

PAT 498/598 (Winter 2025)

# Music & AI

## Lecture 8: Deep Learning Fundamentals II

Instructor: Hao-Wen Dong



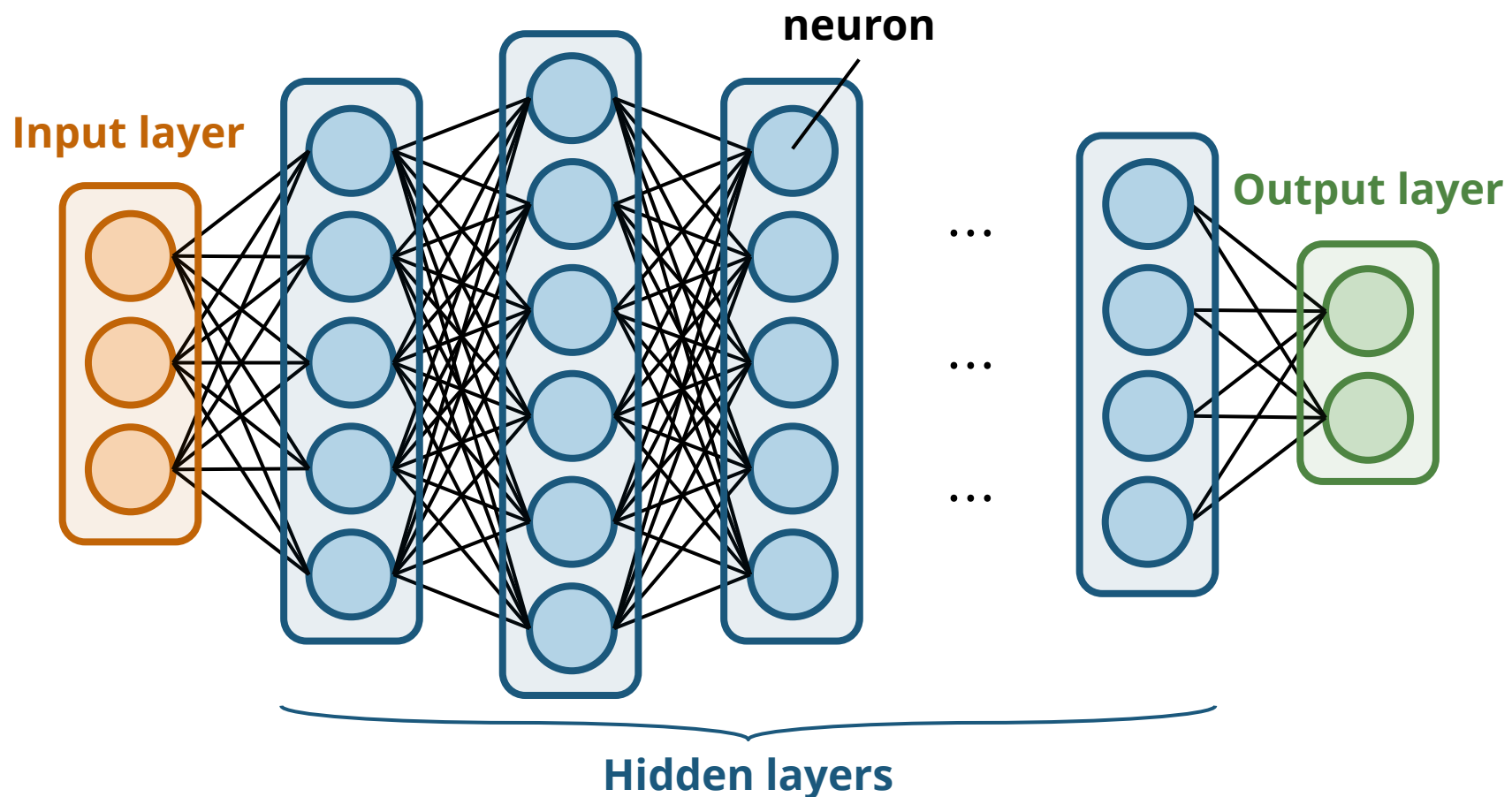
SCHOOL OF MUSIC, THEATRE & DANCE  
PERFORMING ARTS TECHNOLOGY  
UNIVERSITY OF MICHIGAN

## Homework 2: Music & Audio Processing

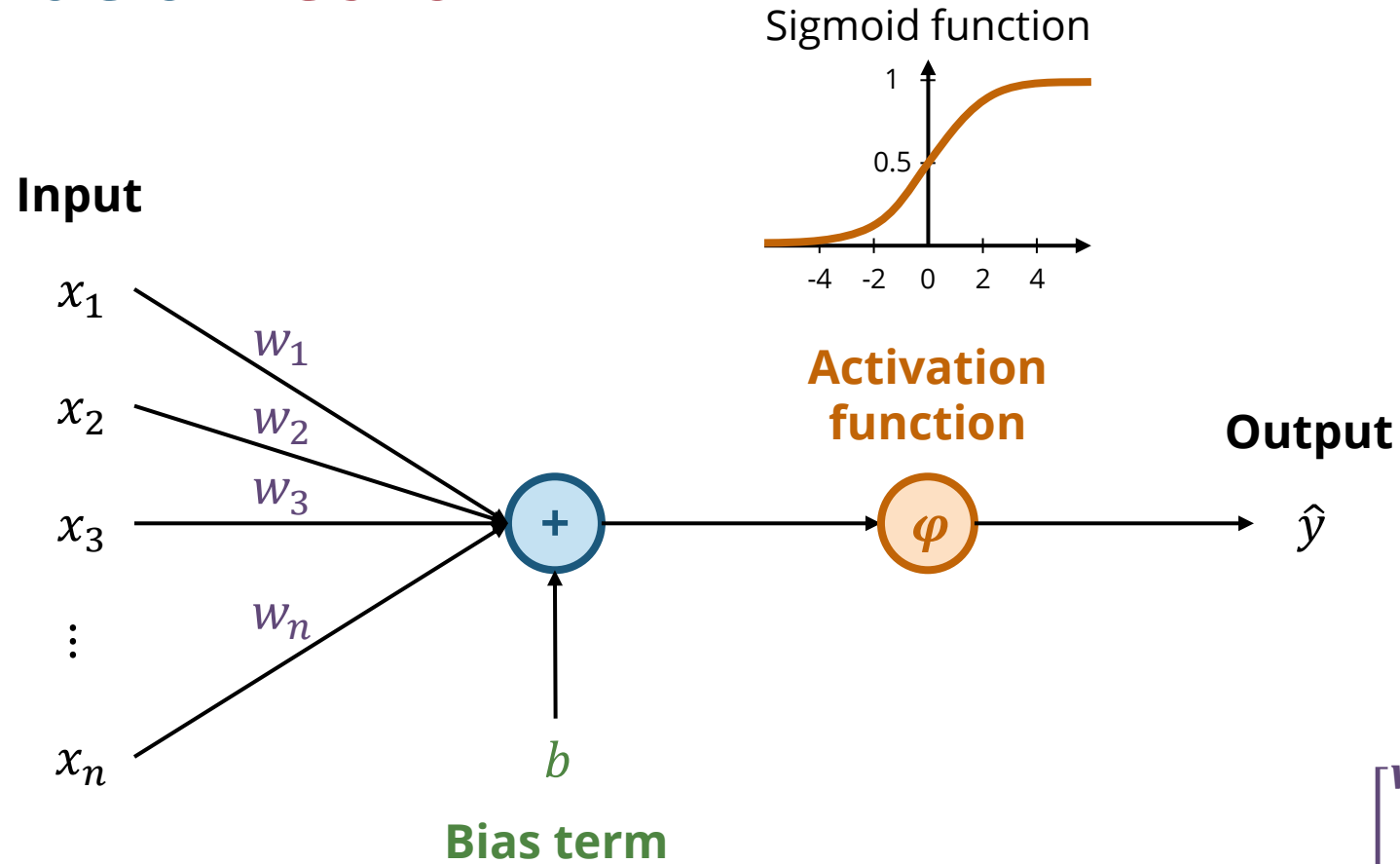
- Instructions will be sent by **emails** and released on the **course website**
- Please submit your work to **Gradescope**
- Due at **11:59pm ET** on **February 7**
- Late submissions: **1 point deducted per day**

# (Recap) What is Deep Learning?

- A type of machine learning that uses **deep neural networks**



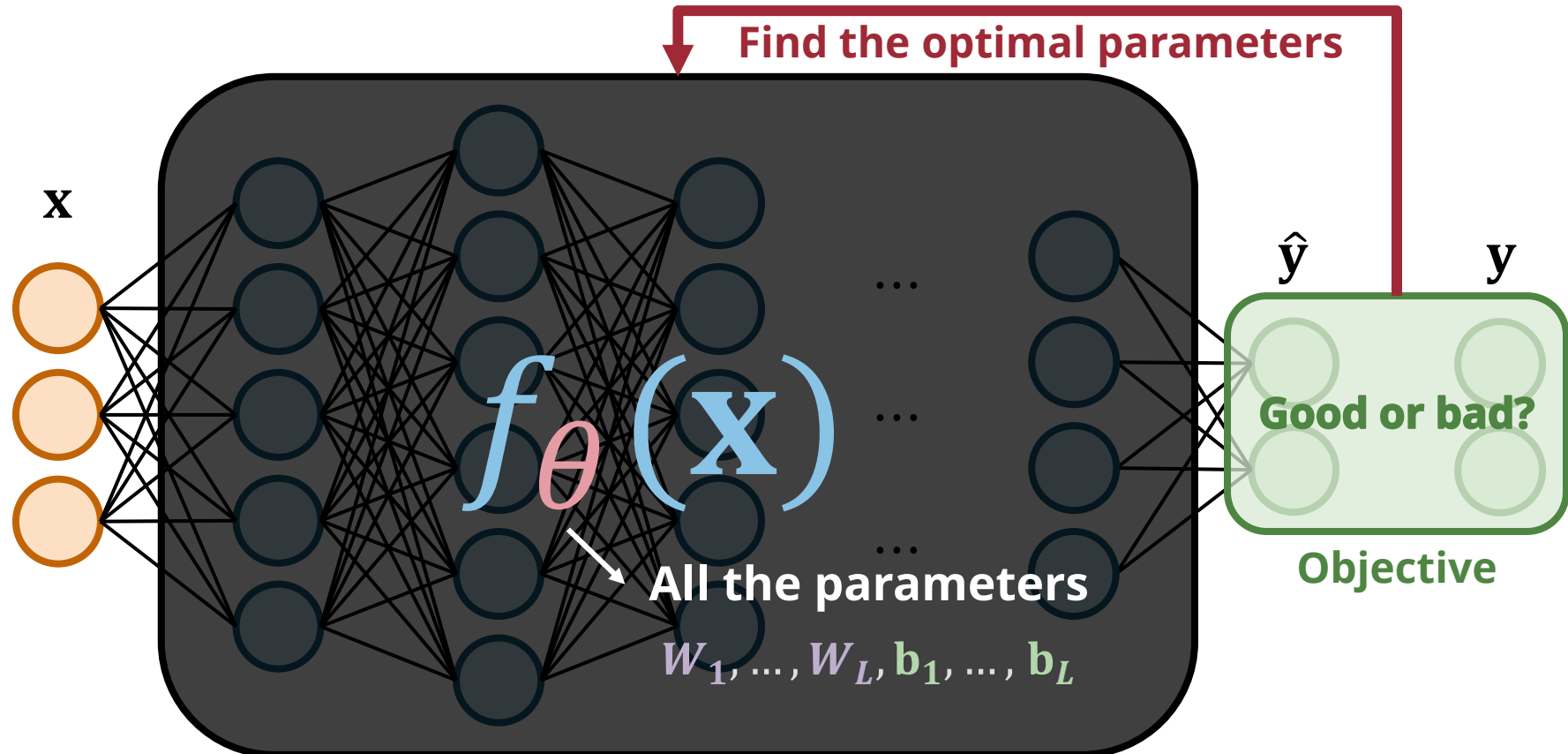
# (Recap) Inside a Neuron



$$\hat{y} = \varphi(w_1x_1 + w_2x_2 + \dots + w_nx_n + b) = \varphi\left(\sum_{i=1}^n w_i x_i + b\right) = \varphi(\mathbf{w} \cdot \mathbf{x} + b)$$

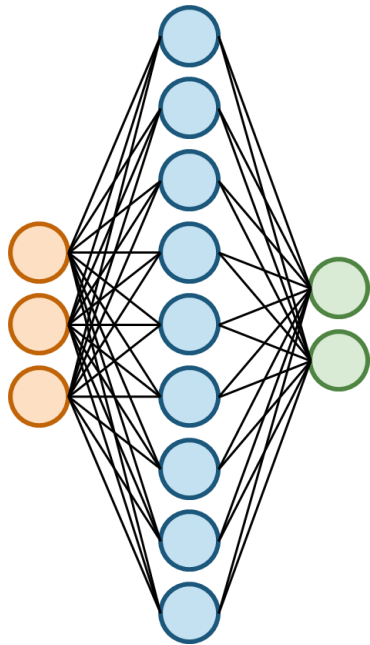
# (Recap) Neural Networks are Parameterized Functions

- A neural network represents **a set of functions**



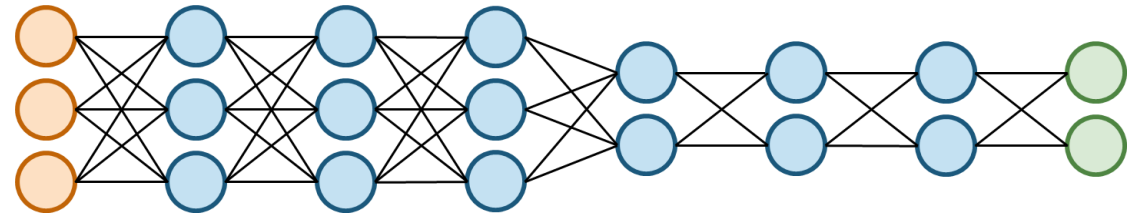
# (Recap) Shallow vs Deep Neural Networks – In Practice

Shallow neural nets



**Less expressive**  
(less parameter efficient)

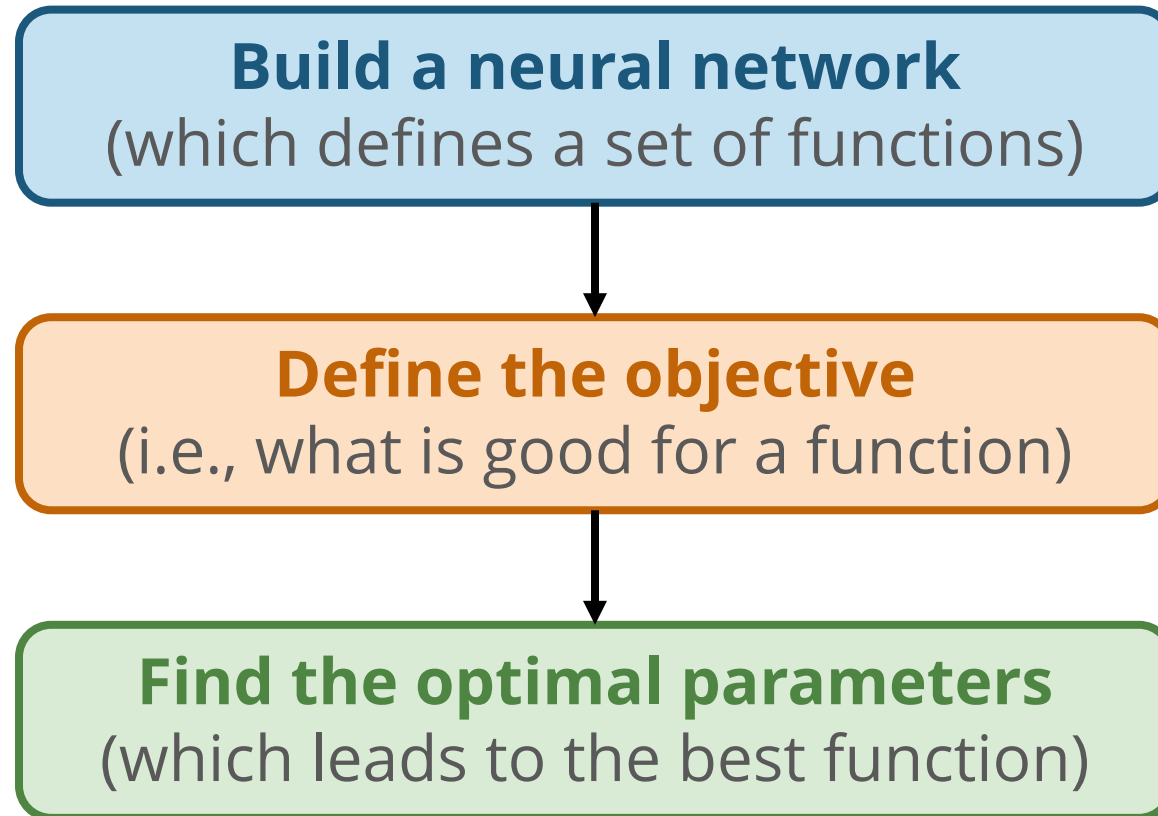
Deep neural nets



**More expressive**  
(more parameter efficient)

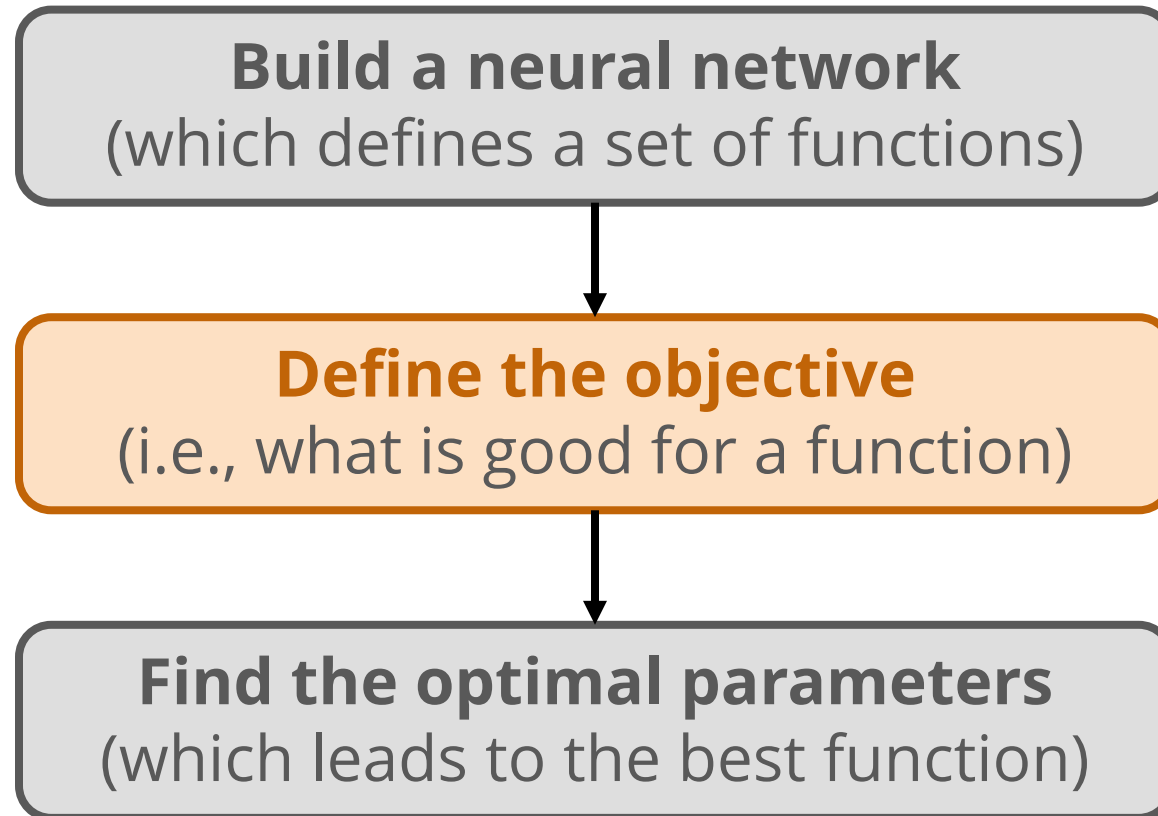
# How to Train a Neural Network?

# Training a Neural Network



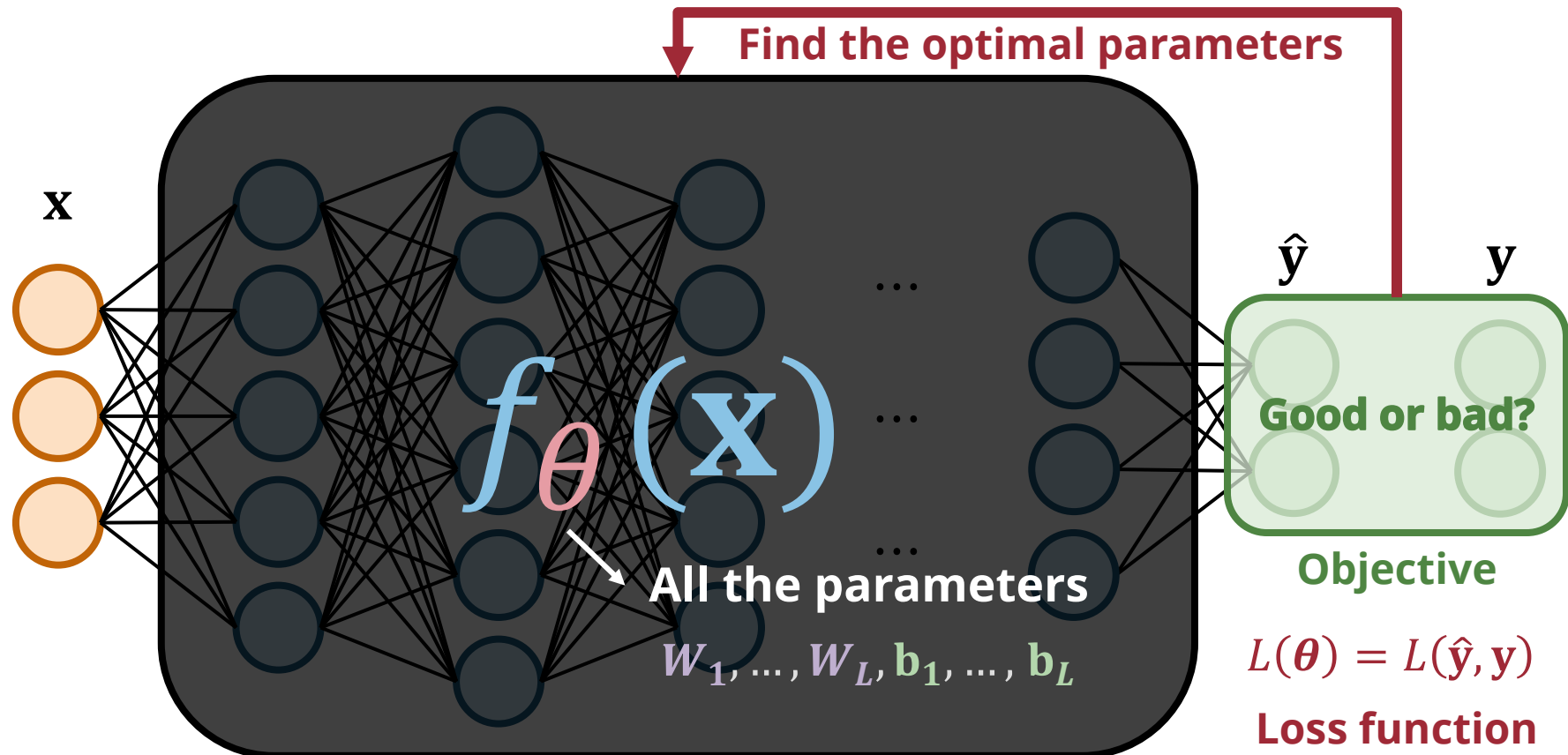


# Training a Neural Network



# (Recap) Neural Networks are Parameterized Functions

- A neural network represents **a set of functions**



# Loss Function

- Measure **how well the model perform** (in the opposite way)
- The choice of loss function depends on the task and the goals

$$L(\boldsymbol{\theta}) = L(\hat{\mathbf{y}}, \mathbf{y})$$

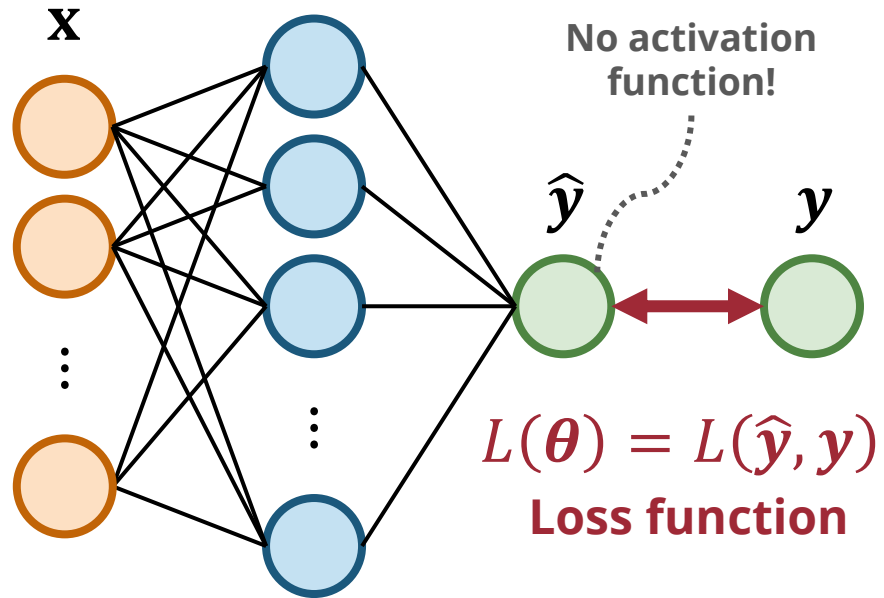
# Loss Function – The Many Names

- Sometimes called
  - **Cost** function
  - **Error** function
- The opposite is known as
  - **Objective** function
  - **Reward** function (reinforcement learning)
  - **Fitness** function (evolutionary algorithms & genetic algorithms)
  - **Utility** function (economics)
  - **Profit** function (economics)

## Example: Audio Codec

- What would be **a good objective to train a neural audio codec?**
- What do we **care about** for a codec?
  - Reconstruction quality **Trainable**
  - Bit rate (compression rate) **Likely not trainable but searchable**
  - Encoding/decoding speed **Likely not trainable but searchable**
- How do we measure **reconstruction quality?**
  - Difference in raw waveforms?
  - Difference in spectrograms?
  - Perceptual quality (psychoacoustics)?

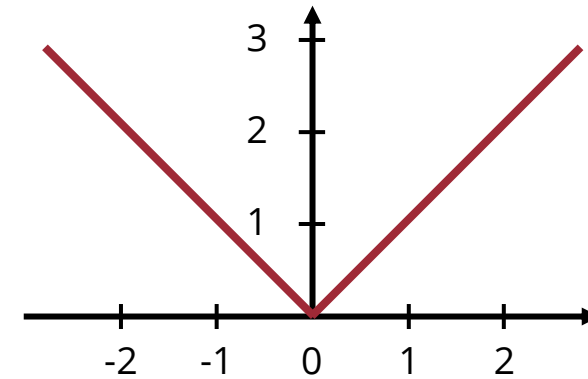
# Common Loss Functions for Regression



Why not  $L(\hat{y}, y) = \hat{y} - y$ ?

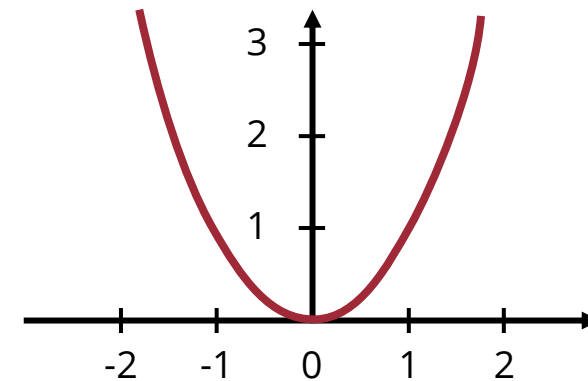
L1 loss

$$L(\hat{y}, y) = |\hat{y} - y|$$



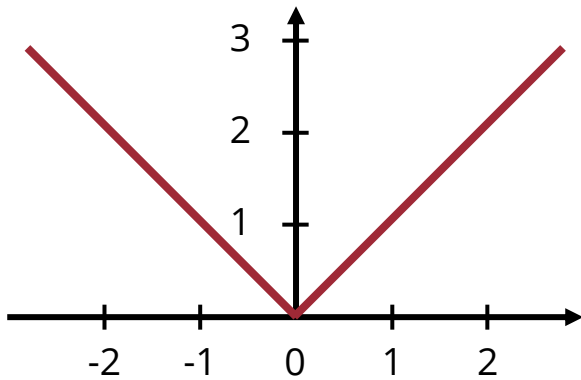
L2 loss

$$L(\hat{y}, y) = (\hat{y} - y)^2$$



# L1 vs L2 Losses

L1 loss

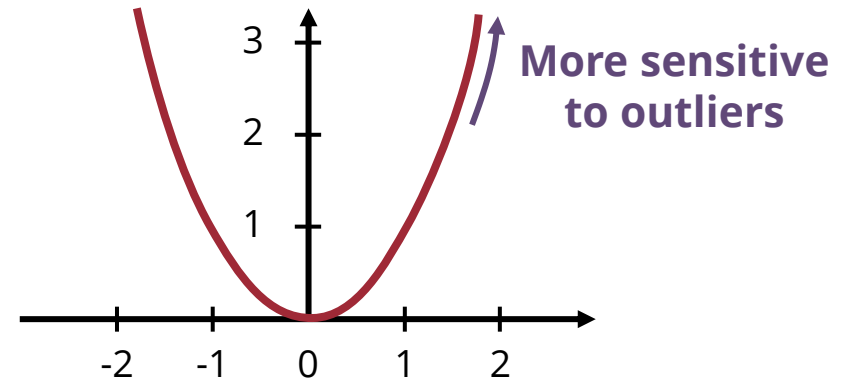


$$L(\hat{y}, y) = |\hat{y} - y|$$

$$L(\hat{\mathbf{y}}, \mathbf{y}) = \mathbf{MAE}(\hat{\mathbf{y}}, \mathbf{y}) = \frac{1}{n} \sum_{i=1}^n |\hat{y}_i - y_i|$$

**Mean Absolute Error (MAE)**

L2 loss



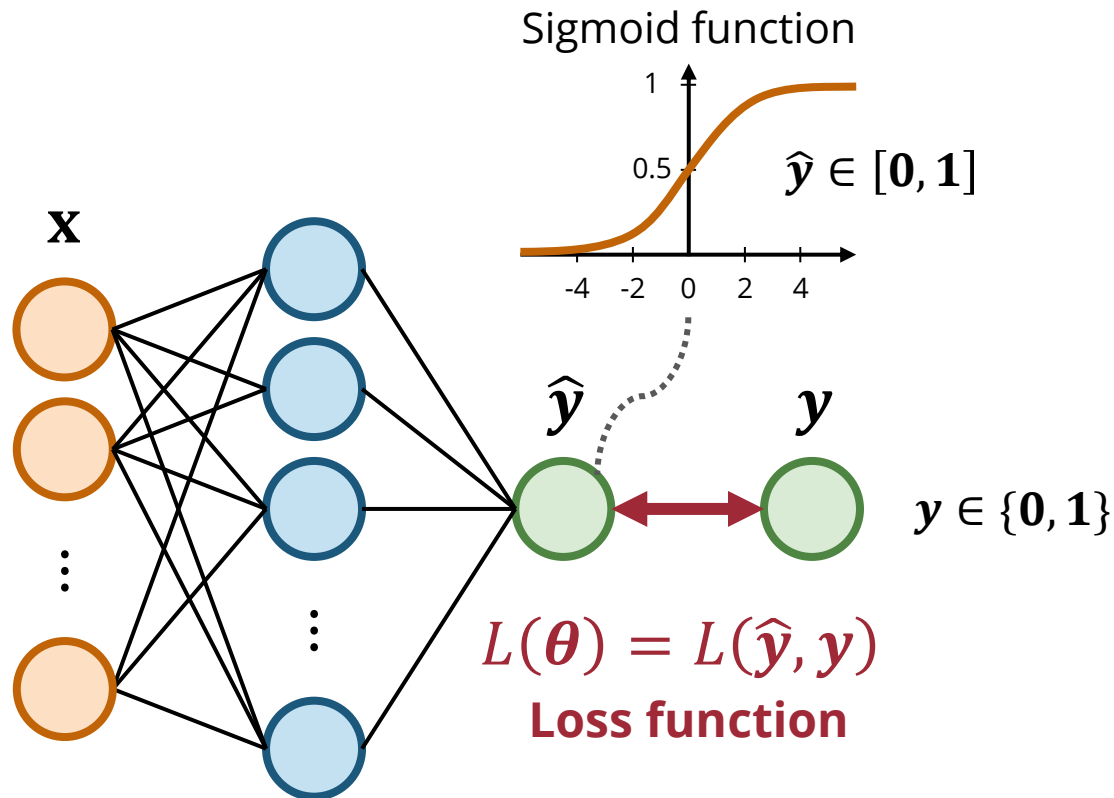
$$L(\hat{y}, y) = (\hat{y} - y)^2$$

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

**Mean Squared Error (MSE)**

# Binary Cross Entropy for Binary Classification

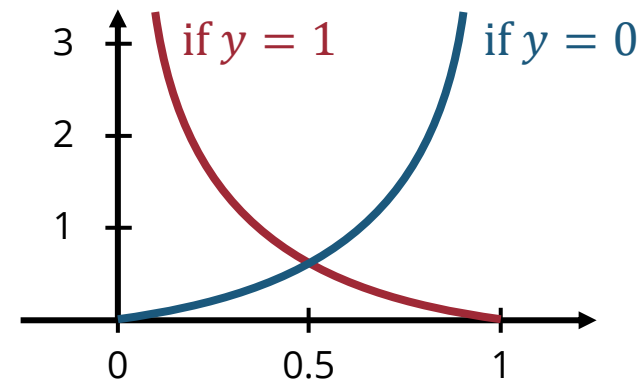
- **Logistic regression** approaches classification like regression



## Binary cross entropy

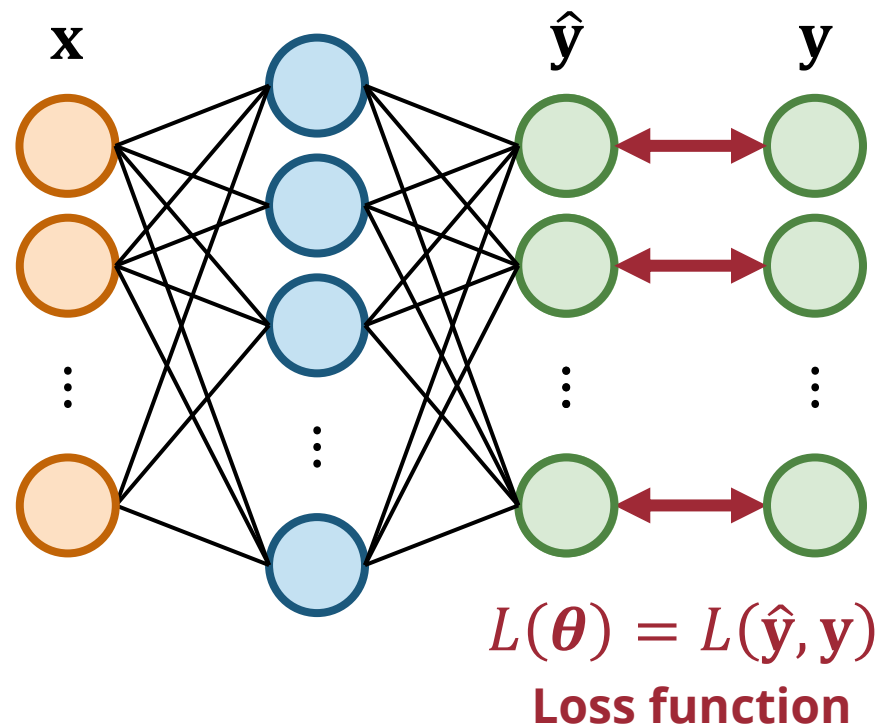
(Also called log loss)

$$L(\hat{y}, y) = \begin{cases} -\log \hat{y}, & \text{if } y = 1 \\ -\log(1 - \hat{y}), & \text{if } y = 0 \end{cases}$$
$$= -y \log \hat{y} - (1 - y) \log(1 - \hat{y})$$

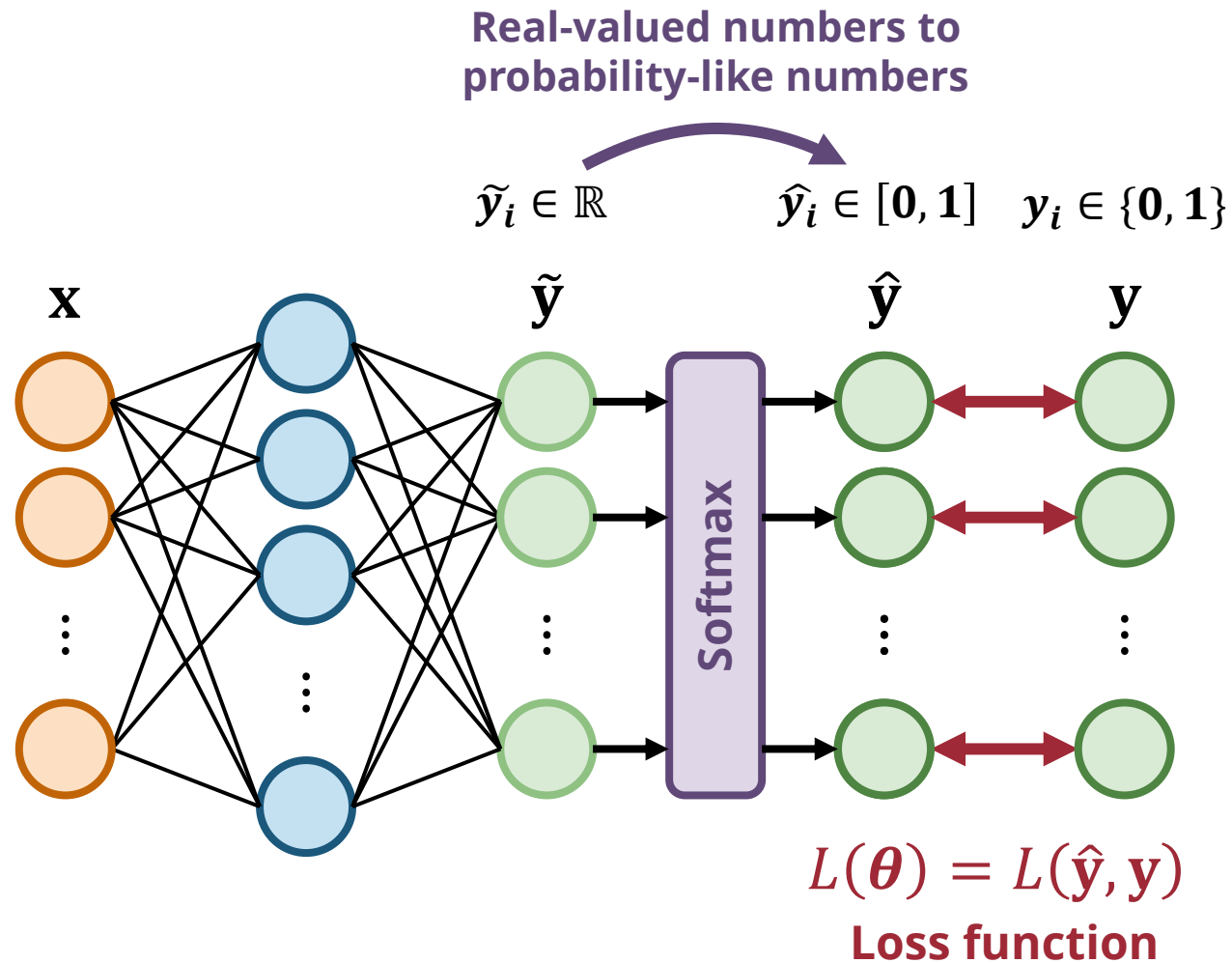




# Cross Entropy for Multiclass Classification



# Cross Entropy for Multiclass Classification



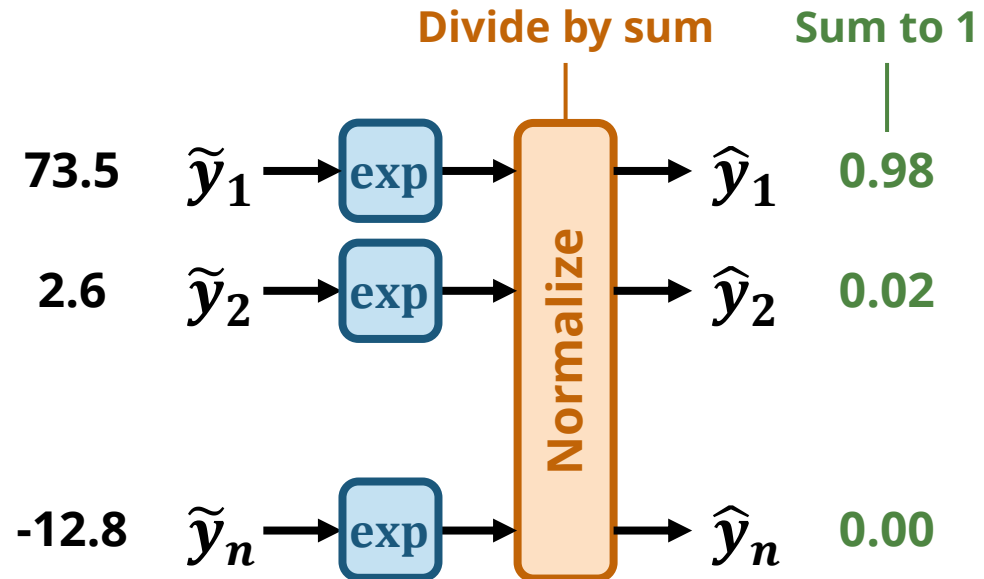
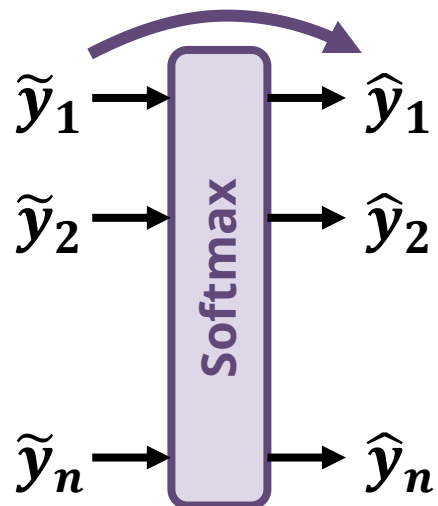
Softmax

$$\hat{y}_i = \frac{e^{\tilde{y}_i}}{\sum_{j=1}^n e^{\tilde{y}_j}}$$

# Softmax

- **Intuition:** Map several numbers to  $[0, 1]$  while **keeping their relative magnitude**
  - Softmax is like the **multivariate version of sigmoid**

Real-valued numbers to probability-like numbers



# Cross Entropy for Multiclass Classification

## Binary Cross Entropy

Only one of them will be one!

$$L(\hat{y}, y) = -y \log \hat{y} - (1 - y) \log(1 - \hat{y})$$

## Cross Entropy

Only one of them will be one!

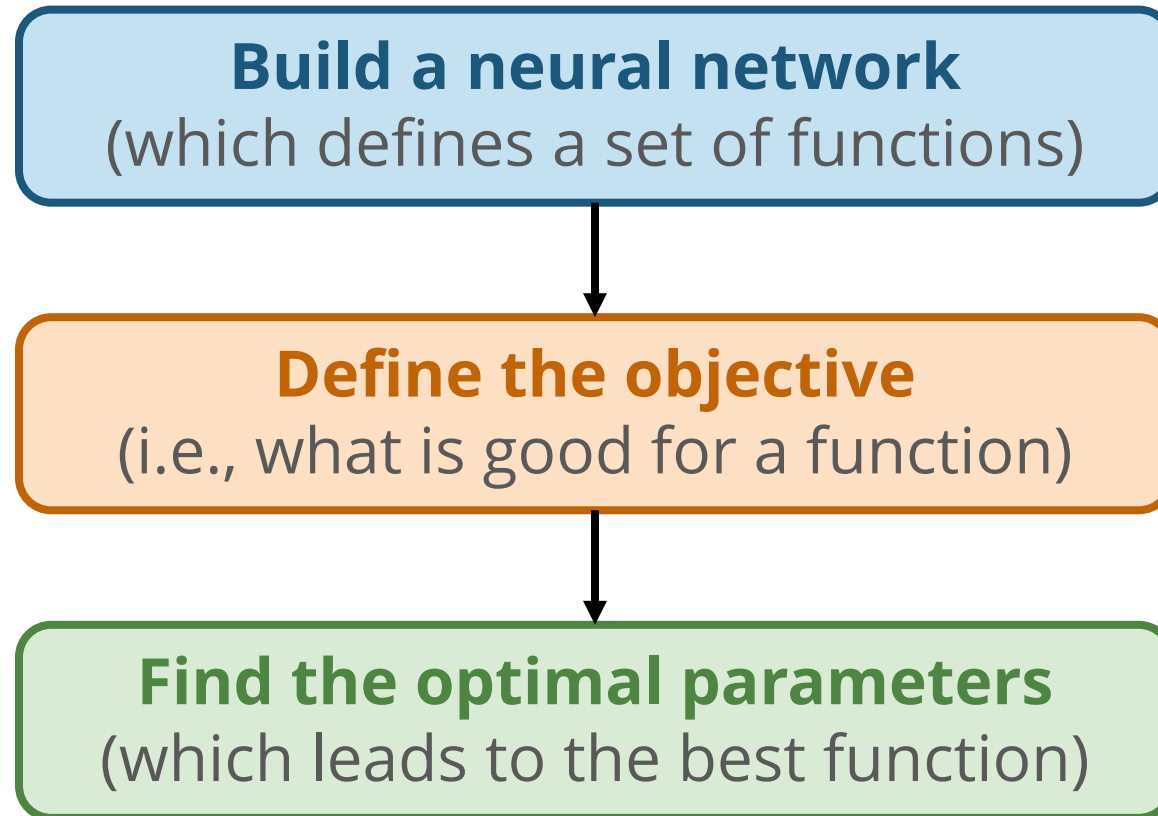
$$L(\hat{\mathbf{y}}, \mathbf{y}) = -y_1 \log \hat{y}_1 - y_2 \log \hat{y}_2 - \dots - y_i \log \hat{y}_n$$

$$= -\sum_i^n y_i \log \hat{y}_i$$

Log likelihood

# Optimization

# Training a Neural Network

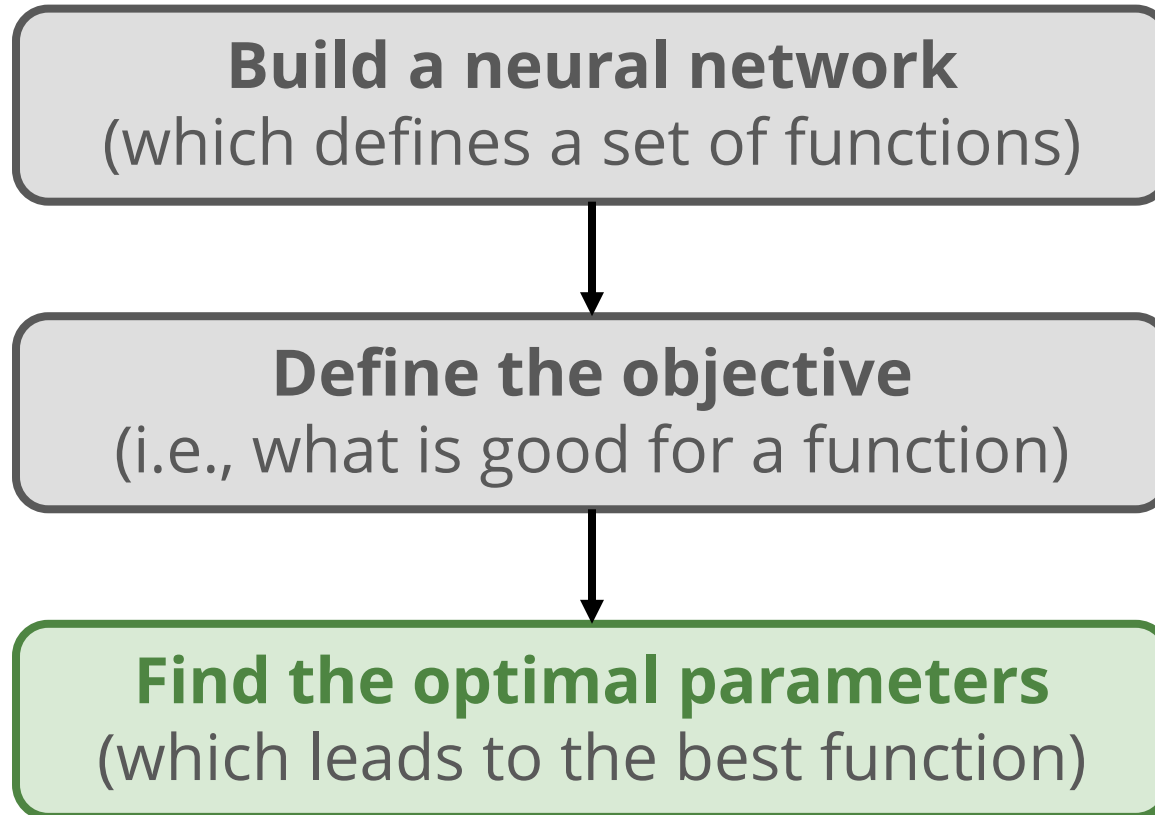


$$\hat{y} = f_{\theta}(\mathbf{x})$$

$$L(\theta)$$

$$\theta^* = \arg \min_{\theta} L(\theta)$$

# Training a Neural Network



$$\hat{y} = f_{\theta}(\mathbf{x})$$

$$L(\theta)$$

$$\theta^* = \arg \min_{\theta} L(\theta)$$

# Optimizing the Parameters of a Neural Network

- Many, many ways...
- Most commonly through **gradient descent** in deep learning
- Alternatively, we can use search or genetic algorithm

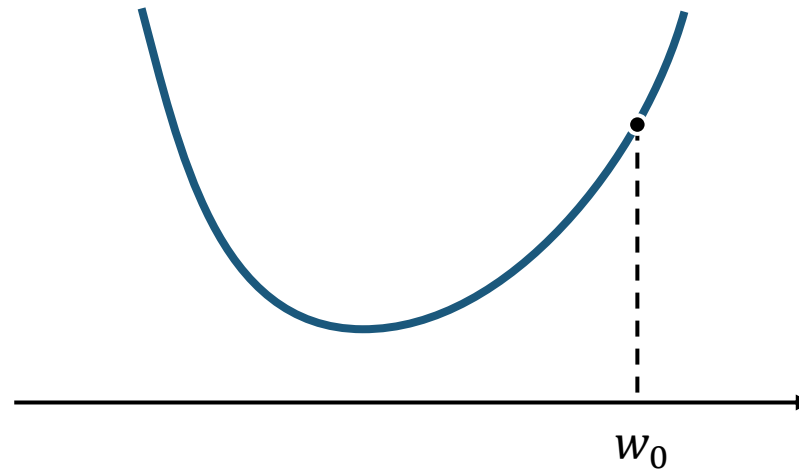
$$\theta^* = \arg \min_{\theta} L(\theta)$$



# Gradient Descent

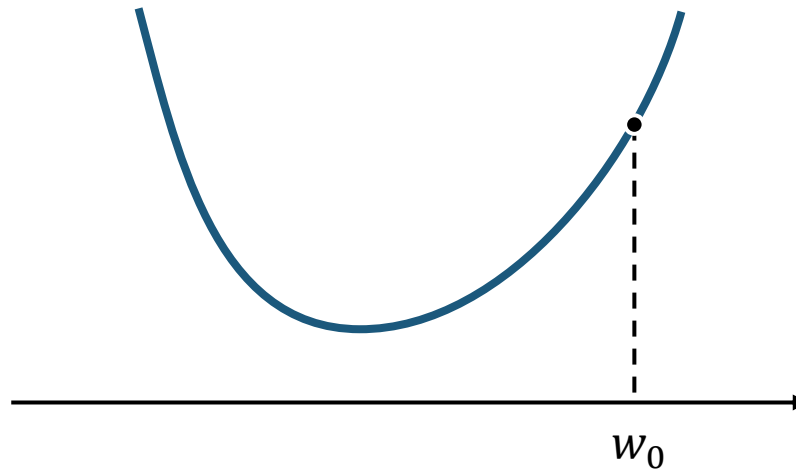
- **Intuition:** Gradient can suggest a good direction to tune the parameters

Derivative for a vector,  
matrix or tensor



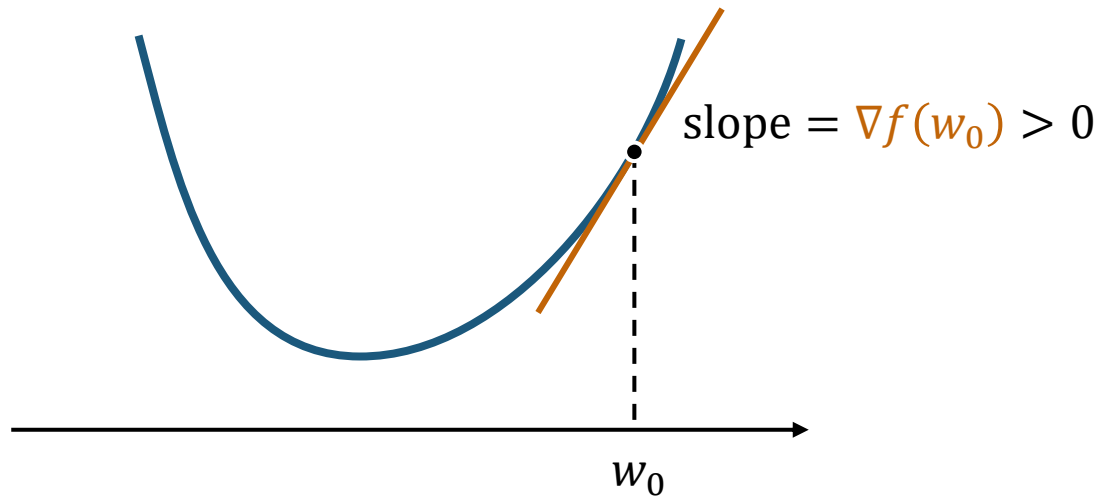
# Gradient Descent – Pseudocode

- Pick an **initial weight vector**  $w_0$  and **learning rate**  $\eta$
- Repeat until convergence:  $w_{t+1} = w_t - \eta \nabla f(w_t)$  → Gradient of function  $f$  with respect to weight  $w$



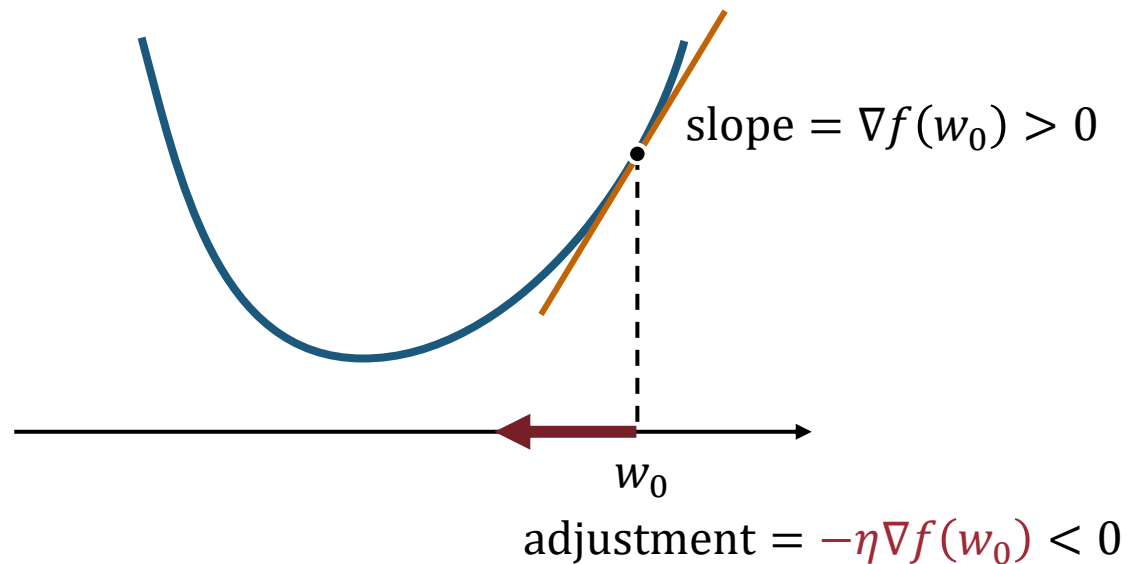
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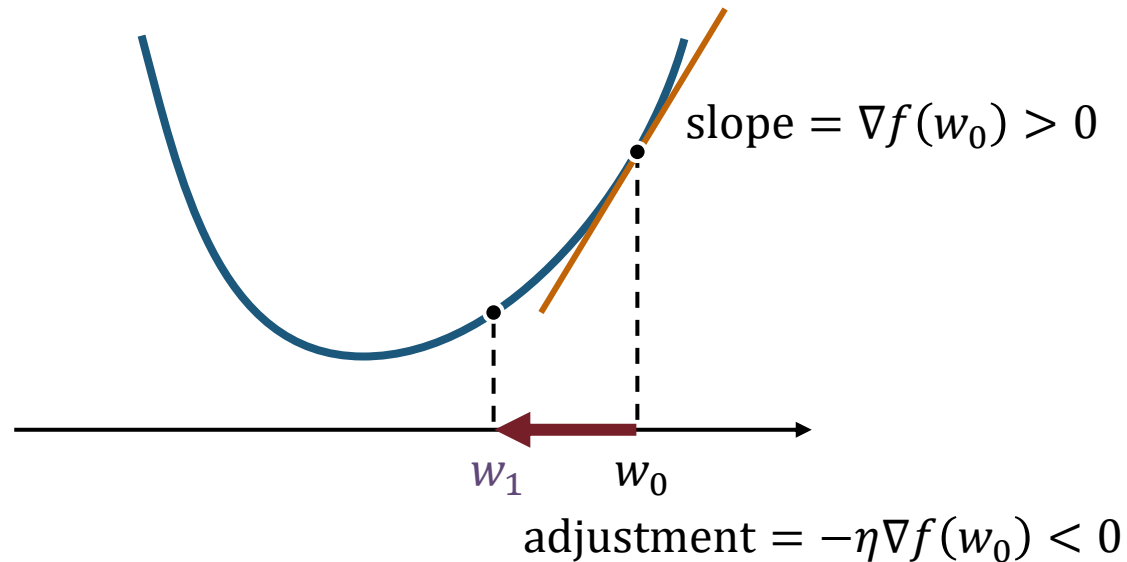
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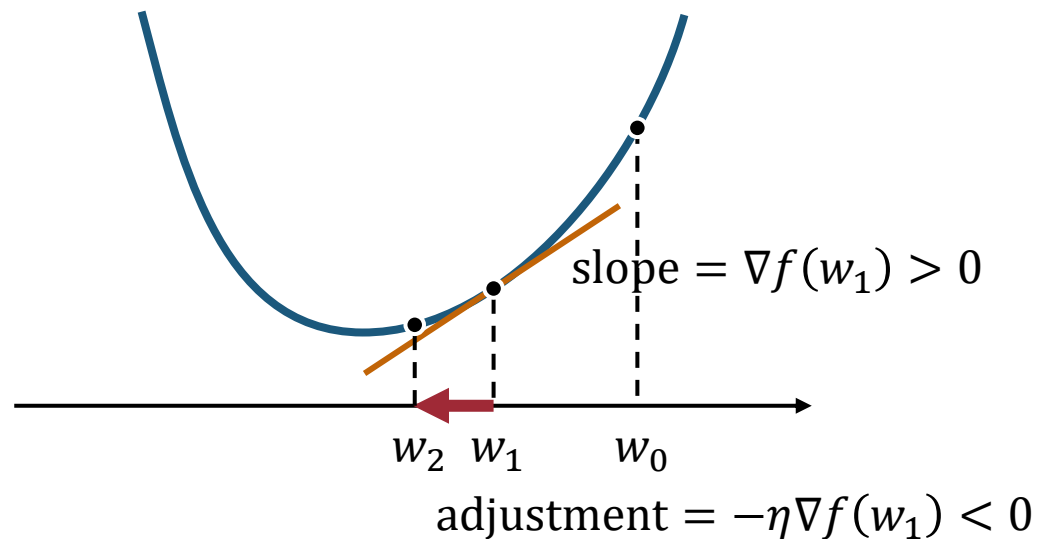
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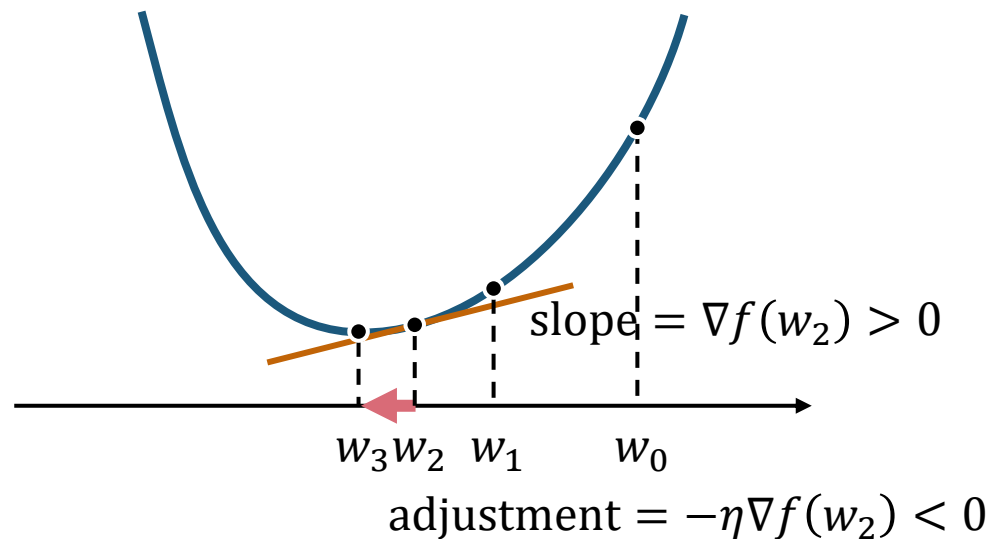
# Gradient Descent – Pseudocode

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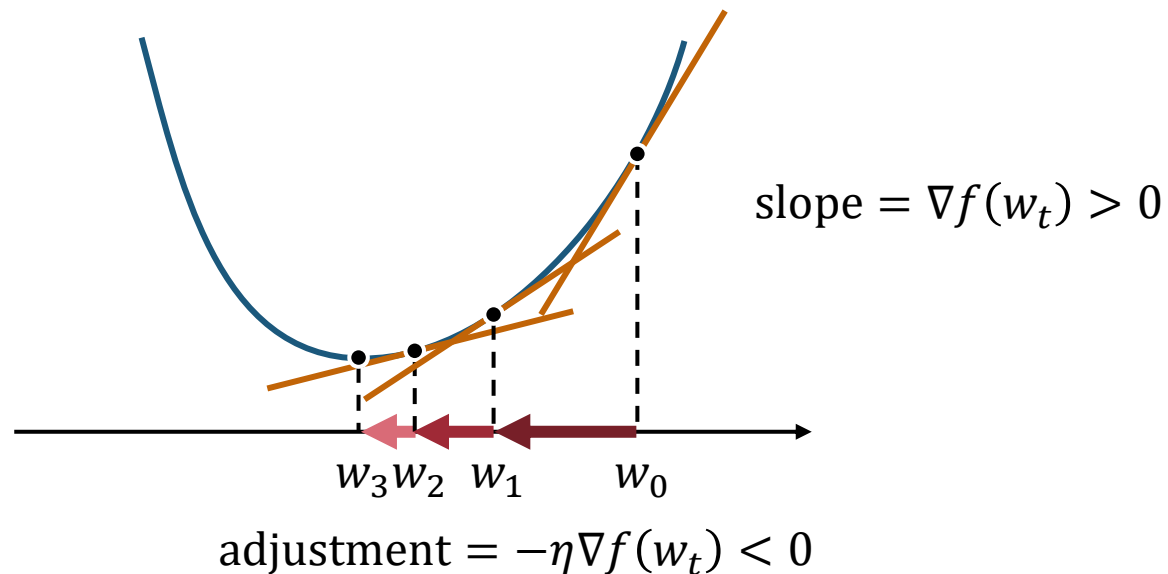
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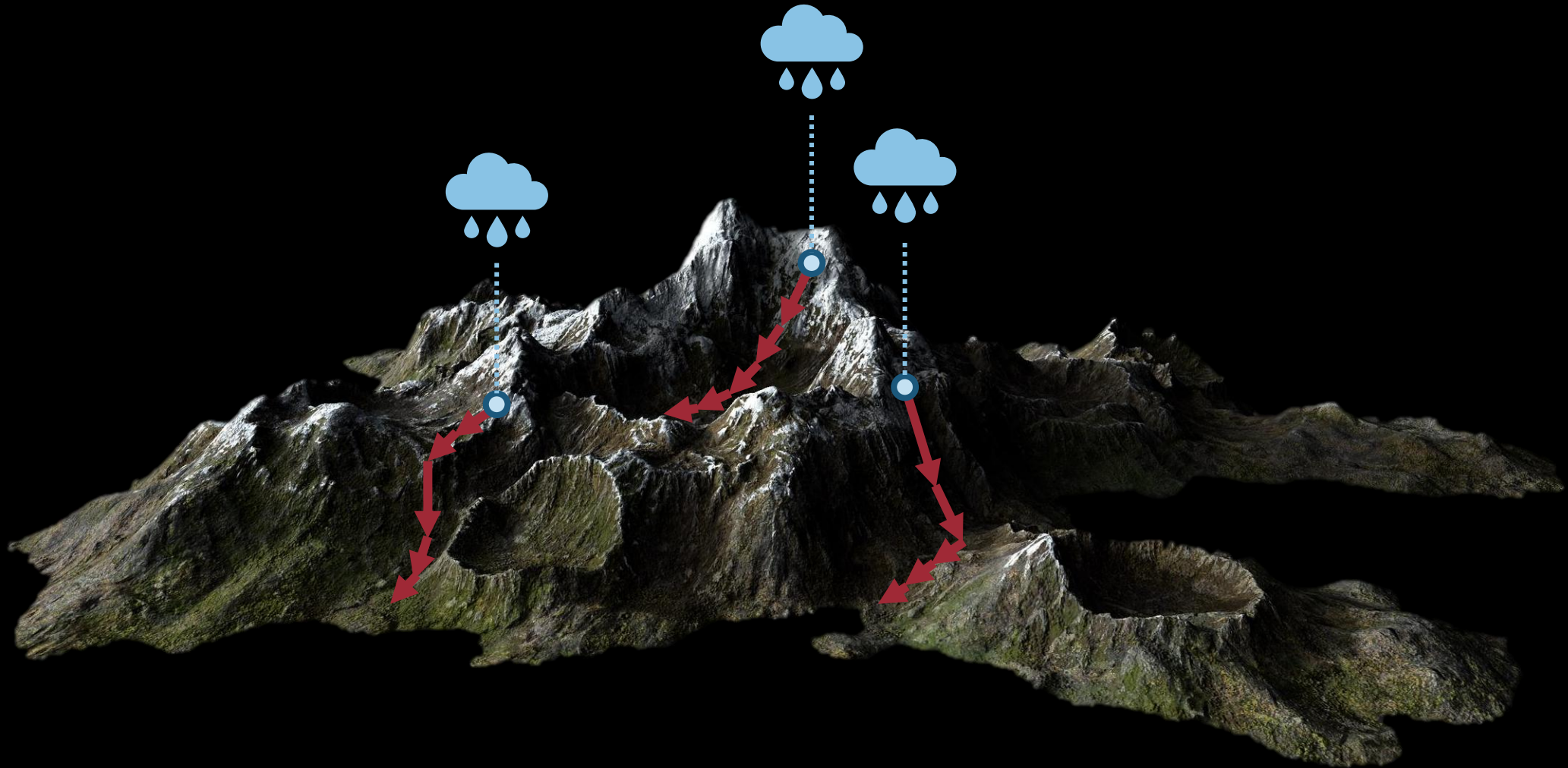
# Gradient Descent – Pseudocode

- Pick an initial weight vector  $w_0$  and learning rate  $\eta$
- Repeat until convergence:  $w_{t+1} = w_t - \eta \nabla f(w_t)$





# Gradient Descent – 3D Case

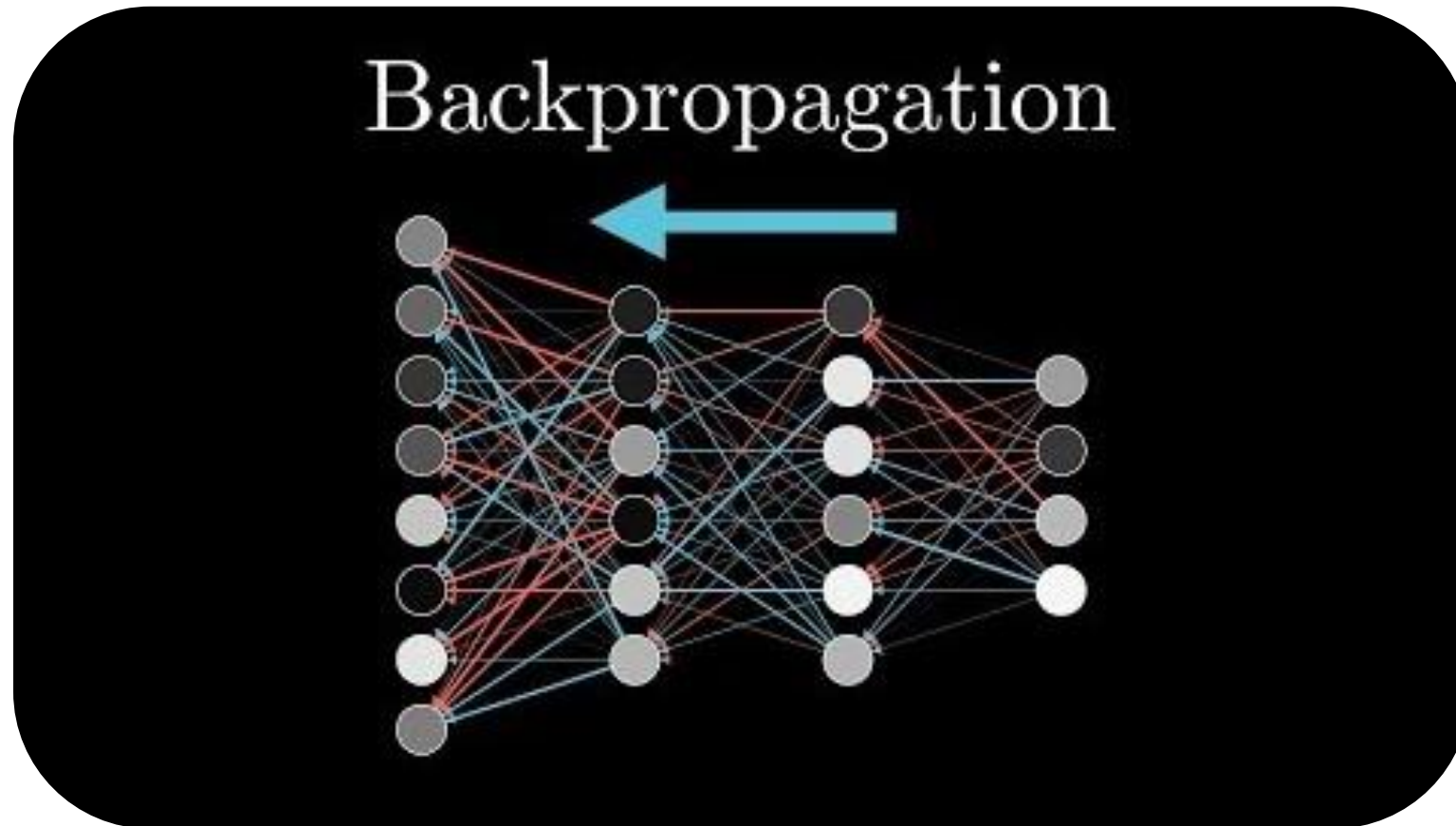


# Backpropagation: Efficiently Computing the Gradients

- An efficient way of **computing gradients** using chain rule
- The reason why we want **everything to be differentiable** in deep learning

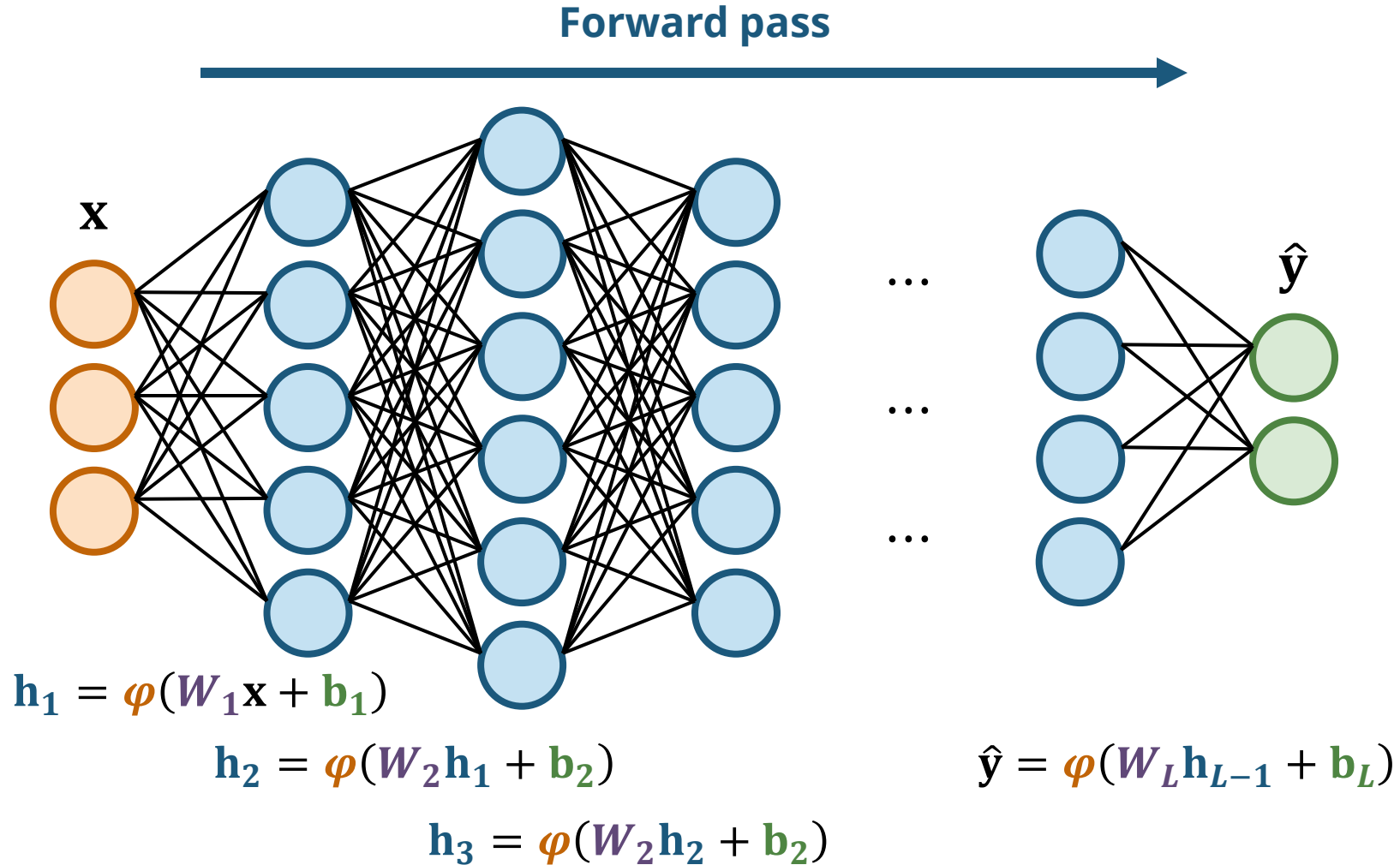
$$w_{t+1} = w_t - \eta \nabla f(w_t)$$

# Backpropagation: Efficiently Computing the Gradients

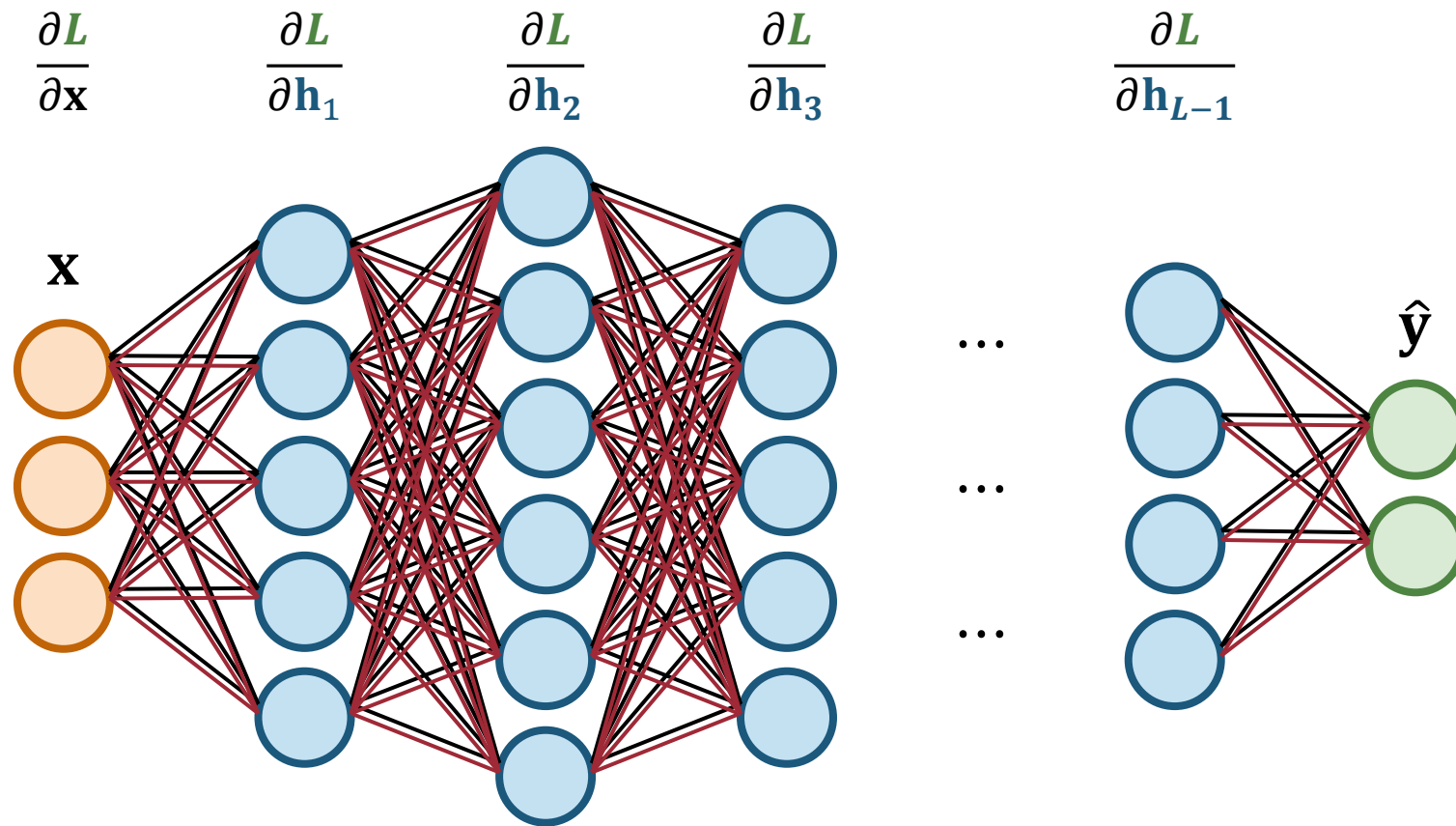


[youtu.be/llg3gGewQ5U?t=196](https://youtu.be/llg3gGewQ5U?t=196)

# Forward Pass & Backward Pass



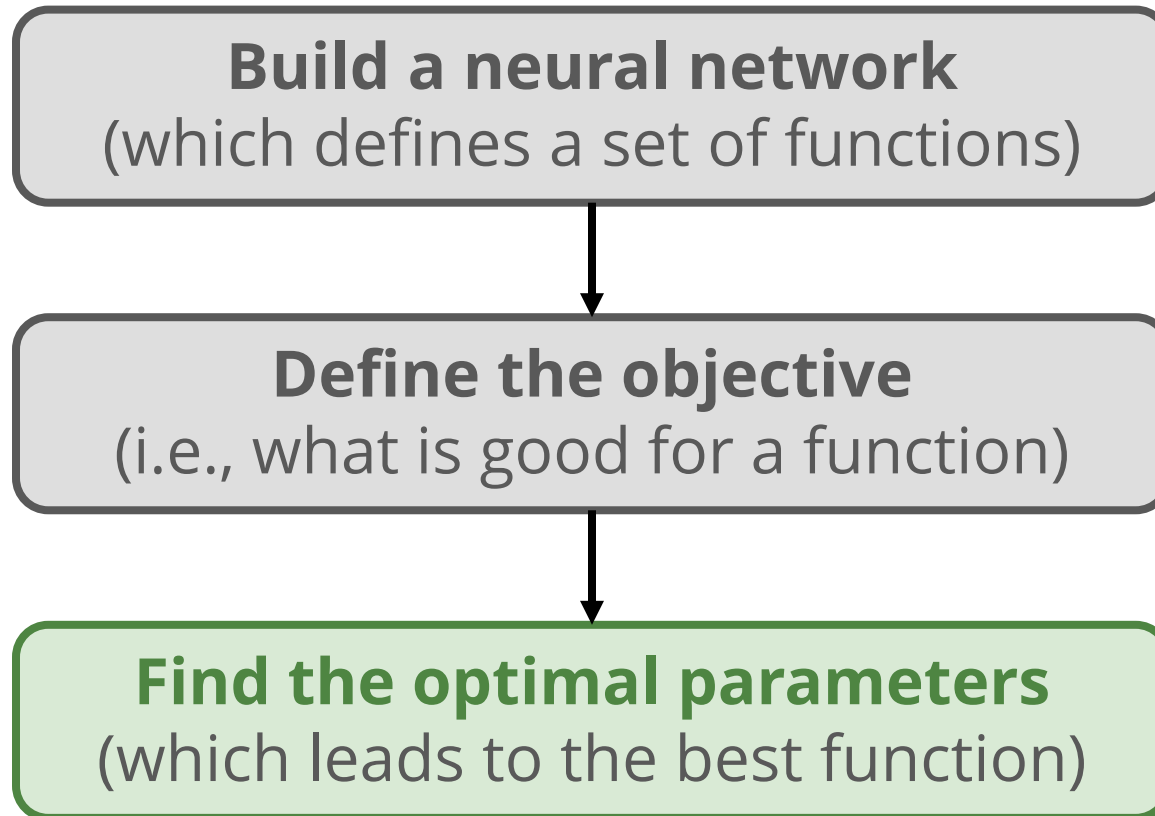
# Forward Pass & Backward Pass



**Backward pass**  
loss.backward()

# Advanced Optimization

# Training a Neural Network

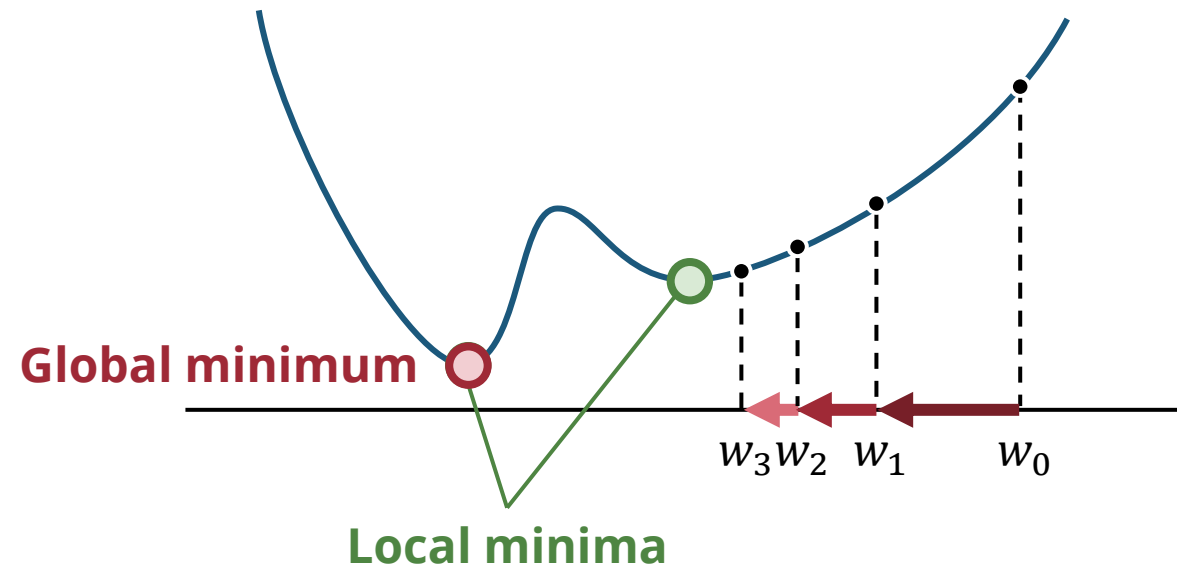


$$\hat{\mathbf{y}} = f_{\boldsymbol{\theta}}(\mathbf{x})$$

$$Loss(\boldsymbol{\theta}) = \sum_k^N L(\hat{\mathbf{y}}_k, \mathbf{y}_k)$$

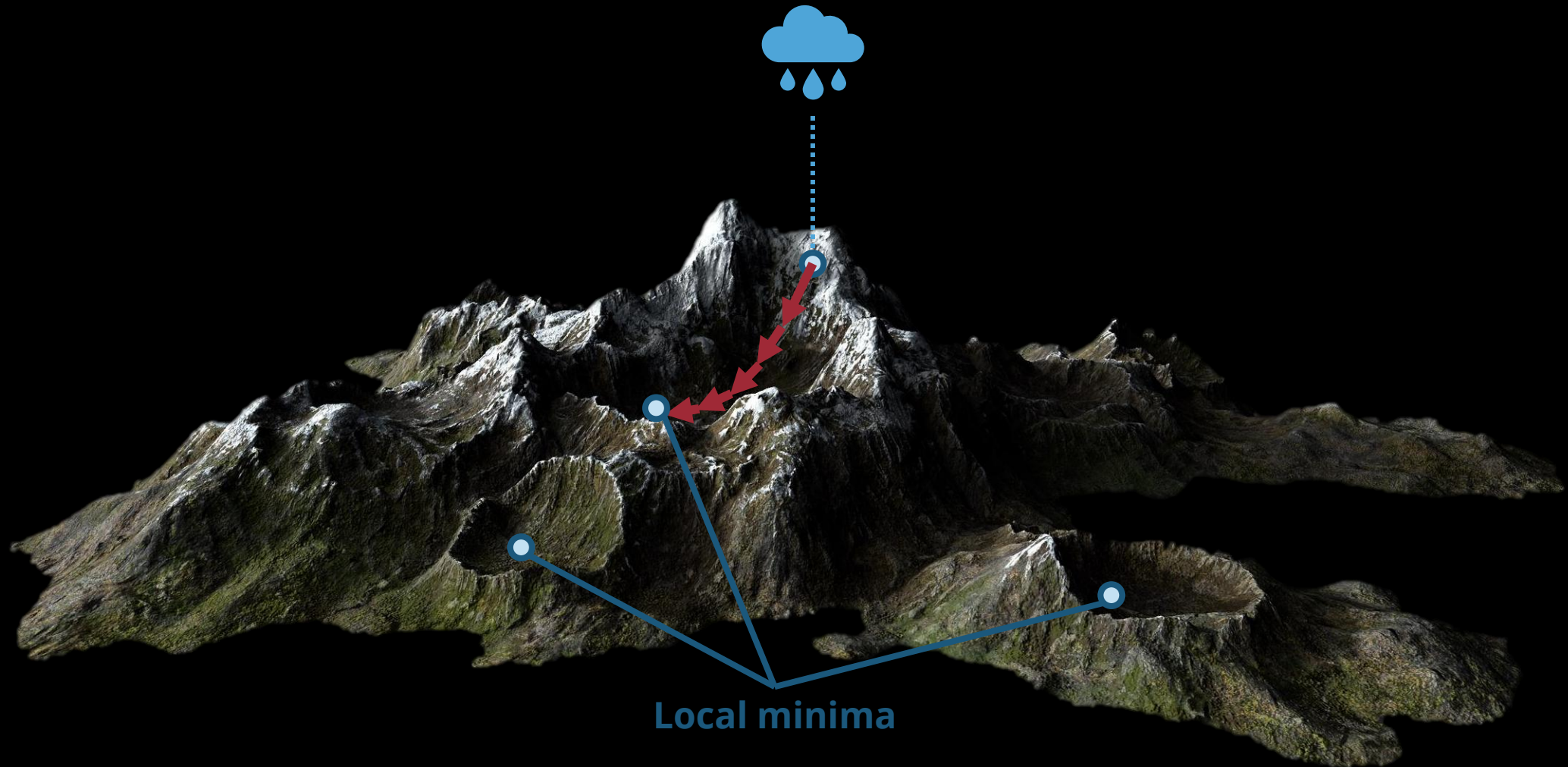
$$\boldsymbol{\theta}^* = \arg \min_{\boldsymbol{\theta}} L(\boldsymbol{\theta})$$

# Gradient Descent Finds a Local Minimum

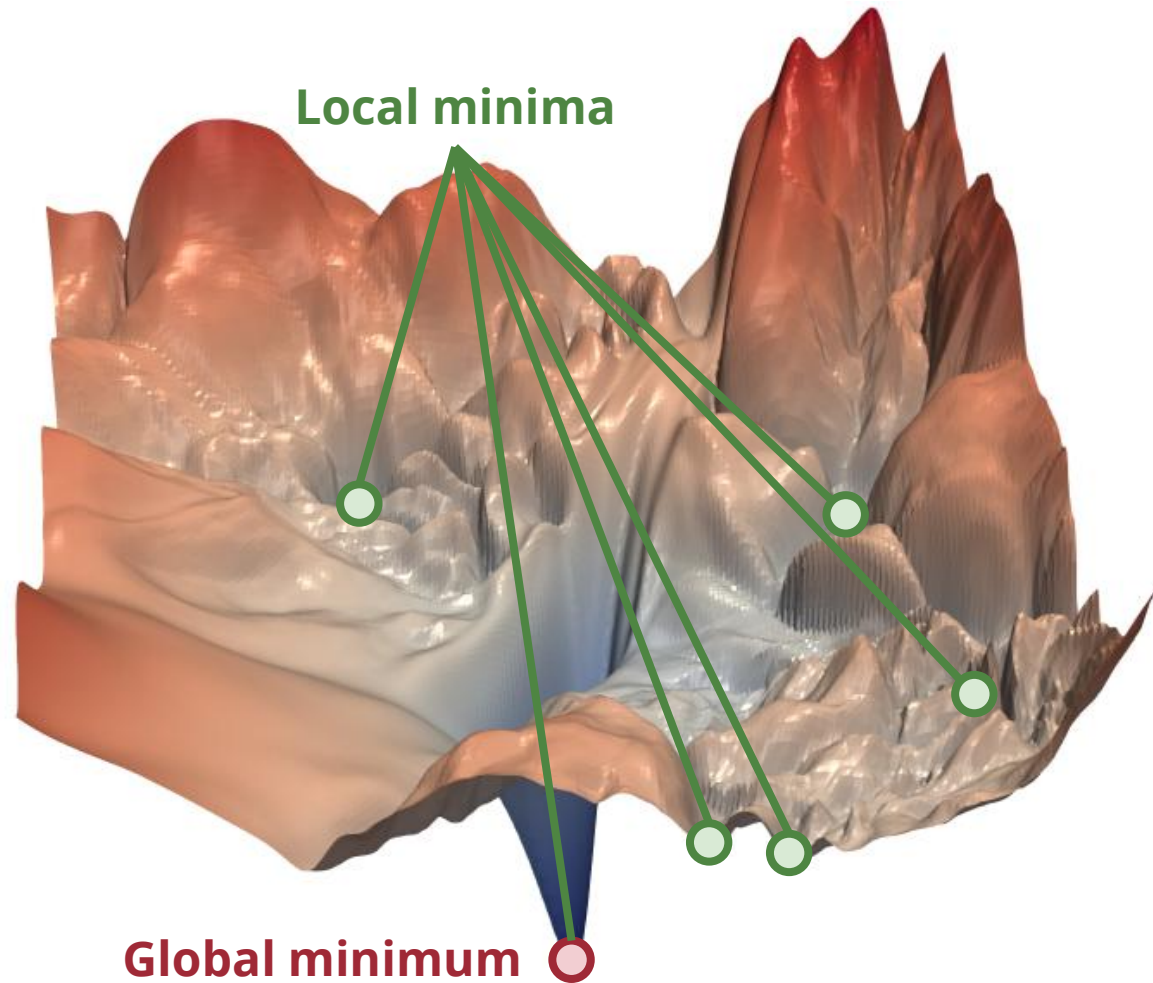




# Gradient Descent Finds a Local Minimum



# Local Minima in Complex Loss Landscape

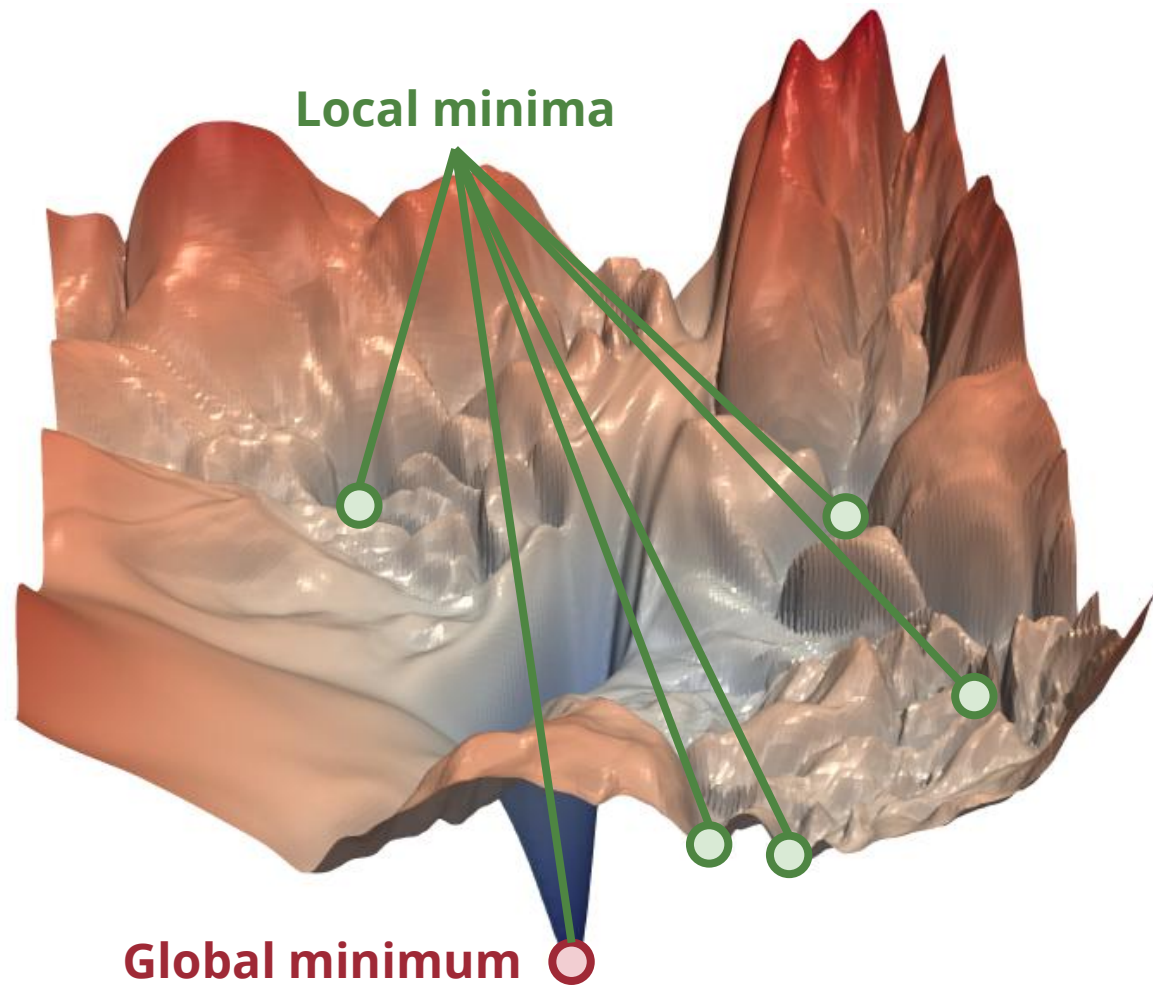


**Solution 1**  
Use an optimizer with  
adaptive learning rate

**Solution 2**  
Use a stochastic  
optimizer

**Solution 3**  
Make the loss  
landscape smoother

# Local Minima in Complex Loss Landscape

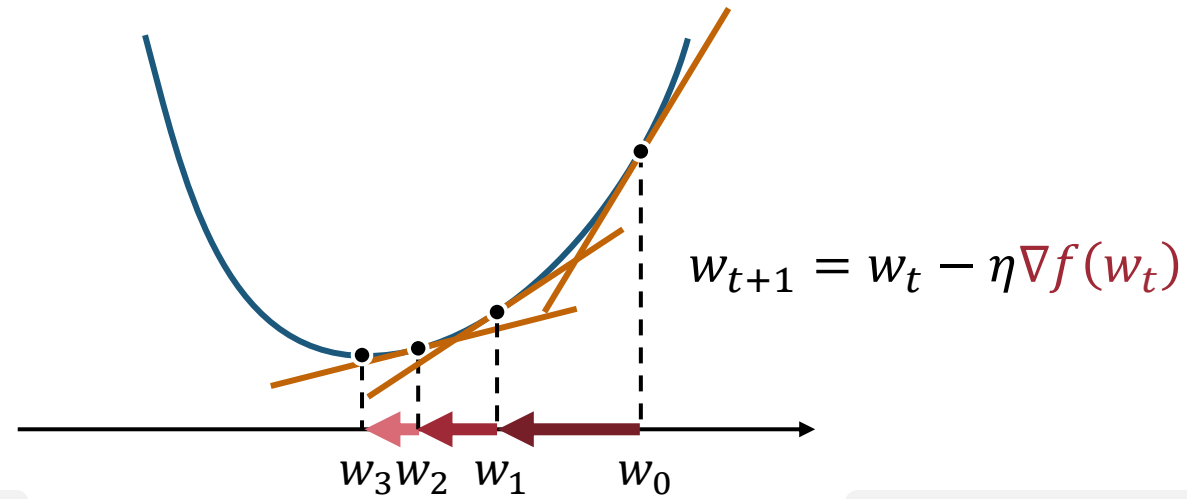


**Solution 1**  
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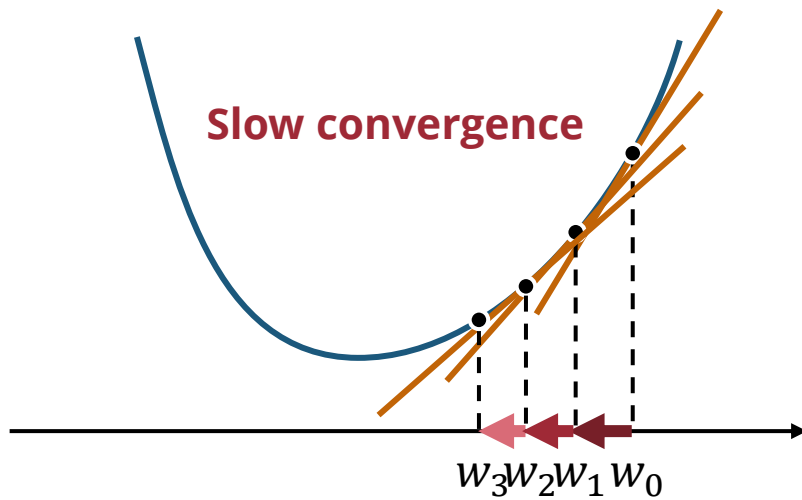
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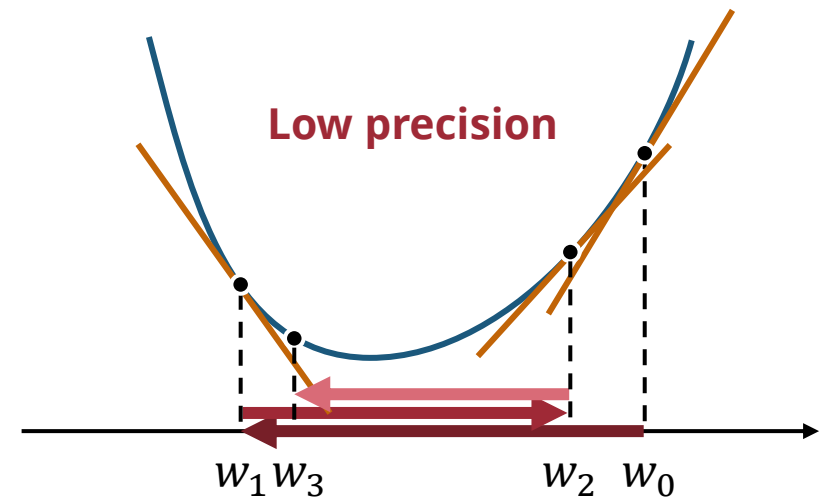
# Learning Rate in Gradient Descent



Smaller learning rate

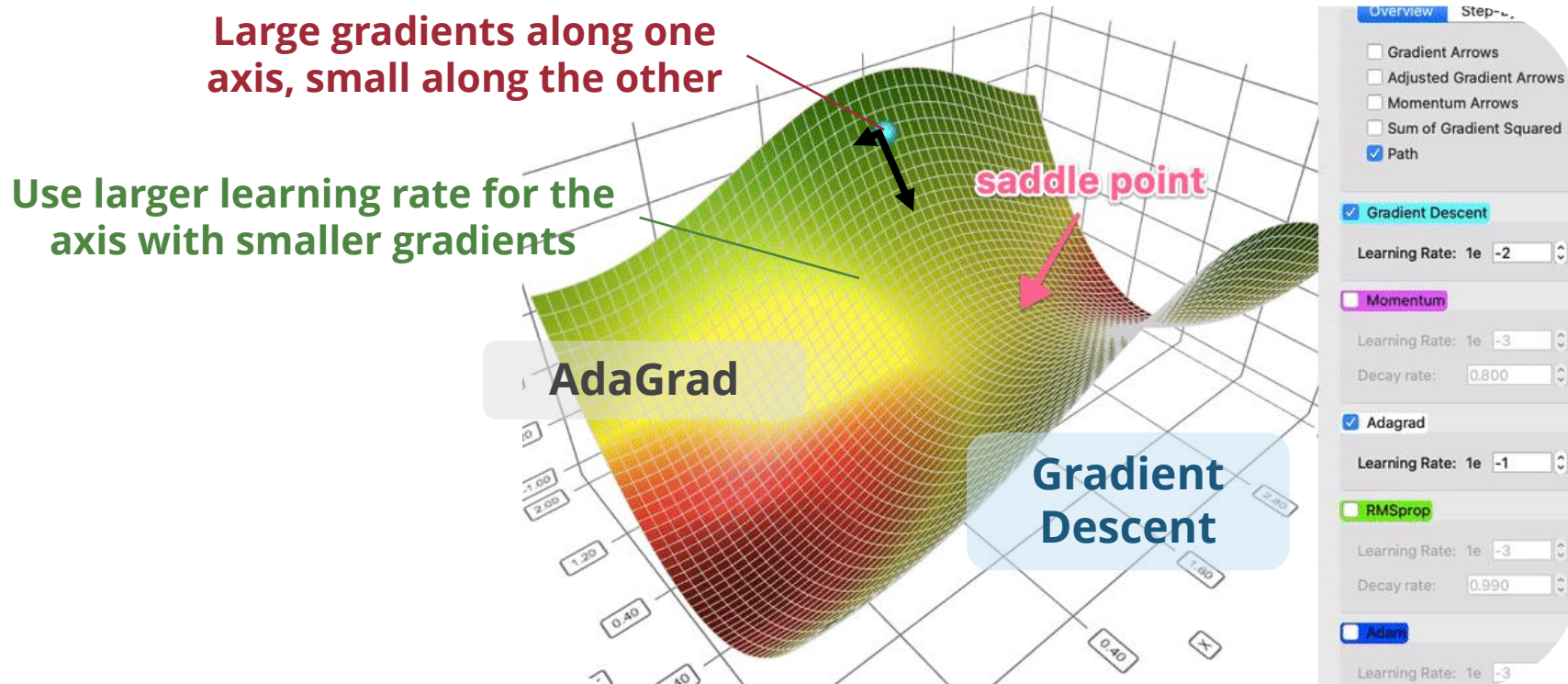


Larger learning rate



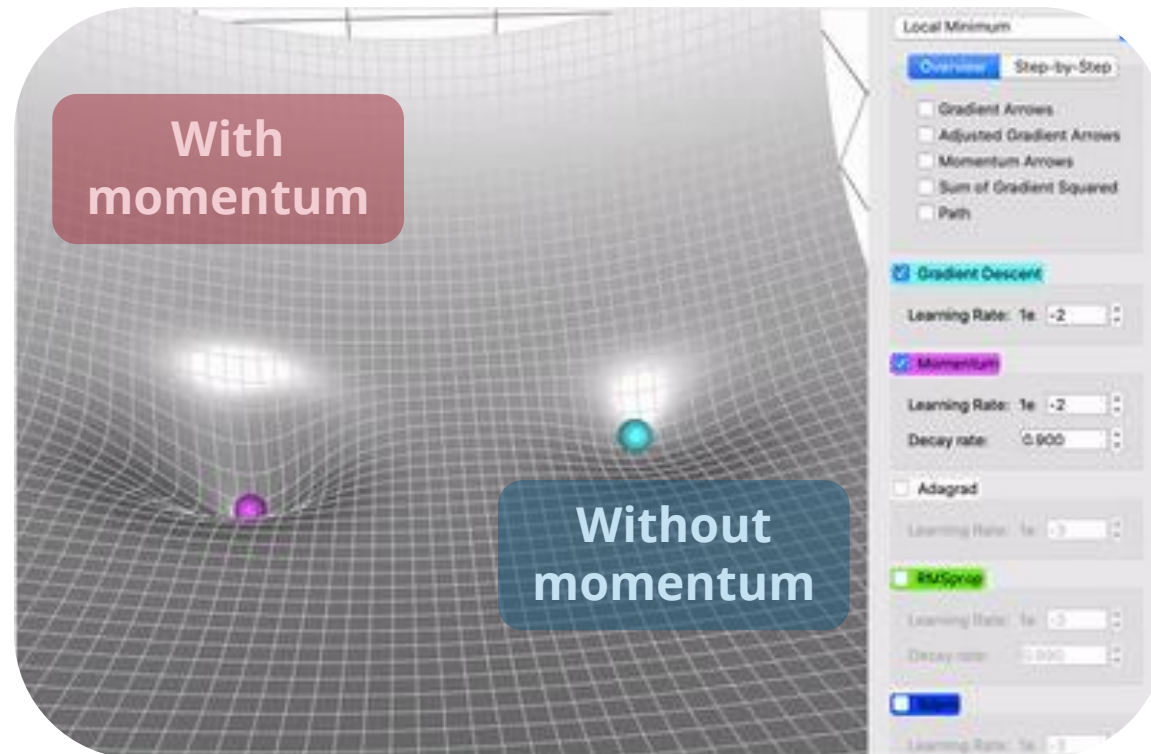
# Gradient-based Adaptive Learning Rate

- **Intuition: Compensate axis that has little progress** by comparing the current gradients to the previous gradients

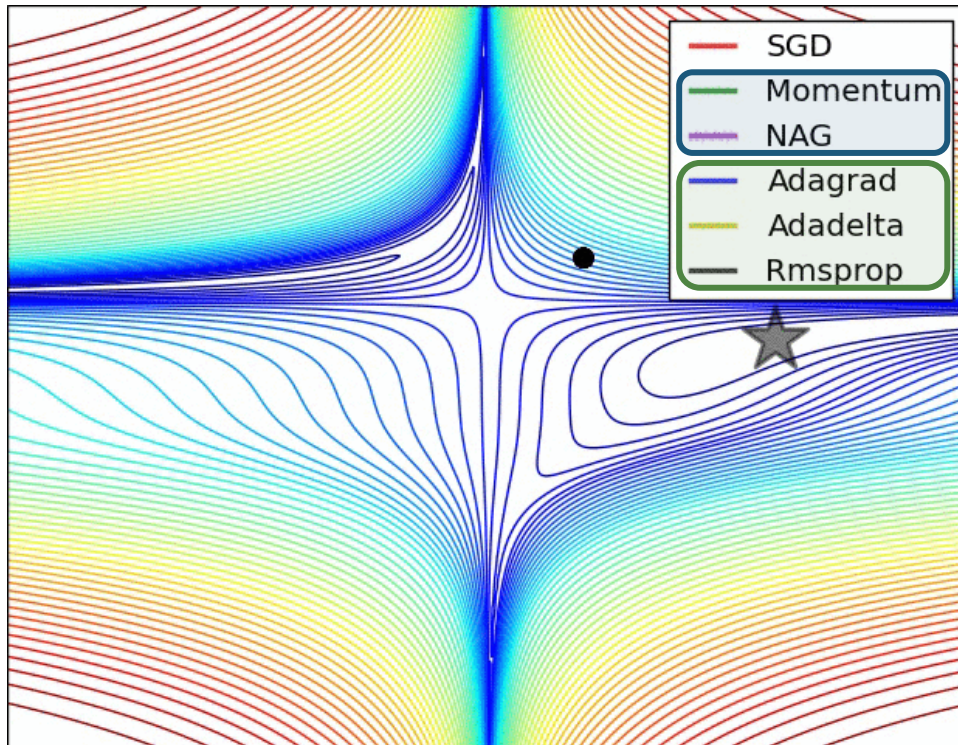


# Momentum

- **Intuition:** Maintain the momentum to **escape from local minima**

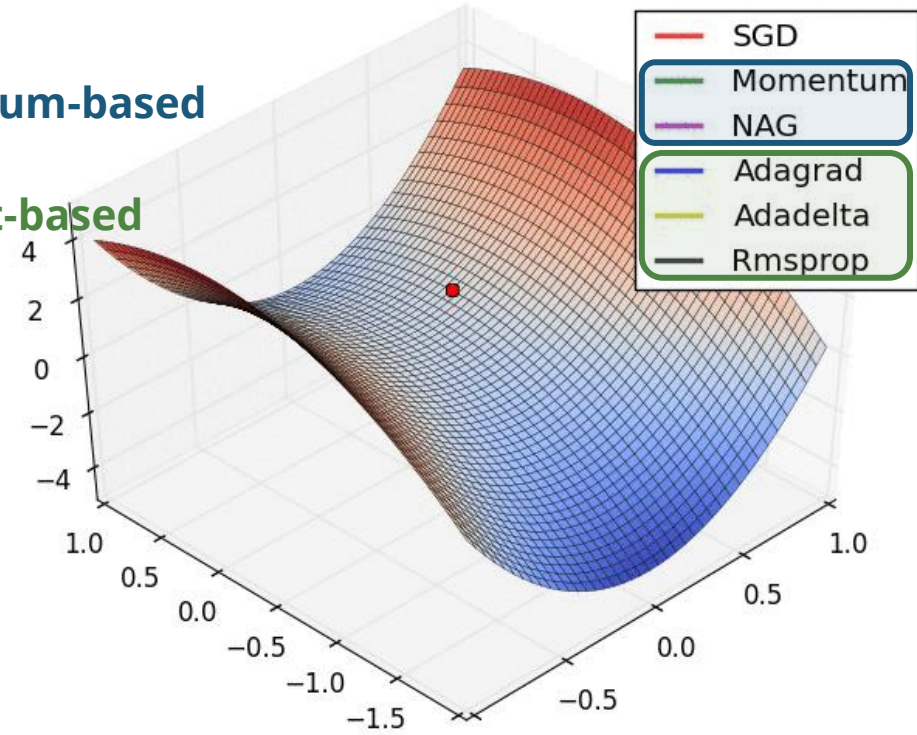


# Comparison of Optimizers



Momentum-based

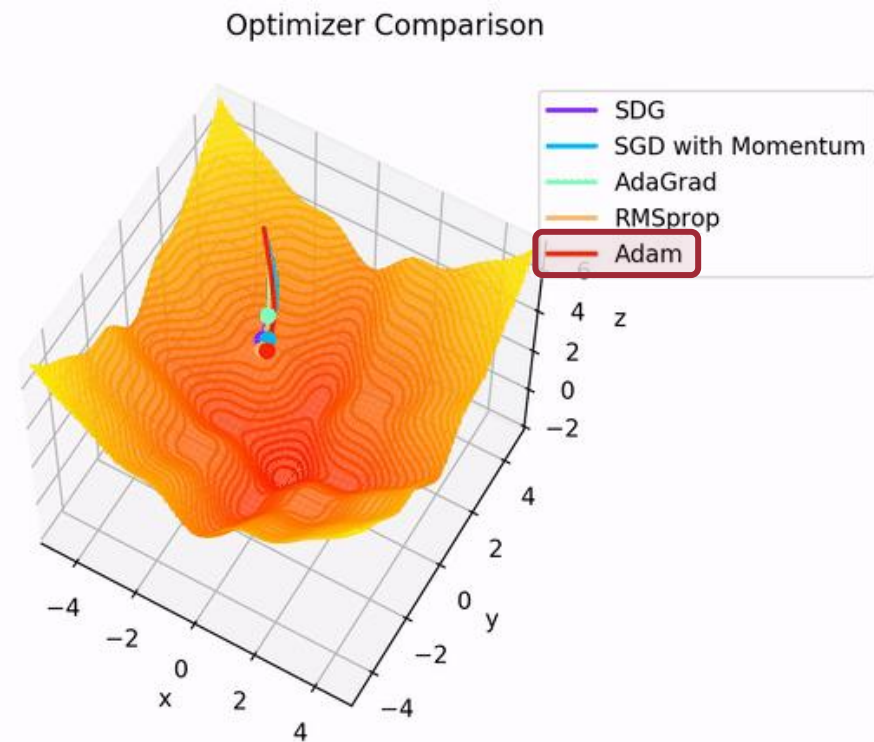
Gradient-based



Can we combine them?

# Adam Optimizer

- Combine the idea of **adaptive learning rate** and **momentum**
- Work **empirically well** in complex neural network
- The **go-to choice** for most cases





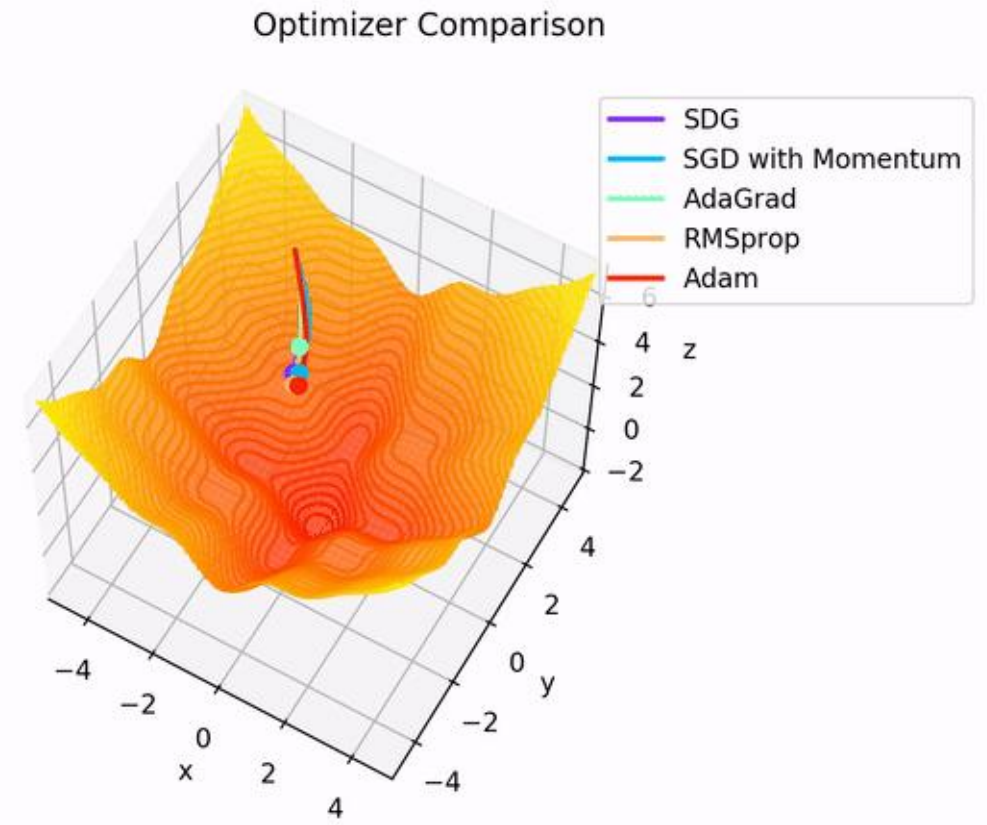
# Comparison of Optimizers

- **Momentum**

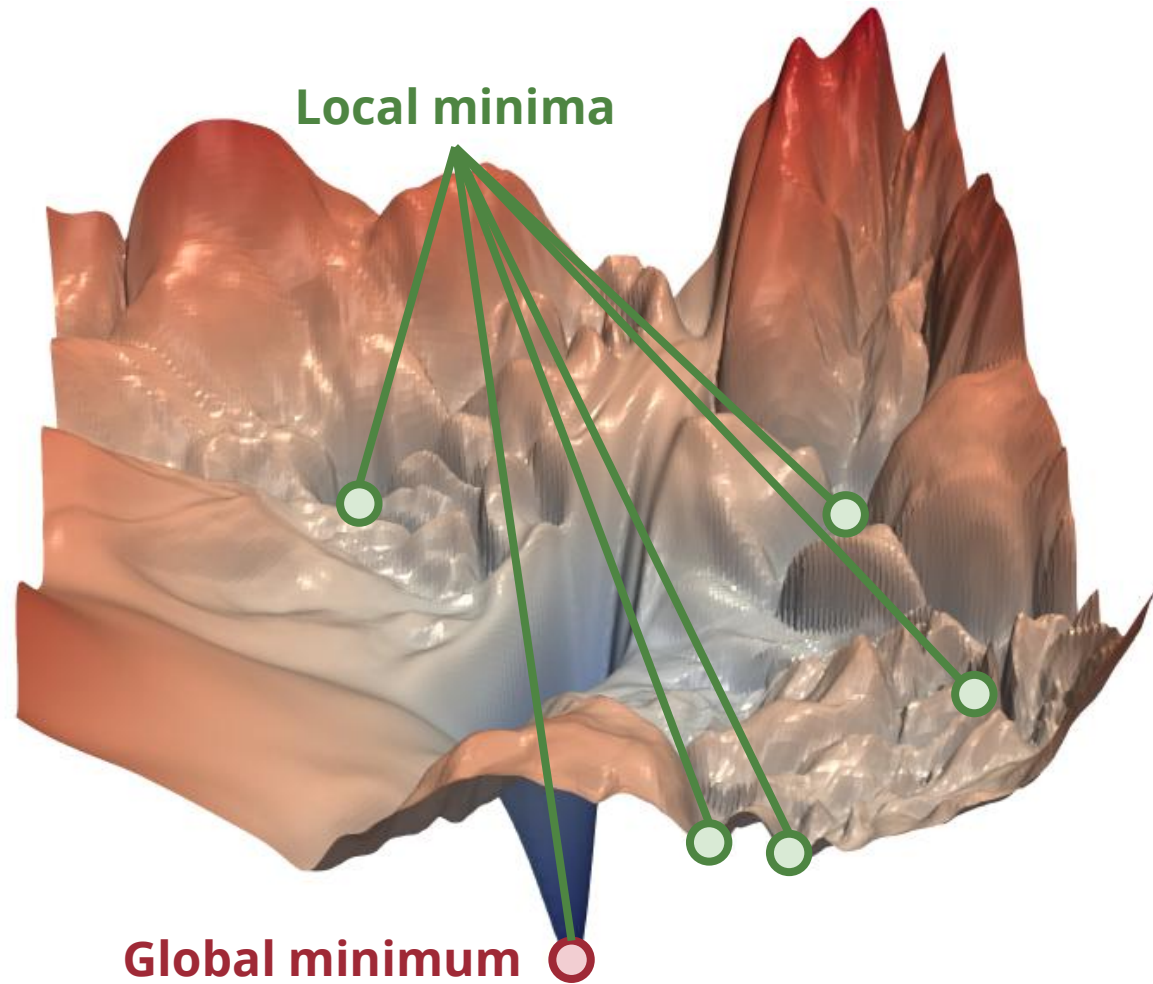
- Gets you out of spurious local minima
- Allows the model to explore around

- **Gradient-based adaption**

- Maintains steady improvement
- Allows faster convergence



# Local Minima in Complex Loss Landscape



**Solution 1**  
Use an optimizer with  
adaptive learning rate

**Solution 2**  
Use a stochastic  
optimizer

**Solution 3**  
Make the loss  
landscape smoother

# Batch Gradient Descent

- How to aggregate the gradients obtained from different training samples?
- Batch gradient descent computes the mean gradients **over the whole training set**

MSE loss

$$Loss(\boldsymbol{\theta}) = \sum_k^N L(\hat{\mathbf{y}}, \mathbf{y}) = \frac{1}{n} \sum_k^N \sum_i^n \left( \hat{y}_i^{(k)} - y_i^{(k)} \right)^2$$

Binary cross entropy

$$Loss(\boldsymbol{\theta}) = \sum_k^N L(\hat{\mathbf{y}}, \mathbf{y}) = \sum_k^N -y \log \hat{y} - (1 - y) \log(1 - \hat{y})$$

Cross entropy

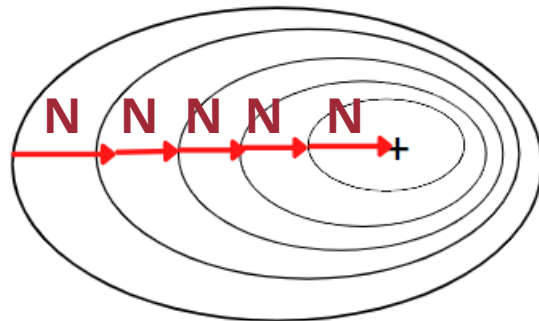
$$Loss(\boldsymbol{\theta}) = \sum_k^N L(\hat{\mathbf{y}}, \mathbf{y}) = - \sum_k^N \sum_i^n y_i \log \hat{y}_i$$

# Stochastic Gradient Descent (SGD)

- **Intuition: Estimate** the gradient using **one random training sample**
- Benefits
  - **Speed up** the computation of the gradient **N computations** → **1 computation**
  - Add some **randomness** to the gradient descent algorithm **Help escape spurious local minima**

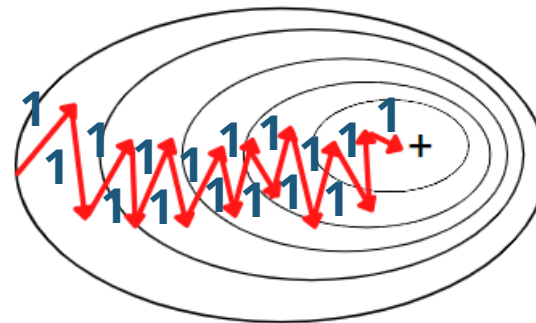
Gradient descent

5N gradient computations



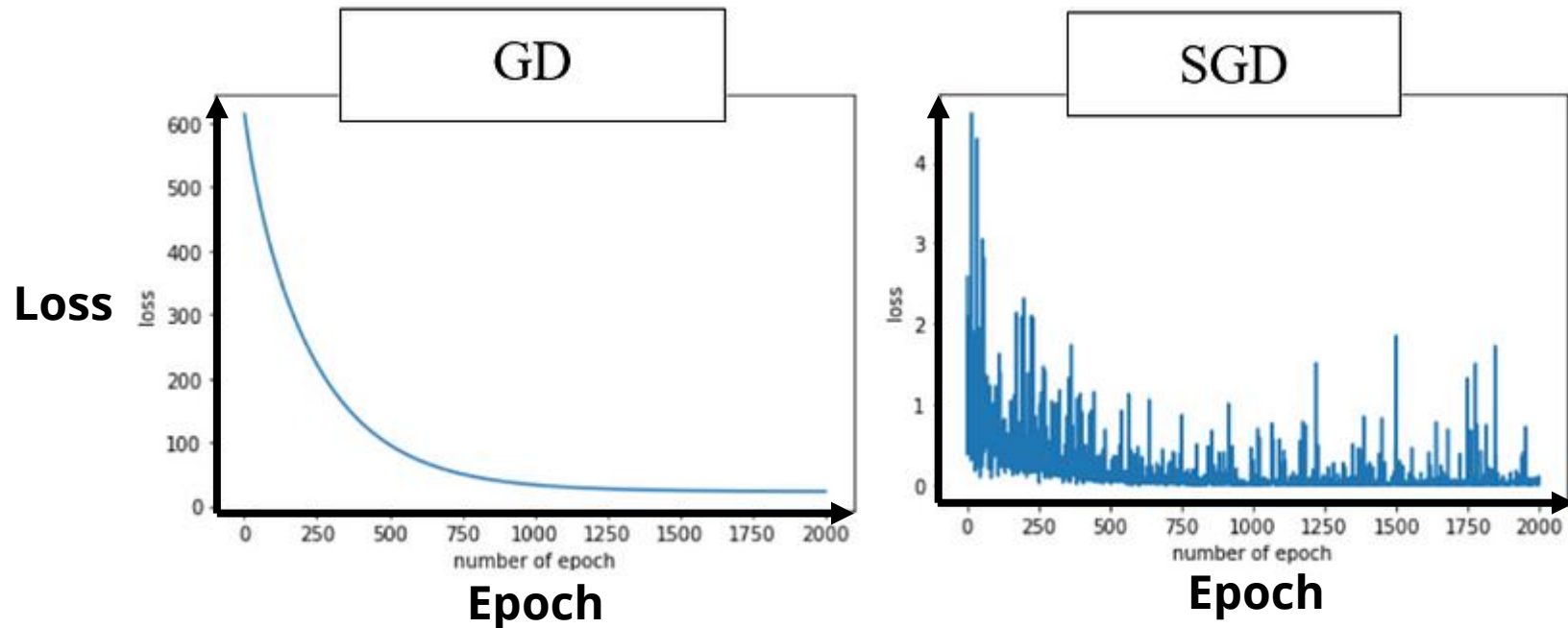
Stochastic gradient descent

16 gradient computations



# Stochastic Gradient Descent is **Noisy** and **Unstable**

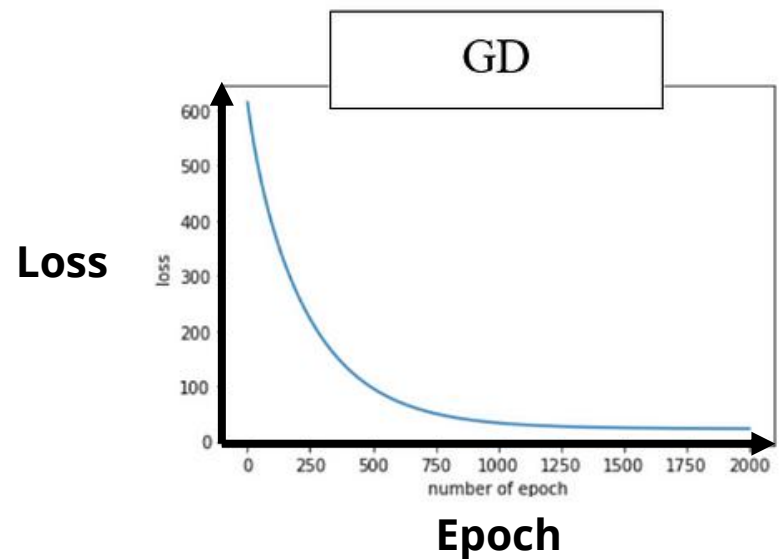
- Gradient estimate using one single sample can be unreliable



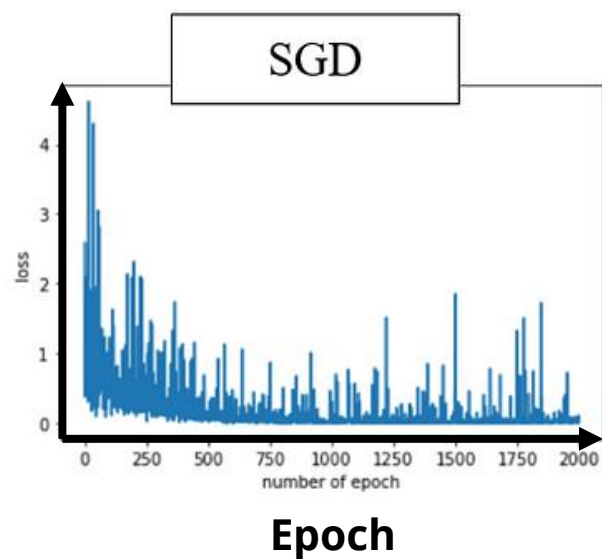
**How about we use more samples to estimate the gradient?**

# Mini-batch Gradient Descent

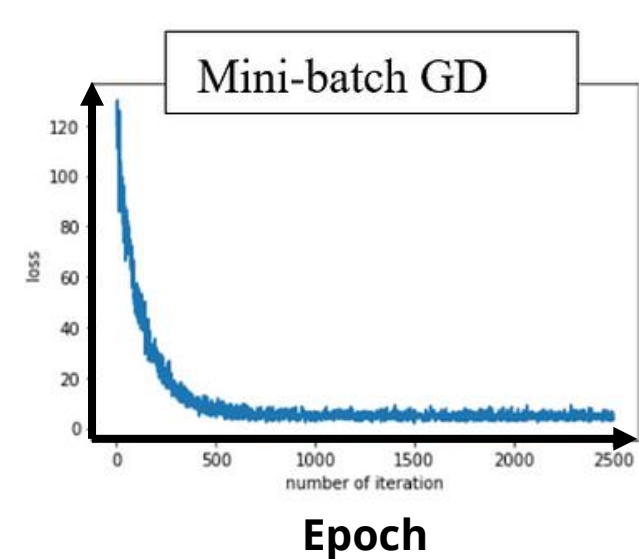
- **Intuition:** Estimate the gradient using **several random training samples**



batch size =  $N$



batch size = 1

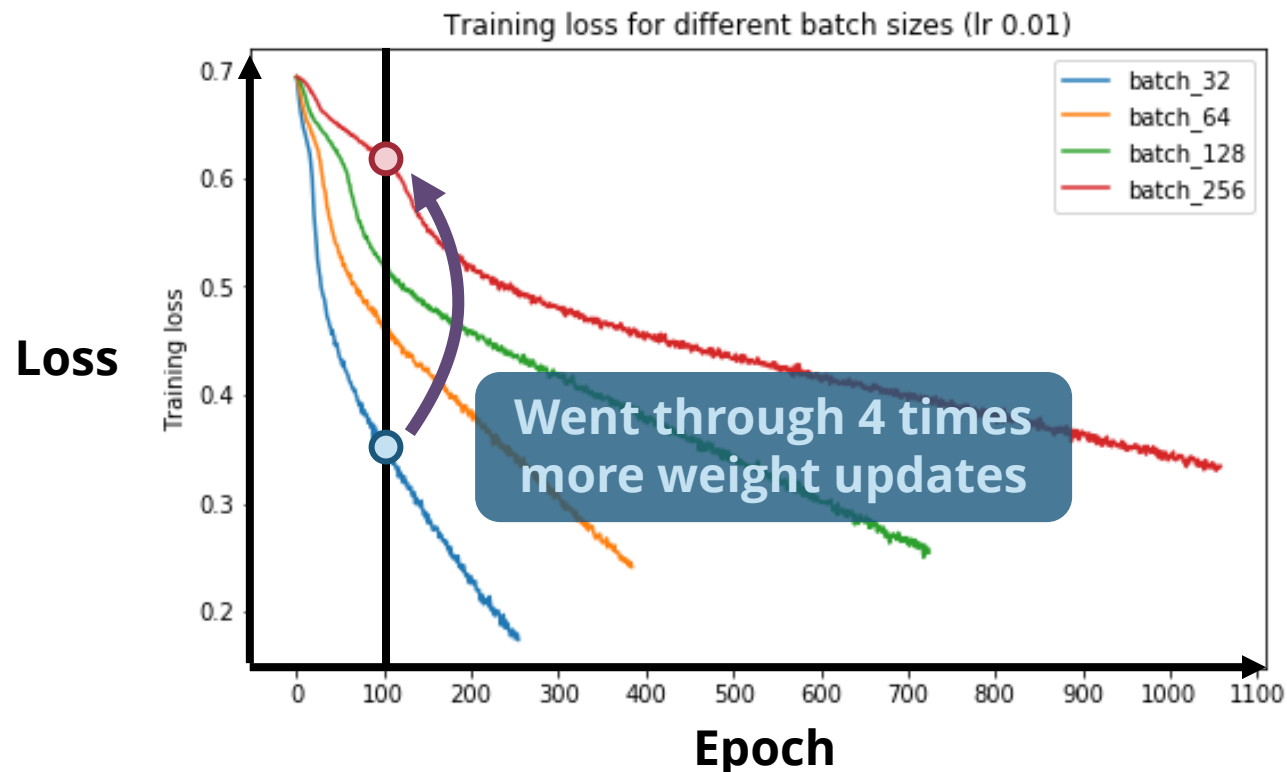


$1 < \text{batch size} < N$

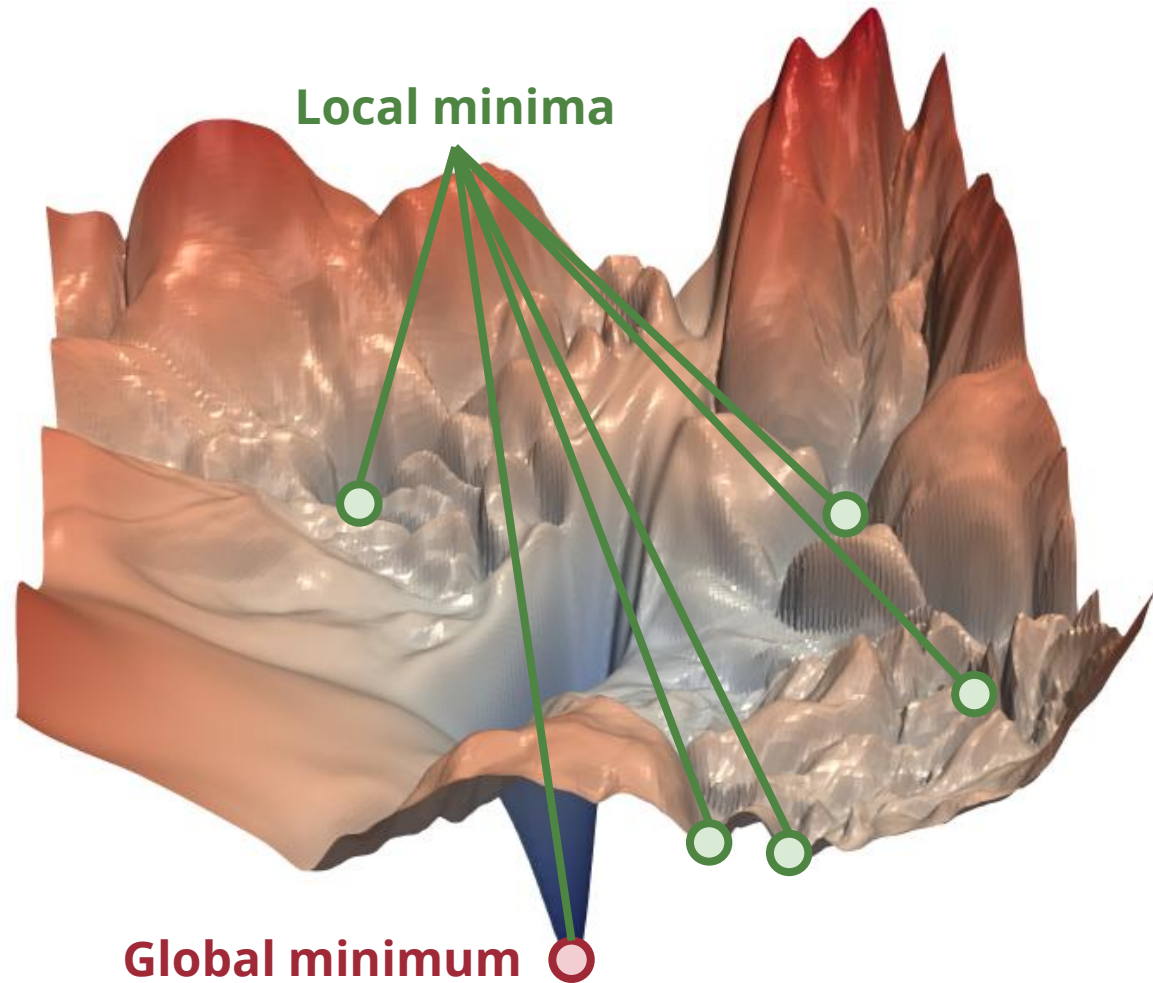
# Effects of Batch Size

- An **epoch** is a full run of the whole dataset
- Steps per epoch depends on the batch size

$$\#(\text{steps}) = \frac{\#(\text{training samples})}{\text{batch size}}$$



# Local Minima in Complex Loss Landscape



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