



### Soutenance Stage de fin d'étude

#### Deep Learning for Imaging Calorimeters

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## **Outline**

- **Motivation**
- Data description
- Internship project
	- Overview
	- Classification : AdaBoost
	- Pre-processing
		- Normalisation : histogram equalisation
		- Binarisation : automatic thresholding
	- Feature-extracting methods
		- Manual : Benchmark
		- Automatic : Deep Learning
	- **Results**
- **Perspectives**



Motivation







## Classification

- MultiBoost package
	- Fast & efficient C++ implementation of algorithms based on the boosting paradigm
- AdaBoost
	- The classifiers it uses can be weak, but as long as their performance is slightly better than random, they will improve the final model
	- It generates and calls an new weak classifier in each series of rounds, where at each call, a distribution of weights is updated that indicates the importance of examples in the dataset for classification
		- At each round, the weights of incorrectly classified examples are increased, and the weights of the correctly classified examples are decreased
		- In that way, the new classifier focuses on "difficult" examples (which are hard to classify)

#### Pre-processing (1|2) Input normalisation using Histogram equalisation







#### Pre-processing (2|2) Binarising with automatic thresholding by entropy maximisation

Maximizing

$$
E(S) = \sum_{i=0}^{S} \left( \frac{h(i)}{N_0^S} \cdot \ Log\left(\frac{h(i)}{N_0^S}\right) \right) - \sum_{i=S+1}^{255} \left( \frac{h(i)}{N_1^S} \cdot \ Log\left(\frac{h(i)}{N_1^S}\right) \right)
$$

where  $h$  is the histogram of the data

and  $\begin{cases} N_0^S & \text{is the number of pixel which values are less than } S \\ N_1^S & \text{is the number of pixel which values are higher than } S + 1 \end{cases}$ 

## Feature extracting methods (1|2) Benchmark

- Used as a reference baseline to which we will compare new results
- Using insight from physicists : what features discriminate the classes



## Feature extracting methods (2|2) Deep Learning (113)

- New paradigm of Machine Learning
	- Recent rebirth in 06's
	- Strong impact in the field of Computer Vision or Natural Language Processing
- Main interest
	- Add an unsupervised pre-learning step before the supervised classification that automatically extracts relevant features from the training dataset
- List of algorithms commonly used
	- Auto-Associators|Auto-Encoders and their variants
	- Restricted Boltzmann Machines
	- **Sparse Coding**
	- **•** Convolutionnal Networks

#### Feature extracting methods (2|2) Deep Learning (2|3) Denoising Auto-Encoder (1|2)



- Clean input  $x \in [0,1]^d$  is partially destroyed, yielding corrupted input:  $\tilde{\mathbf{x}} \sim q_{\mathcal{D}}(\tilde{\mathbf{x}}|\mathbf{x})$ .
- $\tilde{\mathbf{x}}$  is mapped to hidden representation  $\mathbf{y} = f_{\theta}(\tilde{\mathbf{x}})$ .
- From **y** we reconstruct a  $z = g_{\theta'}(y)$ .
- Train parameters to minimize the cross-entropy "reconstruction error"

ICML 2008, *Extracting and Composing Robust Features with Denoising Autoencoders*

Feature extracting methods (2|2) Deep Learning (2|3) Denoising Auto-Encoder (2|2)

Cross-Entropy Loss Function

$$
L_H(\mathbf{x}, \mathbf{z}) = -\sum_{k=1}^d [\mathbf{x}_k \log \mathbf{z}_k + (1 - \mathbf{x}_k) \log (1 - \mathbf{z}_k)]
$$
  
To be used when  $\mathbf{x} \in [0, 1]^d$ 

Mean Square Error

$$
L_H(\mathbf{x}, \mathbf{z}) = ||\mathbf{x} - \mathbf{z}||^2
$$

Feature extracting methods (2|2) Deep Learning (3|3) Restricted Boltzmann Machine (1|5)

- Particular type of energy-based model
	- Define a probability function *P(x)* through an energy function

$$
P(x) = \frac{e^{-\text{Energy}(x)}}{Z}
$$
  

$$
Z = \sum_{x} e^{-\text{Energy}(x)}, \text{ which are called partition function
$$

Feature extracting methods (2|2) Deep Learning (3|3) Restricted Boltzmann Machine (2|5)

EBM with hidden variables

New Probability function

The energy function depends now on x **and** h. But we only observe  $x$  and not  $(x,h)$ , so we need to replace it on the previous equation by FreeEnergy(x) which is

FreeEnergy
$$
(x)
$$
 =  $-log \sum_{h} e^{-Energy(x,h)}$   

$$
P(x) = \frac{e^{-FreeEnergy(x)}}{Z}
$$

#### Feature extracting methods (2|2) Deep Learning (3|3) Restricted Boltzmann Machine (3|5)

- General Boltzmann Machines are EBMs with hidden variables
- Restricted Boltzmann Machines are special case of Boltzmann Machines



Figure 1: Left: A general Boltzmann machine. The top layer represents a vector of stochastic binary "hidden" features and the bottom layer represents a vector of stochastic binary "visible" variables. Right: A restricted Boltzmann machine with no hidden-to-hidden and no visible-to-visible connections.

Boltzmann Machine: Energy $(x, h) = -b^T x - c^T h - h^T W x - x^T L x - h^T J h$ Restricted Boltzmann Machine : Energy $(x, h) = -b^T x - c^T h - h^T W x$ 

Feature extracting methods (2|2) Deep Learning (3|3) Restricted Boltzmann Machine (4|5) We run a Markov chain to convergence, using Gibbs sampling as the transition operator. In RBM, visible and hidden units are independent conditionally.

A step in the Markov chain is thus taken as follows:

$$
h^{(n+1)} \sim sign(W^T v^{(n)} + c)
$$
  

$$
v^{(n+1)} \sim sign(Wh^{(n+1)} + b)
$$



**Problem**: Too expensive to achieve convergence

Feature extracting methods (2|2) Deep Learning (3|3) Restricted Boltzmann Machine (5|5)

- Contrastive Divergence
	- Does not wait for the chain to converge
		- Samples are obtained after only k-steps of Gibbs sampling
- **Persistent Contrastive Divergence** 
	- We do not restart the chain for each observed example
	- The state of the chain is preserved all along

#### Feature extracting methods (2|2) Results (1|2) Examples of filters obtained (1|2)

Where do they come from ?



*Auto-Associator*

#### Feature extracting methods (2|2) Results (1|2) Examples of filters obtained (2|2)











#### Feature extracting methods (2|2) Results (2|2) Automatic VS Manually feature extracting methods



# Perspectives (1|2)

- Multi-layer architectures
	- Stacked Denoising Auto-Encoders (Output layer  $N =$  Input layer  $N+1$ )
	- Stacked Restricted Boltzmann Machines (Hidden layer N = Visible layer N+1)
		- Deep Belief Networks
		- Deep Boltzmann Machines

# Perspectives (2|2) Future work

- Improving existing models or making new ones
- More classes, multi-label / multi-task
- Managing the complete detection process
- Real-time decision-making (trigger)
	- might have constraints on hardware