10-301/10-601 Introduction to Machine Learning

Machine Learning Department
School of Computer Science
Carnegie Mellon University

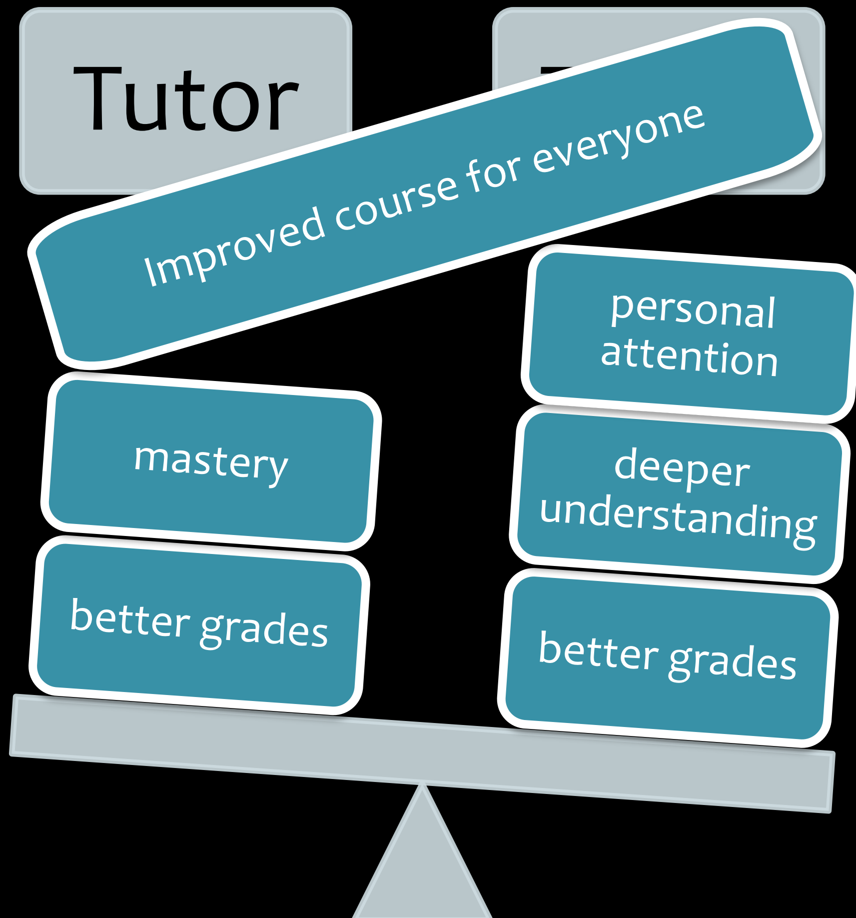
Deep Learning: RNNs & CNNs

Matt Gormley
Lecture 14
Mar. 2, 2023

Reminders

- Exit Poll: Exam 1
- Homework 5: Neural Networks
  - Out: Sun, Feb 26
  - Due: Fri, Mar 17 at 11:59pm

Peer Tutoring



Backpropagation and Deep Learning

Convolutional neural networks (CNNs) and **recurrent neural networks** (RNNs) are simply fancy computation graphs (aka. hypotheses or decision functions).

Our recipe also applies to these models and (again) relies on the **backpropagation algorithm** to compute the necessary gradients.

BACKGROUND: HUMAN LANGUAGE TECHNOLOGIES

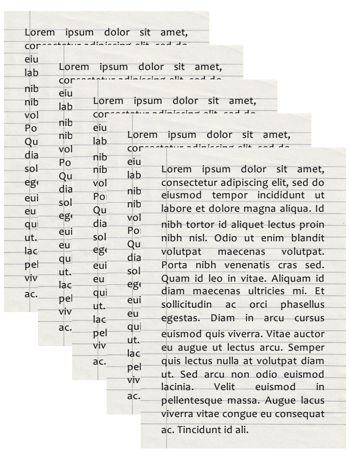
Human Language Technologies

Speech Recognition

Machine Translation

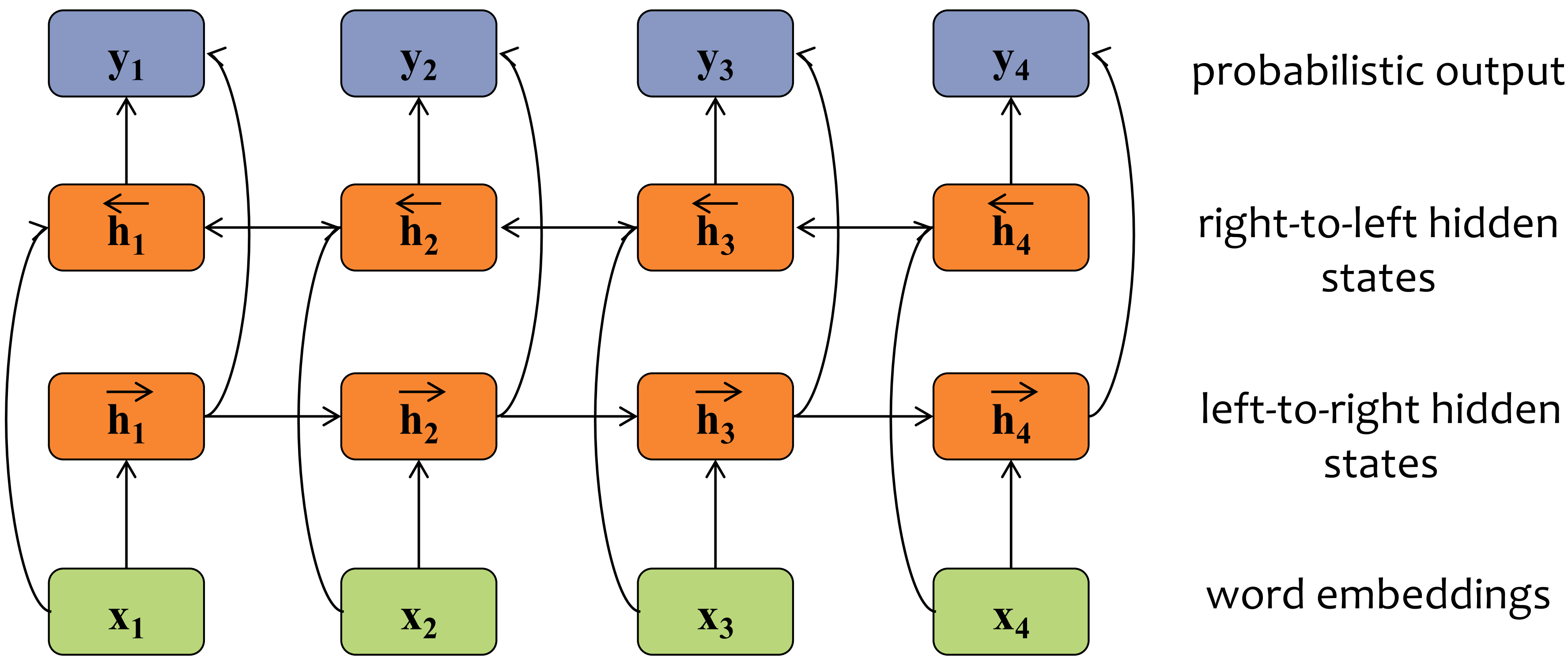
기계 번역은 특히 영어와 한국어와 같은 언어 쌍의 경우 매우 어렵습니다.

Summarization



Bidirectional RNN

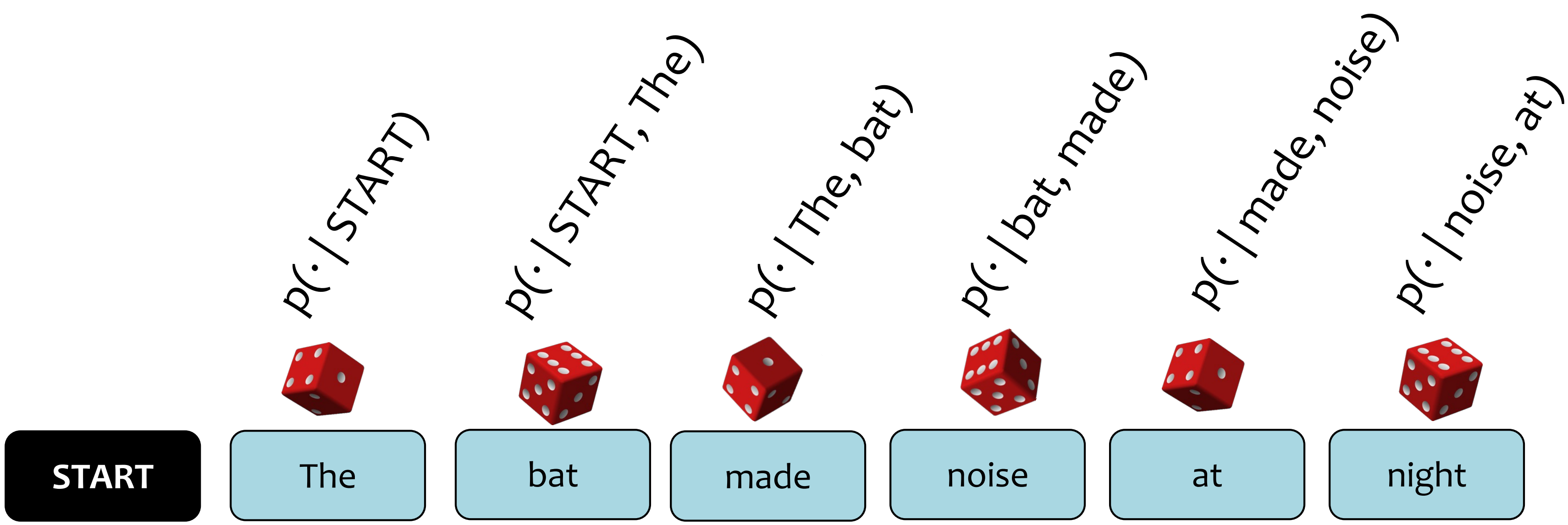
RNNs are a now commonplace backbone in deep learning approaches to natural language processing



BACKGROUND:
N-GRAM LANGUAGE MODELS

n-Gram Language Model

- *Goal*: Generate realistic looking sentences in a human language
- *Key Idea*: condition on the last n-1 words to sample the n^{th} word



n-Gram Language Model

Question: How can we **define** a probability distribution over a sequence of length T?

The	bat	made	noise	at	night
w_1	w_2	w_3	w_4	w_5	w_6

n-Gram Model (n=2)

$$p(w_1, w_2, \ldots, w_T) = \prod_{t=1}^{T} p(w_t \mid w_{t-1})$$

$$p(w_1, w_2, w_3, \ldots, w_6) =$$

The						$p(w_1)$
The	bat					$p(w_2 \mid w_1)$
	bat	made				$p(w_3 \mid w_2)$
		made	noise			$p(w_4 \mid w_3)$
			noise	at		$p(w_5 \mid w_4)$
				at	night	$p(w_6 \mid w_5)$

n-Gram Language Model

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n-Gram Model (n=3) $$p(w_1, w_2, \ldots, w_T) = \prod_{t=1}^{T} p(w_t \mid w_{t-1}, w_{t-2})$$

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The						$p(w_1)$
The	bat					$p(w_2 \mid w_1)$
The	bat	made				$p(w_3 \mid w_2, w_1)$
	bat	made	noise			$p(w_4 \mid w_3, w_2)$
		made	noise	at		$p(w_5 \mid w_4, w_3)$
			noise	at	night	$p(w_6 \mid w_5, w_4)$

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The $p(w_1)$

The

The

Note: This is called a **model** because we made some **assumptions** about how many previous words to condition on (i.e. only n-1 words)

Learning an n-Gram Model

Question: How do we **learn** the probabilities for the n-Gram Model?

$p(w_t \mid w_{t-2} = \text{The}, w_{t-1} = \text{bat})$

w_t	$p(\cdot \mid \cdot, \cdot)$
ate	0.015
…	
flies	0.046
…	
zebra	0.000

$p(w_t \mid w_{t-2} = \text{made}, w_{t-1} = \text{noise})$

w_t	$p(\cdot \mid \cdot, \cdot)$
at	0.020
…	
pollution	0.030
…	
zebra	0.000

$p(w_t \mid w_{t-2} = \text{cows}, w_{t-1} = \text{eat})$

w_t	$p(\cdot \mid \cdot, \cdot)$
corn	0.420
…	
grass	0.510
…	
zebra	0.000

Learning an n-Gram Model

Question: How do we **learn** the probabilities for the n-Gram Model?
Answer: From data! Just **count** n-gram frequencies

… the **cows eat grass**…
… our **cows eat hay** daily…
… factory-farm **cows eat corn**…
… on an organic farm, **cows eat hay** and…
… do your **cows eat grass** or corn?...
… what do **cows eat if** they have…
… **cows eat corn** when there is no…
… which **cows eat which** foods depends…
… if **cows eat grass**…
… when **cows eat corn** their stomachs…
… should we let **cows eat corn**?...

$p(w_t \mid w_{t-2} = \text{cows}, w_{t-1} = \text{eat})$

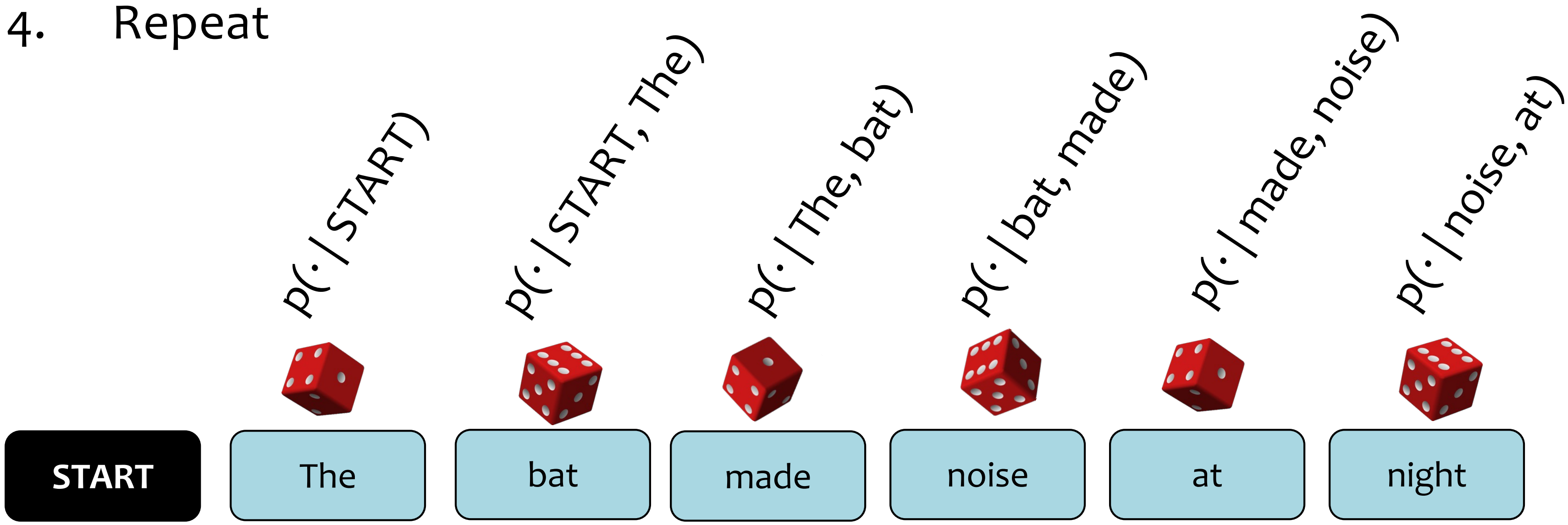
w_t	$p(\cdot \mid \cdot, \cdot)$
corn	4/11
grass	3/11
hay	2/11
if	1/11
which	1/11

Sampling from a Language Model

Question: How do we sample from a Language Model?

Answer:

1. Treat each probability distribution like a (50k-sided) weighted die
2. Pick the die corresponding to $p(w_t \mid w_{t-2}, w_{t-1})$
3. Roll that die and generate whichever word w_t lands face up
4. Repeat



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Training Data (Shakespeaere)	**5-Gram Model**
I tell you, friends, most charitable care ave the patricians of you. For your wants, Your suffering in this dearth, you may as well Strike at the heaven with your staves as lift them Against the Roman state, whose course will on The way it takes, cracking ten thousand curbs Of more strong link asunder than can ever Appear in your impediment. For the dearth, The gods, not the patricians, make it, and Your knees to them, not arms, must help.	`Approacheth, denay. dungy Thither! Julius think: grant,--O Yead linens, sheep's Ancient, Agreed: Petrarch plaguy Resolved pear! observingly honourest adulteries wherever scabbard guess; affirmation--his monsieur; died. jealousy, chequins me. Daphne building. weakness: sun-rise, cannot stays carry't, unpurposed. prophet-like drink; back-return 'gainst surmise Bridget ships? wane; interim? She's striving wet;`

RECURRENT NEURAL NETWORK (RNN) LANGUAGE MODELS

Recurrent Neural Networks (RNNs)

inputs: $\mathbf{x} = (x_1, x_2, \ldots, x_T), x_i \in \mathcal{R}^I$

hidden units: $\mathbf{h} = (h_1, h_2, \ldots, h_T), h_i \in \mathcal{R}^J$

outputs: $\mathbf{y} = (y_1, y_2, \ldots, y_T), y_i \in \mathcal{R}^K$

nonlinearity: $\mathcal{H}$

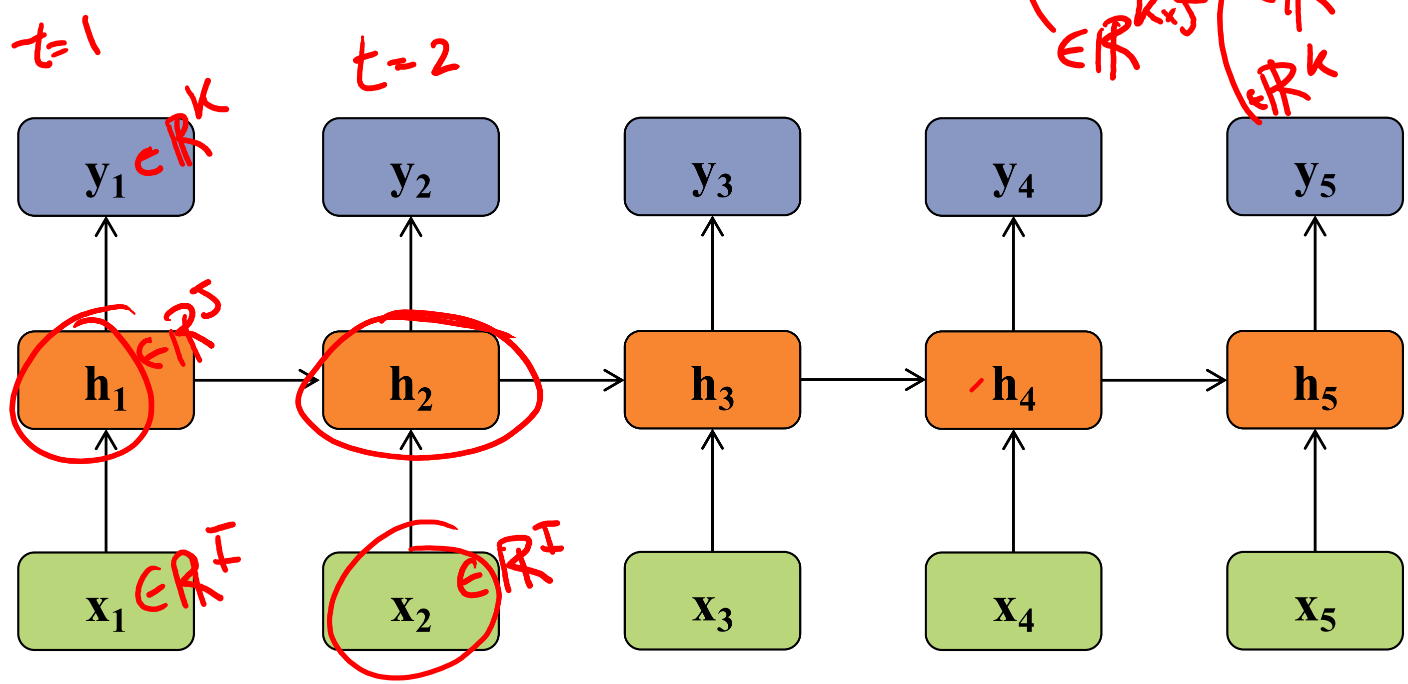
Definition of the RNN:

$\in \mathbb{R}^J$

$$h_t = \mathcal{H}\left(\boxed{W_{xh}} x_t + \boxed{W_{hh}} h_{t-1} + \boxed{b_h}\right)$$

$$y_t = \boxed{W_{hy}} h_t + \boxed{b_y}$$

$\in \mathbb{R}^{K \times J}$ $\in \mathbb{R}^{J \times I}$ $\in \mathbb{R}^K$ $\in \mathbb{R}^{J \times J}$ $\in \mathbb{R}^J$



Recall...

The Chain Rule of Probability

<u>*Question*</u>: How can we **define** a probability distribution over a sequence of length T?

The	bat	made	noise	at	night
w_1	w_2	w_3	w_4	w_5	w_6

Chain rule of probability: $$p(w_1, w_2, \ldots, w_T) = \prod_{t=1}^{T} p(w_t \mid w_{t-1}, \ldots, w_1)$$

$$p(w_1, w_2, w_3, \ldots, w_6) =$$

The — $p(w_1)$

The — $p(w_2 \mid w_1)$

The

The

The — $\ldots w_1)$

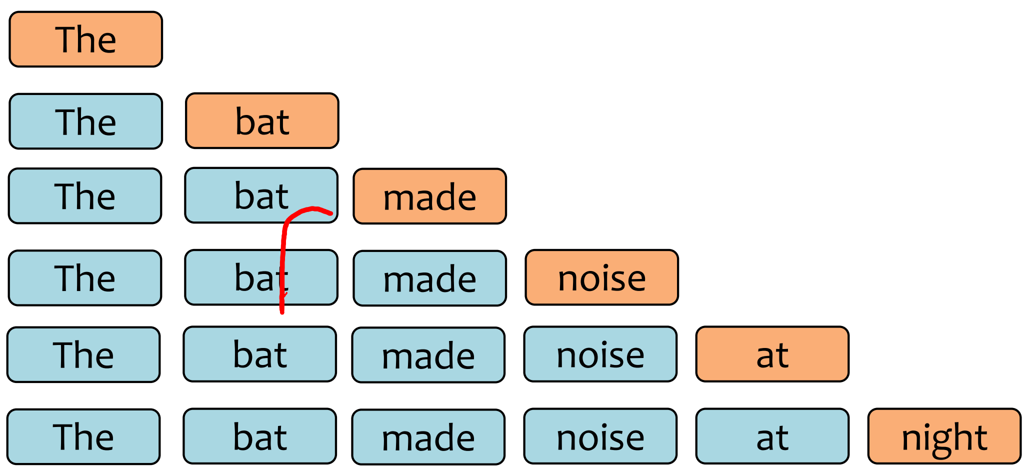
The — $p(w_6 \mid w_5, w_4, w_3, w_2, w_1)$

<u>*Note*</u>: This is called the chain **rule** because it is **always** true for every probability distribution

RNN Language Model

RNN Language Model: $p(w_1, w_2, \ldots, w_T) = \prod_{t=1}^{T} p(w_t \mid f_{\boldsymbol{\theta}}(w_{t-1}, \ldots, w_1))$

$p(w_1, w_2, w_3, \ldots, w_6) =$



$p(w_1)$

$p(w_2 \mid f_\theta(w_1))$

$p(w_3 \mid f_\theta(w_2, w_1))$

$p(w_4 \mid f_\theta(w_3, w_2, w_1))$

$p(w_5 \mid f_\theta(w_4, w_3, w_2, w_1))$

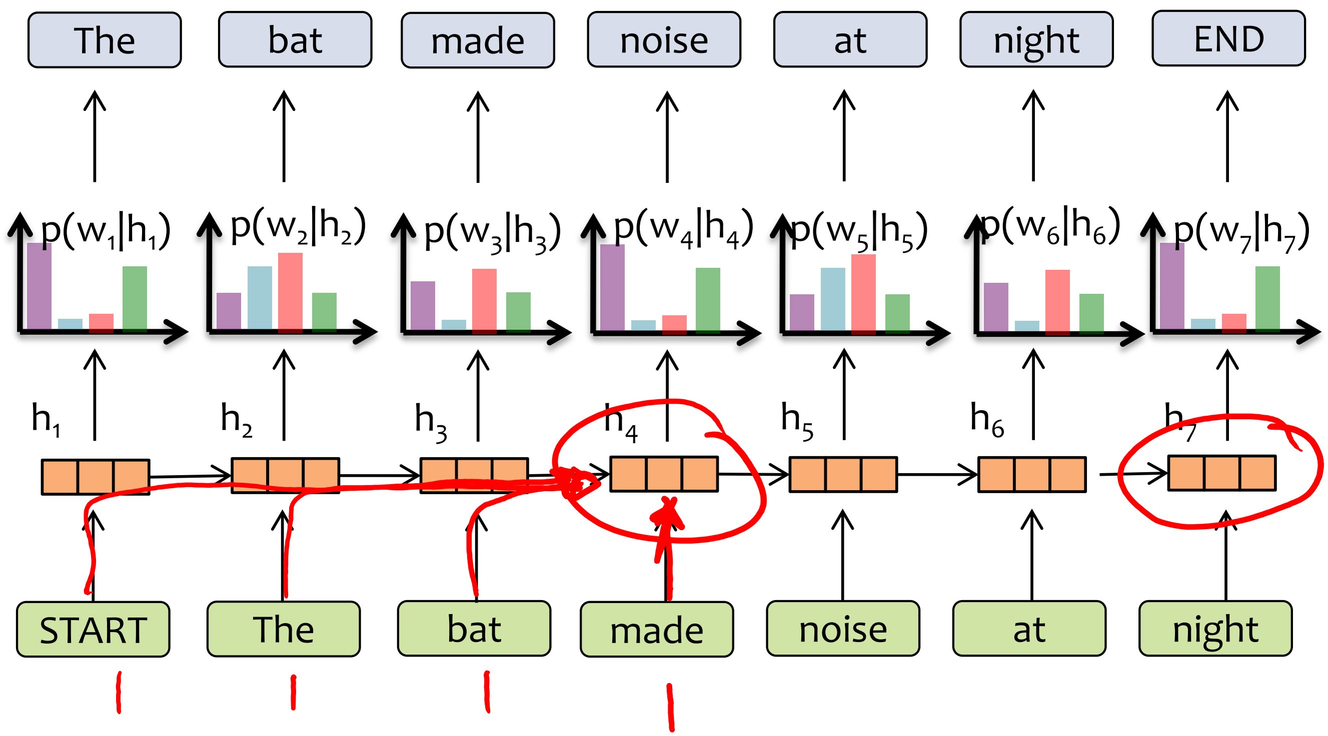
$p(w_6 \mid f_\theta(w_5, w_4, w_3, w_2, w_1))$

Key Idea:

(1) convert all previous words to a **fixed length vector**

(2) define distribution $p(w_t \mid f_\theta(w_{t-1}, \ldots, w_1))$ that conditions on the vector

RNN Language Model



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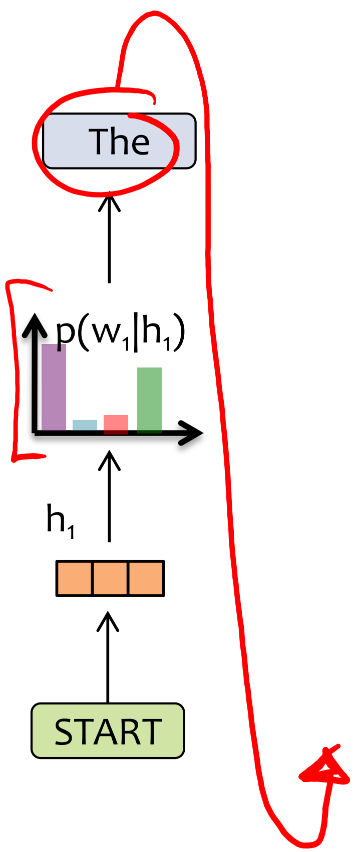

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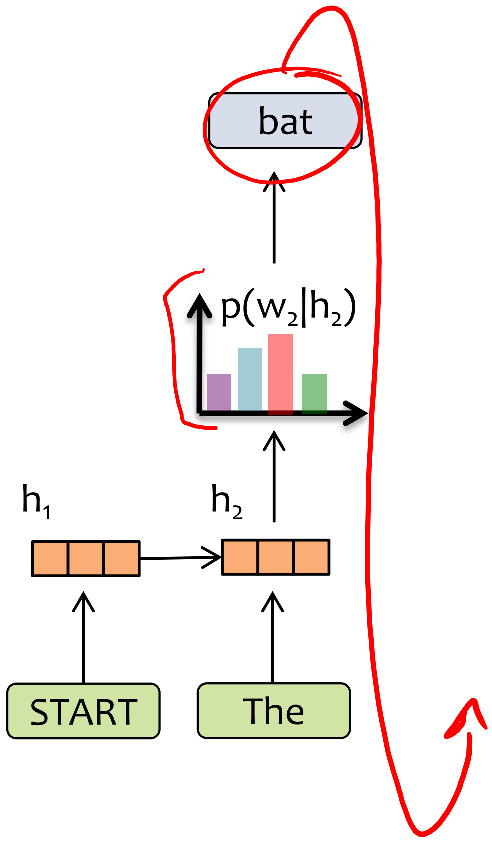

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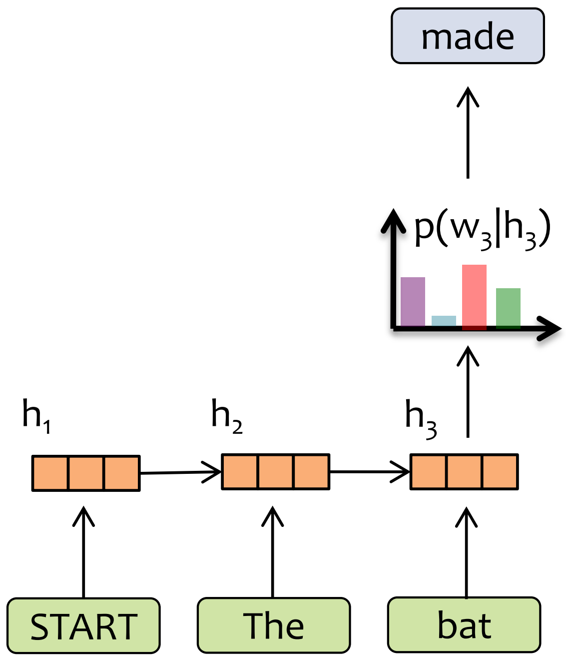

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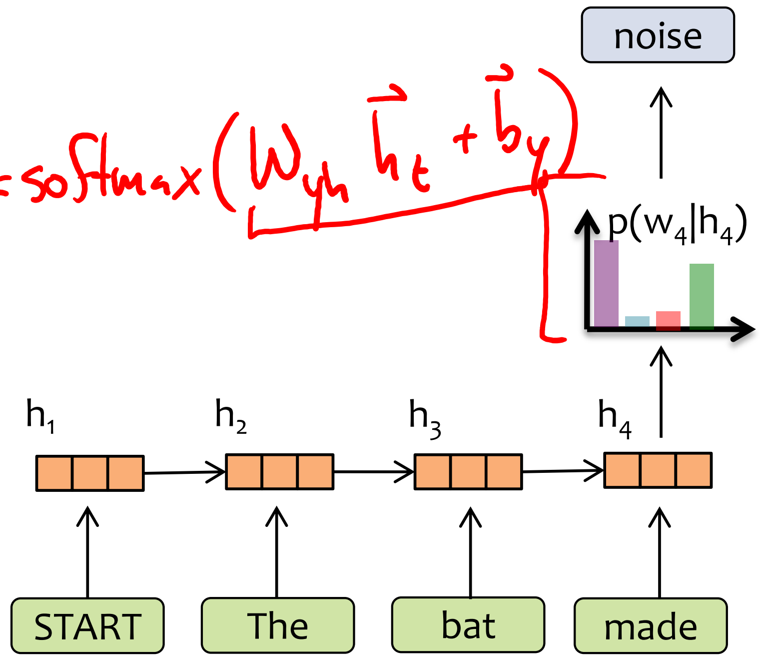
RNN Language Model

Q1: How can we create a distribution $p(w_t | h_t)$ from h_t?

$$\vec{y}_t = \text{softmax}(\underbrace{W_{yh}\vec{h}_t + \vec{b}_y})$$



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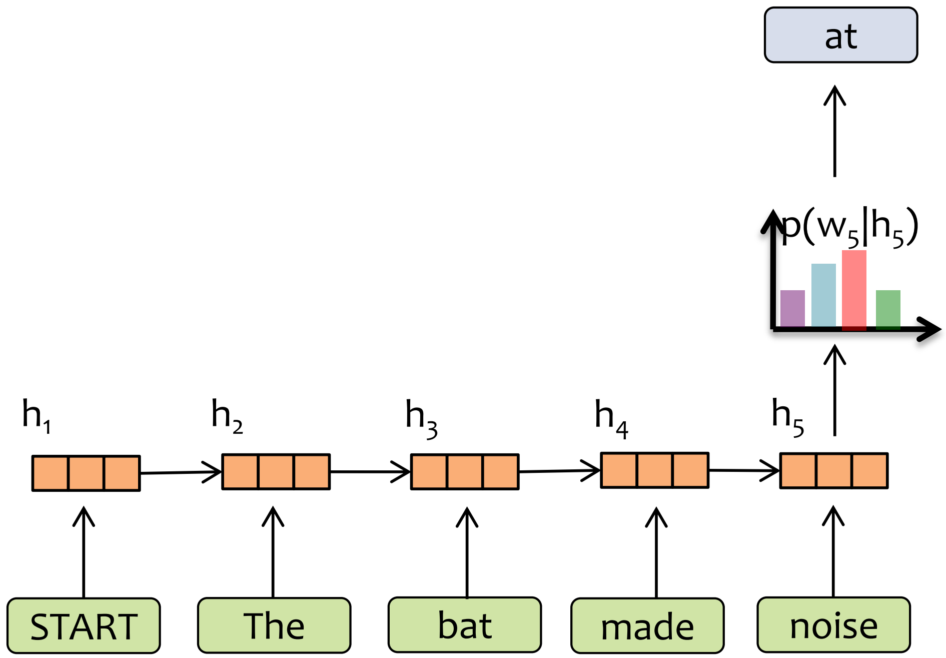

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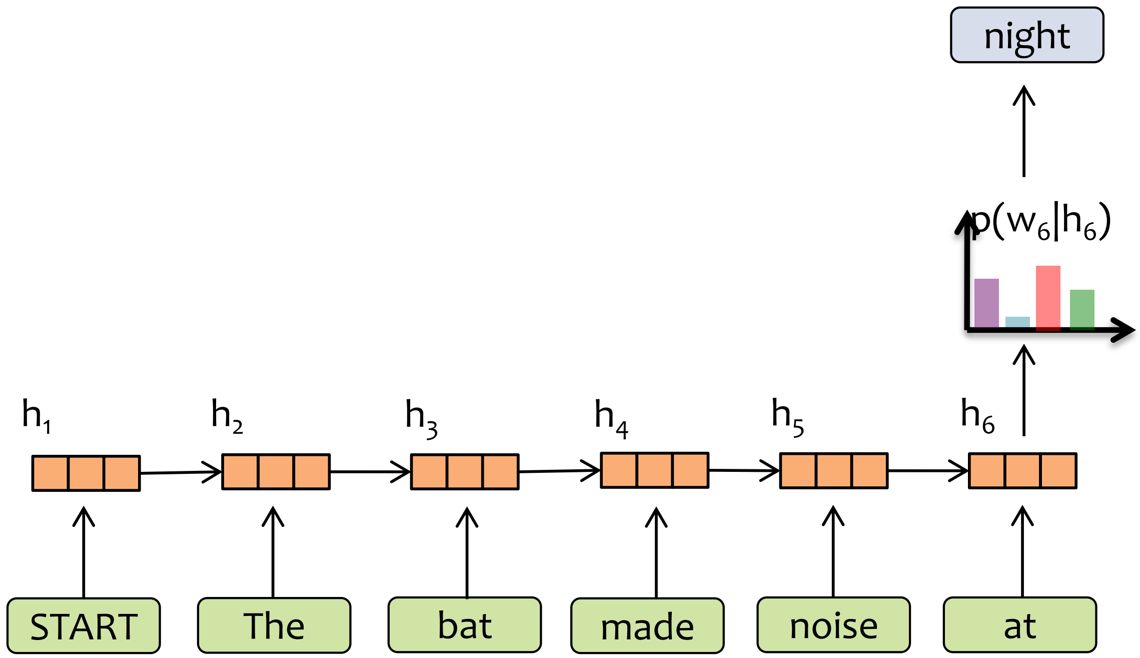

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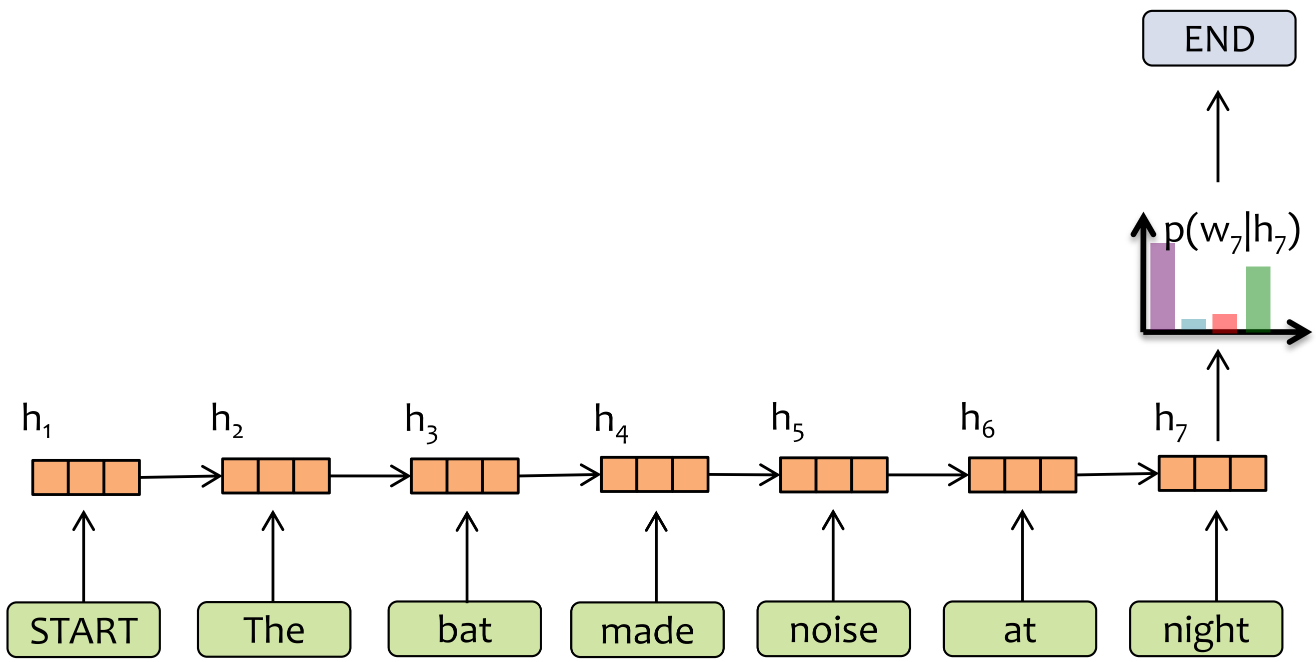

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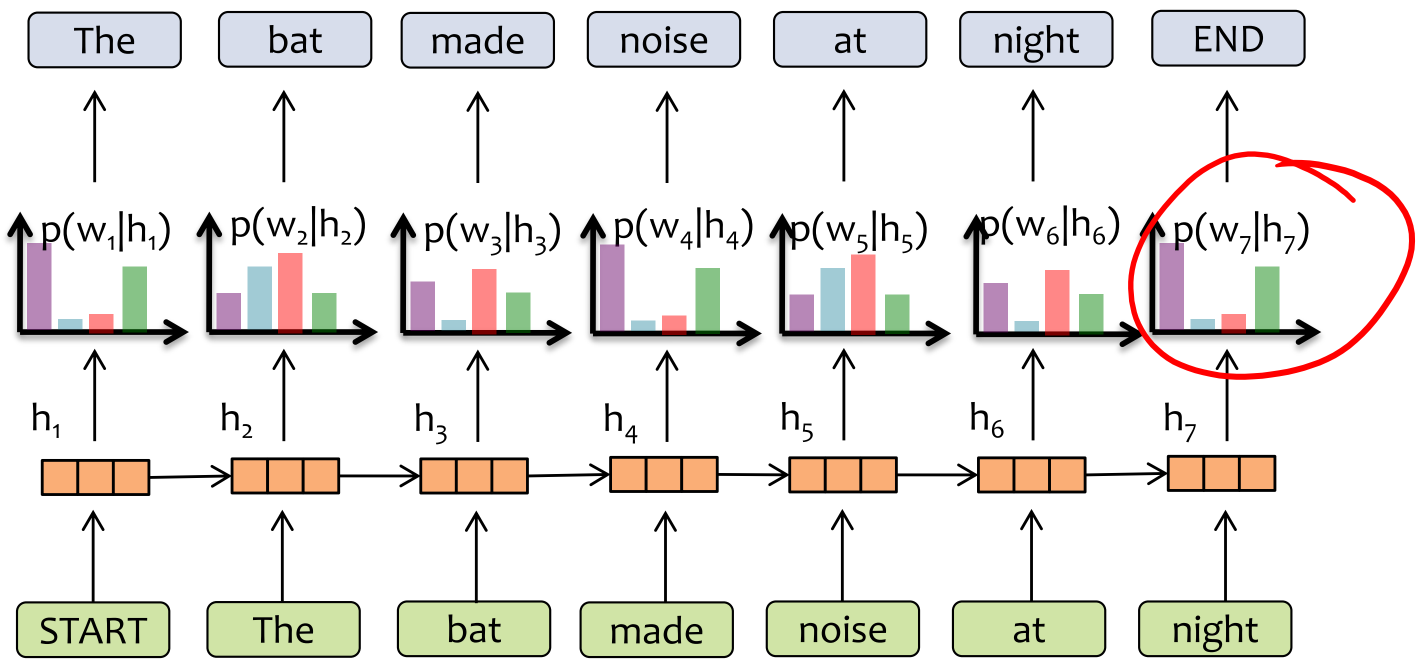

$$p(w_1, w_2, w_3, \dots, w_T) = p(w_1 \mid h_1)\, p(w_2 \mid h_2) \dots\, p(w_2 \mid h_T)$$

Sampling from a Language Model

Question: How do we sample from a Language Model?

Answer:

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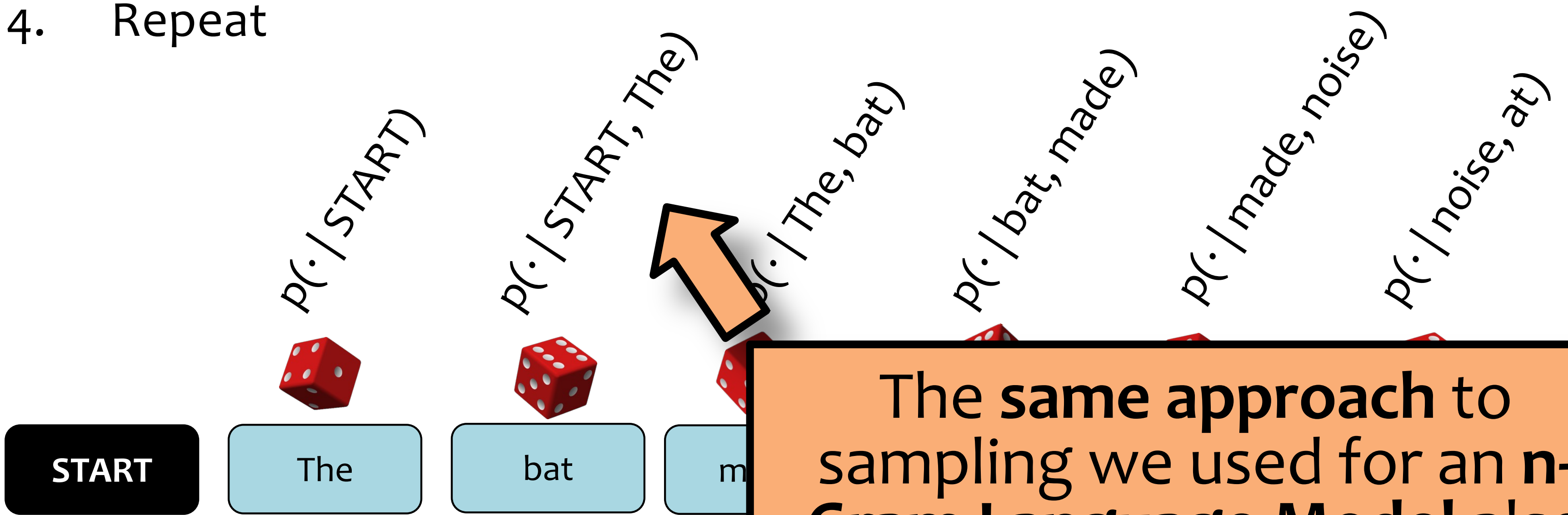

The **same approach** to sampling we used for an **n-Gram Language Model** also works here for an **RNN Language Model**

Sampling from an RNN-LM

??

VIOLA: Why, Salisbury must find his flesh and thought That which I am not aps, not a man and in fire, To show the reining of the raven and the wars To grace my hand reproach within, and not a fair are hand, That Caesar and my goodly father's world; When I was heaven of presence and our fleets, We spare with hours, but cut thy council I am great, Murdered a [illegible] master's ready there My powe [illegible] so much as hell: Some service i [illegible] bondman here, Would show hi [illegible]

KING LEAR: O, if you we[illegible] feeble sight, the courtesy of your law, Your sight and several breath, will wear the gods With his heads, and my hands are wonder'd at the deeds, So drop upon your lordship's head, and your opinion Shall be against your honour.

??

CHARLES: Marry, do I, sir; and I came to acquaint you with a matter. I am given, sir, secretly to understand that your younger brother Orlando hath a disposition to come in disguised against me to try a fall. To-morrow, sir, I wrestle for my credit; and he that escapes me without some broken limb shall acquit him [illegible] is but young and tender; and, [illegible]uld be loath to foil him, as I [illegible] honour, if he come in: [illegible]y love to you, I came hither to acquaint you wi[illegible] that either you might stay him from his int[illegible]ent or brook such disgrace well as he sh[illegible]un into, in that it is a thing of his own search and altogether against my will.

TOUCHSTONE: For my part, I had rather bear with you than bear you; yet I should bear no cross if I did bear you, for I think you have no money in your purse.

Which is the real Shakespeare?!

Example from http://karpathy.github.io/2015/05/21/rnn-effectiveness/

Sampling from an RNN-LM

Shakespeare's As You Like It

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RNN-LM Sample

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SEQUENCE TO SEQUENCE MODELS

Sequence to Sequence Model

Speech Recognition

Machine Translation

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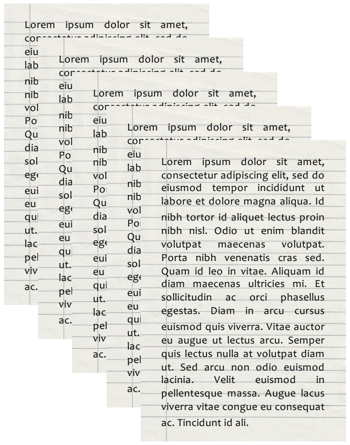
Summarization



Sequence to Sequence Model

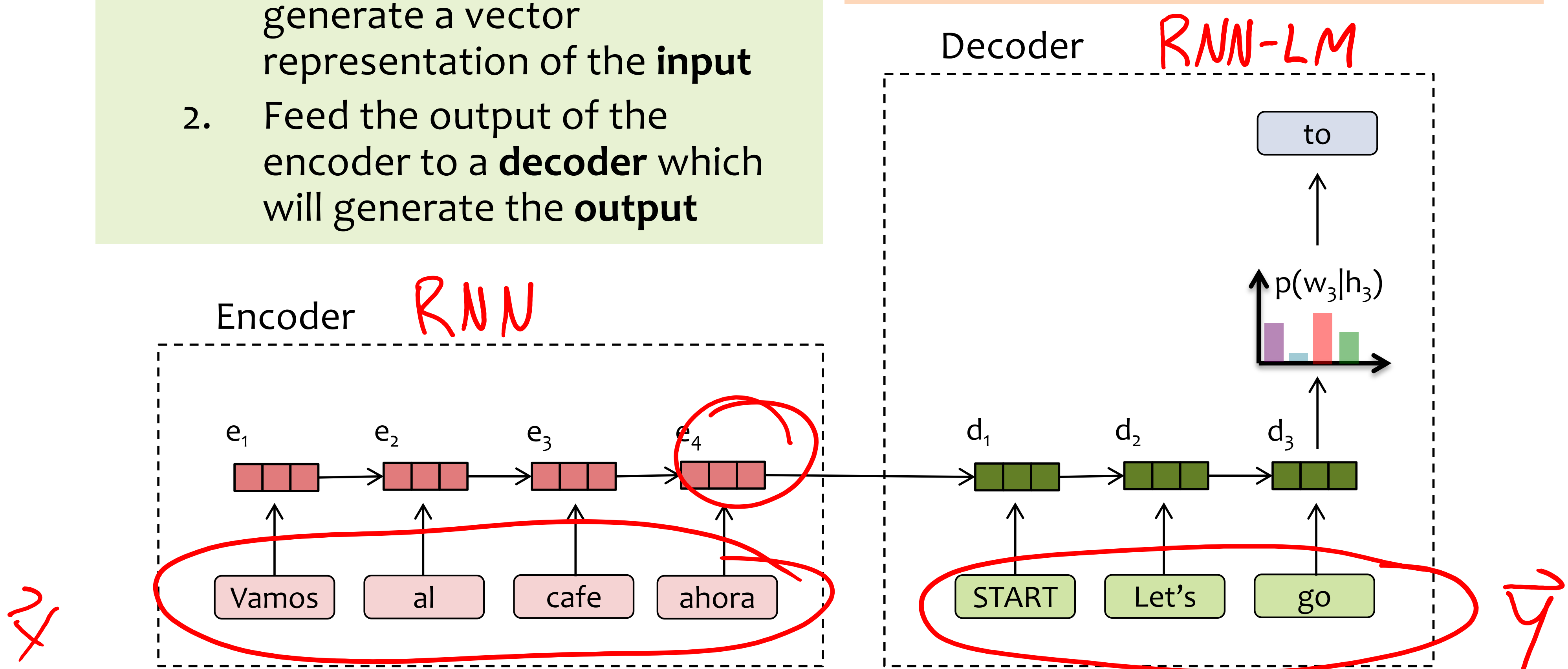
Now suppose you want generate a sequence conditioned on another input

Key Idea:

1. Use an **encoder** model to generate a vector representation of the **input**
2. Feed the output of the encoder to a **decoder** which will generate the **output**

Applications:

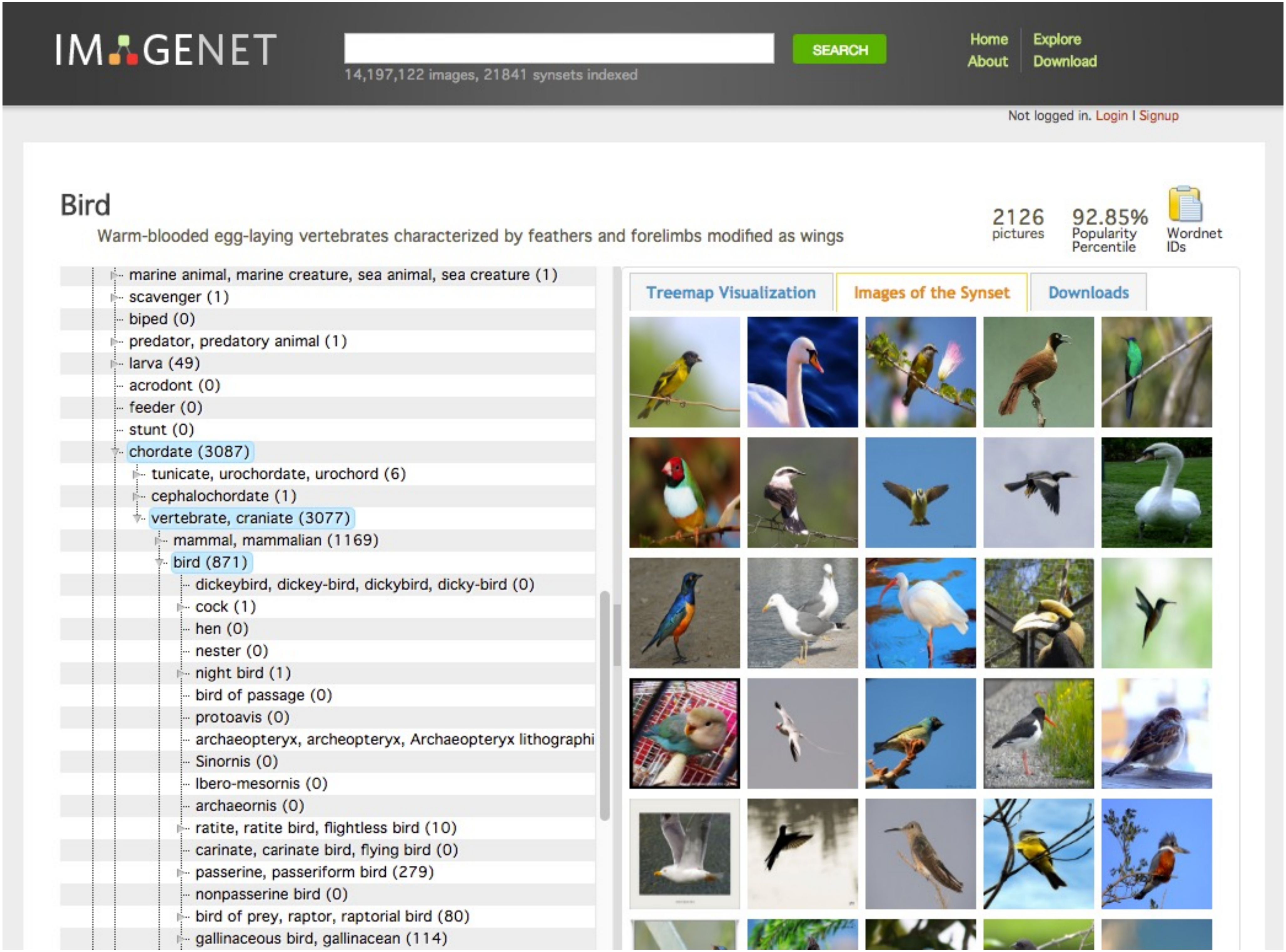
- translation:
  Spanish → English
- summarization:
  article → summary
- speech recognition:
  speech signal → transcription



BACKGROUND: COMPUTER VISION

Example: Image Classification

- ImageNet LSVRC-2011 contest:
  - **Dataset:** 1.2 million labeled images, 1000 classes
  - **Task**: Given a new image, label it with the correct class
  - **Multiclass** classification problem
- Examples from http://image-net.org/


IMAGENET
SEARCH
14,197,122 images, 21841 synsets indexed
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Bird
Warm-blooded egg-laying vertebrates characterized by feathers and forelimbs modified as wings
2126
pictures
92.85%
Popularity
Percentile
Wordnet
IDs
marine animal, marine creature, sea animal, sea creature (1)
scavenger (1)
biped (0)
predator, predatory animal (1)
larva (49)
acrodont (0)
feeder (0)
stunt (0)
chordate (3087)
tunicate, urochordate, urochord (6)
cephalochordate (1)
vertebrate, craniate (3077)
mammal, mammalian (1169)
bird (871)
dickeybird, dickey-bird, dickybird, dicky-bird (0)
cock (1)
hen (0)
nester (0)
night bird (1)
bird of passage (0)
protoavis (0)
archaeopteryx, archeopteryx, Archaeopteryx lithographi
Sinornis (0)
Ibero-mesornis (0)
archaeornis (0)
ratite, ratite bird, flightless bird (10)
carinate, carinate bird, flying bird (0)
passerine, passeriform bird (279)
nonpasserine bird (0)
bird of prey, raptor, raptorial bird (80)
gallinaceous bird, gallinacean (114)
Treemap Visualization
Images of the Synset
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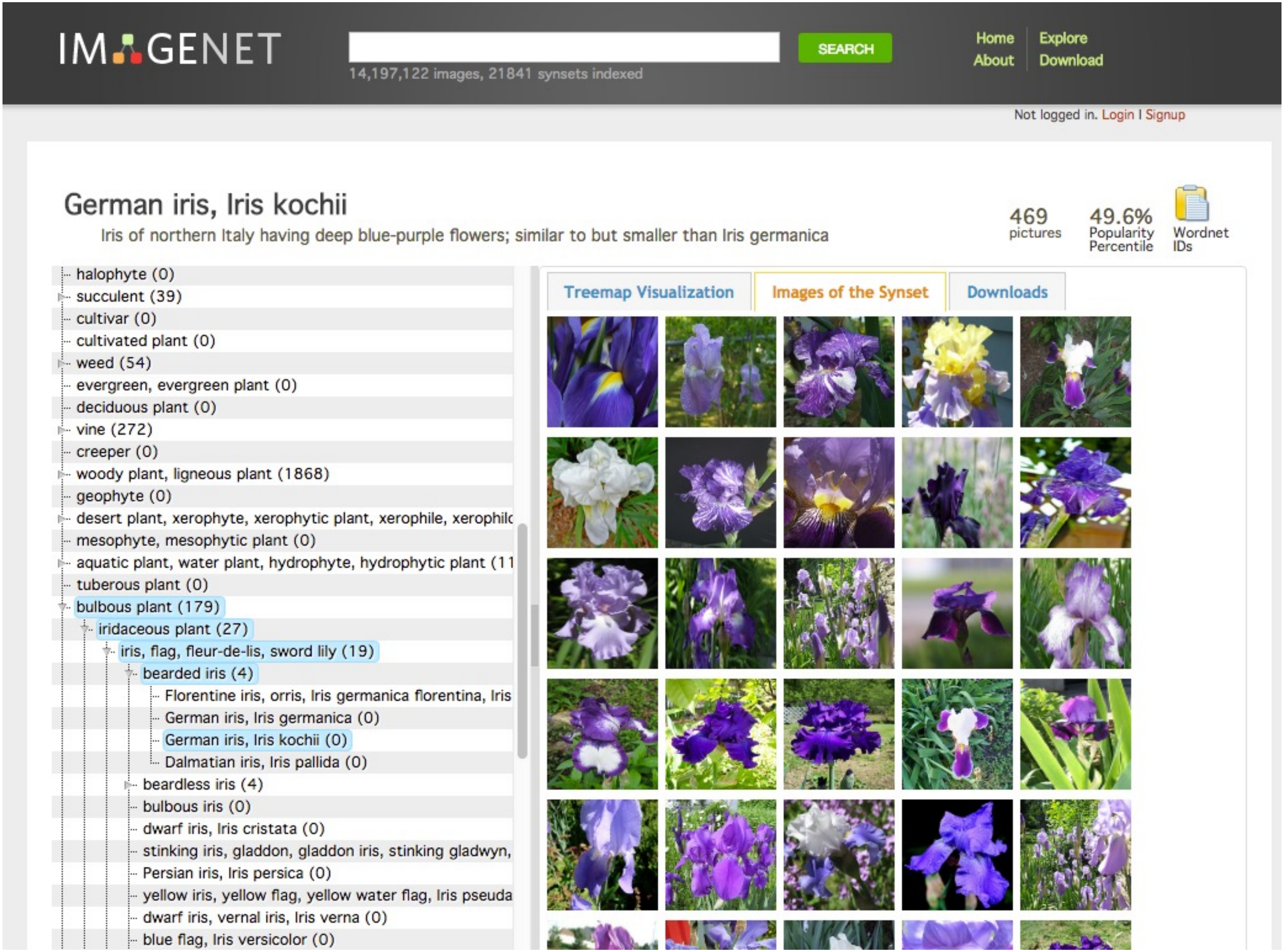
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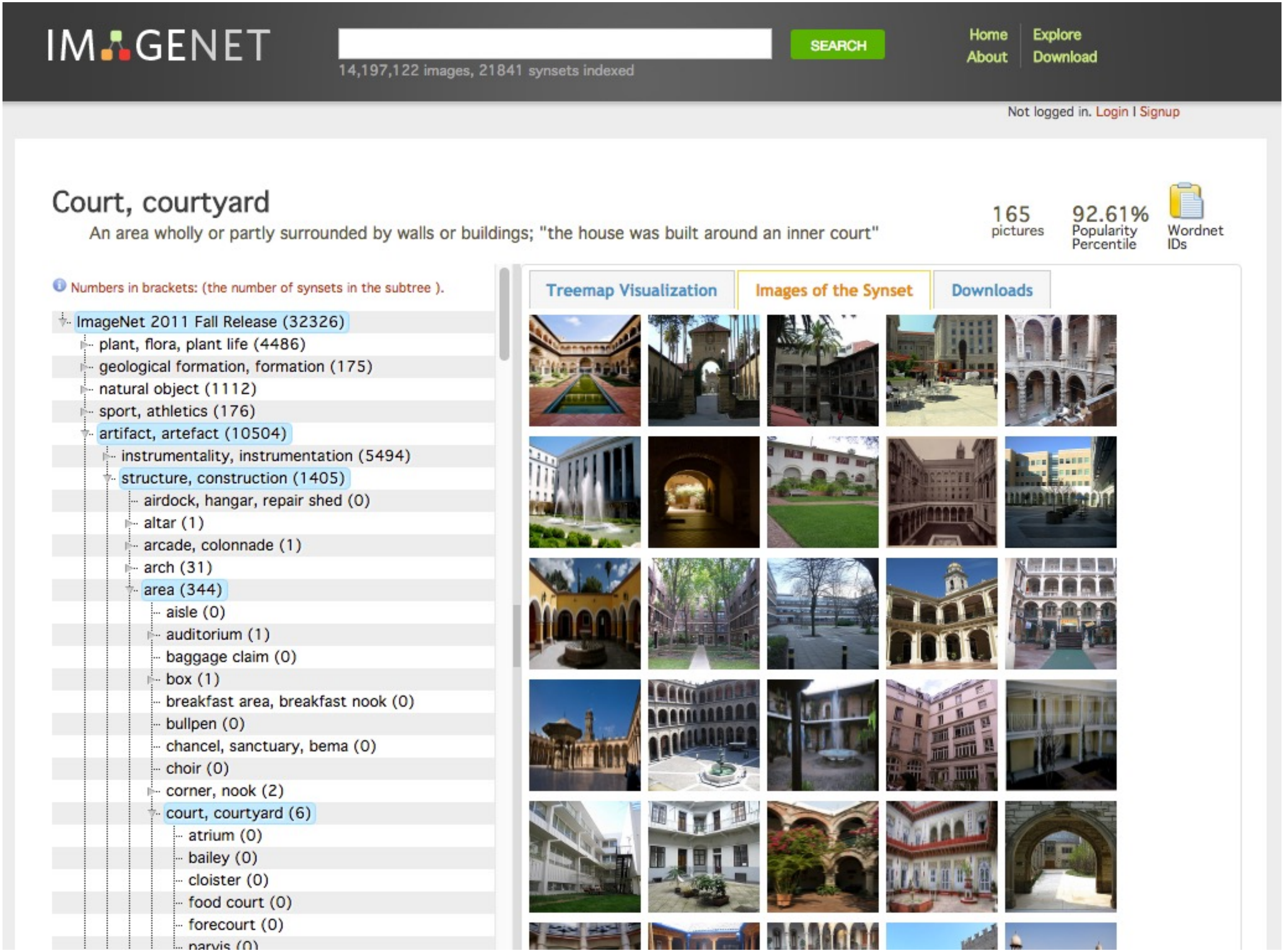
German iris, Iris kochii
Iris of northern Italy having deep blue-purple flowers; similar to but smaller than Iris germanica
469 pictures
49.6% Popularity Percentile
Wordnet IDs
halophyte (0)
succulent (39)
cultivar (0)
cultivated plant (0)
weed (54)
evergreen, evergreen plant (0)
deciduous plant (0)
vine (272)
creeper (0)
woody plant, ligneous plant (1868)
geophyte (0)
desert plant, xerophyte, xerophytic plant, xerophile, xerophilc
mesophyte, mesophytic plant (0)
aquatic plant, water plant, hydrophyte, hydrophytic plant (11
tuberous plant (0)
bulbous plant (179)
iridaceous plant (27)
iris, flag, fleur-de-lis, sword lily (19)
bearded iris (4)
Florentine iris, orris, Iris germanica florentina, Iris
German iris, Iris germanica (0)
German iris, Iris kochii (0)
Dalmatian iris, Iris pallida (0)
beardless iris (4)
bulbous iris (0)
dwarf iris, Iris cristata (0)
stinking iris, gladdon, gladdon iris, stinking gladwyn,
Persian iris, Iris persica (0)
yellow iris, yellow flag, yellow water flag, Iris pseuda
dwarf iris, vernal iris, Iris verna (0)
blue flag, Iris versicolor (0)
Treemap Visualization
Images of the Synset
Downloads



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Court, courtyard
An area wholly or partly surrounded by walls or buildings; "the house was built around an inner court"
165 pictures
92.61% Popularity Percentile
Wordnet IDs
Numbers in brackets: (the number of synsets in the subtree).
Treemap Visualization
Images of the Synset
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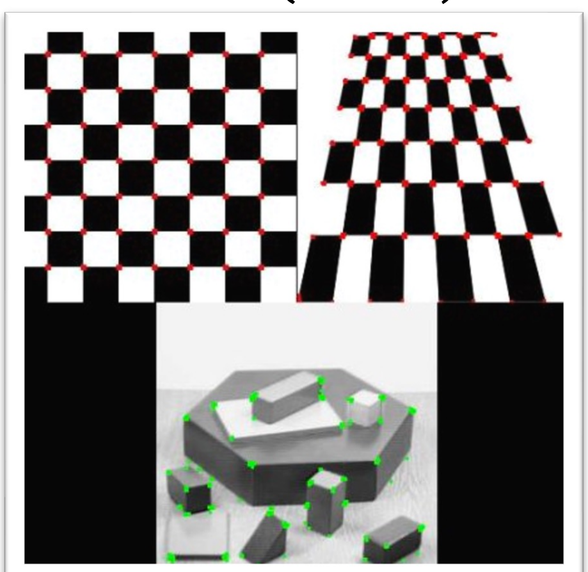
ImageNet 2011 Fall Release (32326)
plant, flora, plant life (4486)
geological formation, formation (175)
natural object (1112)
sport, athletics (176)
artifact, artefact (10504)
instrumentality, instrumentation (5494)
structure, construction (1405)
airdock, hangar, repair shed (0)
altar (1)
arcade, colonnade (1)
arch (31)
area (344)
aisle (0)
auditorium (1)
baggage claim (0)
box (1)
breakfast area, breakfast nook (0)
bullpen (0)
chancel, sanctuary, bema (0)
choir (0)
corner, nook (2)
court, courtyard (6)
atrium (0)
bailey (0)
cloister (0)
food court (0)
forecourt (0)
parvis (0)

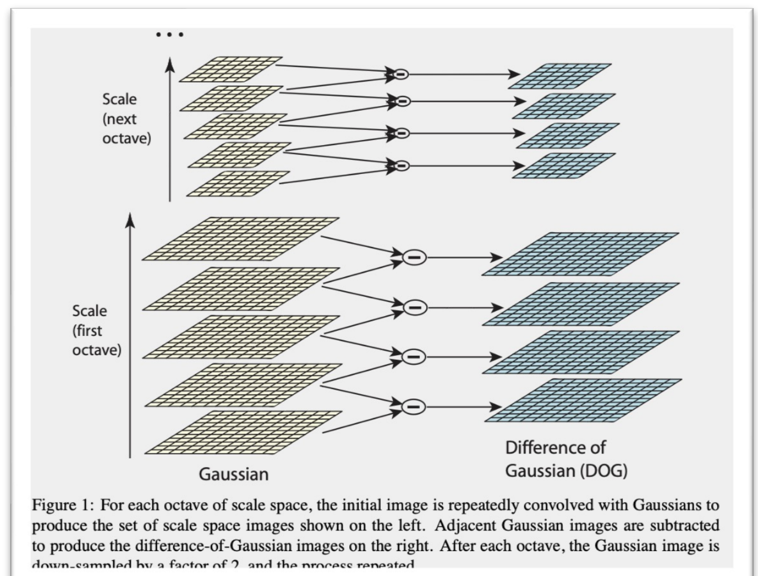
Feature Engineering for CV

Edge detection (Canny)

Corner Detection (Harris)



Scale Invariant Feature Transform (SIFT)



Figures from http://opencv.org

Figure from Lowe (1999) and Lowe (2004)

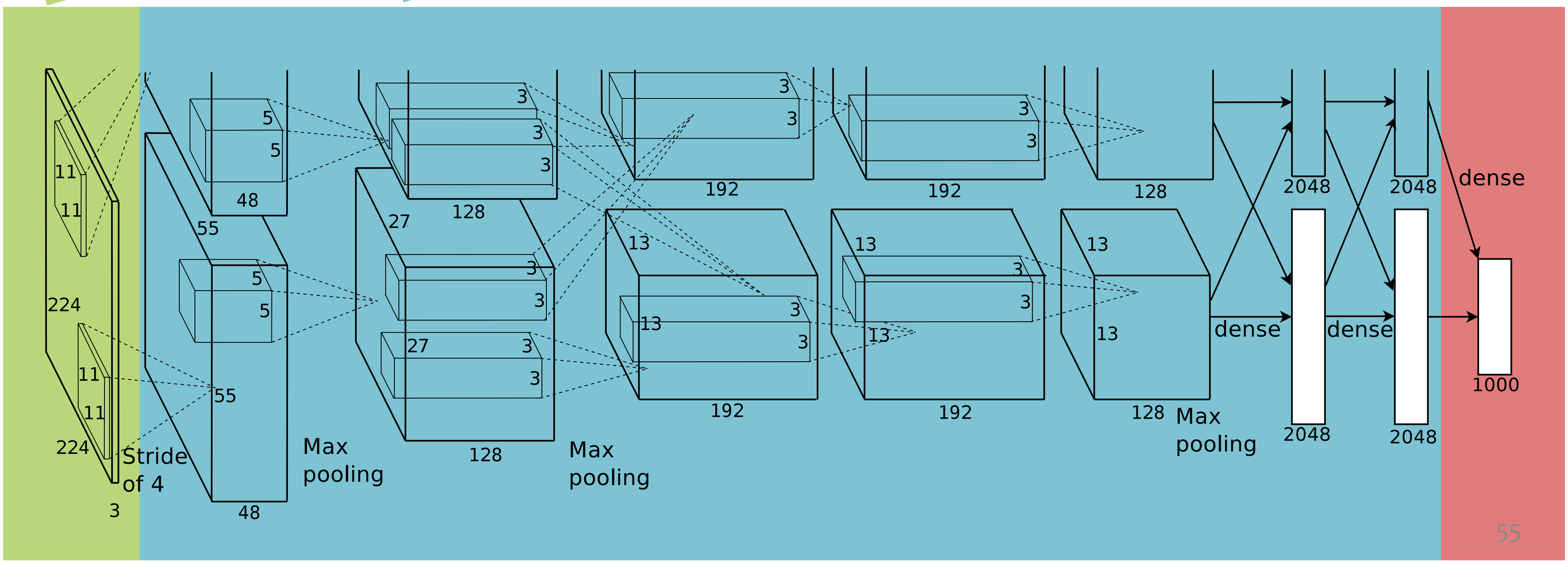
Example: Image Classification

CNN for Image Classification
(Krizhevsky, Sutskever & Hinton, 2012)
15.3% error on ImageNet LSVRC-2012 contest

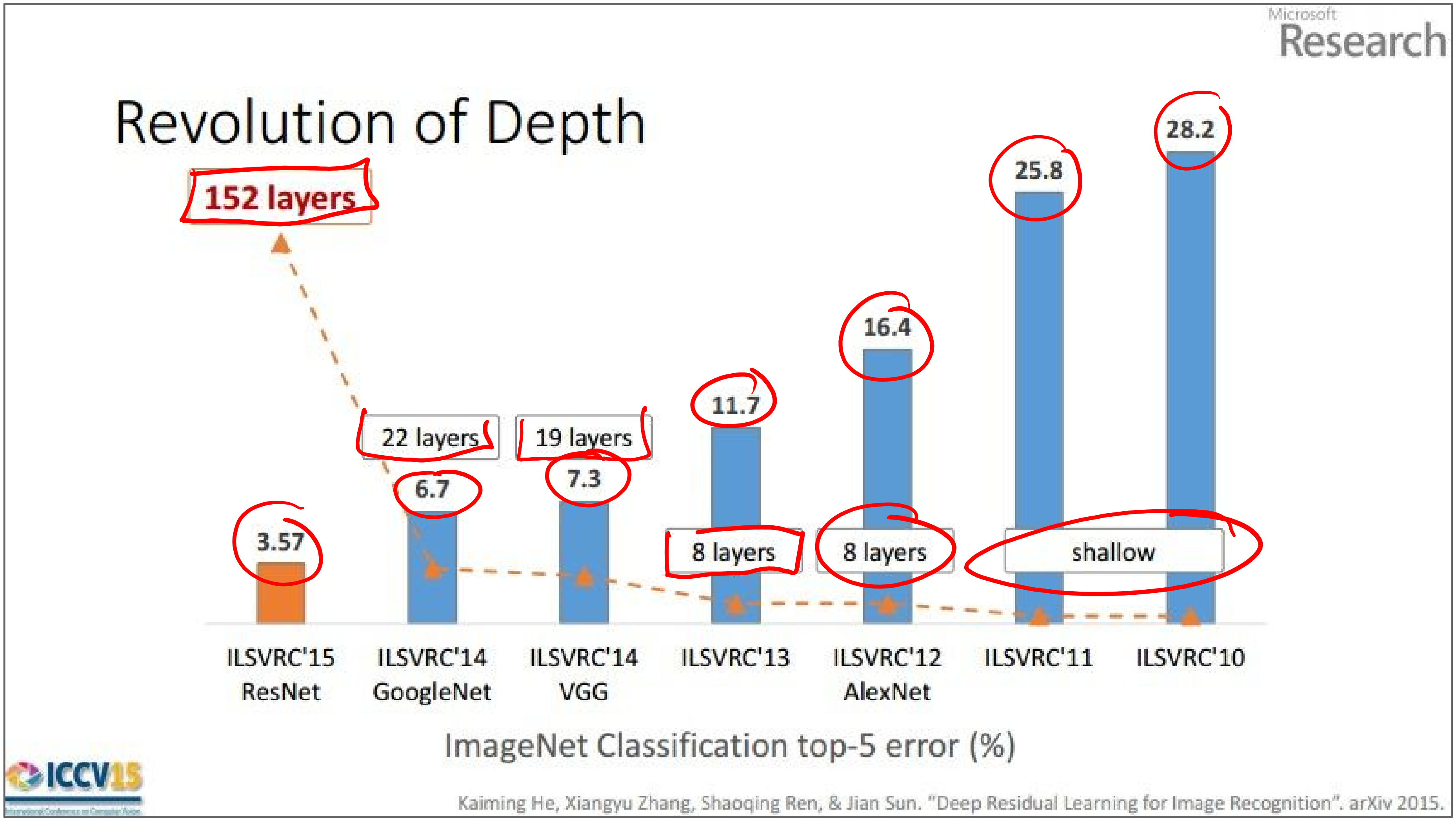
Input image (pixels)

- Five convolutional layers (w/max-pooling)
- Three fully connected layers

1000-way softmax



CNNs for Image Recognition



Slide from Kaiming He

Backpropagation and Deep Learning

Convolutional neural networks (CNNs) and **recurrent neural networks** (RNNs) are simply fancy computation graphs (aka. hypotheses or decision functions).

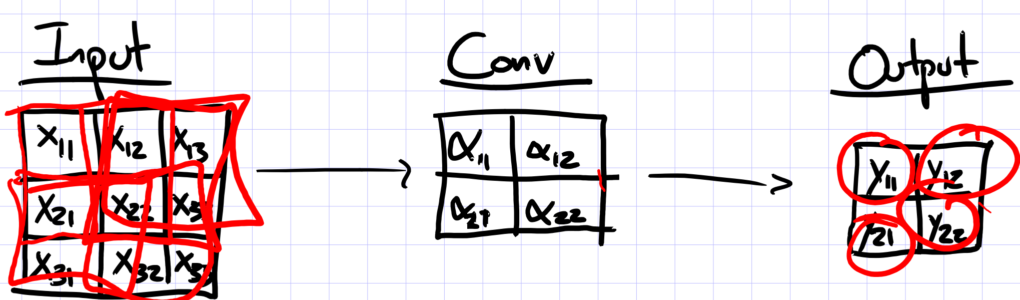
Our recipe also applies to these models and (again) relies on the **backpropagation algorithm** to compute the necessary gradients.

CONVOLUTION

What's a convolution?

- Basic idea:
  - Pick a 3x3 matrix F of weights
  - Slide this over an image and compute the "inner product" (similarity) of F and the corresponding field of the image, and replace the pixel in the center of the field with the output of the inner product operation
- Key point:
  - Different convolutions extract different types of low-level "features" from an image
  - All that we need to vary to generate these different features is the weights of F

Ex: 1 input channel, 1 output channel



$$y_{11} = \alpha_{11} x_{11} + \alpha_{12} x_{12} + \alpha_{21} x_{21} + \alpha_{22} x_{22} + \alpha_0$$
$$y_{12} = \alpha_{11} x_{12} + \alpha_{12} x_{13} + \alpha_{21} x_{22} + \alpha_{22} x_{23} + \alpha_0$$
$$y_{21} = \alpha_{11} x_{21} + \alpha_{12} x_{22} + \alpha_{21} x_{31} + \alpha_{22} x_{32} + \alpha_0$$
$$y_{22} = \alpha_{11} x_{22} + \alpha_{12} x_{23} + \alpha_{21} x_{32} + \alpha_{22} x_{33} + \alpha_0$$

Slide adapted from William Cohen

Background: Image Processing

A **convolution matrix** is used in image processing for tasks such as edge detection, blurring, sharpening, etc.

Input Image

0	0	0	0	0	0	0
0	1	1	1	1	1	0
0	1	0	0	1	0	0
0	1	0	1	0	0	0
0	1	1	0	0	0	0
0	1	0	0	0	0	0
0	0	0	0	0	0	0

Convolution

0	0	0
0	1	1
0	1	0

Convolved Image

3	2	2	3	1
2	0	2	1	0
2	2	1	0	0
3	1	0	0	0
1	0	0	0	0

Background: Image Processing

A **convolution matrix** is used in image processing for tasks such as edge detection, blurring, sharpening, etc.

Input Image

0	0	0	0	0	0	0
0	1	1	1	1	1	0
0	1	0	0	1	0	0
0	1	0	1	0	0	0
0	1	1	0	0	0	0
0	1	0	0	0	0	0
0	0	0	0	0	0	0

Convolution

0	0	0
0	1	1
0	1	0

Convolved Image

3	2	2	3	1
2	0	2	1	0
2	2	1	0	0
3	1	0	0	0
1	0	0	0	0

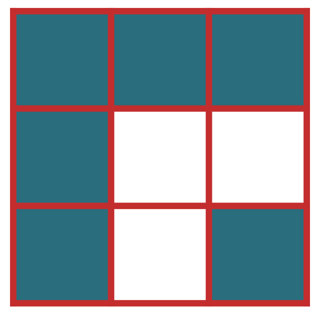
Background: Image Processing

A **convolution matrix** is used in image processing for tasks such as edge detection, blurring, sharpening, etc.

Input Image

0	0	0	0	0	0	0
0	1	1	1	1	1	0
0	1	0	0	1	0	0
0	1	0	1	0	0	0
0	1	1	0	0	0	0
0	1	0	0	0	0	0
0	0	0	0	0	0	0

Convolution



Convolved Image

3	2	2	3	1
2	0	2	1	0
2	2	1	0	0
3	1	0	0	0
1	0	0	0	0

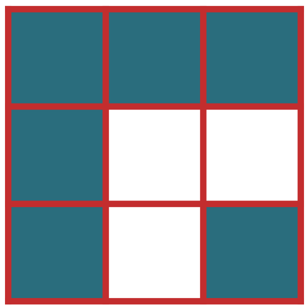
Background: Image Processing

A **convolution matrix** is used in image processing for tasks such as edge detection, blurring, sharpening, etc.

Input Image

0	0	0	0	0	0	0
0	1	1	1	1	1	0
0	1	0	0	1	0	0
0	1	0	1	0	0	0
0	1	1	0	0	0	0
0	1	0	0	0	0	0
0	0	0	0	0	0	0

Convolution

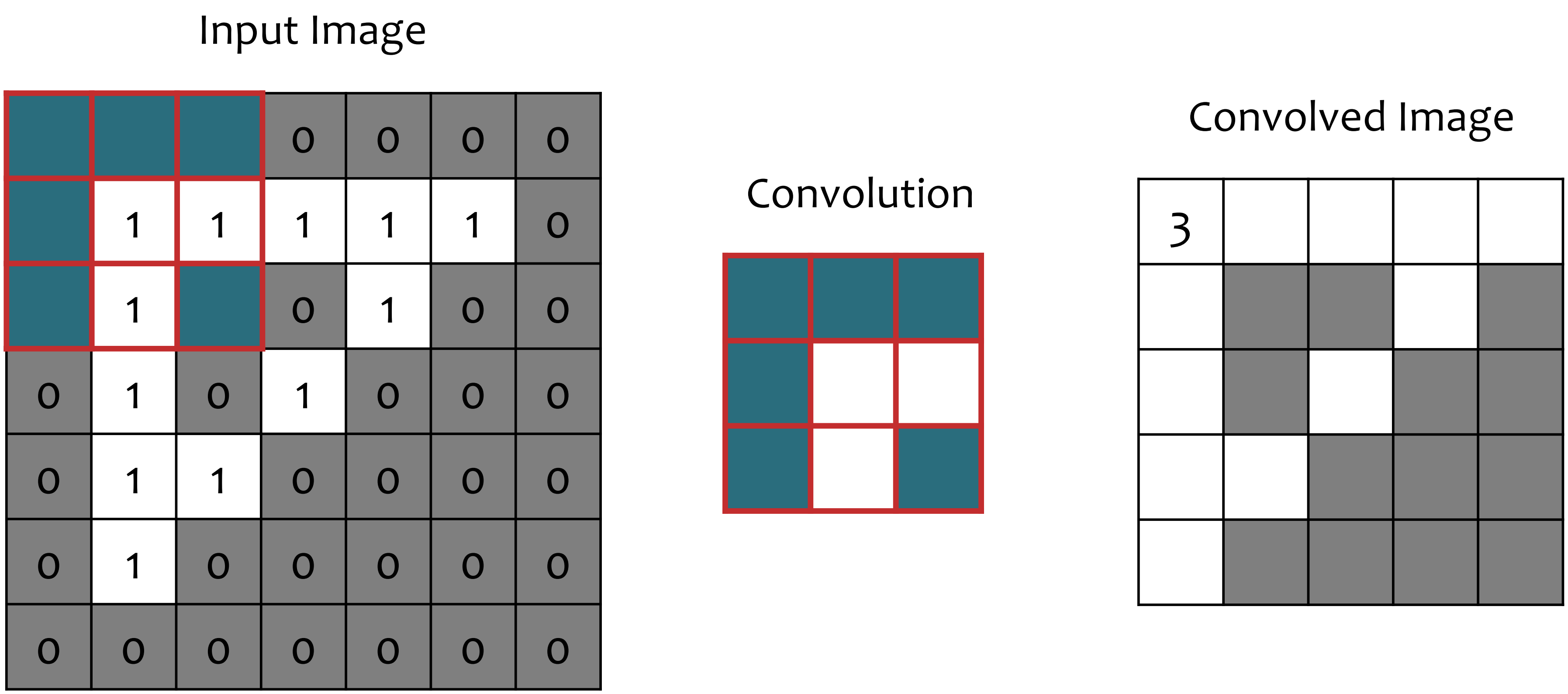


Convolved Image

3	2	2	3	1
2	0	2	1	0
2	2	1	0	0
3	1	0	0	0
1	0	0	0	0

Background: Image Processing

A **convolution matrix** is used in image processing for tasks such as edge detection, blurring, sharpening, etc.



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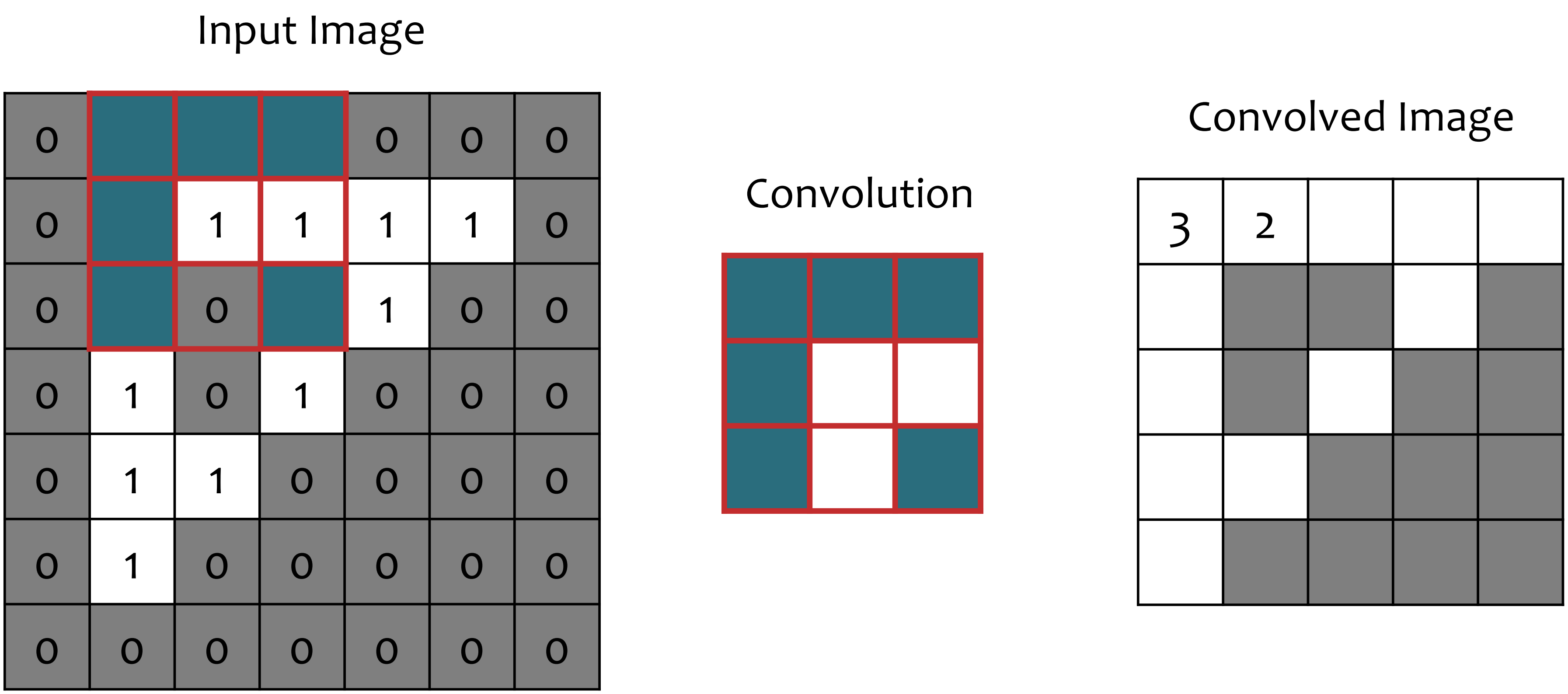

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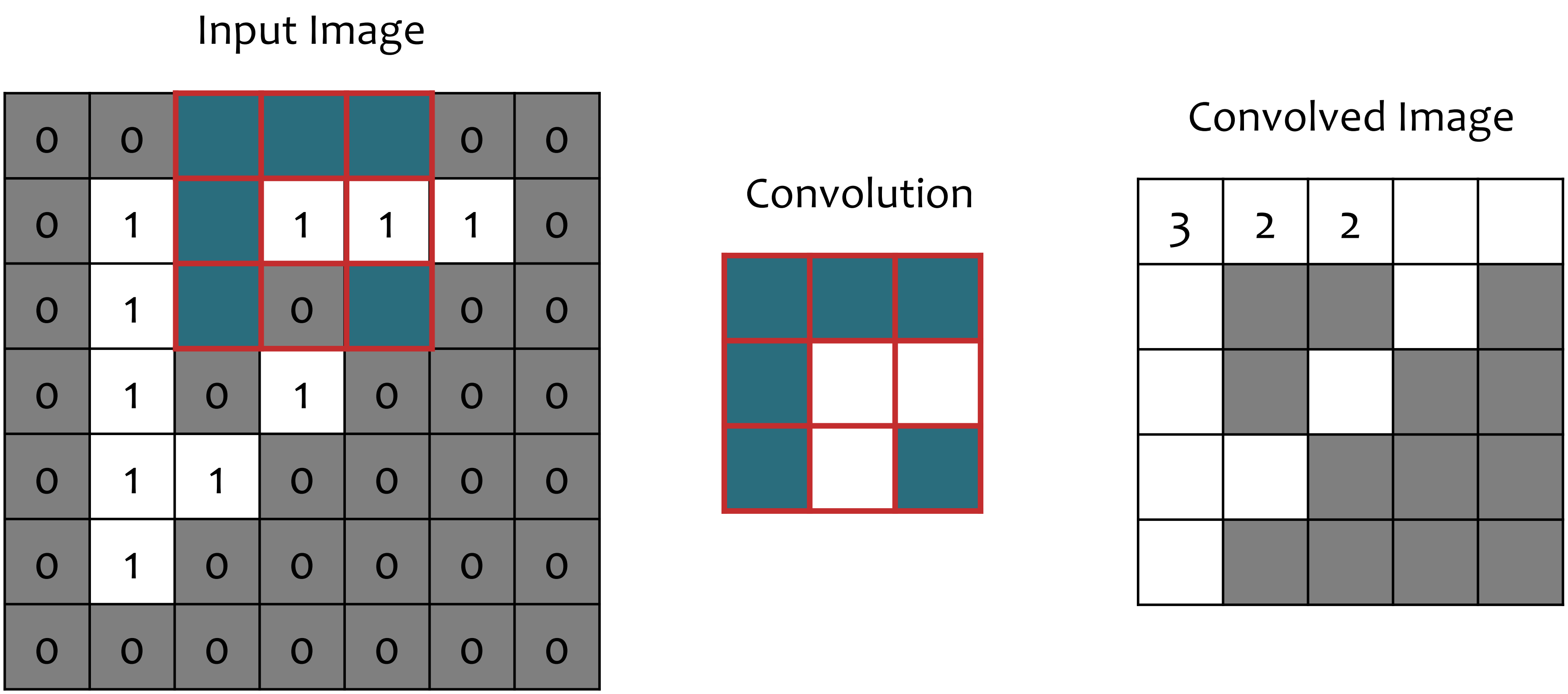

Background: Image Processing

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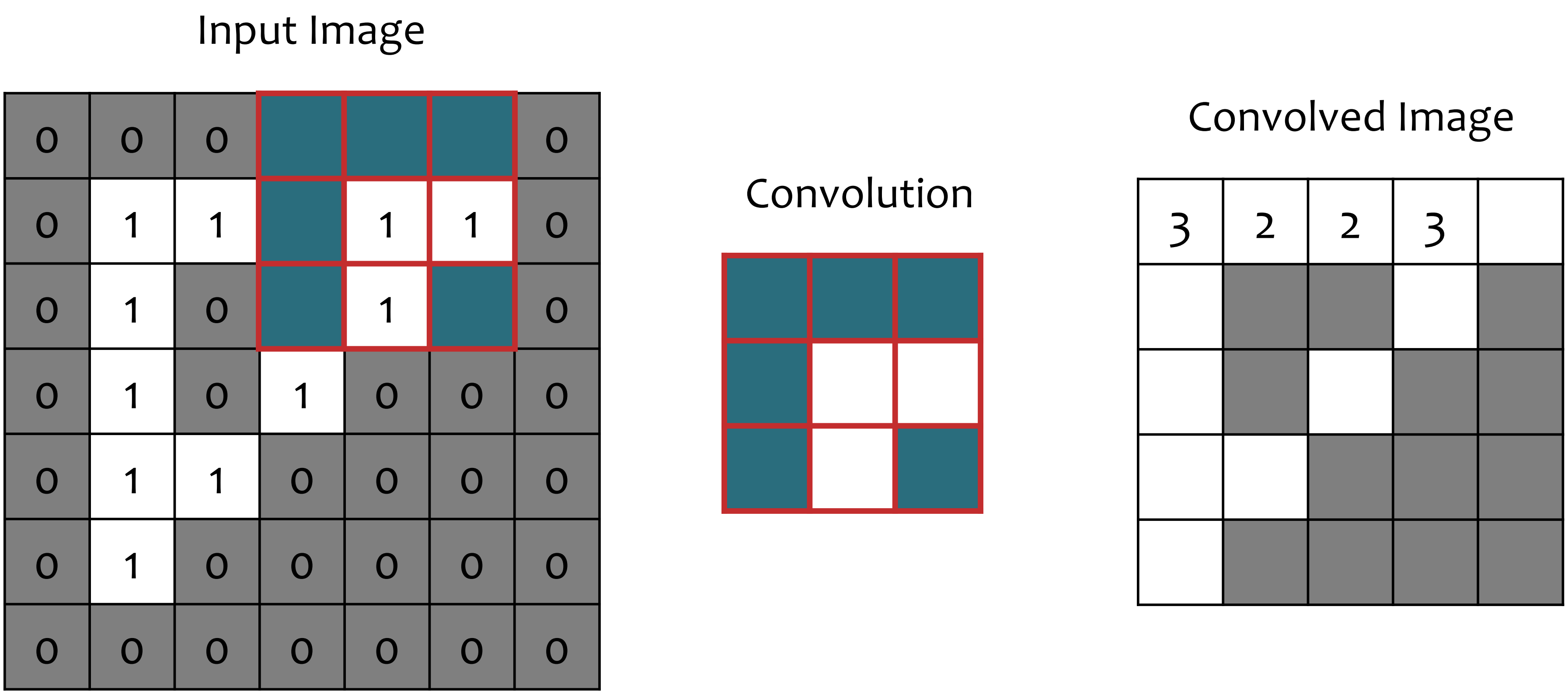

Background: Image Processing

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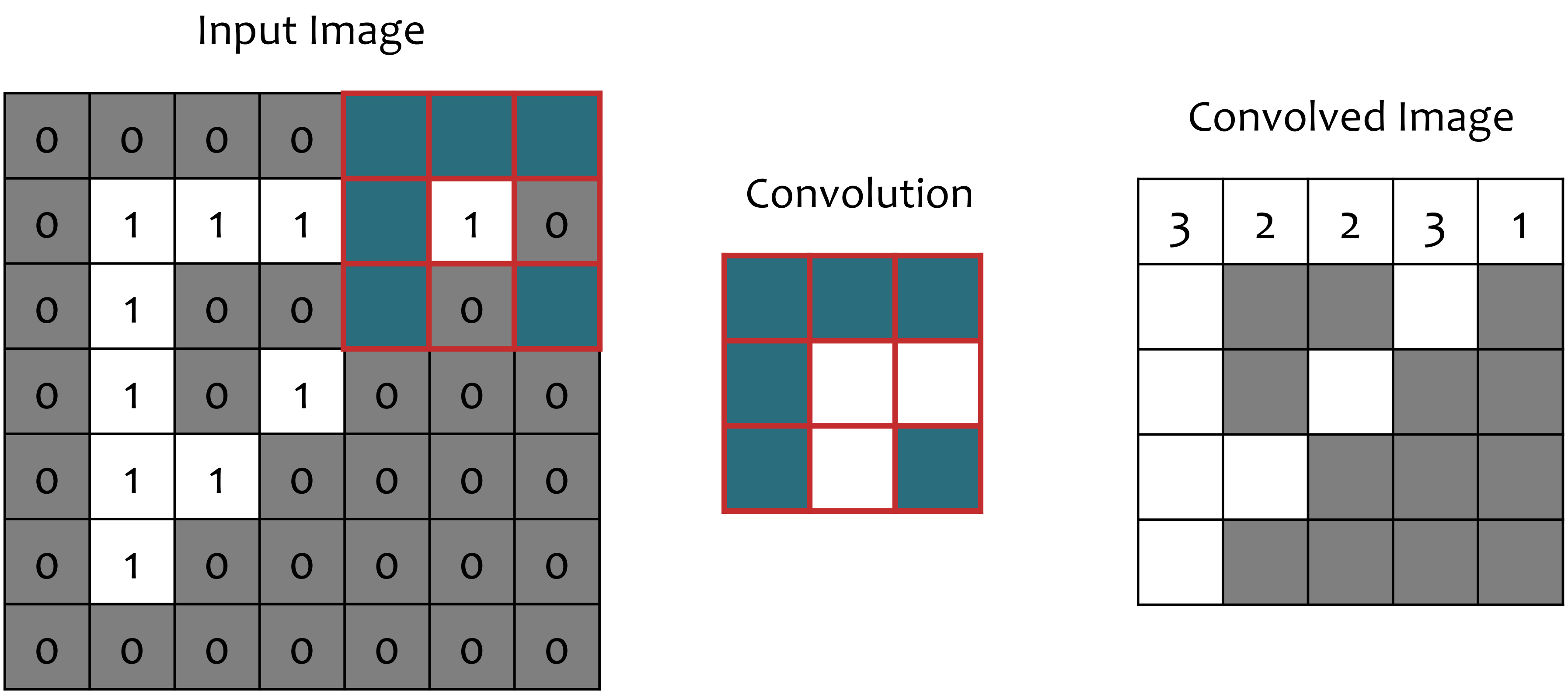

Background: Image Processing

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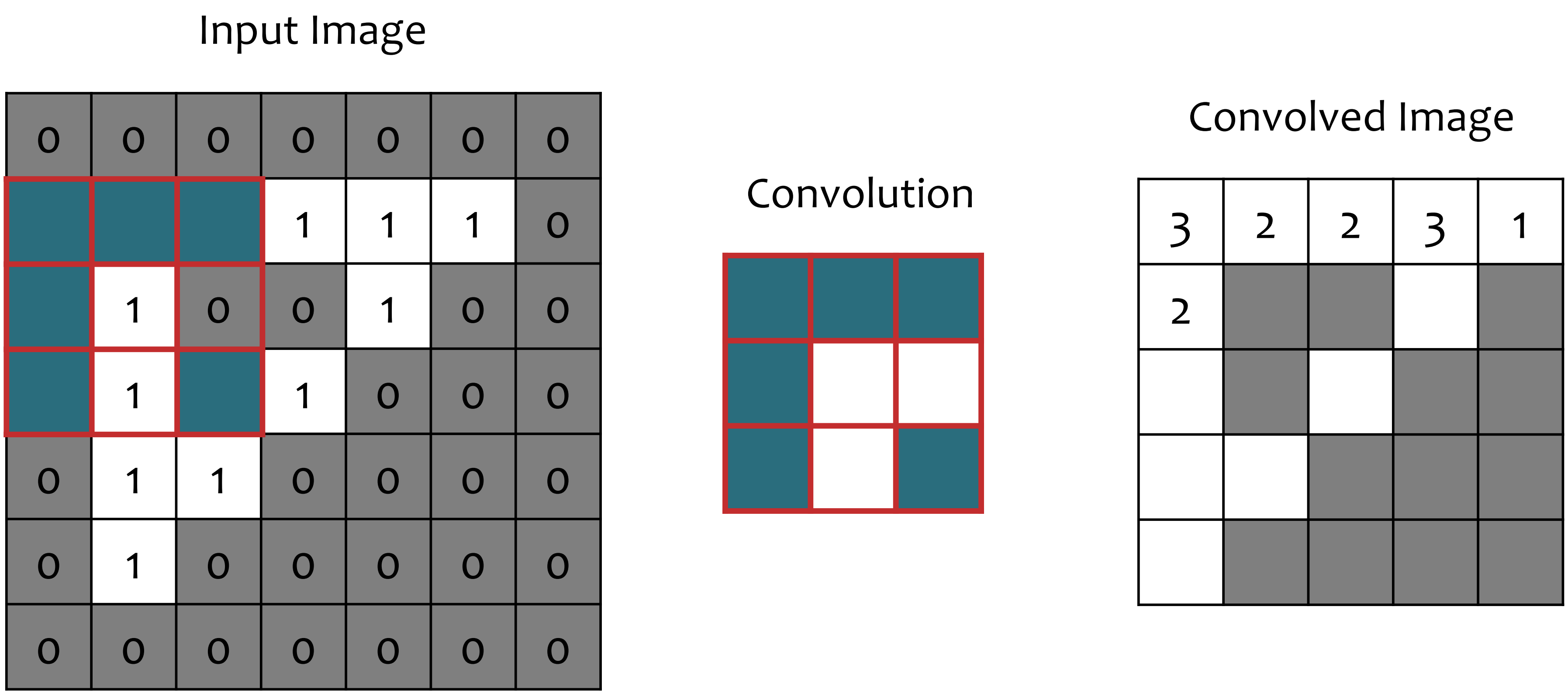
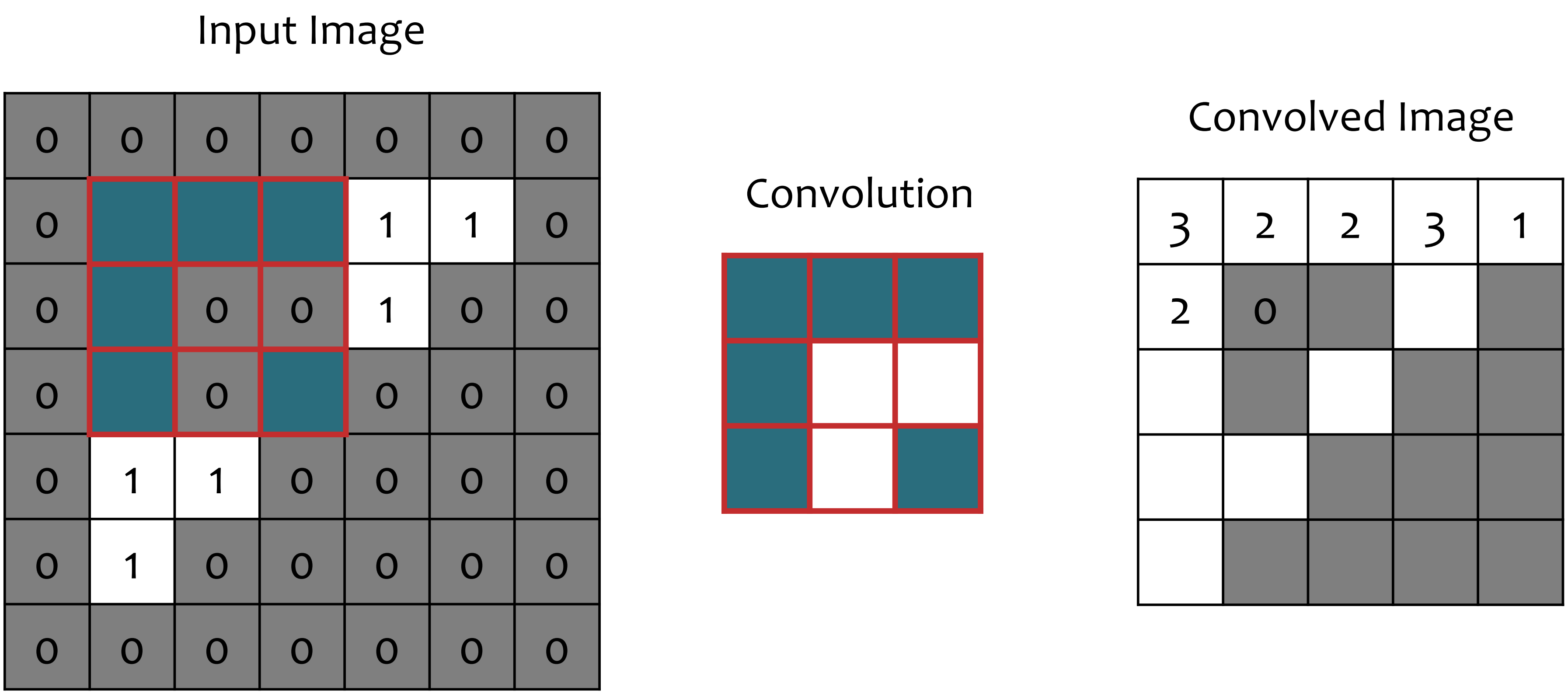


Background: Image Processing

A **convolution matrix** is used in image processing for tasks such as edge detection, blurring, sharpening, etc.



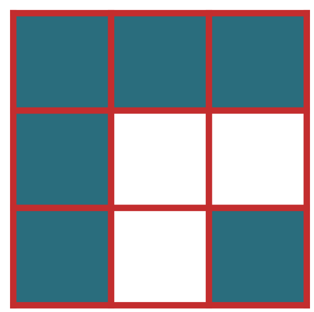
Background: Image Processing

A **convolution matrix** is used in image processing for tasks such as edge detection, blurring, sharpening, etc.

Input Image

0	0	0	0	0	0	0
0	1	1	1	1	1	0
0	1	0	0	1	0	0
0	1	0	1	0	0	0
0	1	1	0	0	0	0
0	1	0	0	0	0	0
0	0	0	0	0	0	0

Convolution



Convolved Image

3	2	2	3	1
2	0	2	1	0
2	2	1	0	0
3	1	0	0	0
1	0	0	0	0

Background: Image Processing

A **convolution matrix** is used in image processing for tasks such as edge detection, blurring, sharpening, etc.

Input Image

0	0	0	0	0	0	0
0	1	1	1	1	1	0
0	1	0	0	1	0	0
0	1	0	1	0	0	0
0	1	1	0	0	0	0
0	1	0	0	0	0	0
0	0	0	0	0	0	0

Identity Convolution

0	0	0
0	1	0
0	0	0

Convolved Image

1	1	1	1	1
1	0	0	1	0
1	0	1	0	0
1	1	0	0	0
1	0	0	0	0

Background: Image Processing

A **convolution matrix** is used in image processing for tasks such as edge detection, blurring, sharpening, etc.

Input Image

0	0	0	0	0	0	0
0	1	1	1	1	1	0
0	1	0	0	1	0	0
0	1	0	1	0	0	0
0	1	1	0	0	0	0
0	1	0	0	0	0	0
0	0	0	0	0	0	0

Blurring Convolution

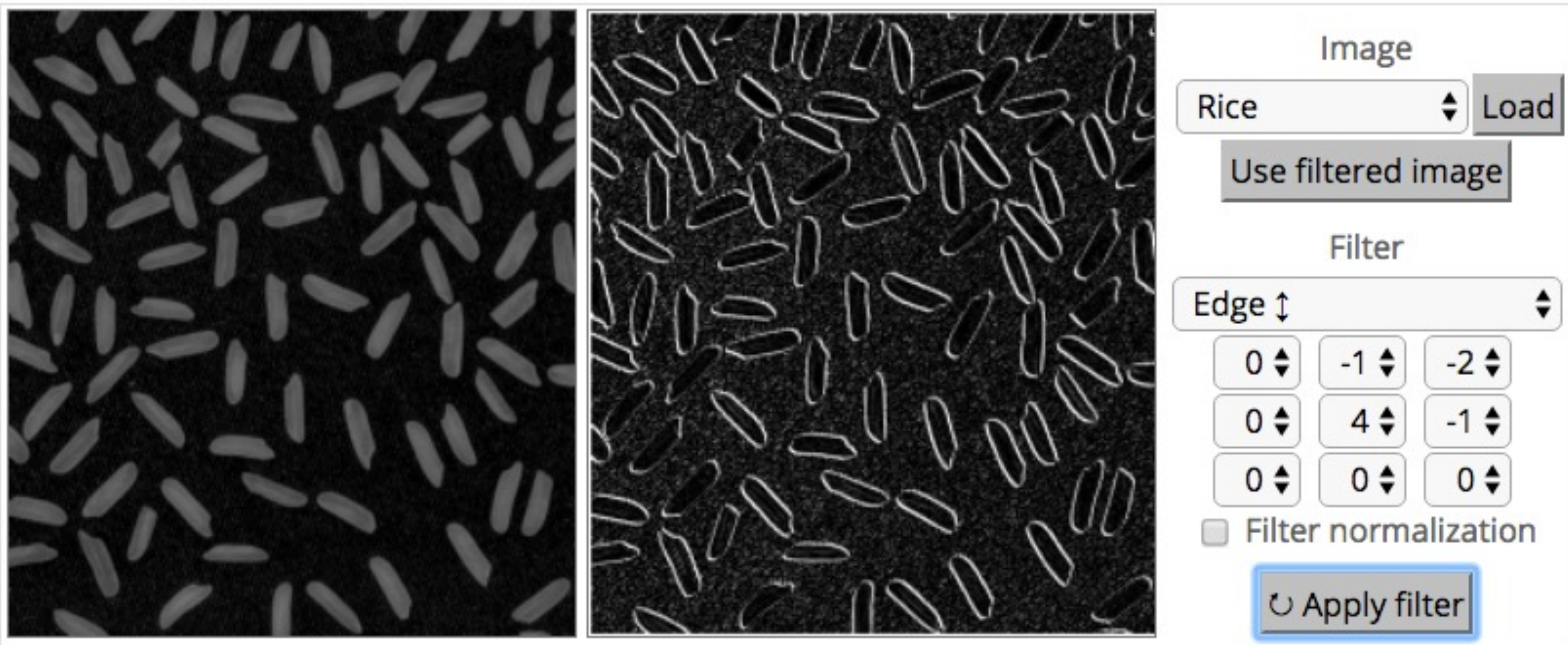
.1	.1	.1
.1	.2	.1
.1	.1	.1

Convolved Image

.4	.5	.5	.5	.4
.4	.2	.3	.6	.3
.5	.4	.4	.2	.1
.5	.6	.2	.1	0
.4	.3	.1	0	0

What's a convolution?

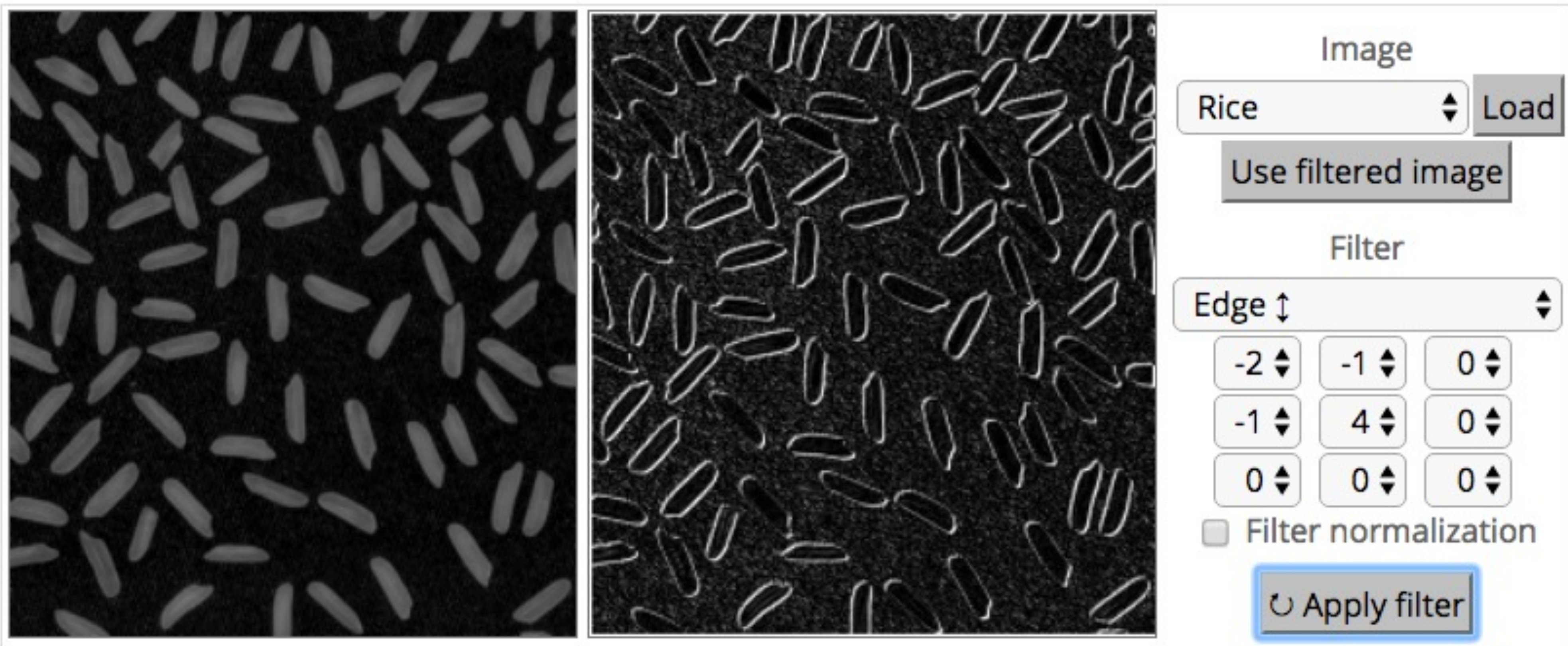
http://matlabtricks.com/post-5/3x3-convolution-kernels-with-online-demo



Slide from William Cohen

What’s a convolution?

http://matlabtricks.com/post-5/3x3-convolution-kernels-with-online-demo



Slide from William Cohen

What’s a convolution?

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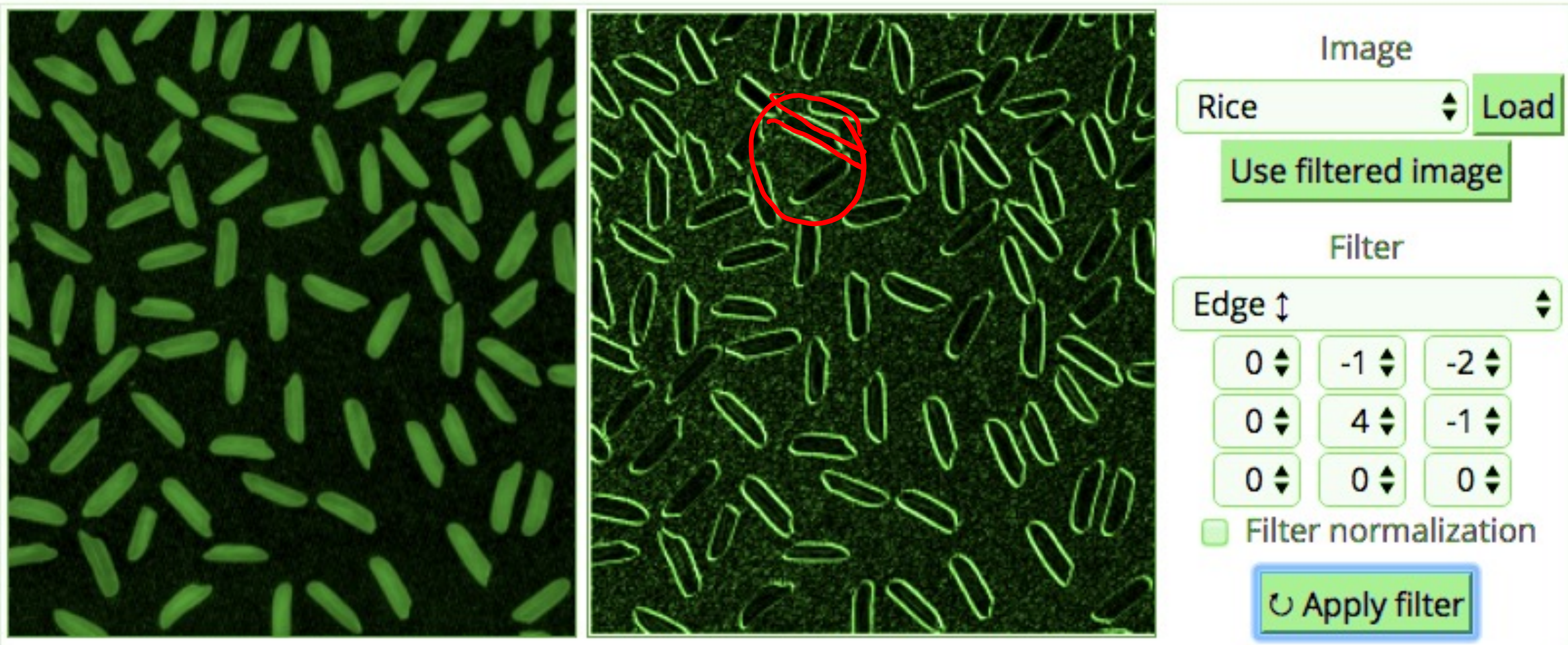
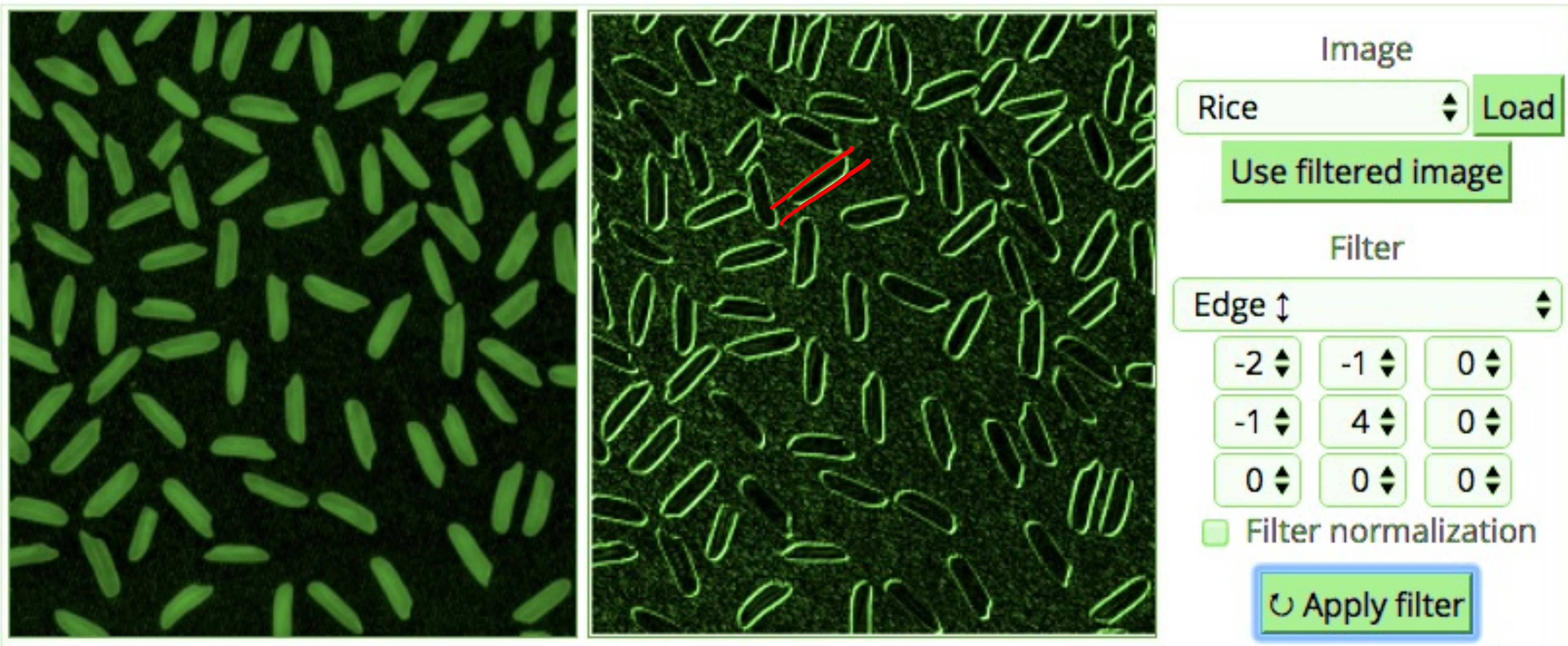


Slide from William Cohen

What's a convolution?

http://matlabtricks.com/post-5/3x3-convolution-kernels-with-online-demo



Slide from William Cohen

What's a convolution?

- Basic idea:
  - Pick a 3x3 matrix F of weights
  - Slide this over an image and compute the "inner product" (similarity) of F and the corresponding field of the image, and replace the pixel in the center of the field with the output of the inner product operation
- Key point:
  - Different convolutions extract different types of low-level "features" from an image
  - All that we need to vary to generate these different features is the weights of F

Ex: 1 input channel, 1 output channel

$$\underset{\text{Input}}{\begin{bmatrix} x_{11} & x_{12} & x_{13} \\ x_{21} & x_{22} & x_{23} \\ x_{31} & x_{32} & x_{33} \end{bmatrix}} \longrightarrow \underset{\text{Conv}}{\begin{bmatrix} \alpha_{11} & \alpha_{12} \\ \alpha_{21} & \alpha_{22} \end{bmatrix}} \longrightarrow \underset{\text{Output}}{\begin{bmatrix} y_{11} & y_{12} \\ y_{21} & y_{22} \end{bmatrix}}$$

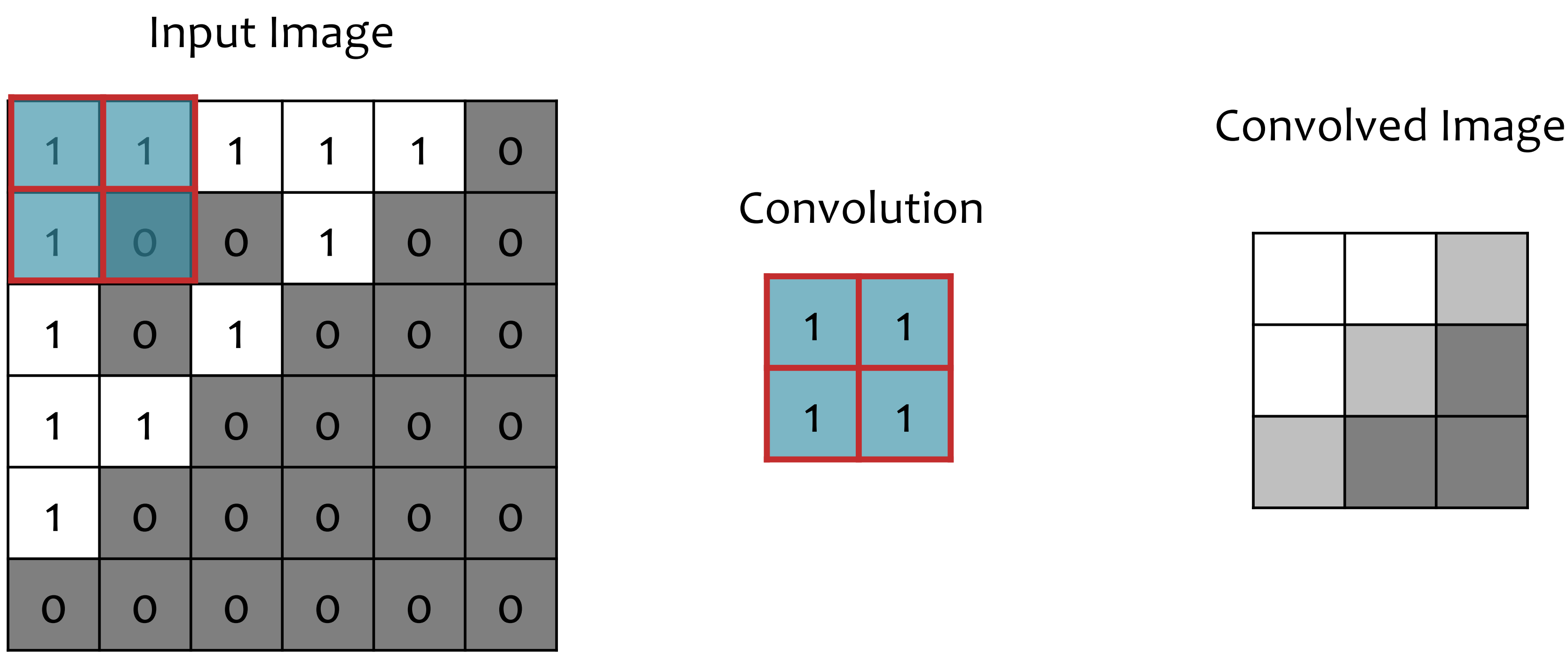
$$y_{11} = \alpha_{11} x_{11} + \alpha_{12} x_{12} + \alpha_{21} x_{21} + \alpha_{22} x_{22} + \alpha_0$$
$$y_{12} = \alpha_{11} x_{12} + \alpha_{12} x_{13} + \alpha_{21} x_{22} + \alpha_{22} x_{23} + \alpha_0$$
$$y_{21} = \alpha_{11} x_{21} + \alpha_{12} x_{22} + \alpha_{21} x_{31} + \alpha_{22} x_{32} + \alpha_0$$
$$y_{22} = \alpha_{11} x_{22} + \alpha_{12} x_{23} + \alpha_{21} x_{32} + \alpha_{22} x_{33} + \alpha_0$$

Slide adapted from William Cohen

DOWNSAMPLING

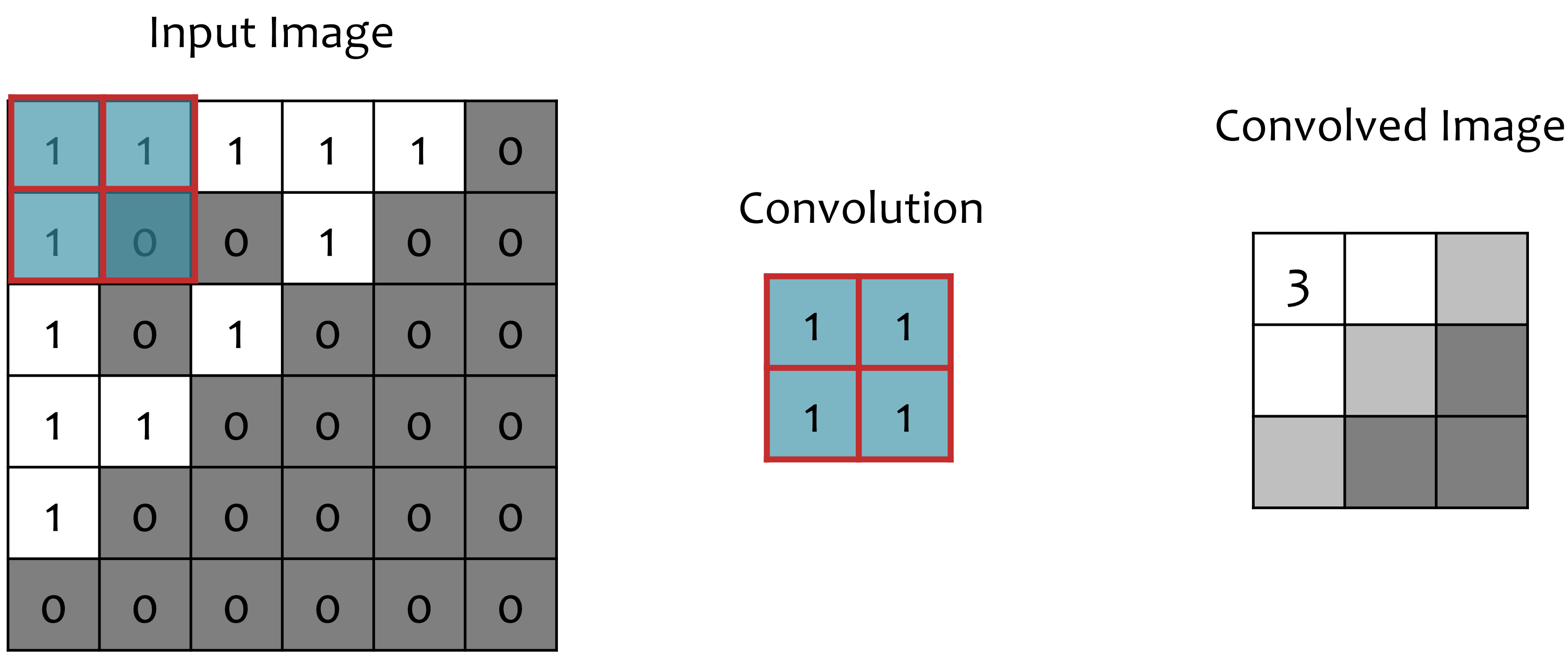
Downsampling

- Suppose we use a convolution with stride 2
- Only 9 patches visited in input, so only 9 pixels in output



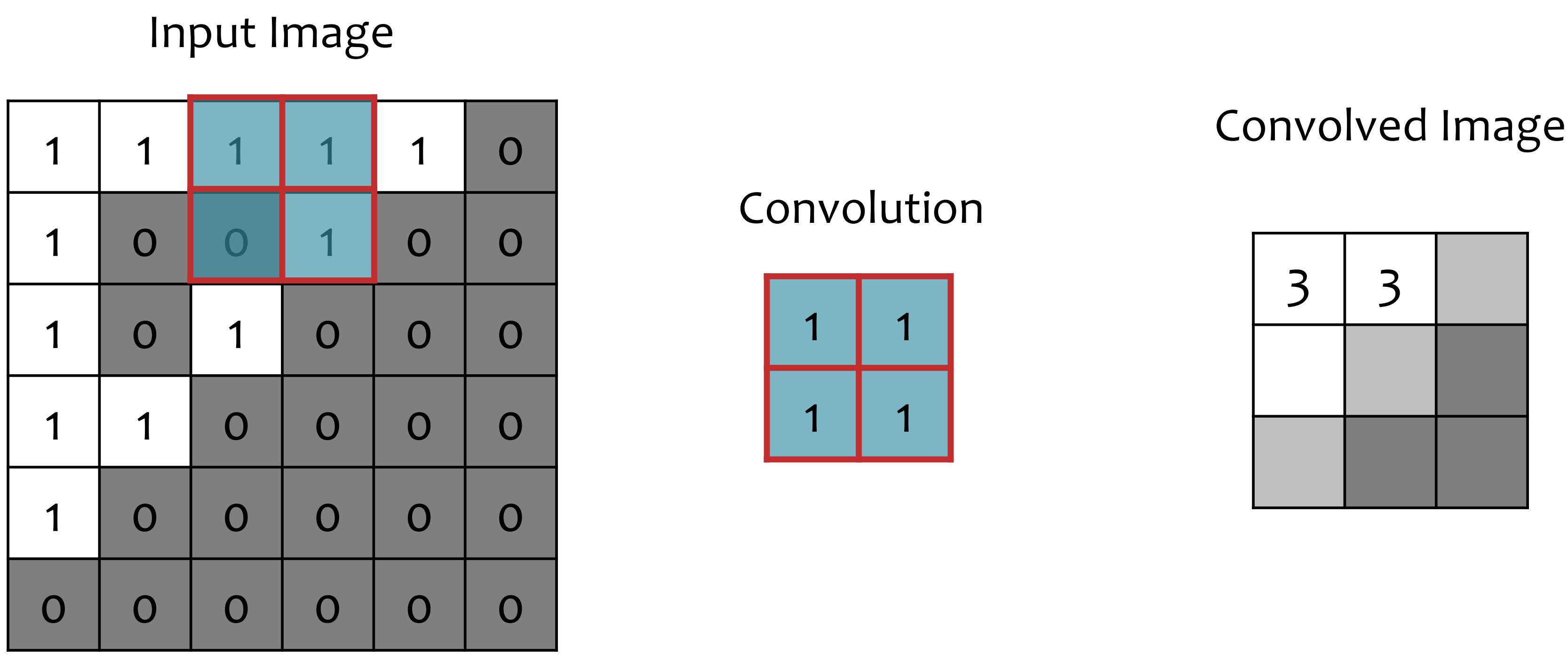
Downsampling

- Suppose we use a convolution with stride 2
- Only 9 patches visited in input, so only 9 pixels in output



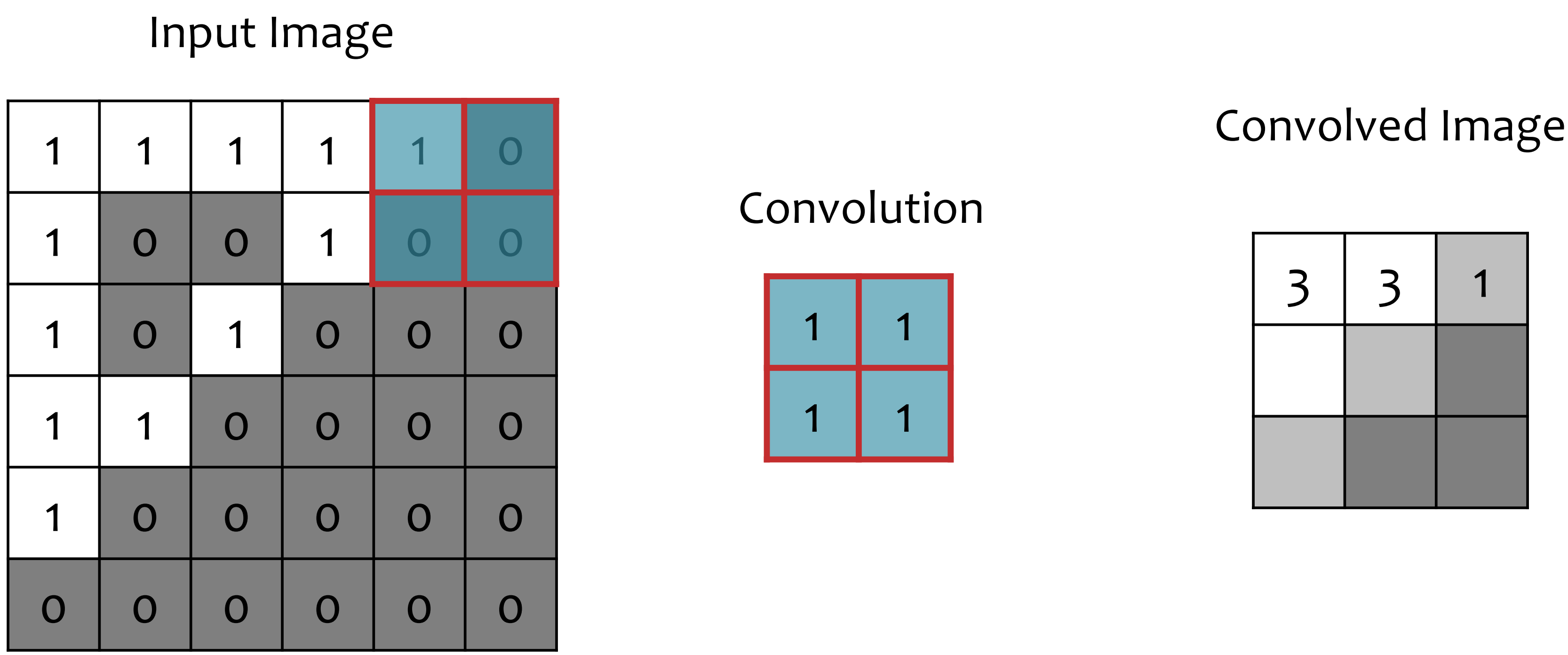
Downsampling

- Suppose we use a convolution with stride 2
- Only 9 patches visited in input, so only 9 pixels in output



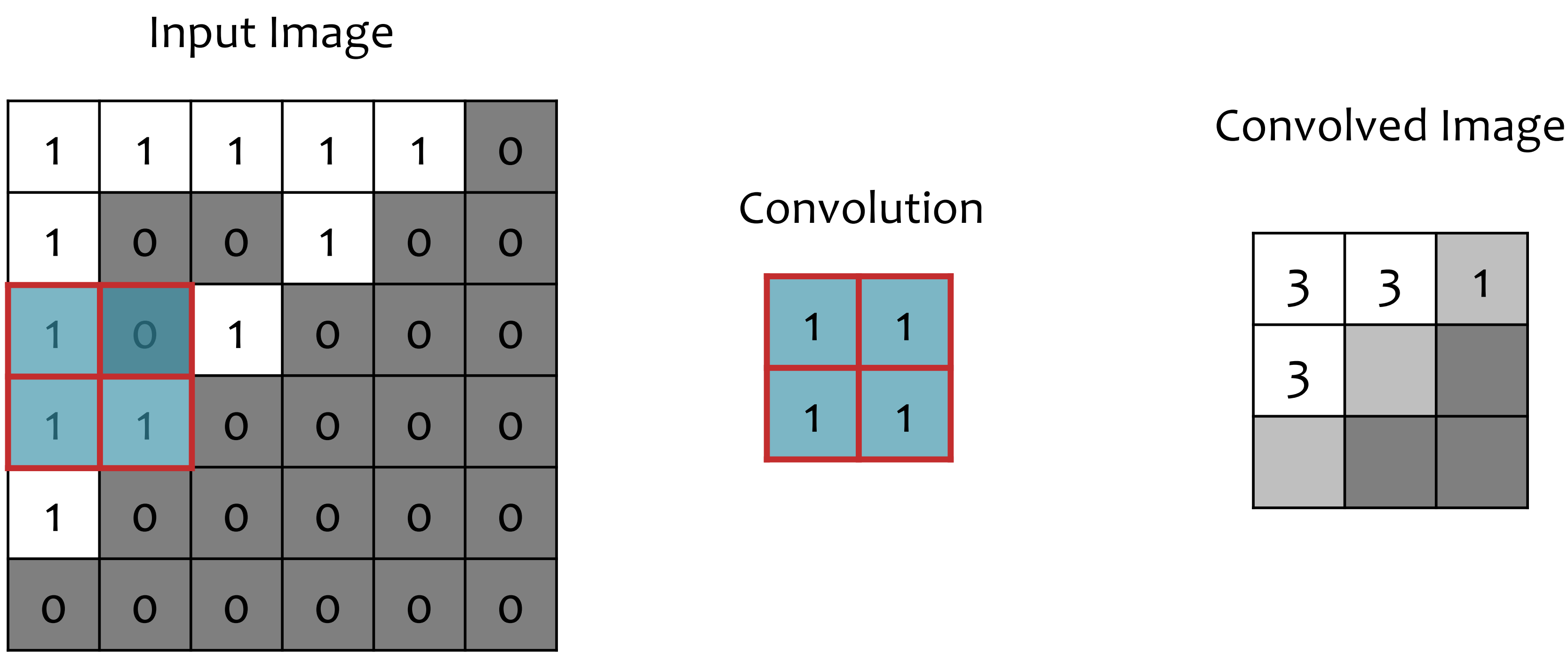
Downsampling

- Suppose we use a convolution with stride 2
- Only 9 patches visited in input, so only 9 pixels in output



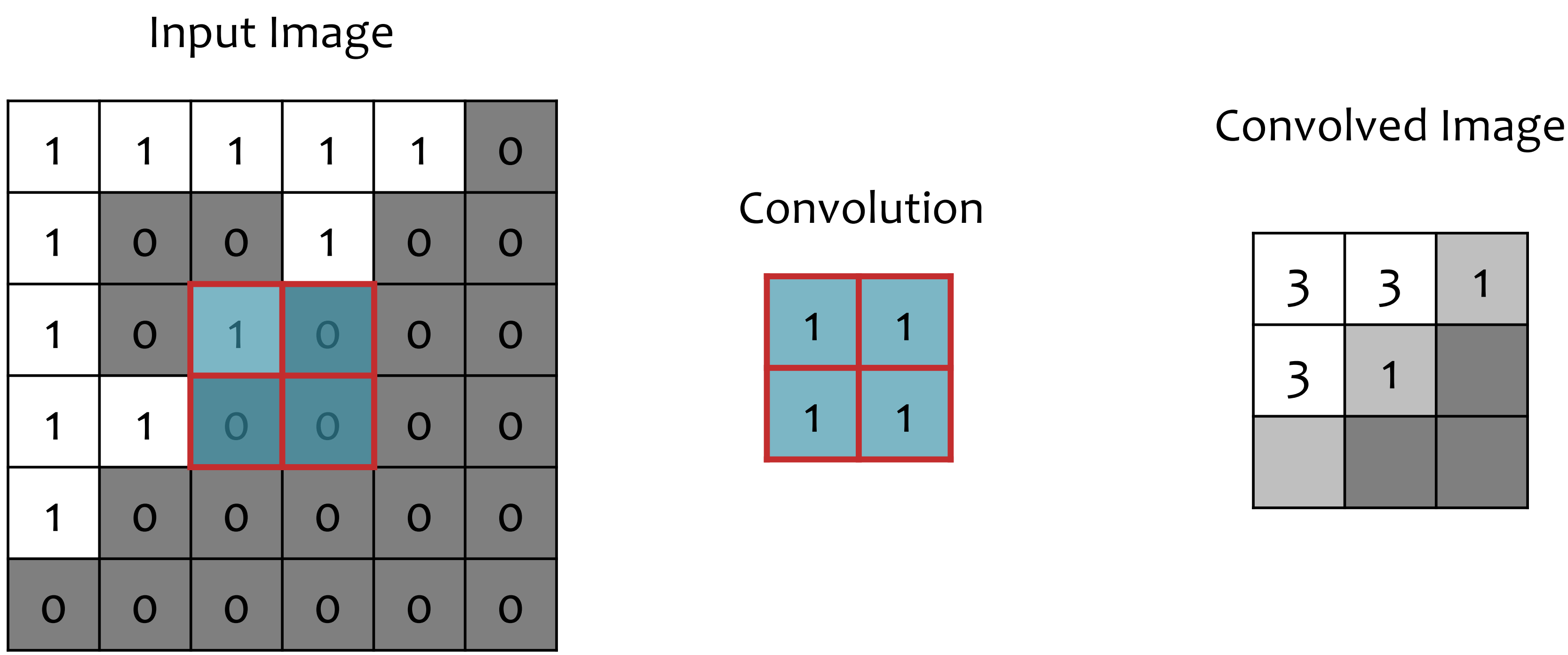
Downsampling

- Suppose we use a convolution with stride 2
- Only 9 patches visited in input, so only 9 pixels in output



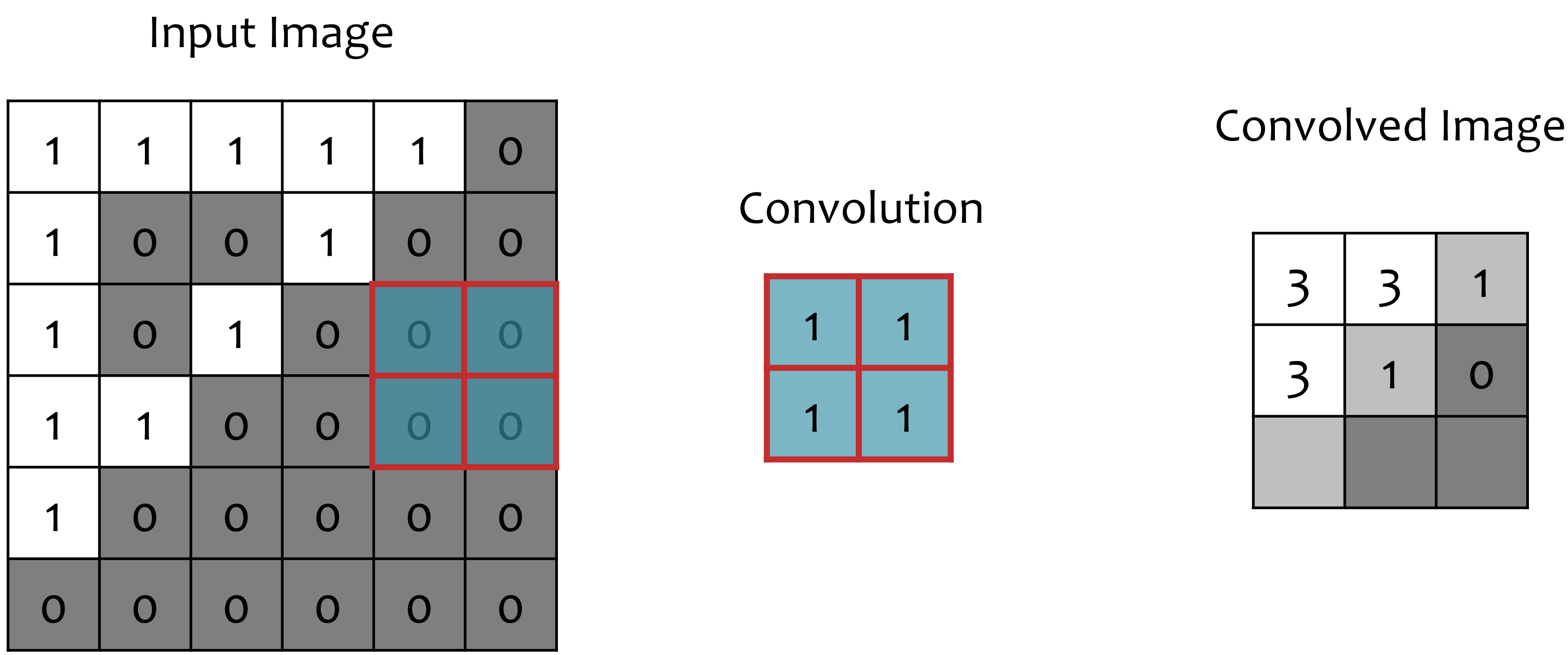
Downsampling

- Suppose we use a convolution with stride 2
- Only 9 patches visited in input, so only 9 pixels in output



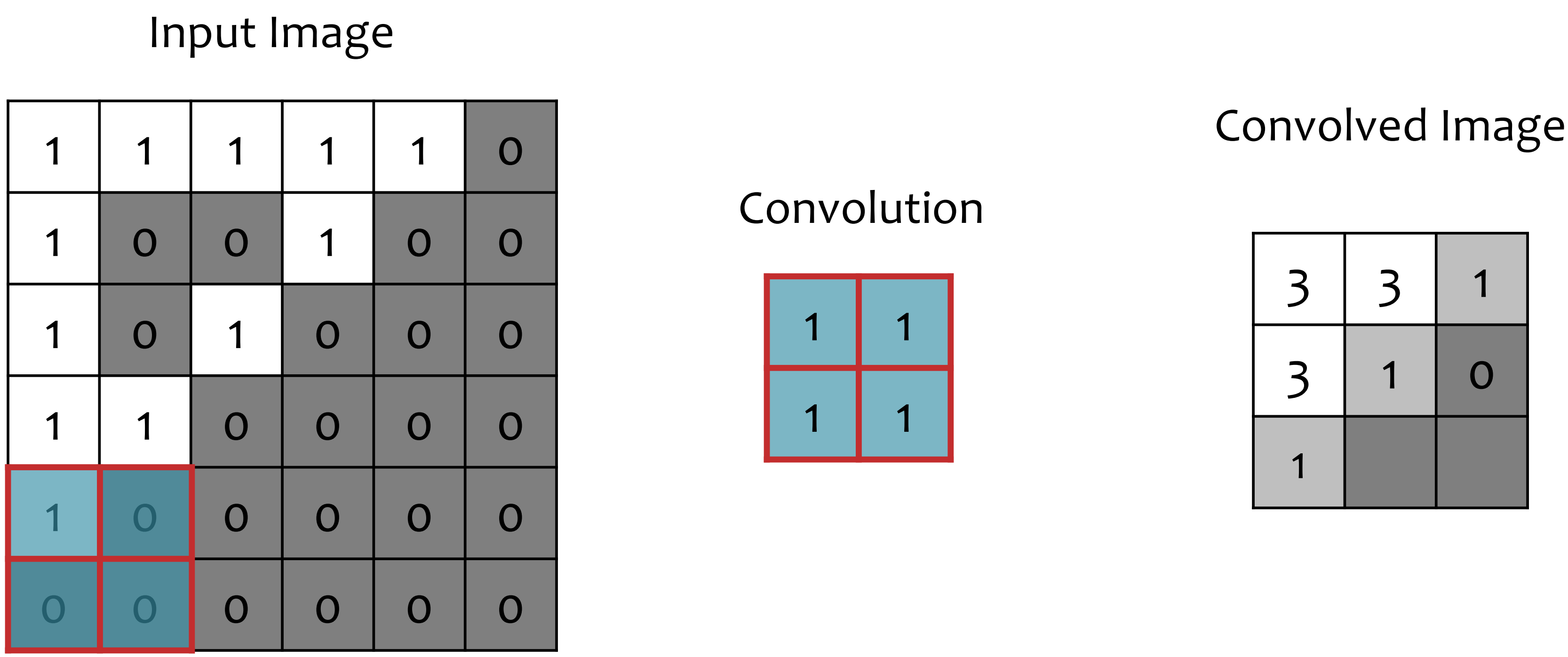
Downsampling

- Suppose we use a convolution with stride 2
- Only 9 patches visited in input, so only 9 pixels in output



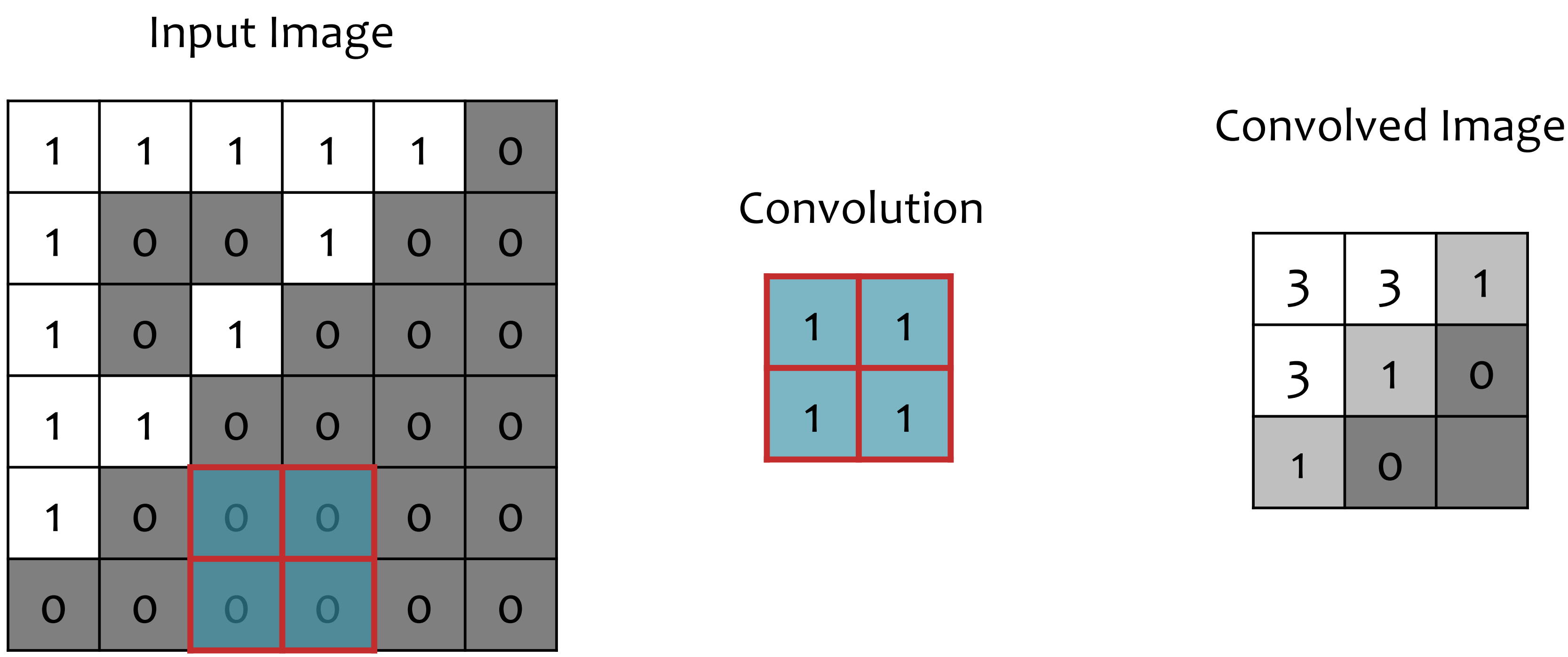
Downsampling

- Suppose we use a convolution with stride 2
- Only 9 patches visited in input, so only 9 pixels in output



Downsampling

- Suppose we use a convolution with stride 2
- Only 9 patches visited in input, so only 9 pixels in output



Downsampling

- Suppose we use a convolution with stride 2
- Only 9 patches visited in input, so only 9 pixels in output

Input Image

1	1	1	1	1	0
1	0	0	1	0	0
1	0	1	0	0	0
1	1	0	0	0	0
1	0	0	0	0	0
0	0	0	0	0	0

Convolution

1	1
1	1

Convolved Image

3	3	1
3	1	0
1	0	0

Downsampling by Averaging

- Downsampling by averaging is a special case of convolution where the weights are fixed to a uniform distribution
- The example below uses a stride of 2

Input Image

1	1	1	1	1	0
1	0	0	1	0	0
1	0	1	0	0	0
1	1	0	0	0	0
1	0	0	0	0	0
0	0	0	0	0	0

Convolution

1/4	1/4
1/4	1/4

Convolved Image

3/4	3/4	1/4
3/4	1/4	0
1/4	0	0

Max-Pooling

- Max-pooling with a stride > 1 is another form of downsampling
- Instead of averaging, we take the max value within the same range as the equivalently-sized convolution
- The example below uses a stride of 2

Input Image

1	1	1	1	1	0
1	0	0	1	0	0
1	0	1	0	0	0
1	1	0	0	0	0
1	0	0	0	0	0
0	0	0	0	0	0

Max-pooling

$x_{i,j}$	$x_{i,j+1}$
$x_{i+1,j}$	$x_{i+1,j+1}$

Max-Pooled Image

1	1	1
1	1	0
1	0	0

$$y_{ij} = \max(x_{ij}, \\ x_{i,j+1}, \\ x_{i+1,j}, \\ x_{i+1,j+1})$$

CONVOLUTIONAL NEURAL NETS

Background

A Recipe for Machine Learning

1. Given training data:

$$\{\boldsymbol{x}_i, \boldsymbol{y}_i\}_{i=1}^N$$

2. Choose each of these:

– Decision function

$$\hat{\boldsymbol{y}} = f_{\boldsymbol{\theta}}(\boldsymbol{x}_i)$$

– Loss function

$$\ell(\hat{\boldsymbol{y}}, \boldsymbol{y}_i) \in \mathbb{R}$$

3. Define goal:

$$\boldsymbol{\theta}^* = \arg\min_{\boldsymbol{\theta}} \sum_{i=1}^N \ell(f_{\boldsymbol{\theta}}(\boldsymbol{x}_i), \boldsymbol{y}_i)$$

4. Train with SGD:

(take small steps opposite the gradient)

$$\boldsymbol{\theta}^{(t+1)} = \boldsymbol{\theta}^{(t)} - \eta_t \nabla \ell(f_{\boldsymbol{\theta}}(\boldsymbol{x}_i), \boldsymbol{y}_i)$$

Background

A Recipe for Machine Learning

1\.

- Convolutional Neural Networks (CNNs) provide another form of **decision function**
- Let's see what they look like…

2\. Choose each of these:

– Decision function

$$\hat{y} = f_{\boldsymbol{\theta}}(\boldsymbol{x}_i)$$

– Loss function

$$\ell(\hat{\boldsymbol{y}}, \boldsymbol{y}_i) \in \mathbb{R}$$

4\. Train with SGD:

ke small steps opposite the gradient)

$$\boldsymbol{\theta}^{(t+1)} = \boldsymbol{\theta}^{(t)} - \eta_t \nabla \ell(f_{\boldsymbol{\theta}}(\boldsymbol{x}_i), \boldsymbol{y}_i)$$

Convolutional Layer

CNN key idea:
Treat convolution matrix as parameters and learn them!

Input Image

0	0	0	0	0	0	0
0	1	1	1	1	1	0
0	1	0	0	1	0	0
0	1	0	1	0	0	0
0	1	1	0	0	0	0
0	1	0	0	0	0	0
0	0	0	0	0	0	0

Learned Convolution

θ_{11}	θ_{12}	θ_{13}
θ_{21}	θ_{22}	θ_{23}
θ_{31}	θ_{32}	θ_{33}

Convolved Image

.4	.5	.5	.5	.4
.4	.2	.3	.6	.3
.5	.4	.4	.2	.1
.5	.6	.2	.1	0
.4	.3	.1	0	0

Convolutional Neural Network (CNN)

- Typical layers include:
  - Convolutional layer
  - Max-pooling layer
  - Fully-connected (Linear) layer
  - ReLU layer (or some other nonlinear activation function)
  - Softmax
- These can be arranged into arbitrarily deep topologies

Architecture #1: LeNet-5

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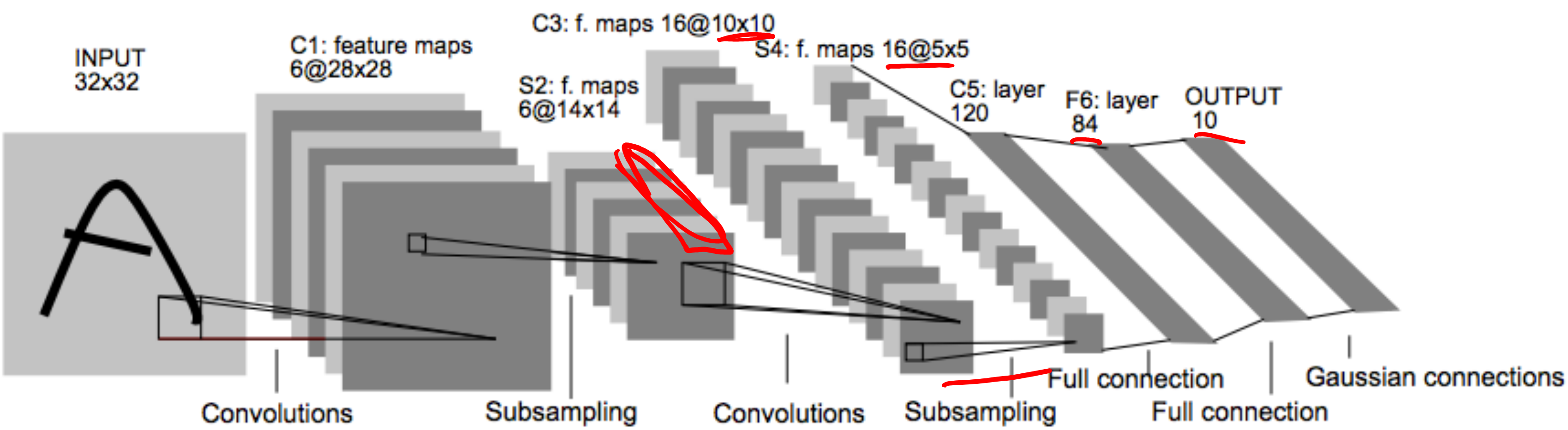


Fig. 2. Architecture of LeNet-5, a Convolutional Neural Network, here for digits recognition. Each plane is a feature map, i.e. a set of units whose weights are constrained to be identical.

TRAINING CNNS

Background

A Recipe for Machine Learning

1. Given training data:

$$\{\boldsymbol{x}_i, \boldsymbol{y}_i\}_{i=1}^N$$

2. Choose each of these:

– Decision function

$$\hat{\boldsymbol{y}} = f_{\boldsymbol{\theta}}(\boldsymbol{x}_i)$$

– Loss function

$$\ell(\hat{\boldsymbol{y}}, \boldsymbol{y}_i) \in \mathbb{R}$$

3. Define goal:

$$\boldsymbol{\theta}^* = \arg\min_{\boldsymbol{\theta}} \sum_{i=1}^N \ell(f_{\boldsymbol{\theta}}(\boldsymbol{x}_i), \boldsymbol{y}_i)$$

4. Train with SGD:

(take small steps opposite the gradient)

$$\boldsymbol{\theta}^{(t+1)} = \boldsymbol{\theta}^{(t)} - \eta_t \nabla \ell(f_{\boldsymbol{\theta}}(\boldsymbol{x}_i), \boldsymbol{y}_i)$$

Background

A Recipe for Machine Learning

1. Given training data:

$$\{\boldsymbol{x}_i, \boldsymbol{y}_i\}_{i=1}^N$$

3. Define goal:

2. Choose each of t

– Decision functio

$$\hat{y} = f_{\boldsymbol{\theta}}(\boldsymbol{x}_i)$$

– Loss function

$$\ell(\hat{\boldsymbol{y}}, \boldsymbol{y}_i) \in \mathbb{R}$$

- Q: Now that we have the CNN as a decision function, how do we compute the gradient?
- A: Backpropagation of course!

opp site the gradient)

$$- \eta_t \nabla \ell(f_{\boldsymbol{\theta}}(\boldsymbol{x}_i), \boldsymbol{y}_i)$$

SGD for CNNs

SGD for CNNs

Ex: Architecture: Given $\vec{x}, y^*$

$J = \ell(y, y^*)$

$y = \text{softmax}(z^{(5)})$

$z^{(5)} = \text{linear}(z^{(4)}, W)$

$z^{(4)} = \text{relu}(z^{(3)})$

$z^{(3)} = \text{conv}(z^{(2)}, \beta)$

$z^{(2)} = \text{max-pool}(z^{(1)})$

$z^{(1)} = \text{conv}(\vec{x}, \alpha)$

$$\frac{\partial J}{\partial \beta} = \frac{\partial z^{(3)}}{\partial \beta} \underbrace{\boxed{\frac{\partial J}{\partial z^{(3)}}}}_{g_{z^{(3)}}}$$

Parameters $\vec{\Theta} = [\alpha, \beta, W]$

SGD:

① Init $\vec{\Theta}$

② While not converged:

Sample $i \in \{1, \ldots, N\}$

Forward: $y = h_{\Theta}(\vec{x}^{(i)})$, $J_i(\Theta) = \ell(y, y^*)$

Backward: $\nabla_{\vec{\Theta}} J_i(\Theta) = \ldots$

Update: $\vec{\Theta} \leftarrow \vec{\Theta} - \lambda \nabla_{\vec{\Theta}} J_i(\Theta)$

LAYERS OF A CNN

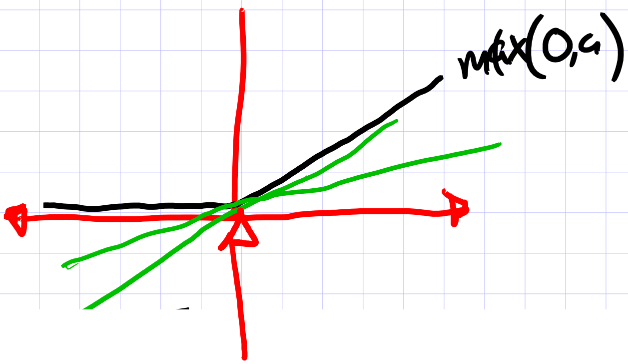
ReLU Layer

$\boxed{\text{ReLU Layer}}$ Input: $\vec{x} \in \mathbb{R}^K$ Output: $\vec{y} \in \mathbb{R}^K$

Forward:

$\vec{y} = \sigma(\vec{x})$ ← element-wise

$\sigma(a) = \max(0, a)$



Backward:

$$\boxed{\frac{dJ}{dx_i} = \frac{dJ}{dy_i}\frac{dy_i}{dx_i}}$$

subderivative

where $\frac{dy_i}{dx_i} = \begin{cases} 1 & \text{if } x_i > 0 \\ 0 & \text{otherwise} \end{cases}$

Softmax Layer

Softmax Layer

Input: $\vec{x} \in \mathbb{R}^K$ Output: $\vec{y} \in \mathbb{R}^K$

Forward:

$$y_i = \frac{\exp(x_i)}{\sum_{k=1}^{K} \exp(x_k)}$$

Backward:

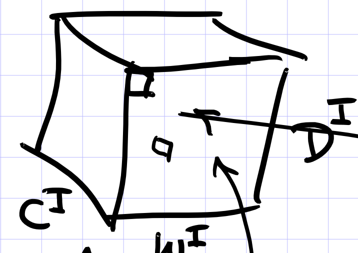
$$\frac{dJ}{dx_j} = \sum_{i=1}^{K} \frac{dJ}{dy_i} \frac{dy_i}{dx_j}$$

where $\frac{dy_i}{dx_j} = \begin{cases} y_i(1-y_i) & \text{if } i=j \\ -y_i y_j & \text{otherwise} \end{cases}$

Fully-Connected Layer

Fully Connected Layer (w/ tensor input)

- Suppose input is a 3D Tensor: $X =$

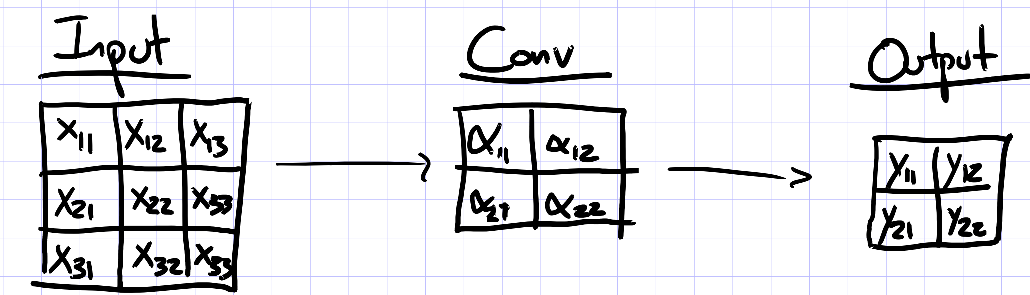


- stretch out into a long vector: $\hat{X} = [\hat{x}_1, \ldots, \hat{x}_{(C\times H\times W)}]$
- then standard linear layer:

$$y = \alpha^T \hat{x} + \alpha_0 \quad \text{where } \alpha \in \mathbb{R}^{A\times B}, \; |\hat{x}| = A, \; |y| = B$$

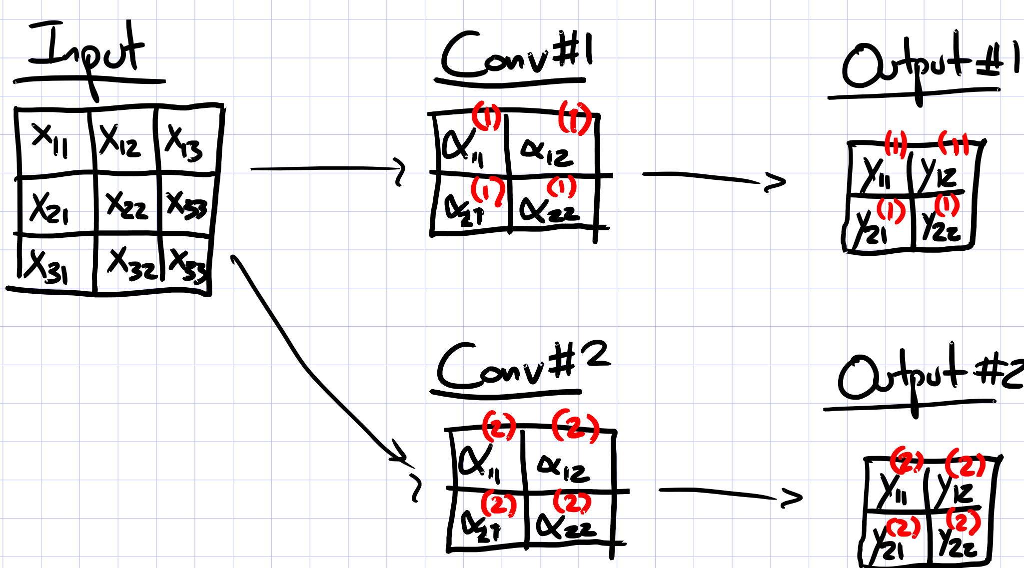
Convolutional Layer

<u>Ex:</u> 1 input channel, 1 output channel



$$y_{11} = \alpha_{11}x_{11} + \alpha_{12}x_{12} + \alpha_{21}x_{21} + \alpha_{22}x_{22} + \alpha_0$$
$$y_{12} = \alpha_{11}x_{12} + \alpha_{12}x_{13} + \alpha_{21}x_{22} + \alpha_{22}x_{23} + \alpha_0$$
$$y_{21} = \alpha_{11}x_{21} + \alpha_{12}x_{22} + \alpha_{21}x_{31} + \alpha_{22}x_{32} + \alpha_0$$
$$y_{22} = \alpha_{11}x_{22} + \alpha_{12}x_{23} + \alpha_{21}x_{32} + \alpha_{22}x_{33} + \alpha_0$$

<u>Ex:</u> 1 input channel, 2 output channels



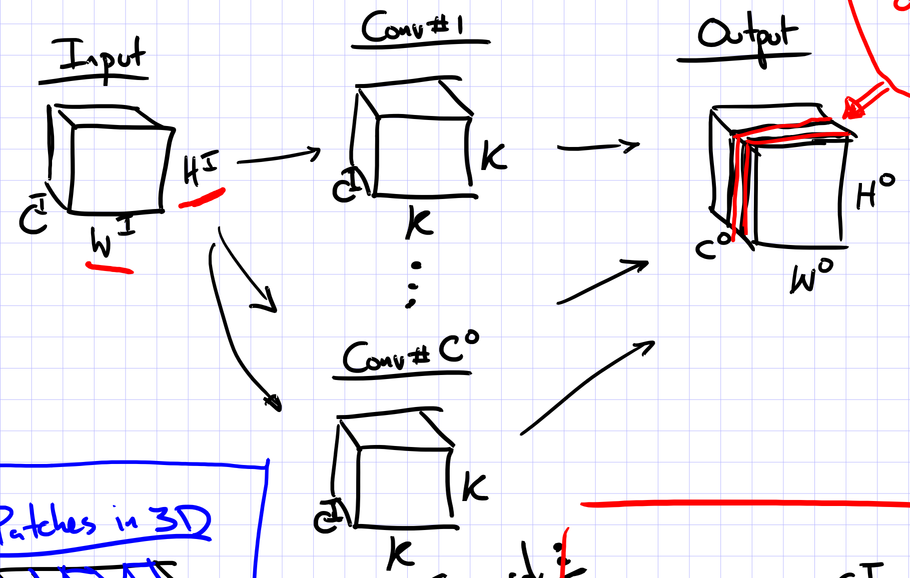
$$y_{11}^{(1)} = \alpha_{11}^{(1)}x_{11} + \alpha_{12}^{(1)}x_{12} + \alpha_{21}^{(1)}x_{21} + \alpha_{22}^{(1)}x_{22} + \alpha_0^{(1)}$$
$$y_{12}^{(1)} = \ldots$$
$$y_{21}^{(1)} = \ldots$$
$$y_{22}^{(1)} = \alpha_{11}^{(1)}x_{22} + \alpha_{12}^{(1)}x_{23} + \alpha_{21}^{(1)}x_{32} + \alpha_{22}^{(1)}x_{33} + \alpha_0^{(1)}$$

$$y_{11}^{(2)} = \alpha_{11}^{(2)}x_{11} + \alpha_{12}^{(2)}x_{12} + \alpha_{21}^{(2)}x_{21} + \alpha_{22}^{(2)}x_{22} + \alpha_0^{(2)}$$
$$y_{12}^{(2)} = \ldots$$
$$y_{21}^{(2)} = \ldots$$
$$y_{22}^{(2)} = \alpha_{11}^{(2)}x_{22} + \alpha_{12}^{(2)}x_{23} + \alpha_{21}^{(2)}x_{32} + \alpha_{22}^{(2)}x_{33} + \alpha_0^{(2)}$$

Convolutional Layer

Ex: $C^I = 3$ input channels, C^O output channels

jth slice is output from jth convolution matrix



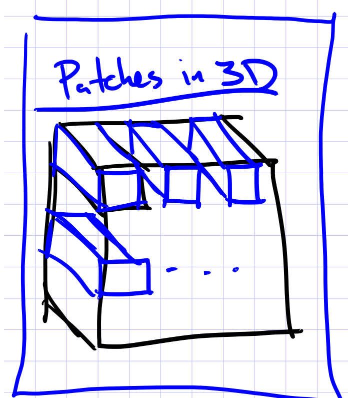
$$H^O = \lfloor (H^I + 2p - K)/s + 1 \rfloor$$

$$W^O = \lfloor (W^I + 2p - K)/s + 1 \rfloor$$

where p = # pixels of padding on input

K = size of conv. matrix

s = stride length



Forward:

$$y_{ij}^{(k)} = \alpha_0^{(k)} + \sum_{c=1}^{C^I} \sum_{q=1}^{K} \sum_{r=1}^{K} \alpha_{qr}^{(k)} x_{mn}^{(c)} \quad \text{where} \quad m = s(i-1)+q, \quad n = s(j-1)+r$$

Backward:

$$\frac{dJ}{d\alpha_0^{(k)}} = \sum_i \sum_j \frac{dJ}{dy_{ij}^{(k)}} \frac{dy_{ij}^{(k)}}{d\alpha_0^{(k)}}$$

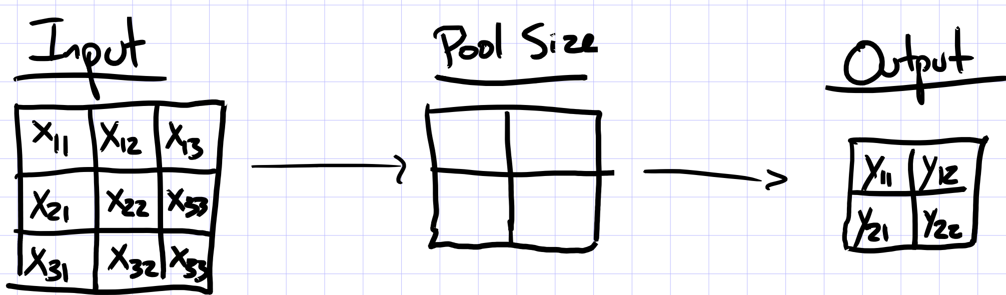
$$\frac{dJ}{d\alpha_{qr}^{(k)}} = \sum_i \sum_j \frac{dJ}{dy_{ij}^{(k)}} \frac{dy_{ij}^{(k)}}{d\alpha_{qr}^{(k)}}$$

$$\frac{dJ}{dx_{mn}^{(c)}} = \sum_i \sum_j \sum_k \frac{dJ}{dy_{ij}^{(k)}} \frac{dy_{ij}^{(k)}}{dx_{mn}^{(c)}}$$

just some calculus

Max-Pooling Layer

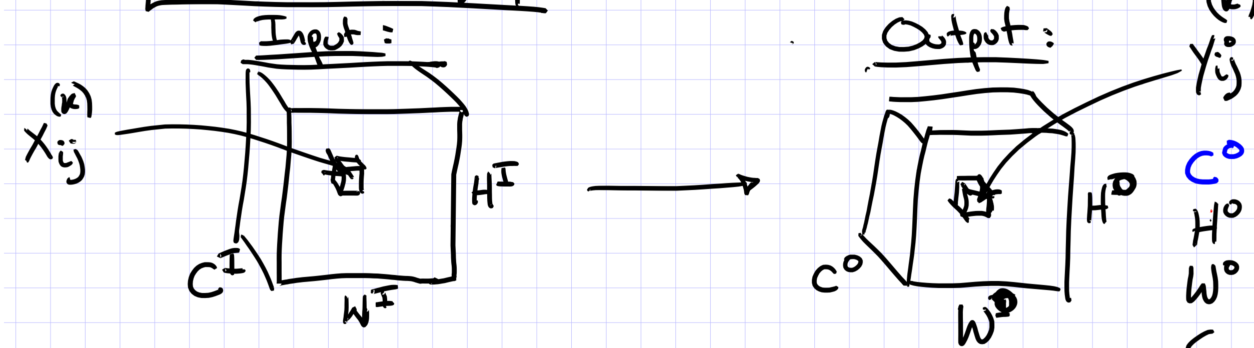
Ex: 1 input channel, 1 output channel, stride of 1



$$y_{11} = \max(x_{11}, x_{12}, x_{21}, x_{22})$$
$$y_{12} = \max(x_{12}, x_{13}, x_{22}, x_{23})$$
$$y_{21} = \max(x_{21}, x_{22}, x_{31}, x_{32})$$
$$y_{22} = \max(x_{22}, x_{23}, x_{32}, x_{33})$$

Max-Pooling Layer

Max-Pooling Layer



$C^O = C^I$

$H^O = \ldots$ }
$W^O = \ldots$ } same as conv. layer

Same hyperparams too.

Forward:

$$y_{ij}^{(k)} = \max_{\substack{q \in \{1,\ldots,K\} \\ r \in \{1,\ldots,K\}}} x_{mn}^{(k)} \quad \text{where} \quad \begin{aligned} m &= s(i-1)+q \\ n &= s(j-1)+r \end{aligned}$$

Backward:

$$\frac{dJ}{dx_{mn}^{(k)}} = \sum_i \sum_j \frac{dJ}{dy_{ij}^{(k)}} \frac{dy_{ij}^{(k)}}{dx_{mn}^{(k)}}$$

Subderivatives

- Max() is not differentiable, but subdifferentiable.
- There are a <u>set</u> of derivatives and we can just choose <u>one</u> for SGD.

$$\boxed{y = \max(a,b)}$$

$$\Rightarrow \frac{dJ}{da} = \frac{dJ}{dy}\frac{dy}{da} \quad \text{where} \quad \frac{dy}{da} = \begin{cases} 1 & \text{if } a > b \\ 0 & \text{otherwise} \end{cases}$$

Convolutional Neural Network (CNN)

- Typical layers include:
  - Convolutional layer
  - Max-pooling layer
  - Fully-connected (Linear) layer
  - ReLU layer (or some other nonlinear activation function)
  - Softmax
- These can be arranged into arbitrarily deep topologies

Architecture #1: LeNet-5

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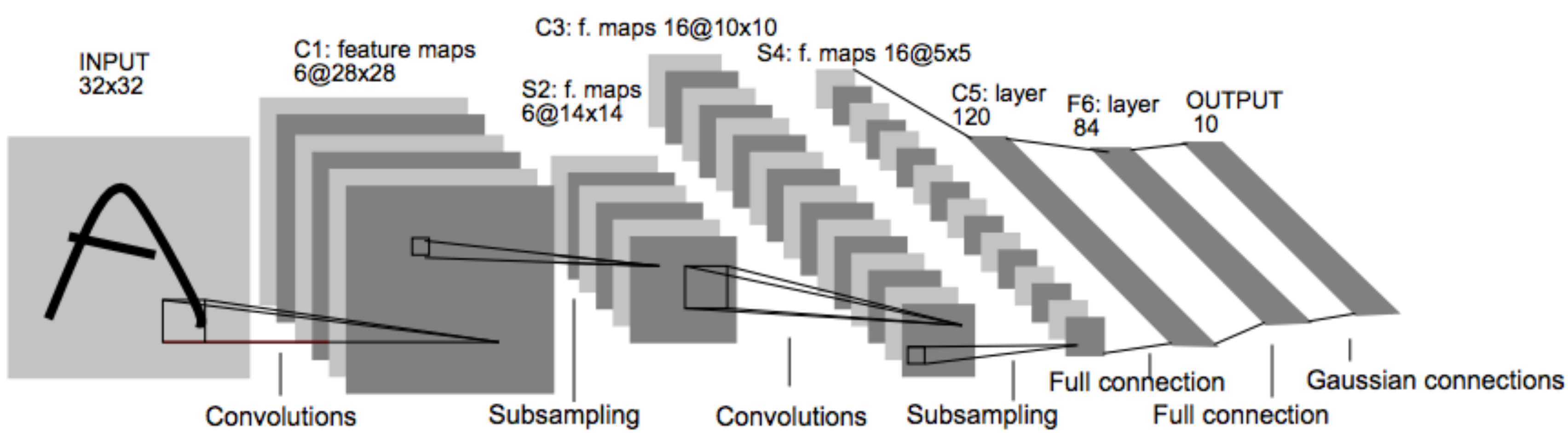


Fig. 2. Architecture of LeNet-5, a Convolutional Neural Network, here for digits recognition. Each plane is a feature map, i.e. a set of units whose weights are constrained to be identical.

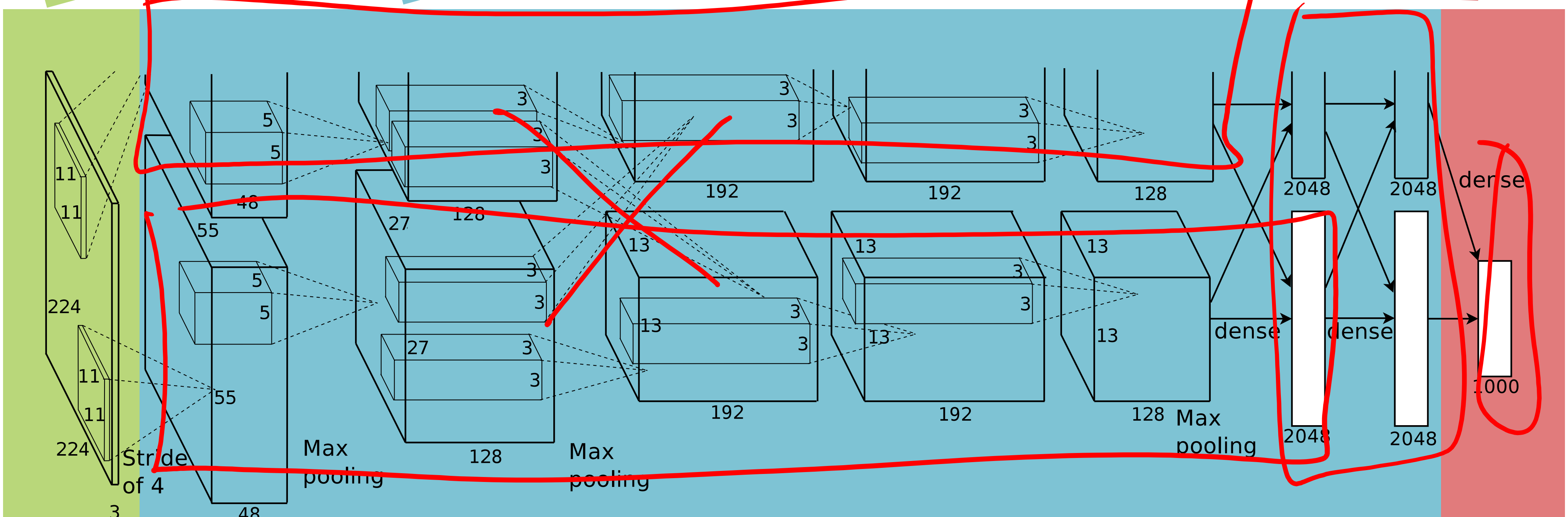
Architecture #2: AlexNet

CNN for Image Classification
(Krizhevsky, Sutskever & Hinton, 2012)
15.3% error on ImageNet LSVRC-2012 contest

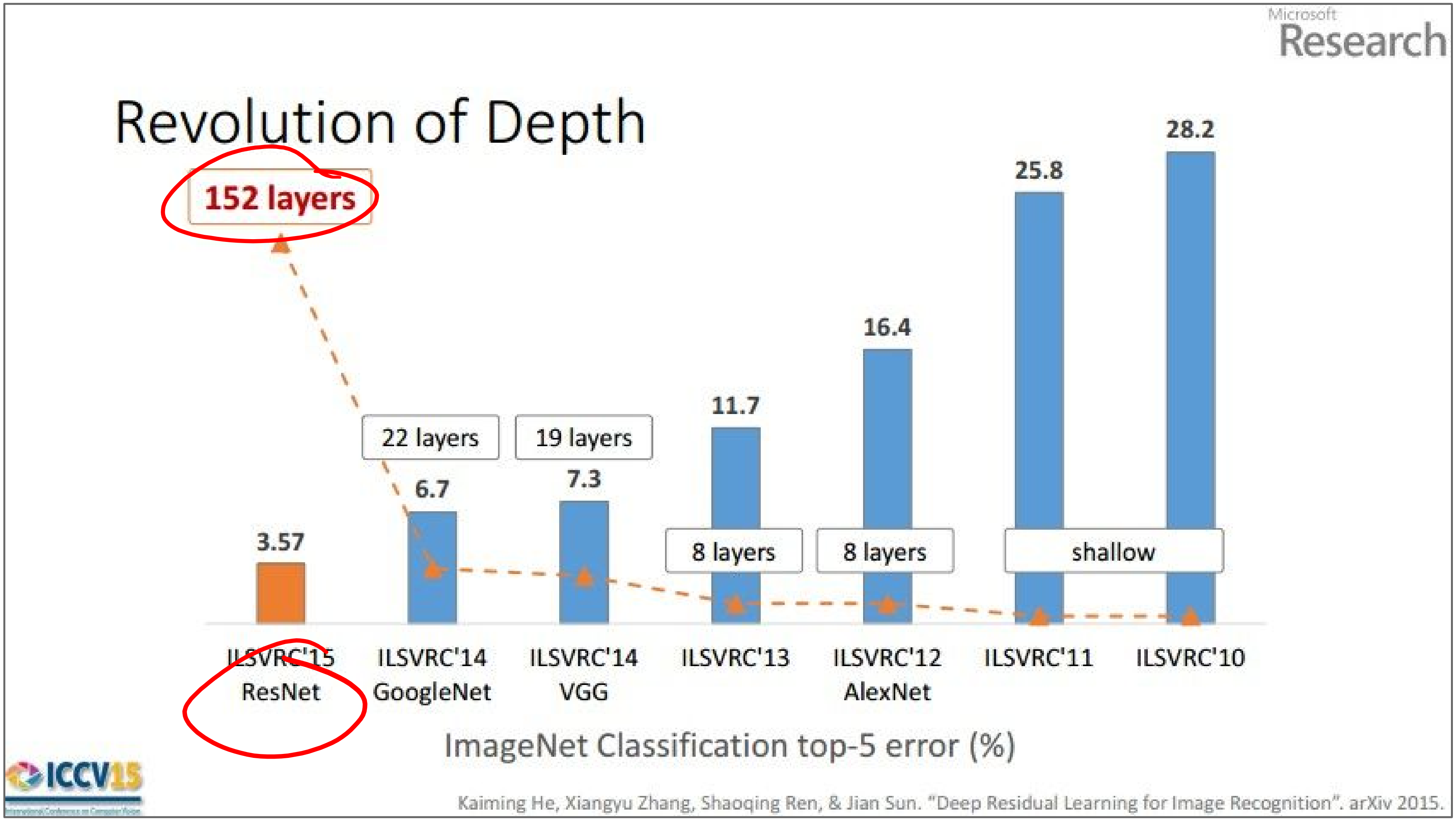
Input image (pixels)

- Five convolutional layers (w/max-pooling)
- Three fully connected layers

1000-way softmax



CNNs for Image Recognition

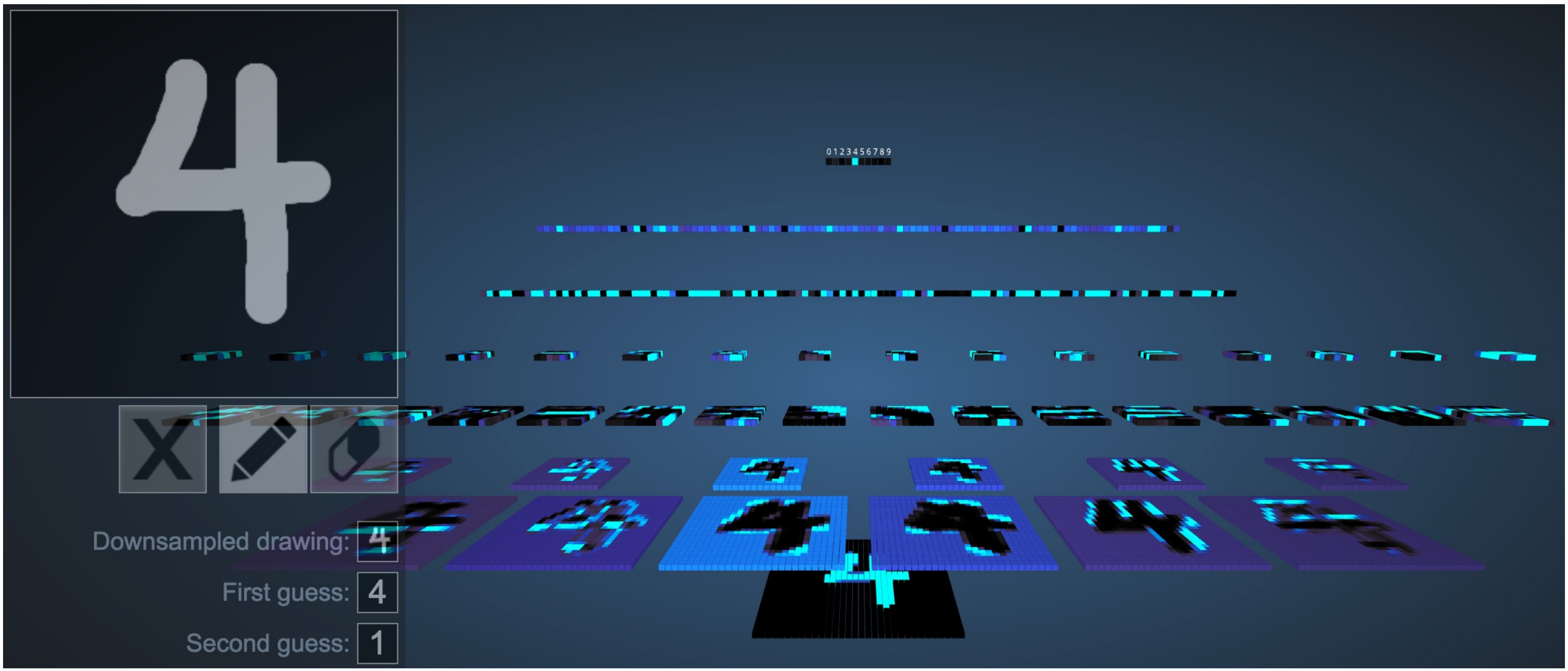


Slide from Kaiming He

CNN VISUALIZATIONS

3D Visualization of CNN

http://scs.ryerson.ca/~aharley/vis/conv/



Convolution of a Color Image

- Color images consist of 3 floats per pixel for RGB (red, green blue) color values
- Convolution must also be 3-dimensional

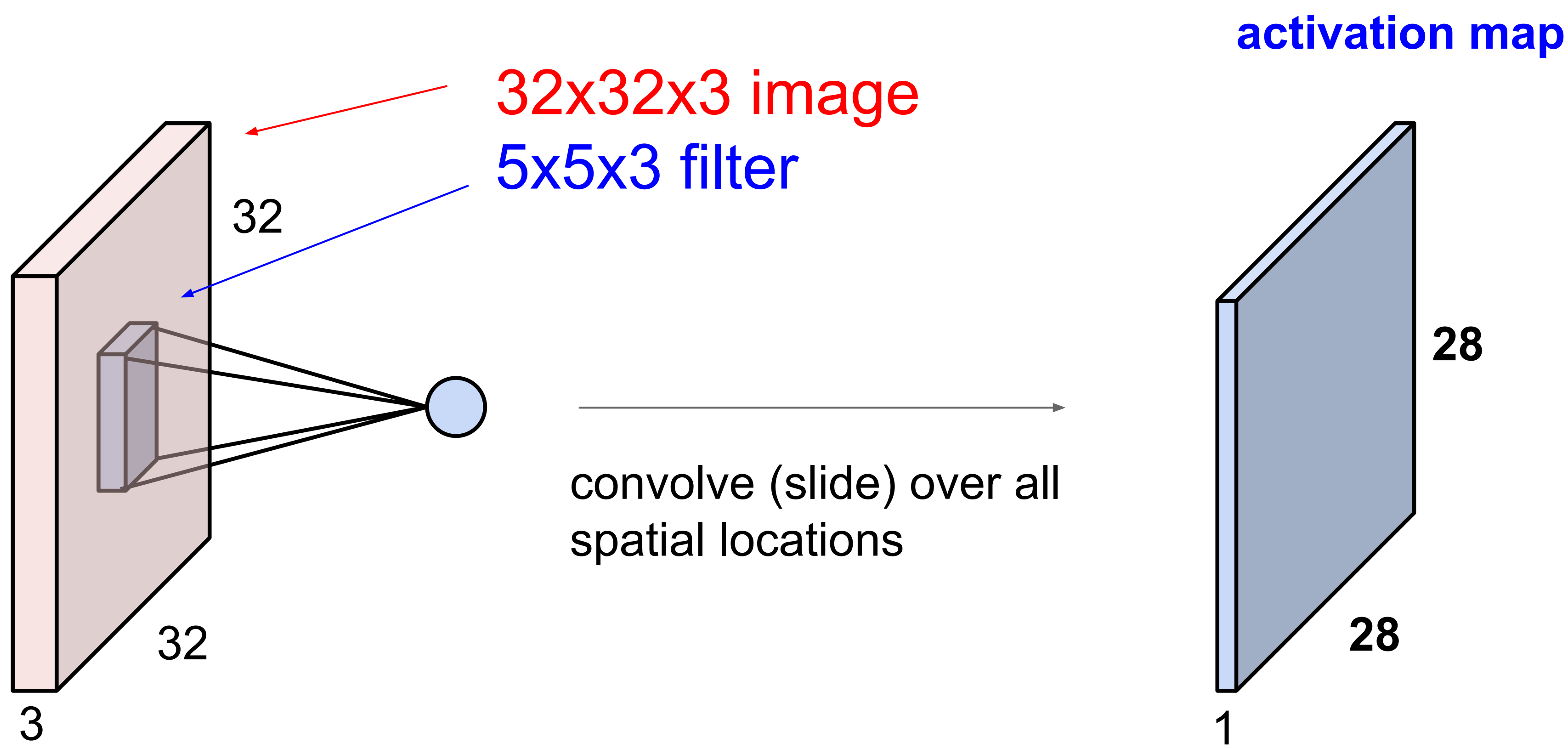


Figure from Fei-Fei Li & Andrej Karpathy & Justin Johnson (CS231N)

Animation of 3D Convolution

http://cs231n.github.io/convolutional-networks/

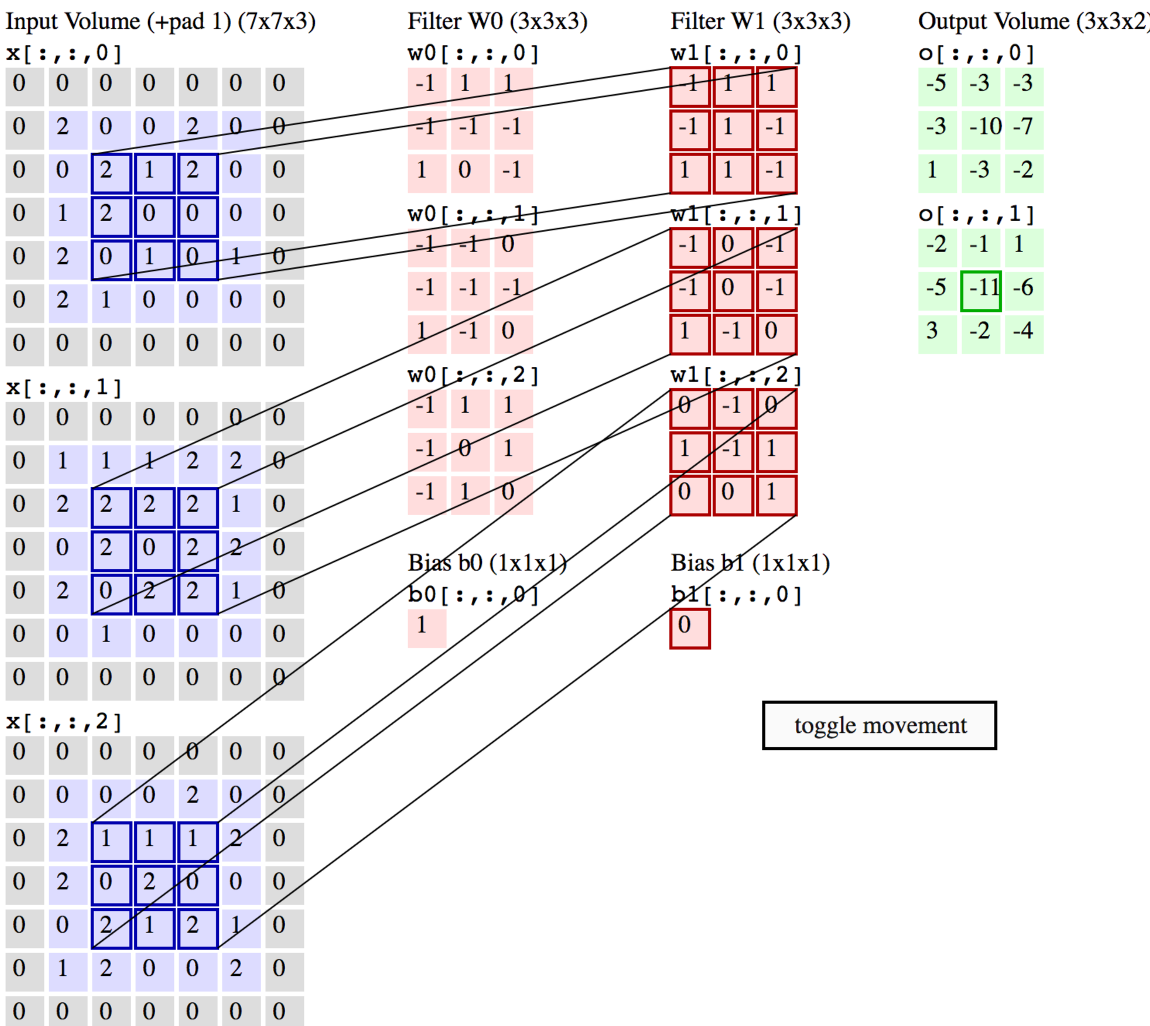


Figure from Fei-Fei Li & Andrej Karpathy & Justin Johnson (CS231N)

MNIST Digit Recognition with CNNs (in your browser)

https://cs.stanford.edu/people/karpathy/convnetjs/demo/mnist.html

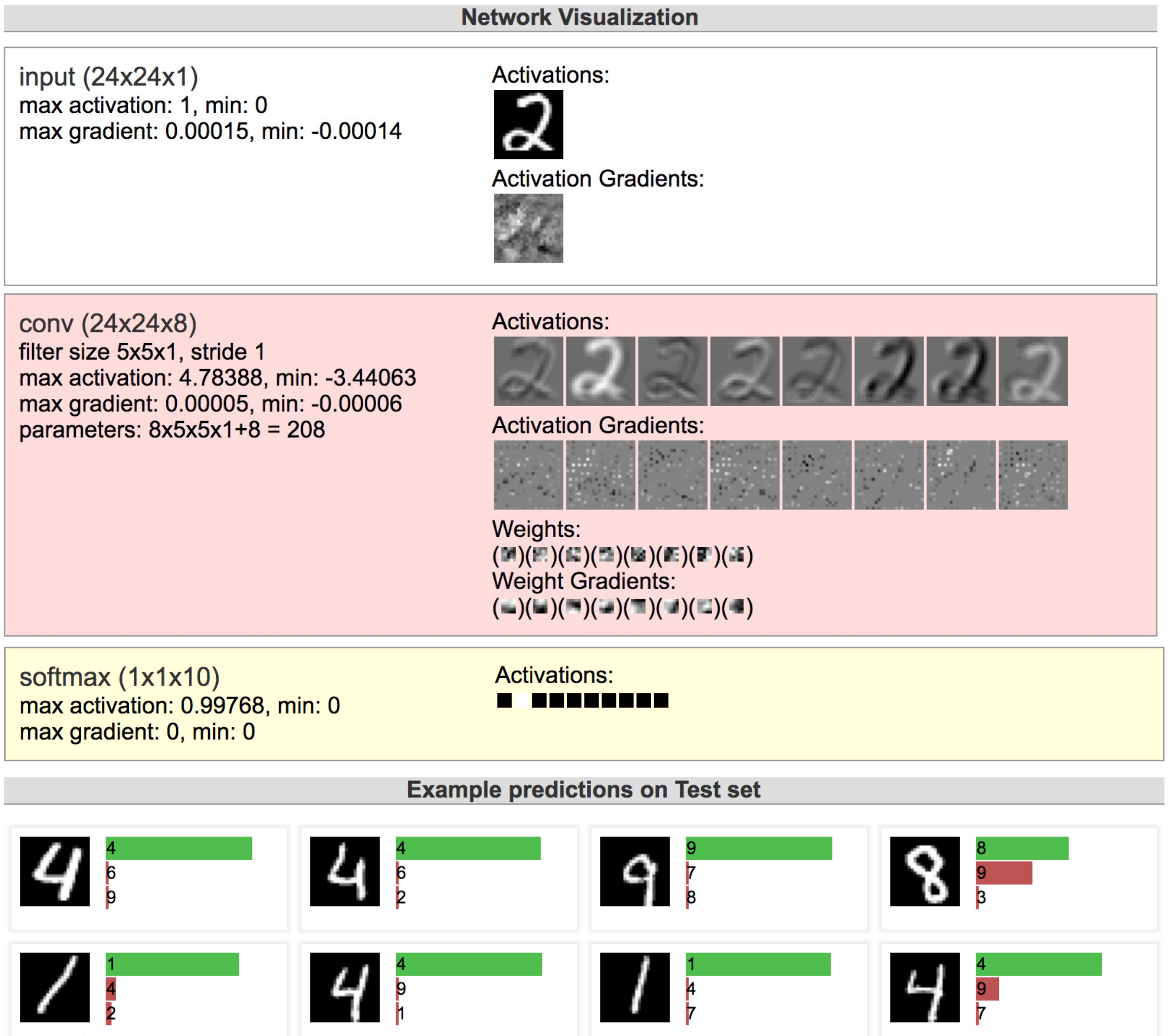


Figure from Andrej Karpathy

CNN Summary

CNNs

– Are used for all aspects of **computer vision**, and have won numerous pattern recognition competitions

– Able learn **interpretable features** at different levels of abstraction

– Typically, consist of **convolution** layers, **pooling** layers, **nonlinearities**, and **fully connected** layers

Other Resources:

– Readings on course website

– Andrej Karpathy, CS231n Notes
http://cs231n.github.io/convolutional-networks/

Deep Learning Objectives

You should be able to…

- Implement the common layers found in Convolutional Neural Networks (CNNs) such as linear layers, convolution layers, max-pooling layers, and rectified linear units (ReLU)
- Explain how the shared parameters of a convolutional layer could learn to detect spatial patterns in an image
- Describe the backpropagation algorithm for a CNN
- Identify the parameter sharing used in a basic recurrent neural network, e.g. an Elman network
- Apply a recurrent neural network to model sequence data
- Differentiate between an RNN and an RNN-LM

ML Big Picture

Learning Paradigms:
What data is available and when? What form of prediction?

- supervised learning
- unsupervised learning
- semi-supervised learning
- reinforcement learning
- active learning
- imitation learning
- domain adaptation
- online learning
- density estimation
- recommender systems
- feature learning
- manifold learning
- dimensionality reduction
- ensemble learning
- distant supervision
- hyperparameter optimization

Problem Formulation:
What is the structure of our output prediction?

boolean	Binary Classification
categorical	Multiclass Classification
ordinal	Ordinal Classification
real	Regression
ordering	Ranking
multiple discrete	Structured Prediction
multiple continuous	(e.g. dynamical systems)
both discrete & cont.	(e.g. mixed graphical models)

Application Areas
Key challenges?
NLP, Speech, Computer Vision, Robotics, Medicine, Search

Theoretical Foundations:
What principles guide learning?

- ❑ probabilistic
- ❑ information theoretic
- ❑ evolutionary search
- ❑ ML as optimization

Facets of Building ML Systems: ✓
How to build systems that are robust, efficient, adaptive, effective?

1. *Data prep*
2. *Model selection*
3. *Training (optimization / search)*
4. *Hyperparameter tuning on validation data*
5. *(Blind) Assessment on test data*

Big Ideas in ML:
Which are the ideas driving development of the field?

- *inductive bias*
- *generalization / overfitting*
- *bias-variance decomposition*
- *generative vs. discriminative*
- *deep nets, graphical models*
- *PAC learning*
- *distant rewards*