

Artificial neural networks

Robert L. Peach

- Why deep learning?
- **Multi-layer perceptrons (MLP)**
 - The Perceptron
 - Activation functions
 - Forward propagation
 - Loss functions
 - Back propagation
 - Regularisation in ANNs
- **Convolutional neural networks (CNNs)**
 - Image classification / object identification
 - Convolutions
 - Pooling
- **Recurrent neural networks (RNNs)**
 - Forecasting
 - Increasing memory – LSTMs, Gated RNNs

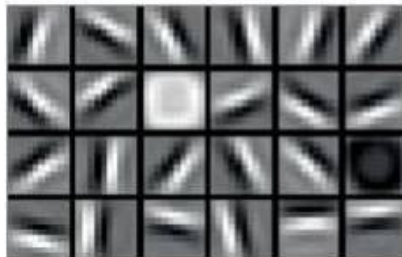
Deep Learning

Hand engineered features are time consuming, brittle and not scalable in practice
Can we learn the **underlying features** directly from the data?

Millions of images



Low level features



Lines & Edges

Mid level features



Eyes & Nose & Ears

High level features

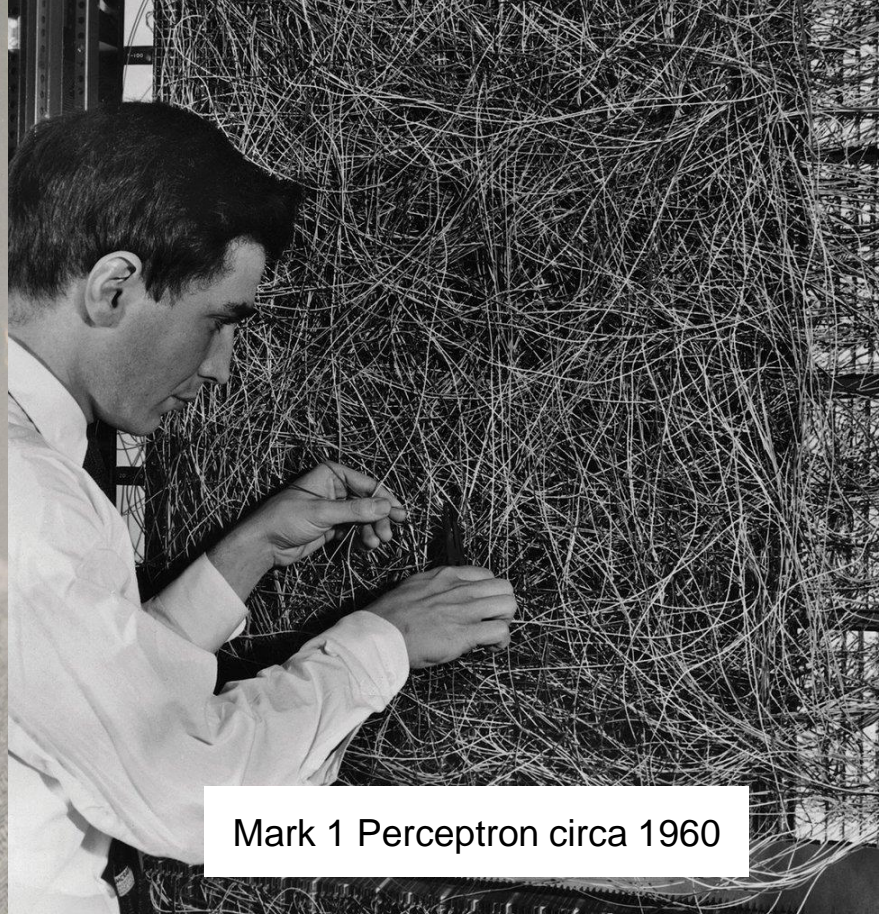


Facial Structure

Perceptron

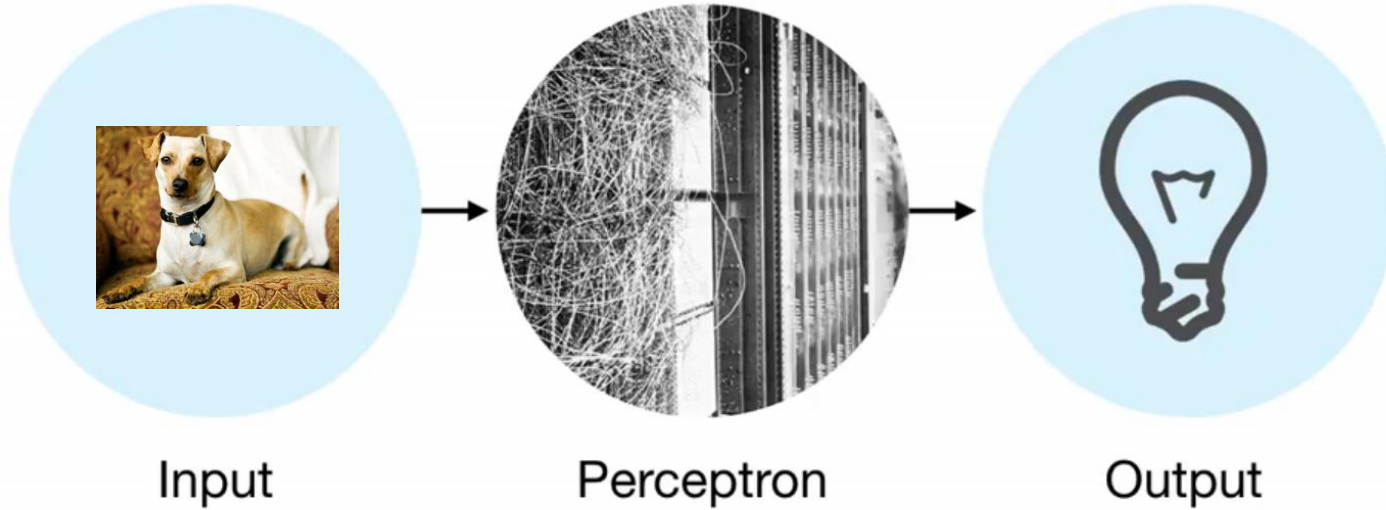


Frank Rosenblatt

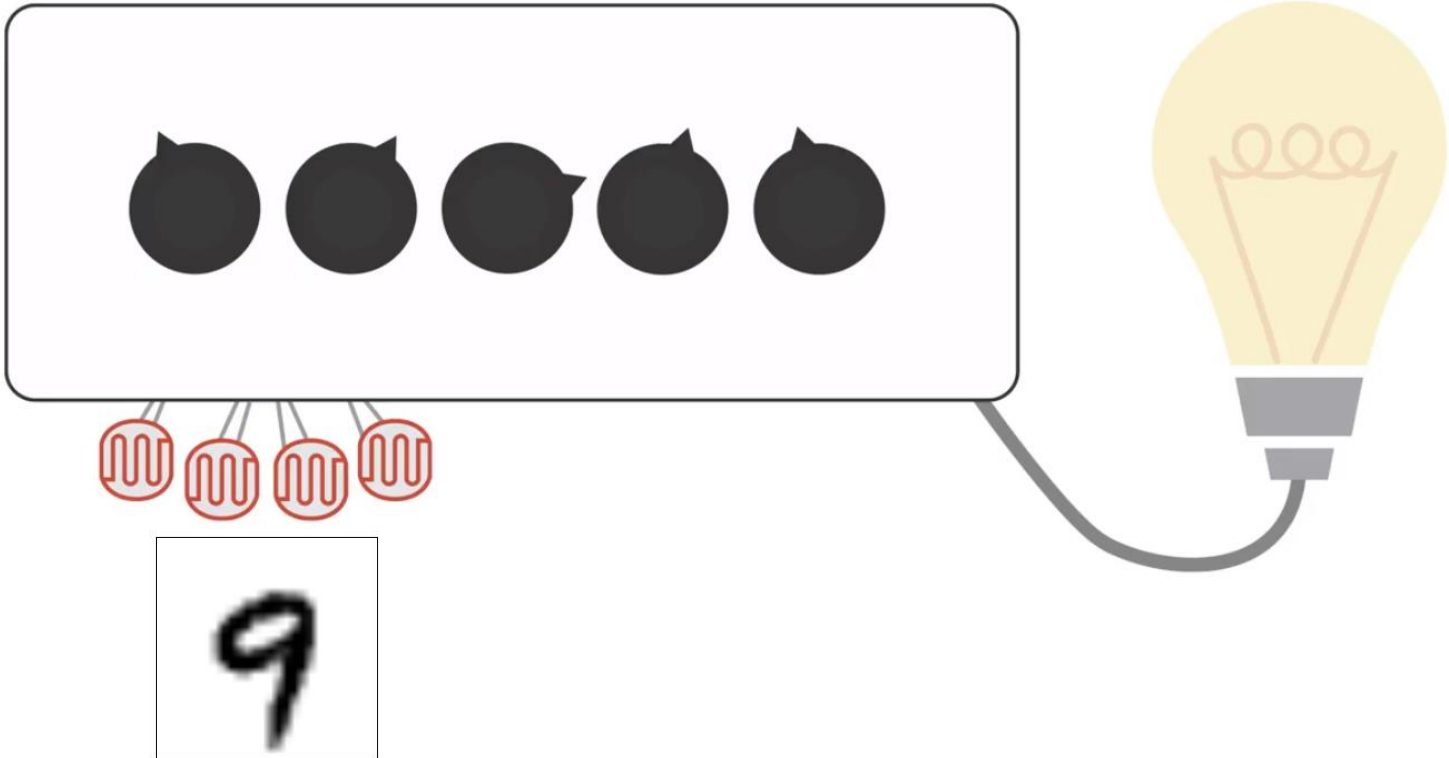


Mark 1 Perceptron circa 1960

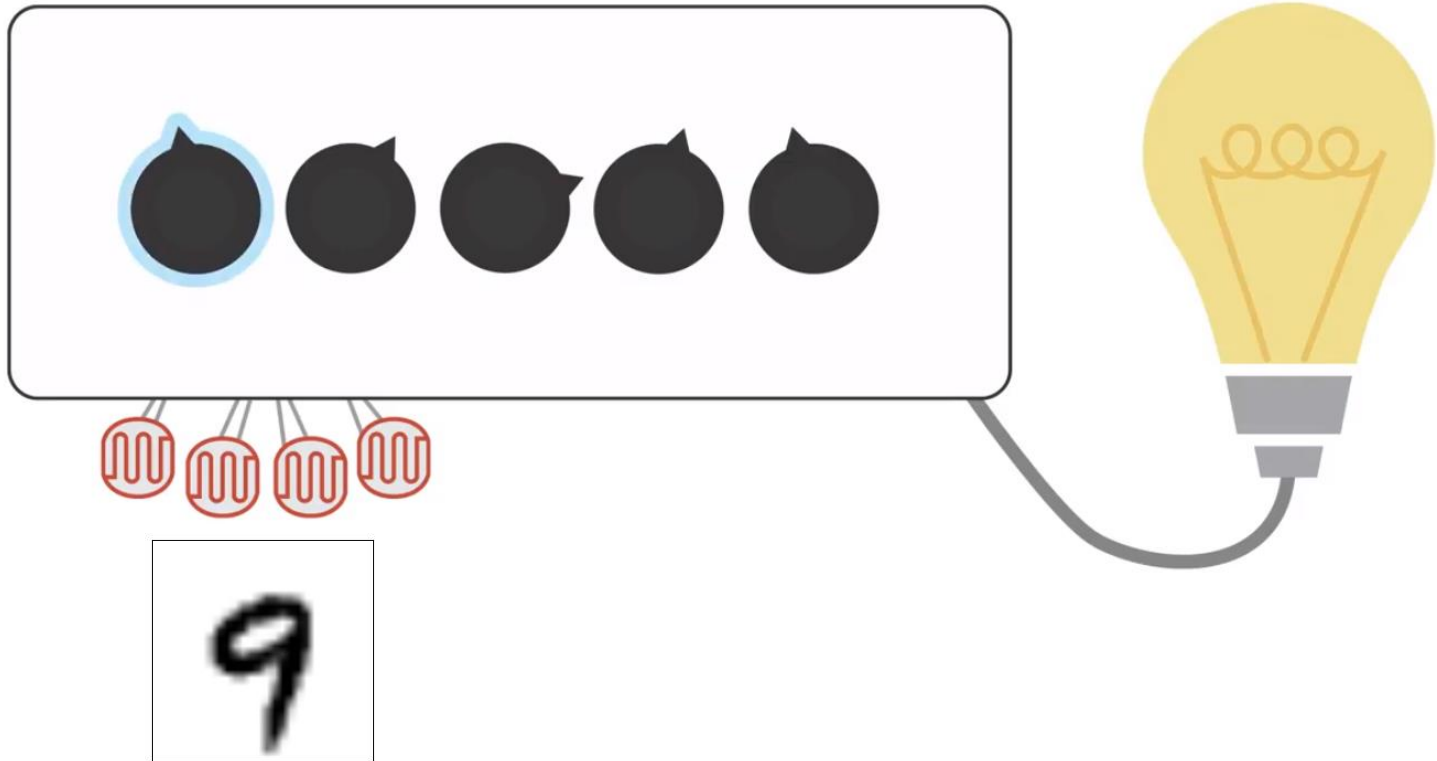
Rosenblatt's Machine



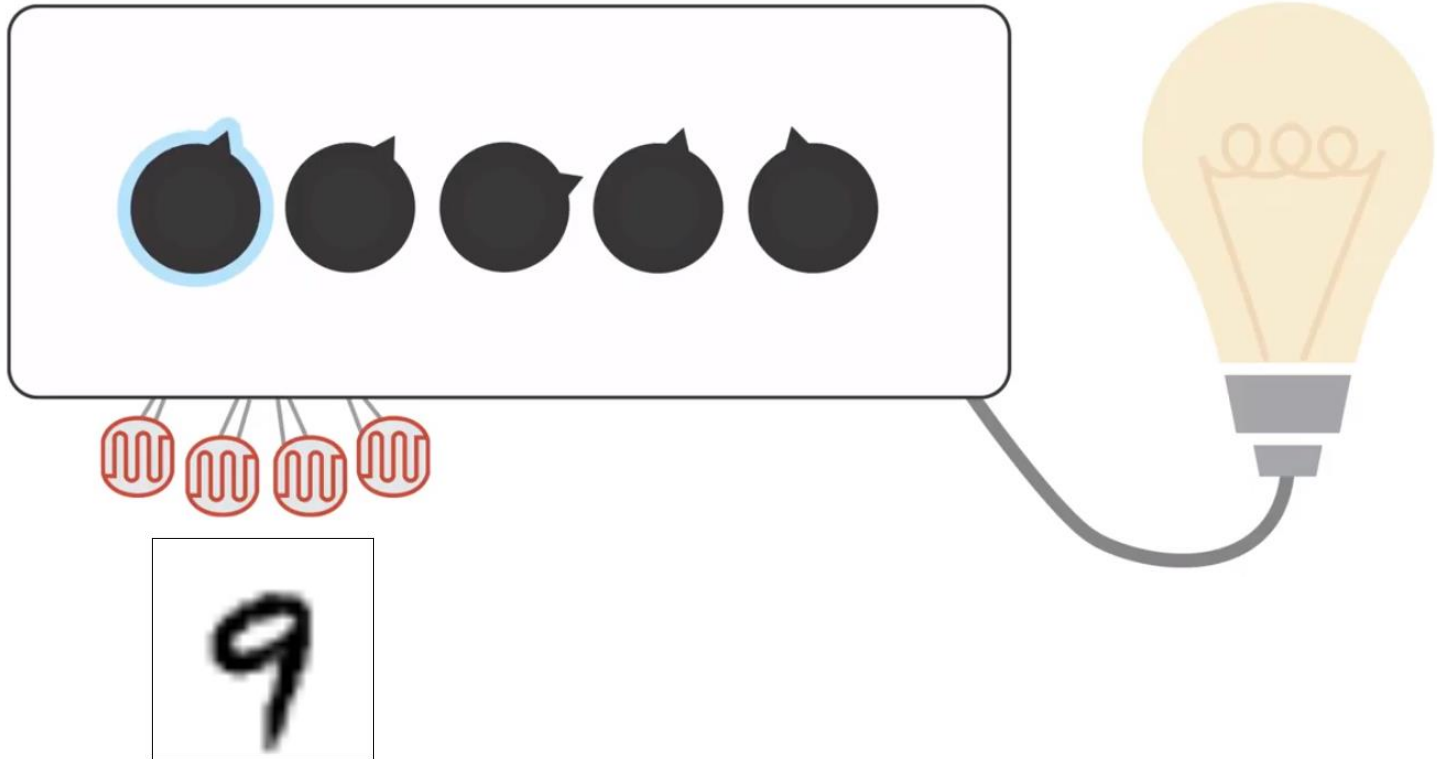
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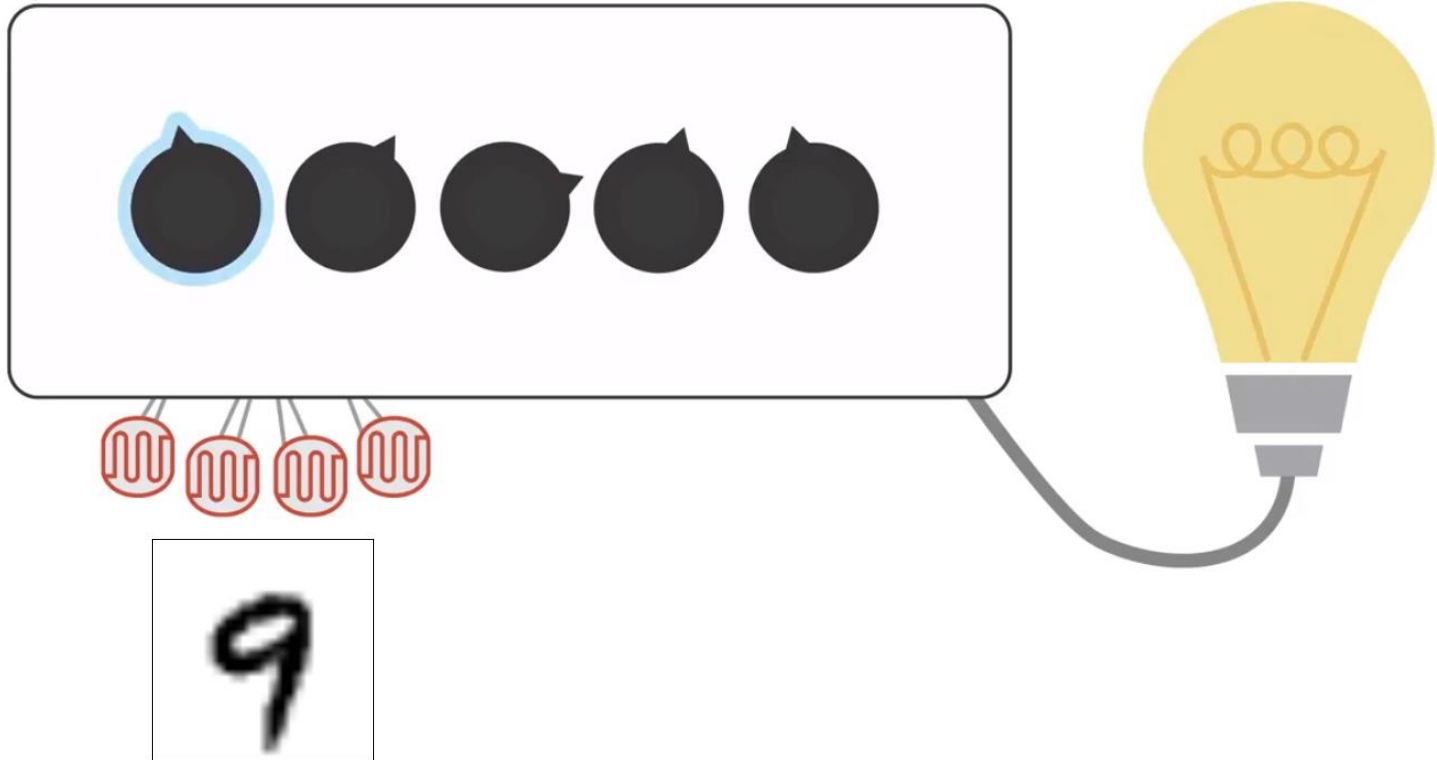
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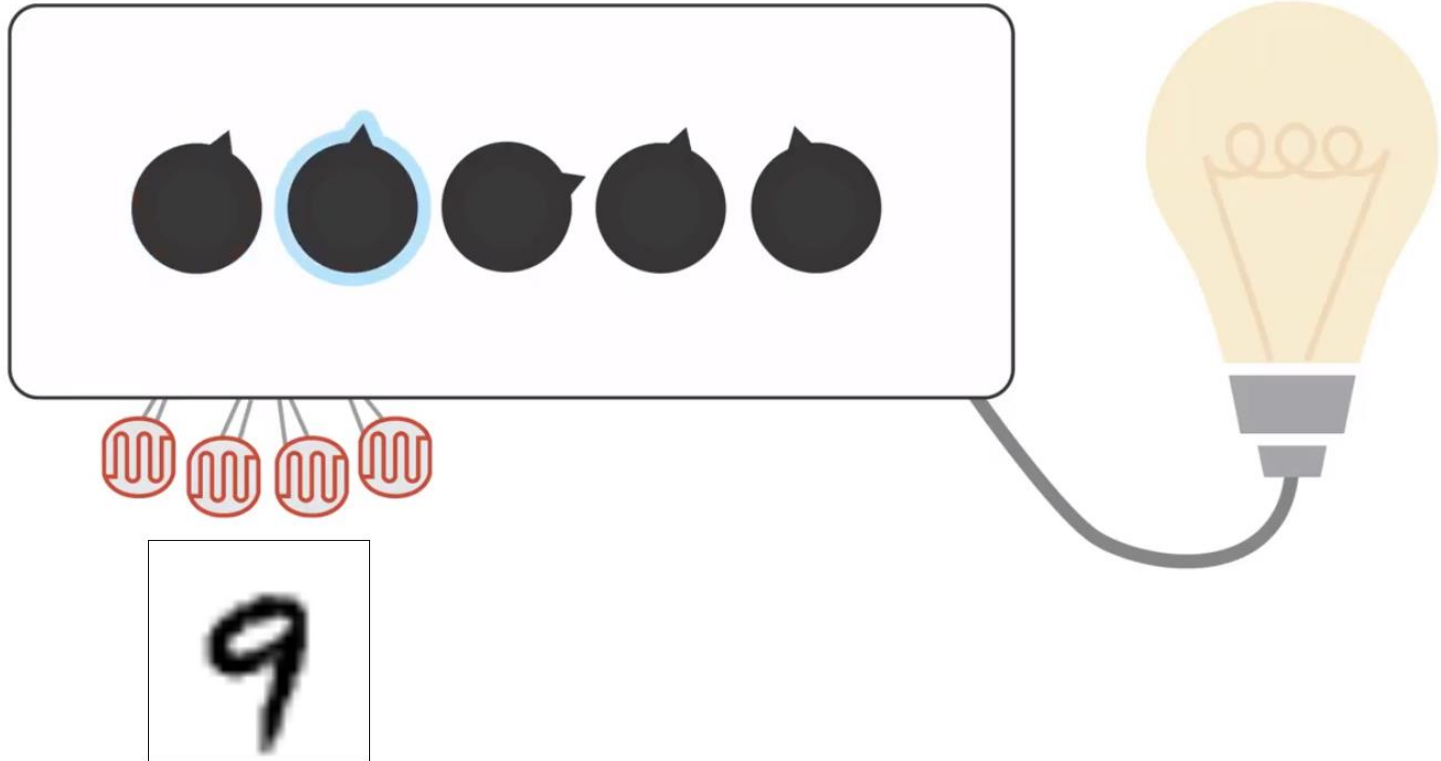
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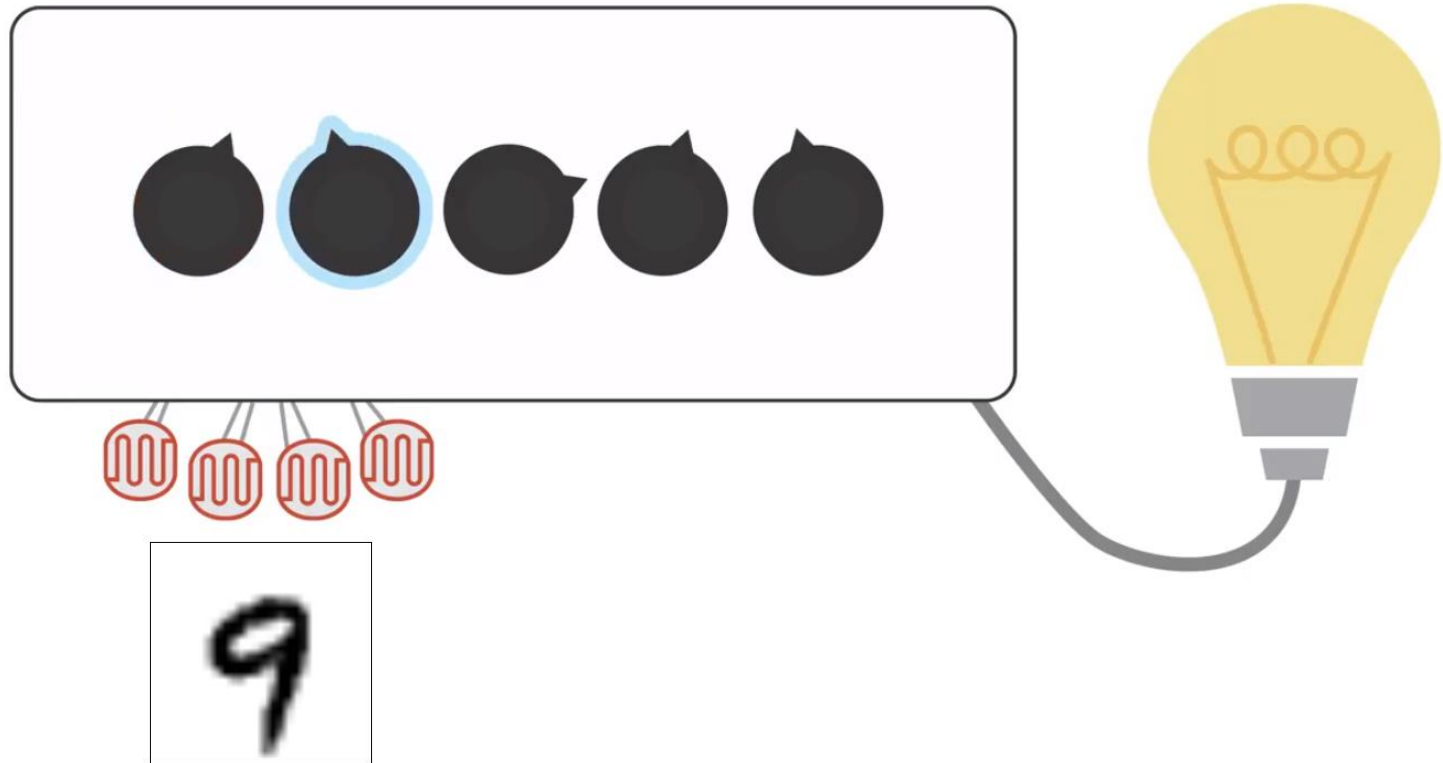
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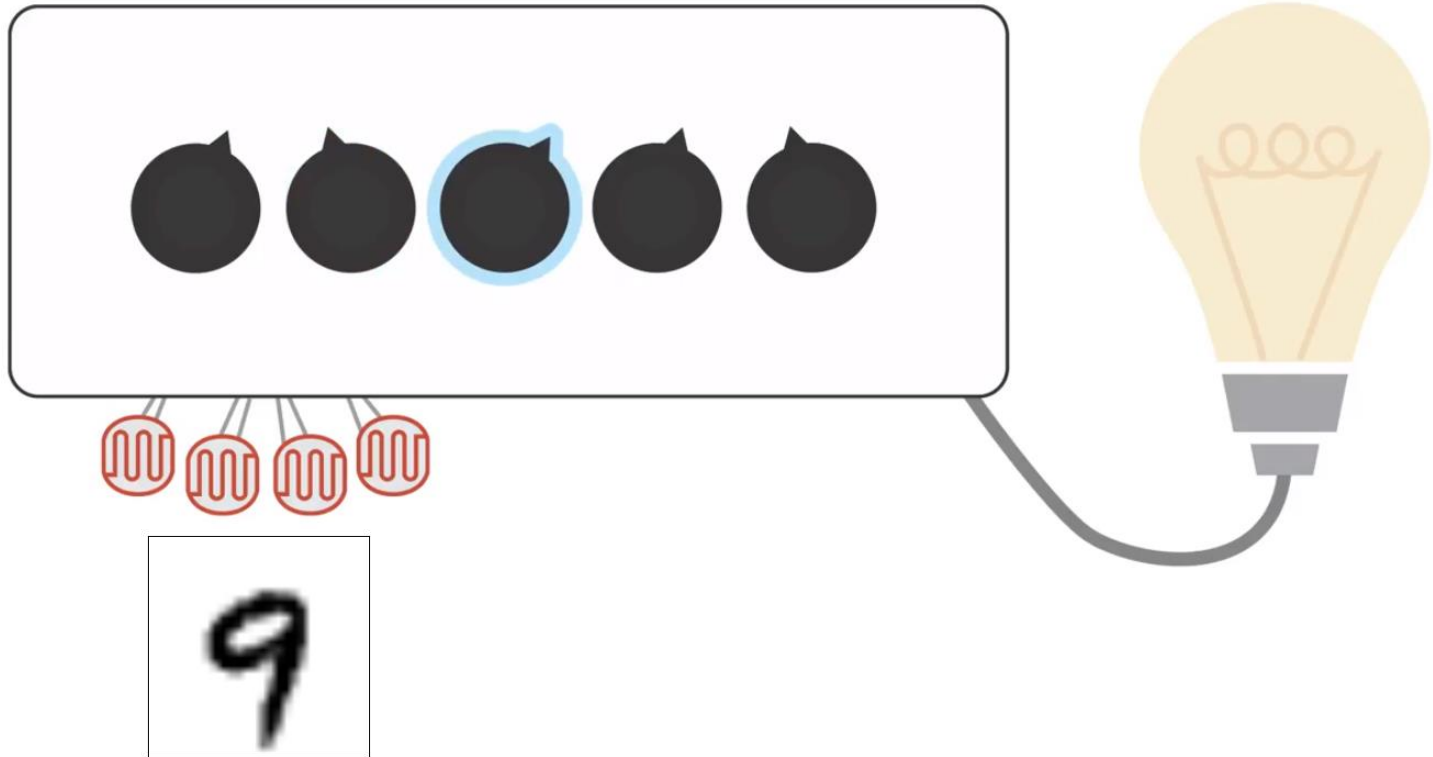
Rosenblatt's Machine



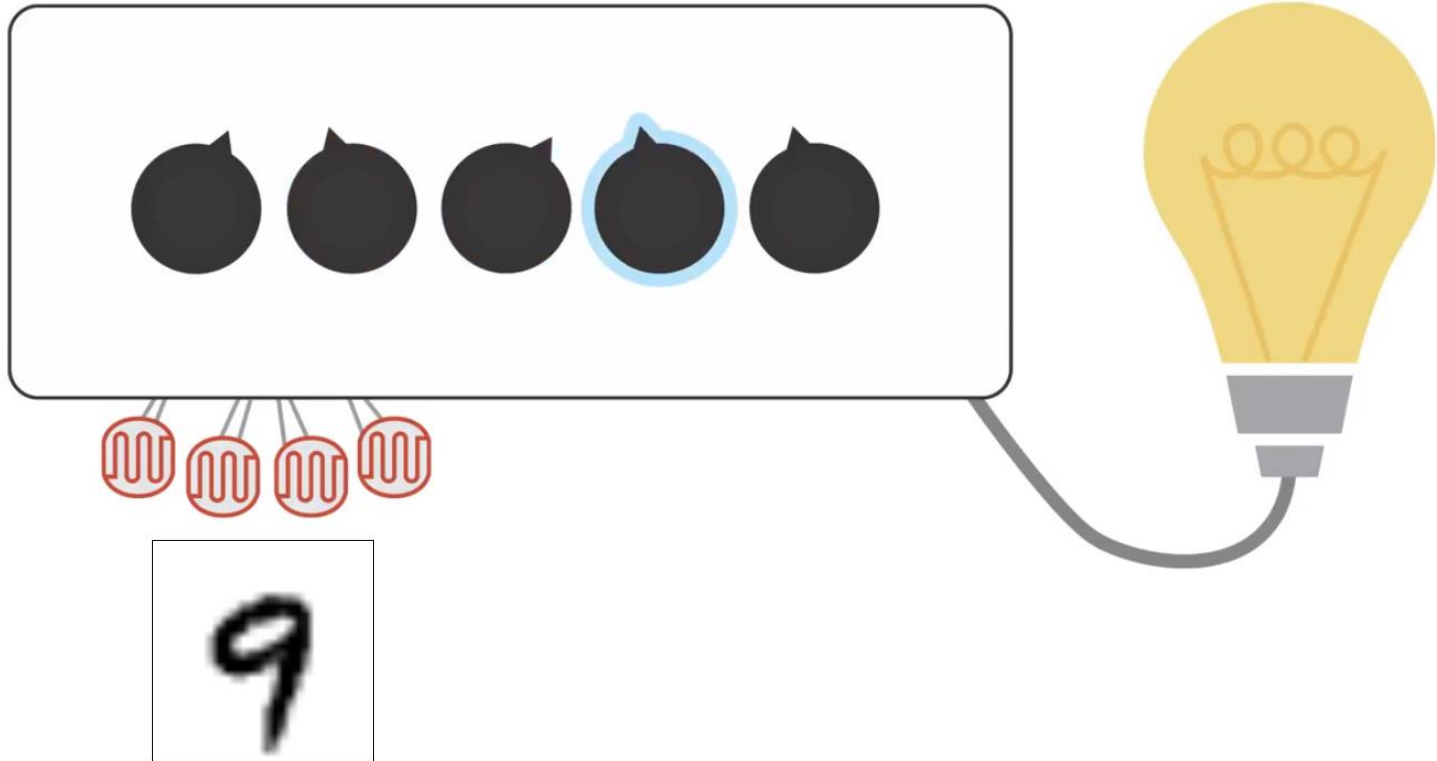
Rosenblatt's Machine



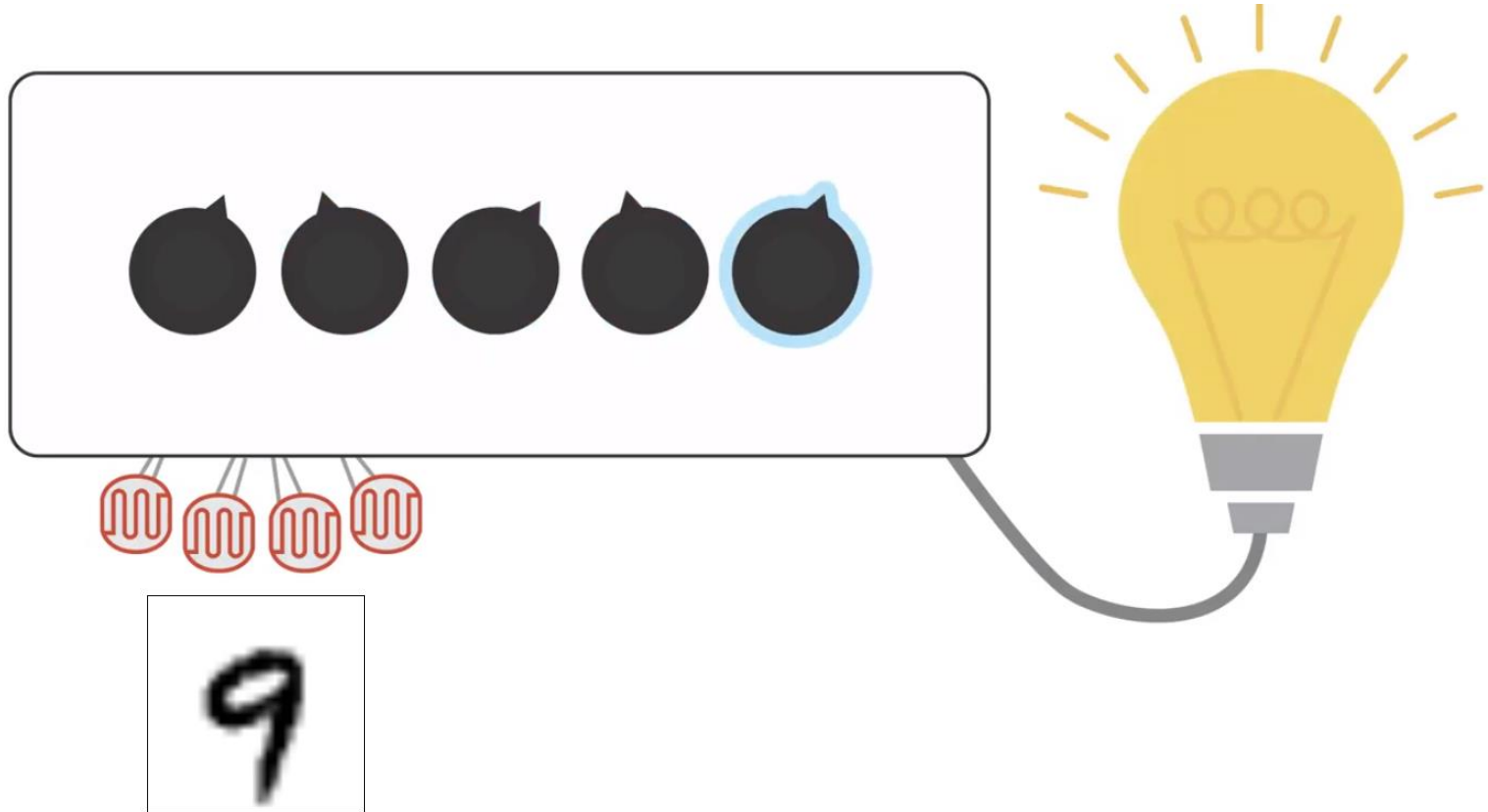
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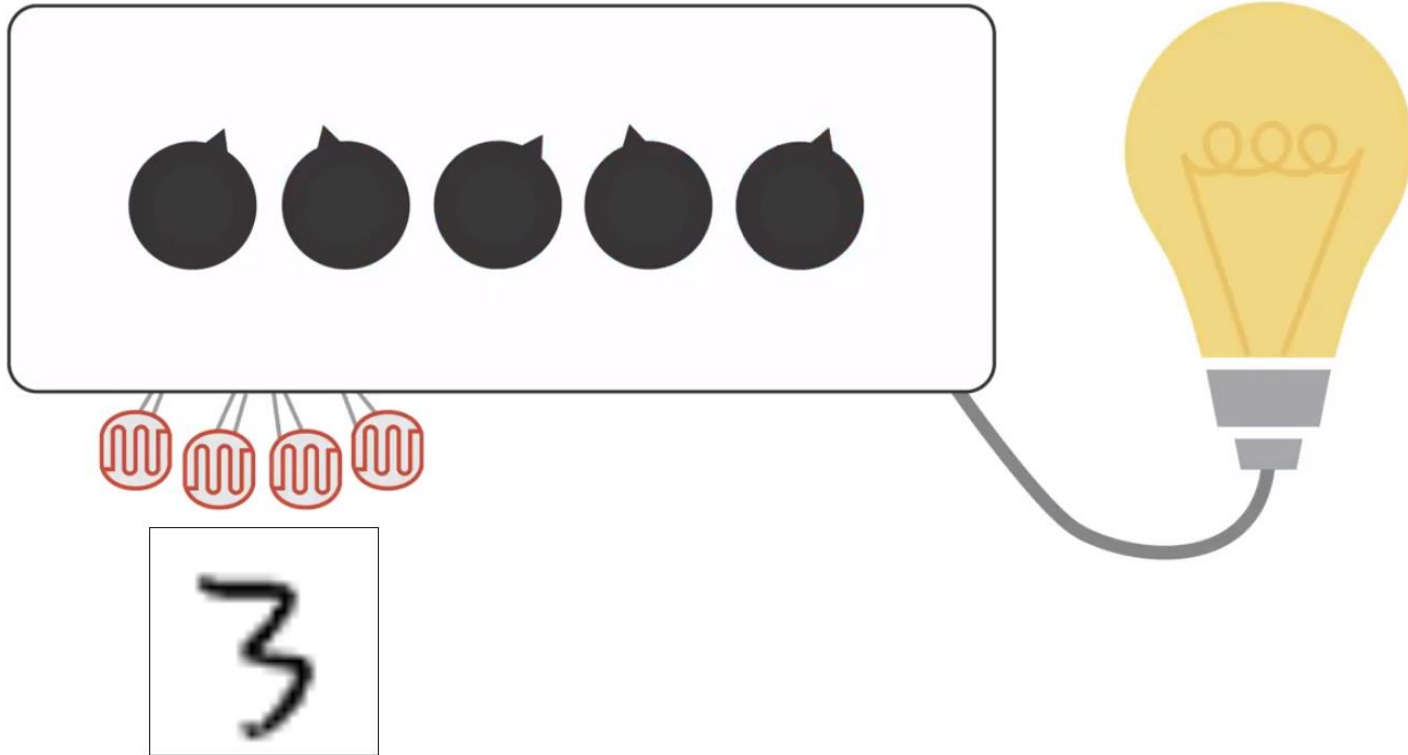
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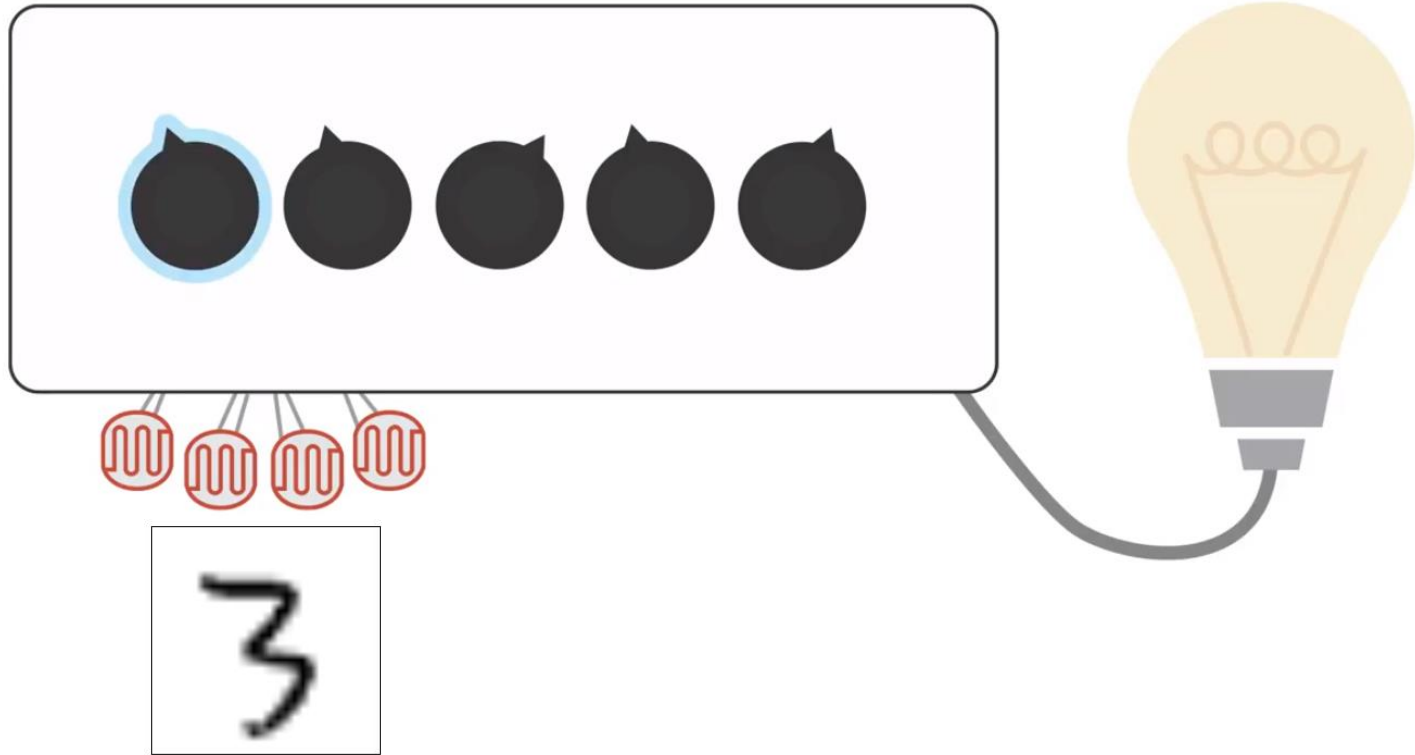
Rosenblatt's Machine



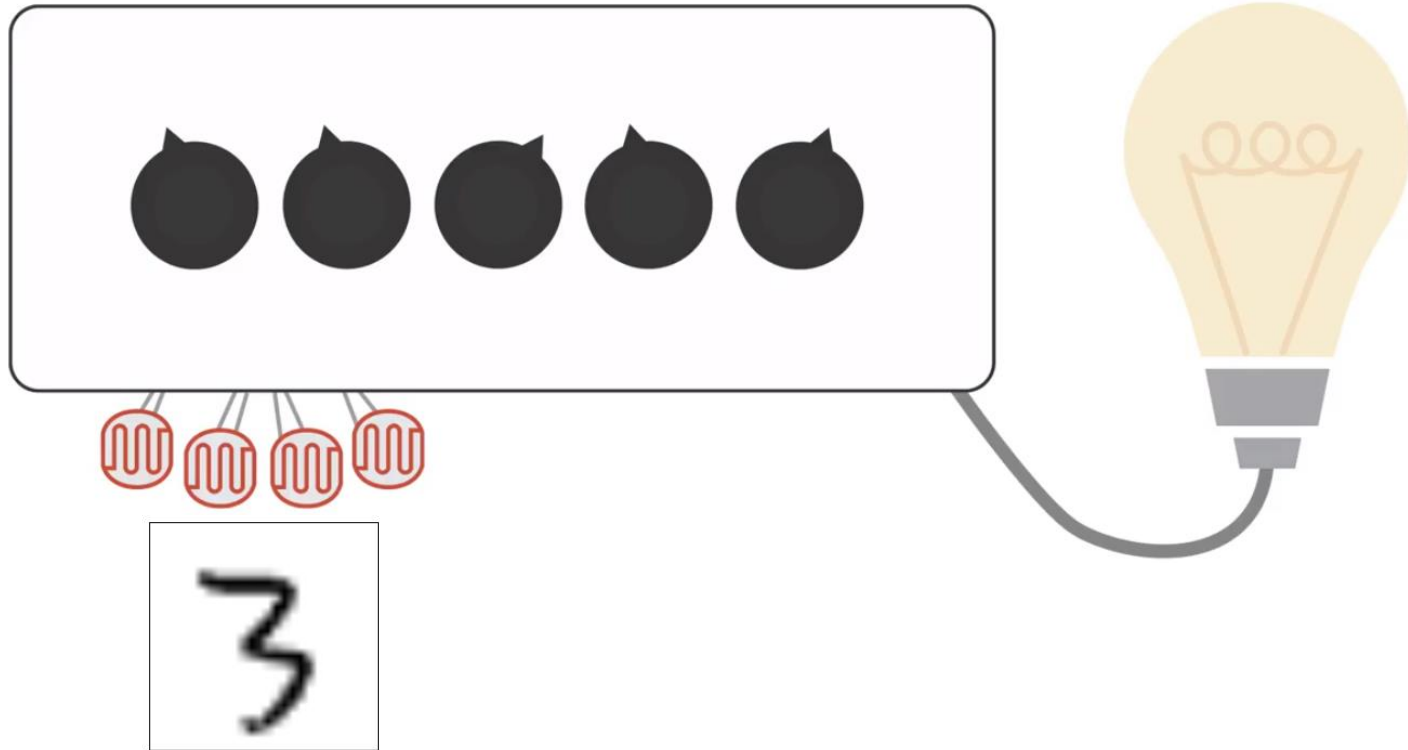
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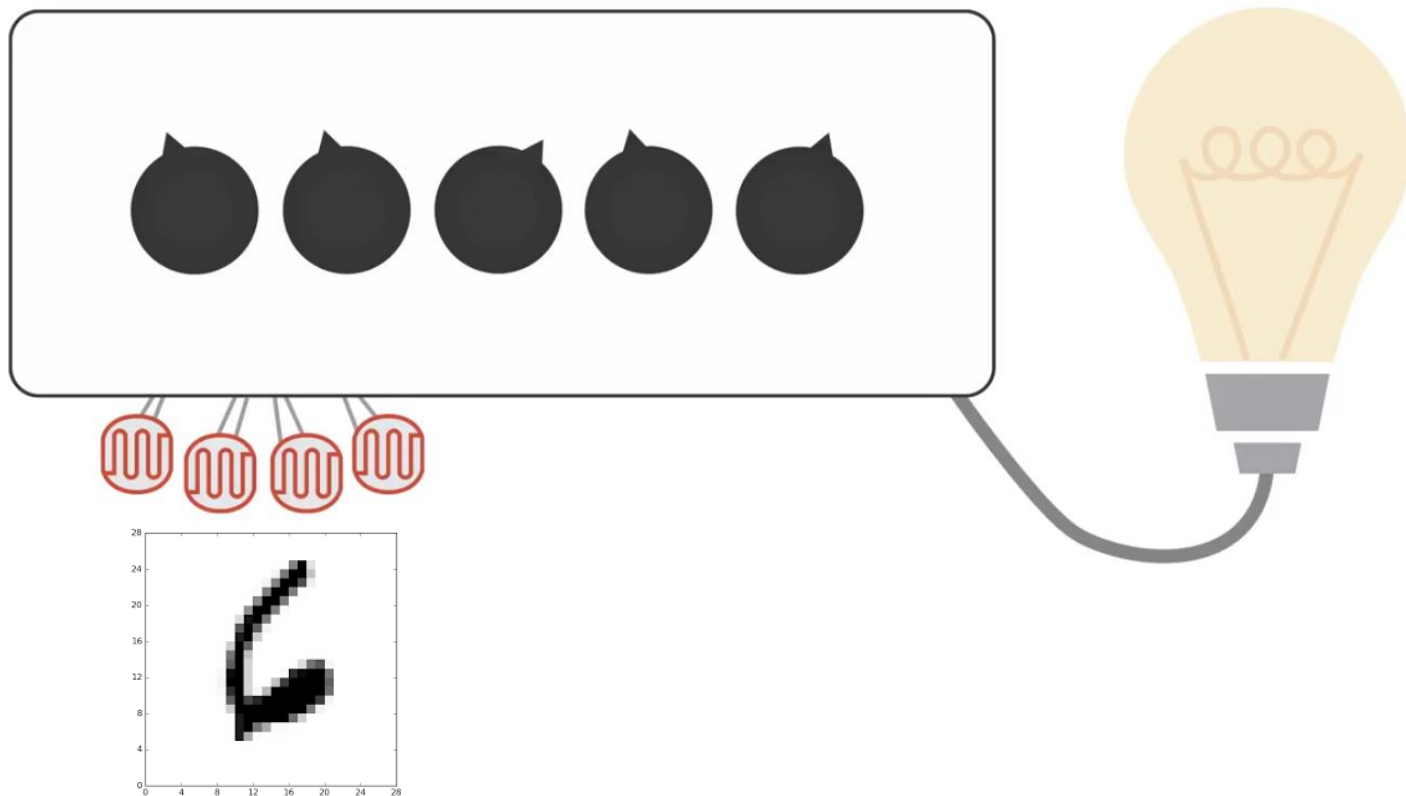
Rosenblatt's Machine



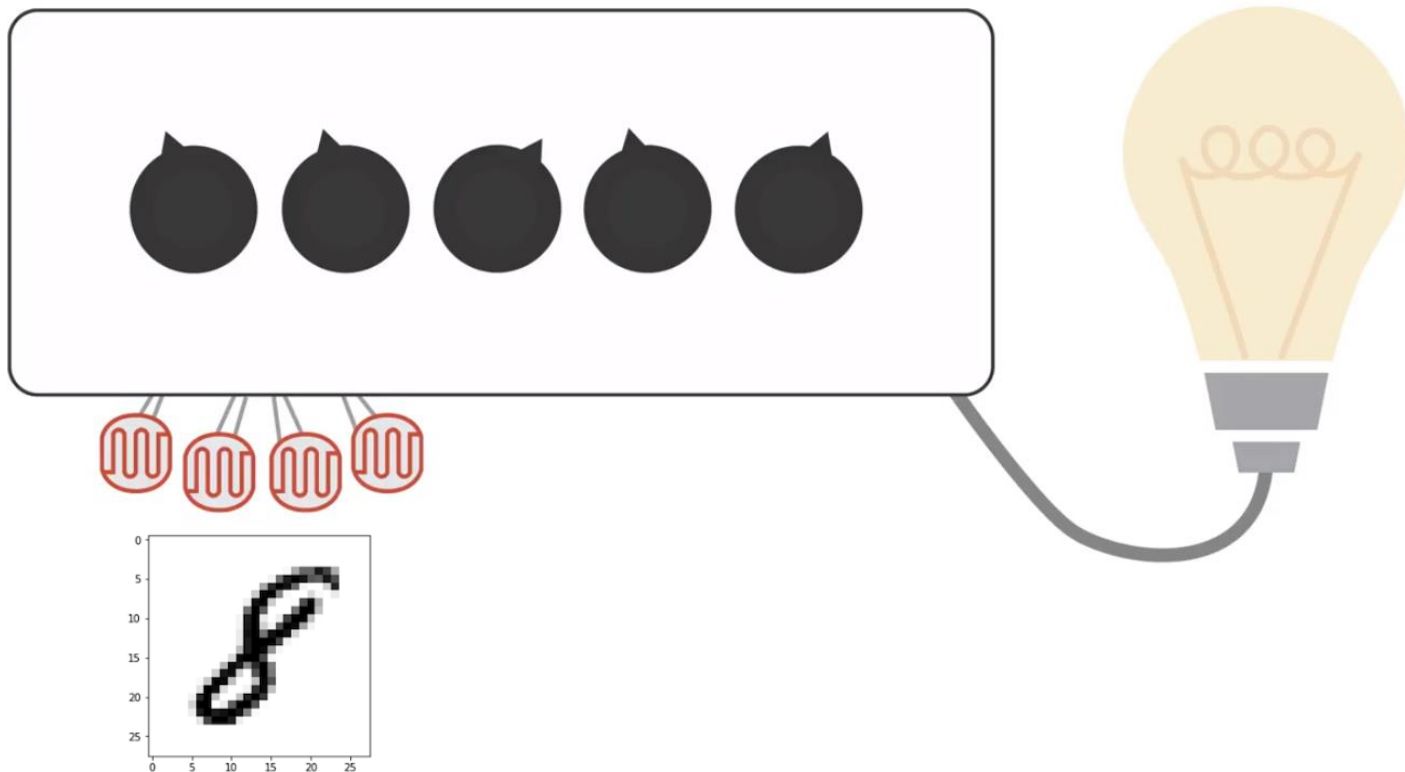
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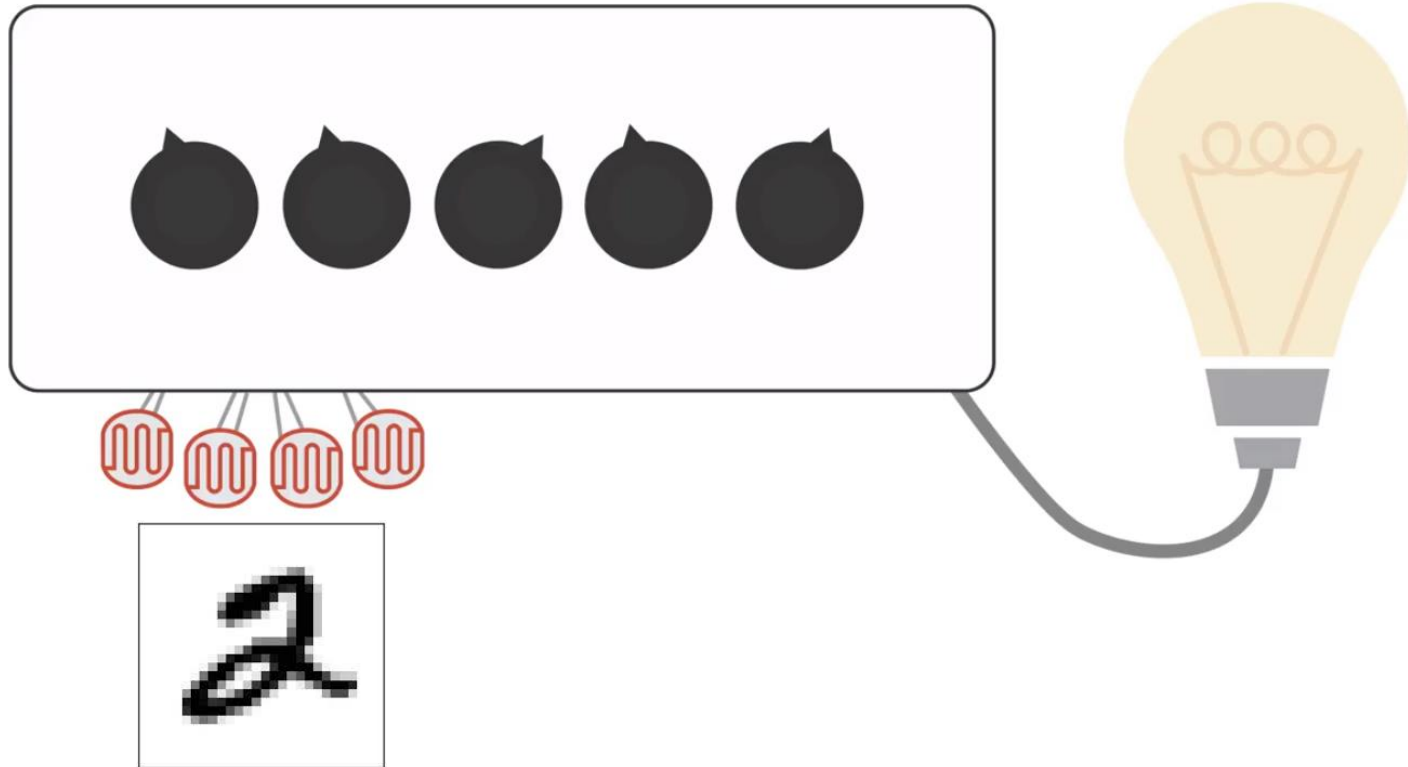
Rosenblatt's Machine



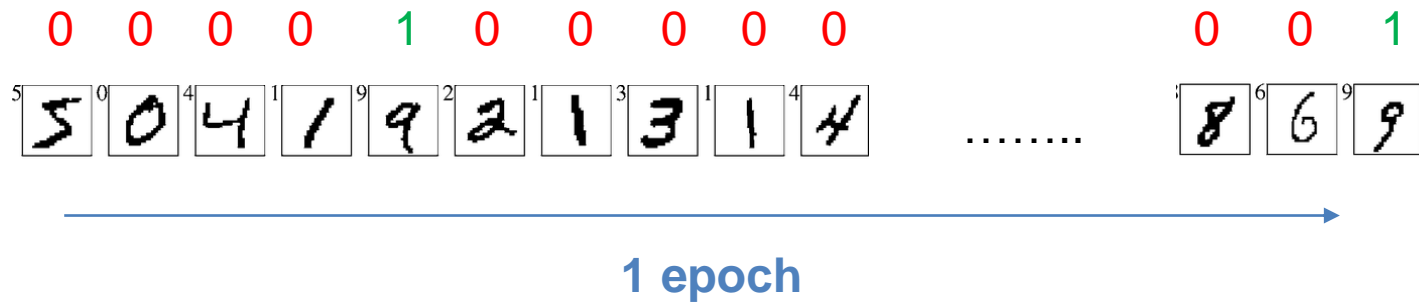
Rosenblatt's Machine



Rosenblatt's Machine



Training Data



Tuning the Perceptron



We are thinking less about machines and more about algorithms...

The **perceptron** is the fundamental building block of deep learning.

Also known as a **neuron** in deep learning.

Why now?

Neural networks have existed for decades. Why do we care now?

Big data

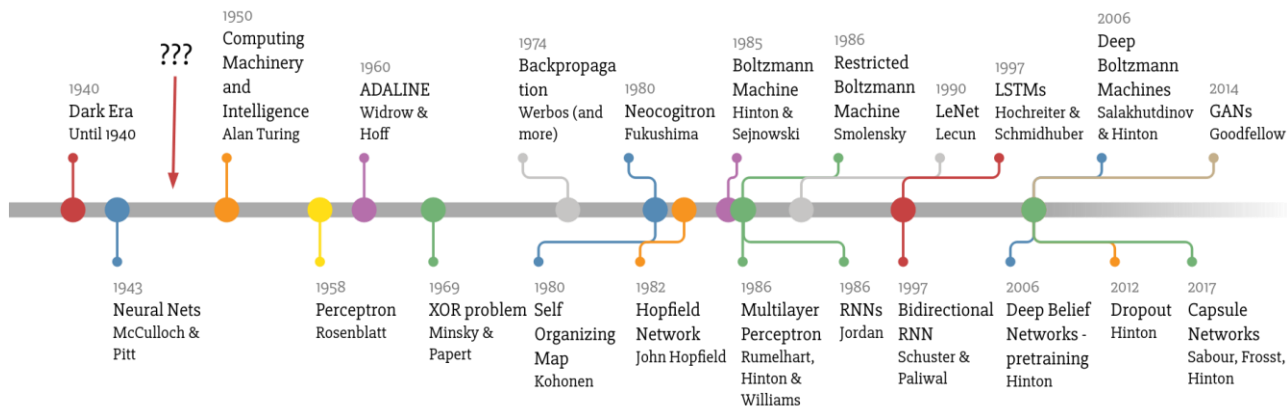
- Large datasets
- Easier collection and storage
- More platforms for collecting data

Hardware

- Graphics processing units (GPUs)
- Massively parallelizable calculations

Software

- Improved mathematical architectures
- Efficient and open source toolboxes



The perceptron: Forward propagation

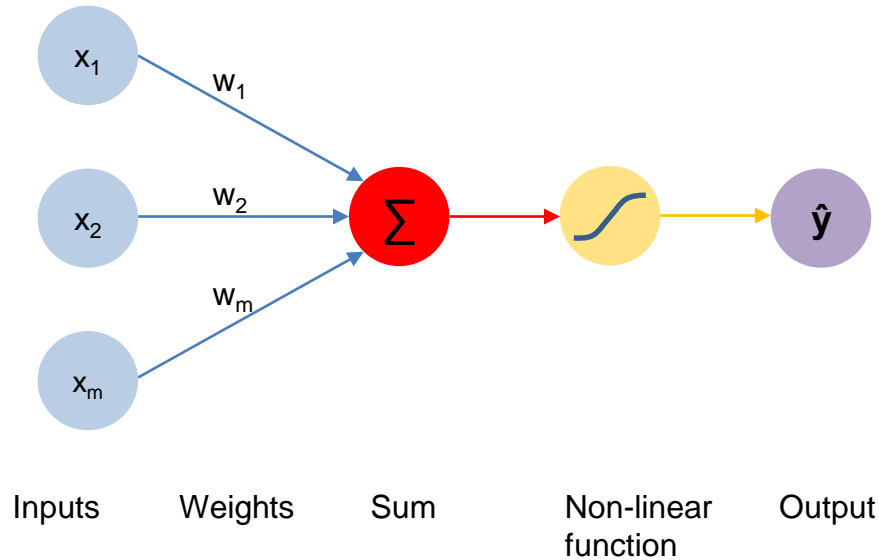


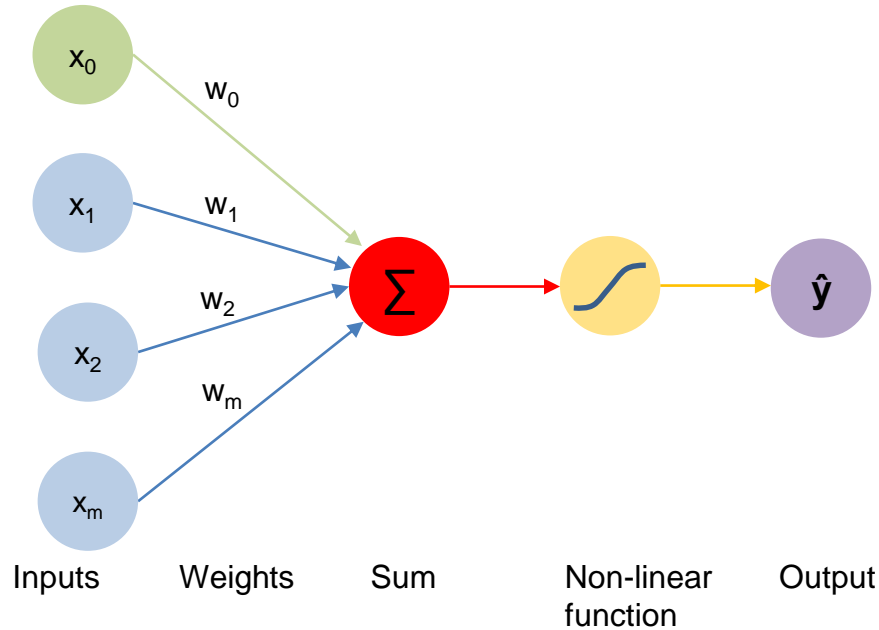
Diagram illustrating the mathematical representation of the forward propagation process:

$$\hat{y} = g \left(\sum_{i=1}^m x_i w_i \right)$$

Labels and arrows in the diagram:

- Output:** Indicated by a purple arrow pointing to \hat{y} .
- Linear combination of inputs:** Indicated by a red arrow pointing to the summation term $\sum_{i=1}^m x_i w_i$.
- Non-linear activation function:** Indicated by a yellow arrow pointing to the function g .

The perceptron: Forward propagation

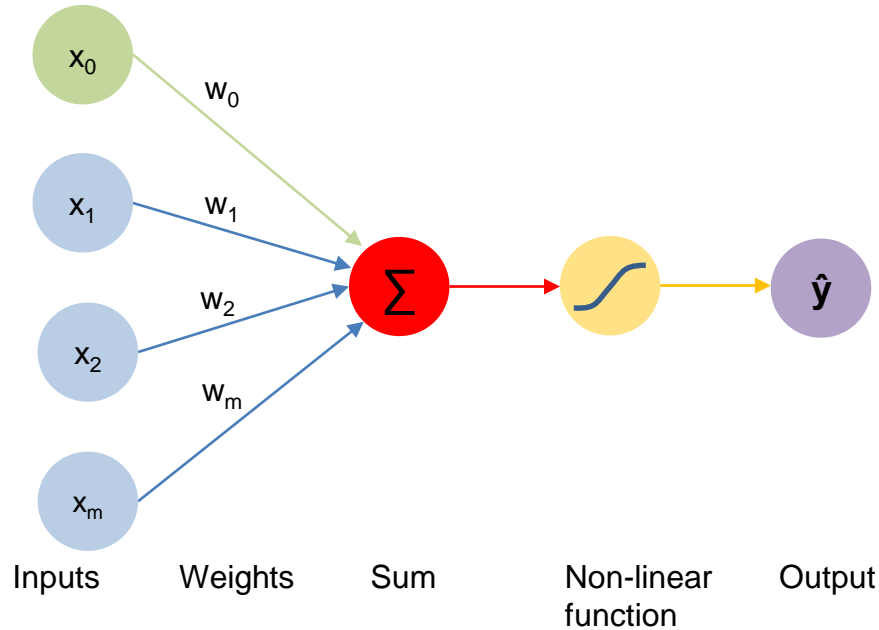


The equation for the forward propagation of a perceptron is shown, with color-coded arrows pointing to its components:

$$\hat{y} = g \left(w_0 + \sum_{i=1}^m x_i w_i \right)$$

- Output:** A purple arrow points to \hat{y} .
- Non-linear activation function:** An orange arrow points to g .
- Bias:** A green arrow points to w_0 .
- Linear combination of inputs:** A red arrow points to the summation term $\sum_{i=1}^m x_i w_i$.

The perceptron: Forward propagation

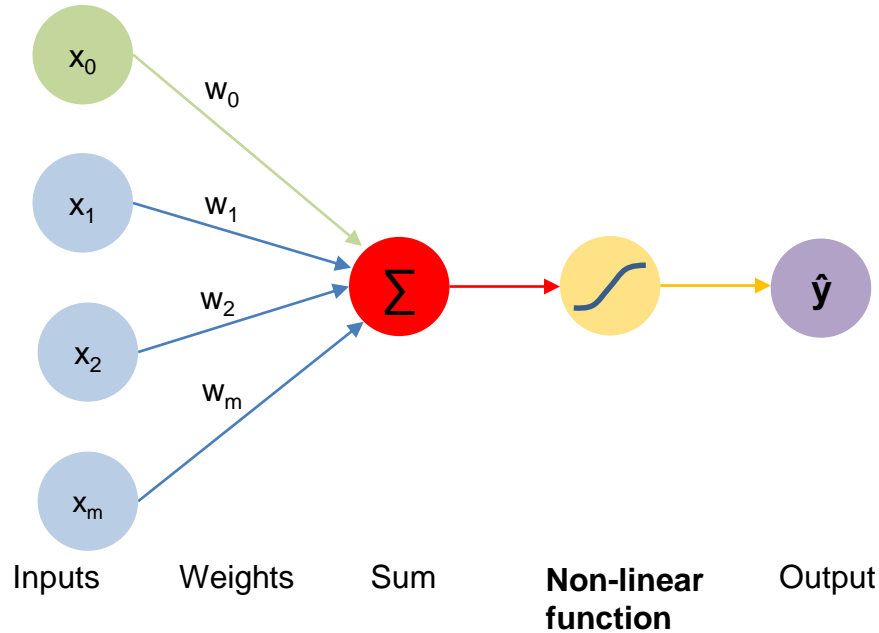


$$\hat{y} = g \left(w_0 + \sum_{i=1}^m x_i w_i \right)$$

$$\hat{y} = g (w_0 + \mathbf{X}^T \mathbf{W})$$

$$\text{where: } \mathbf{X} = \begin{bmatrix} x_1 \\ \vdots \\ x_m \end{bmatrix} \text{ and } \mathbf{W} = \begin{bmatrix} w_1 \\ \vdots \\ w_m \end{bmatrix}$$

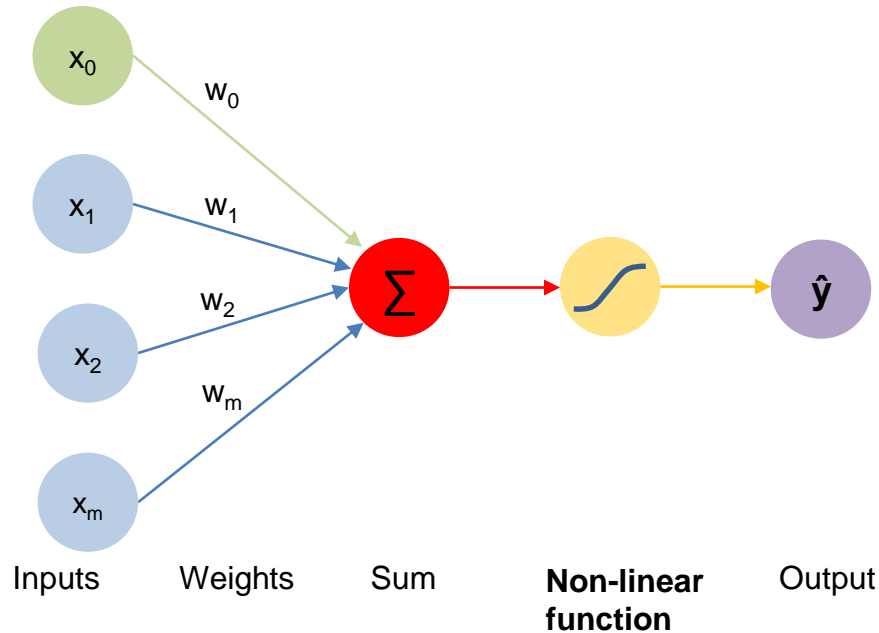
The perceptron: Forward propagation



Activation Functions

$$\hat{y} = g(w_0 + X^T W)$$

The perceptron: Forward propagation

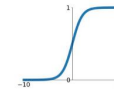


Activation Functions

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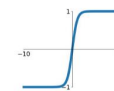
Sigmoid

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



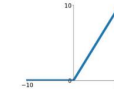
tanh

$$\tanh(x)$$



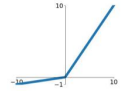
ReLU

$$\max(0, x)$$



Leaky ReLU

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

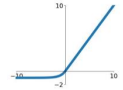


Maxout

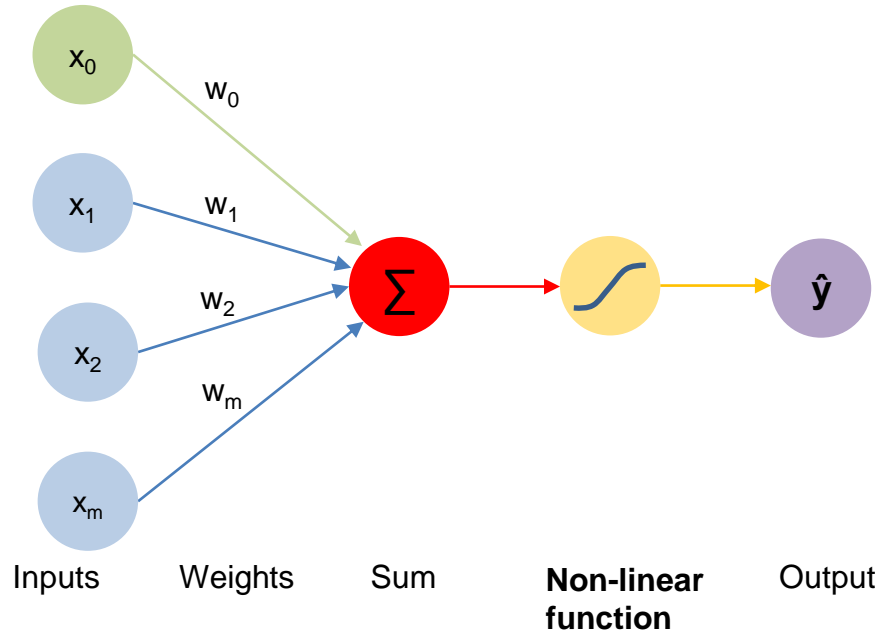
$$\max(w_1^T x + b_1, w_2^T x + b_2)$$

ELU

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



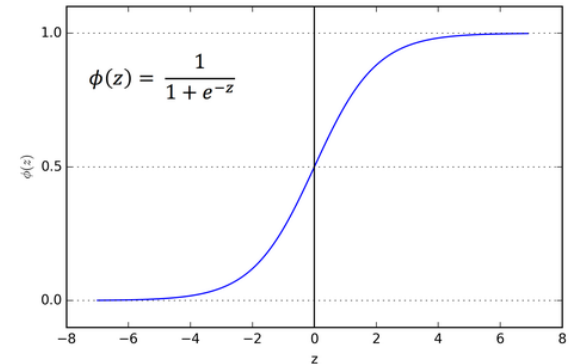
The perceptron: Forward propagation



Activation Functions

$$\hat{y} = g(w_0 + X^T W)$$

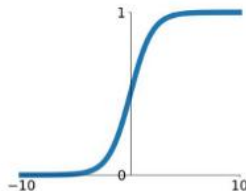
Example: Logistic function



The perceptron: Forward propagation

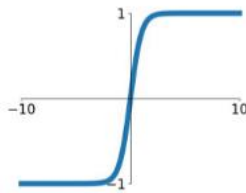
Sigmoid

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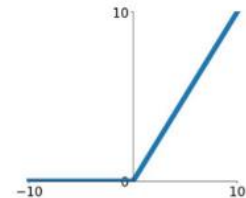
tanh

$$\tanh(x)$$



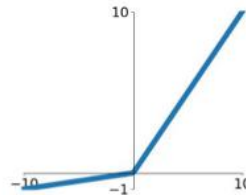
ReLU

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Leaky ReLU

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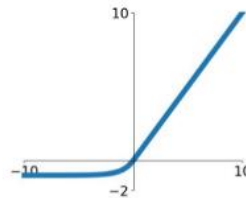


Maxout

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

ELU

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

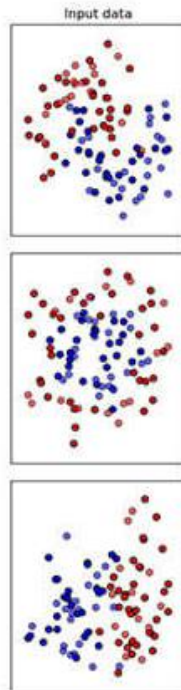


Why use activation functions?

Activation functions introduce ***non-linearities*** into the network

Linear activation functions
produce linear decisions.

Non-linearities allow us to
approximate arbitrarily
complex functions

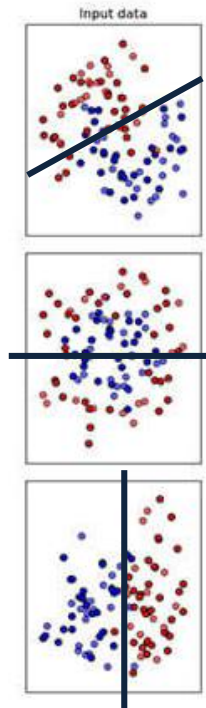


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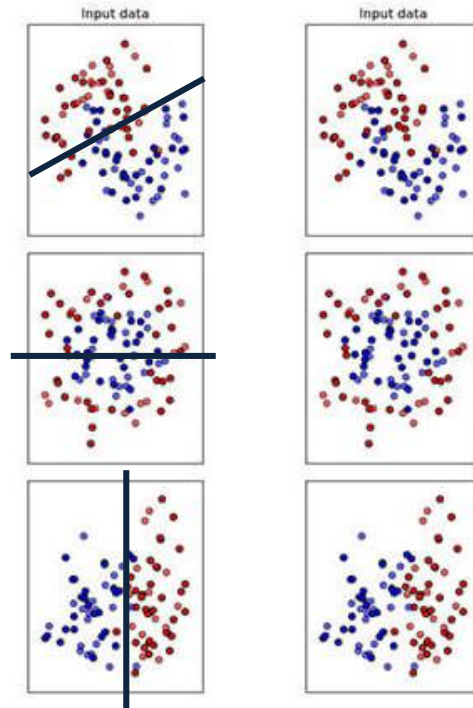


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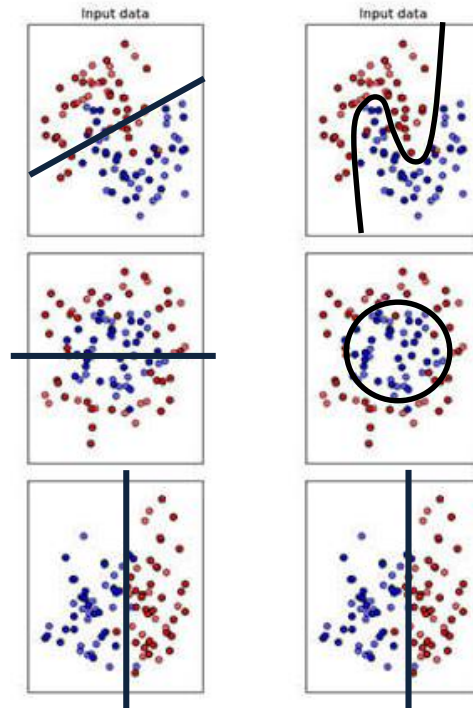


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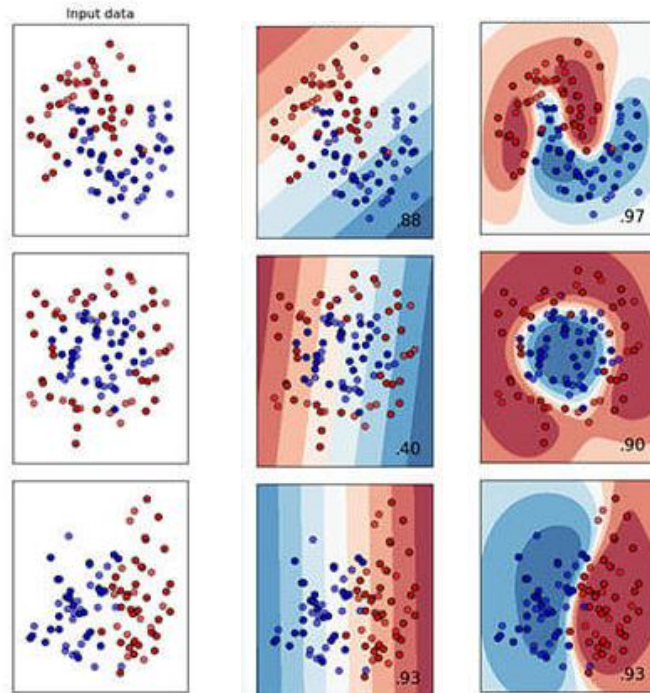


Why use activation functions?

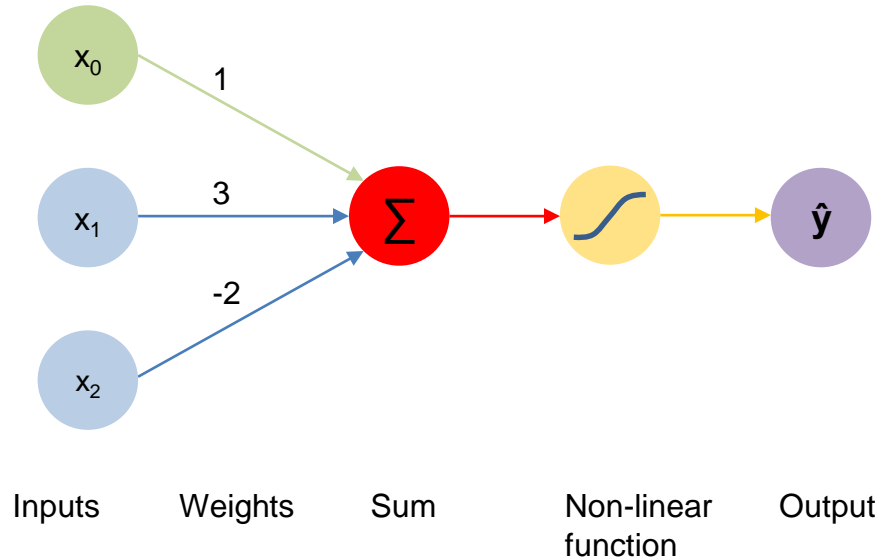
Activation functions introduce ***non-linearities*** into the network

Linear activation functions produce linear decisions.

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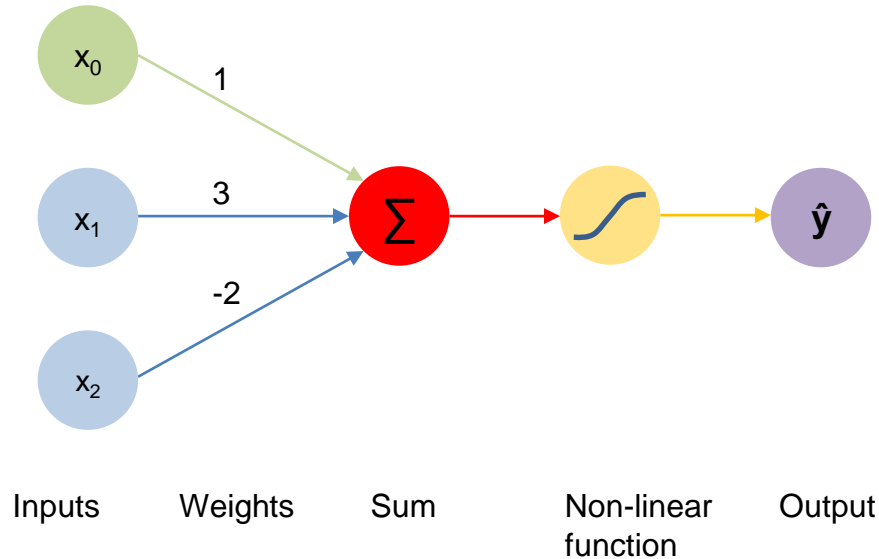
The perceptron: Forward propagation



We have: $w_0 = 1$ and $\mathbf{w} = \begin{bmatrix} 3 \\ -2 \end{bmatrix}$

$$\begin{aligned}\hat{y} &= g(w_0 + \mathbf{X}^T \mathbf{w}) \\ &= g\left(1 + \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}^T \begin{bmatrix} 3 \\ -2 \end{bmatrix}\right) \\ \hat{y} &= g(1 + 3x_1 - 2x_2)\end{aligned}$$

The perceptron: Forward propagation

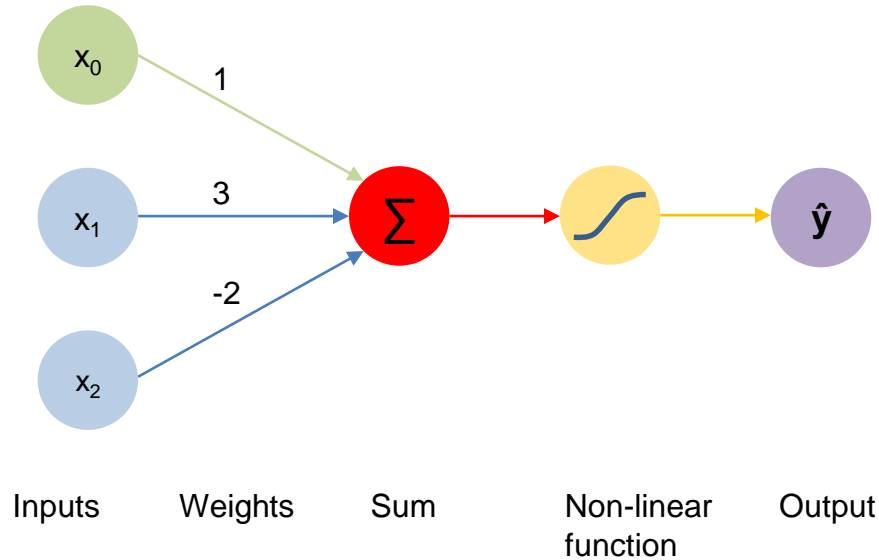


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This is just a line in 2D!

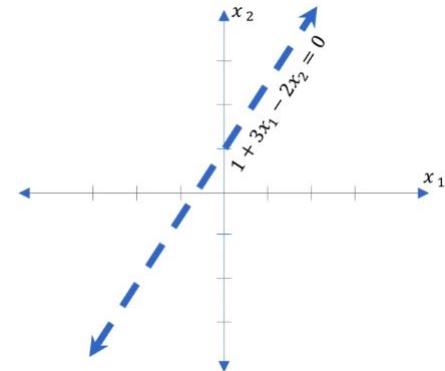
The perceptron: Forward propagation



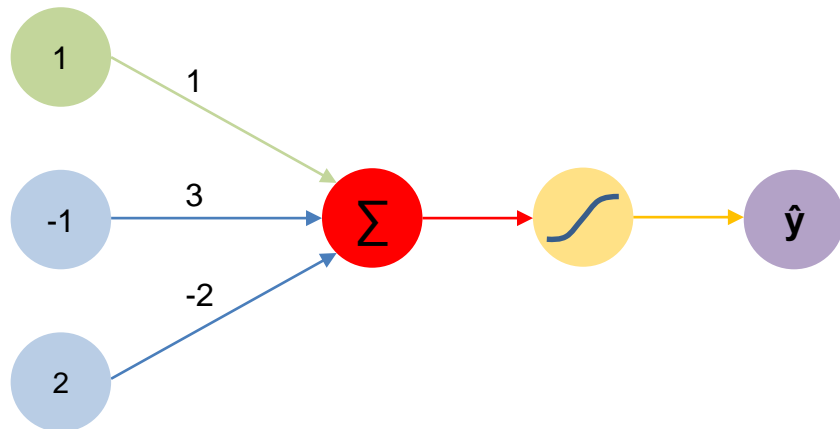
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This is just a line in 2D!



The perceptron: Forward propagation



Inputs

$$\mathbf{X} = \begin{bmatrix} -1 \\ 2 \end{bmatrix}$$

Weights

Sum

Non-linear
function

Output

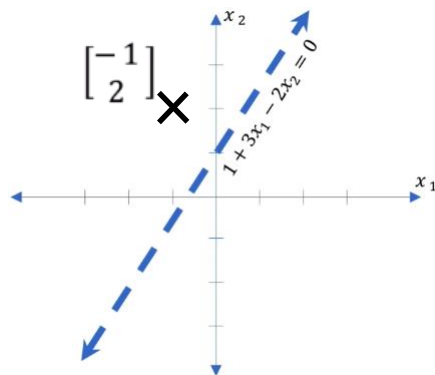
$$\begin{aligned}\hat{y} &= g(1 + (3 * -1) - (2 * 2)) \\ &= g(-6) \approx 0.002\end{aligned}$$

**g = Logistic
function**

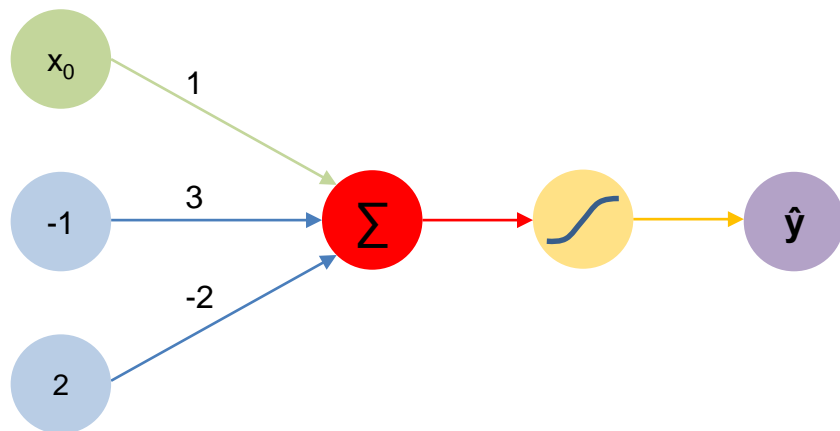
We have: $w_0 = 1$ and $\mathbf{W} = \begin{bmatrix} 3 \\ -2 \end{bmatrix}$

$$\begin{aligned}\hat{y} &= g(w_0 + \mathbf{X}^T \mathbf{W}) \\ &= g\left(1 + \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}^T \begin{bmatrix} 3 \\ -2 \end{bmatrix}\right) \\ \hat{y} &= g(1 + 3x_1 - 2x_2)\end{aligned}$$

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The perceptron: Forward propagation

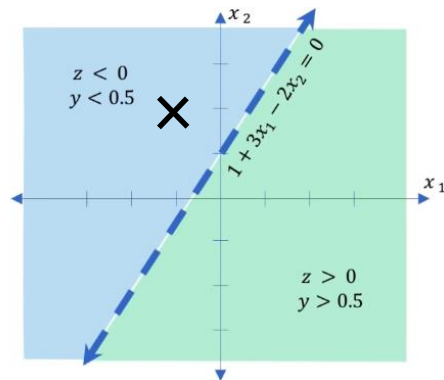


Inputs	Weights	Sum	Non-linear function	Output
$\mathbf{X} = \begin{bmatrix} -1 \\ 2 \end{bmatrix}$			$\hat{y} = g(1 + (3 * -1) - (2 * 2))$ $= g(-6) \approx 0.002$	
			g = Logistic function	

We have: $w_0 = 1$ and $\mathbf{W} = \begin{bmatrix} 3 \\ -2 \end{bmatrix}$

$$\begin{aligned}\hat{y} &= g(w_0 + \mathbf{X}^T \mathbf{W}) \\ &= g\left(1 + \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}^T \begin{bmatrix} 3 \\ -2 \end{bmatrix}\right) \\ \hat{y} &= g\left(1 + \underbrace{3x_1 - 2x_2}_{\text{This is just a line in 2D!}}\right)\end{aligned}$$

This is just a line in 2D!



The perceptron: 3 steps

Take a dot product \longrightarrow Add a Bias \longrightarrow Take a non-linearity

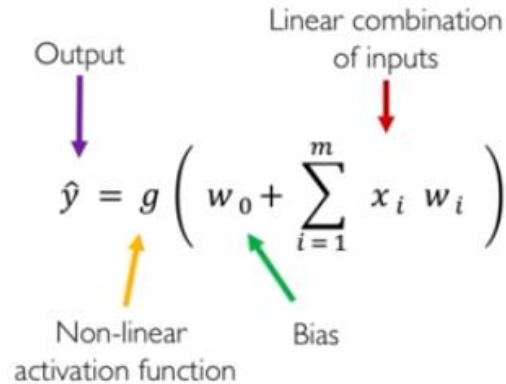


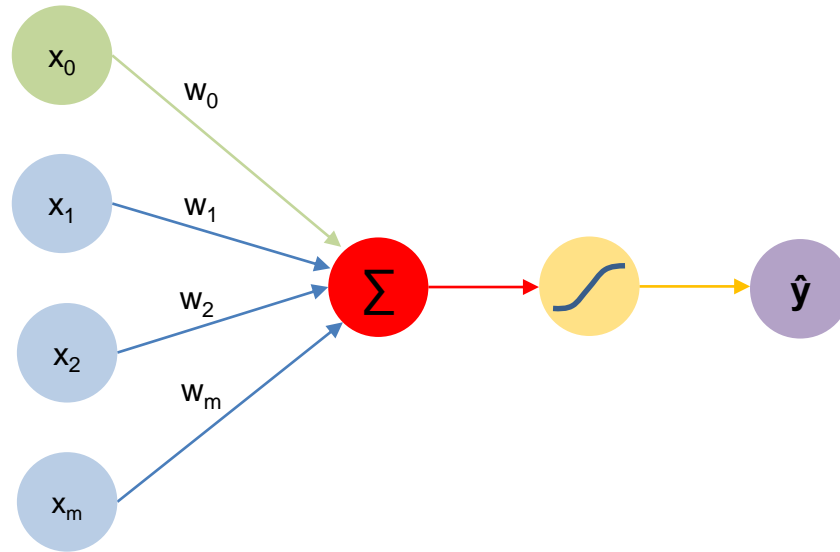
Diagram illustrating the perceptron equation with color-coded annotations:

- Output:** Indicated by a purple arrow pointing to \hat{y} .
- Linear combination of inputs:** Indicated by a red arrow pointing to the summation term $\sum_{i=1}^m x_i w_i$.
- Bias:** Indicated by a green arrow pointing to the bias term w_0 .
- Non-linear activation function:** Indicated by an orange arrow pointing to the function g .

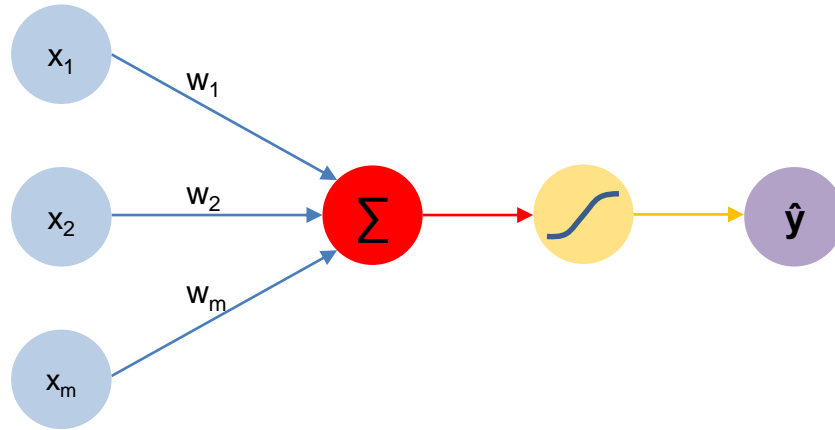
$$\hat{y} = g \left(w_0 + \sum_{i=1}^m x_i w_i \right)$$

$$\hat{y} = g (w_0 + \mathbf{X}^T \mathbf{W})$$

The perceptron

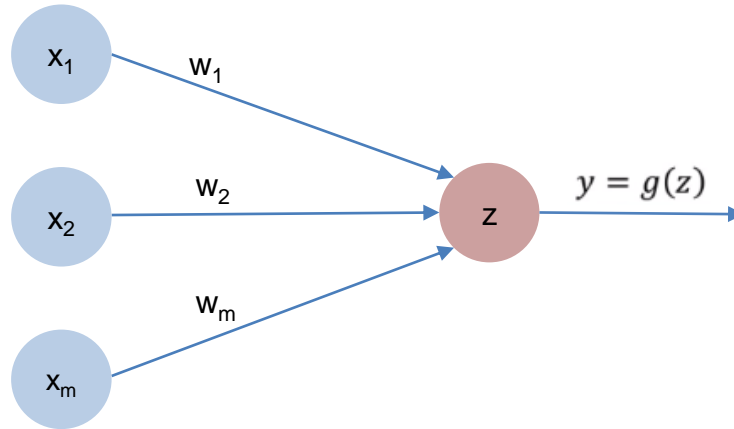


The perceptron



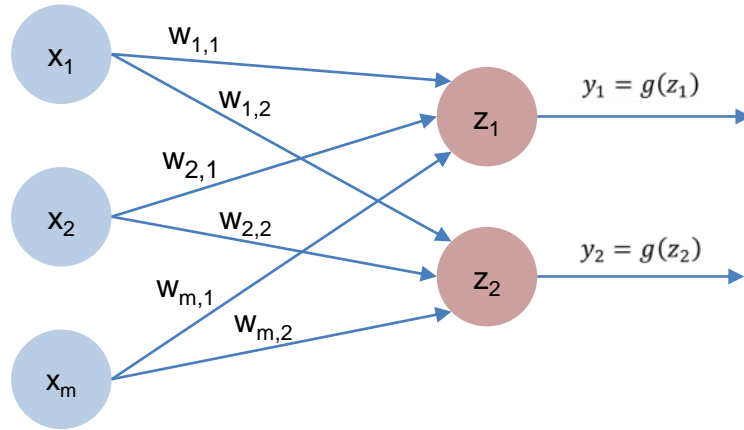
$$z = w_0 + \sum_{j=1}^m x_j w_j$$

The perceptron



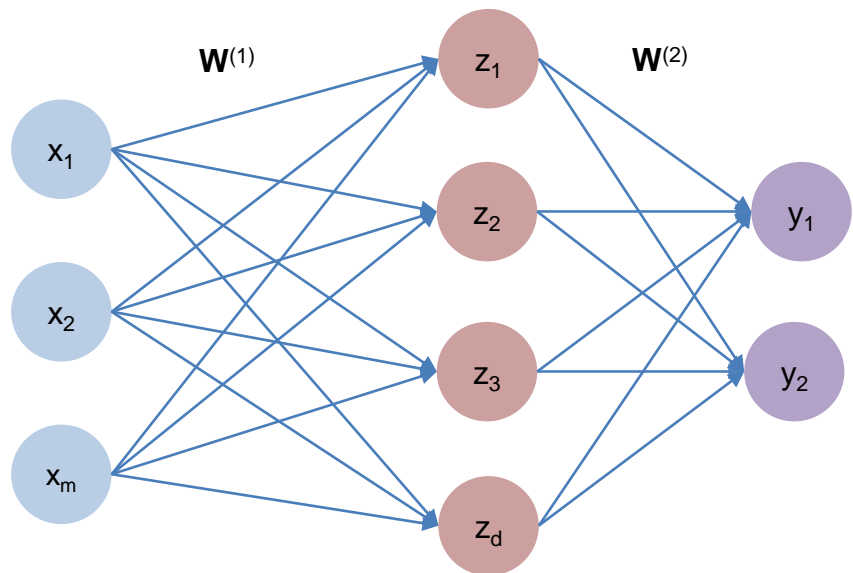
$$z = w_0 + \sum_{j=1}^m x_j w_j$$

Multi-output perceptron



$$z_i = w_{0,i} + \sum_{j=1}^m x_j w_{j,i}$$

Single layer Neural network



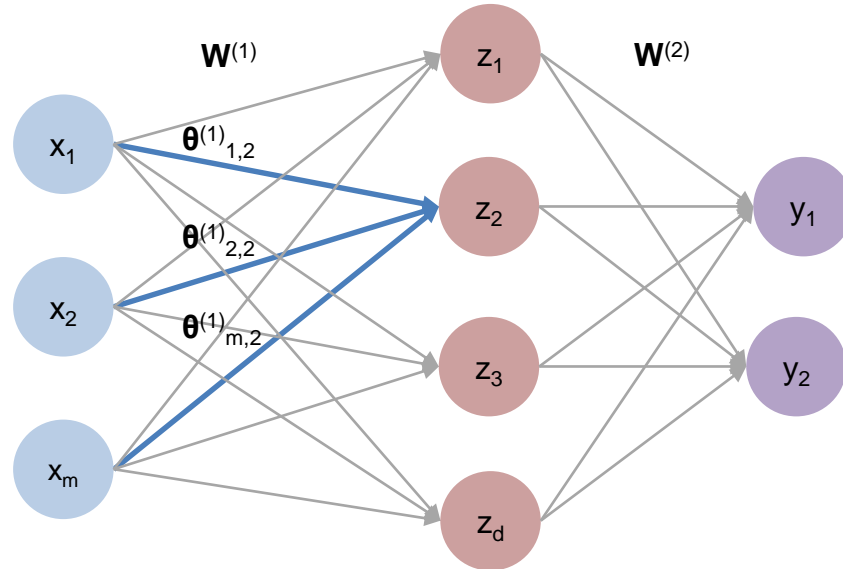
Inputs

Hidden
layer

Outputs

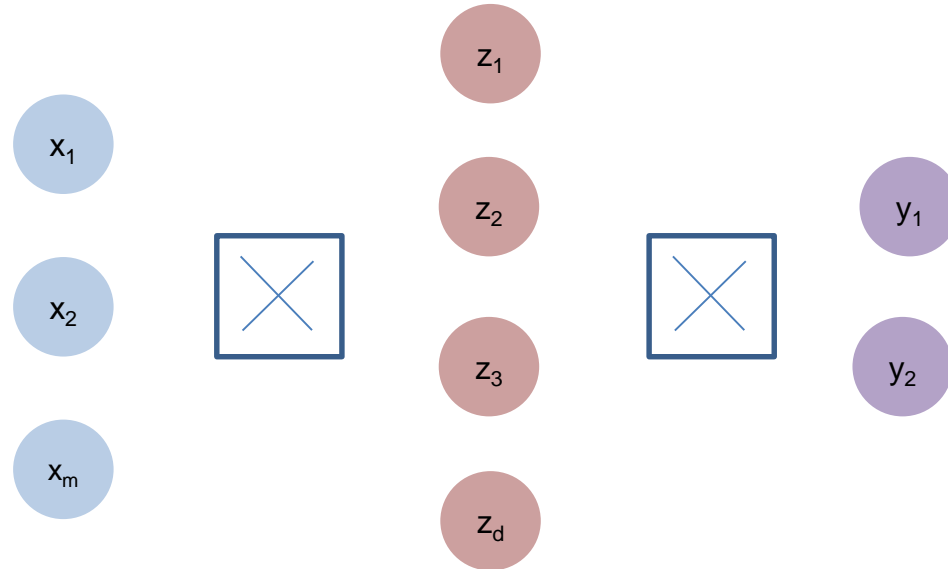
$$z_i = w_{0,i}^{(1)} + \sum_{j=1}^m x_j w_{j,i}^{(1)} \quad \hat{y}_i = g \left(w_{0,i}^{(2)} + \sum_{j=1}^{d_1} z_j w_{j,i}^{(2)} \right)$$

Multi-output perceptron

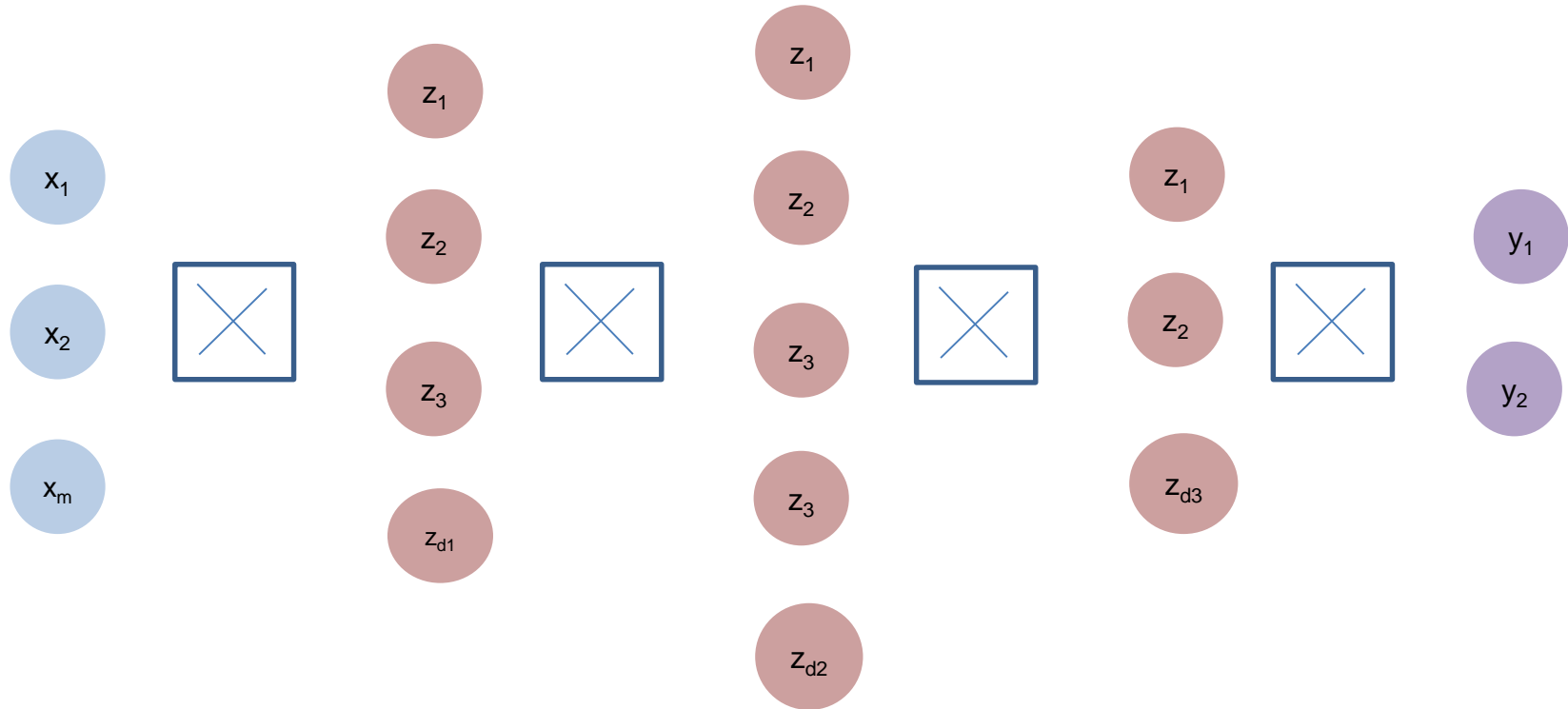


$$\begin{aligned} z_2 &= w_{0,2}^{(1)} + \sum_{j=1}^m x_j w_{j,2}^{(1)} \\ &= w_{0,2}^{(1)} + x_1 w_{1,2}^{(1)} + x_2 w_{2,2}^{(1)} + x_m w_{m,2}^{(1)} \end{aligned}$$

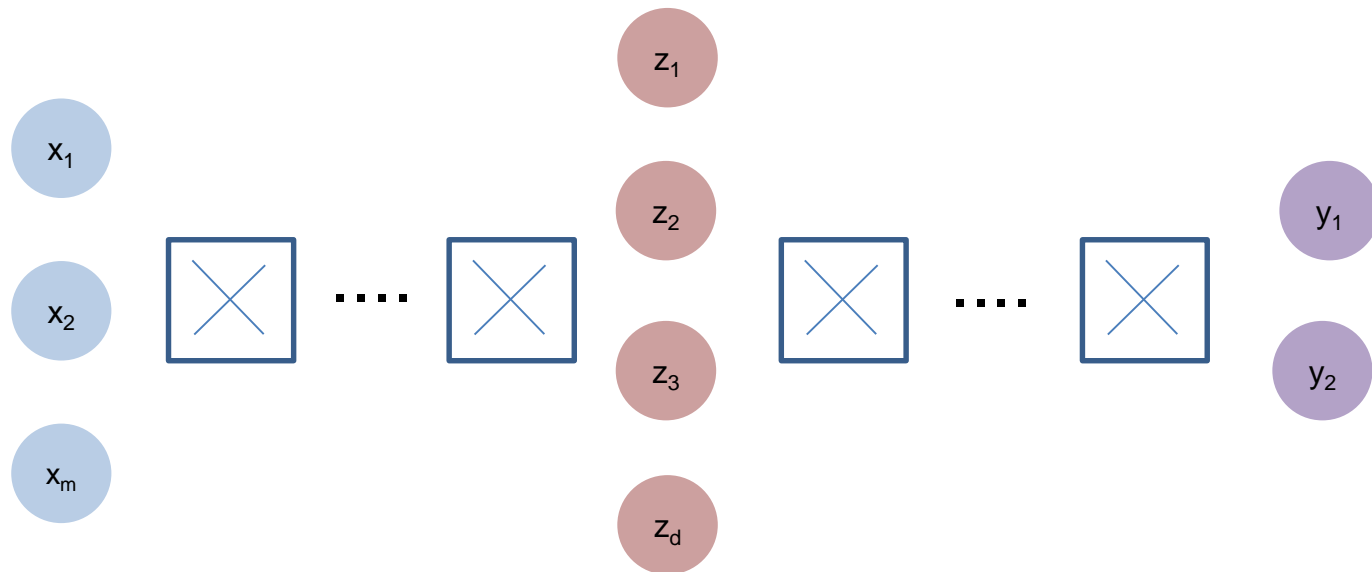
Single layer Neural Network



Deep Neural Network



Deep Neural Network



$$z_{k,i} = w_{0,i}^{(k)} + \sum_{j=1}^{d_{k-1}} g(z_{k-1,j}) w_{j,i}^{(k)}$$

Lets apply a Neural Network

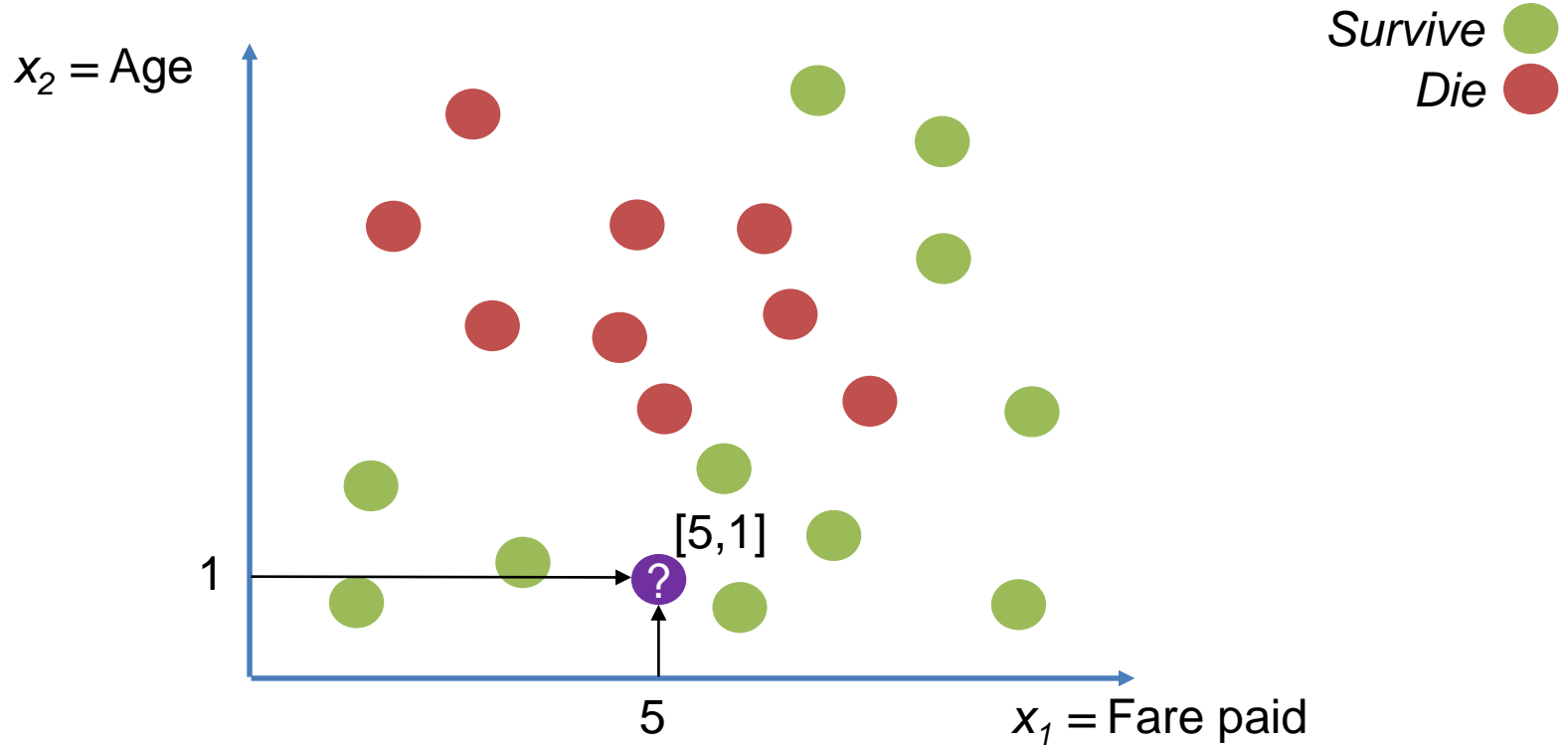
Lets play with the classic Titanic dataset: Predict who will survive!

Lets only consider a two feature model:

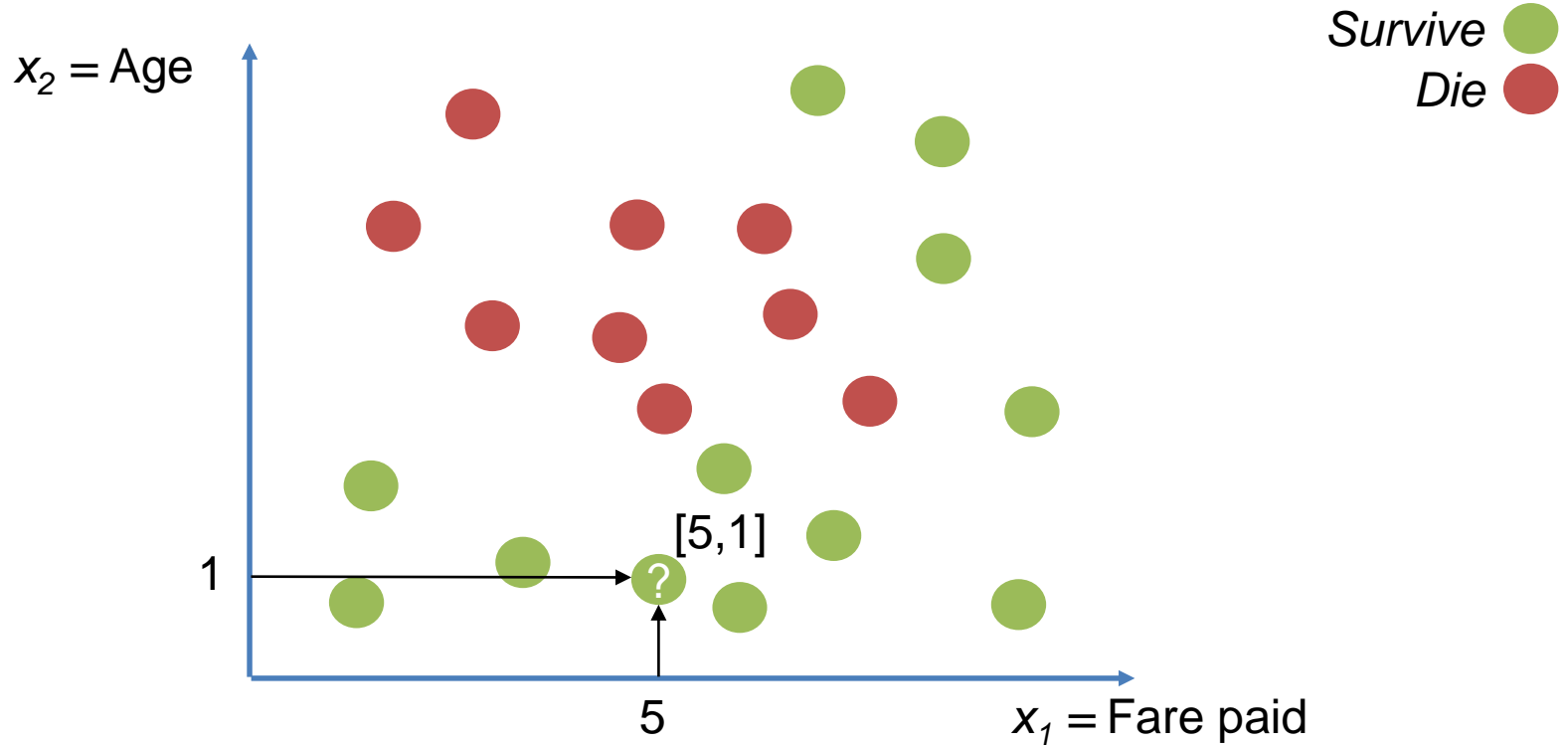
x_1 = Fare paid

x_2 = Age

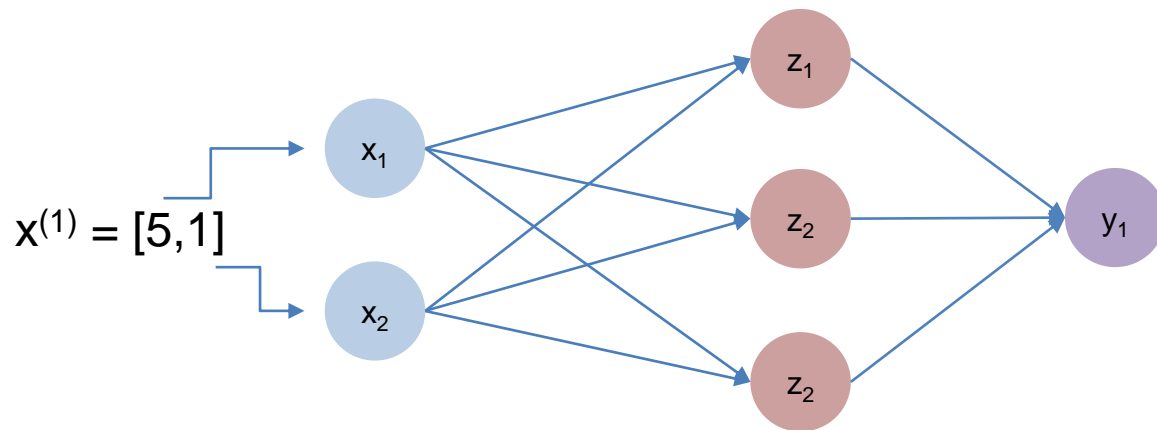
Lets apply a Neural Network



Lets apply a Neural Network



Example

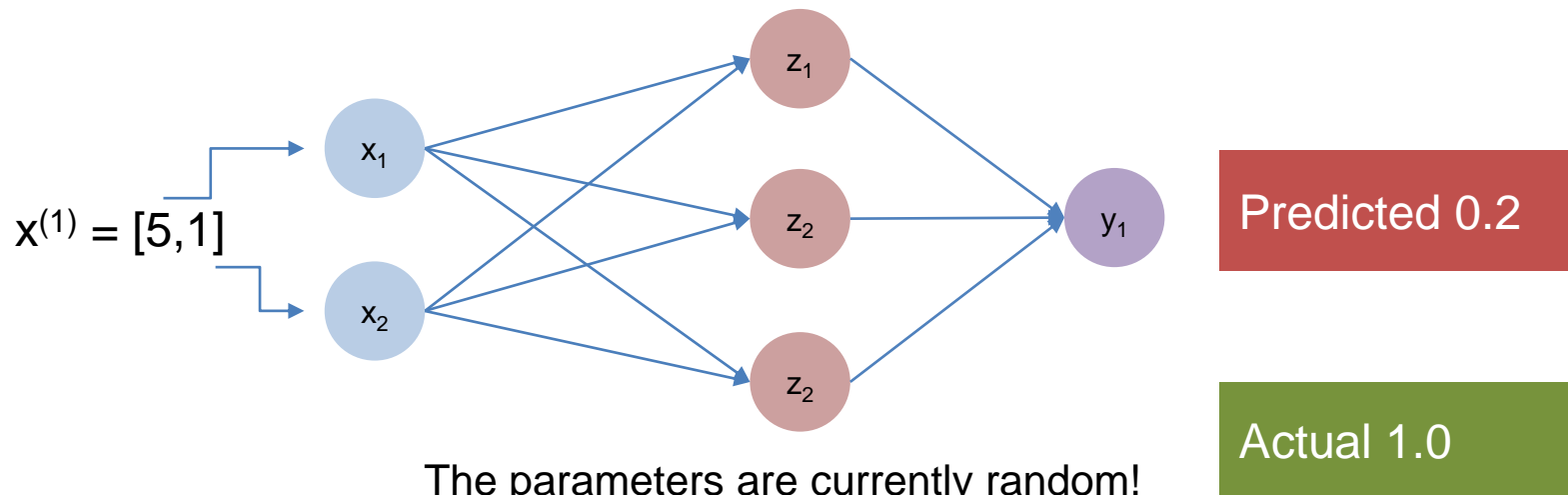


Survive 1
Die 0

Predicted 0.2

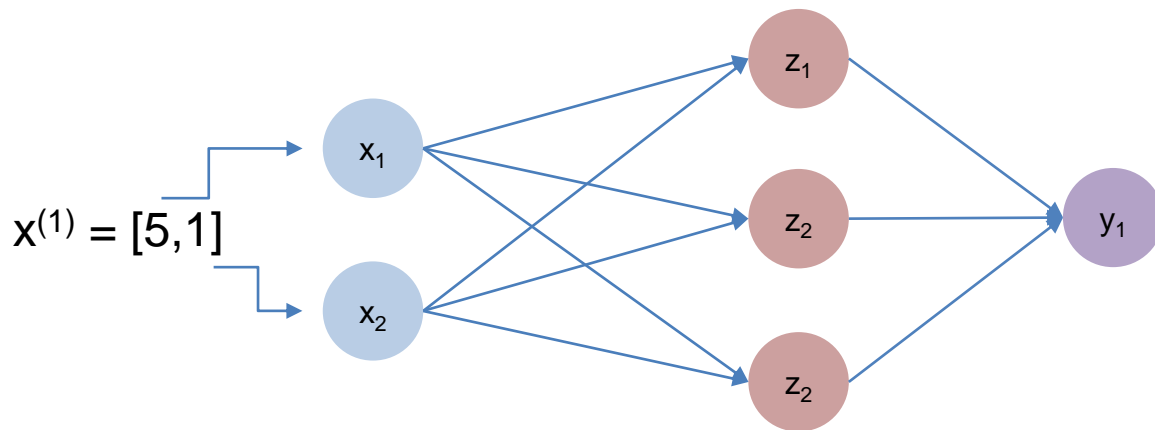
Actual 1.0

Example



Quantifying loss

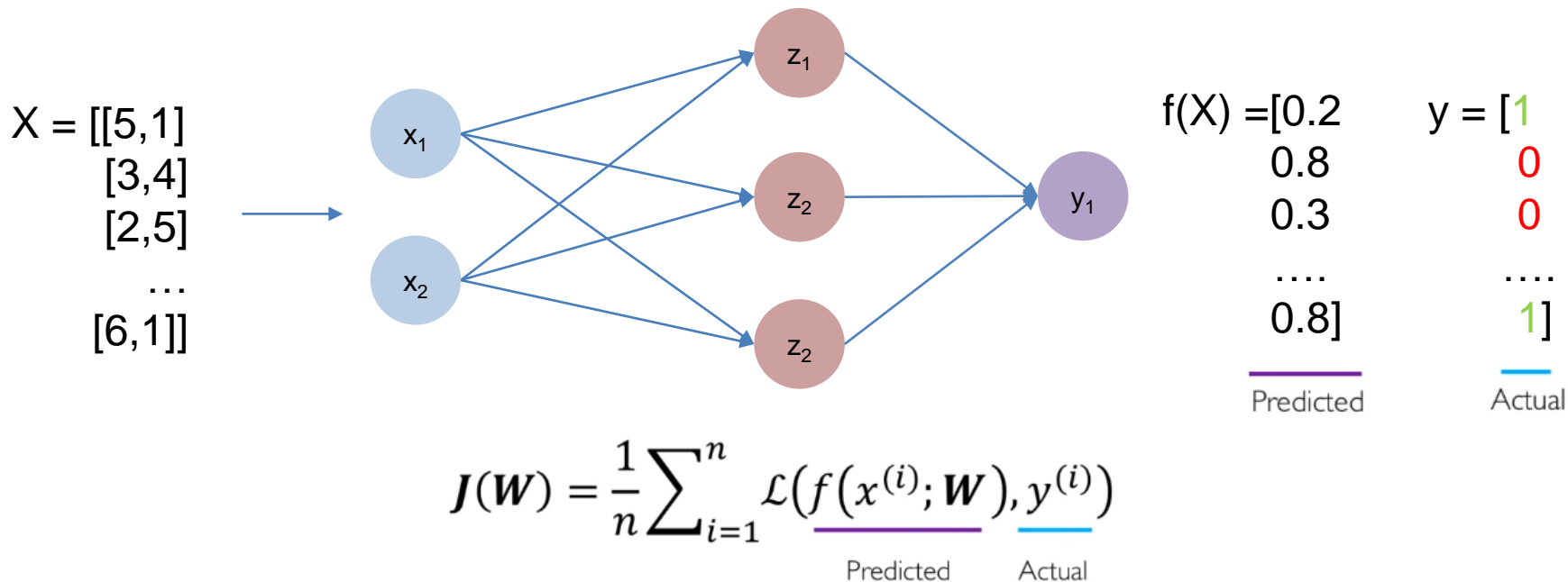
We can use the errors from our predicted value relative to our actual value.
We use a loss function to define our loss.



$$\mathcal{L}(\underbrace{f(x^{(i)}; \mathbf{W})}_{\text{Predicted}}, \underbrace{y^{(i)}}_{\text{Actual}})$$

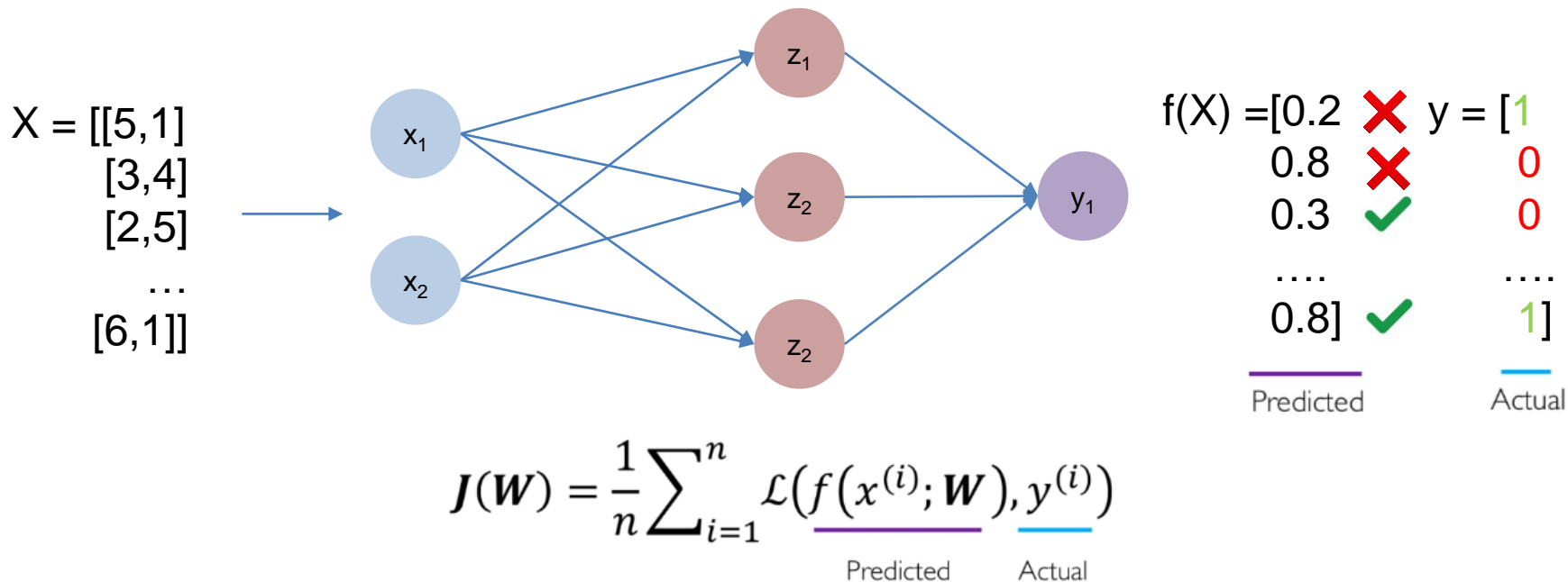
Empirical Loss

Loss functions are also known as: Objective functions, cost functions, empirical risk
Empirical loss: *The mean loss across all samples*



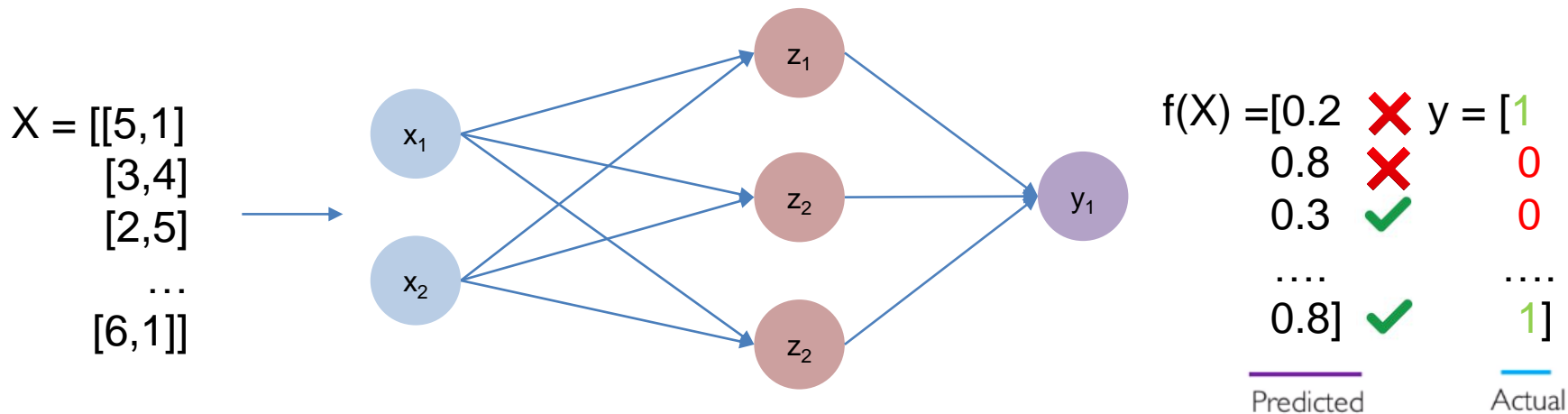
Empirical Loss

Loss functions are also known as: Objective functions, cost functions, empirical risk
Empirical loss: *The mean loss across all samples*



Binary Cross Entropy Loss

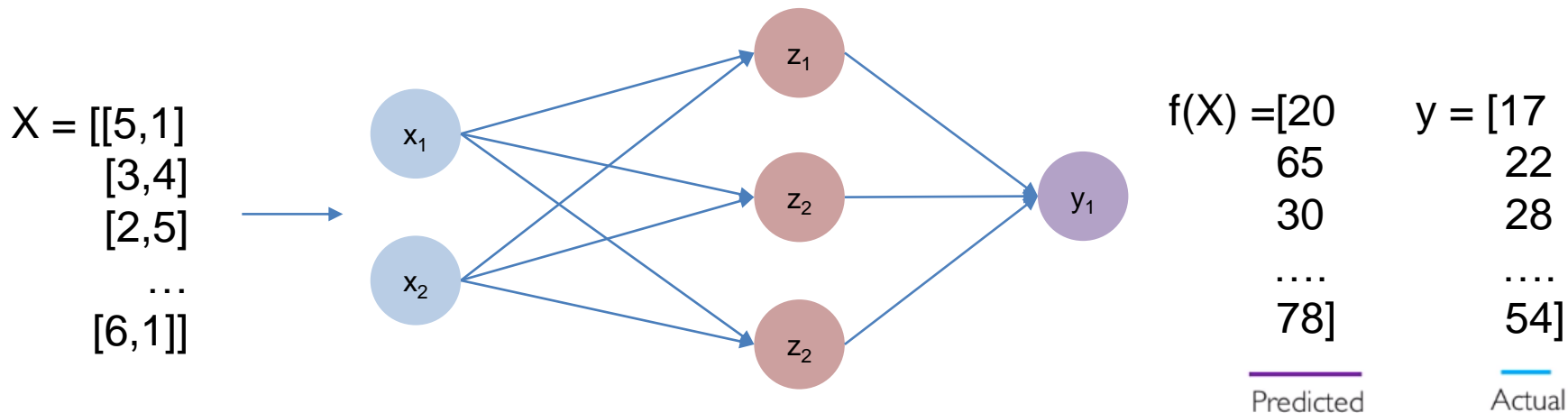
Comparing models that output a probability between 0 and 1



$$J(W) = \frac{1}{n} \sum_{i=1}^n \underbrace{y^{(i)}}_{\text{Actual}} \log \left(\underbrace{f(x^{(i)}; W)}_{\text{Predicted}} \right) + (1 - \underbrace{y^{(i)}}_{\text{Actual}}) \log \left(1 - \underbrace{f(x^{(i)}; W)}_{\text{Predicted}} \right)$$

Mean Square Error loss

Instead of 0 or 1, we might have a regression model for continuous output values



$$J(W) = \sum_{i=1}^n \frac{(w^T x(i) - y(i))^2}{n}$$

Training Neural Network

Use the loss to train the network.

Can we find the weights that achieve the lowest loss?

$$\mathbf{W}^* = \operatorname{argmin}_{\mathbf{W}} \frac{1}{n} \sum_{i=1}^n \mathcal{L}(f(x^{(i)}; \mathbf{W}), y^{(i)})$$

$$\mathbf{W}^* = \operatorname{argmin}_{\mathbf{W}} J(\mathbf{W})$$

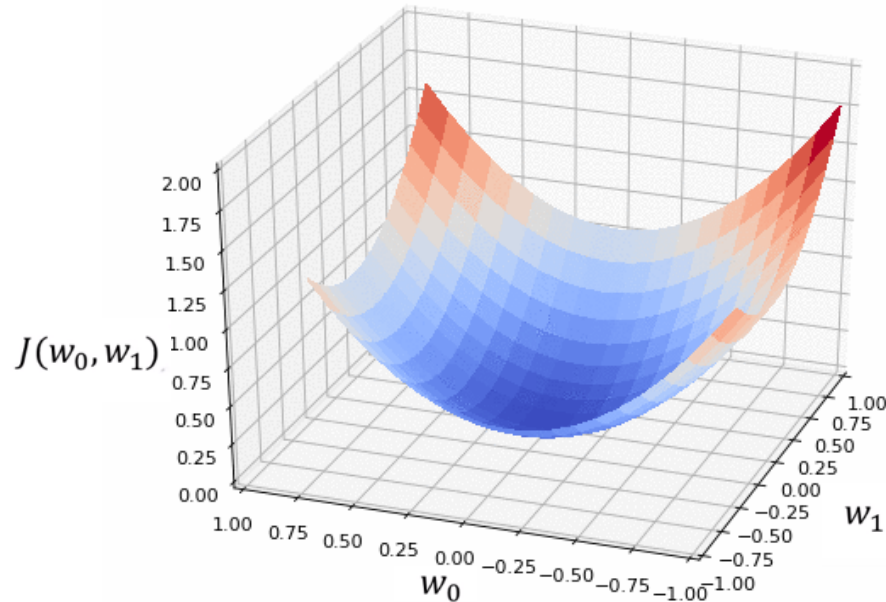
Remember:

$$\mathbf{W} = \{\mathbf{W}^{(0)}, \mathbf{W}^{(1)}, \dots\}$$

Training Neural Network

Use the loss to train the network.

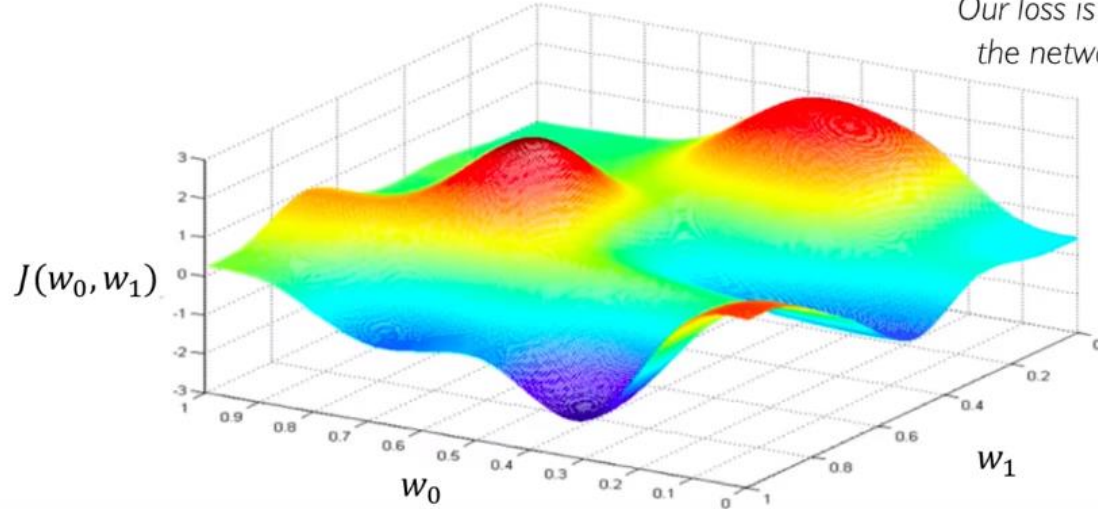
Can we find the weights that achieve the lowest loss?



Gradient Descent

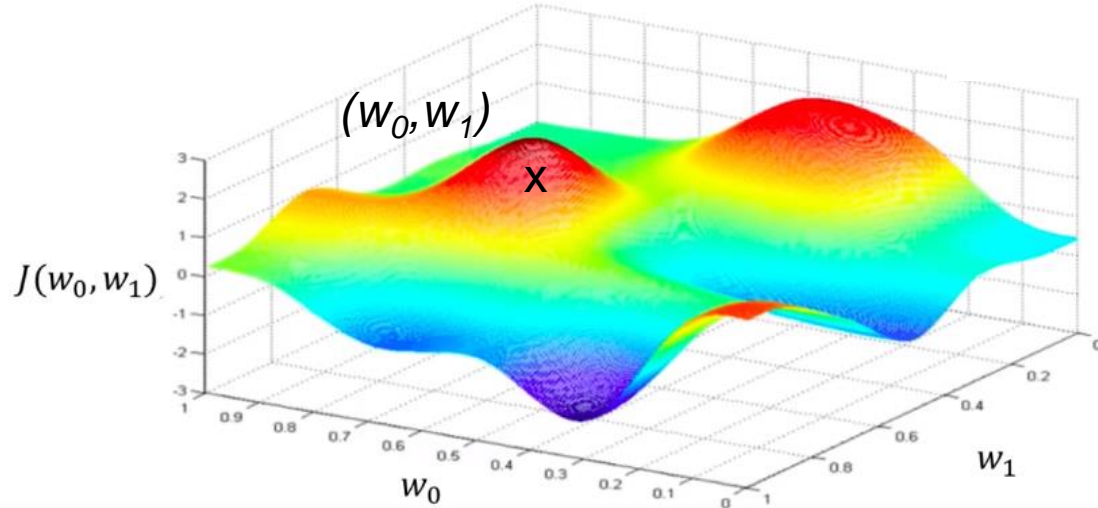
$$W^* = \underset{W}{\operatorname{argmin}} J(W)$$

Remember:
*Our loss is a function of
the network weights!*



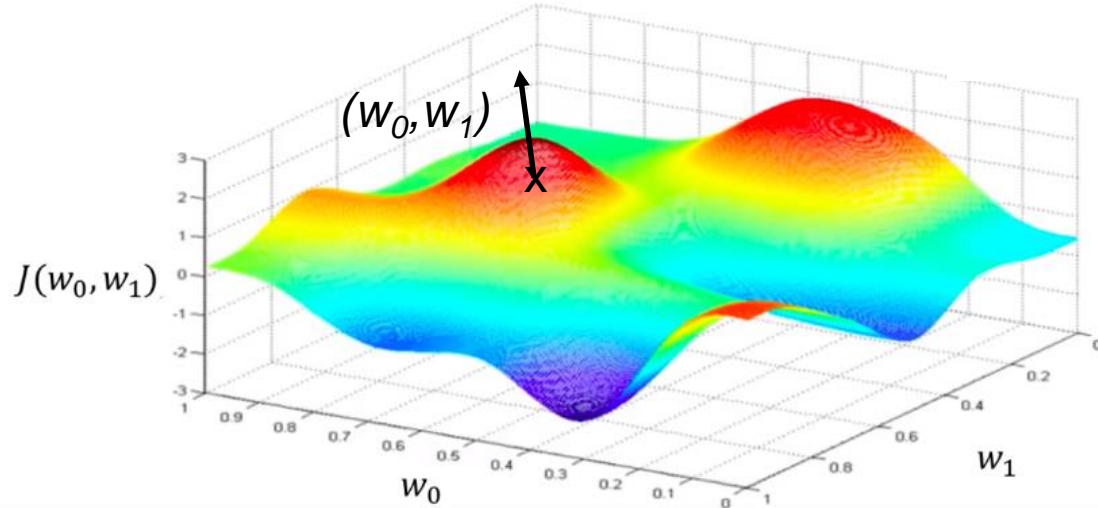
Gradient Descent

Compute the gradient at (w_0, w_1) $\frac{\partial J(W)}{\partial W}$



Gradient Descent

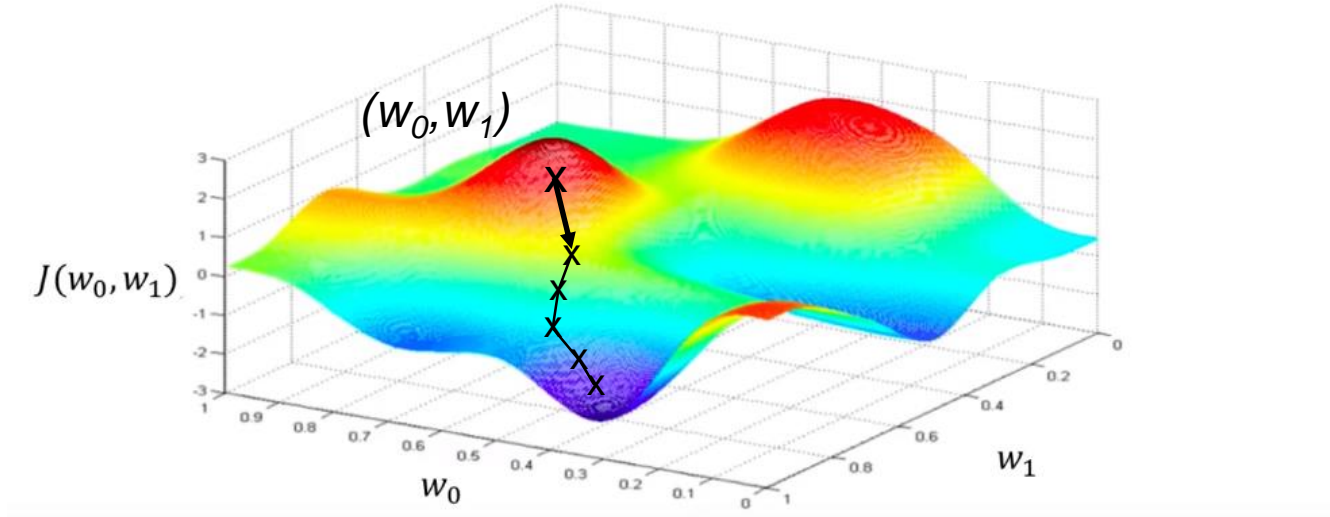
Compute the gradient at (w_0, w_1) $\frac{\partial J(W)}{\partial W}$



*Notice this is the
direction of
maximum descent!*

Gradient Descent

Take the opposite direction of maximum gradient



Summary of gradient descent

Initialize Weights

- Random weights
- Draw weights from a Normal distribution



Compute Gradient

$$\frac{\partial J(W)}{\partial W}$$



Update weights

$$W \leftarrow W - \eta \frac{\partial J(W)}{\partial W}$$



Loop over until no large changes in W are seen.

How do we compute the gradient?

Initialize Weights

- Random weights
- Draw weights from a Normal distribution



Compute Gradient

$$\frac{\partial J(W)}{\partial W}$$



Update weights

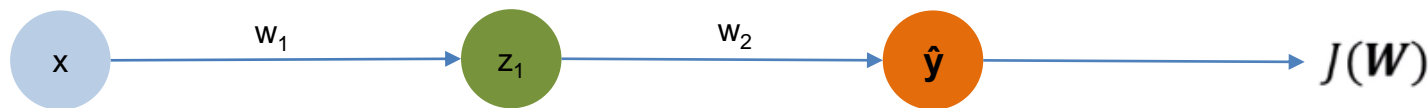
$$W \leftarrow W - \eta \frac{\partial J(W)}{\partial W}$$



Loop over until no large changes in W are seen.

How do we compute the gradient?

Backpropagation

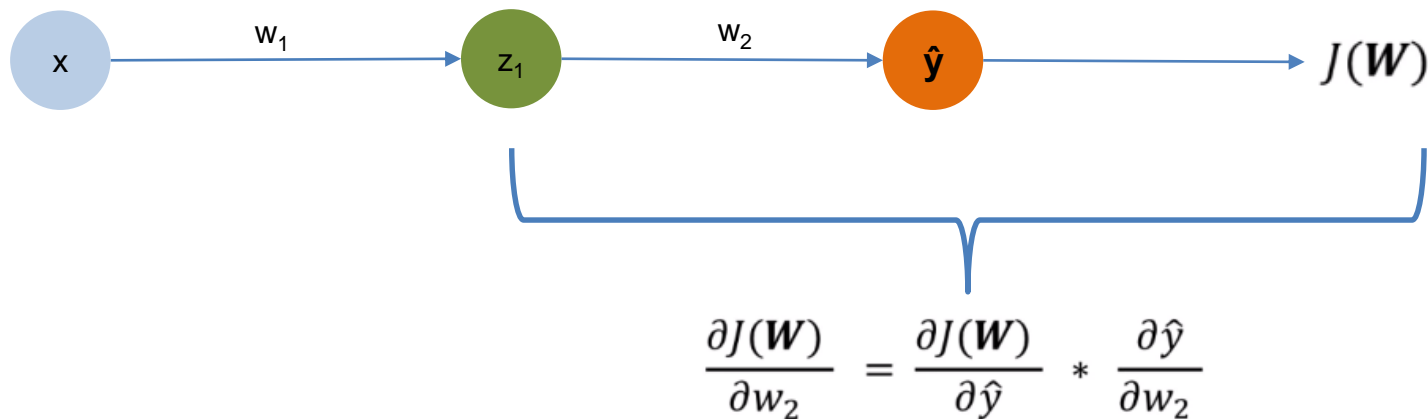


Compute how a small change in a weight, such as w_2 , affects the final loss.

Lets calculate the gradient of the loss given w_2 .

How do we compute the gradient?

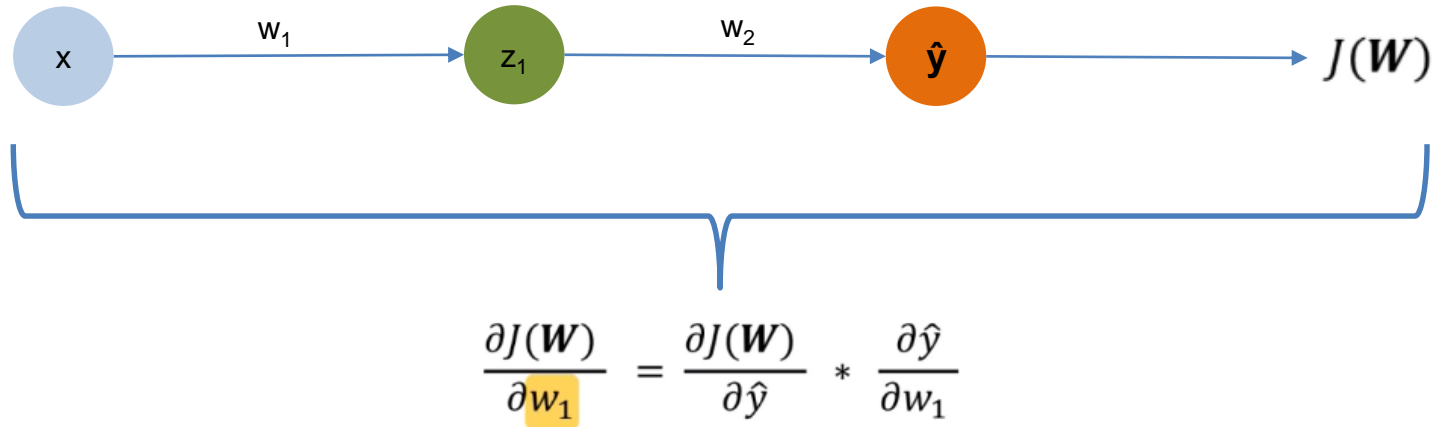
Backpropagation



Compute the chain rule!

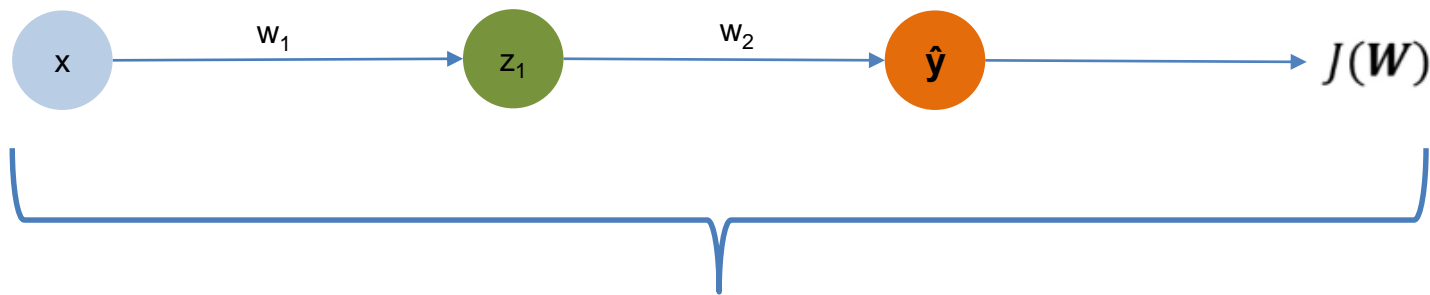
How do we compute the gradient?

Backpropagation



How do we compute the gradient?

Backpropagation



$$\frac{\partial J(W)}{\partial w_1} = \frac{\partial J(W)}{\partial \hat{y}} * \frac{\partial \hat{y}}{\partial z_1} * \frac{\partial z_1}{\partial w_1}$$

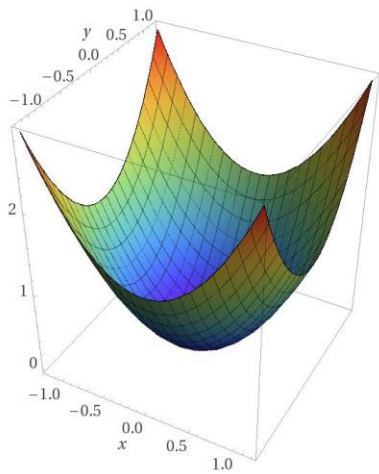
Back propagating the errors to the original input.

Repeat for every weight in the network!

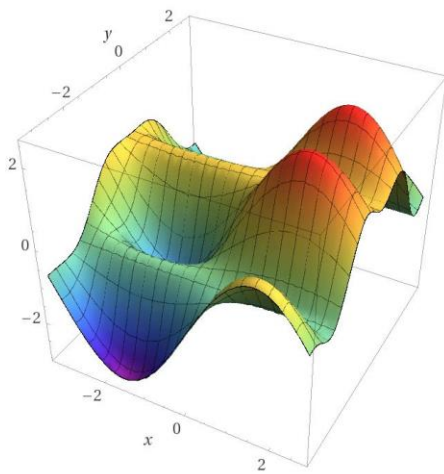
Loss Landscape

In practice training a real neural network is highly complex

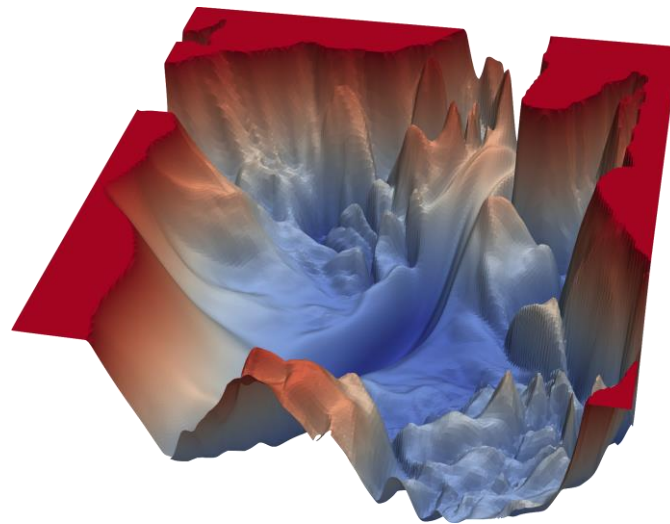
Many local minima. Finding true minimum is difficult.



Computed by Wolfram|alpha



Computed by Wolfram|alpha



Summary of gradient descent

Initialize Weights

- Random weights
- Draw weights from a Normal distribution



Compute Gradient

$$\frac{\partial J(W)}{\partial W}$$



Update weights

$$W \leftarrow W - \eta \frac{\partial J(W)}{\partial W}$$



Loop over until no large changes in W are seen.

Summary of gradient descent

Initialize Weights

- Random weights
- Draw weights from a Normal distribution



Compute Gradient

$$\frac{\partial J(W)}{\partial W}$$



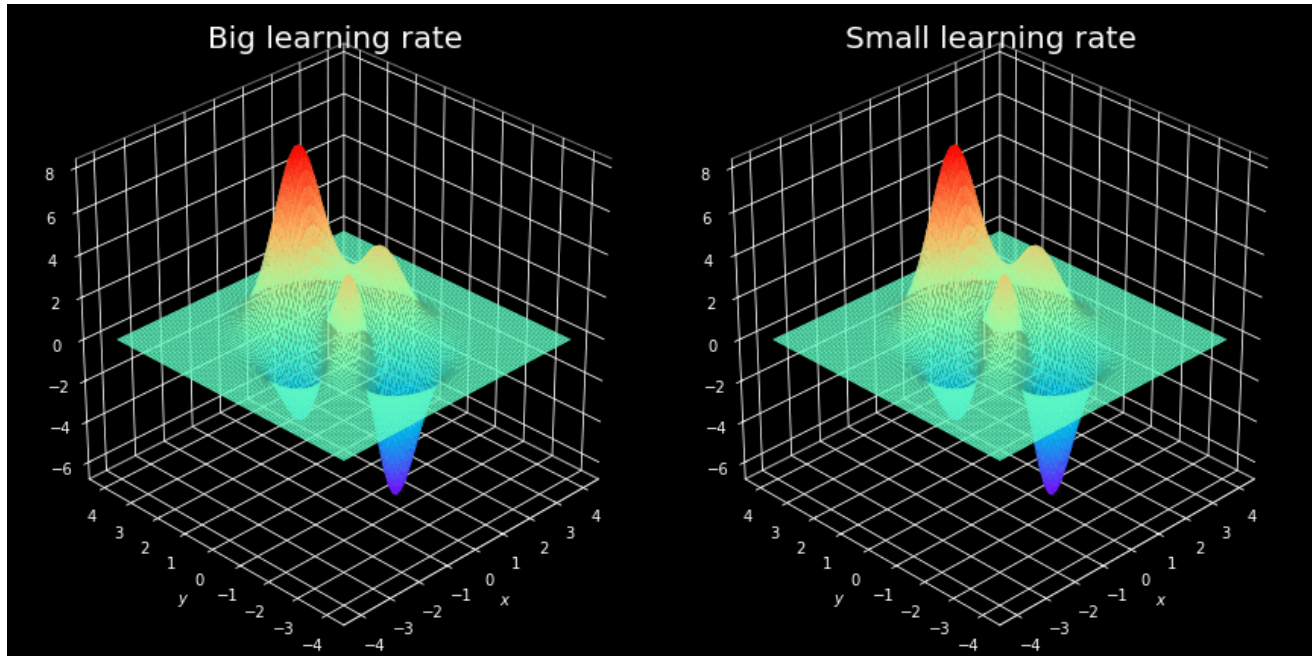
Update weights

$$W \leftarrow W - \eta \frac{\partial J(W)}{\partial W}$$



Loop over until no large changes in W are seen.

Learning rate



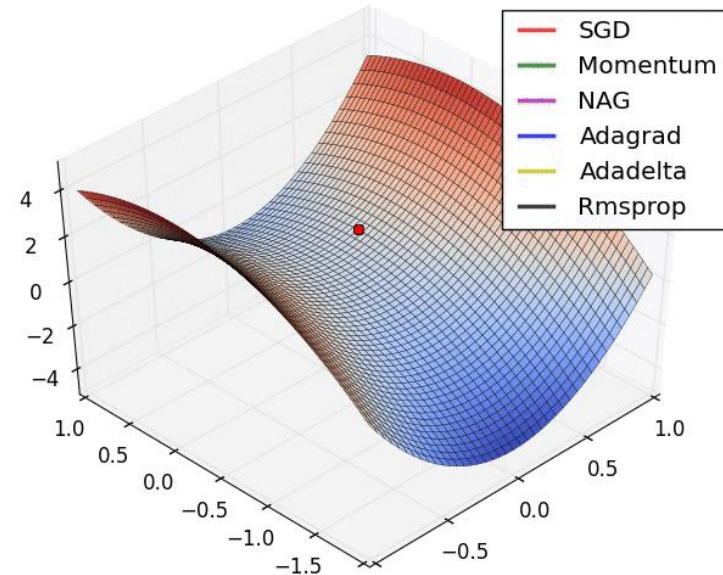
Learning rate

Optimising the learning rate?

Option 1: Fixed Learning Rates

Option 2: Adaptive Learning Rate algorithms

- Magnitude of gradient
- Size of weights
- Current learning rate
- Etc...



Tips for training: Computing gradients

Computing gradient across all data points is expensive to compute $\frac{\partial J(W)}{\partial W}$

Initialize Weights

- Random weights
- Draw weights from a Normal distribution



Compute Gradient

$$\frac{\partial J(W)}{\partial W}$$



Update weights

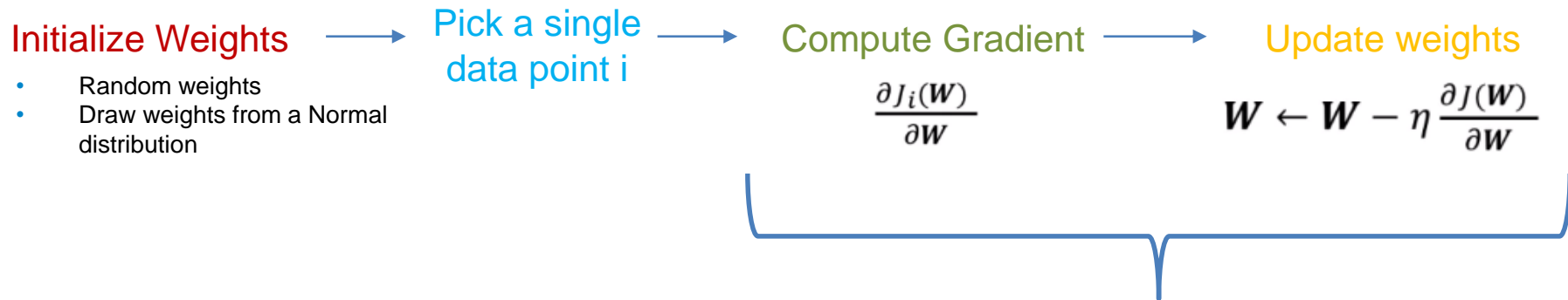
$$W \leftarrow W - \eta \frac{\partial J(W)}{\partial W}$$



Loop over until no large changes in W are seen.

Tips for training: Computing gradients

Computing gradient across all data points is expensive to compute $\frac{\partial J(W)}{\partial W}$



Stochastic gradient descent!

Easy to compute but noisy

Loop over until no large changes in W are seen.

Tips for training: Computing gradients

Computing gradient across all data points is expensive to compute $\frac{\partial J(W)}{\partial W}$

Initialize Weights

- Random weights
- Draw weights from a Normal distribution

Pick a batch B data points

Compute Gradient

$$\frac{\partial J(W)}{\partial W} = \frac{1}{B} \sum_{k=1}^B \frac{\partial J_k(W)}{\partial W}$$

Update weights

$$W \leftarrow W - \eta \frac{\partial J(W)}{\partial W}$$

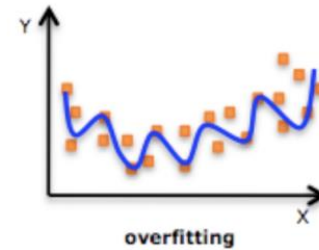
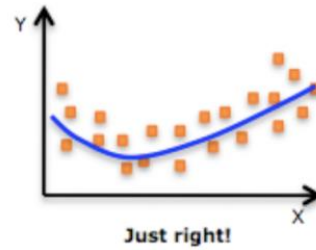
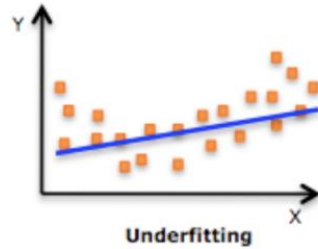
Batch gradient descent

Fast to compute and much better estimate than stochastic gradient descent

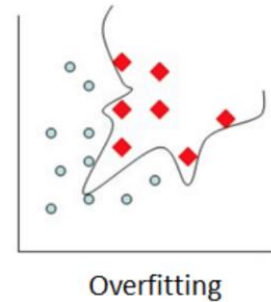
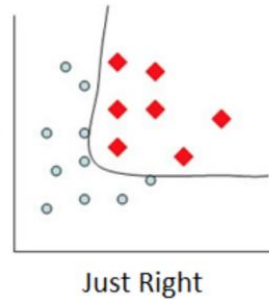
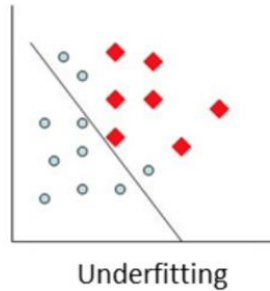
Loop over until no large changes in W are seen.

Tips for training: Overfitting

Regression



Classification



Tips for training: Overfitting

Similar to other algorithms (SVMs, Ridge Regression, etc.), we can implement regularization

What is it?

It constrains our optimization problem to discourage complex models

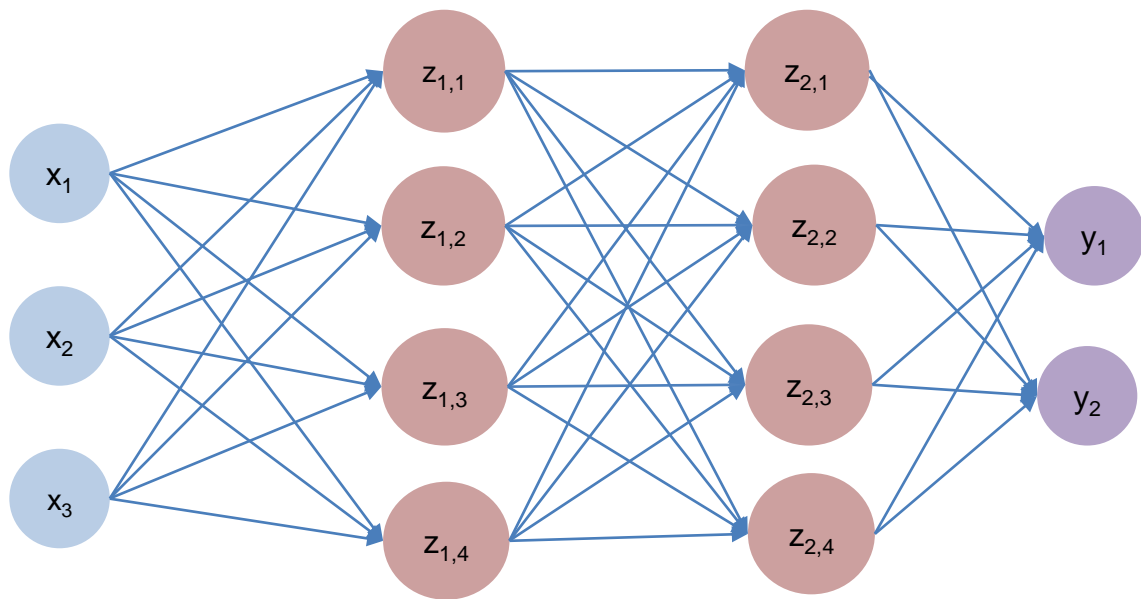
Why do we use it?

We need to make sure that we are producing a model that is as close to the generating function of the data.

We want our model to generalize to unseen data!

Dropout

Dropout randomly sets some activation neurons to 0

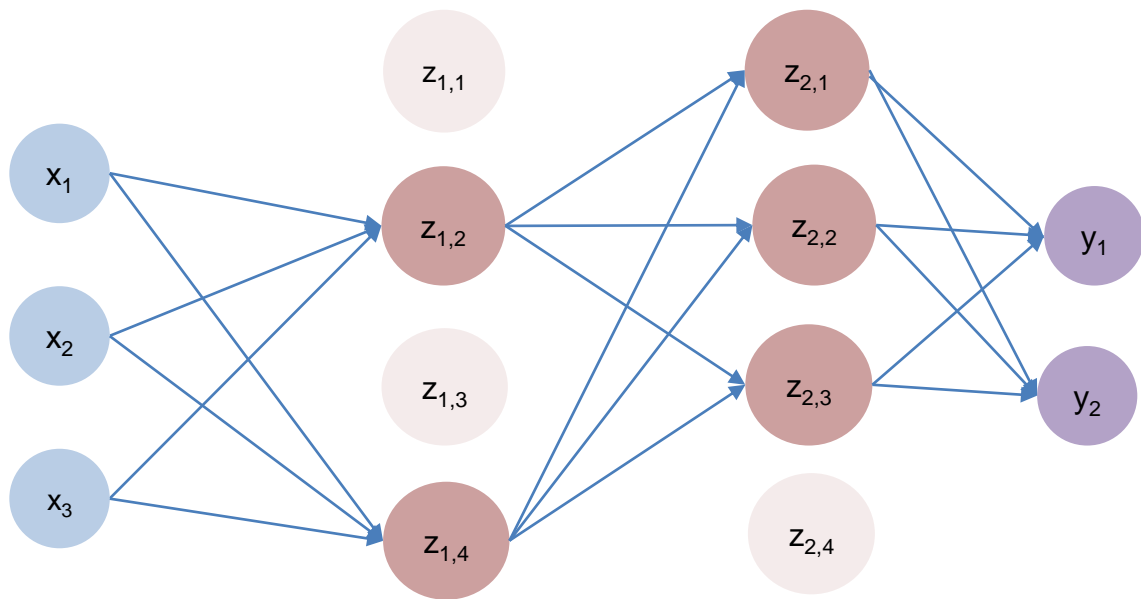


Dropout

Dropout randomly sets some activation neurons to 0

Typically 50% of neurons in each layer

Prevents reliance on single nodes

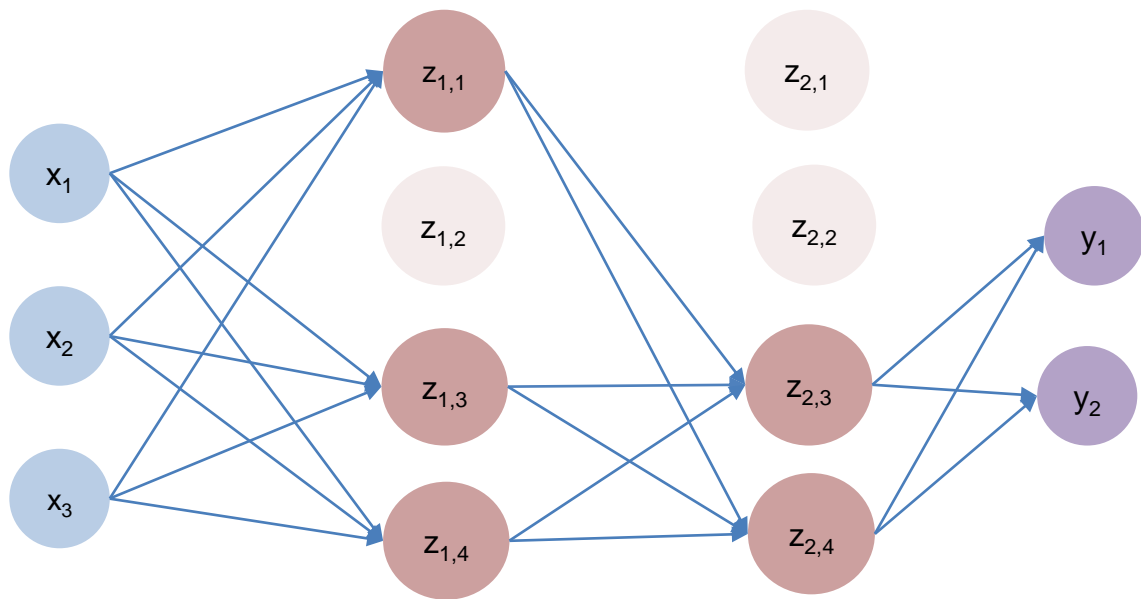


Dropout

Dropout randomly sets some activation neurons to 0

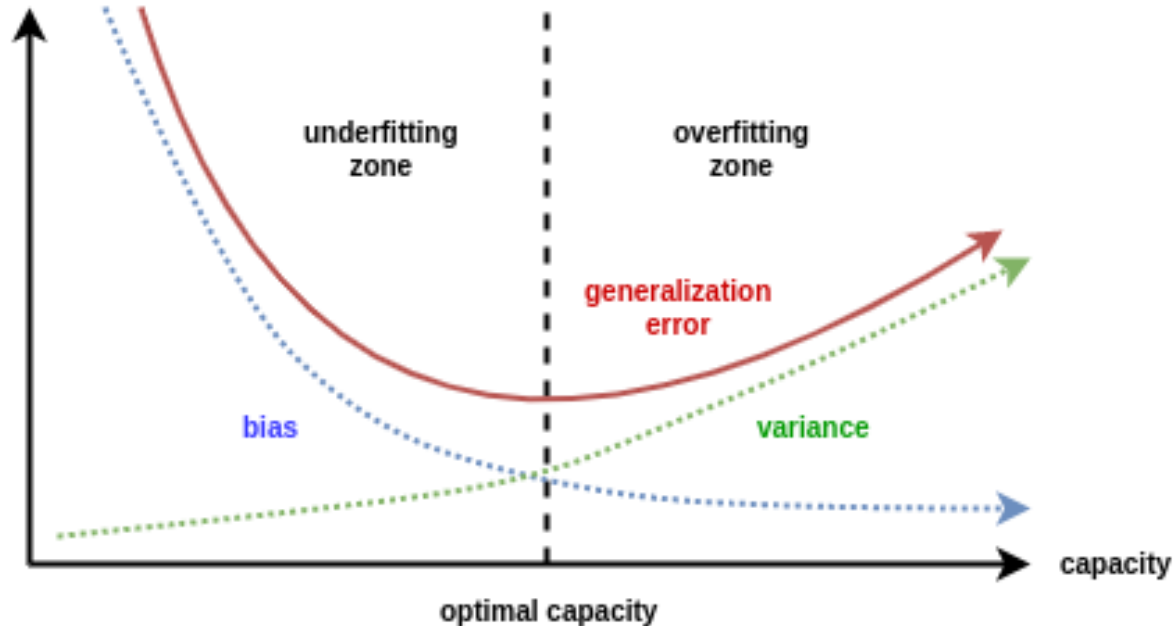
Typically 50% of neurons in each layer

Prevents reliance on single nodes



Early Stopping

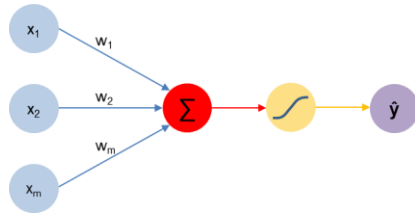
If the model trains for long enough the a very complex and unbiased model can be learned but the variance or error increases as seen in the overfitting zone.



Quick Review

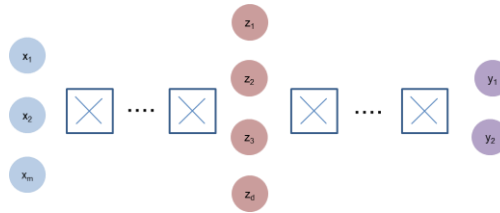
Perceptron

- A linear sum
- Non-linear activation function



Neural Network

- Stacking of perceptrons
- Optimisation through back propagation



Training

- Regularisation
- optimization
- Learning rate

