

# Deep Learning

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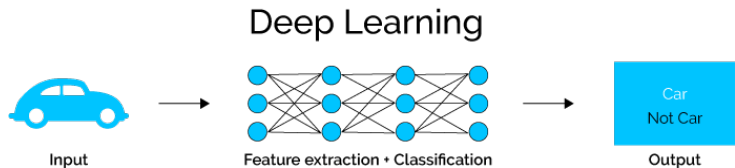
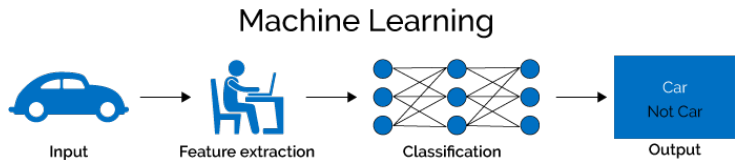
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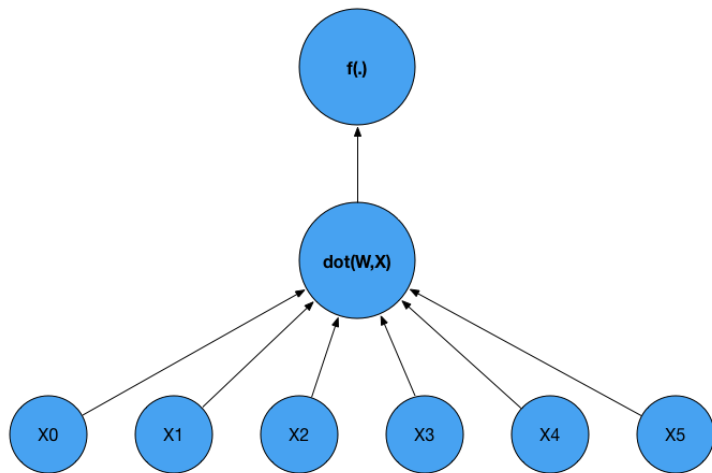
Feb 12, 2018

## 1 Deep Learning

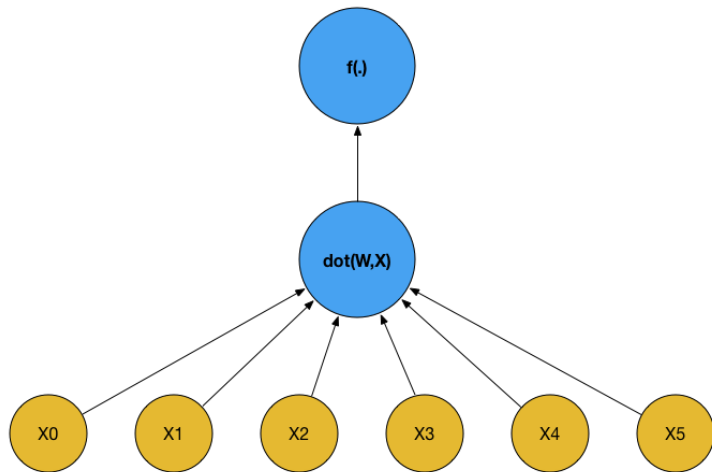
# Deep Learning vs ML



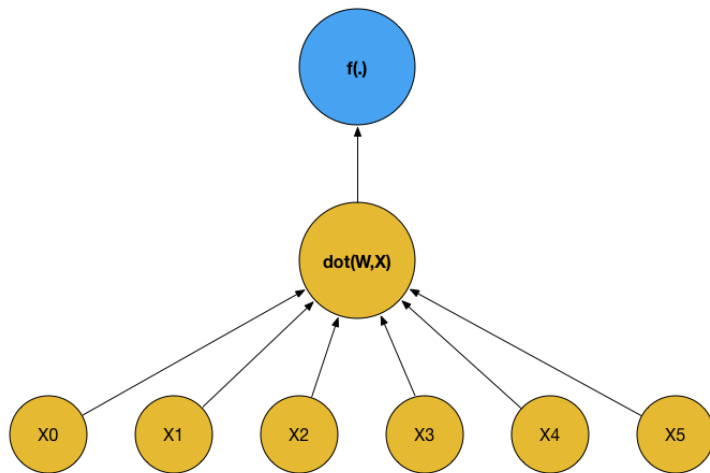
# Basic Computation of the Neuron



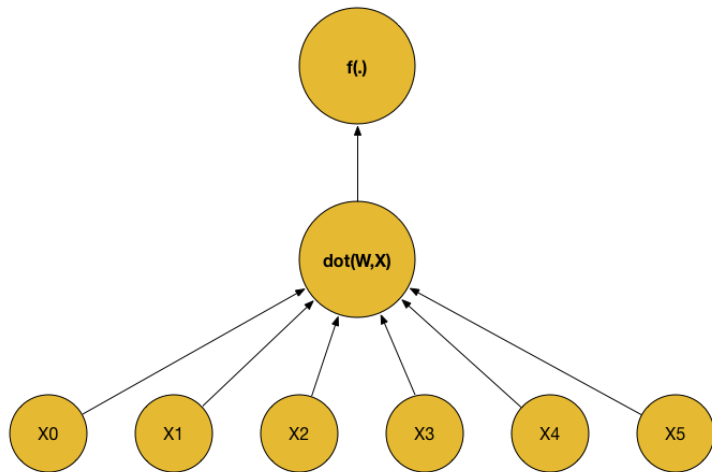
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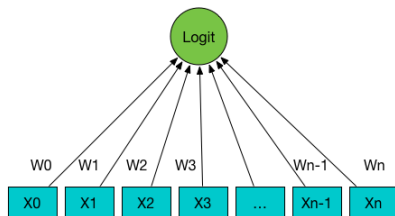
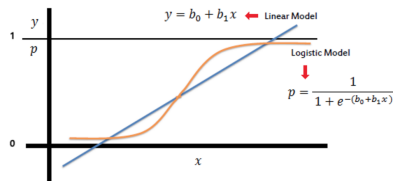
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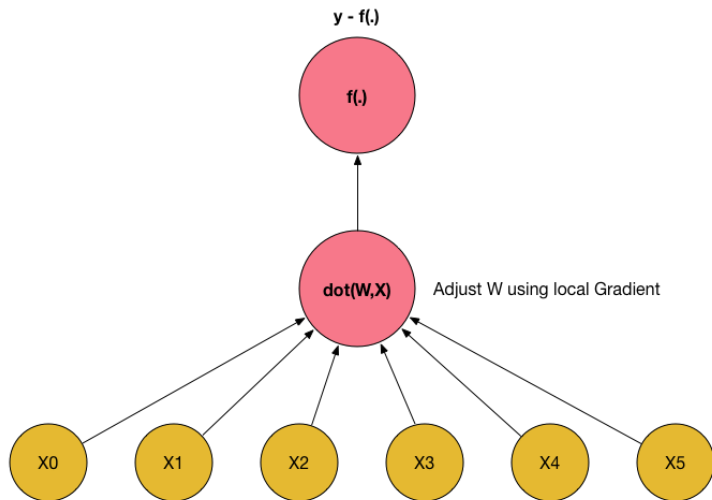


# Logistic Regression is just a simple Neuron Computational Unit

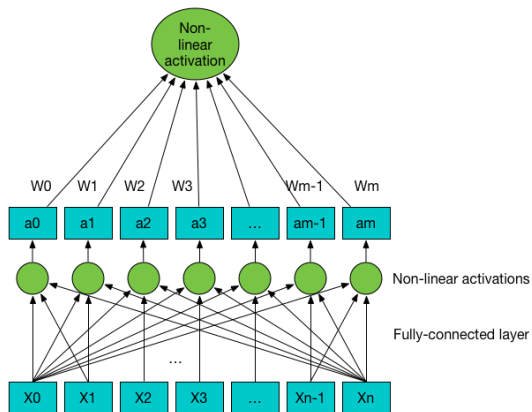




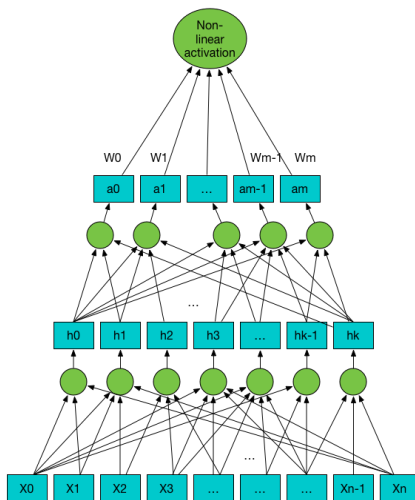
# Training the Neuron



# Multi Layer Perceptron



# Multi Layer Perceptron



# Why was this not done before?

- Too many model parameters
- Difficult to train
- Slow to train
- Prone to overfitting
- Beyond one hidden-layer, wasn't practical to fit
- Other algorithms such as SVMs had superior performance to MLP

# What changed?

- Data set sizes grew exponentially
- New techniques for training were invented
  - 1 Stochastic Gradient Descent
  - 2 HogWild
  - 3 Stochastic L-BFGS
  - 4 Fast hyper-parameter search techniques
- Computational Capacity grew making training times manageable
- New algorithms together with techniques for managing model complexity (regularization) demonstrated superior performance – shot past all other models in terms of performance
- Finally delivering on **universal function approximator** promise

# What Technologies make it work?

- Stochastic Gradient Descent
  - With SGD, training times of Deep Learning networks were dramatically reduced
  - Other techniques such as unsupervised initialization dramatically improved generalization ability of these networks to novel tasks
- Automatic Differentiation
  - Advances in algorithmic differentiation (not numerical differentiation or symbolic differentiation) greatly simplified writing gradient descent code for such models
- GPU
  - Availability of programmable Graphics Processing Units and compilers (CUDA) further sped up training times

# What Technologies make it work?










- Regularization
  - Advances in the understanding of regularization techniques to handle model complexity reduced overfitting issues
- Dataset sizes
  - Exponential Growth in dataset sizes further reduced overfitting issues and enabled these networks to show significantly better performance than traditional models
- Compute Capabilities
  - Improved compute capabilities make it feasible to deploy such models in production where they are able to score billions of rows a day

# Some successes of Deep Learning

- Image/Object Recognition
- Speech Recognition
- Natural Language Processing
- Machine Translation



# Object Recognition

Describes without errors	Describes with minor errors	Somewhat related to the image	Unrelated to the image
 <p>A person riding a motorcycle on a dirt road.</p>	 <p>Two dogs play in the grass.</p>	 <p>A skateboarder does a trick on a ramp.</p>	 <p>A dog is jumping to catch a frisbee.</p>
 <p>A group of young people playing a game of frisbee.</p>	 <p>Two hockey players are fighting over the puck.</p>	 <p>A little girl in a pink hat is blowing bubbles.</p>	 <p>A refrigerator filled with lots of food and drinks.</p>
 <p>A herd of elephants walking across a dry grass field.</p>	 <p>A close up of a cat laying on a couch.</p>	 <p>A red motorcycle parked on the side of the road.</p>	 <p>A yellow school bus parked in a parking lot.</p>

## MS-COCO Dataset

Common Objects in Context - a new Captioning and Detection challenge



- a woman is playing a frisbee with a dog.
- a woman is playing frisbee with her large dog.
- a girl holding a frisbee with a dog coming at her.
- a woman kneeling down holding a frisbee in front of a white dog.
- a young lady is playing frisbee with her dog.

# Object Recognition

## MS-COCO 2015

Some sample captions from 2015 challenge



The man at bat readies to swing at the pitch while the umpire looks on.



A large bus sitting next to a very tall building.

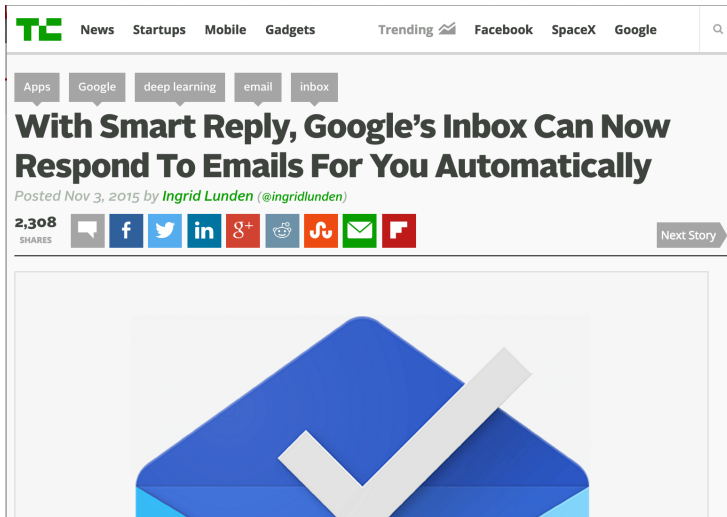
# Speech Recognition, Translation, and Synthesis

- Microsoft Research Speech Breakthrough 

# Named Entity Recognition

- Tutorial on NER [▶ Go](#)

## NLP for Smart Email Replies



# Some criticisms

- Theoretical Guarantees
- Models that are not well-understood

