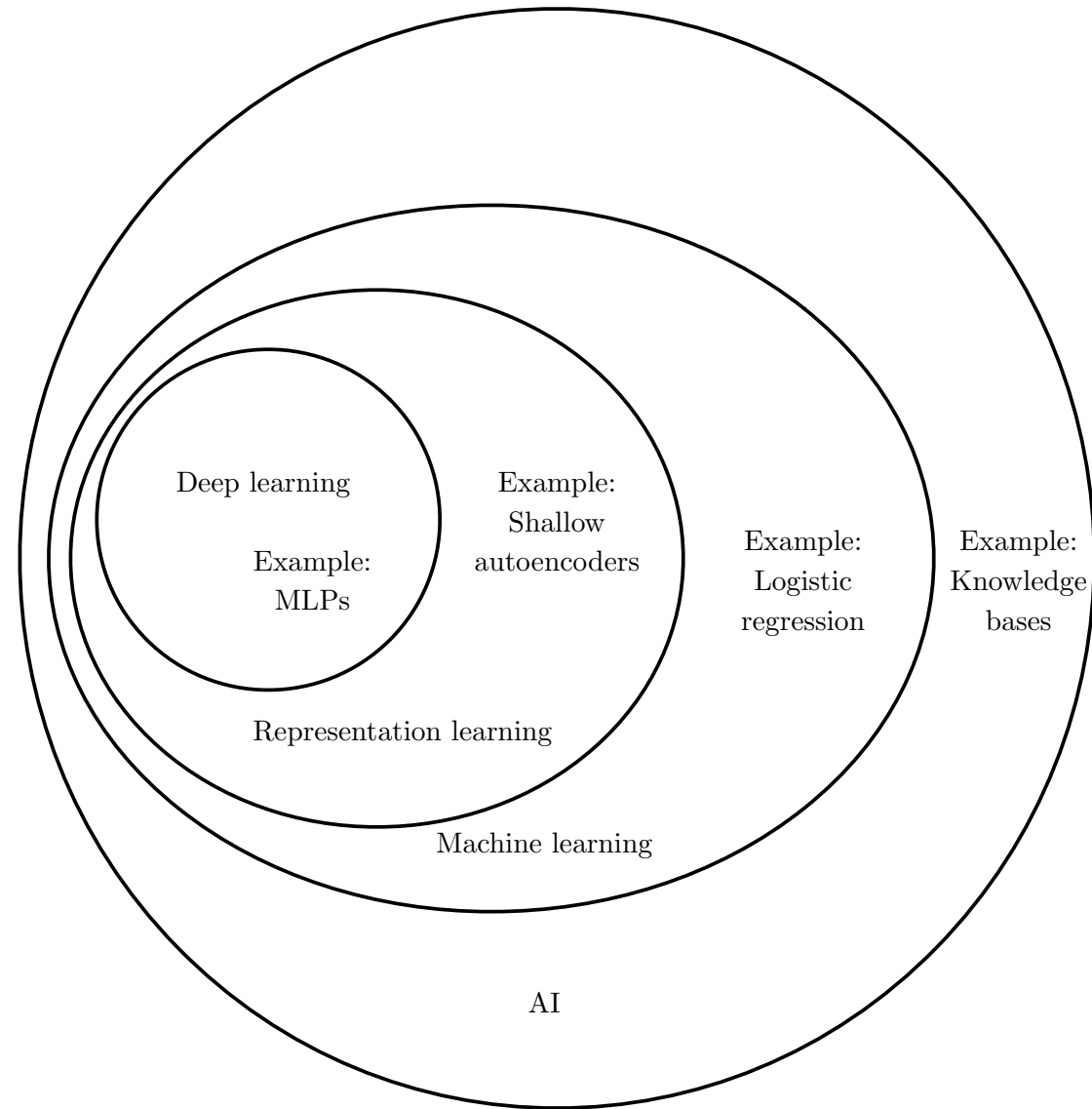


CS 466/566

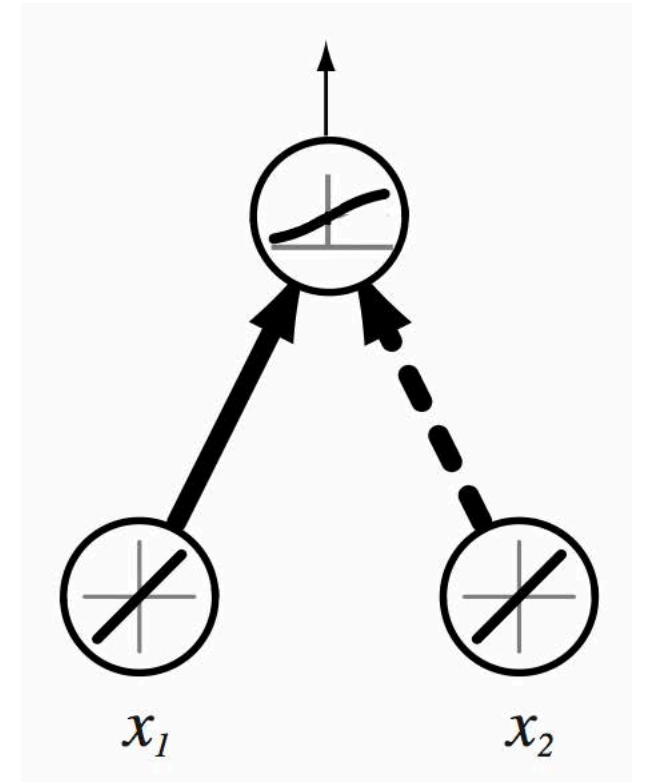
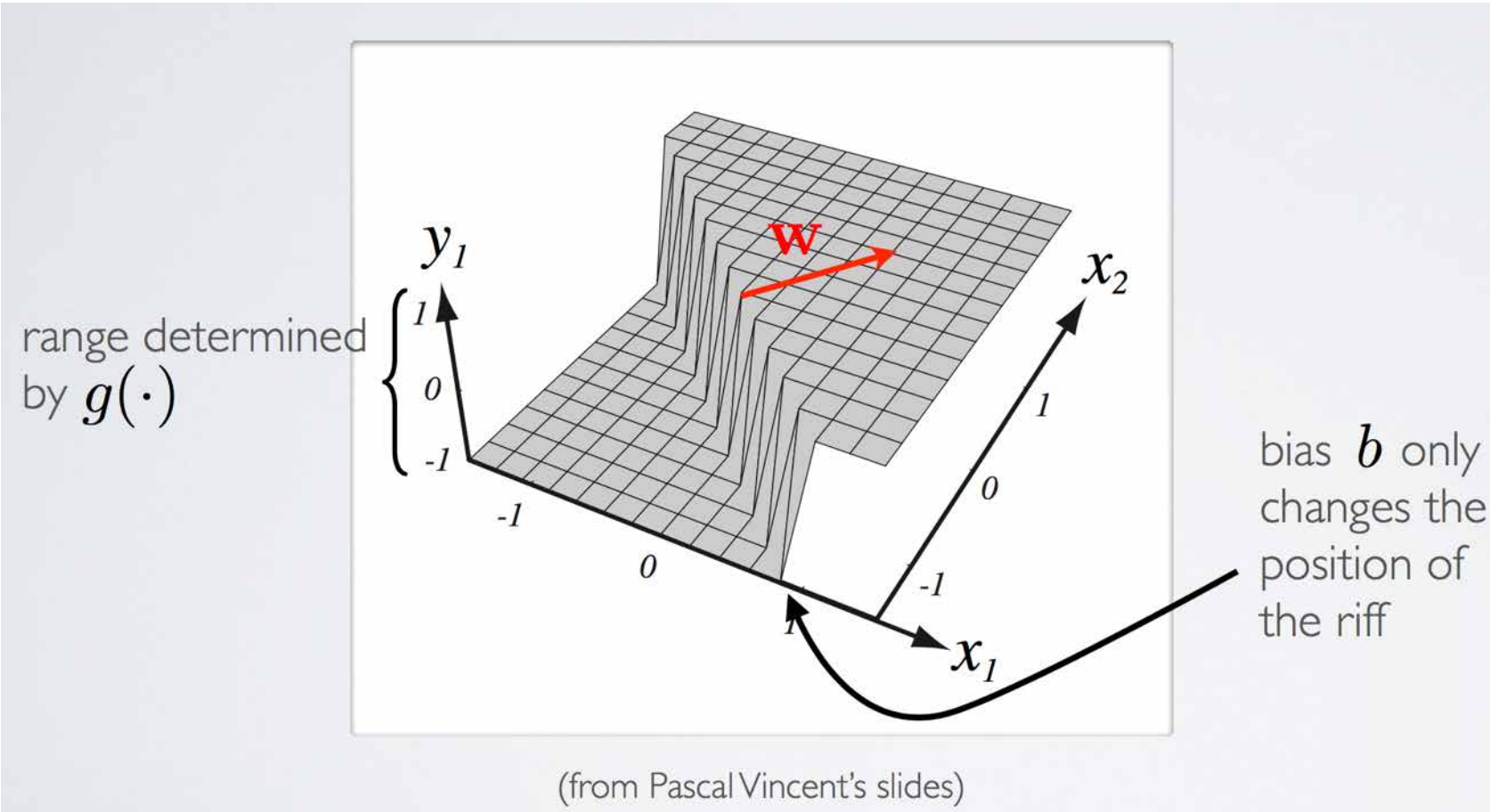
Introduction to Deep Learning

Lecture 6 – Techniques for Training Better

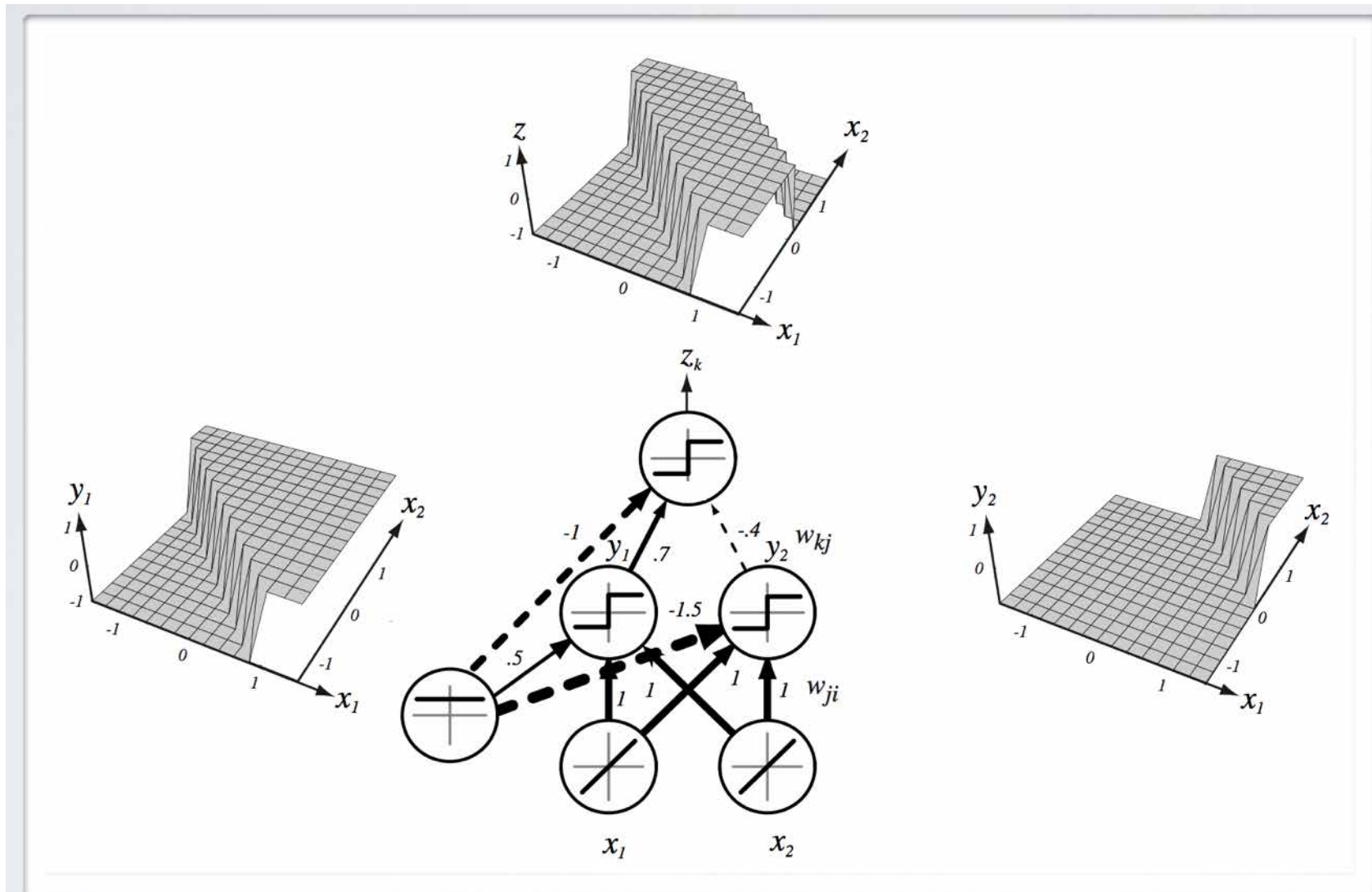
Recall: ML and AI vs Deep learning



Recall: Capacity of a Neuron

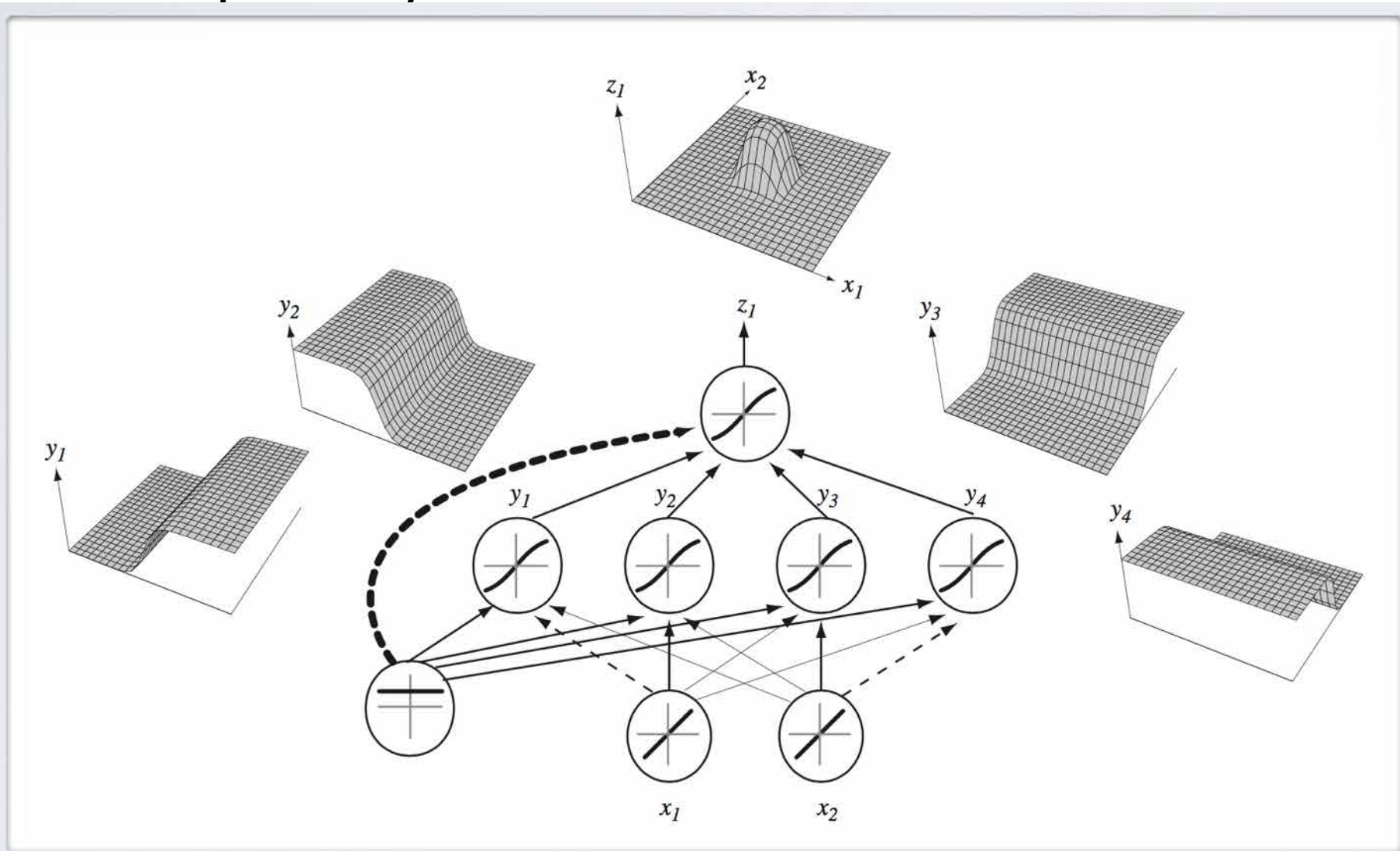


Recall: Capacity of Neural Network



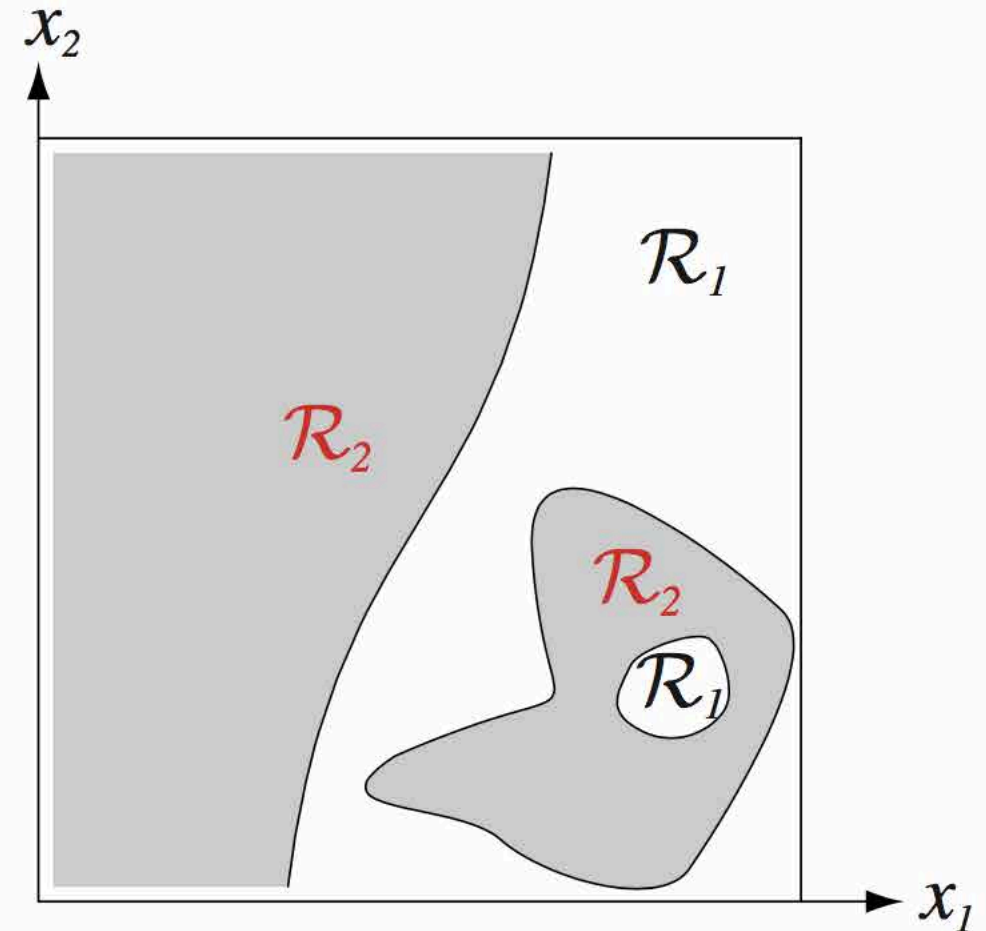
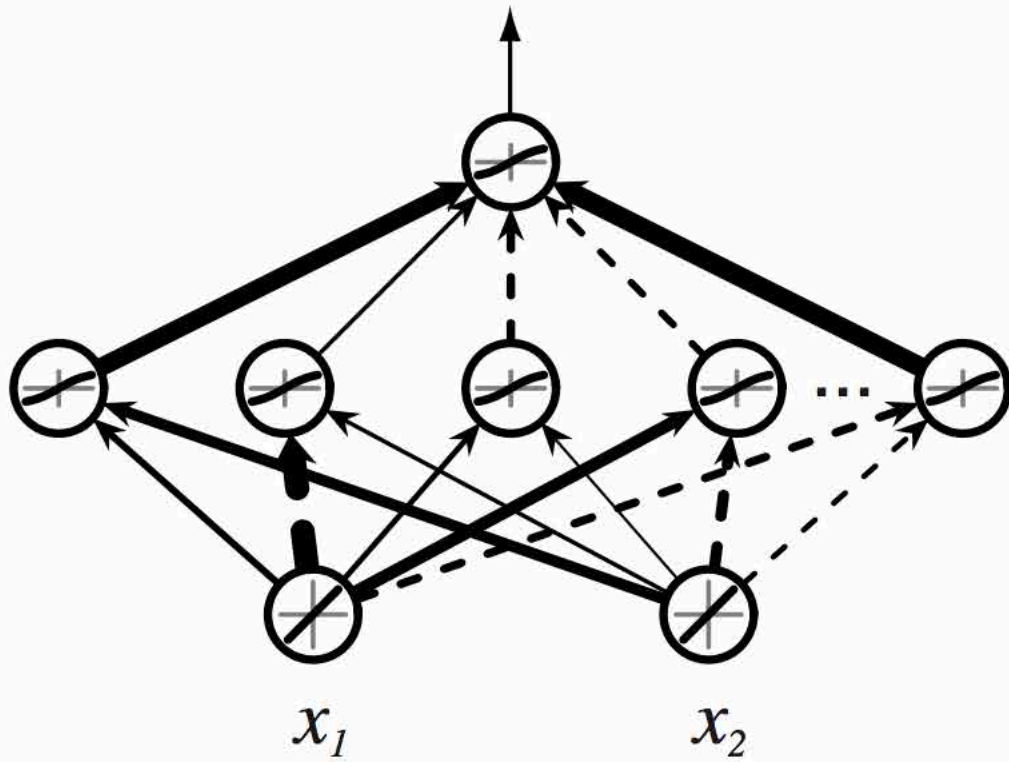
(from Pascal Vincent's slides)

Recall: Capacity of Neural Network



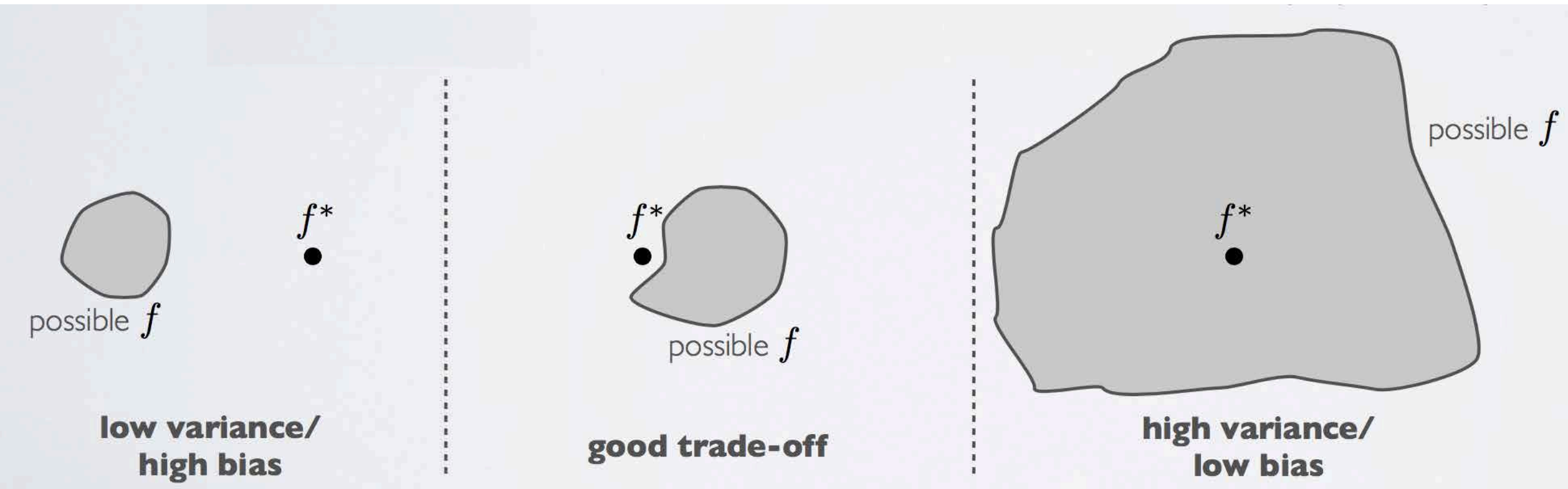
(from Pascal Vincent's slides)

Recall: Capacity of Neural Network



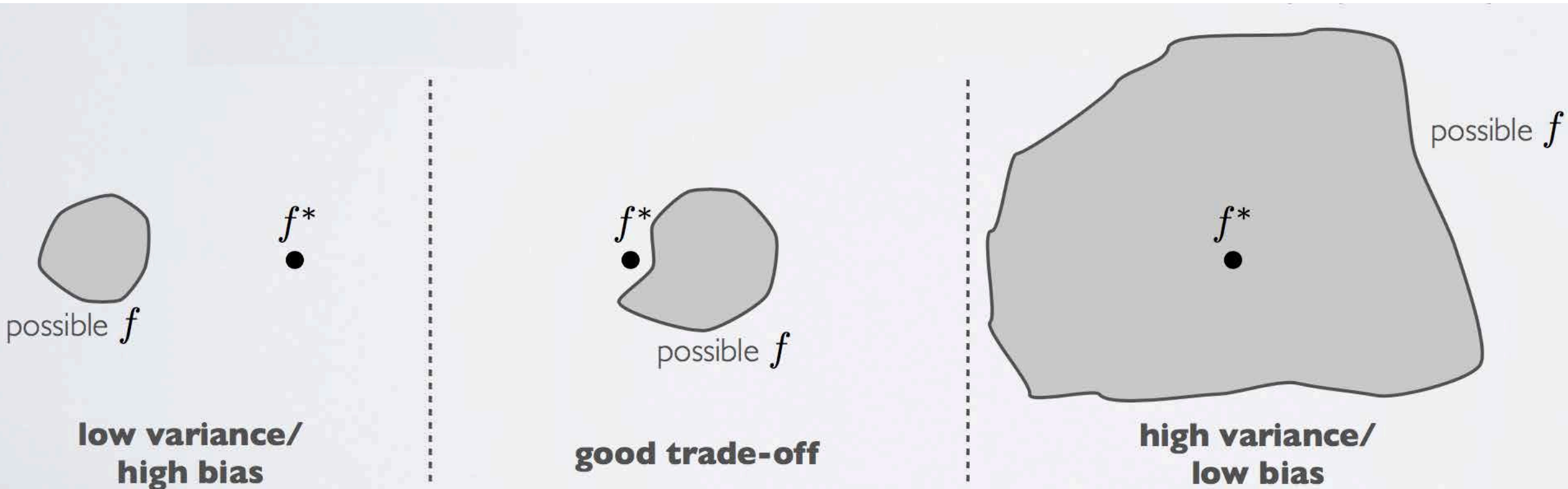
Bias – Variance Trade-off

- **Variance of trained model:** does it vary a lot if the training set changes?
- **Bias of trained model:** the average model close to the true solution
- **Generalization error:** (can be seen as) the sum of the (squared) bias and variance



Training Problem: Overfitting

- Variance of trained model: does it vary a lot if the training set changes?
- Bias of trained model: the average model close to the true solution
- Generalization error: (can be seen as) the sum of the (squared) bias and variance
 - Might be in high variance/low bias situation

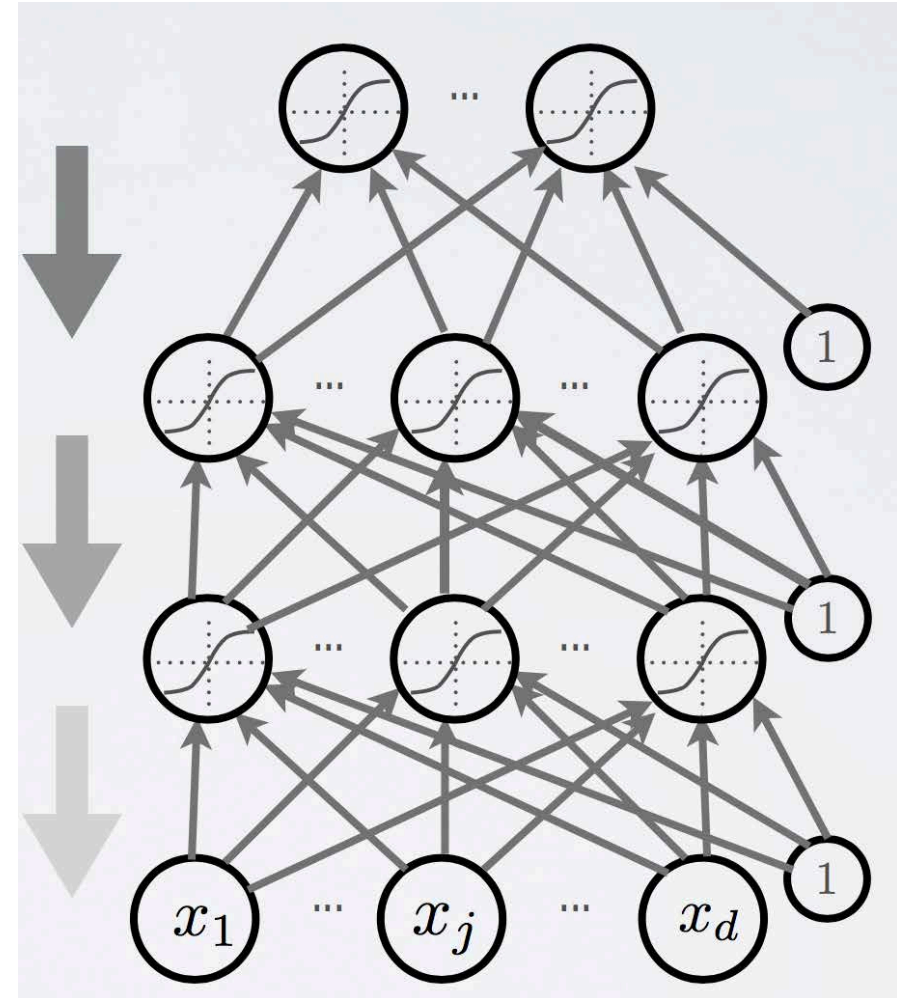


Standard Neural Network Training Demo

- <http://cs.stanford.edu/people/karpathy/svmjs/demo/demonn.html>
- We have lots of problems to tackle with during NN training
- Some of them are:
 - Vanishing gradient
 - Adversarial Samples
 - High variance / low bias networks (generally related to overfitting)

Training Problem: Vanishing Gradient Problem

- Saturated units block gradient propagation.
- This is especially true for recurrent neural networks. Why?
- Solution?



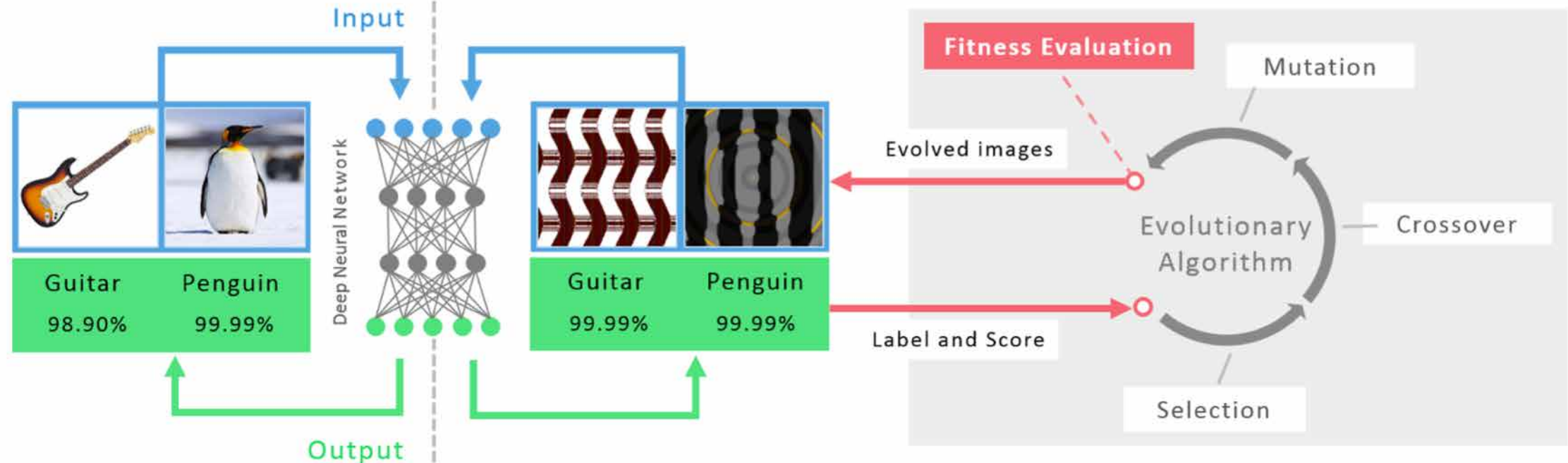
Problem: Adversarial Examples

1

State-of-the-art DNNs can recognize real images with high confidence

2

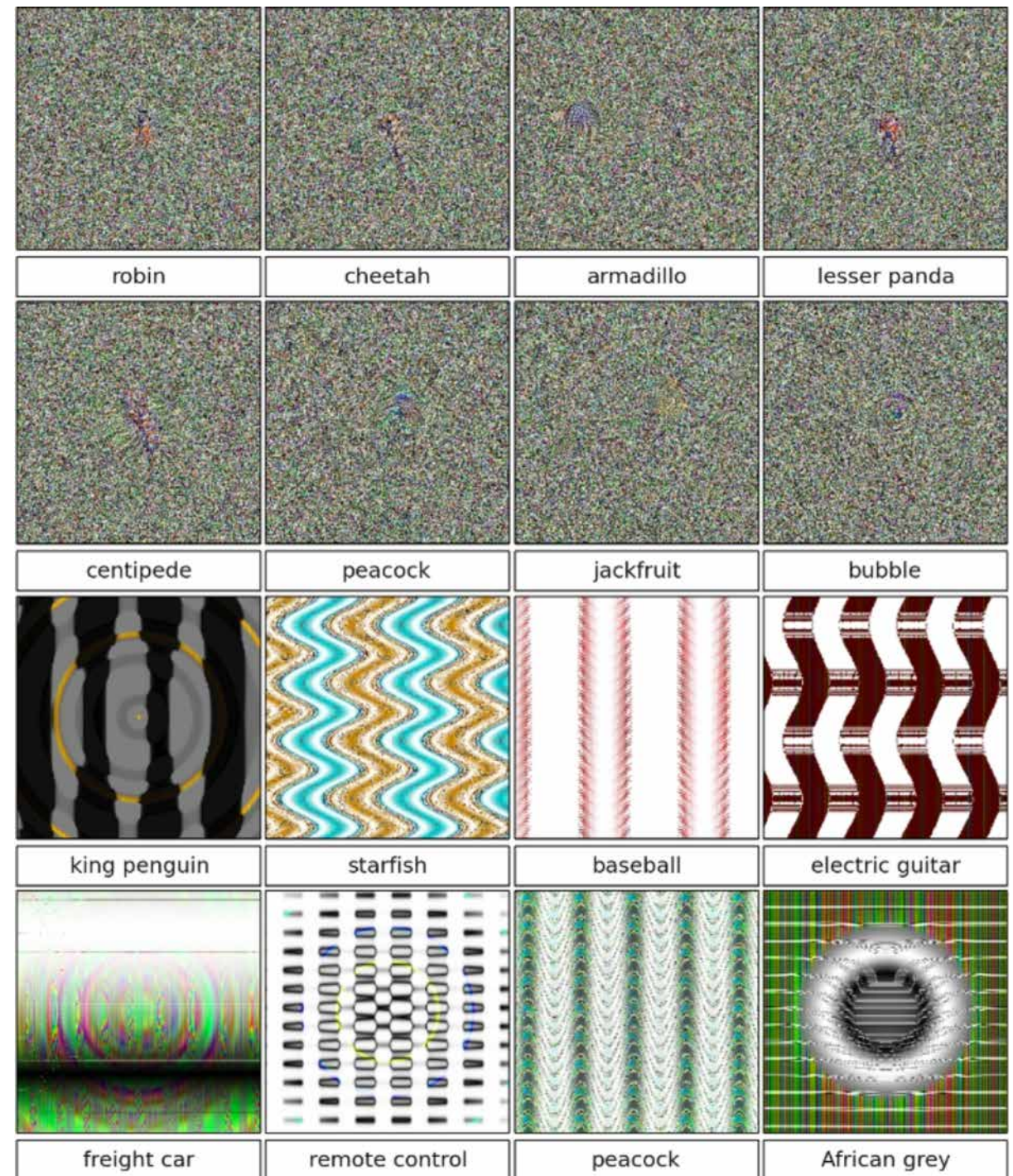
But DNNs are also easily fooled: images can be produced that are unrecognizable to humans, but DNNs believe with 99.99% certainty are natural objects



- Although state-of-the-art DNNs can increasingly recognize natural images, they also are easily fooled into declaring with near-certainty that unrecognizable images are familiar objects.
- Images that fool DNNs are produced by evolutionary algorithms that optimize images to generate high-confidence DNN predictions for each class in the dataset the DNN is trained on (here, ImageNet).

Problem: Adversarial Examples

- Evolved images that are unrecognizable to humans but that state-of-the-art DNNs trained on ImageNet believe with $\geq 99.6\%$ certainty to be a familiar object.
- This result highlights differences between how DNNs and humans recognize objects.



Problem: Adversarial Examples



+ .007 ×



=



x

$\text{sign}(\nabla_x J(\theta, x, y))$

$x + \epsilon \text{sign}(\nabla_x J(\theta, x, y))$

$y = \text{“panda”}$

“nematode”

“gibbon”

w/ 57.7%

w/ 8.2%

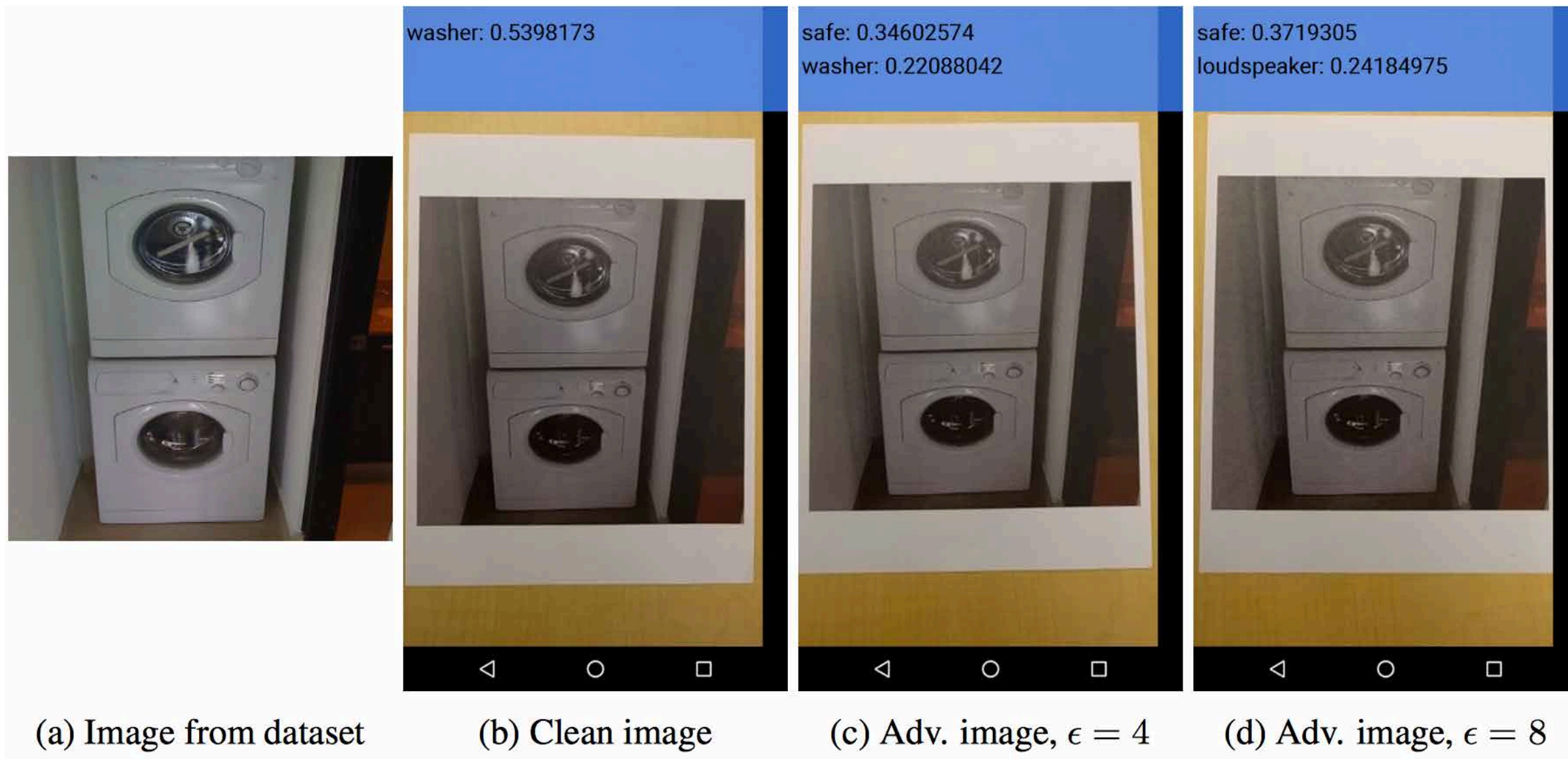
w/ 99.3 %

confidence

confidence

confidence

Problem: Adversarial Examples in Real World



Overfitting

- To overcome overfitting:
 - Pre-training (unsupervised learning):
Auto-encoders, Stacked auto-encoders, Restricted Boltzmann Machines, etc...
 - We can use local receptive fields and shared weights, which makes the neural network a Convolutional Neural Network.
 - We can corrupt inputs (Denoising Auto-encoders)
 - We can use regularization (L1, L2, dropout, augmentation)

Regularization

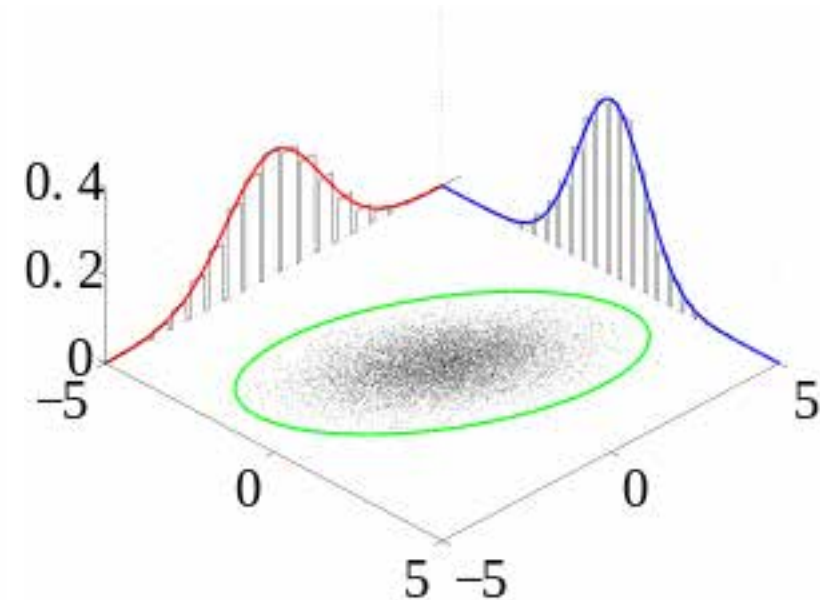
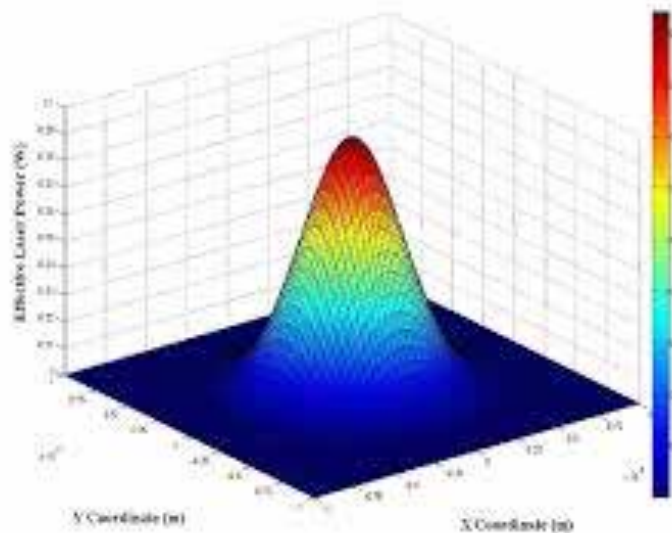
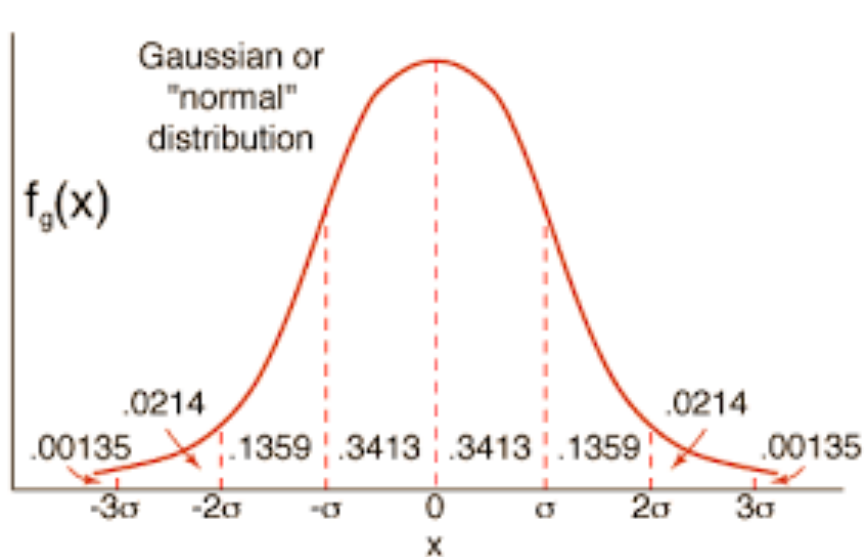
- Regularization is any modification we make to a learning algorithm that is intended to reduce its generalization error but not its training error.
- L2 regularization
- L1 regularization
- Dropout
- Data augmentation

Regularization: L2 Regularization

- Penalizes the gradient term in back-prop algorithm:

$$\Omega(\boldsymbol{\theta}) = \sum_k \sum_i \sum_j \left(W_{i,j}^{(k)} \right)^2 = \sum_k ||\mathbf{W}^{(k)}||_F^2$$

- Gradient: $\nabla_{\mathbf{W}^{(k)}} \Omega(\boldsymbol{\theta}) = 2\mathbf{W}^{(k)}$
 - Only applied on weights, not biases
 - Can be interpreted as having a Gaussian Prior over weight values.

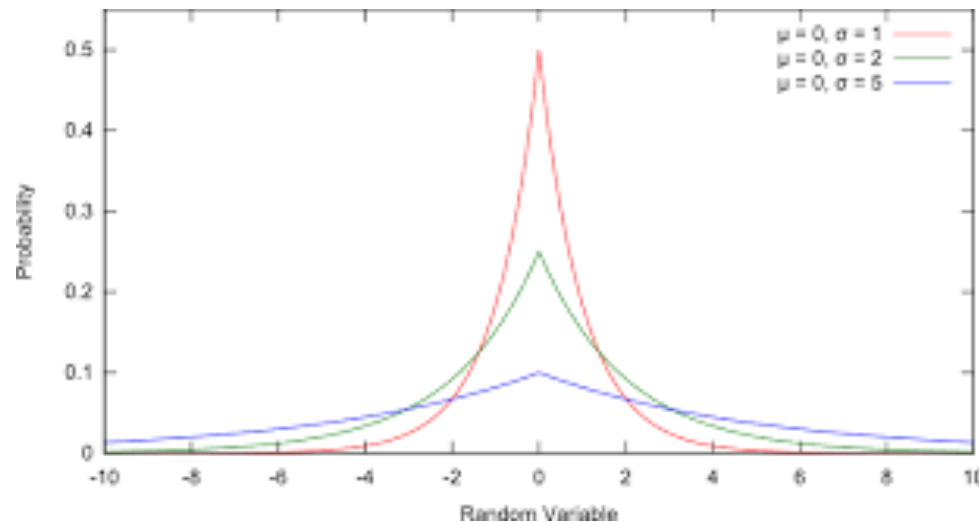


Regularization: L1 Regularization

- Penalizes the gradient term in back-prop algorithm:

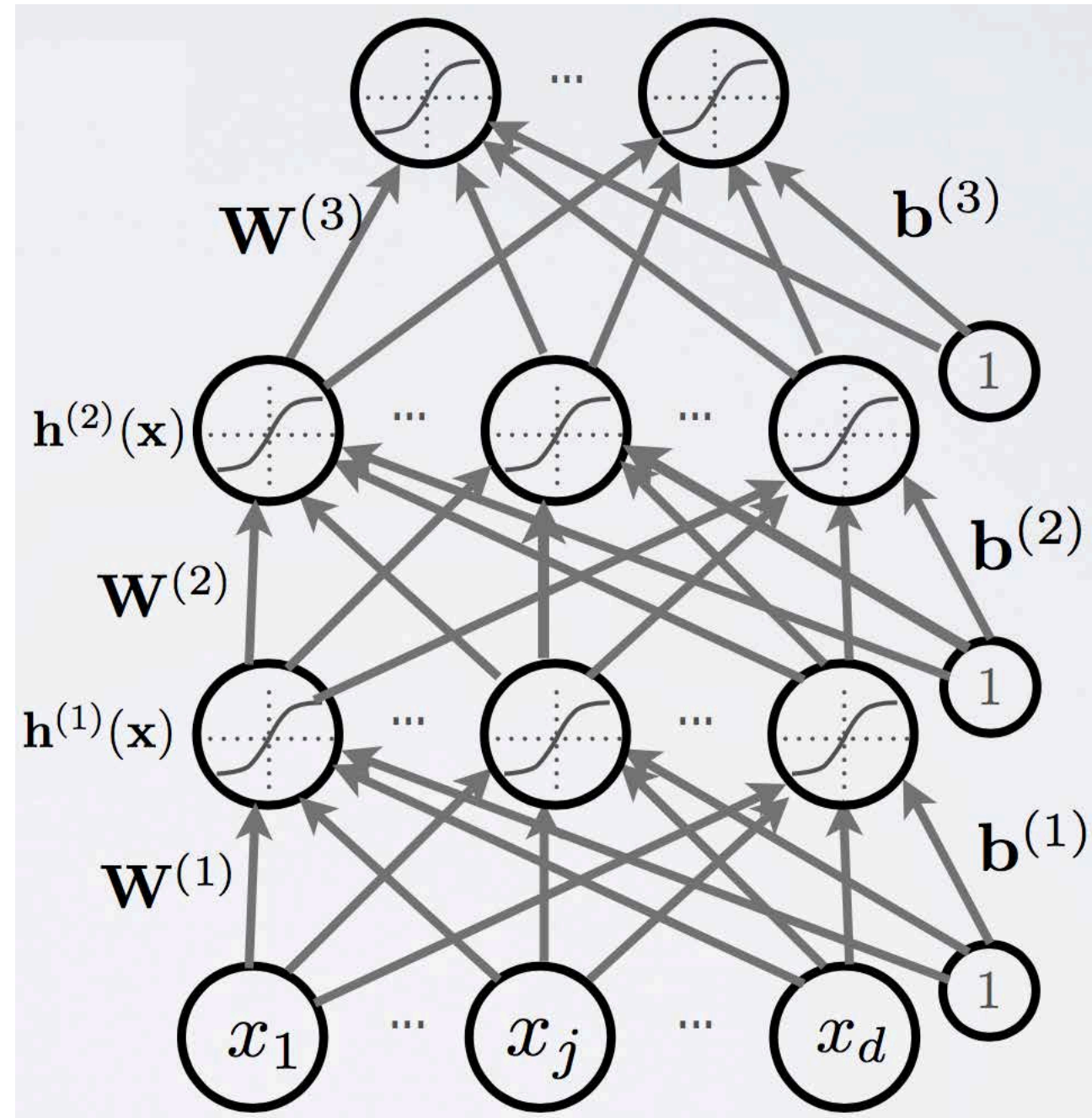
$$\Omega(\boldsymbol{\theta}) = \sum_k \sum_i \sum_j |W_{i,j}^{(k)}|$$

- Gradient: $\nabla_{\mathbf{W}^{(k)}} \Omega(\boldsymbol{\theta}) = \text{sign}(\mathbf{W}^{(k)})$
 - Only applied on weights, not biases (again)
 - Unlike L2, L1 regularization will make some of the weights exactly 0.
 - Can be interpreted as having a Laplacian Prior over weight values.



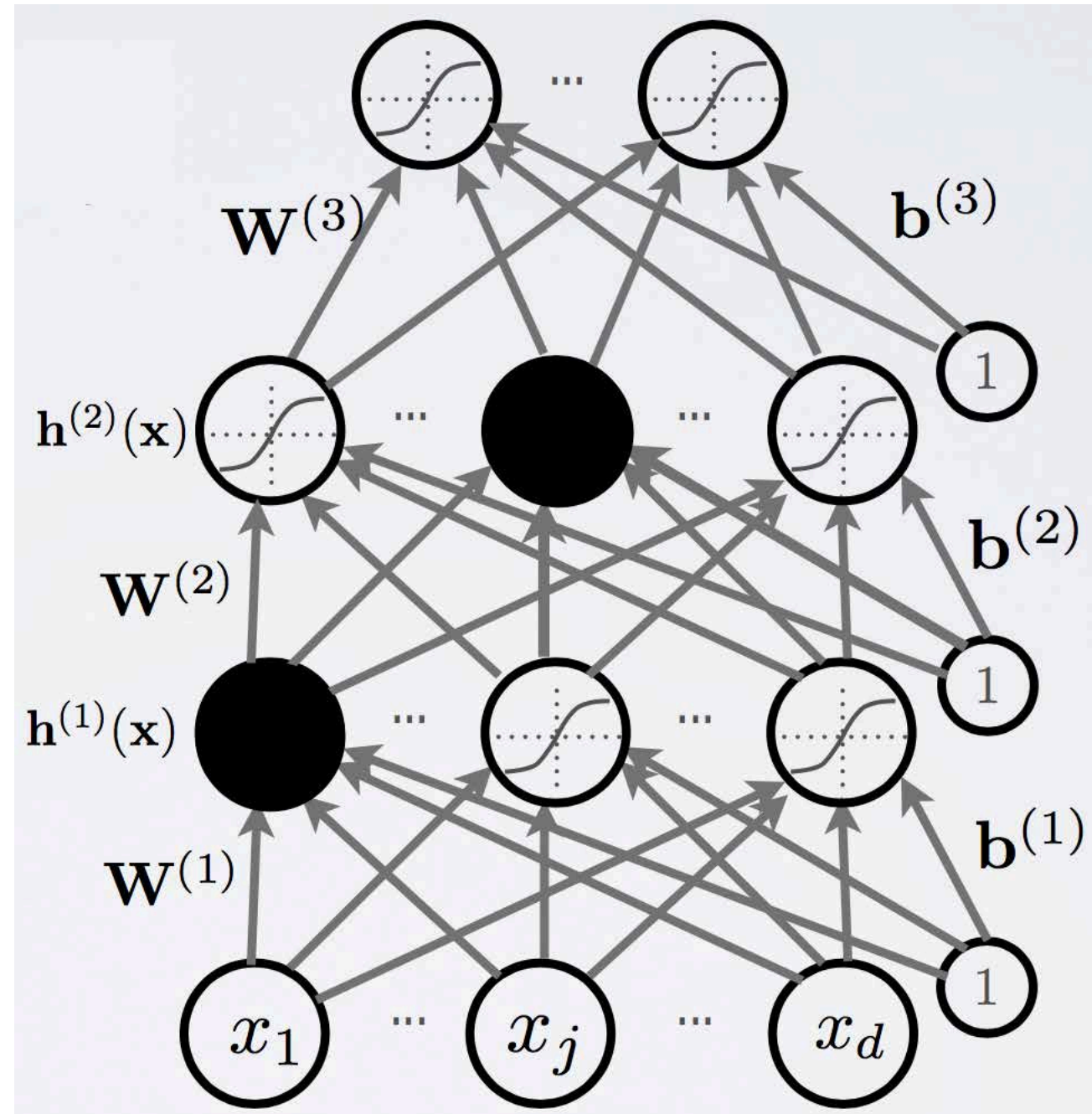
Regularization: Dropout

- Idea: Cripple neural network by removing hidden units randomly.
 - Each hidden unit's activation is set to 0 with a probability, independently.
 - Usually 0.5 works well.



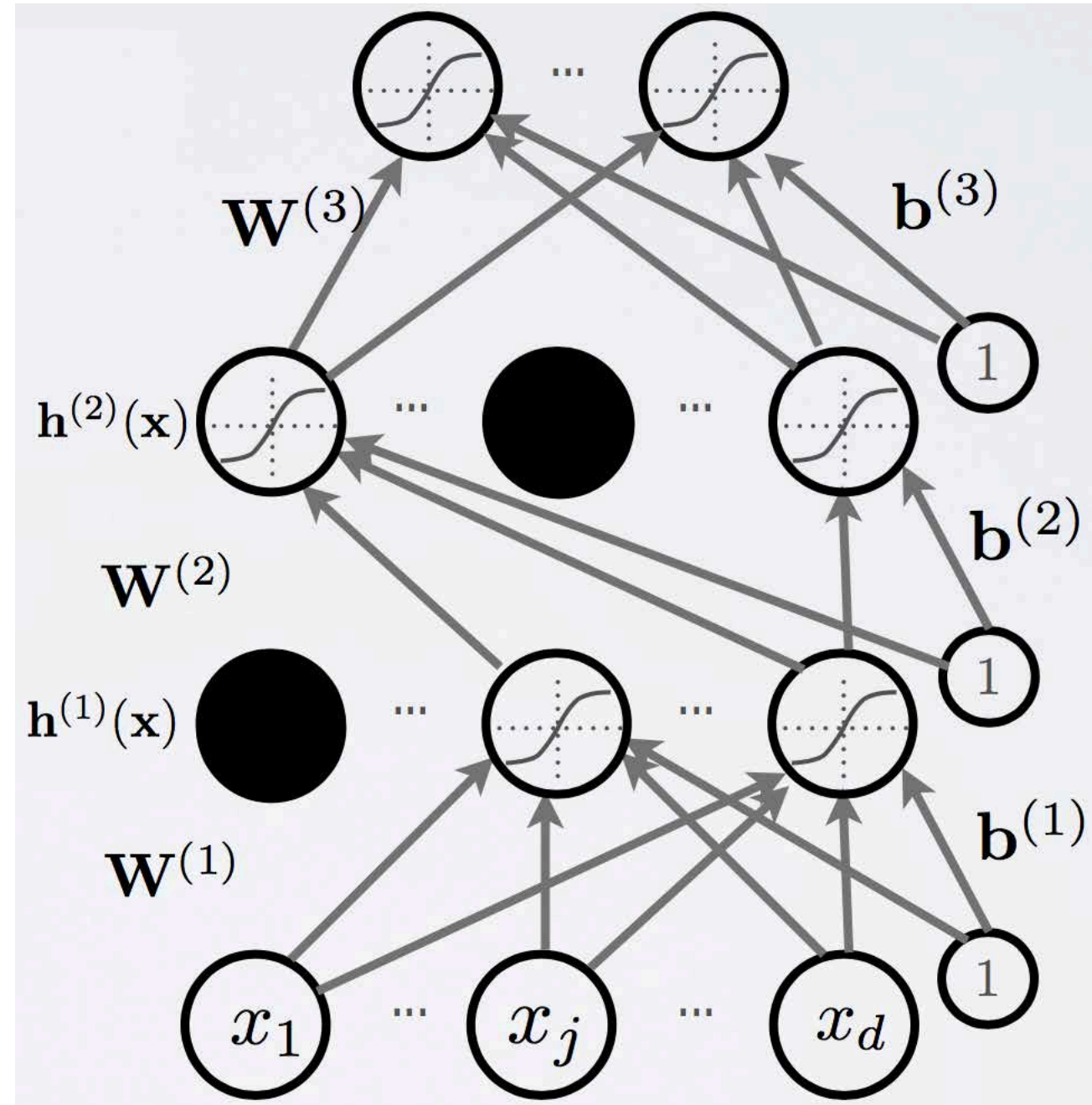
Regularization: Dropout

- Idea: Cripple neural network by removing hidden units randomly.
 - Each hidden unit's activation is set to 0 with a probability, independently.
 - Usually 0.5 works well.



Regularization: Dropout

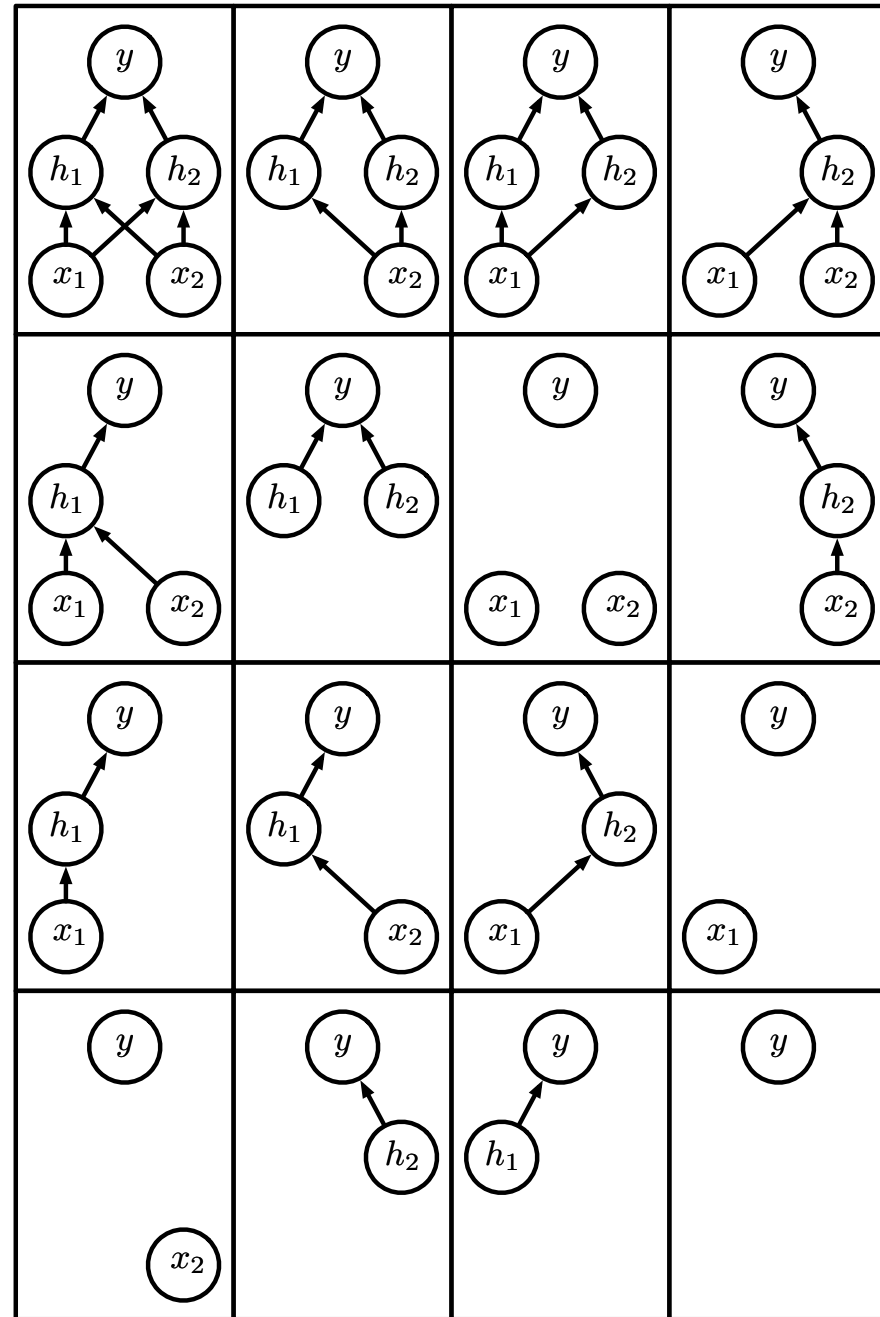
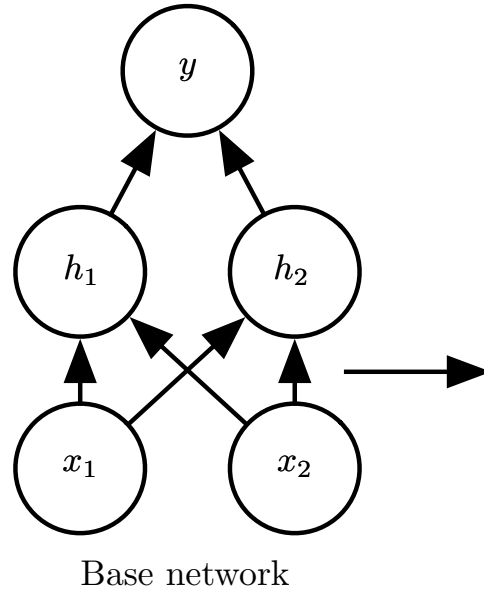
- Idea: Cripple neural network by removing hidden units randomly.
 - Hidden units cannot cooperate with each other in a specific layer.
 - Therefore, hidden units must be more generally useful.



Regularization: Dropout

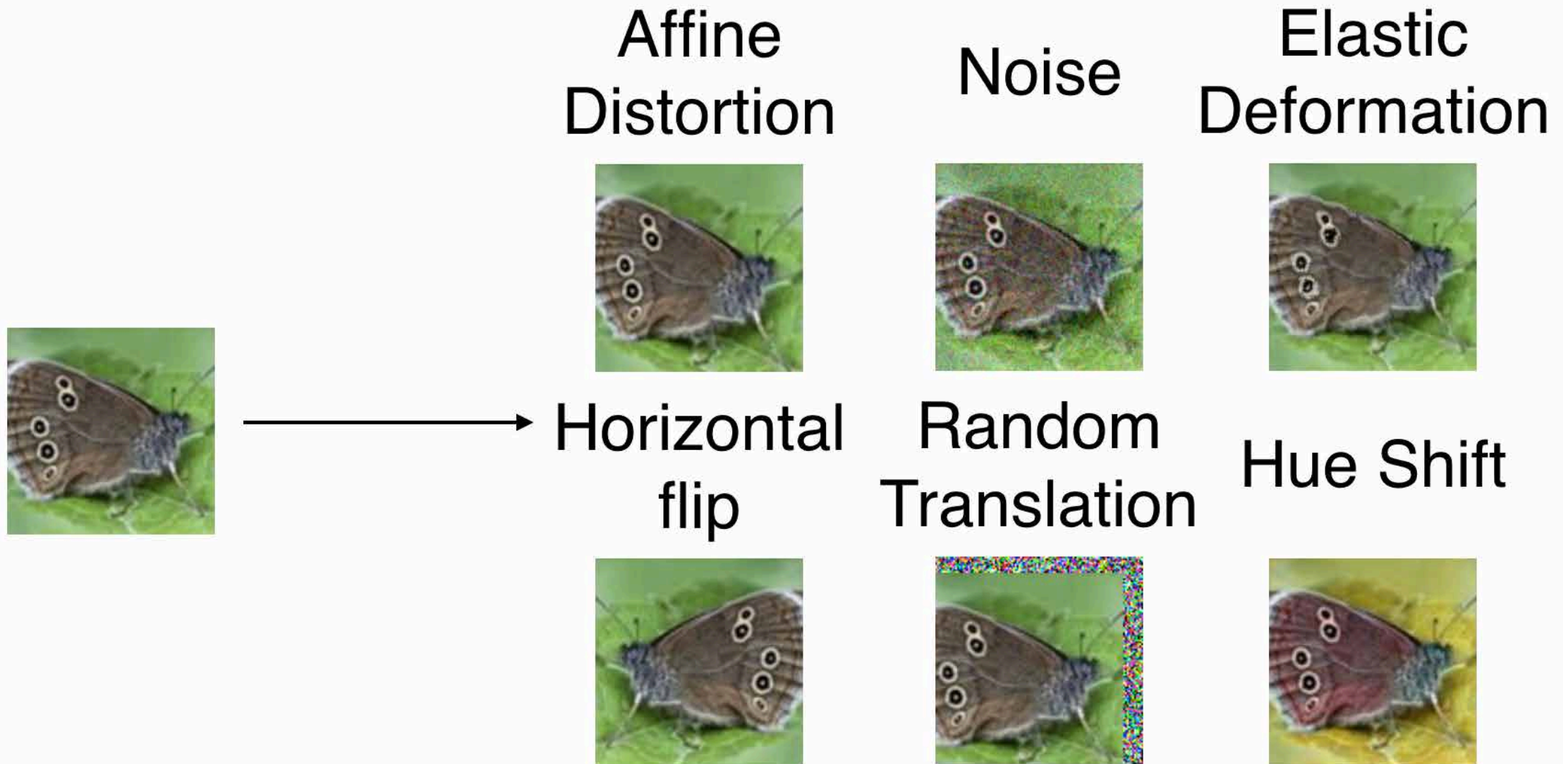
- At test time, we replace the masks by their expectation
 - this is simply the constant vector 0.5 if dropout probability is 0.5
 - for single hidden layer, can show this is equivalent to taking the geometric average of all neural networks, with all possible binary masks
- Can be combined with unsupervised pre-training
- Beats regular backpropagation on many datasets

Regularization: Dropout

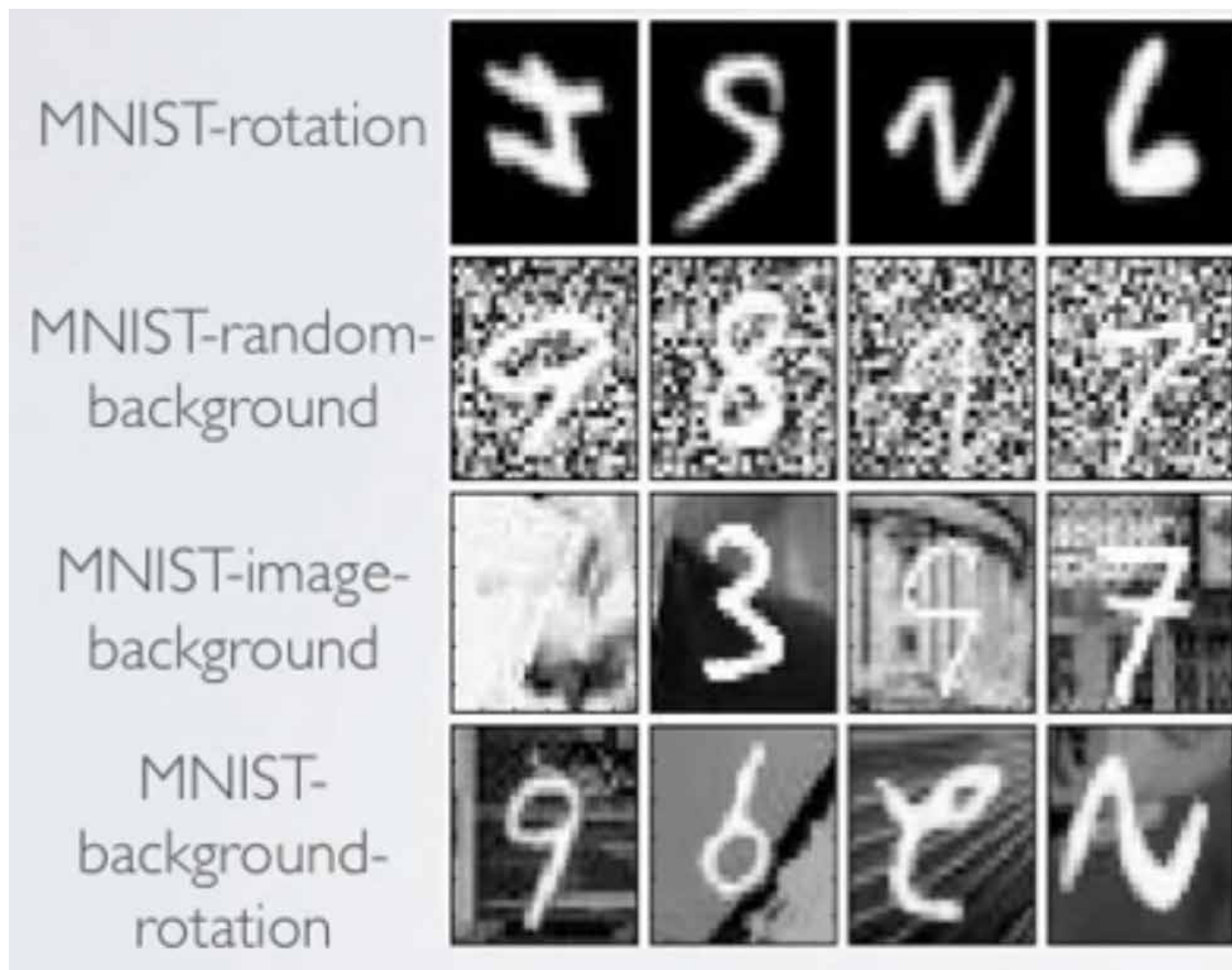


Ensemble of subnetworks

Regularization: Dataset Augmentation



Possible Variations on MNIST



Impact of Pre-training

(intentional underfitting scenario)

Network		MNIST-small classif. test error	MNIST-rotation classif. test error
Type	Depth		
Deep net	1	4.14 % \pm 0.17	15.22 % \pm 0.31
	2	4.03 % \pm 0.17	10.63 % \pm 0.27
	3	4.24 % \pm 0.18	11.98 % \pm 0.28
	4	4.47 % \pm 0.18	11.73 % \pm 0.29
Deep net + autoencoder	1	3.87 % \pm 0.17	11.43% \pm 0.28
	2	3.38 % \pm 0.16	9.88 % \pm 0.26
	3	3.37 % \pm 0.16	9.22 % \pm 0.25
	4	3.39 % \pm 0.16	9.20 % \pm 0.25
Deep net + RBM	1	3.17 % \pm 0.15	10.47 % \pm 0.27
	2	2.74 % \pm 0.14	9.54 % \pm 0.26
	3	2.71 % \pm 0.14	8.80 % \pm 0.25
	4	2.72 % \pm 0.14	8.83 % \pm 0.24

Performance on Different Datasets

		Stacked Autoencoders	Stacked RBMS	Stacked Denoising Autoencoders
Dataset	SVM_{rbf}	SAA-3	DBN-3	SdA-3 (ν)
<i>basic</i>	3.03 ± 0.15	3.46 ± 0.16	3.11 ± 0.15	2.80 ± 0.14 (10%)
<i>rot</i>	11.11 ± 0.28	10.30 ± 0.27	10.30 ± 0.27	10.29 ± 0.27 (10%)
<i>bg-rand</i>	14.58 ± 0.31	11.28 ± 0.28	6.73 ± 0.22	10.38 ± 0.27 (40%)
<i>bg-img</i>	22.61 ± 0.37	23.00 ± 0.37	16.31 ± 0.32	16.68 ± 0.33 (25%)
<i>rot-bg-img</i>	55.18 ± 0.44	51.93 ± 0.44	47.39 ± 0.44	44.49 ± 0.44 (25%)
<i>rect</i>	2.15 ± 0.13	2.41 ± 0.13	2.60 ± 0.14	1.99 ± 0.12 (10%)
<i>rect-img</i>	24.04 ± 0.37	24.05 ± 0.37	22.50 ± 0.37	21.59 ± 0.36 (25%)
<i>convex</i>	19.13 ± 0.34	18.41 ± 0.34	18.63 ± 0.34	19.06 ± 0.34 (10%)