# brief contents

Part 1	FUNDAMENTALS OF DEEP LEARNING
	1 • What is deep learning? 3
	<ul> <li>Before we begin: the mathematical building blocks of neural networks 25</li> </ul>
	3 Getting started with neural networks 56
	4 Fundamentals of machine learning 93
Part 2	DEEP LEARNING IN PRACTICE
	5 Deep learning for computer vision 119
	6 Deep learning for text and sequences 178
	<ul> <li>7 Advanced deep-learning best practices 233</li> </ul>
	8 Generative deep learning 269
	9  Conclusions 314

 $\mathbf{v}$ 

.

## contents

preface xiii acknowledgments xv about this book xvi about the author xx about the cover xxi

#### 

## What is deep learning? 3

and the second

1.1 Artificial intelligence, machine learning, and deep learning 4

> Artificial intelligence 4 • Machine learning 4 • Learning representations from data 6 • The "deep" in deep learning 8 Understanding how deep learning works, in three figures 9 What deep learning has achieved so far 11 • Don't believe the short-term hype 12 • The promise of AI 13

### 1.2 Before deep learning: a brief history of machine learning 14

Probabilistic modeling 14 • Early neural networks 14 Kernel methods 15 • Decision trees, random forests, and gradient boosting machines 16 • Back to neural networks 17 • What makes deep learning different 17 The modern machine-learning landscape 18

1.3 Why deep learning? Why now? 20

Hardware 20 • Data 21 • Algorithms 21 • A new wave of investment 22 • The democratization of deep learning 23 • Will it last? 23

## Before we begin: the mathematical building blocks of neural networks 25

- 2.1 A first look at a neural network 27
- 2.2 Data representations for neural networks 31
  - Scalars (OD tensors) 31 Vectors (1D tensors) 31 Matrices (2D tensors) 31 • 3D tensors and higherdimensional tensors 32 • Key attributes 32 Manipulating tensors in Numpy 34 • The notion of data batches 34 • Real-world examples of data tensors 35 • Vector data 35 • Timeseries data or sequence data 35 • Image data 36 • Video data 37
- 2.3 The gears of neural networks: tensor operations 38

Element-wise operations 38 • Broadcasting 39 • Tensor dot 40 • Tensor reshaping 42 • Geometric interpretation of tensor operations 43 • A geometric interpretation of deep learning 44

2.4 The engine of neural networks: gradient-based optimization 46

What's a derivative? 47 • Derivative of a tensor operation: the gradient 48 • Stochastic gradient descent 48 Chaining derivatives: the Backpropagation algorithm 51

- 2.5 Looking back at our first example 53
- 2.6 Chapter summary 55

Getting started with neural networks 56

3.1 Anatomy of a neural network 58

Layers: the building blocks of deep learning 58 • Models: networks of layers 59 • Loss functions and optimizers: keys to configuring the learning process 60

3.2 Introduction to Keras 61

Keras, TensorFlow, Theano, and CNTK 62 • Developing with Keras: a quick overview 62

3.3 Setting up a deep-learning workstation 65

Jupyter notebooks: the preferred way to run deep-learning experiments 65 • Getting Keras running: two options 66

Running deep-learning jobs in the cloud: pros and cons 66 What is the best GPU for deep learning? 66

 3.4 Classifying movie reviews: a binary classification example 68
 The IMDP defects (8 = P is is a d d to (0)

The IMDB dataset 68 • Preparing the data 69 Building your network 70 • Validating your approach 73 Using a trained network to generate predictions on new data 76 • Further experiments 77 • Wrapping up 77

3.5 Classifying newswires: a multiclass classification example 78

> The Reuters dataset 78 • Preparing the data 79 Building your network 79 • Validating your approach 80 Generating predictions on new data 83 • A different way to handle the labels and the loss 83 • The importance of having sufficiently large intermediate layers 83 • Further experiments 84 • Wrapping up 84

#### 3.6 Predicting house prices: a regression example 85

The Boston Housing Price dataset85 • Preparing thedata86 • Building your network86 • Validatingyour approach using K-fold validation87 • Wrapping up91

3.7 Chapter summary 92

#### Fundamentals of machine learning 93

#### 4.1 Four branches of machine learning 94

Supervised learning 94 • Unsupervised learning 94 Self-supervised learning 94 • Reinforcement learning 95

4.2 Evaluating machine-learning models 97

Training, validation, and test sets 97 • Things to keep in mind 100

4.3 Data preprocessing, feature engineering, and feature learning 101

> Data preprocessing for neural networks 101 • Feature engineering 102

4.4 Overfitting and underfitting 104

Reducing the network's size 104 • Adding weight regularization 107 • Adding dropout 109

4.5 The universal workflow of machine learning 111

Defining the problem and assembling a dataset 111 Choosing a measure of success 112 • Deciding on an

evaluation protocol 112 • Preparing your data 112 Developing a model that does better than a baseline 113 Scaling up: developing a model that overfits 114 Regularizing your model and tuning your hyperparameters 114

4.6 Chapter summary 116

Parts - Car	R LEARNING IN FRACTICE	1 1 H	1
-------------	------------------------	-------	---

## Deep learning for computer vision 119

- 5.1 Introduction to convnets 120 *The convolution operation* 122 • *The max-pooling operation* 127
- 5.2 Training a convnet from scratch on a small dataset 130 The relevance of deep learning for small-data problems 130 Downloading the data 131 • Building your network 133 Data preprocessing 135 • Using data augmentation 138

#### 5.3 Using a pretrained convnet 143

Feature extraction 143 • Fine-tuning 152 • Wrapping up 159

5.4 Visualizing what convnets learn 160

Visualizing intermediate activations 160 • Visualizing convnet filters 167 • Visualizing heatmaps of class activation 172

5.5 Chapter summary 177

## Deep learning for text and sequences 178

6.1 Working with text data 180

One-hot encoding of words and characters 181 • Using word embeddings 184 • Putting it all together: from raw text to word embeddings 188 • Wrapping up 195

6.2 Understanding recurrent neural networks 196

A recurrent layer in Keras 198 • Understanding the LSTM and GRU layers 202 • A concrete LSTM example in Keras 204 • Wrapping up 206

6.3 Advanced use of recurrent neural networks 207

A temperature-forecasting problem 207 • Preparing the data 210 • A common-sense, non-machine-learning baseline 212 • A basic machine-learning approach 213 A first recurrent baseline 215 • Using recurrent dropout

to fight overfitting 216 • Stacking recurrent layers 217 Using bidirectional RNNs 219 • Going even further 222 Wrapping up 223

6.4 Sequence processing with convnets 225

Understanding 1D convolution for sequence data 225 1D pooling for sequence data 226 • Implementing a 1D convnet 226 • Combining CNNs and RNNs to process long sequences 228 • Wrapping up 231

6.5 Chapter summary 232

## Advanced deep-learning best practices 233

7.1 Going beyond the Sequential model: the Keras functional API 234

> Introduction to the functional API 236 • Multi-input models 238 • Multi-output models 240 • Directed acyclic graphs of layers 242 • Layer weight sharing 246 • Models as layers 247 • Wrapping up 248

7.2 Inspecting and monitoring deep-learning models using Keras callbacks and TensorBoard 249

> Using callbacks to act on a model during training 249 Introduction to TensorBoard: the TensorFlow visualization framework 252 • Wrapping up 259

7.3 Getting the most out of your models 260

Advanced architecture patterns 260 • Hyperparameter optimization 263 • Model ensembling 264 • Wrapping up 266

7.4 Chapter summary 268

### Generative deep learning 269

8.1 Text generation with LSTM 271

A brief history of generative recurrent networks 271 • How do you generate sequence data? 272 • The importance of the sampling strategy 272 • Implementing character-level LSTM text generation 274 • Wrapping up 279

#### 8.2 DeepDream 280

Implementing DeepDream in Keras 281 • Wrapping up 286

8.3 Neural style transfer 287

The content loss 288 • The style loss 288 • Neural style transfer in Keras 289 • Wrapping up 295

- 8.4 Generating images with variational autoencoders 296
   Sampling from latent spaces of images 296 Concept vectors for image editing 297 • Variational autoencoders 298
   Wrapping up 304
- 8.5 Introduction to generative adversarial networks 305

A schematic GAN implementation 307 • A bag of tricks 307 The generator 308 • The discriminator 309 • The adversarial network 310 • How to train your DCGAN 310 • Wrapping up 312

8.6 Chapter summary 313

#### Conclusions 314

9.1 Key concepts in review 315

Various approaches to AI 315 • What makes deep learning special within the field of machine learning 315 • How to think about deep learning 316 • Key enabling technologies 317 The universal machine-learning workflow 318 • Key network architectures 319 • The space of possibilities 322

9.2 The limitations of deep learning 325

The risk of anthropomorphizing machine-learning models 325 Local generalization vs. extreme generalization 327 Wrapping up 329

#### 9.3 The future of deep learning 330

Models as programs 330 • Beyond backpropagation and differentiable layers 332 • Automated machine learning 332 Lifelong learning and modular subroutine reuse 333 The long-term vision 335

9.4 Staying up to date in a fast-moving field 337

Practice on real-world problems using Kaggle 337 Read about the latest developments on arXiv 337 Explore the Keras ecosystem 338

- 9.5 Final words 339
- appendix A Installing Keras and its dependencies on Ubuntu 340
- appendix B Running Jupyter notebooks on an EC2 GPU instance 345

index 353