

Neural Networks

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Fundamentals

Good Old Fashioned (Symbolic) AI

Focused on **logical reasoning** instead of semantic cues.

The AI, in itself, is a bunch of **rules** which it uses to arrive at a **conclusion** given a set of **predicates**. But the system knows nothing about the **semantics** of the rules/predicates.

In the following, we consider the scenario where Carol works_at a restaurant as a waitress, Alice orders a pizza.

Predicates would be:

```
works_at(restaurant,waitress, Carol)
orders(Alice, pizza)
```

A rule could say:

```
if works_at(restaurant,waitress, A) && orders(B, food) → then serves(A, food, B)
```

Conclusion: Carol serves pizza to Alice.
serves(Carol,pizza,Alice)

But what does it mean to order a pizza?



I Am Developer

@iamdeveloper



You say: "We added AI to our product"
I hear: "We added a bunch more IF
statements to our codebase"

2/10/17, 7:07 AM

434 RETWEETS **765** LIKES

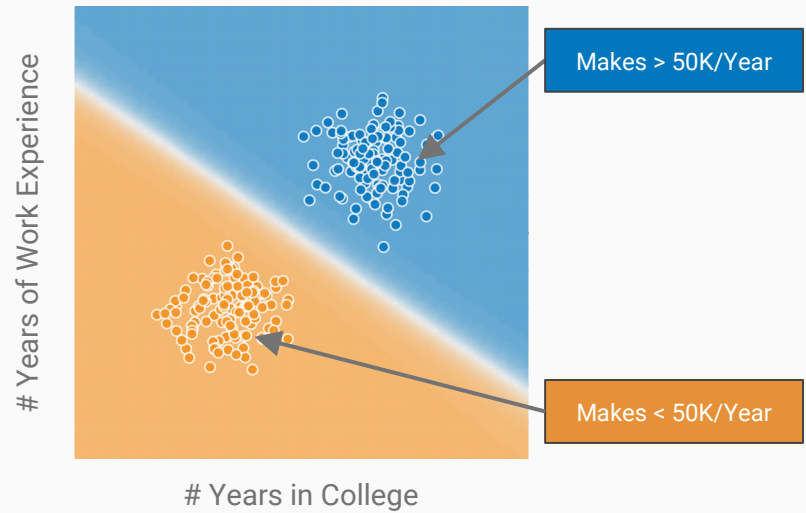


Machine Learning: A Framework for Data-Driven AI

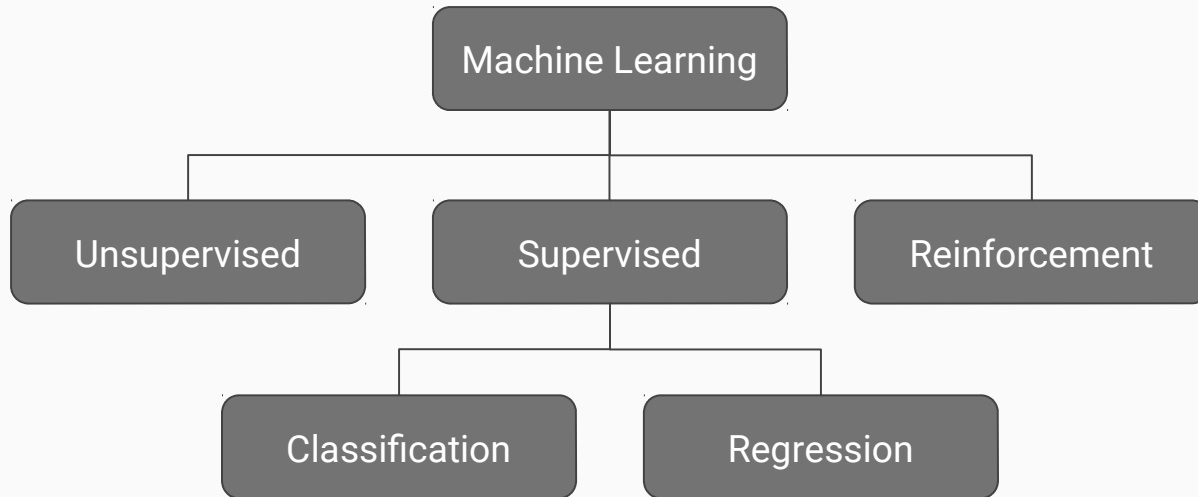
The Big Idea: **Learn Models from Data.**

Example Problem: Given the number of years spent in college and work experience, predict if a person makes more or less than \$50K/year.

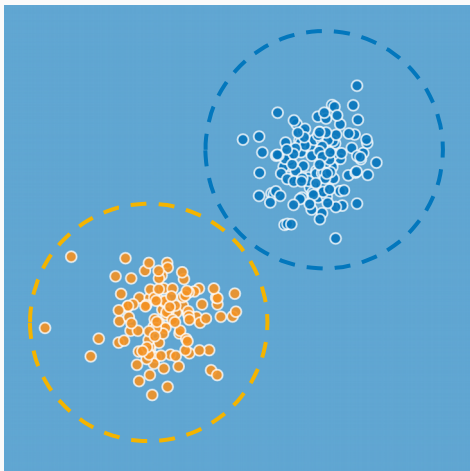
Given: Some training data obtained by polling (say) 100 individuals whether they make more than 50K a year and the time they've spent in college and at work.



Taxonomy of Machine Learning Algorithms

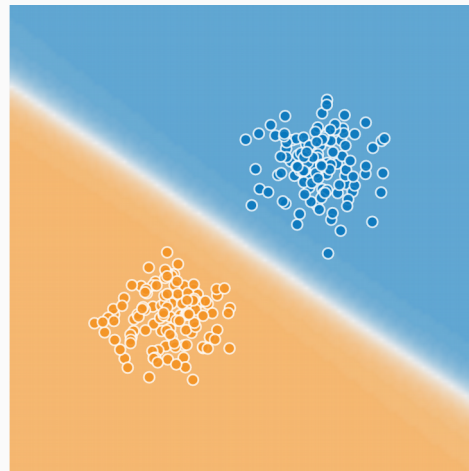


Supervised vs. Unsupervised Learning



Unsupervised Learning

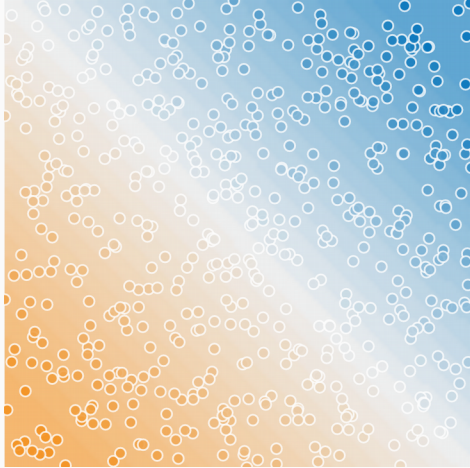
The *label* (i.e. the knowledge if the person makes more than 50K a year) is not known, but we could still **find patterns** in the data, e.g. by clustering.



Supervised Learning

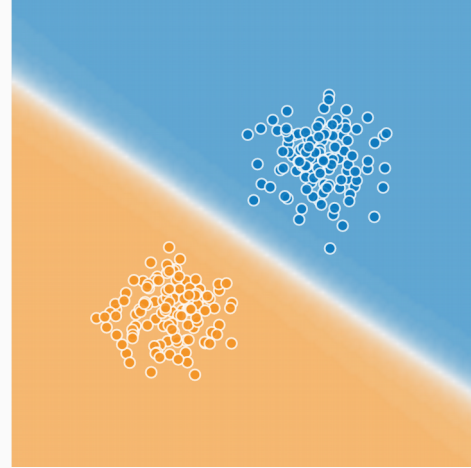
The *label* is given, and we require the model to **predict** a label given new input.

Classification vs. Regression Problems



Regression

The label is a continuous number, specifying **exactly how much** the person makes.



Classification

The label is categorical, i.e. it says **whether** a person makes more or less than 50K.

Neural Networks

A black and white photograph showing two men, Frank Rosenblatt and a colleague, working on the Mark 1 Perceptron in the late 1950s. They are both wearing light-colored shirts and are focused on a complex piece of electronic equipment. The man on the left is wearing glasses and is looking down at the device. The man on the right is also looking down and appears to be adjusting a component. The equipment consists of a metal box with various wires, a dial, and other electronic components. The background is dark, and the overall tone is serious and professional.

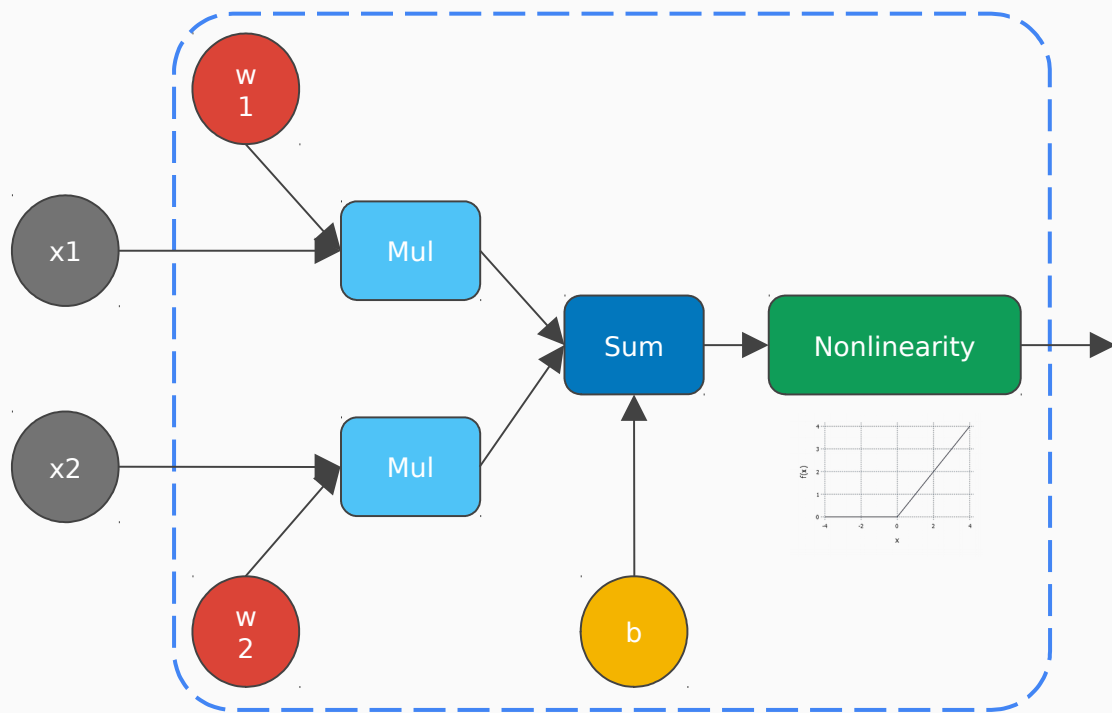
They've been around
for a while now...

Frank Rosenblatt and Colleague working on the Mark 1 Perceptron in the
late 1950s.

The Perceptron as the Building Blocks of Neural Networks

The perceptron is the simplest possible neural network, also often called a **neuron**.

Mathematically, it can be expressed as a scalar product between two vectors, followed by an application of some nonlinear function.

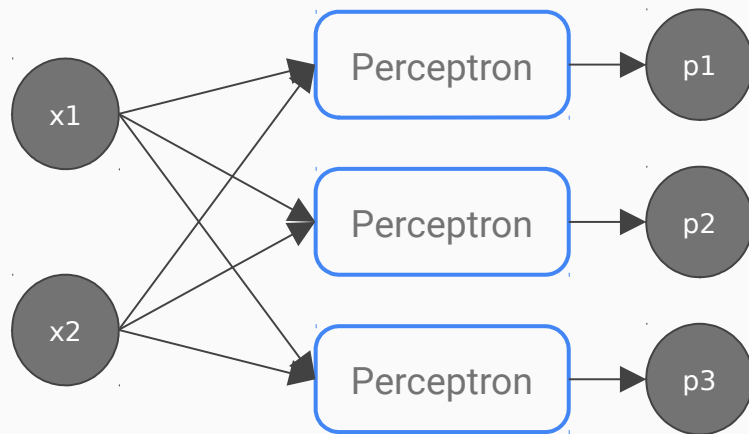


$$p(x_1, x_2) = \sigma \left((w_1 \ w_2) \cdot \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} + b \right)$$

Stacking Perceptrons to make a Layer

A **layer** in a neural network is a stack of perceptrons.

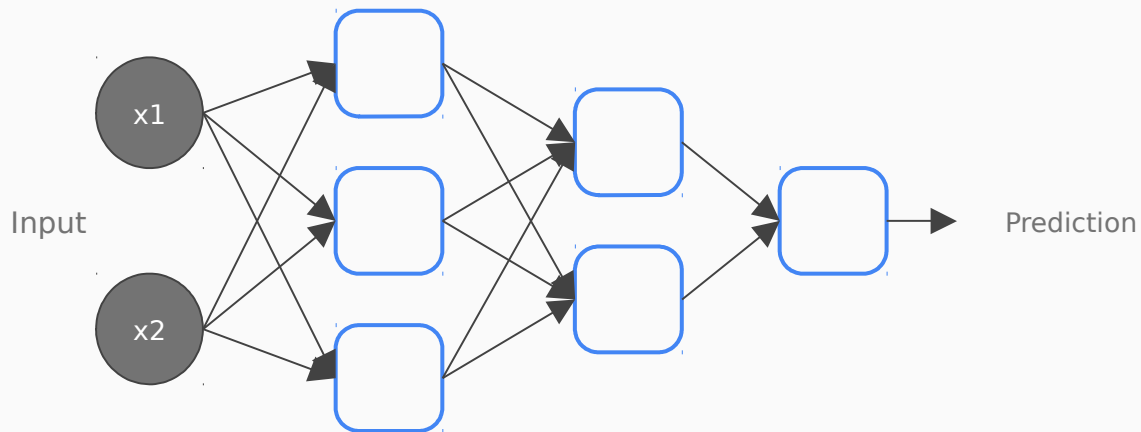
Mathematically, it can be expressed as a matrix multiplication followed by the elementwise application of a nonlinear function.



$$\begin{pmatrix} p_1 \\ p_2 \\ p_3 \end{pmatrix} = \sigma \left(\begin{pmatrix} w_{1,1} & w_{1,2} \\ w_{2,1} & w_{2,2} \\ w_{3,1} & w_{3,2} \end{pmatrix} \cdot \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} + \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix} \right)$$

Composing Layers to make a MLP

Multiple layers can be composed to make a **multi-layered perceptron**, or simply a **fully-connected deep neural network**.



A multi-layer perceptron of 3 layers with (3, 2, 1) neurons.

Automatic Differentiation

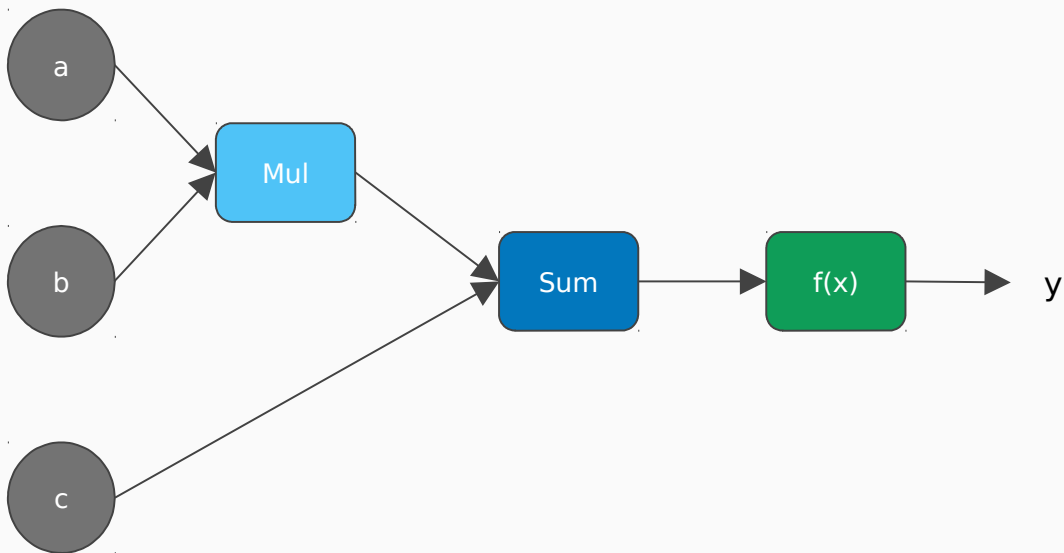
Make Networks Train Again!

Production neural networks often have tens of millions of weights and bias parameters. Automatic Differentiation (or **backpropagation**) is crucial for training.

Computational Graph

A computational graph is a graphical way of representing a mathematical expression.

Why do we care? Neural networks can be expressed as computational graphs.



$$y = f((a * b) + c)$$

Forward & Backward Pass

A forward pass through a node in a computational graph is the same as evaluating it for a given input.

A backward pass through a node means to evaluate the gradient of some **dummy function** with respect to the input of the node from the gradient of the same function with respect to the output of the node.

The gradients of this dummy function w.r.t to a given variable is called the **delta** of the variable.



$$y = f(x)$$

Forward



$$\frac{\partial}{\partial x}(\cdot) = \frac{\partial f}{\partial x} \frac{\partial}{\partial f}(\cdot) = \frac{\partial f}{\partial x} \frac{\partial}{\partial y}(\cdot)$$

Backward

Forward & Backward Pass

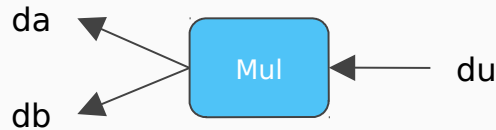
A forward pass through a node in a computational graph is the same as **evaluating it for a given input**.

A backward pass, on the other hand, is equivalent to **computing the gradient of the output with respect to the input**.



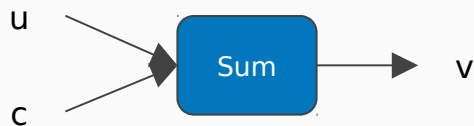
$$u = ab$$

Forward

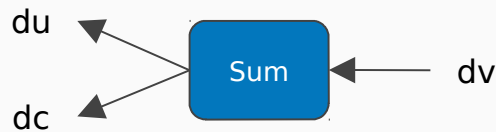


$$\frac{\partial}{\partial a} = \frac{\partial(ab)}{\partial a} \frac{\partial}{\partial u}(\cdot) = b \frac{\partial}{\partial u}(\cdot)$$

Backward



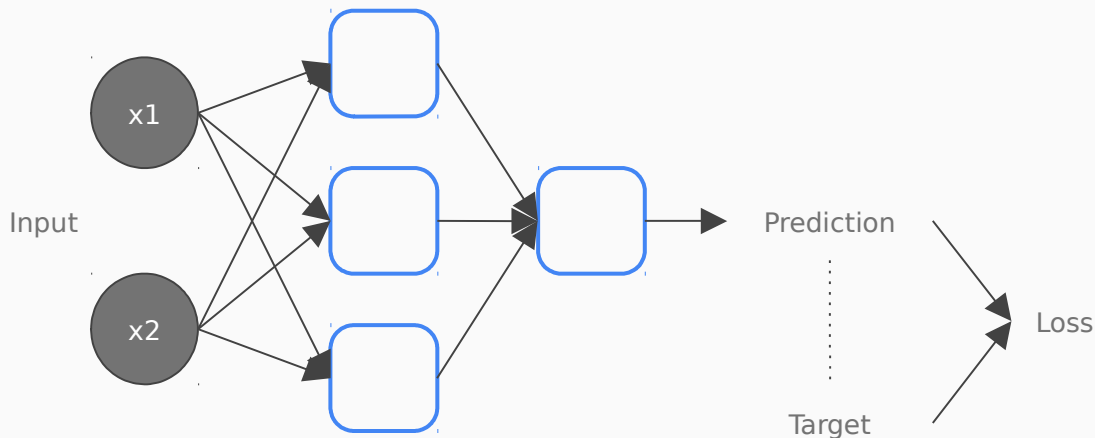
$$v = u + c$$



$$\frac{\partial}{\partial u}(\cdot) = \frac{\partial(u + c)}{\partial u} \frac{\partial}{\partial v}(\cdot) = \frac{\partial}{\partial v}(\cdot)$$

AutoDiff and Neural Networks

Automatic differentiation can be used to compute the gradient of a **loss function** with respect to the parameters of the network.



$$\text{Loss} = (1/2) * (\text{Prediction} - \text{Target})^2$$

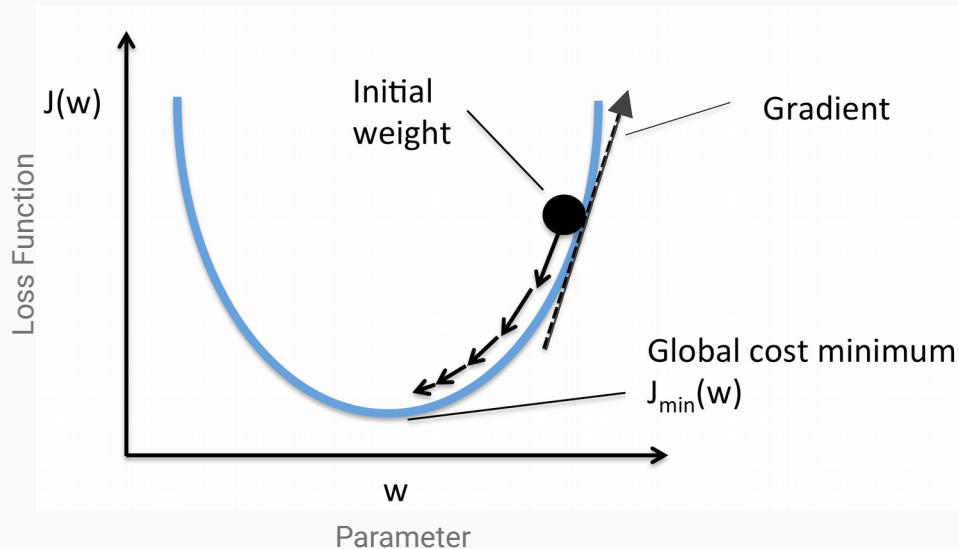
$$d(\text{Prediction}) = \text{Prediction} - \text{Target}$$

$$d(w) = \dots, d(b) = \dots$$

Optimization with Gradient Descent

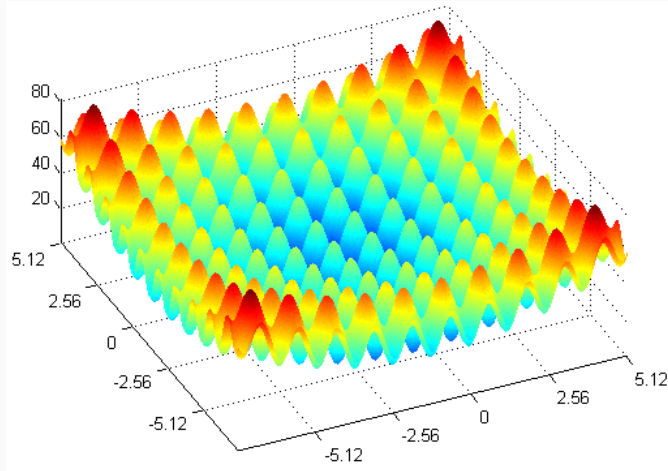
We have the gradients w.r.t the cost function.

We use this gradient to **descent** into a (local) minimum of the loss function.

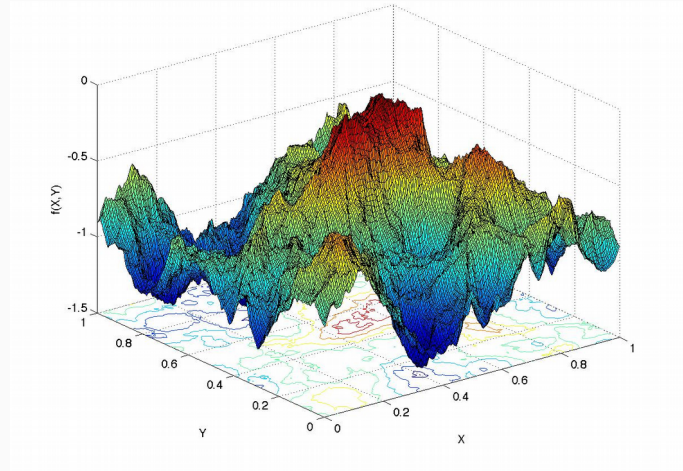


$$w \rightarrow w - \text{learning_rate} * dw$$

But the optimization problem could look like anything between:



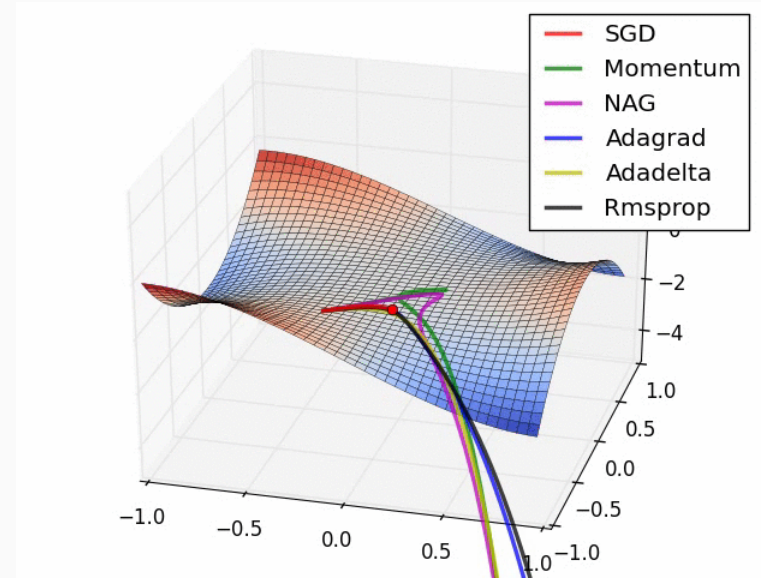
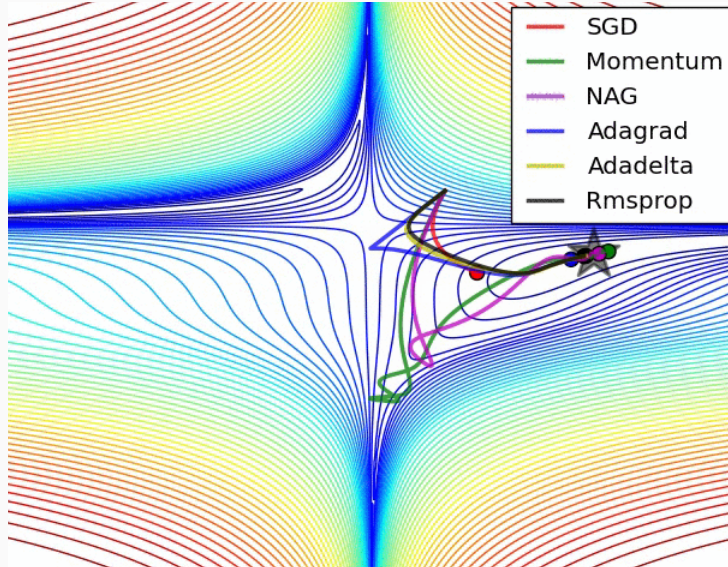
and



<http://descriptor.blogspot.de/2012/11/non-convex-function-rastrigin.html>
<https://www.cs.bham.ac.uk/research/projects/ecb/displayDataset.php?id=150>

The optimization problem is anything but easy.

Sophisticated Gradient-Based Optimizers do tend to help...



Click Me:

<http://imgur.com/a/Hqolp>

Live Demo

<http://playground.tensorflow.org/>

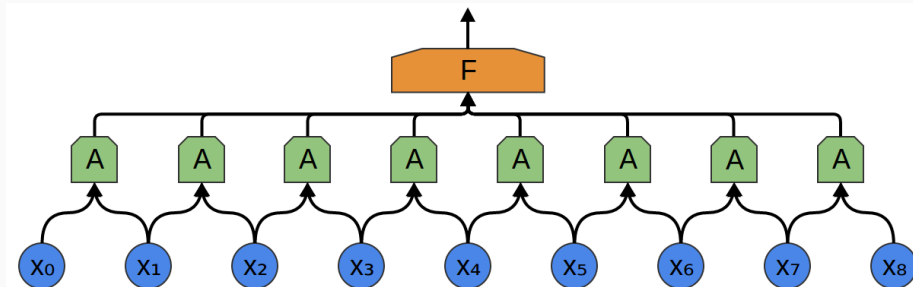
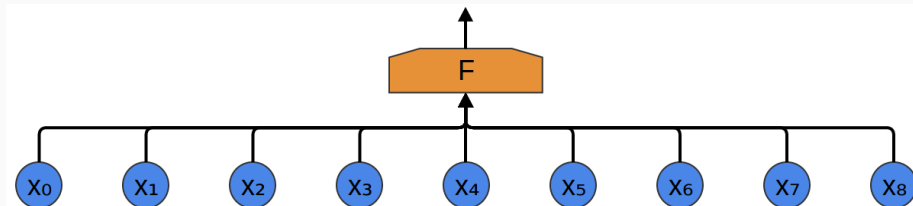
A stylized, low-resolution image of a city street scene. The scene includes a blue bus, several cars, and numerous pedestrians. The background shows buildings and trees. The entire image is overlaid with a semi-transparent dark blue rectangle. Centered within this rectangle is the text "Convolutional Neural Networks" in a large, white, sans-serif font.

Convolutional Neural Networks

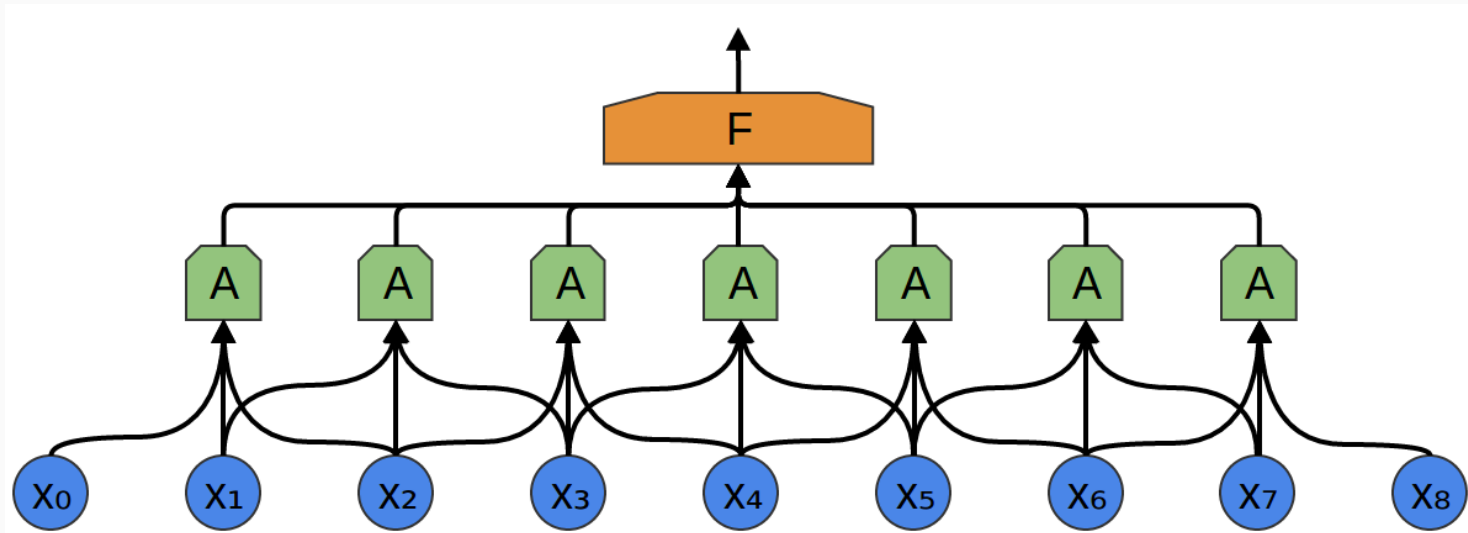
The Idea: Local Connectivity

In fully-connected layers: a **perceptron** sees **all inputs**.

In convolutional layers: **perceptrons** only see a **neighborhood of the input** at a time.

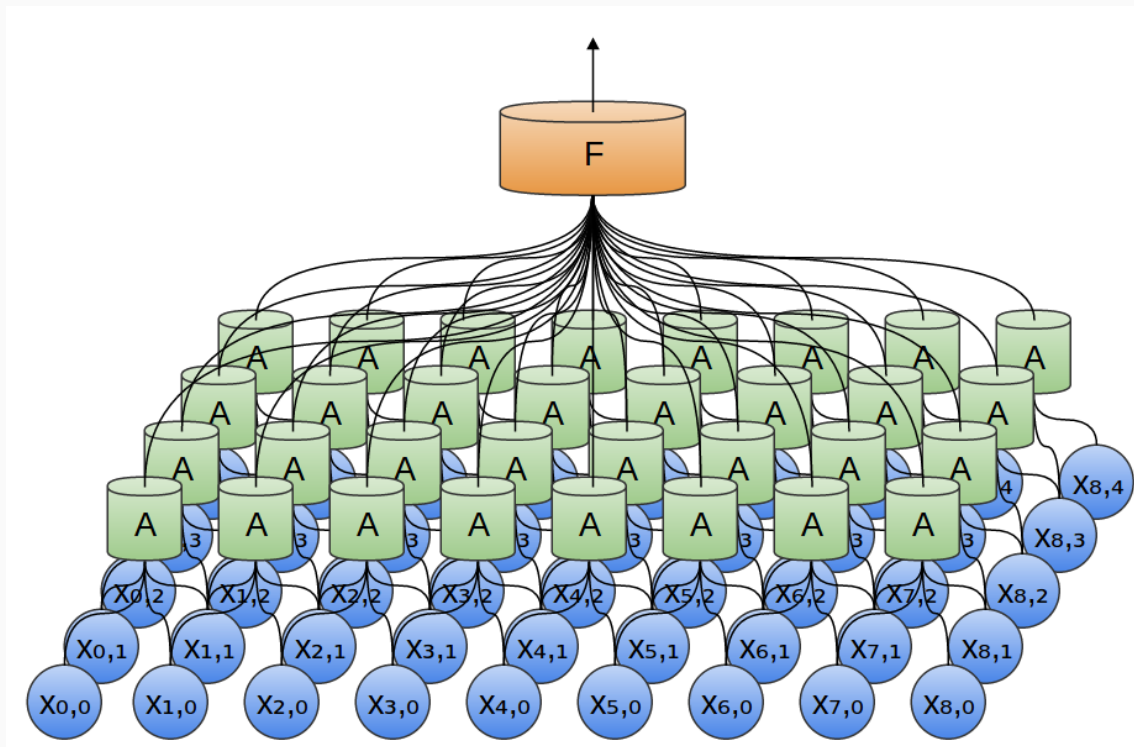


The Idea: Weight Sharing

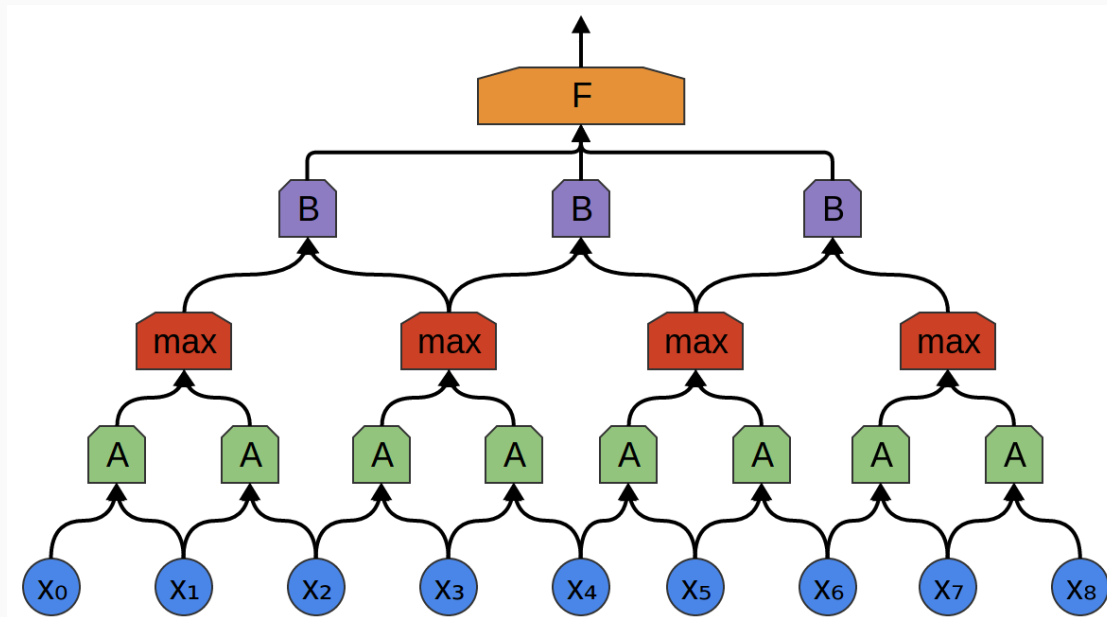


The perceptron layer **A** is **shared** between all neighborhoods of the **input**.

The Idea: in 2D

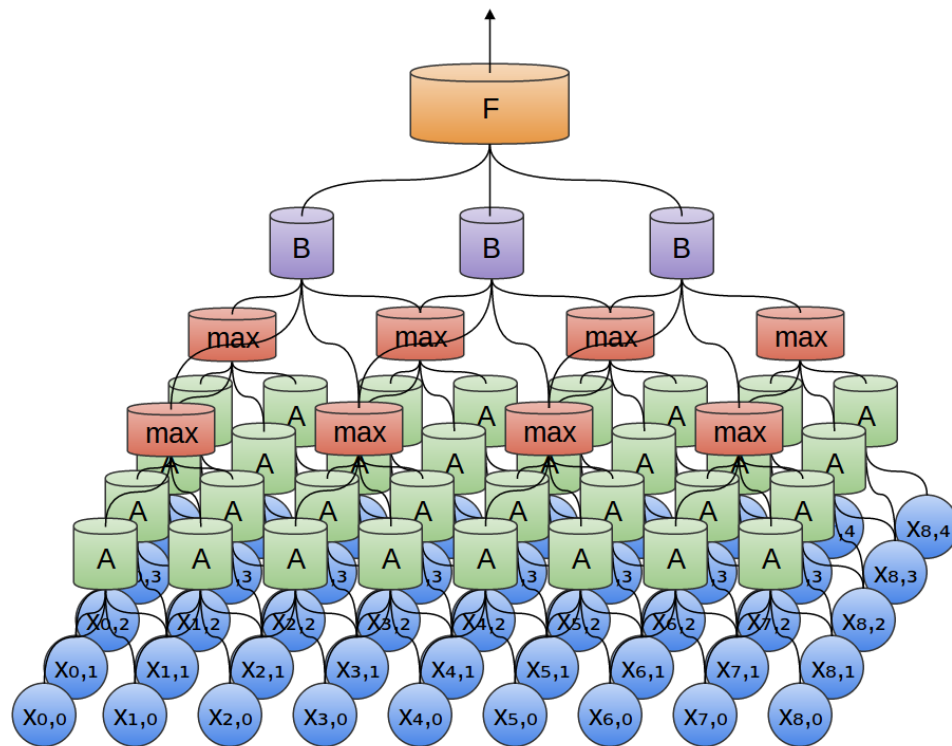


The Idea: Max-Pooling

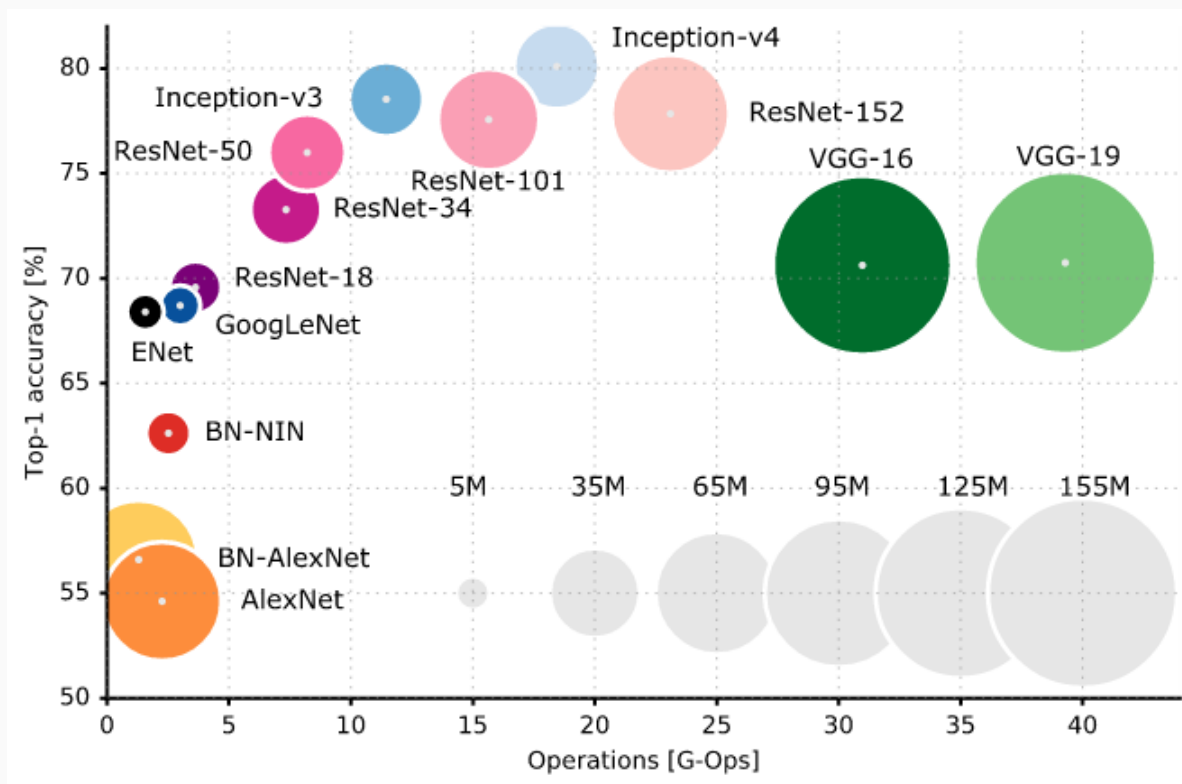


Max pooling layers are often used to aggregate spatial context.

The Idea: Implement with nD Convolutions



Popular Network Architectures



Live Demo



CS231n: Convolutional Neural Networks for Visual Recognition

Spring 2017



*This network is running live in your browser



Conv Nets: A Modular Perspective

Posted on July 8, 2014

neural networks, deep learning, convolutional neural networks, modular neural networks

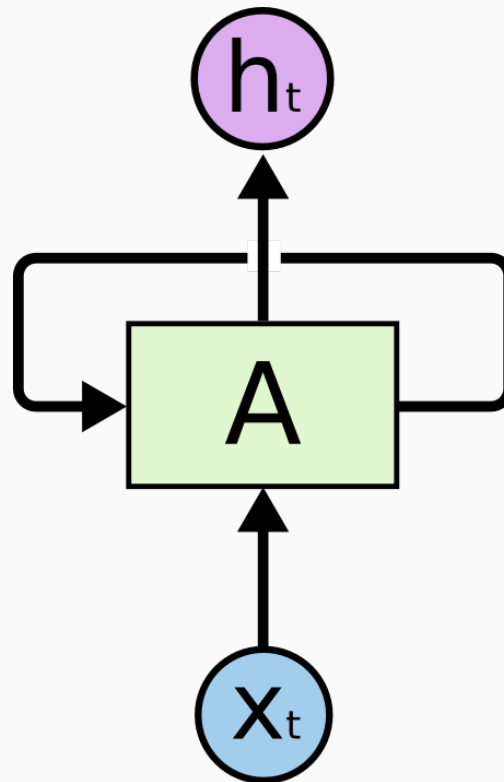


Recurrent Neural Networks

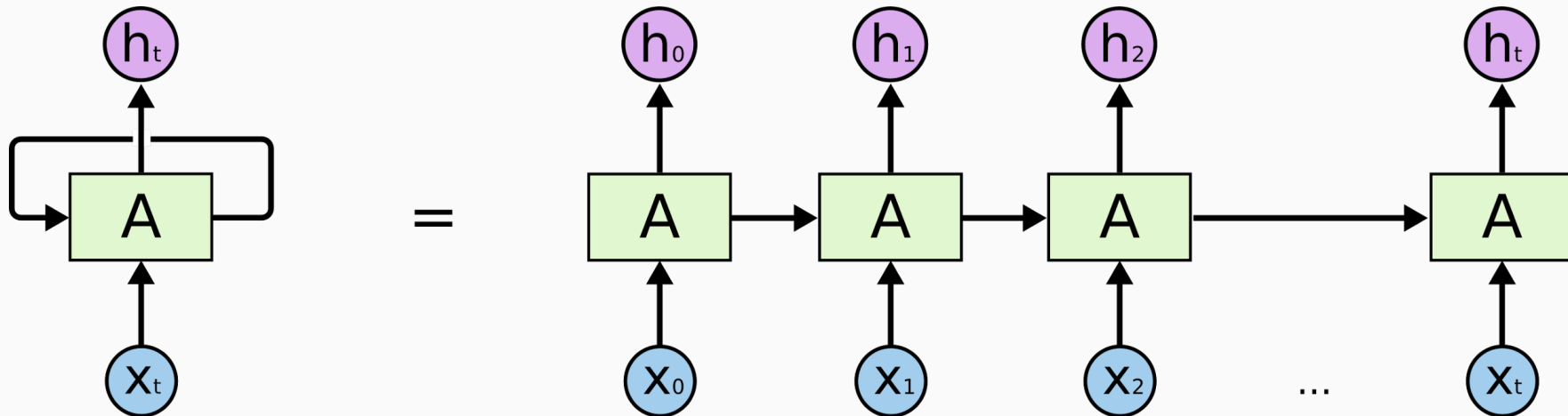
The Idea: Loops

Recurrent Neural Networks have **loops** - they are fed their own **output** as an **input** in the next time step.

<http://colah.github.io/posts/2015-08-Understanding-LSTMs/>

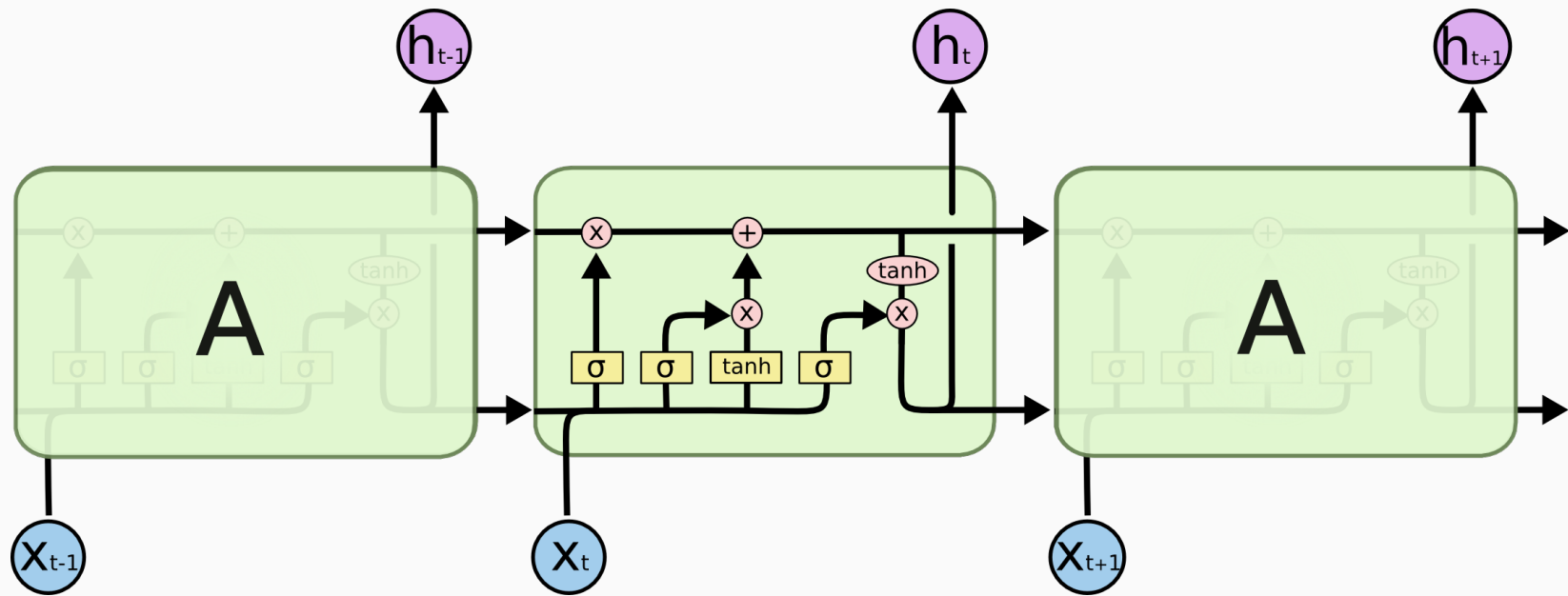


The Idea: Unrolling a RNN in time



A RNN can be **unrolled** in time to obtain a feedforward neural network.

The Idea: What happens in a RNN Cell stays in a RNN cell.

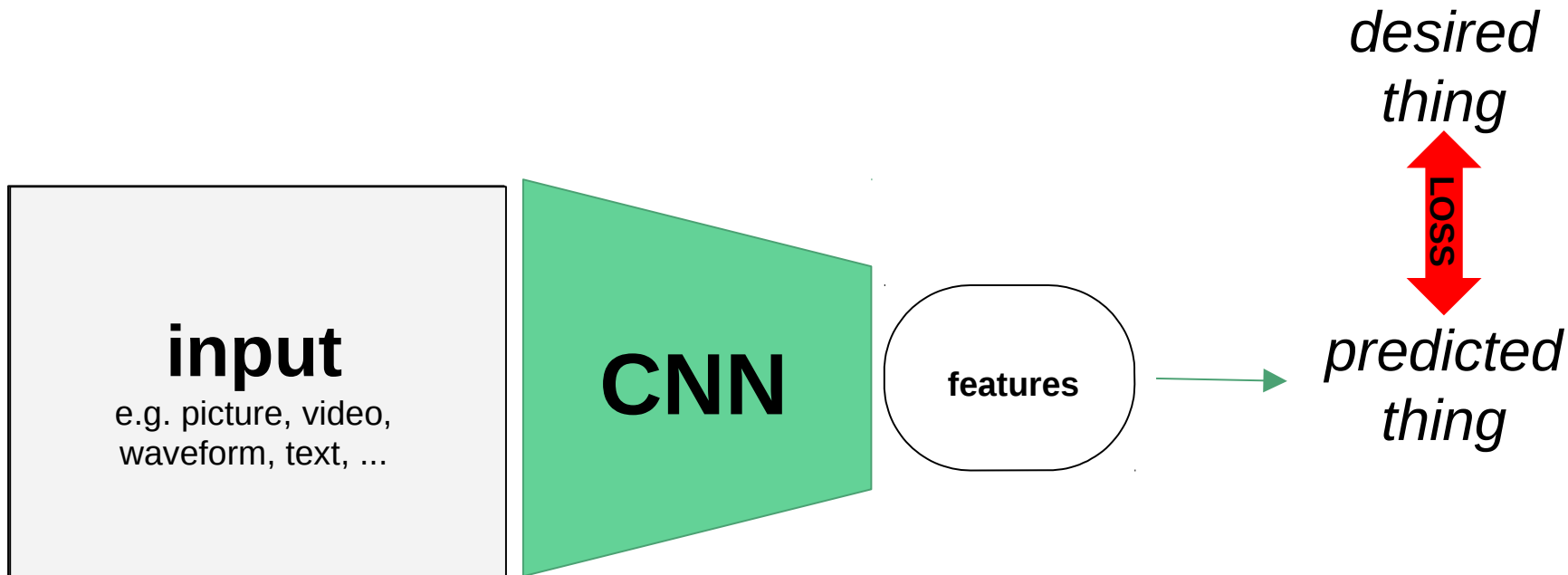


Schematic diagram of a Long Short-Term Memory Network.

Applications

II.) Applications

Specify some task...



Specify some task...

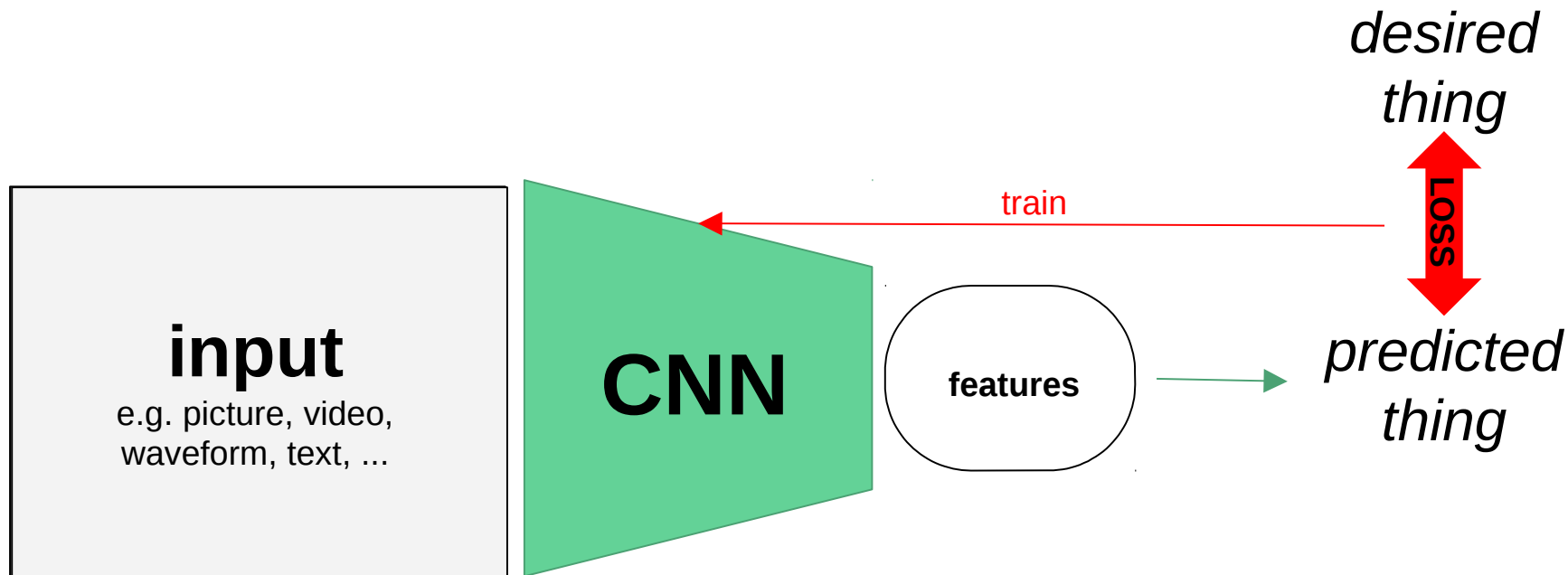
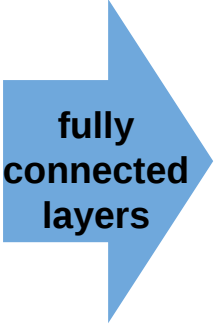
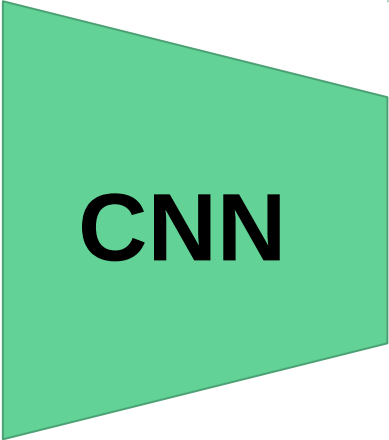


Image Classification

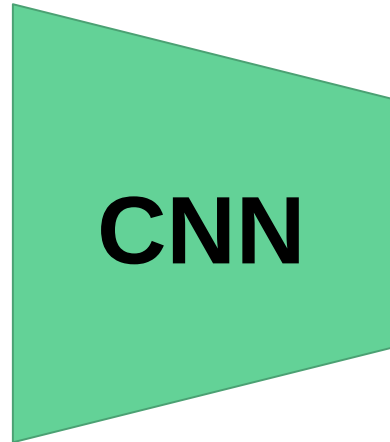


*cross entropy
loss*

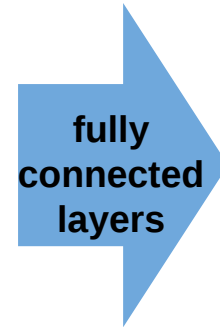


CAT

Localisation



feature map
e.g. 7x7x512

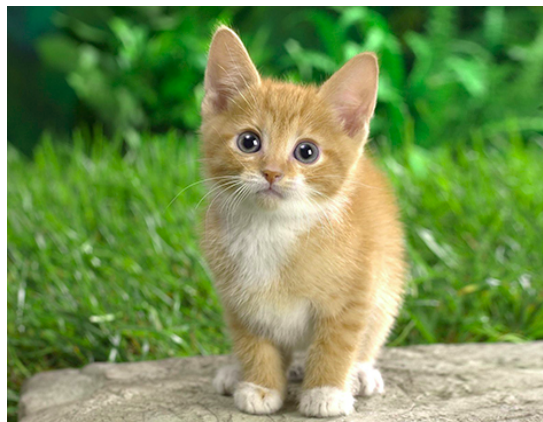


CAT

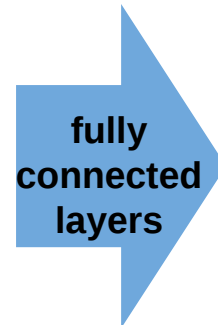
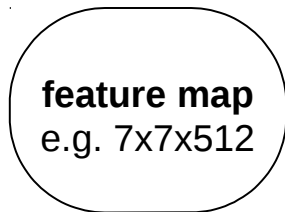
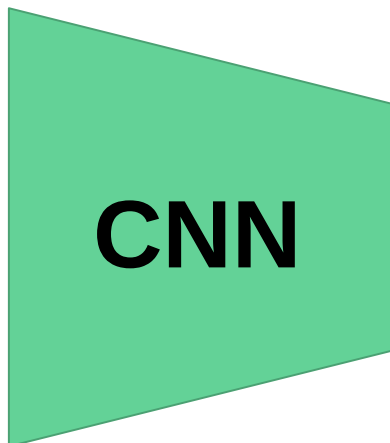
x,y,w,h

L2-distance

Localisation



CAT



CAT

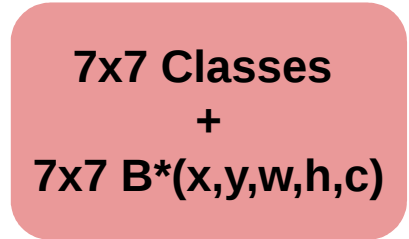
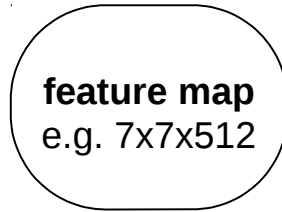
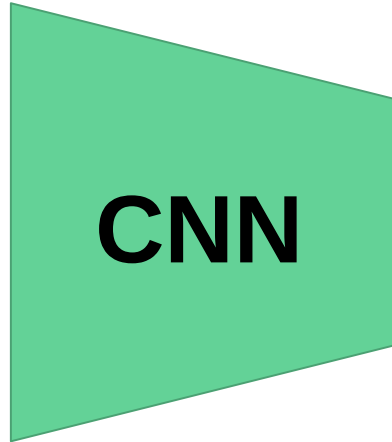
x,y,w,h

L2-distance

Detection



e.g. YOLO - Redmon et al, 2016

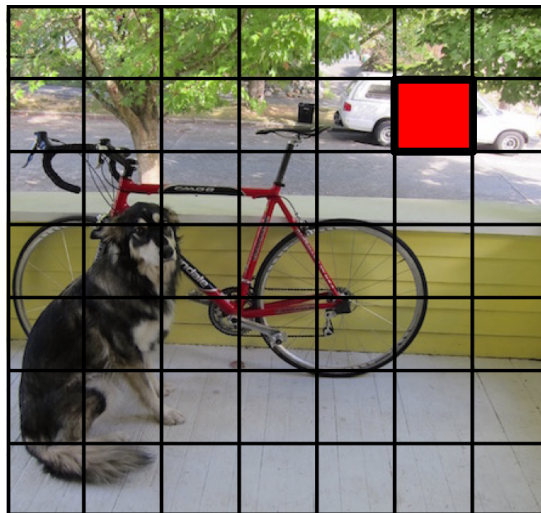


NMS & thresholding

Detection



e.g. YOLO - Redmon et al, 2016



CNN

feature map
e.g. $7 \times 7 \times 512$

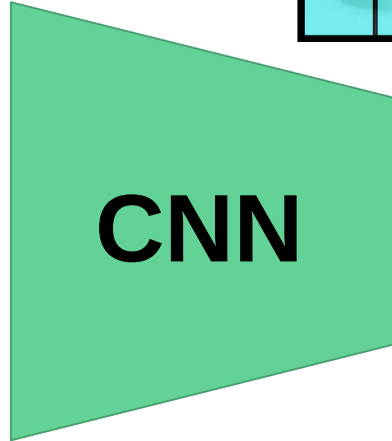
7x7 Classes
+
7x7 $B^*(x,y,w,h,c)$

NMS & thresholding

Detection

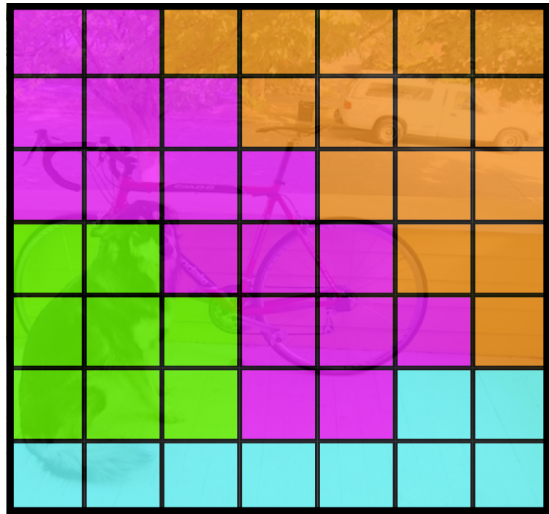


e.g. YOLO - Redmon et al, 2016



7x7 Classes
+
7x7 $B^*(x,y,w,h,c)$

NMS & thresholding



dog
bicycle
car
dining table

Detection



e.g. YOLO - Redmon et al, 2016

CNN

feature map
e.g. 7x7x512



7x7 Classes
+
7x7 B*(x,y,w,h,c)

NMS & thresholding

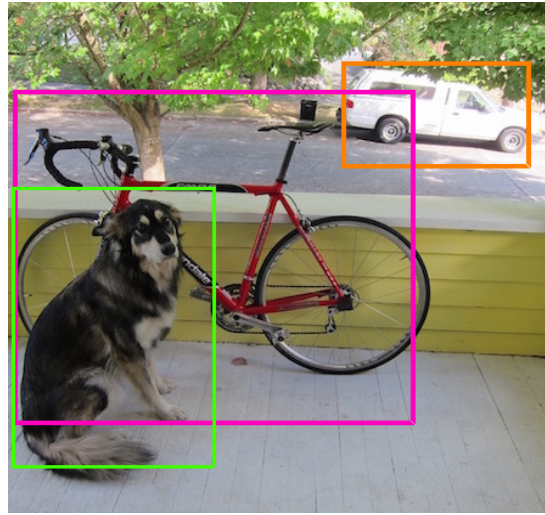


dog
bicycle
car
dining table

Detection



e.g. YOLO - Redmon et al, 2016



dog
bicycle
car
dining table

CNN

feature map
e.g. 7x7x512

7x7 Classes
+
7x7 $B^*(x,y,w,h,c)$

NMS & thresholding

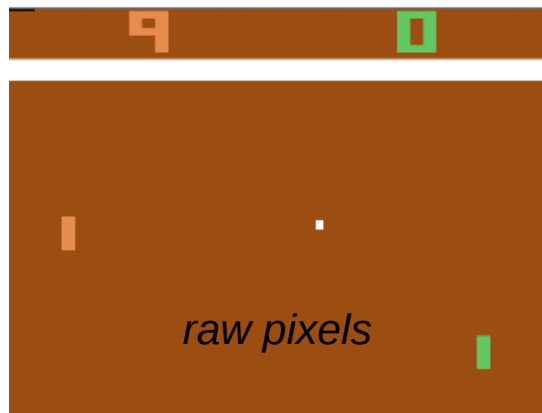
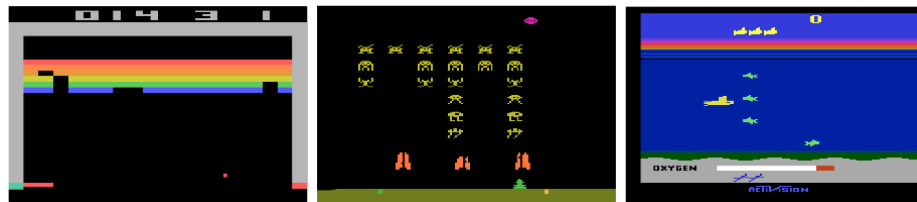
Detection



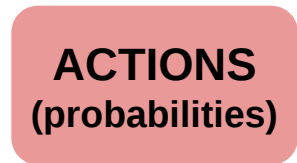
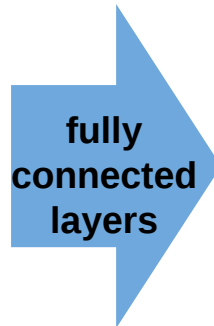
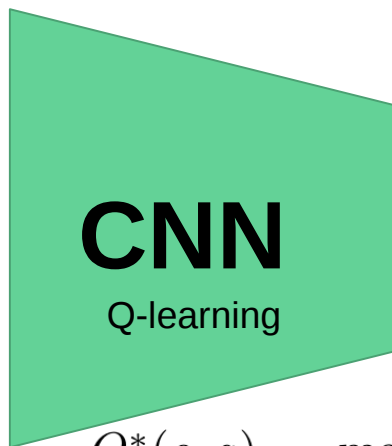
Redmon
et al, 2017

[pjreddie.com/
darknet/yolo/](http://pjreddie.com/darknet/yolo/)

Reinforcement Learning



Mnih et al, 2013

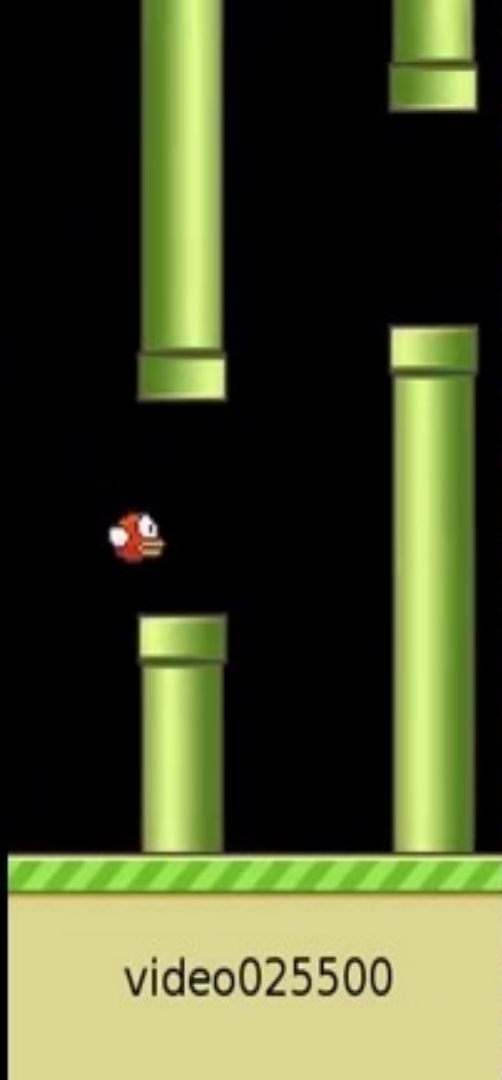


left, up, shoot,
NO-OP...

$$Q^*(s, a) = \max_{\pi} \mathbb{E} [R_t | s_t = s, a_t = a, \pi]$$

gym.openai.com

credit:
Lukas Palm



video025500

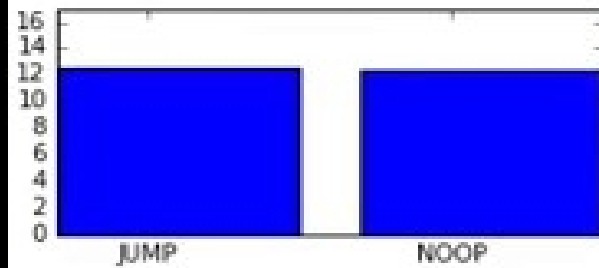
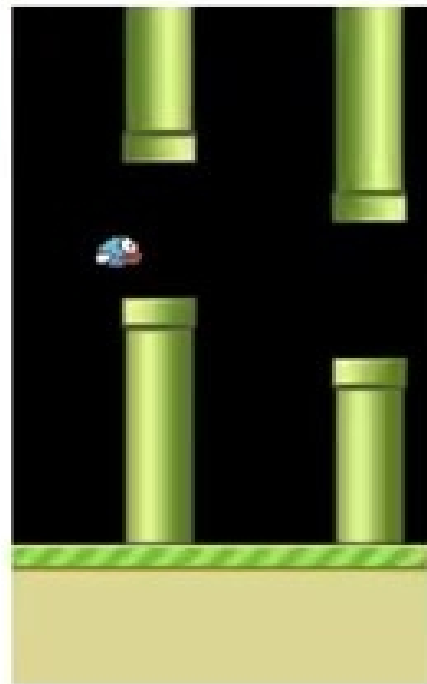
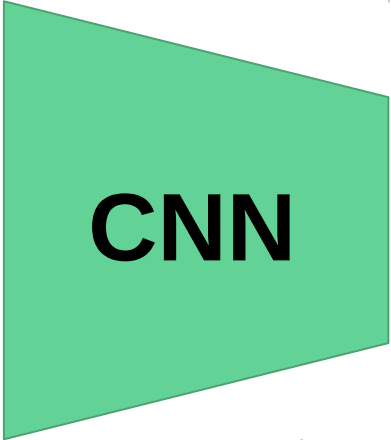
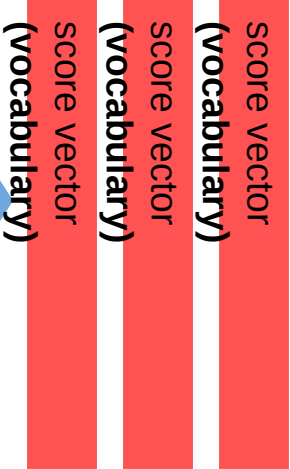


Image Captioning



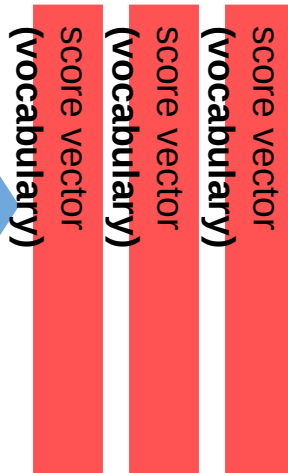
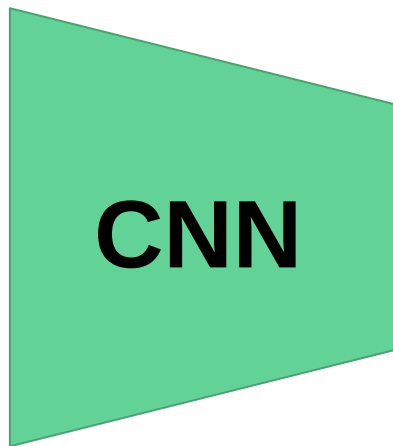
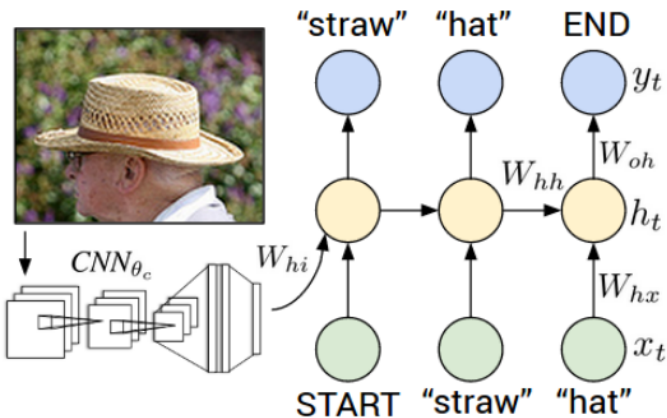
feature map
e.g. 7x7x512



...

$$\theta^* = \arg \max_{\theta} \sum_{(I, y)} \log p(y|I; \theta)$$

Image Captioning



$$\theta^* = \arg \max_{\theta} \sum_{(I, y)} \log p(y|I; \theta)$$

Image Captioning

Karpathy et al, 2015



"little girl is eating piece of cake."



"baseball player is throwing ball in game."



"woman is holding bunch of bananas."



"black cat is sitting on top of suitcase."



"a young boy is holding a baseball bat."



"a cat is sitting on a couch with a remote control."

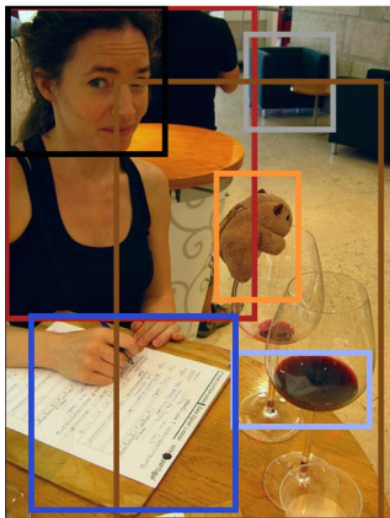


"a woman holding a teddy bear in front of a mirror."



"a horse is standing in the middle of a road."

Dense Image Captioning and Attention

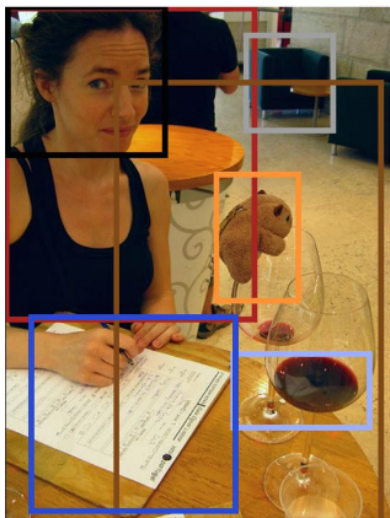


woman wearing a black shirt. teddy bear is brown. chair is black. glass of wine. table is brown. woman with brown hair. paper on the table.

A man and a woman sitting at a table with a cake.

Johnson et al, 2015

Dense Image Captioning and Attention



woman wearing a black shirt. teddy bear is brown. chair is black. glass of wine. table is brown. woman with brown hair. paper on the table.

A man and a woman sitting at a table with a cake.

Johnson et al, 2015



a little girl sitting on a bench holding an umbrella.



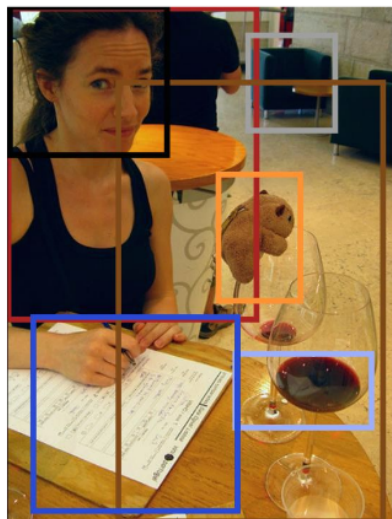
a yellow plate topped with meat and broccoli.



two birds sitting on top of a tree branch.

Lu et al, 2016

Dense Image Captioning and Attention



woman wearing a black shirt. teddy bear is brown. chair is black. glass of wine. table is brown. woman with brown hair. paper on the table.

A man and a woman sitting at a table with a cake.

Johnson et al, 2015



a little girl sitting on a bench holding an umbrella.



a yellow plate topped with meat and broccoli.



two birds sitting on top of a tree branch.

Lu et al, 2016



What color are the bananas ?



Answer: green



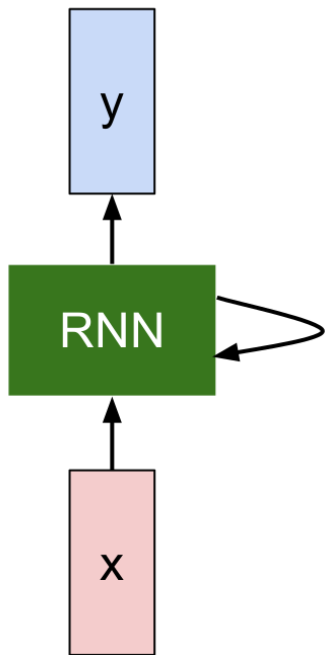
Did the player hit the ball ?



Answer: yes

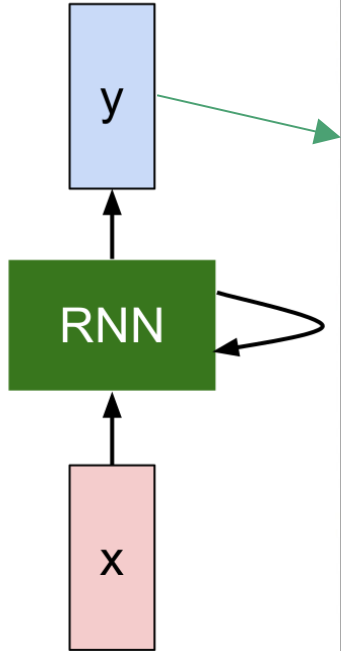
Socher, 2016 [youtube.com/watch?v=oGk1v1jQITw](https://www.youtube.com/watch?v=oGk1v1jQITw)

RNNs: Generating Algebraic Geometry



stacks.math.
columbia.edu/
16MB LaTeX file

RNNs: Generating Algebraic Geometry



stacks.math.
columbia.edu/
16MB LaTeX file

Proof. Omitted. □

Lemma 0.1. *Let \mathcal{C} be a set of the construction.*
Let \mathcal{C} be a gerber covering. Let \mathcal{F} be a quasi-coherent sheaves of \mathcal{O} -modules. We have to show that

$$\mathcal{O}_{\mathcal{O}_X} = \mathcal{O}_X(\mathcal{L})$$

Proof. This is an algebraic space with the composition of sheaves \mathcal{F} on $X_{\acute{e}tale}$ we have

$$\mathcal{O}_X(\mathcal{F}) = \{morph_1 \times_{\mathcal{O}_X} (\mathcal{G}, \mathcal{F})\}$$

where \mathcal{G} defines an isomorphism $\mathcal{F} \rightarrow \mathcal{F}$ of \mathcal{O} -modules. □

Lemma 0.2. *This is an integer Z is injective.* □

Proof. See Spaces, Lemma ??.

Lemma 0.3. *Let S be a scheme. Let X be a scheme and X is an affine open covering. Let $U \subset X$ be a canonical and locally of finite type. Let X be a scheme. Let X be a scheme which is equal to the formal complex.*

The following to the construction of the lemma follows.

Let X be a scheme. Let X be a scheme covering. Let

$$b : X \rightarrow Y' \rightarrow Y \rightarrow Y \rightarrow Y' \times_X Y \rightarrow X.$$

be a morphism of algebraic spaces over S and Y .

Proof. Let X be a nonzero scheme of X . Let X be an algebraic space. Let \mathcal{F} be a quasi-coherent sheaf of \mathcal{O}_X -modules. The following are equivalent

- (1) \mathcal{F} is an algebraic space over S .
- (2) If X is an affine open covering.

Consider a common structure on X and X the functor $\mathcal{O}_X(U)$ which is locally of finite type. □

This since $\mathcal{F} \in \mathcal{F}$ and $x \in \mathcal{G}$ the diagram

$$\begin{array}{ccc}
 S & \longrightarrow & \\
 \downarrow & & \\
 \xi & \longrightarrow & \mathcal{O}_{X'} \\
 \text{gor}_s & & \uparrow \\
 & & \alpha' \\
 & & \downarrow \\
 & & \alpha
 \end{array}$$

$\text{Spec}(K_\psi) \qquad \text{Mor}_{\text{Sets}} \qquad \downarrow \text{d}(\mathcal{O}_{X'/k}, \mathcal{G})$

is a limit. Then \mathcal{G} is a finite type and assume S is a flat and \mathcal{F} and \mathcal{G} is a finite type f_* . This is of finite type diagrams, and

- the composition of \mathcal{G} is a regular sequence,
- $\mathcal{O}_{X'}$ is a sheaf of rings.

□

Proof. We have see that $X = \text{Spec}(R)$ and \mathcal{F} is a finite type representable by algebraic space. The property \mathcal{F} is a finite morphism of algebraic stacks. Then the cohomology of X is an open neighbourhood of U . □

Proof. This is clear that \mathcal{G} is a finite presentation, see Lemmas ??.

A reduced above we conclude that U is an open covering of \mathcal{C} . The functor \mathcal{F} is a "field

$$\mathcal{O}_{X,x} \longrightarrow \mathcal{F}_{\bar{x}}^{-1}(\mathcal{O}_{X_{\acute{e}tale}}) \longrightarrow \mathcal{O}_{X_x}^{-1} \mathcal{O}_{X_x}(\mathcal{O}_{X_x}^{\vee})$$

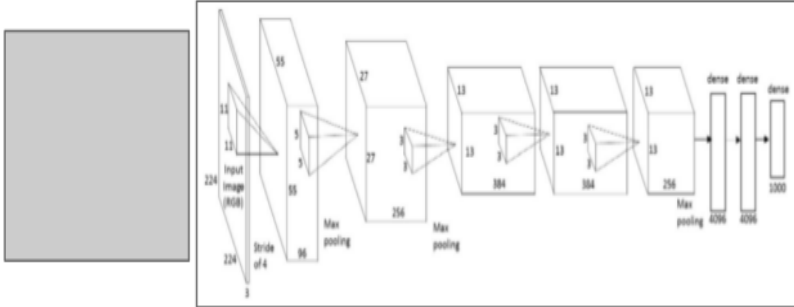
is an isomorphism of covering of \mathcal{O}_{X_x} . If \mathcal{F} is the unique element of \mathcal{F} such that X is an isomorphism.

The property \mathcal{F} is a disjoint union of Proposition ?? and we can filtered set of presentations of a scheme \mathcal{O}_X -algebra with \mathcal{F} are opens of finite type over S . If \mathcal{F} is a scheme theoretic image points. □

If \mathcal{F} is a finite direct sum \mathcal{O}_{X_x} is a closed immersion, see Lemma ??.

This is a sequence of \mathcal{F} is a similar morphism.

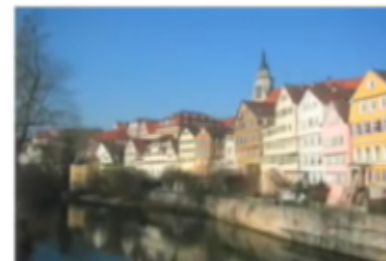
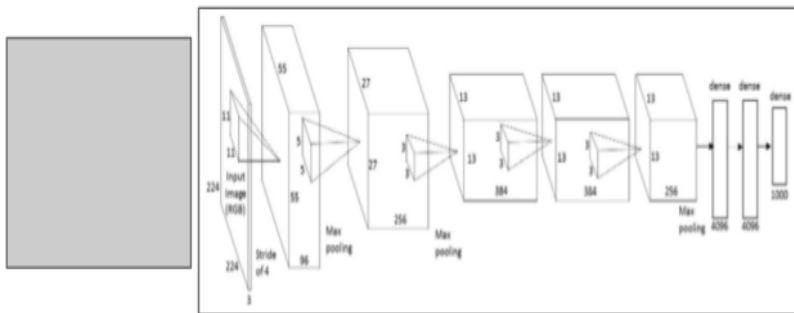
Neural Style



Neural Style

$$\mathcal{L}_{style}(\vec{a}, \vec{x}) = \sum_{l=0}^L w_l \frac{1}{4N_l^2 M_l^2} \sum_{i,j} (G_{ij}^l - A_{ij}^l)^2$$

$$G_{ij}^l = \sum_k F_{ik}^l F_{jk}^l$$

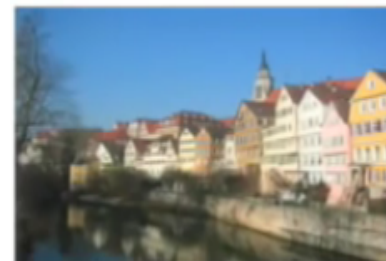


$$\mathcal{L}_{content}(\vec{p}, \vec{x}, l) = \frac{1}{2} \sum_{i,j} (F_{ij}^l - P_{ij}^l)^2$$

Neural Style

$$\mathcal{L}_{style}(\vec{a}, \vec{x}) = \sum_{l=0}^L w_l \frac{1}{4N_l^2 M_l^2} \sum_{i,j} (G_{ij}^l - A_{ij}^l)^2$$

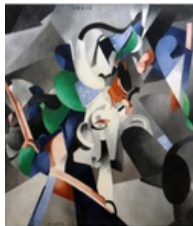
$$G_{ij}^l = \sum_k F_{ik}^l F_{jk}^l$$



$$\mathcal{L}_{total}(\vec{p}, \vec{a}, \vec{x}) = \alpha \mathcal{L}_{content}(\vec{p}, \vec{x}) + \beta \mathcal{L}_{style}(\vec{a}, \vec{x})$$

$$\mathcal{L}_{content}(\vec{p}, \vec{x}, l) = \frac{1}{2} \sum_{i,j} (F_{ij}^l - P_{ij}^l)^2$$

Neural Style - Interpolation



Picabia,
Udnie



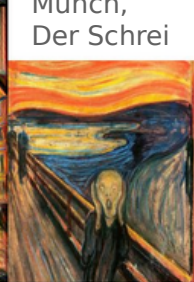
Picasso,
La Muse



Afremov,
Rain



Munch,
Der Schrei



github.com/Heumi/Fast_Multi_Style_Transfer_tensorflow

Dumoulin et al, 2016

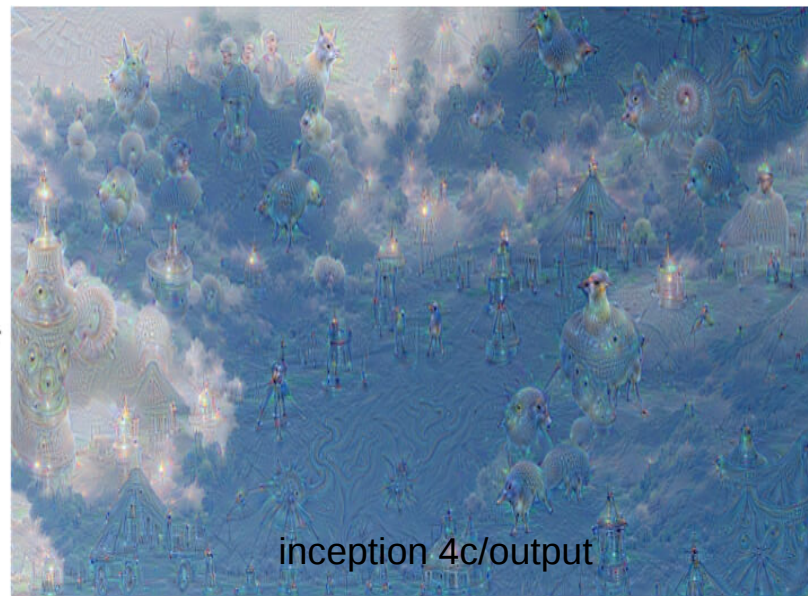
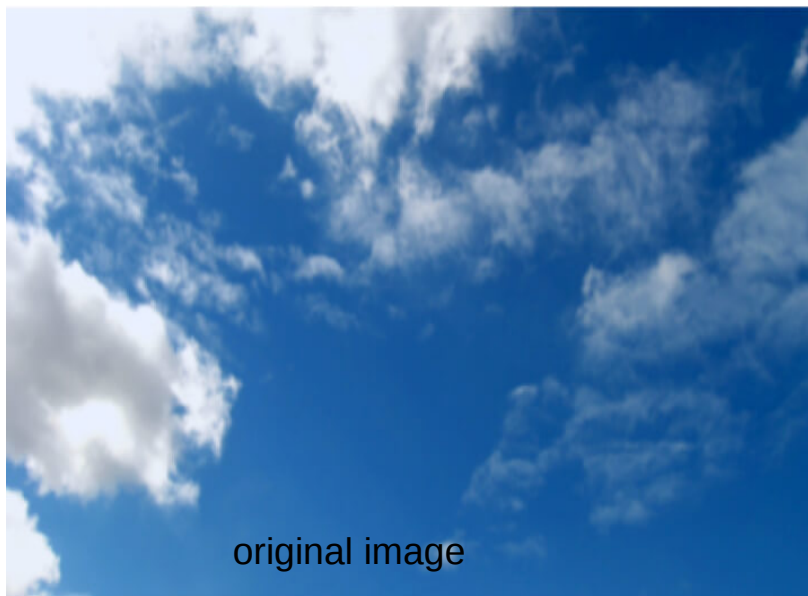
Neural Style - Interpolation



github.com/Heumi/Fast_Multi_Style_Transfer_tensorflow

Dumoulin et al, 2016

Deep Dream



github.com/google/deepdream

```
net.forward(end=end)  
objective(dst)  
net.backward(start=end)
```

```
def objective_L2(dst):  
    dst.diff[:] = dst.data
```

Deep Dream



"Admiral Dog!"



"The Pig-Snail"



"The Camel-Bird"



"The Dog-Fish"



original image



inception 4c/output

```
net.forward(end=end)
objective(dst)
net.backward(start=end)
```

```
def objective_L2(dst):
    dst.diff[:] = dst.data
```

github.com/google/deepdream

Deep Dream

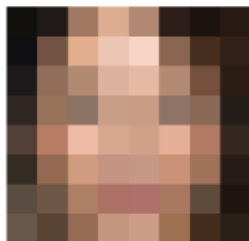


[youtube.com/
watch?
v=DgPaCWJL7XI](https://youtube.com/watch?v=DgPaCWJL7XI)

[github.com/
samim23/Deep
DreamAnim](https://github.com/samim23/DeepDreamAnim)

Super Resolution

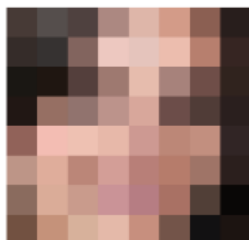
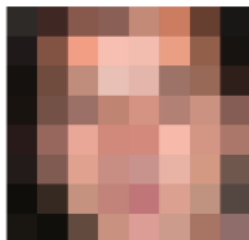
8×8 input



ground truth

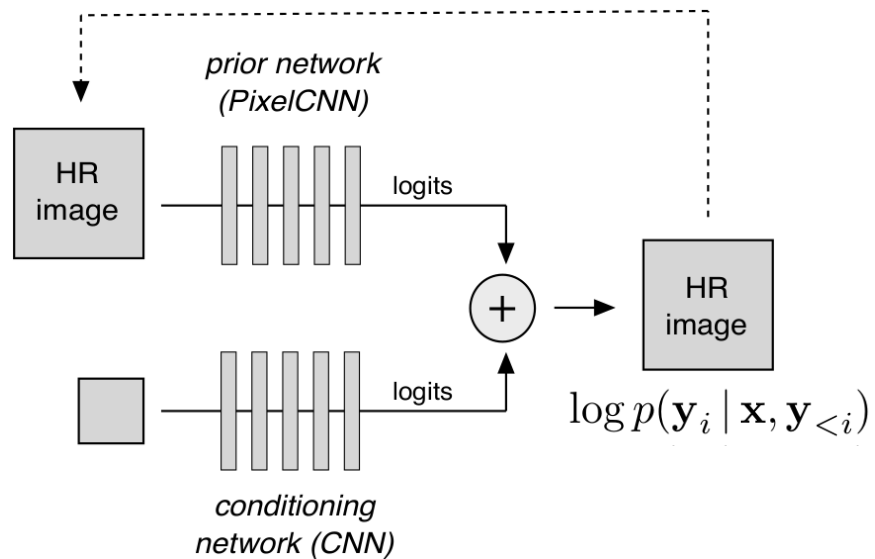
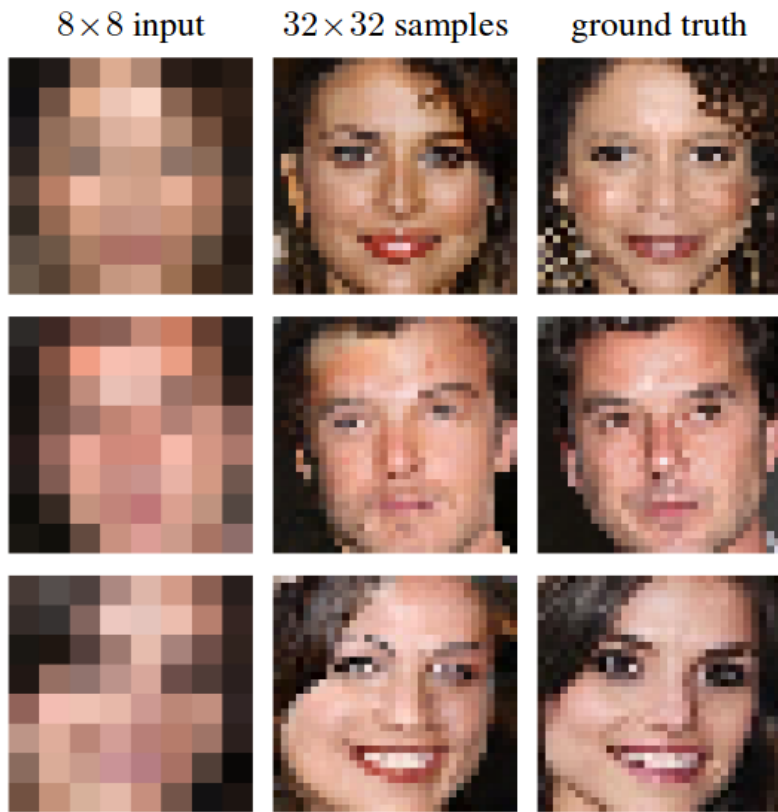


$$p_{\theta}(\mathbf{y} \mid \mathbf{x})$$



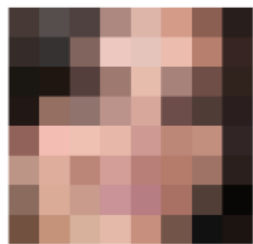
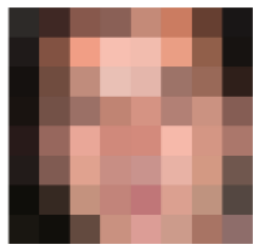
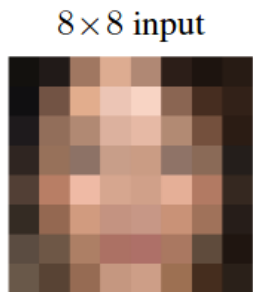
Dahl et
al, 2017

Super Resolution

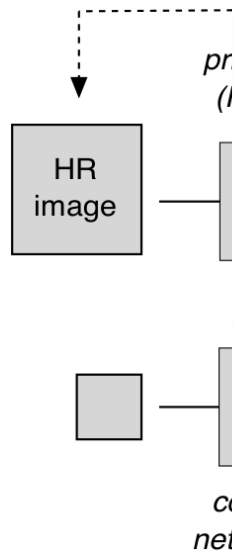


Dahl et al, 2017

Super Resolution



$$p_{\theta}(\mathbf{y} \mid \mathbf{x})$$



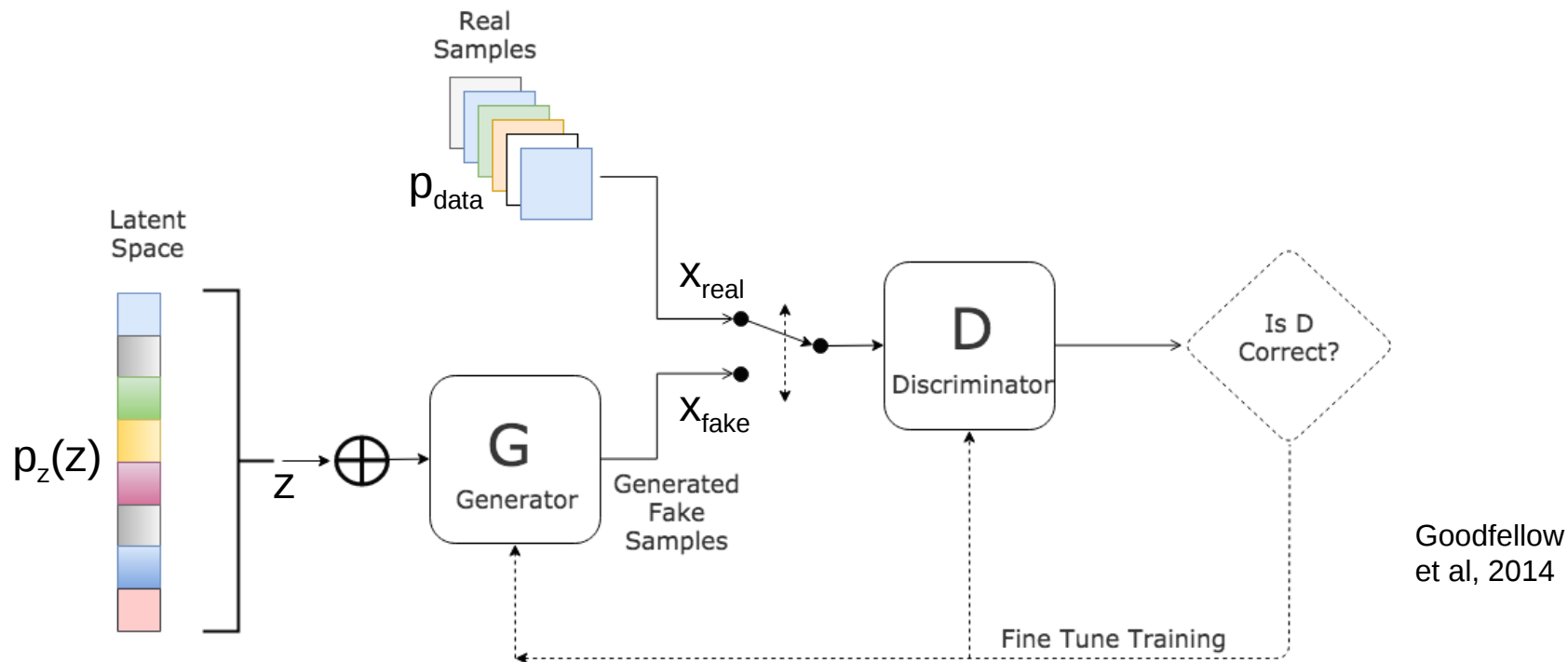
Dahl et al, 2017



$\mathbf{y}_{<i>i</i>}$

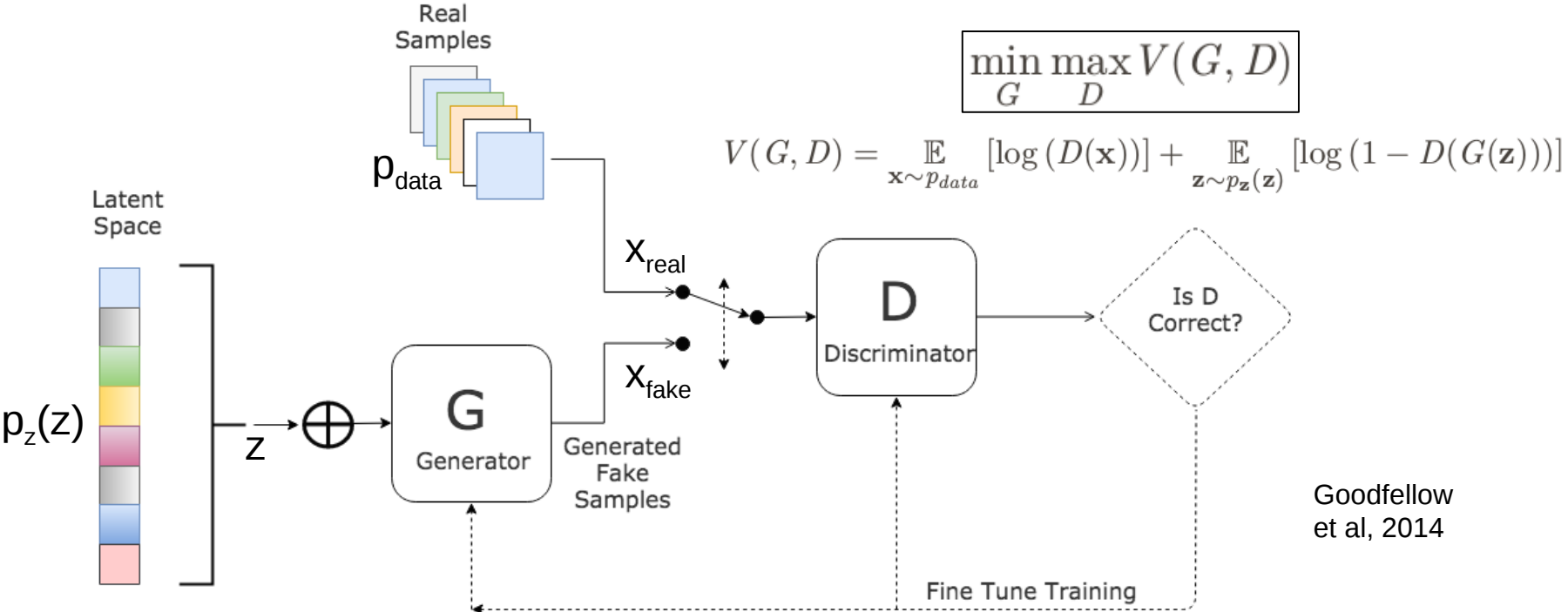
'0

Generative Adversarial Networks



Goodfellow et al, 2014

Generative Adversarial Networks



Goodfellow et al, 2014

GAN - Results

Smiling woman

Neutral woman

Neutral man

Samples
from the
model



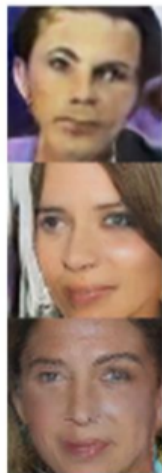
GAN - Vector Arithmetic

Smiling woman

Neutral woman

Neutral man

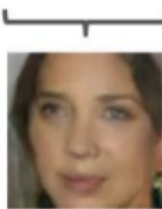
Samples
from the
model



Average Z
vectors, do
arithmetic



-



+



GAN - Vector Arithmetic

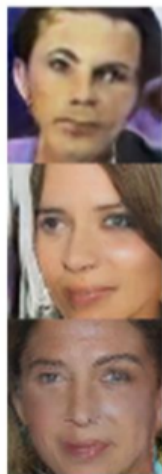
Smiling woman

Neutral woman

Neutral man

Samples from the model

Average Z vectors, do arithmetic



Smiling Man



GAN - Vector Arithmetic

Glasses man

No glasses man

No glasses woman



Radford et al,
ICLR 2016

GAN - Vector Arithmetic

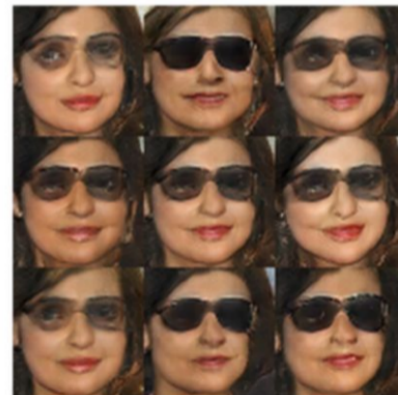
Glasses man

No glasses man

No glasses woman



Woman with glasses



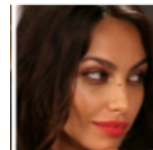
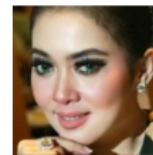
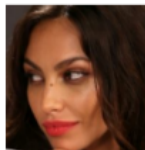
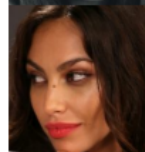
Radford et al,
ICLR 2016

BEGAN: Boundary Equilibrium GAN

train D & G on celebrity faces

find z that matches new
images

linear interpolation in latent
space

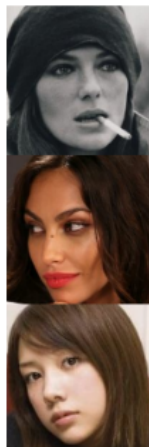


BEGAN: Boundary Equilibrium GAN

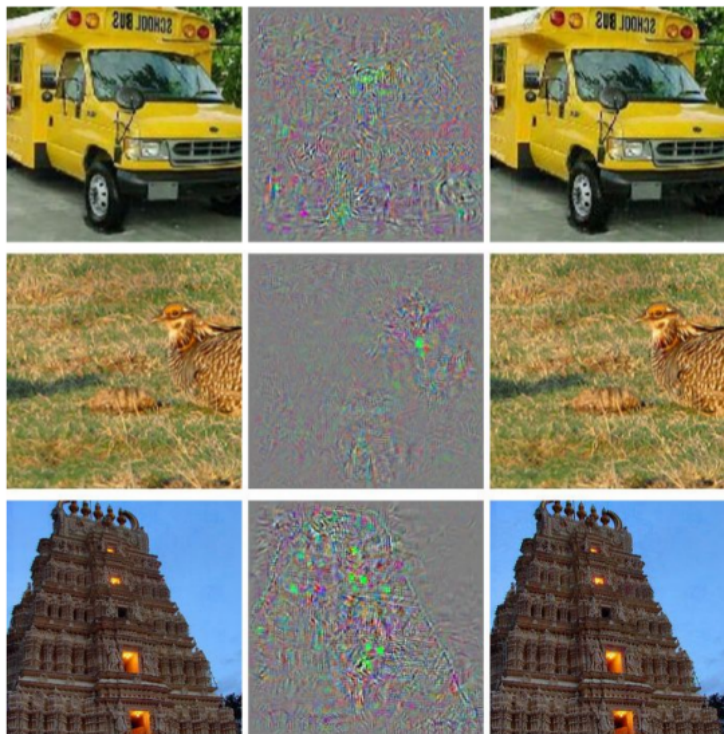
train D & G on celebrity faces

find z that matches new
images

linear interpolation in latent
space



Fooling CNNs



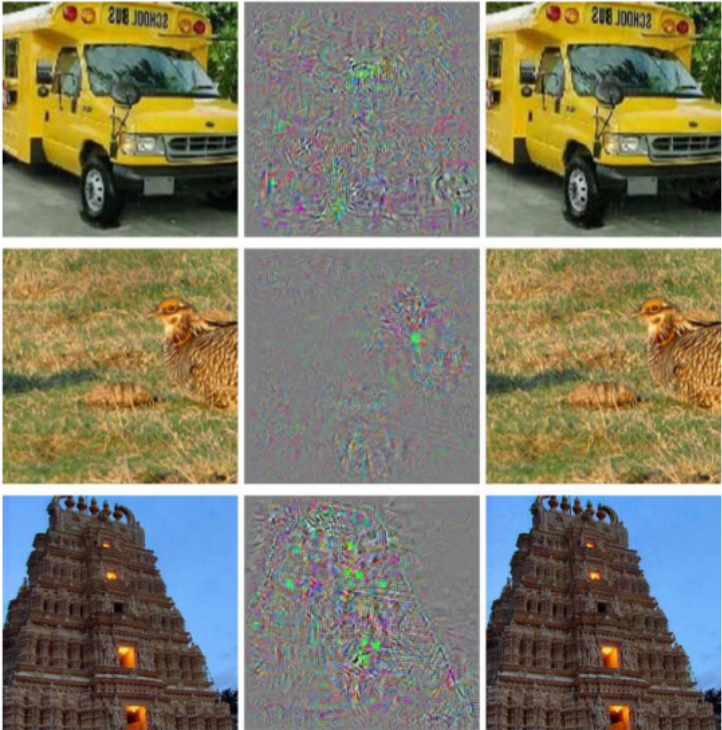
correct

+distort

ostrich

Szegedy et al, 2014

Fooling CNNs

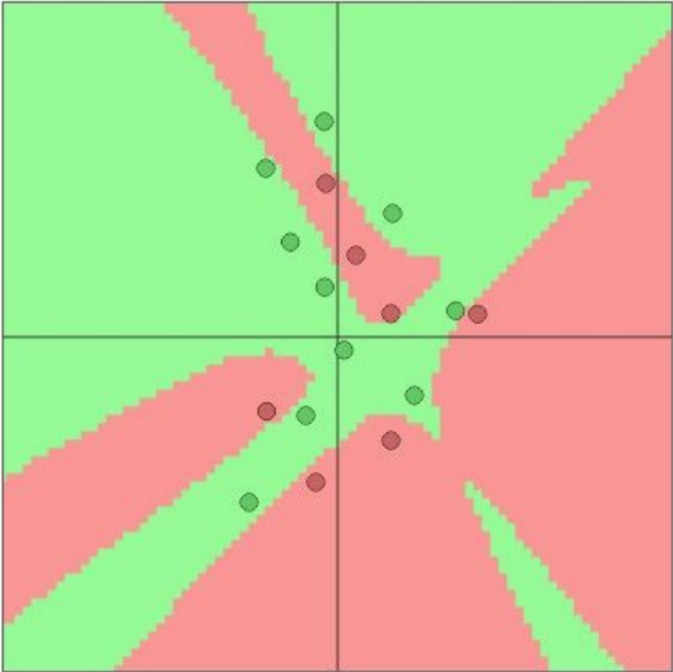


correct

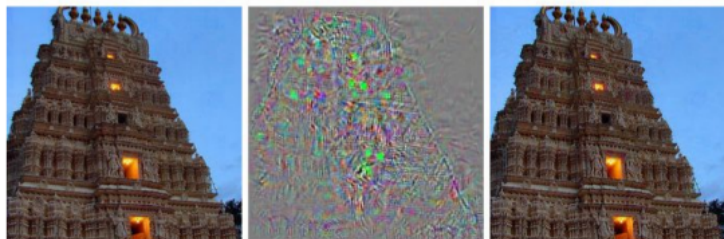
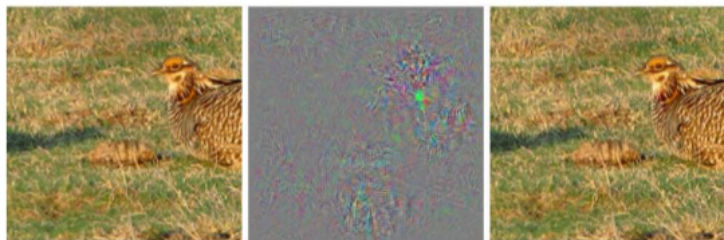
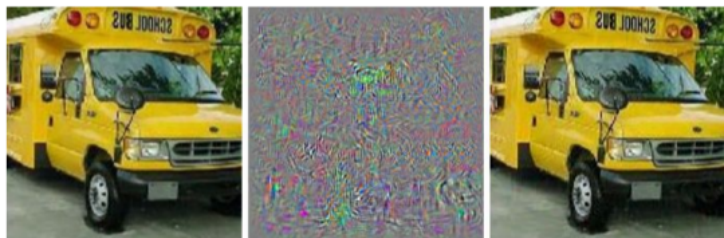
+distort

ostrich

Szegedy et al, 2014



Fooling CNNs

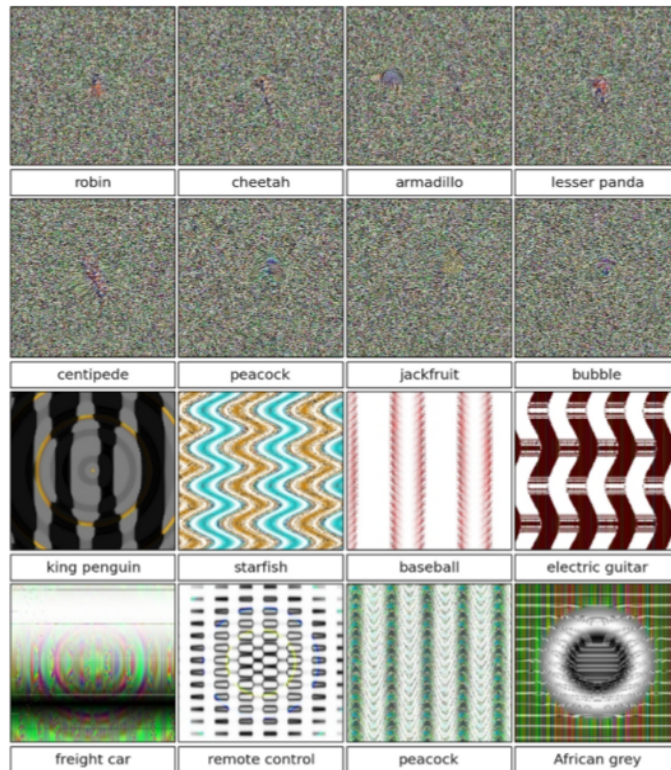


correct

+distort

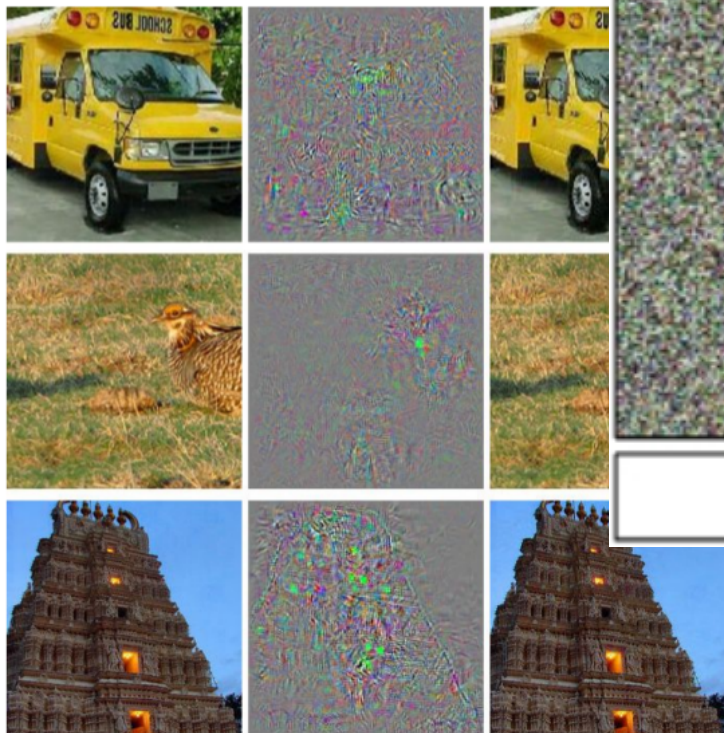
ostrich

Szegedy et al, 2014



Nguyen et al, 2015

Fooling CNNs

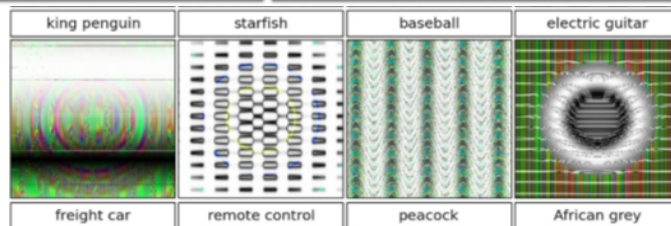
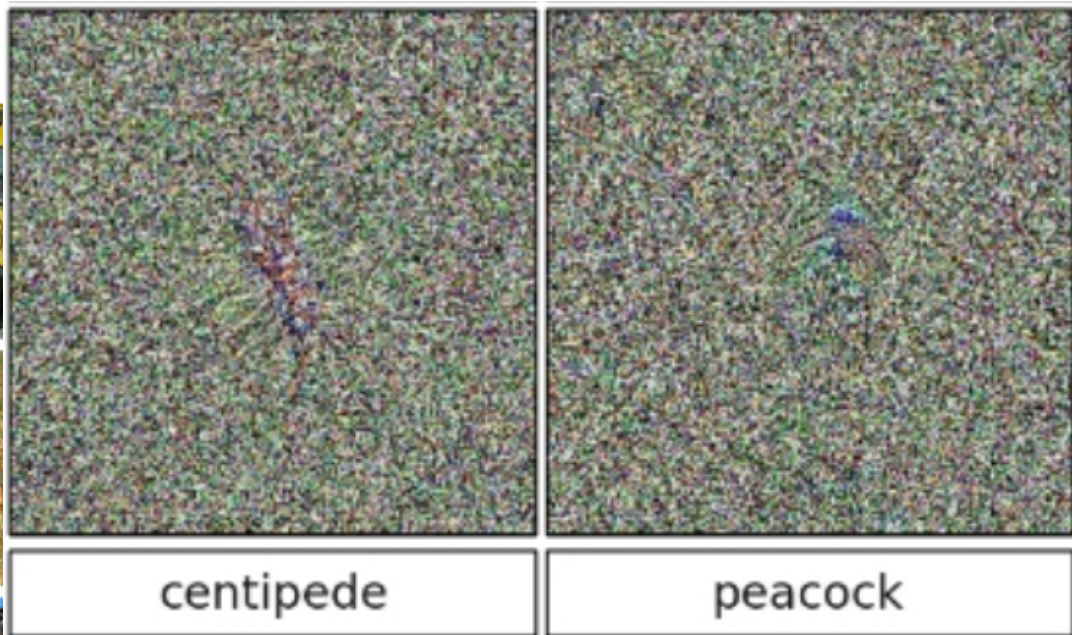


correct

+distort

ostrich

Szegedy et al, 2014



Nguyen et al, 2015

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