

TL;DR

Deep learning isn't magic.

But it is very good at finding patterns.

The brain and deep learning

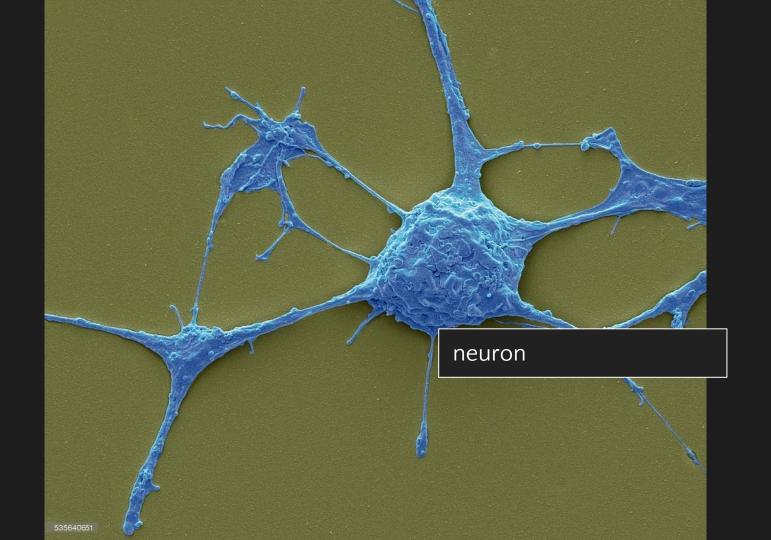


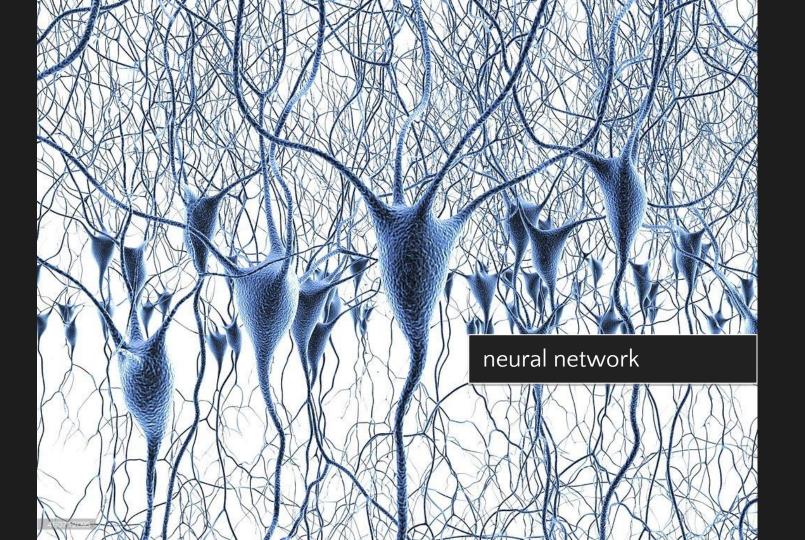
The brain and deep learning

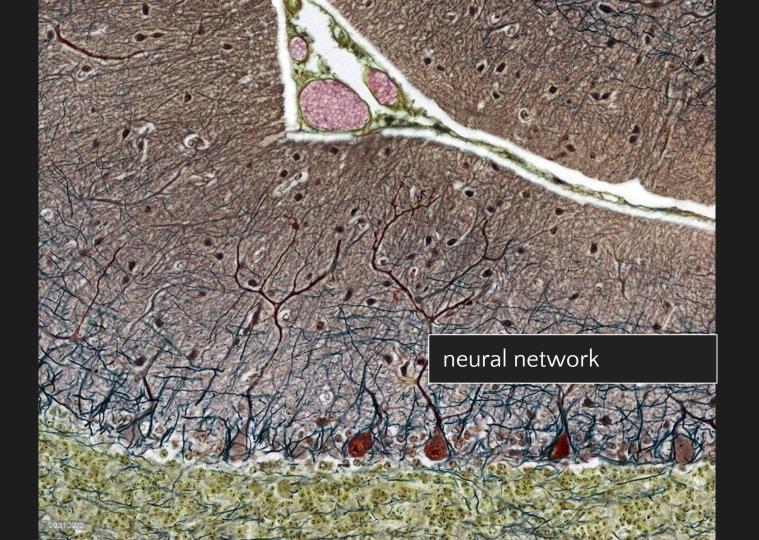


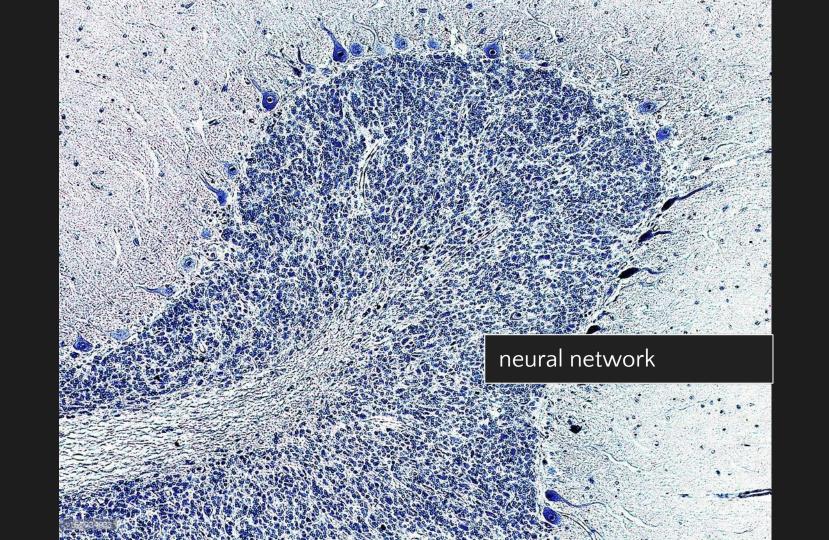












Enough of Biology

Neural Network

Neural - /ˈnjʊər(ə)l/

relating to a nerve or the nervous system. "patterns of neural activity"

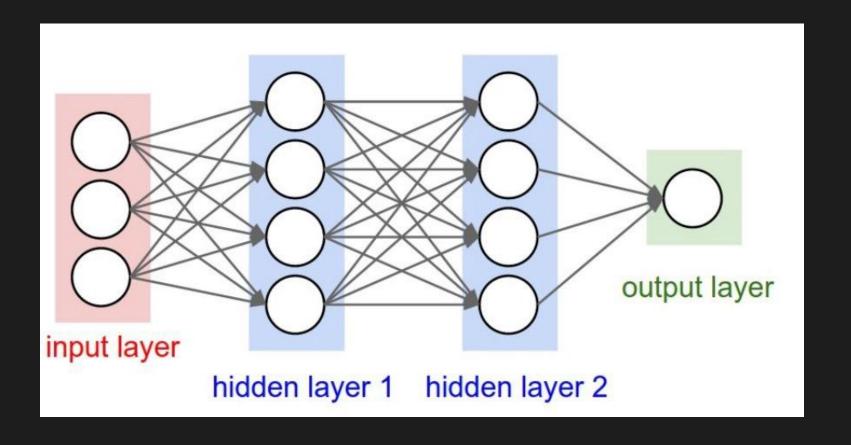
Network - /'netwe:k/

Noun

a group or system of interconnected people or things.

Structure of Neural Network

Structure of neural network



What's up with all these layers??

A four pixel camera



Categorize images





vertical



diagonal







Categorize images solid vertical diagonal horizontal

Categorize images

solid



vertical



diagonal





Categorize images

solid



vertical



diagonal





Simple rules can't do it

solid





diagonal





Simple rules can't do it

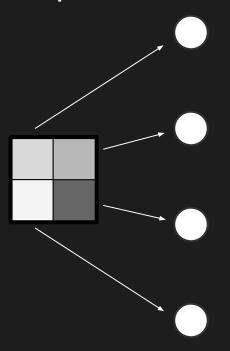
solid





Neurons, activations, weights, etc.

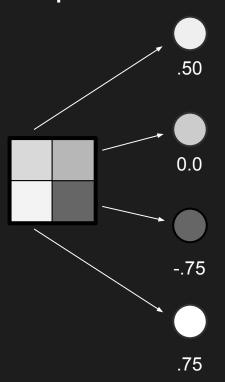
Input neurons



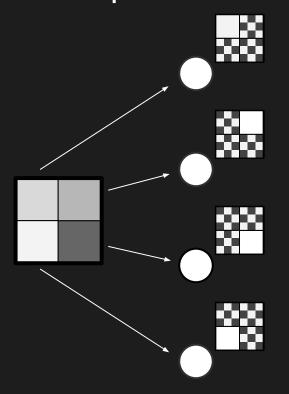
Pixel brightness



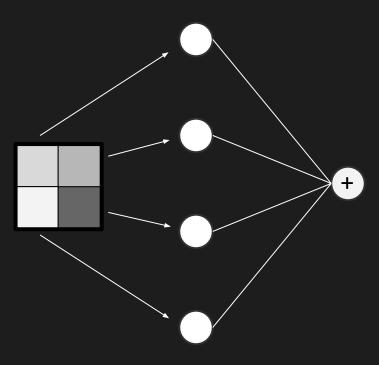
Input vector



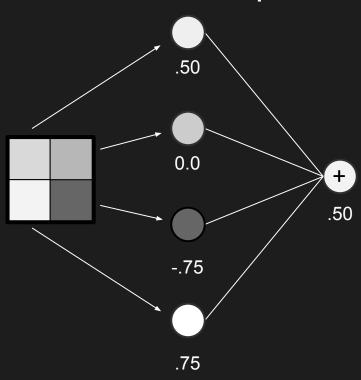
Receptive fields



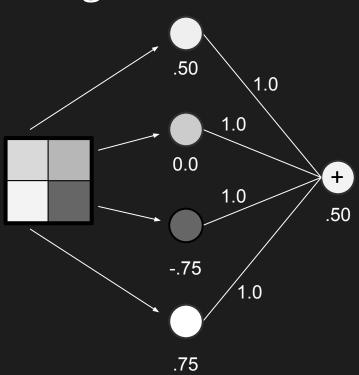
A neuron



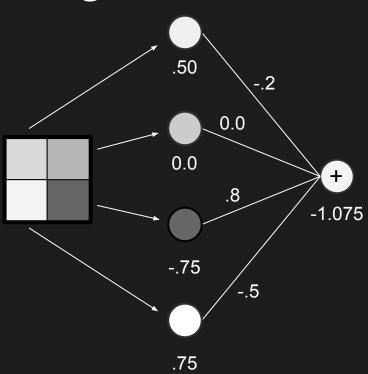
Sum all the inputs



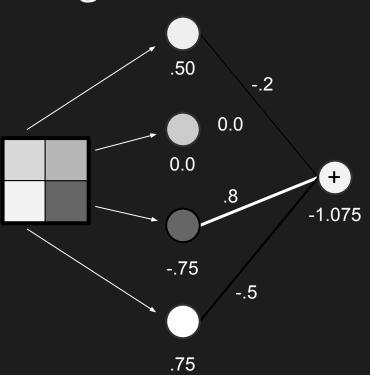
Weights



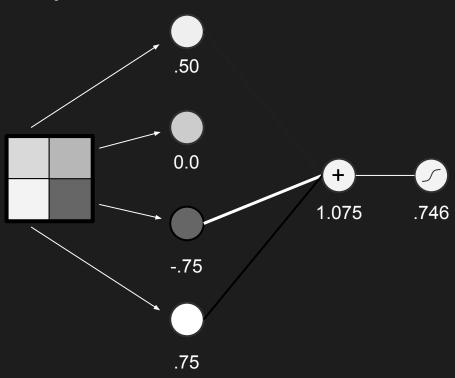
Weights



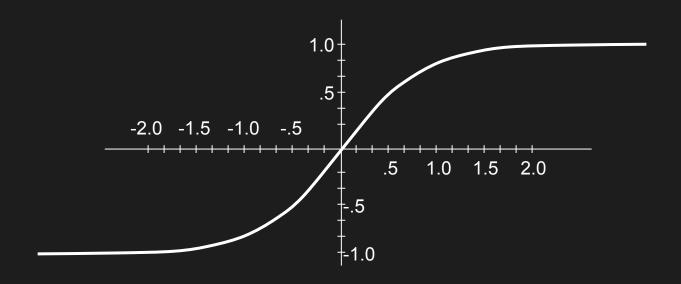
Weights



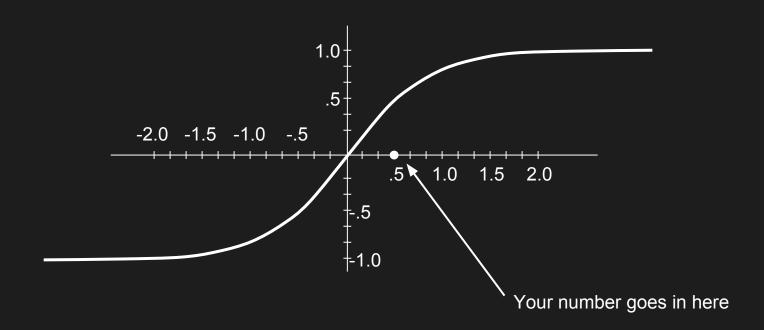
Squash the result



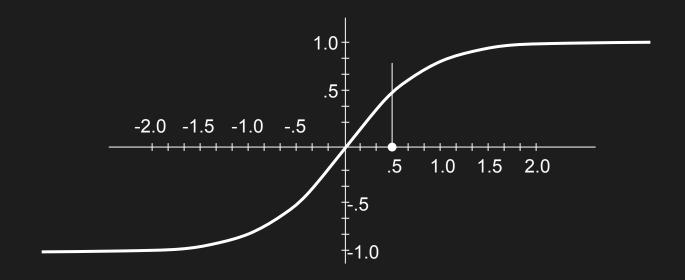




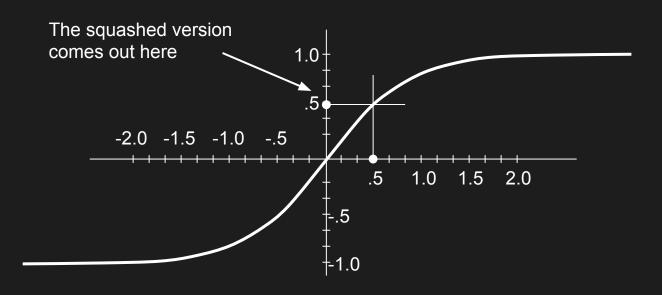






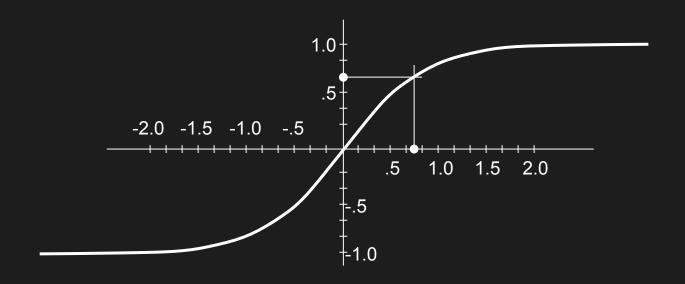






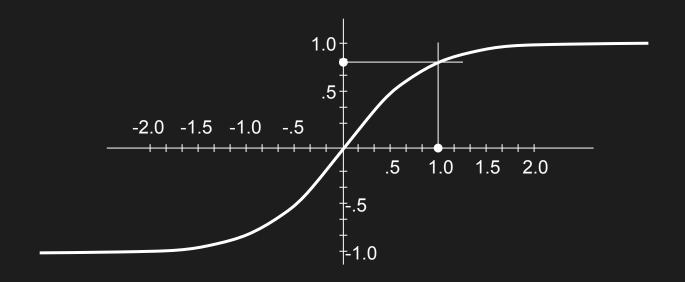
Tanh squashing function



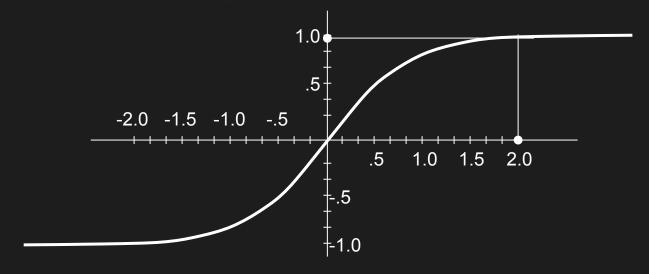


Tanh squashing function

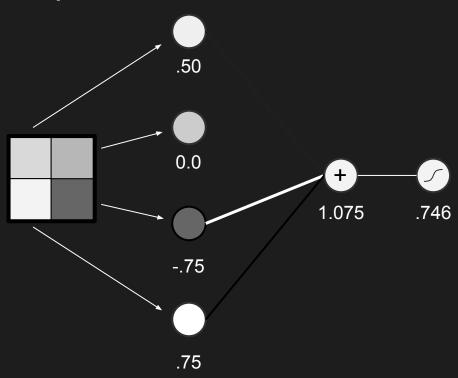




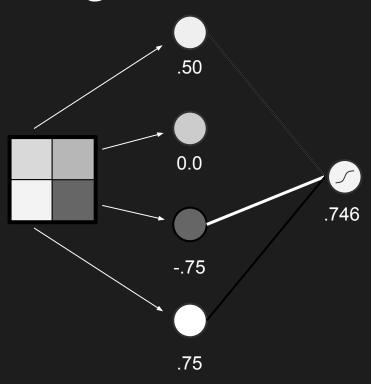
No matter what you start with, the answer stays between -1 and 1.



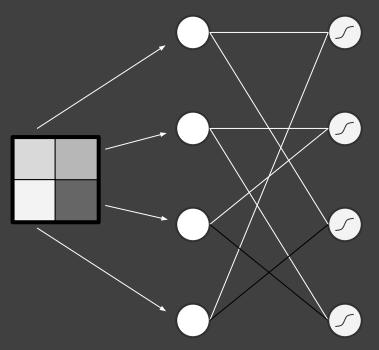
Squash the result



Weighted sum-and-squash neuron

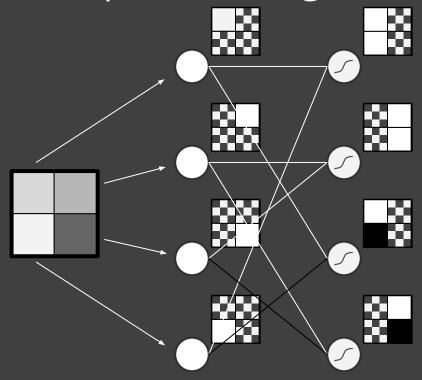


Make lots of neurons, identical except for weights

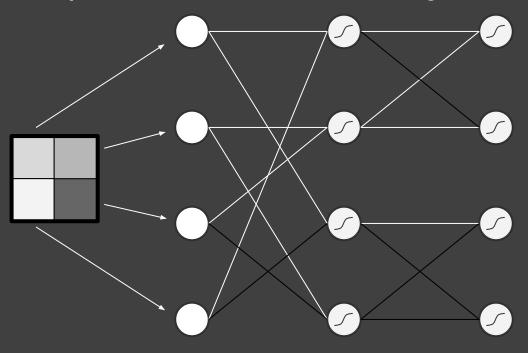


To keep our picture clear, weights will either be 1.0 (white) -1.0 (black) or 0.0 (missing)

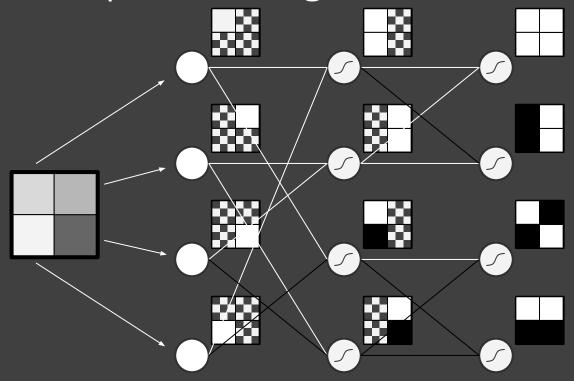
Receptive fields get more complex

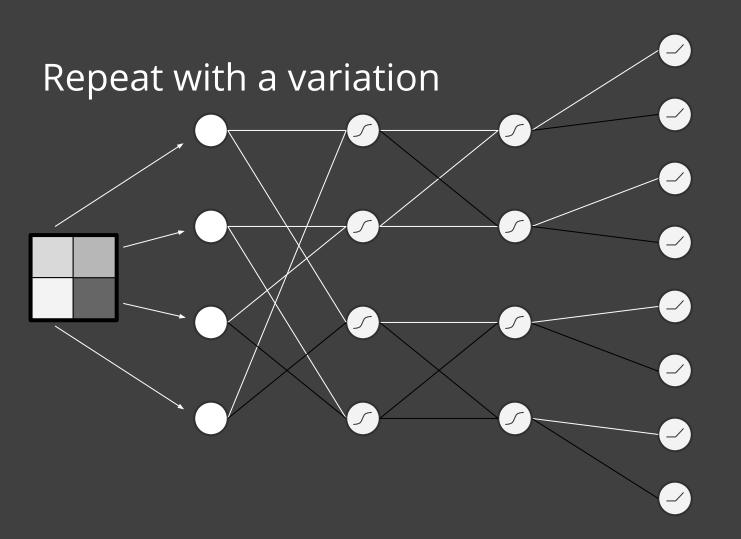


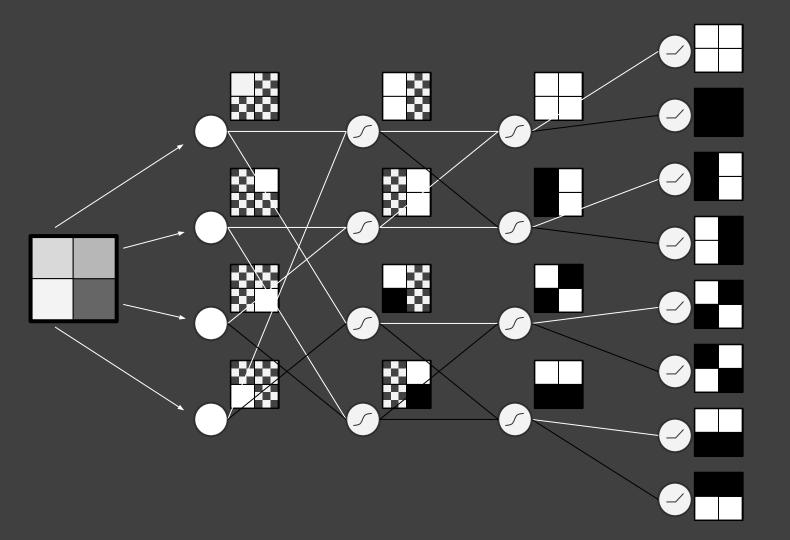
Repeat for additional layers

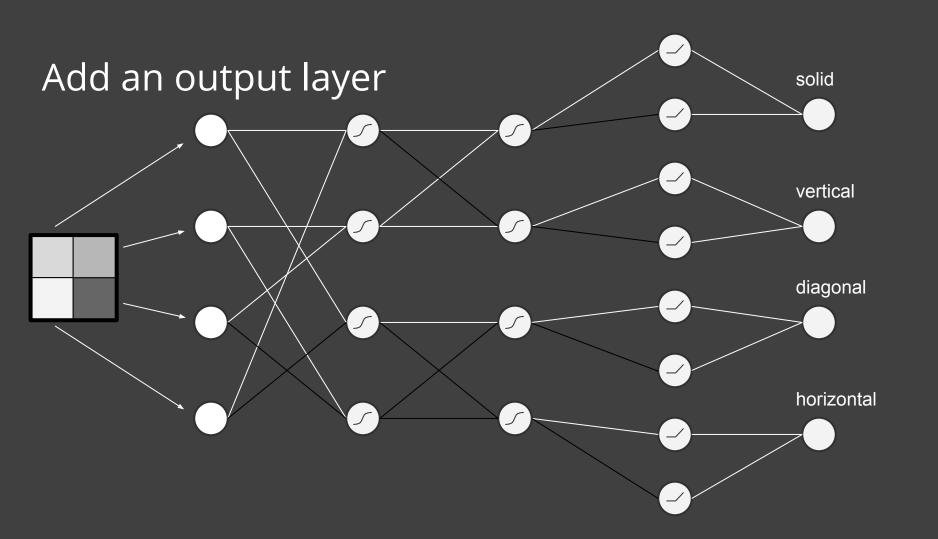


Receptive fields get still more complex

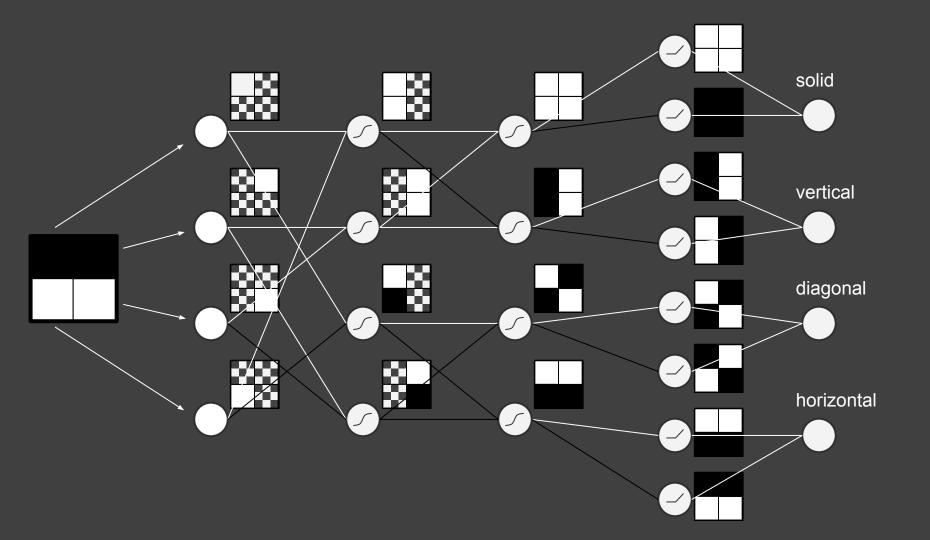


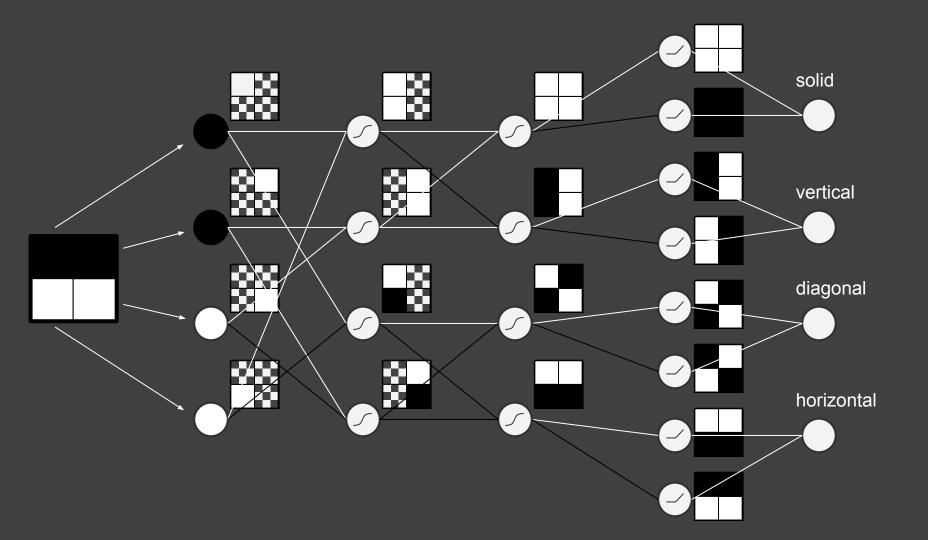


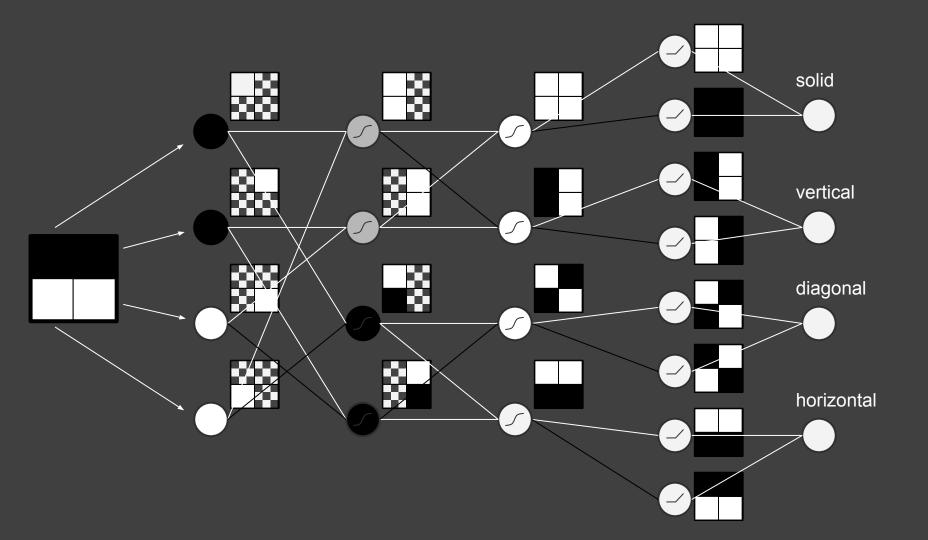


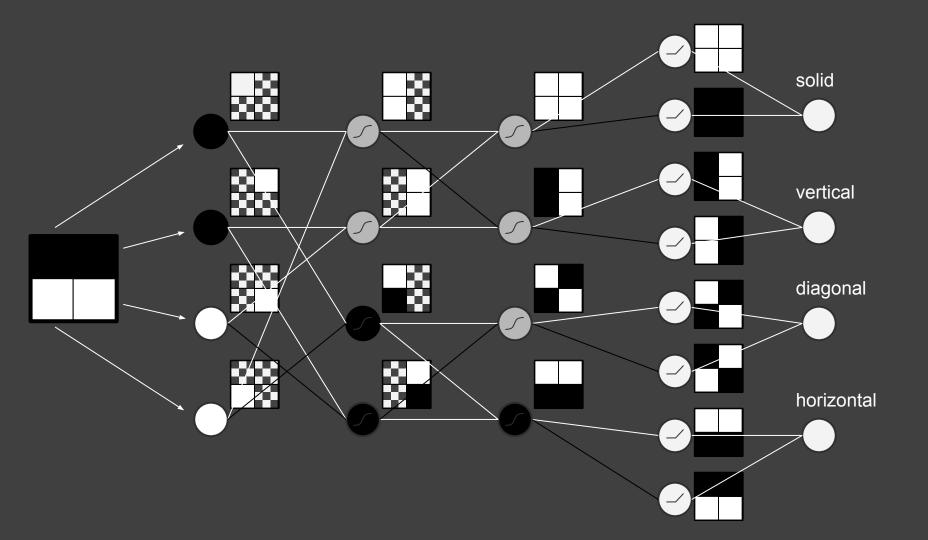


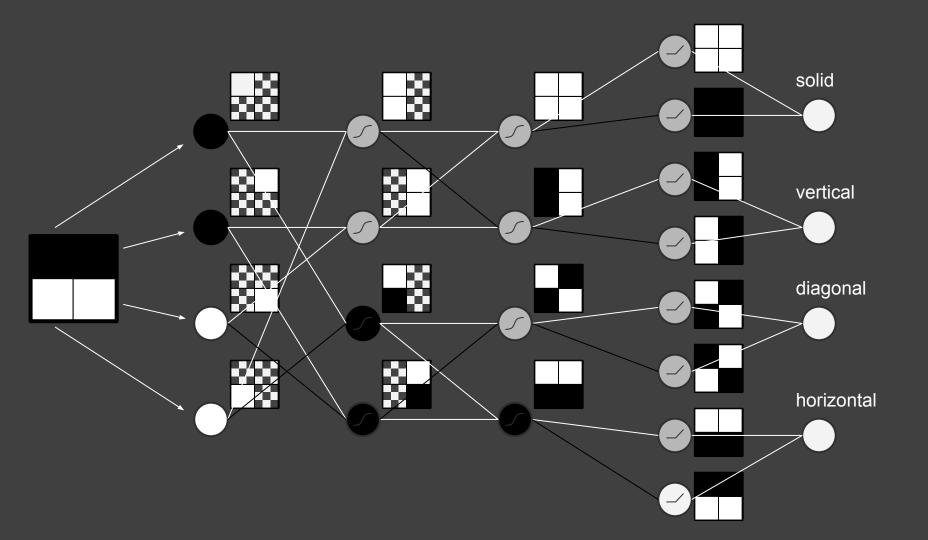
Forward propagation

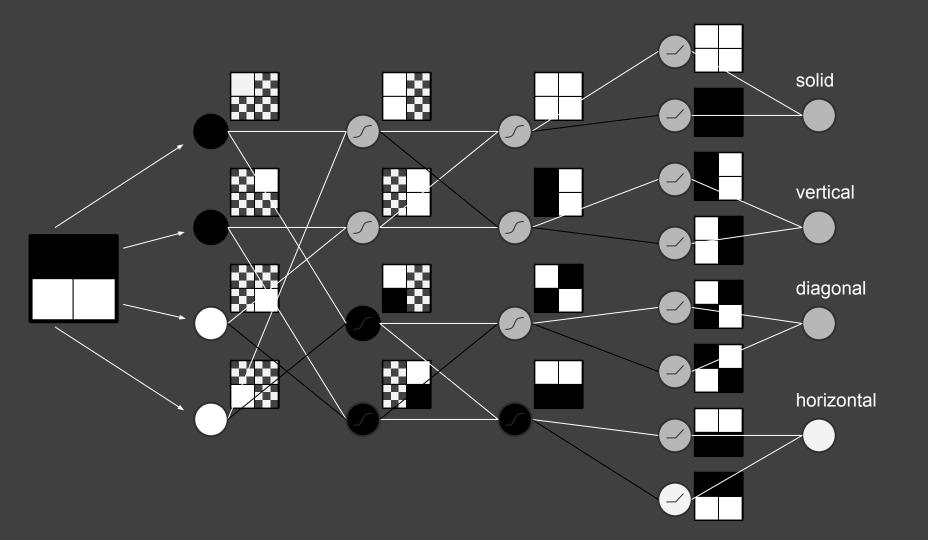


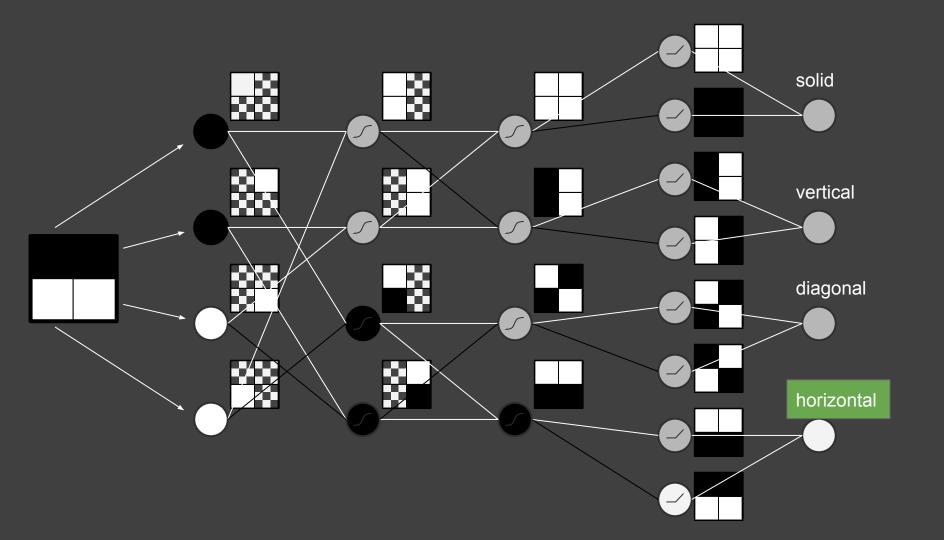


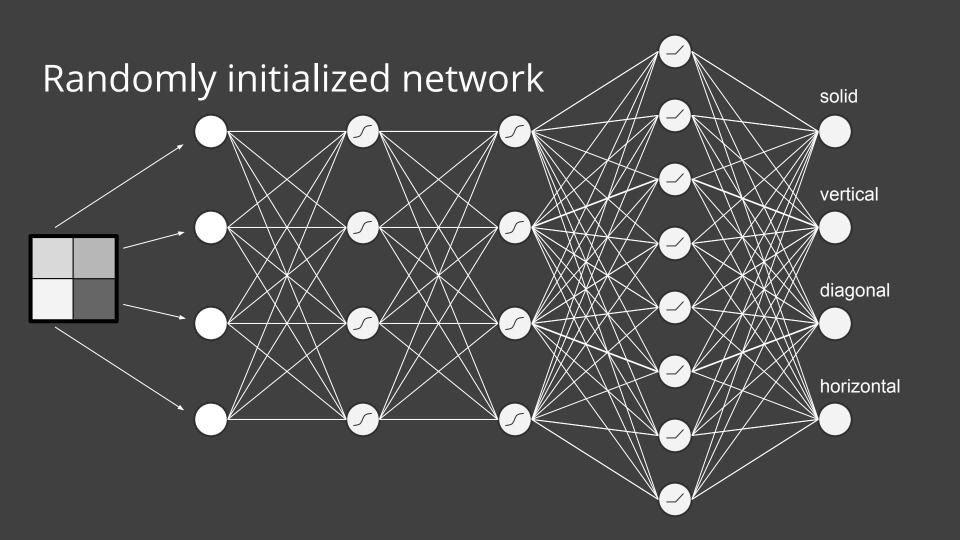












truth 0.

solid



0.

vertical



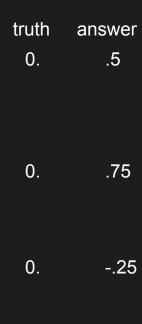
0.

diagonal



horizontal





diagonal

vertical

solid

horizontal -.75



error .5	truth 0.	answer .5	solid
.75	0.	.75	vertical
.25	0.	25	diagonal
1.75	1.	75	horizonta



error .5

truth 0. answer .5 solid

0.

.75

vertical

.25

.75

0.

1.

-.25

diagonal

horizontal

3.25

total

1.75

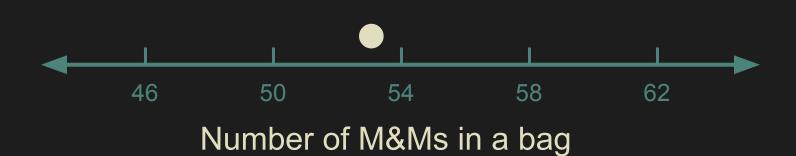
-.75

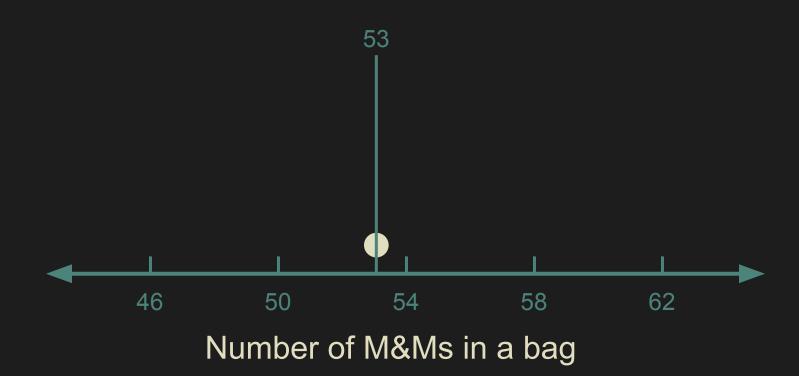
Loss Function

- ft. M&M (eminem?)

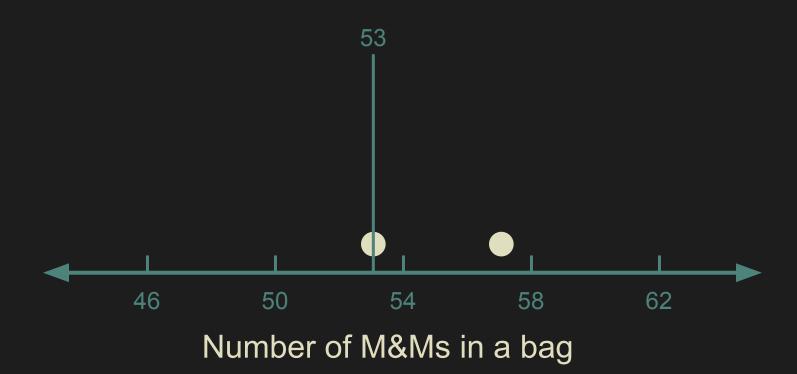
From data to model: How many M&Ms in a bag?

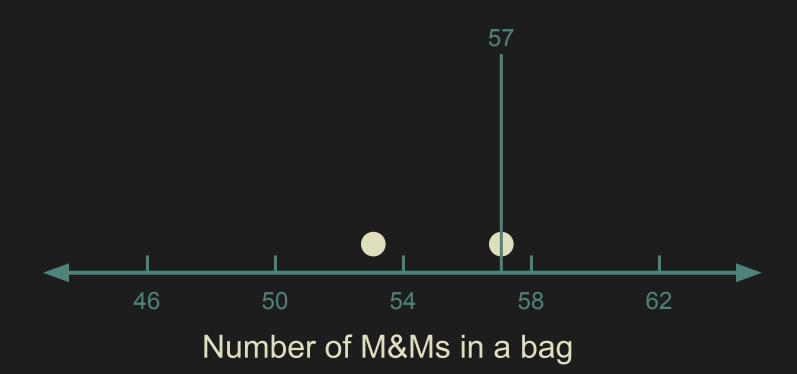


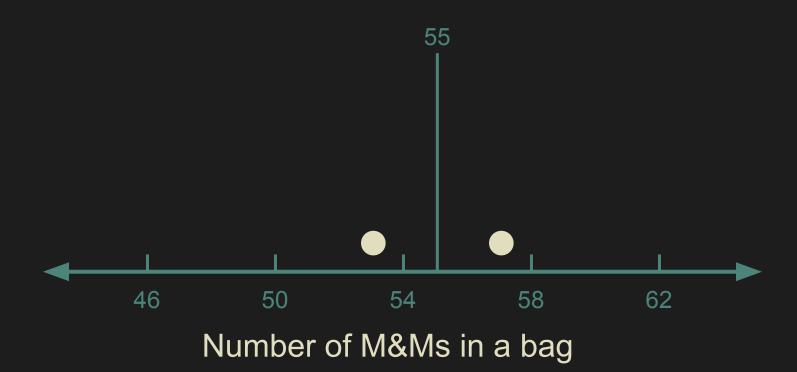


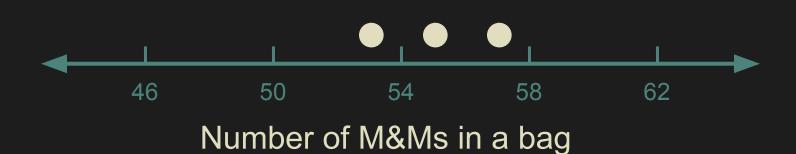


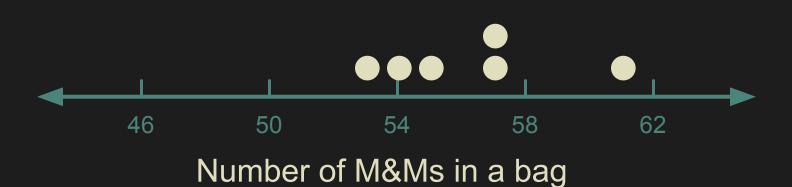


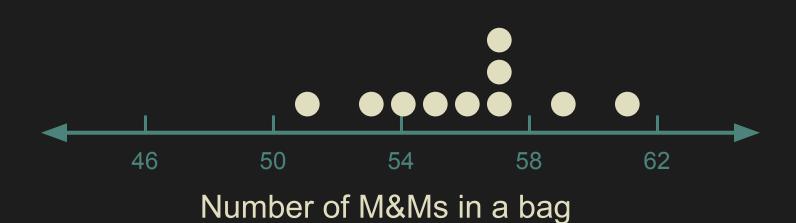




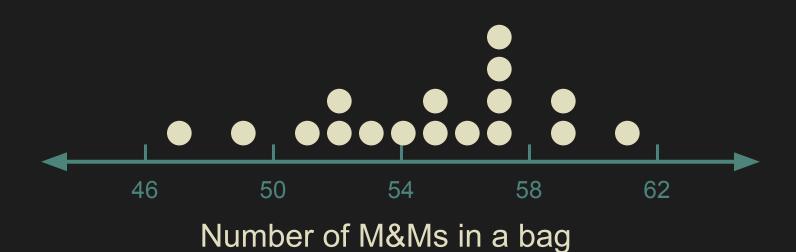




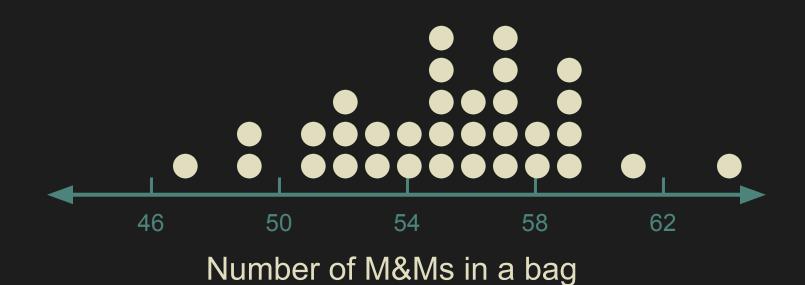




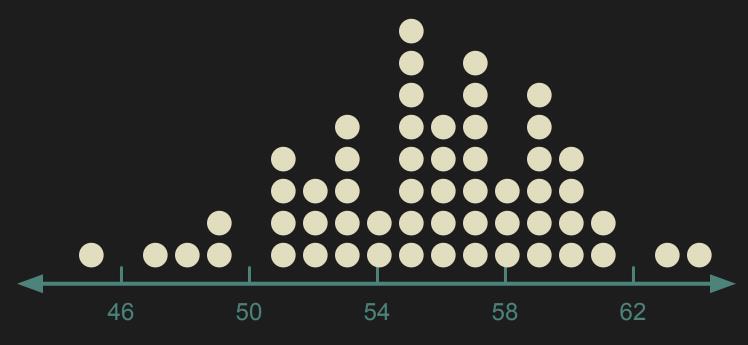
How many M&Ms in a bag?



How many M&Ms in a bag?

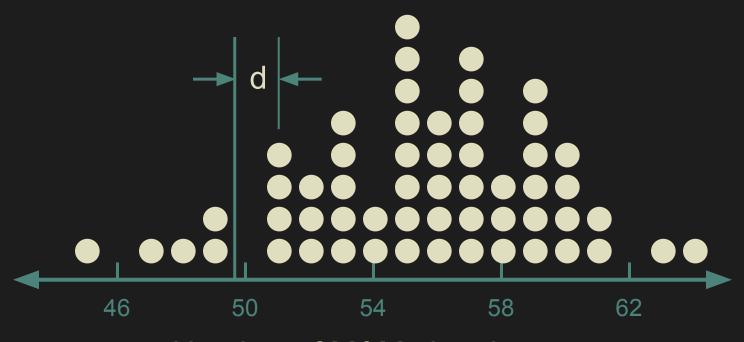


How many M&Ms in a bag?



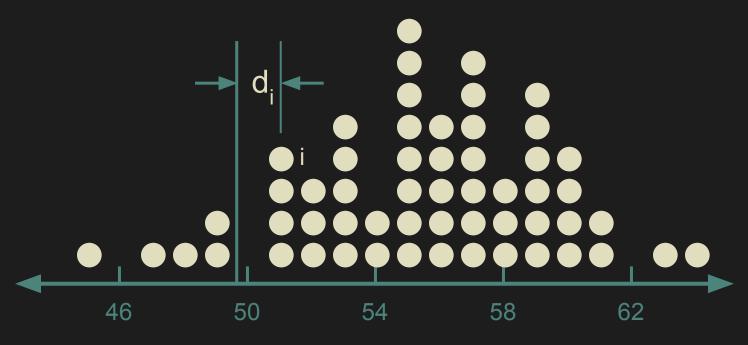
Number of M&Ms in a bag

How wrong is any answer?



Number of M&Ms in a bag

How wrong is an answer?



Number of M&Ms in a bag

What is the cost of being off by d?

$$d = n_{actual} - n_{guess}$$

What is the cost of being off by d?

cost	devi	ation 2	4	8	· · actu
sqrt(d) d d ² 10 ^{d -1}	1 1 1	1.41 2 4 10 10	2 4 16 000 1	2.83 8 64 0,000,00	00

What is the cost of being off by d?

d = n_{actual} - n_{guess}

cost	deviation						
	1	2	4	8			
sqrt(d)	1	1.41	2	2.83			
d	1	2	4	8			
d^2	1	4	16	64			
10 ^{d -1}	1	10 10	000 1	0,000,000			

For guess n_{est,}

 $\mathcal{L}_{(n_{est})}$

For guess n_{est,}

$$\mathcal{L}(n_{est}) = d_1^2 + d_2^2 + d_3^2 + ... + d_m^2$$

For guess n_{est,}

$$\mathcal{L}(n_{est}) = d_1^2 + d_2^2 + d_3^2 + ... + d_m^2$$

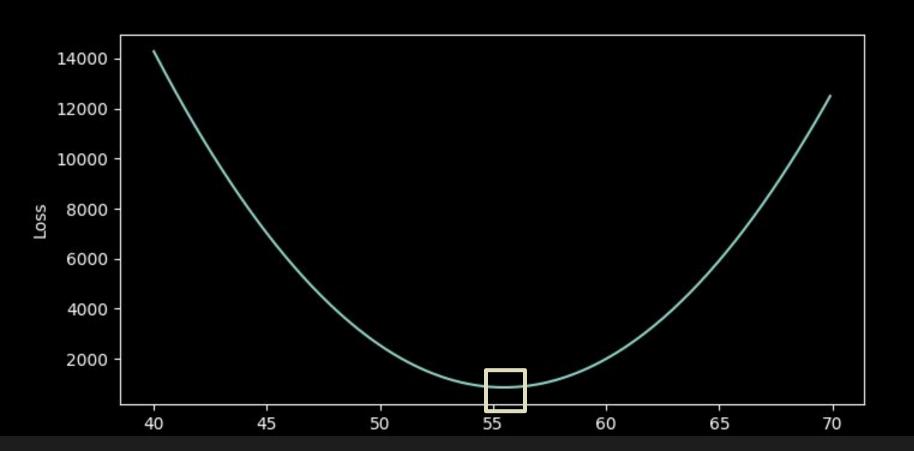
$$\mathcal{L}(n_{est}) = (n_1 - n_{est})^2 + (n_2 - n_{est})^2 + (n_3 - n_{est})^2 + ... + (n_m - n_{est})^2$$

For guess n_{est,}

$$\mathcal{L}(n_{est}) = d_1^2 + d_2^2 + d_3^2 + ... + d_m^2$$

$$\mathcal{L}(n_{est}) = (n_1 - n_{est})^2 + (n_2 - n_{est})^2 + (n_3 - n_{est})^2 + ... + (n_m - n_{est})^2$$

$$\mathcal{L}(n_{est}) = \sum_{i} (n_{i} - n_{est})^{2}$$



How does M&Ms relate to

neural networks

that we were talking about?

Are we in the right workshop?

"The estimation of how wrong a prediction is tells us how to get closer to a more correct prediction"

- some math guy

Errors



error .5

truth 0. answer .5 solid

0.

.75

vertical

.25

.75

0.

1.

-.25

diagonal

horizontal

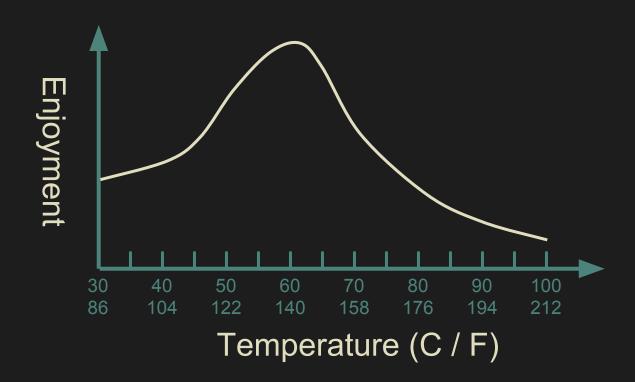
3.25

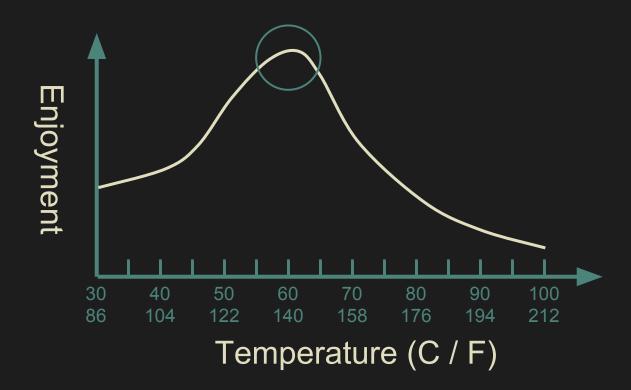
total

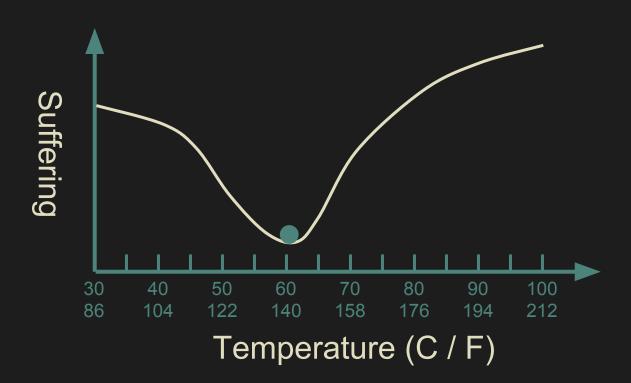
1.75

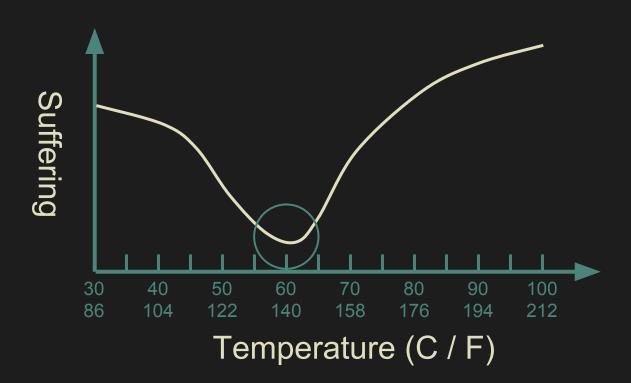
-.75

Optimization

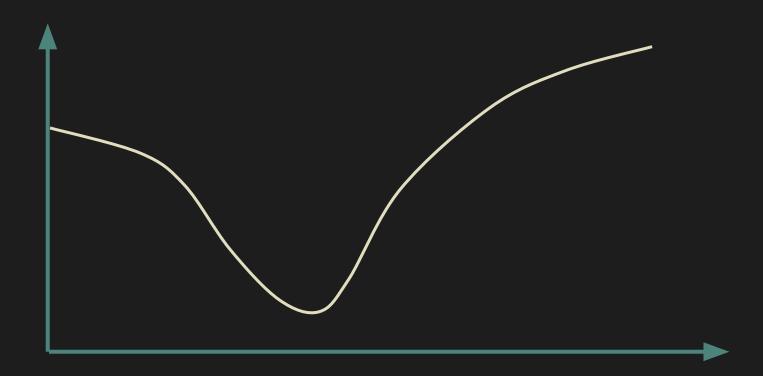


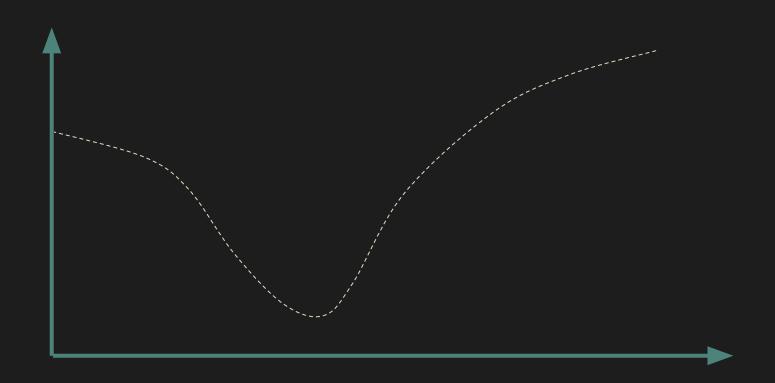


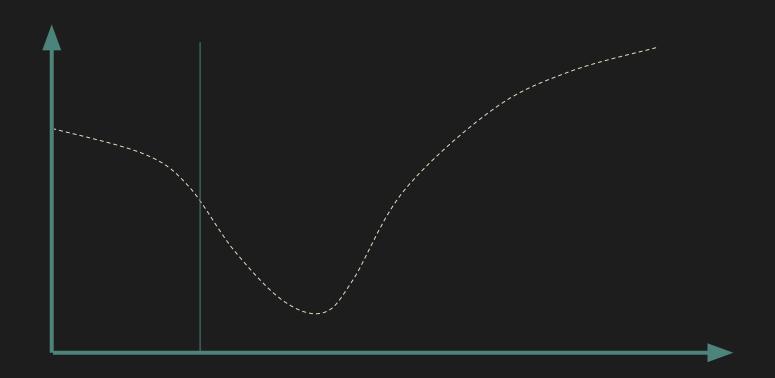


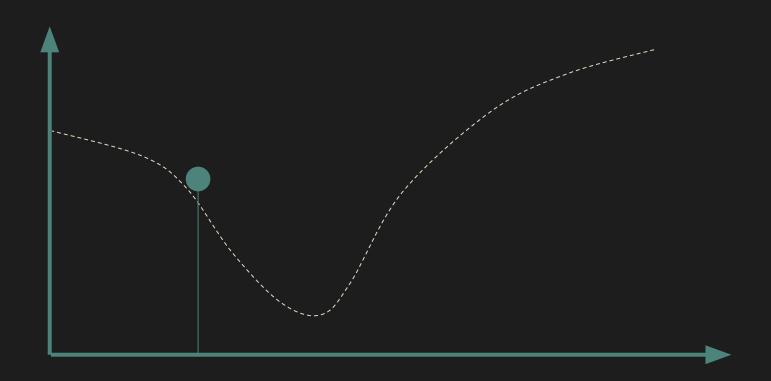


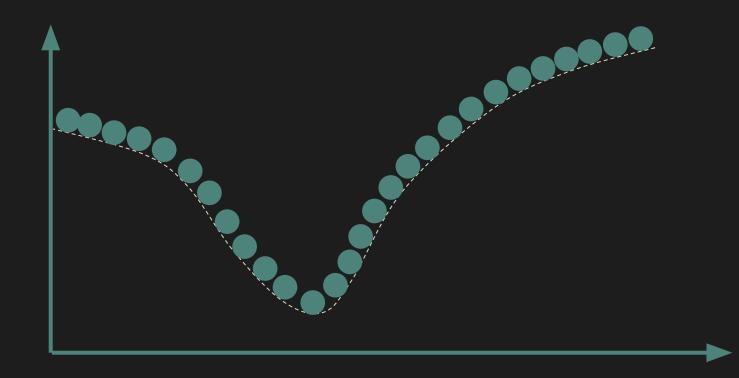
Pick the lowest point (Exhaustive search)

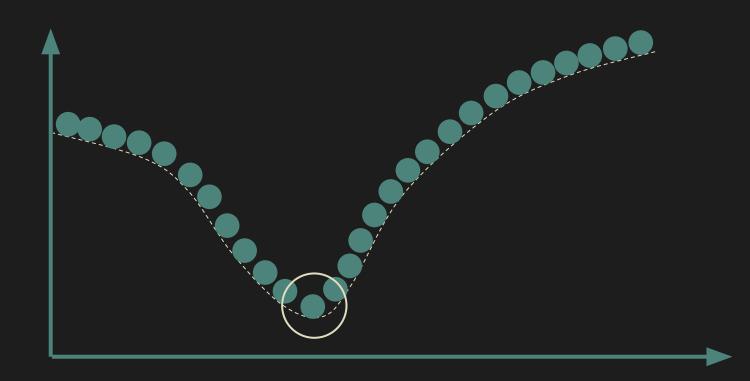


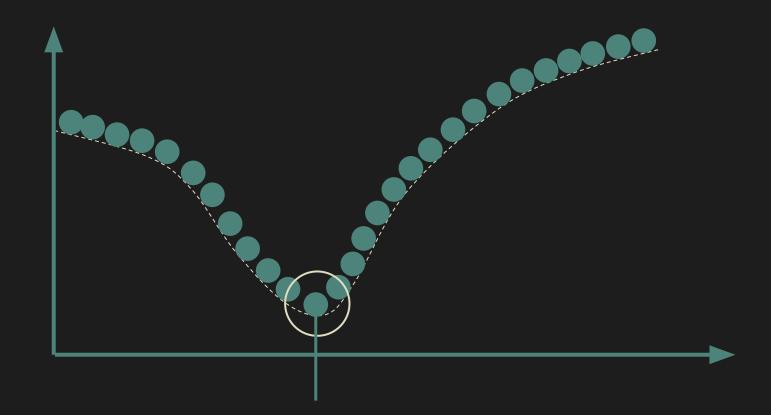




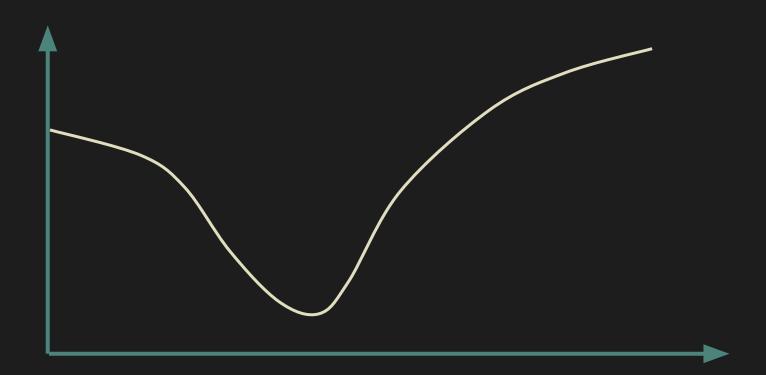


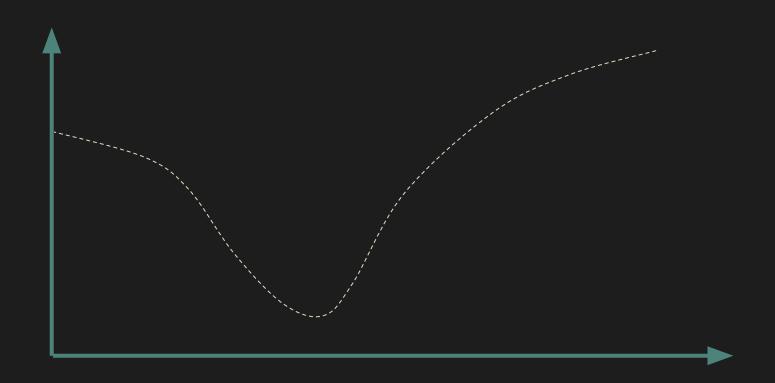


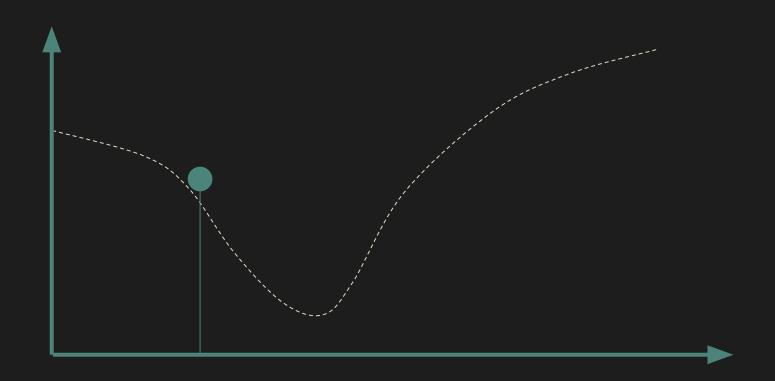


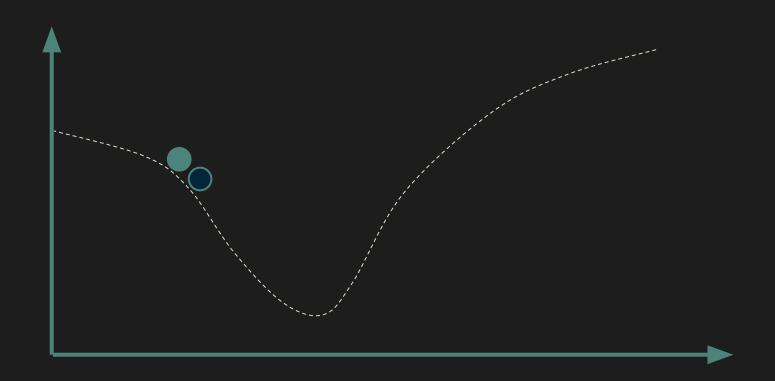


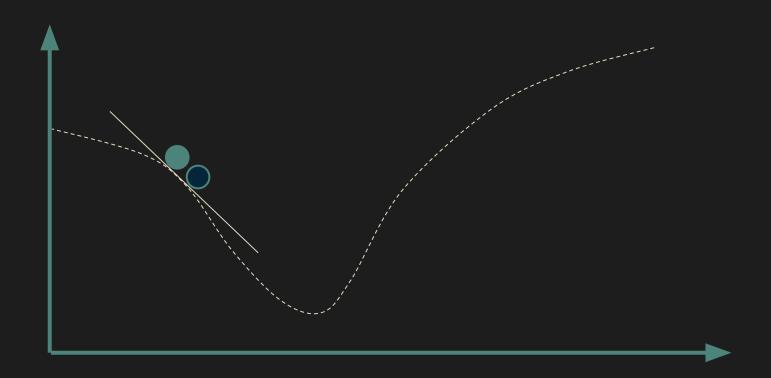
Let the marble roll downhill (Gradient descent)

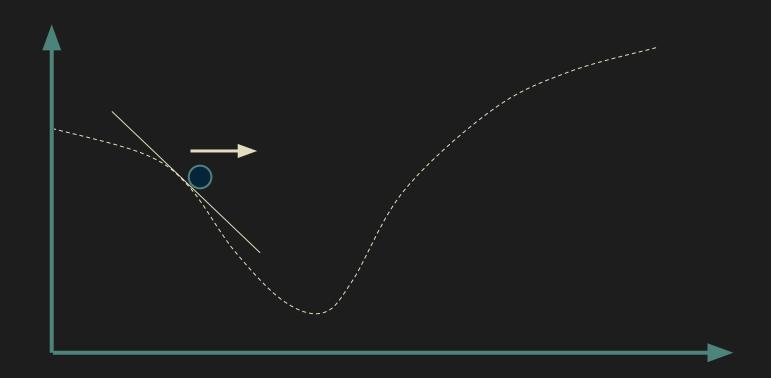


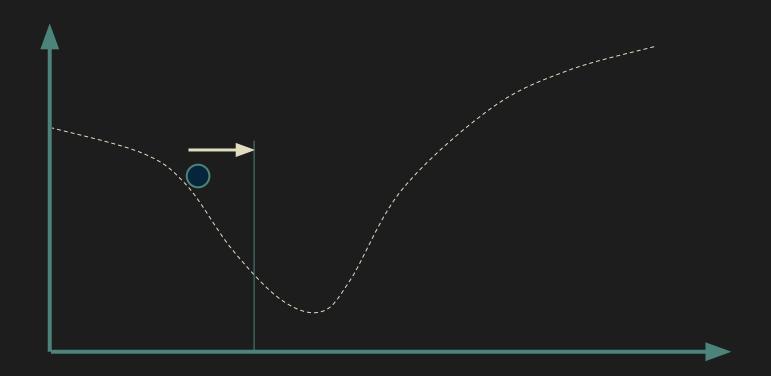


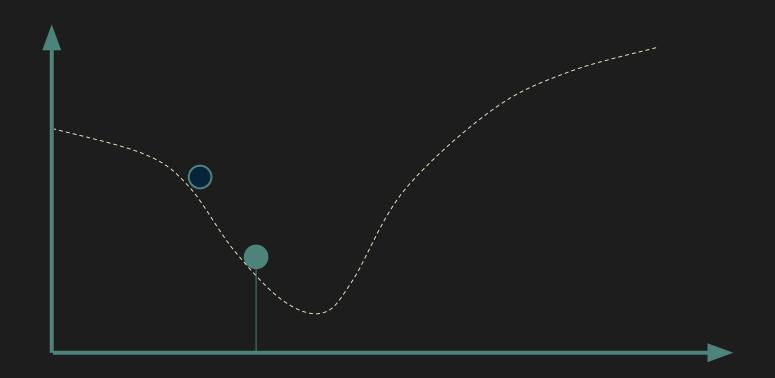


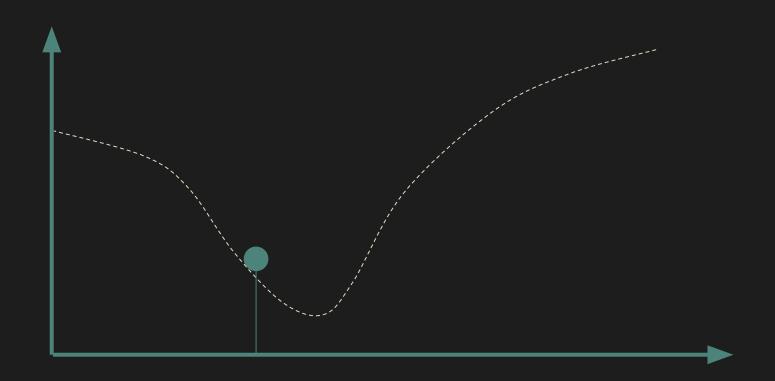


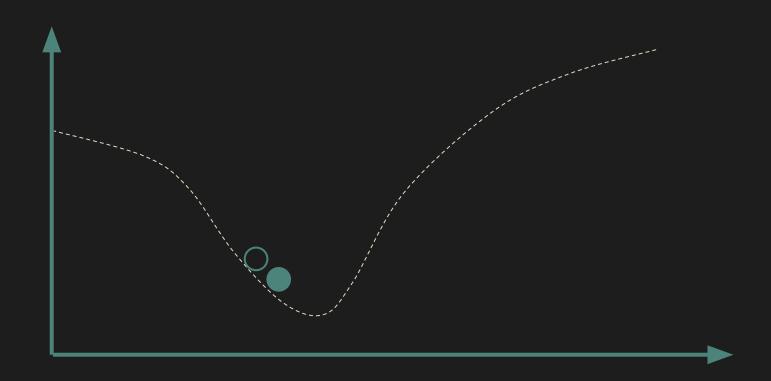


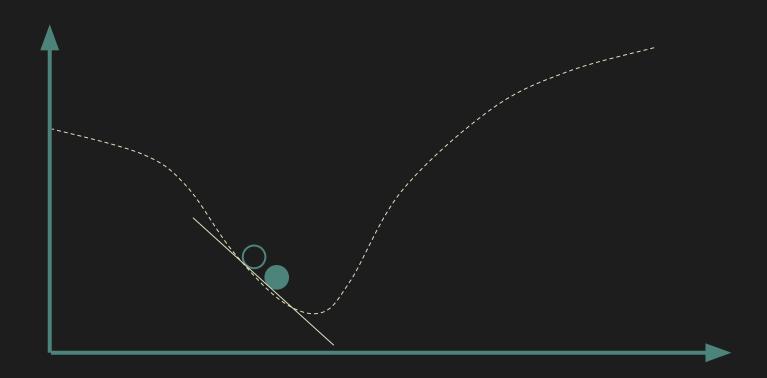


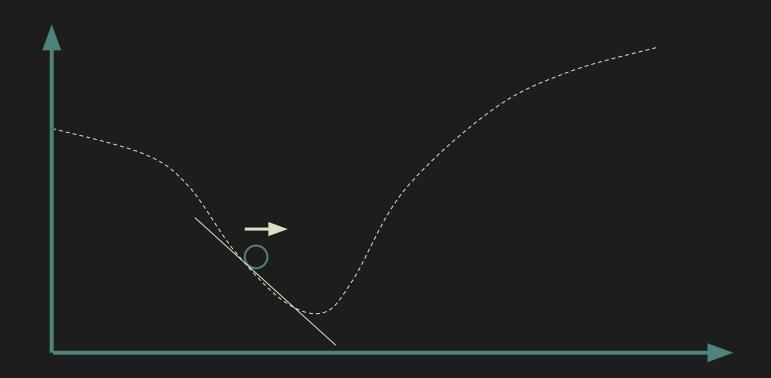


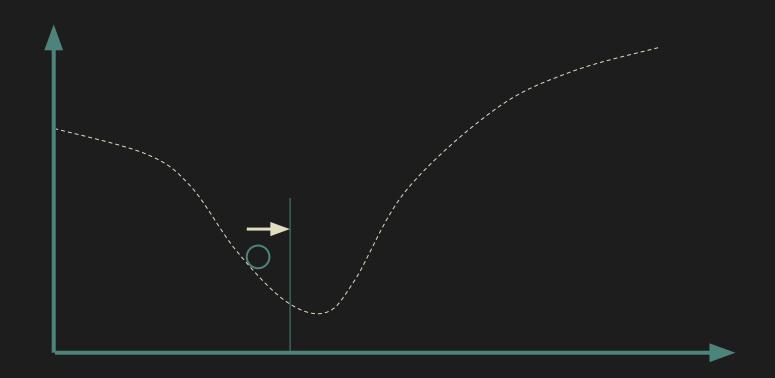


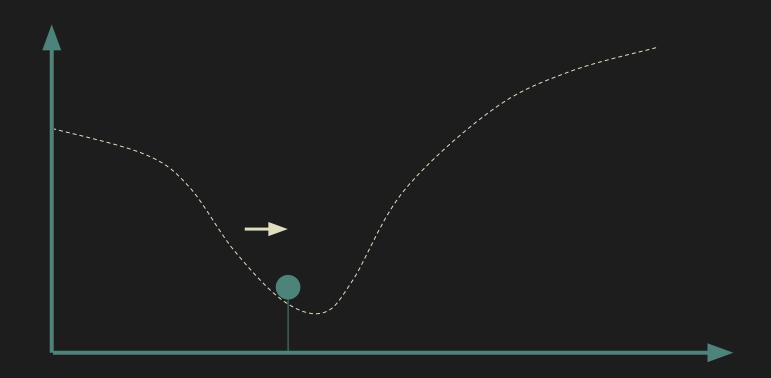


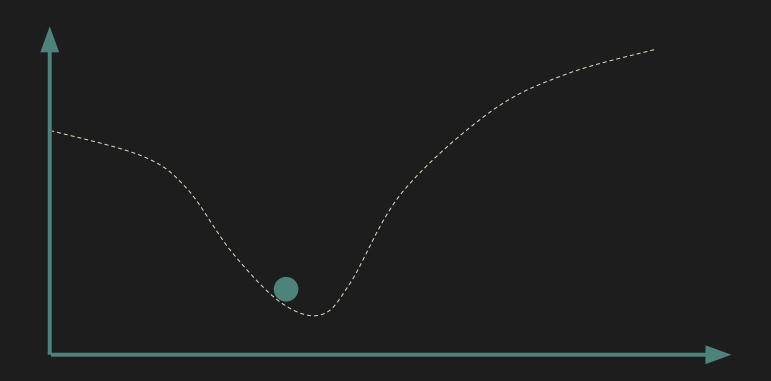


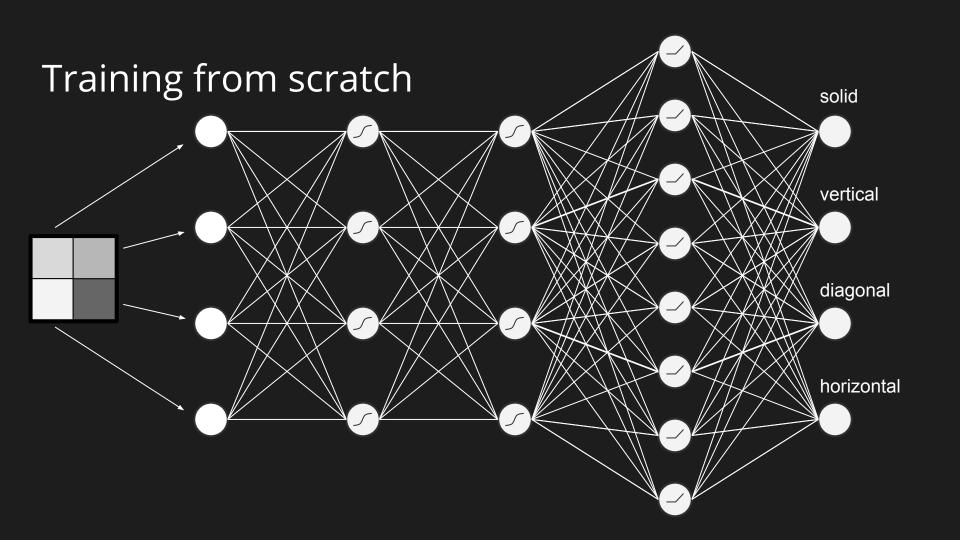


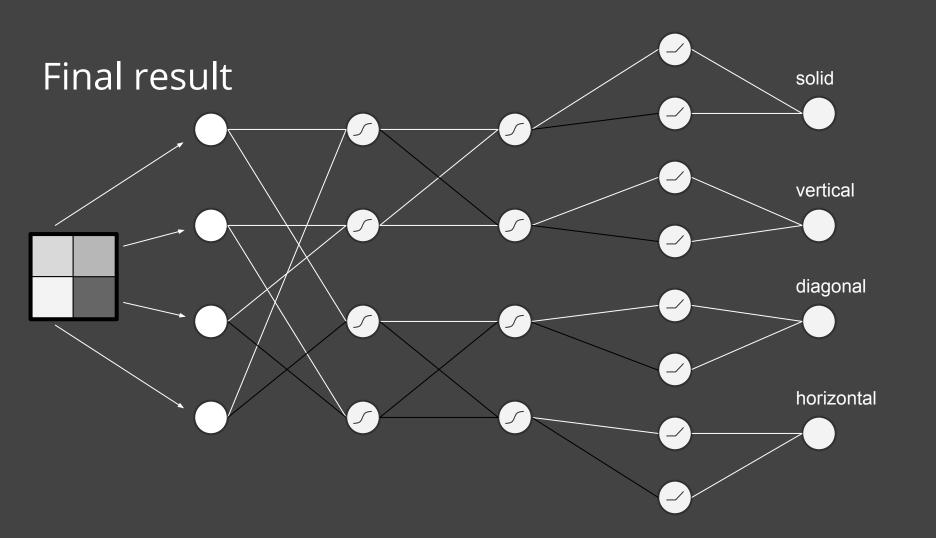






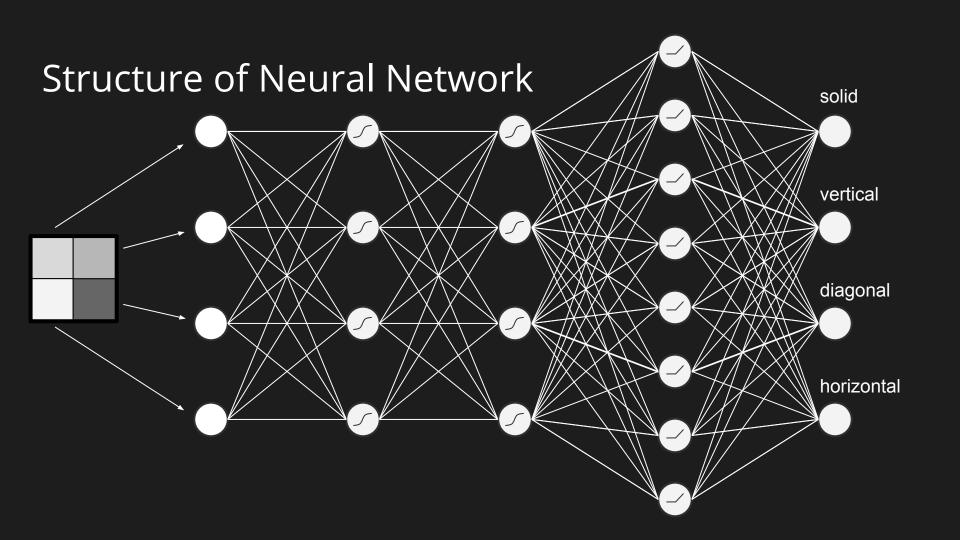






Backpropagation

Structure of Neural Network



Vectorization

Sigmoid $a_0^{(1)} = \overset{\downarrow}{\sigma} \left(w_{0,0} \ a_0^{(0)} + w_{0,1} \ a_1^{(0)} + \dots + w_{0,n} \ a_n^{(0)} + b_0 \right)$

Fancy representation

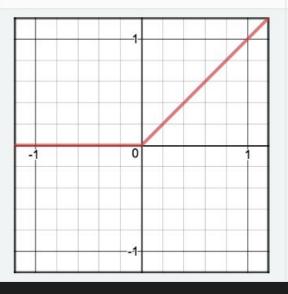
$$\mathbf{a}^{(1)} = \sigma(\mathbf{W}\mathbf{a}^{(0)} + \mathbf{b})$$

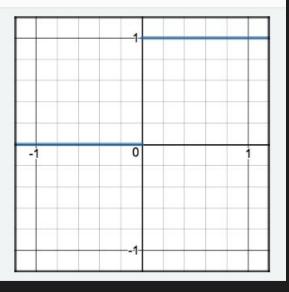
ReLU



$$R(z) = \left\{ \begin{array}{ll} z & z > 0 \\ 0 & z <= 0 \end{array} \right\}$$

$$R'(z) = \left\{ \begin{array}{ll} 1 & z > 0 \\ 0 & z < 0 \end{array} \right\}$$



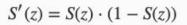


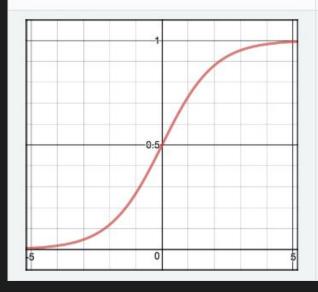
Sigmoid

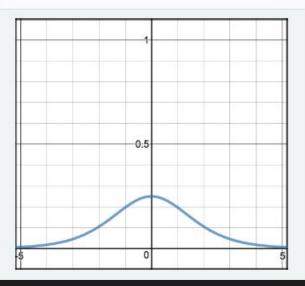
Function

Derivative

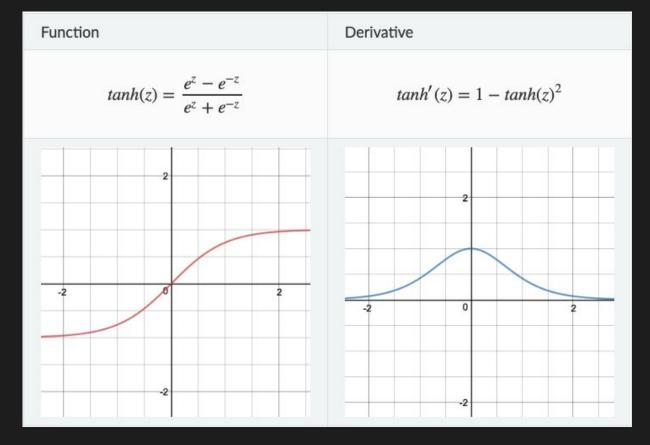
$$S(z) = \frac{1}{1 + e^{-z}}$$



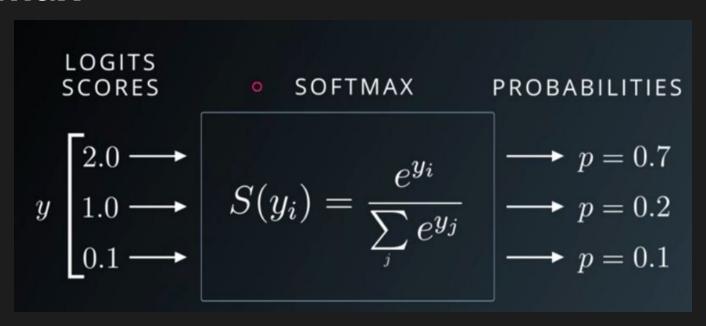




Tanh



Softmax



MAE

MSE

Binary Cross-Entropy

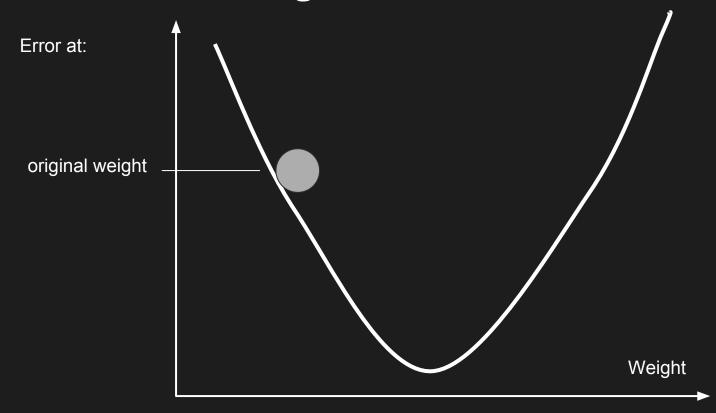
$$-(y\log(p)+(1-y)\log(1-p))$$

Multi-Class Cross-Entropy (Categorical)

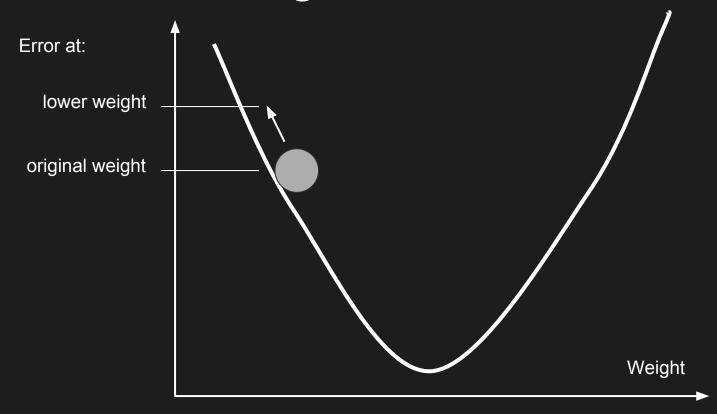
$$-\sum_{c=1}^M y_{o,c} \log(p_{o,c})$$

- ft. Lil Math

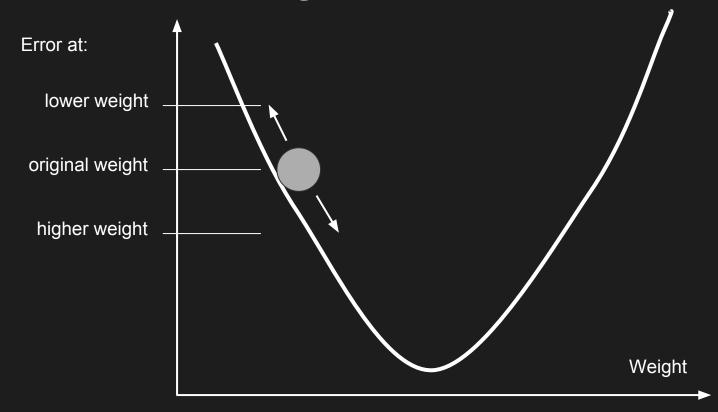
Learn all the weights: Gradient descent



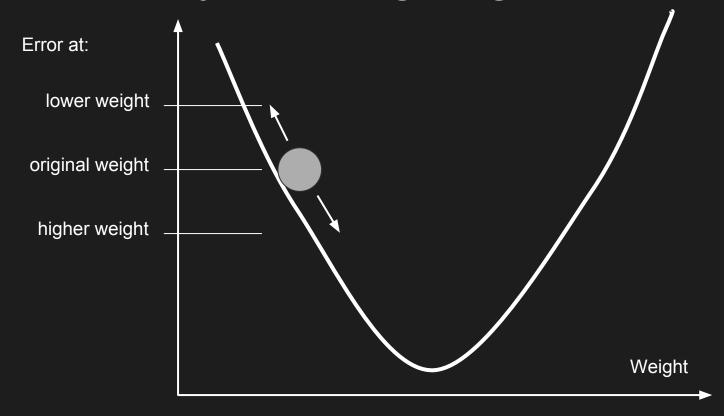
Learn all the weights: Gradient descent



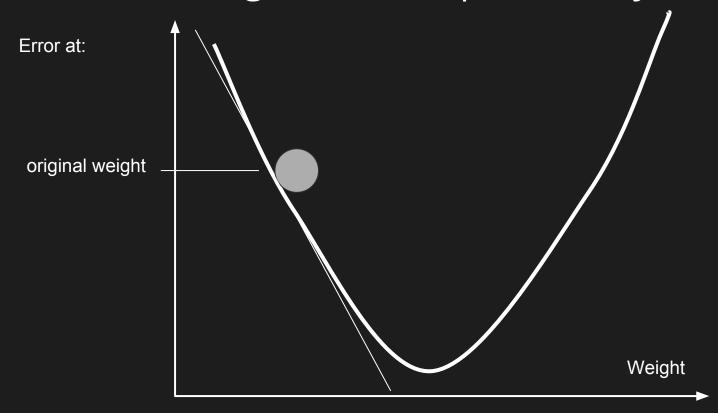
Learn all the weights: Gradient descent



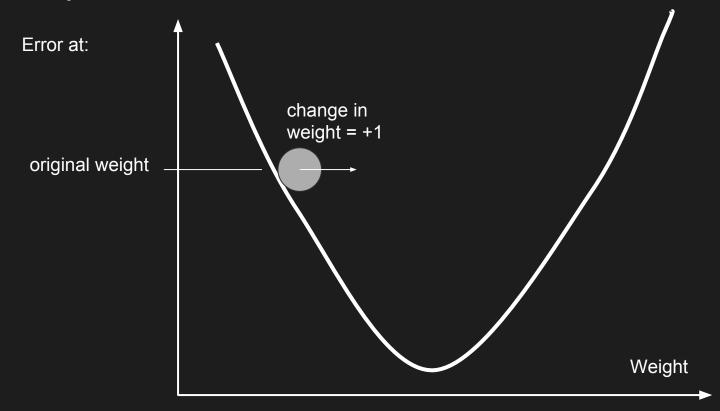
Numerically calculating the gradient is expensive



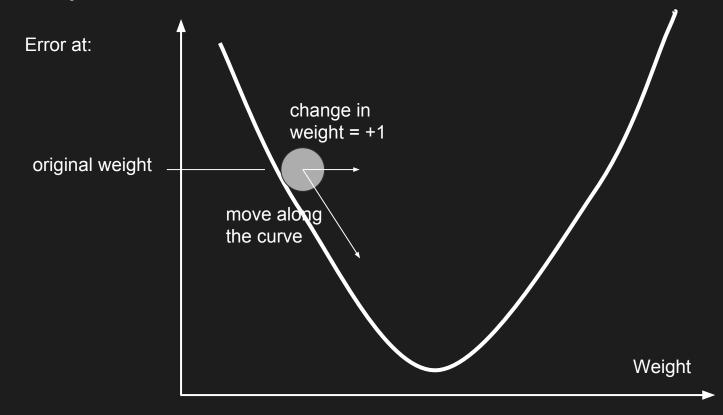
Calculate the gradient (slope) directly



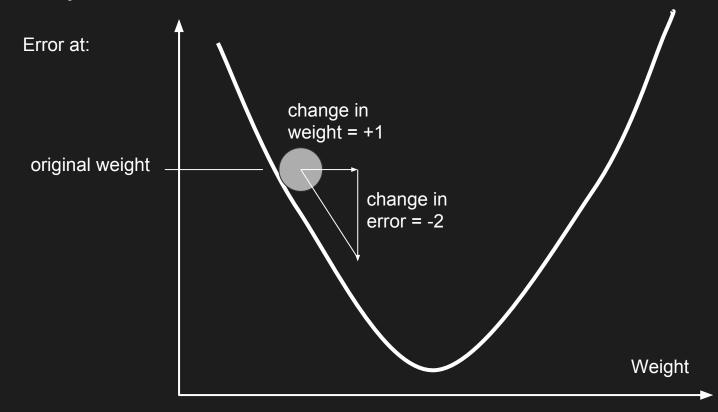
Slope



Slope

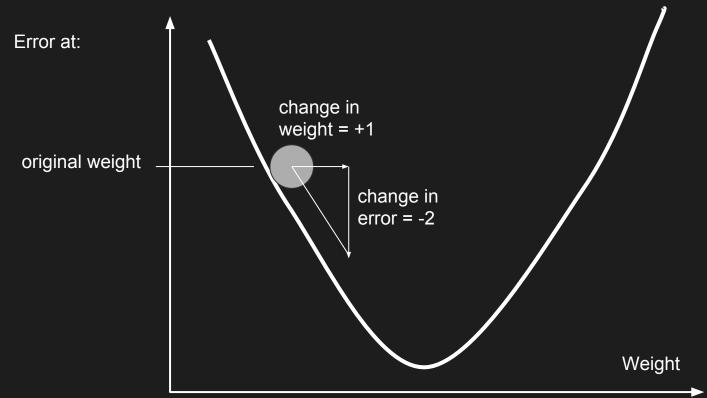


Slope

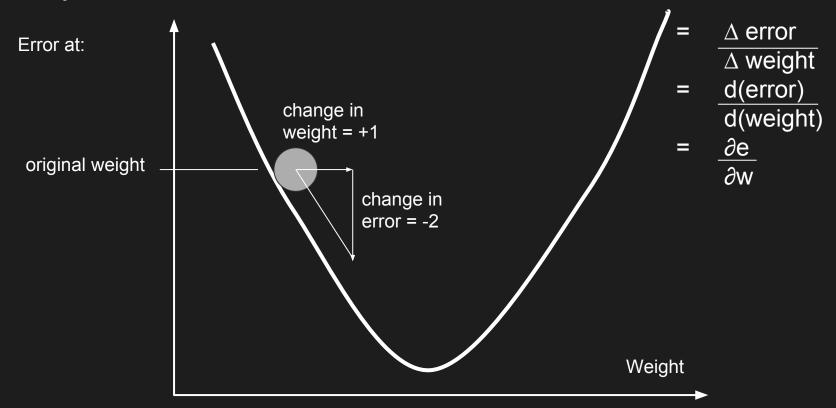




slope = change in error change in weight



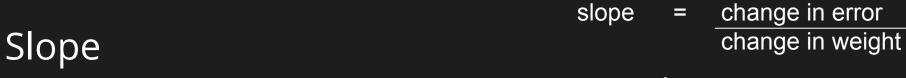
Slope

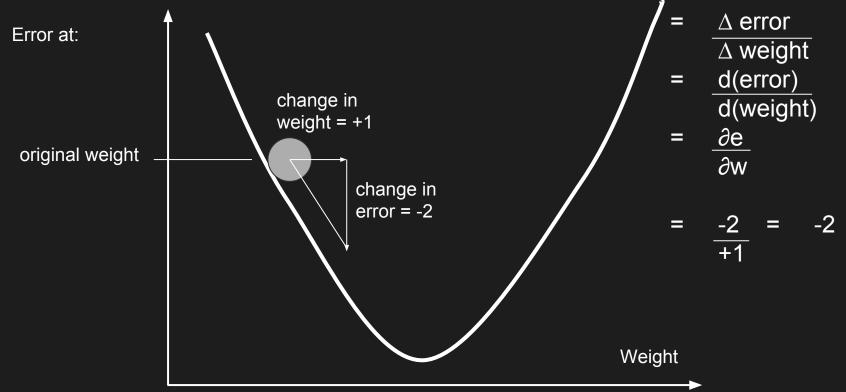


slope

change in error

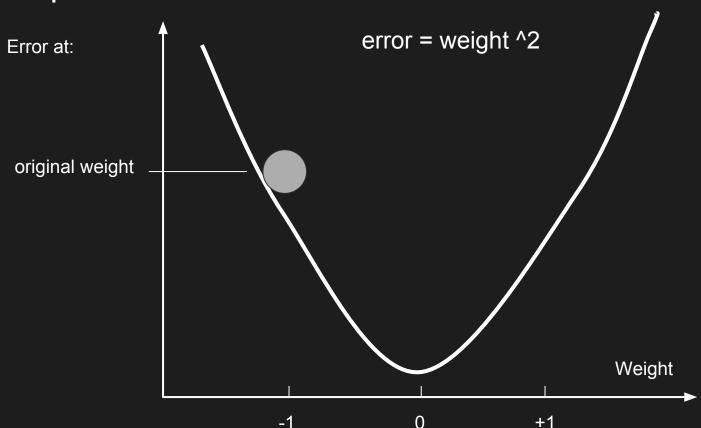
change in weight





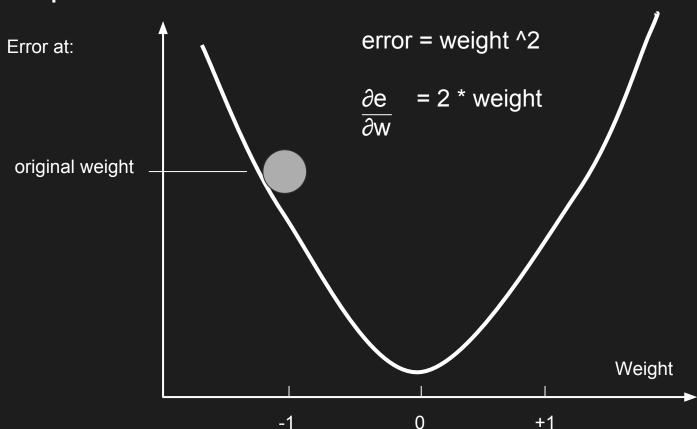


You have to know your error function. For example:



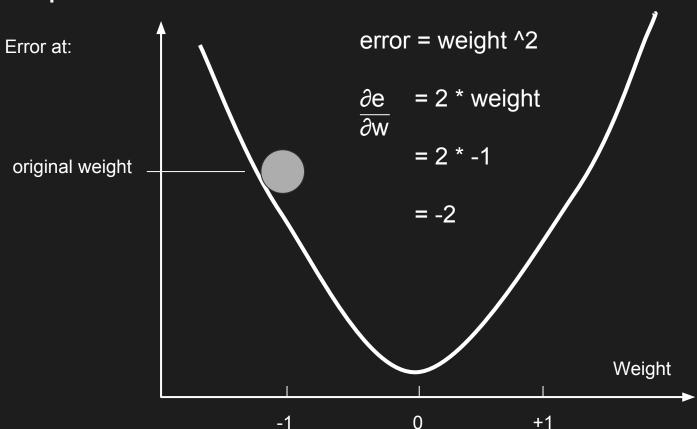


You have to know your error function. For example:

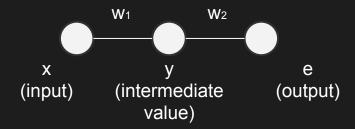




You have to know your error function. For example:

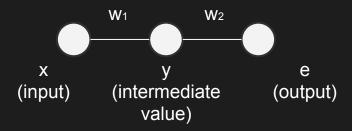


Backpropagation - The not so hard math



$$y = x * w_1$$

$$\frac{\partial y}{\partial w_1} = x$$



$$y = x * w_1$$

$$\frac{\partial y}{\partial w_1} = x$$

$$e = y * w_2$$

$$\frac{\partial e}{\partial y} = w_2$$



$$y = x * w_1$$

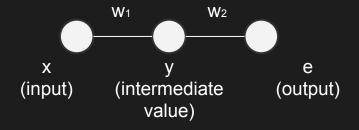
$$\frac{\partial y}{\partial w_1} = x$$

$$e = y * w_2$$

$$\frac{\partial e}{\partial y} = w_2$$

$$e = x * w_1 * w_2$$

$$\frac{\partial e}{\partial w_1} = x * w_2$$



$$y = x * w_1$$

$$\frac{\partial y}{\partial w_1} = x$$

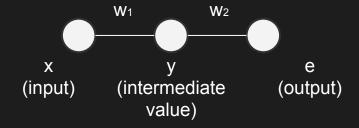
$$e = y * w_2$$

$$\frac{\partial e}{\partial y} = w_2$$

$$\frac{\partial e}{\partial w_1} = x * w_2$$

$$\frac{\partial e}{\partial w_1} = x * w_2$$

$$\frac{\partial e}{\partial w_1} = \frac{\partial y}{\partial w_1} * \frac{\partial e}{\partial y}$$



$$y = x * w_1$$

$$\frac{\partial y}{\partial w_1} = x$$

$$e = y * w_2$$

$$\frac{\partial e}{\partial y} = w_2$$

$$\frac{\partial e}{\partial w_1} = x * w_2$$

$$\frac{\partial e}{\partial w_1} = x * w_2$$

$$\frac{\partial e}{\partial w_1} = \frac{\partial y}{\partial w_1} * \frac{\partial e}{\partial y}$$

$$\frac{\partial \text{err}}{\partial \text{weight}} = \frac{\partial a}{\partial \text{weight}} \frac{\partial b}{\partial a} * \frac{\partial c}{\partial b} * \frac{\partial d}{\partial c} * \dots * \frac{\partial y}{\partial x} * \frac{\partial z}{\partial y} * \frac{\partial \text{err}}{\partial z}$$



$$\frac{\partial \text{err}}{\partial \text{weight}} = \frac{\partial a}{\partial \text{weight}} \frac{\partial b}{\partial a} * \frac{\partial c}{\partial b} * \frac{\partial d}{\partial c} * \dots * \frac{\partial y}{\partial x} * \frac{\partial z}{\partial y} * \frac{\partial \text{err}}{\partial z}$$



$$\frac{\partial \text{err}}{\partial \text{weight}} = \frac{\partial a}{\partial \text{weight}} \frac{*}{\partial a} \frac{\partial b}{\partial a} \frac{*}{\partial b} \frac{\partial d}{\partial c} \frac{*}{\partial c} \frac{\partial d}{\partial x} \frac{\partial d}{\partial x} \frac{*}{\partial c} \frac{\partial d}{\partial x} \frac{*}{\partial c} \frac{\partial d}{\partial x} \frac{\partial$$



$$\frac{\partial \text{err}}{\partial \text{weight}} = \frac{\partial a}{\partial \text{weight}} \frac{\partial b}{\partial a} * \frac{\partial c}{\partial b} * \frac{\partial d}{\partial c} * \dots * \frac{\partial y}{\partial x} * \frac{\partial z}{\partial y} * \frac{\partial \text{err}}{\partial z}$$



$$\frac{\partial \text{err}}{\partial \text{weight}} = \frac{\partial a}{\partial \text{weight}} \frac{*}{\partial a} \frac{\partial b}{\partial b} \frac{*}{\partial c} \frac{\partial d}{\partial c} \frac{*}{\partial x} \frac{\partial y}{\partial y} \frac{*}{\partial z} \frac{\partial z}{\partial z} \frac{*}{\partial z}$$



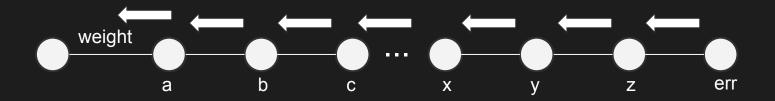
$$\frac{\partial \text{err}}{\partial \text{weight}} = \frac{\partial a}{\partial \text{weight}} \frac{\partial b}{\partial a} * \frac{\partial c}{\partial b} * \frac{\partial d}{\partial c} * \dots * \frac{\partial y}{\partial x} * \frac{\partial z}{\partial y} * \frac{\partial \text{err}}{\partial z}$$



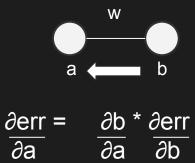
$$\frac{\partial \text{err}}{\partial \text{weight}} = \frac{\partial a}{\partial \text{weight}} \frac{*}{\partial a} \frac{\partial b}{\partial a} * \frac{\partial c}{\partial b} * \frac{\partial d}{\partial c} * \dots * \frac{\partial y}{\partial x} * \frac{\partial z}{\partial y} * \frac{\partial err}{\partial z}$$

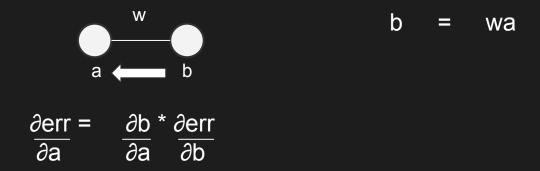


$$\frac{\partial \text{err}}{\partial \text{weight}} = \frac{\partial a}{\partial \text{weight}} \frac{*}{\partial a} \frac{\partial b}{\partial b} \frac{*}{\partial c} \frac{\partial d}{\partial c} \frac{*}{\partial x} \frac{\partial d}{\partial y} \frac{*}{\partial z} \frac{\partial z}{\partial z} \frac{*}{\partial z} \frac{\partial err}{\partial z}$$

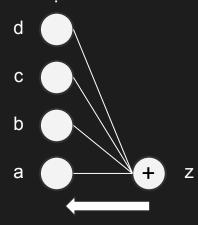


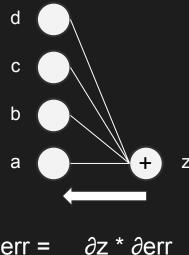




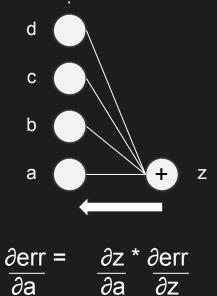




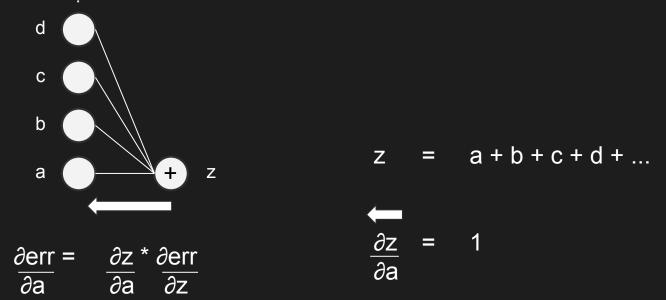




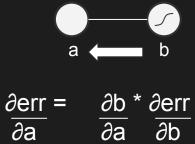
$$\frac{\partial \text{err}}{\partial a} = \frac{\partial z}{\partial a} * \frac{\partial \text{err}}{\partial z}$$



$$z = a+b+c+d+...$$



Backpropagation challenge: sigmoid



Backpropagation challenge: sigmoid



$$\frac{\partial \text{err}}{\partial a} = \frac{\partial b}{\partial a} * \frac{\partial \text{err}}{\partial b}$$

Backpropagation challenge: sigmoid 1 + e^{-a}

 $\sigma(a)$

$$\begin{array}{ccc}
 & & & & \\
 & a & & & \\
 & & & b
\end{array}$$

$$\frac{\partial}{\partial err} = \frac{\partial}{\partial b} * \frac{\partial}{\partial err}$$

 $\overline{\partial a}$ $\overline{\partial b}$

∂a

Backpropagation challenge: sigmoid

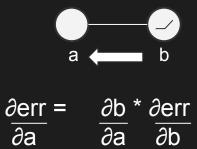


$$\frac{\partial \text{err}}{\partial a} = \frac{\partial b}{\partial a} * \frac{\partial \text{err}}{\partial b}$$

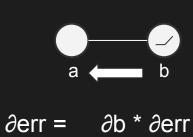
Because math is beautiful / dumb luck:

$$\frac{\partial b}{\partial a} = \sigma(a) * (1 - \sigma(a))$$

Backpropagation challenge: ReLU



Backpropagation challenge: ReLU



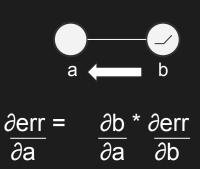
∂a

 $\overline{\partial a}$ $\overline{\partial b}$

$$b = a, a > 0$$

= 0, otherwise

Backpropagation challenge: ReLU



b = a, a > 0
= 0, otherwise
$$\frac{\partial b}{\partial a} = 1, a > 0$$
$$0, otherwise$$

