

Machine Learning: Neural Networks: Tensorflow

**CPSC 501: Advanced Programming Techniques
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Context (circa 2015)

- Deep learning already claiming big successes
- Number of developers/researchers exploding
- A “zoo” of tools and libraries, some of questionable quality...

What is TensorFlow?

- Created by Google as an internal machine learning tool
- Open sourced under the Apache 2.0 License in November 2015
- An open-source software library for Machine Intelligence
 - numerical computation using data flow graphs
- Google maintains its own internal version.
- One of more than a dozen of machine intelligence libraries developed by big companies
- Other libraries
 - https://en.wikipedia.org/wiki/Comparison_of_deep_learning_software

What is TensorFlow?

- Open source library for numerical computation using **data flow graphs**
- Developed by Google Brain Team to conduct machine learning research
 - Based on DisBelief used internally at Google since 2011
- “TensorFlow is an interface for expressing machine learning algorithms, and an implementation for executing such algorithms”

tensorflow / tensorflow

Watch 7,777 Star 96,717 Fork 61,507

Code Issues 1,313 Pull requests 196 Projects 0 Insights

Computation using data flow graphs for scalable machine learning <https://tensorflow.org>

tensorflow machine-learning python deep-learning deep-neural-networks neural-network ml distributed

31,895 commits 31 branches 54 releases 1,435 contributors Apache-2.0

Why TensorFlow?

1. Popularity

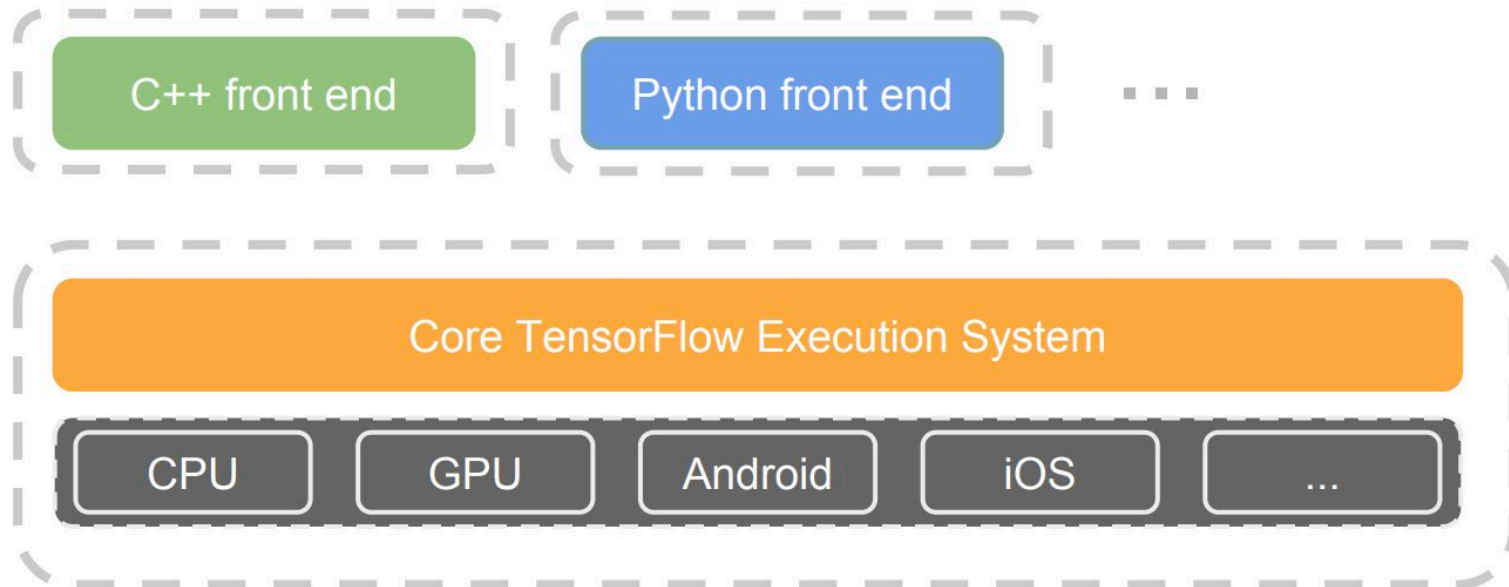
- Top are Theano, Torch, and TensorFlow.
- Torch framework is written in Lua, which is a wonderful language but one most popular in game development and AI community. Most people use pytorch implementation.
- Theano has an additional “graph compilation” step that took significant amounts of time and frustration
- TensorFlow has a much cleaner interface as compared to Theano.
- TensorFlow was built with production use in mind

Why TensorFlow?

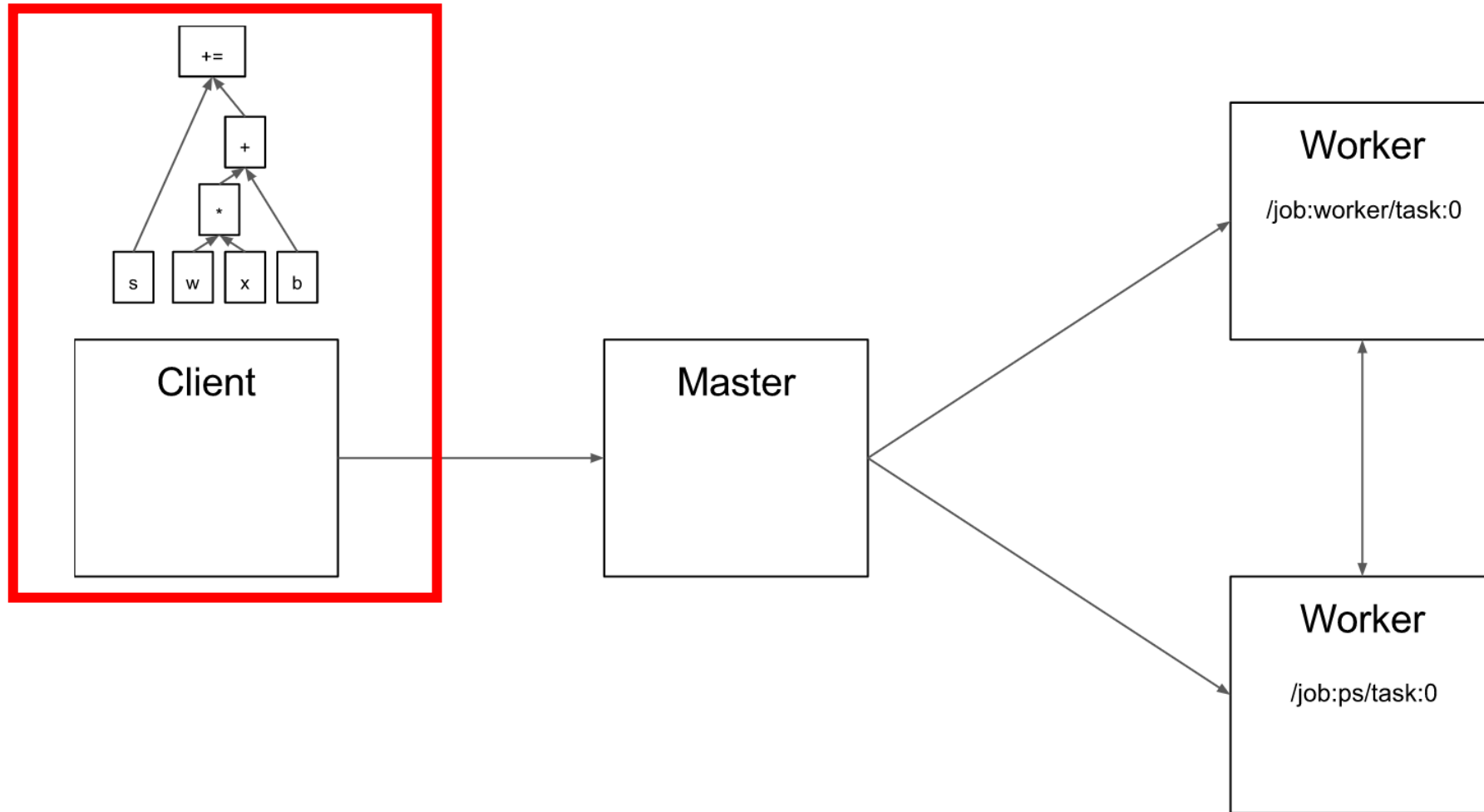
- The ability to run in mobile environments
 - Easily build models that span multiple GPUs on a single machine
 - Train large-scale networks in a distributed fashion
1. Python API
 2. Portability: CPU/GPU
 3. Flexibility: OS environments
 4. Visualization (TensorBoard is very useful)
 5. Checkpoints (for managing experiments)
 6. Large community.

TensorFlow architecture

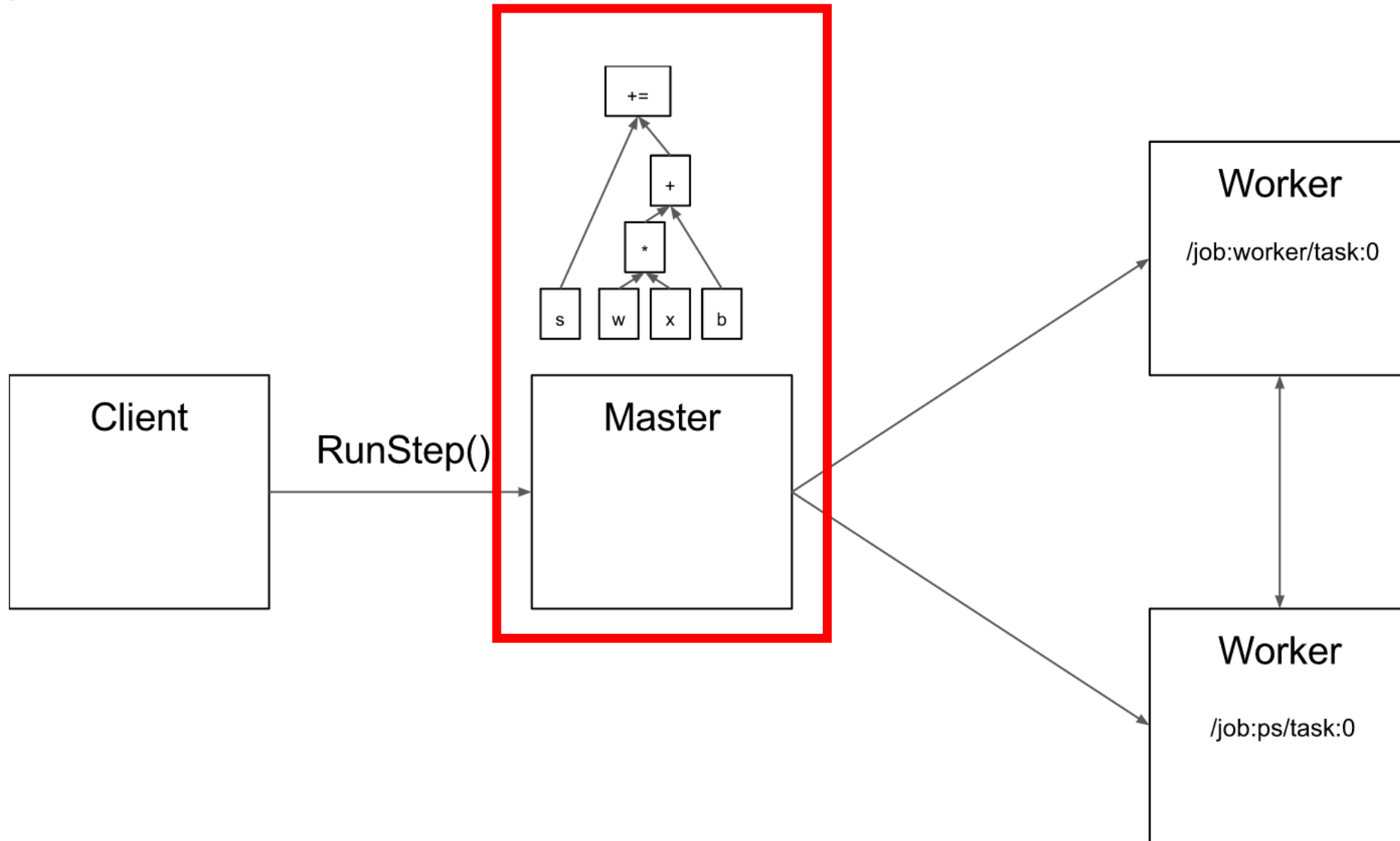
- Core in C++
 - Very low overhead
- Different front ends for specifying/driving the computation
 - Started with Python and C++



Client



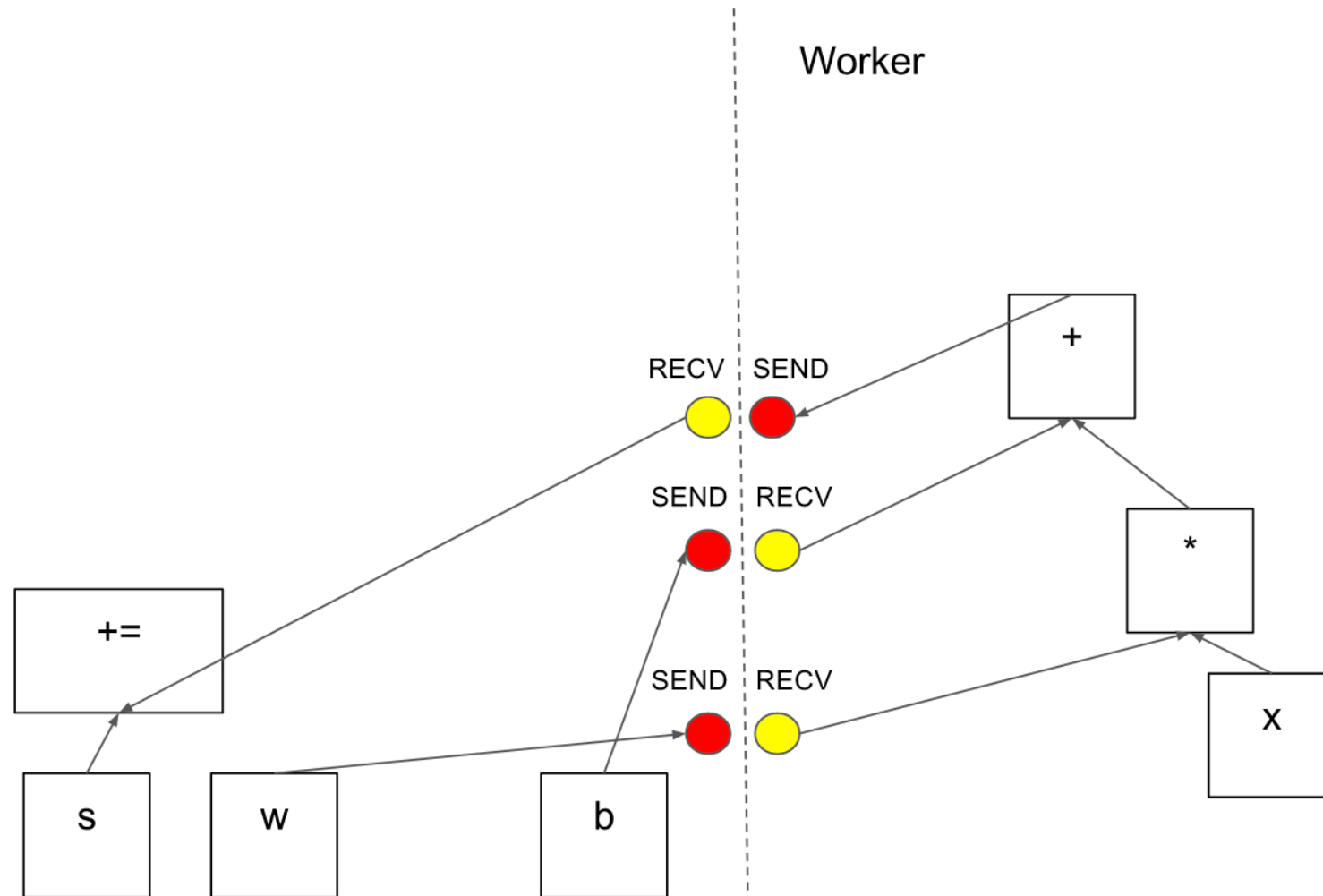
Master



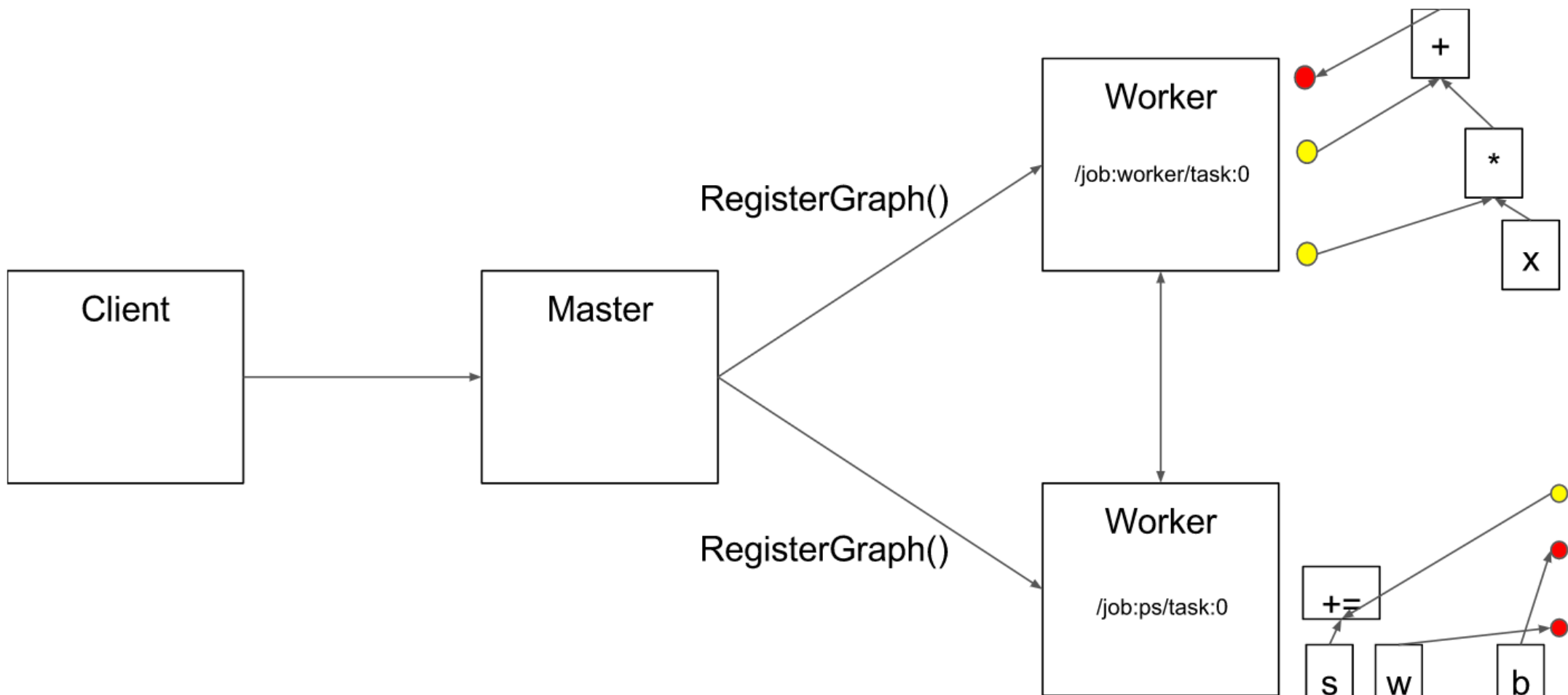
Computation graph partition

PS

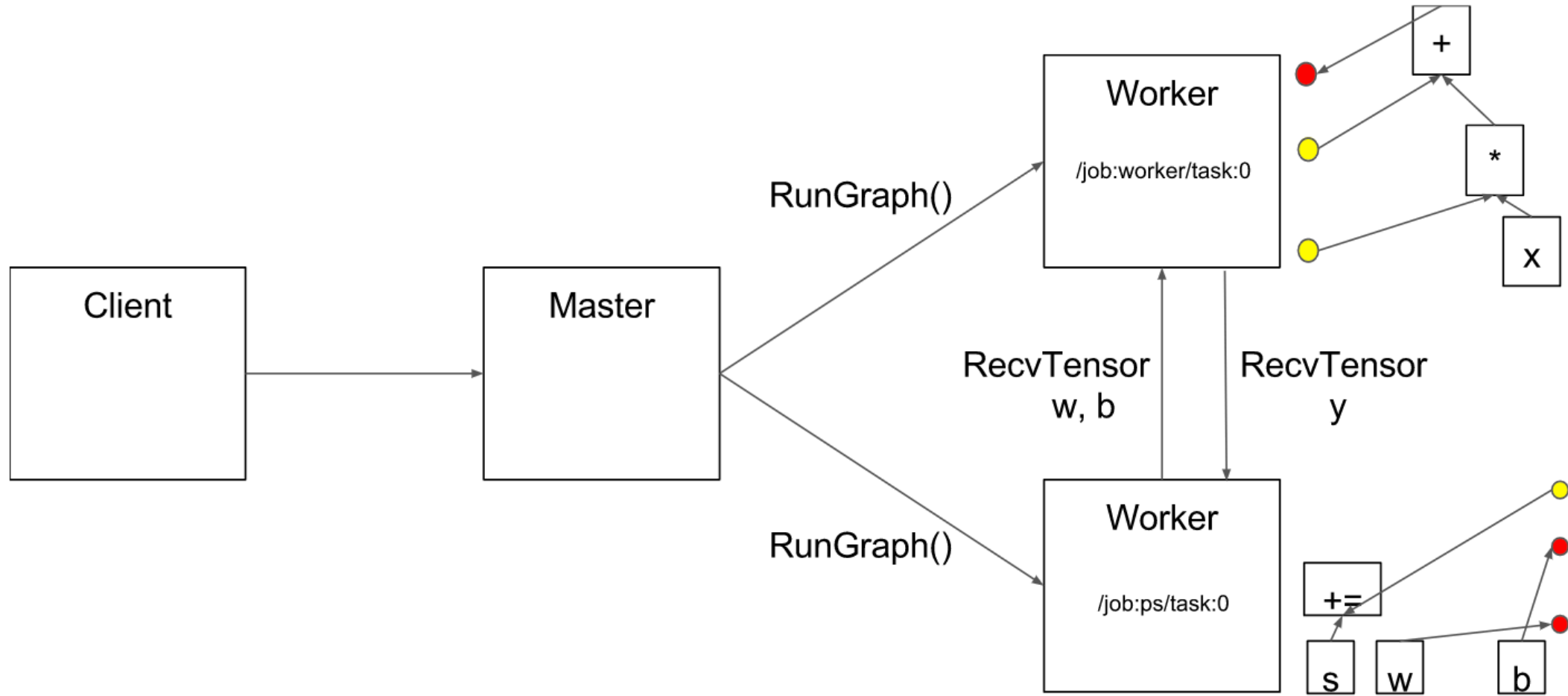
Worker



Computation graph partition



Execution



Onward to ... MNIST

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