

# Introduction to Data Science

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A computer program is said to learn from experience  $E$  with respect to some class of tasks  $T$  and performance measure  $P$  if its performance at tasks in  $T$ , as measured by  $P$ , improves with experience  $E$ .

Tom Mitchell, 1997

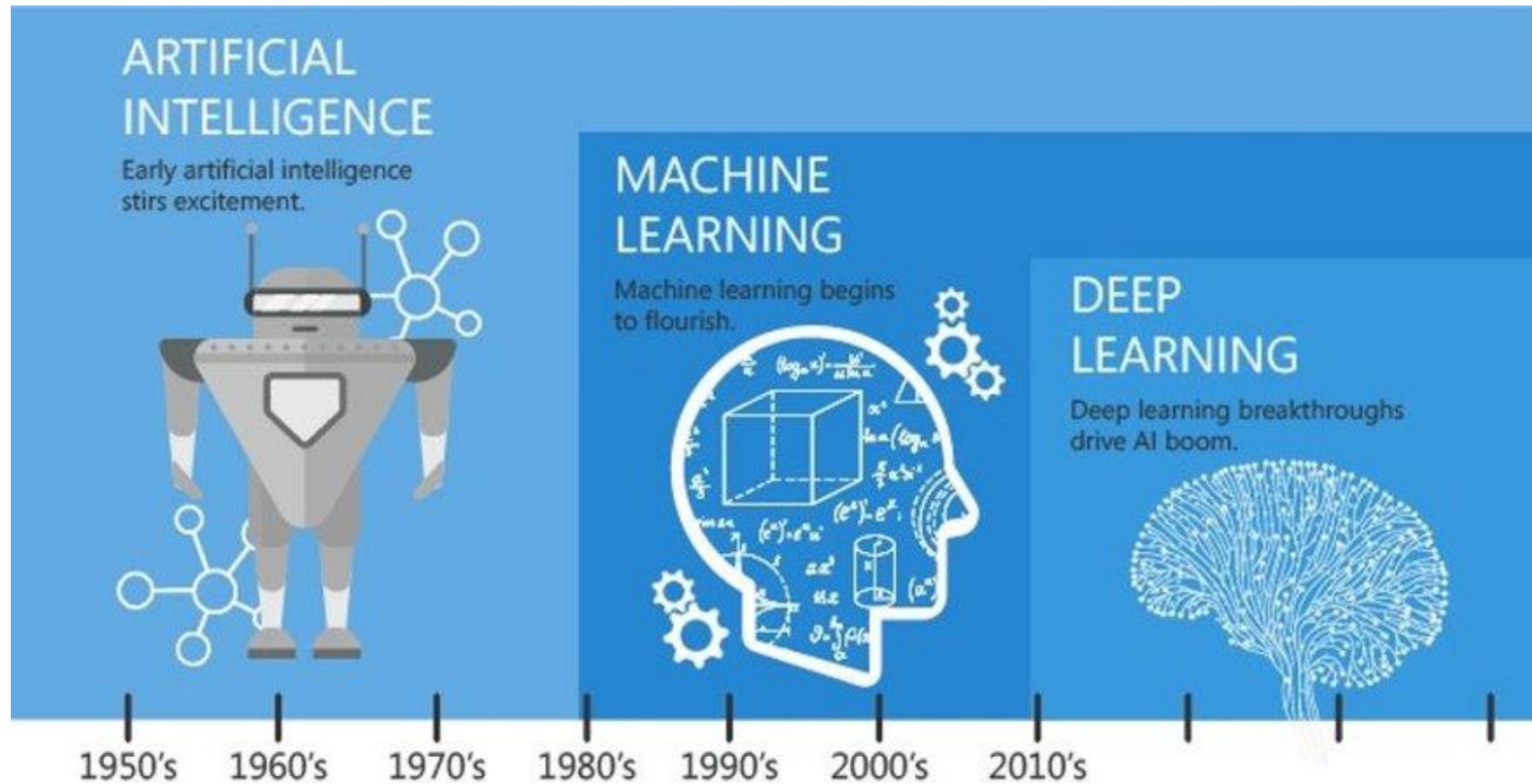
Example: chess playing

$T$  = playing chess

$E$  = playing games of checkers

$P$  = probability to win next game

**MACHINE LEARNING = LEARNING BY PLAYING**



- Spam filters
- Face recognition, pattern recognition, speech recognition (Apple's FaceID, Android's Face Unlock, surveillance, medical images)
- Self-customized programs (e.g. Netflix)
- Predictive maintenance
- ChatGPT
- Language translation (deepl, quillbot)
- Agriculture
- Cybersecurity

The concepts of '**learning algorithms**', '**artificial intelligence**' can be misleading but ...

The aim is not creating machine that are able to think, the aim is creating machine that can **act indistinguishably from a thinker in a SPECIFIC situation**, for a SPECIFIC task

(Alan Turing, Stevan Robert Harnad )

# Types of machine learning

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Supervised learning

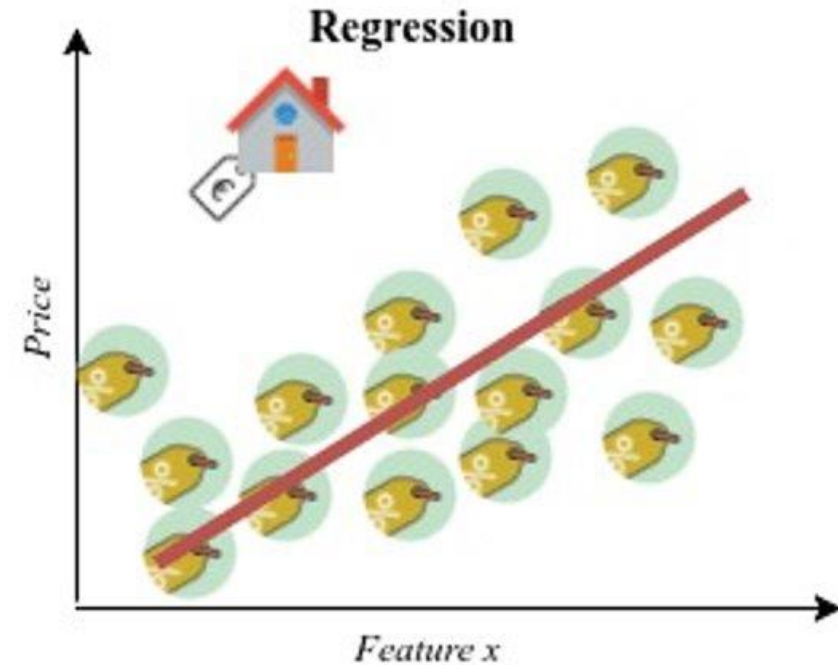
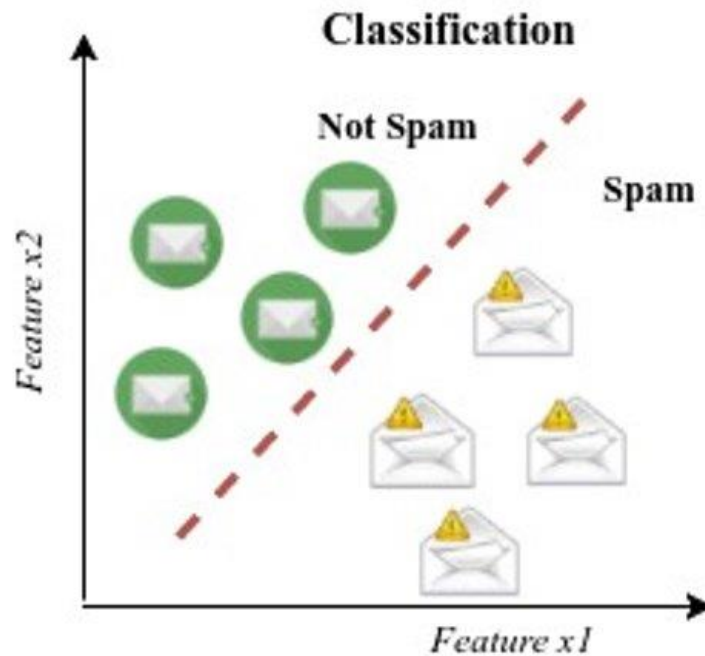
Unsupervised learning

Reinforcement learning

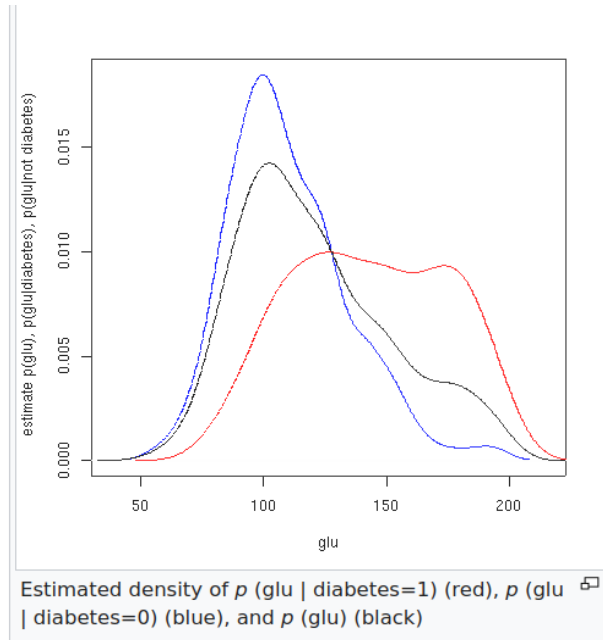
Semi-supervised learning

Self-supervised learning

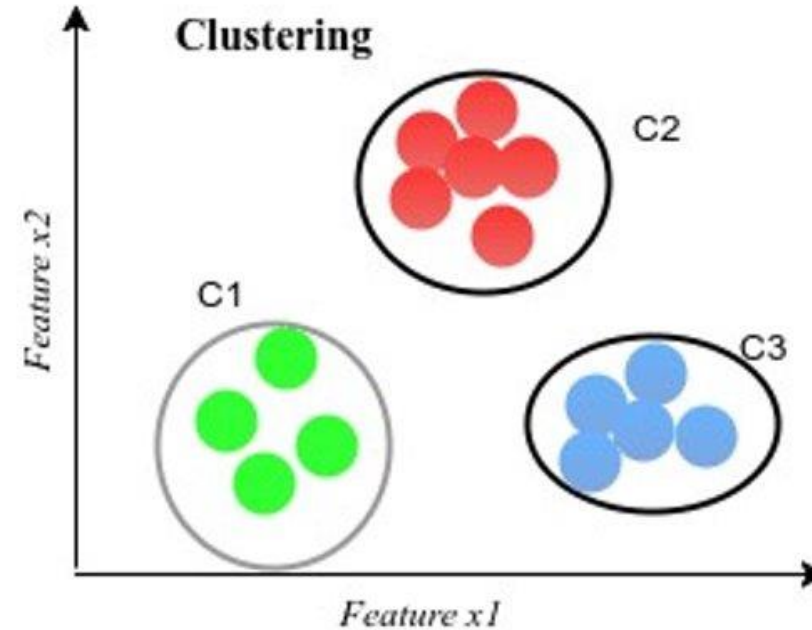
Machine learning problem where all the data are labelled



Machine learning problem where all the data are NOT labelled

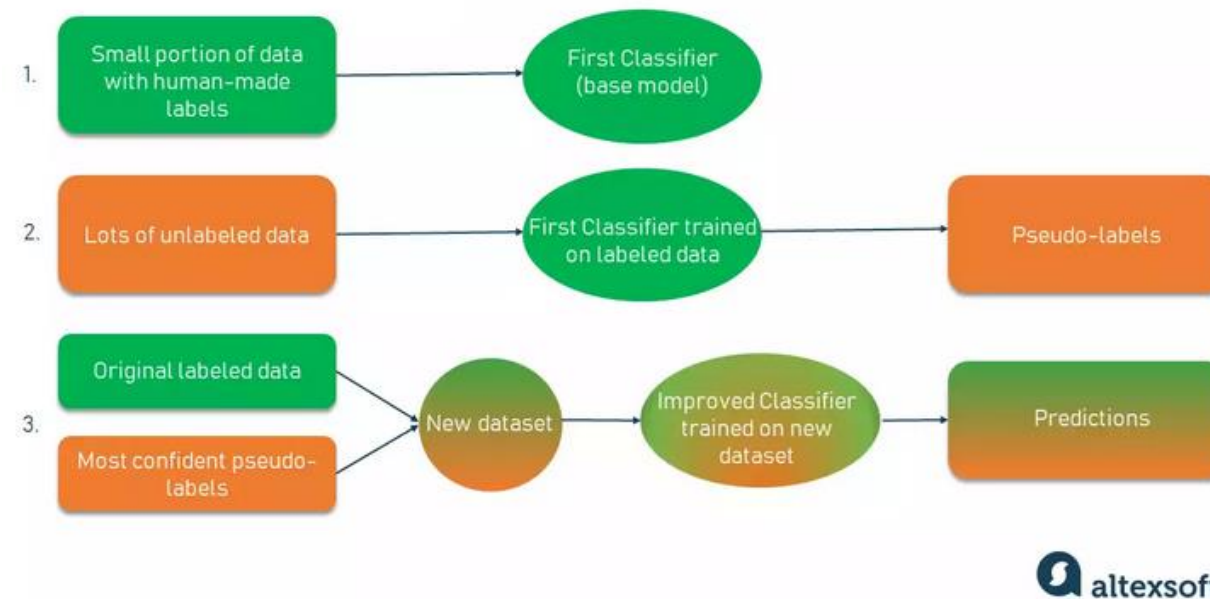


credits: Wikipedia



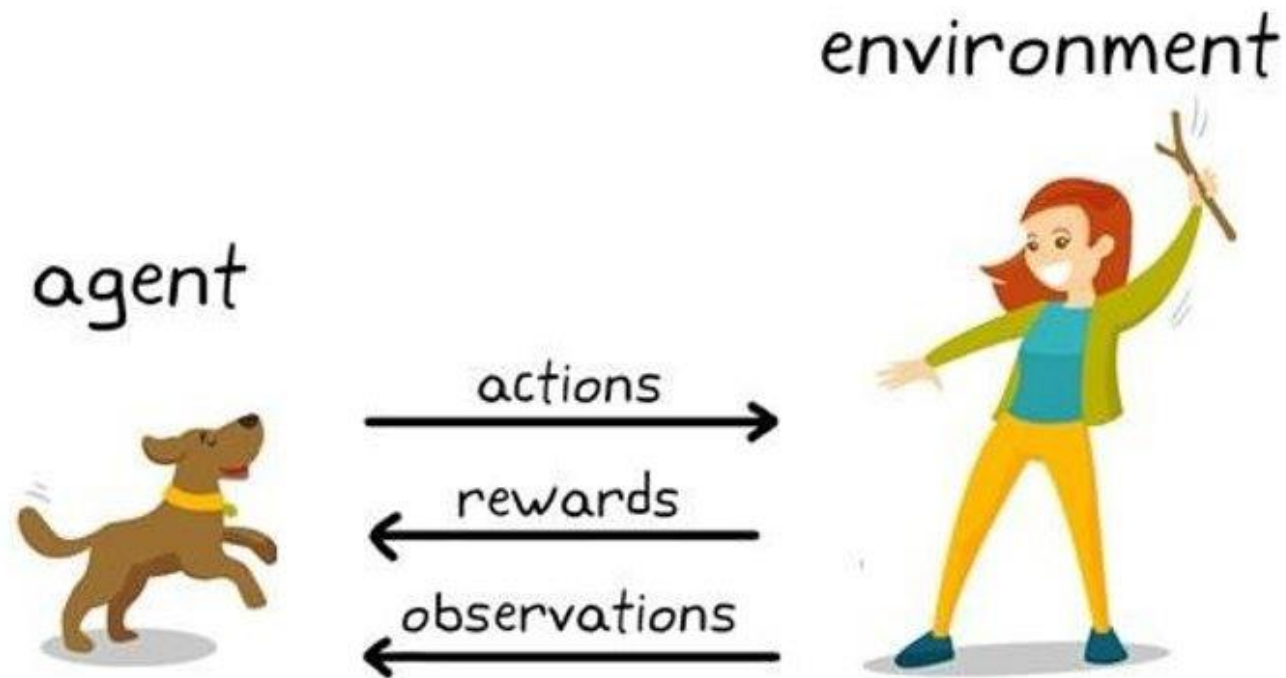


Machine learning problem where some of the data are labelled and some of the data are NOT labelled

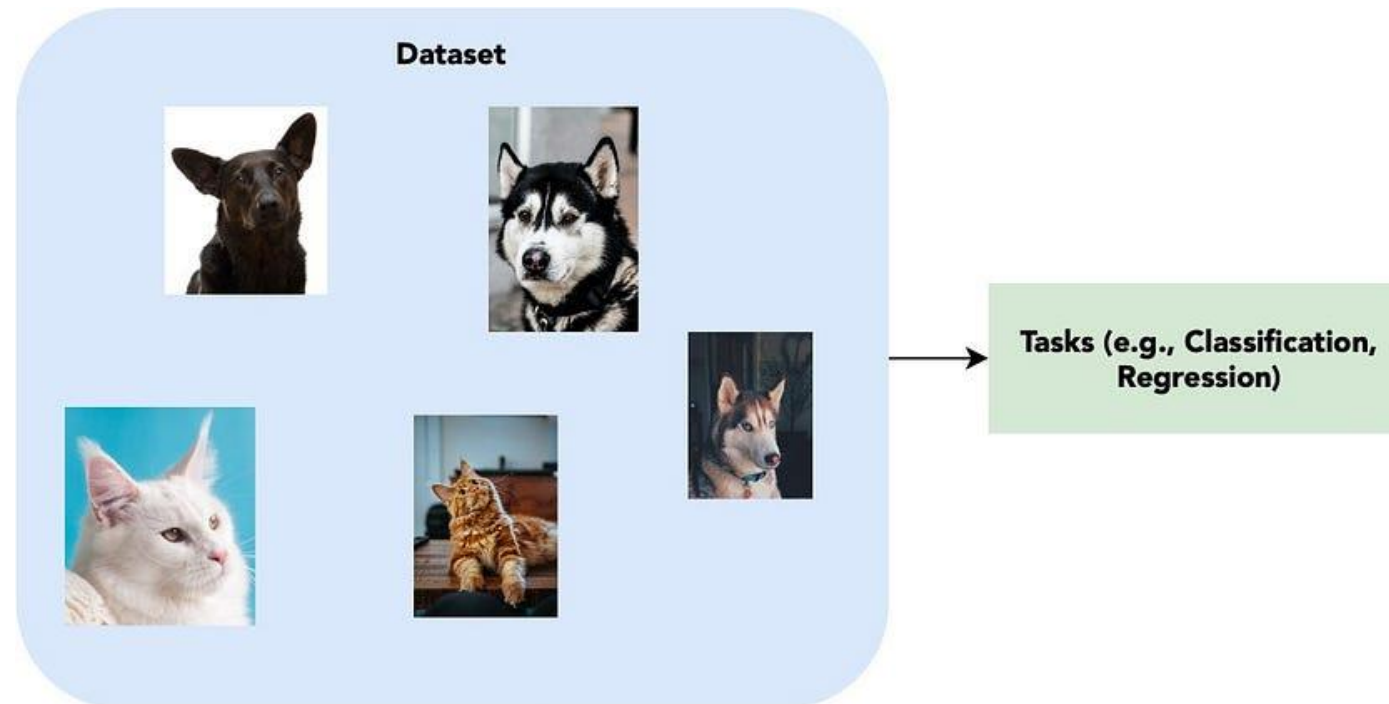


*Semi-supervised self-training method*

Machine learning problem focused on interaction between agent and environment



## No labels, supervised tasks

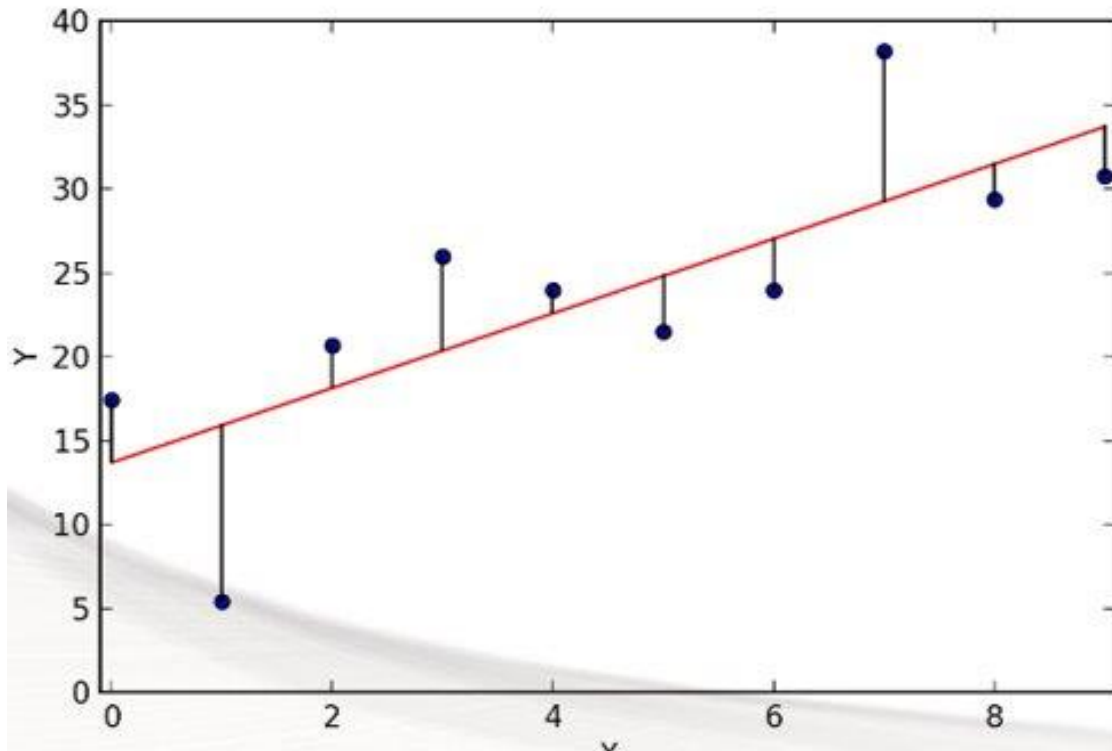


## REGRESSION ERRORS

- Mean Squared Error
- Mean Average Error
  - R-squared

## CLASSIFICATION ERRORS

- Precision
- Accuracy
  - Recall
  - F1



$$MSE = \frac{\sum_{i=1}^n (y_i - \hat{y}_i)^2}{n}$$

# TP, TN, FP, FN

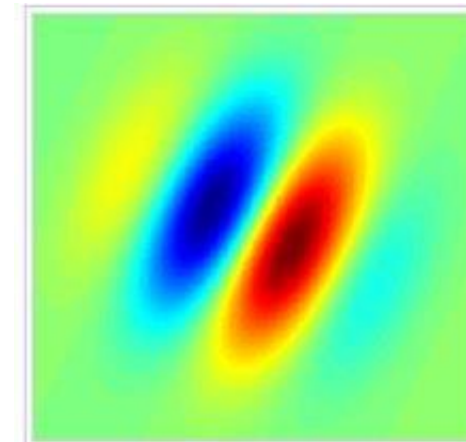
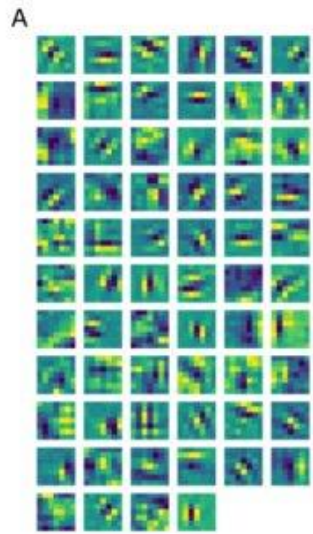
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		Predicted condition	
		Positive (PP)	Negative (PN)
Actual condition	Total population = P + N		
	Positive (P)	<b>True positive (TP), hit</b>	<b>False negative (FN), type II error, miss, underestimation</b>
	Negative (N)	<b>False positive (FP), type I error, false alarm, overestimation</b>	<b>True negative (TN), correct rejection</b>

Wikipedia

`supervised_unsupervised.ipynb`

Try to mimic HNN in ANN by using simmetries specific to certain areas of the human brain (LGN, V1) within ANNs

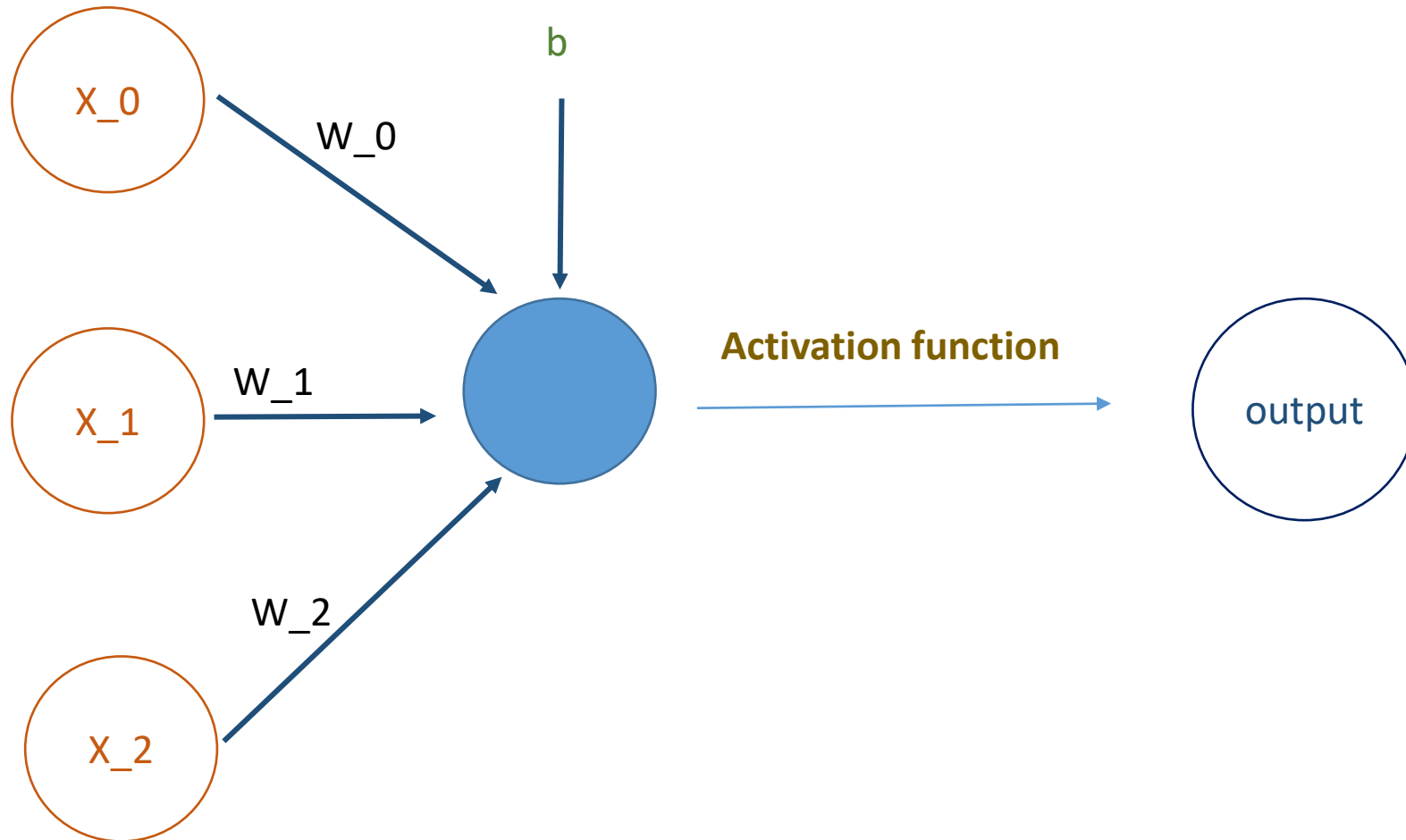


*CNN filters, Federico Bertoni, Noemi Montobbio, Alessandro Sarti e Giovanna Citti\**



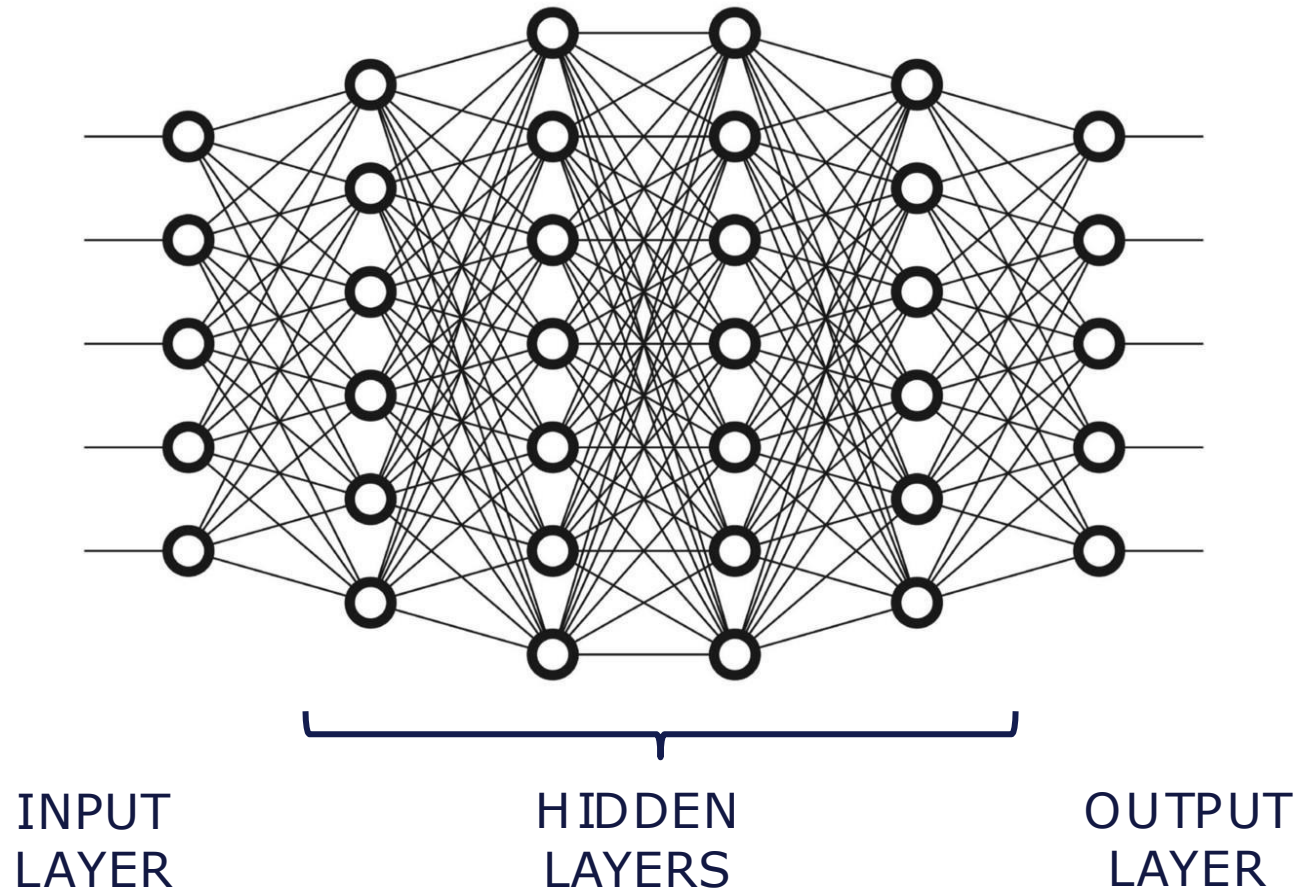
# Architecture of a neuron

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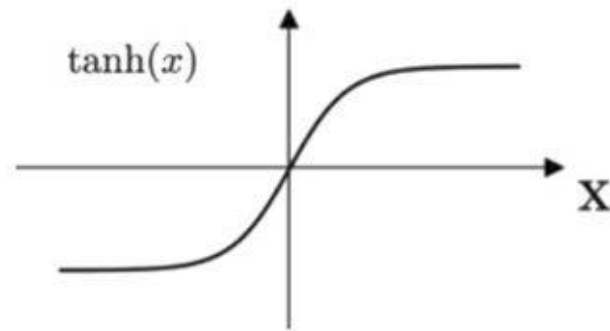
# Architecture of a Neural Network

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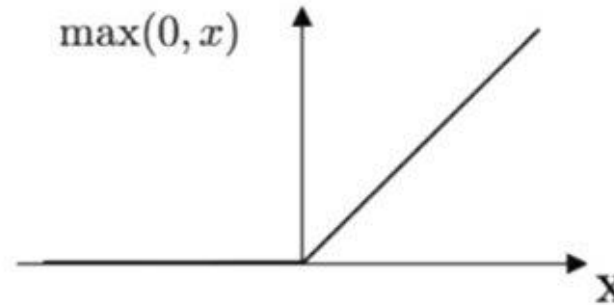


- Many layers (deep)
- Many nodes
- Activation functions
- input/output

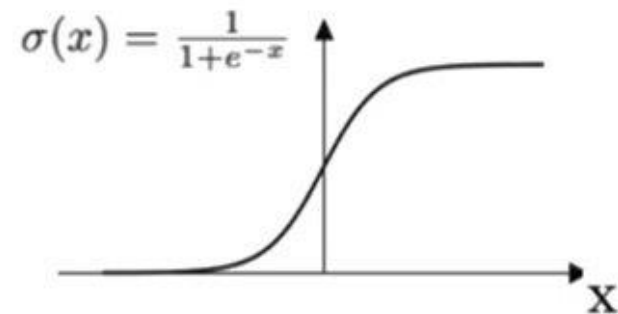
**Tanh**



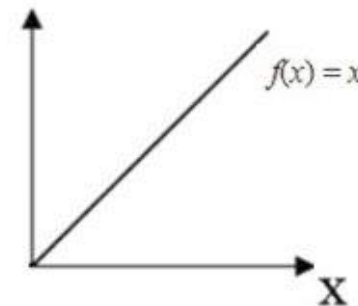
**ReLU**



**Sigmoid**



**Linear**



Many layers **without** activation  
function

=

one layer with many weights

Many layers **with** activation  
function

=

Deep Learning

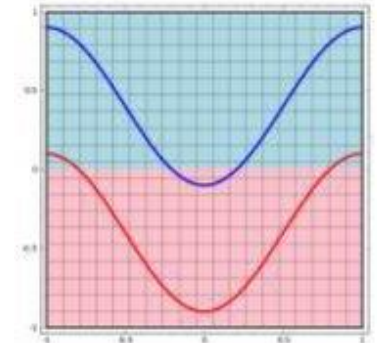
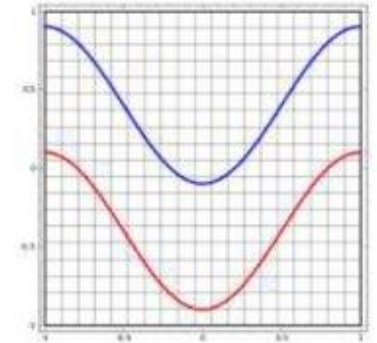
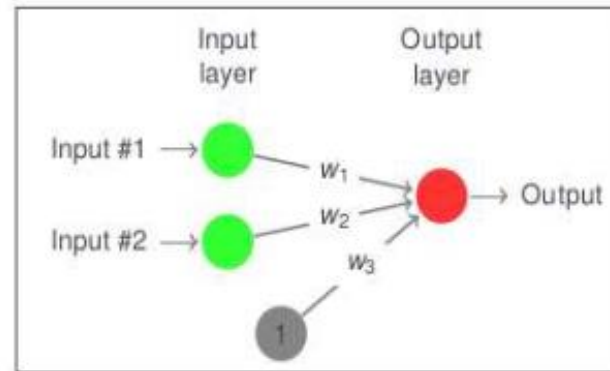
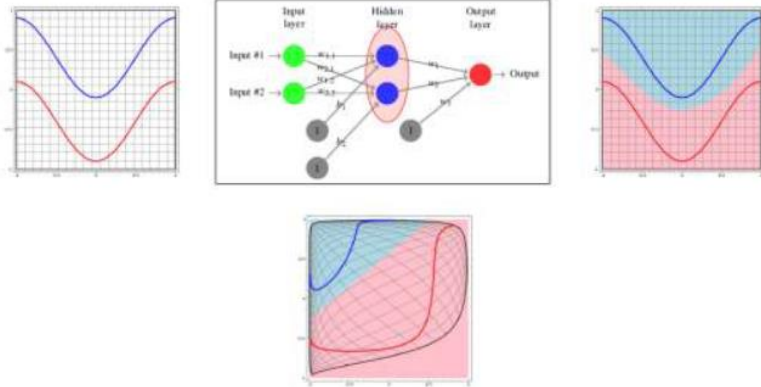
# Why NN?

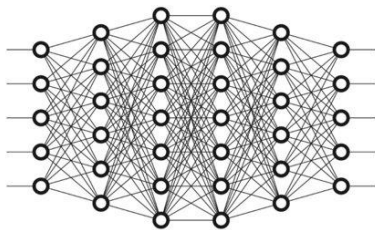
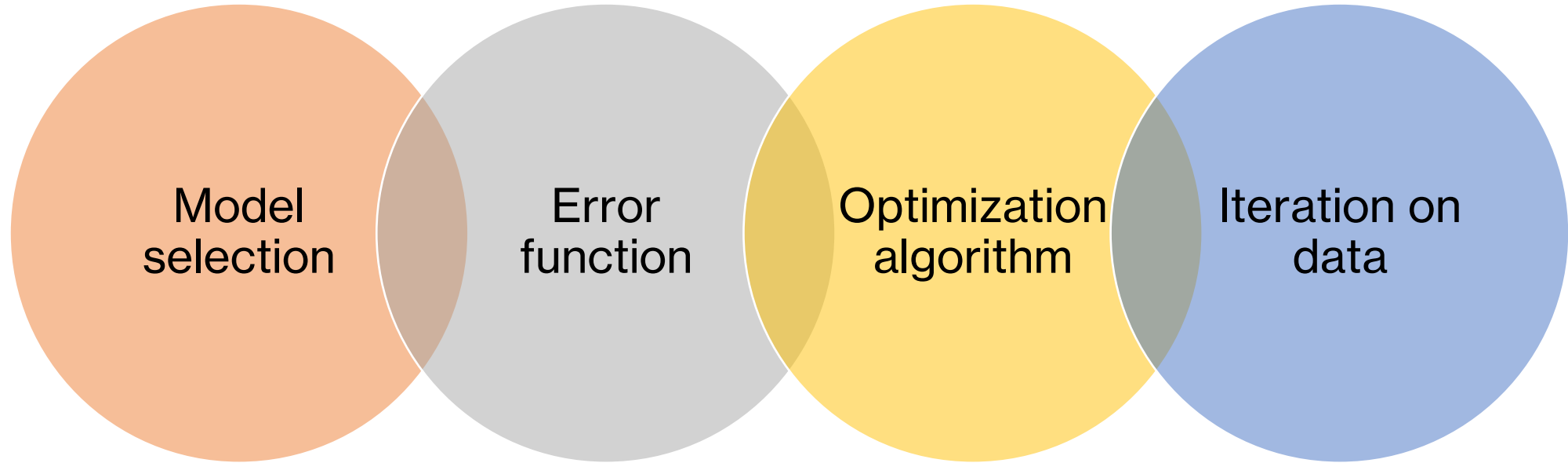
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A neural network with a single hidden layer and a non linear activation function is a **“Universal Function Approximator”**

The universal approximation theorem states that a feed-forward network with a single hidden layer containing a finite number of neurons can approximate any continuous functions on a compact subsets of  $\mathbb{R}$  (under mild assumptions on the activation function)

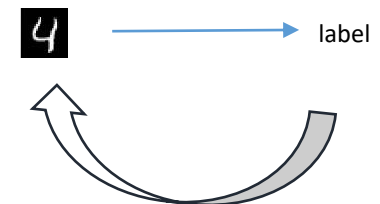
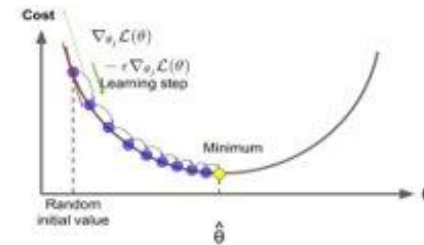
A feed-forward network is a powerful deep learning tool as a universal function approximator able to model any complex function





$$MSE = \frac{\sum_{i=1}^n (y_i - \hat{y}_i)^2}{n}$$

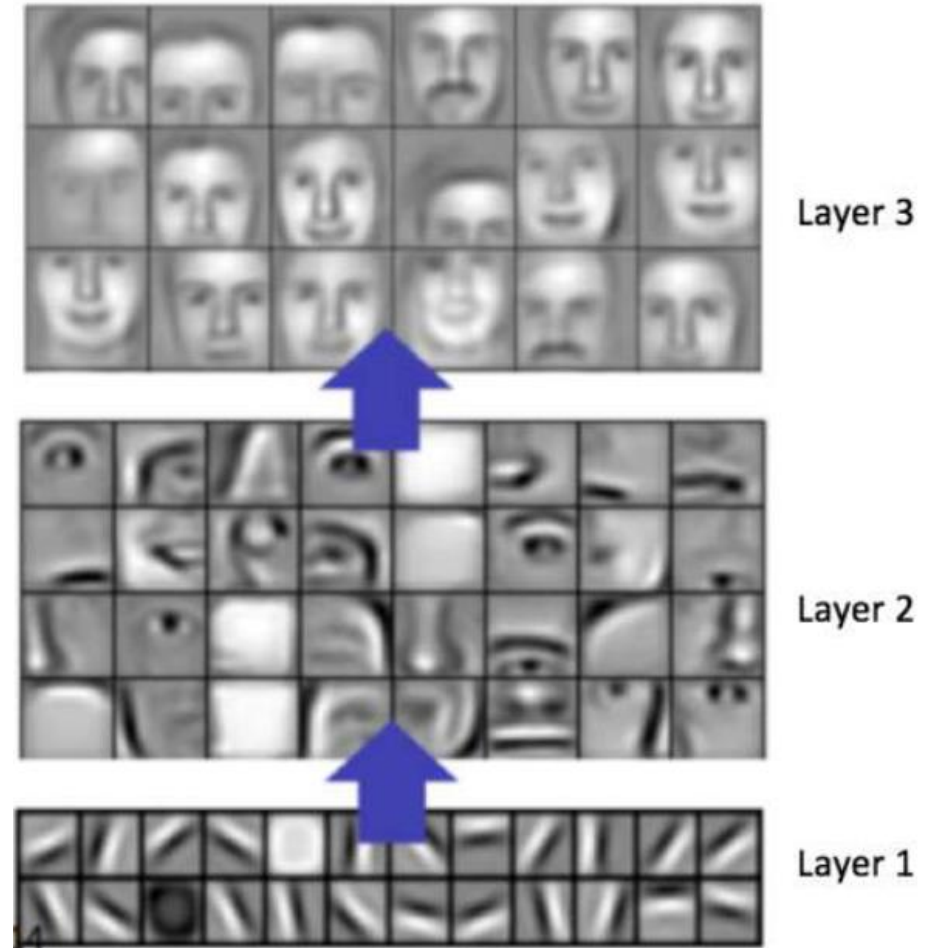
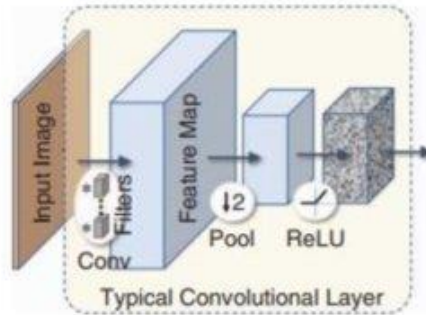
$$MAE = \frac{\sum_{i=1}^n |y_i - \hat{y}_i|}{n}$$



# Convolutional Neural Networks

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- **Convolution layer** : **convolutions of data** (an application of a spatial filters) which **extract specific features** (one per filter)
- **Pooling layer**: **downsamples the feature map** to introduce Translation invariance and reduce parameters (i.e. overfitting)
- **Last layer**: feature identifier/**classifier**



# Convolutional Neural Networks

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60	7	98	14	19
165	159	147	196	169
187	204	165	41	111
209	30	201	23	203
58	79	218	59	118

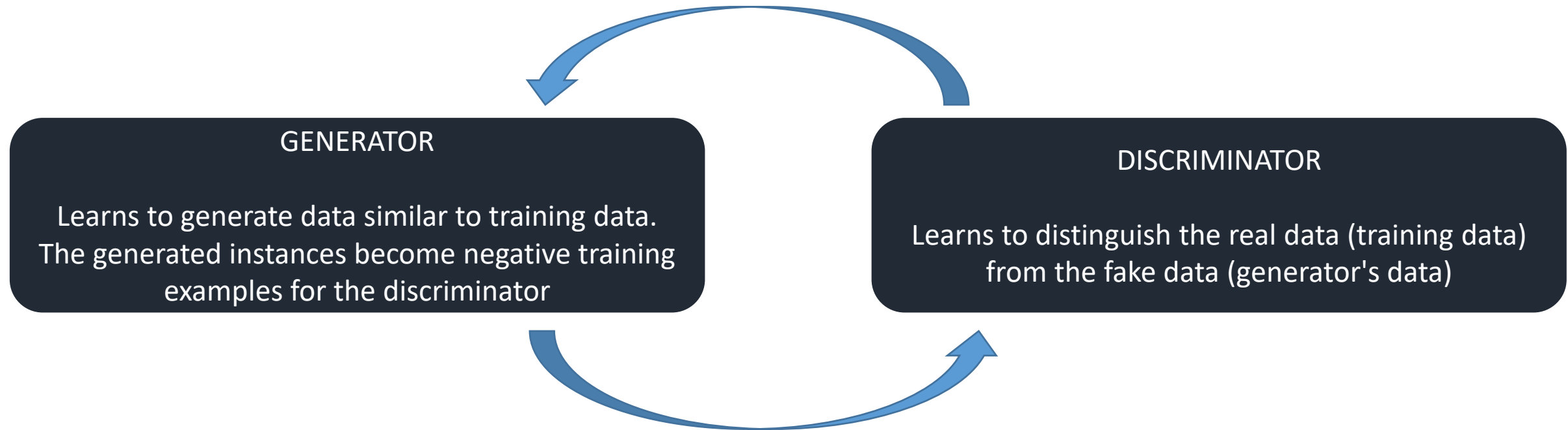
 \* 

1	0	-1
1	0	-1
1	0	-1

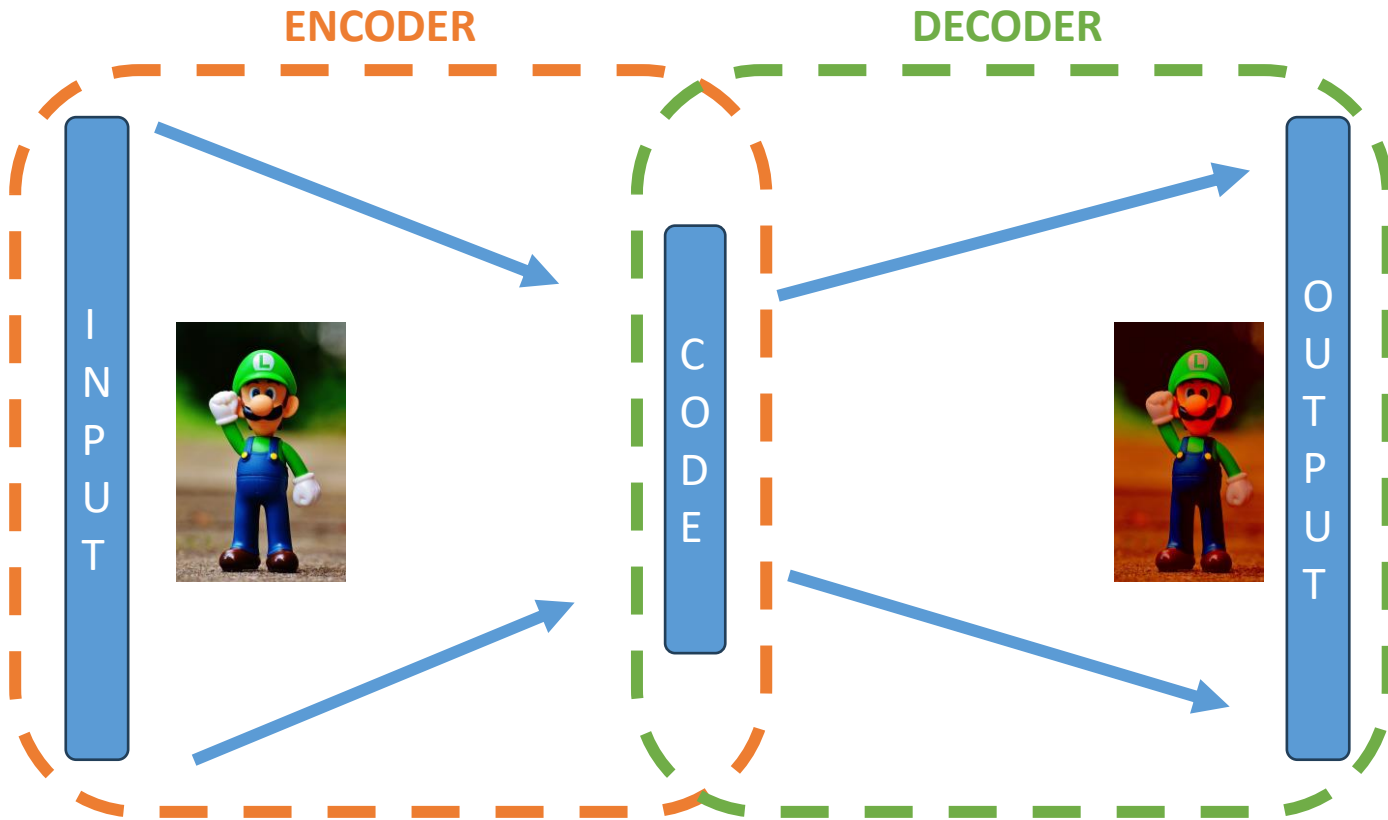
 =



Le Generative Adversarial Network (GAN) sono costituite da due reti neurali: generatore e discriminatore



GAN learns by minimizing/maximizing a specific objective function  
Optima: **generator mimics well the input and the discriminator outputs 0.5 deterministically on all inputs**

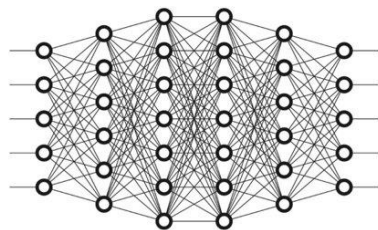
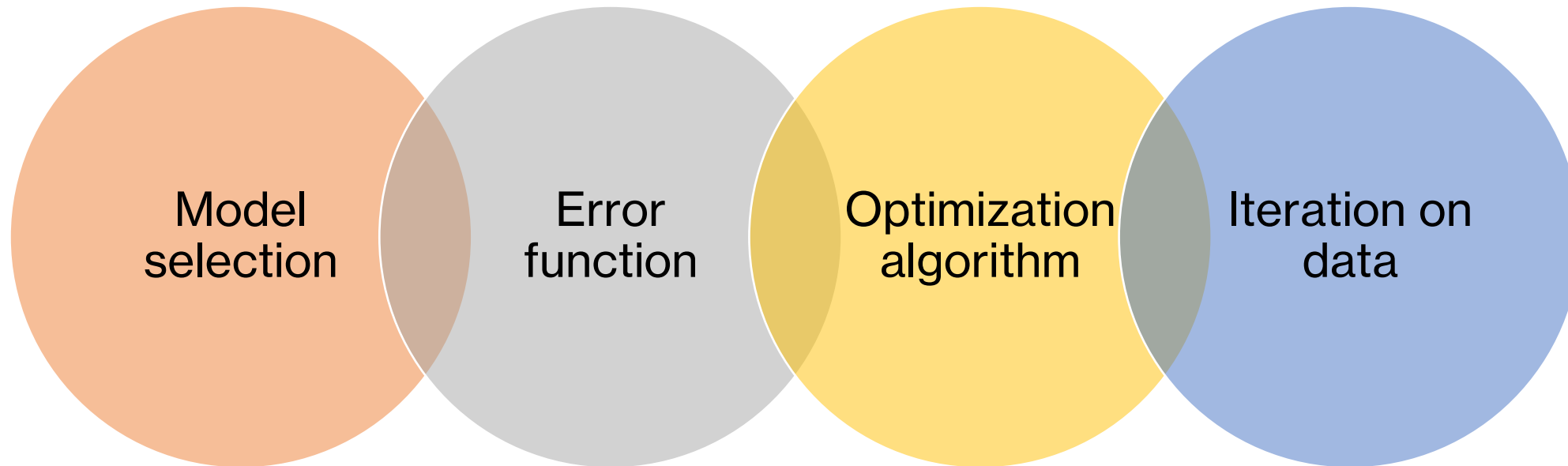


Minimize the difference between the input and the reconstruction

$$\phi : \mathcal{X} \rightarrow \mathcal{F}$$

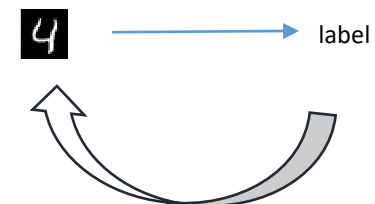
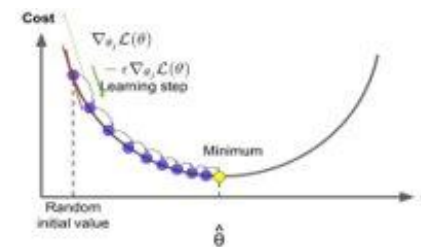
$$\psi : \mathcal{F} \rightarrow \mathcal{X}$$

$$\phi, \psi = \arg \min_{\phi, \psi} \|\mathcal{X} - (\psi \circ \phi)\mathcal{X}\|^2$$



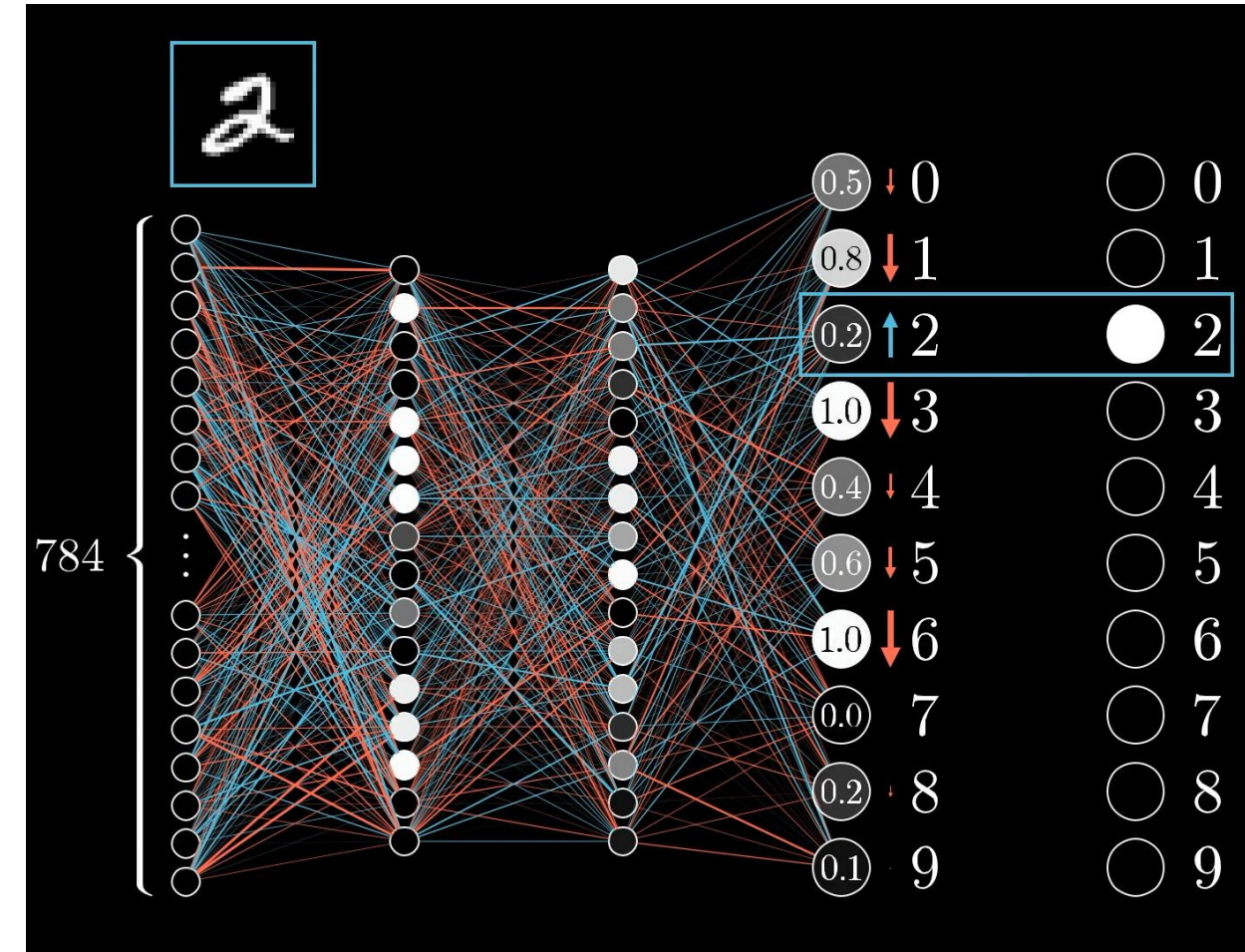
$$MSE = \frac{\sum_{i=1}^n (y_i - \hat{y}_i)^2}{n}$$

$$MAE = \frac{\sum_{i=1}^n |y_i - \hat{y}_i|}{n}$$



# Backpropagation

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Cost function

How much does a nudge  
to  $w^{(L)}$  change  $z^{(L)}$ ?

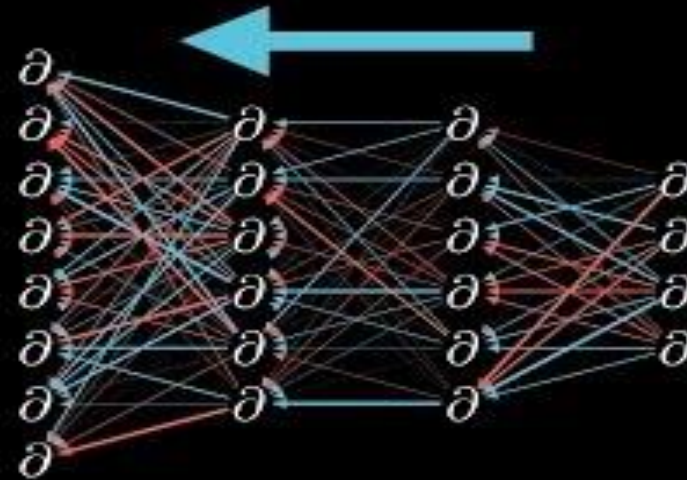
How much does that nudge  
to  $z^{(L)}$  change  $a^{(L)}$ ?

$$\frac{\partial C_0}{\partial w^{(L)}} = \frac{\frac{\partial z^{(L)}}{\partial w^{(L)}}}{\frac{\partial a^{(L)}}{\partial z^{(L)}}} \frac{\partial C_0}{\partial a^{(L)}}$$

How much does *that* nudge  
to  $a^{(L)}$  change  $C_0$ ?

<https://www.3blue1brown.com/lessons/backpropagation-calculus>

## Backpropagation calculus



# GD vs SGD? Batch GD

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## GD

Gradient descent on all data

**Slow**

**Minimizing on all data**

**Higher probability to approximate better the local minima**

## SGD

Gradient descent on randomly selected data

**Faster**

**Minimizing on some data**

**Lower probability to approximate the local minima**

## BATCH GD

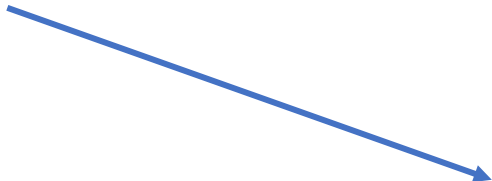
Gradient on a batch of data

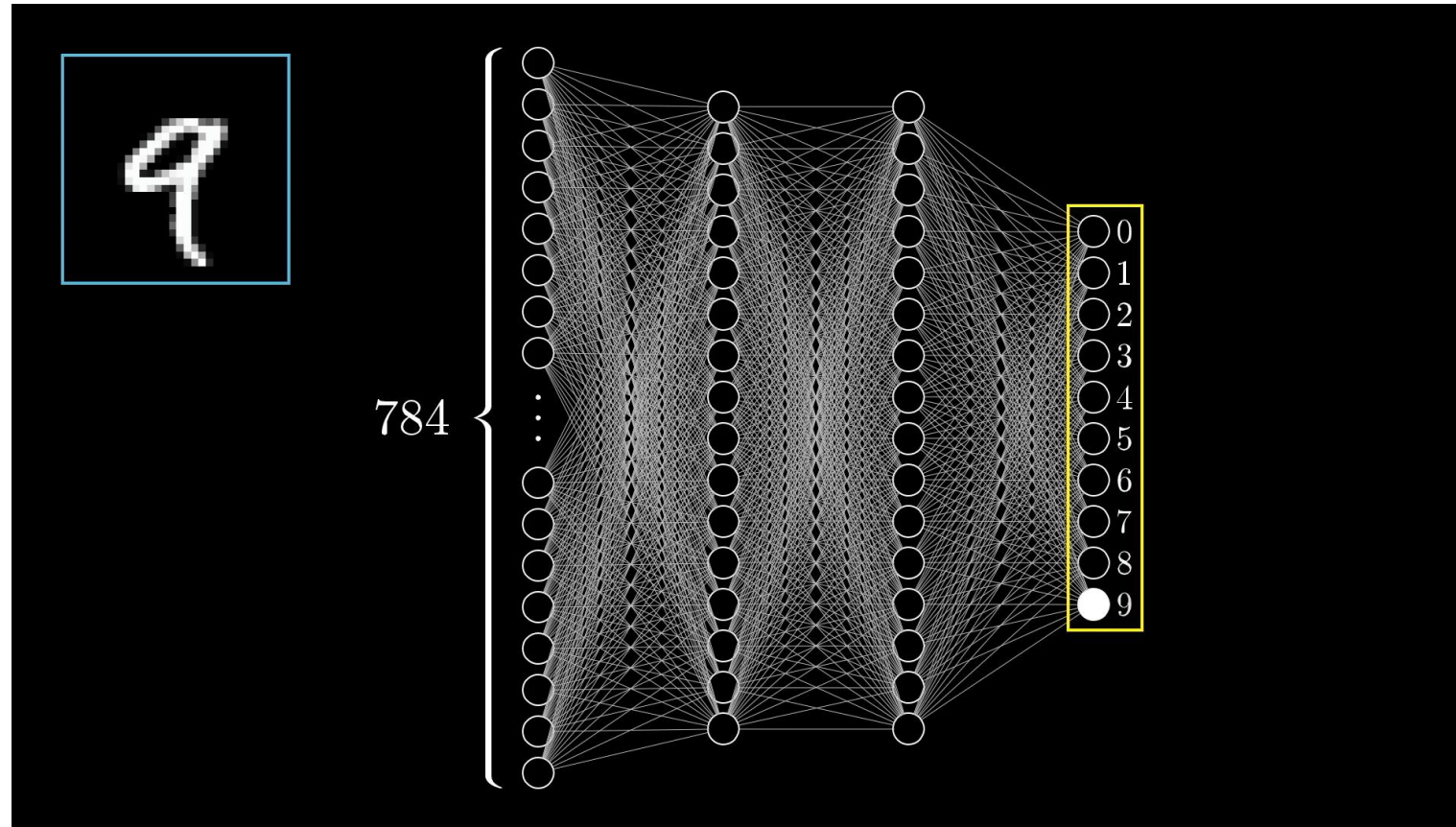
**batch size: hyperparameter of the model**  
(High bs ~ GD)

**Epoch : when the ENTIRE dataset is evaluated once from the network (backward and forward)**

**Steps per epochs: gradient descent steps per epoch (depends from the bs)**

```
for i=0,...,epochs  
  for batch in batches  
    w = batch_GD_algorithm(w)
```

- 
- Choose an initial vector of parameters  $w$  and learning rate  $\eta$  .
  - Repeat until an approximate minimum is obtained:
    - For  $i = 1, 2, \dots, n$ , do:
      - $w := w - \eta \nabla C(w)$ , where the gradient of the cost function is computed on the batch samples. The way in which the update is done is defined by the optimization algorithm





NeuralNetworks.ipynb

# Why should I care for HPC?

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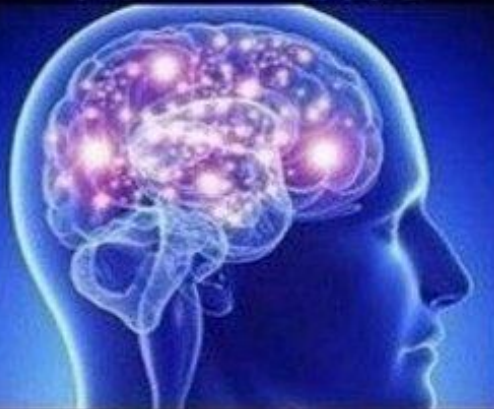
**LEARN PARAMETERS FROM DATA**



**LEARN MORE  
PARAMETER  
FROM LARGER DATA**



**LEARN  
PARAMETERS FROM  
LARGER DATA**



**LEARN MORE  
PARAMETER FROM  
LARGER DATA FASTER**



imgflip.com

# Why should I care for HPC?

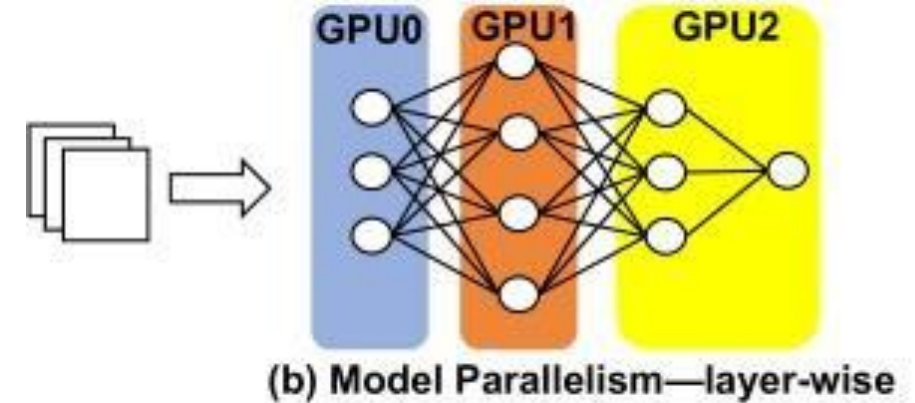
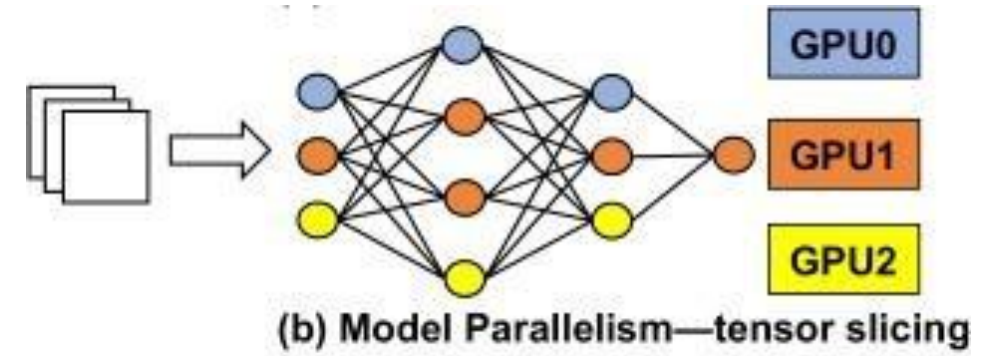
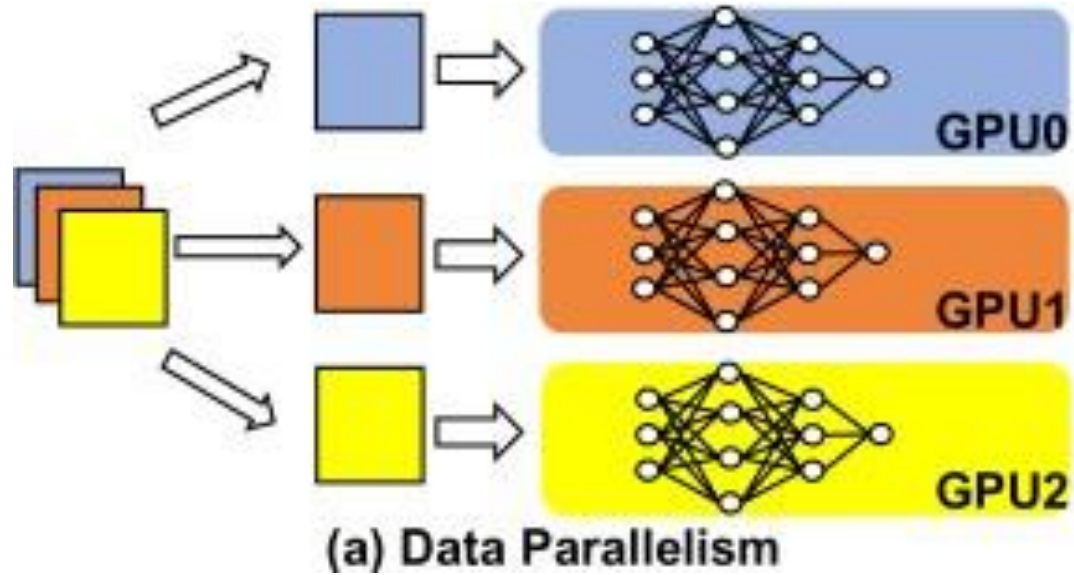
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Training performance: NVIDIA DGX-1 32GB (8x V100 32GB)

GPUs	Throughput - FP32	Throughput - mixed precision	Throughput speedup (FP32 to mixed precision)	FP32 Strong Scaling	Mixed Precision Strong Scaling	Mixed Precision Training Time (90E)	FP32 Training Time (90E)
1	356 img/s	1156 img/s	3.24 x	1.0 x	1.0 x	~30 hours	~95 hours
8	2766 img/s	8056 img/s	2.91 x	7.75 x	6.96 x	~5 hours	~13 hours

Training performance: NVIDIA DGX A100 (8x A100 80GB)

GPUs	Throughput - TF32	Throughput - mixed precision	Throughput speedup (TF32 to mixed precision)	TF32 Strong Scaling	Mixed Precision Strong Scaling	Mixed Precision Training Time (90E)	TF32 Training Time (90E)
1	938 img/s	2470 img/s	2.63 x	1.0 x	1.0 x	~14 hours	~36 hours
8	7248 img/s	16621 img/s	2.29 x	7.72 x	6.72 x	~3 hours	~5 hours



<https://doi.org/10.1145/3442442.3452055>



AI models are usually considered as a sort of black box. Thus, it is not easy to understand how they decide -> lack of trust

Same procedure of the hands-on session but with another dataset

- Download the dataset
- Look at the variables
- Create a neural network
- Train the model
- Test the model

Thank you for your attention!

<http://sctrain.eu/>

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