



# Shawn Jain

Open AI

December 7, 2020

[shawnjain.com](http://shawnjain.com)

# Origins

Digital Cameras

Computational Photography

Wearable Cameras

# Research

Perception and Understanding (MIT)

Understanding and Behavior (Uber ATG)

# Recent Work

Scale and Speed (MSR)

# Origins



## Digital Cameras

Computational Photography  
Wearable Cameras

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# Digital Cameras



# Origins



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**Computational Photography**

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**Wearable Cameras**

# Research

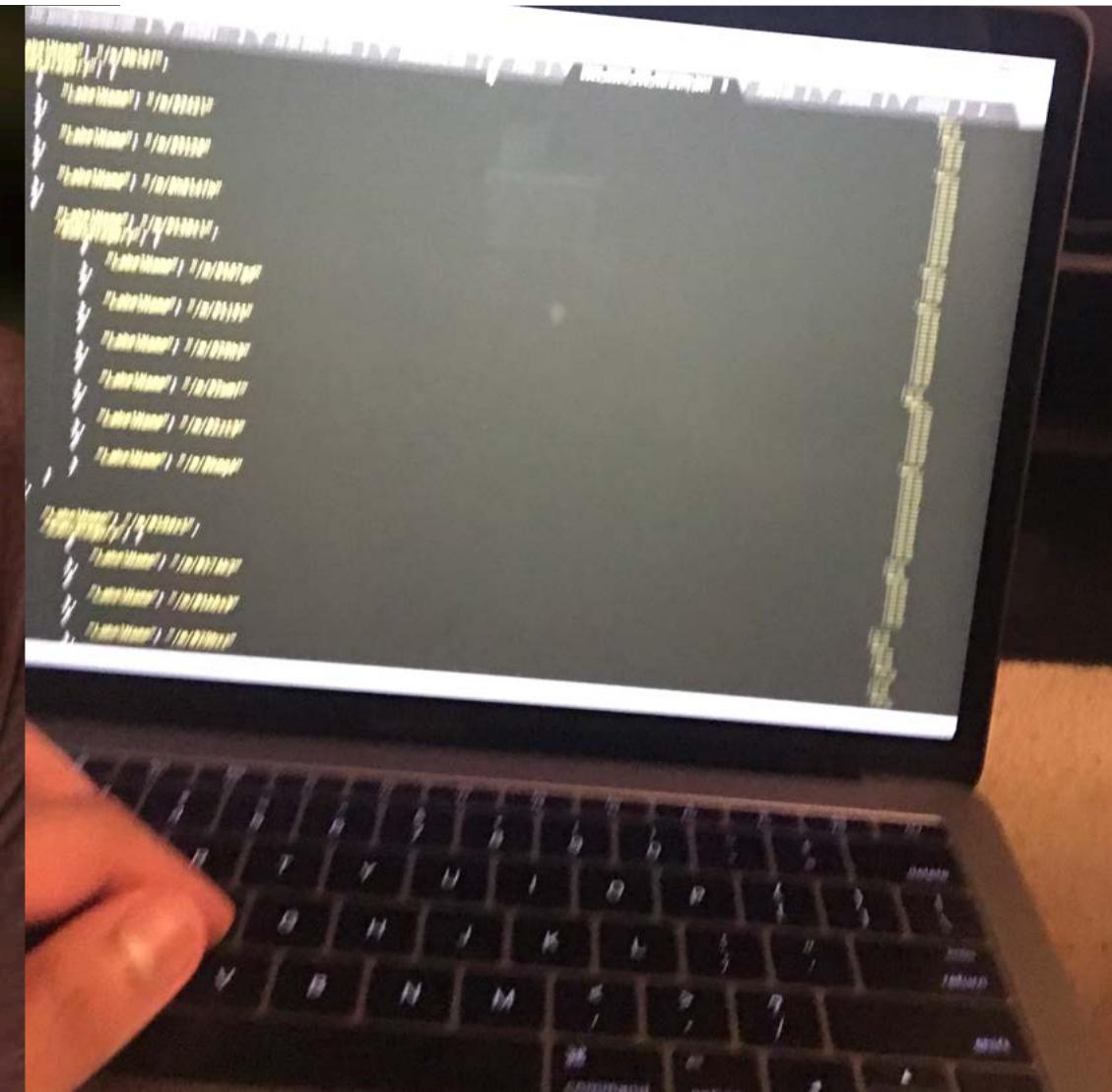
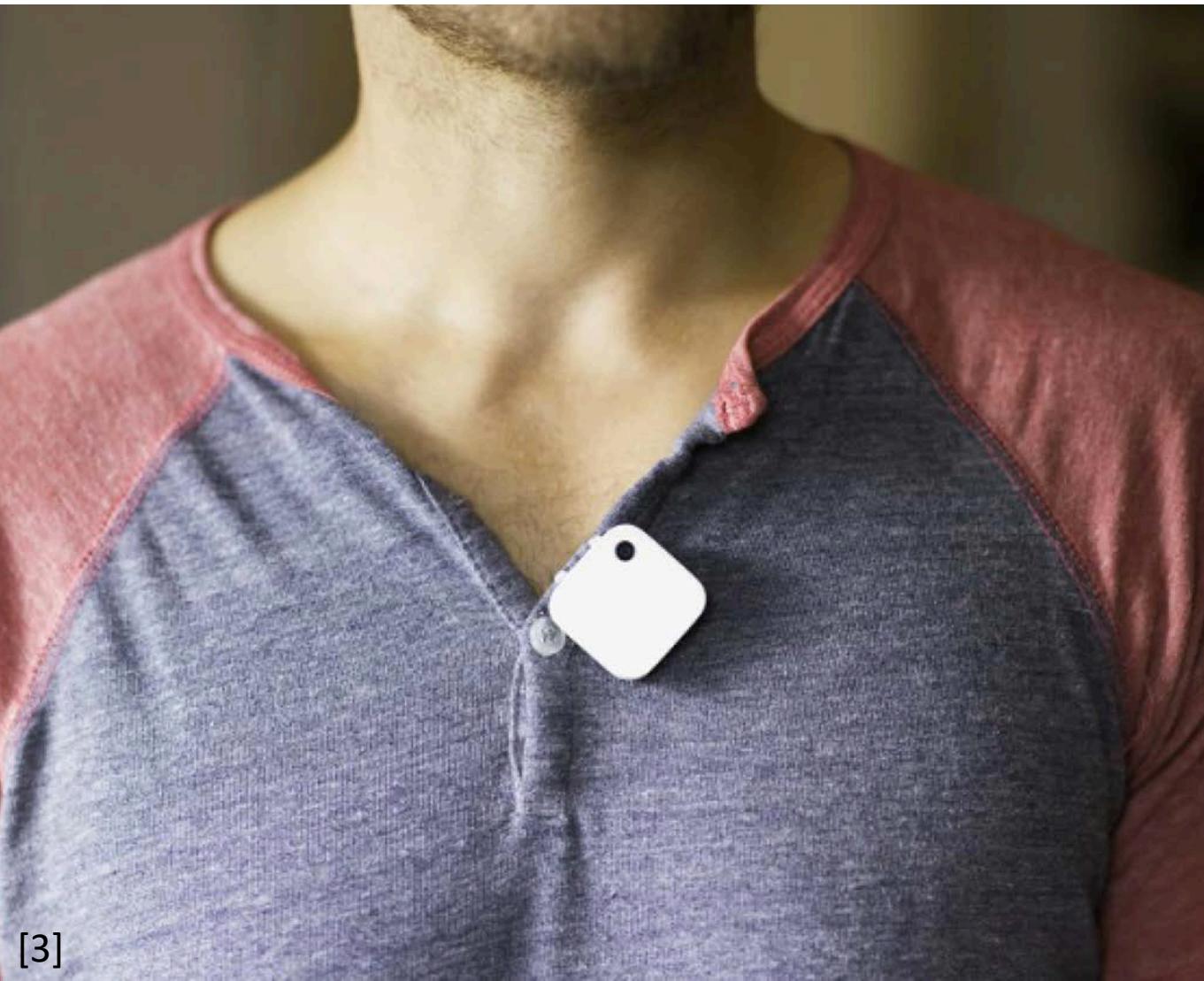
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# Wearable Cameras - Lifelogging



# Origins



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**Wearable Cameras**

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**Perception and Understanding (MIT)**

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# Recent Work

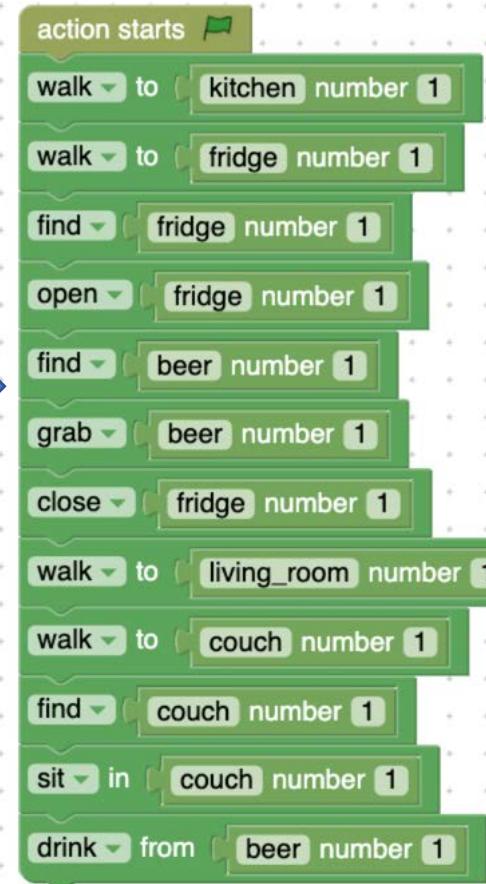
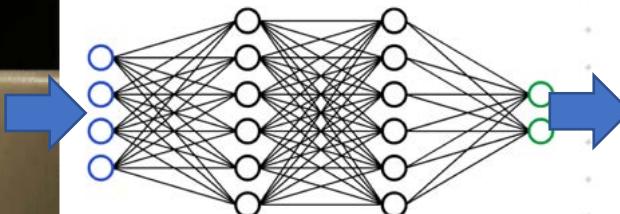
Scale and Speed (MSR)

# Perception and Understanding



Collaborators: X. Puig, K. Ra, M. Boben, J. Li, T. Wang, S. Fidler, A. Torralba

# Perception and Understanding



# Collecting Household Activities



1. Name a Household Activity:

Set the table

2. Give a Description:

Go to the kitchen, find the tableware, and put it onto the table.

3. Build a program:

# Robots wikiHow set up table



action starts

walk to Kitchen number 1

find Plate number 1

grab Plate number 1

put Plate number 1 in/on Table number 1

find Fork number 1

grab Fork number 1

put Fork number 1 in/on Table number 1

# thanksgiving

Description: Set out centerpieces, fancy china, etc. Then, bring out turkey and rest of food.

```
action starts [flag]
  walk to [DINING ROOM] number 1
  find [CENTERPIECE] number 1
  grab [CENTERPIECE] number 1
  put [CENTERPIECE] number 1 in/on [TABLE] number 1
  find [PLACEMAT] number 1
  grab [PLACEMAT] number 1
  put [PLACEMAT] number 1 in/on [TABLE] number 1
  find [PLATE] number 1
  grab [PLATE] number 1
  put [PLATE] number 1 in/on [PLACEMAT] number 1
  find [CLOTH NAPKIN] number 1
  put [CLOTH NAPKIN] number 1 in/on [TABLE] number 1
  walk to [KITCHEN] number 1
  find [FOOD_TURKEY] number 1
  grab [FOOD_TURKEY] number 1
  walk to [DINING ROOM] number 1
  put [FOOD_TURKEY] number 1 in/on [TABLE] number 1
  walk to [KITCHEN] number 1
  find [FOOD_FOOD] number 1
  grab [FOOD_FOOD] number 1
  walk to [DINING ROOM] number 1
  put [FOOD_FOOD] number 1 in/on [TABLE] number 1
```

# make coffee

## Coffee Maker

```
action starts [flag]
walk to KITCHEN number 1
find COFFE MAKER number 1
find WATER number 1
open COFFE MAKER number 1
pour WATER number 1 into COFFE MAKER number 1
find GROUND COFFEE number 1
grab GROUND COFFEE number 1
find COFFEE FILTER number 1
grab COFFEE FILTER number 1
put COFFEE FILTER number 1 in/on COFFE MAKER number 1
put GROUND COFFEE number 1 in/on COFFE MAKER number 1
find COFFEE POT number 1
grab COFFEE POT number 1
put COFFEE POT number 1 in/on COFFE MAKER number 1
switch on COFFE MAKER number 1
```

## Kettle

```
action starts [flag]
walk to KITCHEN number 1
find WATER number 1
pour WATER number 1 into KETTLE number 1
find KETTLE number 1
switch on KETTLE number 1
grab KETTLE number 1
pour WATER number 1 into COFFEE CUP number 1
find COFFEE number 1
pour COFFEE number 1 into COFFEE CUP number 1
stir COFFEE number 1
```

## Sugar and Milk

```
action starts [flag]
stand up
walk to KITCHEN number 1
find STOVE number 1
switch on STOVE number 1
find COFFEE POT number 1
grab COFFEE POT number 1
put COFFEE POT number 1 in/on STOVE number 1
find MILK number 1
pour MILK number 1 into COFFEE POT number 1
find COFFEE number 1
pour COFFEE number 1 into COFFEE POT number 1
find FOOD_SUGAR number 1
rinse FOOD_SUGAR number 1
find SPOON number 1
grab SPOON number 1
stir COFFEE number 1
switch off STOVE number 1
```

# Generating videos from programs



Simulator

# Generating videos from programs

action starts

```
walk to kitchen number 1
walk to fridge number 1
find fridge number 1
open fridge number 1
find beer number 1
grab beer number 1
close fridge number 1
walk to living_room number 1
walk to couch number 1
find couch number 1
sit in couch number 1
drink from beer number 1
```

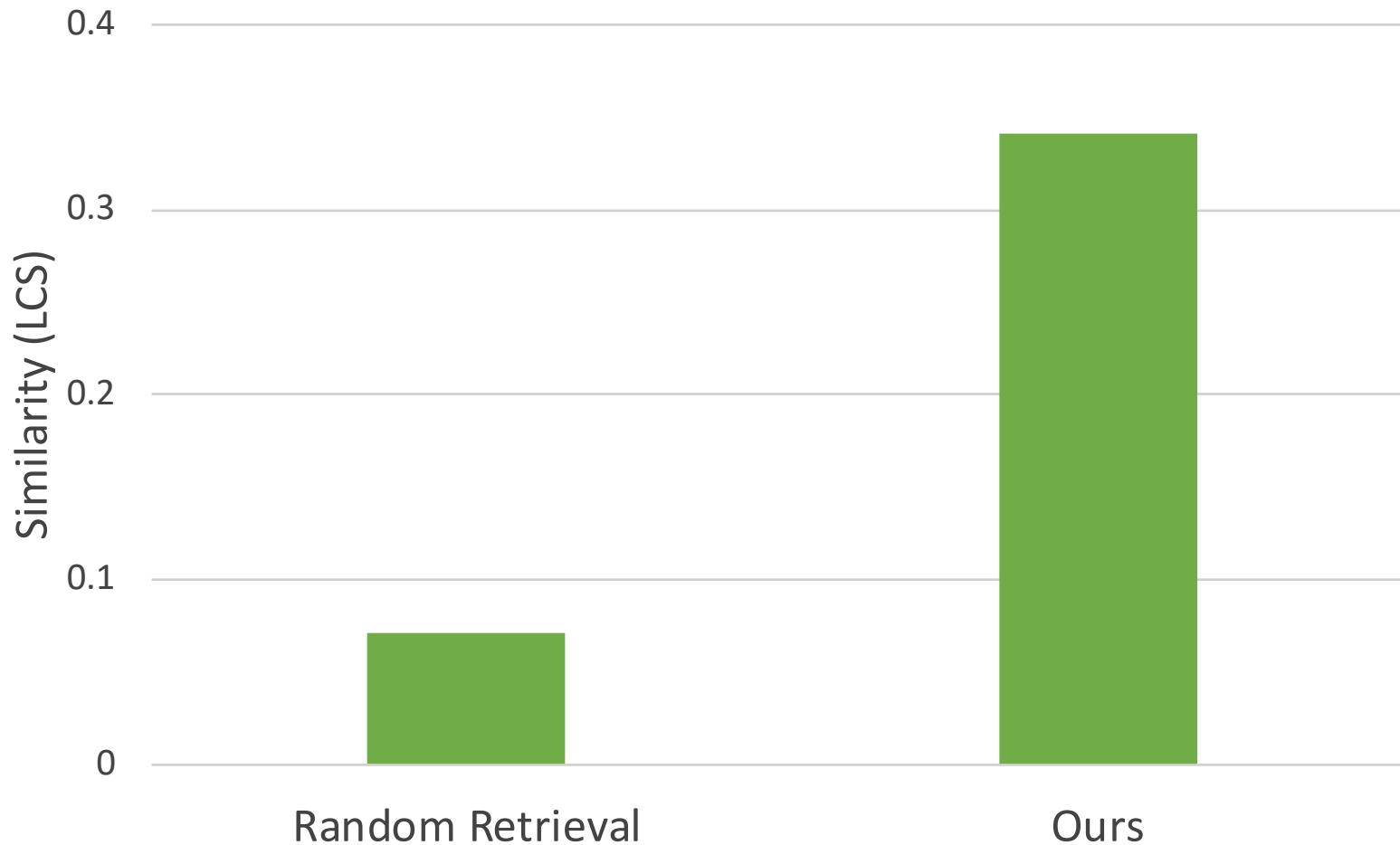


Video

Simulator

Program

# Model Performance



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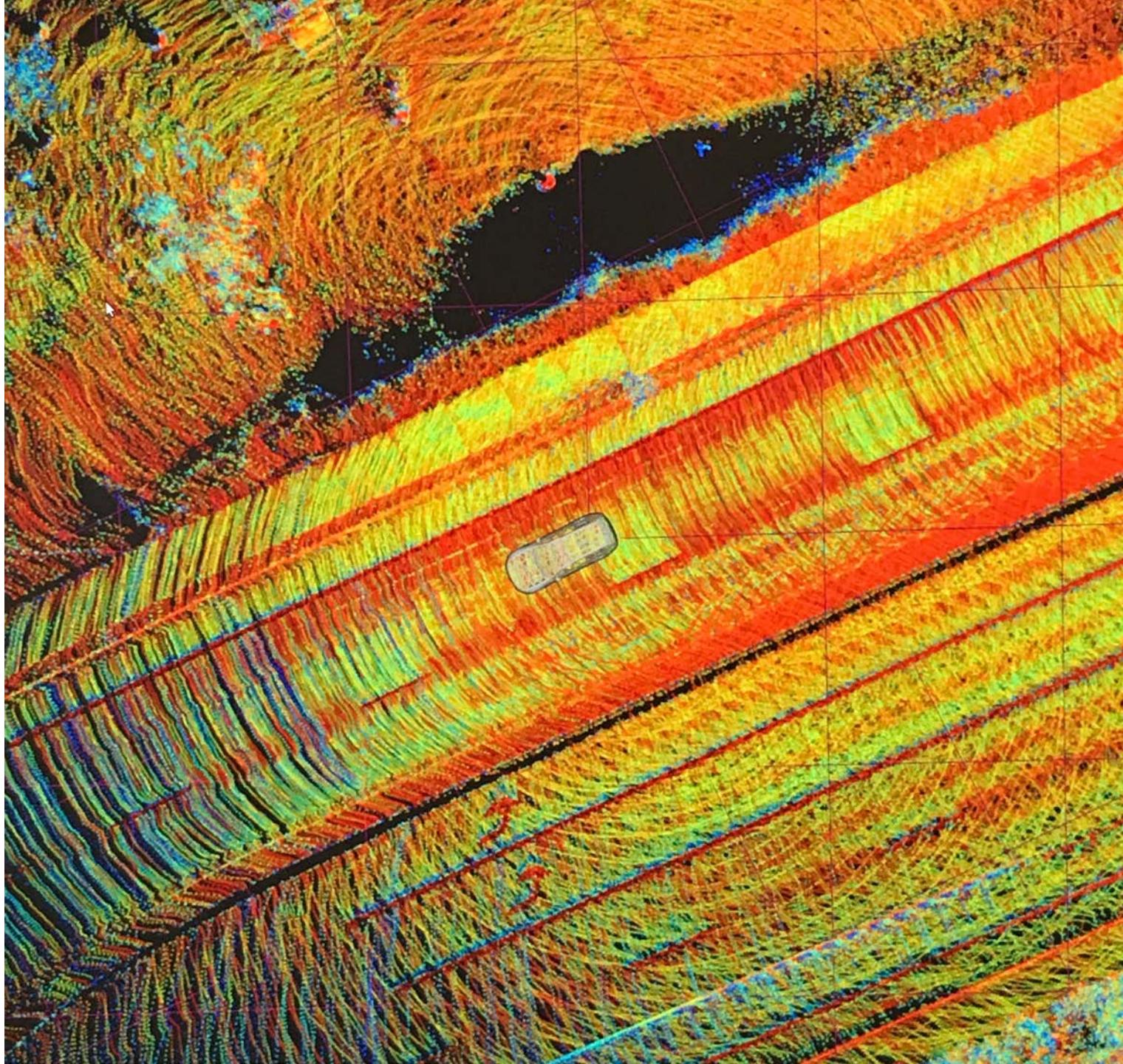
# Understanding and Behavior

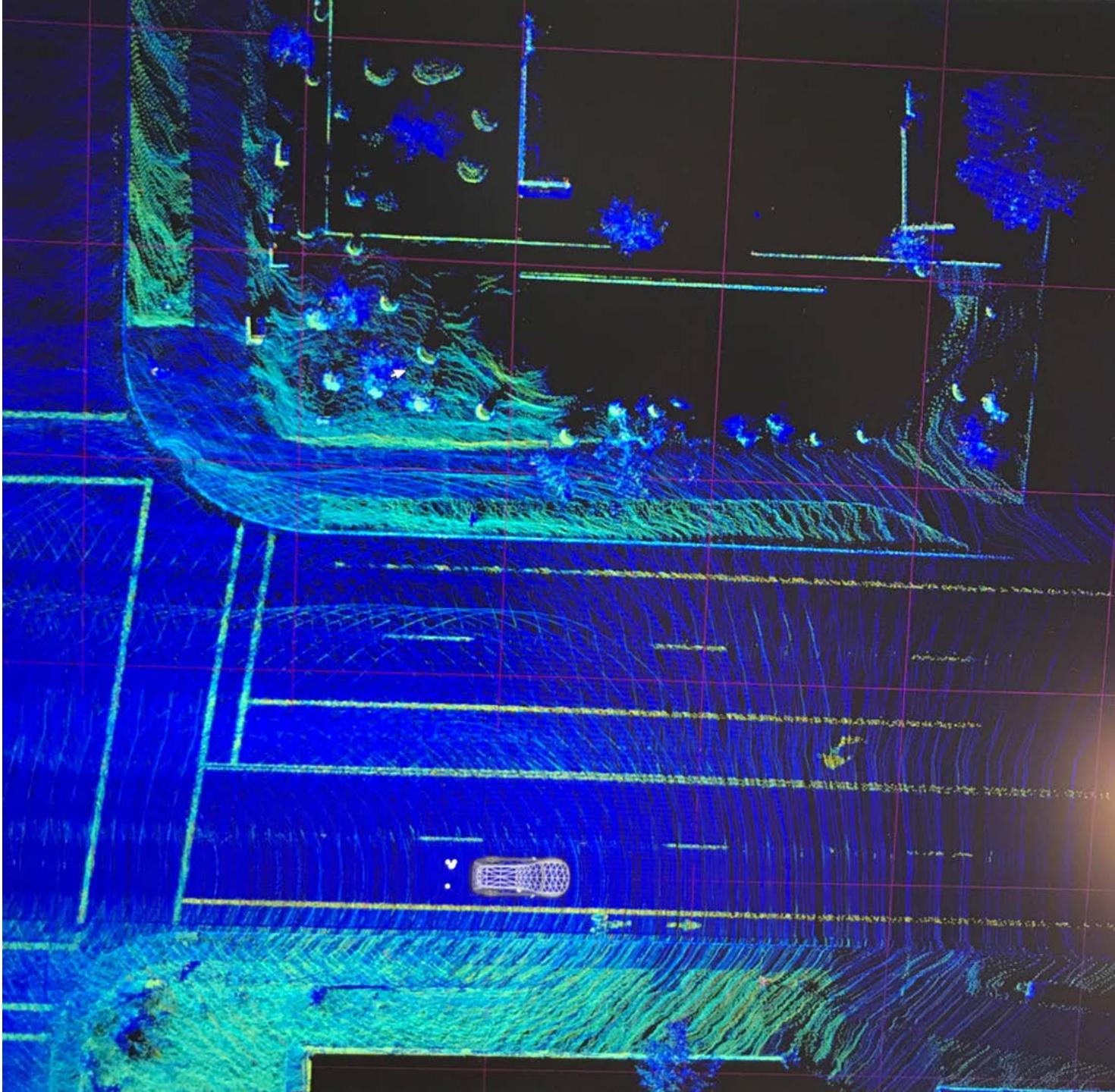
## Uber ATG

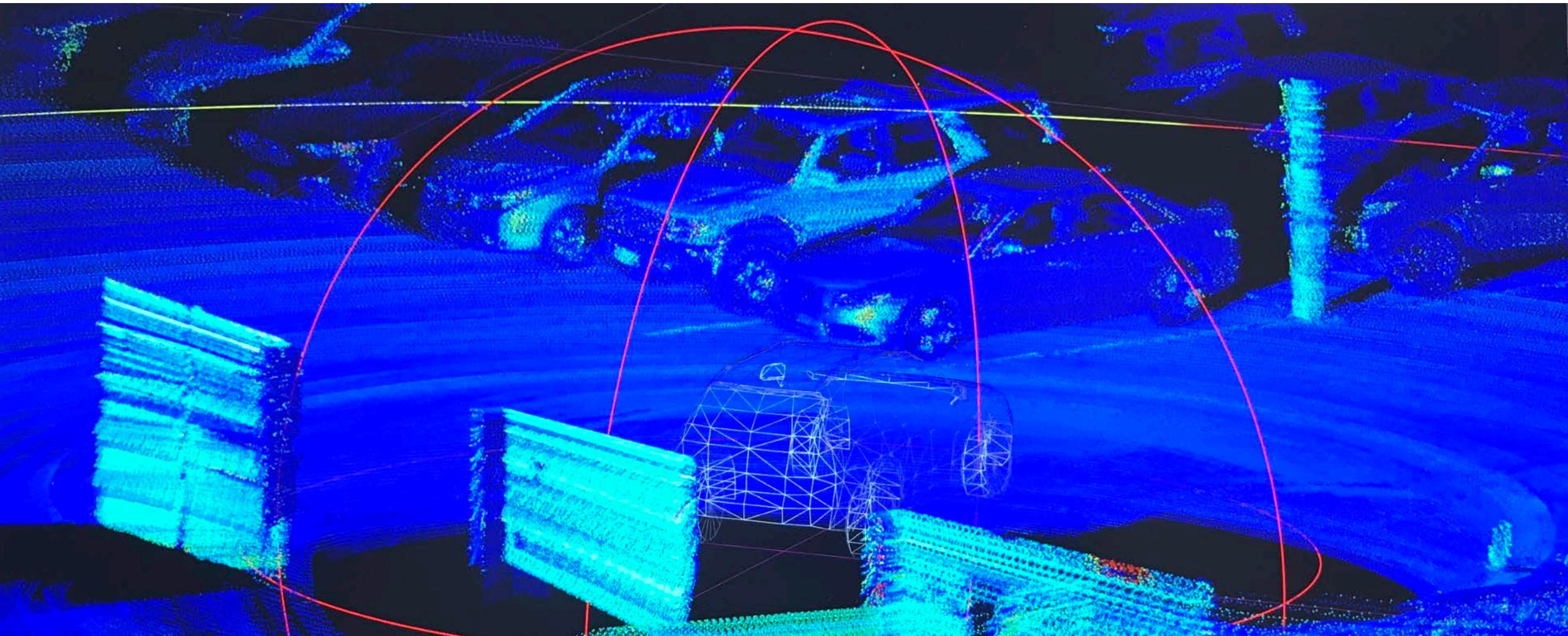












# Understanding and Behavior

Patent [US 10,598,791 B2](#)



## Research + Engineering

# Origins



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Perception and Understanding (MIT)

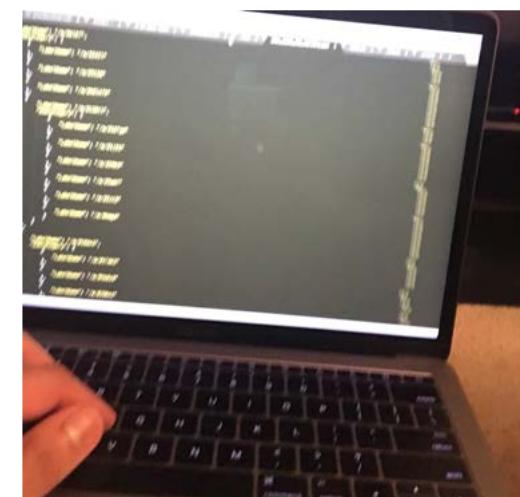


**Understanding and Behavior (Uber ATG)**

# Recent Work

Scale and Speed (MSR)

# Scaling Up



# Scaling Up



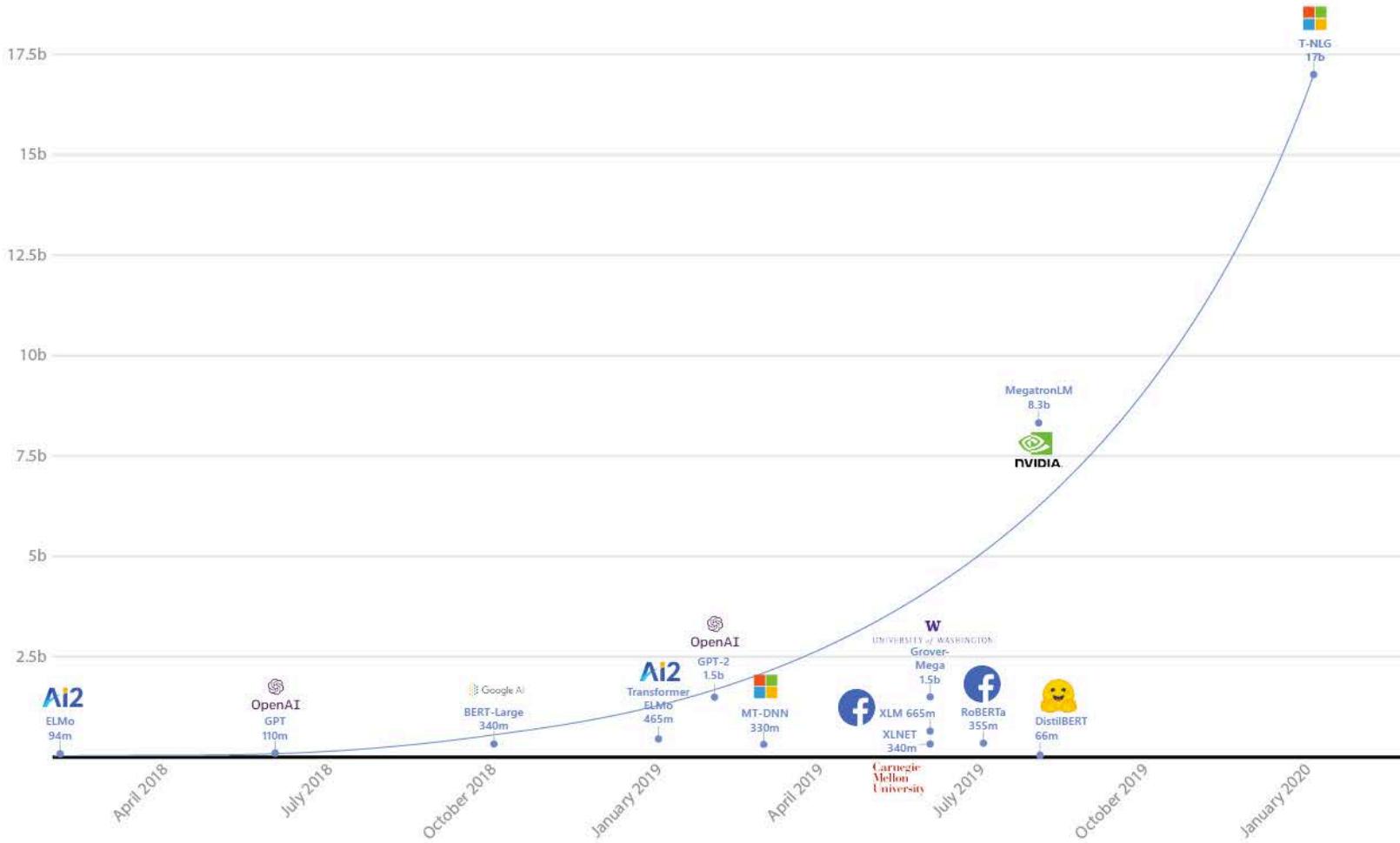
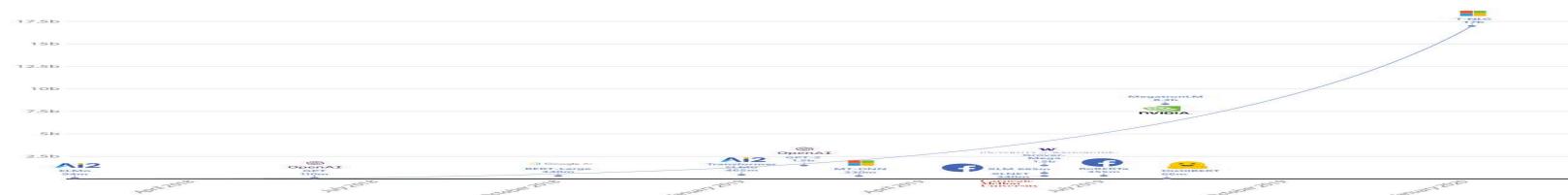


Figure from [17]



OpenAI  
GPT3  
175B



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# Research

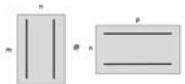


Perception and Understanding (MIT)



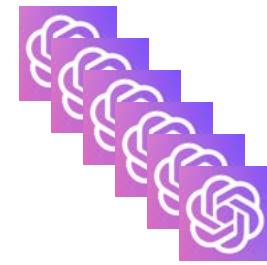
Understanding and Behavior (Uber ATG)

# Recent Work



**Scale and Speed (MSR)**

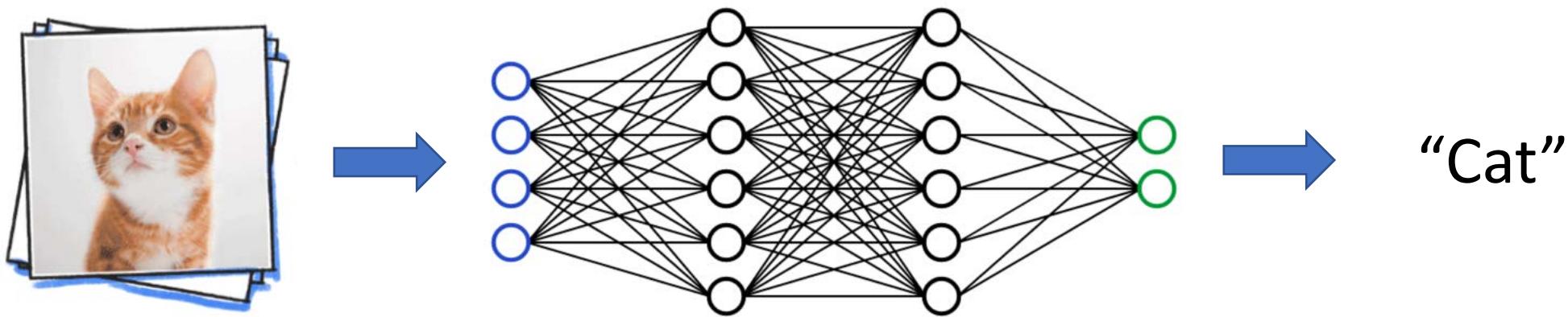
# Scaling Up > Speed Up



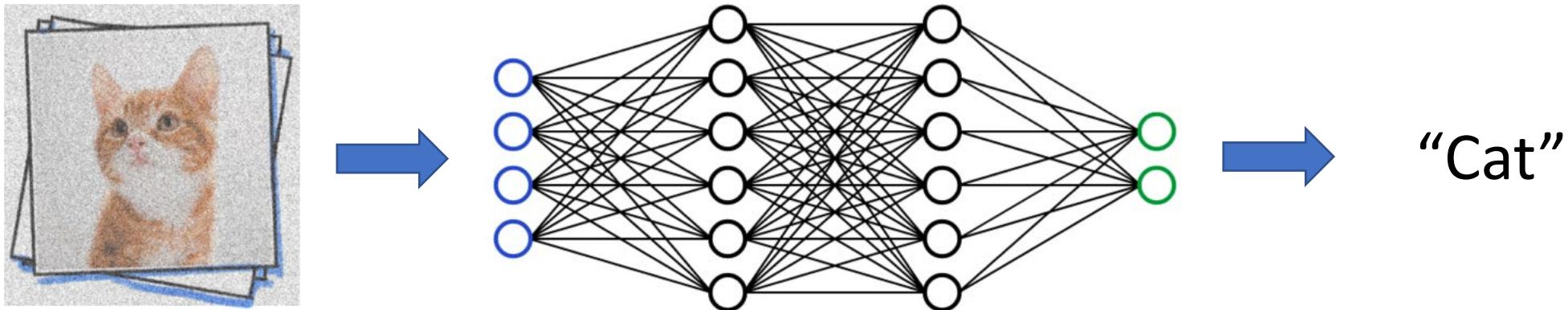
GPT3

A general purpose method to  
speed up training and inference?

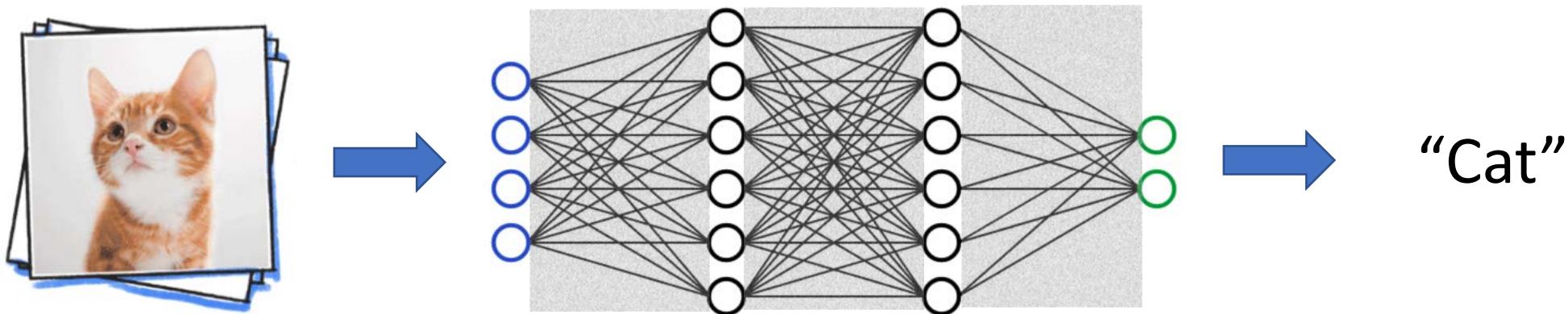
Collaborator: Greg Yang, Microsoft Research



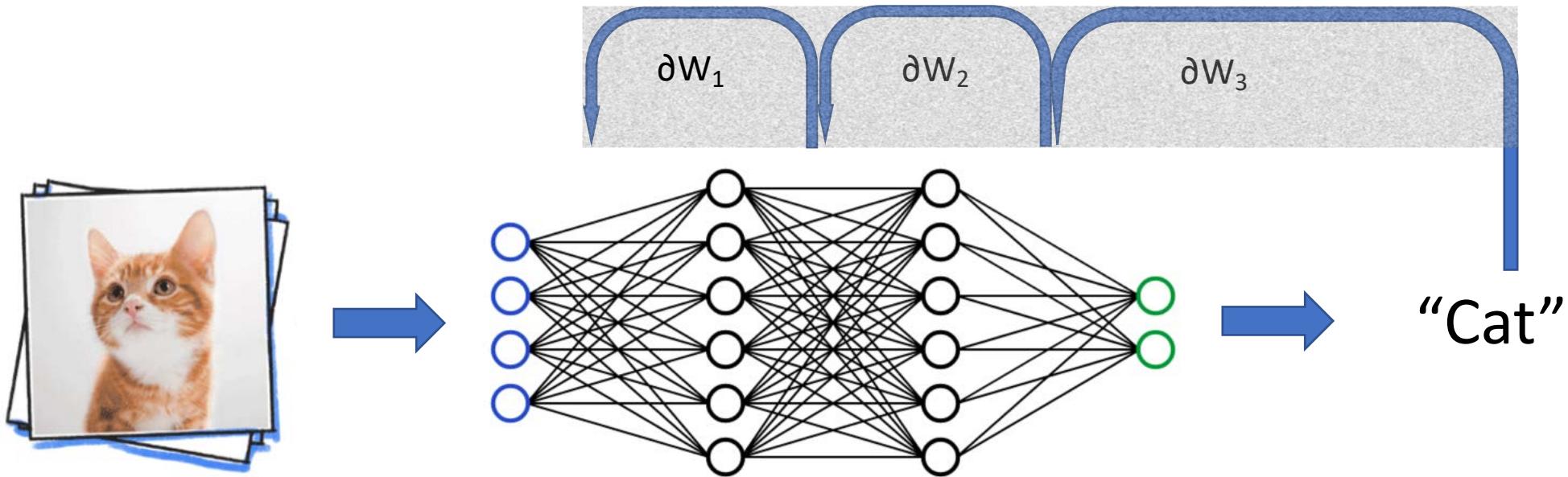
+ Input Noise



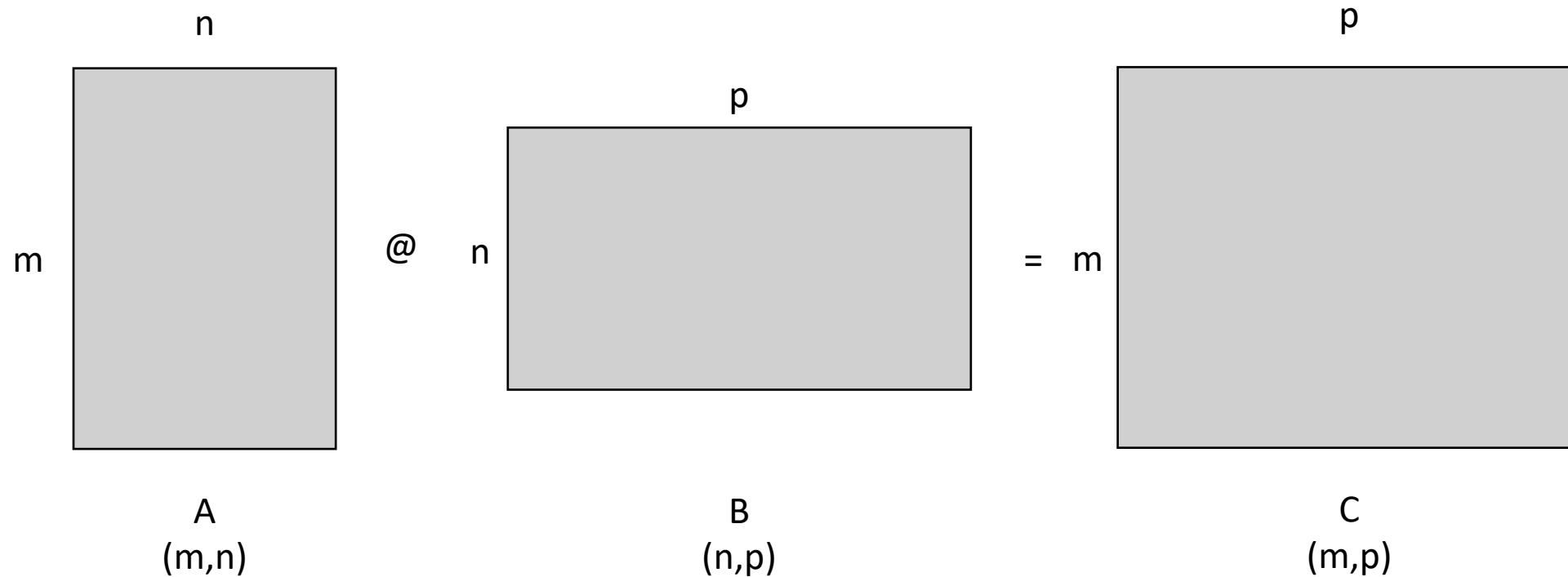
+ Weight Noise



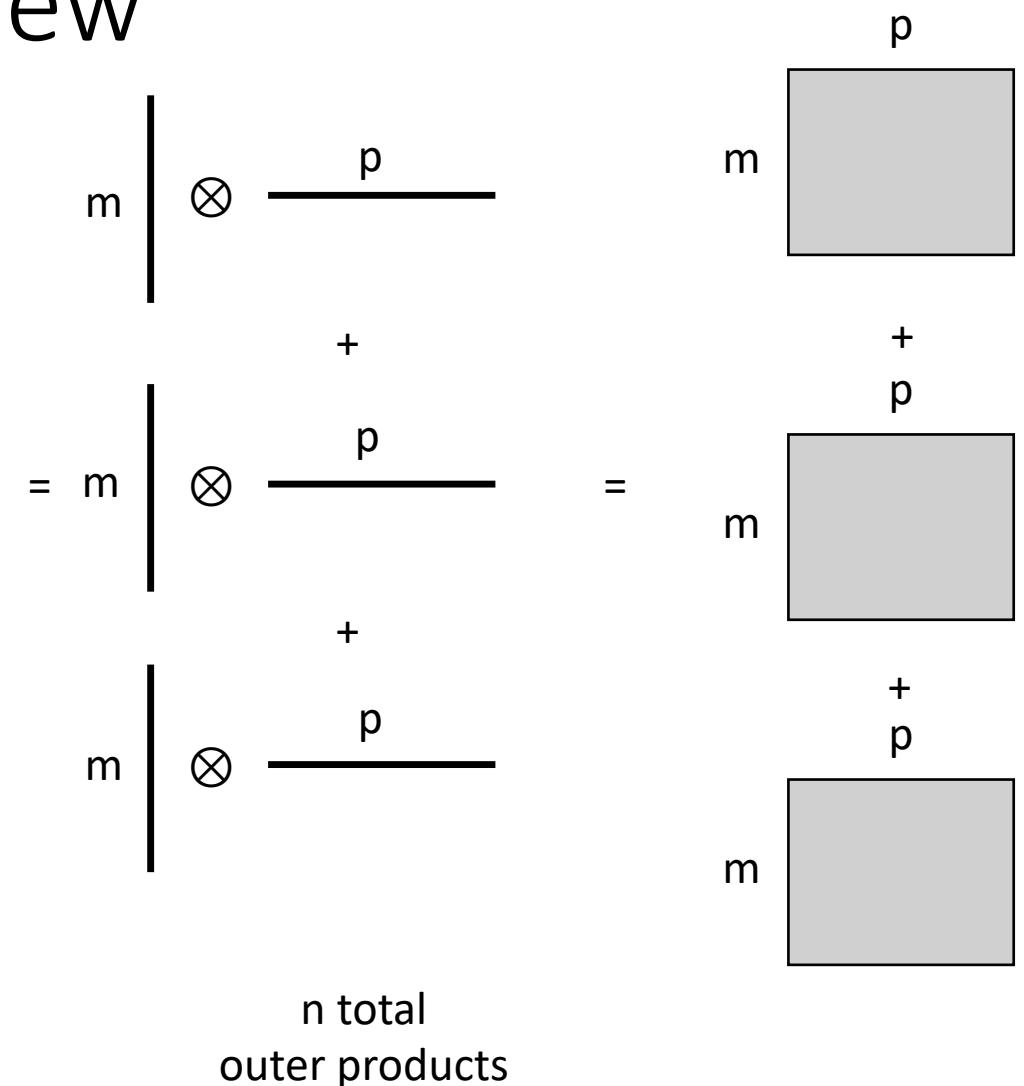
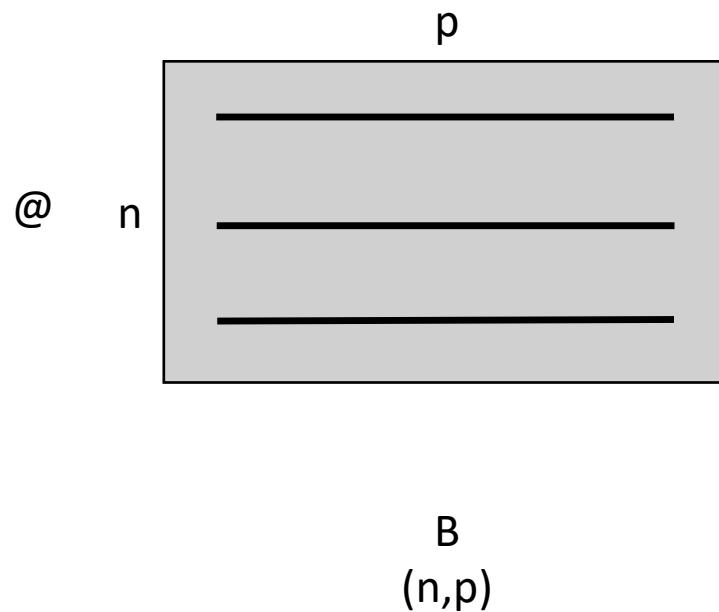
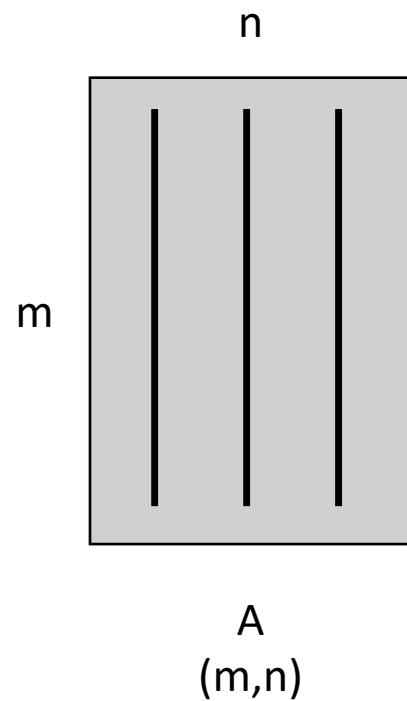
+ Gradient Noise



# Matrix Multiplication Review

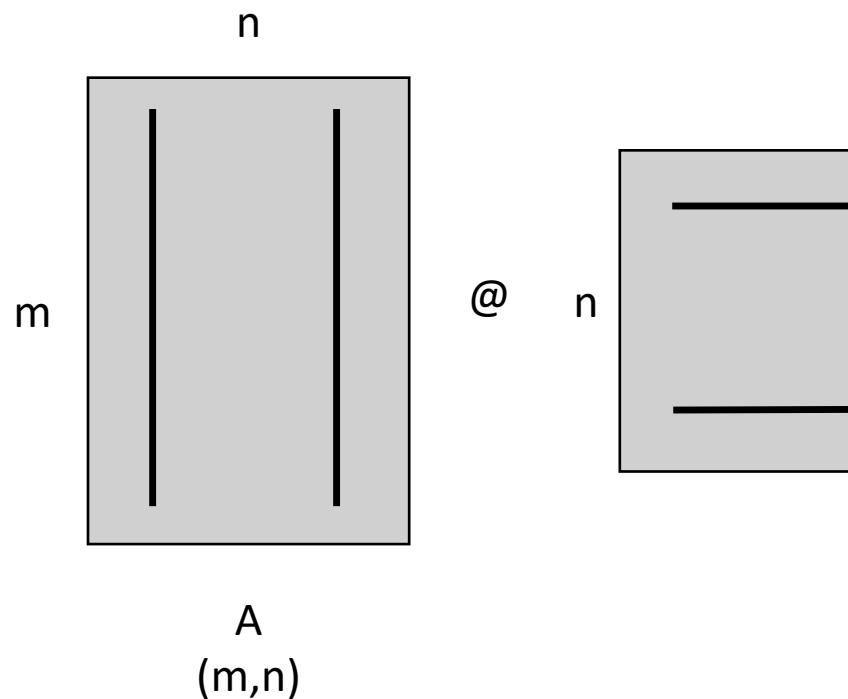


# Matrix Multiplication Review



**Runtime:**  
 $O(mnp)$

# Approximate Matrix Multiplication

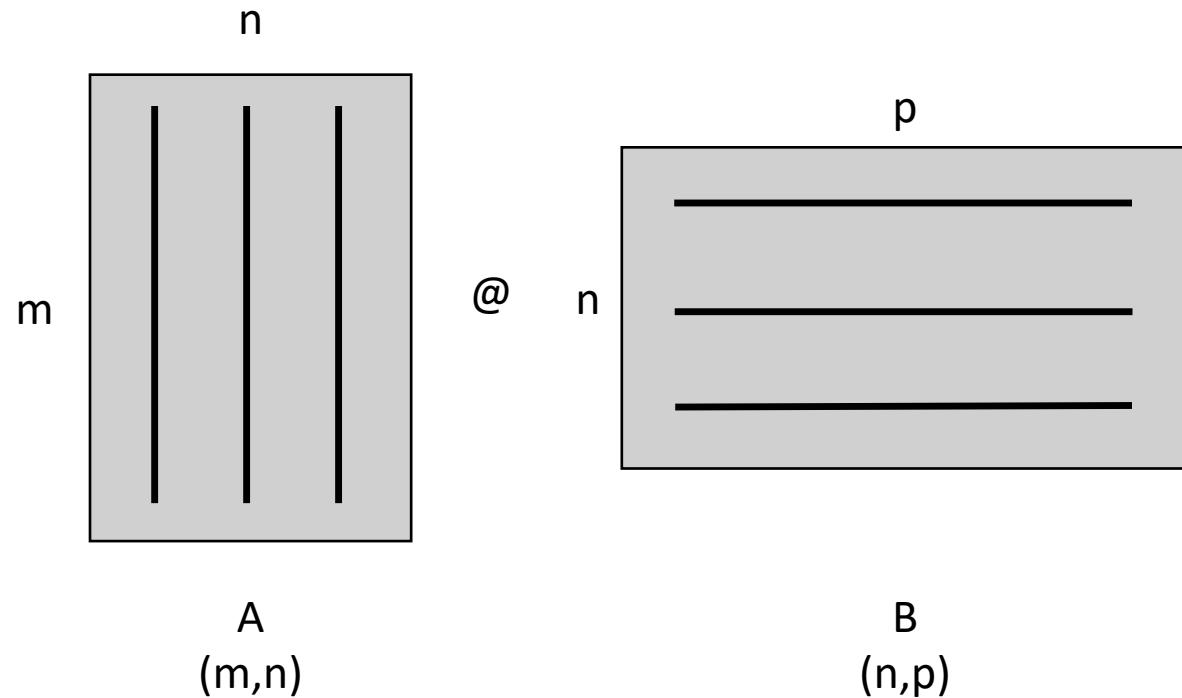


Select  $k \ll n$   
Column-Row Pairs

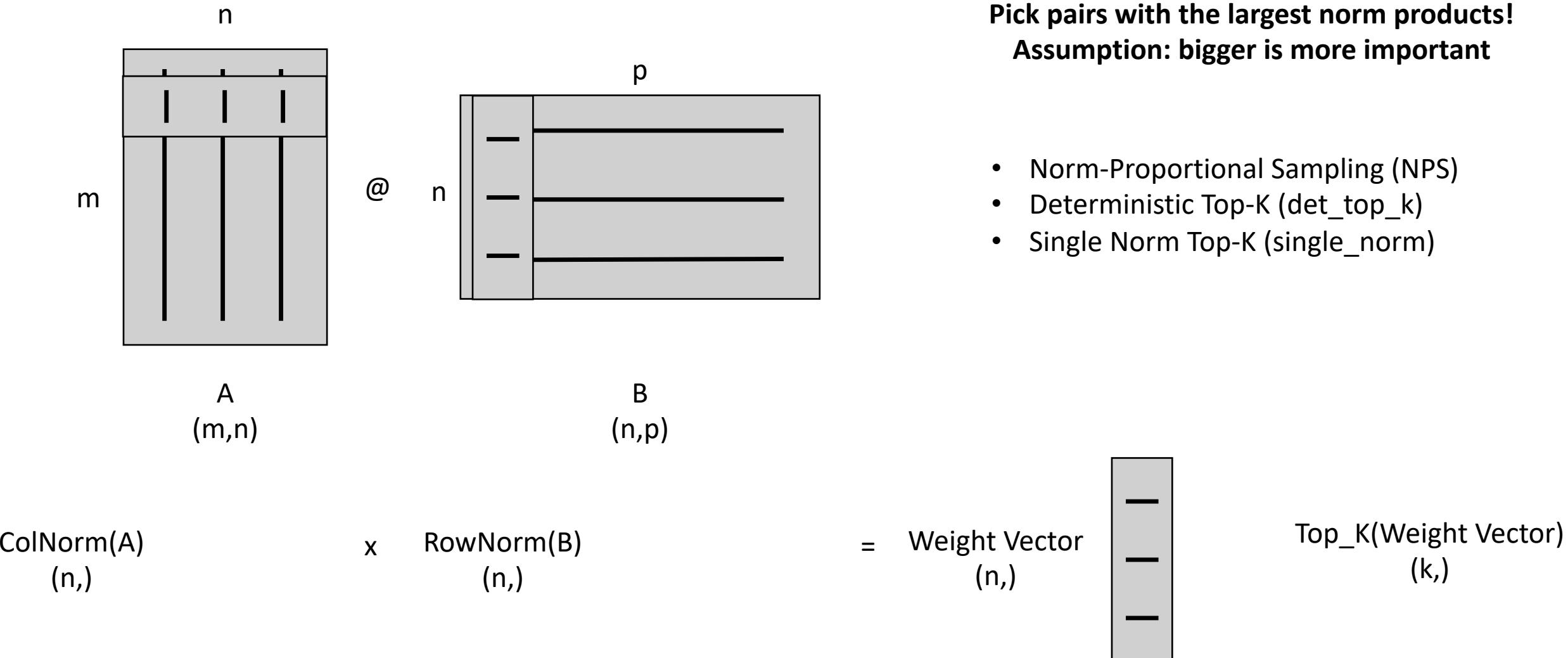
$k$  total  
outer products

**Runtime:**  
 $O(mkp)$

# How to select Column-Row pairs?



# How to select Column-Row pairs?



# Backward with Column-Row Sampling

**Save on dy and dW with the same sampling mask!**

Normal Forward

$$y = x @ W$$

Ours Forward

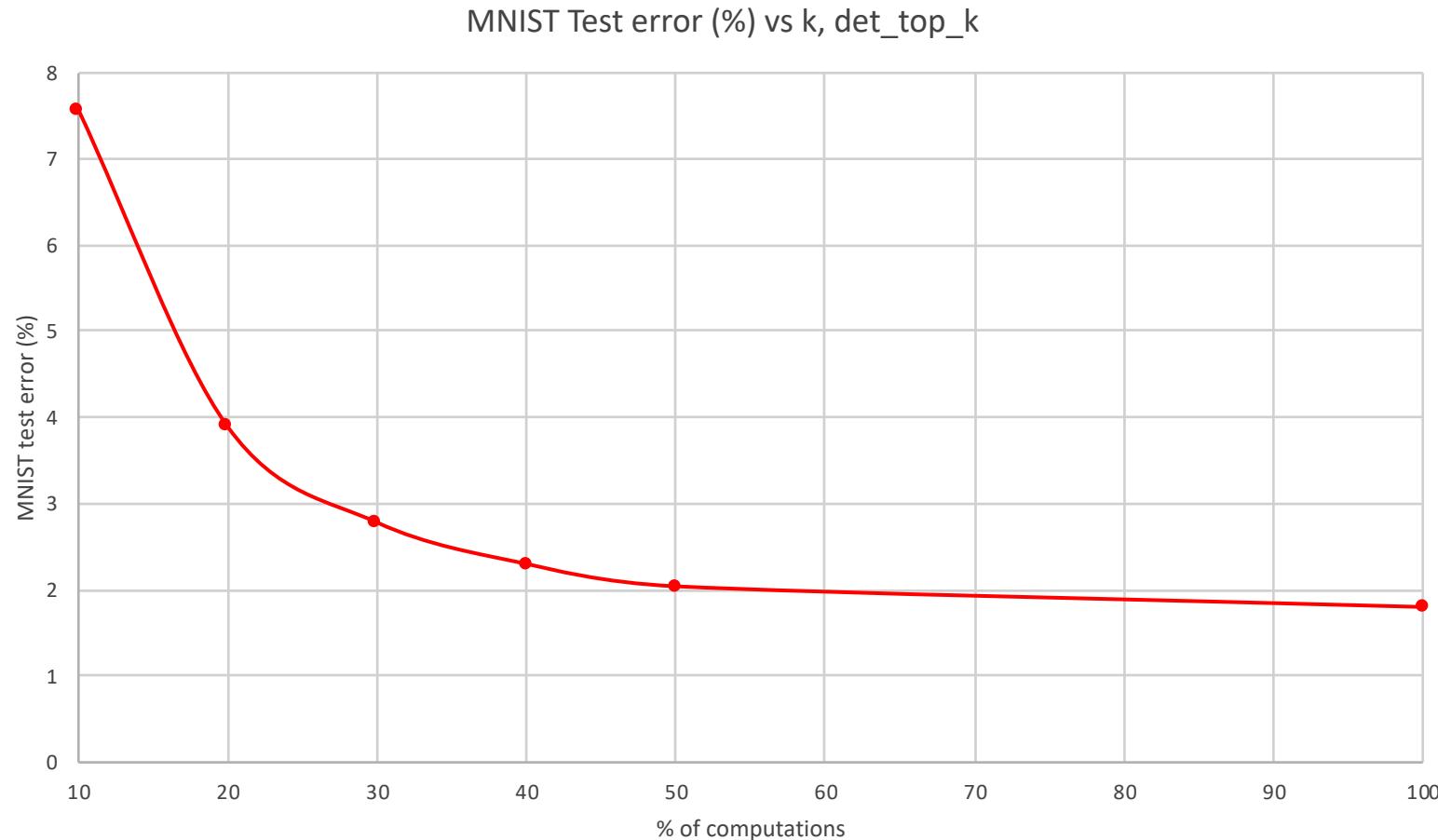
$$y = x[\text{mask}, :] @ W[:, \text{mask}]$$

Ours Backward

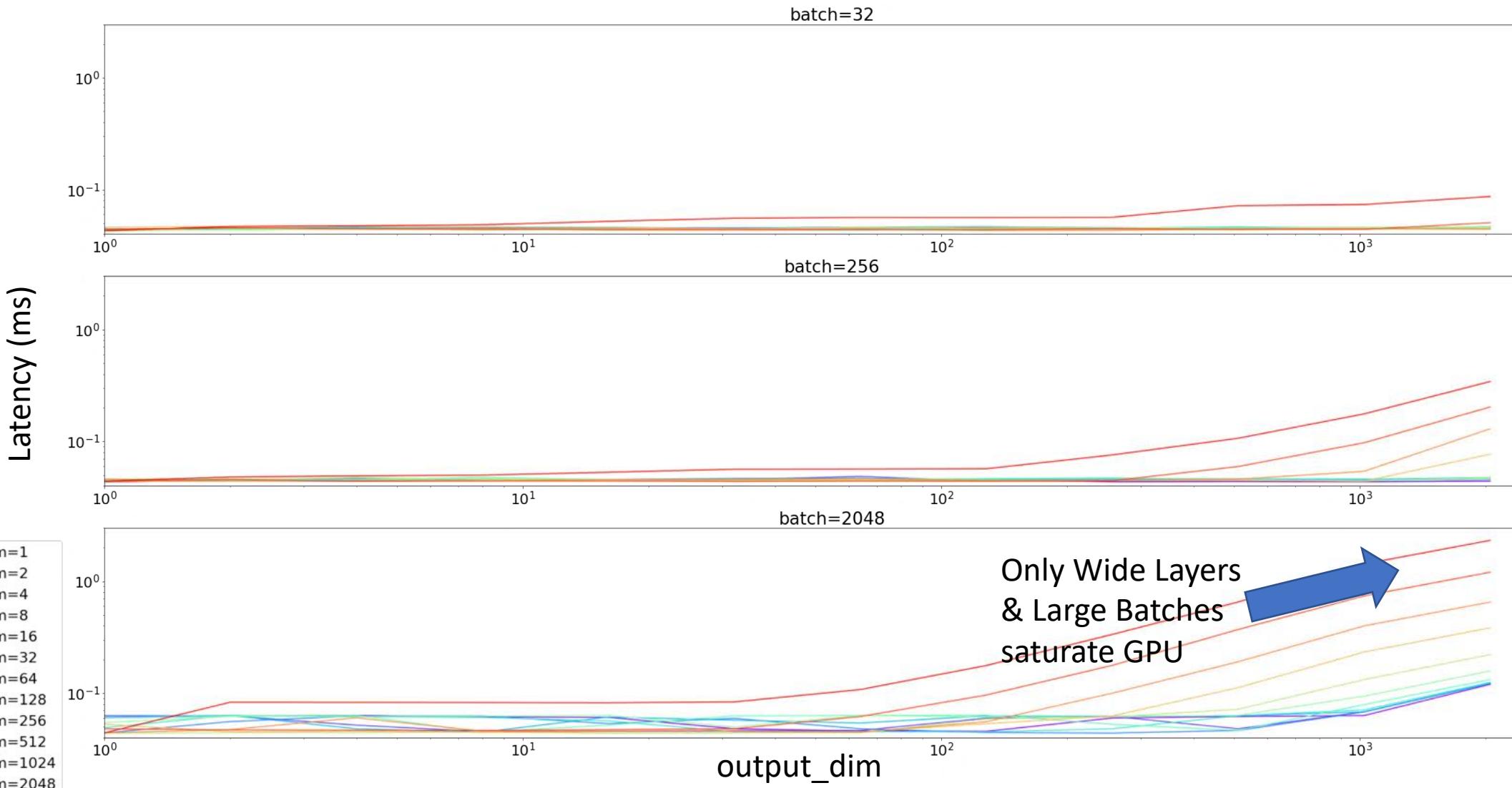
$$dx = W[:, \text{mask}]' @ dy$$

$$dW = dy @ x[\text{mask}, :]$$

# Model Performance - MNIST



# Regime of speedup



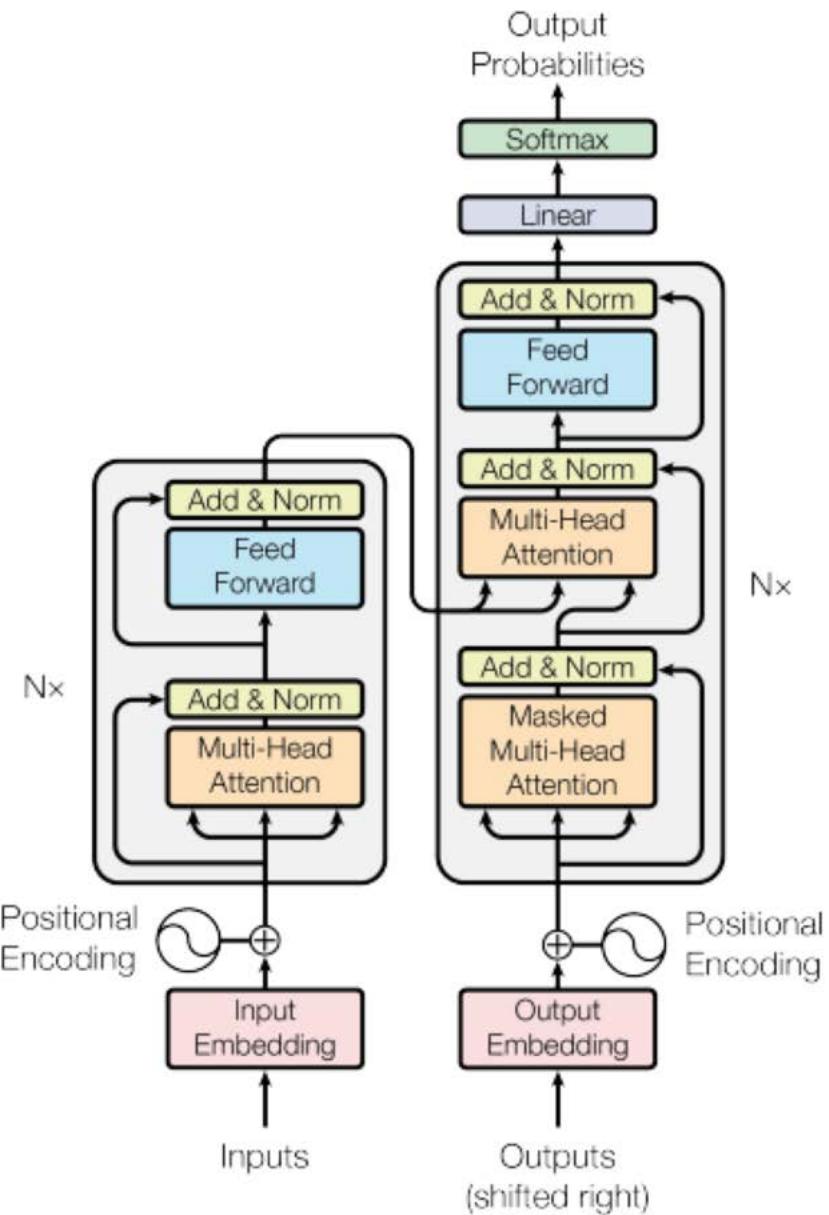
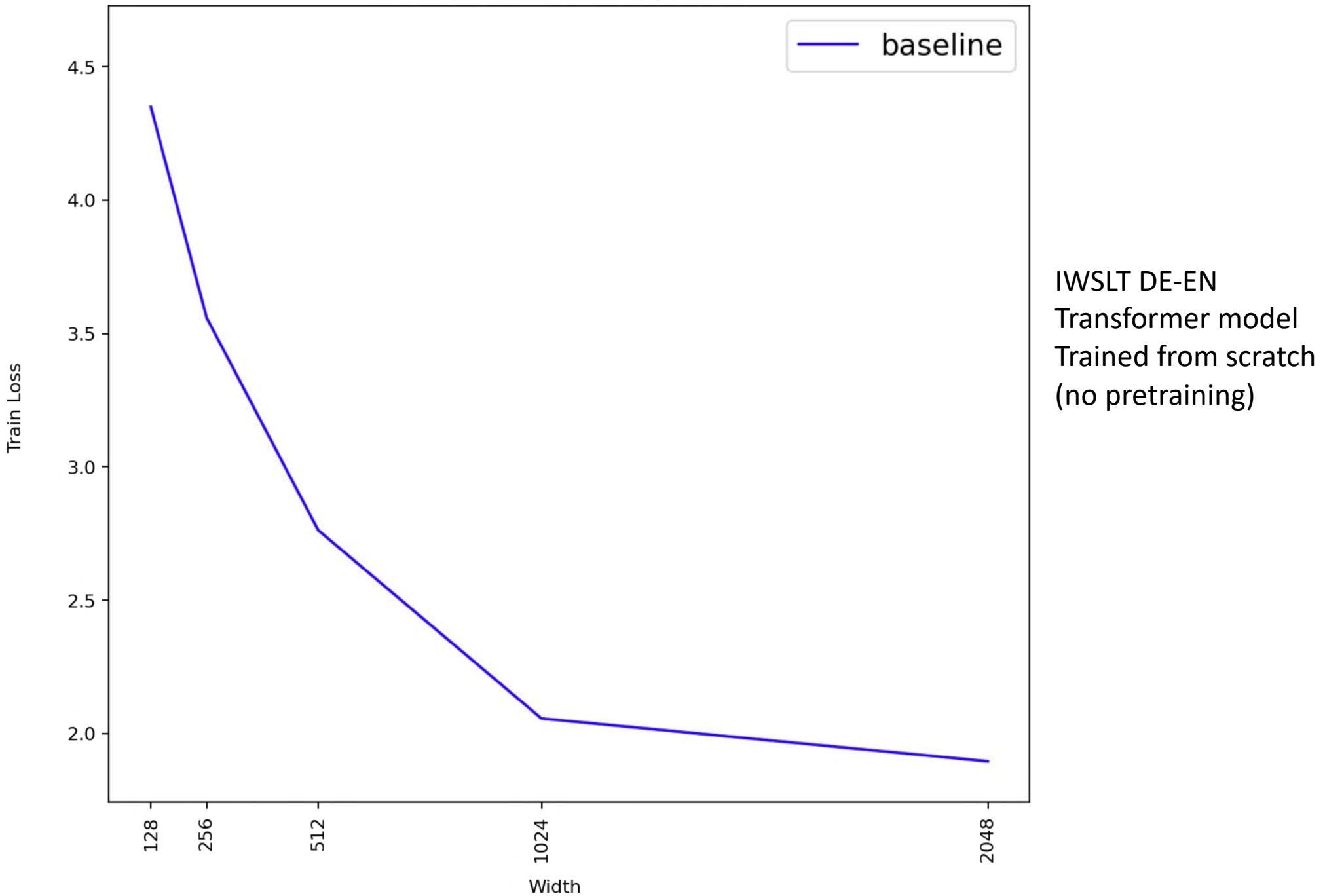


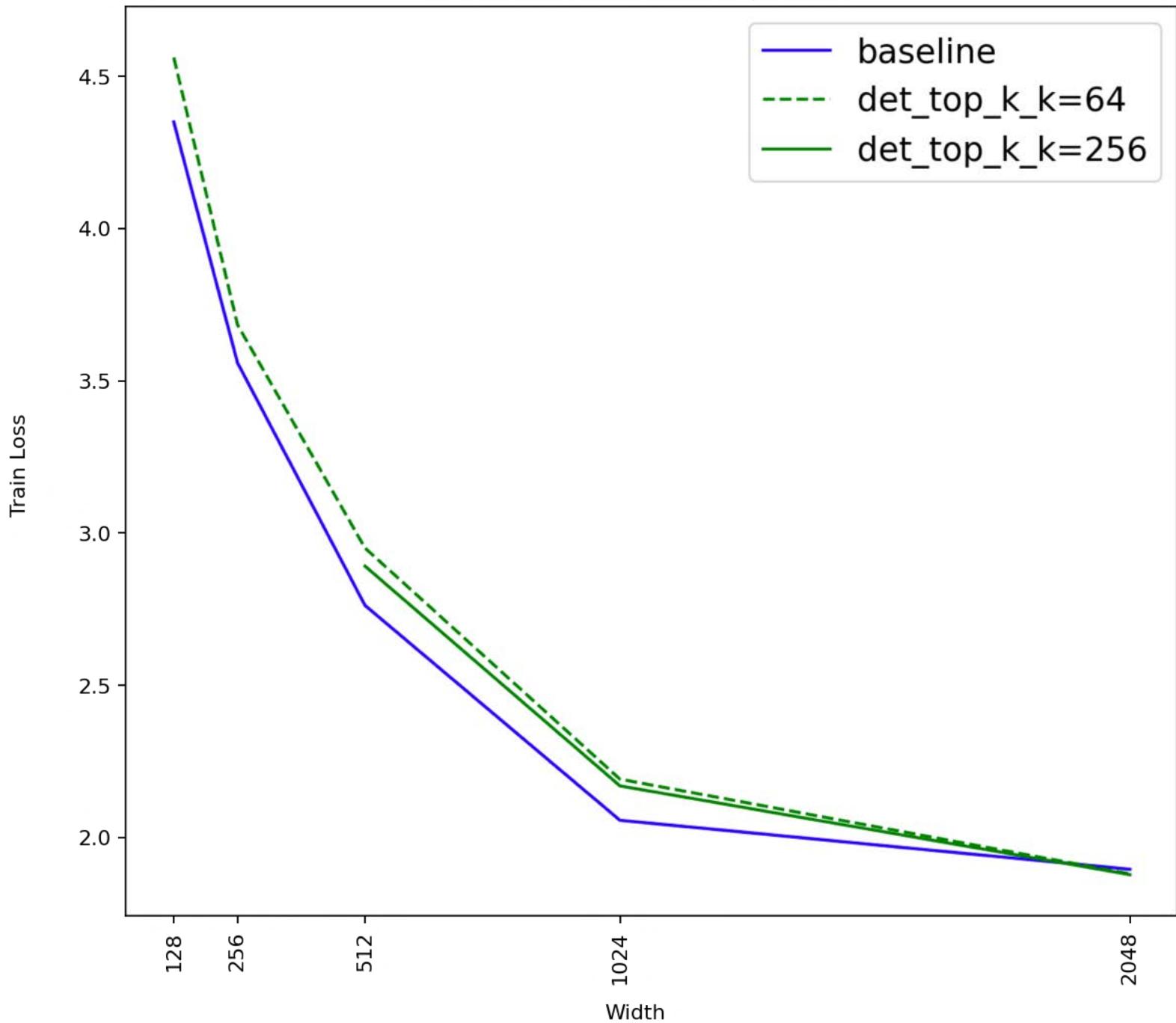
Figure 1: The Transformer - model architecture.

(Vaswani et. al. 2017)

Train Loss vs width (depth=6)

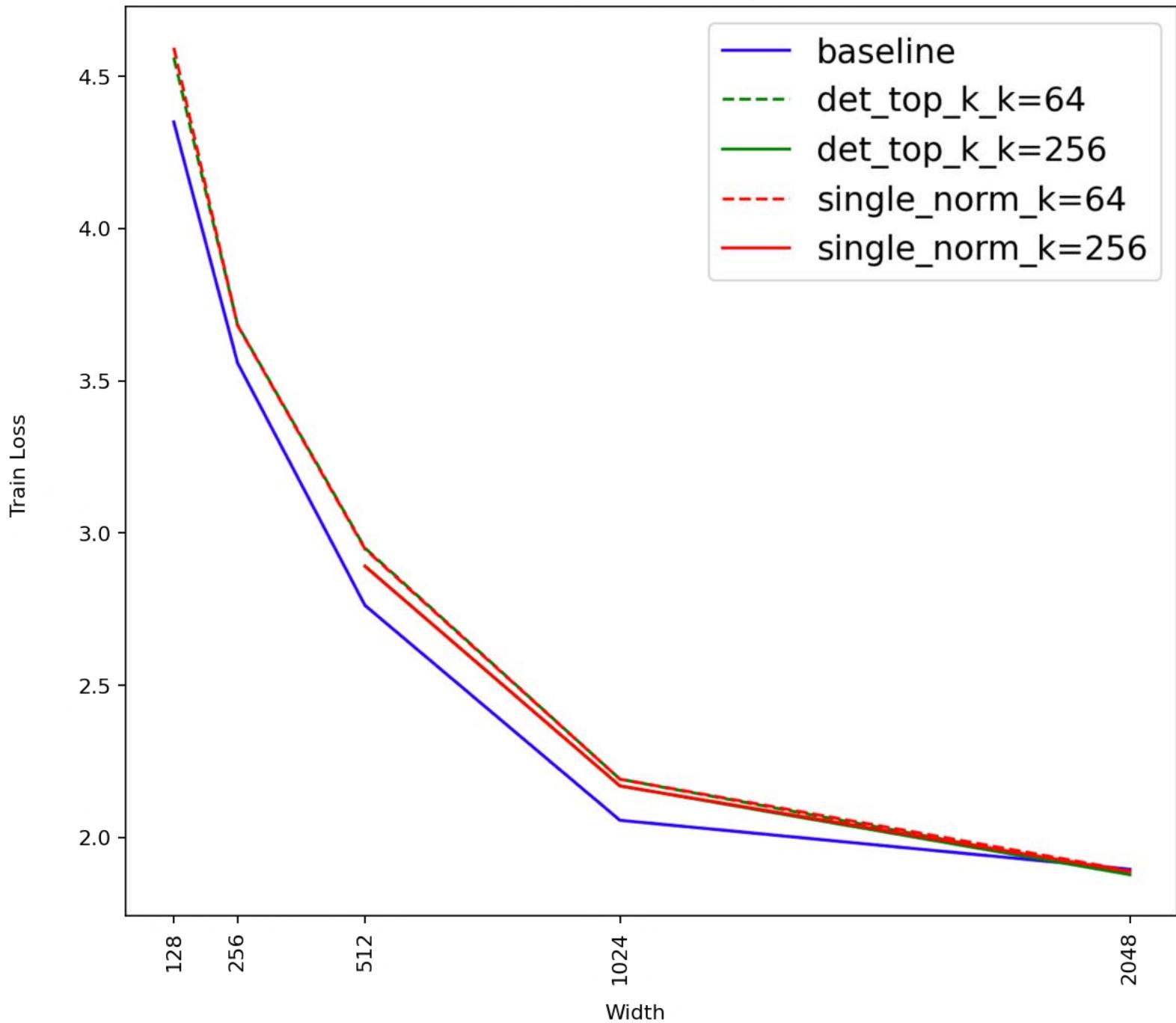


Train Loss vs width (depth=6)



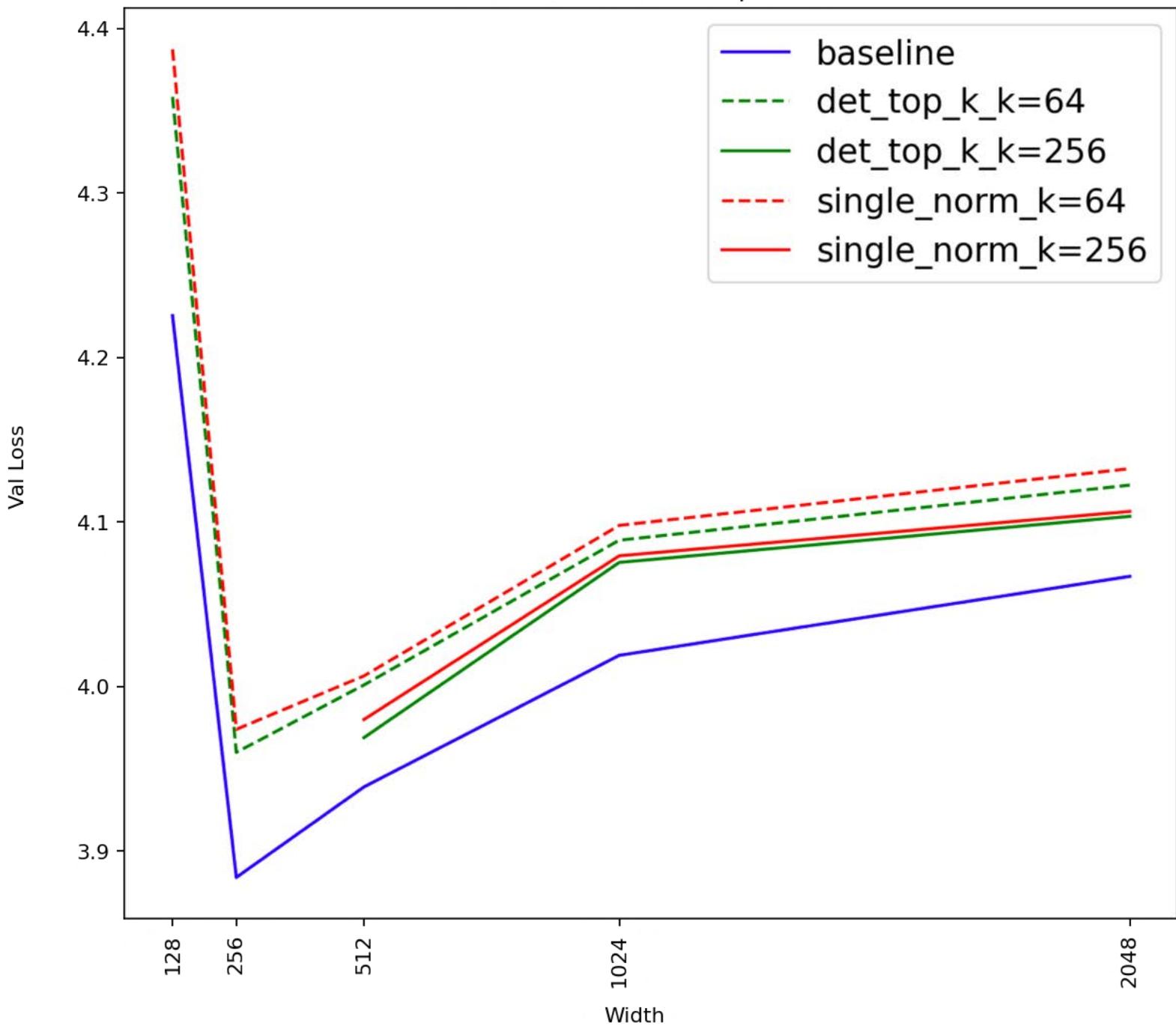
IWSLT DE-EN  
Transformer model  
Trained from scratch  
(no pretraining)

Train Loss vs width (depth=6)



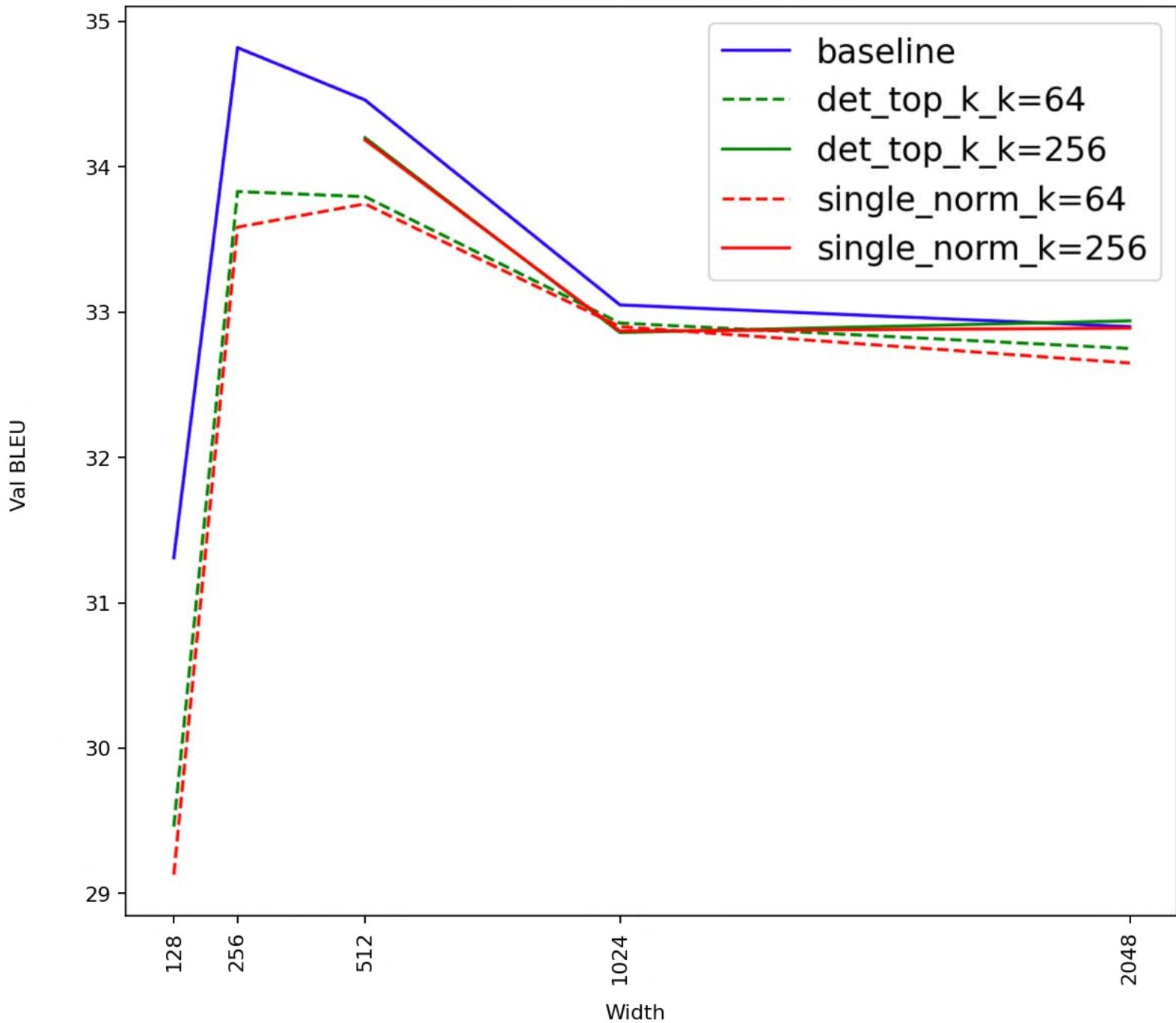
IWSLT DE-EN  
Transformer model  
Trained from scratch  
(no pretraining)

Val Loss vs width (depth=6)

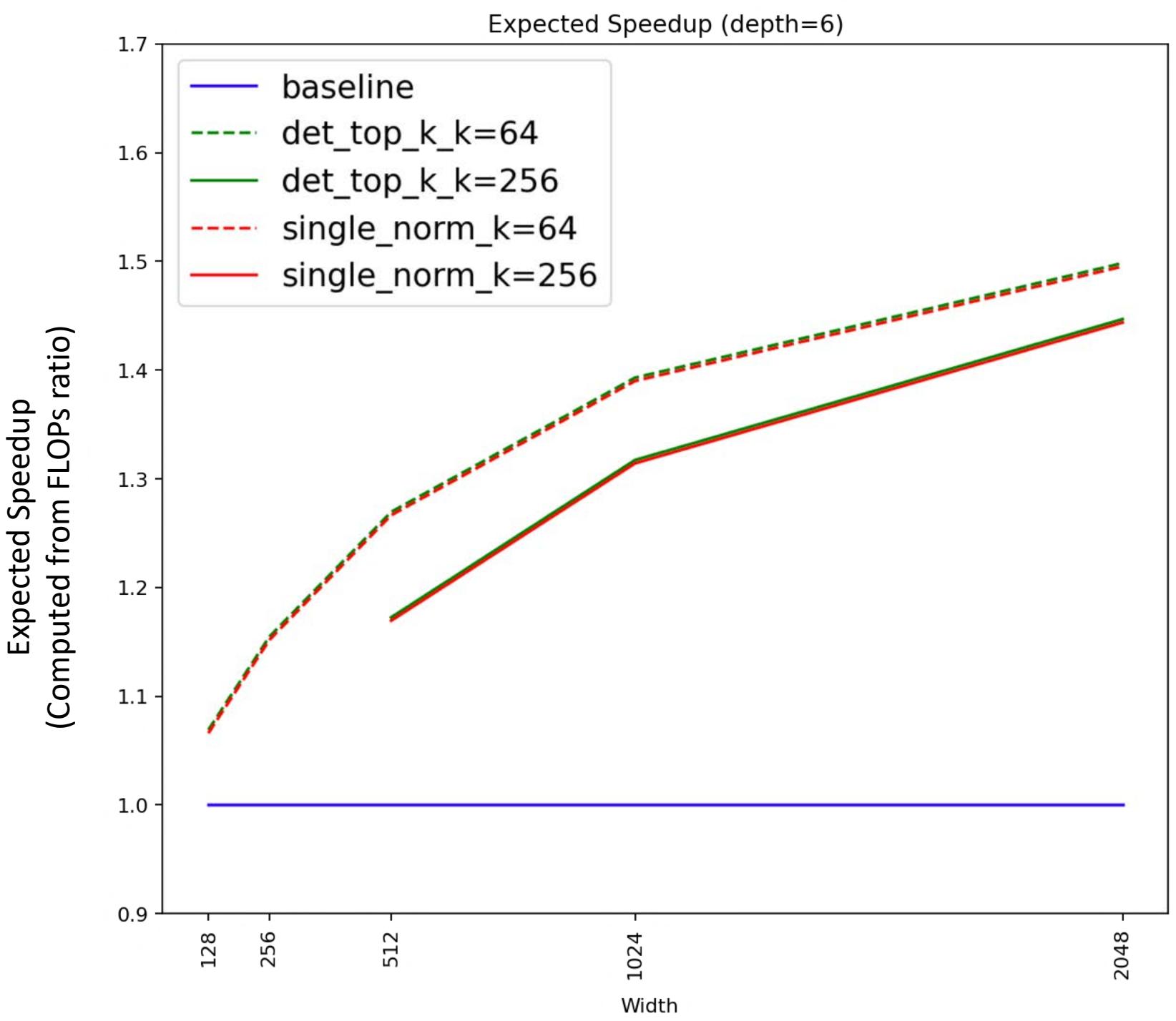


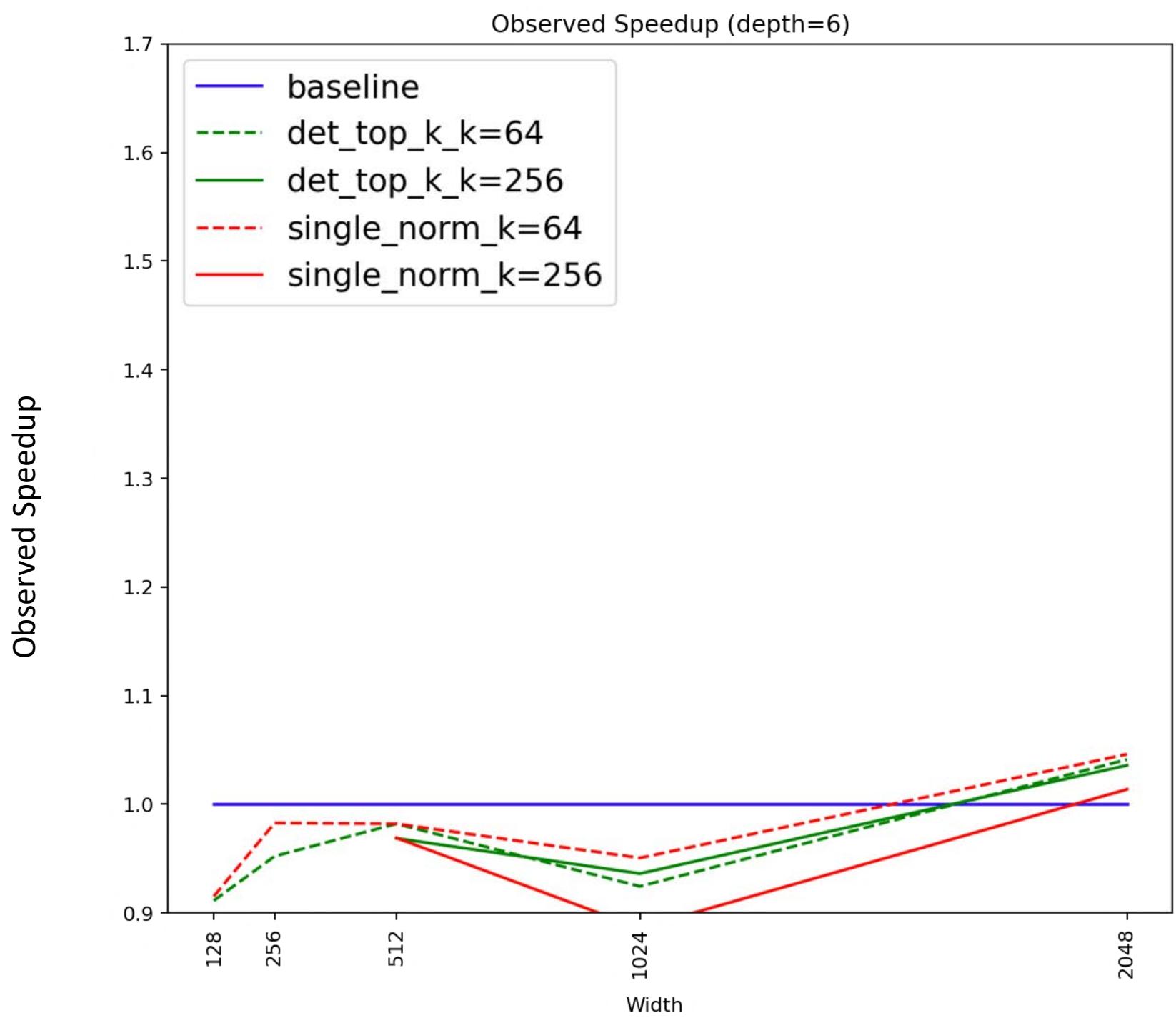
IWSLT DE-EN  
Transformer model  
Trained from scratch  
(no pretraining)

Val BLEU vs width (depth=6)



IWSLT DE-EN  
Transformer model  
Trained from scratch  
(no pretraining)





# Why no speedup?

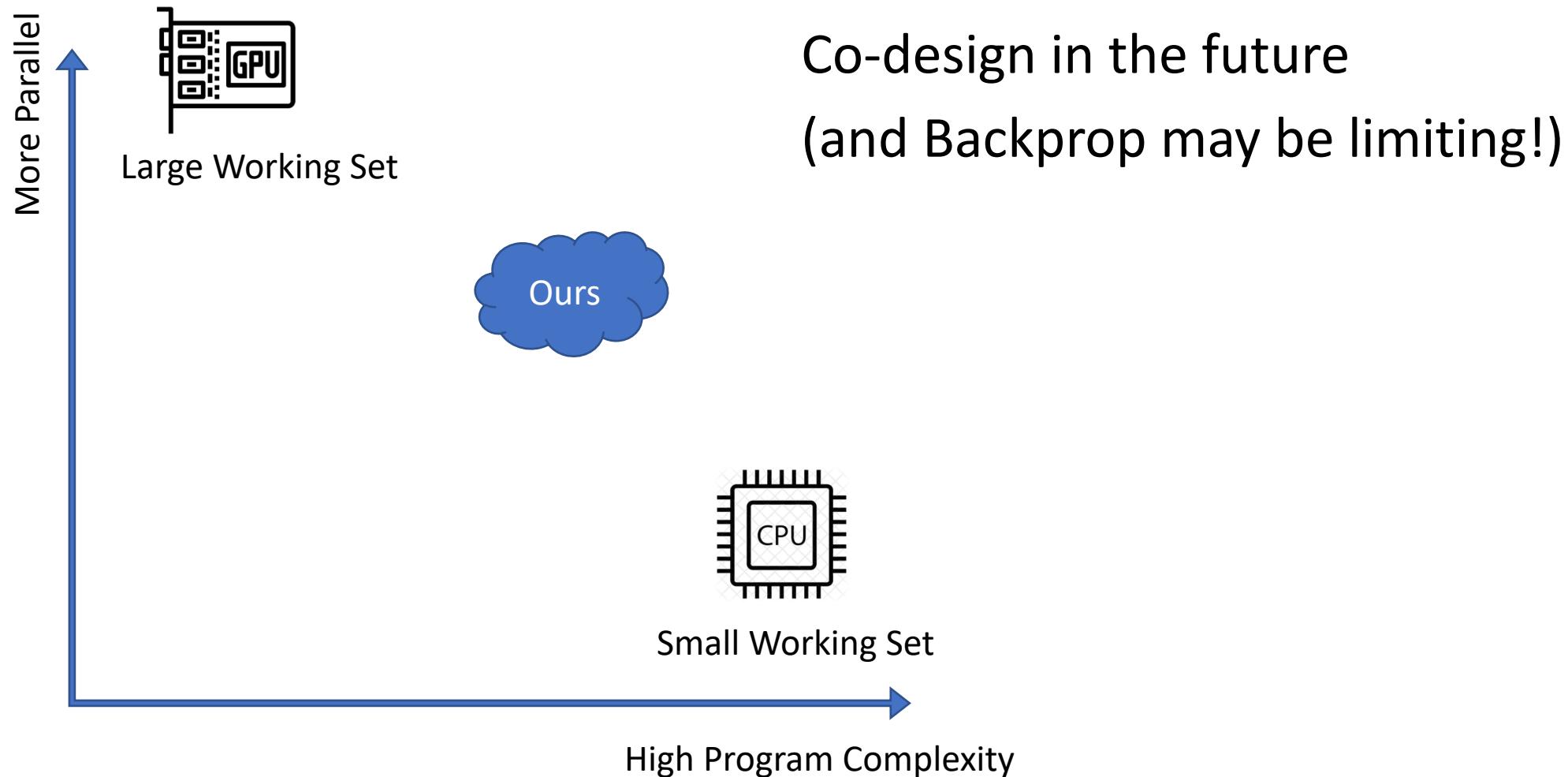
- Theoretical Time  $\neq$  Wall Time
- Discrepancy: memory access
- Memory access 10x slower than compute
- Cache Thrashing

**Algo Win  $\neq$  Impl Win**

# Custom CUDA Kernels

```
$ nvcc -o crs ./crs.cu
```

# Hardware and Algorithms



# Extensions

- Reuse Sampling Mask
- Memory friendly sampling mask
- Collaborate with a computer architect

Wide  
Approximate  
Column-Row  
Sampling



# Origins



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Perception and Understanding  
**Understanding and Behavior**

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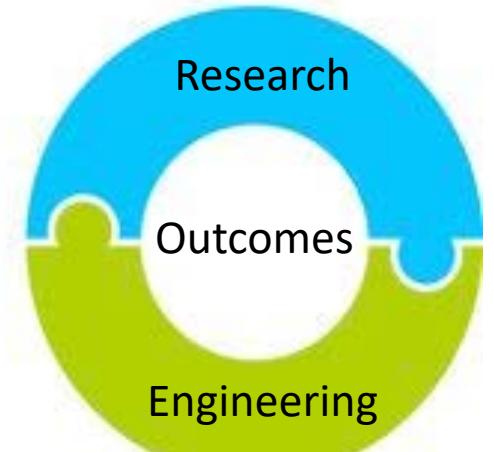
Scale and Speed  
+ Open-Endedness?

# Connections to Open-Endedness

- Backprop Algorithm Relaxed
- Feedback Alignment
- Deep Neuro-Evolution
- Open-Ended Environments

# Why Me?

- Contribute to the full research cycle
  - Motivated from Math/Theory
  - → Impl → Experiments → Eng. Challenges/Solutions → Takeaways
- Side Projects in Open-Endedness
  - Combining GD and NE
  - Regularization – Diversity connection
- Beyond the leaderboard
- Contributions in both Research and Engineering



# References

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- [2] PhotoSynth Demo. <https://www.youtube.com/watch?v=BHzw98gt5Lo>
- [3] Narrative Clip. <https://newatlas.com/narrative-clip-2/35422/>
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- [14] J. Launay, I. Poli, F. Boniface, and F. Krzakala, "Direct Feedback Alignment Scales to Modern Deep Learning Tasks and Architectures," arXiv e-prints, p. arXiv:2006.12878, June 2020. <https://arxiv.org/pdf/2006.12878.pdf>
- [15] Shawn Jain's DFA Scales <https://github.com/darkmatter08/dfa-scales-to-modern-deep-learning/commit/8dcdbd1e3116dda44b92c1faae6e0725c8fd806e>
- [16] A. Nøkland, "Direct Feedback Alignment Provides Learning in Deep Neural Networks," arXiv e-prints, p. arXiv:1609.01596, Sept. 2016. <https://arxiv.org/pdf/1609.01596.pdf>
- [17] Microsoft Turing Blog Post <https://www.microsoft.com/en-us/research/blog/turing-nlg-a-17-billion-parameter-language-model-by-microsoft/>
- [18] Ashish Vaswani, Noam Shazeer, Niki Parmar, Jakob Uszkoreit, Llion Jones, Aidan N. Gomez, Łukasz Kaiser, Illia Polosukhin: Attention Is All You Need. CoRR abs/1706.03762 (2017). <https://arxiv.org/abs/1706.03762>
- [19] Kelvin Xu, Jimmy Ba, Ryan Kiros, Kyunghyun Cho, Aaron C. Courville, Ruslan Salakhutdinov, Richard S. Zemel, Yoshua Bengio: Show, Attend and Tell: Neural Image Caption Generation with Visual Attention. CoRR abs/1502.03044 (2015). <https://arxiv.org/abs/1502.03044>



# Shawn Jain

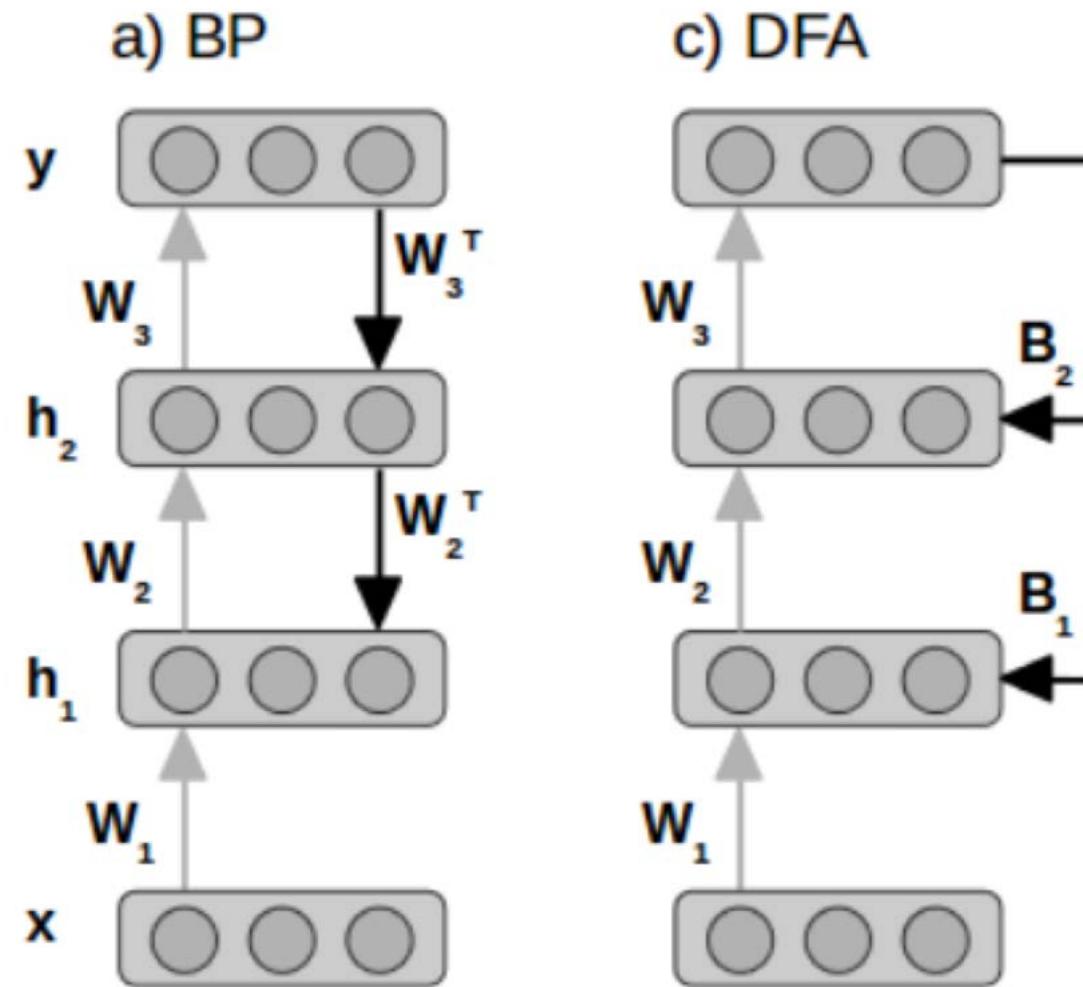
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December 7, 2020

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# Backup

# Feedback Alignment



Adapted from Figure 1 (Nøkland 2016)

# Direct Feedback Alignment vs BP

