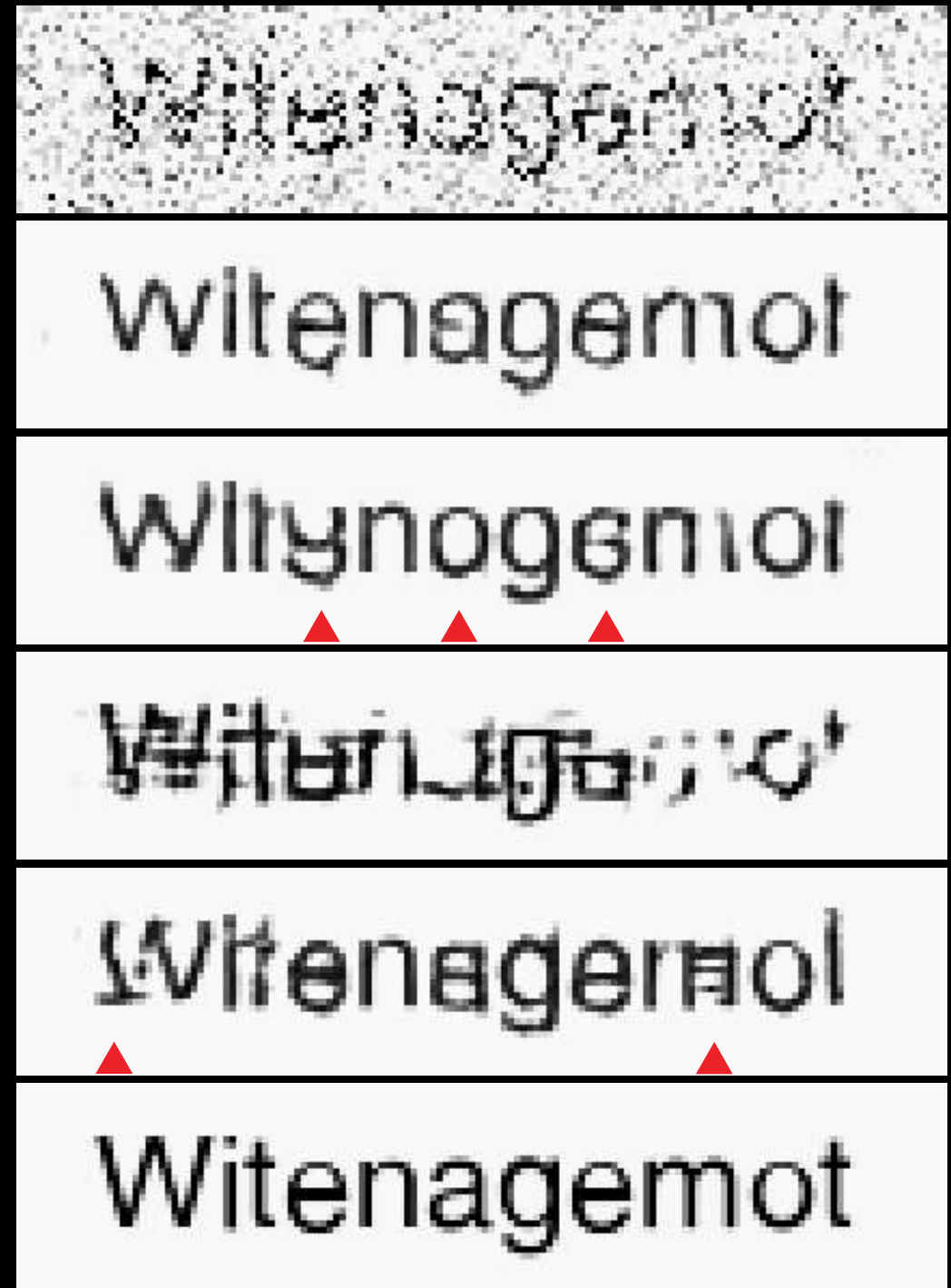


# Limits and Pitfalls of Deep Learning for biological imaging

Loïc A. Royer

@loicaroyer



The Ground Truth Problem

The Training Problem

The Overfitting Problem

The Adversarial Fragility Problem

The Hallucination Problem

The Cheating Problem

The Black Box Problem

The 'not-that-smart' Problem



**KEEP  
CALM  
AND  
STAY  
POSITIVE**

The Ground Truth Problem

The Training Problem

The Overfitting Problem

The Adversarial Fragility Problem

The Hallucination Problem

The Cheating Problem

The Black Box Problem

The 'not-that-smart' Problem

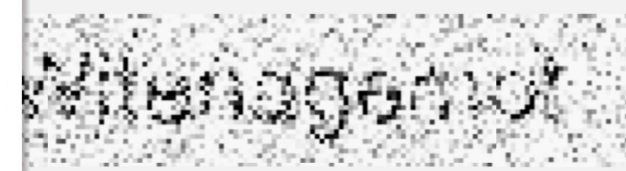
# The Ground Truth Problem



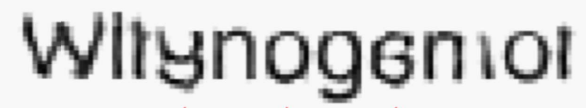
# Applications, Promises, and Pitfalls of Deep Learning for Fluorescence Image Reconstruction

Chinmay Belthangady<sup>1</sup>, & Loic A. Royer<sup>1</sup>

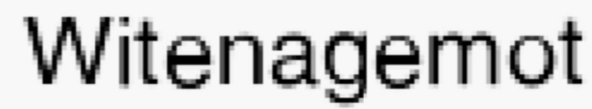
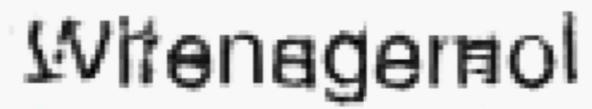
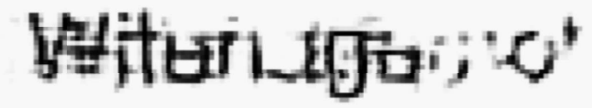
<sup>1</sup>Chan Zuckerberg Biohub, San Francisco, USA



Degraded image



Restored images



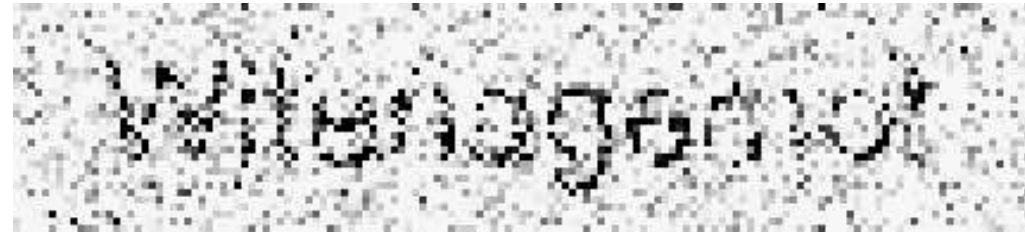
Ground truth

~~abcde~~fg ...

中文王国 ...

a**中**b**文**c ...

Old english word



Training datasets

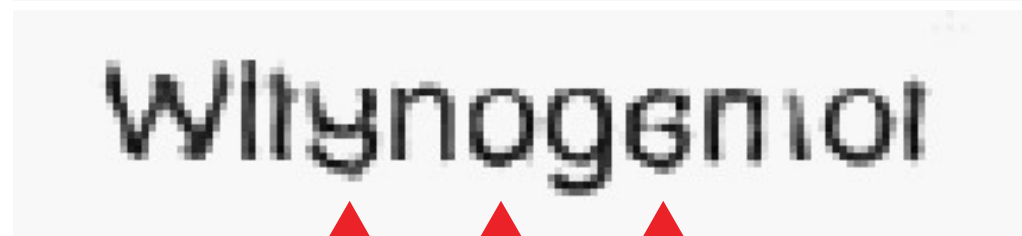
abcdefg ...



Training datasets

abcdefg ...

~~abcdefg ...~~



Training datasets

abcdefg ...

~~abcdefg ...~~

中文王国 ...



Training datasets

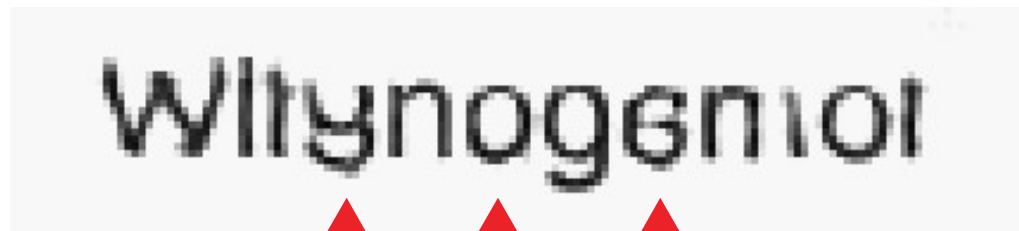
abcdefg ...

~~abcdefg ...~~

中文王国 ...

a**中**b**文**c ...

Old english word



Degraded image

Restored images

Ground truth

Ideally, we would not need 'Ground Truth'





# How Much Information is the Machine Given during Learning?

## ▶ “Pure” Reinforcement Learning (**cherry**)

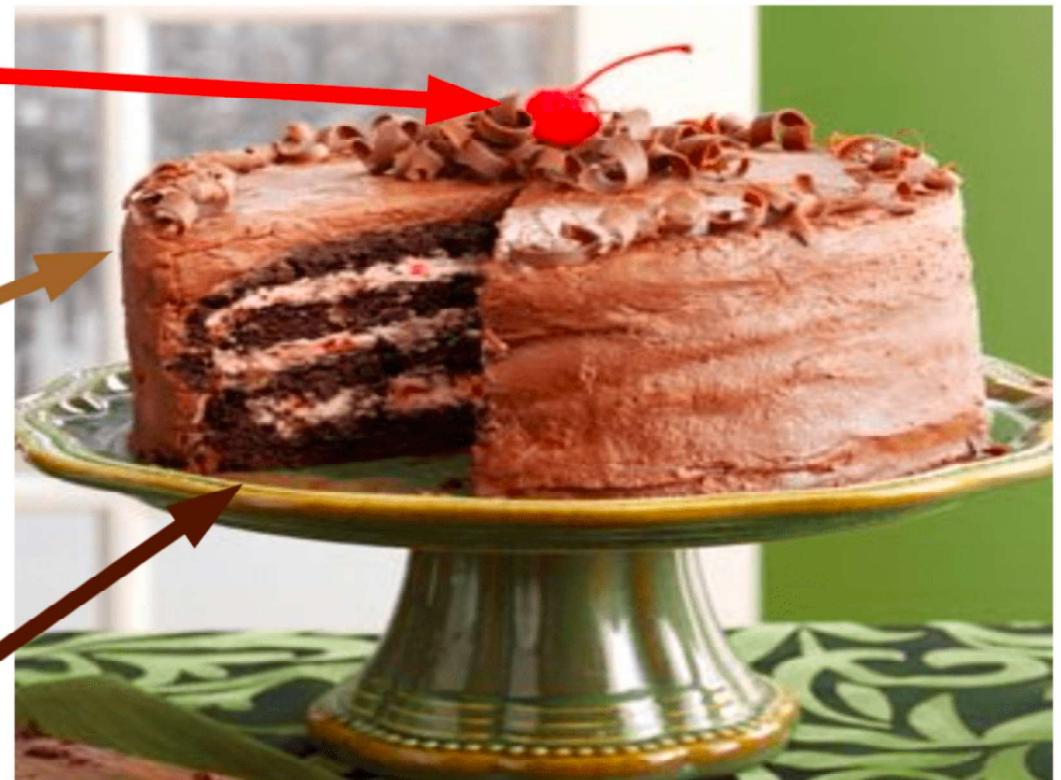
- ▶ The machine predicts a scalar reward given once in a while.
- ▶ **A few bits for some samples**

## ▶ Supervised Learning (**icing**)

- ▶ The machine predicts a category or a few numbers for each input
- ▶ Predicting human-supplied data
- ▶ **10→10,000 bits per sample**

## ▶ Self-Supervised Learning (**cake génoise**)

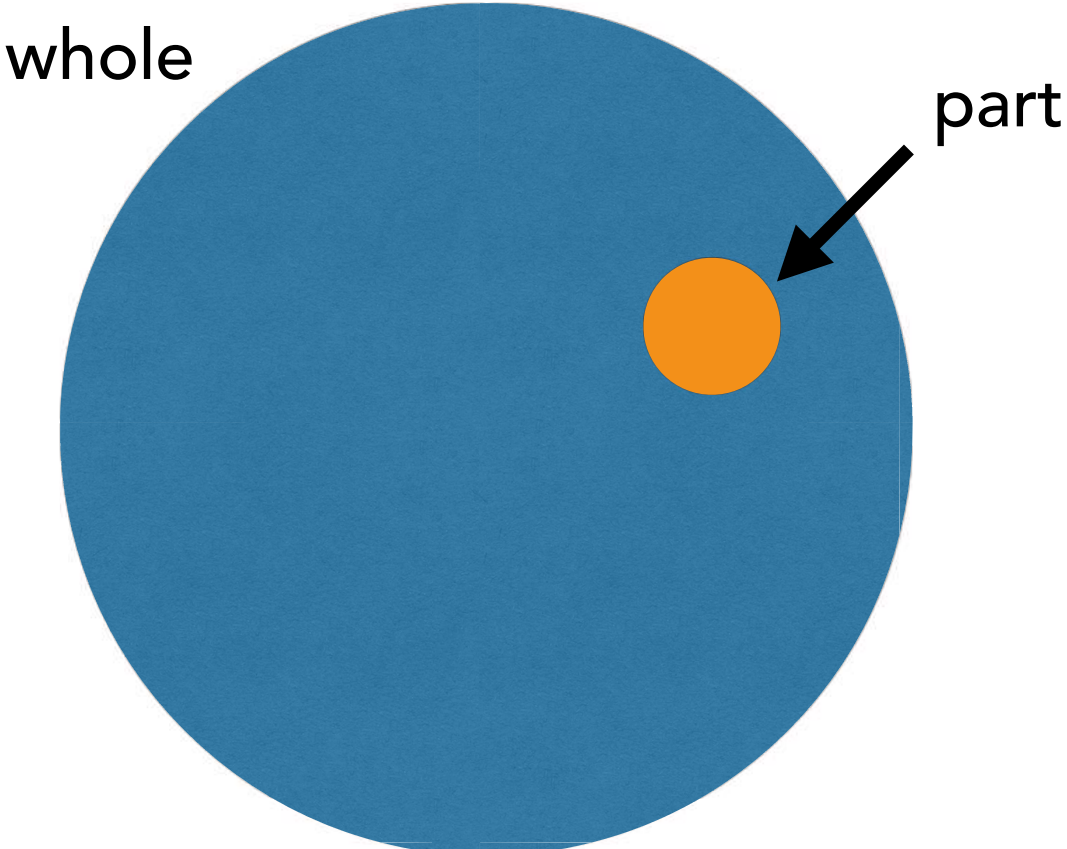
- ▶ The machine predicts any part of its input for any observed part.
- ▶ Predicts future frames in videos
- ▶ **Millions of bits per sample**





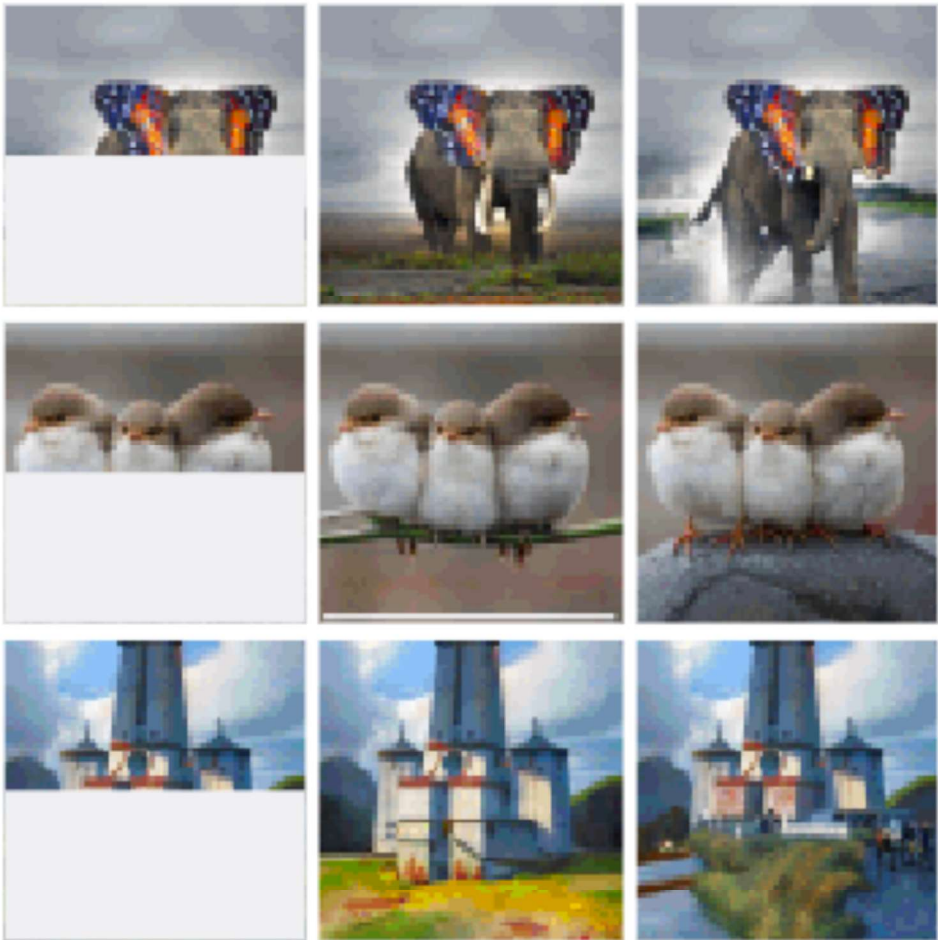
# Self Supervised Learning

predict part from the whole



# Self Supervised Learning

predict part from the whole

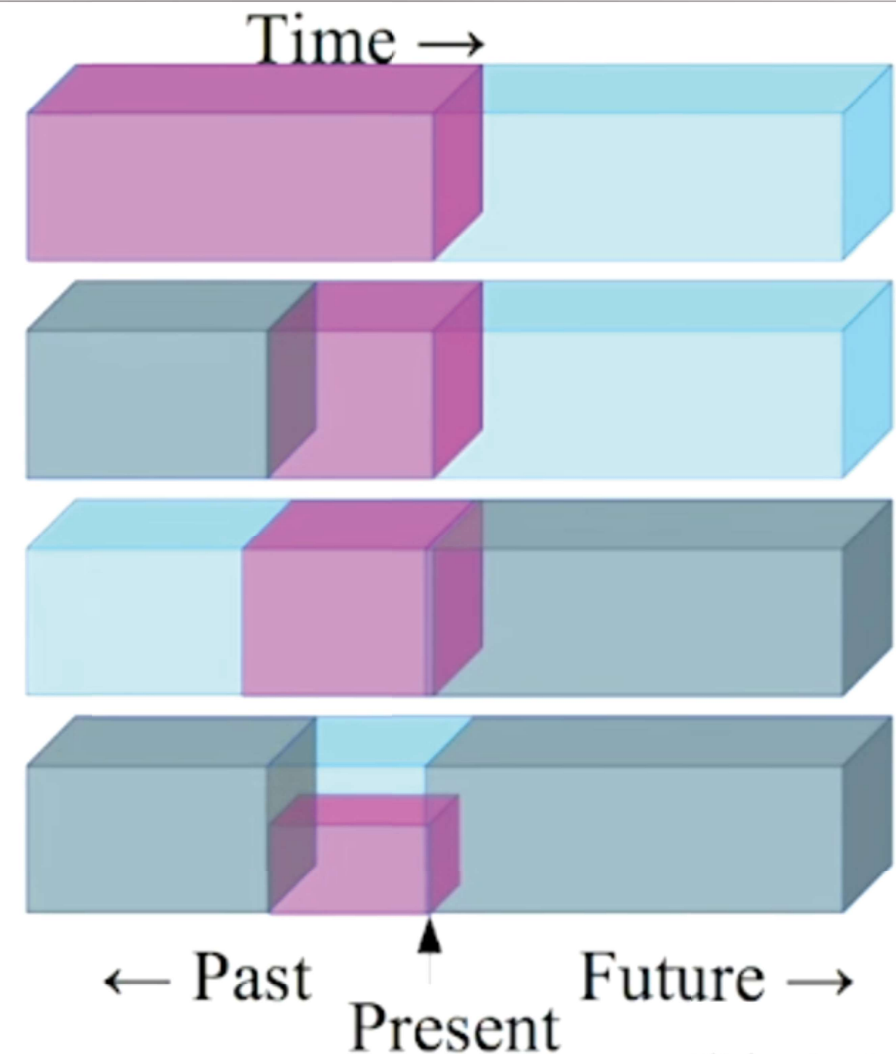


# Self Supervised Learning

predict part from whole



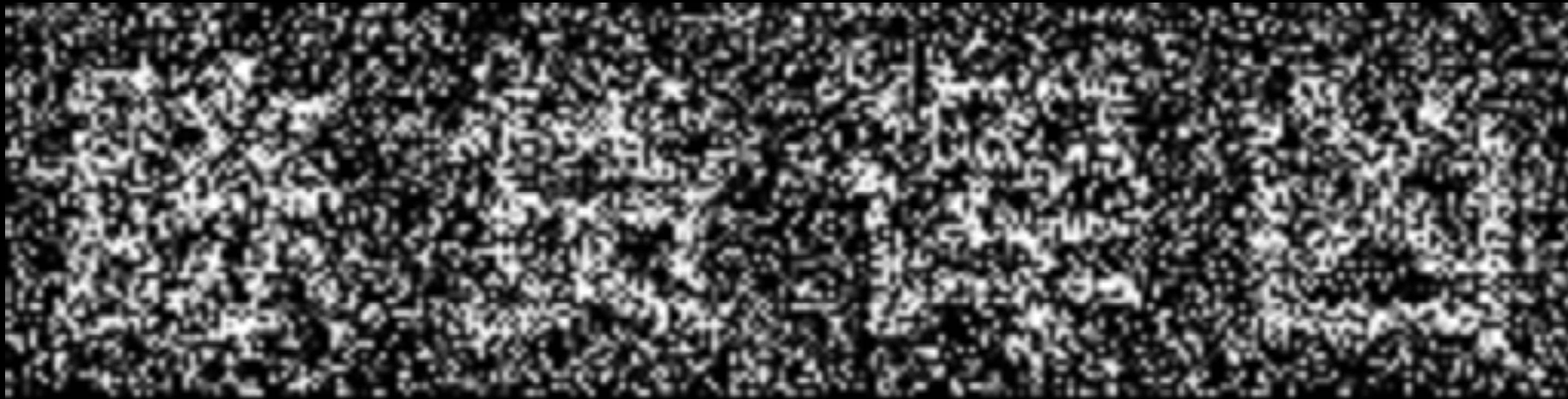
- ▶ Predict any part of the input from any other part.
- ▶ Predict the **future** from the **past**.
- ▶ Predict the **future** from the **recent past**.
- ▶ Predict the **past** from the **present**.
- ▶ Predict the **top** from the **bottom**.
- ▶ Predict the occluded from the visible
- ▶ **Pretend there is a part of the input you don't know and predict that.**



# Image Denoising with self-supervised deep learning



Joshua Batson



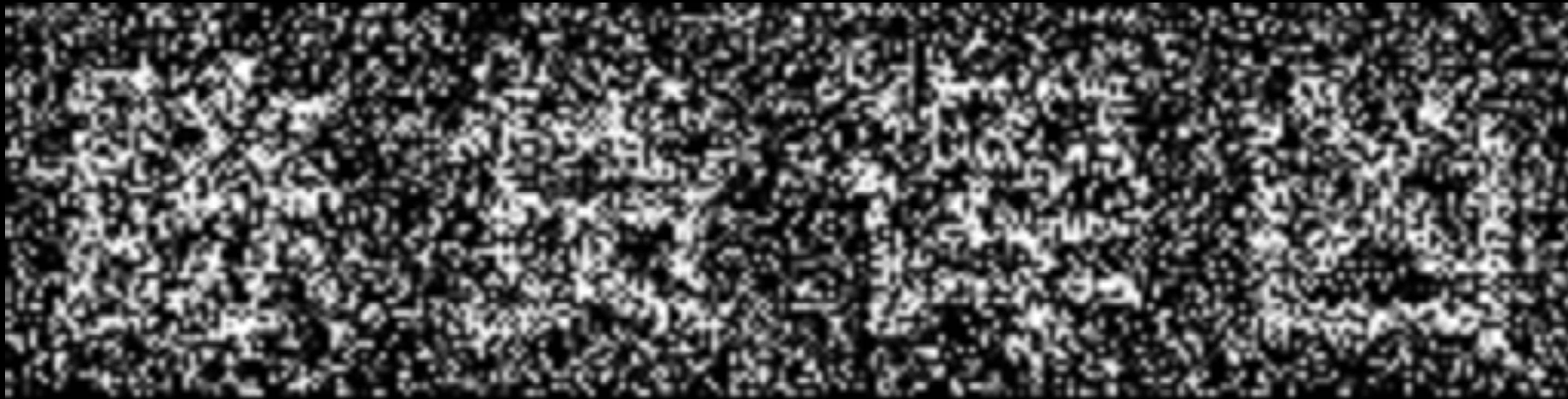
Noise2Self: Blind Denoising by Self-Supervision, **Joshua Batson & Loic Royer**, ICML (2019)  
Noise2Void - Learning Denoising from Single Noisy Images, **Krull, Buchholz, Jug**, CVPR (2019)



# Image Denoising with self-supervised deep learning



Joshua Batson



Noise2Self: Blind Denoising by Self-Supervision, **Joshua Batson & Loic Royer**, ICML (2019)  
Noise2Void - Learning Denoising from Single Noisy Images, **Krull, Buchholz, Jug**, CVPR (2019)

# Self Supervised Learning representations



(b) Crop and resize



(c) Crop, resize (and flip)

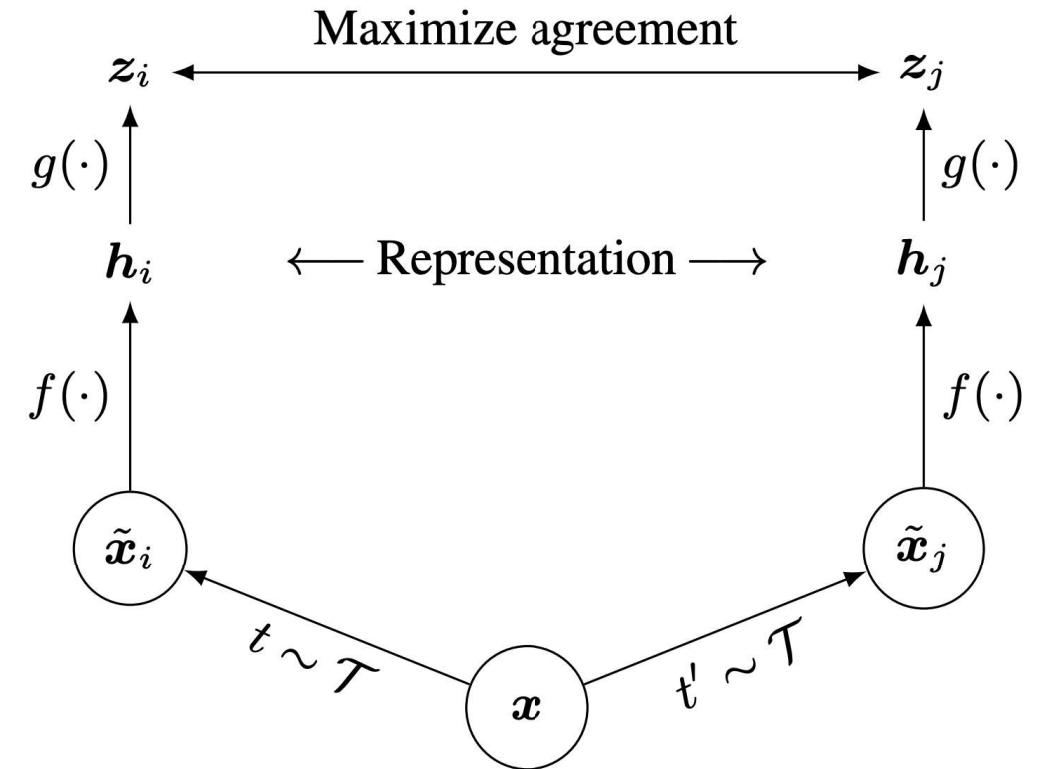
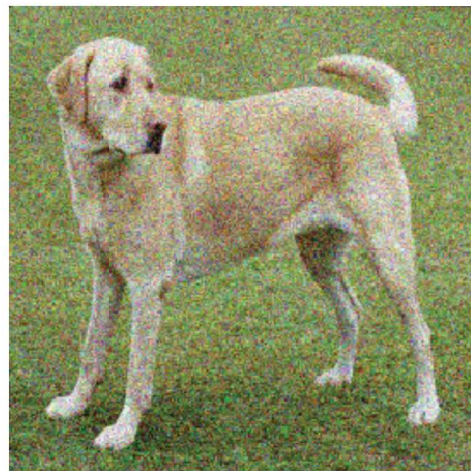
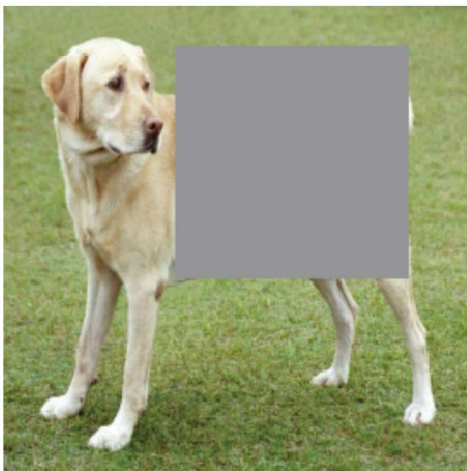



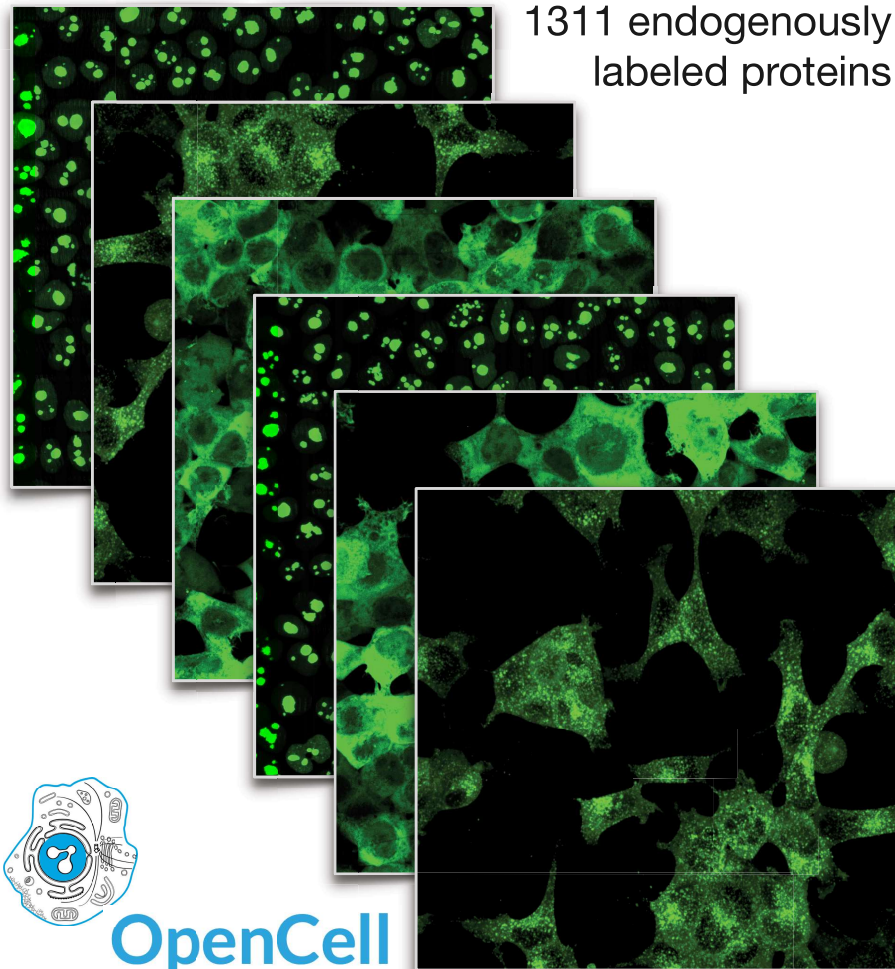


Figure 2. A simple framework for contrastive learning of visual representations. Two separate data augmentation operators are sampled from the same family of augmentations ( $t \sim \mathcal{T}$  and  $t' \sim \mathcal{T}$ ) and applied to each data example to obtain two correlated views. A base encoder network  $f(\cdot)$  and a projection head  $g(\cdot)$  are trained to maximize agreement using a contrastive loss. After training is completed, we throw away the projection head  $g(\cdot)$  and use encoder  $f(\cdot)$  and representation  $\mathbf{h}$  for downstream tasks.

# Self-Supervised Deep Learning Encodes High-Resolution Features of Protein Subcellular Localization





 Hirofumi Kobayashi,  Keith C. Cheveralls,  Manuel D. Leonetti,  Loic A. Royer

doi: <https://doi.org/10.1101/2021.03.29.437595>

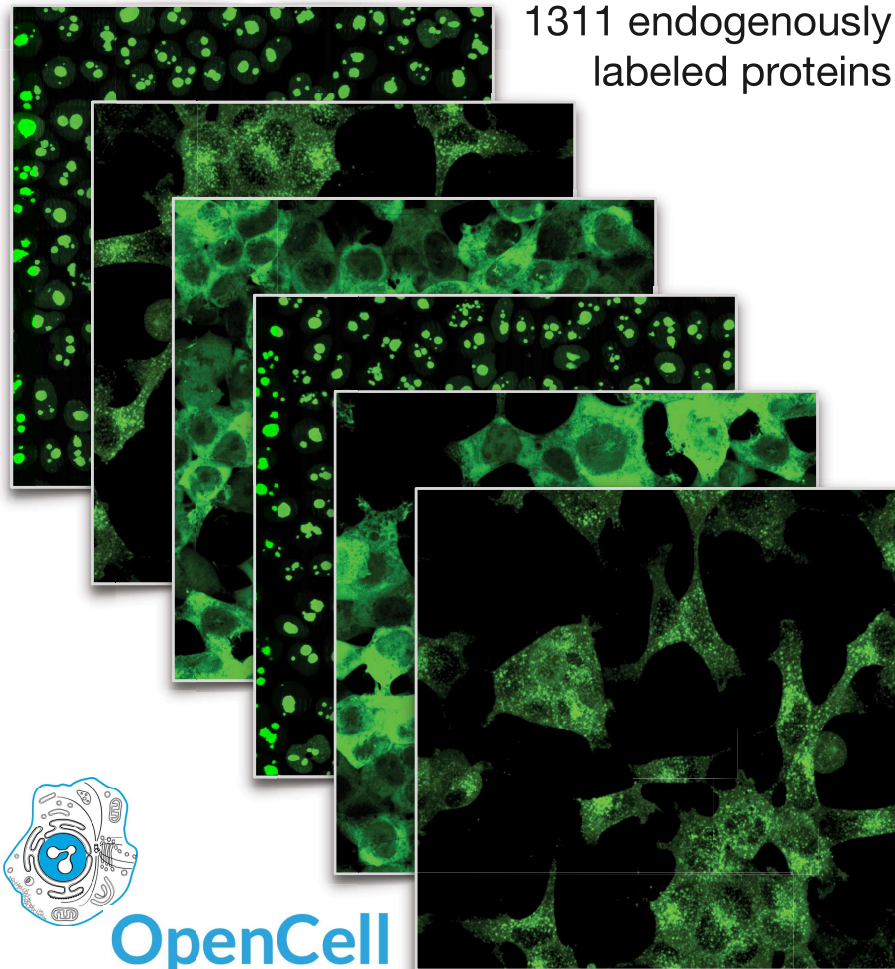





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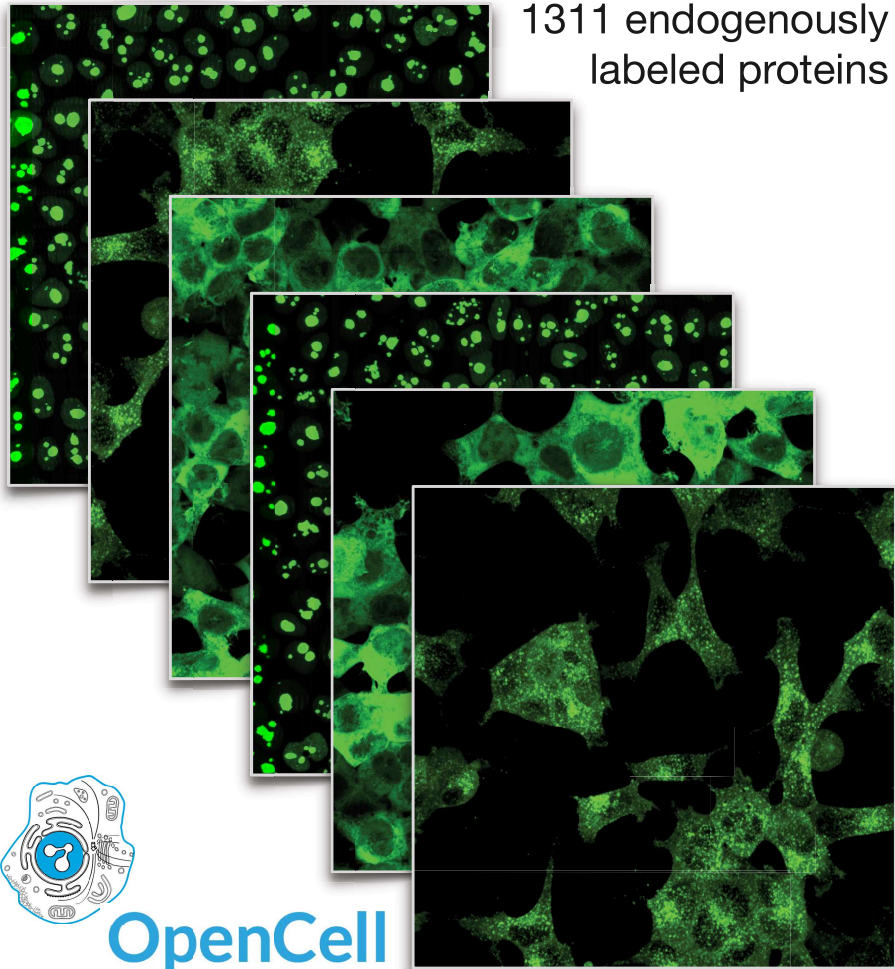
-  Vesicles
-  Cytoplasm
-  Chromatin
-  Nucleoplasm
-  Nucleolus
-  Nucleus membrane
-  Golgi
-  ER
-  Mitochondria
-  Others













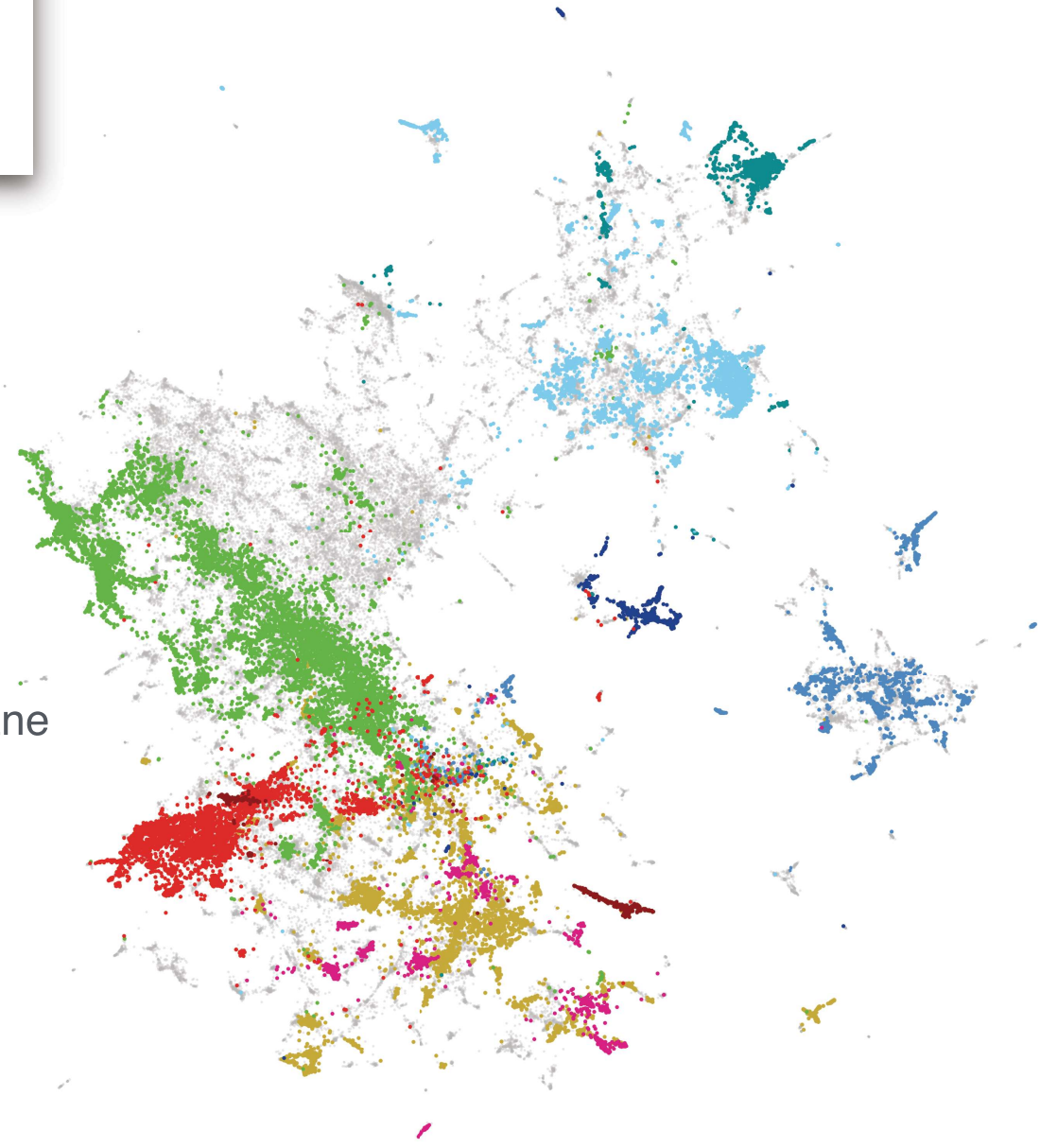
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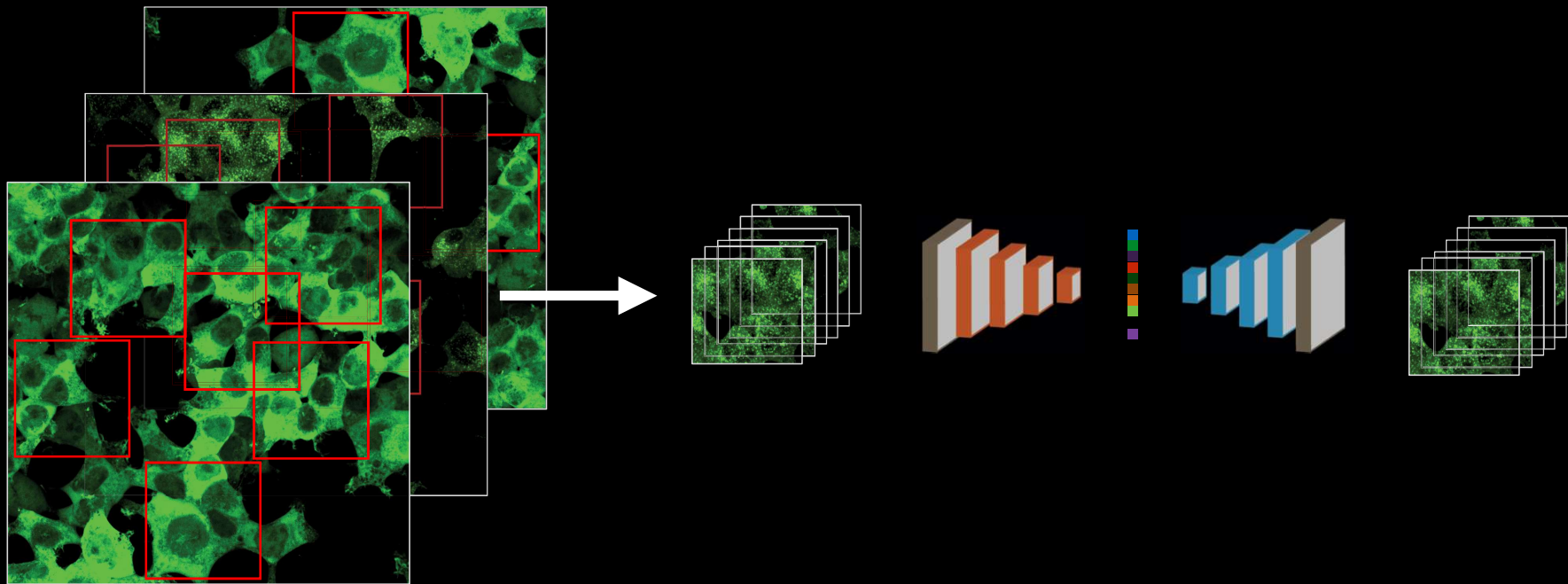


-  Vesicles
-  Cytoplasm
-  Chromatin
-  Nucleoplasm
-  Nucleolus
-  Nucleus membrane
-  Golgi
-  ER
-  Mitochondria
-  Others



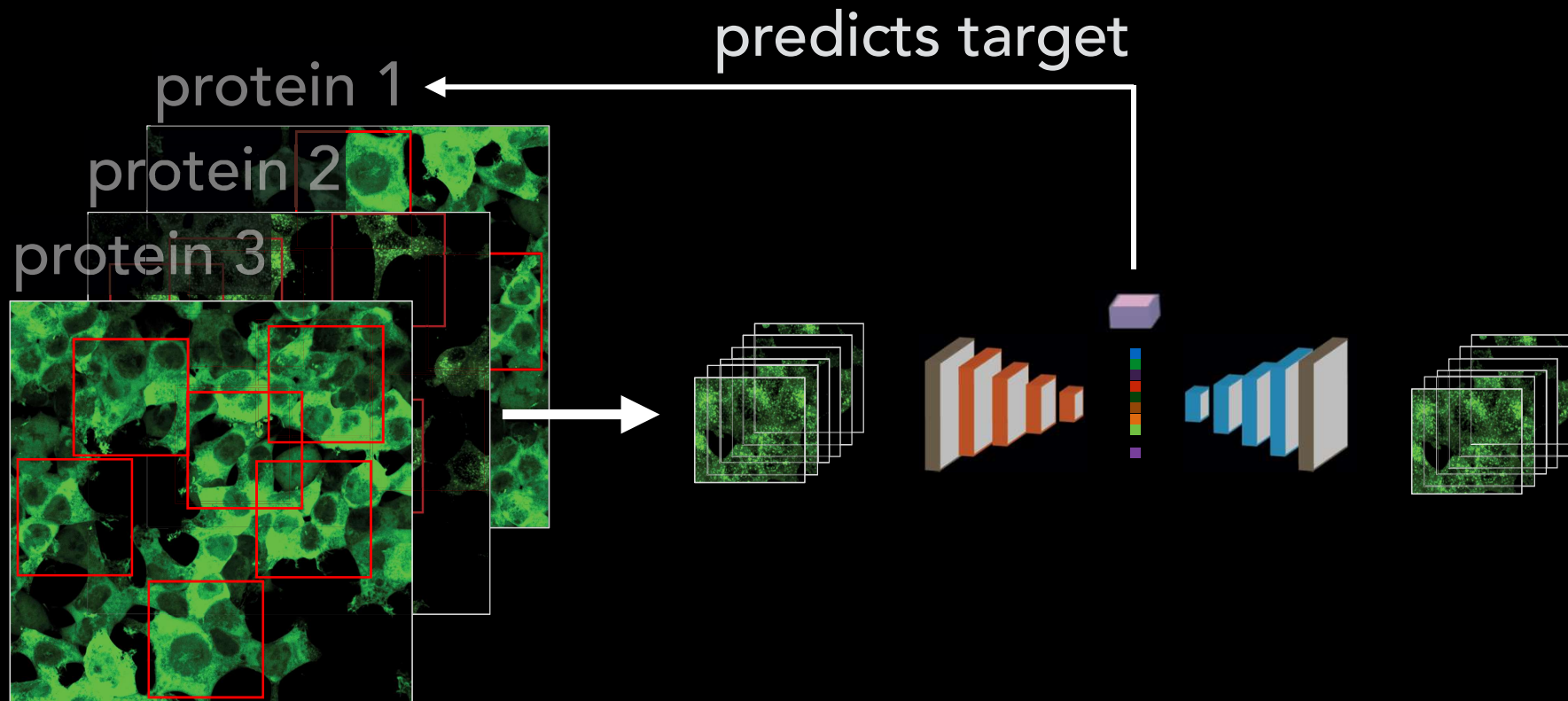
# Our Approach

## latent space self-supervision



# Our Approach

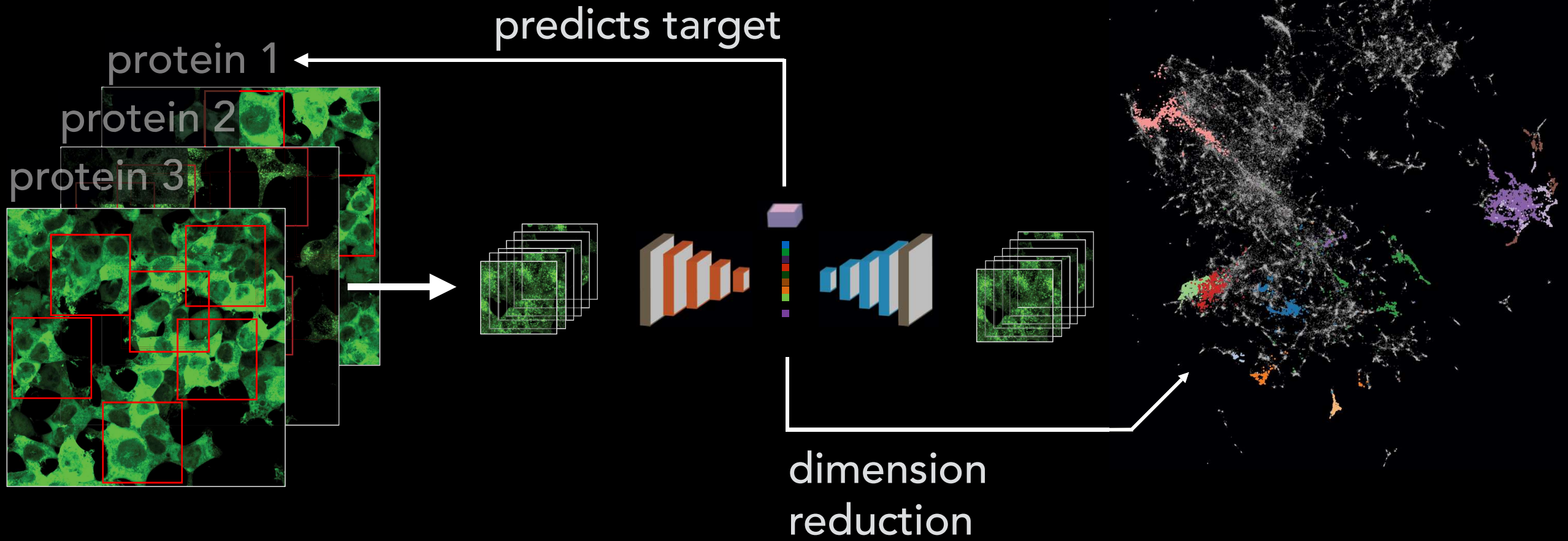
## latent space self-supervision



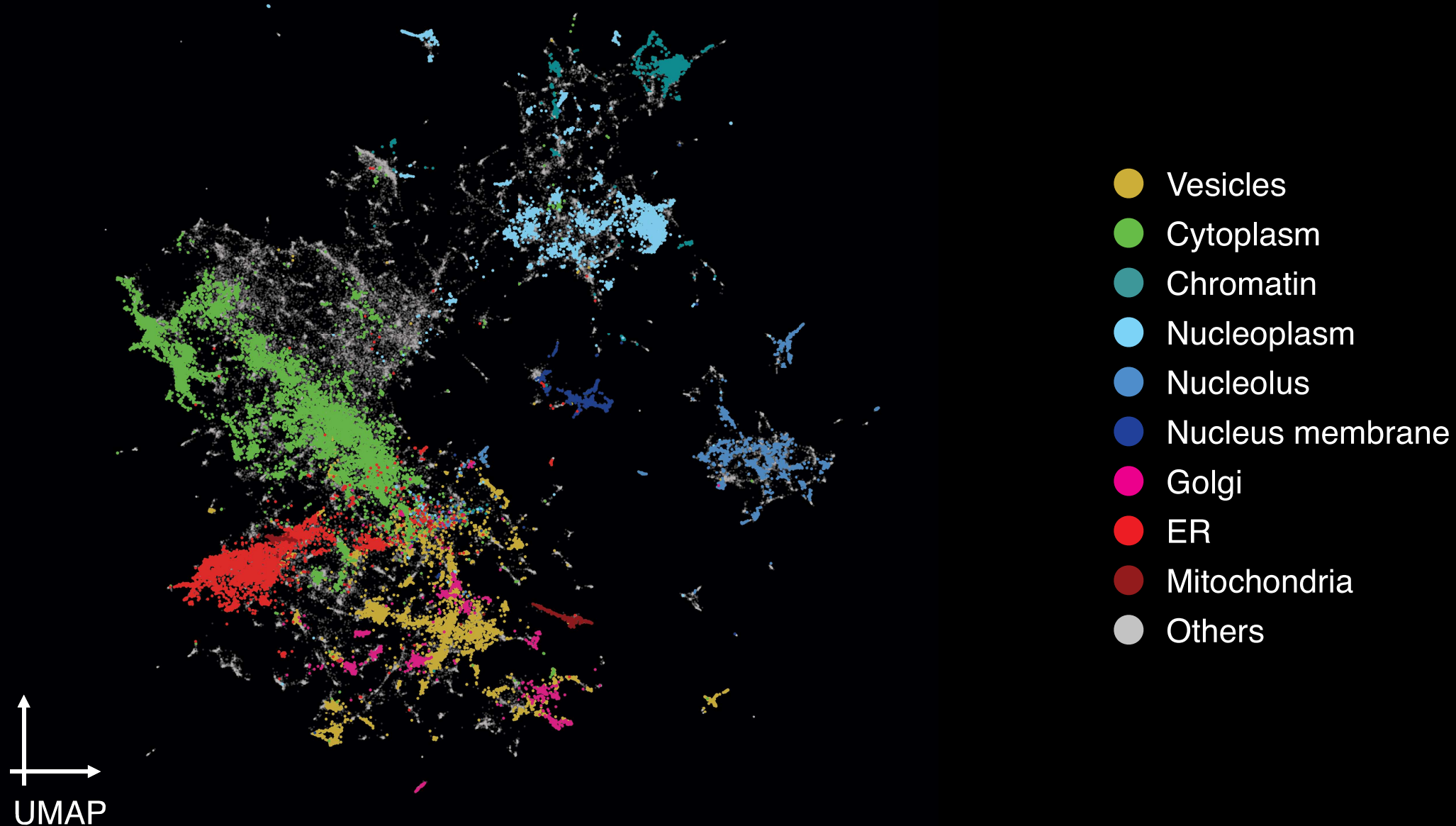


# Our Approach

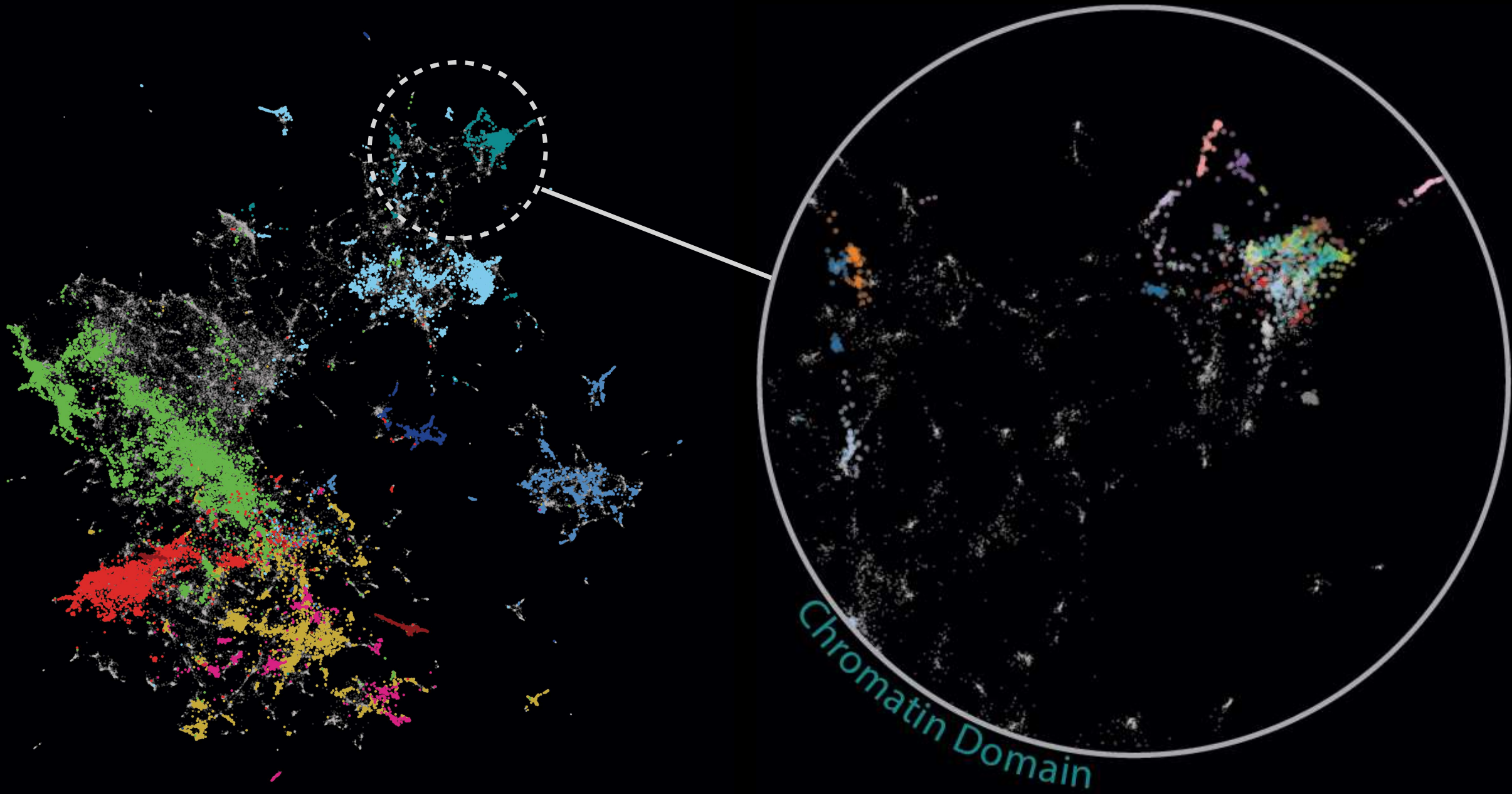
## latent space self-supervision



# A New Map of Protein Sub-cellular Localisation

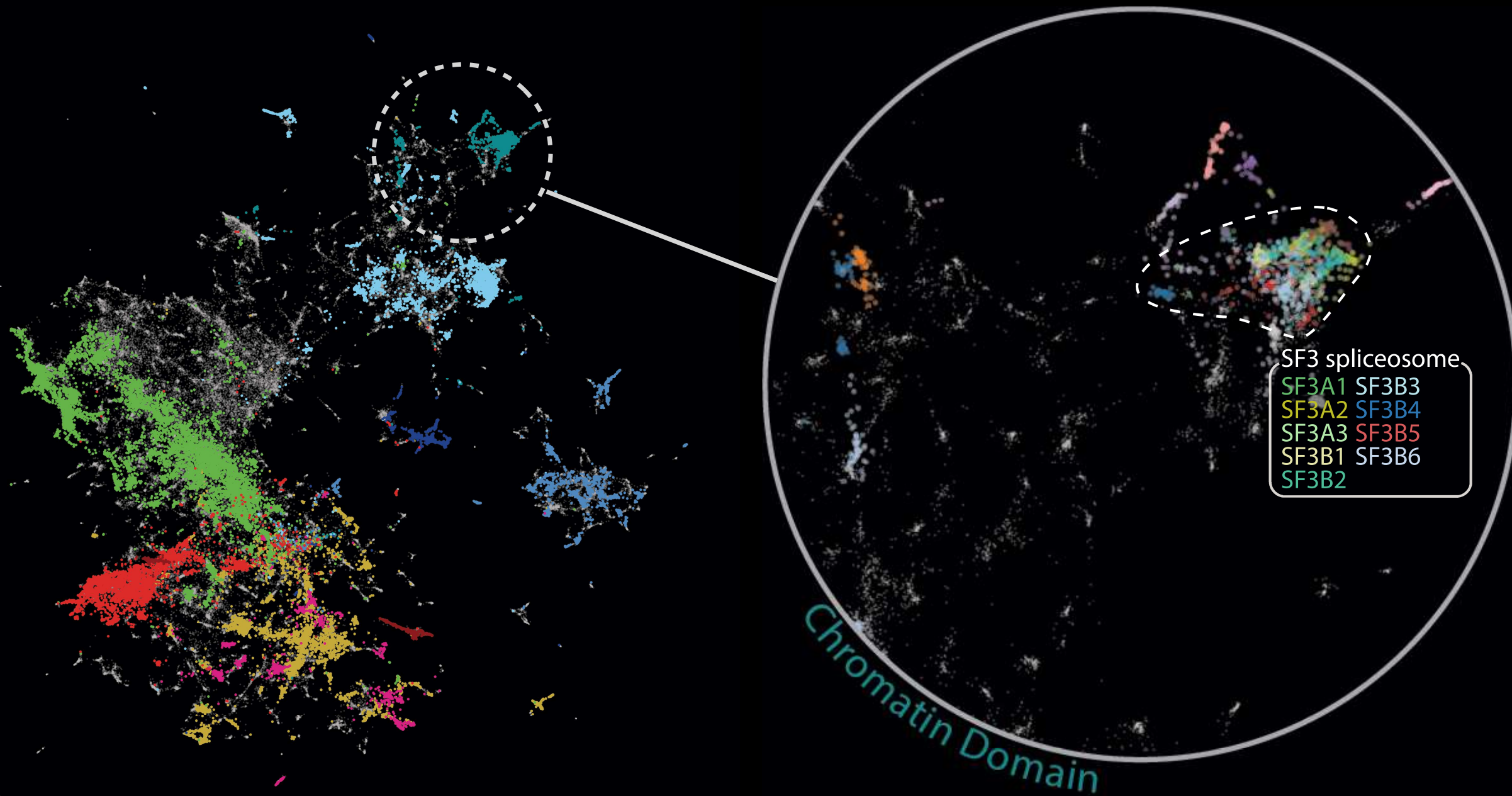


↑  
→  
UMAP

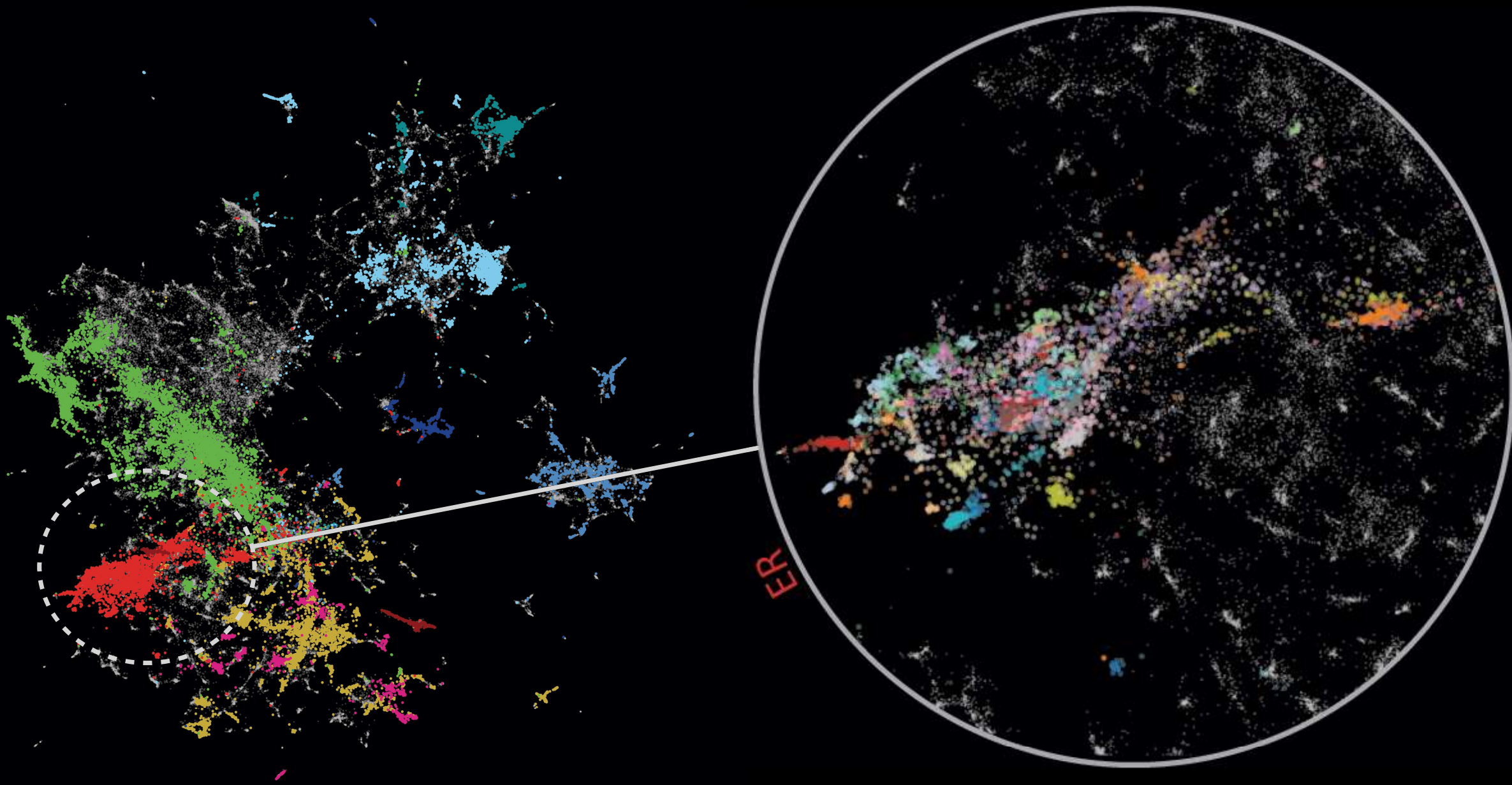




↑  
→  
UMAP

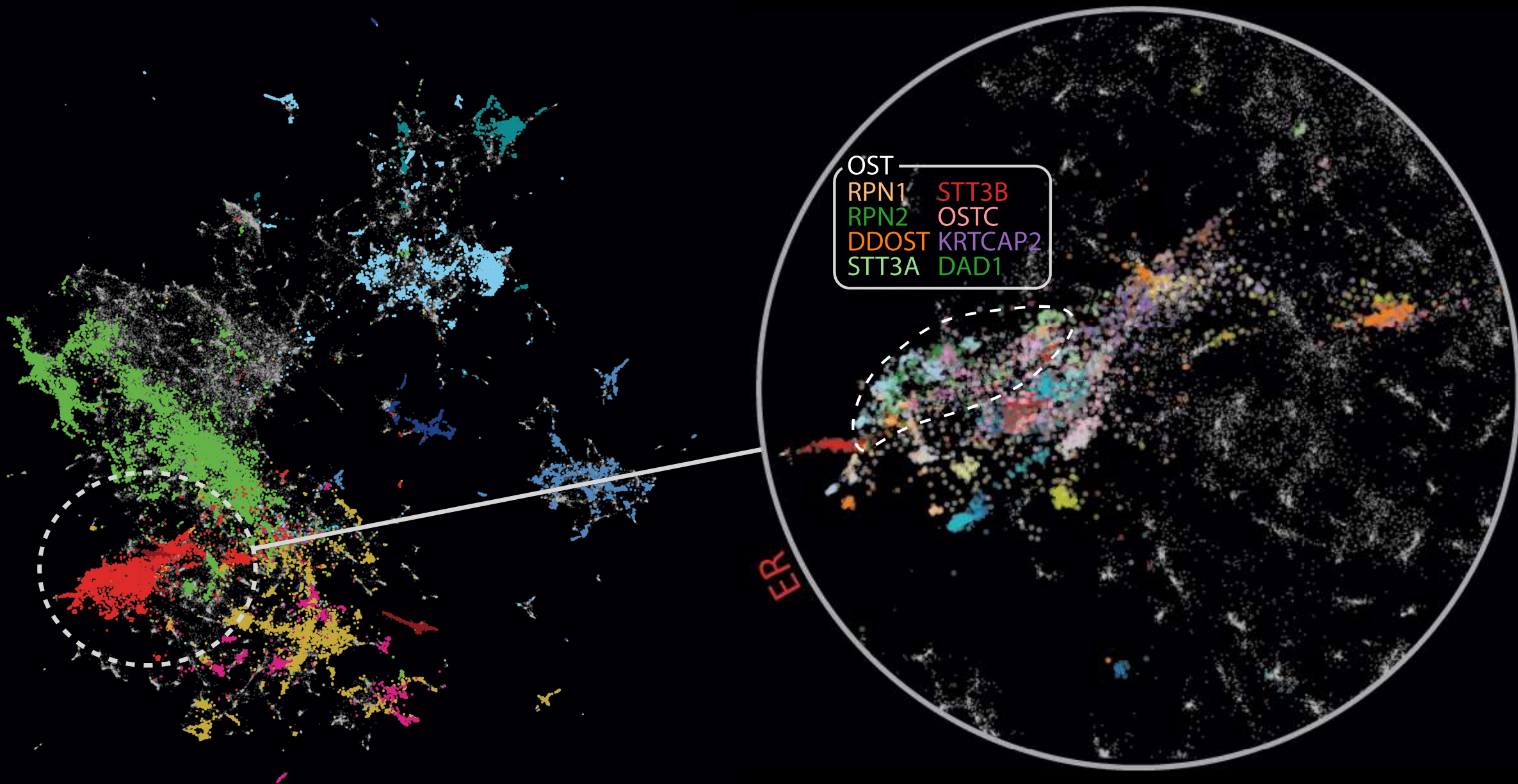


↑  
→  
UMAP

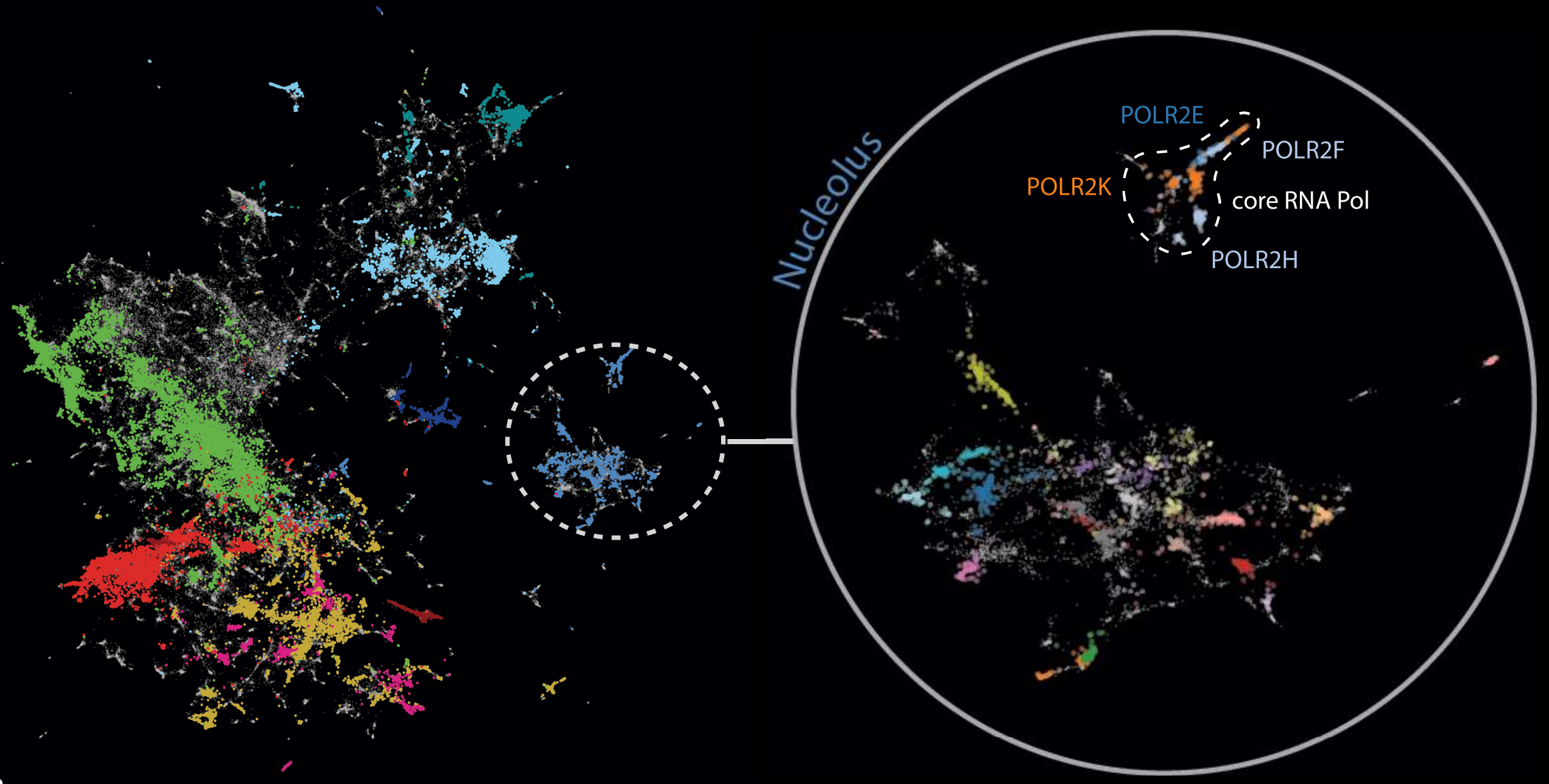




↑  
→  
UMAP



↑  
→  
UMAP

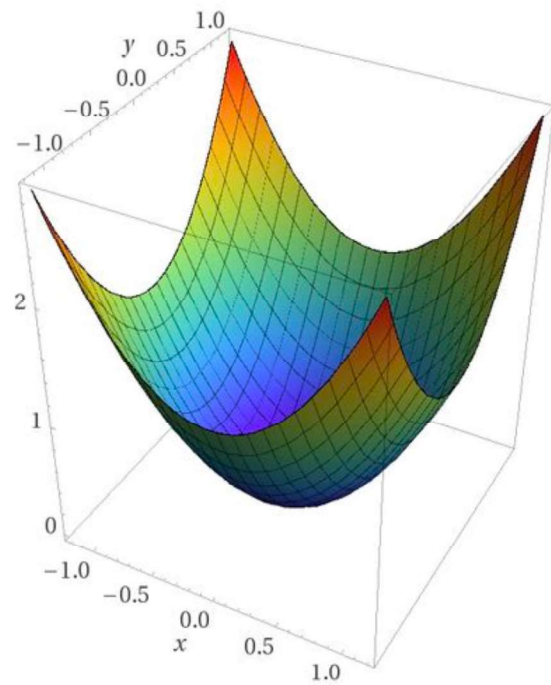




# The Training Problem

# The Complex Objective (Loss) of Deep Models

a different output every time you train...

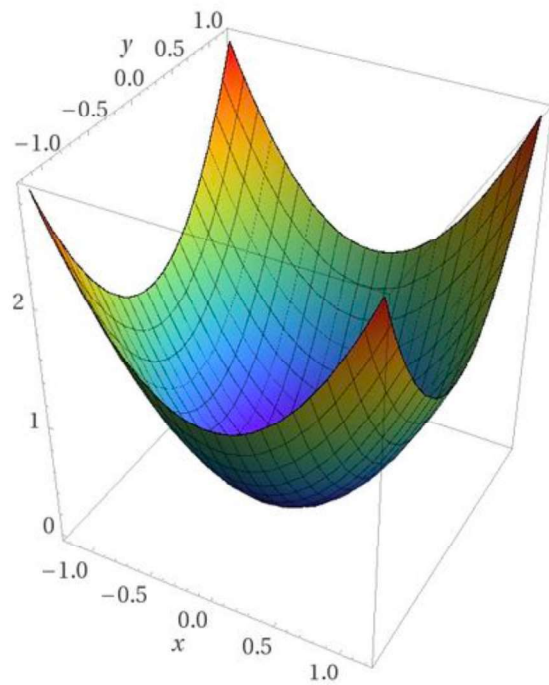


convex objective

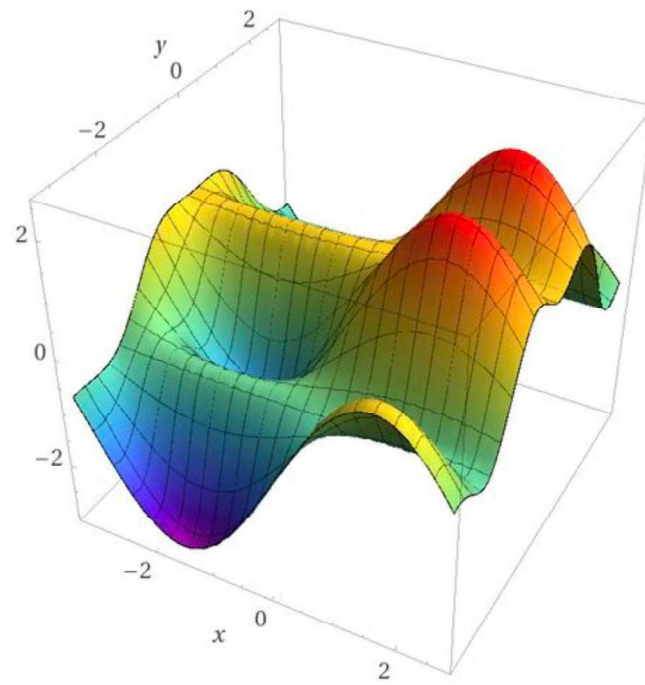


# The Complex Objective (Loss) of Deep Models

a different output every time you train...



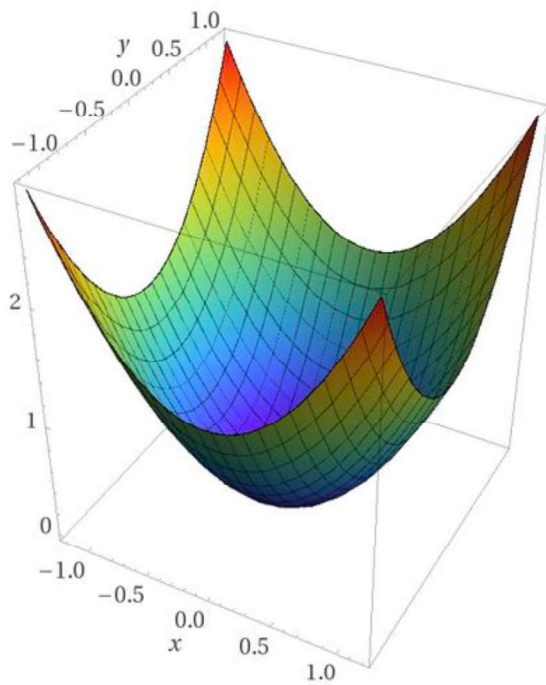
convex objective



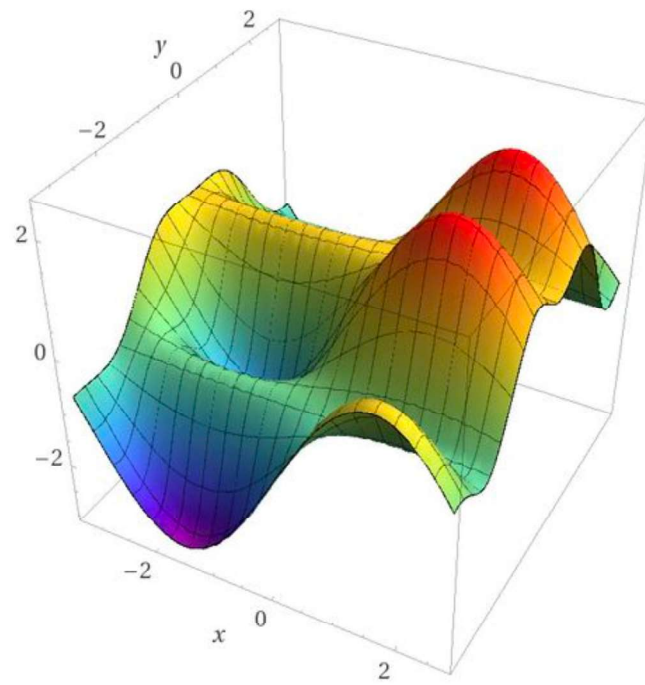
complex objective

# The Complex Objective (Loss) of Deep Models

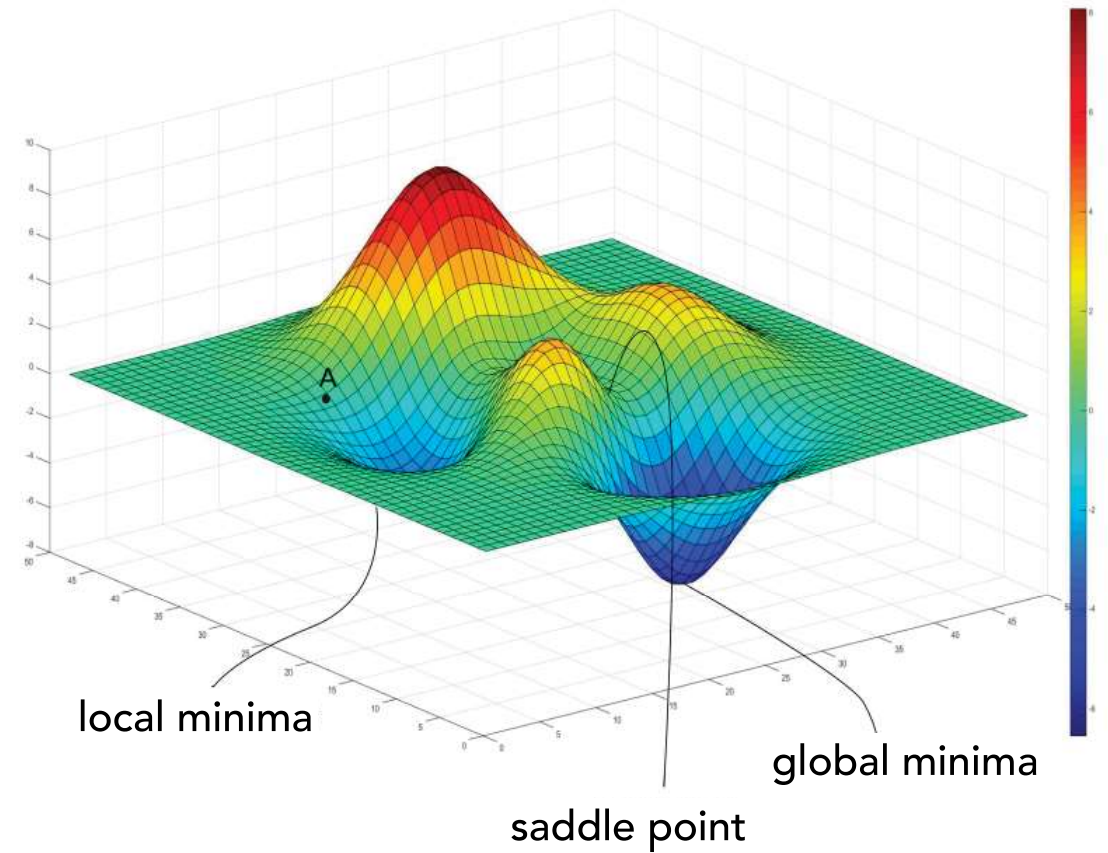
a different output every time you train...



convex objective

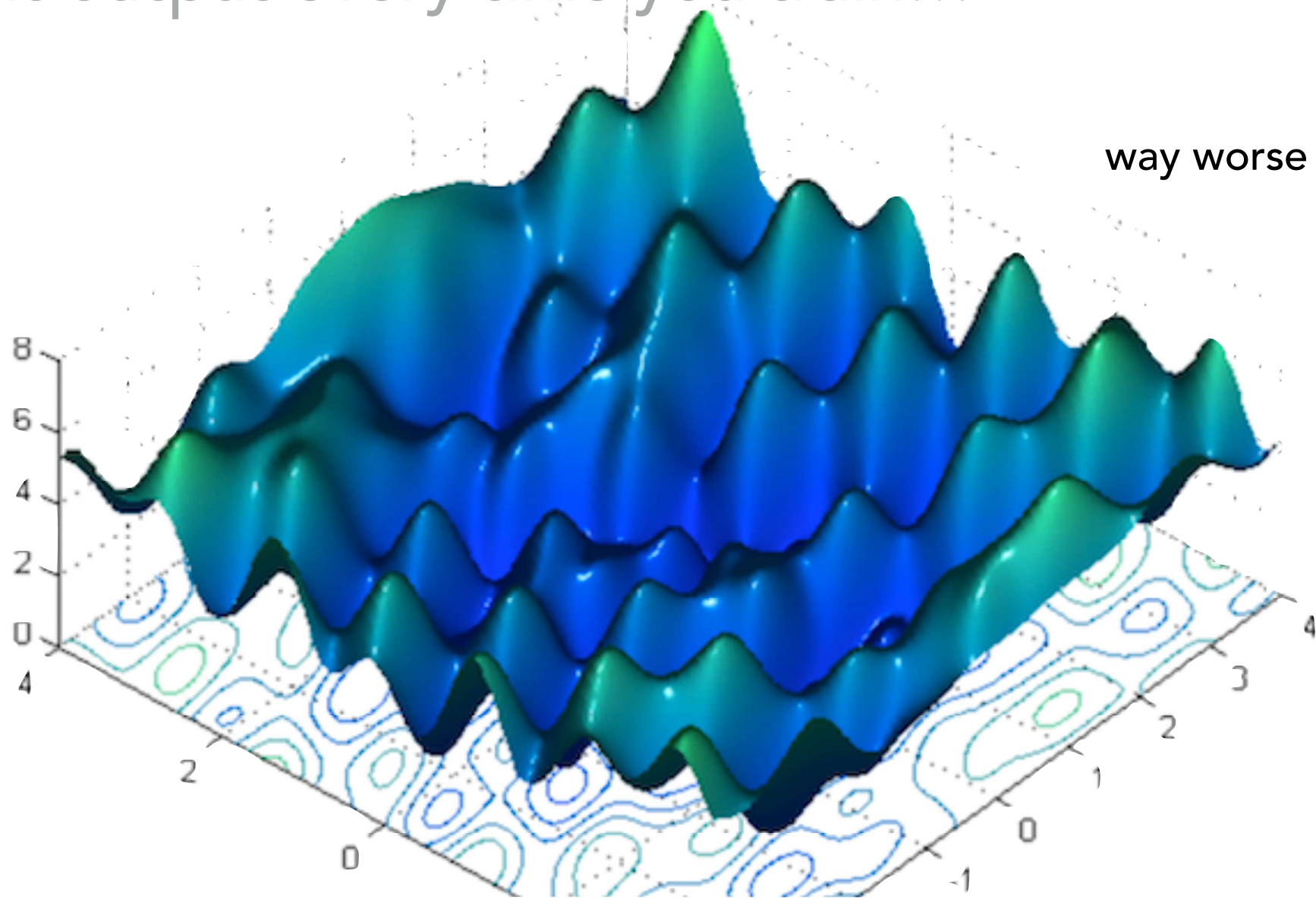


complex objective



# The Complex Objective (Loss) of Deep Models

a different output every time you train...

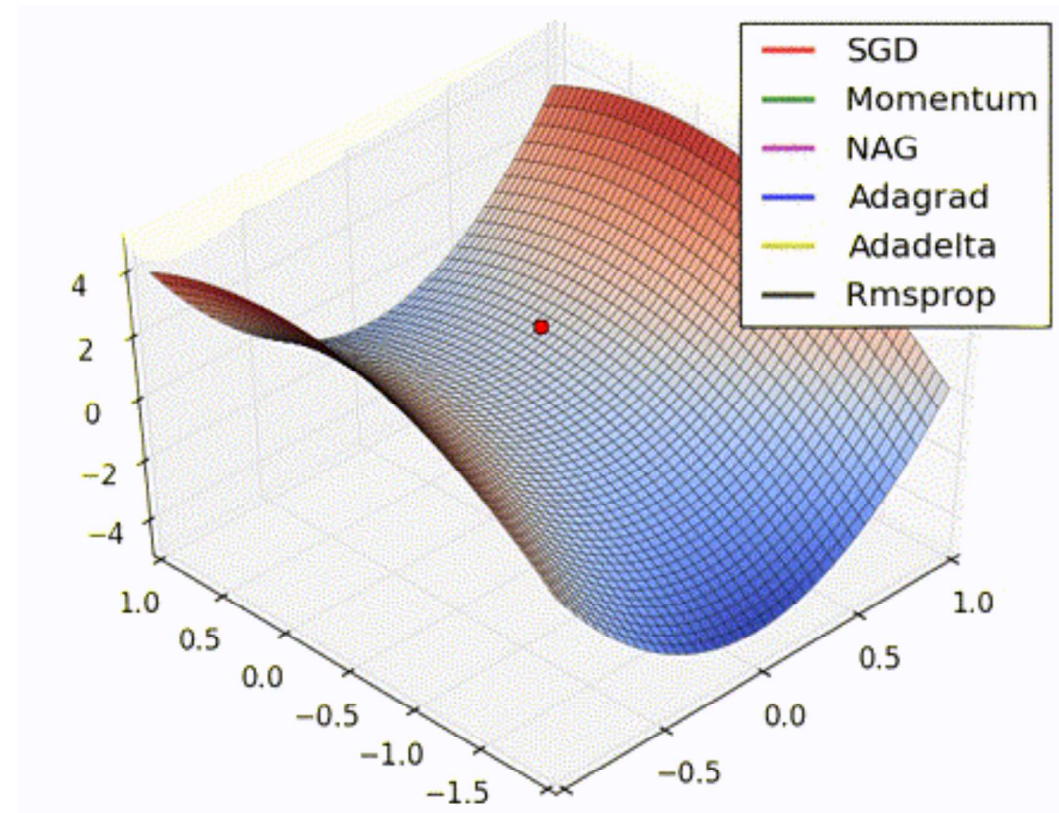
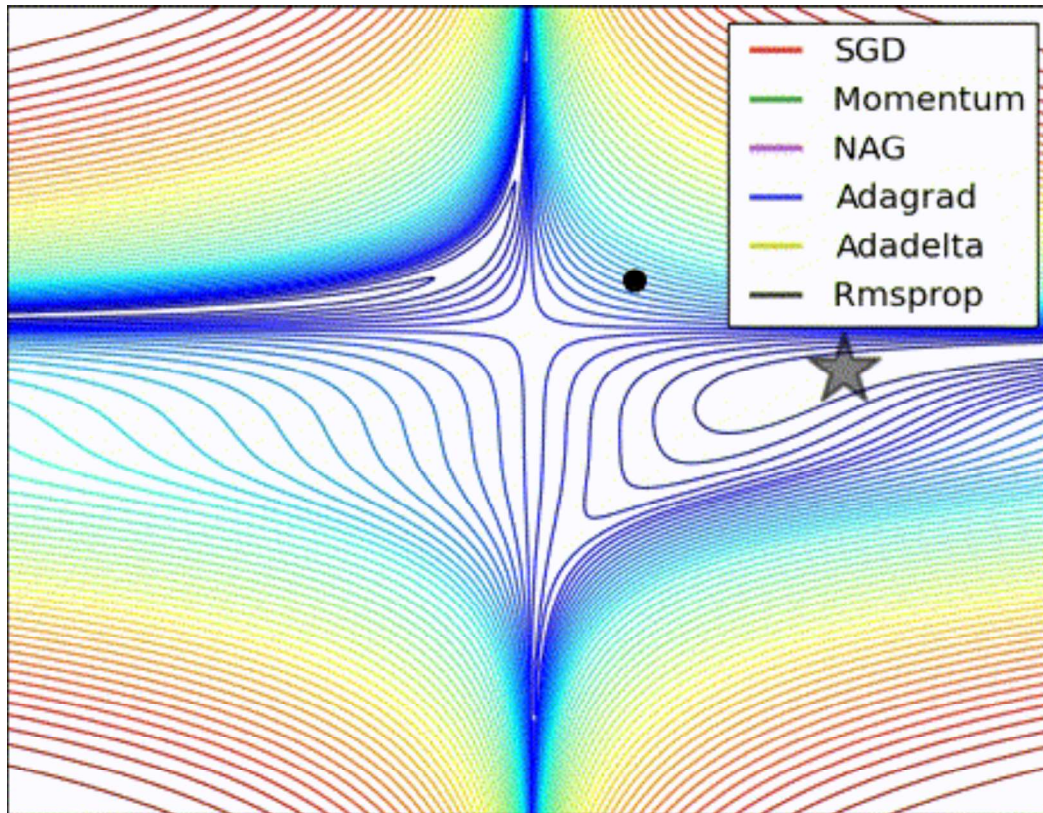


way worse than that...



# The Black Magic of Optimisation

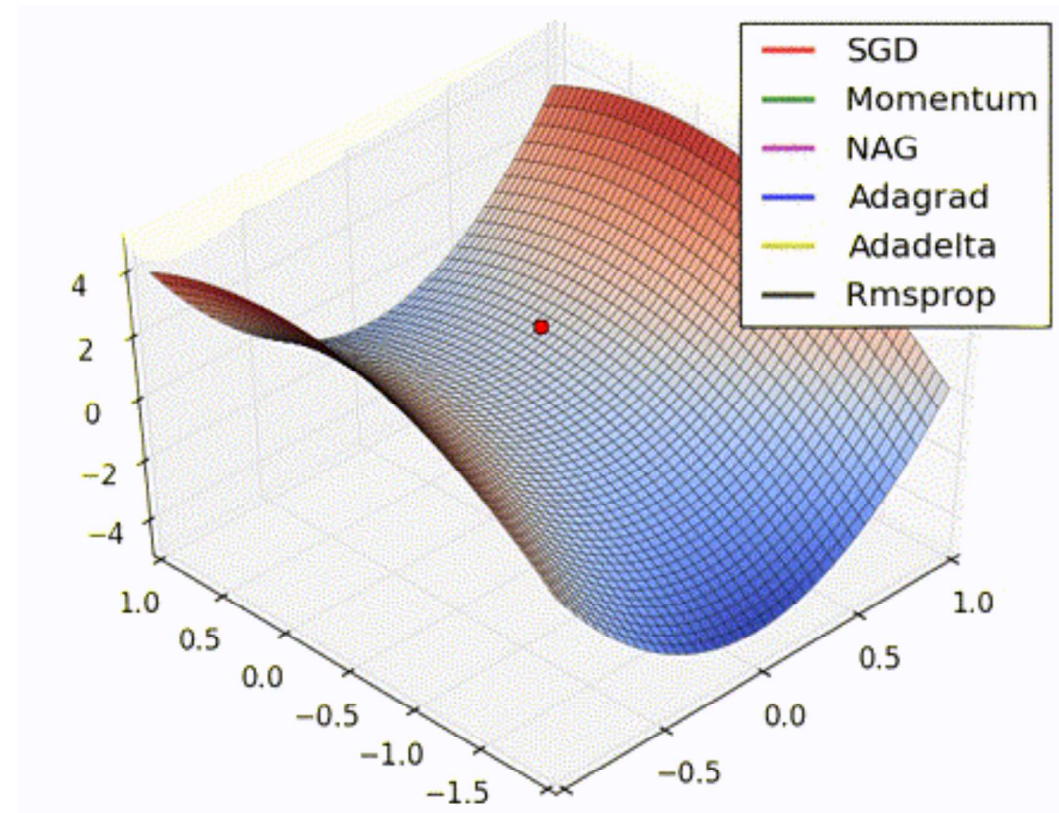
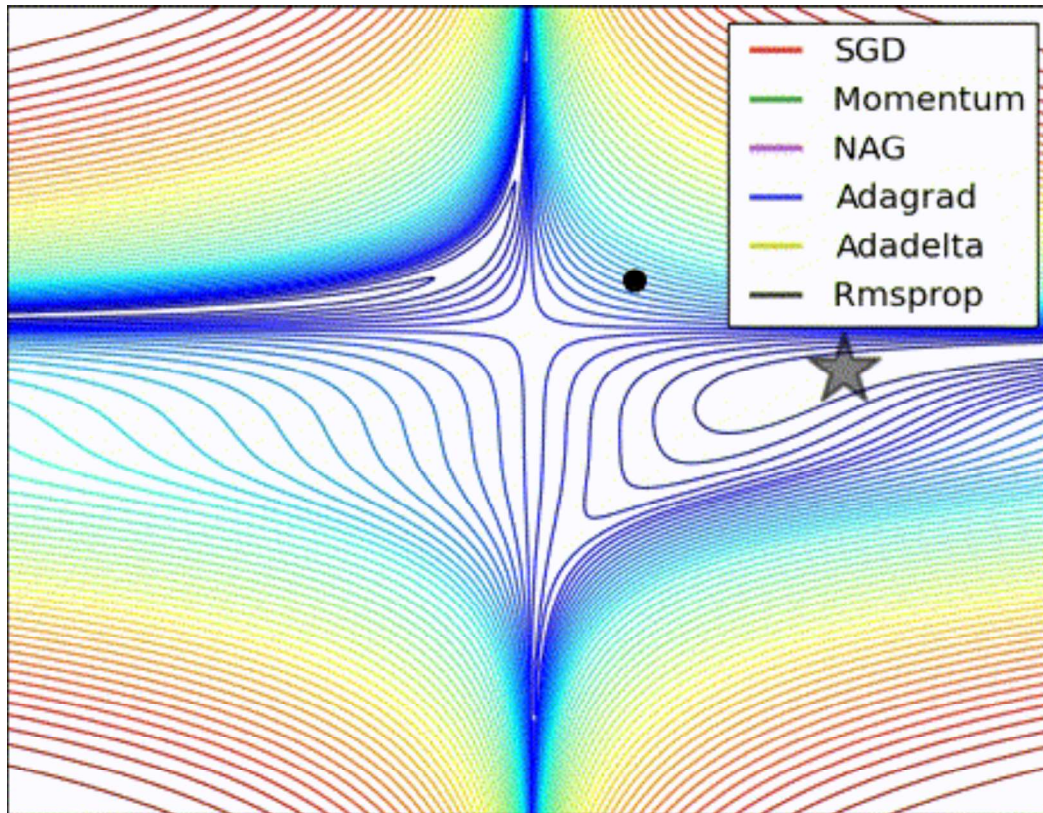
How to choose algorithm and hyper-parameters?



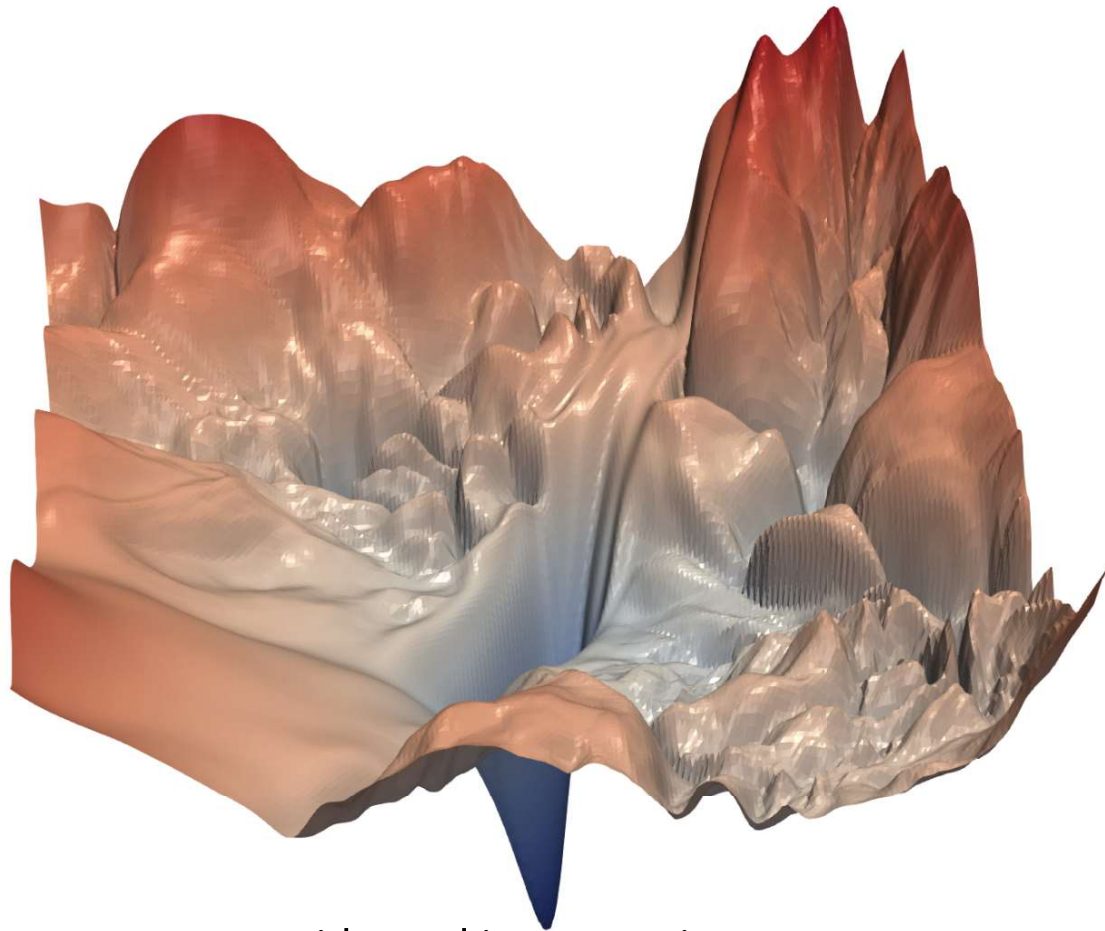


# The Black Magic of Optimisation

How to choose algorithm and hyper-parameters?



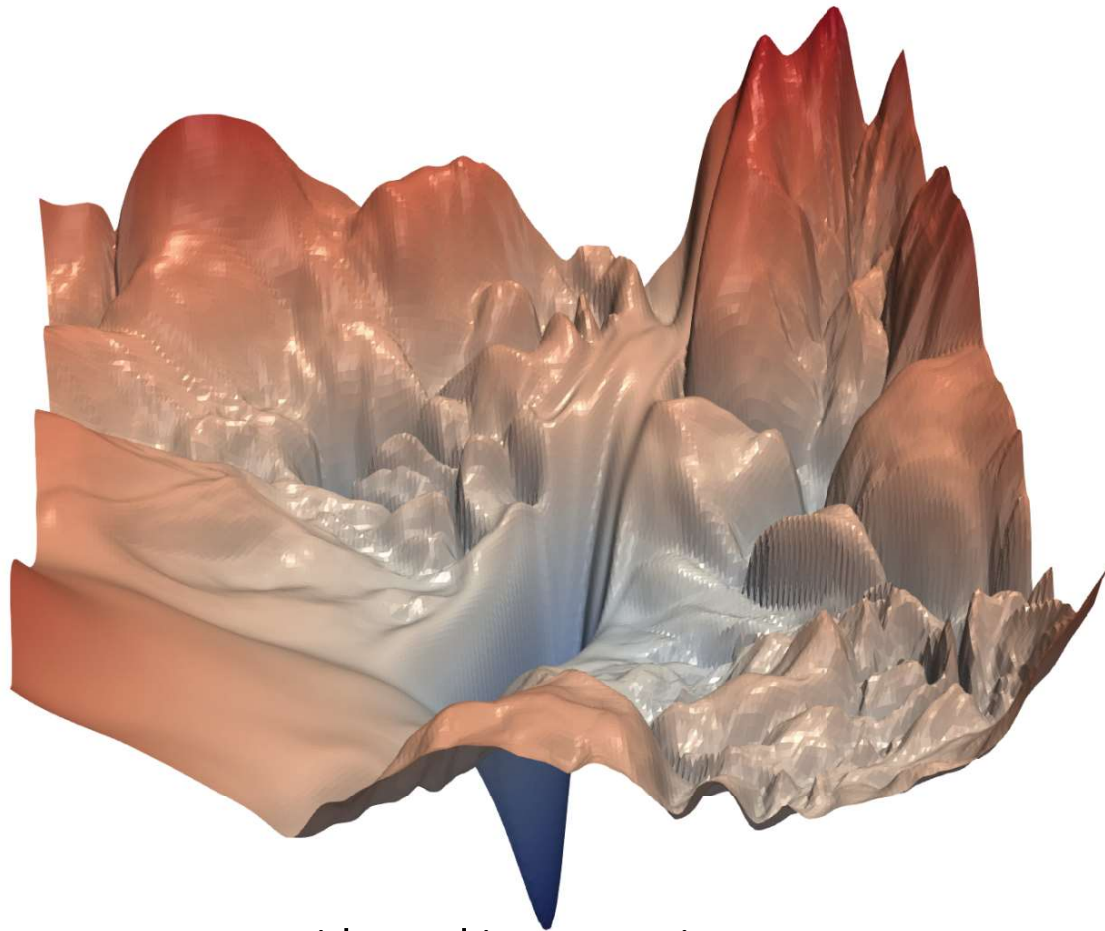
# The Art of Neural Architecture Design and the loss landscape of neural networks



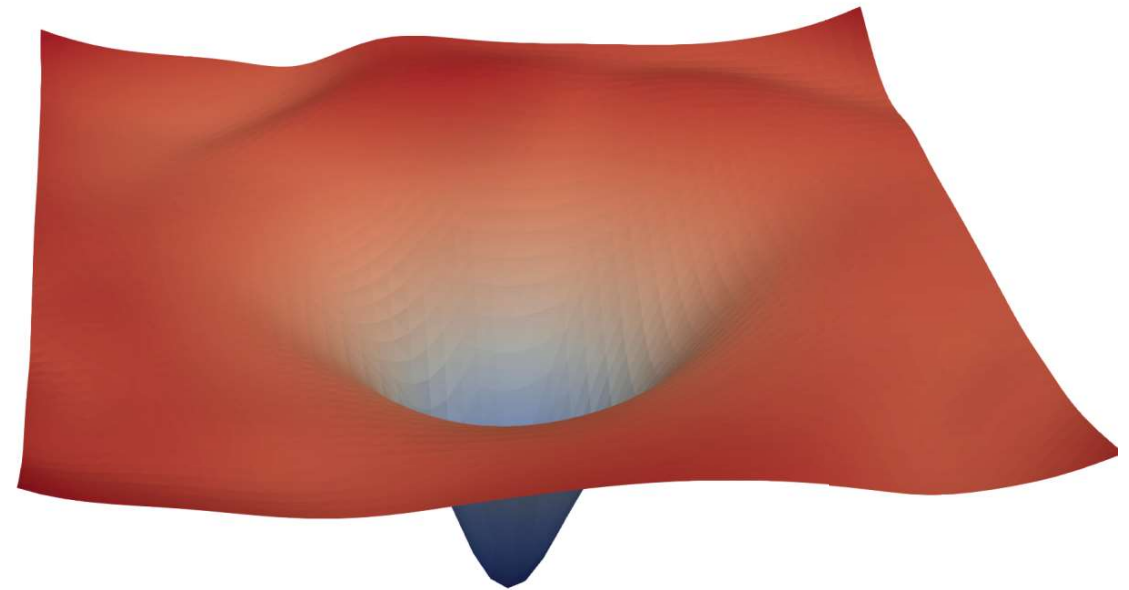
without skip connections



# The Art of Neural Architecture Design and the loss landscape of neural networks



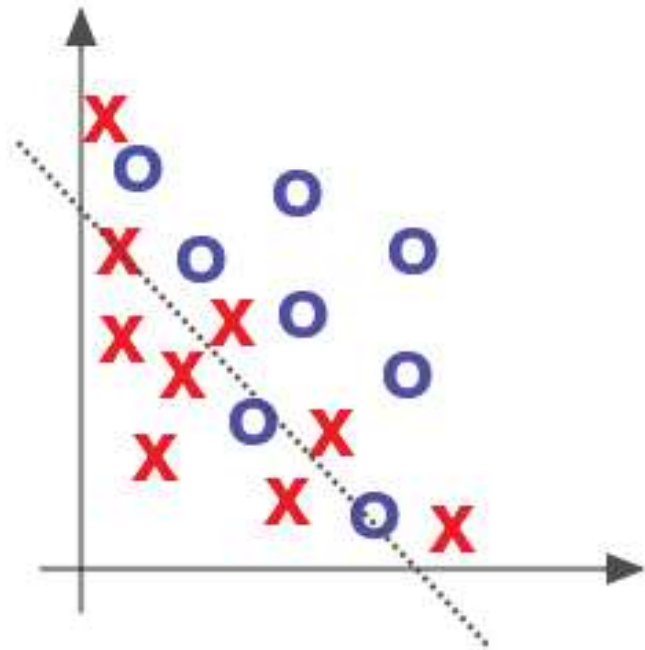
without skip connections



with skip connections

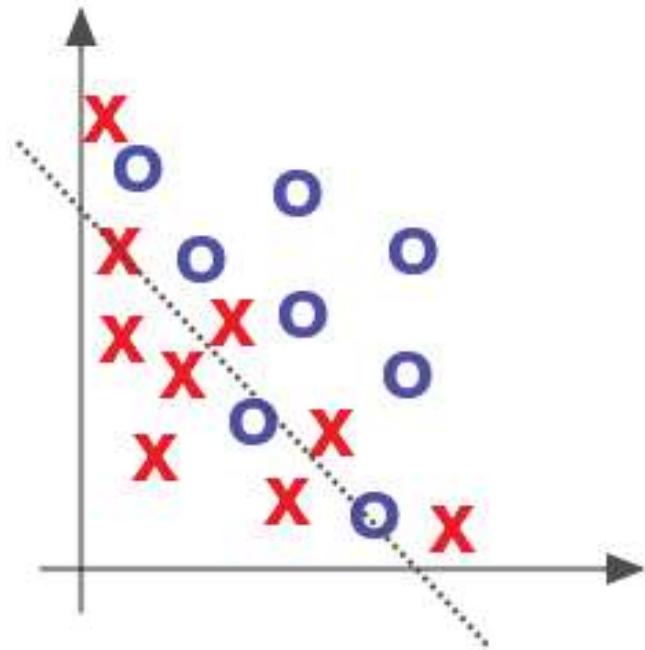
# The Overfitting Problem

# Under- and Overfitting intuition

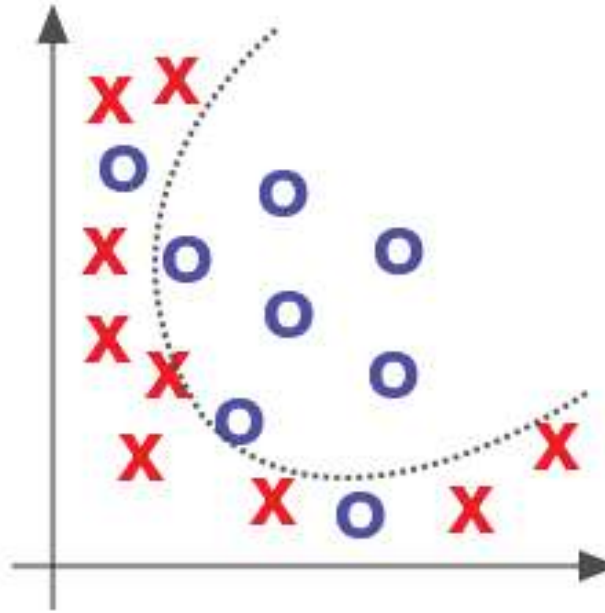


under-fitting

# Under- and Overfitting intuition

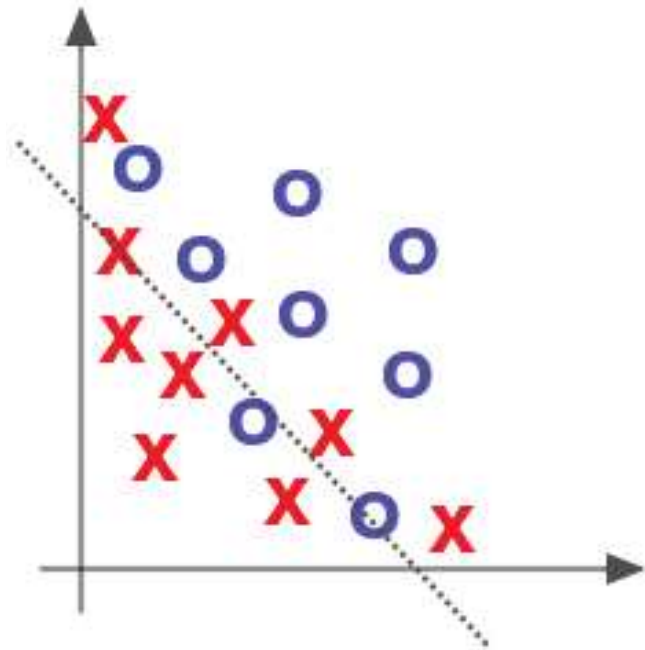


under-fitting

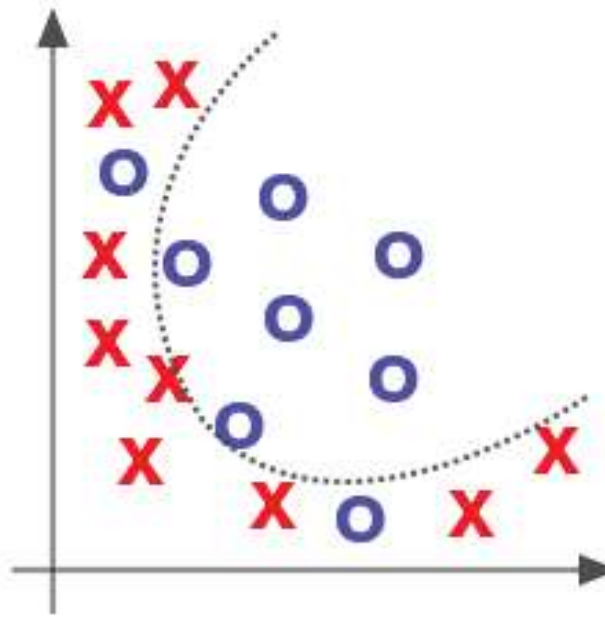


desired

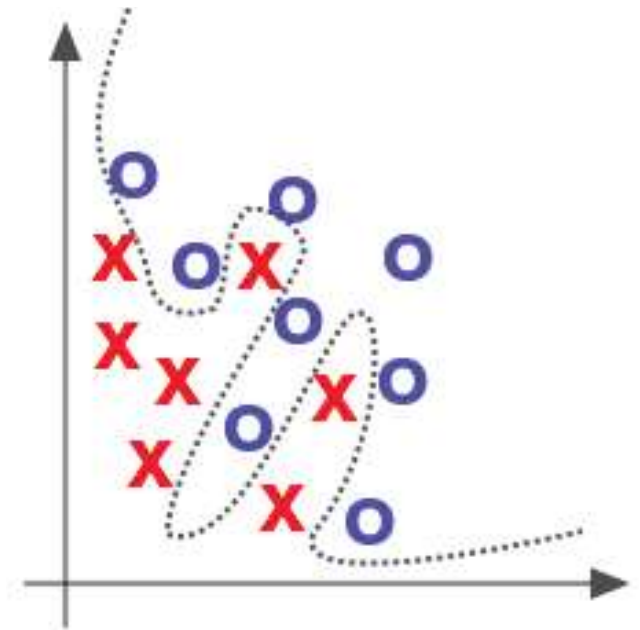
# Under- and Overfitting intuition



under-fitting



desired

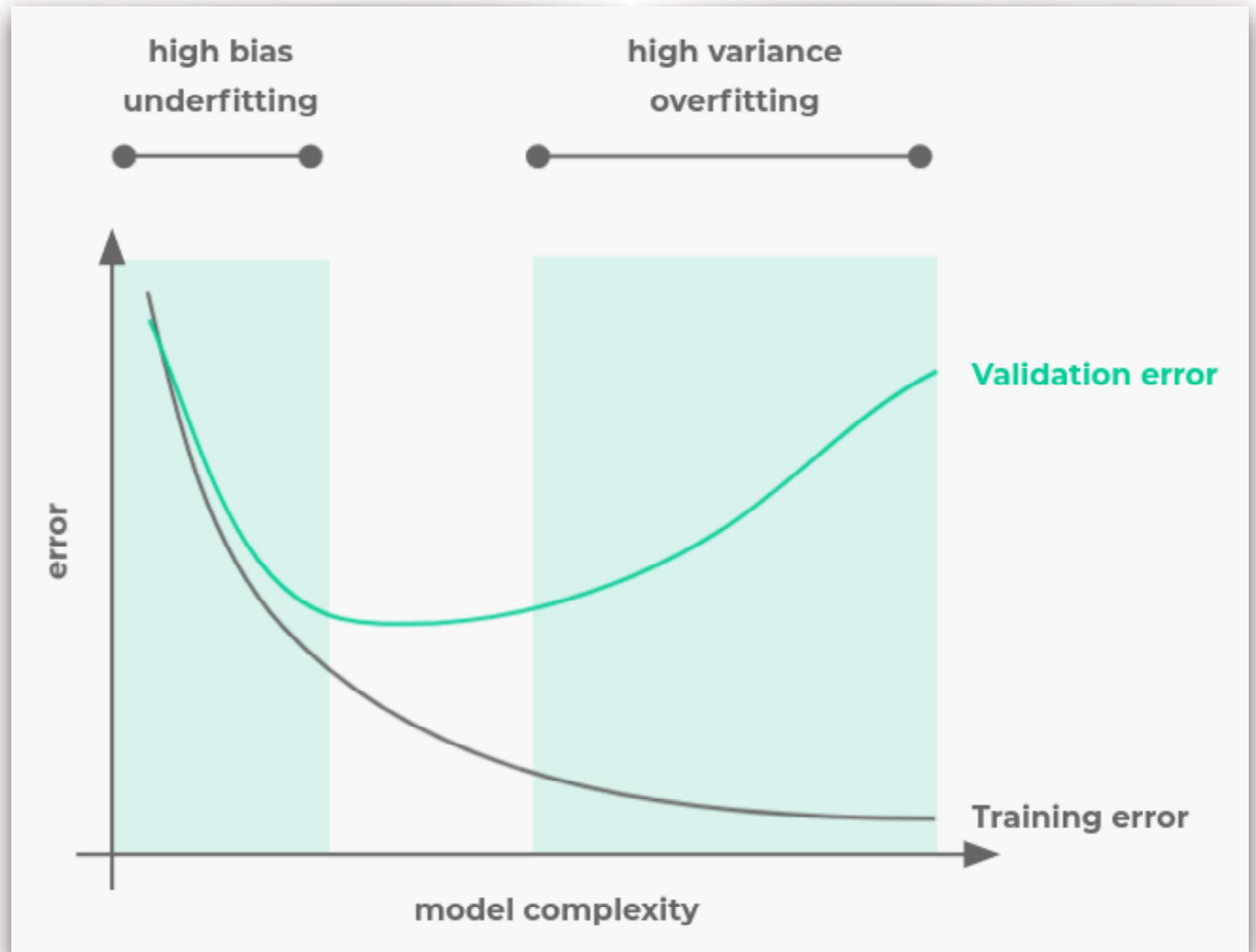


over-fitting

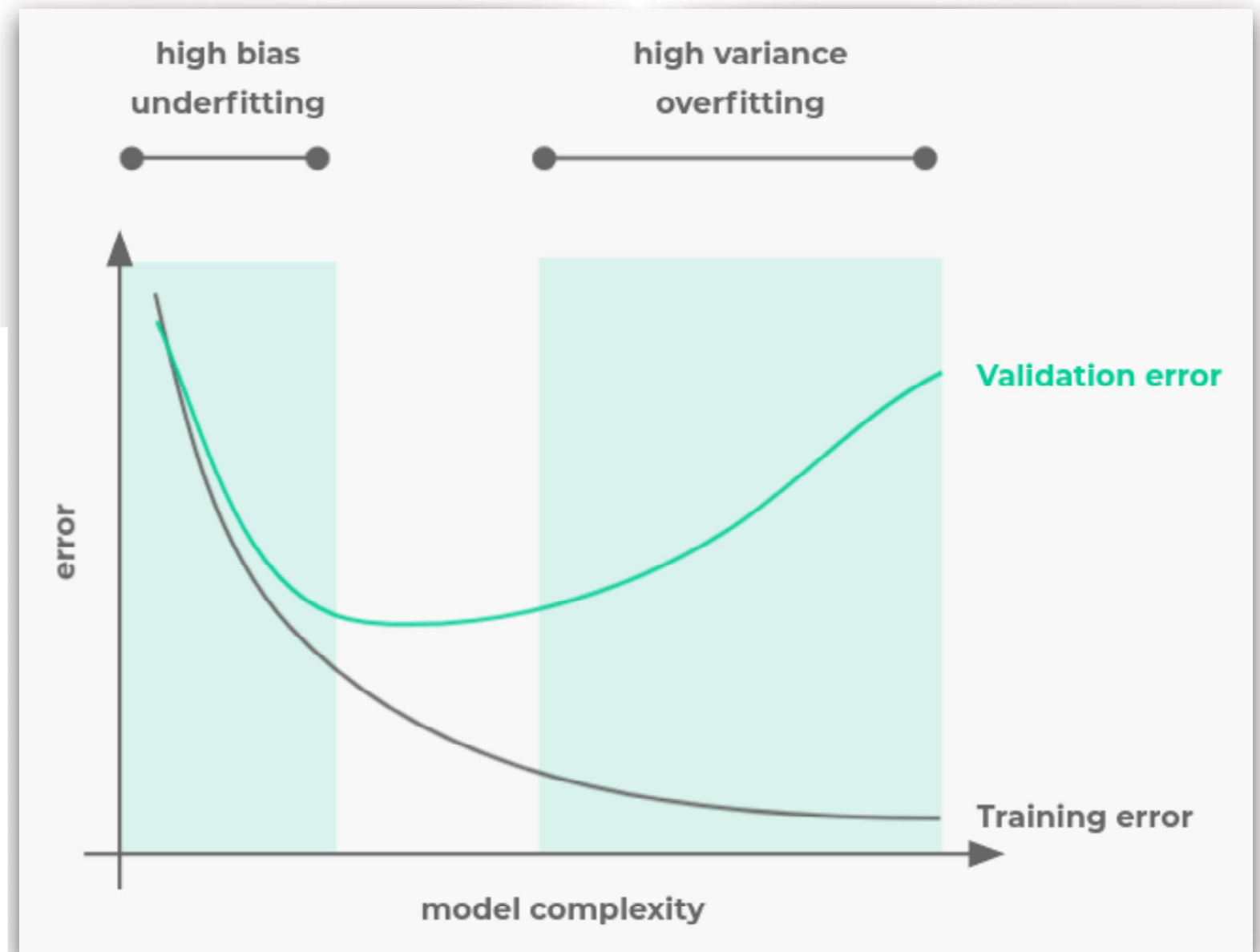
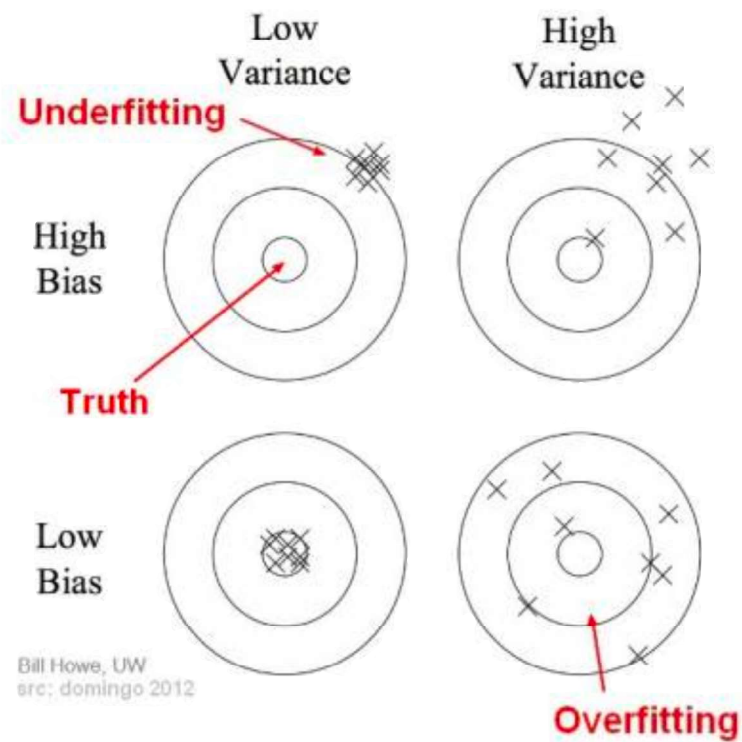


# Under- and Overfitting

bias versus variance



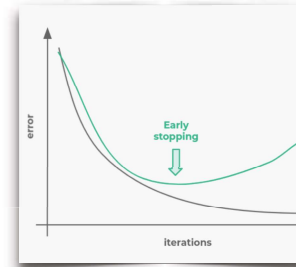
# Under- and Overfitting bias versus variance



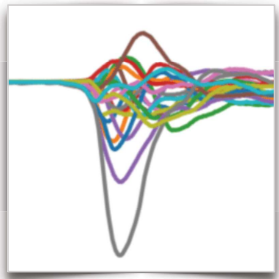
# Overfitting solutions

$$\lambda \|W\|_1$$

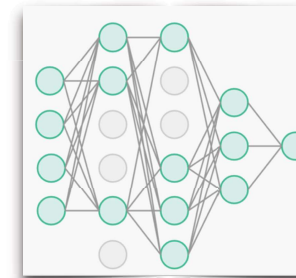
Weight Regularisation



Early Stopping



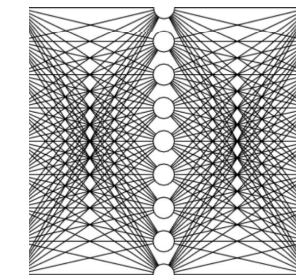
Activity Regularisation



Dropout



Data Augmentation



Simplify Model

# The Adversarial Fragility Problem

# Adversarial Attacks

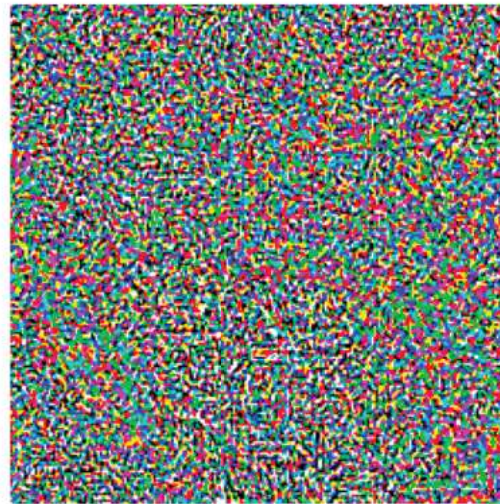
imperceptible noise turns panda into gibbon



“panda”

57.7% confidence

+ .007 ×



noise

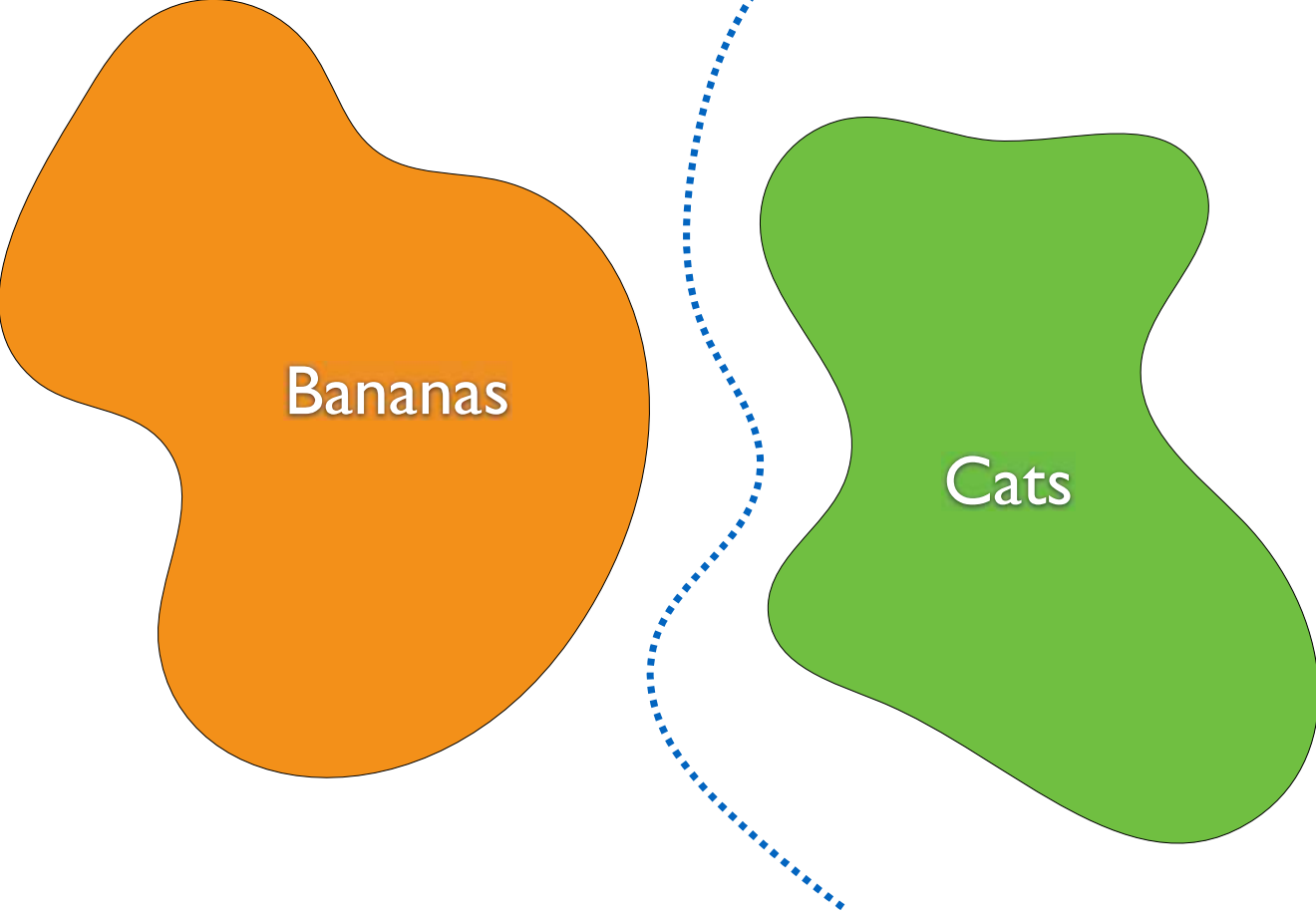
=



“gibbon”

99.3% confidence

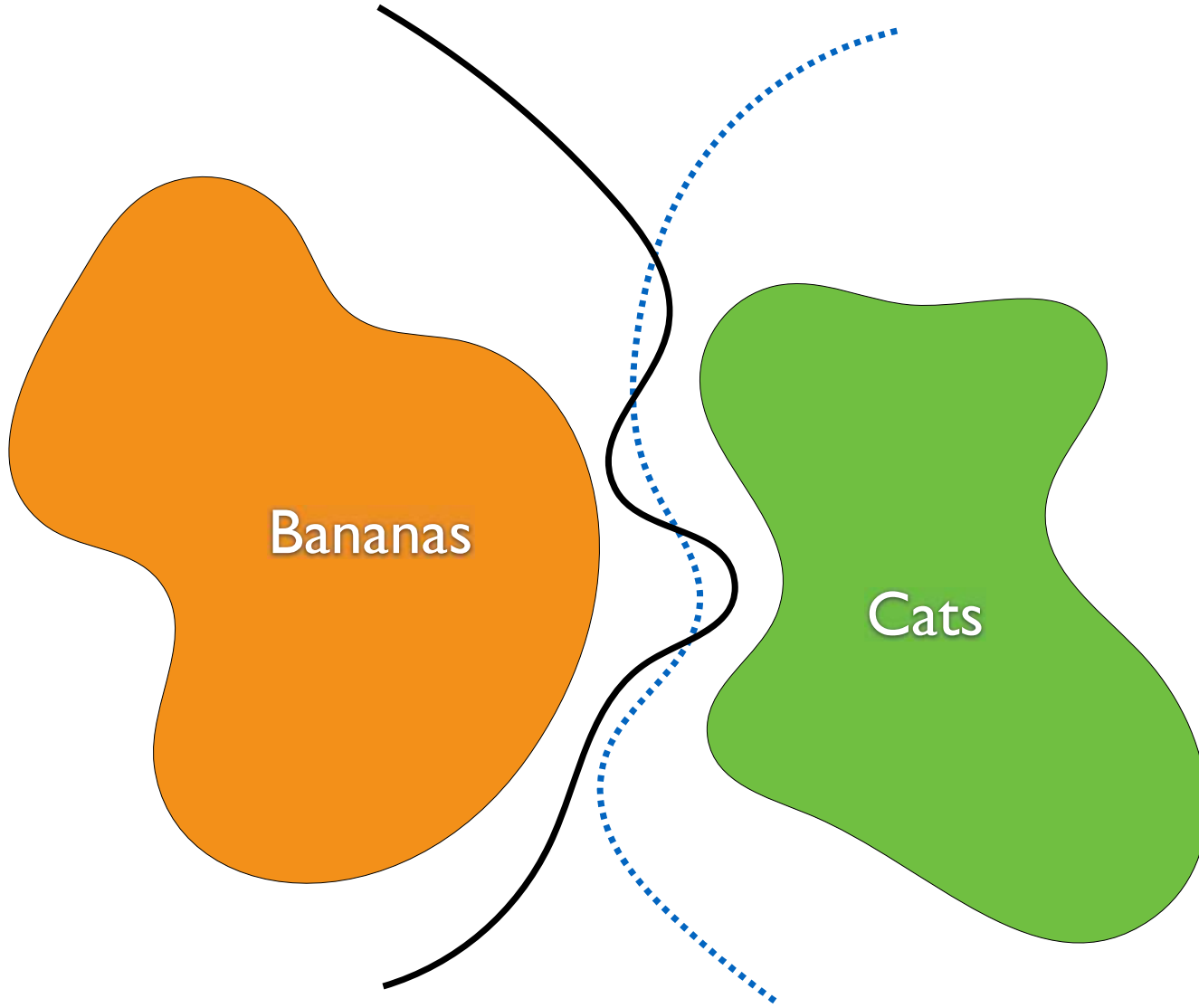
Human decision boundary





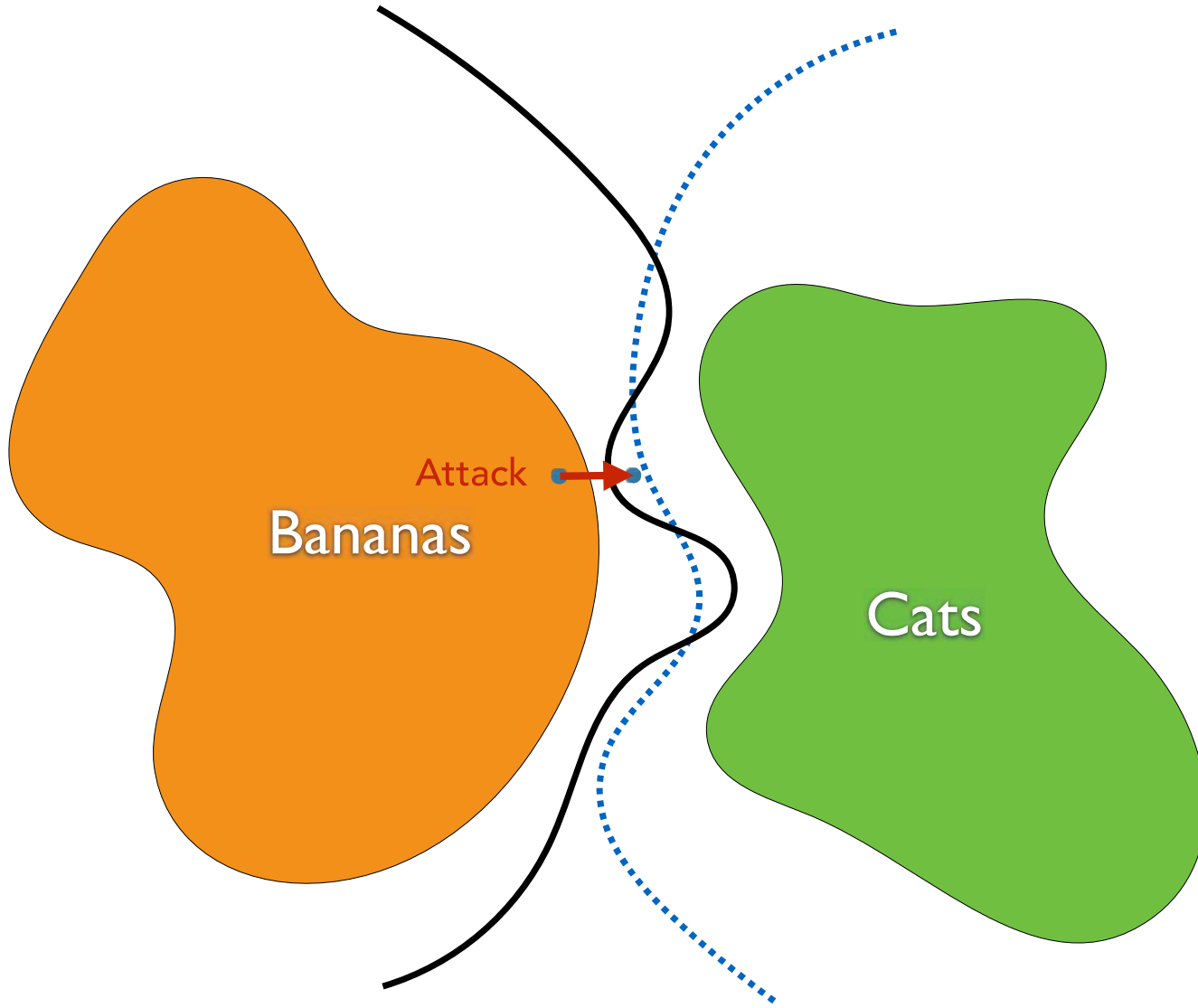
Machine decision boundary

Human decision boundary



Machine decision boundary

Human decision boundary



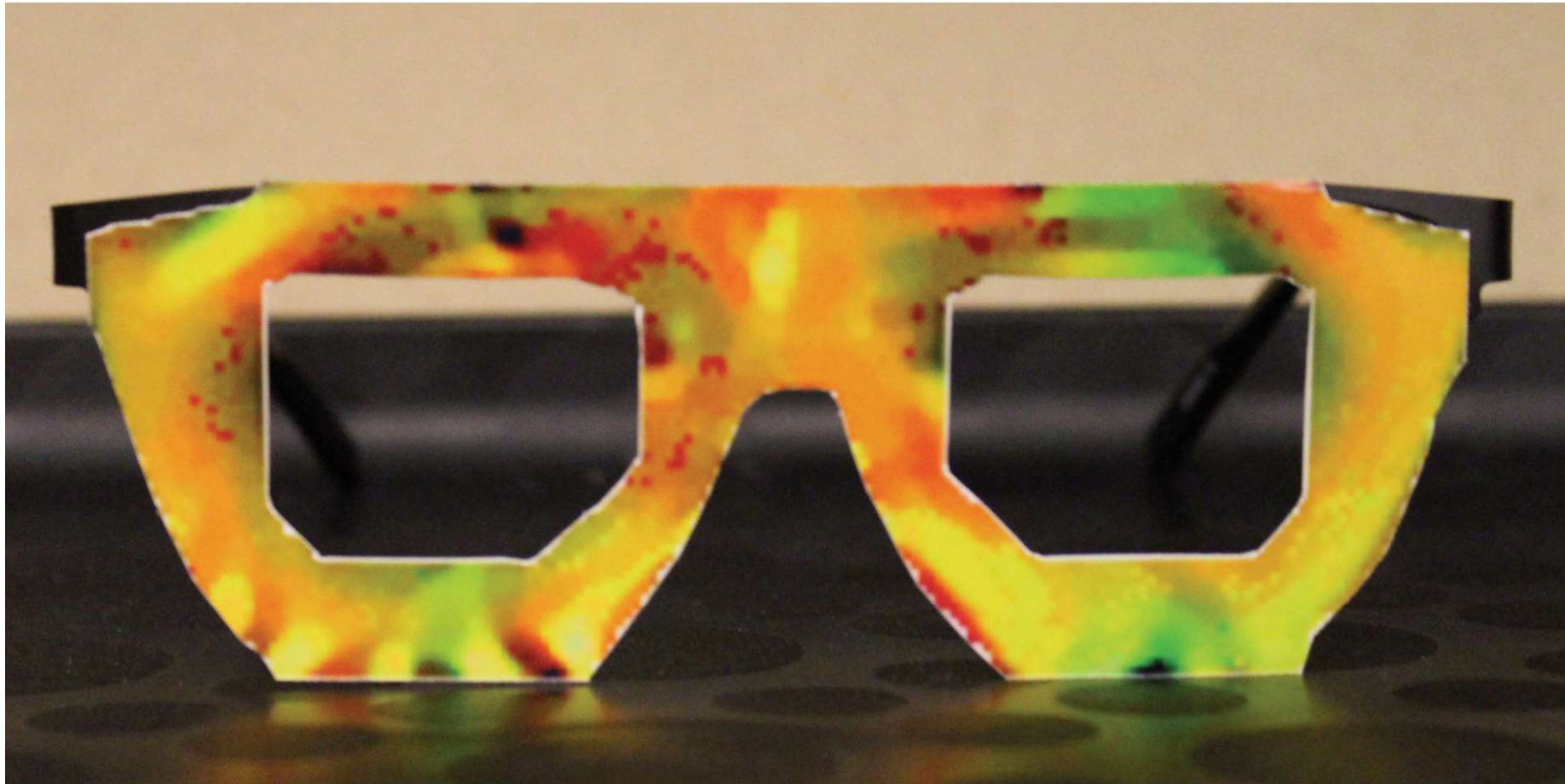
Attack

Bananas

Cats

# Adversarial Attacks

fooling face recognition with ugly glasses



# Adversarial Attacks

this is not the stop sign you have been looking for





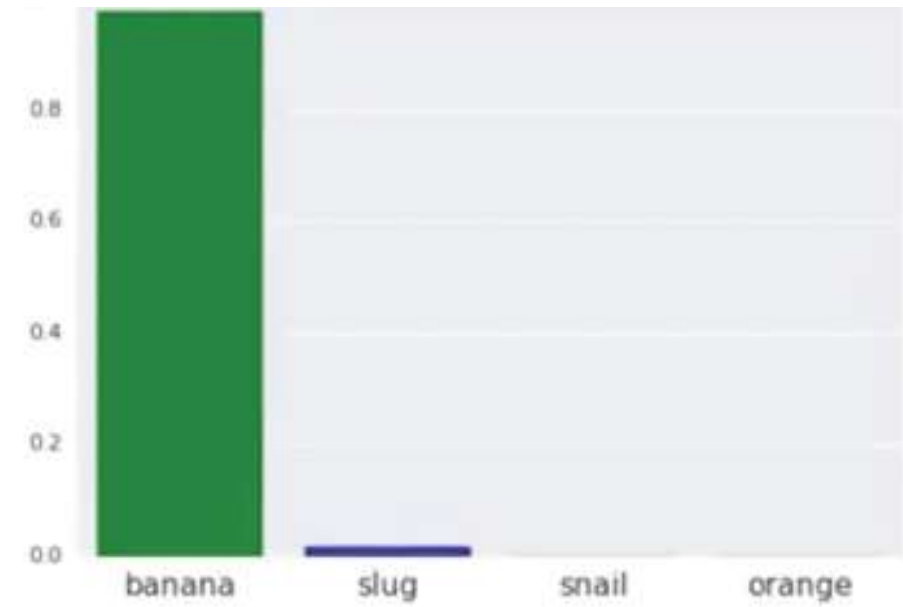
classifier input



classifier input



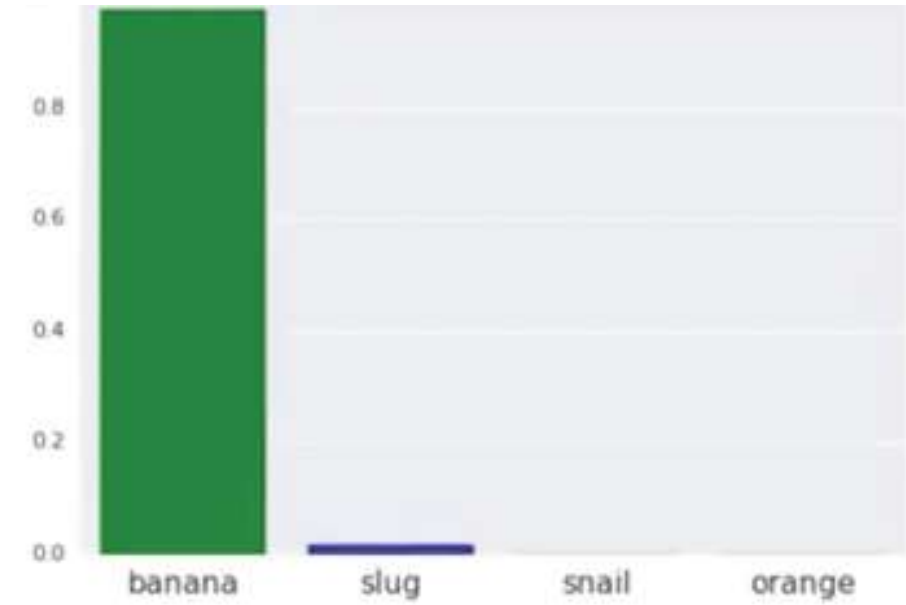
classifier output



classifier input



classifier output



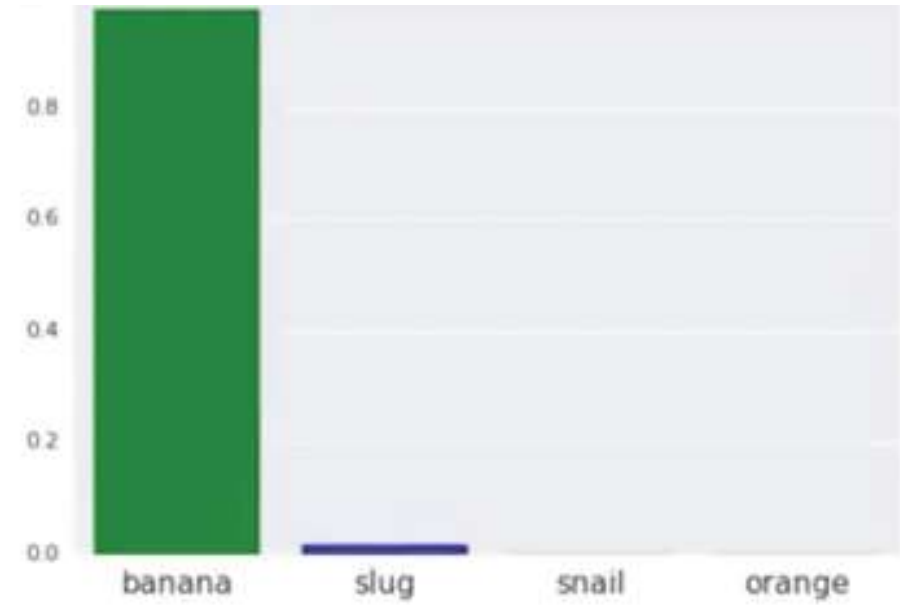
place sticker on table



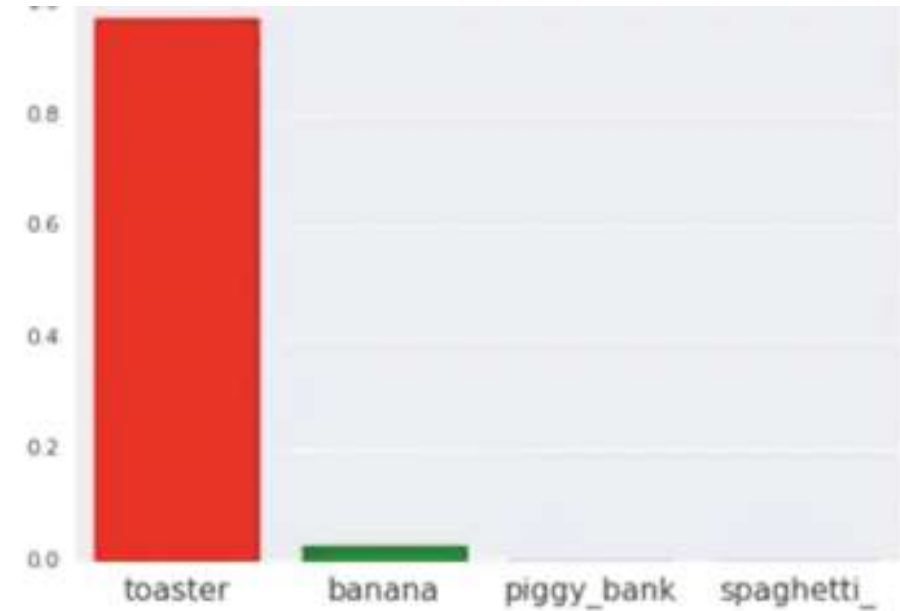
classifier input



classifier output



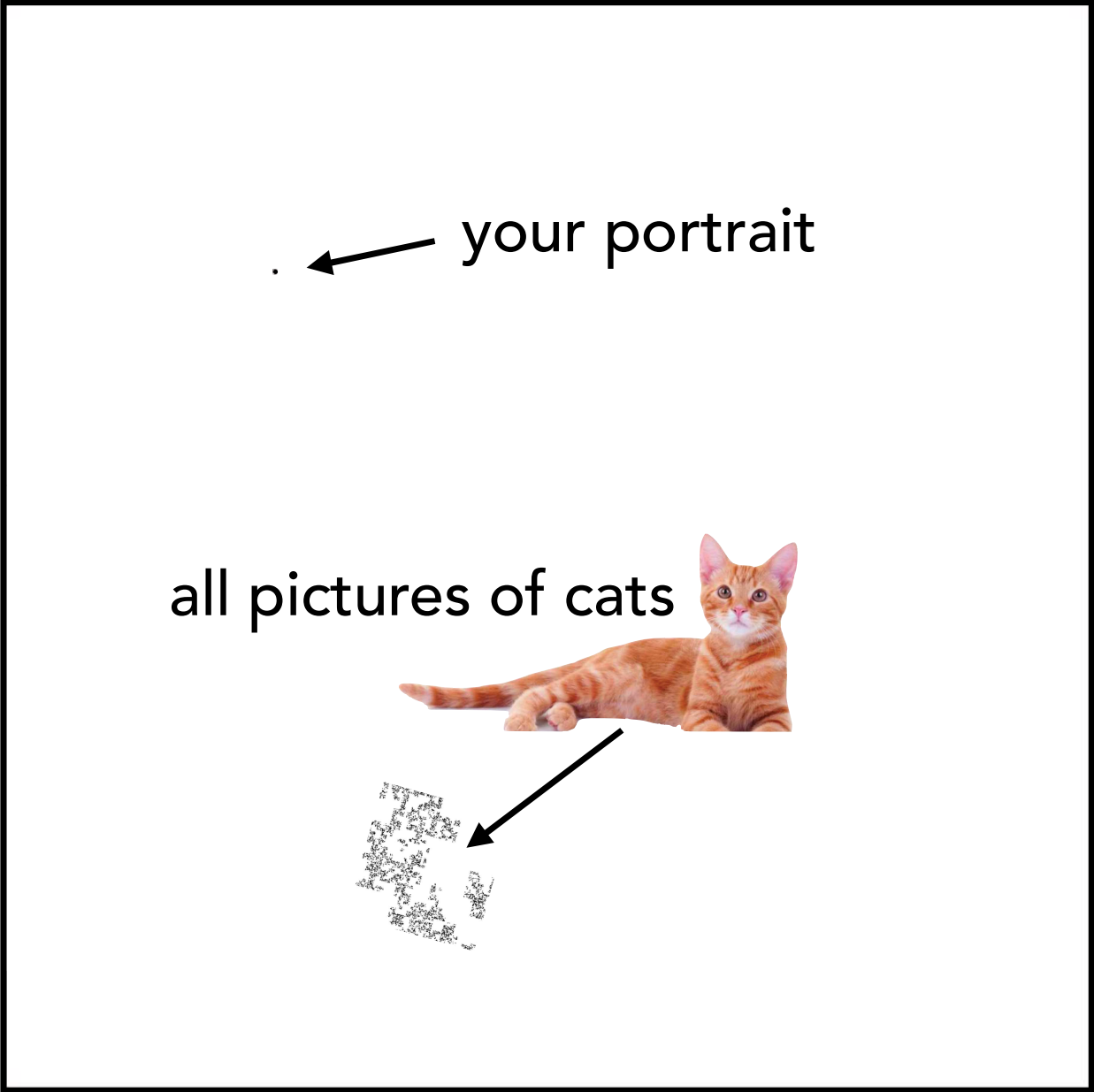
place sticker on table



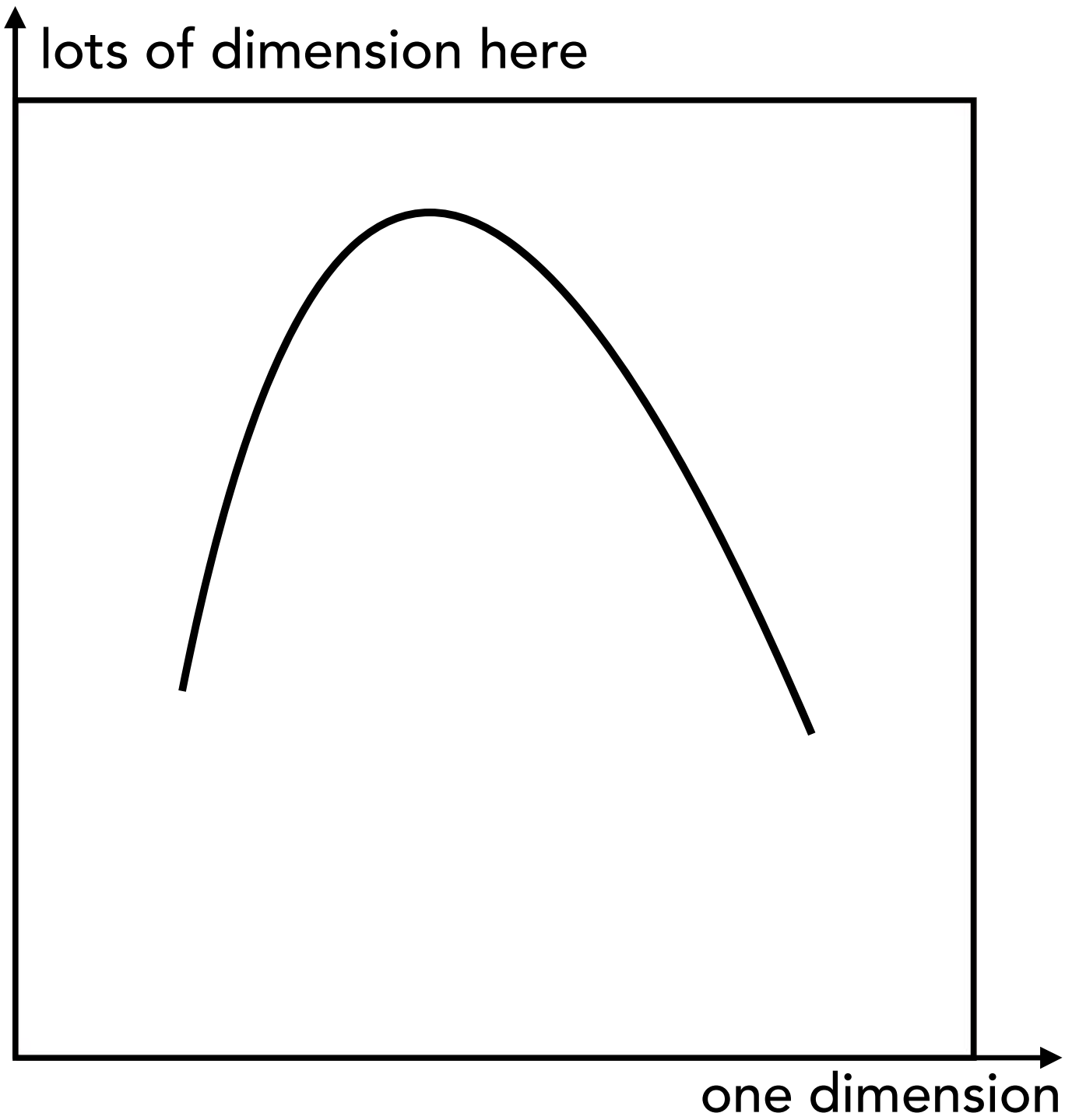


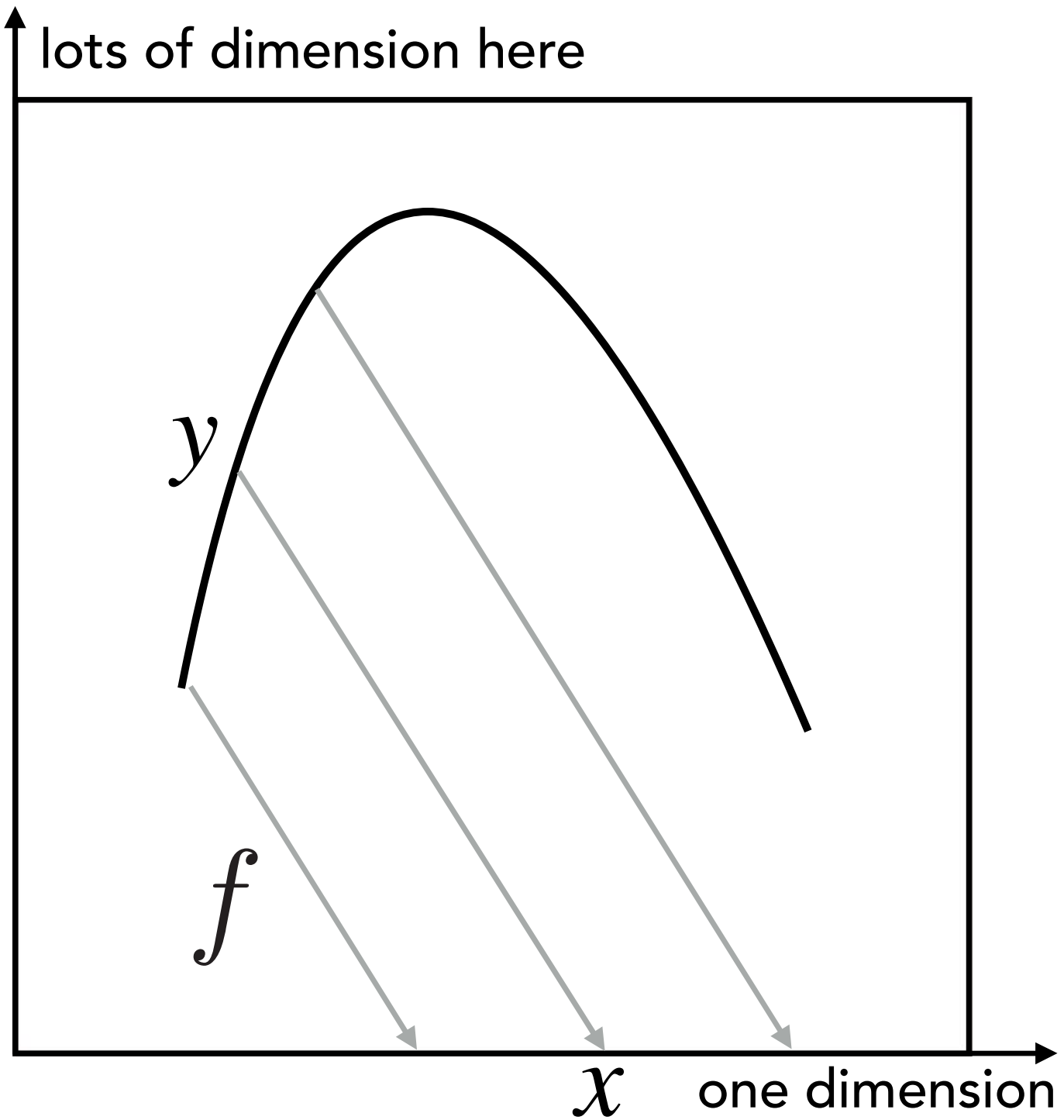
# The Hallucination Problem

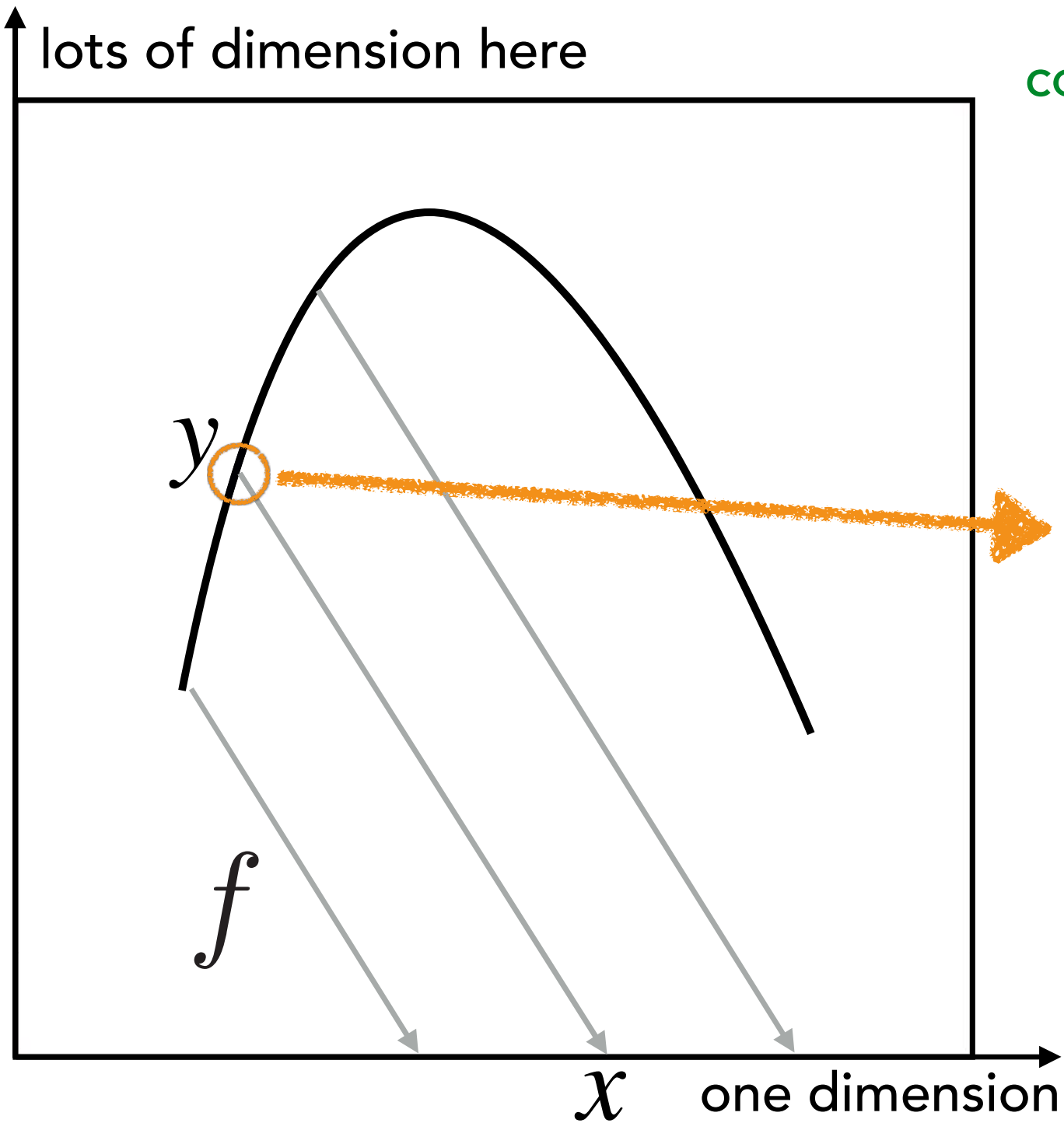
all possible images



$$(2^{24})^{1024 \times 1024}$$
$$= 1000000... \\ \text{7 million zeros}$$

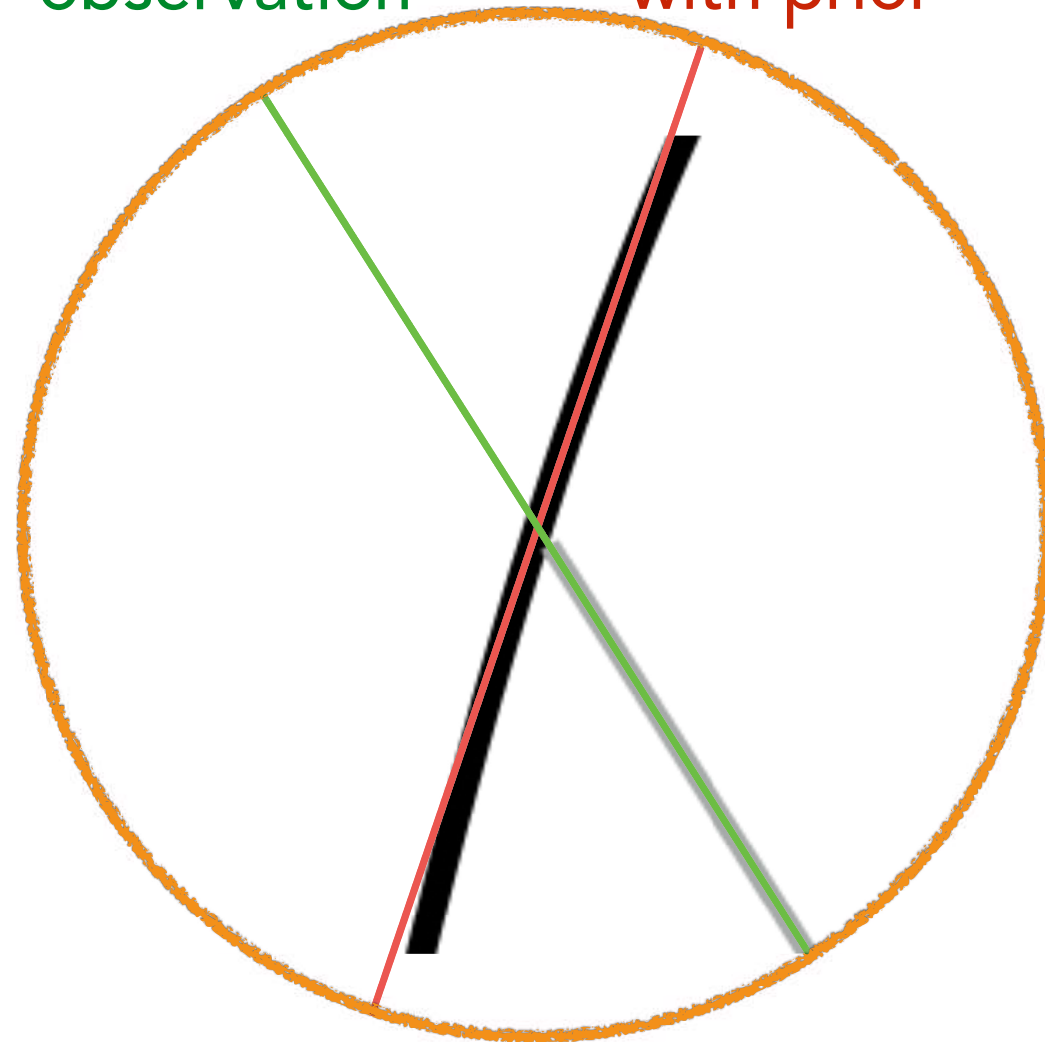




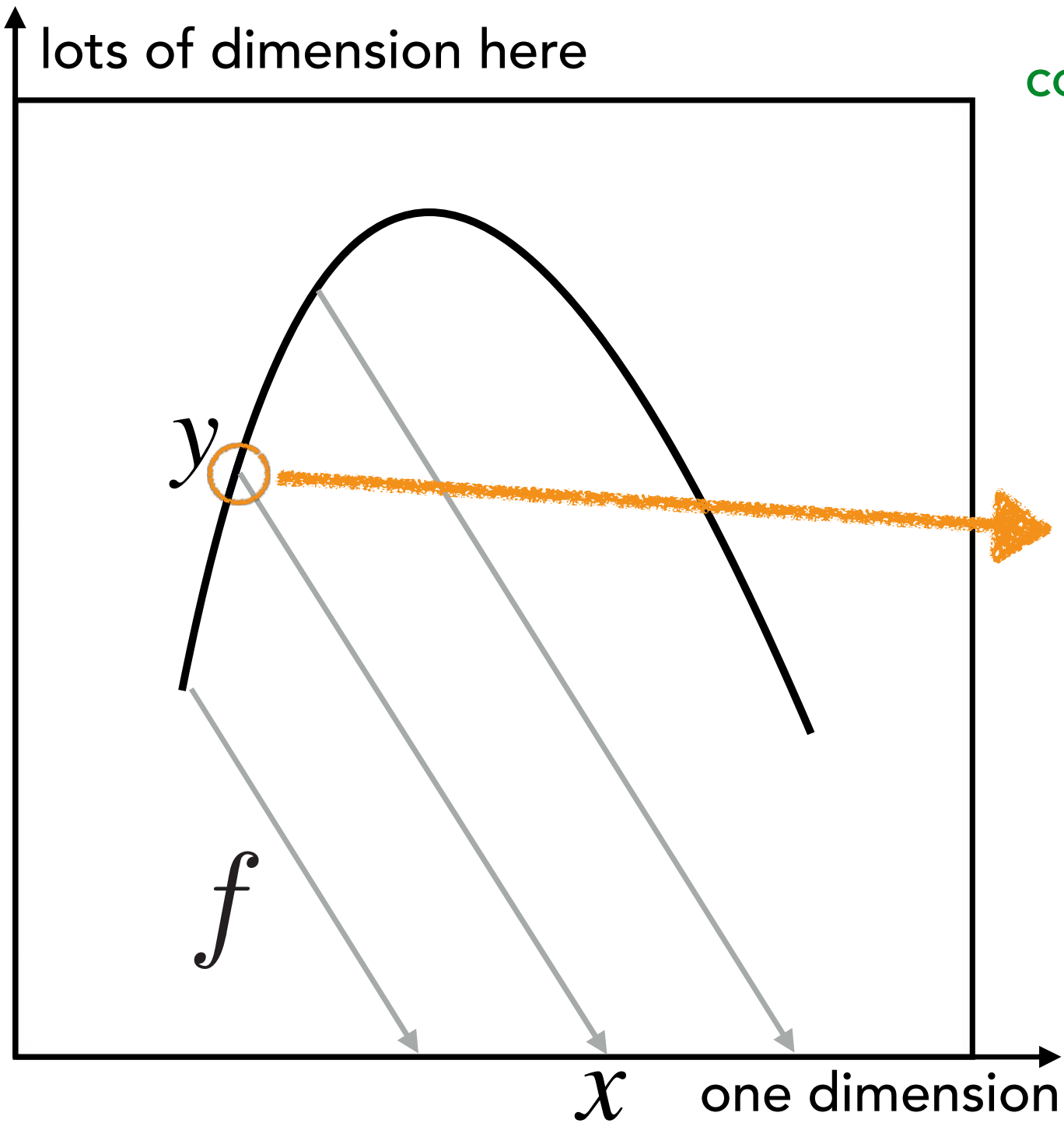


consistent with  
observation

consistent  
with prior

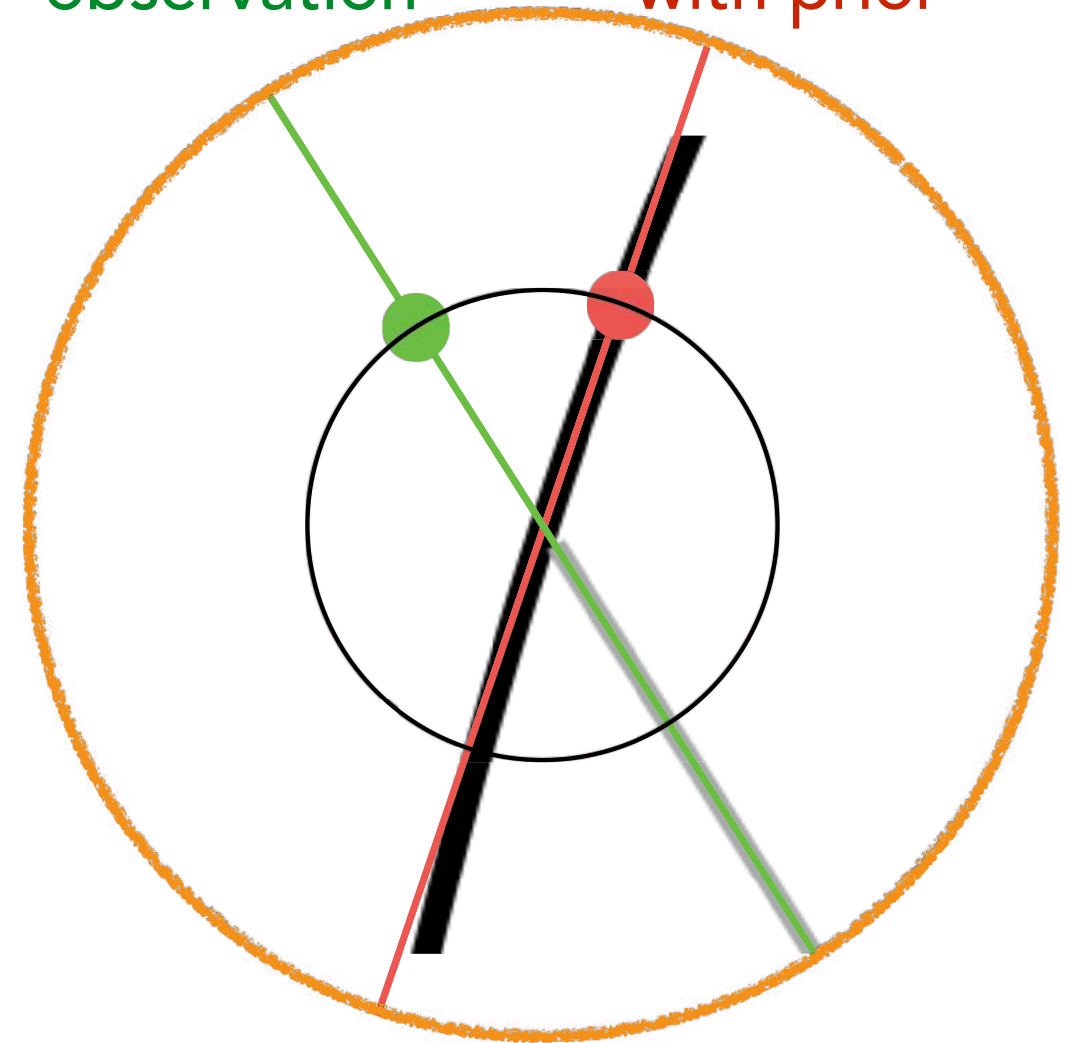


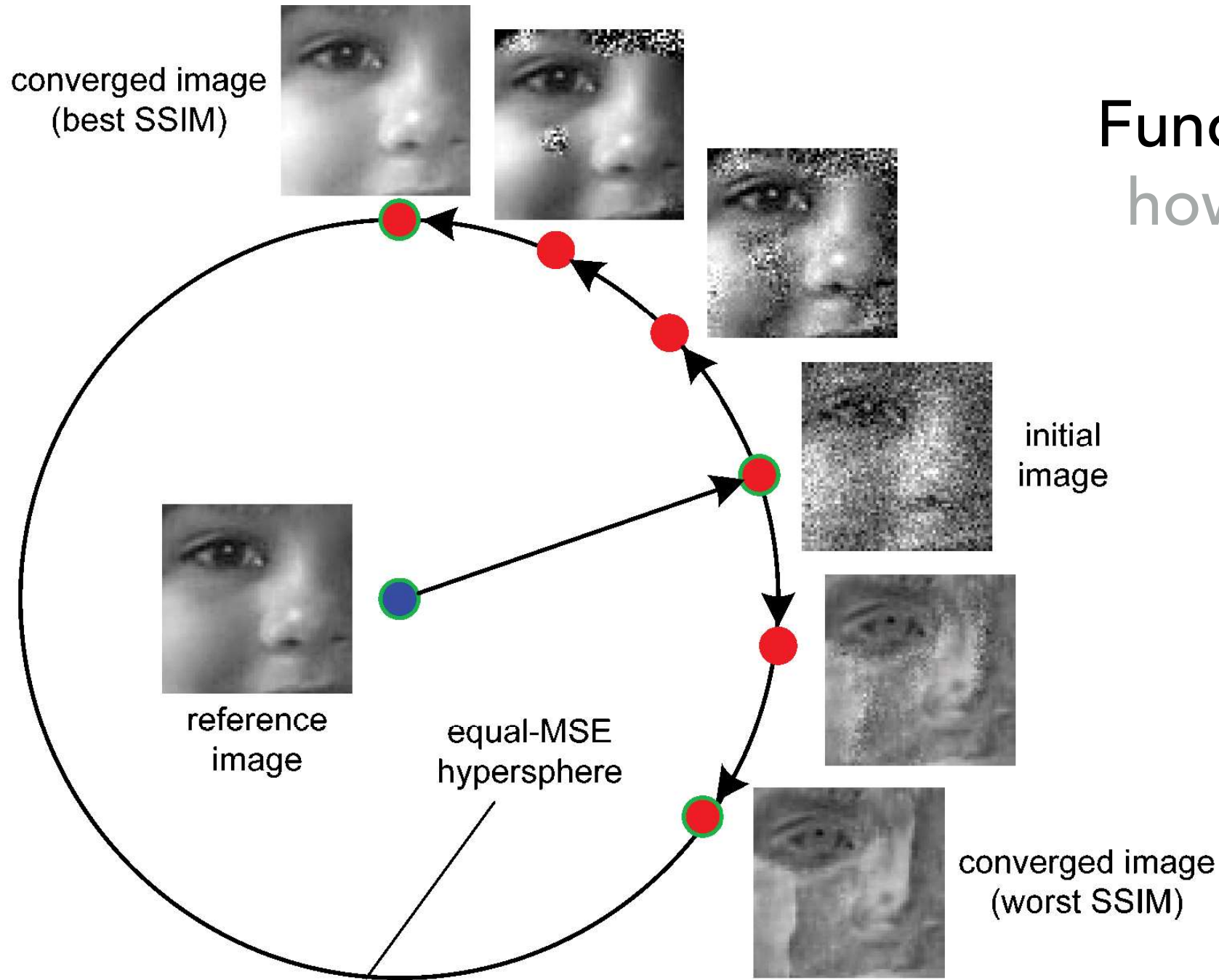




consistent with  
observation

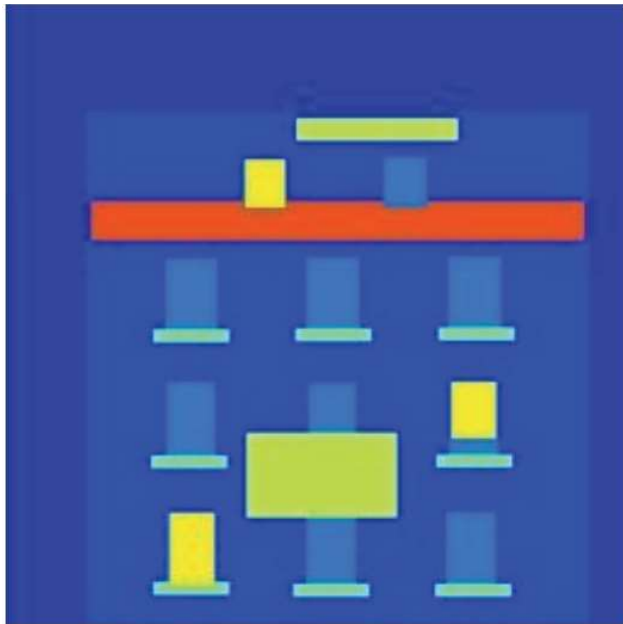
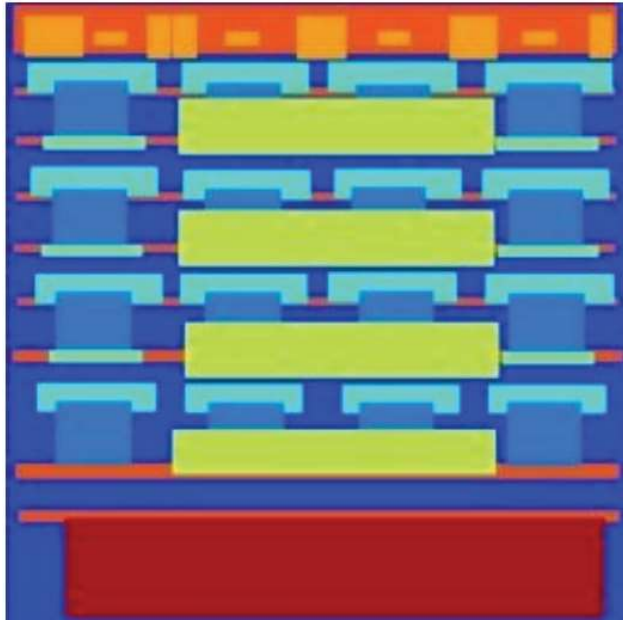
consistent  
with prior





**Fundamental Problem**  
 how to estimate how close we are from the solution?

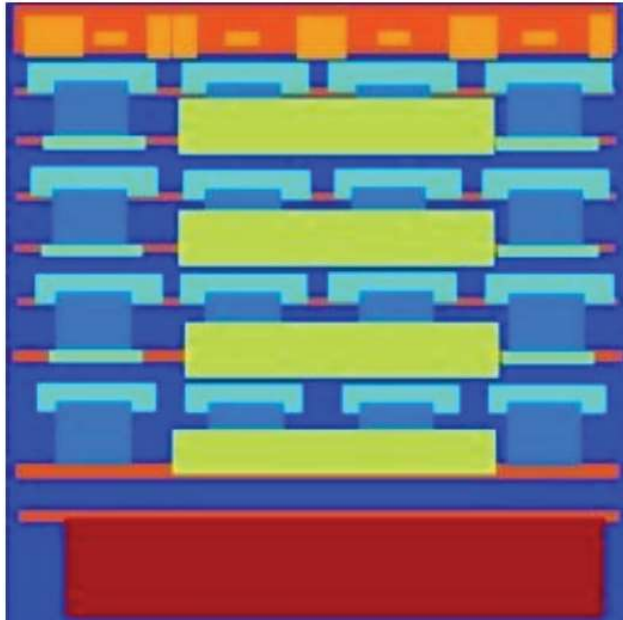
input



ground truth



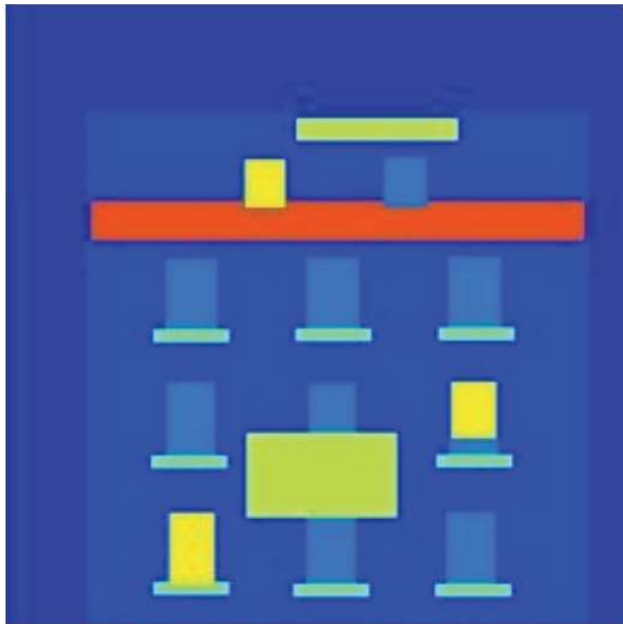
input



pix2pix



ground truth





# The Cheating Problem



→ Horse



→ Horse

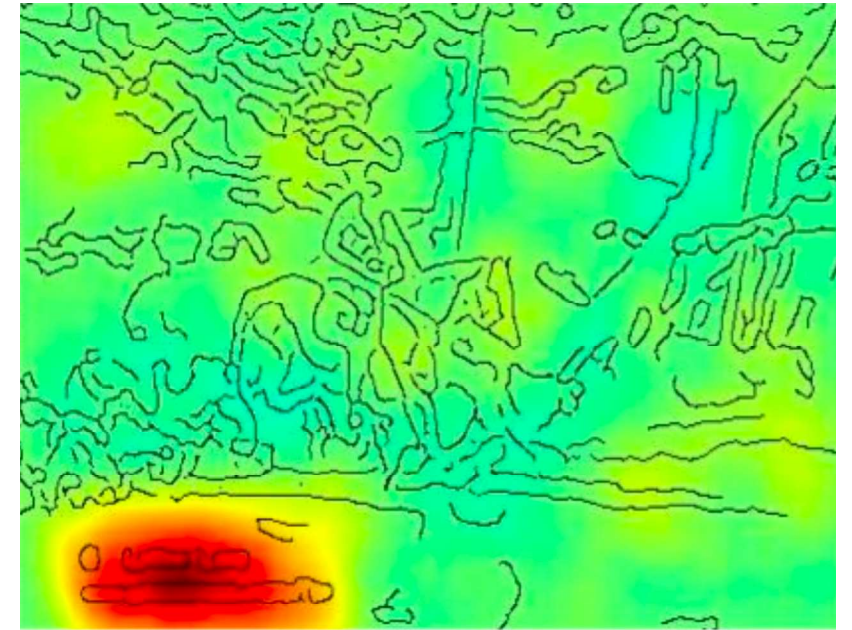


→ Horse

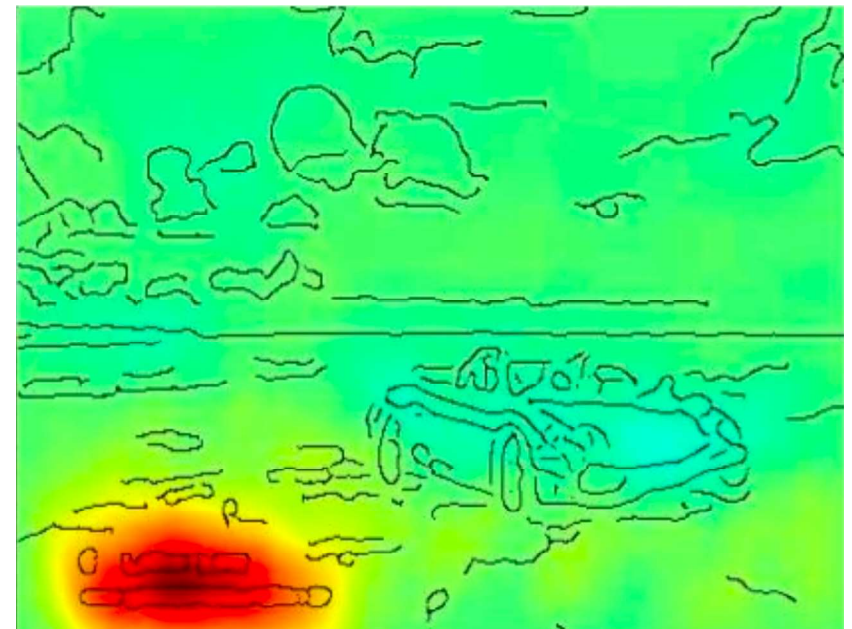




→ Horse

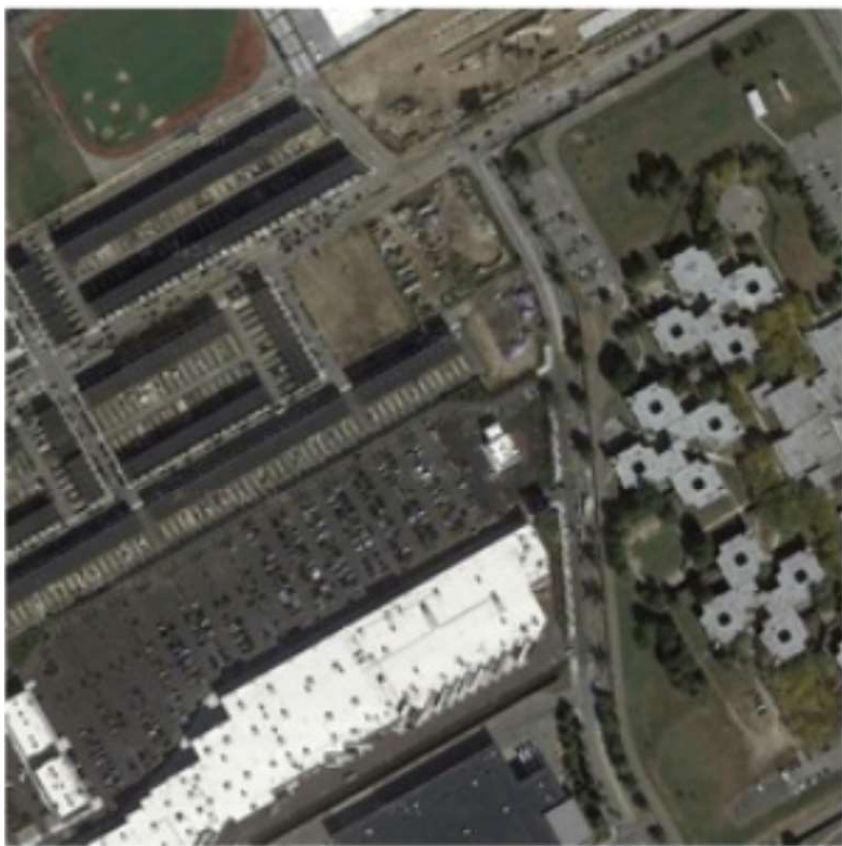


→ Horse

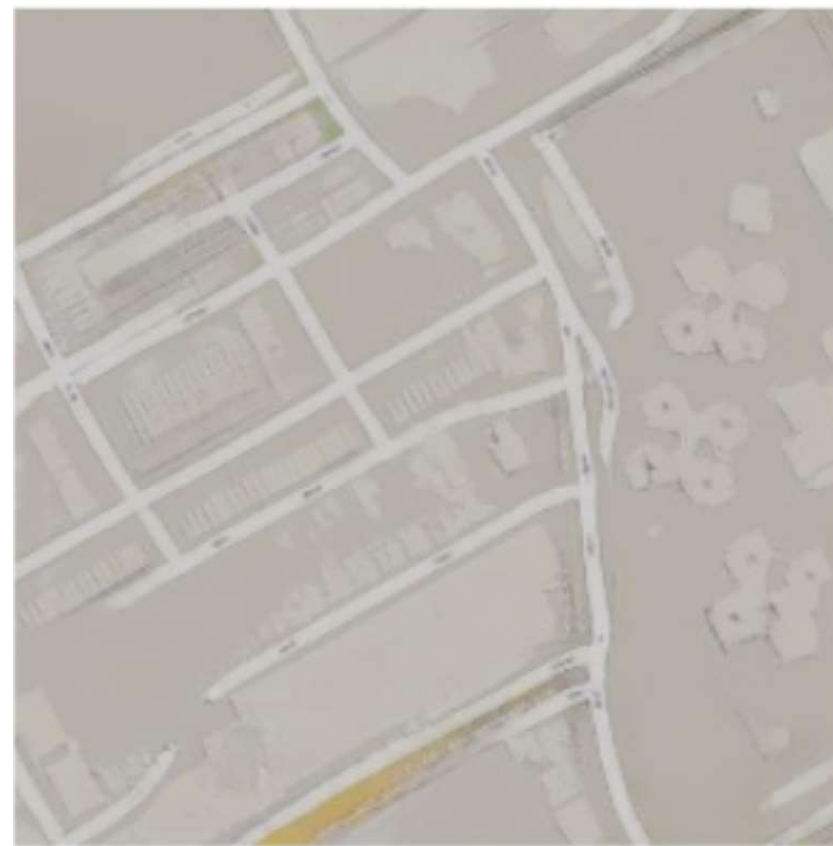




satellite image



map



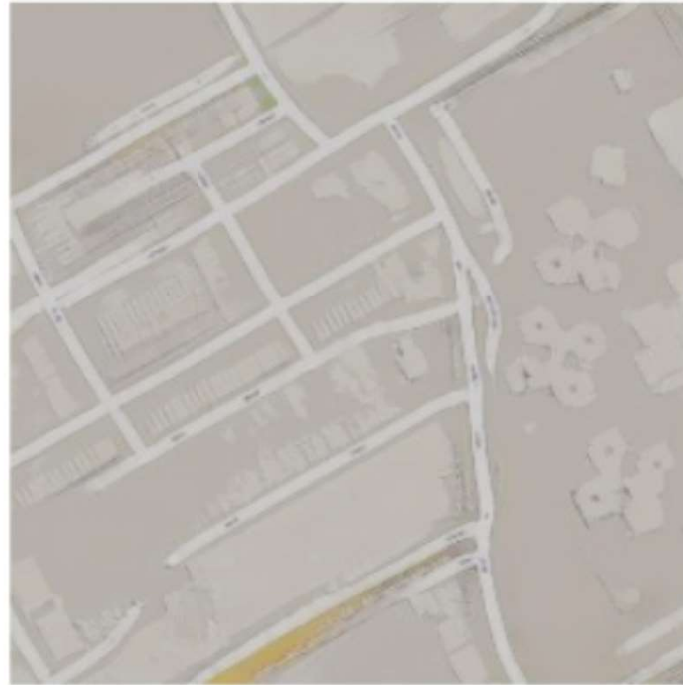
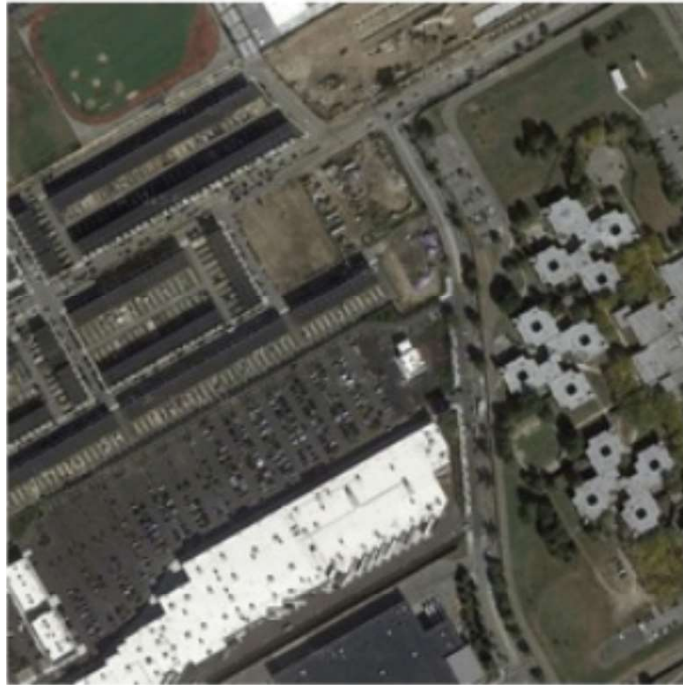
satellite image



map



satellite image



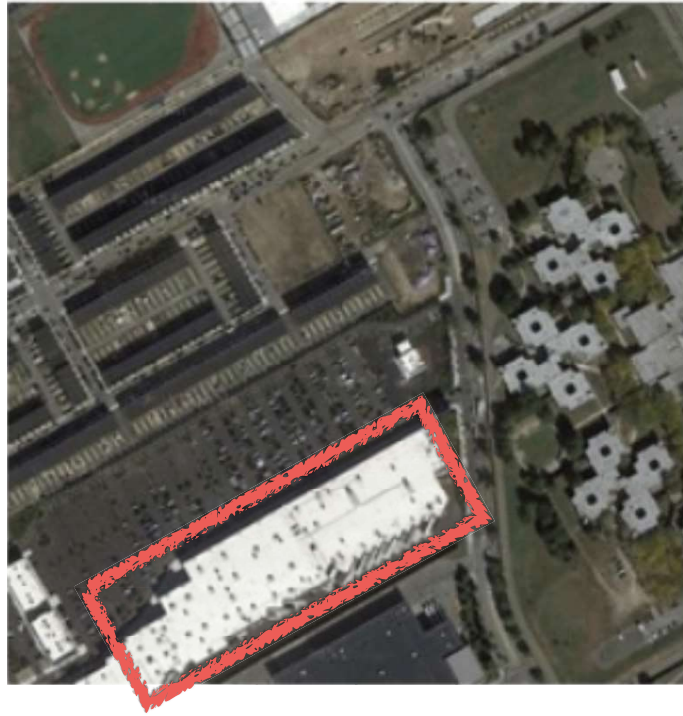
satellite image



map



satellite image





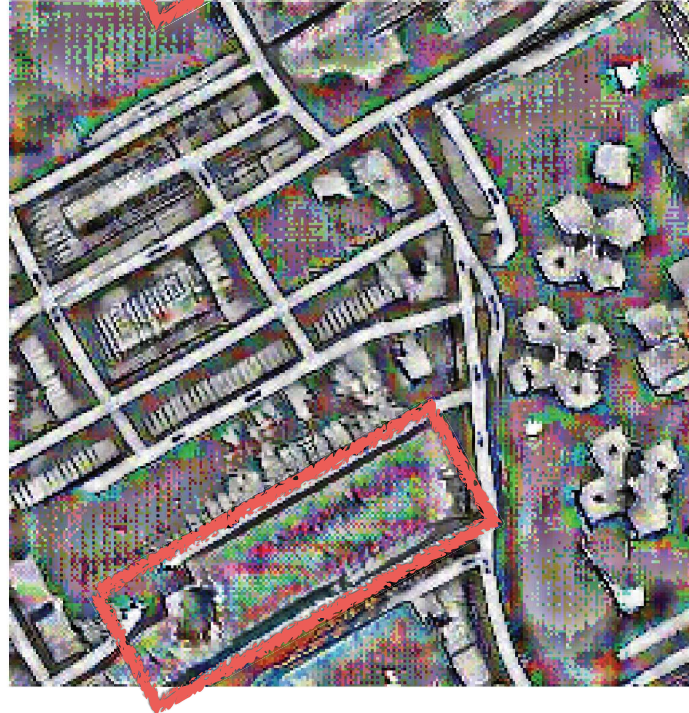
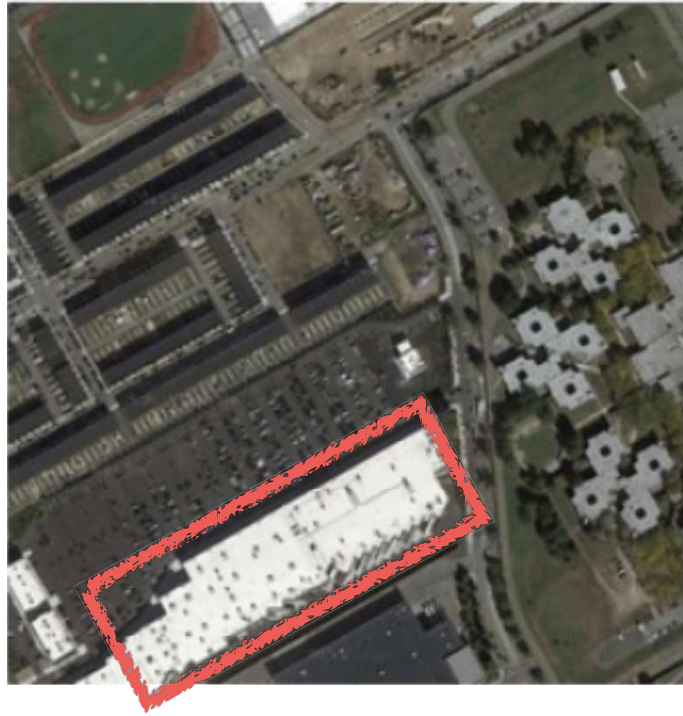
satellite image



map



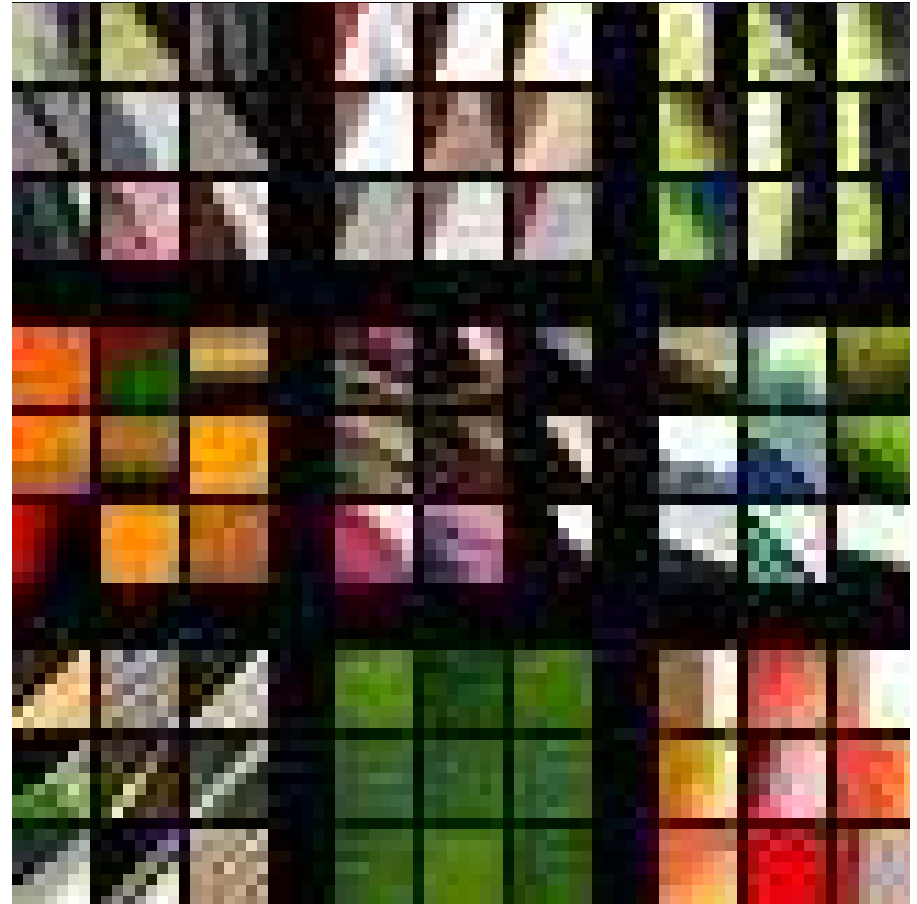
satellite image



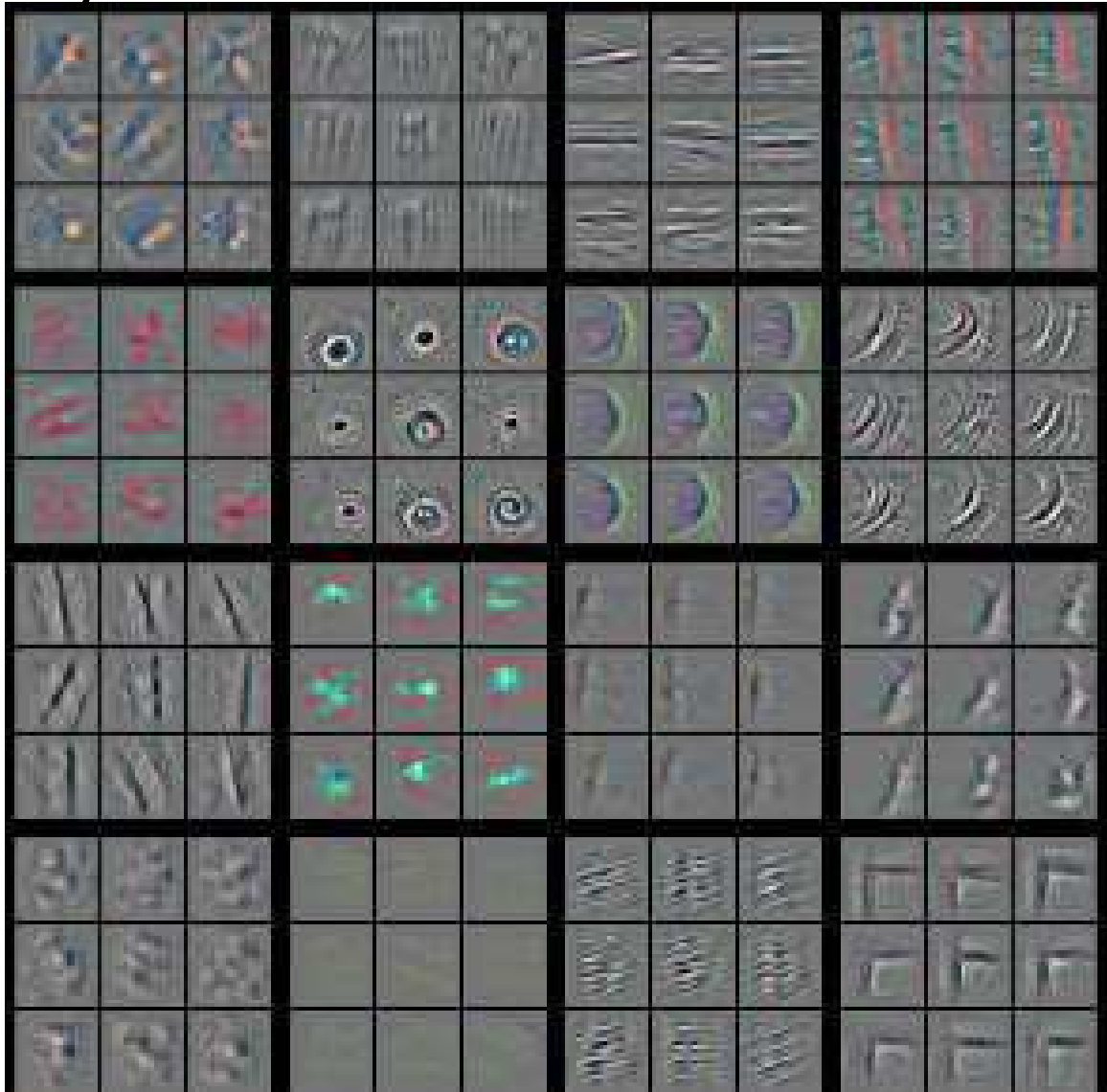


# The Black Box Problem

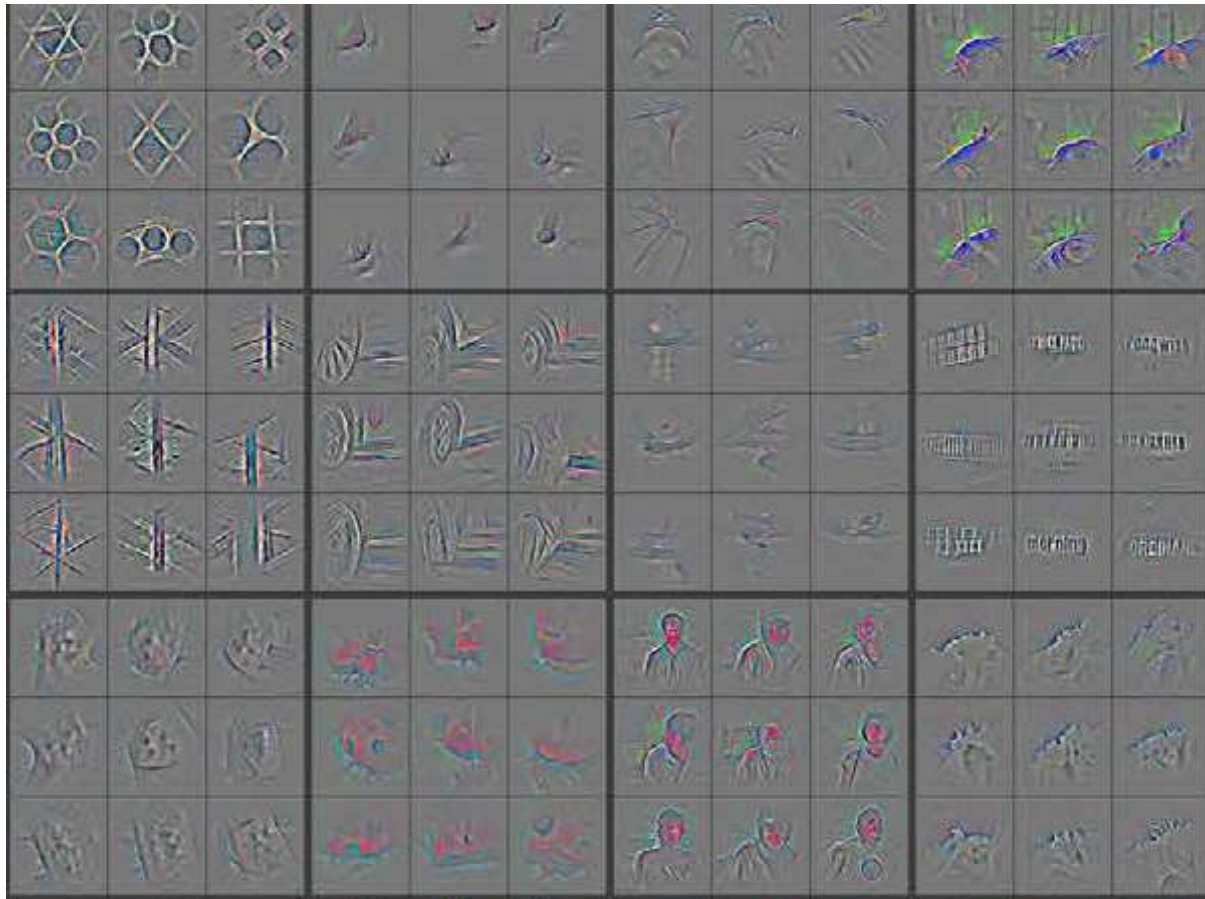
# Layer 1



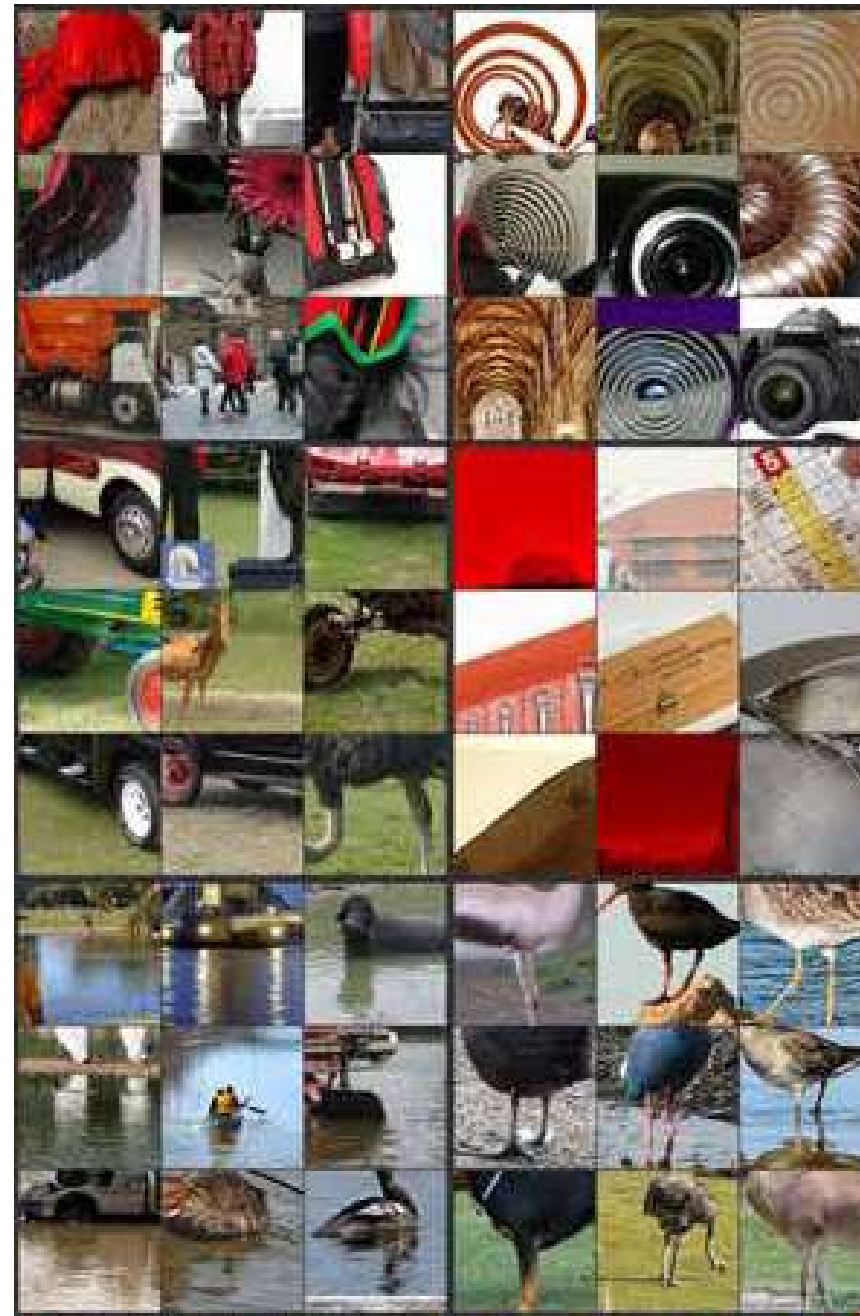
## Layer 2



# Layer 3

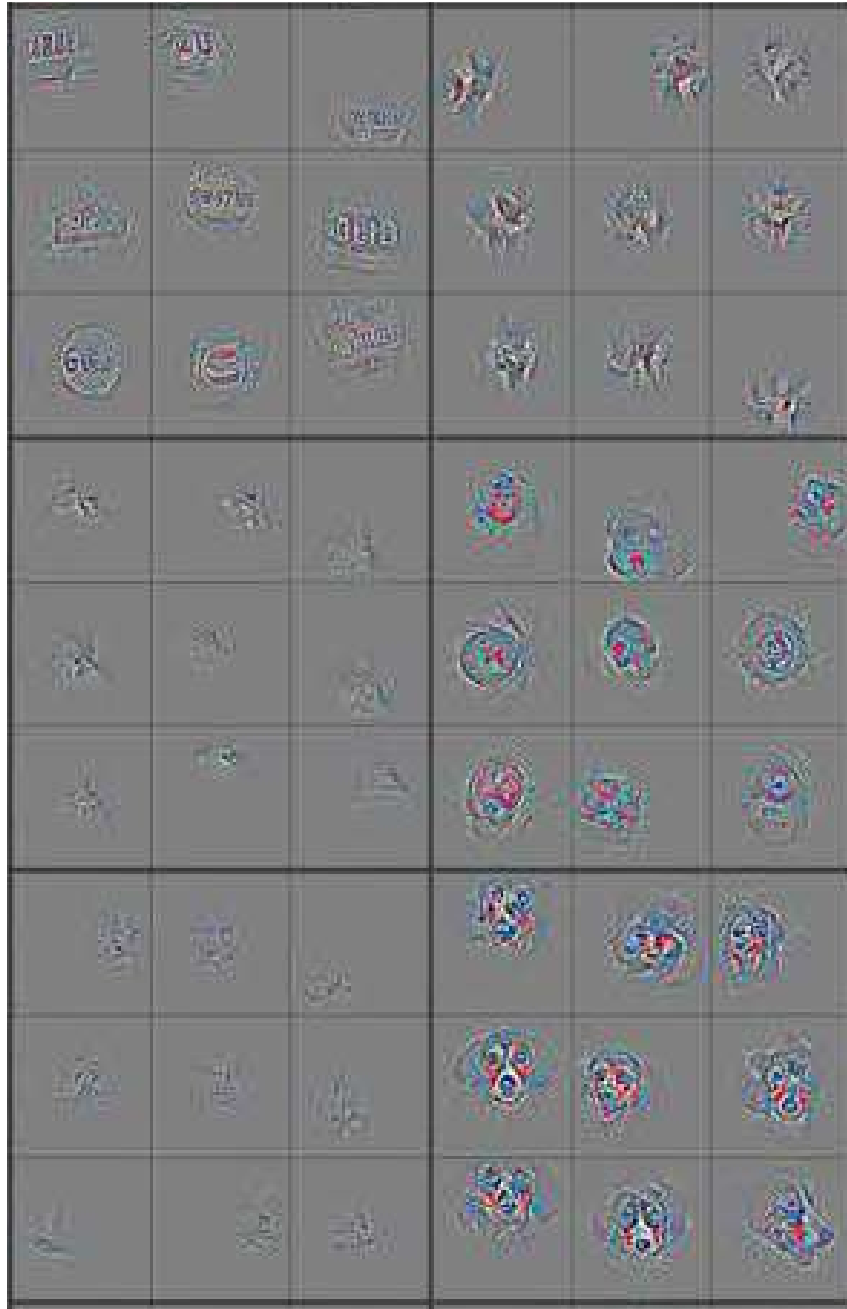


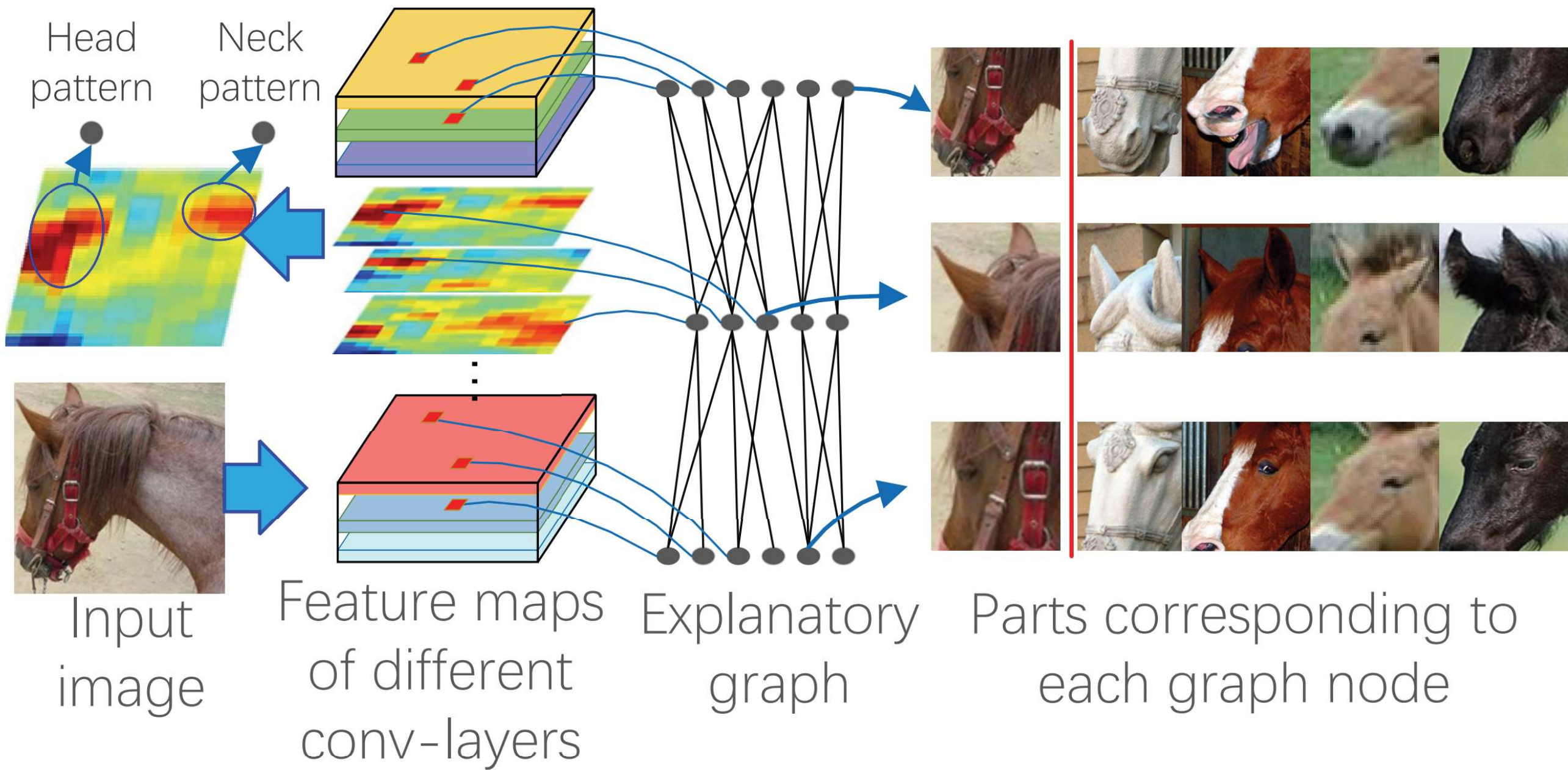
# Layer 4



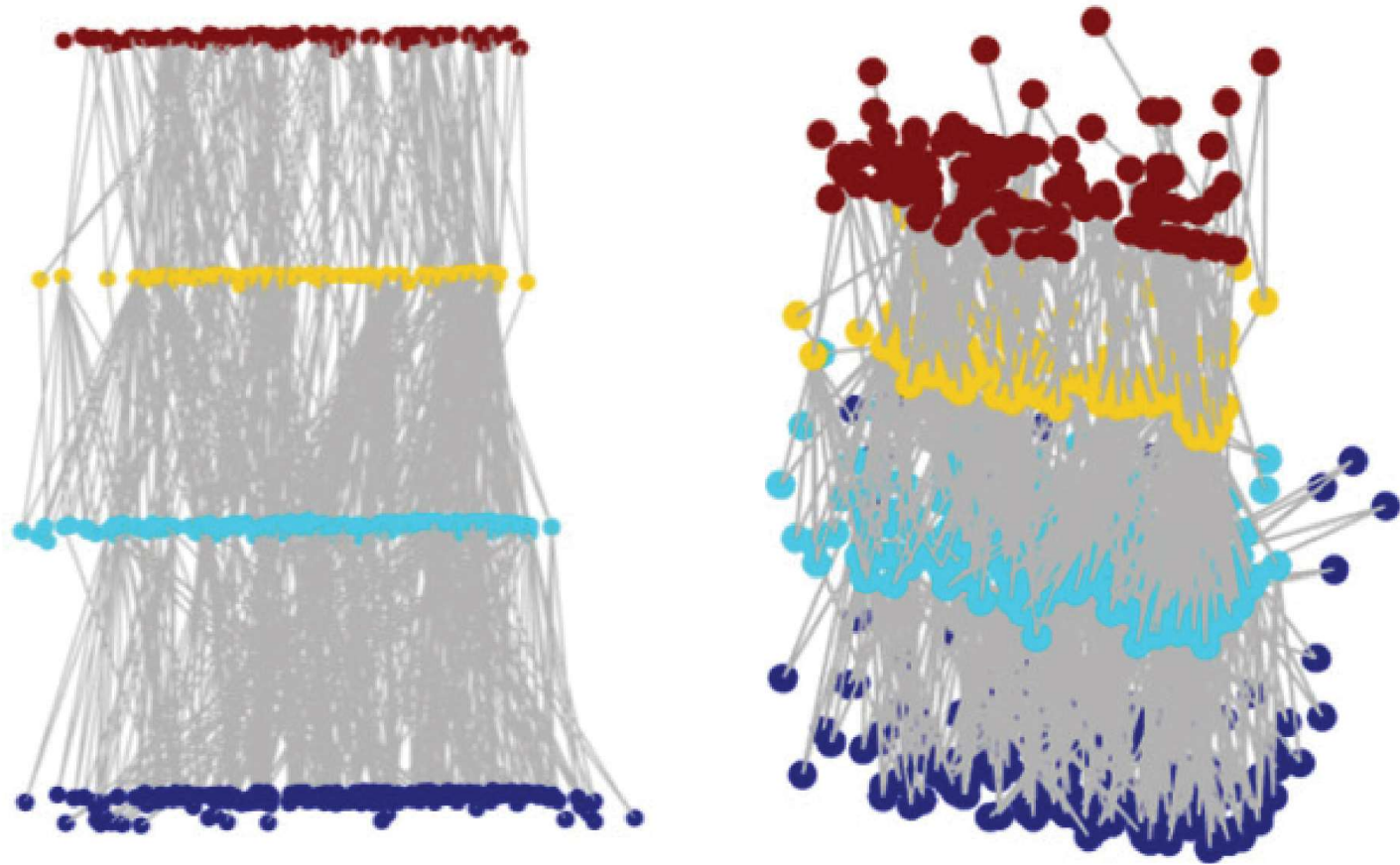


# Layer 5





Right...  
'explained'

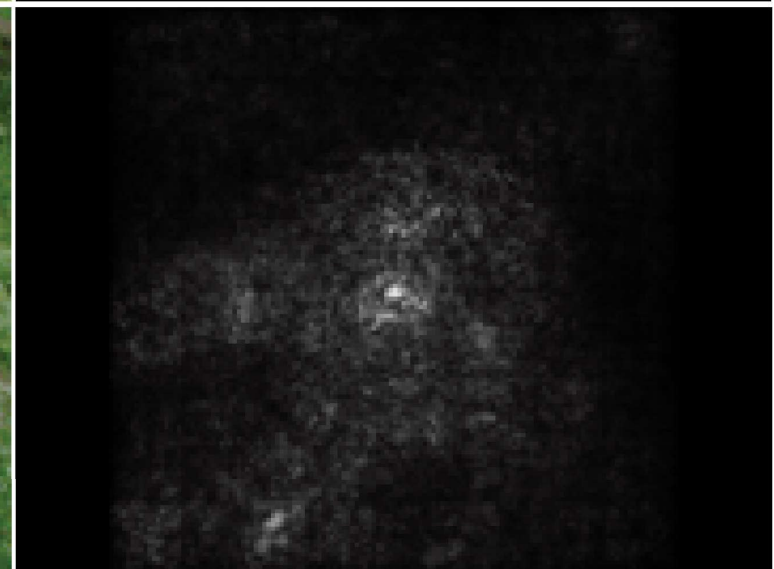
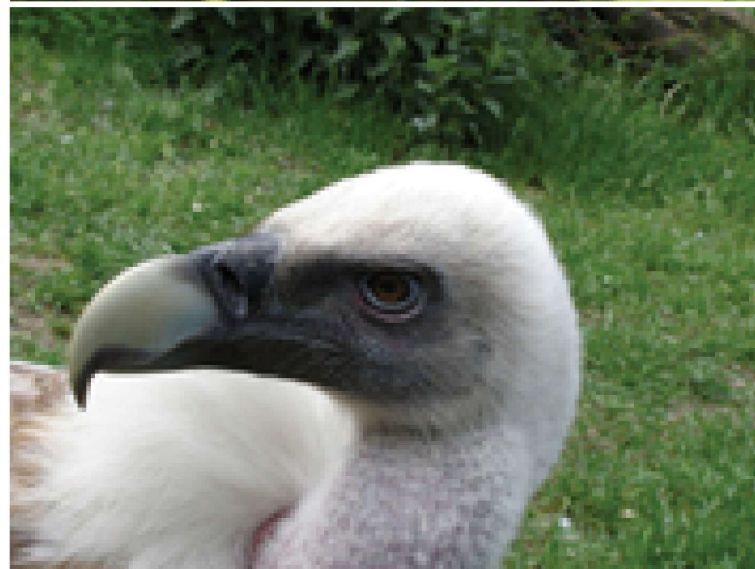
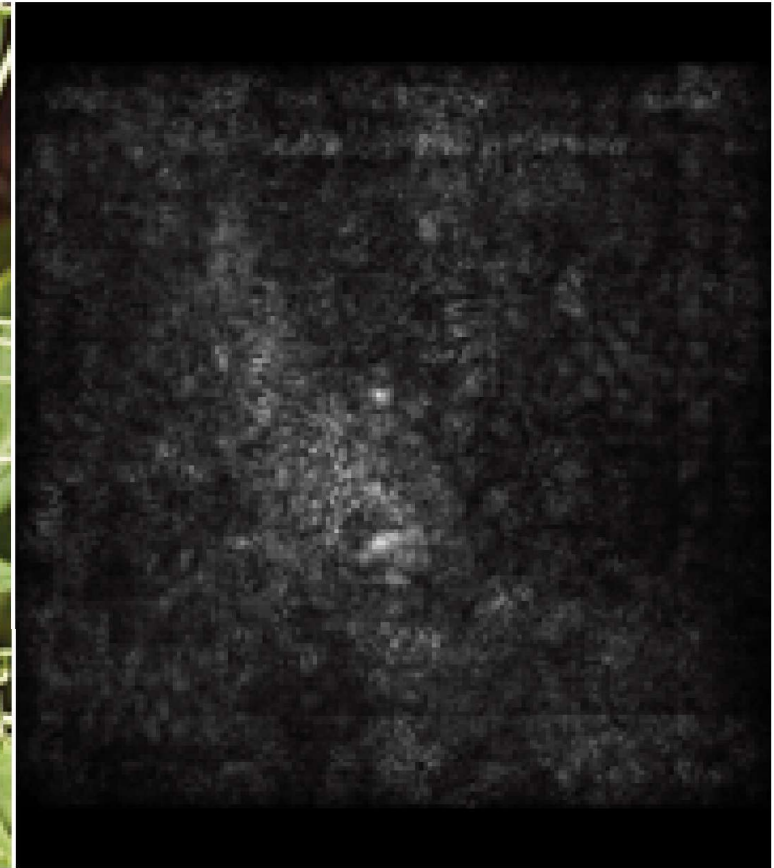


Explaining by 'Attribution'

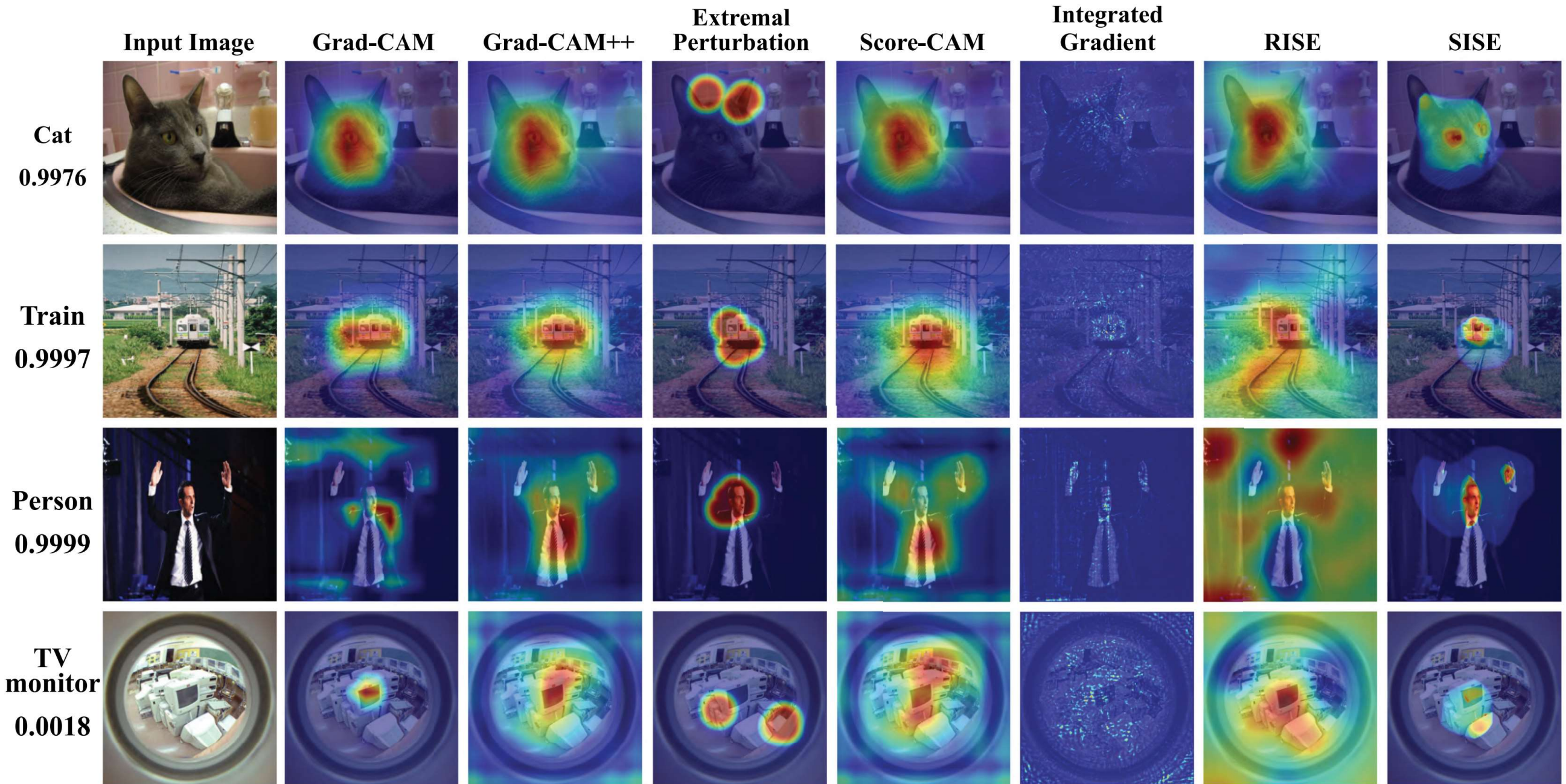


# Saliency Maps

which pixels matter?









# Integrated gradients

Original image



Top label and score

Top label: reflex camera

Score: 0.993755

Integrated gradients



Gradients at image



Top label: fireboat

Score: 0.999961

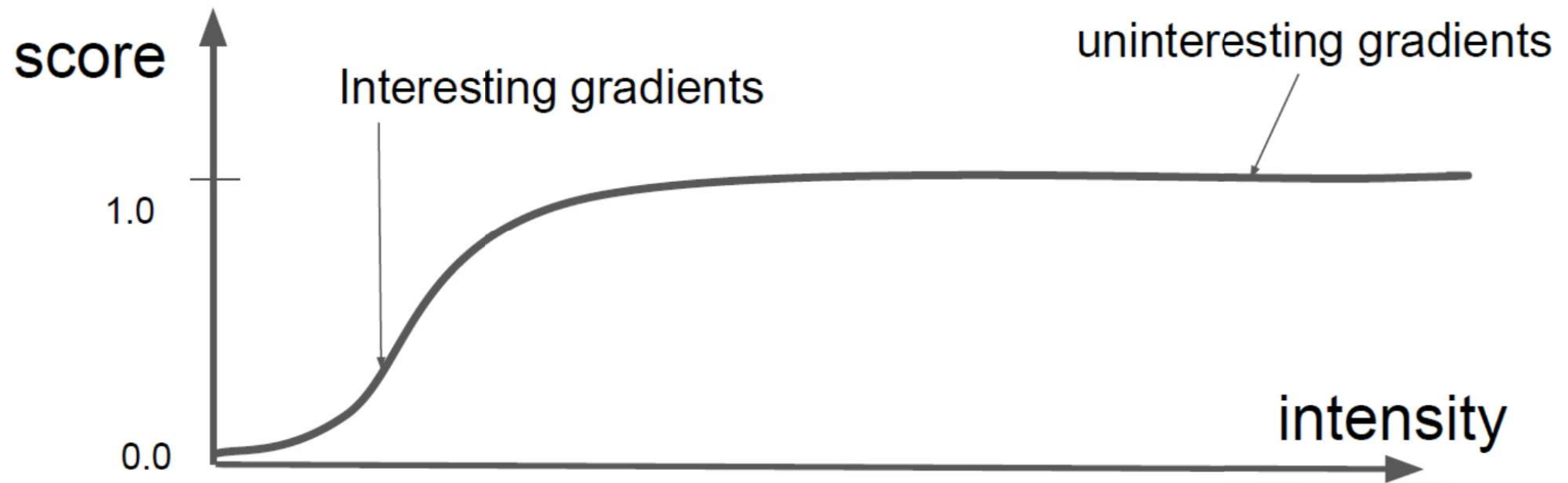


Top label: school bus

Score: 0.997033



# Integrated gradients



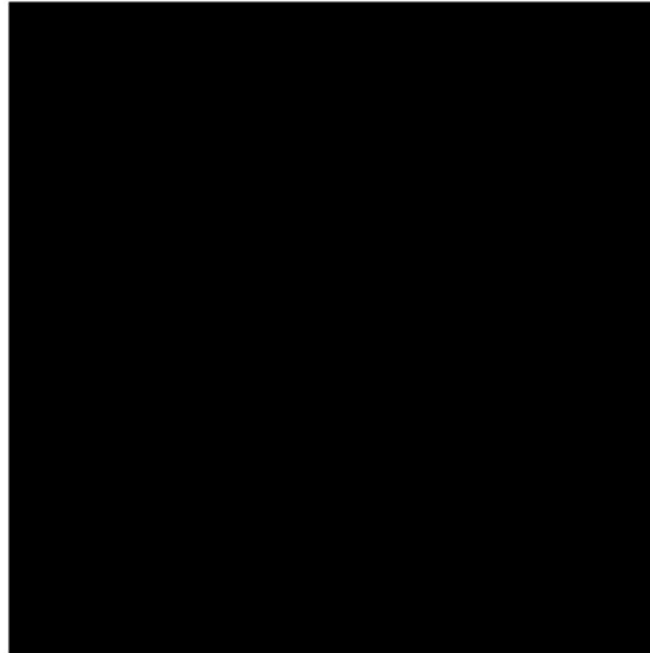
Scaled images





# Integrated gradients

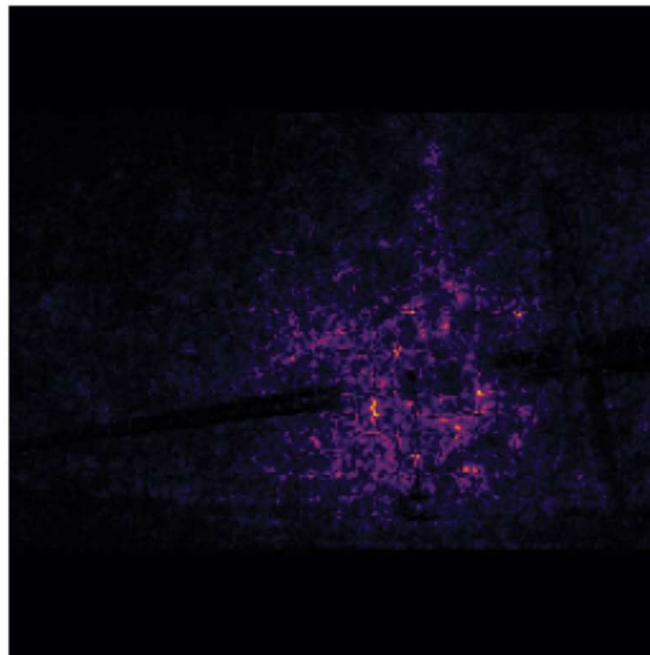
Baseline Image



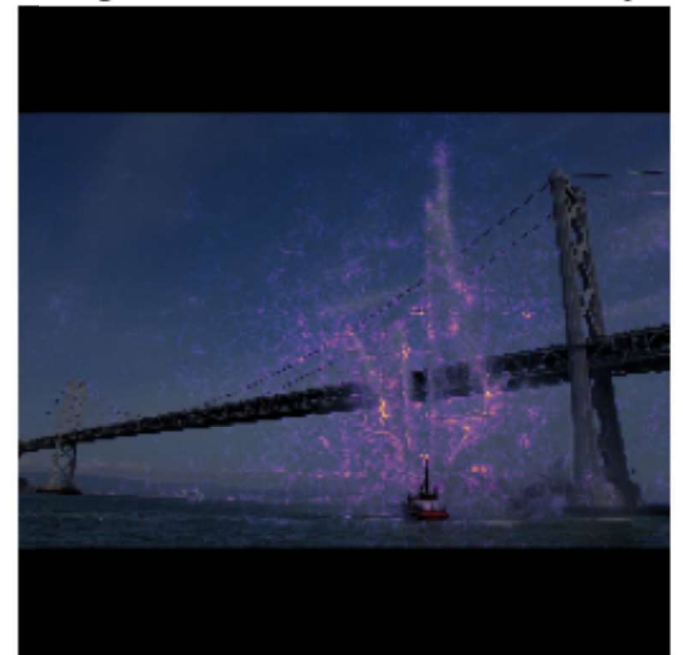
Original Image



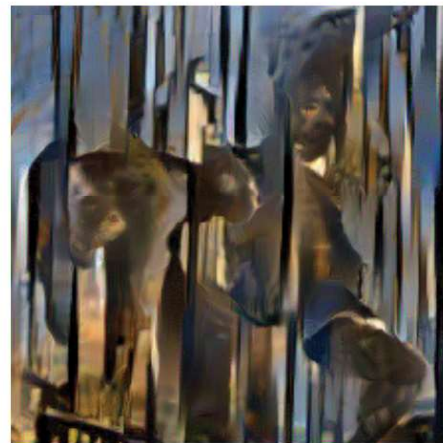
IG Attribution Mask



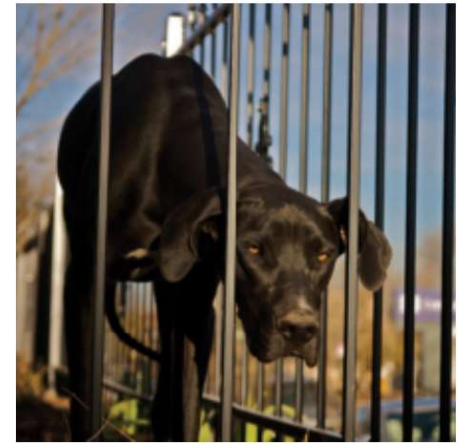
Original + IG Attribution Mask Overlay



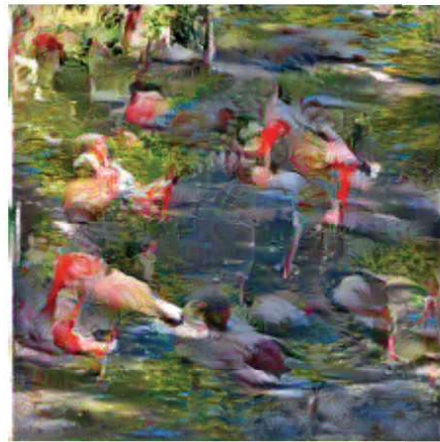
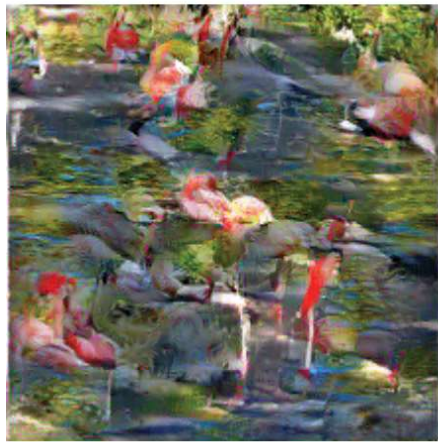
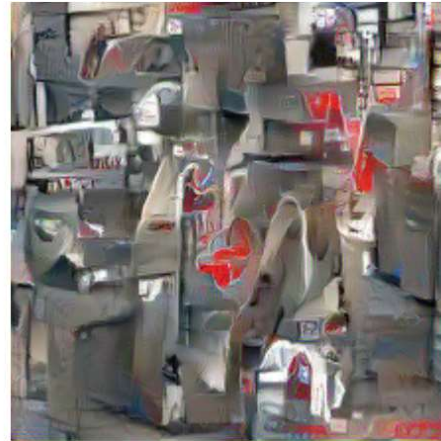
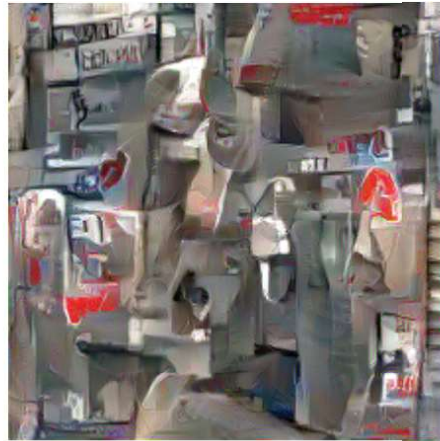
# The 'not that smart' Problem



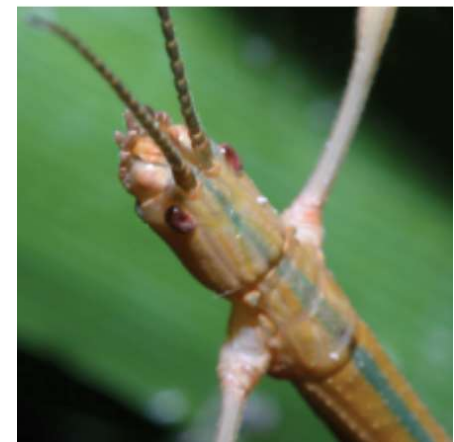
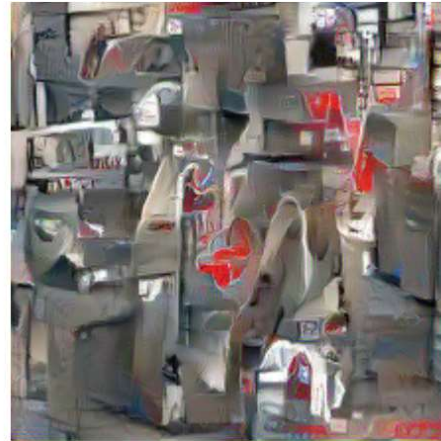
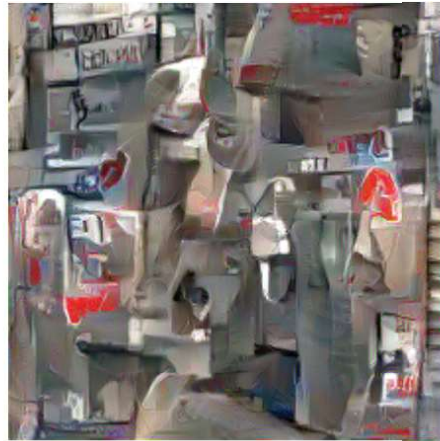






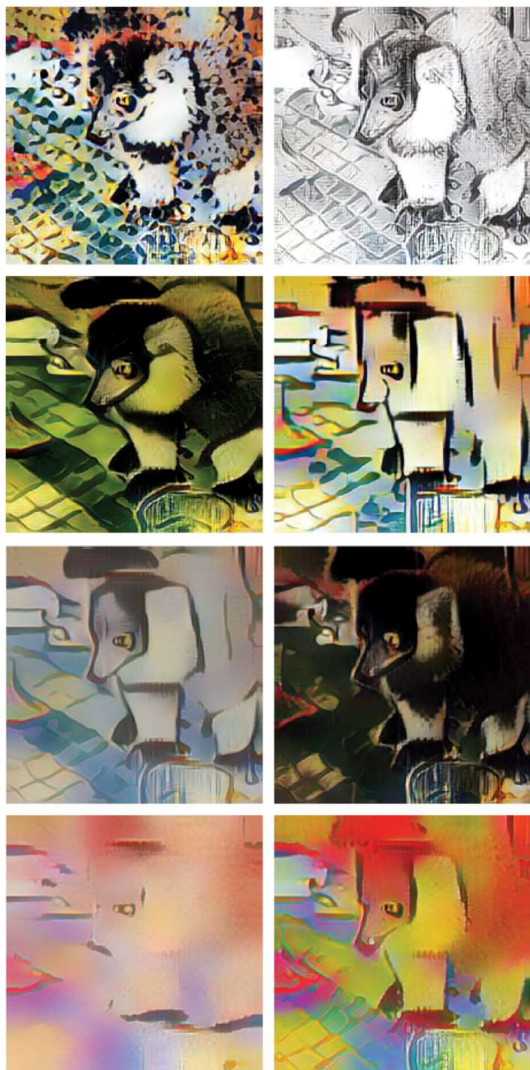
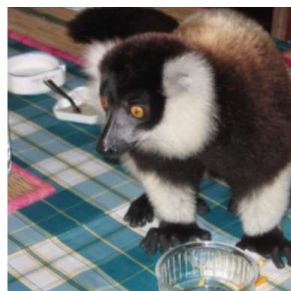




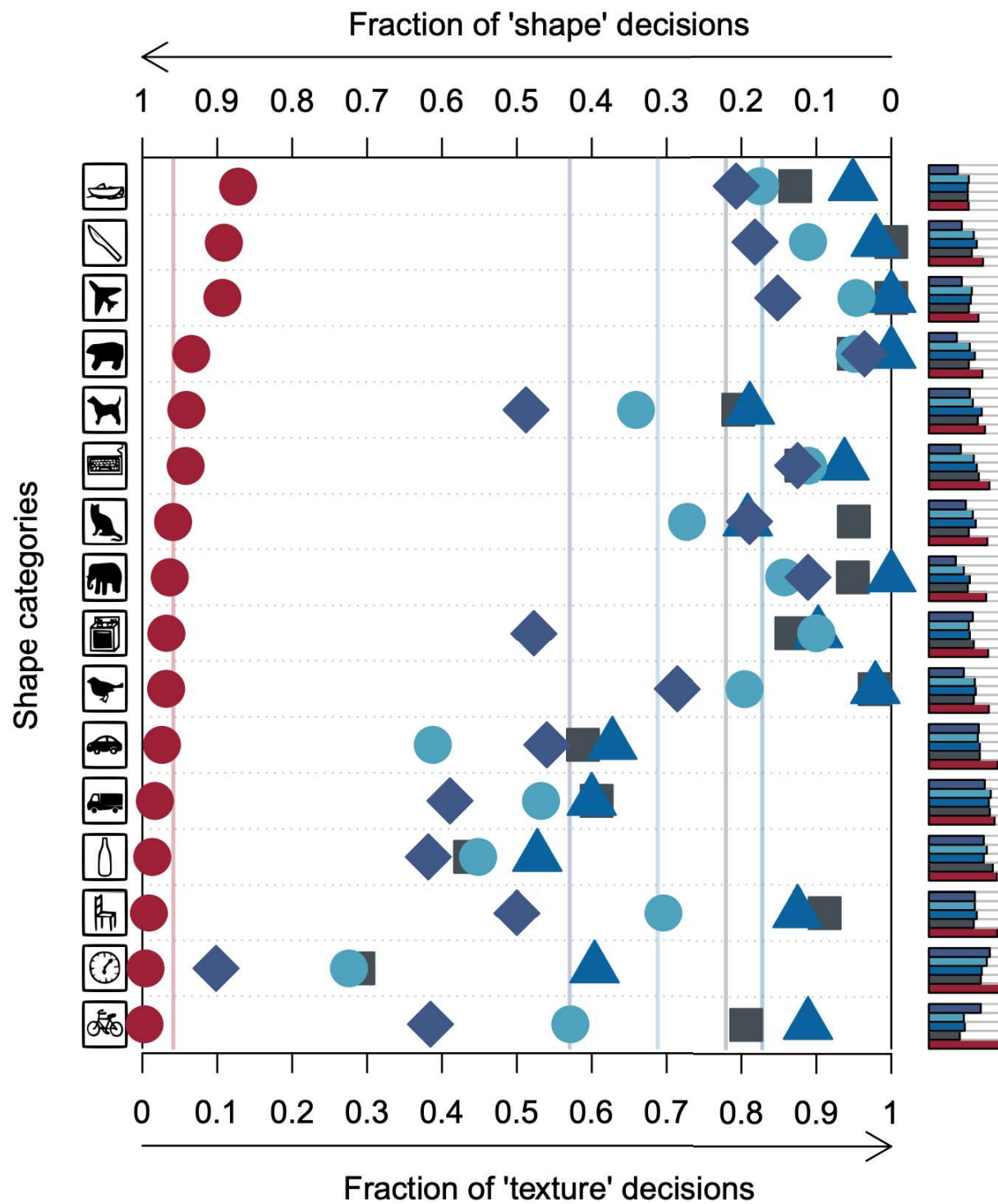








- Human
- ▲ VGG16
- GoogLeNet
- ◆ AlexNet
- ResNet-50





# Panel Discussion