

Fundamentals of Deep Learning

Part 1: An Introduction to Deep Learning



Agenda

- Part 1: An Introduction to Deep Learning
- Part 2: How a Neural Network Trains
- Part 3: Convolutional Neural Networks
- Part 4: Data Augmentation and Deployment
- Part 5: Pre-Trained Models
- Part 6: Advanced Architectures



To see lecture notes, make full screen and click the "notes" button



The Goals of This Course



Get you up and on your feet quickly



Build a foundation to tackle a deep learning project right away



We won't cover the whole field, but we'll get a great head start



Foundation from which to read articles, follow tutorials, take further classes





Human Vs Machine Learning

Relaxed Alertness



Human	Machine
Rest and Digest	Training
Fight-or-flight	Prediction

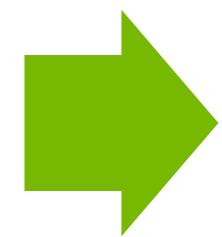


Let's Get Started

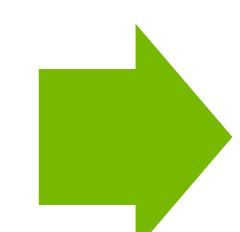


Beginning of Artificial Intelligence

Computers are made in part to complete human tasks



Early on, generalized intelligence looked possible

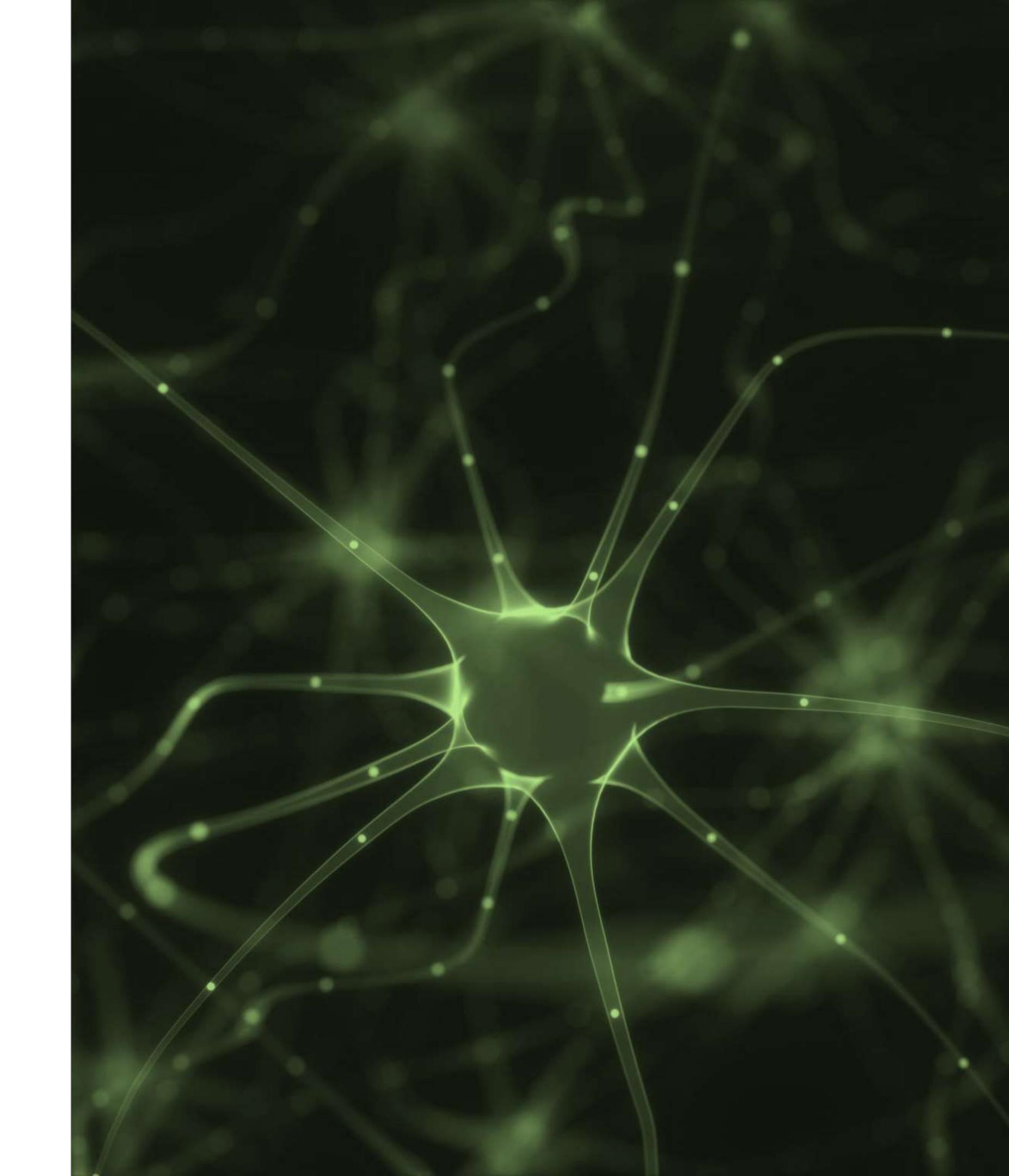


Turned out to be harder than expected

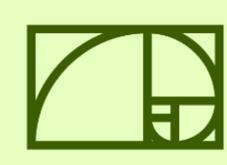


Early Neural Networks

- Inspired by biology
- Created in the 1950's
- Outclassed by Von Neumann Architecture



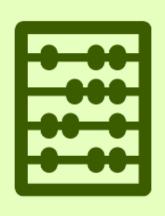
Expert Systems



Highly complex



Programmed by hundreds of engineers



Rigorous programming of many rules

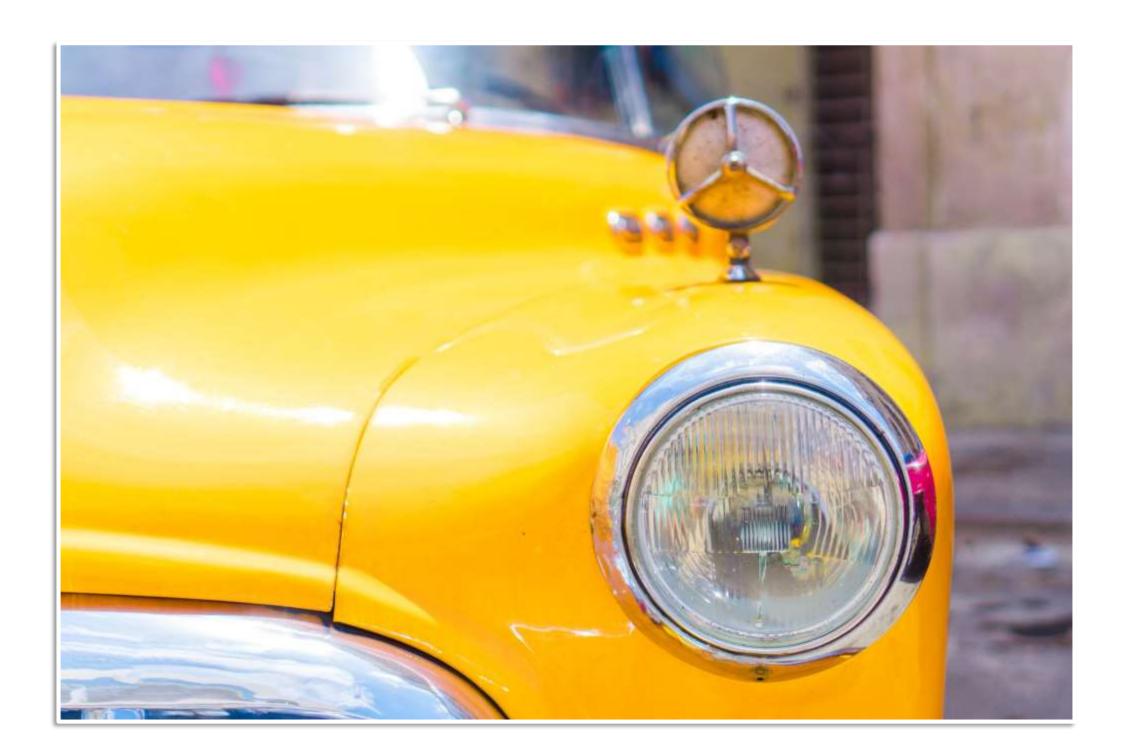


Expert Systems - Limitations

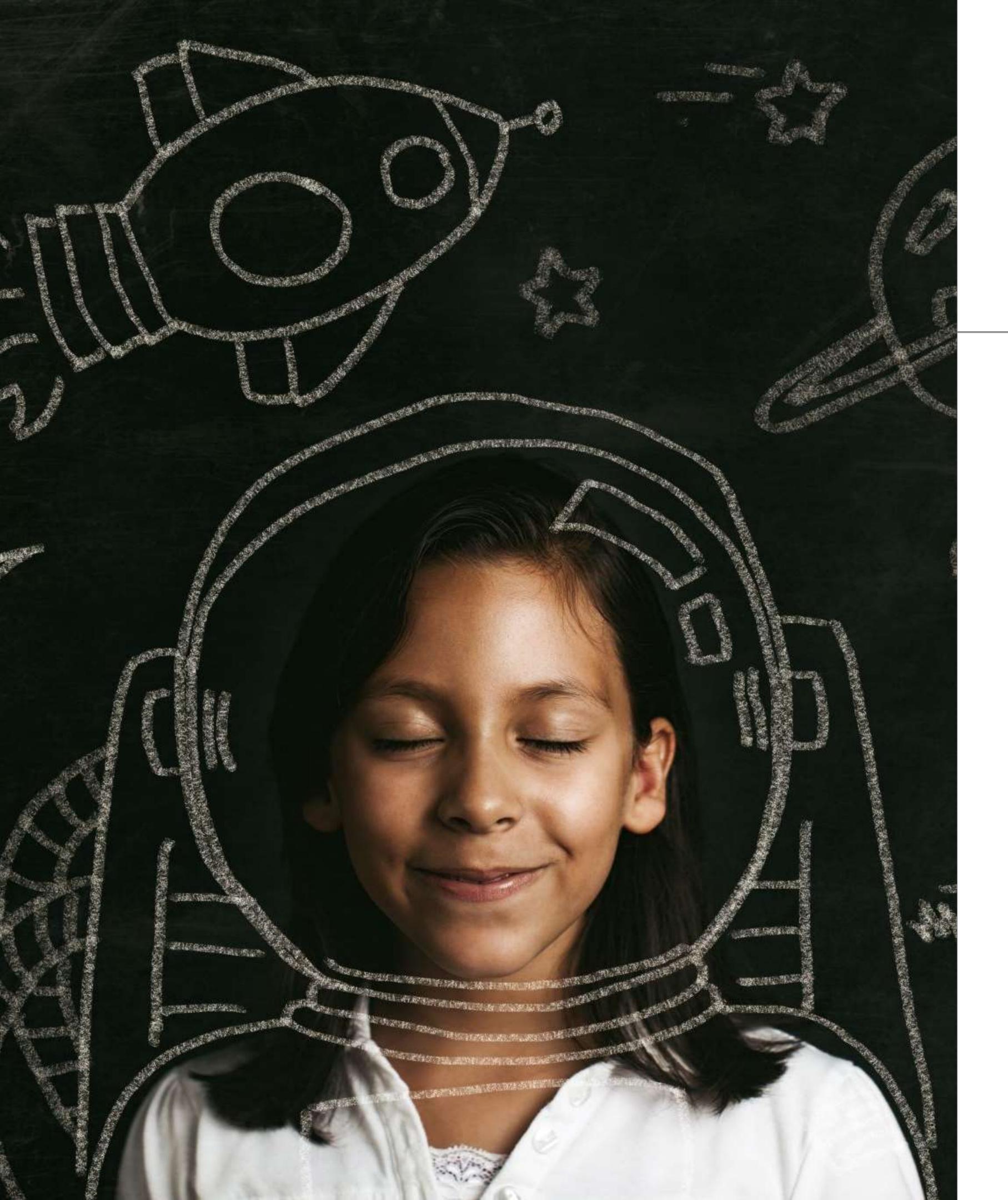
What are these three images?











How Do Children Learn?

- Expose them to lots of data
- Give them the "correct answer"
- They will pick up the important patterns on their own



Data

- Networks need a lot of information to learn from
- The digital era and the internet has supplied that data



Computing Power

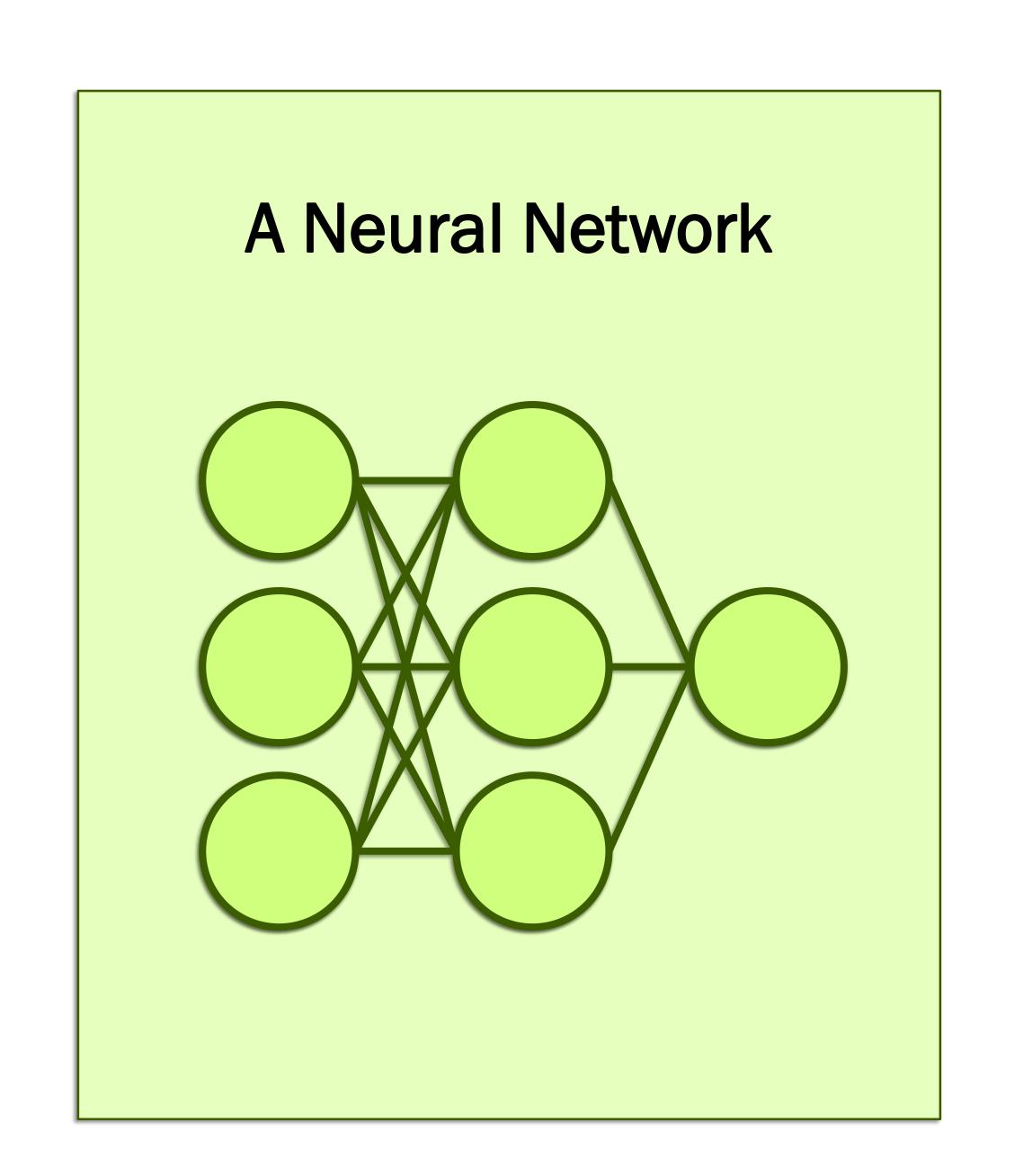
Need a way for our artificial "brain" to observe lots of data within a practical amount of time.





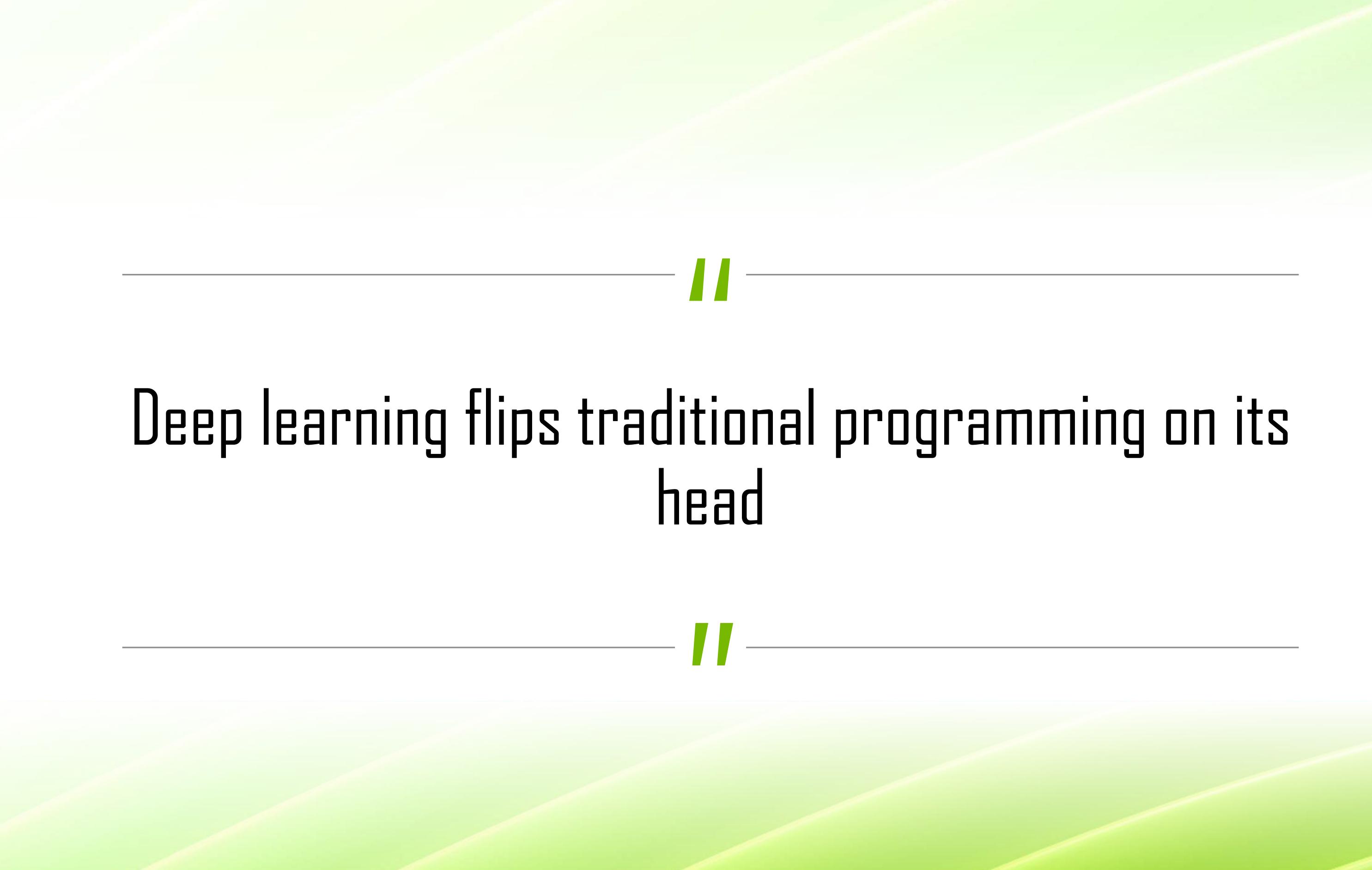
The Importance of the GPU











Traditional Programming

Building a Classifier



Define a set of rules for classification



Program those rules into the computer



Feed it examples, and the program uses the rules to classify



Machine Learning

Building a Classifier



Show model the examples with the answer of how to classify



Model takes guesses, we tell it if it's right or not



Model learns to correctly categorize as it's training. The system learns the rules on its own





When to Choose Deep Learning

Classic Programming

If rules are clear and straightforward, often better to program it

Deep Learning

If rules are nuanced, complex, difficult to discern, use deep learning

Deep Learning Compared to Other Al

Depth and complexity of networks Up to billions of parameters (and growing) Many layers in a model Important for learning complex rules





Computer Vision

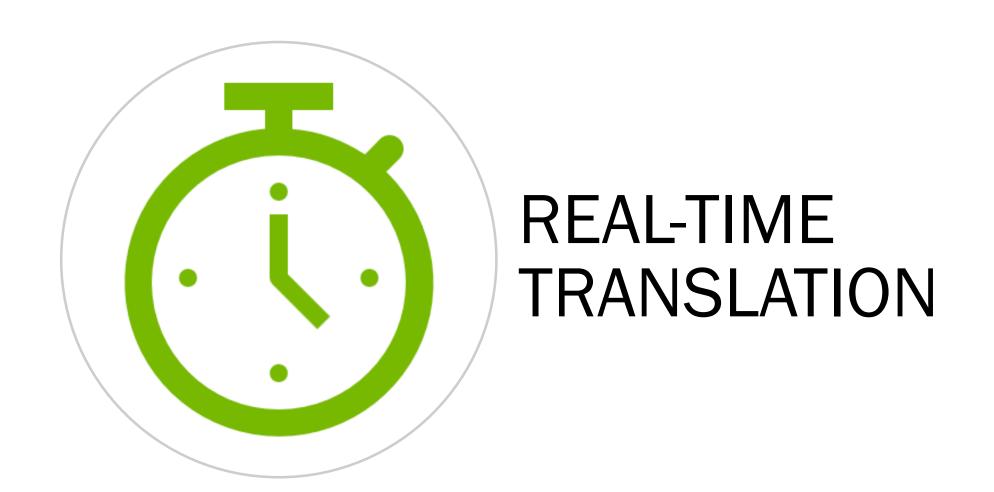








Natural Language Processing









Recommender Systems









Reinforcement Learning









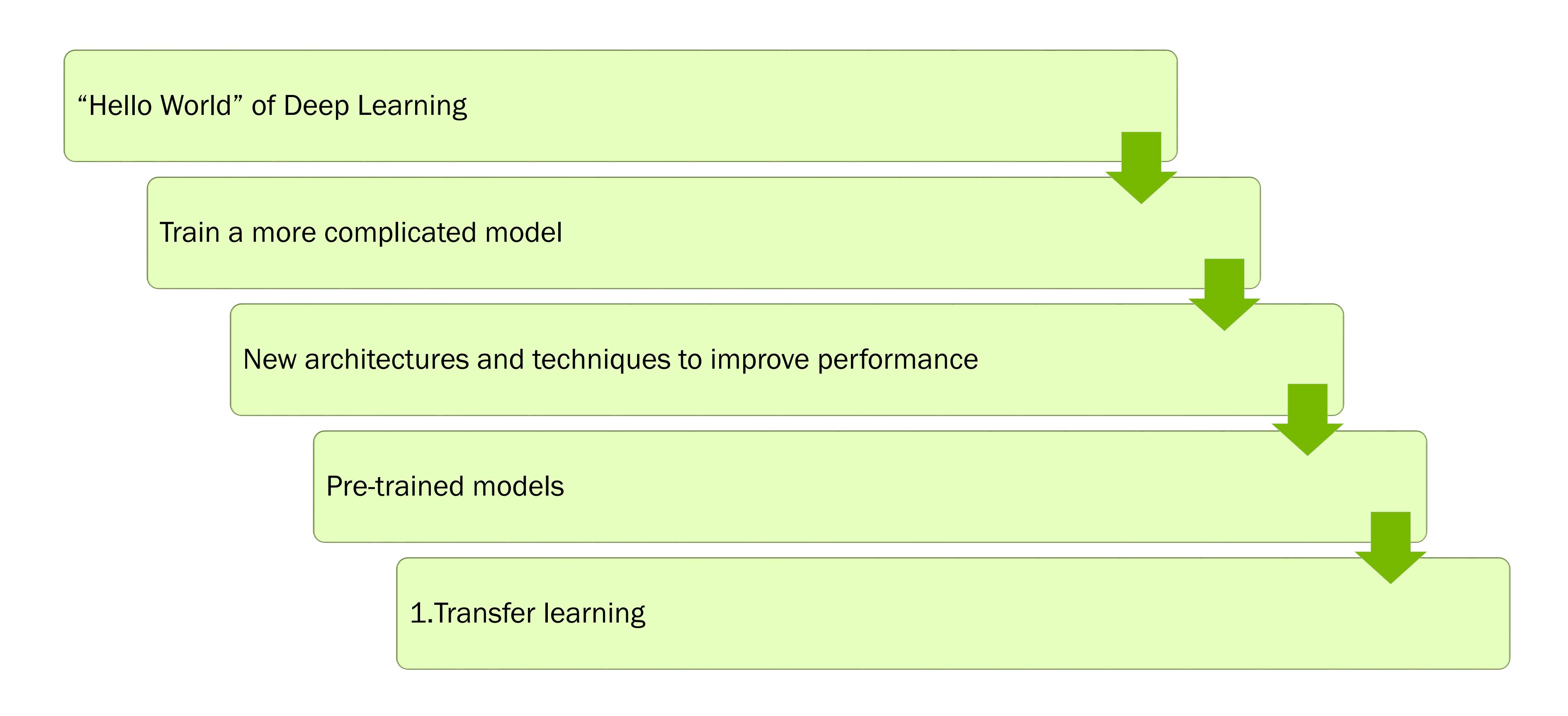


Hands on Exercises

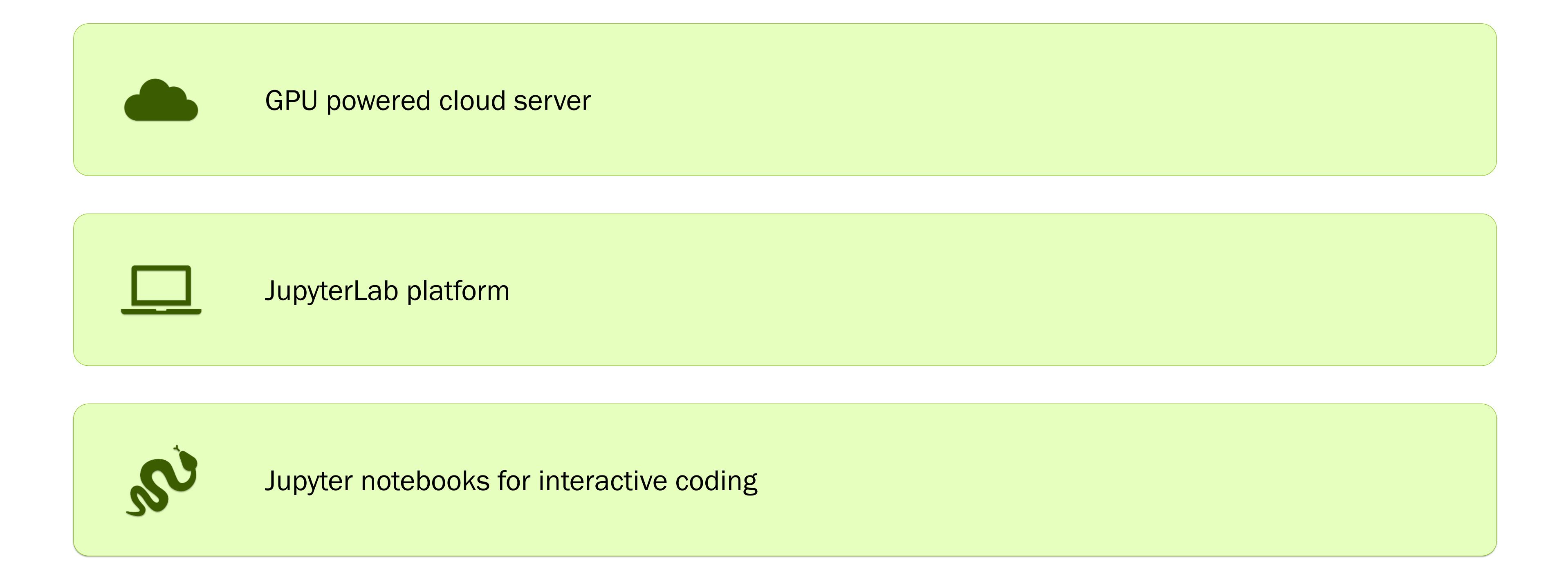
- Get comfortable with the process of deep learning
- Exposure to different models and datatypes
- Get a jump-start to tackle your own projects



Structure of the Course



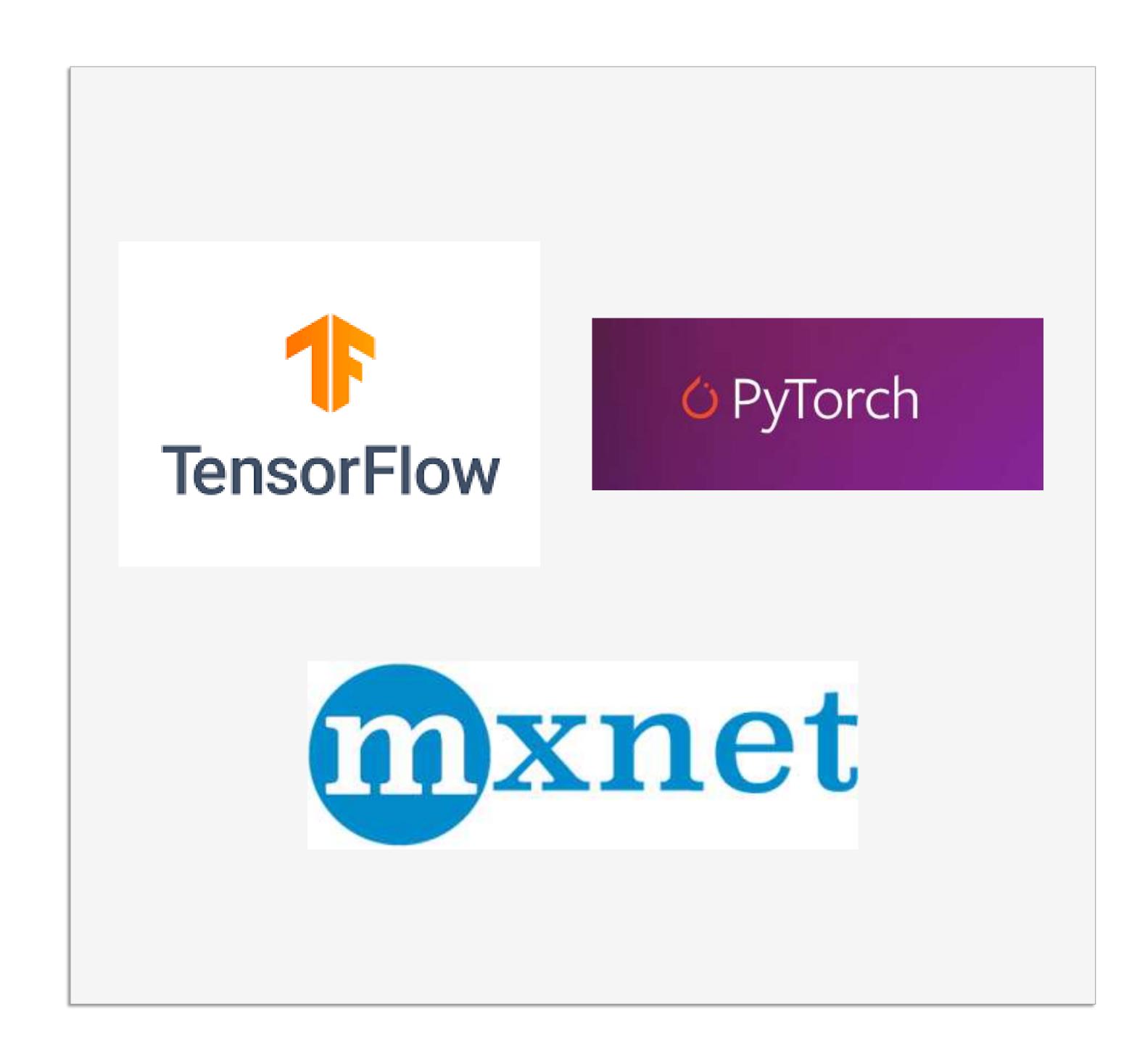
Platform of the Course





Software of This Course

- Major deep learning platforms:
 - TensorFlow + Keras (Google)
 - PyTorch (Meta)
 - MXNet (Apache)
- We'll be using PyTorch
- Good idea to gain exposure to others moving forward





First Exercise: Classify Handwritten Digits

Hello Neural Networks

Train a network to correctly classify handwritten digits

Historically important and difficult task for computers

Try learning like a Neural Network

Get exposed to the example, and try to figure out the rules to how it works





