Intro to Deep Neural Nets (Contd)

CS771: Introduction to Machine Learning Pivush Rai

Plan today

- Training deep neural nets using backpropagation
- Some important aspects related to training of deep neural nets
 - Vanishing/exploding gradients
 - Initialization
 - Normalization layers (batch and layer normalization)
 - Dropout as a means to regularization
 - Residual/skip connections

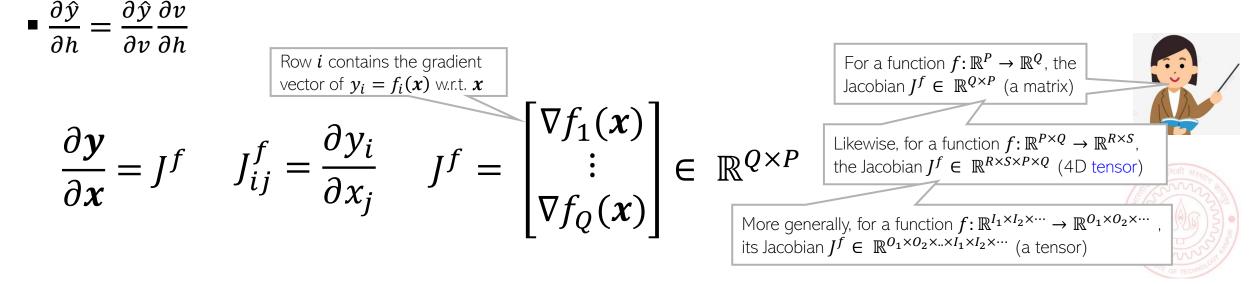


Backpropagation via a Simple Example

Consider a single scalar input, single hidden layer with one node, and scalar output

$$(x) \xrightarrow{w} (h) \xrightarrow{v} (\hat{y}) \xrightarrow{} \ell(y, \hat{y})$$

- Derivative of the loss ℓ w.r.t. w is $\frac{\partial \ell}{\partial w} = \frac{\partial \ell}{\partial \hat{y}} \frac{\partial \hat{y}}{\partial h} \frac{\partial h}{\partial w}$
- Derivative of the loss ℓ w.r.t. v is $\frac{\partial \ell}{\partial v} = \frac{\partial \ell}{\partial \hat{y}} \frac{\partial \hat{y}}{\partial v}$

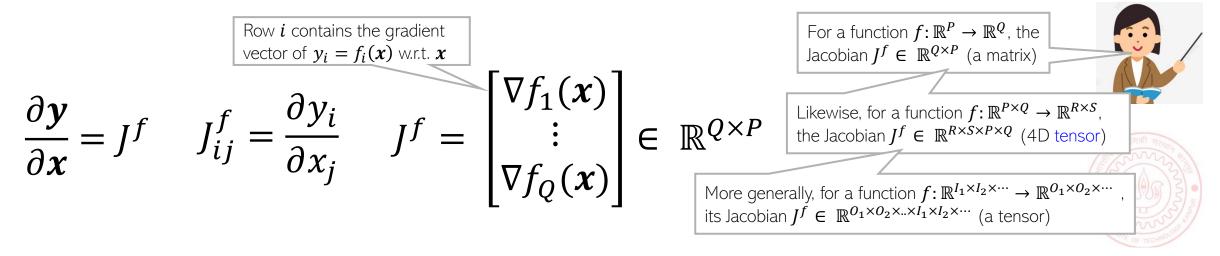


Background: Gradient and Jacobian

- Let y = f(x), where $f: \mathbb{R}^P \to \mathbb{R}^Q$, $x \in \mathbb{R}^P$, $y \in \mathbb{R}^Q$. Denote $y = [f_1(x), \dots, f_Q(x)]$
- The gradient of each component $y_i = f_i(x) \in \mathbb{R}$ (i = 1, 2, ..., Q) w.r.t. $x \in \mathbb{R}^P$ is

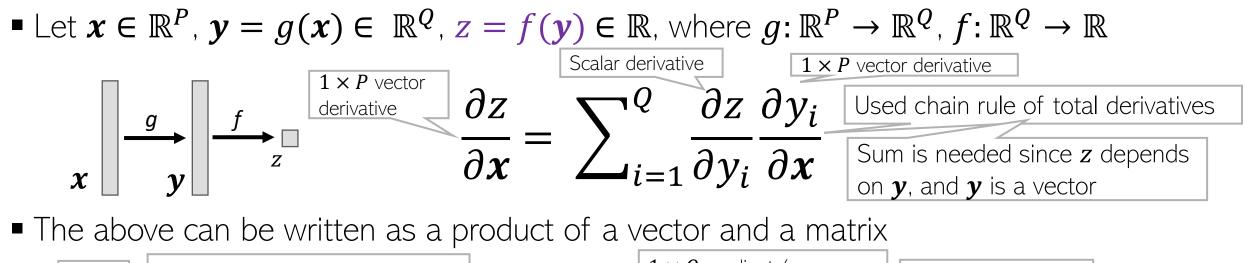
$$\nabla f_i(\mathbf{x}) = \frac{\partial y_i}{\partial \mathbf{x}} = \begin{bmatrix} \frac{\partial y_i}{\partial x_1} & \dots & \frac{\partial y_i}{\partial x_P} \end{bmatrix} \in \mathbb{R}^{1 \times P}$$
Note: Gradient expressed here as a row vector (has the same length as \mathbf{x} which is a column vector) for notational convenience later

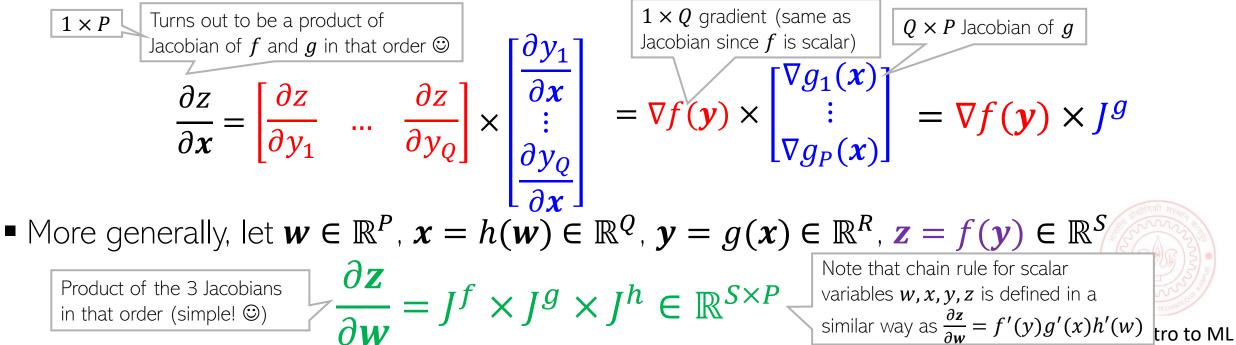
• Likewise, the gradient of whole vector $y \in \mathbb{R}^Q$ w.r.t. vector $x \in \mathbb{R}^P$ can be defined using the $Q \times P$ Jacobian matrix J^f whose rows consist of the above gradients



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Background: Multivariate Chain Rule of Calculus





Backpropagation (Backprop)

- Backprop is gradient descent with multivariate chain rule for derivatives
- Consider a two hidden layer neural network

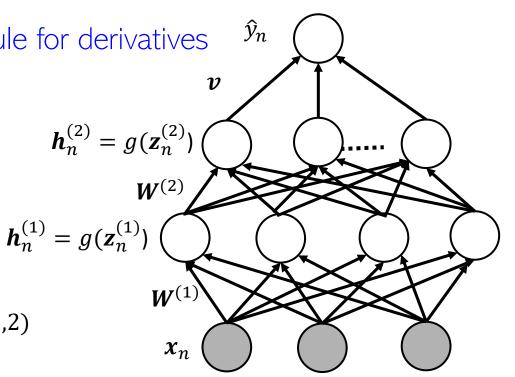
$$\mathcal{L}(\boldsymbol{W}^{(1)}, \boldsymbol{W}^{(2)}, \boldsymbol{v}) = \sum_{n=1}^{N} \ell(y_n, \hat{y}_n) = \sum_{n=1}^{N} \ell_n$$

- We wish to minimize the loss
- The gradient based updates will be

$$\boldsymbol{v} = \boldsymbol{v} - \eta \; \frac{\partial \mathcal{L}}{\partial \boldsymbol{v}} \qquad \qquad \boldsymbol{W}^{(i)} = \boldsymbol{W}^{(i)} - \eta \; \frac{\partial \mathcal{L}}{\partial \boldsymbol{W}^{(i)}} \qquad (i = 1,$$

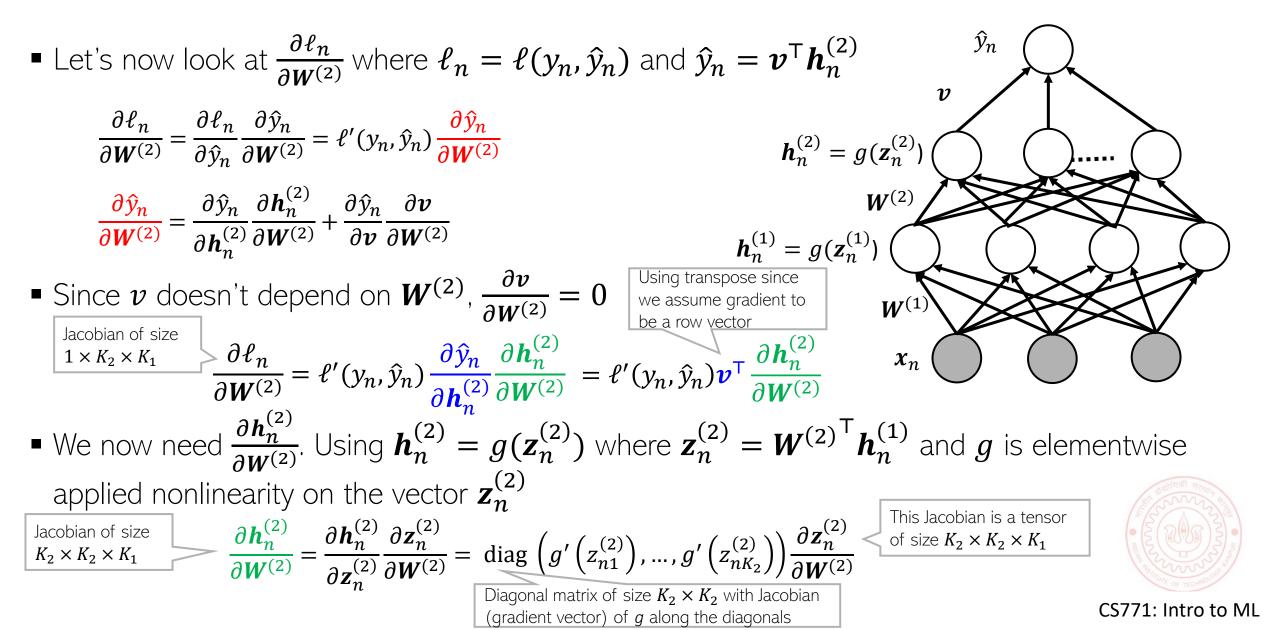
• Since
$$\mathcal{L} = \sum_{n=1}^{N} \ell_n$$
, we need to compute $\frac{\partial \ell_n}{\partial v}$ and $\frac{\partial \ell_n}{\partial W^{(i)}}$ $(i = 1,2)$

- Assume output activation o as identity $(\hat{y}_n = v^{\mathsf{T}} h_n^{(2)})$ $\frac{\partial \ell_n}{\partial v} = \frac{\partial \ell_n}{\partial \hat{y}_n} \frac{\partial \hat{y}_n}{\partial v} = \ell'(y_n, \hat{y}_n) h_n^{(2)}$



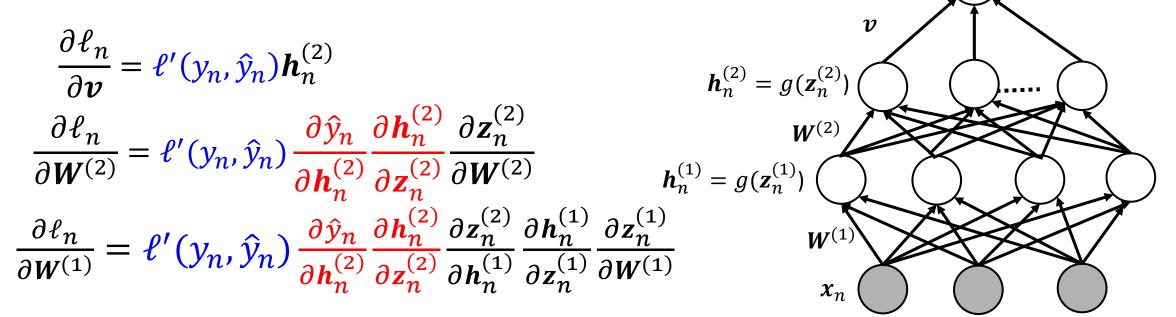


Backpropagation in detail



Backpropagation: Computation Reuse

Summarizing, the required gradients/Jacobians for this network are



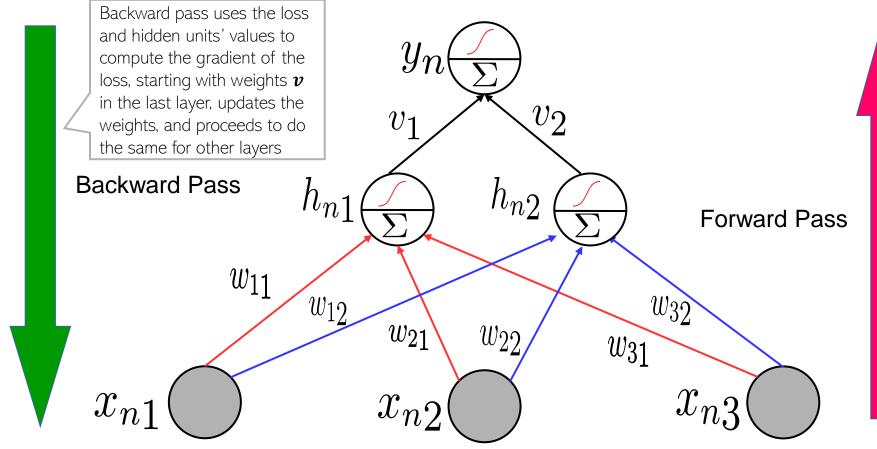
 \hat{y}_n

non-saturating activations are preferred)

 Thus gradient computations done in upper layers can be stored and reused when computing the gradients in the lower layers (libraries like Tensorflow and Pytorch do so efficiently)
 Vanishing gradients: ⁰/_n to the diagendary of the gradients of the diagendary of the gradient of t

Backpropagation

Backprop iterates between a forward pass and a backward pass



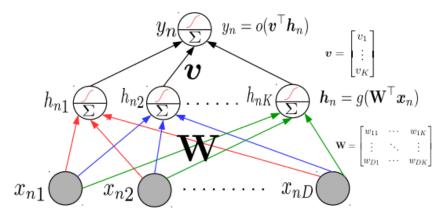
Software frameworks such as Tensorflow and PyTorch support this already so you don't need to implement it by hand (so no worries of computing derivatives etc.)_{1: Intro to ML}

Forward pass computes hidden units and the loss

using current values of the network weights \pmb{W} and \pmb{v}

Backpropagation through an example

Consider a single hidden layer MLP



Assuming regression (o = identity), the loss function for this model

$$\mathcal{L} = \frac{1}{2} \sum_{n=1}^{N} \left(y_n - \mathbf{v}^{\top} \mathbf{h}_n \right)^2$$
$$= \frac{1}{2} \sum_{n=1}^{N} \left(y_n - \sum_{k=1}^{K} v_k h_{nk} \right)^2$$
$$= \frac{1}{2} \sum_{n=1}^{N} \left(y_n - \sum_{k=1}^{K} v_k g(\mathbf{w}_k^{\top} \mathbf{x}_n) \right)^2$$

- To use gradient methods for **W**, **v**, we need gradients.
- \bullet Gradient of $\mathcal L$ w.r.t. $\boldsymbol \nu$ is straightforward

$$\frac{\partial \mathcal{L}}{\partial v_k} = -\sum_{n=1}^N \left(y_n - \sum_{k=1}^K v_k g(\boldsymbol{w}_k^\top \boldsymbol{x}_n) \right) h_{nk} = \sum_{n=1}^N \boldsymbol{e}_n h_{nk}$$

 \bullet Gradient of ${\cal L}$ w.r.t. W requires chain rule

$$\frac{\partial \mathcal{L}}{\partial w_{dk}} = \sum_{n=1}^{N} \frac{\partial \mathcal{L}}{\partial h_{nk}} \frac{\partial h_{nk}}{\partial w_{dk}}$$
$$\frac{\partial \mathcal{L}}{\partial h_{nk}} = -(y_n - \sum_{k=1}^{K} v_k g(\boldsymbol{w}_k^{\top} \boldsymbol{x}_n)) v_k = -\boldsymbol{e}_n v_k$$
$$\frac{\partial h_{nk}}{\partial w_{dk}} = g'(\boldsymbol{w}_k^{\top} \boldsymbol{x}_n) x_{nd} \quad (\text{note: } h_{nk} = g(\boldsymbol{w}_k^{\top} \boldsymbol{x}_n))$$

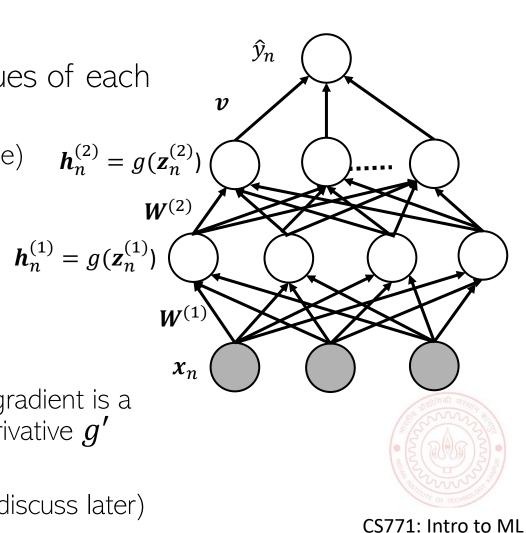
- Forward prop computes errors *e_n* using current W, *v*.
 Backprop updates NN params W, *v* using grad methods
- Backprop caches many of the calculations for reuse

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Problem of Exploding/Vanishing Gradients

- MLPs/CNNs have many hidden layers and gradients in each layer are a product of several Jacobians
- Result of these products depends on the eigenvalues of each of these Jacobians
 - If they are large (>1), gradients might blow up (explode)
 - If they are small (<1), gradients might vanish</p>
- To prevent blow up, we can use gradient clipping
 - Simply cap the magnitude of the gradients!
- To prevent vanishing gradients, several options
 - Use non-saturating activation functions (recall that the gradient is a product of terms like $\frac{\partial h_n^{(i)}}{\partial z_n^{(i)}} = \operatorname{diag}\left(g'\left(z_{n1}^{(i)}\right), \dots, g'\left(z_{nK_i}^{(i)}\right)\right)$, so the derivative g' doesn't become too small
 - Use other architectures such as skip- connections (will discuss later)



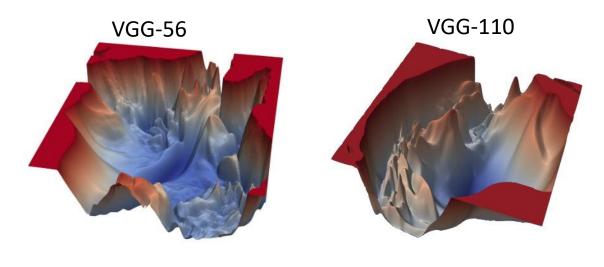
Training of DNNs: Some Important Aspects

- Deep neural net training can be hard due to non-convex loss functions
- Several ways to address this, e.g.,
 - Good choice of learning rate of (S)GD
 - We have already seen this
 - Good initialization of parameters, e.g., initialize each weight, say w_{ij} , randomly as

 $w_{ij} \sim \mathcal{N}(0, \sigma^2)$ or $w_{ij} \sim \text{Uniform}(-a, a)$

Xavier/Gloret initialization, LeCun init, He init, etc and set the "spread" of these distribution as inversely proportional to $n_{\rm in} + n_{\rm out}$

- Careful design of the network architecture, e.g.,
 - Networks with "skip connections" (will see later) which lead to less non-convex (more smooth) loss surfaces (figures on the right)
- Vanishing/exploding gradients (already saw)



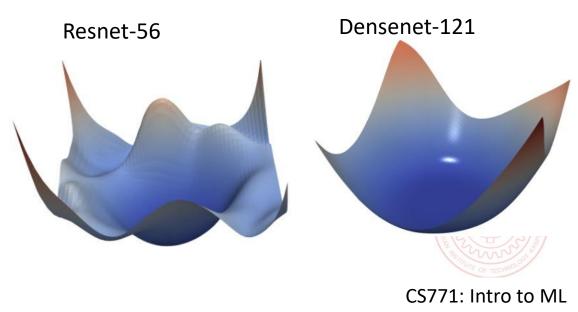


Fig credit: https://www.cs.umd.edu/~tomg/projects/landscapes/

Batch Normalization

Note: Batch-norm assumes sufficiently large minibatch \mathcal{B} to work well. There are variants such as "layer normalization" and "instance normalization" that don't require a mini-batch can be computed using a single training example

Batch normalization is used in MLP, CNN, and various other architectures



- Each hidden layer is a nonlinear transformation of the previous layer's inputs
- To prevent distribution drift in activations' distribution, we often "standardize" each layer
- Standardize = activation $h_{nk}^{(\ell)}$ should have zero mean and unit variance across all n
- It is achieved by inserting a "batch normalization" layer after each hidden layer
- ullet To do so, during training, (omitting layer number ℓ) we replace each h_n by \widetilde{h}_n

 $\boldsymbol{\gamma}$ and $\boldsymbol{\beta}$ are trainable batch-norm parameters

We compute $\mu_{\mathcal{B}}$ and $\sigma_{\mathcal{B}}^2$ using the data from the current minibatch of examples \mathcal{B} (thus the name "batch norm"

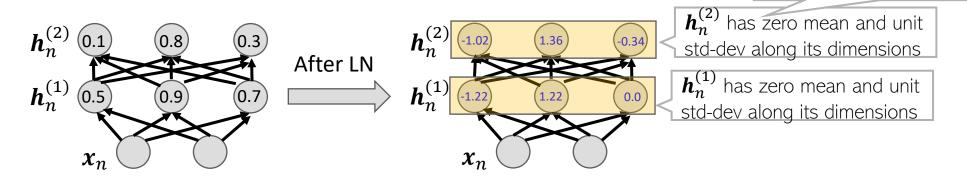
$$\widetilde{h}_{n} = \gamma \odot \widehat{h}_{n} + \beta \qquad \widehat{h}_{n} = \frac{h_{n} - \mu_{B}}{\sqrt{\sigma_{B}^{2} + \epsilon}}$$

$$7\mu_{B} = \frac{1}{|B|} \sum_{h \in B} h \qquad \sigma_{B}^{2} = \frac{1}{|B|} \sum_{h \in B} (h - \mu_{B})^{2}$$

• After training, we store γ and β + the statistics μ and σ^2 computed on the <u>whole</u> <u>training data</u>, and use these values to apply batch-norm on each test input

Layer Normalization

- Normalization helps improve training and performance overall
- Unlike batch normalization (BN), which we already saw, layer normalization (LN) normalizes each *h_n* across its dimensions (not across all minibatch examples)
 - Often used for sequence data models (will see later) where BN is difficult to apply
 - Also useful when batch sizes are small where BN statistics (mean/var) aren't reliable
- For an MLP, the LN operation would look like this





After LN operation, we apply another transformation defined by another set

of learnable weights (just like we did

in BN using γ and β)

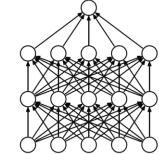
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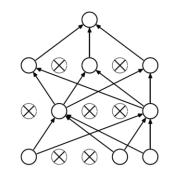
Dropout Layer

- Deep neural networks can overfit when trained on small datasets
- Dropout is a method to regularize without using an explicit regularizer
- In every update of the network, drop neuron i in layer ℓ with probability p

$$\epsilon_i^{(\ell)} \sim \text{Bernoulli}(1-p)$$

• If $\epsilon_i^{(\ell)} = 0$, set all outgoing weights $w_{ij}^{(\ell)}$ from neuron i to 0

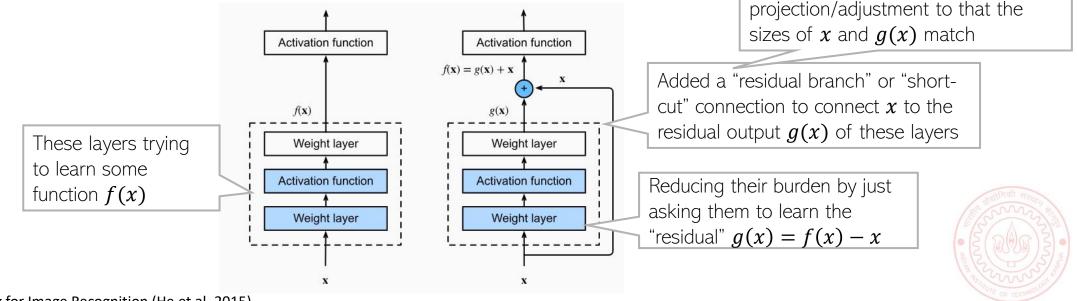




- Each update of weights will change a different subset of weights
 - In doing so, we are making individual neurons more self-reliant and less dependent on others
- At test time, no dropout is used. After training is complete, we multiply each weight by the keep probability 1 p and use these weights for predictions

Residual/Skip Connections

- Many modern deep nets contain a very large number of layers
- In general, just stacking lots of layer doesn't necessarily help a deep learning model
 - Vanishing/exploding gradient may make learning difficult
- Skip connections or "residual connections" help if we want very deep networks
 - This idea was popularized by "Residual Networks"* (ResNets) which can have hundreds of layers
- Basic idea: Don't force a layer to learn everything about a mapping



May need to perform an additional

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*Deep Residual Learning for Image Recognition (He et al, 2015)

Pic source: <u>https://www.d2l.ai/index.html</u>