Introduction to Machine Learning feat. TensorFlow



Peter Goldsborough

July 9, 2016

July 9 2016

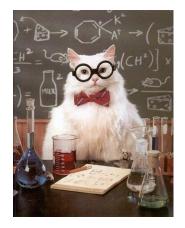
Table of Catents

Table of Catents



Theory

Table of Catents



Theory



Practice

CS Student @ TUM

- CS Student @ TUM
- ► Google & Bloomberg Intern

- CS Student @ TUM
- ► Google & Bloomberg Intern
- ► I like cats

- CS Student @ TUM
- ► Google & Bloomberg Intern
- I like cats

Seminar Topic: Deep Learning With TensorFlow github.com/peter-can-write/tensorflow-paper

github.com/peter-can-talk/python-meetup-munich-2016

What is Machine Learning?

What is Machine Learning?

(and can I eat it?)

Machine Learning is cool.

Machine Learning is *really* cool.

Machine learning is not magic; it can't get something from nothing.

Machine learning is not magic; it can't get something from nothing.

What it does is get more from less.

Machine learning is not magic; it can't get something from nothing.

What it does is get more from less.

Learning is like farming, which lets nature do most of the work. Farmers combine seeds with nutrients to grow crops. Learners combine knowledge with data to grow programs.

[?]

Definition IV

A computer program is said to learn from experience E with respect to some class of tasks T and performance measure P, if its performance at tasks in T, as measured by P, improves with experience E.

[?]

$$f: \mathsf{Image} \to \{\mathsf{cat}, \, \mathsf{banana}, \, \mathsf{spaceship}, \, \dots \}$$

$$f: \mathsf{Image} \to \{\mathsf{cat}, \, \mathsf{banana}, \, \mathsf{spaceship}, \, \dots \}$$

$$f^{\star}(x) \approx f(x)$$

The Task, ${\cal T}$

Discriminate by the way an algorithm processes an example $\mathbf{x} \in \mathbb{R}^n$

- Discriminate by the way an algorithm processes an example $\mathbf{x} \in \mathbb{R}^n$
- **x** contains features, such as (lunch, dinner)

- Discriminate by the way an algorithm processes an example $\mathbf{x} \in \mathbb{R}^n$
- x contains features, such as (lunch, dinner)
- ► The output **y** can take on various forms

$$f: \mathbb{R}^n \to \{1, \dots, k\}$$

Classification

$$f: \mathbb{R}^n \to \{1, \dots, k\}$$

Categorize an input x into one of k classes

$$f: \mathbb{R}^n \to \{1, \dots, k\}$$

- Categorize an input x into one of k classes
- Image classification

$$f: \mathbb{R}^n \to \{1, \dots, k\}$$

- Categorize an input x into one of k classes
- Image classification
- Recognizing handwritten digits

$$f: \mathbb{R}^n \to \{1, \dots, k\}$$

- Categorize an input x into one of k classes
- Image classification
- Recognizing handwritten digits
- Predictive Policing

Regression

 $f: \mathbb{R}^n \to \mathbb{R}$

Regression

$$f: \mathbb{R}^n \to \mathbb{R}$$

Predict a scalar value given input features

Regression

$$f: \mathbb{R}^n \to \mathbb{R}$$

- Predict a scalar value given input features
- Algorithmic Trading

Regression

$$f: \mathbb{R}^n \to \mathbb{R}$$

- Predict a scalar value given input features
- Algorithmic Trading
- Predicting the market price of a house

Regression

$$f: \mathbb{R}^n \to \mathbb{R}$$

- Predict a scalar value given input features
- Algorithmic Trading
- Predicting the market price of a house
- Predicting the amount of rain in a season

Transcription

Transcription

 $f: \mathsf{Language} \to \mathsf{Text}$

► Transform language from an unstructured representation into text

Transcription

- ► Transform language from an unstructured representation into text
- Recognizing street addresses in Google Street View

Transcription

- ► Transform language from an unstructured representation into text
- Recognizing street addresses in Google Street View
- Transcribe speech into text

Transcription

- ► Transform language from an unstructured representation into text
- Recognizing street addresses in Google Street View
- Transcribe speech into text
- Similar to Translation

Synthesis

 $f:\mathsf{Stuff}\to\mathsf{More}\;\mathsf{Stuff}$

Synthesis

 $f:\mathsf{Stuff}\to\mathsf{More}\;\mathsf{Stuff}$

► Generate new data similar to the input

Synthesis

 $f:\mathsf{Stuff}\to\mathsf{More}\;\mathsf{Stuff}$

- Generate new data similar to the input
- Reproduce patterns of the sky for video games

Synthesis

 $f: \mathsf{Stuff} \to \mathsf{More} \; \mathsf{Stuff}$

- Generate new data similar to the input
- Reproduce patterns of the sky for video games
- Synthesize speech

Synthesis

 $f:\mathsf{Stuff}\to\mathsf{More}\;\mathsf{Stuff}$

- Generate new data similar to the input
- Reproduce patterns of the sky for video games
- Synthesize speech
- Generate more data to train our algorithm to generate more data . . .

Experience E

How do we make our algorithm learn?

Experience E

How do we make our algorithm learn?

Unsupervised Learning

Experience E

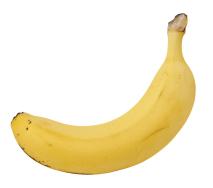
How do we make our algorithm learn?

Unsupervised Learning

Supervised Learning

How do I Machine Learning?





$$\mathbf{b} = (R, G, B)^{\top}$$



$$\mathbf{b} = (R, G, B)^{\mathsf{T}}$$

 $f: \mathbf{b} \mapsto \mathsf{market} \ \mathsf{price} \in \mathbb{R}$

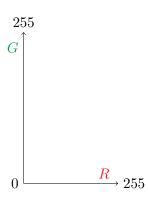
► The components of each vector **b** are our **features**

- ► The components of each vector **b** are our **features**
- ► Each feature represents one axis in space

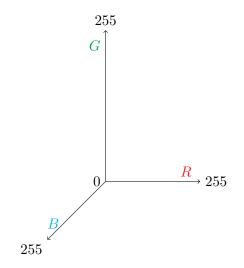
- ► The components of each vector **b** are our **features**
- ► Each feature represents one axis in space



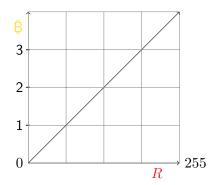
- ► The components of each vector **b** are our **features**
- ► Each feature represents one axis in space



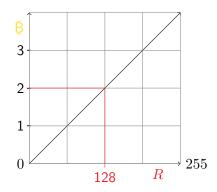
- ► The components of each vector **b** are our **features**
- ► Each feature represents one axis in space



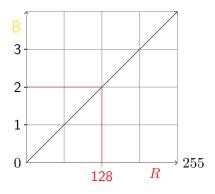
- ► The components of each vector **b** are our **features**
- ► Each feature represents one axis in space



- ► The components of each vector **b** are our **features**
- ► Each feature represents one axis in space



- ► The components of each vector **b** are our **features**
- ► Each feature represents one axis in space
- Each feature should contribute to some extent to the output value (market price)



► To model this, we apply a weight w_i to each component b_i

$$f(\mathbf{b}) = w_1 b_1 + w_2 b_2 + w_3 b_3$$

- ► To model this, we apply a weight w_i to each component b_i
- Positive values of w_i encourage positive values of b_i

$$f(\mathbf{b}) = w_1 b_1 + w_2 b_2 + w_3 b_3$$

- ► To model this, we apply a weight w_i to each component b_i
- Positive values of w_i encourage positive values of b_i
- lacktriangle Negative values of w_i inhibit b_i

$$f(\mathbf{b}) = w_1 b_1 + w_2 b_2 + w_3 b_3$$

- ► To model this, we apply a weight w_i to each component b_i
- Positive values of w_i encourage positive values of b_i
- ightharpoonup Negative values of w_i inhibit b_i
- We add a bias c as an offset

$$f(\mathbf{b}) = w_1 b_1 + w_2 b_2 + w_3 b_3 + c$$

- ► To model this, we apply a weight w_i to each component b_i
- Positive values of w_i encourage positive values of b_i
- ightharpoonup Negative values of w_i inhibit b_i
- We add a bias c as an offset
- ► We expect our algorithm to learn w and c

$$f(\mathbf{b}) = \mathbf{w}^{\top} \mathbf{b} + c$$

▶ To make our algorithm learn, we need to feed it (lots of) data

- ▶ To make our algorithm learn, we need to feed it (lots of) data
- ▶ In practice, we organize our data into a matrix $\mathbf{D} \in \mathbb{R}^{n \times k}$

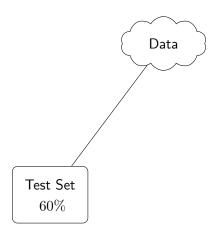
- ▶ To make our algorithm learn, we need to feed it (lots of) data
- lacktriangle In practice, we organize our data into a matrix $\mathbf{D} \in \mathbb{R}^{n imes k}$

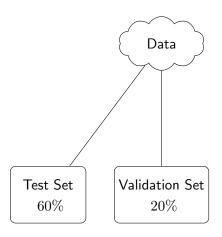
Design Matrix

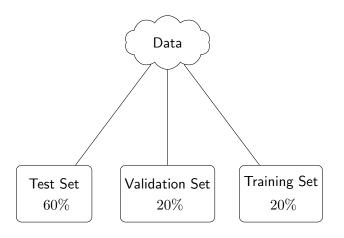
- ▶ To make our algorithm learn, we need to feed it (lots of) data
- lacksquare In practice, we organize our data into a matrix $\mathbf{D} \in \mathbb{R}^{n imes k}$

```
D = np.array([[34, 147, 37], [247, 69, 13], [66, 66, 66]])
w = np.random.rand(3, 1)
b = np.random.randn()
y = D.dot(w) + b
```









ightharpoonup Need a way to evaluate the performance of our algorithm (P)

- ▶ Need a way to evaluate the performance of our algorithm (P)
- Once we know how well it is performing, we can update it

- \triangleright Need a way to evaluate the performance of our algorithm (P)
- Once we know how well it is performing, we can update it
- ▶ The loss function we use depends on the learning task

- ▶ Need a way to evaluate the performance of our algorithm (P)
- Once we know how well it is performing, we can update it
- ▶ The loss function we use depends on the learning task

$$L(\mathbf{y}, \hat{\mathbf{y}}) \in \mathbb{R}$$

$$\begin{bmatrix} 34 & 147 & 73 \\ 247 & 69 & 13 \\ 66 & 66 & 66 \end{bmatrix} \times \begin{bmatrix} w_1 \\ w_2 \\ w_3 \end{bmatrix} + c = \begin{bmatrix} y_1 \\ y_2 \\ y_3 \end{bmatrix} \xrightarrow{Target} \begin{bmatrix} \hat{y_1} \\ \hat{y_2} \\ \hat{y_3} \end{bmatrix}$$

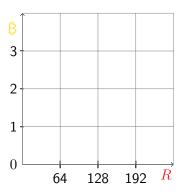
$$\mathbf{D} \qquad \mathbf{w} \qquad \mathbf{y} \qquad \hat{\mathbf{y}}$$

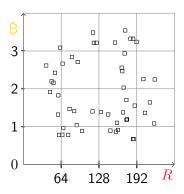
$$\begin{bmatrix} 34 & 147 & 73 \\ 247 & 69 & 13 \\ 66 & 66 & 66 \end{bmatrix} \times \begin{bmatrix} w_1 \\ w_2 \\ w_3 \end{bmatrix} + c = \begin{bmatrix} y_1 \\ y_2 \\ y_3 \end{bmatrix} \xrightarrow{Target} \begin{bmatrix} \hat{y_1} \\ \hat{y_2} \\ \hat{y_3} \end{bmatrix}$$

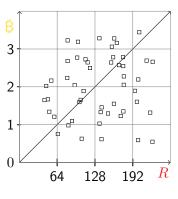
$$\mathbf{D} \qquad \mathbf{w} \qquad \mathbf{y} \qquad \hat{\mathbf{y}}$$

$$L(\mathbf{y}, \hat{\mathbf{y}}) = MSE(\mathbf{y}, \hat{\mathbf{y}}) = \frac{1}{k} \sum_{i=1}^{k} (y_i - \hat{y}_i)^2$$

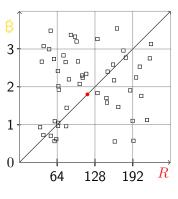




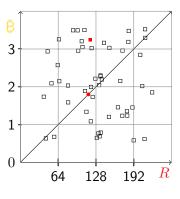




$$f(\mathbf{b}) = b_1 + b_2 + b_3$$



$$f(\mathbf{b}) = b_1 + b_2 + b_3$$



$$f(\mathbf{b}) = b_1 + b_2 + b_3$$

lacktriangleright Through $L(\mathbf{y}, \mathbf{\hat{y}})$ we know how our algorithm is performing

- ▶ Through $L(\mathbf{y}, \hat{\mathbf{y}})$ we know how our algorithm is performing
- We can compute its rate of change (derivative)

- ▶ Through $L(\mathbf{y}, \hat{\mathbf{y}})$ we know how our algorithm is performing
- ▶ We can compute its rate of change (derivative)
- Move our weights in the opposite direction

- ▶ Through $L(\mathbf{y}, \hat{\mathbf{y}})$ we know how our algorithm is performing
- We can compute its rate of change (derivative)
- Move our weights in the opposite direction
- Next time, the loss will be smaller

- ▶ Through $L(\mathbf{y}, \hat{\mathbf{y}})$ we know how our algorithm is performing
- We can compute its rate of change (derivative)
- Move our weights in the opposite direction
- Next time, the loss will be smaller
- We repeat this, until we're happy

- ▶ Through $L(\mathbf{y}, \hat{\mathbf{y}})$ we know how our algorithm is performing
- We can compute its rate of change (derivative)
- Move our weights in the opposite direction
- Next time, the loss will be smaller
- ► We repeat this, until we're happy

This is the core idea behind Machine Learning

 $ightharpoonup L(\mathbf{y}, \mathbf{\hat{y}})$ depends on \mathbf{y} and $\mathbf{\hat{y}}$, but also \mathbf{w} : $L(\mathbf{y}, \mathbf{\hat{y}}; \mathbf{w})$

- $ightharpoonup L(\mathbf{y}, \hat{\mathbf{y}})$ depends on \mathbf{y} and $\hat{\mathbf{y}}$, but also \mathbf{w} : $L(\mathbf{y}, \hat{\mathbf{y}}; \mathbf{w})$
- ► We are interested in the way the loss changes w.r.t to the weights w (and bias b)

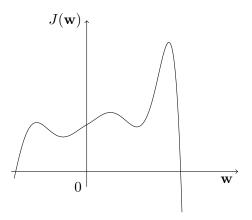
- $ightharpoonup L(\mathbf{y}, \hat{\mathbf{y}})$ depends on \mathbf{y} and $\hat{\mathbf{y}}$, but also \mathbf{w} : $L(\mathbf{y}, \hat{\mathbf{y}}; \mathbf{w})$
- ► We are interested in the way the loss changes w.r.t to the weights w (and bias b)
- Moreover, we think in terms of entire batches, not single examples

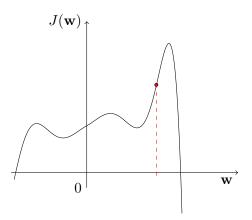
- $ightharpoonup L(\mathbf{y}, \hat{\mathbf{y}})$ depends on \mathbf{y} and $\hat{\mathbf{y}}$, but also \mathbf{w} : $L(\mathbf{y}, \hat{\mathbf{y}}; \mathbf{w})$
- ► We are interested in the way the loss changes w.r.t to the weights w (and bias b)
- Moreover, we think in terms of entire batches, not single examples
- We need new notation:

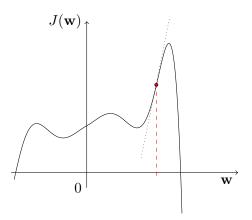
- $ightharpoonup L(\mathbf{y}, \hat{\mathbf{y}})$ depends on \mathbf{y} and $\hat{\mathbf{y}}$, but also \mathbf{w} : $L(\mathbf{y}, \hat{\mathbf{y}}; \mathbf{w})$
- ▶ We are interested in the way the loss changes w.r.t to the weights w (and bias b)
- Moreover, we think in terms of entire batches, not single examples
- We need new notation:

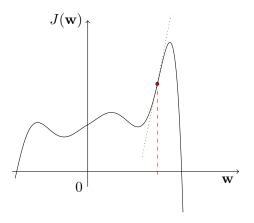
We can think of $\mathbf{Y}, \hat{\mathbf{Y}}$ as being *constant* and write:

$$J(w) = \frac{1}{n} \sum_{i=1}^{n} L(\mathbf{Y}_i, \hat{\mathbf{Y}}_i; w)$$









 $\mathbf{w} \leftarrow \mathbf{w} - \mathsf{rate}$ of change at \mathbf{w}

Digression: Calculus Recap

Digression: Calculus Recap

▶ Let's talk about *f*

- ▶ Let's talk about f
- \blacktriangleright When f depends on one variable x,

$$f'(x) = \frac{\mathrm{d}f}{\mathrm{d}x}$$

is the *derivative* of f w.r.t. x

- Let's talk about f
- \blacktriangleright When f depends on one variable x,

$$f'(x) = \frac{\mathrm{d}f}{\mathrm{d}x}$$

is the *derivative* of f w.r.t. x

 \blacktriangleright It tells us how f is changing in dependence of x

▶ In f(x,y) = x + y both x and y are influencing f's output

- ▶ In f(x,y) = x + y both x and y are influencing f's output
- \blacktriangleright We want to know how they are influencing f independently

- ▶ In f(x,y) = x + y both x and y are influencing f's output
- ightharpoonup We want to know how they are influencing f independently
- ightharpoonup The partial derivative $rac{\partial f}{\partial x}$ gives us a *view* of f

- ▶ In f(x,y) = x + y both x and y are influencing f's output
- ightharpoonup We want to know how they are influencing f independently
- ▶ The partial derivative $\frac{\partial f}{\partial x}$ gives us a *view* of f
- ▶ In this view, all variables but x are constant

- ▶ In f(x,y) = x + y both x and y are influencing f's output
- ightharpoonup We want to know how they are influencing f independently
- ▶ The partial derivative $\frac{\partial f}{\partial x}$ gives us a *view* of f
- ▶ In this view, all variables but x are constant
- \triangleright Thus, we can extract the change of f w.r.t. to f

Let $f: \mathbb{R}^n \to \mathbb{R}$ be a scalar-valued function *taking* a vector \mathbf{x} as input.

- Let $f: \mathbb{R}^n \to \mathbb{R}$ be a scalar-valued function taking a vector \mathbf{x} as input.
- ► Then

$$\frac{\partial f}{\partial v_i}$$

is a partial derivative, and

- Let $f: \mathbb{R}^n \to \mathbb{R}$ be a scalar-valued function *taking* a vector \mathbf{x} as input.
- ► Then

$$\frac{\partial f}{\partial v_i}$$

is a partial derivative, and

ightharpoonup
abla f the vector containing the partial derivatives of w:

$$\nabla f = \left(\frac{\partial f}{\partial v_1}, \dots, \frac{\partial f}{\partial v_n}\right)^{\top}$$

- Let $f: \mathbb{R}^n \to \mathbb{R}$ be a scalar-valued function *taking* a vector \mathbf{x} as input.
- ► Then

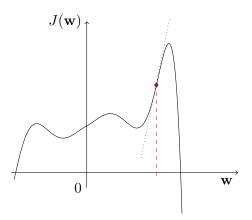
$$\frac{\partial f}{\partial v_i}$$

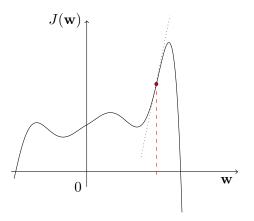
is a partial derivative, and

ightharpoonup
abla f the vector containing the partial derivatives of w:

$$\nabla f = \left(\frac{\partial f}{\partial v_1}, \dots, \frac{\partial f}{\partial v_n}\right)^{\top}$$

ightharpoonup
abla f is called the *gradient* of f





$$\nabla J(w) = \frac{1}{n} \sum_{i=1}^{n} \nabla_{w} L(\mathbf{Y}, \hat{\mathbf{Y}}_{i}; w)$$

► This method of updating weights is called *Gradient Descent* (GD)

- ► This method of updating weights is called *Gradient Descent* (GD)
- ▶ It adds a *hyperparameter* α as a knob to tweak:

$$w \leftarrow w - \alpha \nabla J(w)$$

- ► This method of updating weights is called *Gradient Descent* (GD)
- ▶ It adds a *hyperparameter* α as a knob to tweak:

$$w \leftarrow w - \alpha \nabla J(w)$$

 $ightharpoonup \alpha$ is called the *learning rate*

- ► This method of updating weights is called *Gradient Descent* (GD)
- ▶ It adds a *hyperparameter* α as a knob to tweak:

$$w \leftarrow w - \alpha \nabla J(w)$$

- $ightharpoonup \alpha$ is called the *learning rate*
- Often, we will apply a decay to it

► The goal of GD is to find the weights that minimize the loss for our training data

- ► The goal of GD is to find the weights that minimize the loss for our training data
- lacktriangle The theoretical goal is to find the global minimum of J(w)

- ► The goal of GD is to find the weights that minimize the loss for our training data
- ▶ The theoretical goal is to find the global minimum of J(w)
- ▶ In practice, we most often use Stochastic Gradient Descent

- ► The goal of GD is to find the weights that minimize the loss for our training data
- lacktriangle The theoretical goal is to find the global minimum of J(w)
- In practice, we most often use Stochastic Gradient Descent
- Many variations and alternatives exist

- ► The goal of GD is to find the weights that minimize the loss for our training data
- ▶ The theoretical goal is to find the global minimum of J(w)
- In practice, we most often use Stochastic Gradient Descent
- Many variations and alternatives exist

$$\nu = \gamma \nu + \alpha \nabla J(w)$$
$$w \leftarrow w - \nu$$

Momentum Optimizer

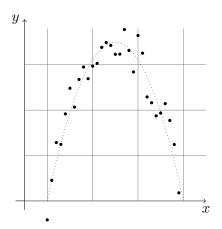
▶ We want our models to *generalize*

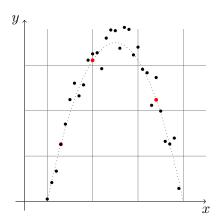
- ▶ We want our models to generalize
- ▶ Parameters should not specialize too much to training data

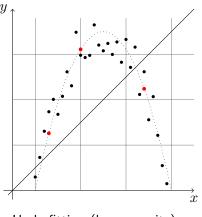
- ▶ We want our models to generalize
- ▶ Parameters should not specialize too much to training data
- Regularization is the art of finding a tradeoff between

- ▶ We want our models to generalize
- Parameters should not specialize too much to training data
- Regularization is the art of finding a tradeoff between
 - training error
 - generalization error

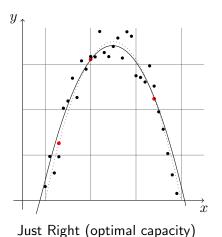
- ▶ We want our models to generalize
- Parameters should not specialize too much to training data
- Regularization is the art of finding a tradeoff between
 - training error
 - generalization error
- We try to influence a model's capacity

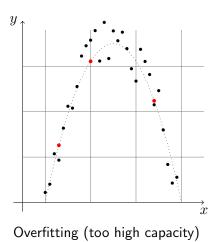






Underfitting (low capacity)





$$f(x) = 0x^8 + 0x^7 + 0x^6$$
$$+ 0x^5 + 0x^4 + 0x^3$$
$$- 1.56x^2 + 4.67x + 0$$

$$g(x) = -0.69x^{8} + 10.90x^{7} - 69.52x^{6}$$
$$+ 229.12x^{5} - 413.77x^{4} + 399.50x^{3}$$
$$- 185.95x^{2} + 33.51x + 7.17 \cdot 10^{-8}$$

► We can keep our polynomial from getting too funky by keeping weights small

- We can keep our polynomial from getting too funky by keeping weights small
- ▶ We do so by adding the weights to the cost

$$J(w) = MSE(\mathbf{y}, \hat{\mathbf{y}}) + \lambda(\mathbf{w}^{\top}\mathbf{w})$$

- We can keep our polynomial from getting too funky by keeping weights small
- ▶ We do so by adding the weights to the cost

$$J(w) = MSE(\mathbf{y}, \hat{\mathbf{y}}) + \lambda(\mathbf{w}^{\top}\mathbf{w})$$

Our algorithm must make a tradeoff between

- We can keep our polynomial from getting too funky by keeping weights small
- We do so by adding the weights to the cost

$$J(w) = MSE(\mathbf{y}, \hat{\mathbf{y}}) + \lambda(\mathbf{w}^{\top}\mathbf{w})$$

- Our algorithm must make a tradeoff between
 - Minimizing the training error (make weights large)
 - Keeping the cost small (make weights small)

- We can keep our polynomial from getting too funky by keeping weights small
- We do so by adding the weights to the cost

$$J(w) = MSE(\mathbf{y}, \hat{\mathbf{y}}) + \lambda(\mathbf{w}^{\top}\mathbf{w})$$

- Our algorithm must make a tradeoff between
 - Minimizing the training error (make weights large)
 - Keeping the cost small (make weights small)
- We thus reduce the capacity by favoring certain functions over others

References