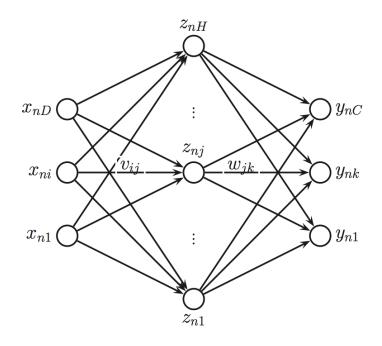
Introduction to Machine Learning



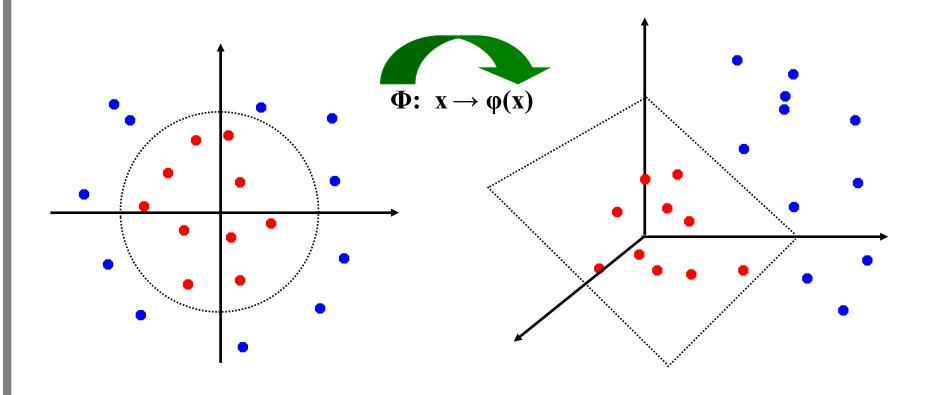
Week 5
Learning with neural networks

lasonas Kokkinos

i.kokkinos@cs.ucl.ac.uk

University College London

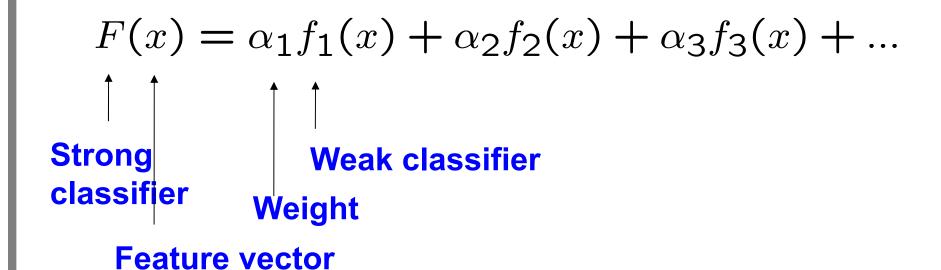
Weeks 1-2: More features & regularization



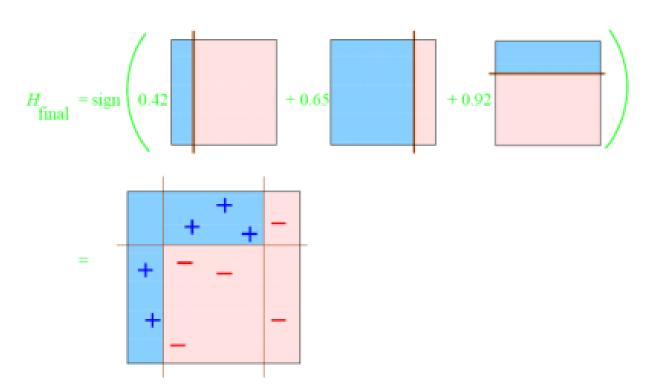
Week 3: Kernel Trick - SVM approach

Kernel:
$$K(\mathbf{x},\mathbf{x}')=\langle\phi(\mathbf{x}),\phi(\mathbf{x}')\rangle$$
 Classifier: $f(\mathbf{x})=\sum_{i=1}^N \alpha^i y^i K(\mathbf{x}^i,\mathbf{x})+b$

Week 4: Weak Learners & Ensembling: Adaboost approach



Week 6: Weak Learners & Ensembling: Adaboost approach



Decision Trees/Forests

Extremely flexible classifiers (power of composition)

Low-cost (simple comparisons, no kernel evaluations)

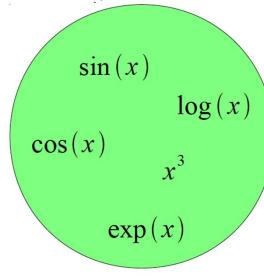
But: learned greedily

Once root has been found, there's no turning back

Can we optimize a composition of functions?

Building A Complicated Function

Given a library of simple functions



Compose into a

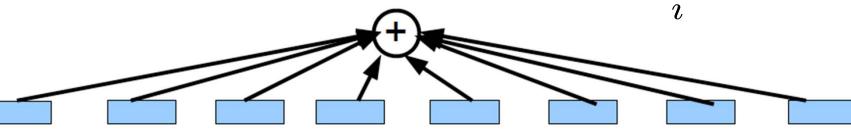


complicated function

Idea 1: Linear Combinations

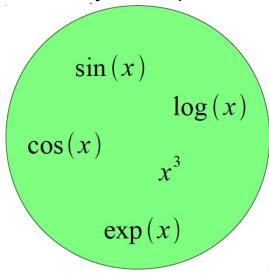
- Boosting
- Kernels
- . . .

$$f(x) = \sum_{i} \alpha_{i} g_{i}(x)$$



Building A Complicated Function

Given a library of simple functions



Compose into a

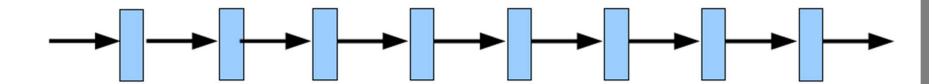


complicated function

Idea 2: Compositions

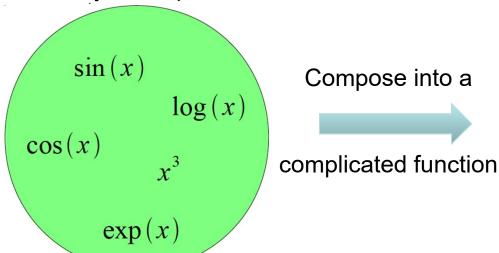
- Decision Trees
- Grammar models
- Deep Learning

$$f(x) = g_1(g_2(\dots(g_n(x)\dots))$$



Building A Complicated Function

Given a library of simple functions



Idea 2: Compositions

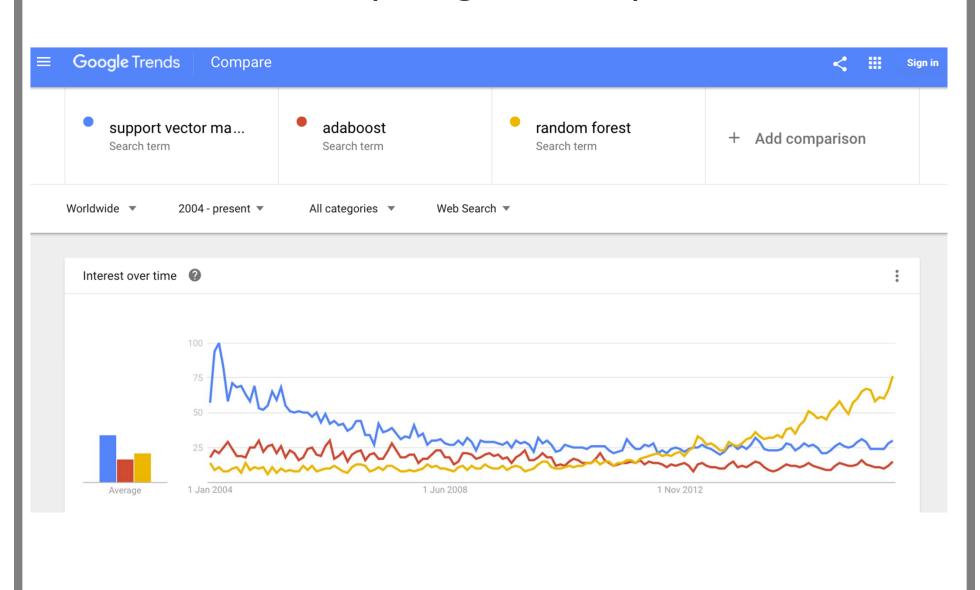
- Decision Trees
- Grammar models
- Deep Learning

$$f(x) = \log(\cos(\exp(\sin^3(x))))$$

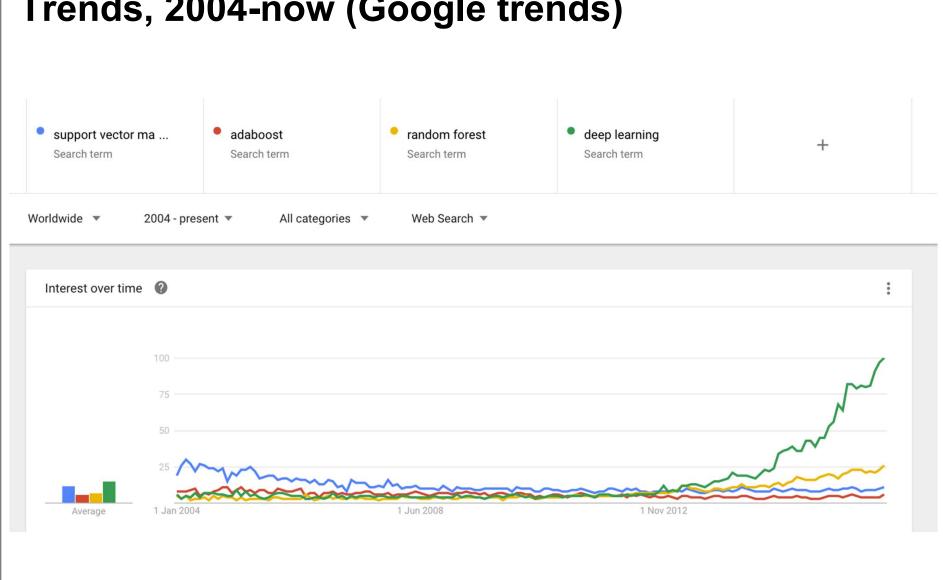
$$\Rightarrow \sin(x) \Rightarrow \exp(x) \Rightarrow \cos(x) \Rightarrow \log(x)$$

Slide Credit: Marc'Aurelio Ranzato, Yann LeCun

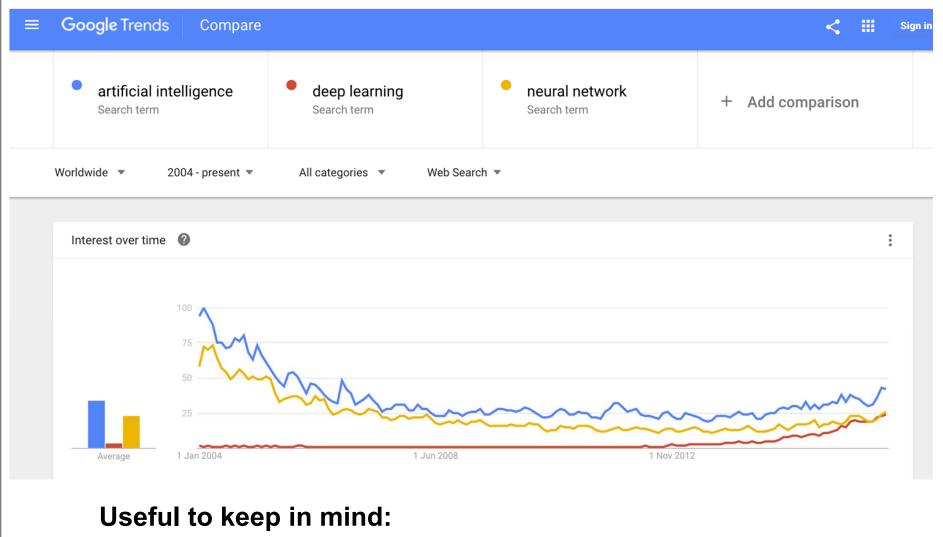
Trends, 2004-now (Google trends)



Trends, 2004-now (Google trends)

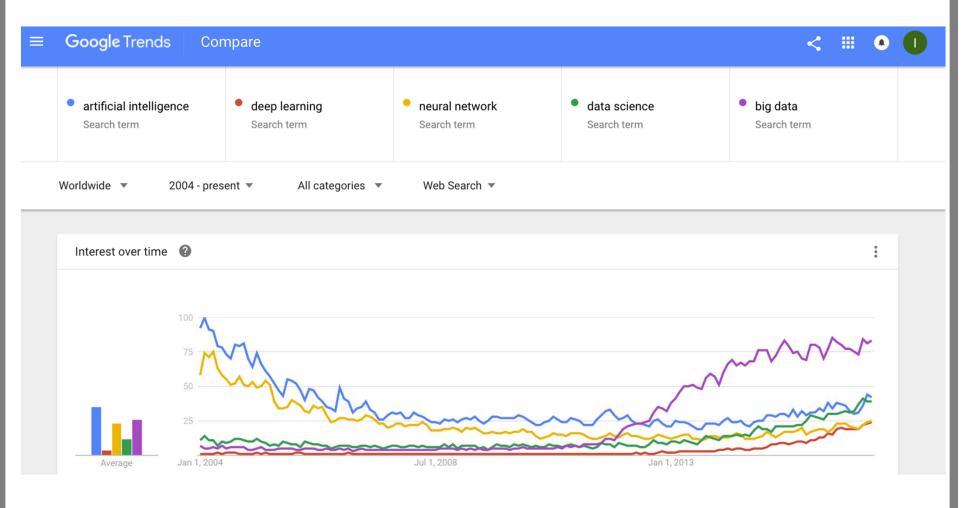


Trends, 2004-now (Google trends)



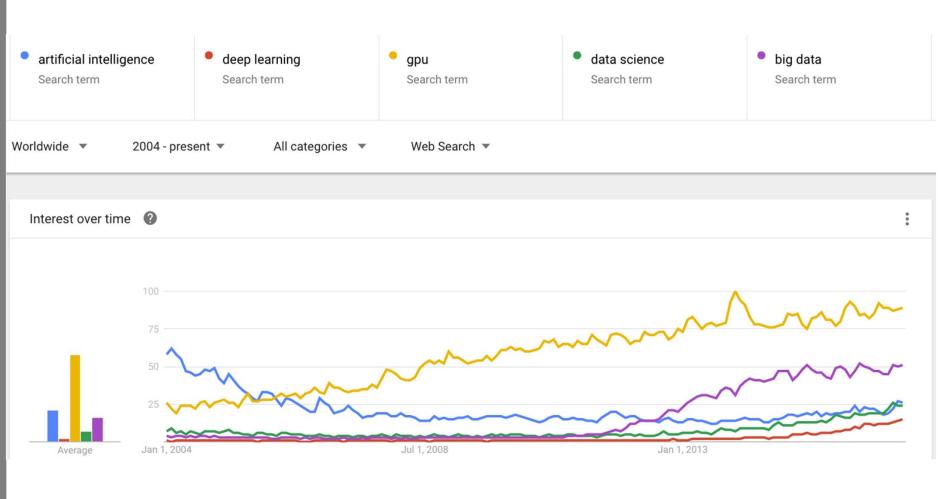
deep learning = neural networks

Trends, 2014-now (Google trends)



Useful to keep in mind: deep learning = neural networks (+ big data)

Trends, 2014-now (Google trends)

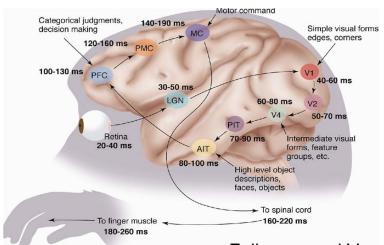


Useful to keep in mind: deep learning = neural networks (+ big data + GPUs)

'Neuron': basic building block

Analogy with the brain

Hierarchical organization of the cortex



Felleman and Van Essen, 1991

Building blocks: neurons

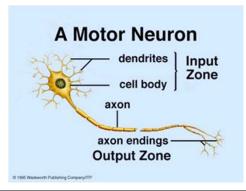
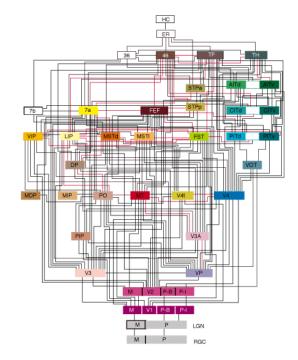


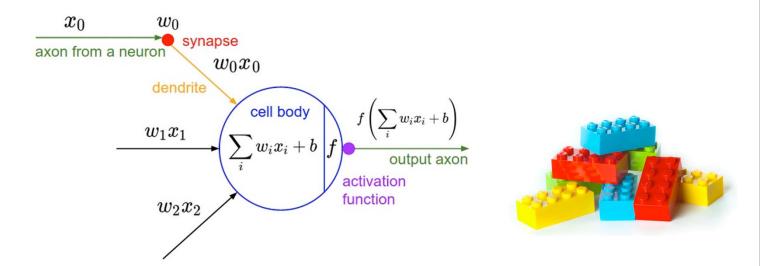
Diagram of the visual system



same neuron dynamics throughout



'Neuron': cascade of linear and nonlinear function

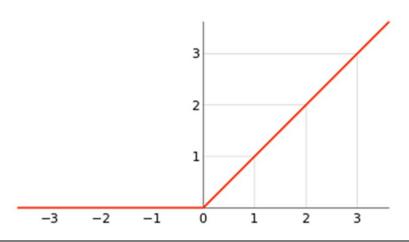


Sigmoidal ("logistic")

$$g(a) = \frac{1}{1 + \exp(-a)}$$

Rectified Linear Unit (RELU)

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



Activation functions

Step ("perceptron")
$$g(a) = \left\{ \begin{array}{ll} 0 & a < 0 \\ 1 & a \geq 0 \end{array} \right.$$

Sigmoidal ("logistic")
$$g(a) = \frac{1}{1 + \exp(-a)}$$

Hyperbolic tangent

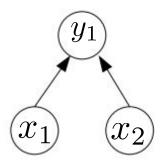
$$g(a) = \frac{\exp(a) - \exp(-a)}{\exp(a) + \exp(-a)}$$

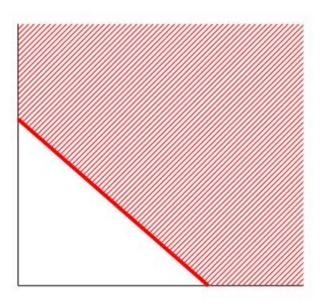
Rectified Linear Unit (RELU)

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

Today: 'deep learning' (a.k.a. neural network) approach

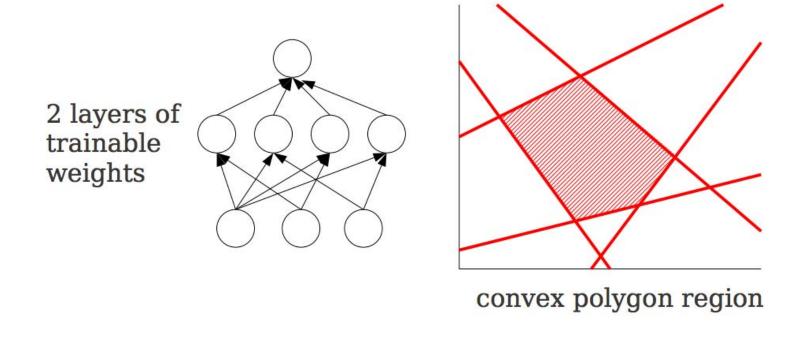
1 layer of trainable weights





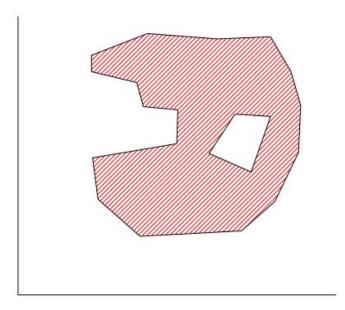
separating hyperplane

Today: 'deep learning' (a.k.a. neural network) approach

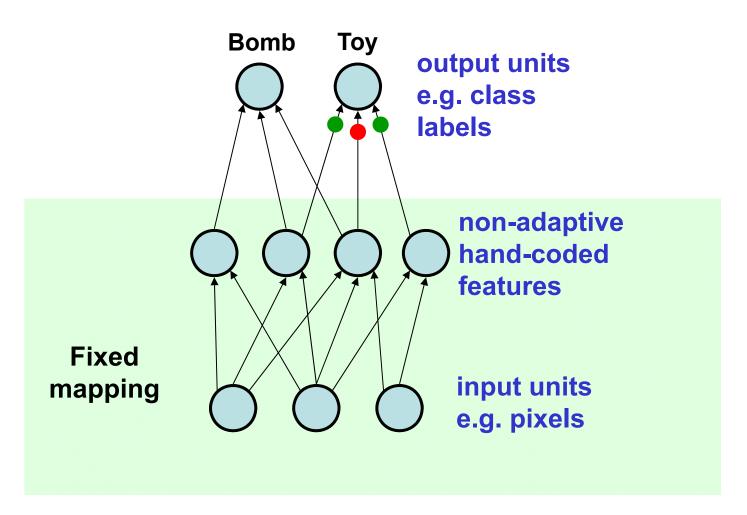


Today: 'deep learning' (a.k.a. neural network) approach

3 layers of trainable weights $\begin{pmatrix} h_1^B & h_2^B & h_3^B & h_4^A \\ h_1^A & h_2^A & h_3^A \end{pmatrix}$



Perceptron, '60s

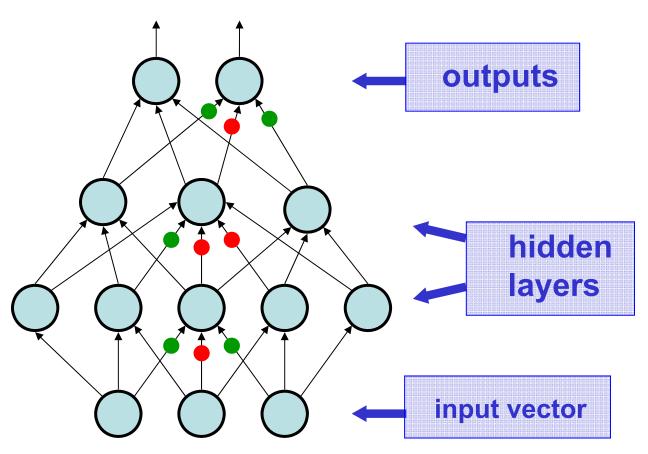


One of the first data-driven models in Al

Slide credits: G. Hinton

Multi-Layer Perceptrons (~1985)

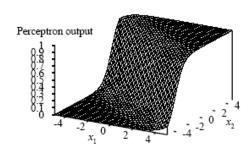
$$u_i = g\left(\sum_{k \in \mathcal{N}(i)} w_{k,i} g\left(\sum_{m \in \mathcal{N}(k)} w_{m,k} u_m + b_k\right) + b_i\right)$$



Slide credits: G. Hinton

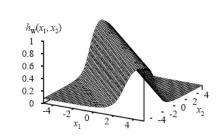
Expressiveness of perceptrons

Single layer perceptron: Linear classifier

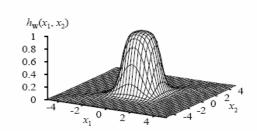


`soft threshold function'

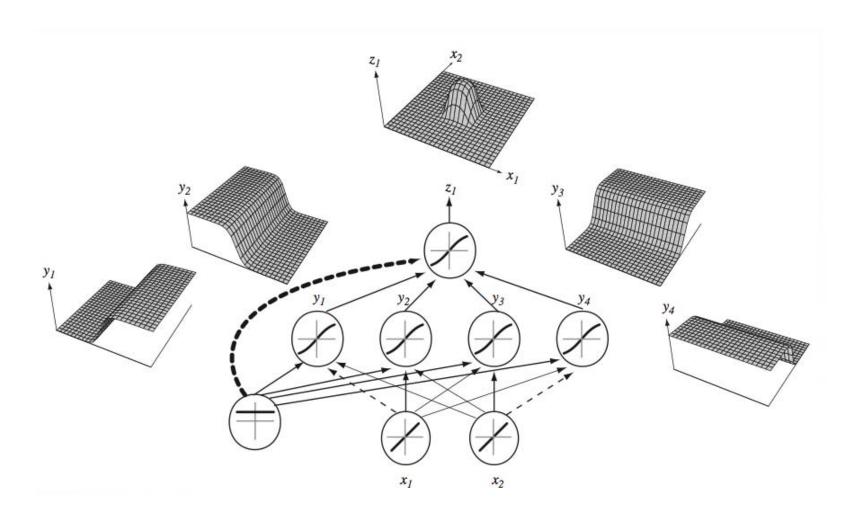
Two opposite `soft threshold' functions: a ridge



Two ridges: a bump

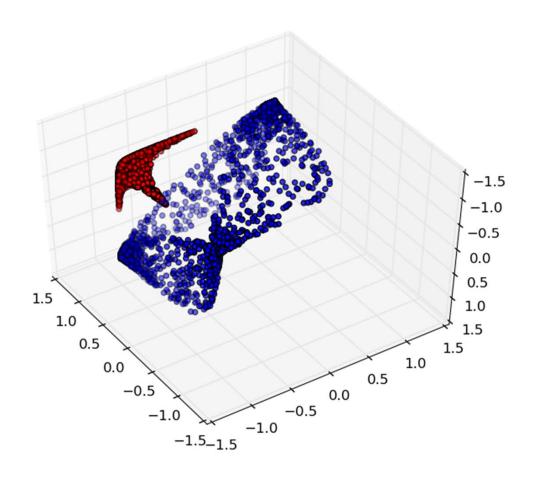


A network for a single bump



Any function: sum of bumps

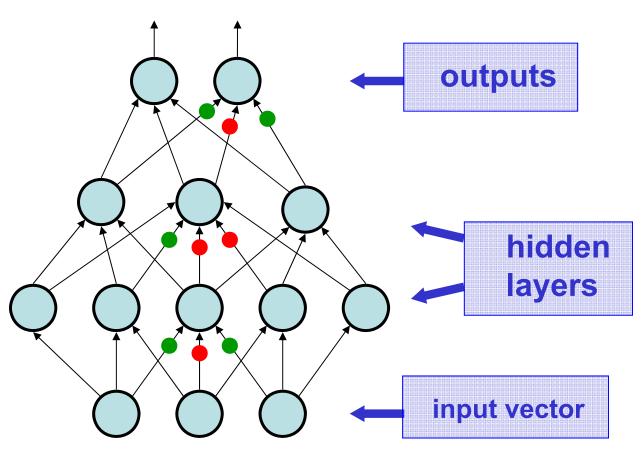
Linearization: may need higher dimensions



http://colah.github.io/posts/2014-03-NN-Manifolds-Topology/

Multi-Layer Perceptrons (~1985)

$$u_i = g\left(\sum_{k \in \mathcal{N}(i)} w_{k,i} g\left(\sum_{m \in \mathcal{N}(k)} w_{m,k} u_m + b_k\right) + b_i\right)$$



Slide credits: G. Hinton

Multiple output units: One-vs-all.







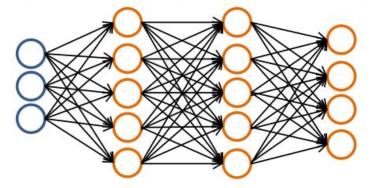


Pedestrian

Car

Motorcycle

Truck



$$h_{\Theta}(x) \in \mathbb{R}^4$$

Want
$$h_{\Theta}(x) \approx \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$
, $h_{\Theta}(x) \approx \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$, $h_{\Theta}(x) \approx \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$, etc. when pedestrian when car when motorcycle

$$h_{\Theta}(x) pprox \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix}$$
,

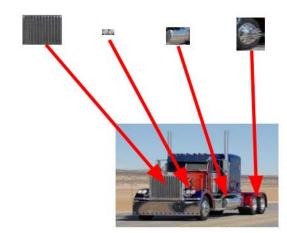
Slide credits: A. Ng

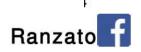
Hidden Layers: what do they do?

Intuition: learn "dictionary" for objects

"Distributed representation": represent (and classify) object classifier by mixing & mashing reusable parts

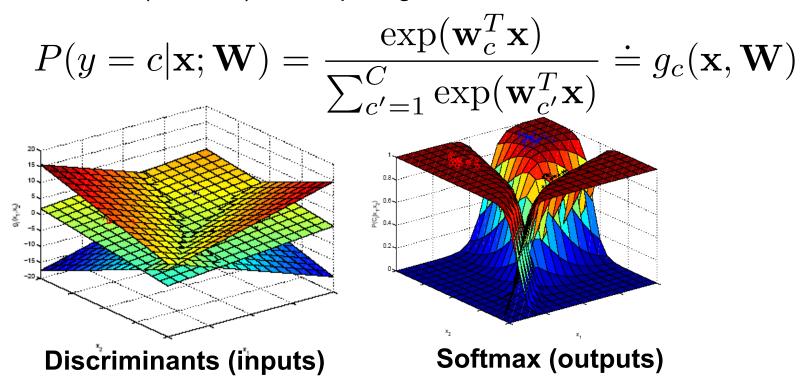
[0 0 1 0 0 0 0 1 0 0 1 1 0 0 1 0 ...] truck feature





Reminder (W4): multiple classes & logistic regression

Soft maximum (softmax) of competing classes:



Parameter estimation, multi-class case

One-hot label encoding: $\mathbf{y}^i = (0, 0, 1, 0)$

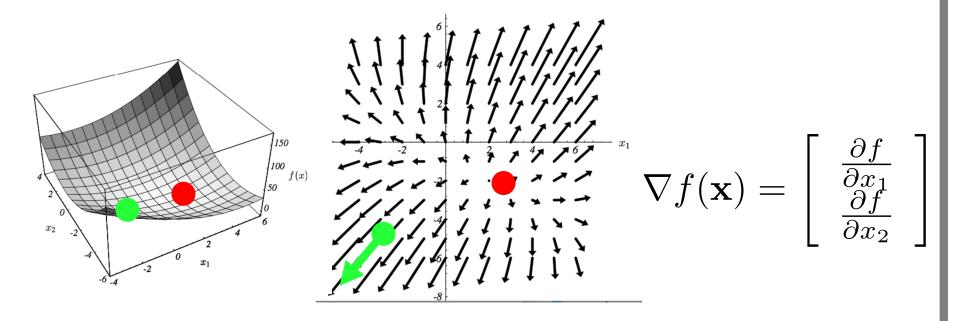
Likelihood of training sample: $(\mathbf{y}^i, \mathbf{x}^i)$ $P(\mathbf{y}^i | \mathbf{x}^i; \mathbf{w}) = \prod_{i=1}^N \prod_{c=1}^C (g_c(\mathbf{x}, \mathbf{W}))^{\mathbf{y}_c^i}$

Optimization criterion:

$$L(\mathbf{W}) = -\sum_{i=1}^{N} \sum_{c=1}^{C} \mathbf{y}_{c}^{i} \log (g_{c}(\mathbf{x}, \mathbf{W}))$$

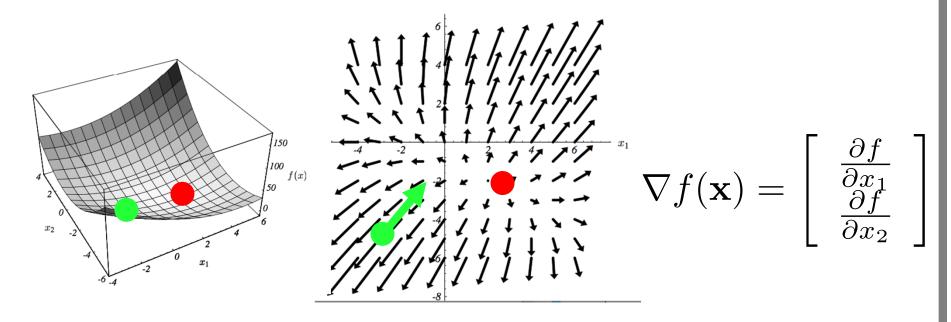
Parameter estimation: Gradient of L with respect to W

Gradient-based minimization



Fact: gradient at any point gives direction of fastest increase

Gradient-based minimization



Fact: gradient at any point gives direction of fastest increase

Idea: start at a point and move in the direction opposite to the gradient

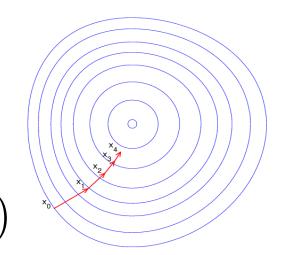
Initialize: \mathbf{x}_0

Update: $\mathbf{x}_{i+1} = \mathbf{x}_i - \alpha \nabla f(\mathbf{x}_i)$ i=0

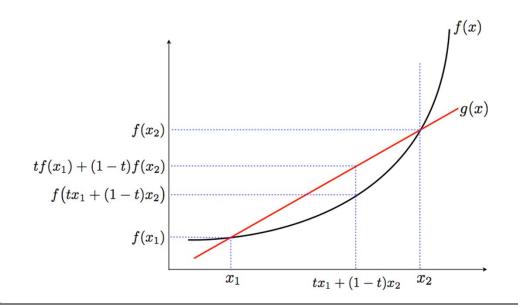
Gradient descent minimization method

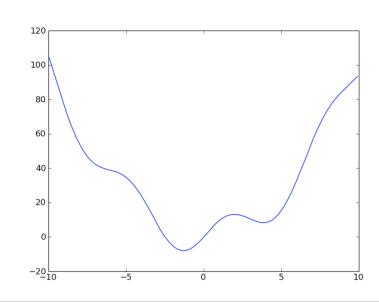
Initialize: \mathbf{x}_0

Update: $\ddot{\mathbf{x}_{i+1}} = \mathbf{x}_i - \alpha \nabla f(\mathbf{x}_i)$



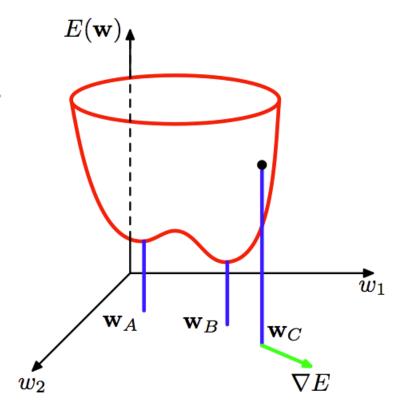
We can always make it converge for a **convex** function



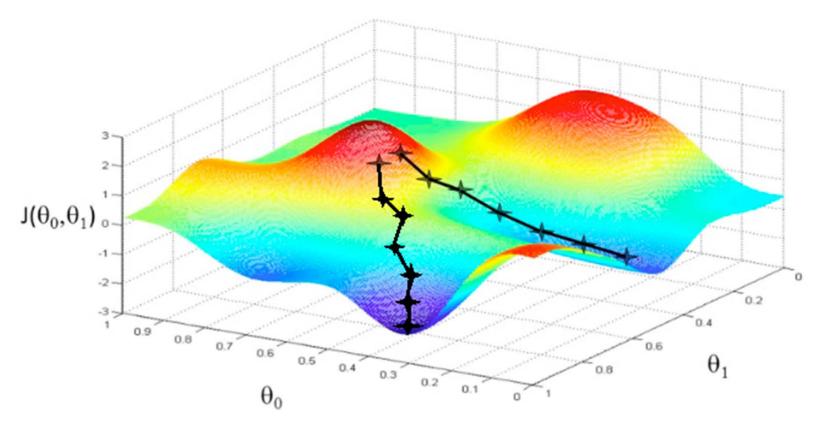


Problems: multiple local minima

Geometrical view of the error function $E(\mathbf{w})$ as a surface sitting over weight space. Point \mathbf{w}_A is a local minimum and \mathbf{w}_B is the global minimum. At any point \mathbf{w}_C , the local gradient of the error surface is given by the vector ∇E .



Problems: multiple local minima



Different initializations can lead to different solutions

- -Empirically all are almost equally good
- -Empirically all are better than flat counterparts

On to the gradients!

Back-propagation algorithm



Chain rule

$$x \xrightarrow{g} u \xrightarrow{f} y$$

y is affected by x through intermediate quantity, u:

$$u = g(x)$$
 $y = f(u)$

Calculus:
$$\left(f(g(x))\right)' = f'(g(x))g'(x)$$

Rewrite:

$$\frac{dy}{dx} = \frac{dy}{du}\frac{du}{dx}$$

x(t),y(t) coordinates: given by GPS

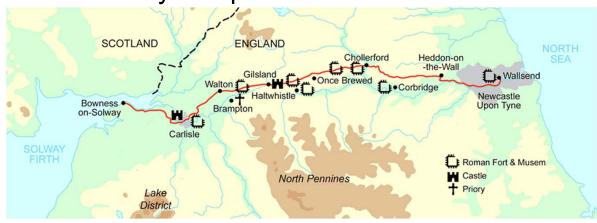
z=f(x,y) given by map

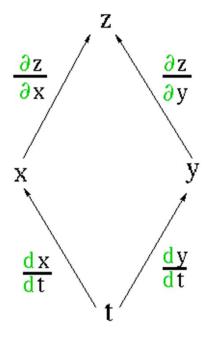
Q: what is your speed in the vertical direction?



x(t),y(t) coordinates: given by GPS z=f(x,y) given by map

Q: what is your speed in the vertical direction?



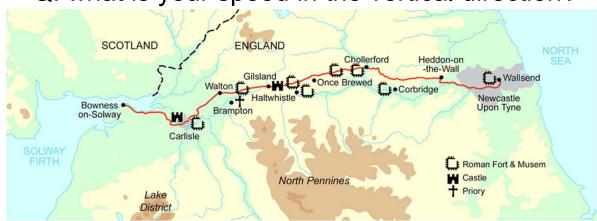


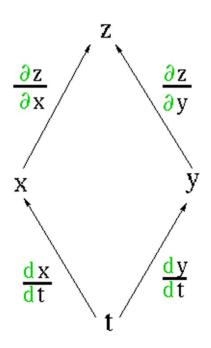
Let x = x(t) and y = y(t) be differentiable at t and suppose that z = f(x, y) is differentiable at (x(t), y(t)). Then z = f(x(t), y(t)) is differentiable at t and

$$\frac{dz}{dt} = \frac{\partial z}{\partial x}\frac{dx}{dt} + \frac{\partial z}{\partial y}\frac{dy}{dt}.$$

x(t),y(t) coordinates: given by GPS z=f(x,y) given by map

Q: what is your speed in the vertical direction?



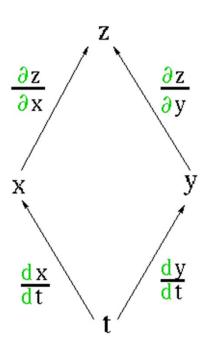


Let x = x(t) and y = y(t) be differentiable at t and suppose that z = f(x, y) is differentiable at (x(t), y(t)). Then z = f(x(t), y(t)) is differentiable at t and

$$\frac{dz}{dt} = \frac{\partial z}{\partial x}\frac{dx}{dt} + \frac{\partial z}{\partial y}\frac{dy}{dt}.$$

Let $z = x^2y - y^2$ where $x = t^2$ and y = 2t. Then

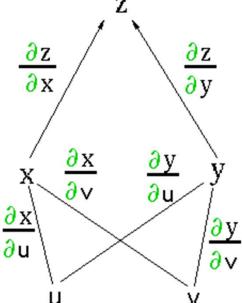
$$\frac{dz}{dt} = \frac{\partial z}{\partial x} \frac{dx}{dt} + \frac{\partial z}{\partial y} \frac{dy}{dt}
= (2xy)(2t) + (x^2 - 2y)(2)
= (2t^2 \cdot 2t)(2t) + ((t^2)^2 - 2(2t))(2)
= 8t^4 + 2t^4 - 8t
= 10t^4 - 8t.$$



Chain rule of derivative – multiple variables

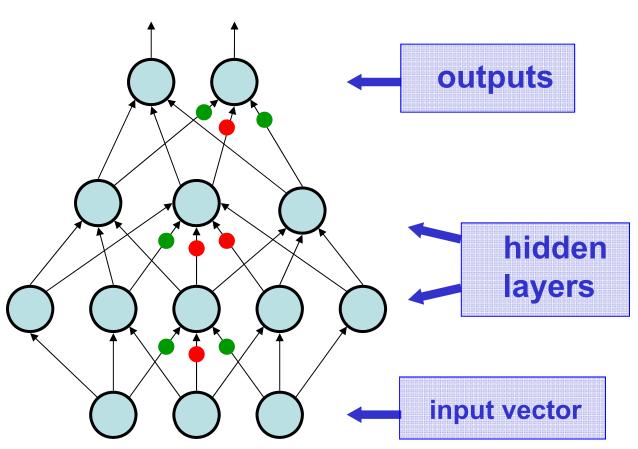
Let x = x(u, v) and y = y(u, v) have first-order partial derivatives at the point (u, v) and suppose that z = f(x, y) is differentiable at the point (x(u, v), y(u, v)). Then f(x(u, v), y(u, v)) has first-order partial derivatives at (u, v) given by

$$\frac{\partial z}{\partial u} = \frac{\partial z}{\partial x} \frac{\partial x}{\partial u} + \frac{\partial z}{\partial y} \frac{\partial y}{\partial u}$$
$$\frac{\partial z}{\partial v} = \frac{\partial z}{\partial x} \frac{\partial x}{\partial v} + \frac{\partial z}{\partial y} \frac{\partial y}{\partial v}.$$



Multi-Layer Perceptrons

$$u_i = g\left(\sum_{k \in \mathcal{N}(i)} w_{k,i} g\left(\sum_{m \in \mathcal{N}(k)} w_{m,k} u_m + b_k\right) + b_i\right)$$



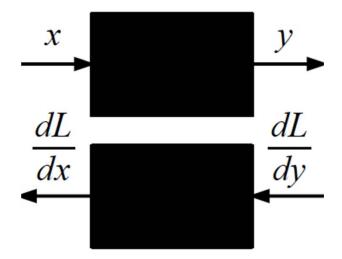
Slide credits: G. Hinton

Multi-Layer Perceptrons (~1985)

Compare outputs with correct answer to get error signal **Back-propagate** error signal to get outputs derivatives for **learning** hidden layers input vector

Slide credits: G. Hinton

Chain Rule

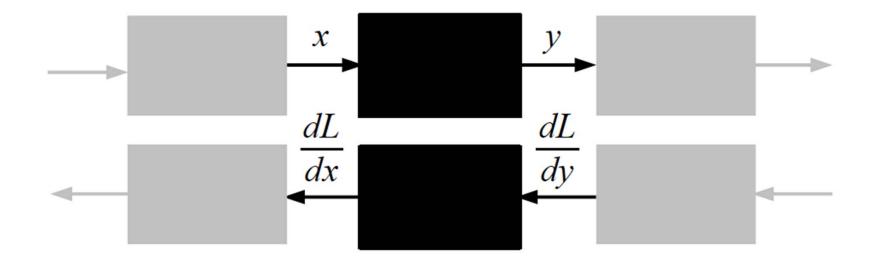


Given y(x) and dL/dy, What is dL/dx?

$$\frac{dL}{dx} = \frac{dL}{dy} \cdot \frac{dy}{dx}$$

Slide Credit: Marc'Aurelio Ranzato, Yann LeCun

'another brick in the wall'

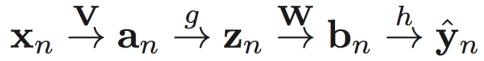


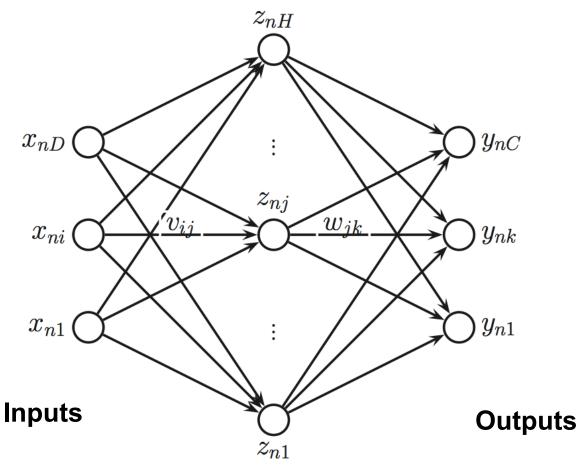
Given y(x) and dL/dy, What is dL/dx?

$$\frac{dL}{dx} = \frac{dL}{dy} \cdot \frac{dy}{dx}$$

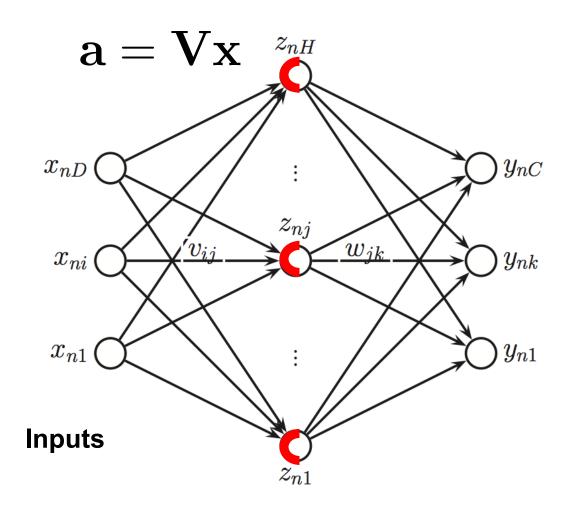


A neural network for multi-way classification



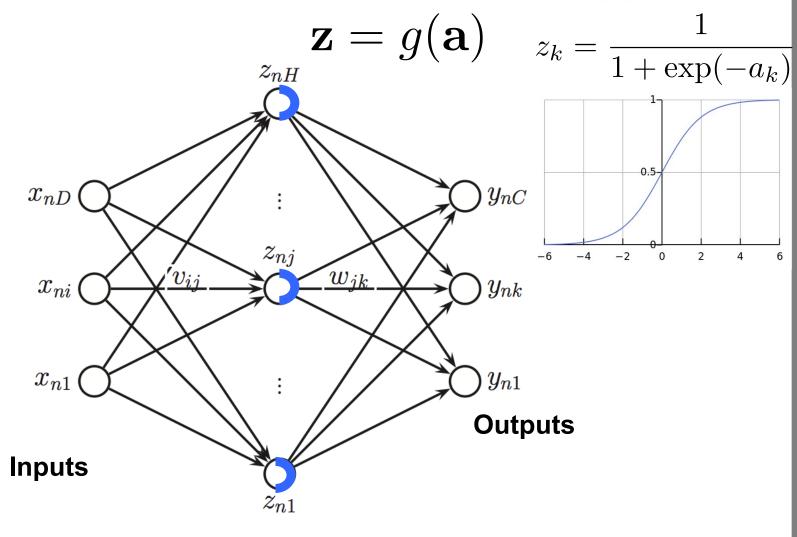






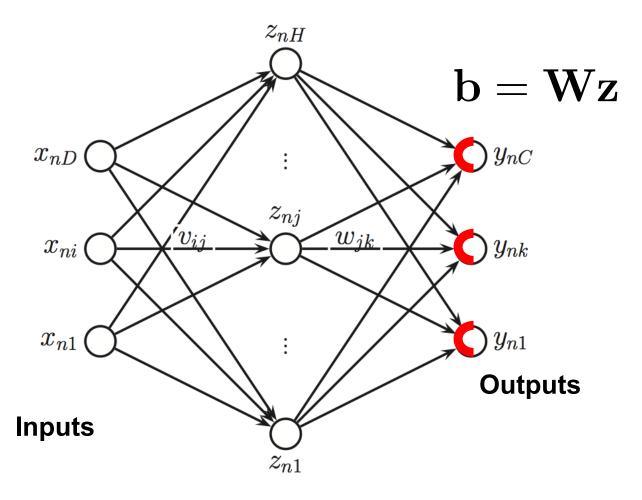
Hidden layer





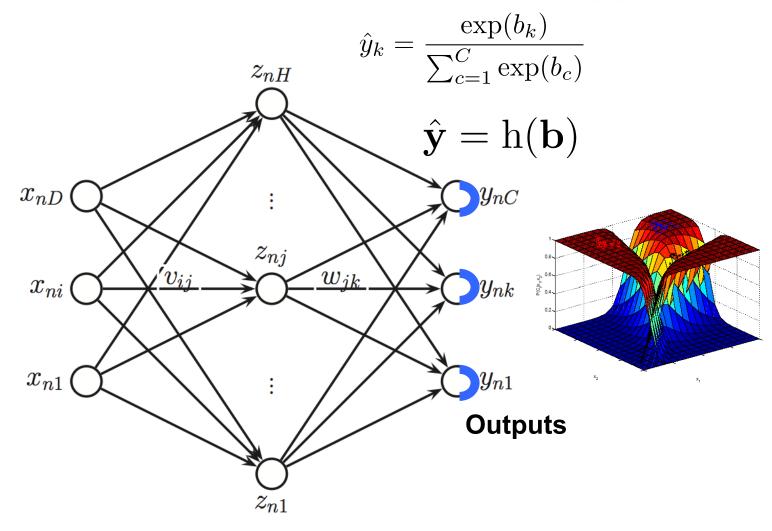
Hidden layer





Hidden layer





Training objective, multi-class classification

One-hot label encoding: $\mathbf{y}^i = (0, 0, 1, 0)$

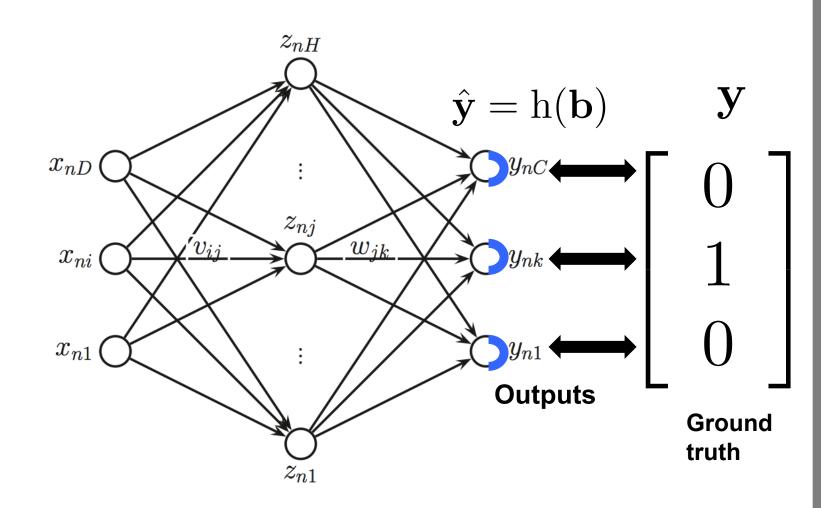
Likelihood of training sample: $(\mathbf{y}^i, \mathbf{x}^i)$ $P(\mathbf{y}^i | \mathbf{x}^i; \mathbf{w}) = \prod_{c=1}^C (g_c(\mathbf{x}, \mathbf{W}))^{\mathbf{y}_c^i}$

Optimization criterion:

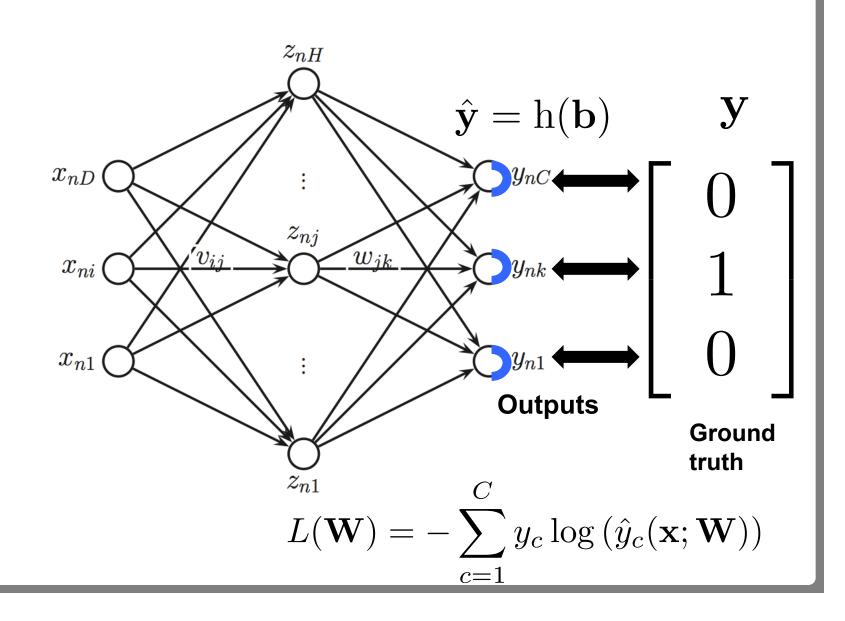
$$L(\mathbf{W}) = -\sum_{i=1}^{N} \sum_{c=1}^{C} \mathbf{y}_{c}^{i} \log (g_{c}(\mathbf{x}, \mathbf{W}))$$

Parameter estimation: Gradient of L with respect to W

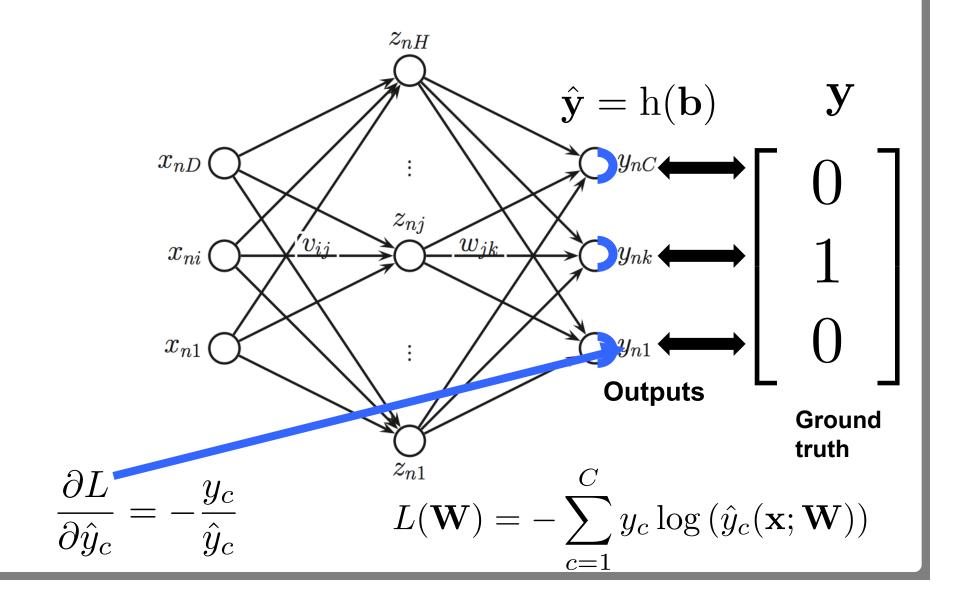
Objective for multi-class classification

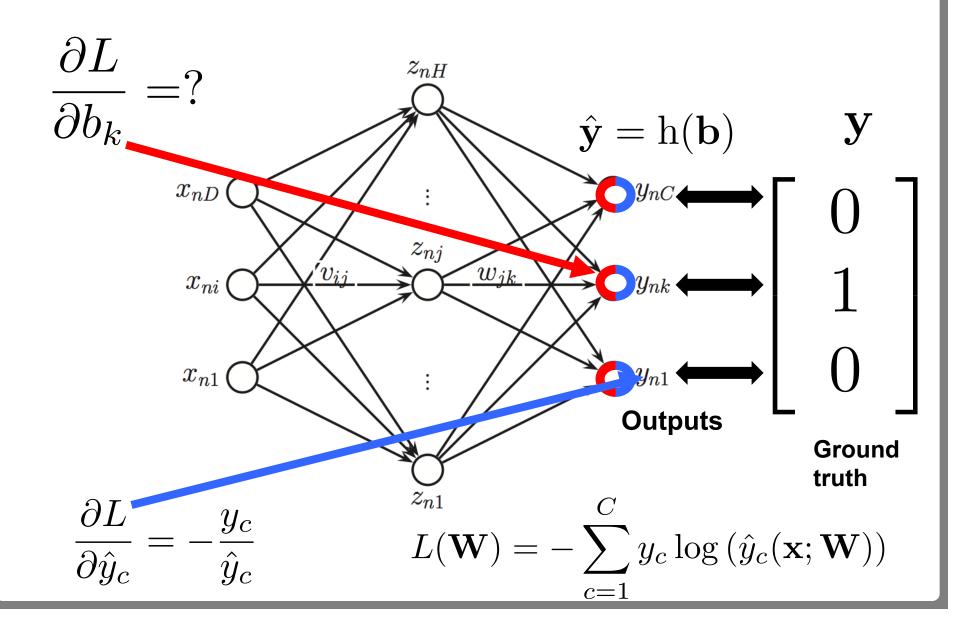


Objective for multi-class classification



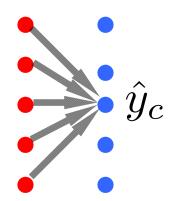
Derivative of loss w.r.t. top-layer neurons





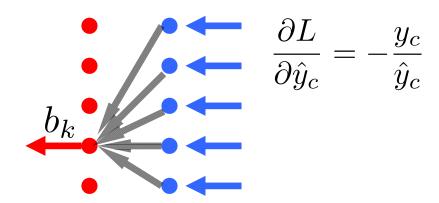
Softmax in forward mode: all for one

$$\hat{y}_c = \frac{\exp(b_c)}{\sum_{c'=1}^C \exp(b'_c)}$$

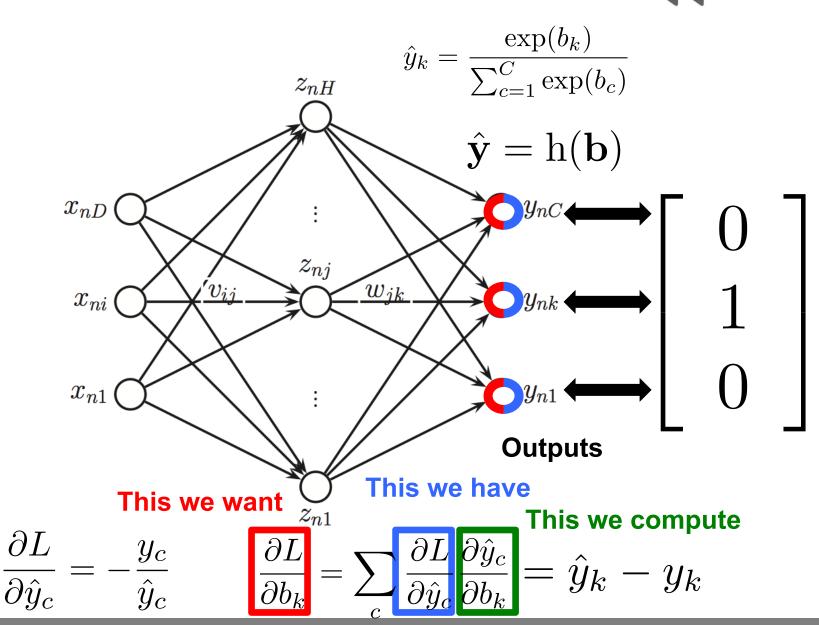


Softmax in backward mode: one from all

$$\hat{y}_c = \frac{\exp(b_c)}{\sum_{c'=1}^C \exp(b'_c)}$$



$$\frac{\partial L}{\partial b_k} = \sum_{c} \frac{\partial L}{\partial \hat{y}_c} \frac{\partial \hat{y}_c}{\partial b_k}$$



In backward mode?

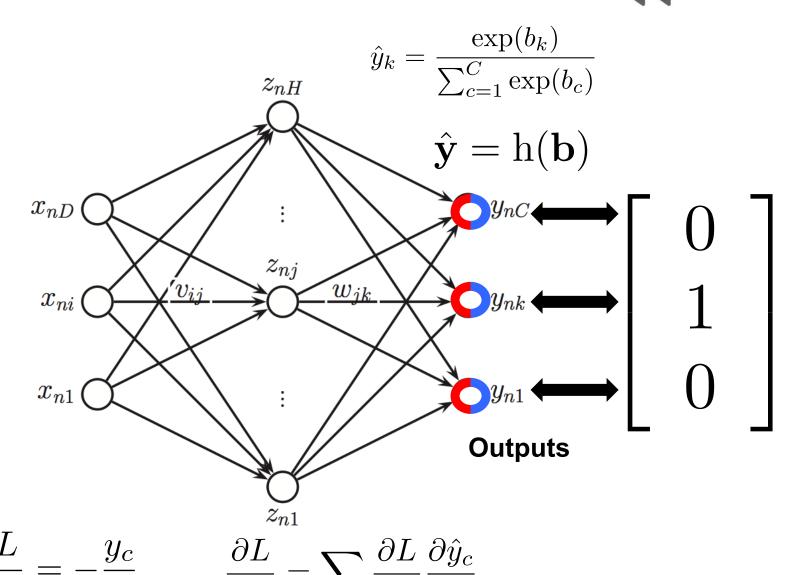
$$\frac{\partial L}{\partial b_k} = \sum_{c} \frac{\partial L}{\partial \hat{y}_c} \frac{\partial \hat{y}_c}{\partial b_k} \qquad \hat{y}_c = \frac{\exp(b_c)}{\sum_{c'=1}^C \exp(b'_c)} \qquad \frac{\partial L}{\partial \hat{y}_c} = -\frac{y_c}{\hat{y}_c}$$

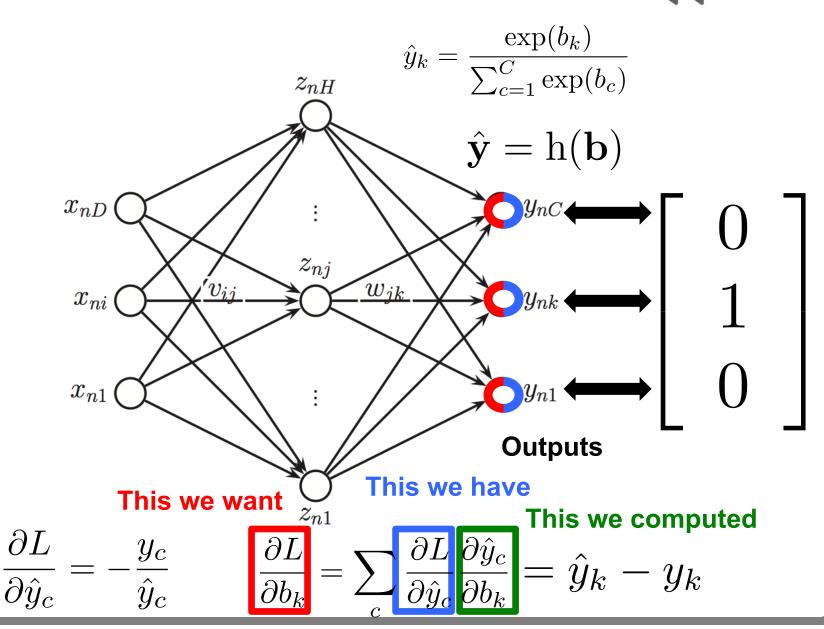
$$\frac{\partial y_c}{\partial b_k} = \frac{\frac{\partial \exp(b_c)}{\partial b_k}}{\sum_{c'=1}^C \exp(b_{c'})} - \frac{\exp(b_c) \frac{\partial \sum_{c'=1}^C \exp(b_{c'})}{\partial b_k}}{(\sum_{c'=1}^C \exp(b_{c'}))^2}$$

$$= \frac{[c = k] \exp(b_k)}{\sum_{c'} \exp(b'_c)} - \frac{\exp(b_c)}{\sum_{c'=1}^C \exp(b_{c'})} \frac{\exp(b_k)}{\sum_{c'=1}^C \exp(b_{c'})}$$

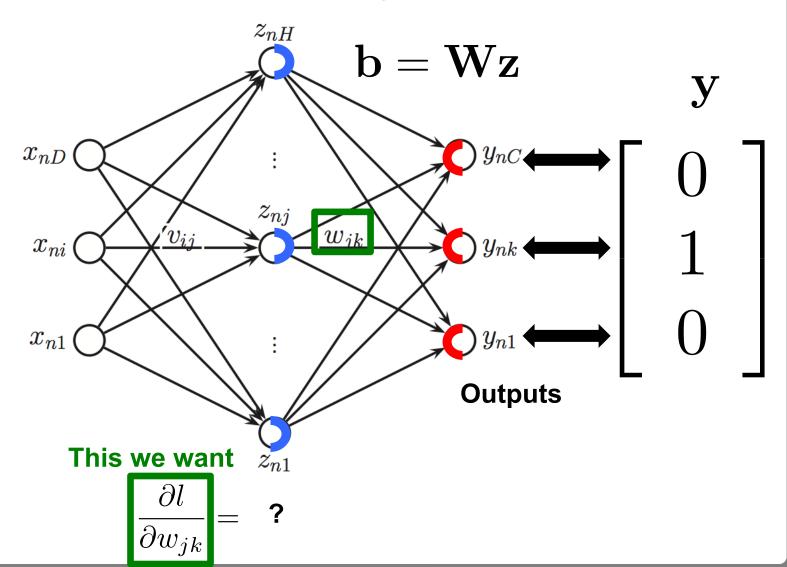
$$= [c = k] \hat{y}_k - \hat{y}_c \hat{y}_k = ([c = k] - \hat{y}_c) \hat{y}_k$$

$$\frac{\partial L}{\partial b_k} = \sum_{c=1}^C -\frac{y_c}{\hat{y}_c} ([c = k] \hat{y}_k - \hat{y}_c \hat{y}_k) = -y_k - \sum_{c=1}^C (-y_c) \hat{y}_k = \hat{y}_k - y_k$$

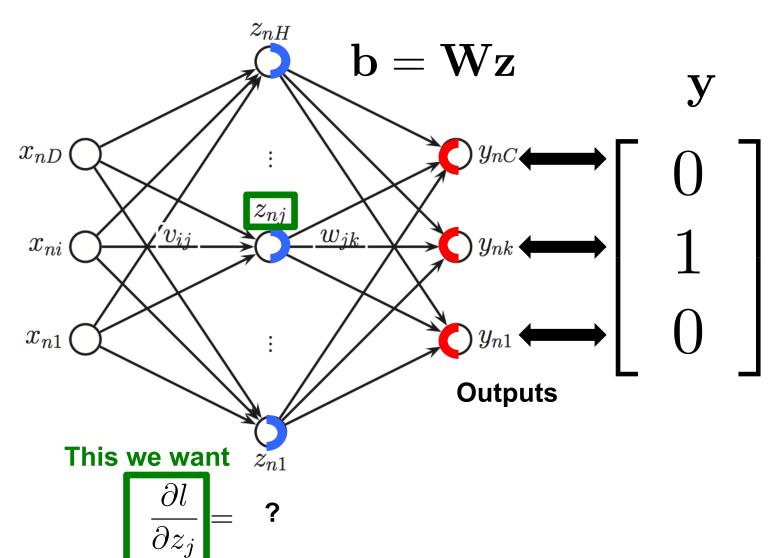






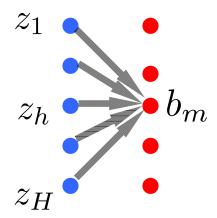






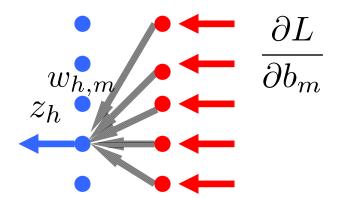
Linear layer in forward mode: all for one

$$b_m = \sum_{h=1}^{H} z_h w_{h,m}$$



Linear layer in backward mode: one from all

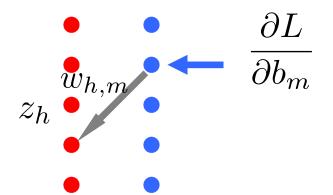
$$b_m = \sum_{h=1}^{H} z_h w_{h,m}$$



$$\frac{\partial L}{\partial z_h} = \sum_{c=1}^{C} \frac{\partial L}{\partial b_c} \cdot \frac{\partial b_c}{\partial z_h} = \sum_{c=1}^{C} \frac{\partial L}{\partial b_c} w_{h,c}$$

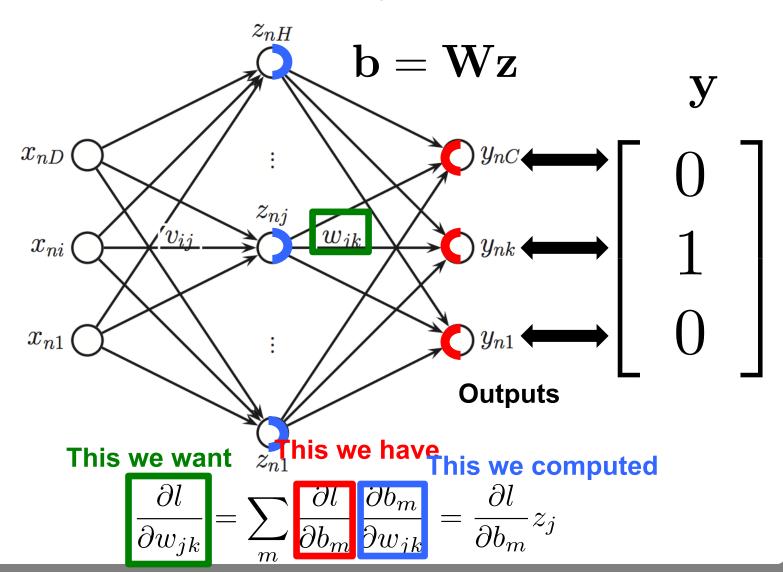
Linear layer parameters in backward: 1-to-1

$$b_m = \sum_{h=1}^{H} z_h w_{h,m}$$

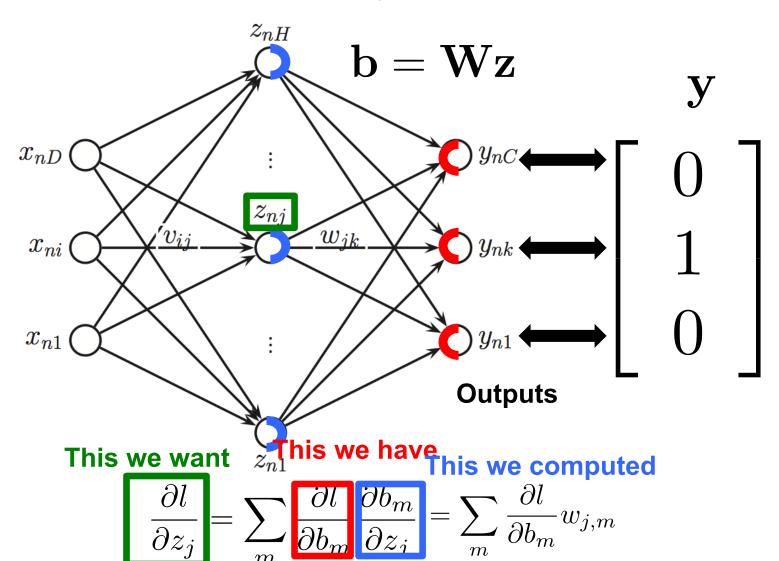


$$\frac{\partial L}{\partial w_{h,m}} = \sum_{c=1}^{C} \frac{\partial L}{\partial b_c} \cdot \frac{\partial b_c}{\partial w_{h,m}} = \frac{\partial L}{\partial b_m} z_h$$

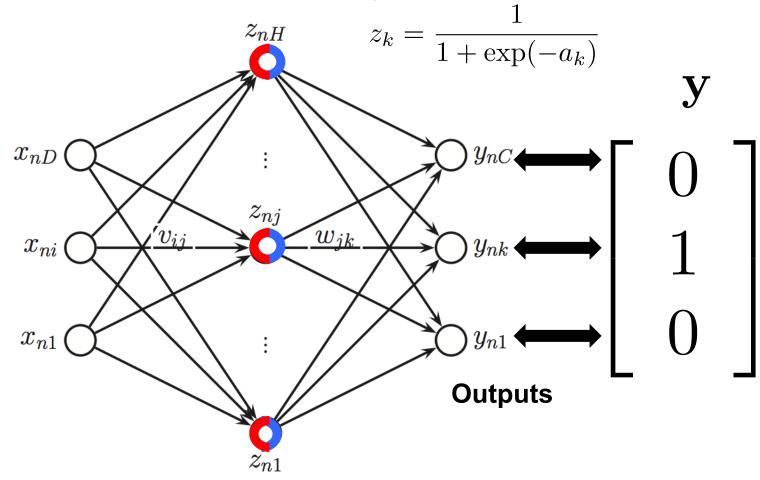






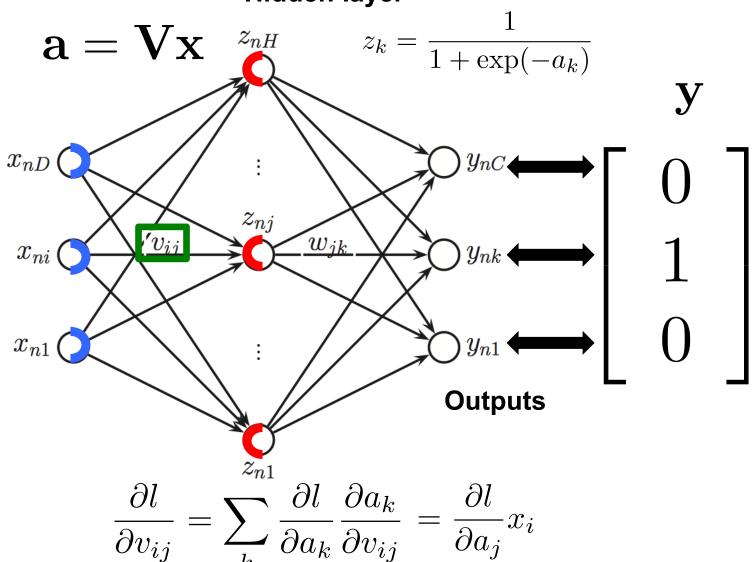




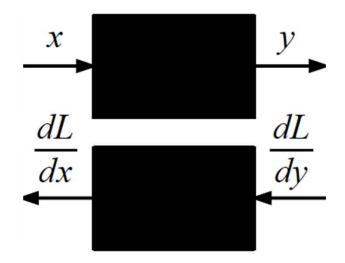


$$\frac{\partial l}{\partial a_k} = \sum_{m} \frac{\partial l}{\partial z_m} \frac{\partial z_m}{\partial a_k} = \frac{\partial l}{\partial z_k} g'(a_k) = \frac{\partial l}{\partial z_k} g(a_k) (1 - g(a_k))$$





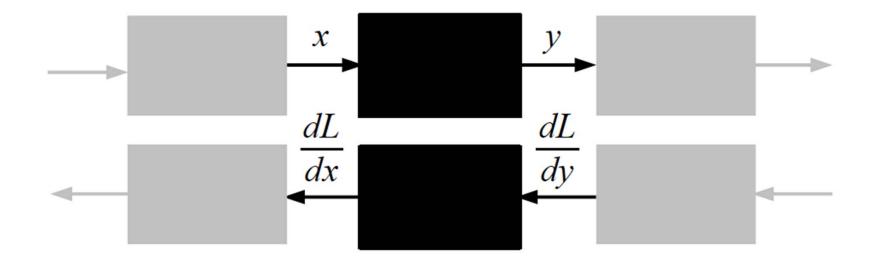
Chain Rule



Given y(x) and dL/dy, What is dL/dx?

$$\frac{dL}{dx} = \frac{dL}{dy} \cdot \frac{dy}{dx}$$

'another brick in the wall'



Given y(x) and dL/dy, What is dL/dx?

$$\frac{dL}{dx} = \frac{dL}{dy} \cdot \frac{dy}{dx}$$

