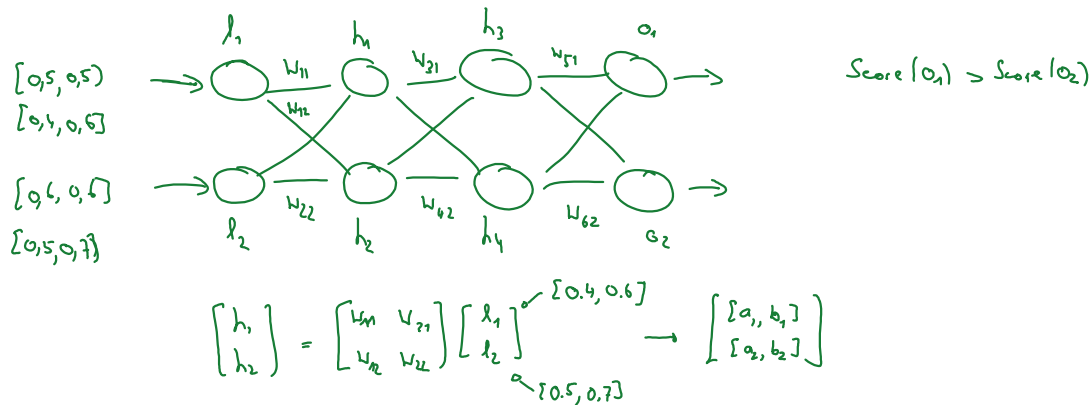
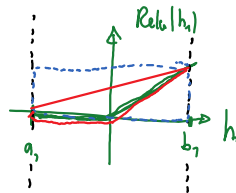


Project Tutorial

Wednesday, November 14, 2018 11:16



$h \rightarrow \text{Relu}(h)$
 $\text{Relu}(h) = \max(0, h)$



We'd like to encode
 $|h| \leq 0 \wedge \text{Relu}(h) = 0 \vee (h > 0 \wedge \text{Relu}(h) = h)$

Problem for linear programming is this \vee (disjunction)

$a_1 \leq h_1 \leq b_1$

One approximation:

$-\infty \leq \text{Relu}(h_1) \leq \infty$

Another:

$0 \leq \text{Relu}(h_1) \leq b_1$ (still quite a crude approx.)

Another:

- $\text{Relu}(h_1) \geq 0$
- $\text{Relu}(h_1) \geq h_1$
- $\text{Relu}(h_1) \leq \lambda_1 h_1 + \mu_1$

$\lambda_1 = \frac{b_1}{b_1 - a_1}, \mu_1 = \frac{-a_1 b_1}{b_1 - a_1}$

(best approx. in linear programming) (?)

For one Neuron deeper in: h_3 :

$h_3 = w_{31} \text{Relu}(h_1) + w_{32} \text{Relu}(h_2)$

$$\begin{cases} \text{Relu}(h_1) \geq 0 \\ \text{Relu}(h_1) \geq h_1 \\ \text{Relu}(h_1) \leq \lambda_1 h_1 + \mu_1 \end{cases} \quad \text{Relu}(h_2) \geq 0$$

$$\begin{cases} \text{Relu}(h_2) \geq h_2 \\ \text{Relu}(h_2) \leq \lambda_2 h_2 + \mu_2 \end{cases}$$

$$\begin{cases} h_1 = \end{cases}$$

1. Run interval analysis
2. Use bounds to formulate lin. programs
3. Obj. function: minimize: $\min a_1 - a_2$

s.t. $a_1 = \sum w_{1i} \text{Relu}(h_i)$
 $a_2 = \sum w_{2j} \text{Relu}(h_j)$

$\text{Relu}(h_2) \geq 0$
 $\leq \lambda_2 h_2 + \mu_2$

4. \rightarrow Check sign of $a_1 - a_2$.
 (Search for opt. value of $a_1 - a_2$)

\rightarrow At some points do interval analysis & at others get better bounds

e.g. optimize $\min h_3, \max h_3$ ②
→ Then call linear solver better

Project goal:

Find out when to (1) Do interval analysis
(2) Linear solver

(possibilities: - Split dep on layers (inter layer)
- Split dep on neurons in layer (intra layer)
- timebound on linear solver
e.g. already a slightly better estimate might be sufficient rather than get optimal value)
→ Find out adaptively if bounds are good
→ If LB & UB negative → interval exact.
→ Try not to use lin. solver in deeper layers,
better use it in first few layers

→ ~ 100 Runs

(1 Run: 1 epoch, 1 net, 1 imp. - 7 min)