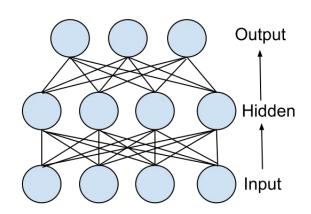
Intro to Deep Learning with Theano and OpenDeep

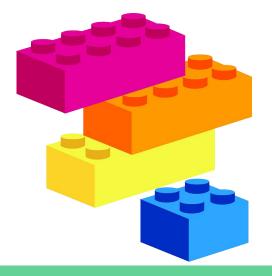
Markus Beissinger @mbeissinger markus@vitruvianscience.com code available: https://github.com/mbeissinger/odsc ODSC West Workshop 2015

Outline

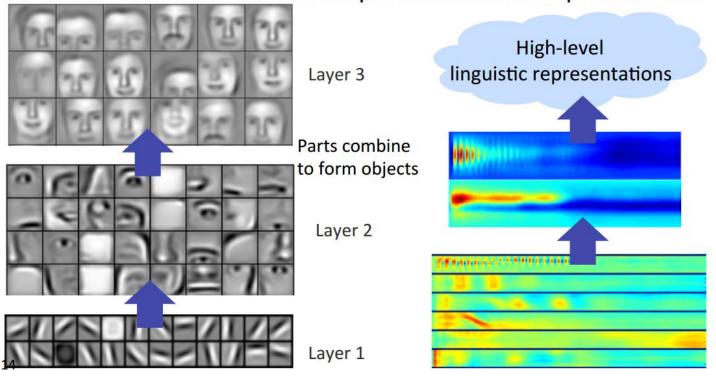
- > What is deep learning
- Linear algebra refresher
- Object classification problem
- > MLP most basic neural net
- > LeNet simple convolutional neural net

- Loosely based on brain hierarchical feature representations
- Learns useful* representations
- *Explains variations in input data with increasingly complex features (edges/curves → nose/eyes/mouth → faces)
- Automates feature engineering!
- How? Compositions of nonlinear transformations! (stay tuned)





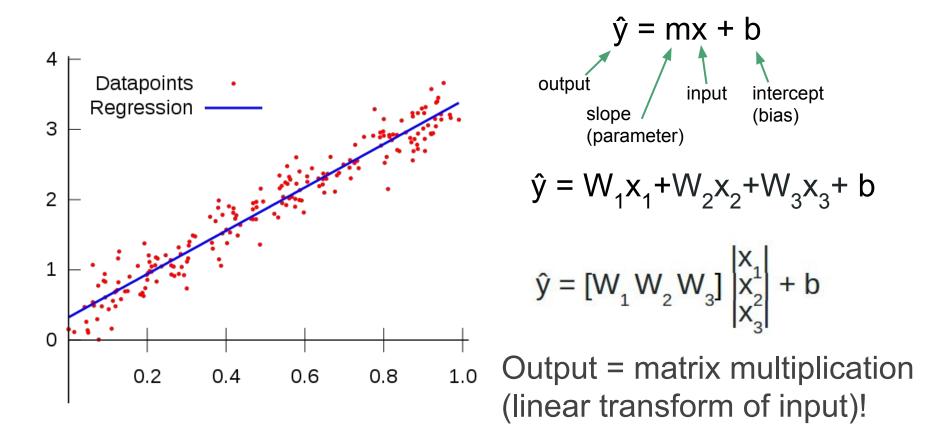
Successive model layers learn deeper intermediate representations



Prior: underlying factors & concepts compactly expressed w/ multiple levels of abstraction

http://www.iro.umontreal.ca/~bengioy/talks/mlss-austin.pdf

Linear algebra refresher: linear regression



Linear algebra refresher: logistic

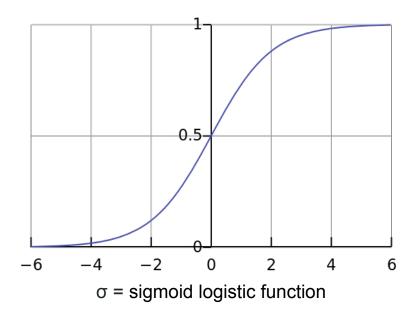
regression

$$\hat{y} = \sigma([W_1 W_2 W_3] \begin{vmatrix} X_1 \\ X_3^2 \\ X_3 \end{vmatrix} + b)$$

$$\hat{y} = \sigma(Wx+b)$$

$$\hat{y} = \frac{1}{1 + e^{-(Wx+b)}}$$

Output is squashed to [0,1] now it is a probability!



Object classification

Given an input image, assign a correct class label for the whole image.

MNIST handwritten digits

2 9 6 7 3

3 9 4 0 3

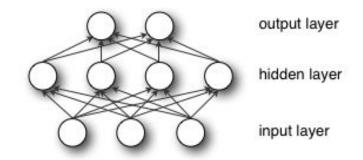
6 9 4 1 9

9 5 0 8 5

8 8 8 3 5 0



Neural Network: MLP



Performs multiple logistic regressions to compute probabilities for each output class!

Neural Network: MLP digit classification



Classify MNIST handwritten digits into one of 10 classes.

Neural Network: MLP architecture



Architecture:

- Input: x = (1, 28*28) vectors
- Hidden layer w/500 hidden units: $H = \sigma(xW_x + b_h) W_x = (28*28, 500)$ weights matrix, $b_h = (1, 500)$ bias vector
- Output layer w/10 output classes: Y = softmax(HW_H + b_y) W_H =(500, 10) weights matrix, b_y =(1, 10) bias vector

Neural Network: MLP architecture

[code]

Cost function:

Negative mean log likelihood of class probabilities P $(Y=y_i|X)$.

Because we use softmax, output Y from the MLP is the vector of class probabilities!

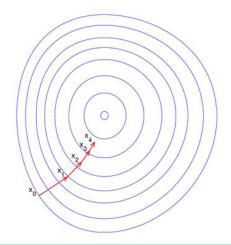
```
cost = -mean(log(Y[index_of_correct_label]))
```

$$[0.4, .1, .5] \rightarrow 2$$

Training:

Stochastic gradient descent (with momentum).

Iterates over training data and makes small changes to weights and biases to maximize log likelihood.



[code]

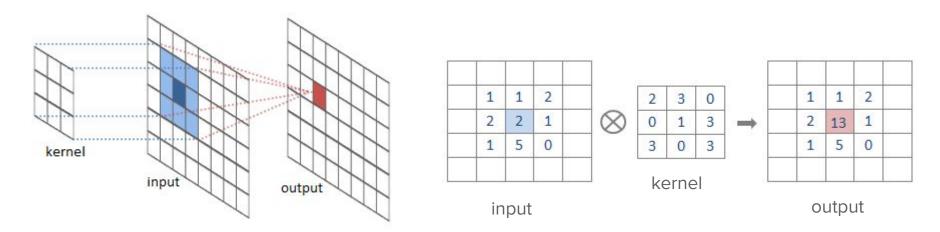
Regularization:

Dropout (masking noise on input and hidden units during training).

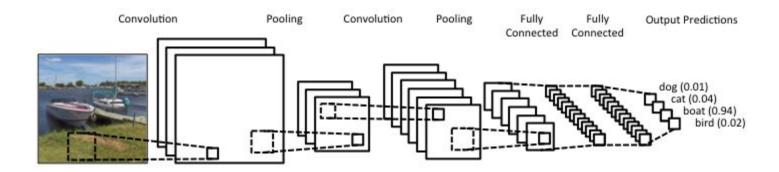
Necessary to prevent overfitting and bad generalization to real-world data.

Object Classification - convolutions

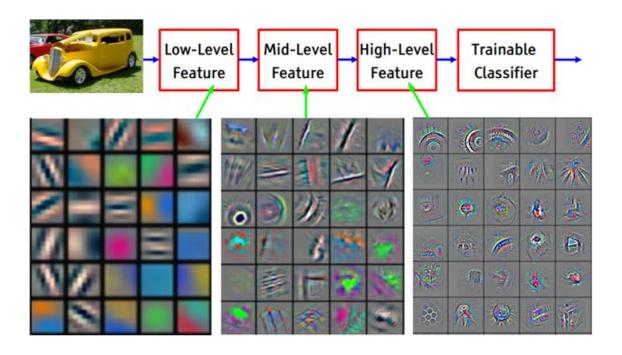
Convolutional nets (CNN) use the convolution operator to compute *local* features that take in surrounding context.



Convolutional nets



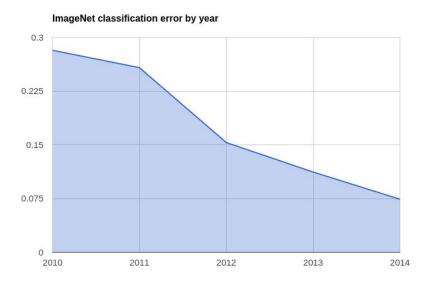
Convolutional nets



Object classification

Very good results (since 2012) with deep convolutional nets

~7.4% error

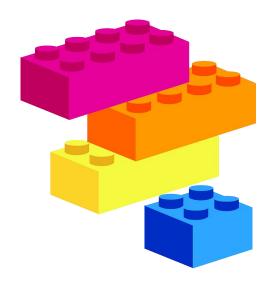


Convolutional nets

[code]

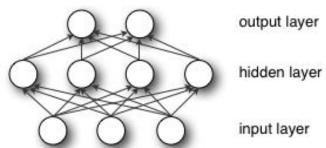
In summary...

- Model that learns hierarchical representation of input
- How? Uses compositions of nonlinear functions (layers) that learn different levels of abstraction.
- Learns useful features! (no more hand-coded feature engineering)*



*needs lots of data!

- Generalizes logistic regressions.
- Uses simplest building blocks (fullyconnected layers):
 - Matrix multiplication
 - Nonlinear activation function (ends with softmax)



- Deep learning forms a hierarchical representation of input (feature learning!)
- Basic building blocks (layers) are some matrix multiplication + nonlinear activation
- Complex networks made with simple building blocks -> all trained with one algorithm using gradients + chain rule.

Thank you!

Questions?

@mbeissinger markus@vitruvianscience.com code available: https://github.com/mbeissinger/odsc