

DEEP LEARNING



Deep Learning: State of the Art (2019)

deeplearning.mit.edu

2019

Deep Learning: State of the Art*

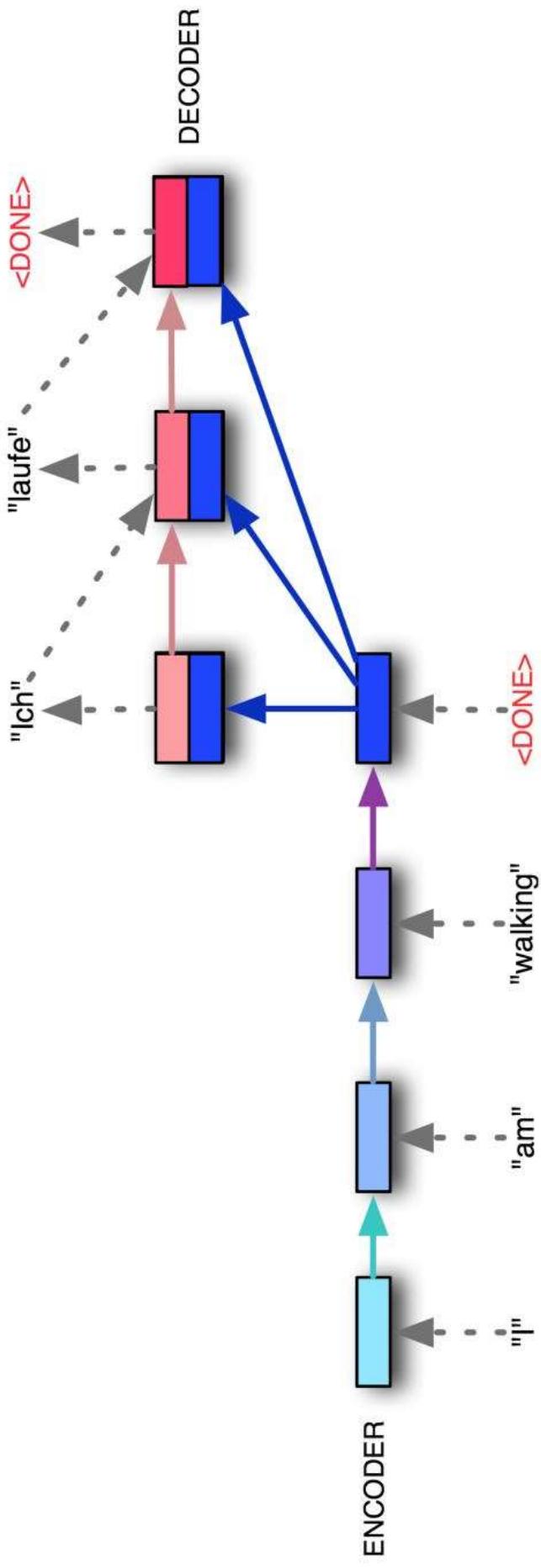
(Breakthrough Developments in 2017 & 2018)

- **BERT and Natural Language Processing**
- Tesla Autopilot Hardware v2+: Neural Networks at Scale
- AdaNet: AutoML with Ensembles
 - AutoAugment: Deep RL Data Augmentation
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- AlphaZero & OpenAI Five
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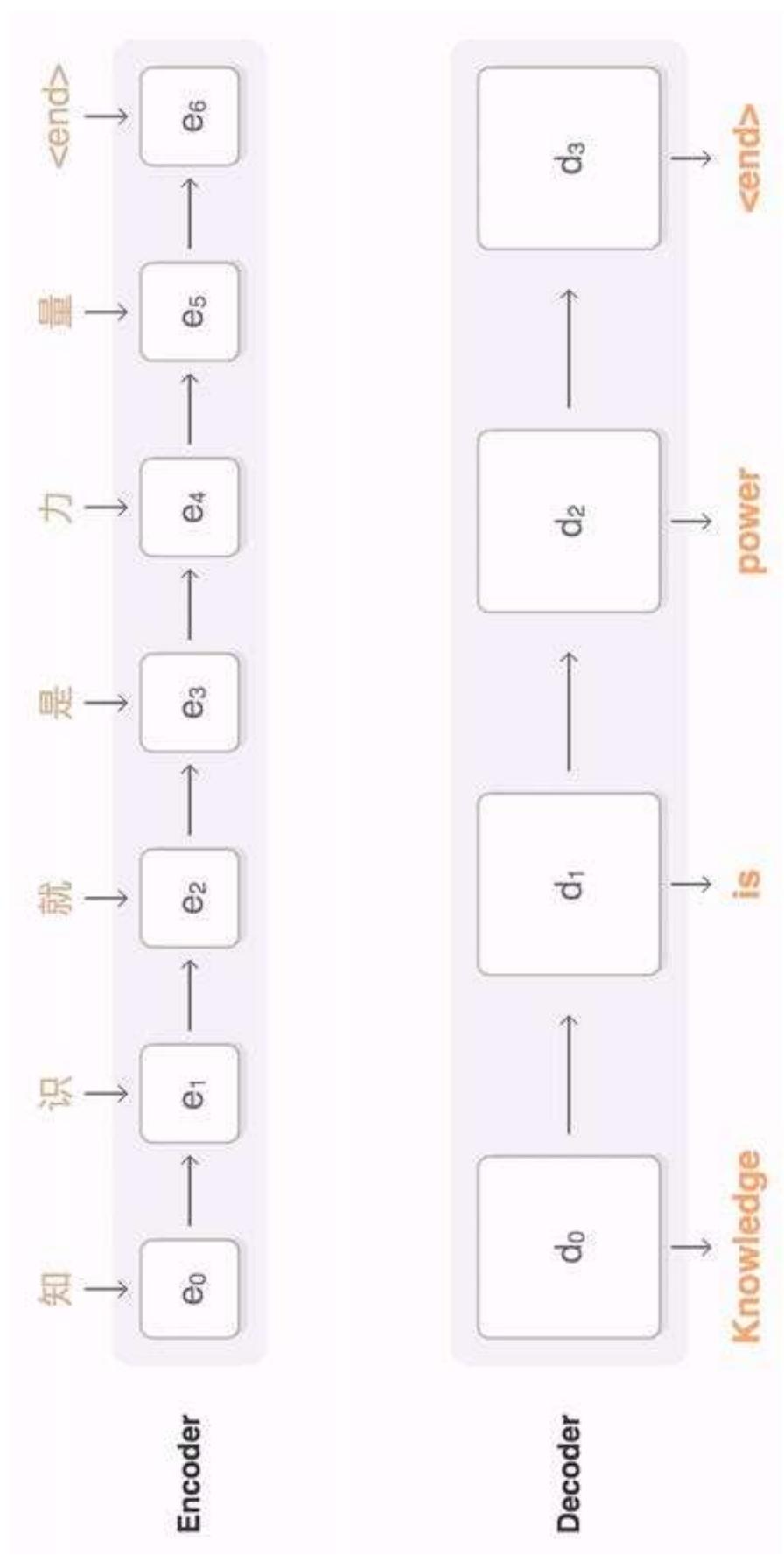
Encoder-Decoder Architecture

Sequence-to-Sequence Model - Neural Machine Translation



Encoder RNN encodes input sequence into a fixed size vector, and then is passed repeatedly to decoder RNN.

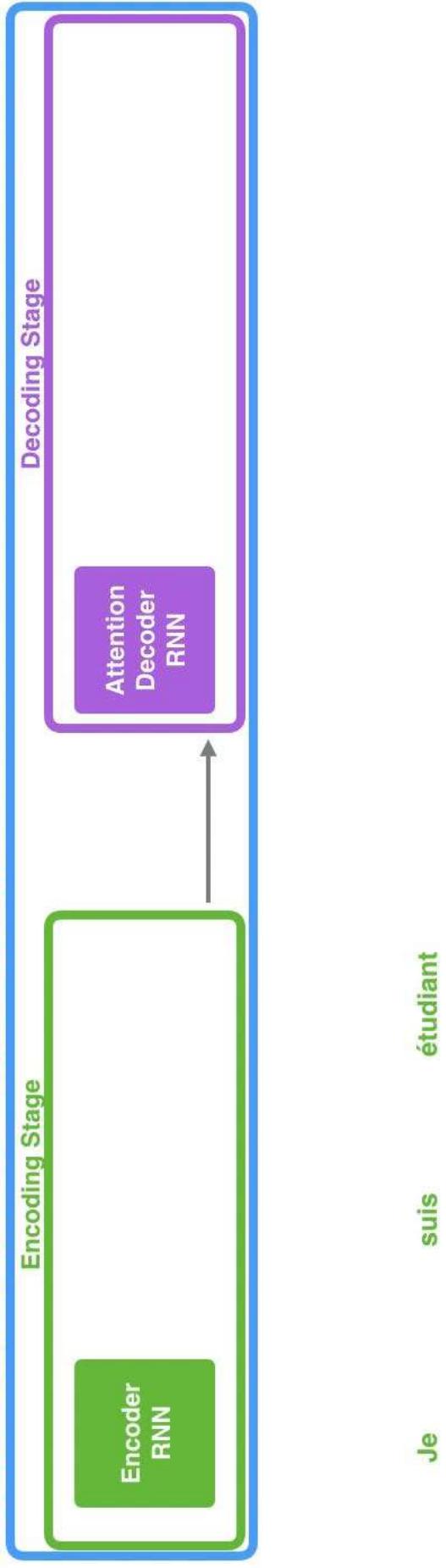
Attention



Attention mechanism allows the network to refer back to the input sequence, instead of forcing it to encode all information into one fixed-length vector.

Attention

Neural Machine Translation SEQUENCE TO SEQUENCE MODEL WITH ATTENTION



Attention

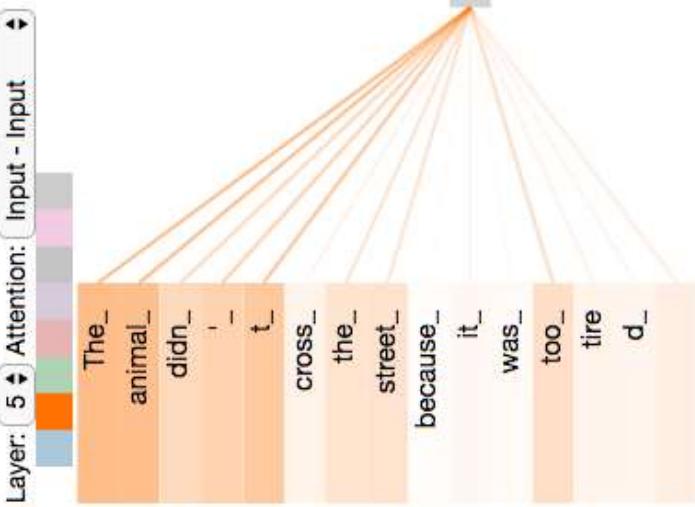
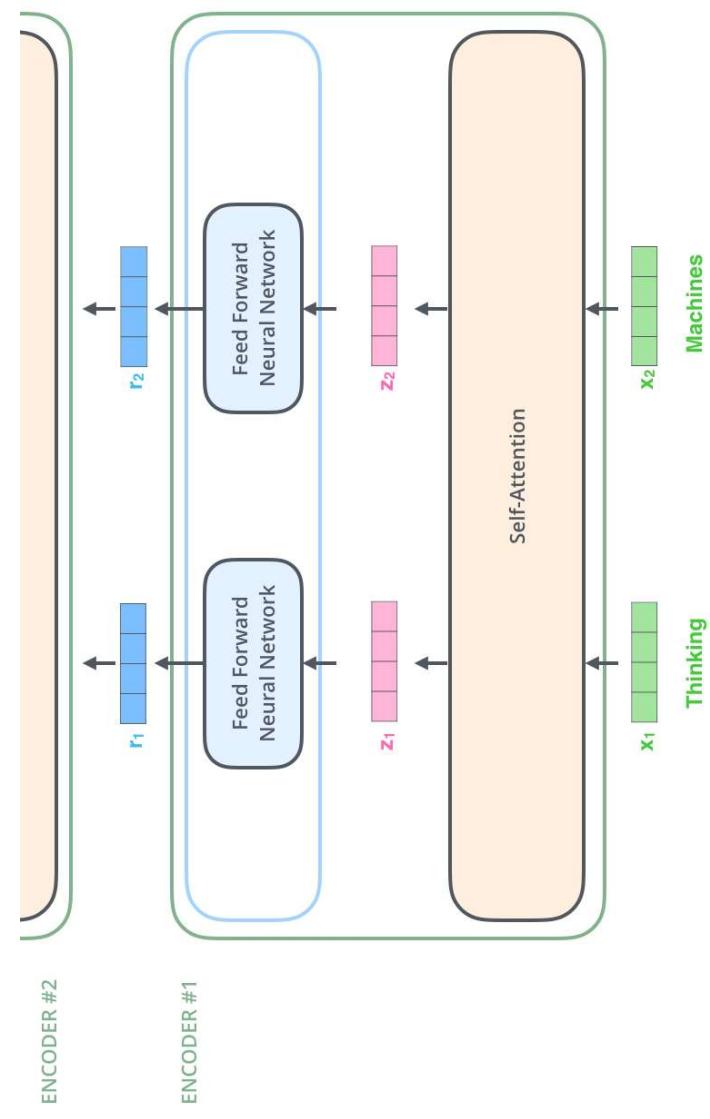
Encoder
hidden
state



Je suis étudiant

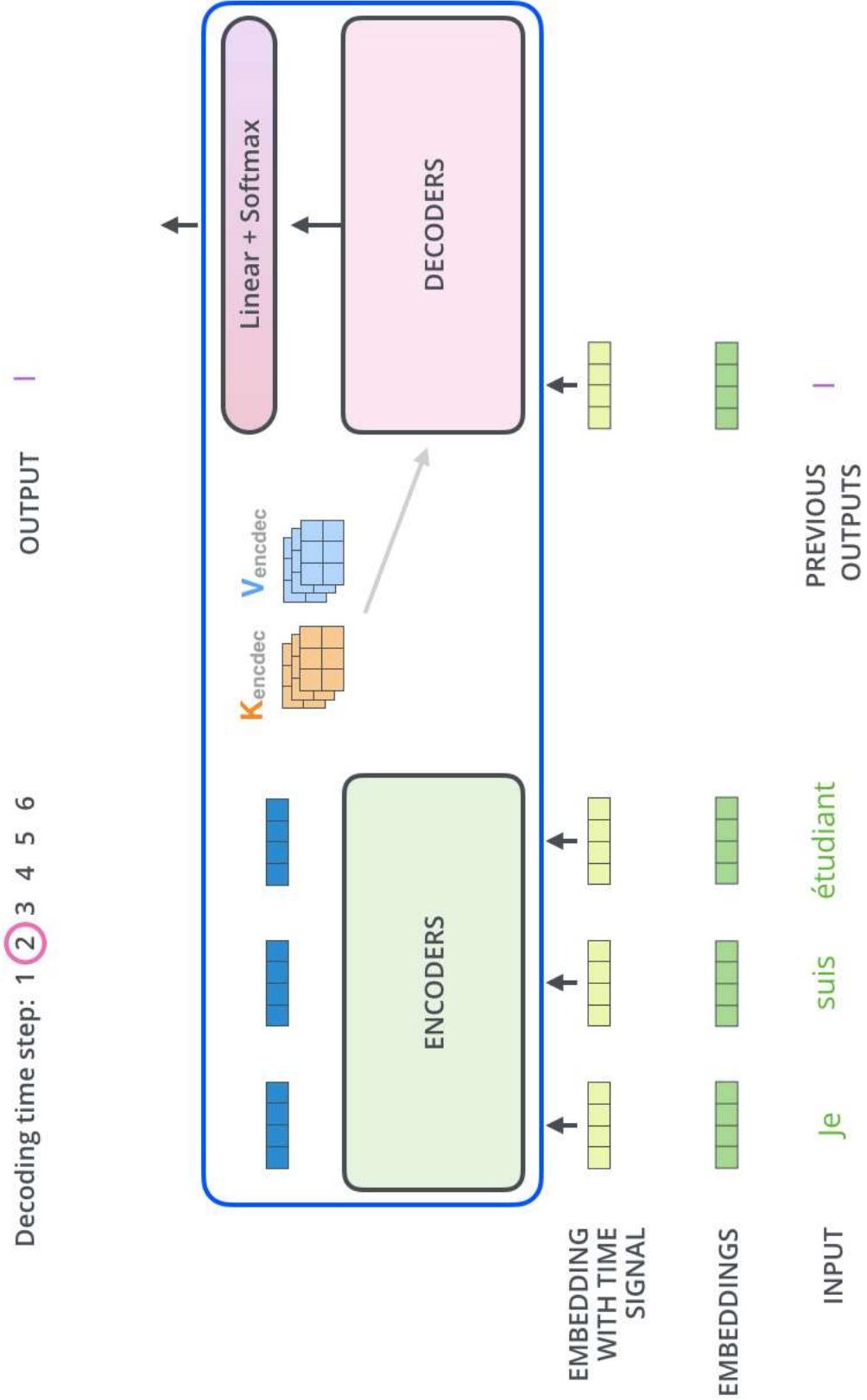
Self-Attention

"**The animal** didn't cross the street because **it was too tired**"



More details: <http://jalammar.github.io/illustrated-transformer/>

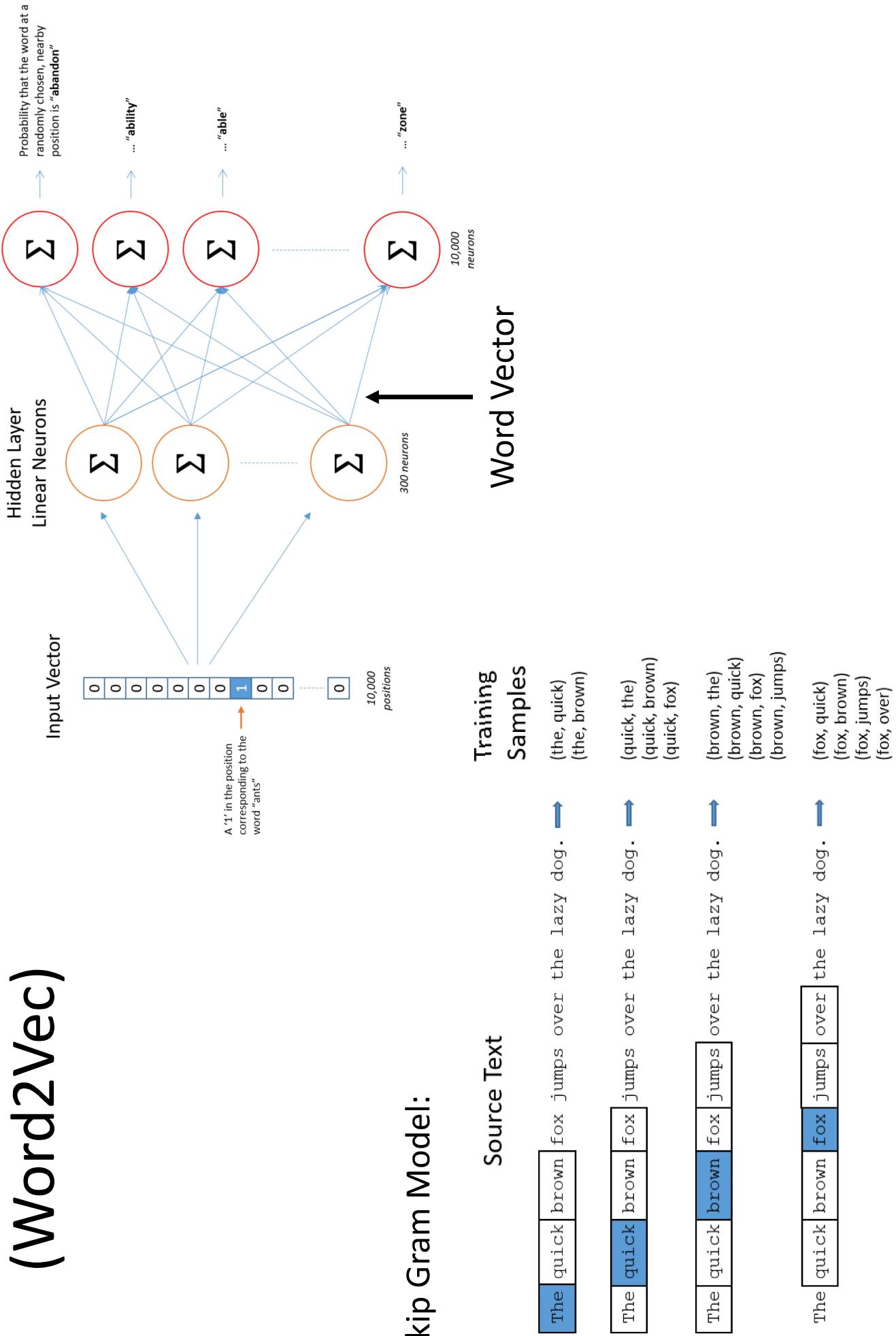
Transformer



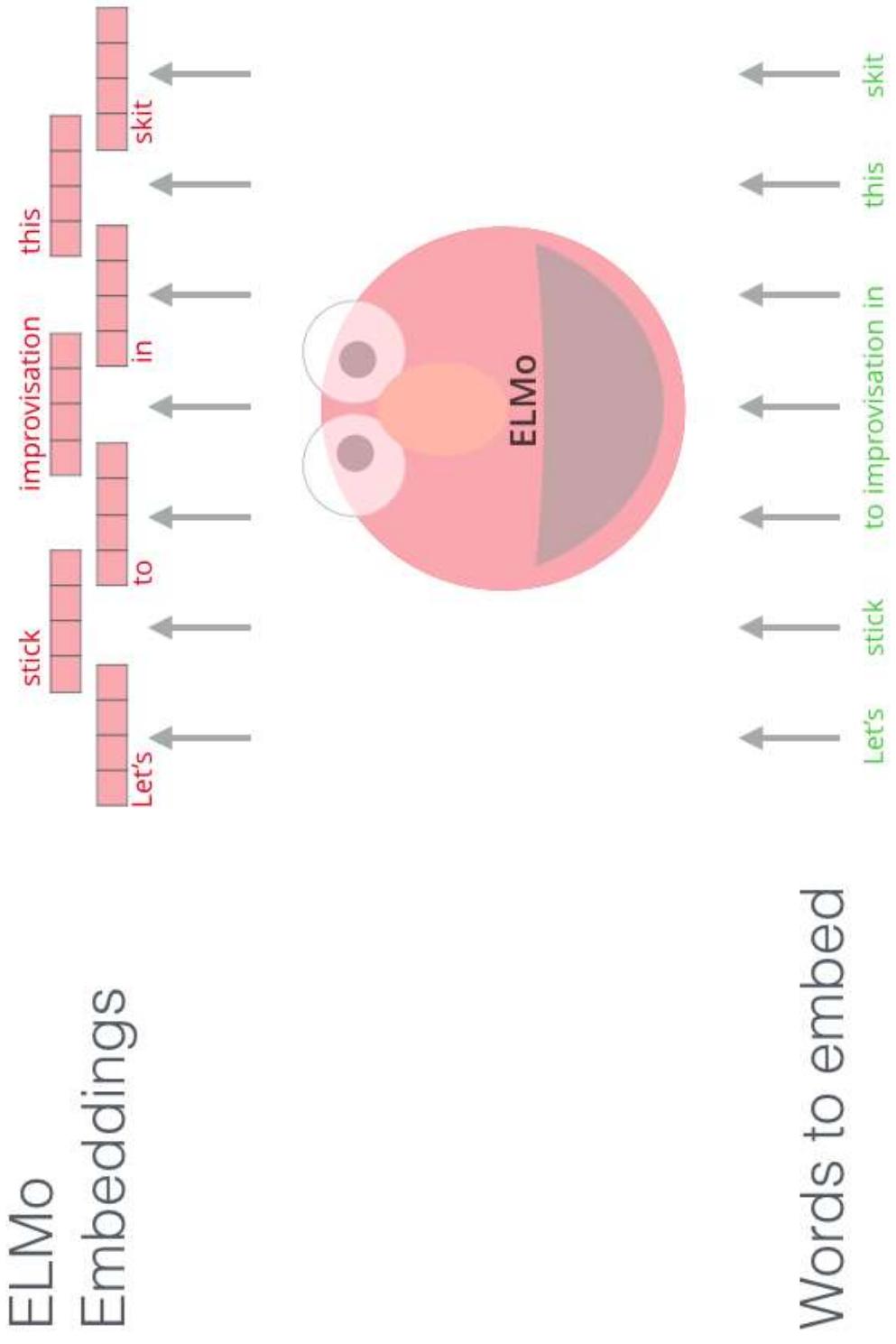
Vaswani, Ashish, et al. "Attention is all you need." *Advances in Neural Information Processing Systems*. 2017.

Word Embeddings (Word2Vec)

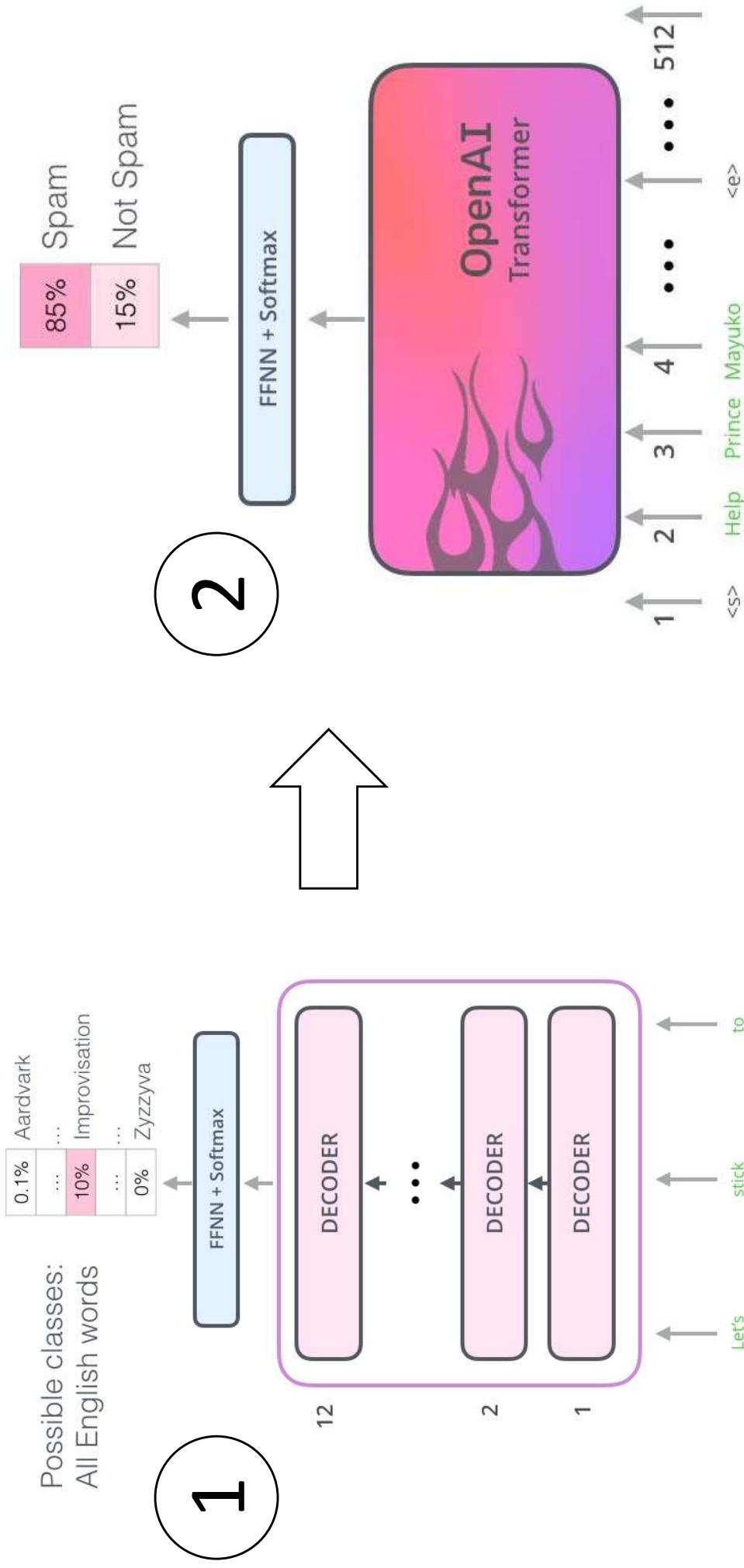
skip Gram Model:



Context-Aware Embeddings



OpenAI Transformer

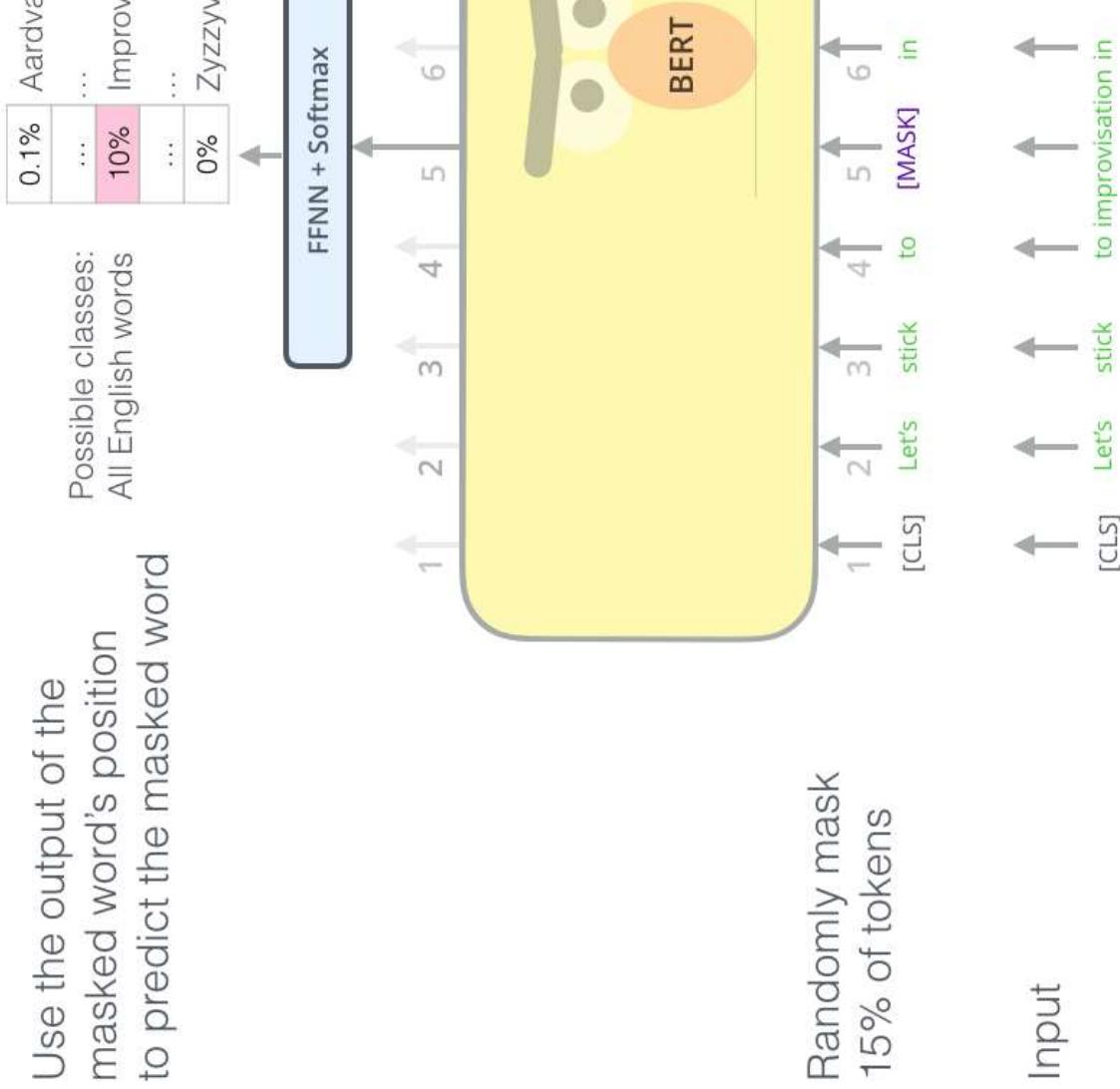


1. Pre-train a Transformer's decoder for language modeling
2. Train it on, for example, a sentence classification task

BERT

Use the output of the masked word's position to predict the masked word

0.1%	Aardvark
...	...
10%	Improvisation
...	...
0%	Zyzyva

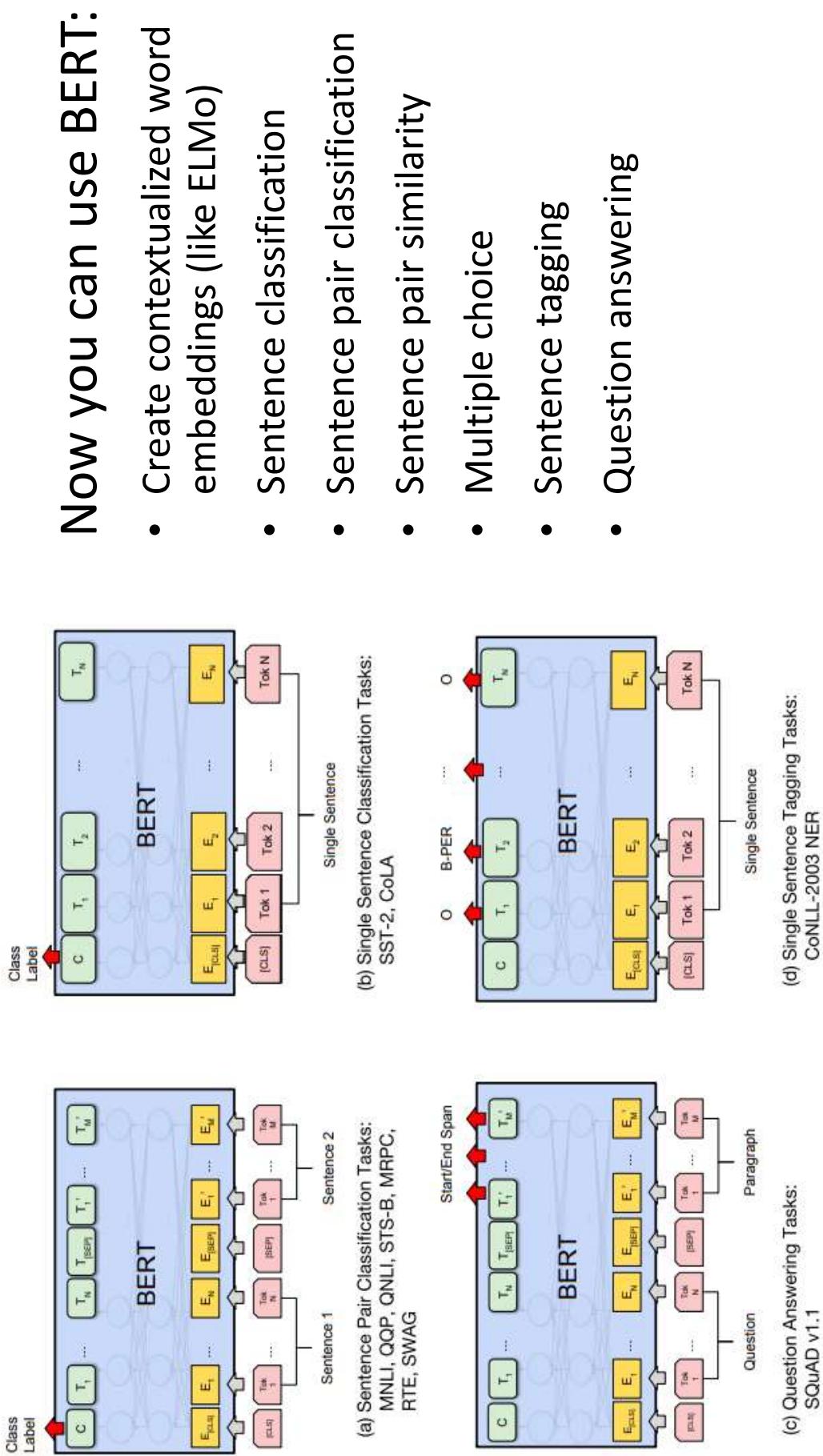


Randomly mask
15% of tokens

Input

Devlin, Jacob, et al. "Bert: Pre-training of deep bidirectional transformers for language understanding." (2018).

BERT Applications



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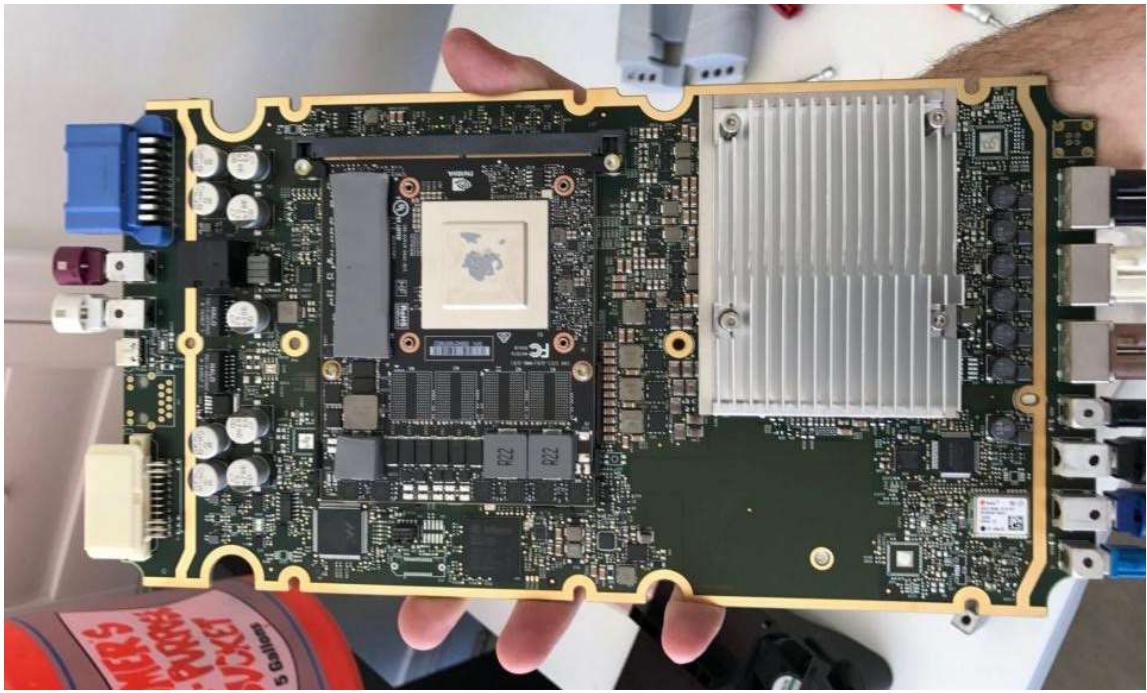
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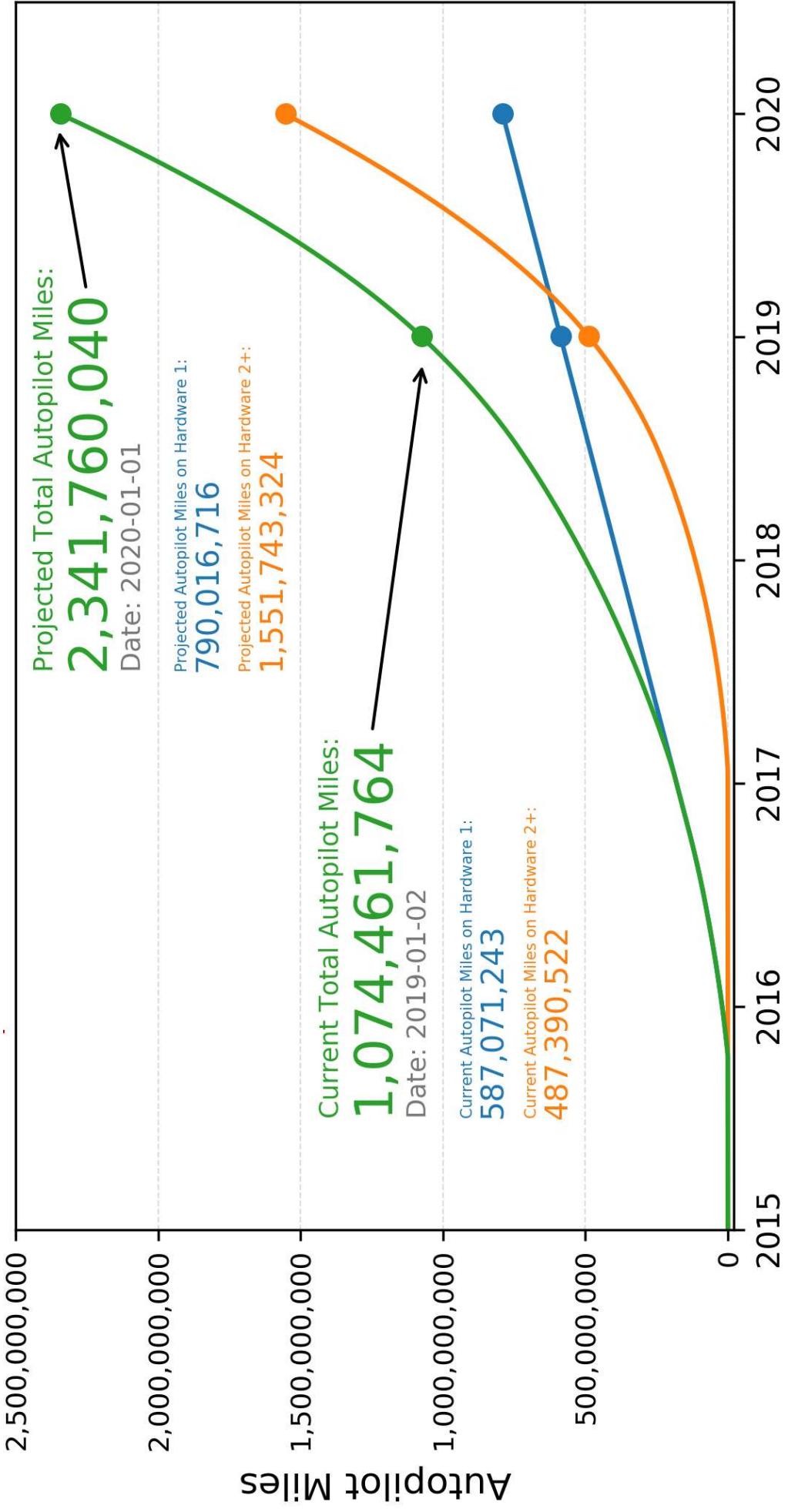
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Tesla Autopilot Hardware v2+

- Specialized NVIDIA Drive PX 2 hardware
- Neural network takes all 8 cameras as input
- Based on Inception v1 architecture



Autopilot Reaches 1 Billion Miles (~0.5 Billion on Hardware v2+)



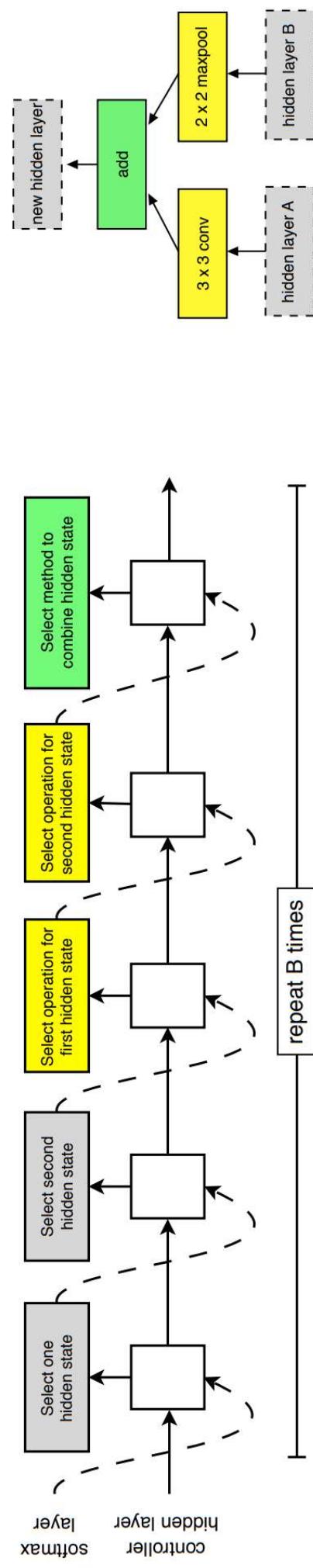
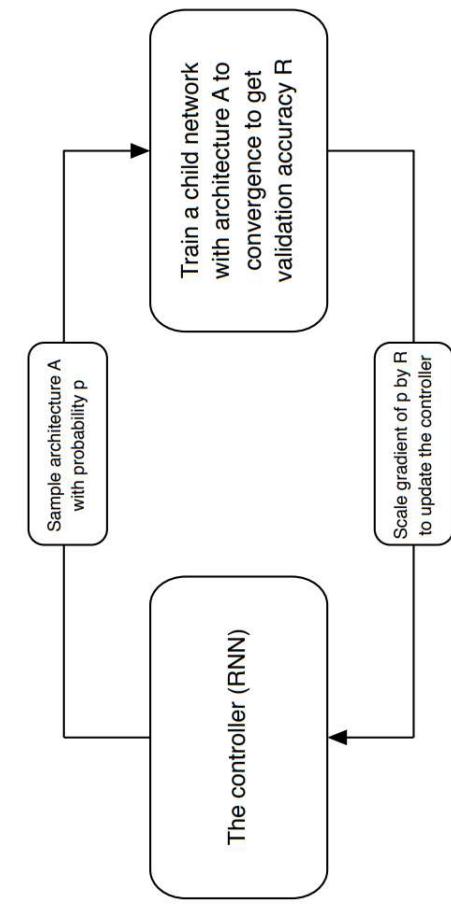
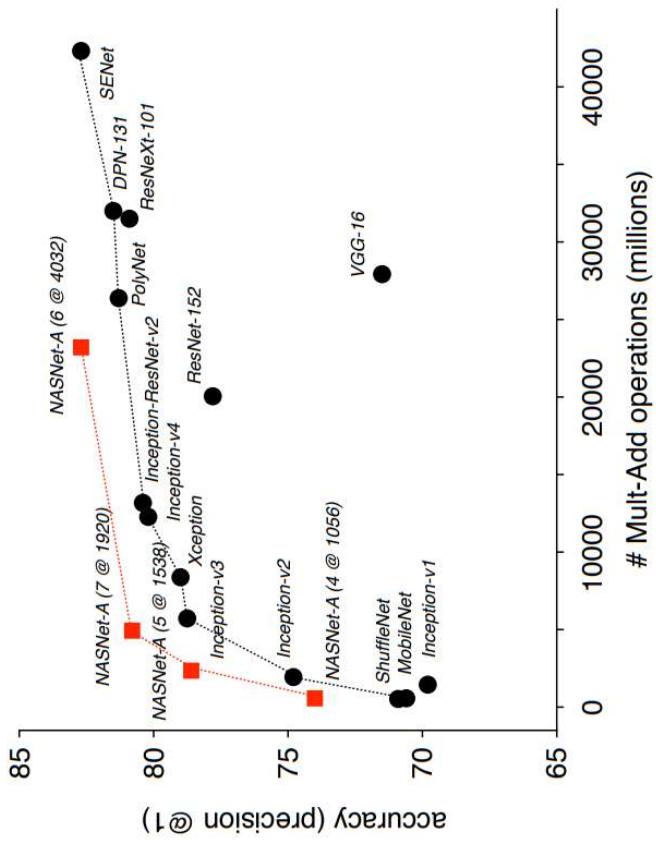
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AutoML and Neural Architecture Search (NASNet)



AdaNet



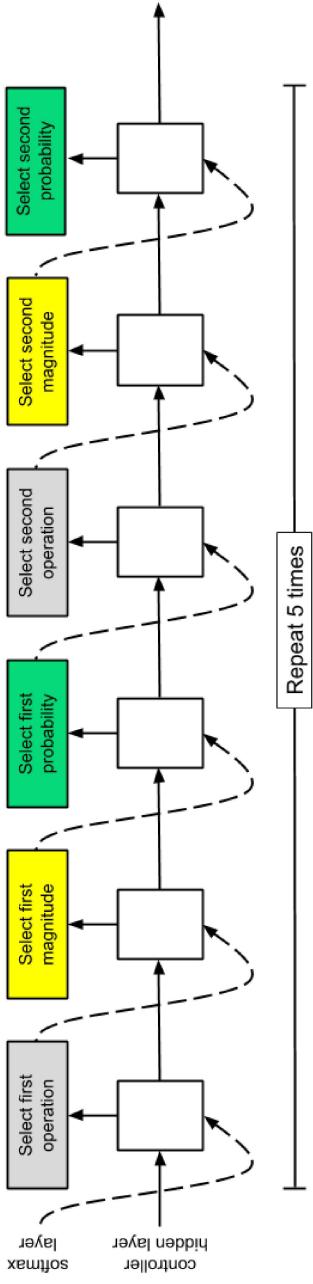
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AutoAugment: RL for Data Augmentation



	Original	Sub-policy 1	Sub-policy 2	Sub-policy 3	Sub-policy 4	Sub-policy 5
Batch 1						
Batch 2						
Batch 3						

- Show that transfer learning can also be done augmentation policies instead of weights (or with).

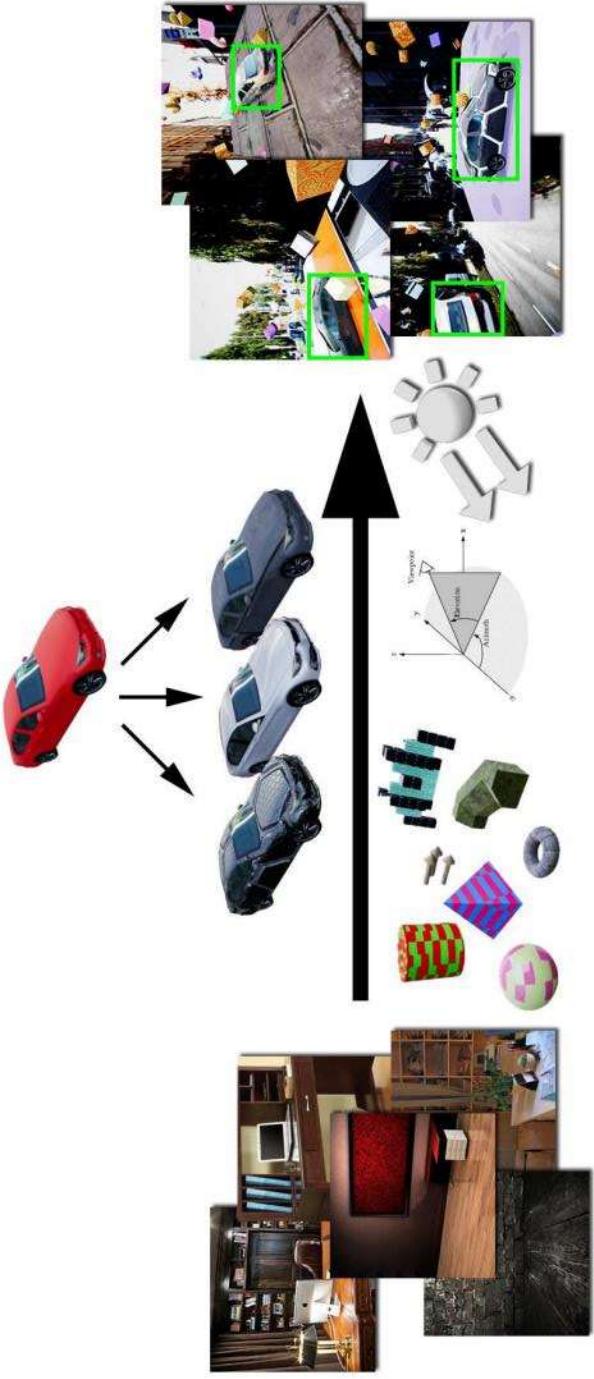
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Training on Randomized Synthetic Data



- number and types of objects
- number, types, colors, and scales of distractors
- texture on the object of interest, and background photograph
- location of the virtual camera with respect to the scene
- angle of the camera with respect to the scene
- number and locations of point lights

Tremblay, Jonathan, et al. "Training deep networks with synthetic data: Bridging the reality gap by domain randomization." (2018).

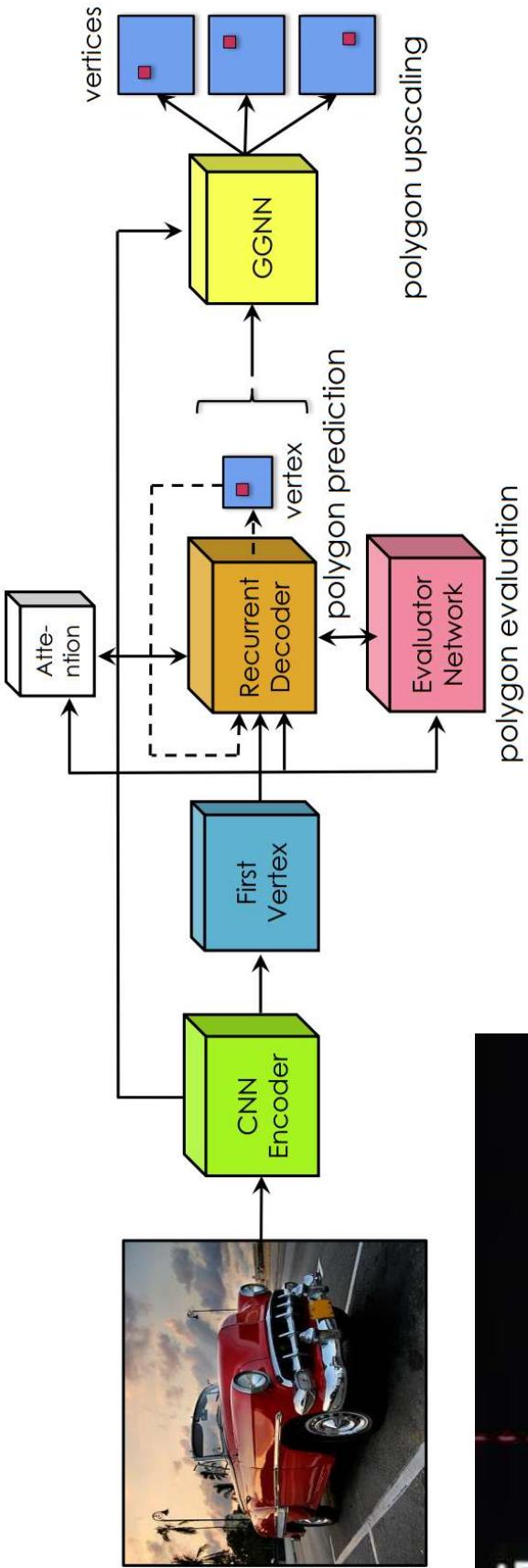
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Segmentation Annotation with Polygon-RNN++



- High-resolution polygon segmentation generation with human-in-the-loop



Acuna, David, et al. "Efficient Interactive Annotation of Segmentation Datasets With Polygon-RNN++." CVPR 2018.

[319]

For the full list of references visit:
<https://hcai.mit.edu/references>

Massachusetts Institute of Technology

MIT

<https://deeplearning.mit.edu> 2019

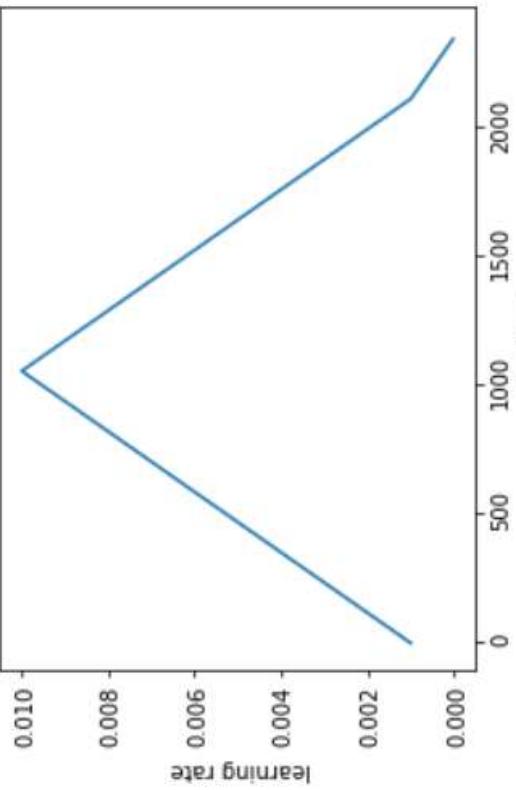
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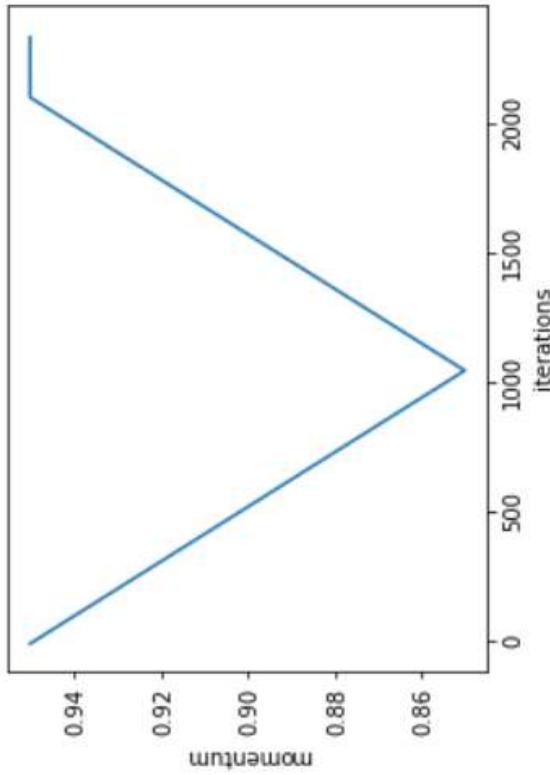
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DAWNBench: Training Fast and Cheap



fast.ai – Training:

- ImageNet in 3 hours for \$25
- CIFAR10 for \$0.26



- **Key idea:** During training, if you very slowly increase **learning rate** while decreasing **momentum**, you can train at extremely high learning rates, thus avoiding over-fitting, and training in far fewer epochs.

- Details: <http://bit.ly/2H6yv6H>

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BigGAN: State of the Art in Image Synthesis



- Same GAN techniques, much larger scale
- Increase model capacity + increase batch size

Brock, Andrew, Jeff Donahue, and Karen Simonyan. "Large scale gan training for high fidelity natural image synthesis." (2018).

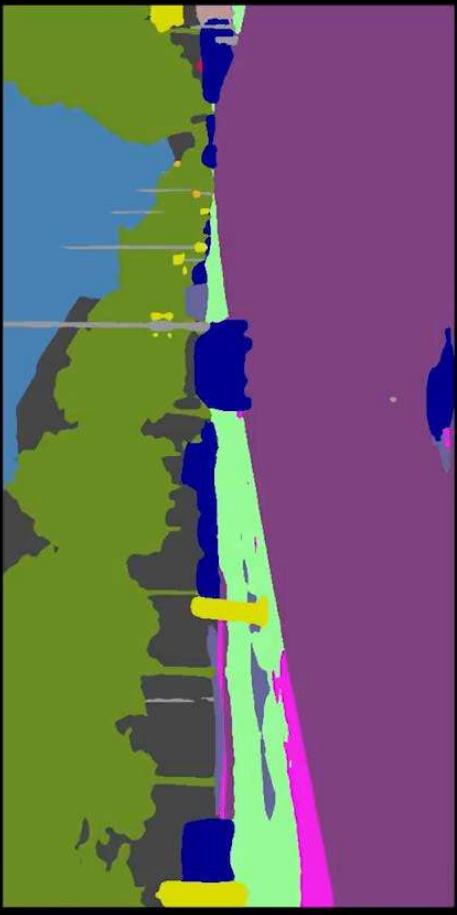
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Video-to-Video Synthesis



Labels



COVST



pix2pixHD

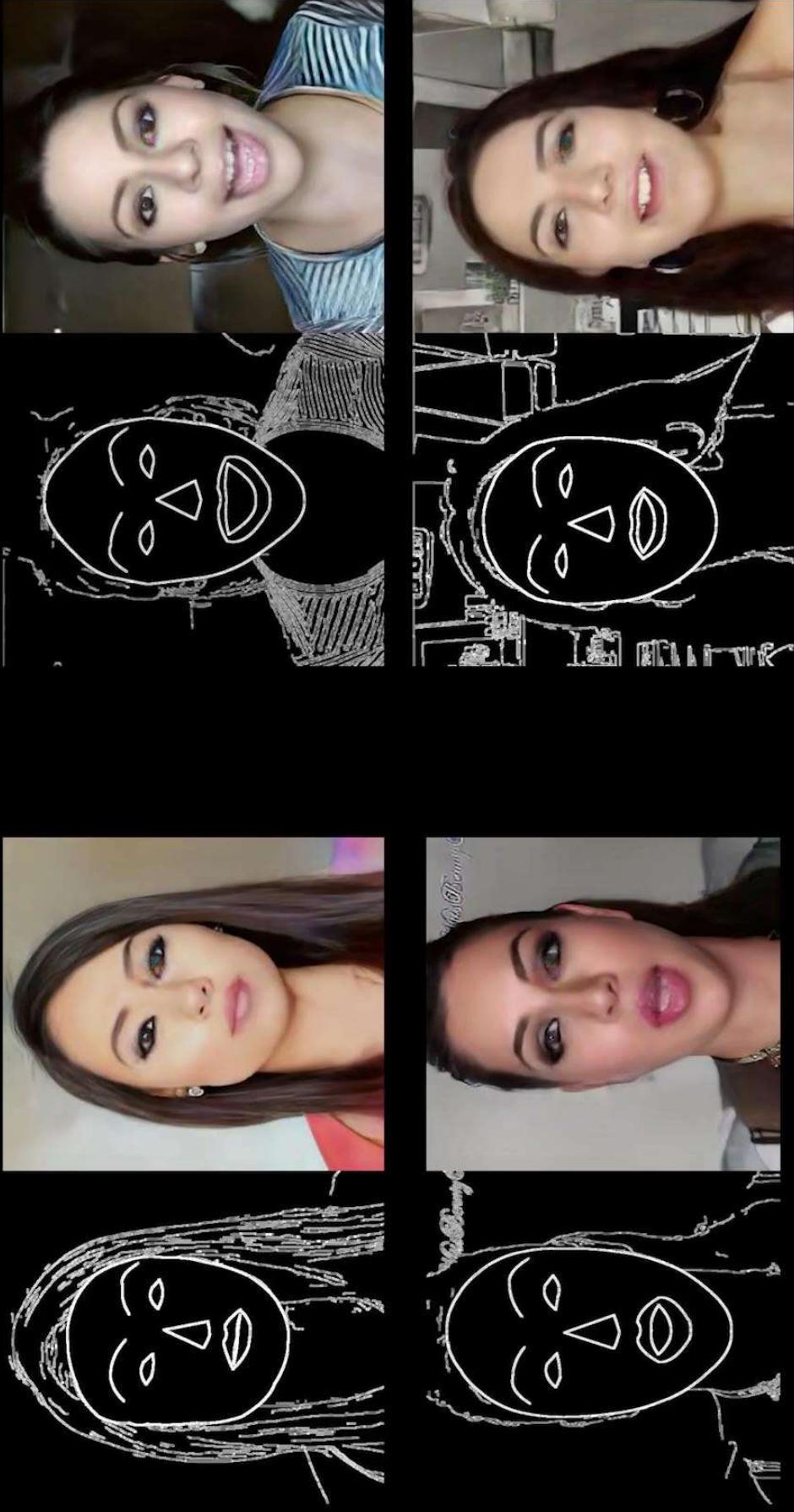


Ours

Wang, Ting-Chun, et al. "Video-to-video synthesis." (2018).

Video-to-Video Synthesis

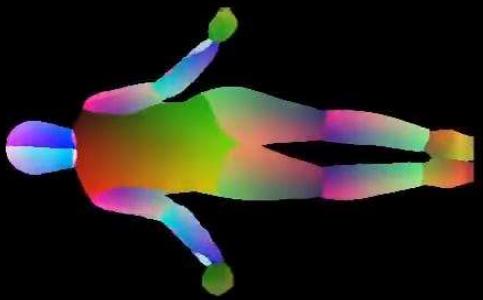
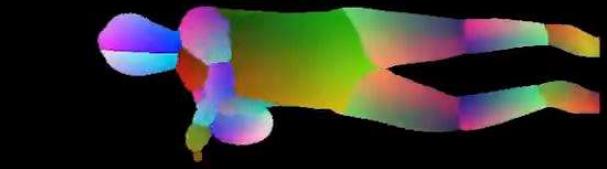
Edge-to-Face Results



Wang, Ting-Chun, et al. "Video-to-video synthesis." (2018).

Video-to-Video Synthesis

Pose-to-Body Results



Wang, Ting-Chun, et al. "Video-to-video synthesis." (2018).



Massachusetts
Institute of
Technology
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\[322\]](https://hcai.mit.edu/references)
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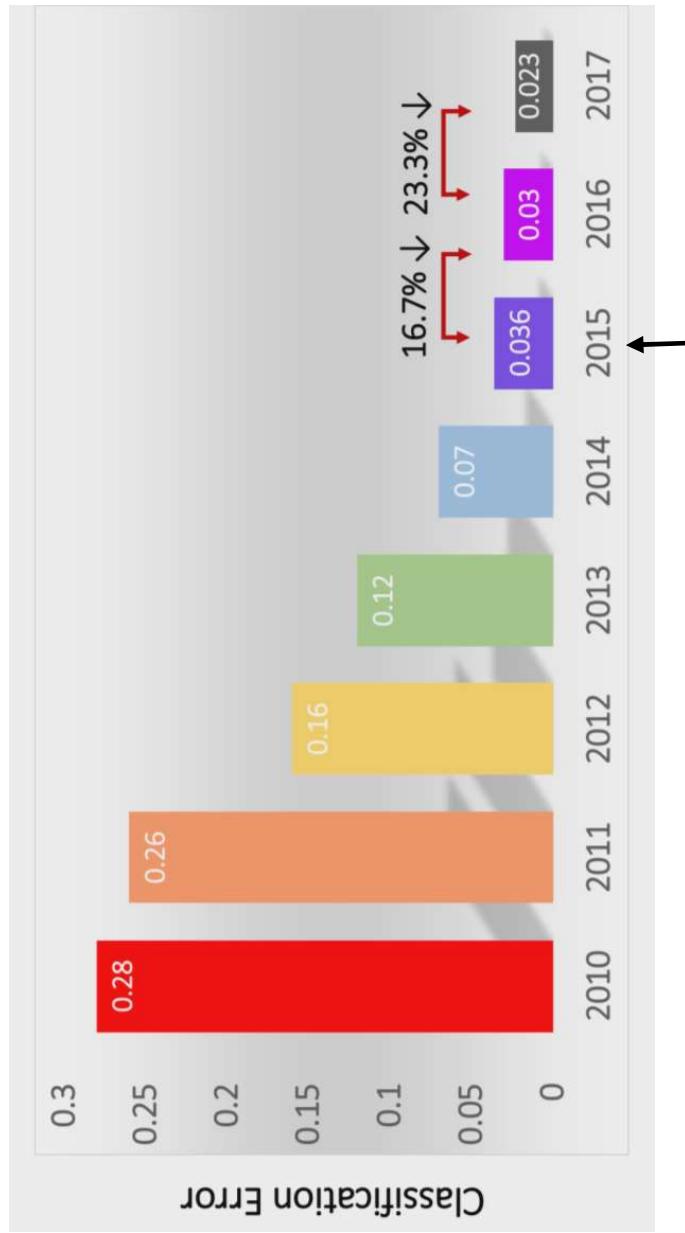
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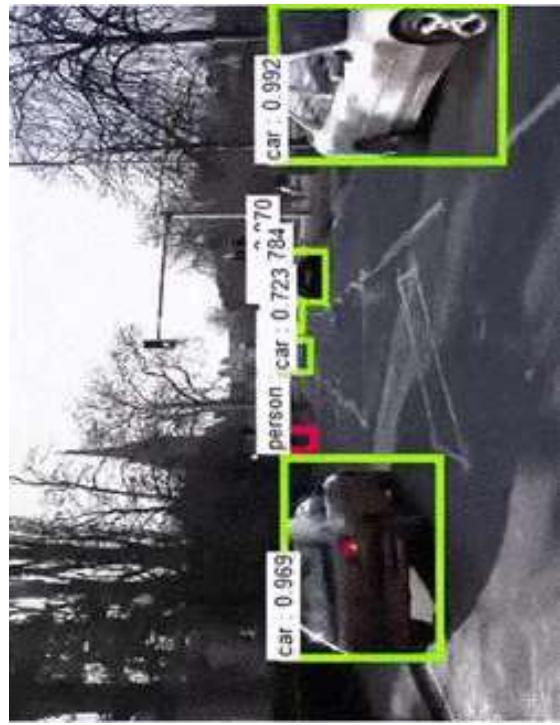
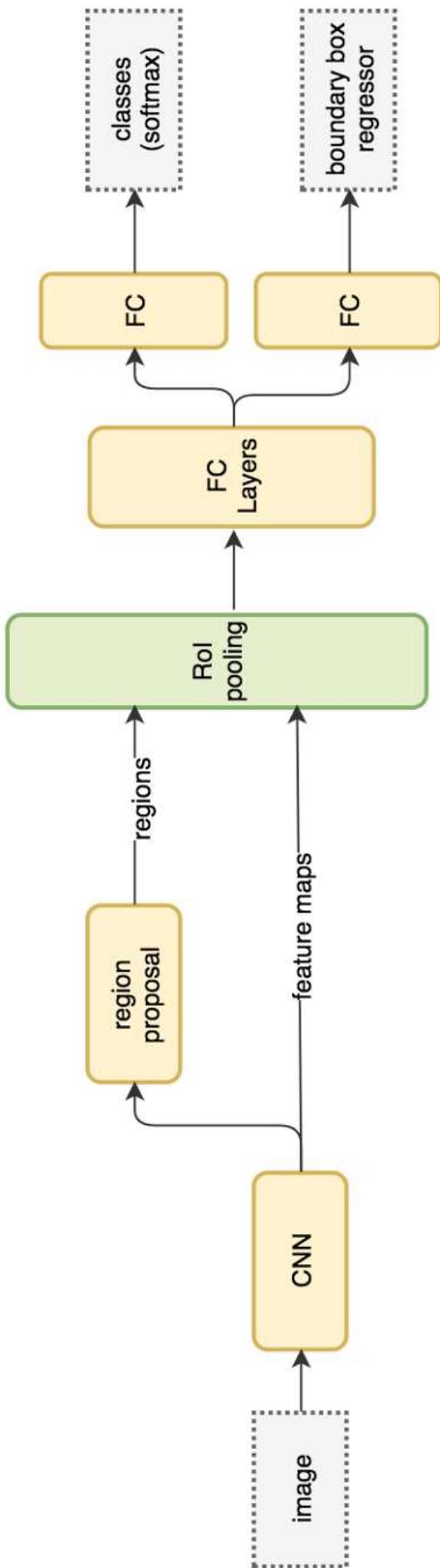
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- AlexNet (2012): First CNN (15.4%)
 - 8 layers
 - 61 million parameters
- ZFNet (2013): 15.4% to 11.2%
 - 8 layers
 - More filters. Denser stride.
- VGGNet (2014): 11.2% to 7.3%
 - Beautifully uniform:
3x3 conv, stride 1, pad 1, 2x2 max pool
 - 16 layers
 - 138 million parameters
- GoogLeNet (2014): 11.2% to 6.7%
 - Inception modules
 - 22 layers
 - 5 million parameters
(throw away fully connected layers)
- ResNet (2015): 6.7% to 3.57%
 - More layers = better performance
 - 152 layers
- CUIimage (2016): 3.57% to 2.99%
 - Ensemble of 6 models
- SENet (2017): 2.99% to 2.251%
 - Squeeze and excitation block: network is allowed to adaptively adjust the weighting of each feature map in the convolutional block.



Object Detection / Localization

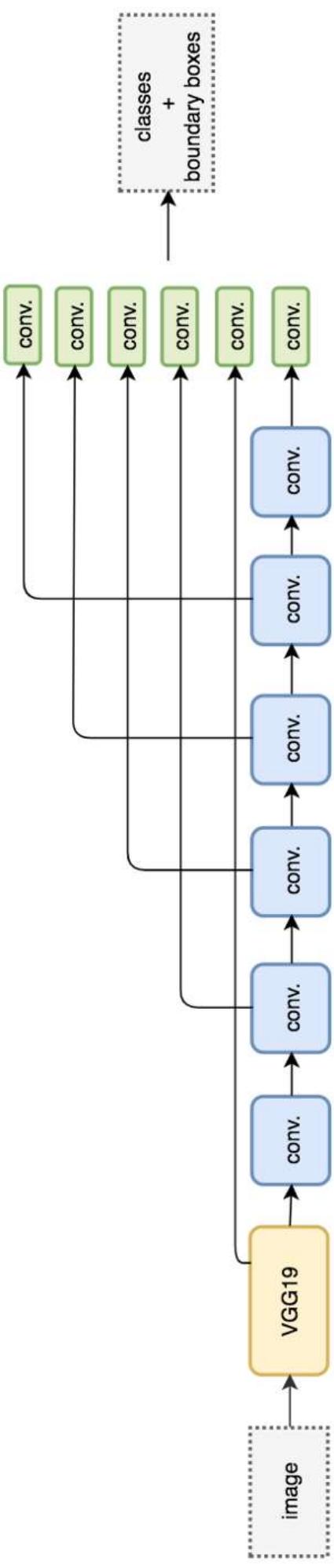
Region-Based Methods | Shown: Faster R-CNN



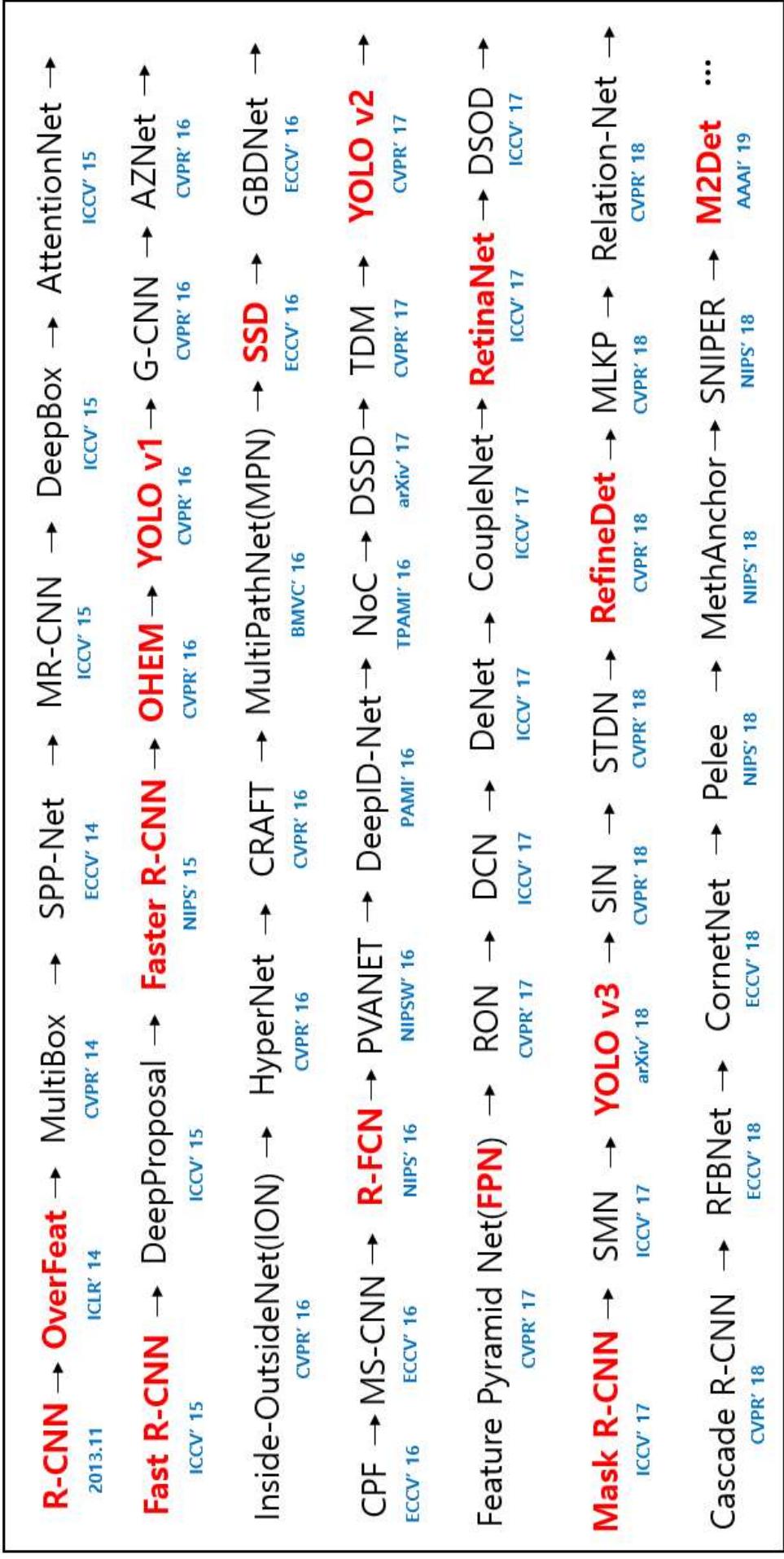
```
ROIs = region_proposal(image)
for ROI in ROIs
    patch = get_patch(image, ROI)
    results = detector(patch)
```

Object Detection / Localization

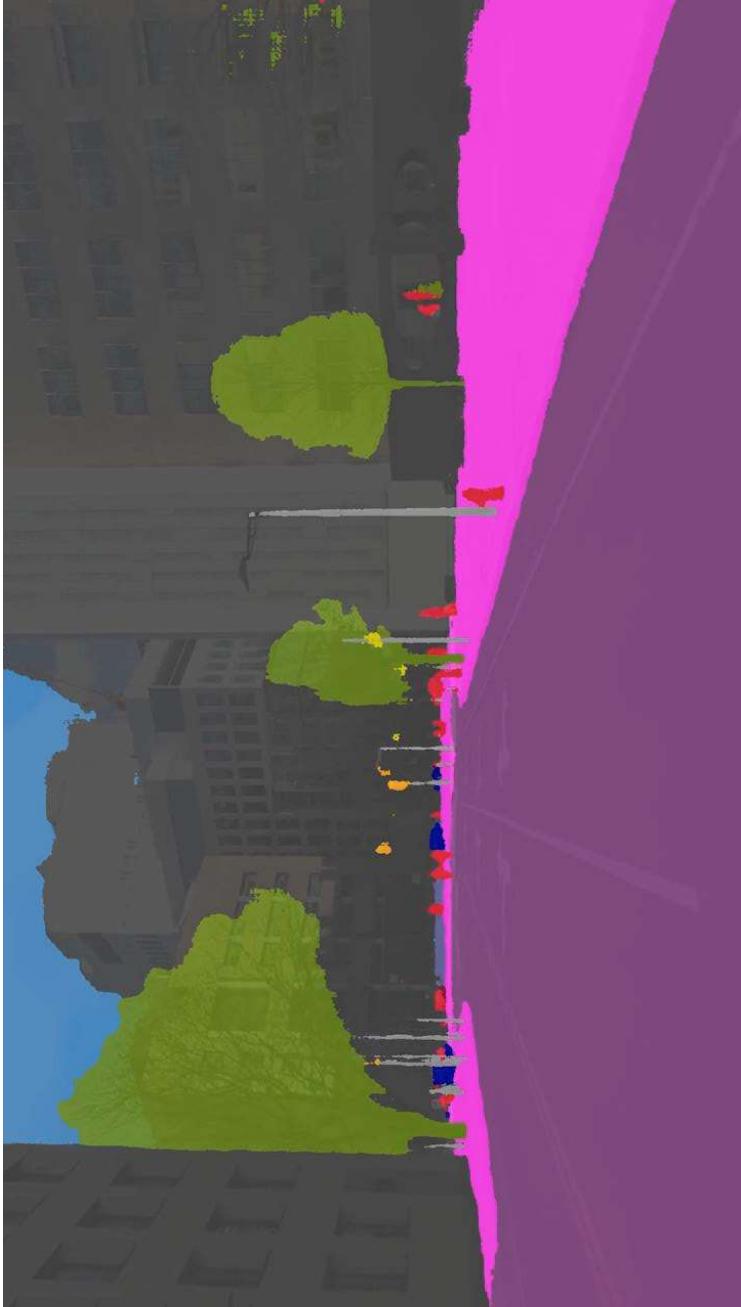
Single-Shot Methods | Shown: SSD



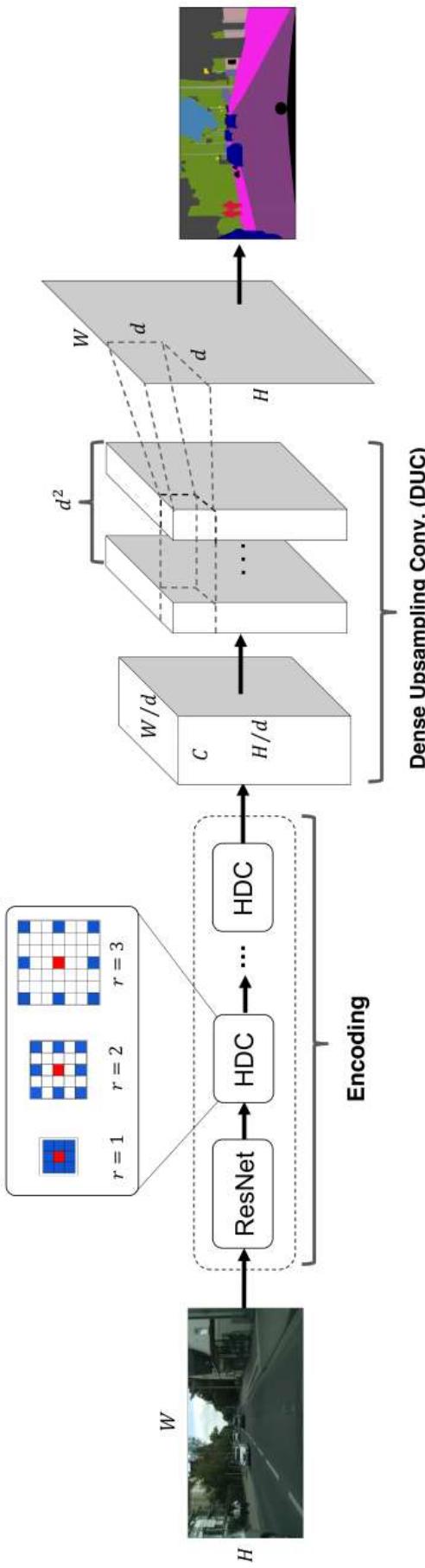
Object Detection: State of the Art Progress



Semantic Segmentation

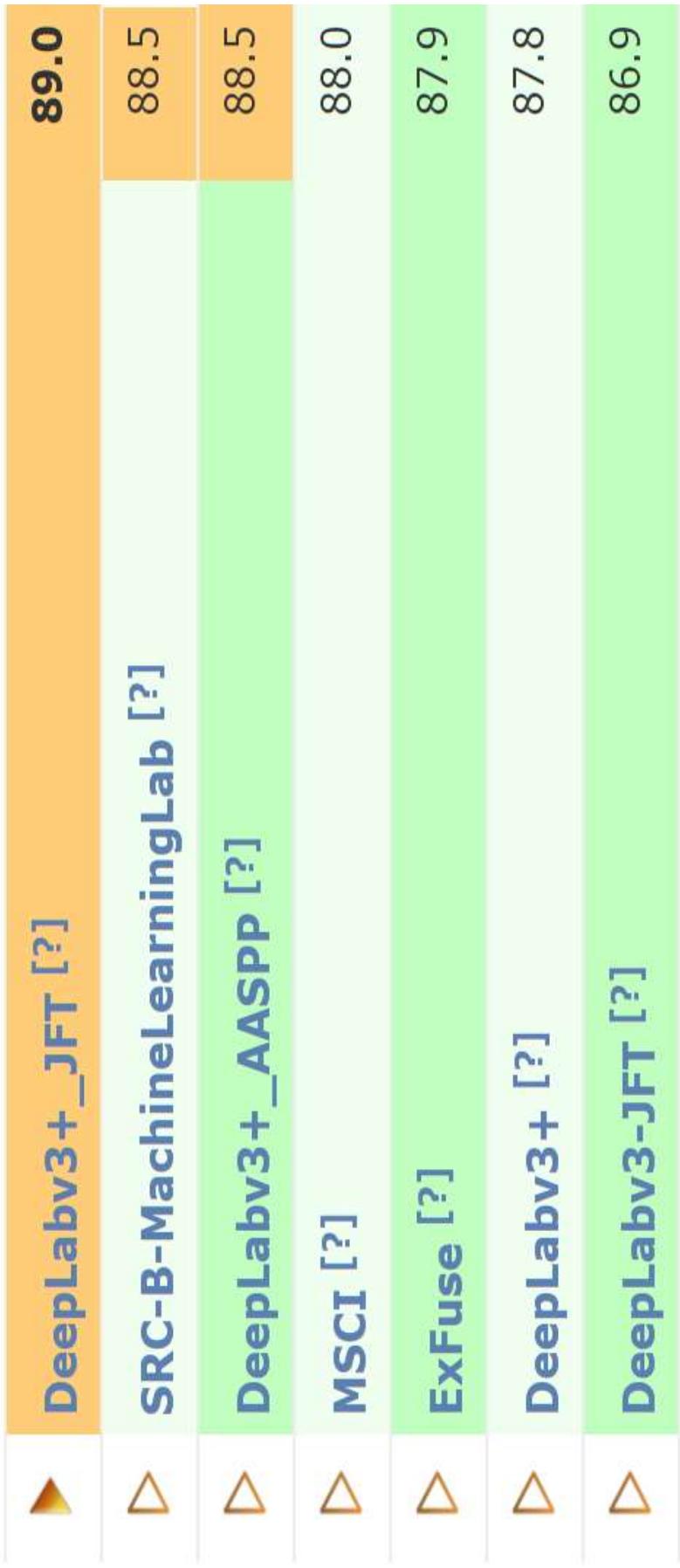


Hybrid Dilated Conv. (HDC)



State-of-the-Art: DeepLab v3

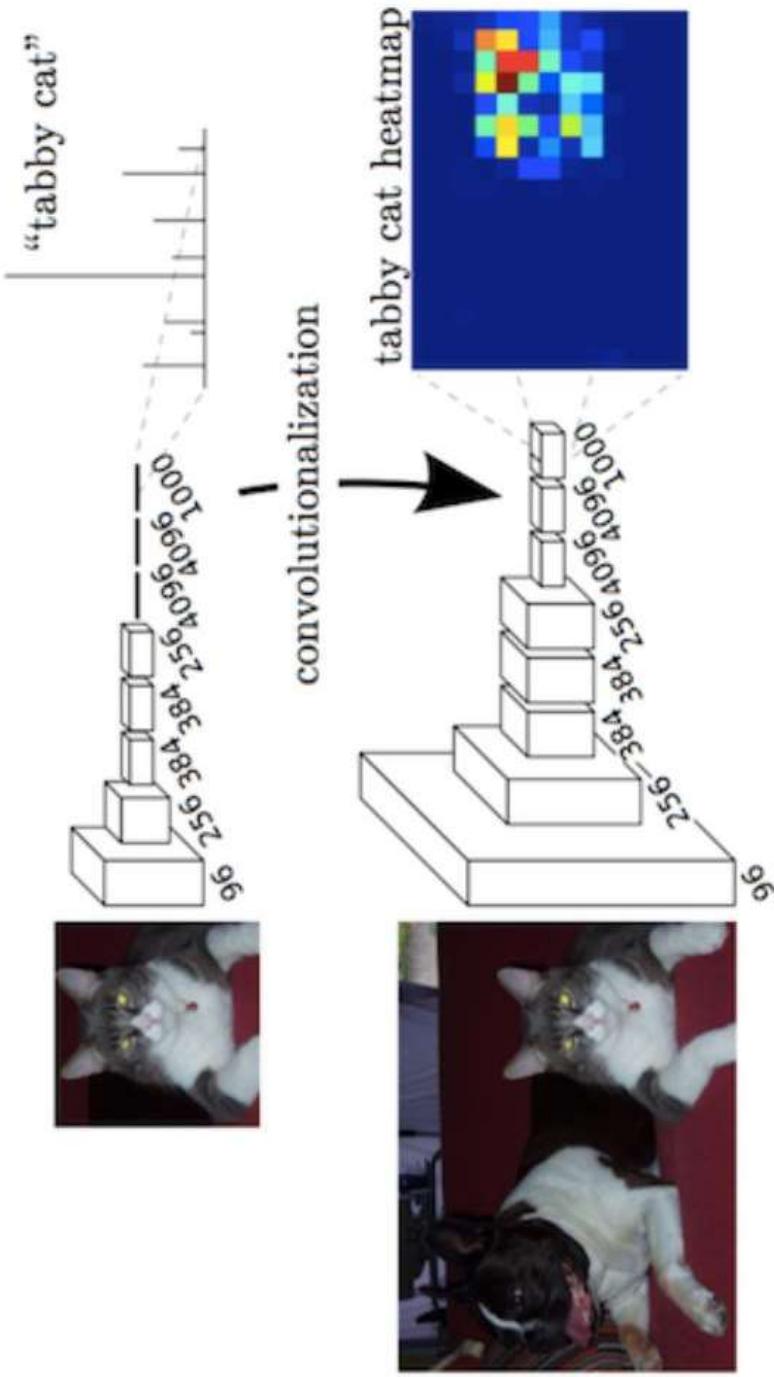
- PASCAL VOC Challenge: <http://bit.ly/2HdzTEu>



FCN (Nov 2014)

Paper: "Fully Convolutional Networks for Semantic Segmentation"

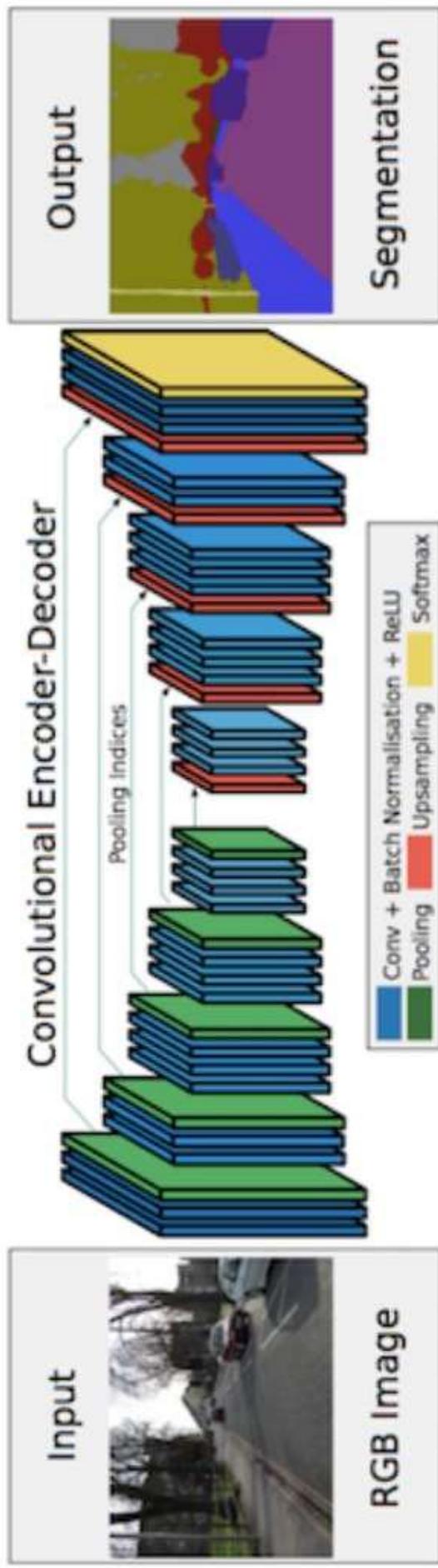
- Repurpose Imagenet pretrained nets
- Upsample using deconvolution
- Skip connections to improve coarseness of upsampling



SegNet (Nov 2015)

Paper: "SegNet: A Deep Convolutional Encoder-Decoder Architecture for Image Segmentation"

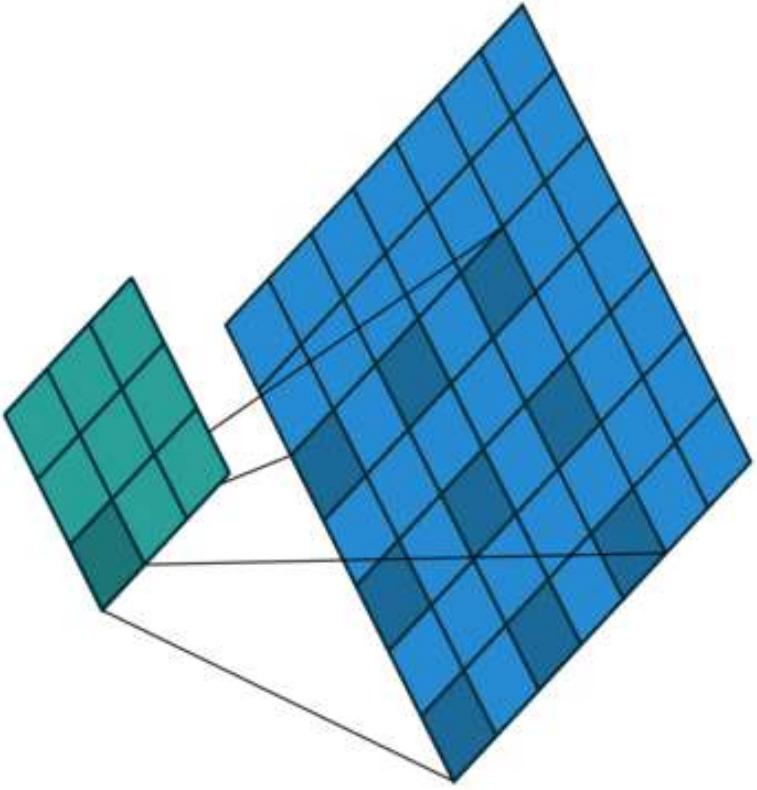
- Maxpooling indices transferred to decoder to improve the segmentation resolution.



Dilated Convolutions (Nov 2015)

Paper: "Multi-Scale Context Aggregation by Dilated Convolutions"

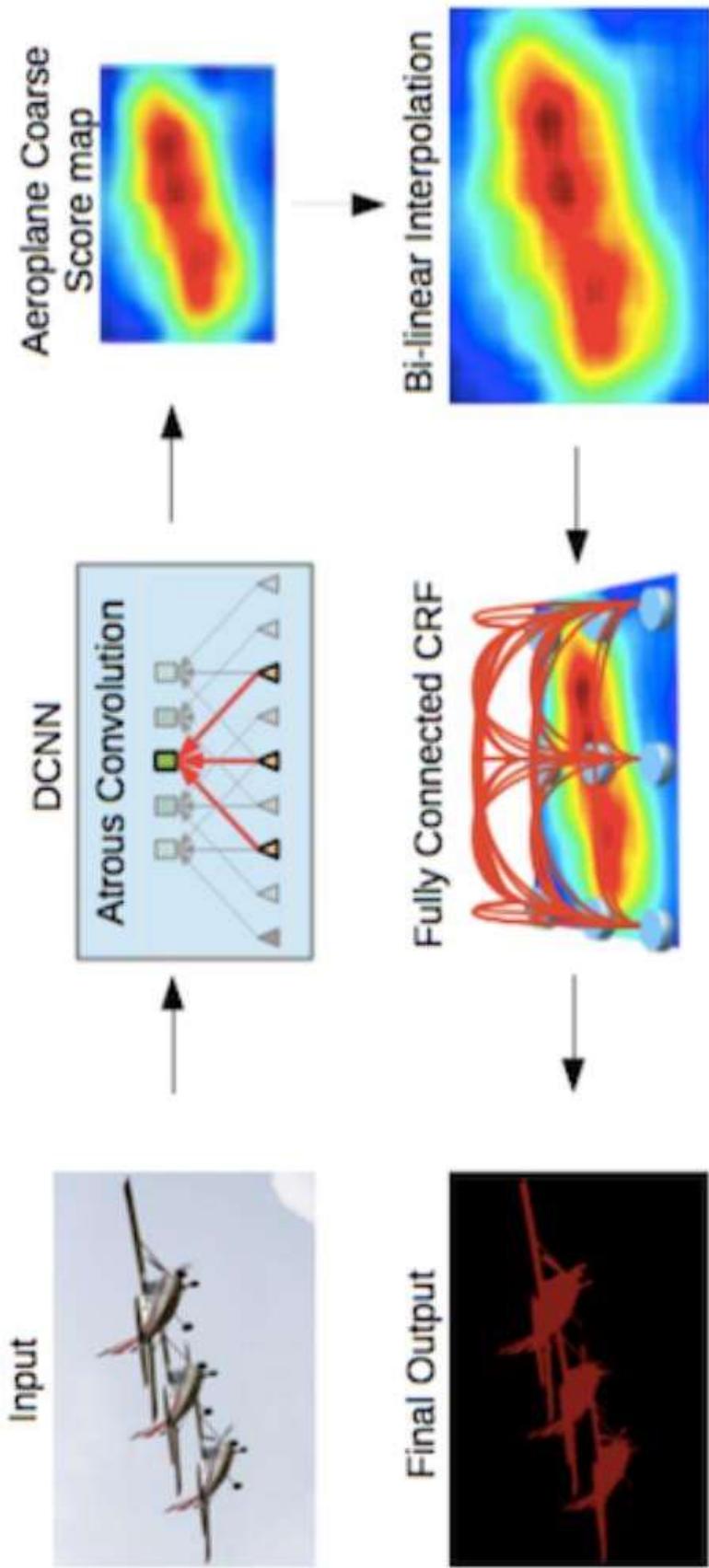
- Since pooling decreases resolution:
 - Added “dilated convolution layer”
 - Still interpolate up from $1/8$ of original image size



DeepLab v1, v2 (Jun 2016)

Paper: "DeepLab: Semantic Image Segmentation with Deep Convolutional Nets, Atrous Convolution, and Fully Connected CRFs"

- Added fully-connected Conditional Random Fields (CRFs) – as a post-processing step
 - Smooth segmentation based on the underlying image intensities



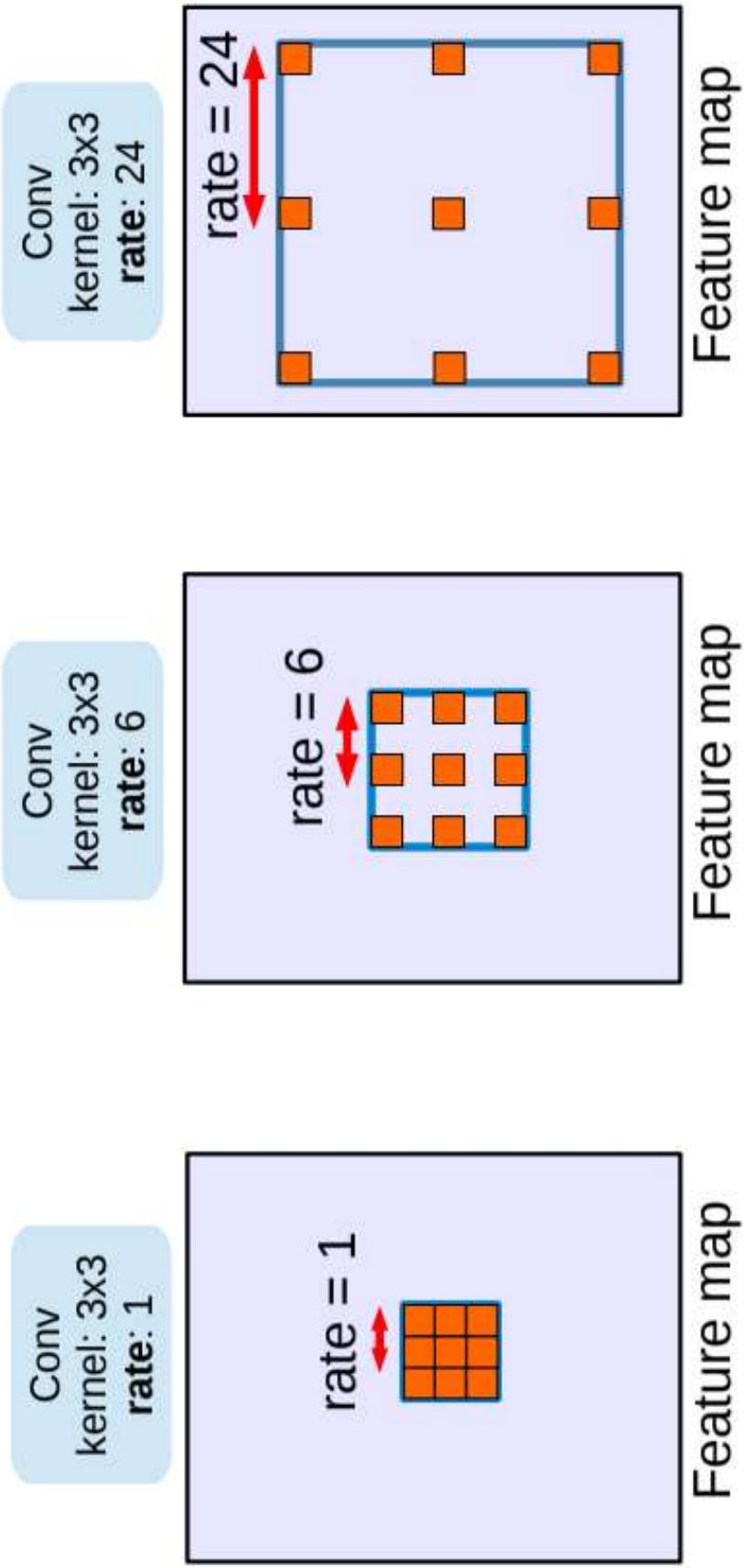
Key Aspects of Segmentation

- **Fully convolutional networks (FCNs)** - replace fully-connected layers with convolutional layers. **Classification network** is where the biggest gains come from.
 - Deeper, updated models (ResNet, etc) consistent with ImageNet Challenge object classification tasks.
- **Conditional Random Fields (CRFs)** to capture both local and long-range dependencies within an image to refine the prediction map.
- **Dilated convolution** (aka Atrous convolution) – maintain computational cost, increase resolution of intermediate feature maps
- Process at **multiple scales** and combine the information together

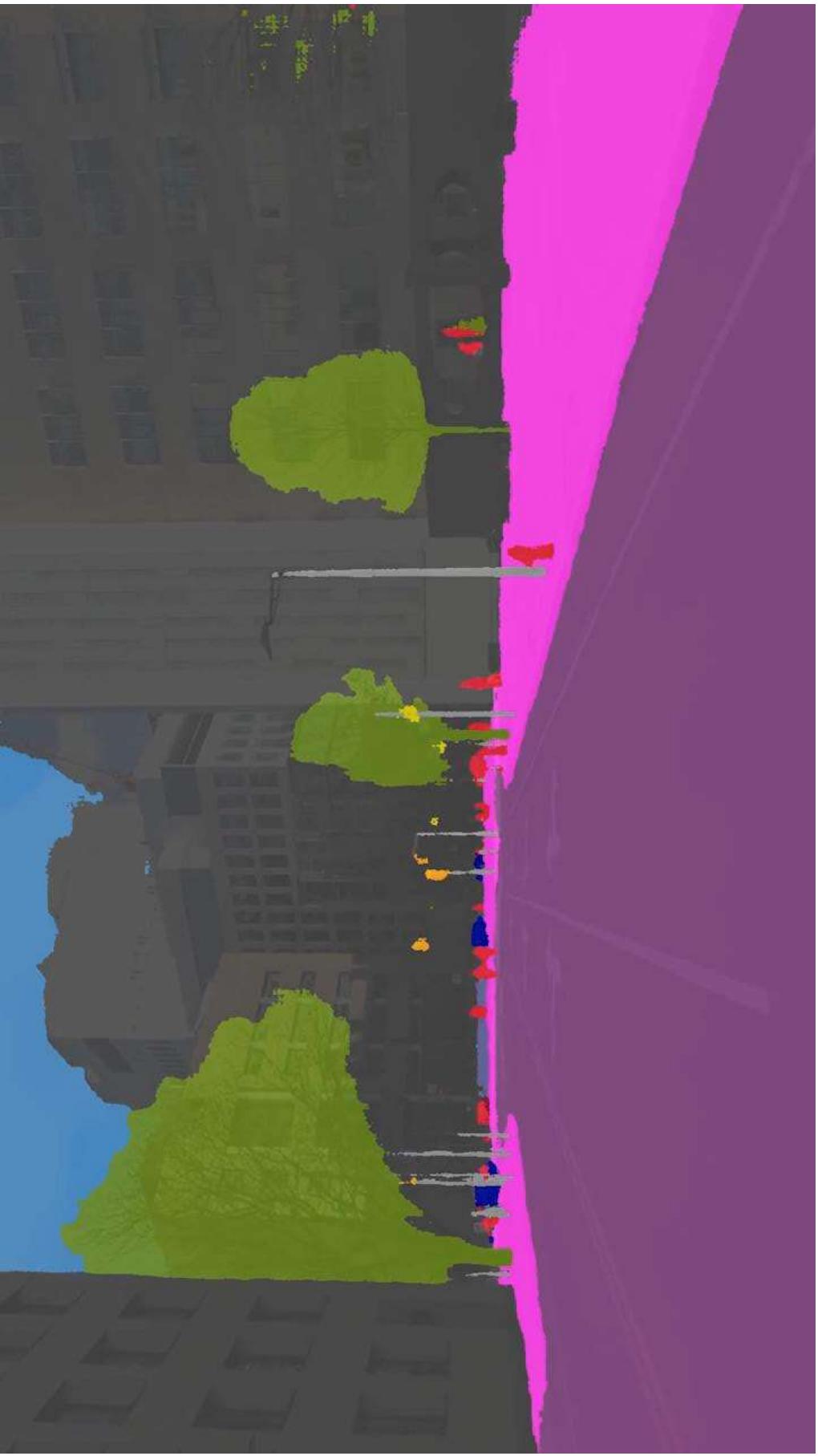
DeepLab v3

Paper: “Rethinking Atrous Convolution for Semantic Image Segmentation”

- Multi-scale processing, **without** increasing parameters.
- Increasing “atrous rate” enlarges the model’s “field-of-view”



DeepLab v3 trained on CityScapes



Tutorial: <https://github.com/lexfridman/mit-deep-learning>

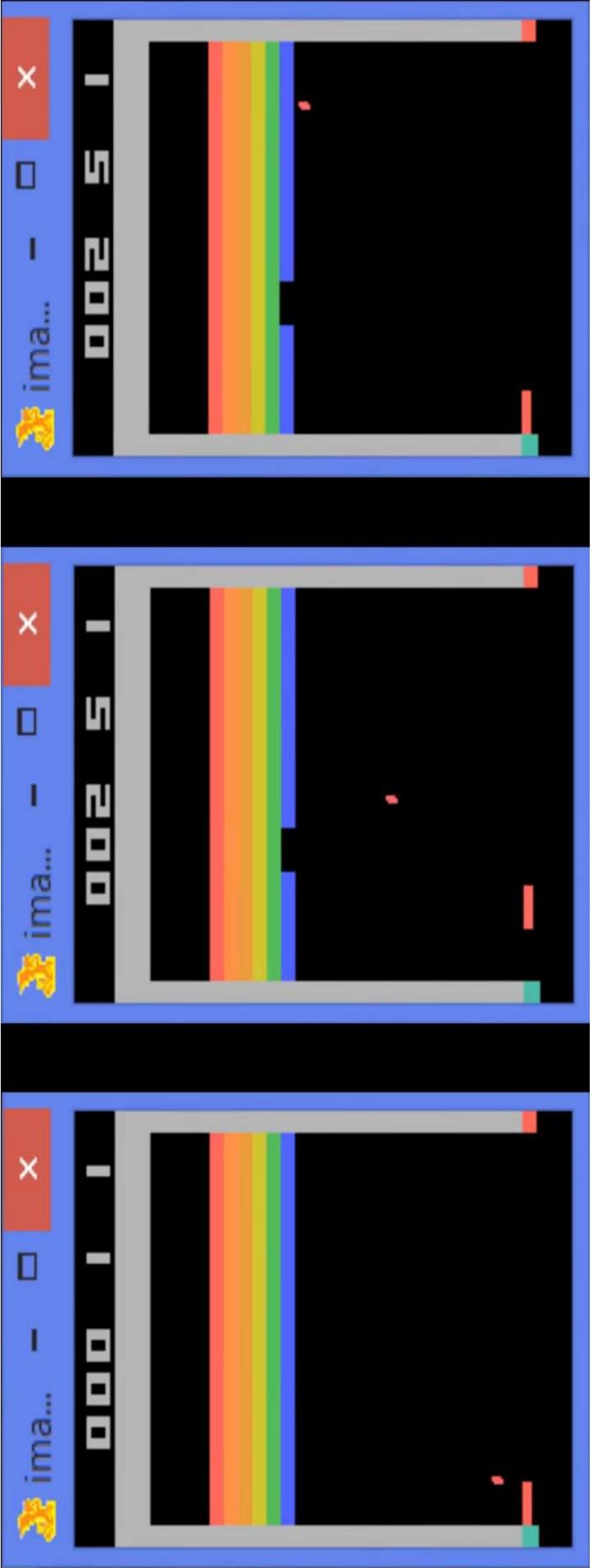
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Atari Breakout

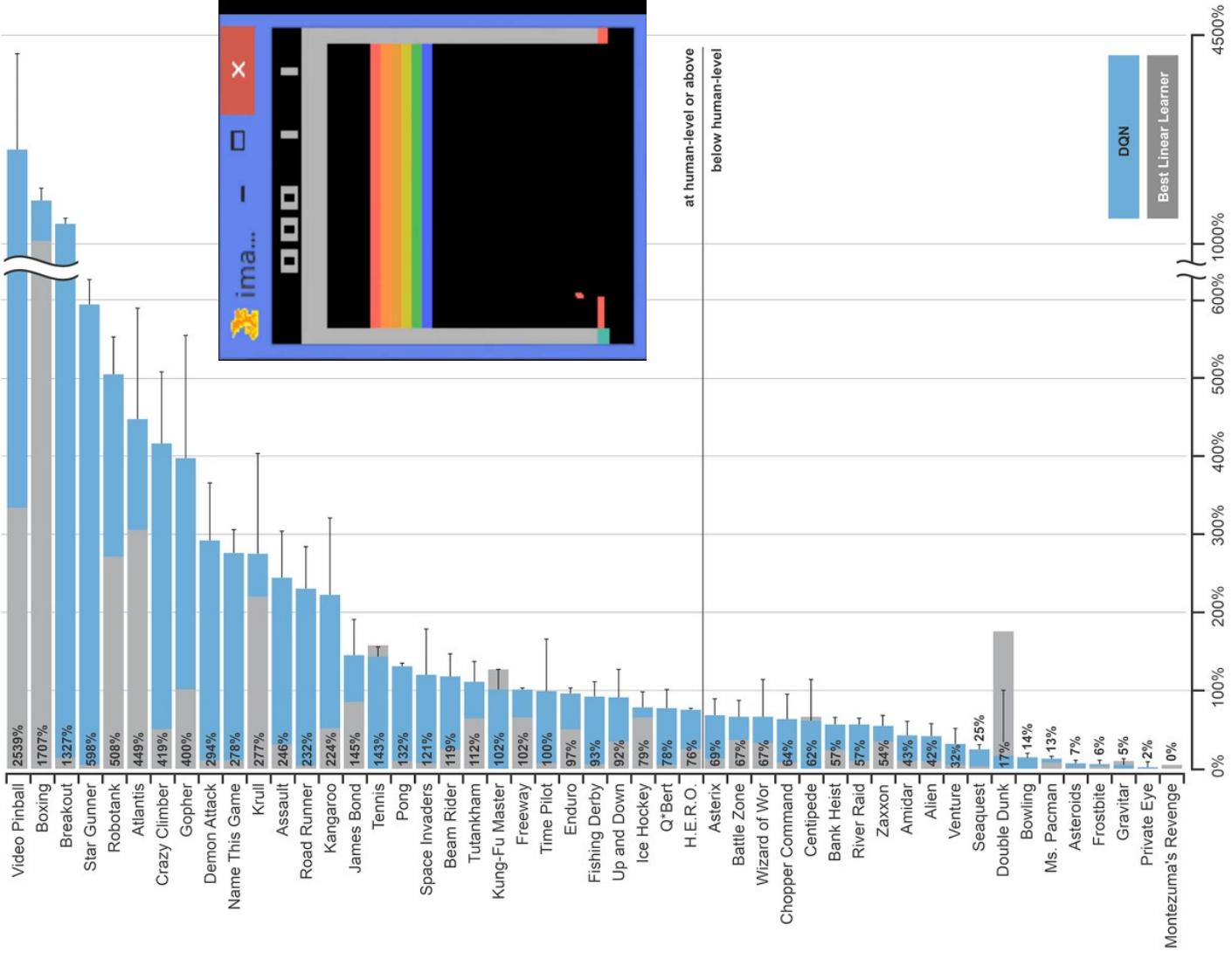


After
10 Minutes
of Training

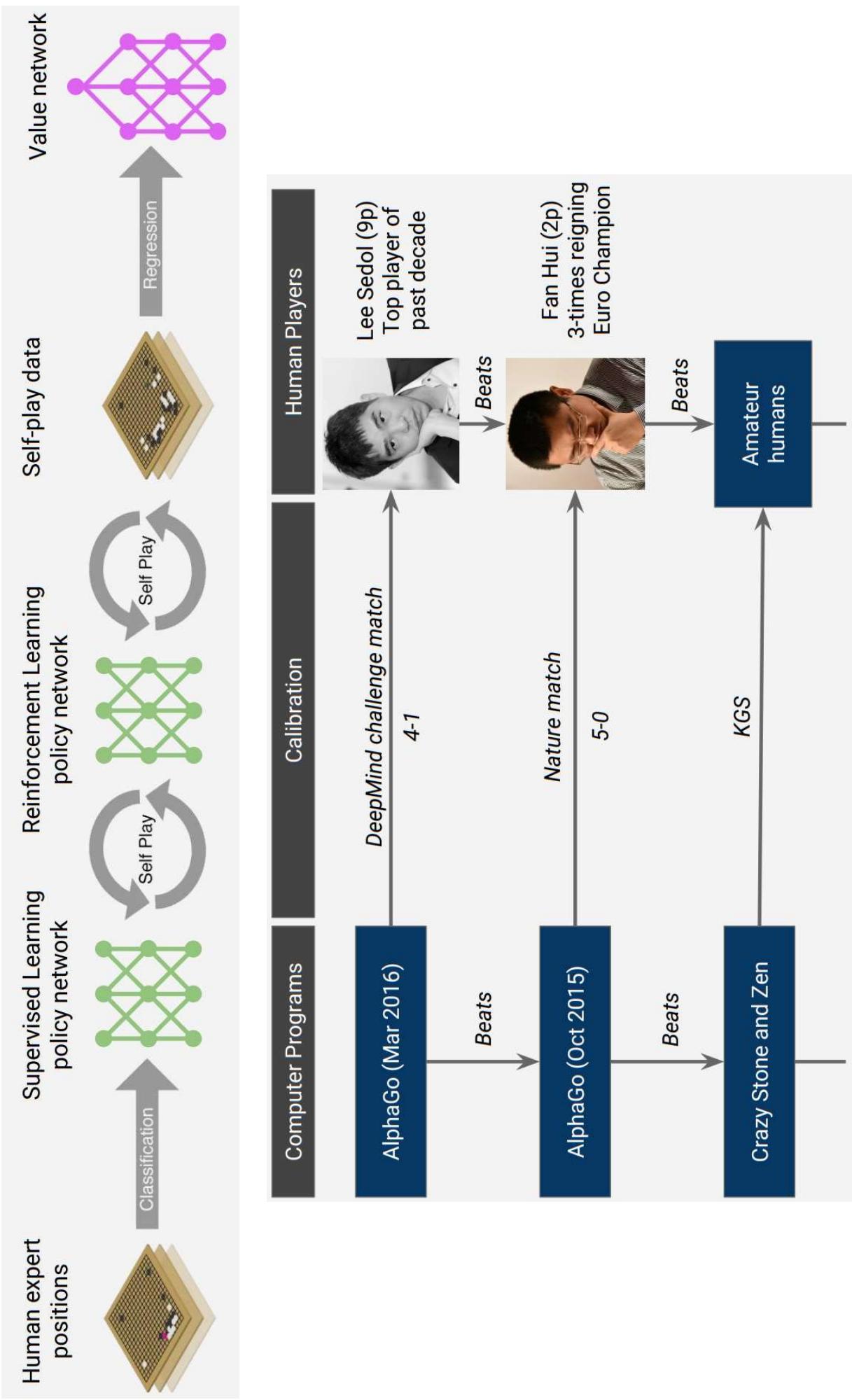
After
120 Minutes
of Training

After
240 Minutes
of Training

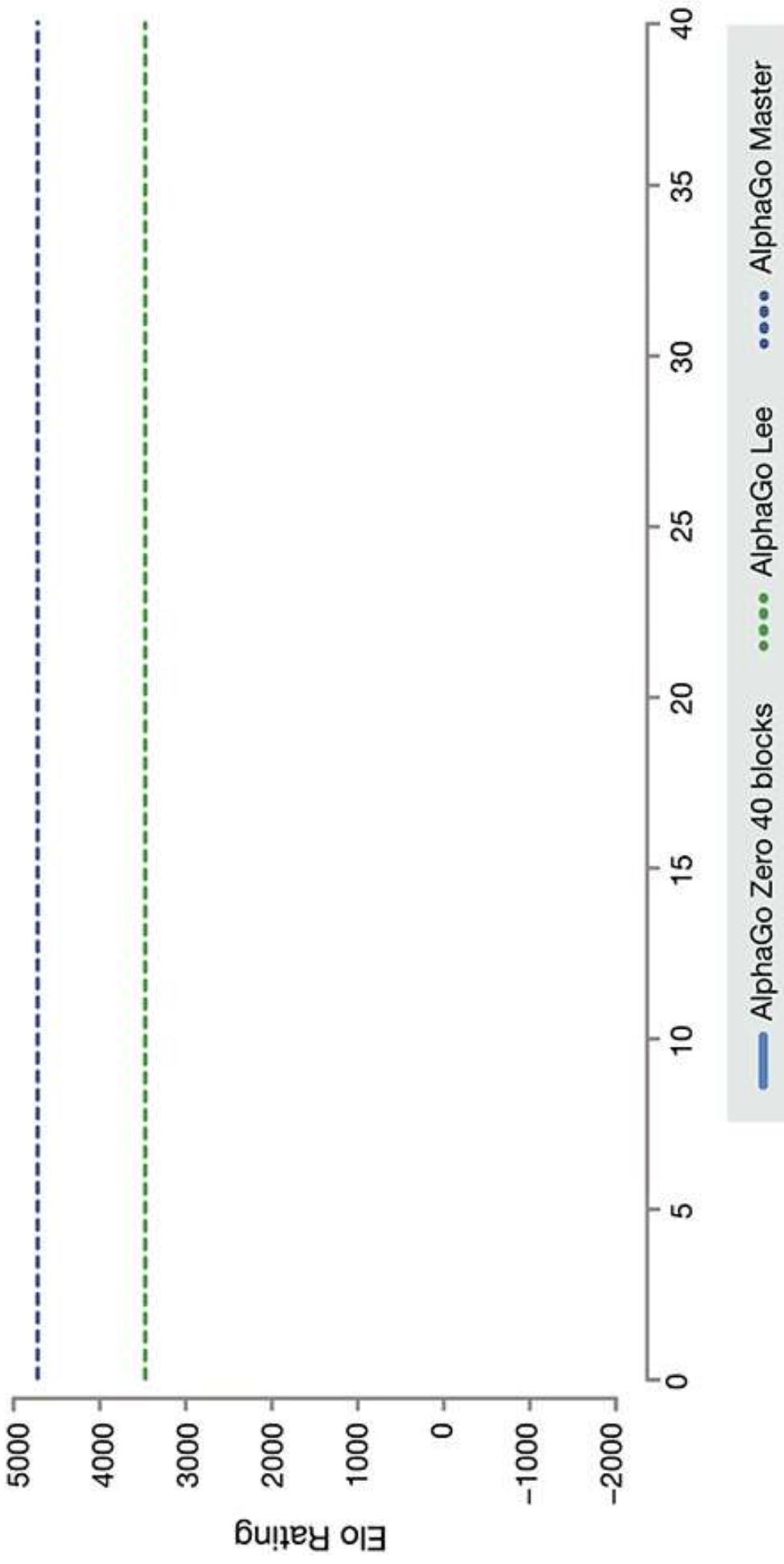
DQN: Atari Games (2015)



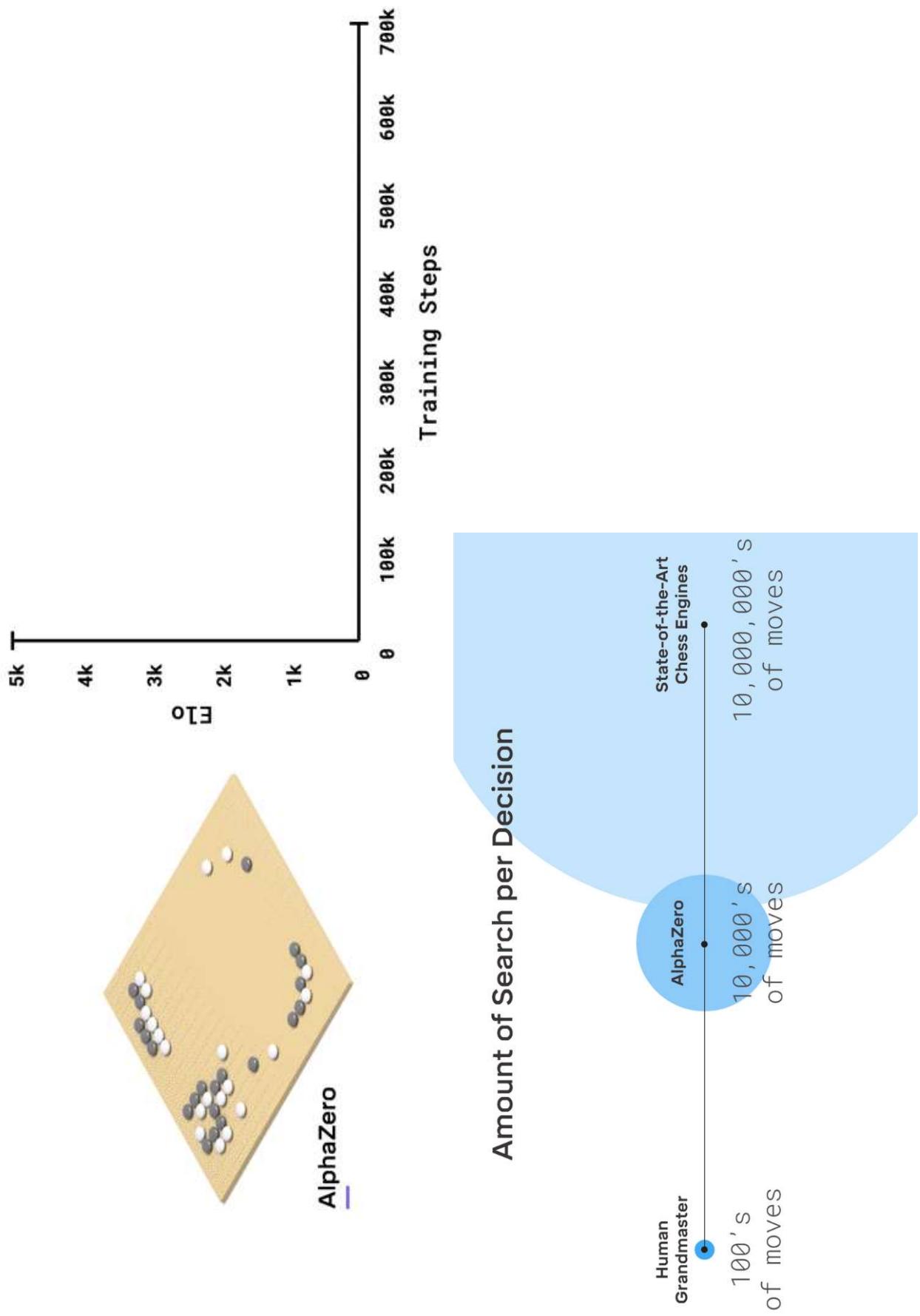
AlphaGo (2016): Beat Top Human at Go



AlphaGo Zero (2017): Beats AlphaGo



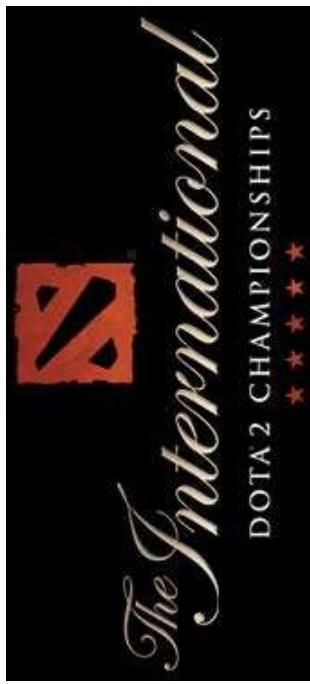
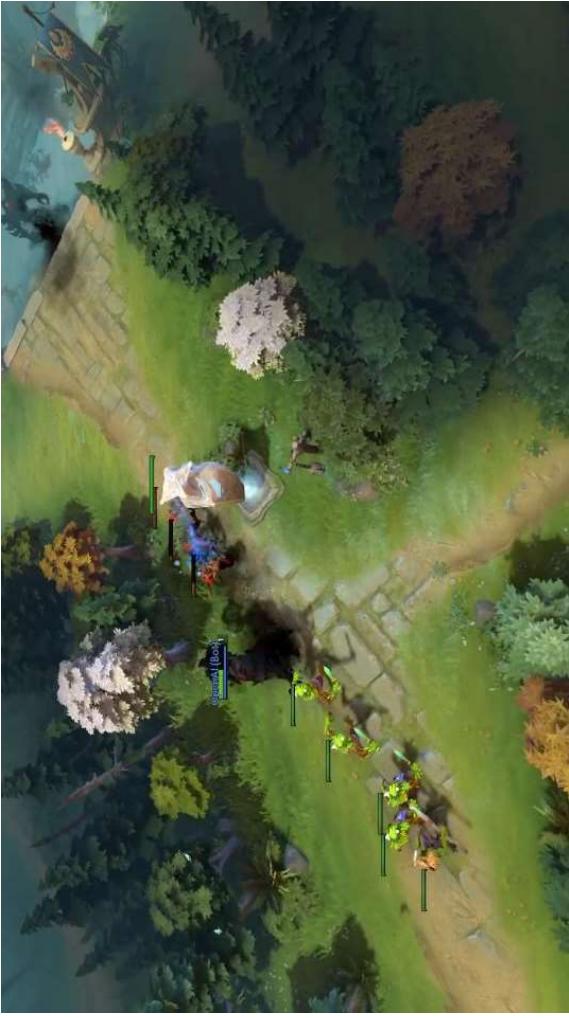
AlphaZero (Dec 2017) vs Stockfish (Chess) & Elmo (Shogi)



OpenAI & Dota 2

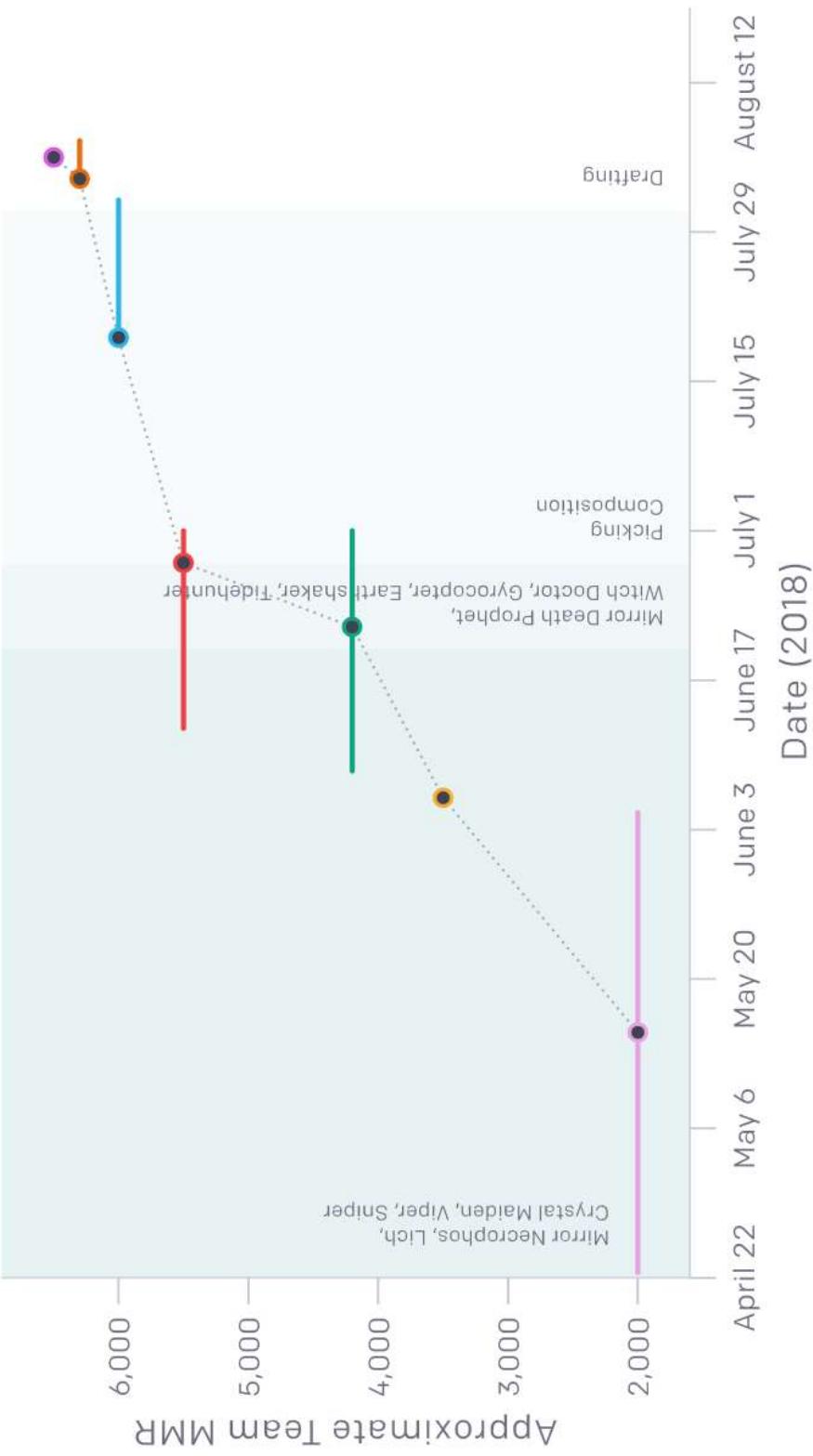
- Dota 2 as a testbed for the **messiness** and continuous nature of the **real world**: teamwork, long time horizons, and hidden information.

Place	Team	Prize money
1st	OG	\$11,190,158
2nd	PSG.LGD	\$4,069,148
3rd	Evil Geniuses	\$2,670,379
4th	Team Liquid	\$1,780,252
5th/6th	Team Secret	\$1,144,448
	Virtus.pro	
7th/8th	Optic Gaming	\$635,804
	VGJ.Storm	
	Mineski	
9th–12th	Team Serenity	\$381,483
	Vici Gaming	
	Winstrike Team	
	Fnatic	
13th–16th	Newbee	\$127,161
	TNC Predator	
	VGJ.Thunder	
17th–18th	Invictus Gaming	\$63,580
	pain Gaming	



OpenAI & Dota 2 Progress

- Aug, 2017: 1v1 bot beats top professional Dota 2 players.
- Aug, 2018: OpenAI Five lost two games against top Dota 2 players at The International. “We are looking forward to pushing Five to the next level.”



Deep Learning: State of the Art*

(Breakthrough Developments in 2017 & 2018)

- BERT and Natural Language Processing
 - Tesla Autopilot Hardware v2+: Neural Networks at Scale
 - AdaNet: AutoML with Ensembles
 - AutoAugment: Deep RL Data Augmentation
 - Training Deep Networks with Synthetic Data
 - Segmentation Annotation with Polygon-RNN++
 - DAWN Bench: Training Fast and Cheap
 - BigGAN: State of the Art in Image Synthesis
 - Video-to-Video Synthesis
 - Semantic Segmentation
 - AlphaZero & OpenAI Five
- ## • Deep Learning Frameworks
- * This is not a list of state-of-the-art results on main machine learning benchmark datasets. It's an overview of exciting recent developments.

Deep Learning Frameworks



1.



2.



3.



4.



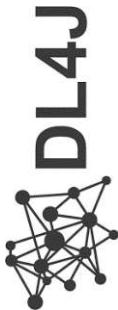
5.



6.



7.



8.



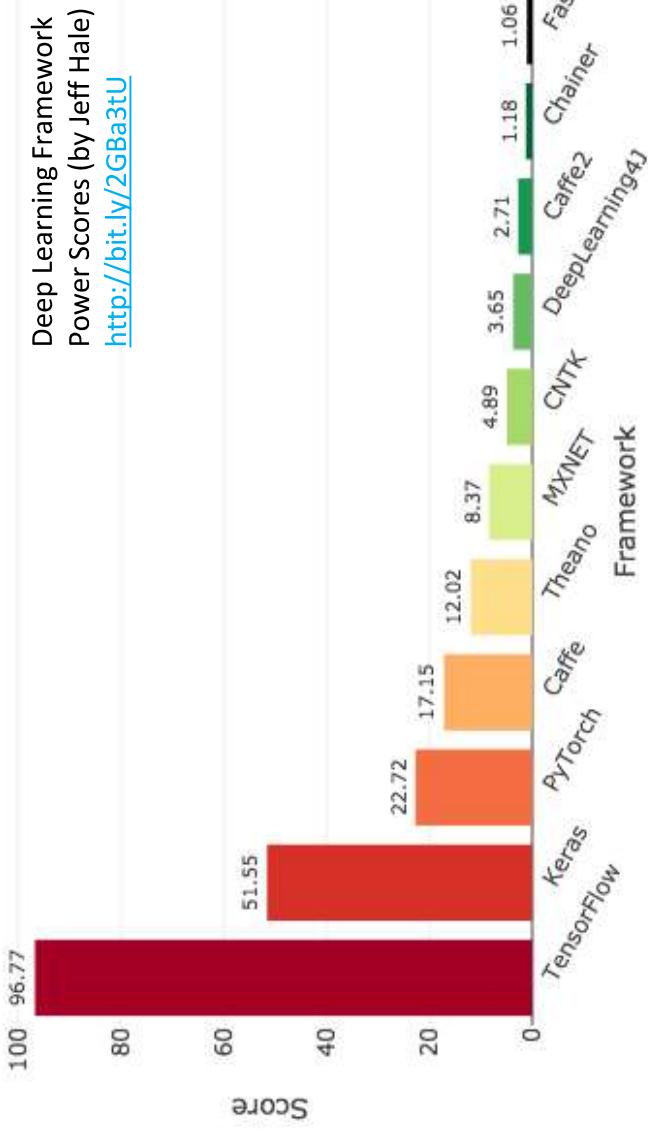
9.



10.



11.



Factors to consider:

- Learning curve
- Speed of development
- Size and passion of community
- Number of papers implemented in framework
- Likelihood of long-term growth and stability
- Ecosystem of tooling

Deep Learning: 2019 and Beyond



- On backpropagation:
“My view is throw it all away and start again.”
- “The future depends on some graduate student who is deeply suspicious of everything I have said.”

- **Geoffrey Hinton**
“Godfather of Deep Learning”

Thank You

Website:

deeplearning.mit.edu

- Videos and slides posted on the website

- Code posted on GitHub:

<https://github.com/lexfridman/mit-deep-learning>