## Artificial Neural Networks 2

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## Recap artificial neural networks part 1

Backward pass: calculate $\nabla_{W} J$ and use it in an optimization algorithm to iteratively update the weights of the network to minimize the loss $J$.


Recap artificial neural networks part 1





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## Outline

Last lecture:
(1) Introduction to artificial neural networks
(2) Simple networks \& approximation properties
(3) Deep Learning
(4) Optimization

This lecture:
(1) Regularization \& Validation
(2) Specialized network architectures
(3) Beyond supervised learning
(4) Examples

## Outline

(1) Regularization \& Validation
(2) Specialized structures

3 (Semi) Unsupervised Learning \& Reinforcement Learning
(4) Examples

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Approximation error vs. number of parameters
Underfitting


## Good fit


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## Validation Data Set



## Cross-Validation

- Regularity criterion (for two data sets):

$$
R C=\frac{1}{2}\left[\frac{1}{N_{A}} \sum_{i=1}^{N_{A}}\left(y^{A}(i)-\hat{y}_{B}^{A}(i)\right)^{2}+\frac{1}{N_{B}} \sum_{i=1}^{N_{B}}\left(y^{B}(i)-\hat{y}_{A}^{B}(i)\right)^{2}\right]
$$

- $v$-fold cross-validation


## Test set

The validation set is used to select the right hyper-parameters.

- Structure of the network
- Cost function
- Optimization parameters
- ...

What might go wrong?

Use a separate test set to verify the hyper-parameters have not been over-fitted to the validation set.

## Some Common Criteria

- Mean squared error (root mean square error):

$$
M S E=\frac{1}{N} \sum_{i=1}^{N}(y(i)-\hat{y}(i))^{2}
$$

- Variance accounted for (VAF):

$$
\operatorname{VAF}=100 \% \cdot\left[1-\frac{\operatorname{var}(y-\hat{y})}{\operatorname{var}(y)}\right]
$$

- Check the correlation of the residual $y-\hat{y}$ to $u, y$ and itself.


## Regularization

Regularization: Any strategy that attempts to improve the test performance, but not the training performance

- Limit model capacity (smaller network)
- Early stopping of the optimization algorithm
- Penalizing large weights (1 or 2 norm)
- Ensembles (dropout)
- ...


## Weight penalties

Cost function: $J_{r}(y, t, \mathbf{w})=J^{*}(y, t)+\lambda\|\mathbf{w}\|_{p}^{p}$

- $p=1: L^{1}$ : Leads to 0 -weights (sparsity, feature selection)
- $p=2: L^{2}$ : Leads to small weights
Demo - Overfiting
Demo - L1 regularization
Demo - L2 regularization


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## Dropout

Practical approximation of an automatic ensemble method. During training, drop out units (neurons) with probability $p$. During testing use all units, multiply weights by $(1-p)$.


## Model ensembles

What if we train multiple models instead of one?

For $k$ models, where the errors made are zero mean, normally distributed, with variance $v=\mathbb{E}\left[\epsilon_{i}^{2}\right]$, covariance $c=\mathbb{E}\left[\epsilon_{i} \epsilon_{j}\right]$. The variance of the ensemble is:

$$
\mathbb{E}\left[\left(\frac{1}{k} \sum_{i} \epsilon_{i}\right)^{2}\right]=\frac{1}{k^{2}} \mathbb{E}\left[\sum_{i}\left(\epsilon_{i}^{2}+\sum_{j \neq i} \epsilon_{i} \epsilon_{j}\right)\right]=\frac{1}{k} v+\frac{k-1}{k} c
$$

When the errors are not fully correlated ( $c<v$ ), the variance will reduce.

## More data

The best regularization strategy is more real data
Spend time on getting a dataset and think about the biases it contains.


## Data augmentation

Sometimes existing data can be transformed to get more data. Noise can be added to inputs, weights, outputs (what do these do, respectively?) Make noise realistic.

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## Prior knowledge for simplification

Use prior knowledge to limit the model search space
Sacrifice some potential accuracy to gain a lot of simplicity

Example from control theory
Reality: $y(t)=f(x, u, t), \quad \dot{x}=g(x, u, t)$
Usual LTI approximation: $\quad y=C x+D u, \quad \dot{x}=A x+B u$

## Outline

## 1) Resularization \& Validation

(2) Specialized structures

## Recurrent Neural Networks

Convolutional Neural Networks

3 (Semi) Unsupervised Learning \& Reinforcement Learning
(4) Examples

## Neural network analog

Predict $y_{t}$ given $y_{t-n}, \ldots, y_{t-1}, u_{t-n}, \ldots, u_{t}$
Strategy so far:


## Neural network analog

Lets assume $y(t)=f(x(t), t)$ and $x(t)=g(x(t-1), u(t), t)$ :


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RNN training: Back Propagation Through Time (BPTT)
(1) Make $n$ copies of the network, calculate $y_{1}, \ldots, y_{n}$
(2) Start at time step $n$ and propagate the loss backwards through the unrolled networks
(3) Update the weights based on the average gradient of the network copies: $\nabla_{w} J=\frac{1}{n} \sum_{i=1}^{n} \nabla_{w_{i}} J$


## Weight sharing: temporal invariance

Lets add temporal invariance:
$y(t)=f(x(t))$ and $x(t)=g(x(t-1), u(t))$;
$\mathbf{w}_{\mathbf{1}}=\mathbf{w}_{\mathbf{2}}=\mathbf{w}_{\mathbf{3}}=\mathbf{w}_{\mathbf{4}}=\mathbf{w}_{\mathbf{5}}=\mathbf{w}$


Significant reduction in the number of parameters $\mathbf{w}$
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The exploding / vanishing gradients problem

Scalar case with no input: $x_{n}=w^{n} \cdot x_{0}$
For $w<1, x^{n} \rightarrow 0$, for $w>1, x^{n} \rightarrow \infty$.
This makes it hard to learn long term dependencies.

Output

## Gating

One more network component:
Element-wise multiplication of activations $\otimes$
Example: LSTM memory cell


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## Weight sharing: spatial equivariance

We want spatial invariance / equivariance.

- Share pieces of network (eg our 6 feature detector).
- Copy the part of the network across the input space, enforce that the weights remain equal.

$\mathbf{w}_{\mathbf{1}}=\mathbf{w}_{\mathbf{2}}=\mathbf{w}_{\mathbf{3}}=\mathbf{w}_{\mathbf{4}}=\mathbf{w}$


## Weight sharing: spatial equivariance

How to process grid like information (eg. images)? So far:


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## Convolution

- Instead of thinking of copying parts of the network over the inputs, we can think of the same operation as sliding a network part over the input.
- Step 1: Convolution: $S(i, j)=(I * K)(i, j)=$ $\sum_{m} \sum_{n} I(m, n) K(i-m, j-n)$



## Convolutional layer

- Step 1: Convolution: $S(i, j)=(I * K)(i, j)=$ $\sum_{m} \sum_{n} I(m, n) K(i-m, j-n)$
- Step 2: Detector stage: nonlinearities on top of the feature map

What if we want invariance?


## Outline

1) Regularization \& Validation
2. Specialized structures
(3) (Semi) Unsupervised Learning \& Reinforcement Learning

## Pooling

- Step 1: Convolution: $S(i, j)=(I * K)(i, j)=$ $\sum_{m} \sum_{n} I(m, n) K(i-m, j-n)$
- Step 2: Detector stage: nonlinearities on top of the feature map
- Step 3 (optional) Pooling: Take some function (eg max) of an area


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NN training: so far, we have seen supervised learning


## From SL to RL

So far: get a database of inputs $x$ and target outputs $t$, minimize some loss between network predictions $y(x, \theta)$ and the targets $t$ by adapting the network parameters $\theta$ :


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## From SL to RL

DQN example: get a database of inputs $x$ and target outputs $t$, minimize some loss between network predictions $Q(x, \theta)$ and the targets $t$ by adapting the network parameters $\theta$ :

- Data $\left\{\mathrm{x}, \mathrm{u}, \mathrm{x}^{\prime}, \mathrm{r}\right\}$ is collected on-line by following the exploration policy and stored in a buffer.
- $t(x, a)=r+\gamma \max _{a} Q\left(x^{\prime}, \theta^{-}\right)$: target network with parameters $\theta^{-}$ that slowly track $\theta$ for stability.



## RL with function approximation

Didn't we do this last week?

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Approximating Over the State Space
- Typically: basis functions
\[
\phi_{1}, \ldots, \phi_{N}: x \rightarrow[0,1]
\]
- Usually normalized: \(\sum_{i} \phi_{i}(x)=1\)
- E.g., fuzzy approximation, RBF network approximation
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Global function approximation makes things trickier but potentially more useful, especially for high-dimensional state-spaces.
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\section*{Additional training criteria}

Inputs \(x\) are often much easier to obtain than targets \(t\).
- For deep networks, many of the earlier layers perform very general functions (e.g. edge detection).
- These layers can be trained on different tasks for which there is data.


\section*{Additional training criteria}

Previous lecture: data clustered around a (or some) low dimensional manifold(s) embedded in the high dimensional input space.


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Can we learn a mapping to this manifold with only input data \(x\) ?
D. P. Kingma and M. Welling (2013). "Auto-encoding variational bayes". In: arXiv preprint arXiv:1312.6114

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\section*{Additional training criteria: regularization and optimization}

Auxiliary training objectives can be added
- Because they are easier and allow the optimization to make faster initial progress.
- To force the network to keep more generic features, as a regularization technique.



Example: object recognition

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\section*{Applications of neural nets}
- Black-box modeling of systems from input-output data.
- Reconstruction (estimation) - soft sensors.
- Classification
- Neurocomputing
- Neurocontrol

Example: control from images


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\({ }^{2}\) S. Levine, C. Finn, T. Darrell, and P. Abbeel (2016). "End-to-end training of deep visuomotor policies". In: Journal of

\section*{Summary}
(Over-)fitting training data can be easy, we want to generalize to new data.
- Use separate validation and test data-sets to measure generalization performance.
- Use regularization strategies to prevent over-fitting.
- Use prior knowledge to make specific network structures that limit the model search space and the number of weights needed (e.g. RNN, CNN).
- Be aware of the biases and accidental regularities contained in the dataset.```

