

Lecture02: Deep Neural Networks

Hamid Mousavi (Slide inspiration: Fei-Fei Li)

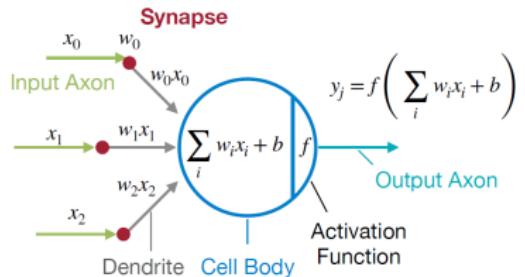
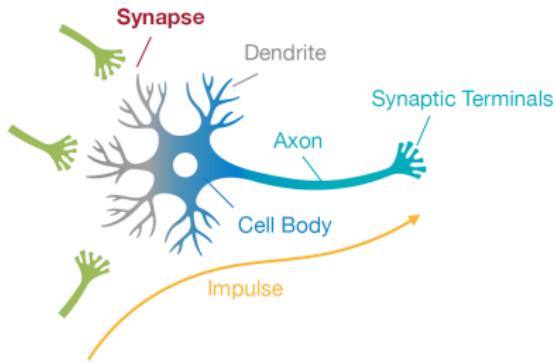


Image Classification: A core task in Computer Vision



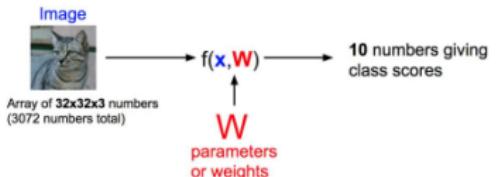
This image by [Nikita](#) is
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(assume given a set of labels)
 $\{dog, cat, truck, plane, \dots\}$



cat
dog
bird
deer
truck

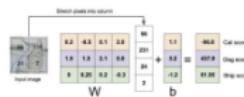
Linear Classifier



$$f(x, W) = Wx + b$$

Algebraic Viewpoint

$$f(x, W) = Wx$$



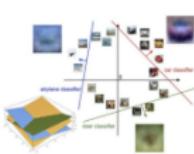
Visual Viewpoint

One template per class



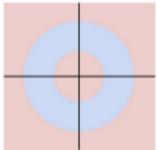
Geometric Viewpoint

Hyperplanes cutting up space



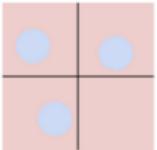
Class 1:
 $1 \leq L_2 \text{ norm} \leq 2$

Class 2:
Everything else



Class 1:
Three modes

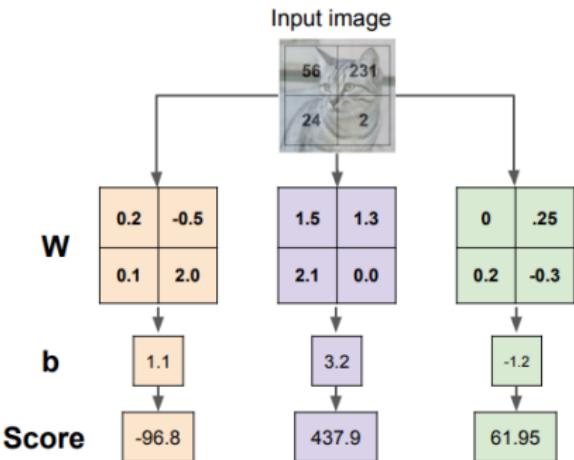
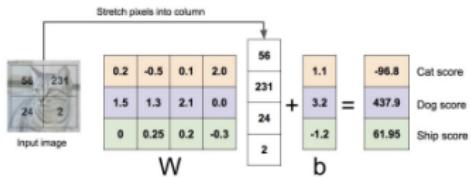
Class 2:
Everything else



Example with an image with 4 pixels, and 3 classes (cat/dog(ship)

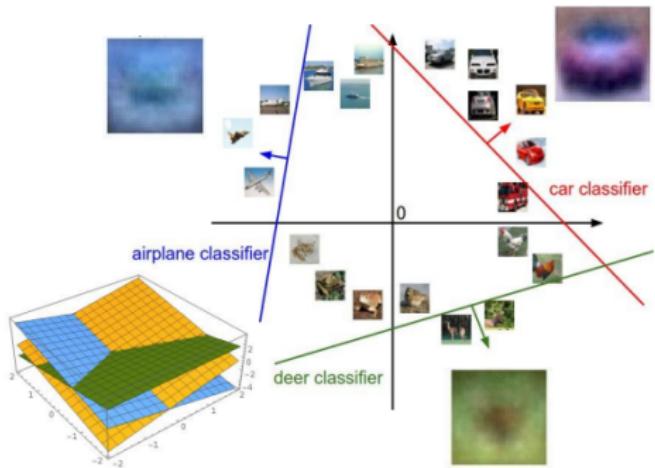
Algebraic Viewpoint

$$f(x, W) = Wx$$



Interpreting a Linear Classifier

Interpreting a Linear Classifier: Geometric Viewpoint



Plot created using [Wolfram Cloud](#)

$$f(x, W) = Wx + b$$



Array of **32x32x3** numbers
(3072 numbers total)

[Cat image](#) by [Nikita](#) is licensed under [CC-BY 2.0](#)

Loss Function

Suppose: 3 training examples, 3 classes.
With some W the scores $f(x, W) = Wx$ are:



cat	3.2	1.3	2.2
car	5.1	4.9	2.5
frog	-1.7	2.0	-3.1

A **loss function** tells how good our current classifier is

Given a dataset of examples

$$\{(x_i, y_i)\}_{i=1}^N$$

Where x_i is image and
 y_i is (integer) label

Loss over the dataset is a average of loss over examples:

$$L = \frac{1}{N} \sum_i L_i(f(x_i, W), y_i)$$

Softmax vs. SVM

Softmax vs. SVM

matrix multiply + bias offset

$$\begin{array}{c}
 \boxed{\begin{array}{cccc}
 0.01 & -0.05 & 0.1 & 0.05 \\
 0.7 & 0.2 & 0.05 & 0.16 \\
 0.0 & -0.45 & -0.2 & 0.03
 \end{array}} \\
 W
 \end{array}
 +
 \begin{array}{c}
 \begin{array}{c} -15 \\ 22 \\ -44 \\ 56 \end{array} \\
 + \\
 \begin{array}{c} 0.0 \\ 0.2 \\ -0.3 \end{array} \\
 b
 \end{array}
 \rightarrow
 \begin{array}{c}
 \begin{array}{c} -2.85 \\ 0.86 \\ 0.28 \end{array} \\
 y_i = 2
 \end{array}$$

$$L_i = -\log\left(\frac{e^{s_{y_i}}}{\sum_j e^{s_j}}\right) \quad L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

hinge loss (SVM)

$$\begin{aligned}
 & \max(0, -2.85 - 0.28 + 1) + \\
 & \max(0, 0.86 - 0.28 + 1) \\
 & = \\
 & \mathbf{1.58}
 \end{aligned}$$

cross-entropy loss (Softmax)

$$\begin{aligned}
 & \begin{array}{c} -2.85 \\ 0.86 \\ 0.28 \end{array} \\
 & \xrightarrow{\text{exp}} \begin{array}{c} 0.058 \\ 2.36 \\ 1.32 \end{array} \\
 & \xrightarrow{\text{normalize (to sum to one)}} \begin{array}{c} 0.016 \\ 0.631 \\ 0.353 \end{array} \\
 & -\log(0.353) \\
 & = \\
 & \mathbf{0.452}
 \end{aligned}$$

How we can find the weights?

We have a one hidden layer Neural Network with loss function:

- ▶ $f(x, W) = W \cdot x$
- ▶ $L = \frac{1}{N} \sum_{i=1}^N \max(0, f(x_i, W)_j - f(x_i, W)_{y_i} + 1)$

Suppose that we found a W such that $L = 0$. Is this W unique?

No! $2W$ is also has $L = 0$!

Example

Suppose: 3 training examples, 3 classes.
With some W the scores $f(x, W) = Wx$ are:



cat	3.2	1.3	2.2
car	5.1	4.9	2.5
frog	-1.7	2.0	-3.1
Losses:	2.9	0	

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

Before:

$$\begin{aligned}&= \max(0, 1.3 - 4.9 + 1) \\&\quad + \max(0, 2.0 - 4.9 + 1) \\&= \max(0, -2.6) + \max(0, -1.9) \\&= 0 + 0 \\&= 0\end{aligned}$$

With W twice as large:

$$\begin{aligned}&= \max(0, 2.6 - 9.8 + 1) \\&\quad + \max(0, 4.0 - 9.8 + 1) \\&= \max(0, -6.2) + \max(0, -4.8) \\&= 0 + 0 \\&= 0\end{aligned}$$

How do we choose between W and $2W$?

Regularization

$$L(W) = \underbrace{\frac{1}{N} \sum_{i=1}^N L_i(f(x_i, W), y_i)}_{\text{Data loss}} + \lambda R(W)$$

Data loss: Model predictions should match training data

Regularization: Prevent the model from doing *too well* on training data

Regularization

$$L(W) = \underbrace{\frac{1}{N} \sum_{i=1}^N L_i(f(x_i, W), y_i)}_{\text{Data loss}} + \lambda R(W)$$

Data loss: Model predictions should match training data

Regularization: Prevent the model from doing *too well* on training data

Simple examples

L2 regularization: $R(W) = \sum_k \sum_l W_{k,l}^2$

L1 regularization: $R(W) = \sum_k \sum_l |W_{k,l}|$

Elastic net (L1 + L2): $R(W) = \sum_k \sum_l \beta W_{k,l}^2 + |W_{k,l}|$

More complex:

Dropout

Batch normalization

Stochastic depth, fractional pooling, etc

Regularization

$$L(W) = \underbrace{\frac{1}{N} \sum_{i=1}^N L_i(f(x_i, W), y_i)}_{\text{Data loss}} + \lambda R(W)$$

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Simple examples

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More complex:

Dropout

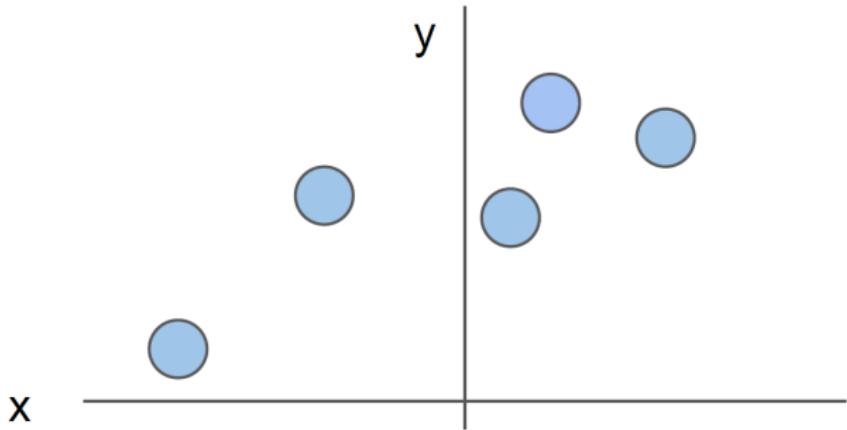
Batch normalization

Stochastic depth, fractional pooling, etc

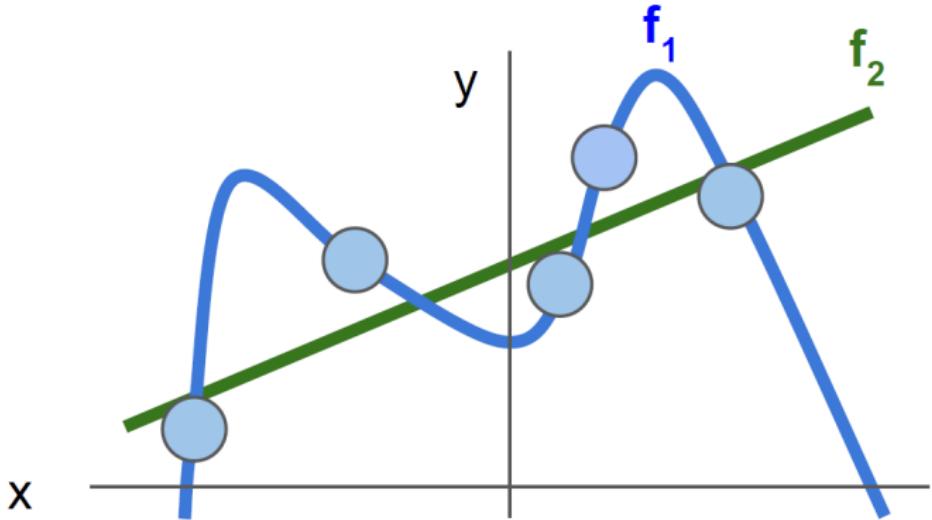
Why regularize?

- Express preferences over weights
- Make the model *simple* so it works on test data
- Improve optimization by adding curvature

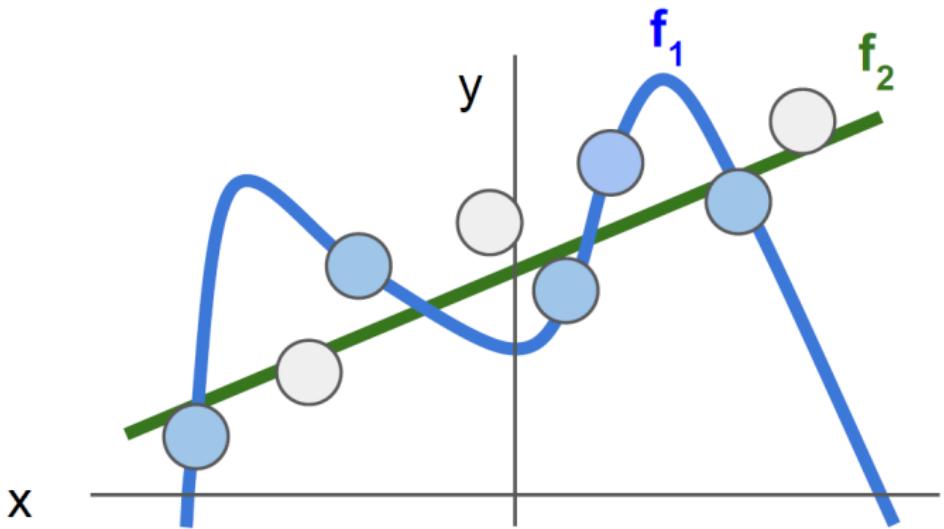
Example



Regularization intuition: Prefer Simpler Models



Example



Regularization pushes against fitting the data
too well so we don't fit noise in the data

Example

Regularization: Expressing Preferences

$$x = [1, 1, 1, 1]$$

$$w_1 = [1, 0, 0, 0]$$

$$w_2 = [0.25, 0.25, 0.25, 0.25]$$

L2 Regularization

$$R(W) = \sum_k \sum_l W_{k,l}^2$$

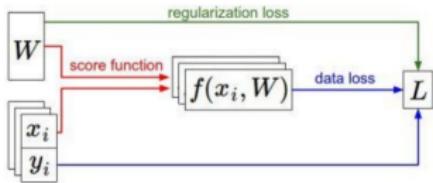
Which of w1 or w2 will
the L2 regularizer prefer?

L2 regularization likes to
“spread out” the weights

$$w_1^T x = w_2^T x = 1$$

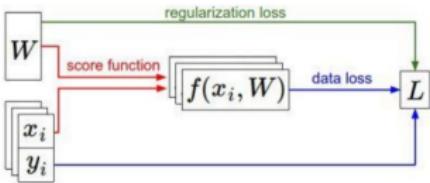
Which one would L1
regularization prefer?

- ▶ We have some datasets as (x, y)
- ▶ We have a Neural Network (score function)
 $s = f(x; w) = W \cdot x$
- ▶ We have a loss function



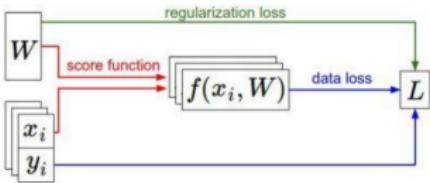
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1. $L_i = -\log\left(\frac{e^{s_{y_i}}}{\sum_{j \neq y_i} e^{s_j}}\right)$ **Softmax Loss**



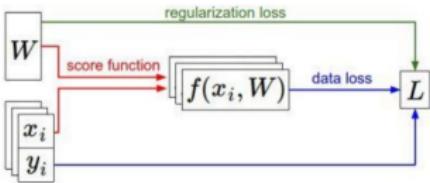
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2. $L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$ **SVM Loss**



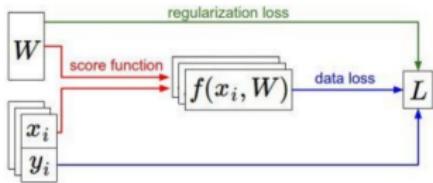
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2. $L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$ **SVM Loss**
3. $L = \frac{1}{N} \sum_{i=1}^N L_i + R(W)$ **Full Loss**



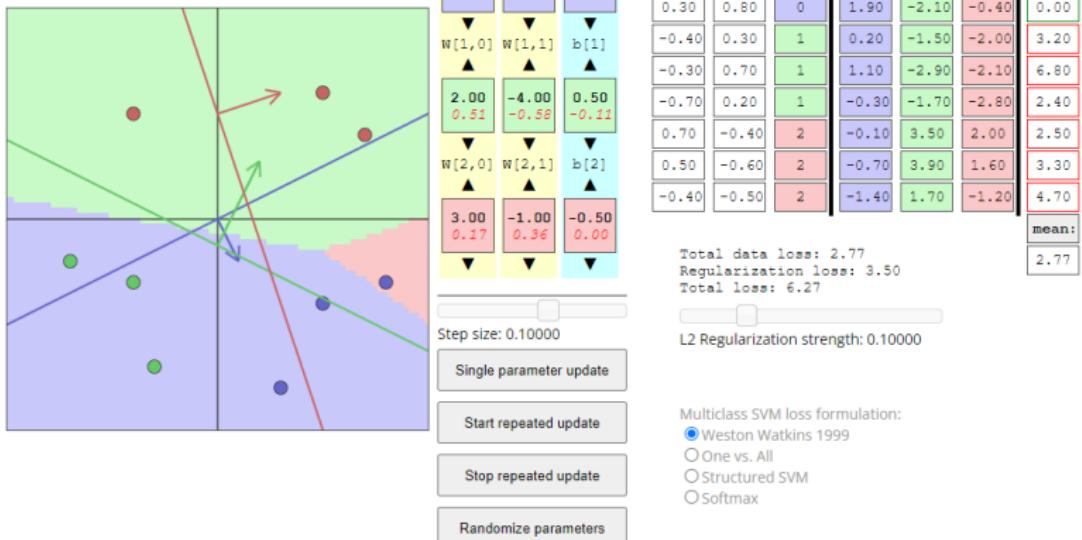
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3. $L = \frac{1}{N} \sum_{i=1}^N L_i + R(W)$ **Full Loss**



How do we find the best W ?

Interactive Web Demo



► <http://vision.stanford.edu/teaching/cs231n-demos/linear-classify/>



- Strategy 1: A first very bad idea solution:**Random search**



- ▶ Strategy 1: A first very bad idea solution:**Random search**
- ▶ Strategy 2: Follow the slope



- ▶ Strategy 1: A first very bad idea solution:**Random search**
- ▶ Strategy 2: Follow the slope
- ▶ In 1-dimension, the derivative of a function:

$$\frac{df(x)}{dx} = \lim_{h \rightarrow 0} \frac{f(x + h) - f(x)}{h}$$



- ▶ Strategy 1: A first very bad idea solution:**Random search**
- ▶ Strategy 2: Follow the slope
- ▶ In 1-dimension, the derivative of a function:

$$\frac{df(x)}{dx} = \lim_{h \rightarrow 0} \frac{f(x + h) - f(x)}{h}$$

- ▶ In multiple dimensions, the gradient is the vector of (partial

Example

current W:

[0.34,
-1.11,
0.78,
0.12,
0.55,
2.81,
-3.1,
-1.5,
0.33,...]

loss 1.25347

gradient dW:

[?,
?,
?,
?,
?,
?,
?,
?,
?,
?,...]

Example

current W:	W + h (first dim):	gradient dW:
[0.34, -1.11, 0.78, 0.12, 0.55, 2.81, -3.1, -1.5, 0.33,...] loss 1.25347	[0.34 + 0.0001 , -1.11, 0.78, 0.12, 0.55, 2.81, -3.1, -1.5, 0.33,...] loss 1.25322	[?, ?, ?, ?, ?, ?, ?, ?, ?,...]

Example

current W:

[0.34,
-1.11,
0.78,
0.12,
0.55,
2.81,
-3.1,
-1.5,
0.33,...]

loss 1.25347

W + h (first dim):

[0.34 + 0.0001,
-1.11,
0.78,
0.12,
0.55,
2.81,
-3.1,
-1.5,
0.33,...]

loss 1.25322

gradient dW:

[-2.5,
?,
?,
?,
?,
?,
?,
?,
?,...]

$$(1.25322 - 1.25347)/0.0001
= -2.5$$

$$\frac{df(x)}{dx} = \lim_{h \rightarrow 0} \frac{f(x + h) - f(x)}{h}$$

?,
?,...]

Example

current W:

[0.34,
-1.11,
0.78,
0.12,
0.55,
2.81,
-3.1,
-1.5,
0.33,...]

loss 1.25347**W + h (second dim):**

[0.34,
-1.11 + **0.0001**,
0.78,
0.12,
0.55,
2.81,
-3.1,
-1.5,
0.33,...]

loss 1.25353**gradient dW:**

[-2.5,
?,
?,
?,
?,
?,
?,
?,
?,
?,...]

Example

current W:

[0.34,
-1.11,
0.78,
0.12,
0.55,
2.81,
-3.1,
-1.5,
0.33,...]

loss 1.25347**W + h (second dim):**

[0.34,
-1.11 + **0.0001**,
0.78,
0.12,
0.55,
2.81,
-3.1,
-1.5,
0.33,...]

loss 1.25353**gradient dW:**

[-2.5,
0.6,
?,
?,
?]

$$\frac{(1.25353 - 1.25347)}{0.0001} = 0.6$$

$$\frac{df(x)}{dx} = \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}$$

?,...]

Example

current W:

[0.34,
-1.11,
0.78,
0.12,
0.55,
2.81,
-3.1,
-1.5,
0.33,...]

loss 1.25347

W + h (third dim):

[0.34,
-1.11,
0.78 + **0.0001**,
0.12,
0.55,
2.81,
-3.1,
-1.5,
0.33,...]

loss 1.25347

gradient dW:

[-2.5,
0.6,
?,
?,
?,
?,
?,
?,
?,
?,...]

Example

current W:

[0.34,
-1.11,
0.78,
0.12,
0.55,
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0.33,...]

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[0.34,
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0.12,
0.55,
2.81,
-3.1,
-1.5,
0.33,...]

loss 1.25347**gradient dW:**

[-2.5,
0.6,
0,
?,
?]

$$\frac{(1.25347 - 1.25347)}{0.0001} = 0$$

$$\frac{df(x)}{dx} = \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}$$

?,...]

Example

current W:

[0.34,
-1.11,
0.78,
0.12,
0.55,
2.81,
-3.1,
-1.5,
0.33,...]

loss 1.25347

W + h (third dim):

[0.34,
-1.11,
0.78 + **0.0001**,
0.12,
0.55,
2.81,
-3.1,
-1.5,
0.33,...]

loss 1.25347

gradient dW:

[-2.5,
0.6,
0,
?,
?]

Numeric Gradient

- Slow! Need to loop over all dimensions
- Approximate

?,...]

This is silly. The loss is just a function of W:

$$L = \frac{1}{N} \sum_{i=1}^N L_i + \sum_k W_k^2$$

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

$$s = f(x; W) = Wx$$

want $\nabla_W L$

Use calculus to compute an
analytic gradient



[This image](#) is in the public domain



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current W:

[0.34,
-1.11,
0.78,
0.12,
0.55,
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-1.5,
0.33,...]

loss 1.25347

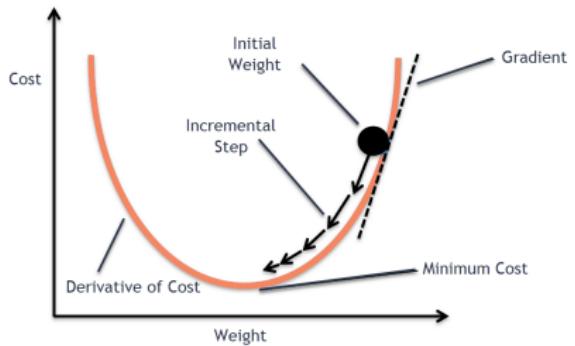
$dW = \dots$
(some function
data and W)

gradient dW :

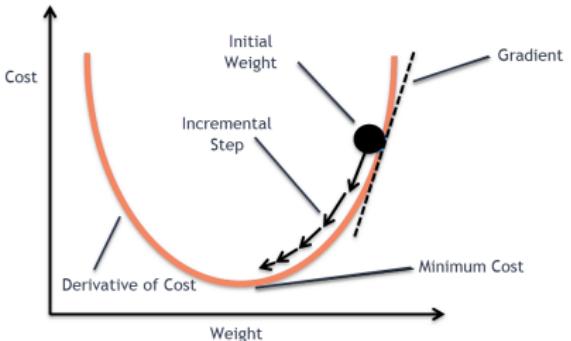
[-2.5,
0.6,
0,
0.2,
0.7,
-0.5,
1.1,
1.3,
-2.1,...]



Gradient Descent



Gradient Descent



Stochastic Gradient Descent (SGD)

$$L(W) = \frac{1}{N} \sum_{i=1}^N L_i(x_i, y_i, W) + \lambda R(W)$$

$$\nabla_W L(W) = \frac{1}{N} \sum_{i=1}^N \nabla_W L_i(x_i, y_i, W) + \lambda \nabla_W R(W)$$

Full sum expensive
when N is large!

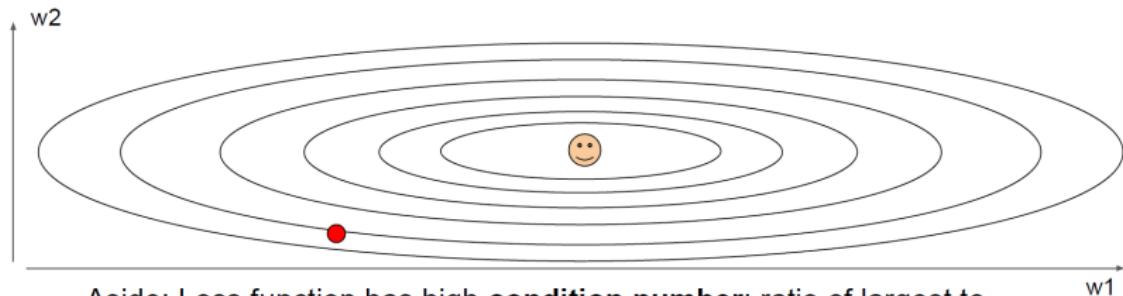
Approximate sum
using a **minibatch** of
examples
32 / 64 / 128 common

```
# Vanilla Minibatch Gradient Descent

while True:
    data_batch = sample_training_data(data, 256) # sample 256 examples
    weights_grad = evaluate_gradient(loss_fun, data_batch, weights)
    weights += - step_size * weights_grad # perform parameter update
```

Problem 1 with SGD

What if loss changes quickly in one direction and slowly in another?
What does gradient descent do?



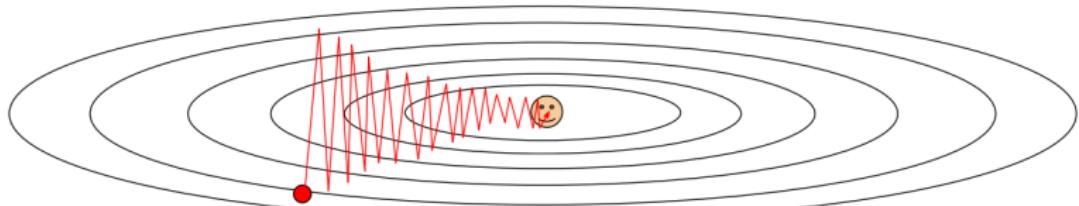
Aside: Loss function has high **condition number**: ratio of largest to smallest singular value of the Hessian matrix is large

Problem 1 with SGD

What if loss changes quickly in one direction and slowly in another?

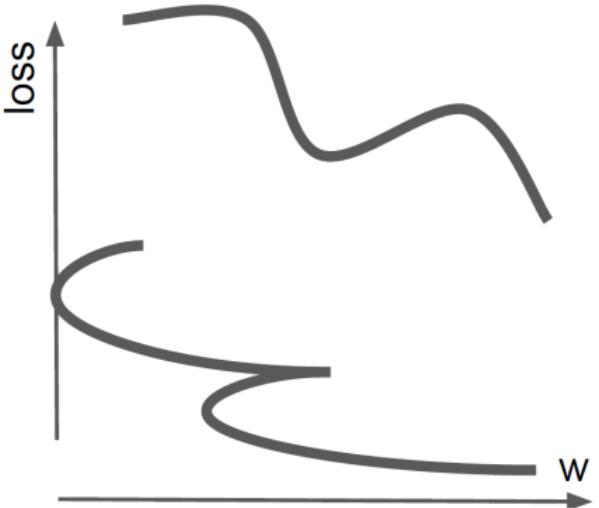
What does gradient descent do?

Very slow progress along shallow dimension, jitter along steep direction



Loss function has high **condition number**: ratio of largest to smallest singular value of the Hessian matrix is large

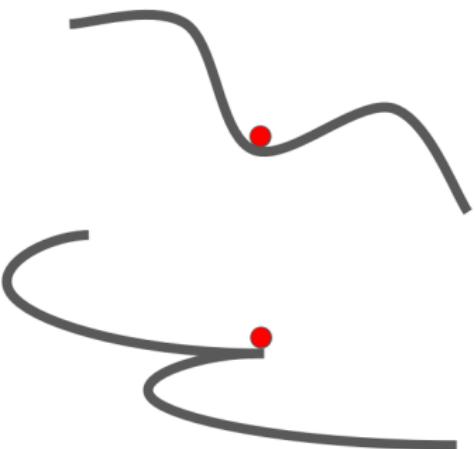
What if the loss
function has a
local minima or
saddle point?



Problem 2 with SGD

What if the loss function has a **local minima** or **saddle point**?

Saddle points much more common in high dimension



Dauphin et al, "Identifying and attacking the saddle point problem in high-dimensional non-convex optimization", NIPS 2014

SGD

$$x_{t+1} = x_t - \alpha \nabla f(x_t)$$

```
while True:  
    dx = compute_gradient(x)  
    x -= learning_rate * dx
```

continue moving in the general direction as the previous iterations

SGD

$$x_{t+1} = x_t - \alpha \nabla f(x_t)$$

```
while True:  
    dx = compute_gradient(x)  
    x -= learning_rate * dx
```

SGD+Momentum

$$\begin{aligned} v_{t+1} &= \rho v_t + \nabla f(x_t) \\ x_{t+1} &= x_t - \alpha v_{t+1} \end{aligned}$$

- Build up “velocity” as a running mean of gradients
- Rho gives “friction”; typically rho=0.9 or 0.99

Sutskever et al, "On the importance of initialization and momentum in deep learning", ICML 2013

continue moving in the general direction as the previous iterations

SGD

$$x_{t+1} = x_t - \alpha \nabla f(x_t)$$

```
while True:  
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SGD+Momentum

$$\begin{aligned} v_{t+1} &= \rho v_t + \nabla f(x_t) \\ x_{t+1} &= x_t - \alpha v_{t+1} \end{aligned}$$

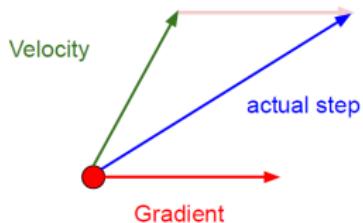
```
vx = 0  
while True:  
    dx = compute_gradient(x)  
    vx = rho * vx + dx  
    x -= learning_rate * vx
```

- Build up “velocity” as a running mean of gradients
- Rho gives “friction”; typically rho=0.9 or 0.99

Sutskever et al, "On the importance of initialization and momentum in deep learning", ICML 2013

SGD+Momentum

Momentum update:



Combine gradient at current point with velocity to get step used to update weights

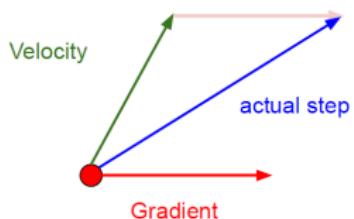
Nesterov, "A method of solving a convex programming problem with convergence rate $O(1/k^2)$ ", 1983

Nesterov, "Introductory lectures on convex optimization: a basic course", 2004

Sutskever et al, "On the importance of initialization and momentum in deep learning", ICML 2013

Nesterov Momentum

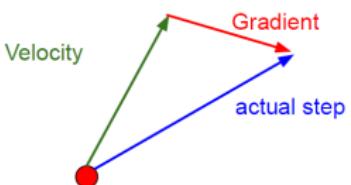
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Nesterov, "A method of solving a convex programming problem with convergence rate $O(1/k^2)$ ", 1983
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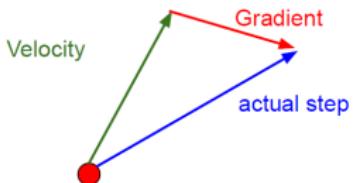
Nesterov Momentum



"Look ahead" to the point where updating using velocity would take us; compute gradient there and mix it with velocity to get actual update direction

Nesterov Momentum

$$v_{t+1} = \rho v_t - \alpha \nabla f(x_t + \rho v_t)$$
$$x_{t+1} = x_t + v_{t+1}$$



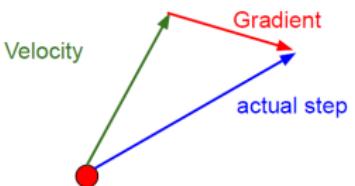
"Look ahead" to the point where updating using velocity would take us; compute gradient there and mix it with velocity to get actual update direction

Nesterov Momentum

$$v_{t+1} = \rho v_t - \alpha \nabla f(x_t + \rho v_t)$$

$$x_{t+1} = x_t + v_{t+1}$$

Annoying, usually we want update in terms of $x_t, \nabla f(x_t)$



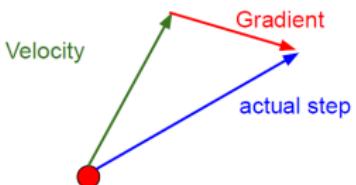
"Look ahead" to the point where updating using velocity would take us; compute gradient there and mix it with velocity to get actual update direction

Nesterov Momentum

$$\begin{aligned}v_{t+1} &= \rho v_t - \alpha \nabla f(x_t + \rho v_t) \\x_{t+1} &= x_t + v_{t+1}\end{aligned}$$

Change of variables $\tilde{x}_t = x_t + \rho v_t$ and rearrange:

Annoying, usually we want update in terms of $x_t, \nabla f(x_t)$



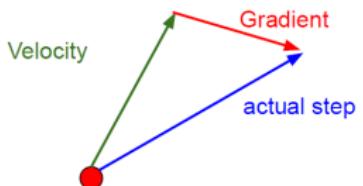
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Annoying, usually we want update in terms of $x_t, \nabla f(x_t)$



Change of variables $\tilde{x}_t = x_t + \rho v_t$ and rearrange:

$$v_{t+1} = \rho v_t - \alpha \nabla f(\tilde{x}_t)$$

$$\begin{aligned}\tilde{x}_{t+1} &= \tilde{x}_t - \rho v_t + (1 + \rho)v_{t+1} \\ &= \tilde{x}_t + v_{t+1} + \rho(v_{t+1} - v_t)\end{aligned}$$

“Look ahead” to the point where updating using velocity would take us; compute gradient there and mix it with velocity to get actual update direction

AdaGrad

```
grad_squared = 0
while True:
    dx = compute_gradient(x)
    grad_squared += dx * dx
    x -= learning_rate * dx / (np.sqrt(grad_squared) + 1e-7)
```

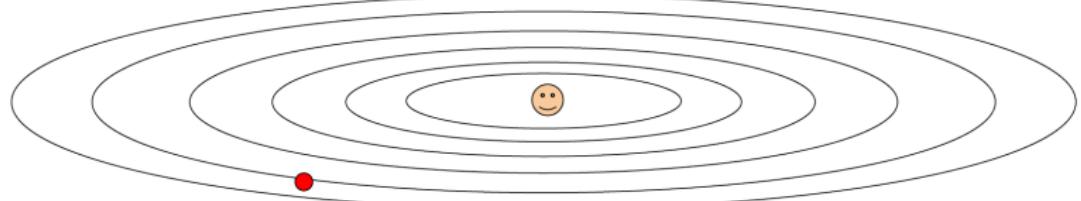
Added element-wise scaling of the gradient based on the historical sum of squares in each dimension

“Per-parameter learning rates”
or “adaptive learning rates”

Duchi et al. “Adaptive subgradient methods for online learning and stochastic optimization”, JMLR 2011

AdaGrad

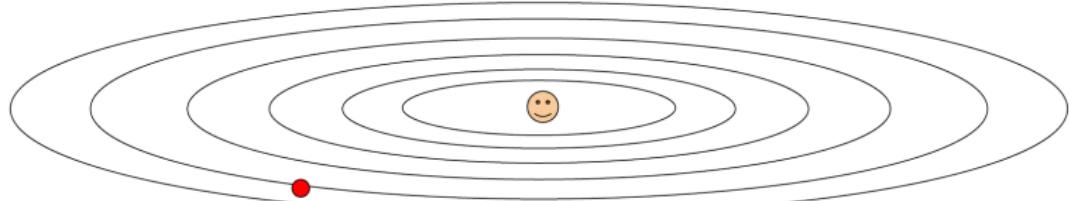
```
grad_squared = 0
while True:
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```



Q: What happens with AdaGrad?

AdaGrad

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grad_squared = 0
while True:
    dx = compute_gradient(x)
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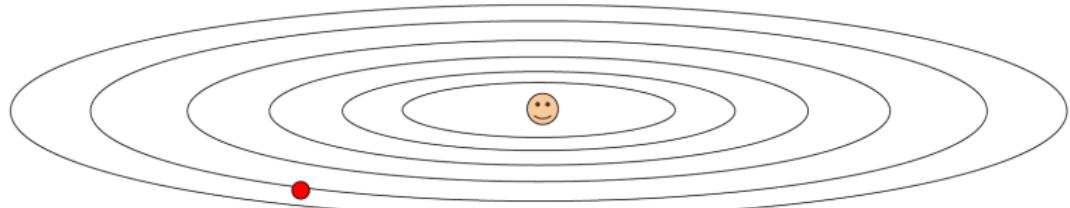


Q: What happens with AdaGrad?

Progress along “steep” directions is damped;
progress along “flat” directions is accelerated

AdaGrad

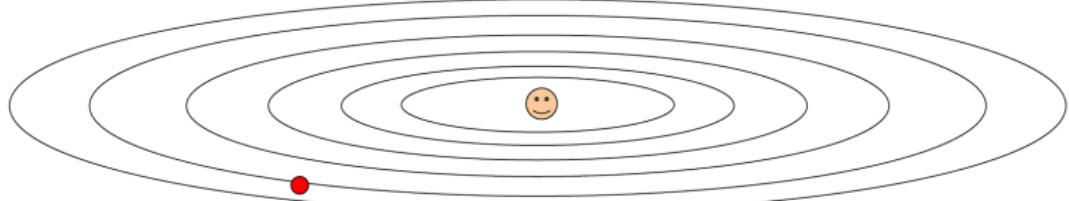
```
grad_squared = 0
while True:
    dx = compute_gradient(x)
    grad_squared += dx * dx
    x -= learning_rate * dx / (np.sqrt(grad_squared) + 1e-7)
```



Q2: What happens to the step size over long time? Decays to zero

AdaGrad

```
grad_squared = 0
while True:
    dx = compute_gradient(x)
    grad_squared += dx * dx
    x -= learning_rate * dx / (np.sqrt(grad_squared) + 1e-7)
```



Q2: What happens to the step size over long time? Decays to zero

RMSProp: “Leaky AdaGrad”

AdaGrad

```
grad_squared = 0
while True:
    dx = compute_gradient(x)
    grad_squared += dx * dx
    x -= learning_rate * dx / (np.sqrt(grad_squared) + 1e-7)
```



RMSProp

```
grad_squared = 0
while True:
    dx = compute_gradient(x)
    grad_squared = decay_rate * grad_squared + (1 - decay_rate) * dx * dx
    x -= learning_rate * dx / (np.sqrt(grad_squared) + 1e-7)
```

Tieleman and Hinton, 2012

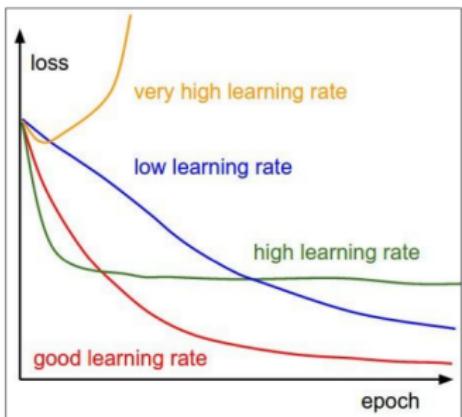
Adam (almost)

```
first_moment = 0
second_moment = 0
while True:
    dx = compute_gradient(x)
    first_moment = beta1 * first_moment + (1 - beta1) * dx
    second_moment = beta2 * second_moment + (1 - beta2) * dx * dx
    x -= learning_rate * first_moment / (np.sqrt(second_moment) + 1e-7))
```

Kingma and Ba, "Adam: A method for stochastic optimization", ICLR 2015

Learning rate

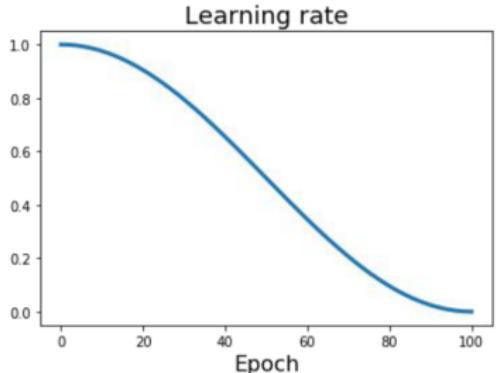
SGD and SGD+Momentum have learning rate as a hyperparameter.



Q: Which one of these learning rates is best to use?

A: In reality, all of these are good learning rates.

Learning Rate Decay



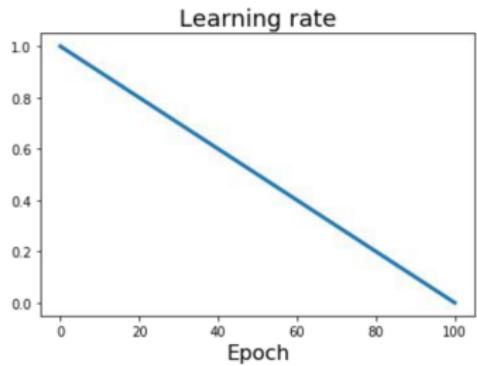
Step: Reduce learning rate at a few fixed points. E.g. for ResNets, multiply LR by 0.1 after epochs 30, 60, and 90.

Cosine: $\alpha_t = \frac{1}{2}\alpha_0(1 + \cos(t\pi/T))$

α_0 : Initial learning rate
 α_t : Learning rate at epoch t
 T : Total number of epochs

Loshchilov and Hutter, "SGDR: Stochastic Gradient Descent with Warm Restarts", ICLR 2017
Radford et al, "Improving Language Understanding by Generative Pre-Training", 2018
Feichtenhofer et al, "SlowFast Networks for Video Recognition", arXiv 2018
Child et al, "Generating Long Sequences with Sparse Transformers", arXiv 2019

Learning Rate Decay



Step: Reduce learning rate at a few fixed points. E.g. for ResNets, multiply LR by 0.1 after epochs 30, 60, and 90.

Cosine: $\alpha_t = \frac{1}{2}\alpha_0(1 + \cos(t\pi/T))$

Linear: $\alpha_t = \alpha_0(1 - t/T)$

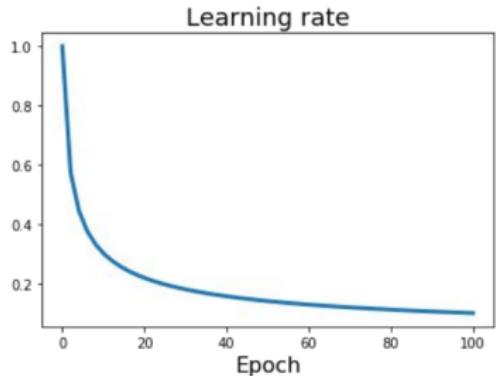
α_0 : Initial learning rate

α_t : Learning rate at epoch t

T : Total number of epochs

Devlin et al, "BERT: Pre-training of Deep Bidirectional Transformers for Language Understanding", 2018

Learning rate decay



Vaswani et al, "Attention is all you need", NIPS 2017

Step: Reduce learning rate at a few fixed points. E.g. for ResNets, multiply LR by 0.1 after epochs 30, 60, and 90.

Cosine: $\alpha_t = \frac{1}{2}\alpha_0 (1 + \cos(t\pi/T))$

Linear: $\alpha_t = \alpha_0(1 - t/T)$

Inverse sqrt: $\alpha_t = \alpha_0/\sqrt{t}$

α_0 : Initial learning rate

α_t : Learning rate at epoch t

T : Total number of epochs

Deep Learning: Deep Neural Networks

Neural networks: the original linear classifier

(Before) Linear score function: $f = Wx$

$$x \in \mathbb{R}^D, W \in \mathbb{R}^{C \times D}$$

Neural networks: also called fully connected network

(Before) Linear score function: $f = Wx$

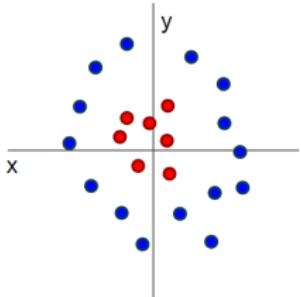
(Now) 2-layer Neural Network $f = W_2 \max(0, W_1 x)$

$$x \in \mathbb{R}^D, W_1 \in \mathbb{R}^{H \times D}, W_2 \in \mathbb{R}^{C \times H}$$

“Neural Network” is a very broad term; these are more accurately called “fully-connected networks” or sometimes “multi-layer perceptrons” (MLP)

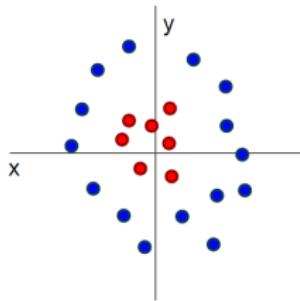
(In practice we will usually add a learnable bias at each layer as well)

Why do we want non-linearity?



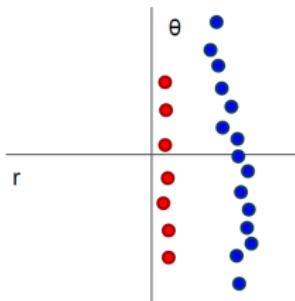
Cannot separate red
and blue points with
linear classifier

Why do we want non-linearity?



Cannot separate red
and blue points with
linear classifier

$$f(x, y) = (r(x, y), \theta(x, y))$$



After applying feature
transform, points can
be separated by linear
classifier

Neural networks: 3 layers

(Before) Linear score function:

$$f = Wx$$

(Now) 2-layer Neural Network
or 3-layer Neural Network

$$f = W_2 \max(0, W_1 x)$$

$$f = W_3 \max(0, W_2 \max(0, W_1 x))$$

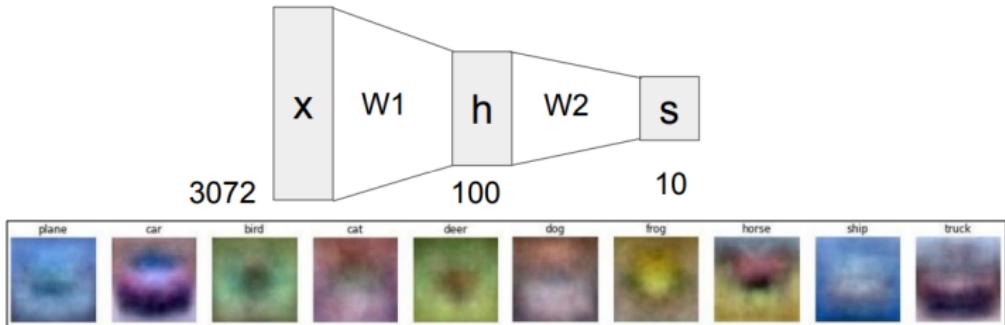
$$x \in \mathbb{R}^D, W_1 \in \mathbb{R}^{H_1 \times D}, W_2 \in \mathbb{R}^{H_2 \times H_1}, W_3 \in \mathbb{R}^{C \times H_2}$$

(In practice we will usually add a learnable bias at each layer as well)

Neural networks: learning 100s of templates

(Before) Linear score function: $f = Wx$

(Now) 2-layer Neural Network $f = W_2 \max(0, W_1 x)$



Learn 100 templates instead of 10.

Share templates between classes

Neural networks: why is max operator important?

(Before) Linear score function: $f = Wx$

(Now) 2-layer Neural Network $f = W_2 \max(0, W_1 x)$

The function $\max(0, z)$ is called the **activation function**.

Q: What if we try to build a neural network without one?

$$f = W_2 W_1 x$$

Neural networks: why is max operator important?

(Before) Linear score function: $f = Wx$

(Now) 2-layer Neural Network $f = W_2 \max(0, W_1 x)$

The function $\max(0, z)$ is called the **activation function**.

Q: What if we try to build a neural network without one?

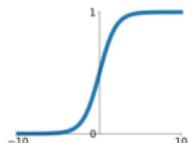
$$f = W_2 W_1 x \quad W_3 = W_2 W_1 \in \mathbb{R}^{C \times H}, f = W_3 x$$

A: We end up with a linear classifier again!

Activation functions

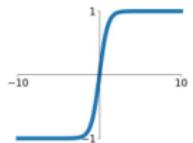
Sigmoid

$$\sigma(x) = \frac{1}{1+e^{-x}}$$



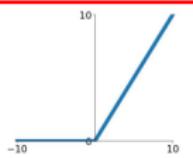
tanh

$$\tanh(x)$$



ReLU

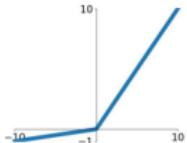
$$\max(0, x)$$



ReLU is a good default choice for most problems

Leaky ReLU

$$\max(0.1x, x)$$

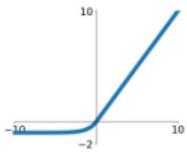


Maxout

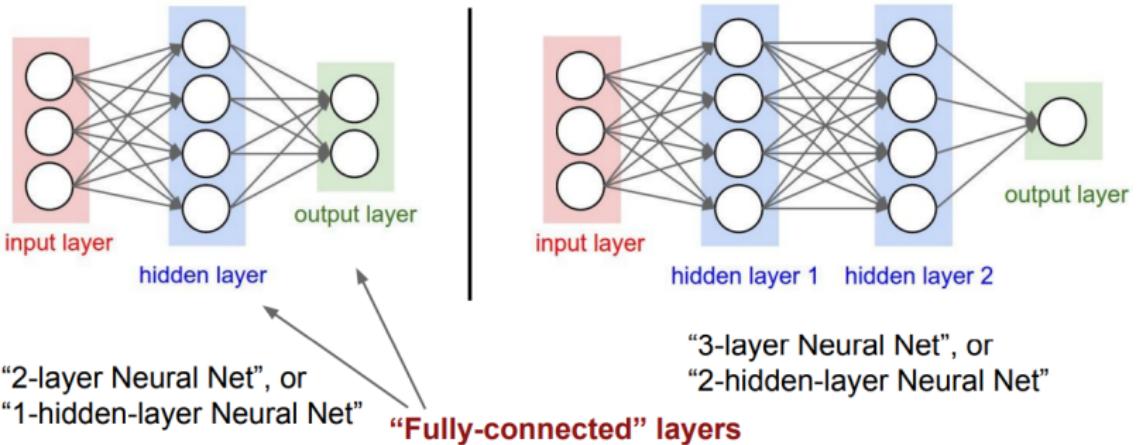
$$\max(w_1^T x + b_1, w_2^T x + b_2)$$

ELU

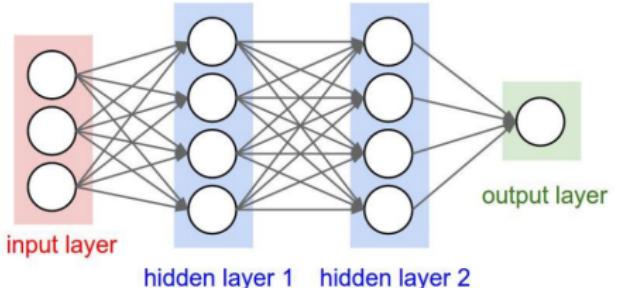
$$\begin{cases} x & x \geq 0 \\ \alpha(e^x - 1) & x < 0 \end{cases}$$



Neural networks: Architectures

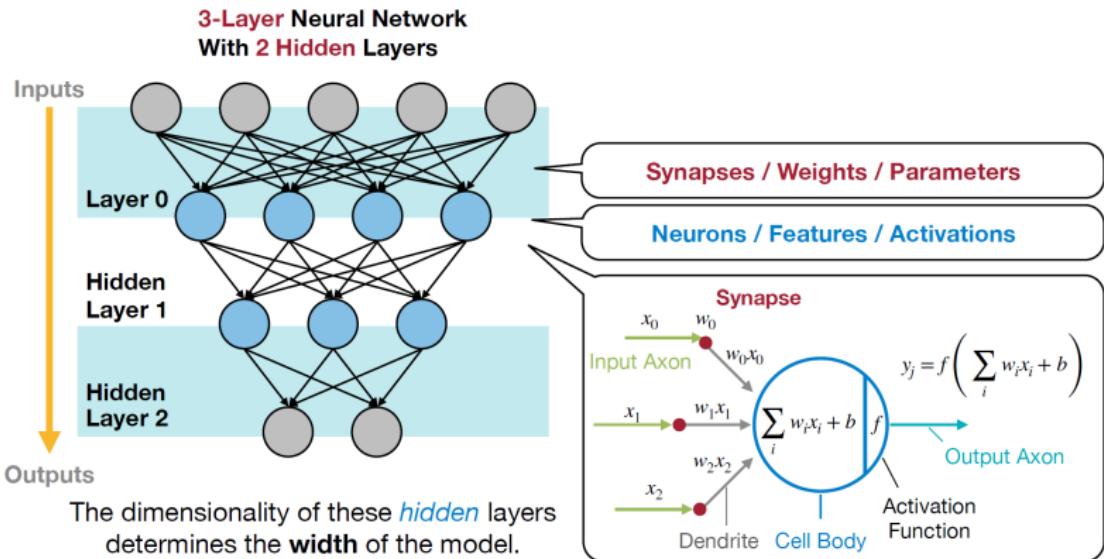


Example feed-forward computation of a neural network



```
# forward-pass of a 3-layer neural network:  
f = lambda x: 1.0/(1.0 + np.exp(-x)) # activation function (use sigmoid)  
x = np.random.randn(3, 1) # random input vector of three numbers (3x1)  
h1 = f(np.dot(W1, x) + b1) # calculate first hidden layer activations (4x1)  
h2 = f(np.dot(W2, h1) + b2) # calculate second hidden layer activations (4x1)  
out = np.dot(W3, h2) + b3 # output neuron (1x1)
```

Deep Neural Network

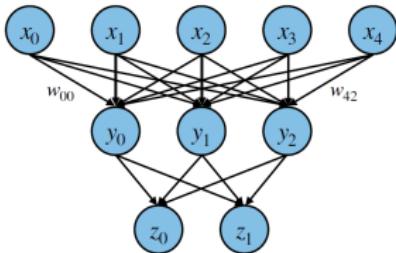


Fully Connected Layer (Linear Layer)

The output neuron is connected to all input neurons.

- **Shape of Tensors:**

- Input Features $\mathbf{X} : (n, c_i)$
- Output Features $\mathbf{Y} : (n, c_o)$
- Weights $\mathbf{W} : (c_o, c_i)$
- Bias $\mathbf{b} : (c_o,)$



Notations	
n	Batch Size
c_i	Input Channels
c_o	Output Channels

Multilayer Perceptron (MLP)

$$\begin{matrix} n & \begin{matrix} c_i \\ \times \\ c_i \end{matrix} & = & n & \begin{matrix} c_o \\ \quad \quad \quad \\ c_o \end{matrix} \end{matrix}$$

$\mathbf{X} \qquad \mathbf{W}^T \qquad \mathbf{Y}$

The diagram illustrates the matrix multiplication for a linear layer. It shows a batch of input features \mathbf{X} (size $n \times c_i$) multiplied by the transpose of the weights \mathbf{W}^T (size $c_i \times c_o$) to produce the output features \mathbf{Y} (size $n \times c_o$). The result is indicated by the equals sign between the multiplication and the output matrix.

Implementation

Full implementation of training a 2-layer Neural Network needs ~20 lines:

```
1 import numpy as np
2 from numpy.random import randn
3
4 N, D_in, H, D_out = 64, 1000, 100, 10
5 x, y = randn(N, D_in), randn(N, D_out)
6 w1, w2 = randn(D_in, H), randn(H, D_out)
7
8 for t in range(2000):
9     h = 1 / (1 + np.exp(-x.dot(w1)))
10    y_pred = h.dot(w2)
11    loss = np.square(y_pred - y).sum()
12    print(t, loss)
13
14    grad_y_pred = 2.0 * (y_pred - y)
15    grad_w2 = h.T.dot(grad_y_pred)
16    grad_h = grad_y_pred.dot(w2.T)
17    grad_w1 = x.T.dot(grad_h * h * (1 - h))
18
19    w1 -= 1e-4 * grad_w1
20    w2 -= 1e-4 * grad_w2
```

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```

Define the network

Implementation

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Define the network

Forward pass

Implementation

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```

Define the network

Forward pass

Calculate the analytical gradients

Full implementation of training a 2-layer Neural Network needs ~20 lines:

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```

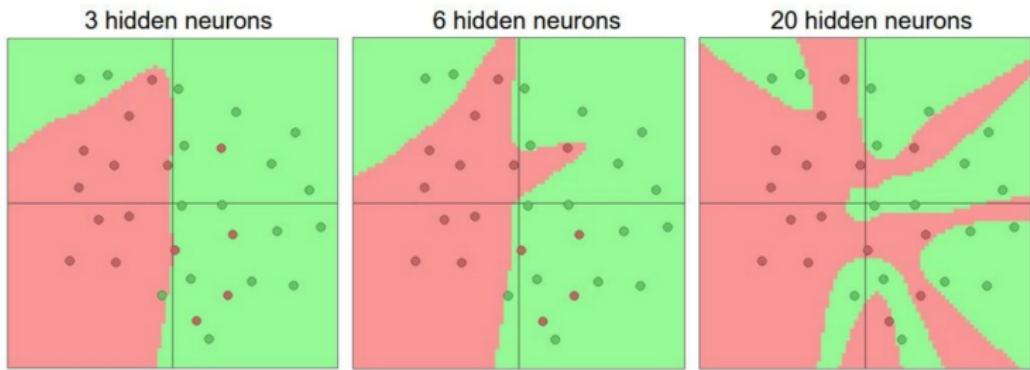
Define the network

Forward pass

Calculate the analytical gradients

Gradient descent

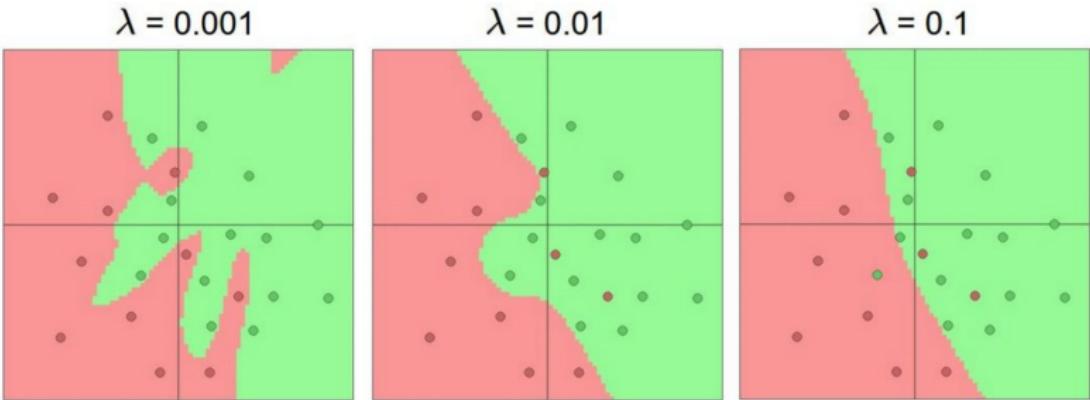
Setting the number of layers and their sizes



more neurons = more capacity

number of layers and neurons

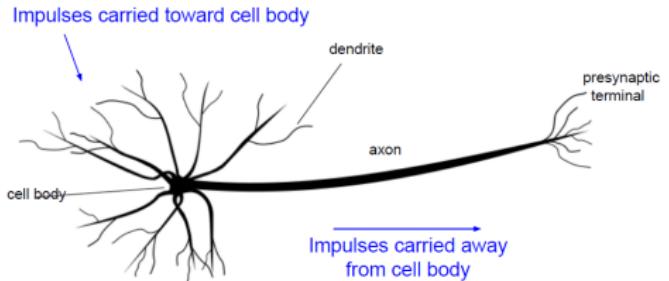
Do not use size of neural network as a regularizer. Use stronger regularization instead:



Web demo with ConvNetJS:

► <https://cs.stanford.edu/people/karpathy/convnetjs/demo/classify2d.html>

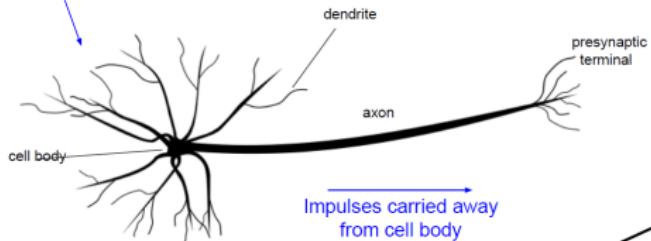
Biological Neurons



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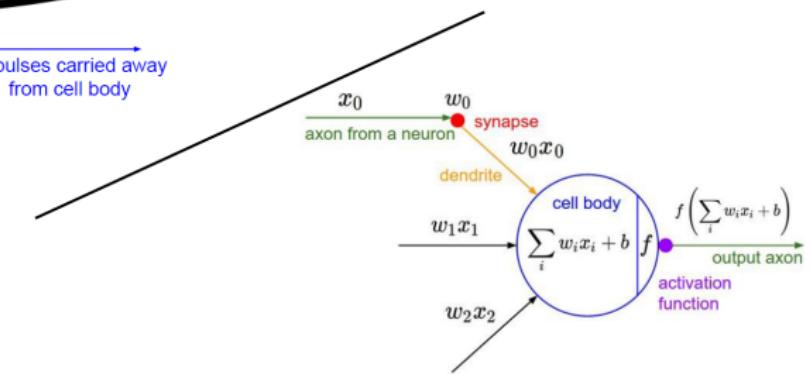
Biological Neurons

Impulses carried toward cell body

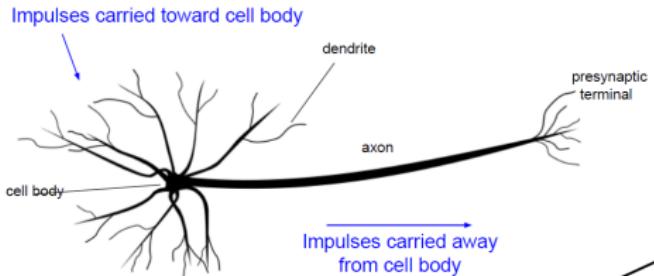


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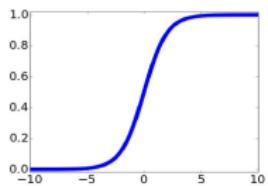
Impulses carried away
from cell body



Biological Neurons

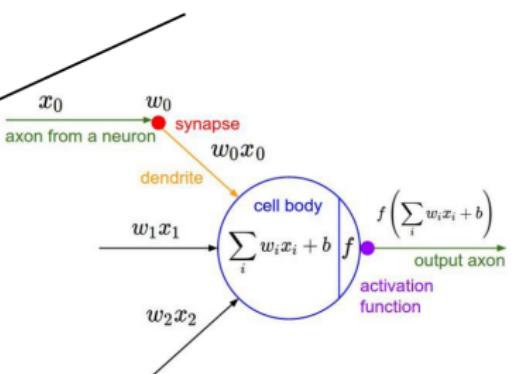


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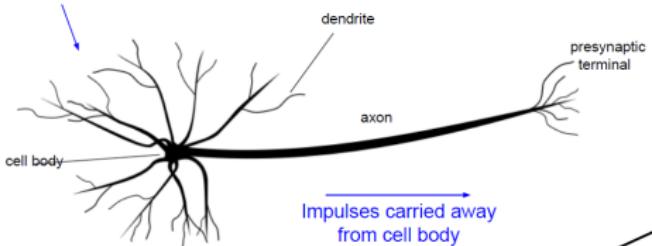
sigmoid activation function

$$\frac{1}{1 + e^{-x}}$$



Biological Neurons

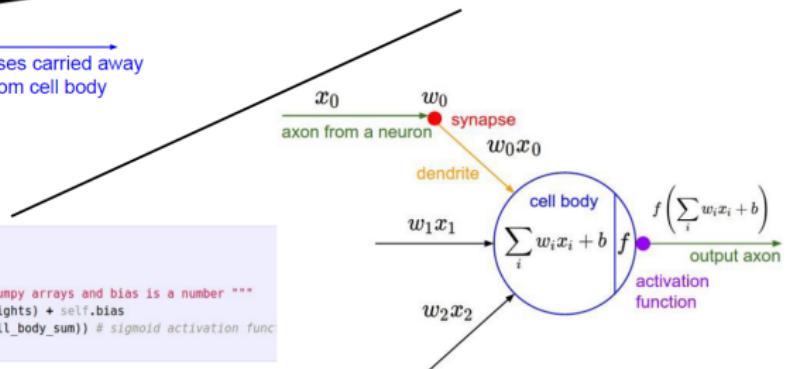
Impulses carried toward cell body



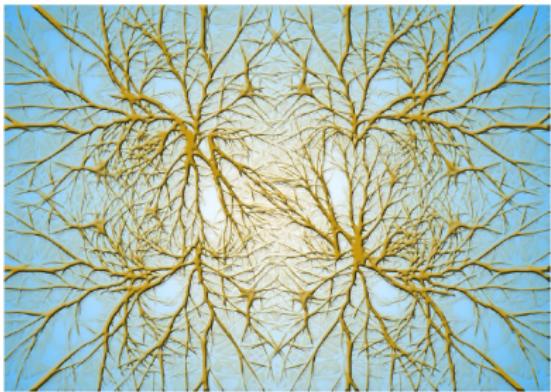
This image by Felipe Perucco
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Impulses carried away
from cell body

```
class Neuron:  
    ...  
    def neuron_tick(inputs):  
        """ assume inputs and weights are 1-D numpy arrays and bias is a number """  
        cell_body_sum = np.sum(inputs * self.weights) + self.bias  
        firing_rate = 1.0 / (1.0 + math.exp(-cell_body_sum)) # sigmoid activation func  
        return firing_rate
```

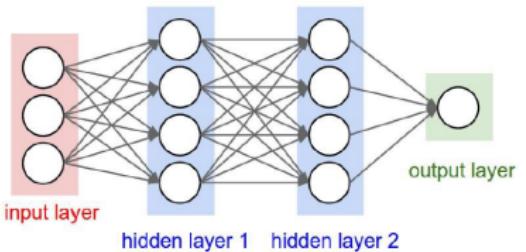


Biological Neurons:
Complex connectivity patterns



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Neurons in a neural network:
Organized into regular layers for
computational efficiency

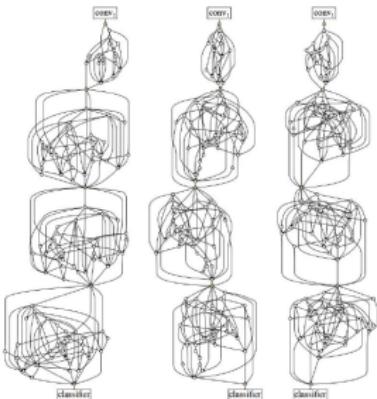


Biological Neurons:
Complex connectivity patterns



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But neural networks with random connections can work too!



Xie et al., "Exploring Randomly Wired Neural Networks for Image Recognition", arXiv 2019

Problem: How to compute gradients?

Plugging in neural networks with loss functions

$$s = f(x; W_1, W_2) = W_2 \max(0, W_1 x)$$

Nonlinear score function

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

SVM Loss on predictions

$$R(W) = \sum_k W_k^2$$

Regularization

$$L = \frac{1}{N} \sum_{i=1}^N L_i + \lambda R(W_1) + \lambda R(W_2)$$

Total loss: data loss + regularization

Problem: How to compute gradients?

$$s = f(x; W_1, W_2) = W_2 \max(0, W_1 x) \quad \text{Nonlinear score function}$$

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1) \quad \text{SVM Loss on predictions}$$

$$R(W) = \sum_k W_k^2 \quad \text{Regularization}$$

$$L = \frac{1}{N} \sum_{i=1}^N L_i + \lambda R(W_1) + \lambda R(W_2) \quad \text{Total loss: data loss + regularization}$$

If we can compute $\frac{\partial L}{\partial W_1}, \frac{\partial L}{\partial W_2}$ then we can learn W_1 and W_2

(Bad) Idea: Derive on paper

$$s = f(x; W) = Wx$$

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

$$= \sum_{j \neq y_i} \max(0, W_{j,:} \cdot x + W_{y_i,:} \cdot x + 1)$$

$$L = \frac{1}{N} \sum_{i=1}^N L_i + \lambda \sum_k W_k^2$$

$$= \frac{1}{N} \sum_{i=1}^N \sum_{j \neq y_i} \max(0, W_{j,:} \cdot x + W_{y_i,:} \cdot x + 1) + \lambda \sum_k W_k^2$$

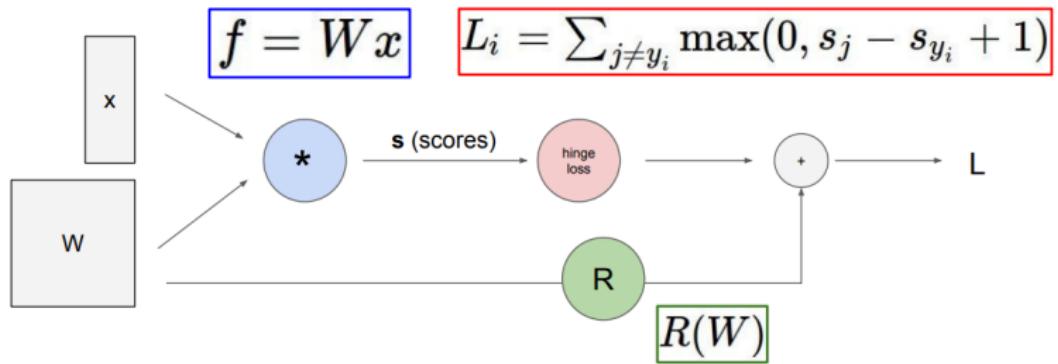
$$\nabla_W L = \nabla_W \left(\frac{1}{N} \sum_{i=1}^N \sum_{j \neq y_i} \max(0, W_{j,:} \cdot x + W_{y_i,:} \cdot x + 1) + \lambda \sum_k W_k^2 \right)$$

Problem: Very tedious: Lots of matrix calculus, need lots of paper

Problem: What if we want to change loss? E.g. use softmax instead of SVM? Need to re-derive from scratch =(

Problem: Not feasible for very complex models!

Computational graphs + Backpropagation



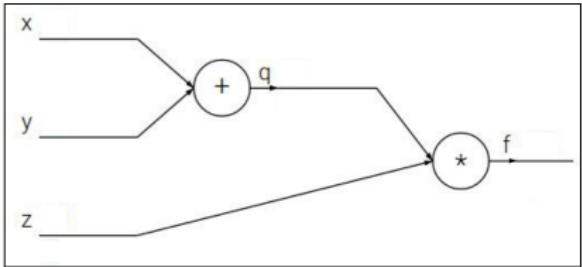
Backpropagation: a simple example

$$f(x, y, z) = (x + y)z$$

Backpropagation

Backpropagation: a simple example

$$f(x, y, z) = (x + y)z$$

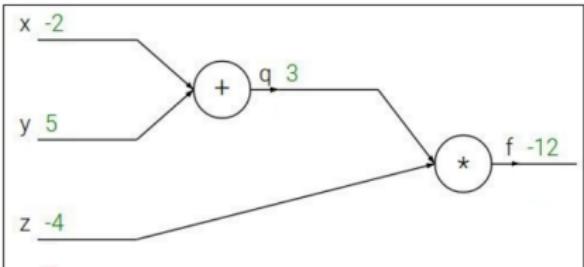


Backpropagation

Backpropagation: a simple example

$$f(x, y, z) = (x + y)z$$

e.g. $x = -2, y = 5, z = -4$



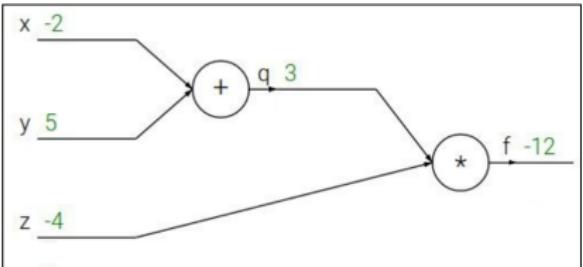
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Backpropagation

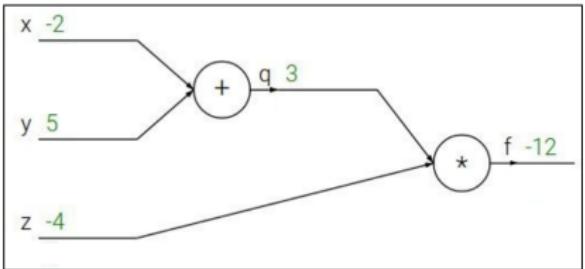
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Backpropagation

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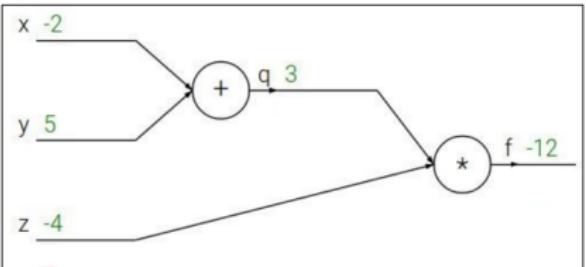
$$f(x, y, z) = (x + y)z$$

e.g. $x = -2$, $y = 5$, $z = -4$

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Want: $\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$



Backpropagation

Backpropagation: a simple example

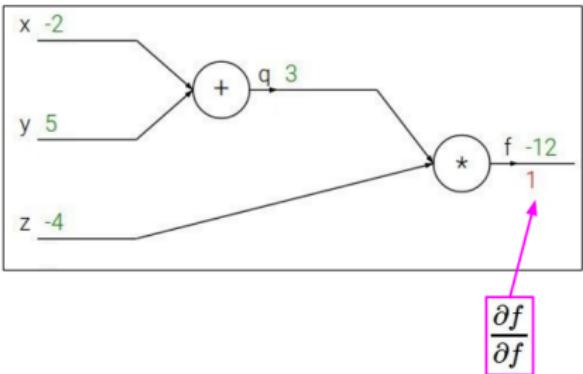
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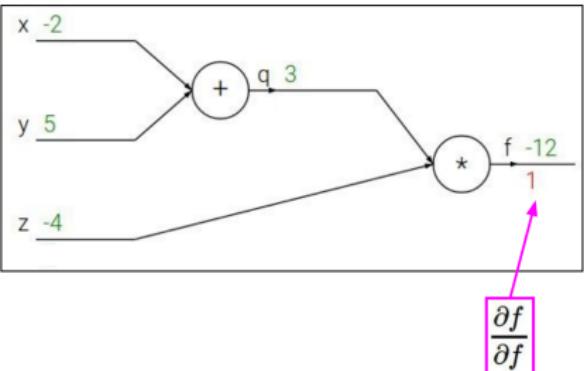
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Backpropagation

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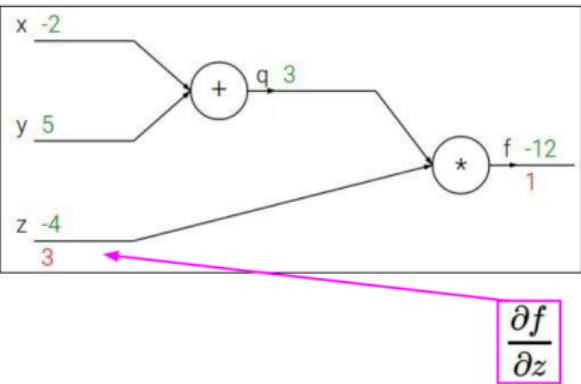
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Want: $\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$



$$\frac{\partial f}{\partial z}$$

Backpropagation

Backpropagation: a simple example

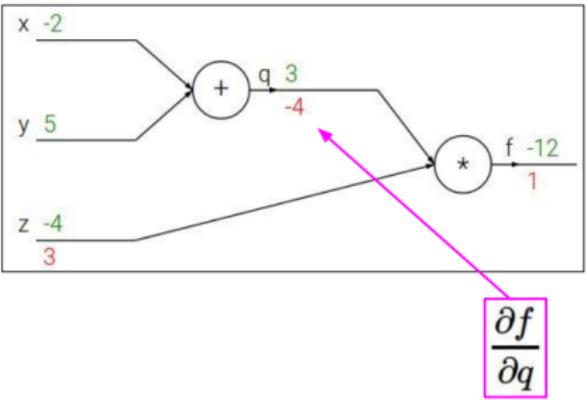
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Backpropagation

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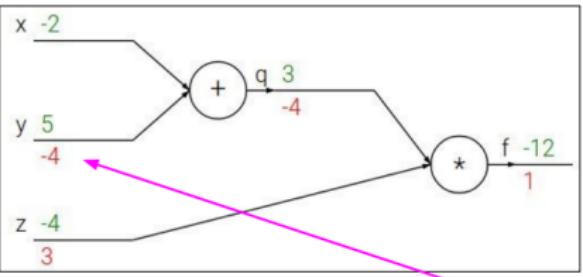
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Want: $\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$



Chain rule:

$$\frac{\partial f}{\partial y} = \frac{\partial f}{\partial q} \frac{\partial q}{\partial y}$$

Upstream
gradient

Local
gradient

$$\frac{\partial f}{\partial y}$$

Backpropagation

Backpropagation: a simple example

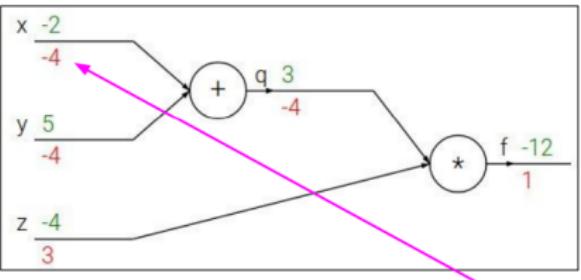
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Want: $\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$



Chain rule:

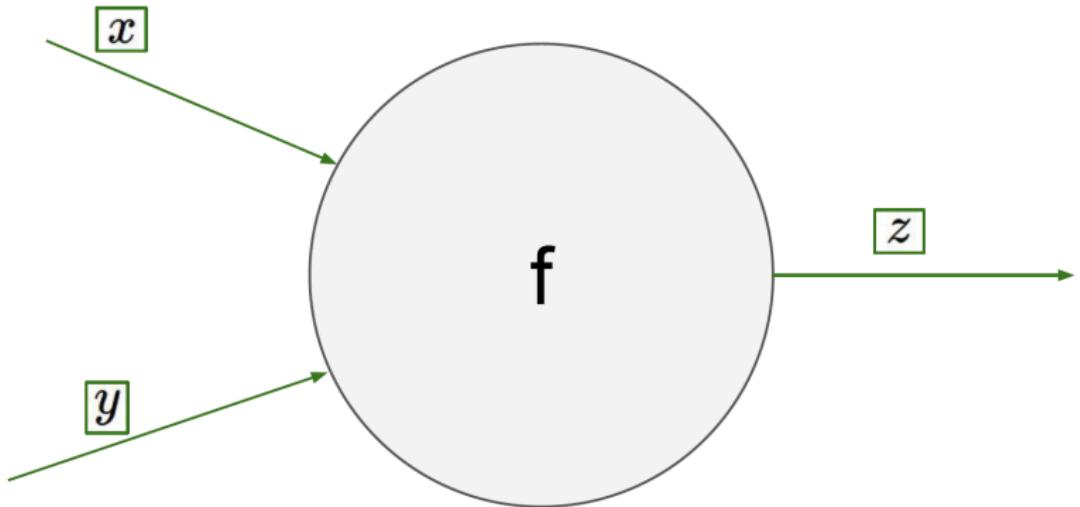
$$\frac{\partial f}{\partial x} = \frac{\partial f}{\partial q} \frac{\partial q}{\partial x}$$

Upstream
gradient

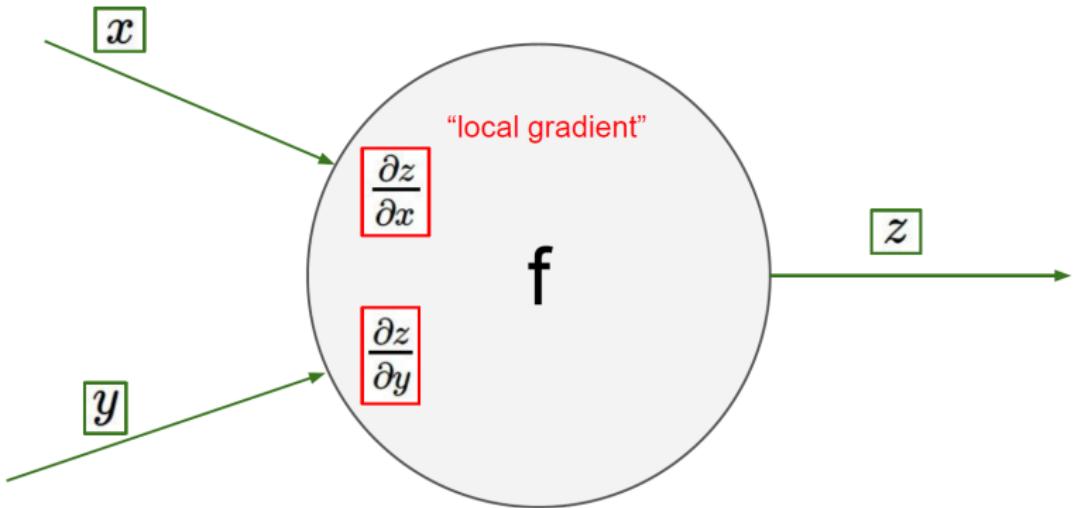
Local
gradient

$$\frac{\partial f}{\partial x}$$

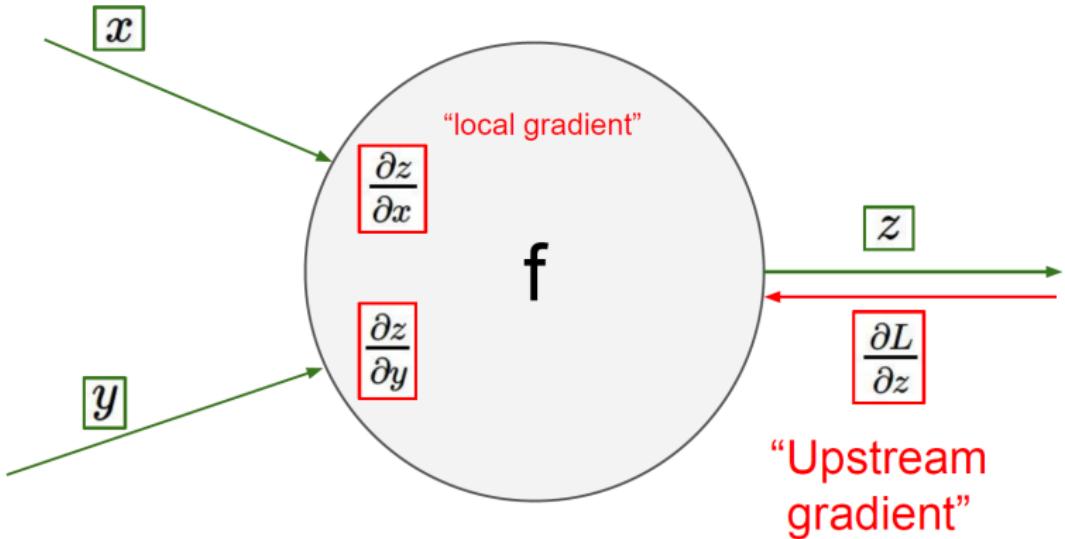
Back-propagation



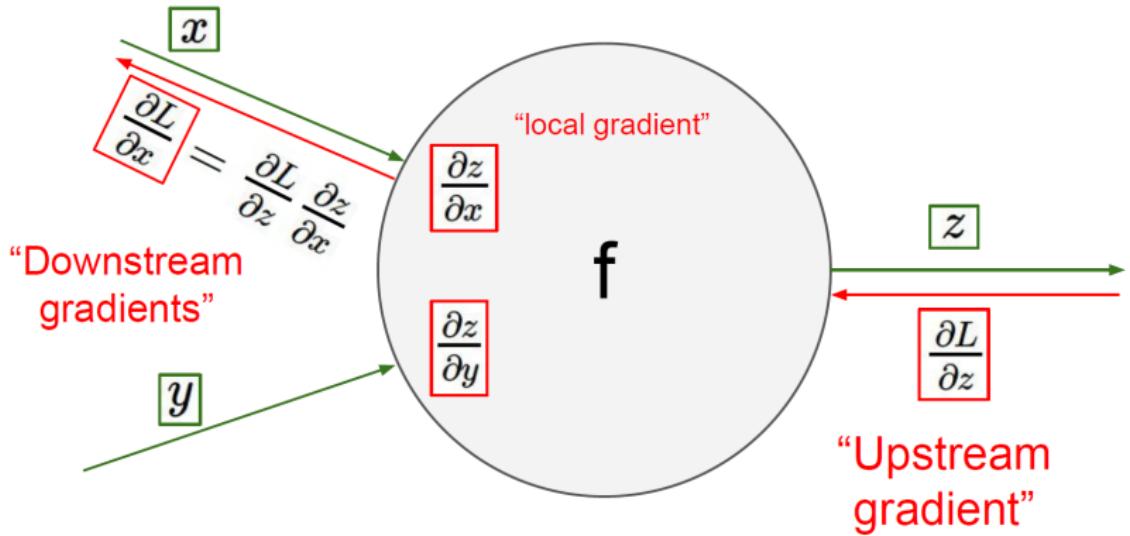
Back-propagation



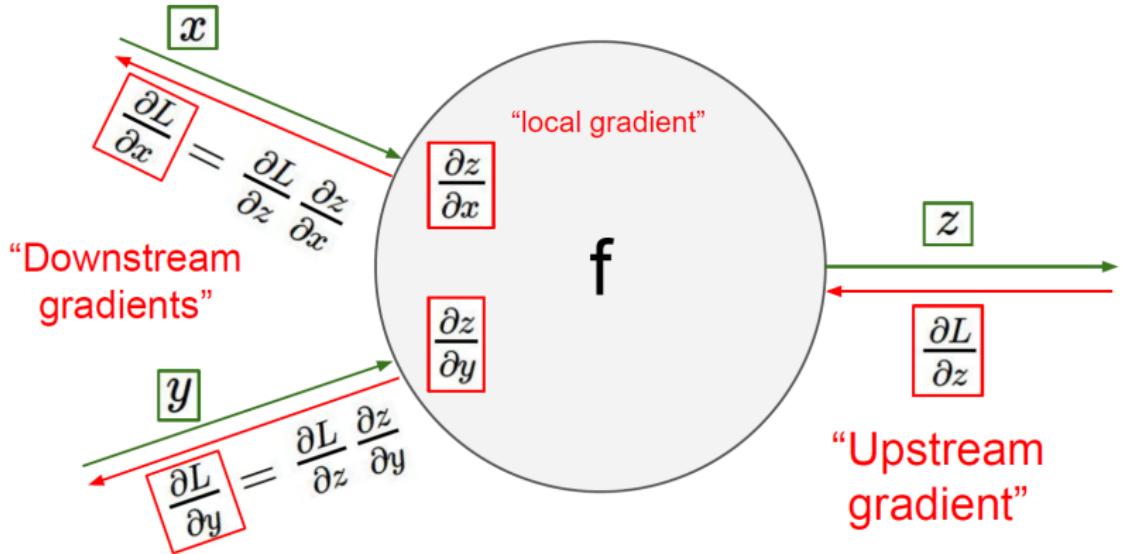
Back-propagation



Back-propagation



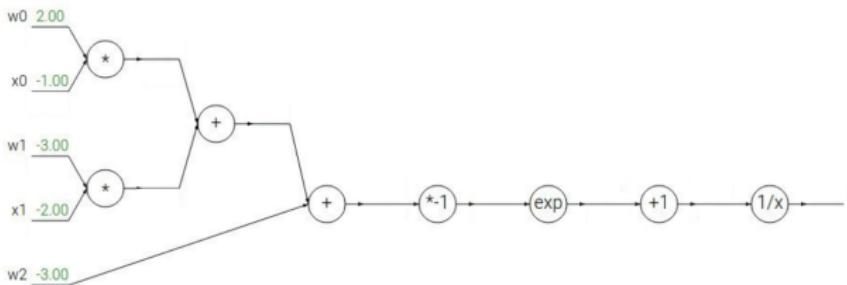
Back-propagation



Example

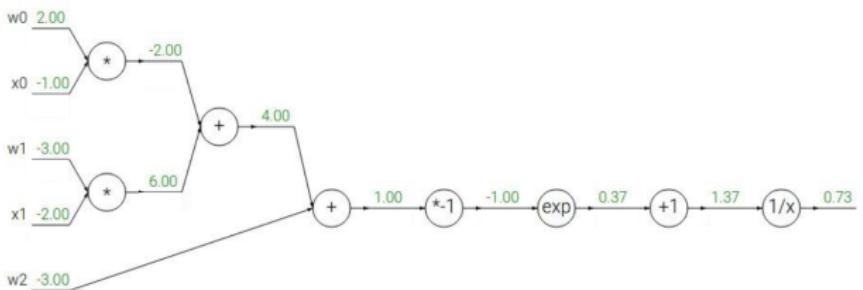
Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



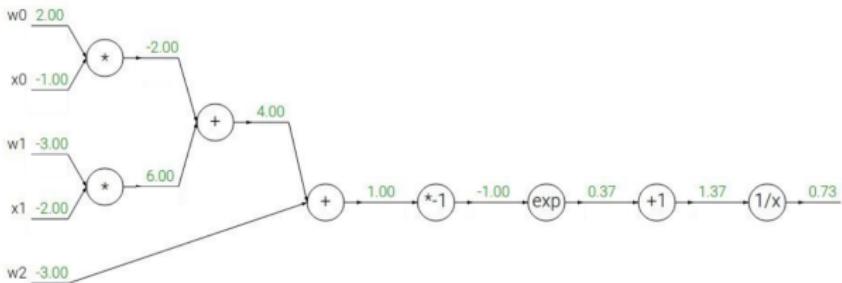
Example

Another example: $f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$



Example

Another example: $f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$



$$f(x) = e^x$$

 \rightarrow

$$\frac{df}{dx} = e^x$$

$$f_a(x) = ax$$

 \rightarrow

$$\frac{df}{dx} = a$$

$$f(x) = \frac{1}{x}$$

 \rightarrow

$$\frac{df}{dx} = -1/x^2$$

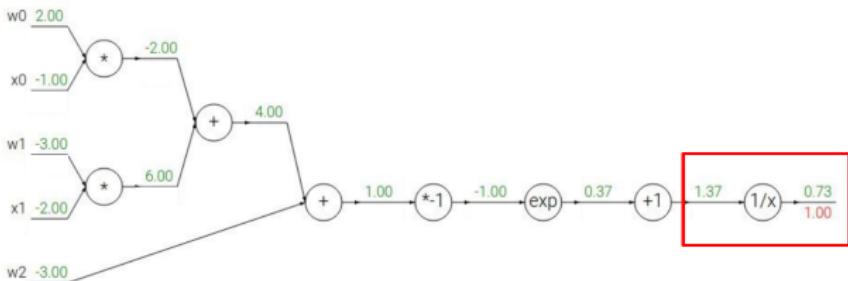
$$f_c(x) = c + x$$

 \rightarrow

$$\frac{df}{dx} = 1$$

Example

Another example: $f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$



$$f(x) = e^x \rightarrow \frac{df}{dx} = e^x$$

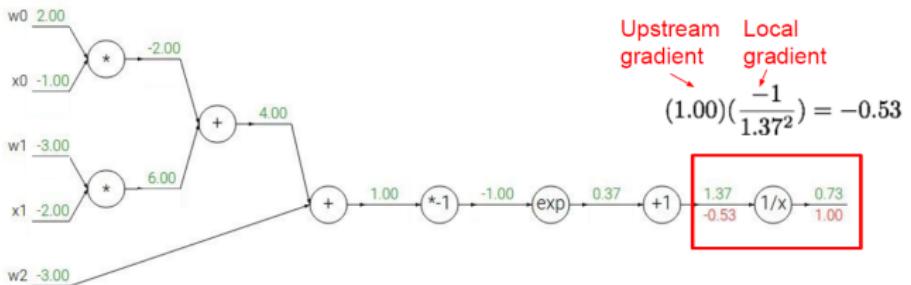
$$f_a(x) = ax \rightarrow \frac{df}{dx} = a$$

$$f(x) = \frac{1}{x} \rightarrow \frac{df}{dx} = -1/x^2$$

$$f_c(x) = c + x \rightarrow \frac{df}{dx} = 1$$

Example

Another example: $f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$



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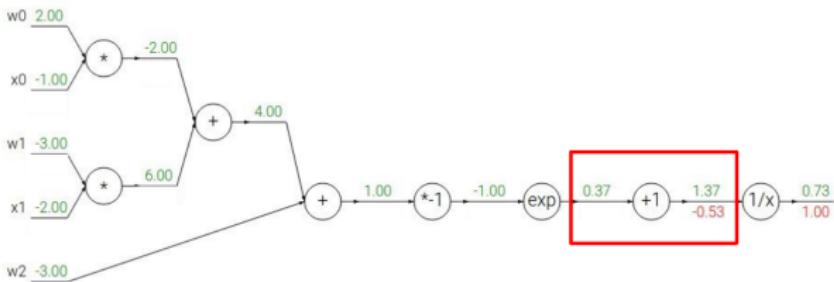
→

$$\frac{df}{dx} = 1$$

Example

Another example:

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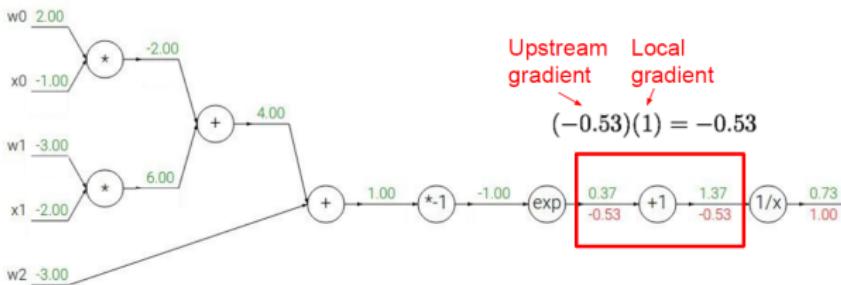
→

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Example

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$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



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\rightarrow

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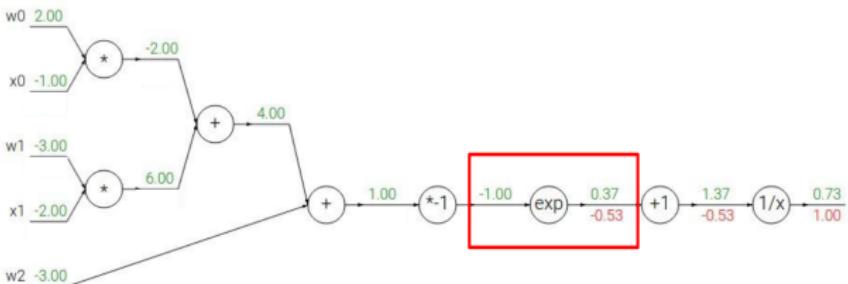
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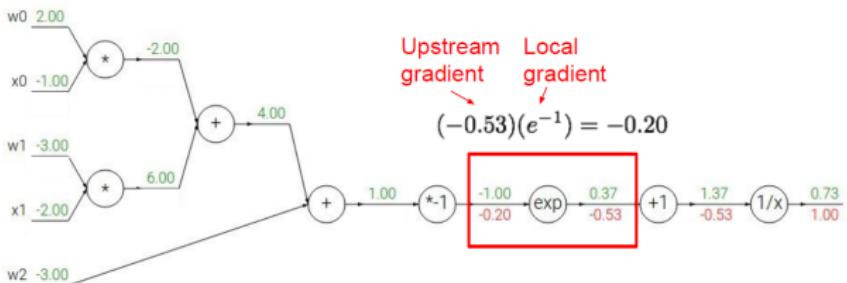
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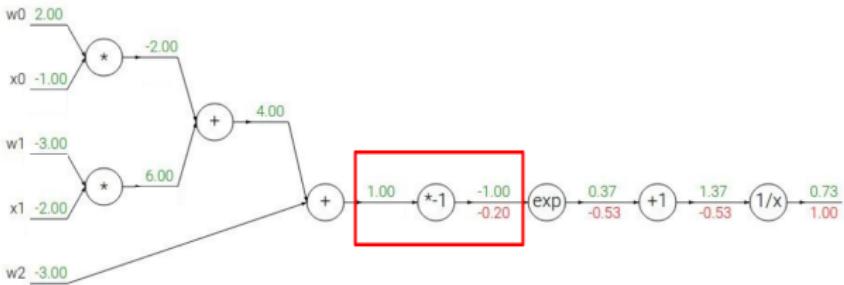
$$\begin{array}{ll} f(x) = e^x & \rightarrow \\ f_a(x) = ax & \rightarrow \end{array} \quad \begin{array}{l} \frac{df}{dx} = e^x \\ \frac{df}{dx} = a \end{array}$$

$$\begin{array}{ll} f(x) = \frac{1}{x} & \rightarrow \\ f_c(x) = c + x & \rightarrow \end{array} \quad \begin{array}{l} \frac{df}{dx} = -1/x^2 \\ \frac{df}{dx} = 1 \end{array}$$

Example

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



$$f(x) = e^x \rightarrow \frac{df}{dx} = e^x$$

$$f_a(x) = ax \rightarrow \frac{df}{dx} = a$$

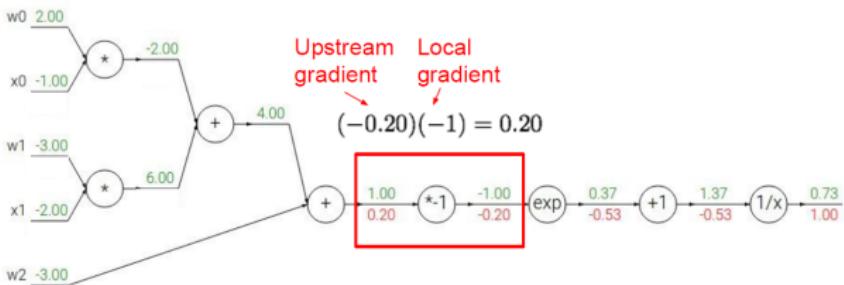
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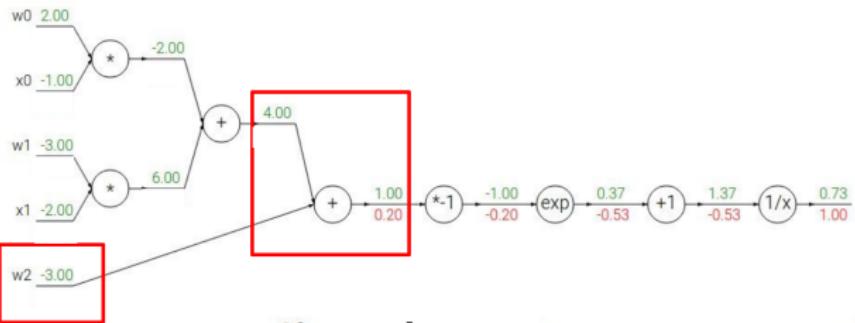
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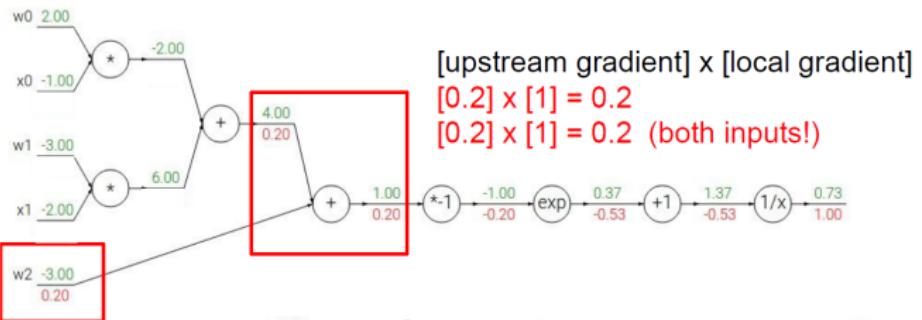
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→

$$\frac{df}{dx} = e^x$$

$$f_a(x) = ax$$

→

$$\frac{df}{dx} = a$$

$$f(x) = \frac{1}{x}$$

→

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$$f_c(x) = c + x$$

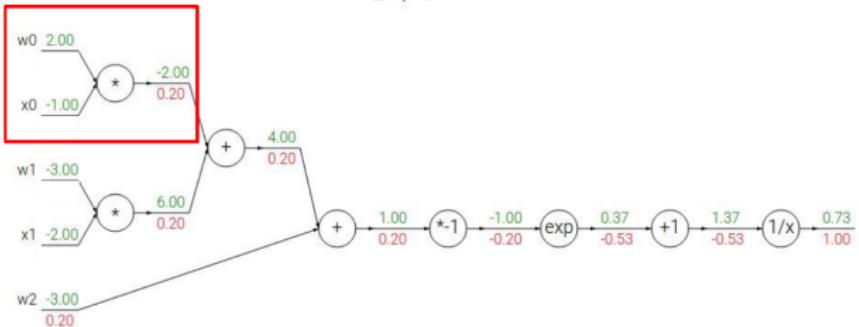
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→

$$\frac{df}{dx} = e^x$$

$$f(x) = \frac{1}{x}$$

→

$$\frac{df}{dx} = -1/x^2$$

$$f_a(x) = ax$$

→

$$\frac{df}{dx} = a$$

$$f_c(x) = c + x$$

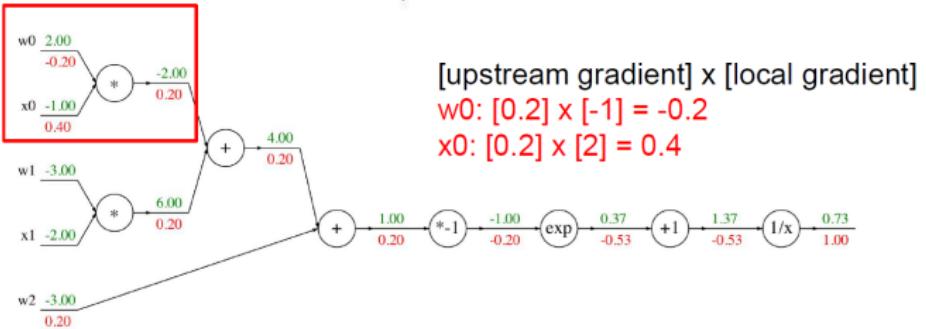
→

$$\frac{df}{dx} = 1$$

Example

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



$$f(x) = e^x$$

\rightarrow

$$\frac{df}{dx} = e^x$$

$$f_a(x) = ax$$

\rightarrow

$$\frac{df}{dx} = a$$

$$f(x) = \frac{1}{x}$$

\rightarrow

$$\frac{df}{dx} = -1/x^2$$

$$f_c(x) = c + x$$

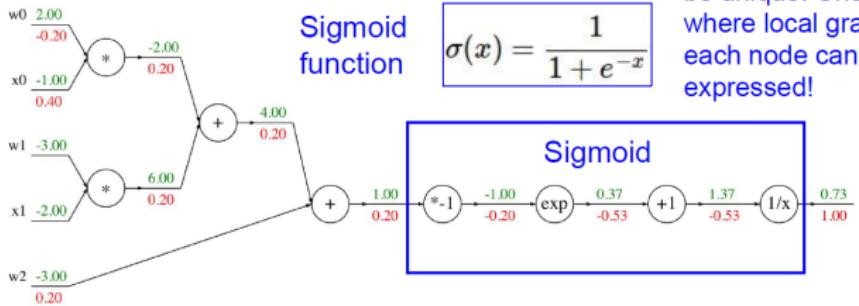
\rightarrow

$$\frac{df}{dx} = 1$$

Example

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$

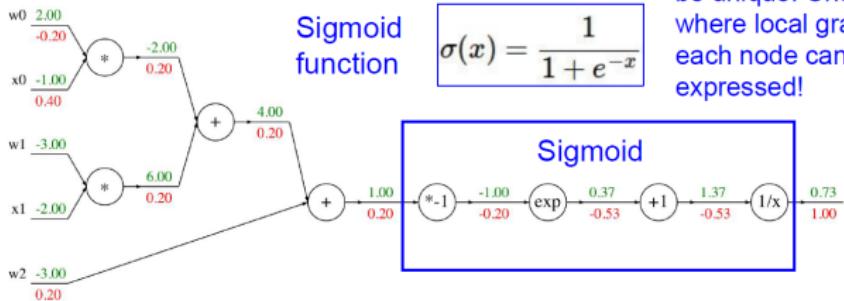


Computational graph representation may not be unique. Choose one where local gradients at each node can be easily expressed!

Example

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



Computational graph representation may not be unique. Choose one where local gradients at each node can be easily expressed!

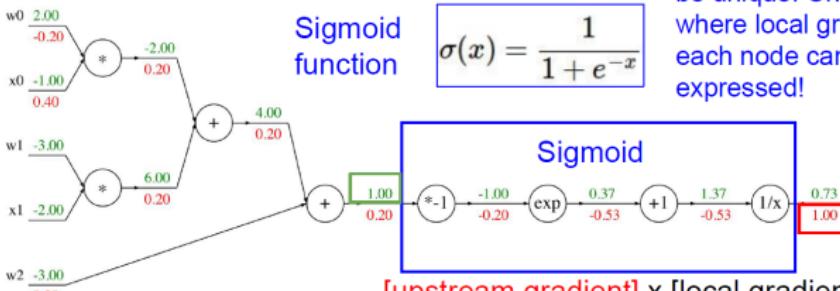
Sigmoid local gradient:

$$\frac{d\sigma(x)}{dx} = \frac{e^{-x}}{(1 + e^{-x})^2} = \left(\frac{1 + e^{-x} - 1}{1 + e^{-x}} \right) \left(\frac{1}{1 + e^{-x}} \right) = (1 - \sigma(x))\sigma(x)$$

Example

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



Computational graph representation may not be unique. Choose one where local gradients at each node can be easily expressed!

[upstream gradient] x [local gradient]
 $[1.00] \times [(1 - 1/(1+e^{-1})) (1/(1+e^{-1}))] = 0.2$

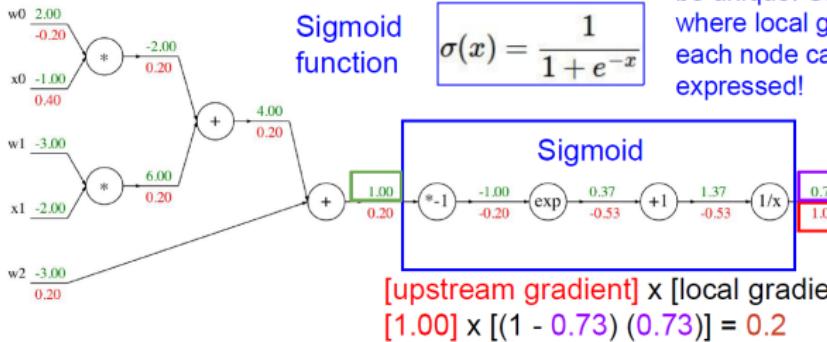
Sigmoid local gradient:

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Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



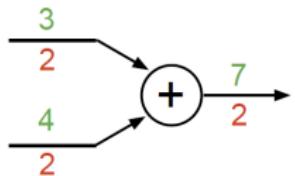
Sigmoid local gradient:

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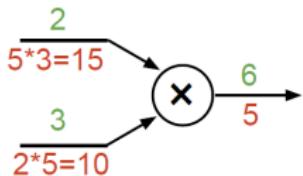
Computational graph representation may not be unique. Choose one where local gradients at each node can be easily expressed!

Patterns in gradient flow

add gate: gradient distributor

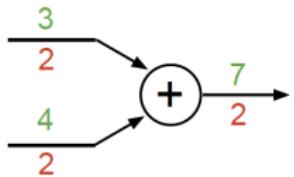


mul gate: “swap multiplier”

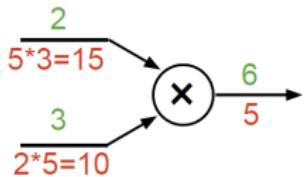


Patterns in gradient flow

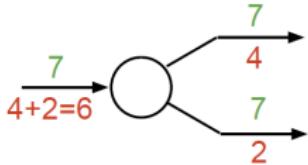
add gate: gradient distributor



mul gate: “swap multiplier”



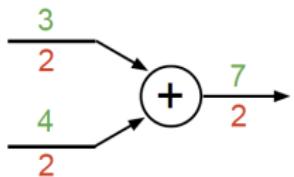
copy gate: gradient adder



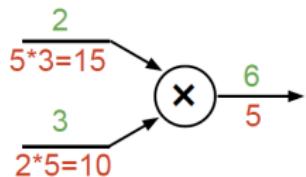
Patterns in gradient flow

Patterns in gradient flow

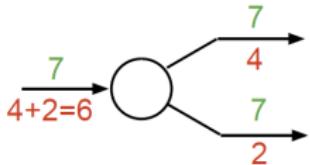
add gate: gradient distributor



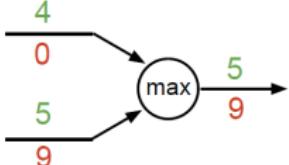
mul gate: “swap multiplier”



copy gate: gradient adder

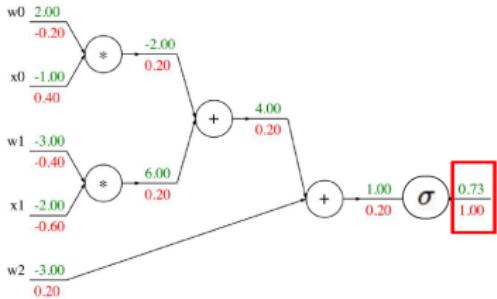


max gate: gradient router



Backward Implementation

Backprop Implementation: “Flat” code



Forward pass:
Compute output

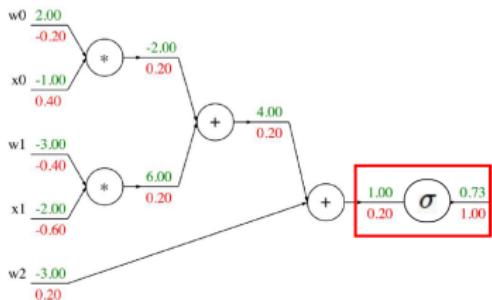
```
def f(w0, x0, w1, x1, w2):
    s0 = w0 * x0
    s1 = w1 * x1
    s2 = s0 + s1
    s3 = s2 + w2
    L = sigmoid(s3)
```

Base case

```
grad_L = 1.0
grad_s3 = grad_L * (1 - L) * L
grad_w2 = grad_s3
grad_s2 = grad_s3
grad_s0 = grad_s2
grad_s1 = grad_s2
grad_w1 = grad_s1 * x1
grad_x1 = grad_s1 * w1
grad_w0 = grad_s0 * x0
grad_x0 = grad_s0 * w0
```

Backward Implementation

Backprop Implementation: “Flat” code



Forward pass:
Compute output

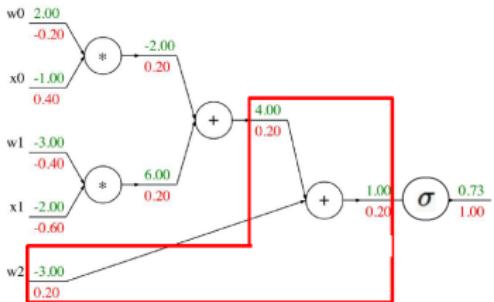
Sigmoid

```
def f(w0, x0, w1, x1, w2):
    s0 = w0 * x0
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```

```
grad_L = 1.0
grad_s3 = grad_L * (1 - L) * L
grad_w2 = grad_s3
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grad_s0 = grad_s2
grad_s1 = grad_s2
grad_w1 = grad_s1 * x1
grad_x1 = grad_s1 * w1
grad_w0 = grad_s0 * x0
grad_x0 = grad_s0 * w0
```

Backward Implementation

Backprop Implementation: "Flat" code



Forward pass:
Compute output

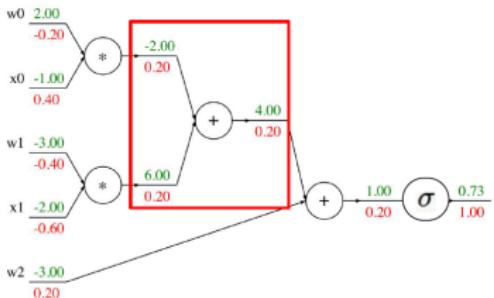
```
def f(w0, x0, w1, x1, w2):  
    s0 = w0 * x0  
    s1 = w1 * x1  
    s2 = s0 + s1  
    s3 = s2 + w2  
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```

Add gate

```
grad_L = 1.0  
grad_s3 = grad_L * (1 - L) * L  
grad_w2 = grad_s3  
grad_s2 = grad_s3  
grad_s0 = grad_s2  
grad_s1 = grad_s2  
grad_w1 = grad_s1 * x1  
grad_x1 = grad_s1 * w1  
grad_w0 = grad_s0 * x0  
grad_x0 = grad_s0 * w0
```

Backward Implementation

Backprop Implementation: “Flat” code



Forward pass:
Compute output

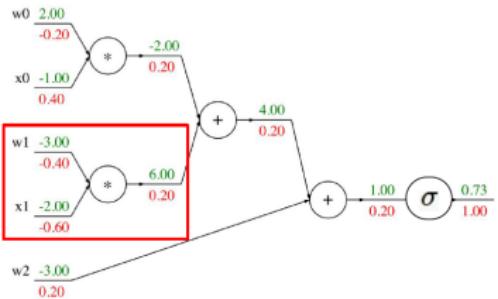
```
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grad_L = 1.0  
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grad_s2 = grad_s3  
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grad_w1 = grad_s1 * x1  
grad_x1 = grad_s1 * w1  
grad_w0 = grad_s0 * x0  
grad_x0 = grad_s0 * w0
```

Backward Implementation

Backprop Implementation: “Flat” code



Forward pass:
Compute output

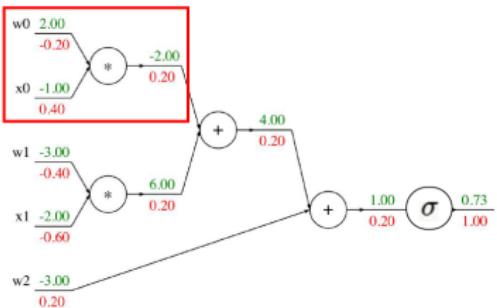
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```
grad_L = 1.0  
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grad_s1 = grad_s2  
grad_w1 = grad_s1 * x1  
grad_x1 = grad_s1 * w1  
grad_w0 = grad_s0 * x0  
grad_x0 = grad_s0 * w0
```

Multiply gate

Backward Implementation

Backprop Implementation:
“Flat” code



Forward pass:
Compute output

```
def f(w0, x0, w1, x1, w2):
    s0 = w0 * x0
    s1 = w1 * x1
    s2 = s0 + s1
    s3 = s2 + w2
    L = sigmoid(s3)
```

```
grad_L = 1.0
grad_s3 = grad_L * (1 - L) * L
grad_w2 = grad_s3
grad_s2 = grad_s3
grad_s0 = grad_s2
grad_s1 = grad_s2
grad_w1 = grad_s1 * x1
grad_x1 = grad_s1 * w1
grad_w0 = grad_s0 * x0
grad_x0 = grad_s0 * w0
```

Multiply gate

Recap: Vector derivatives

Scalar to Scalar

$$x \in \mathbb{R}, y \in \mathbb{R}$$

Regular derivative:

$$\frac{\partial y}{\partial x} \in \mathbb{R}$$

If x changes by a small amount, how much will y change?

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Vector to Scalar

$$x \in \mathbb{R}^N, y \in \mathbb{R}$$

Derivative is **Gradient**:

$$\frac{\partial y}{\partial x} \in \mathbb{R}^N \quad \left(\frac{\partial y}{\partial x} \right)_n = \frac{\partial y}{\partial x_n}$$

For each element of x , if it changes by a small amount then how much will y change?

Recap: Vector derivatives

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For each element of x , if it changes by a small amount then how much will y change?

Vector to Vector

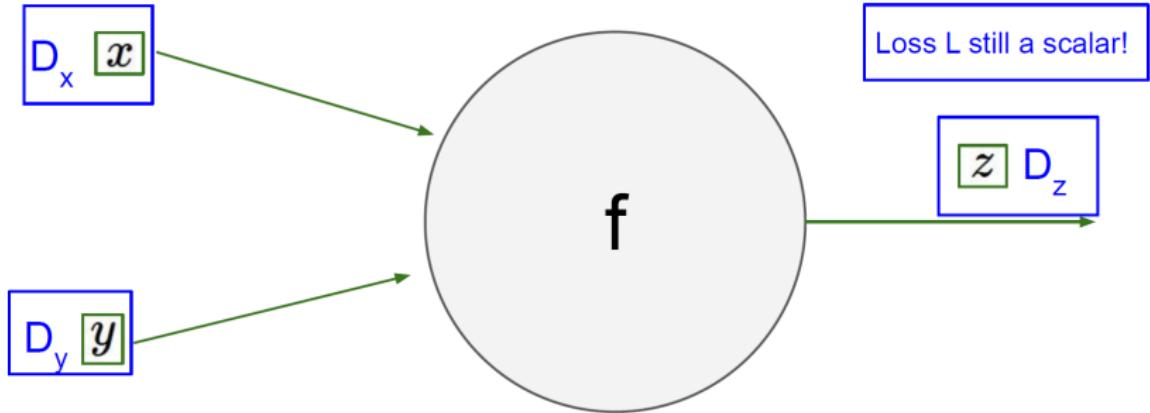
$$x \in \mathbb{R}^N, y \in \mathbb{R}^M$$

Derivative is **Jacobian**:

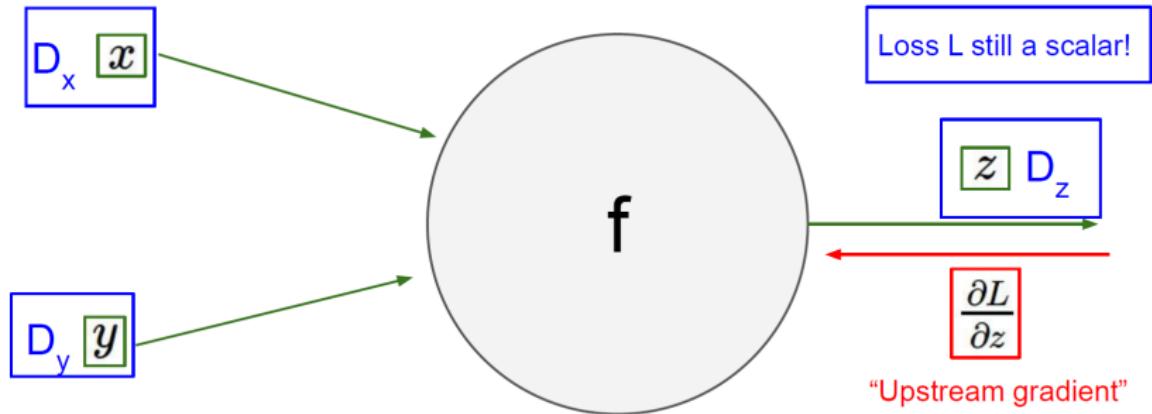
$$\frac{\partial y}{\partial x} \in \mathbb{R}^{N \times M} \quad \left(\frac{\partial y}{\partial x} \right)_{n,m} = \frac{\partial y_m}{\partial x_n}$$

For each element of x , if it changes by a small amount then how much will each element of y change?

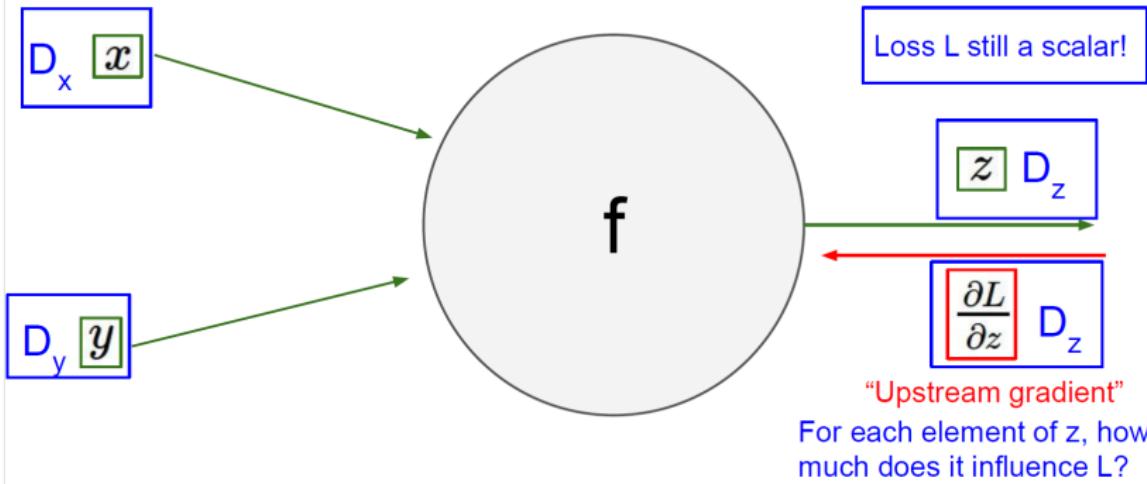
Backprop with Vectors



Backprop with Vectors

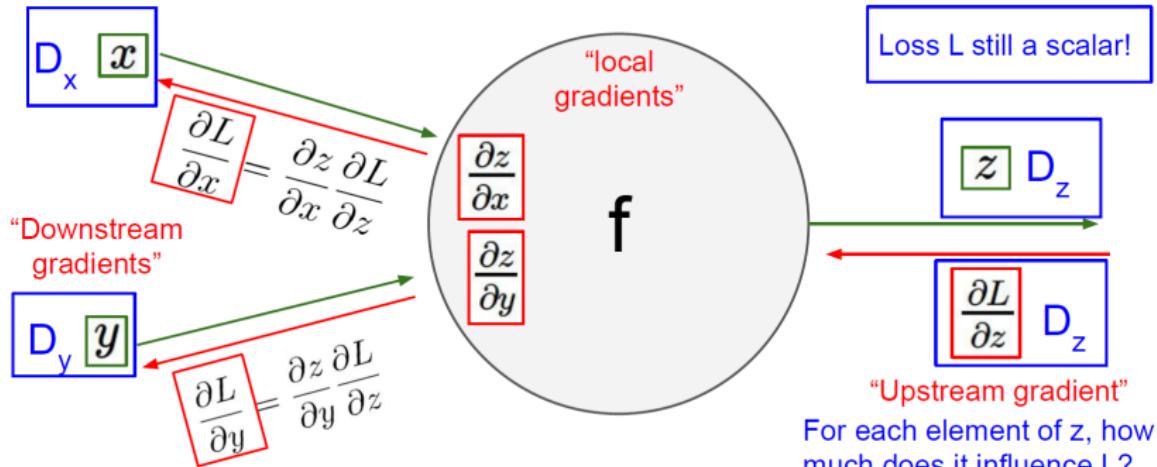


Backprop with Vectors

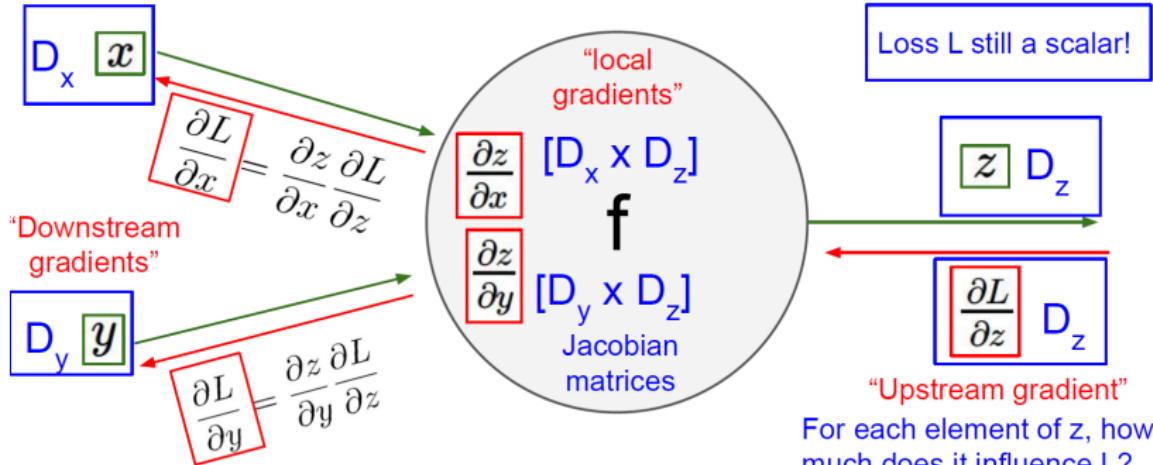


Backprob with Vector

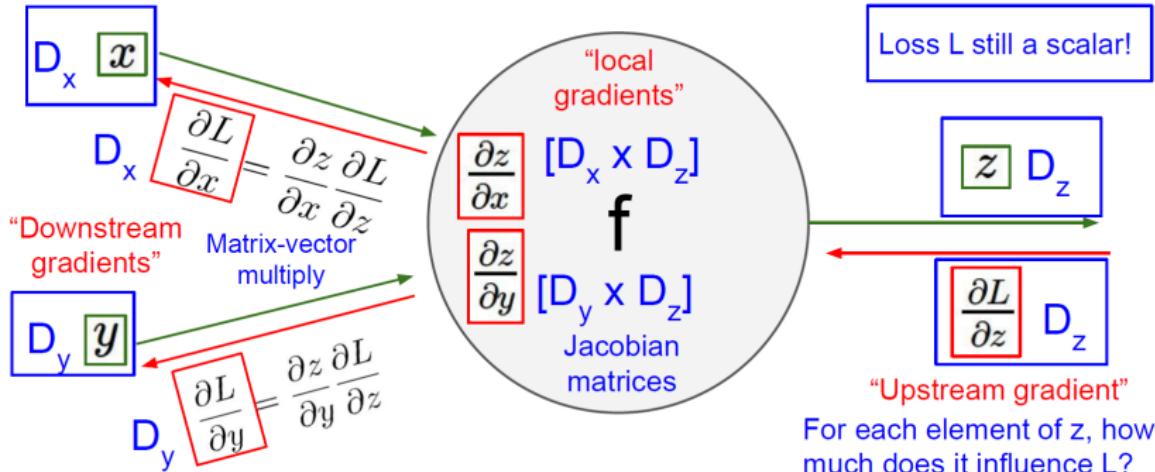
Backprop with Vectors



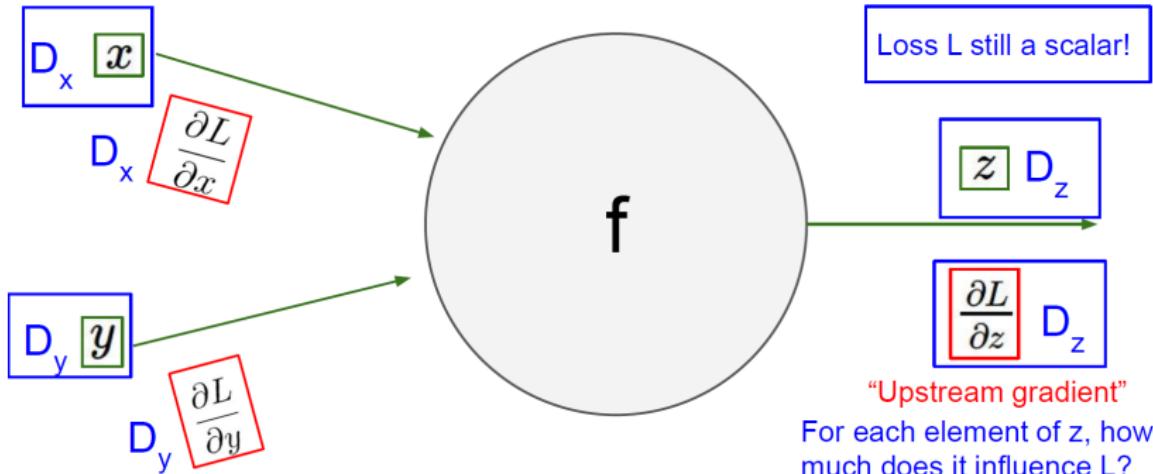
Backprop with Vectors



Backprop with Vectors



Gradients of variables wrt loss have same dims as the original variable



Backprop with Vectors

4D input x:

$$\begin{bmatrix} 1 \\ -2 \\ 3 \\ -1 \end{bmatrix}$$

$$\boxed{f(x) = \max(0, x)}
(\text{elementwise})$$

4D output z:

$$\begin{bmatrix} 1 \\ 0 \\ 3 \\ 0 \end{bmatrix}$$

4D dL/dz :

$$\begin{bmatrix} 4 \\ -1 \\ 5 \\ 9 \end{bmatrix}$$

Upstream
gradient

Example

Backprop with Vectors

4D input x :

$$\begin{bmatrix} 1 \\ -2 \\ 3 \\ -1 \end{bmatrix}$$

$$f(x) = \max(0, x)$$

(elementwise)

4D output z :

$$\begin{bmatrix} 1 \\ 0 \\ 3 \\ 0 \end{bmatrix}$$

Jacobian $\frac{\partial z}{\partial x}$

$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

4D $\frac{\partial L}{\partial z}$:

$$\begin{bmatrix} 4 \\ -1 \\ 5 \\ 9 \end{bmatrix}$$

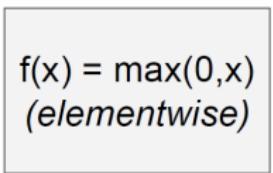
Upstream
gradient

Example

Backprop with Vectors

4D input x:

$$\begin{bmatrix} 1 \\ -2 \\ 3 \\ -1 \end{bmatrix}$$



4D output z:

$$\begin{bmatrix} 1 \\ 0 \\ 3 \\ 0 \end{bmatrix}$$

$[dz/dx] [dL/dz]$

$$\begin{bmatrix} 1 & 0 & 0 & 0 \end{bmatrix} [4] \\ \begin{bmatrix} 0 & 0 & 0 & 0 \end{bmatrix} [-1] \\ \begin{bmatrix} 0 & 0 & 1 & 0 \end{bmatrix} [5] \\ \begin{bmatrix} 0 & 0 & 0 & 0 \end{bmatrix} [9]$$

4D dL/dz :

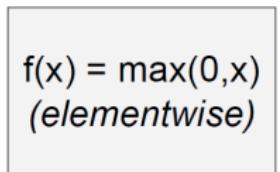
$$\begin{bmatrix} 4 \\ -1 \\ 5 \\ 9 \end{bmatrix}$$

Upstream
gradient

Backprop with Vectors

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$$\begin{bmatrix} 1 \\ -2 \\ 3 \\ -1 \end{bmatrix}$$



4D output z:

$$\begin{bmatrix} 1 \\ 0 \\ 3 \\ 0 \end{bmatrix}$$

4D dL/dx :

$$\begin{bmatrix} 4 \\ 0 \\ 5 \\ 0 \end{bmatrix}$$

 $[dz/dx] [dL/dz]$

$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 4 \\ -1 \\ 5 \\ 9 \end{bmatrix}$$

4D dL/dz :

$$\begin{bmatrix} 4 \\ -1 \\ 5 \\ 9 \end{bmatrix}$$

Upstream
gradient

MNIST: The Hello, World of Deep Learning

0 1 2 3 4 5 6 7 8 9
0 1 2 3 4 5 6 7 8 9
0 1 2 3 4 5 6 7 8 9
0 1 2 3 4 5 6 7 8 9
0 1 2 3 4 5 6 7 8 9
0 1 2 3 4 5 6 7 8 9
0 1 2 3 4 5 6 7 8 9



label = 5	0	4	1	9
label = 2	1	3	1	4
label = 3	5	3	6	1
label = 7	2	8	6	9
label = 0	4	1	1	2
label = 3	1	3	1	4
label = 5	3	6	6	1
label = 8	6	9	9	2
label = 4	1	1	2	3
label = 6	6	6	7	8
label = 1	9	4	9	5

MNIST: The Hello, World of Deep Learning

0 1 2 3 4 5 6 7 8 9
0 1 2 3 4 5 6 7 8 9
0 1 2 3 4 5 6 7 8 9
0 1 2 3 4 5 6 7 8 9
0 1 2 3 4 5 6 7 8 9
0 1 2 3 4 5 6 7 8 9
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label = 5	0	4	1	9
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label = 3	5	3	6	1
label = 7	2	8	6	9
label = 0	4	1	1	2
label = 3	1	3	1	4
label = 5	3	6	6	1
label = 8	6	9	9	2
label = 4	1	1	2	3
label = 6	6	6	7	8
label = 1	9	4	9	5

2nd Model: Multilayer Perceptron

