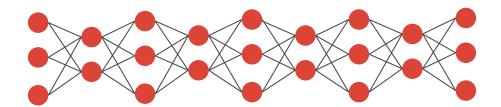
# Deep Learning Fundamentals



Justin Chen

# Fluffy Stuff

- Motivation
- Application
- Statistical Learning

### **Motivation**

# Intelligent Machines

Patterns in Data

Understand the Mind

# Application























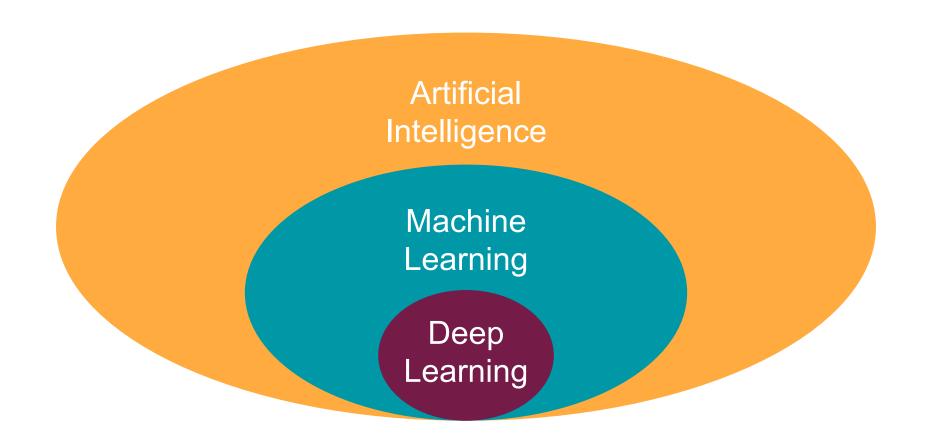






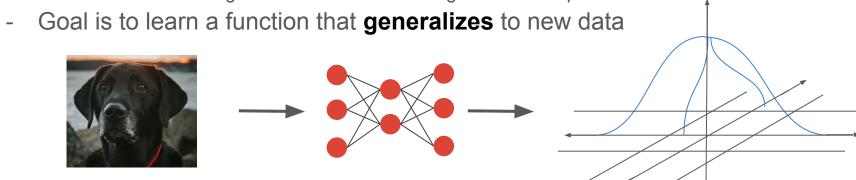


# What is Deep Learning



# Fancy name aside

- Idealized model of biological neurons
- Learn patterns directly from data
- Calculus, Linear Algebra, Statistics, Probability, Optimization, Learning Theory, Computational Neuroscience, Systems Neuroscience, Computer Science,...
- Tasks:
  - Classification e.g. Given picture a picture, classify what object is in it
  - **Regression** e.g. Given a description of a house, predict the price
  - **Generation** e.g. Learn a distribution and generate data points

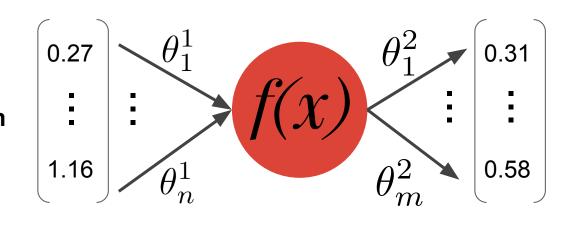


# **Artificial Neuron**

- Nonlinear data
- Classification

### **Artificial Neuron**

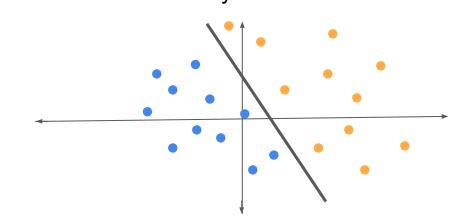
- Linear Classifier
- Linear combination of input values
- Nonlinear activation function of total input
- Each connection has an associated **weight**  $heta_i^l$

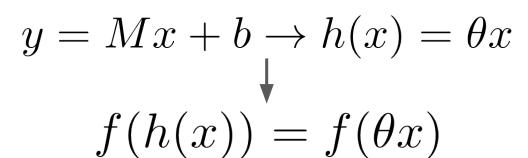


# **Nonlinearity**

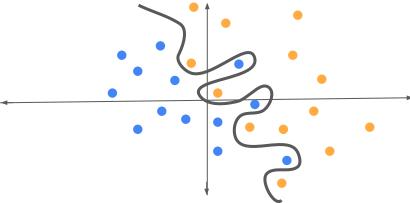
- Pass sum of all inputs (x in equations below) into a activation function
- Draw nonlinear decision boundary
- Handle nonlinear data

Linear Boundary





Nonlinear Boundary

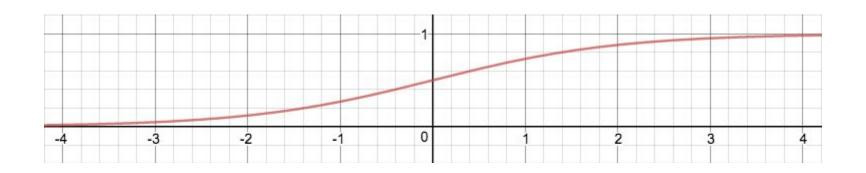


# Logistic Sigmoid

- Used for binary classification
- Outputs value in (-1, 1)
- f(0) = 0.5
- Class 1 if output < 0.5
- Class 2 if output >= 0.5

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

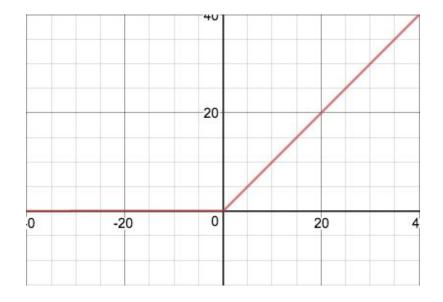
$$f'(x) = \left(\frac{1}{1+e^{-x}}\right) \left(\frac{e^{-x}}{1+e^{-x}}\right)$$



### Rectified Linear Unit

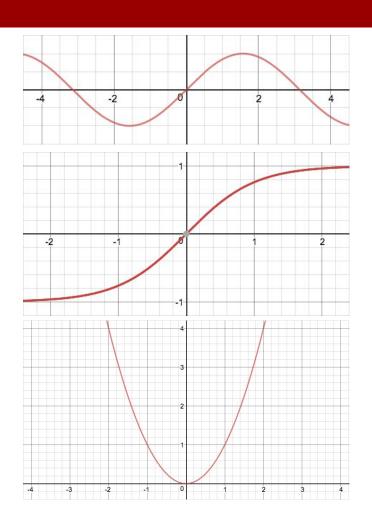
- Currently most popular activation function
- Derivative of 0 is 0 and derivative of x is a constant
- **Inexpensive** to compute
- Faster to train [1]

$$f(x) = \begin{cases} x & \text{if } x > 0 \\ 0 & \text{if } x \le 0 \end{cases}$$



# **Expressivity**

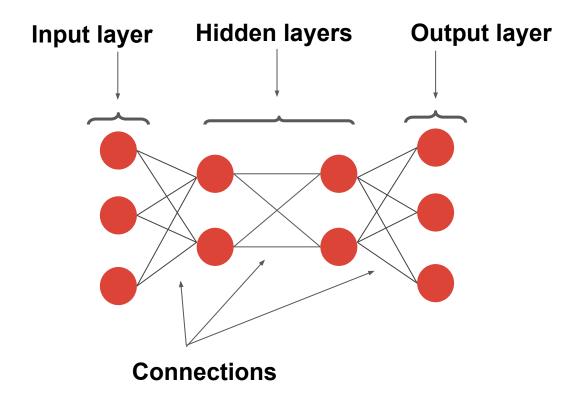
- Expressivity ability/power to express solution
- Possible to use any activation function as long as it's nonlinear, but depends on how you train the network
- Typically will only use differentiable functions
- More nonlinearity = more expressive power
- Think of activation function as behavior of a neuron
  - Biological brain contains various types of neurons with different behaviors



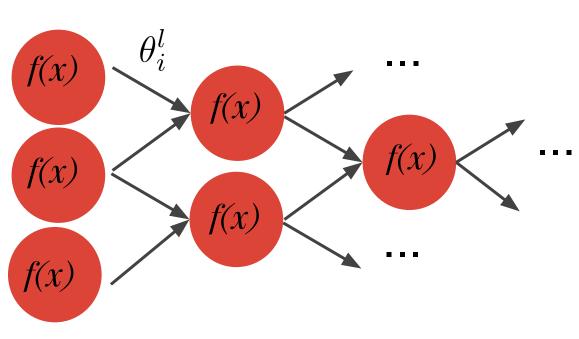
# **Artificial Neural Network**

- Composition
- Computation Graph
- Deep Neural Networks

### **Artificial Neural Network**



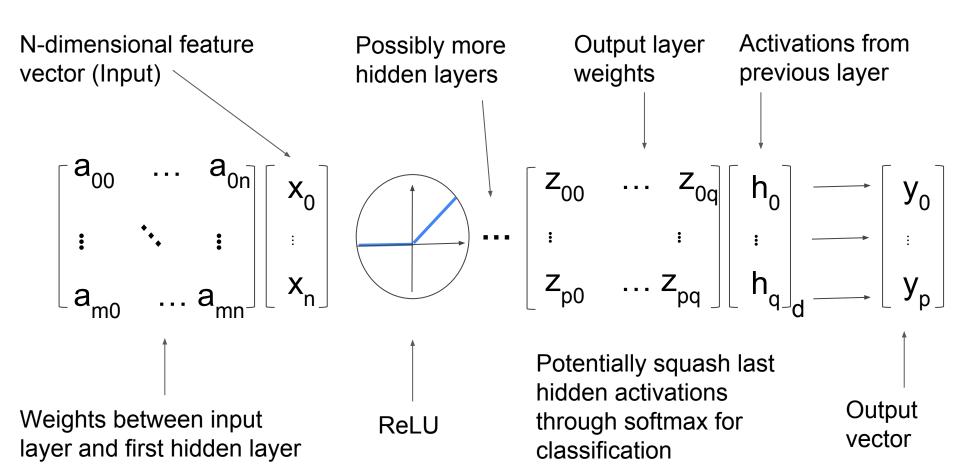
# **Computation Graph**



### Directed computation graph

- Typically use the same activation function for each node
- Each connection has an associated weight
- Weight  $\theta_i^l$  represents how much the receiving neuron should consider it during its own computation

# **Ugly Truth**



# Universal Approximation Theorem

 Any feed-forward neural network with at least one hidden layer using logistic sigmoid activation function can approximate any continuous function over a compact set to an arbitrary accuracy given sufficient parameters

```
(Cybenko, 1989) [2]
```

 Any feed-forward neural network with at least one hidden layer using any activation function can approximate any continuous function over a compact set to an arbitrary accuracy given sufficient parameters

```
(Hornik, 1991) [3]
```

# How do they actually learn?

- Costs
- Gradients
- Error corrections

### Dataset

Split - percentages depend on available data

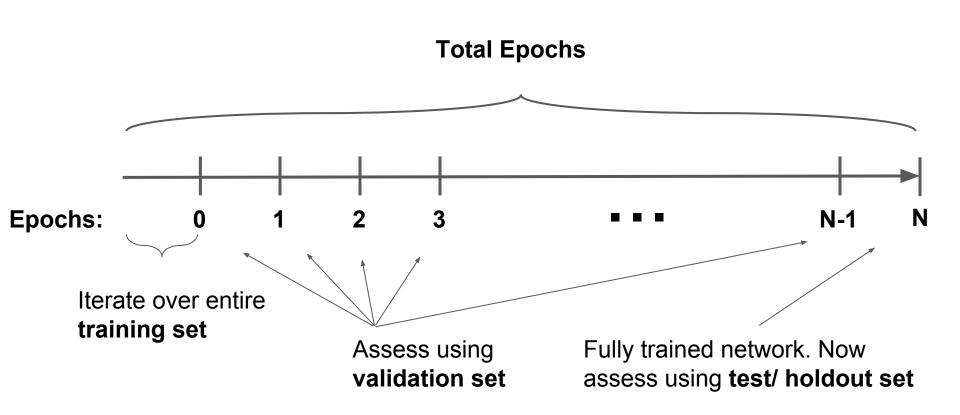
TRAINING ~70%

VALIDATION ~10%

TEST/ HOLDOUT ~20%

Balance - data distributed close to uniformly

# Training



### **Cost Function**

- Also known as **objective** function, **loss** function
- Tells learning algorithm how well/poorly it's doing
- Task-dependent hyperparameter

### **Least Square Error**

for regression

$$J(\theta) = \frac{1}{2} \sum_{i=1}^{m} (h_{\theta}(x^{(i)}) - y^{(i)})^{2}$$

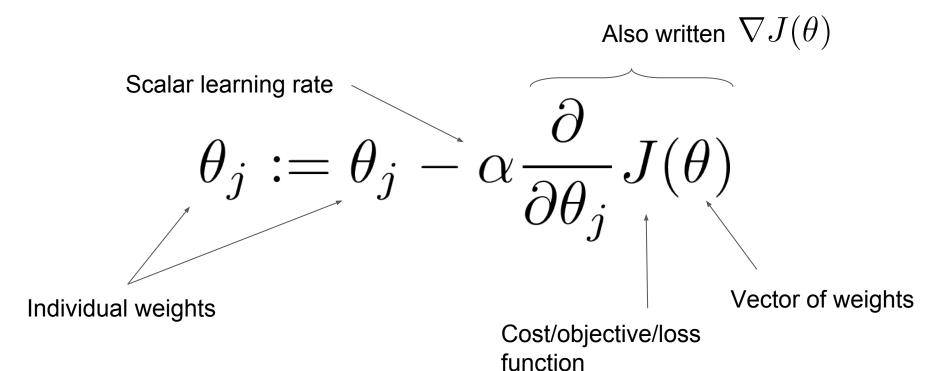
### **Cross-Entropy**

for classification

$$J(\theta) = -\frac{1}{m} \sum_{i=1}^{m} (y^{(i)} log(h_{\theta}(x^{(i)})) + (1 - y^{(i)}) log(1 - h_{\theta}(x^{(i)})))$$

### **Gradient Descent**

- Minimize cost function w.r.t. Weights
- Each update is also known as a Gradient Step



### Gradient Descent cont.

#### **Batch/Vanilla Gradient Descent**

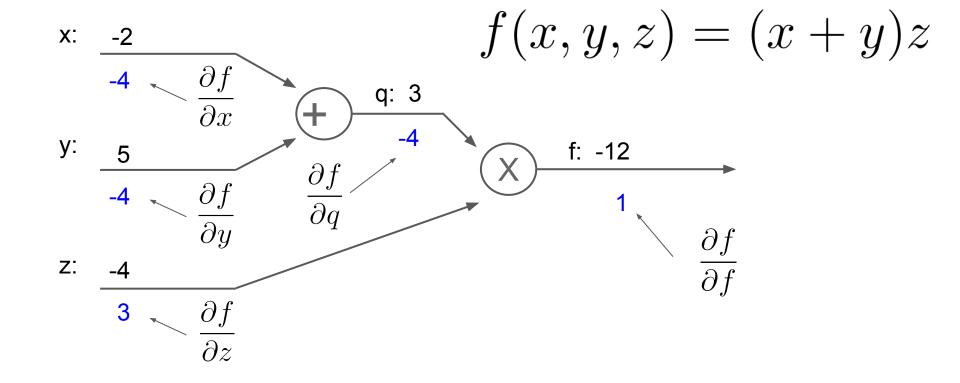
- Feed in entire dataset and then make one update to weights
- Slow and must store dataset in memory

#### **Stochastic Gradient Descent**

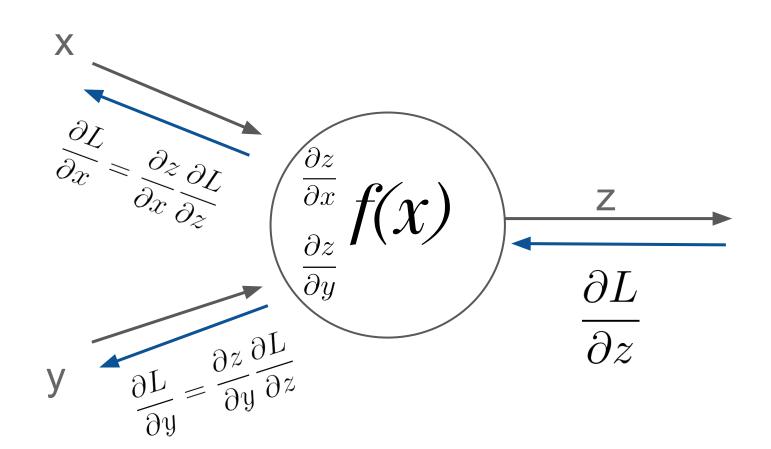
- Feed in one example and then update weights
- Loop over dataset
- Fast and implicitly regularizes

# Backpropagation

- Compute gradient of loss w.r.t. to weights



# Backpropagation



### Reminders

#### 1. Stochastic Gradient Methods for Large Scale Machine Learning

Location: Harvard, Maxwell Dworkin G115

Time: 4 PM, ice cream social at 3:30

### 2. MIT MIC tomorrow at 5 PM on CycleGAN

Location: 56-154

Time: 5 PM

Food will be provided

### References & Further Reading

- [0] Le, Quoc V. "A Tutorial on Deep Learning Part 1: Nonlinear Classifiers and The Backpropagation Algorithm." (2015).
- [1] LeCun, Yann, Yoshua Bengio, and Geoffrey Hinton. "Deep learning." Nature 521.7553 (2015): 436-444.
- [2] Gybenko, G. "Approximation by superposition of sigmoidal functions." Mathematics of Control, Signals and Systems 2.4 (1989): 303-314.
- [3] Hornik, Kurt. "Approximation capabilities of multilayer feedforward networks." Neural networks 4.2 (1991): 251-257.
- [4] Stanford CS231n: Convolutional Neural Networks for Visual Recognition
- [5] https://github.com/ch3njust1n/bestofml