

PSY9511: Seminar 7

Deep learning for computer vision tasks

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07.11.24



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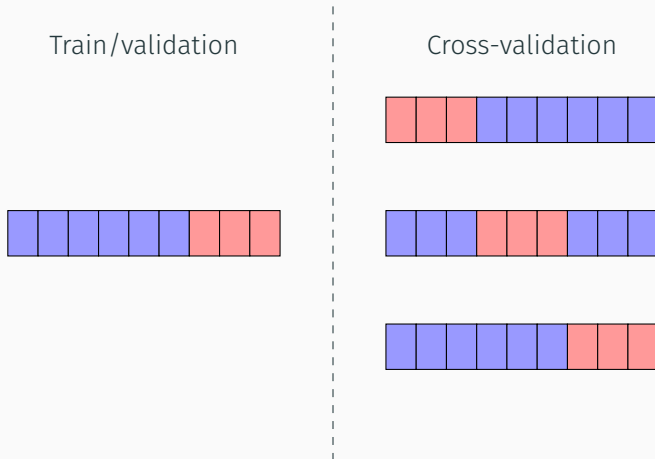
1. Exercise 4
2. Deep learning
 - Motivation
 - (Deep) neural networks
 - Training procedure
3. Convolutional neural networks for computer vision

Weekly exercises

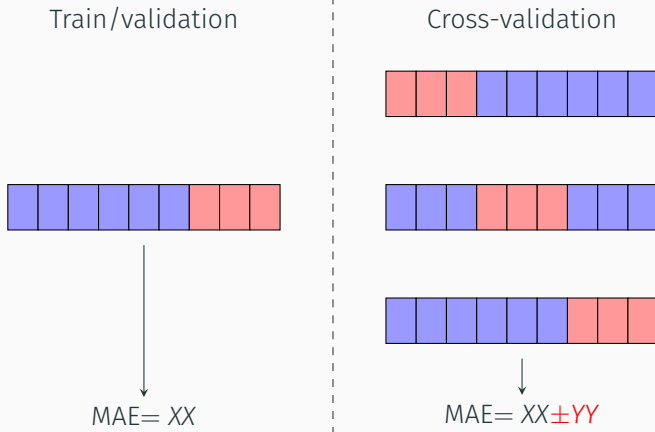
- The weekly exercises are **mandatory**
- The deadlines are **strict**



Validation procedures



Validation procedures



Deep learning



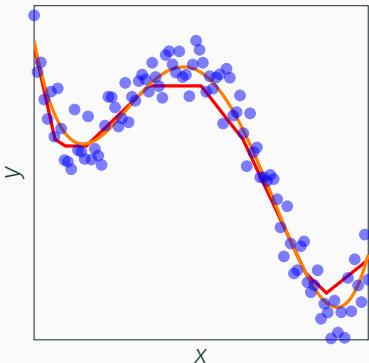
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Deep learning: The conundrum



Splines: A smooth curve implemented via piecewise polynomial functions

Neural networks: A piecewise linear function implemented as a hierarchy of artificial neurons



Deep learning: The conundrum



Splines: A smooth curve implemented via piecewise polynomial functions

- Requires us to carefully balance the complexity of the function

Neural networks: A piecewise linear function implemented as a hierarchy of artificial neurons



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Splines: A smooth curve implemented via piecewise polynomial functions

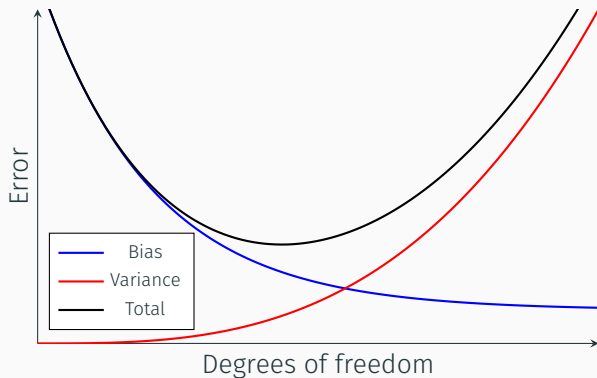
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Neural networks: A piecewise linear function implemented as a hierarchy of artificial neurons

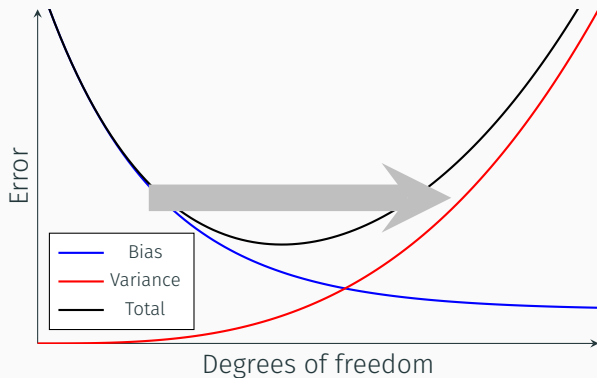
- Overparameterization 🤪



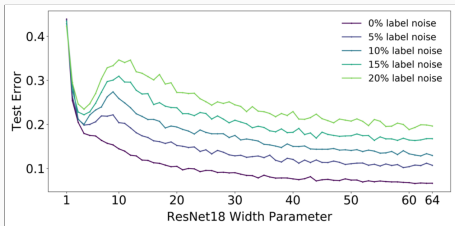
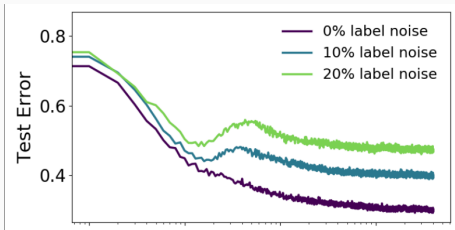
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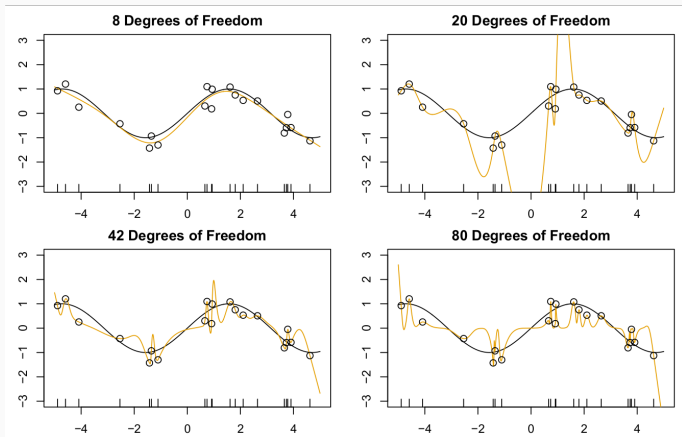
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Overparameterization: Deep artificial neural networks generally have far more parameters than necessary (and often more than the number of data points)

- At face value, it is surprising that this does not yield severe overfitting
- However, it can be shown that functions generally calm down as they become more complex after having perfectly fitted the training data
- **Only works for some types of models**



Deep learning: Regularization

