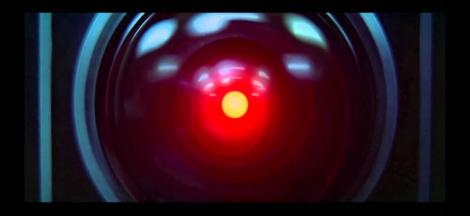
Deep Learning Workshop

Introduction



Instructor: Aaron Low

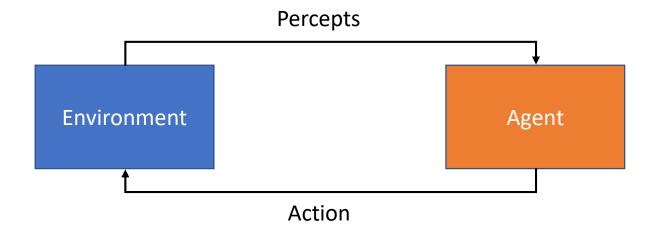
HELP University, Faculty of Computing and Digital Technology

Workshop Overview

- Introduction to Artificial Intelligence
- What is Deep Learning?
- What is all the fuss?
- Deeper Dive into the "Black box"
- Have fun!

What is Artificial Intelligence?

Defined as: The study of agents that receive percepts from the environment and perform actions¹



Brief History of Al

- **1941**: First Program-controlled Computer
- 1943: Neural Networks
- **1957**: Perceptron
- **1970**: Backpropagation
- 1979: Convolutional Neural Network
- 1982: Recurrent Neural Network
- 1989: Reinforcement Learning
- 1997: Deep Blue defeats world chess champion Garry Kasparov
- 2014: Generative Adversarial Networks
- **2016**: AlphaGo beats world Go champion Lee Sedol
- **2017**: AlphaZero
- **2019**: GPT-2

^{*} dates are for perspective, not as definitive historical record of invention or credit

Al in Pop Culture



GLaDOS (Portal)



Agent Smith (Matrix)



T-800 (Terminator)



WALL-E and EVE (WALL-E)



C-3PO and R2-D2 (Star Wars)



Ava (Ex Machina)



HAL 9000 (2001: A Space Odyssey)



Ultron (Marvel)

Al in Pop Culture



Samantha (Her)



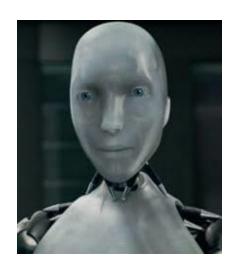
Roy Batty (Blade Runner)



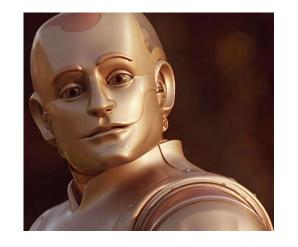
David (A.I. Artificial Intelligence)



CHAPPiE (Chappie)







Andrew (Bicentennial Man)



Sonny (I, Robot)

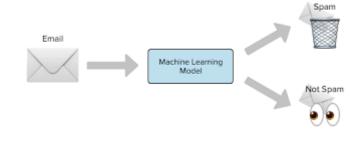
WOPR (WarGames)

Dolores (Westworld 2016)

Why should you care about AI?

- "Artificial Intelligence is the new Electricity"1
- Artificial Intelligence is transforming industry
- It permeates most aspects of technology nowadays
 - Search engines
 - Language translation
 - Spam detection
 - Personalized marketing and advertising
- It could be **useful** to you
- It could be **harmful** to you







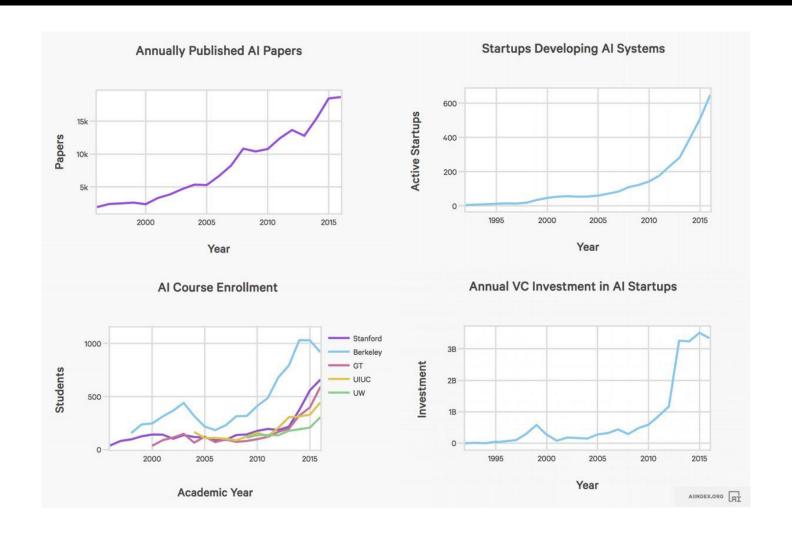
- 1: Andrew Ng https://www.youtube.com/watch?v=CS4cs9xVecg&list=PLkDaE6sCZn6Ec-XTbcX1uRg2_u4xOEky0&index=1
- 2: https://www.snopes.com/fact-check/hong-kong-protesters-projectors/

Why should you care about AI?: DeepFake





Why should you care about AI?



Be careful what you read about Al

Al snake oil¹

- Obfuscation of facts
- Overselling what AI can do
- There is a lot of commercial interest in AI these days
- Sometimes it's too good to be true
- Sometimes it can be done easily with simpler methods

Al Hype²

- The term 'AI' is thrown around very loosely
- Sometimes it's not totally autonomous; humans still play an important role
- There is always some sort of limitation

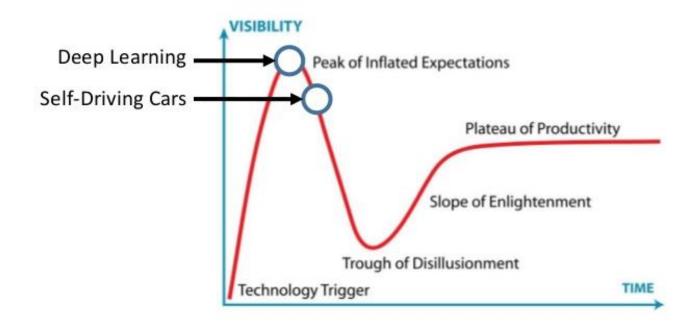
Think critically

^{1: &}lt;a href="https://www.cs.princeton.edu/~arvindn/talks/MIT-STS-Al-snakeoil.pdf">https://www.cs.princeton.edu/~arvindn/talks/MIT-STS-Al-snakeoil.pdf

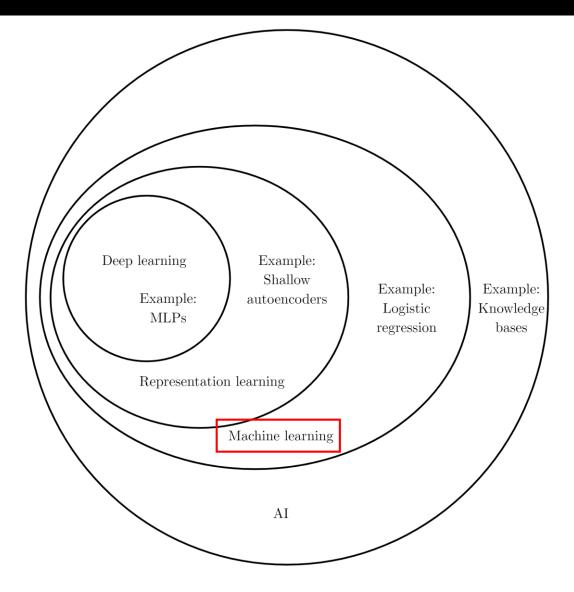
^{2:} https://www.skynettoday.com/editorials/ai-coverage-best-practices

Be careful what you read about Al

Gartner Hype Cycle ¹



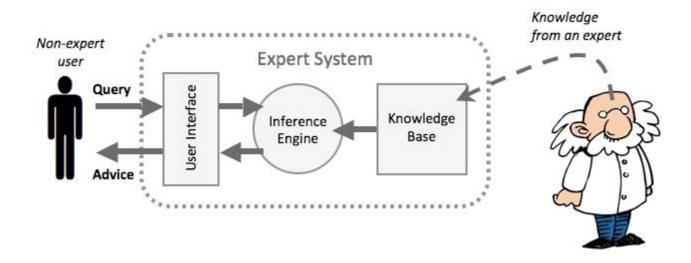
Machine Learning and Artificial Intelligence



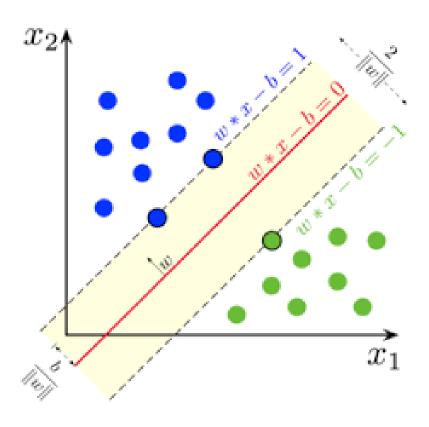
Al Venn diagram from http://www.deeplearningbook.org/contents/intro.html

"Classical" Al: Expert Systems

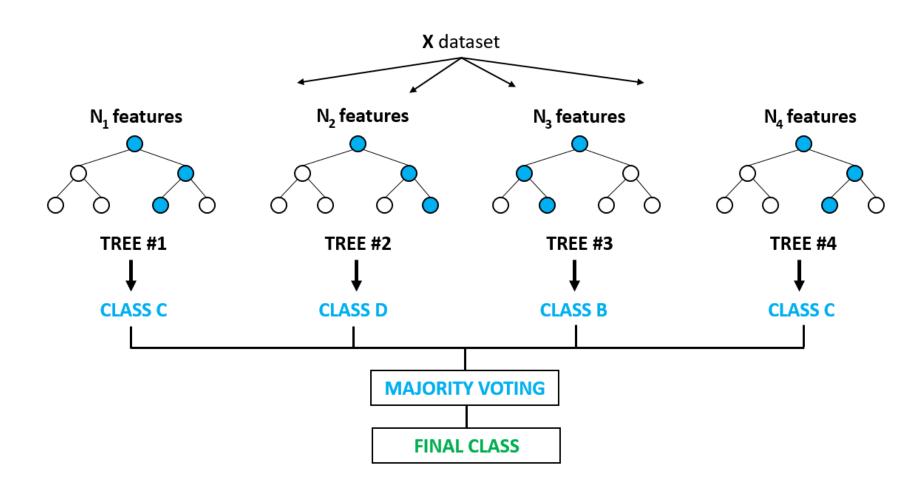
The knowledge base is created from **information** provided by **human experts**



"Traditional" Machine Learning: Support Vector Machines

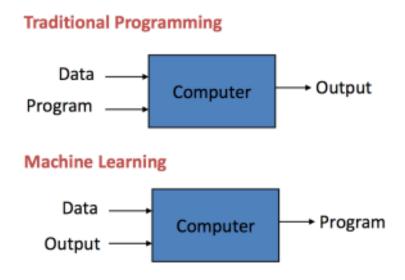


"Traditional" Machine Learning: Random Decision Forest



What is Machine Learning?

Defined as: The science of getting computers to learn and act like humans do, and improve their learning over time in autonomous fashion, by feeding them data and information in the form of observations and real-world interactions¹

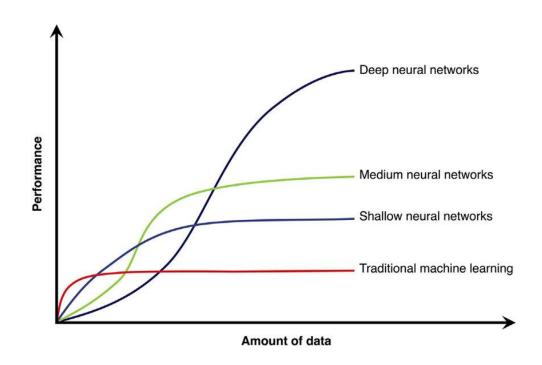


Deep Learning is a subclass of machine learning which involves the usage of multiple layers of neural networks

1: https://emerj.com/ai-glossary-terms/what-is-machine-learning/

Why Deep Learning?

- Reduce time spent programming
 - Hand coded rules are mostly unnecessary
- Customize and scale products
 - Only need to collect data for new market
- Solve seemingly "unprogrammable" tasks
 - Face recognition and classification
 - Human pose estimation
 - Beat the world's best player at Go
- Improvement in computational speed
 - Better hardware (GPUs)
 - Data parallelism
- Increase in quantity of data
 - Web services
 - Mobile apps
 - Research and industry



Broad Goals

Automation

- Reduce tedious human labour
- Improve efficiency
- e.g. Algorithm trading, Automatic spam mail detection, Self-driving cars

Solve problems

- Solve problems too complex or tedious for humans to solve in a direct manner
- Discovery of useful features in complex data
- o e.g. Translate English to Chinese, Facial detection

Simulation and Modelling

- Create models that can accurately predict future events
- o e.g. Weather prediction, Stock market prediction

Improved tools

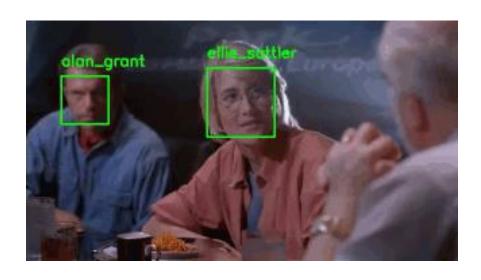
- Tools that can provide advice with increased precision and rigour
- Tools that can reduce risk in dangerous situations
- e.g. Computer-aided interpretation of medical images, Disaster relief robots

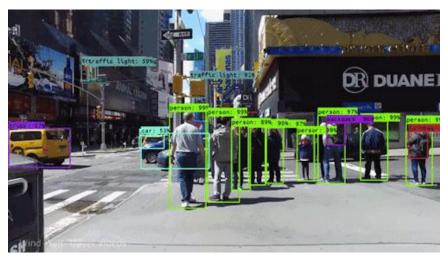






What can Deep Learning do?: Computer Vision

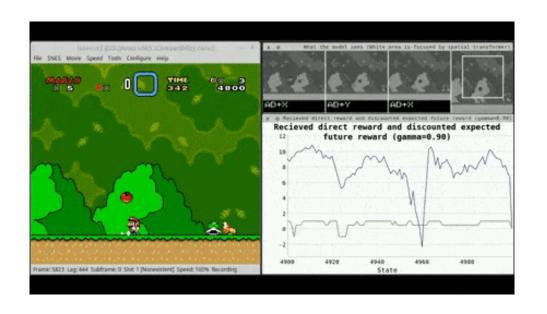


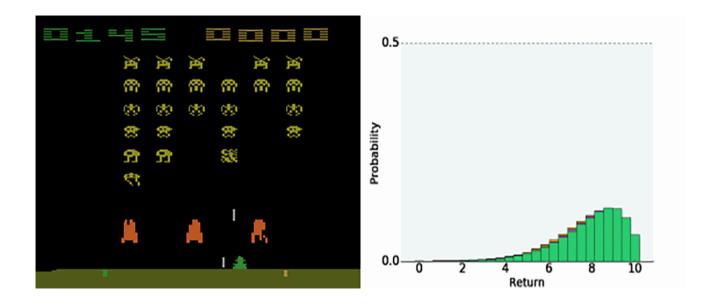




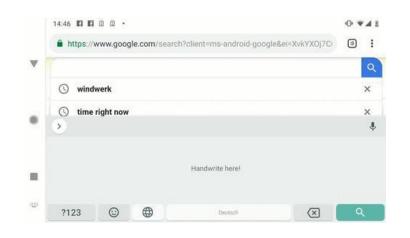


What can Deep Learning do?: Game Playing





What can Deep Learning do?: Many More!



Google 180 \$ Q



Handwriting Transcription

Search by Image

Generate fake images

What can Deep Learning do?: Many More!



AlphaGo beats Lee Sedol (2016)



Self-driving car (Tesla)



Machine Translation

What CAN'T Deep Learning do? (as of 2019)



Love



Beat humans at debate¹ (IBM Project Debater)



World domination



Make ethical decisions



Tell intentionally funny jokes



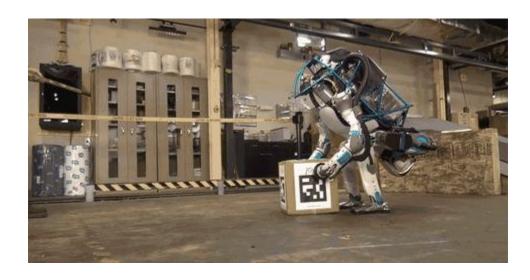
Save the environment² (?)

^{1:} https://edition.cnn.com/2019/11/21/tech/ai-cambridge-university-debate/index.html

^{2:} https://www.technologyreview.com/s/613630/training-a-single-ai-model-can-emit-as-much-carbon-as-five-cars-in-their-lifetimes/

What ISN'T Deep Learning?

- Deep Learning is not necessarily used in certain real world applications
- Not all autonomous systems, robotics are entirely reliant on Deep Learning
- Efforts are being made to improve existing applications with Deep Learning

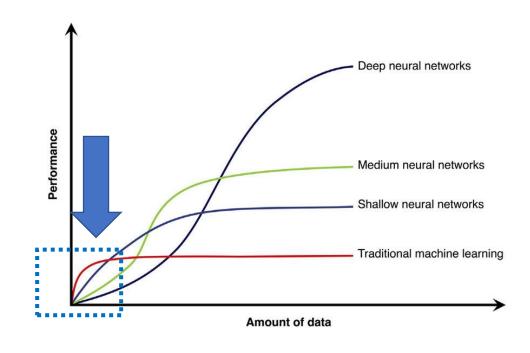




When to use Deep Learning?

(Rules of thumb) 1

- When you have a lot of data
- When you have unstructured data²
 - o e.g. audio signals, images, text
- Supervised learning³
 - This is where AI is most lucrative
- Reinforcement learning
 - Great success has been shown in playing games



Sometimes using classical methods can yield similar or better results

- 1: Deep Learning is currently in very active research so you can still use it for other problems but there's no guarantee it will be better than classical methods
- 2: Structured data works well with both deep learning and classical methods whereas unstructured generally works better with deep learning
- 3: Unsupervised/Semi-supervised learning has shown success in research but not commercial as far as I know

Are Humans Obsolete?

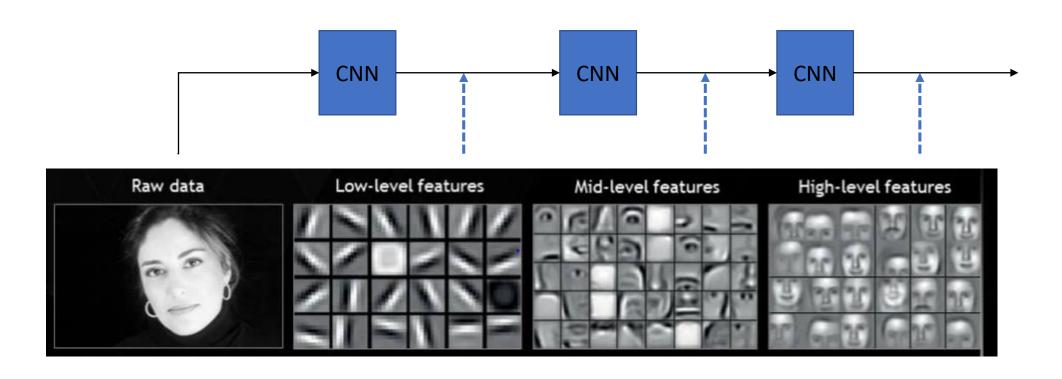
- Certain factors in Deep Learning can sometimes lead to unintended consequences¹
- Humans are still necessary to ensure the safety and functionality of AI systems



1: MIT Deep Learning Basics: Introduction and Overview Lex Fridman https://www.youtube.com/watch?v=O5xeyoRL95U

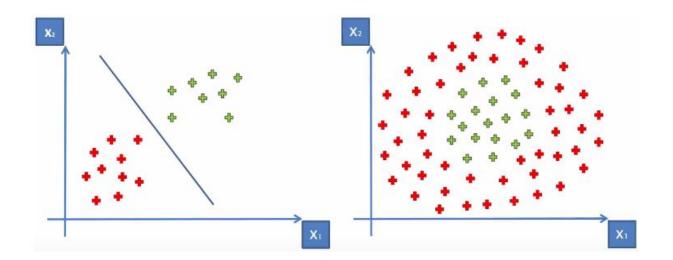
Deep Learning Intuition

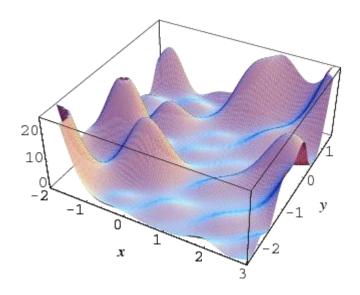
Deep Learning is Representation/Feature Learning



Deep Learning Intuition

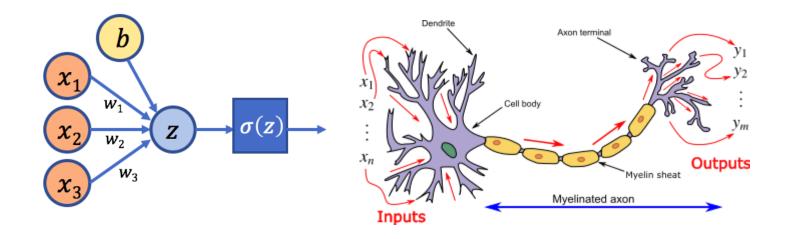
- We would like to learn a model or function that will give us a desired output given a specific input
- Usually these functions will be too complex and highly dimensional for humans to design by hand





Deep Learning and the Human Brain

- Not similar
- Artificial Neural Networks are vaguely inspired by biological neural networks
- A lot of effort being put in to understand how exactly our brain works





Types of Learning

Supervised Learning

- Learn from labelled data (input and target)
- e.g. map English sentences to corresponding sentences in Mandarin

Unsupervised Learning

- Learn from unlabelled data
- e.g. learning important features in data without labels

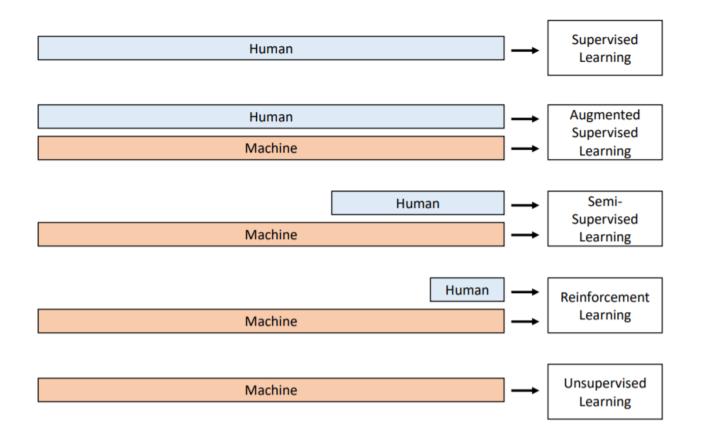
Self-supervised Learning

- Learn from data labelled by extracting information from the input data
- e.g. predict future frames in videos

Reinforcement Learning

- Learn the optimal decision given the current environment
- e.g. playing chess, driving a car

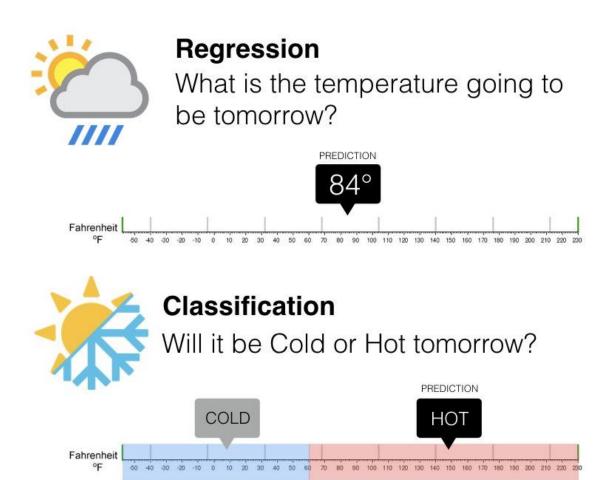
Types of Learning



Reinforcement Learning



Learning Tasks: Regression vs Classification



Deep Learning Frameworks

TensorFlow

- Developed by Google
- Dominant in industry¹

PyTorch

- Developed by Facebook
- Dominant in research¹

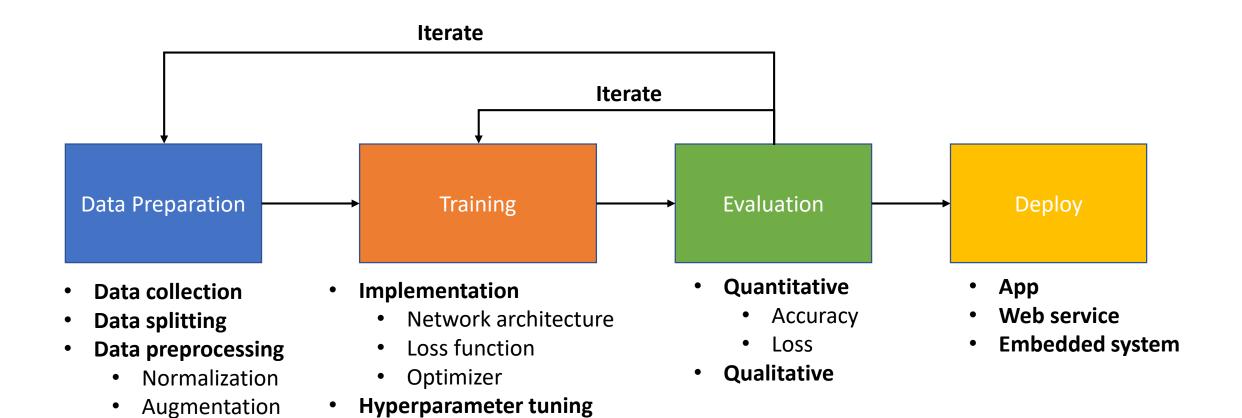
Both

- Primarily used with Python
- Active development
- Free and open source
- Flexible libraries
- Transferable skills



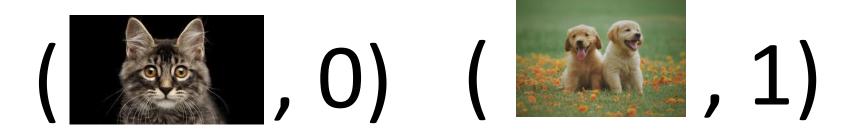


Deep Learning Steps: Supervised Learning



Data collection

- Collect input data and labels
 - e.g. collect cat and dog pictures online and label cats as 0 and dogs as 1



- There are many publicly available datasets online
 - Collected and released by research groups
 - e.g Image Classification (ImageNet), Automatic Speech Recognition (LibriSpeech), Object Segmentation (MS-COCO)
- Good resources
 - Kaggle
 - GitHub
 - Google Dataset Search

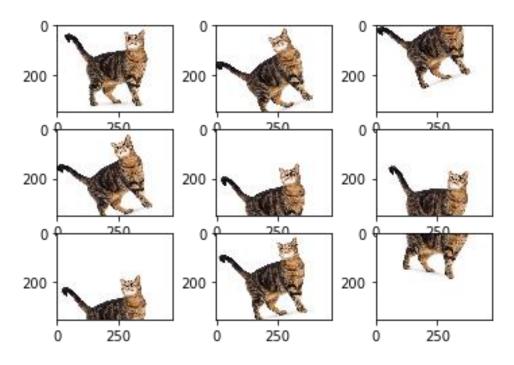
Data preprocessing

Data Cleaning

- Remove duplicates
- Remove bad labels
- Remove redundant data

Data Transformation

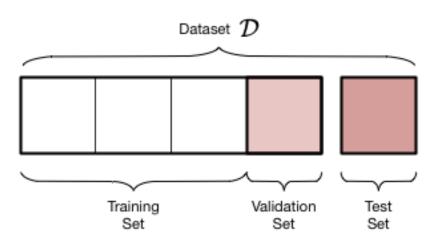
- Scaling
- Normalization
- Augmentation
- Dimension reduction



Example of image augmentation

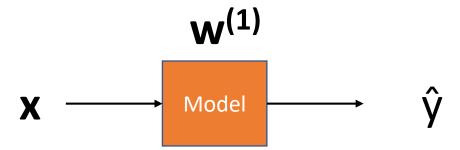
Data splitting

- Split into **training/testing/validation** sets
 - **Training** set: Training the model
 - Validation set: Evaluate the model while tuning the model
 - Testing set: Unbiased final evaluation of the model
- Generally you want to have the training set much larger than the testing and validation set
- Training set can come from a different distribution from the validation/testing set
 - e.g. cat pictures from the internet vs cat pictures taken by your phone
- The validation and testing set should come from the same distribution
- Prevent overfitting!



How do we train the model?

1. Forward pass to obtain prediction



2. Calculate error using cost function, J

$$e = J(\mathbf{w})$$

3. Use backpropagation to calculate gradient

$$\frac{\partial e}{\partial w^{(1)}}$$

4. Update weights using an optimization algorithm (typically a variant of gradient descent)

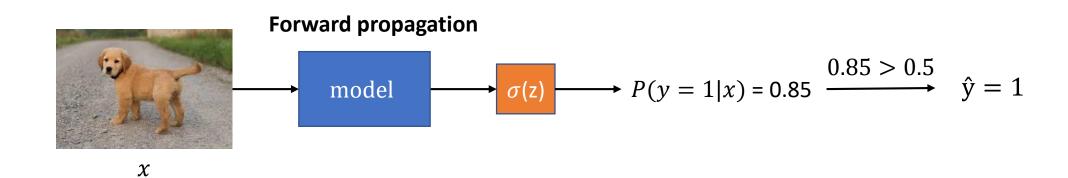
$$\mathbf{w}^{(2)} = \mathbf{w}^{(1)} - \alpha \frac{\partial e}{\partial \mathbf{w}^{(1)}}$$

Binary Classification



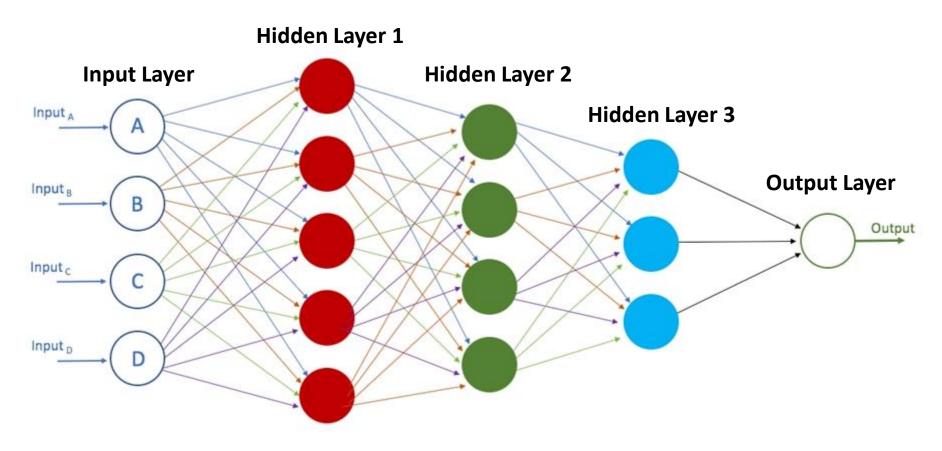


: 1



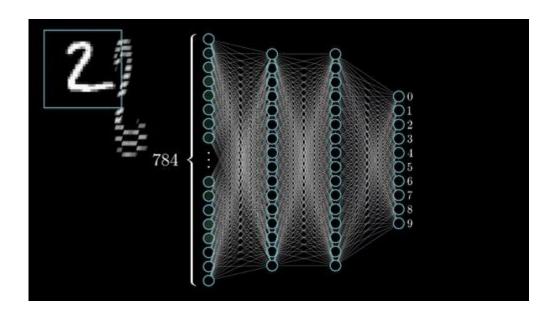
Loss function: Binary cross-entropy loss

Neural Network



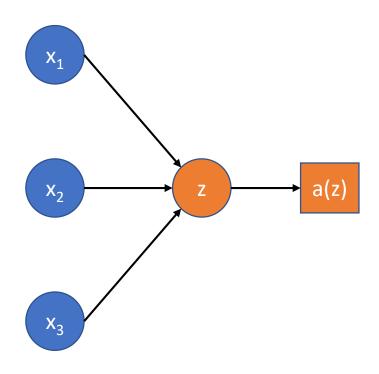
Deep Neural Network from https://developer.oracle.com/databases/neural-network-machine-learning.html

Neural Network

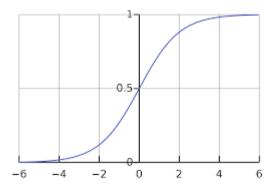


Neural Network GIF from https://www.youtube.com/channel/UCYO jab esuFRV4b17AJtAw

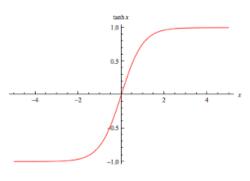
Activation Functions



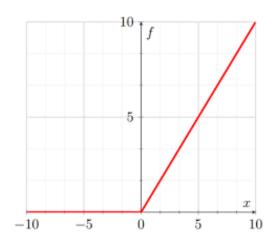
Sigmoid(z) =
$$\frac{1}{1+e^{-z}}$$



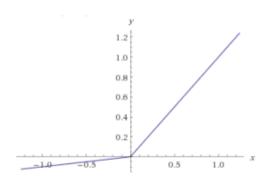
$$Tanh(z) = \frac{e^z - e^{-z}}{e^z + e^{-z}}$$



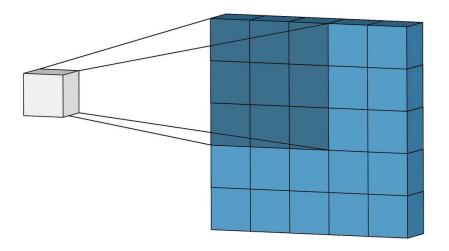
$$ReLU(z) = max(0, z)$$



Leaky_ReLU(z) = max(0.1z, z)

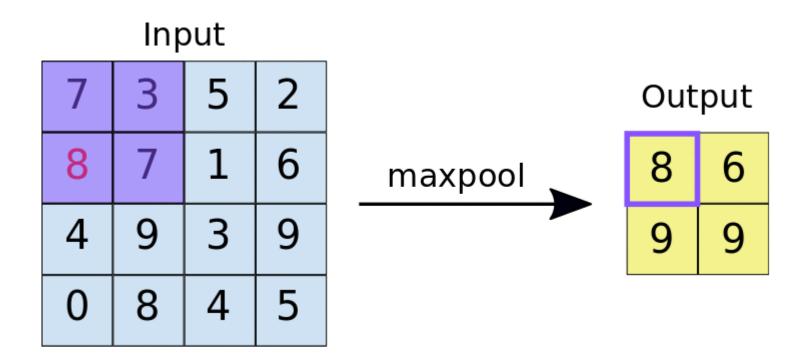


Convolutional Neural Network



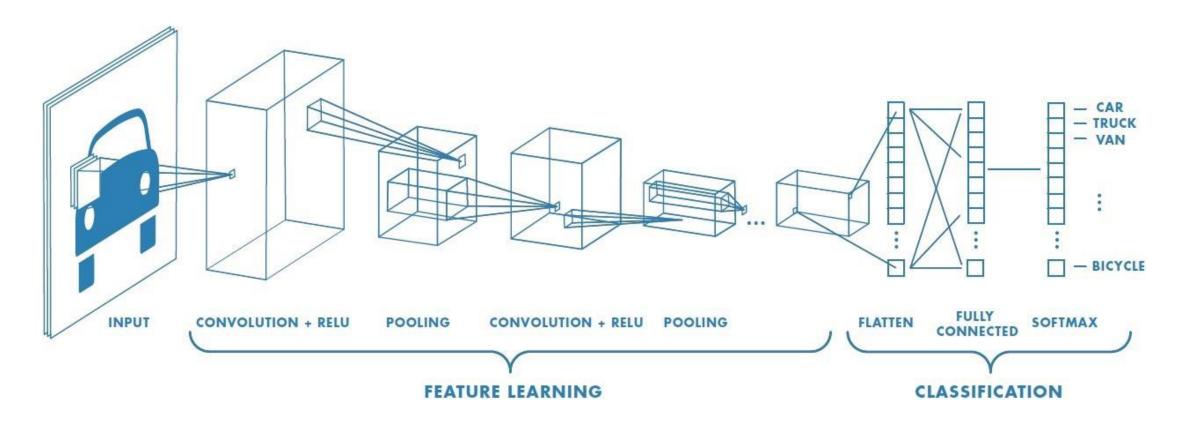
Convolutional Layer GIF from https://blog.usejournal.com/convolutional-neural-networks-why-what-and-how-f8f6dbebb2f9?gi=3faa9b8cfe4c

Max Pool



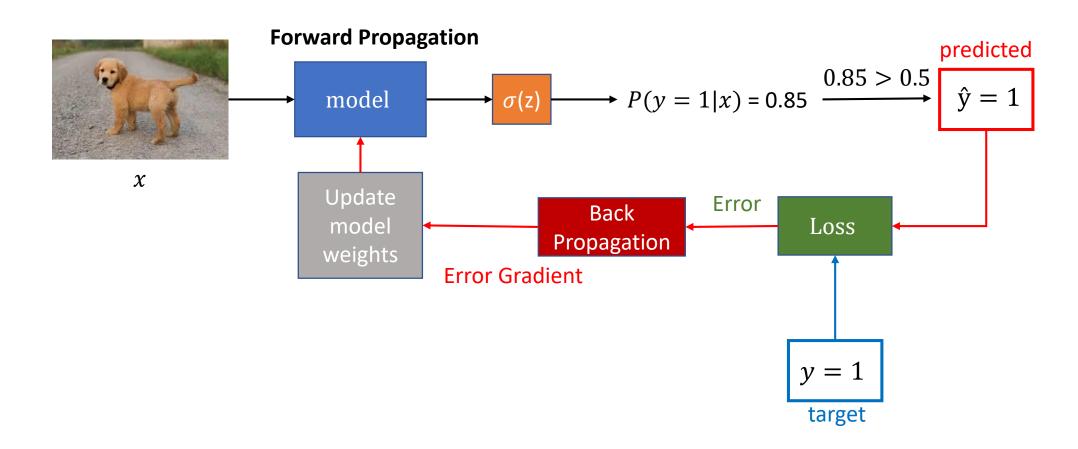
Max Pool layer from https://developers.google.com/machine-learning/practica/image-classification/convolutional-neural-networks

Convolutional Neural Network: Putting it all together



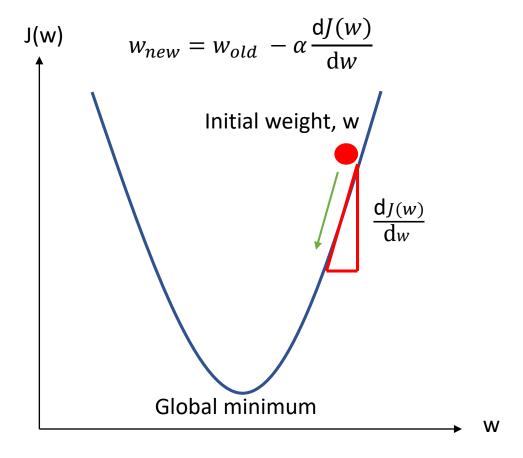
Convolutional Network from https://towardsdatascience.com/a-comprehensive-guide-to-convolutional-neural-networks-the-eli5-way-3bd2b1164a53

Optimization: Loss Calculation and Back Propagation



Optimization: Gradient Descent

- Method to optimize our model and find our optimal weights
- We want to find the weights, w that minimize our cost function, J(w)
- Currently, there are many variants to improve standard gradient descent



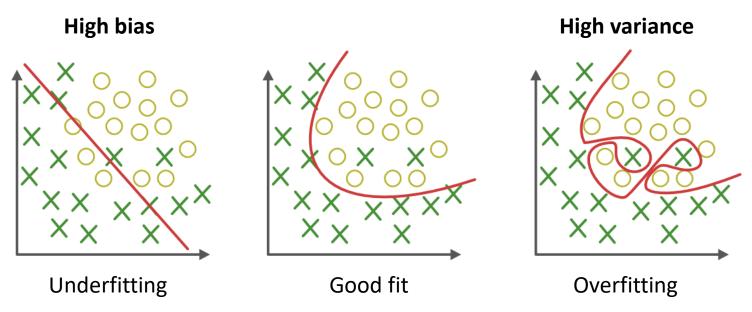
Evaluating your Model

- Identify how well the model performs
- Identify how well the model generalizes to unseen data samples
- Quantitative analysis
 - Use performance metrics
- Qualitative analysis
 - Useful for visual based output



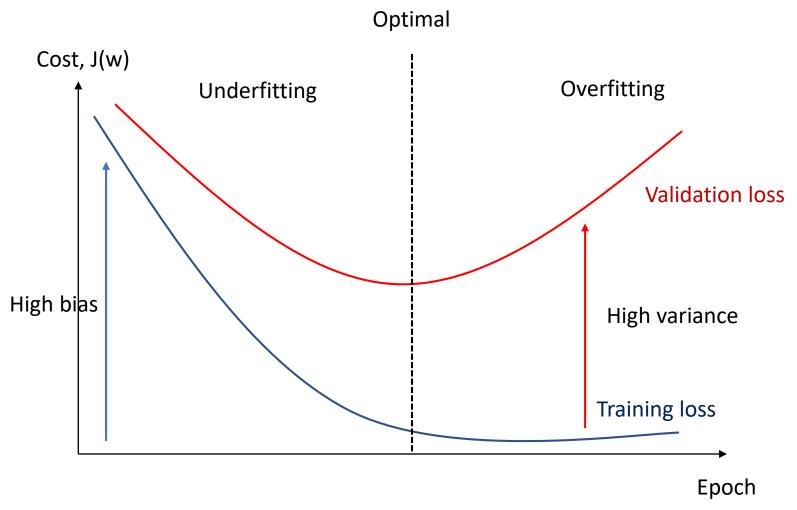
Underfitting and Overfitting

Understanding the model's ability to **generalize** to unseen data



 $Graphs\ from\ \underline{https://towardsdatascience.com/underfitting-and-overfitting-in-machine-learning-and-how-to-deal-with-it-6fe4a8a49dbf}$

Underfitting and Overfitting



How do we deal with overfitting? - Regularization

Next Steps

Fix Problems

o Is the model performing as expected?

Dataset

- Fix mislabeled data
- Add more data to cover the worst performing samples
 - e.g. add more cloudy images

Hyperparameter tuning

- Find the best performing model
- Regularization
 - Prevent overfitting
- Improving the model
 - Updating the loss function
 - Updating the model architecture

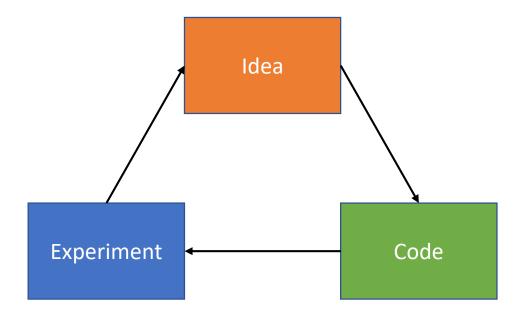


Cat?



Machine Learning Research is Iterative

- Finding good models is empirical
- Research cycle:
 - 1. Develop algorithm
 - 2. Implement algorithm and train model
 - 3. Evaluate model and identify weakness
 - 4. Repeat until satisfied



Improving Neural Networks

- Model size
- Model training time
- Model performance
 - Accuracy
 - o Inference speed

Space

Time

Performance

Model Tuning

Tweak the network until we find the configuration that gives us the best performance

- Size of network
 - Number of hidden units
 - Number of layers
- Activation function
- Cost function
- Optimizer
- Weight initialization
- Types of layers
- Batch size
- Learning rate schedule
- a lot more!



Barrier to Entry

Computational resources

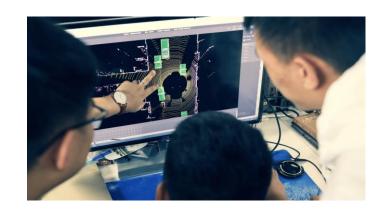
- Deep learning research is computationally intensive
- Finding a good model requires a lot of iteration
- Good GPUs can cost a lot

Datasets

- Deep learning models are data hungry
- Generally, the more data you have, the better your model will be
- Some types of data are not easy to collect¹

Expertise

- A lot of resources online makes it easy to learn
- In-depth understanding takes some time
- Competing with large companies for graduates



Where are we now?

- Most big questions of intelligence have not been answered nor properly formulated¹
- Research is happening all over the world
- Deep Learning Frameworks are constantly being improved
- More industries are adopting deep learning into their systems
- We have come a long way and we still have much left to do!

Useful Resources

- Coursera Deep Learning Specialization by deeplearning.ai
 - Introductory course to Deep Learning
 - Good for beginners
- Coursera TensorFlow in Practice Specialization by deeplearning.ai
 - Tutorials on using TensorFlow
- PyTorch Tutorials at pytorch.org
 - Tutorials on using PyTorch
- Deep Learning Book by Ian Goodfellow, Yoshua Bengio and Aaron Courville
 - Introductory textbook on Deep Learning
- GitHub
 - Code examples
 - Datasets
- Quora or Stack Overflow
 - Asking questions
- Lex Fridman Youtube Channel
 - Podcasts
 - Lectures

Deep Learning is really big now so there's <u>a lot</u> of resources out there if you search for it!

Questions?