

# Introduction to Deep Learning MIT 6.S191

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## What is Deep Learning?

# ARTIFICIAL INTELLIGENCE

Any technique that enables computers to mimic human behavior



### MACHINE LEARNING

Ability to learn without explicitly being programmed



### **DEEP LEARNING**

Learn underlying features in data using neural networks

3 1 3 4 7 2 1 7 4 4 3 5

## Deep Learning Success: Vision

Image Recognition



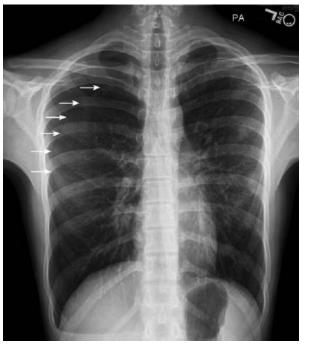


### Deep Learning Success: Vision



### Detect pneumothorax in real X-Ray scans







## Deep Learning Success: Audio



Other sequences-model applications:

- predict stock price
- machine translation

- ...

Music Generation



Temporal dependence





## Deep Learning Success

### And so many more...



### 6.S191 Goals

Fundamentals

Practical Skills

Advancements

Community @ MIT

Knowledge, intuition, know-how, and community to do deep learning research and development

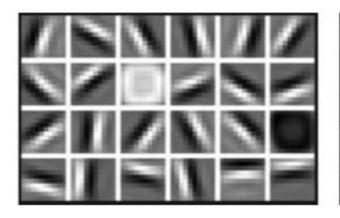
# Why Deep Learning and Why Now?

# Why Deep Learning?

Hand engineered features are time consuming, brittle and not scalable in practice

Can we learn the **underlying features** directly from data?

#### Low Level Features



Lines & Edges

#### Mid Level Features



Eyes & Nose & Ears

#### High Level Features



Facial Structure

# Why Now?

1952

1958

•

1986

1995

•

Stochastic Gradient Descent

#### Perceptron

Learnable Weights

Backpropagation

Multi-Layer Perceptron

Deep Convolutional NN

• Digit Recognition

Neural Networks date back decades, so why the resurgence?

### I. Big Data

- Larger Datasets
- EasierCollection &Storage







### 2. Hardware

- Graphics Processing Units (GPUs)
- Massively Parallelizable



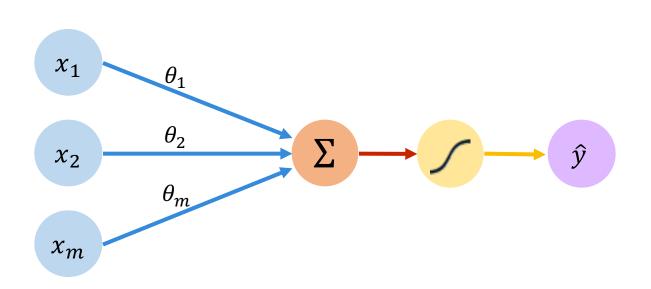
### 3. Software

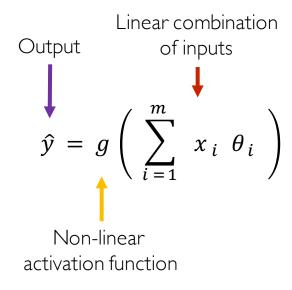
- Improved Techniques
- New Models
- Toolboxes



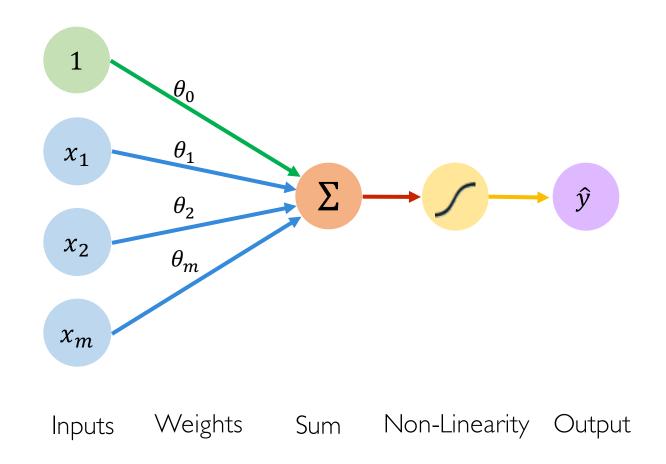


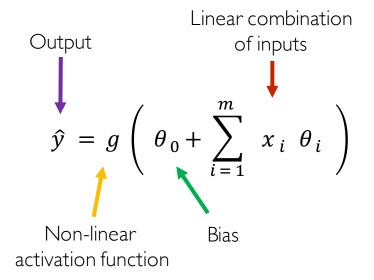
# The Perceptron The structural building block of deep learning



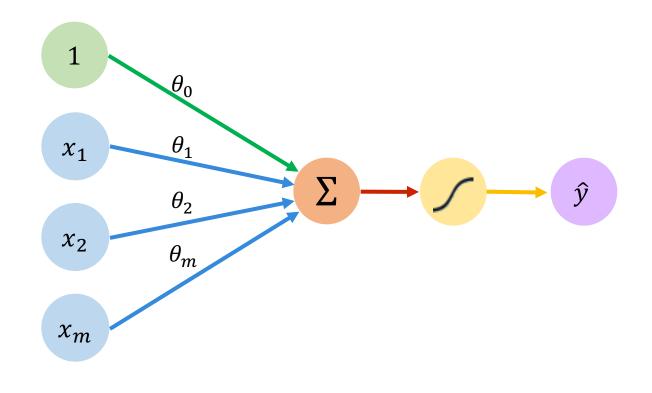


Inputs Weights Sum Non-Linearity Output









Sum

$$\hat{y} = g \left( \theta_0 + \sum_{i=1}^m x_i \theta_i \right)$$

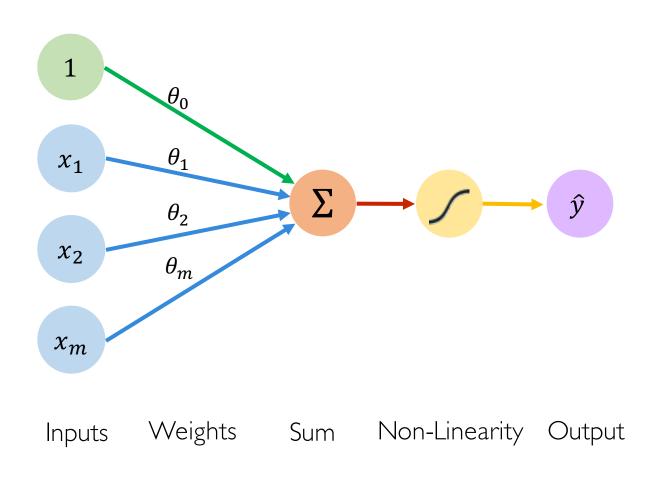
$$\hat{y} = g \left( \theta_0 + \boldsymbol{X}^T \boldsymbol{\theta} \right)$$

where: 
$$\boldsymbol{X} = \begin{bmatrix} x_1 \\ \vdots \\ x_m \end{bmatrix}$$
 and  $\boldsymbol{\theta} = \begin{bmatrix} \theta_1 \\ \vdots \\ \theta_m \end{bmatrix}$ 

Inputs

Weights

Non-Linearity Output

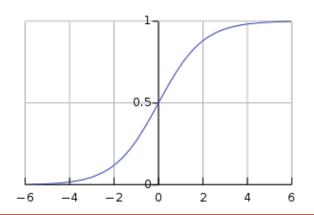


### **Activation Functions**

$$\hat{y} = g \left( \theta_0 + X^T \theta \right)$$

• Example: sigmoid function

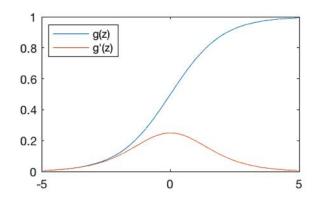
$$g(z) = \sigma(z) = \frac{1}{1 + e^{-z}}$$



 $\boldsymbol{Z}$ 

### Common Activation Functions

Sigmoid Function

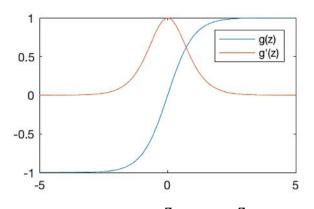


$$g(z) = \frac{1}{1 + e^{-z}}$$

$$g'(z) = g(z)(1 - g(z))$$



#### Hyperbolic Tangent

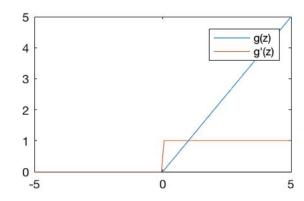


$$g(z) = \frac{e^{z} - e^{-z}}{e^{z} + e^{-z}}$$

$$g'(z) = 1 - g(z)^2$$



#### Rectified Linear Unit (ReLU)



$$g(z) = \max(0, z)$$

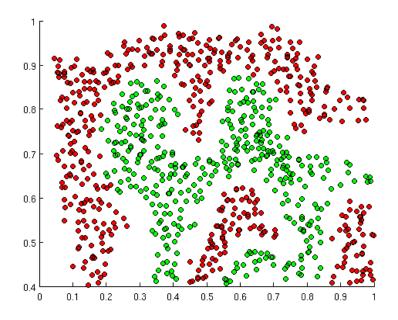
$$g'(z) = \begin{cases} 1, & z > 0 \\ 0, & \text{otherwise} \end{cases}$$



NOTE: All activation functions are non-linear

### Importance of Activation Functions

The purpose of activation functions is to **introduce non-linearities** into the network

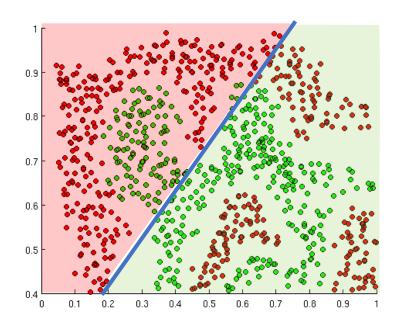


What if we wanted to build a Neural Network to distinguish green vs red points?



### Importance of Activation Functions

The purpose of activation functions is to **introduce non-linearities** into the network

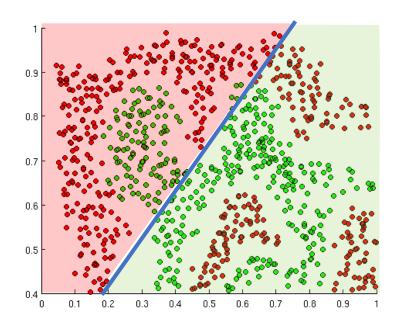


Linear Activation functions produce linear decisions no matter the network size

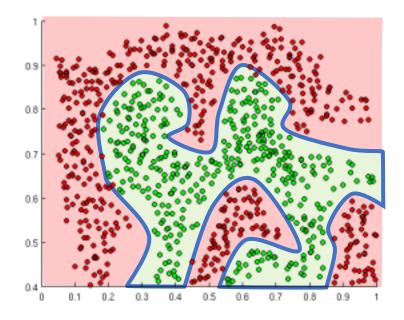


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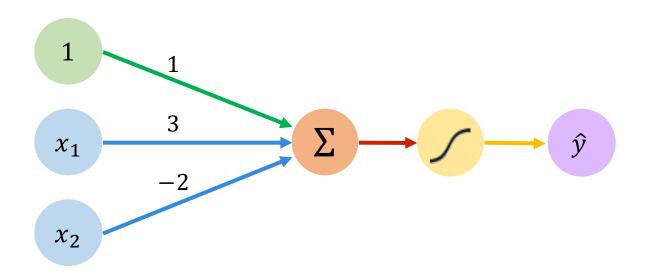


Linear Activation functions produce linear decisions no matter the network size



Non-linearities allow us to approximate arbitrarily complex functions





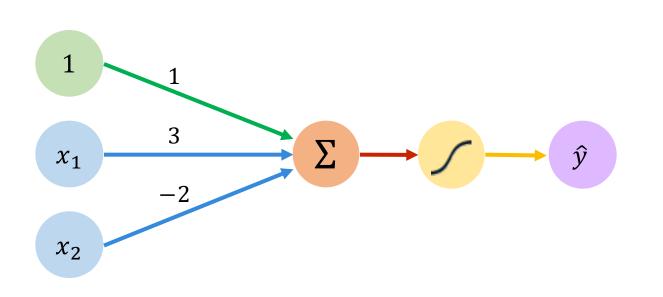
We have: 
$$\theta_0 = 1$$
 and  $\boldsymbol{\theta} = \begin{bmatrix} 3 \\ -2 \end{bmatrix}$ 

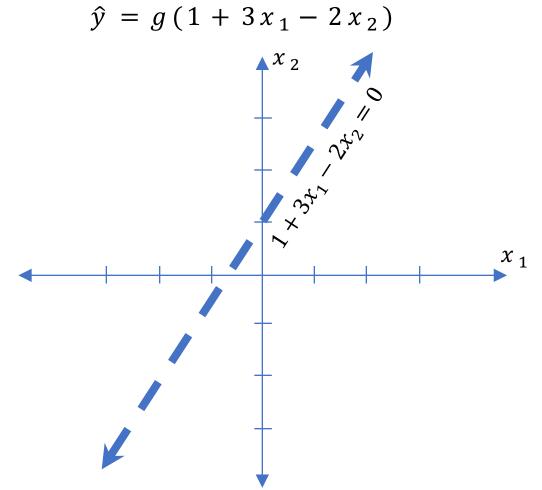
$$\hat{y} = g \left( \theta_0 + X^T \theta \right)$$

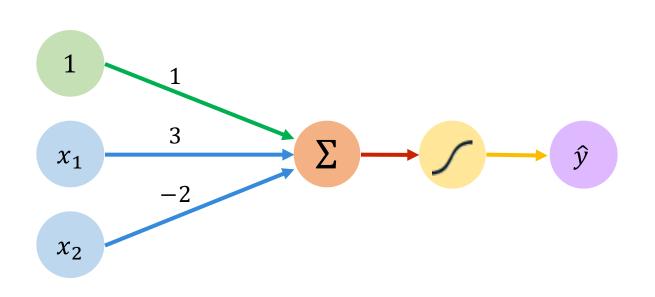
$$= g \left( 1 + \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}^T \begin{bmatrix} 3 \\ -2 \end{bmatrix} \right)$$

$$\hat{y} = g \left( 1 + 3x_1 - 2x_2 \right)$$

This is just a line in 2D!

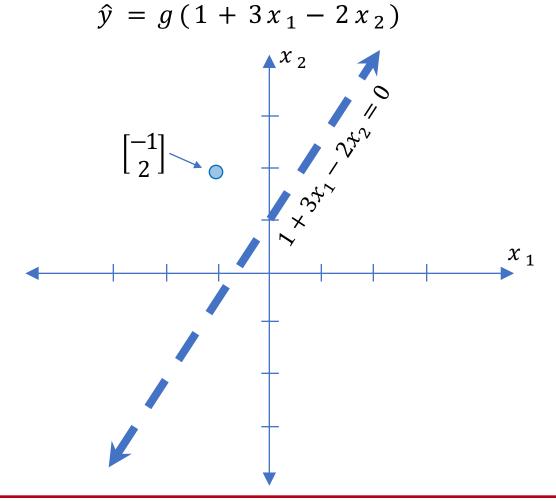


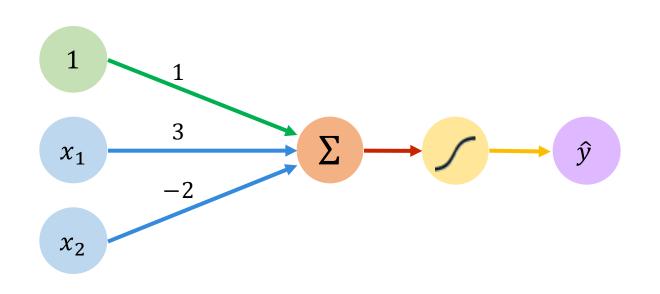


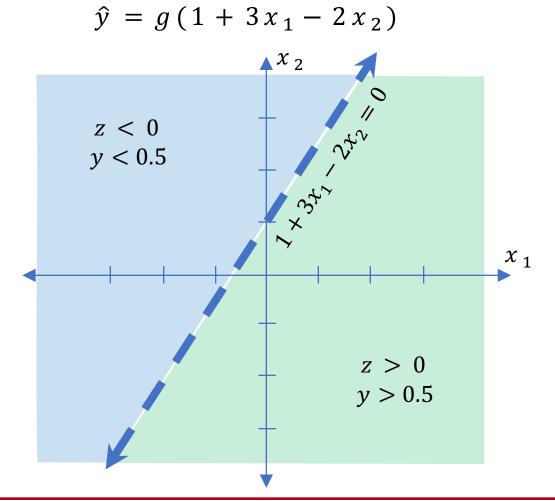


Assume we have input:  $X = \begin{bmatrix} -1 \\ 2 \end{bmatrix}$ 

$$\hat{y} = g(1 + (3*-1) - (2*2))$$
  
=  $g(-6) \approx 0.002$ 

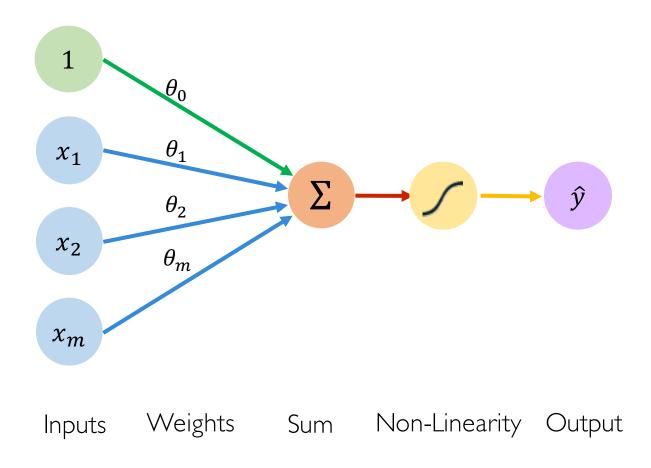




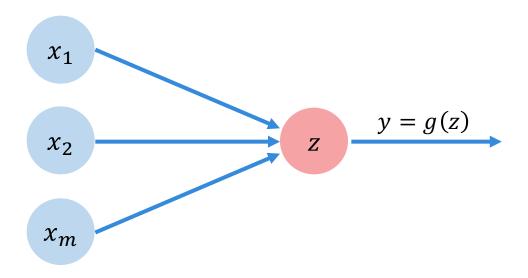


## Building Neural Networks with Perceptrons

### The Perceptron: Simplified

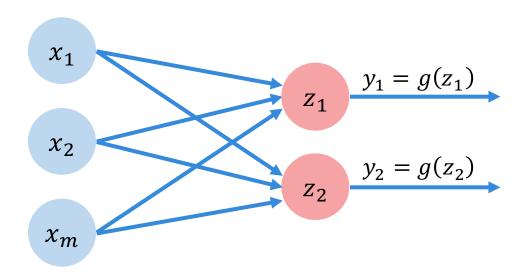


## The Perceptron: Simplified



$$z = \theta_0 + \sum_{j=1}^m x_j \, \theta_j$$

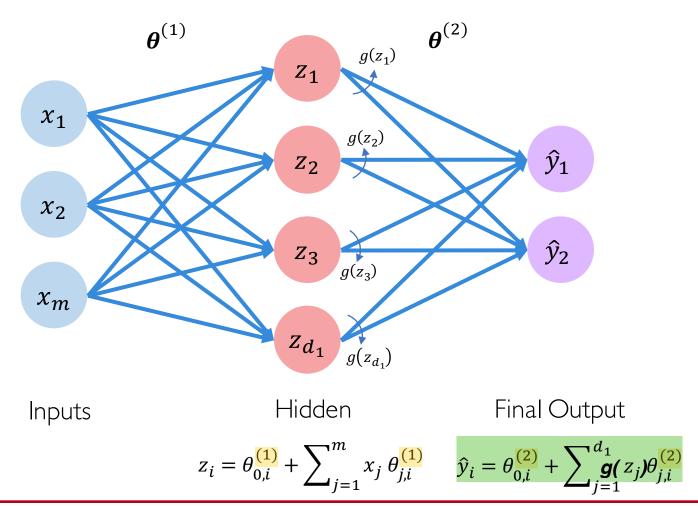
# Multi Output Perceptron



$$z_{\underline{i}} = \theta_{0,\underline{i}} + \sum_{j=1}^{m} x_j \ \theta_{j,\underline{i}}$$

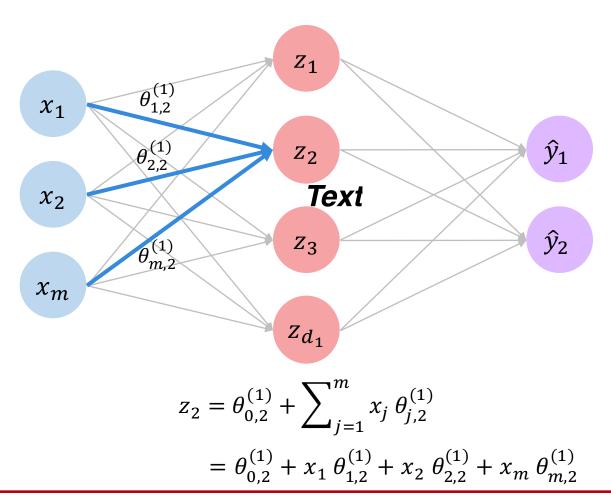


## Single Layer Neural Network

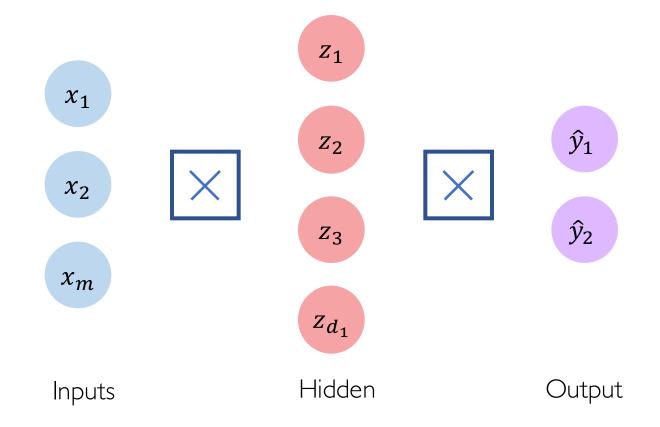




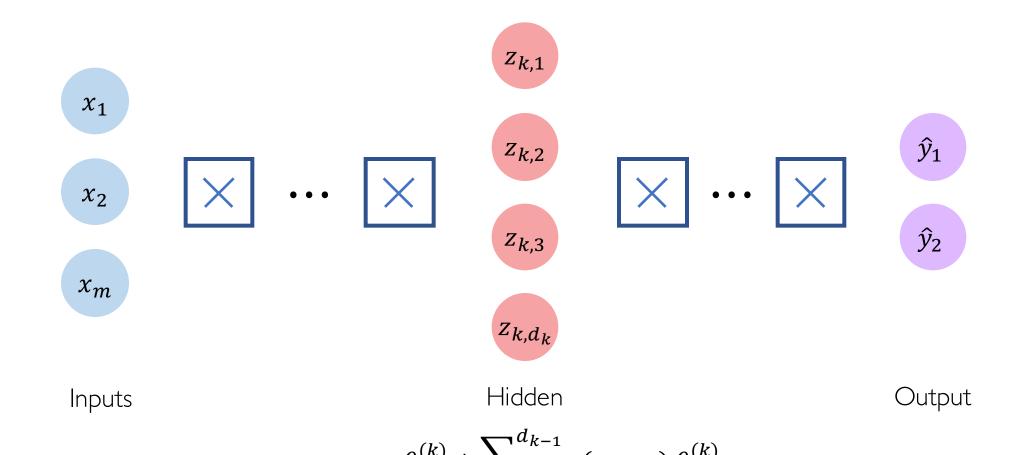
### Single Layer Neural Network



## Multi Output Perceptron



### Deep Neural Network



# Applying Neural Networks

# Example Problem

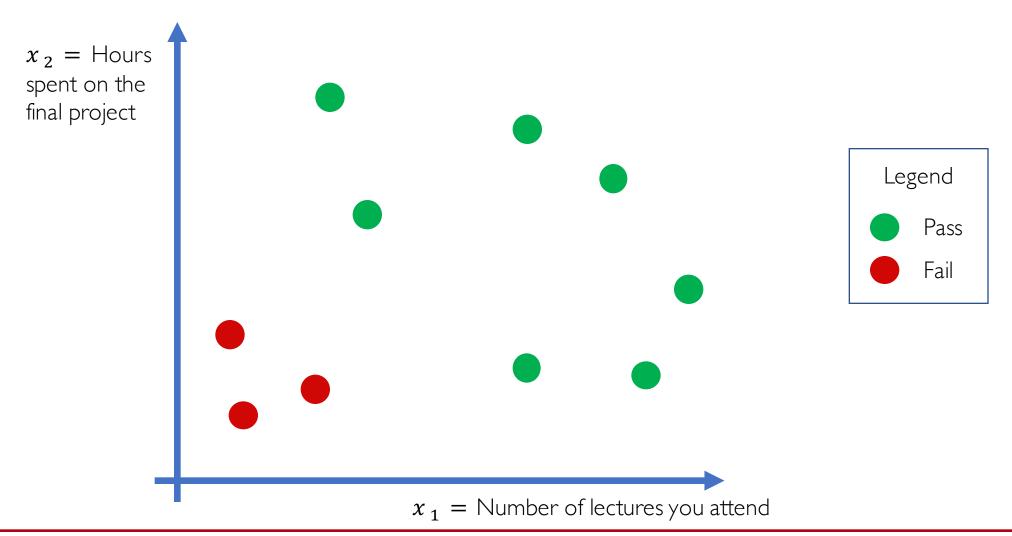
Will I pass this class?

Let's start with a simple two feature model

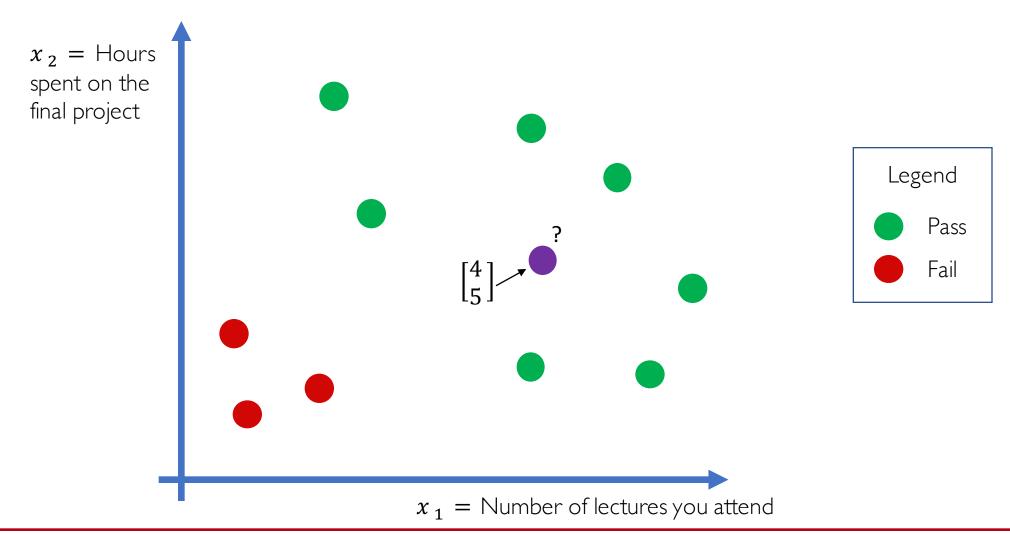
 $x_1$  = Number of lectures you attend

 $x_2$  = Hours spent on the final project

## Example Problem: Will I pass this class?

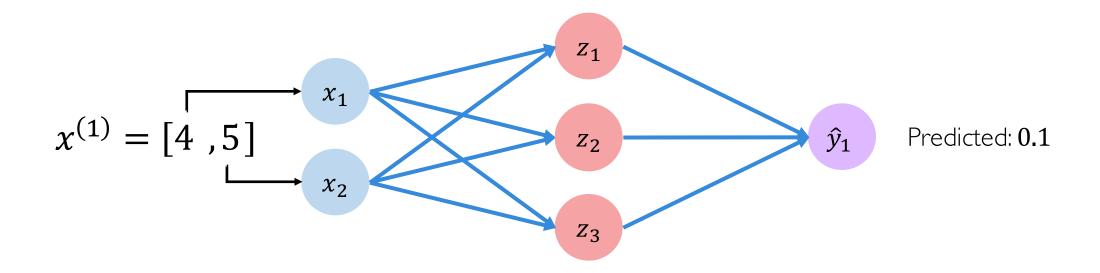


# Example Problem: Will I pass this class?

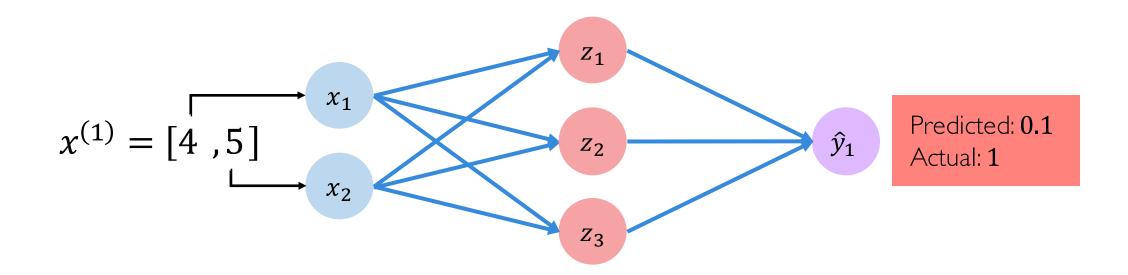




### Example Problem: Will I pass this class?

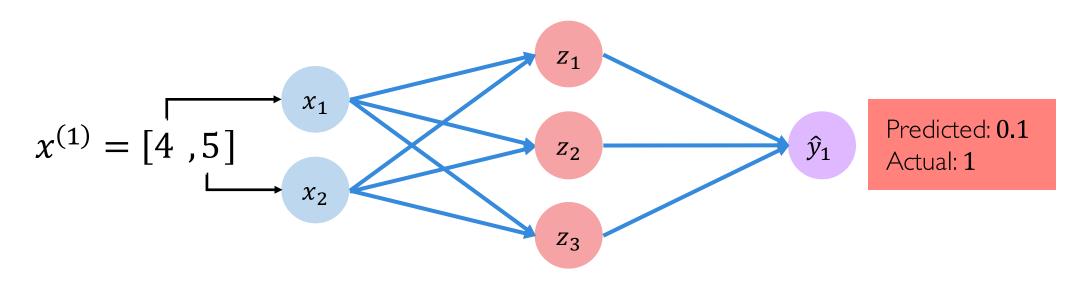


### Example Problem: Will I pass this class?



# Quantifying Loss

The **loss** of our network measures the cost incurred from incorrect predictions



$$\mathcal{L}\left(f\left(x^{(i)};\boldsymbol{\theta}\right),y^{(i)}\right)$$
Predicted Actual

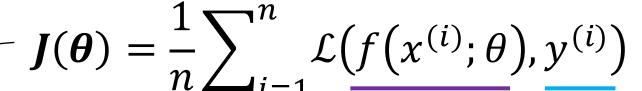
### **Empirical Loss**

The **empirical loss** measures the total loss over our entire dataset

$$x = \begin{bmatrix} 4 & 5 \\ 2 & 1 \\ 5 & 8 \\ \vdots & \vdots \end{bmatrix} \qquad x_2 \qquad x_2 \qquad x_3 \qquad \begin{bmatrix} f(x) & y \\ 0 & 1 \\ 0 & 8 \\ 0 & 6 \\ \vdots \end{bmatrix} \qquad \begin{bmatrix} f(x) & y \\ 0 & 1 \\ 0 & 0 \\ \vdots \end{bmatrix}$$

Also known as:

- Objective function
- Cost function
- Empirical Risk



Predicted

Actual

### Binary Cross Entropy Loss

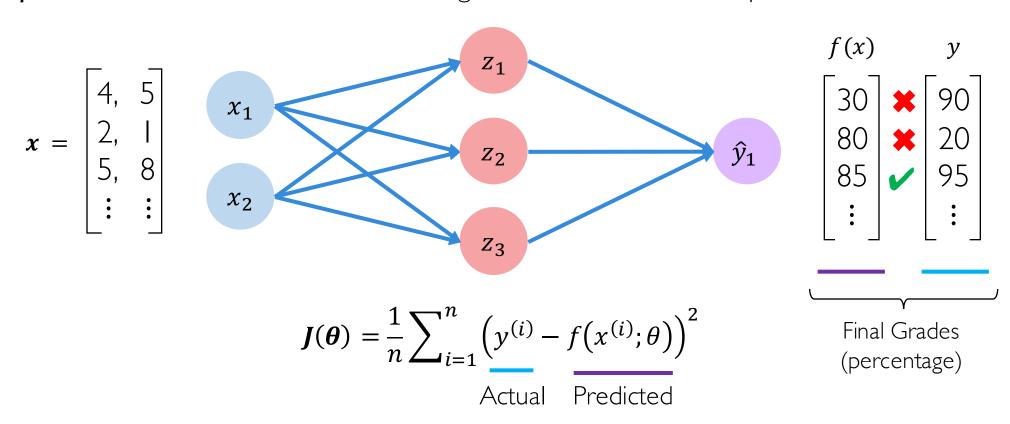
Cross entropy loss can be used with models that output a probability between 0 and 1

$$x = \begin{bmatrix} 4, & 5 \\ 2, & 1 \\ 5, & 8 \\ \vdots & \vdots \end{bmatrix} \qquad x_2 \qquad x_3 \qquad \begin{bmatrix} f(x) & y \\ 0.1 & y \\ 0.8 & 0.6 \\ \vdots \end{bmatrix} \qquad \begin{bmatrix} 0.1 & y \\ 0.8 & 0.6 \\ 0.6 & \vdots \end{bmatrix}$$

$$J(\theta) = \frac{1}{n} \sum_{i=1}^{n} y^{(i)} \log \left( f(x^{(i)}; \theta) \right) + (1 - y^{(i)}) \log \left( 1 - f(x^{(i)}; \theta) \right)$$
Actual Predicted Actual Predicted

### Mean Squared Error Loss

Mean squared error loss can be used with regression models that output continuous real numbers



# Training Neural Networks

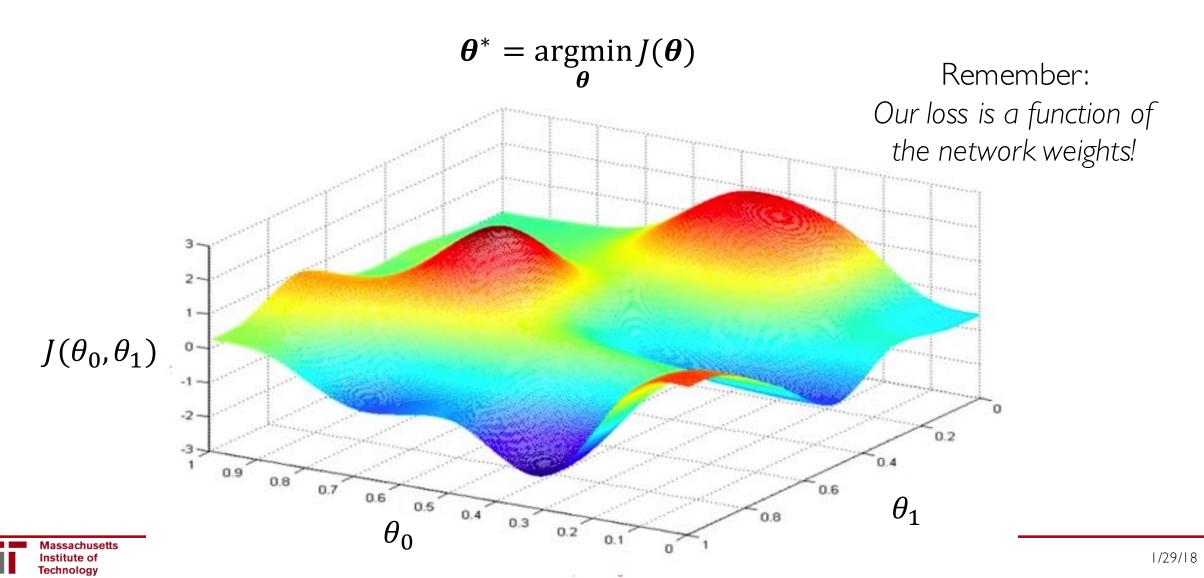
We want to find the network weights that achieve the lowest loss

$$\boldsymbol{\theta}^* = \underset{\boldsymbol{\theta}}{\operatorname{argmin}} \frac{1}{n} \sum_{i=1}^n \mathcal{L}(f(x^{(i)}; \boldsymbol{\theta}), y^{(i)})$$
$$\boldsymbol{\theta}^* = \underset{\boldsymbol{\theta}}{\operatorname{argmin}} J(\boldsymbol{\theta})$$

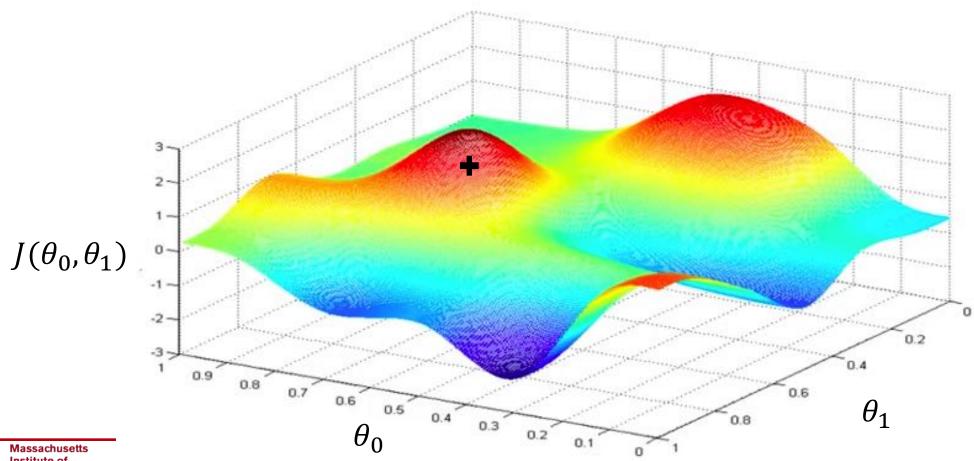
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$$\boldsymbol{\theta}^* = \underset{\boldsymbol{\theta}}{\operatorname{argmin}} J(\boldsymbol{\theta})$$
Remember:
$$\boldsymbol{\theta} = \{\theta^{(0)}, \theta^{(1)}, \dots\}$$

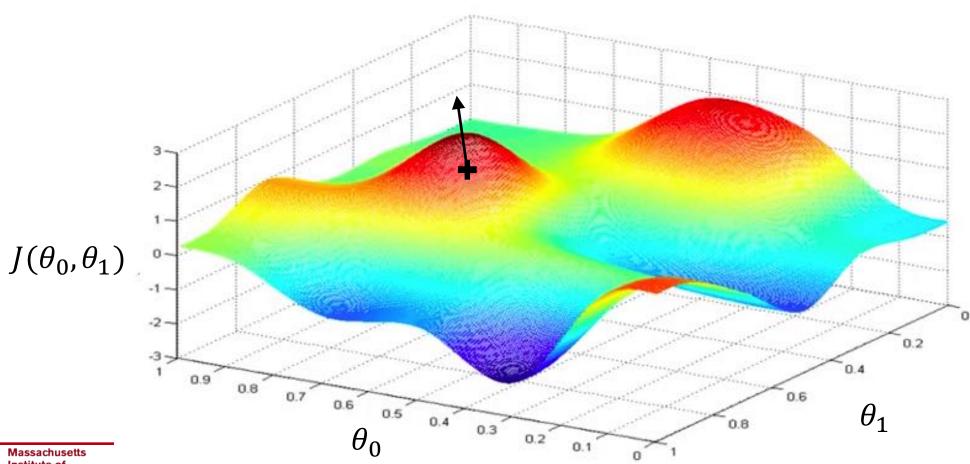


Randomly pick an initial  $(\theta_0, \theta_1)$ 



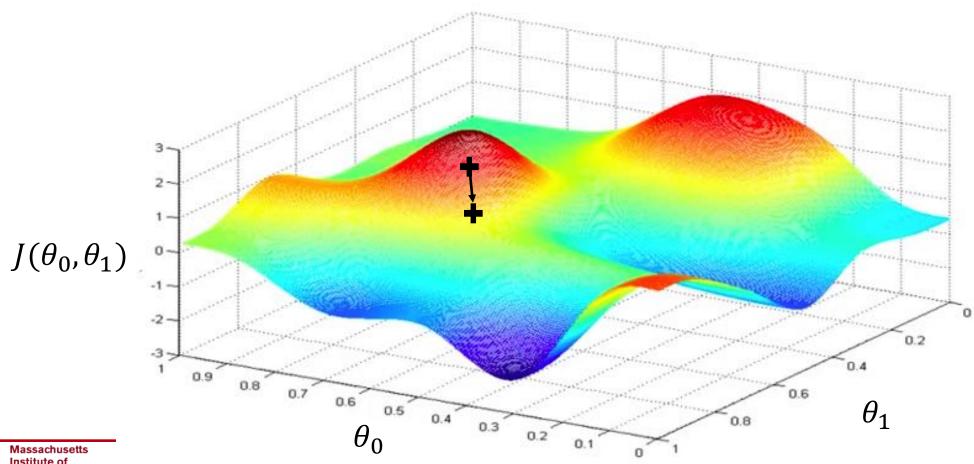






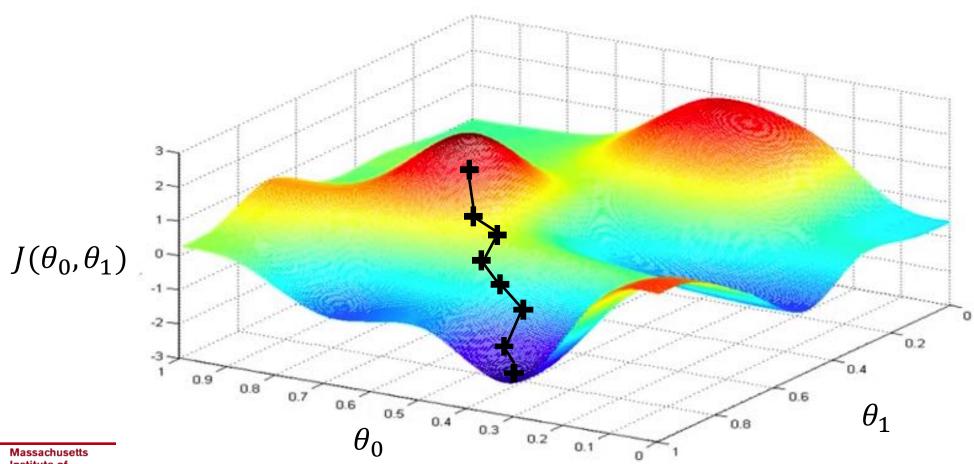


Take small step in opposite direction of gradient





Repeat until convergence





#### **Algorithm**

I. Initialize weights randomly  $\sim \mathcal{N}(0, \sigma^2)$ 

veights = tf.random\_normal(shape, stddev=sigma)

- 2. Loop until convergence:
- 3. Compute gradient,  $\frac{\partial J(\theta)}{\partial \theta}$
- 4. Update weights,  $\theta \leftarrow \theta \eta \frac{\partial J(\theta)}{\partial \theta}$
- 5. Return weights

```
grads = tf.gradients(ys=loss, xs=weights)
```

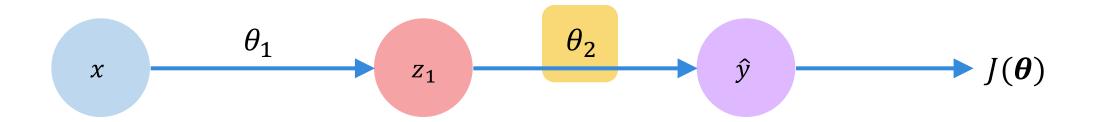
#### **Algorithm**

Initialize weights randomly  $\sim \mathcal{N}(0, \sigma^2)$ 

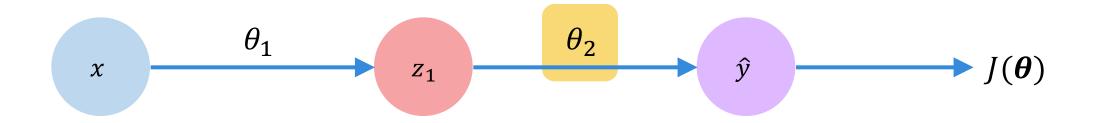


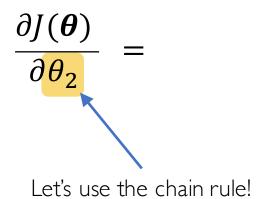
- Loop until convergence:
- 3.
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```
= tf.gradients(ys=loss, xs=weights)
```

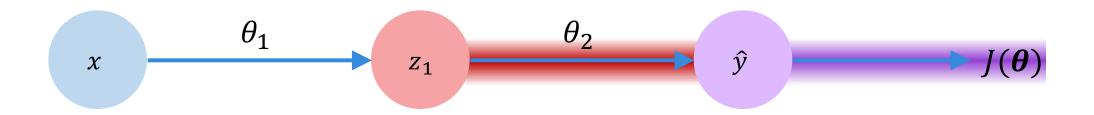


How does a small change in one weight (ex.  $\theta_2$ ) affect the final loss  $J(\theta)$ ?

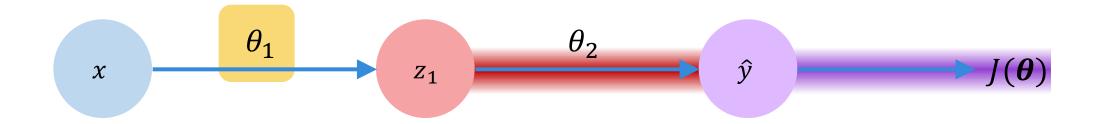






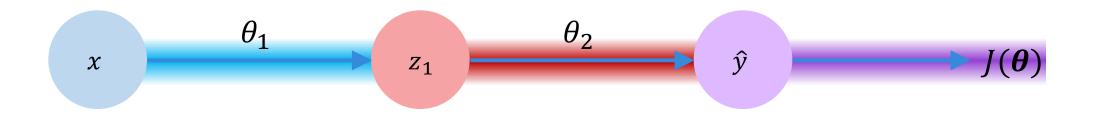


$$\frac{\partial J(\boldsymbol{\theta})}{\partial \theta_2} = \frac{\partial J(\boldsymbol{\theta})}{\partial \hat{y}} * \frac{\partial \hat{y}}{\partial \theta_2}$$

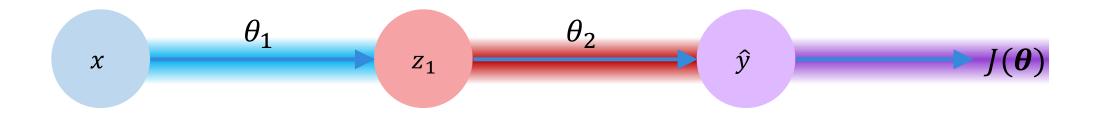


$$\frac{\partial J(\boldsymbol{\theta})}{\partial \boldsymbol{\theta}_1} = \frac{\partial J(\boldsymbol{\theta})}{\partial \hat{y}} * \frac{\partial \hat{y}}{\partial \boldsymbol{\theta}_1}$$
Apply chain rule! Apply chain rule!





$$\frac{\partial J(\boldsymbol{\theta})}{\partial \theta_1} = \frac{\partial J(\boldsymbol{\theta})}{\partial \hat{y}} * \frac{\partial \hat{y}}{\partial z_1} * \frac{\partial z_1}{\partial \theta_1}$$



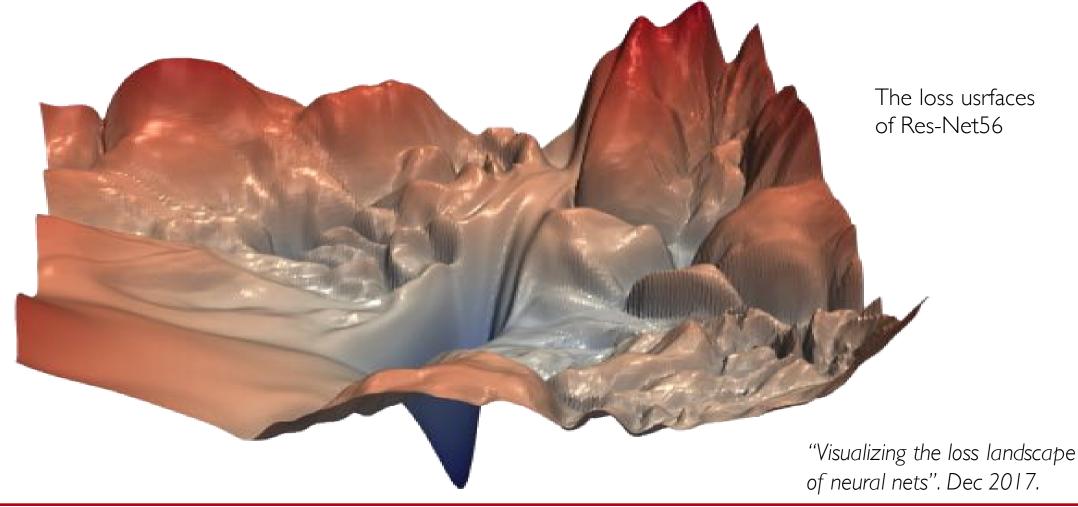
$$\frac{\partial J(\boldsymbol{\theta})}{\partial \theta_1} = \frac{\partial J(\boldsymbol{\theta})}{\partial \hat{y}} * \frac{\partial \hat{y}}{\partial z_1} * \frac{\partial z_1}{\partial \theta_1}$$

Repeat this for every weight in the network using gradients from later layers

# Neural Networks in Practice: Optimization

## Training Neural Networks is Difficult

non-convex local minima



## Loss Functions Can Be Difficult to Optimize

#### Remember:

Optimization through gradient descent

$$\theta \leftarrow \theta - \eta \, \frac{\partial J(\theta)}{\partial \theta}$$

## Loss Functions Can Be Difficult to Optimize

#### Remember:

Optimization through gradient descent

$$\theta \leftarrow \theta - \eta \frac{\partial J(\theta)}{\partial \theta}$$
How can we set the learning rate?

# Setting the Learning Rate



### How to deal with this?

#### Idea I:

Try lots of different learning rates and see what works "just right"

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#### Idea I:

Try lots of different learning rates and see what works "just right"

#### Idea 2:

Do something smarter!

Design an adaptive learning rate that "adapts" to the landscape



## Adaptive Learning Rates

- Learning rates are no longer fixed
- Can be made larger or smaller depending on:
  - how large gradient is
  - how fast learning is happening
  - size of particular weights
  - etc...

# Adaptive Learning Rate Algorithms

- Momentum
- Adagrad
- Adadelta
- Adam
- RMSProp











Qian et al. "On the momentum term in gradient descent learning algorithms." 1999.

Duchi et al. "Adaptive Subgradient Methods for Online Learning and Stochastic Optimization." 2011.

Zeiler et al. "ADADELTA: An Adaptive Learning Rate Method." 2012.

Kingma et al. "Adam: A Method for Stochastic Optimization." 2014.

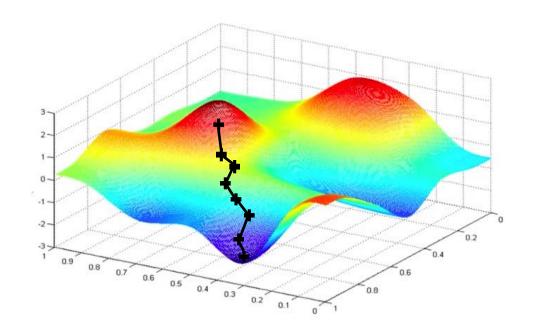
Additional details: <a href="http://ruder.io/optimizing-gradient-descent/">http://ruder.io/optimizing-gradient-descent/</a>



# Neural Networks in Practice: Mini-batches

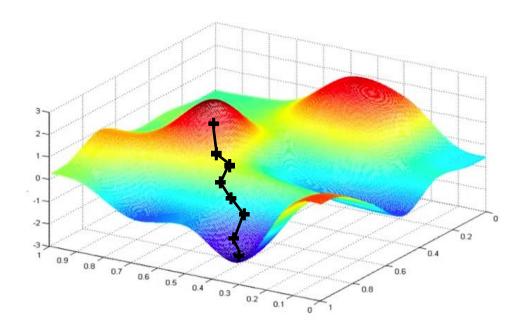
#### Algorithm

- I. Initialize weights randomly  $\sim \mathcal{N}(0, \sigma^2)$
- 2. Loop until convergence:
- 3. Compute gradient,  $\frac{\partial J(\theta)}{\partial \theta}$
- 4. Update weights,  $\theta \leftarrow \theta \eta \frac{\partial J(\theta)}{\partial \theta}$
- 5. Return weights



#### **Algorithm**

- Initialize weights randomly  $\sim \mathcal{N}(0, \sigma^2)$
- Loop until convergence:
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- 5. Return weights

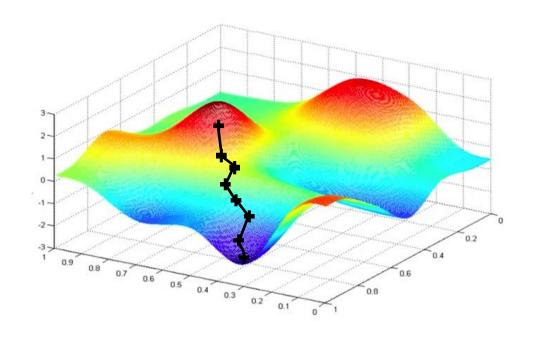


Can be very computational to compute!

### Stochastic Gradient Descent

#### Algorithm

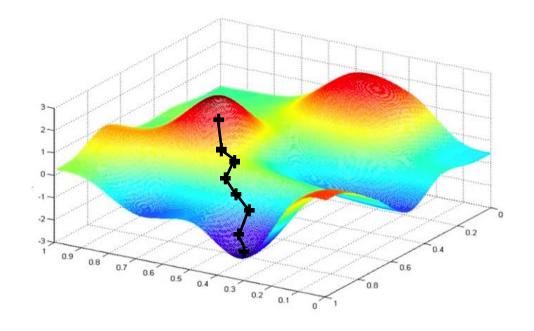
- I. Initialize weights randomly  $\sim \mathcal{N}(0, \sigma^2)$
- 2. Loop until convergence:
- 3. Pick single data point i
- 4. Compute gradient,  $\frac{\partial J_i(\theta)}{\partial \theta}$
- 5. Update weights,  $\theta \leftarrow \theta \eta \frac{\partial J(\theta)}{\partial \theta}$
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### Stochastic Gradient Descent

#### Algorithm

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Easy to compute but **very noisy** (stochastic)!

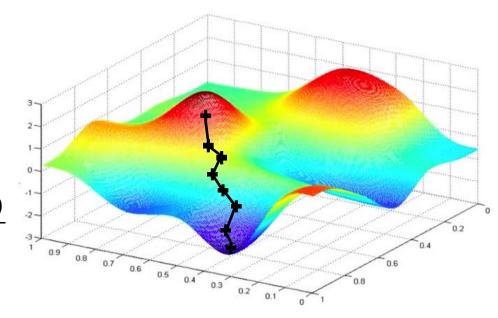
### Stochastic Gradient Descent

#### Algorithm

- I. Initialize weights randomly  $\sim \mathcal{N}(0, \sigma^2)$
- 2. Loop until convergence:
- 3. Pick batch of B data points

4. Compute gradient, 
$$\frac{\partial J(\theta)}{\partial \theta} = \frac{1}{B} \sum_{k=1}^{B} \frac{\partial J_k(\theta)}{\partial \theta}$$

- 5. Update weights,  $\theta \leftarrow \theta \eta \frac{\partial J(\theta)}{\partial \theta}$
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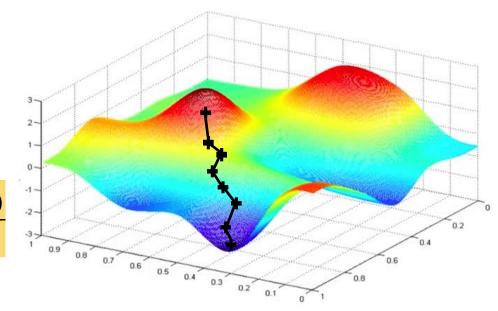
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Fast to compute and a much better estimate of the true gradient!

#### Mini-batches while training

#### More accurate estimation of gradient

Smoother convergence Allows for larger learning rates



### Mini-batches while training

#### More accurate estimation of gradient

Smoother convergence
Allows for larger learning rates

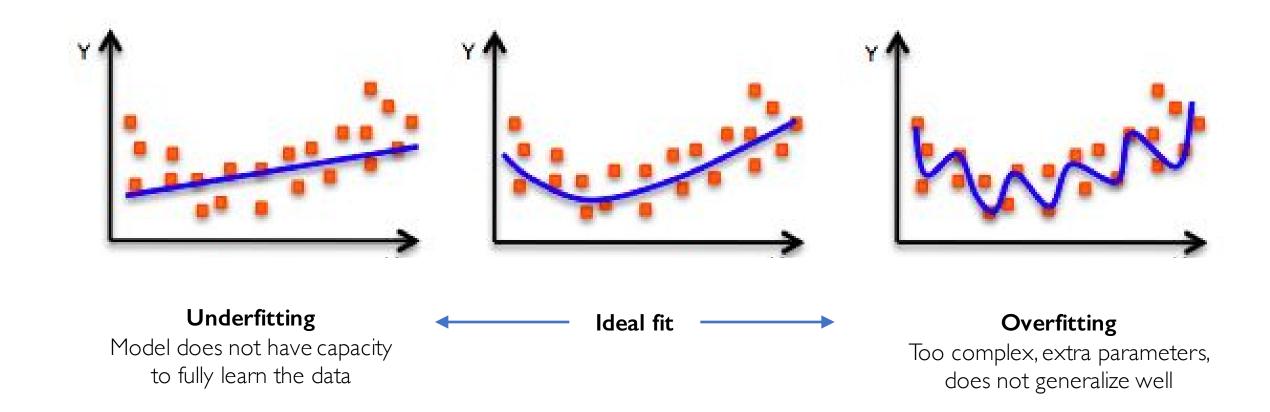
#### Mini-batches lead to fast training!

Can parallelize computation + achieve significant speed increases on GPU's



# Neural Networks in Practice: Overfitting

## The Problem of Overfitting



### Regularization

#### What is it?

Technique that constrains our optimization problem to discourage complex models

### Regularization

#### What is it?

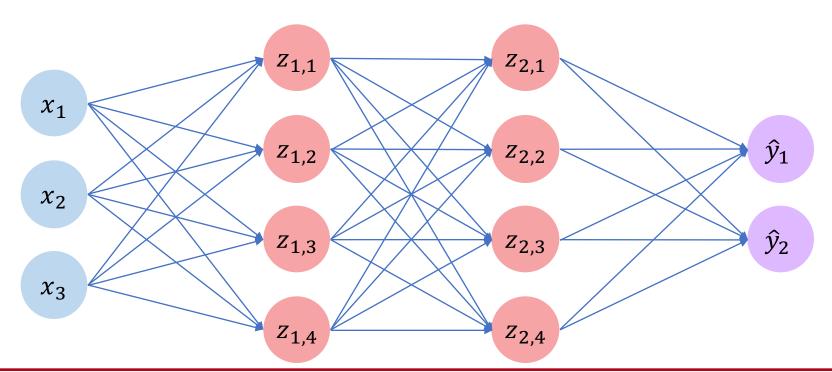
Technique that constrains our optimization problem to discourage complex models

#### Why do we need it?

Improve generalization of our model on unseen data

### Regularization I: Dropout

During training, randomly set some activations to 0

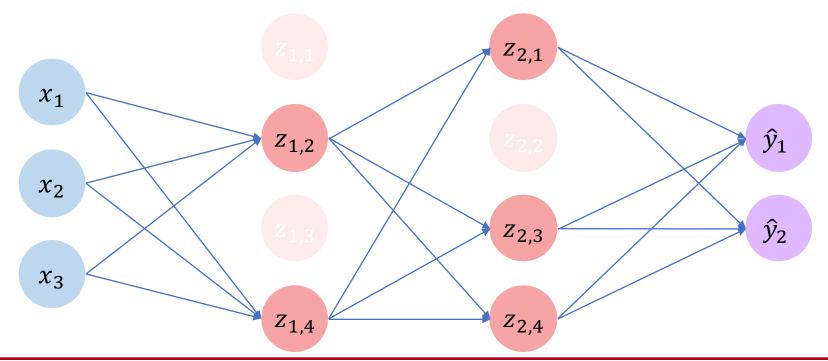




### Regularization I: Dropout

- During training, randomly set some activations to 0
  - Typically 'drop' 50% of activations in layer
  - Forces network to not rely on any I node



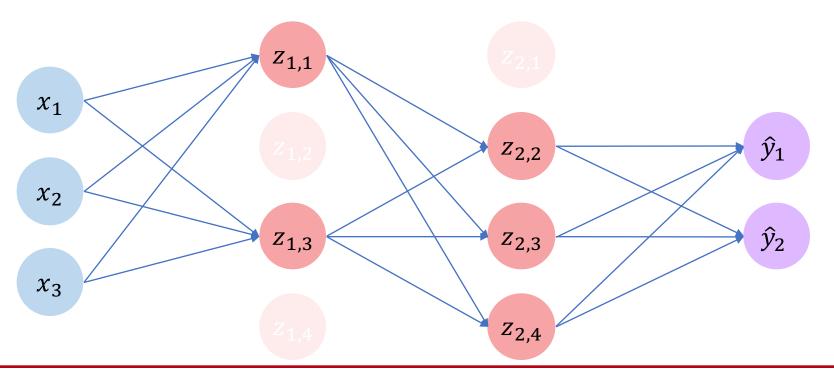




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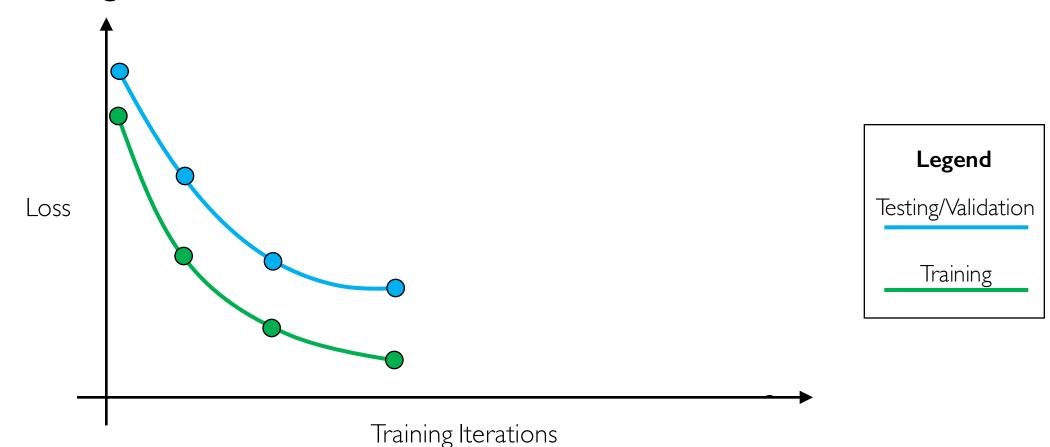


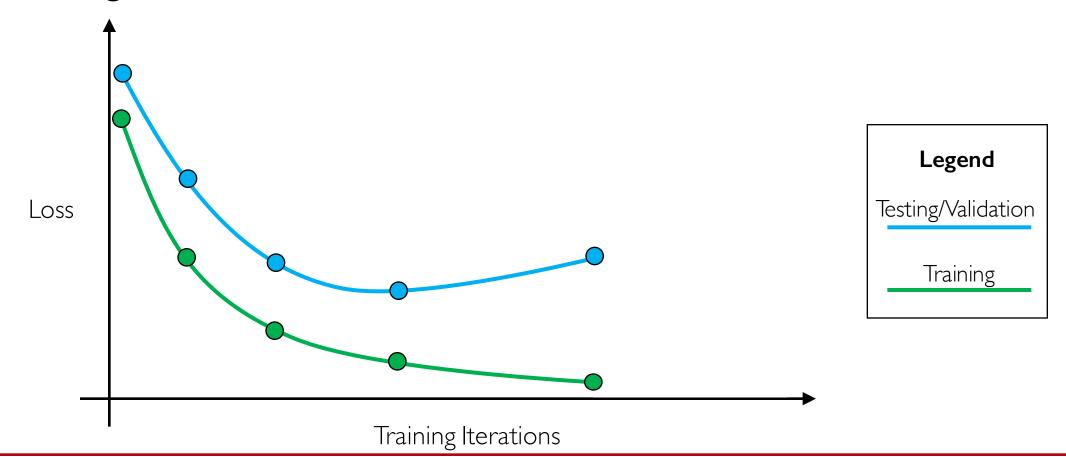


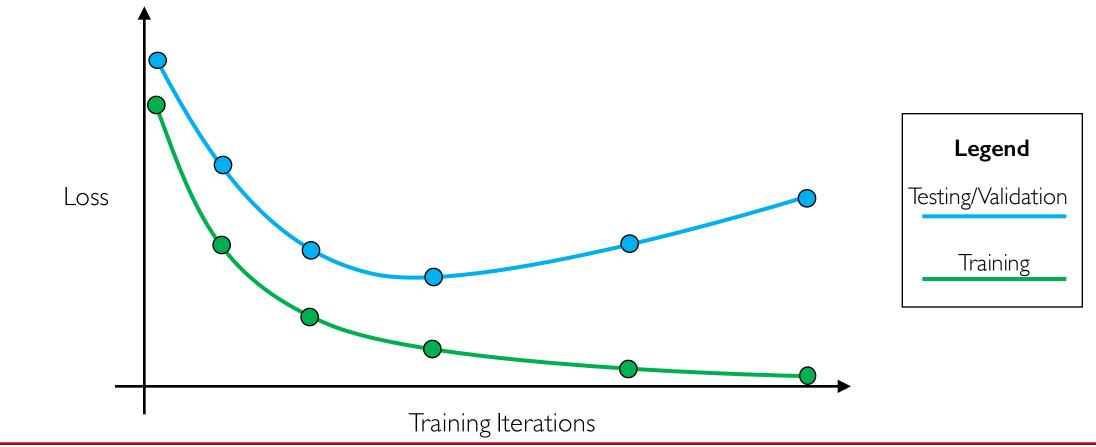






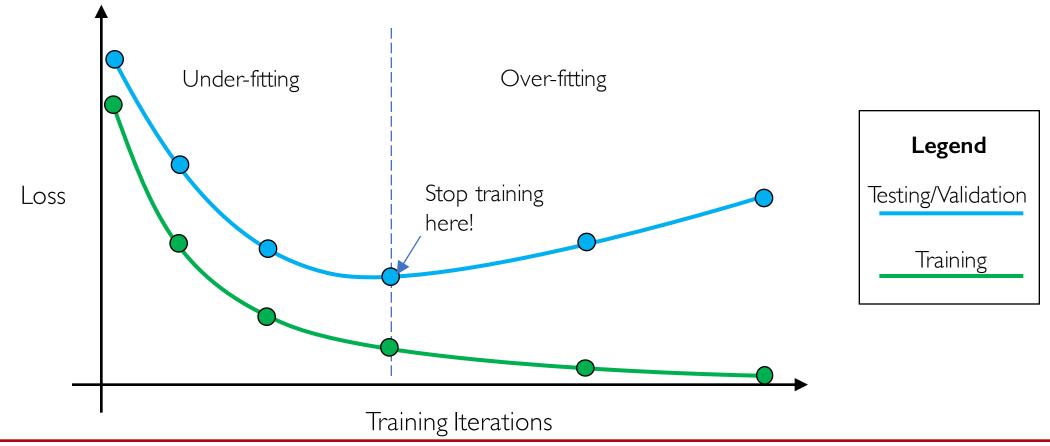










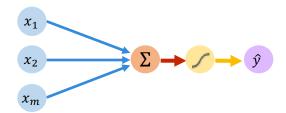




#### Core Foundation Review

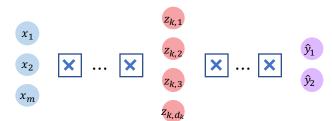
#### The Perceptron

- Structural building blocks
- Nonlinear activation functions



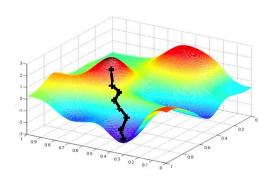
#### Neural Networks

- Stacking Perceptrons to form neural networks
- Optimization through backpropagation



#### Training in Practice

- Adaptive learning
- Batching
- Regularization



# Questions?