

Contents

Preface	xiii
Acknowledgements	xv
1 Introduction	1
1.1 Supervised learning	1
1.2 Unsupervised learning	7
1.3 Reinforcement learning	11
1.4 Ethics	12
1.5 Structure of book	15
1.6 Other books	15
1.7 How to read this book	16
2 Supervised learning	17
2.1 Supervised learning overview	17
2.2 Linear regression example	18
2.3 Summary	22
3 Shallow neural networks	25
3.1 Neural network example	25
3.2 Universal approximation theorem	29
3.3 Multivariate inputs and outputs	30
3.4 Shallow neural networks: general case	33
3.5 Terminology	35
3.6 Summary	36
4 Deep neural networks	41
4.1 Composing neural networks	41
4.2 From composing networks to deep networks	43
4.3 Deep neural networks	45
4.4 Matrix notation	48
4.5 Shallow vs. deep neural networks	49
4.6 Summary	52

5	Loss functions	56
5.1	Maximum likelihood	56
5.2	Recipe for constructing loss functions	60
5.3	Example 1: univariate regression	61
5.4	Example 2: binary classification	64
5.5	Example 3: multiclass classification	67
5.6	Multiple outputs	69
5.7	Cross-entropy loss	71
5.8	Summary	72
6	Fitting models	77
6.1	Gradient descent	77
6.2	Stochastic gradient descent	83
6.3	Momentum	86
6.4	Adam	88
6.5	Training algorithm hyperparameters	91
6.6	Summary	91
7	Gradients and initialization	96
7.1	Problem definitions	96
7.2	Computing derivatives	97
7.3	Toy example	100
7.4	Backpropagation algorithm	103
7.5	Parameter initialization	107
7.6	Example training code	111
7.7	Summary	111
8	Measuring performance	118
8.1	Training a simple model	118
8.2	Sources of error	120
8.3	Reducing error	124
8.4	Double descent	127
8.5	Choosing hyperparameters	132
8.6	Summary	133
9	Regularization	138
9.1	Explicit regularization	138
9.2	Implicit regularization	141
9.3	Heuristics to improve performance	144
9.4	Summary	154
10	Convolutional networks	161
10.1	Invariance and equivariance	161
10.2	Convolutional networks for 1D inputs	163
10.3	Convolutional networks for 2D inputs	170

10.4	Downsampling and upsampling	171
10.5	Applications	174
10.6	Summary	179
11	Residual networks	186
11.1	Sequential processing	186
11.2	Residual connections and residual blocks	189
11.3	Exploding gradients in residual networks	192
11.4	Batch normalization	192
11.5	Common residual architectures	195
11.6	Why do nets with residual connections perform so well?	199
11.7	Summary	199
12	Transformers	207
12.1	Processing text data	207
12.2	Dot-product self-attention	208
12.3	Extensions to dot-product self-attention	213
12.4	Transformers	215
12.5	Transformers for natural language processing	216
12.6	Encoder model example: BERT	219
12.7	Decoder model example: GPT3	222
12.8	Encoder-decoder model example: machine translation	226
12.9	Transformers for long sequences	227
12.10	Transformers for images	228
12.11	Summary	232
13	Graph neural networks	240
13.1	What is a graph?	240
13.2	Graph representation	243
13.3	Graph neural networks, tasks, and loss functions	245
13.4	Graph convolutional networks	248
13.5	Example: graph classification	251
13.6	Inductive vs. transductive models	252
13.7	Example: node classification	253
13.8	Layers for graph convolutional networks	256
13.9	Edge graphs	260
13.10	Summary	261
14	Unsupervised learning	268
14.1	Taxonomy of unsupervised learning models	268
14.2	What makes a good generative model?	269
14.3	Quantifying performance	271
14.4	Summary	273
15	Generative Adversarial Networks	275

15.1	Discrimination as a signal	275
15.2	Improving stability	280
15.3	Progressive growing, minibatch discrimination, and truncation	286
15.4	Conditional generation	288
15.5	Image translation	290
15.6	StyleGAN	295
15.7	Summary	297
16	Normalizing flows	303
16.1	1D example	303
16.2	General case	306
16.3	Invertible network layers	308
16.4	Multi-scale flows	316
16.5	Applications	317
16.6	Summary	320
17	Variational autoencoders	326
17.1	Latent variable models	326
17.2	Nonlinear latent variable model	327
17.3	Training	330
17.4	ELBO properties	333
17.5	Variational approximation	335
17.6	The variational autoencoder	335
17.7	The reparameterization trick	338
17.8	Applications	339
17.9	Summary	342
18	Diffusion models	348
18.1	Overview	348
18.2	Encoder (forward process)	349
18.3	Decoder model (reverse process)	355
18.4	Training	356
18.5	Reparameterization of loss function	360
18.6	Implementation	362
18.7	Summary	367
19	Reinforcement learning	373
19.1	Markov decision processes, returns, and policies	373
19.2	Expected return	377
19.3	Tabular reinforcement learning	381
19.4	Fitted Q-learning	385
19.5	Policy gradient methods	388
19.6	Actor-critic methods	393
19.7	Offline reinforcement learning	394
19.8	Summary	395

20 Why does deep learning work?	401
20.1 The case against deep learning	401
20.2 Factors that influence fitting performance	402
20.3 Properties of loss functions	406
20.4 Factors that determine generalization	410
20.5 Do we need so many parameters?	414
20.6 Do networks have to be deep?	417
20.7 Summary	418
 21 Deep learning and ethics	 420
21.1 Value alignment	420
21.2 Intentional misuse	426
21.3 Other social, ethical, and professional issues	428
21.4 Case study	430
21.5 The value-free ideal of science	431
21.6 Responsible AI research as a collective action problem	432
21.7 Ways forward	433
21.8 Summary	434
 A Notation	 436
 B Mathematics	 439
B.1 Functions	439
B.2 Binomial coefficients	441
B.3 Vector, matrices, and tensors	442
B.4 Special types of matrix	445
B.5 Matrix calculus	447
 C Probability	 448
C.1 Random variables and probability distributions	448
C.2 Expectation	452
C.3 Normal probability distribution	456
C.4 Sampling	459
C.5 Distances between probability distributions	459
 Bibliography	 462
 Index	 513