



Feedforward neural networks

Convolutional networks

Sequence models

Unsupervised learning

Final remarks

Review: linear predictors



Output:

$$f_{\theta}(x) = \mathbf{w} \cdot x$$

Parameters: $\theta = \mathbf{w}$



Review: neural networks



Intermediate hidden units:

$$h_j(x) = \sigma(\mathbf{v}_j \cdot x) \quad \sigma(z) = (1 + e^{-z})^{-1}$$

Output:

$$f_{\theta}(x) = \mathbf{w} \cdot \mathbf{h}(x)$$

Parameters: $\theta = (\mathbf{V}, \mathbf{w})$

Deep neural networks



Depth



Intuitions:

- Hierarchical feature representations
- Can simulate a bounded computation logic circuit (original motivation from McCulloch/Pitts, 1943)
- Learn this computation (and potentially more because networks are real-valued)
- Formal theory/understanding is still incomplete
- Some hypotheses emerging: double descent, lottery ticket hypothesis

[figure from Honglak Lee]

What's learned?



3rd layer "Objects"

2nd layer "Object parts"

1st layer "Edges"

Pixels

Review: optimization

Regression:

$$\begin{aligned} \mathsf{Loss}(x, y, \theta) &= (f_{\theta}(x) - y)^{2} \\ \overleftarrow{\mathbf{O}} \quad \mathsf{Key idea: minimize training loss} \\ \mathsf{TrainLoss}(\theta) &= \frac{1}{|\mathcal{D}_{\mathsf{train}}|} \sum_{(x, y) \in \mathcal{D}_{\mathsf{train}}} \mathsf{Loss}(x, y, \theta) \\ & \min_{\theta \in \mathbb{R}^{d}} \mathsf{TrainLoss}(\theta) \end{aligned}$$

Algorithm: stochastic gradient descent-For t = 1, ..., T:

For
$$(x, y) \in \mathcal{D}_{train}$$
:
 $\theta \leftarrow \theta - \eta_t \nabla_{\theta} \mathsf{Loss}(x, y, \theta)$

Training



- Non-convex optimization
- No theoretical guarantees that it works
- Before 2000s, empirically very difficult to get working

What's different today

Computation (time/memory) Information (data)





How to make it work



- More hidden units (over-parameterization)
- Adaptive step sizes (AdaGrad, Adam)
- Dropout to guard against overfitting
- Careful initialization (pre-training)
- Batch normalization

Model and optimization are tightly coupled





• Deep networks learn hierarchical representations of data

• Train via SGD, use backpropagation to compute gradients

 Non-convex optimization, but works empirically given enough compute and data