# Artificial Neural Networks and Deep Learning

Week 6

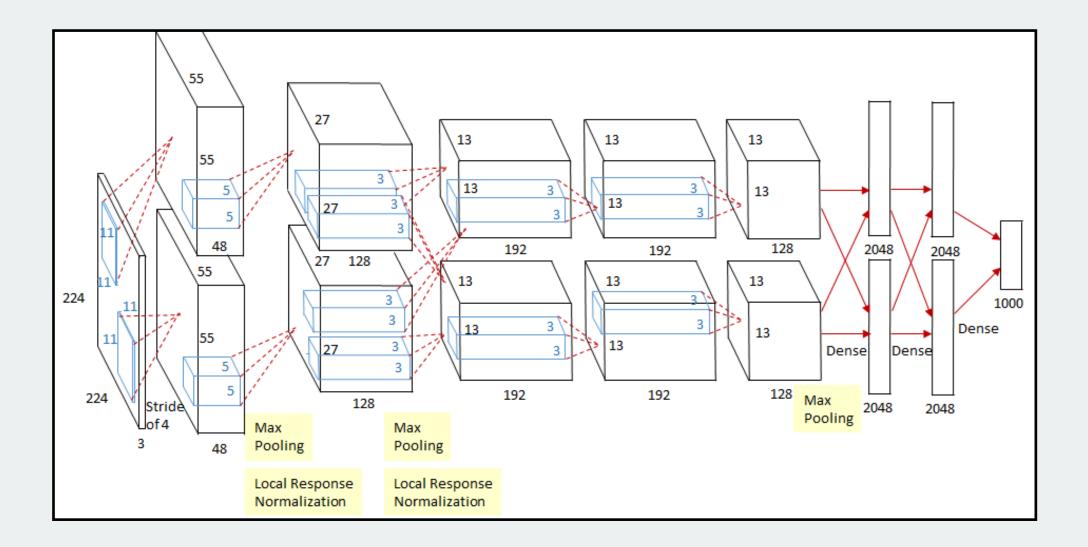
Transfer learning

Tuesefeu	
<b>Transfer</b>	learning

Reusing a model trained on one problem, on another problem

# The problem with training big deep learning models

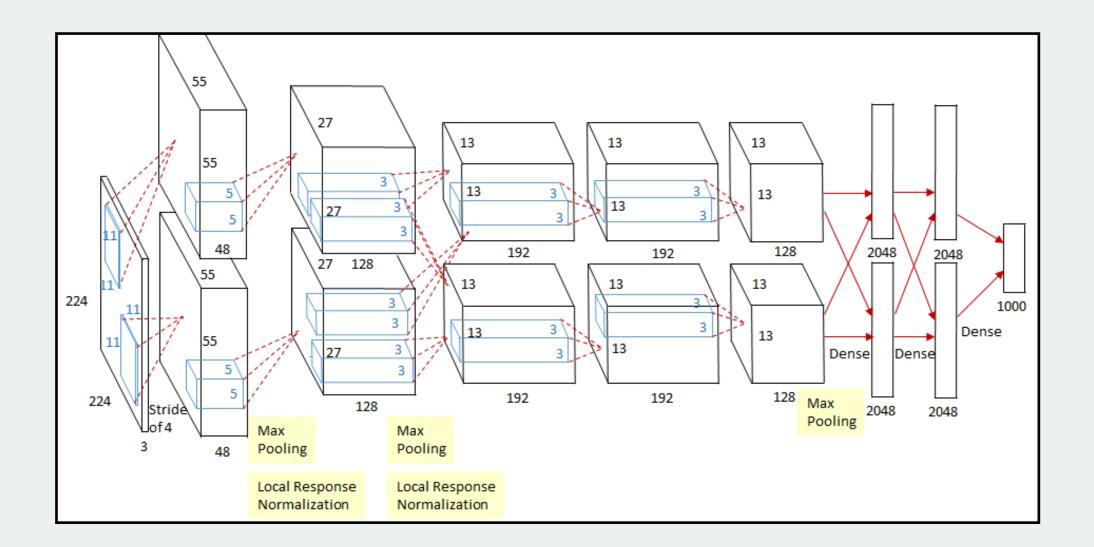
- Extremely long training times (up to weeks)
- Expensive cloud computing fees, or GPU cost and electricity bills
- Huge CO<sub>2</sub> footprint (as much as 5 cars)



## The problem with training big deep learning models

> **Solution:** Reuse pre-trained models!

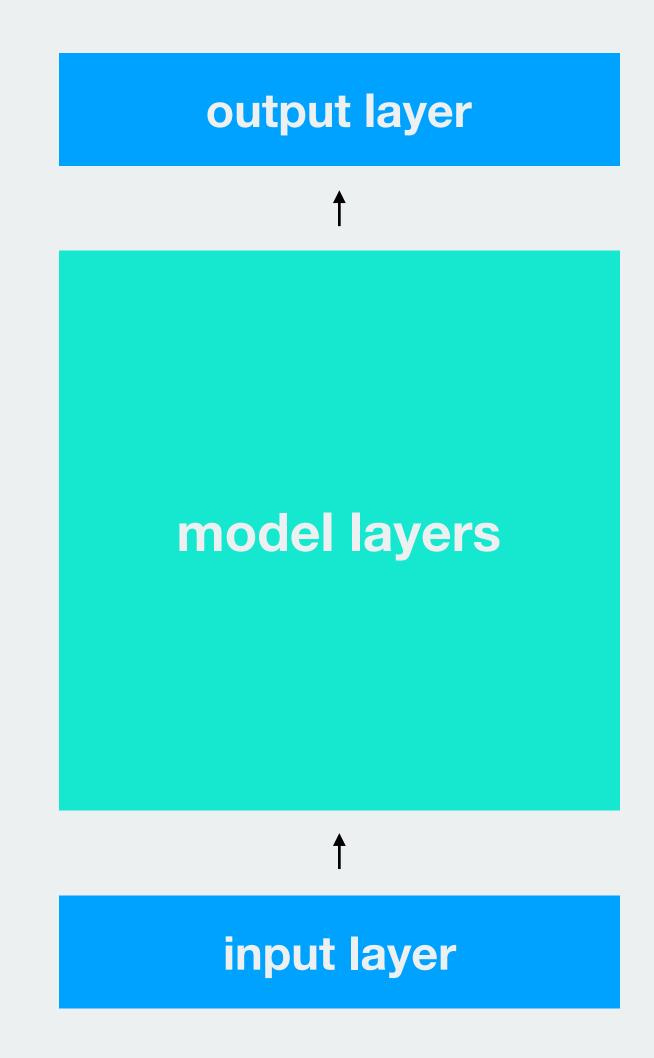
- Extremely long training times (up to weeks)
- Expensive cloud computing fees, or GPU cost and electricity bills
- Huge CO<sub>2</sub> footprint (as much as 5 cars)



> Fundamental idea

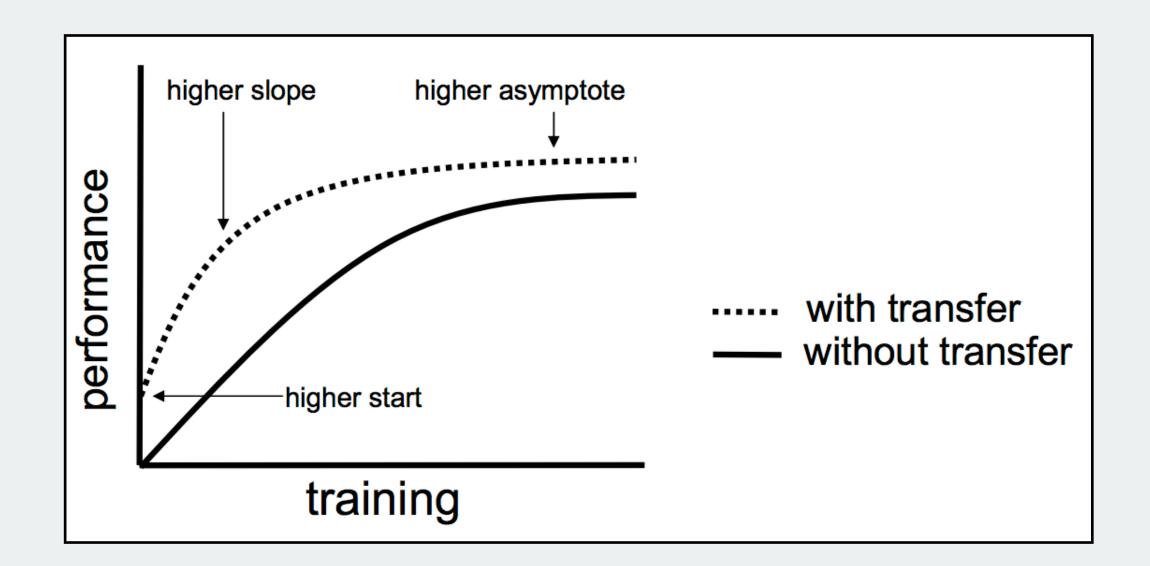
1. Train on one (huge) dataset

2. Reuse model to improve training on another dataset

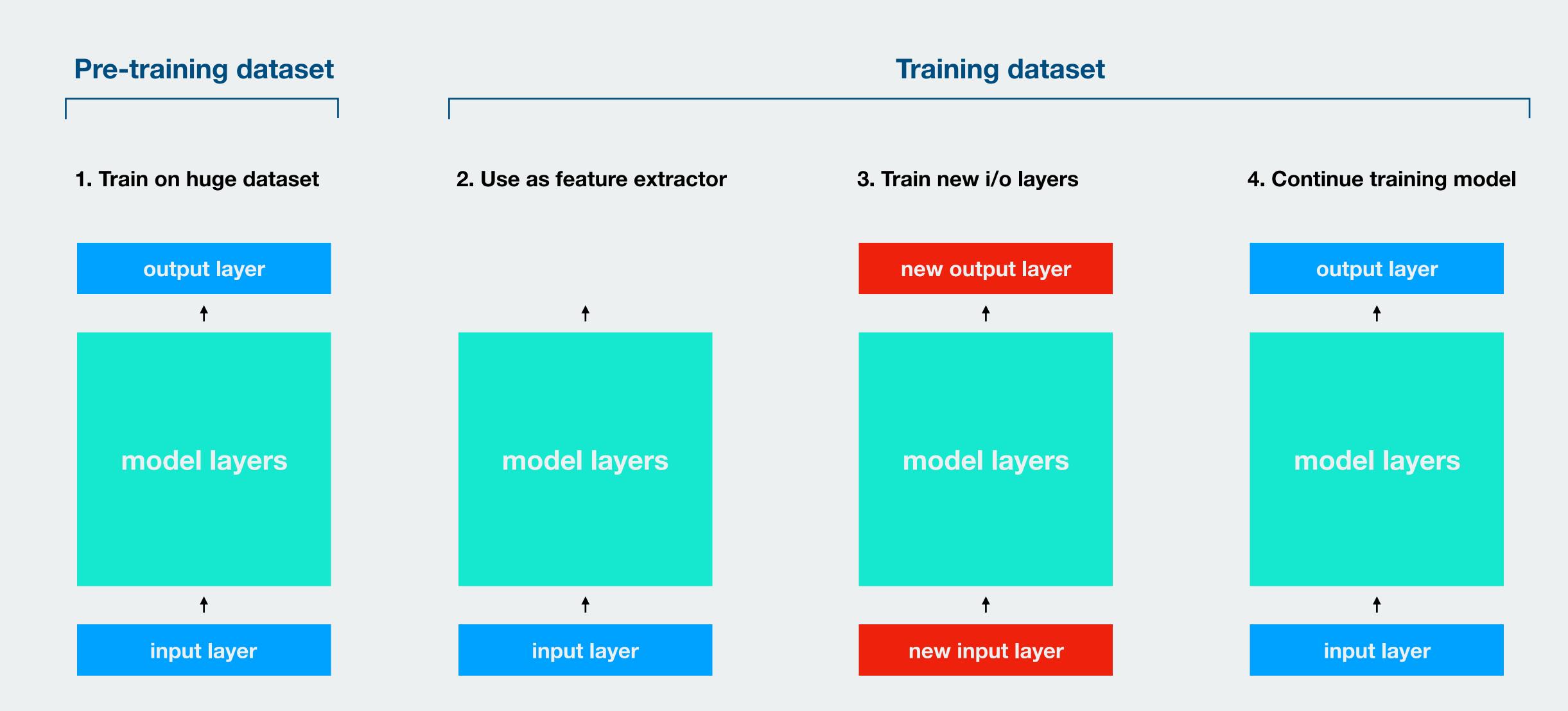


> Benefits

- Makes training on new data much faster
- Enables training on small datasets
- Helps avoid overfitting. Initial weights are usually better than random, helping avoid many local minima.

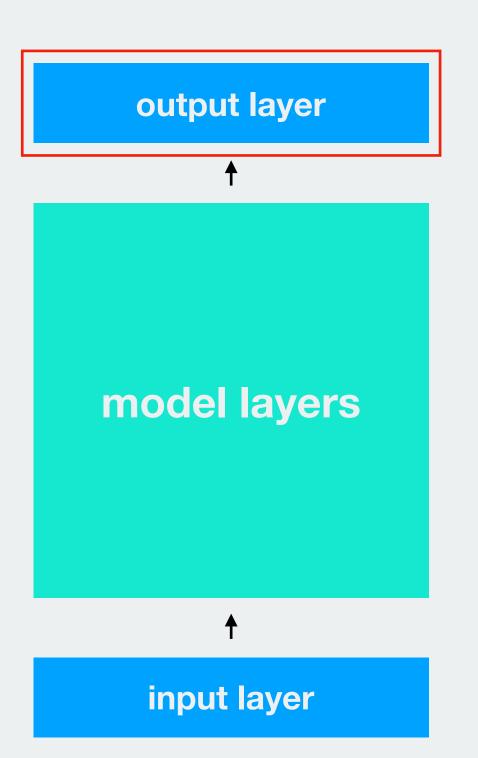


> Fundamental idea (nuanced)

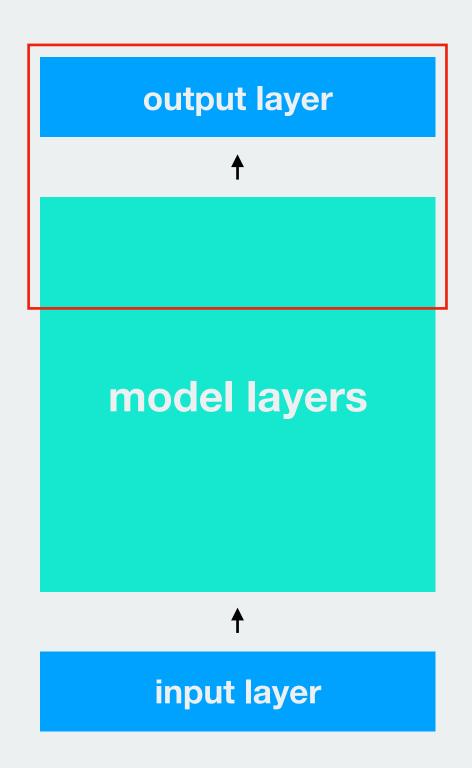


> Strategies

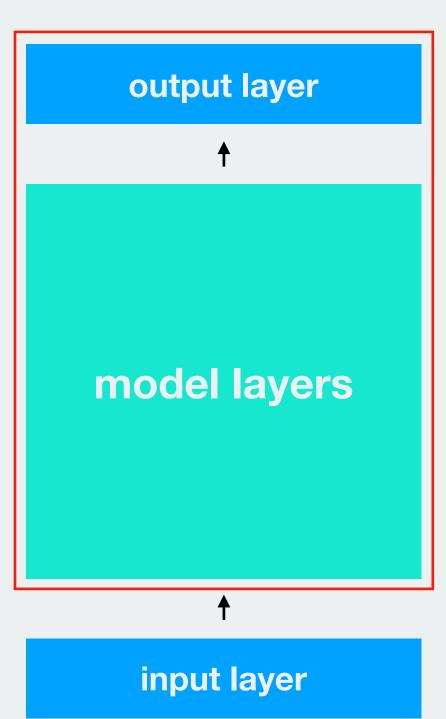
1. If training dataset is **small** only train **last layers** 



2. If training dataset is **big** train more **last layers** 



3. If training dataset is huge train all layers with reduced learning rate.1/10th of orig. LR is good choice



> Strategies

Similar dataset **Different dataset** Use pre-trained Difficult. Maybe Little data model as feature consider using a different pre-trained extractor and do model or use classification with different feature new features and simpler model extractors Much data Finetune a few layers Finetune a large towards the end of number of layers, the network, with with lowered LR Iowered LR

> Further

- Transfer learning is extremely pervasive, especially for image data
- Also used for language modeling.
   There exists publicly available word embeddings which encode words as vectors in an efficient way.
- Most research and industrial projects start with some pertained model and then builds something on top of that.

