Deep Learning



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ACPR'2015, Kuala Lumpur

Université m de Montréal PLUG: Deep Learning, MIT Press book in PLUG: **Deep Learning**, Will press book in online for feedback preparation, draft chapters online for feedback

Breakthrough

 Deep Learning: machine learning algorithms based on learning multiple levels of representation / abstraction.

Amazing improvements in error rate in object recognition, object detection, speech recognition, and more recently, in natural language processing / understanding

Initial Breakthrough in 2006

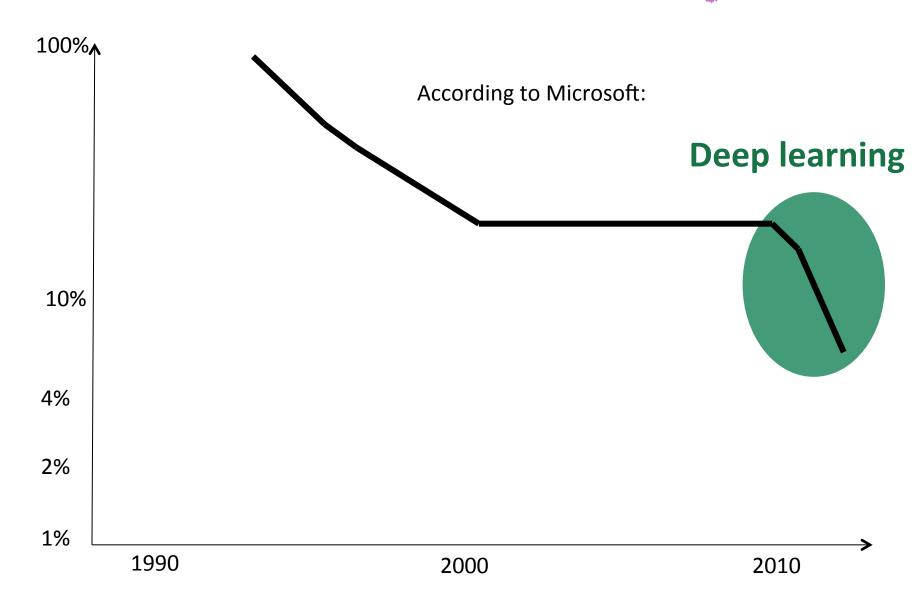
Canadian initiative: CIFAR

 Ability to train deep architectures by using layer-wise unsupervised learning, whereas previous purely supervised attempts had failed

- Unsupervised feature learners:
 - RBMs
 - Auto-encoder variants
 - Sparse coding variants

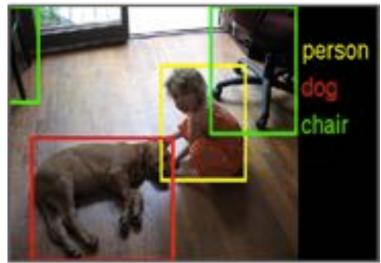


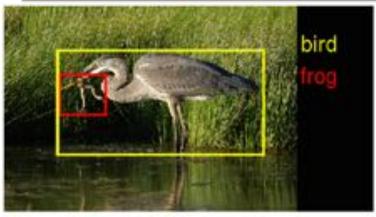
2010-2012: Breakthrough in speech recognition \rightarrow in Androids by 2012



Breakthrough in computer vision: 2012-2015

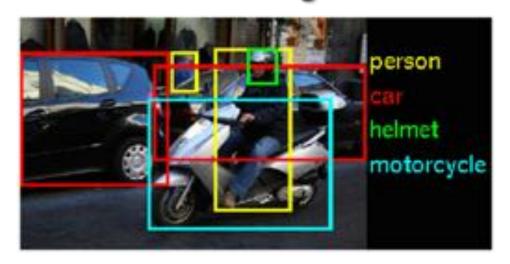
GPUs + 10x more data







- 1000 object categories,
- Facebook: millions of faces
- 2015: human-level performance





EXCLUSIVE

Facebook, Google in 'Deep Learning' Arms Race

Yann LeCun, an NYU artificial intelligence researcher who now works for Facebook. Photo: Josh Valcarcel/WIRED

WIRED

NEWS RILLETIN

Google Beat Facebook for DeepMind

Google Acquires Artificial Intelligence Startup DeepMind For More Than \$500M

Posted Jan 26, 2014 by Catherine Shu (@catherineshu)

IT Companies are Racing into Deep Learning



Why is Deep Learning Working so Well?

Automating Feature Discovery Output Mapping Output Output from features Mapping Mapping Most Output from from complex features features features Hand-Hand-Simplest designed designed **Features** features features program Input Input Input Input Rule-based Classic Representation Deep systems machine learning learning

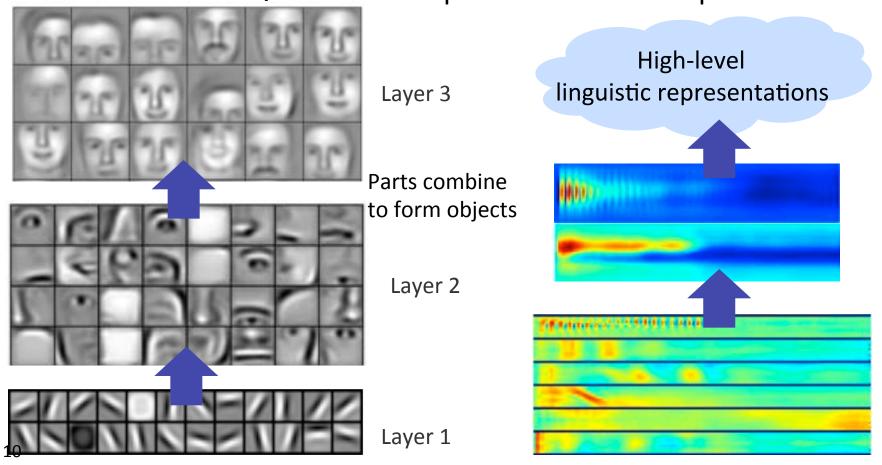
learning

Learning multiple levels of representation (Lee, Largman, Pham & Ng, NIPS 2009)



(Lee, Grosse, Ranganath & Ng, ICML 2009)

Successive model layers learn deeper intermediate representations



Prior: underlying factors & concepts compactly expressed w/ multiple levels of abstraction

Groogle Image Search: Different object types represented in the same space



Google:

S. Bengio, J.

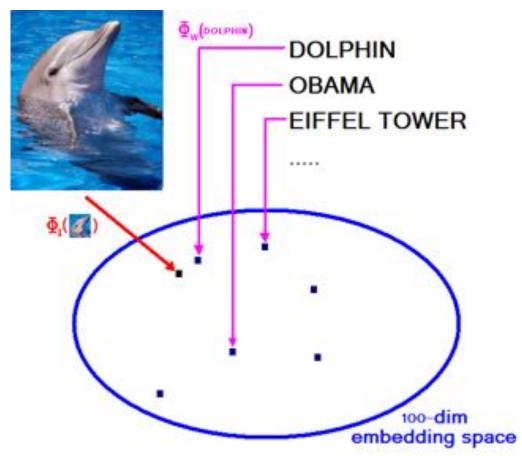
Weston & N.



Usunier (IJCAI 2011, NIPS'2010,



NIPS'2010, JMLR 2010, MLJ 2010)



Learn $\Phi_{\mathbf{r}}(\cdot)$ and $\Phi_{\mathbf{w}}(\cdot)$ to optimize precision@k.

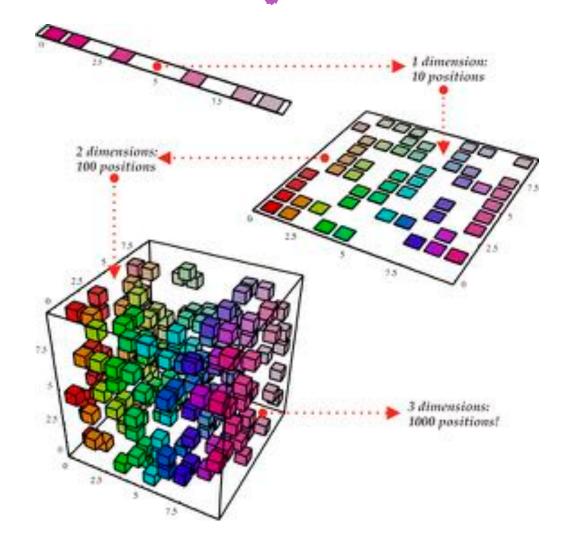
Machine Learning, AI & No Free Lunch

- Four key ingredients for ML towards Al
 - 1. Lots & lots of data
 - 2. Very flexible models
 - 3. Enough computing power
 - Powerful priors that can defeat the curse of dimensionality

ML 101. What We Are Fighting Against: The Curse of Dimensionality

To generalize locally, need representative examples for all relevant variations!

Classical solution: hope for a smooth enough target function, or make it smooth by handcrafting good features / kernel



Bypassing the curse of dimensionality

We need to build compositionality into our ML models

Just as human languages exploit compositionality to give representations and meanings to complex ideas

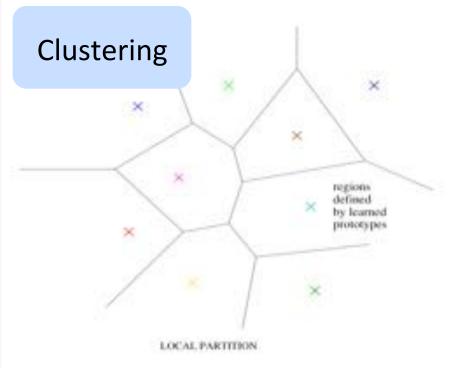
Exploiting compositionality gives an exponential gain in representational power

Distributed representations / embeddings: feature learning

Deep architecture: multiple levels of feature learning

Prior: compositionality is useful to describe the world around us efficiently

Non-distributed representations

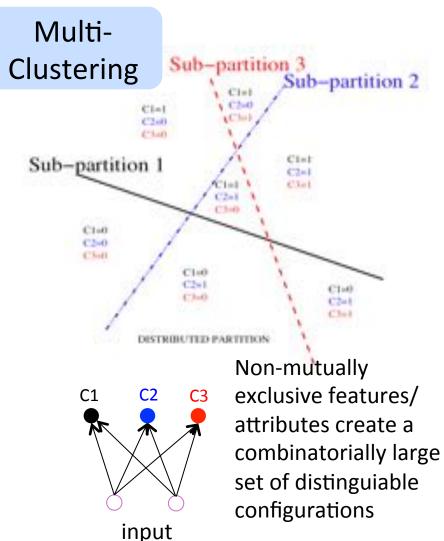


- Clustering, n-grams, Nearest-Neighbors, RBF SVMs, local non-parametric density estimation & prediction, decision trees, etc.
- Parameters for each distinguishable region
- # of distinguishable regions is linear in # of parameters

→ No non-trivial generalization to regions without examples

The need for distributed representations

- Factor models, PCA, RBMs, Neural Nets, Sparse Coding, Deep Learning, etc.
- Each parameter influences many regions, not just local neighbors
- # of distinguishable regions grows almost exponentially with # of parameters
- GENERALIZE NON-LOCALLY TO NEVER-SEEN REGIONS



The Depth Prior can be Exponentially Advantageous

Theoretical arguments:

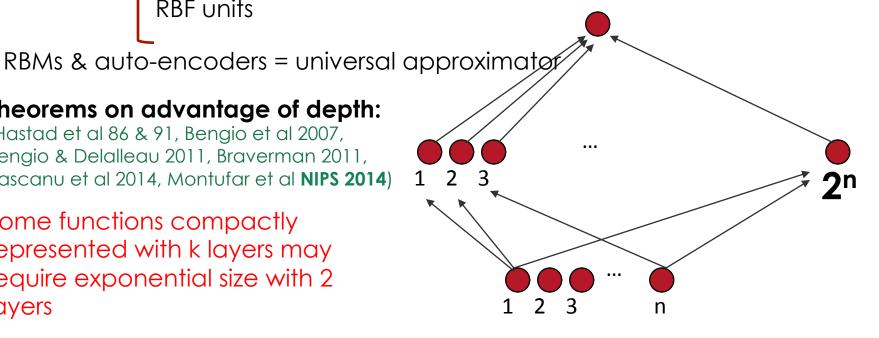
Logic gates 2 layers of Formal neurons RBF units

= universal approximator

Theorems on advantage of depth:

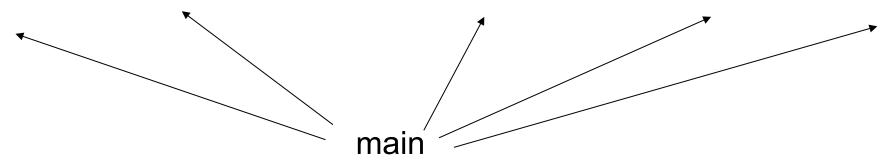
(Hastad et al 86 & 91, Bengio et al 2007, Bengio & Delalleau 2011, Braverman 2011, Pascanu et al 2014, Montufar et al NIPS 2014)

Some functions compactly represented with k layers may require exponential size with 2 layers

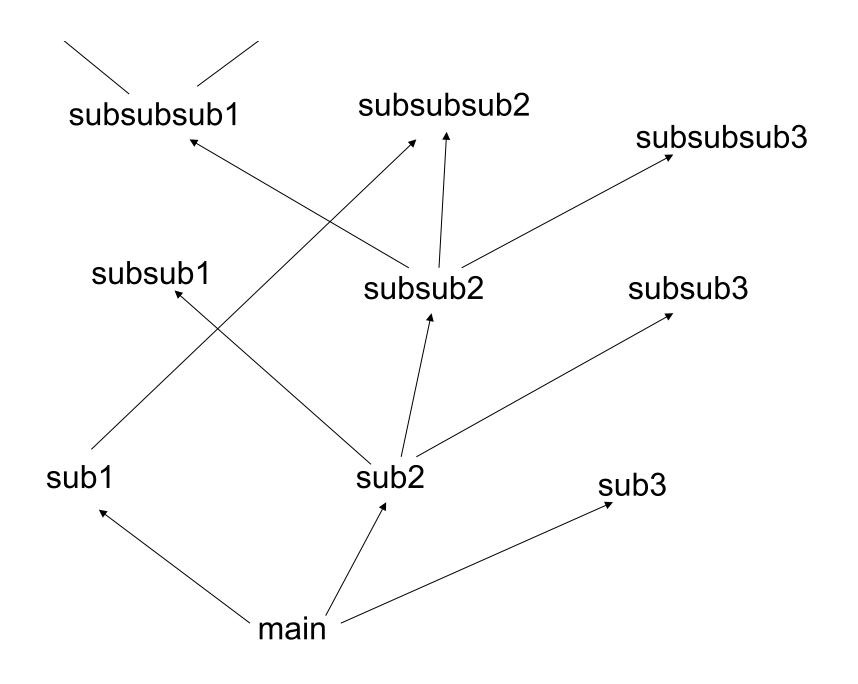


subroutine1 includes subsub1 code and subsub2 code and subsubsub1 code

subroutine2 includes subsub2 code and subsub3 code and subsubsub3 code and ...



"Shallow" computer program



"Deep" computer program

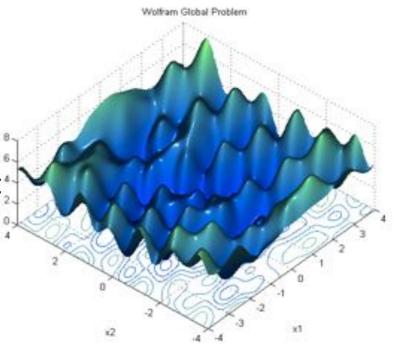
A Myth is Being Debunked: Local Minima in Neural Nets —> Convexity is not needed

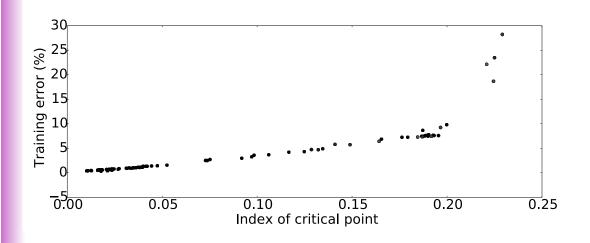
- (Pascanu, Dauphin, Ganguli, Bengio, arXiv May 2014): On the saddle point problem for non-convex optimization
- (Dauphin, Pascanu, Gulcehre, Cho, Ganguli, Bengio, NIPS' 2014):
 Identifying and attacking the saddle point problem in highdimensional non-convex optimization
- (Choromanska, Henaff, Mathieu, Ben Arous & LeCun 2014): The Loss Surface of Multilayer Nets

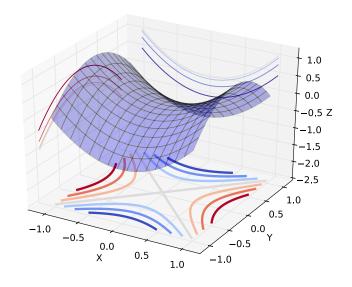
Saddle Points

 Local minima dominate in low-D, but saddle points dominate in high-D

 Most local minima are close to the bottom (global minimum error)



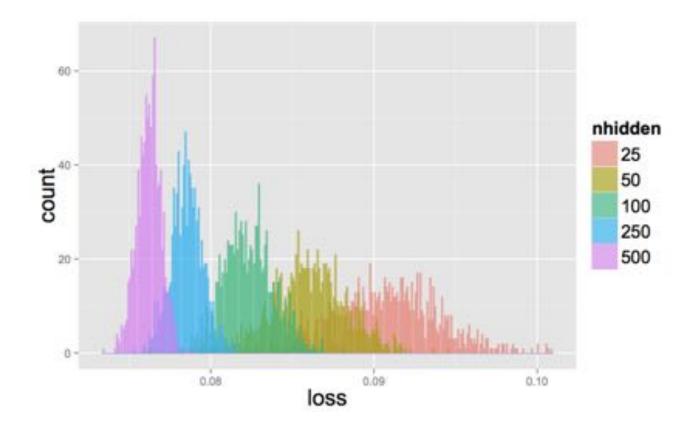




Low Index Critical Points

Choromanska et al & LeCun 2014, 'The Loss Surface of Multilayer Nets'

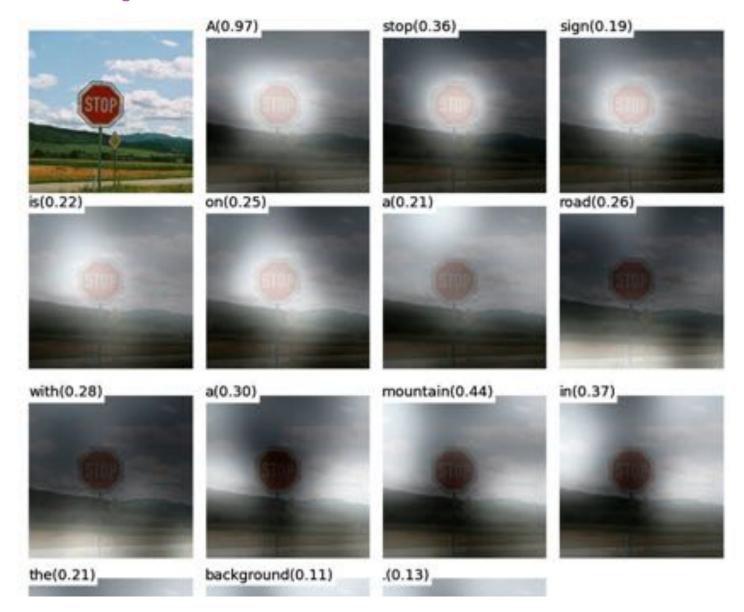
Shows that deep rectifier nets are analogous to spherical spin-glass models. The low-index critical points of large models concentrate in a band just above the global minimum



Deep Learning: Beyond Pattern Recognition, towards AI

- Many researchers believed that neural nets could at best be good at pattern recognition
- And they are really good at it!
- But many more ingredients needed towards AI. Recent progress:
 - REASONING: with extensions of recurrent neural networks
 - Memory networks & Neural Turing Machine
 - PLANNING & REINFORCEMENT LEARNING: DeepMind (Atari game playing) & Berkeley (Robotic control)

Speaking about what one sees



Ongoing Progress: Combining Vision and Natural Language Understanding

- Recurrent nets generating credible sentences, even better if conditionally:
 - Machine translation

Image 2 text

Xu et al, ICML'2015



A woman is throwing a <u>frisbee</u> in a park.



A dog is standing on a hardwood floor.



A <u>stop</u> sign is on a road with a mountain in the background.



A little <u>girl</u> sitting on a bed with a teddy bear.

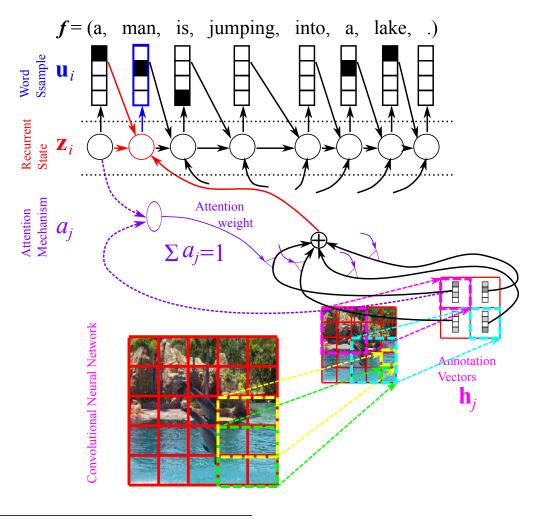


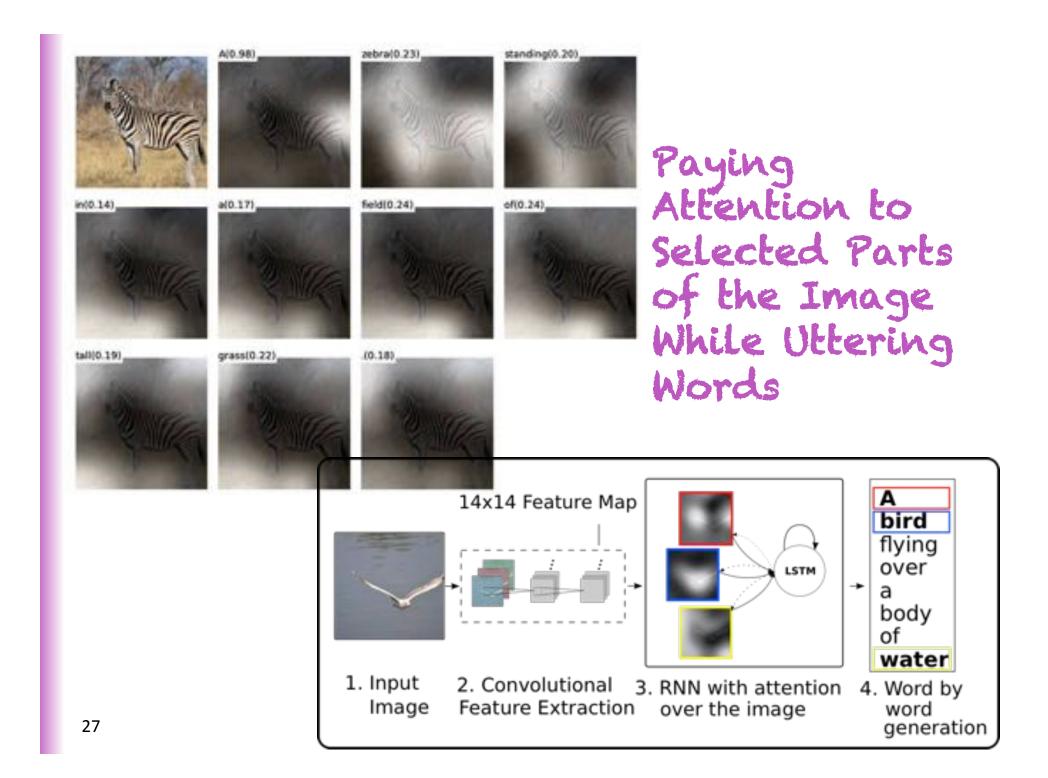
A group of <u>people</u> sitting on a boat in the water.



A giraffe standing in a forest with trees in the background.

Image-to-Text: Caption Generation

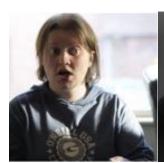




Still some way to go...



A large white bird standing in a forest.





A woman holding a <u>clock</u> in her hand.



A man wearing a hat and a hat on a skateboard.



A person is standing on a beach with a surfboard.



A woman is sitting at a table with a large pizza.



A man is talking on his cell phone while another man watches.

The Next Frontier: Reasoning and Question Answering

Currently working on artificial tasks, with memory networks:

Joe went to the garden then Fred picked up the milk; Joe moved to the bathroom and Fred dropped the milk, and then Dan moved to the living_room.

Where is Dan? A: living room I believe

Where is Joe? A: the bathroom

Fred moved to the bedroom and Joe went to the kitchen then Joe took the milk there and Dan journeyed to the bedroom; Joe discarded the milk.

Where is the milk now? A: the milk is in the kitchen

Where is Dan now? A: I think he is in the bedroom

Joe took the milk there, after that Mike travelled to the office, then Joe went to the living_room, next Dan went back to the kitchen and Joe travelled to the office.

Where is Joe now? A: I think Joe is in the office

From "Memory Networks", Weston et al. ICLR 2015; From "End-to-end memory networks", Sukhbatar et al. NIPS'2015

Sam walks into the kitchen. Sam picks up an apple. Sam walks into the bedroom. Sam drops the apple.

Q: Where is the apple?

A. Bedroom

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Brian is a lion.
Julius is a lion.
Julius is white.
Bernhard is green.
Q: What color is Brian?
A. White
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Mary journeyed to the den.
Mary went back to the kitchen.
John journeyed to the bedroom.
Mary discarded the milk.
Q: Where was the milk before the den?
A. Hallway
```

Beyond Object Recognition and Caption Generation

Visual Question Answering (Antol et al 2015)

- Jane went to the hallway.
- Mary walked to the bathroom.
- Sandra went to the garden.
- Daniel went back to the garden.
- I: Sandra took the milk there.
- Q: Where is the milk?
- A: garden



What color are her eyes? What is the mustache made of?



is this person expecting company? What is just under the tree?



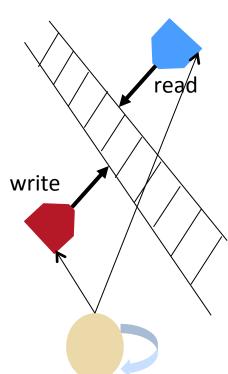
How many slices of pizza are there? Is this a vegetarian pizza?



Does it appear to be rainy? Does this person have 20/20 vision?

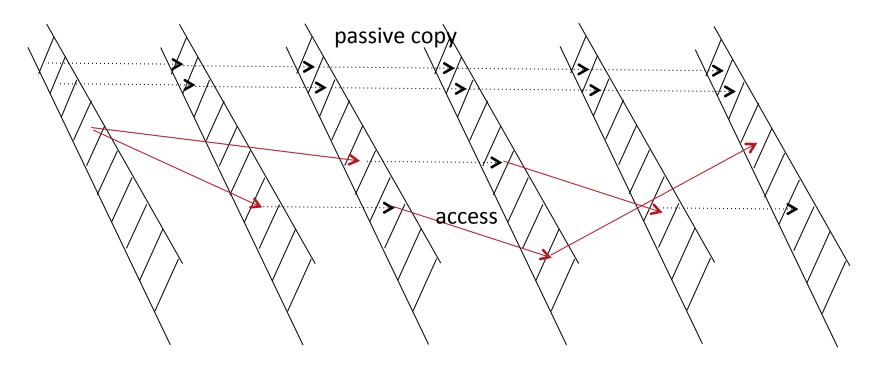
Attention Mechanisms for Memory Access Enable Reasoning

- Neural Turing Machines (Graves et al 2014)
 and Memory Networks (Weston et al 2014)
- Use a form of attention mechanism to control the read and write access into a memory
- The attention mechanism outputs a softmax over memory locations



Why does it work? Pushing off the Curse of Long-Term Dependencies

 Whereas LSTM memories always decay exponentially (even if slowly), a mental state stored in an external memory can stay for arbitrarily long durations, until overwritten.



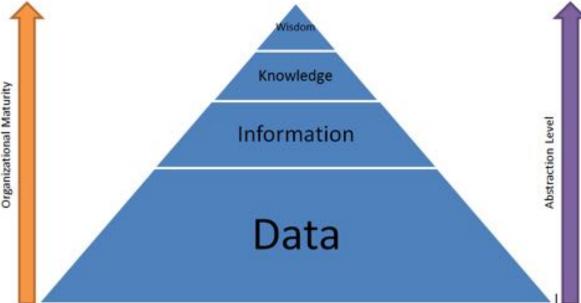
Learning Multiple Levels of Abstraction

 The big payoff of deep learning is to allow learning higher levels of abstraction

Higher-level abstractions disentangle the

factors of variation, which allows much easier

generalization and transfer



How do humans generalize from very few examples?

- Intelligence (good generalization) needs knowledge
- Humans transfer knowledge from previous learning:
 - Representations
 - Explanatory factors

- Previous learning from: unlabeled data
 - + labels for other tasks

Unsupervised and Transfer Learning Challenge + Transfer Learning Challenge: Won by Unsupervised Deep Learning Sylvester Valle Accounts NIPS'2011 Transfer Raw data Learning 1 layer 2 layers Challenge Paper: ICML'2012 ICML'2011 SYLVESTER VALID: ALC:=0.9316 workshop on Unsup. & 0.9 3 layers Transfer Learning \$ 0.75 4 layers Log_(Number of training examples)

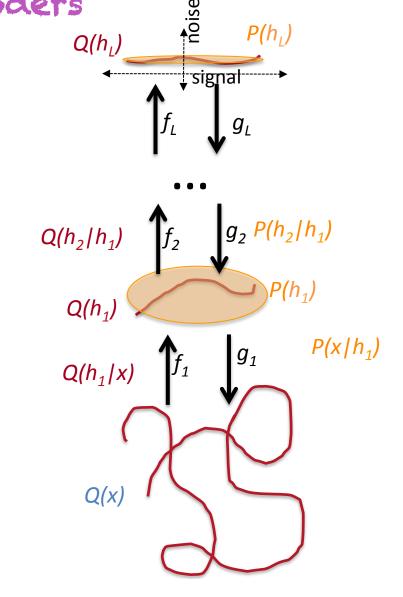
Log_(Number of training examples)

Extracting Structure By Gradual
Disentangling and Manifold Unfolding

Variational Auto-Encoders

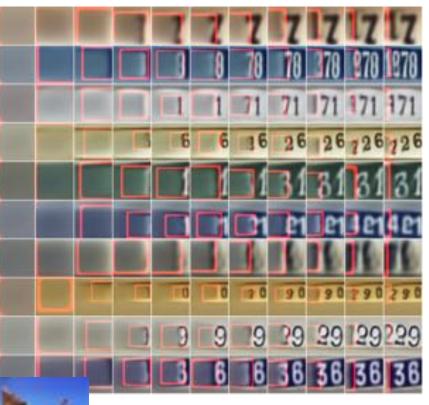
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Each level transforms the data into a representation in which it is easier to model, unfolding it more, contracting the noise dimensions and mapping the signal dimensions to a factorized (uniform-like) distribution.



The Current SOTA in Generative Models of Images

DRAW, (Gregor et al 2015) based on variational autoencoders (Kingma et al ICLR'2014)





Generative Adversarial
Networks
(Goodfellow et al, NIPS'2014,
Denton et al
NIPS'2015)

MILA: Montreal Institute for Learning Algorithms

