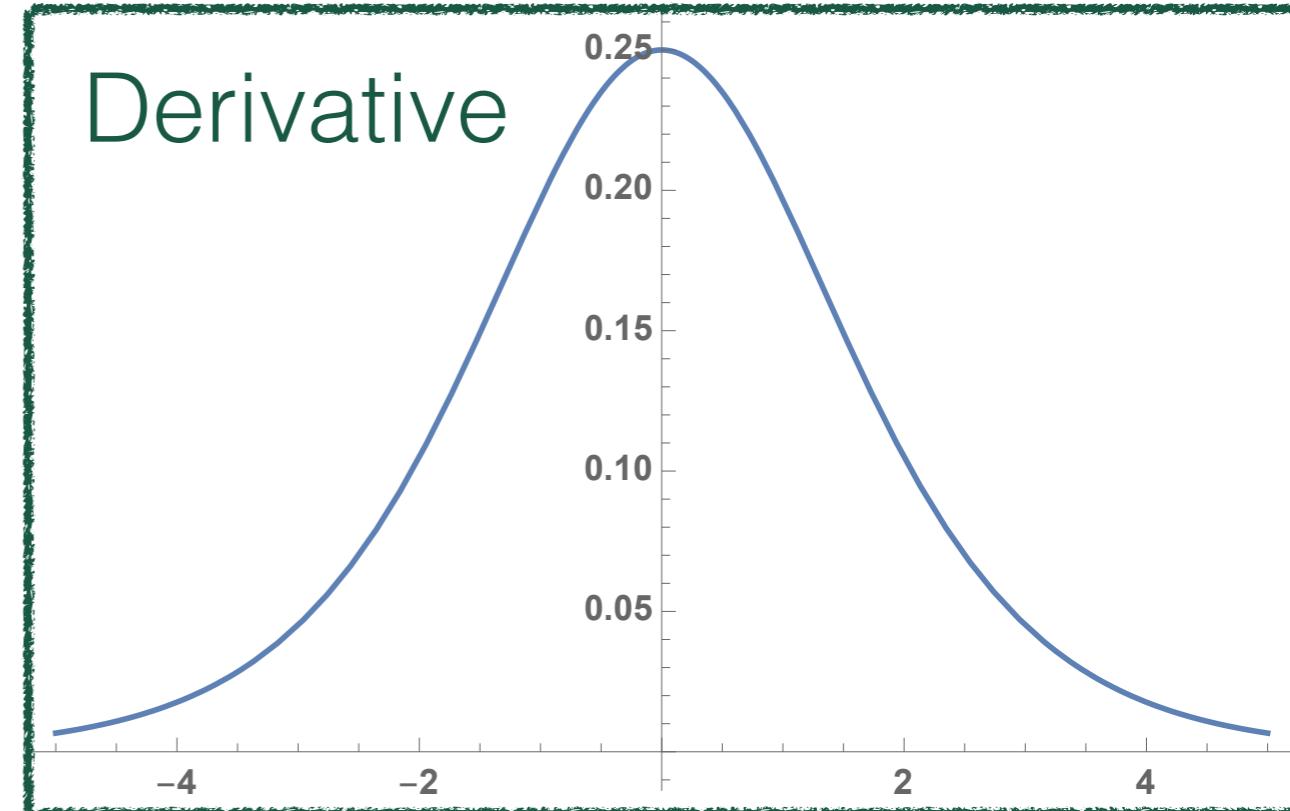


Disappearing Gradient

Sigmoid



Derivative



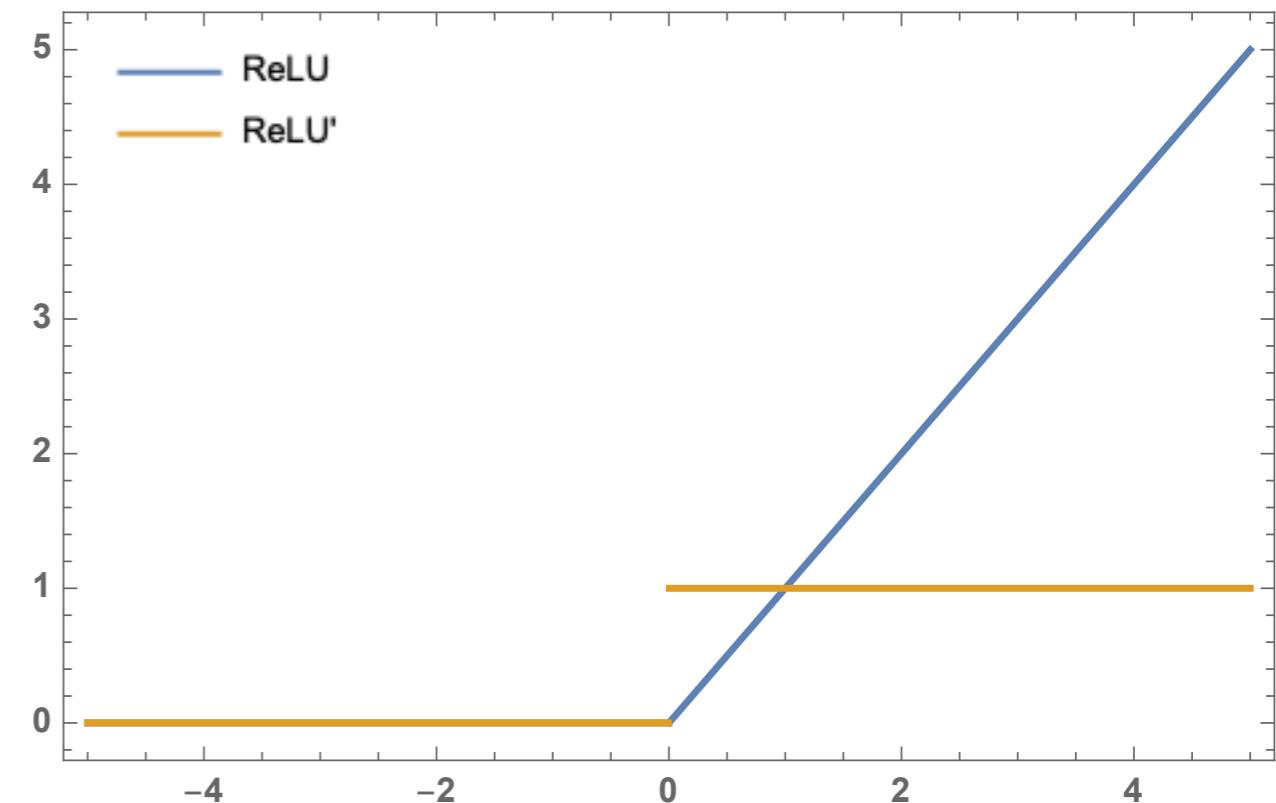
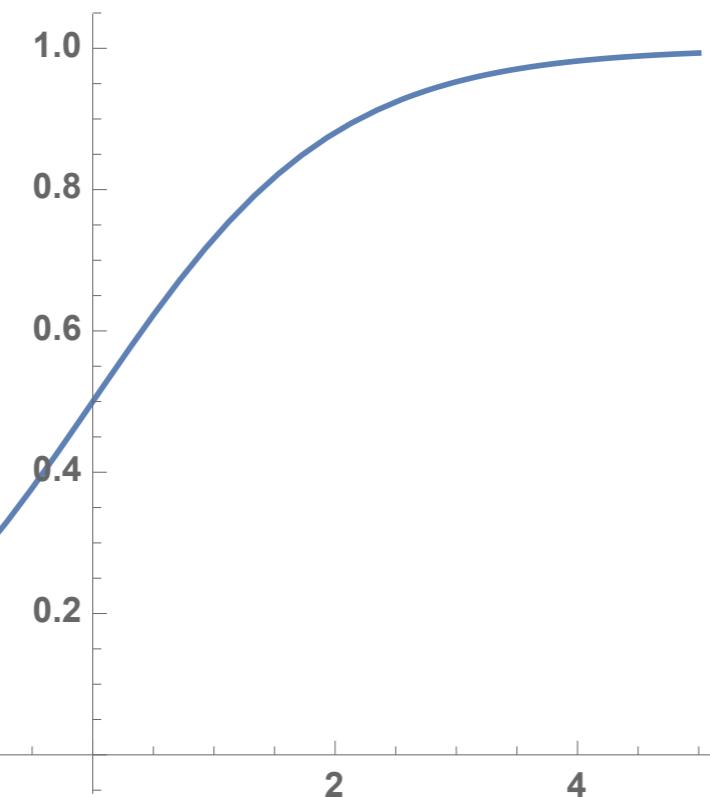
Chain rule for gradient of network involves multiple factors of the derivative multiplied together

$$(0.25)^4 = 0.0039$$

Deep networks with Sigmoid activations have exponentially hard time training early layers

Disappearing Gradient

Sigmoid



Using the Rectified Linear Unit (ReLU) solves this problem.

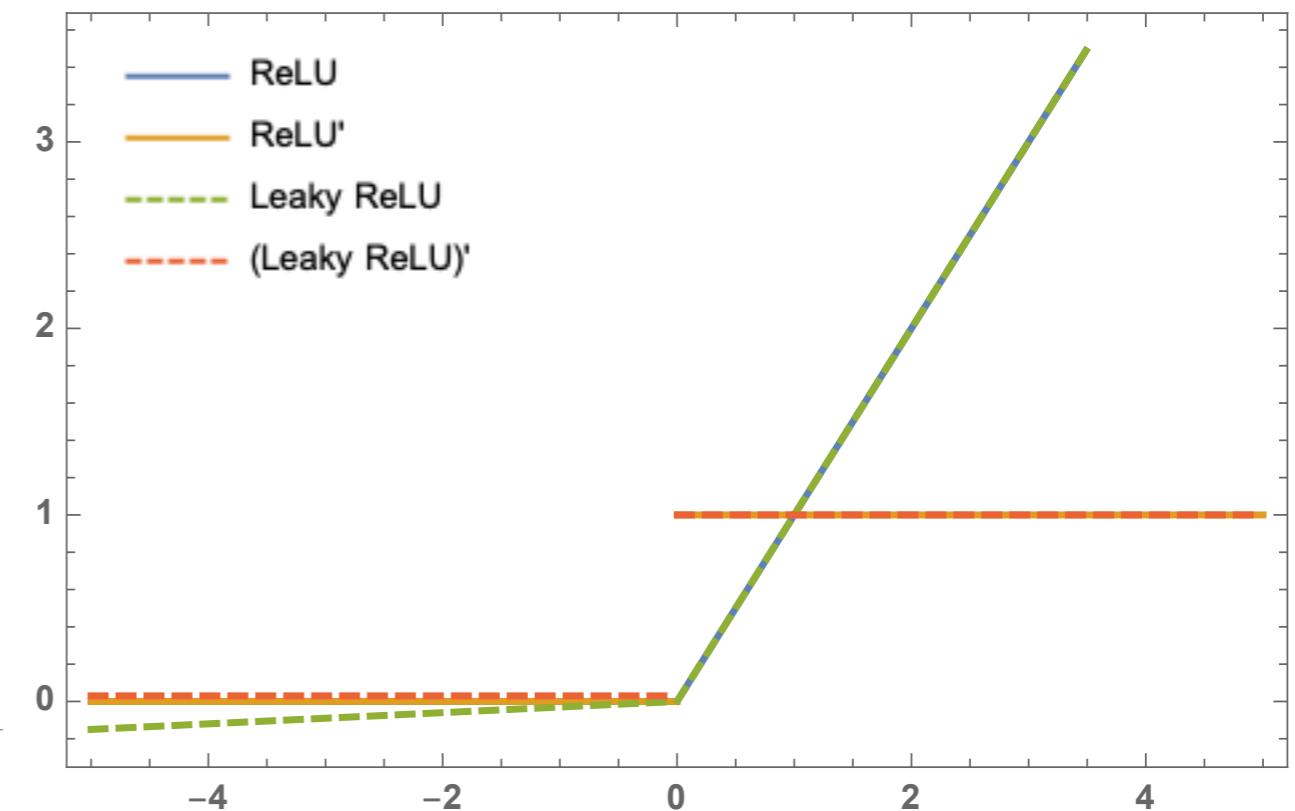
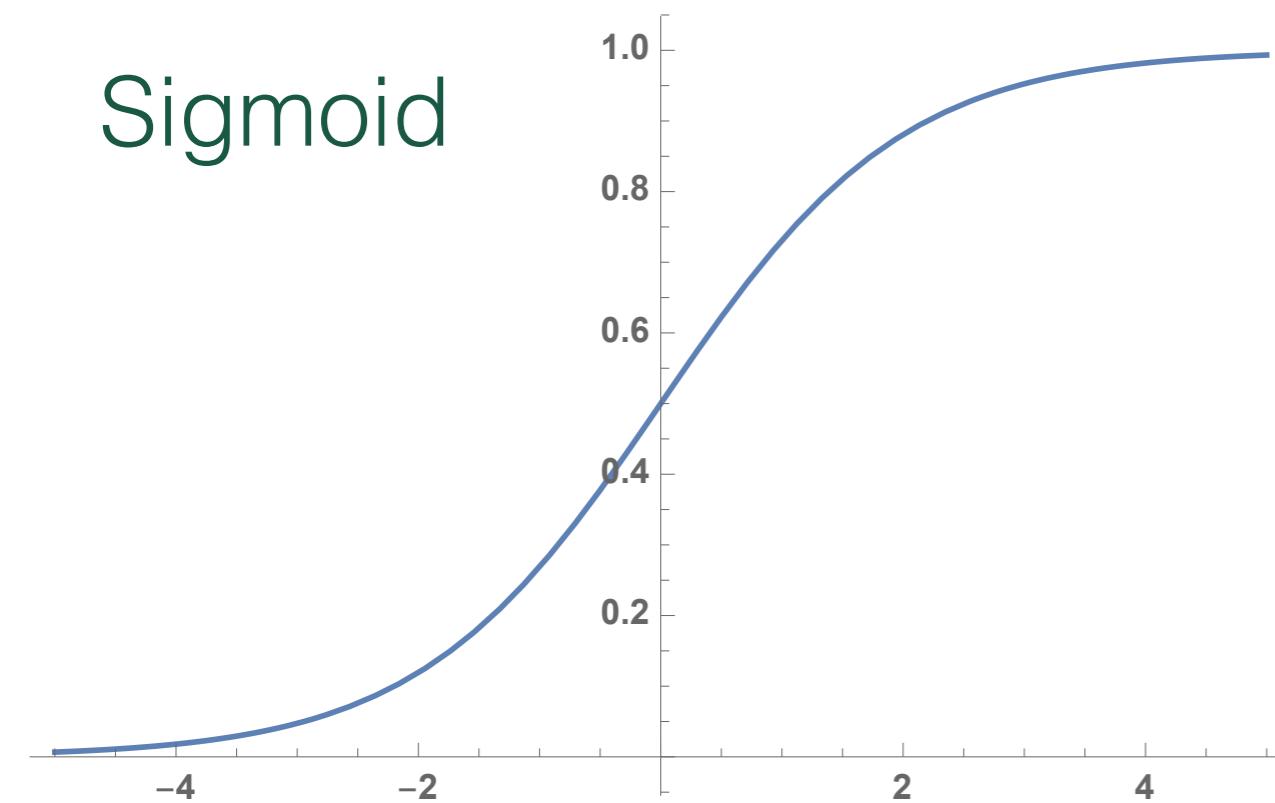
$$\text{ReLU}(x) = \{0 \text{ if } x \leq 0, x \text{ if } x > 0\}$$

Still has nonlinearity which allows network to learn complicated patterns

Nodes can die (derivative always 0 so cannot update)

Disappearing Gradient

Sigmoid



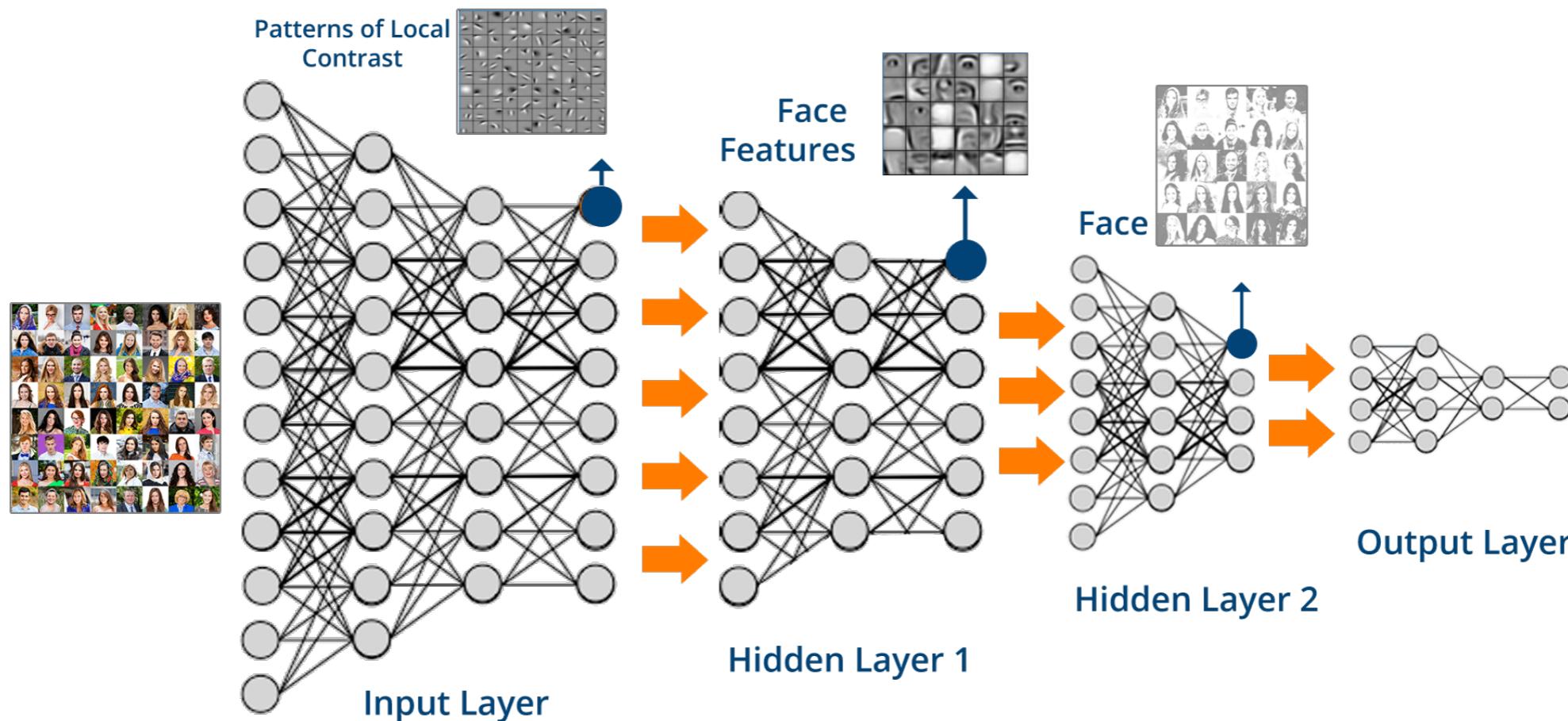
Leaky Rectified Linear Unit (LeakyReLU) solves this problem.

$$\text{LeakyReLU}(x) = \{\alpha^*x \text{ if } x \leq 0, x \text{ if } x > 0\}$$

I have never had to use this in practice

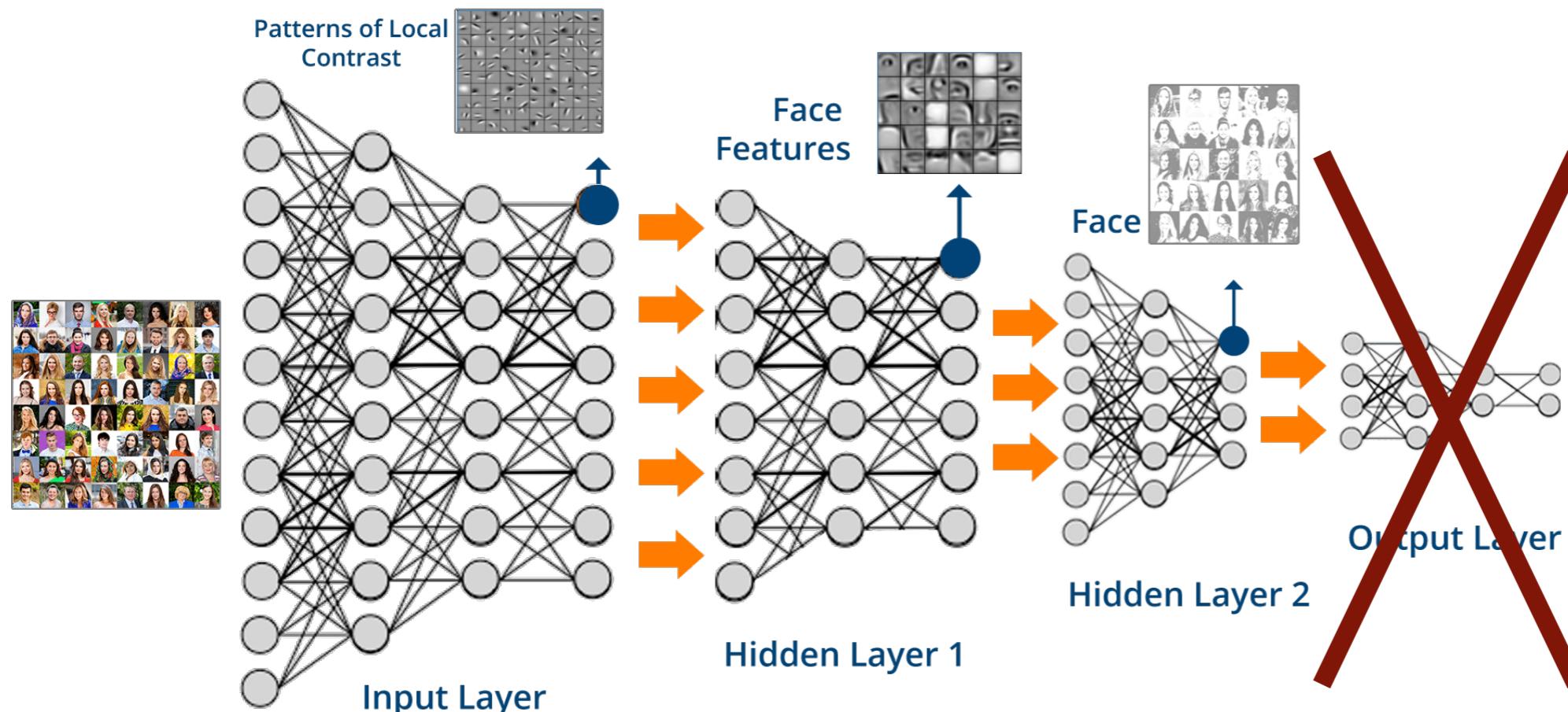
Transfer Learning

Pre-trained networks for image classification are readily available
<https://keras.io/applications/>



What if we want to do something with images, but not classification (using the same categories)?

Transfer Learning

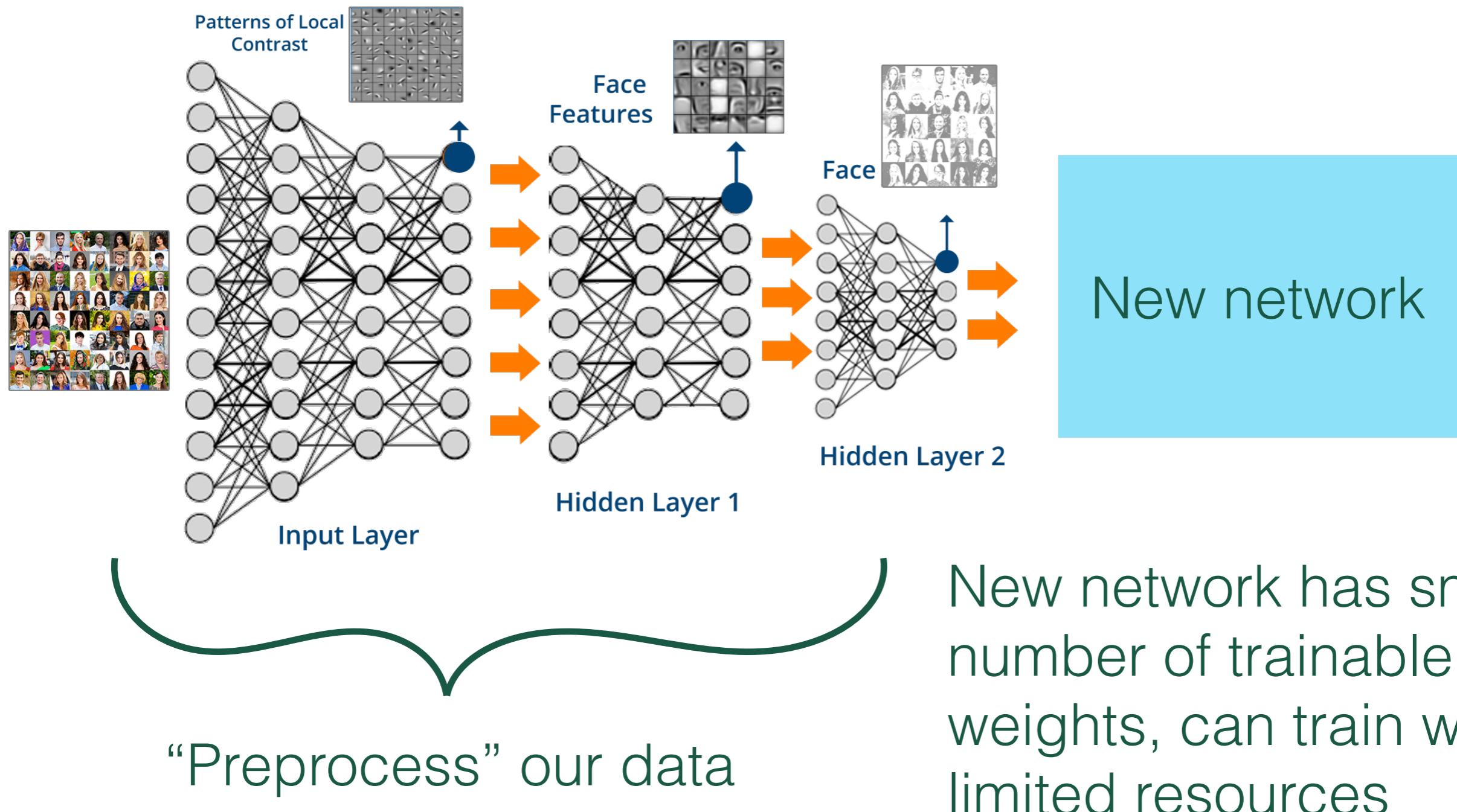


Keep the features

Get rid of the
“classification part”

Freeze the layers so that
the features don't change

Transfer Learning



Transfer Learning

1. Deep learning lets the network learn features, rather than human engineering
2. Adding more layers allows for more complex features
3. Deeper networks use different activations
4. Transfer learning uses features learned from one task on a related task

Example

[https://github.com/AlexEMG/
DeepLabCut](https://github.com/AlexEMG/DeepLabCut)

Exercise Notebook

Train a network on simulated data, but want to apply it to real data