## CS 360: Machine Learning

### Sara Mathieson, Sorelle Friedler Spring 2024



# Admin

- Lab 7 check in today
  - Should be finished with the fully connected network
- Project proposal due April 8 (short)

• I may receive a call

# **Outline for April 2**

• Finish CNNs

• Neural network regularization

Backpropagation

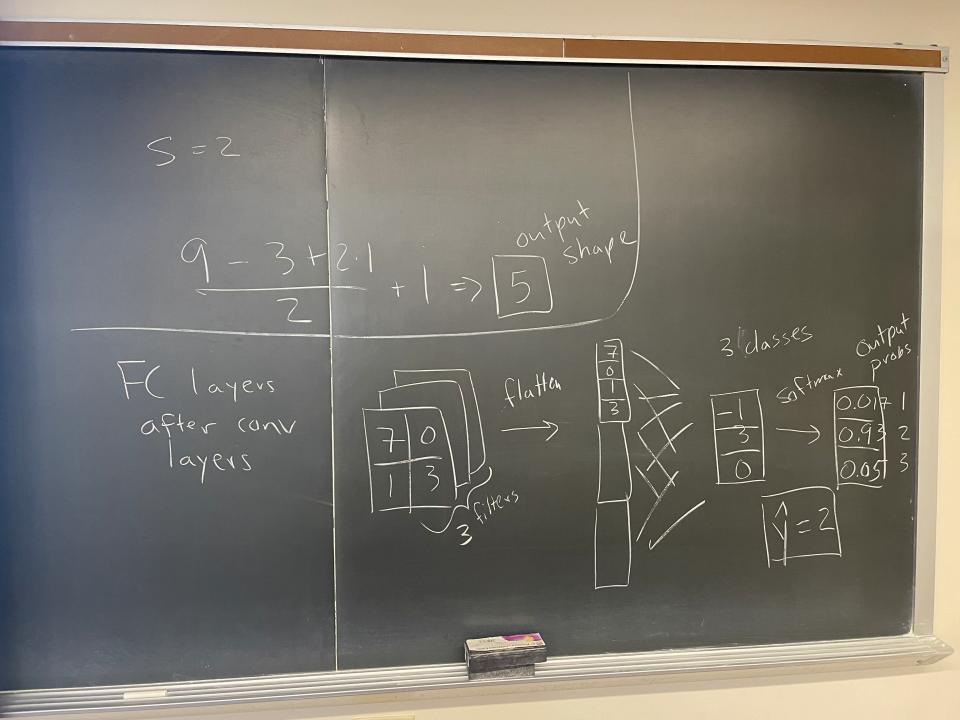
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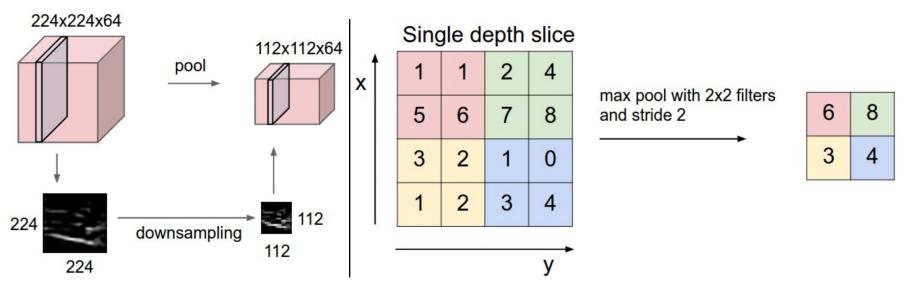
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CNN filters • W = input width 0 0 0 0 0 F = filter Size (almost always odd)
P = padding on W-F+2P one side without podding =7 formula for Ontput · S = Stride W-F+ZP Shape + | how much to nen input Aprical Shift the 2.1+1=9 with padding Shape filter each Pass



# Pooling



Pooling layer downsamples the volume spatially, independently in each depth slice of the input volume. Left: In this example, the input volume of size [224x224x64] is pooled with filter size 2, stride 2 into output volume of size [112x112x64]. Notice that the volume depth is preserved. Right: The most common downsampling operation is max, giving rise to max pooling, here shown with a stride of 2. That is, each max is taken over 4 numbers (little 2x2 square).

(a) Which steps require parameter learning? (out of CONV, RELU, POOL, FLATTEN, FC)

(b) First layer params

(c) Second layer params

(d) Third layer params

(e) Total # params

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(b) First layer params 5\*5\*3\*20 + 20 = 1520

(c) Second layer params 3\*3\*20\*10 + 10 = 1810

(d) Third layer params 8\*8\*10\*10 + 10 = 6410

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If we had a FC with  $p_1$ =100 and  $p_2$ =50, we would have 312,860 params to learn (check this after class). CNN is much better!

(a) W=10, F=7, P=3, S=3

(b) Draw padding

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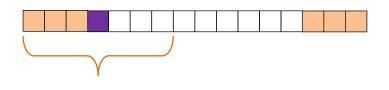
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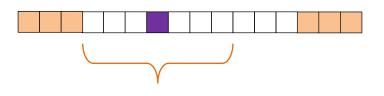
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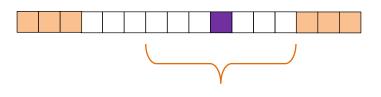
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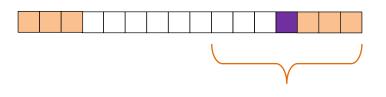
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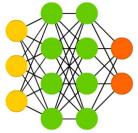
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#### A mostly complete chart of **Neural Networks** ©2016 Fjodor van Veen - asimovinstitute.org

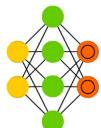
Deep Feed Forward (DFF)







Sparse AE (SAE)



### Perceptron (P) Feed Forward (FF) Radial Basis Network (RBF) Recurrent Neural Network (RNN) Long / Short Term Memory (LSTM) Auto Encoder (AE) Variational AE (VAE) Denoising AE (DAE)

Input Cell Noisy Input Cell Hidden Cell Probablistic Hidden Cell Spiking Hidden Cell Output Cell

Match Input Output Cell

Backfed Input Cell

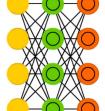
**Recurrent Cell** 

Memory Cell



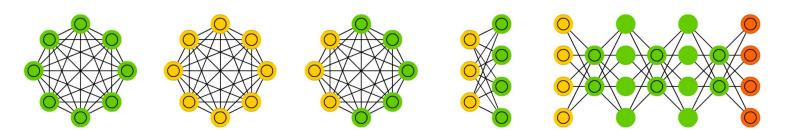
Kernel

**Convolution or Pool** 

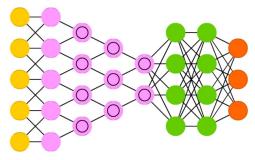


Gated Recurrent Unit (GRU)

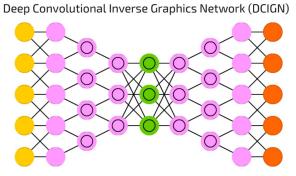
Image from Neural Network Zoo: http://www.asimovinstitute.org/neural-network-zoo/



Deep Convolutional Network (DCN)

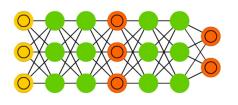


Deconvolutional Network (DN)



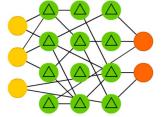
Liquid State Machine (LSM) Extreme Learning Machine (ELM)

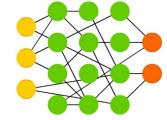
Echo State Network (ESN)

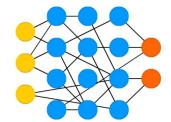


Generative Adversarial Network (GAN)

Deep Residual Network (DRN)

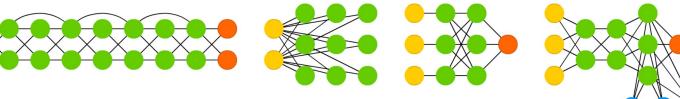






 ${\it Kohonen\,Network\,(KN)}\quad {\it Support\,Vector\,Machine\,(SVM)}$ 





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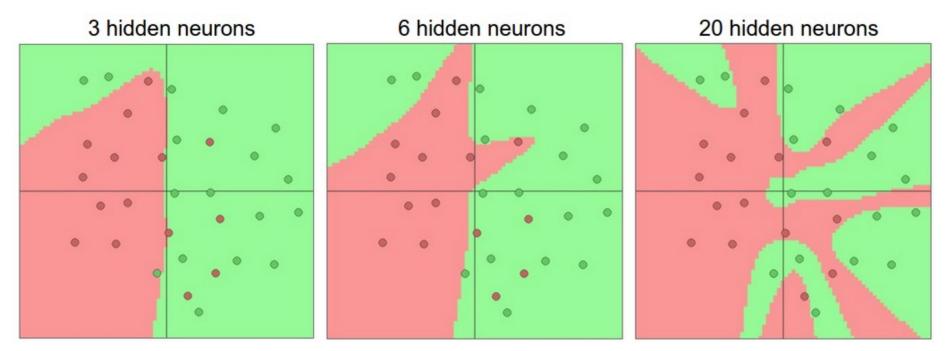
# Weight initialization

• We still have to initialize the pre-training

 All O's initialization is bad! Causes nodes to compute the same outputs, so then the weights go through the same updates during gradient descent

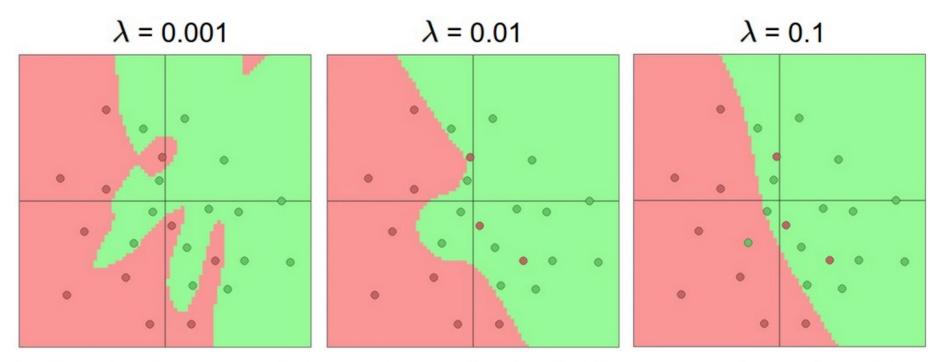
 Need asymmetry! => usually use small random values

### More hidden units can contribute to overfitting



Larger Neural Networks can represent more complicated functions. The data are shown as circles colored by their class, and the decision regions by a trained neural network are shown underneath. You can play with these examples in this ConvNetsJS demo.

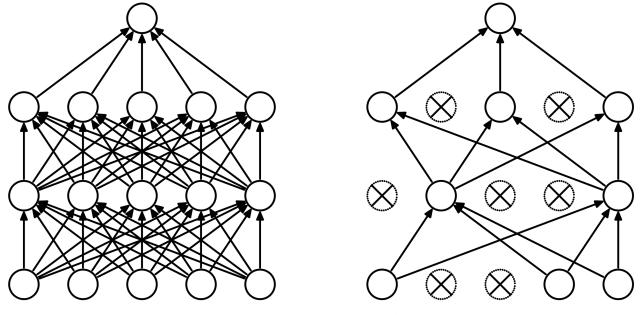
However! It is always better to use a more expressive network and regularize in other ways



The effects of regularization strength: Each neural network above has 20 hidden neurons, but changing the regularization strength makes its final decision regions smoother with a higher regularization. You can play with these examples in this ConvNetsJS demo.

### One regularization approach: dropout

 Idea: keep a neuron active with some probability p, otherwise, do not send its output forward to the next layer



(a) Standard Neural Net

(b) After applying dropout.

Image and more information: "Dropout: A Simple Way to Prevent Neural Networks from Overfitting"

http://www.cs.toronto.edu/~rsalakhu/papers/srivastava14a.pdf

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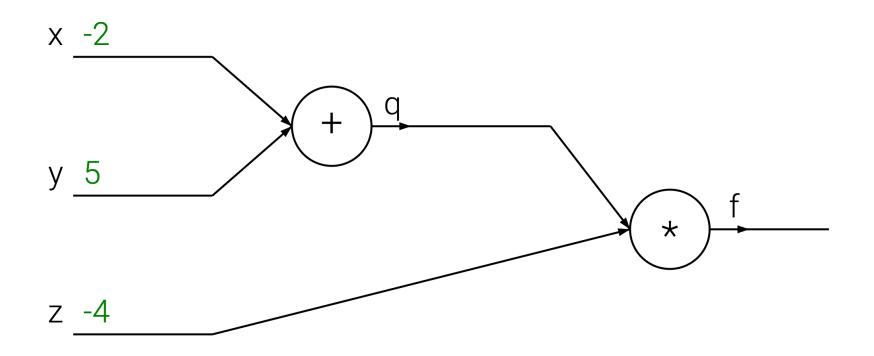
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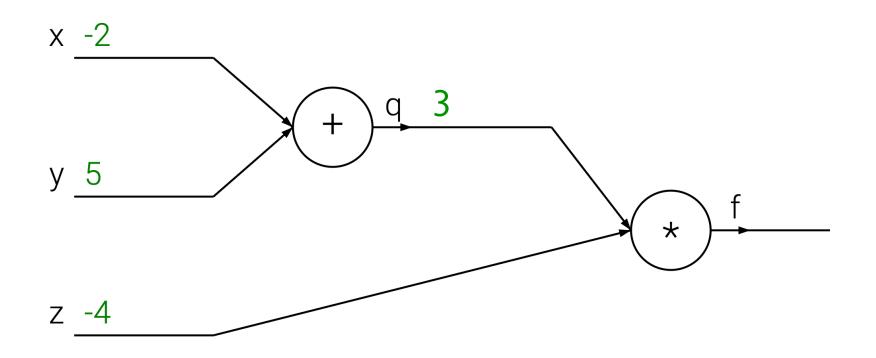
# Backpropagation

- High-level goal: we want to know how the output depends on the input
- Issue: network is very complicated and overall gradient may be difficult to compute
- Idea: use the chain rule to compute local gradients throughout the network
- Takeaway: nodes can know about their value and local gradient without knowing about the network they are imbedded in

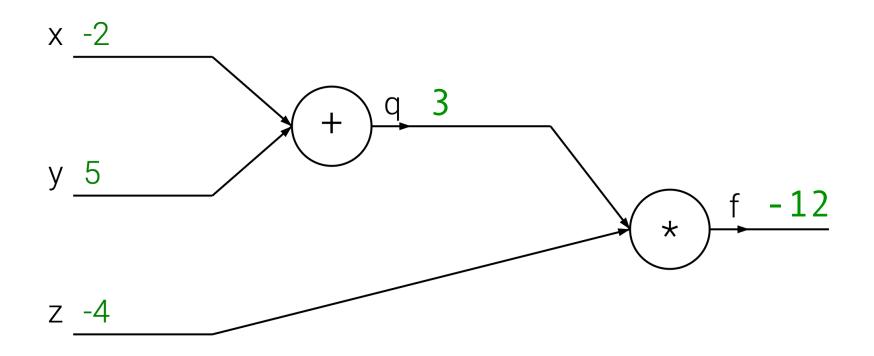
Forward pass: compute values



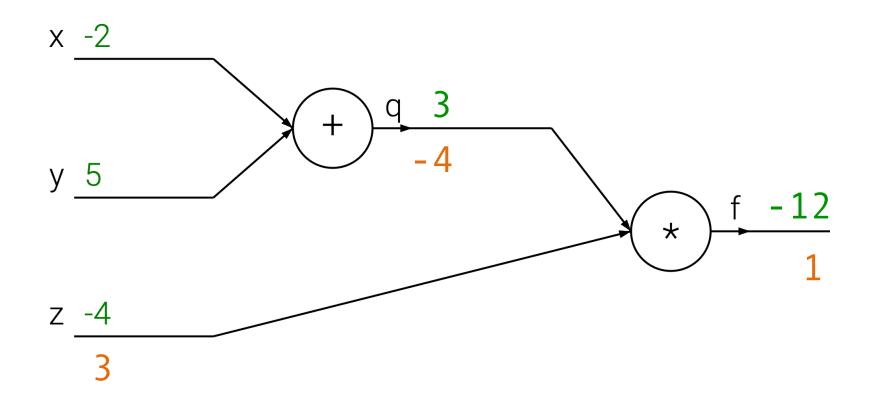
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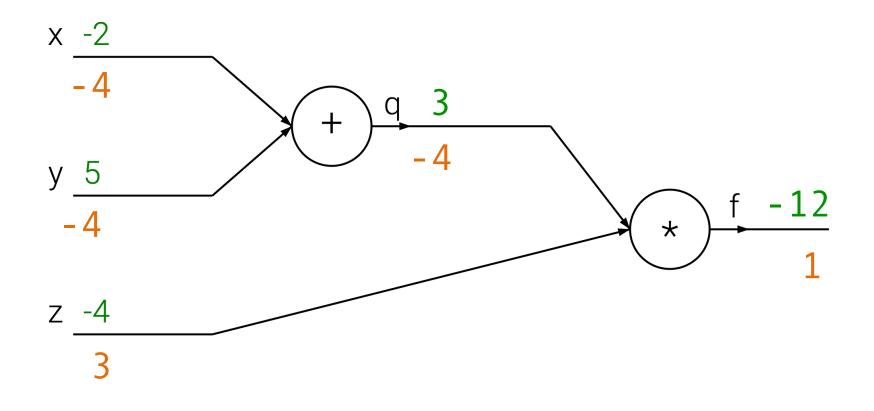
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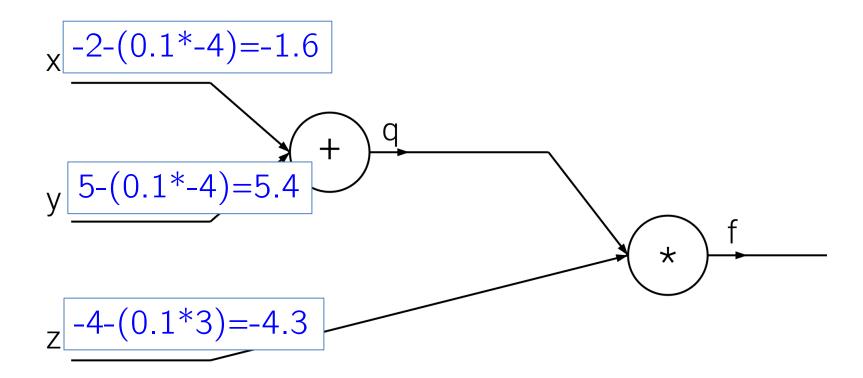
Backward pass: compute local gradients



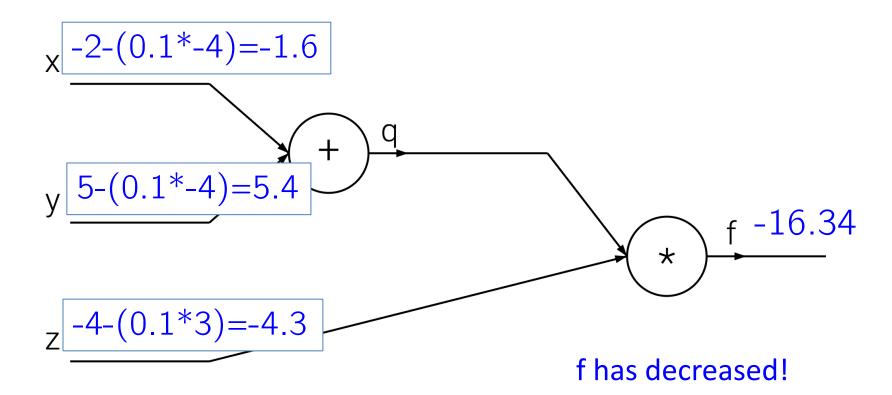
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Now if we wanted to minimize f => opposite direction of gradient



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9=×+4 Forward pass => compute loss above lines  $\times \frac{-2}{1.(-4)}$ Min f= g2 9. df. df 2-4 3.1 99 ) Dq  $\frac{\partial g}{\partial z} = g$ Dachward Pass below lines

 $\frac{mize}{x + x - 9} + \frac{3f}{\delta x} + \frac{f(x, y, z)}{f(x, y, z)} = (-1.6 + 5.4)(-4.3) + \frac{2}{5} + \frac{1}{5} + \frac$ Minimize f #4 and #5  $\gamma \in S.\gamma$ (#2 on Your  $\frac{2 \leftarrow -4 - 0.1(3)}{[2 \leftarrow -4.3]}$ Ø

Ogistic regression Jato W,=2 XX, 0.88 0.88 Wz=-1.0.88 2 3.0.88 0.88  $\begin{array}{c} \mathcal{G} = w_z, x_z \\ = w_z, z \end{array}$ b =3 8.33. 88  $\frac{\partial k}{\partial h} = \frac{1}{1 = h_{1}^{2} \epsilon_{1}^{2}}$ 2h = h(z)(1-h(z)) 1.0.88  $= h(2)(1-h(2)) = 0 \\ + h(2)($ 1-0.88

0

 $l(h) = -\gamma \log h - (1 - \gamma) \log(1 - h)$  $l_0(h) = -\log(1 - h)$ 

