

# Loss of Plasticity in Deep Continual Learning

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# Definitions

**Train-once setting** – training occurs once on a large dataset and then never again

**Continual learning** – continually learns from new data

# Problems

**Catastrophic forgetting** – deep learning networks, when exposed to new data, tend to forget most of what they have previously learned

**Plasticity loss** – ability to keep learning from a new data

# Loss of Plasticity in ImageNet

**ImageNet:** 1000 classes (700 images for each class)

**Continuall ImageNet:**

- 1) 2000 tasks of binary classification
- 2) 700 images for class were divided by 600 (for train) and 100 (for test)

# ImageNet Results

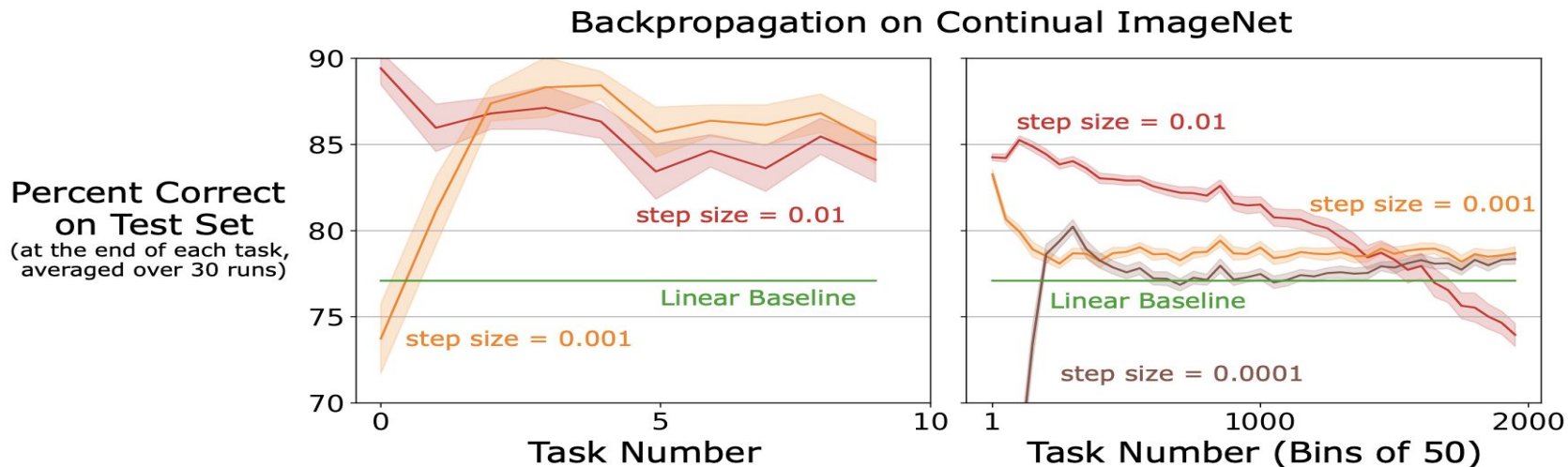


Figure 1: **Loss of plasticity on a sequence of ImageNet binary classification tasks.** The first plot shows performance over the first ten tasks, which sometimes improved initially before declining. The second plot shows performance over 2000 tasks, over which the loss of plasticity was extensive. The learning algorithm was backpropagation applied in the conventional deep-learning way.

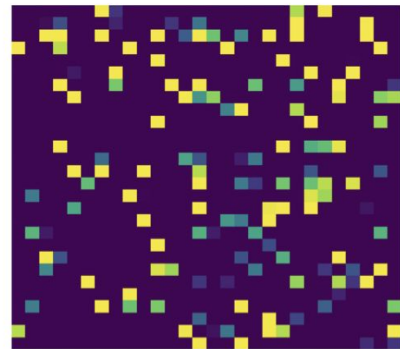
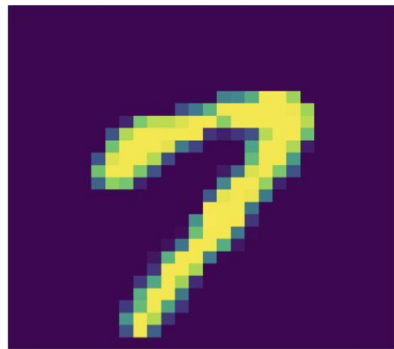
# Loss of Plasticity in MNIST

**MNIST:** 60.000 images of handwritten digits from 0 to 9

**Permuted MNIST:** Permuting pixels with chosen permutation

**Online Permuted MNIST:**

Created 800 permuted MNIST



# MNIST Results

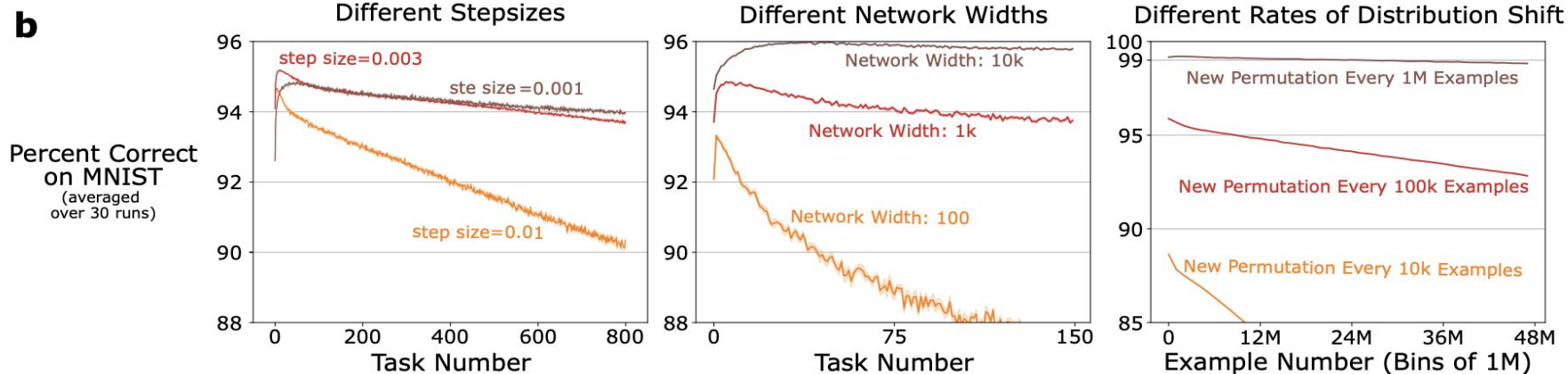


Figure 2: **a**: Left: An MNIST image with the label ‘7’; Right: A corresponding permuted image. **b**: Loss of plasticity in Online Permuted MNIST is robust over step sizes, network sizes, and rates of change.

# Results

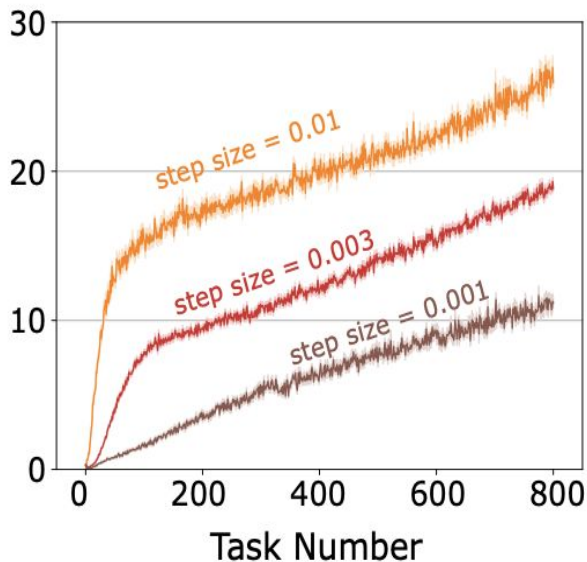
- Loss of plasticity is a general phenomenon, and it can be catastrophic in some cases
- Backpropagation does not work



# Reasons of Plasticity Loss

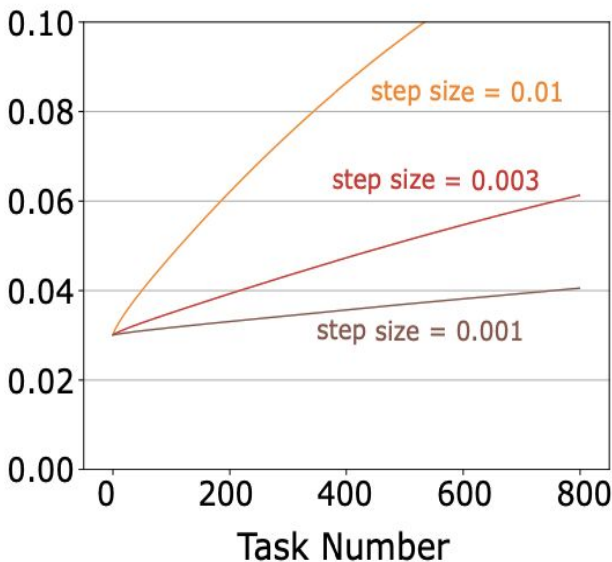
Percent of Dead Units

(Computed before each task)



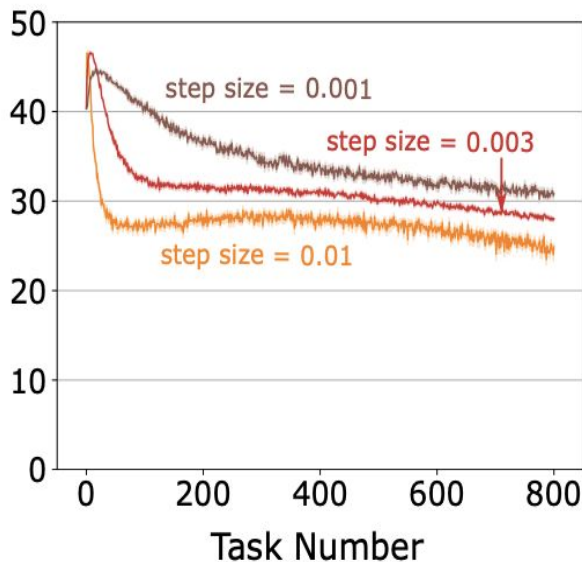
Weight Magnitude

(Average over all weights, binned over 60k examples)



Effective Rank

(Computed before each task, Scaled  $\in [0,100]$ )



# Methods for Mitigation Loss Of Plasticity

**L2-regularization** – decrease weight magnitudes

**Dropout** – increase in the effective rank

**Batch normalization** – decrease number of dead units

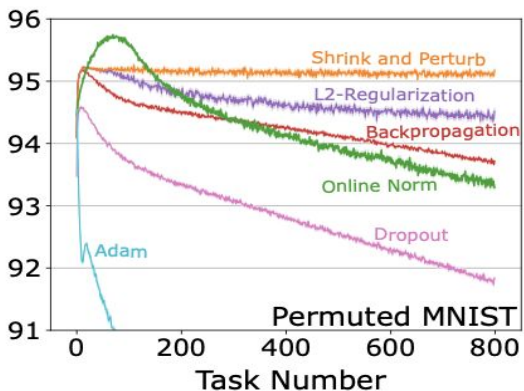
**Shrink-and-perturb** – decrease weight magnitudes, number of dead units and increase the effective rank

**Adam**

# Results

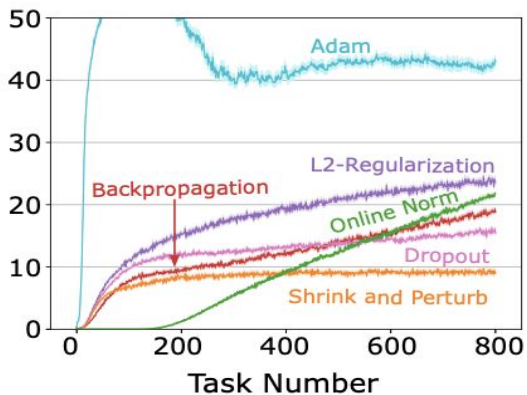
**a**

Percent Correct on MNIST  
(averaged over 30 runs)

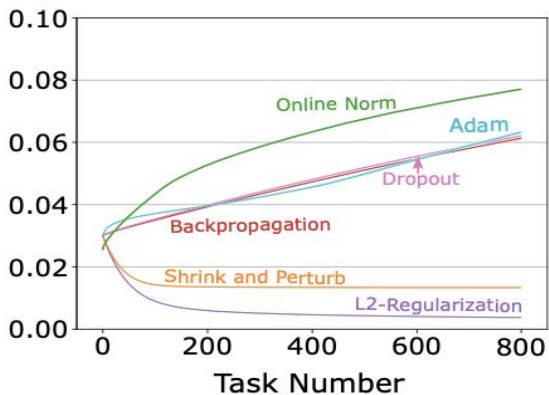


**b**

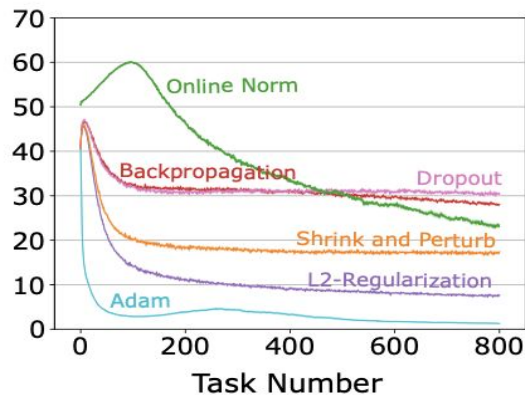
Percent of Dead Units  
(Computed before each task)



Weight Magnitude  
(Average over all weights)



Effective Rank  
(Computed before each task, Scaled to [0,100])



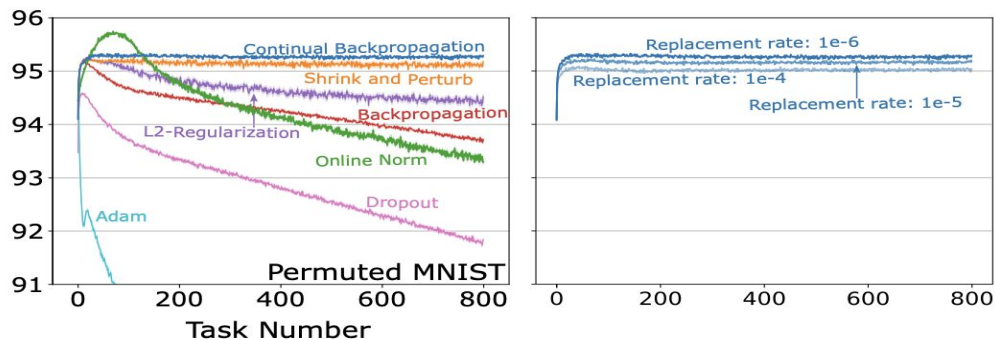
# Continual Backpropagation

- 1) Extension of conventional backpropagation
- 2) Selectively reinitialize low-utility units
  - a) Find low-utility units
  - b) Reinitialize them

# Results

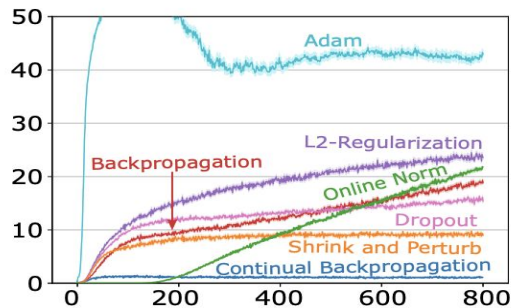
**a**

Percent Correct on MNIST  
(averaged over 30 runs)

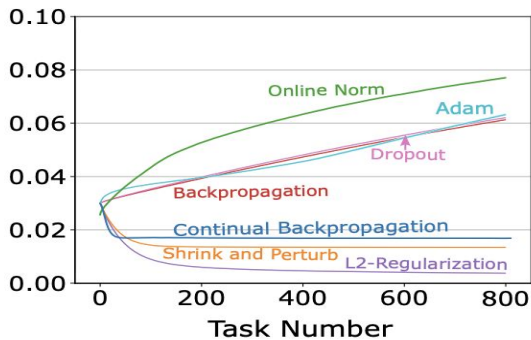


**b**

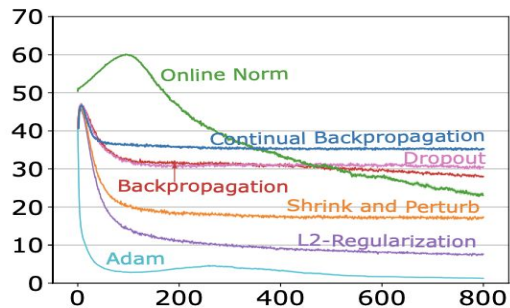
Percent of Dead Units  
(Computed before each task)



Weight Magnitude  
(Average over all weights)



Effective Rank  
(Computed before each task, Scaled to [0,100])



# Summary

- Demonstrated loss of plasticity in deep continual learning
- Proposed potential causes and suggested methods to correct
- Introduces a new algorithm which solves the problem