

Introduction to AI Neural Nets basics

Tools we'll see



Seaborn



https://colab.research.google.com/drive/1vQsY-BLEN5TEITqTC_0ePo0TaZ3sQbM_

Types of applications: Supervised (classification)

Data



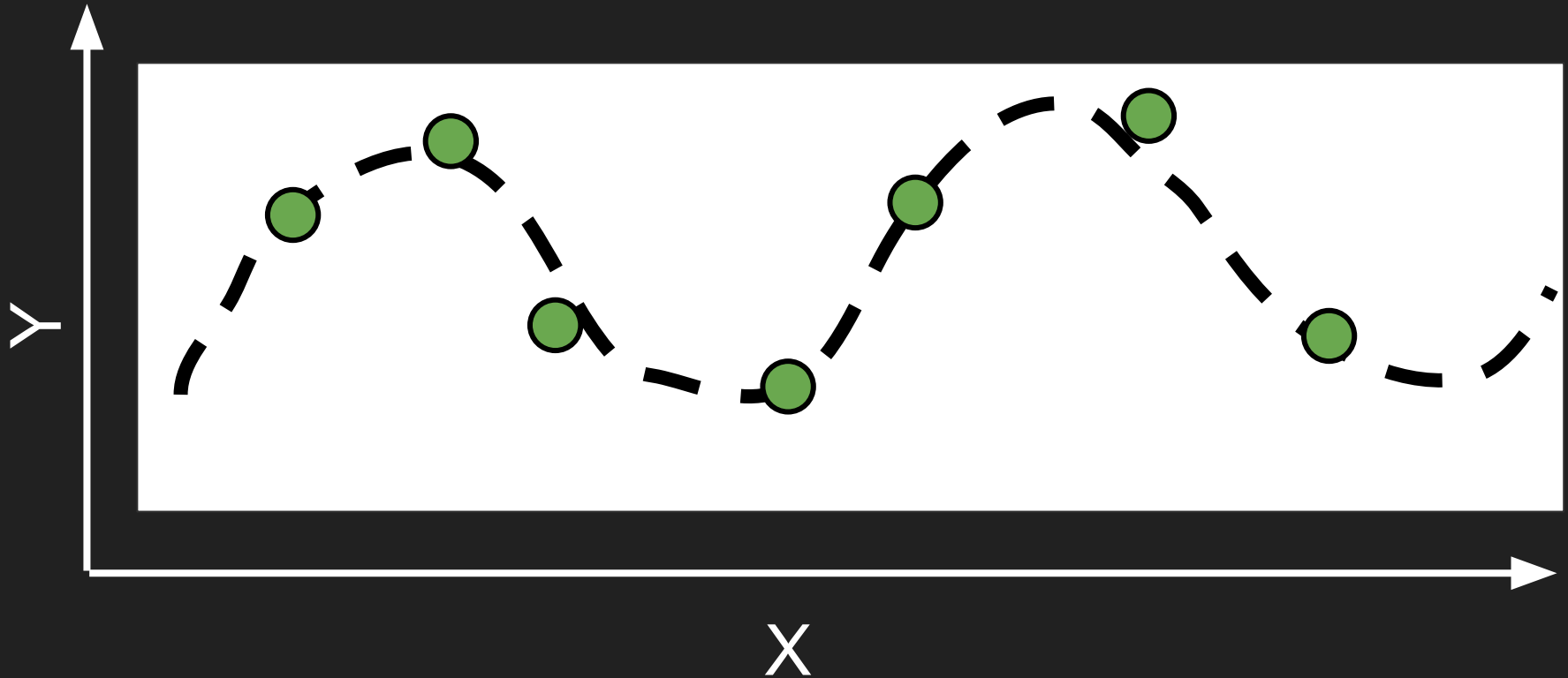
Label / Target

Dog



Cat

Types of applications: Supervised (regression)

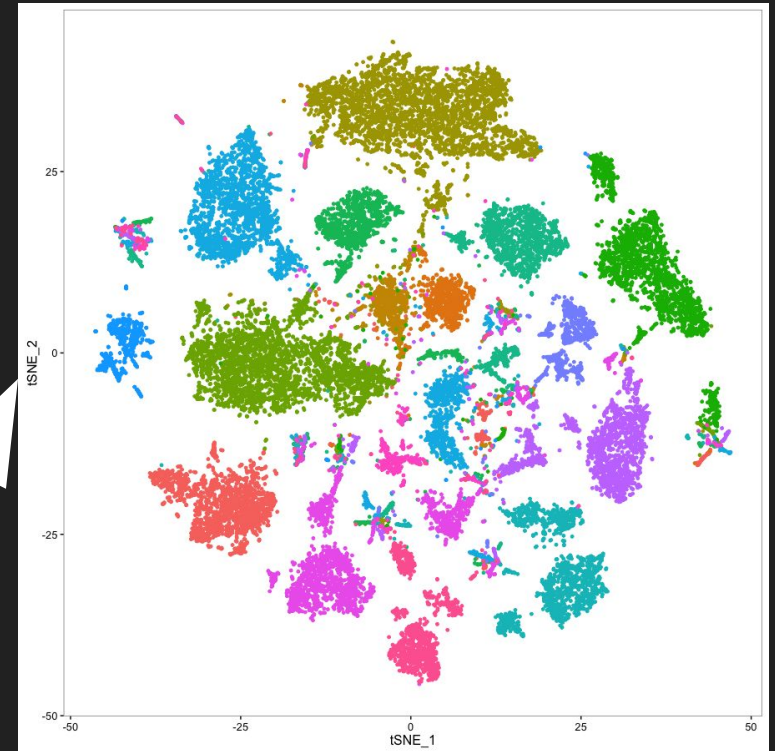


Model a function from examples

Types of applications: Unsupervised

- No labels / Targets
- Discover structures in the dataset
 - Clustering
 - Visualization

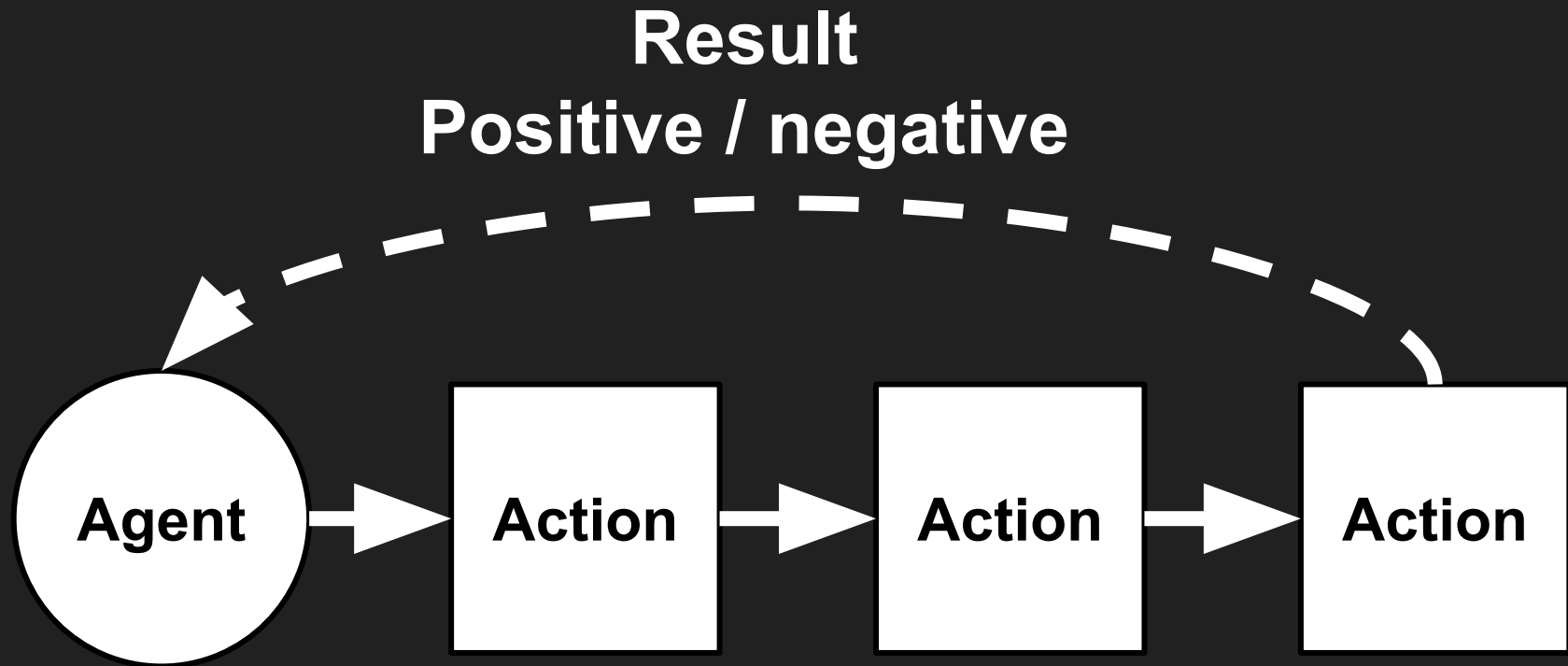
Gene expression
1 Gene: 20k values



Satija lab

1 Gene: 2D

Types of applications: Reinforcement learning



Types applications: Generative models

- Learn to generate examples similar to training examples



NVIDIA

Data handling

Encoding

Data

Continuous

- **Images**
- **Pulse rates**
- **Temperature**

Discrete

- **Classes**
- **Categories**
- **...**

- Reduce range between values
 - $\log(\text{values})$
- Between $[0, 1]$ (
 - - min
 - / max

1 Item => 1 unique id

0	Horse
1	Cow
2	Dog
...	...

Standard format: numpy arrays / pandas dataframes

Continues

- Images
- Pulse rates
- Temperature

float32

Discrete

- Classes
- Categories
- ...

int16

`data = numpy.asarray(data, dtype='int16')`

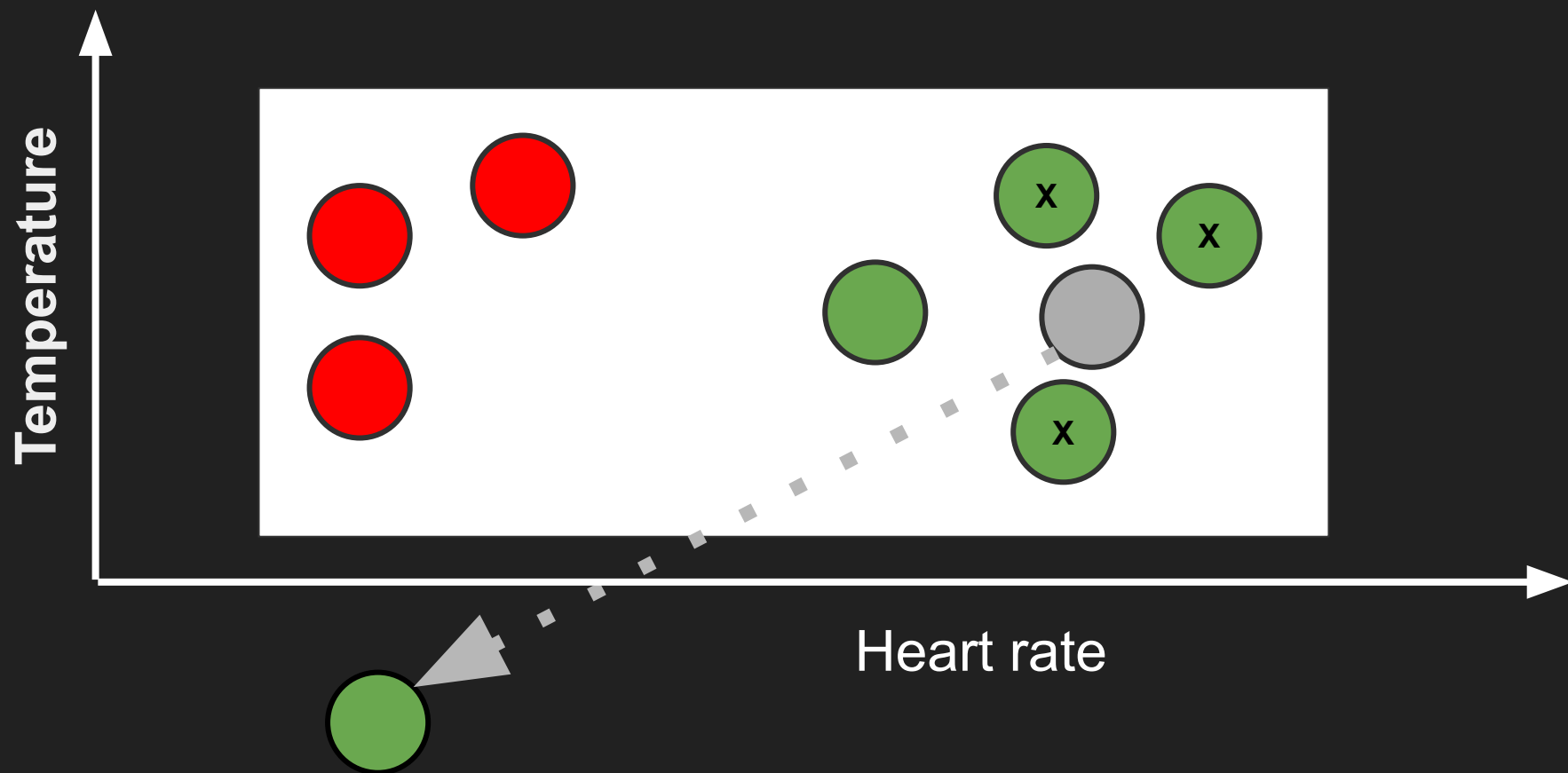
`data = numpy.asarray(data, dtype='float32')`

Supervised Learning

Dataset

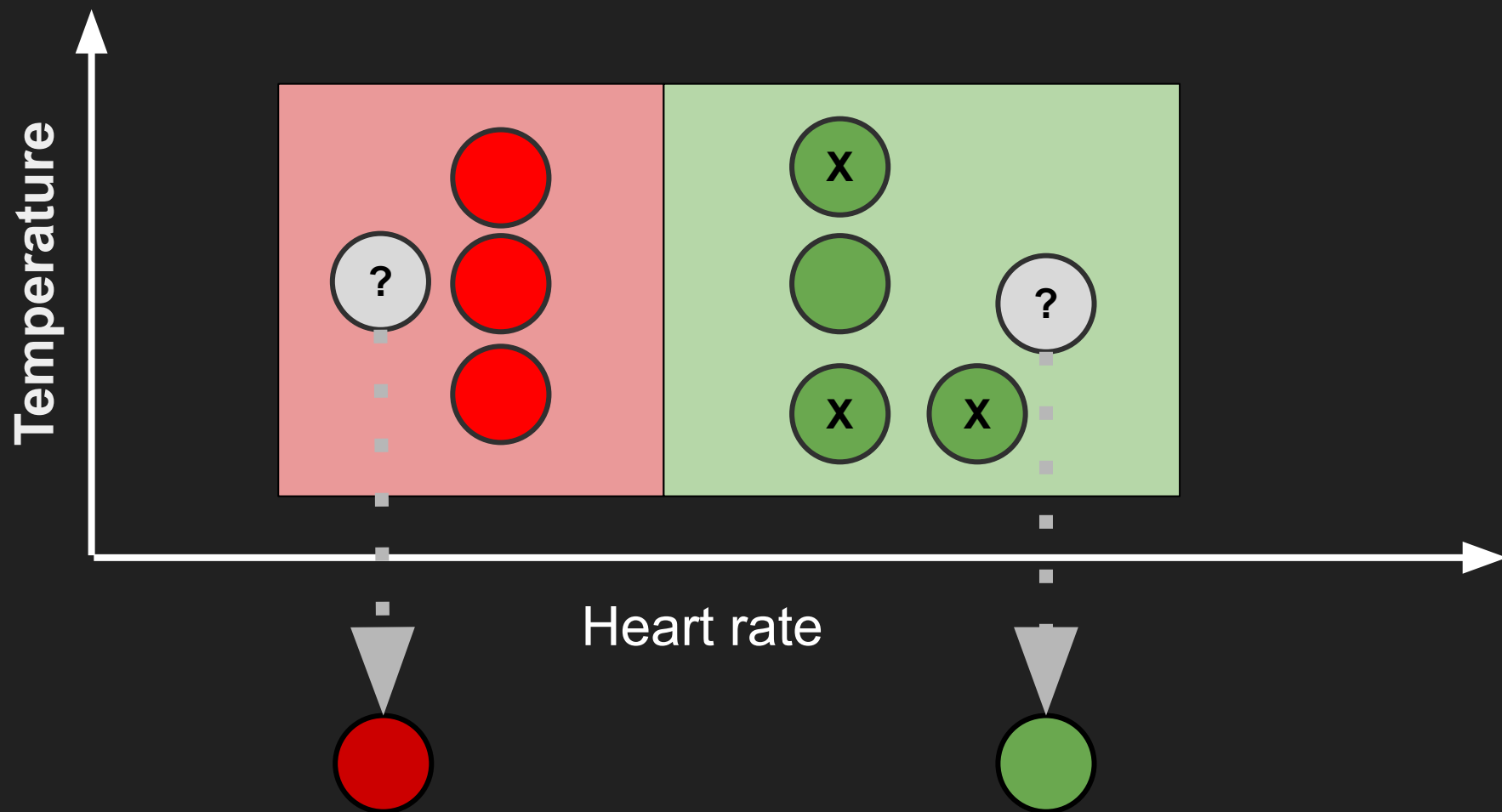
Temperature	Heart rate	Type
0.1	0.32	
0.9	0.5	
0.7	0.59	

Ex classification: K nearest neighbours (KNN)



Assign class of K (ex: 3)
nearest neighbours

Classification: As space partitioning



Artificial neural networks

Dataset: predict Temperature from Heart rate

Heart rate (x)	Temperature (z)
0.02	0.2
0.04	0.4
0.08	0.8

Model



$$z = w * x$$



Find the best value for w



$$z = 10 * x$$

Dataset

Concentration (x)	Effet (z)
0.02	3.2
0.04	3.4
0.08	3.8

Modèle



$$z = w * x + b$$

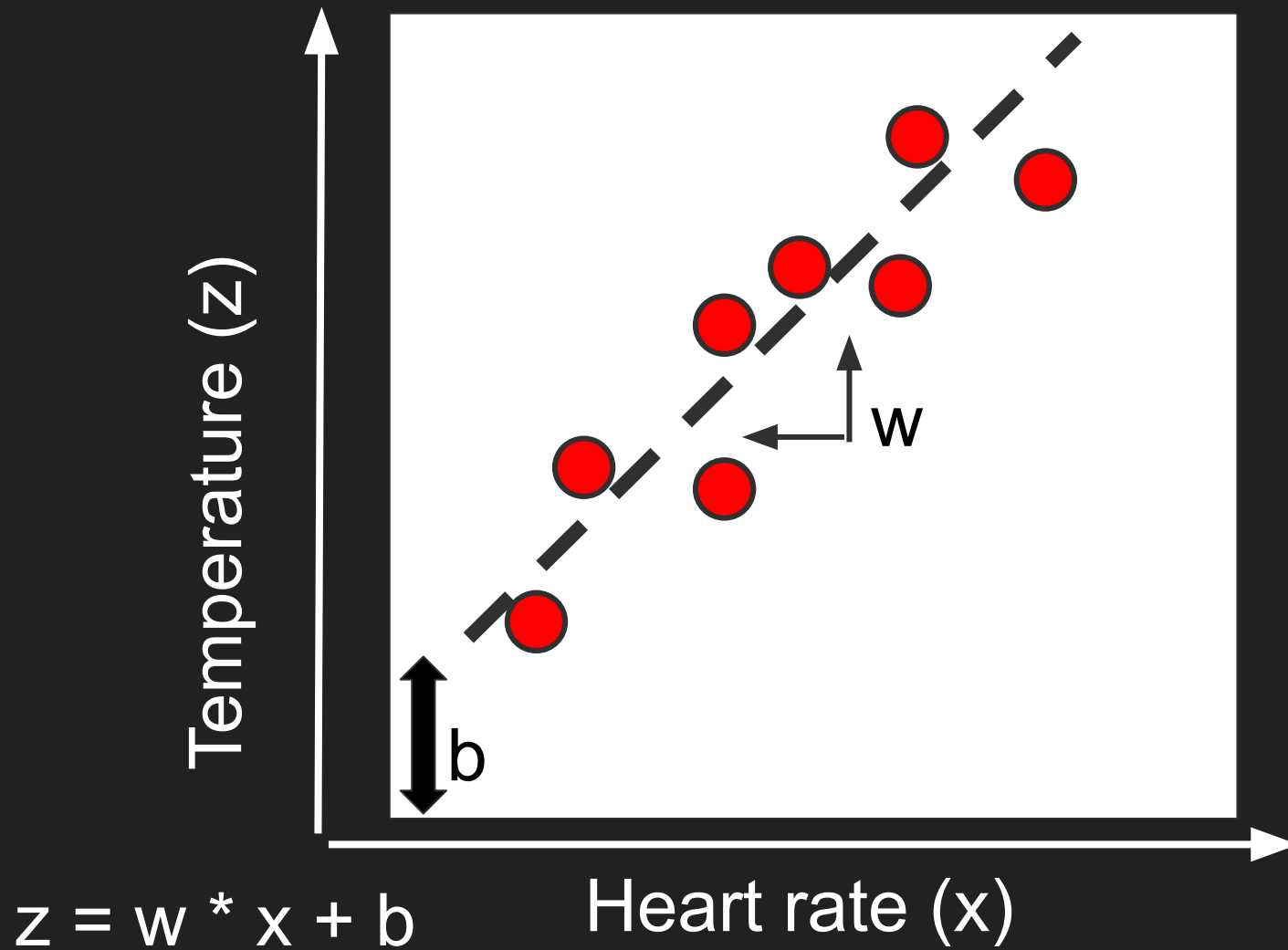


$$z = 10 * x + 3$$



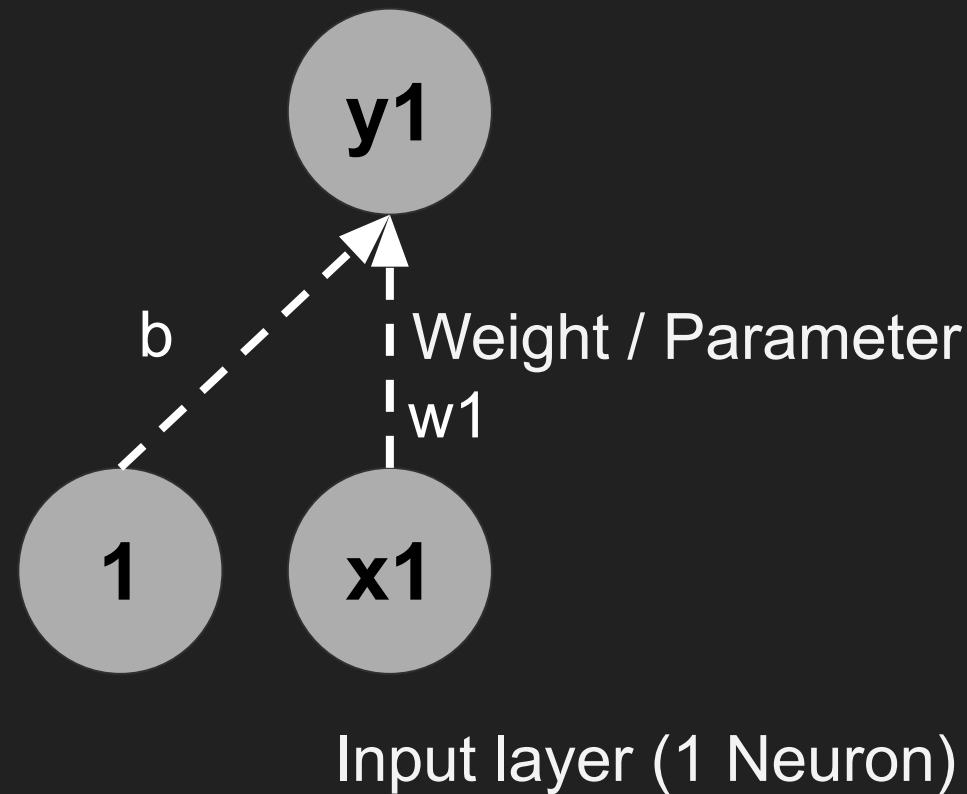
Biais (b)

Linear regression

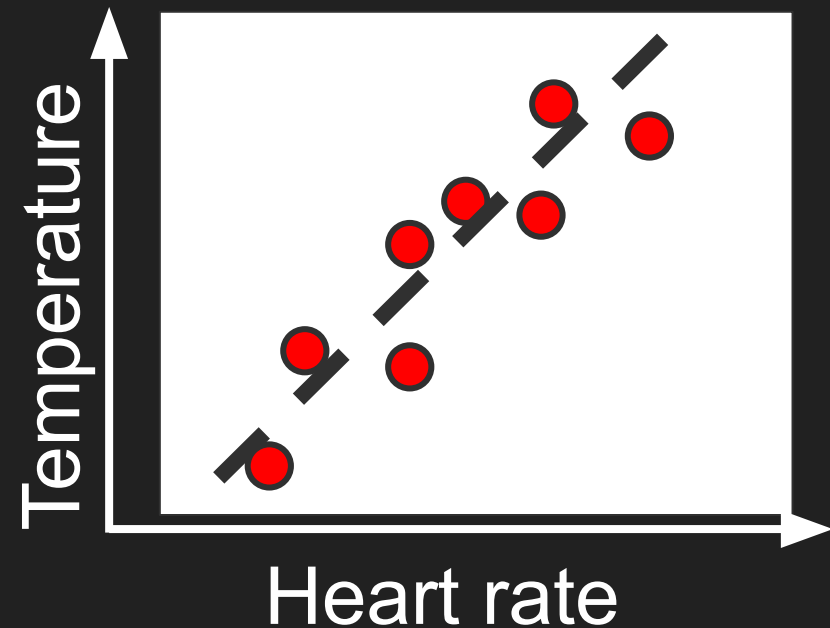


Baby neural network

Output layer (1 Neuron)

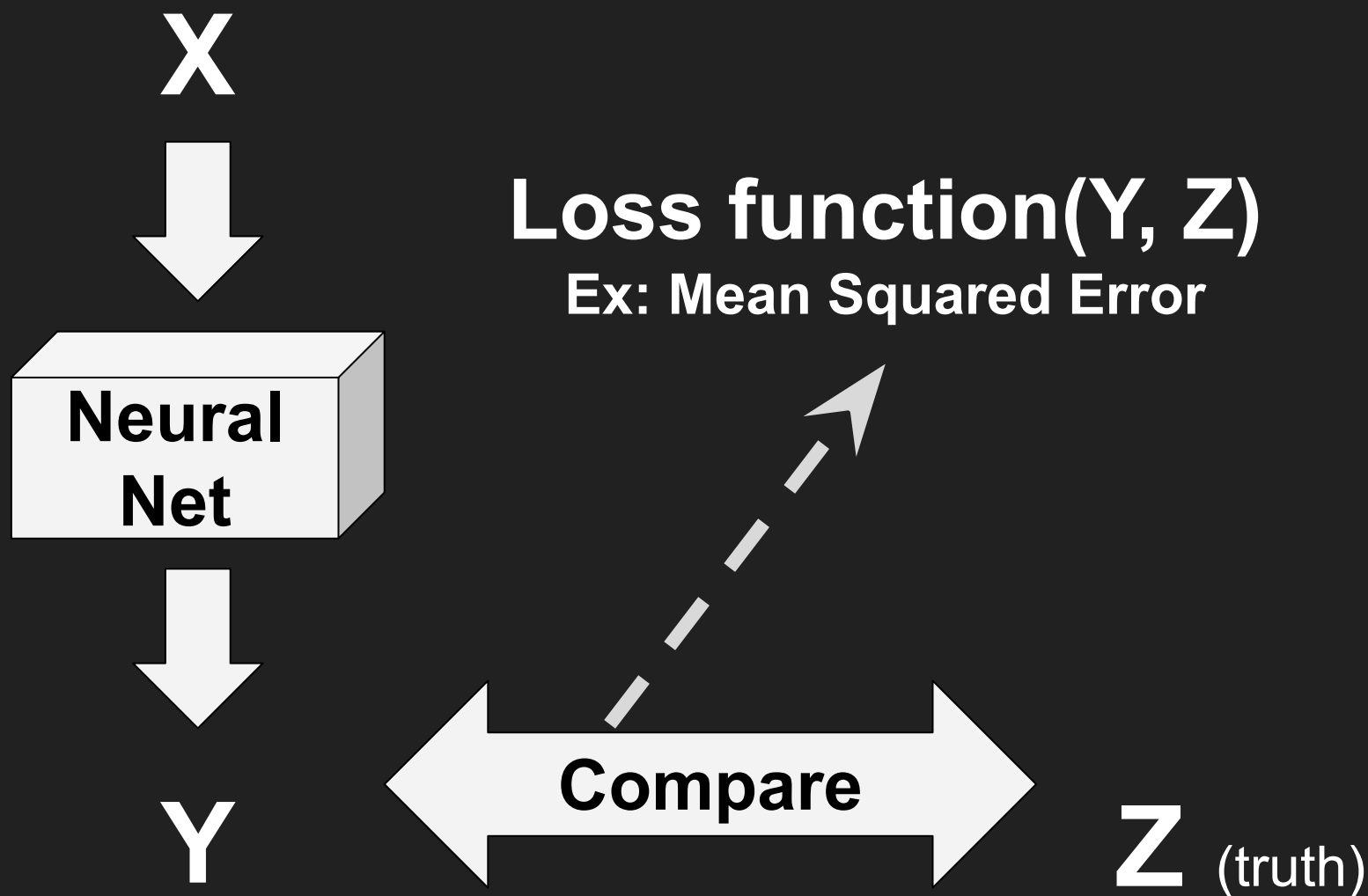


$$F(x) = w1 * x + b$$

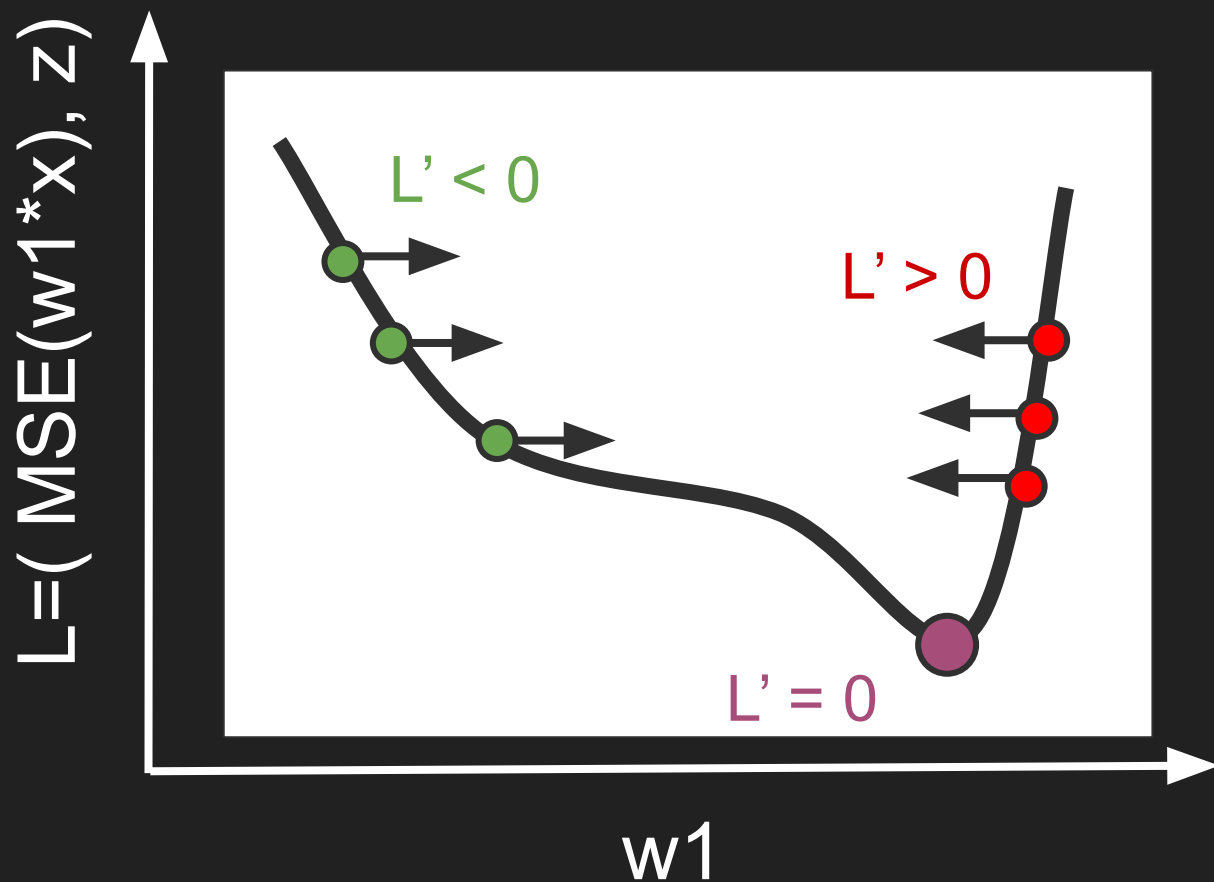


ML = Find w_1 automatically
How can we find w_1 automatically?

How far are form the truth?



Find a value of w_1 that reduces L , how?

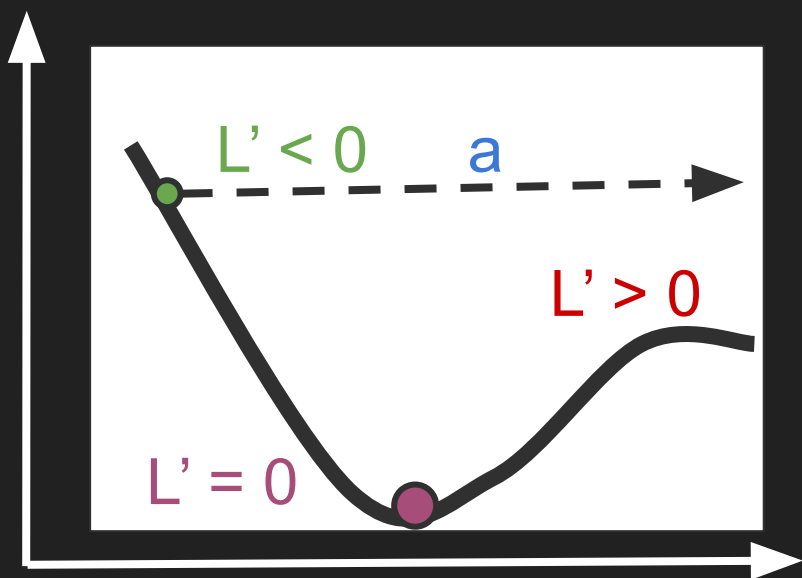
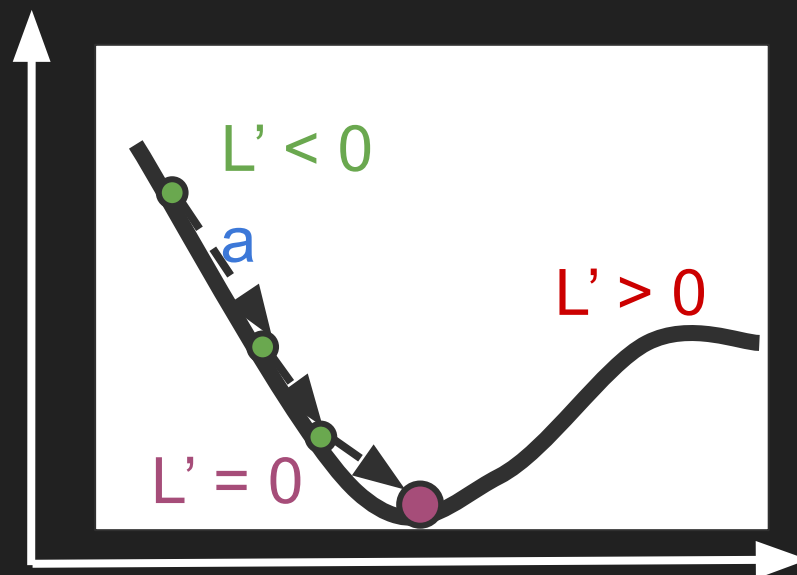
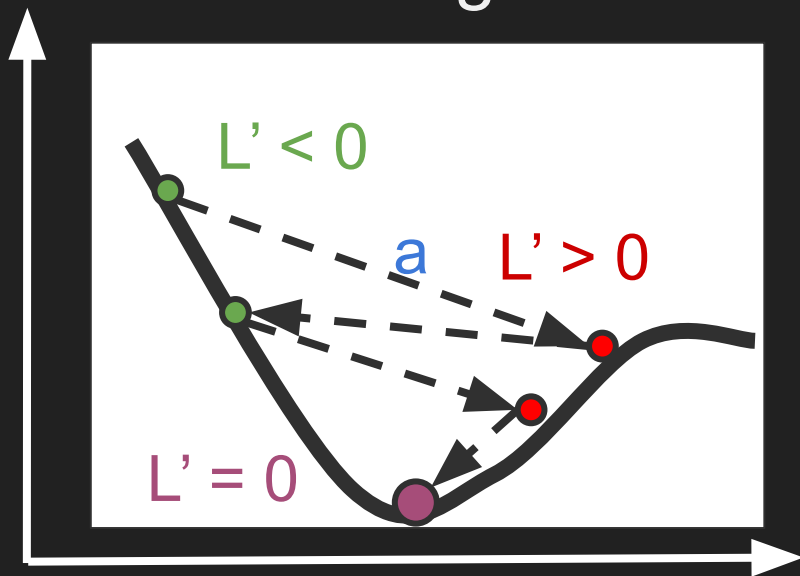


The
variable is
 w_1
Not
 x

Gradient Descent

$$w_1 = w_1 - L'$$

Good convergence Vs Catastrophic bounces



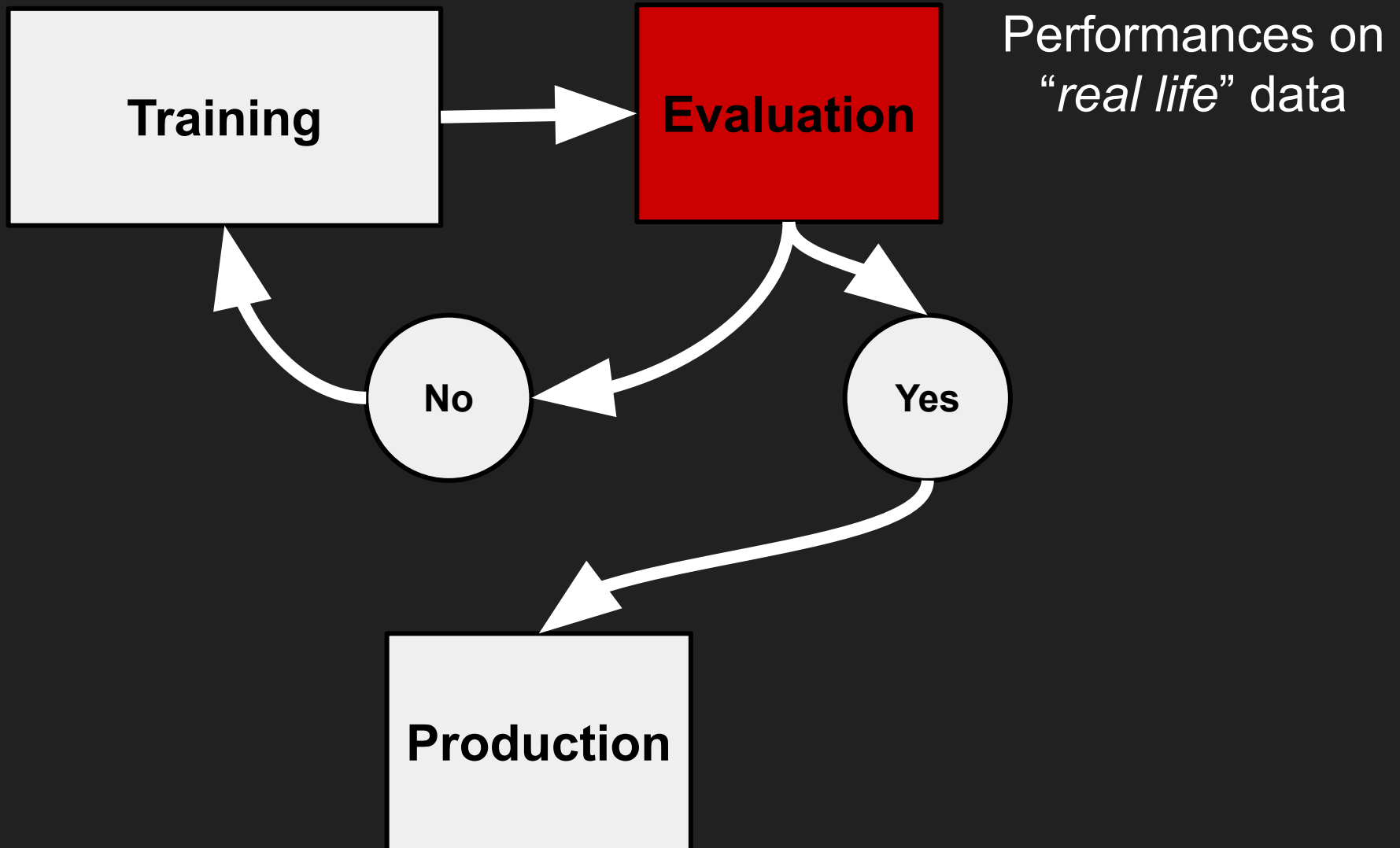
$$W1 = W1 - \underline{a} * L'$$

a : Learning rate

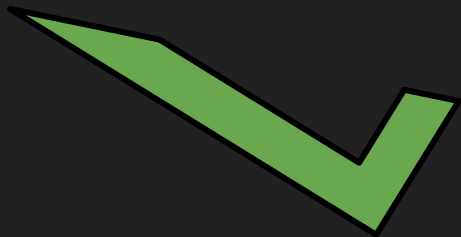
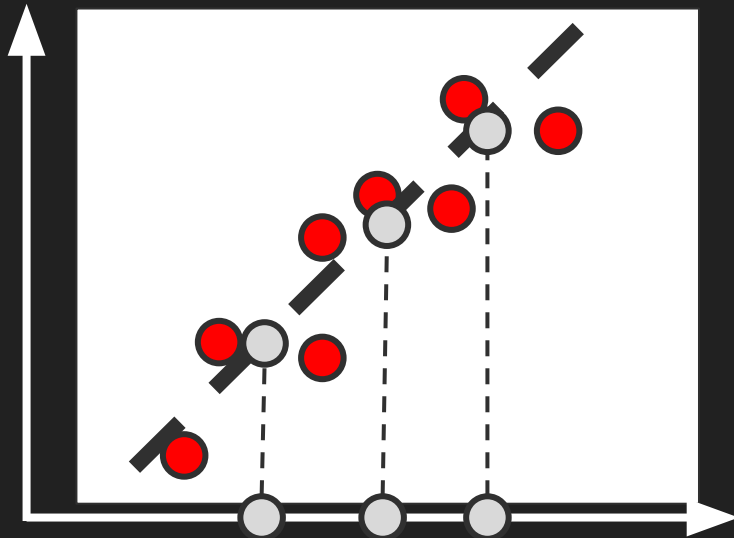
Tensors, is just a name for (almost) everything

- Number: 0D tensor
- Vector: 1D tensor
- Matrix: 2D tensor
-

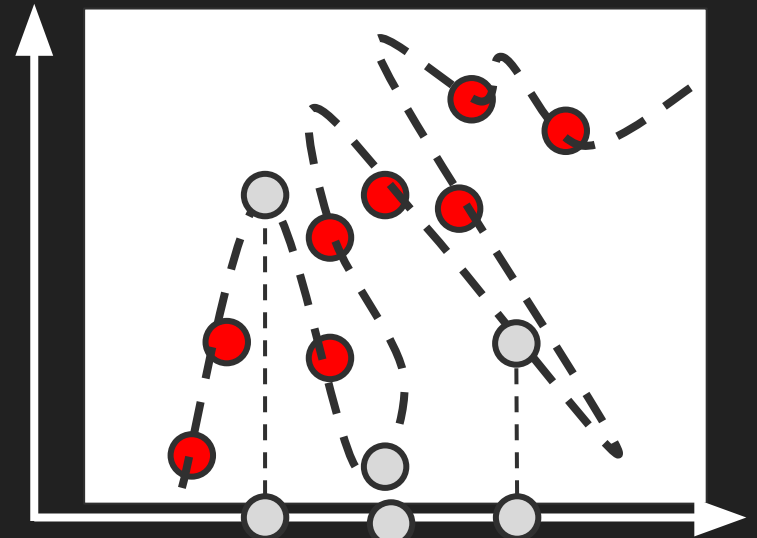
Workflow



Overdoing it (overfitting): Regression

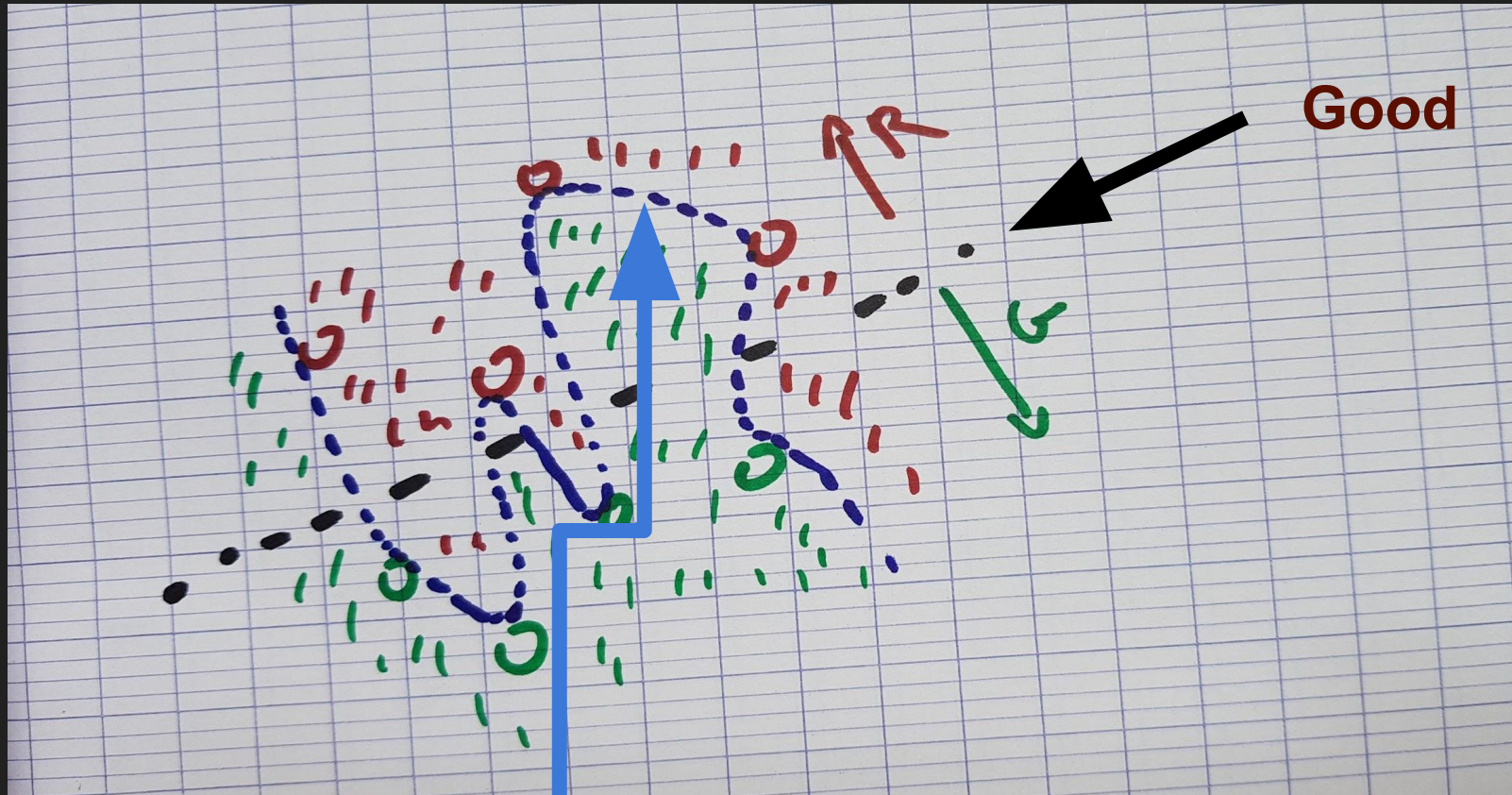


Good



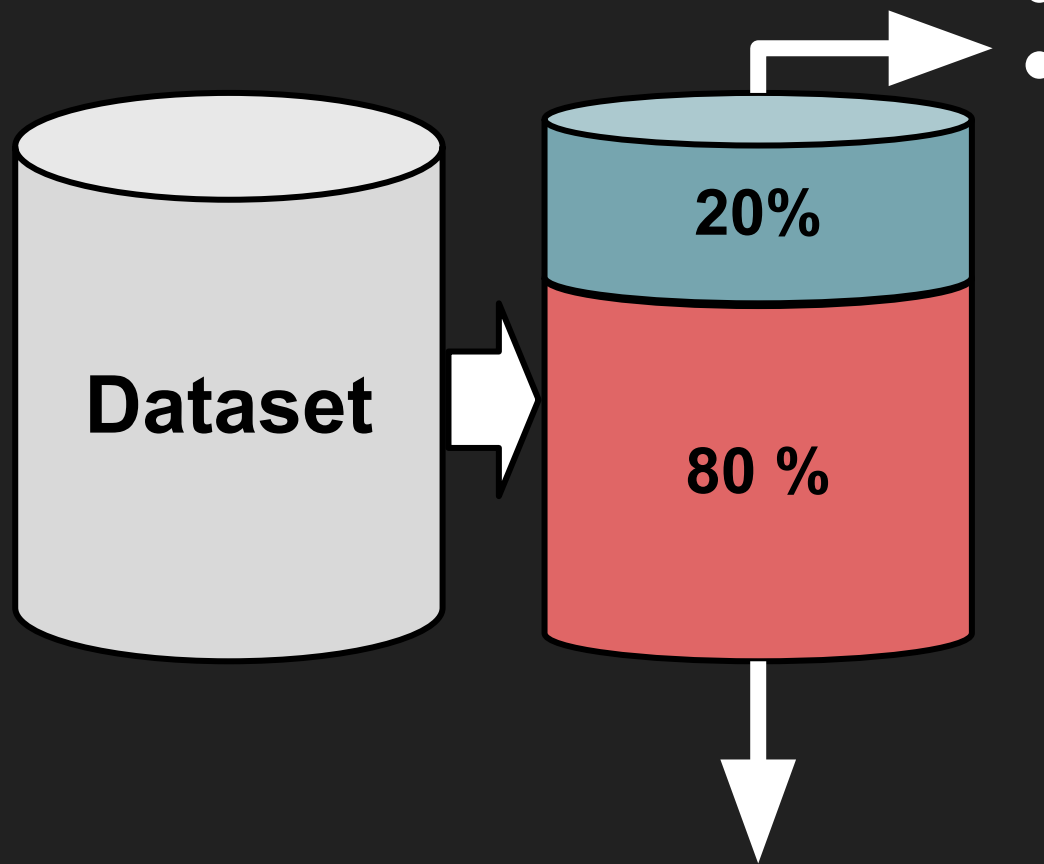
Accuracy on training set: 100%
Real life: Very bad

Overdoing it (overfitting): Classification



Accuracy on training set: 100%
Real life: **Very bad**

Evaluation: Train / Test split

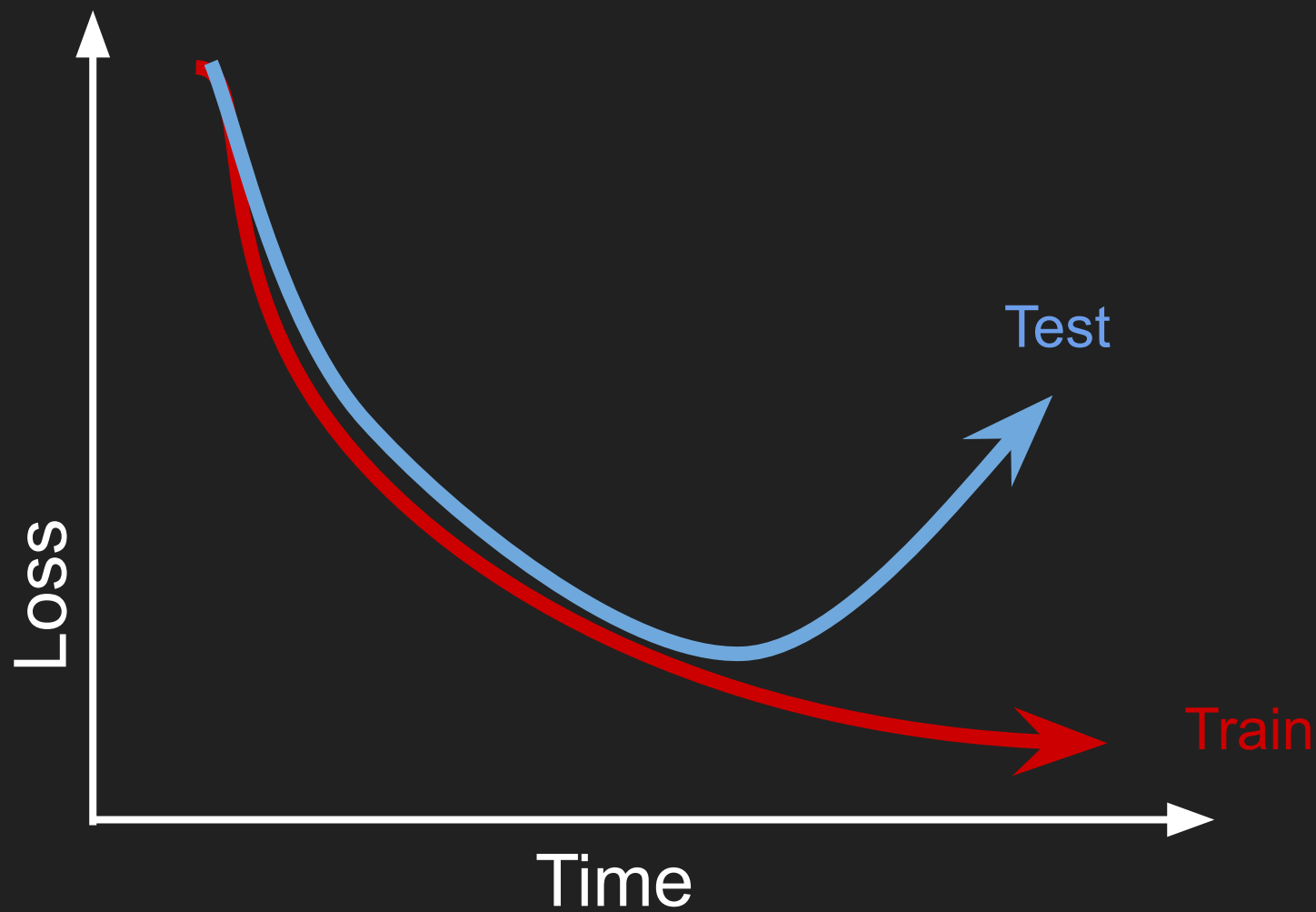


Test

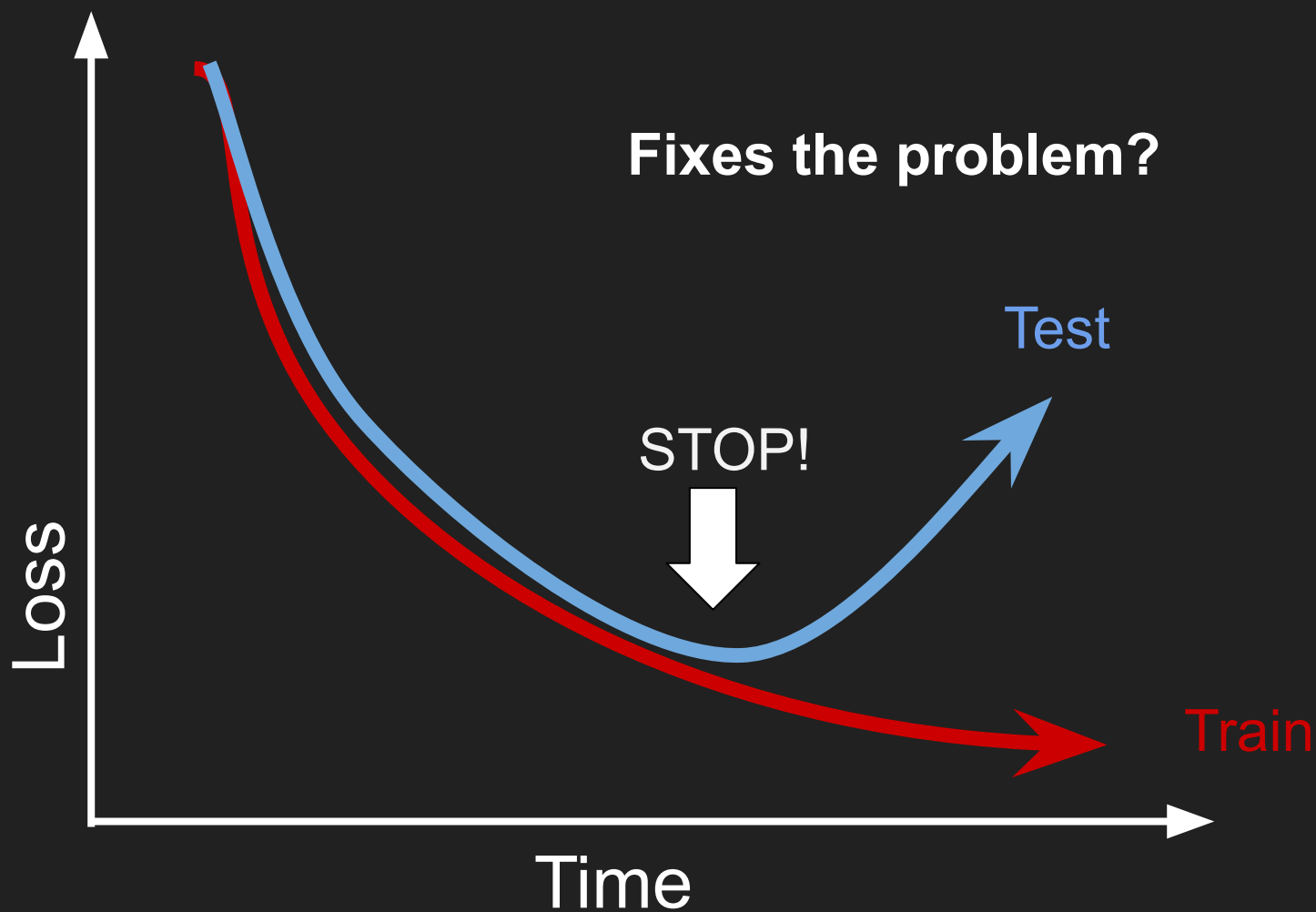
- **Never** used for training!
- Measure model performances on real life data

For training only

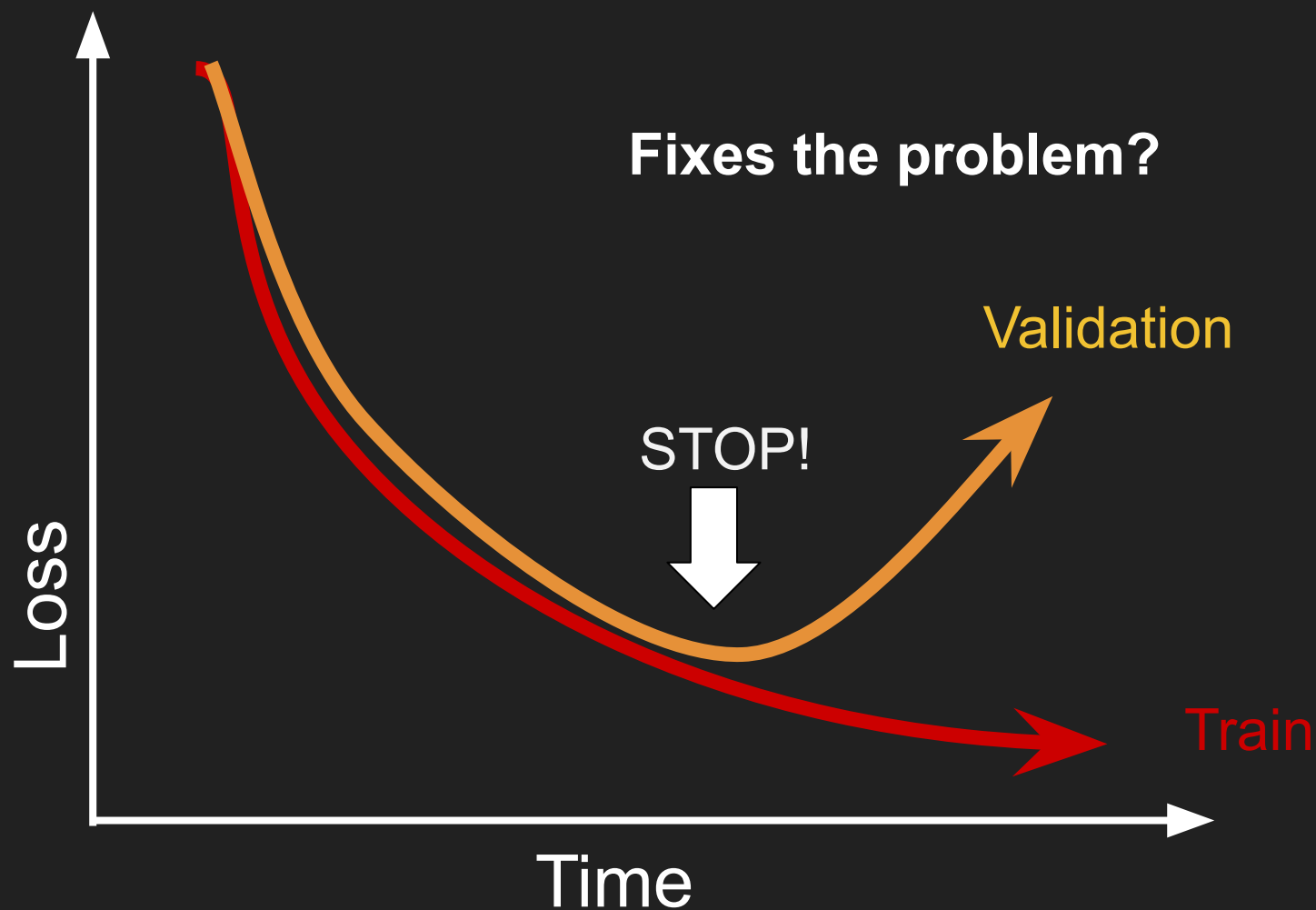
Spotting overfitting



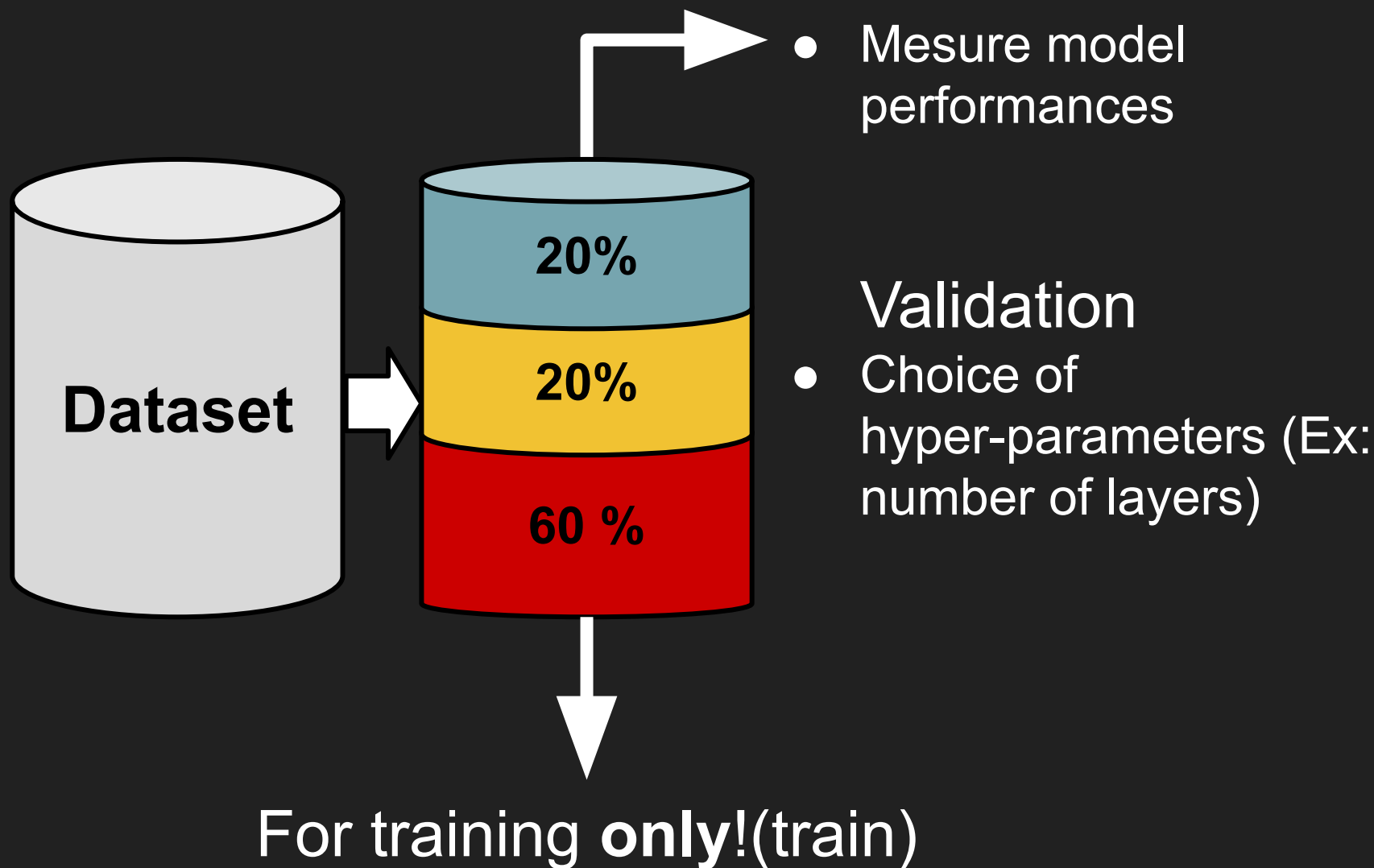
Regularisation: Early stopping



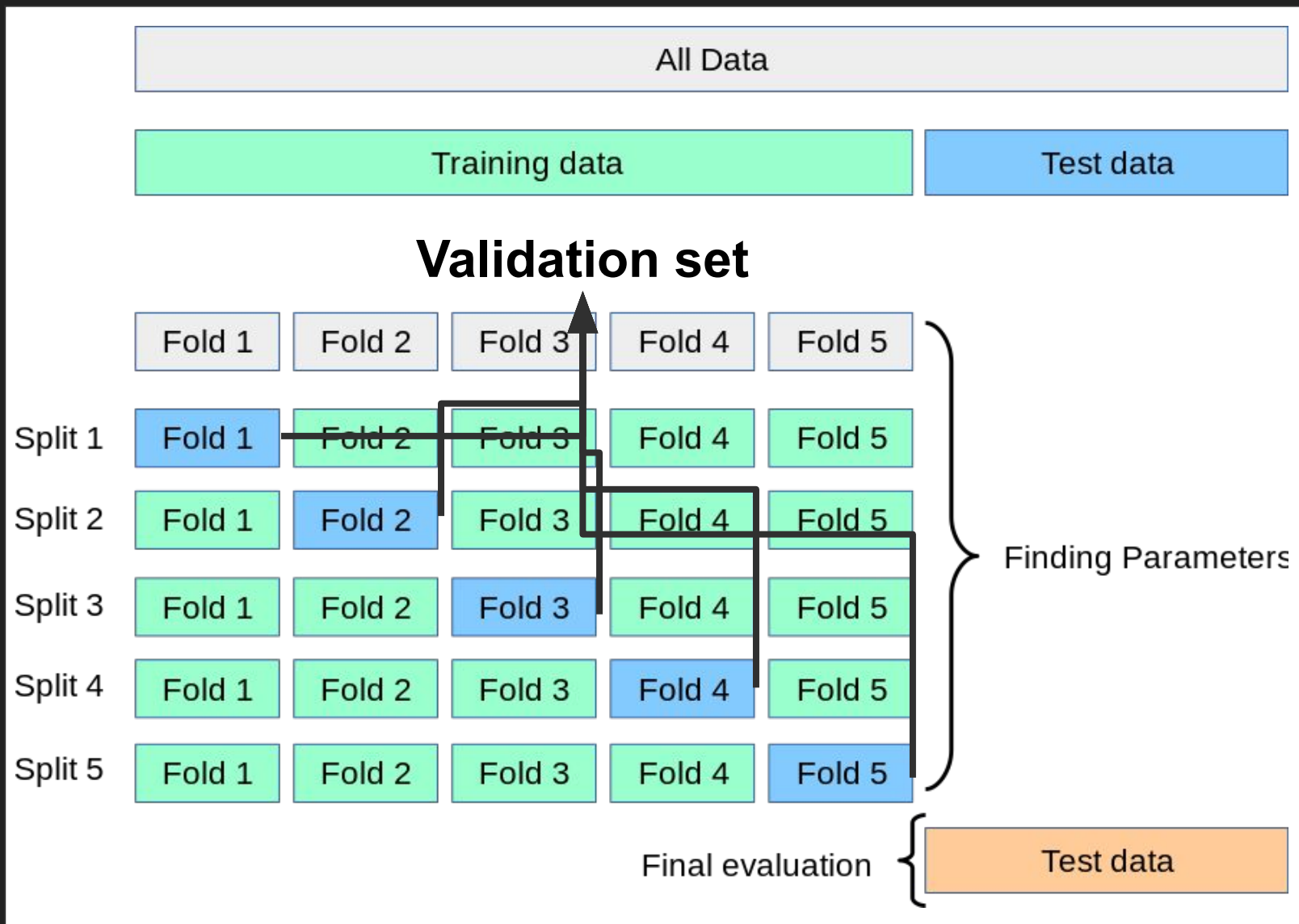
Regularisation: Early stopping



Train / Test / Validation



Cross validation: no separate 'validation' set



Regularisation: limit network capacity



Too much “flex” in weights.
Weights are too high.

Preventing overfitting, Regularisation: L1

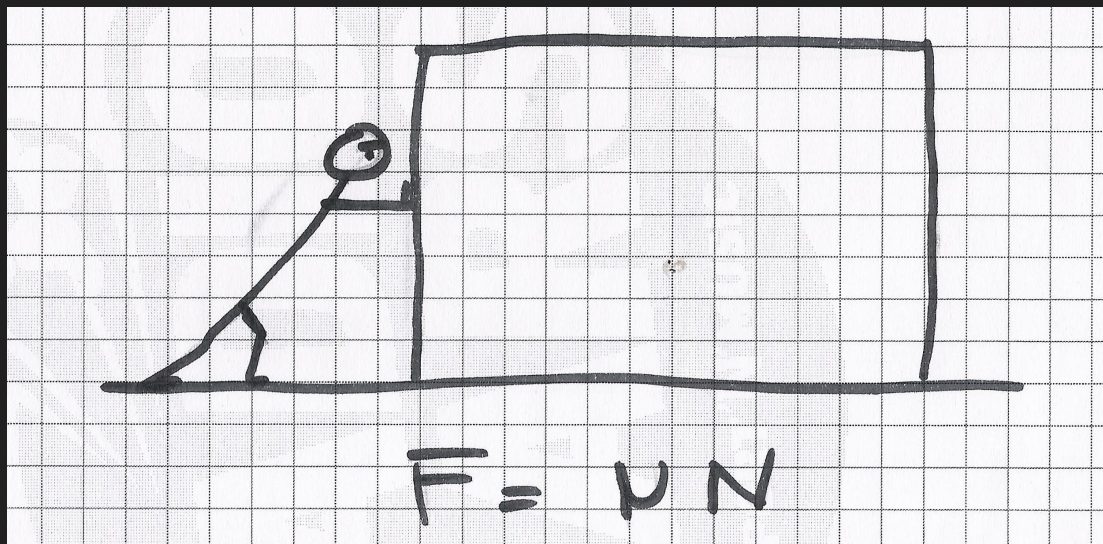
MeanSquaredError(Y, Z)



$$\text{Loss_reg} = \text{Loss} + \mathbf{0.0001} * ||W||$$



Coefficient



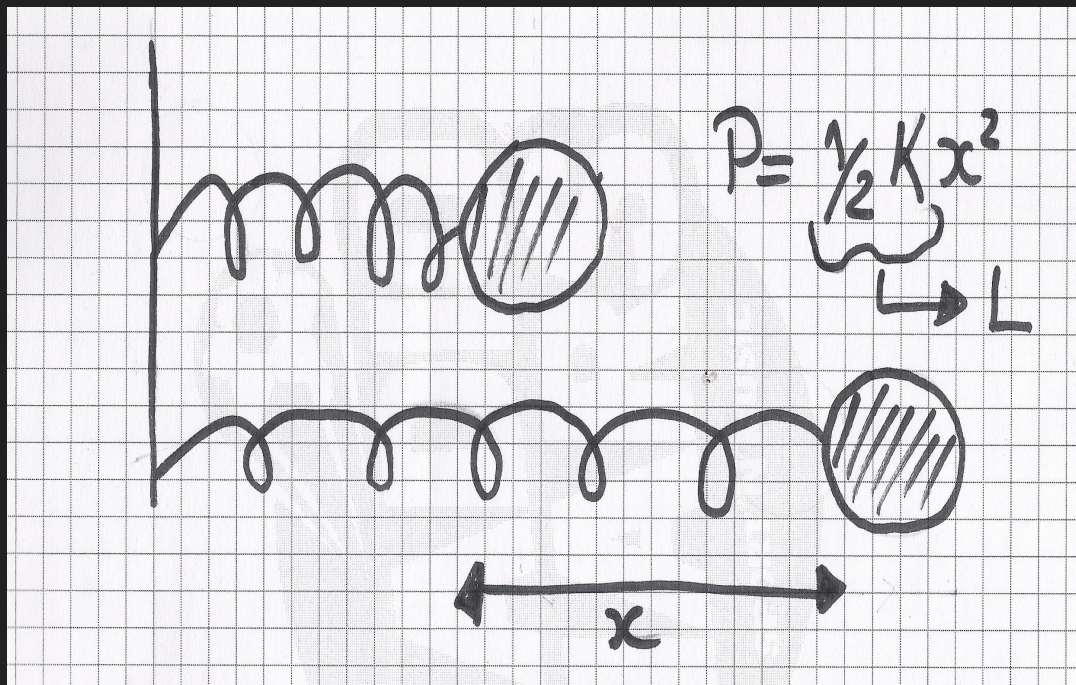
Weights $\rightarrow 0$

Preventing overfitting, Regularisation: L2

MeanSquaredError(Y, Z)

$$\text{Loss_reg} = \text{Loss} + \underset{\substack{\swarrow \\ \text{Coefficient}}}{0.00018} * ||W||^2$$

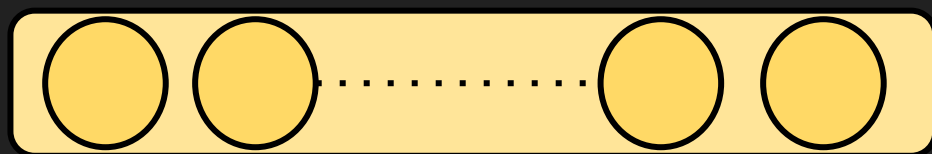
Coefficient



**Weights ->
small**

Deeper networks

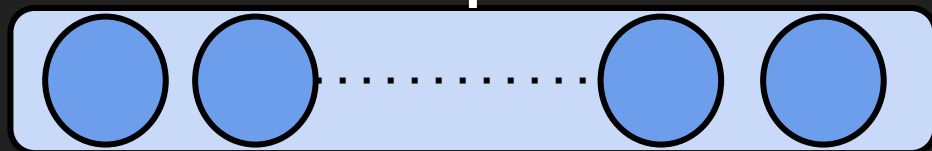
Deep neural networks: A lot of layers



Output layer

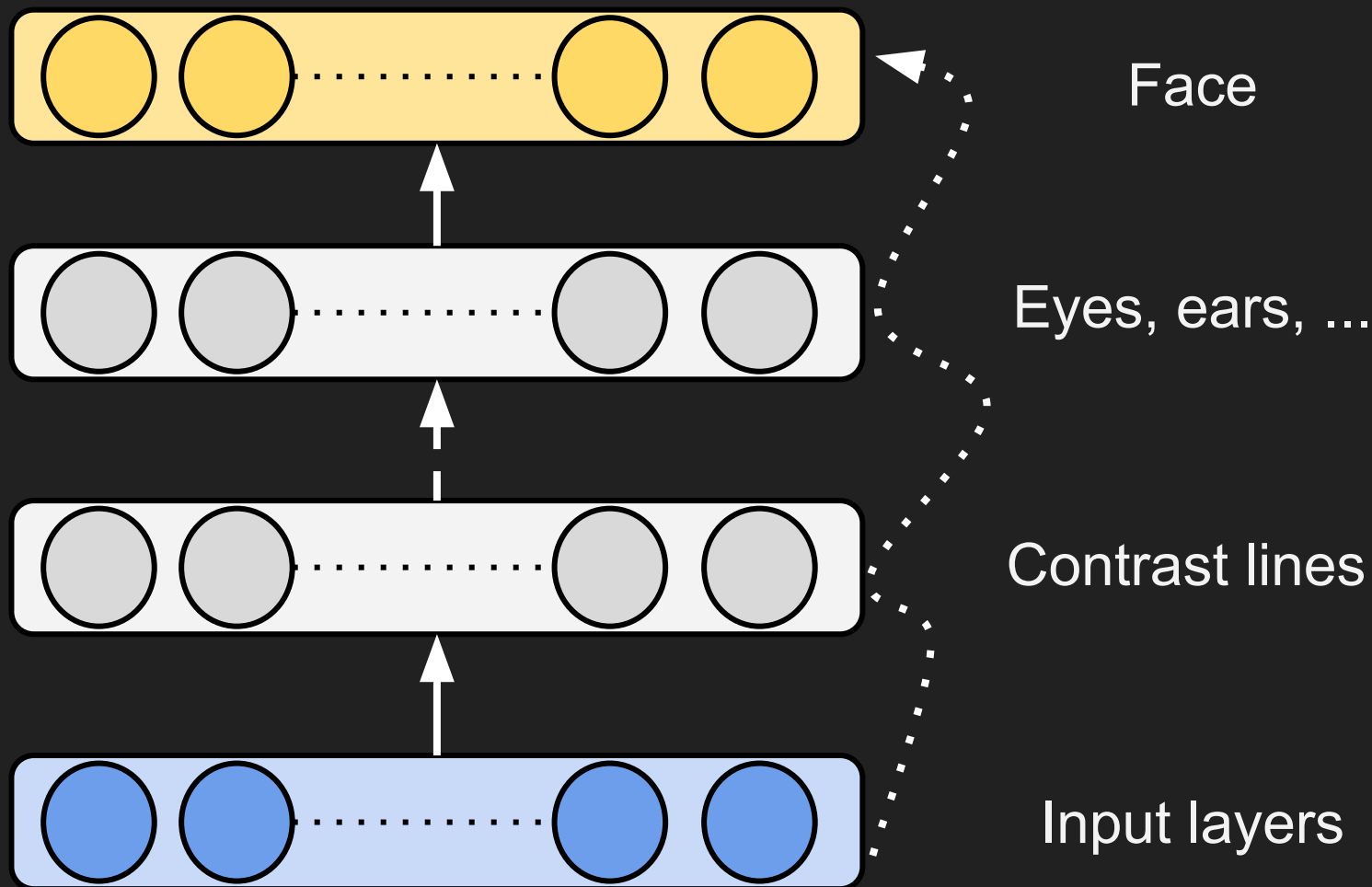


Hidden layers

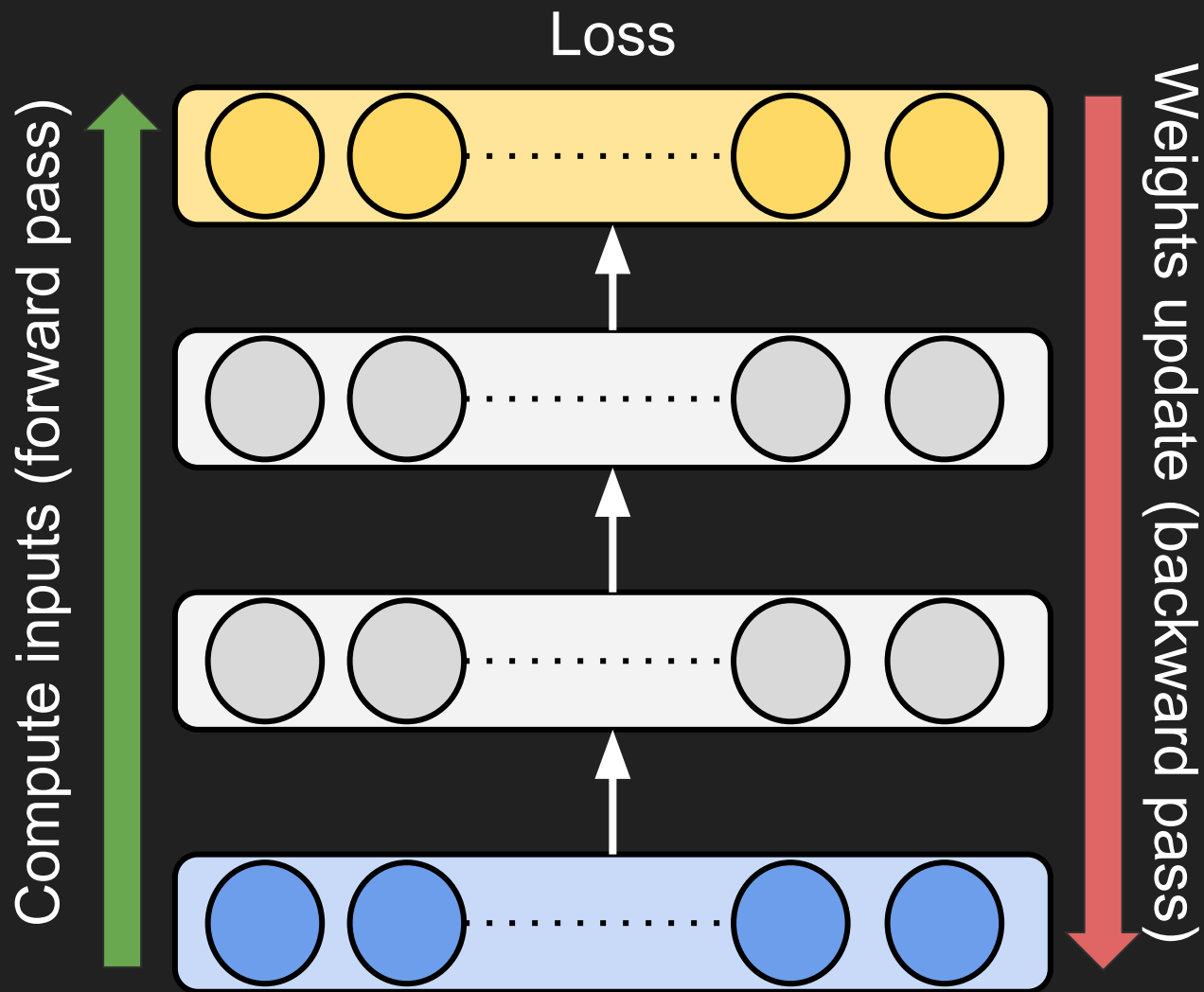


Input layers

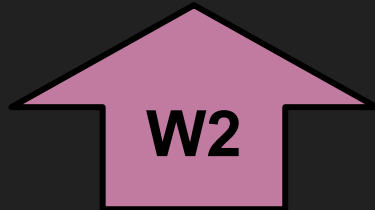
Deep neural networks: Higher levels of abstraction



Gradient descent (chain rule)

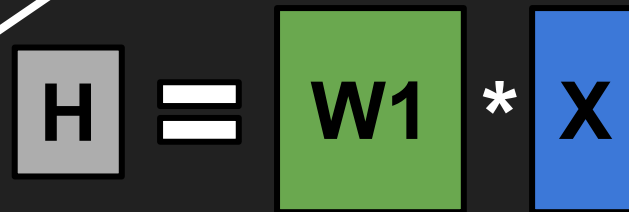


How networks are represented



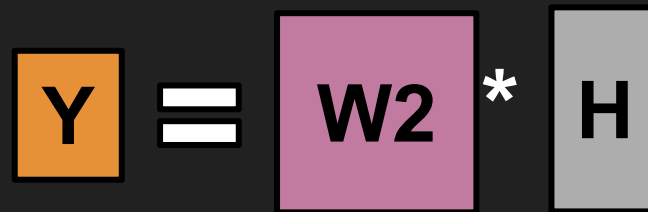
Neural net is a succession of multiplications

Hidden layer



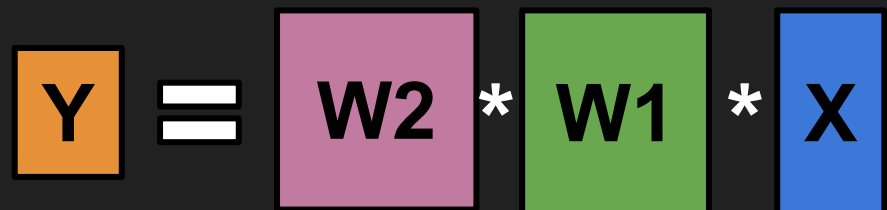
$H = W1 * X$

The equation shows the hidden layer **H** (gray box) is equal to the product of weight **W1** (green box) and input **X** (blue box).



$Y = W2 * H$

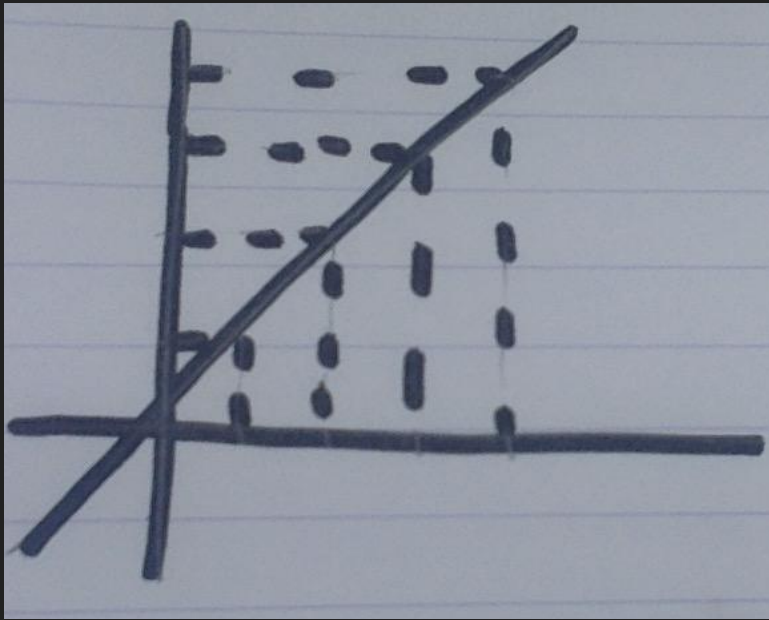
The equation shows the output **Y** (orange box) is equal to the product of weight **W2** (pink box) and hidden layer **H** (gray box).



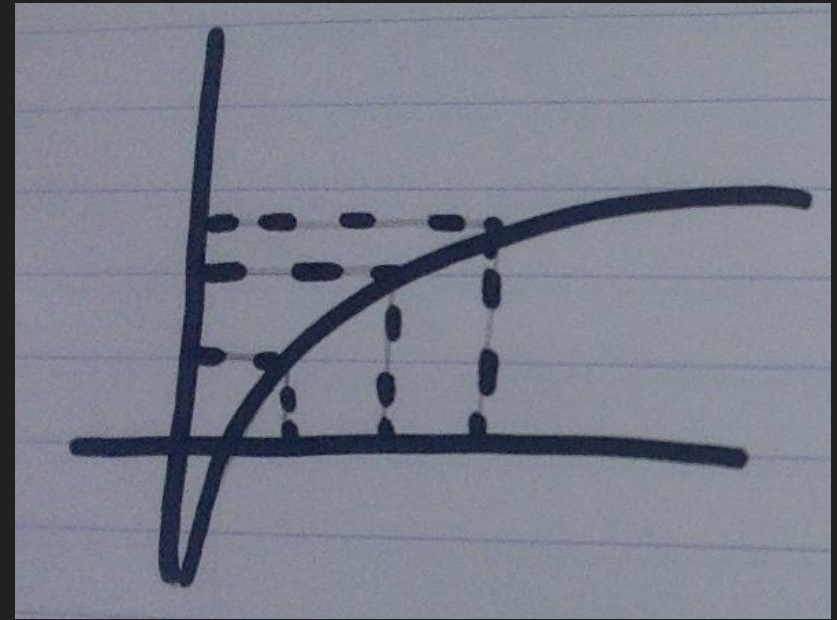
$Y = W2 * W1 * X$

The equation shows the output **Y** (orange box) is equal to the product of weights **W2** (pink box) and **W1** (green box) and input **X** (blue box).

Non-linearities

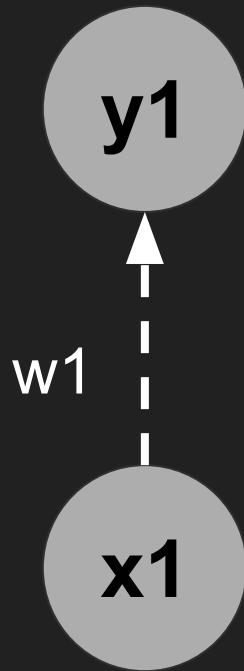


- $Y = ax$
- Scaling, rotations
- Conserve relationships between points



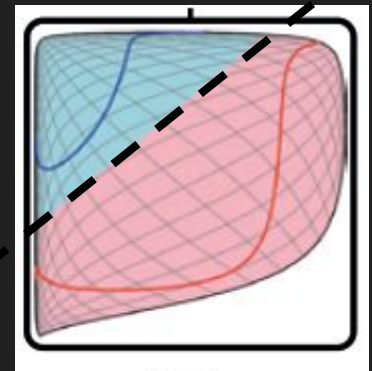
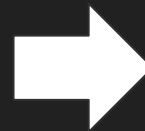
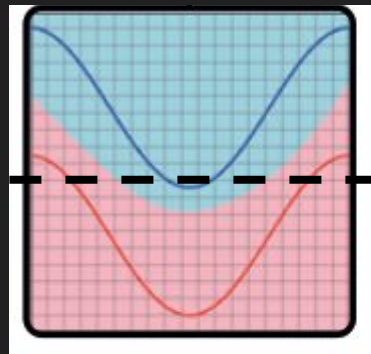
- Change relationships between points
- Space is “bended”
- More flexibility

Why use non-linearities a.k.a activation functions?

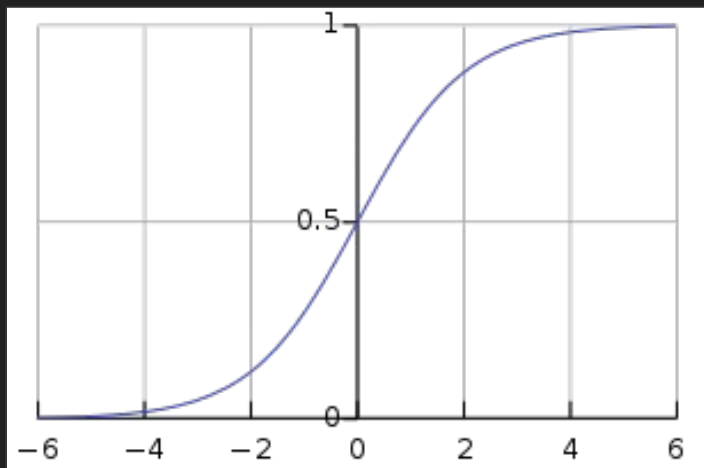


$$y_1 = F(w_1 * x_1)$$

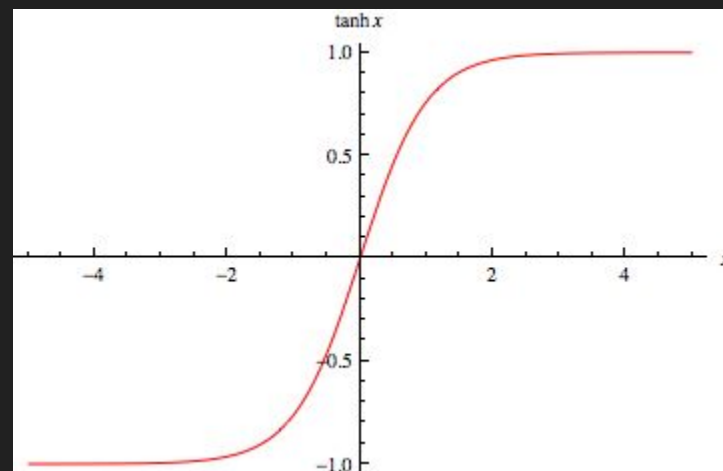
- F : Activation function
- F : non-linearity



Common, non-linearities



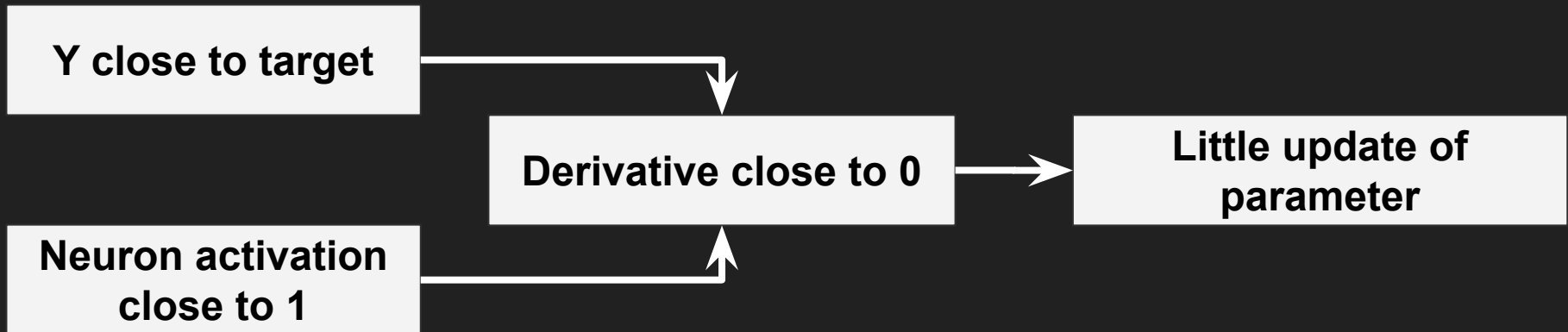
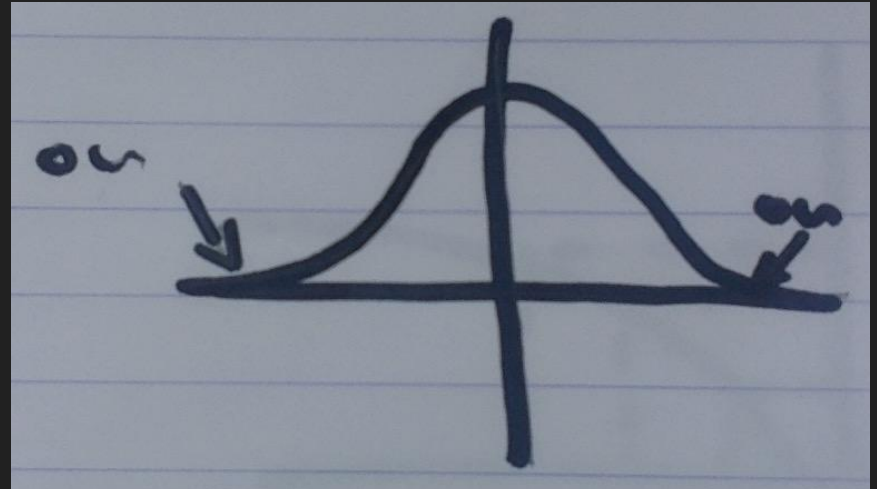
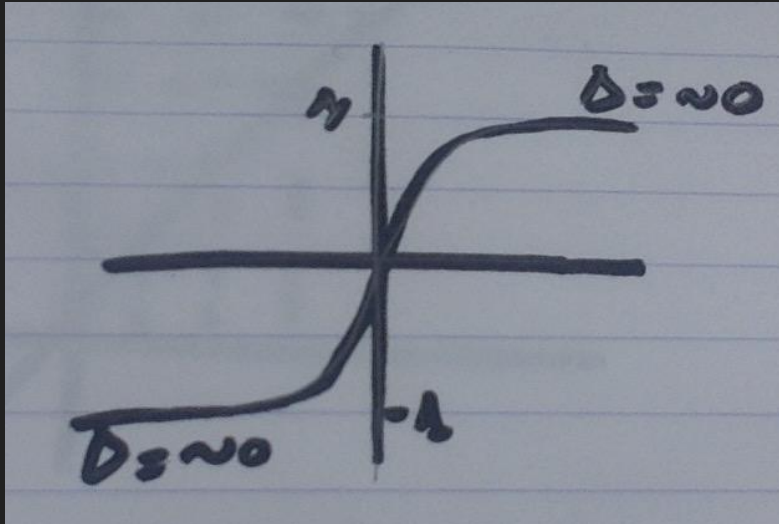
Sigmoid



Tanh

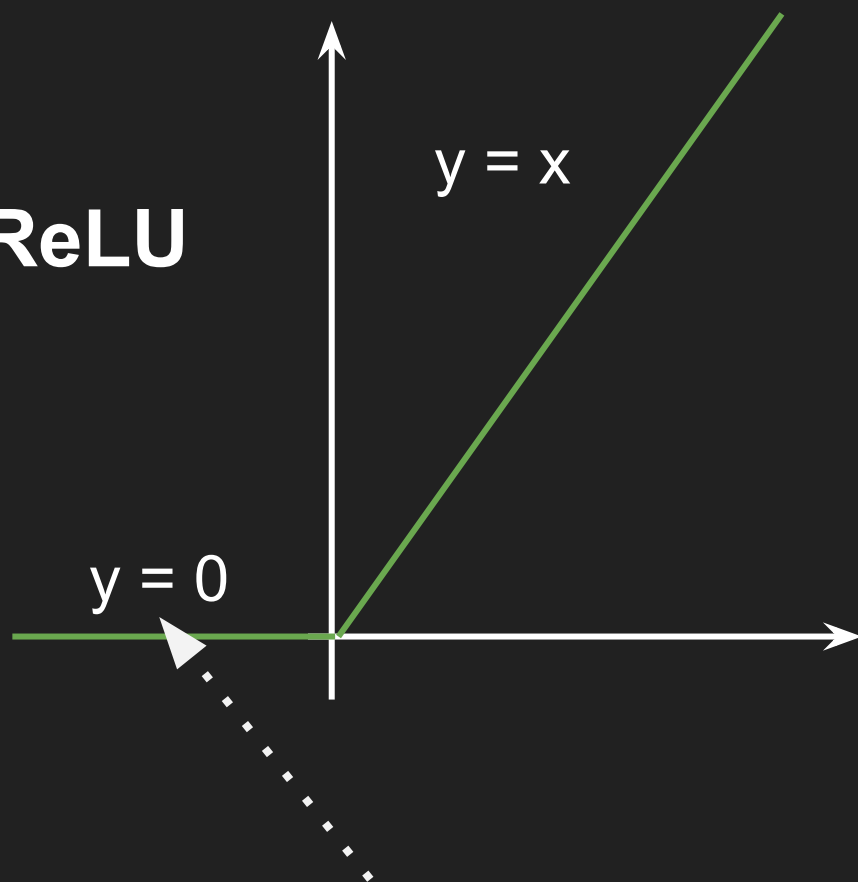
$$y1 = \tanh(w1 * x1)$$

Non-linearities: Saturation



ReLU: Rectified Linear Unit

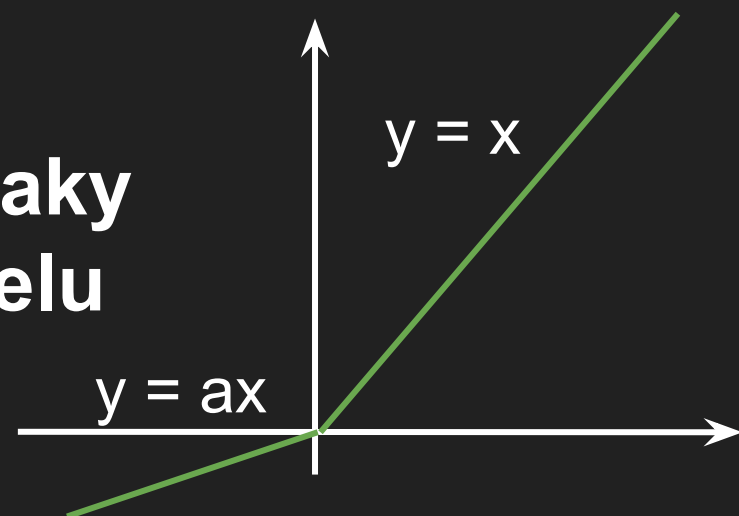
ReLU



- Death of the neuron

- Fast to compute
- Non-saturating

Leaky Relu



Loss functions for classification

True probability for class x
1 for x , 0 for all
others

Network's output for class x

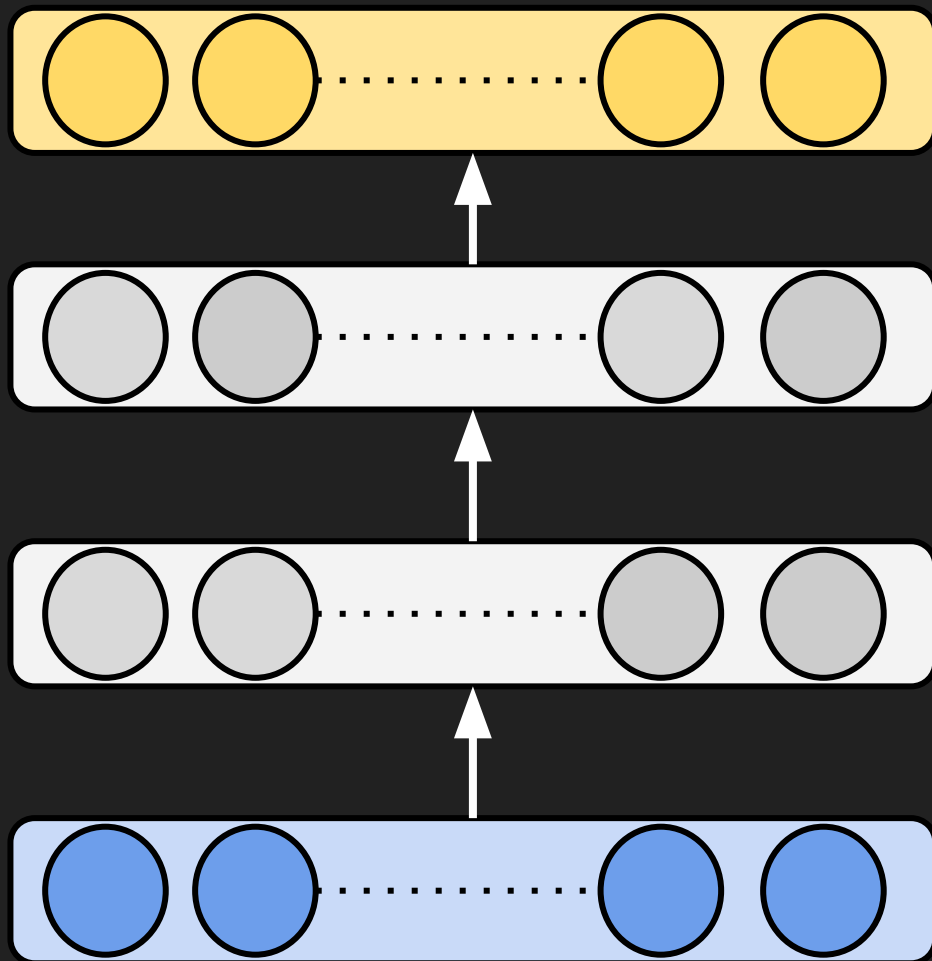
$$H(p, q) = - \sum_{x \in \mathcal{X}} p(x) \log q(x)$$

Everything cancels out!

$$H(p, q) = -\log(q(x))$$

Negative
log-likelihood

Multi-class classification



- Activation: Softmax

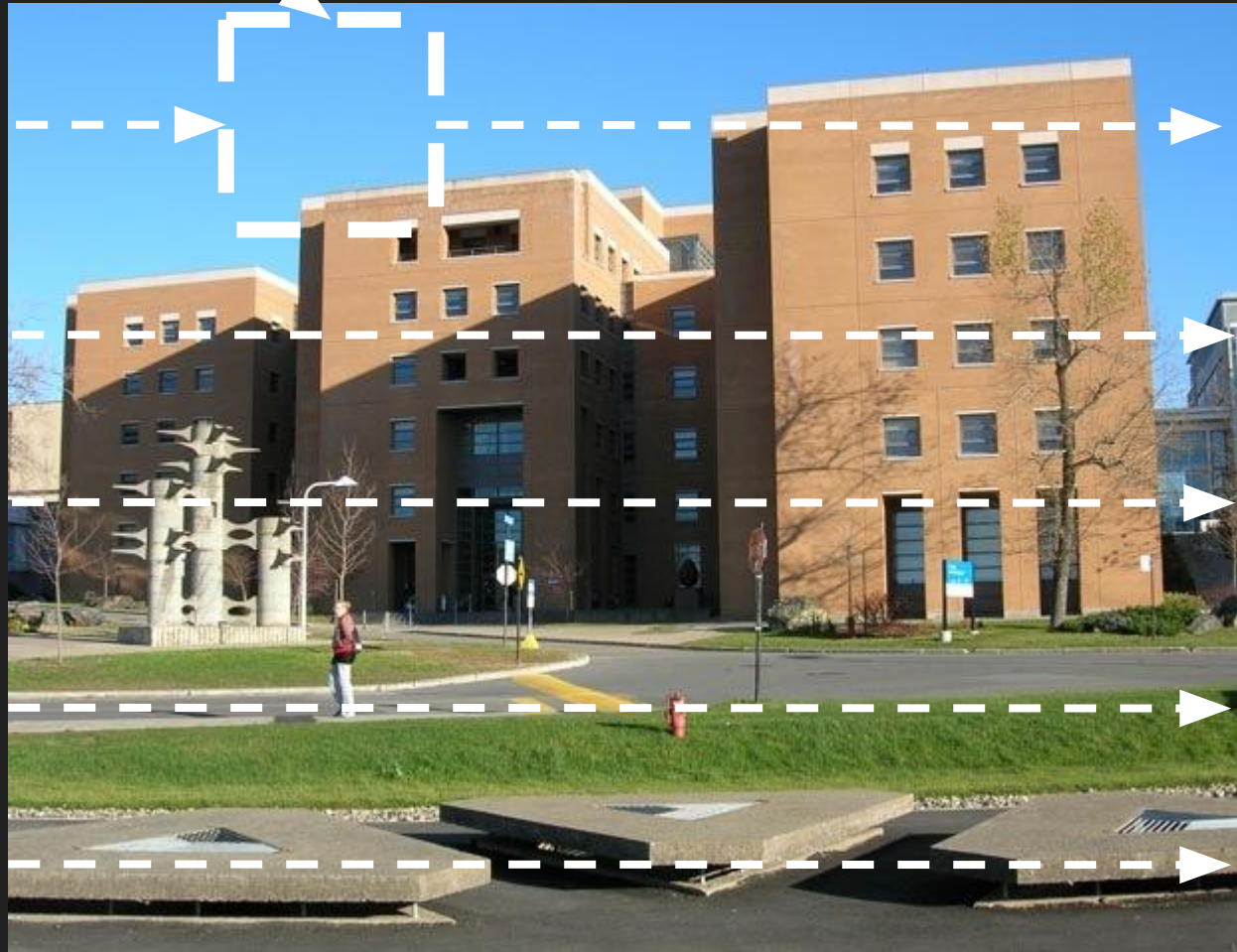
$$P(y = j \mid \mathbf{x}) = \frac{e^{\mathbf{x}^T \mathbf{w}_j}}{\sum_{k=1}^K e^{\mathbf{x}^T \mathbf{w}_k}}$$

- Loss
 - One right answer
 - Negative Log Likelihood
 - More than one
 - Cross entropy

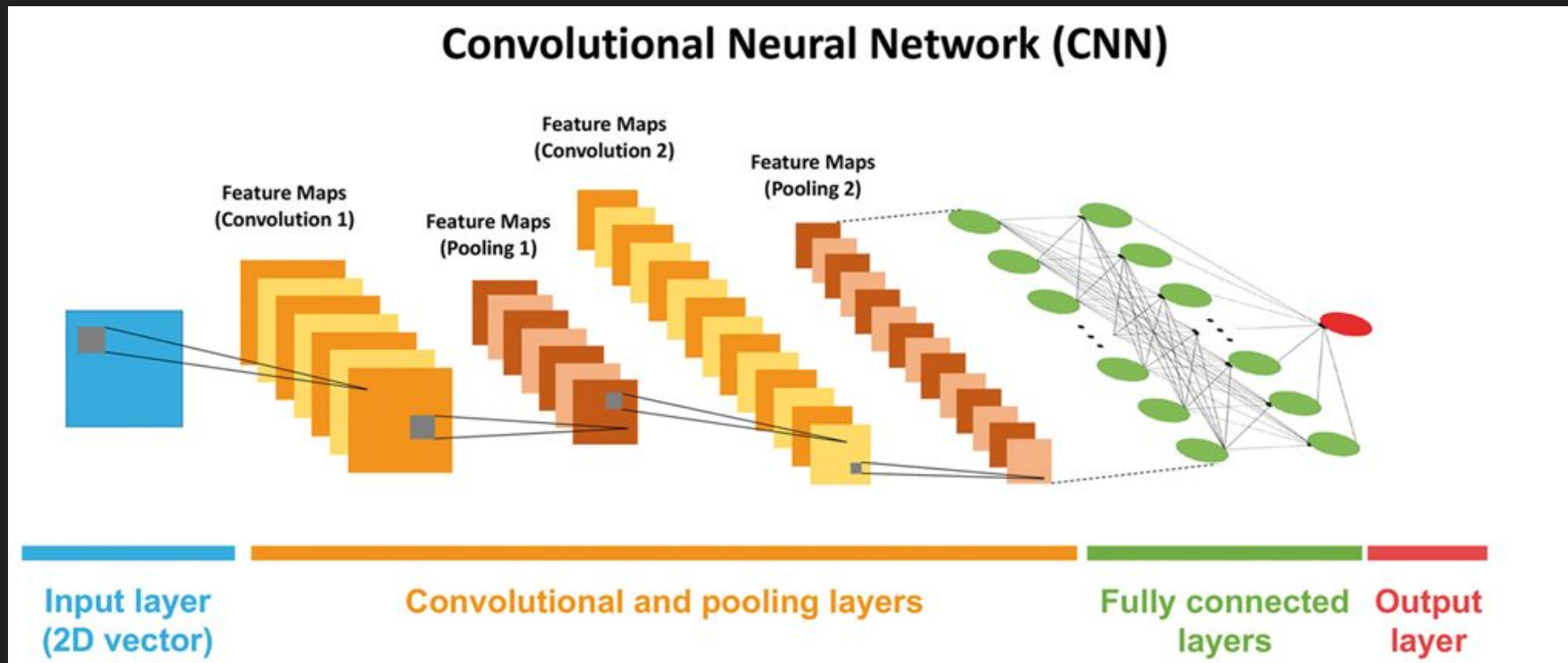
Convolutional Neural Networks

Convolutional Neural Networks

- Small network
 - Filter
- Filters :
 - Small : 3x3
 - Numerous
- Learn patterns

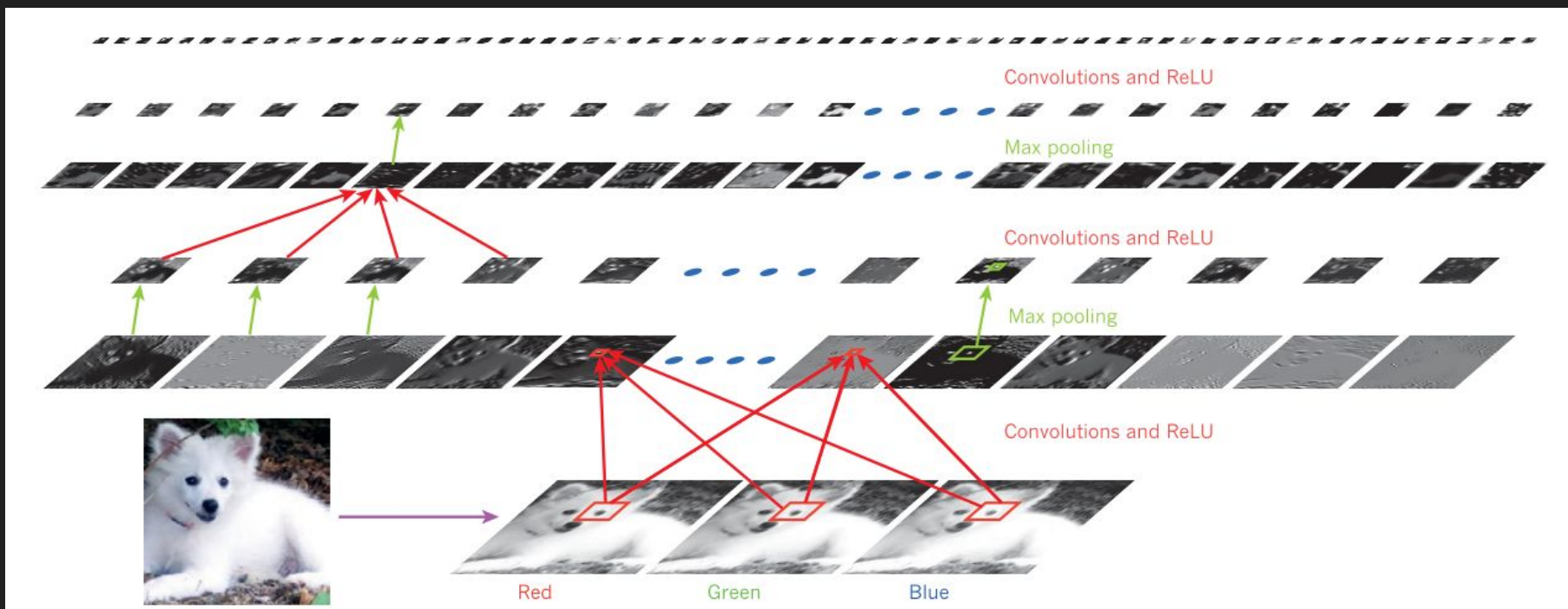


Convolutional Neural Networks



Sureyya Rifaioğlu, et al, Brief in Bioinformatics, 2018 <https://doi.org/10.1093/bib/bby061>

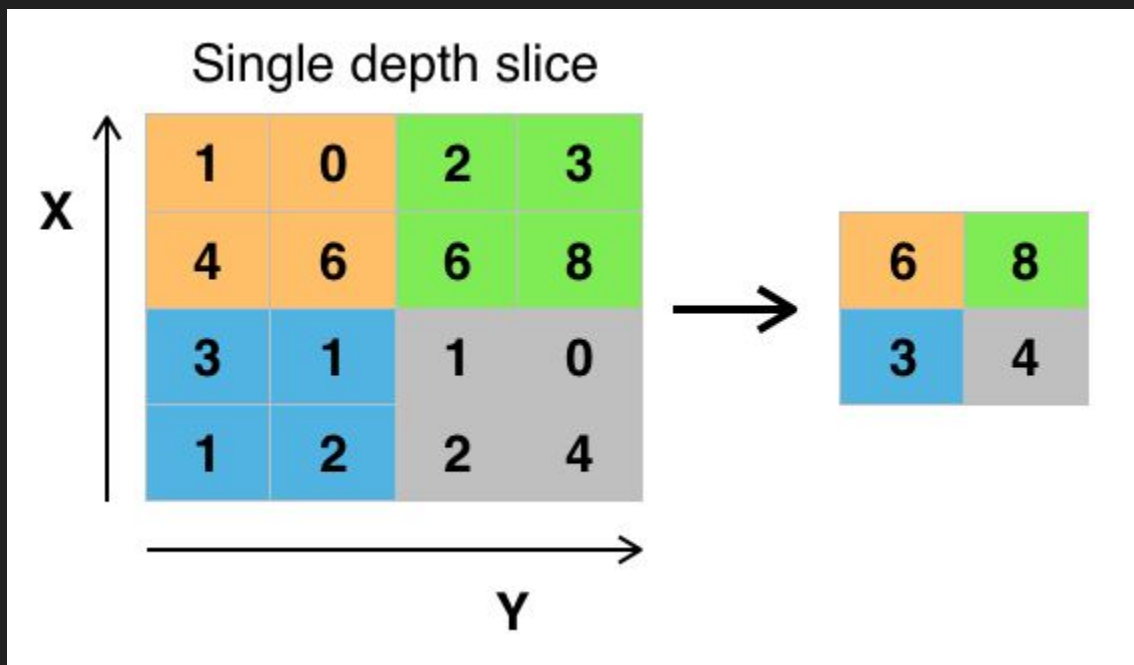
Convolutional Neural Networks



*LeCun, Bengio, Hinton.
Nature 2015*

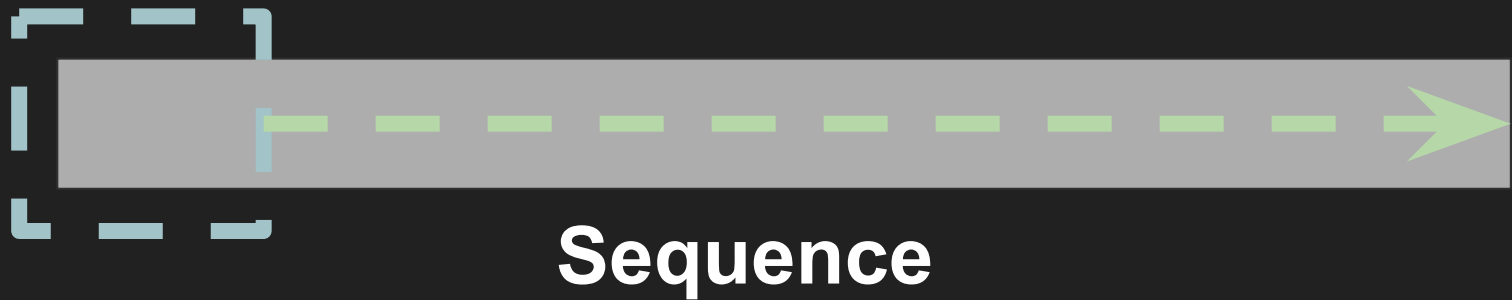
Sub-sampling, ex: max-pooling

Aphex34, wikipedia



- Reduce number of parameters
- Resistant to small translations

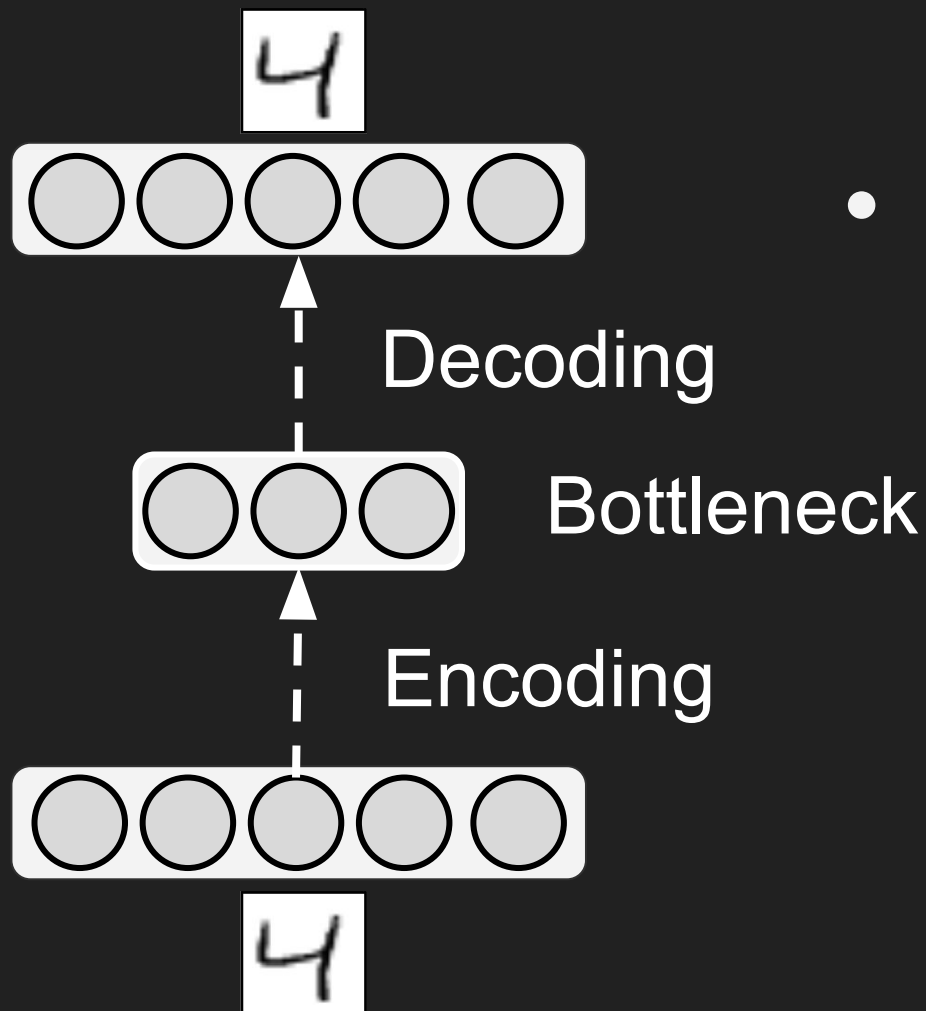
1D Convolutions



Find patterns in sequences!

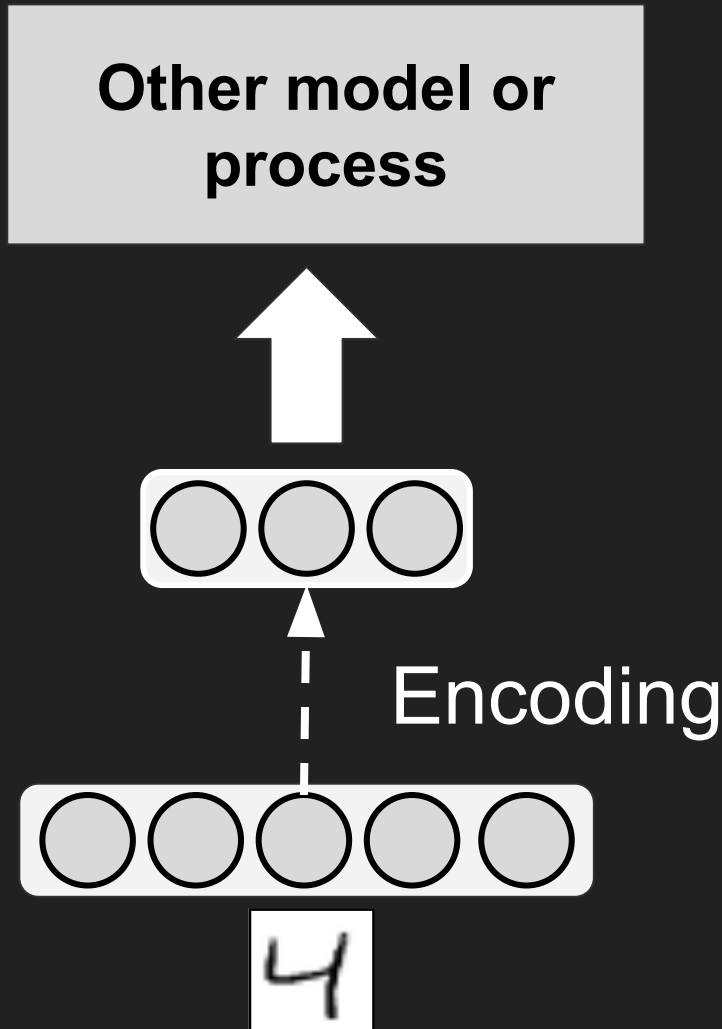
Autoencoders

Dimensionality reduction : Autoencoders



- Bottleneck neurons “summarise” inputs in lower dimensionality

Autoencoders



- Reduce input size conserving information
- More “meaningful” input
- Improve generalisation
- Reduce overfitting
- Visualization

.FIN.

Tools



Entraînement



NVIDIA

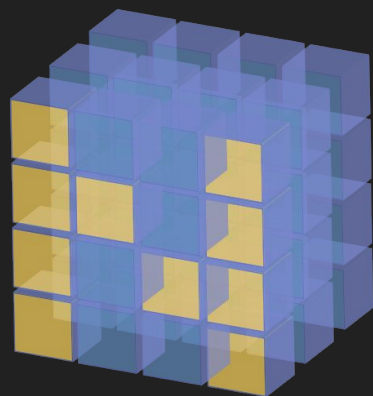
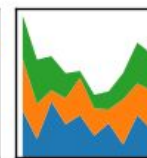
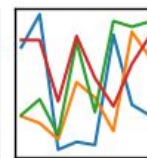


Outils : Calculs numériques



pandas

$$y_{it} = \beta' x_{it} + \mu_i + \epsilon_{it}$$



NumPy

Outils : Visualisation



Altair



Visdom

Seaborn

Outils : bases de données



Outils : Apprentissage



Keras

