# Learning Hyperparameters

**Andrew Saxe** 



#### The effect of depth on training

Now that we can implement a network, let's understand some core learning behaviors and tradeoffs

The architecture, initialization, and learning hyperparameters all can change the performance of a network dramatically

To be proficient at training deep networks, we have to build our intuition

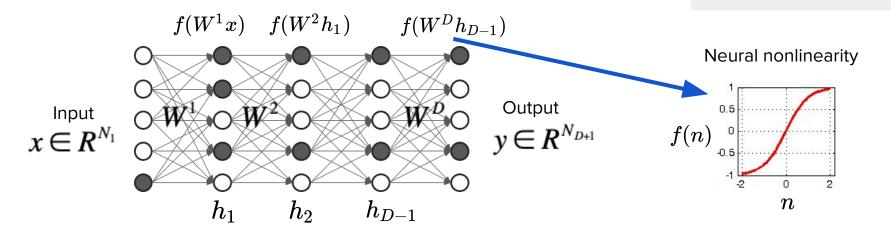
# Opening the black box



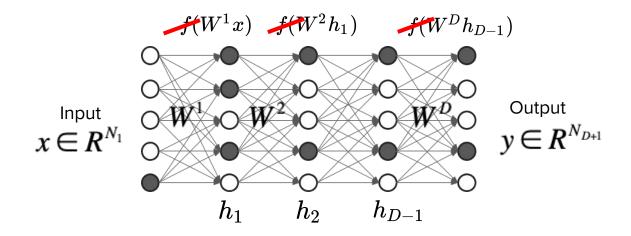


#### Deep Network

Little hope to understand full modern systems in detail

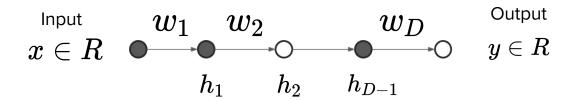


# Deep *Linear* Network





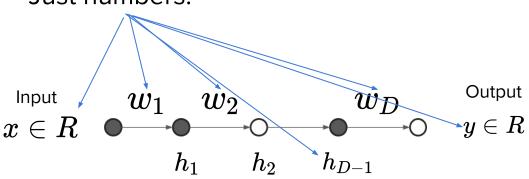
#### Deep *Narrow* Linear Network





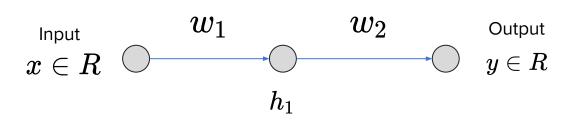
#### Deep *Narrow* Linear Network

#### Just numbers!



$$y = w_D w_{D-1} \cdots w_1 x$$

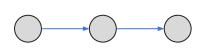
### 1 Layer Narrow Linear Network



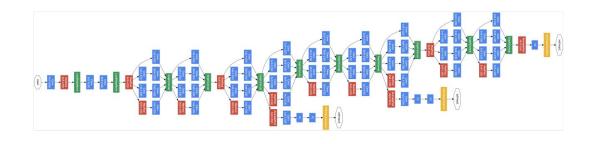
 $y=xw_1w_2$ 

#### Simple models

#### **Today**



#### The rest of your career



Szegedy et al., CVPR 2015

### 1 Layer Narrow Linear Network

Dataset: 
$$\mathcal{D} = \{(x_1,y_1),(x_2,y_2),\cdots,(x_P,y_P)\}$$

Mean squared error loss: 
$$L(w_1,w_2)=rac{1}{P}\sum_{p=1}^P(y_p-\hat{y}_p)^2$$

Input 
$$w_1$$
  $w_2$  Output  $x\in R$   $h_1$ 

 $y = xw_1w_2$ 

Loss from one example 
$$=rac{1}{P}(y_p-x_pw_1w_2)^2$$

#### 1 Layer Narrow Linear Network

Dataset:  $\mathcal{D} = \{(x_1,y_1),(x_2,y_2),\cdots,(x_P,y_P)\}$ 

Mean squared error loss:  $L(w_1,w_2)=rac{1}{P}\sum_{p=1}^P(y_p-\hat{y}_p)^2$ 

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 $y=xw_1w_2$ 

Implement gradient descent

#### Training landscape

We train networks by minimizing the loss function

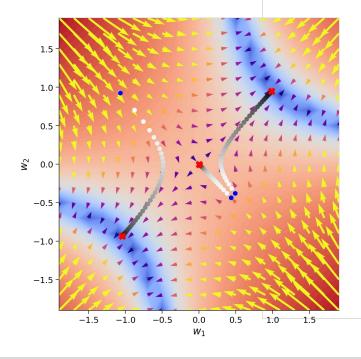
What do these loss landscapes actually look like?

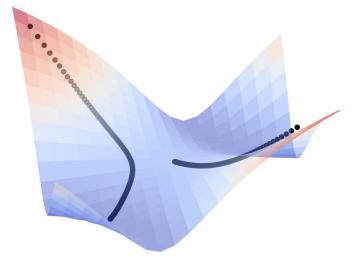
Usually loss landscapes are impossible to plot because they are in high dimensions, but here we can examine it directly

**Explore this loss landscape and the resulting GD trajectories** 



# Anatomy of a landscape





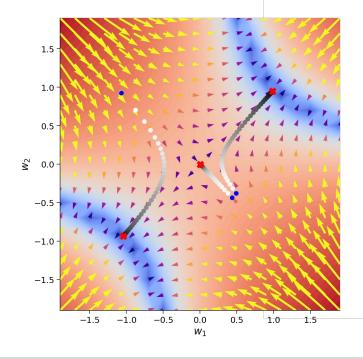
**Critical points:** where the gradient is zero and dynamics stop **Minimum:** surrounding points are not lower

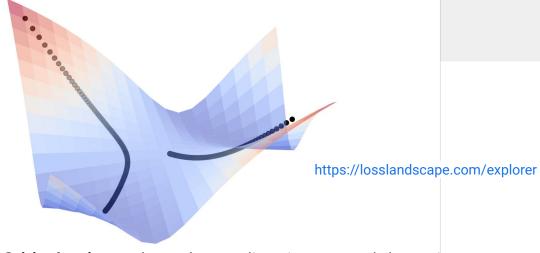
**Maximum:** surrounding points are not higher

Saddle point: some descent directions, some ascent directions



# Anatomy of a landscape





Critical points: where the gradient is zero and dynamics stop

Minimum: surrounding points are not lower

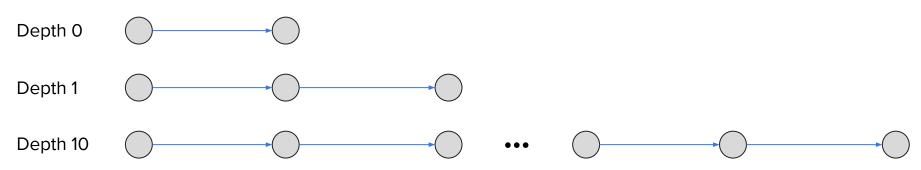
Maximum: surrounding points are not higher

Saddle point: some descent directions, some ascent directions

 $N_{M_A}$ 

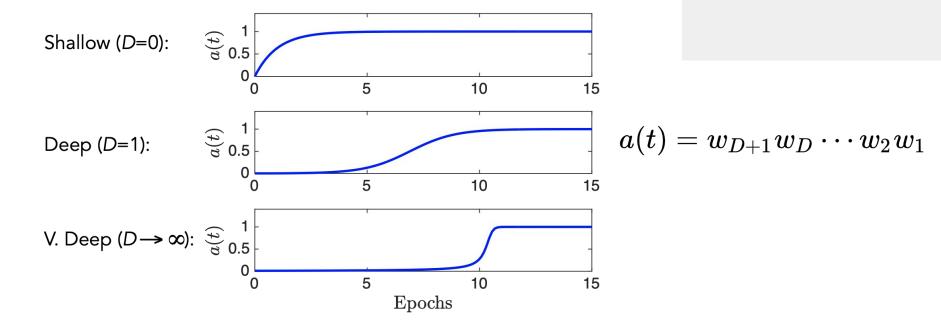
#### The effect of depth on training

How does network depth impact training speed, everything else being equal?



#### **Explore how depth changes learning trajectories**

#### The effect of depth on training



How to pick 
$$\eta$$
?  $\mathbf{w}^{(t+1)} = \mathbf{w}^{(t)} - \eta \nabla L(\mathbf{w}^{(t)})$ 

The gradient points in the steepest descent direction for *infinitesimal* step sizes

But infinitesimal step sizes don't take you very far!

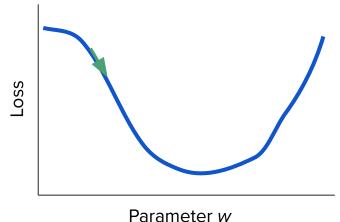
Play with learning rate. Learn to diagnose issues from error curves.

How to pick 
$$\eta$$
?

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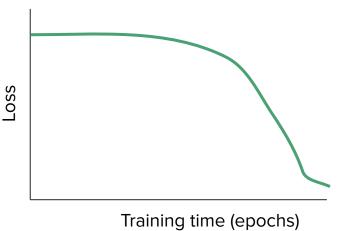
Too small: flat line

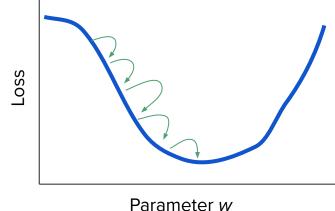


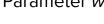


How to pick 
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?  $\mathbf{w}^{(t+1)} = \mathbf{w}^{(t)} - \eta \nabla L(\mathbf{w}^{(t)})$ 

Slightly too small: works but slow

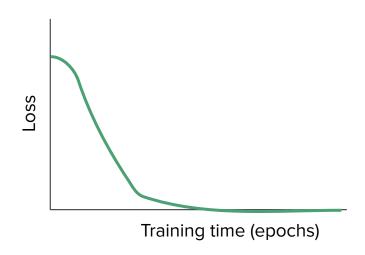


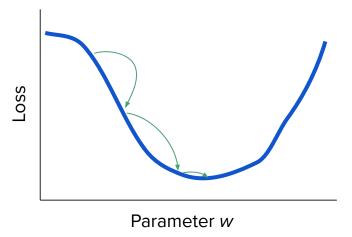




How to pick 
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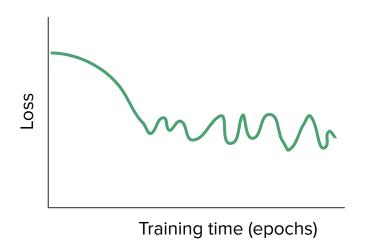
Just right: converges quickly and cleanly

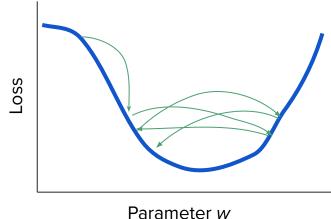




How to pick 
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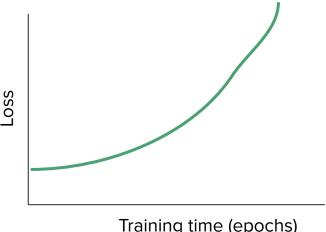
Slightly too big: chaotic



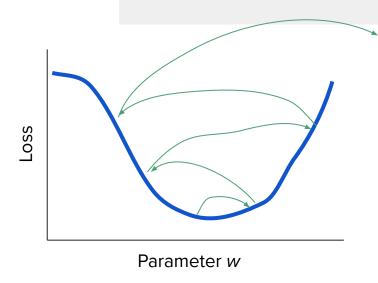


How to pick 
$$\eta$$
?  $\mathbf{w}^{(t+1)} = \mathbf{w}^{(t)} - \eta \nabla L(\mathbf{w}^{(t)})$ 

Way too big: Divergence









How to pick 
$$\eta$$
?  $\mathbf{w}^{(t+1)} = \mathbf{w}^{(t)} - \eta \nabla L(\mathbf{w}^{(t)})$ 

Lesson for practice: Aim for the maximum stable learning rate

#### Depth and learning rate

Unfortunately, hyperparameters interact

The right learning rate for one depth may not be the right learning rate for another

Do deeper networks need larger or smaller learning rates? Are deep networks still slower to train if you optimize the learning rate for each?

Play with both depth and learning rate.



#### Depth and learning rate

Unfortunately, hyperparameters interact

The right learning rate for one depth may not be the right learning rate for another

In general, deeper networks need smaller learning rates

**Lesson for practice:** Carefully optimise all hyperparameters for every architecture you try (this may require many computers :)

Unlike in shallow networks, learning in deep networks is exquisitely sensitive to initialisation

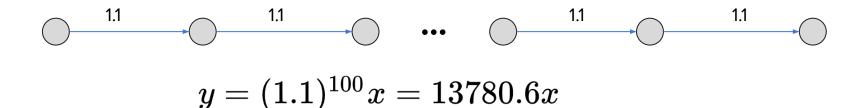
**Basic reason:** products of numbers vanish or explode  $y=(\prod_{i=1}^D w_i)x$ 



$$y = (0.9)^{100}x = 0.0000265x$$

Unlike in shallow networks, learning in deep networks is exquisitely sensitive to initialisation

**Basic reason:** products of numbers vanish or explode  $y=(\prod_{i=1}^D w_i)x$ 

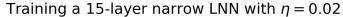


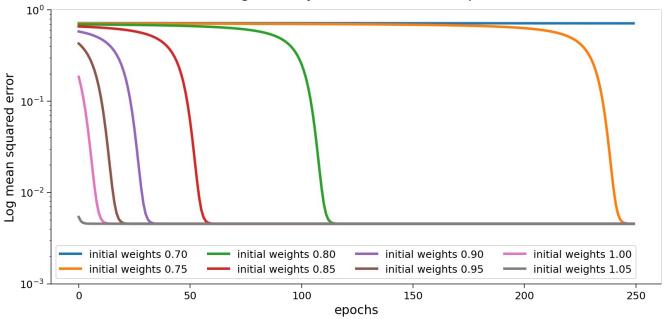
Unlike in shallow networks, learning in deep networks is exquisitely sensitive to initialisation

**Basic reason:** products of numbers vanish or explode  $y=(\prod_{i=1}^D w_i)x$ 



Explore how initialisation impacts learning in a deep network.







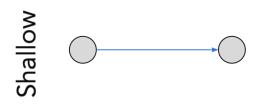
Initialisations in deep networks need to be carefully chosen so that activity and gradients have similar magnitude across the network

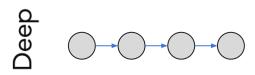
Initialisations that preserve variance across depth are known as "dynamic isometry" initialisations

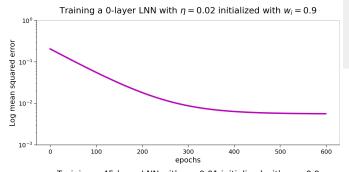
For deep narrow linear network, this corresponds to weights near 1

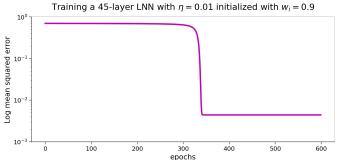
$$y = 1^{100}x = x$$

#### Wrap up: the effect of depth

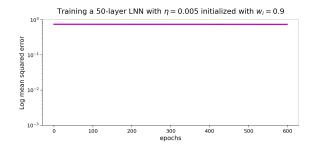


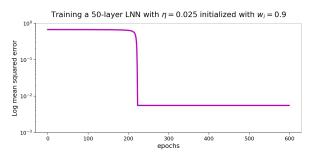


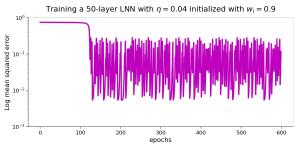




# Wrap up: learning rate







#### Wrap up: initialization



