

UNIVERSITÄT  
HEIDELBERG



# Machine Learning for Biochemistry

L2, Structural Bioinformatics

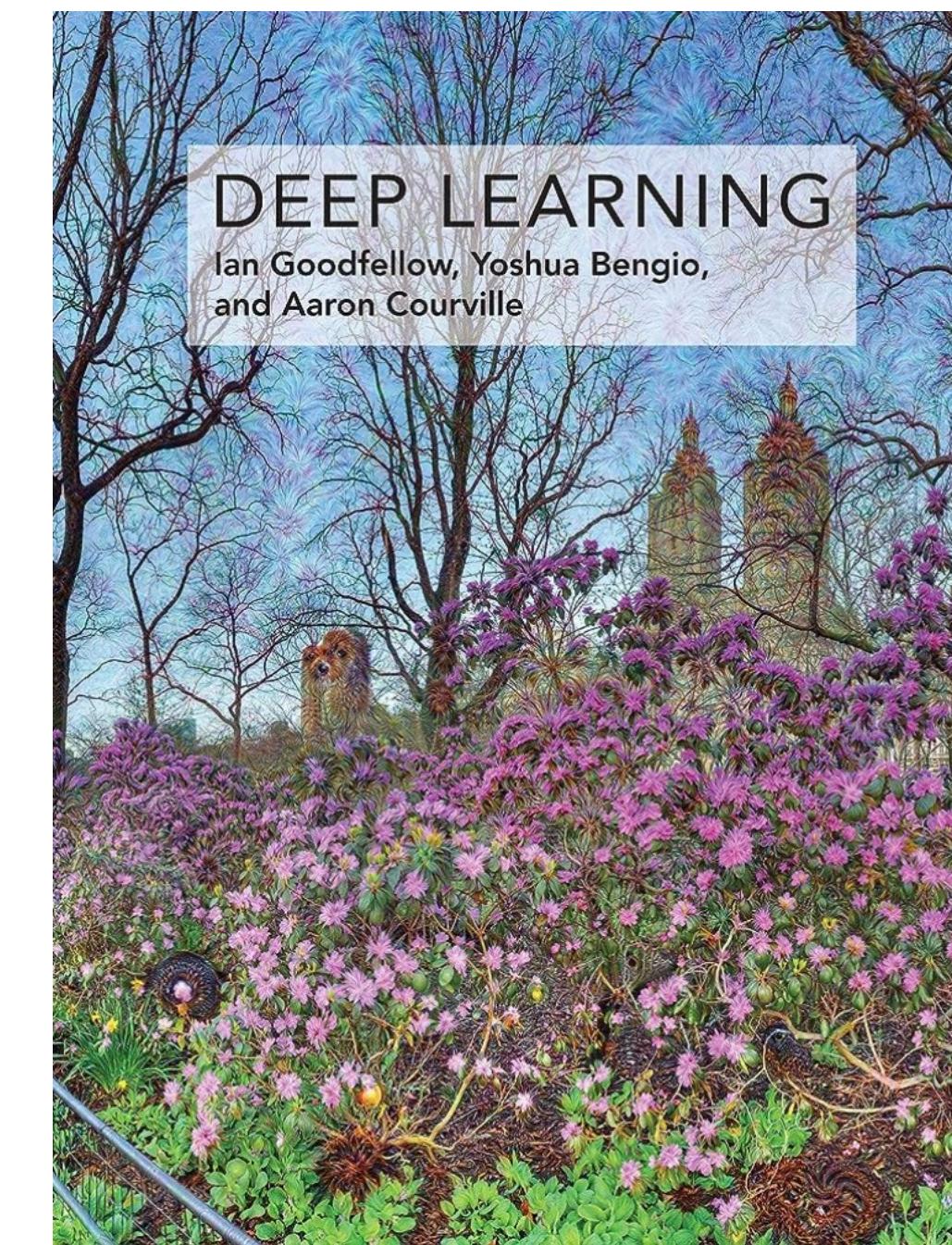
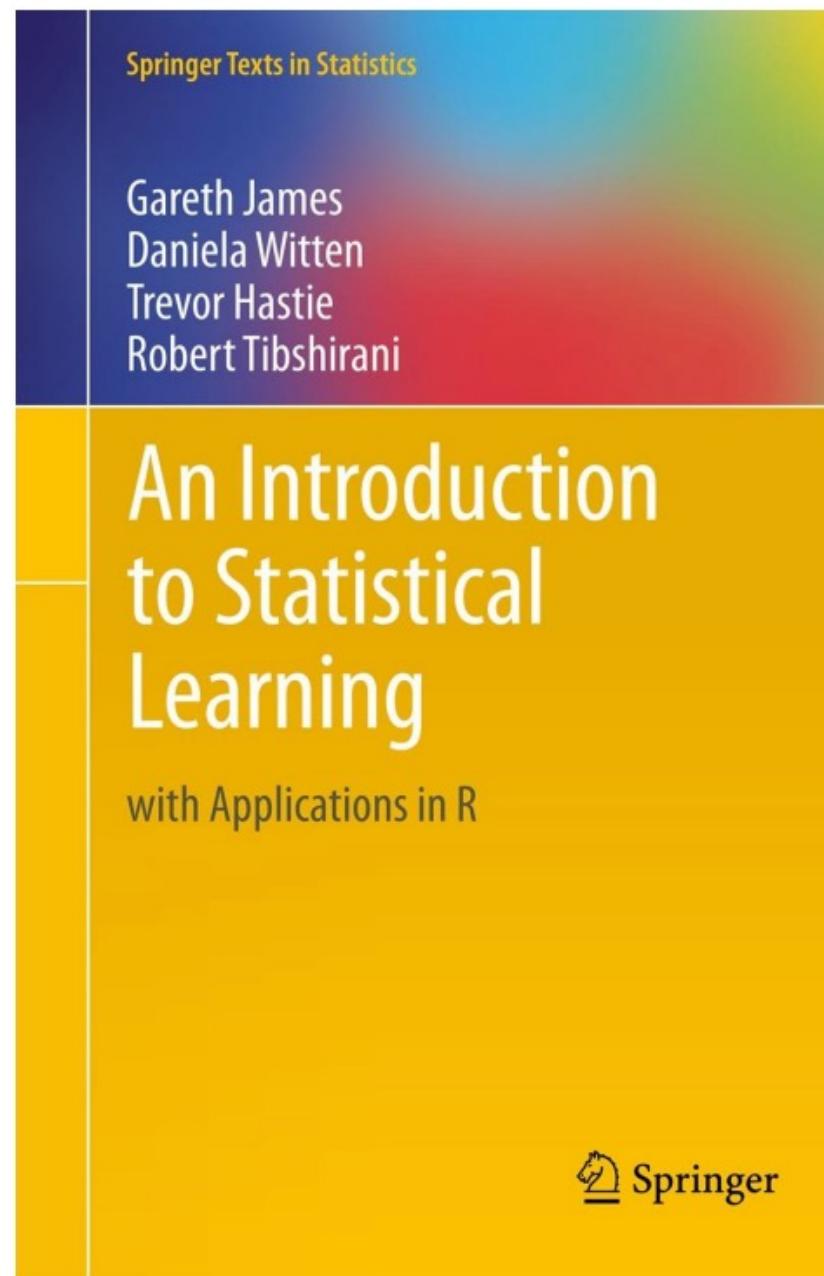
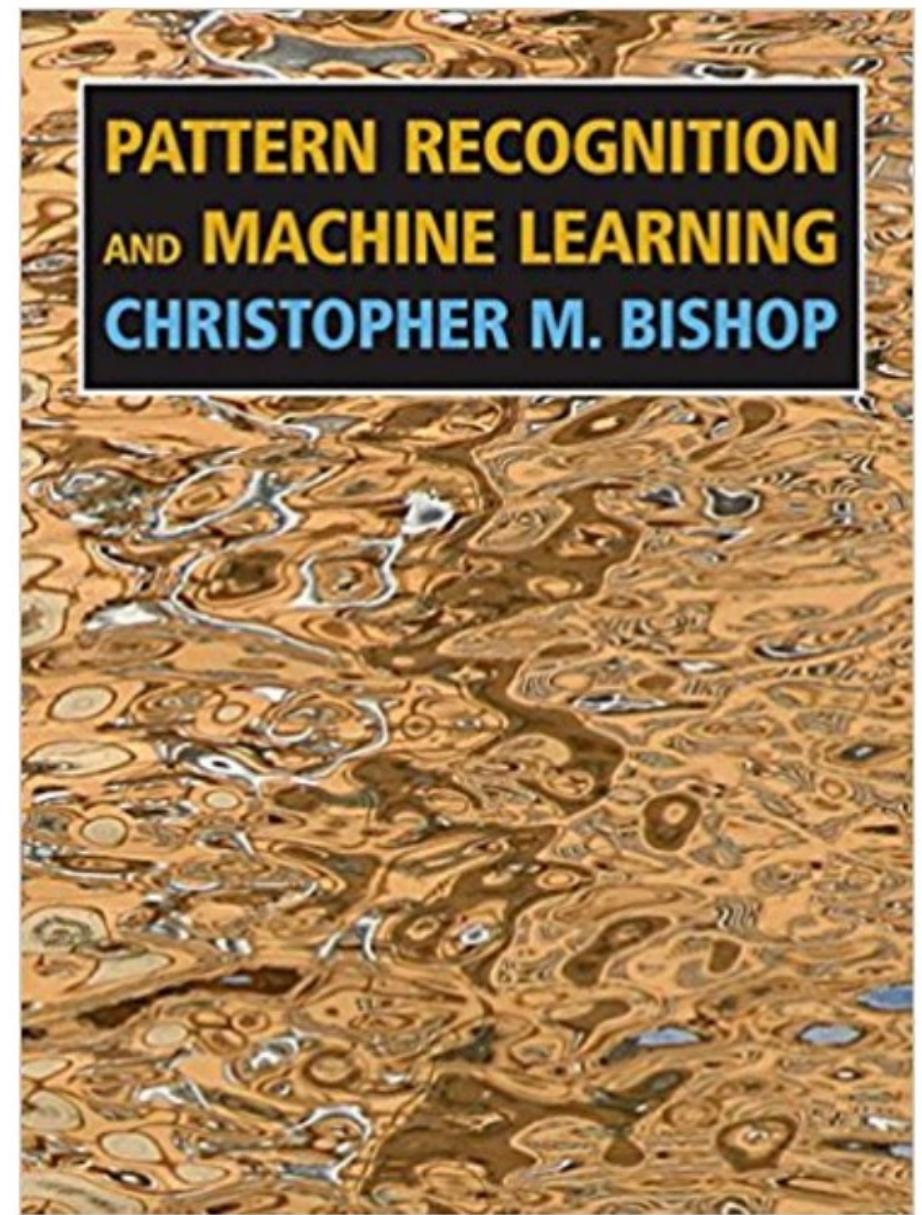
WiSe 2023/24, Heidelberg University

# Overview

1. Types of Machine Learning
2. Linear Models
3. Gradient Descent
4. Deep Learning
5. Outlook for what's to come

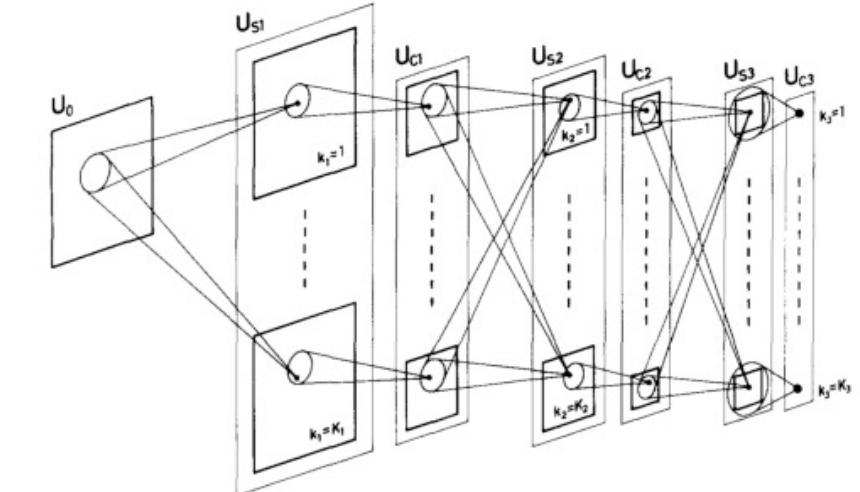
# Book Recommendations

## The Classics



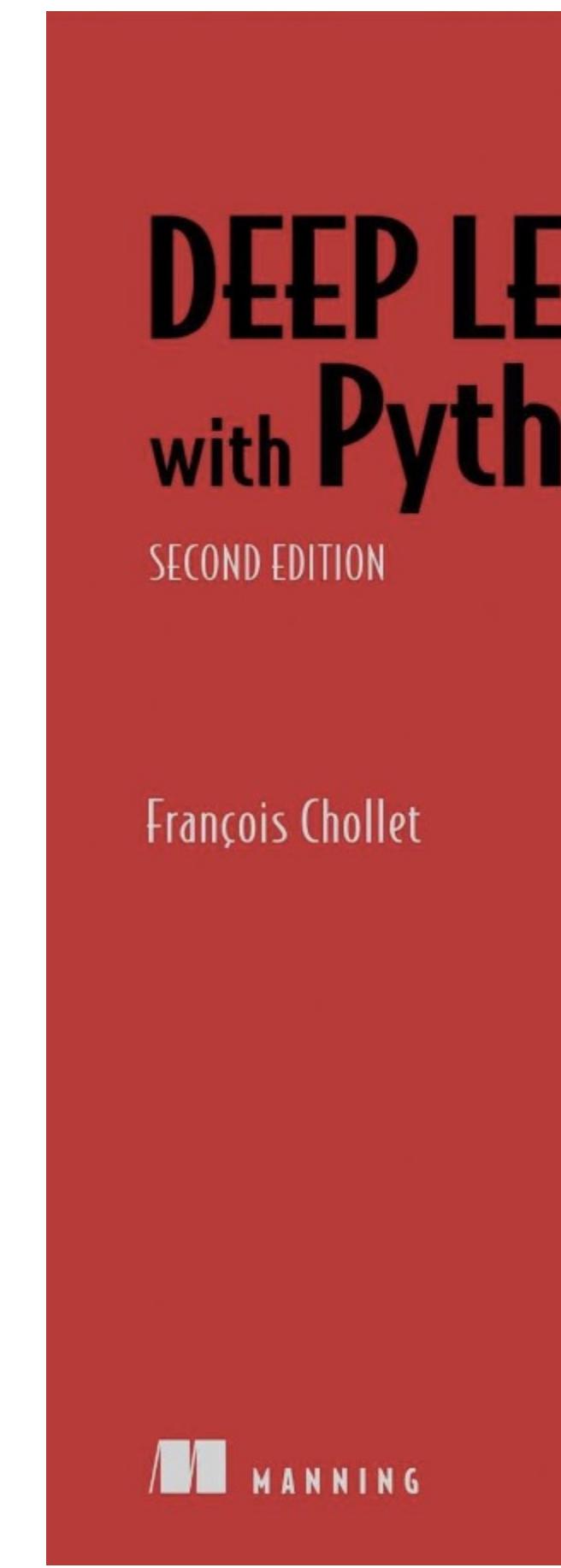
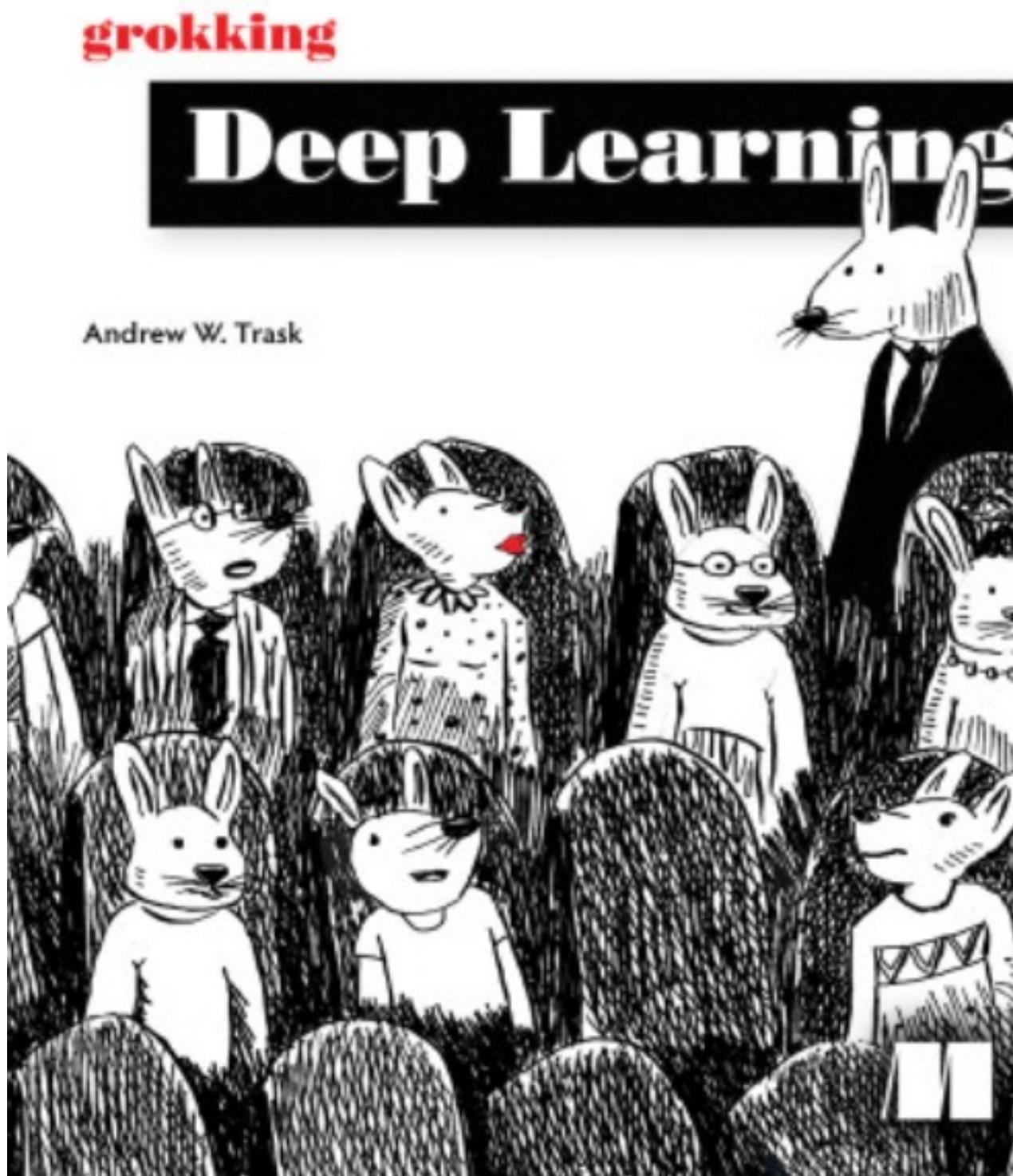
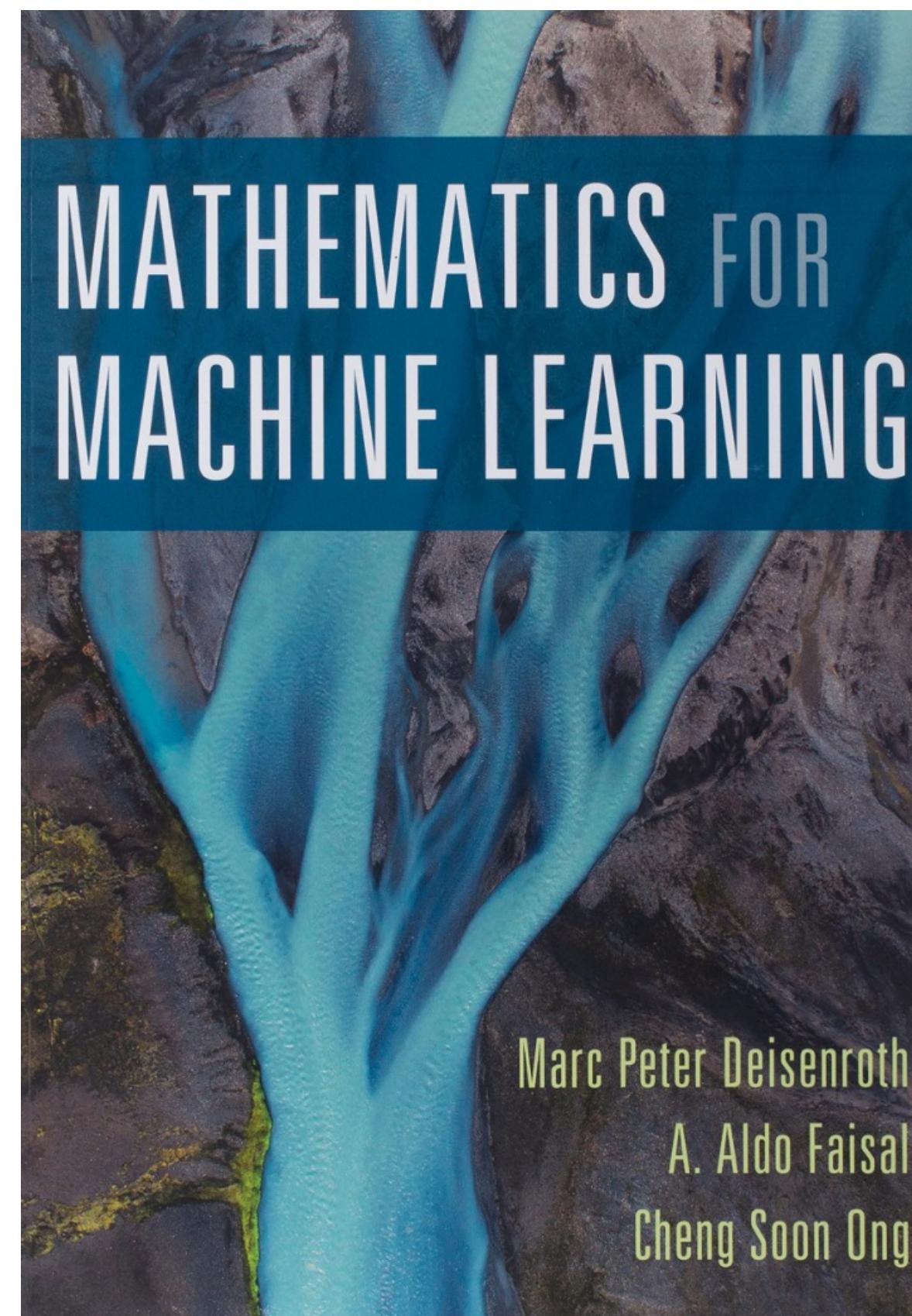
The Little Book  
of  
Deep Learning

François Fleuret

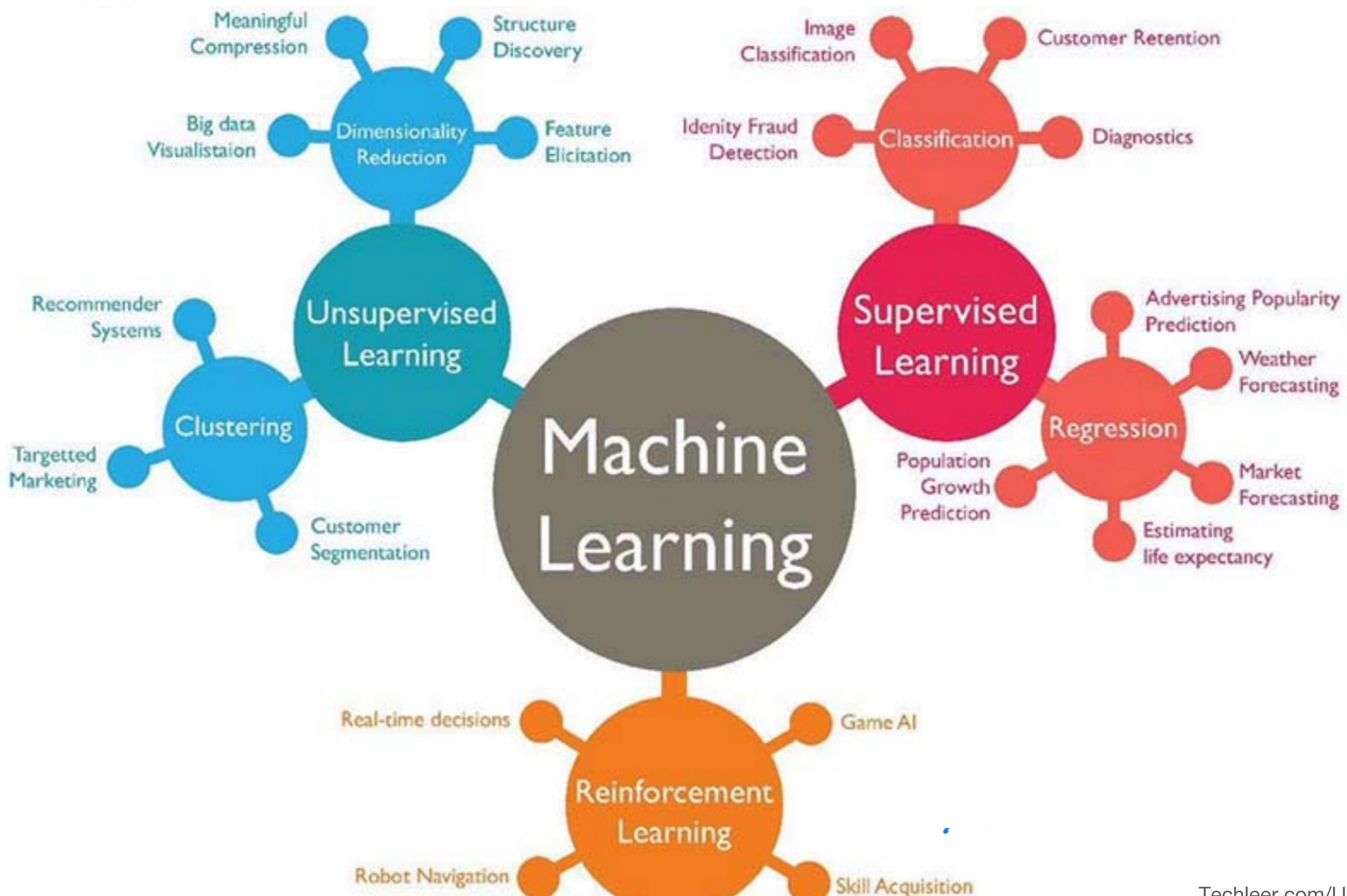


# Book Recommendations

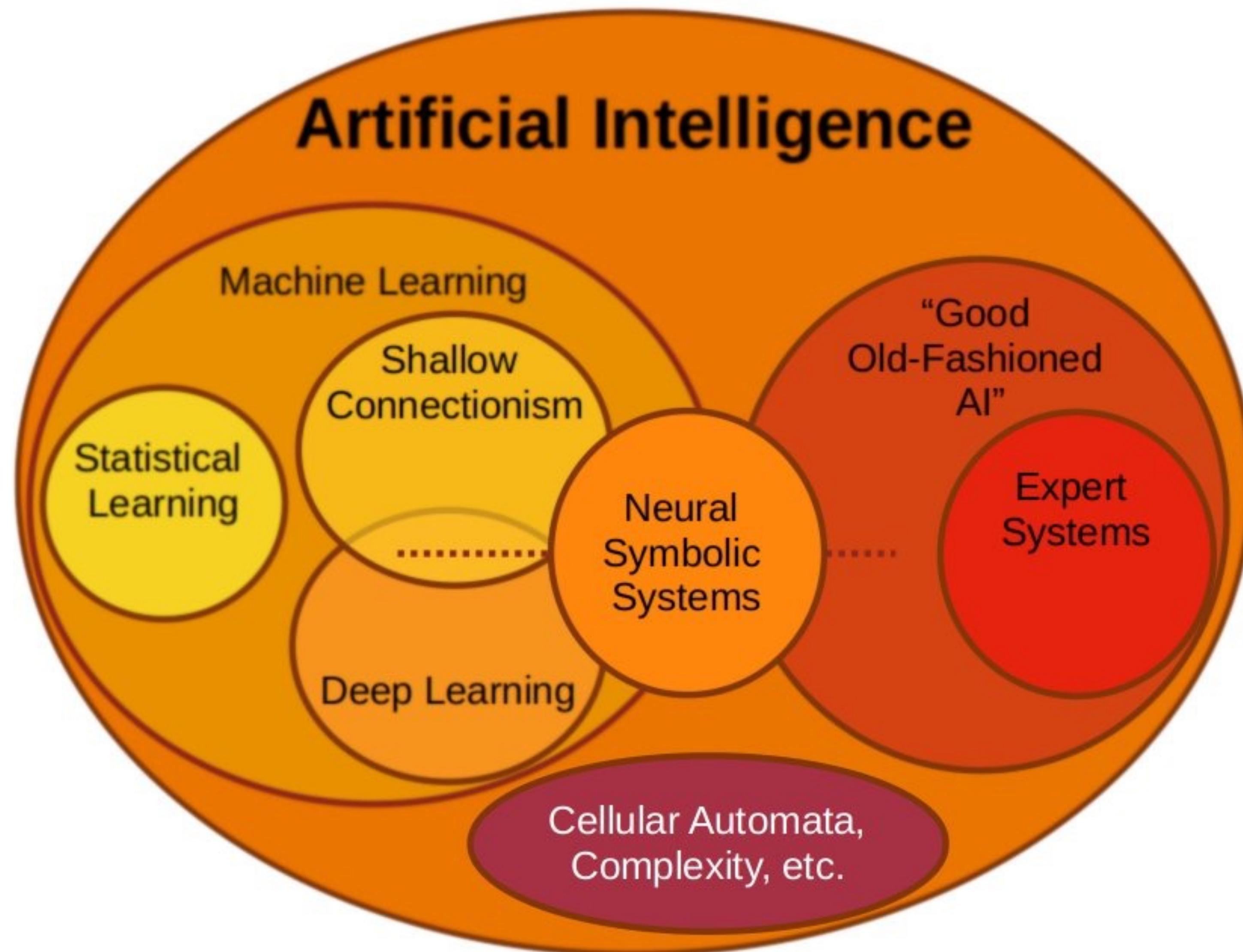
Background and more introductory books



# 1 Types of Machine Learning



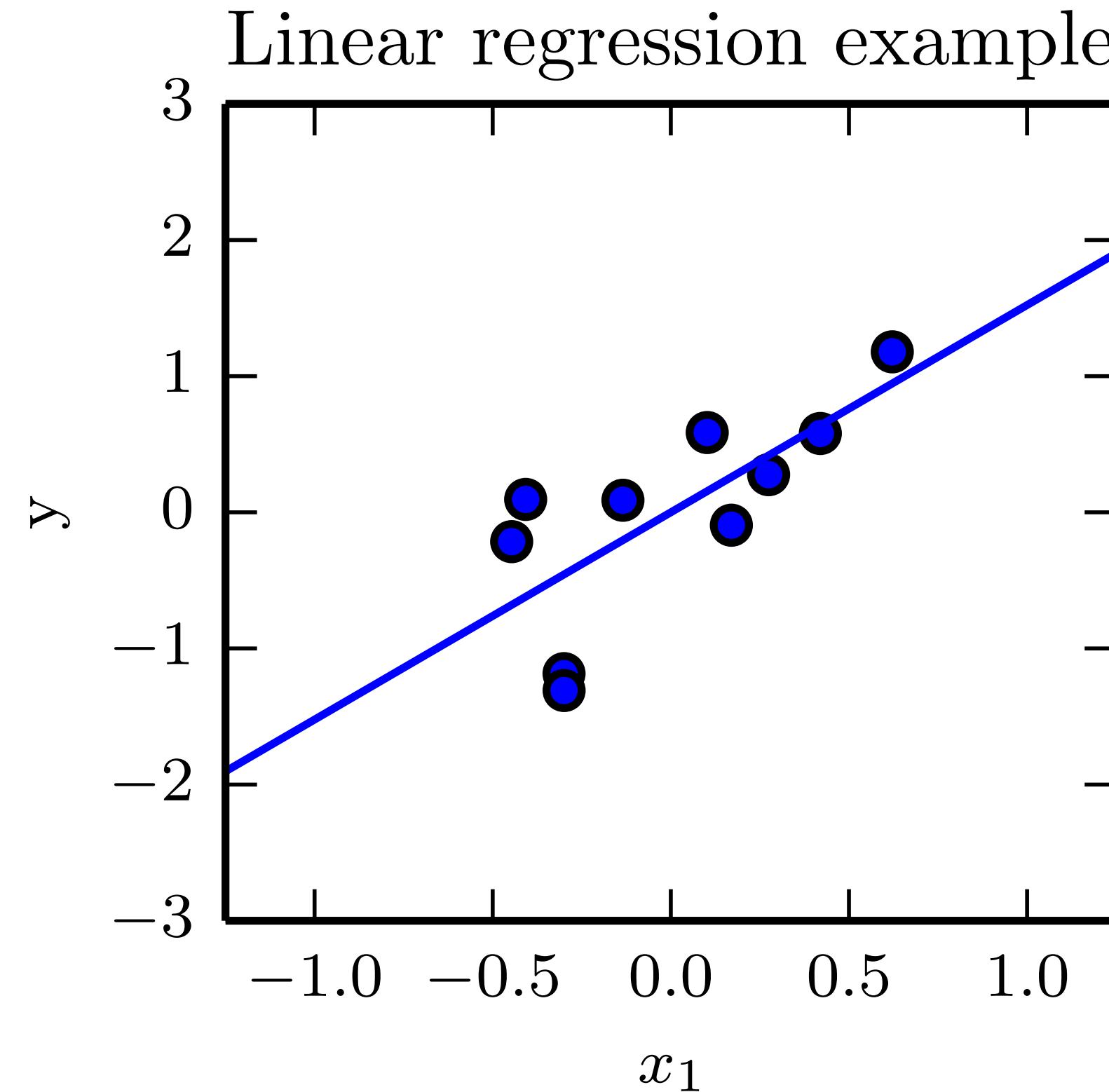
# AI is more than just Deep Learning



# 2 Linear Models

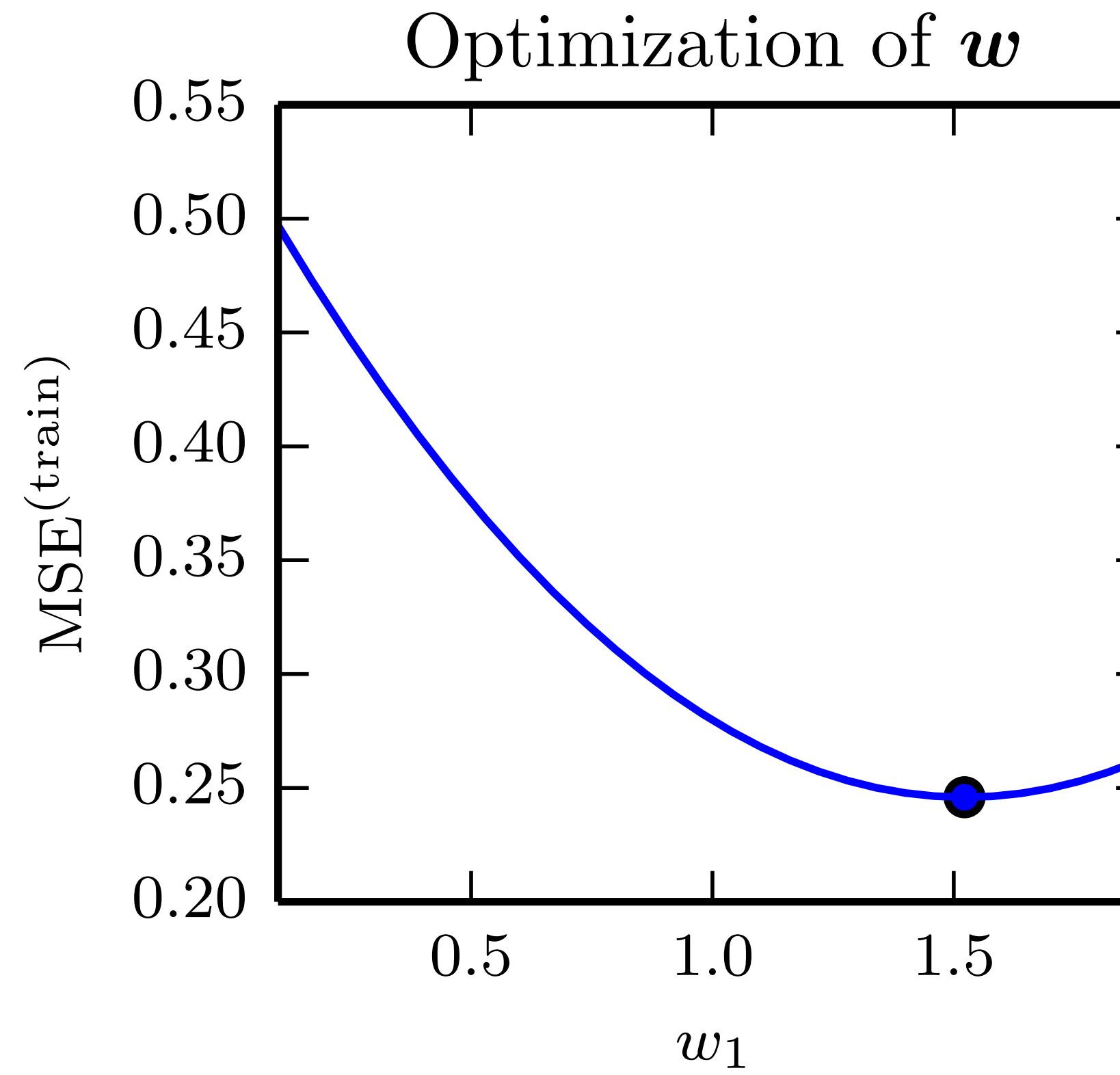
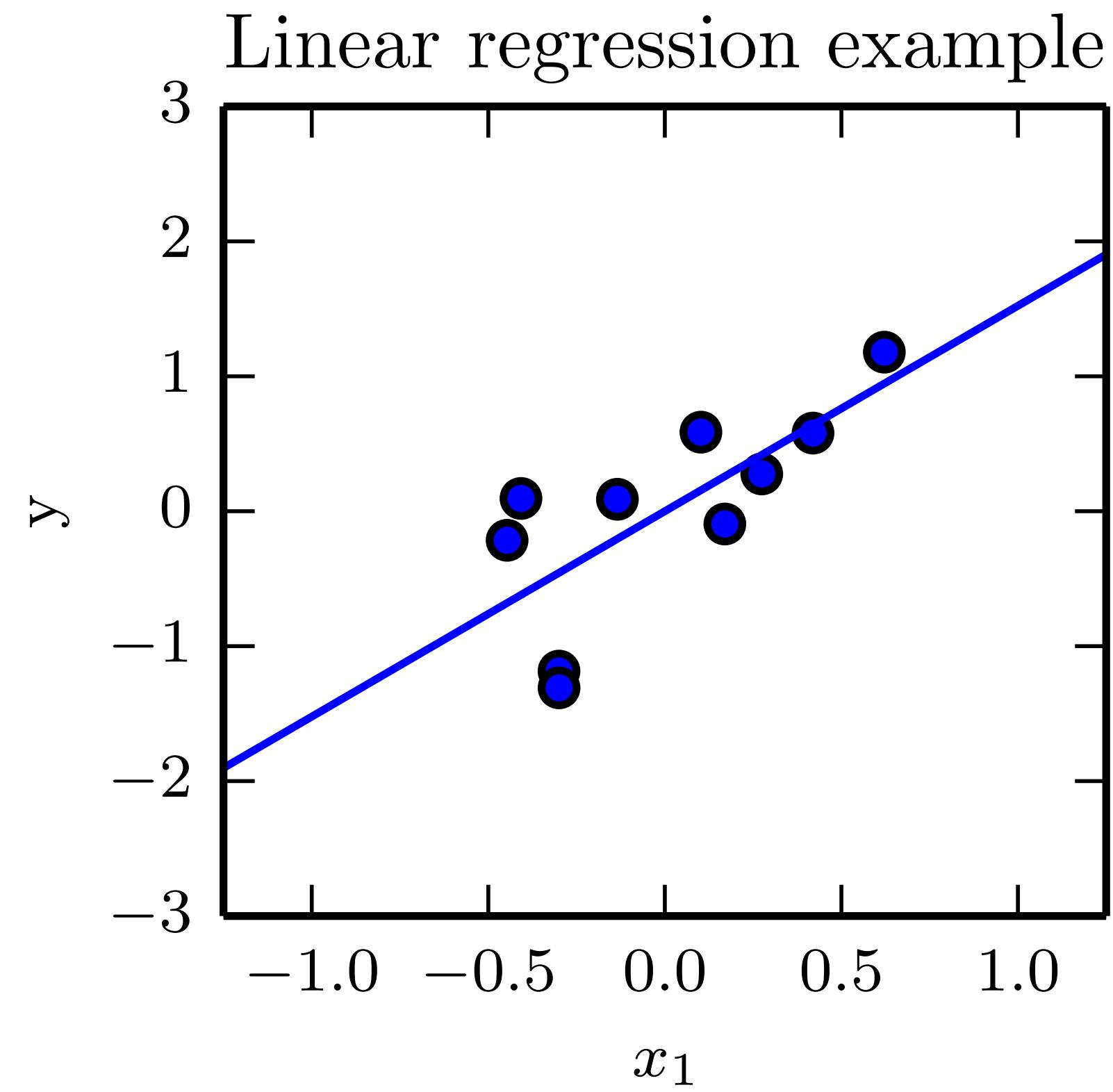
# What is a linear model?

Adjust your free parameter based on some loss



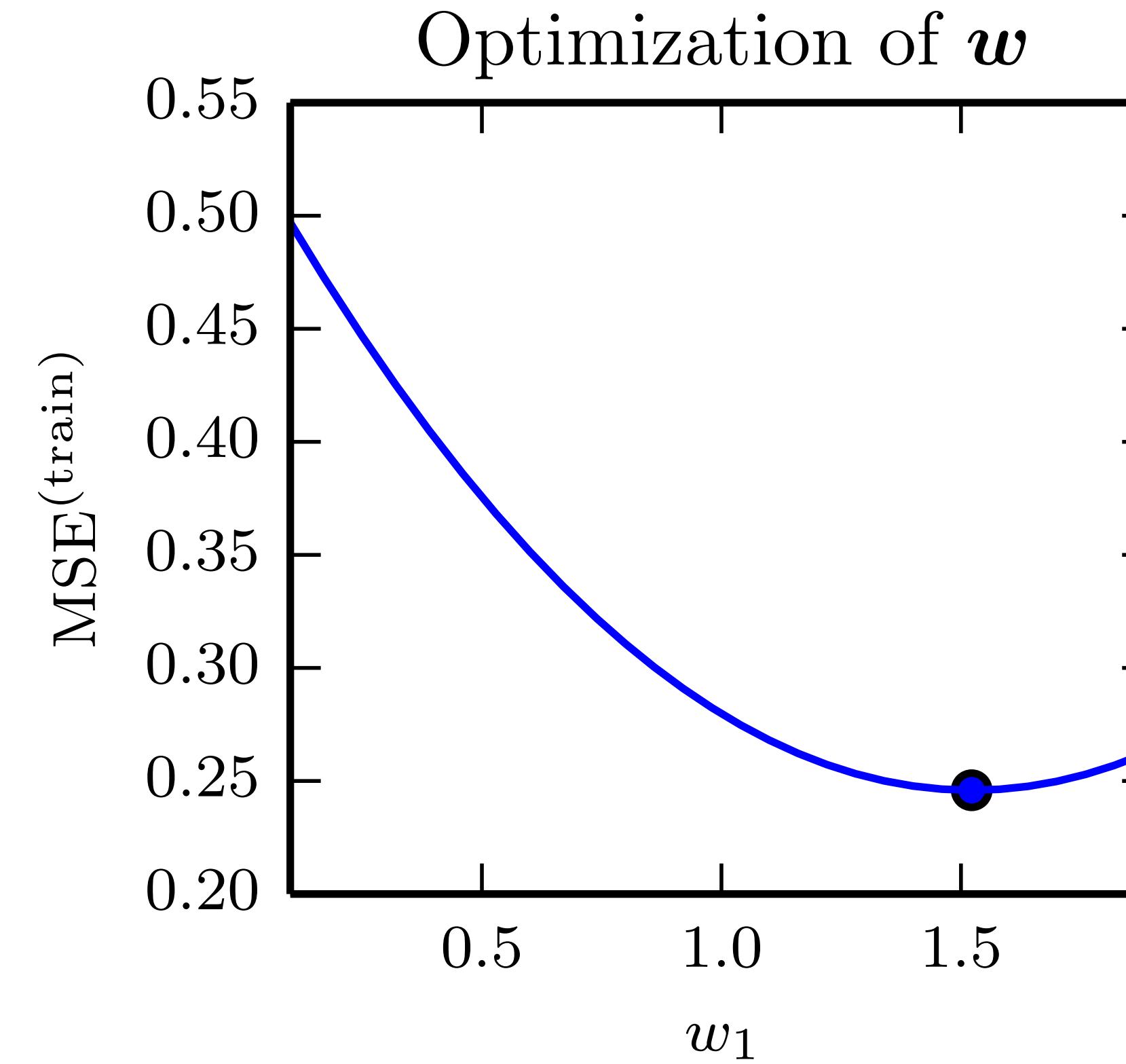
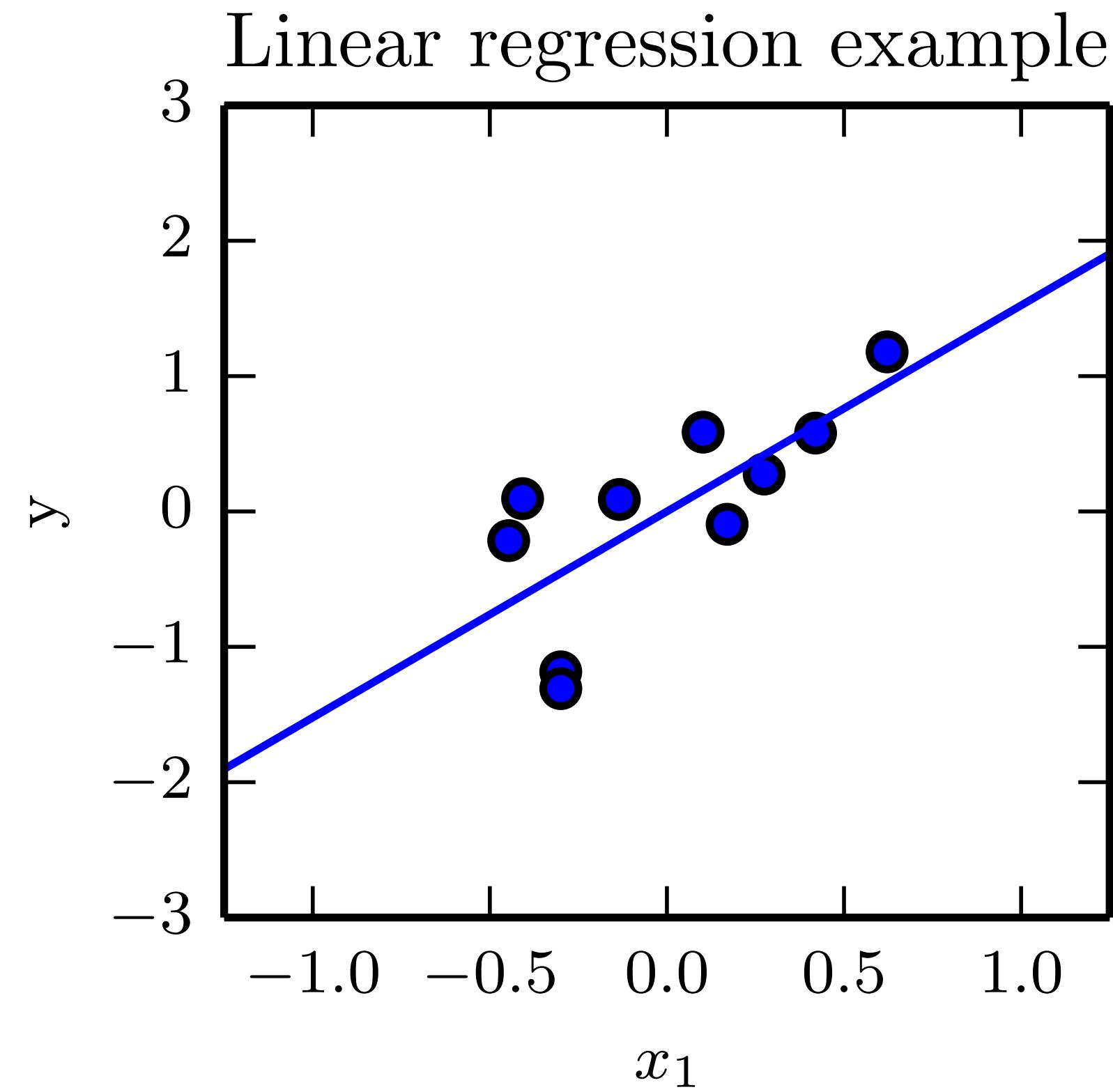
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# What is a linear model?

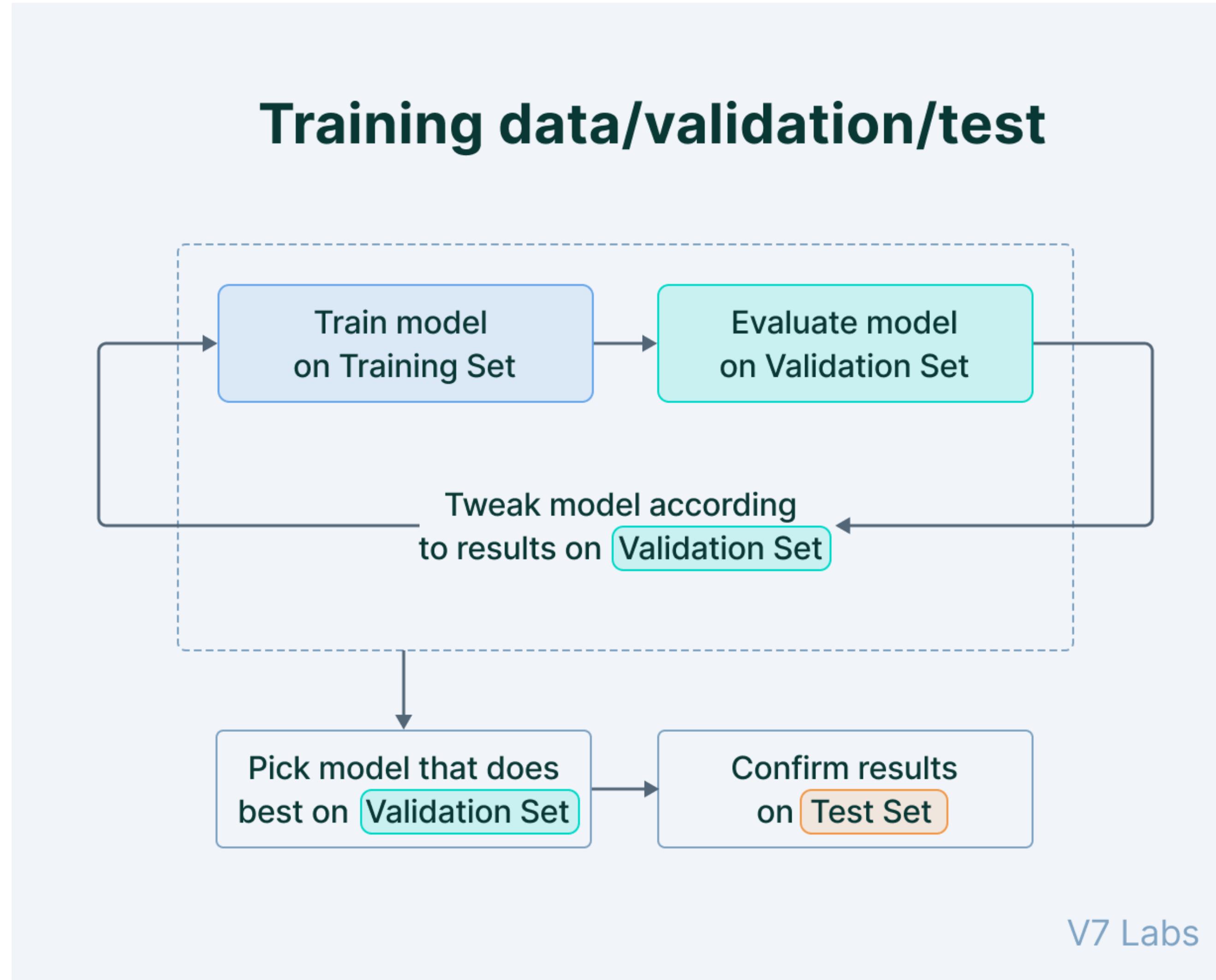
Adjust your free parameter based on some loss



MSE (Mean-squared error):  $L[f] := \sum_{x \in X} (f(x; \theta) - y(x))^2$

# What is a train versus a test dataset?

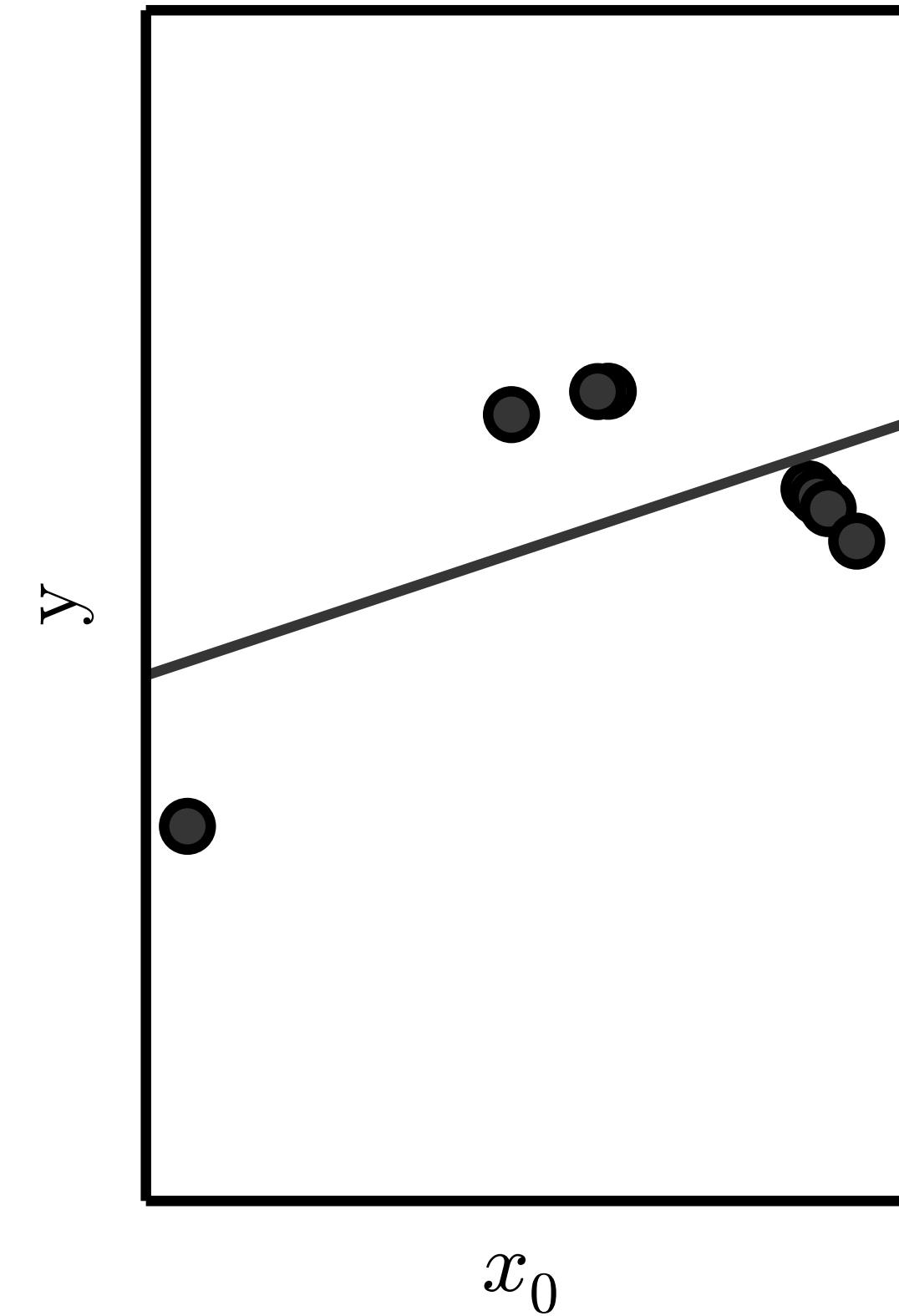
Evaluate how well your model generalises



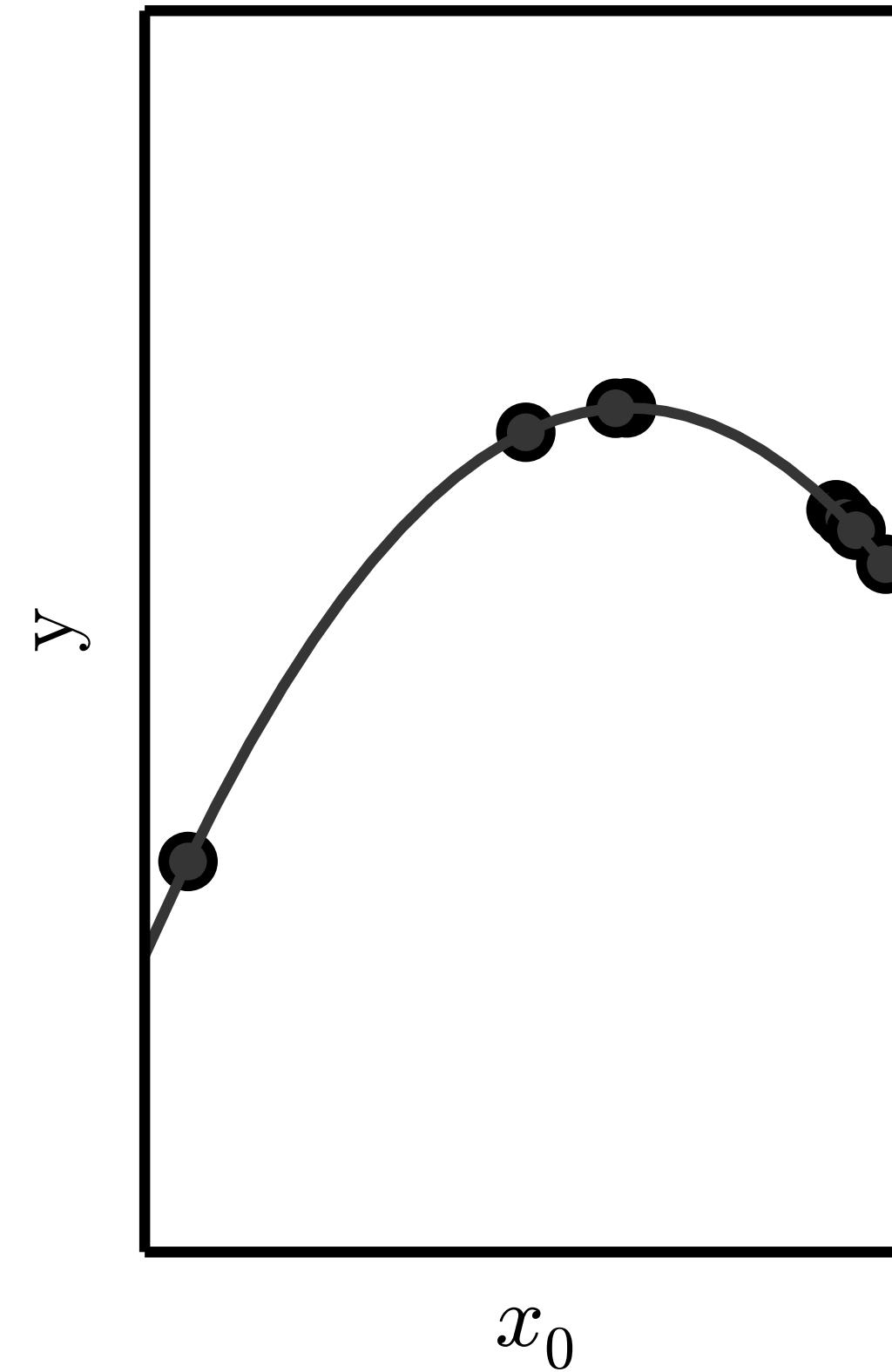
# Why limit yourself to linear models?

Varying the degree of basis function results in different fits

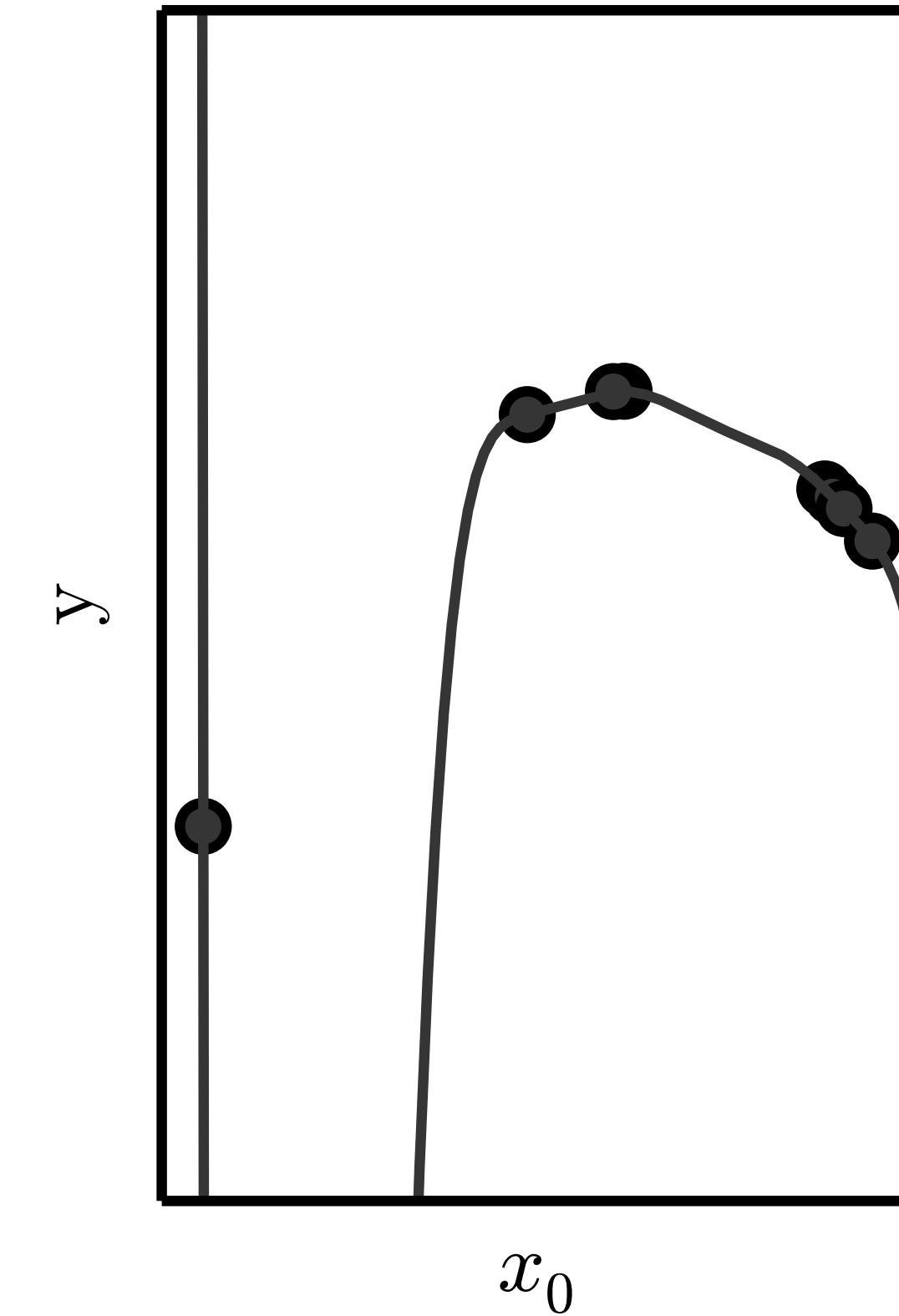
Underfitting



Appropriate capacity

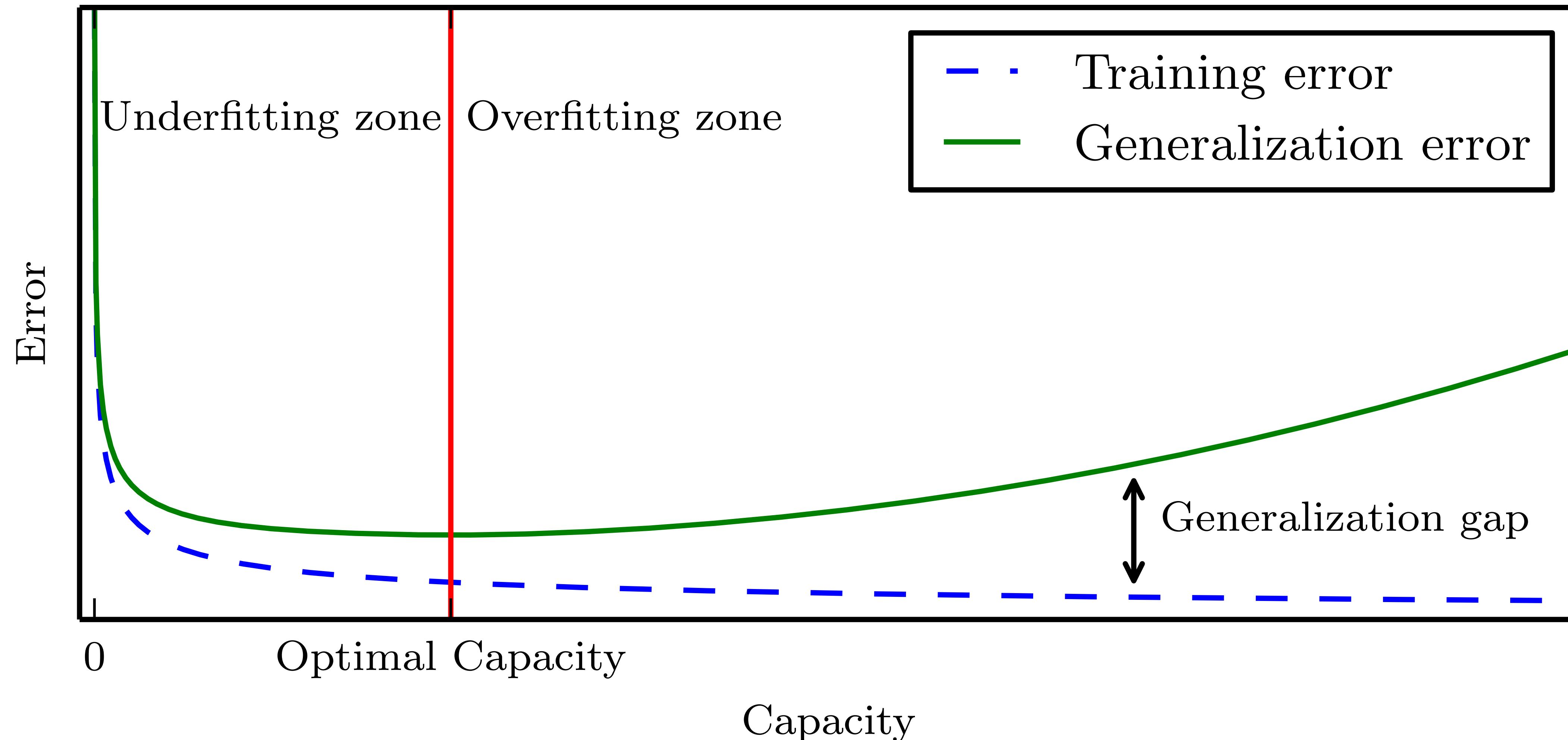


Overfitting



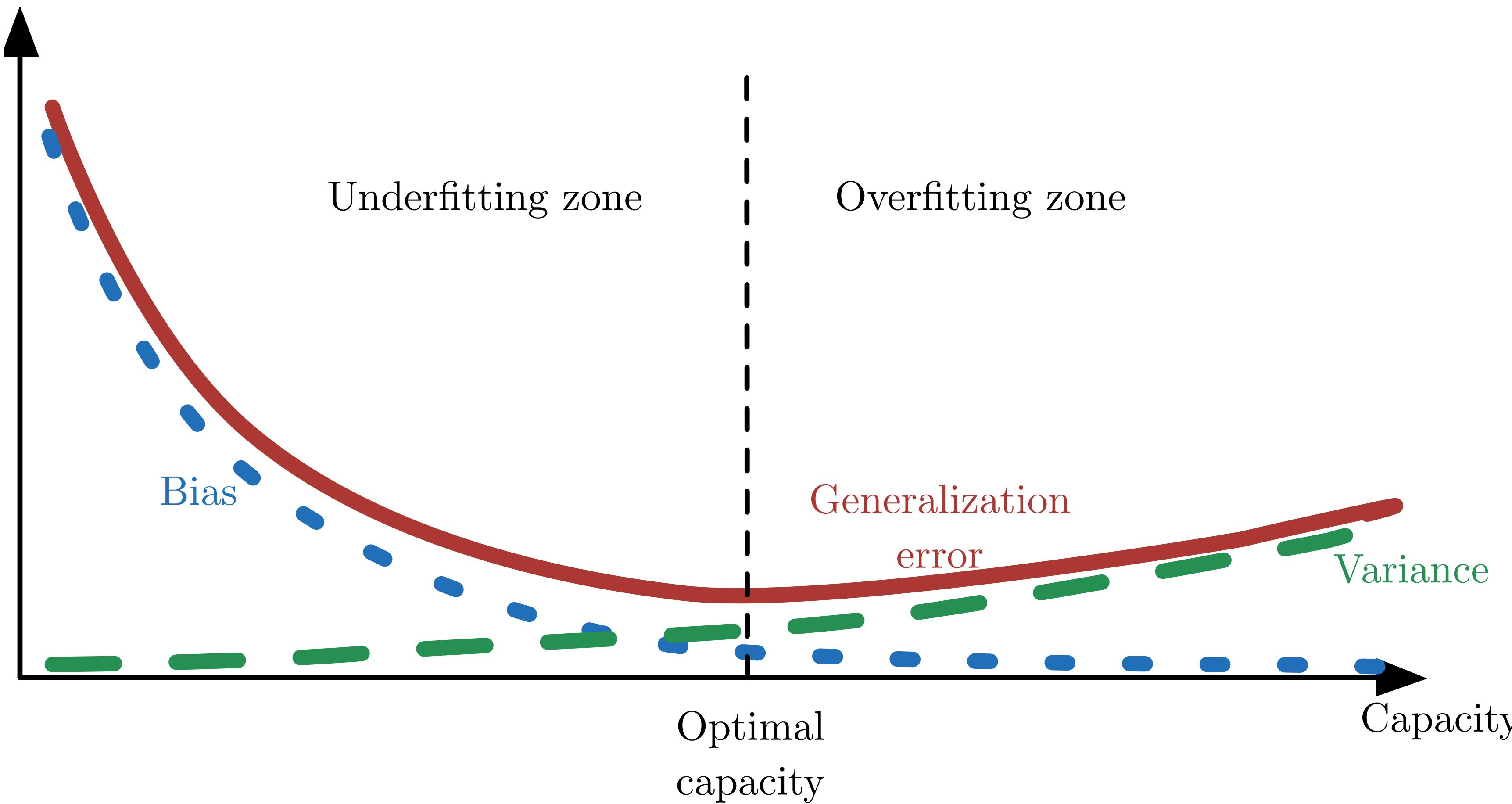
# Always look at your test set!

Machine learning models like to overfit your data



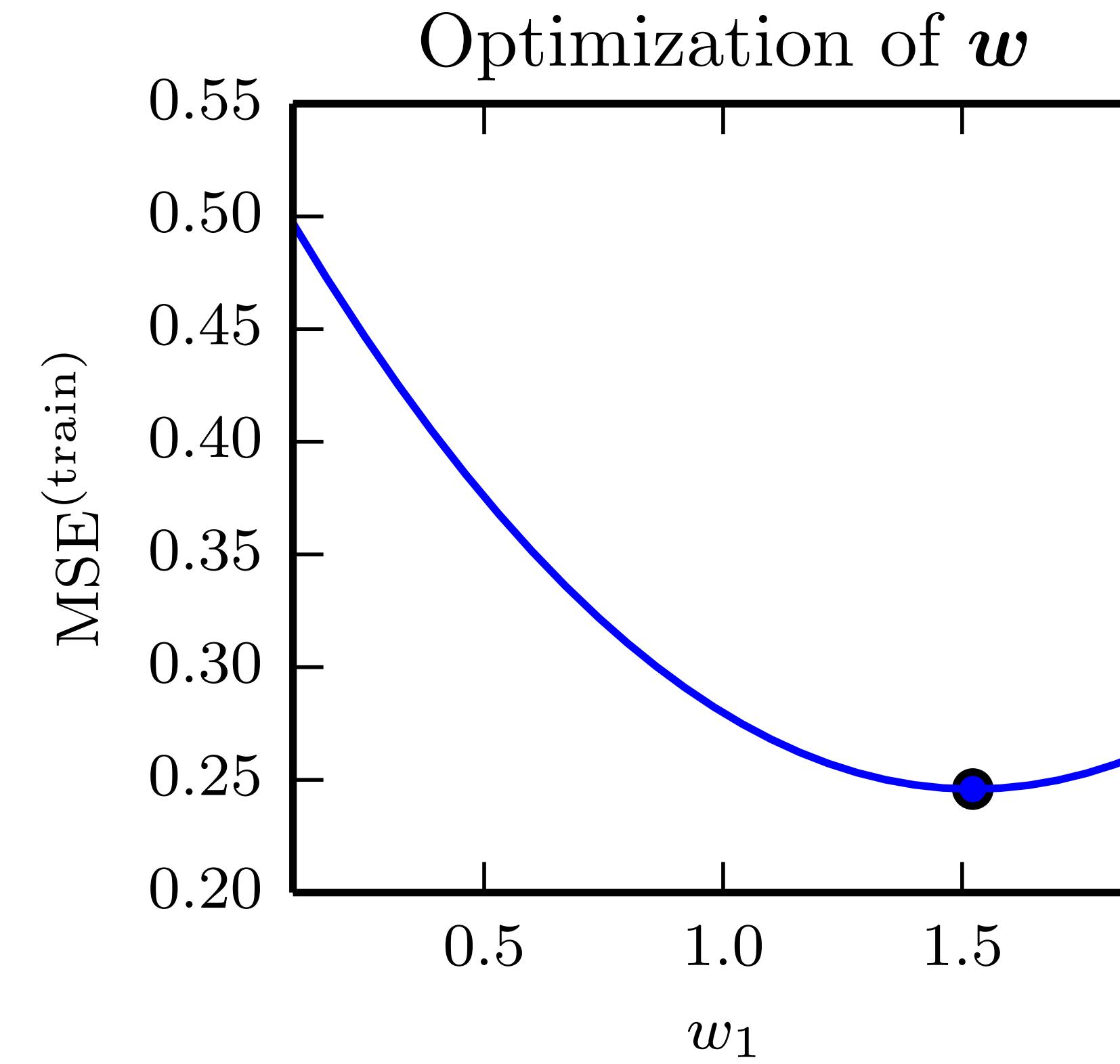
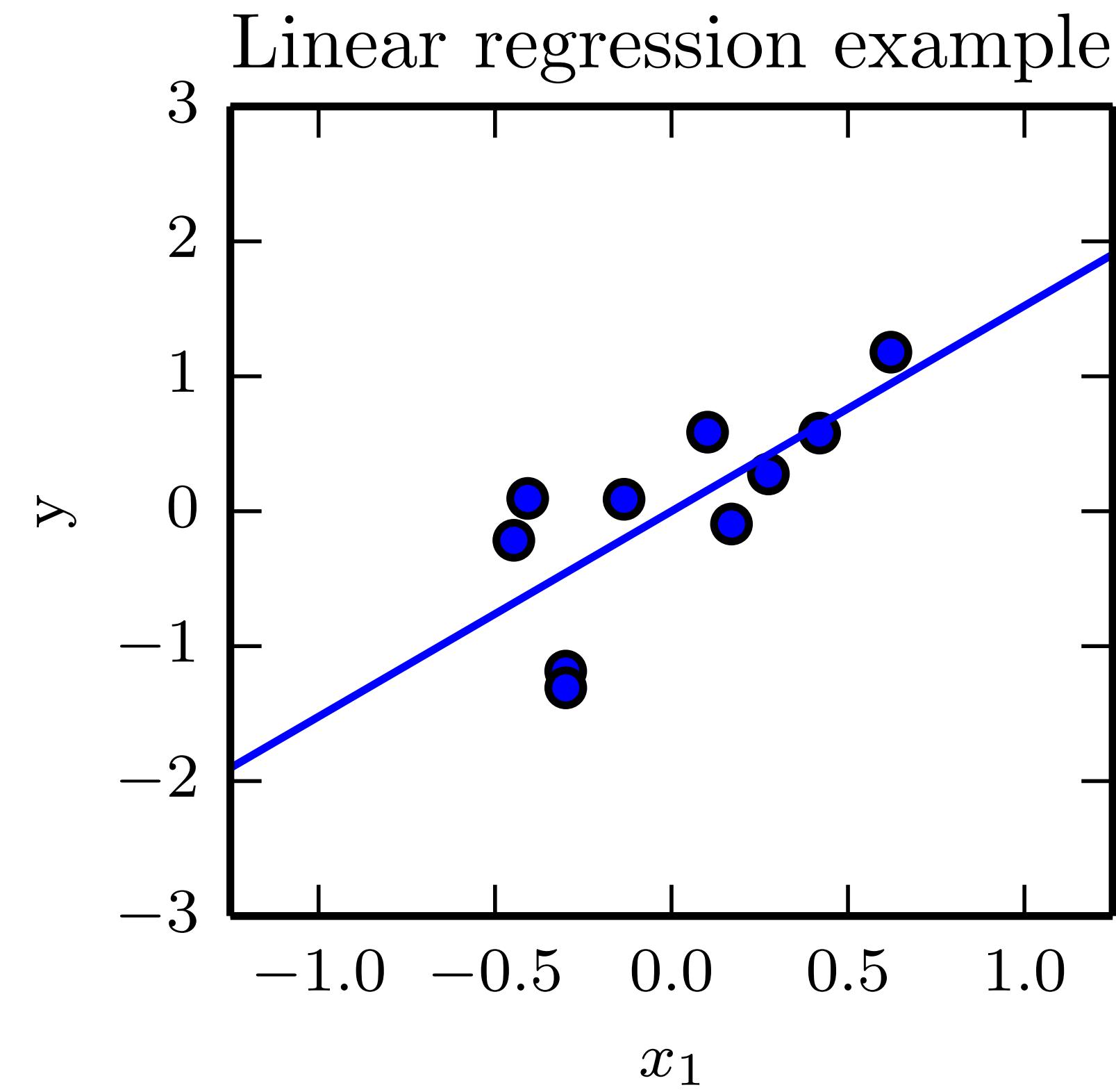
# The Bias-Variance Trade-Off

B



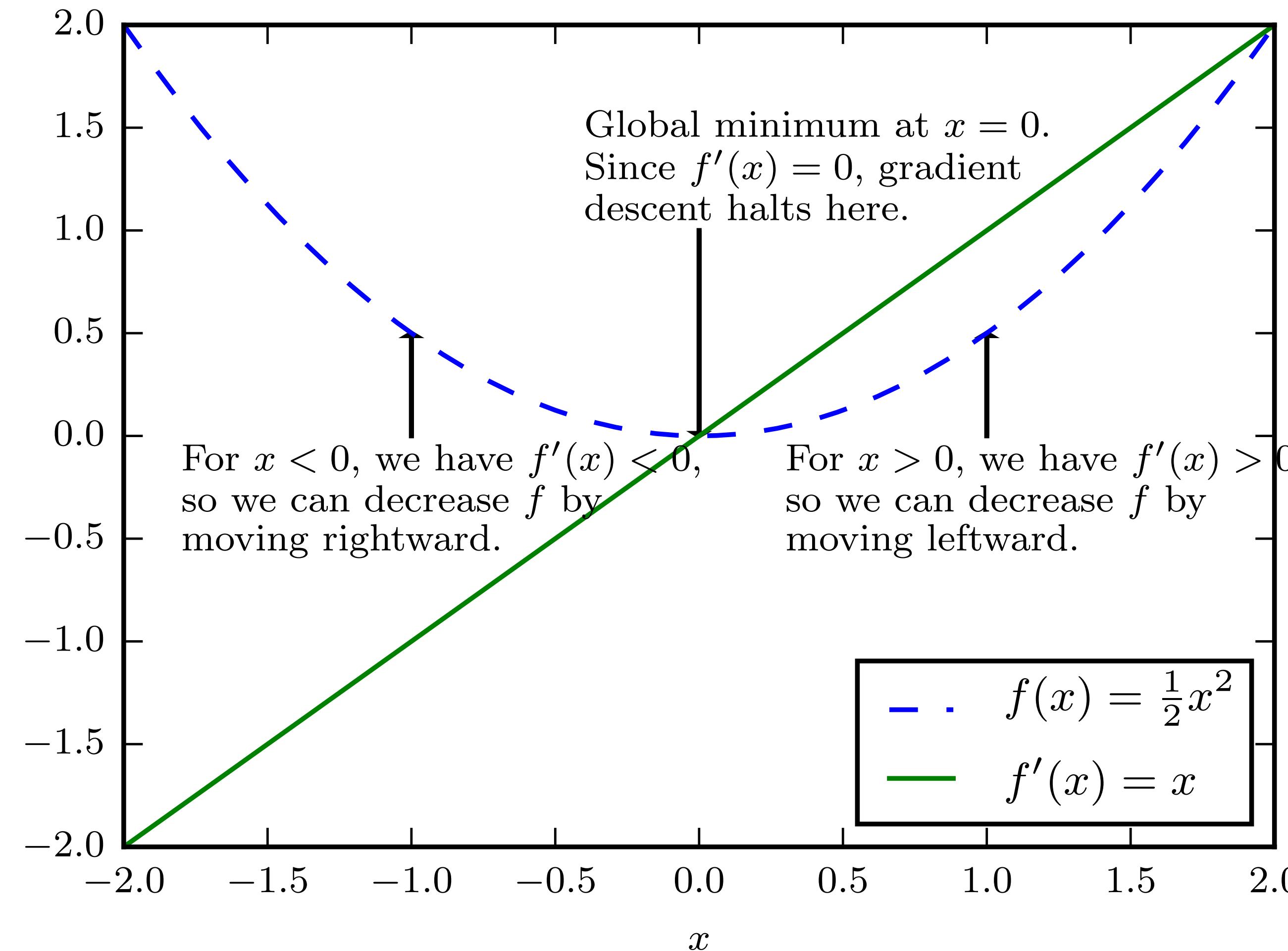
# 3 Gradient Descent

# How do we optimize our model?



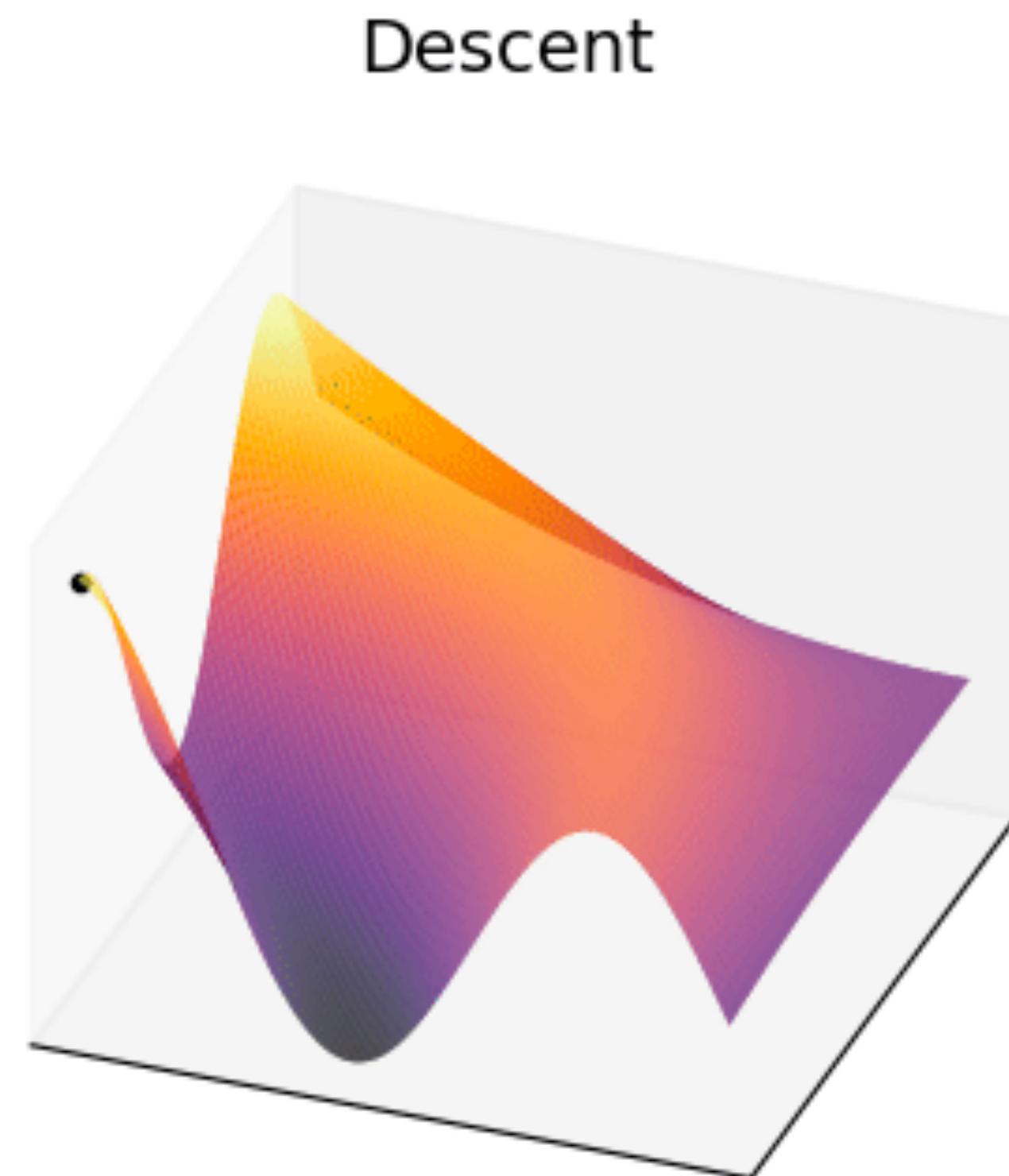
# How do we optimize our model?

Follow the gradient



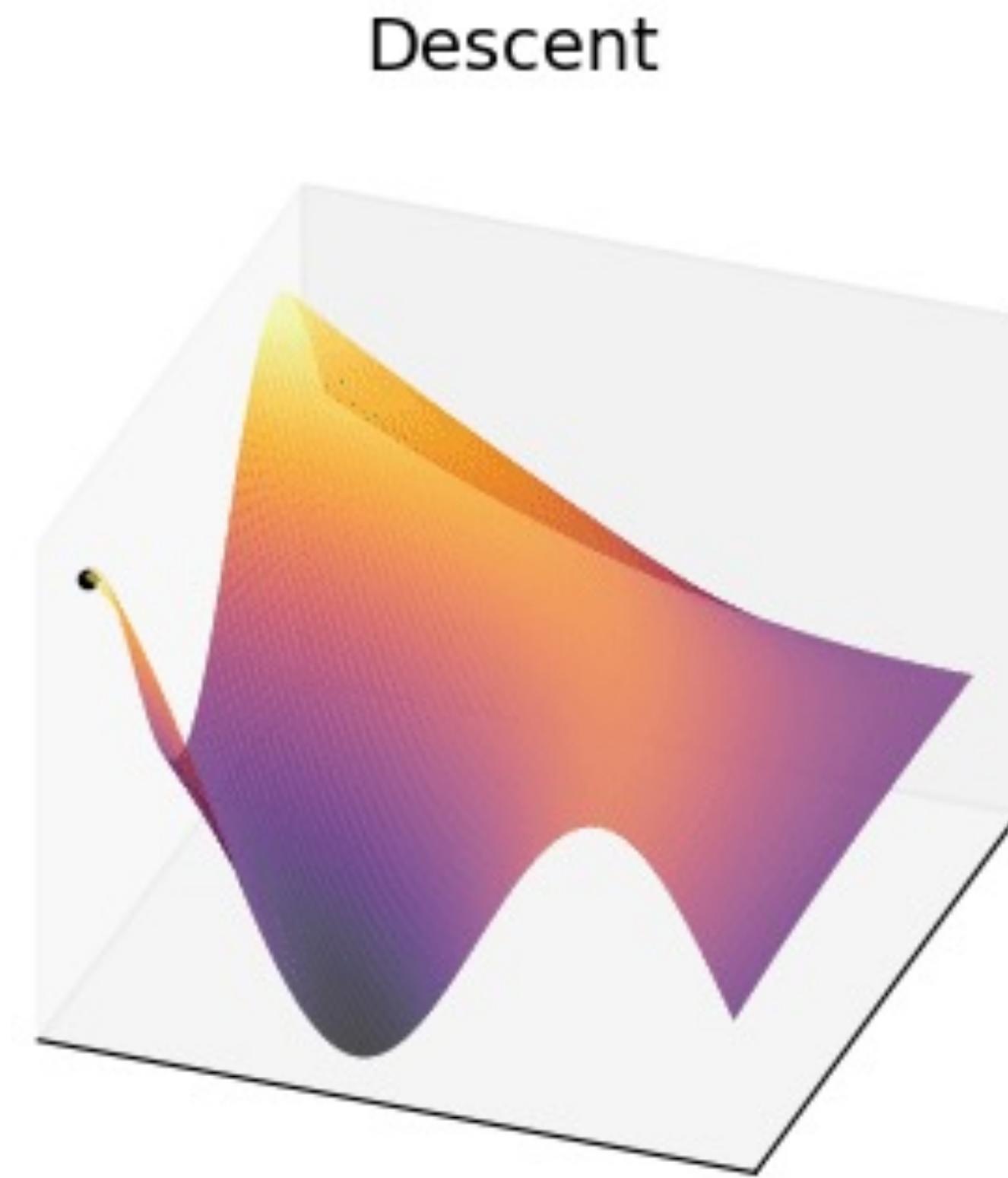
# How can I imagine that?

Think about a ball rolling down the loss landscape



# How can I imagine that?

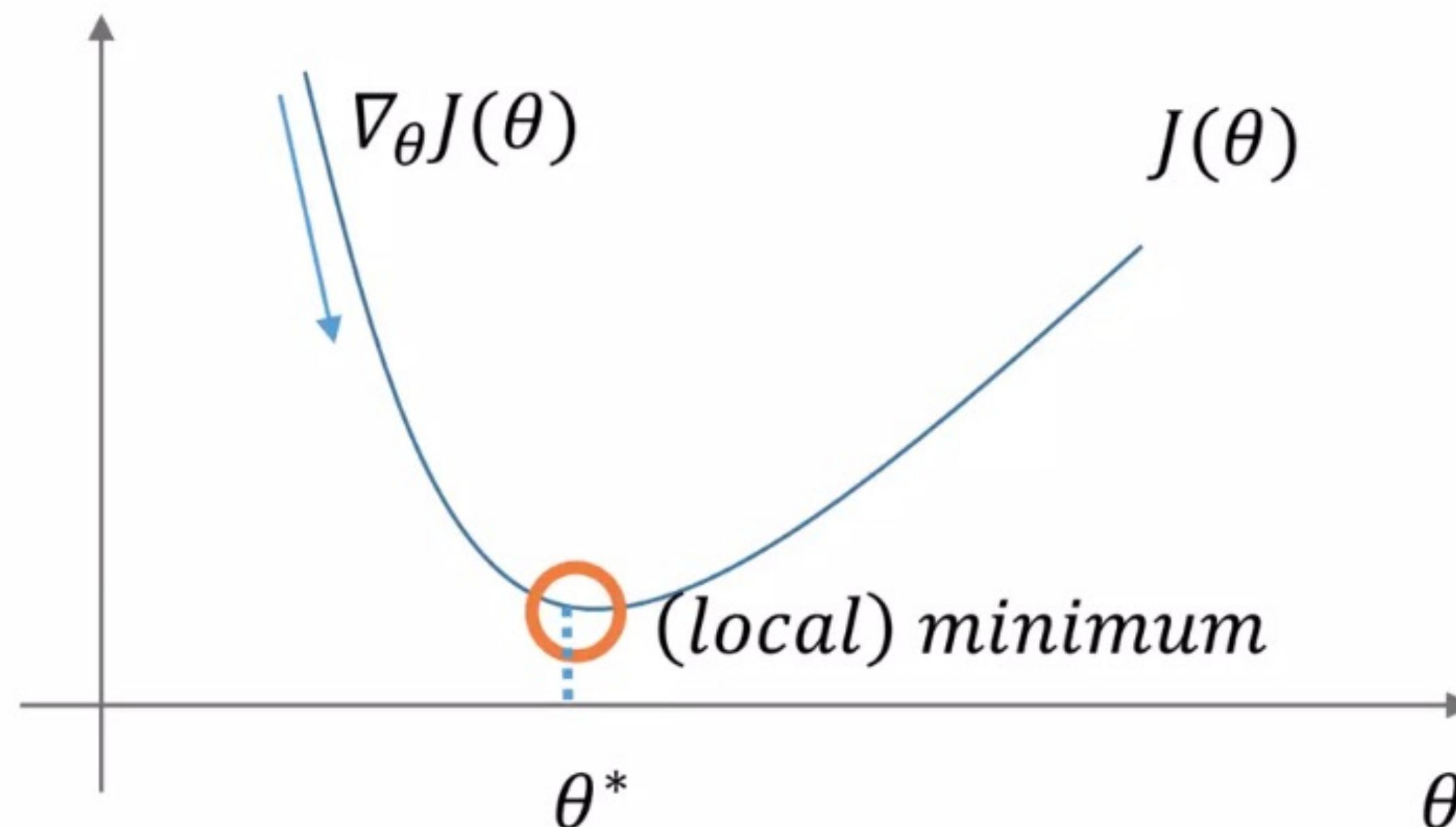
Think about a ball rolling down the loss landscape



# Gradient Descent in formulas

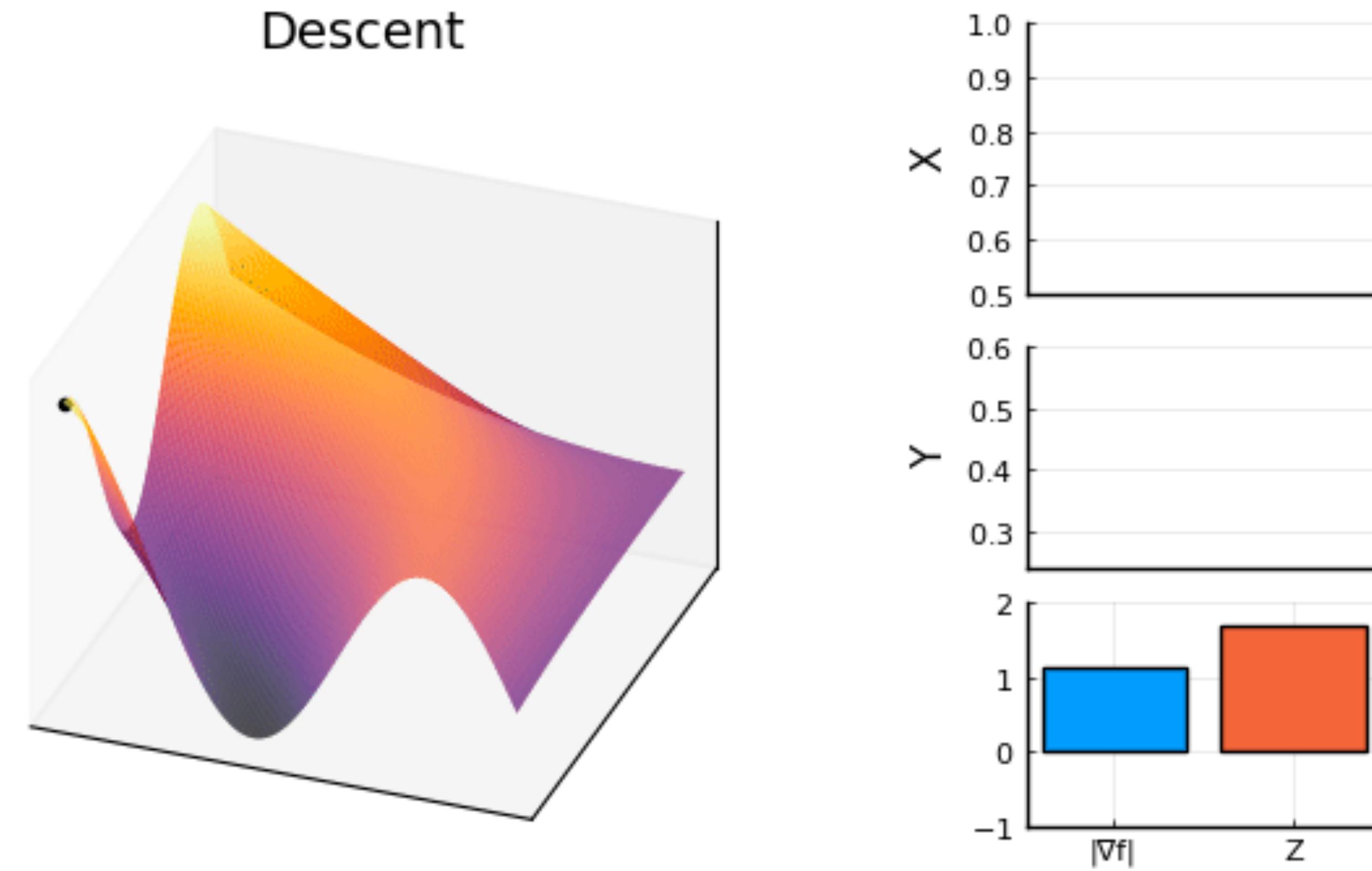
Going in the opposite direction

$$\theta = \theta - \eta \cdot \nabla_{\theta} J(\theta).$$



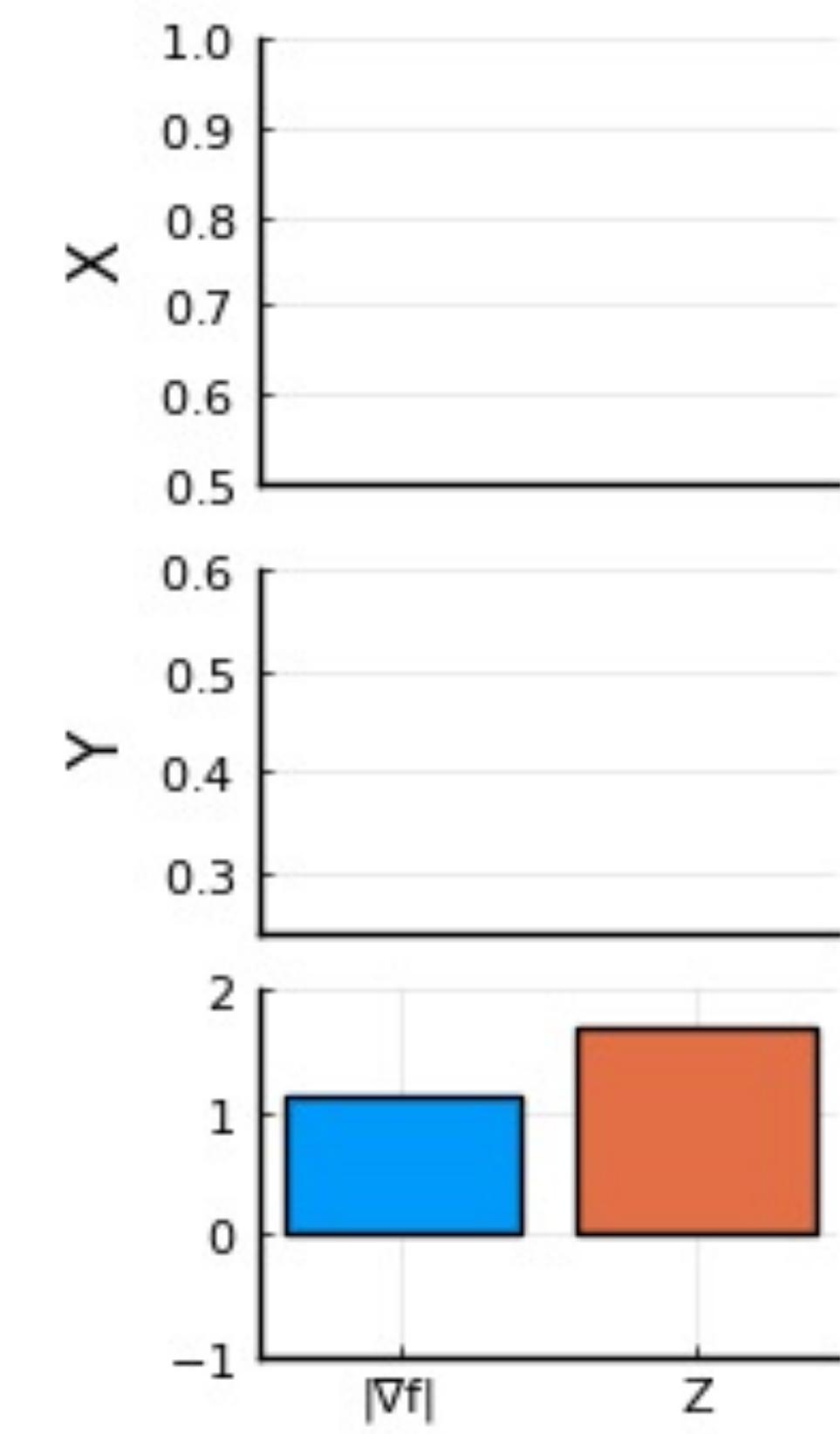
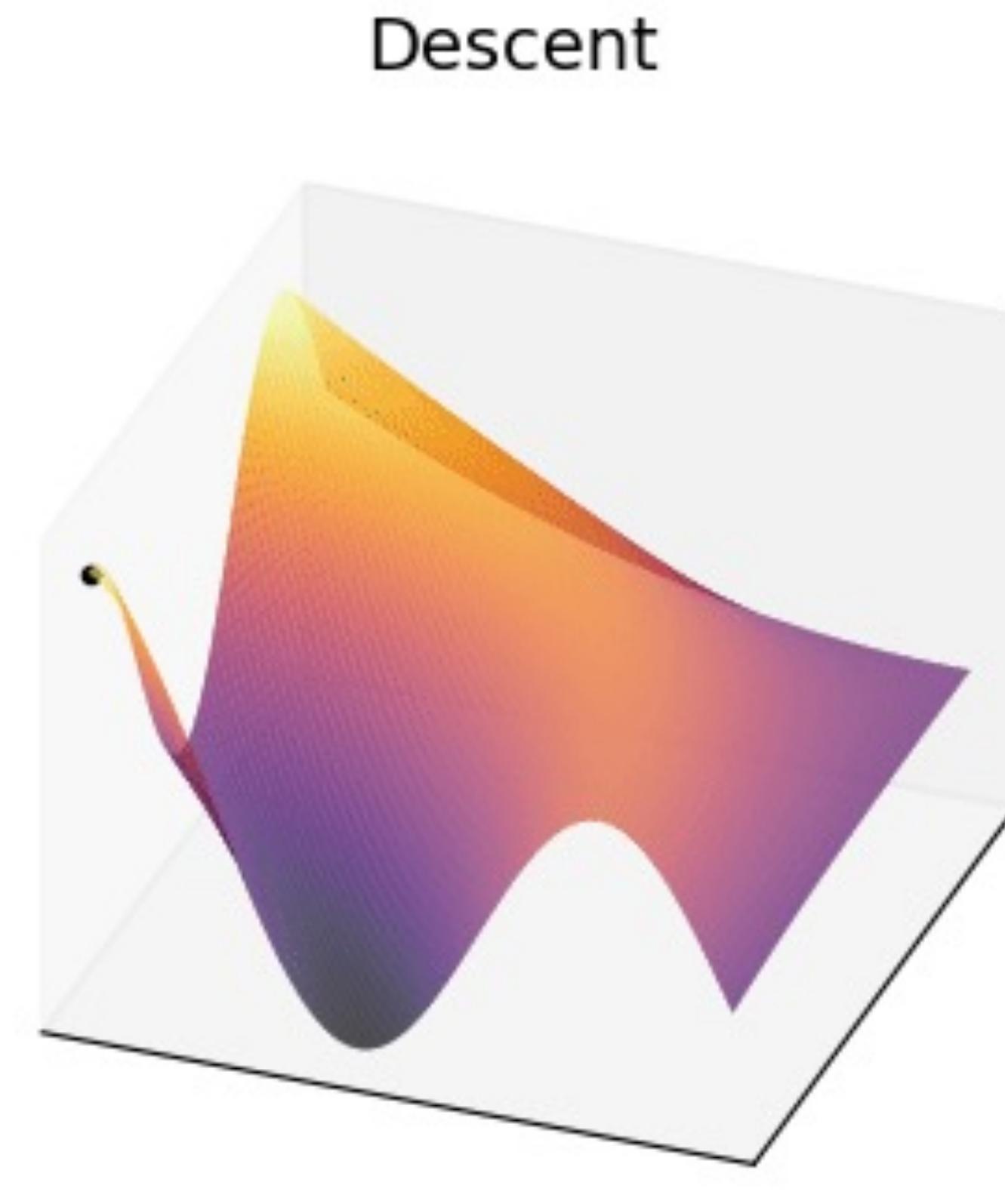
# Going down the gradient

Local Minima can become a problem



# Going down the gradient

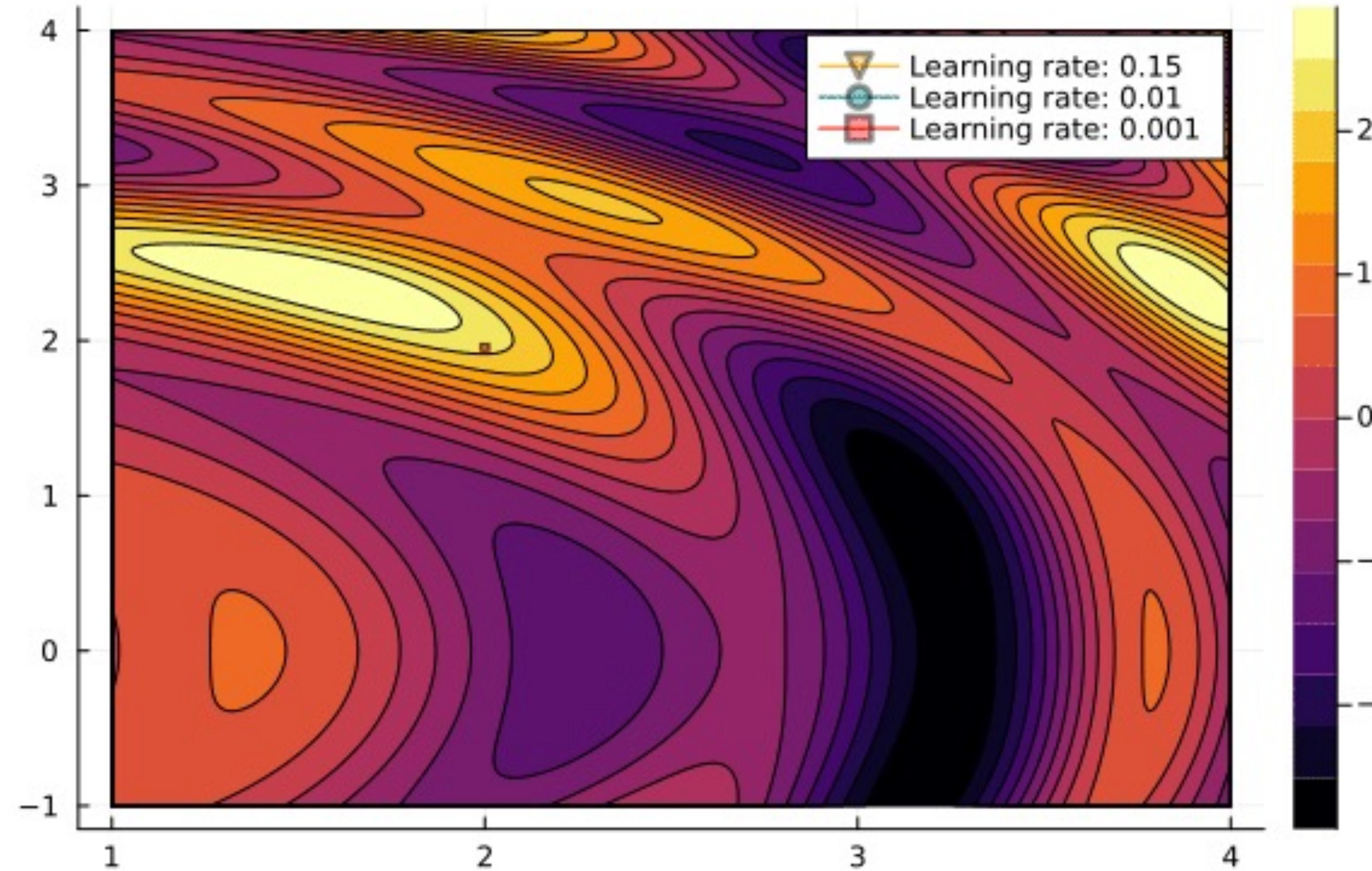
Local Minima can become a problem



# Learning Rate

The first hyperparameter you should check if trouble arises

Iterations=1



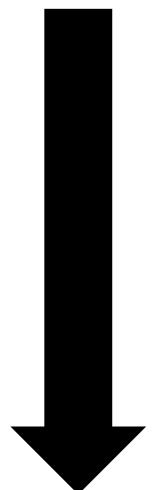
$$\theta = \theta - \eta \cdot \nabla_{\theta} J(\theta).$$

# Vanilla Gradient Descent is slow

Speed it up by only looking at one data point at a time

Vanilla GD

$$\theta = \theta - \eta \cdot \nabla_{\theta} J(\theta).$$



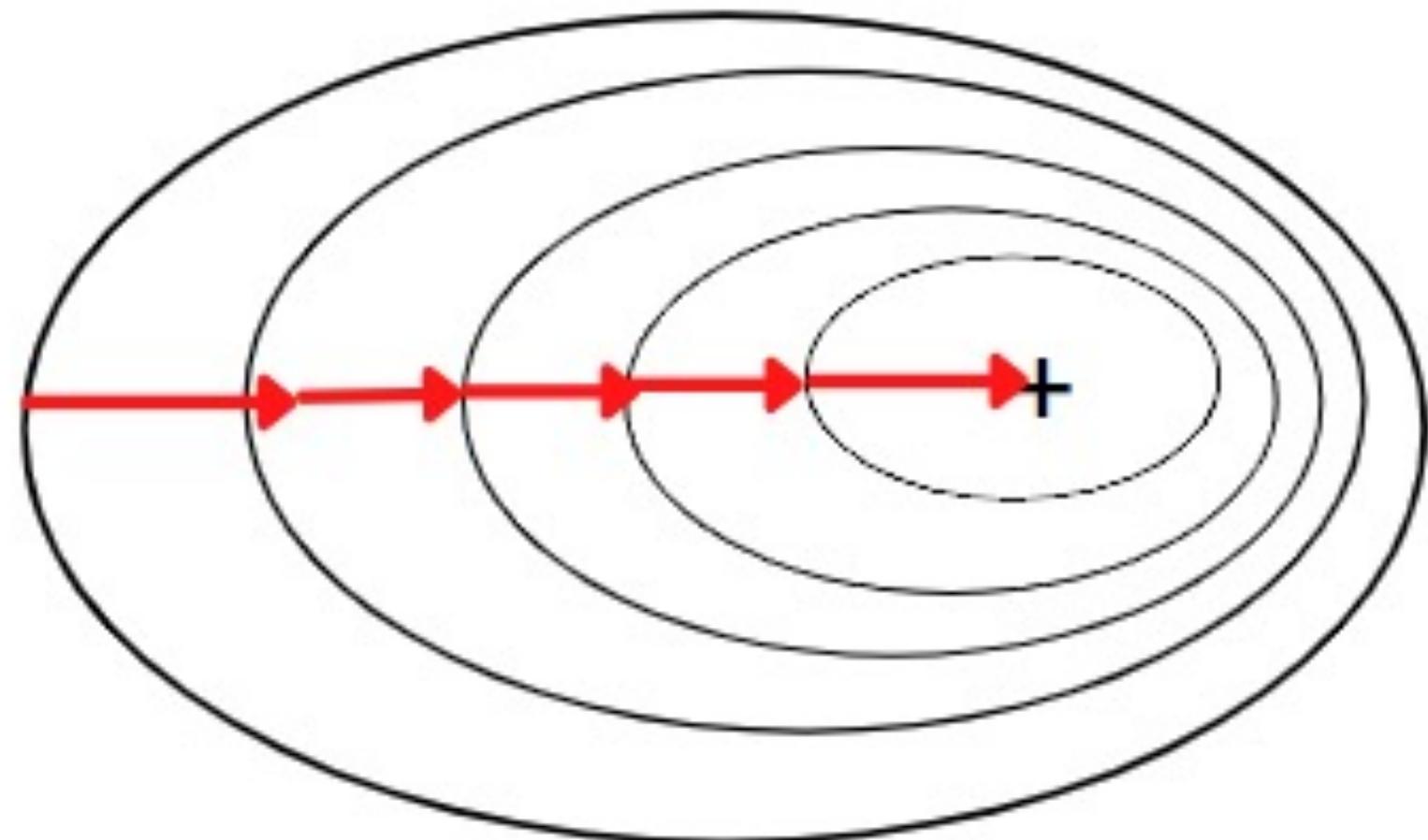
Stochastic GD

$$\theta = \theta - \eta \cdot \nabla_{\theta} J(\theta; x^{(i)}; y^{(i)}).$$

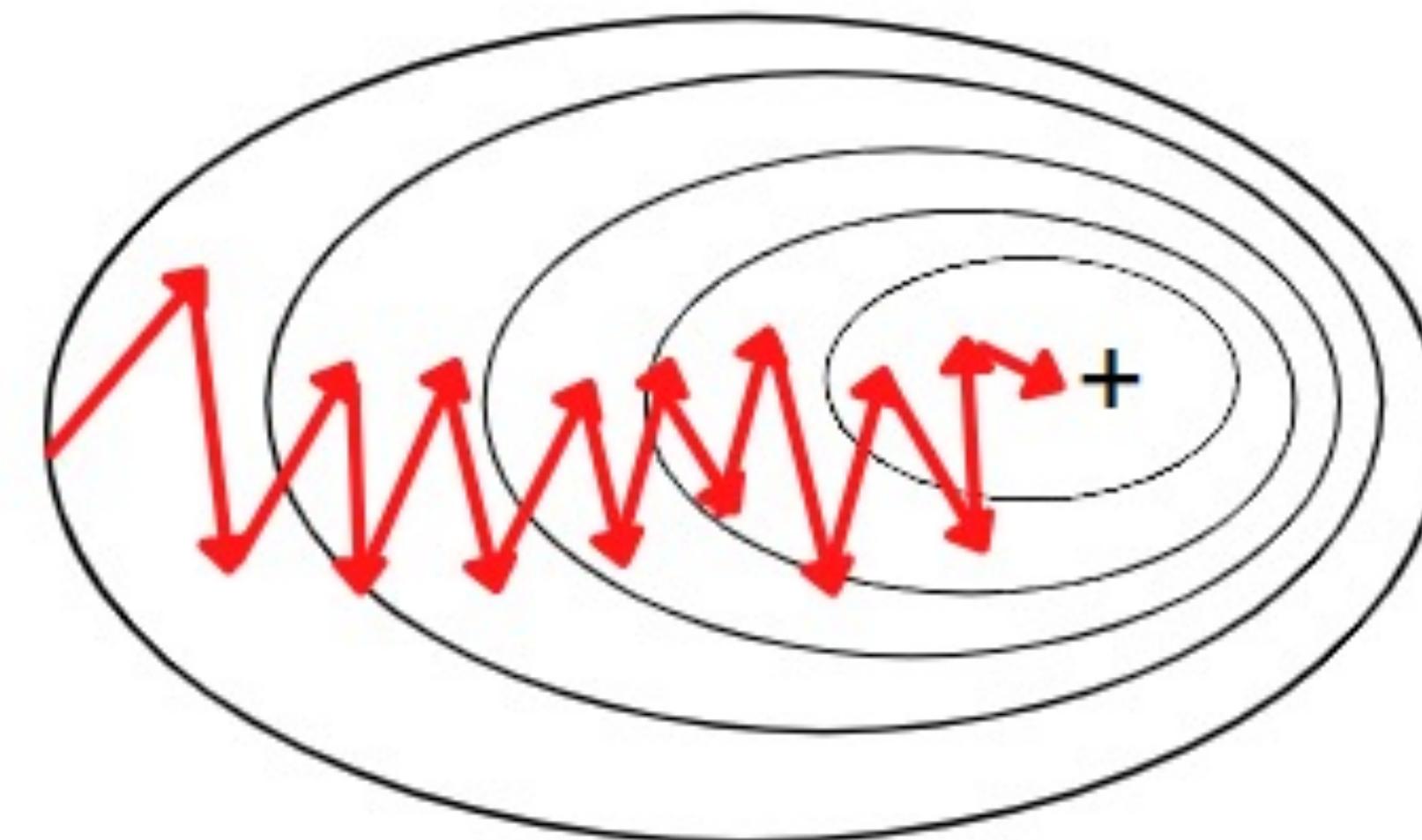
# How can I imagine that?

Planned and cautious versus spontaneous and chaotic

**Batch Gradient Descent**



**Stochastic Gradient Descent**

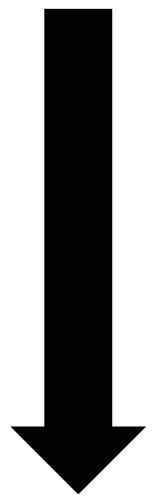


# Mini-batch GD: The best of both worlds

Only look at a subset of your data for each update step

Stochastic GD

$$\theta = \theta - \eta \cdot \nabla_{\theta} J(\theta; x^{(i)}; y^{(i)}).$$



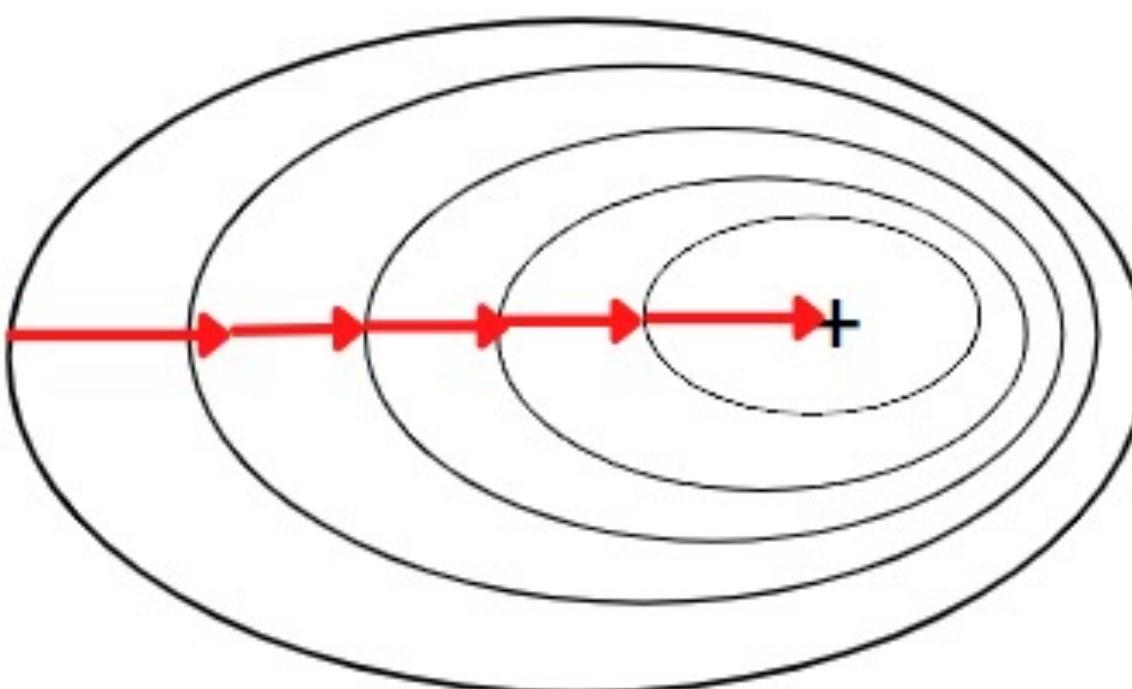
Mini-batch GD

$$\theta = \theta - \eta \cdot \nabla_{\theta} J(\theta; x^{(i:i+n)}; y^{(i:i+n)})$$

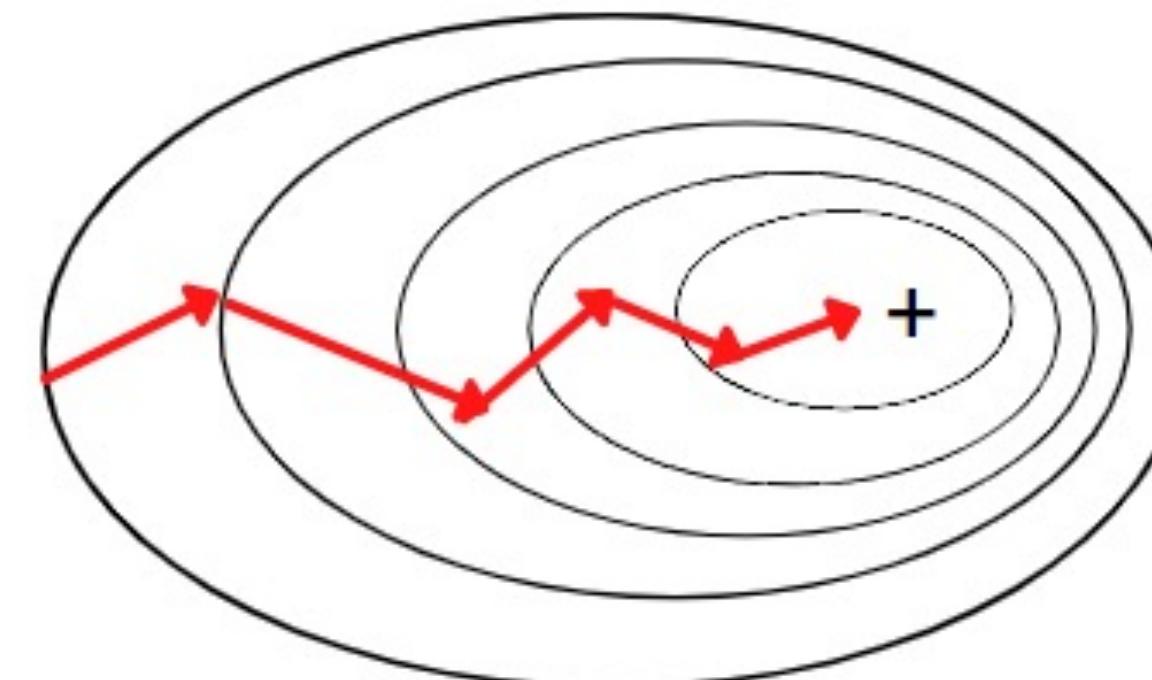
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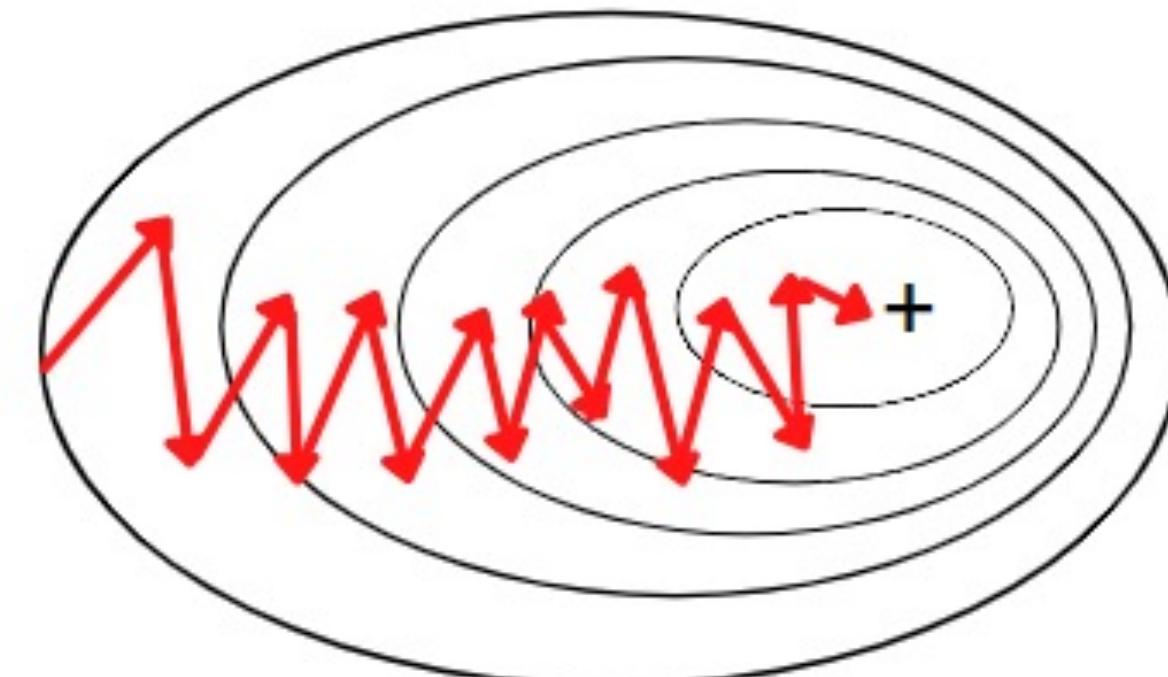
Batch Gradient Descent



Mini-Batch Gradient Descent



Stochastic Gradient Descent



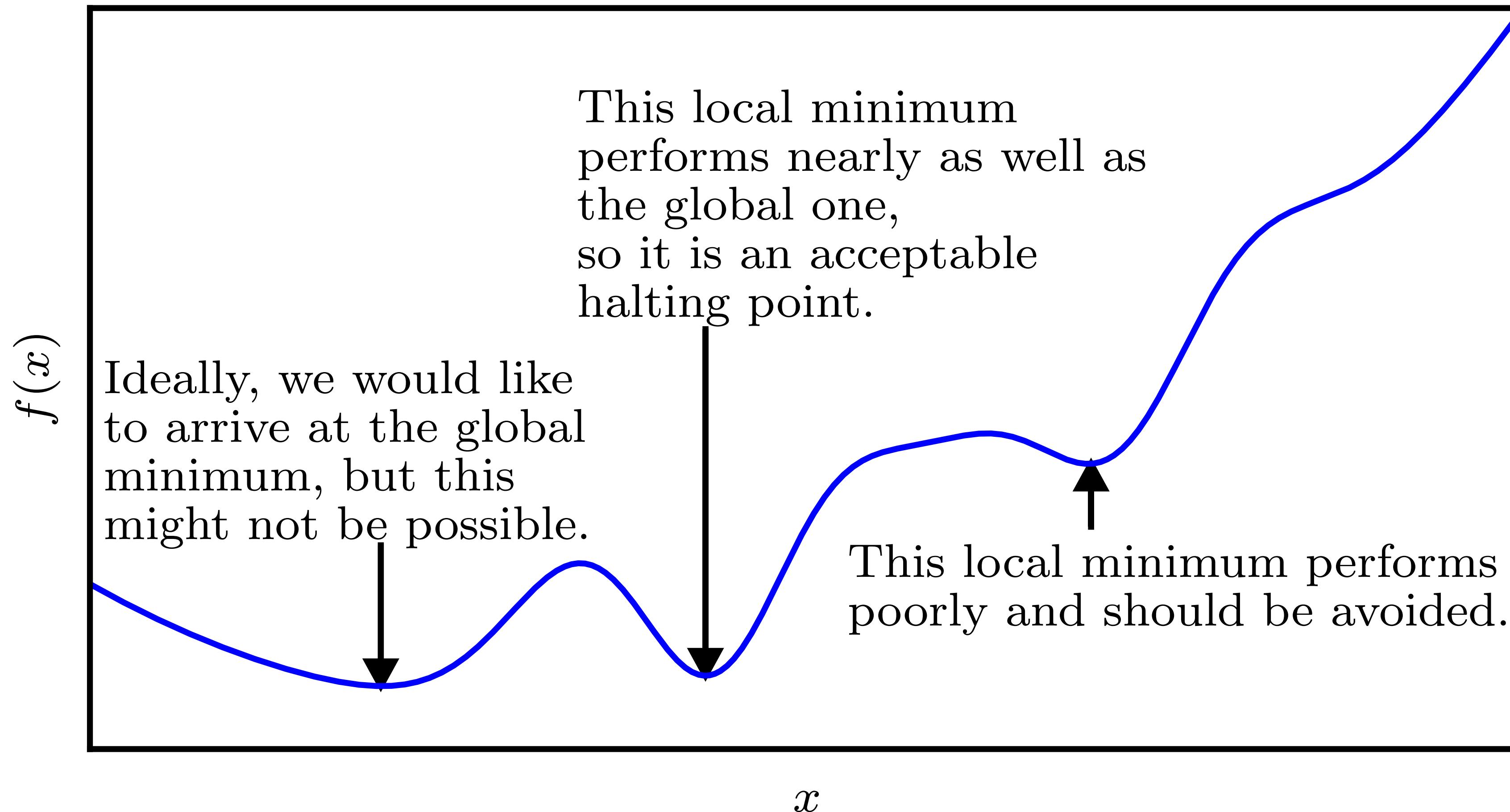
# Which GD to choose?

In practice, mini-batch is often a good choice

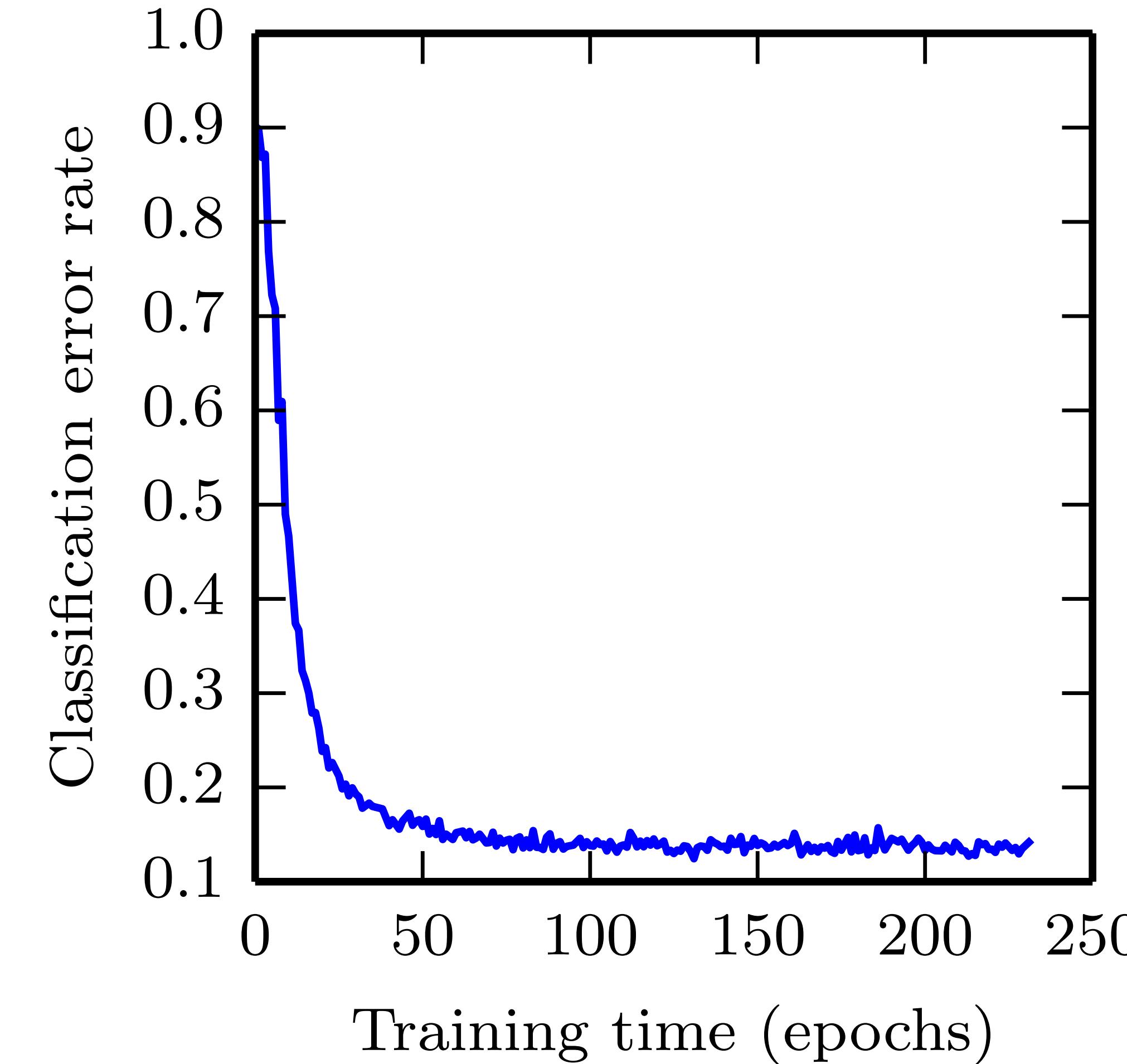
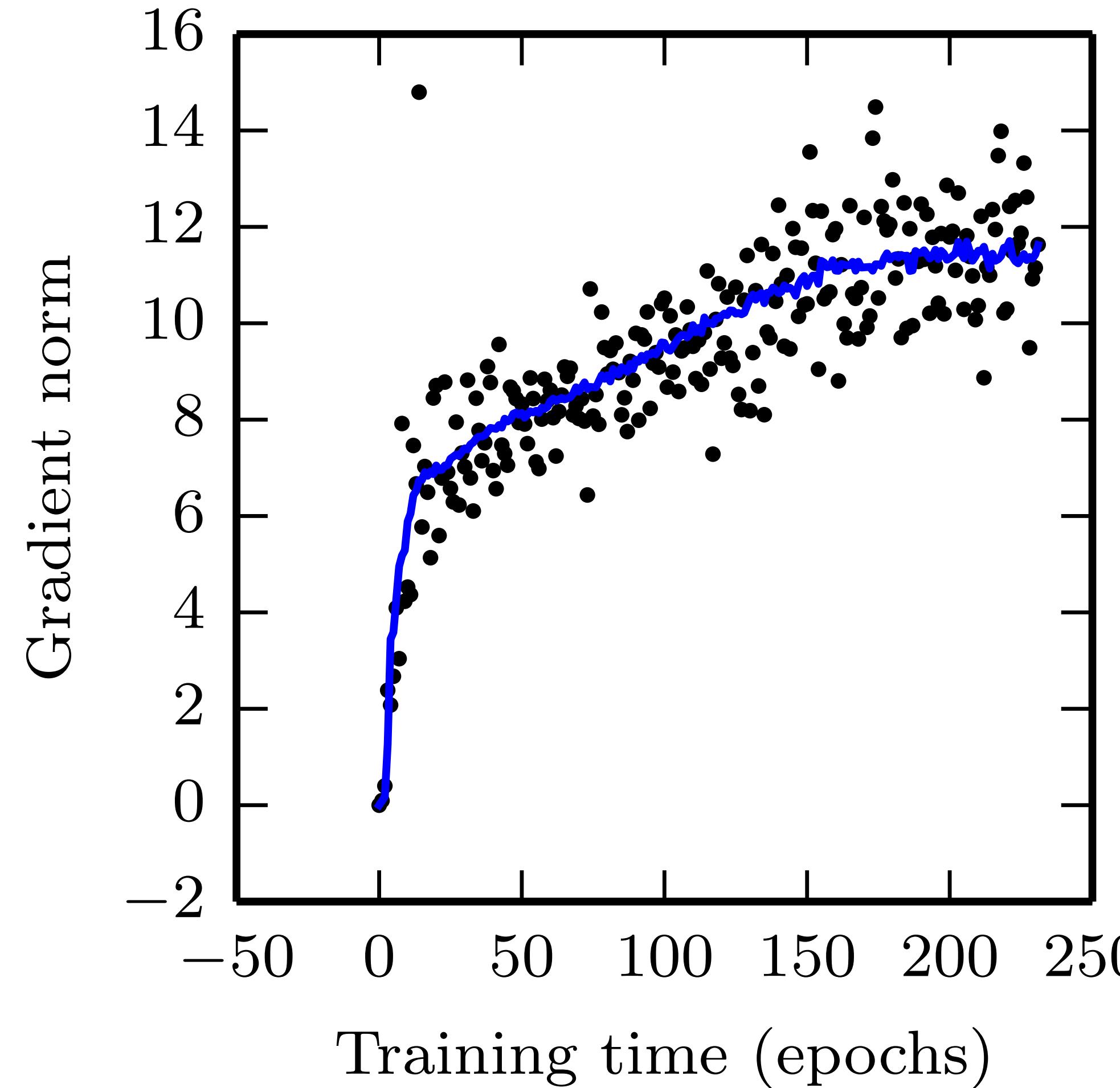
Method	Accuracy	Update Speed	Memory Usage	Online Learning
Batch gradient descent	Good	Slow	High	No
Stochastic gradient descent	Good (with annealing)	High	Low	Yes
Mini-batch gradient descent	Good	Medium	Medium	Yes

# Real-life optimisation is hard

We do not expect to find the global minimum in most cases

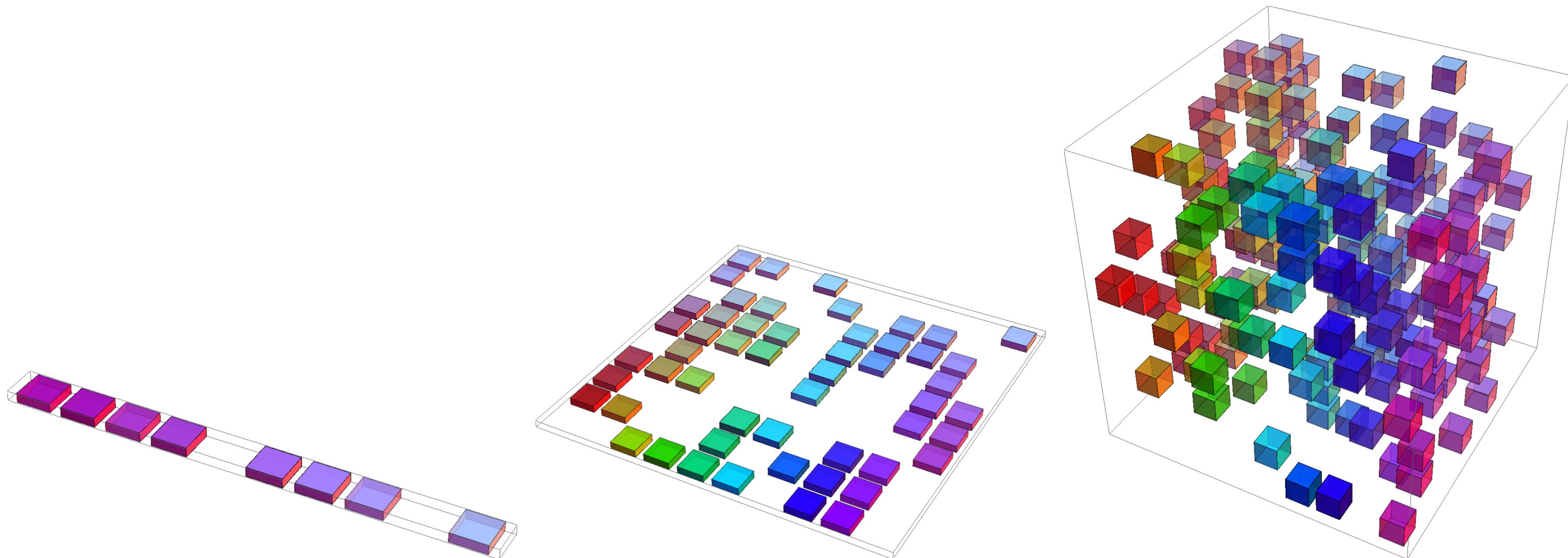


# We usually don't even reach a local minimum



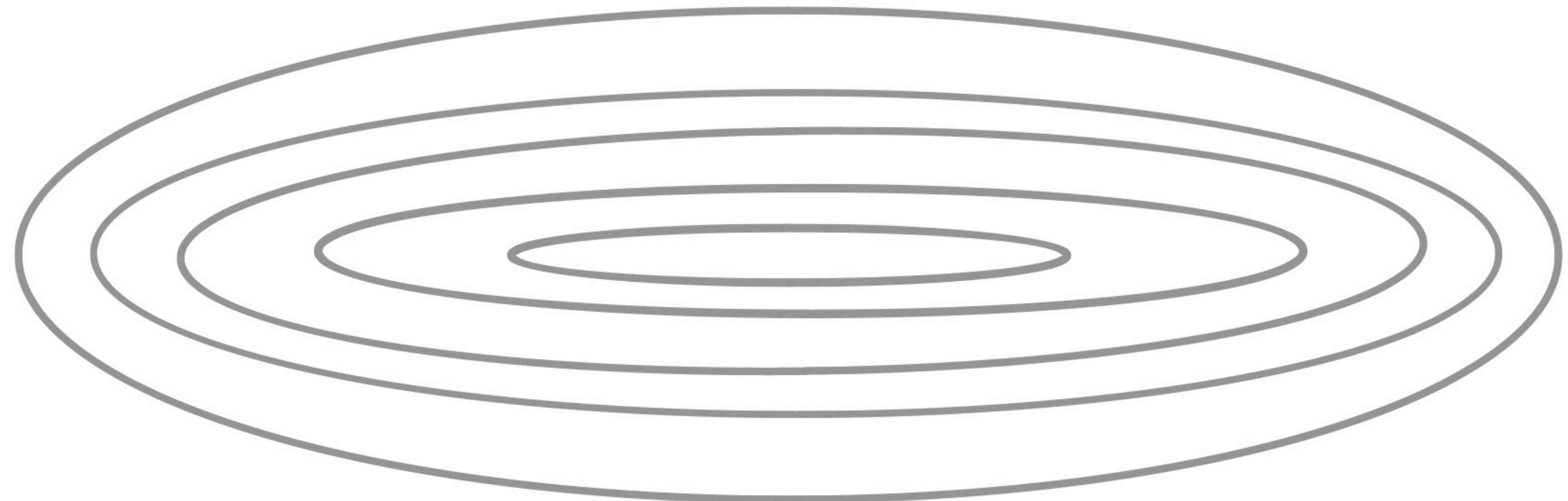
# Curse of Dimensionality

The higher-dimensional the data, the more we need of it



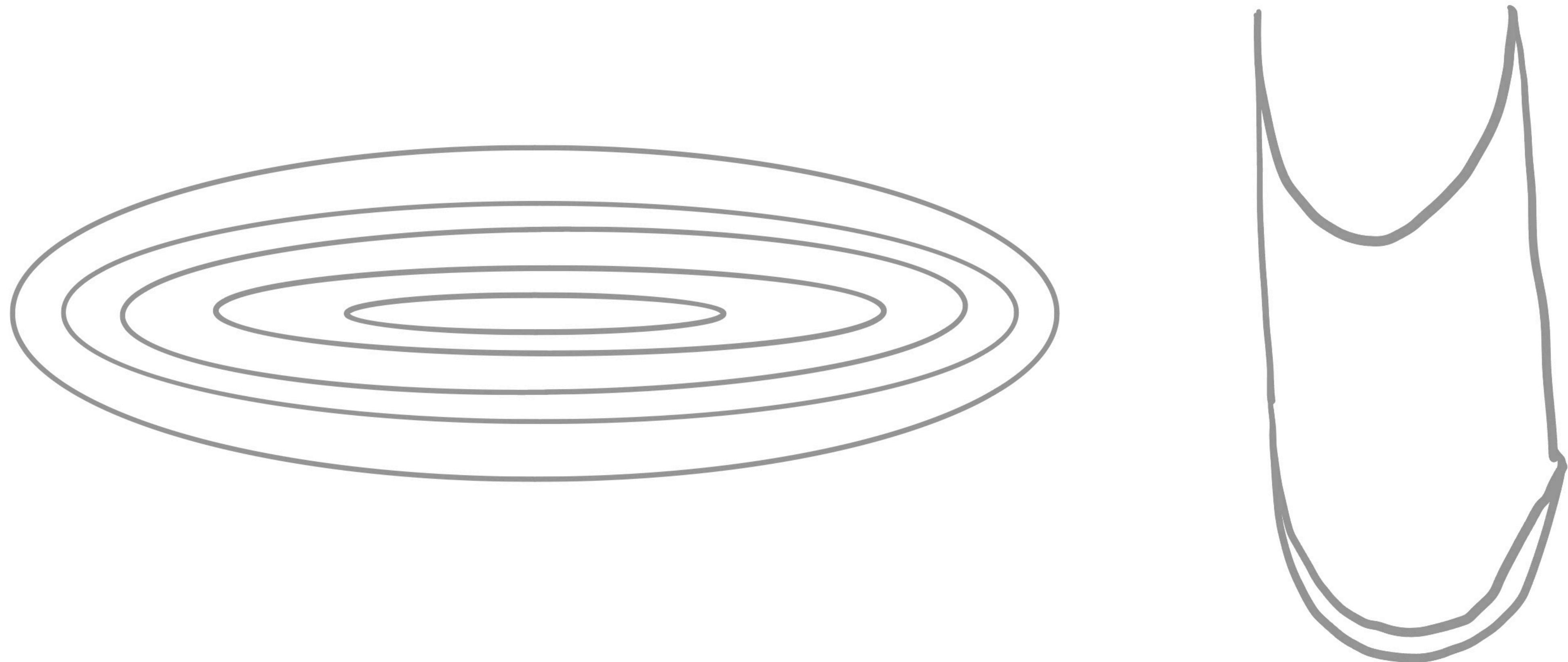
# Momentum Optimisers

**Have a memory of the past to overcome dire times**



# Momentum Optimisers

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# Momentum Optimisers

**Have a memory of the past to overcome dire times**

Vanilla GD

$$\theta = \theta - \eta \cdot \nabla_{\theta} J(\theta).$$

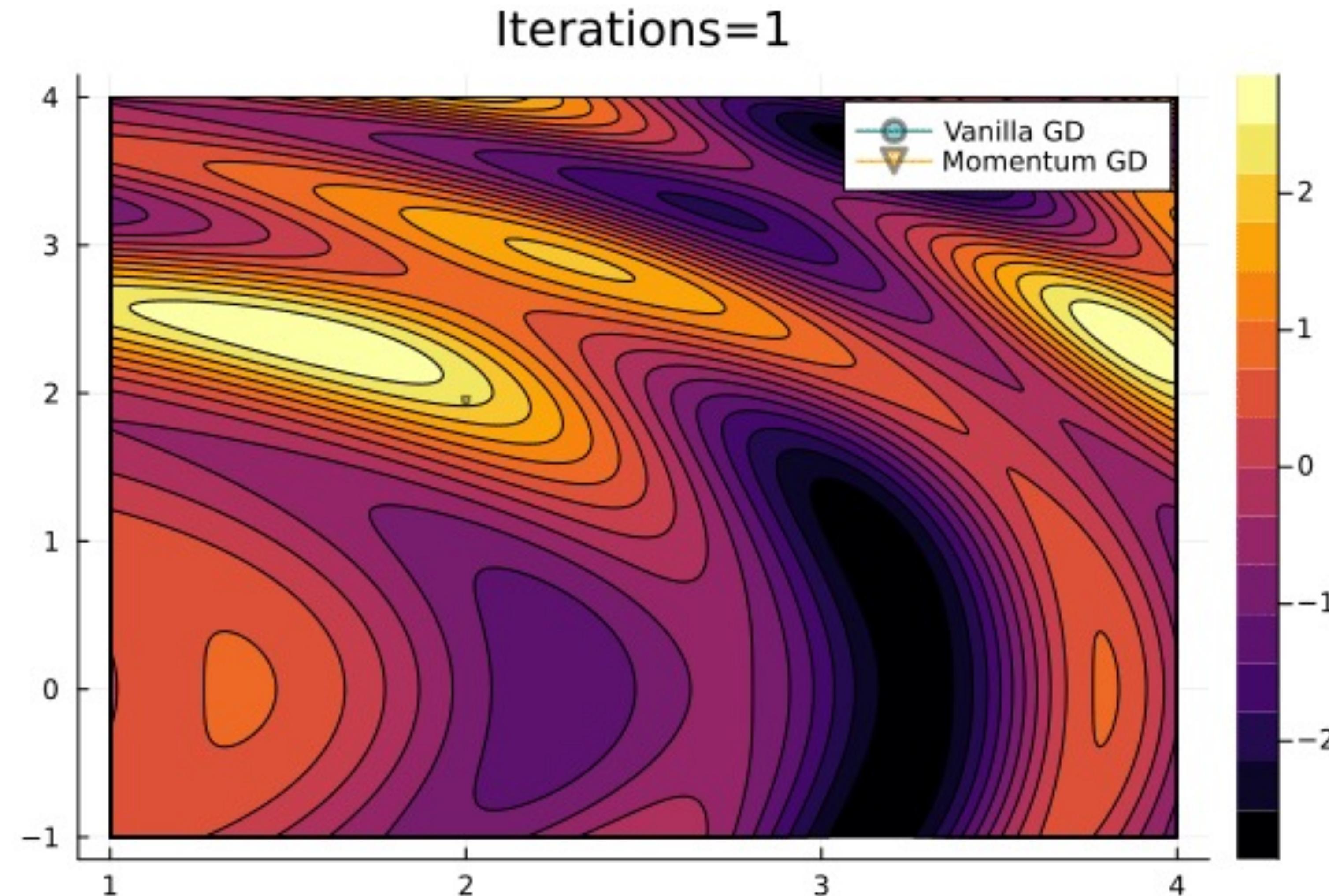


Momentum GD

$$v_t = \gamma v_{t-1} + \eta \nabla_{\theta} J(\theta)$$
$$\theta = \theta - v_t$$

# Momentum

Speeding things up when the gradient becomes shallow



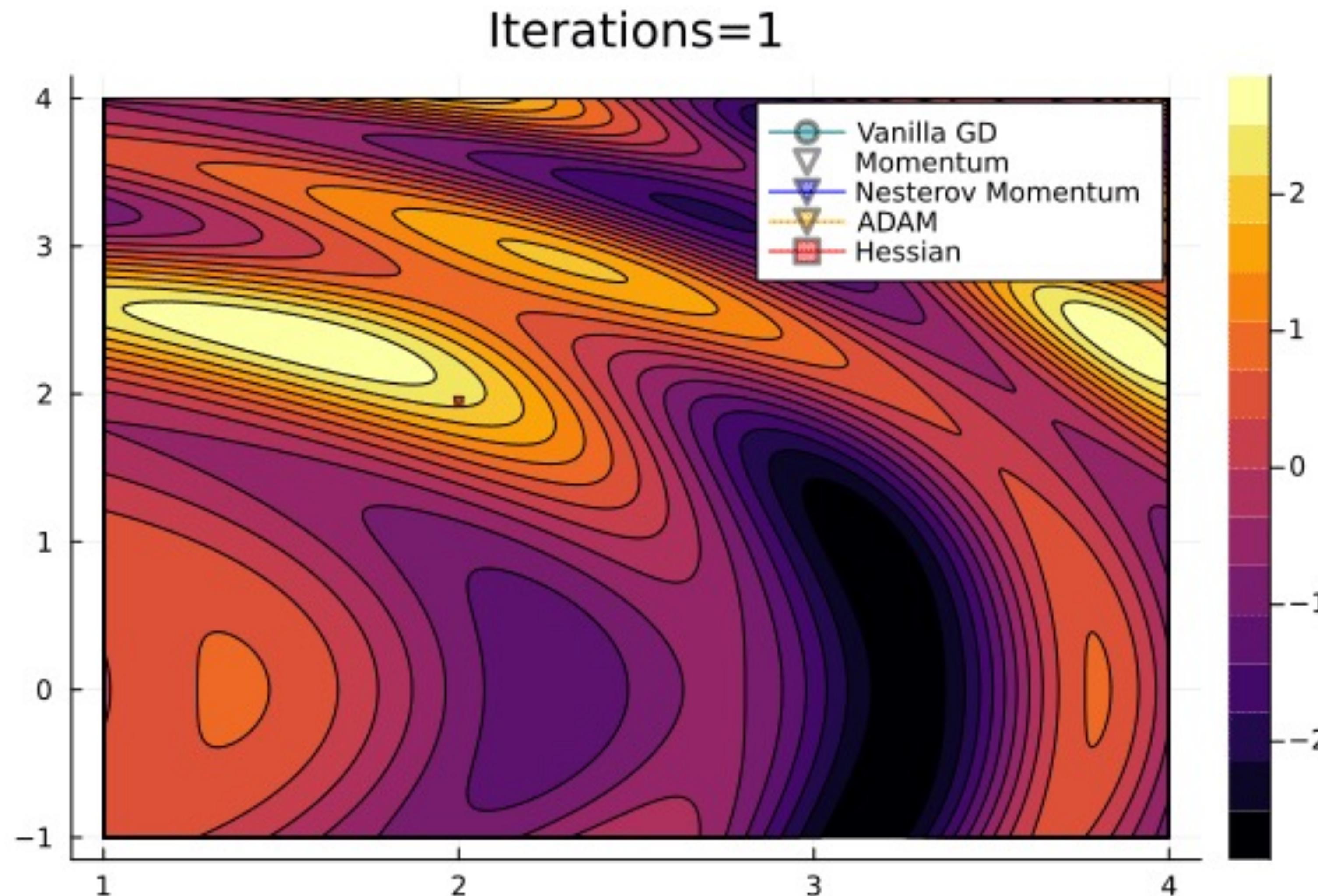
# A Zoo of Momentum Methods...

**ADAM is the standard default choice**

Method	Update equation
SGD	$g_t = \nabla_{\theta_t} J(\theta_t)$ $\Delta\theta_t = -\eta \cdot g_t$ $\theta_t = \theta_t + \Delta\theta_t$
Momentum	$\Delta\theta_t = -\gamma v_{t-1} - \eta g_t$
NAG	$\Delta\theta_t = -\gamma v_{t-1} - \eta \nabla_{\theta} J(\theta - \gamma v_{t-1})$
Adagrad	$\Delta\theta_t = -\frac{\eta}{\sqrt{G_t + \epsilon}} \odot g_t$
Adadelta	$\Delta\theta_t = -\frac{RMS[\Delta\theta]_{t-1}}{RMS[g]_t} g_t$
RMSprop	$\Delta\theta_t = -\frac{\eta}{\sqrt{E[g^2]_t + \epsilon}} g_t$
Adam	$\Delta\theta_t = -\frac{\eta}{\sqrt{\hat{v}_t + \epsilon}} \hat{m}_t$

# A Zoo of Momentum Methods...

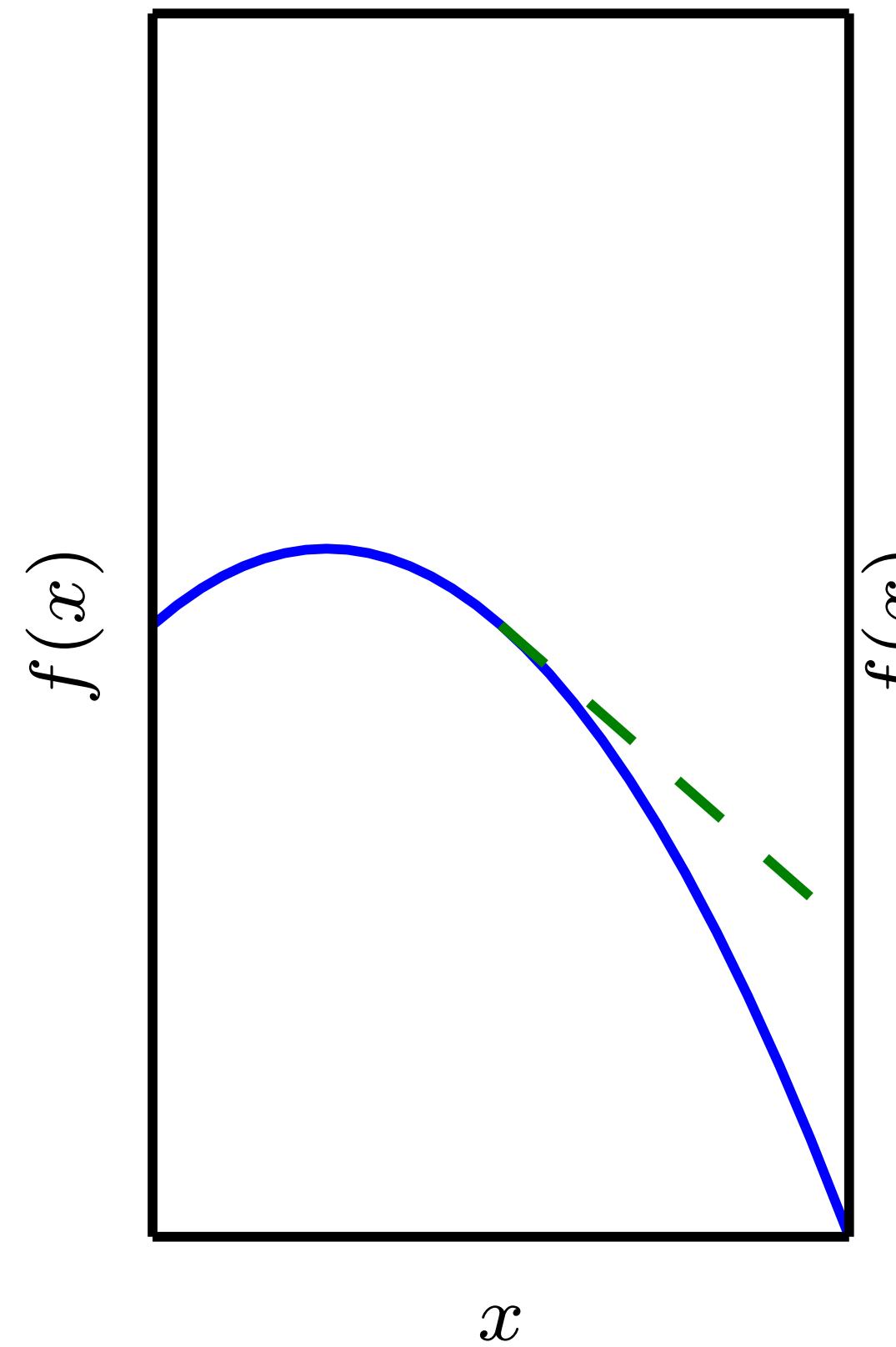
**ADAM** is the standard default choice



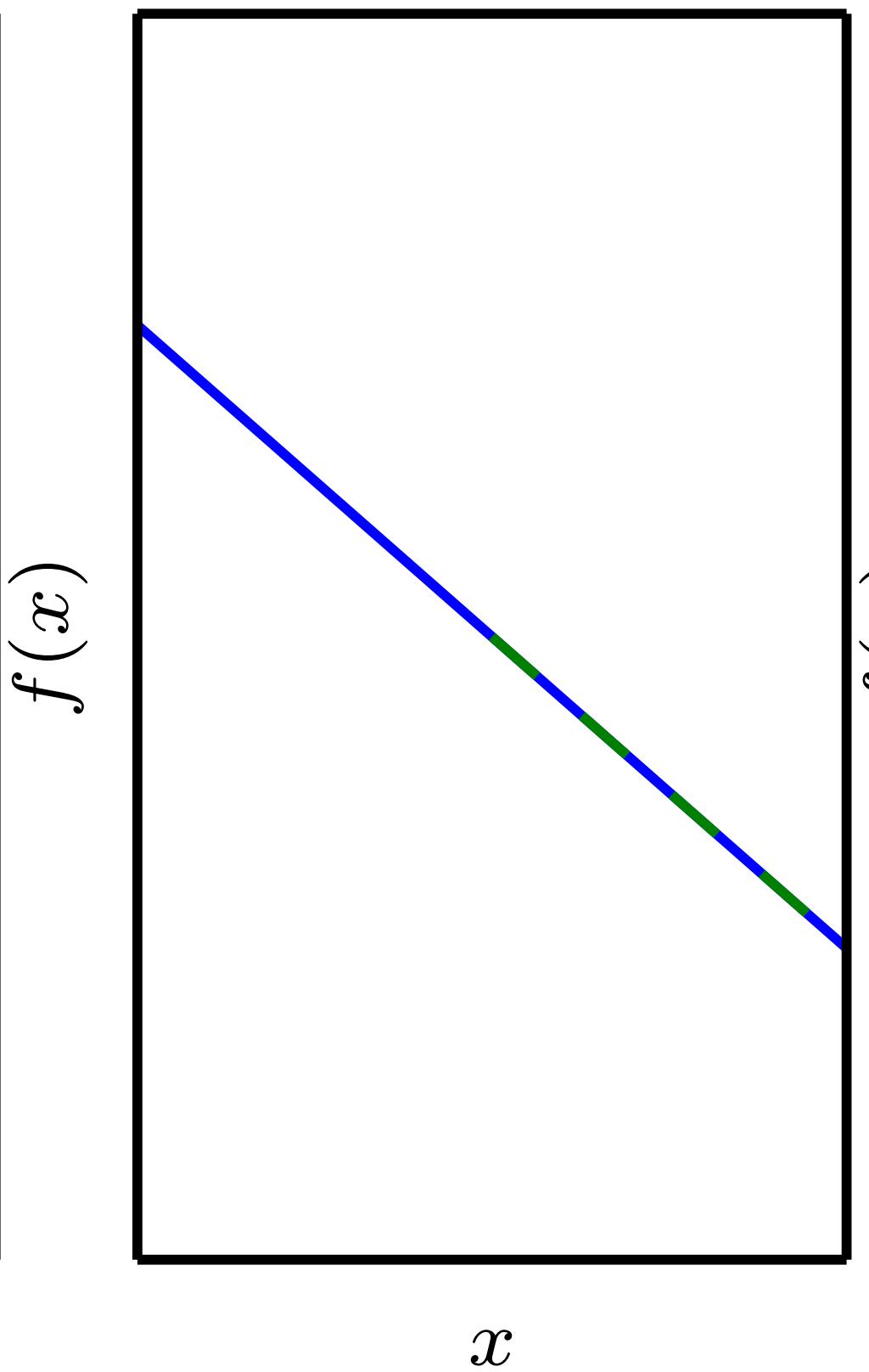
# Back to learning rate: Is there an optimum?

Curvature helps out

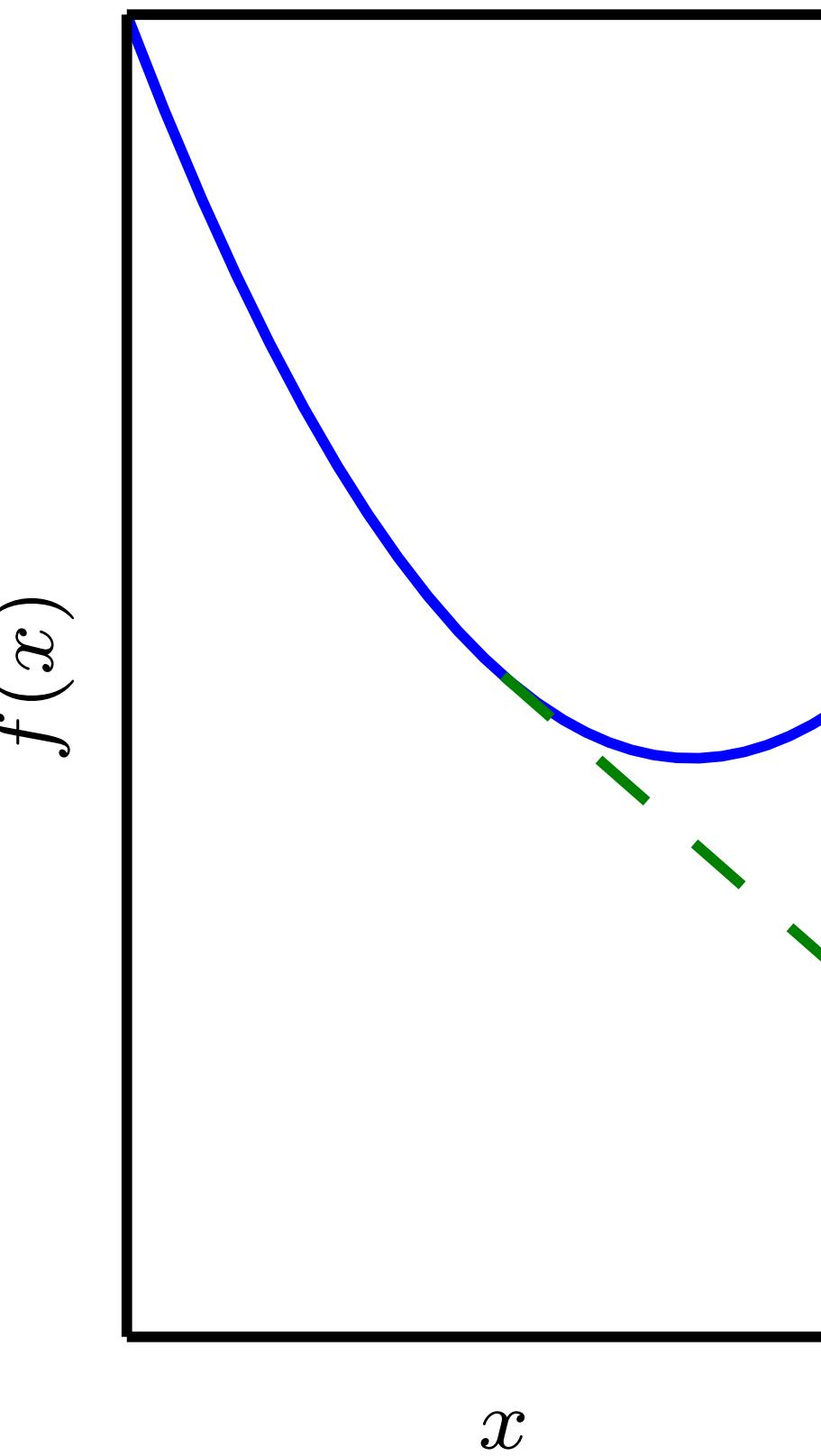
Negative curvature



No curvature



Positive curvature



# Newton's method: Using curvature

The Hessian tells you your optimal step size

$$f(\mathbf{x}^{(0)} - \epsilon \mathbf{g}) \approx f(\mathbf{x}^{(0)}) - \epsilon \mathbf{g}^\top \mathbf{g} + \frac{1}{2} \epsilon^2 \mathbf{g}^\top \mathbf{H} \mathbf{g}. \quad (4.9)$$

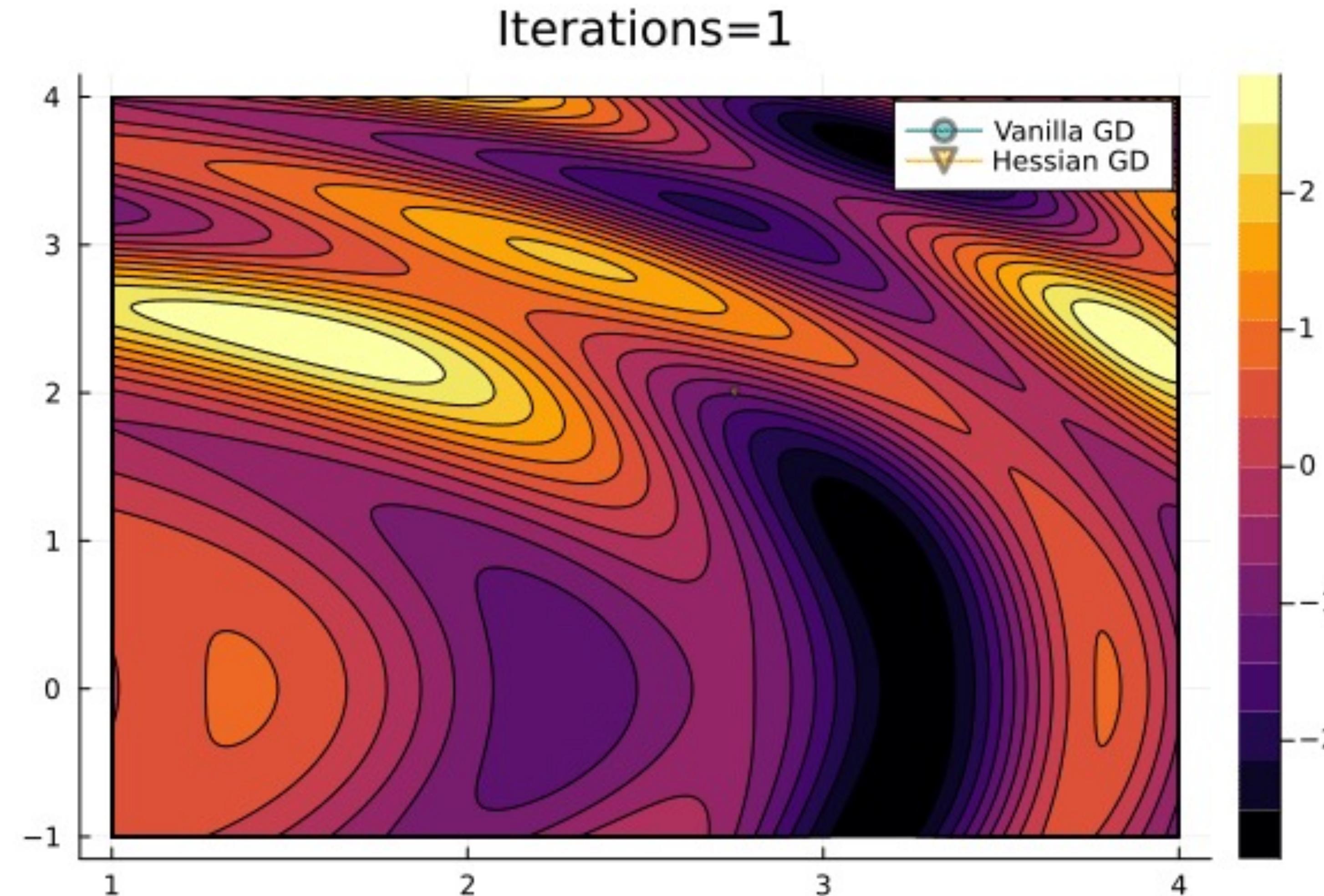
$$\epsilon^* = \frac{\mathbf{g}^\top \mathbf{g}}{\mathbf{g}^\top \mathbf{H} \mathbf{g}}. \quad (4.10)$$

Big gradients speed you up

Big eigenvalues slow you down if you align with their eigenvectors

# Hessian

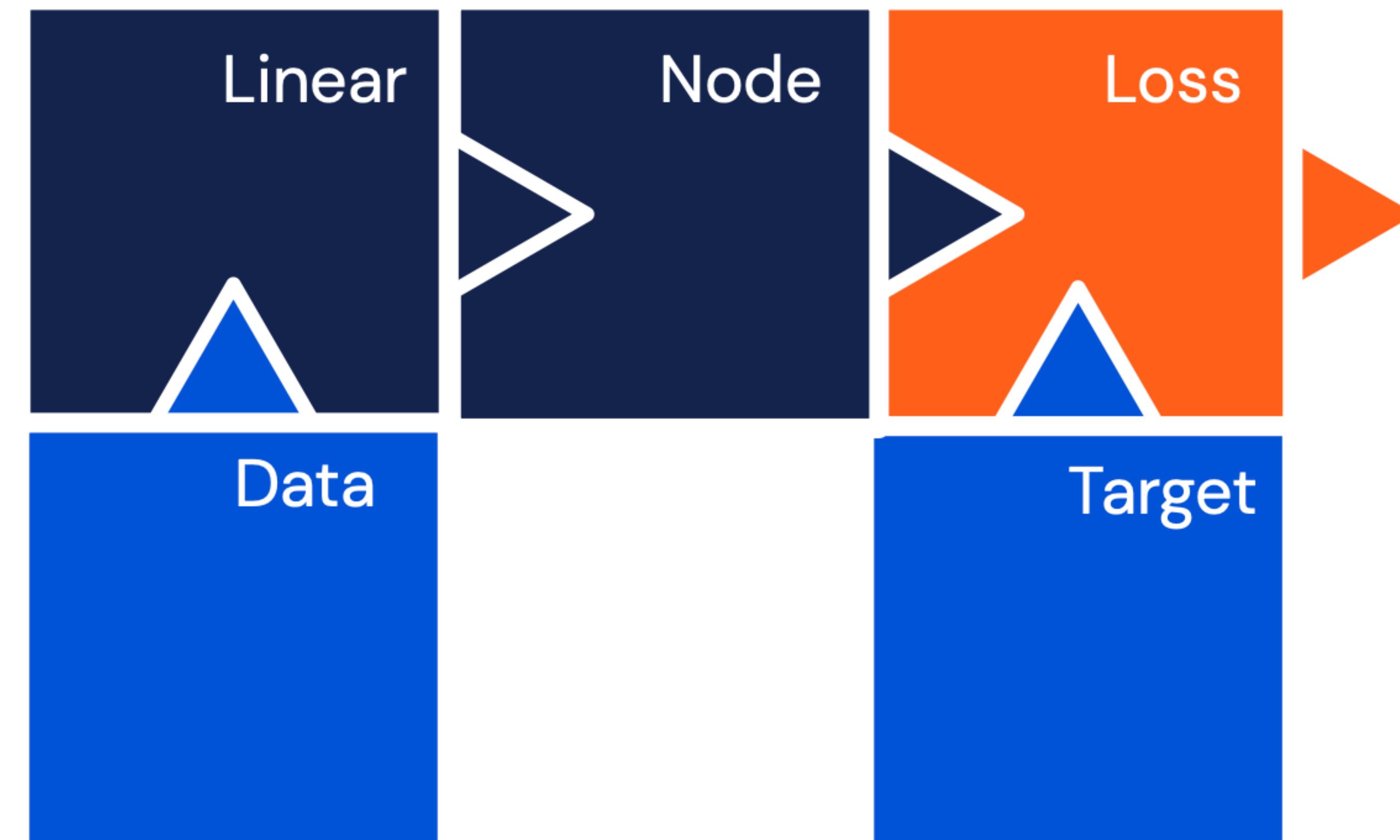
**Each step is better, but evaluating each one is very expensive**



# 4 Deep Learning

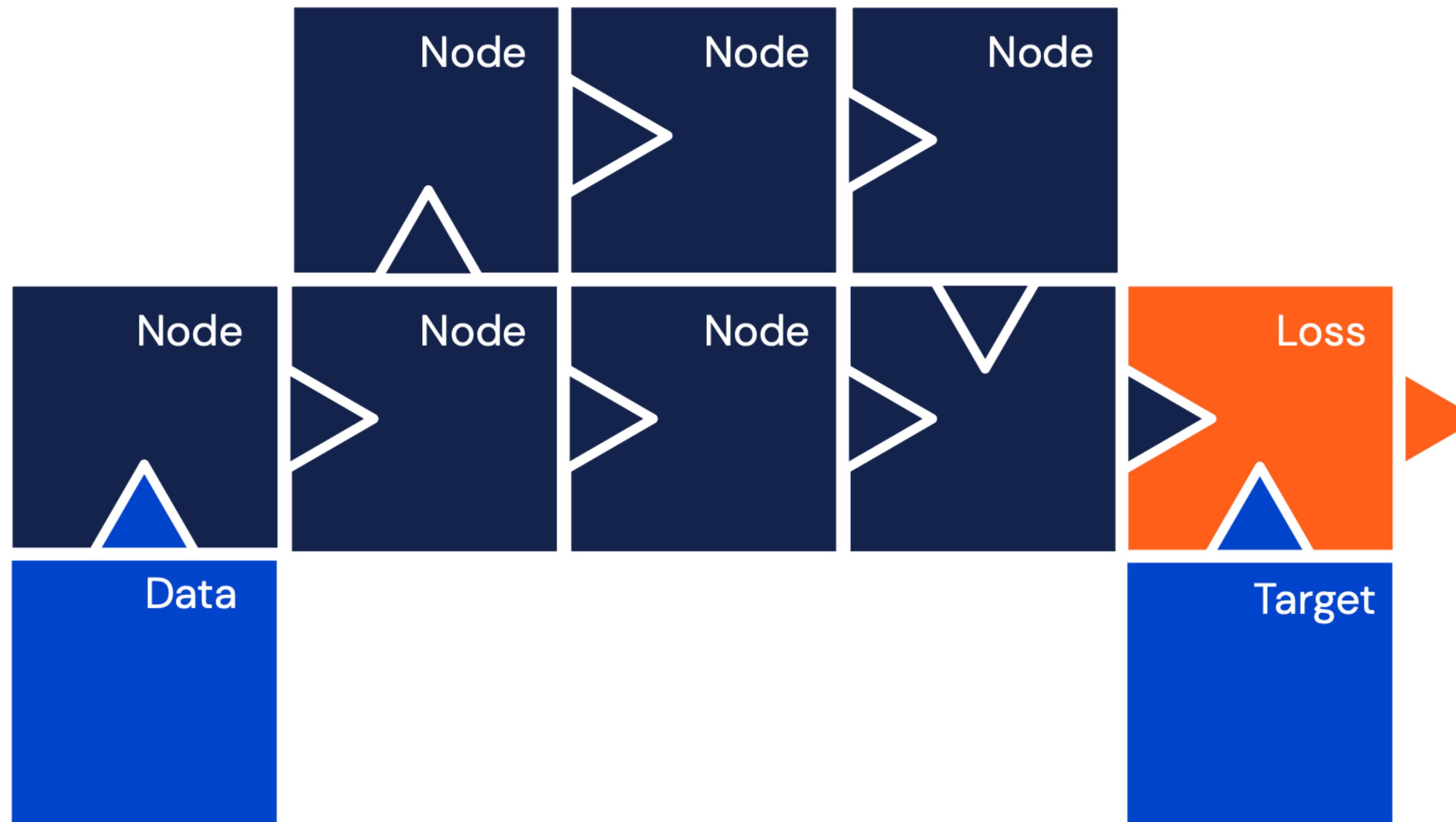
# Deep Learning as LEGO for adults

How to build your best model



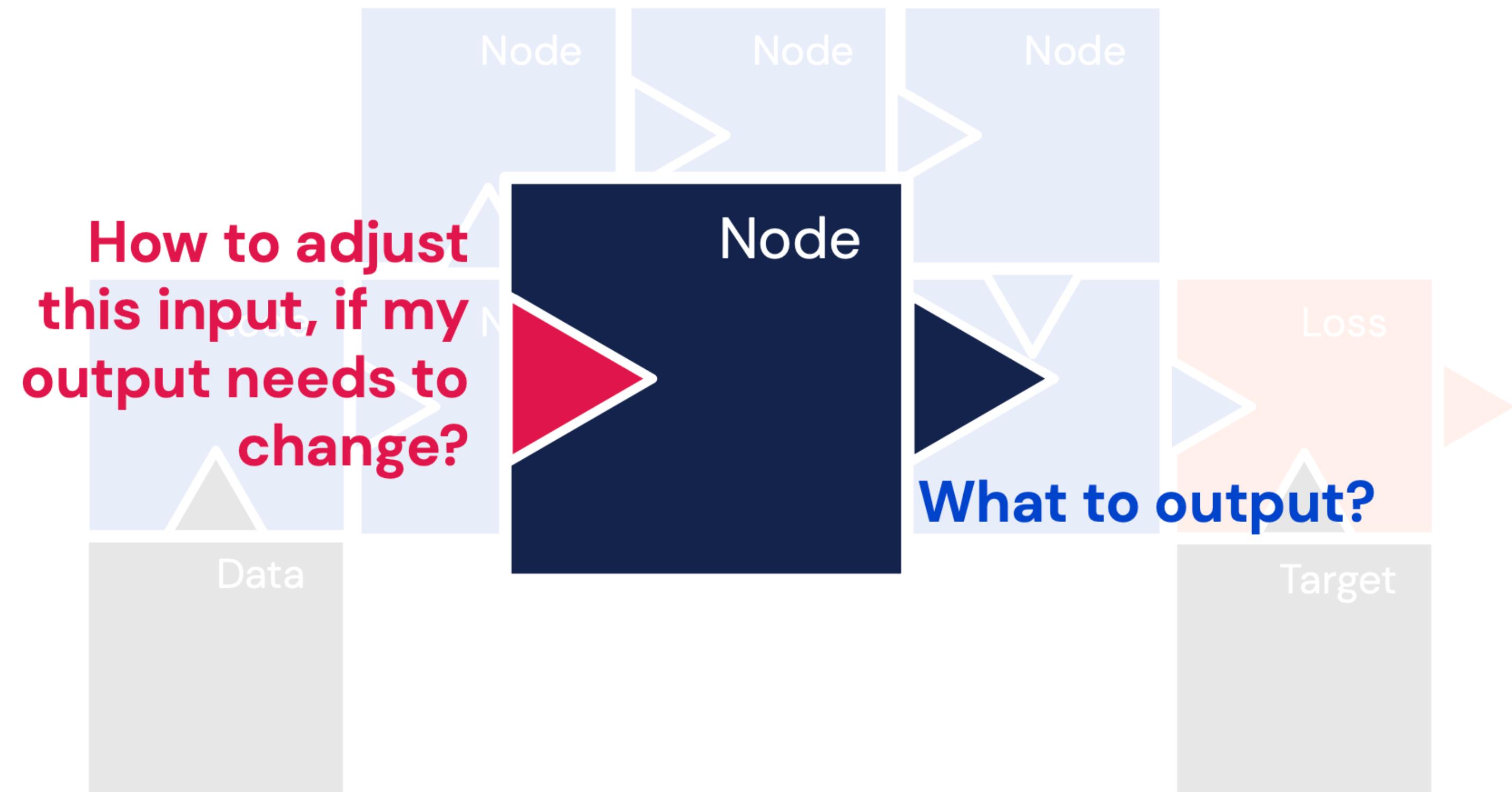
# Deep Learning as LEGO for adults

How to build your best model



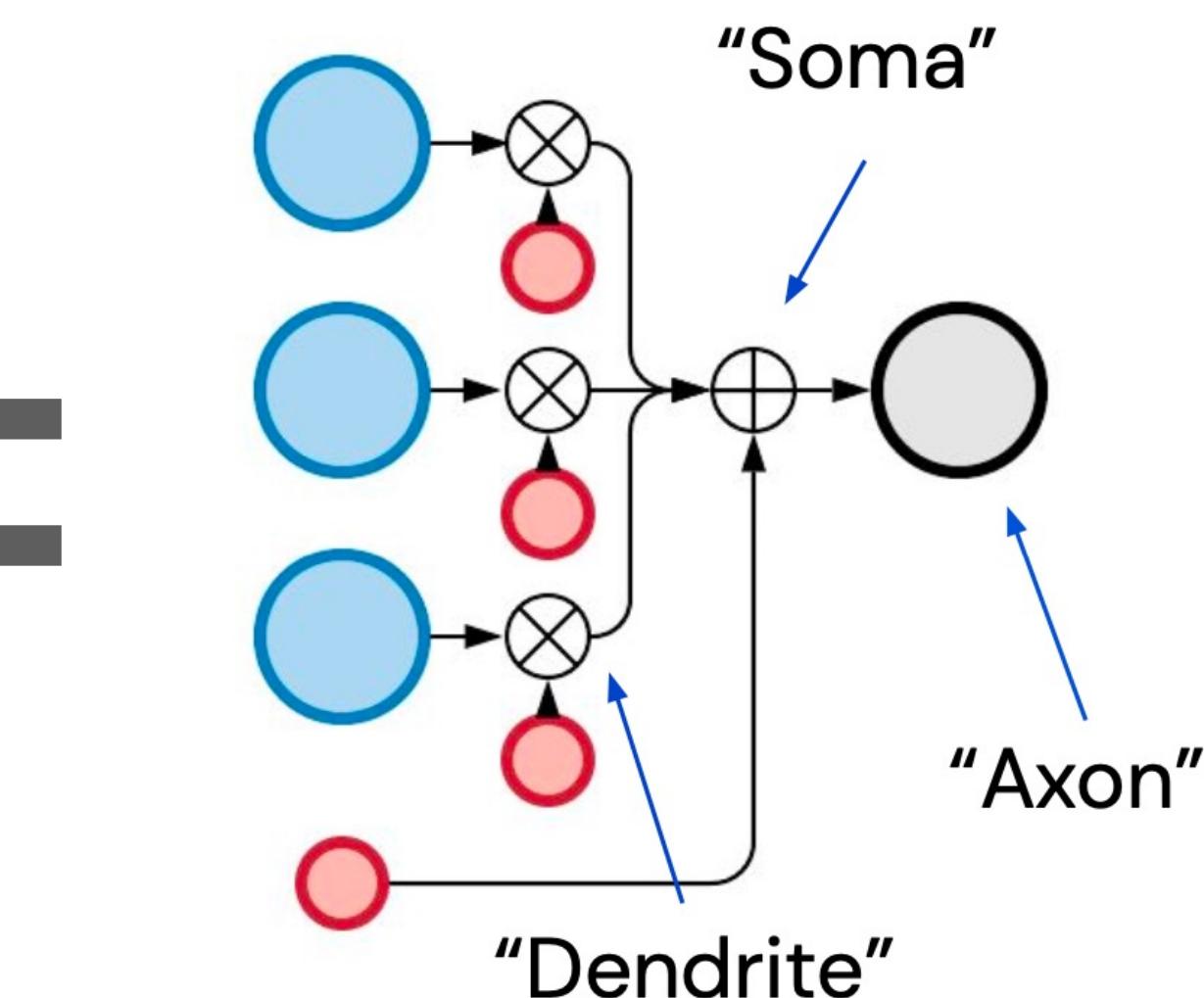
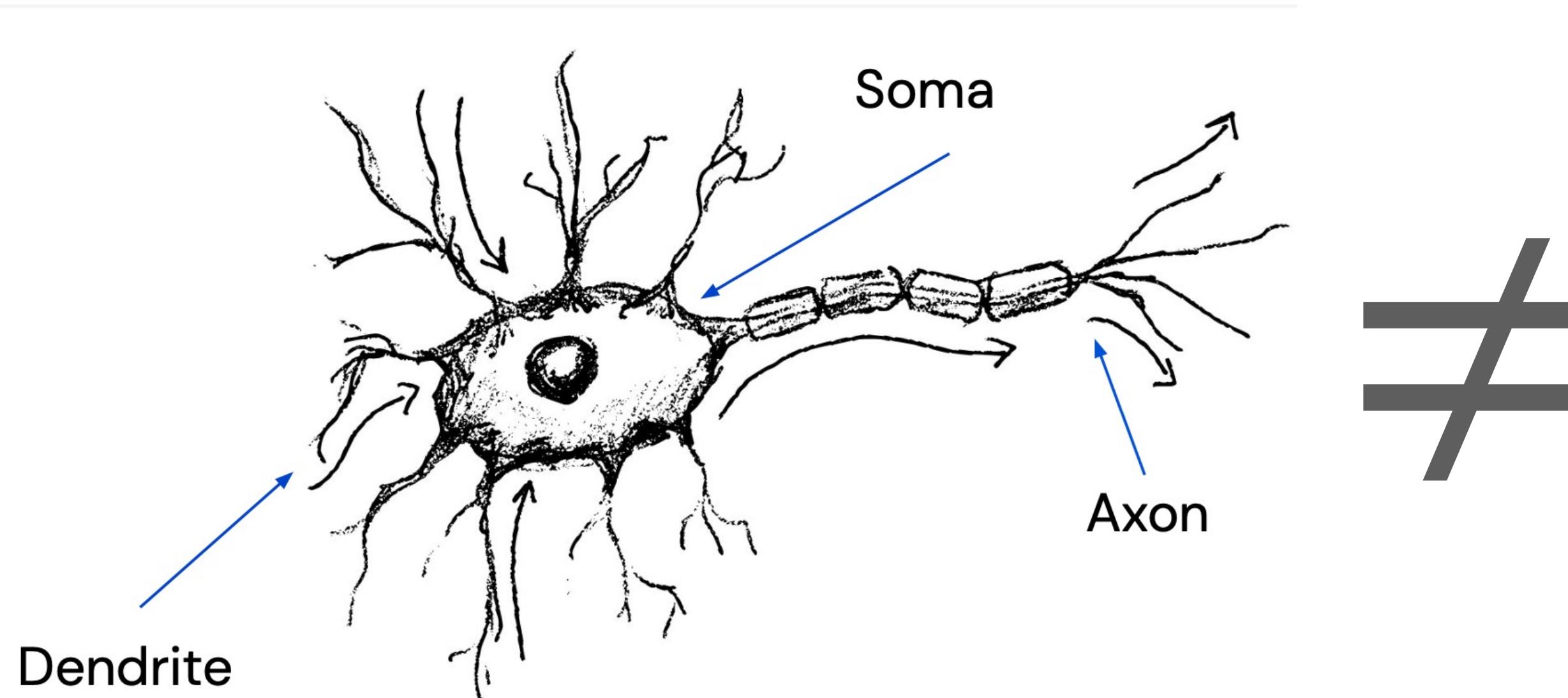
# A

## B



# Artificial Neurons

Not biologically plausible, but still very useful

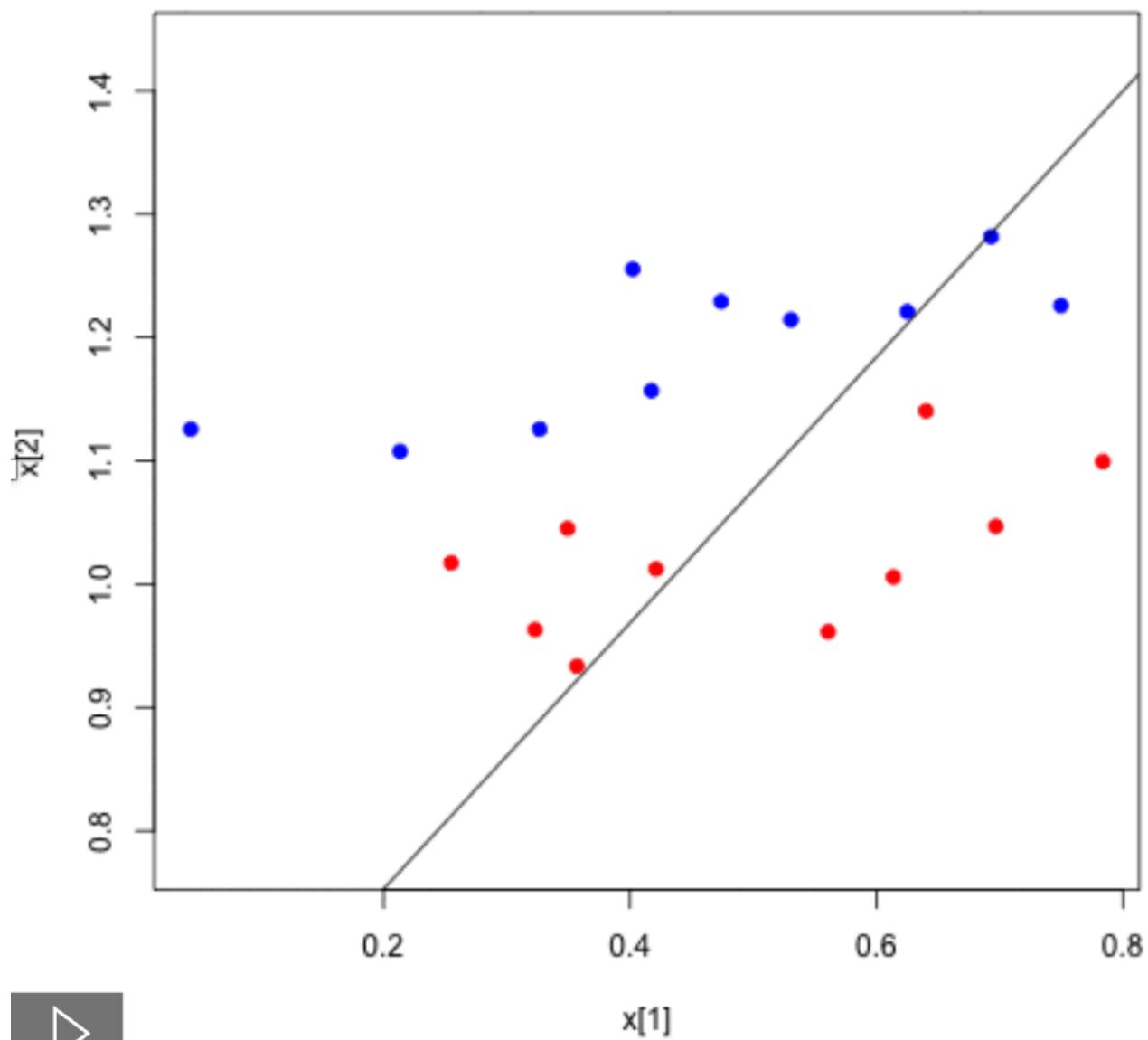
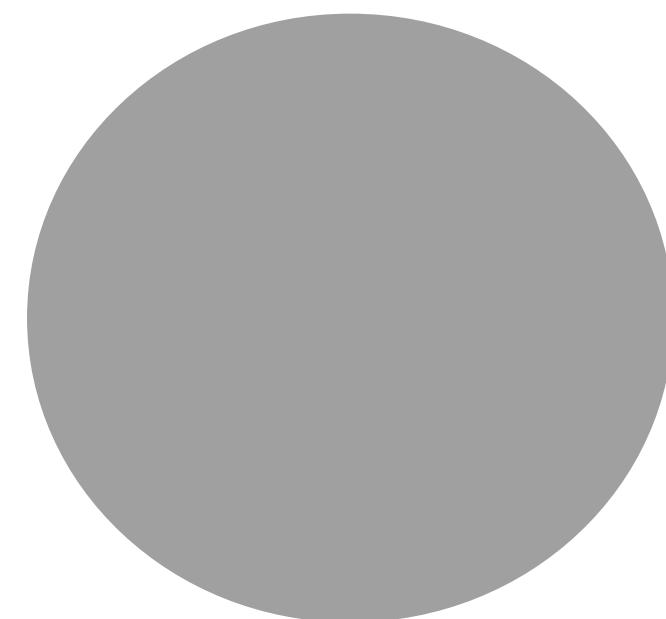


$$\sum_{i=1}^d \mathbf{w}_i \mathbf{x}_i + b$$
$$\sum_{i=0}^d \mathbf{w}_i \mathbf{x}_i \quad \mathbf{x}_0 := 1$$

# The Perceptron (Rosenblatt, 1958)

Not biologically plausible, but still very useful

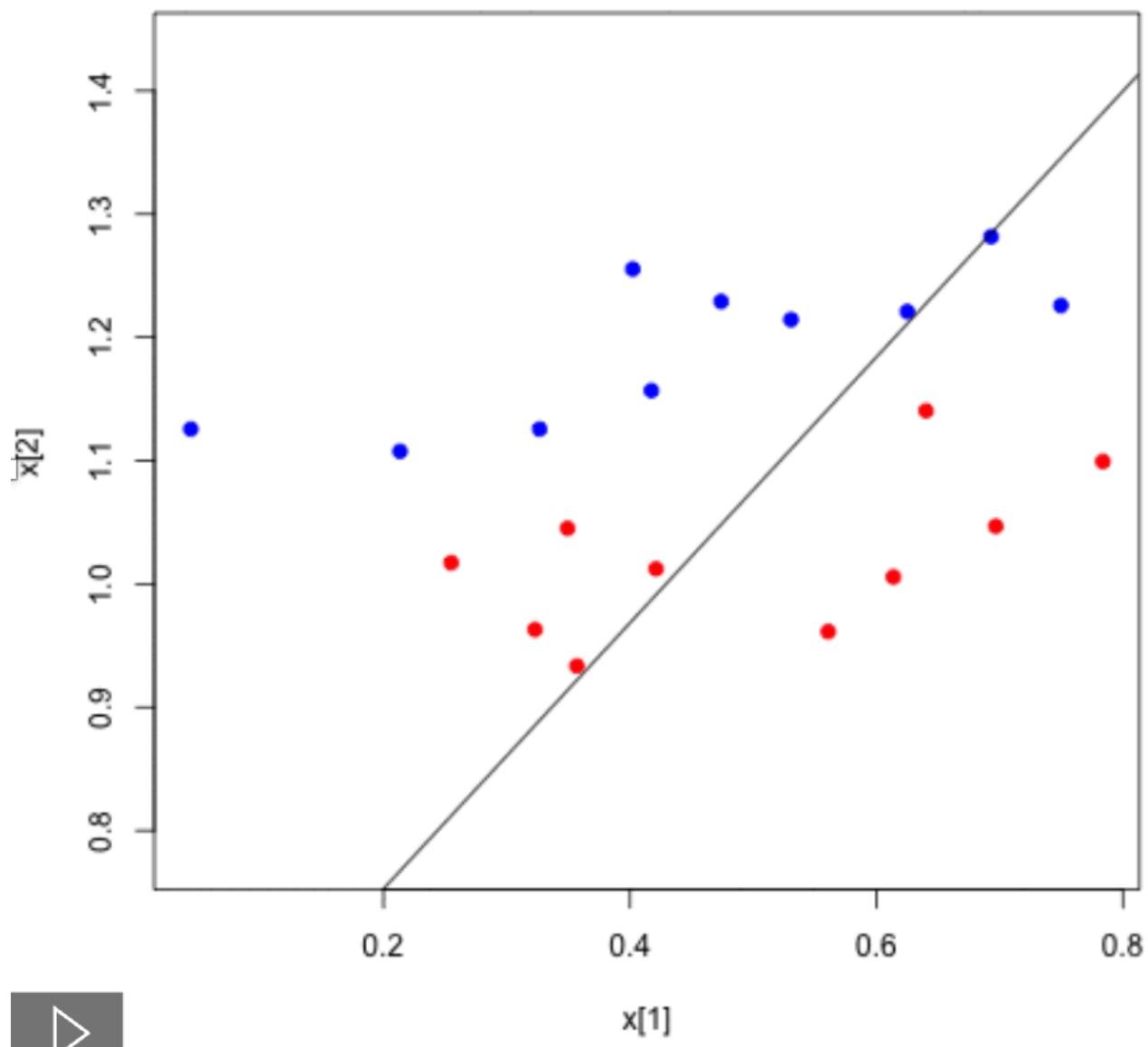
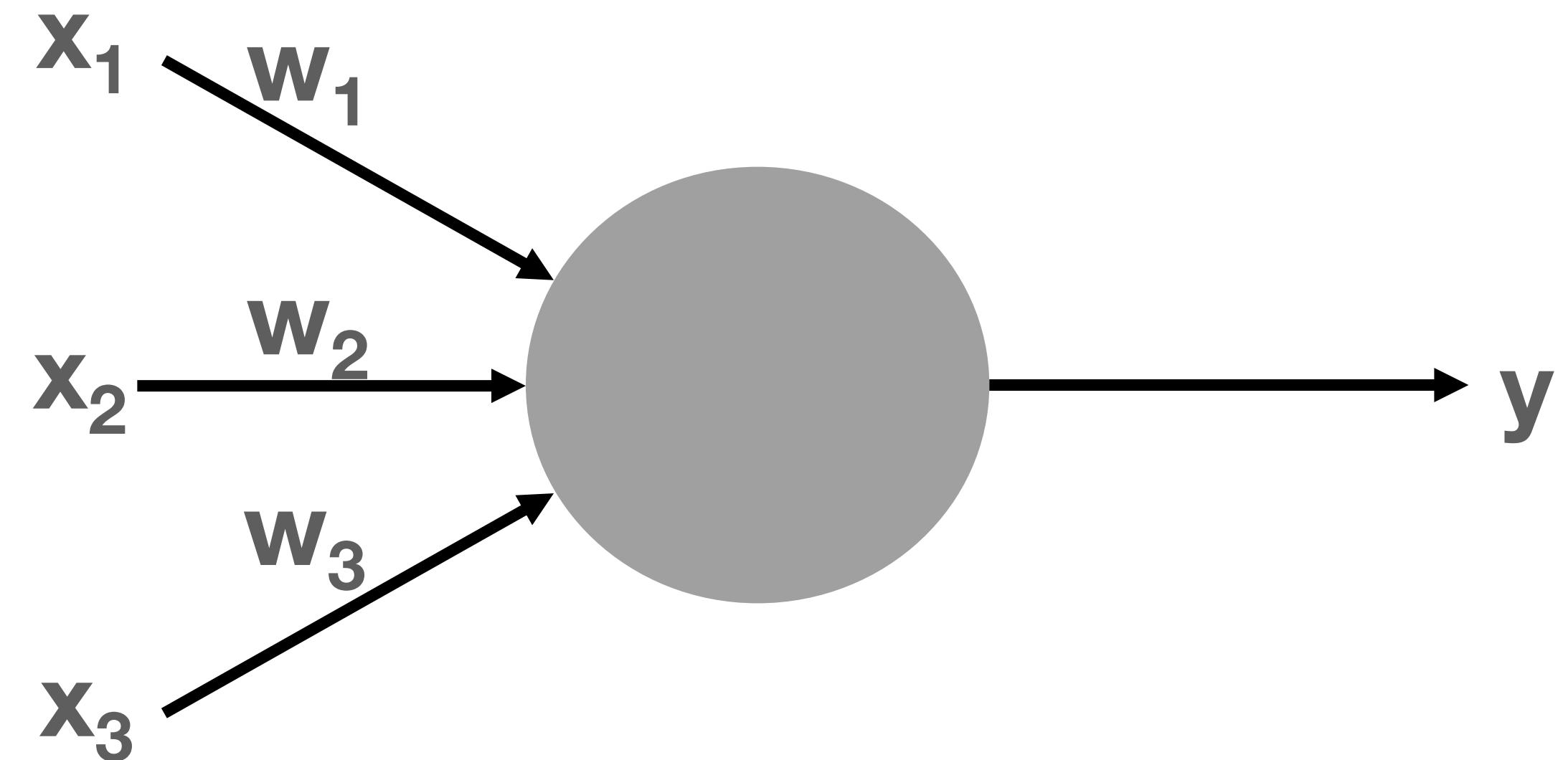
$$f(\mathbf{x}) = \begin{cases} 1 & \text{if } \mathbf{w} \cdot \mathbf{x} + b > 0, \\ 0 & \text{otherwise} \end{cases}$$



# The Perceptron (Rosenblatt, 1958)

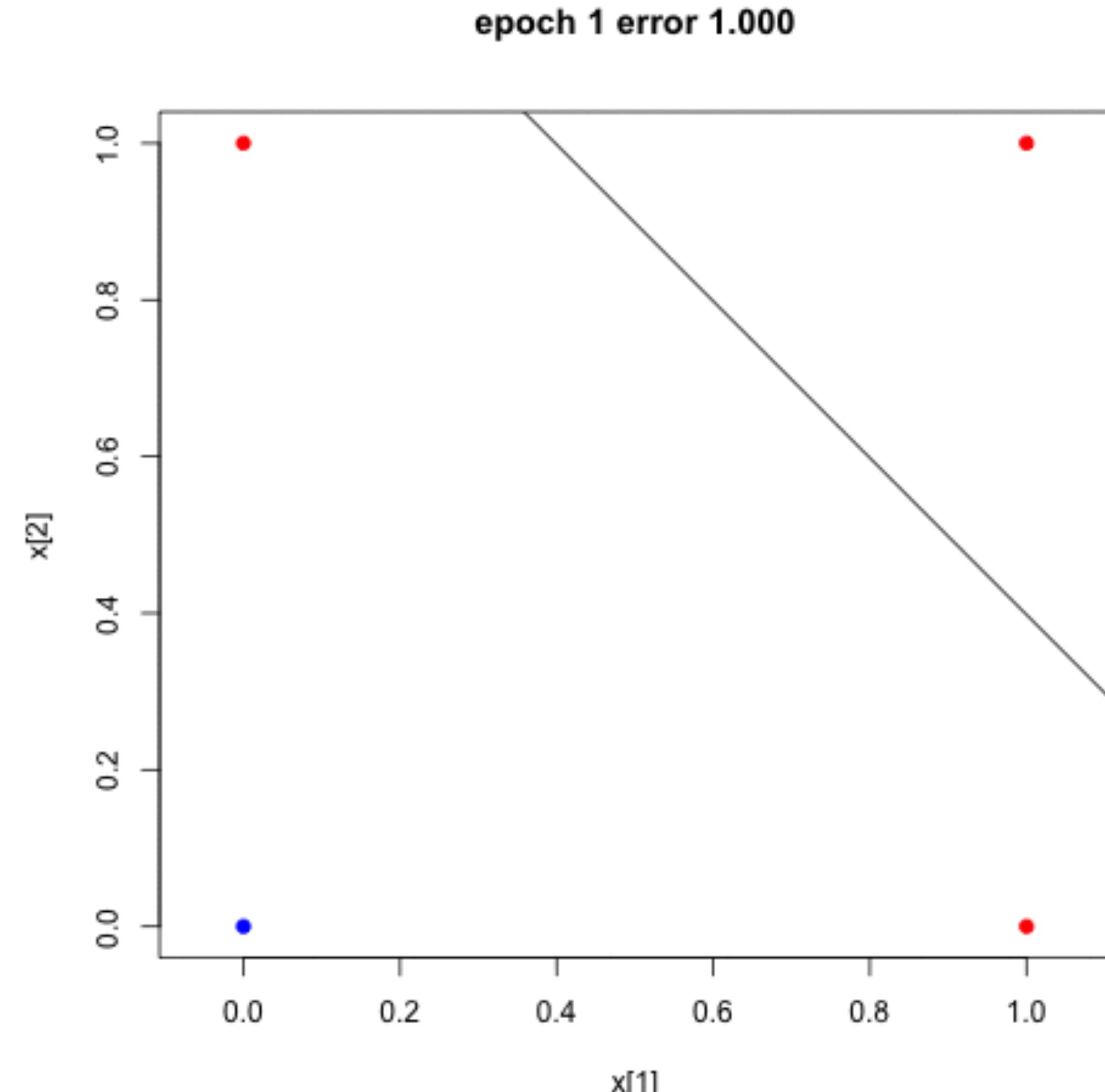
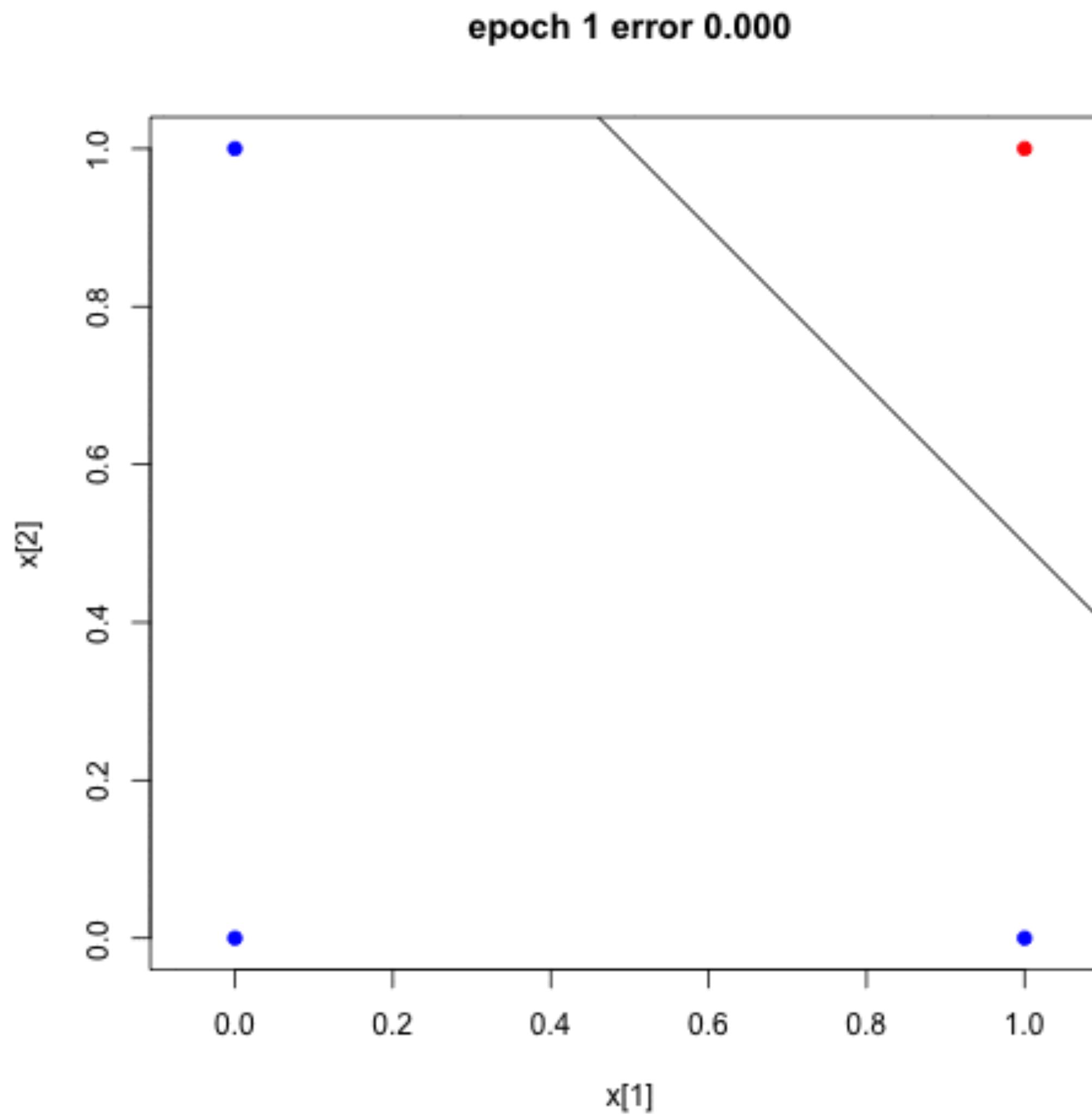
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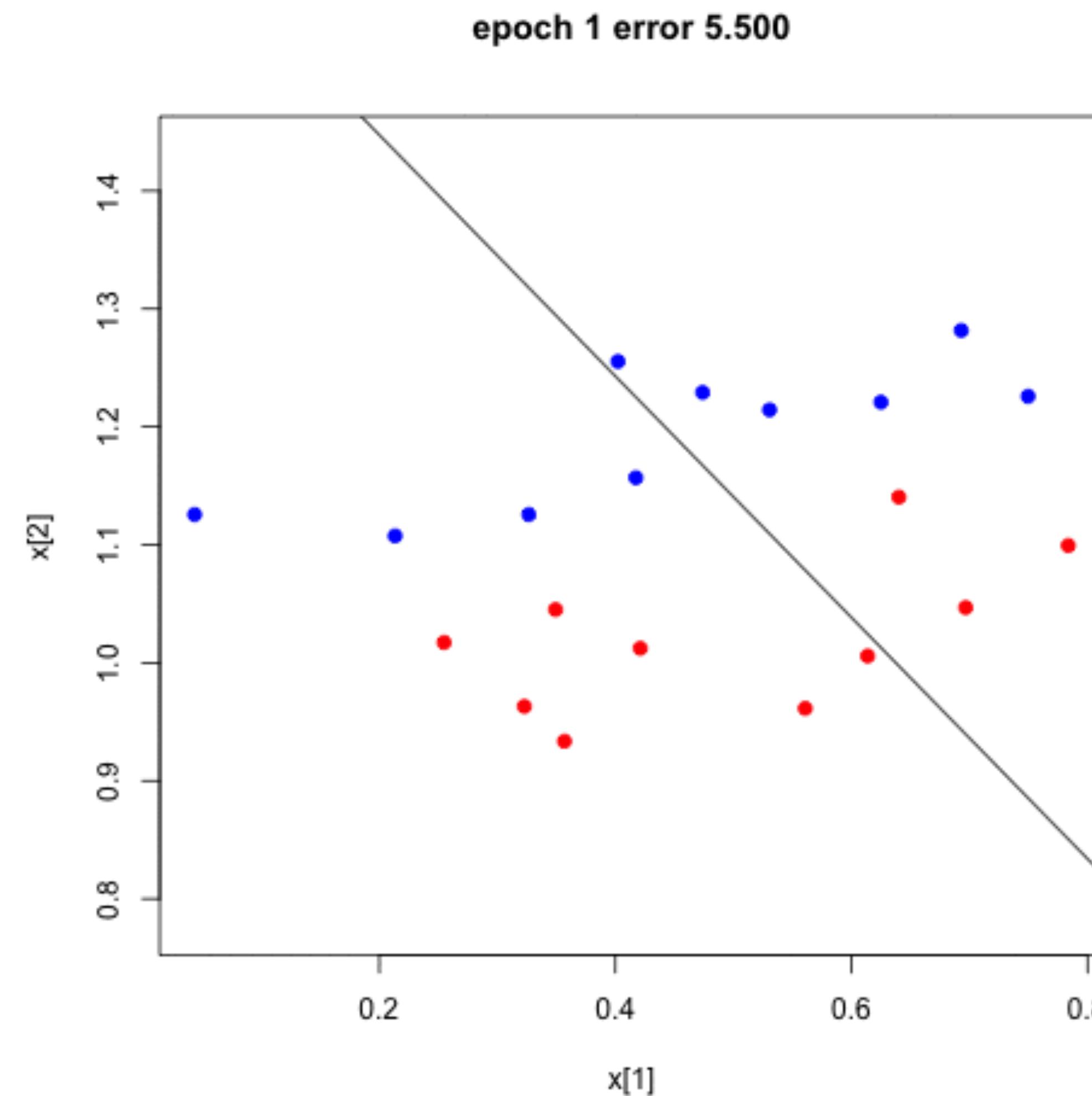
# The perceptron can solve AND and OR

Linear problems can be solved



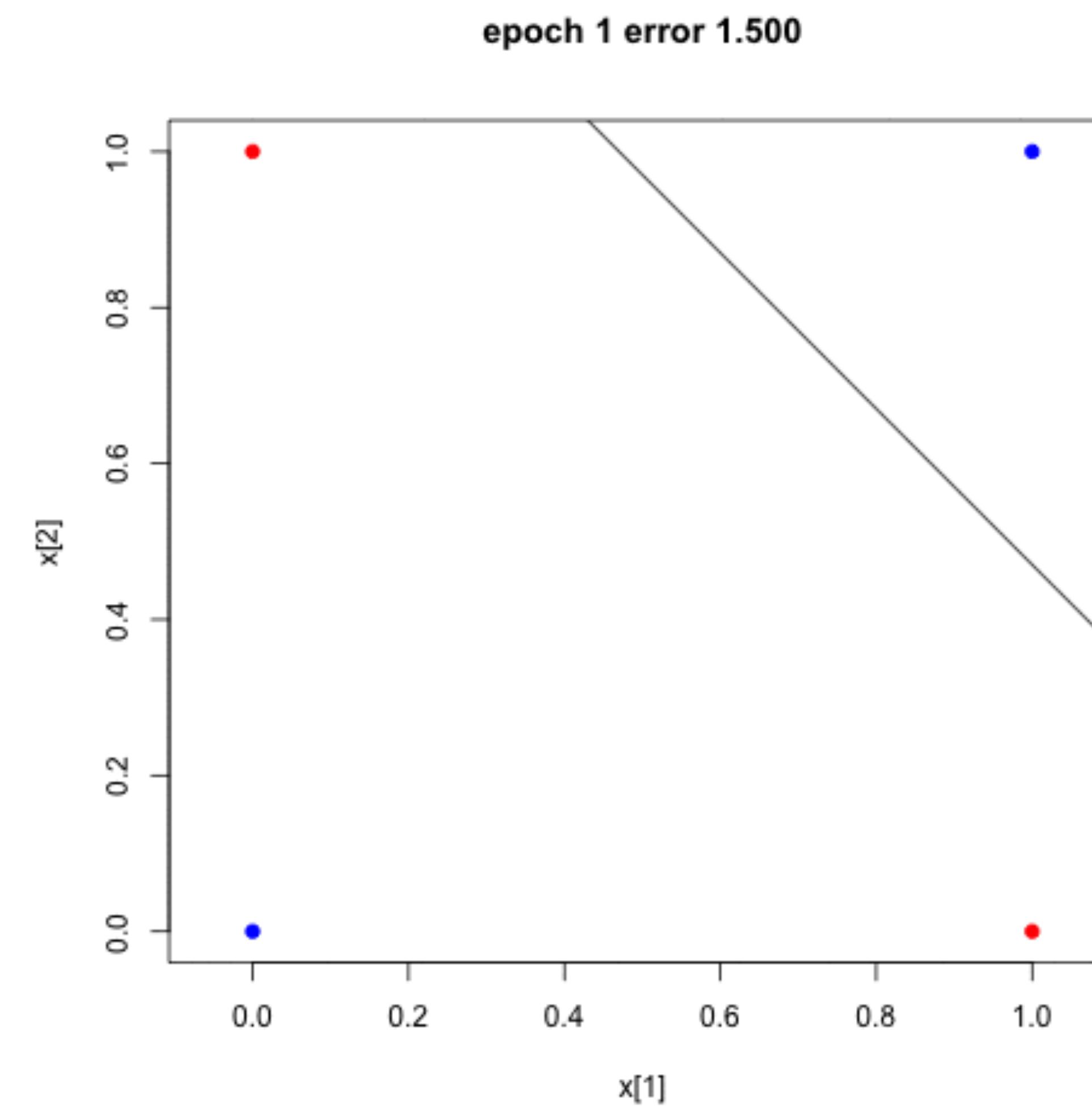
# Perceptron on linearly separable data

Linear problems can be solved



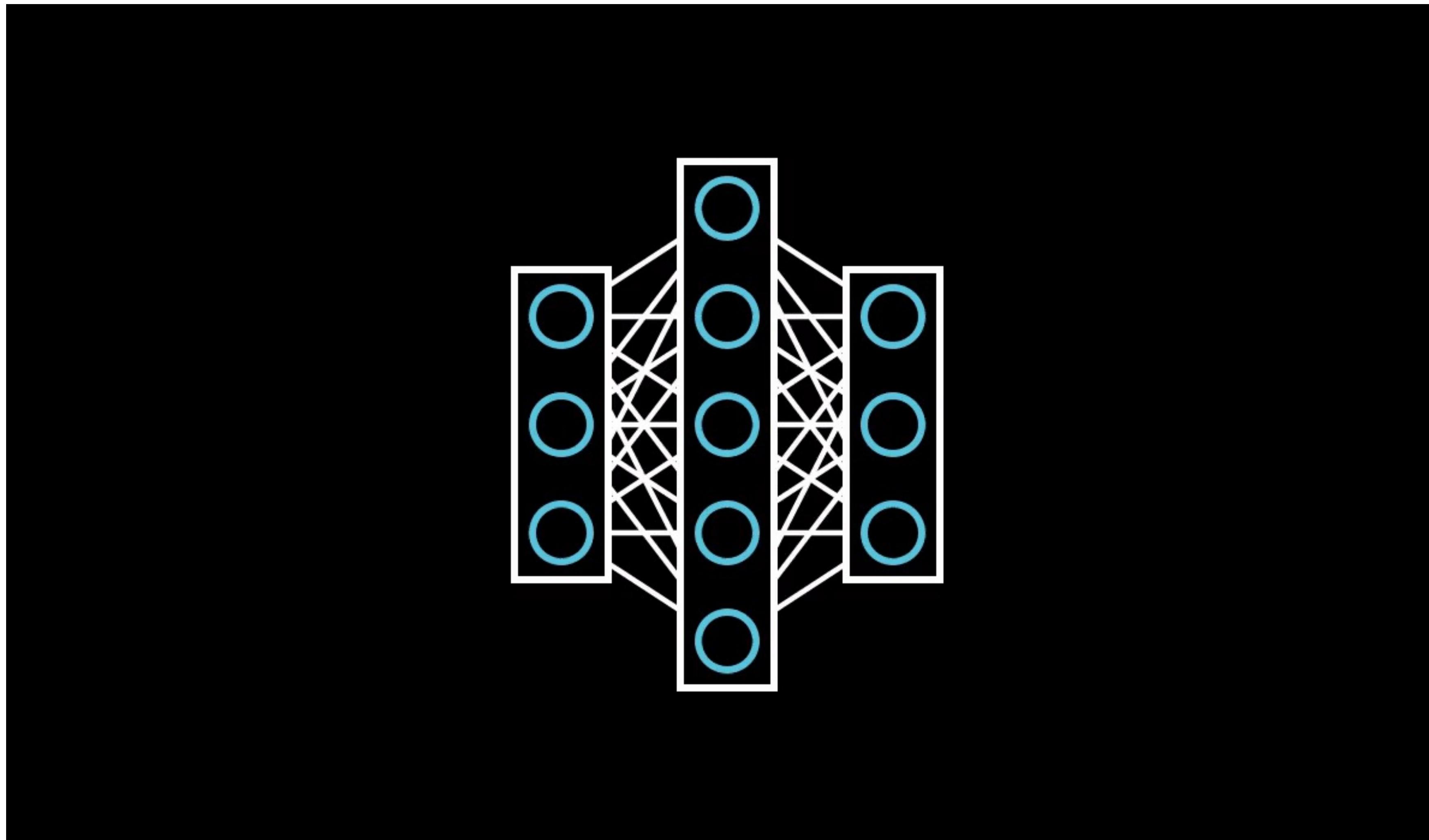
# The perceptron cannot solve XOR

Minsky & Papert, 1969: Dawn of the first AI winter



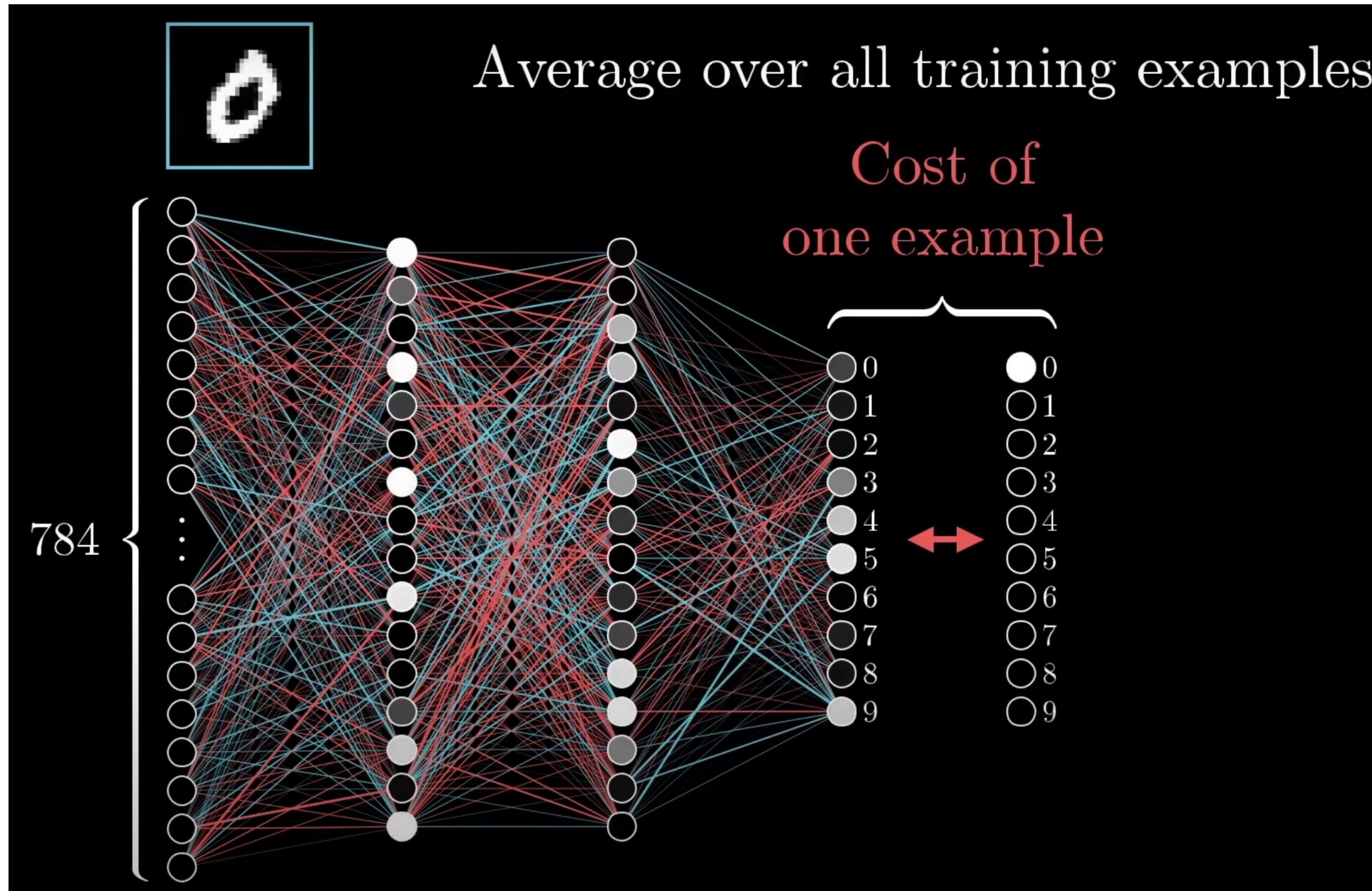
# The secret sauce (1/2): Multilayer Perceptrons

Backpropagation allowed the use of deeper networks



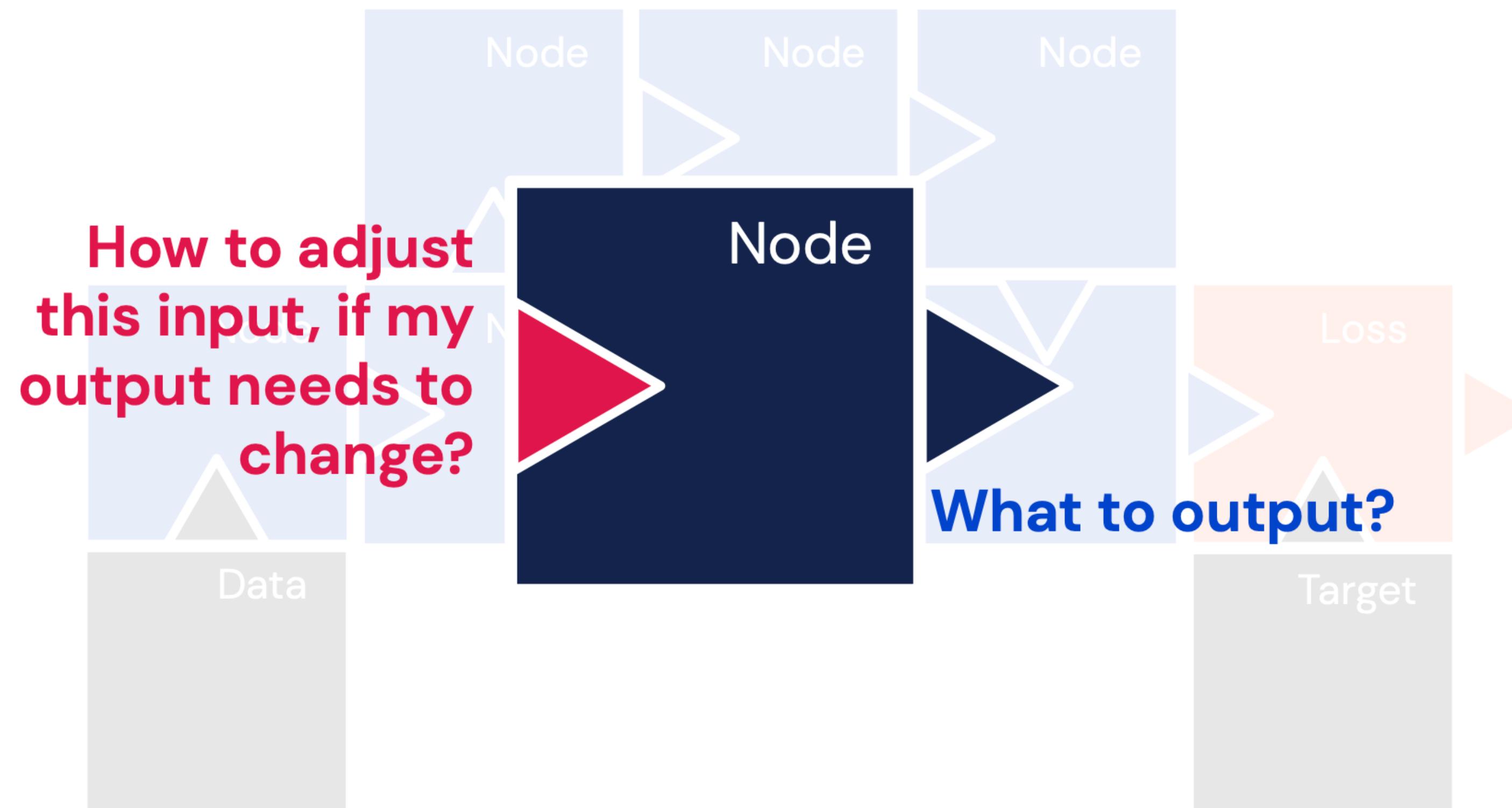
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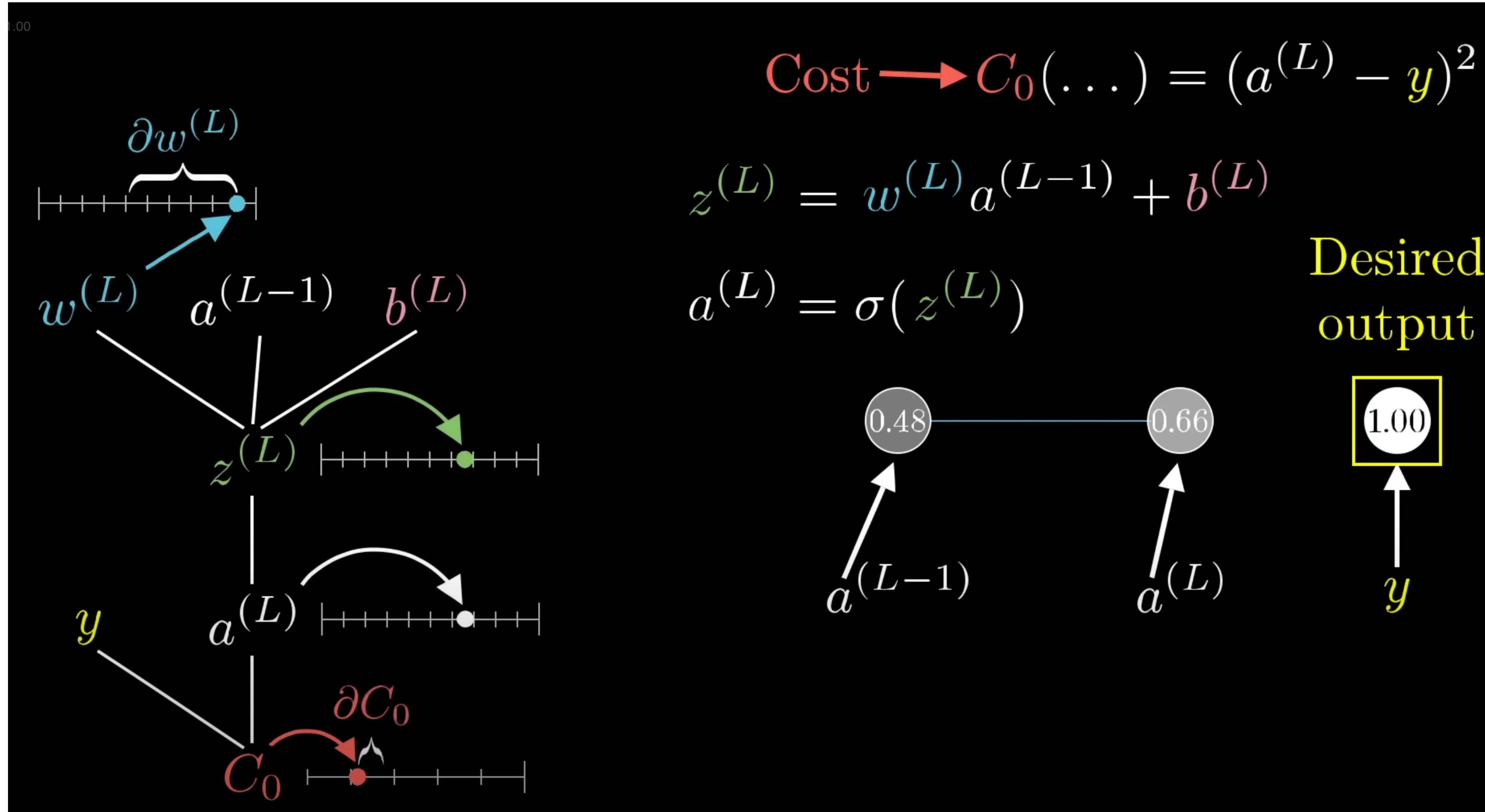
# How do we tune hidden neurons

Backpropagation allowed the use of deeper networks



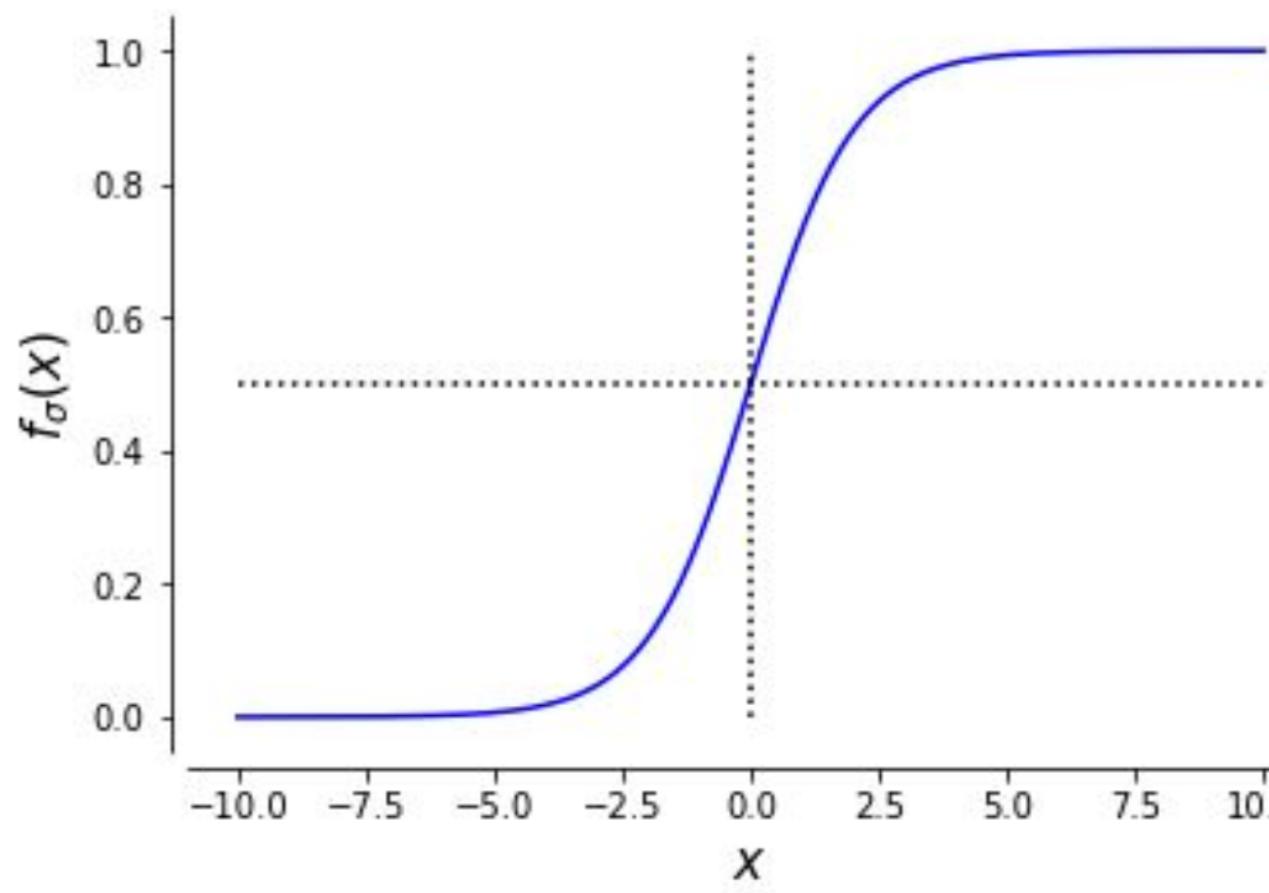
# The secret sauce (1/2): Multilayer Perceptrons

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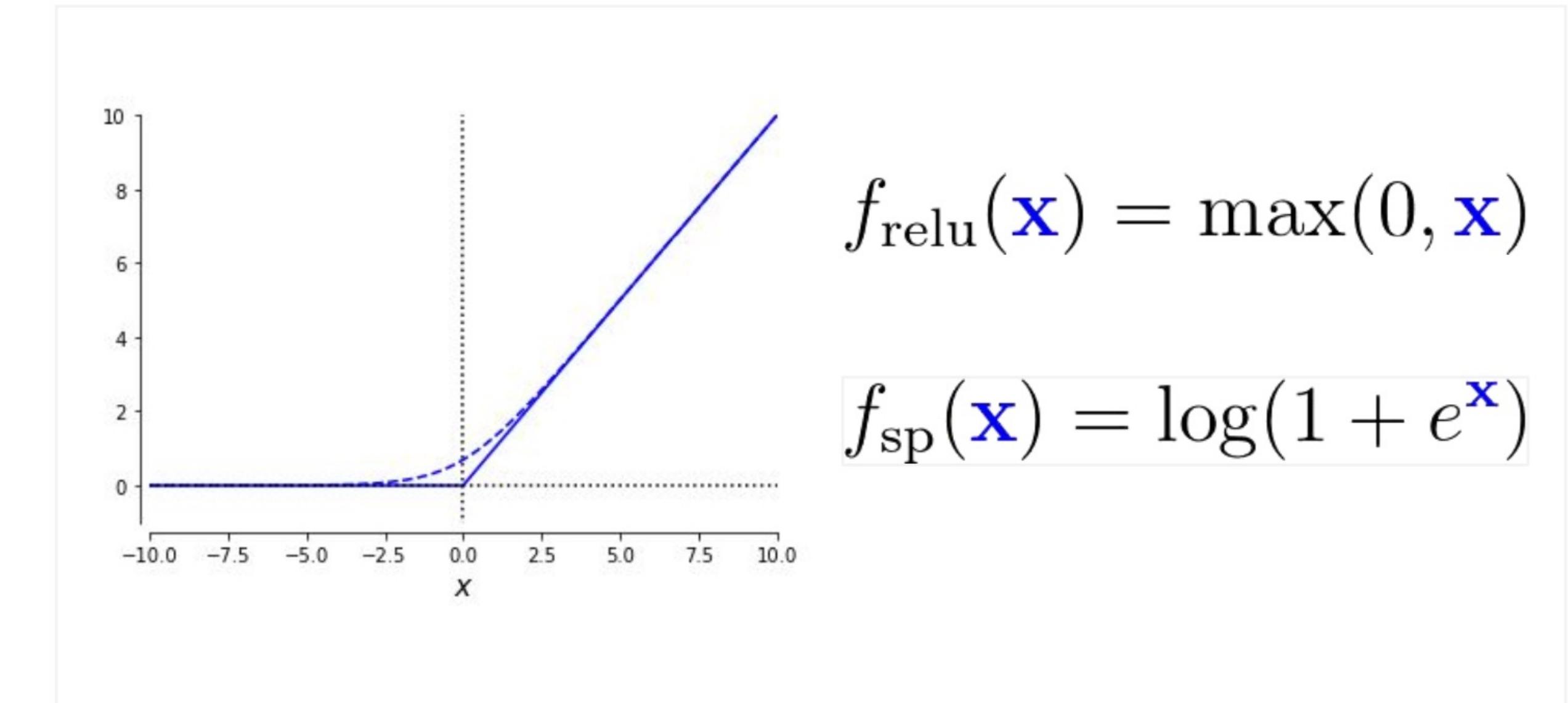
# The secret sauce (2/2): Activation functions

Non-linearities allow us to solve non-linear problems



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

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



$$f_{\text{relu}}(\mathbf{x}) = \max(0, \mathbf{x})$$

$$f_{\text{sp}}(\mathbf{x}) = \log(1 + e^{\mathbf{x}})$$

Activation functions are often called **non-linearities**.  
Activation functions are applied **point-wise**.

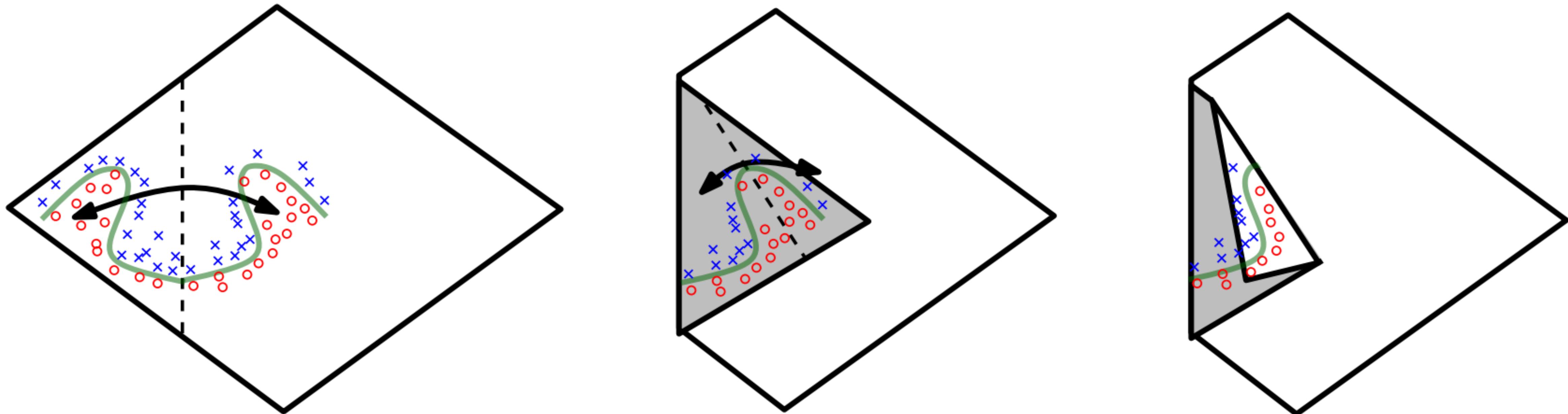
One of the **most commonly used activation functions**.  
Made **math analysis** of networks **much simpler**.

# Solve XOR with just 2 hidden neurons

- Hidden layers bend and deform input space
- Last linear model does linear classification
- Non-linear transformations are key for deep learning!
- Our network became a feature extractor!

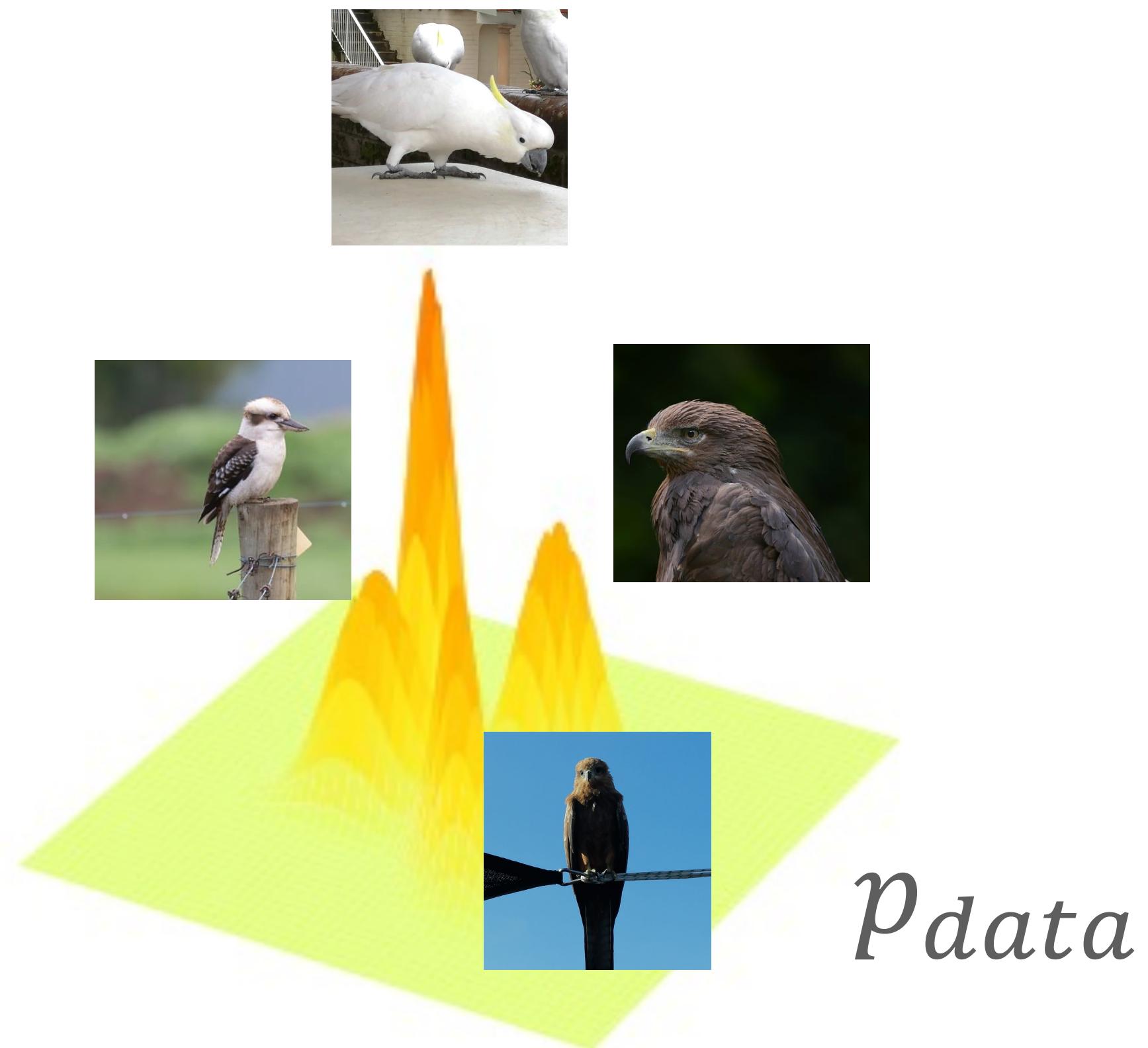
# What is deep learning doing?

Transforming data non-linearly into a better representation



# What is deep learning doing?

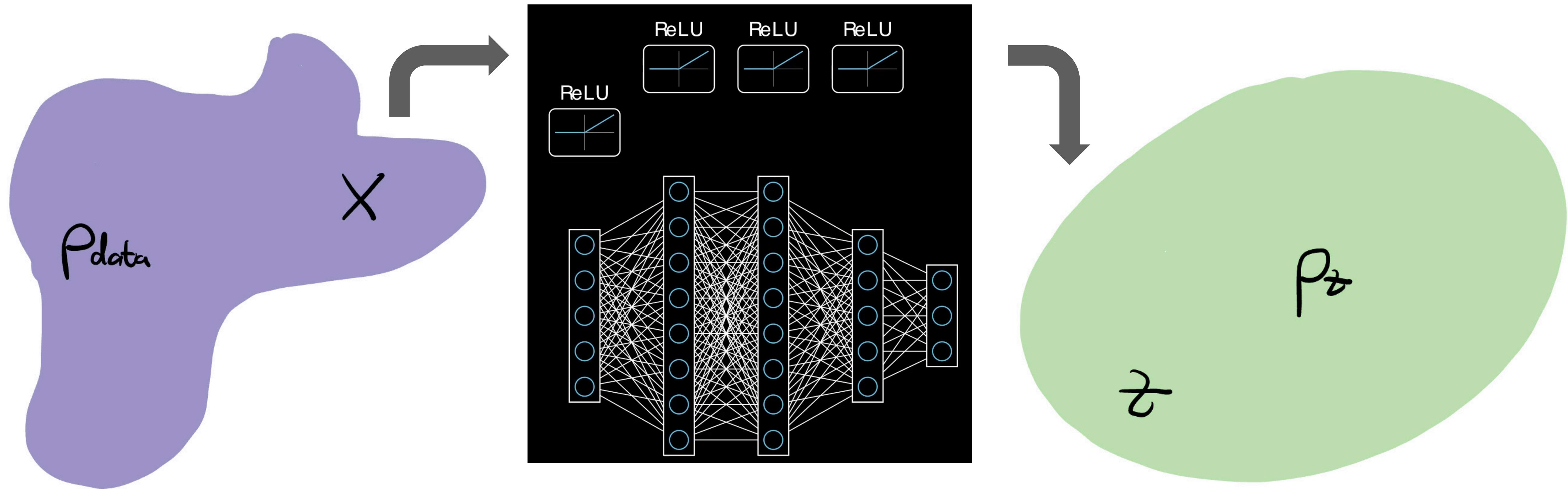
Transforming data non-linearly into a better representation



$p_{data}$

# What is deep learning doing?

Transforming data non-linearly into a better representation



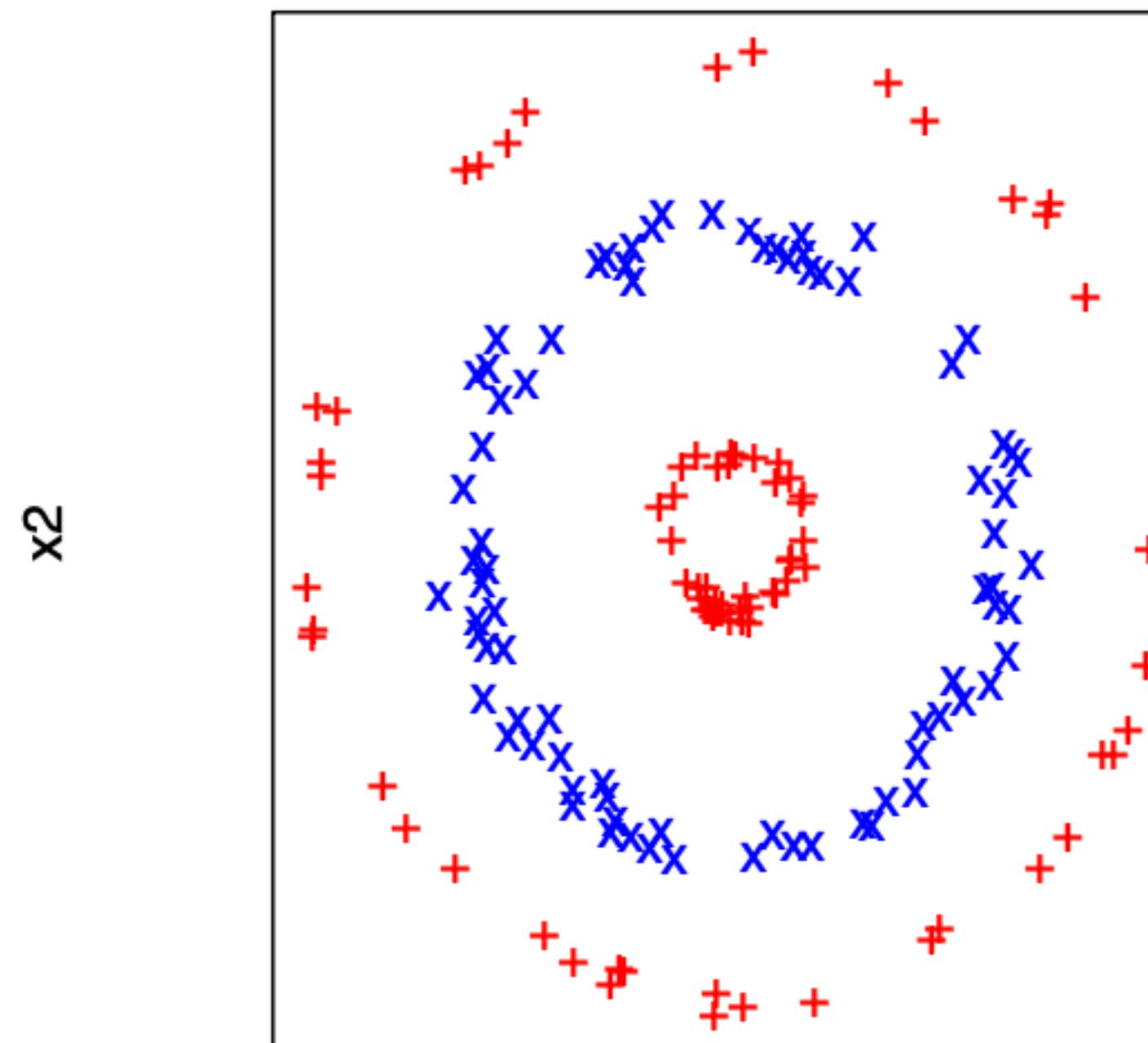
# **Let's try it ourselves**

**See the power of hidden layers**

<http://playground.tensorflow.org/>

# Feature/Representation engineering is hard

The Deep Learning way: Let the network figure it out for you



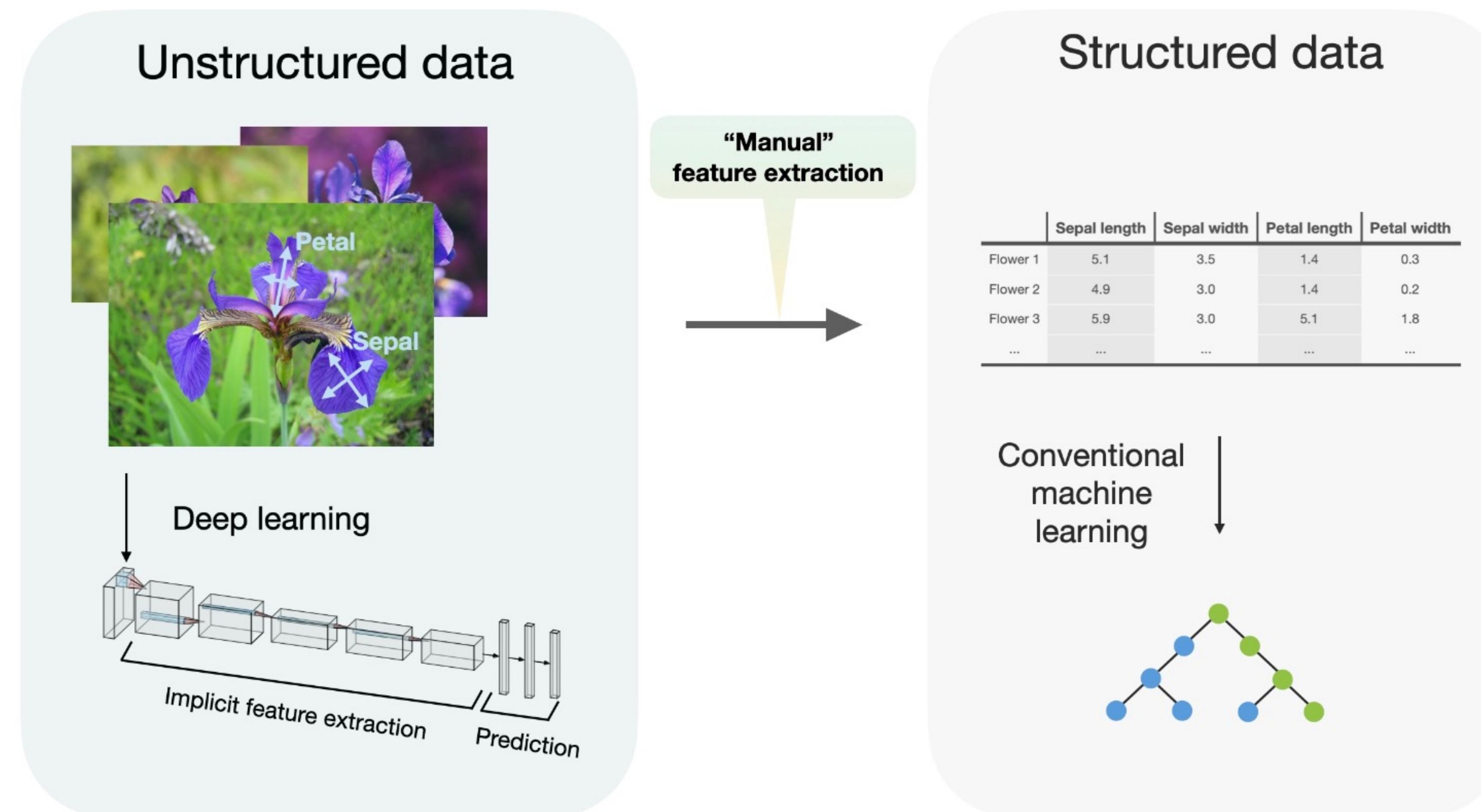
?



?

# Deep Learning performs feature extraction

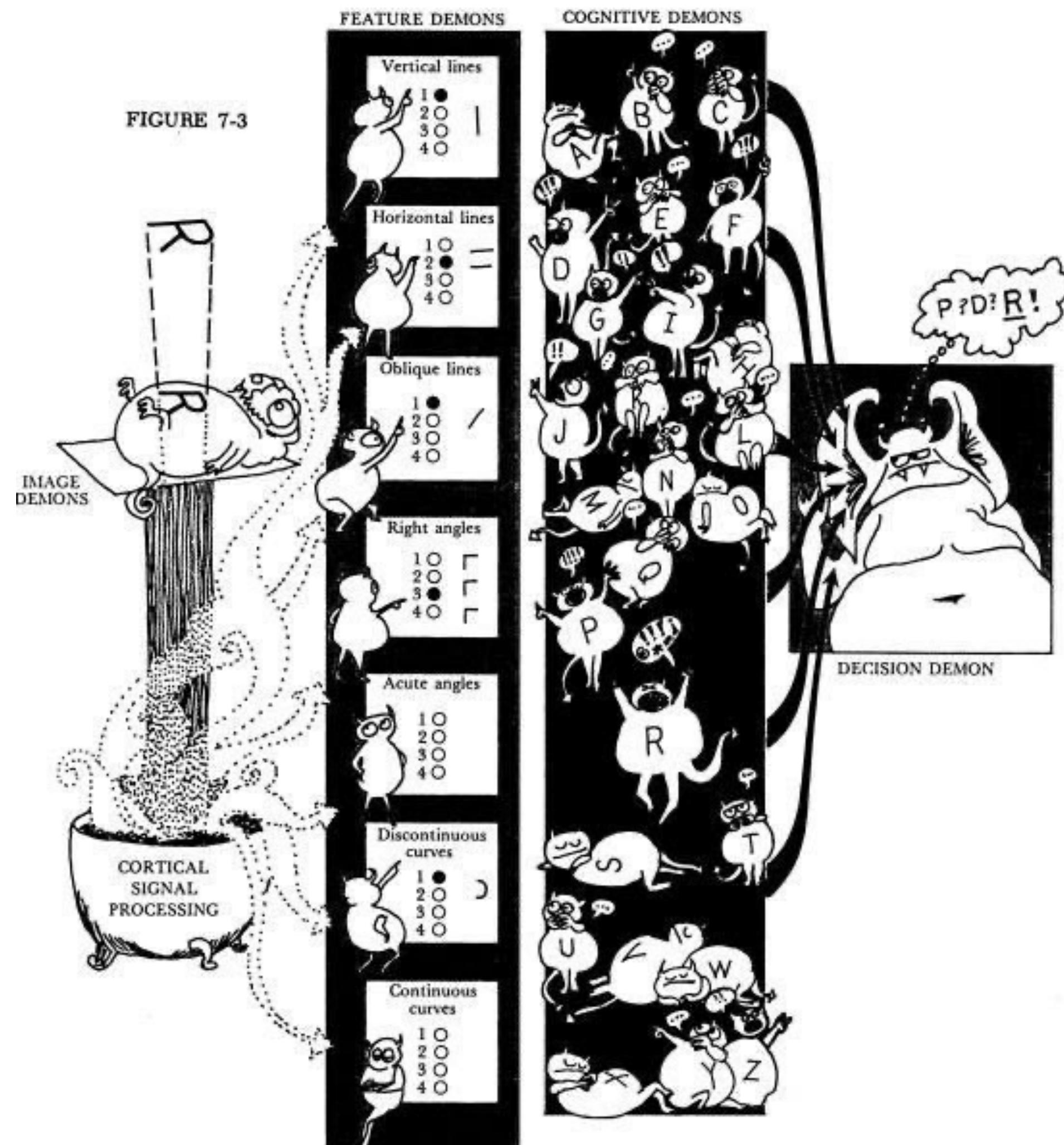
The deeper the network, the more complex the patterns can be



# The demons in the pandemonium

Selfridge, 1959: Pattern recognition triggers downstream cognition

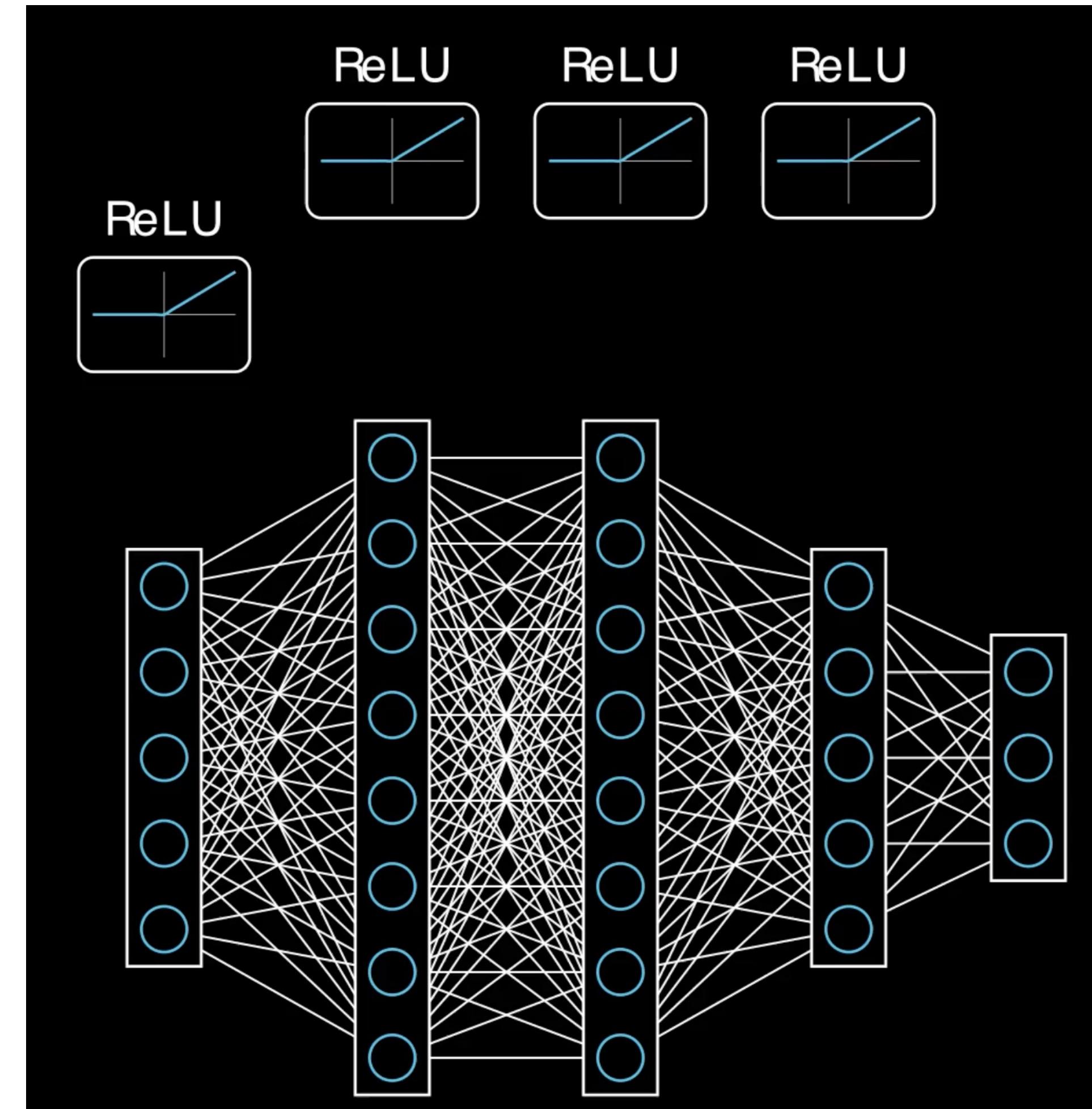
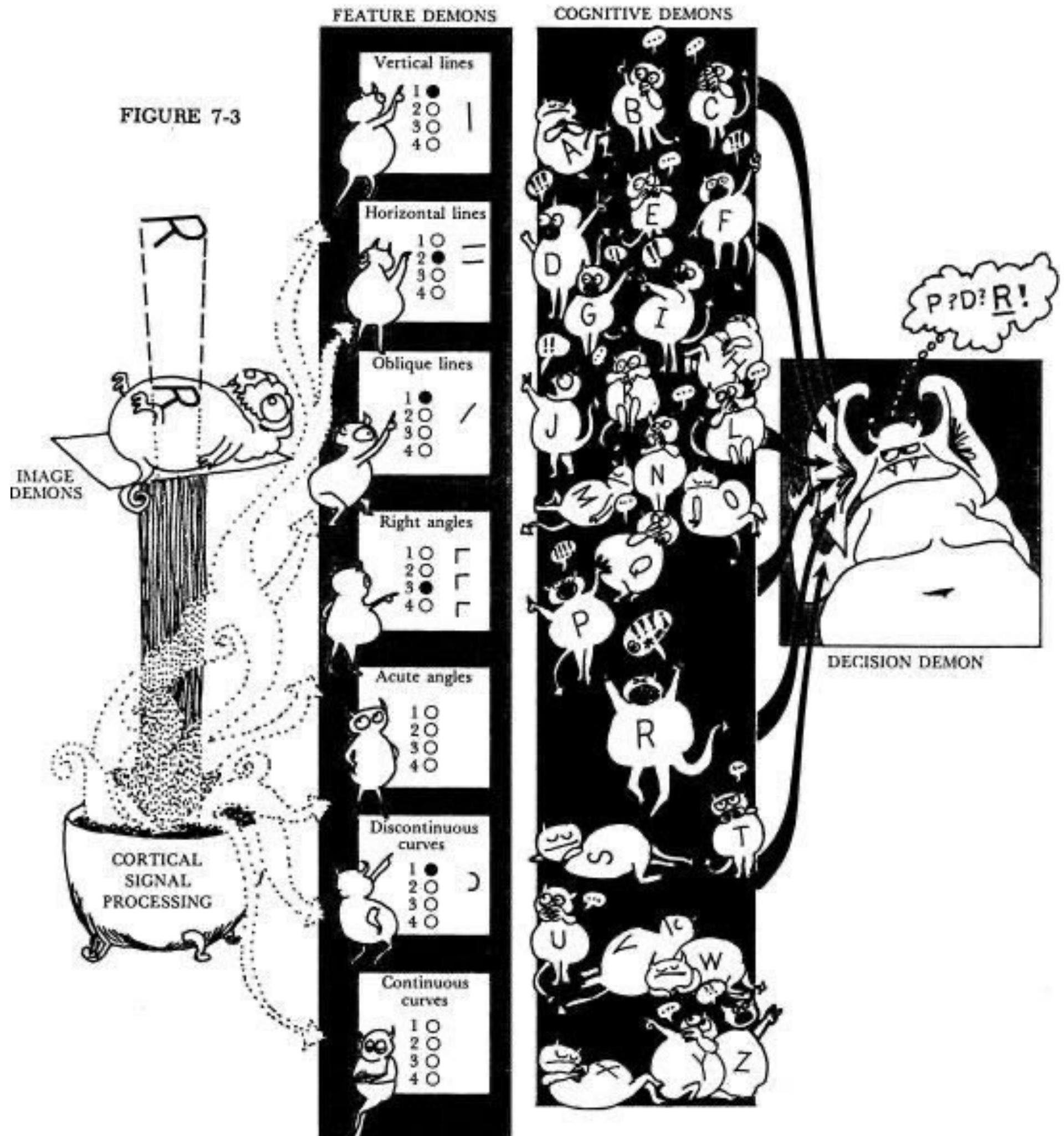
266 7. Pattern recognition and attention



# The demons in the pandemonium

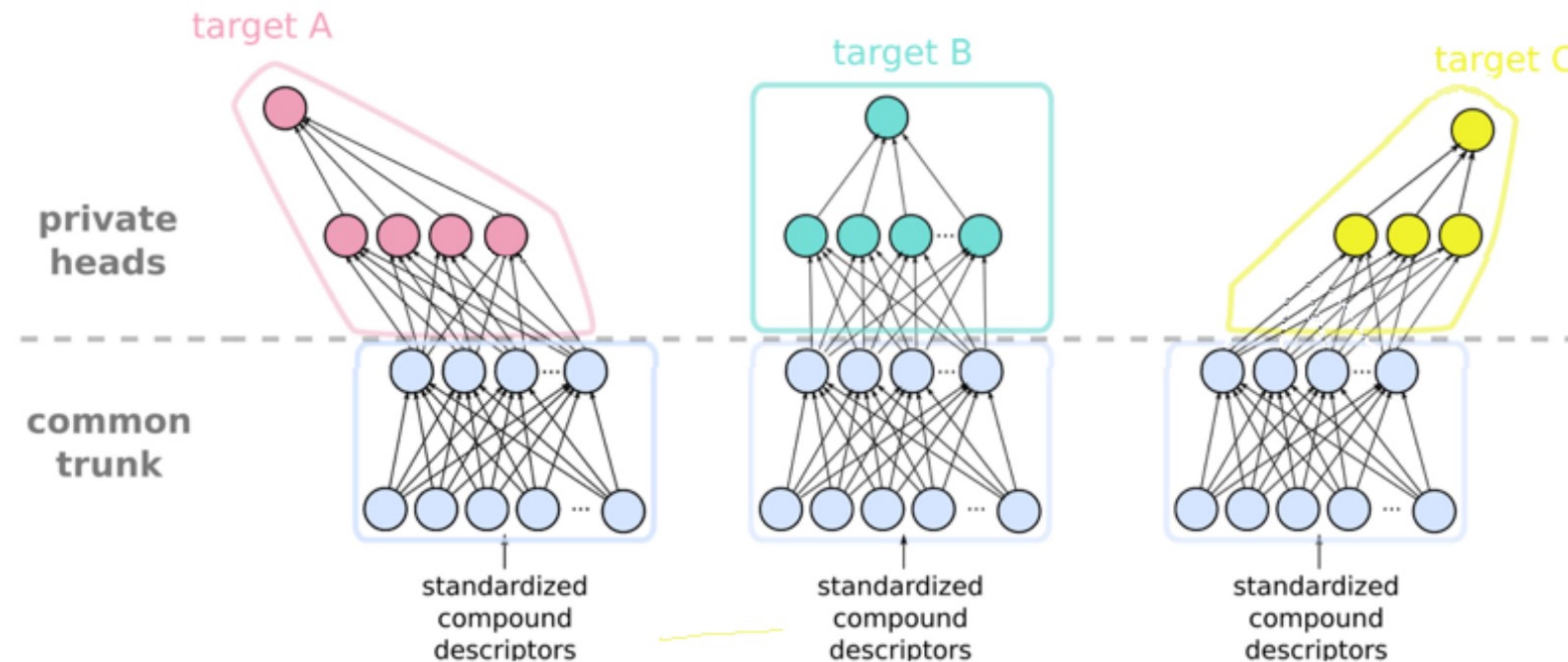
## Trunk versus head

266 7. Pattern recognition and attention



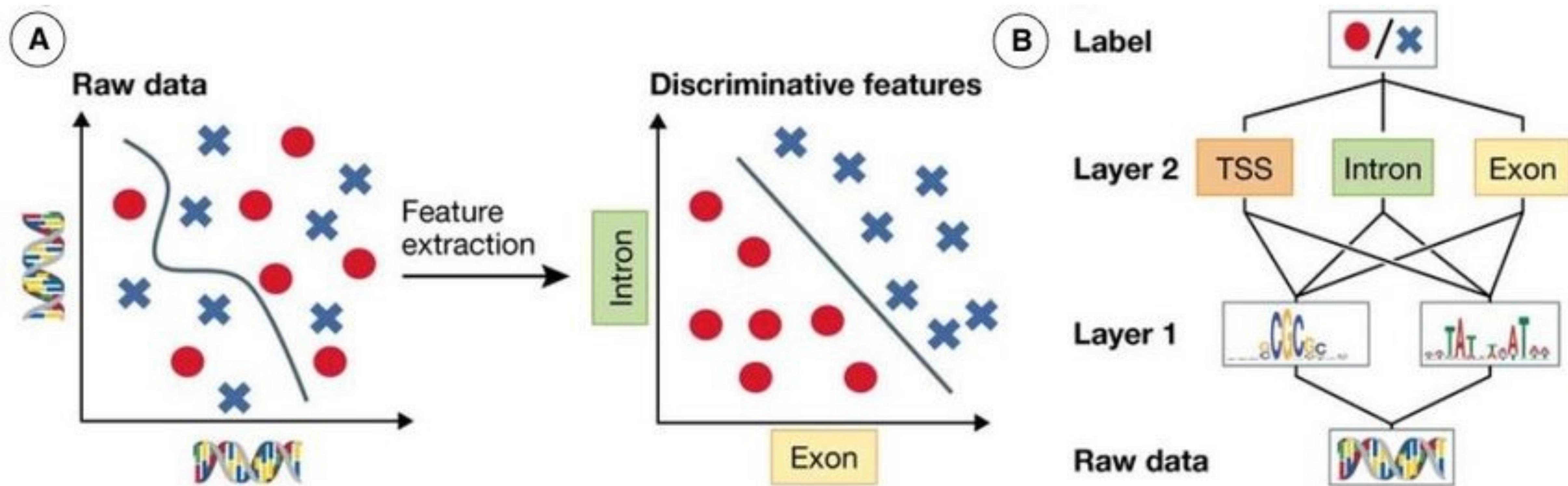
# Deep Learning as feature extractors

## Trunk versus head



# Deep Learning as feature extractors

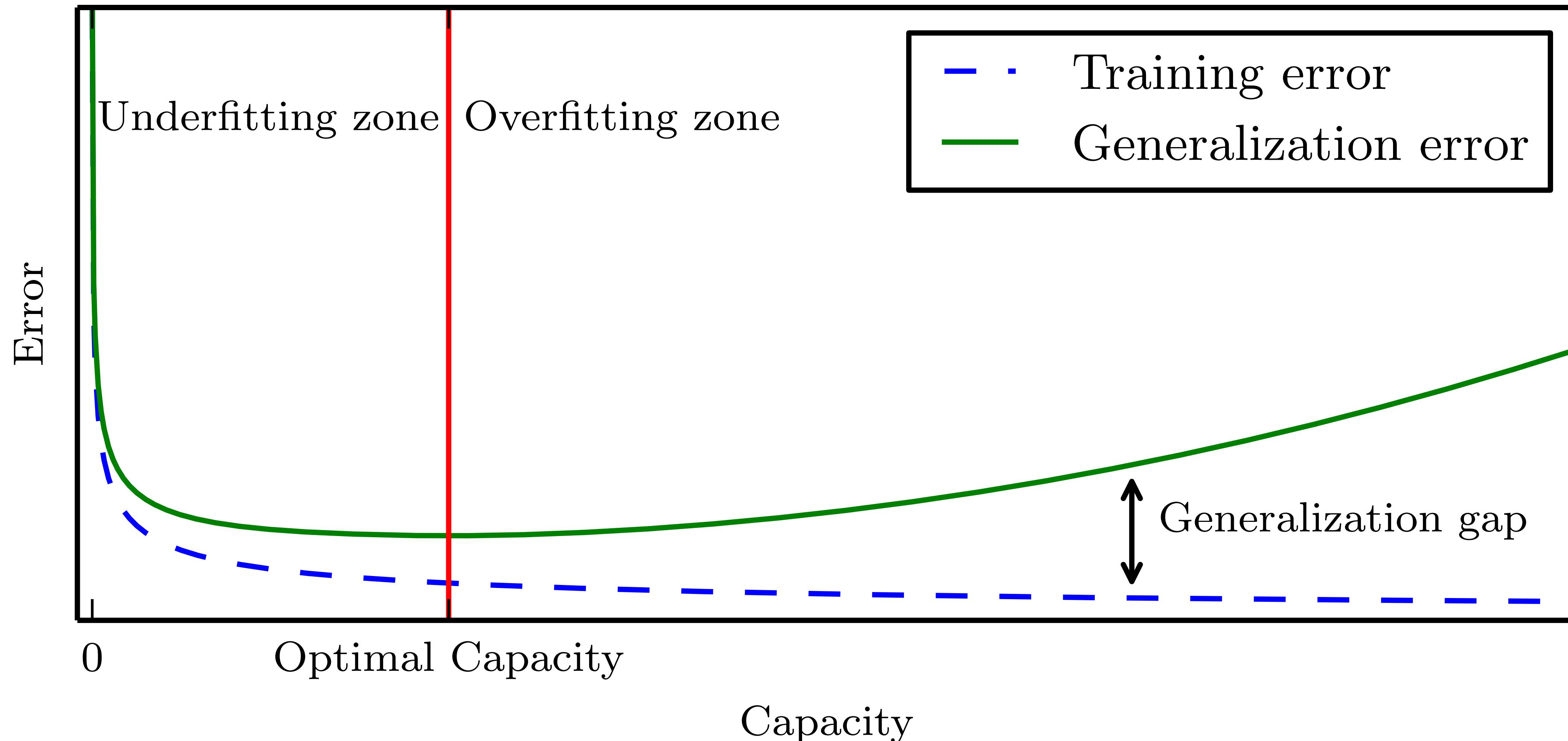
## Trunk versus head



Adapted under CC BY 3.0 license from: Kalinin, Alexandr A., et al. "Deep learning in pharmacogenomics: from gene regulation to patient stratification." *Pharmacogenomics* 19.7 (2018): 629-650.

# Regularisation: How do we avoid overfitting?

Machine learning models like to overfit your data



# Regularisation: How do we avoid overfitting?

Machine learning models like to overfit your data

## Explicit Regularisation

-> Add reg. term to loss function:

- $\sum_{w \in \theta} \|w\|_1$
- $\sum_{w \in \theta} \|w\|_2$
- $\sum_{w \in \theta} \|w\|_\infty$
- $\sum_x p(x) \log(x)$

## Implicit Regularisation

-> Various hacks to improve optimisation

- data augmentation
- dropout
- early stopping
- label smoothing
- Batch/Layer Normalisation



# Takeaway



Neural networks perform **implicit feature extraction** and are optimized via **gradient descent**.

# **Outlook for Part II**

- 1. Images: Convolutional Neural Networks**
- 2. Sequences: RNNs + Transformers**
- 3. Current developments**