

Compositional Deep Learning

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• Usage of rudimentary category theory

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- Neural networks

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- Experiments

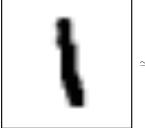
Generative modelling - State of the art - 2018

We can generate completely realistic looking images

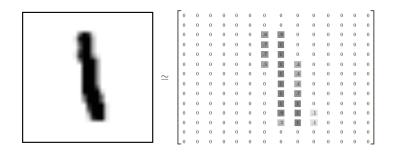


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Space of all possible images

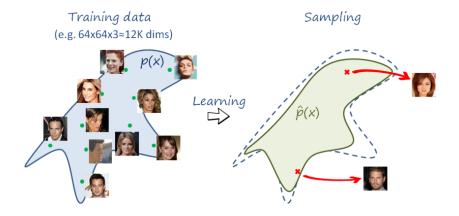


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	0	0	0	0	0	0	0	1	.7	0	0	0	0	0	
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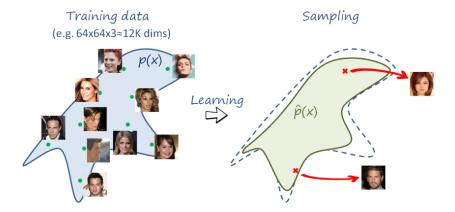
Natural images form a low dimensional manifold in its embedding space

Generative Adversarial Networks



0http://dl-ai.blogspot.com/2017/08/gan-problems.html

Generative Adversarial Networks



But we have minimal control over the network output!

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It's possible to assign semantics to the network training procedure using the same schemas from Functorial Data Migration¹

	Functorial Data Migration	Compositional Deep Learning
$F: \mathcal{C} \to -$	Set	Para
F is	Fixed	Learned

Functorial data migration

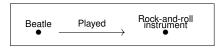
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¹https://arxiv.org/abs/1803.05316

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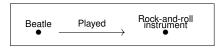
• A database instance is a functor $F : \mathcal{C} \to \mathbf{Set}$

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George	Lead guitar	Bass guitar
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In databases, we have sets of data and clear mappings between them

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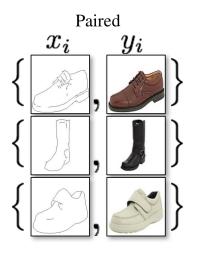
 In machine learning all we have is plenty of data, but no known implementations of functions

Input

DataSample1 DataSample2 DataSample3 DataSample4

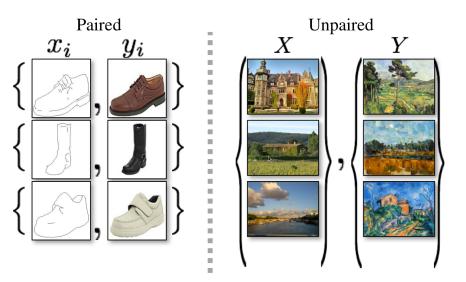
Output

ExpectedOutput1 ExpectedOutput2 ExpectedOutput3 ExpectedOutput4



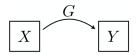
¹https://arxiv.org/abs/1703.10593

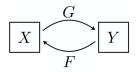
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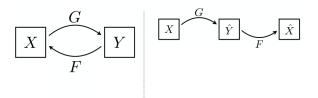


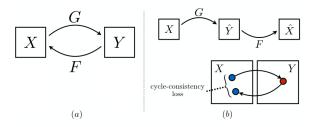
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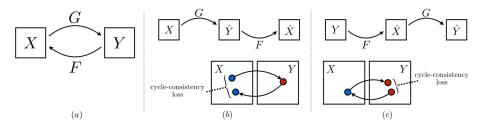


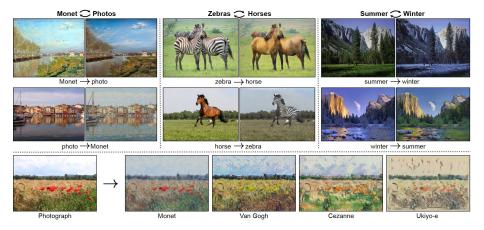












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 - Compositional perspective on supervised learning
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- The Simple Essence of Automatic Differentiation
 - Compositional, *side-effect free* way of performing mode-independent automatic differentiation

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$$\circ: (Q \times B \to C) \times (P \times A \to B) \to ((P \times Q) \times A \to C) \tag{1}$$

$$\circ(g, f) = \lambda((p, q), a) \to g(q, f(p, a))$$
(2)

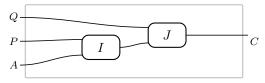
Category of differentiable parametrized functions

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• Note: Coherence conditions are valid only up to isomorphism!

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Compositional Deep Learning

Learn:

Let *A* and *B* be sets. A supervised learning algorithm, or simply learner, $A \rightarrow B$ is a tuple (P, I, U, r) where *P* is a set, and *I*, *U*, and *r* are functions of types:

$$\begin{split} P \colon P, \\ I \colon P \times A \to B, \\ U \colon P \times A \times B \to P, \\ r \colon P \times A \times B \to A. \end{split}$$

Update:

Request

$$U_I(p, a, b) \coloneqq p - \varepsilon \nabla_p E_I(p, a, b)$$

$$r_I(p, a, b) \coloneqq f_a \left(\frac{1}{\alpha_B} \nabla_a E_I(p, a, b) \right),$$

Many overlapping notions

- The update function $U_I(p, a, b) := p \varepsilon \nabla_p E_I(p, a, b)$ is computing *two* different things.
 - It's calcuating the gradient $p_g = \nabla_p E_I(p, a, b)$
 - It's computing the parameter update by the rule of stochastic gradient descent: $(p, p_g) \mapsto p \varepsilon p_g$.
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- **Problem:** These concepts are not separated into abstractions that reuse and compose well!

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- Every deep learning framework has a carefully crafted implementation of side-effects

The Simple Essence of Automatic Differentiation

 $\bullet\,$ Automatic differentiation - category ${\bf D}$ of differentiable functions

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 - Forward-mode automatic differentiation
 - Reverse-mode automatic differentiation
 - Backpropagation $\mathbf{D}_{\mathbf{Dual}_{\rightarrow}+}$

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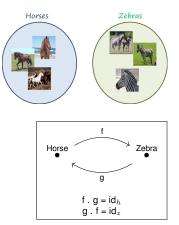
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- Solution: ?

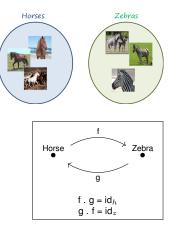
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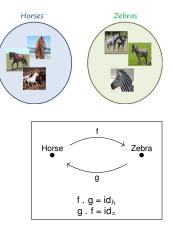
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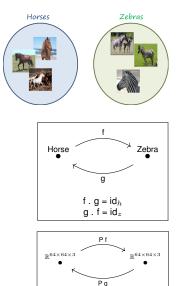
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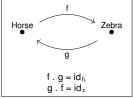


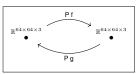
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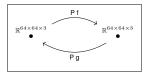


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- Novel regularization mechanism for neural networks.

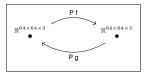




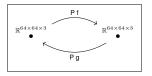




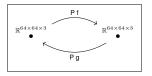
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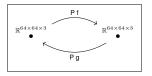
- $\bullet~\mbox{Start}$ with a functor $\mbox{Free}({\bf G}) \rightarrow {\bf Para}$
 - Specify how it acts on objects



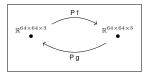
- $\bullet~\mbox{Start}$ with a functor $\mbox{Free}({\bf G}) \rightarrow \mbox{Para}$
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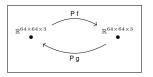
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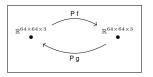
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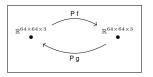
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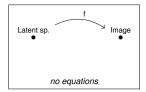
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The path equation regularization term forces the optimization procedure to select functors which preserve the path equivalence relation and, thus, ${\cal C}$

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- But it also allows us to ask, what other interesting schemas are possible?

Some possible schemas



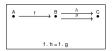


Figure: Equalizer

Figure: GAN

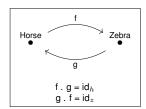


Figure: CycleGAN

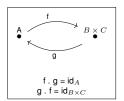
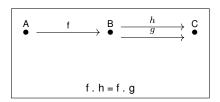


Figure: Product

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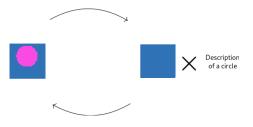


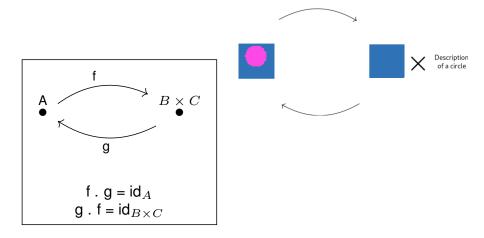
• Given two networks $h, g : B \to C$, find a subset $B' \subseteq B$ such that $B' = \{b \in B \mid h(b) = g(b)\}$

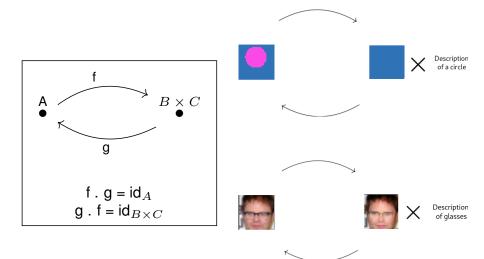
Consider two sets of images

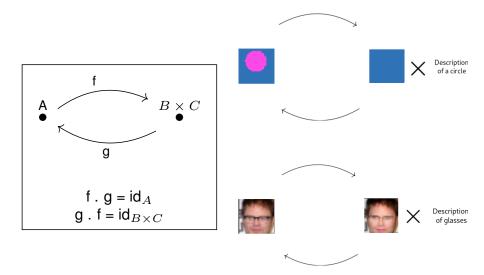


- Left: Background of color X with a circle with fixed size and position of color Y
- Right: Background of color Z









• Same learning algorithm can learn to remove both types of objects

CelebA dataset of 200K images of human faces

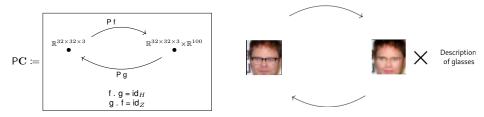


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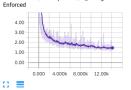
CelebA dataset of 200K images of human faces



Conveniently, there is a "glasses" annotation

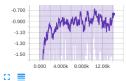


- Collection of neural networks with total 40m parameters
- 7h training on a GeForce GTX 1080
- Successful results

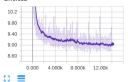


ADJUNCTION/PathEquations/id_cbllf.g----

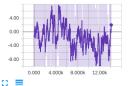
ADJUNCTION/discriminators/ LATGlassesxFace



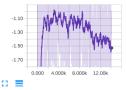
ADJUNCTION/PathEquations/id_lprodllg.f----Enforced



ADJUNCTION/generators/f



ADJUNCTION/discriminators/GlassesFace



ADJUNCTION/generators/g

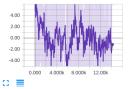
































Figure: Same image, different Z vector



Figure: Same Z vector, different image



Figure: Top row: original image, bottom row: Removed glasses

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- Common language to talk about semantics of data and training procedure

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- Can game-theoretic properties of Generative Adversarial Networks be expressed categorically?
- Coding these ideas in Idris

Thank you!

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Feel free to drop me an email with any questions!