



# Deep Learning for Neuroimaging: an introduction

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PRNI Educational Course  
OHBM 2020

# deep learning models (the hype)

## Deep Reinforcement Learning



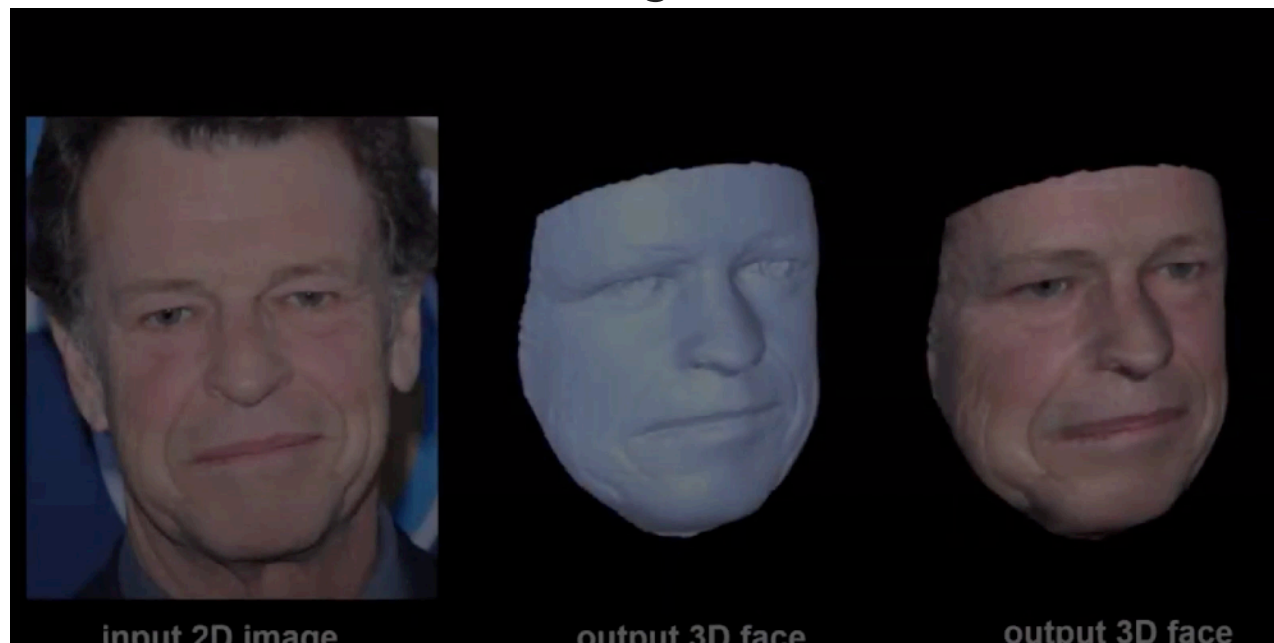
Mnih, Volodymyr, et al. "Playing atari with deep reinforcement learning." *arXiv preprint arXiv:1312.5602* (2013).

## Panoptic Segmentation : Self Driving Cars



Mohan & Valada (2020)

## 3-d Facial Recognition from 2-d

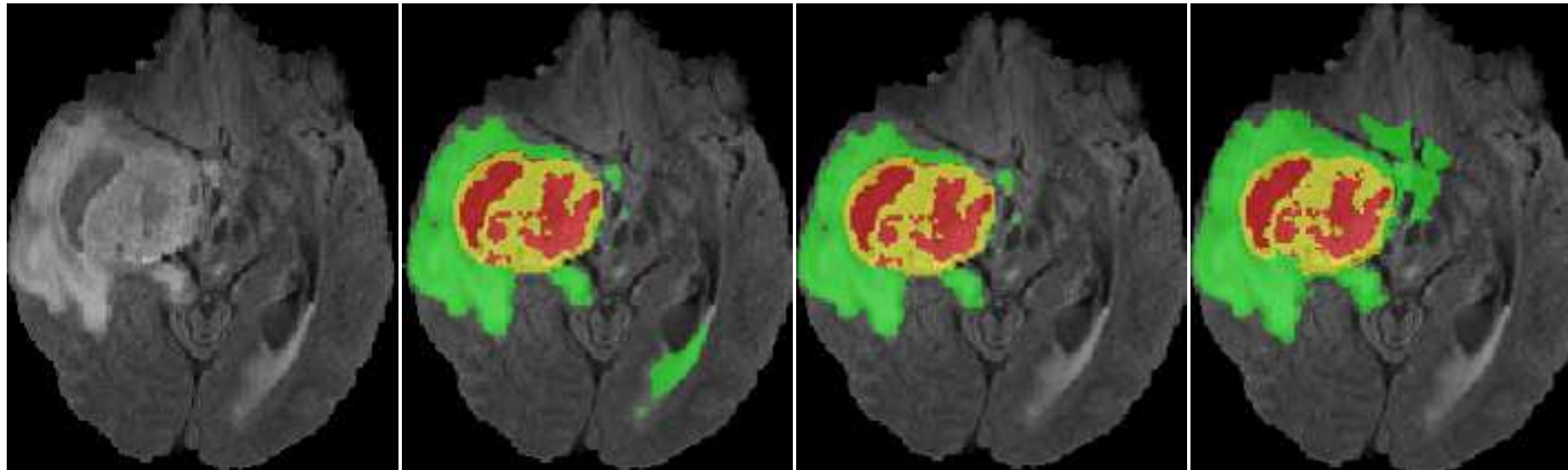


Sela et al. "Unrestricted Facial Geometry Reconstruction Using Image-to-Image Translation" (2017)



# new discoveries from deep learning

- General wisdom: radiologists should examine the tumor borders (alone) to determine staging and predict outcomes



- Convolutional neural network predictions based on texture features from within the tumor volumes are diagnostic of cerebral gliomas and survival prediction

Alex, V. et al. (2017)  
Douglas, DB & Wintermark (in progress)



## overview

- What is an Artificial Neural Network?
- What is Deep Learning?
- How is deep learning useful for neuroimagers?
- Resources & Links

# what are artificial neural networks?

- neural networks are statistical models loosely inspired by biological neurons and their connectivity
- An early bridge between spiking neural activity and categorization - a hallmark of cognition (Kriegeskorte 2015)
- In a classic supervised setting, a NN model learns parameters  $\theta$  that best approximate a function that maps inputs to the desired outputs

$$y = f(x; \theta, w) = \phi(x; \theta)^T$$

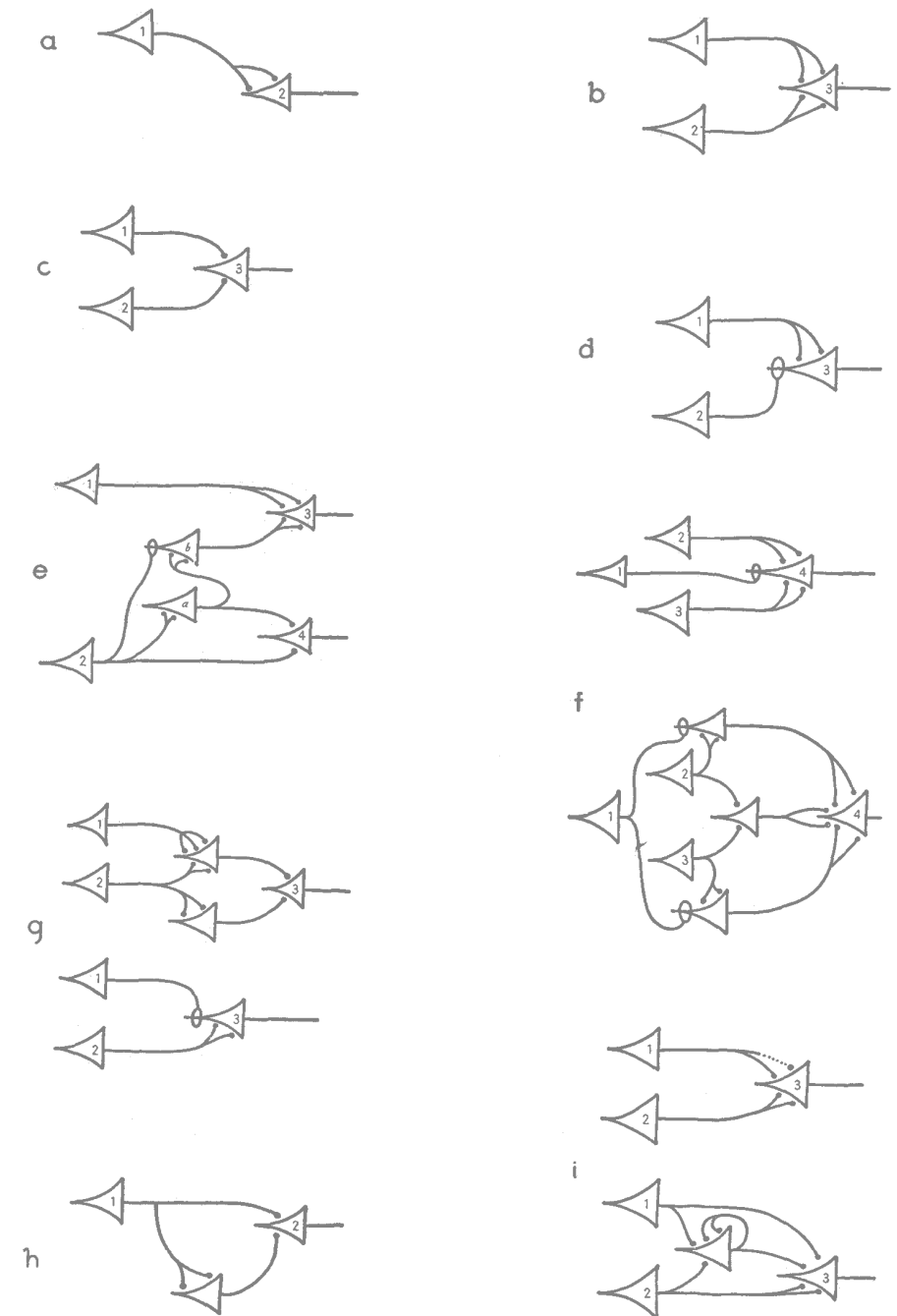


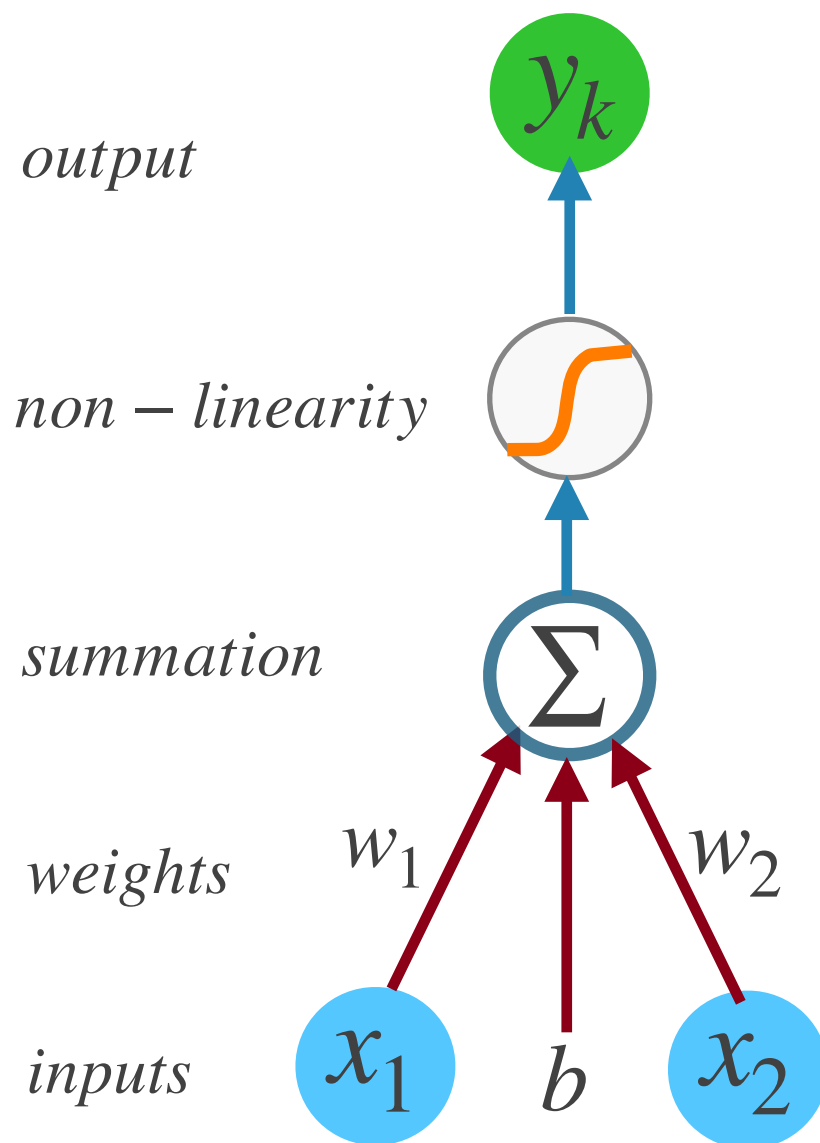
FIGURE 1

A LOGICAL CALCULUS OF THE  
IDEAS IMMANENT IN NERVOUS ACTIVITY

WARREN S. MCCULLOCH AND WALTER PITTS

1943

# neural network architecture: basic unit



- Outputs are a function of these non-linear activations

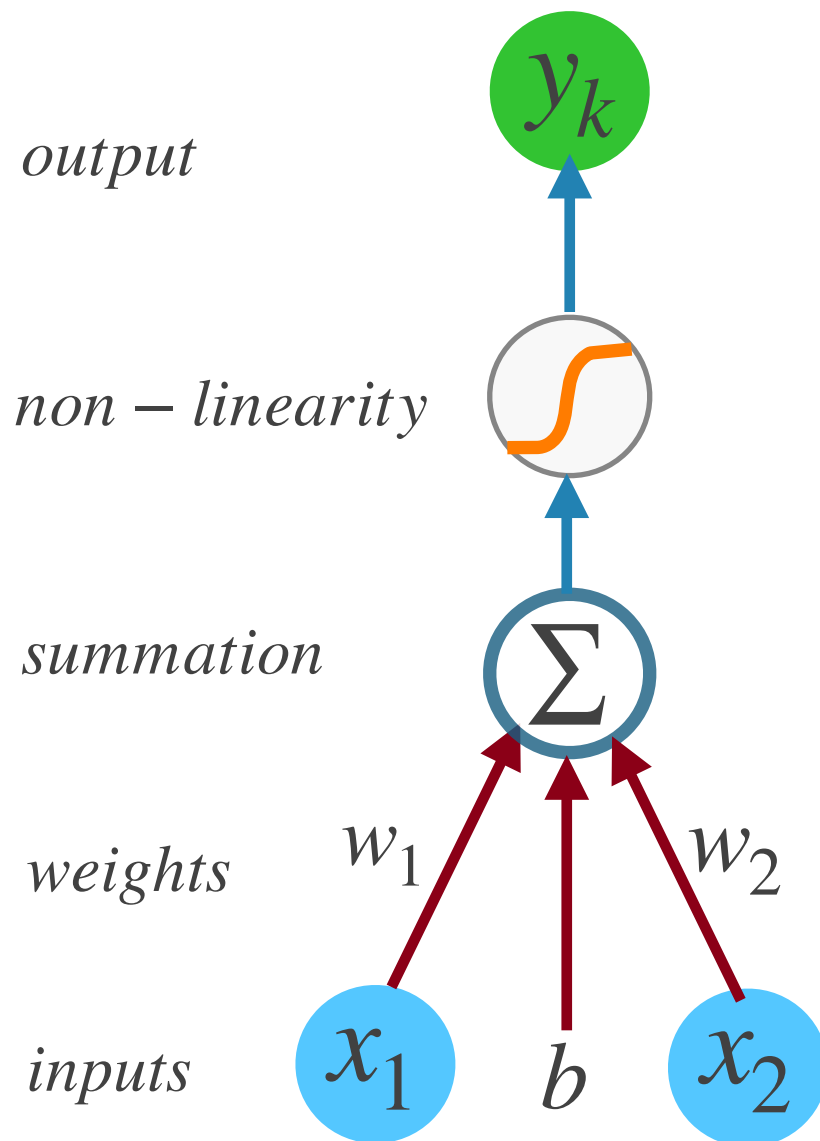
The equation  $\hat{y} = g \left( \sum_{i=1}^n x_i w_i + b \right)$  is shown with colored arrows pointing to its components:

- A green arrow labeled "output" points to  $\hat{y}$ .
- An orange arrow labeled "Static non-linearity" points to  $g$ .
- A blue arrow labeled "input" points to  $x_i$ .
- A red arrow labeled "weights" points to  $w_i$ .

- They are non-linear; activation functions introduce non-linearities
- Like neurons, units receive & summate inputs from multiple units

Inspired by Figure 1a from Kriegeskorte (2015)

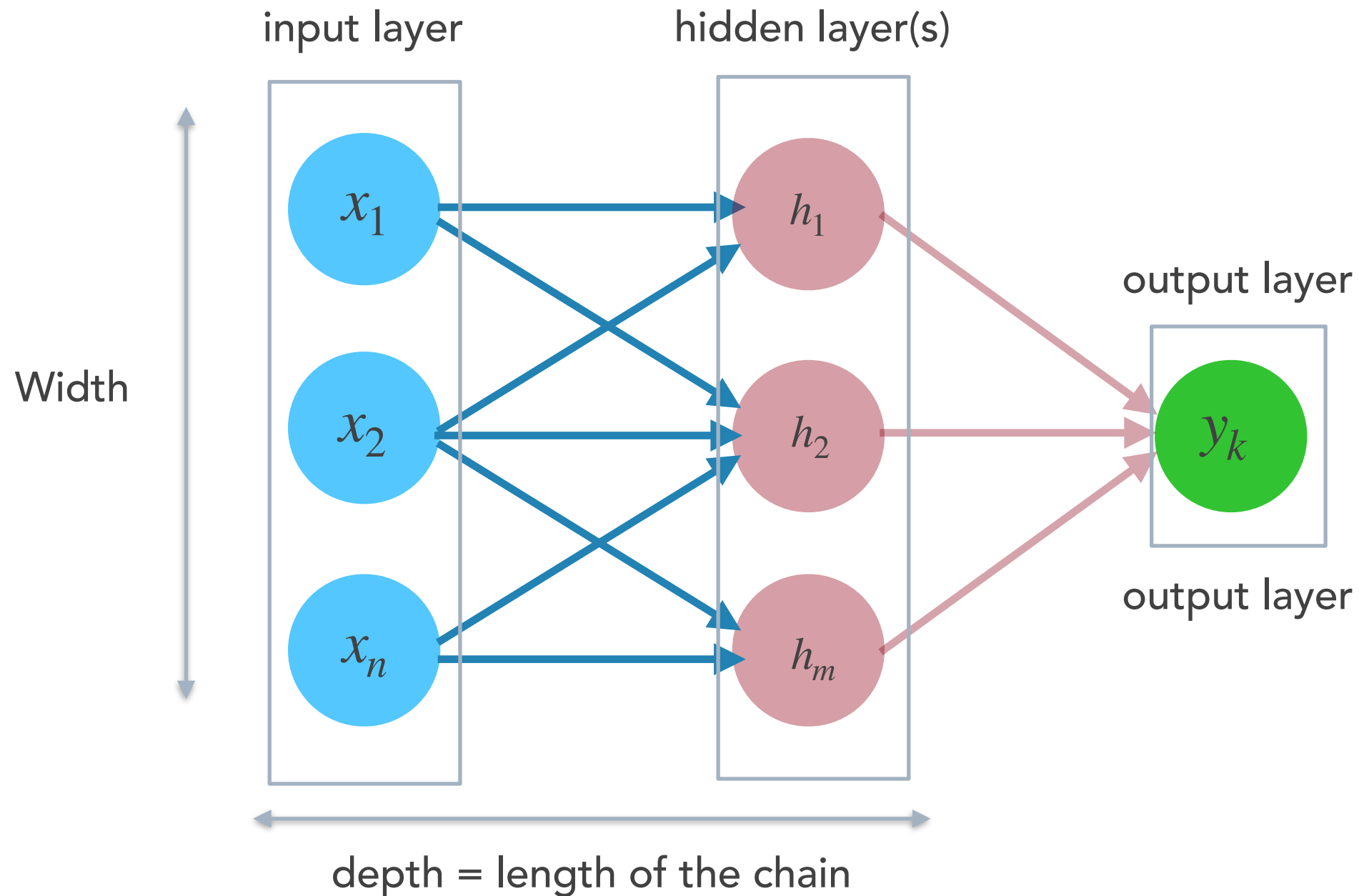
# neural network architecture: basic unit



- The goal of the model is to approximate a non-linear function that maps input variables  $\{x_i\}$  to outputs  $\{y_k\}$  by adjusting weight parameters ( $w_i$ )...

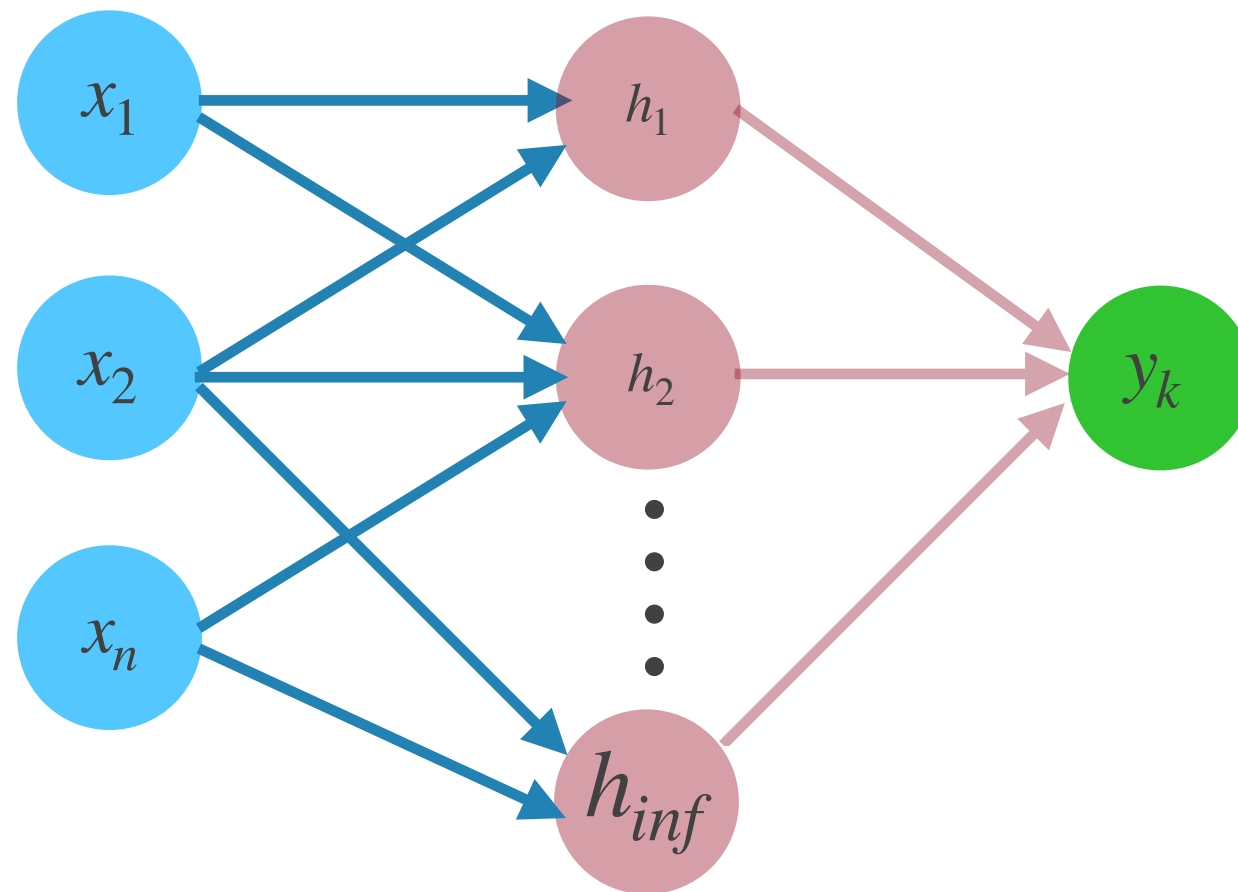


# feedforward networks: chain of functions



- Feedforward models implement a chain of functions typically represented by acyclic computational graphs with input, hidden, and output variables represented by nodes
- Weight parameters are represented by links or directed edges between nodes

# universal approximation theorem



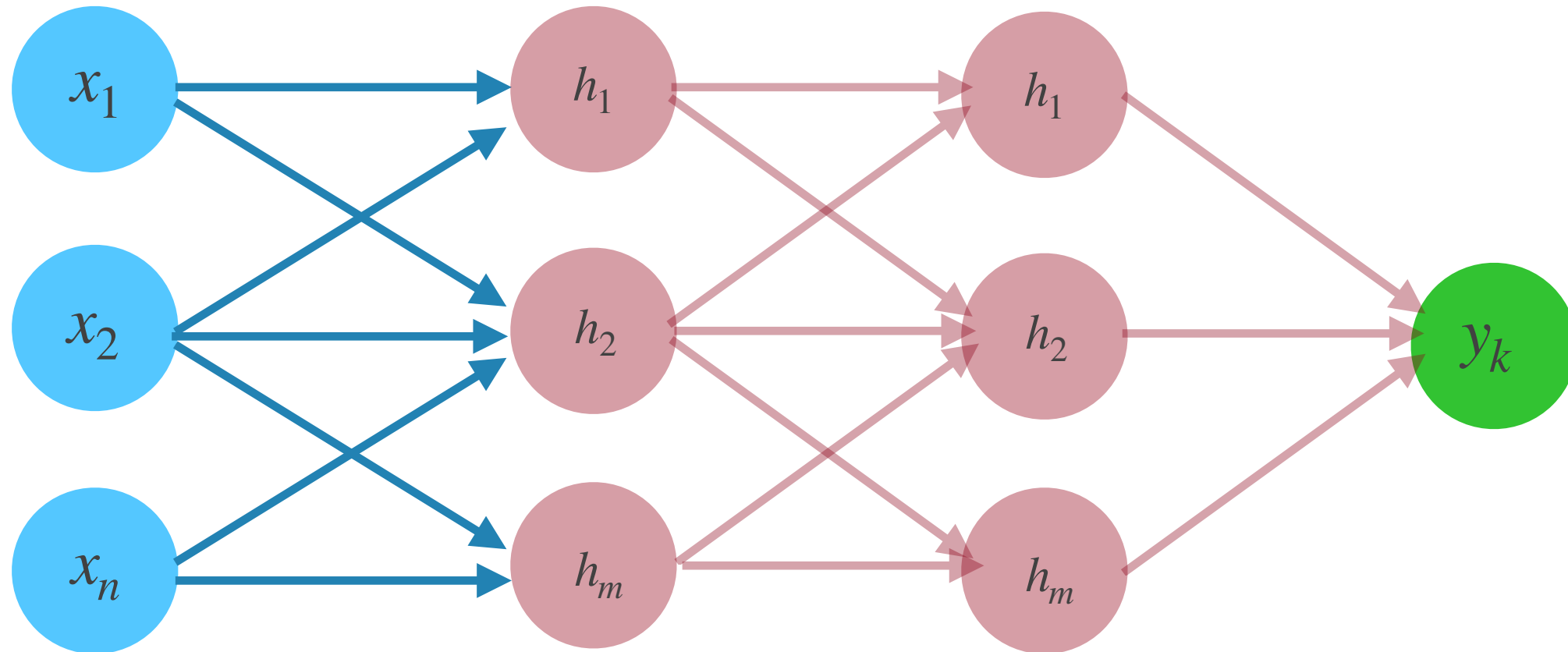
- A **feedforward NN** model with at least one hidden layer and nonlinear activation or squashing function is a universal function approximator
- In practice, one hidden layer is enough to represent (not necessarily learn) an approximation of any function to an arbitrary degree of accuracy.

Hornik et al. 1989; Cybenko ,1989; Leshno et al. 1993

An underwater photograph showing sunlight filtering through the water, creating a shimmering effect on the sandy seabed. The text "so..why go deeper?" is overlaid in white, with a bracket on the left side.

so..why go deeper?

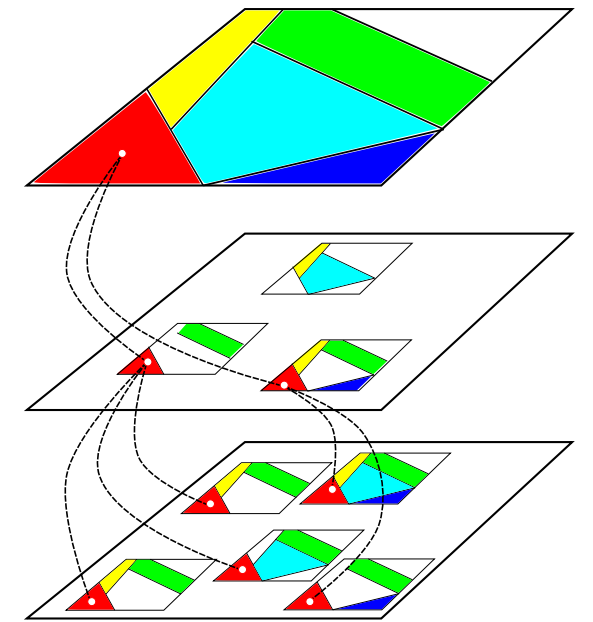
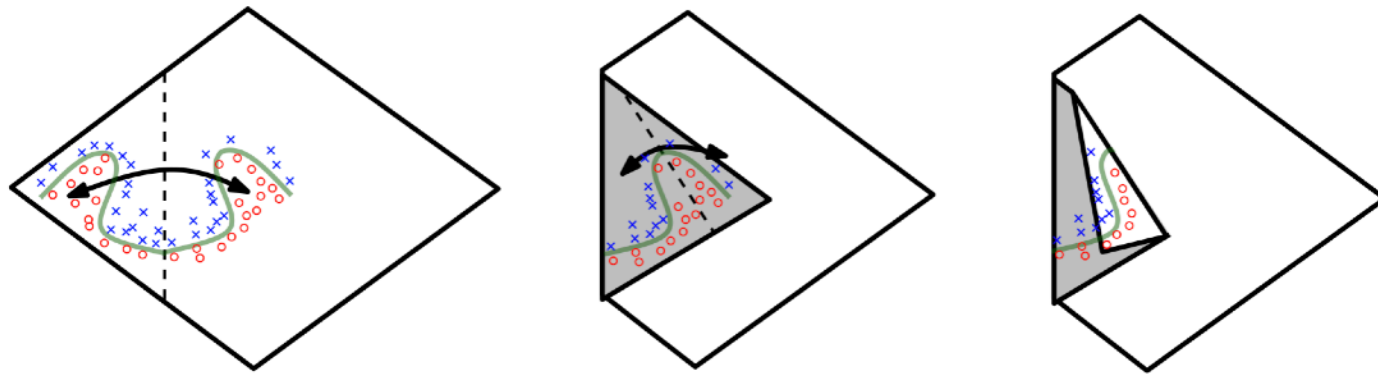
# deep learning: hierarchical models (>1 hidden layer)



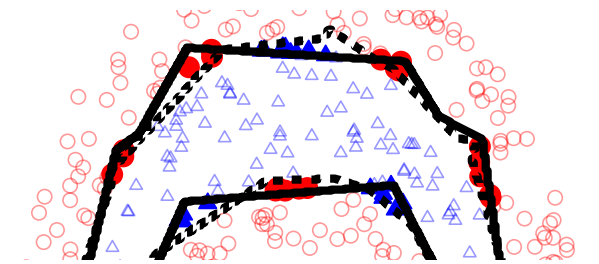
- Instead of hand crafted or manually engineered features — Deep feedforward networks learn & discover complex representations composed of simpler representations through their layers
- This may be useful if a task is comprised of a sequence of multiple steps
- Or if a representation is composed of more simple representations (e.g., vision)



# deep learning: the advantage of depth



- Empirically, depth results in greater generalization
- Often, shallow networks require exponentially more parameters and tend to **overfit** & Deep models can represent complex functions more concisely (e.g., Bengio 2009)
- **Sparse models** with less parameters are less susceptible to numerical issues
- For a fascinating study on numerical issues & reproducibility in neuroimaging see OHBM poster, "*Fuzzy: An Ecosystem for Evaluating the Stability of Pipelines through Monte Carlo Arithmetic*" Kiar et. Al (2020)



Montufar et al. 2014; Goodfellow et al. 2016

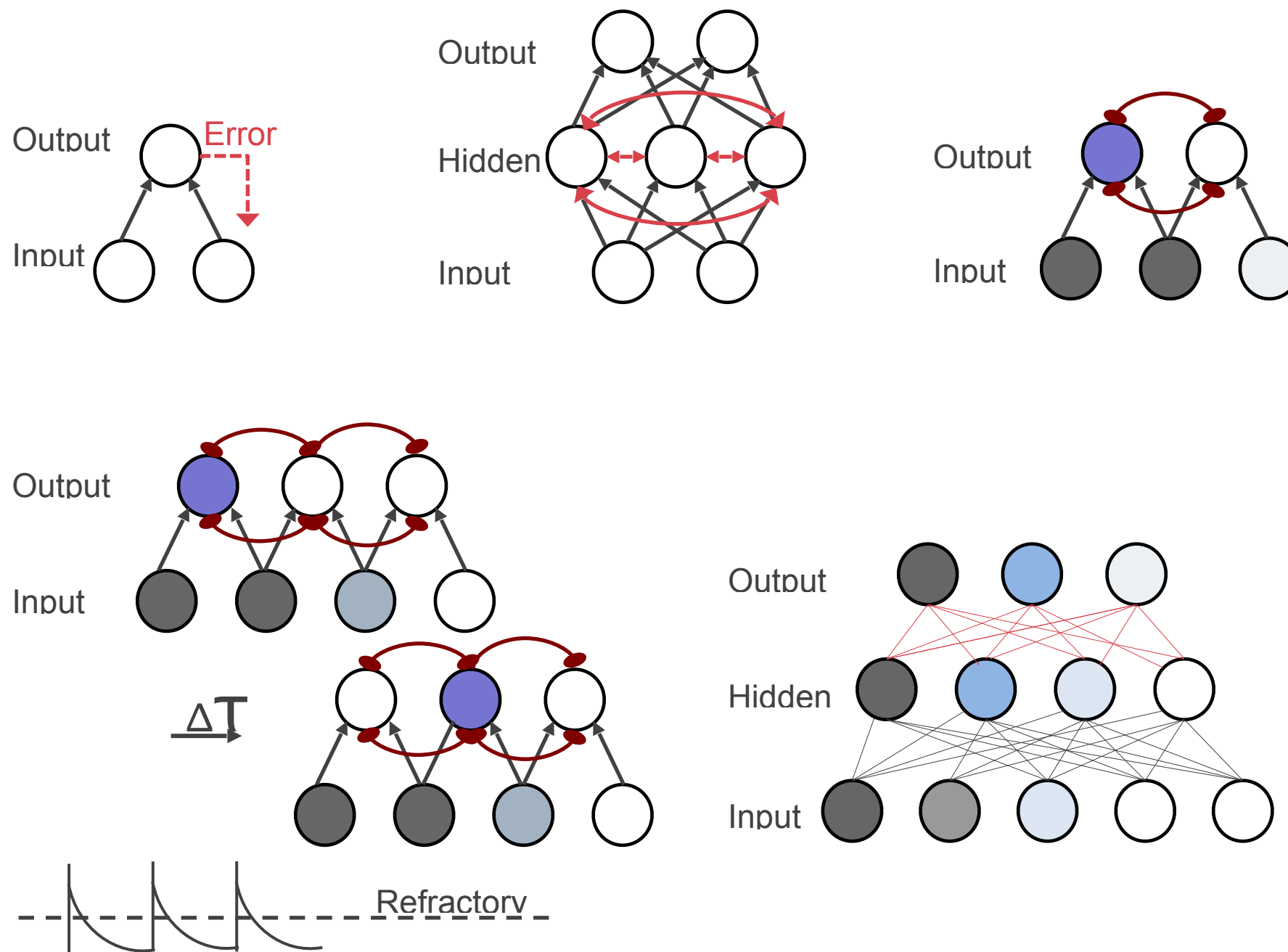




# ingredients for deep learning

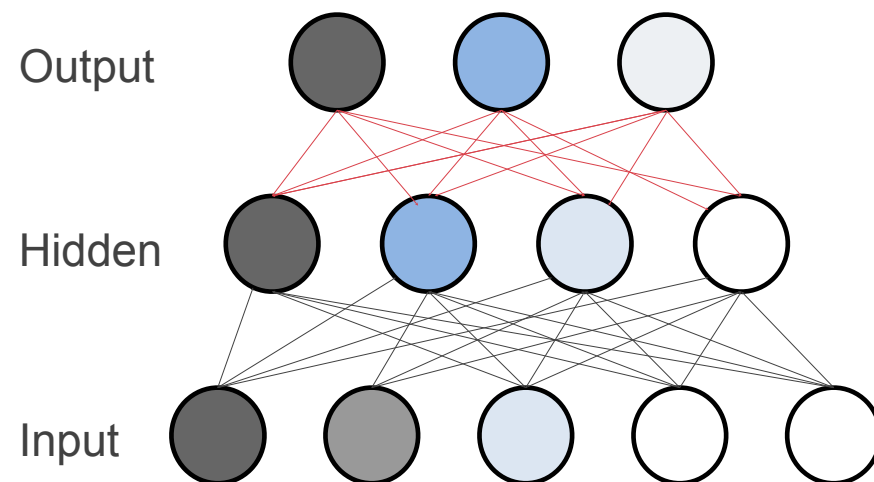
- 1.) Model Architecture
- 2.) Objective/Cost Function
- 3.) Optimization Procedure
- 4.) Data

# large taxonomy of models



- how to choose?

# I.) model architecture: design considerations

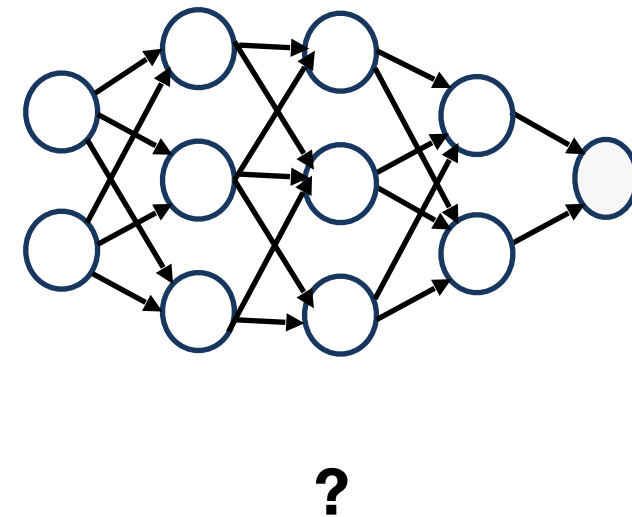
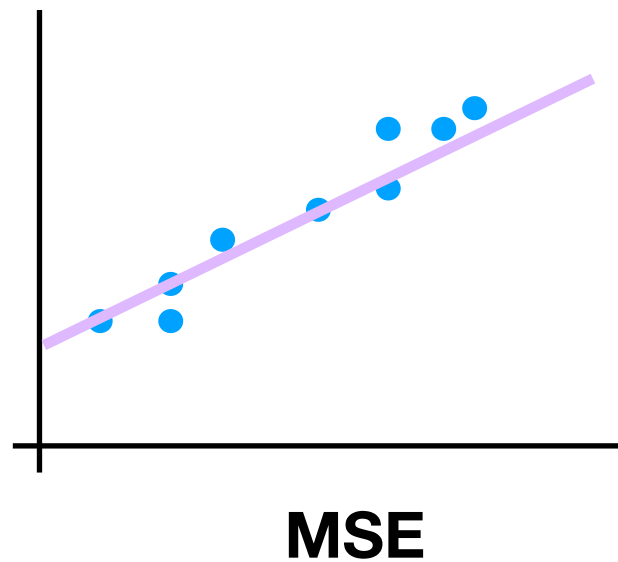


- *How many layers?*
- *How many units?*
- *Connectivity?*

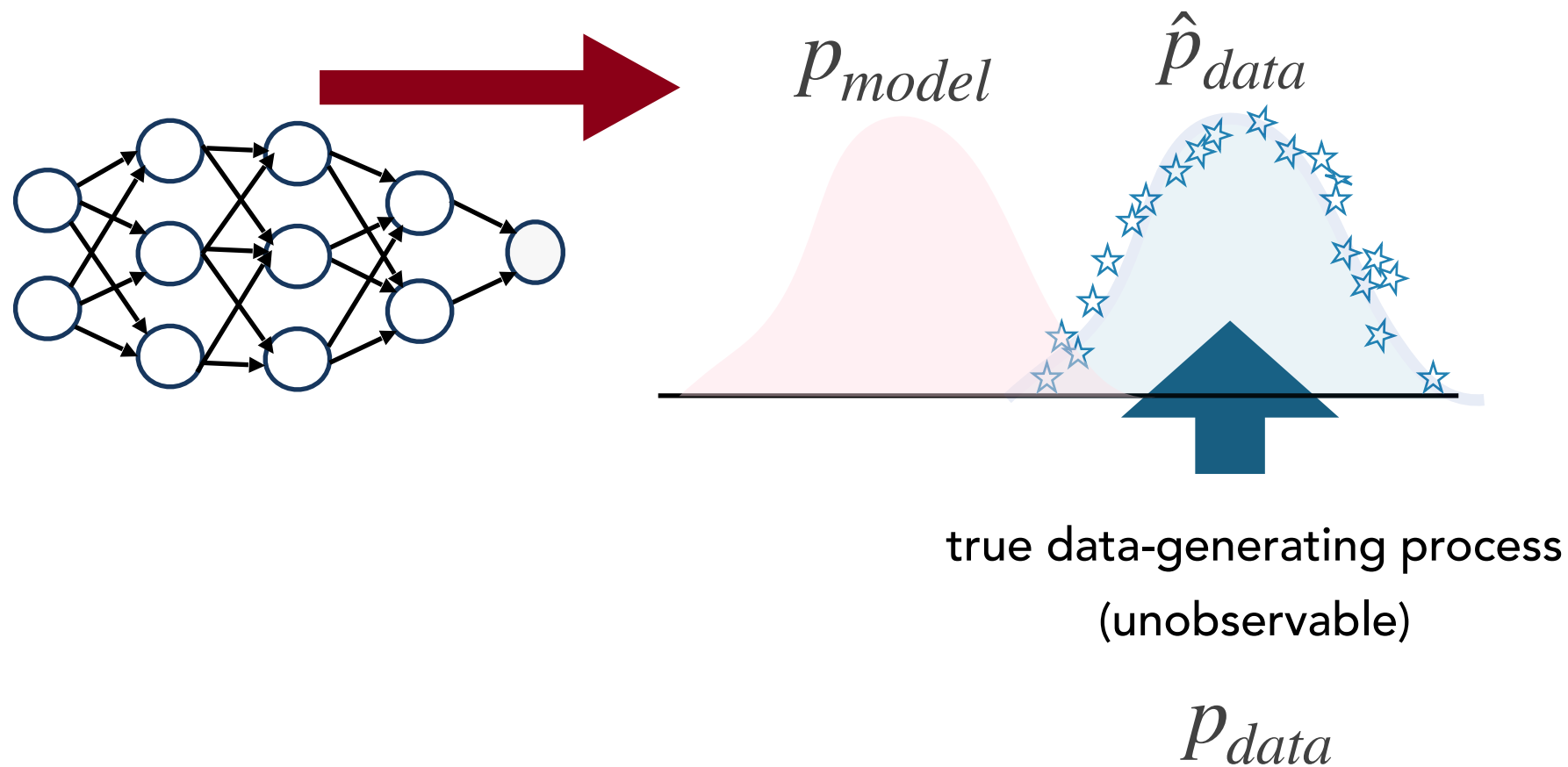
- Too shallow —> too many parameters; Excessive depth can sometimes lead to vanishing (or rarely, exploding) gradients) (Hochreiter 1991; Bengio et al. 1993)
- **No free lunch**: averaged over all possible data-generating distributions, every algorithm will have the same error rate on unseen samples (Wolpert 1996; for Neuroimaging example, Douglas et al. 2010)
- **Biology to constrain network topology**: if using deep learning as a model for brain information processing (Kriegeskorte & Douglas 2018),

## 2.) objective function

- **Objective function:** Just like with traditional ML, the objective function computes the disparity between the model and the training data
- **Minimization:** If framed as a minimization, it is often called a cost function or a loss function



# maximum likelihood estimation



Maximum Likelihood Estimation (MLE):

- provides a framework for estimating model parameters given our training data via optimization;
- can be thought of as an attempt to make model probability distribution,  $P_{model}$  match empirical distribution,  $\hat{P}_{data}$
- special case of maximum a posteriori (MAP) with uniform priors



# maximum likelihood estimation

Goal: find parameters that maximize the likelihood of observing the data given the model

$$\theta_{ML} = \operatorname{argmax} \sum_i \log p_{model}(x^{(i)}; \theta)$$

note : log likelihood is more computationally efficient

Or equivalently, we can minimize the dissimilarity between distributions using KL divergence

$$D_{KL}(\hat{p}_{data} || p_{model}) = E_{x \sim \hat{p}_{data}} [\log \hat{p}_{data}(x) - \log p_{model}(x)]$$

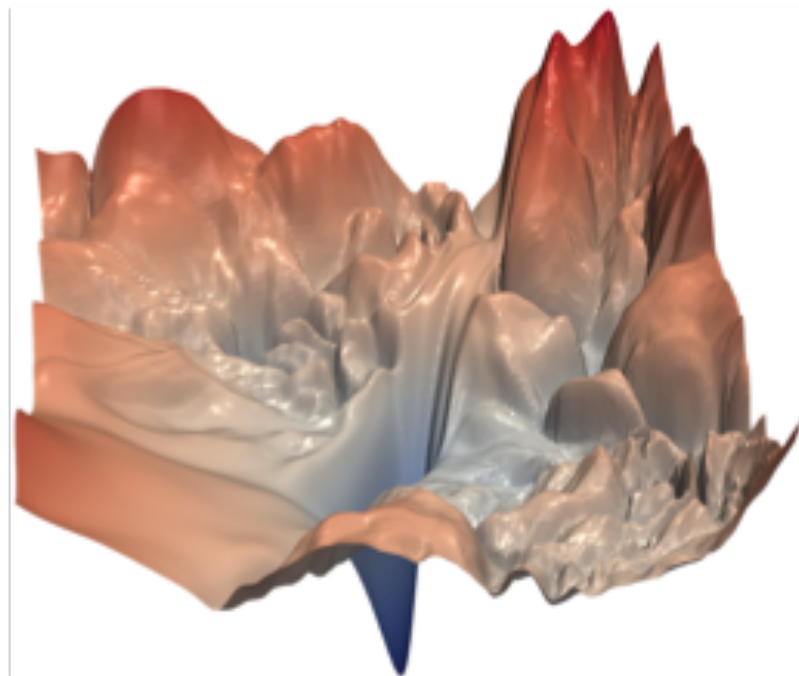
training data                      model

First term does not depend on model, and we are left with the cross-entropy

$$-E_{x \sim \hat{p}_{data}} [\log p_{model}(x)]$$

## 3.) (numerical) optimization procedure

- **Minimizing Cost function:** The optimization procedure aims to find the model parameters that correspond to a good representation of the (training) data, and the lowest loss/cost
- **Finding a minima can be complicated**

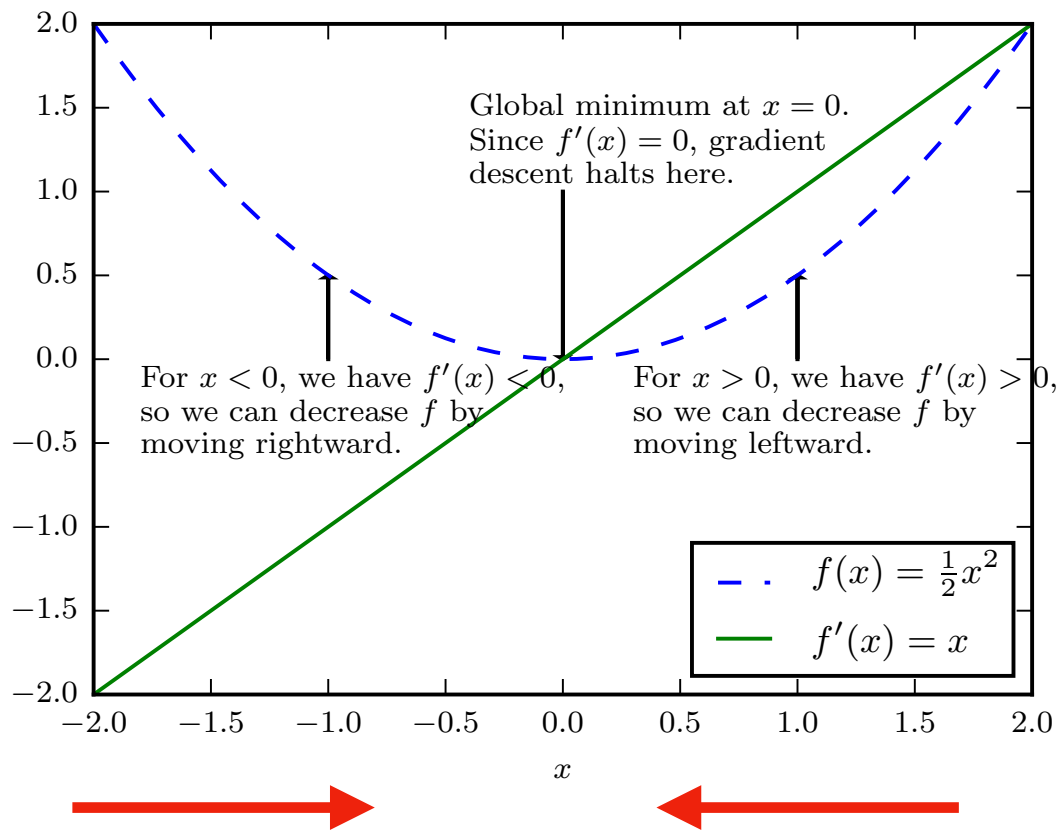


Loss Surface

Li et al. (2017) <https://arxiv.org/pdf/1712.09913.pdf>.

# gradient based learning

single input - take derivative  $f'(x)$



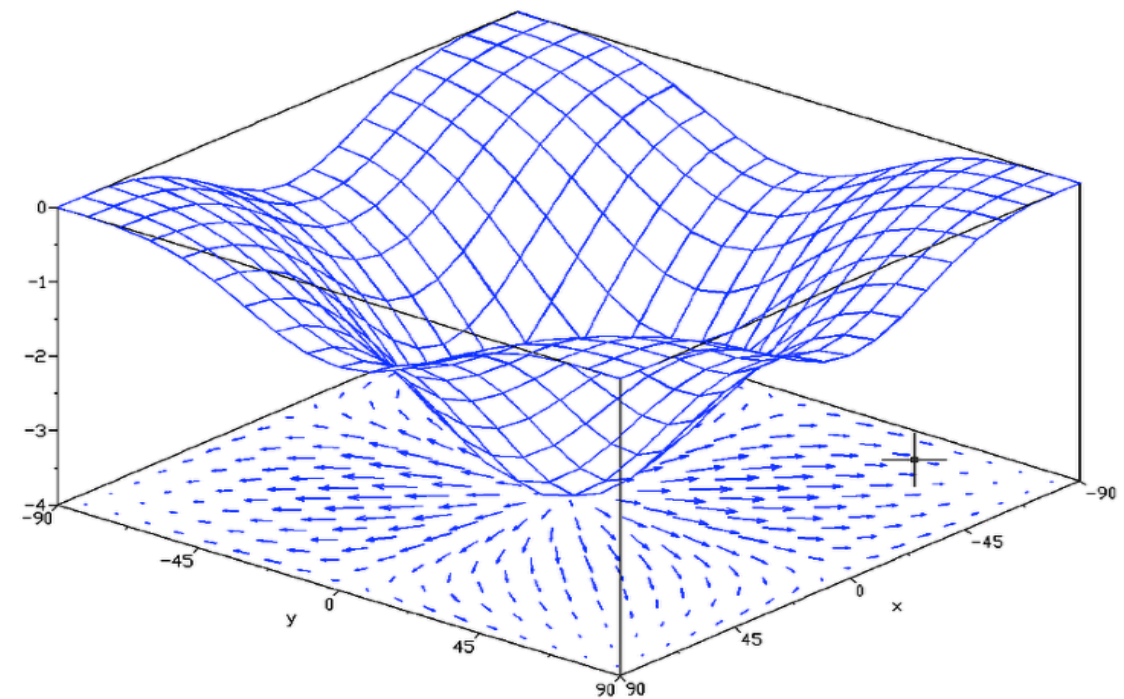
Move in opposite direction from the derivative

$$x' = x - \epsilon \nabla_x f(x)$$

**Learning rate**

Multiple inputs - take gradient


$$\nabla_x f(x) = \frac{\partial}{\partial x_1} f(x) + \frac{\partial}{\partial x_2} f(x) + \dots + \frac{\partial}{\partial x_n} f(x)$$

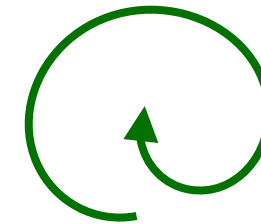
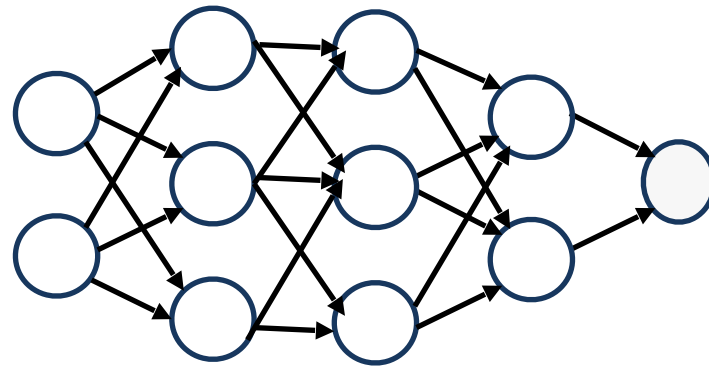


gradient descent


Stochastic Gradient Descent (SGD): a popular choice that randomly selects an example or a mini batch of examples to estimate the expected gradient for each update

# backpropagation: clever way to calculate the gradient

  
Forward Pass: Tells us the Model's Current Predictions



Iterate until convergence

  
Backpropagation: Computes gradient  
Gradient Descent: performs learning (iteratively adjust parameters) based on gradient

Uses the chain rule:

$$\nabla_x f(x) = \frac{\partial}{\partial x_1} f(x) + \frac{\partial}{\partial x_2} f(x) + \dots + \frac{\partial}{\partial x_n} f(x)$$

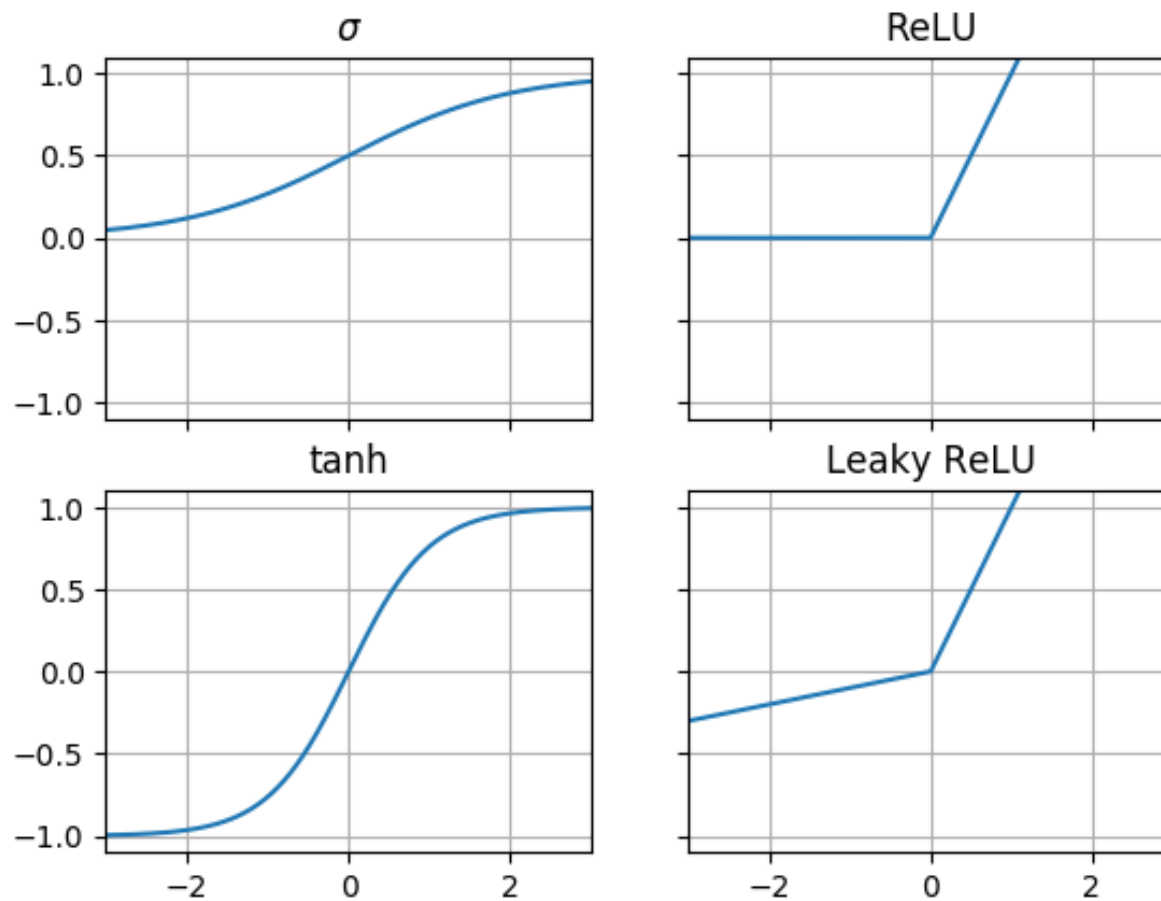
Efficient algorithm that avoids repeating computations



Rumelhart & McClelland 1988

# activation function

**Rectified Linear (ReLU) : used 90% of the time**



For many years, general wisdom amongst practitioners suggested avoiding the ReLU function, due to its flat area. It is now considered the default activation function.

Which one is most biologically plausible?

Tanh or sigmoid may resemble current /voltage relationship for ion channels more closely

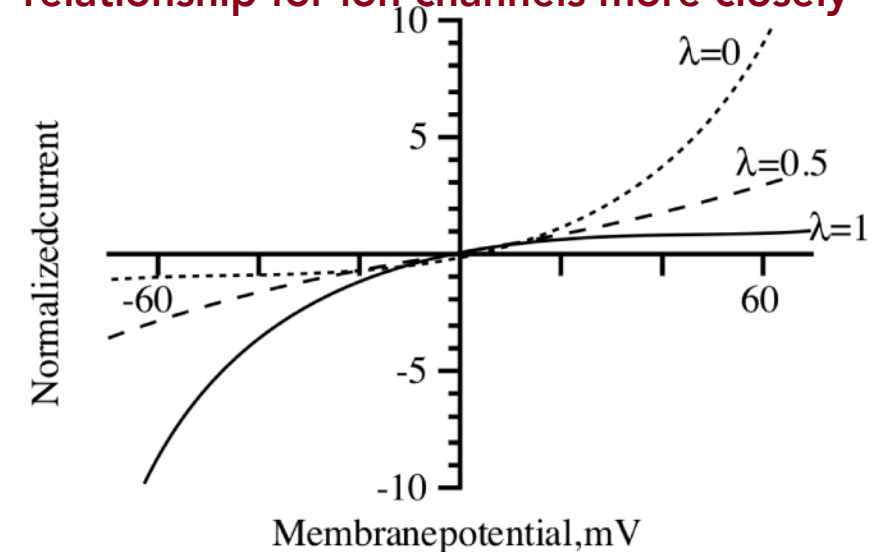
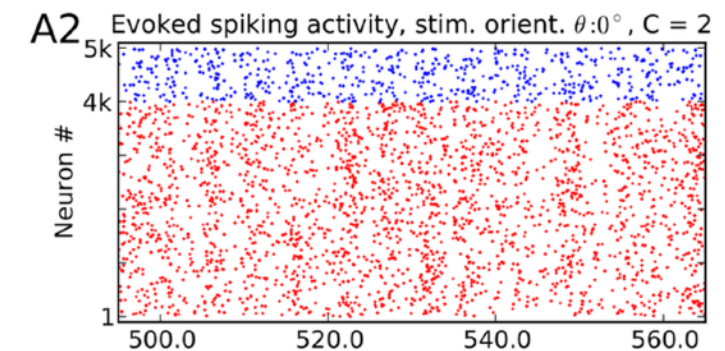


Fig. 1 Current-voltage relationships for the single barrier model (see Eqn. 32) with zero equilibrium potential.  $\lambda$  is the fraction of the transmembrane potential seen at the barrier peak. Membrane potential is positive inside the cell and current is positive outward, as usual. Current is plotted in normalized form, as  $I/(const)\exp(-G/RT)z FA$ , see Eqn. 32.



But neural selectivity and firing rates may (sometimes) be approximately linear - resembling ReLU



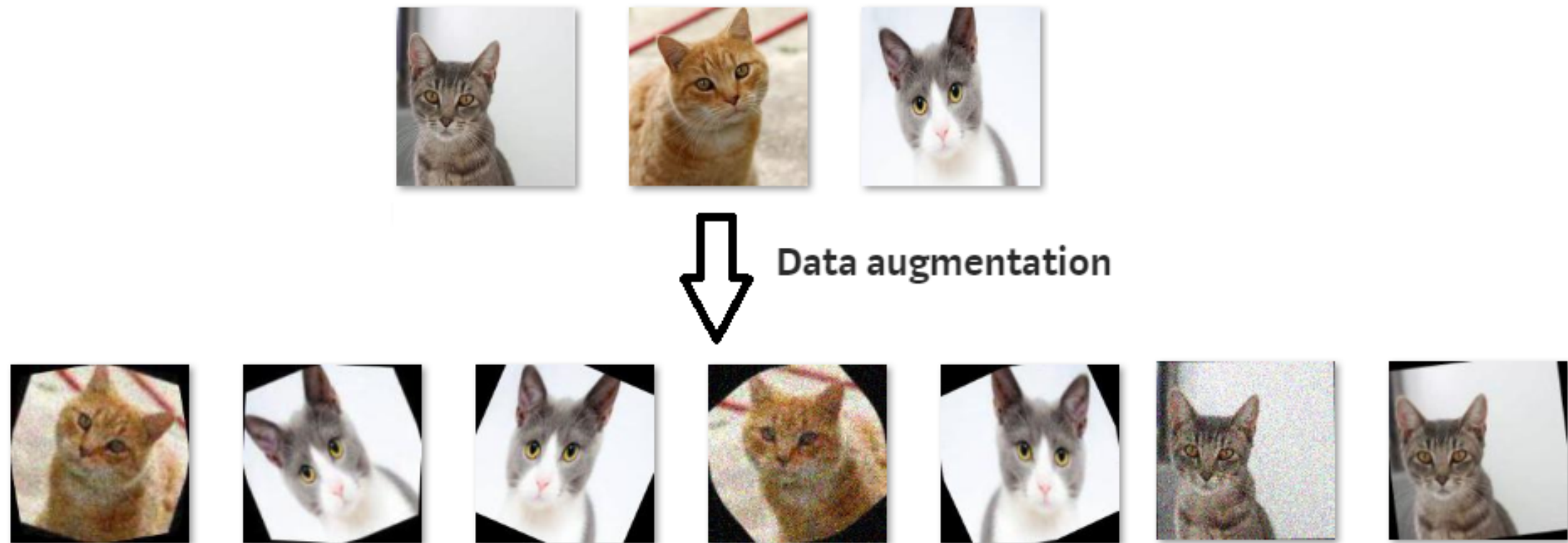


# ingredients for deep learning

- 1.) Model Architecture
- 2.) Objective/Cost Function
- 3.) Optimization Procedure
- 4.) Data

# data & augmentation

- The more data the more effective the deep learning strategy... MLE solutions converge to the true parameter value as data increases.

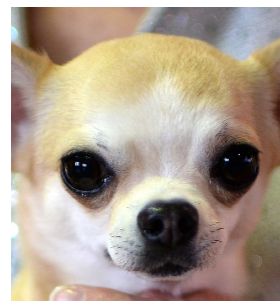


- Creating additional data by applying small **translations, rotations, cropping, scaling, and color shifts** to your original data can boost generalization

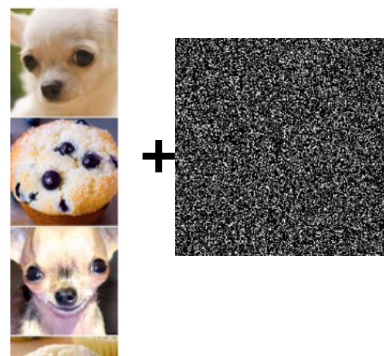
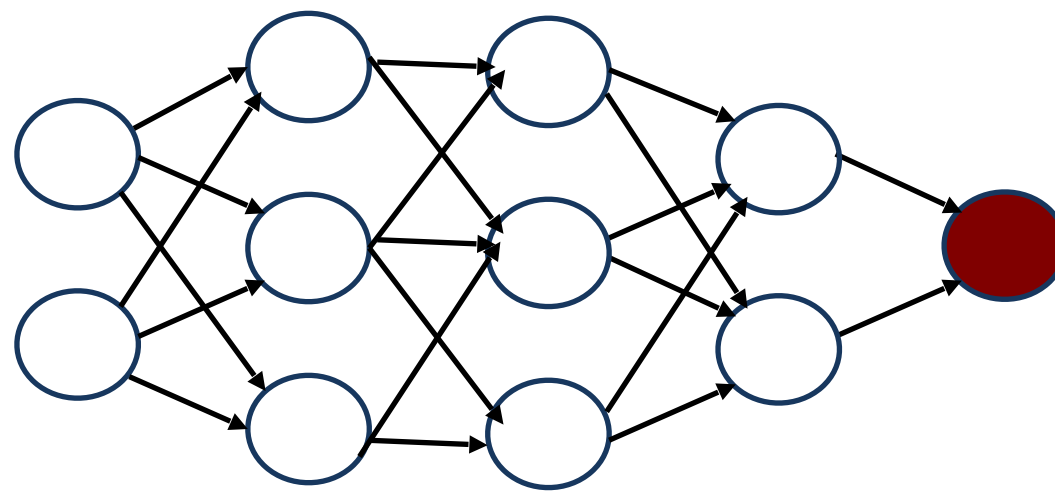
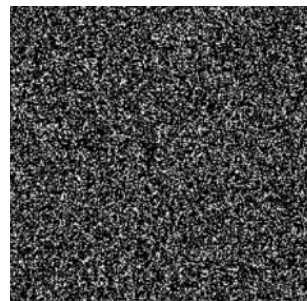
Image from Thomas Hiblot; e.g., Wang & Perez (2017)

# augmentation with noise

- noise can be useful for regularization, data augmentation & adversarial training.



+



"teacher noise"



Blueberry  
muffin

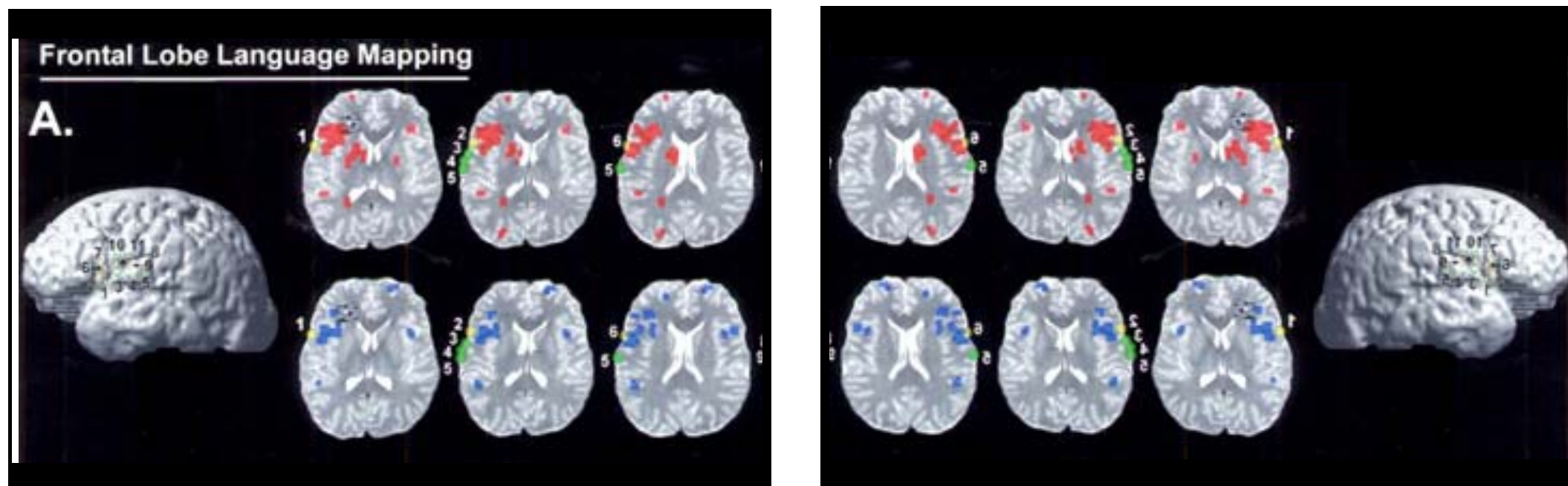
Chihuahua

- noise can be added to inputs, hidden layers, output labels, numerical calculations, or optimization schemes

# data augmentation

- Left / right flips should be avoided (in neuroimaging)

“Preoperative fMR imaging of language in patients with AVMs”



Radiological convention?

# regularization for deep learning

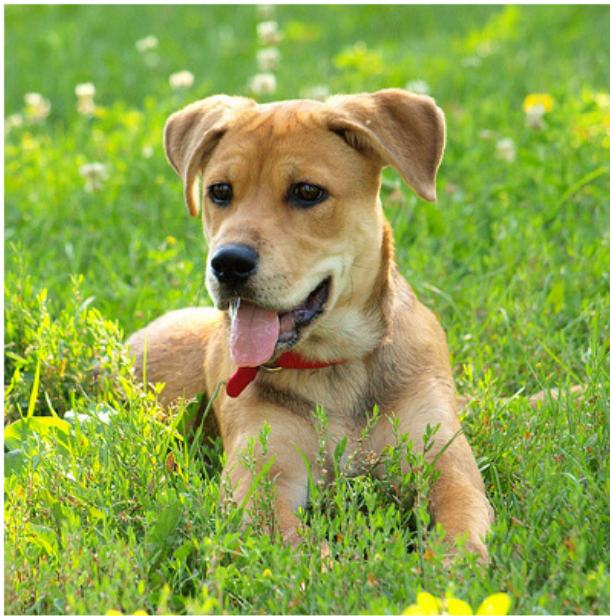
- **Regularization**: add a penalty to the cost function, called a regularizer that tends to result in the model putting less weight (e.g., **weight decay**) or weight on fewer parameters (e.g., L1)

$$\tilde{J}(\boldsymbol{\theta}; \mathbf{X}, \mathbf{y}) = J(\boldsymbol{\theta}; \mathbf{X}, \mathbf{y}) + \alpha\Omega(\boldsymbol{\theta}),$$

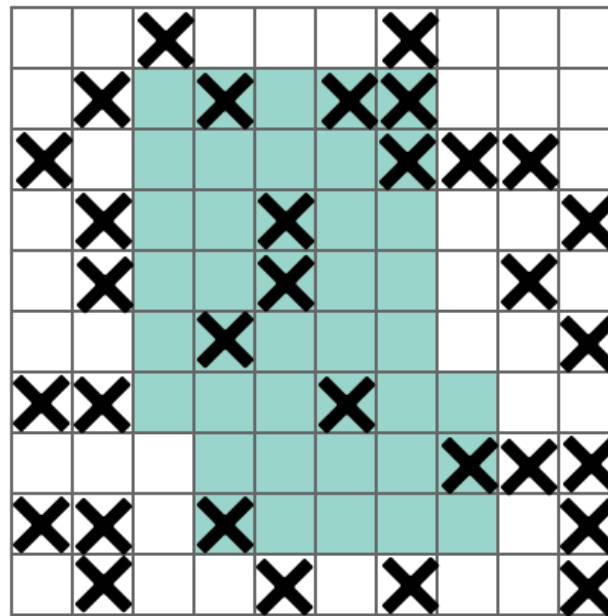
- Typically used to penalize complexity or control capacity - especially useful for small data sets relative to the dimensions



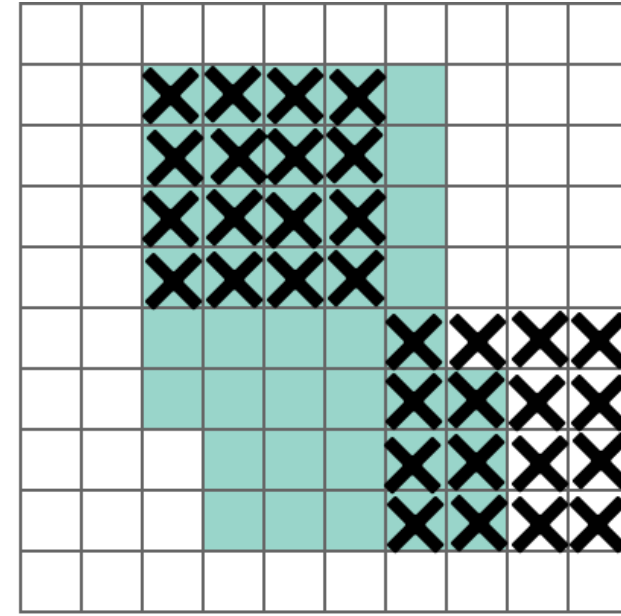
# regularization for deep learning



(a)



(b)

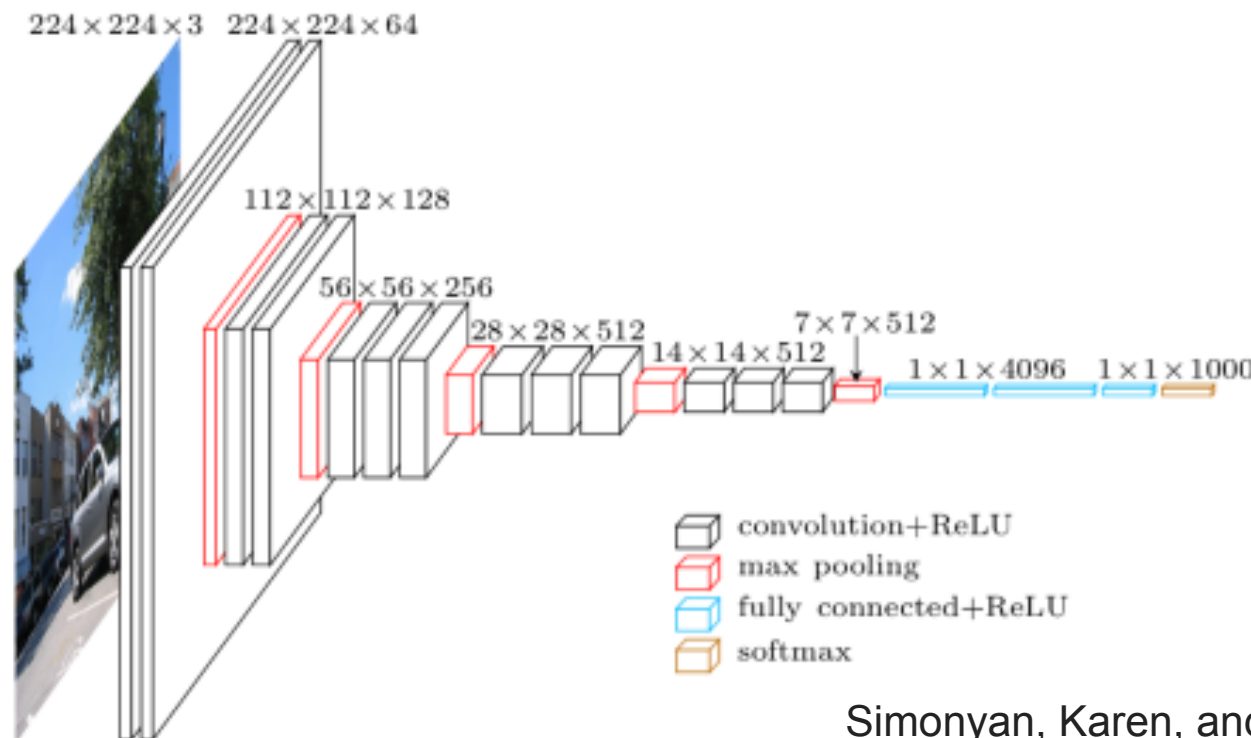


(c)

1. dropout (Srivastava et al. 2014)
2. stochastic rounding (Gupta 2015)
3. label noise (Rolnick et al. 2018)
4. droppath - drop entire layer during training (Larson et al. 2017)
5. dropblock (shown above; Giasi 2018)
6. Many others (Shake-Shake, etc)

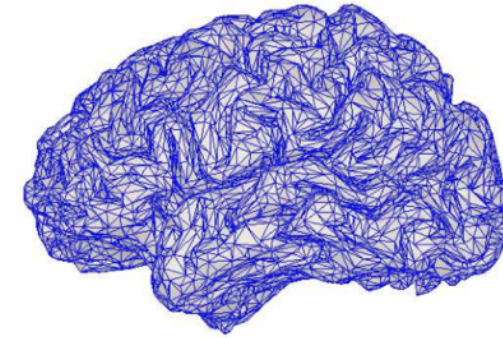
# what about convolutional neural networks?

- Traditional matrix multiplication is replaced by convolution in at least one layer
- Convolution *similar* to “flip & shift” but usually no flip
- Excellent for analyzing grid like topology (e.g., images)
- Has receptive fields - like neurobiology
- Parameter sharing causes equivariance to translation
- Usually kernel is smaller than input -> sparse connectivity

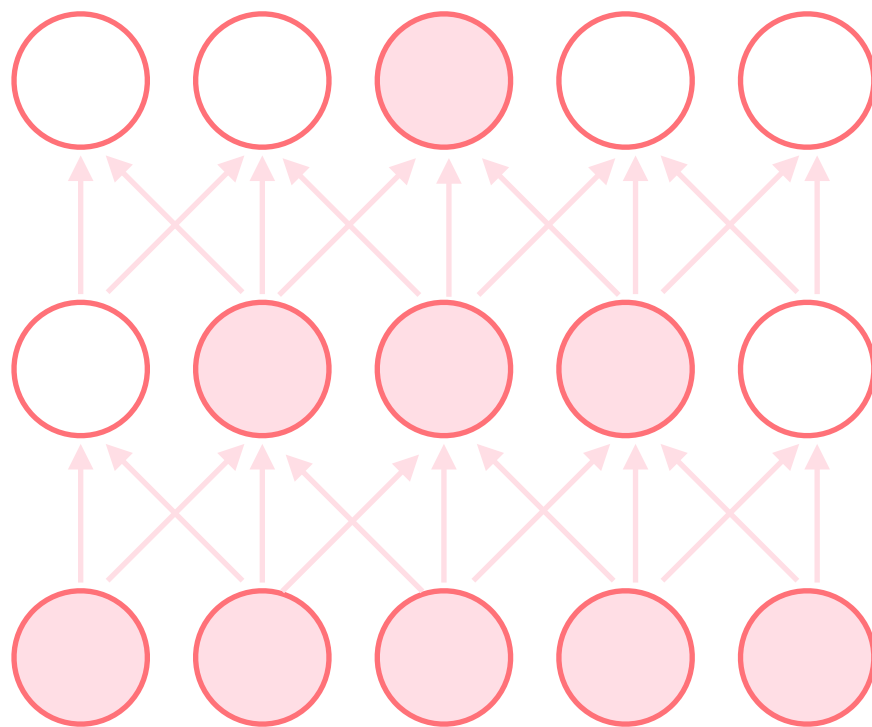


Simonyan, Karen, and Andrew Zisserman. "Very deep convolutional networks for large-scale image recognition." *arXiv preprint arXiv:1409.1556* (2014).

# CNNs have receptive fields



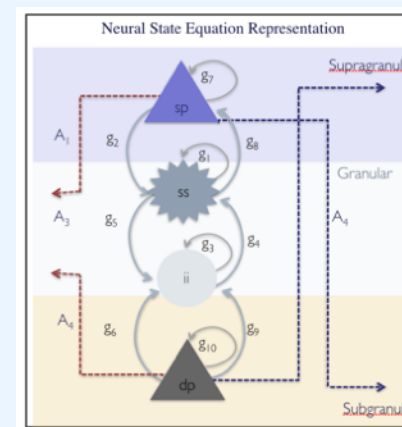
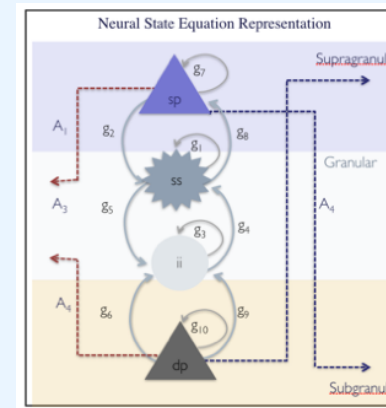
Convolutional (Artificial) Neural Networks



## Higher Levels

larger receptive fields;  
indirectly connected to most  
of image

Biological Neural Networks



## Higher Levels

larger receptive fields;  
update slowly; more  
representational drift

## Lower Levels (e.g., V1)

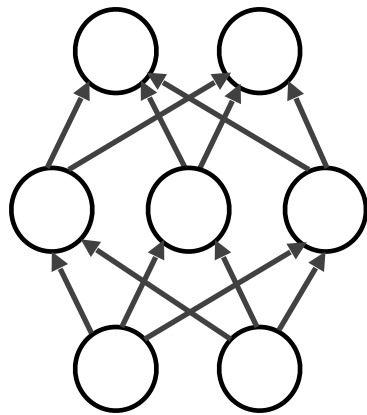
have smaller spatial  
receptive fields; update  
rapidly; representations  
more stable



# recurrent neural networks: universal approximators of dynamics

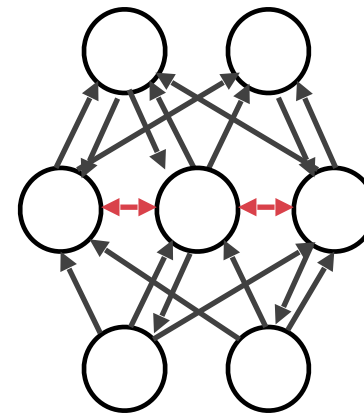
The brain is a deep and complex recurrent neural network.  
(Kriegeskorte 2015)

Feedforward



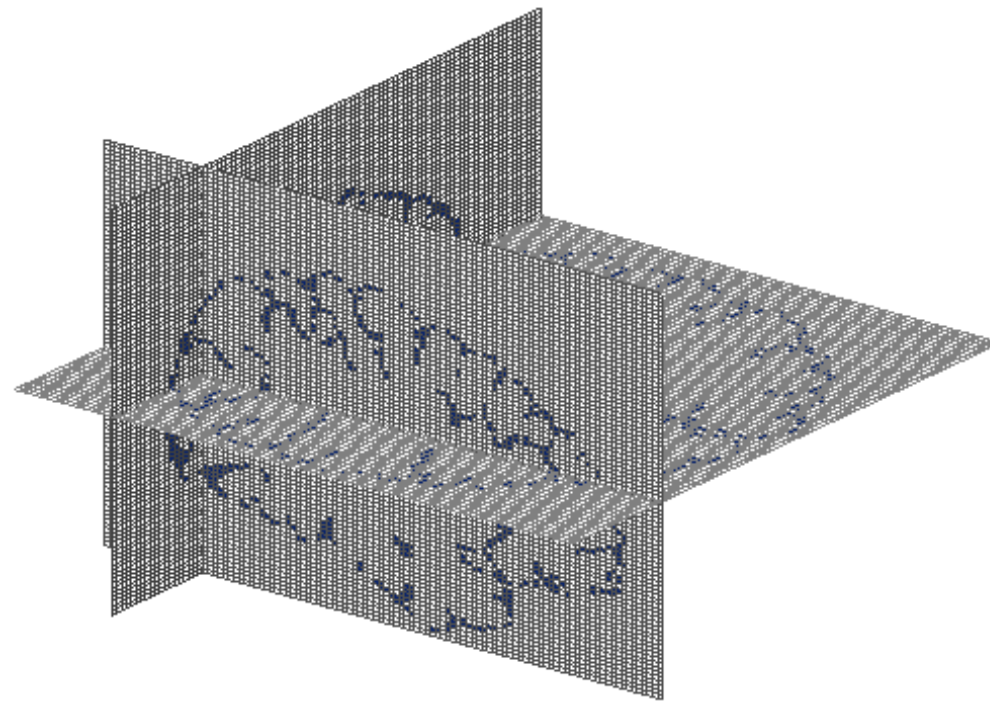
Universal Function  
Approximators

Recurrent



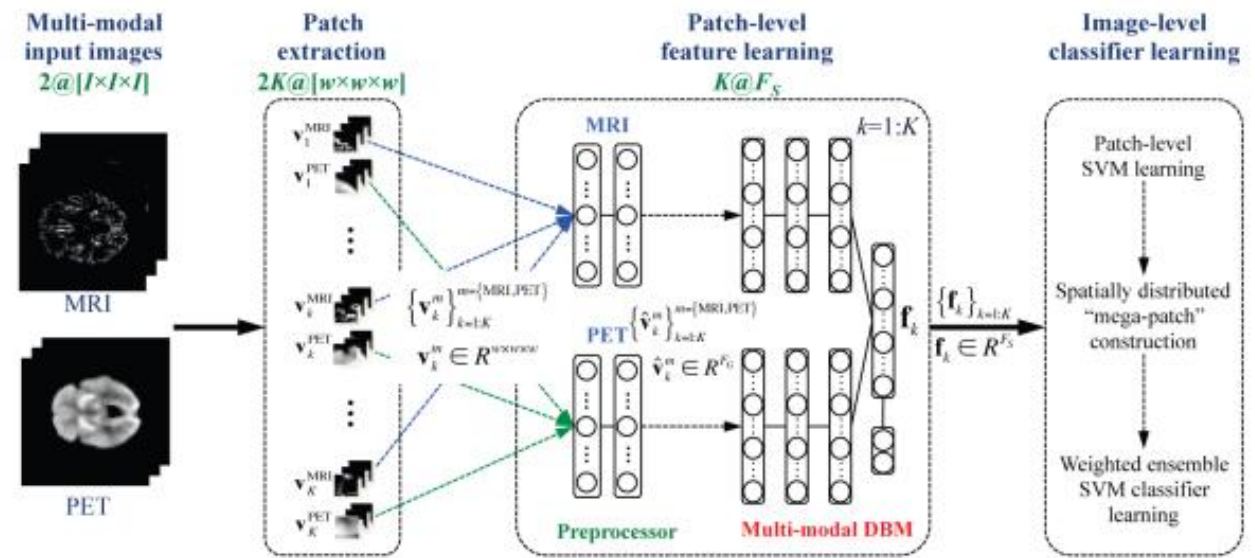
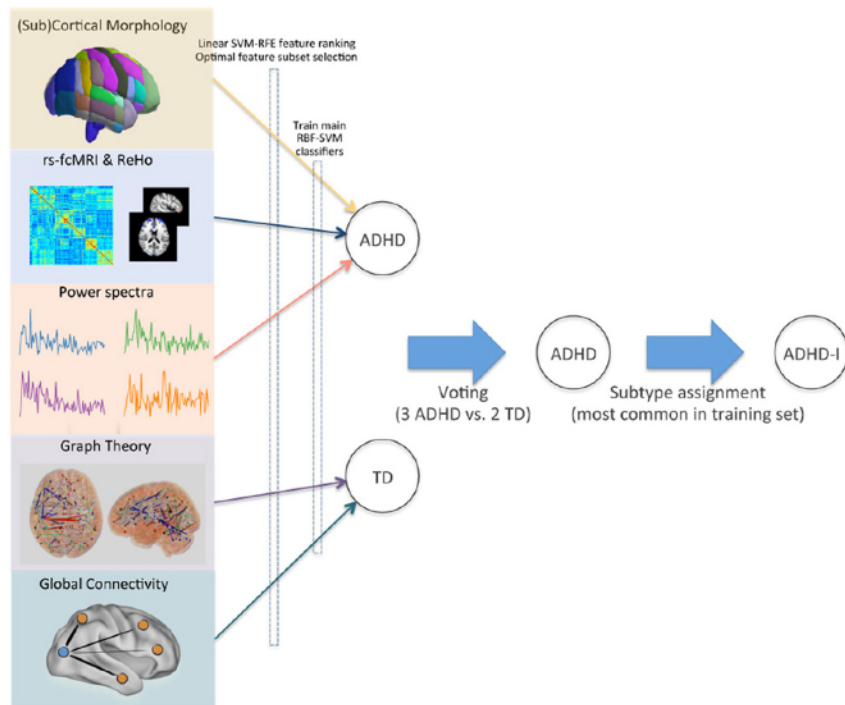
Universal  
Approximators of  
dynamic systems

— how are deep learning models useful for neuroimagers?



# representational models & group membership

- Local interpretation - rank explanatory power of input features / voxels



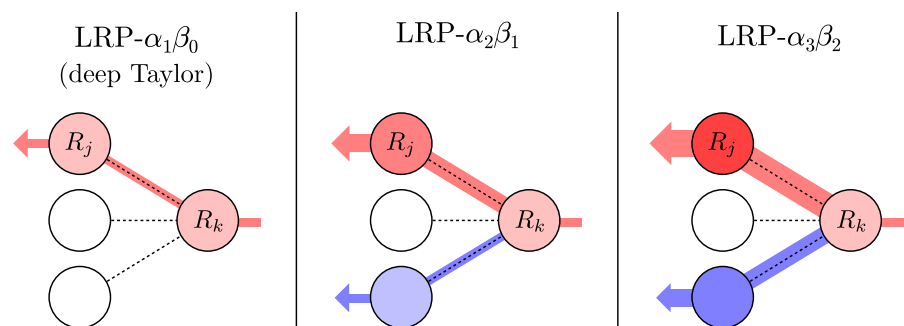
Alzheimers / MCI (Suk et al. 2014)

MLP for ADHD/TD classification  
Colby et al. (2012)



# interpreting relevance maps requires great care

- Many saliency methods exist, but may require tuning hyper parameters or determining appropriate reference points in order to be robust against adversarial or didactic perturbation

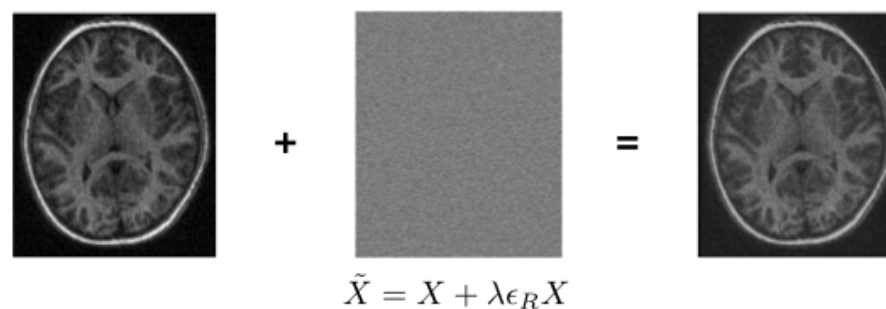


Layer wise relevance propagation  
(Bach et al. 2015)

“Ground Truth”  
Panda



(adversarial) noise  
common to MRI Setting



didactic perturbation



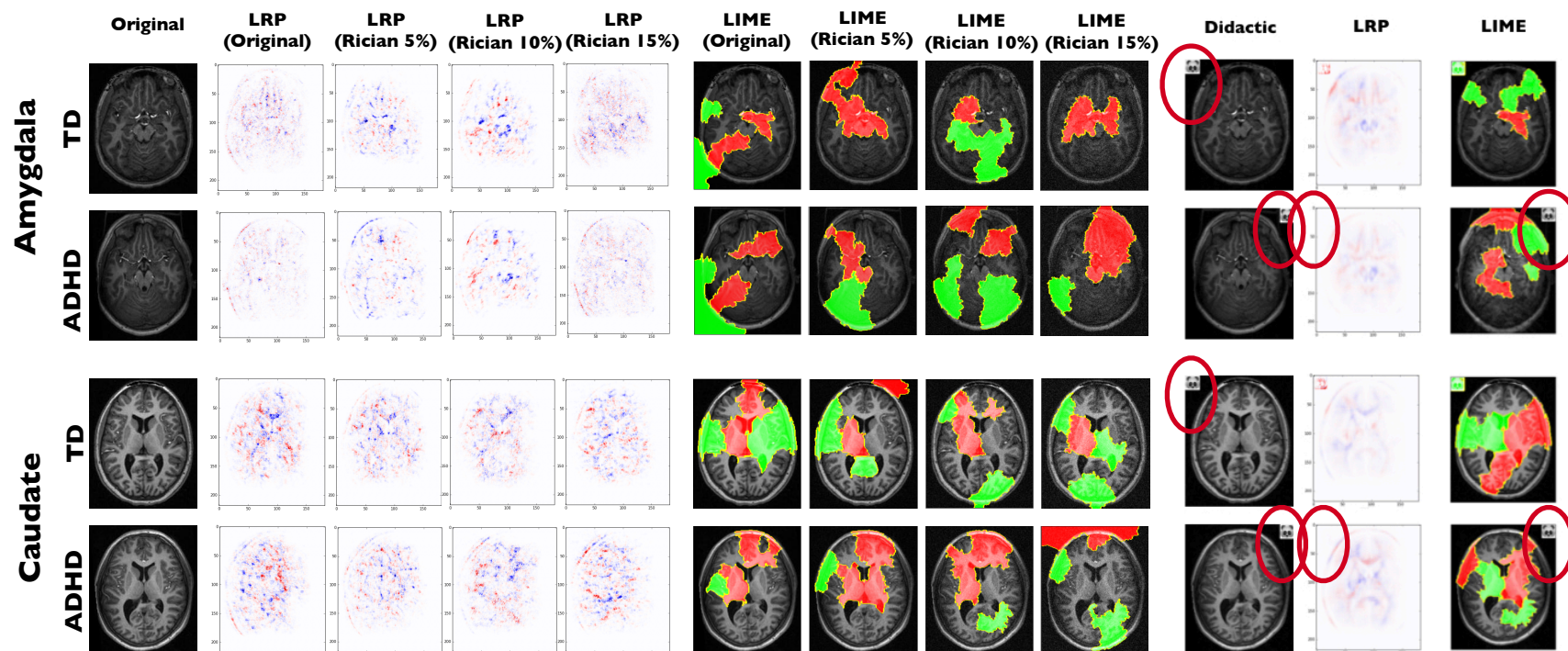
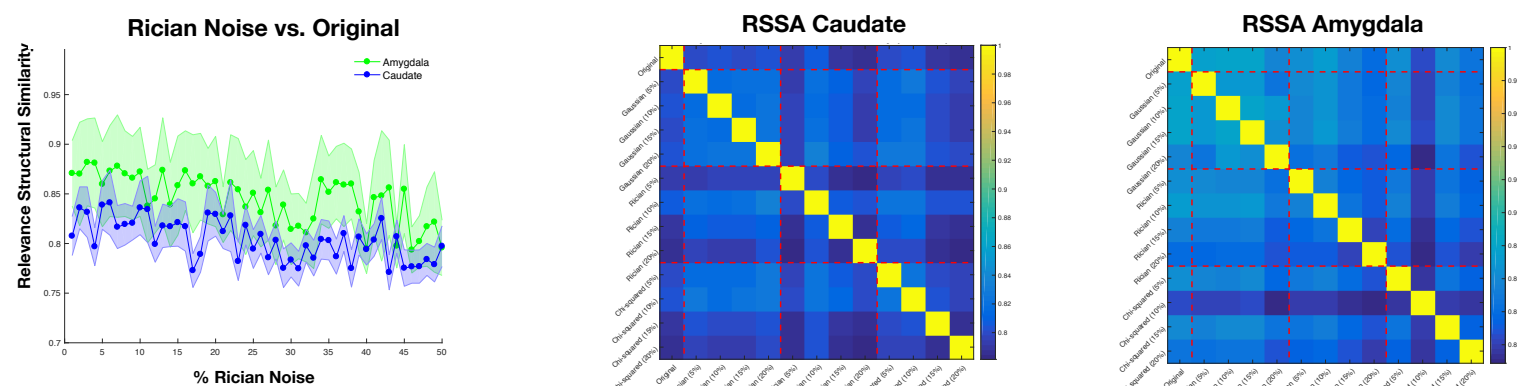
Top right = ADHD  
Top Left = TD



# interpreting relevance maps requires great care

- Many saliency methods exist, but may require tuning hyper parameters or determining appropriate reference points in order to be robust against adversarial or didactic perturbation

## Relevance Structural Similarity Analysis (RSSA)

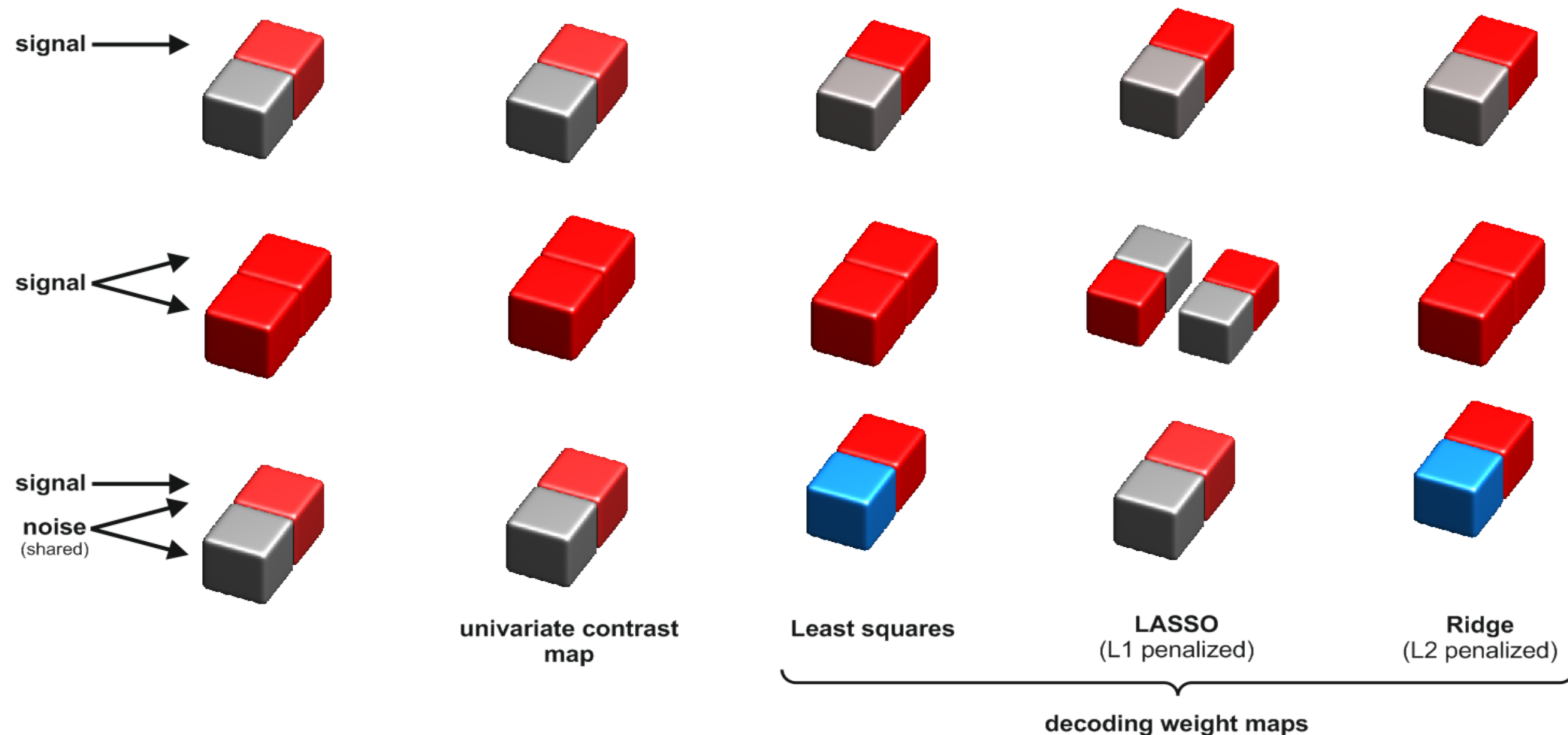


Didactic panda was missed :(

Douglas & Farahani (2020)

<https://arxiv.org/pdf/2002.06816.pdf>

# L1 regularization in linear models produces a similar effect

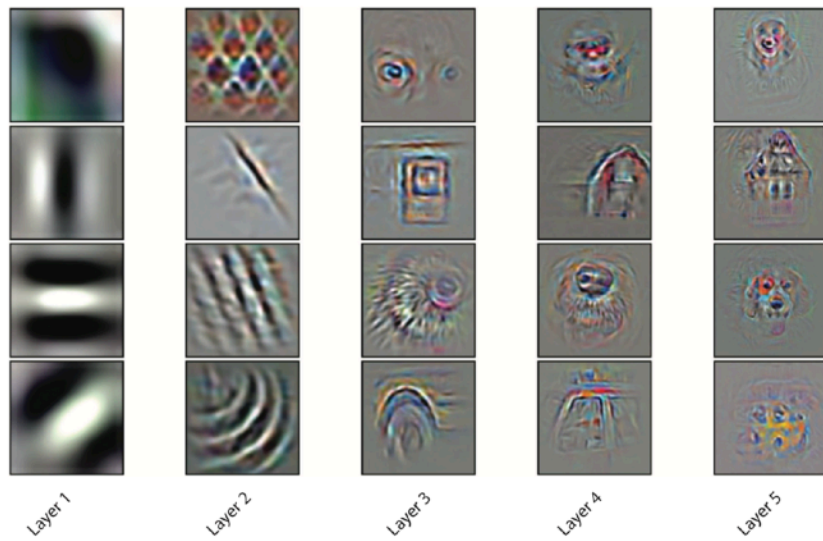


“Voxel selection by L1 penalty on brain maps is unstable because neighboring voxels respond similarly - and L1 estimators will choose somewhat randomly few of these correlated features” - Varoquaux et al. (2016)

Kriegeskorte & Douglas (Curr Opinion 2019) Available here: <https://arxiv.org/pdf/1812.00278.pdf>

# deep learning: brain computational models

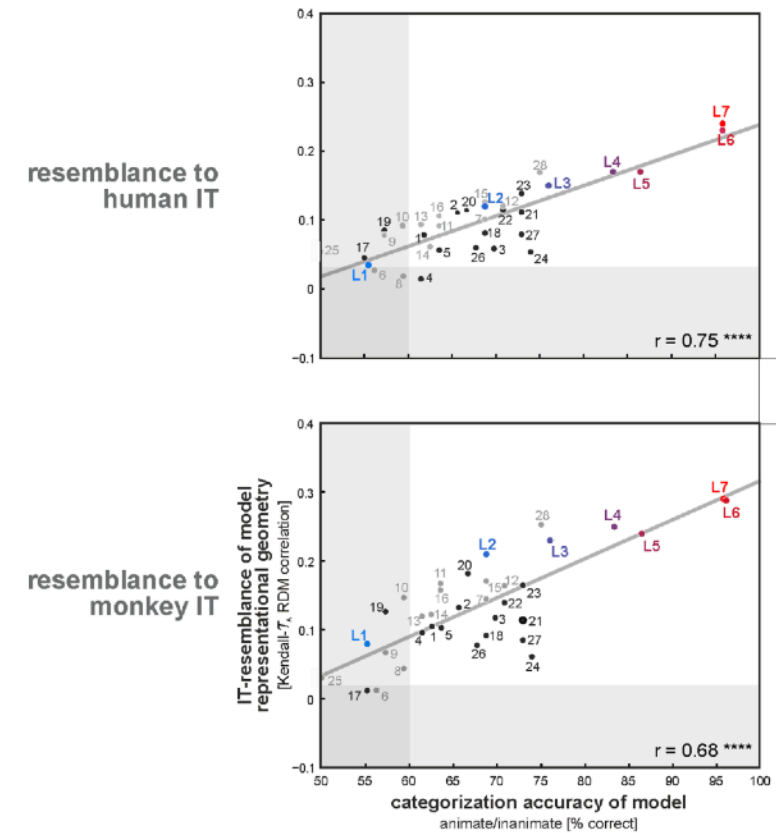
- Functional interpretation



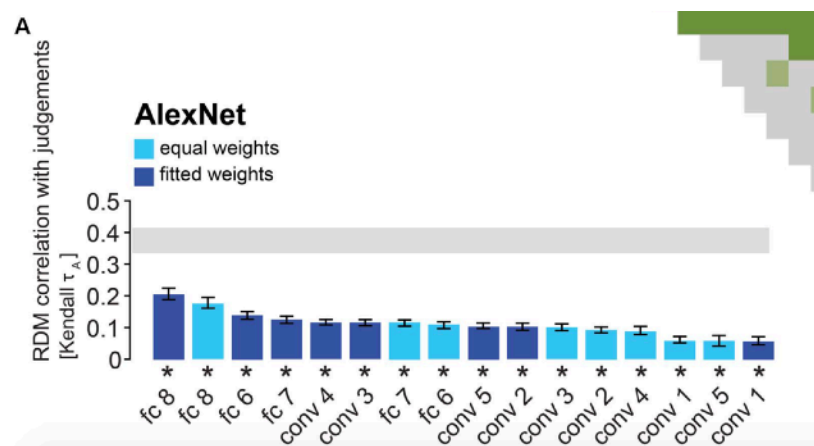
More representational drift at higher levels (Rule et al. 2019)

Internal representations are a useful model for representations in visual stream

Guclu & van Gerven (2015)



Higher levels that resembled IT performed better (Khaligh-Razavi et al. (2014))



Have been useful in explaining human behavioral judgements about object similarity (Jozwik et al. (2017))

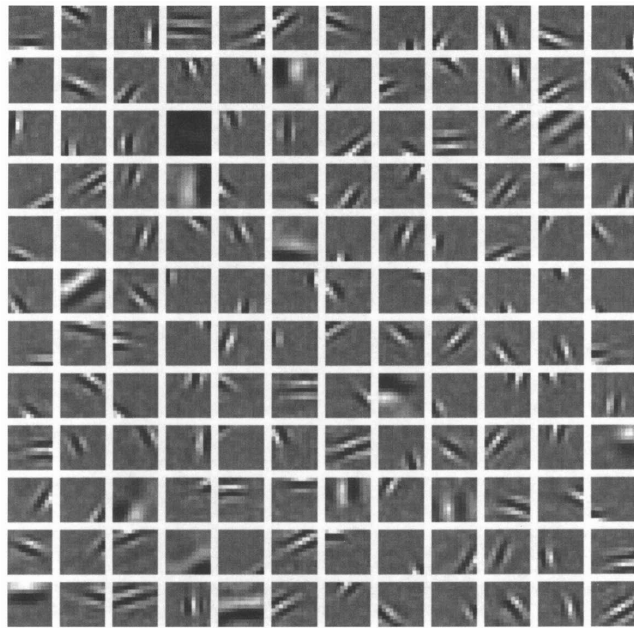
Kriegeskorte & Douglas (2018)



# many deep learning models learn “Gabor like” features

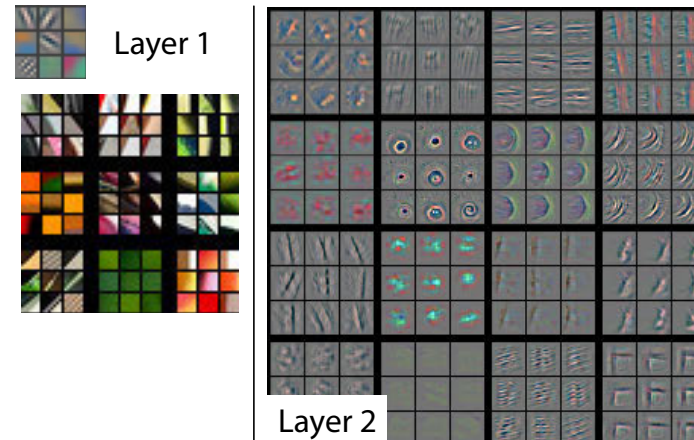
- Functional interpretation

Sparse Coding



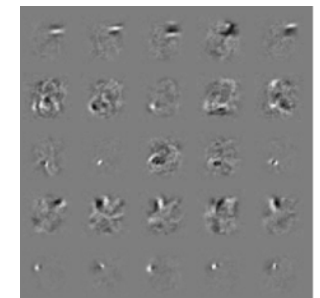
Olshausen & Field (1996)

Visualizing & Understanding Convolutional Networks



Zeiler & Fergus (2013)

Maxout units



Goodfellow et al. (2015)



Krizhevsky et al. "ImageNet classification with deep convolutional neural networks." *Advances in neural information processing systems*. 2012.

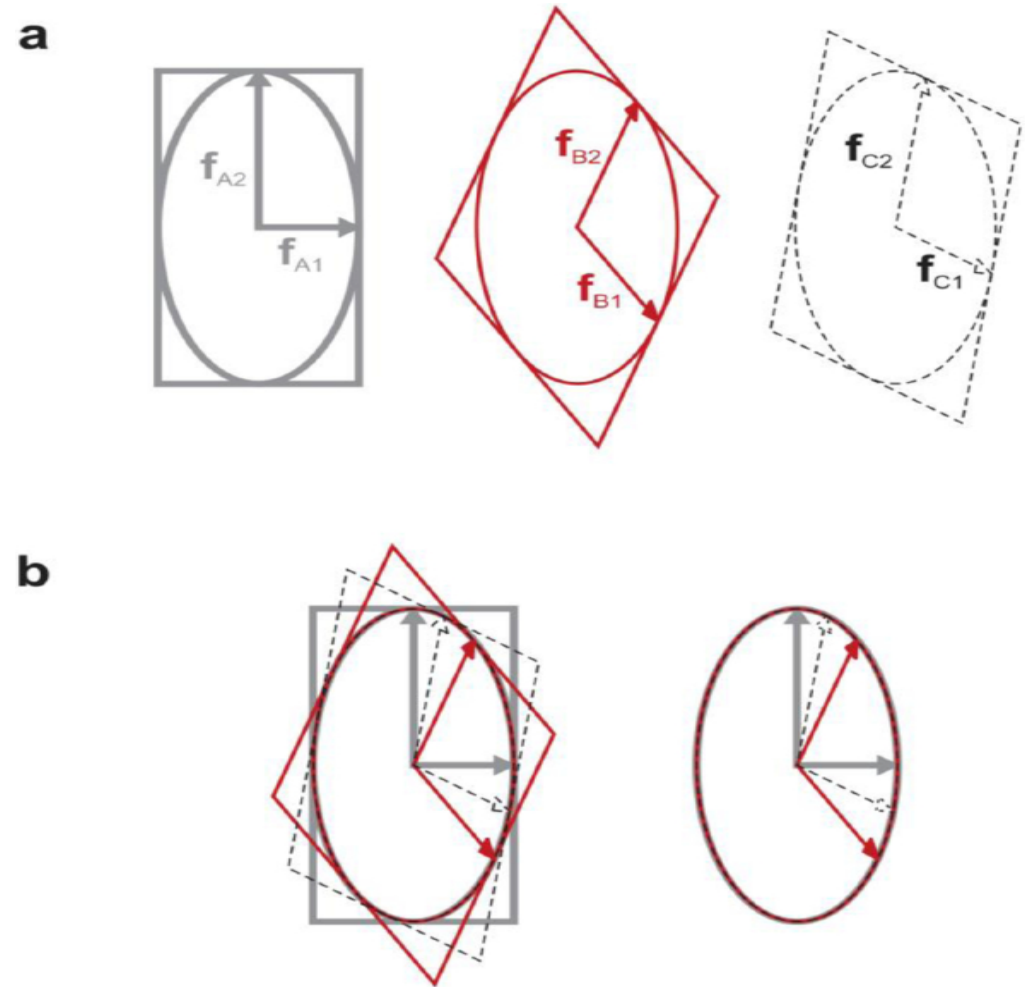


& many more ...



# single model fallacy

- Even a bad model can explain some variance of the data
- And sometimes, there are many equivalent “good models”
- From a systems ID point of view, this is analogous to an experiment or a model that is non-uniquely identifiable, because multiple parameter combinations work equally well
- Interpreting that a single model explains significant variance as evidence in favor of that model is the “Single Model Fallacy”





# ingredients for deep learning

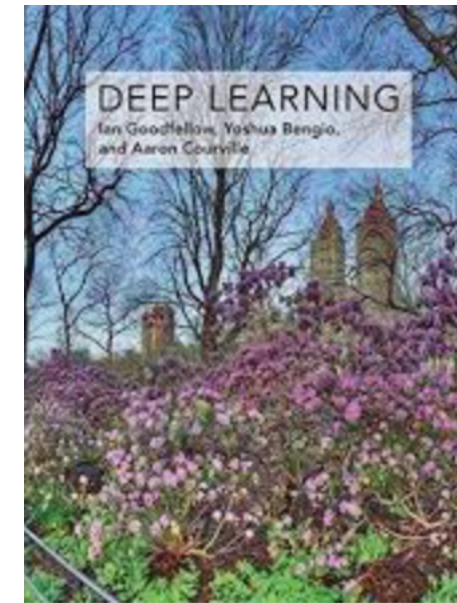
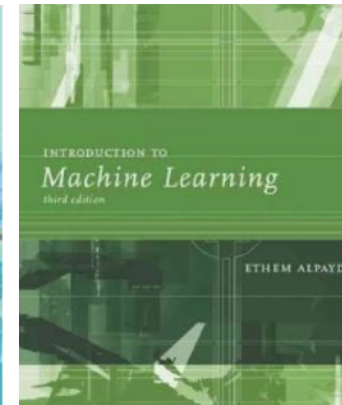
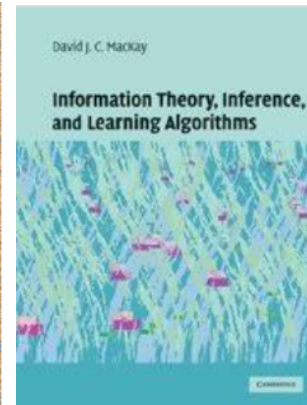
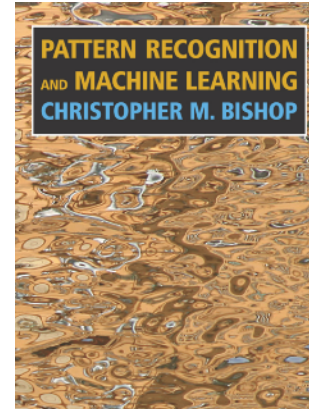
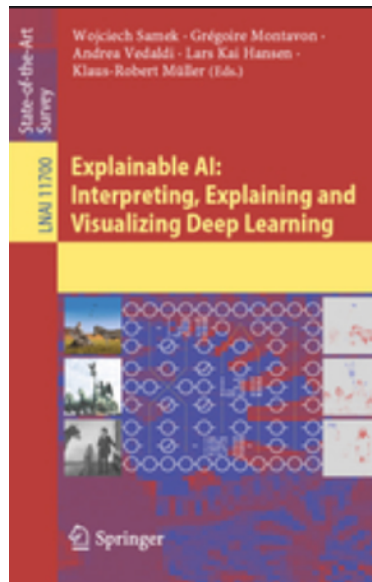
- 1.) ~~Model Architecture.~~ Multiple Candidate Models
- 2.) Cost Function
- 3.) Optimization Procedure
- 4.) Data

# conclusions

- Like brains, deep neural networks have feedforward and recurrent connections, and can have receptive fields, and many parameters (intelligence systems require sufficient parametric complexity)
- Deep learning can be used for representational models (encoding /decoding)  
It may be used for group membership prediction, and decoding studies
- Deep learning models provide some of the best current models for internal representations and modeling brain information processing
- Great care should be used when utilizing saliency methods to ensure they are robust to perturbations. (We still lack a ground truth for these methods.)
- To avoid the single model fallacy, multiple models should be tested, and they should be evaluated in terms of the level of generalization they achieve (same data held out, new measurement - same individual, new individuals, new stimuli / tasks, etc)



# resources



- Deep Learning Book : Freely available online
- <https://www.deeplearningbook.org>

## resources

- OHBM Full Course on Deep Learning (videos, notebooks, slides)  
**<https://brainhack101.github.io/IntroDL/>**
- LeCun course on deep learning  
**<https://cilvr.nyu.edu/doku.php?id=deeplearning2017:schedule>**
- WEKA MOOC  
**<https://www.cs.waikato.ac.nz/ml/weka/mooc/dataminingwithweka/>**
- Reinforcement Learning (D. Silver)  
**<https://www.youtube.com/watch?v=2pWv7GOvuf0>**
- Nice primer on deep learning for neuroscience (Kriegeskorte 2015):  
**<https://www.biorxiv.org/content/biorxiv/early/2015/10/26/029876.full.pdf>**



thanks



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