# PSY9511: Seminar 7

Deep learning for computer vision tasks

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#### Outline

- 1. Exercise 4
- 2. Deep learning
  - Motivation
  - · (Deep) neural networks
  - · Training procedure
- 3. Convolutional neural networks for computer vision

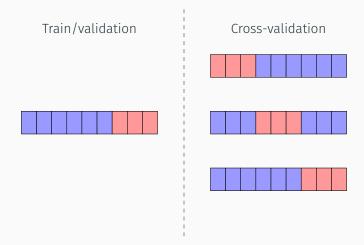


## Weekly exercises

- The weekly exercises are mandatory
- · The deadlines are strict

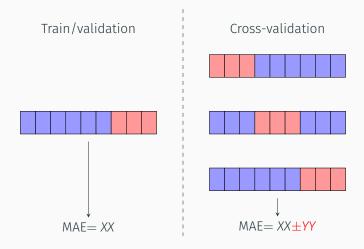


# Validation procedures





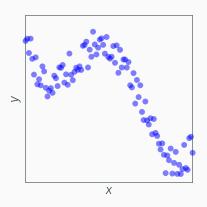
# Validation procedures



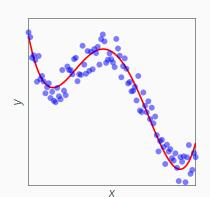


# Deep learning



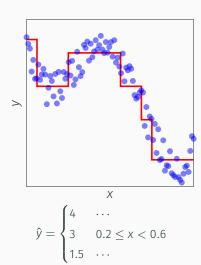




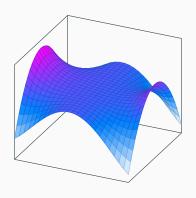


$$\hat{y} = s(x)$$







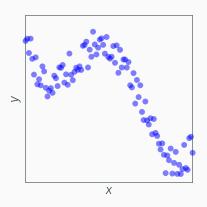






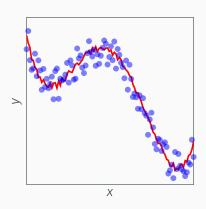
The cat wagged its tail



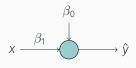




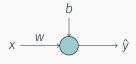
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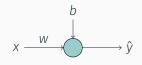




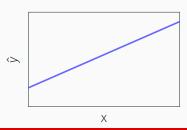
$$\hat{y} = \beta_0 + \beta_1 x$$

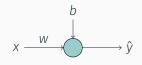


$$\hat{y} = wx + b$$

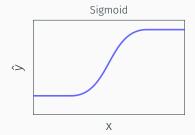


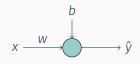
$$\hat{y} = wx + b$$





$$\hat{y} = \frac{e^x}{1 + e^x}$$

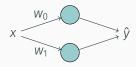




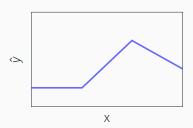
$$\hat{y} = max(0, wx + b)$$

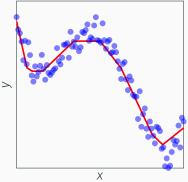
Rectified Linear Unit (ReLU)





$$\hat{y} = max(0, w_0x + b_0) + max(0, w_1x + b_1)$$





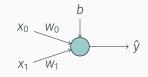
Piecewise linear function



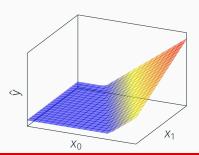
#### Universal approximation theorem:

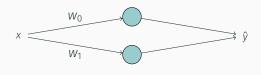
"Any relationship that can be described with a polynomial function can be approximated by a neural network with a single hidden layer."





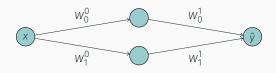
$$\hat{y} = max(0, w_0x_0 + w_1x_1 + b)$$





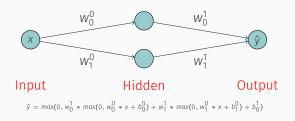
 $\hat{y} = max(0, w_0x + b_0) + max(0, w_1x + b_1)$ 





$$\hat{y} = \max(0, w_0^1 * \max(0, w_0^0 * x + b_0^0) + w_1^1 * \max(0, w_1^0 * x + b_1^0) + b_0^1)$$





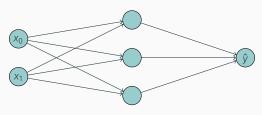




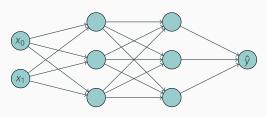


$$\begin{split} \hat{y} &= max(0, w_{0,0}^0 * max(0, w_{0,0}^0 * x_0 + w_{1,0}^0 * x_1 + b_{0,0}) + \\ & w_{1,0}^1 * max(0, w_{0,1}^0 * x_0 + w_{1,1}^0 * x_1 + b_{0,1}) + \\ & b_1) \end{split}$$





$$\begin{split} \hat{y} &= max(0, w_{0,0}^{1} * max(0, w_{0,0}^{0} * x_{0} + w_{1,0}^{0} * x_{1} + b_{0,0}) + \\ & w_{1,0}^{1} * max(0, w_{0,1}^{0} * x_{0} + w_{1,1}^{0} * x_{1} + b_{0,1}) + \\ & w_{2,0}^{1} * max(0, w_{0,2}^{0} * x_{0} + w_{1,2}^{0} * x_{1} + b_{0,2}) + \\ & b_{1}) \end{split}$$



$$\begin{split} \hat{y} &= \max(0, w_{0,0}^2 * \max(0, w_{0,0}^1 * \max(0, w_{0,0}^1 * \max(0, w_{0,1}^0 * x_0 + w_{1,0}^0 * x_1 + b_{0,0}) + \\ & w_{1,0}^1 * \max(0, w_{0,1}^0 * x_0 + w_{1,1}^0 * x_1 + b_{0,2}) + \\ & w_{2,0}^2 * \max(0, w_{0,2}^0 * x_0 + w_{1,2}^0 * x_1 + b_{0,2}) + \\ & b_{1,0}) + \\ & w_{1,0}^2 * \max(0, w_{0,1}^1 * \max(0, w_{0,0}^0 * x_0 + w_{1,0}^0 * x_1 + b_{0,0}) + \\ & w_{1,1}^1 * \max(0, w_{0,1}^0 * x_0 + w_{1,1}^0 * x_1 + b_{0,1}) + \\ & w_{2,1}^2 * \max(0, w_{0,2}^0 * x_0 + w_{1,2}^0 * x_1 + b_{0,2}) + \\ & b_{1,1}) + \\ & w_{2,0}^2 * \max(0, w_{0,2}^1 * x_0 + w_{1,0}^0 * x_1 + b_{0,0}) + \\ & w_{1,2}^1 * \max(0, w_{0,1}^0 * x_0 + w_{1,1}^0 * x_1 + b_{0,1}) + \\ & w_{1,2}^2 * \max(0, w_{0,1}^0 * x_0 + w_{1,2}^0 * x_1 + b_{0,2}) + \\ & b_{1,2}) + \\ & b_2) \end{split}$$



<u>Artificial neural networks</u>: Combines artificial neurons, simple computational units that compute a non-linear function of their inputs, in a computational graph

- Can approximate arbitrarily complex polynomial functions (given enough neurons)
- Neurons are organized in layers, and we expand a model in width (e.g. more neurons per layer) or depth (e.g. more layers)

