

# DEEP LEARNING IN A NUTSHELL

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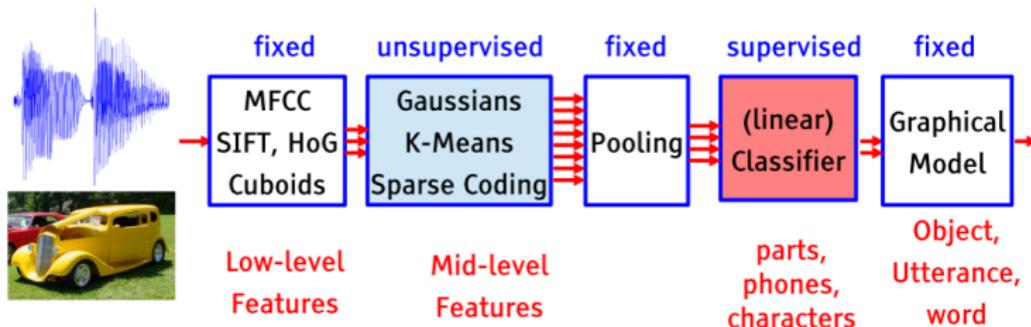
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# Traditional machine learning

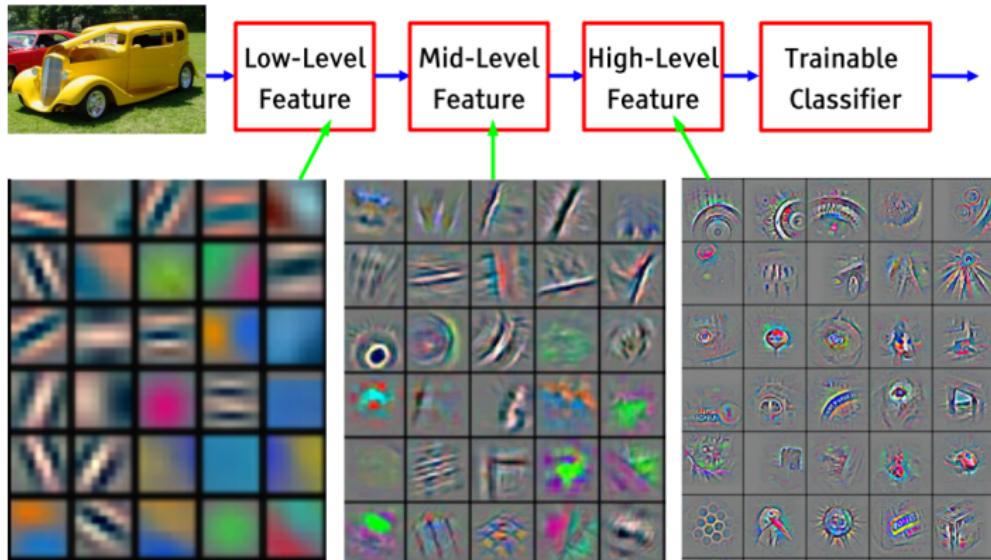
Traditional machine learning is about:

- Feature engineering
- Creating models and representations
- Optimizing and predicting



# Feature learning

Can we create a model to learn and extract hierarchical feature representations from data?



Feature visualization of convolutional net trained on ImageNet from [Zeiler & Fergus 2013]

# ConvNets

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Deep learning is about learning *hierarchical* high-level representation of data

- This is usually done by end-to-end training of *Artificial neural networks*

# Neural networks

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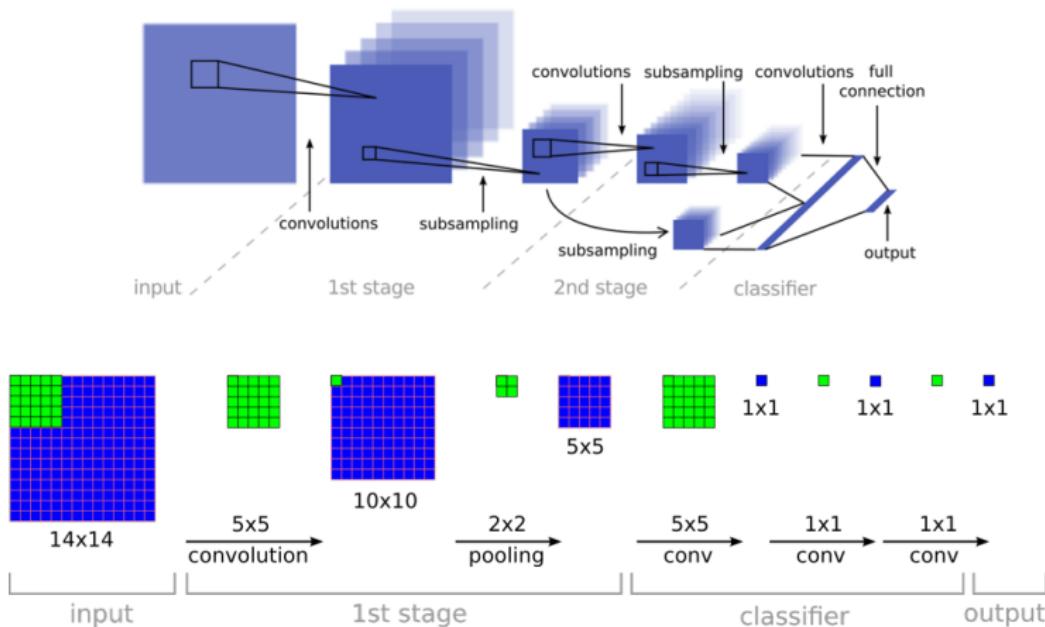
This is not a new approach (as early as 1940s), but we finally have enough data and computational resources to make it shine.

Currently state-of-the-art approach in several domains, most noteworthy:

- Vision - object-classification, detection etc.
- Speech recognition

# ConvNets

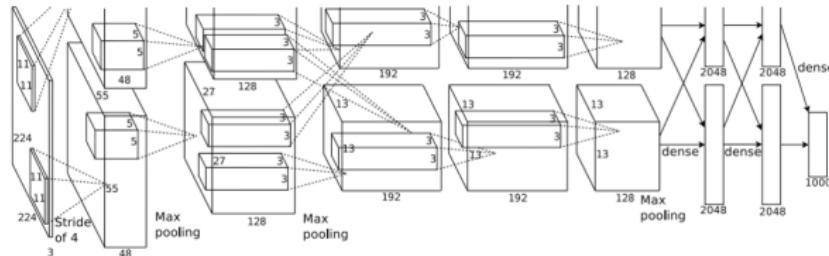
Convolutional network (ConvNet/CNN), is a type of deep network used for vision related tasks



# ConvNets

In 2012 Convolutional Networks were reintroduced and popularized (invented in the 90s)

- AlexNet was submitted to the ImageNet ILSVRC challenge in 2012 and significantly outperformed the second runner-up (top 5 error of 16% vs 26% error).
- The Network was deeper, bigger, than previous networks - 60M parameters, 8 trainable layers.



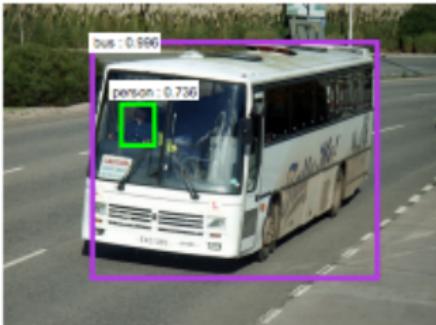
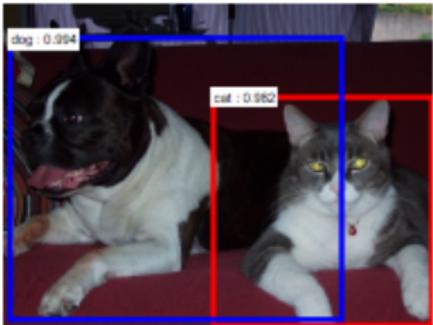
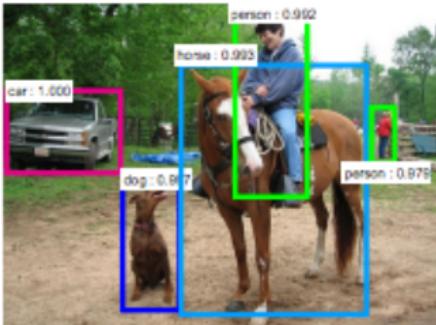
# ConvNets

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- We now use much deeper, more complex networks, and CNNs are the de-facto standard for visual recognition
- Deep learning models also work very well for many other tasks...

# Localization + Detection with CNNs

*Localize and detect objects in an image.*



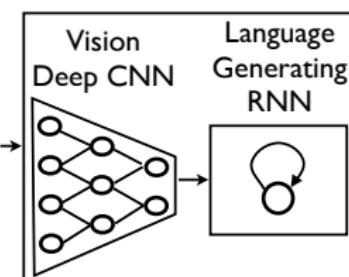
# Segmentation using CNNs

Image segmentation (*DeepMask Pinheiro 15'*)



# Caption generation

Another trend is coupling image and language understanding



**A group of people shopping at an outdoor market.**

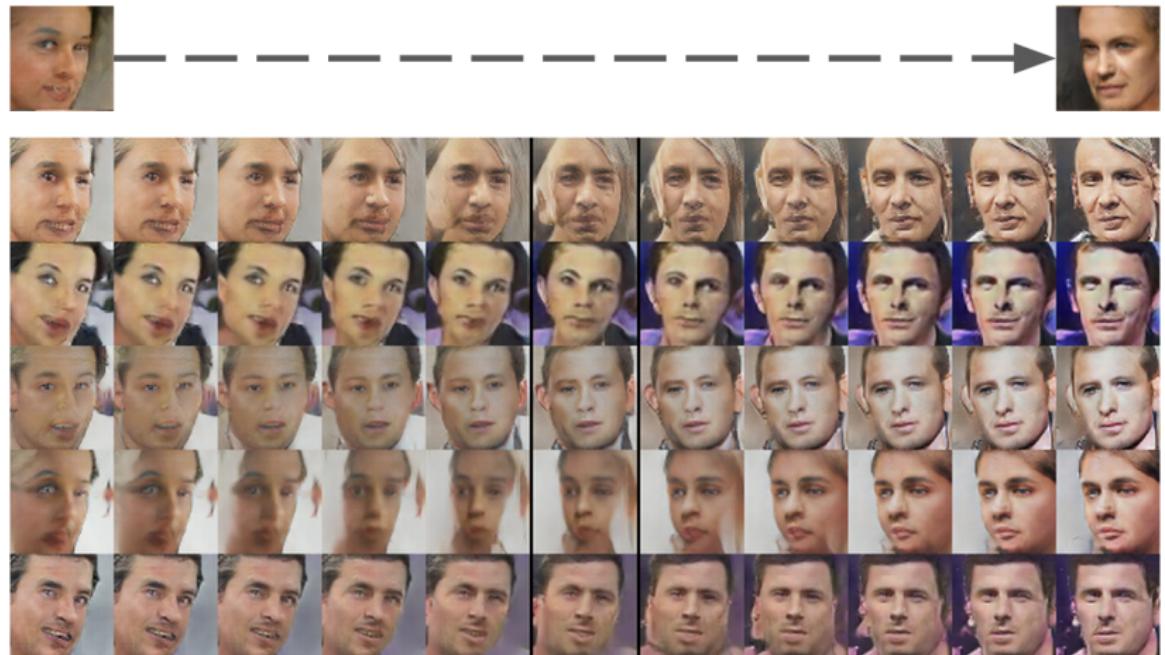
**There are many vegetables at the fruit stand.**

# Generative adversarial networks

Even generating images (Radford et al. 15'):



# Generative adversarial networks



# Style transfer (Gatys 15')

A



B



C

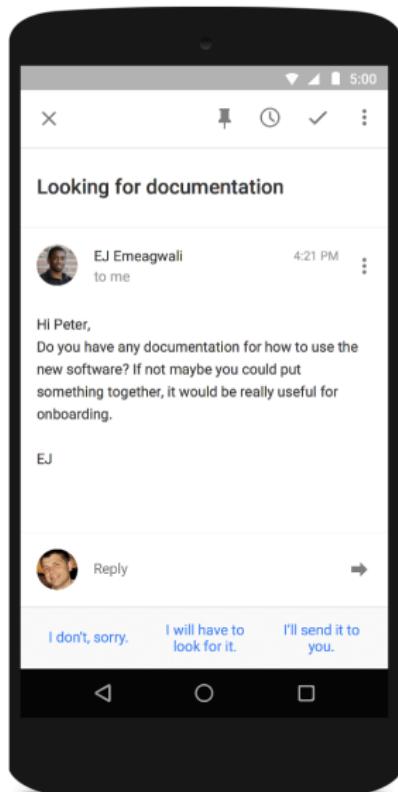


D



# Sequence to sequence

Or sequences of text  
(recurrent networks):



# My research - comparative learning

Taking inspiration from human learning, we often find that humans tend to relate more easily to comparative measures than to explicit discrimination.

- E.g: Instead of answering the question:



*What is this flower? / What are the key properties of it?*

# My research - comparative learning

Taking inspiration from human learning, we often find that humans tend to relate more easily to comparative measures than to explicit discrimination.

- E.g: Instead of answering the question:



*What is this flower? / What are the key properties of it?*

- It is much easier for humans to answer



*Which of these is more similar? / What are the shared properties?*