

Introduction to Deep Learning

Welcome to first session on Deep Learning

While other are joining, Please enroll for the free lab. This is needed for the hands on session.





Also, please introduce yourself using the chat window and use the Q/A window for asking questions.

About CloudxLab

Making learning fun and for life



Videos



Quizzes



Hands-On



Projects



Case Studies

Real Life Use Cases



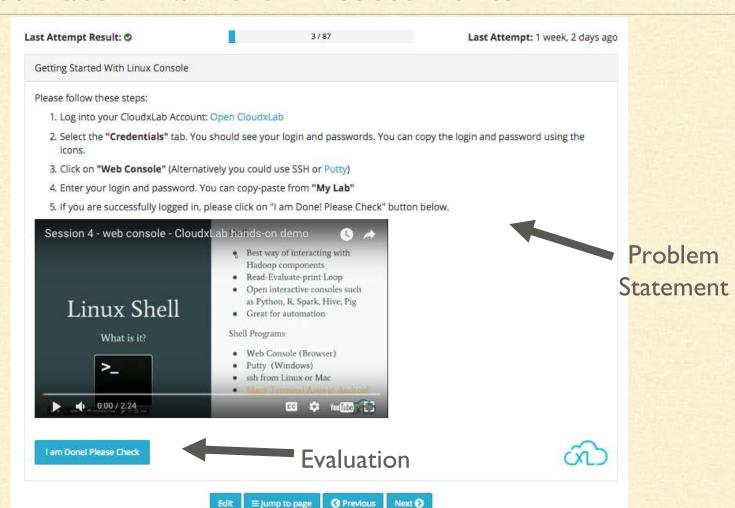


Learn by doing



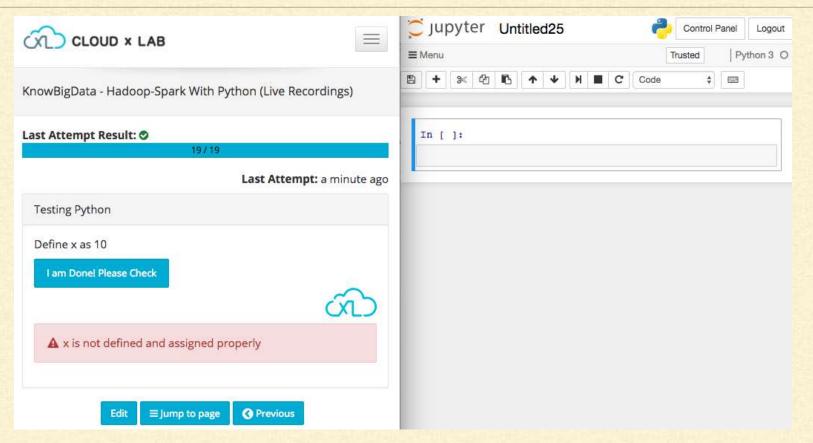






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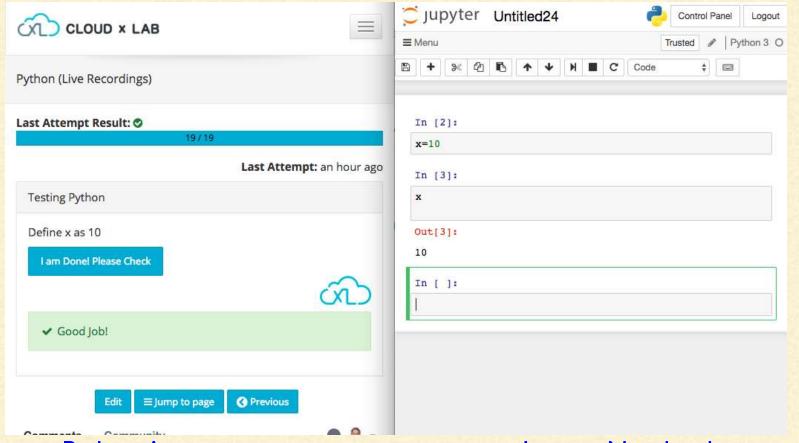




Python Assessment

Jupyter Notebook





Python Assessment

Jupyter Notebook



Course Objective



Deep Learning with TensorFlow



Course Instructor





Loves Explaining Technologies

Software Engineer



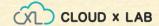
Worked On Large Scale Computing

Graduated from IIT Roorkee



Getting Started with free Lab

- 1. Open CloudxLab
- 2. If already Enrolled, go to step 5
- 3. Else Click on "Start Free Lab"
 - a. And Complete the process of enrollment
 - b. You might have sign using credit card or college id
- 4. Go to MyLab
- 5. Open Jupyter



What is Deep Learning?

Let us understand it with real use case...

Have You Played Mario?



How much time did it take you to learn & win the princess?

Have You Played Mario?



Did Anyone teach you?



Program Learns to Play Mario



- Program Learns to Play Mario
- Observes the game & pressed keys



- Program Learns to Play Mario
- Observes the game & pressed keys
- Maximises Score







- So, the program learnt to play
 - o Mario
 - And Other games
 - Without any programming





Question

To make this program learn any other games such as PacMan we will have to

- I. Write new rules as per the game
- 2. Just hook it to new game and let it play for a while

Question

To make this program learn any other games such as PacMan we will have to

I. Write new rules as per the game



Just hook it to new game and let it play for a while

Imagine Doing The Same For Life



Gather data and automatically solve problems

Self driving cars on the roads



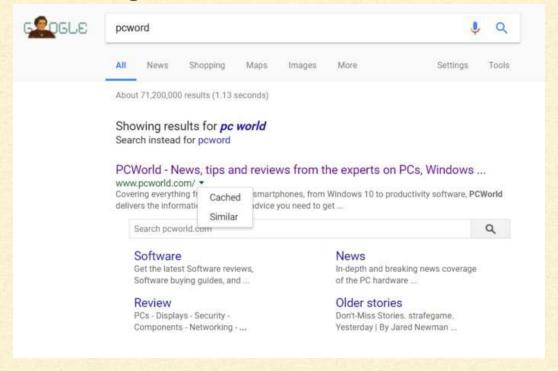
Netflix movies recommendations



Amazon product recommendations



Accurate results in Google Search



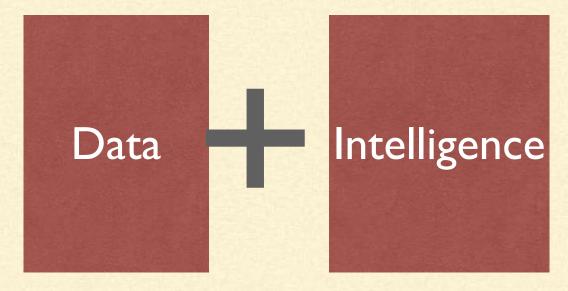
Speech recognition in your smartphone



Question

What do we need to

- Gather Data
- And automatically solving the problem?



Gather Data



Collect Data - IOT





Phone & Devices
Cheaper, faster and smaller



Connectivity
Wifi, 4G, NFC, GPS

Process Data - Parallel Computing

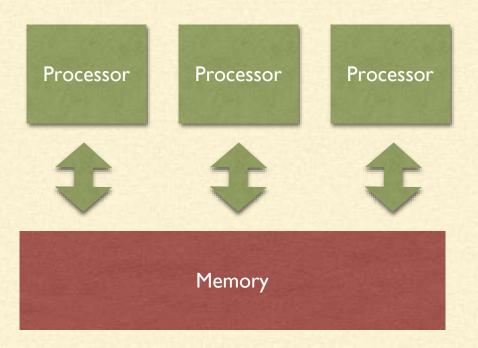
Distributed



- Groups of networked computers
- Interact with each other
- To achieve a common goal

Process Data - Parallel Computing

Multi Core + GPGPU (General Purpose Graphics Processing Units)



- Many processors or Cores
- · Perform tasks and interact using
- Memory or bus

Process Data - Parallel Computing

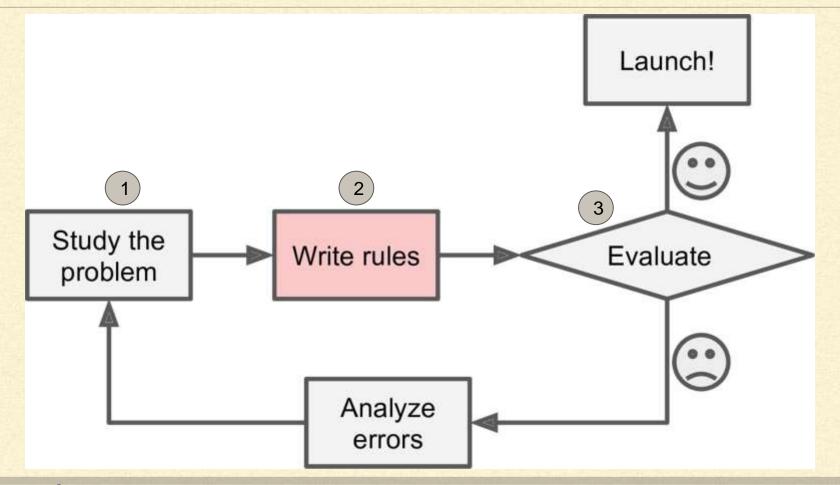
	MULTI CORE	GPGPU	DISTRIBUTED
CAN HANDLE HUGE DATA? (DISK READ INTENSIVE)			
REALLY FAST COMMUNICATION BETWEEN CPUS			
GREAT FOR MATHS/GRAPHICS?			
TOOLS	Hadoop MR, Apache Spark	Keras, TensorFlow, Caffe, Spark (Exp)	Hadoop MR, Apache Spark

Intelligence - Traditional vs Deep Learning.



How you would write a spam filter?

Intelligence - Spam Filter - Traditional Approach



Intelligence - Spam Filter - Traditional Approach

Problems?

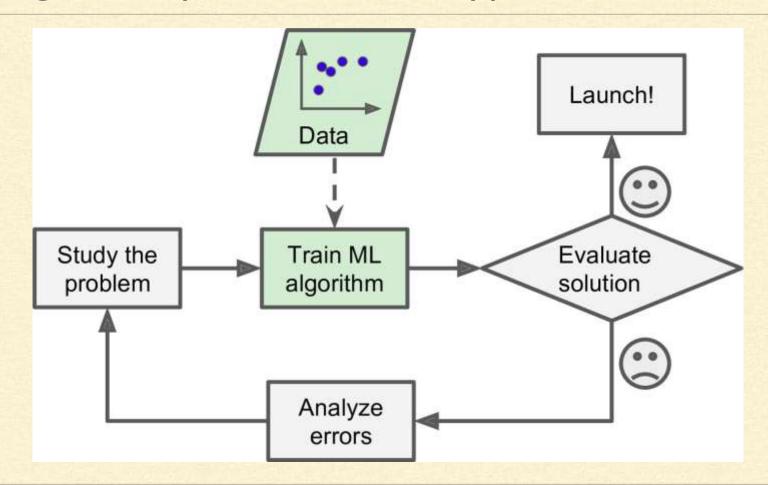


Intelligence - Spam Filter - Traditional Approach

Problems?

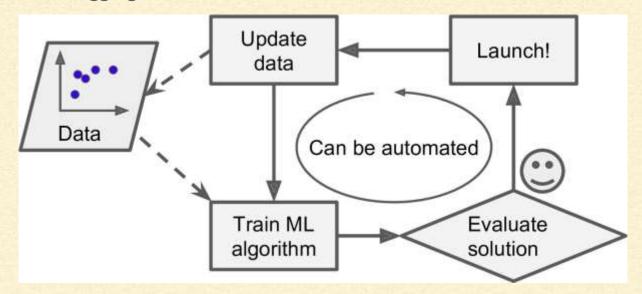
- Problem is not trivial
 - Program will likely become a long list of complex rules
 - Pretty hard to maintain
- If spammers notice that
 - All their emails containing "4U" are blocked
 - They might start writing "For U" instead
 - If spammers keep working around spam filter, we will need to keep writing new rules forever

Intelligence - Spam Filter - ML Approach



- A spam filter based on Machine Learning techniques automatically learns
 - Which words and phrases are good predictors of spam
 - By detecting unusually frequent patterns of words
- The program will be
 - Much shorter
 - Easier to maintain
 - Most likely more accurate than traditional approach

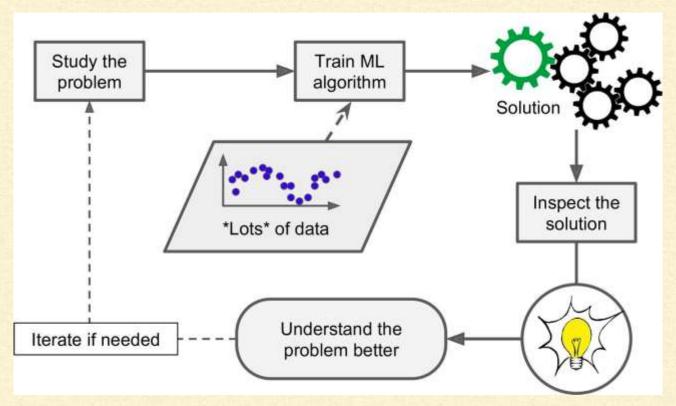
- Unlike traditional approach, Deep Learning techniques automatically notice that
 - o "For U" has become unusually frequent in spam flagged by users and
 - It starts flagging them without our intervention



Can help humans learn

- Deep Learning algorithms can be inspected to see what they have learned
- Spam filter after enough training
 - Reveals combinations of words that it believes are best predictors of spam
 - May reveal unsuspected correlations or new trend and
 - Lead to a better understanding of the problem for humans

Can help humans learn

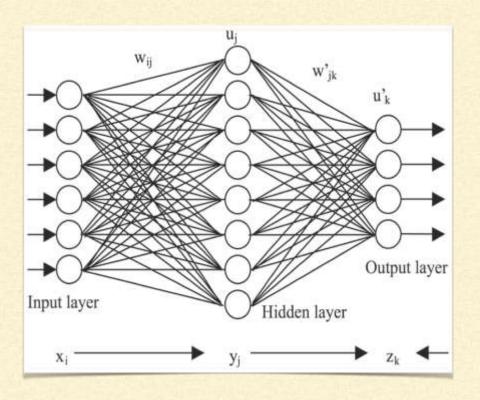


Deep Learning - Artificial Neural Network(ANN)



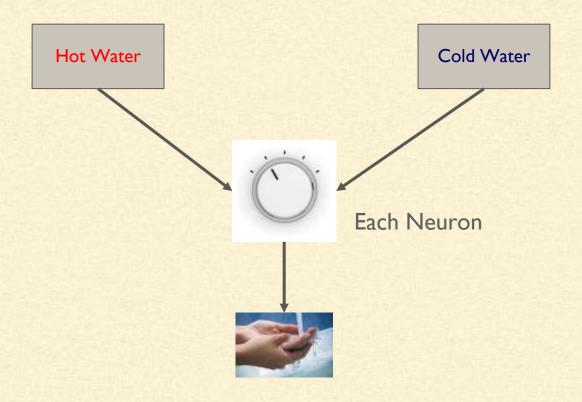
Computing systems inspired by the biological neural networks that constitute animal brains.

Deep Learning - Artificial Neural Network(ANN)



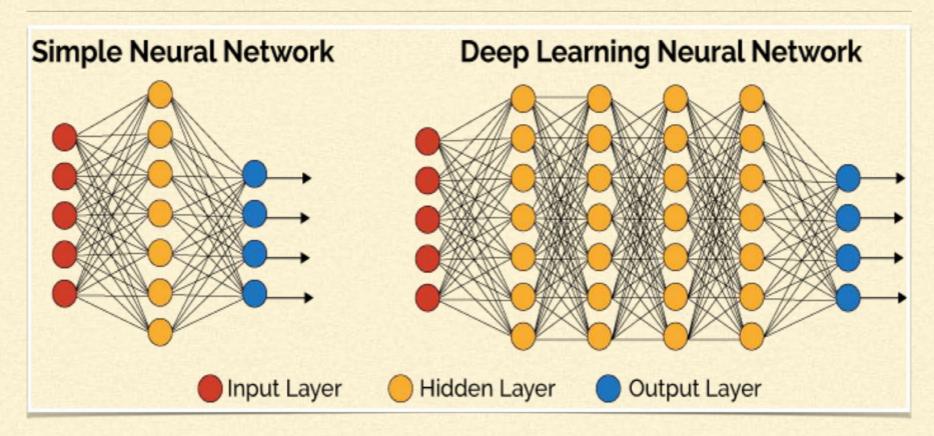
- Learn (progressively improve performance)
- To do tasks by considering examples
- Generally without task-specific programming
- Example: Based on image cat or no cat?

Deep Learning



Each Neuron is like the knob.

Deep Learning



Multiple layers of neutrons

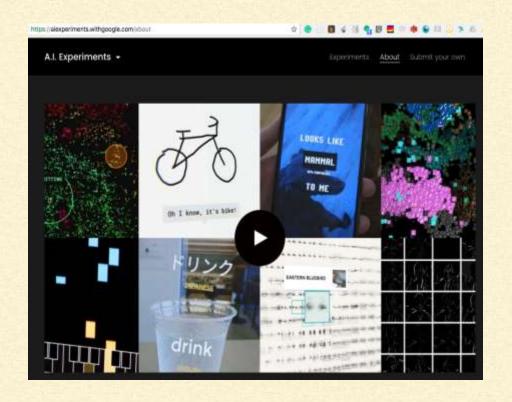
Deep Learning - Who is Using?



Almost Everyone

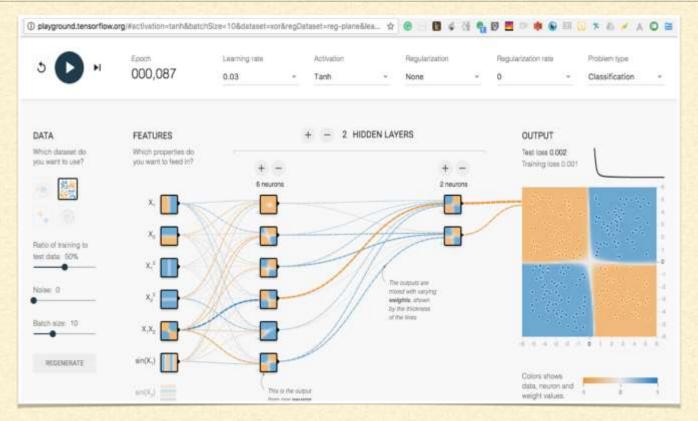
Google Translate & Auto Draw





More use cases: https://aiexperiments.withgoogle.com/

TensorFlow - Demo



http://playground.tensorflow.org/

Deep Learning Frameworks



Caffe Torch

Course on Deep Learning

Learn TensorFlow, Convolutional Neural Networks, Recurrent Neural Networks, Autoencoders and Reinforcement Learning From Industry Experts



36+ hours training



Projects & Lab



24x7 Support



1 course

Learn from industry experts. Follow the suggested order or choose your own.



Projects & Lab

Apply the skills you learn on a distributed cluster to solve real-world problems.



Certificate

Highlight your new skills on your resume or LinkedIn.



1:1 Mentoring

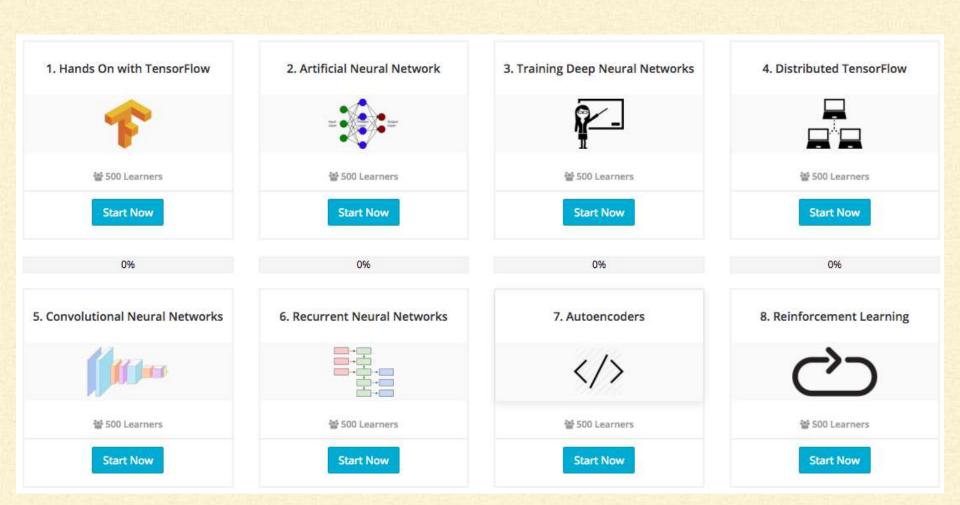
Subscribe to 1:1 mentoring sessions and get guidance from industry leaders and professionals.



Best-in-class Support

24×7 support and forum access to answer all your queries throughout your learning journey.





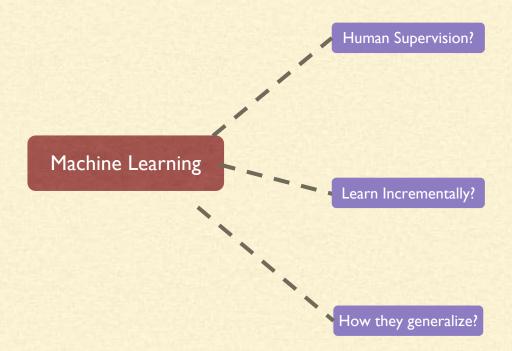


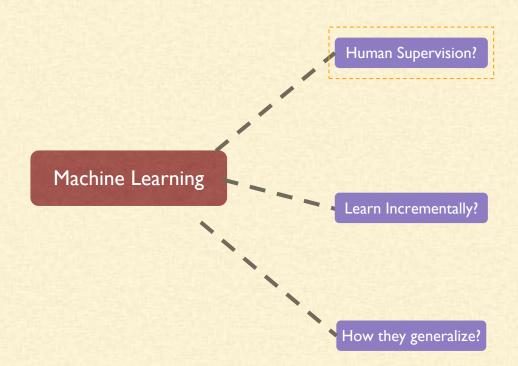
Questions?

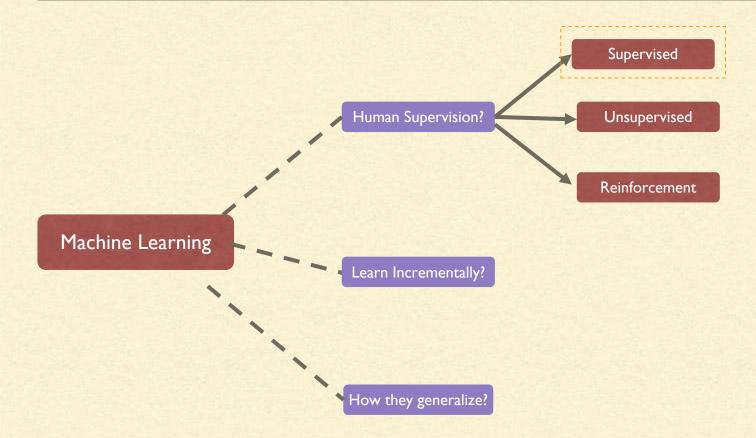
https://discuss.cloudxlab.com

reachus@cloudxlab.com

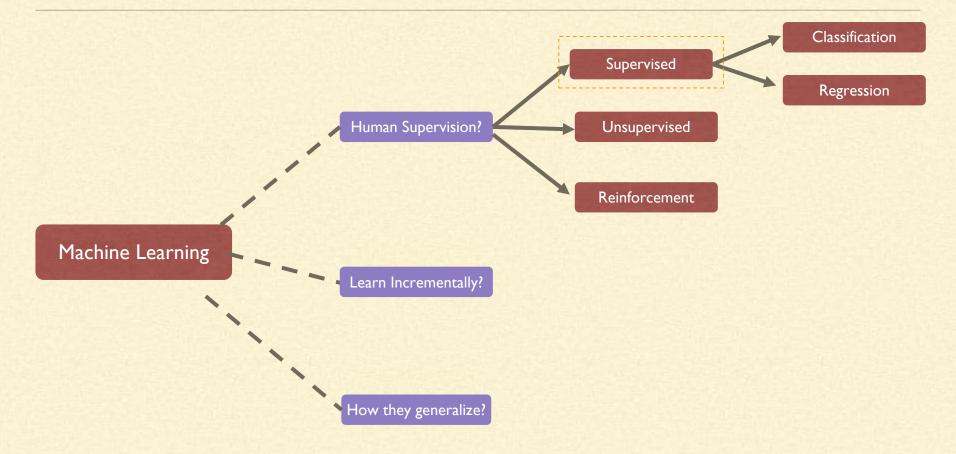








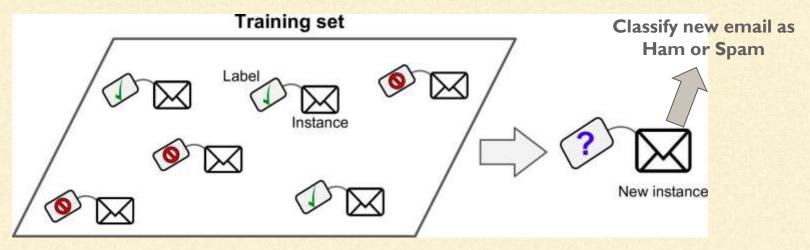
Whether or not models are trained with human supervision



Classification

- The training data we feed to the algorithm includes
 - The desired solutions, called labels
- Classification of spam filter is a supervised learning task

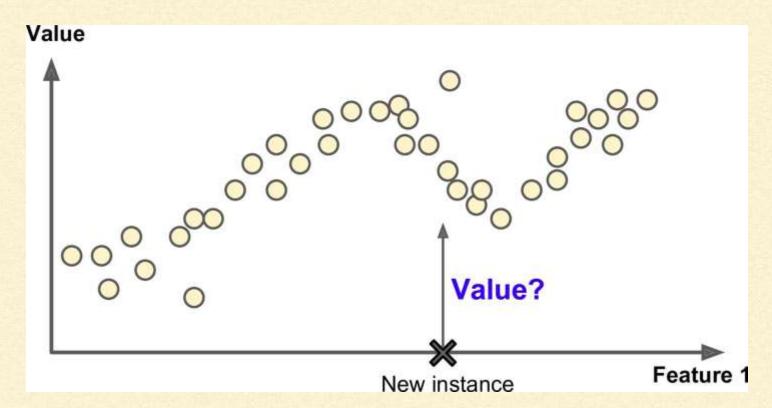
Classification



Spam filter

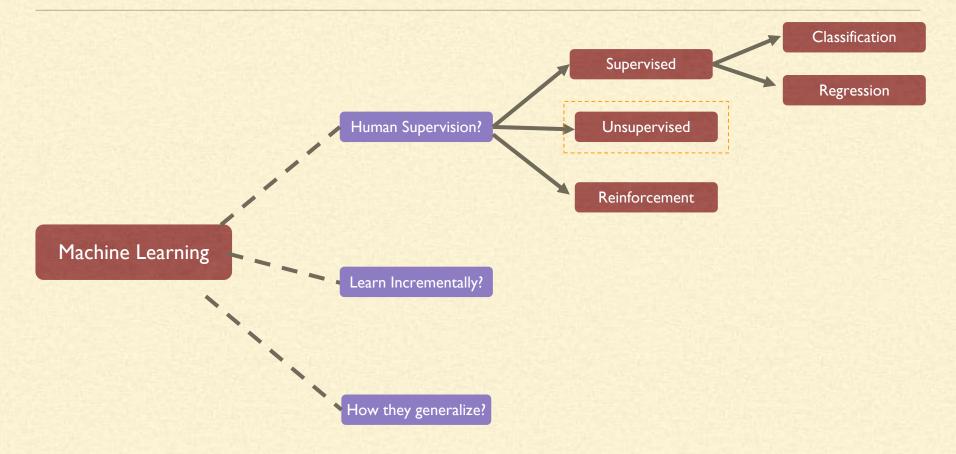
- Is trained with many example emails called training data.
- Each email in the training data contains the label if it is spam or ham(not spam)
- Models then learns to classify new emails if they are spam or ham

Regression - Predict the price of the car (Value)

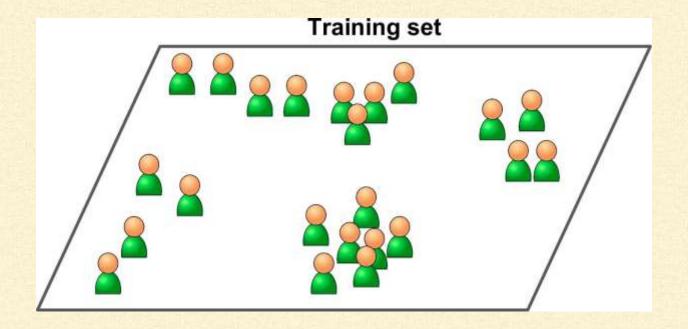


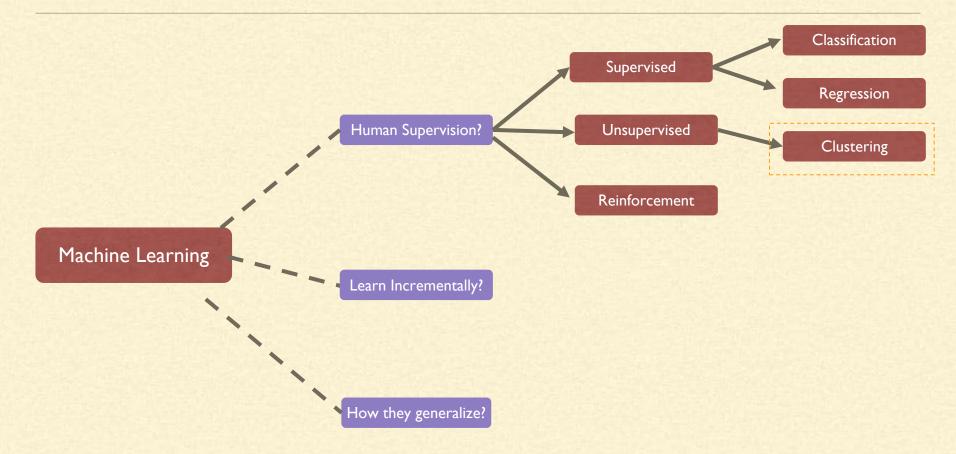
Regression

- Predict price of the car
 - Given a set of features called predictors such as
 - Mileage, age, brand etc
- To train the model
 - We have to give many examples of cars
 - Including their predictors and labels(prices)

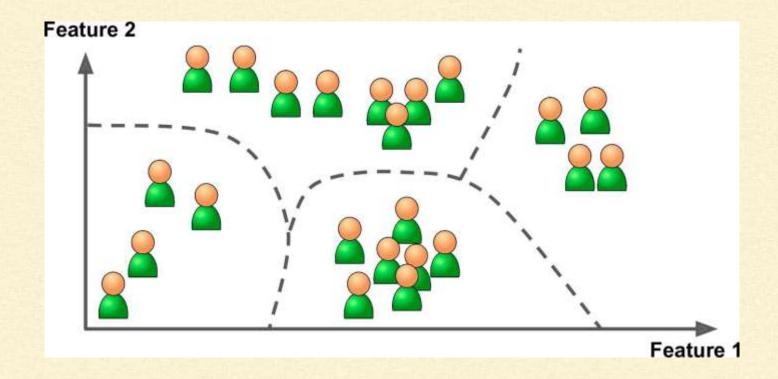


- The training data is unlabeled
- The system tries to learn without a teacher





Clustering - Detect group of similar visitors in your blog



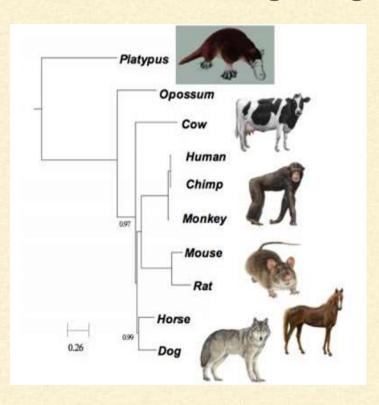
Clustering

- Detect group of similar visitors in blog
 - Notice the training set is unlabeled
- To train the model
 - We just feed the training set to clustering algorithm
 - At no point we tell the algorithm which group a visitor belongs to
 - It find groups without our help

Clustering

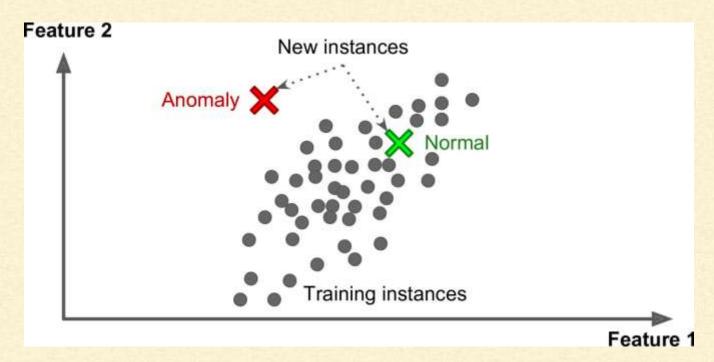
- It may notice that
 - 40% visitors are comic lovers and read the blog in evening
 - 20% visitors are sci-fi lovers and read the blog during weekends
- This data helps us in targeting our blog posts for each group

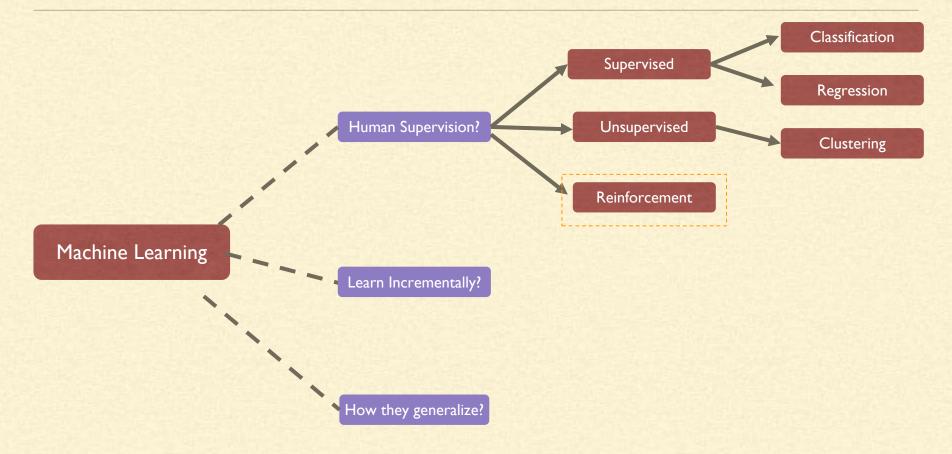
Hierarchical Clustering - Bring similar elements together



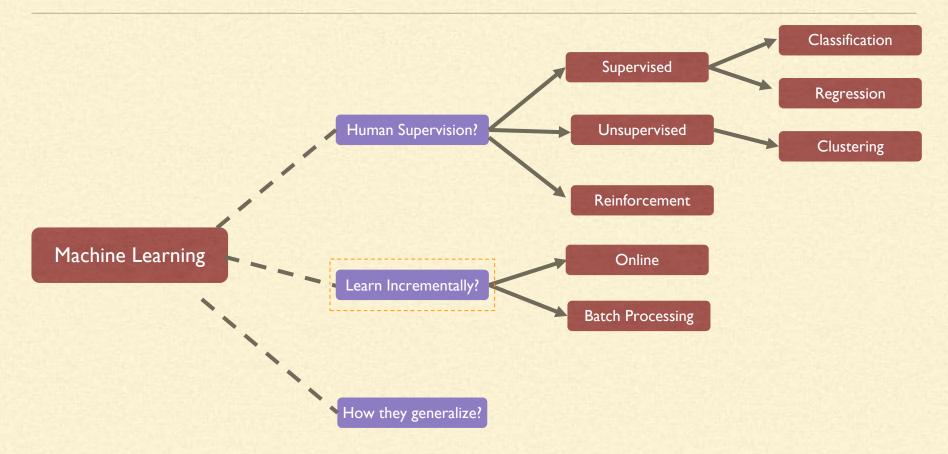
- In the form of a tree
- Nodes closer to each other are similar

Anomaly Detection - Detecting unusual credit card transactions to prevent fraud





Machine Learning - Types



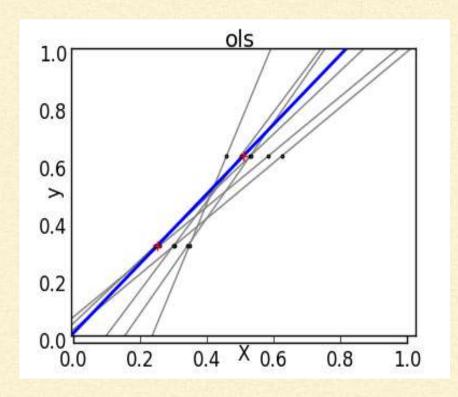
What Is Machine Learning?



Field of study that gives "computers the ability to learn without being explicitly programmed"

-- Arthur Samuel, 1959

Machine Learning - Gradient Descent



 Instead of trying all lines, go into the direction yielding better results

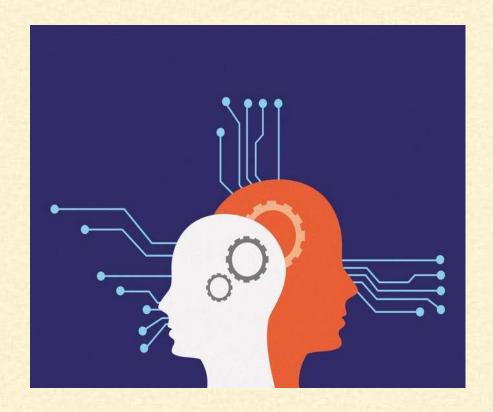
Machine Learning - Gradient Descent



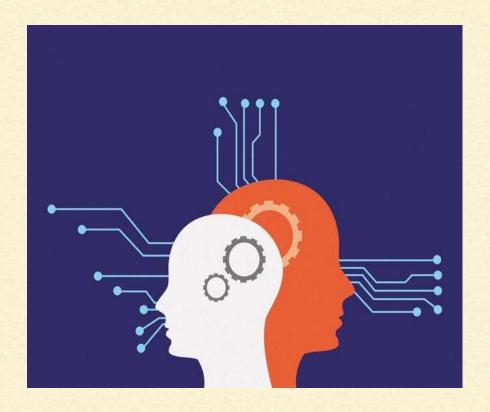
- Imagine yourself blindfolded on the mountainous terrain
- And you have to find the best lowest point
- If your last step went higher, you will go in opposite direction
- Other, you will keep going just faster

Artificial intelligence (AI):

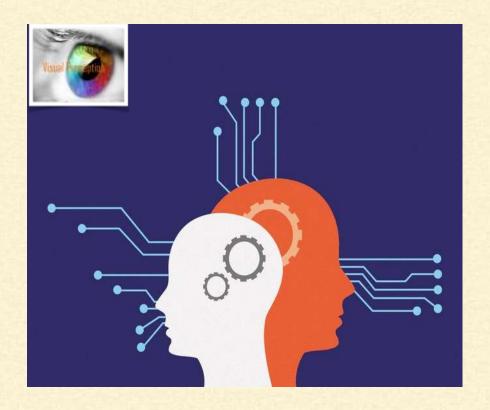
The intelligence exhibited by machines



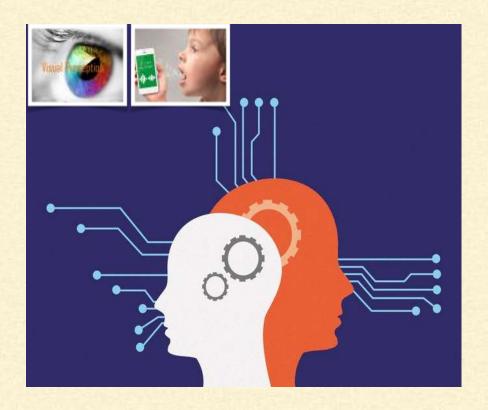
 The theory and development of computer systems



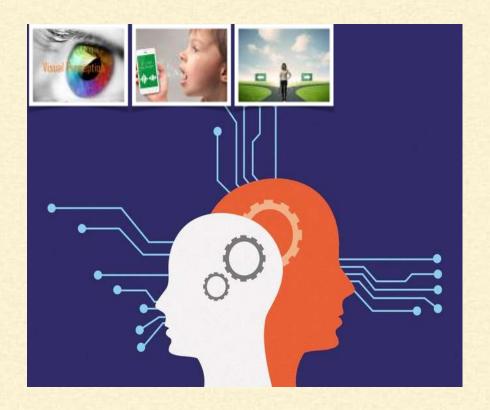
- The theory and development of computer systems
- To perform tasks requiring human intelligence such as



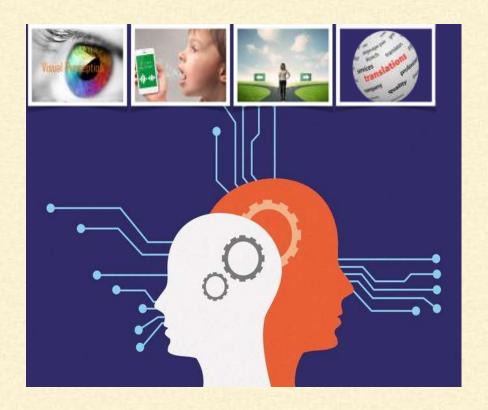
- The theory and development of computer systems
- To perform tasks requiring human intelligence such as
 - Visual perception



- The theory and development of computer systems
- To perform tasks requiring human intelligence such as
 - Visual perception
 - Speech Recognition

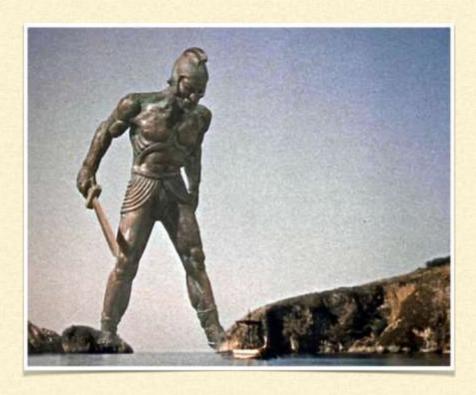


- The theory and development of computer systems
- To perform tasks requiring human intelligence such as
 - Visual perception
 - Speech Recognition
 - Decision Making



- The theory and development of computer systems
- To perform tasks requiring human intelligence such as
 - Visual perception
 - Speech Recognition
 - Decision Making
 - Translation between languages

History - Mythology / Fiction



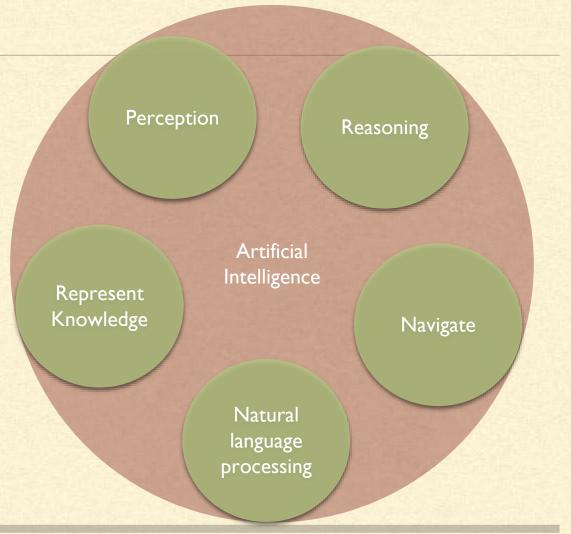
- In every mythology, there is some form of mechanical man such talos from greek mythology.
- In fiction novels, we have Mary Shelley's Frankenstein
- We are fascinated by the idea of creating things which can behave like human

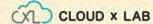
History - Summer of 1956



- The term artificial intelligence was coined by
 - John McCarthy
 - In a workshop at
 - Dartmouth College in New Hampshire
 - Along with Marvin Minsky,
 Claude Shannon, and Nathaniel
 Rochester

Sub-objectives of Al





Al - Represent Knowledge



- Understanding and classifying terms or things in world e.g.
 - What is computer?
 - What is a thought?
 - What is a tool?
- Languages like lisp were created for the same purpose

Al - Reasoning



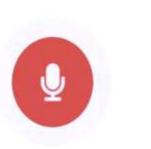
- Play puzzle game Chess, Go, Mario
- Prove Geometry theorems
- Diagnose diseases

Al - Navigate



- How to plan and navigate in the real world
- How to locate the destination?
- How to pick path?
- How to pick short path?
- How to avoid obstacles?
- How to move?

Al - Natural Language Processing



Ok Google - can you show me a list of your commands?

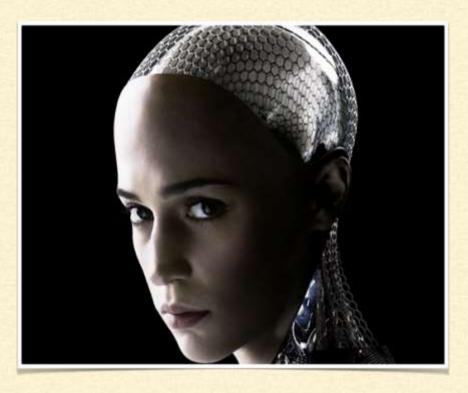
- How to speak a language
- How to understand a language
- How to make sense out of a sentence

Al - Perception



- How to we see things in the real world
- From sound, sight, touch, smell

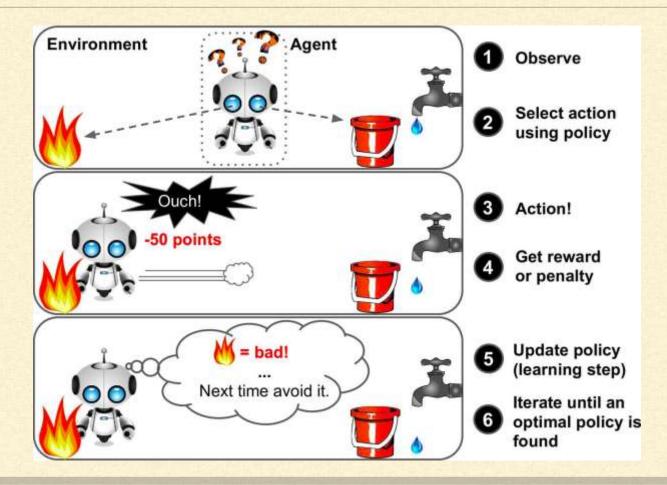
Al - Generalised Intelligence



- With these previous building blocks, the following should emerge:
 - Emotional Intelligence
 - Creativity
 - Reasoning
 - Intuition

Al - How to Achieve Robotics Domain Specific Computing Artificial Intelligence Rule Based Systems **Expert System** Machine Learning Deep Learning

Deep Learning - Reinforcement Learning



Deep Learning - Reinforcement Learning

- The learning system an agent in this context
 - Observes the environment
 - Selects and performs actions and
 - Get rewards or penalties in return
 - Learns by itself what is the best strategy (policy) to get most reward over time

Deep Learning - Reinforcement Learning

Applications

- Used by robots to learn how to walk
- DeepMind's AlphaGo
 - Which defeated world champion Lee Sedol at the game of Go