# Week 4 Notes: Deep Learning Architecture

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# Difference between DL & ML

#### **Deep Learning**

- A Representation Learning Method: people have traditionally collected data from various sources but these features aren't powerful to predict information from this data
- A learning alternative and more useful visual representations of data
  - a. Many layers instead of feature extractor (form useful representations for the problem) = automated the task = Representation Learning Methods
  - b. Anybody can be a data scientist as long as they have good data

#### Machine Learning

- Looks at the features and to determine best possible outcome
  - Ex: Determining the price of a house based on specific features
- Does not have enough power to look at multiple features
- Works well with raw data by:
  - a. Building a feature extractor from domain experts (humans)
  - b. Get complicated unintelligible features
  - c. Feed into a standard ML model (such as SVM)
  - d. Get outcome

## Four Models of Deep Learning

- Use of these models depends on the task
- There is no rule on which one to use
- The size and depth of neural networks are increasing

- 1. Standard Vanilla
- 2. Convolutional Neural Networks (CNN)
- 3. Recurrent Neural Networks (RNN)
- 4. Generative Adversarial Network (GAN)

#### Standard 'Vanilla' Deep Learning



- Use when data has no particular structure
  - Gradient descent
- Each neuron is deciding its output
- Contains a set of numeric features
- Typically remains in tabular form

## **Convolution Neural Networks (CNN)**



- Spatial dependence
  - Ex: Images, heat maps, CT scans
- Exploits objects in images and allows for exploration of confidence scale once completed
- D, W, H : preserve the natural spatial structure in which each pixel becomes a feature
- Convolutional layer
  - 1. Convolve the filter with the image (slide over the image spatial computing dot products)
  - 2. Place filter over original image giving the next level of features to see the correspondence amongst the two

## Recurrent Neural Networks (RNN)

- Used when data has sequential structure and dependence on past
- Recursively feeds the output into its vector
  - Output is a vector of things, such as, an entire sentence, a frame from a video, etc.
- Focuses its attention at a different spatial location when generating each word and it's sentiment classification
- Process sequences: one-to-one networks, one-to-many networks, and many-to-many networks
- Inputs are passed into these unit network models and undergoes feedback loops
- New state = the function of parameters W = (old state, input vector)
- Examples: LSTM (Long Short Term model) & GRU (ways for connecting networks)
- Examples: videos, textraised data, image captioning, and translation of languages
  - I am feeling= 3 different features- RNN tries to predict the next word



#### Generative Adversarial Networks (GAN)

- Used to generate new data that mimics properties of original data (Deep Fakes)
- Contains 2 parts:
  - 1. Generator Network: responsible for generating new data (leads to new videos, images, data points, etc.)
  - 2. Discriminator Network: takes the new input that is being constructed and distinguishes what data belongs to each set.
- If the discriminator makes a mistake, it's reframed so it doesn't make the same mistake again



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