XIAYUN SUN | "JOY" | DISNEY STREAMING SERVICES

# NEURAL NETWORK FROM SCRATCH

## ME

- Distributed systems at day time
- Fantasising about research at night time



#### **OUTLINE**

- What is a neural network?
- First neural network
- Wait...is that it?
- Graph computation
- Second neural network
- Third neural network
- But why not just TensorFlow



#### FIRST...TO PROVE I'M NOT CHEATING

```
object core extends ScalaModule with ScalafmtModule{
   def scalaVersion = "2.12.4"

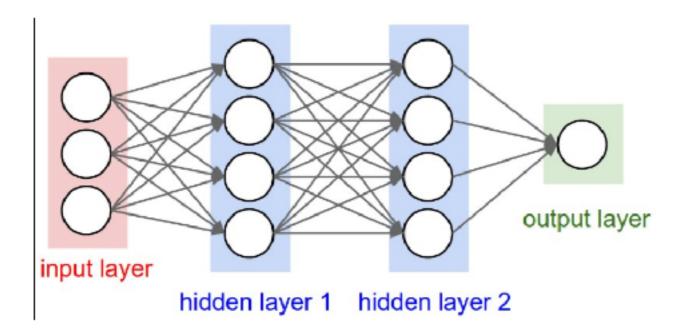
  def scalacOptions = Seq("-Ypartial-unification")

  override def ivyDeps = Agg(
    ivy"co.fs2::fs2-core:1.0.0",
   ivy"co.fs2::fs2-io:1.0.0",
   ivy"org.typelevel::cats-core:1.4.0"
  )
}
```



## WHAT IS A NEURAL NETWORK(1)

- ▶ A function approximator that can approximate anything (almost)
- List[(Weights, Activation Function)]
  - input :: hidden layers :: output

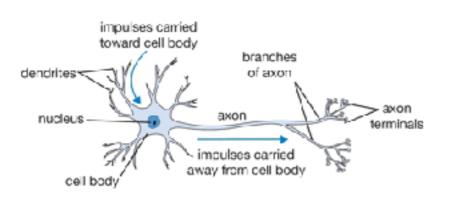


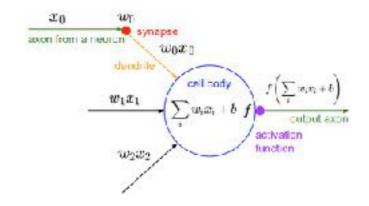
(1) to be precise, a feedforward neural network



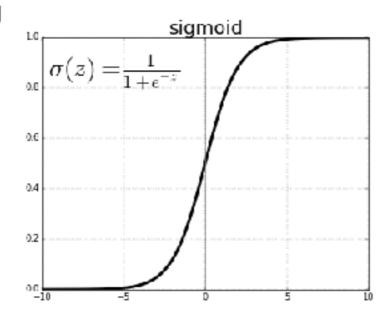
## WHAT IS A NEURAL NETWORK — ACTIVATION FUNCTIONS

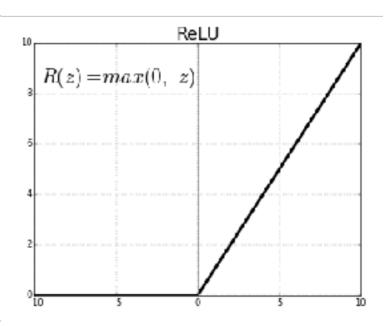
Activation functions are like neurons, they "activate"





- ▶ They bring non-linearity
- ▶ Popular ones: Sigmoid, ReLU





http://cs231n.github.io/neural-networks-1/



## **FAMOUS NETWORKS**

- LeNet
- ConvNet

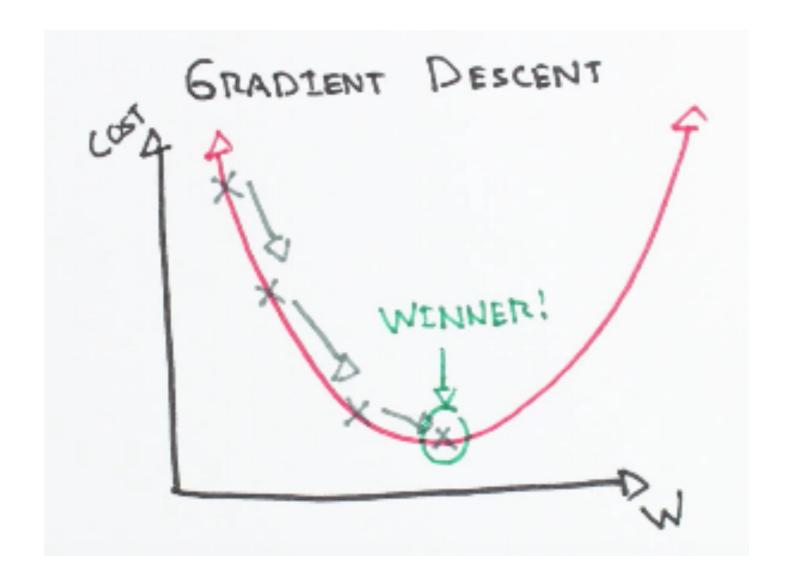


## **HOW TO TRAIN A NEURAL NETWORK**

- Your model defines a function mapping inputs to output estimates
- Distance between output and target is your loss function
- We train the model by minimising the loss function
- Popular loss functions:
  - Mean Squared Error  $MSE = \frac{1}{n} \sum_{i=1}^{n} (Y_i \hat{Y}_i)^2$ .
  - Cross entropy loss (Maximum Likelihood)  $-\mathbb{E}_{\mathbf{x} \sim \hat{p}_{\text{data}}} [\log p_{\text{model}}(\mathbf{x})]$
- How to minimise loss function:
  - Gradient descent (next slide)



## **HOW TO TRAIN A NEURAL NETWORK**





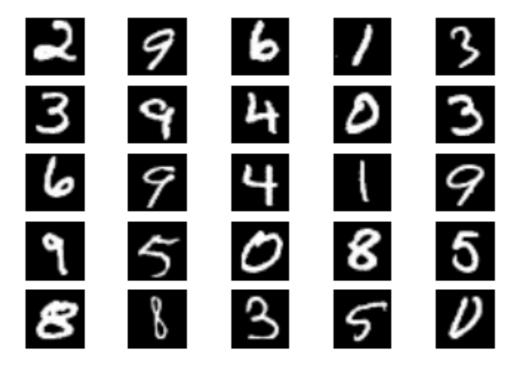


## FIRST NEURAL NETWORK ON MNIST



#### **MNIST DATASET**

- A benchmark dataset for classifying handwritten digits
- 60k train images, 10k test images -> manageable on a laptop





#### PREPARING MNIST DATA WITH FS2

#### TRAINING SET IMAGE FILE (train-images-idx3-ubyte):

[value]

[offset] [type]

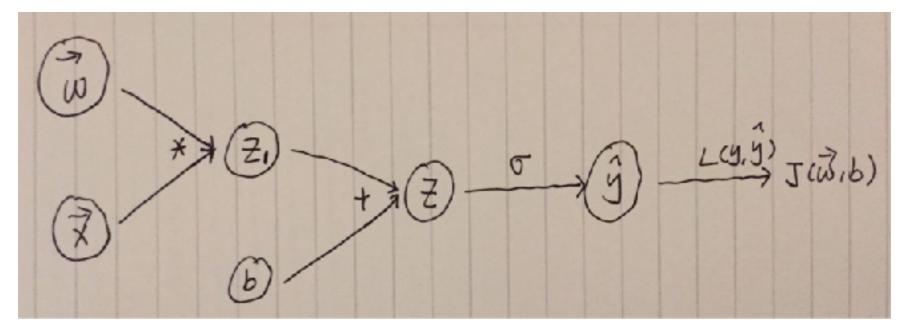
```
32 bit integer 0x00000803(2051) magic number
 0000
 0004
       32 bit integer 60000
                                number of images
     32 bit integer 28
 8000
                                number of rows
0012 32 bit integer 28
                                number of columns
      unsigned byte ??
 0016
                                pixel
       unsigned byte ??
0017
                                pixel
val images: fs2.Stream[I0, Matrix] =
  io.file
    readAll[I0](path = Paths.get(imgFileName), global, chunkSize = 1024)
    drop(16) // 16 bytes for magic number and meta data
    .map(java.lang.Byte.toUnsignedInt)
    .chunkN(imgDimension * imgDimension, allowFewer = false)
    .map(_.toVector)
    _map(v => Matrix.fromVector(v.map(_.toDouble), imgDimension, imgDimension))
// preprocess: x /= 255. y: binary classifier on digit 0
val imagesPreprocessed: fs2.Stream[I0, Matrix] =
  images.map(matrix => Matrix(matrix.m.map(_.map(_ / 255.0))))
val labelsPreprocessed: fs2.Stream[I0, Int] = labels.map(i => if (i == 0) 1 else 0)
```

[description]



#### FIRST NEURAL NETWORK

- Architecture
  - Weights => linear weights
  - Activation function => sigmoid
  - Loss function => cross entropy





#### FIRST NEURAL NETWORK —— GRADIENT

$$\frac{Z = \overrightarrow{W} \cdot \overrightarrow{X} + b}{\cancel{y}} = \sigma(Z)$$

$$J = \ln(1+e) // \text{trust me}$$

$$\frac{\partial J}{\partial \overrightarrow{w}} = \frac{\partial J}{\partial Z} \cdot \frac{\partial Z}{\partial W} = \frac{\partial J}{\partial Z} \cdot \frac{\partial Z}{\partial Z}$$

$$\frac{\partial J}{\partial Z} = \frac{1}{(1-2y)^2} \cdot (1-2y)^2$$

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## FIRST NEURAL NETWORK

#### Compute loss

```
val z = weights.zip(image.m.flatten).map { case (w, x) => w * x }.sum + bias
val yHat = 1 / (1 + pow(E, -z)) // sigmoid
val loss = log(1 + pow(E, (1 - 2*y)*z)) // cross entropy loss
```

#### Learn from loss

```
val a = (1 - 2 * y) * z
val d = 1 / (1 + pow(E, a)) * pow(E, a) * (1 - 2 * y)

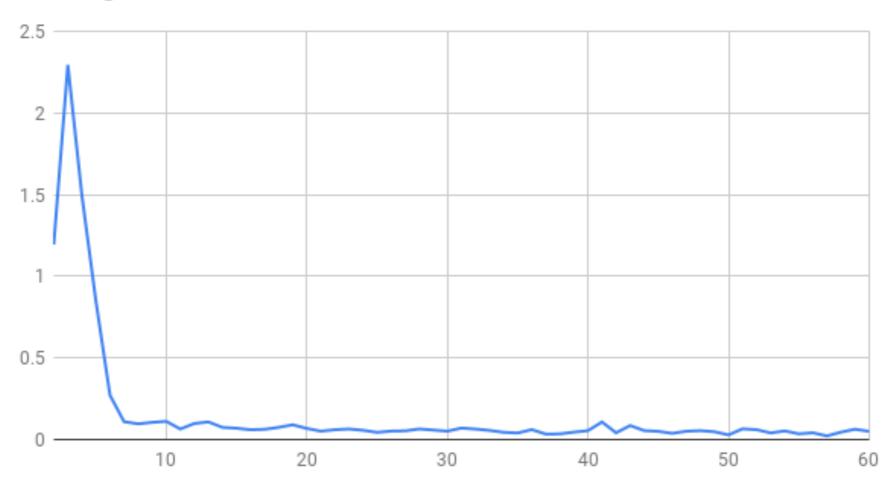
val weightsGradient = image.m.flatten.map(x => d * x)
val biasGradient = d

val newWeights = weights - learningRate * weightsGradient
val newBias = bias - learningRate * biasGradient
```



# **DEMO**

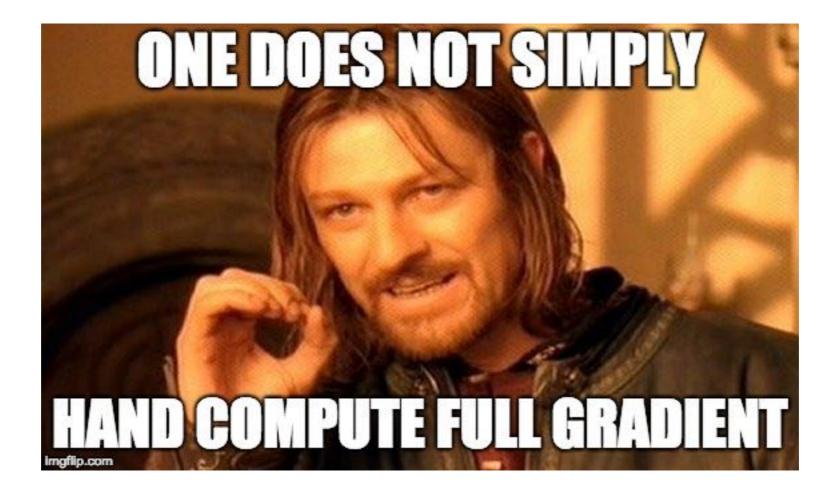
#### training loss





## WAIT... IS THAT IT?

- I mean, it's just logistic regression...
- Also =>



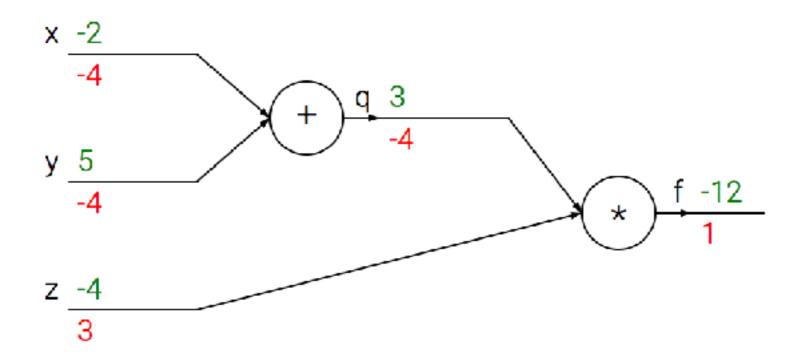


# TRY COMPUTE THE GRADIENT OF THE BELOW



## **BACKPROPAGATION**

A general method to calculate gradients.





#### BACKPROPAGATION IS GRAPH COMPUTATION

- Forward prop: build the graph
  - For each node, record its inputs and its consumers
- Backward prop: traverse the graph



## **GRAPH KEY COMPONENTS**

- Nodes
- Operations
- Graph



#### **GRAPH** — **NODES**

- A node stores:
  - current computed value
  - associated operation

```
case class Node(
    name: String,
    v: Tensor,
    op: Op
)
```



#### **GRAPH** — **OPERATIONS**

- An "Op" can:
  - compute: eg. matrix multiplication, sigmoid, etc.
  - backprop: carry the gradient backwards to its inputs

```
sealed trait Op {
  def bprop(
  inputs: List[Node],
  x: Node,
  g: Tensor): Tensor
trait BinaryOp extends Op {
 def f(n1: Node, n2: Node): Tensor
trait SingleOp extends Op {
 def f(n: Node): Tensor
```



#### GRAPH — GRAPH ITSELF

- A graph remembers each node's inputs and consumers
- A graph carries out the complete backprop



#### **GRAPH** — PUTTING THINGS TOGETHER

- Use state monad to build the graph
  - unlock for comprehensions!

```
def BinaryStep(op: BinaryOp) = State[(List[Node], Graph), Tensor] {
  case (n1 :: n2 :: tail, g) => {
   val ans = op.f(n1, n2)
   val nodeName = UUID.randomUUID().toString
    val newNode = Node(nodeName, ans, op)
   val newGraph = new Graph {
     // update nodes, consumersMap, inputsMap
    ((newNode :: tail, newGraph), ans)
val graph = for {
      <- BinaryStep(MatMul)
     <- BinaryStep(Add)
 ans <- BinaryStep(CrossEntropy)</pre>
} yield ans
```



#### **GRAPH** — TRAIN

```
val w = Node("w", Matrix(Vector(weights)), Ident)
val b = Node("b", Scalar(bias), Ident)
val x = Node("x", Matrix(img.m.flatten.map(Vector(_))), Ident)
val y = Node("y", Scalar(_y), Ident)

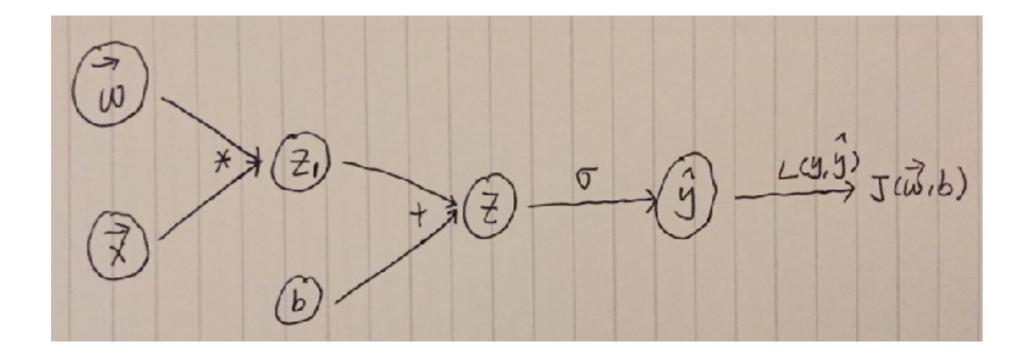
val args = List(w, x, b, y)
val init = (args, emptyGraph(args))

val ((nodes, g), loss) = graph.run(init).value
val gradients = g.backProp(List(w, b), nodes.head)

// then do gradient descent
```



## SECOND NEURAL NETWORK ON MNIST



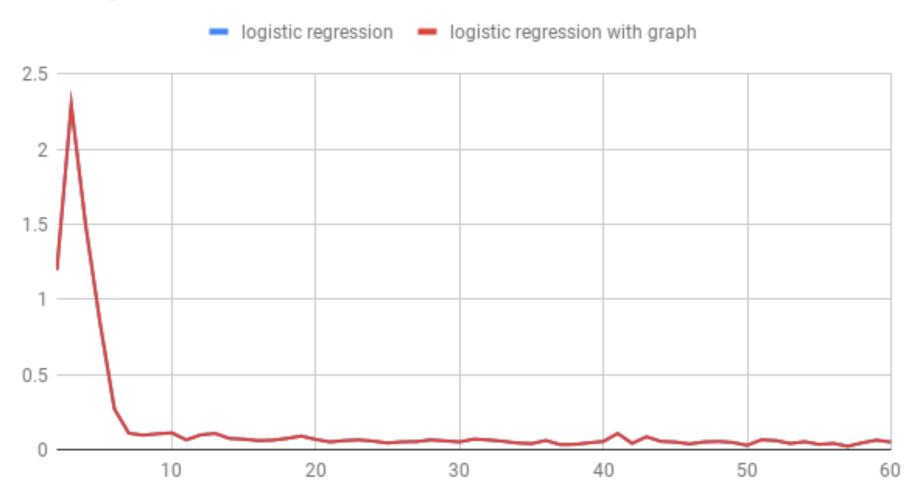


## SECOND NEURAL NETWORK —— GRAPH



# **DEMO**

#### training loss





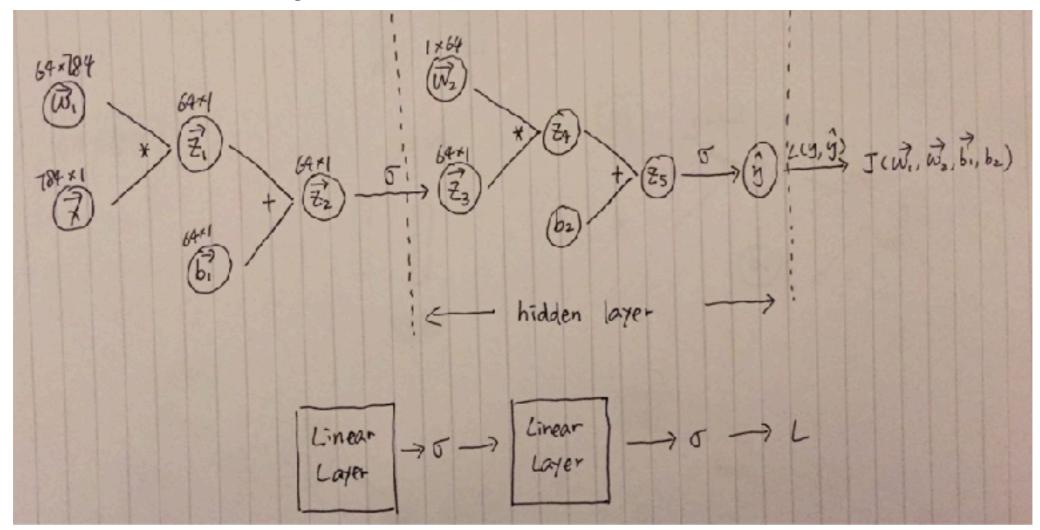
#### WAIT...IS THAT IT?

- I mean... that's still logistic regression, just trained in a different way.
- Me wants fancier networks!



#### THIRD NEURAL NETWORK

- ▶ "Hidden layer" is the black magic(1) of neural networks
- Let's add a hidden layer!



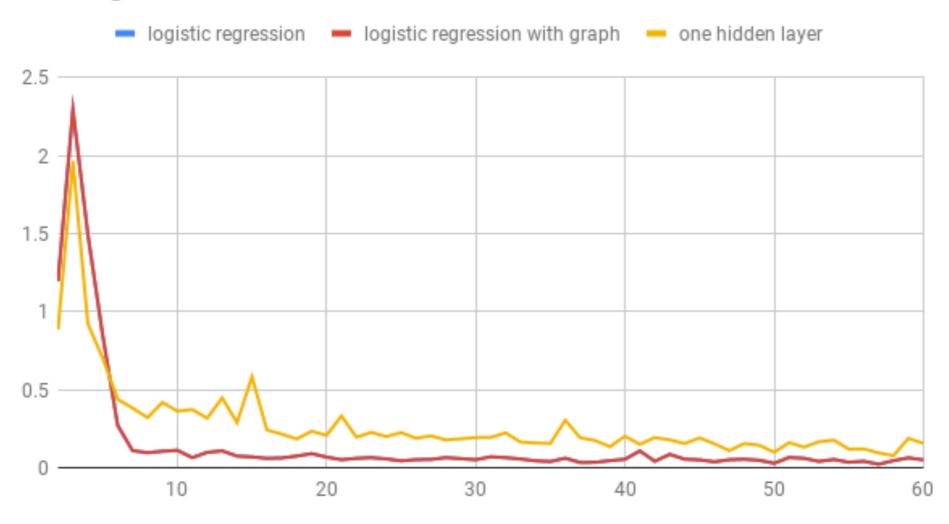


## THIRD NEURAL NETWORK —— GRAPH



# **DEMO**

#### training loss





## WHY NOT JUST TENSORFLOW?



#### THAT'S IT! I HOPE YOU WALK AWAY KNOWING:

- What a neural network is: stacked layers of weights + activation functions
- How to train a neural network: the idea of backpropagation
- [Stretch goal] Thoughts on how to better support robust and efficient ML research



## CODE

- https://github.com/xysun/neural-network-scalax
- GitHub: @xysun



# THANKS!

