

# Neural Networks: Practical Concerns

Machine Learning



Based on slides and material from Geoffrey Hinton, Richard Socher, Dan Roth, Yoav Goldberg, Shai Shalev-Shwartz and Shai Ben-David, and others

# Neural Networks

- What is a neural network?
- Predicting with a neural network
- Training neural networks
- Practical concerns

# This lecture

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- Predicting with a neural network
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- **Termination criteria**: Number of epochs, Threshold on training set error, No decrease in error, Increased error on a validation set
- To **avoid local minima**: several trials with different random initial weights with majority or voting techniques

# Minibatches

- Stochastic gradient descent:

- Take a random example at each step
- Write down the loss function with that example
- Compute gradient this loss and take a step

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- New hyperparameter: The size of a minibatch

- Often governs how fast the learning converges
- Hardware considerations around memory could dictate how big the minibatch could be

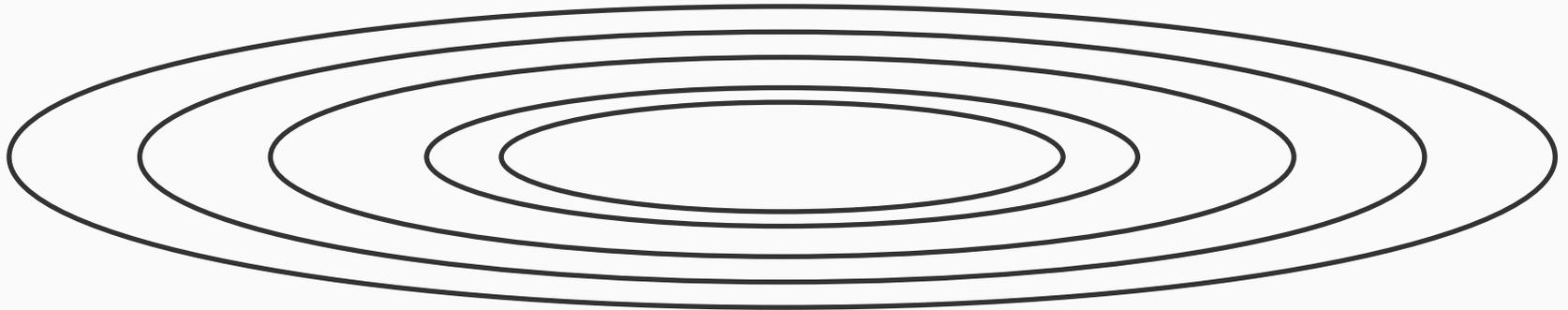
# Gradient tricks

Simple gradient descent updates the parameters using the gradient of one example (or a minibatch of them), denoted by  $g_i$

$$\text{parameters} \leftarrow \text{parameters} - \eta g_i$$

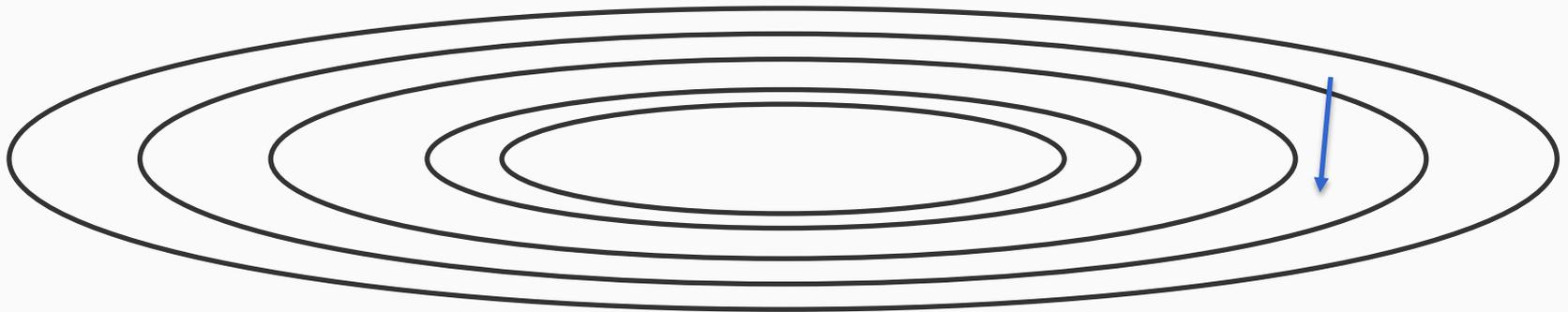
# Gradient tricks

Gradients could change much faster in one direction than another



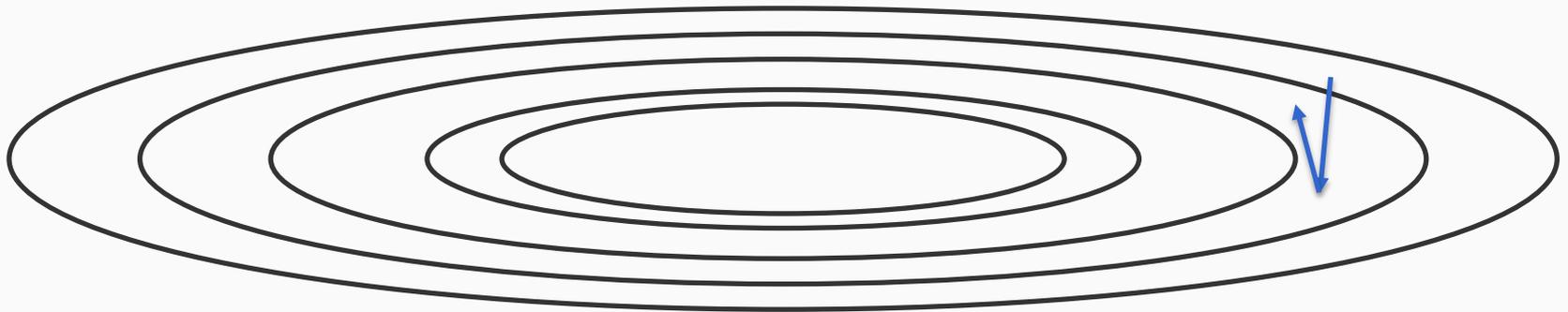
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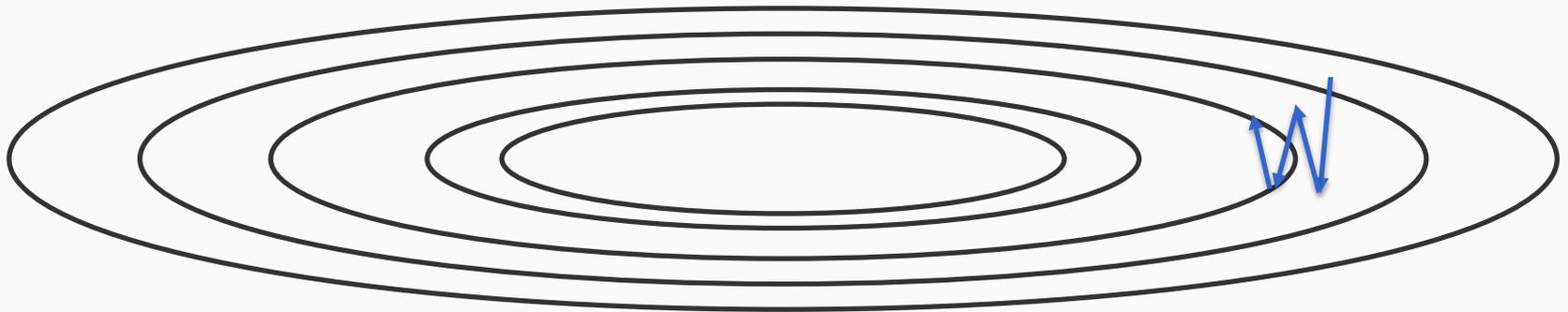
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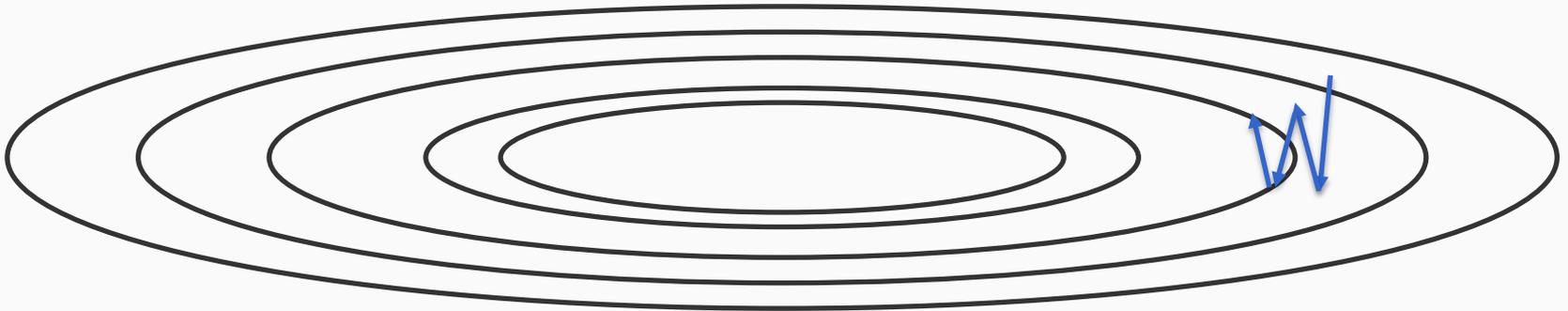
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When gradients change very fast, this could make learning either slow, or worse, unstable.

The quality of the model could change drastically based on how many epochs you run

# Gradient tricks: Momentum

Instead of updating with the gradient ( $g_i$ ), use a moving average of gradients ( $\mathbf{v}_t$ ) to update the model parameters

– In the inner loop:

- $\mathbf{v}_t \leftarrow \mu \mathbf{v}_{t-1} + \eta_t g_i$
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Momentum smooths out the updates by using a weighted average of all previous gradients at each step

# Gradient tricks: AdaGrad, RMSProp, Adam

- **AdaGrad**: Each parameter has its own learning rate. If  $g_{i,t}$  is the gradient for the  $i^{\text{th}}$  parameter at step  $t$ ,

$$c_i \leftarrow c_i + g_{i,t}^2$$
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- **Adam**: A combination of many ideas:
  - Momentum to smooth gradients
  - RMSProp like approach for adaptively choosing learning rate with more recent gradients being weighted higher
  - Additional terms to avoid bias introduced during early gradient estimates
  - Currently the most commonly used variant of gradient based learning

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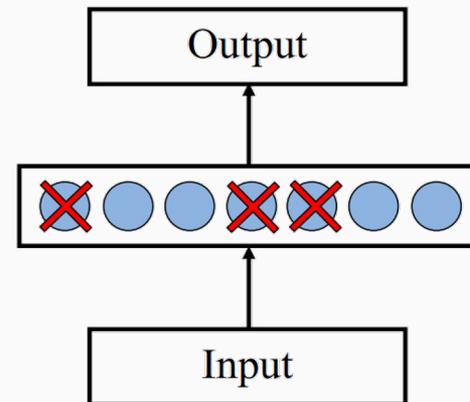
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- To avoid losing training data to validation:
  - Use k-fold cross-validation to determine the average number of epochs that optimizes validation performance
  - Train on the full data set using this many epochs to produce the final results

# Avoiding overfitting with Dropout training

Hinton et al, 2012

- During training, for each step, decide whether to delete a hidden unit with some probability  $p$ 
  - That is, make predictions using only a randomly chosen set of neurons
  - Update only these neurons
- Tends to avoid overfitting
- Has a model averaging effect
  - Only some parameters get trained at any step



# Number of hidden units

- **Too few hidden units** prevent the system from adequately fitting the data and learning the concept.
- **Using too many hidden units** leads to over-fitting.
- Cross-validation or performance on a held out set can be used to determine an appropriate number of hidden units.

# Neural networks: What we saw

- What is a neural network?
  - Multiple layers
    - Inner layers learn a **representation** of the data
  - Highly expressive
    - Is this always a good thing? What about the VC dimension? Overfitting?
- Training neural networks
  - Backpropagation

# What we did not see

## Vast area, fast moving

- Many new models, algorithms and tricks for learning that tweak on the basic gradient method
- Massively growing models and datasets

## Some **named** neural networks

- Restricted Boltzmann Machines and autoencoders: Learn a latent representation of the data
- Convolutional neural network: Modeled after the mammalian visual cortex, currently the state of the art for object recognition tasks
- Recurrent neural networks and Transformers: encode and predict sequences
- Attention: Use a neural network to decide what parts of a set of features are relevant and create an aggregate “attended” representation
- ...And many many more