Data Science: Principles and Practice Lecture 4: Deep Learning, Part I

Marek Rei



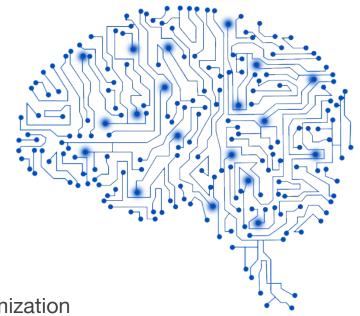
What is Deep Learning?

Deep learning is a class of machine learning algorithms.

Neural network models with multiple hidden layers.

Today: The basics of neural network models, optimization

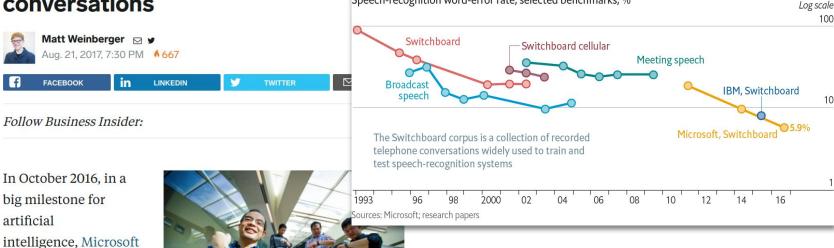
Next lecture: Implementing models with Tensorflow, network components, practical tips



BUSINESS INSIDER UK

TECH

Microsoft's voice-recognition tech is now better than even teams of humans at transcribing conversations



http://uk.businessinsider.com/microsoft-research-beats-humans-at-speech-transcription-2017-8 https://www.economist.com/technology-quarterly/2017-05-01/language

KHADLIOHNICON @KHADIJOHNICON JUNE 12 2019 10-16 AM

AI

Google taps neural nets for better offline translation in 59 languages

Above: Google Translate for iOS. Image Credit: Jordan Novet / VentureBeat	On-device PBMT	On-device NMT	Online NMT
Google's online translations have been p	FRENCH	FRENCH + ENGLISH	FRENCH 🕂 ENGLISH
the company is rolling out its neural net-	Un sourire coûte moins cher que 🛛 × l'électricité, mais donne autant	Un sourire coûte moins cher que × l'électricité, mais donne autant	Un sourire coûte moins cher que l'électricité, mais donne autant
for Google Translate iOS and Android ap	de lumière	de lumière	de lumière
Offline NMT was made by the Translate	A smile costs less expensive than ☆ electricity, but gives as many light	A smile costs cheaper than 😤 electricity, but gives as much light	A smile costs less than electricity, but gives as much light
Google product manager Julie Cattiau to			
95 percent of Google Translate's user ba	😂 offline 🔹 🔹 🖬	🥝 offline 🔹 🗐 📋 🗄	• 6
Indonesia, Cattiau said.			

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TECH -

Google's AlphaGo AI beats world's best human Go player

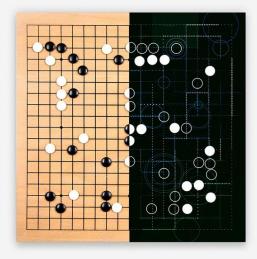
Ke Jie tried to use AlphaGo's own moves and lost.

SEBASTIAN ANTHONY - 5/23/2017, 2:20 PM

Enlarge / China's 19-year-old Go player Ke Jie (L) prepares to make a move during the first match against Google's artific AlphaGo in Wuzhen, east China's Zhejiang province on May 23, 2017.

DeepMind's AlphaGo Al has defeated Ke Jie in the first round of a best-of-three Go match in China. A video embedded below. Ke Jie was defeated by just a half a point—the closest margin possible—but scoring versu disingenuous: DeepMind's Al doesn't try to win by a large margin; it just plots the surest route to victory, ev point.

Ke Jie is generally considered to be the world's best human Go player, but he wasn't expected to win; Alpha Chinese 19-year-old earlier in the year during an unbeaten online 60-match victory streak.





there is a cat sitting on a shelf .



a plate with a fork and a piece of cake .



a black and white photo of a window .



a young boy standing on a parking lot next to cars .



a wooden table and chairs arranged in a room .



a kitchen with stainless steel appliances .



this is a herd of cattle out in the field .



a car is parked in the middle of nowhere .



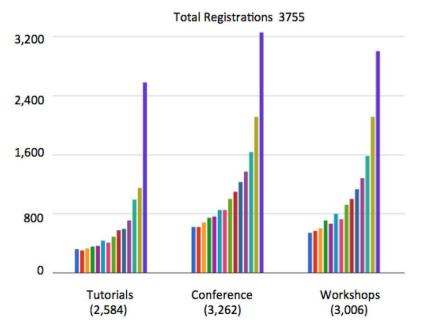
a ferry boat on a marina with a group of people.

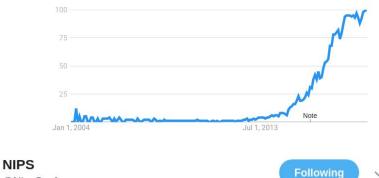


a little boy with a bunch of friends on the street .

Conference on Neural Information Processing Systems (NIPS) - one of the main conferences on deep learning and machine learning.

NIPS Growth





#NIPS2018 The main conference sold out in 11 minutes 38 seconds

9:17 AM - 4 Sep 2018

695 Retweets 1,076 Likes

@NipsConference

Q 81 17 695 🖤 1.1K 🗹

The Hype Train of Deep Learning



This guy didn't know about neural networks (a.k.a deep learning)

http://deeplearning.cs.cmu.edu



This guy learned about neural networks (a.k.a deep learning)

- "Deep learning" is often used as a buzzword, even without understanding it.
- Be mindful it's a powerful class of machine learning algorithms, but not a magic solution to every problem.

But Why Now?

2012 - AlexNet wins ImageNet, Krizhevsky

2006 - Restricted Boltzmann Machine, Hinton

1998 - ConvNets for OCR, LeCun

1997 - LSTM, Hochreiter & Schmidhuber

1974 - backpropagation, Werbos

1958 - perceptrons, Rosenblatt

The theory was there before, but the conditions are now better for putting it into action.

1. Big Data

- Large datasets Ο for training
- Better methods \bigcirc for storing and managing data



- Graphics 0 Processing Units (GPUs)
- Faster CPUs
- More affordable \bigcirc



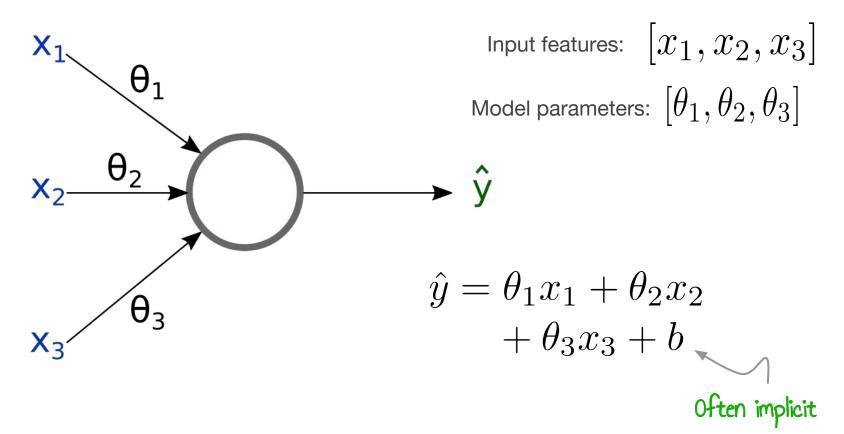
2. Faster Hardware 3. Better Software

- **Better** \bigcirc Optimization Algorithms
- Automatic 0 Differentiation Libraries



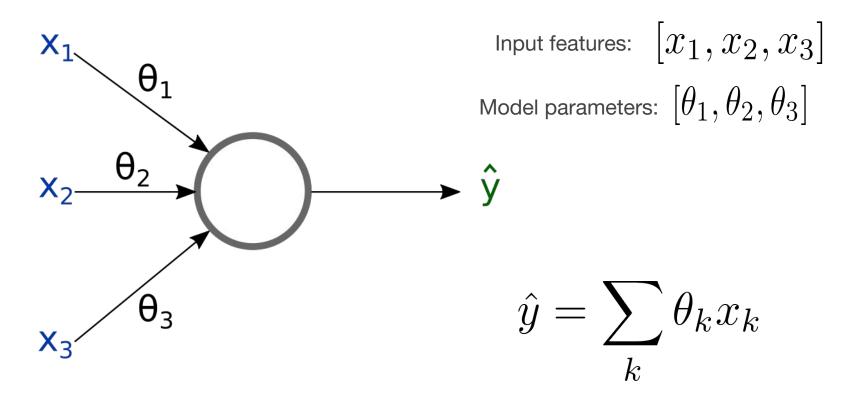
Fundamentals of Neural Networks

Remember Linear Regression



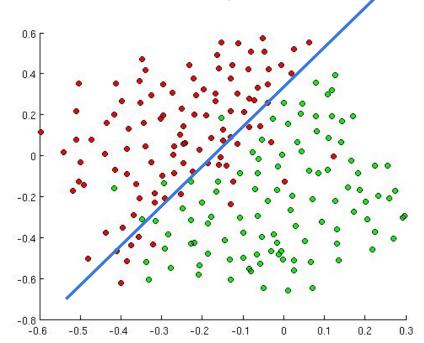
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Remember Linear Regression



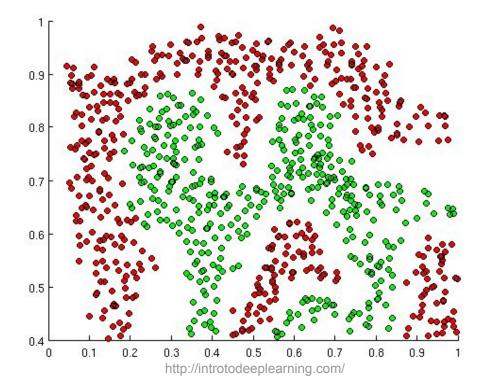
Linear Separability of Classes

Linear models are great if the data is linearly separable.



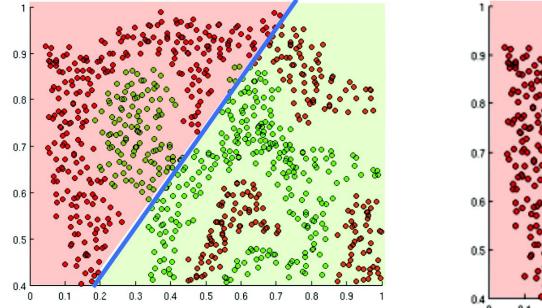
Linear Separability of Classes

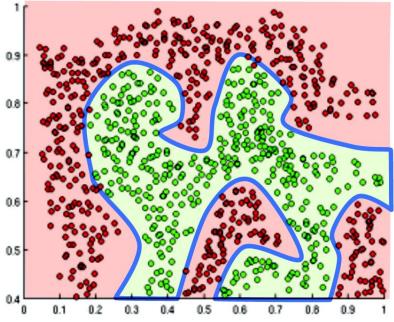
... but often that is not the case.



Linear Separability of Classes

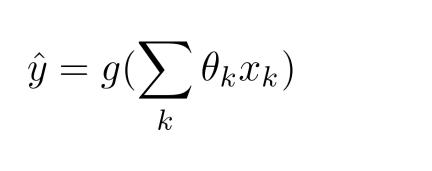
Linear models are not able to capture complex patterns in the data.

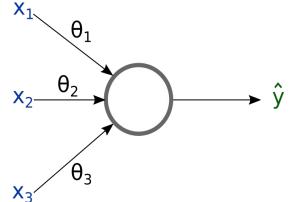




http://introtodeeplearning.com/

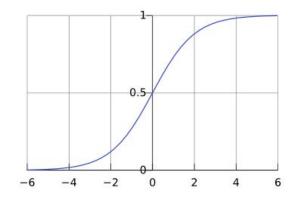
Non-linear Activation Functions





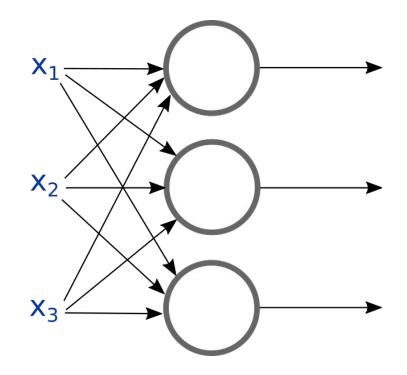
The logistic function, aka the sigmoid function.

$$g(z) = \frac{1}{1 + e^{-z}}$$
$$z \in [-\infty, \infty] \qquad \hat{y} \in [0, 1]$$

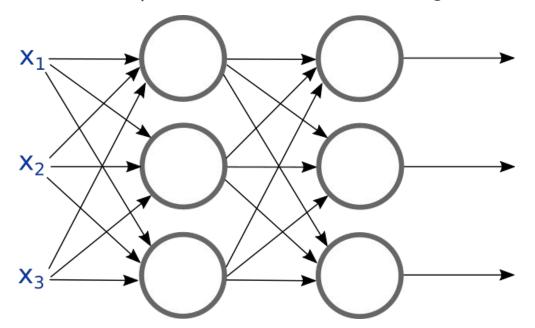


Connecting the Neurons

We can connect multiple neurons in parallel - each one will learn to detect something different.



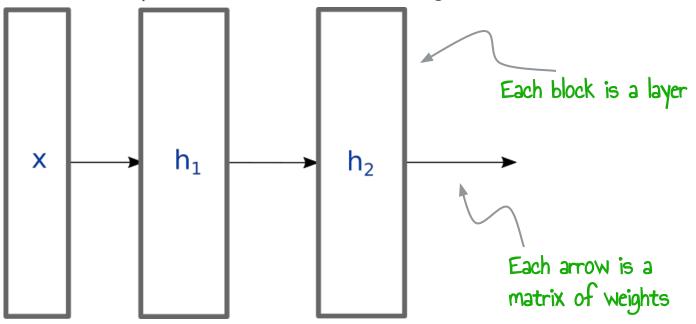
We can connect neurons in sequence in order to learn from higher-order features.



An MLP with sufficient number of neurons can theoretically model an arbitrary function over an input.

Multilayer Perceptron

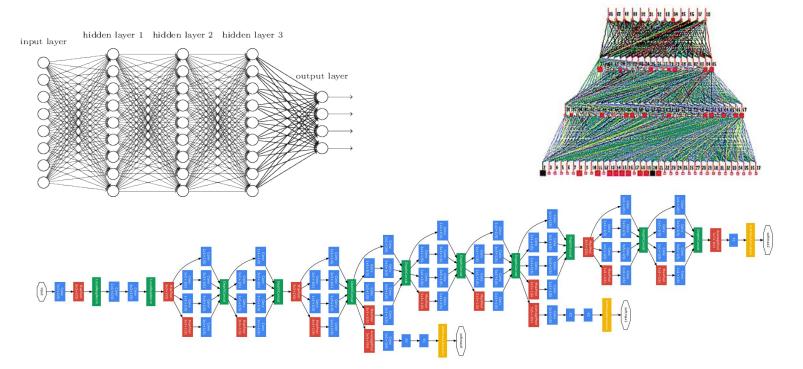
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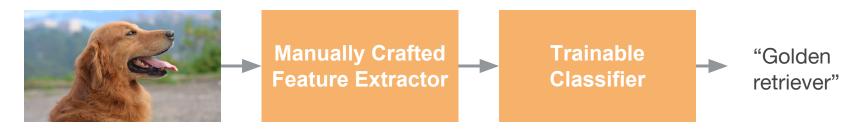
Neep Neural Networks

In practice we train neural neural networks with thousands of neurons and millions (or billions) of trainable weights.

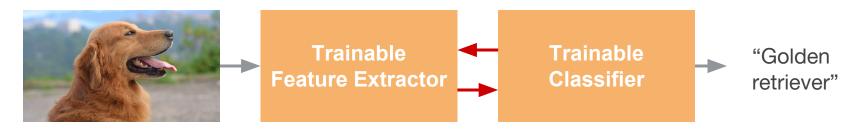


Learning Representations & Features

Traditional pattern recognition

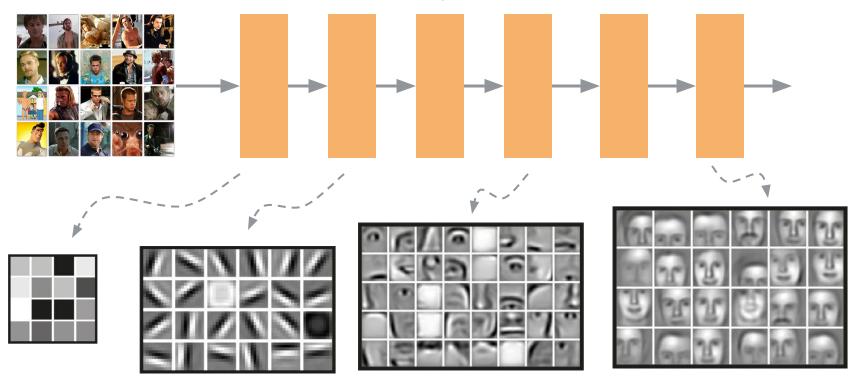


End-to-end training: Learn useful features also from the data



Learning Representations & Features

Automatically learning increasingly more complex feature detectors from the data.



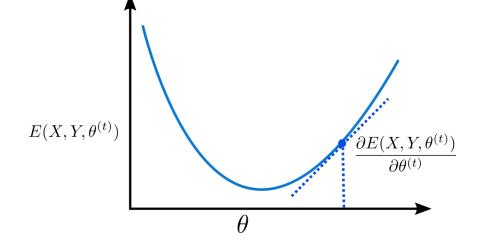
Neural Network Optimization

Optimizing Neural Networks

Define a **loss function** that we want to minimize

Update the parameters using **gradient descent**, taking small steps in the direction of the gradient (going downhill on the slope).

All the operations in the network need to be **differentiable**.



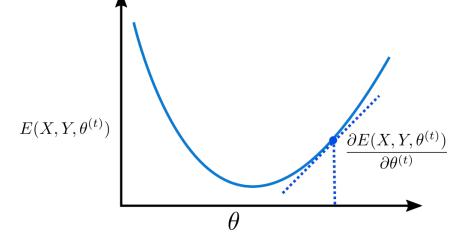
$$\theta_i^{(t+1)} = \theta_i^{(t)} - \alpha \frac{\partial E}{\partial \theta_i^{(t)}}$$

Gradient Descent

Algorithm

- 1. Initialize weights randomly
- 2. Loop until convergence:
- 3. Compute gradient based on the whole dataset
- 4. Update weights
- 5. Return weights

In practice, datasets are often too big for this

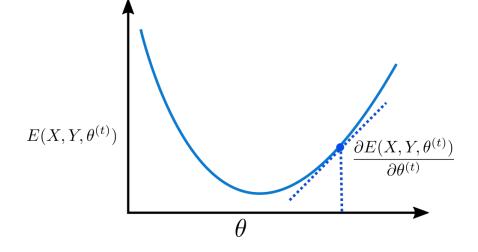


Stochastic Gradient Descent

Algorithm

- 1. Initialize weights randomly
- 2. Loop until convergence:
- 3. Loop over **each datapoint**:
- 4. Compute gradient based on the datapoint
- 5. Update weights
- 6. Return weights



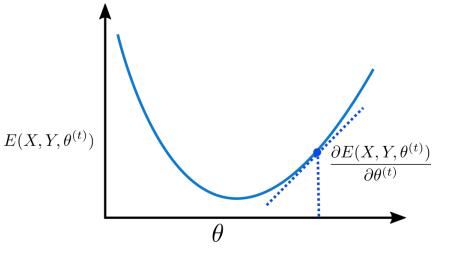


Mini-batched Gradient Descent

Algorithm

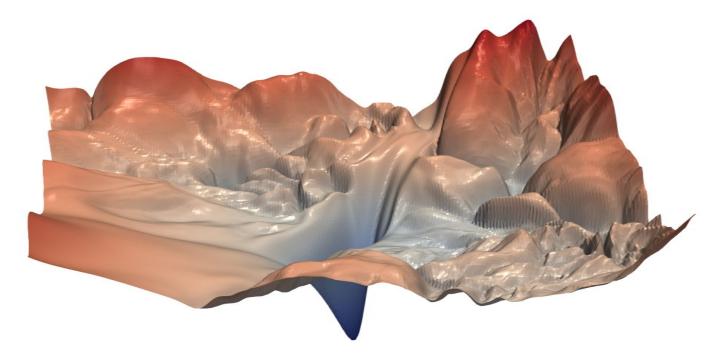
- 1. Initialize weights randomly
- 2. Loop until convergence:
- 3. Loop over **batches of datapoints**:
- 4. Compute gradient based on the batch
- 5. Update weights
- 6. Return weights

This is what we mostly use in practice



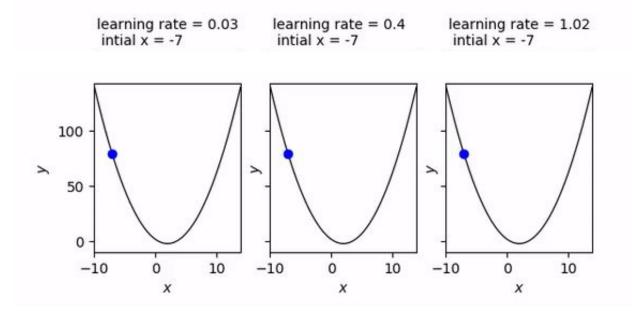
Optimizing Neural Networks

Neural networks have very complex loss surfaces and finding the optimum is difficult.



The Importance of the Learning Rate

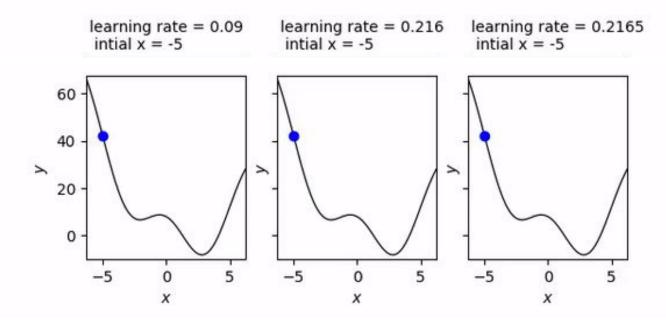
If the learning rate is too low, the model will take forever to converge. If the learning rate is too high, we will just keep stepping over the optimum values.



https://jed-ai.github.io/opt2_gradient_descent_1/

The Importance of the Learning Rate

A small learning rate can get the model stuck in local minima. A bigger learning rate can help the model converge better (if it doesn't overshoot).



https://jed-ai.github.io/opt2_gradient_descent_1/

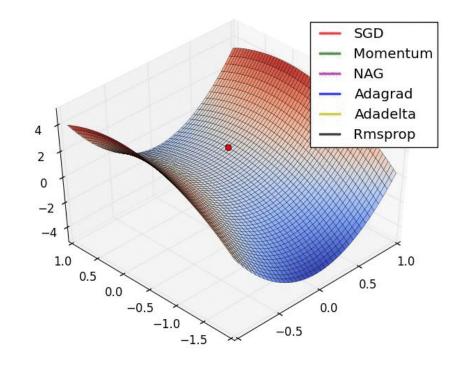
Adaptive Learning Rates

Intuition:

Have a different learning rate for each parameter.

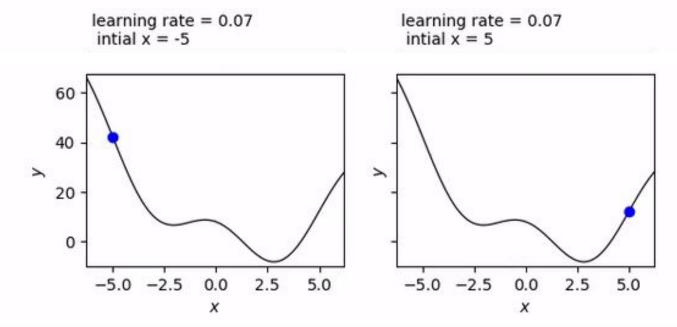
Take bigger steps if a parameter has not been updated much recently.

Take smaller steps if a parameter has been getting many big updates.



Random initialization Matters

All other things being equal, just starting from a different location can lead to a different result.



https://jed-ai.github.io/opt2_gradient_descent_1/

Fitting the Data

Underfitting **Overfitting** The model does not have Too complex, the model **Ideal fit** the capacity to properly memorizes the data, model the data. does not generalize. $f(\theta)$ $f(\theta)$ $f(\theta)$ θ θ θ

Splitting the Dataset

In order to get realistic results for our experiments, we need to evaluate on a held-out test set.

Also using a separate development set for choosing hyperparameters is even better.



For training your models, fitting the parameters

For continuous For realistic hyperparameter selection

evaluation and evaluation once the training and tuning is done

Early Stopping

A sufficiently powerful model will keep improving on the training data until it overfits. We can use the development data to choose when to stop.

