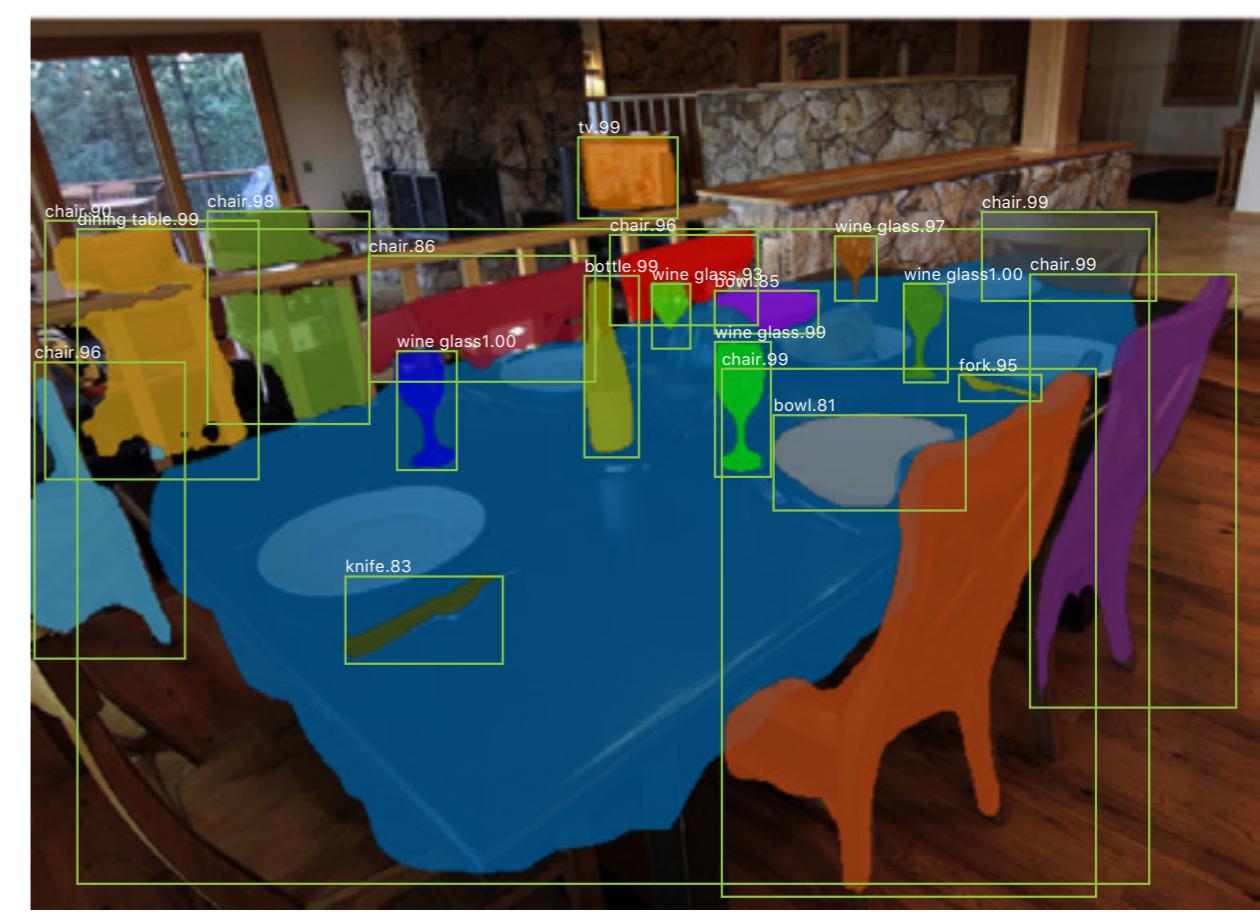
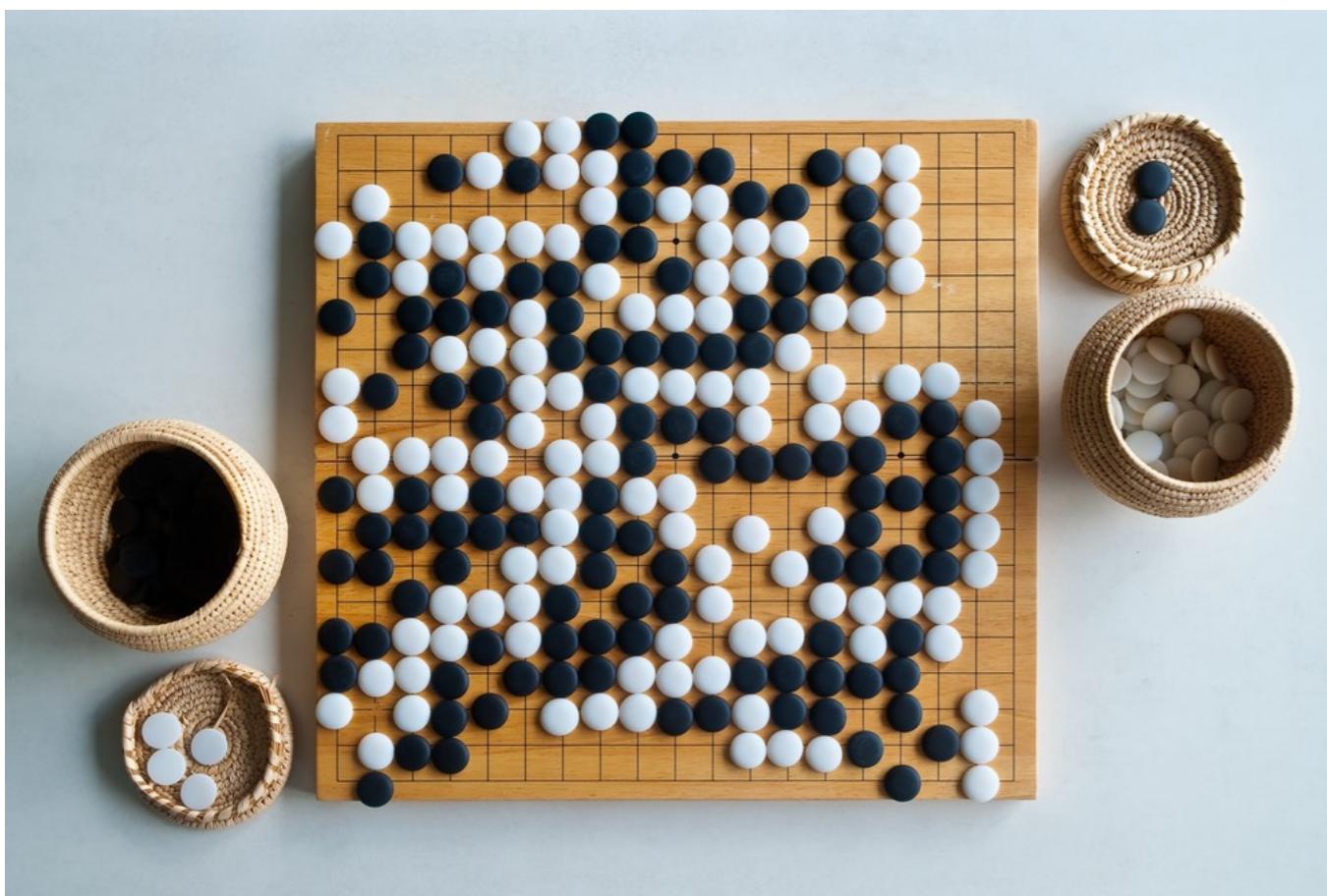


Musings on Continual Learning

Pulkit Agrawal



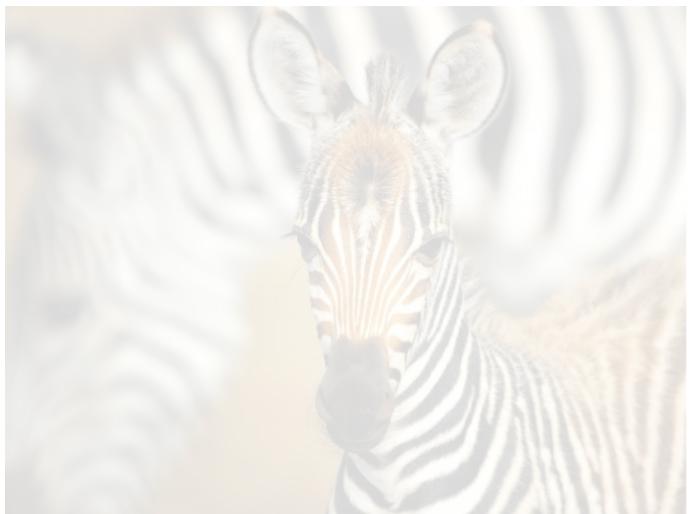
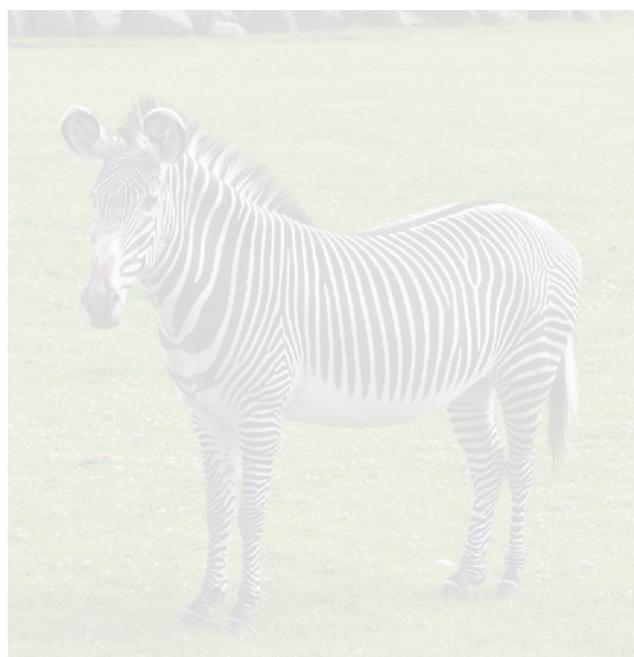


What is
a zebra?





What is
a zebra?



Success in Reinforcement Learning

ATARI Games



~10-50 million interactions!

 AlphaGo



21 million games!

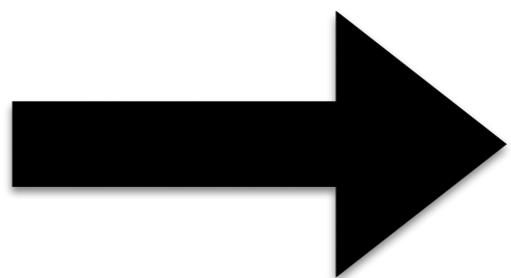
Impressive Specialists



Today's AI

AI we want

Task Specific



Generalists

???

Core Characteristic: Reuse past knowledge to solve new tasks

Learn to perform N
tasks

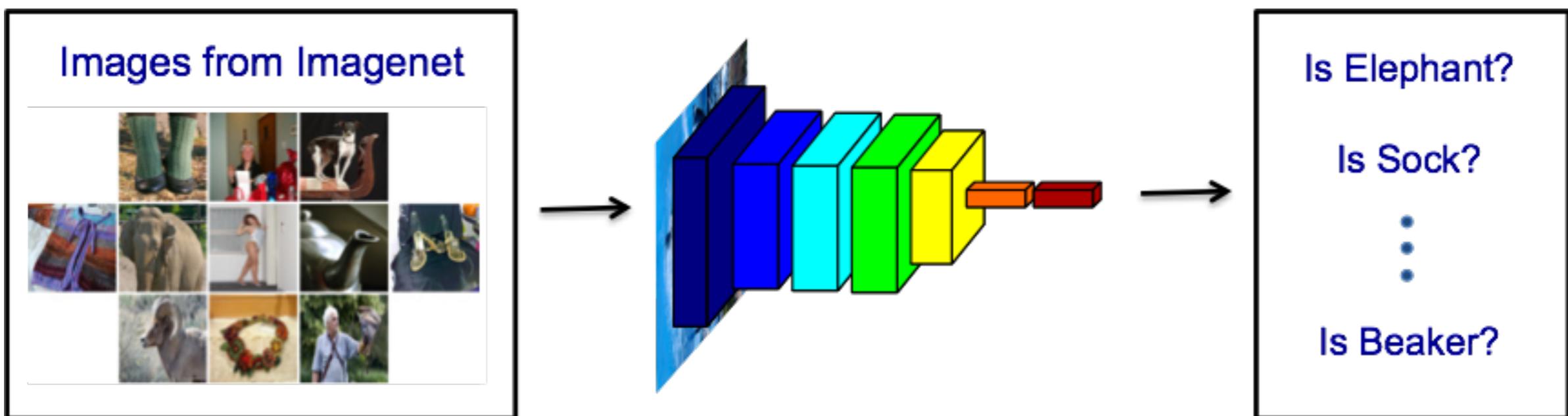
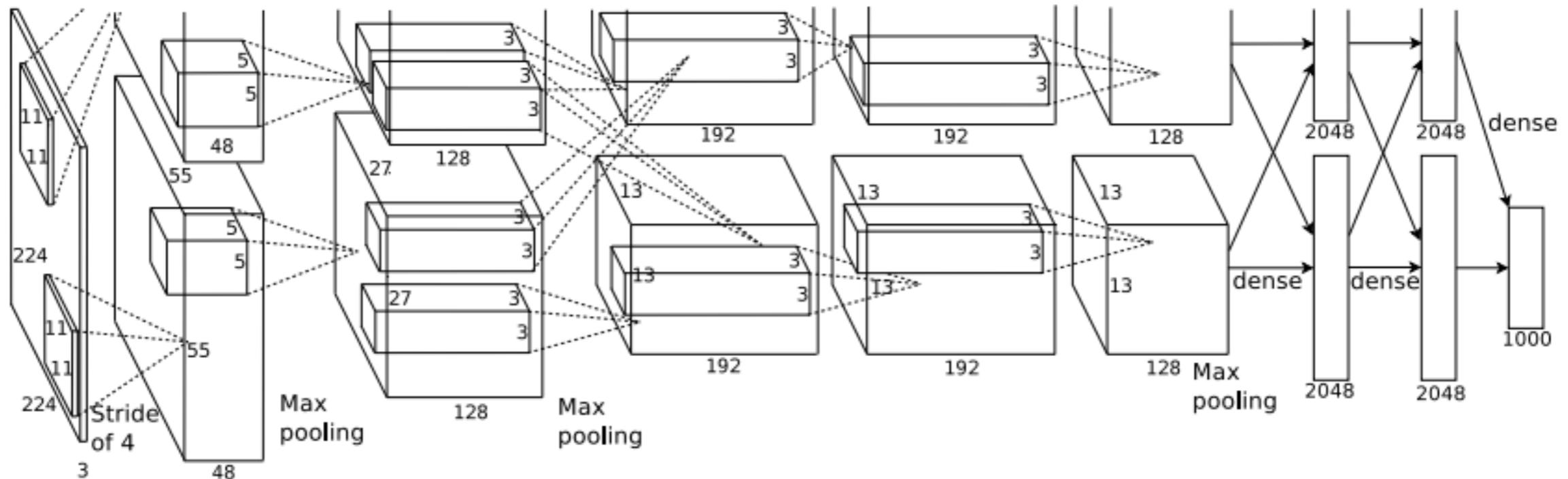


Solve the $(N+1)$ th task

faster

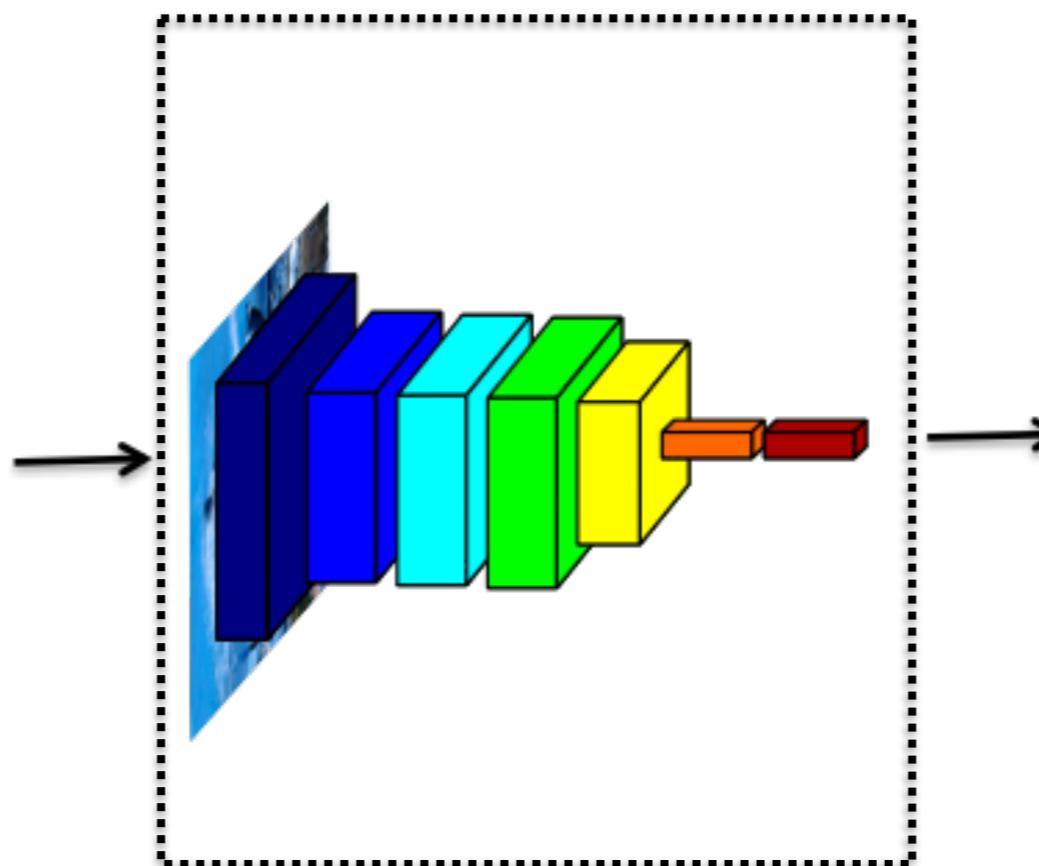
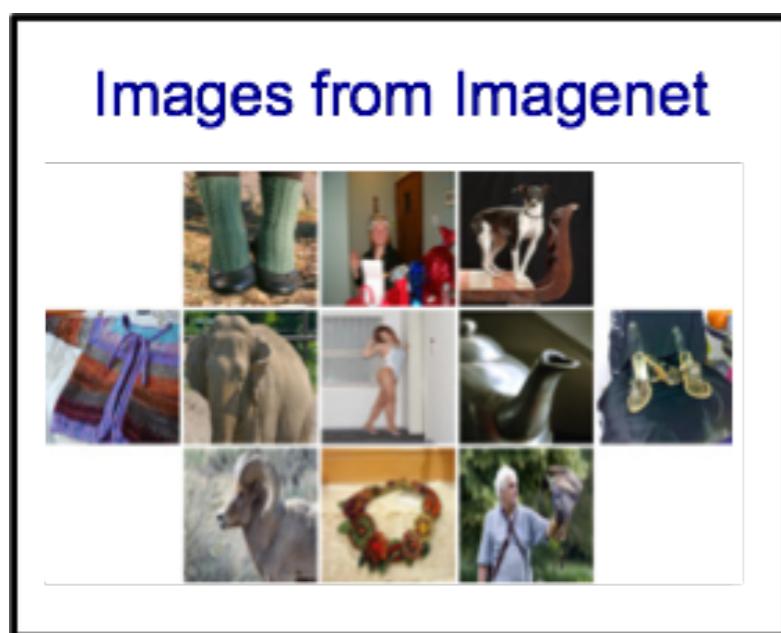
or,
more complex task

Success on Imagenet



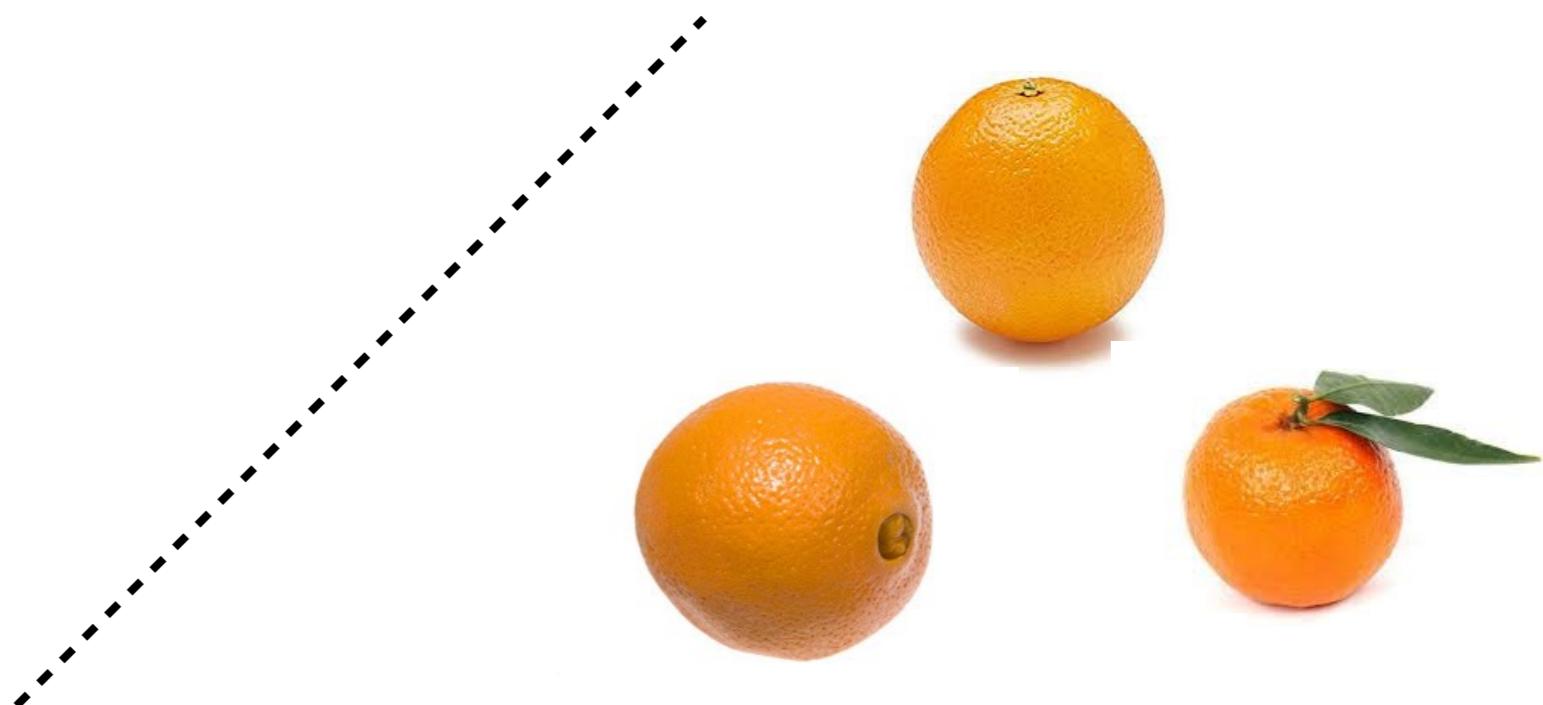
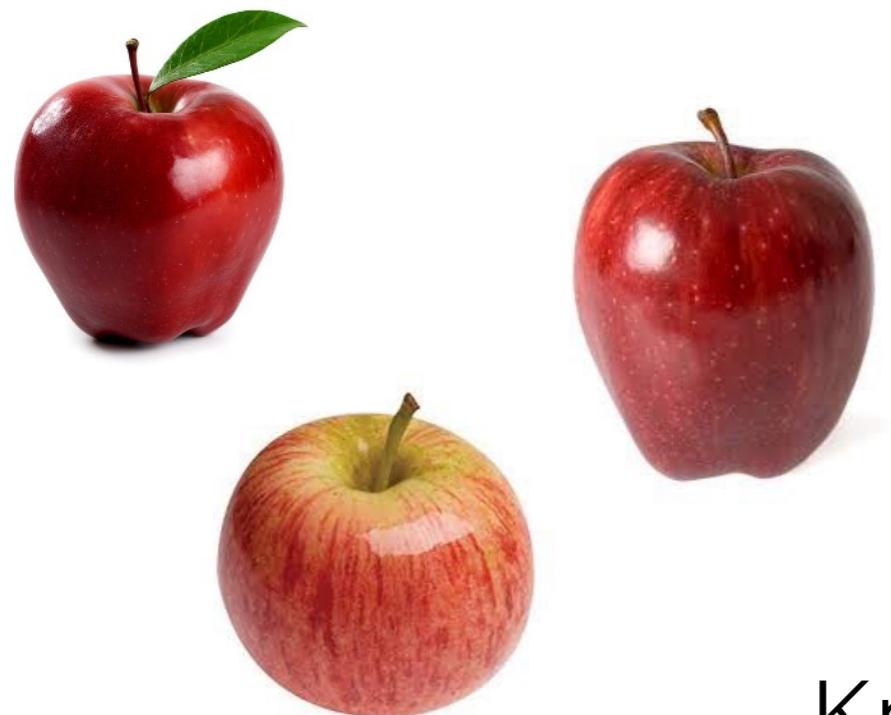
Training on N tasks —> Object classification knowledge

Knowledge for classification

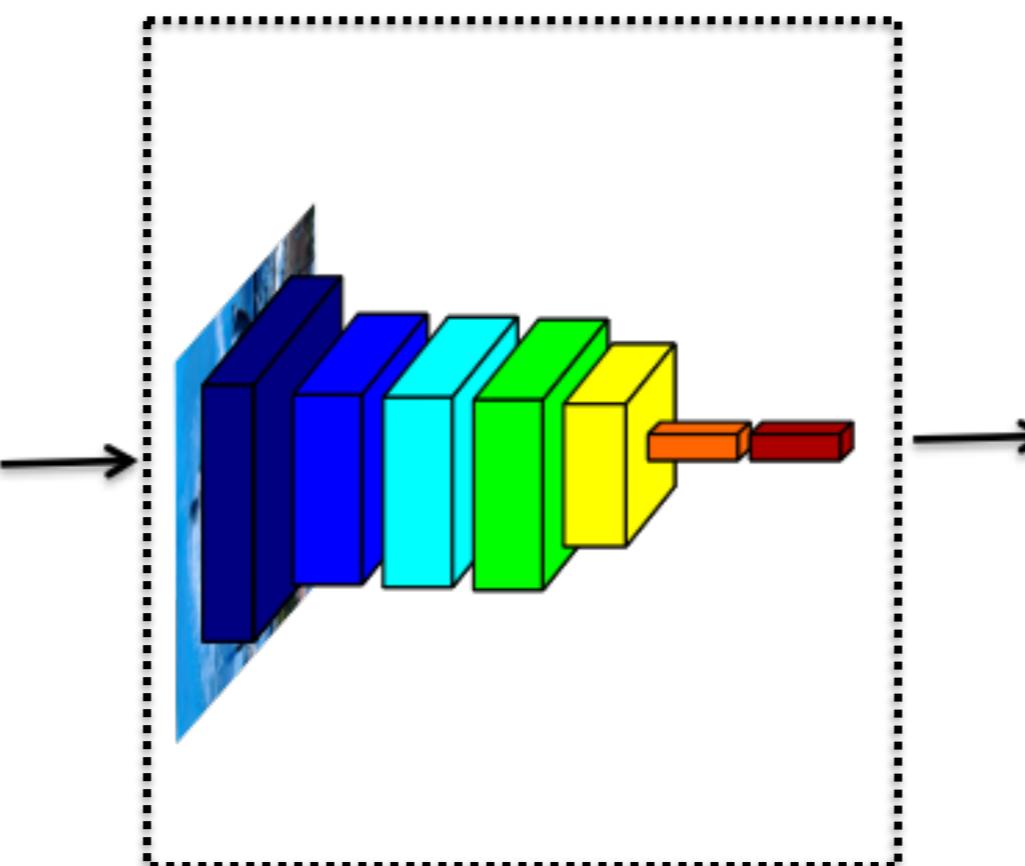
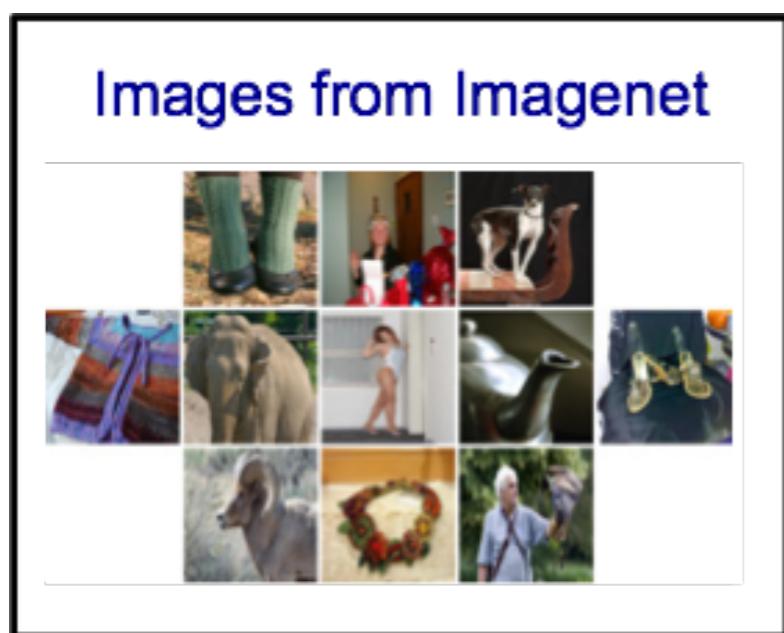


- Is Elephant?
Is Sock?
⋮
Is Beaker?

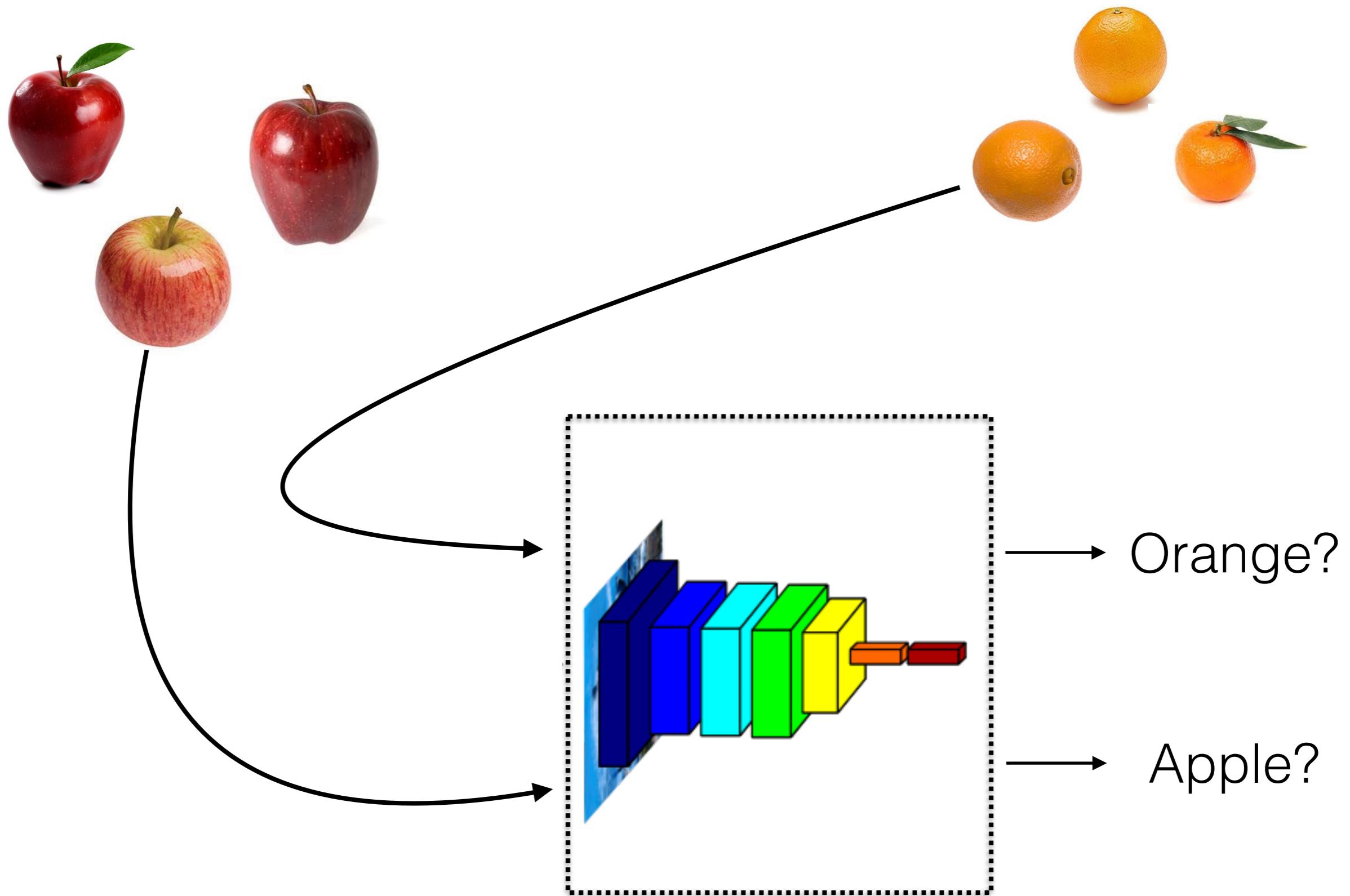
Training on N tasks —> Object classification knowledge



Knowledge for classification

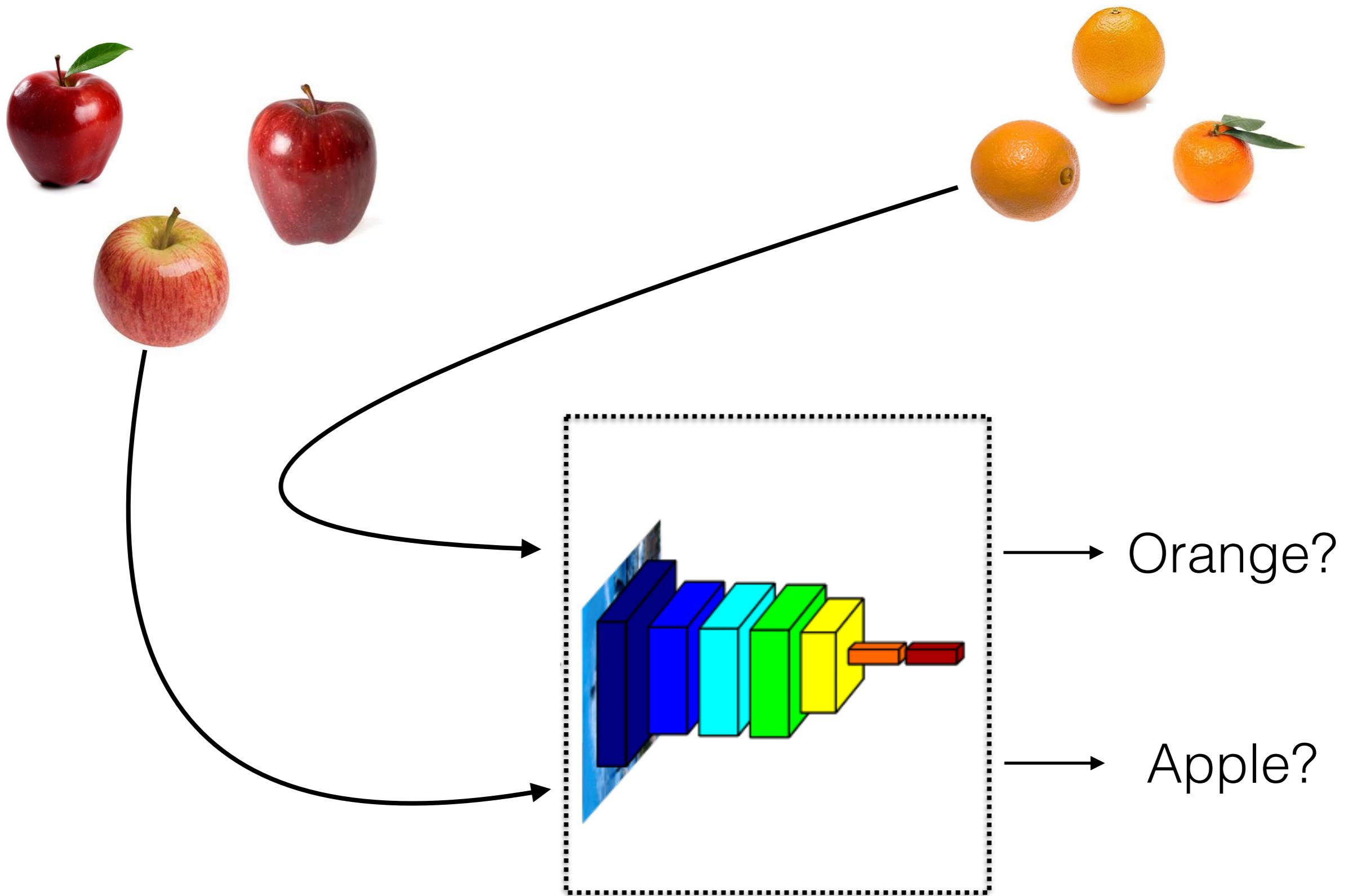


Reuse knowledge by fine-tuning



Imagenet: 1000 examples/class

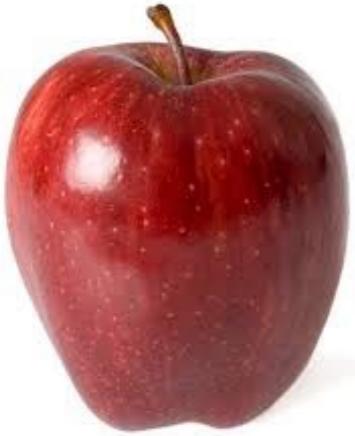
New task: ~100 examples/class



Still need hundreds of “labelled” data points!

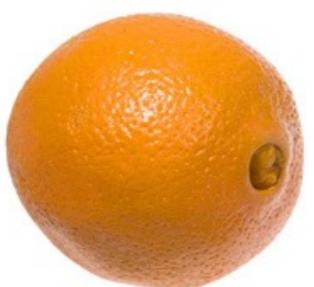
Fine-tuning with very few data points, won’t be effective!

Problem Setup

Training Set	
	Apple
x_1	y_1

Training Set	
	Orange
x_2	y_2

Problem Setup

		Training Set	Test
x_1	y_1	 Apple	
x_2	y_2	 Orange	Apple or Orange?

Use Nearest Neighbors

|- - - - -

| Training Set

|



Apple

|

x_1

y_1

|

|

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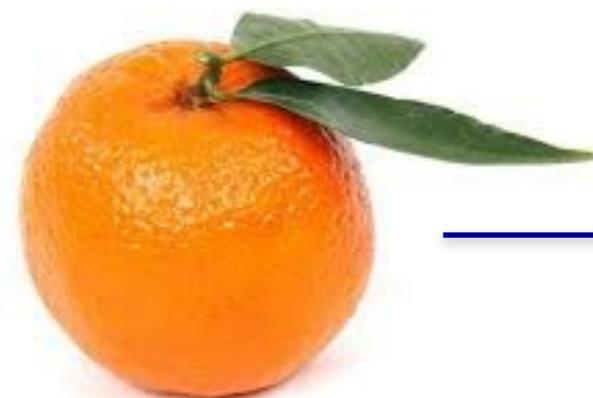
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|

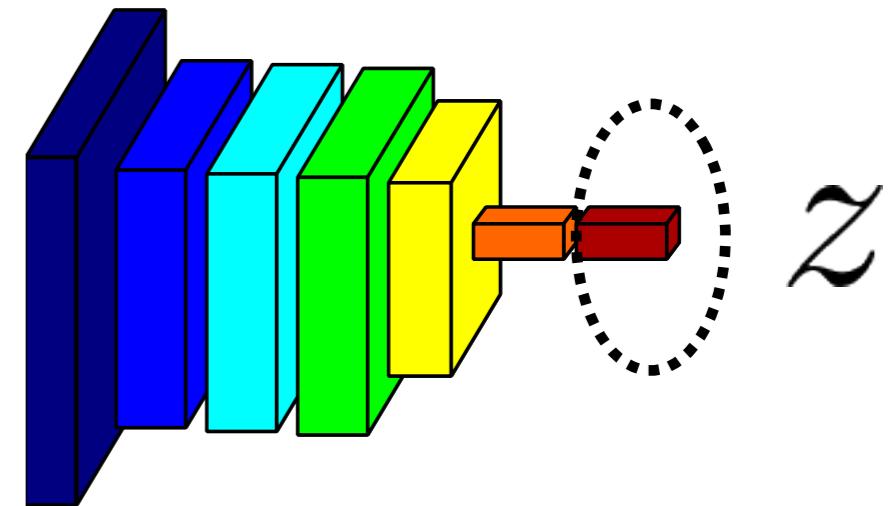
|

| Test

|



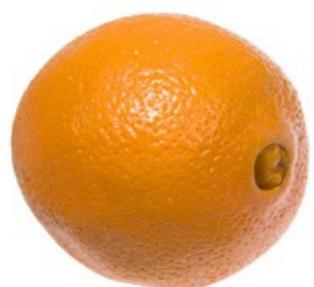
x



Apple

or

Orange?



Orange

x_2

y_2

- - - - -

Use Nearest Neighbors

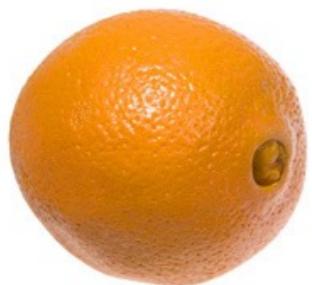
Training Set



x_1

Apple

y_1



x_2

Orange

y_2

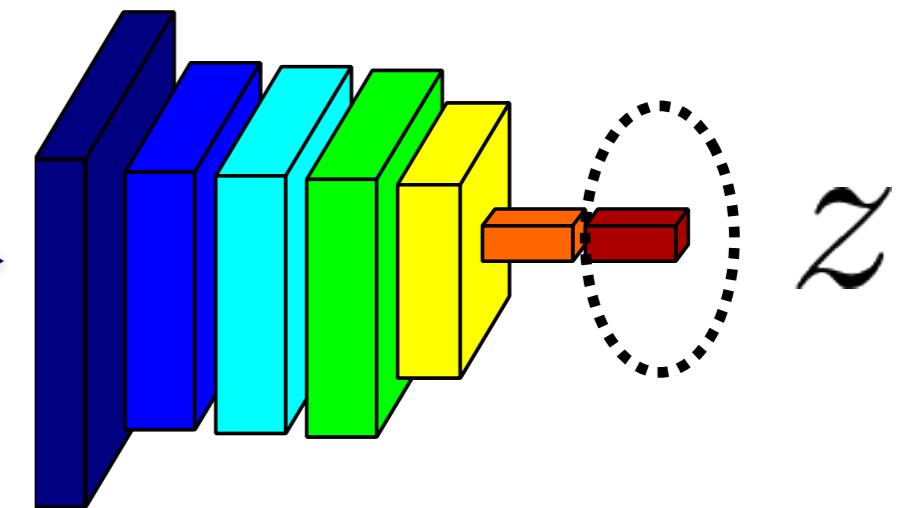
Test



x

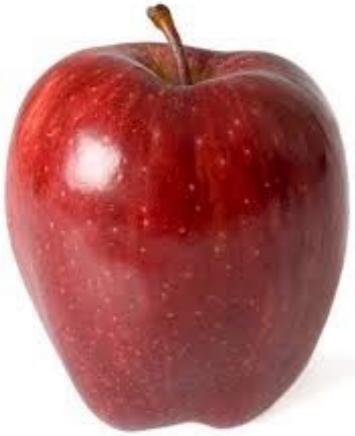
Apple
or
Orange?

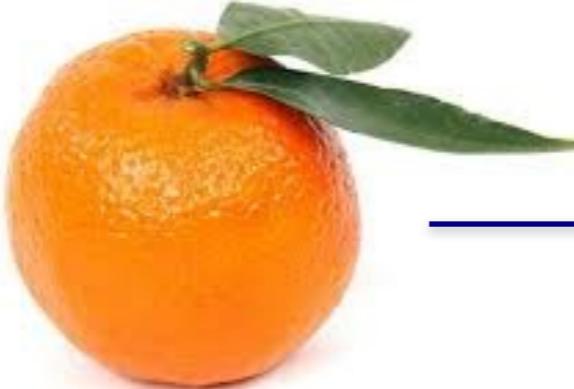
$$k = \arg \min_i \|z_i - z\|_2^2$$



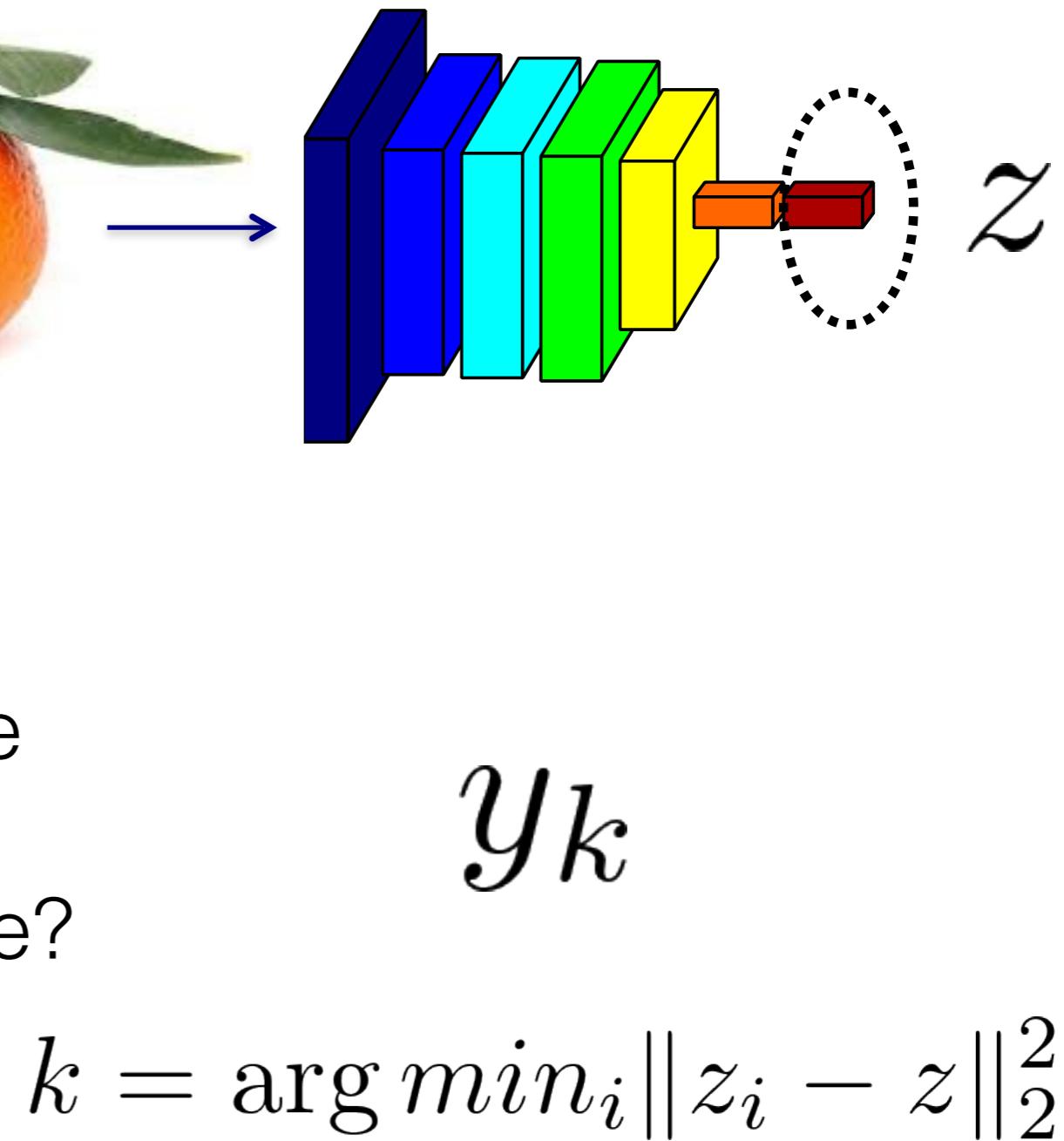
y_k

What does the performance depend on??

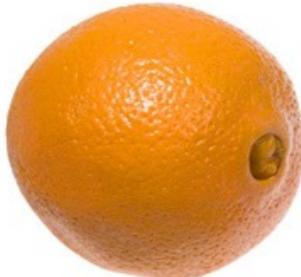
Training Set		Test
	Apple	
x_1	y_1	

 x

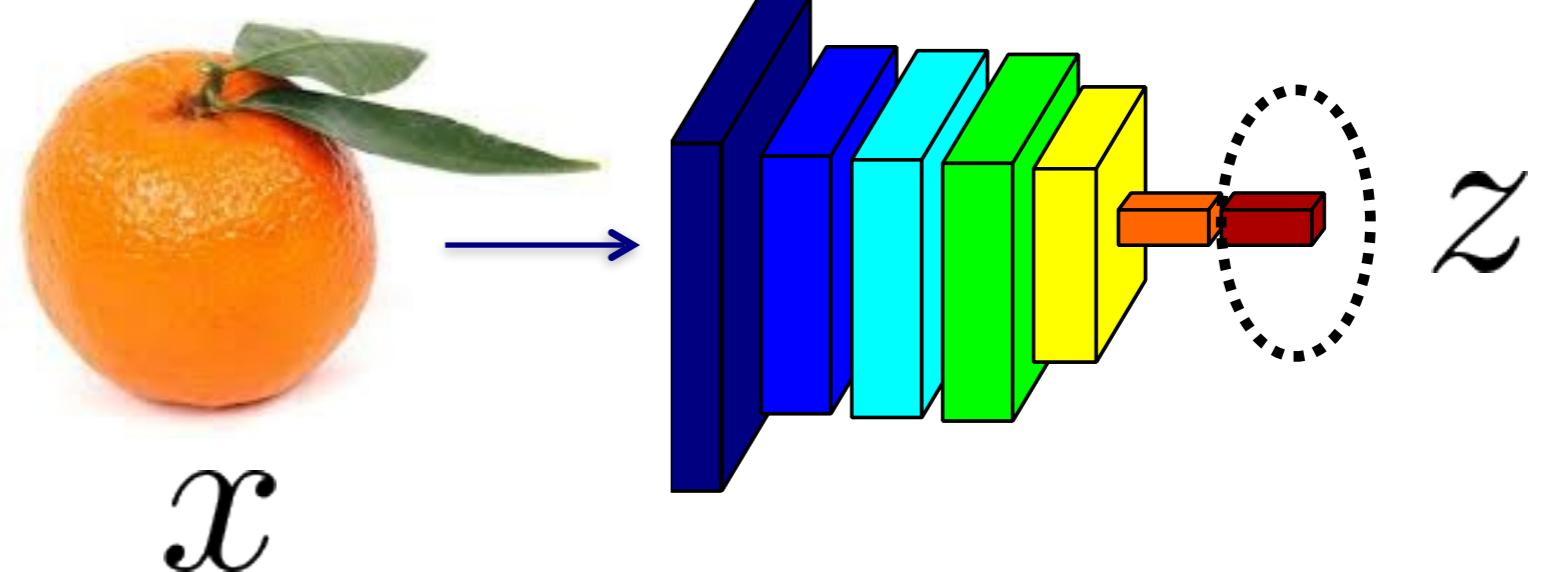
Apple
or
Orange?



What does the performance depend on??

Training Set	
	Apple $x_1 \quad y_1$
	Orange $x_2 \quad y_2$

Features might not be optimized for matching!

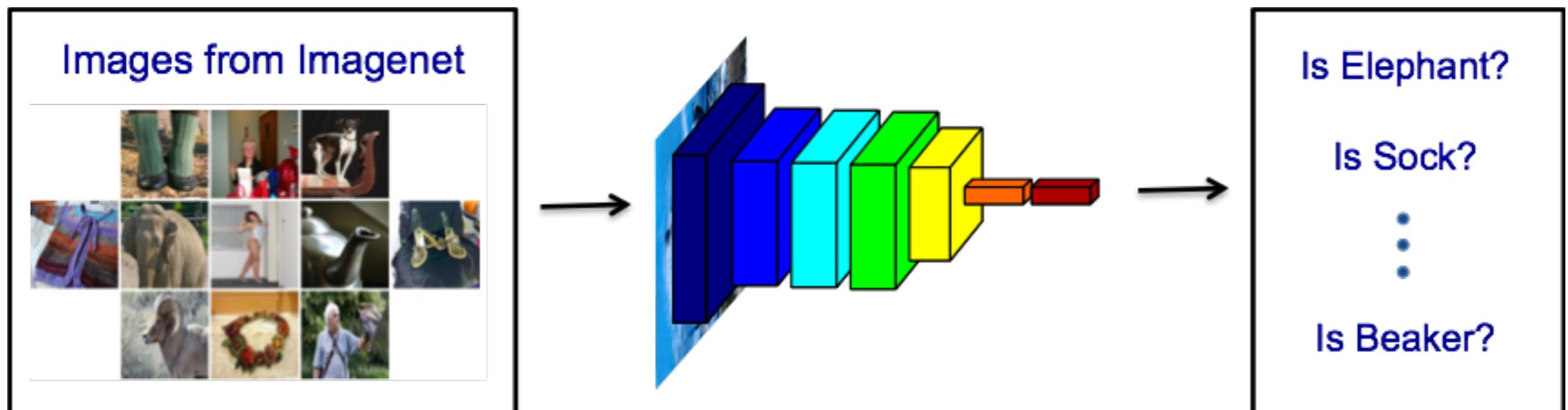


Apple
or
Orange?
 y_k

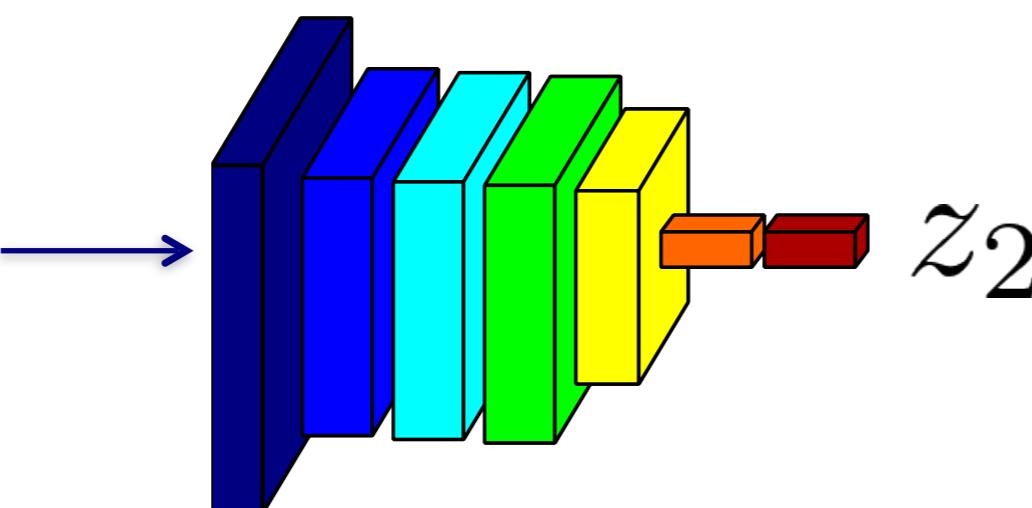
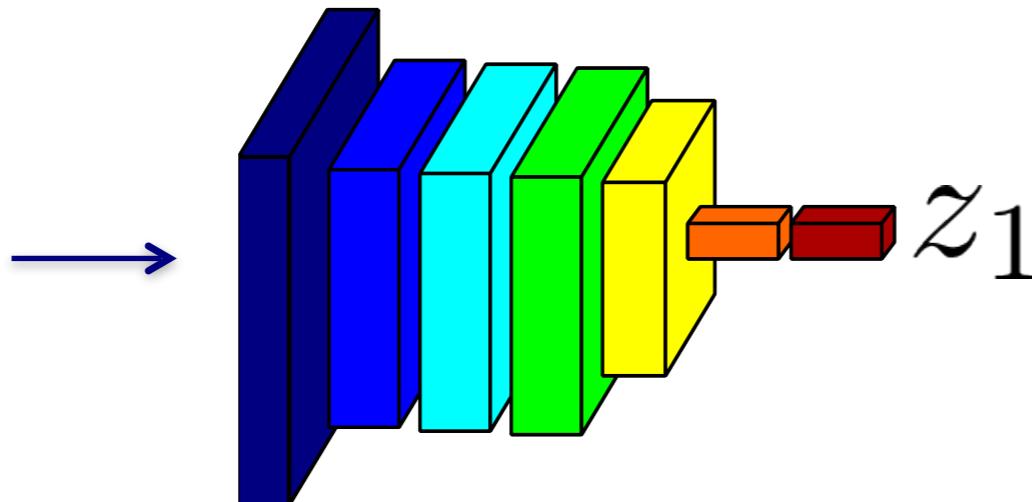
$$k = \arg \min_i \|z_i - z\|_2^2$$

Metric Learning via Siamese Networks*

Instead of one v/s all classification

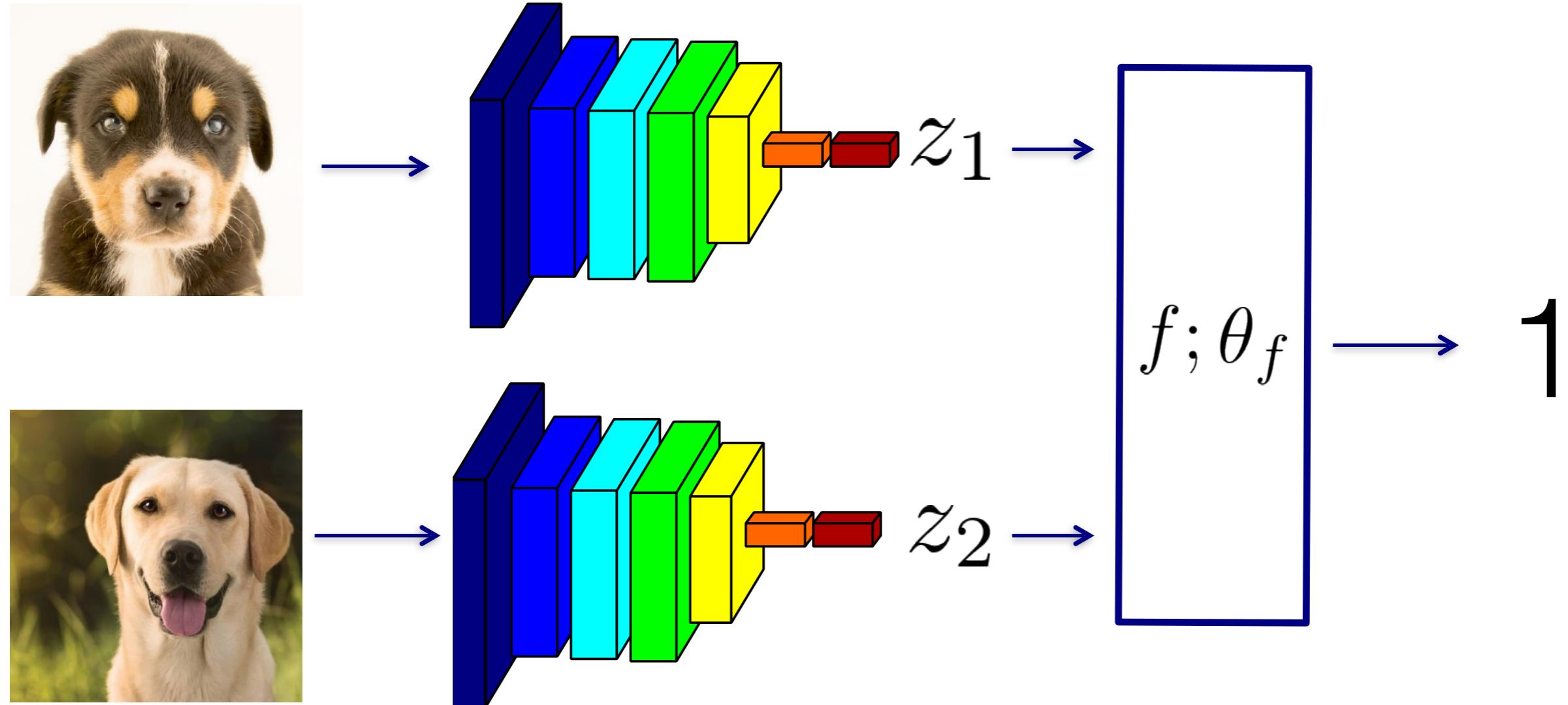


Metric Learning via Siamese Networks*



(*Hadsell et. al. 2006)

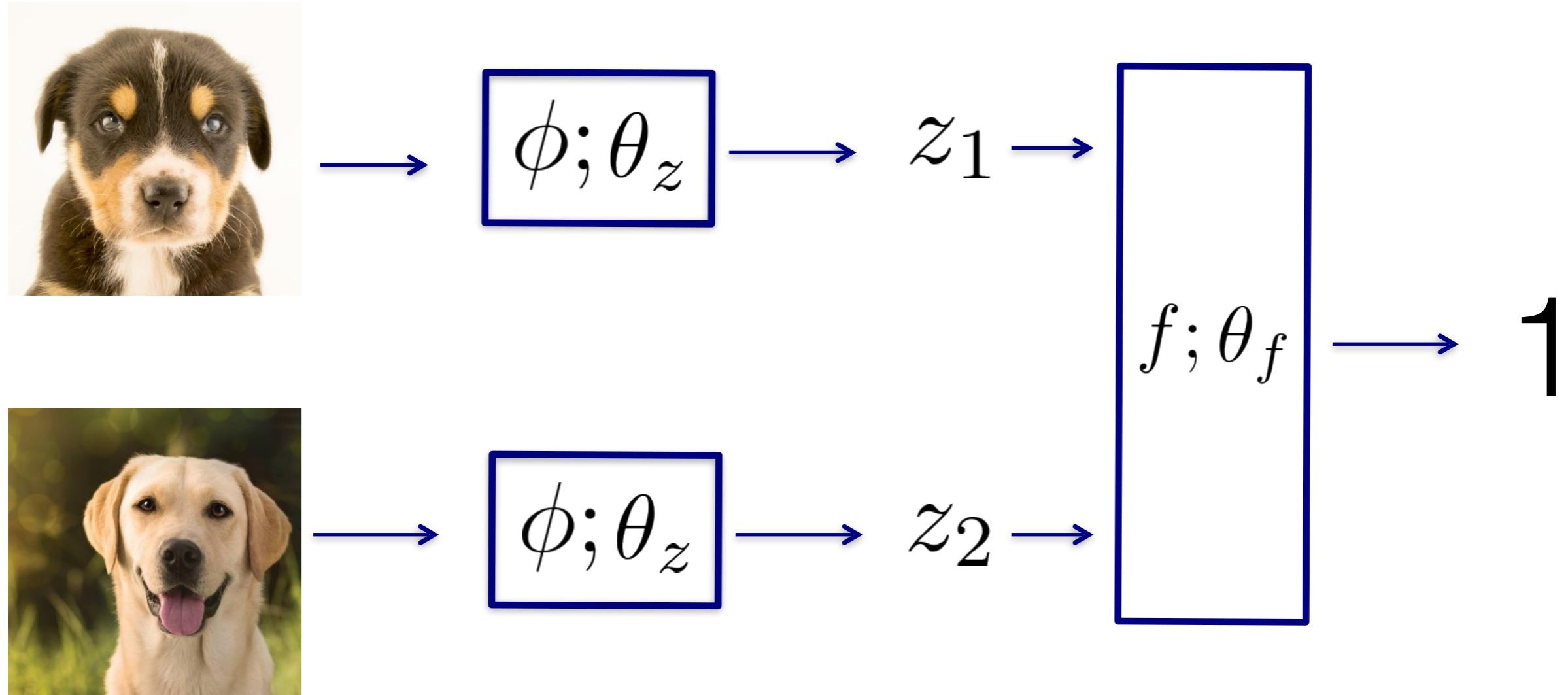
Metric Learning via Siamese Networks*



Same class: Output = 1

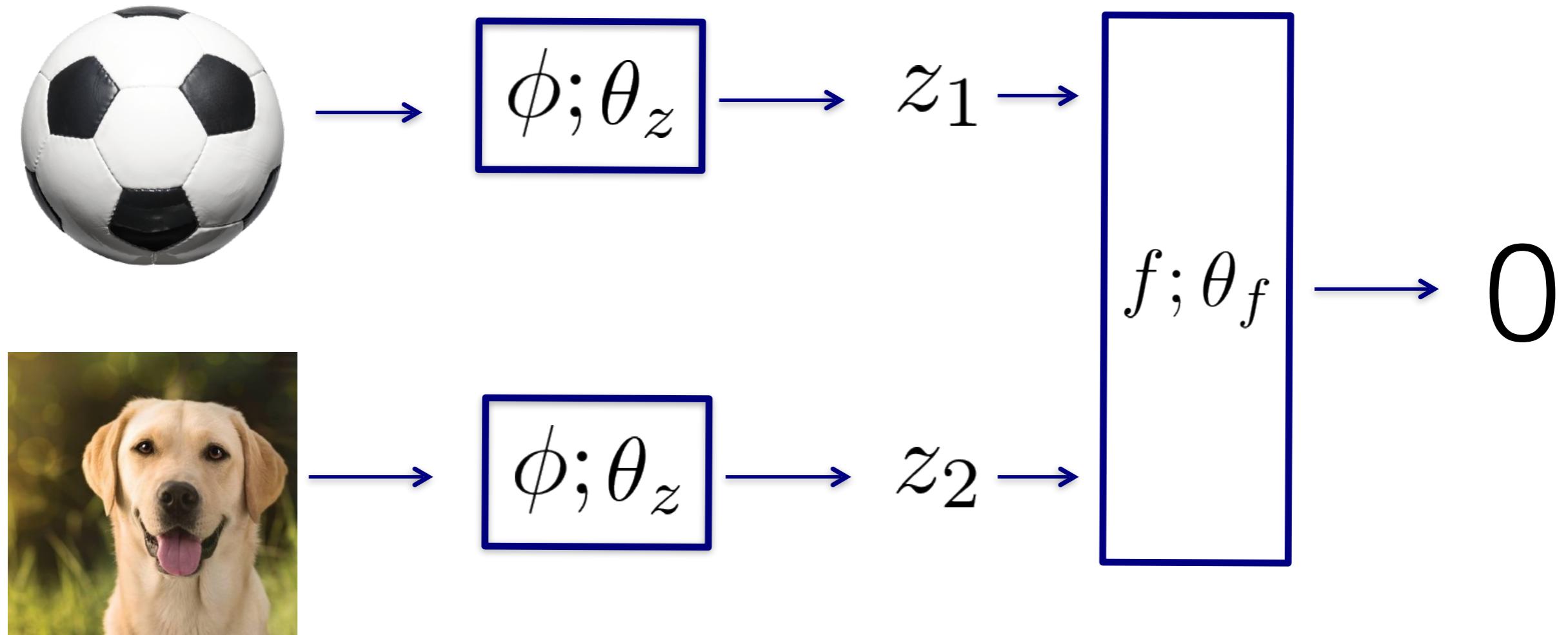
(*Hadsell et. al. 2006)

Metric Learning via Siamese Networks*



Same class: Output = 1

Metric Learning via Siamese Networks*

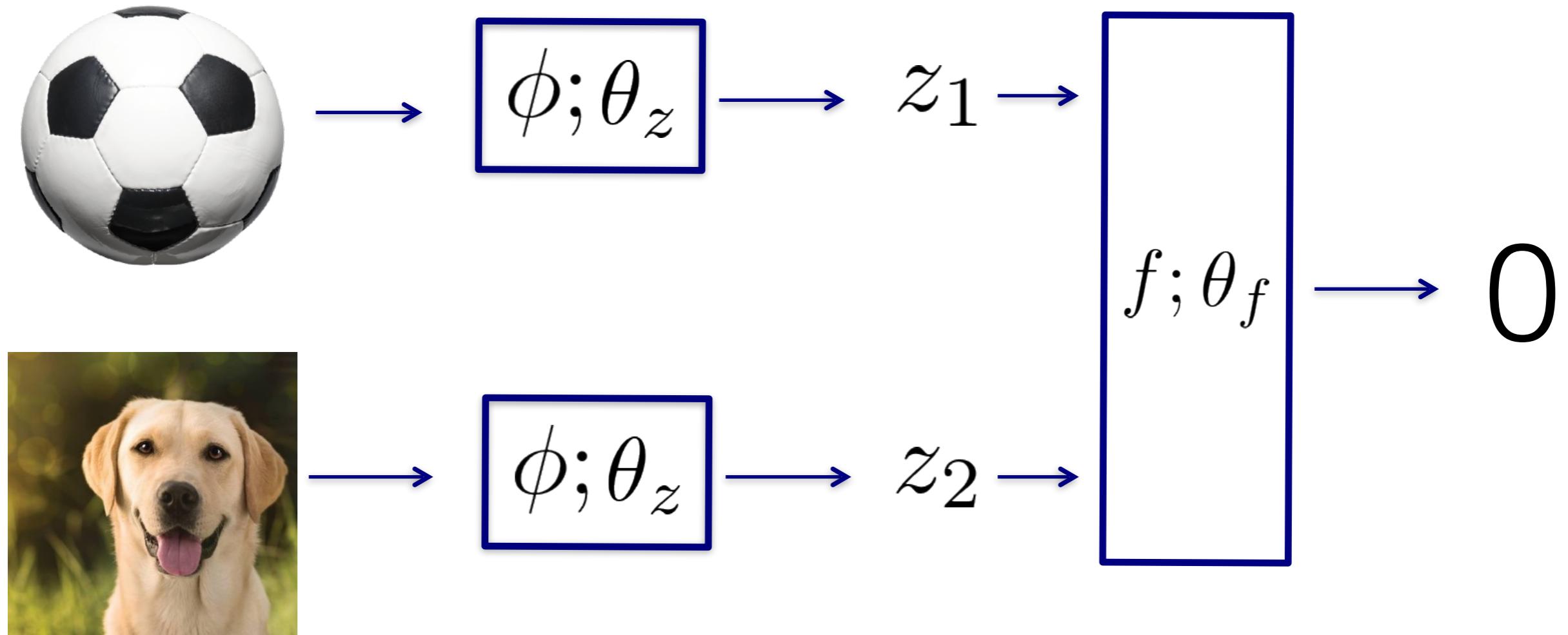


Same class: Output = 1

Different class: Output = 0

(*Hadsell et. al. 2006)

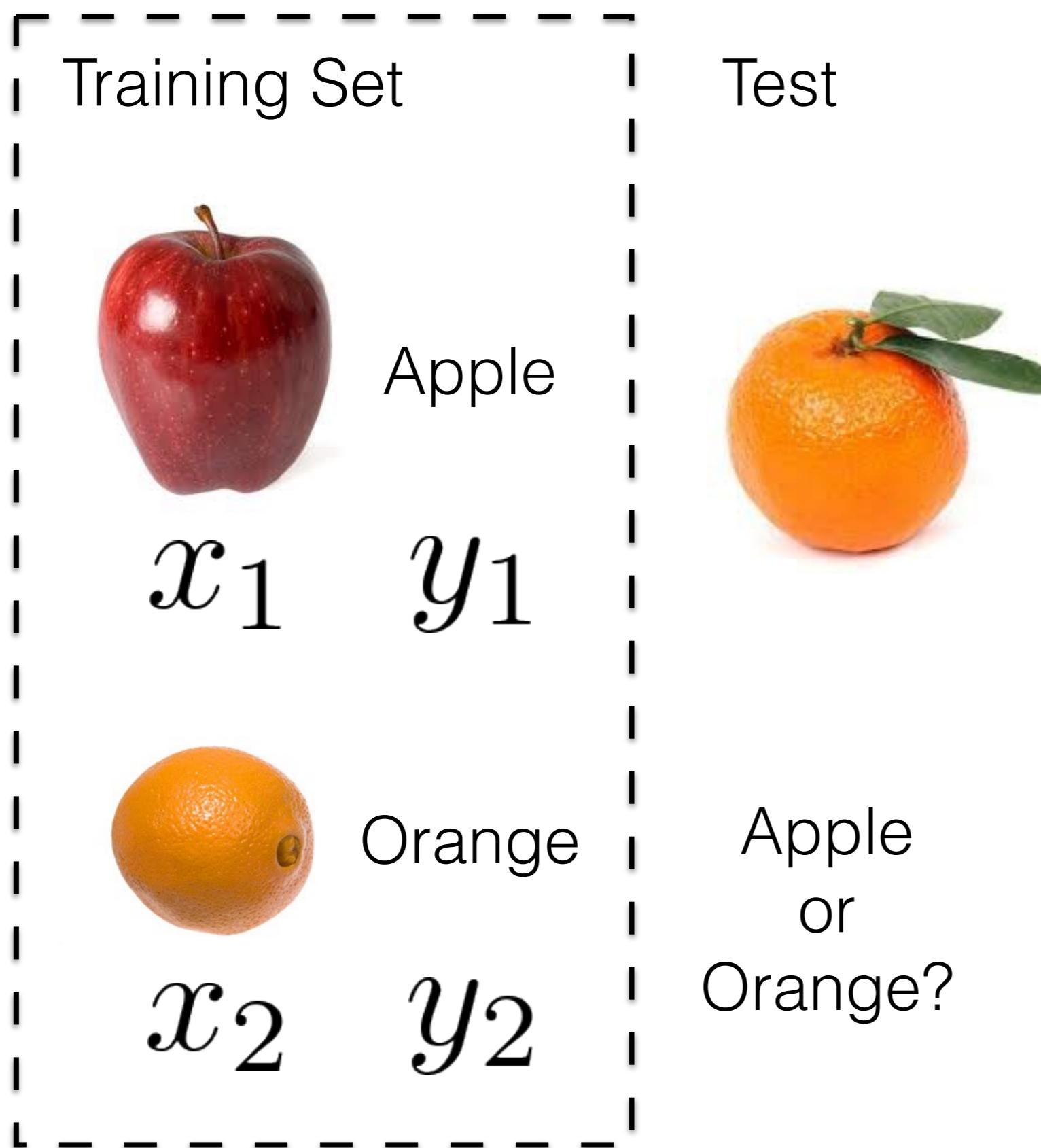
Metric Learning via Siamese Networks*



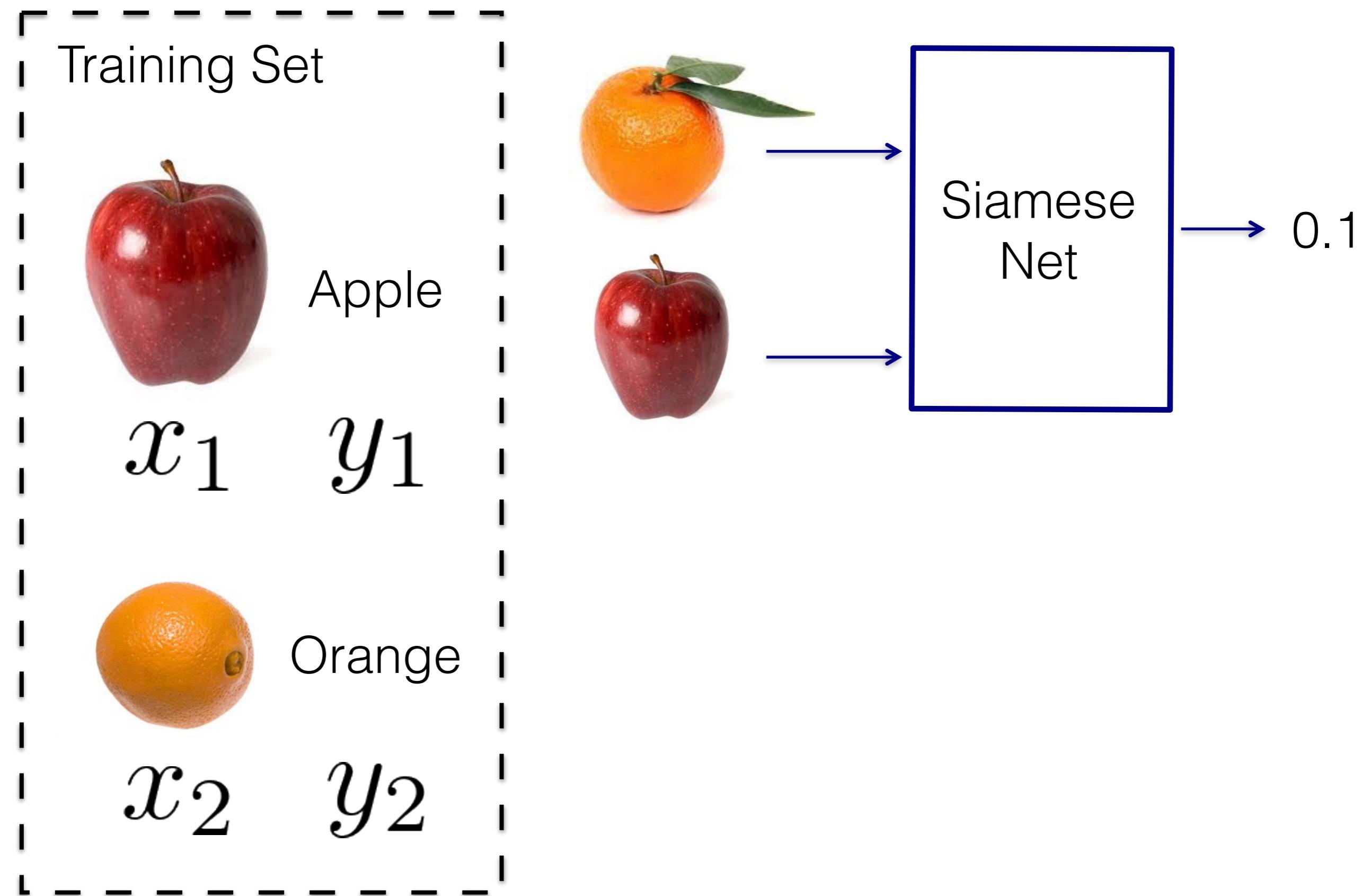
$\min_{\theta_z, \theta_f}$ Same class: Output = 1
 Different class: Output = 0

(*Hadsell et. al. 2006)

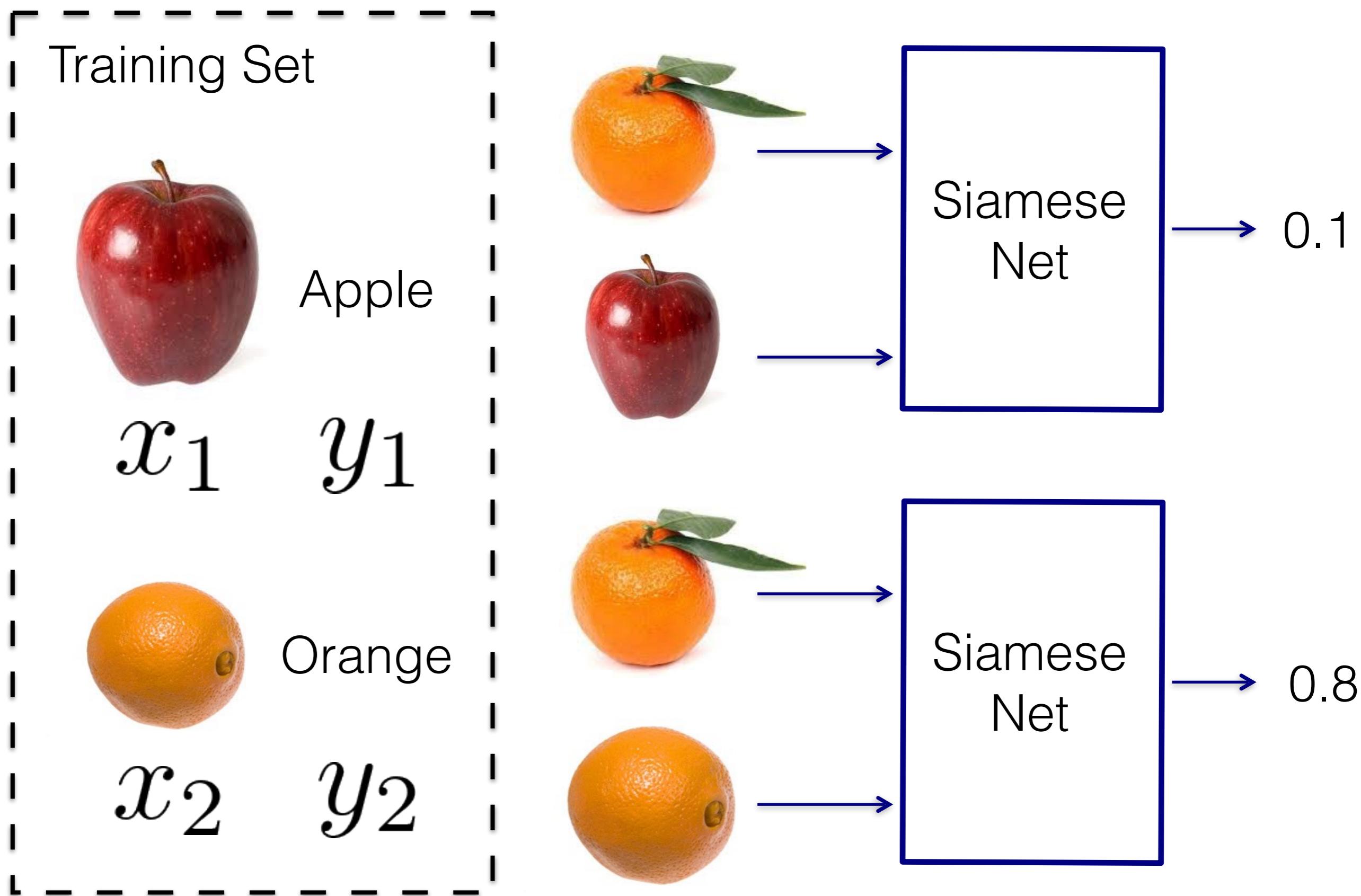
Solving using Siamese Network



Solving using Siamese Network

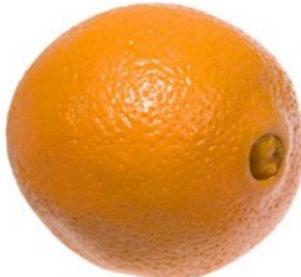


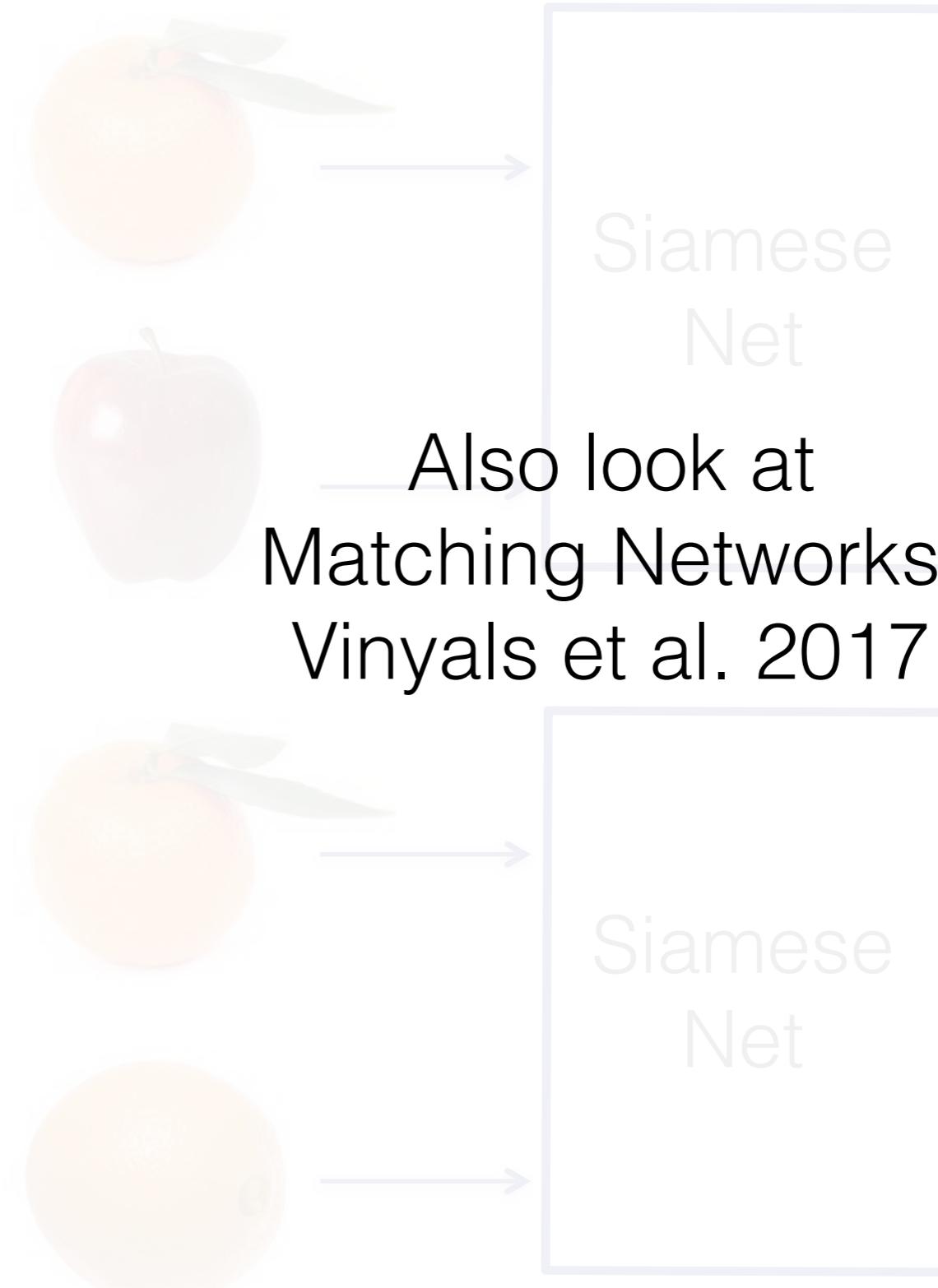
Solving using Siamese Network



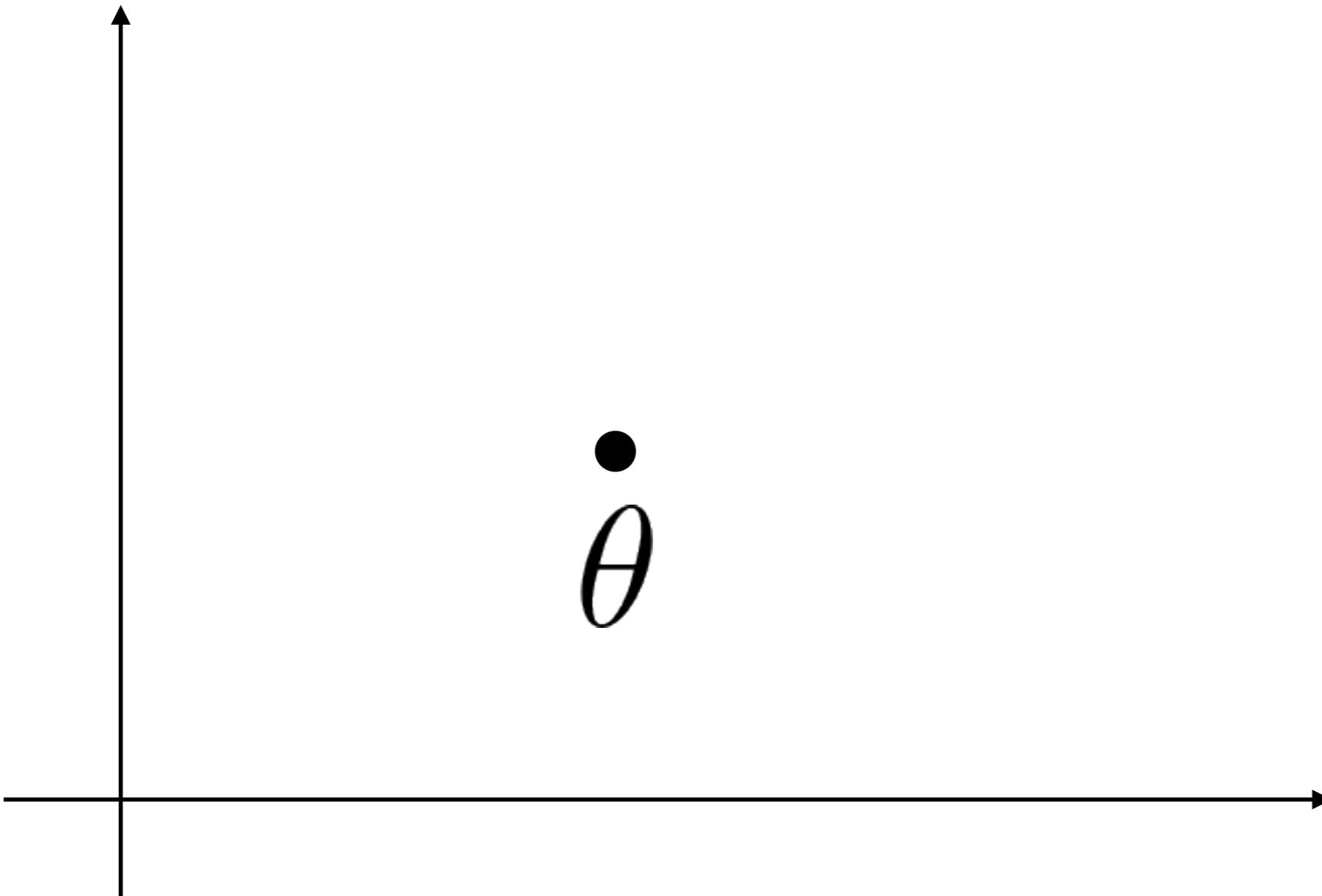
Solving using Siamese Network

Training Set	
x_1	y_1
	Apple

x_2	y_2
	Orange



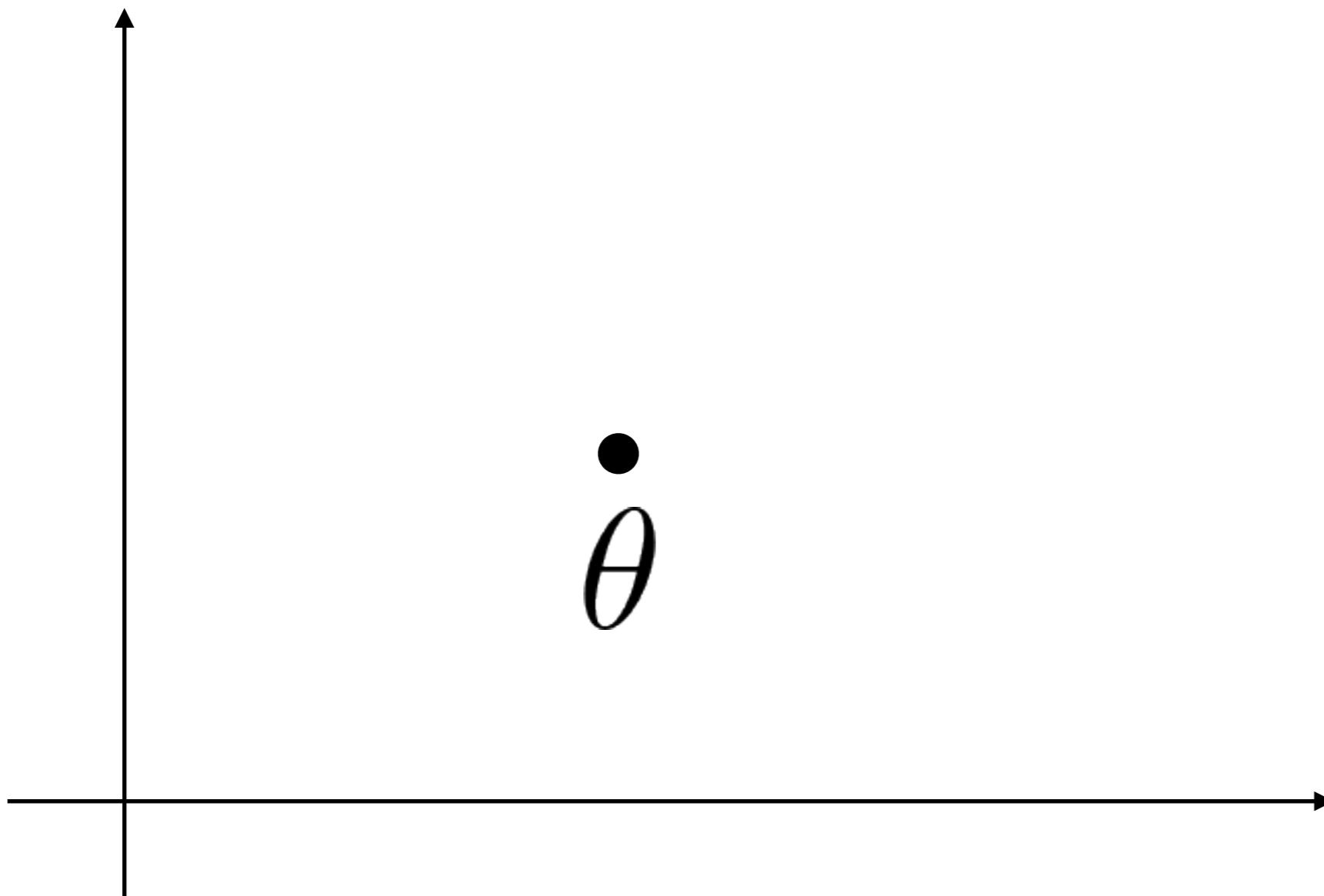
Another perspective



$\hat{\theta}$: parameters after training on say Imagenet

Another perspective

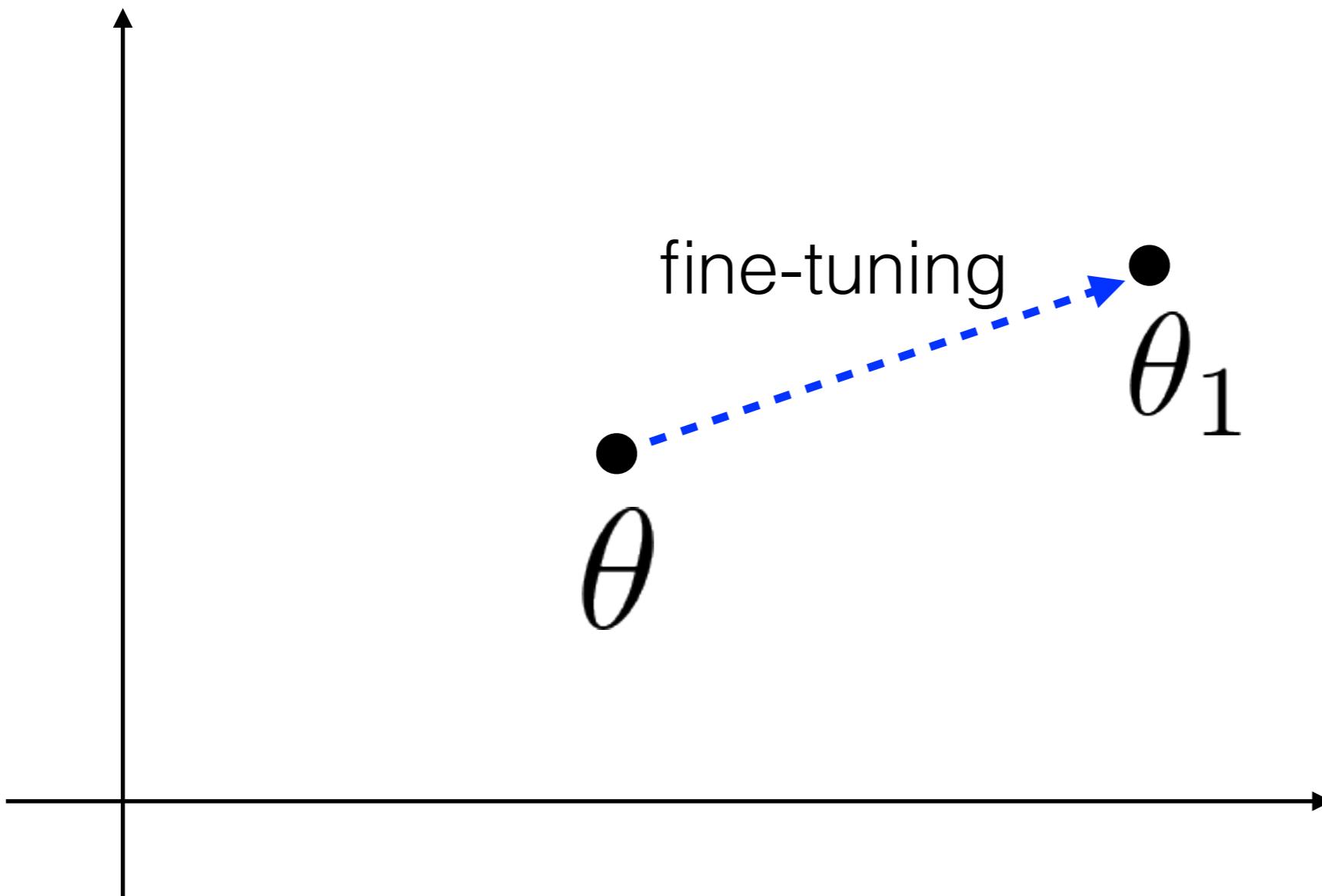
Task1: Apple v/s Orange



$\dot{\theta}$: parameters after training on say Imagenet

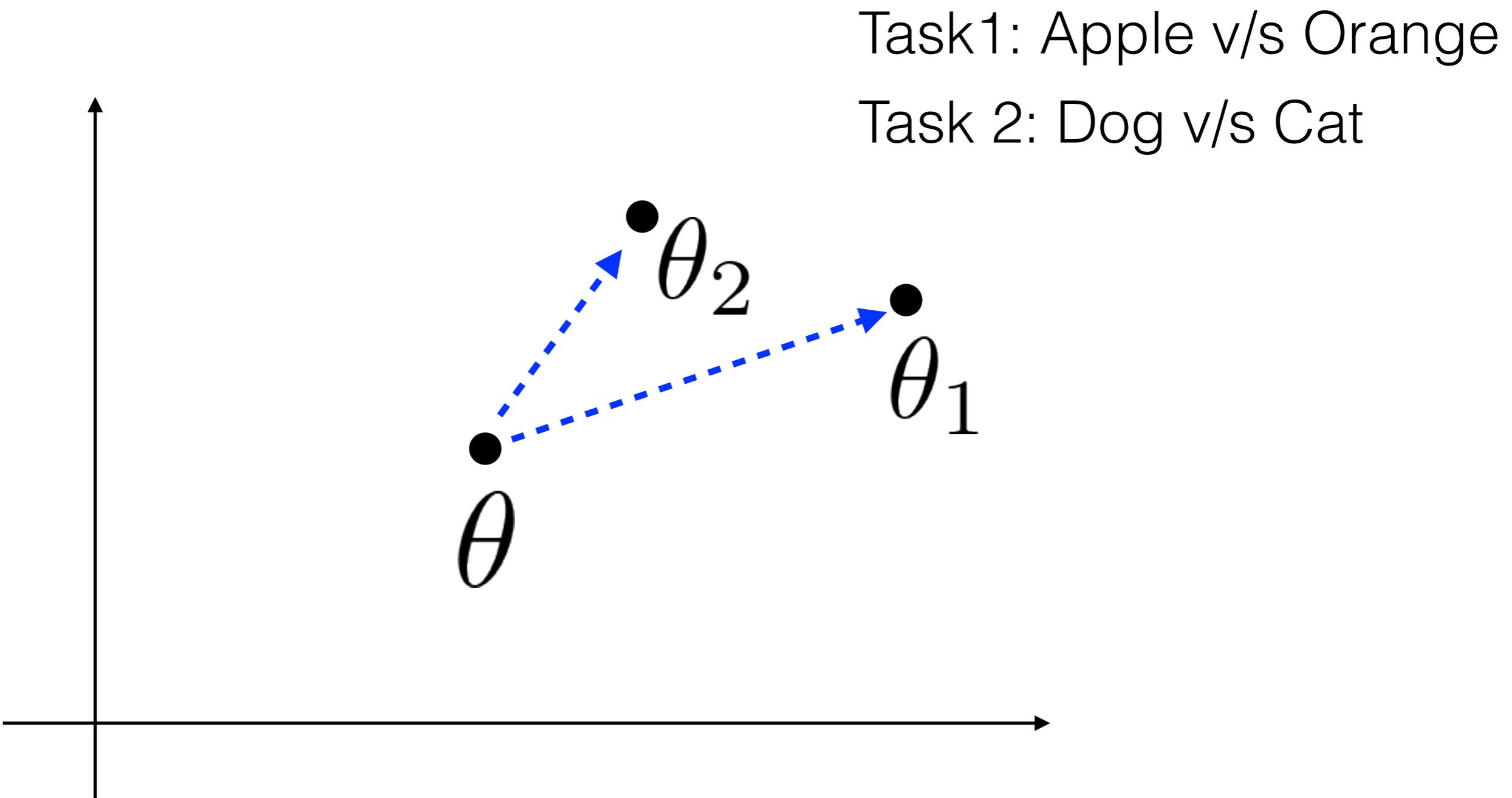
Another perspective

Task1: Apple v/s Orange



θ : parameters after training on say Imagenet

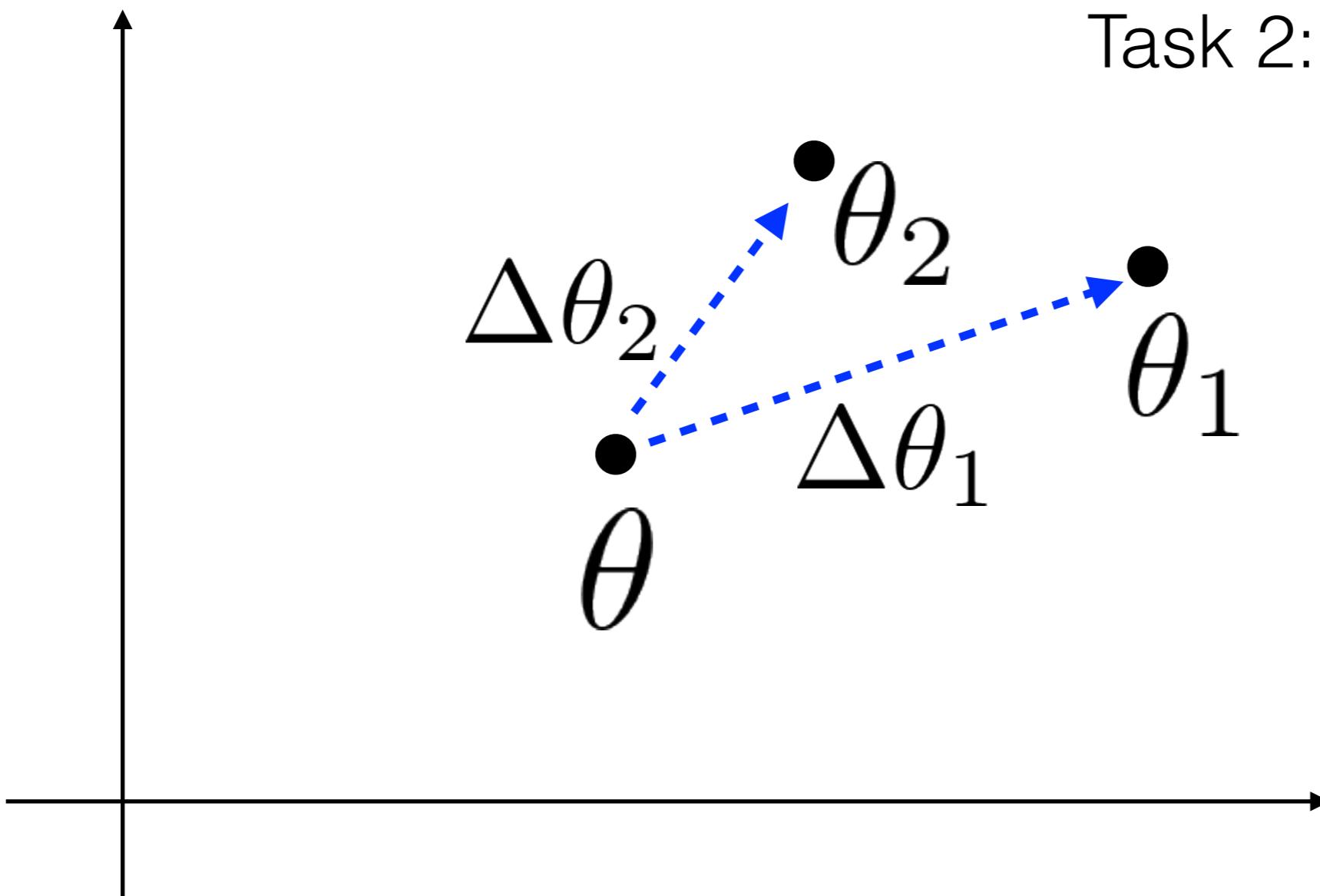
Another perspective



$\hat{\theta}$: parameters after training on say Imagenet

Another perspective

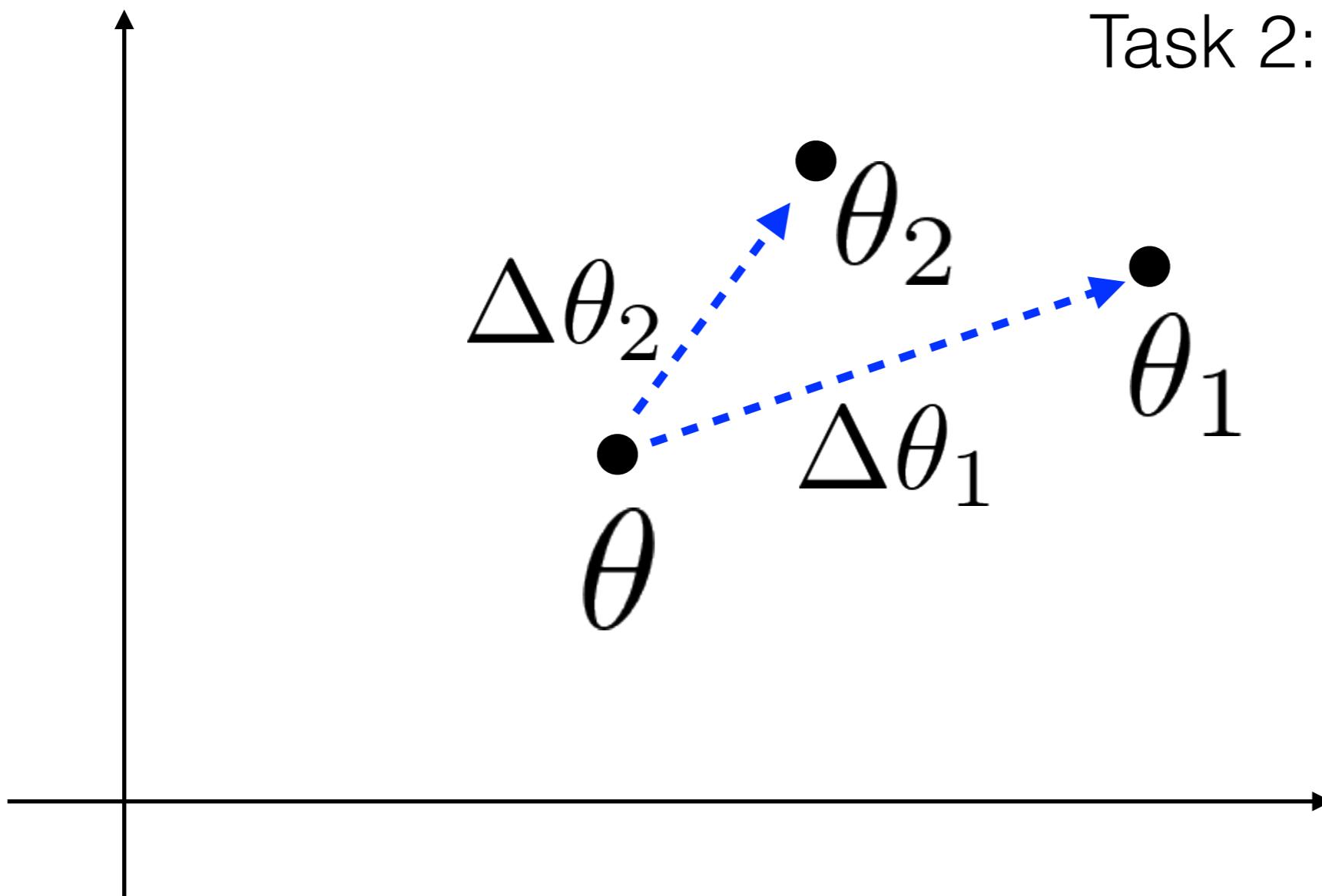
Task1: Apple v/s Orange
Task 2: Dog v/s Cat



θ : parameters after training on say Imagenet

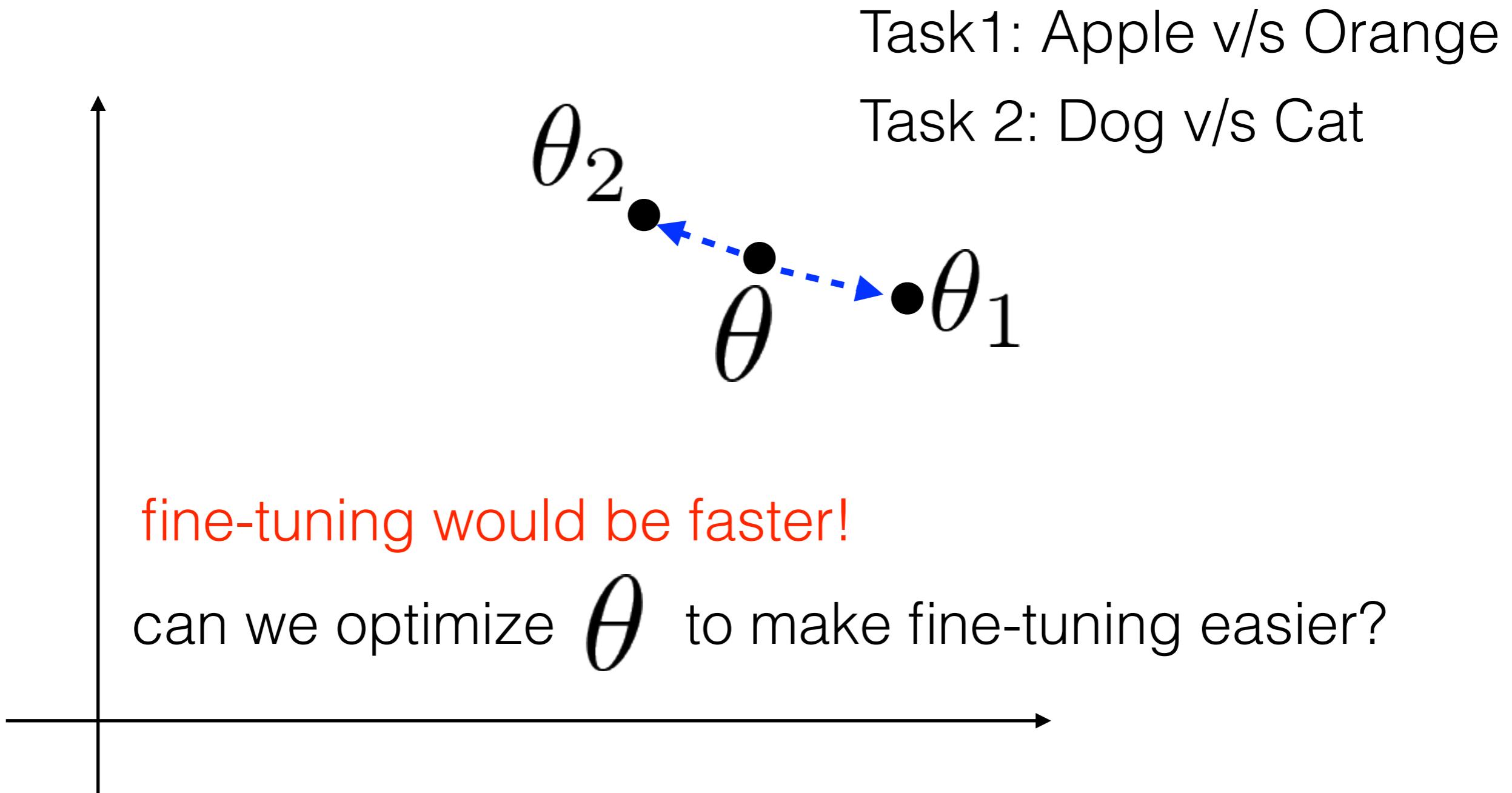
Another perspective

Task1: Apple v/s Orange
Task 2: Dog v/s Cat



Amount of fine-tuning: $\approx (\Delta\theta_1 + \Delta\theta_2)$

What if?

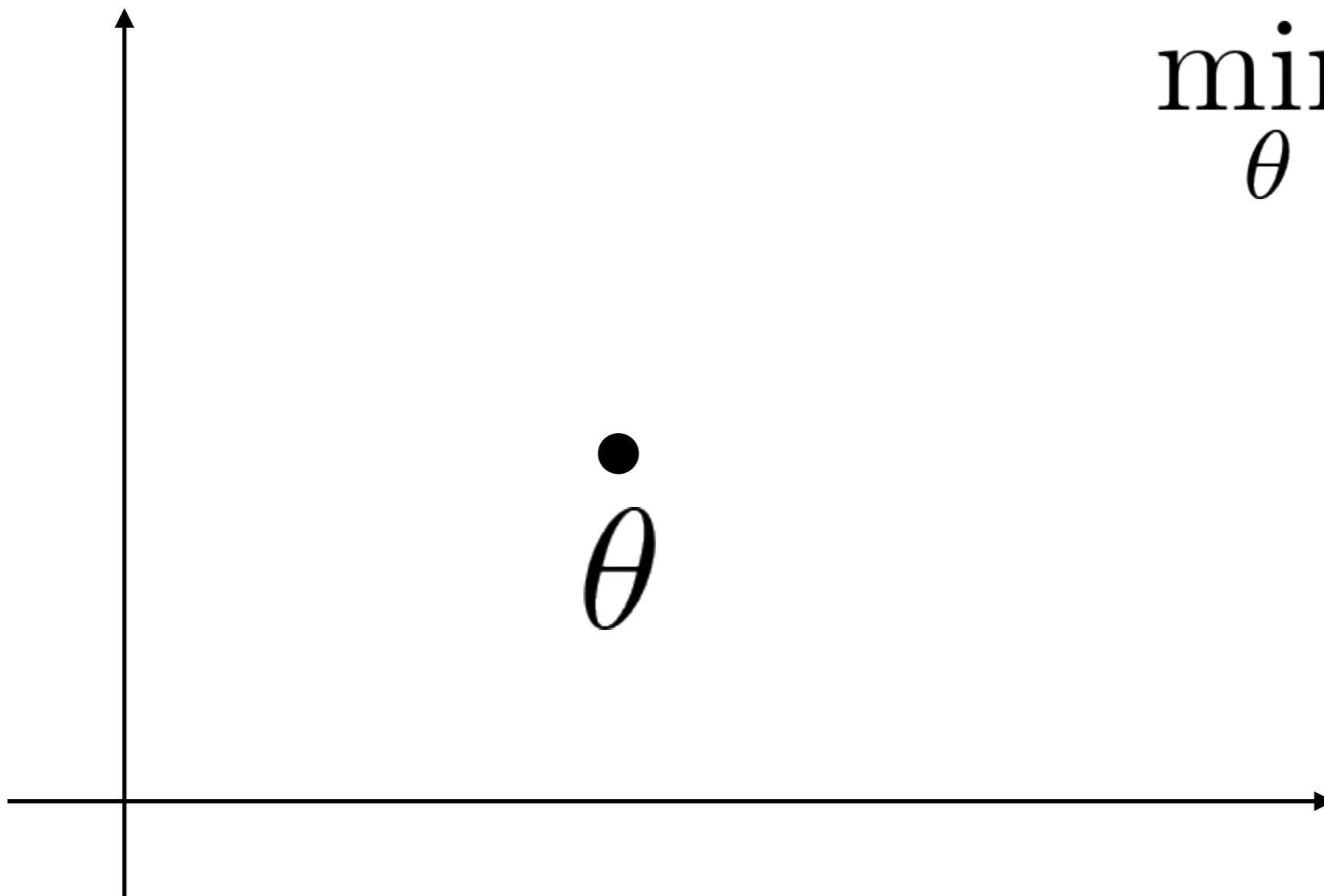


Amount of fine-tuning: $\approx (\Delta\theta_1 + \Delta\theta_2)$

How to do it?

Task1: Apple v/s Orange

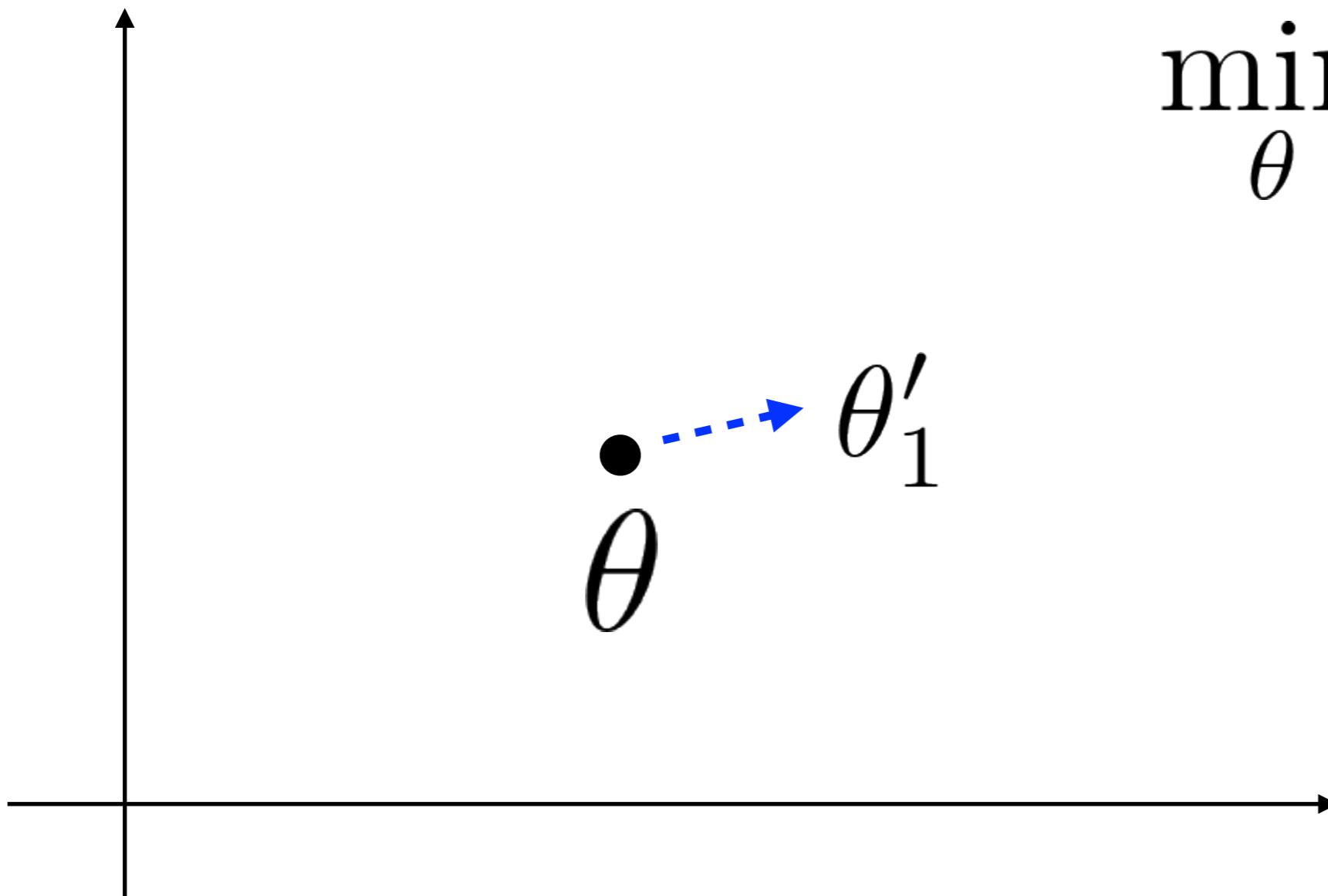
$$\min_{\theta} \mathcal{L}_{\tau_1}(f_{\theta})$$



How to do it?

Task1: Apple v/s Orange

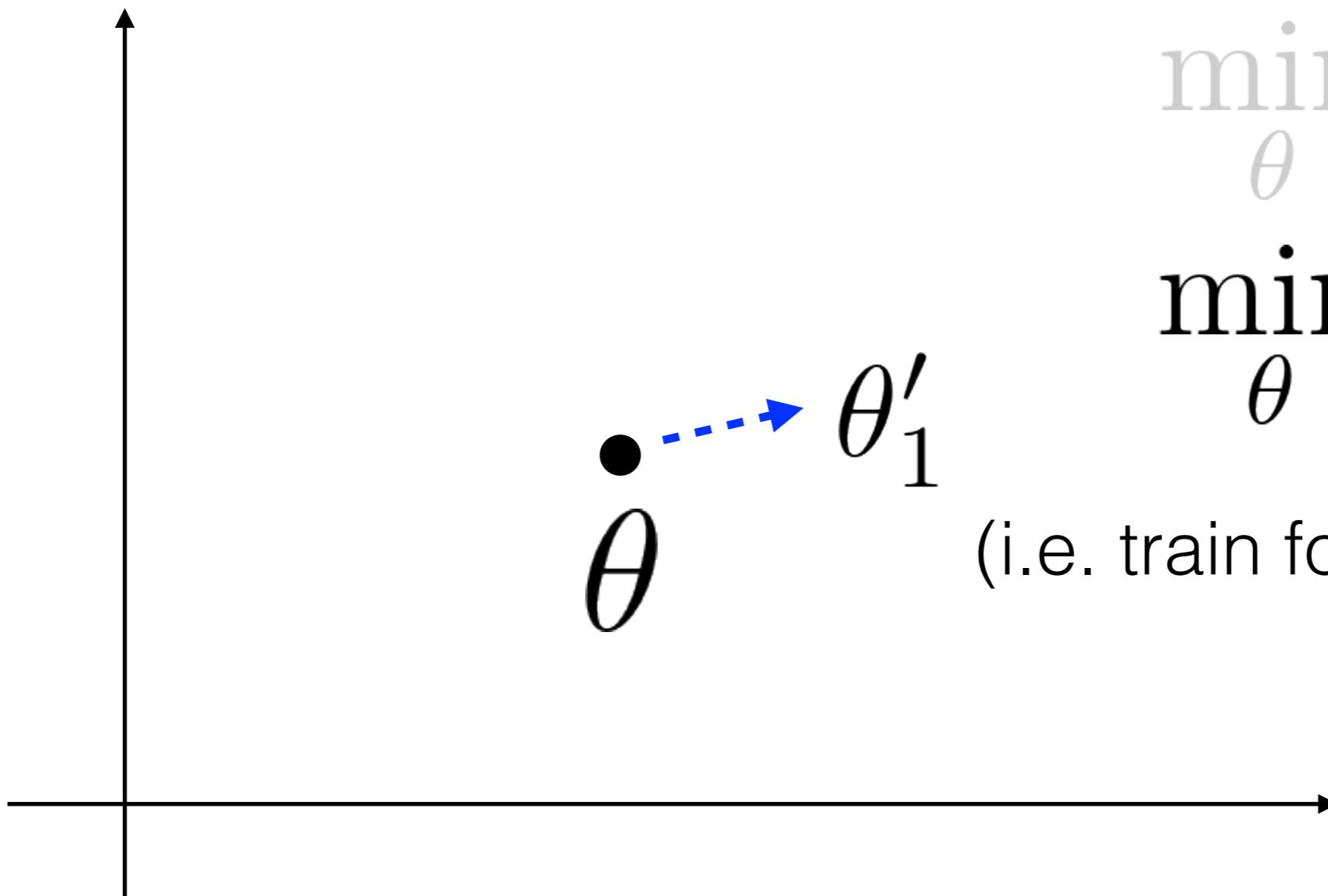
$$\min_{\theta} \mathcal{L}_{\tau_1}(f_{\theta})$$



$$\theta'_1 = \theta - \alpha \nabla \mathcal{L}_{\tau_1}(f_{\theta})$$

How to do it?

Task1: Apple v/s Orange



$$\min_{\theta} \mathcal{L}_{\tau_1}(f_{\theta})$$

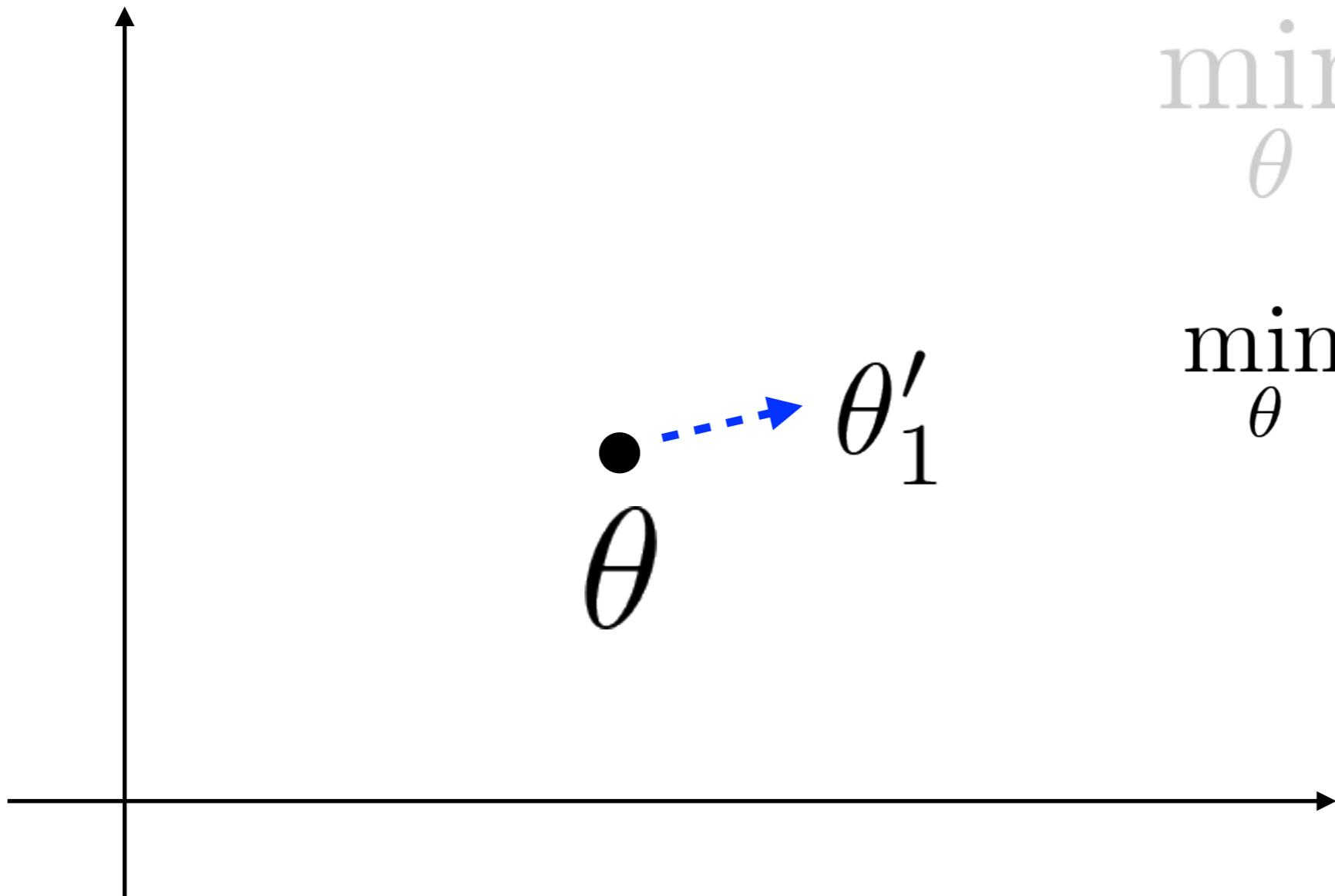
$$\min_{\theta} \mathcal{L}_{\tau_1}(f_{\theta'_1})$$

(i.e. train for fast fine-tuning!)

$$\theta'_1 = \theta - \alpha \nabla \mathcal{L}_{\tau_1}(f_{\theta})$$

Generalizing to N tasks

Task1: Apple v/s Orange



$$\min_{\theta} \mathcal{L}_{\tau_1}(f_{\theta})$$

$$\min_{\theta} \sum_i \mathcal{L}_{\tau_i}(f_{\theta'_i})$$

$$\theta'_1 = \theta - \alpha \nabla \mathcal{L}_{\tau_1}(f_{\theta})$$

More Details

Task1: Apple v/s Orange

Low Shot Visual Recognition
Hariharan et al. 2016

Model Agnostic Meta-learning
Finn et al. 2017

$$\theta'_1 = \theta - \alpha \nabla \mathcal{L}_{\tau_1}(f_\theta)$$

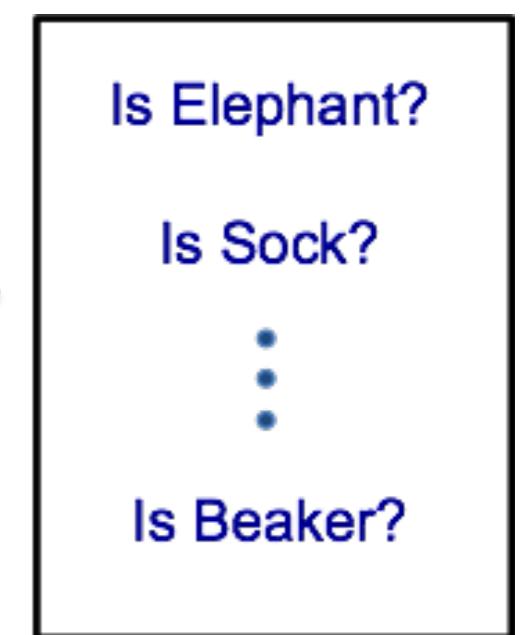
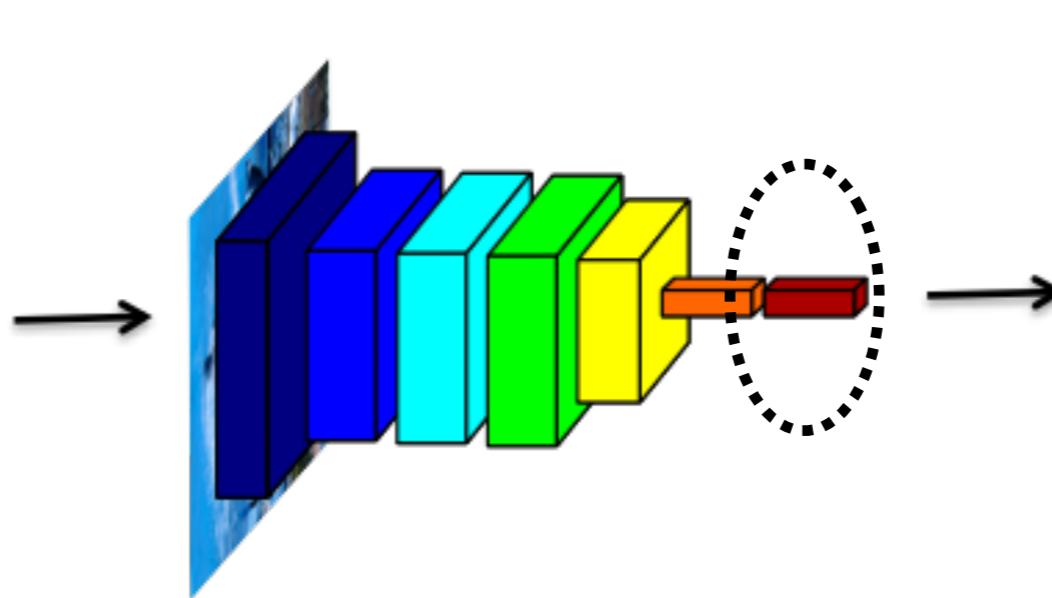
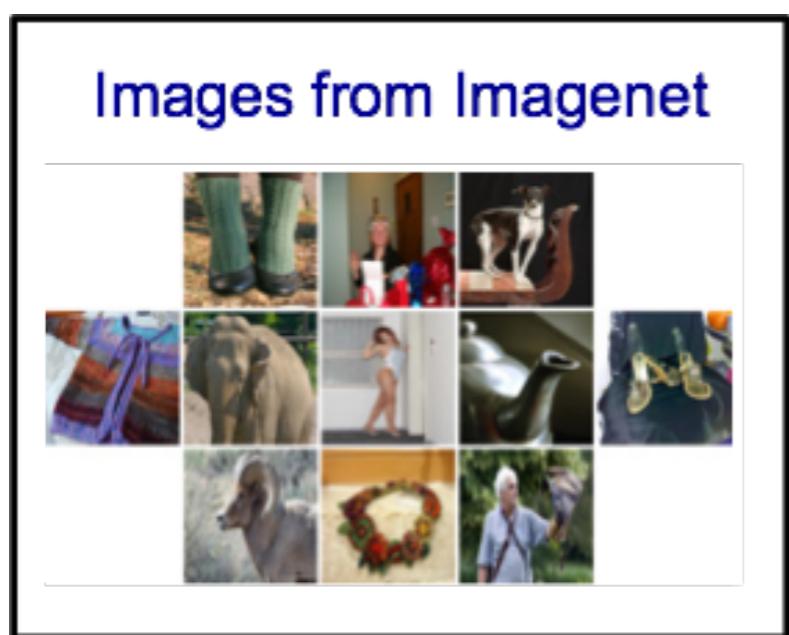
Until Now

Finetuning

Nearest Neighbor Matching

Siamese Network based Metric Learning

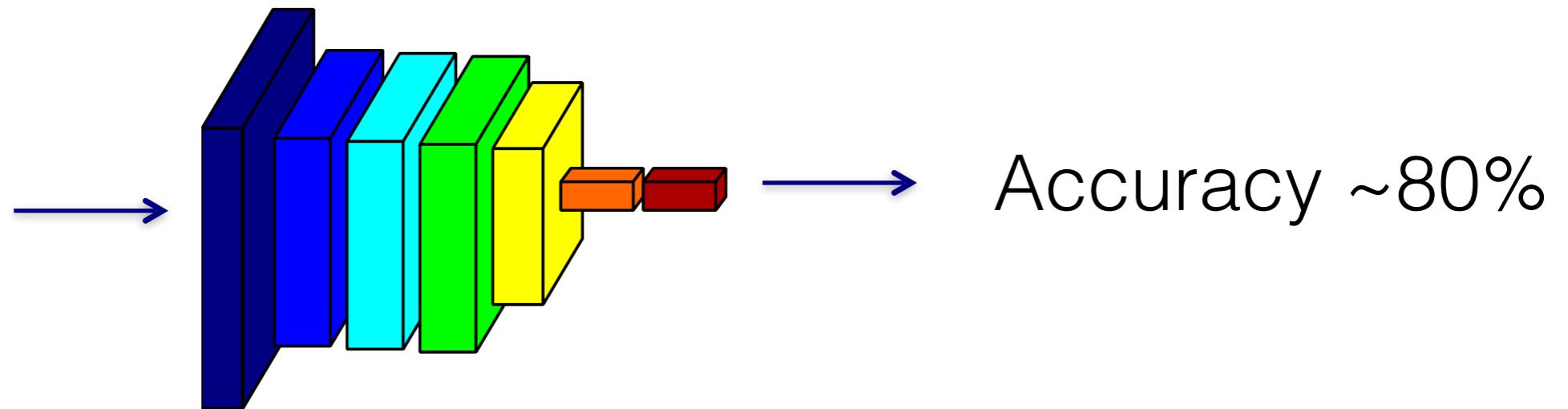
Meta-Learning: Training for fine-tuning



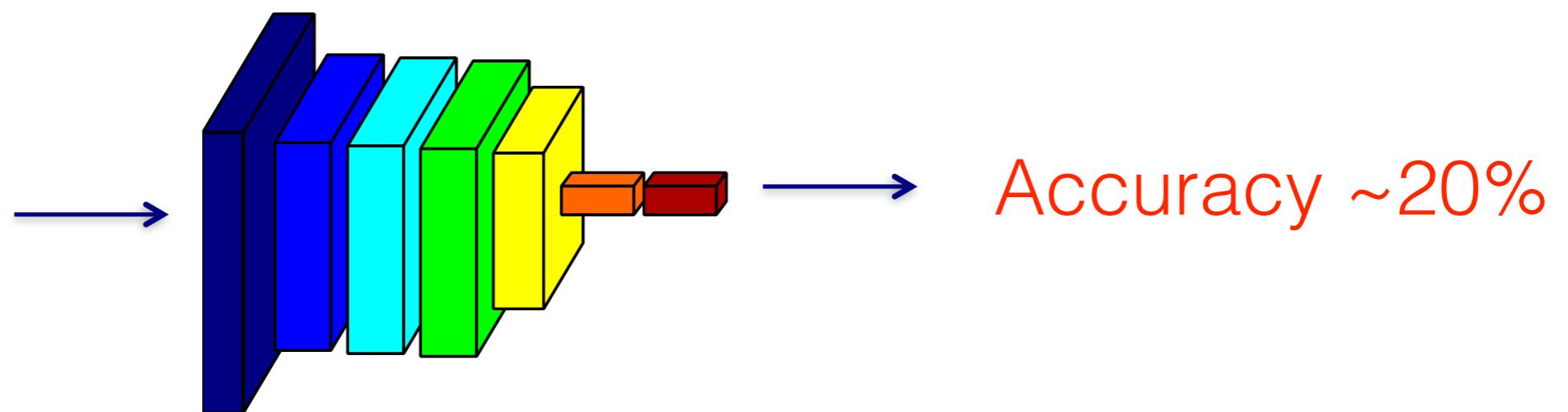
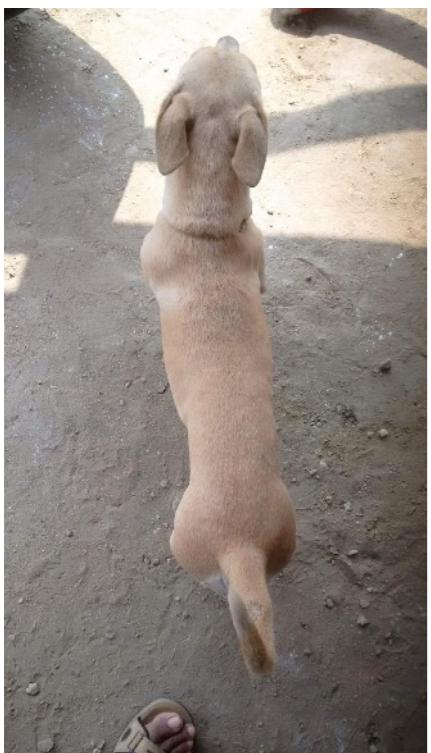
Better Features → Better Transfer!

In practice, how good are these features?

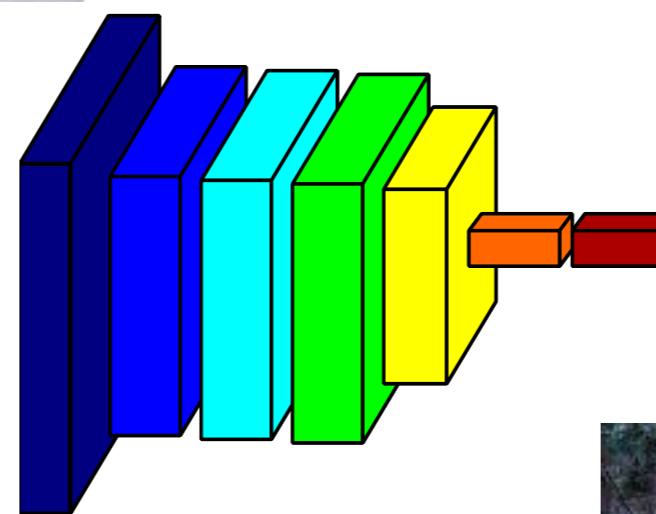
Dog from Imagenet



Dog



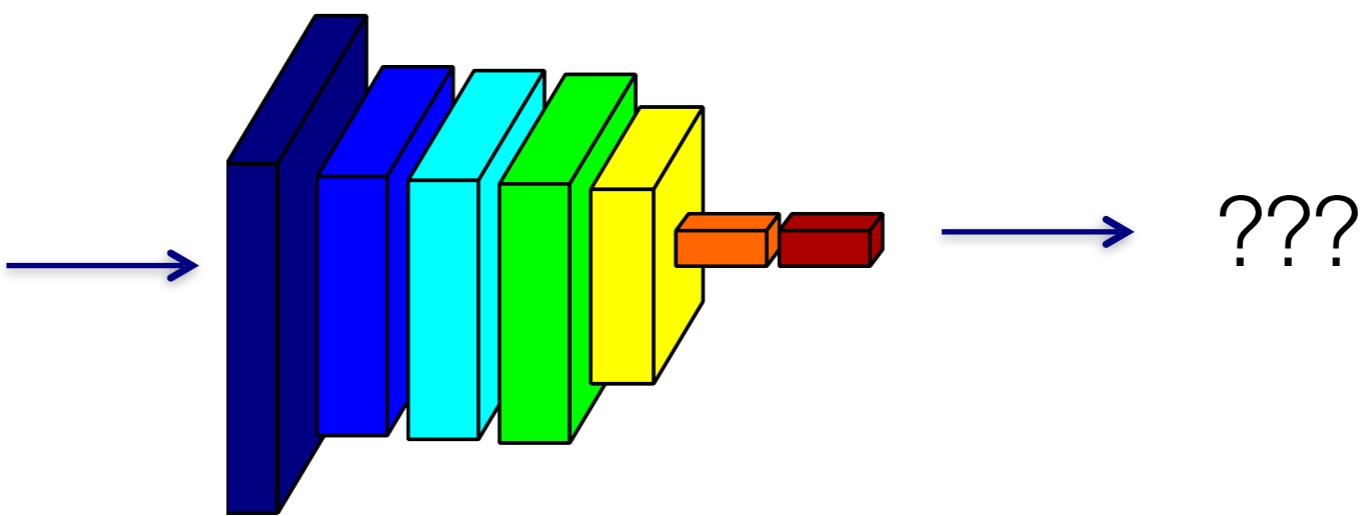
Consider the task of identifying cars ...



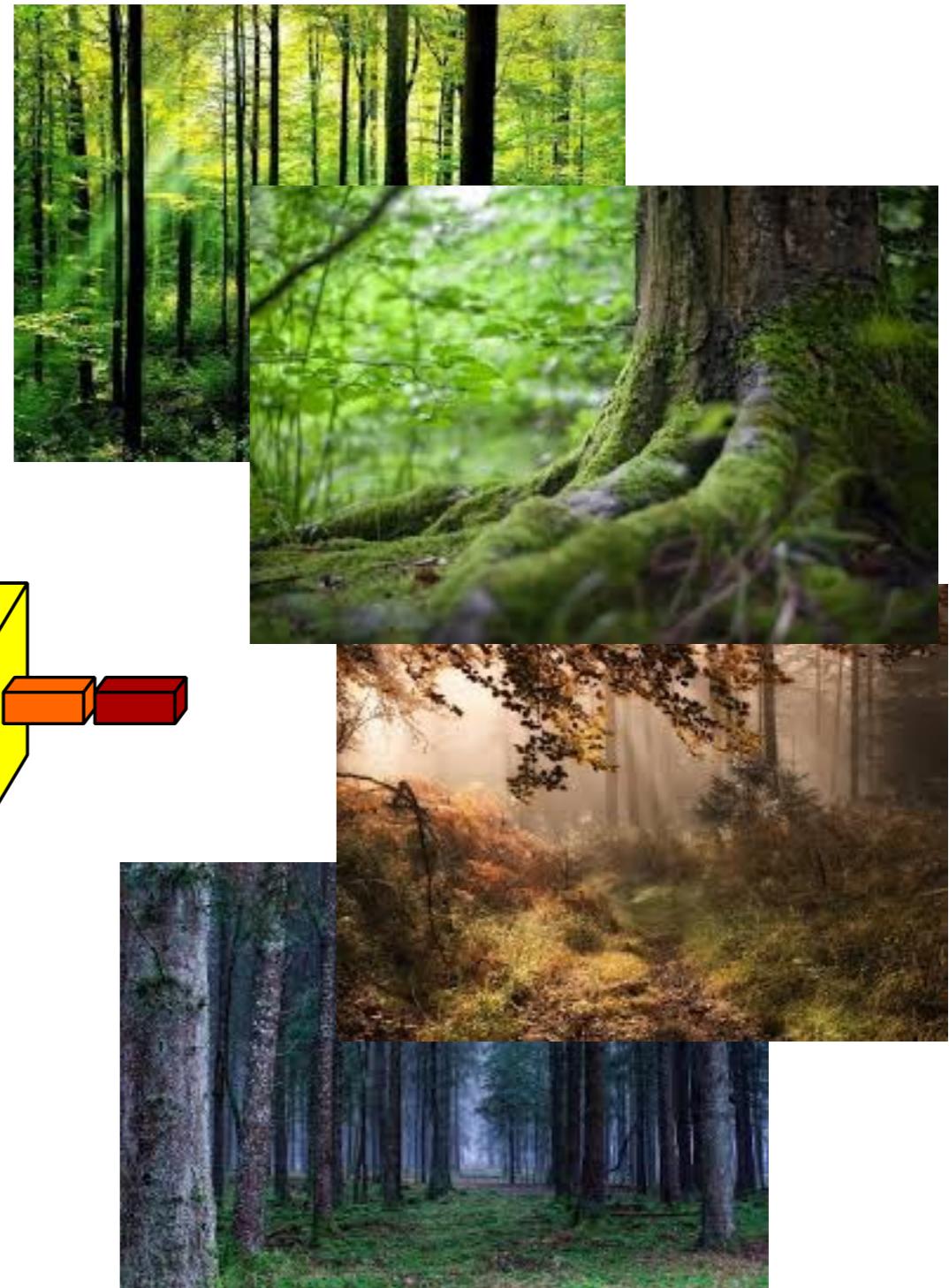
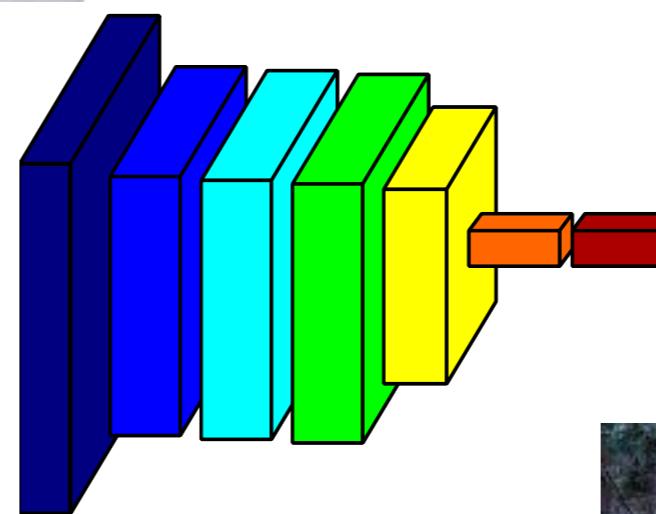
Positives

Negatives

Testing the model



Learning Spurious Correlations



Unbiased look at Dataset bias, Torralba et al. 2011

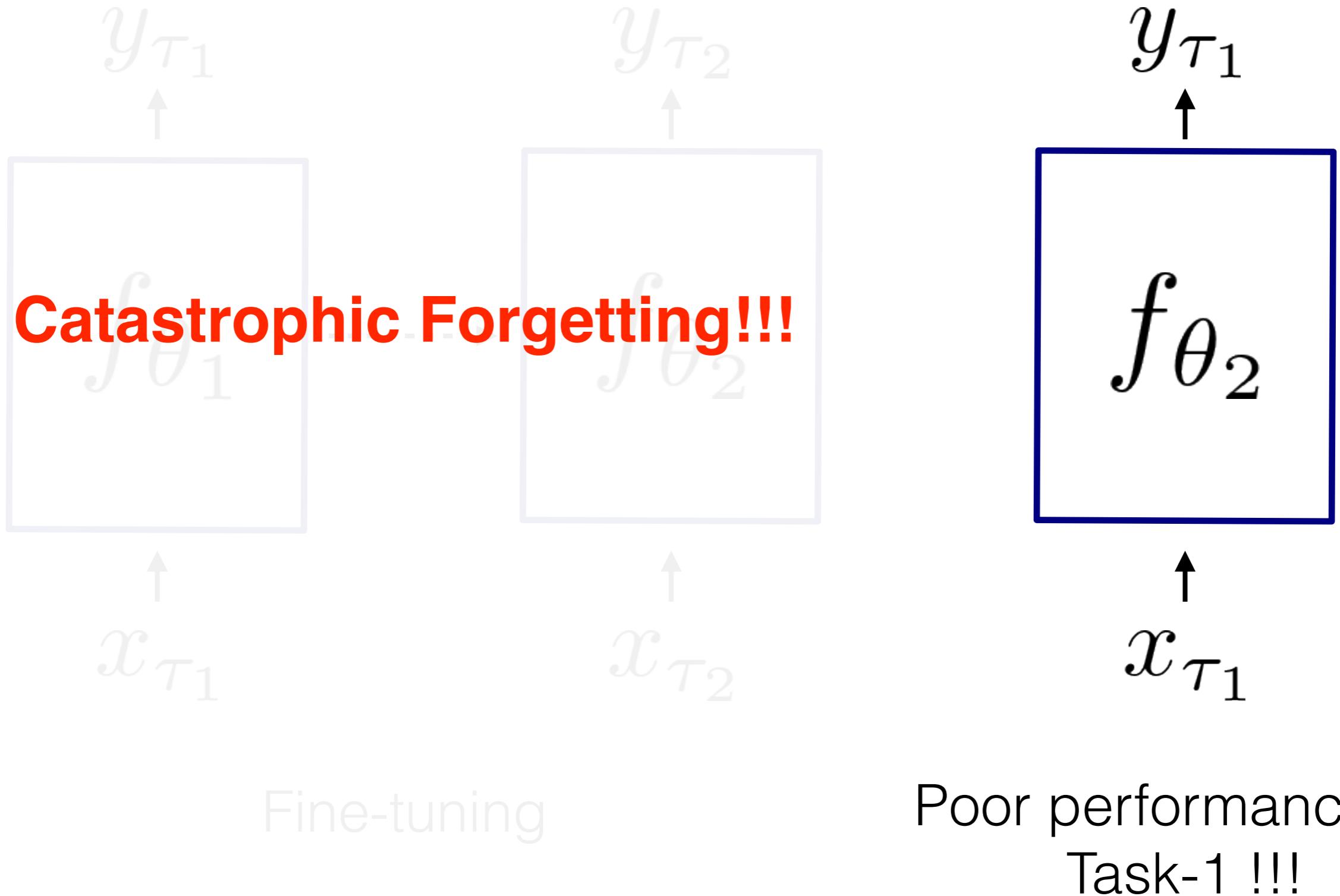
More parameters in the network



More chances of learning spurious correlations!!

Maybe this problem will be avoided if we first learn simple tasks and then more complex ones??

Sequential/Continual Task Learning



Catastrophic forgetting in closely related tasks

Training on rotating MNIST

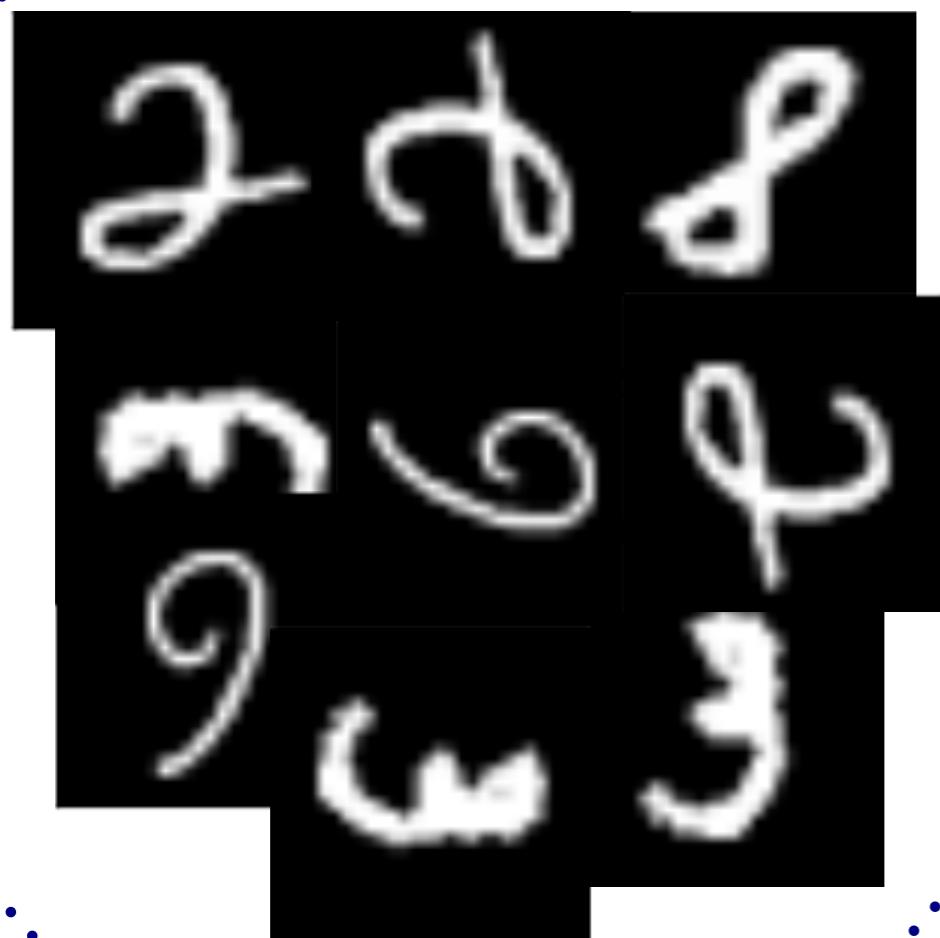


Test



High
Accuracy

In machine learning, we generally assume IID* data



Sample batches
of data!

Each batch: uniform
distribution of rotations

*IID: Independently and Identically Distributed

In machine learning, we generally assume IID* data

In real world, data is often not batched :)

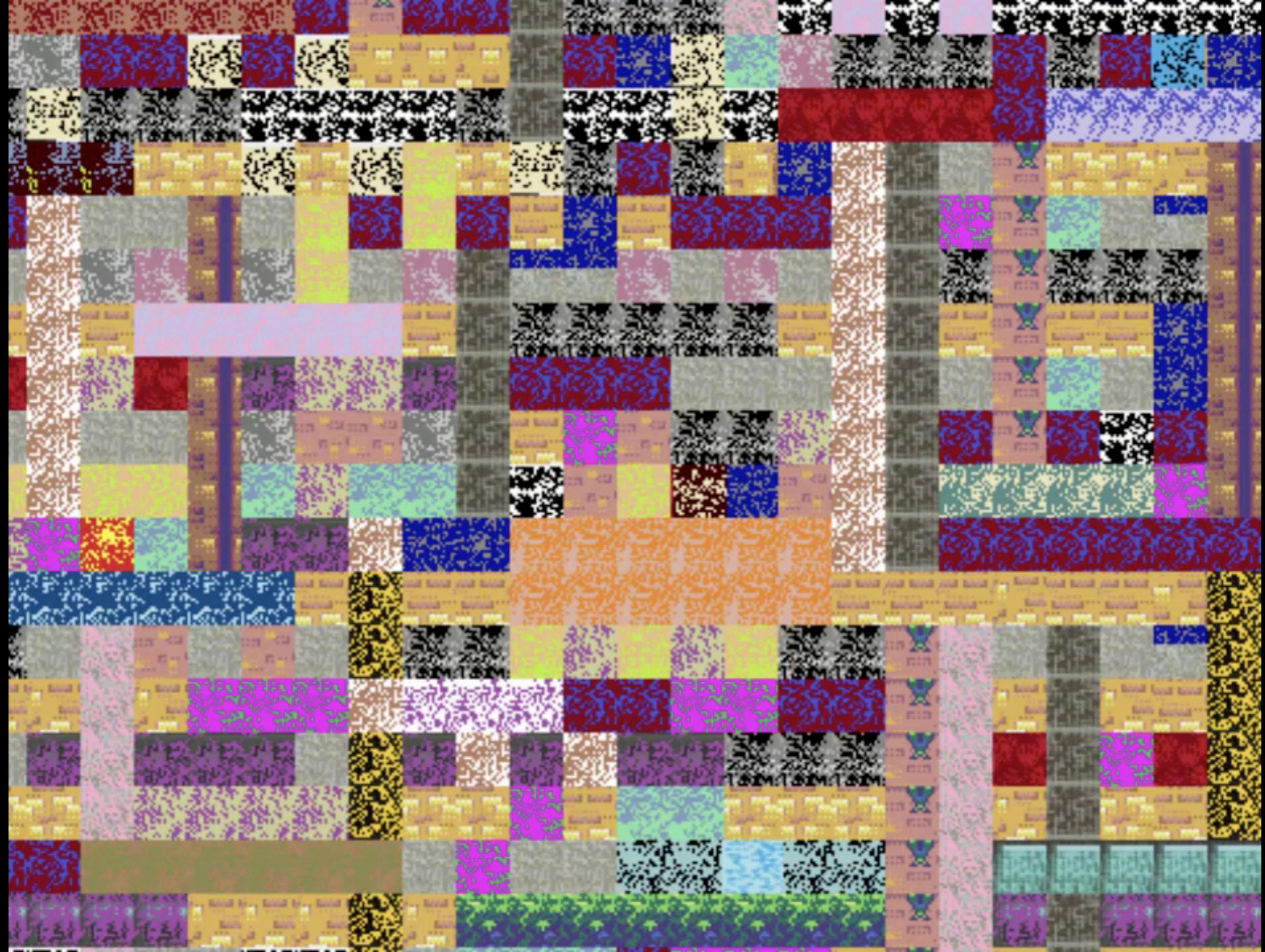
Each batch: uniform
distribution of rotations

*IID: Independently and Identically Distributed

Continual learning is natural ...



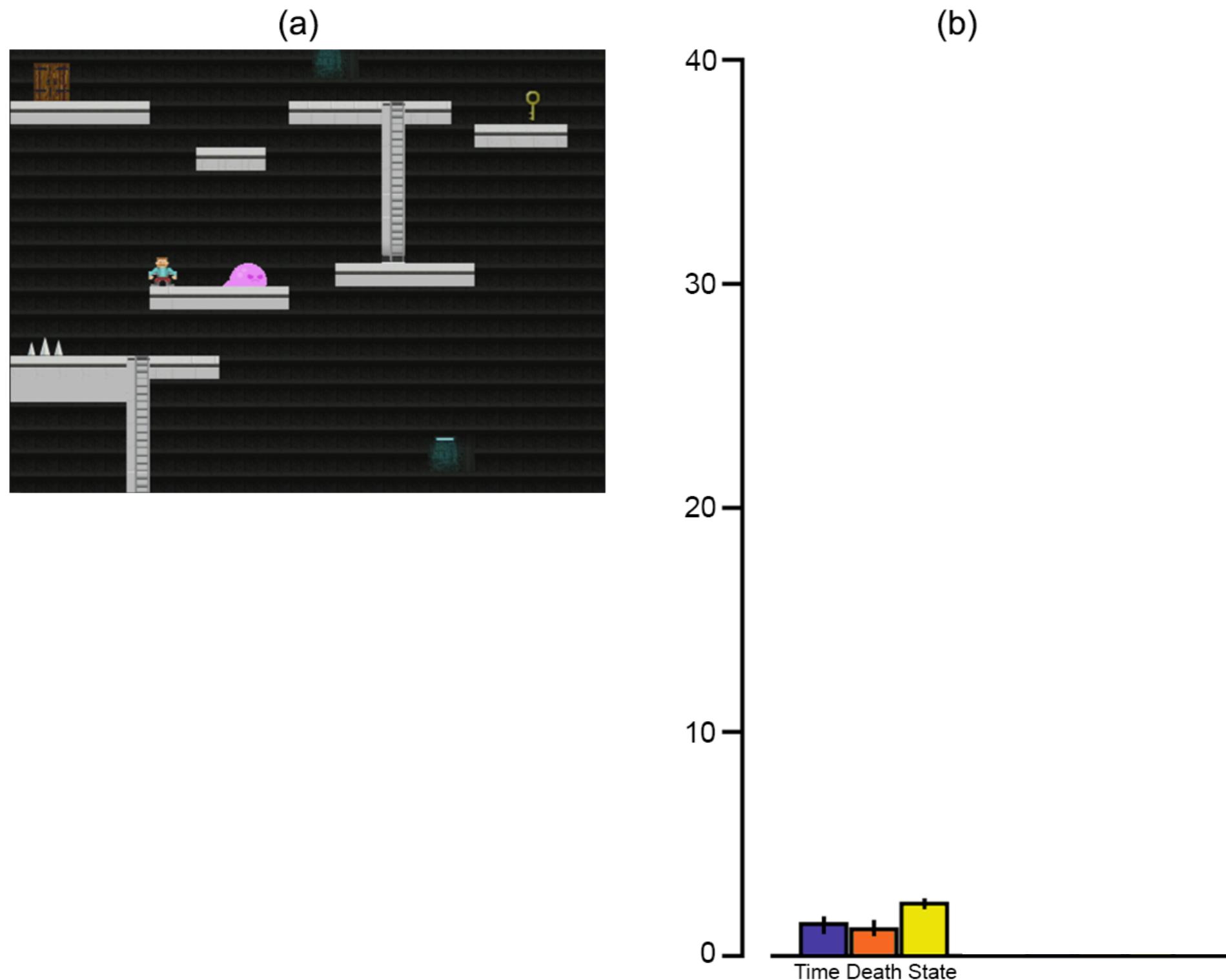
In the context of reinforcement learning



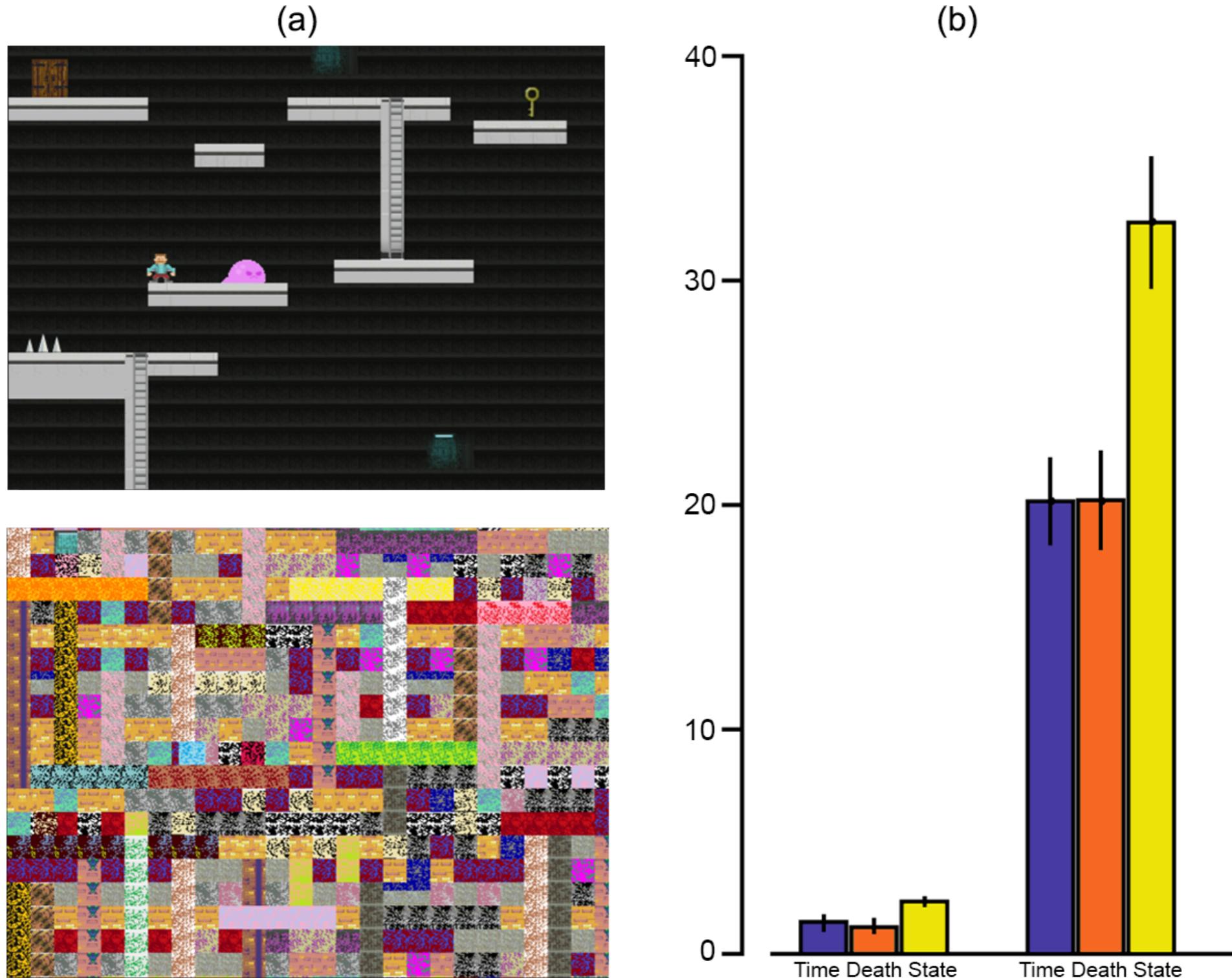


Investigating Human Priors for Playing Video Games,
Rachit Dubey, Pulkit Agrawal, Deepak Pathak, Alyosha Efros, Tom Griffiths (ICML 2018)

Humans make use of prior knowledge for exploration

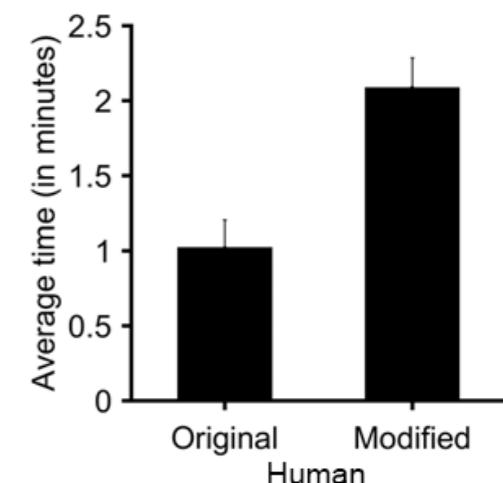
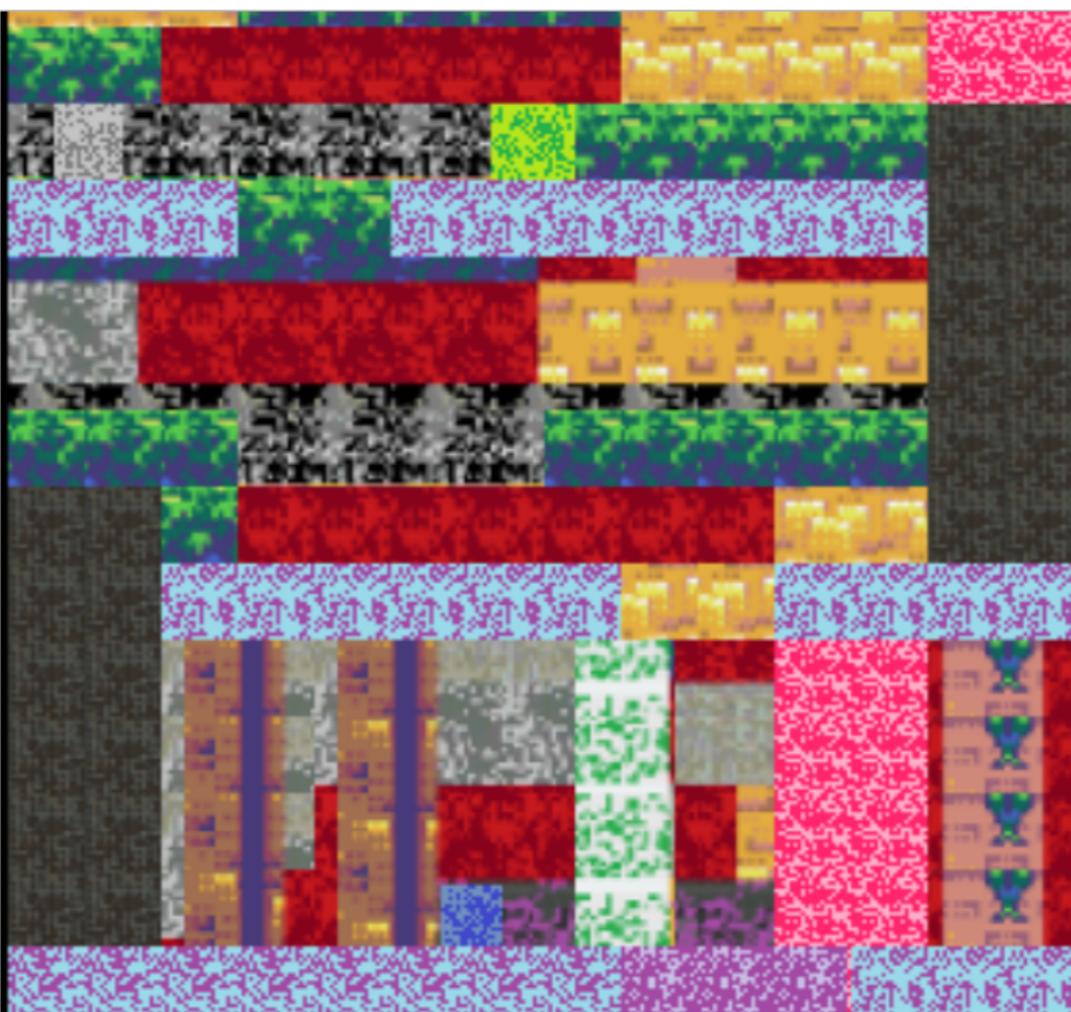
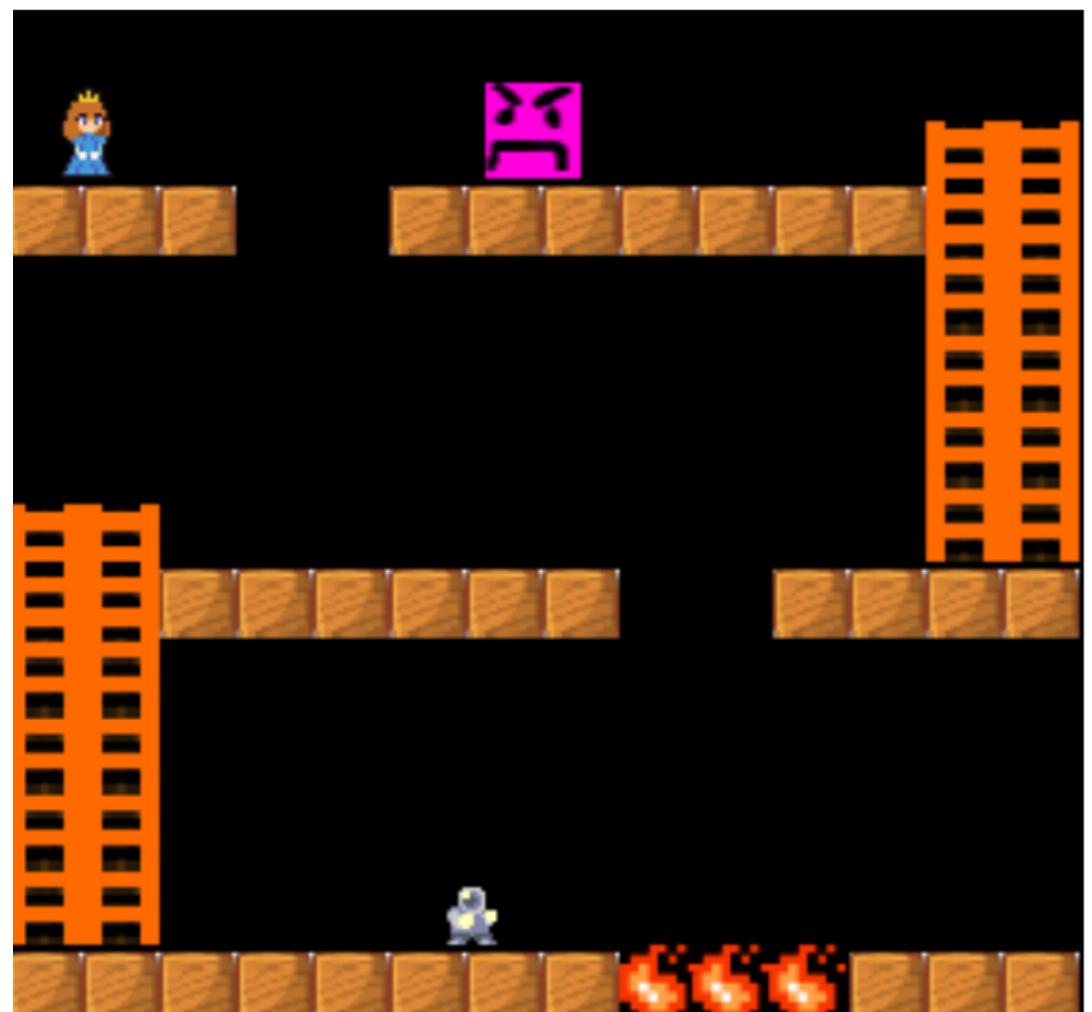


Humans make use of prior knowledge for exploration

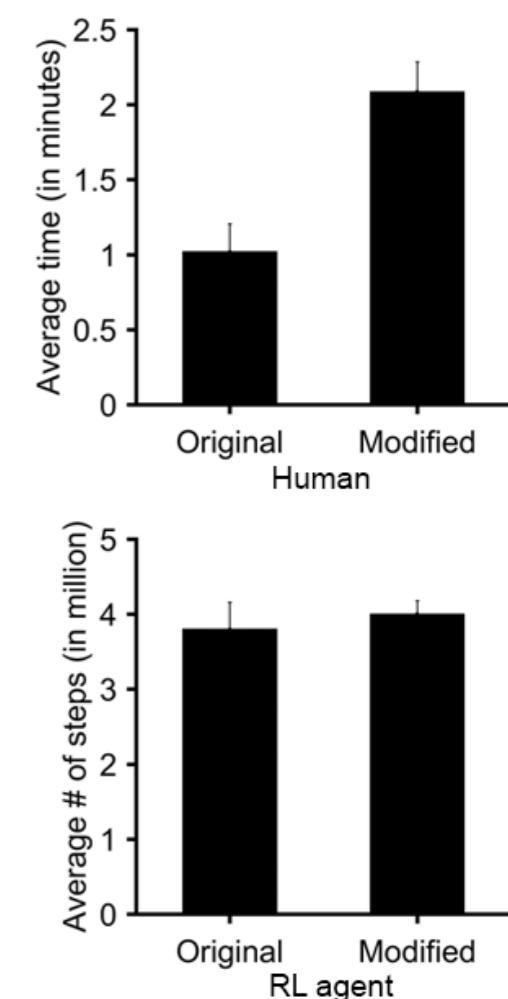
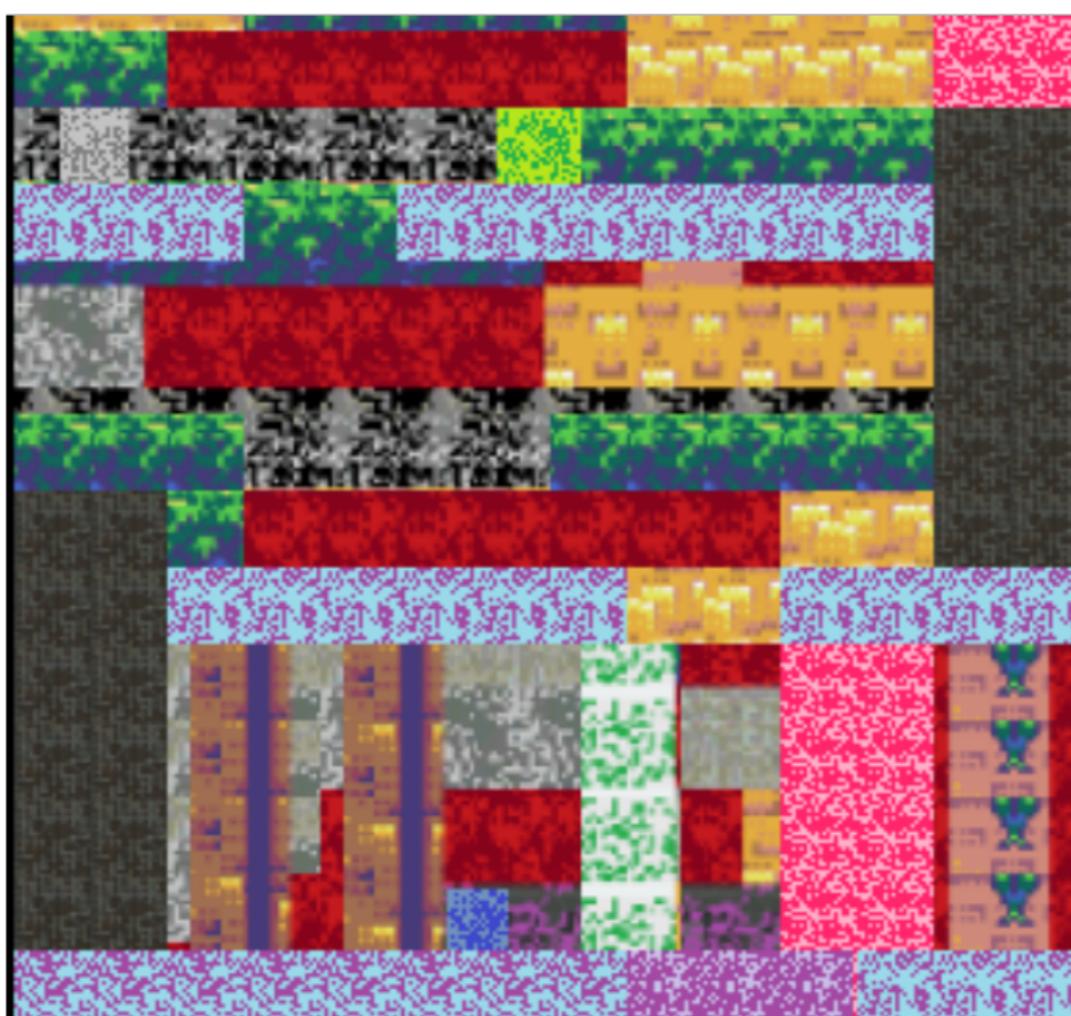
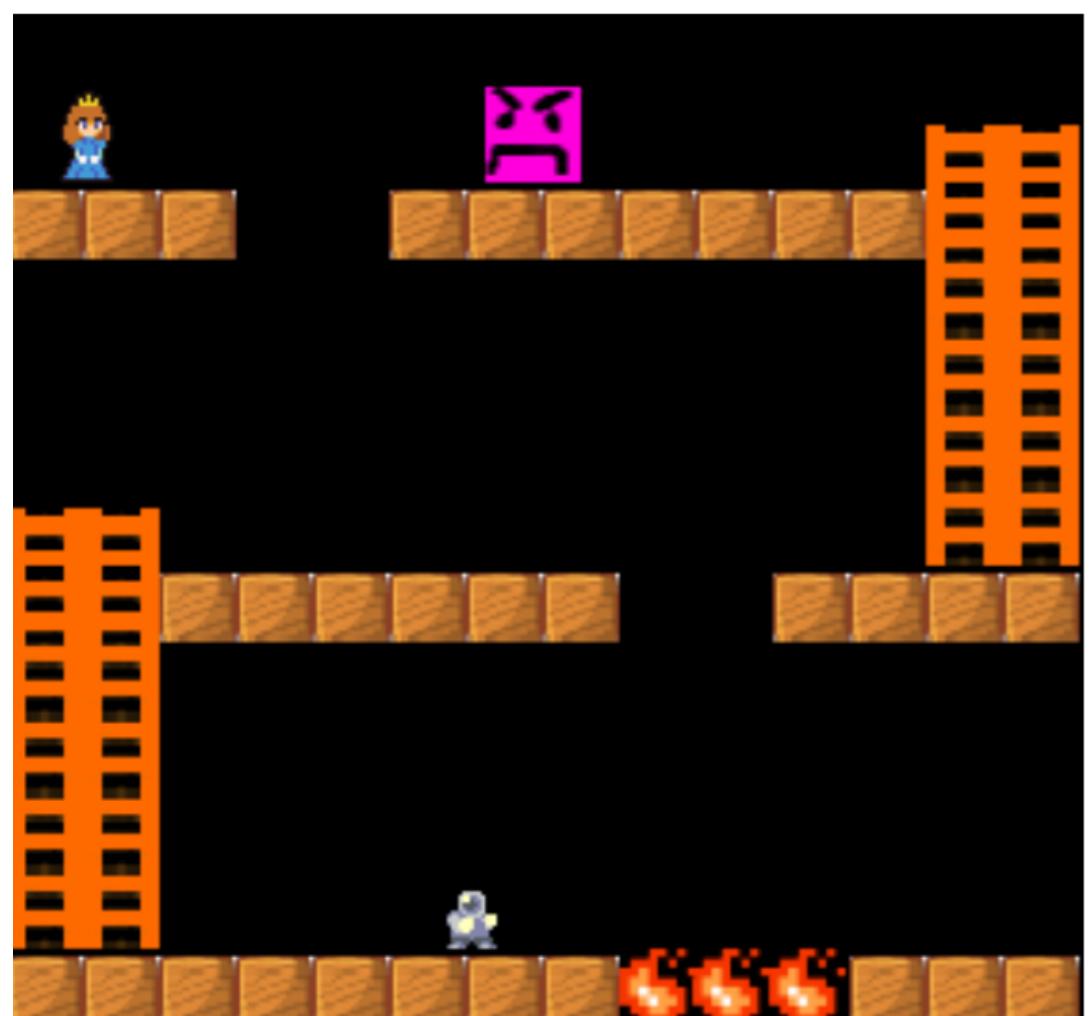


What about Reinforcement Learning Agents?

In a simpler version of the game ..



For RL agents, both games are the same!



Equip Reinforcement Learning Agents
with
prior knowledge?

Common-Sense/Prior Knowledge

Hand-design

Common-Sense/Prior Knowledge

Hand-design

Learn from Experience

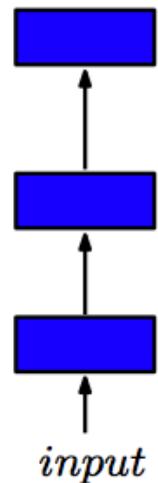
Transfer in Reinforcement Learning → Very limited success

Good solution to continual learning required!

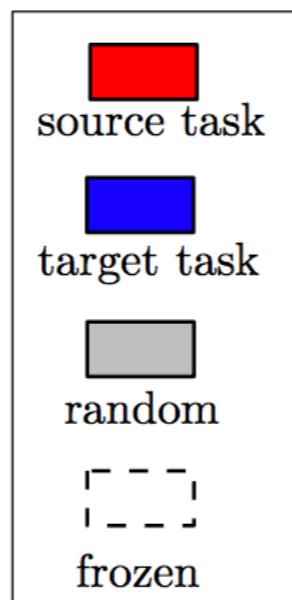
How to deal with catastrophic forgetting?

Just remember the weights for each task!

Progressive Networks (Rusu et al. 2016)

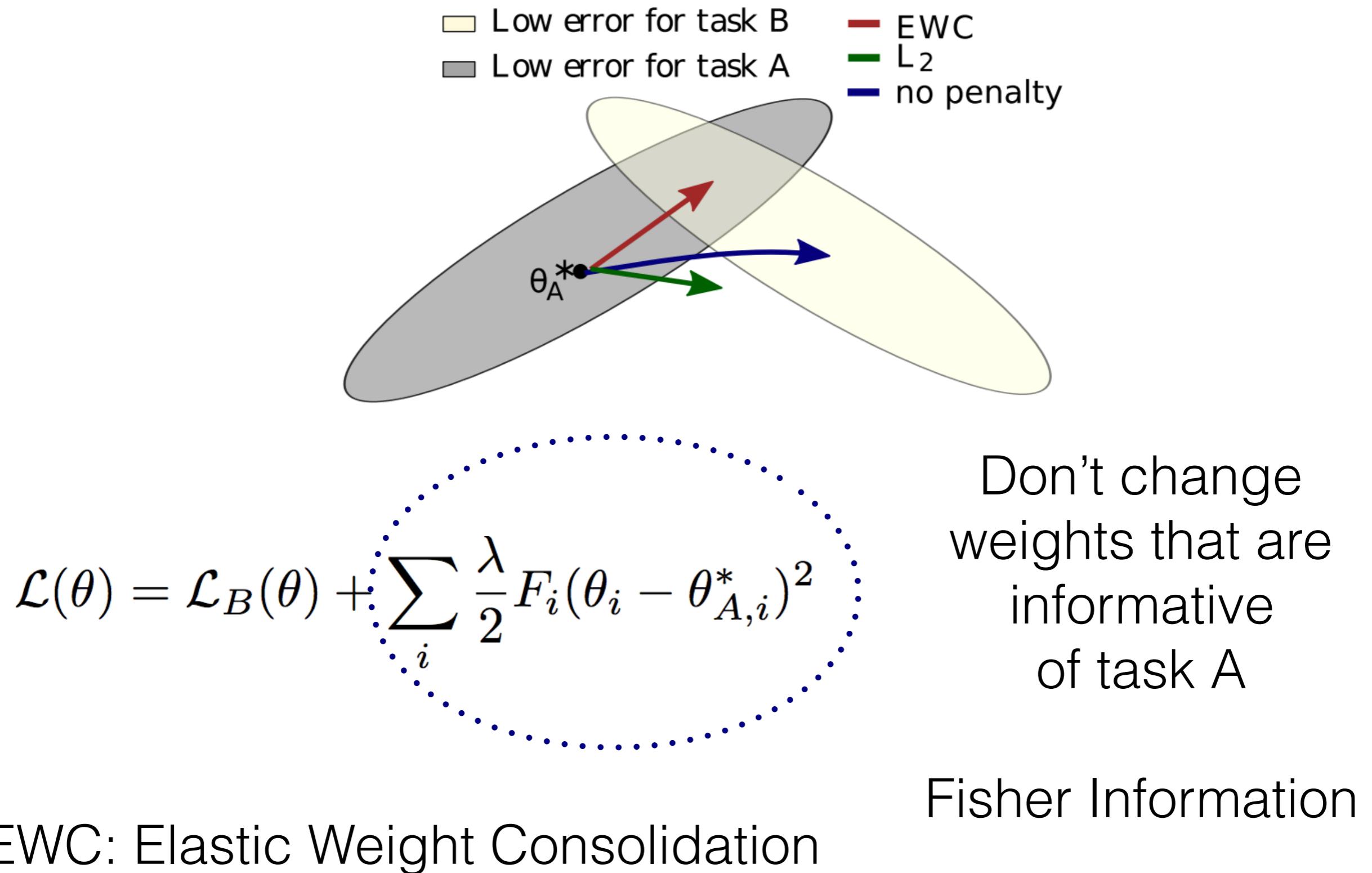


(1) Baseline 1

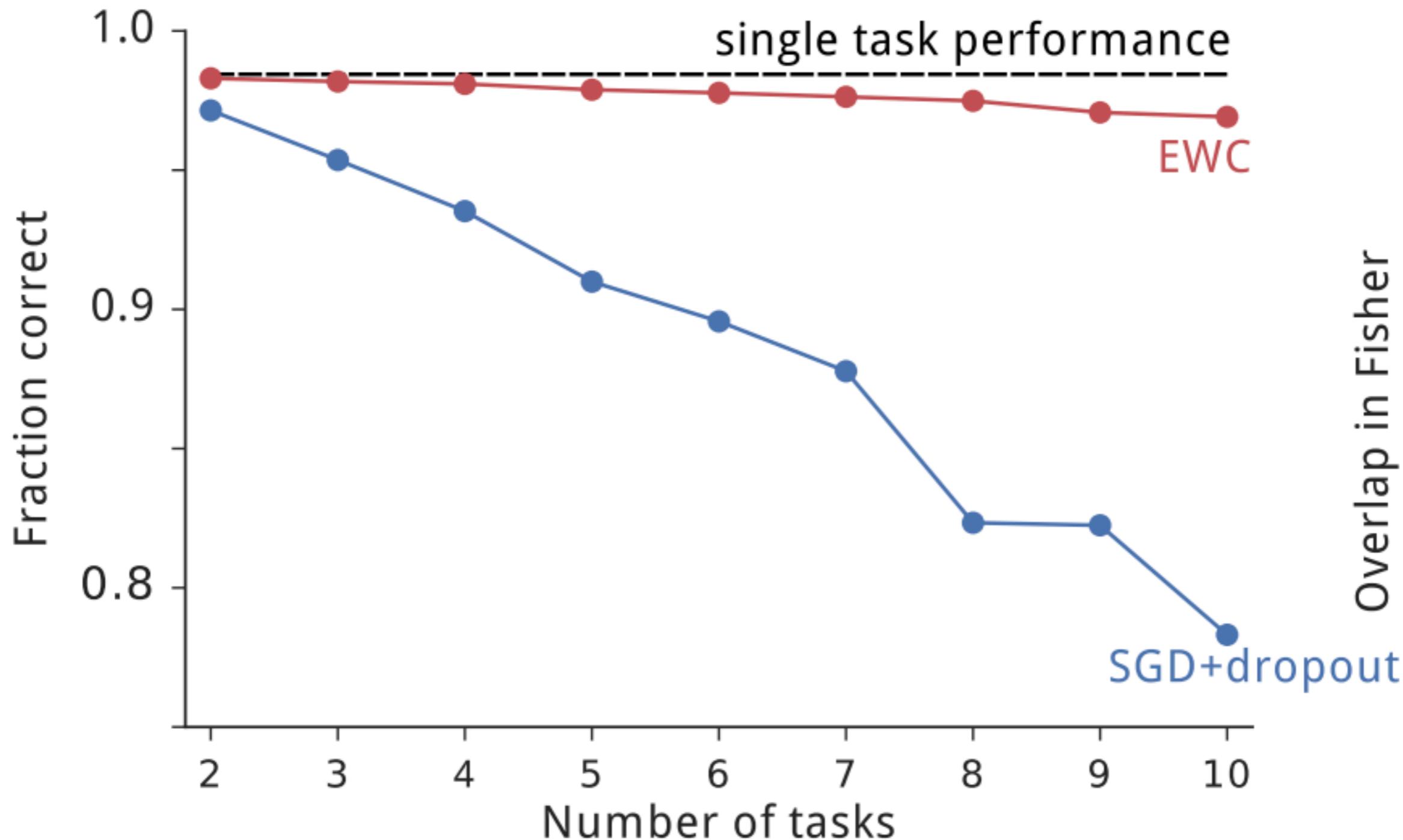


Can we do something smarter than storing all the weights?

Overcoming Catastrophic Forgetting (Kirkpatrick et al. 2017)



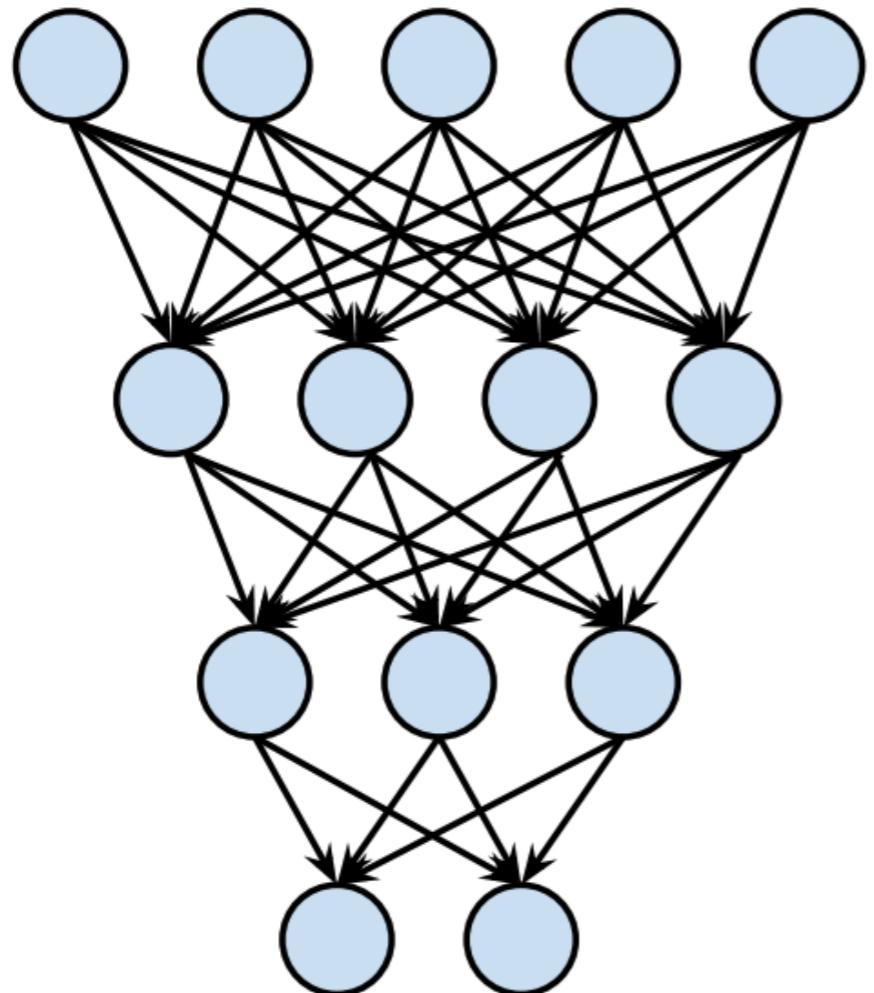
Overcoming Catastrophic Forgetting (Kirkpatrick et al. 2017)



Eventually we will run out of capacity!

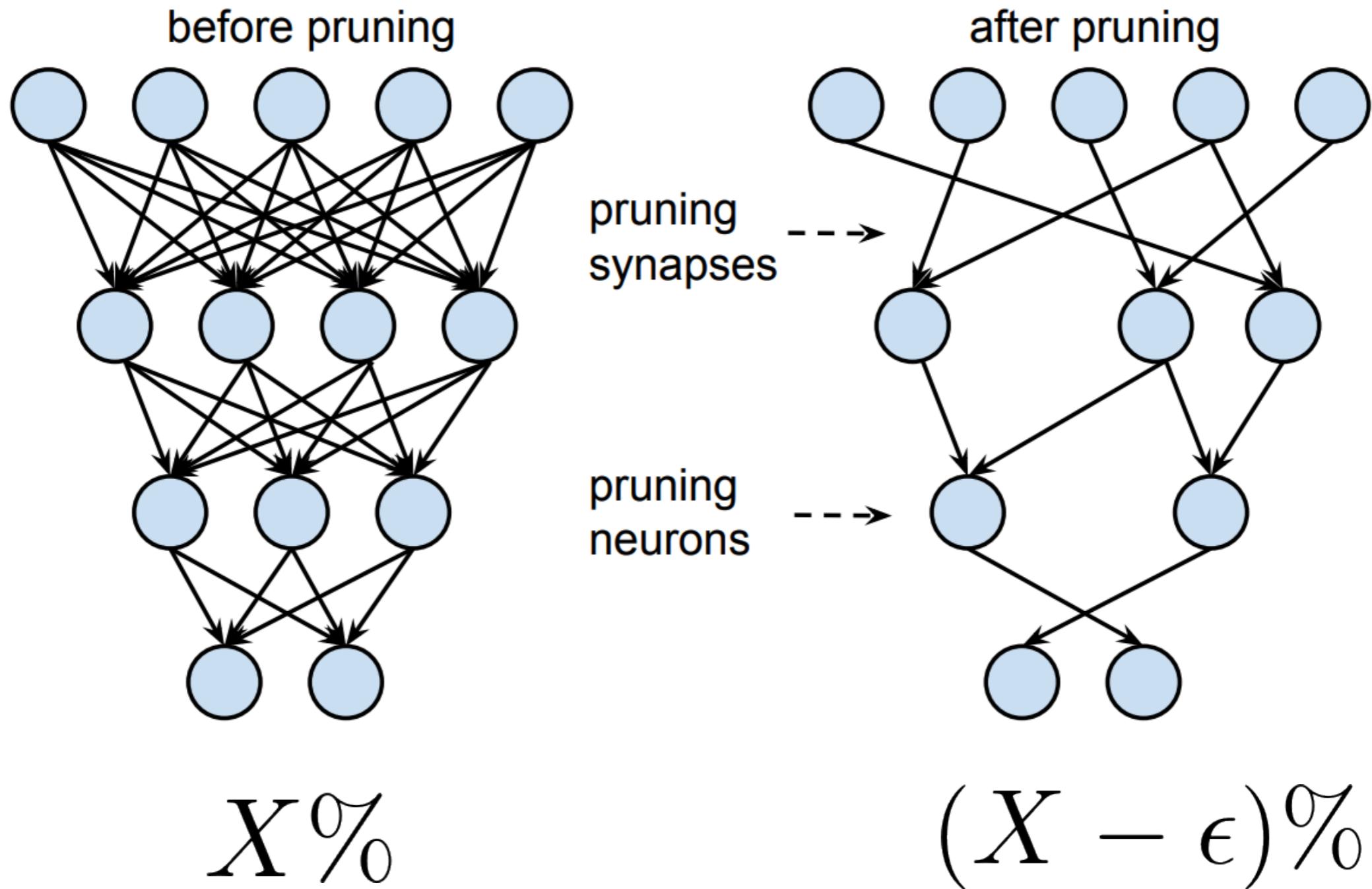
Is there a better way to make use of the neural network capacity?

Neural Networks are compressible post-training



$$X\%$$

Neural Networks are compressible post-training

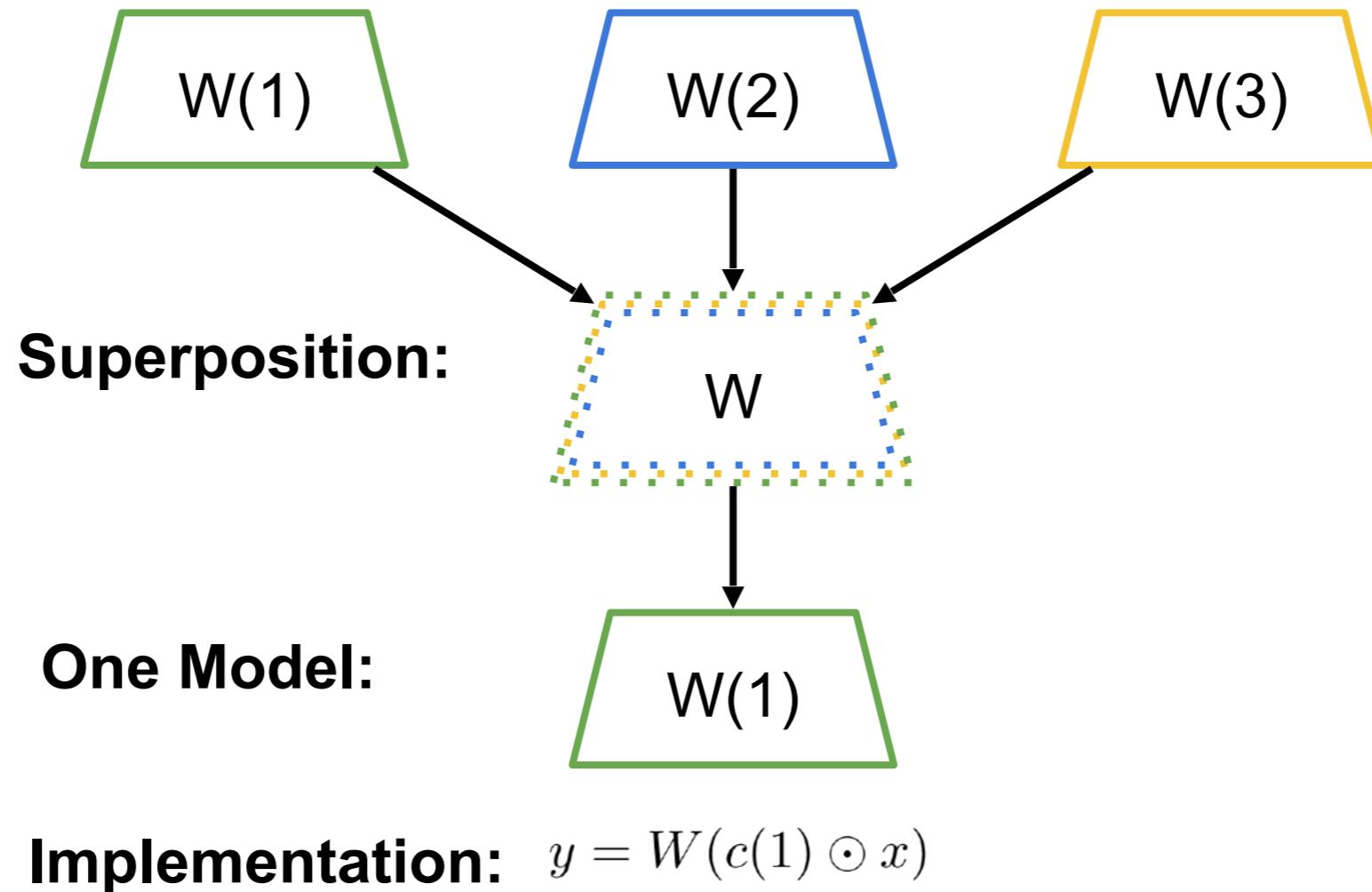


Negligible performance change after pruning —> Neural Networks are over-parameterized

Can we make use of over-parameterization?

We will have to make use of “excess” capacity during training

Superposition of many models into one (Cheung et al., 2019)



Refer to the paper for details