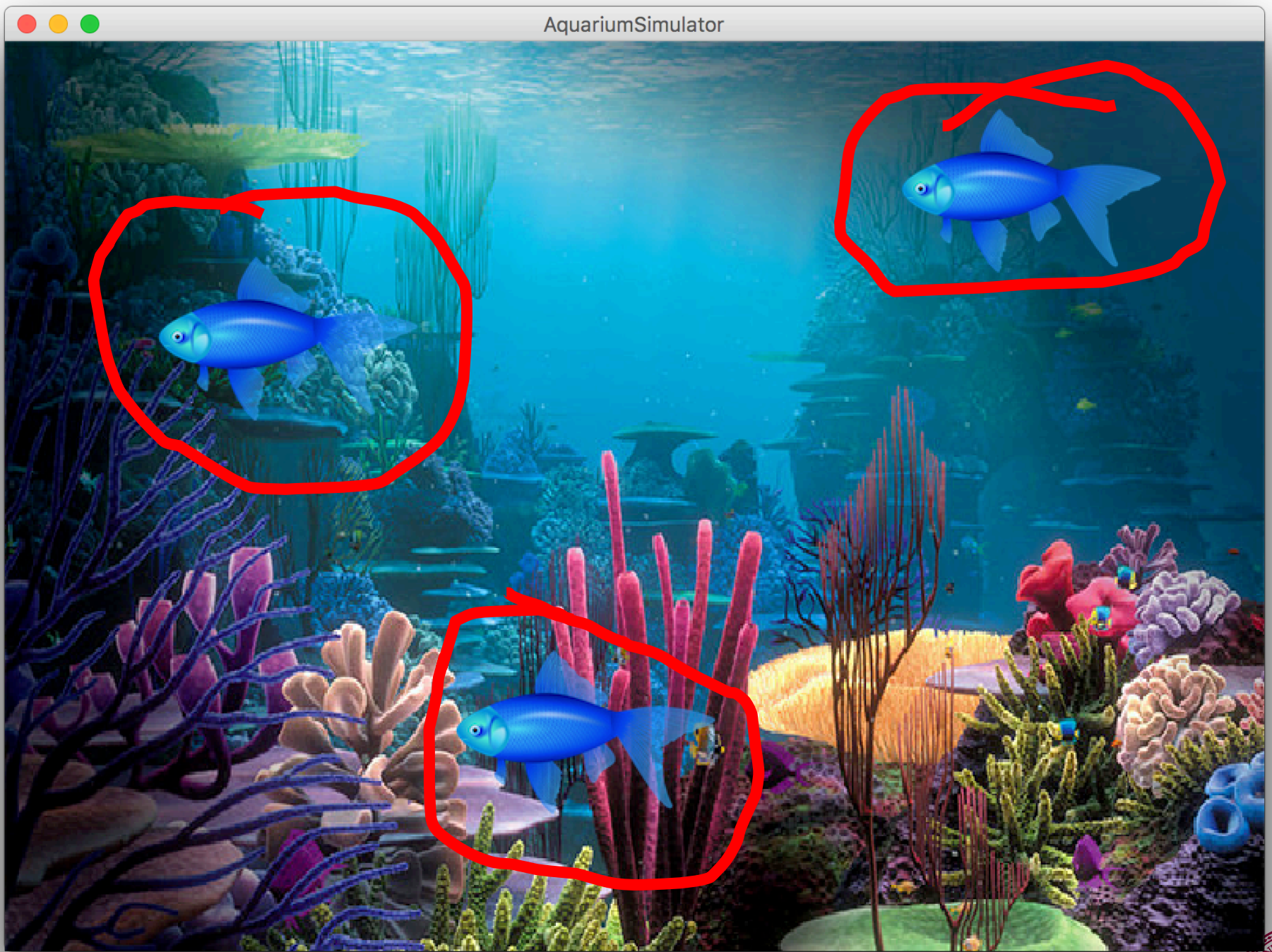




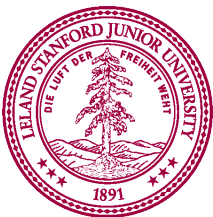
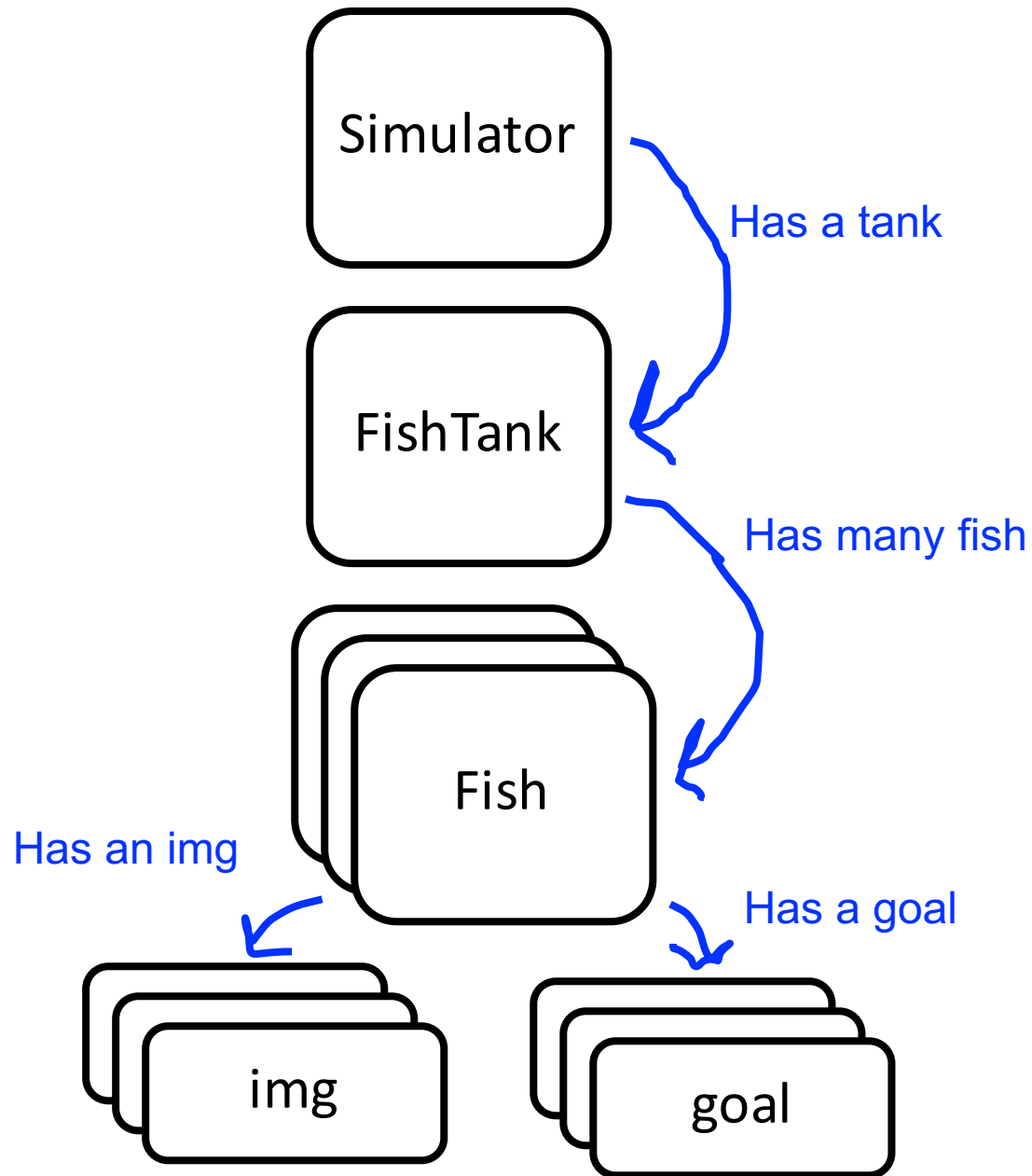
Machine Learning

Chris Piech

CS106A, Stanford University

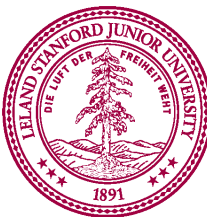
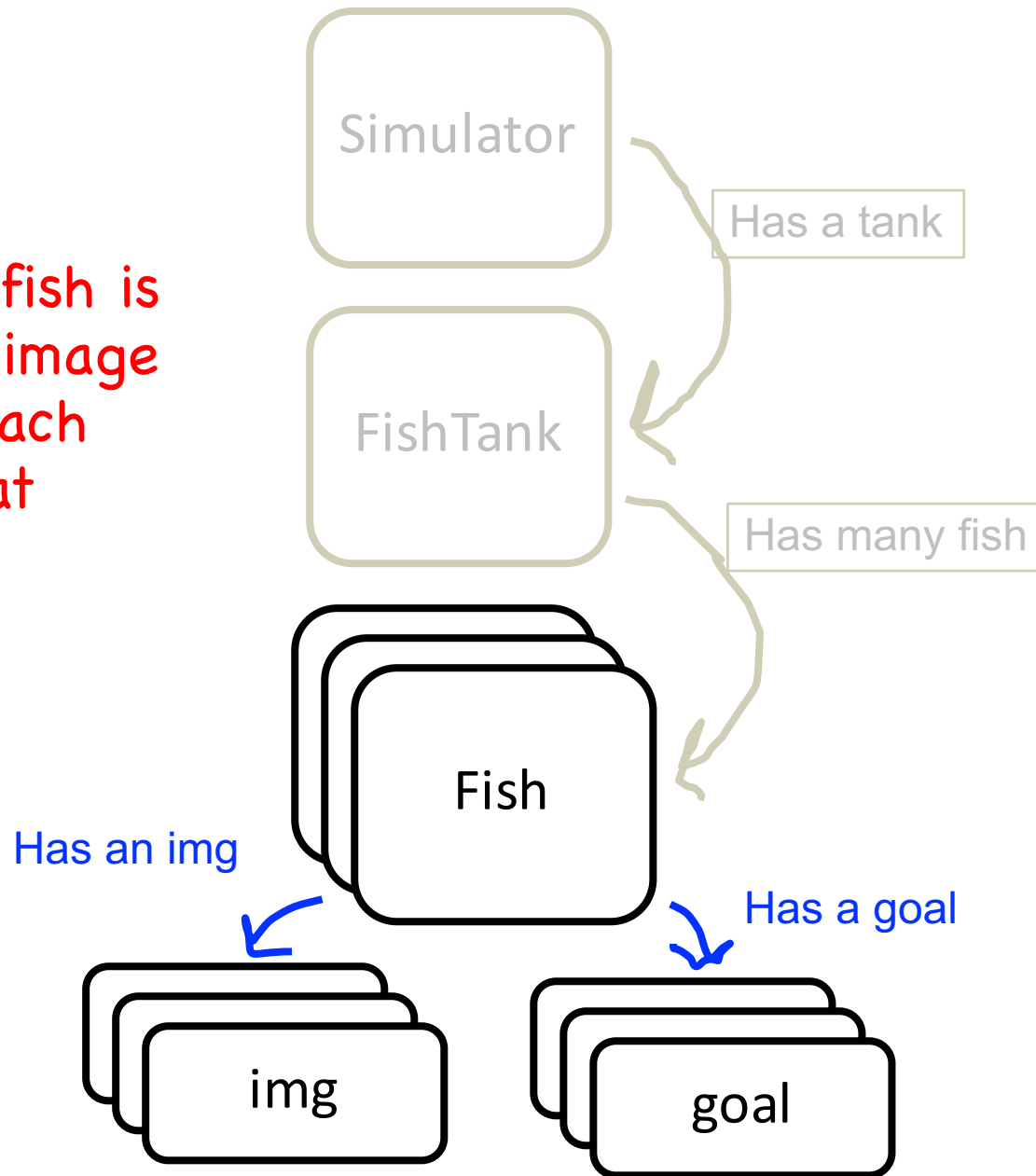


Architecture



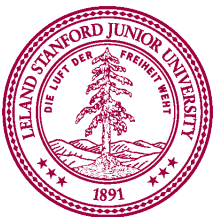
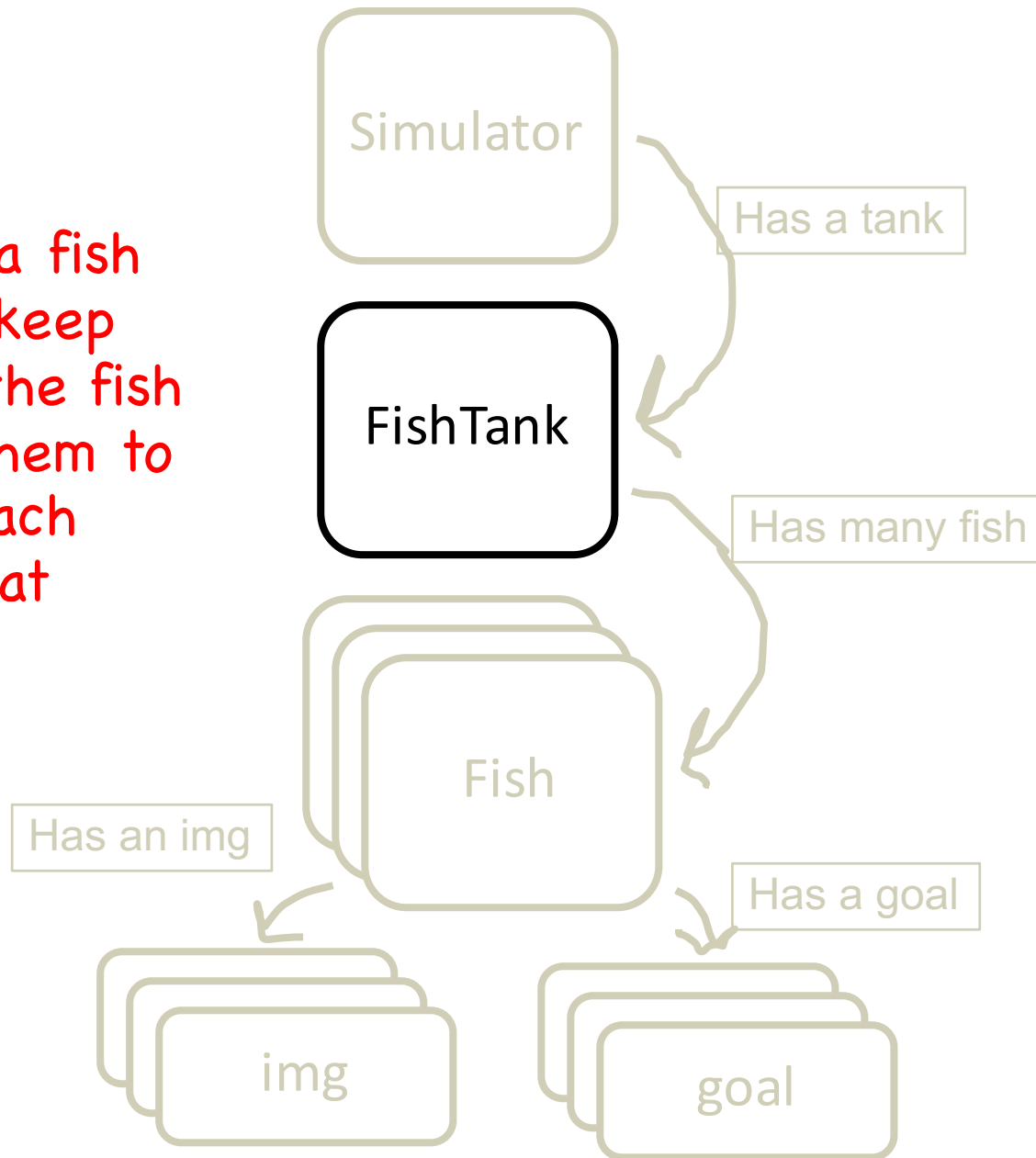
Architecture

The job of a fish is to update its image and goal each heartbeat



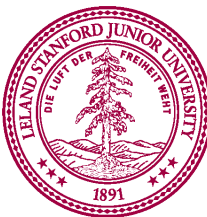
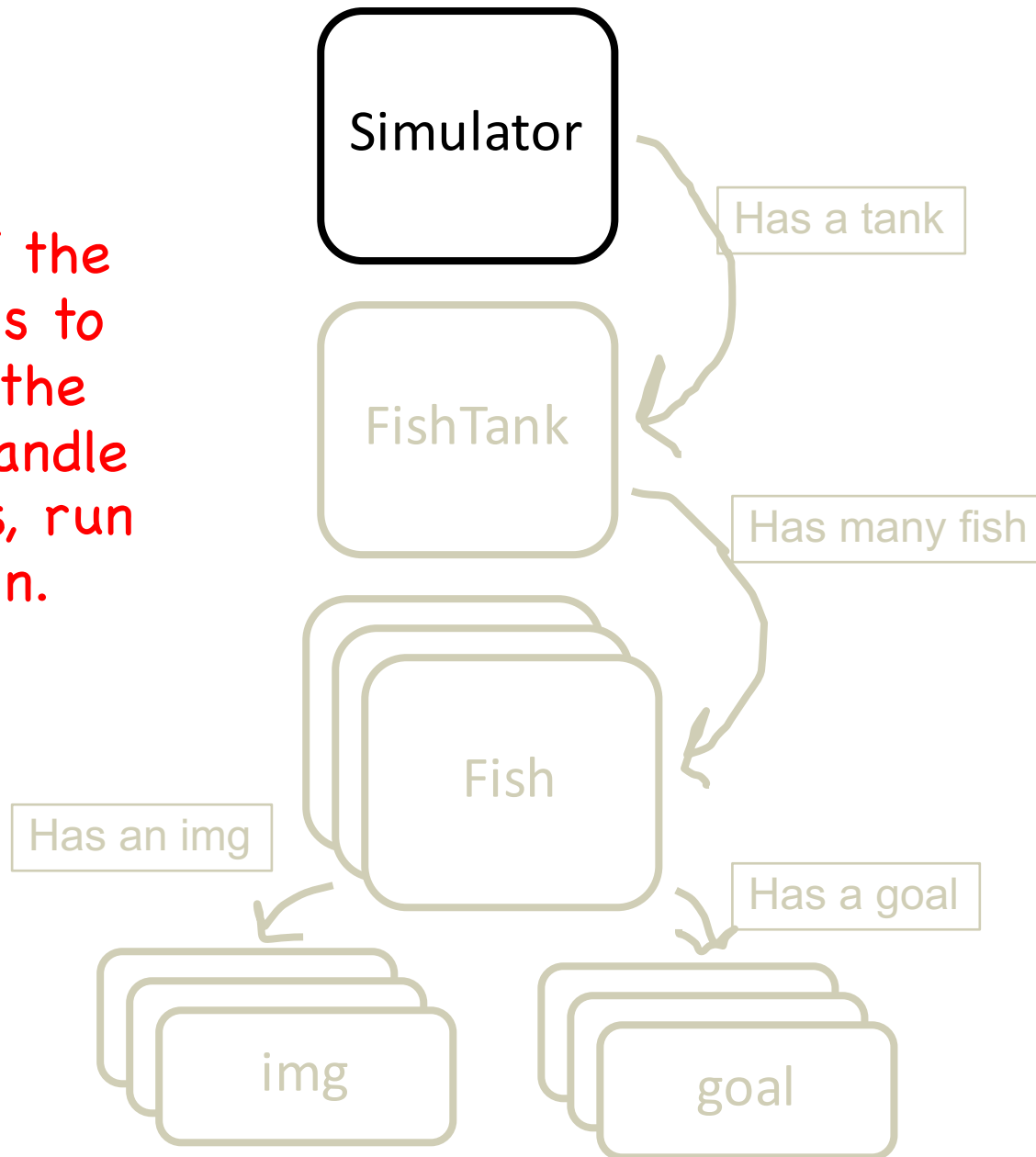
Architecture

The job of a fish tank is to keep track of all the fish and to tell them to update each heartbeat



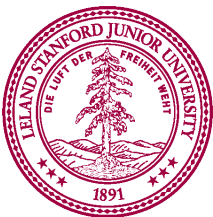
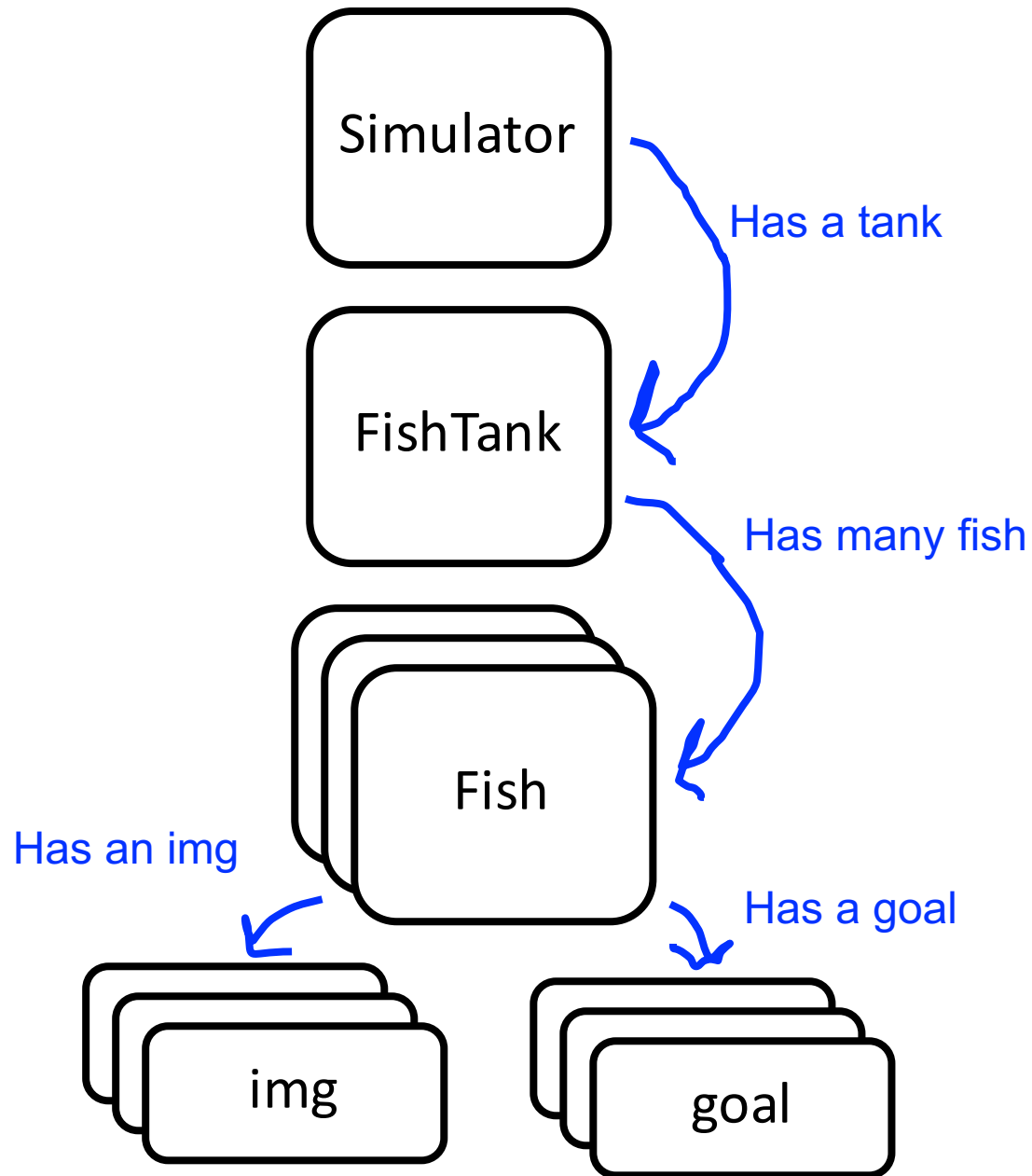
Architecture

The job of the simulator is to "control" the program. Handle user events, run animation.



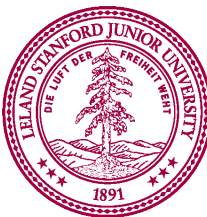
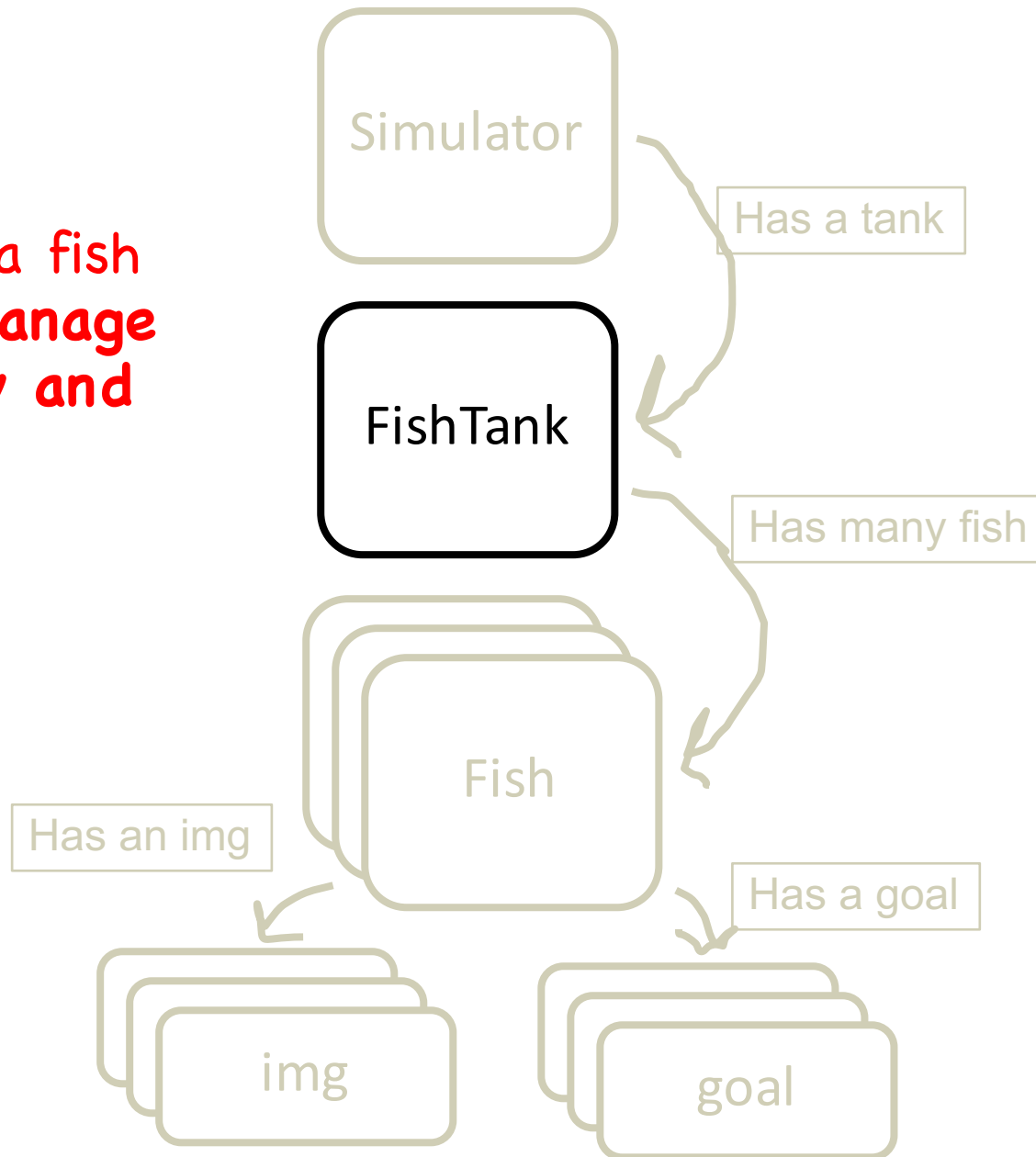
Whose job is it to put the images
on the screen?

Architecture

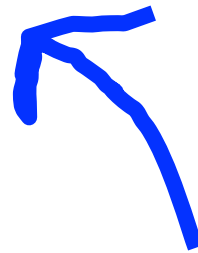


Architecture

The job of a fish tank is to **manage the display and state.**



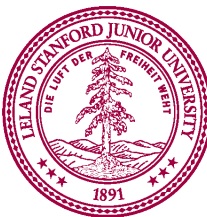
extends



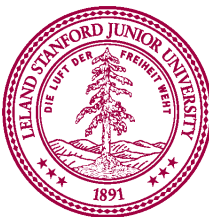
Make a class inherit all the instance variables and methods of another class



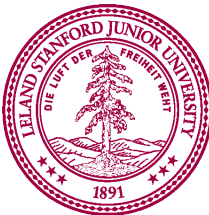
```
public class Simulator extends GraphicsProgram {  
    // class definition  
}
```



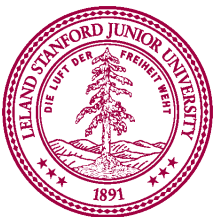
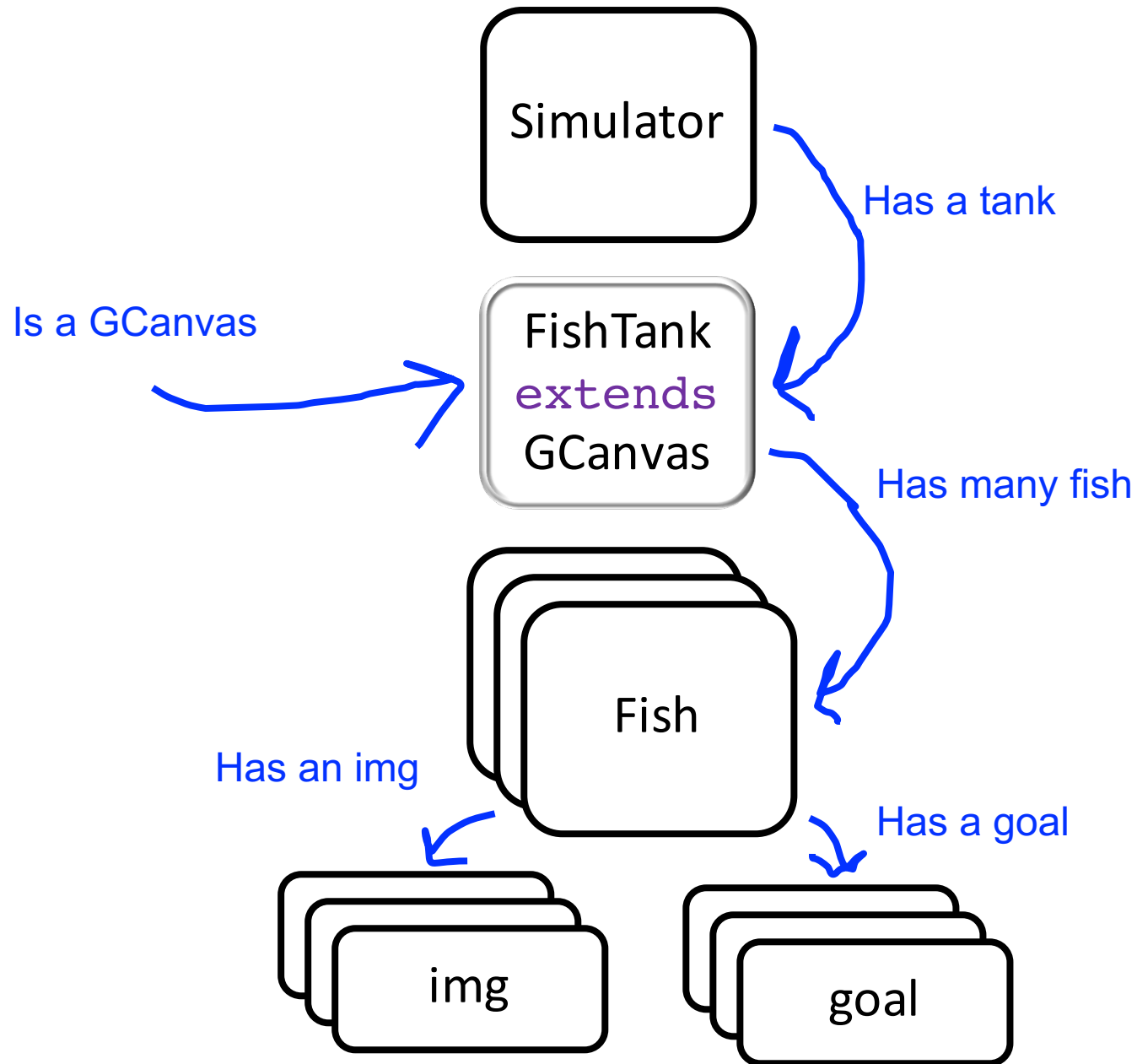
```
public class NameSurferGraph extends GCanvas {  
    // class definition  
}
```

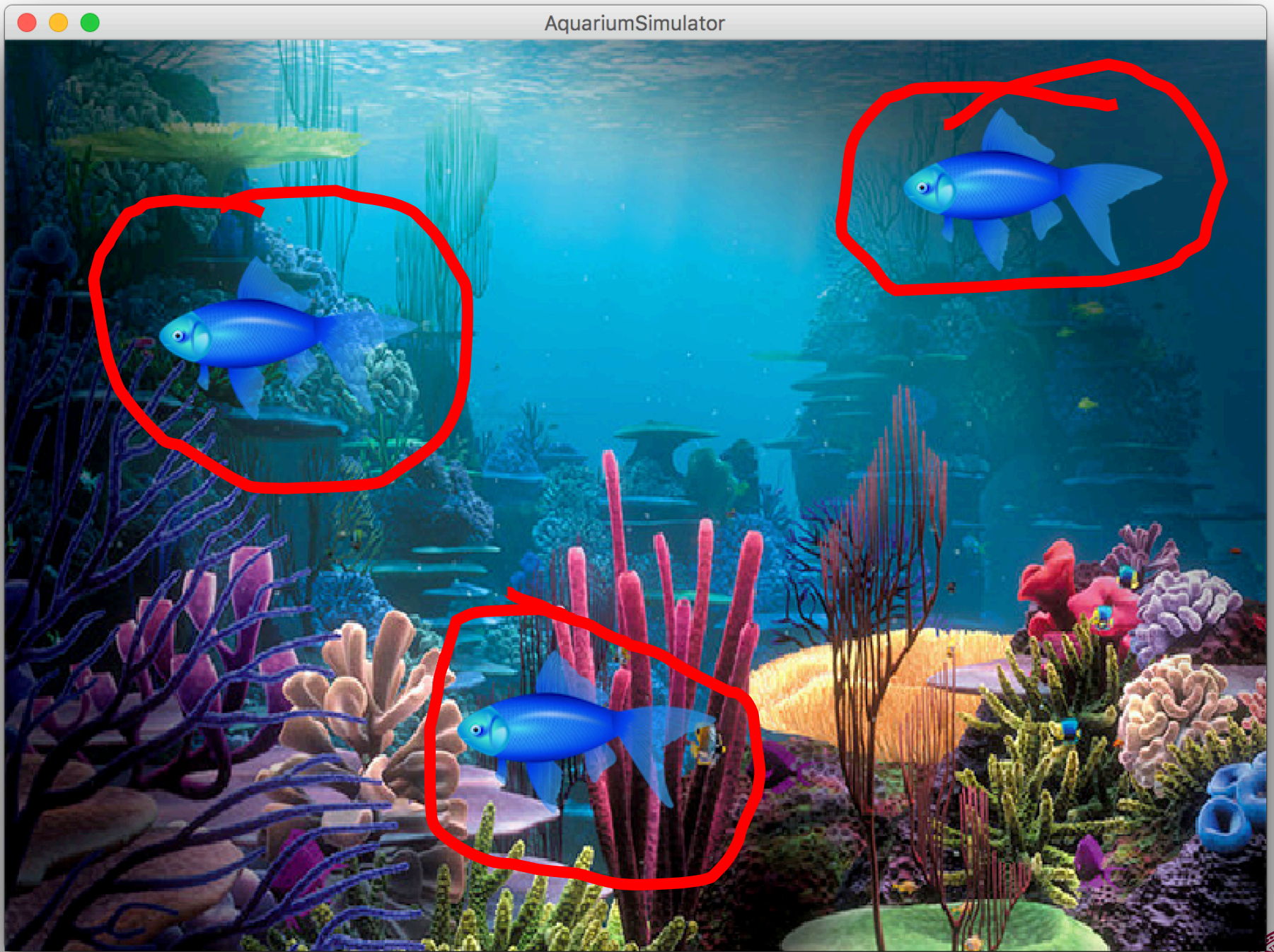


```
public class FishTank extends GCanvas {  
    // class definition  
}
```

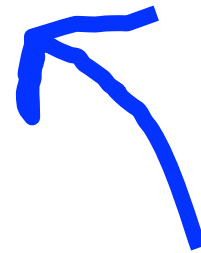


Architecture

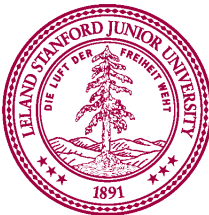




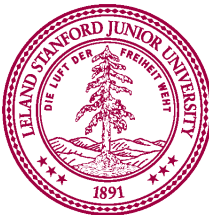
implements



I promise that this class will define
a few given methods



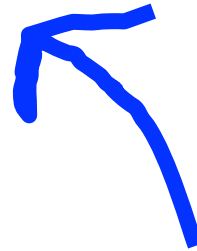

```
public class NameSurferGraph extends GCanvas,  
    implements ComponentListener {  
    // class definition  
}
```



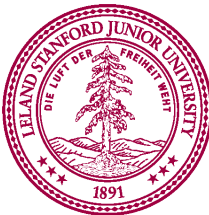
Also a cheeky way to share constants between classes



implements



I promise that this class will define
a few given methods



Machine Learning

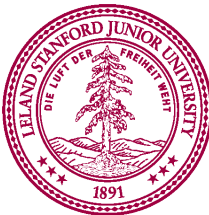
Machine Learning or, How we learned to decompose

There is something going on
in the world of AI

Something big (for us)...

[suspense]

How can we develop intelligent **agents**?



Volunteer



Computer programs

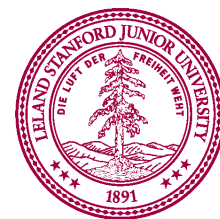


How can we develop intelligent **agents**?

Better than chance



As well as humans

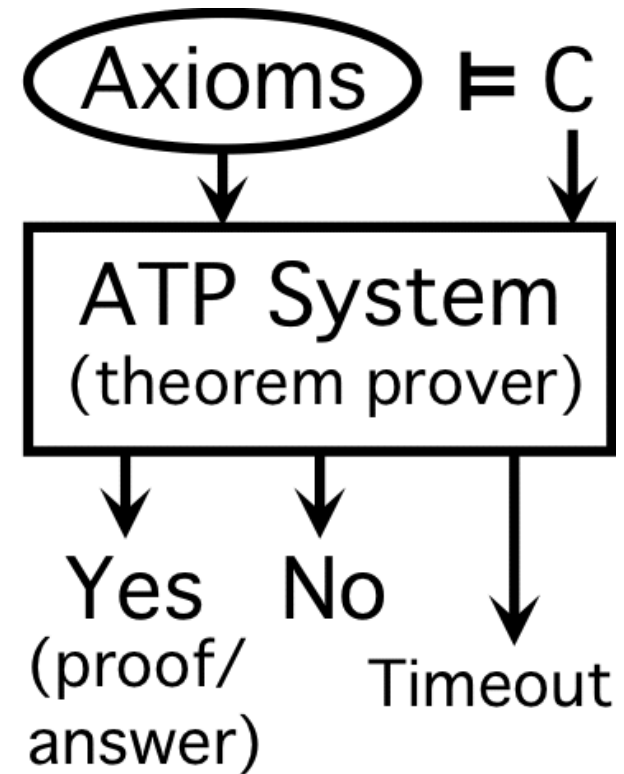


Early Optimism 1950

1952



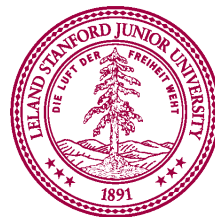
1955



Early Optimism 1950

“Machines will be capable, within twenty years, of doing any work a man can do.”

–Herbert Simon, 1952



Underwhelming Results 1950s to 1980s

The spirit is willing but the flesh is weak.

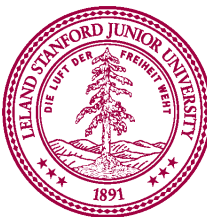


(Russian)



The vodka is good but the meat is rotten.

The world is too complex

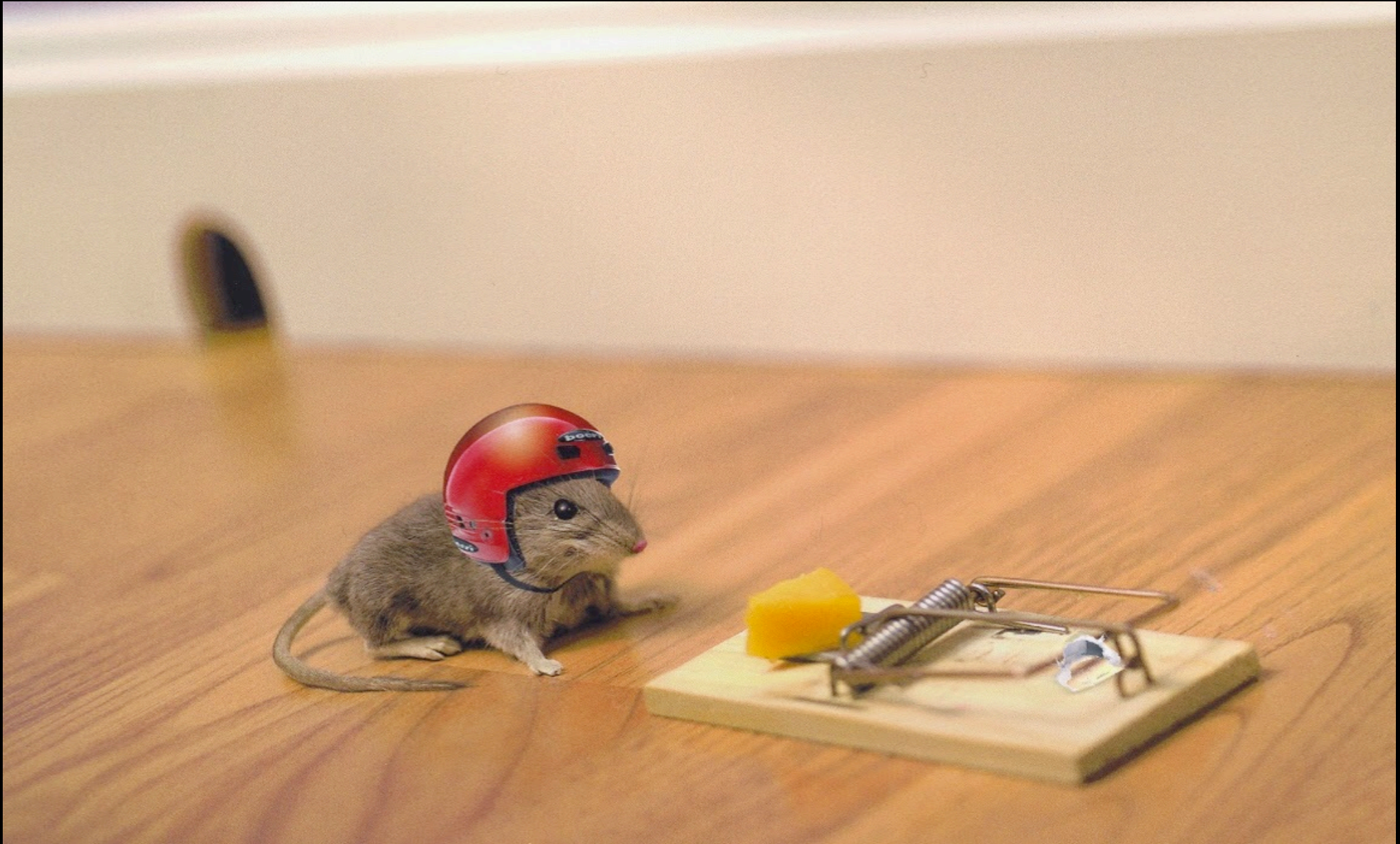


BRACE YOURSELVES



WINTER IS COMING

Machine Learning: Learn From Experience

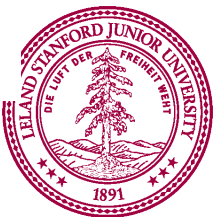


Some success

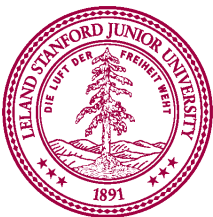
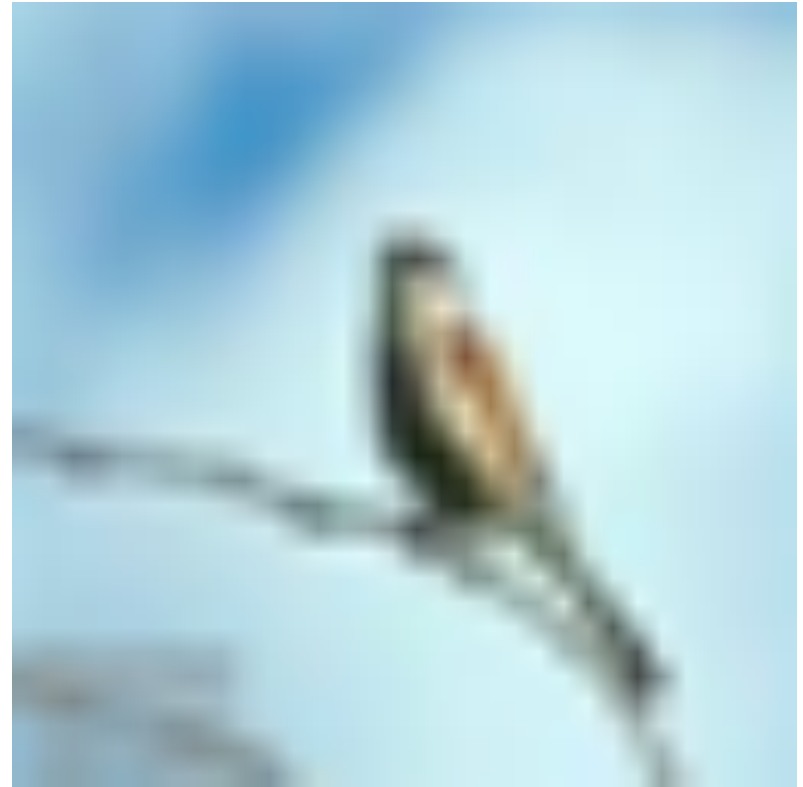
Hard problems seemed impossible.



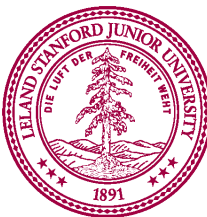
Can we predict hand written digits?



Can we predict birds vs planes?



Vision is Hard



Vision is Hard

You see this:



But the camera sees this:

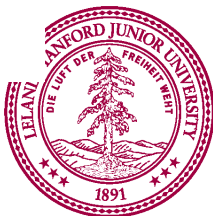
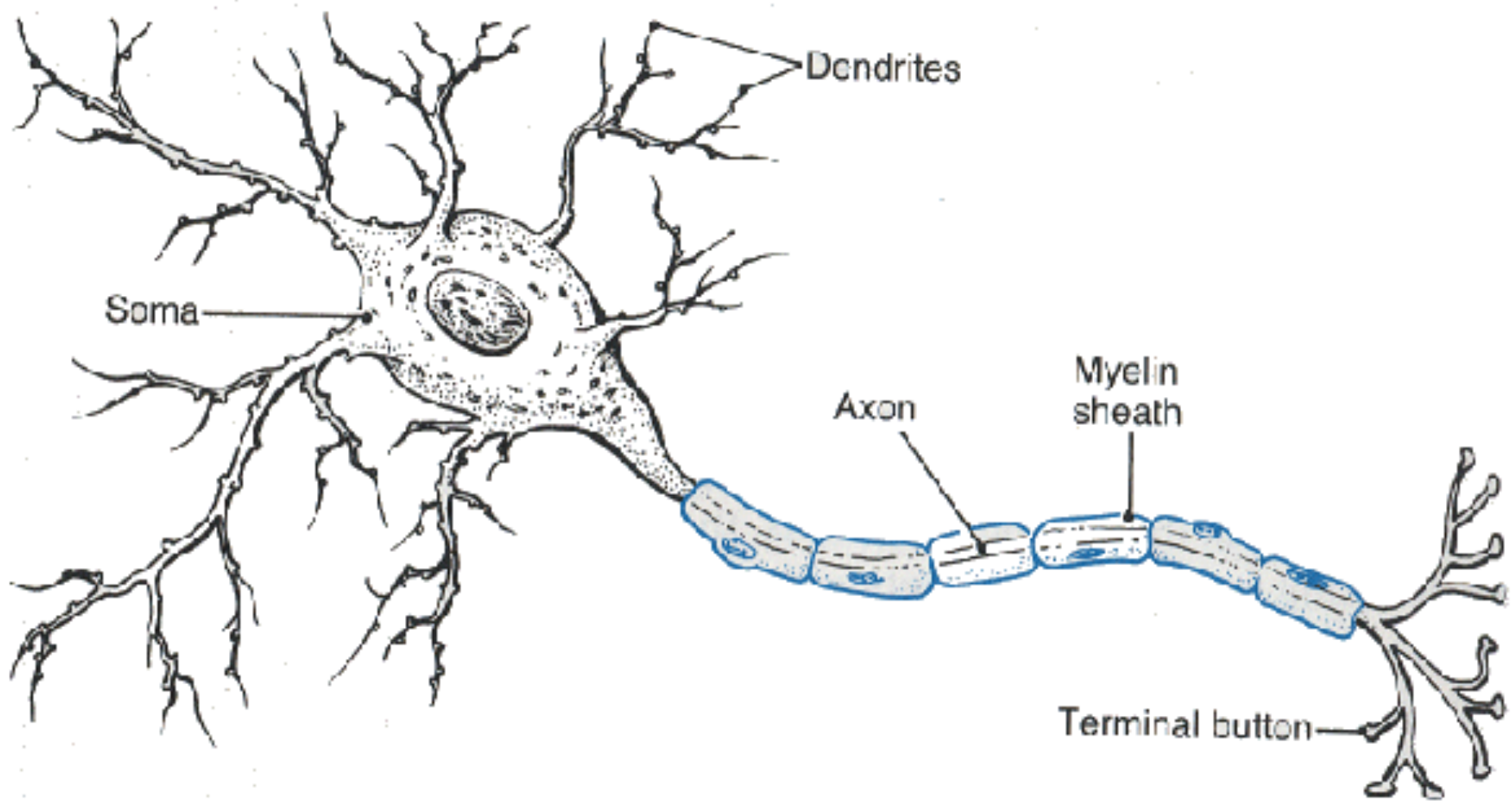
194	210	201	212	199	213	215	195	178	158	182	209
180	189	190	221	209	205	191	167	147	115	129	163
114	126	140	188	176	165	152	140	170	106	78	88
87	103	115	154	143	142	149	153	173	101	57	57
102	112	106	131	122	138	152	147	128	84	58	66
94	95	79	104	105	124	129	113	107	87	69	67
68	71	69	98	89	92	98	95	89	88	76	67
41	56	68	99	63	45	60	82	58	76	75	65
20	43	69	75	56	41	51	73	55	70	63	44
50	50	57	69	75	75	73	74	53	68	59	37
72	59	53	66	84	92	84	74	57	72	63	42
67	61	58	65	75	78	76	73	59	75	69	50

Not Perfect...

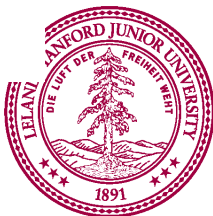
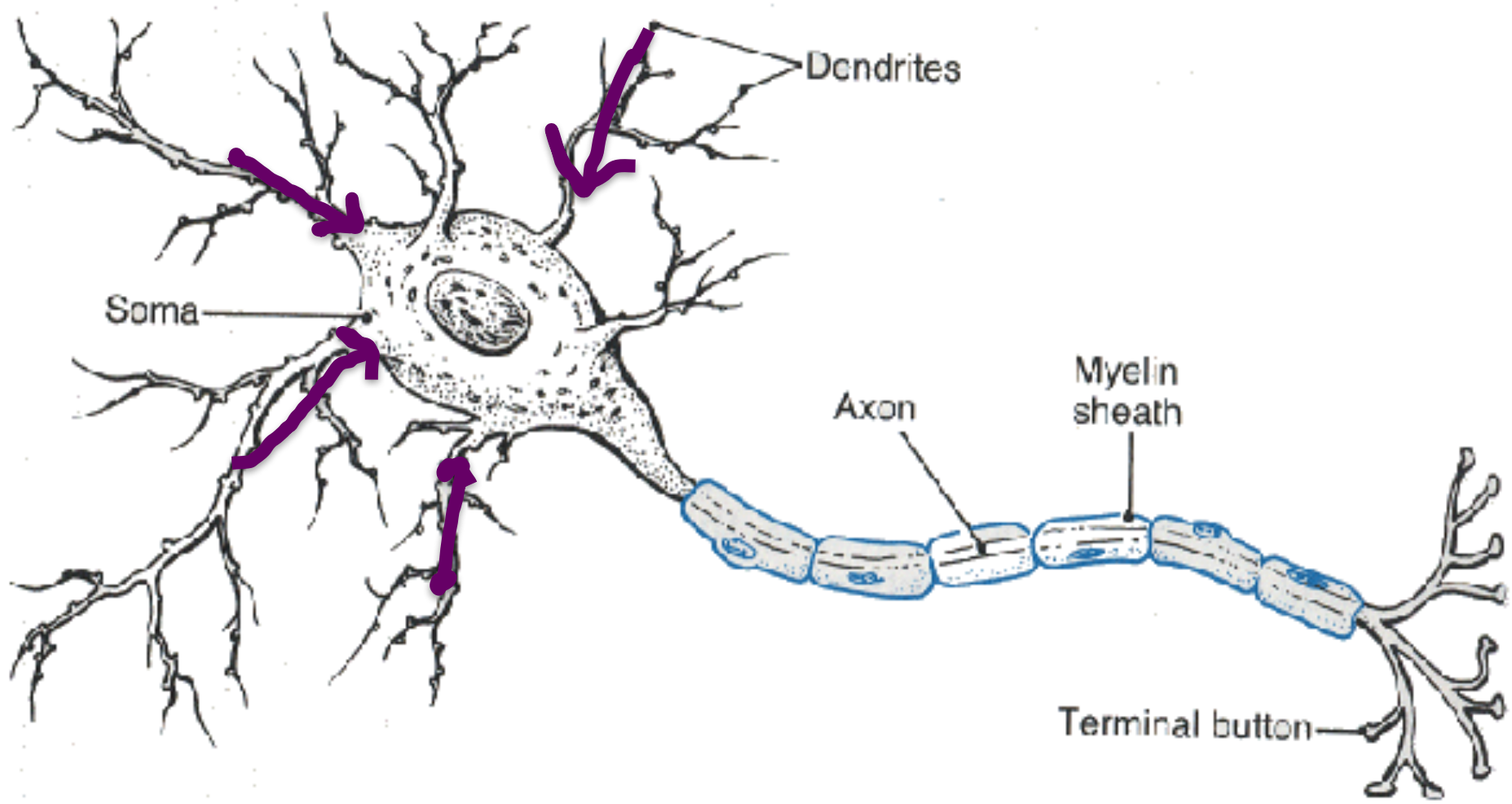


Great idea inspired by biology

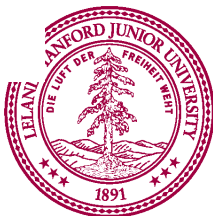
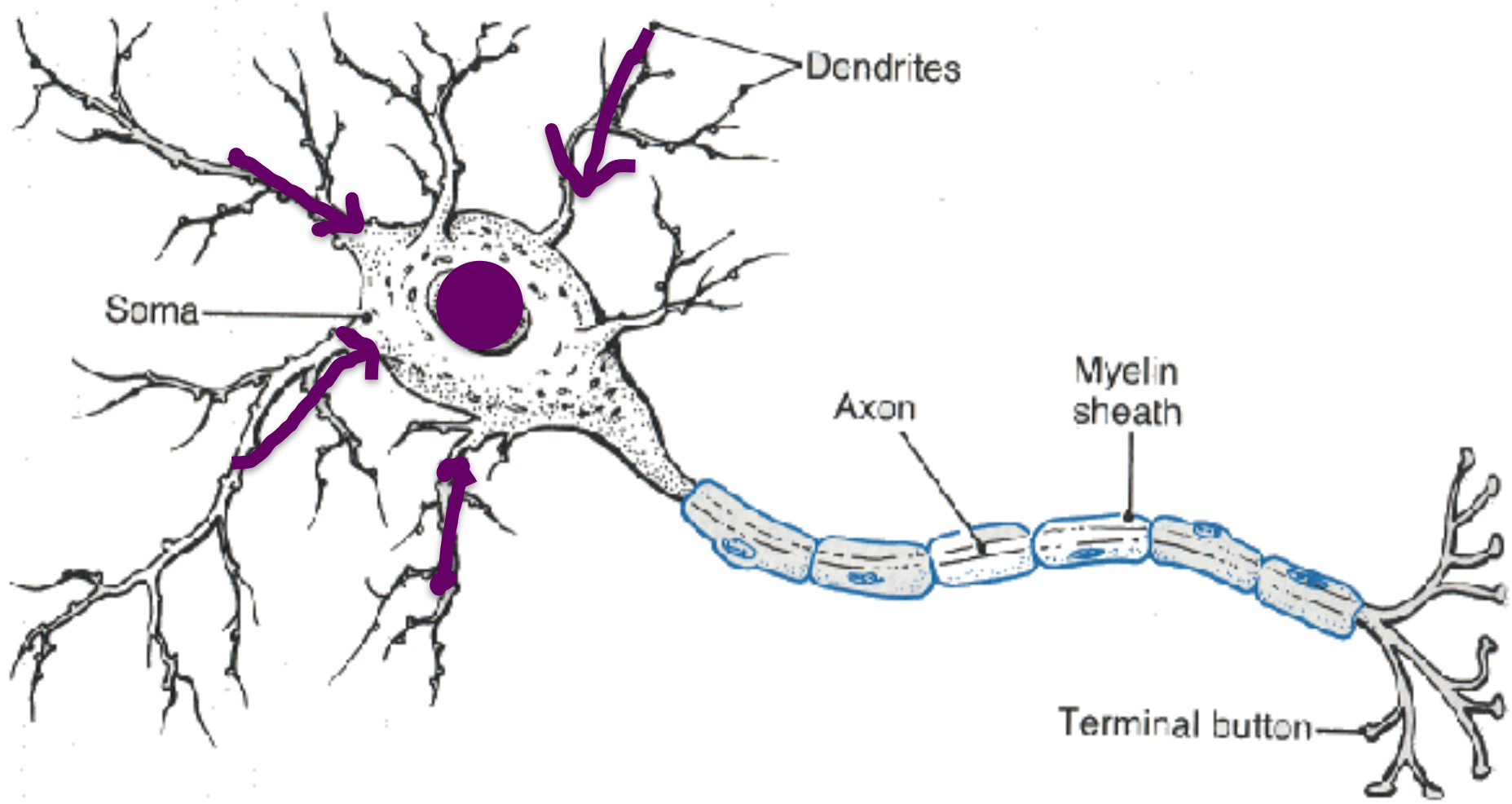
Neuron



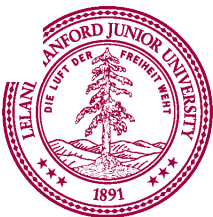
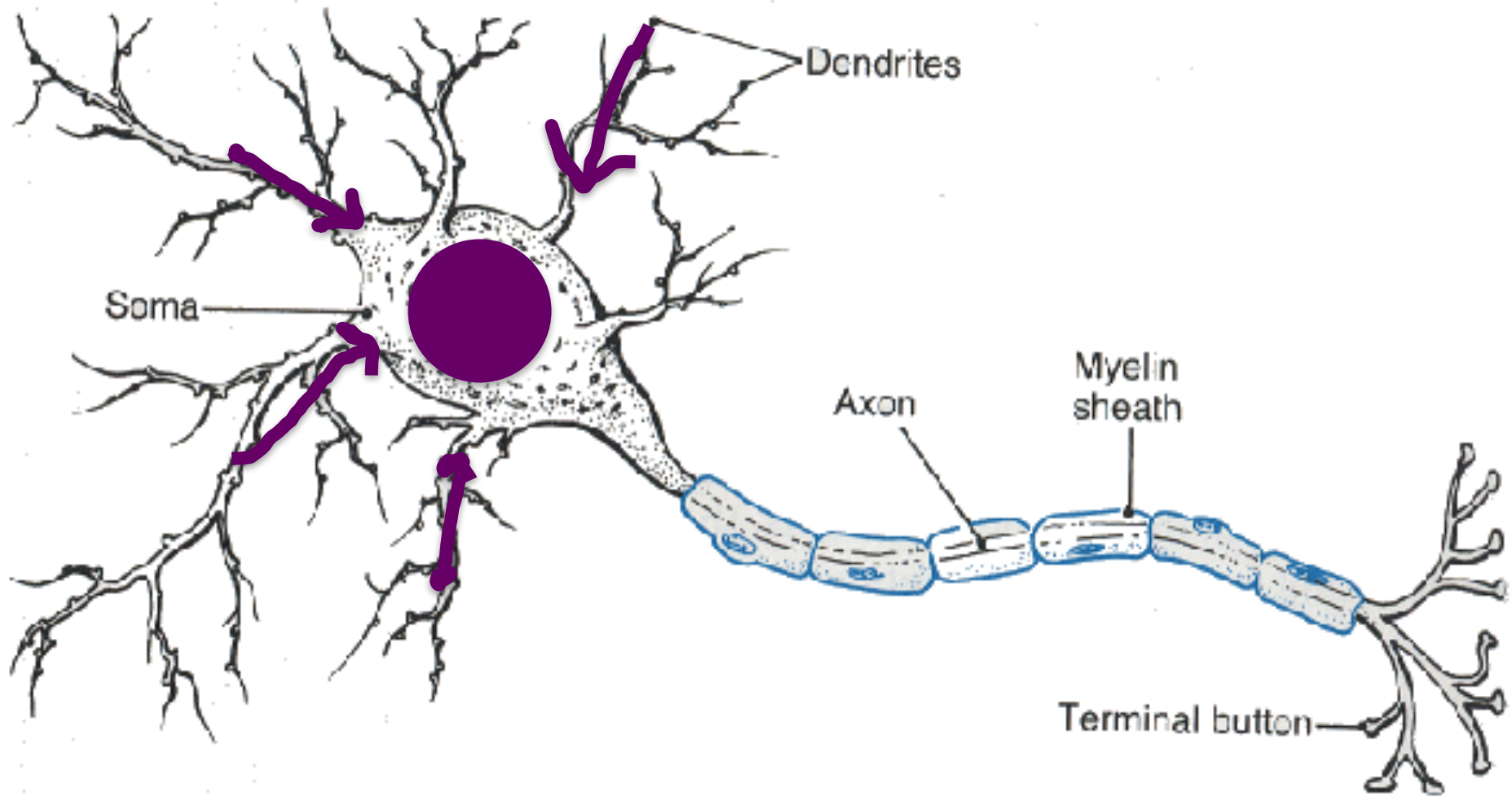
Neuron



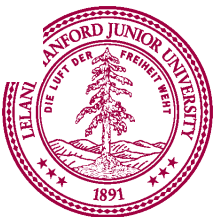
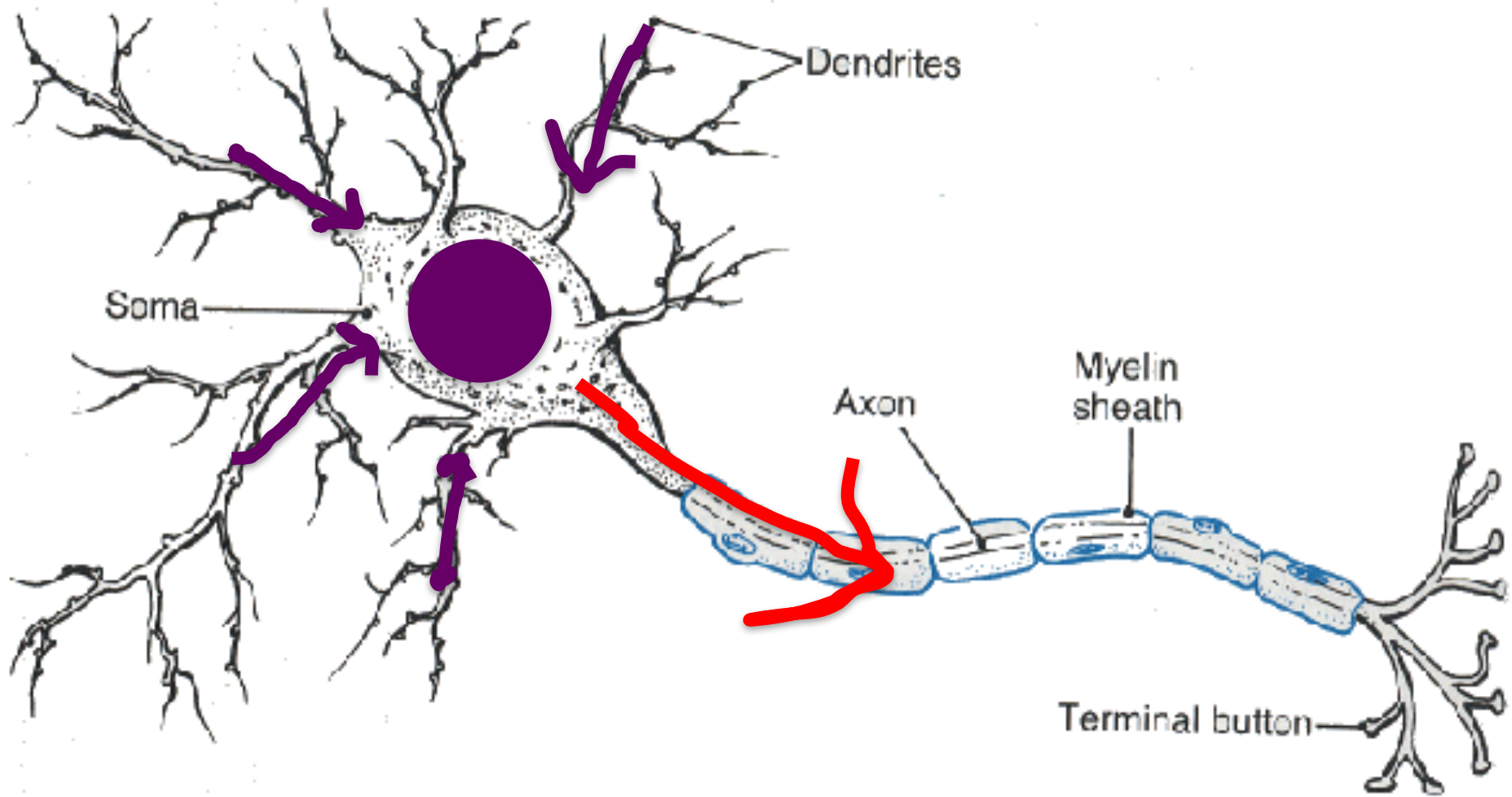
Neuron



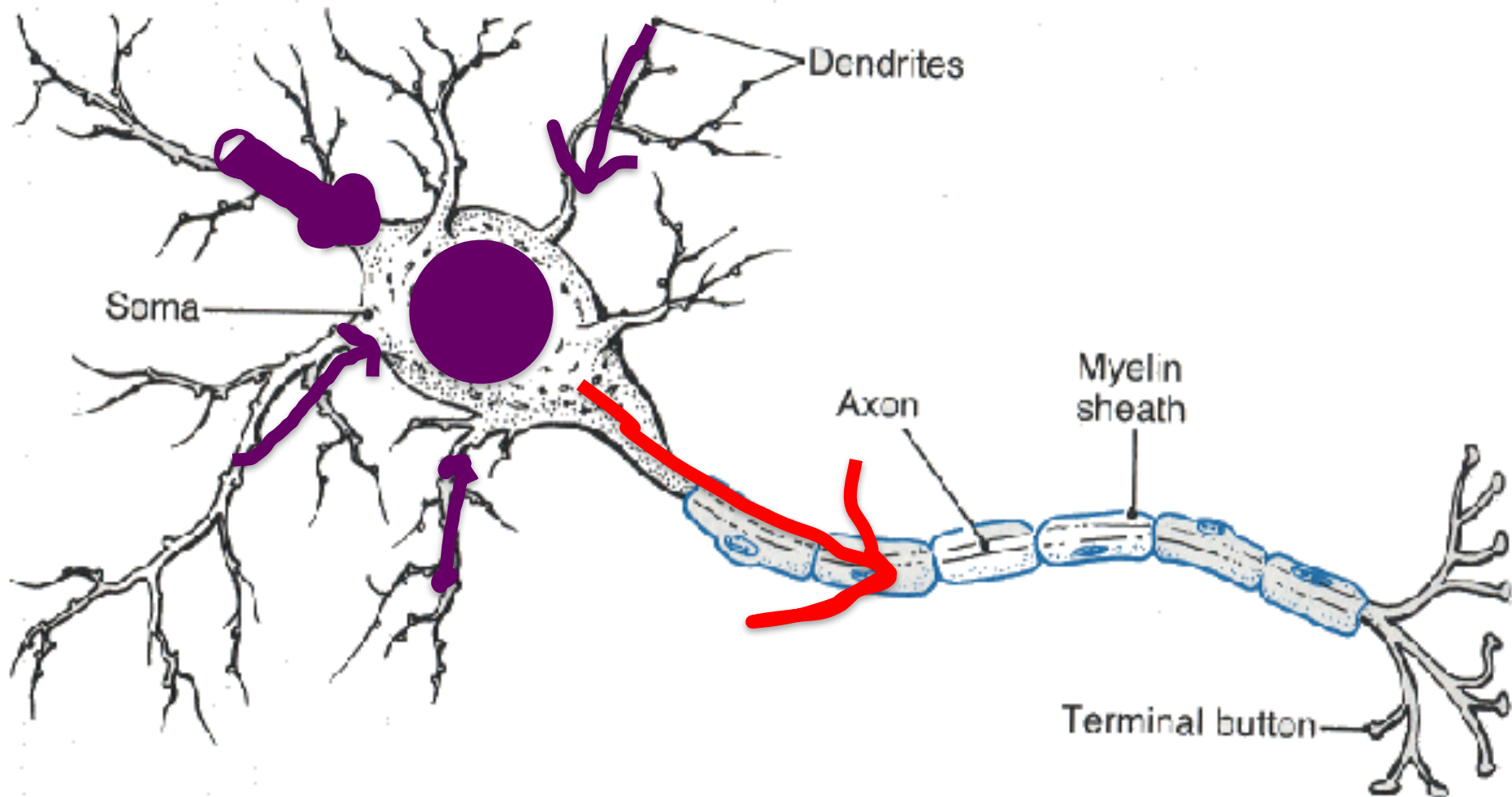
Neuron



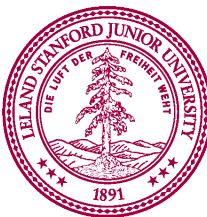
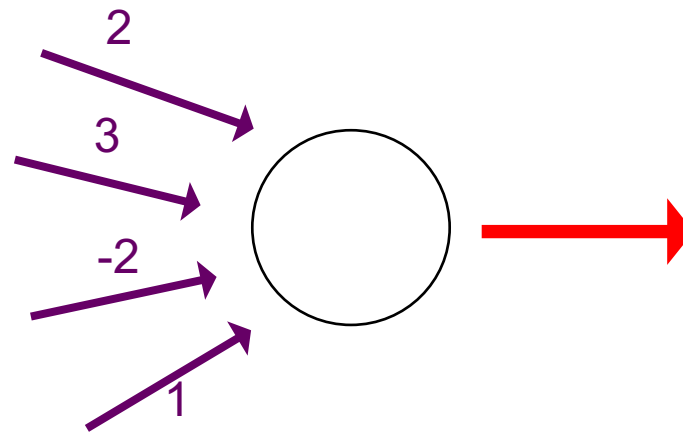
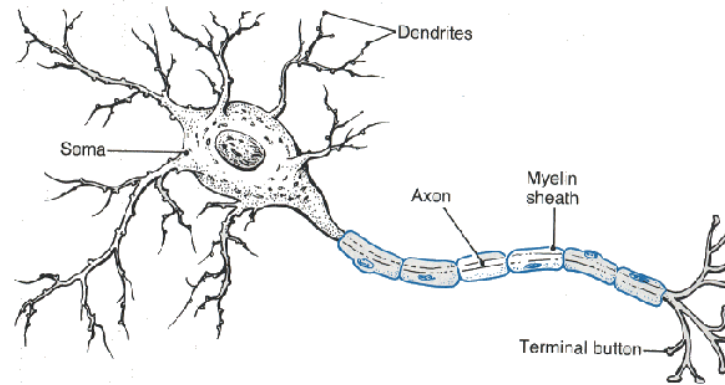
Neuron



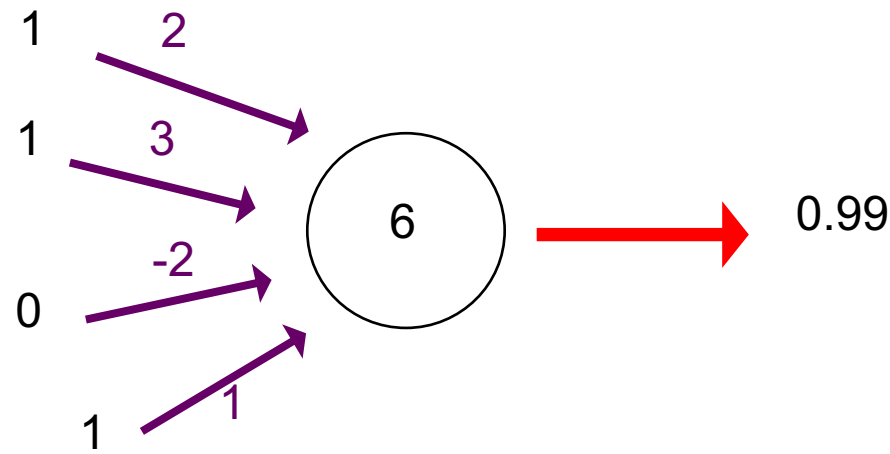
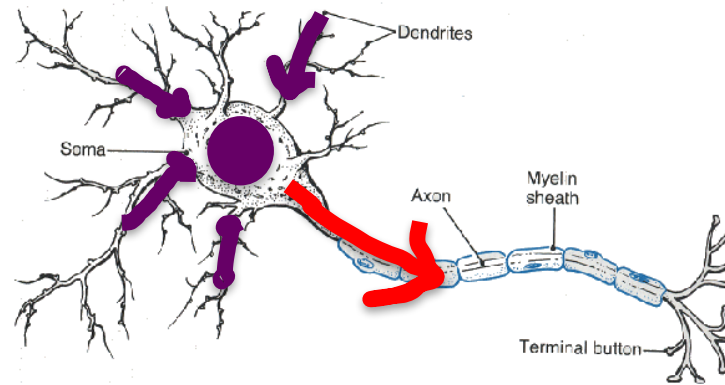
Some Inputs are More Important



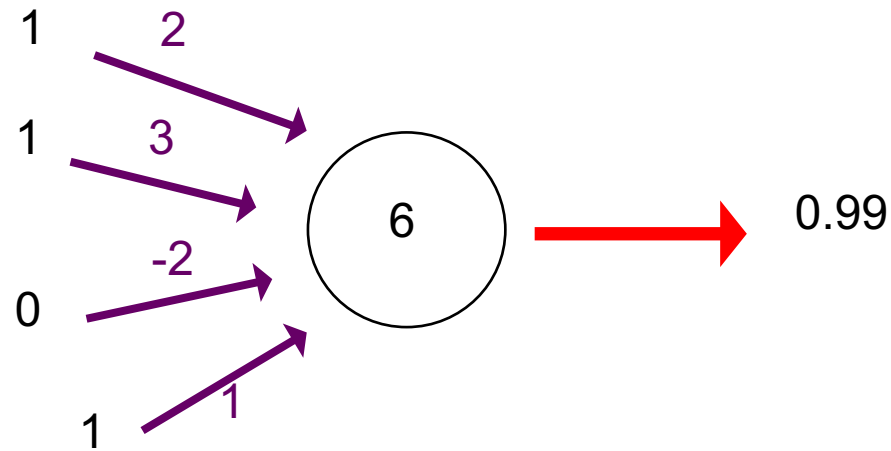
Artificial Neuron



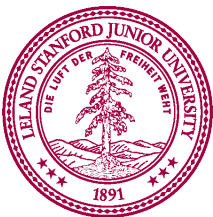
Artificial Neuron



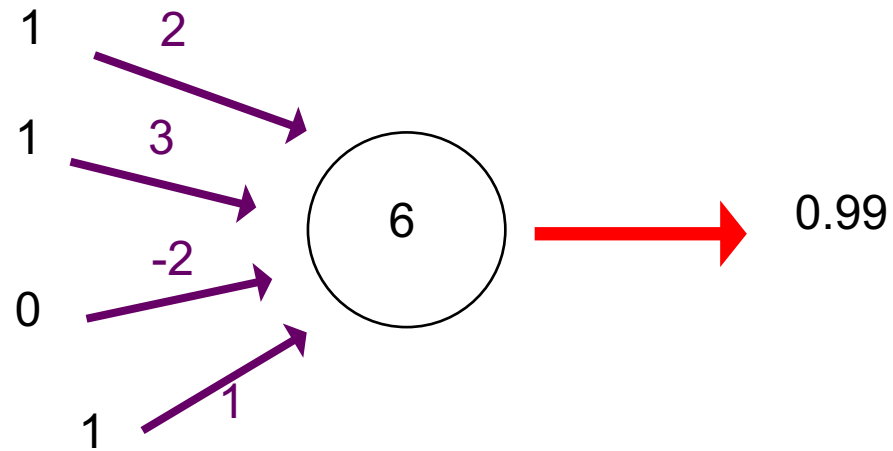
Artificial Neuron



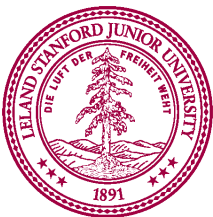
```
buildup = input1 * weight1 +  
          input2 * weight2 +  
          input3 * weight3 +  
          input4 * weight4
```



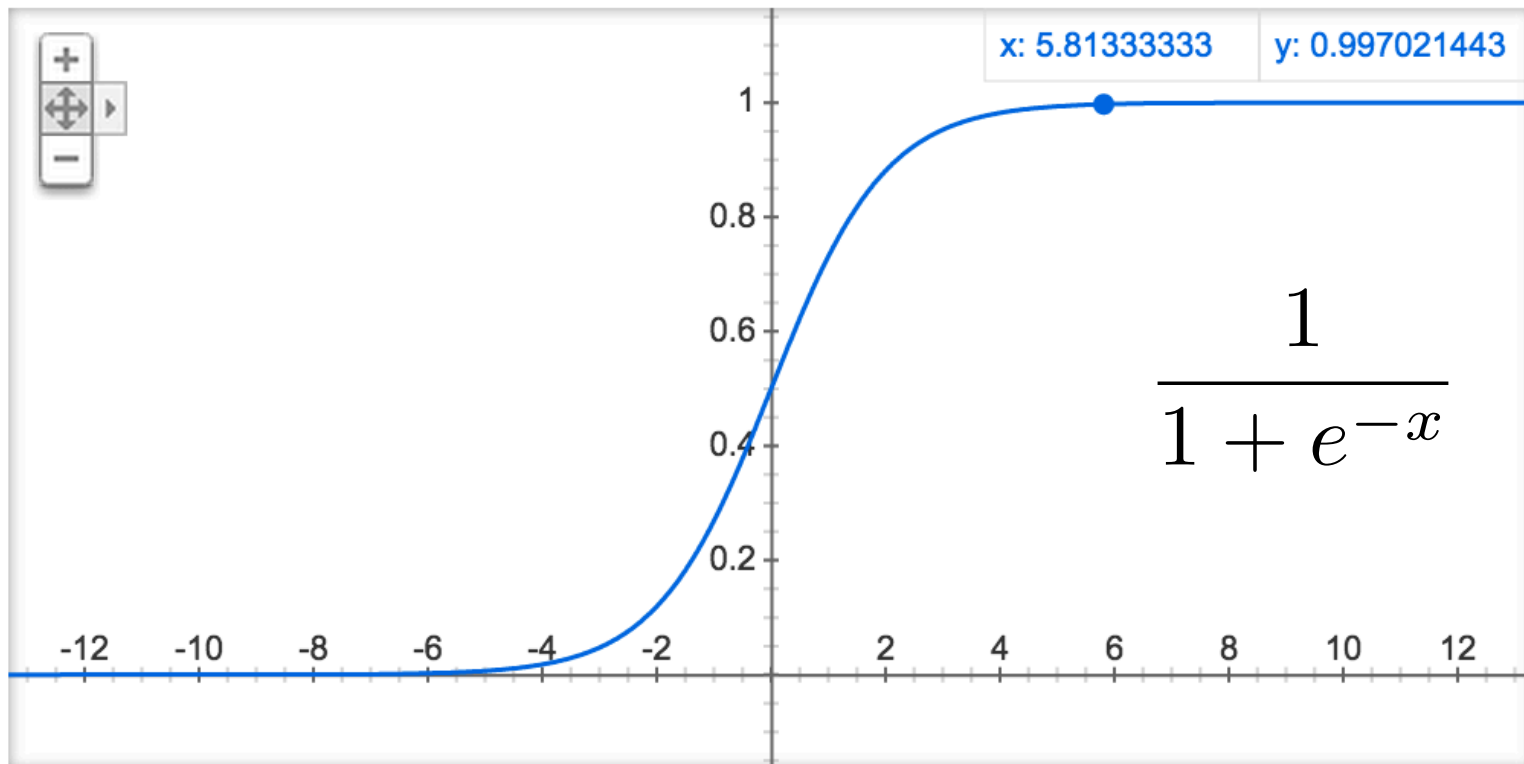
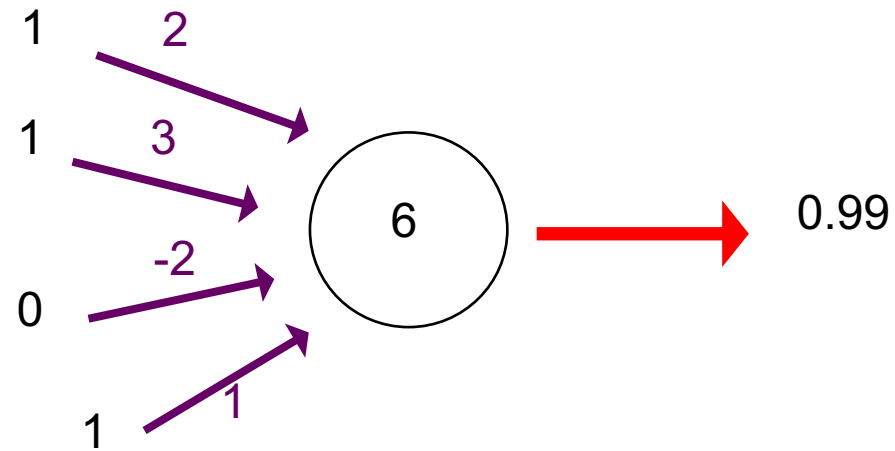
Artificial Neuron



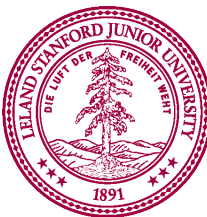
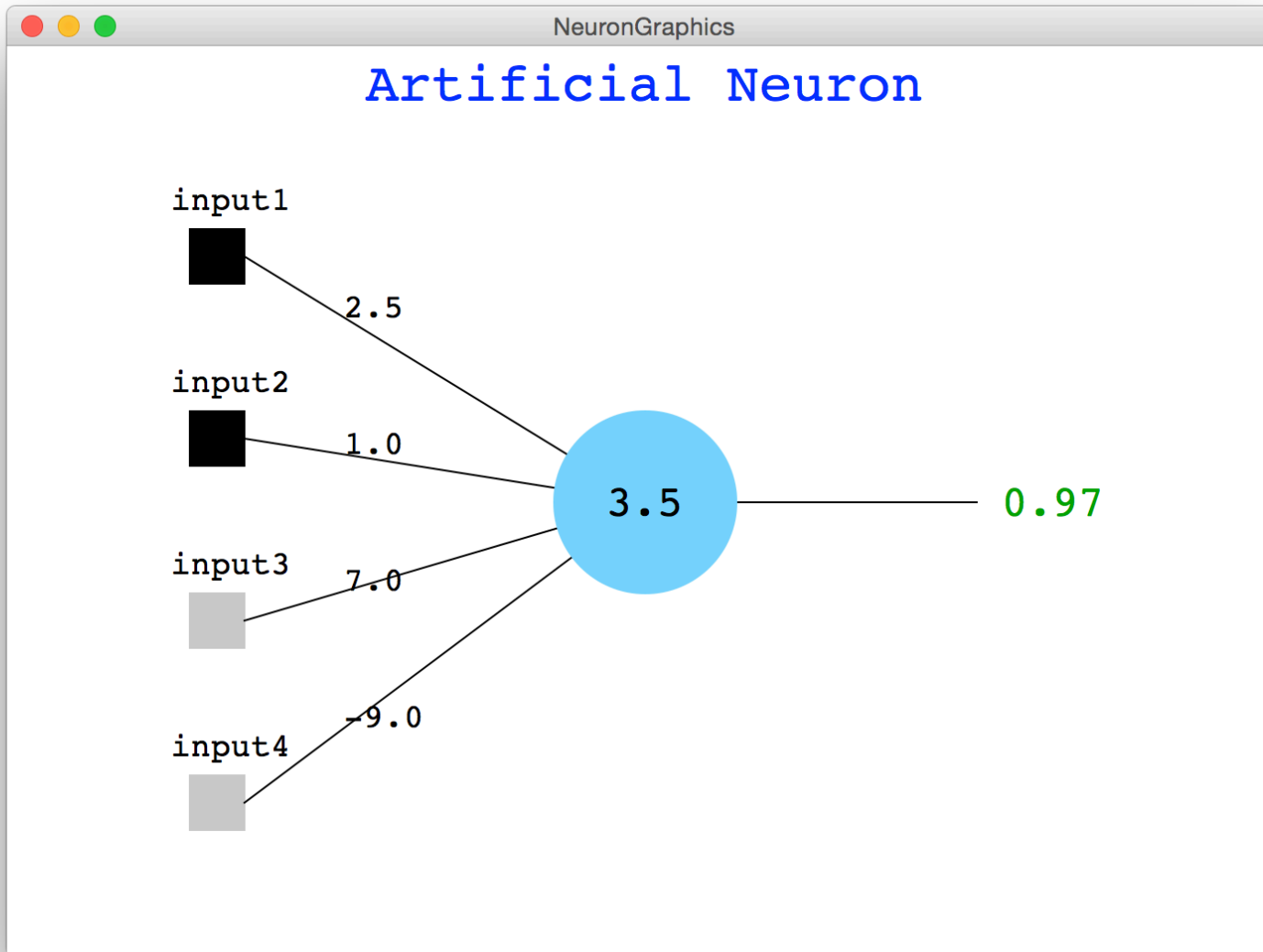
```
buildup = 1 * 2 +  
          1 * 3 +  
          0 * -2 +  
          1 * 1
```



Sigmoid Function

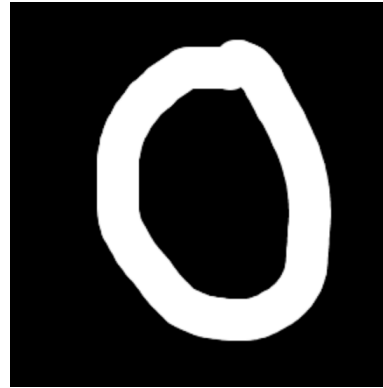


Java Demo



Digit Recognition Example

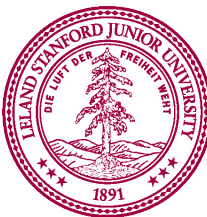
Let's make feature vectors from pictures of numbers



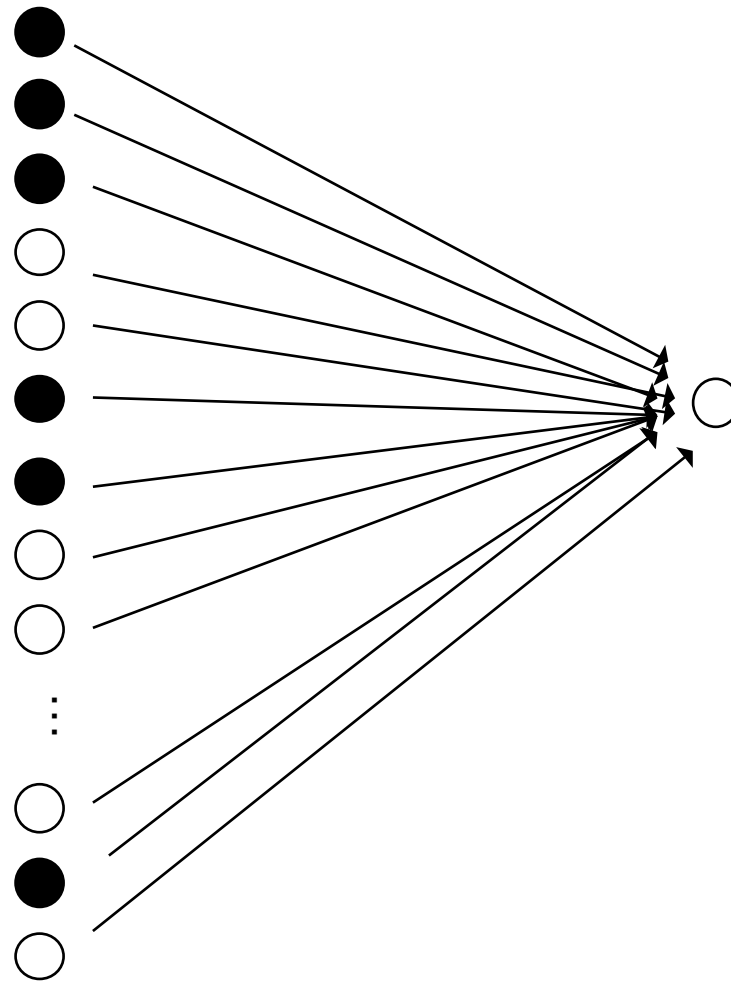
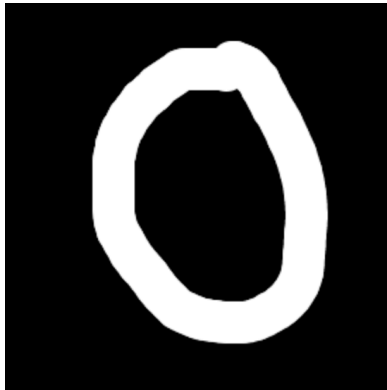
$$\text{input} = [0, 0, 0, 0, \dots, 1, 0, 0, 1, \dots, 0, 0, 1, 0]$$
$$\text{label} = 0$$



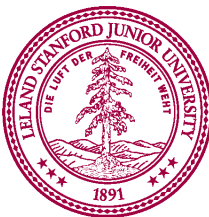
$$\text{input} = [0, 0, 1, 1, \dots, 0, 1, 1, 0, \dots, 0, 1, 0, 0]$$
$$\text{label} = 1$$



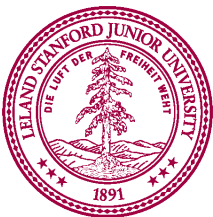
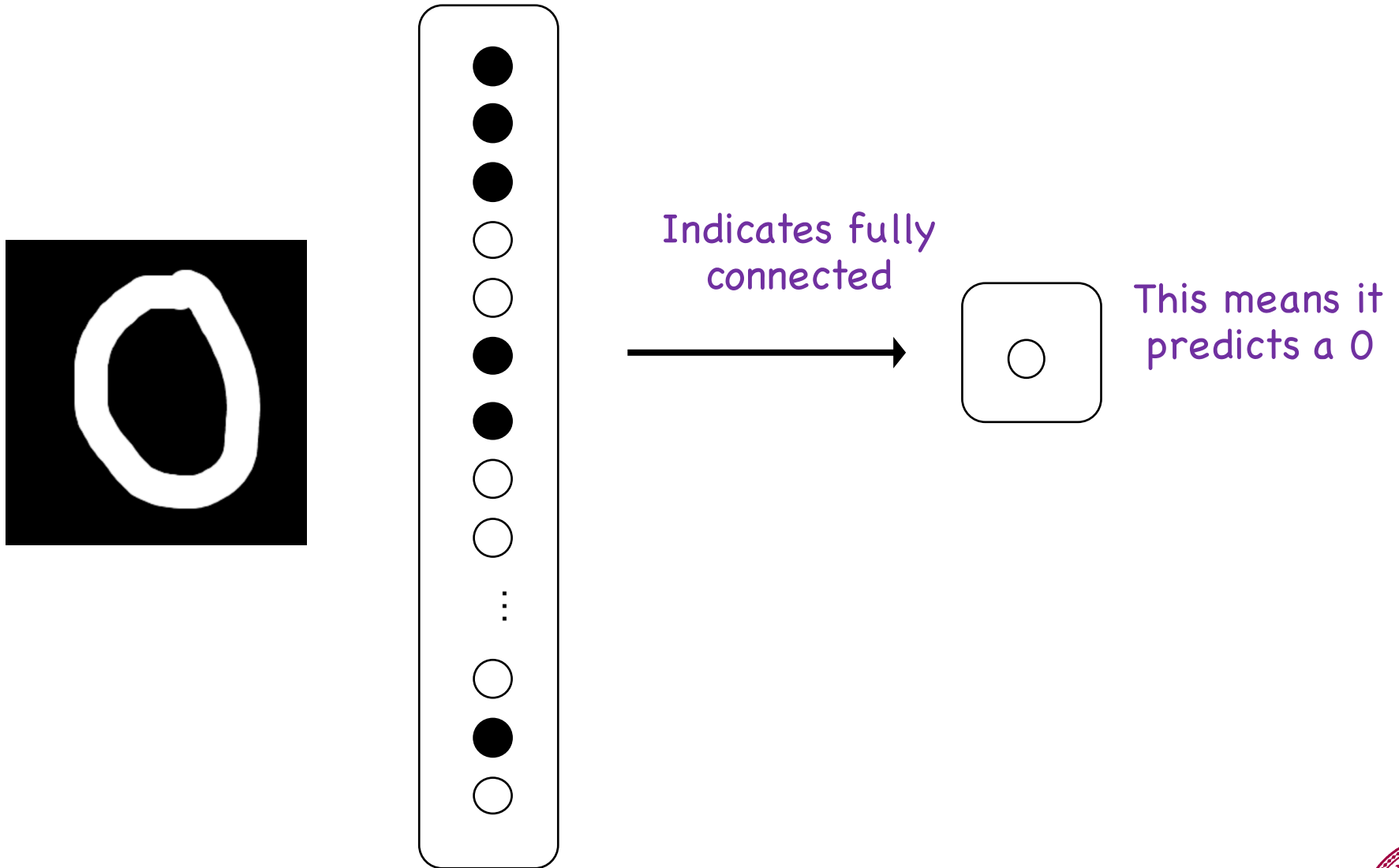
Single Neuron



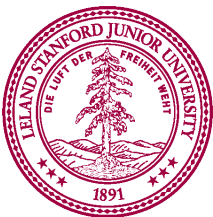
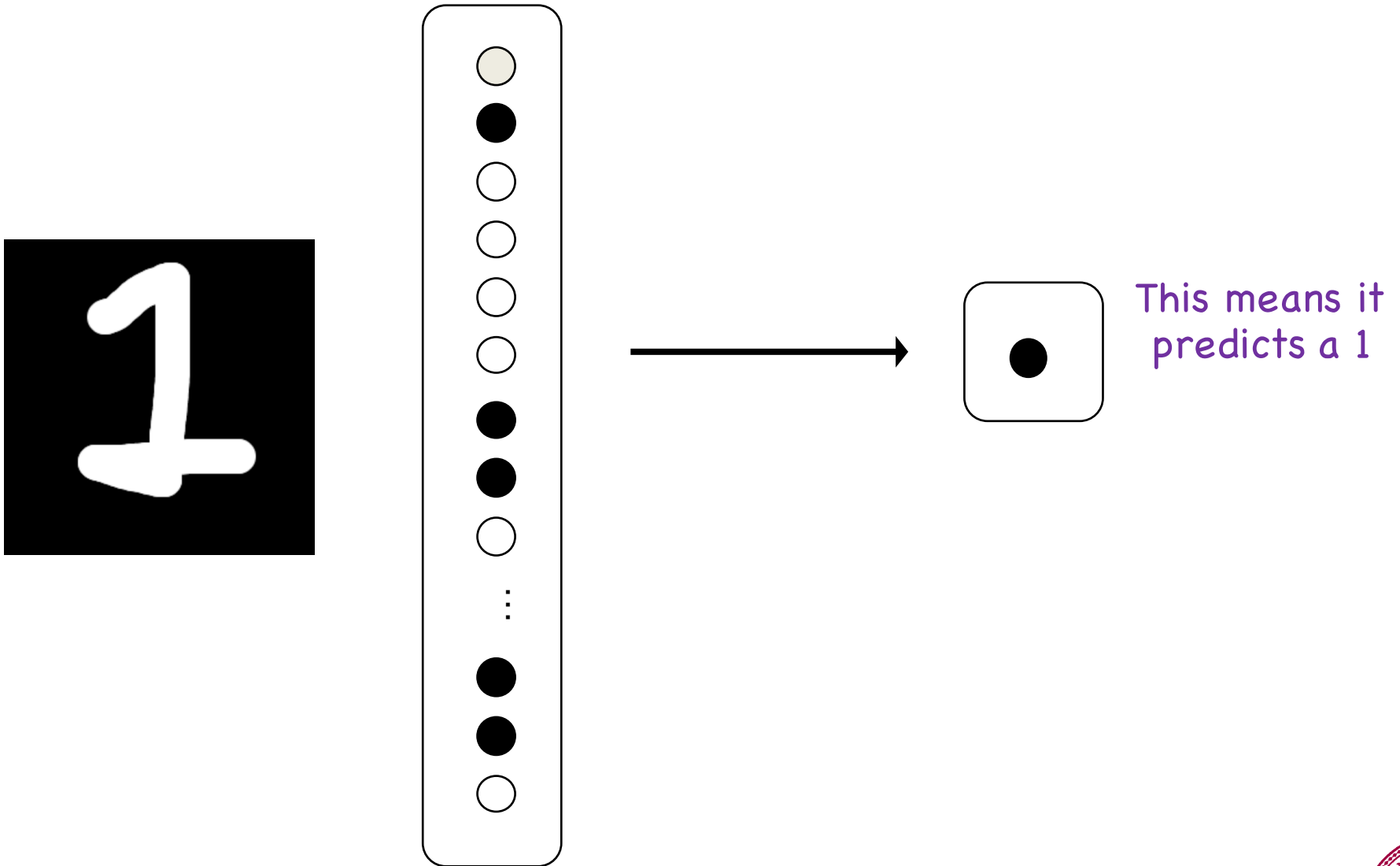
This means it predicts a 0



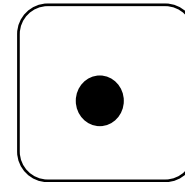
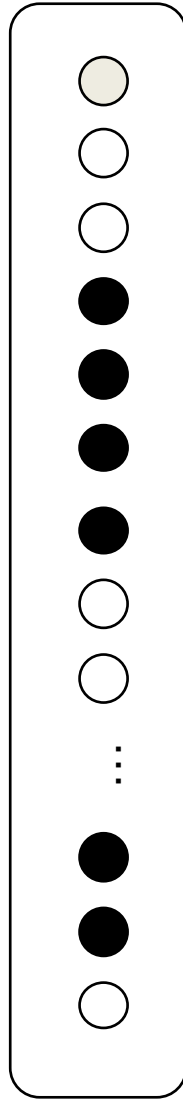
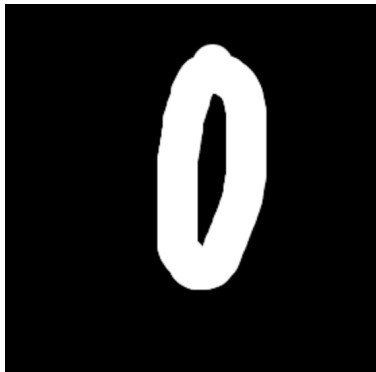
Single Neuron



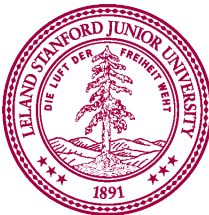
Single Neuron



Not So Good

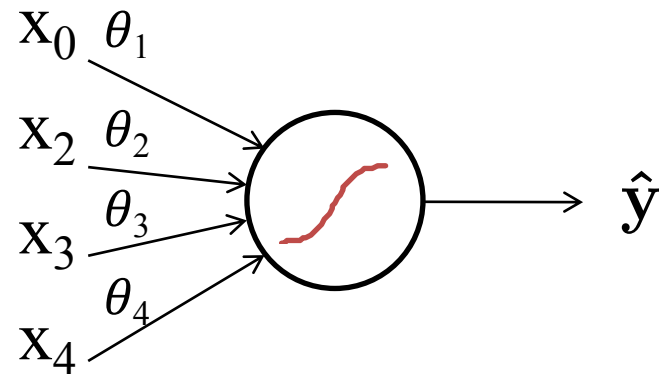


This means it predicts a 1

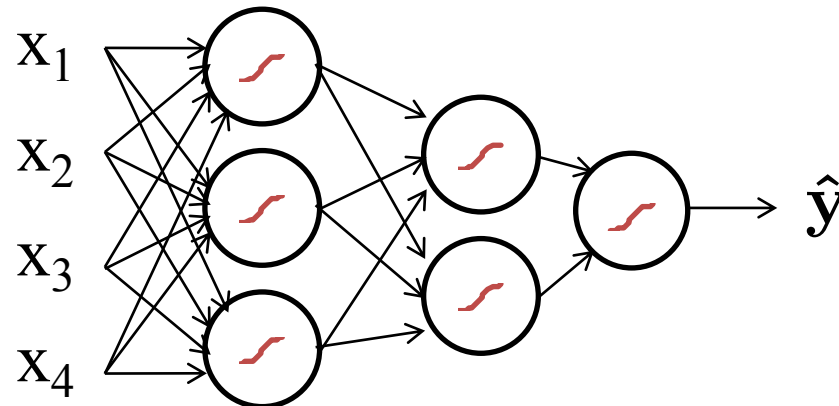


Logistic Regression and Neural Networks

- Single Neuron:

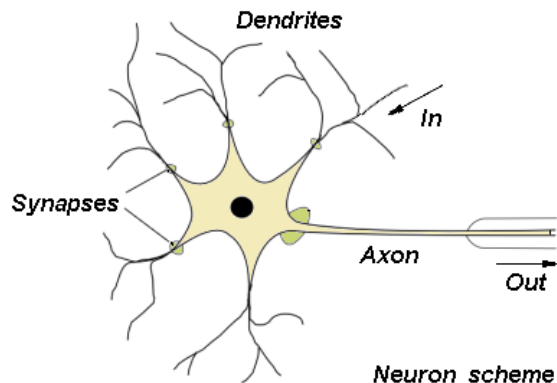


- Neural network

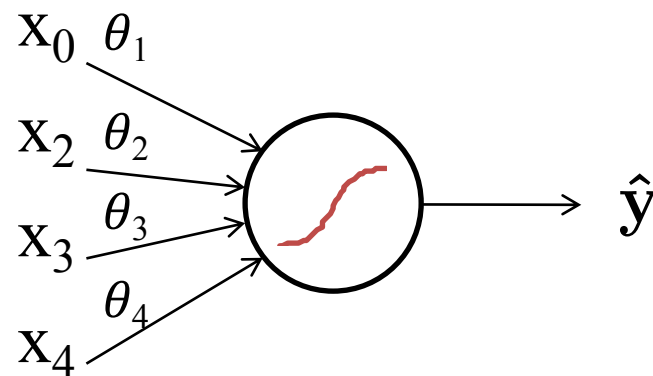


Biological Basis for Neural Networks

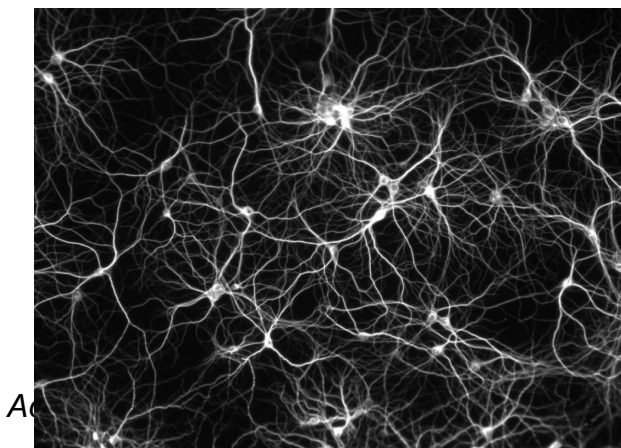
A neuron



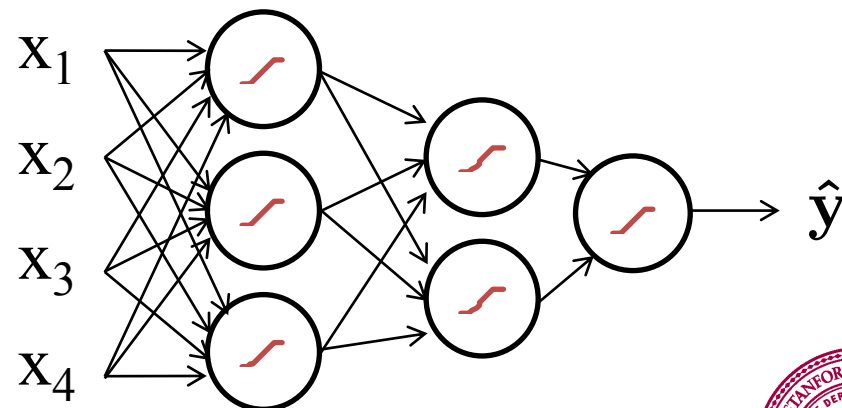
Artificial Neuron



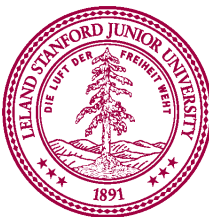
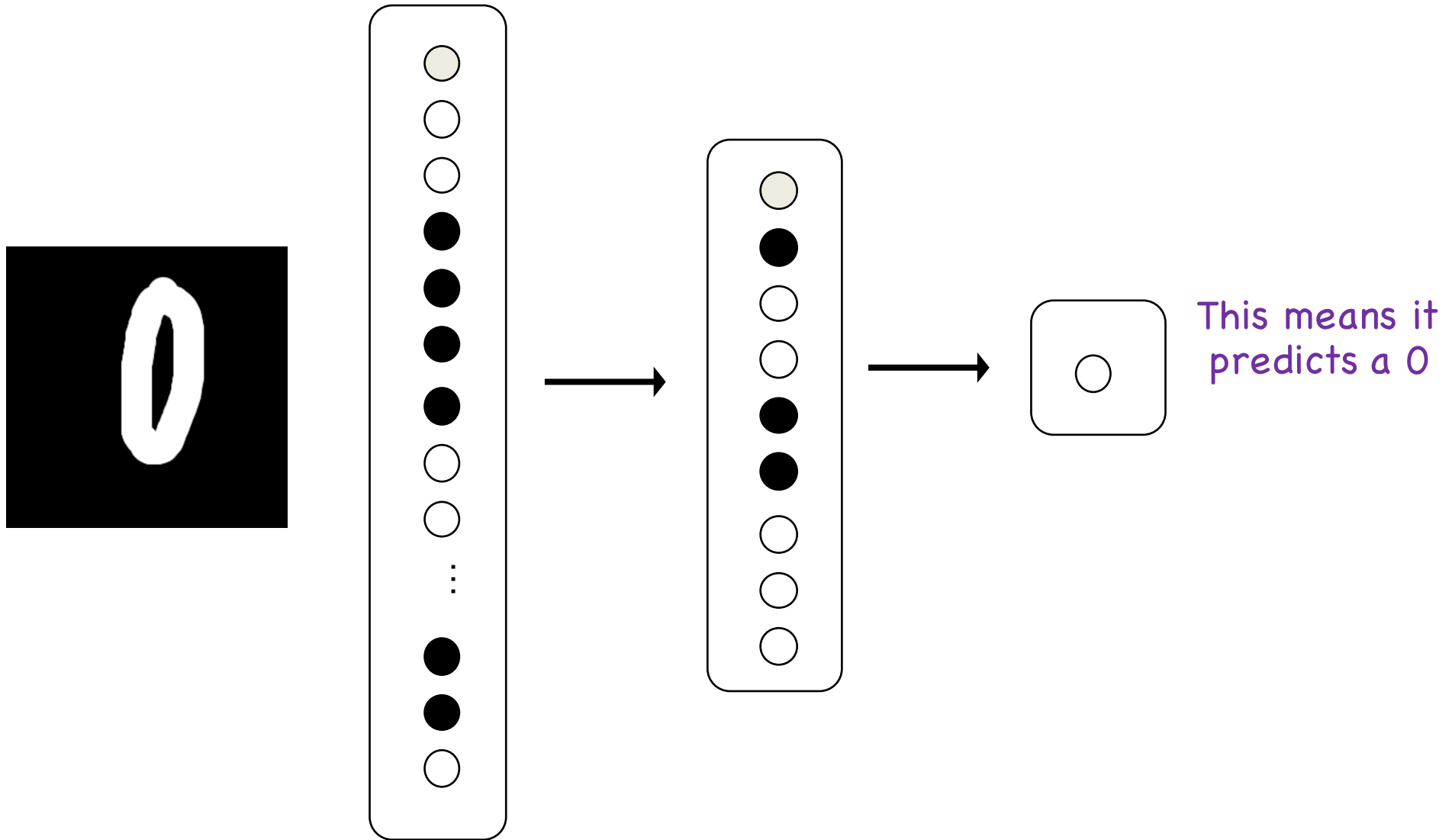
Your brain



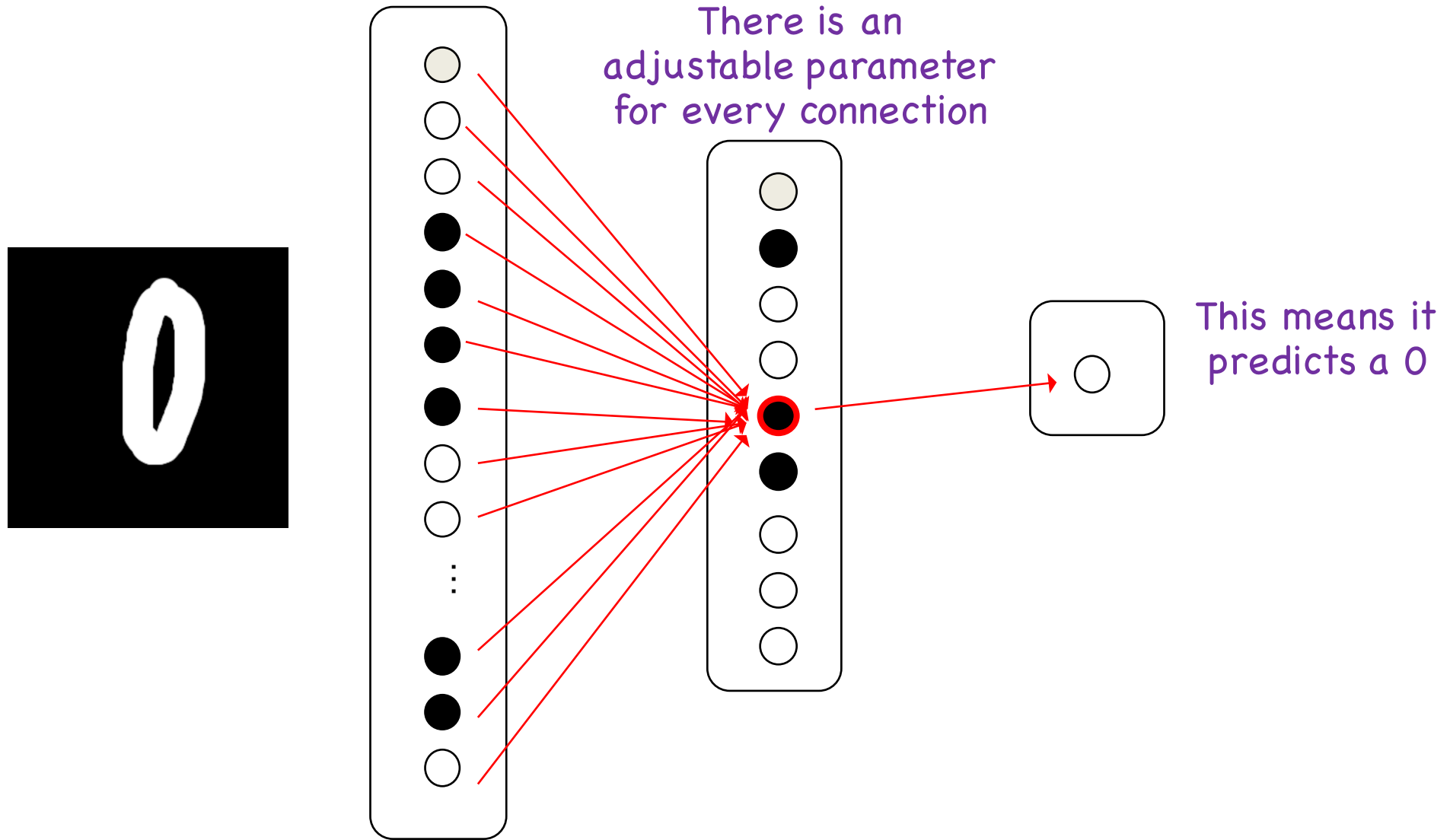
Neural Network



We Can Put Neurons Together



We Can Put Neurons Together



Look at a single “hidden” neuron

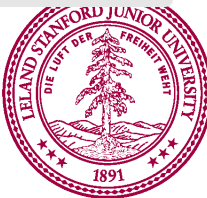


What Does This Look Like in Code?

```
workspace - Java - Neuron/Neuron.java - Eclipse
Quick Access

NeuralNetwork.j  Tank.java  FileWriter.clas  FileOutputStrea  »
7 public class NeuralNetwork extends ConsoleProgram{
8
9     private static final int N_INPUTS = 1024;
10    private static final int N_LAYER1 = 20;
11
12    private ArrayList<Neuron> layer1 = null;
13    private Neuron prediction = null;
14
15    public void run() {
16        loadNeuralNetwork();
17
18        // make predicitions
19        GImage birdImage = new GImage("bird6.png");
20        GImage planeImage = new GImage("airplane4.png");
21
22        makePrediction(birdImage);
23        makePrediction(planeImage);
24    }
25
26    private void makePrediction(GImage img) {
27        // turn the image into inputs
28        ArrayList<Double> inputs = new ArrayList<Double>();
29        int[][] pixelArray = img.getPixelArray();
30        for(int r = 0; r < pixelArray.length; r++) {
31            for(int c = 0; c < pixelArray[0].length; c++) {
32                Color color = new Color(pixelArray[r][c]);
33                double greyScale = getGrey(color);
34                inputs.add(greyScale);
35            }
36        }
37    }
38
39    private void loadNeuralNetwork() {
40        loadWeightsFromFile("weights.txt", 1024);
41    }
42}

Fish.java  AquariumSimulator.java  Neuron.java  »
11
12 public class Neuron extends GraphicsProgram {
13
14     private ArrayList<Double> weights = null;
15
16     public Neuron(String fileName, int n) {
17         loadWeightsFromFile(fileName, n);
18     }
19
20     public double activate(ArrayList<Double> inputs) {
21         double weightedSum = 0.0;
22         for(int i = 0; i < inputs.size(); i++) {
23             weightedSum += inputs.get(i) * weights.get(i);
24         }
25         return sigmoid(weightedSum);
26     }
27
28     private double sigmoid(double x) {
29         return 1.0 / (1.0 + Math.exp(-x));
30     }
31
32     private void loadWeightsFromFile(String fileName, int n) {
33         weights = new ArrayList<Double>();
34         try {
35             BufferedReader rd = new BufferedReader(new File
36             while(true) {
37                 String line = rd.readLine();
38                 if(line == null) break;
39                 weights.add(Double.parseDouble(line));
40             }
41         } catch (IOException e) {
42             e.printStackTrace();
43         }
44     }
45}
```



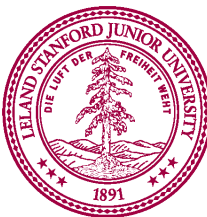
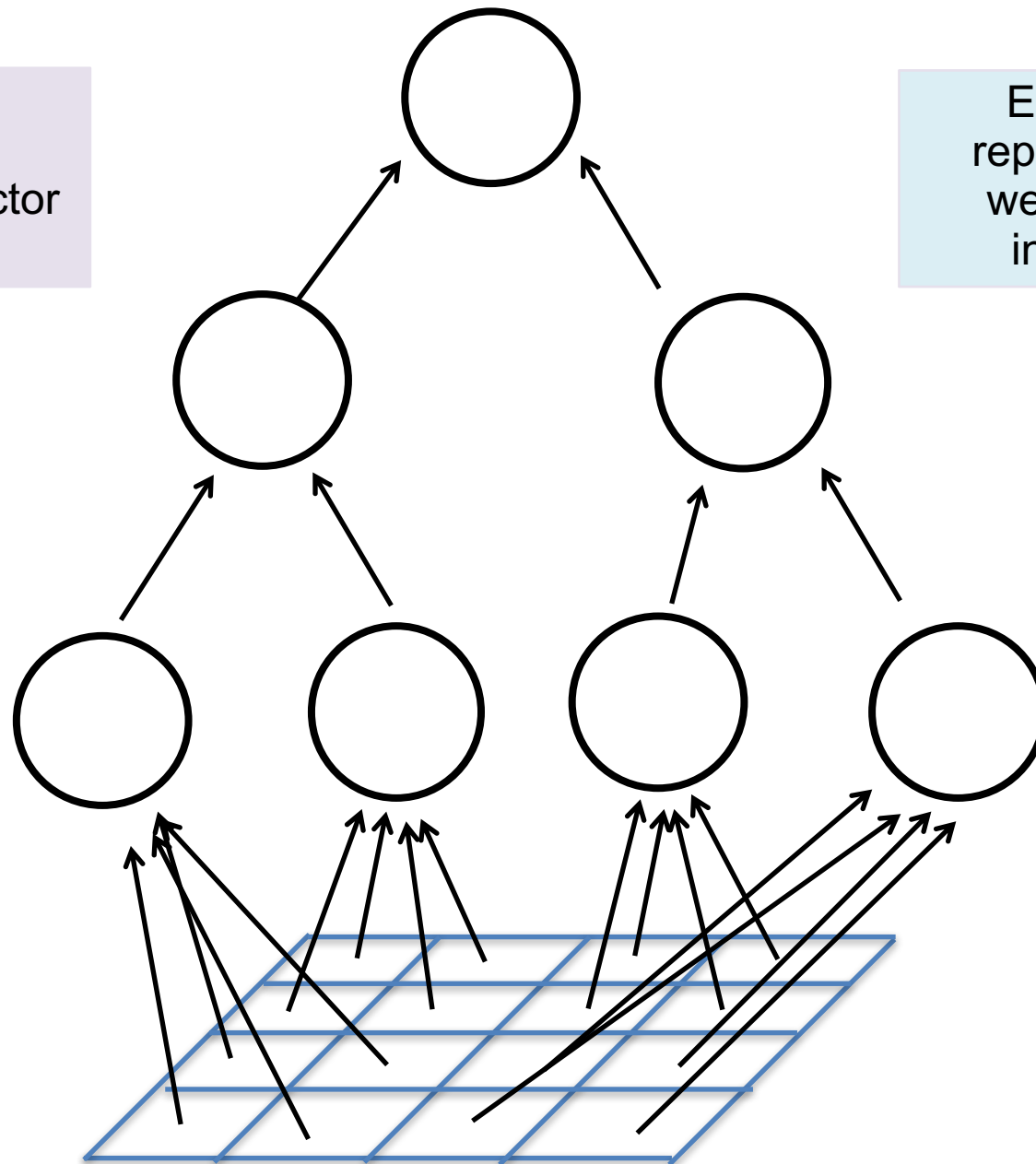
Aside: decomposition

How do we get those weights?

Neural Network

Each node represents a neuron (or a vector of neurons)

Each edge represents the weight of the interaction

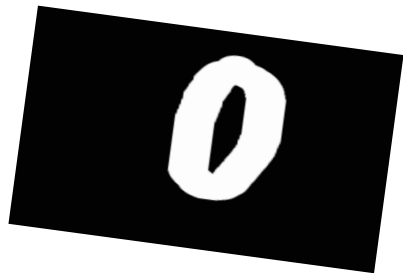
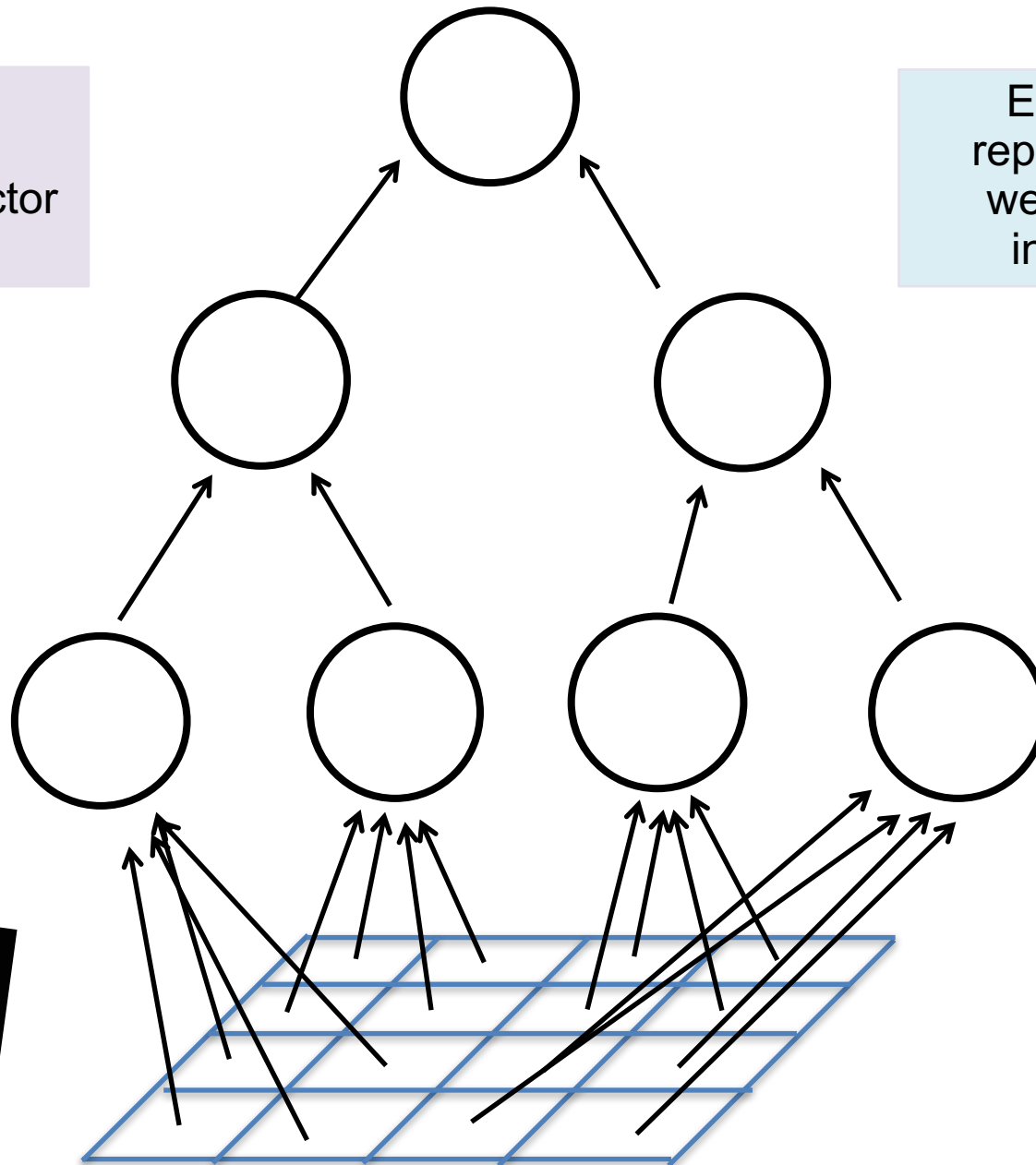


Forward Pass...

Forward Pass

Each node represents a neuron (or a vector of neurons)

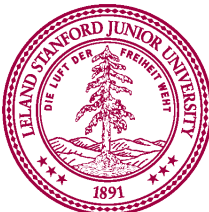
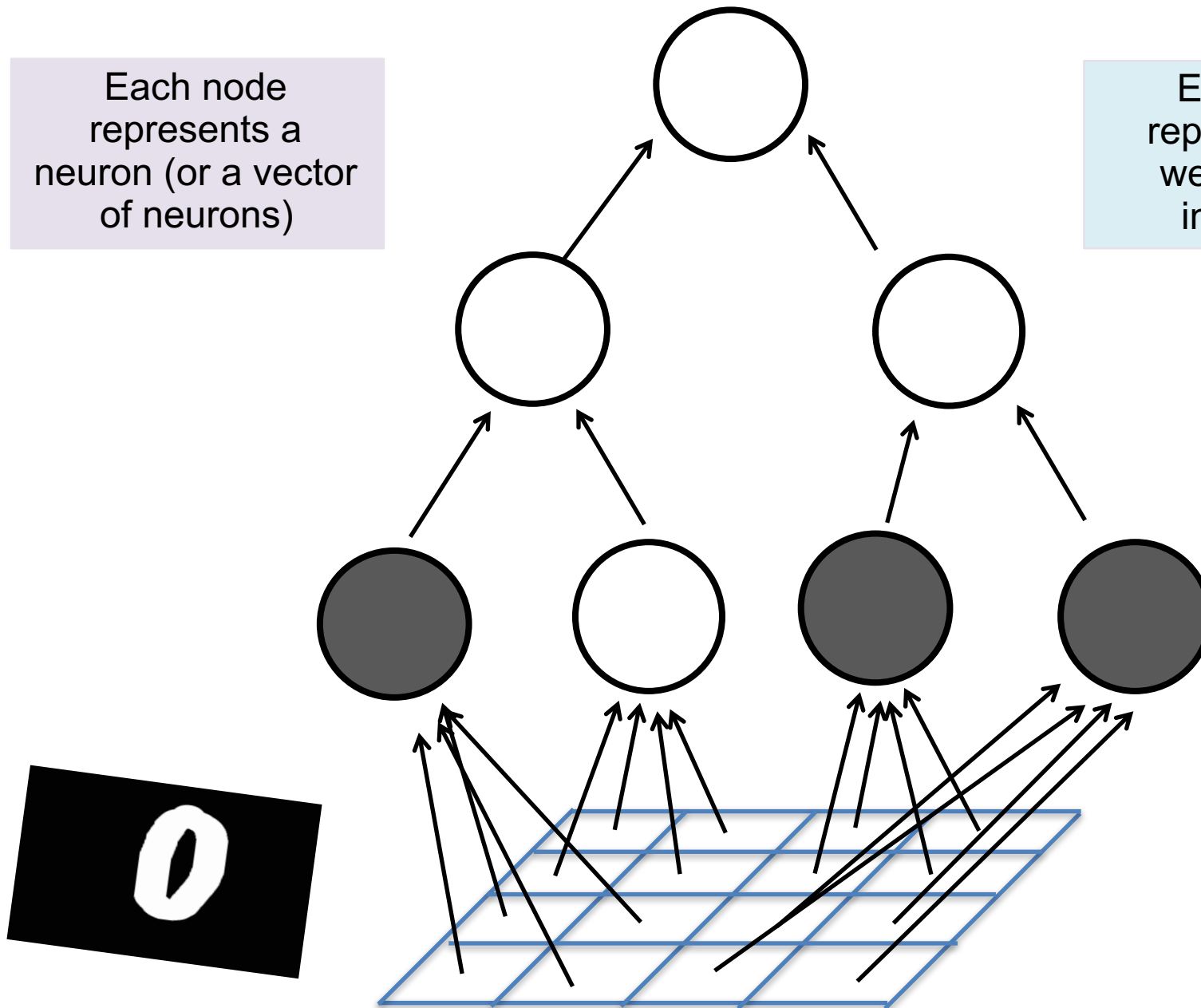
Each edge represents the weight of the interaction



Forward Pass

Each node represents a neuron (or a vector of neurons)

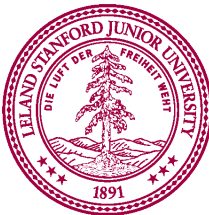
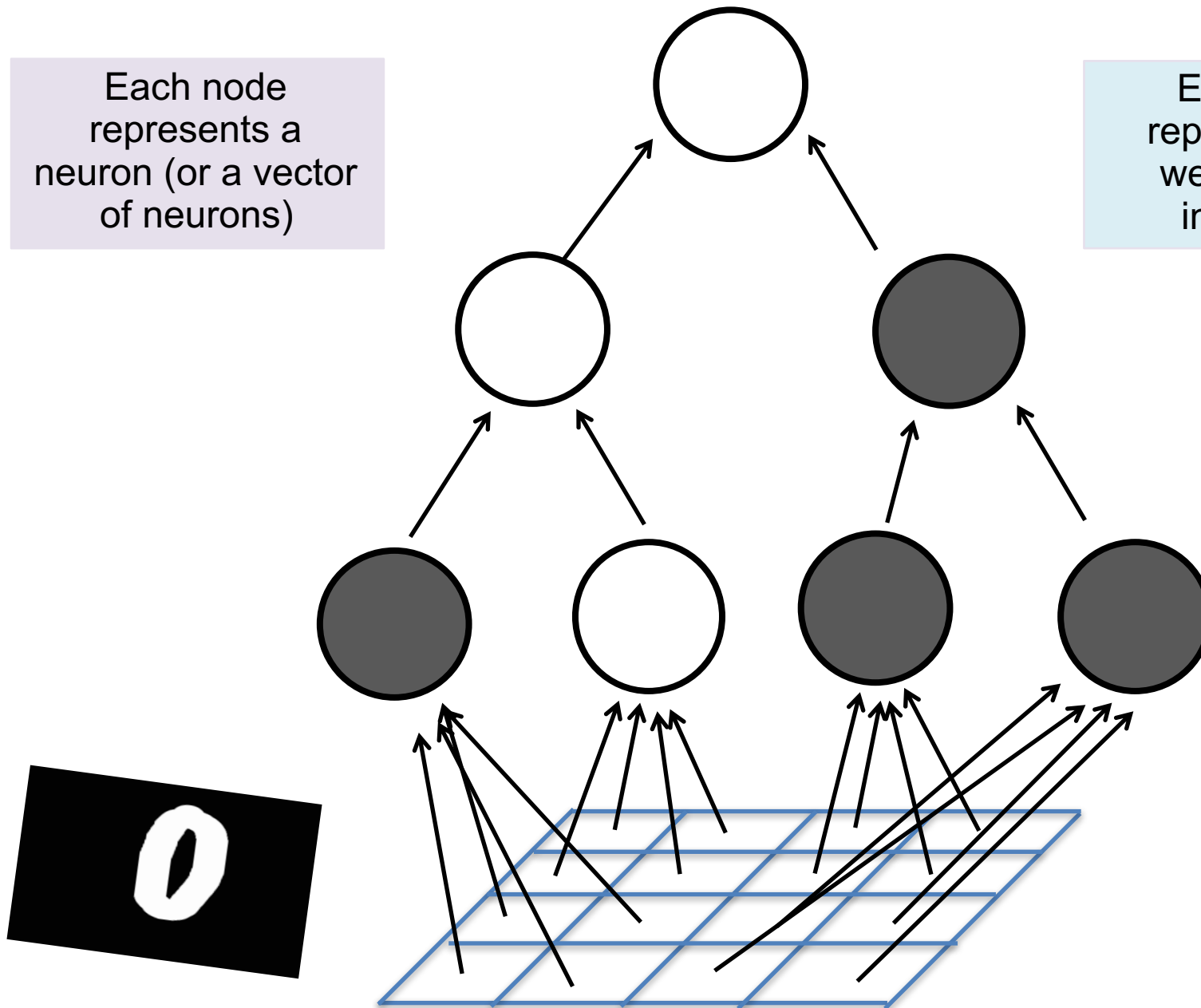
Each edge represents the weight of the interaction



Forward Pass

Each node represents a neuron (or a vector of neurons)

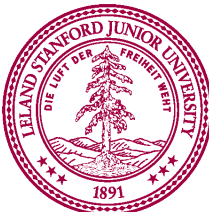
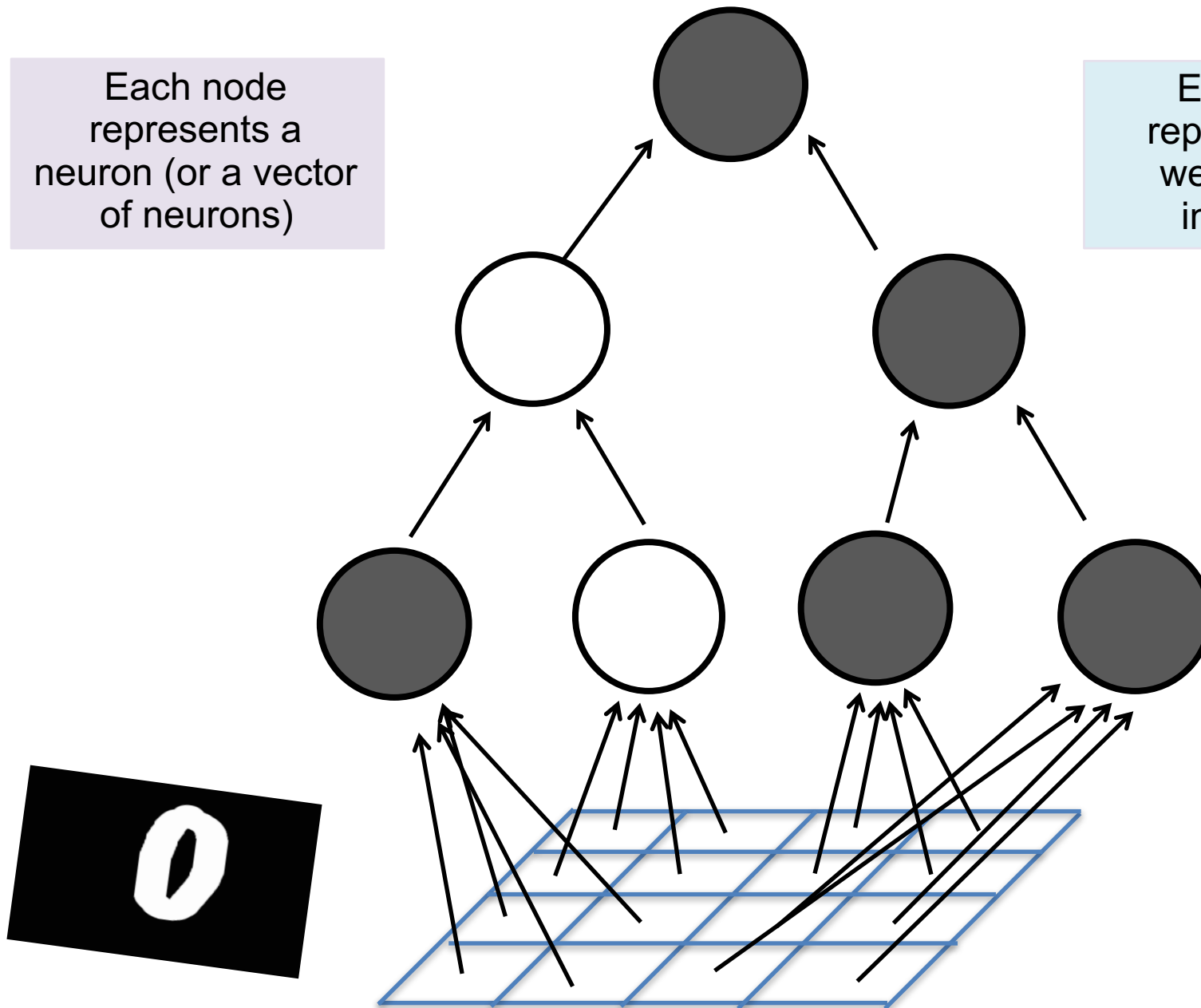
Each edge represents the weight of the interaction



Forward Pass

Each node represents a neuron (or a vector of neurons)

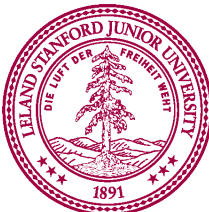
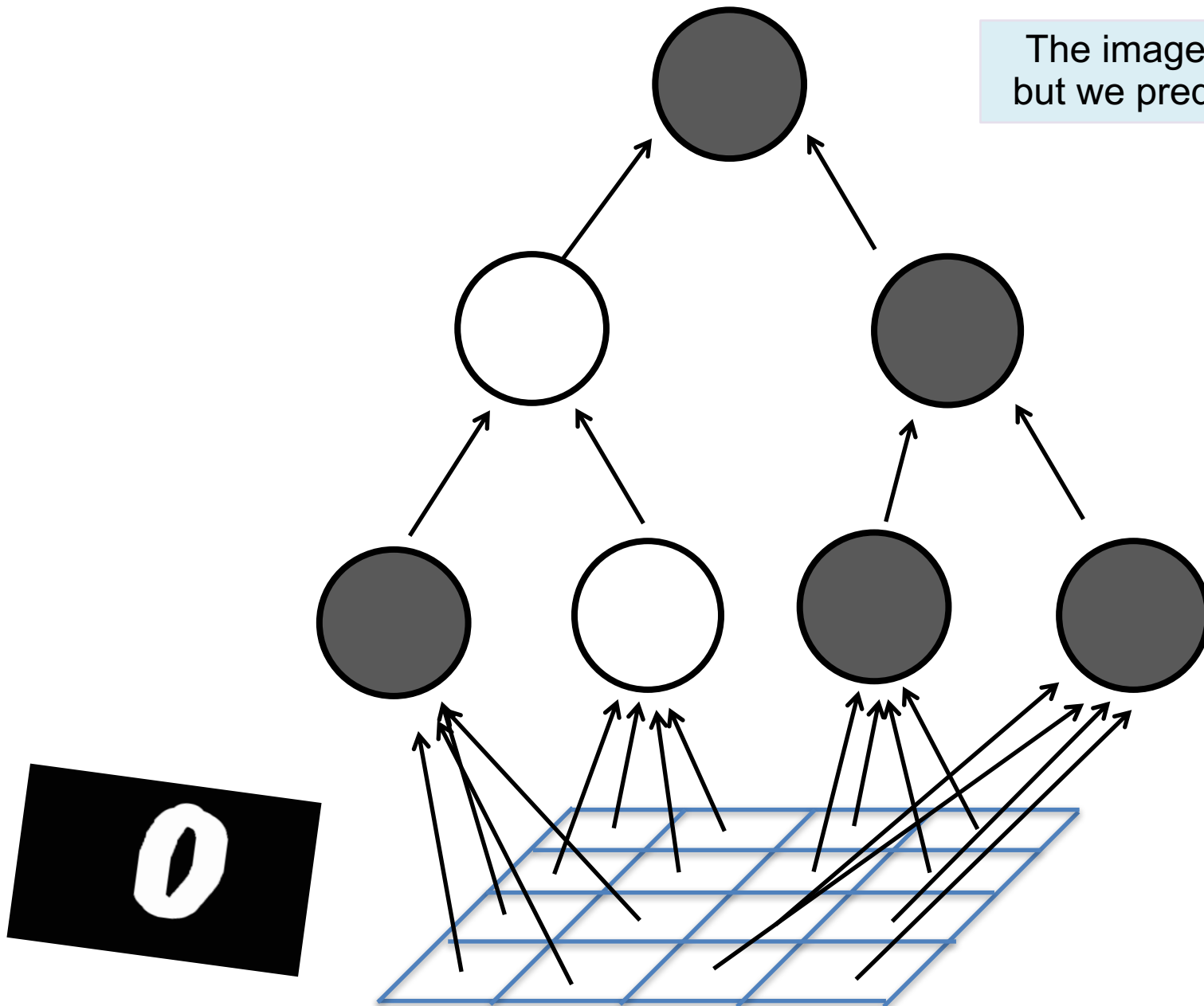
Each edge represents the weight of the interaction



Backward Pass...

Backward Pass

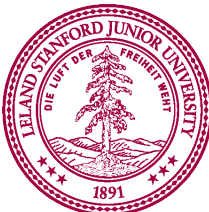
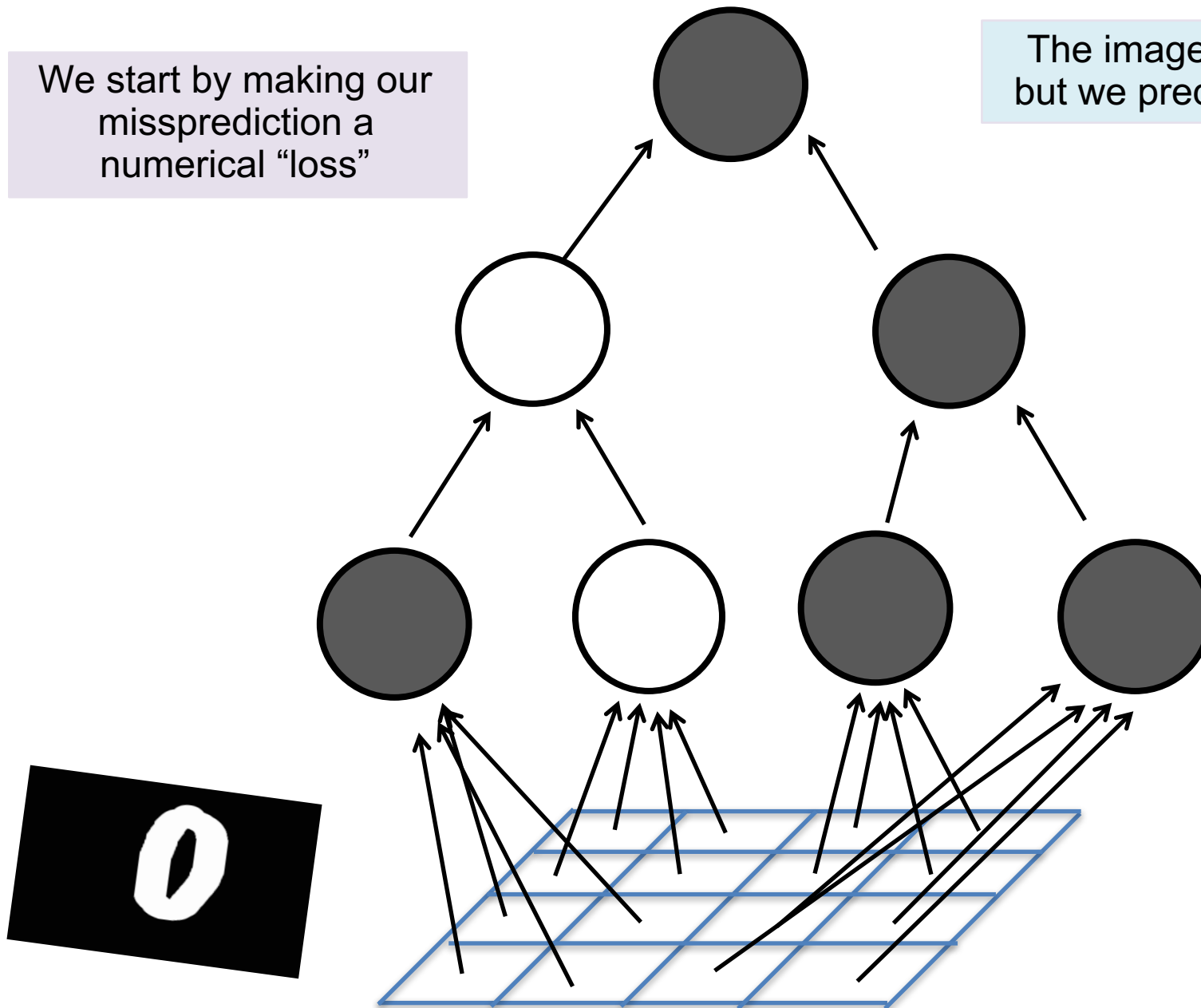
The image had a 0
but we predicted a 1



Backward Pass

We start by making our missprediction a numerical "loss"

The image had a 0 but we predicted a 1



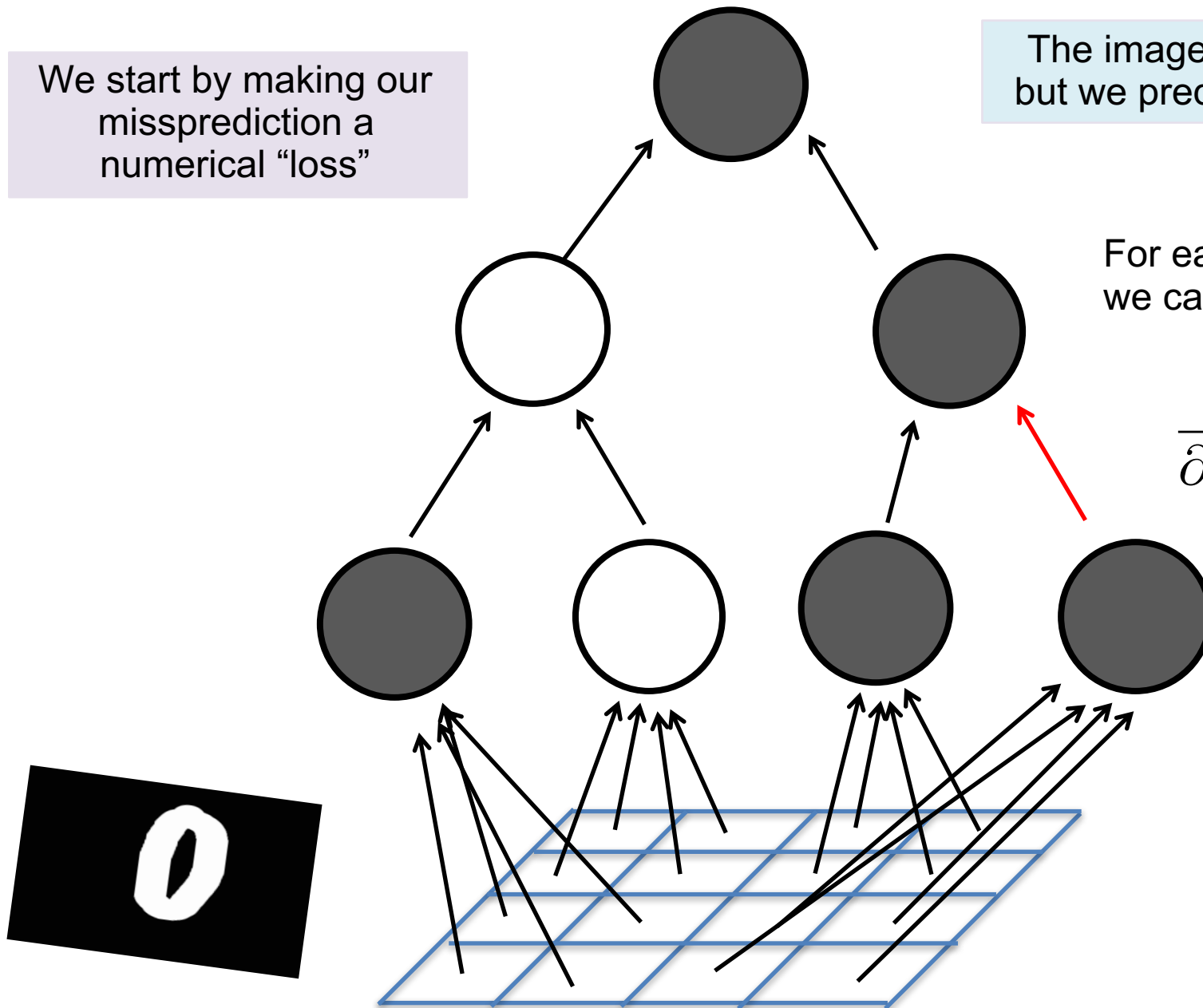
Backward Pass

We start by making our missprediction a numerical "loss"

The image had a 0 but we predicted a 1

For each edge weight we calculate

$$\frac{\partial \text{Loss}}{\partial \text{EdgeWeight}}$$



Gradient of output layer params

$$\frac{\partial LL(\theta)}{\partial \theta_i^{(\hat{y})}} = \frac{\partial LL}{\partial \hat{y}} \cdot \frac{\partial \hat{y}}{\partial \theta_i^{(\hat{y})}}$$

$$\hat{y} = \sigma \left(\sum_{j=0}^{m_h} \mathbf{h}_j \theta_j^{(\hat{y})} \right)$$

$$\frac{\partial \hat{y}}{\partial \theta_i^{(\hat{y})}} = \sigma \left(\sum_{j=0}^{m_h} \mathbf{h}_j \theta_j^{(\hat{y})} \right) \left[1 - \sigma \left(\sum_{j=0}^{m_h} \mathbf{h}_j \theta_j^{(\hat{y})} \right) \right] \cdot \frac{\partial}{\partial \theta_i^{(\hat{y})}} \sum_{j=0}^{m_h} \mathbf{h}_j \theta_j^{(\hat{y})}$$

$$= \hat{y} [1 - \hat{y}] \cdot \frac{\partial}{\partial \theta_i^{(\hat{y})}} \sum_{j=0}^{m_h} \mathbf{h}_j \theta_j^{(\hat{y})}$$

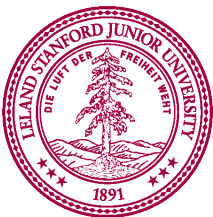
$$= \hat{y} [1 - \hat{y}] \cdot h_i$$

That looks scarier than it is



Chain Rule Down the Network

$$\frac{d \text{ (polyhedron)}}{d \text{ (sphere)}} = \frac{d \text{ (polyhedron)}}{d \text{ (cube)}} \times \frac{d \text{ (cube)}}{d \text{ (sphere)}}$$



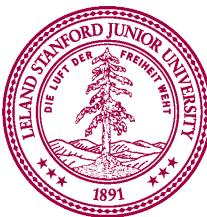
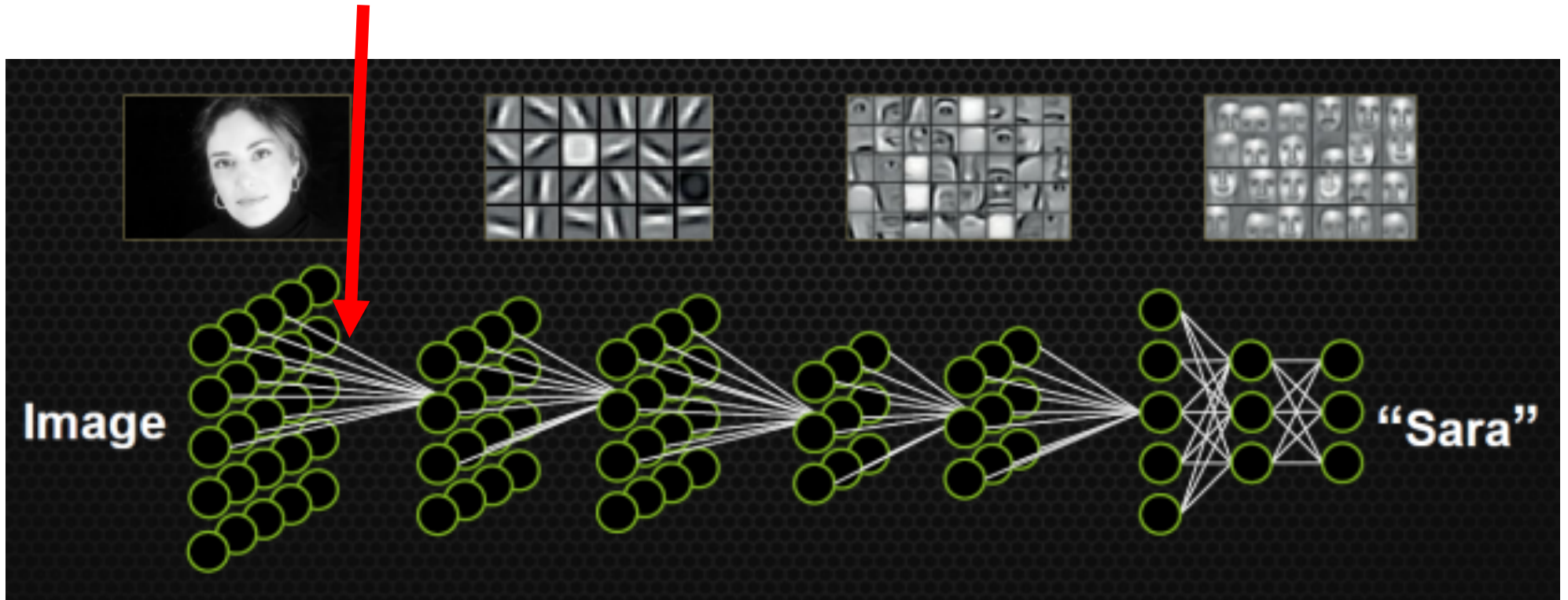
Artificial Neurons: One of the greatest decompositions of our lifetimes

```
model.calculatePartialDerivative(data)
```

```
model.update(data)
```

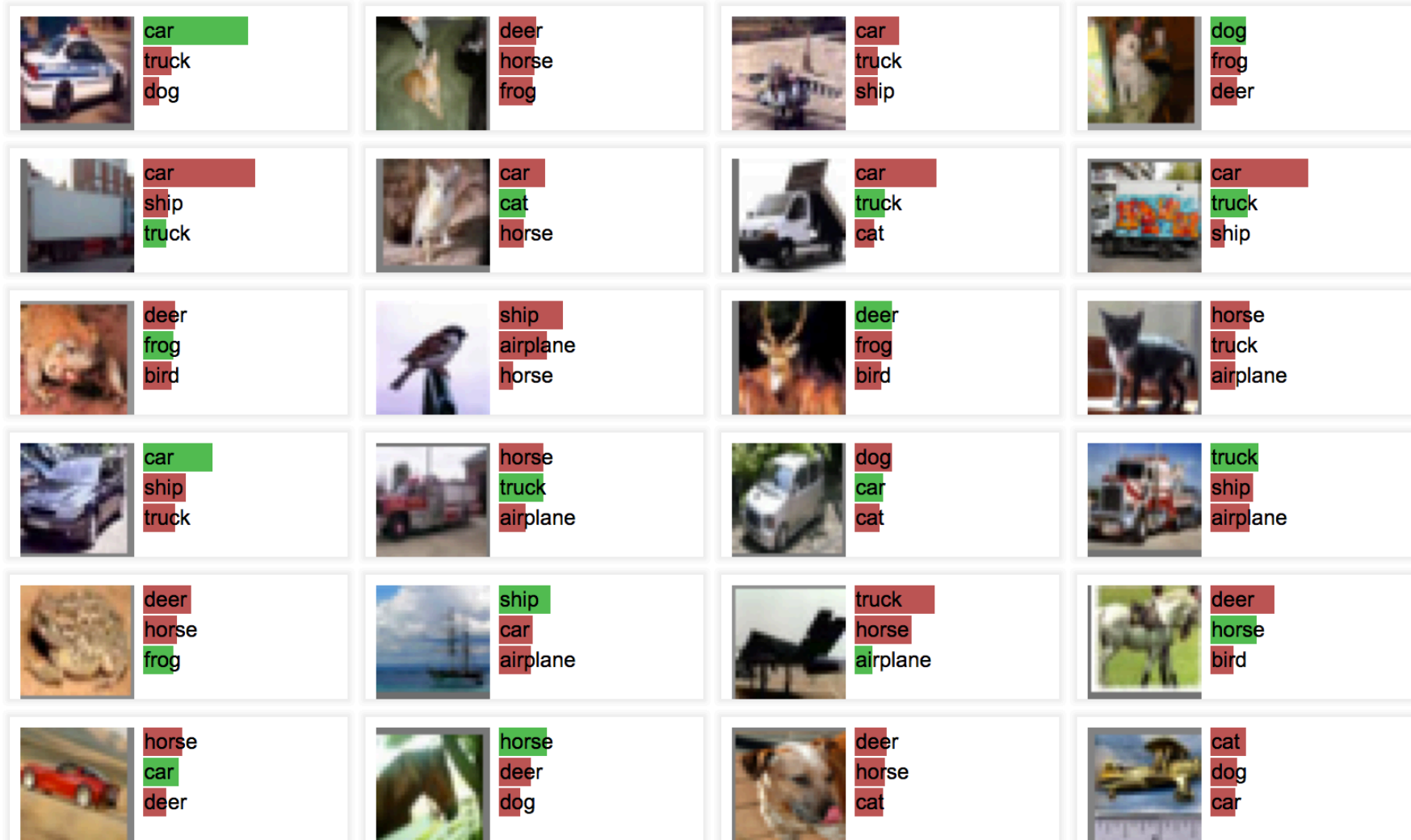
Works for any number of layers

Weight between two neurons



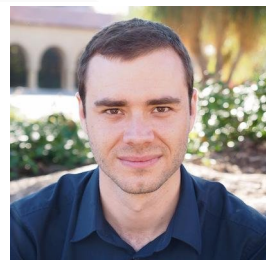
Let's Train!

test accuracy based on last 200 test images: 0.2894736842105263



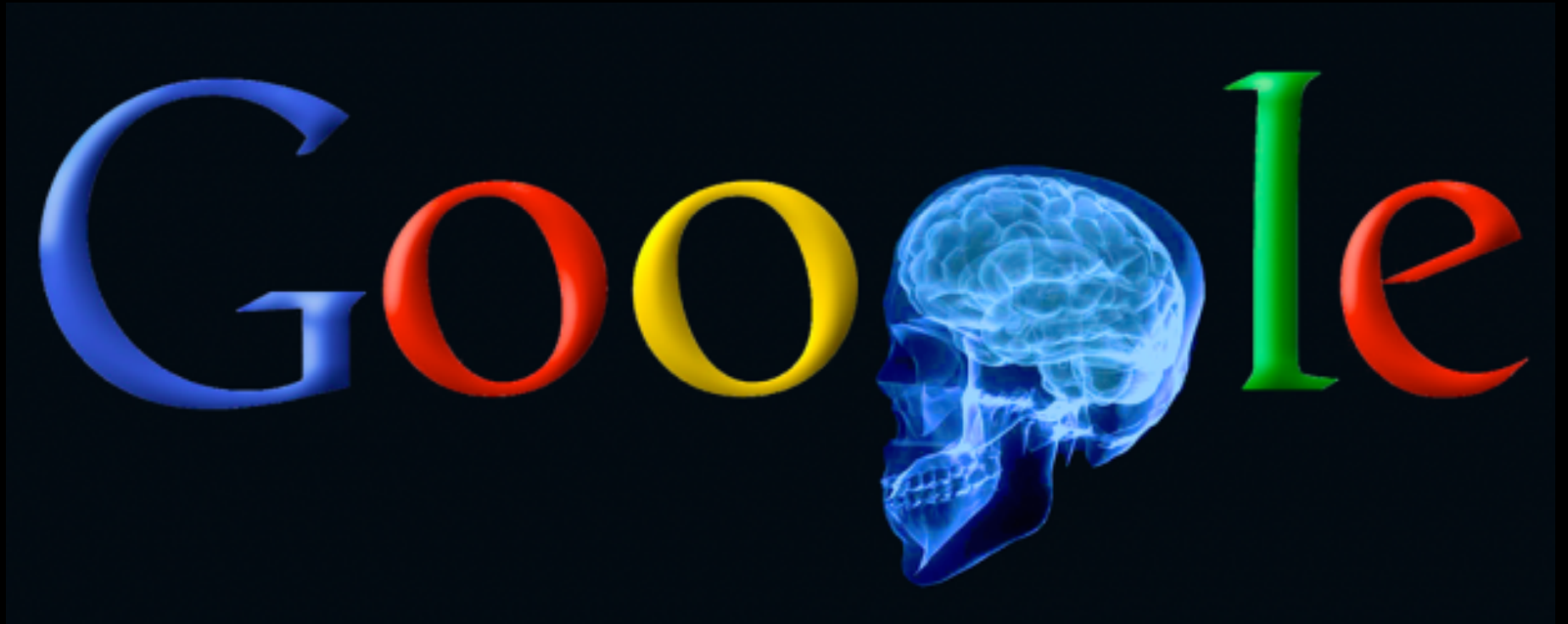
<http://cs.stanford.edu/people/karpathy/convnetjs/demo/classify2d.html>

Piech, CS106A, Stanford University



Like lego pieces

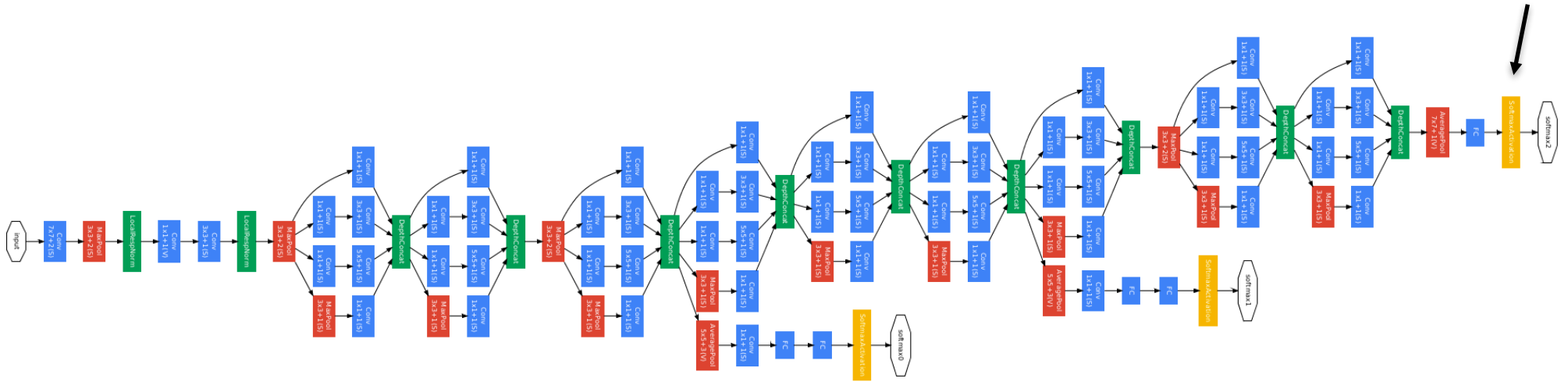
GoogLeNet Brain



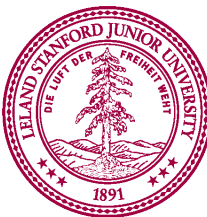
1 Trillion Artificial Neurons

GoogLeNet Brain Graph

Multiple,
Multi class output



22 layers deep



The Face Neuron



Top stimuli from the test set



Optimal stimulus
by numerical optimization

The Cat Neuron

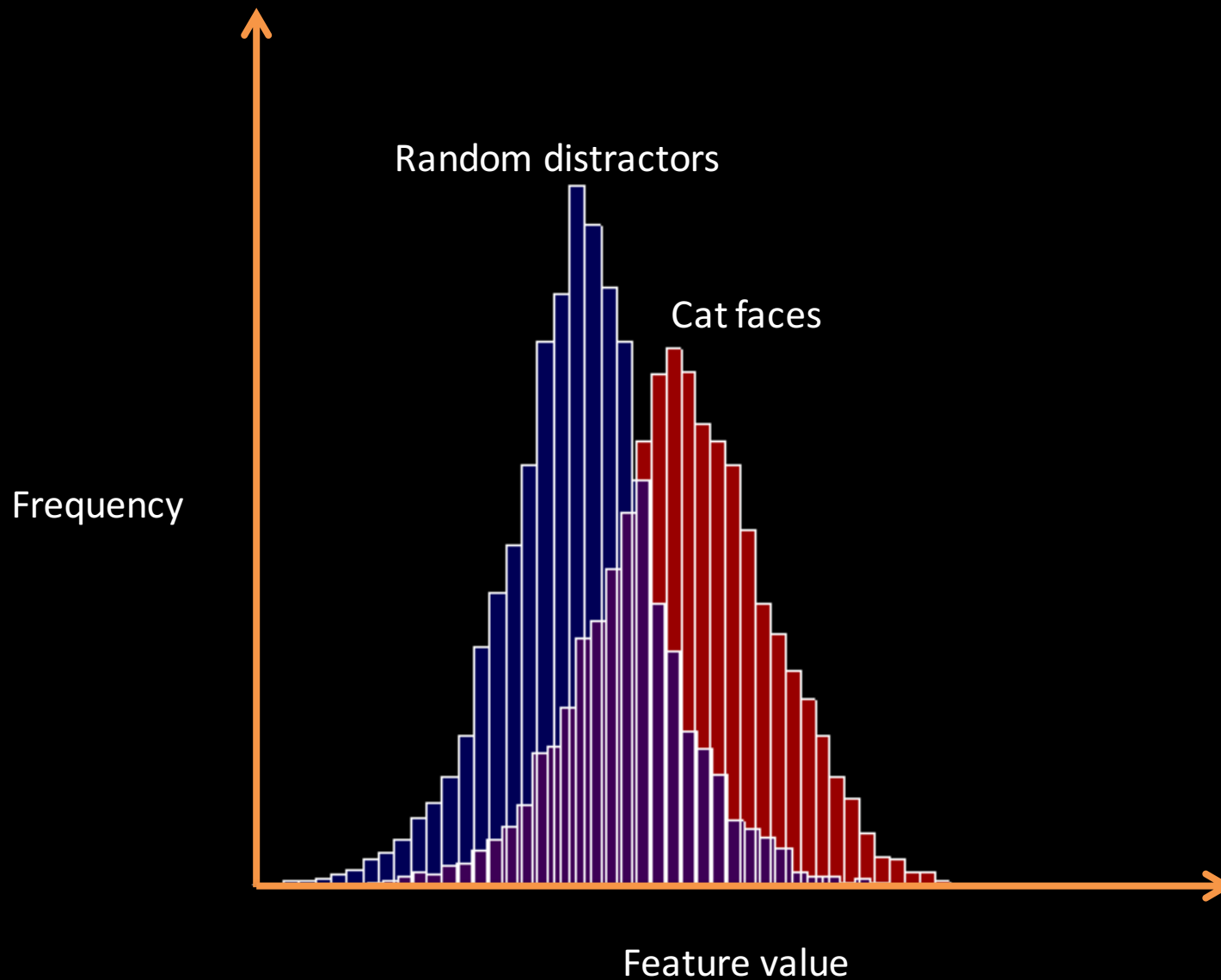


Top stimuli from the test set



Optimal stimulus
by numerical optimization

The Cat Neuron



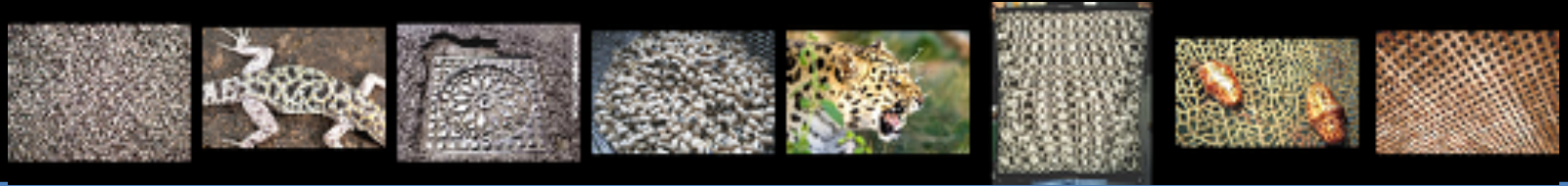
Hire the smartest people in the world



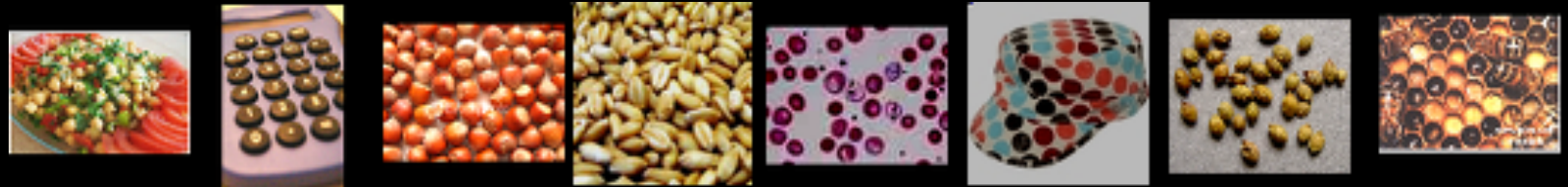
Invent cat detector

Best Neuron Stimuli

Neuron 1



Neuron 2



Neuron 3



Neuron 4



Neuron 5



Best Neuron Stimuli

Neuron 6



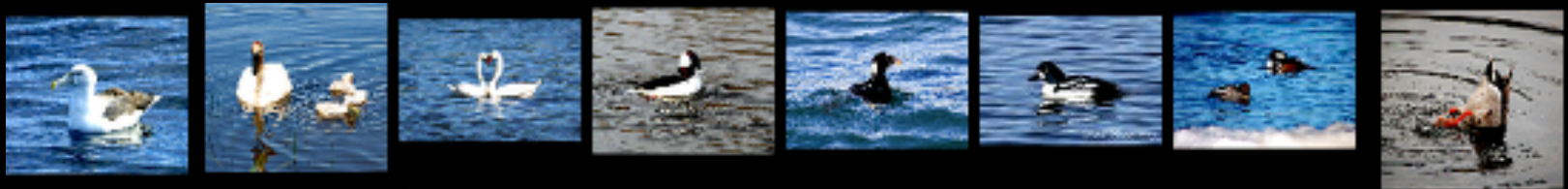
Neuron 7



Neuron 8



Neuron 9



Best Neuron Stimuli

Neuron 10



Neuron 11



Neuron 12



Neuron 13



ImageNet Classification

22,000 categories

14,000,000 images

Hand-engineered features (SIFT, HOG, LBP),
Spatial pyramid, SparseCoding/Compression

22,000 is a lot!

...

smoothhound, smoothhound shark, *Mustelus mustelus*

American smooth dogfish, *Mustelus canis*

Florida smoothhound, *Mustelus norrisi*

whitetip shark, reef whitetip shark, *Triaenodon obesus*

Atlantic spiny dogfish, *Squalus acanthias*

Pacific spiny dogfish, *Squalus suckleyi*

hammerhead, hammerhead shark

smooth hammerhead, *Sphyrna zygaena*

smalleye hammerhead, *Sphyrna tudes*

shovelhead, bonnethead, bonnet shark, *Sphyrna tiburo*

angel shark, angelfish, *Squatina squatina*, monkfish

electric ray, crampfish, numbfish, torpedo

smalltooth sawfish, *Pristis pectinatus*

guitarfish

rougthead stingray, *Dasvatis centroura*

butterfly ray

eagle ray

spotted eagle ray, spotted ray, *Aetobatus narinari*

cownose ray, cow-nosed ray, *Rhinoptera bonasus*

manta, manta ray, devilfish

Atlantic manta, *Manta birostris*

devil ray, *Mobula hypostoma*

grev skate, gray skate, *Raia batis*

little skate, *Raja erinacea*

...

Stingray



Mantaray



0.005%

Random guess

1.5%

Pre Neural Networks

?

GoogLeNet

0.005%

Random guess

1.5%

Pre Neural Networks

43.9%

GoogLeNet

Vision has Social Implications

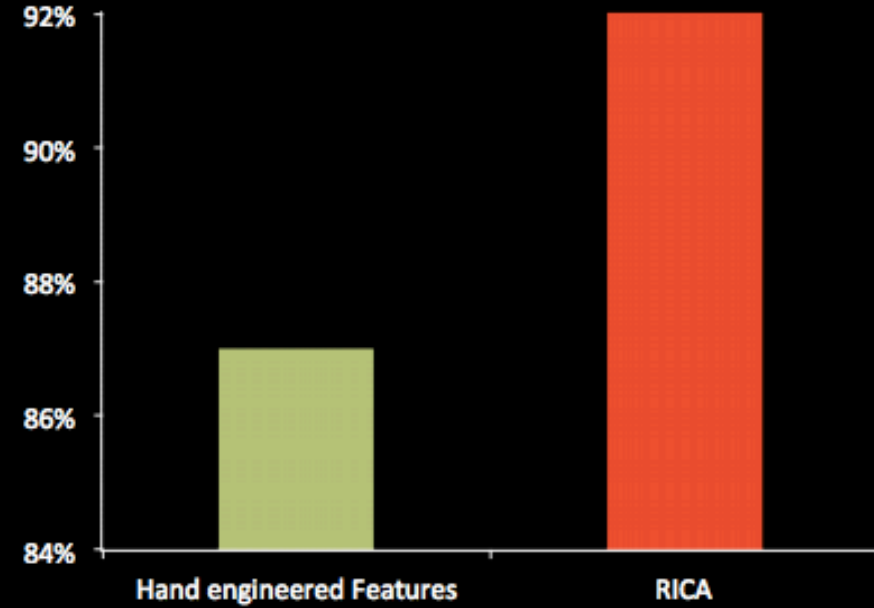
Apoptotic



Viable tumor region



Necrosis



Neural network

Estimated daily per capita expenditure, 2012-2015

Nigeria

Uganda

Tanzania

Malawi



Average daily per capita consumption expenditure (\$)

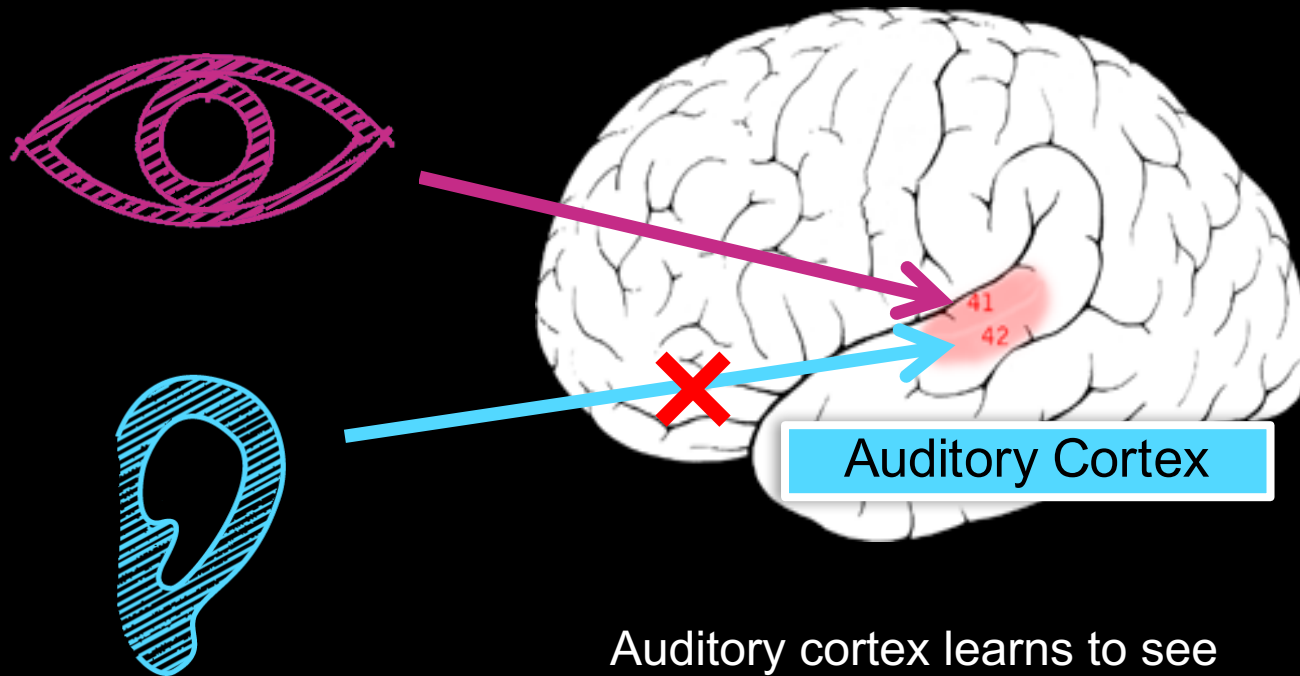
<http://sustain.stanford.edu/>

One Algorithm Hypothesis

Much of perception in the brain can be explained with a single learning algorithm.



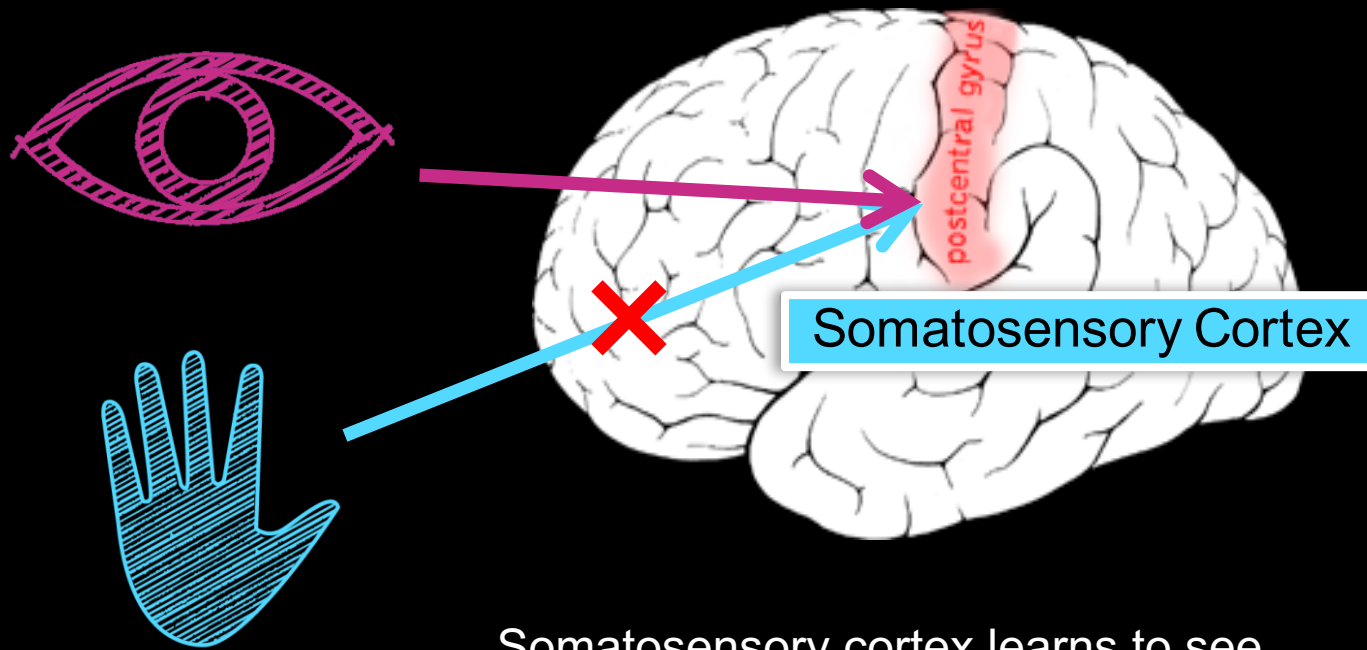
One Algorithm Hypothesis



[Roe et al., 1992]

[Andrew Ng]

One Algorithm Hypothesis



Somatosensory cortex learns to see

[Metin & Frost, 1989]

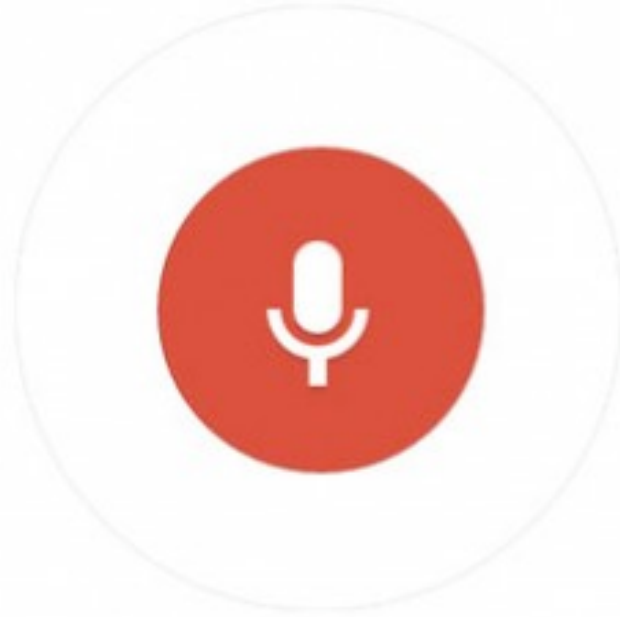
[Andrew Ng]

Tl;dr our brain is constantly decomposing

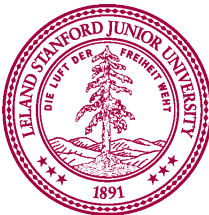
Told Vision Was 30 Years Out



Told Speech Was 30 Years Out



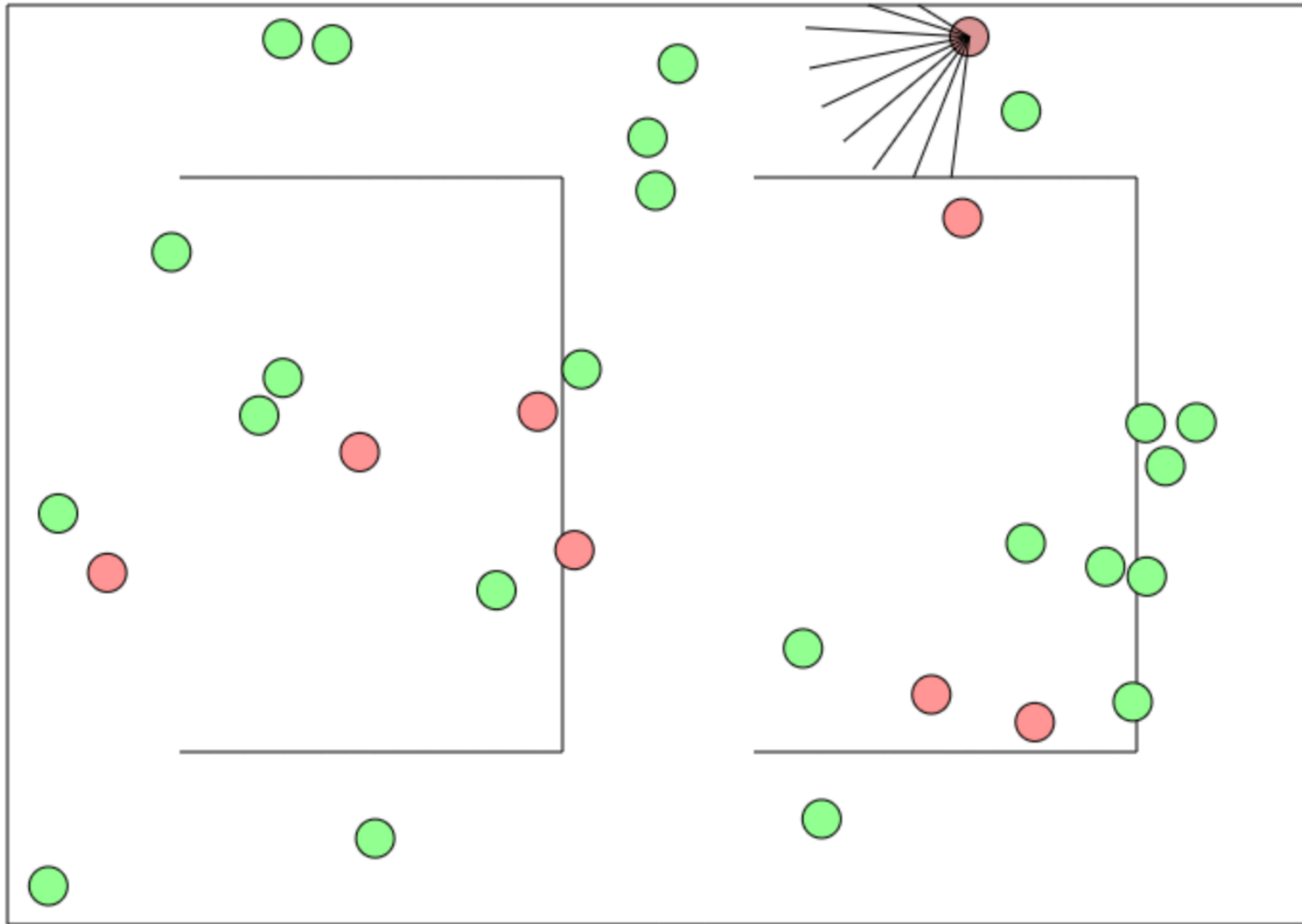
Almost perfect...



Huge Progress



Deep Reinforcement Learning



<http://cs.stanford.edu/people/karpathy/convnetjs/demo/rl-demo.html>
Piech, CS106A, Stanford University



The end