

# Advanced Data Visualization

CS 6965

Fall 2019

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University of Utah

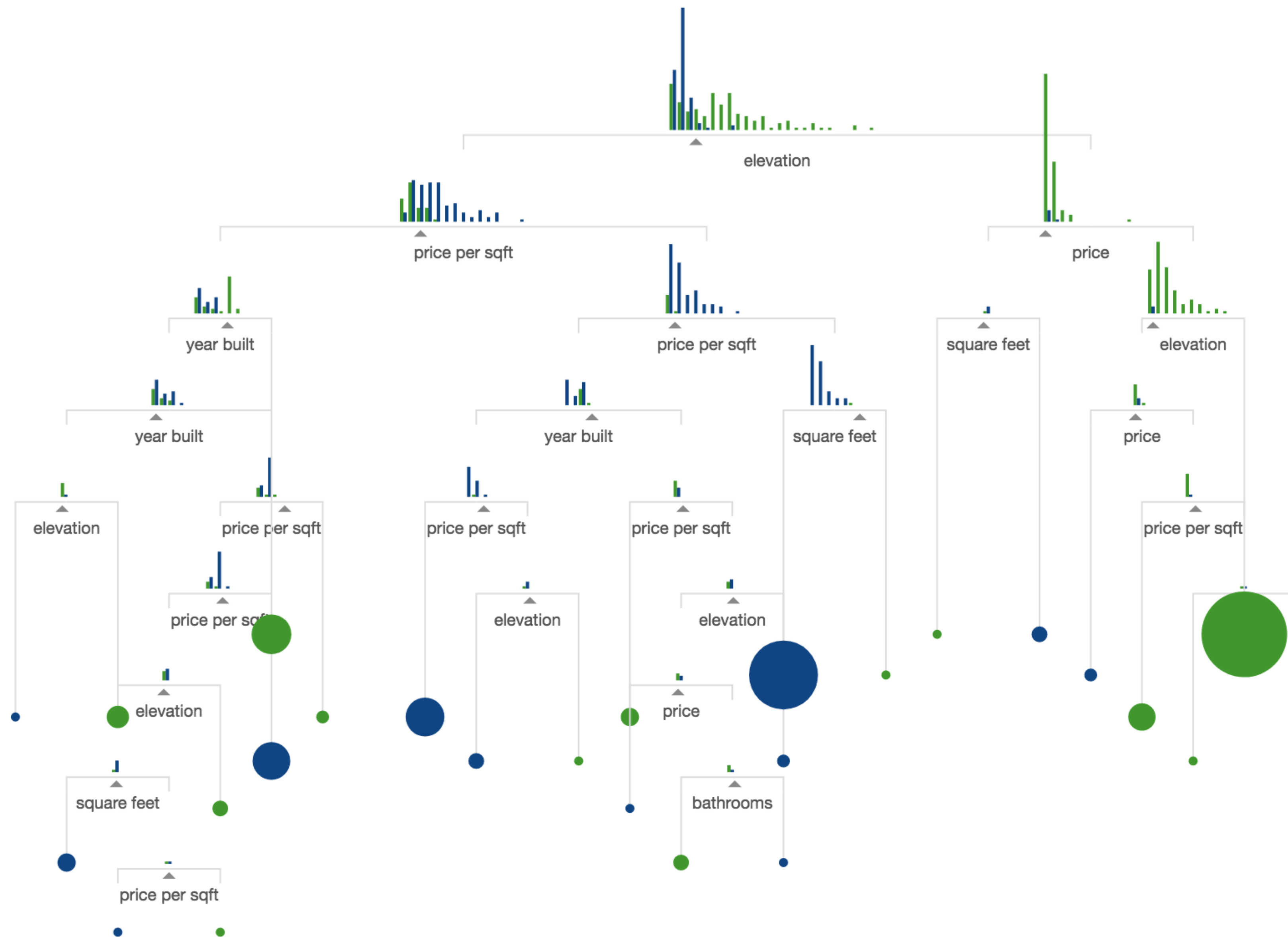


Lecture 12

# Decision Tree, Deep Learning and Vis

HD

# Decision Tree in a nutshell



By Tony Chu at noodle.io

<http://www.r2d3.us/visual-intro-to-machine-learning-part-1/>

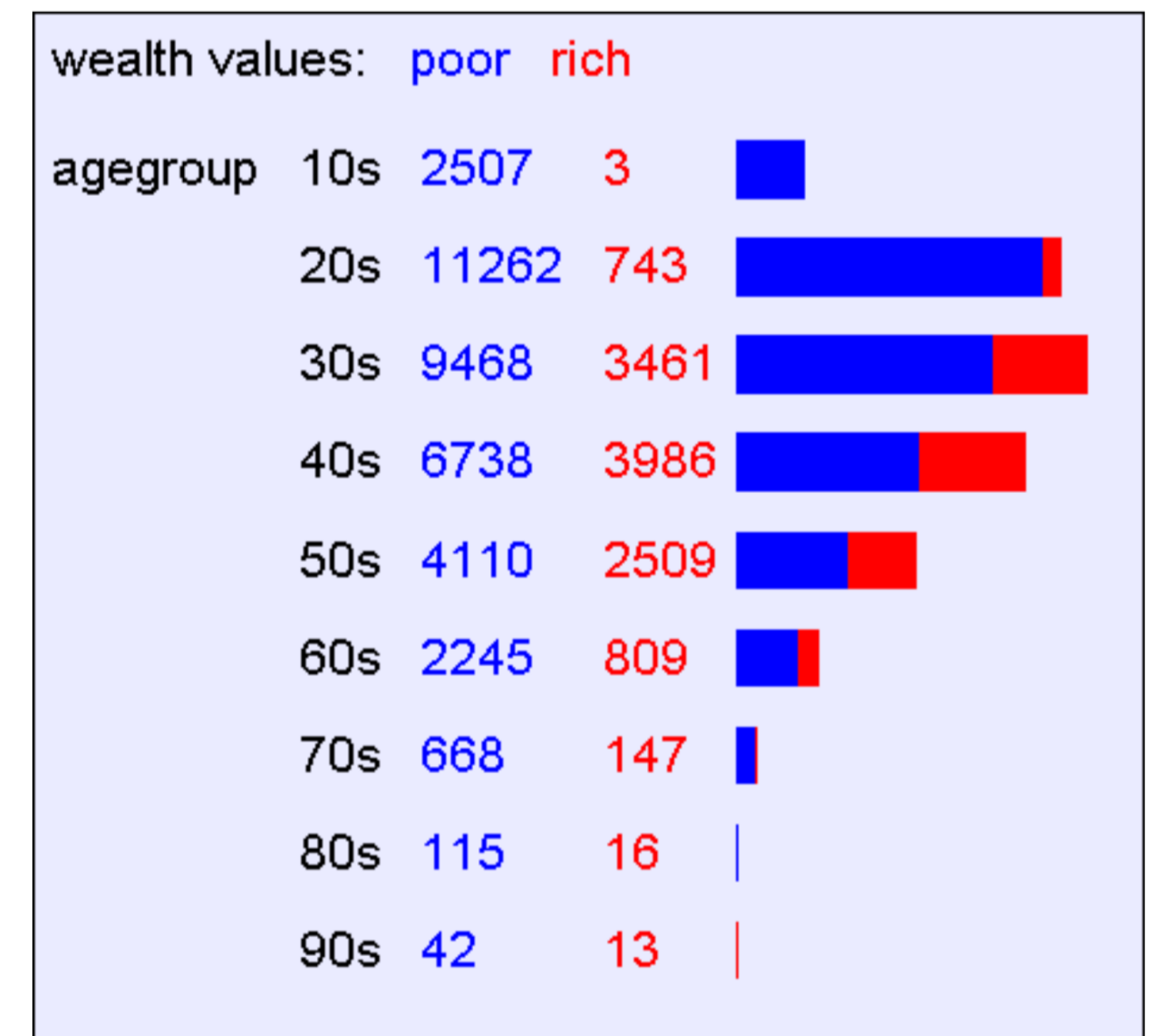


# Decision tree on a high-level

- The notion of a **contingency table**: like 1D, 2D and 3D histograms

(agegroup,wealth)

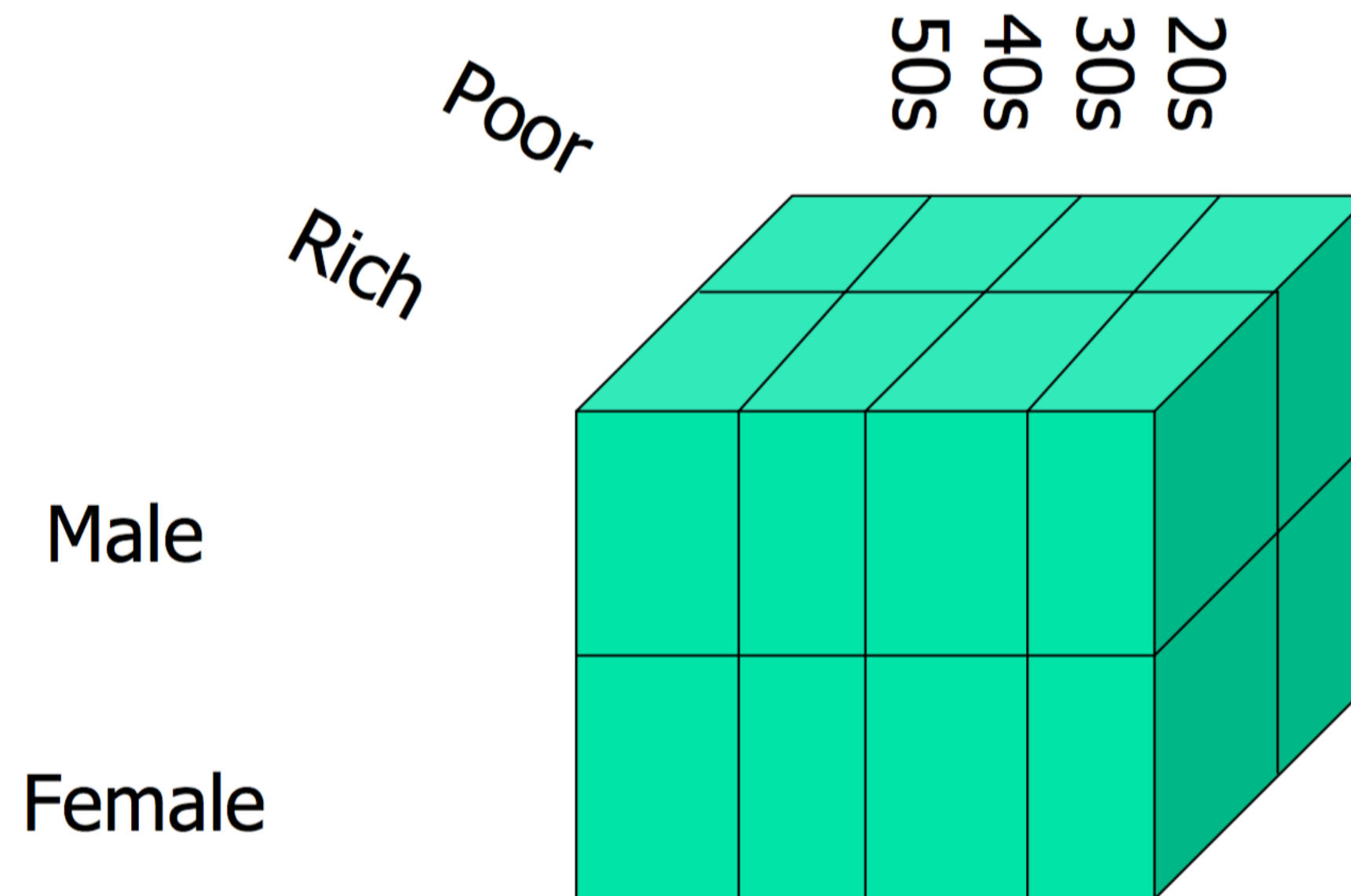
age	employe	education	edun	marital	...	job	relation	race	gender	hour	country	wealth
39	State_gov	Bachelors	13	Never_mar	...	Adm_cleric	Not_in_fam	White	Male	40	United_Stat	poor
51	Self_emp	Bachelors	13	Married	...	Exec_man	Husband	White	Male	13	United_Stat	poor
39	Private	HS_grad	9	Divorced	...	Handlers_c	Not_in_fam	White	Male	40	United_Stat	poor
54	Private	11th	7	Married	...	Handlers_c	Husband	Black	Male	40	United_Stat	poor
28	Private	Bachelors	13	Married	...	Prof_speci	Wife	Black	Female	40	Cuba	poor
38	Private	Masters	14	Married	...	Exec_man	Wife	White	Female	40	United_Stat	poor
50	Private	9th	5	Married_sp	...	Other_serv	Not_in_fam	Black	Female	16	Jamaica	poor
52	Self_emp	HS_grad	9	Married	...	Exec_man	Husband	White	Male	45	United_Stat	rich
31	Private	Masters	14	Never_mar	...	Prof_speci	Not_in_fam	White	Female	50	United_Stat	rich
42	Private	Bachelors	13	Married	...	Exec_man	Husband	White	Male	40	United_Stat	rich
37	Private	Some_coll	10	Married	...	Exec_man	Husband	Black	Male	80	United_Stat	rich
30	State_gov	Bachelors	13	Married	...	Prof_speci	Husband	Asian	Male	40	India	rich
24	Private	Bachelors	13	Never_mar	...	Adm_cleric	Own_child	White	Female	30	United_Stat	poor
33	Private	Assoc_acc	12	Never_mar	...	Sales	Not_in_fam	Black	Male	50	United_Stat	poor
41	Private	Assoc_voc	11	Married	...	Craft_repai	Husband	Asian	Male	40	*MissingVar	rich
34	Private	7th_8th	4	Married	...	Transport	Husband	Amer_India	Male	45	Mexico	poor
26	Self_emp	HS_grad	9	Never_mar	...	Farming_fi	Own_child	White	Male	35	United_Stat	poor
33	Private	HS_grad	9	Never_mar	...	Machine_c	Unmarried	White	Male	40	United_Stat	poor
38	Private	11th	7	Married	...	Sales	Husband	White	Male	50	United_Stat	poor
44	Self_emp	Masters	14	Divorced	...	Exec_man	Unmarried	White	Female	45	United_Stat	rich
41	Private	Doctorate	16	Married	...	Prof_speci	Husband	White	Male	60	United_Stat	rich
:	:	:	:	:	:	:	:	:	:	:	:	:



2D contingency table

# 3D contingency table

- Goal: avoid manually looking at contingency tables
- For example, 100 variables, 161700 tables...
- Instead, using **information theory** to decide whether a pattern is interesting, such as **entropy** or **information gain**











# Is a pattern interesting?

- Finding the attribute with the highest information gain

wealth values: **poor** **rich**

relation	Husband	10870	8846		$H(\text{wealth} \mid \text{relation} = \text{Husband}) = 0.992385$
	Not_in_family	11307	1276		$H(\text{wealth} \mid \text{relation} = \text{Not\_in\_family}) = 0.473439$
	Other_relative	1454	52		$H(\text{wealth} \mid \text{relation} = \text{Other\_relative}) = 0.216617$
	Own_child	7470	111		$H(\text{wealth} \mid \text{relation} = \text{Own\_child}) = 0.110192$
	Unmarried	4816	309		$H(\text{wealth} \mid \text{relation} = \text{Unmarried}) = 0.328606$
	Wife	1238	1093		$H(\text{wealth} \mid \text{relation} = \text{Wife}) = 0.997207$

$H(\text{wealth}) = 0.793844$     $H(\text{wealth} \mid \text{relation}) = 0.628421$   
 $IG(\text{wealth} \mid \text{relation}) = 0.165423$

# Information Gain

## What is Information Gain used for?

Suppose you are trying to predict whether someone is going live past 80 years. From historical data you might find...

- $IG(\text{LongLife} \mid \text{HairColor}) = 0.01$
- $IG(\text{LongLife} \mid \text{Smoker}) = 0.2$
- $IG(\text{LongLife} \mid \text{Gender}) = 0.25$
- $IG(\text{LongLife} \mid \text{LastDigitOfSSN}) = 0.00001$

IG tells you how interesting a 2-d contingency table is going to be.



# Entropy

## General Case

Suppose  $X$  can have one of  $m$  values...  $V_1, V_2, \dots, V_m$

$P(X=V_1) = p_1$	$P(X=V_2) = p_2$	....	$P(X=V_m) = p_m$
------------------	------------------	------	------------------

What's the smallest possible number of bits, on average, per symbol, needed to transmit a stream of symbols drawn from  $X$ 's distribution? It's

$$H(X) = -p_1 \log_2 p_1 - p_2 \log_2 p_2 - \dots - p_m \log_2 p_m$$
$$= -\sum_{j=1}^m p_j \log_2 p_j$$

$H(X)$  = The entropy of  $X$

- "High Entropy" means  $X$  is from a uniform (boring) distribution
- "Low Entropy" means  $X$  is from varied (peaks and valleys) distribution

# Conditional entropy

## Specific Conditional Entropy $H(Y|X=v)$

X = College Major  
Y = Likes "Gladiator"

**Definition of Specific Conditional Entropy:**

$H(Y|X=v)$  = The entropy of  $Y$  among only those records in which  $X$  has value  $v$

**Example:**

- $H(Y|X=Math) = 1$
- $H(Y|X=History) = 0$
- $H(Y|X=CS) = 0$

X	Y
Math	Yes
History	No
CS	Yes
Math	No
Math	No
CS	Yes
History	No
Math	Yes

## Conditional Entropy

X = College Major  
Y = Likes "Gladiator"

**Definition of Conditional Entropy:**

$H(Y|X)$  = The average conditional entropy of  $Y$

$$= \sum_j Prob(X=v_j) H(Y|X=v_j)$$

**Example:**

$v_j$	$Prob(X=v_j)$	$H(Y X=v_j)$
Math	0.5	1
History	0.25	0
CS	0.25	0

$$H(Y|X) = 0.5 * 1 + 0.25 * 0 + 0.25 * 0 = 0.5$$

X	Y
Math	Yes
History	No
CS	Yes
Math	No
Math	No
CS	Yes
History	No
Math	Yes

# Information Gain

## Information Gain

X = College Major

Y = Likes "Gladiator"

Definition of Information Gain:

$IG(Y|X)$  = I must transmit  $Y$ .  
How many bits on average  
would it save me if both ends of  
the line knew  $X$ ?

$$IG(Y|X) = H(Y) - H(Y|X)$$

Example:

- $H(Y) = 1$
- $H(Y|X) = 0.5$
- Thus  $IG(Y|X) = 1 - 0.5 = 0.5$

X	Y
Math	Yes
History	No
CS	Yes
Math	No
Math	No
CS	Yes
History	No
Math	Yes



# Learning a decision tree

- A Decision Tree is a tree-structured plan of a set of attributes to test in order to predict the output.
- To decide which attribute should be tested first, simply find the one with the highest information gain.
- Then recurse...



# Decision tree on a high-level

- Tree structure
- Using the notion of **entropy or information gain** to choose which dimension to split
- Recurse

# Learn more on decision tree

- Youtube, e.g. <https://www.youtube.com/watch?v=eKD5gxPPeY0>
- Decision tree tutorials
  - By Avinash Kak: <https://engineering.purdue.edu/kak/Tutorials/DecisionTreeClassifiers.pdf>
  - By Andrew Moore:
    - <http://www.cs.cmu.edu/~./awm/tutorials/dtree.html>
    - <http://www.cs.cmu.edu/~./awm/tutorials/infogain11.pdf>

# Deep Learning & Vis

# The goal of this lecture

- Not a complete overview of neural networks or deep learning
- But rather a high level view of the technique and its connection to visualization



# Deep learning tutorial

- <http://neuralnetworksanddeeplearning.com/>
- <http://deeplearning.stanford.edu/tutorial/>
- <http://www.deeplearningbook.org/>
- And many more...

# TensorFlow

- TensorFlow programming environment:
  - [https://www.tensorflow.org/get\\_started/get\\_started\\_for\\_beginners](https://www.tensorflow.org/get_started/get_started_for_beginners)
  - [https://www.tensorflow.org/get\\_started/premade\\_estimators](https://www.tensorflow.org/get_started/premade_estimators)

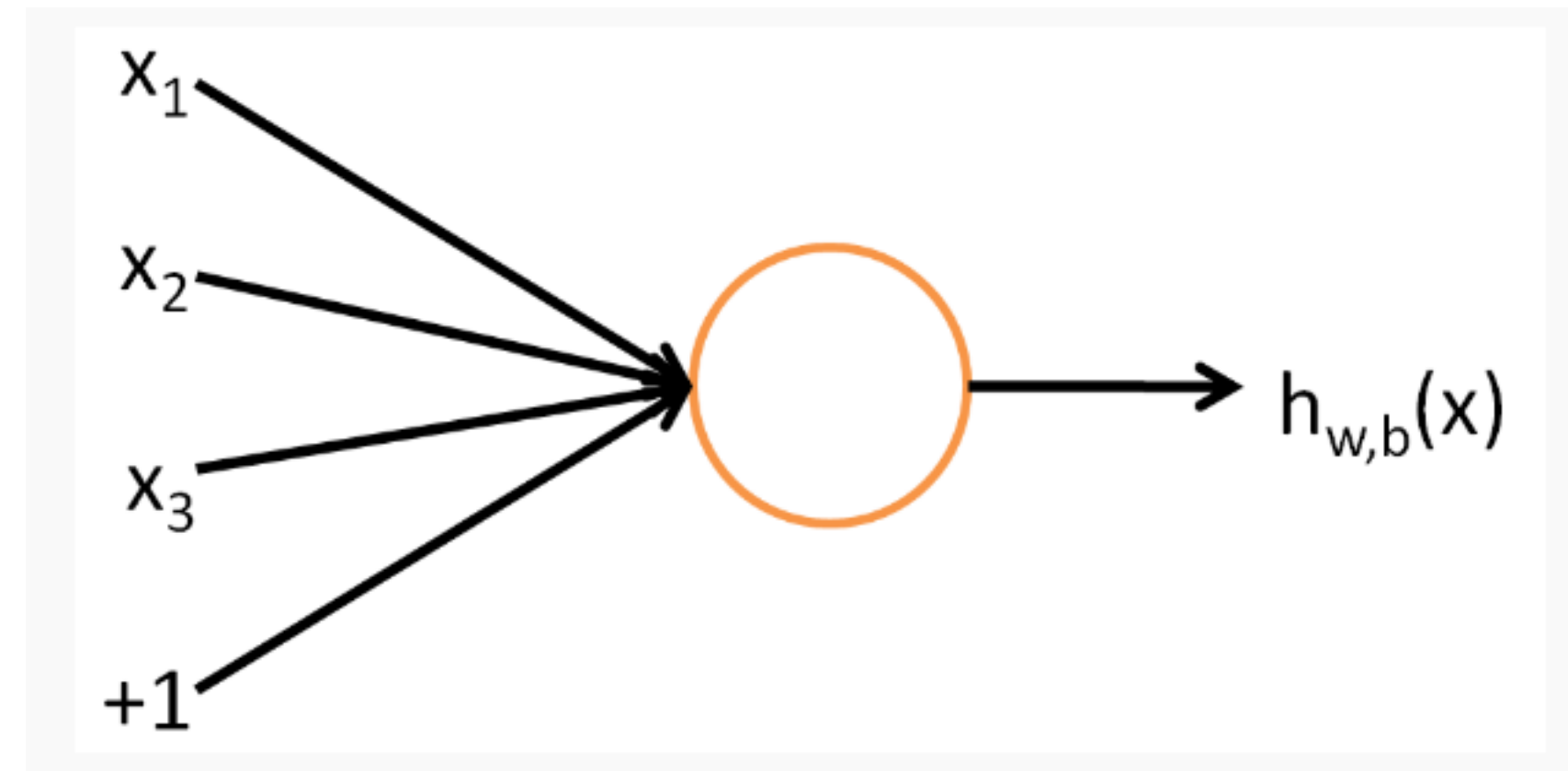
# Multi-Layer Neural Network in a nutshell

A review based on materials from UFLDL Tutorial and Michael Nielsen

<http://neuralnetworksanddeeplearning.com/>

<http://ufldl.stanford.edu/tutorial/>

# A single neuron

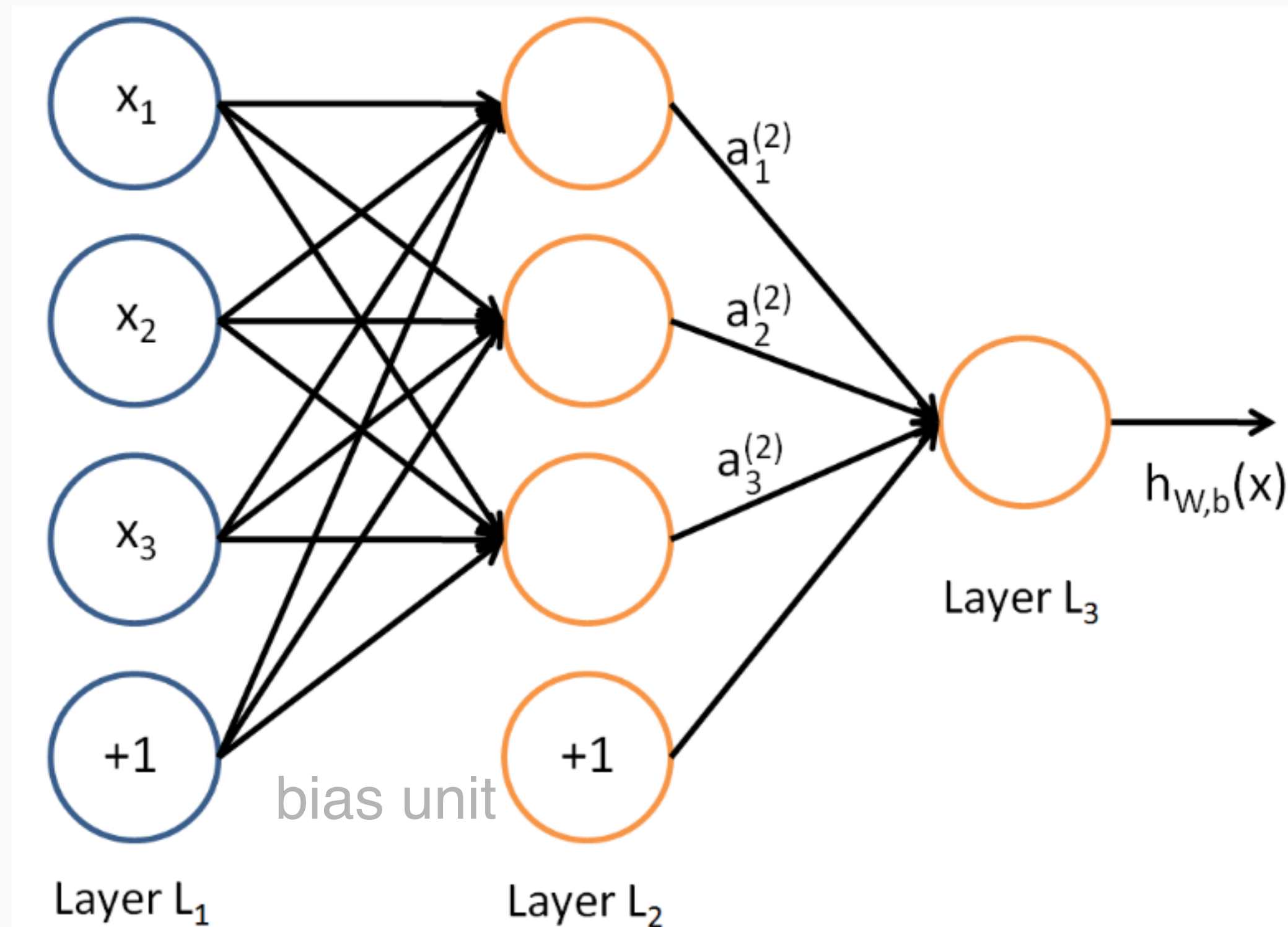


This “neuron” is a computational unit that takes as input  $x_1, x_2, x_3$  (and a  $+1$  intercept term), and outputs  $h_{W,b}(x) = f(W^T x) = f(\sum_{i=1}^3 W_i x_i + b)$ , where  $f : \mathfrak{R} \mapsto \mathfrak{R}$  is called the **activation function**. In these notes, we will choose  $f(\cdot)$  to be the sigmoid function:

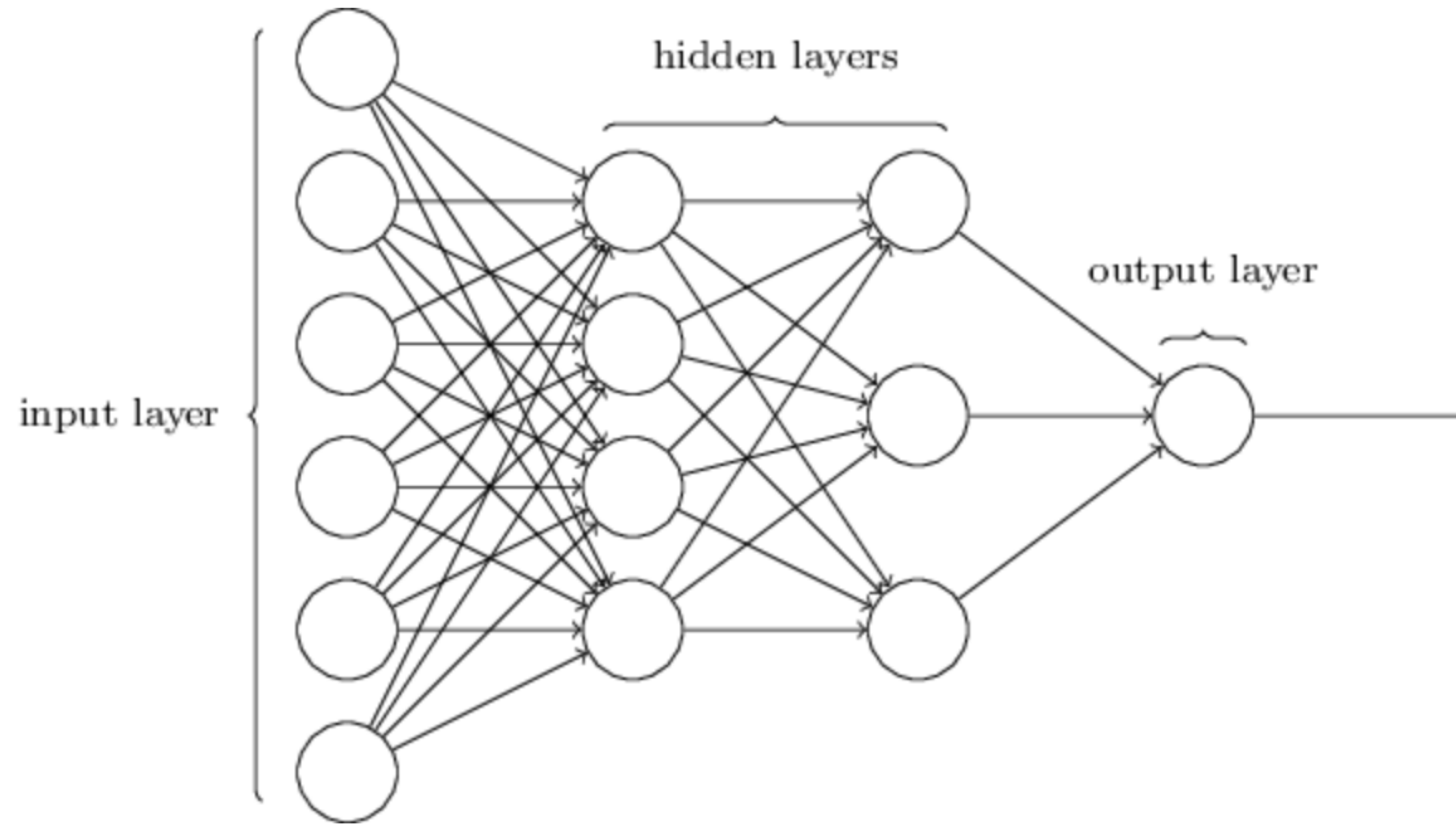
$$f(z) = \frac{1}{1 + \exp(-z)}.$$

# A Neural Network

A neural network is put together by hooking together many of our simple “neurons,” so that the output of a neuron can be the input of another. For example, here is a small neural network:



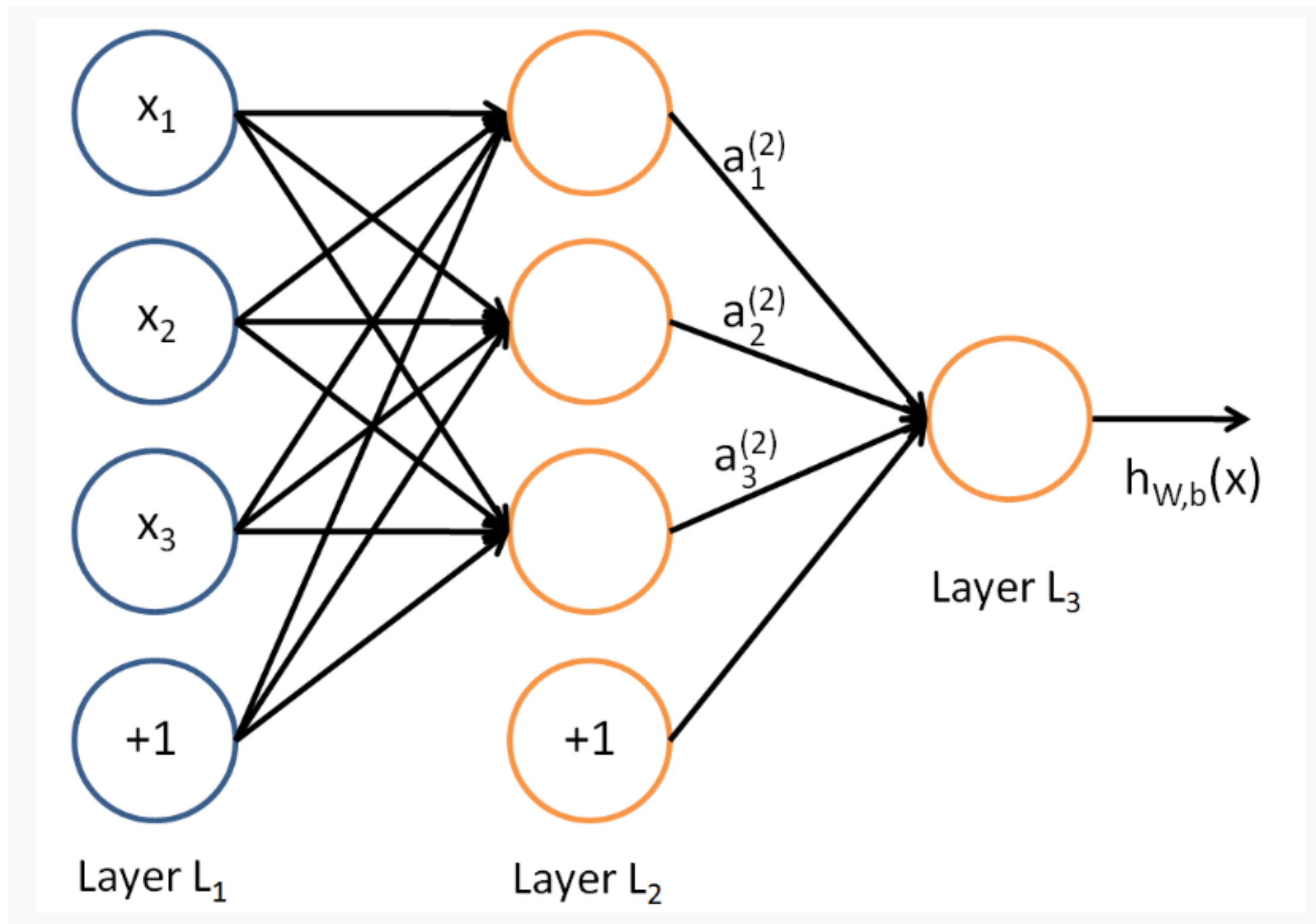
# A Neural Network





# Forward propagation

- Multiplying input with weights and add bias before applying activation function at each node



$$\begin{aligned}a_1^{(2)} &= f(W_{11}^{(1)}x_1 + W_{12}^{(1)}x_2 + W_{13}^{(1)}x_3 + b_1^{(1)}) \\a_2^{(2)} &= f(W_{21}^{(1)}x_1 + W_{22}^{(1)}x_2 + W_{23}^{(1)}x_3 + b_2^{(1)}) \\a_3^{(2)} &= f(W_{31}^{(1)}x_1 + W_{32}^{(1)}x_2 + W_{33}^{(1)}x_3 + b_3^{(1)}) \\h_{W,b}(x) &= a_1^{(3)} = f(W_{11}^{(2)}a_1^{(2)} + W_{12}^{(2)}a_2^{(2)} + W_{13}^{(2)}a_3^{(2)} + b_1^{(2)})\end{aligned}$$

$$\begin{aligned}z^{(2)} &= W^{(1)}x + b^{(1)} \\a^{(2)} &= f(z^{(2)}) \\z^{(3)} &= W^{(2)}a^{(2)} + b^{(2)} \\h_{W,b}(x) &= a^{(3)} = f(z^{(3)})\end{aligned}$$

$$\begin{aligned}z^{(l+1)} &= W^{(l)}a^{(l)} + b^{(l)} \\a^{(l+1)} &= f(z^{(l+1)})\end{aligned}$$

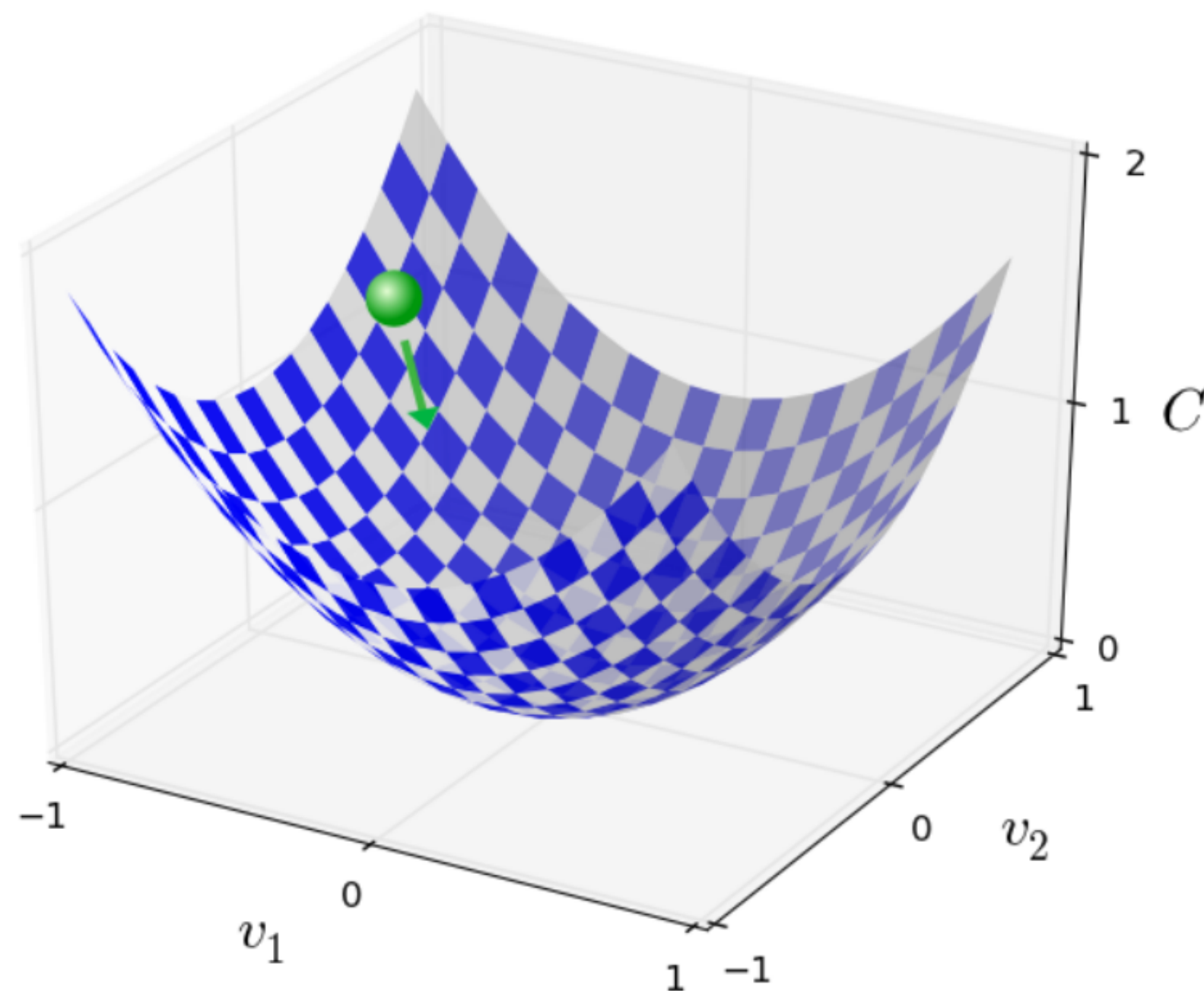
# Learning with gradient descent

$$C(w, b) \equiv \frac{1}{2n} \sum_x \|y(x) - a\|^2.$$

- Cost function
  - $x$ : input
  - $y(x)$ : approximate
  - $w$ : collection of all weights
  - $b$ : all the biases
  - $n$ : total number of training inputs
  - $a$ : the vector of outputs from the network when  $x$  is input

# Learning with gradient descent

Summing up, the way the **gradient descent** algorithm works is to repeatedly compute the gradient  $\nabla C$ , and then to move in the *opposite* direction, "falling down" the slope of the valley. We can visualize it like this:





# Back propagation Algorithm

Cost function with a single training example:

$$J(W, b; x, y) = \frac{1}{2} \|h_{W,b}(x) - y\|^2.$$

Cost function with m training examples:

$$\begin{aligned} J(W, b) &= \left[ \frac{1}{m} \sum_{i=1}^m J(W, b; x^{(i)}, y^{(i)}) \right] + \frac{\lambda}{2} \sum_{l=1}^{n_l-1} \sum_{i=1}^{s_l} \sum_{j=1}^{s_{l+1}} (W_{ji}^{(l)})^2 \\ &= \left[ \frac{1}{m} \sum_{i=1}^m \left( \frac{1}{2} \|h_{W,b}(x^{(i)}) - y^{(i)}\|^2 \right) \right] + \frac{\lambda}{2} \sum_{l=1}^{n_l-1} \sum_{i=1}^{s_l} \sum_{j=1}^{s_{l+1}} (W_{ji}^{(l)})^2 \end{aligned}$$

One iteration of gradient descent updates the parameters  $W, b$  as follows:

$$\begin{aligned} W_{ij}^{(l)} &= W_{ij}^{(l)} - \alpha \frac{\partial}{\partial W_{ij}^{(l)}} J(W, b) \\ b_i^{(l)} &= b_i^{(l)} - \alpha \frac{\partial}{\partial b_i^{(l)}} J(W, b) \end{aligned}$$

Back propagation algorithm: gives an efficient way to compute these partial derivatives.

<http://ufldl.stanford.edu/tutorial/supervised/MultiLayerNeuralNetworks/>



# Feature convolution

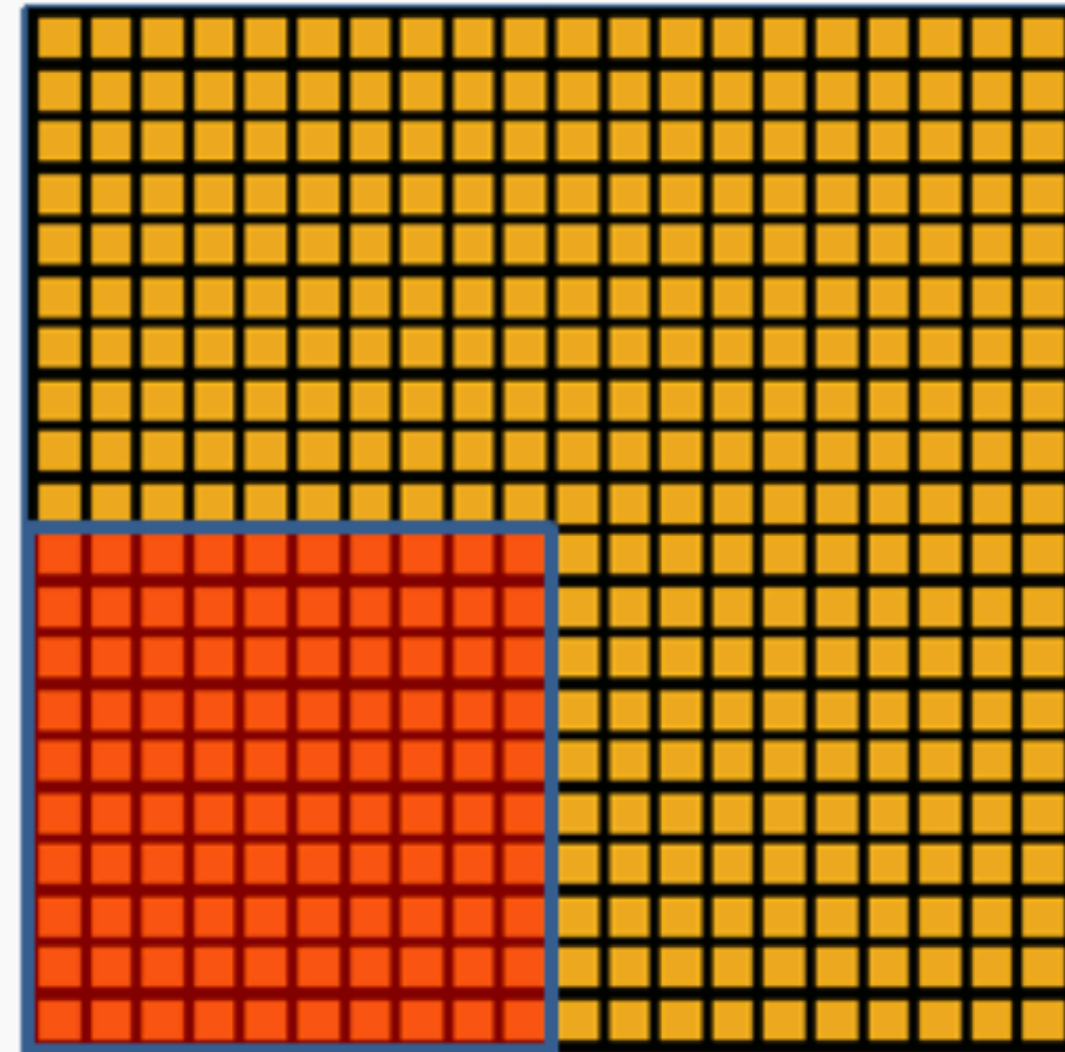
1	1 <sub>x1</sub>	1 <sub>x0</sub>	0 <sub>x1</sub>	0
0	1 <sub>x0</sub>	1 <sub>x1</sub>	1 <sub>x0</sub>	0
0	0 <sub>x1</sub>	1 <sub>x0</sub>	1 <sub>x1</sub>	1
0	0	1	1	0
0	1	1	0	0

Image

4	3	

Convolved  
Feature

# Pooling



Convolved  
feature

1	7
5	

Pooled  
feature

Aggregate statistics of convolved features at various locations

<http://ufldl.stanford.edu/tutorial/supervised/Pooling/>

# Pooling

Formally, after obtaining our convolved features as described earlier, we decide the size of the region, say  $m \times n$  to pool our convolved features over. Then, we divide our convolved features into disjoint  $m \times n$  regions, and take the mean (or maximum) feature activation over these regions to obtain the pooled convolved features. These pooled features can then be used for classification.

Aggregate statistics of convolved features at various locations

<http://ufldl.stanford.edu/tutorial/supervised/Pooling/>

# Convolutional Neural Network

- A CNN consists of an input and an output layer, as well as multiple hidden layers.
- The hidden layers of a CNN typically consist of convolutional layers, pooling layers, fully connected layers and normalization layers



# Stochastic Gradient Descent

The standard gradient descent algorithm updates the parameters  $\theta$  of the objective  $J(\theta)$  as,

$$\theta = \theta - \alpha \nabla_{\theta} E[J(\theta)]$$

where the expectation in the above equation is approximated by evaluating the cost and gradient over the full training set. Stochastic Gradient Descent (SGD) simply does away with the expectation in the update and computes the gradient of the parameters using only a single or a few training examples. The new update is given by,

$$\theta = \theta - \alpha \nabla_{\theta} J(\theta; x^{(i)}, y^{(i)})$$

with a pair  $(x^{(i)}, y^{(i)})$  from the training set.

# Visualization for Deep Learning

- Directly visualizing the activations and parameters in intuitive aggregates
- Visualizing weights as features
- Visualizing gradient aggregates during training
- Improving interpretability of networks
- Localizing “responsibility” in the network for particular outputs
- Sensitivity/stability of network behavior
- Visualizing loss function geometry and the trajectory of the gradient descent process
- Visual representation of the input-output mapping of the network
- Visualizing alternative structures and their performance
- Monitoring/debugging the training process, i.e to detect saddle points or local optima, saturation units
- Visualizing distributed training methods across a cluster
- Using animation in network visualization
- Interactive visualizations for exploration or parameter tuning
- Software architectures for effective visualization
- Visualization and interaction user interfaces

# Topics

# Visualizing the inner workings of neurons





Epoch  
000,000

Learning rate  
0.03

Activation  
Tanh

Regularization  
None

Regularization rate  
0

Problem type  
Classification

### DATA

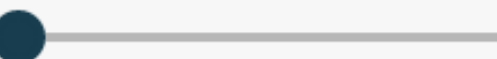
Which dataset do you want to use?



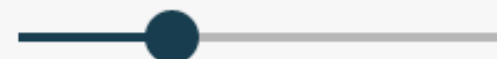
Ratio of training to test data: 50%



Noise: 0



Batch size: 10



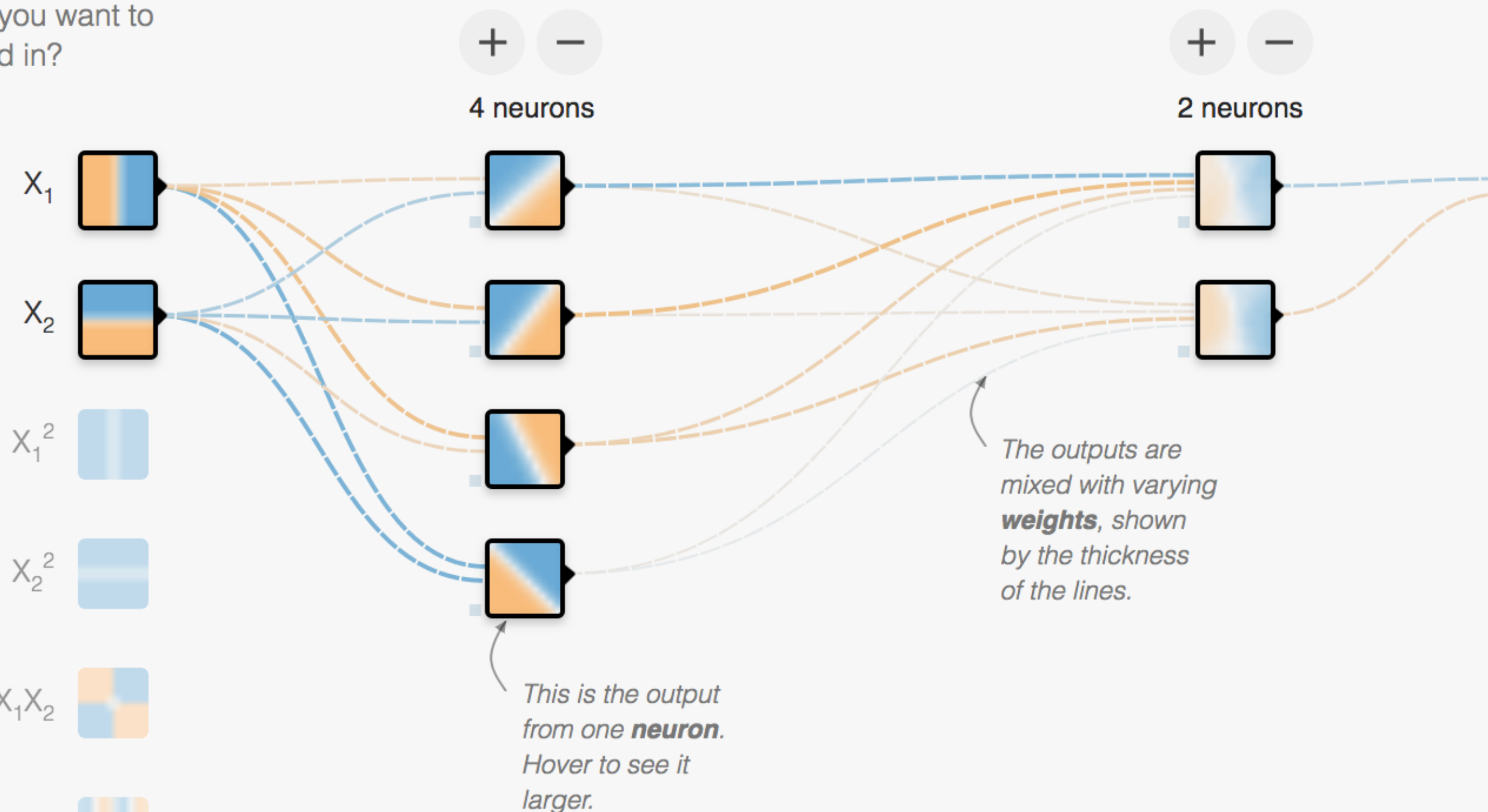
REGENERATE

### FEATURES

Which properties do you want to feed in?

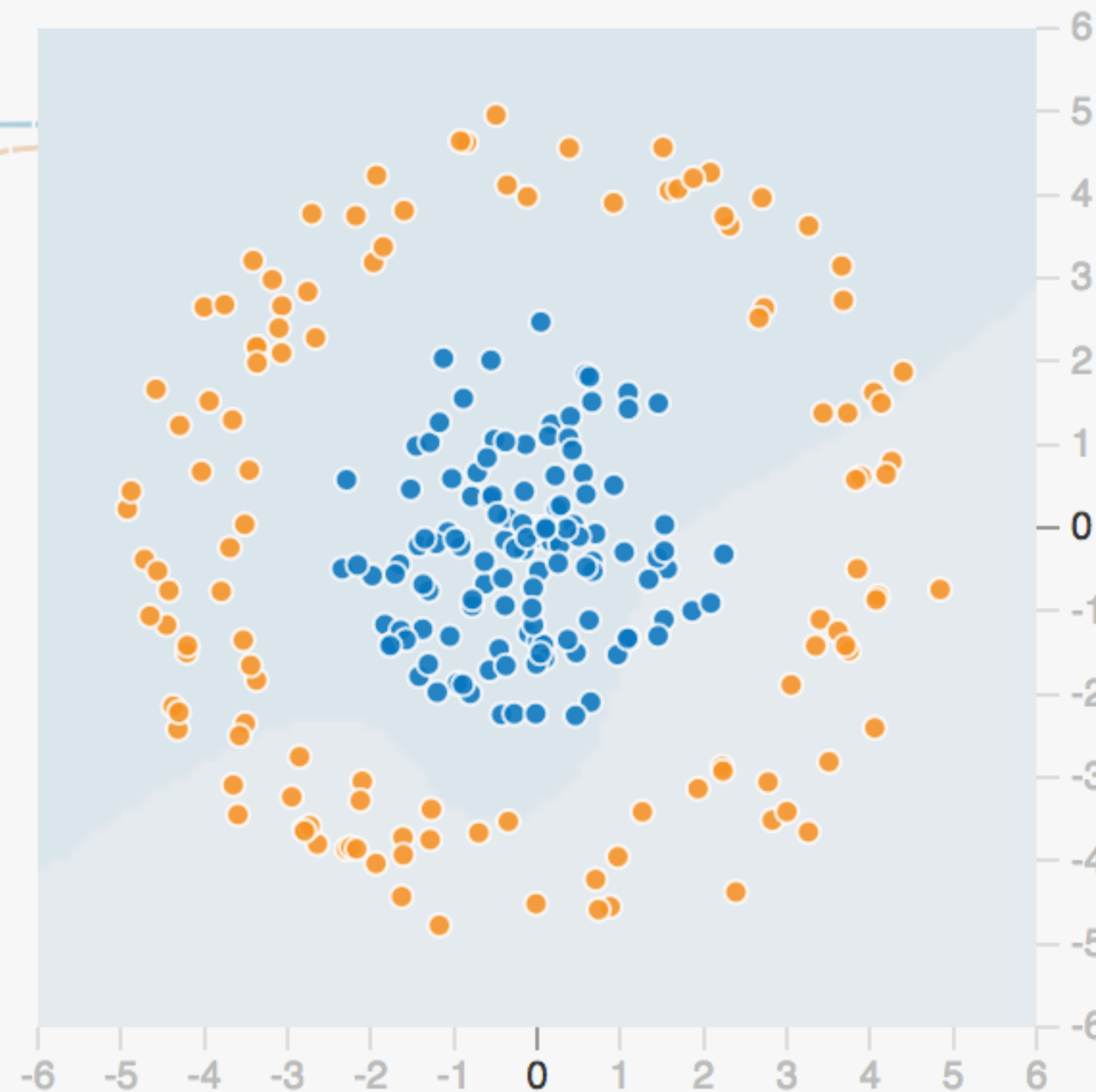
- $X_1$
- $X_2$
- $X_1^2$
- $X_2^2$
- $X_1X_2$
- $\sin(X_1)$
- $\sin(X_2)$

+ - 2 HIDDEN LAYERS



### OUTPUT

Test loss 0.509  
Training loss 0.503



Colors shows data, neuron and weight values.

Show test data  Discretize output

<http://playground.tensorflow.org/>

# Deep Vis

The screenshot displays the 'Deep Visualization Toolbox' interface. At the top, a navigation bar lists layers: 'conv1 n1 conv2 p2 n2 conv3 conv4 conv5 p5 fc6 fc7 fc8 prob', with 'conv5' highlighted. The main video player shows two side-by-side visualizations of a face, rendered with a colorful, abstract, and somewhat distorted style. On the left side of the video player, there is a vertical sidebar containing: a photo of two men, two blurred square images, and a 'MORE VIDEOS' button. On the right side, there is a grid of 18 small thumbnail images, some showing original faces and others showing their corresponding visualizations. The video player's bottom control bar shows a play button, a volume icon, a progress bar at 2:11 / 3:53, and a text overlay: 'fwd conv5\_151 | Back: deconv (from conv5\_151, disp raw) | Boost: 0/1'. Standard YouTube controls like 'CC', 'HD', 'YouTube', and window icons are also visible.

<http://yosinski.com/deepvis#toolbox>



Reconstructions of multiple feature types (facets) recognized  
by the same "grocery store" neuron



Corresponding example training set images recognized  
by the same neuron as in the "grocery store" class



# Multifaceted Feature Vis

Uncovering the Different Types of Features Learned By Each  
Neuron in Deep Neural Networks

*Figure 1. Top:* Visualizations of 8 types of images (feature facets) that activate the same "grocery store" class neuron. *Bottom:* Example training set images that activate the same neuron, and resemble the corresponding synthetic image in the top panel.





(a) *Movie theater*: outside (day & night) and inside views.



(c) *Pool table*: Up close & from afar, with different backgrounds.



(b) *Convertible*: with different colors and both front & rear views.

*Figure 4.* Multifaceted visualization of fc8 units uncovers interesting facets. We show 4 different facets for each neuron. In each pair of images, the bottom is the facet visualization that represents a cluster of images from the training set, and the top is the closest image to the visualization from the same cluster.

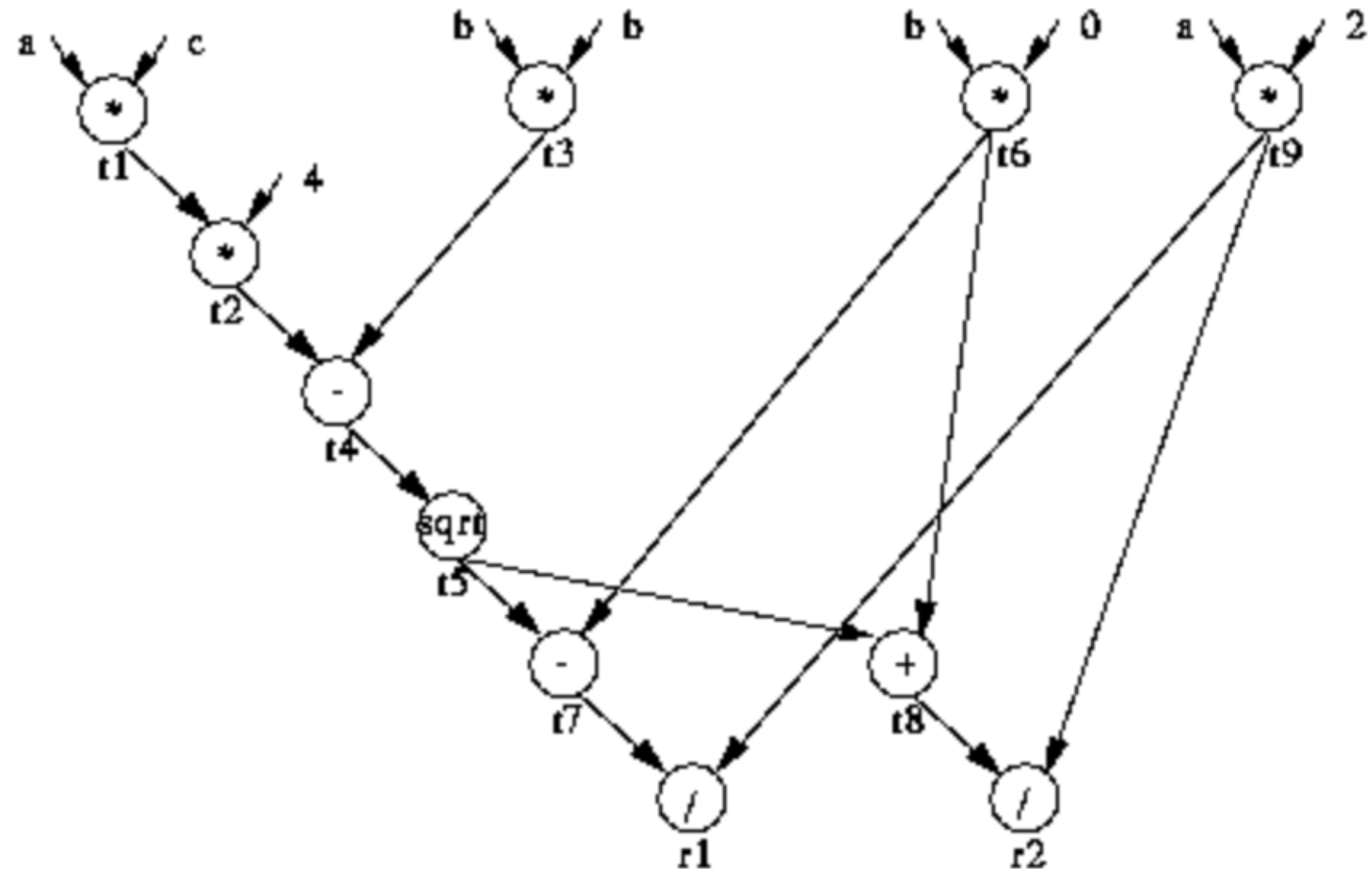


# Visualizing the Data flow of DL algorithms

# Data flow graph

- A data flow graph (DFG) is a graph which represents a data dependancies between a number of operations.

```
quad( a, b, c )
t1 = a*c;
t2 = 4*t1;
t3 = b*b;
t4 = t3 - t2;
t5 = sqrt( t4 );
t6 = -b;
t7 = t6 - t5;
t8 = t7 + t5;
t9 = 2*a;
r1 = t7/t9;
r2 = t8/t9;
```



# Dataflow graph in TensorFlow

- A TensorFlow model is a data flow graph that represents a computation.
- Nodes in the graph represent various operations: addition, matrix multiplication, summary variable operations for storing model parameters, etc.
- Edges in TensorFlow:
  - Data dependency edges represent tensors, or multidimensional arrays, that are input and output data of the operations.
  - Reference edges, or outputs of variable operations, represent pointers to the variable rather than its value
  - Control dependency edges do not represent any data but indicate that their source operations must execute before their tail operations can start.

# Simplifying data flow graph

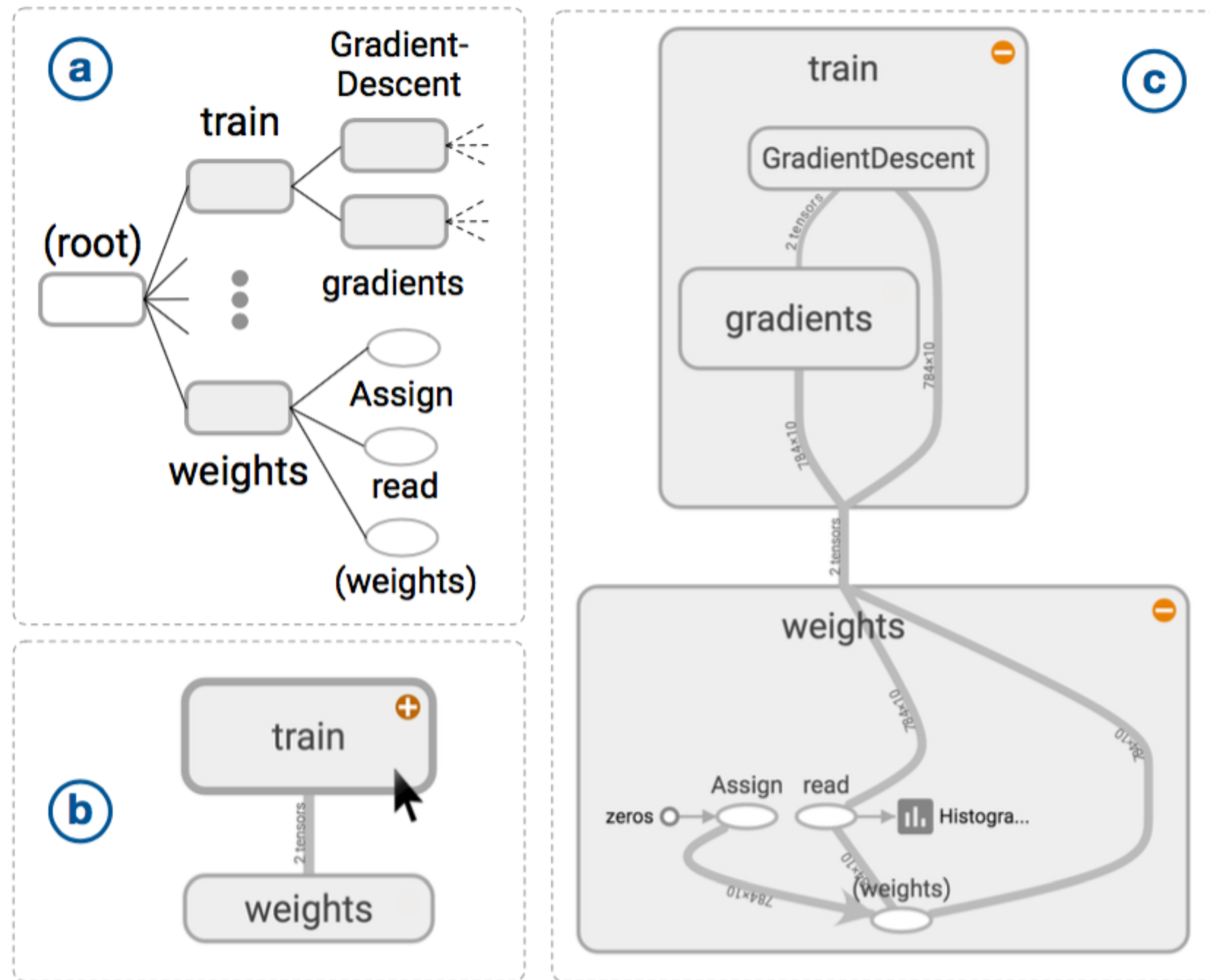


Fig. 5. Build a hierarchical clustered graph. (a) A hierarchy showing only train and weights namespaces from `tf_mnist_simple` in Figure 4. (b) A high-level diagram showing dependency between train and weights. Hovering over the train namespace shows a button for expansion. (c) A diagram with train and weights expanded.

- Given a **low-level** directed data flow graph of a model as input, produce an interactive visualization that shows the **high-level** structure of the model.
- Enables user to explore its **nested structure** on demand.



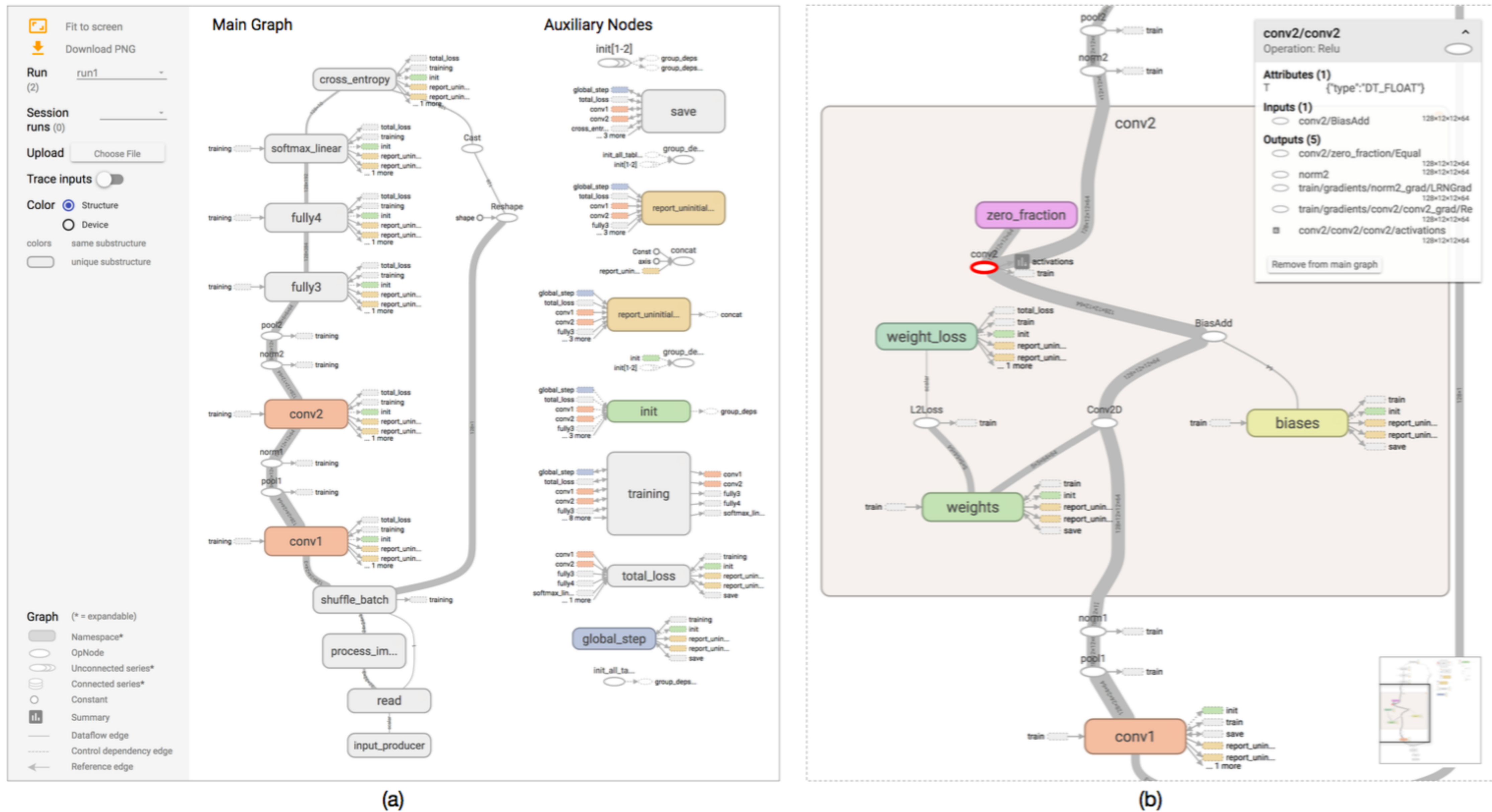


Fig. 1. The TensorFlow Graph Visualizer shows a convolutional network for classifying images (`tf_cifar`). (a) An overview displays a dataflow between groups of operations, with *auxiliary nodes* extracted to the side. (b) Expanding a group shows its nested structure.

# Techniques employed

- Overview: a clustered graph by grouping nodes based on their hierarchical namespaces
- Exploration: edge bundling that supports expansion of clusters
- Declutter: heuristics to extract non-critical nodes
- Detect and highlight repeated structures
- Overlay the graph with additional quantitative information to help developers inspect their models.

# Learn more on deep learning

- Stanford deep learning tutorial:
  - <http://deeplearning.stanford.edu/tutorial/>
  - <http://neuralnetworksanddeeplearning.com/>

# Further Reading

- Workshop on Visualization for Deep Learning
  - <http://icmlviz.github.io/>
  - <https://icmlviz.github.io/icmlviz2016/>





# Thanks!

Any questions?

You can find me at: [beiwang@sci.utah.edu](mailto:beiwang@sci.utah.edu)

# CREDITS

Special thanks to all people who made and share these awesome resources for free:

- ☐ Presentation template designed by [Slidesmash](#)
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- ☐ Vector Icons by [Matthew Skiles](#)

# Presentation Design

This presentation uses the following typographies and colors:

## Free Fonts used:

<http://www.1001fonts.com/oswald-font.html>

<https://www.fontsquirrel.com/fonts/open-sans>

## Colors used

