EE5907

Topic: Deep Learning

Asst Prof. Mike Shou

Personnel

- Who am I?

Personnel

- **Thomas**
- Robby, Xinchao, Mike
- GA for CA questions

What is Deep Learning (DL)?

What is Deep Learning (DL)?

Object detection
car

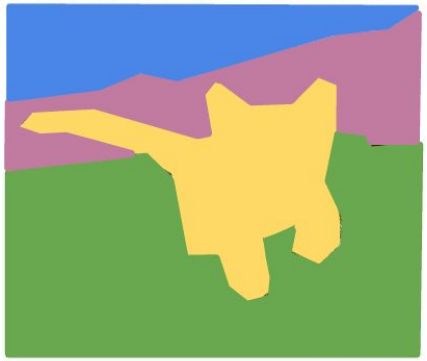
Action recognition
bicycling

Scene graph prediction
<person - holding - hammer>

Captioning:
a person holding a hammer

What is Deep Learning (DL)?

Beyond recognition: Segmentation, 2D/3D Generation



Progressive GAN, Karras 2018.

Wang et al, "Pixel2Mesh: Generating 3D Mesh Models from Single RGB Images", ECCV 2018

What is Deep Learning (DL)?

2018 Turing Award for deep learning

most prestigious technical award, is given for major contributions of lasting importance to computing.

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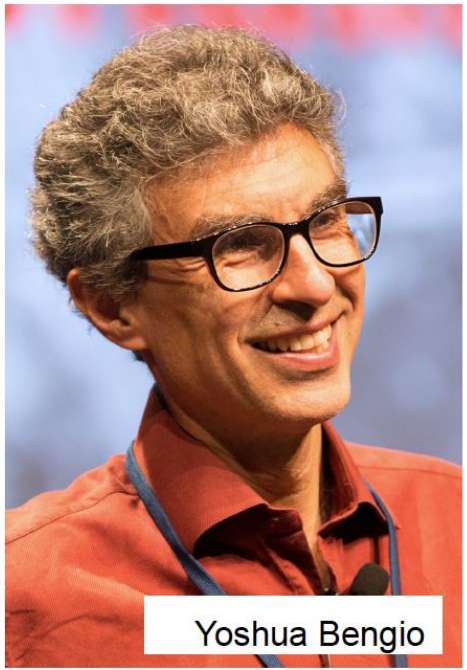

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Expectations

Mastering Deep Learning in 2 lectures is…

Expectations

- This is not a DL course

- Get to know:
  - Background and applications of DL
  - The name of common concepts and principles of DL
    - So that you know what to Google when you want to learn more
  - Pointers to some DL resources that you can learn more
    - (Credit to) Stanford CS231n: https://cs231n.github.io/
    - (Credit to) https://web.eecs.umich.edu/~justincj/teaching/eecs498/FA2020/schedule.html
  - How to solve the task in CA2

CA2

- ## Neural Networks for Classification

  Read the documentation for training a simple convolutional neural network (ref. http://www.vlfeat.org/matconvnet/training/). Train a CNN with two convolutional layers and one fully connected layer, with the architecture specified as follows: number of nodes: 20-50-500-21. The number of the nodes in the last layer is fixed as 21 as we are per- forming 21-category (20 CMU PIE faces plus 1 for yourself) classification. Convolutional kernel sizes are set as 5. Each convolutional layer is followed by a max pooling layer with a kernel size of 2 and stride of 2. The fully connected layer is followed by ReLU. Train the network and report the final classification performance.

- What are these concepts meaning?
  - You can build such a NN model

CA2

- ## Neural Networks for Classification

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- What are these concepts meaning?
  - You can build such a NN model
- How can I train this NN model?
  - Loss function, Backpropagation, etc.

Outline

- Neural Networks
- Loss function
- Regularization
- Optimization / Backpropagation
- ConvNets
- Good to know in practice
- Hardware & Software
- Recurrent Neural Network (RNN)
- Transformer

Neural networks: the original linear classifier

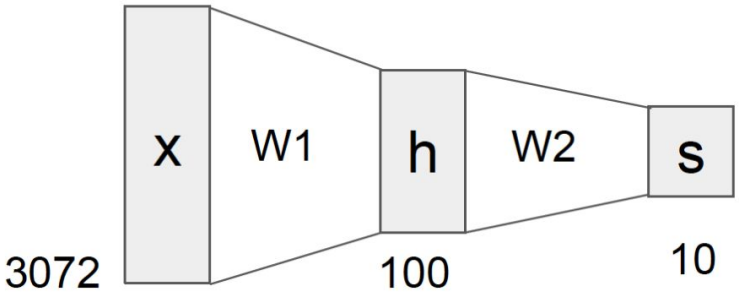
(**Before**) Linear score function: $f = Wx$

$$x \in \mathbb{R}^D, W \in \mathbb{R}^{C \times D}$$

Neural networks: hierarchical computation

(**Before**) Linear score function: $f = Wx$

(**Now**) 2-layer Neural Network $f = W_2 \max(0, W_1 x)$



$x \in \mathbb{R}^D, W_1 \in \mathbb{R}^{H \times D}, W_2 \in \mathbb{R}^{C \times H}$

Neural networks: also called fully connected network

(**Before**) Linear score function: $f = Wx$

(**Now**) 2-layer Neural Network $f = W_2 \max(0, W_1 x)$

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"Neural Network" is a very broad term; these are more accurately called "fully-connected networks" or sometimes "multi-layer perceptrons" (MLP)

(In practice we will usually add a learnable bias at each layer as well)

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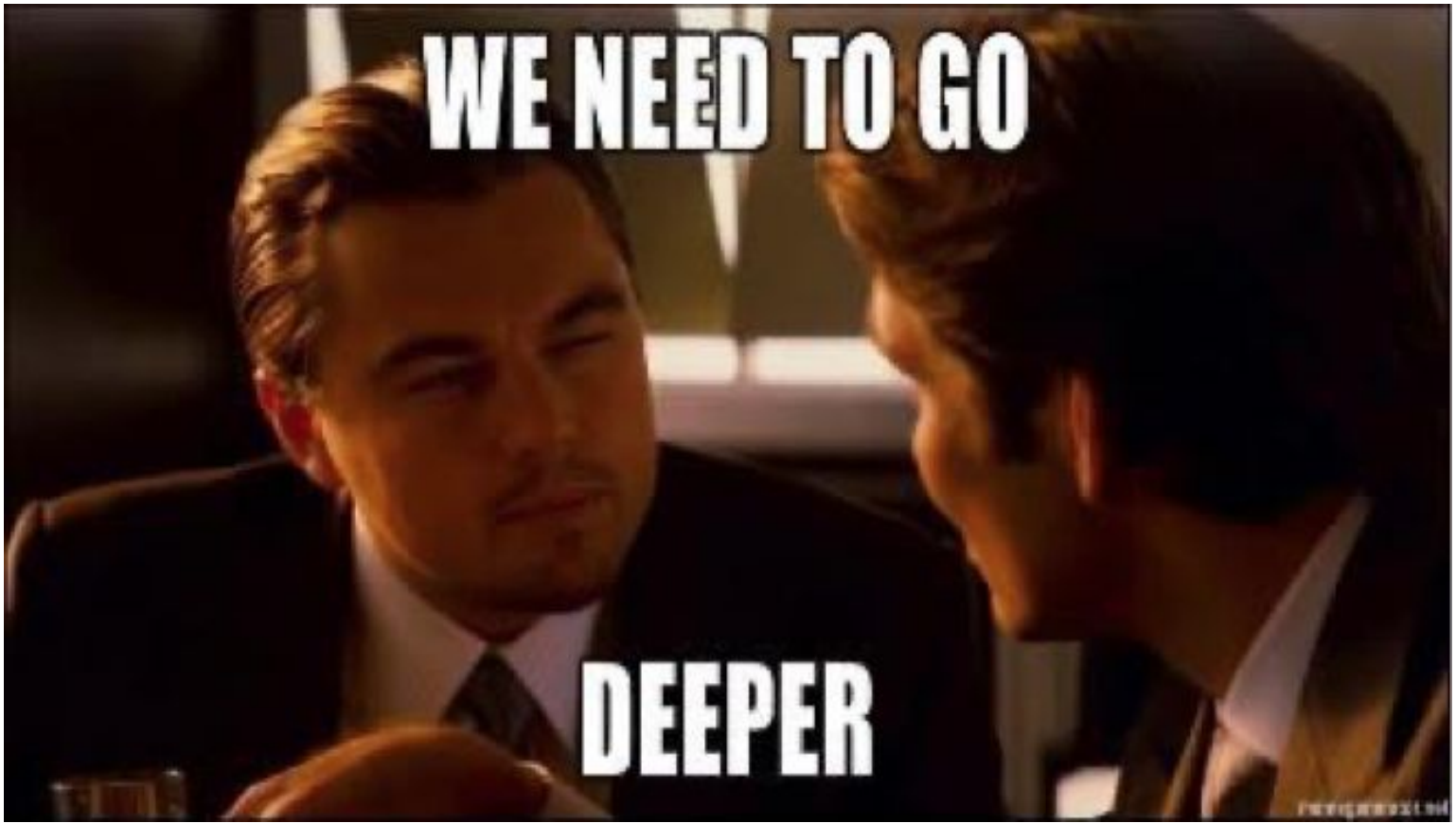
Neural Networks



Neural networks: 3 layers

(**Before**) Linear score function: $f = Wx$

(**Now**) 2-layer Neural Network $f = W_2 \max(0, W_1 x)$

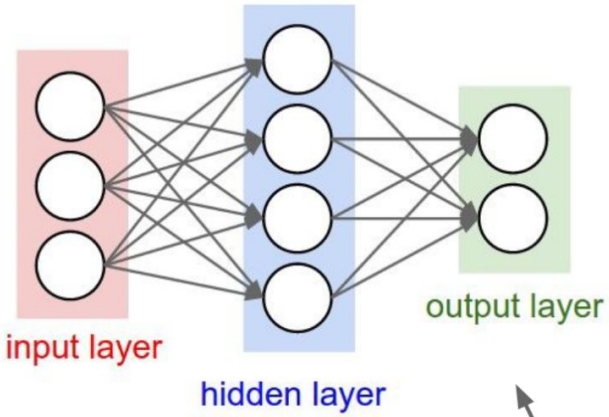
or 3-layer Neural Network

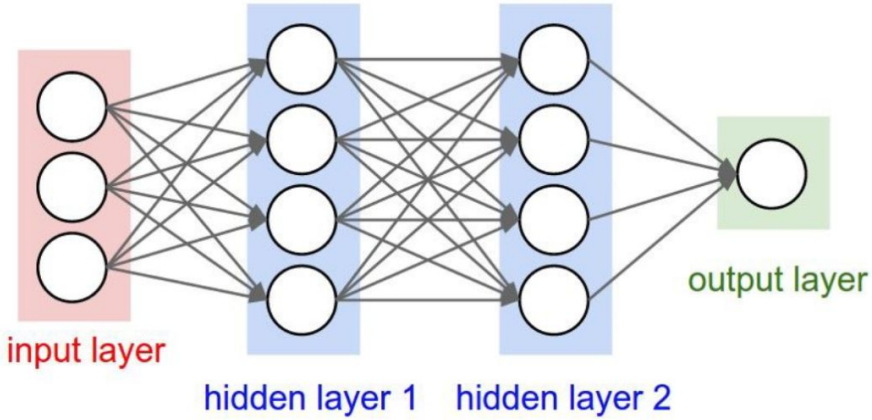
$$f = W_3 \max(0, W_2 \max(0, W_1 x))$$

$$x \in \mathbb{R}^D, W_1 \in \mathbb{R}^{H_1 \times D}, W_2 \in \mathbb{R}^{H_2 \times H_1}, W_3 \in \mathbb{R}^{C \times H_2}$$

(In practice we will usually add a learnable bias at each layer as well)

Neural networks: Architectures





"2-layer Neural Net", or
"1-hidden-layer Neural Net"

"3-layer Neural Net", or
"2-hidden-layer Neural Net"

"Fully-connected" layers

Neural networks: why is max operator important?

(**Before**) Linear score function: $f = Wx$

(**Now**) 2-layer Neural Network $f = W_2 \max(0, W_1 x)$

The function $\max(0, z)$ is called the **activation function.**

Q: What if we try to build a neural network without one?

$$f = W_2 W_1 x$$

Neural networks: why is max operator important?

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The function $\max(0, z)$ is called the **activation function.**

Q: What if we try to build a neural network without one?

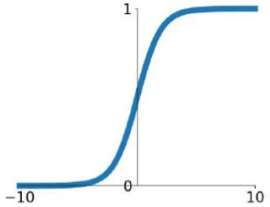
$$f = W_2 W_1 x \qquad W_3 = W_2 W_1 \in \mathbb{R}^{C \times H}, f = W_3 x$$

A: We end up with a linear classifier again!

Activation functions

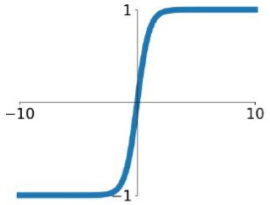
Sigmoid

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



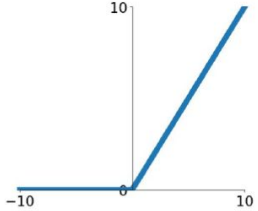
tanh

$$\tanh(x)$$



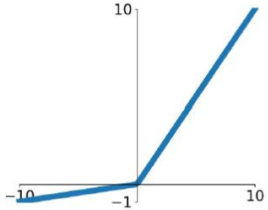
ReLU

$$\max(0, x)$$



Leaky ReLU

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

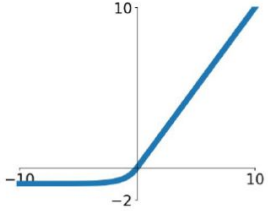


Maxout

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

ELU

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

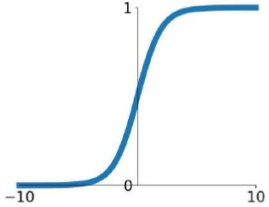


Activation functions

ReLU is a good default choice for most problems

Sigmoid

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



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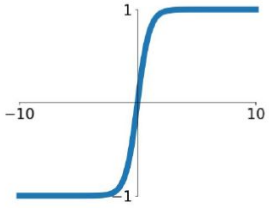
$$\tanh(x)$$



ReLU

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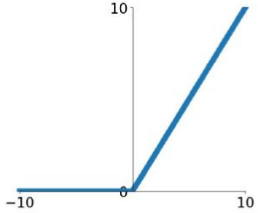

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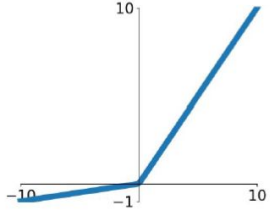

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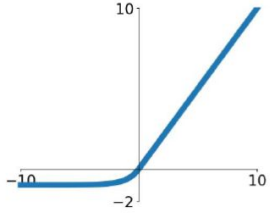
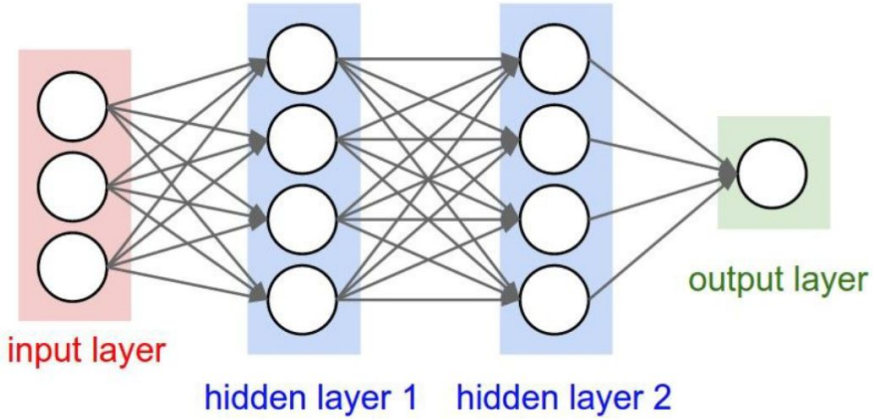


Example feed-forward computation of a neural network




```
# forward-pass of a 3-layer neural network:
f = lambda x: 1.0/(1.0 + np.exp(-x)) # activation function (use sigmoid)
x = np.random.randn(3, 1) # random input vector of three numbers (3x1)
h1 = f(np.dot(W1, x) + b1) # calculate first hidden layer activations (4x1)
h2 = f(np.dot(W2, h1) + b2) # calculate second hidden layer activations (4x1)
out = np.dot(W3, h2) + b3 # output neuron (1x1)
```

Loss Function

Loss Function / Training Objective

airplane	-3.45	-0.51	3.42
automobile	-8.87	**6.04**	4.64
bird	0.09	5.31	2.65
cat	**2.9**	-4.22	5.1
deer	4.48	-4.19	2.64
dog	8.02	3.58	5.55
frog	3.78	4.49	**-4.34**
horse	1.06	-4.37	-1.5
ship	-0.36	-2.09	-4.79
truck	-0.72	-2.93	6.14

- Previously:
  - Hingle Loss
  - L2 Loss
  - ...
- Softmax Loss
  - Effective for multi-class classification
- Regularization
  - Prevent overfitting

Softmax Loss

Softmax Classifier (Multinomial Logistic Regression)

Want to interpret raw classifier scores as **probabilities**

$$s = f(x_i; W)$$

Probabilities must be >= 0

$$P(Y = k|X = x_i) = \frac{e^{s_k}}{\sum_j e^{s_j}}$$

Softmax Function

Probabilities must sum to 1

	Unnormalized log-probabilities / logits	exp	unnormalized probabilities	normalize	probabilities
cat	**3.2**	→	**24.5**	→	**0.13**
car	5.1	→	164.0	→	0.87
frog	-1.7	→	0.18	→	0.00

Softmax Loss

Softmax Loss = Softmax Classifier + Cross-Entropy Loss

Softmax Loss

Softmax Classifier (Multinomial Logistic Regression)

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Softmax Function

Probabilities must sum to 1

	Unnormalized log-probabilities / logits	exp	unnormalized probabilities	normalize	probabilities	compare	Correct probs
cat	**3.2**		**24.5**		**0.13**		**1.00**
car	5.1		164.0		0.87		0.00
frog	-1.7		0.18		0.00		0.00

$$CE = -\sum_i^C t_i log(f(s)_i)$$

Cross-Entropy Loss

Softmax Loss

Softmax Classifier (Multinomial Logistic Regression)

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$$CE = -\sum_i^C t_i log(f(s)_i)$$

Cross-Entropy Loss
t of GT is 1
t of non-GT is 0

Softmax Loss

Softmax Classifier (Multinomial Logistic Regression)

Want to interpret raw classifier scores as **probabilities**

$$s = f(x_i; W)$$

$$P(Y = k|X = x_i) = \frac{e^{s_k}}{\sum_j e^{s_j}}$$

Softmax Function

Probabilities must be >= 0

Probabilities must sum to 1

$$L_i = -\log P(Y = y_i|X = x_i)$$

	Unnormalized log-probabilities / logits	exp	unnormalized probabilities	normalize	probabilities	compare	Correct probs
cat	**3.2**		**24.5**		**0.13**		**1.00**
car	5.1		164.0		0.87		0.00
frog	-1.7		0.18		0.00		0.00

Loss for data sample i is *Li*

Softmax Loss

Softmax Classifier (Multinomial Logistic Regression)

Want to interpret raw classifier scores as **probabilities**

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Probabilities must be >= 0

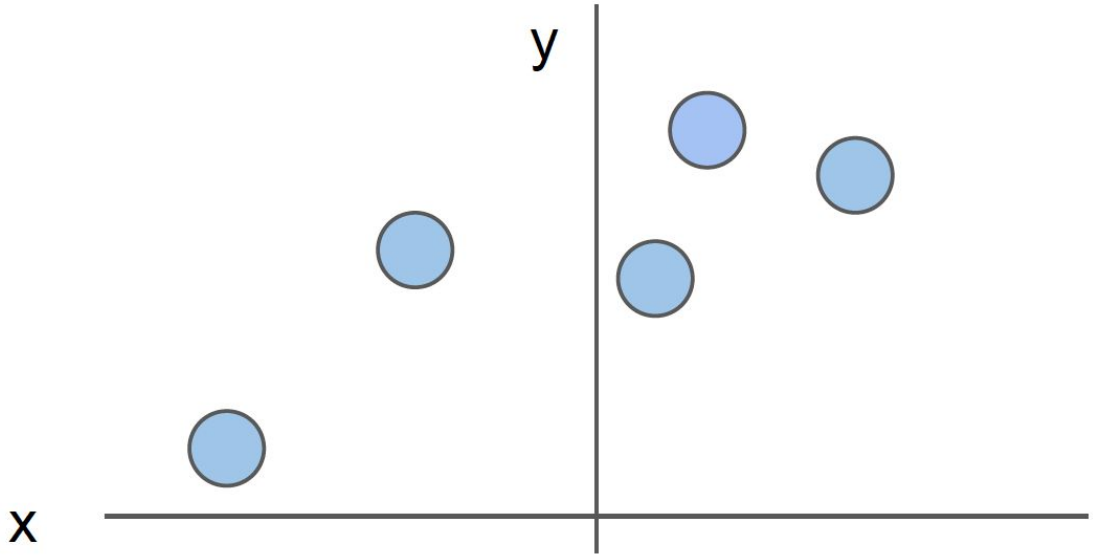
Probabilities must sum to 1

→ L_i = -log(0.13) = **2.04**

Maximum Likelihood Estimation
Choose weights to maximize the likelihood of the observed data

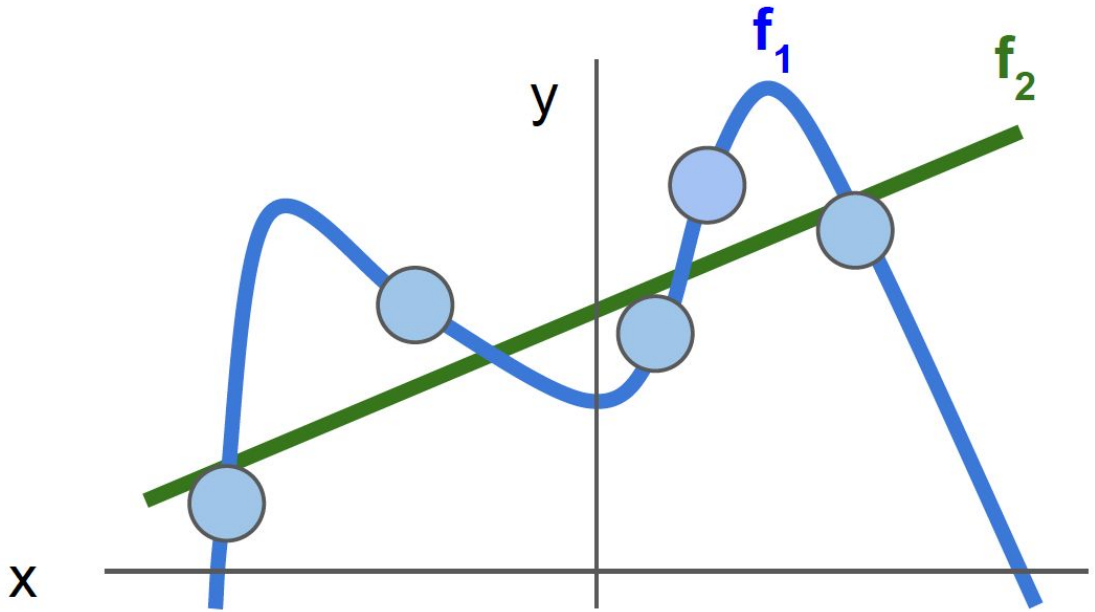
Regularization

Regularization intuition: toy example training data

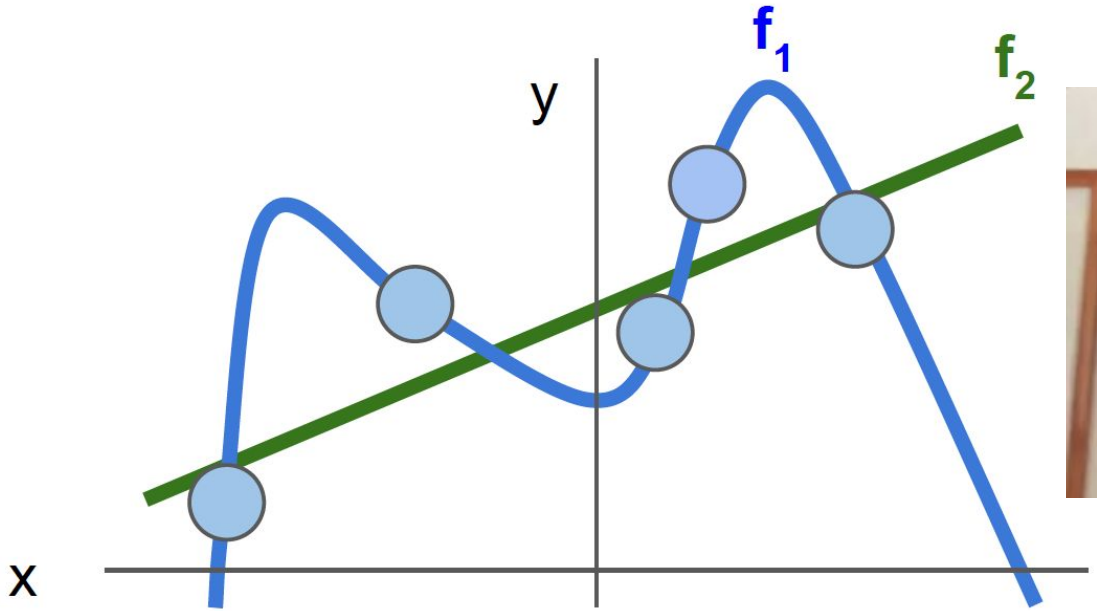


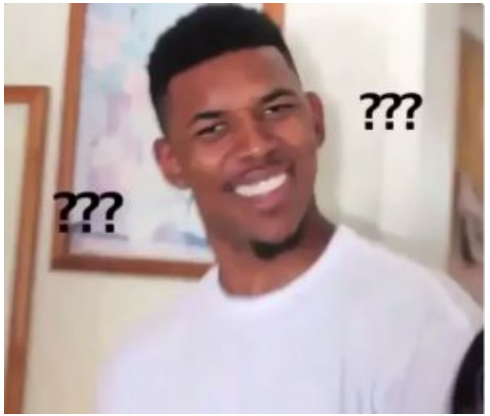
Regularization

Regularization intuition: Prefer f1 or f2 ?

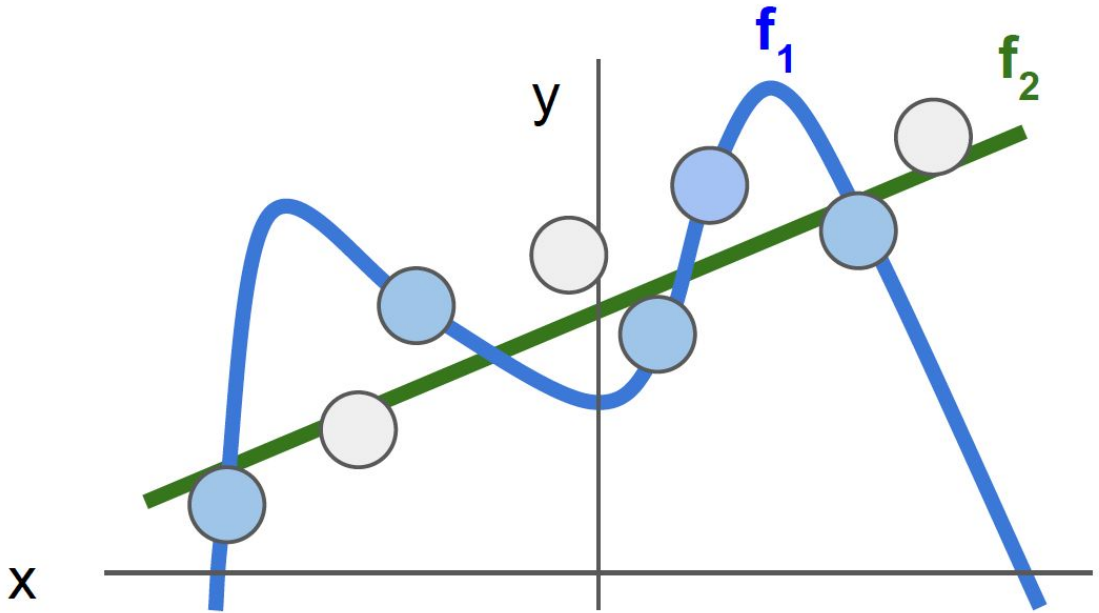


Regularization intuition: Prefer Simpler Models





Regularization: Prefer Simpler Models



Regularization pushes against fitting the data *too* well so we don't fit noise in the data

Overfitting

Regularization

λ = regularization strength (hyperparameter)

$$L(W) = \underbrace{\frac{1}{N}\sum_{i=1}^{N} L_i(f(x_i, W), y_i)}_{\text{Data loss}} + \underbrace{\lambda R(W)}_{\text{Regularization}}$$

Data loss: Model predictions should match training data

Regularization: Prevent the model from doing *too* well on training data

Regularization

λ = regularization strength (hyperparameter)

$$L(W) = \underbrace{\frac{1}{N}\sum_{i=1}^{N} L_i(f(x_i, W), y_i)}_{\text{Data loss}} + \underbrace{\lambda R(W)}_{\text{Regularization}}$$

Data loss: Model predictions should match training data

Regularization: Prevent the model from doing *too* well on training data

Simple examples

L2 regularization: $R(W) = \sum_k \sum_l W_{k,l}^2$

L1 regularization: $R(W) = \sum_k \sum_l |W_{k,l}|$

Elastic net (L1 + L2): $R(W) = \sum_k \sum_l \beta W_{k,l}^2 + |W_{k,l}|$

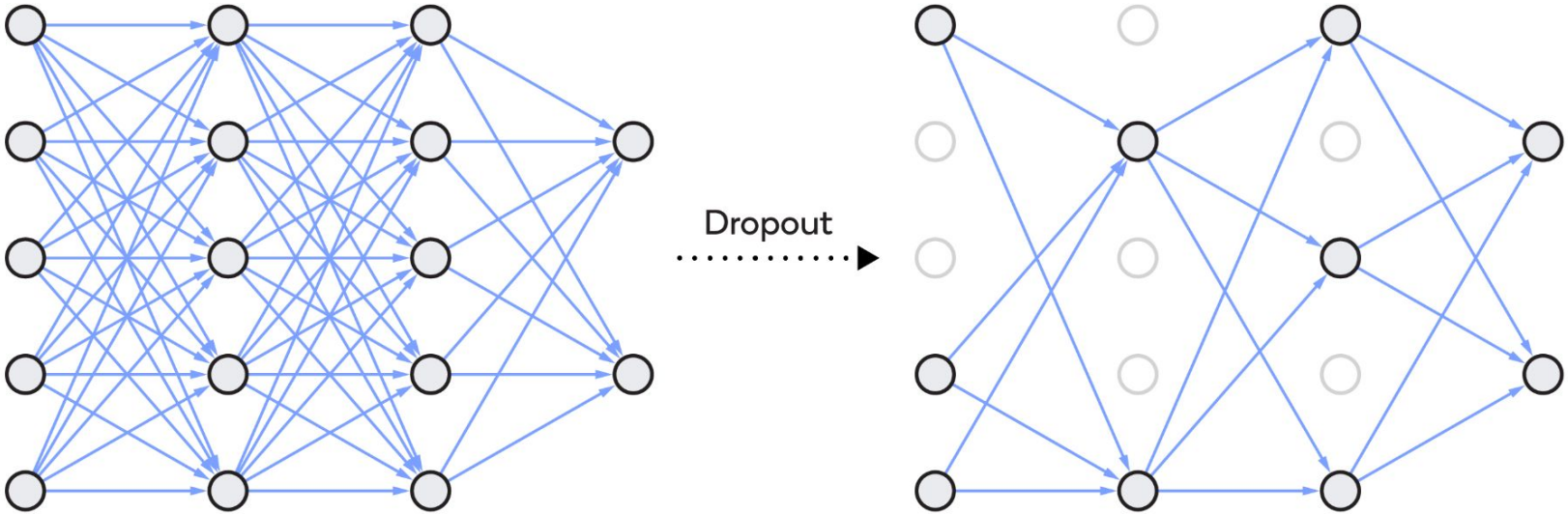
More complex:

Dropout

Batch normalization

Stochastic depth, fractional pooling, etc

Dropout

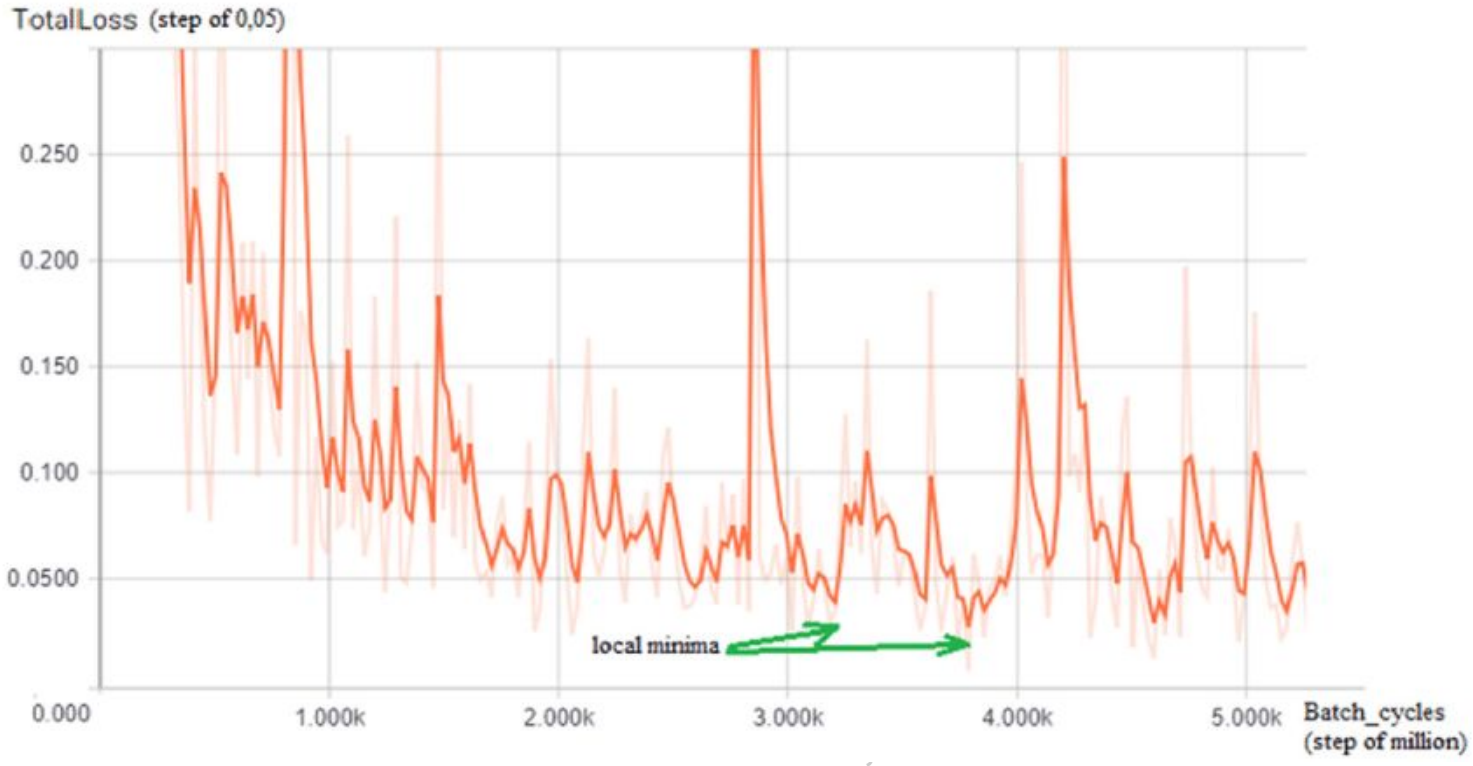


Randomly sample where to drop every time (e.g. set ratio to 70%)

Optimization / Learning

Gradient Descent

Loss over training time / epoch (**TensorBoard**)



Gradient Descent

Gradient Descent

Strategy #1: A first very bad idea solution: **Random search**

```
# assume X_train is the data where each column is an example (e.g. 3073 x 50,000)
# assume Y_train are the labels (e.g. 1D array of 50,000)
# assume the function L evaluates the loss function

bestloss = float("inf") # Python assigns the highest possible float value
for num in xrange(1000):
  W = np.random.randn(10, 3073) * 0.0001 # generate random parameters
  loss = L(X_train, Y_train, W) # get the loss over the entire training set
  if loss < bestloss: # keep track of the best solution
    bestloss = loss
    bestW = W
  print 'in attempt %d the loss was %f, best %f' % (num, loss, bestloss)

# prints:
# in attempt 0 the loss was 9.401632, best 9.401632
# in attempt 1 the loss was 8.959668, best 8.959668
# in attempt 2 the loss was 9.044034, best 8.959668
# in attempt 3 the loss was 9.278948, best 8.959668
# in attempt 4 the loss was 8.857370, best 8.857370
# in attempt 5 the loss was 8.943151, best 8.857370
# in attempt 6 the loss was 8.605604, best 8.605604
# ... (trunctated: continues for 1000 lines)
```

Strategy #2: **Follow the slope**

Strategy #2: **Follow the slope**

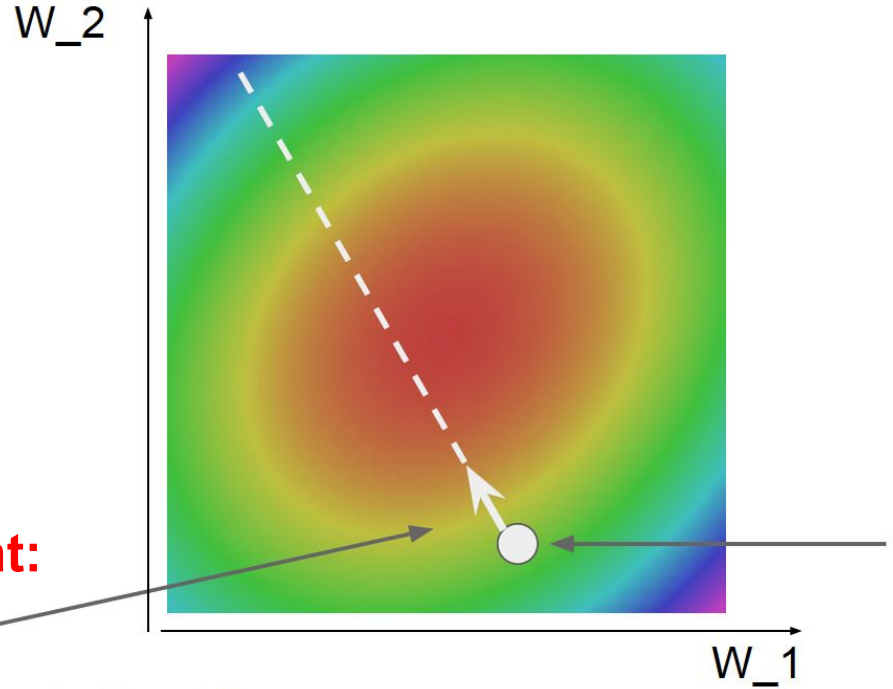
In 1-dimension, the derivative of a function:

$$\frac{df(x)}{dx} = \lim_{h \to 0} \frac{f(x+h) - f(x)}{h}$$

In multiple dimensions, the **gradient** is the vector of (partial derivatives) along each dimension

Take the derivative of f(x) with respect to x

Gradient Descent



The direction of Steepest Descent:

original W

negative gradient direction

Stochastic Gradient Descent (SGD)

Full sum expensive when N is large!

Approximate sum using a **minibatch** of examples
32 / 64 / 128 common

```
# Vanilla Minibatch Gradient Descent

while True:
  data_batch = sample_training_data(data, 256) # sample 256 examples
  weights_grad = evaluate_gradient(loss_fun, data_batch, weights)
  weights += - step_size * weights_grad # perform parameter update
```

Learning rate

Neural Networks

Full implementation of training a 2-layer Neural Network needs ~20 lines:

```
1  import numpy as np
2  from numpy.random import randn
3
4  N, D_in, H, D_out = 64, 1000, 100, 10
5  x, y = randn(N, D_in), randn(N, D_out)
6  w1, w2 = randn(D_in, H), randn(H, D_out)
7
8  for t in range(2000):
9    h = 1 / (1 + np.exp(-x.dot(w1)))
10   y_pred = h.dot(w2)
11   loss = np.square(y_pred - y).sum()
12   print(t, loss)
13
14   grad_y_pred = 2.0 * (y_pred - y)
15   grad_w2 = h.T.dot(grad_y_pred)
16   grad_h = grad_y_pred.dot(w2.T)
17   grad_w1 = x.T.dot(grad_h * h * (1 - h))
18
19   w1 -= 1e-4 * grad_w1
20   w2 -= 1e-4 * grad_w2
```

Define the network

Forward pass

Calculate the analytical gradients

Gradient descent

How to compute gradient?

How to compute gradient?

(Bad) Idea: Derive $\nabla_W L$ on paper

$$s = f(x; W) = Wx$$

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

$$= \sum_{j \neq y_i} \max(0, W_{j,:} \cdot x + W_{y_i,:} \cdot x + 1)$$

$$L = \frac{1}{N} \sum_{i=1}^{N} L_i + \lambda \sum_k W_k^2$$

$$= \frac{1}{N} \sum_{i=1}^{N} \sum_{j \neq y_i} \max(0, W_{j,:} \cdot x + W_{y_i,:} \cdot x + 1) + \lambda \sum_k W_k^2$$

$$\nabla_W L = \nabla_W \left(\frac{1}{N} \sum_{i=1}^{N} \sum_{j \neq y_i} \max(0, W_{j,:} \cdot x + W_{y_i,:} \cdot x + 1) + \lambda \sum_k W_k^2 \right)$$

Problem: Very tedious: Lots of matrix calculus, need lots of paper

Problem: What if we want to change loss? E.g. use softmax instead of SVM? Need to re-derive from scratch =(

Problem: Not feasible for very complex models!

How to compute gradient?

Back-propagation

Back-propagation

Backpropagation: a simple example

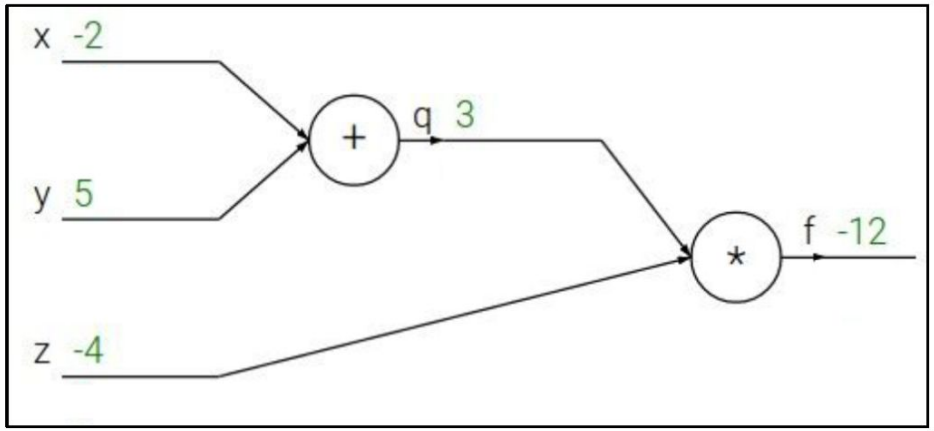
$$f(x, y, z) = (x + y)z$$

Back-propagation

Backpropagation: a simple example

$$f(x, y, z) = (x + y)z$$

e.g. x = -2, y = 5, z = -4



Back-propagation

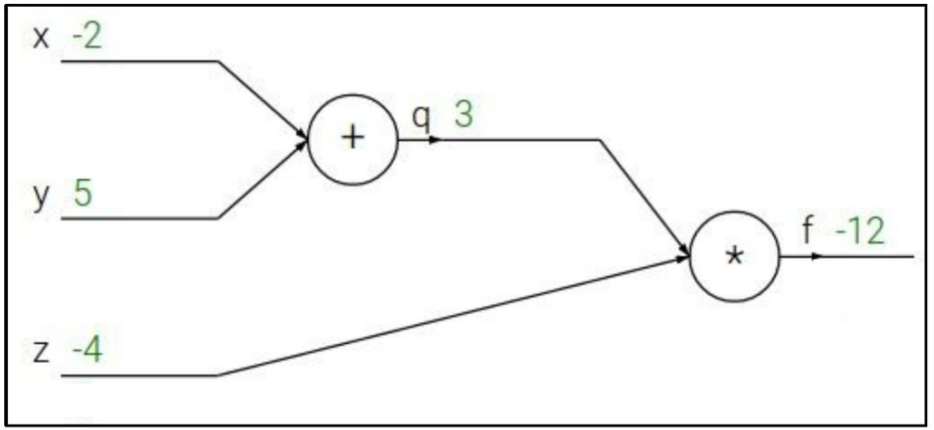
Backpropagation: a simple example

$$f(x, y, z) = (x + y)z$$

e.g. x = -2, y = 5, z = -4

$$q = x + y \qquad \frac{\partial q}{\partial x} = 1, \frac{\partial q}{\partial y} = 1$$

$$f = qz \qquad \frac{\partial f}{\partial q} = z, \frac{\partial f}{\partial z} = q$$



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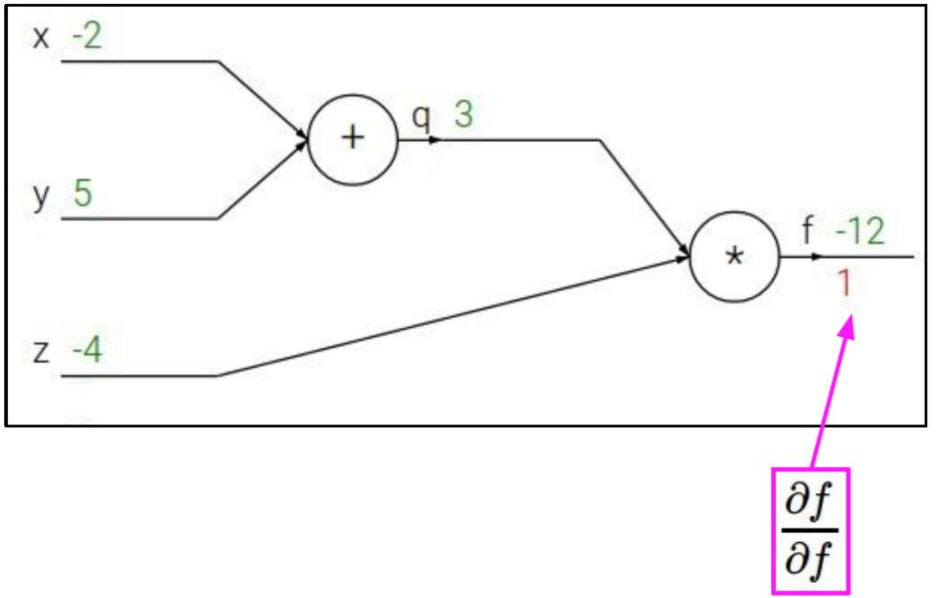
Want: $\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$



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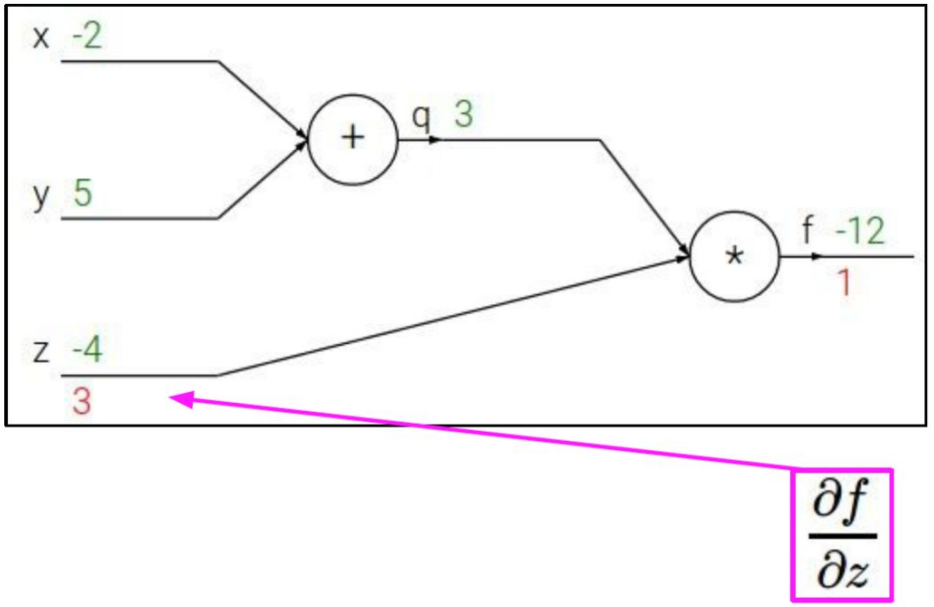

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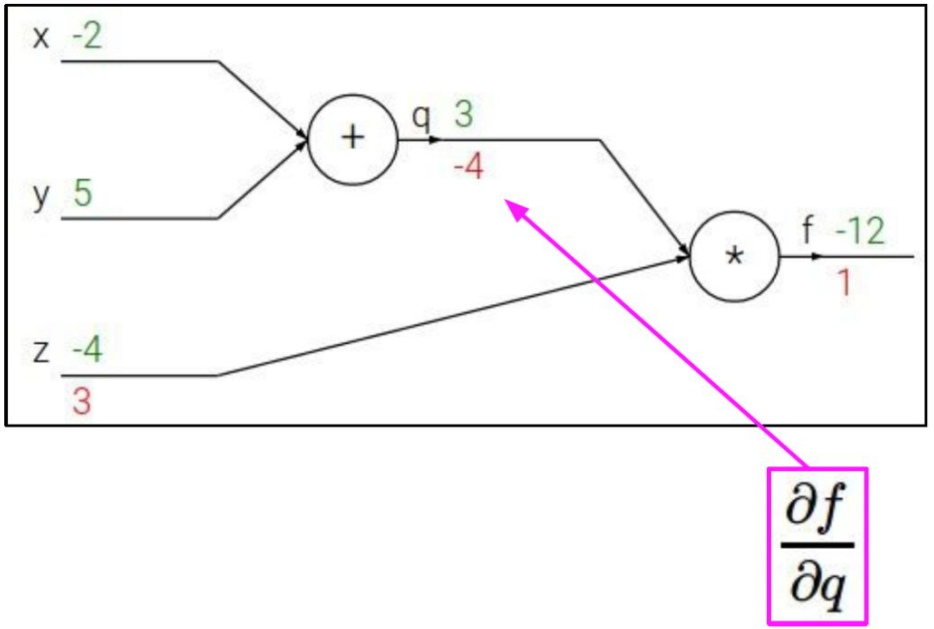

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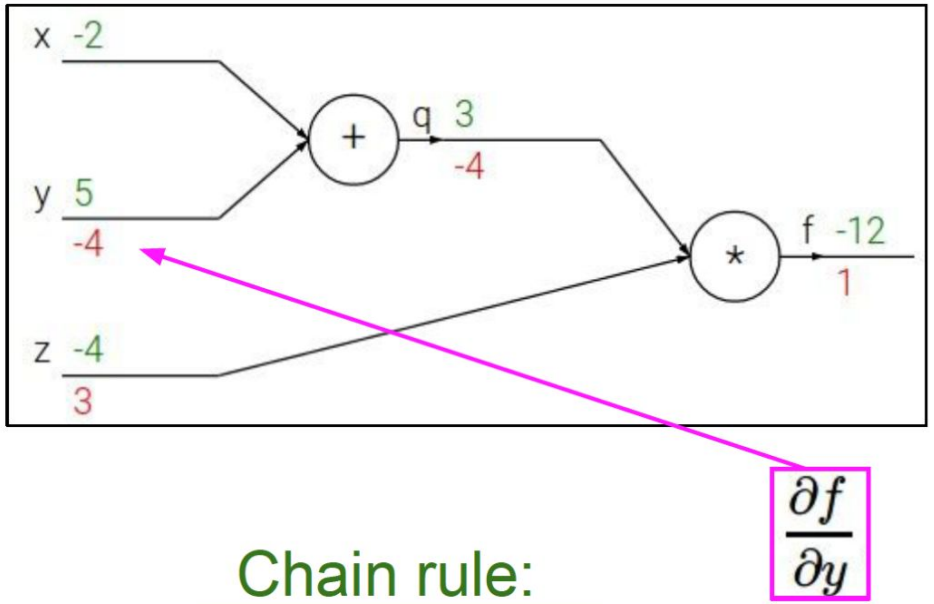

Chain rule:

$$\frac{\partial f}{\partial y} = \frac{\partial f}{\partial q} \frac{\partial q}{\partial y}$$

Upstream gradient

Local gradient

Back-propagation

Backpropagation: a simple example

$$f(x, y, z) = (x + y)z$$

e.g. x = -2, y = 5, z = -4

$$q = x + y \qquad \frac{\partial q}{\partial x} = 1, \frac{\partial q}{\partial y} = 1$$

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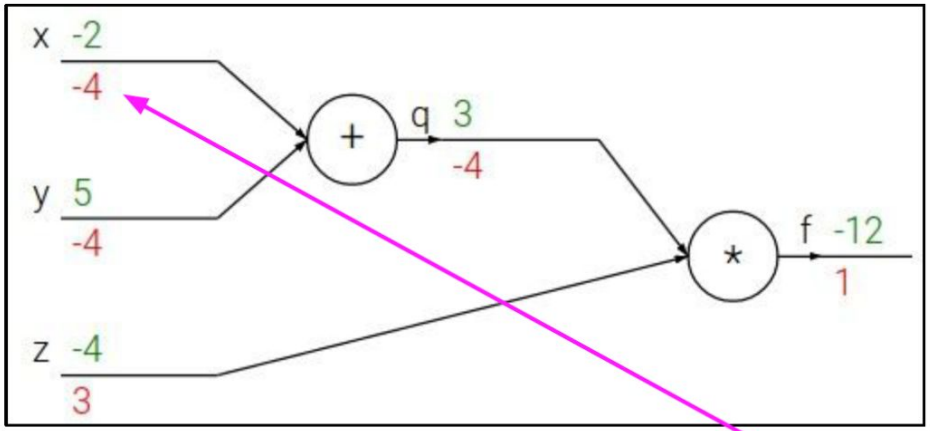
Want: $\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$



$\frac{\partial f}{\partial x}$

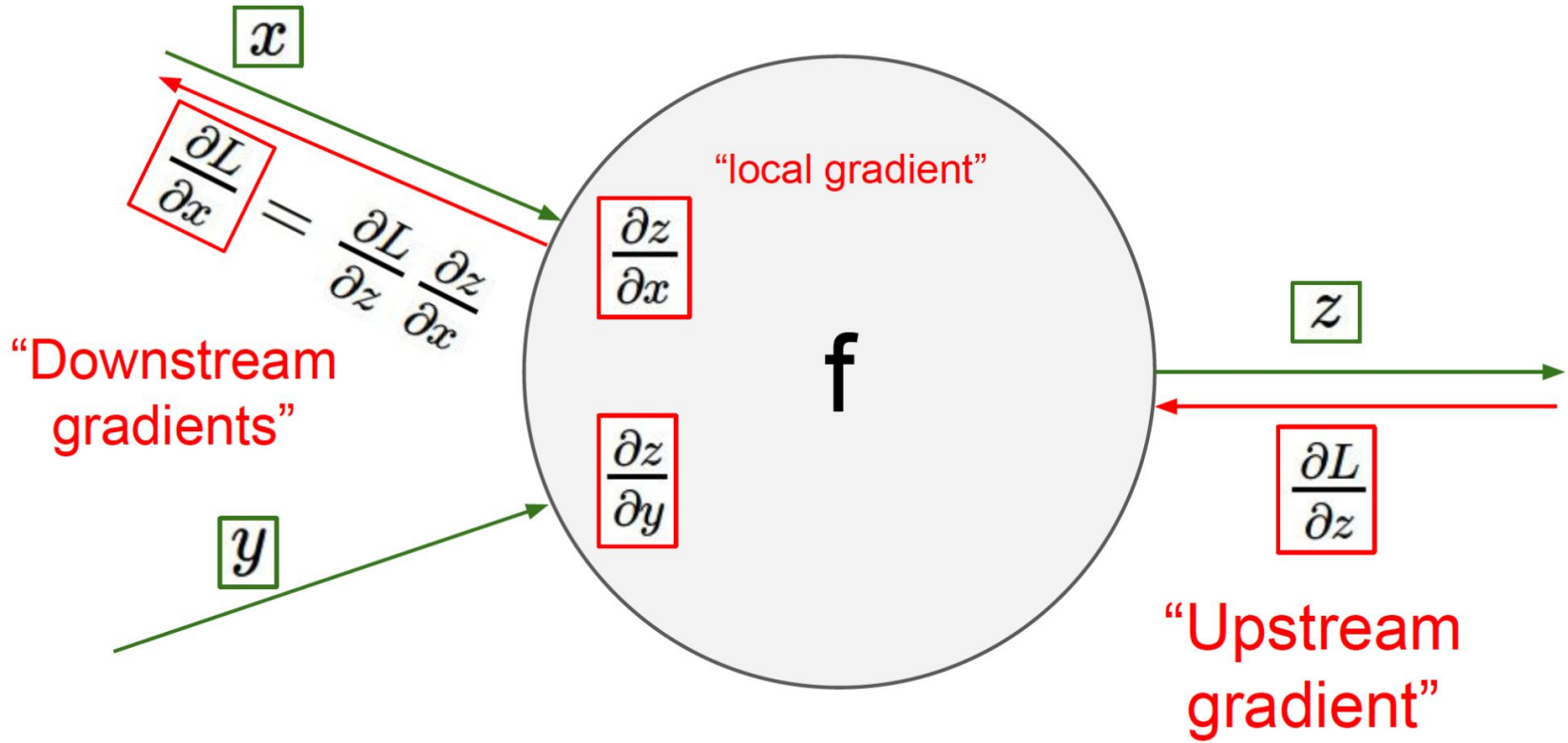
Chain rule:

$$\frac{\partial f}{\partial x} = \frac{\partial f}{\partial q} \frac{\partial q}{\partial x}$$

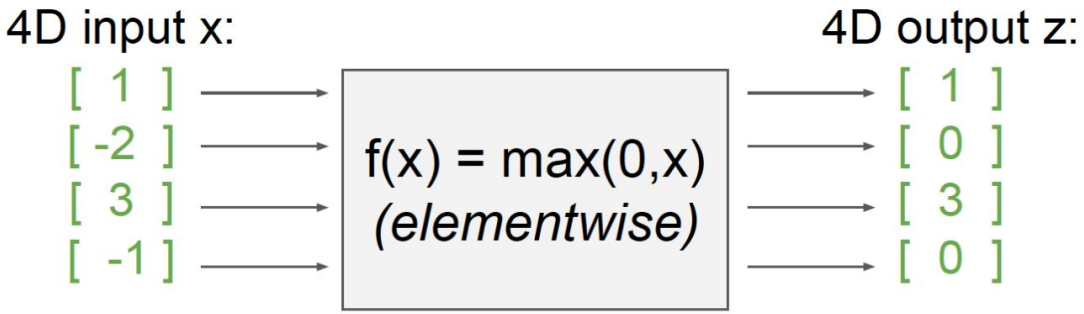
Upstream gradient

Local gradient

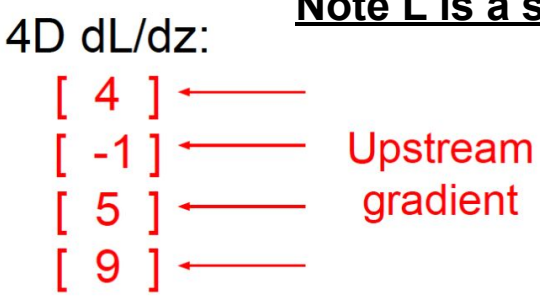
Back-propagation



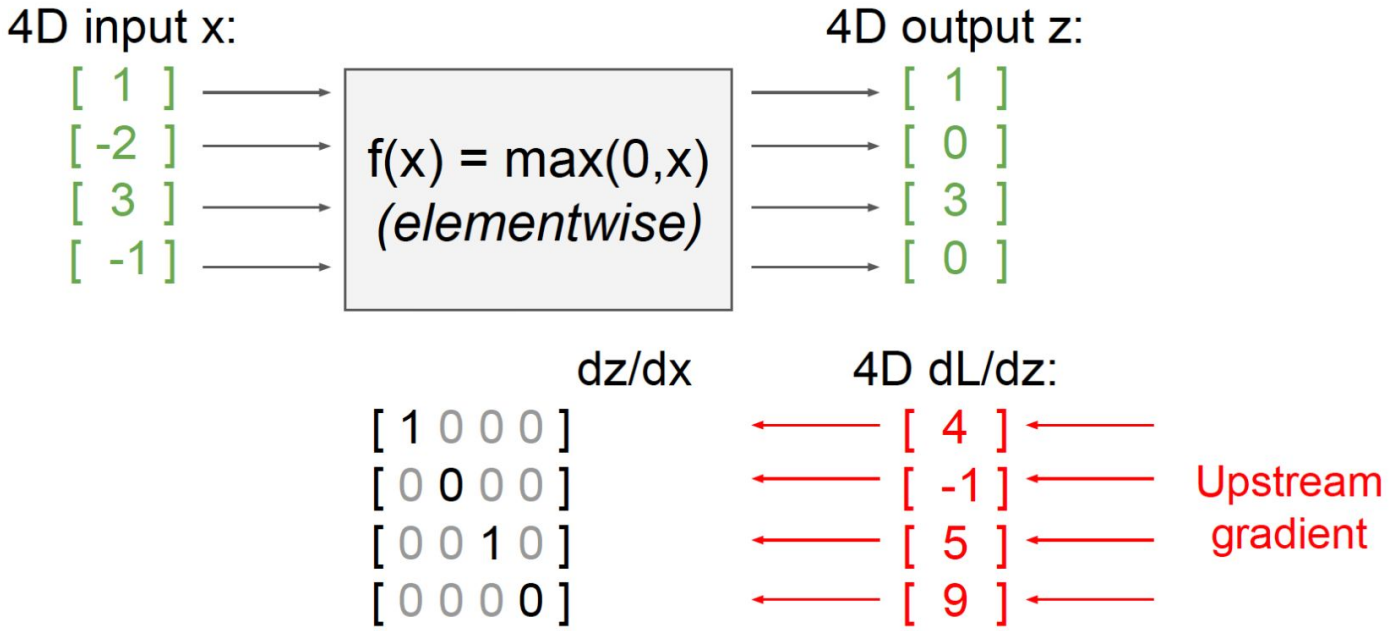
Backprop with Vectors



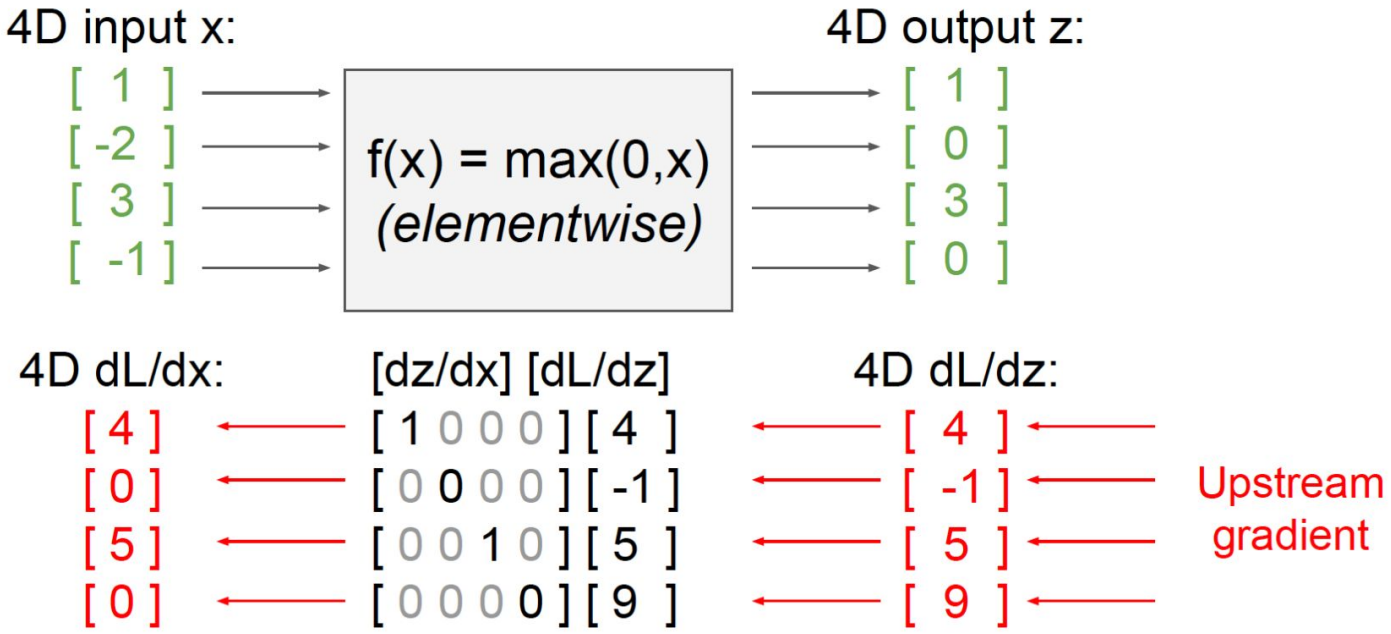
Note L is a scalar



Backprop with Vectors



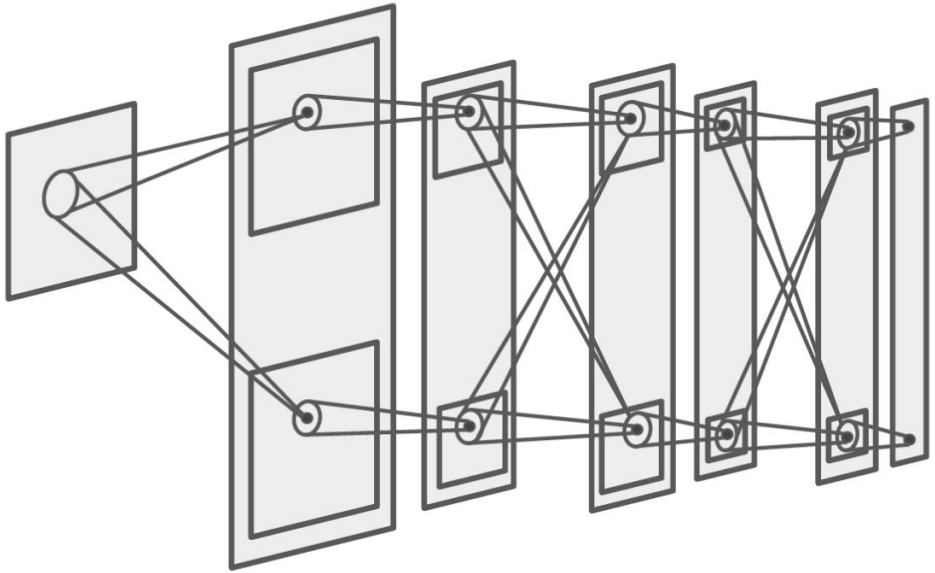
Backprop with Vectors



Convolutional Neural Networks

A bit of history:

Neocognitron
[Fukushima 1980]



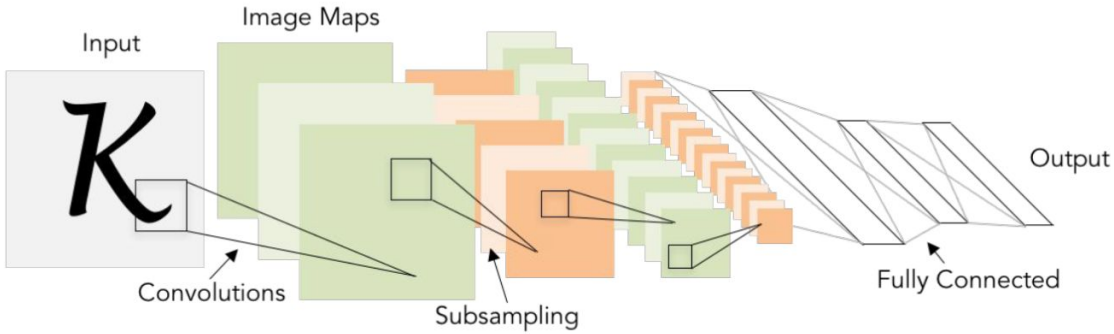
Jürgen Schmidhuber
@SchmidhuberAI

Kunihiko Fukushima was awarded the 2021 Bower Award for his enormous contributions to deep learning, particularly his highly influential convolutional neural network architecture. My laudation of Kunihiko at the 2021 award ceremony is on YouTube: youtu.be/ysOw6lNWx2o

A bit of history:

Gradient-based learning applied to document recognition

[LeCun, Bottou, Bengio, Haffner 1998]



LeNet-5

A bit of history:

ImageNet Classification with Deep Convolutional Neural Networks

[Krizhevsky, Sutskever, Hinton, 2012]

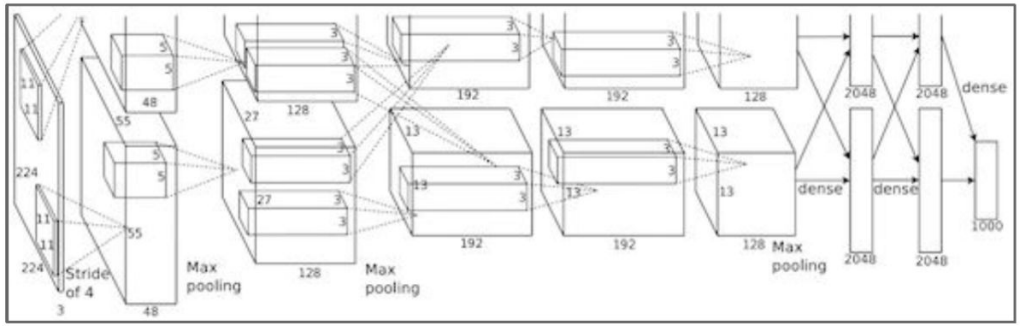


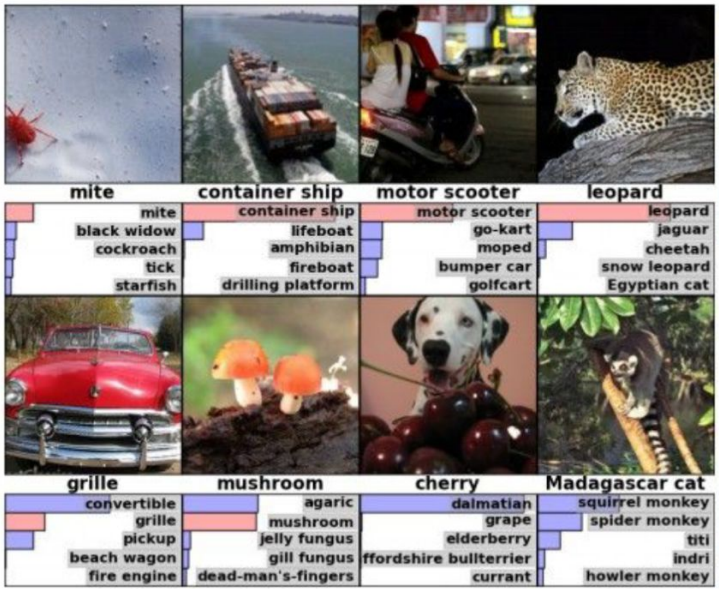
Figure copyright Alex Krizhevsky, Ilya Sutskever, and Geoffrey Hinton, 2012. Reproduced with permission.

"AlexNet"

Fast-forward to today: ConvNets are everywhere

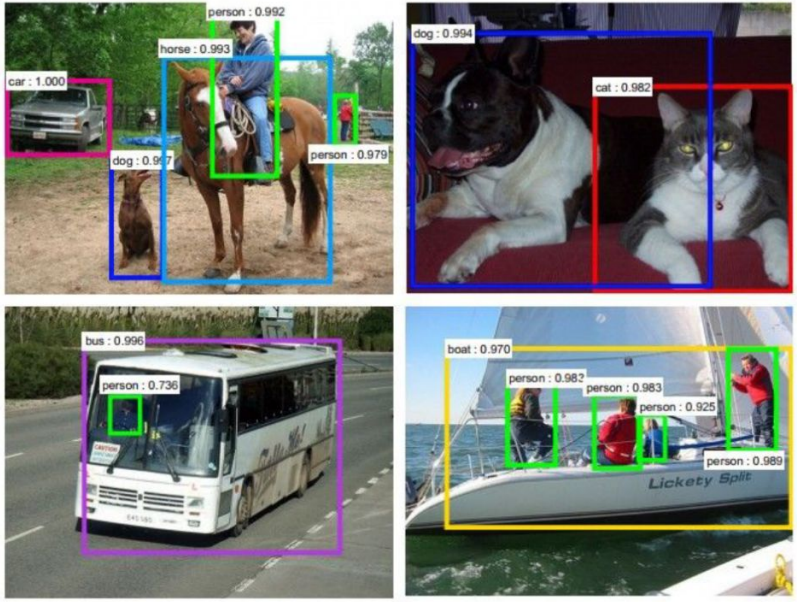
Classification

Retrieval



Fast-forward to today: ConvNets are everywhere

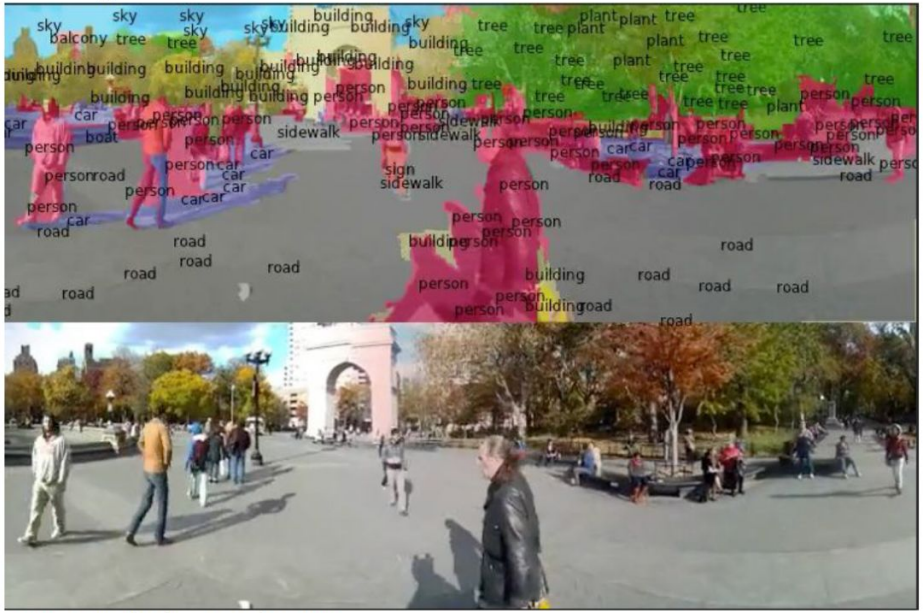
Detection



Figures copyright Shaoqing Ren, Kaiming He, Ross Girschick, Jian Sun, 2015. Reproduced with permission.

[Faster R-CNN: Ren, He, Girshick, Sun 2015]

Segmentation



Figures copyright Clement Farabet, 2012.
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[Farabet et al., 2012]

CNN

No errors

A white teddy bear sitting in the grass

Minor errors

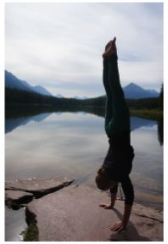
A man in a baseball uniform throwing a ball

Somewhat related

A woman is holding a cat in her hand

A man riding a wave on top of a surfboard

A cat sitting on a suitcase on the floor



A woman standing on a beach holding a surfboard

Image Captioning

[Vinyals et al., 2015]
[Karpathy and Fei-Fei, 2015]

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https://pixabay.com/en/luggage-antique-cat-1643010/
https://pixabay.com/en/teddy-plush-bears-cute-teddy-bear-1623436/
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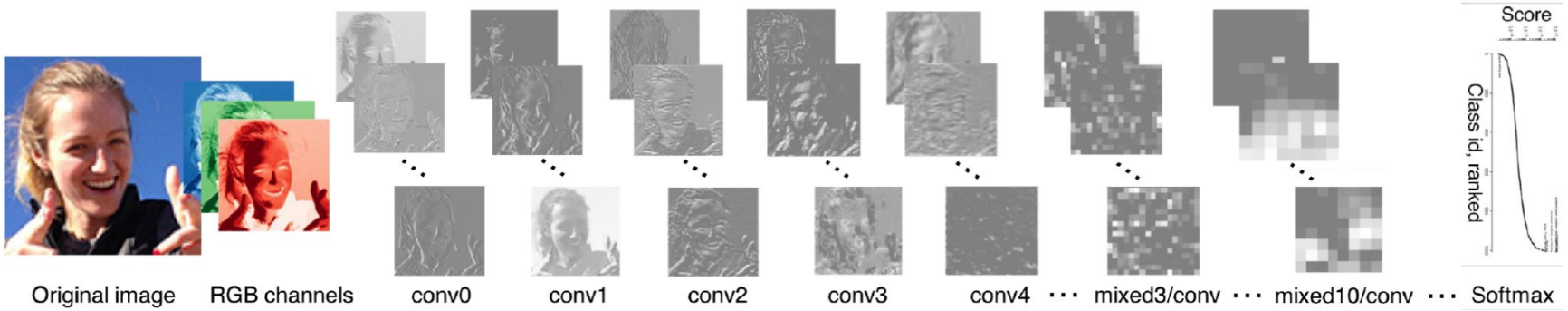
https://pixabay.com/en/woman-female-model-portrait-adult-983967/
https://pixabay.com/en/handstand-lake-meditation-496008/
https://pixabay.com/en/baseball-player-shortstop-infield-1045263/

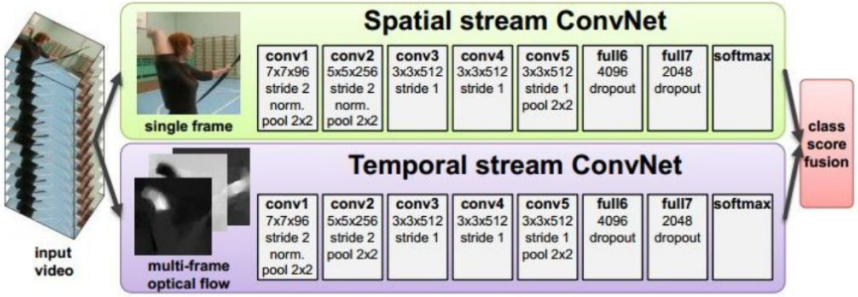
Captions generated by Justin Johnson using Neuraltalk2

Fast-forward to today: ConvNets are everywhere



[Taigman et al. 2014]

Activations of inception-v3 architecture [Szegedy et al. 2015] to image of Emma McIntosh, used with permission. Figure and architecture not from Taigman et al. 2014.



[Simonyan et al. 2014]

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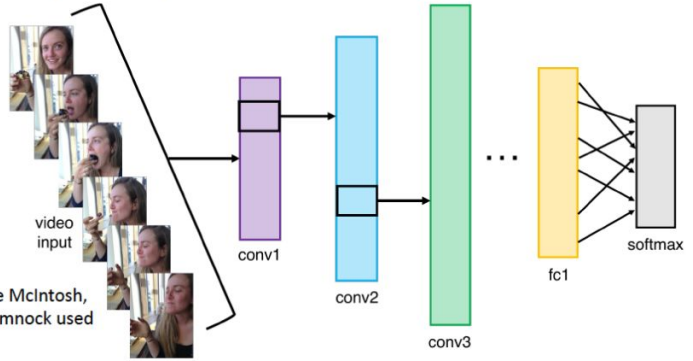
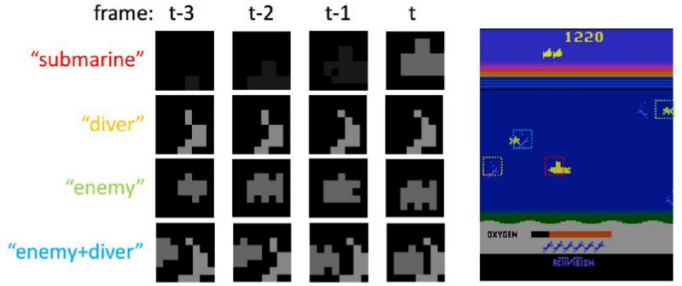


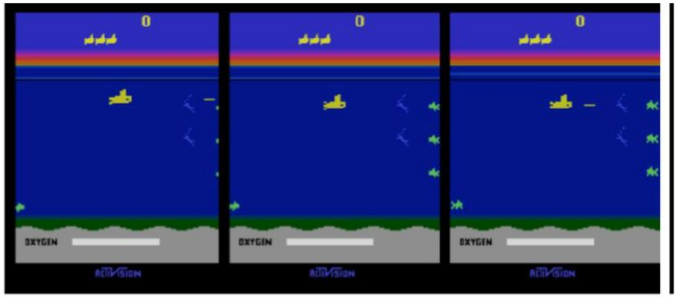
Illustration by Lane McIntosh, photos of Katie Cumnock used with permission.

Fast-forward to today: ConvNets are everywhere

Images are examples of pose estimation, not actually from Toshev & Szegedy 2014. Copyright Lane McIntosh.

[Toshev, Szegedy 2014]

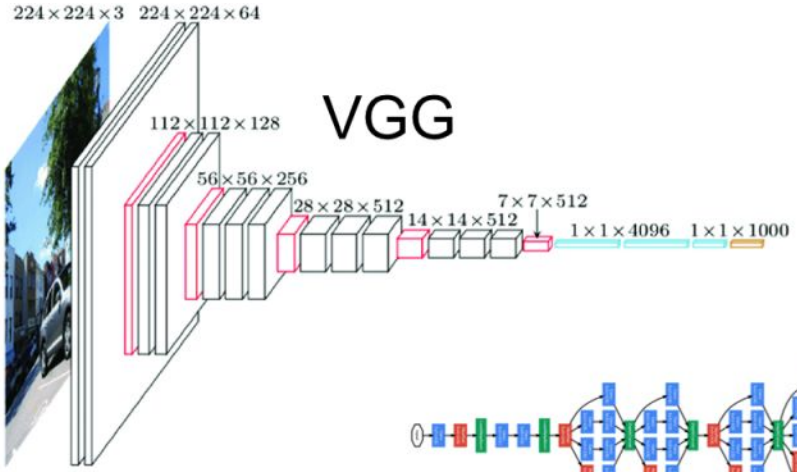


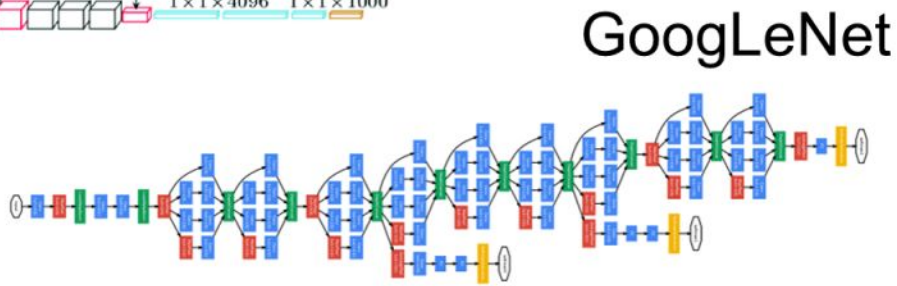


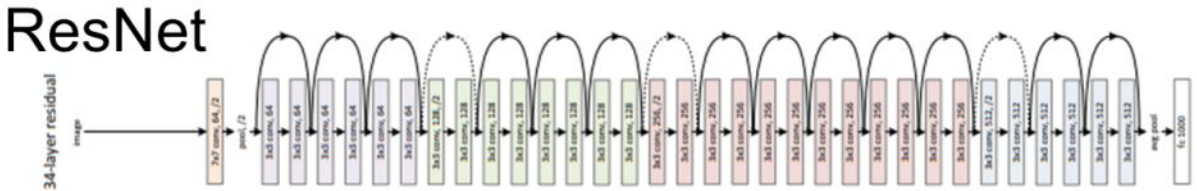
[Guo et al. 2014]

Figures copyright Xiaoxiao Guo, Satinder Singh, Honglak Lee, Richard Lewis, and Xiaoshi Wang, 2014. Reproduced with permission.

CNN







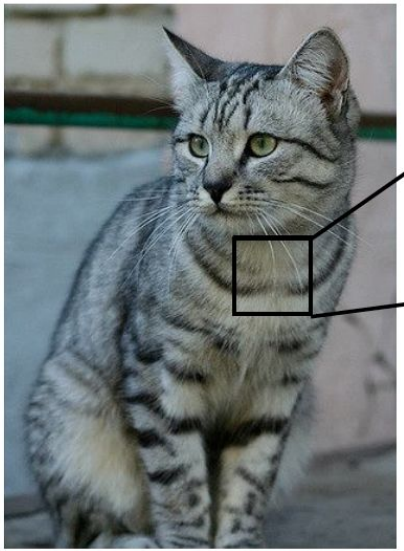
https://medium.com/analytics-vidhya/cnns-architectures-lenet-alexnet-vgg-googlenet-resnet-and-more-666091488df5

Image Classification: A core task in Computer Vision

cat

Image Data

The Problem: Semantic Gap

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 [ 99  81  81  93 120 131 127 100  95  98 102  99  96  93 101  94]
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 [122 164 148 103  71  56  78  83  93 103 119 139 102  61  69  84]]
```

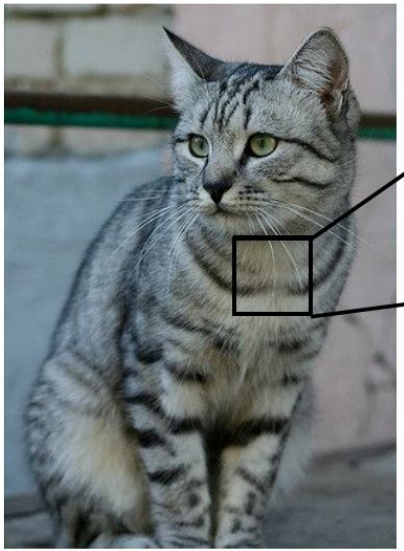
What the computer sees

An image is a tensor of integers between [0, 255]:

e.g. 800 x 600 x 3
(3 channels RGB)

Image Data

The Problem: Semantic Gap




```
[[105 112 108 111 104  99 106  99  96 103 112 119 104  97  93  87]
 [ 91  98 102 106 104  79  98 103  99 105 123 136 110 105  94  85]
 [ 76  85  90 105 128 105  87  96  95  99 115 112 106 103  99  85]
 [ 99  81  81  93 120 131 127 100  95  98 102  99  96  93 101  94]
 [106  91  61  64  69  91  88  85 101 107 109  98  75  84  96  95]
 [114 108  85  55  55  69  64  54  64  87 112 129  98  74  84  91]
 [133 137 147 103  65  81  80  65  52  54  74  84 102  93  85  82]
 [128 137 144 140 109  95  86  70  62  65  63  63  60  73  86 101]
 [125 133 148 137 119 121 117  94  65  79  80  65  54  64  72  98]
 [127 125 131 147 133 127 126 131 111  96  89  75  61  64  72  84]
 [115 114 109 123 150 148 131 118 113 109 100  92  74  65  72  78]
 [ 89  93  90  97 108 147 131 118 113 114 113 109 106  95  77  80]
 [ 63  77  86  81  77  79 102 123 117 115 117 125 125 130 115  87]
 [ 62  65  82  89  78  71  80 101 124 126 119 101 107 114 131 119]
 [ 63  65  75  88  89  71  62  81 120 138 135 105  81  98 110 118]
 [ 87  65  71  87 106  95  69  45  76 130 126 107  92  94 105 112]
 [118  97  82  86 117 123 116  66  41  51  95  93  89  95 102 107]
 [164 146 112  80  82 120 124 104  76  48  45  66  88 101 102 109]
 [157 170 157 120  93  86 114 132 112  97  69  55  70  82  99  94]
 [130 128 134 161 139 100 109 118 121 134 114  87  65  53  69  86]
 [128 112  96 117 150 144 120 115 104 107 102  93  87  81  72  79]
 [123 107  96  86  83 112 153 149 122 109 104  75  80 107 112  99]
 [122 121 102  80  82  86  94 117 145 148 153 102  58  78  92 107]
 [122 164 148 103  71  56  78  83  93 103 119 139 102  61  69  84]]
```

What the computer sees

An image is a tensor of integers between [0, 255]:

e.g. 800 x 600 x 3
(3 channels RGB)

Gray image:
Only 1 channel
800 x 600

Image Pre-processing: Resize

Original size

800x600

CNN: fixed input size

224x224

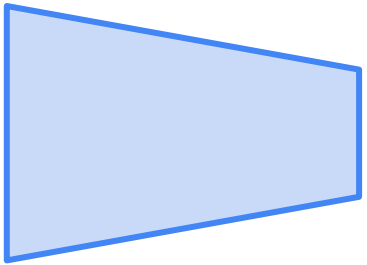


Image Pre-processing: Resize

Original size

800x600

Resize

Resized:

224x224

CNN: fixed input size

224x224

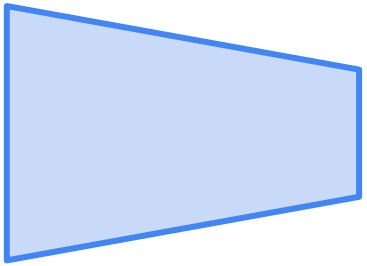


Image Pre-processing: Resize

Original size

800x600

Resize

Resized:

256x256

Crop

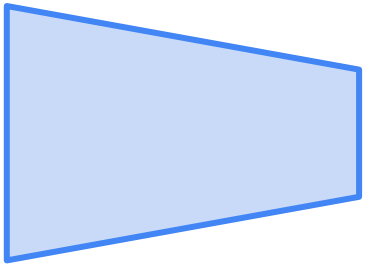
(remove background)

Cropped:

224x224

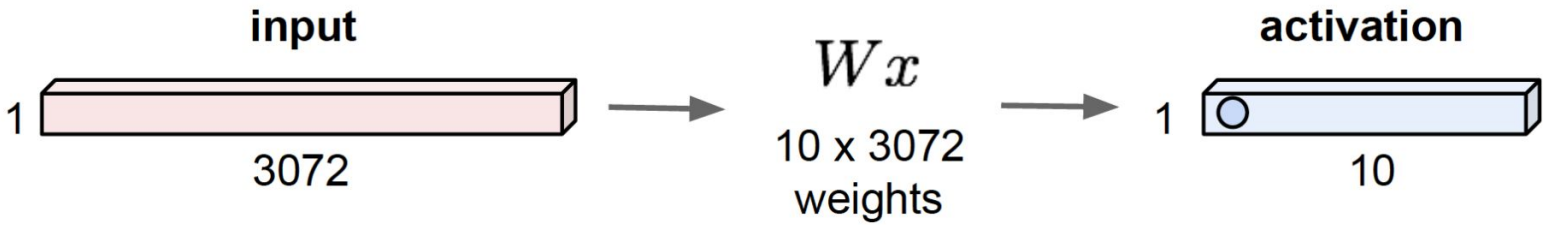
CNN: fixed input size

224x224



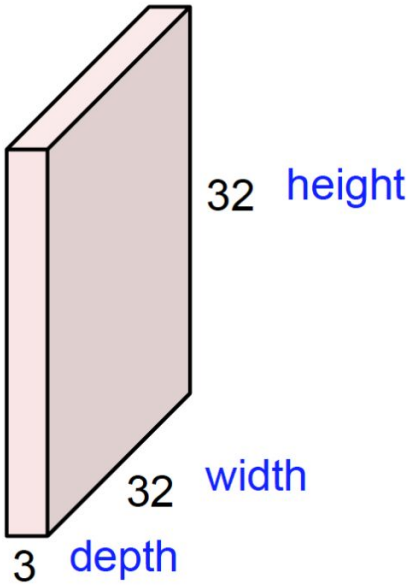
Recap: Fully Connected Layer

32x32x3 image -> stretch to 3072 x 1



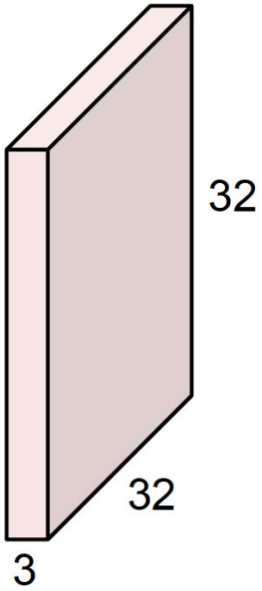
Convolution Layer

32x32x3 image -> preserve spatial structure

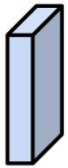


Convolution Layer

32x32x3 image

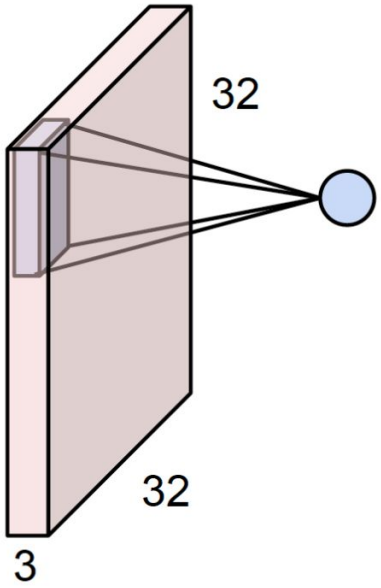


5x5x3 filter

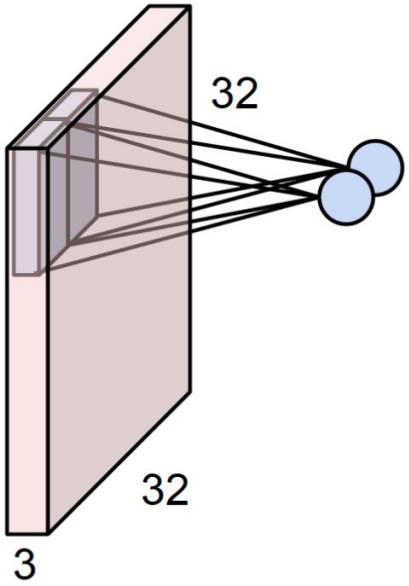


Convolve the filter with the image i.e. “slide over the image spatially, computing dot products”

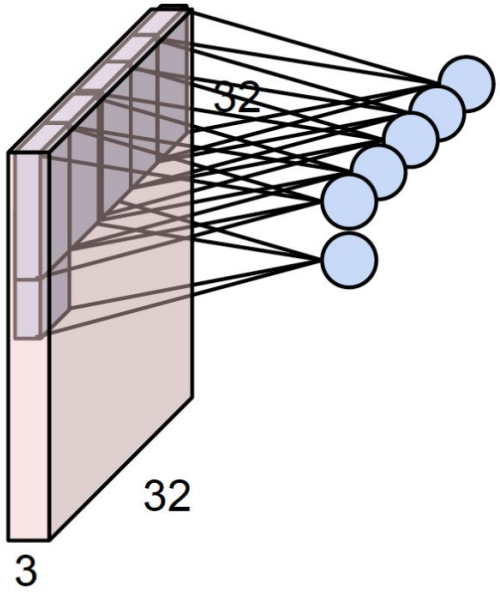
Convolution Layer



Convolution Layer



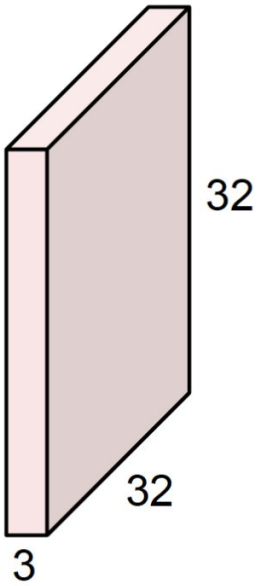
Convolution Layer



Convolution Layer

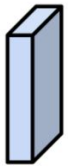
Filters always extend the full depth of the input volume

32x32x3 image



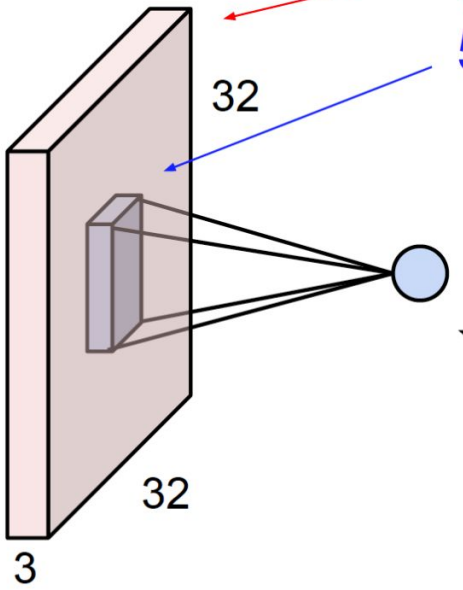
Filter/Kernel size

5x5x3 filter



Convolve the filter with the image i.e. “slide over the image spatially, computing dot products”

Convolution Layer



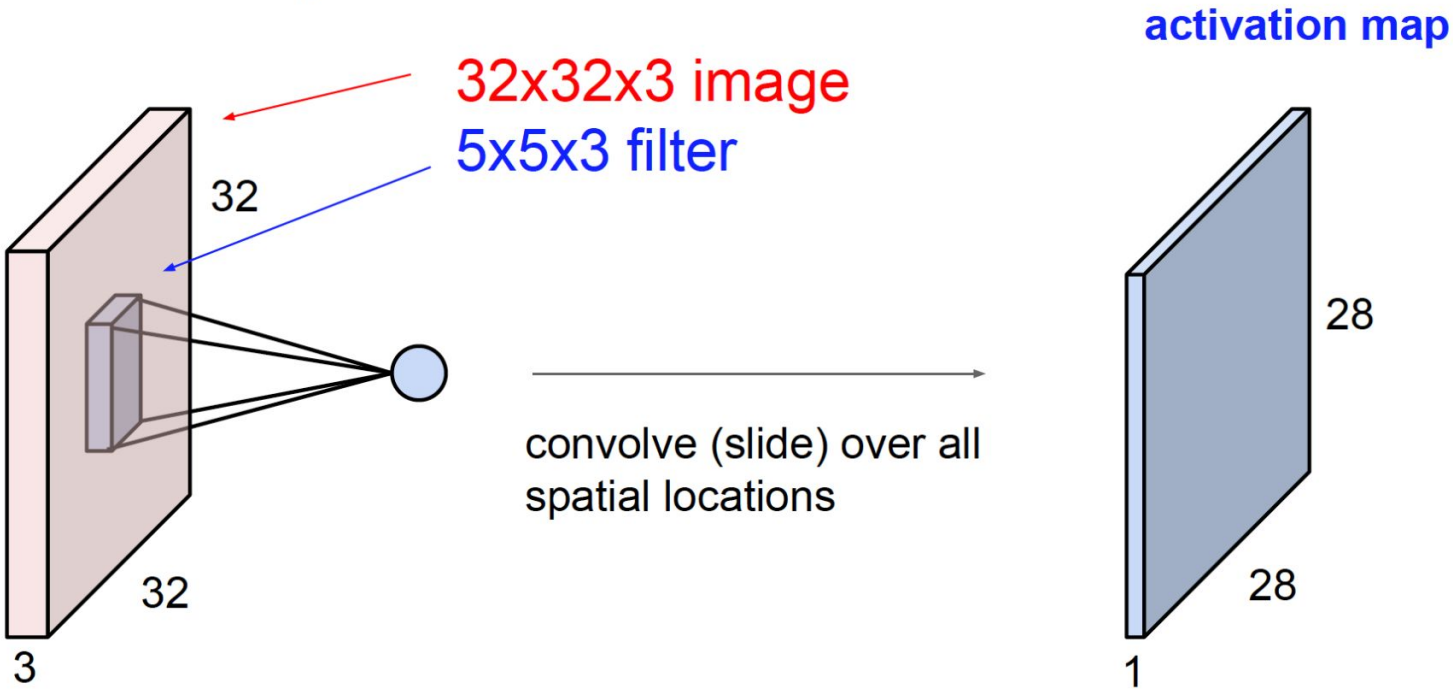
32x32x3 image

5x5x3 filter w

1 number:
the result of taking a dot product between the filter and a small 5x5x3 chunk of the image
(i.e. 5*5*3 = 75-dimensional dot product + bias)

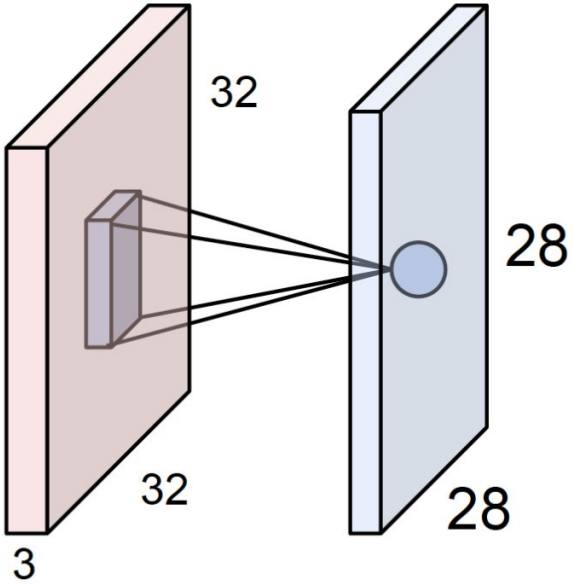
$$w^T x + b$$

Convolution Layer



Conv

Receptive field



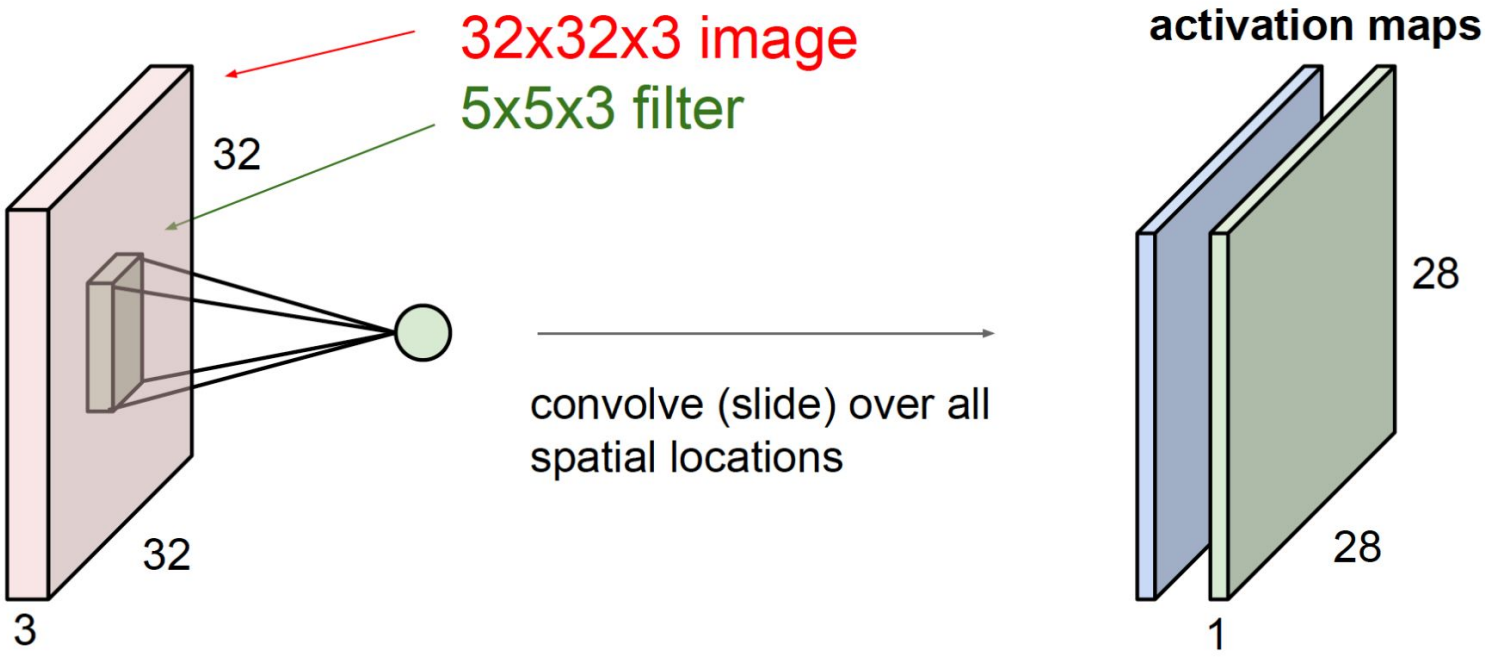
An activation map is a 28x28 sheet of neuron outputs:

1. Each is connected to a small region in the input
2. All of them share parameters

"5x5 filter" -> "5x5 receptive field for each neuron"

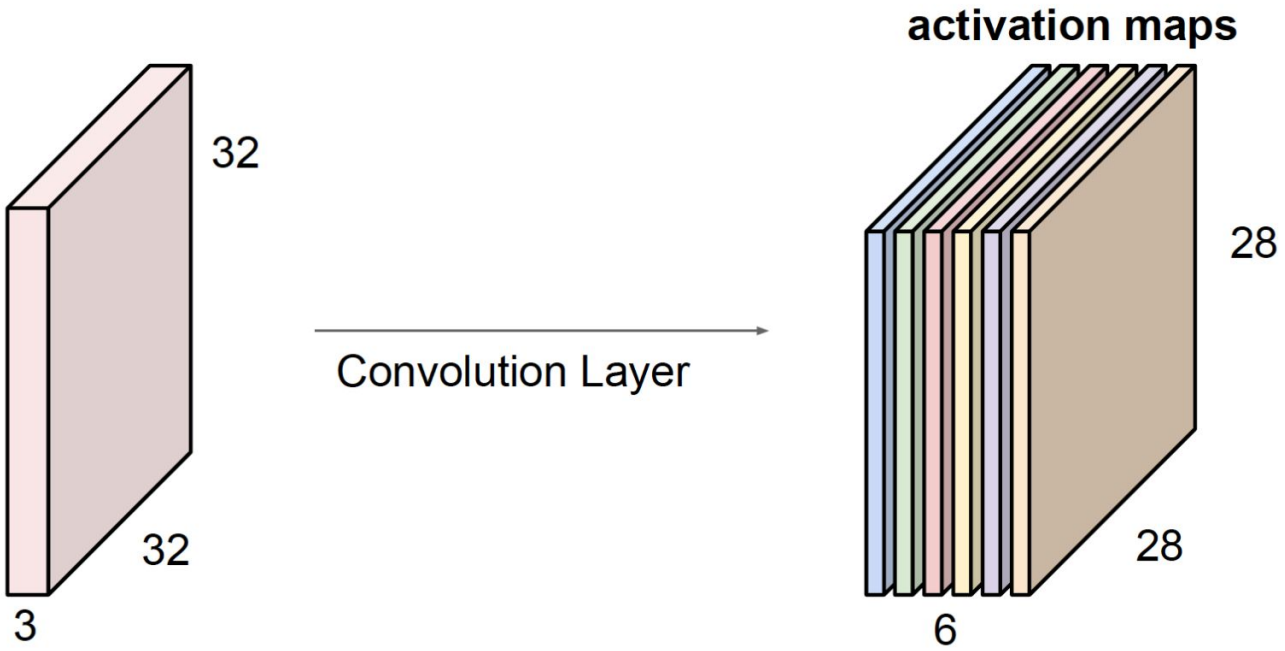
Convolution Layer

consider a second, green filter



Conv

For example, if we had 6 5x5 filters, we'll get 6 separate activation maps:



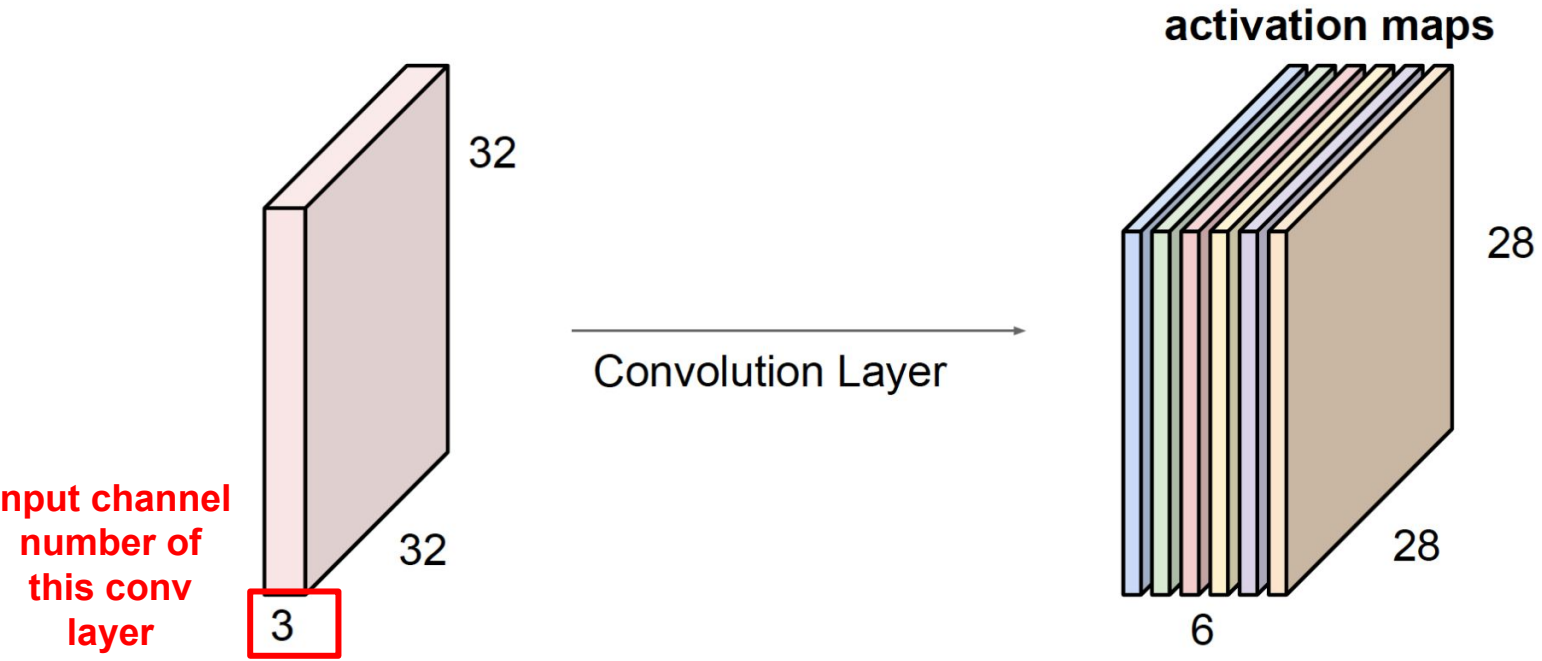
We stack these up to get a "new image" of size 28x28x6!

Conv

All 6 conv filter together constitute this conv layer

Output channel number of this conv layer

For example, if we had 6 5x5 filters, we'll get 6 separate activation maps:

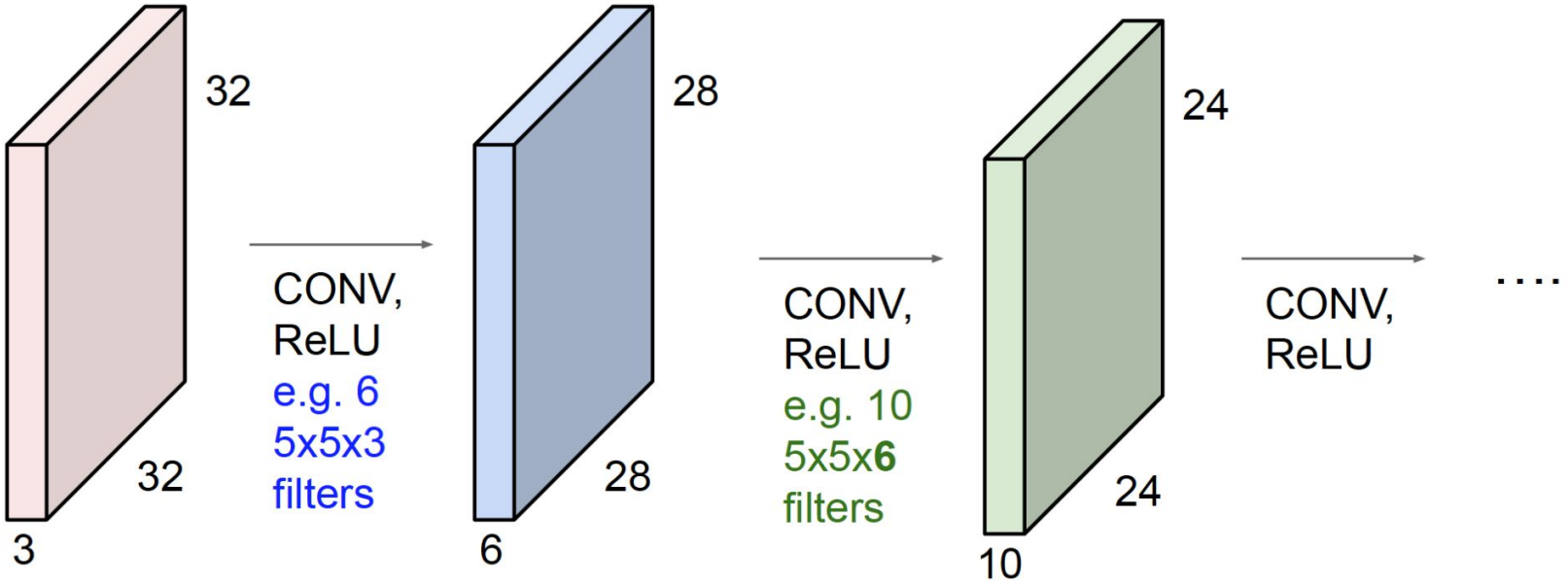


nput channel number of this conv layer

We stack these up to get a "new image" of size 28x28x6!

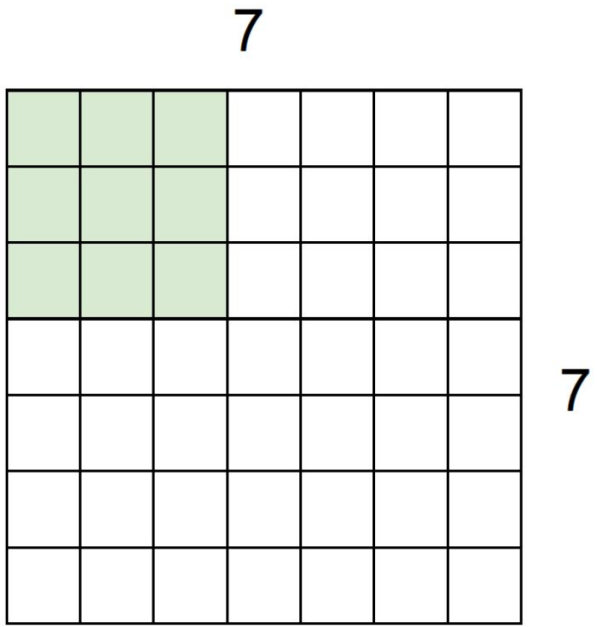
Conv

Preview: ConvNet is a sequence of Convolution Layers, interspersed with activation functions



Conv

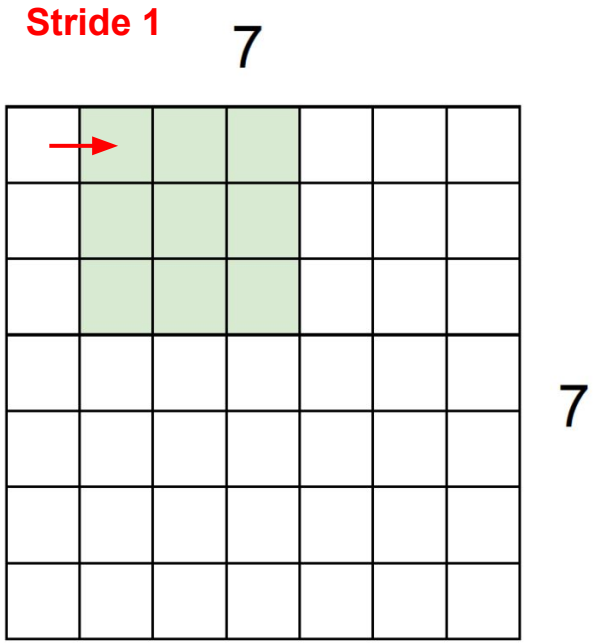
A closer look at spatial dimensions:



7x7 input (spatially)
assume 3x3 filter

Conv

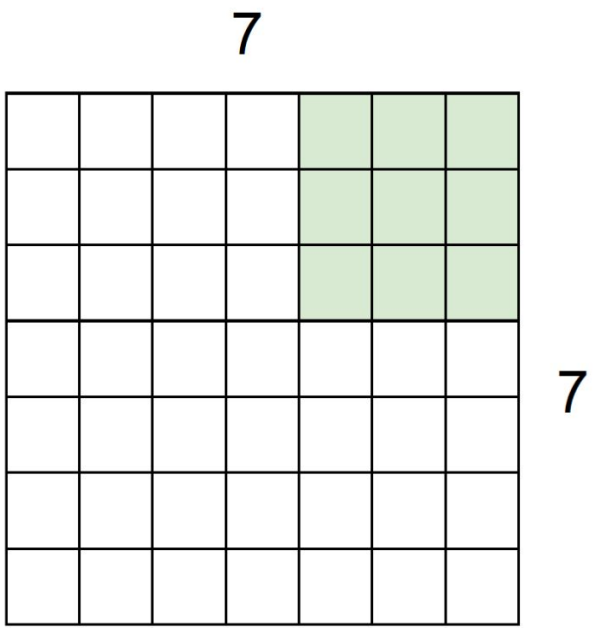
A closer look at spatial dimensions:



7x7 input (spatially)
assume 3x3 filter

Conv

A closer look at spatial dimensions:

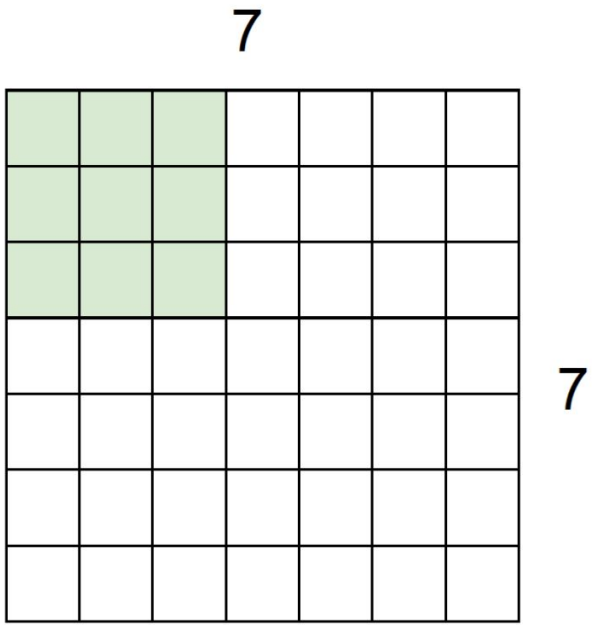


7x7 input (spatially)
assume 3x3 filter

=> 5x5 output

Conv

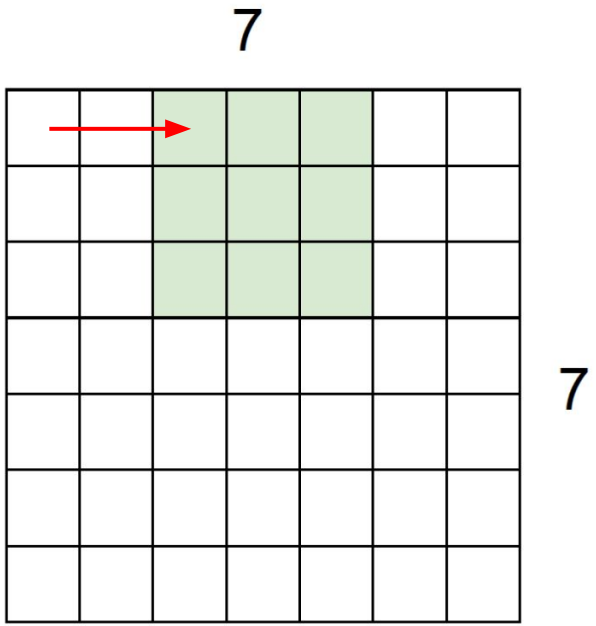
A closer look at spatial dimensions:



7x7 input (spatially)
assume 3x3 filter
applied **with stride 2**

Conv

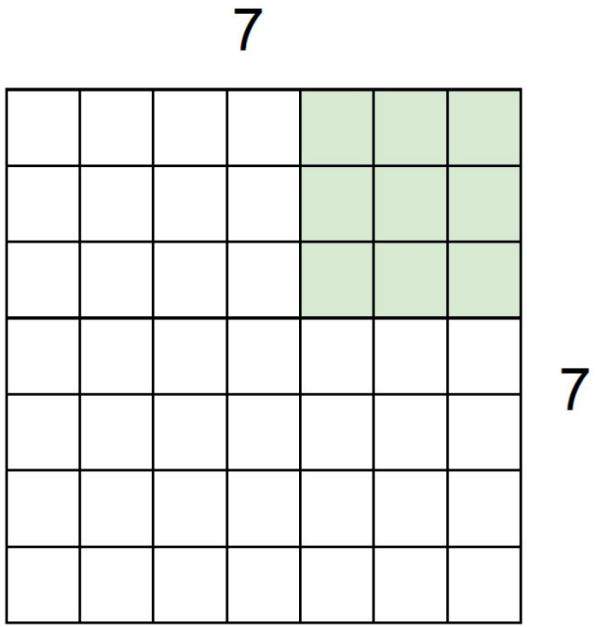
A closer look at spatial dimensions:



7x7 input (spatially)
assume 3x3 filter
applied **with stride 2**

Conv

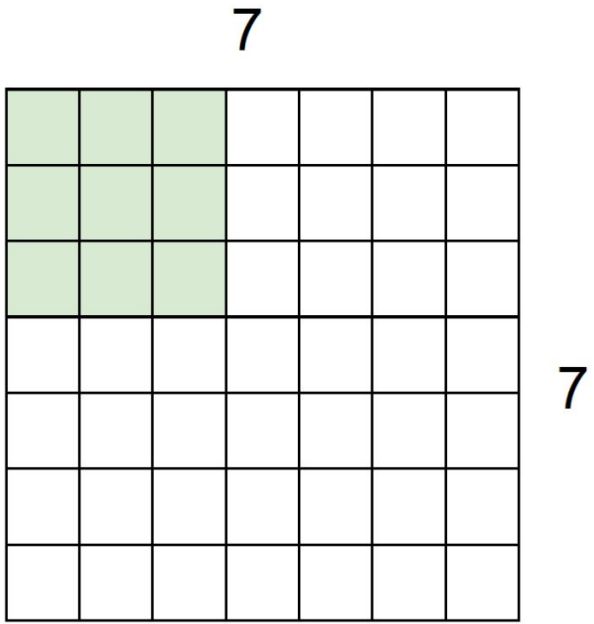
A closer look at spatial dimensions:



7x7 input (spatially)
assume 3x3 filter
applied **with stride 2**
=> 3x3 output!

Conv

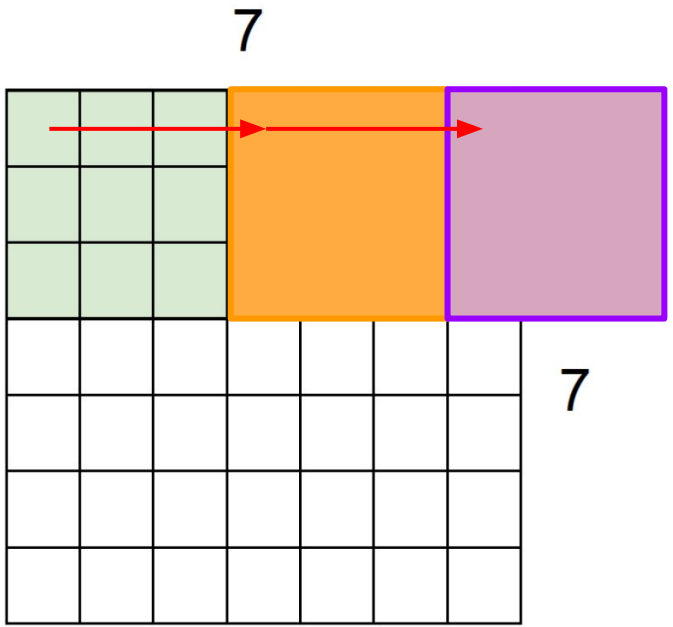
A closer look at spatial dimensions:



7x7 input (spatially)
assume 3x3 filter
applied **with stride 3?**

Conv

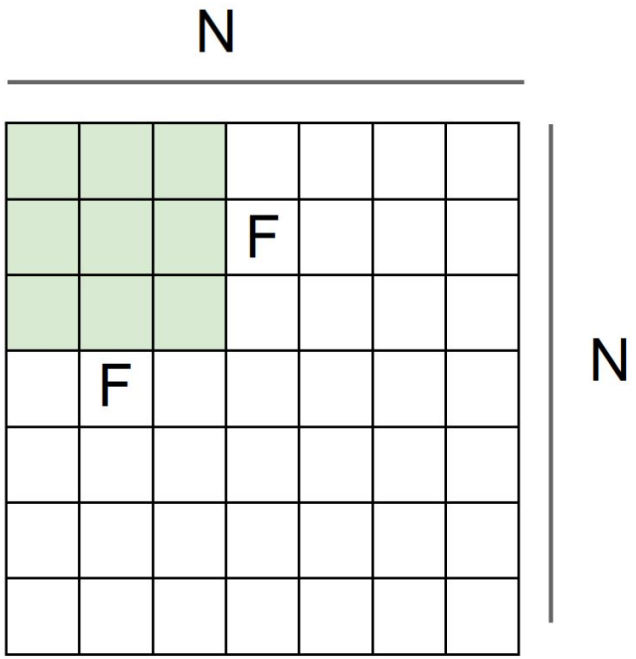
A closer look at spatial dimensions:



7x7 input (spatially)
assume 3x3 filter
applied **with stride 3?**

doesn't fit!
cannot apply 3x3 filter on
7x7 input with stride 3.

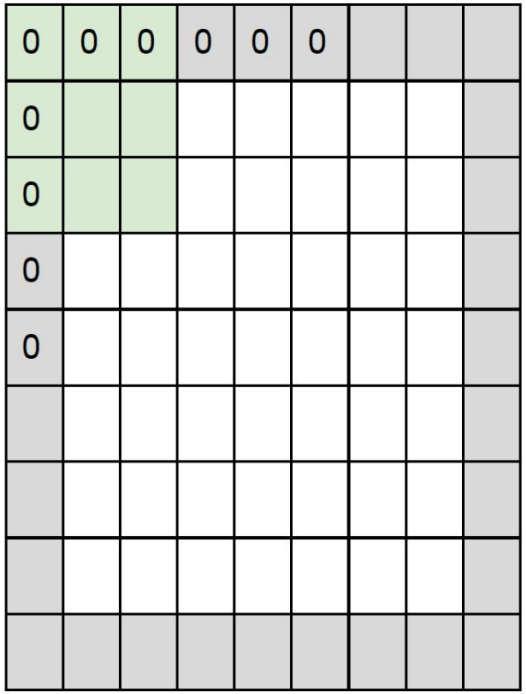
Conv



Output size:
(N - F) / stride + 1

e.g. N = 7, F = 3:
stride 1 => (7 - 3)/1 + 1 = 5
stride 2 => (7 - 3)/2 + 1 = 3
stride 3 => (7 - 3)/3 + 1 = 2.33 :\

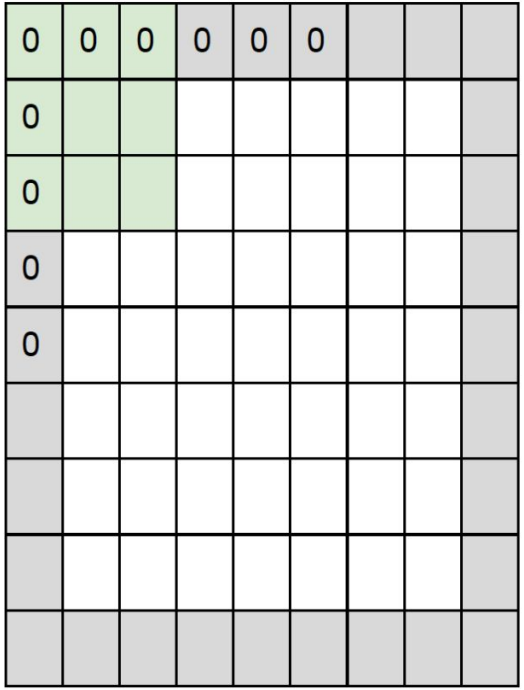
In practice: Common to zero pad the border



e.g. input 7x7
3x3 filter, applied with **stride 1**
pad with 1 pixel border => what is the output?

(recall:)
(N - F) / stride + 1

In practice: Common to zero pad the border



e.g. input 7x7
3x3 filter, applied with **stride 1**
pad with 1 pixel border => what is the output?

7x7 output!

The size of zero-padding P is set to 1

(recall:)
(N + 2P - F) / stride + 1

Convolution layer: summary

Let's assume input is W_1 x H_1 x C
Conv layer needs 4 hyperparameters:

- Number of filters **K**
- The filter size **F**
- The stride **S**
- The zero padding **P**

This will produce an output of W_2 x H_2 x K
where:

- $W_2 = (W_1 - F + 2P)/S + 1$
- $H_2 = (H_1 - F + 2P)/S + 1$

Number of parameters: F^2CK and K biases

Conv

Example: CONV layer in PyTorch

Conv layer needs 4 hyperparameters:

- Number of filters **K**
- The filter size **F**
- The stride **S**
- The zero padding **P**

Conv2d

CLASS `torch.nn.Conv2d(in_channels, out_channels, kernel_size, stride=1, padding=0, dilation=1, groups=1, bias=True)` [SOURCE]

Applies a 2D convolution over an input signal composed of several input planes.

In the simplest case, the output value of the layer with input size (N, C_{in}, H, W) and output $(N, C_{\text{out}}, H_{\text{out}}, W_{\text{out}})$ can be precisely described as:

$$\text{out}(N_i, C_{\text{out}_j}) = \text{bias}(C_{\text{out}_j}) + \sum_{k=0}^{C_{\text{in}}-1} \text{weight}(C_{\text{out}_j}, k) \star \text{input}(N_i, k)$$

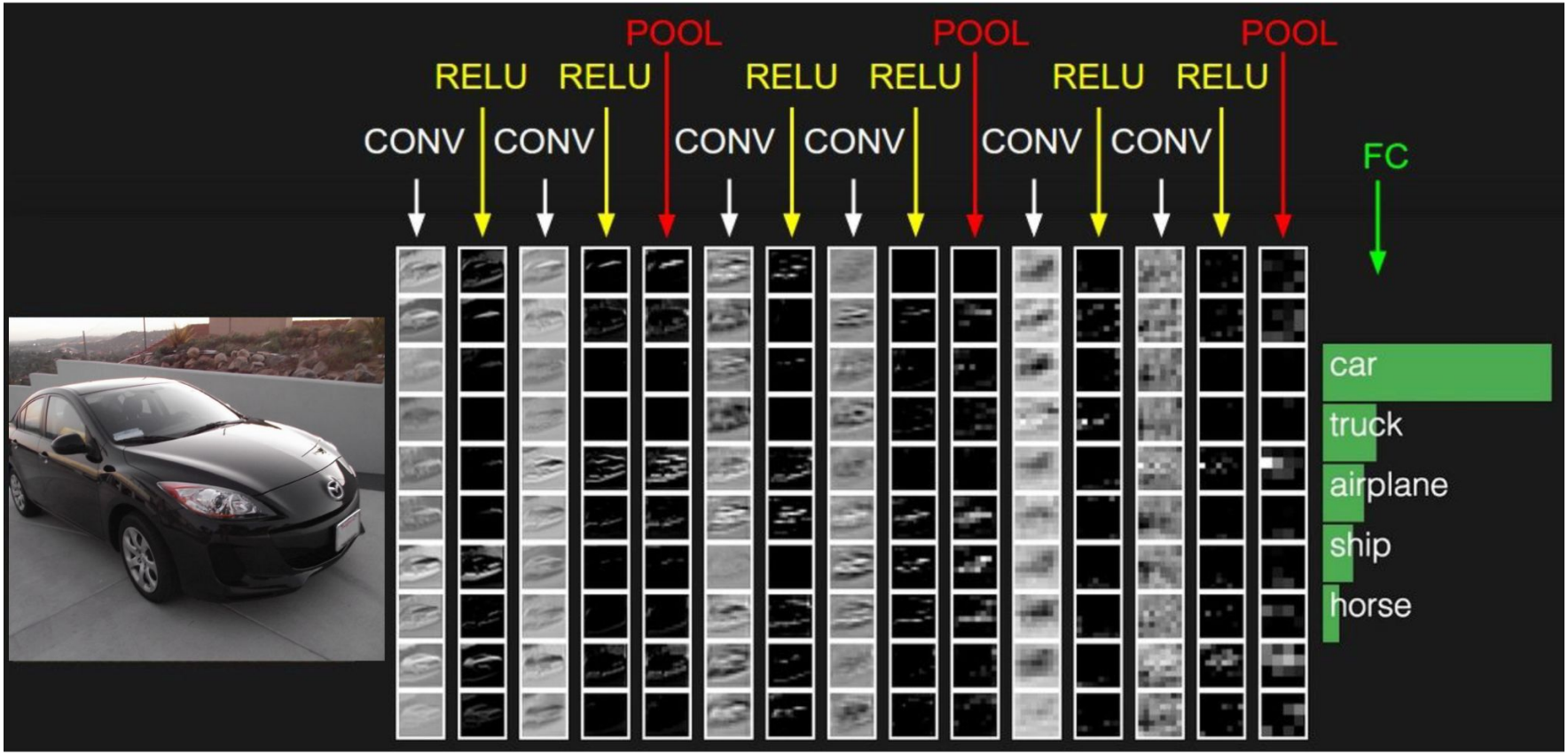
where $\star$ is the valid 2D cross-correlation operator, N is a batch size, C denotes a number of channels, H is a height of input planes in pixels, and W is width in pixels.

- `stride` controls the stride for the cross-correlation, a single number or a tuple.
- `padding` controls the amount of implicit zero-paddings on both sides for `padding` number of points for each dimension.
- `dilation` controls the spacing between the kernel points; also known as the à trous algorithm. It is harder to describe, but this link has a nice visualization of what `dilation` does.
- `groups` controls the connections between inputs and outputs. `in_channels` and `out_channels` must both be divisible by `groups`. For example,
  - At groups=1, all inputs are convolved to all outputs.
  - At groups=2, the operation becomes equivalent to having two conv layers side by side, each seeing half the input channels, and producing half the output channels, and both subsequently concatenated.
  - At groups= `in_channels`, each input channel is convolved with its own set of filters, of size: $\left\lfloor \frac{C_{\text{out}}}{C_{\text{in}}} \right\rfloor$.

The parameters `kernel_size`, `stride`, `padding`, `dilation` can either be:

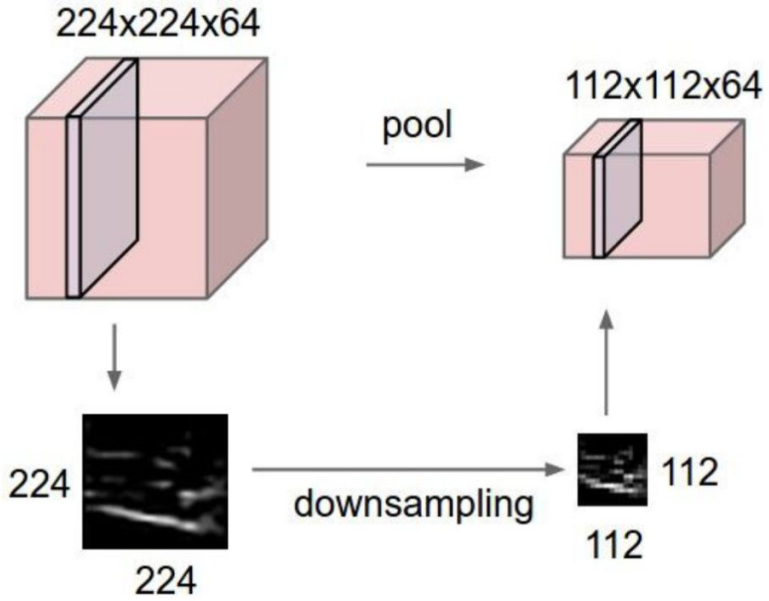
- a single `int` – in which case the same value is used for the height and width dimension
- a `tuple` of two ints – in which case, the first *int* is used for the height dimension, and the second *int* for the width dimension

Pooling

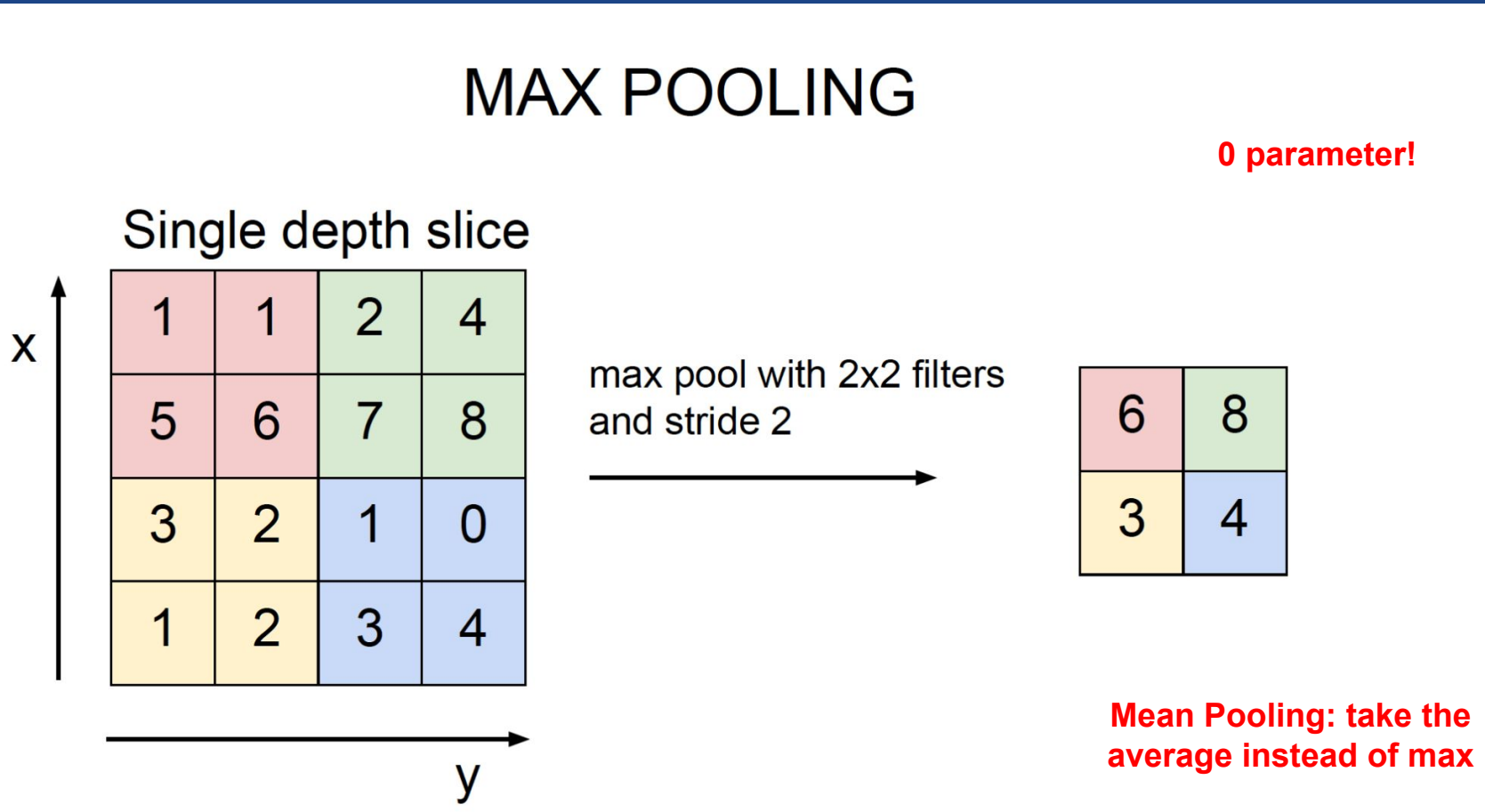

POOL
POOL
POOL
RELU
RELU
RELU
RELU
RELU
RELU
CONV
CONV
CONV
CONV
CONV
CONV
FC
car
truck
airplane
ship
horse

Pooling layer

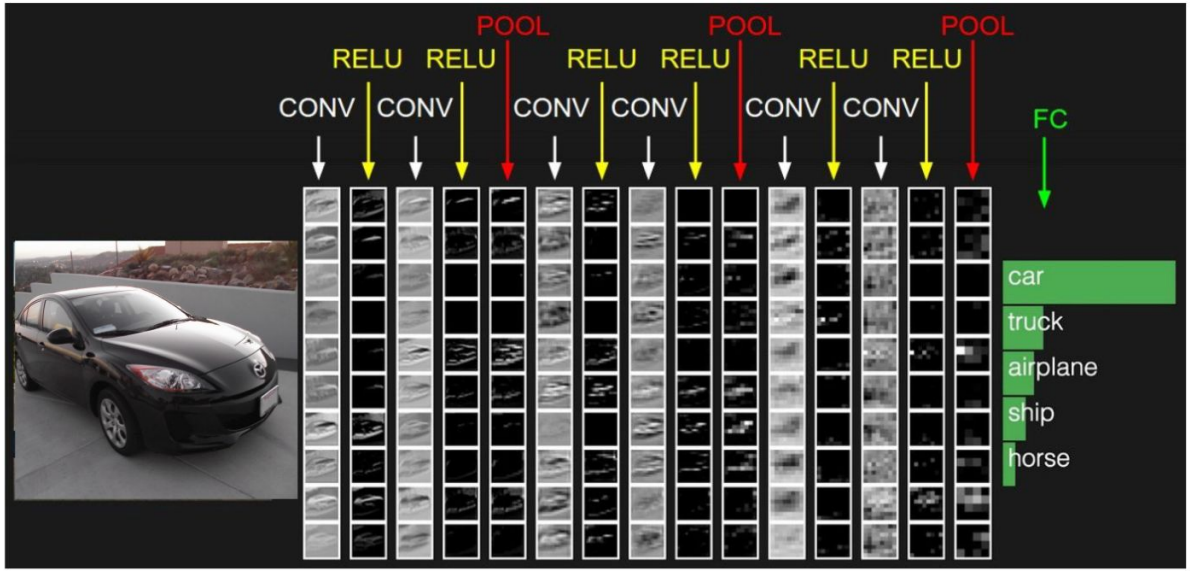
- makes the representations smaller and more manageable
- operates over each activation map independently:



Pooling


MAX POOLING
0 parameter!
Single depth slice
x
y
1 1 2 4
5 6 7 8
3 2 1 0
1 2 3 4
max pool with 2x2 filters
and stride 2
6 8
3 4
Mean Pooling: take the
average instead of max

Neural Networks



Neural Networks

Full implementation of training a 2-layer Neural Network needs ~20 lines:

```
1  import numpy as np
2  from numpy.random import randn
3
4  N, D_in, H, D_out = 64, 1000, 100, 10
5  x, y = randn(N, D_in), randn(N, D_out)
6  w1, w2 = randn(D_in, H), randn(H, D_out)
7
8  for t in range(2000):
9    h = 1 / (1 + np.exp(-x.dot(w1)))
10   y_pred = h.dot(w2)
11   loss = np.square(y_pred - y).sum()
12   print(t, loss)
13
14   grad_y_pred = 2.0 * (y_pred - y)
15   grad_w2 = h.T.dot(grad_y_pred)
16   grad_h = grad_y_pred.dot(w2.T)
17   grad_w1 = x.T.dot(grad_h * h * (1 - h))
18
19   w1 -= 1e-4 * grad_w1
20   w2 -= 1e-4 * grad_w2
```

Define the network

Forward pass

Calculate the analytical gradients

Gradient descent

Neural Networks

Full implementation of training a 2-layer Neural Network needs ~20 lines:

```
1  import numpy as np
2  from numpy.random import randn
3
4  N, D_in, H, D_out = 64, 1000, 100, 10
5  x, y = randn(N, D_in), randn(N, D_out)
6  w1, w2 = randn(D_in, H), randn(H, D_out)
7
8  for t in range(2000):
9    h = 1 / (1 + np.exp(-x.dot(w1)))
10   y_pred = h.dot(w2)
11   loss = np.square(y_pred - y).sum()
12   print(t, loss)
13
14   grad_y_pred = 2.0 * (y_pred - y)
15   grad_w2 = h.T.dot(grad_y_pred)
16   grad_h = grad_y_pred.dot(w2.T)
17   grad_w1 = x.T.dot(grad_h * h * (1 - h))
18
19   w1 -= 1e-4 * grad_w1
20   w2 -= 1e-4 * grad_w2
```

Define the network

Forward pass

Calculate the analytical gradients

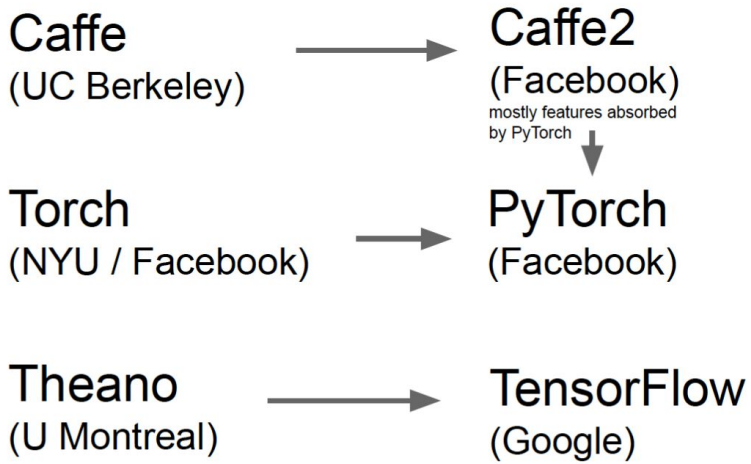
Gradient descent

In practice, we typically don't implement this by ourselves

Software & Hardware

Software

A zoo of frameworks!



PaddlePaddle
(Baidu)

Chainer
(Preferred Networks)
The company has officially migrated its research infrastructure to PyTorch

MXNet
(Amazon)
Developed by U Washington, CMU, MIT, Hong Kong U, etc but main framework of choice at AWS

CNTK
(Microsoft)

JAX
(Google)

MatConvNet (Matlab)

And others...

Software

The point of deep learning frameworks:

(1) Quick to develop and test new ideas

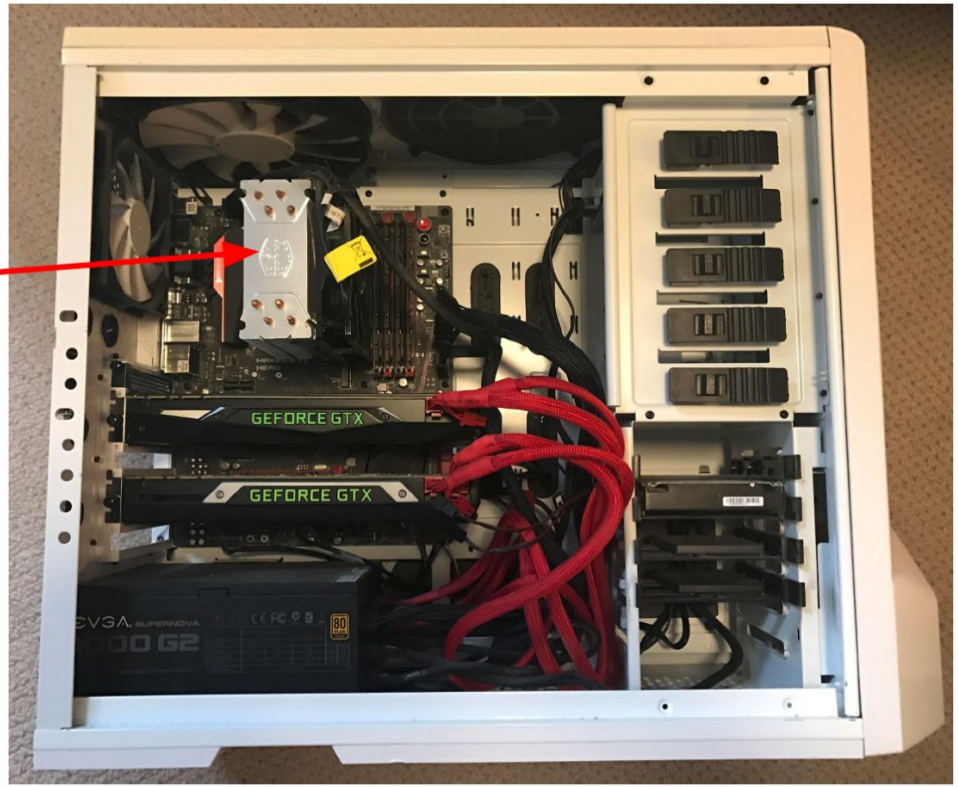
(2) Automatically compute gradients

(3) Run it all efficiently on GPU (wrap cuDNN, cuBLAS, OpenCL, etc)

Hardware

Spot the CPU!

(central processing unit)



Hardware

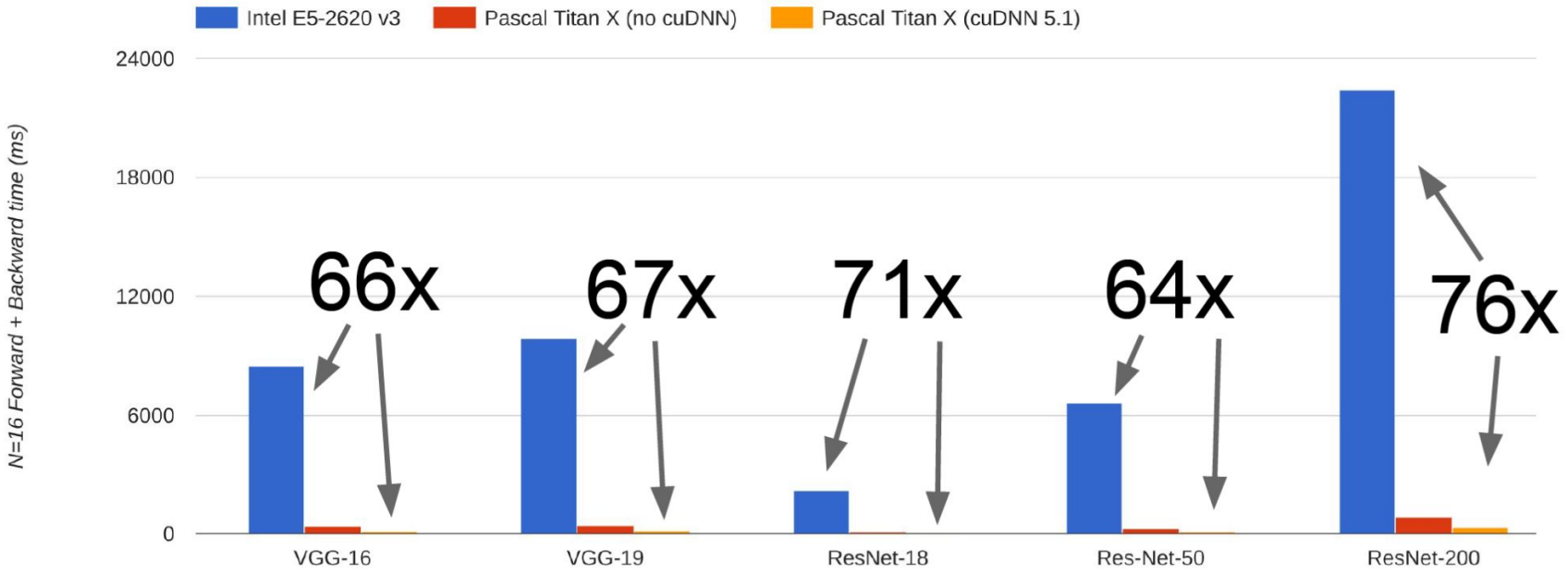
Spot the GPUs!

(graphics processing unit)

Hardware

CPU vs GPU in practice

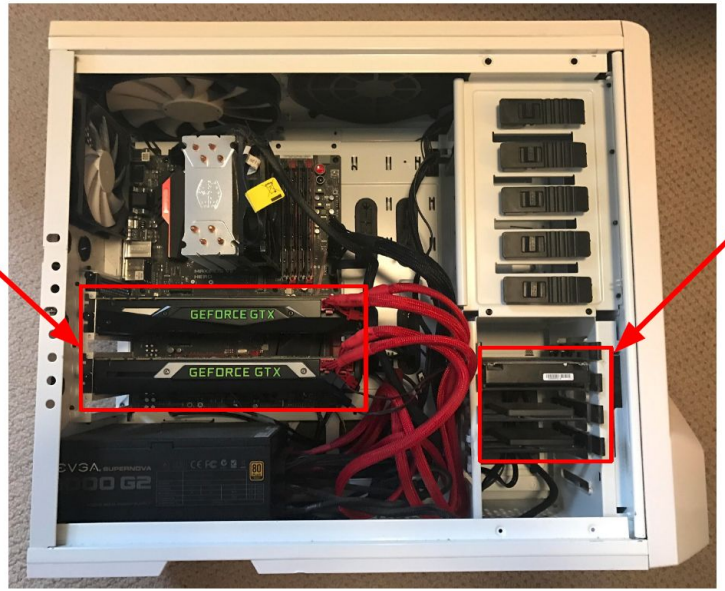
(CPU performance not well-optimized, a little unfair)



Data from https://github.com/jcjohnson/cnn-benchmarks

Hardware

Model is here

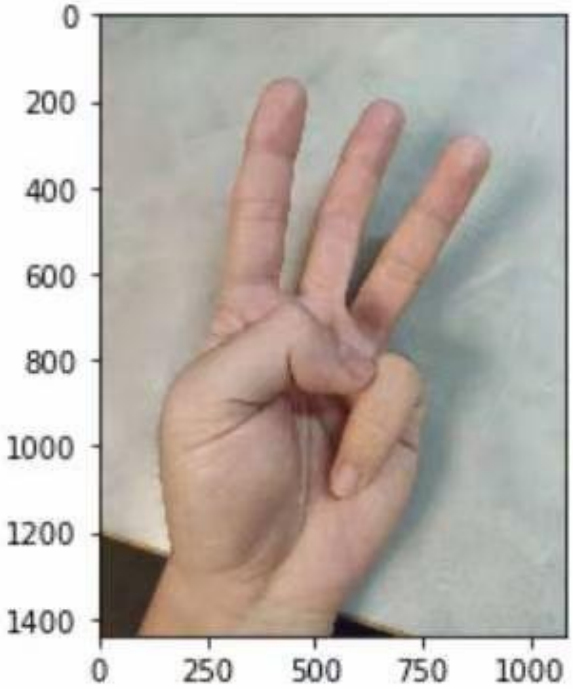


Data is here

Storage: Hard Drive Disk (HDD)

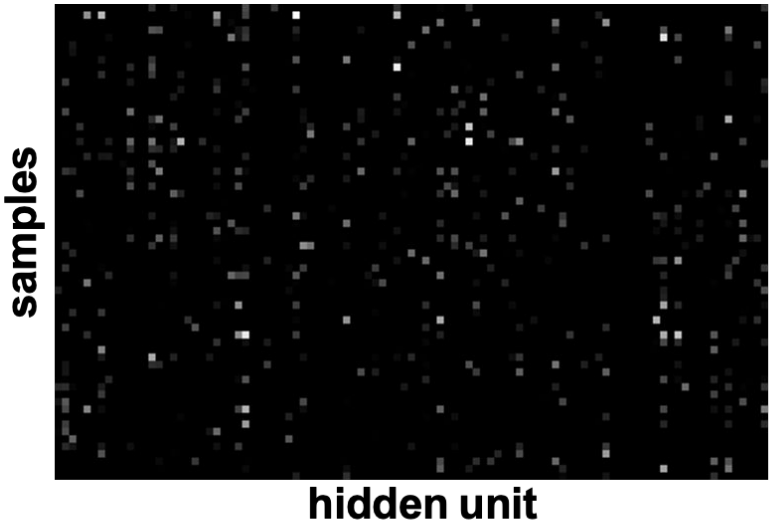
Good to know in practice...

Your algorithm predicts: y = 2



Good to know for debugging

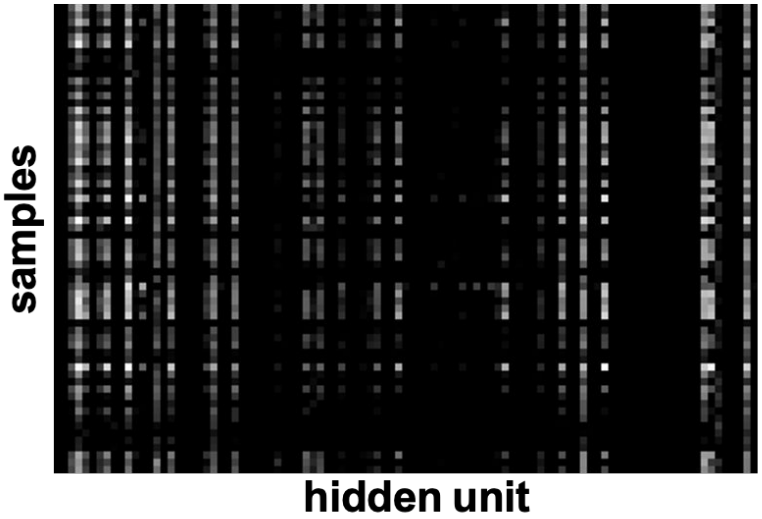
- Check gradients numerically by finite differences
- Visualize features (feature maps need to be uncorrelated) and hopefully have high variance.



Good training: hidden units are sparse across samples and across features.

Good to know for debugging

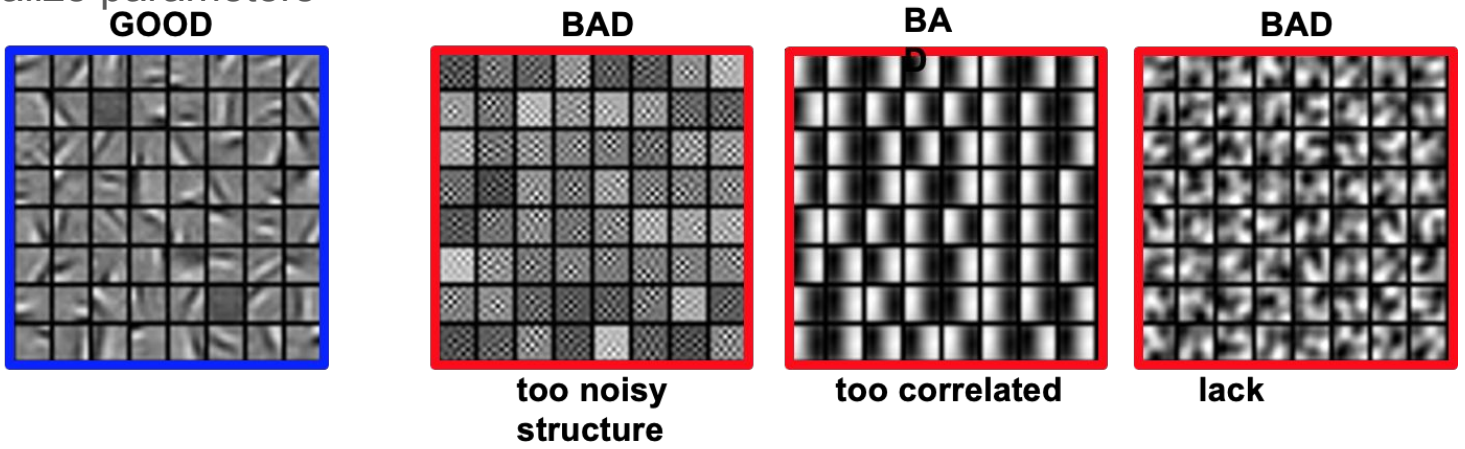
- Check gradients numerically by finite differences
- Visualize features (feature maps need to be uncorrelated) and hopefully have high variance.



Bad training: many hidden units ignore the input and/or exhibit strong correlations.

Good to know for debugging

- Check gradients numerically by finite differences
- Visualize features (feature maps need to be uncorrelated) and hopefully have high variance.
- Visualize parameters



Good training: learned filters exhibit structure and are uncorrelated.

Zeiler, Fergus "Visualizing and understanding CNNs" arXiv 2013
Simonyan, Vedaldi, Zisserman "Deep inside CNNs: visualizing image classification models.." ICLR 2014

Good to know for debugging

- Check gradients numerically by finite differences
- Visualize features (feature maps need to be uncorrelated) and hopefully have high variance.
- Visualize parameters
- Measure performance on both training and validation set.
- Test on a small subset of the data and check the performance.
- Keep the record of your loss curve; pay attention to your initial loss.

What if...

- https://stats.stackexchange.com/questions/352036/what-should-i-do-when-my-neural-network-doesnt-learn/352037#352037
- https://stats.meta.stackexchange.com/questions/5273/whats-the-best-way-to-answer-my-neural-network-doesnt-work-please-fix-quest

- Training diverges / NAN:
  - Learning rate may be too large → decrease learning rate
  - BP is buggy → numerical gradient checking

- Network is underperforming
  - Compute nr. params. →if too small, make net larger
  - Visualize hidden units/params → try different loss functions

CA2

- ## Neural Networks for Classification

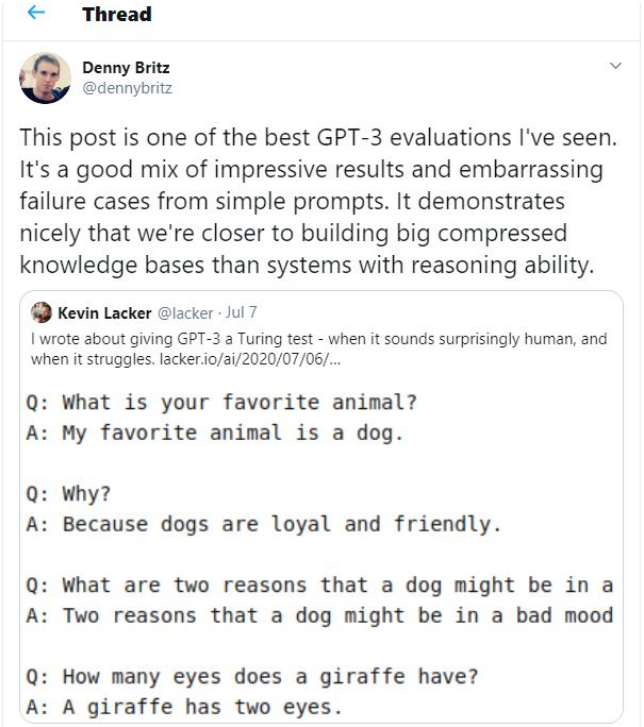
  Read the documentation for training a simple convolutional neural network (ref. http://www.vlfeat.org/matconvnet/training/). Train a CNN with two convolutional layers and one fully connected layer, with the architecture specified as follows: number of nodes: 20-50-500-21. The number of the nodes in the last layer is fixed as 21 as we are per- forming 21-category (20 CMU PIE faces plus 1 for yourself) classification. Convolutional kernel sizes are set as 5. Each convolutional layer is followed by a max pooling layer with a kernel size of 2 and stride of 2. The fully connected layer is followed by ReLU. Train the network and report the final classification performance.

- What are these concepts meaning?
  - You can build such a NN model
- How can I train this NN model?
  - Loss function, Backpropagation, etc.

Thank you!

Transformer

GPT-3



Title: United Methodists Agree to Historic Split
Subtitle: Those who oppose gay marriage will form their own denomination
Article: After two days of intense debate, the United Methodist Church has agreed to a historic split - one that is expected to end in the creation of a new denomination, one that will be "theologically and socially conservative," according to The Washington Post. The majority of delegates attending the church's annual General Conference in May voted to strengthen a ban on the ordination of LGBTQ clergy and to write new rules that will "discipline" clergy who officiate at same-sex weddings. But those who opposed these measures have a new plan: They say they will form a separate denomination by 2020, calling their church the Christian Methodist denomination.
The Post notes that the denomination, which claims 12.5 million members, was in the early 20th century the "largest Protestant denomination in the U.S.," but that it has been shrinking in recent decades. The new split will be the second in the church's history. The first occurred in 1968, when roughly 10 percent of the denomination left to form the Evangelical United Brethren Church. The Post notes that the proposed split "comes at a critical time for the church, which has been losing members for years," which has been "pushed toward the brink of a schism over the role of LGBTQ people in the church." Gay marriage is not the only issue that has divided the church. In 2016, the denomination was split over ordination of transgender clergy, with the North Pacific regional conference voting to ban them from serving as clergy, and the South Pacific regional conference voting to allow them.

Figure 3.14: The GPT-3 generated news article that humans had the greatest difficulty distinguishing from a human written article (accuracy: 12%).

DALL-E

TEXT PROMPT an armchair in the shape of an avocado. . . .

AI-GENERATED IMAGES

Edit prompt or view more images↓

TEXT PROMPT a store front that has the word ‘openai’ written on it. . . .

AI-GENERATED IMAGES

Edit prompt or view more images↓

https://openai.com/blog/dall-e/

Attention

Attention Is All You Need

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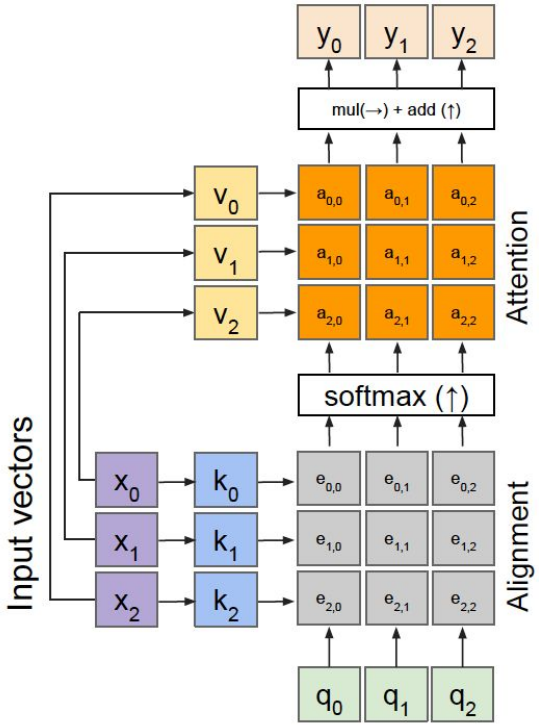
General attention layer



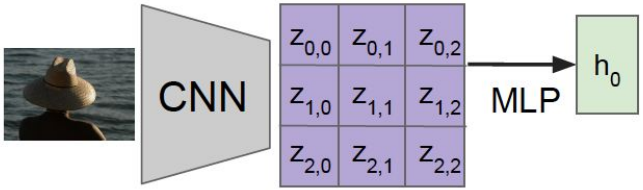
Outputs:
context vectors: **y** (shape: D_v)

Operations:
Key vectors: $\mathbf{k} = \mathbf{x}W_k$
Value vectors: $\mathbf{v} = \mathbf{x}W_v$
Alignment: $e_{i,j} = q_j \cdot k_i / \sqrt{D}$
Attention: $\mathbf{a} = \text{softmax}(\mathbf{e})$
Output: $y_j = \sum_i a_{i,j} v_i$

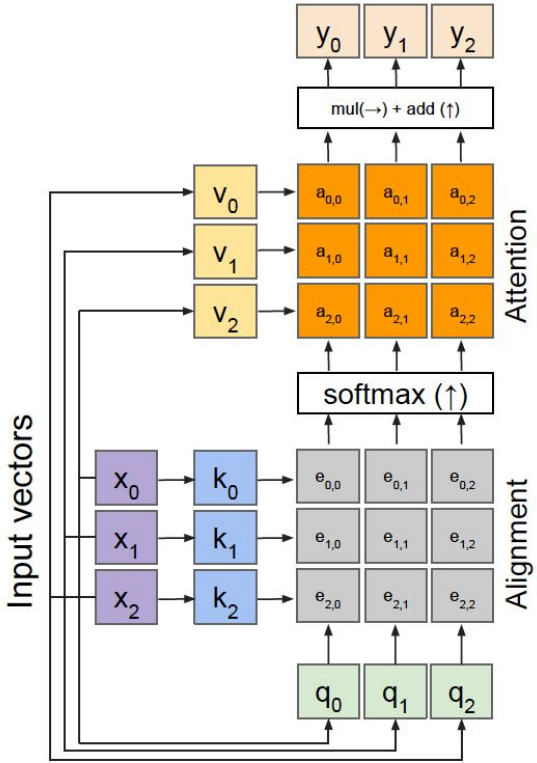
Inputs:
Input vectors: **x** (shape: N x D)
Queries: **q** (shape: M x D_k)

Recall that the query vector was a function of the input vectors

Encoder: $h_0 = f_W(\mathbf{z})$
where **z** is spatial CNN features
$f_W(.)$ is an MLP



Self attention layer

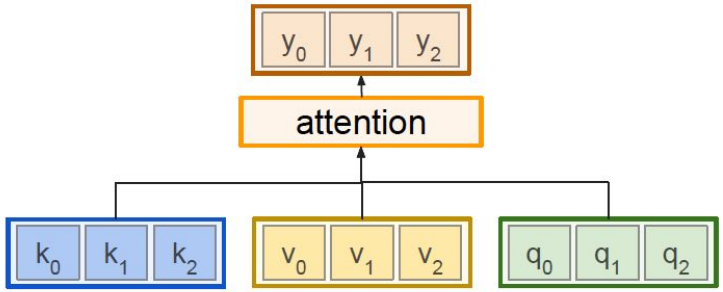


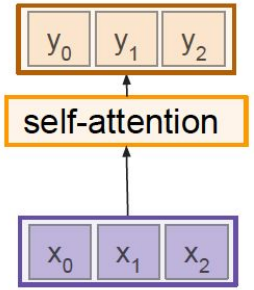
Outputs:
context vectors: **y** (shape: D_v)

Operations:
Key vectors: $\mathbf{k} = \mathbf{x}W_k$
Value vectors: $\mathbf{v} = \mathbf{x}W_v$
Query vectors: $\mathbf{q} = \mathbf{x}W_q$
Alignment: $e_{i,j} = q_j \cdot k_i / \sqrt{D}$
Attention: $\mathbf{a} = \text{softmax}(\mathbf{e})$
Output: $y_j = \sum_i a_{i,j} v_i$

Inputs:
Input vectors: **x** (shape: N x D)

General attention versus self-attention

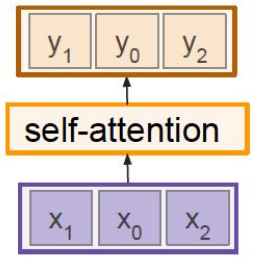


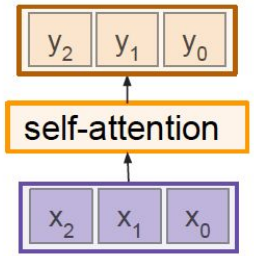


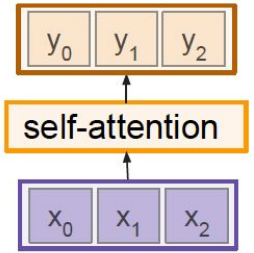
Self attention layer - attends over sets of inputs

Permutation invariant

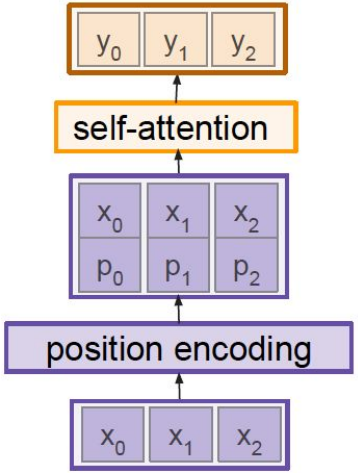
Problem: how can we encode ordered sequences like language or spatially ordered image features?







Positional encoding



Concatenate special positional encoding p_j to each input vector x_j

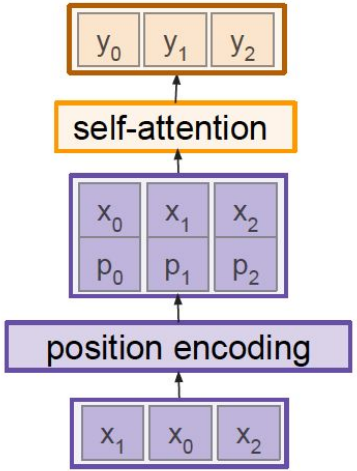
We use a function *pos*: $N \rightarrow R^d$ to process the position j of the vector into a d-dimensional vector

So, $p_j = pos(j)$

Desiderata of *pos*(.) :

1. It should output a **unique** encoding for each time-step (word's position in a sentence)
2. **Distance** between any two time-steps should be consistent across sentences with different lengths.
3. Our model should generalize to **longer** sentences without any efforts. Its values should be bounded.
4. It must be **deterministic**.

Positional encoding



Concatenate special positional encoding p_j to each input vector x_j

We use a function *pos*: $N \rightarrow R^d$ to process the position j of the vector into a d-dimensional vector

So, $p_j = pos(j)$

Options for *pos*(.)

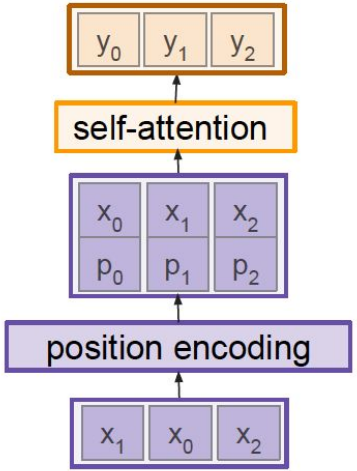
1. Learn a lookup table:
   - Learn parameters to use for *pos*(t) for $t \in [0, T)$
   - Lookup table contains T x d parameters.

2. Design a fixed function with the desiderata
   -

$$\mathbf{p(t)} = \begin{bmatrix} \sin(\omega_1 . t) \\ \cos(\omega_1 . t) \\ \\ \sin(\omega_2 . t) \\ \cos(\omega_2 . t) \\ \\ \vdots \\ \\ \sin(\omega_{d/2} . t) \\ \cos(\omega_{d/2} . t) \end{bmatrix}_d \quad \text{where } \omega_k = \frac{1}{10000^{2k/d}}$$

Vaswani et al, "Attention is all you need", NeurIPS 2017

Positional encoding



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   -

$$\mathbf{p(t)} = \begin{bmatrix} \sin(\omega_1 . t) \\ \cos(\omega_1 . t) \\ \sin(\omega_2 . t) \\ \cos(\omega_2 . t) \\ \vdots \\ \sin(\omega_{d/2} . t) \\ \cos(\omega_{d/2} . t) \end{bmatrix}_d$$

Intuition:

0 :	0	0	0	0	8 :	1	0	0	0
1 :	0	0	0	1	9 :	1	0	0	1
2 :	0	0	1	0	10 :	1	0	1	0
3 :	0	0	1	1	11 :	1	0	1	1
4 :	0	1	0	0	12 :	1	1	0	0
5 :	0	1	0	1	13 :	1	1	0	1
6 :	0	1	1	0	14 :	1	1	1	0
7 :	0	1	1	1	15 :	1	1	1	1

where $\omega_k = \frac{1}{10000^{2k/d}}$

Figure credit to: https://kazemnejad.com/blog/transformer_architecture_positional_encoding/

Vaswani et al, "Attention is all you need", NeurIPS 2017

Multi-head self attention layer

- Multiple self-attention heads in parallel

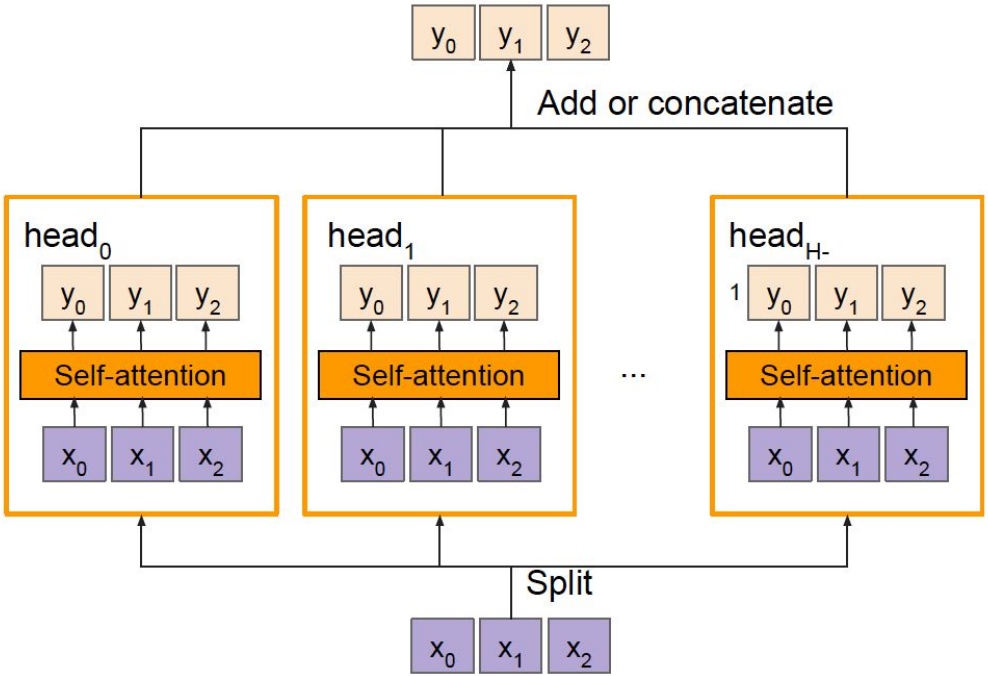
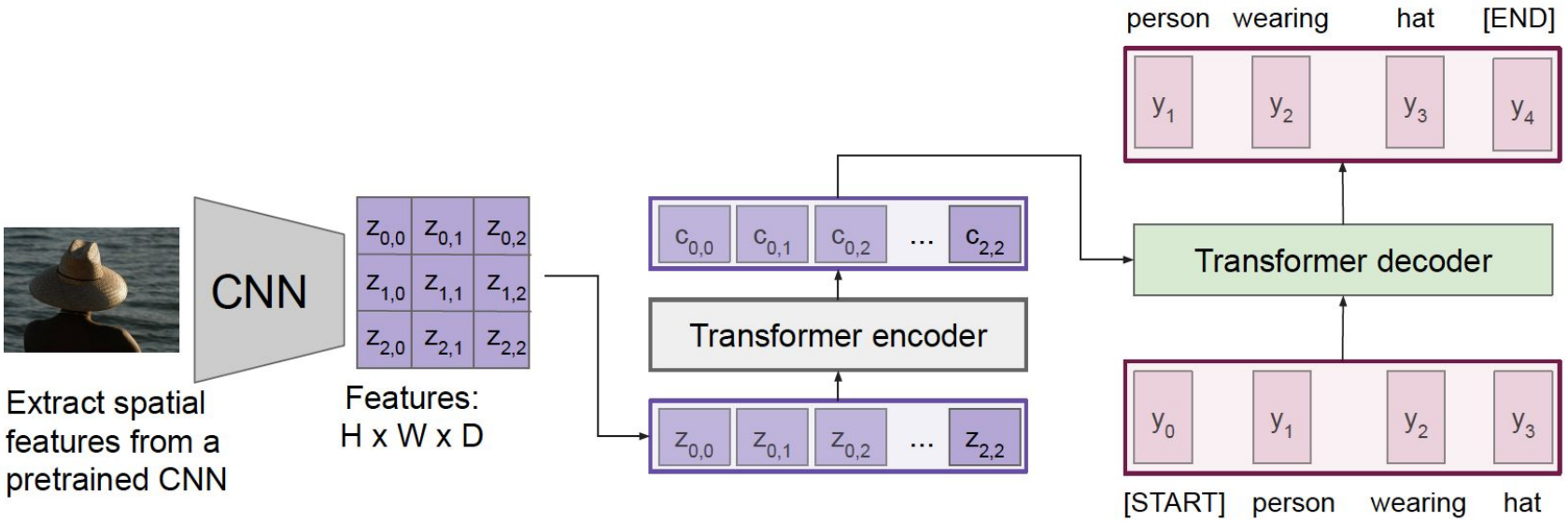


Image Captioning using transformers

- **No recurrence at all**



Comparing RNNs to Transformers

RNNs

(+) LSTMs work reasonably well for long sequences.

(-) Expects an ordered sequences of inputs

(-) Sequential computation: subsequent hidden states can only be computed after the previous ones are done.

Transformers:

(+) Good at long sequences. Each attention calculation looks at all inputs.

(+) Can operate over unordered sets or ordered sequences with positional encodings.

(+) Parallel computation: All alignment and attention scores for all inputs can be done in parallel.

(-) Requires a lot of memory: N x M alignment and attention scalers need to be calculated and stored for a single self-attention head. (but GPUs are getting bigger and better)

Summary

- Neural Networks
- Loss function
- Regularization
- Optimization / Backpropagation
- ConvNets
- Good to know in practice
- Hardware & Software
- Recurrent Neural Network (RNN)
- Transformer

Thank you!

Deep Learning (DL)