

Course 9

Deep Learning

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Outline

- Deep supervised learning
- PyTorch
- Example: Fully-connected network for classification
- CNNs
- Other architectures

Mini-batch gradient descent

- Batch

$$\theta_j := \theta_j - \frac{\alpha}{N} \sum_{i=1}^N (h_\theta(\mathbf{x}^{(i)}) - y^{(i)}) x_j^{(i)}$$

- Mini-batch

$$\theta_j := \theta_j - \frac{\alpha}{m} \sum_{i=1}^m (h_\theta(\mathbf{x}^{(i)}) - y^{(i)}) x_j^{(i)}$$

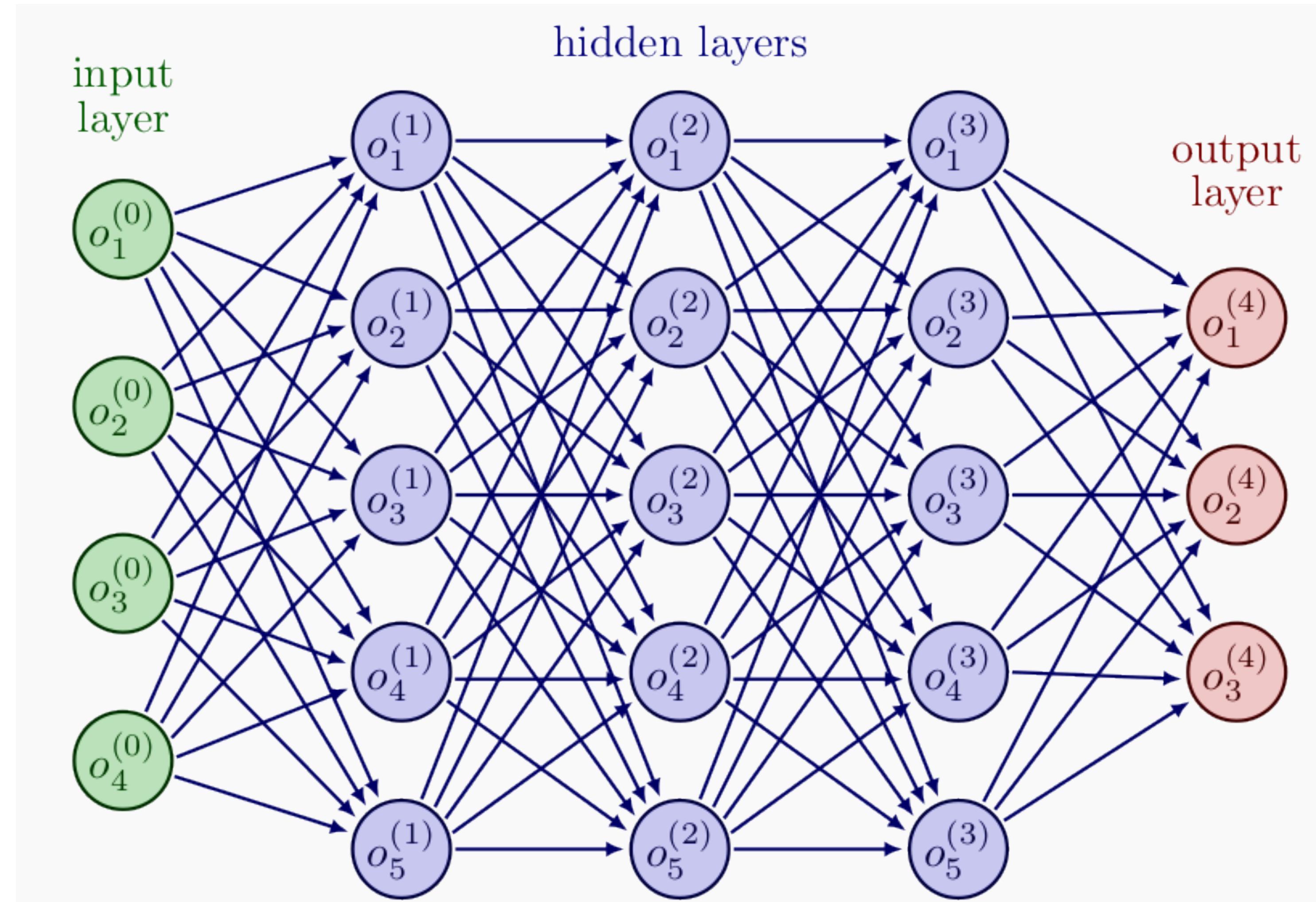
- Stochastic

$$\theta_j := \theta_j - \alpha (h_\theta(\mathbf{x}^{(i)}) - y^{(i)}) x_j^{(i)}$$

- Batch gradient descent
- Mini-batch gradient Descent
- Stochastic gradient descent



Fully-connected neural networks



Convolutional neural networks

1 <small>x1</small>	1 <small>x0</small>	1 <small>x1</small>	0	0
0 <small>x0</small>	1 <small>x1</small>	1 <small>x0</small>	1	0
0 <small>x1</small>	0 <small>x0</small>	1 <small>x1</small>	1	1
0	0	1	1	0
0	1	1	0	0

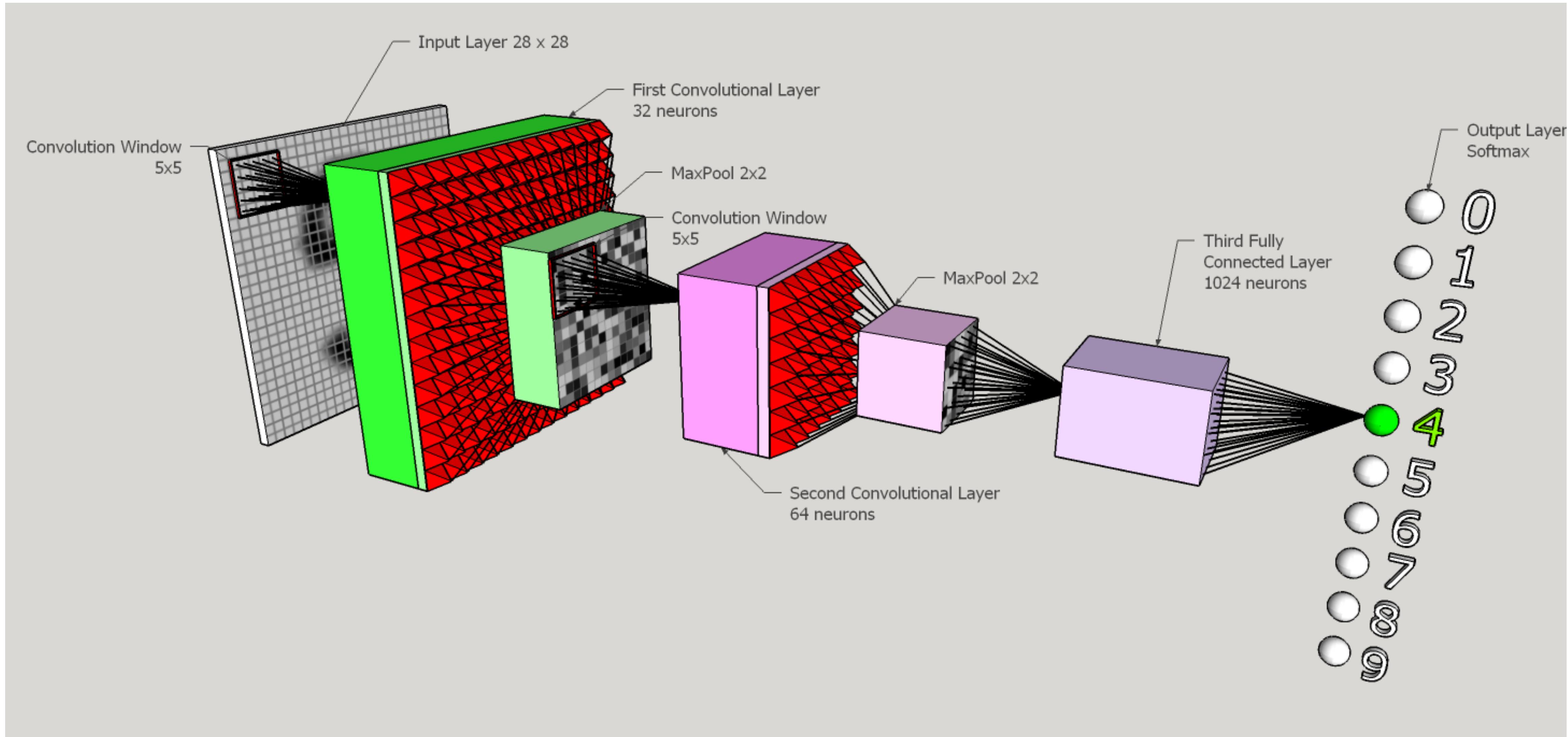
Image

4		

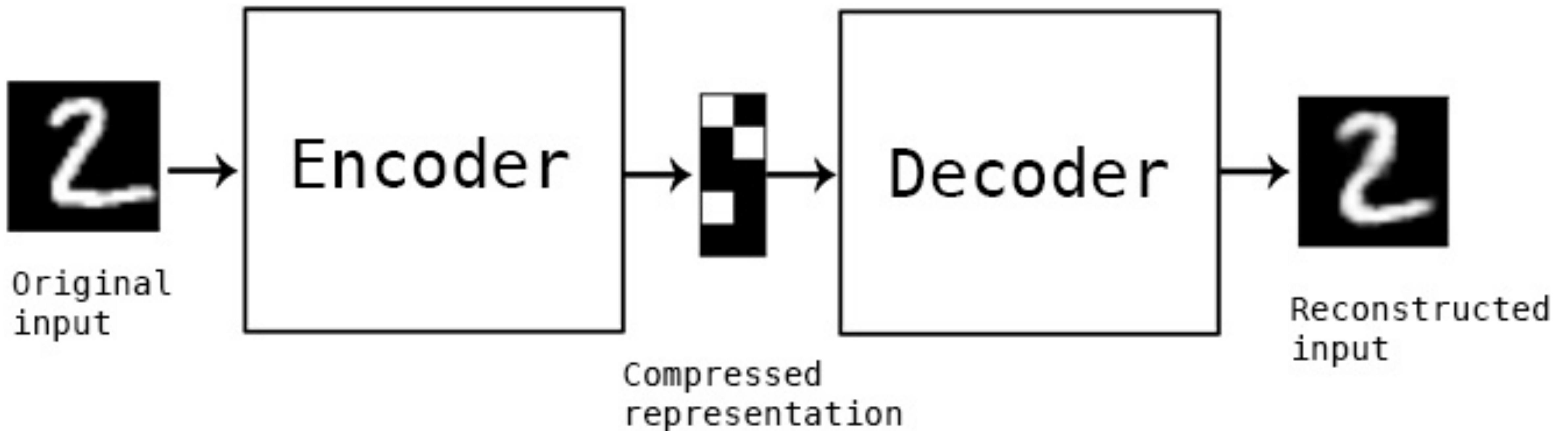
Convolved
Feature



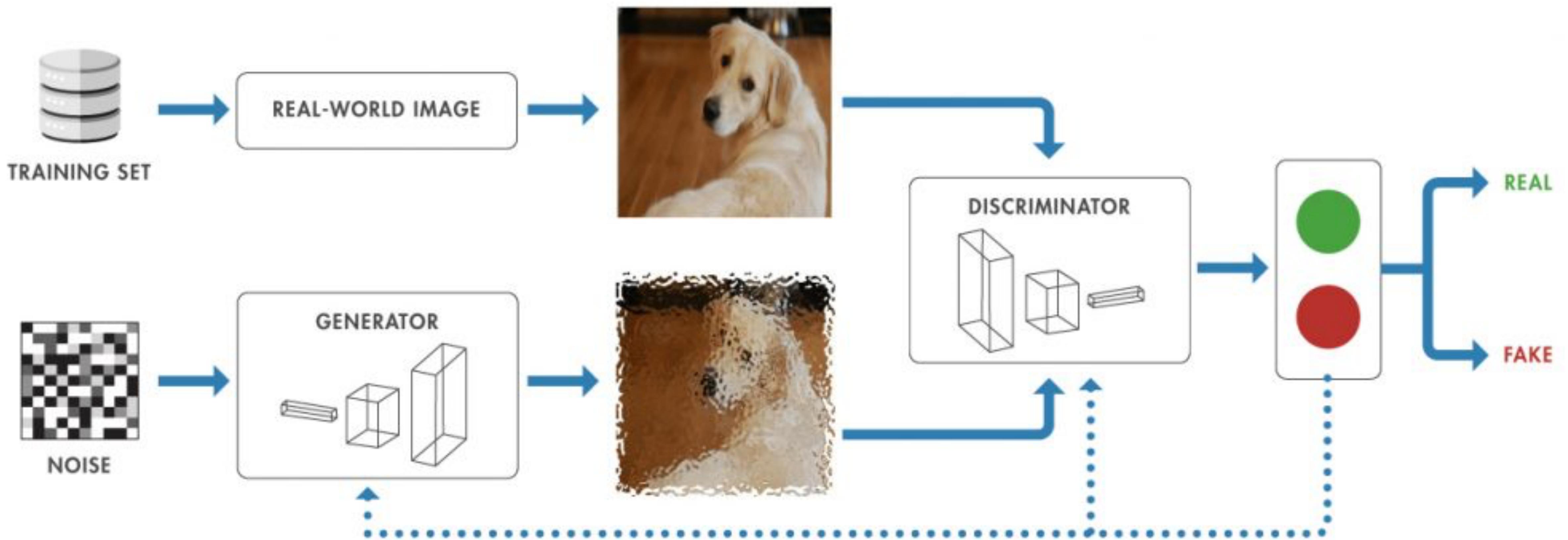
Convolutional neural networks



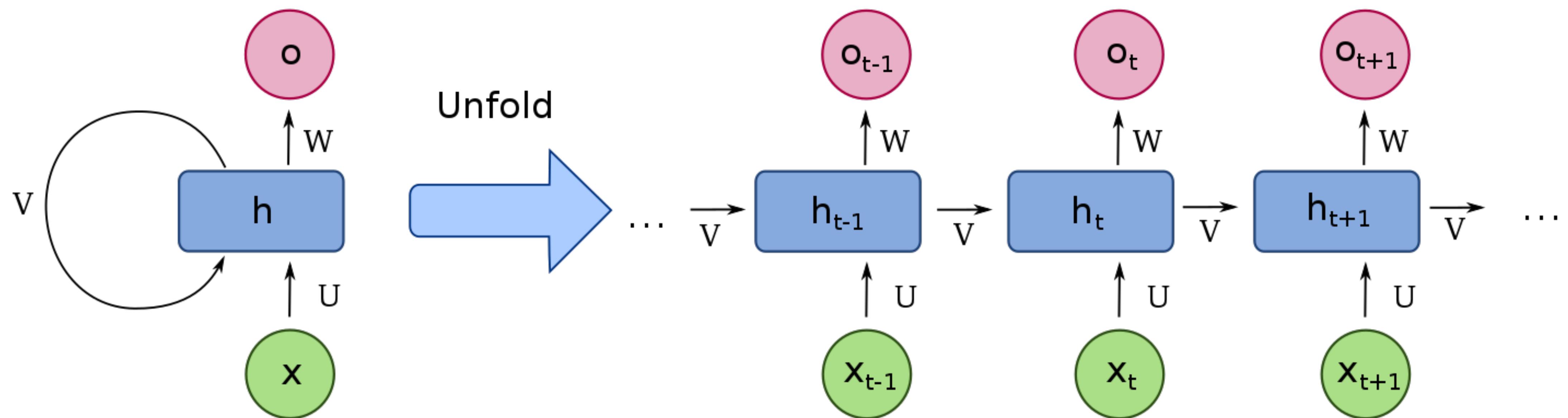
Autoencoders



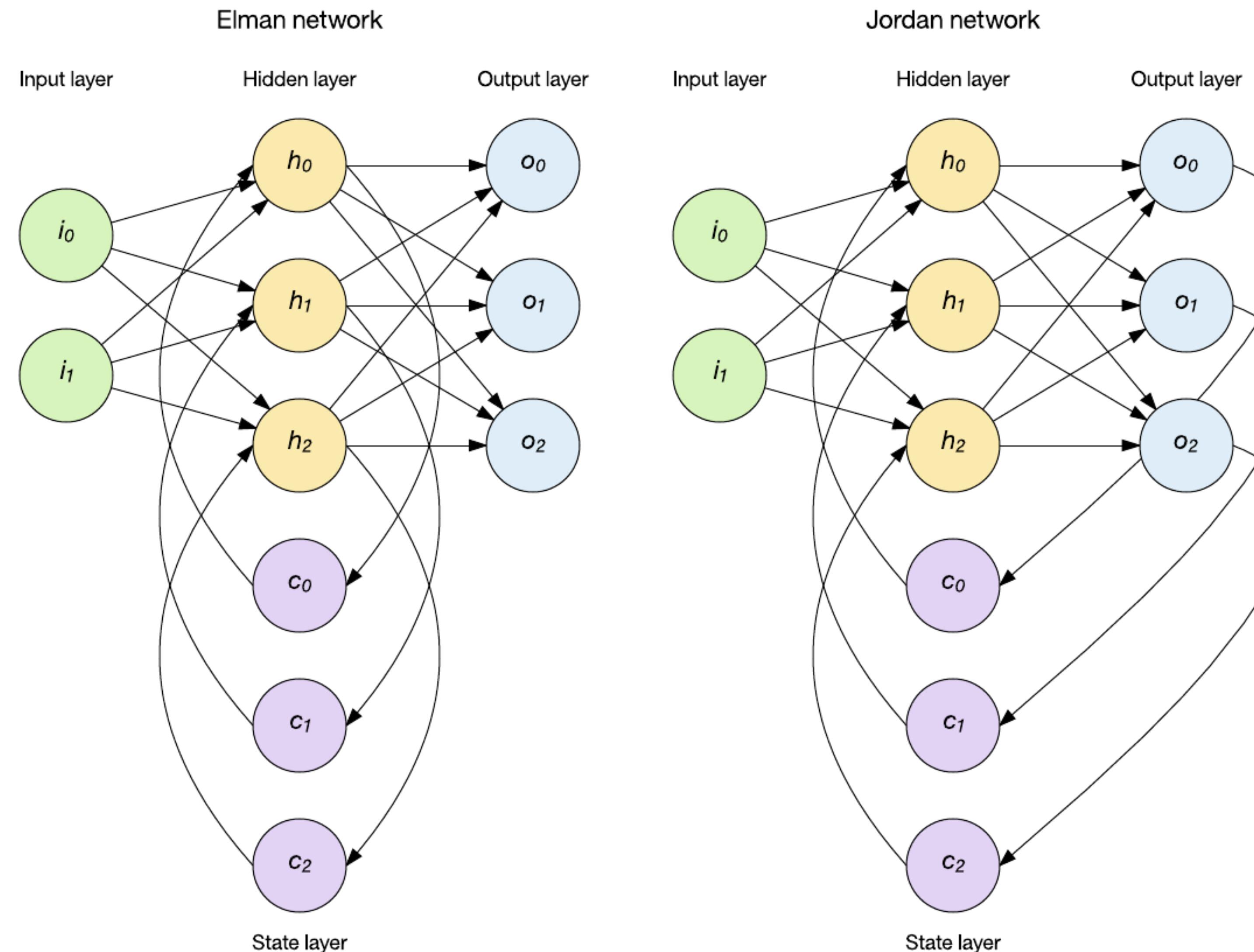
Generative Adversarial Networks



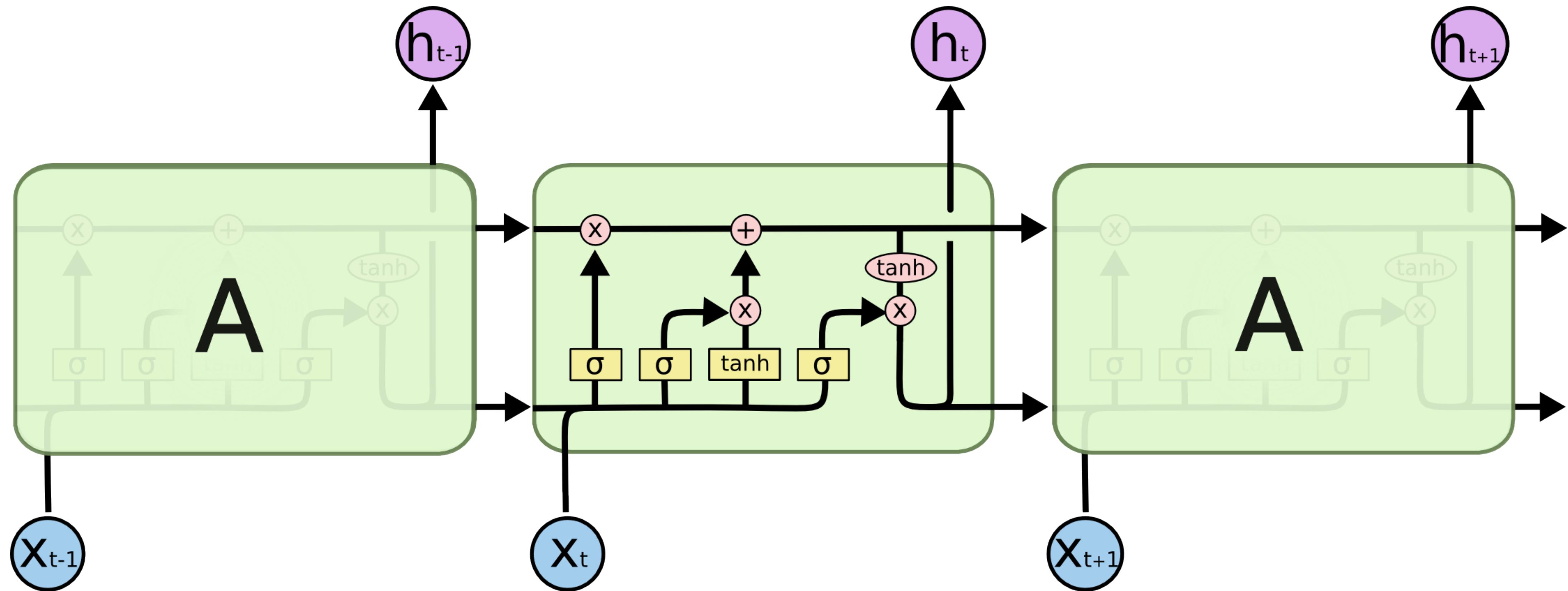
Recurrent neural networks



Recurrent neural networks

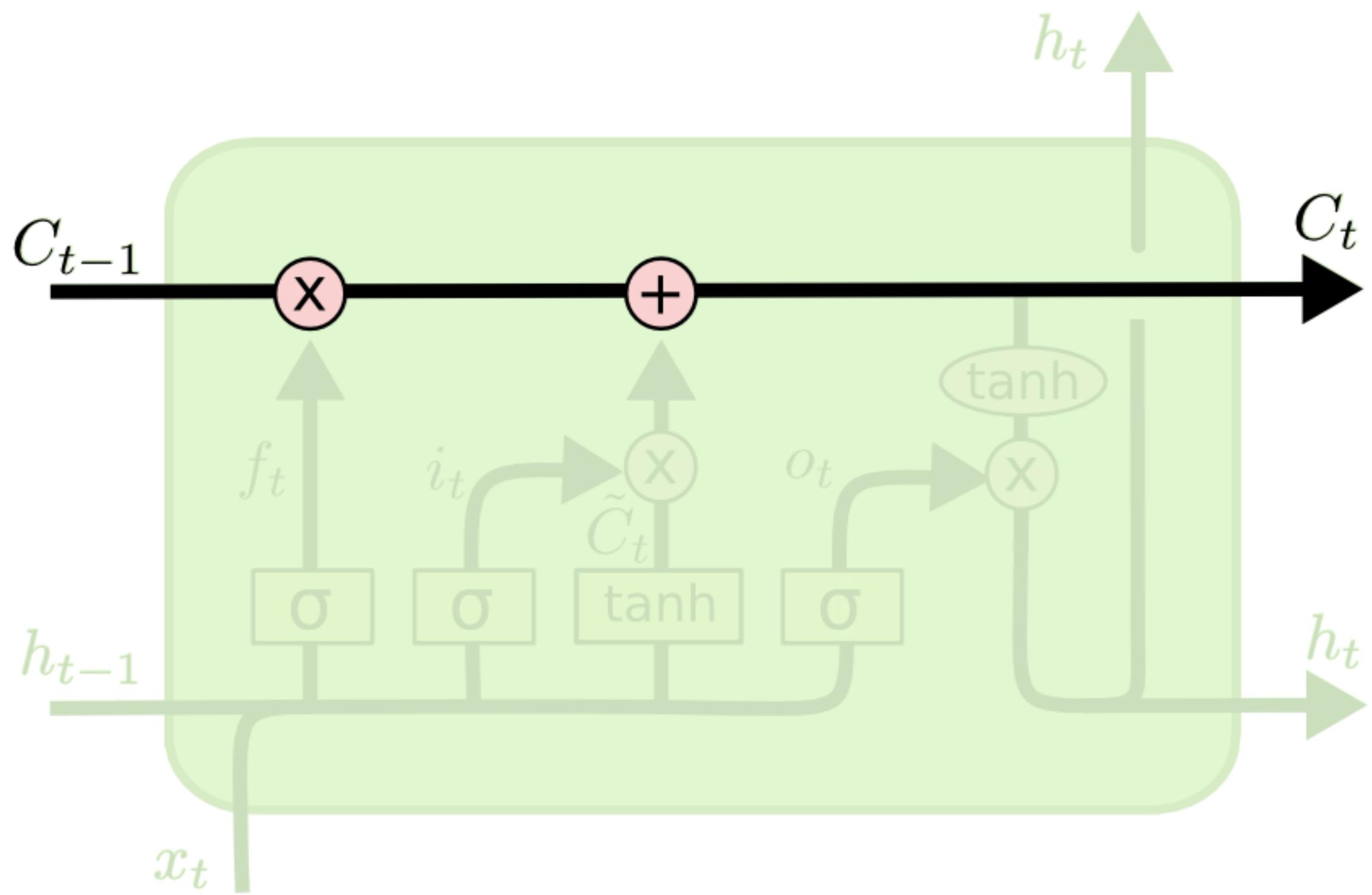


Long short-term memory (LSTM)



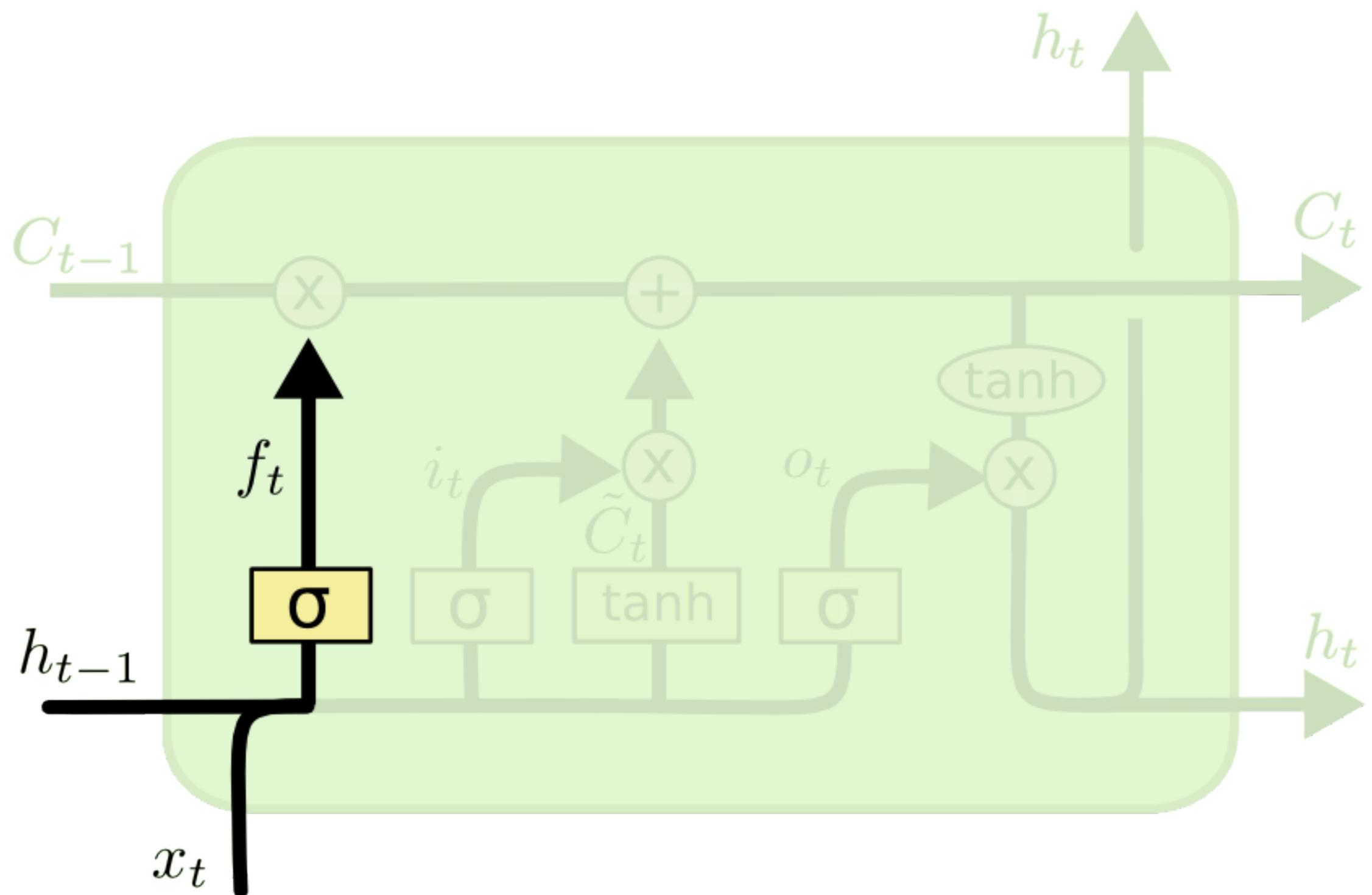
Long short-term memory (LSTM)

Cell state



Long short-term memory (LSTM)

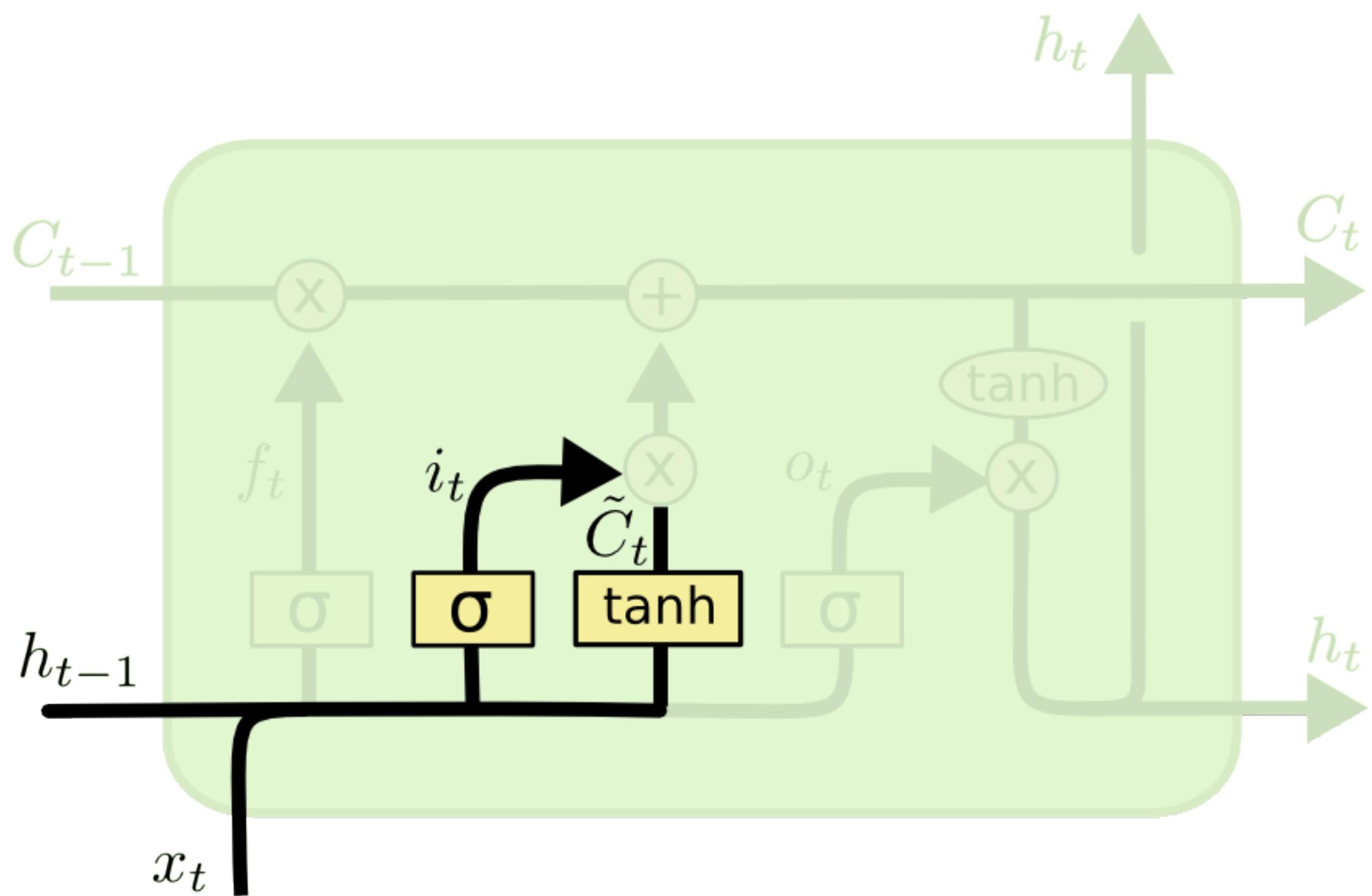
Forget gate (how much is kept of the cell state)



$$f_t = \sigma (W_f \cdot [h_{t-1}, x_t] + b_f)$$

Long short-term memory (LSTM)

Input gate (how much is added to the cell state)

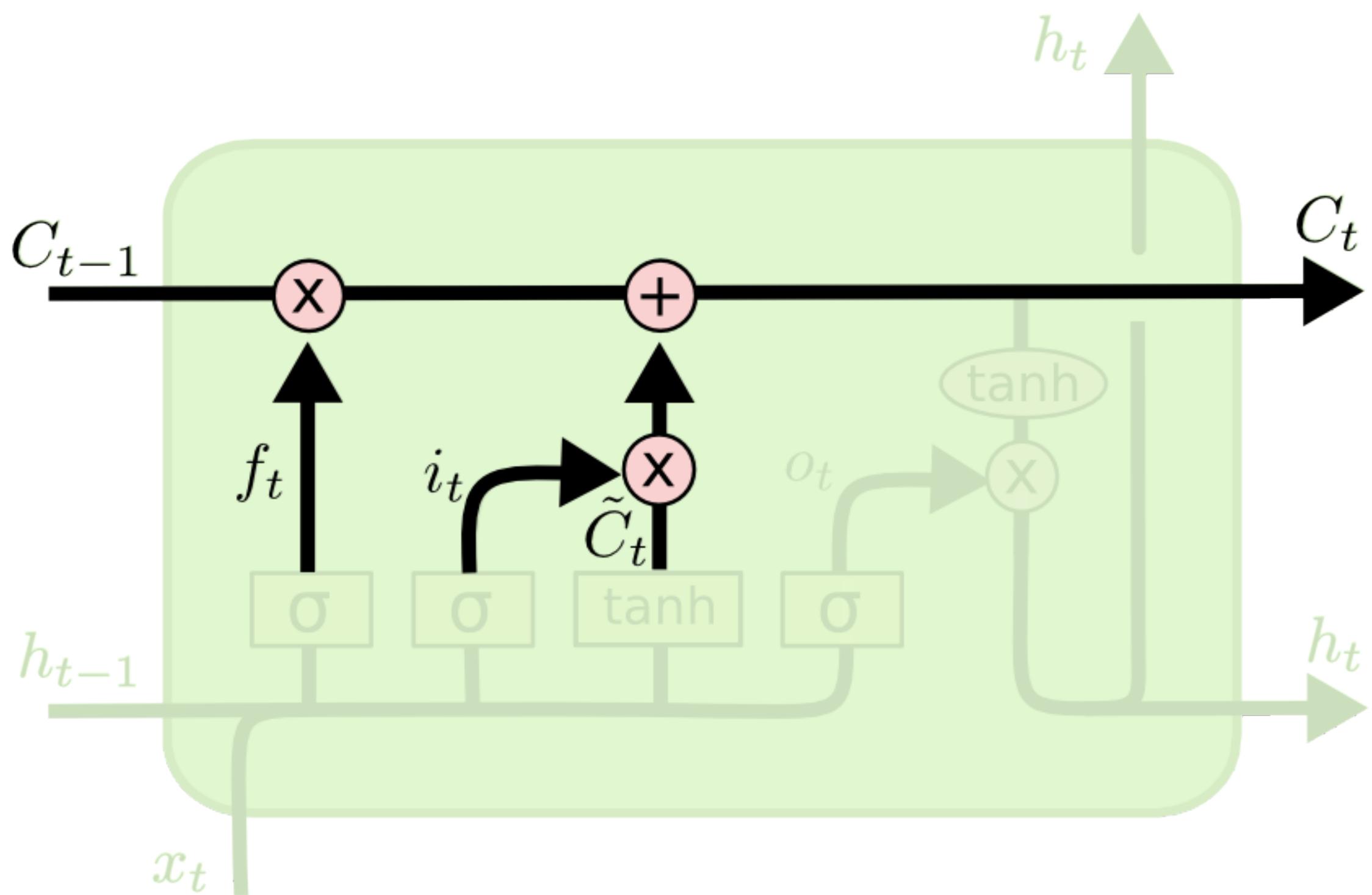


$$i_t = \sigma(W_i \cdot [h_{t-1}, x_t] + b_i)$$

$$\tilde{C}_t = \tanh(W_C \cdot [h_{t-1}, x_t] + b_C)$$

Long short-term memory (LSTM)

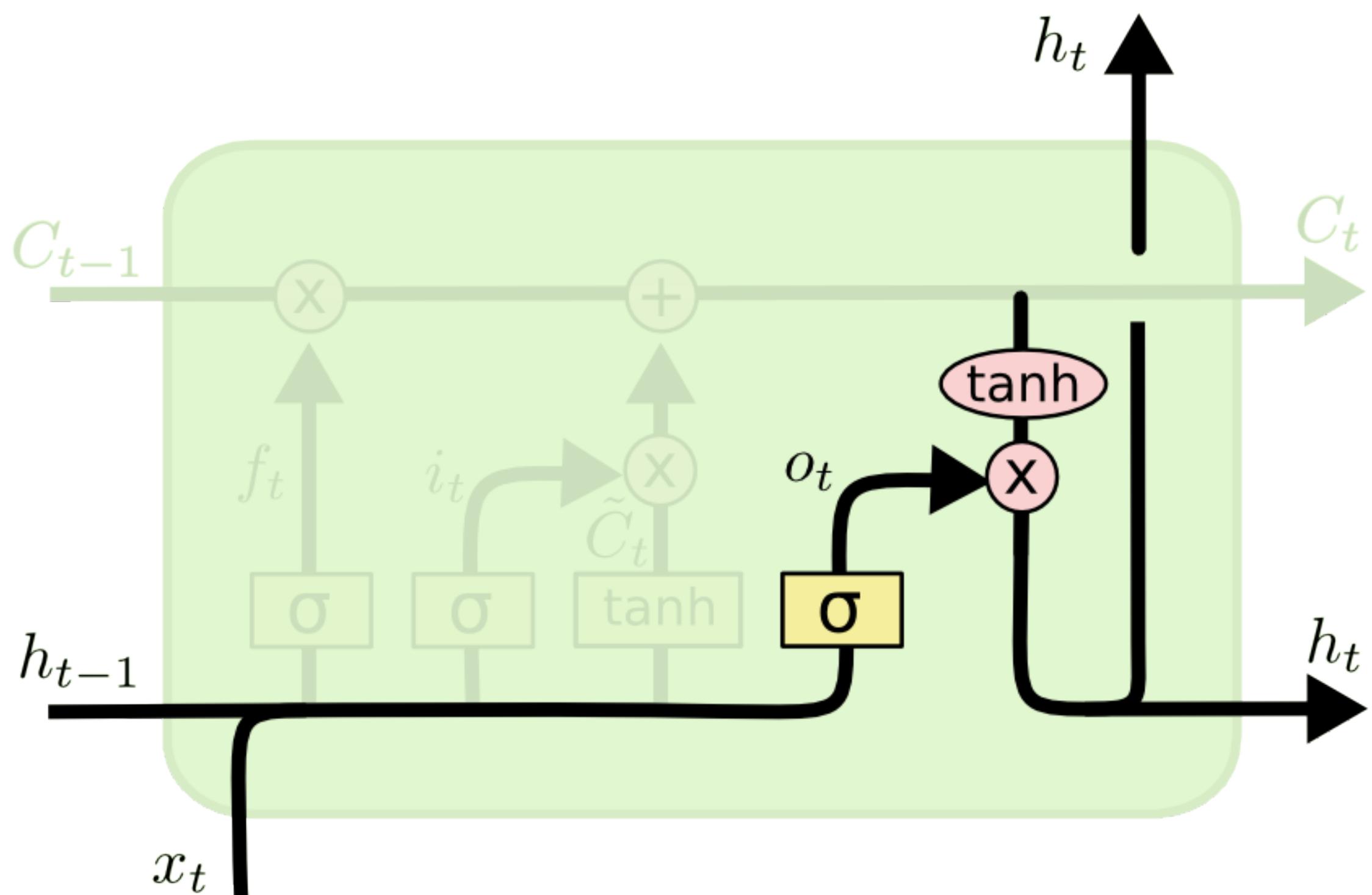
Update of the cell state



$$C_t = f_t * C_{t-1} + i_t * \tilde{C}_t$$

Long short-term memory (LSTM)

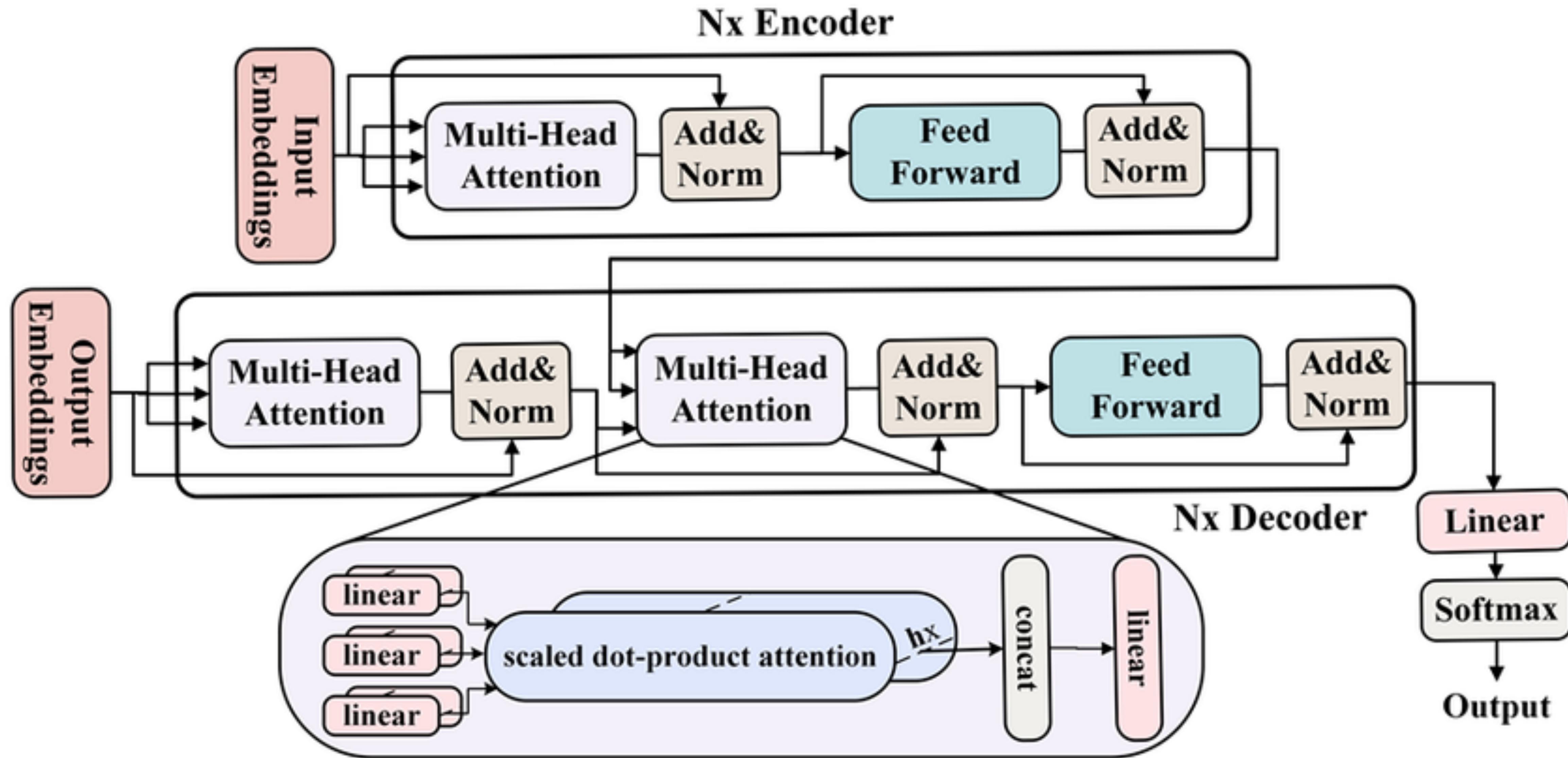
Output



$$o_t = \sigma(W_o [h_{t-1}, x_t] + b_o)$$

$$h_t = o_t * \tanh(C_t)$$

Transformers



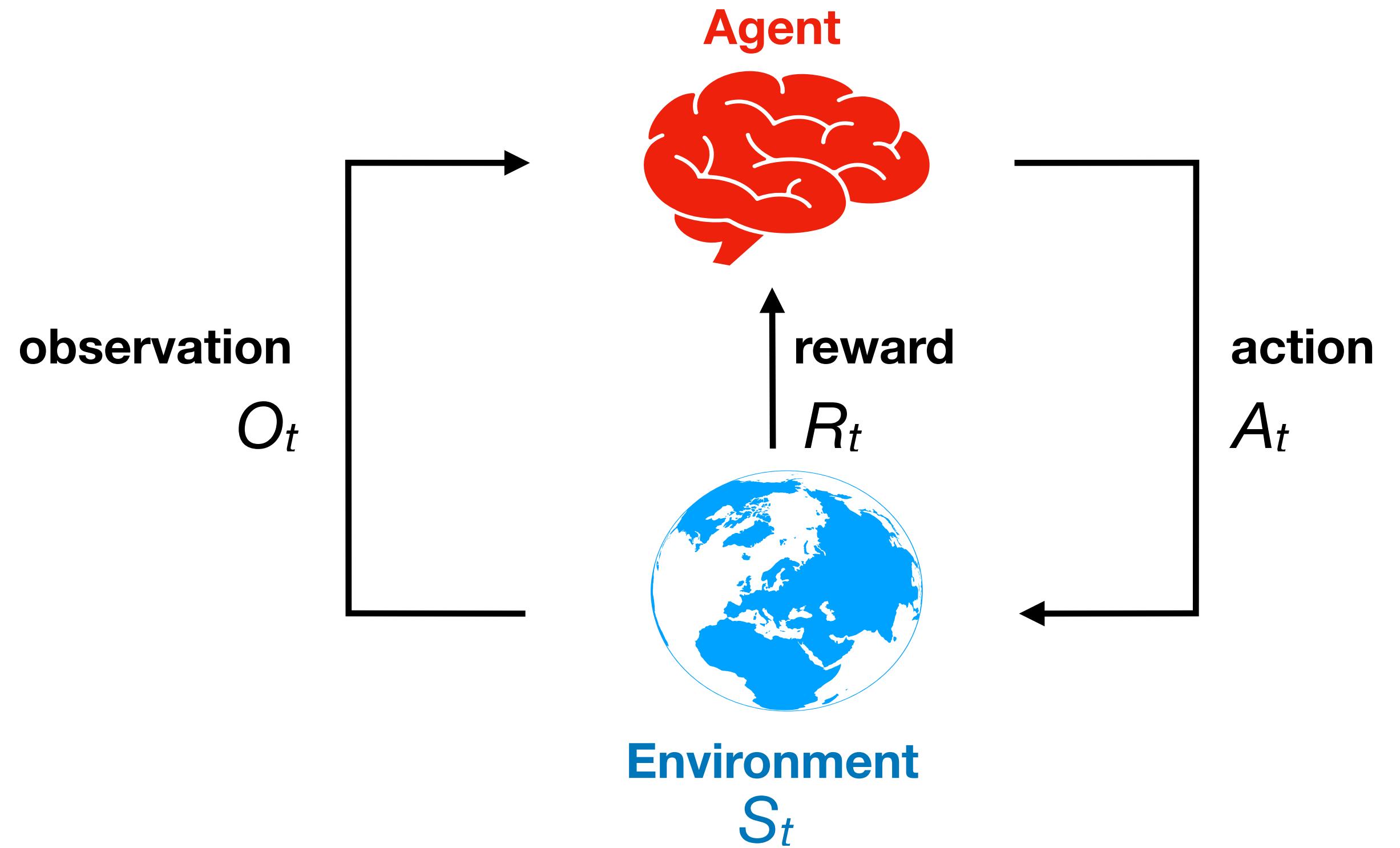
Reinforcement Learning

Agent

- Receives observation O_t
- Receives scalar reward R_t
- Executes action A_t

Environment

- Receives action A_t
- Changes state from S_t to S_{t+1}
- Emits observation O_{t+1}
- Emits scalar reward R_{t+1}



Goal

- Find policy $\pi(a | o) = \mathbb{P} [A_t = a | O_t = o]$
- Maximising future rewards

$$V_\pi(o) = \mathbb{E}_\pi \left[\sum_i \gamma^i R_{t+i} | O_t = o \right]$$

Reinforcement Learning

- **Goal:** select actions to maximise total future reward
- Actions may have long term consequences
- Reward may be delayed
- It may be better to sacrifice immediate reward to gain more long-term reward
- Examples: Blocking opponent moves (might help winning chances many moves from now); A financial investment (may take months to mature)