Training Neural Networks Regularization

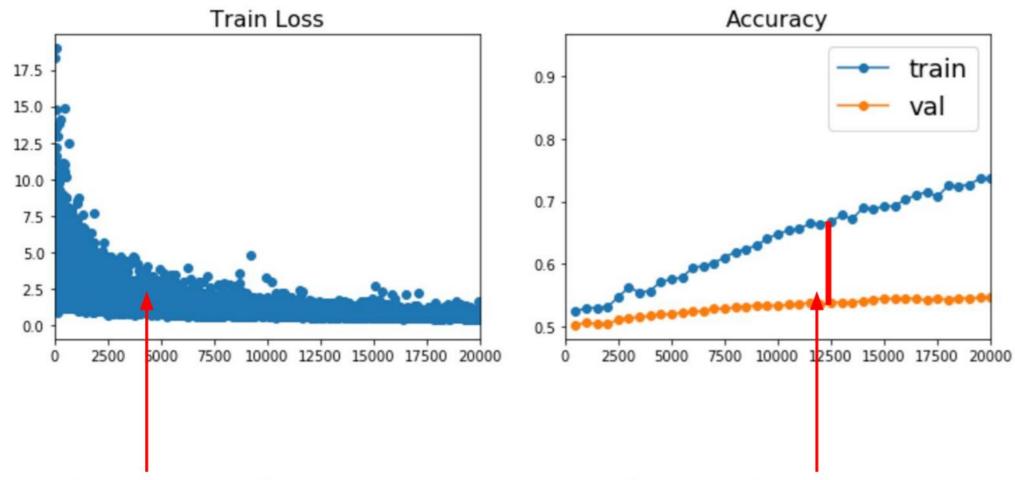
M. Soleymani
Sharif University of Technology
Fall 2017

Most slides have been adapted from Fei Fei Li and colleagues lectures, cs231n, Stanford 2017, some from Andrew Ng lectures, "Deep Learning Specialization", coursera, 2017,

Outline

- Regularization
- Drop-out
- Data Augmentation
- Early stopping
- Model ensembles
- Hyper-parameter selection

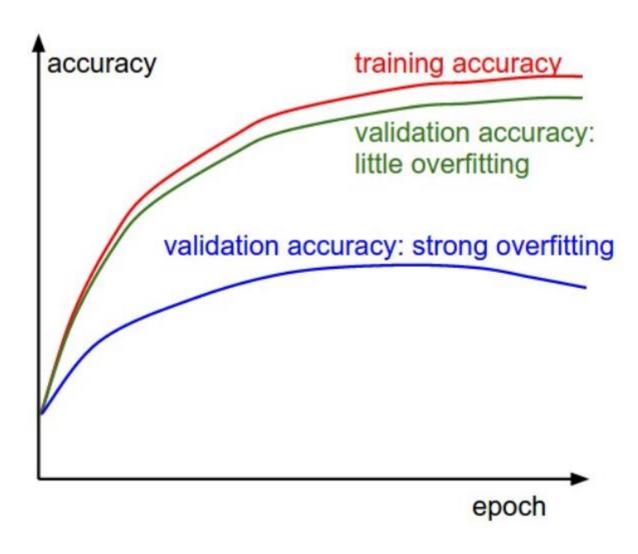
Beyond Training Error



Better optimization algorithms help reduce training loss

But we really care about error on new data - how to reduce the gap?

Beyond Training Error



Regularization: Add term to loss

$$J(W) = \frac{1}{N} \sum_{n=1}^{N} L^{(n)}(W) + \lambda R(W)$$

In common use:

L2 regularization

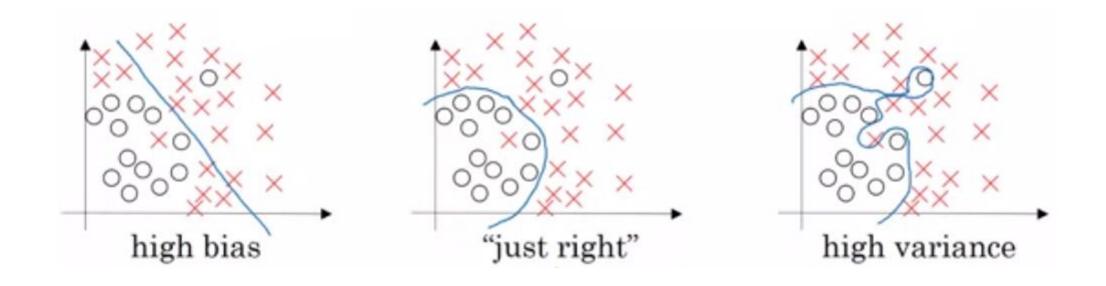
L1 regularization

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

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

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

Regularization help to reduce overfitting



Why L2 regularization called weight decay

$$J(W) = L(W) + \lambda R(W)$$

$$J(W) = L(W) + \lambda \sum_{l=1}^{L} W^{[l]^T} W^{[l]}$$

$$W^{[l]} \leftarrow W^{[l]} - \alpha \nabla_{W^{[l]}} L(W) - 2\lambda W^{[l]}$$

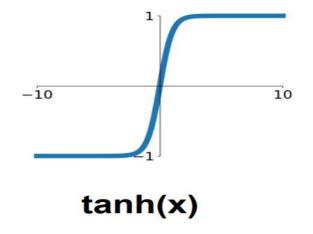
$$W^{[l]} \leftarrow W^{[l]} (1 - 2\lambda) - \alpha \nabla_{W^{[l]}} L(W)$$

$$\uparrow$$
Weight decay

With regularization, smoother cost vs. #epoch curve is obtained.

Regularization can prevent overfitting

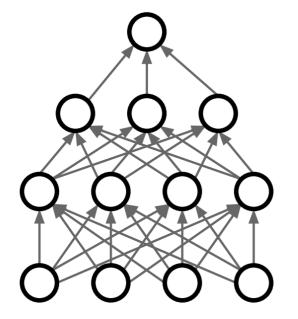
- Small W linear regime of tanh
- A deep network with small W can also act as a near linear function

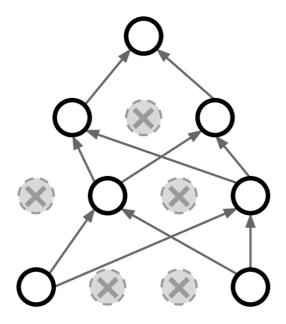


Regularization: Dropout

Srivastava et al, "Dropout: A simple way to prevent neural networks from overfitting", JMLR 2014

- In each forward pass, randomly set some neurons to zero
 - Probability of dropping is a hyperparameter; 0.5 is common





- Thus, a smaller network is trained for each sample
 - Smaller network provides a regularization effect

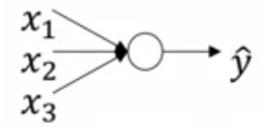
Implementing dropout (Inverted dropout)

```
• for l=1,...L -d^{[l]} \leftarrow I(rand(\#neurons^{[l]}, 1) < keep\_prob) -a^{[l]} \leftarrow a^{[l]} * d^{[l]}
```

```
• for l=1,...L
-d^{[l]} \leftarrow I(rand(\#neurons^{[l]}, 1) < keep\_prob)
-a^{[l]} \leftarrow a^{[l]}.*d^{[l]}
-a^{[l]} \leftarrow a^{[l]}/keep\_prob
```

Why does drop-out work?

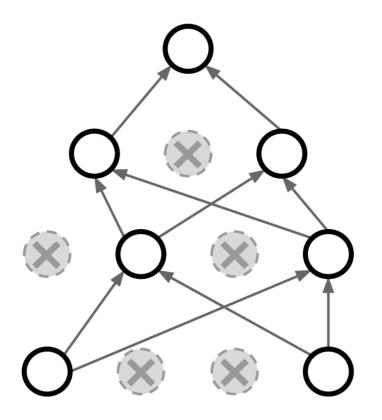
• Intuition: cannot rely on any one feature, so have to spread out weights



• Thus, shrinking the weights (W^TW) and shows similar effect to the L_2 regularization

Regularization: Dropout

How can dropout be a good idea?

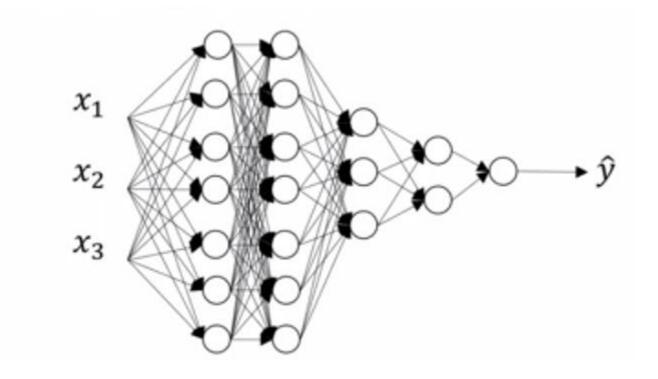


Forces the network to have a redundant representation; Prevents co-adaptation of features



Dropout on layers

- Different keep-prob can be used for different layers
 - However, more hyper-parameters are required



Regularization: Dropout

- How can this possibly be a good idea? (Another interpretation)
 - Dropout is training a large ensemble of models (that share parameters).
 - Each binary mask is one model
 - An FC layer with 4096 units has $2^{4096} \sim 10^{1233}$ possible masks!
 - Only $\sim 10^{82}$ atoms in the universe...

Dropout makes our output random!

Output Input (label) (image)
$$y = f_W(x,z) \quad \text{Random} \quad \text{mask}$$

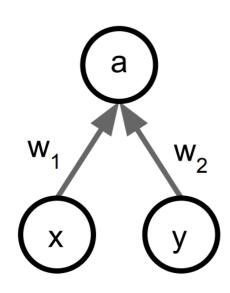
Want to "average out" the randomness at test-time

$$y = f(x) = E_z[f(x,z)] = \int p(z)f(x,z)dz$$

• But this integral seems hard ...

Want to approximate the integral

$$y = f(x) = E_z[f(x,z)] = \int p(z)f(x,z)dz$$

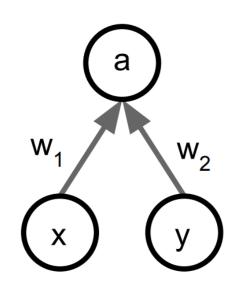


Consider a single neuron.

At test time we have: $E[a] = w_1x + w_2y$

Want to approximate the integral

$$y = f(x) = E_z[f(x,z)] = \int p(z)f(x,z)dz$$



Consider a single neuron.

At test time we have: $E[a] = w_1x + w_2y$

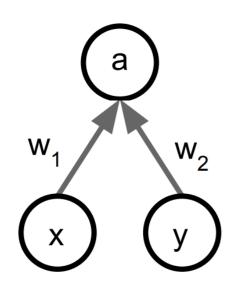
During training we have:

$$E[a] = \frac{1}{4}(w_1x + w_2y) + \frac{1}{4}(w_1x + 0y) + \frac{1}{4}(0x + 0y) + \frac{1}{4}(0x + w_2y) + \frac{1}{4}(0x + w_2y) + \frac{1}{4}(0x + w_2y)$$

$$= \frac{1}{2}(w_1x + w_2y)$$

Want to approximate the integral

$$y = f(x) = E_z[f(x,z)] = \int p(z)f(x,z)dz$$



Consider a single neuron.

At test time we have: $E[a] = w_1x + w_2y$

During training we have:

 $E[a] = \frac{1}{4}(w_1x + w_2y) + \frac{1}{4}(w_1x + 0y) + \frac{1}{4}(0x + 0y) + \frac{1}{4}(0x + w_2y)$

At test time, **multiply** by dropout probability

$$=\frac{1}{2}(w_1x+w_2y)$$

Making prediction at test time

No dropout is used during test time

• With dropout, the expected output of neuron will become $p \times a + (1$

Dropout summary

```
""" Vanilla Dropout: Not recommended implementation (see notes below) """
p = 0.5 # probability of keeping a unit active. higher = less dropout
def train step(X):
  """ X contains the data """
 # forward pass for example 3-layer neural network
 H1 = np.maximum(0, np.dot(W1, X) + b1)
 U1 = np.random.rand(*H1.shape) < p # first dropout mask
 H1 *= U1 # drop!
  H2 = np.maximum(0, np.dot(W2, H1) + b2)
 U2 = np.random.rand(*H2.shape) < p # second dropout mask
 H2 *= U2 # drop!
  out = np.dot(W3, H2) + b3
  # backward pass: compute gradients... (not shown)
  # perform parameter update... (not shown)
def predict(X):
  # ensembled forward pass
 H1 = np.maximum(0, np.dot(W1, X) + b1) * p # NOTE: scale the activations
 H2 = np.maximum(0, np.dot(W2, H1) + b2) * p # NOTE: scale the activations
  out = np.dot(W3, H2) + b3
```

Dropout Summary

drop in forward pass

scale at test time

Inverted dropout

- Since test-time performance is so critical, it is always preferable to use inverted dropout,
 - which performs the scaling at train time, leaving the forward pass at test time untouched.
 - Just divide the activation of each layer by keep-prob

Inverted dropout

```
p = 0.5 # probability of keeping a unit active. higher = less dropout
def train_step(X):
  # forward pass for example 3-layer neural network
 H1 = np.maximum(0, np.dot(W1, X) + b1)
  U1 = (np.random.rand(*H1.shape) < p) / p # first dropout mask. Notice /p!
  H1 *= U1 # drop!
  H2 = np.maximum(0, np.dot(W2, H1) + b2)
 U2 = (np.random.rand(*H2.shape) < p) / p # second dropout mask. Notice /p!
 H2 *= U2 # drop!
  out = np.dot(W3, H2) + b3
 # backward pass: compute gradients... (not shown)
  # perform parameter update... (not shown)
def predict(X):
  # ensembled forward pass
 H1 = np.maximum(0, np.dot(W1, X) + b1) # no scaling necessary
 H2 = np.maximum(0, np.dot(W2, H1) + b2)
 out = np.dot(W3, H2) + b3
```

test time is unchanged!

Dropout issues

- If your NN is significantly overfitting, dropout usually help must to prevent overfitting
- Training takes longer time but provides better generalization
 - If your NN is not overfitting, bigger NN with dropout can help

- The cost function is no longer well defined.
- Gradcheck by turning off the dropout

• Training: Add some kind of randomness Testing: $\hat{y} = f(x, z; W)$

Average out randomness (sometimes approximate)

$$\hat{y} = E_z[f(x,z;W)] = \int p(z)f(x,z;W)dz$$

• Training: Add some kind of randomness Testing: $\hat{y} = f(x, z; W)$

Example: Batch Normalization

Training: Normalize using stats from random mini-batches

Average out randomness (sometimes approximate)

$$\hat{y} = E_z[f(x,z;W)] = \int p(z)f(x,z;W)dz$$

Testing: Use fixed stats to normalize

Getting more training data can be expensive

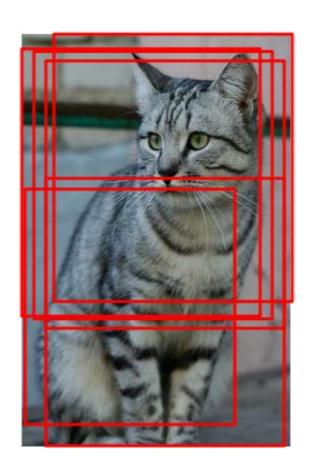
 But, sometimes we can generate more training examples from the datasets

Horizontal flip



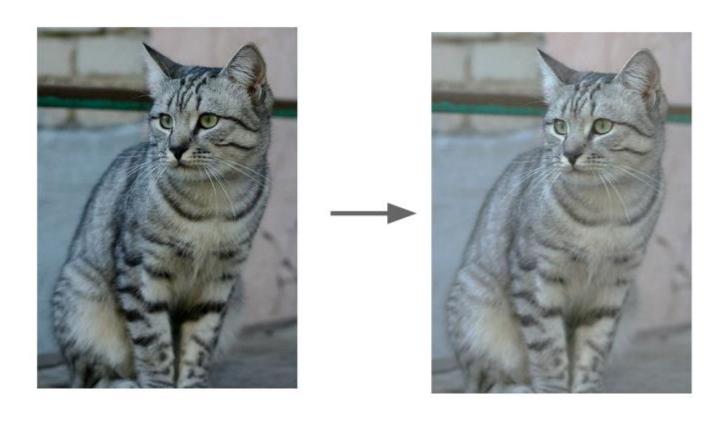


- Random crops and scales
- Training: sample random crops / scales
 - ResNet:
 - 1. Pick random L in range [256, 480]
 - 2. Resize training image, short side = L
 - 3. Sample random 224 x 224 patch
- Testing: average a fixed set of crops
 - ResNet:
 - 1. Resize image at 5 scales: {224, 256, 384, 480, 640}
 - 2. For each size, use 10 224 x 224 crops: 4 corners + center, + flips



• Color Jitter

Simple: Randomize contrast and brightness



- Random mix/combinations of :
 - Translation
 - Rotation
 - Stretching
 - Shearing

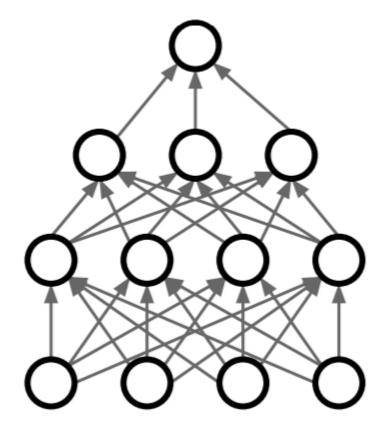
— ...

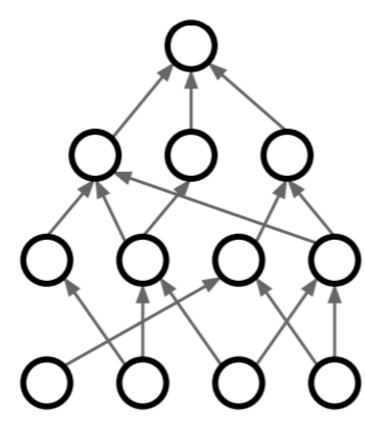
- Training: Add random noise
- Testing: Marginalize over the noise

- Examples:
 - Dropout
 - Batch Normalization
 - Data Augmentation

- Training: Add random noise
- Testing: Marginalize over the noise

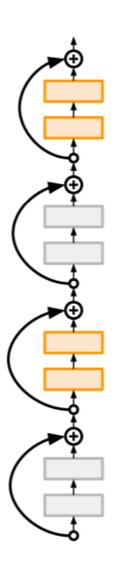
- Examples:
 - Dropout
 - Batch Normalization
 - Data Augmentation
 - Dropconnect

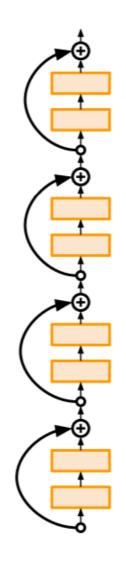




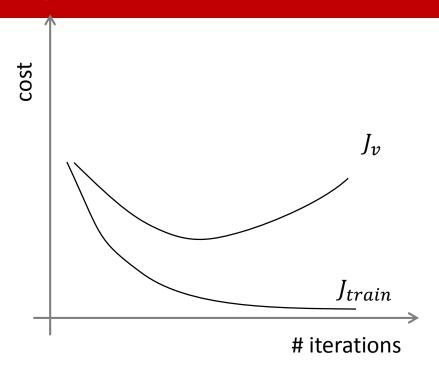
- Training: Add random noise
- Testing: Marginalize over the noise

- Examples:
 - Dropout
 - Batch Normalization
 - Data Augmentation
 - Dropconnect
 - Stochastic depth





Early stopping



- Similar to L2 regularization
- Thinks about approximation and generalization tasks separately
 - By stopping gradient descent early breaks whatever you are doing to optimize cost function
- © Advantage is that it needs running gradient descent process just once

Model ensembles

1. Train multiple independent models

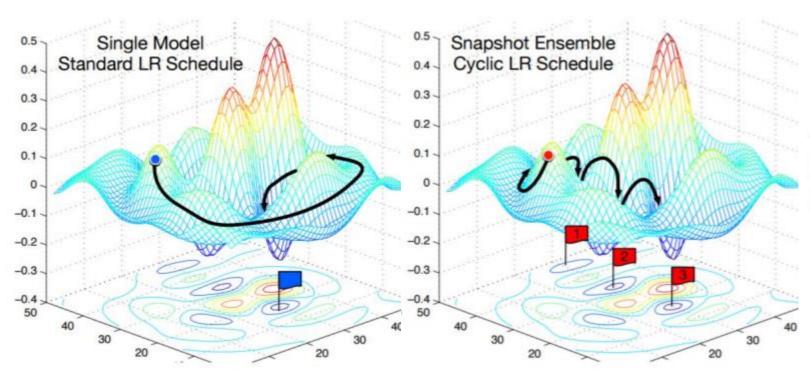
2. At test time average their results

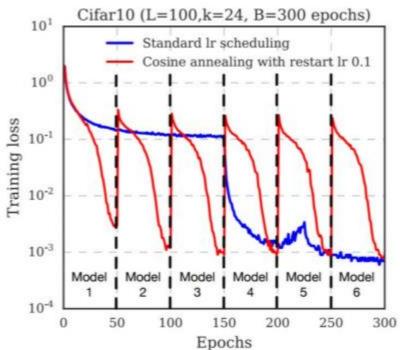
Model ensembles

- Train multiple independent models, and at test time average their predictions.
 - improving the performance by a few percent
- Candidates
 - Same model, different initializations (after selecting the best hyperparameters)
 - Top models discovered during cross-validation
 - Different checkpoints of a single model (If training is very expensive)
 - maybe limited success to form an ensemble.
 - Running average of parameters during training
 - maintains an exponentially decaying sum of previous weights during training.

Model ensembles: Tips and tricks

 Instead of training independent models, use multiple snapshots of a single model during training!





Cyclic learning rate schedules can make this work even better!

Loshchilov and Hutter, "SGDR: Stochastic gradient descent with restarts", arXiv 2016 Huang et al, "Snapshot ensembles: train 1, get M for free", ICLR 2017 Figures copyright Yixuan Li and Geoff Pleiss, 2017. Reproduced with permission.

Model ensembles: Tips and tricks

 Instead of using actual parameter vector, keep a moving average of the parameter vector and use that at test time (Polyak averaging)

```
while True:
    data_batch = dataset.sample_data_batch()
    loss = network.forward(data_batch)
    dw = network.backward()
    w += - learning rate * dw
    w_test = 0.995*w_test + 0.005*w # use for test set
```

Hyperparameter selection

- Finding a good set of hyperparameters to provide better convergence
 - initial learning rate α
 - regularization strength (L2 penalty, dropout strength)
 - # of hidden units and # of layers
 - mini-batch size
 - decay schedule (such as the decay constant), update type
 - parameters of optimization algorithms (momentum, adam, ...)
 - These are usually fixed to $\beta_1=0.9$, $\beta_2=0.999$, and $\epsilon=10^{-8}$ or 10^{-7}

Hyperparameter search

- Larger Neural Networks typically require a long time to train
 - so performing hyperparameter search can take many days/weeks

• A single validation set of respectable size substantially simplifies the code base, without the need for cross-validation with multiple folds

Cross-validation strategy

- coarse -> fine cross-validation in stages
 - Zoom in to smaller region of hyperparameters and sample very densely in them

- First stage: only a few epochs to get rough idea of what params work
- Second stage: longer running time, finer search ... (repeat as necessary)

For example: run coarse search for 5 epochs

```
val_acc: 0.412000, lr: 1.405206e-04, reg: 4.793564e-01, (1 / 100)
val_acc: 0.214000, lr: 7.231888e-06, reg: 2.321281e-04, (2 / 100)
val_acc: 0.208000, lr: 2.119571e-06, reg: 8.011857e+01, (3 / 100)
val_acc: 0.196000, lr: 1.551131e-05, reg: 4.374936e-05, (4 / 100)
val_acc: 0.079000, lr: 1.753300e-05, reg: 1.200424e+03, (5 / 100)
val_acc: 0.223000, lr: 4.215128e-05, reg: 4.196174e+01, (6 / 100)
val_acc: 0.441000, lr: 1.750259e-04, reg: 2.110807e-04, (7 / 100)
val_acc: 0.241000, lr: 6.749231e-05, reg: 4.226413e+01, (8 / 100)
val_acc: 0.482000, lr: 4.296863e-04, reg: 6.642555e-01, (9 / 100)
val_acc: 0.079000, lr: 5.401602e-06, reg: 1.599828e+04, (10 / 100)
val_acc: 0.154000, lr: 1.618508e-06, reg: 4.925252e-01, (11 / 100)
```

nice

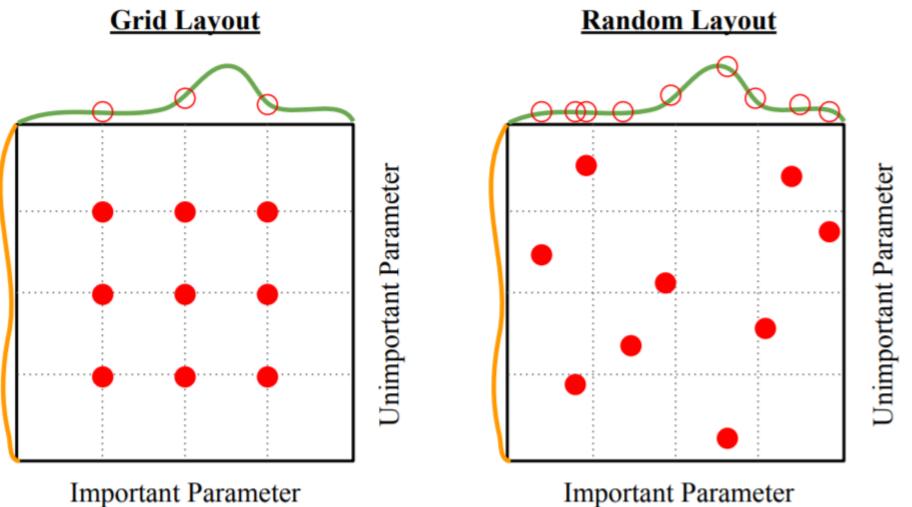
Now run finer search

```
max count = 100
                                               adjust range
                                                                               max count = 100
for count in xrange(max count):
                                                                               for count in xrange(max count):
      reg = 10**uniform(-5, 5)
                                                                                     reg = 10**uniform(-4, 0)
      lr = 10**uniform(-3, -6)
                                                                                     lr = 10**uniform(-3, -4)
                    val acc: 0.527000, lr: 5.340517e-04, reg: 4.097824e-01, (0 / 100)
                    val acc: 0.492000, lr: 2.279484e-04, reg: 9.991345e-04, (1 / 100)
                    val acc: 0.512000, lr: 8.680827e-04, reg: 1.349727e-02, (2 / 100)
                    val acc: 0.461000, lr: 1.028377e-04, reg: 1.220193e-02, (3 / 100)
                    val acc: 0.460000, lr: 1.113730e-04, reg: 5.244309e-02, (4 / 100)
                    val acc: 0.498000, lr: 9.477776e-04, reg: 2.001293e-03, (5 / 100)
                    val acc: 0.469000, lr: 1.484369e-04, reg: 4.328313e-01, (6 / 100)
                    val acc: 0.522000, lr: 5.586261e-04, reg: 2.312685e-04, (7 / 100)
                    val acc: 0.530000, lr: 5.808183e-04, reg: 8.259964e-02, (8 / 100)
                    val acc: 0.489000, lr: 1.979168e-04, reg: 1.010889e-04, (9 / 100)
                    val acc: 0.490000, lr: 2.036031e-04, reg: 2.406271e-03, (10 / 100)
                    val acc: 0.475000, lr: 2.021162e-04, reg: 2.287807e-01, (11 / 100)
                                                                                               But this best
                    val acc: 0.460000, lr: 1.135527e-04, reg: 3.905040e-02, (12 / 100)
                                                                                               cross-validation result is
                    val acc: 0.515000, lr: 6.947668e-04, reg: 1.562808e-02, (13 / 100)
                    val acc: 0.531000, lr: 9.471549e-04, reg: 1.433895e-03, (14 / 100)
                                                                                               worrying. Why?
                    val acc: 0.509000, lr: 3.140888e-04, reg: 2.857518e-01, (15 / 100)
                    val acc: 0.514000, lr: 6.438349e-04, reg: 3.033781e-01, (16 / 100)
                    val acc: 0.502000, lr: 3.921784e-04, reg: 2.707126e-04, (17 / 100)
                                                                                              Careful with best values
                    val acc: 0.509000, lr: 9.752279e-04, reg: 2.850865e-03, (18 / 100)
                    val acc: 0.500000, lr: 2.412048e-04, reg: 4.997821e-04, (19 / 100)
                                                                                              on border
                    val acc: 0.466000, lr: 1.319314e-04, reg: 1.189915e-02, (20 / 100)
```

val acc: 0.516000, lr: 8.039527e-04, reg: 1.528291e-02, (21 / 100)

Random search vs. grid search

Random Search for Hyper-Parameter Optimization Bergstra and Bengio, 2012



Random search

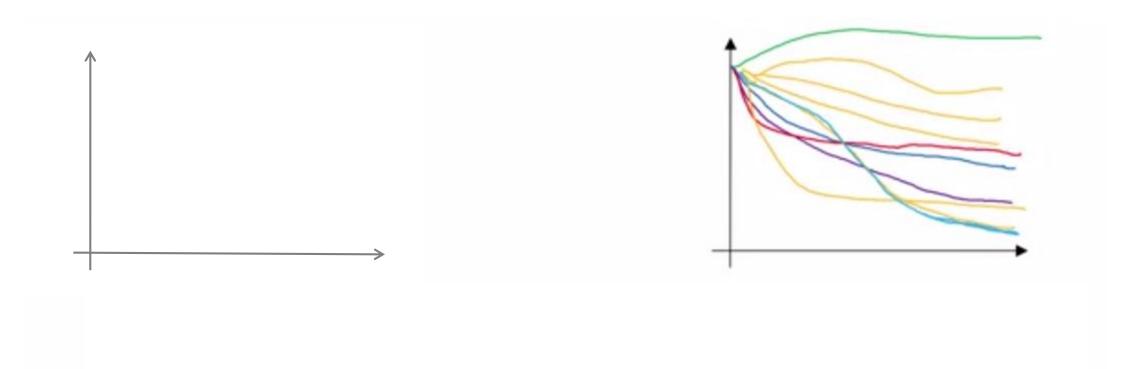
- Random search is more effective and richly exploring when:
 - The performance may not be such sensitive to the value of all hyperparameters (some parameters are actually much more important)
 - We don't know it in advance
 - More distinct values of the more important hyperparameter are tried.
 - Especially when the number of hyperparameters becomes larger

Babysitting one model vs. training models in parallel

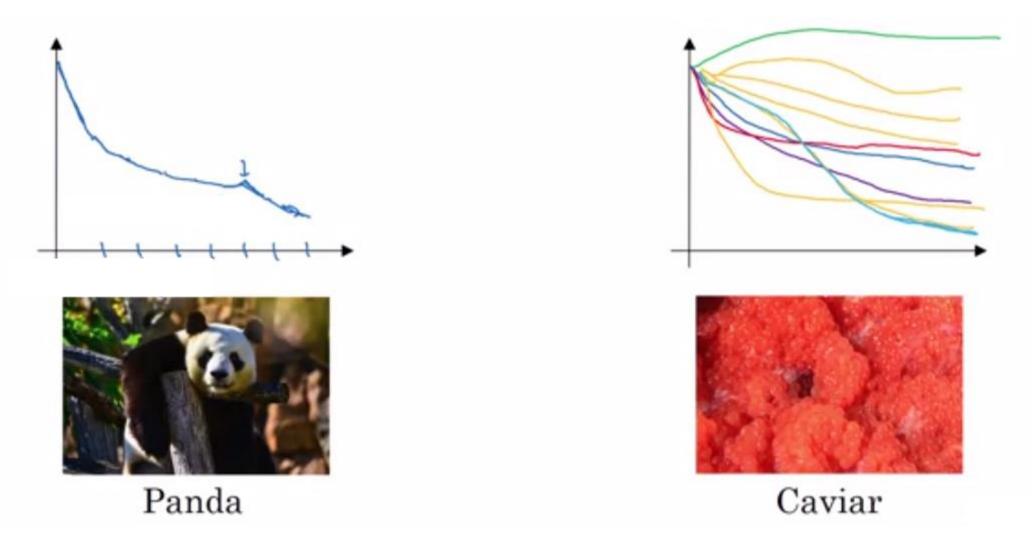
- When we do not have sufficient computational resources to train a lot of models
 - Watching performance of one model during the time and tune its parameters by nudging them up and down
- Train many different models in parallel (with different hyperparameetrs) and just pick the one that works best

 Babysitting one model called Panda while training many models in parallel called Cavier approach for selecting hyperparameters

Babysitting one model vs. training models in parallel



Babysitting one model vs. training models in parallel



[Andrew Ng, Deep Learning Specialization, 2017] © 2017 Coursera Inc.

Resources

- Deep Learning Book, Chapter 8.
- Please see the following note:
 - http://cs231n.github.io/neural-networks-3/