

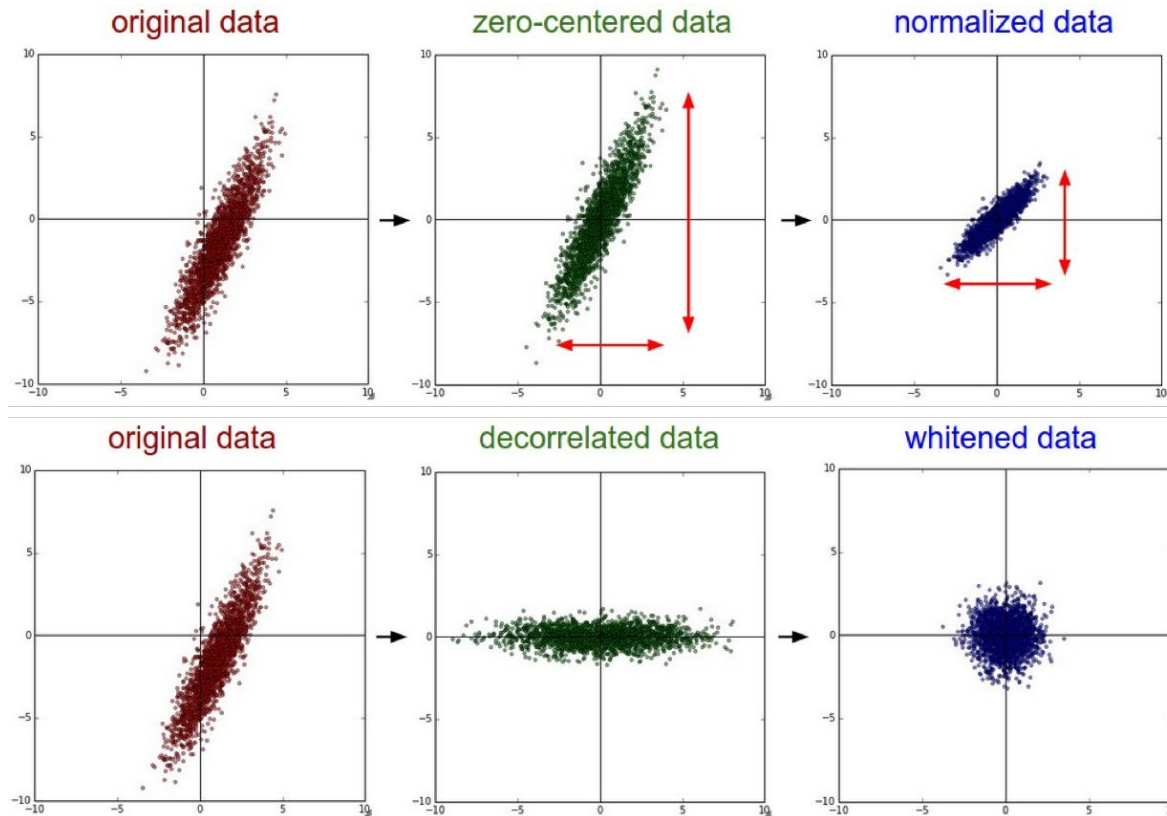
Deep Learning Programming: The Finer Details

Girish Varma

Step 1: Data Loading



Data Normalization





Data Augmentation or Jittering

A trick to increase the training data

a. No augmentation (= 1 image)



b. Flip augmentation (= 2 images)



c. Crop+Flip augmentation (= 10 images)



Step 2: Model Definition



Weight Initialization



Need to pick a starting point for gradient descent: an initial set of weights

Zero is a very **bad idea!**

- Zero is a **critical point**
- Error signal will not propagate
- Gradients will be zero: no progress

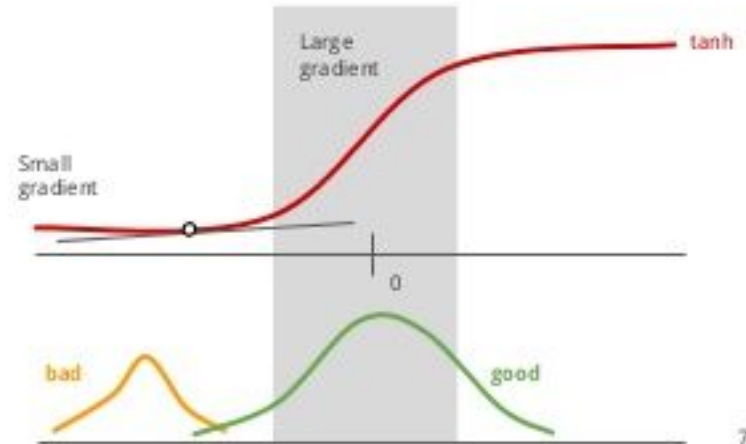
Constant value also bad idea:

- Need to break symmetry

Use **small random values**:

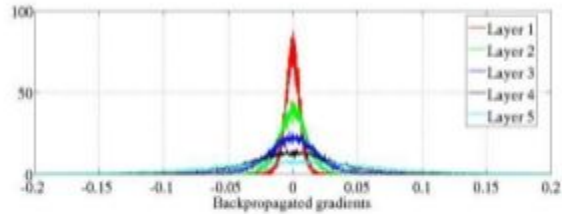
- E.g. zero mean Gaussian noise with constant variance

Ideally we want inputs to activation functions (e.g. sigmoid, tanh, ReLU) to be mostly **in the linear area** to allow larger gradients to propagate and converge faster.

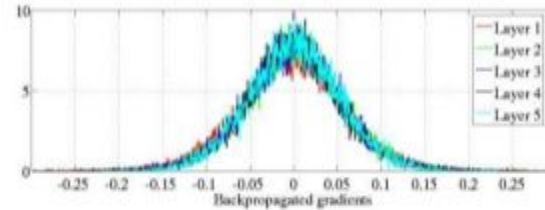




Weight Initialization



standard



"Xavier"

$$W \sim U\left[-\frac{\sqrt{6}}{\sqrt{n_j + n_{j+1}}}, \frac{\sqrt{6}}{\sqrt{n_j + n_{j+1}}}\right]$$

Glorot, **Xavier**, and Yoshua Bengio. "Understanding the difficulty of training deep feedforward neural networks." *International conference on artificial intelligence and statistics*. 2010.

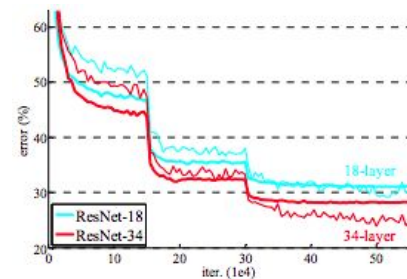
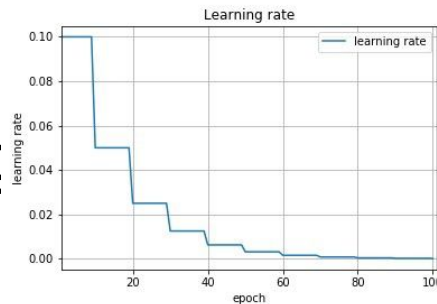
Step 3: Specify Loss and Training Algo



Optimization Algorithms

SGD

Learning_rate (learning
schedule)



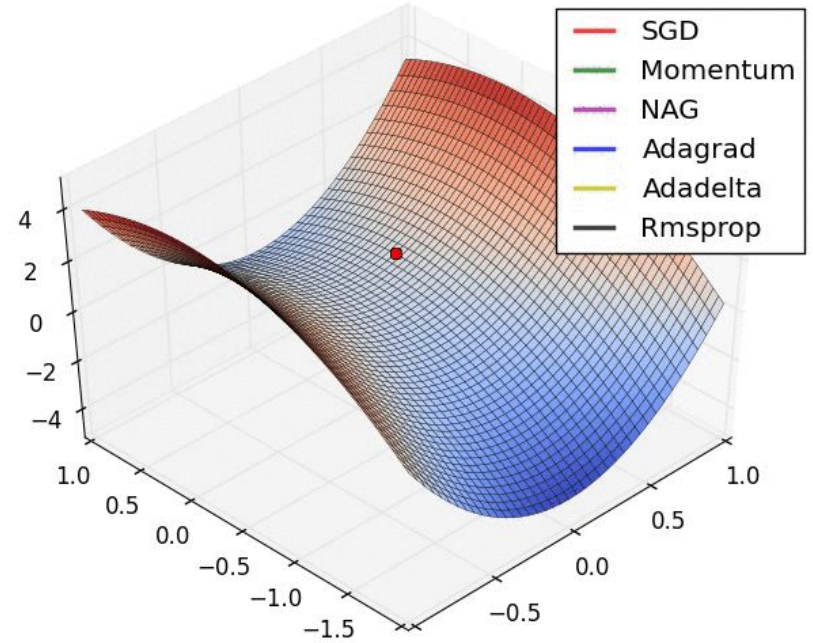
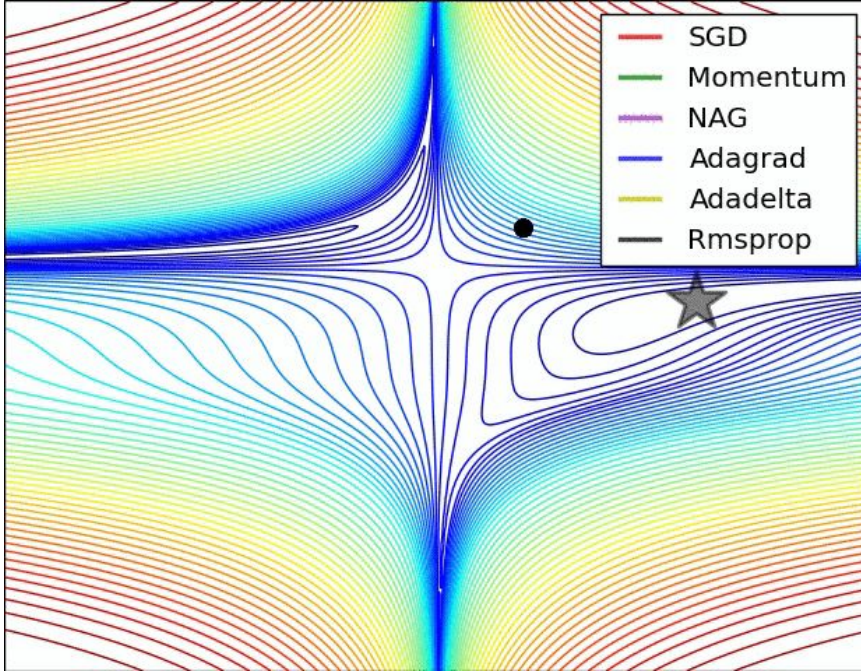
momentum

Adam

<https://distill.pub/2017/momentum/>



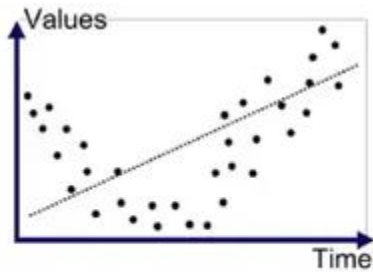
Optimization Algorithms



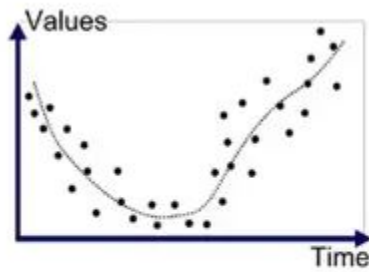


Regularizer

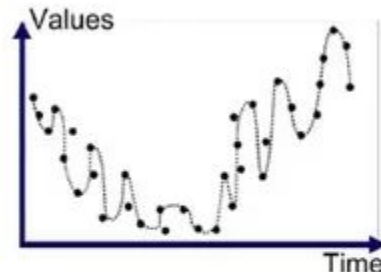
If neural network weights are unconstrained, it can over fit the data.



Underfitted



Good Fit/Robust



Overfitted



Regularizers

Regularization ensures that the weights take only a small range of values

L1 Regularization

$$\text{Cost} = \sum_{i=0}^N (y_i - \sum_{j=0}^M x_{ij} W_j)^2 + \lambda \sum_{j=0}^M |W_j|$$

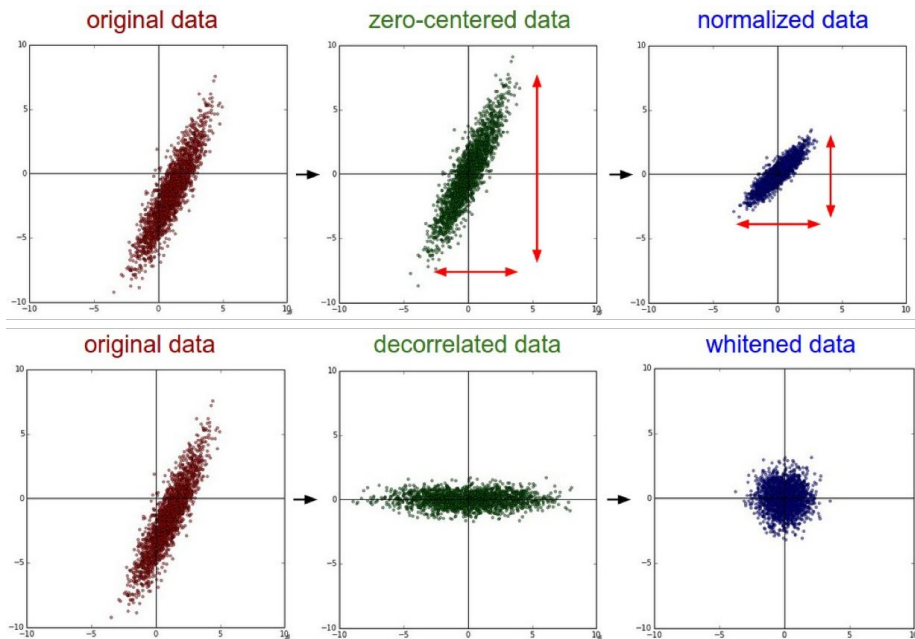
L2 Regularization

$$\text{Cost} = \underbrace{\sum_{i=0}^N (y_i - \sum_{j=0}^M x_{ij} W_j)^2}_{\text{Loss function}} + \underbrace{\lambda \sum_{j=0}^M W_j^2}_{\text{Regularization Term}}$$



Batch Norm Layer

Apply normalization to hidden space



Input: Values of x over a mini-batch: $\mathcal{B} = \{x_1 \dots x_m\}$;

Parameters to be learned: γ, β

Output: $\{y_i = \text{BN}_{\gamma, \beta}(x_i)\}$

$$\mu_{\mathcal{B}} \leftarrow \frac{1}{m} \sum_{i=1}^m x_i \quad // \text{ mini-batch mean}$$

$$\sigma_{\mathcal{B}}^2 \leftarrow \frac{1}{m} \sum_{i=1}^m (x_i - \mu_{\mathcal{B}})^2 \quad // \text{ mini-batch variance}$$

$$\hat{x}_i \leftarrow \frac{x_i - \mu_{\mathcal{B}}}{\sqrt{\sigma_{\mathcal{B}}^2 + \epsilon}} \quad // \text{ normalize}$$

$$y_i \leftarrow \gamma \hat{x}_i + \beta \equiv \text{BN}_{\gamma, \beta}(x_i) \quad // \text{ scale and shift}$$

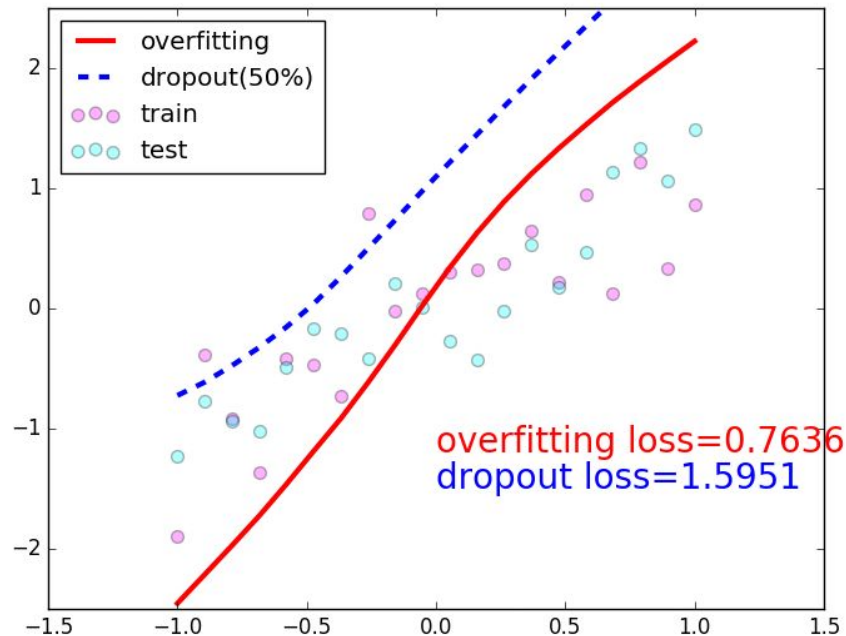


Dropout

Another way of preventing overfitting.

Cons:

Training can take longer.



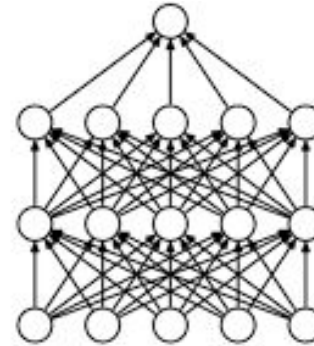


Dropout

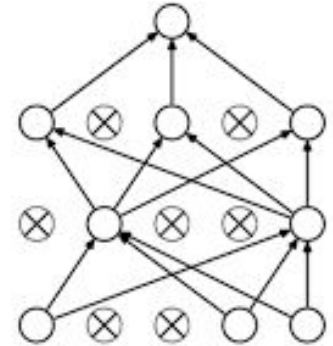
Another way of preventing overfitting.

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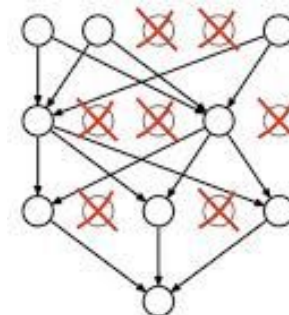
Training can take longer.



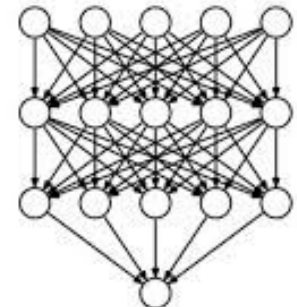
(a) Standard Neural Net



(b) After applying dropout.



Training
 $p_{\text{keep}} = 0.75$



Test
 $p_{\text{keep}} = 1.0$



Summary



- Data Normalization
- Data Augmentation
- Weight Initialization
- Optimization Algorithms
- Regularizer
- Batch Norm (Layer)
- Dropout (Layer)



GPU and Deep Learning



CPU vs GPU



GPU and Deep Learning



My computer





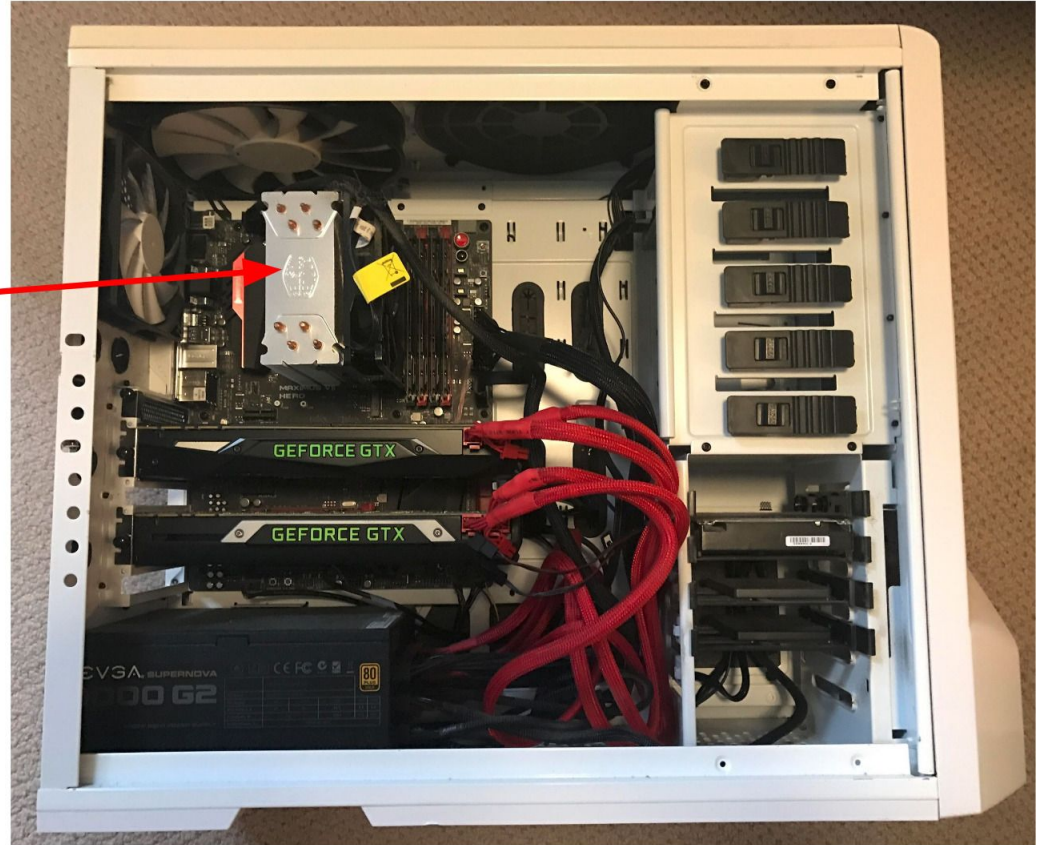
GPU and Deep Learning



Spot the CPU!
(central processing unit)



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GPU and Deep Learning



Spot the GPUs!
(graphics processing unit)



[This image](#) is in the public domain





GPU and Deep Learning



CPU vs GPU

	# Cores	Clock Speed	Memory	Price
CPU (Intel Core i7-7700k)	4 (8 threads with hyperthreading)	4.4 GHz	Shared with system	\$339
CPU (Intel Core i7-6950X)	10 (20 threads with hyperthreading)	3.5 GHz	Shared with system	\$1723
GPU (NVIDIA Titan Xp)	3840	1.6 GHz	12 GB GDDR5X	\$1200
GPU (NVIDIA GTX 1070)	1920	1.68 GHz	8 GB GDDR5	\$399

CPU: Fewer cores, but each core is much faster and much more capable; great at sequential tasks

GPU: More cores, but each core is much slower and “dumber”; great for parallel tasks

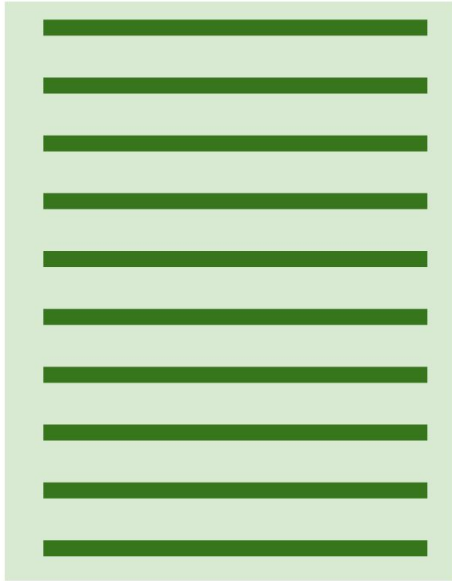


GPU and Deep Learning

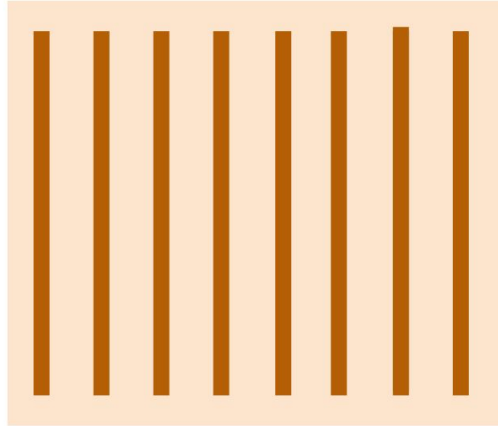


Example: Matrix Multiplication

$A \times B$

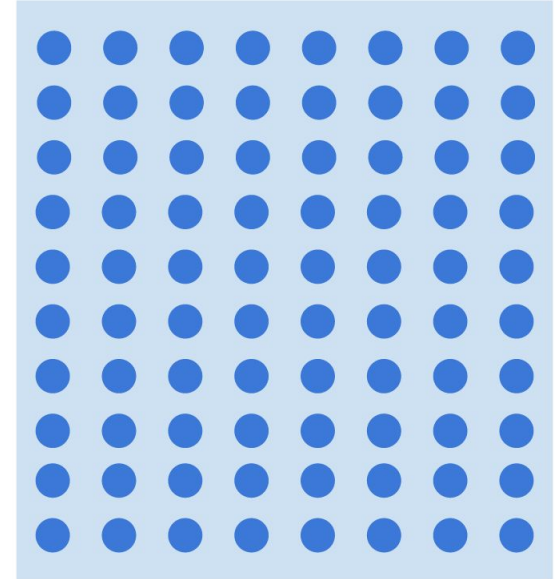


$B \times C$



=

$A \times C$





GPU and Deep Learning



Programming GPUs

- CUDA (NVIDIA only)
 - Write C-like code that runs directly on the GPU
 - Higher-level APIs: cuBLAS, cuFFT, cuDNN, etc
- OpenCL
 - Similar to CUDA, but runs on anything
 - Usually slower :(

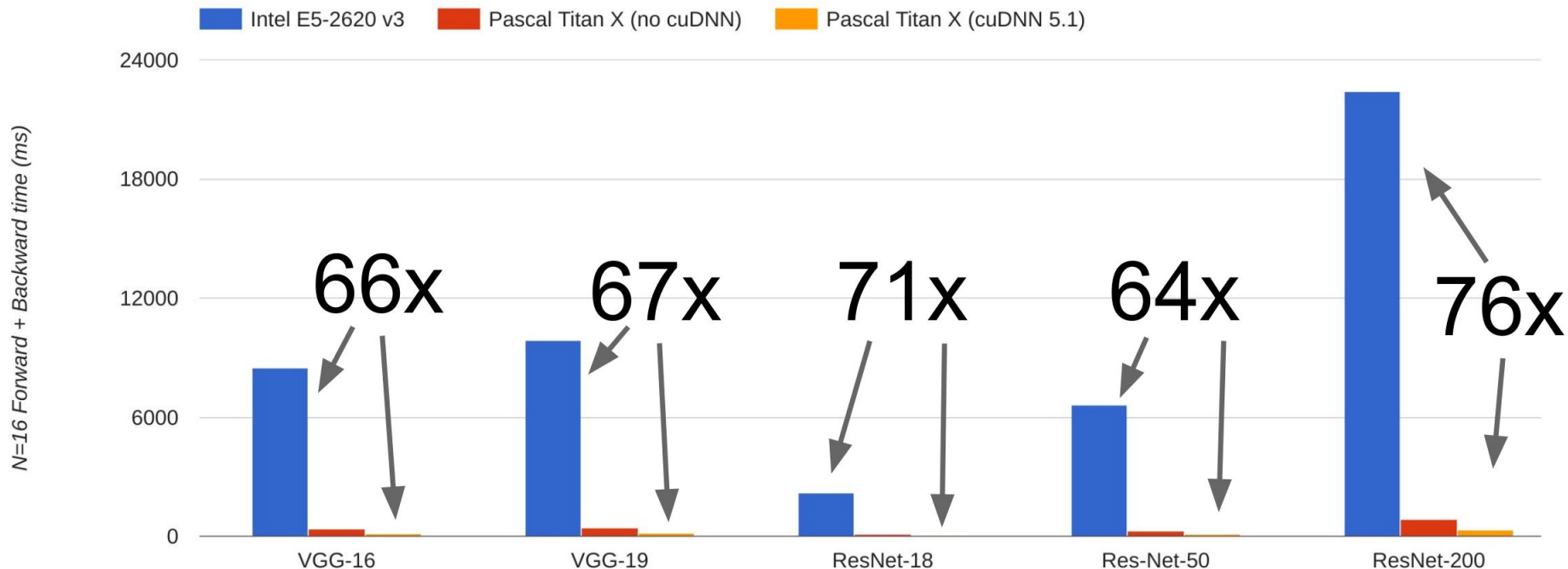


GPU and Deep Learning



CPU vs GPU in practice

(CPU performance not well-optimized, a little unfair)



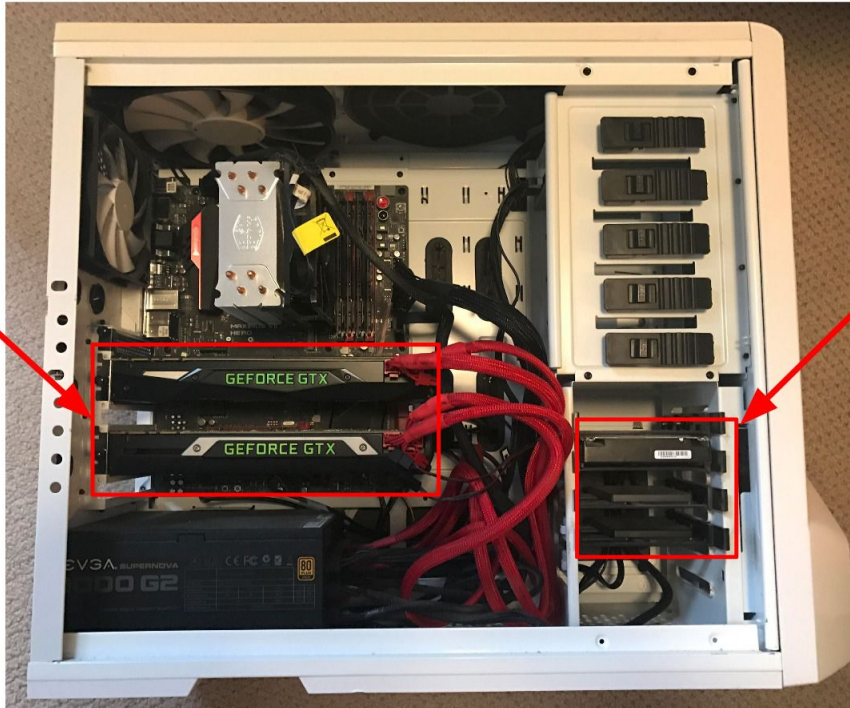


GPU and Deep Learning



CPU / GPU Communication

Model
is here



Data is here

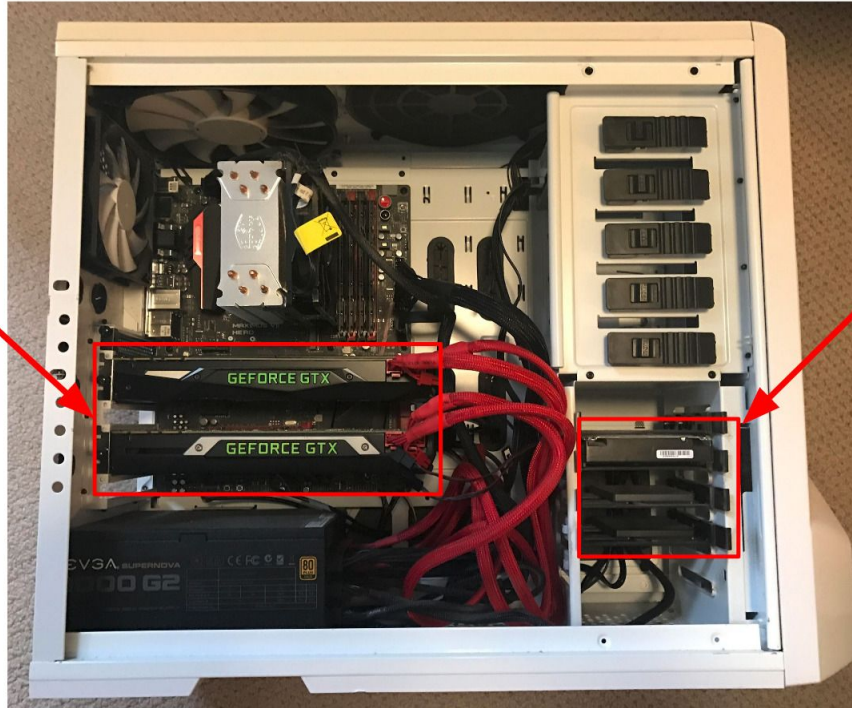


GPU and Deep Learning



CPU / GPU Communication

Model
is here



Data is here

If you aren't careful, training can bottleneck on reading data and transferring to GPU!

Solutions:

- Read all data into RAM
- Use SSD instead of HDD
- Use multiple CPU threads to prefetch data