

# AutoML: Meta-Learning

## Introduction

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# Intro: humans can easily learn from a single example

thanks to years of learning (and eons of evolution)

Canna Indica 'Picasso'



train

later

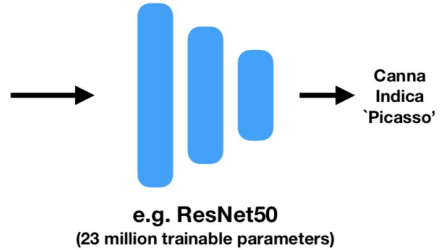


?

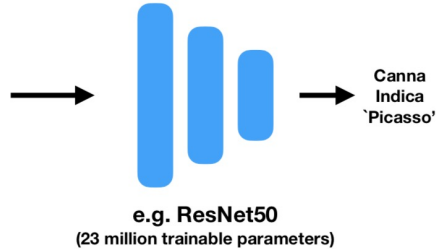


test

# Can a computer learn from a single example?



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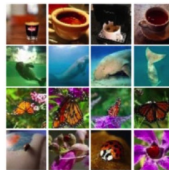
**That won't work :) Humans also don't start from scratch.**

# Transfer learning?

Target task



Source task



**ImageNet**  
(14 million images)

↓ **Pretrain**

→ **Finetune**



**e.g. ResNet50**  
(23 million trainable parameters)

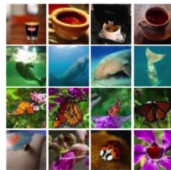
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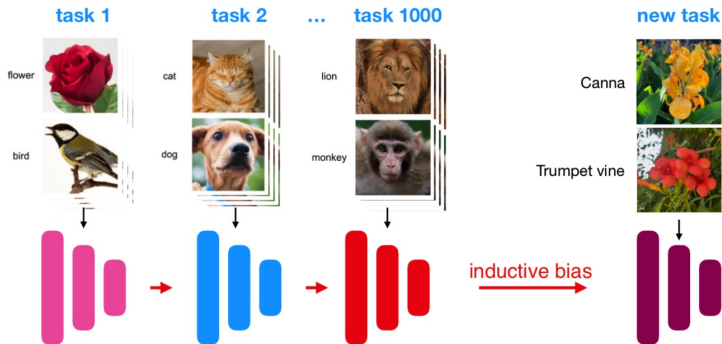
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A single source task (e.g. ImageNet) may not generalize well to the test task.

# Meta-learning

Learn over a series (or distribution) of many different tasks/episodes

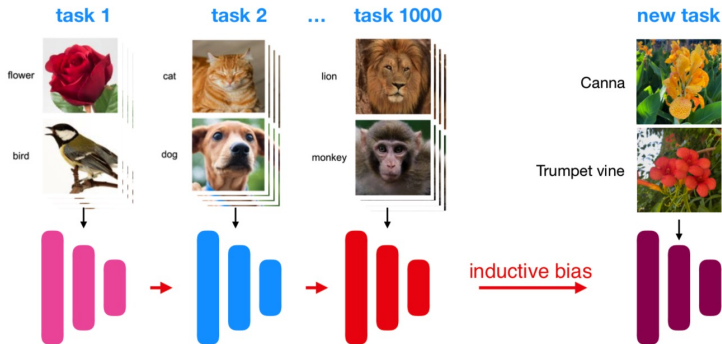
*Inductive bias (or prior): learn **assumptions** that you can transfer to new tasks*  
*Prepare yourself to learn new things faster*



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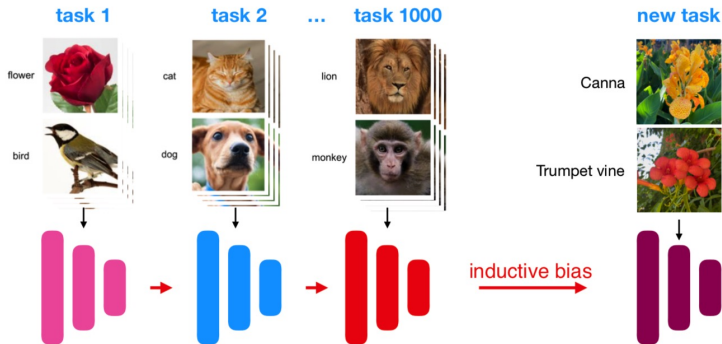
Closely related to continual learning, online learning, multi-task learning



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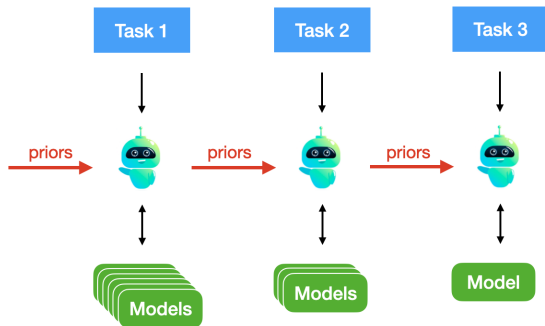
*Inductive bias (or prior): learn **assumptions** that you can transfer to new tasks*  
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Useful in many real-life situations: rare events, test-time constraints, data collection costs, privacy issues,...

# Meta-learning for AutoML?

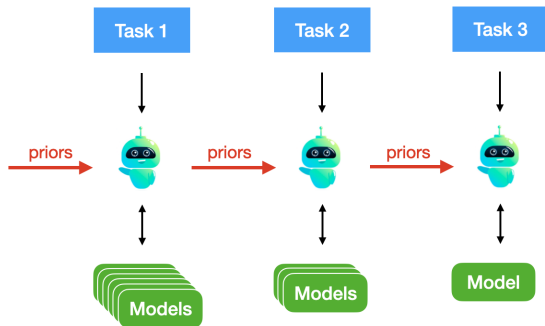
AutoML systems should not start from scratch, they should learn across tasks  
Human ML experts also get better over time



- Current AutoML systems require humans to hard-code a set of assumptions
- What if AutoML systems could learn these by themselves?

# Meta-learning for AutoML?

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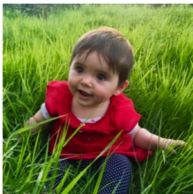


- Meta-learning can make AutoML much more efficient
- Vice-versa: AutoML can make meta-learning more robust

# Inspired by human learning

We don't transfer from a single source task, we learn across many, many tasks  
We have a 'drive' to explore new, challenging, but doable, fun tasks

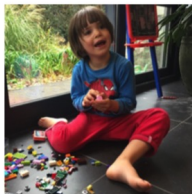
year 1



year 2



year 3

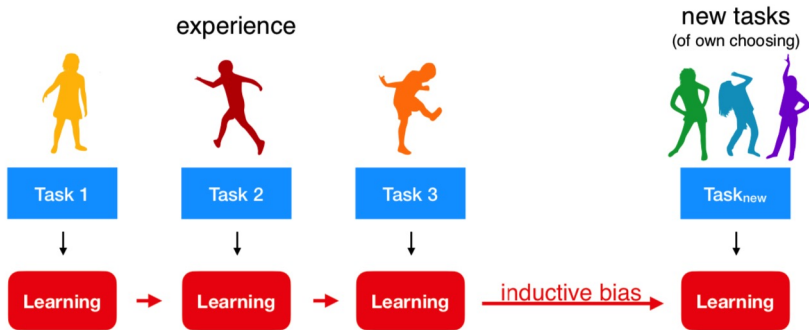


year 4



# Human-like Learning\*\*\*

humans learn across tasks: less trial-and-error, less data, less compute  
new tasks should be related to experience (doable, fun, interesting?)



*key aspects of fast learning: compositionality, causality, learning to learn*




*Lake et al. (2017) Building machines that learn and think like people.*




# Inductive bias (in language)



*which assumptions do we make?*

Training

 dax  
 zup  
 lug  
 wif

   lug blicket wif

   wif blicket dax

  lug kiki wif

  wif kiki dax

Test

dax blicket zup?

wif blicket dax kiki lug?

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Common mistakes



one-to-one bias:  
assume that every word is one color








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Common mistakes

   one-to-one bias:  
assume that every word is one color

    concatenation bias:  
assume that order is always left-to-right

# What if there is no training data?

*we can still solve problems by making assumptions*

Item pool



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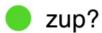
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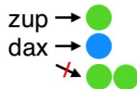
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Commonly used assumptions:



**one-to-one bias:**

assume that every word is one color  
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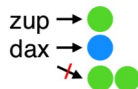
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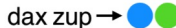


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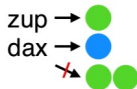
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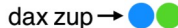


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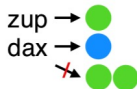
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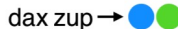


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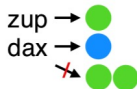
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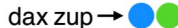


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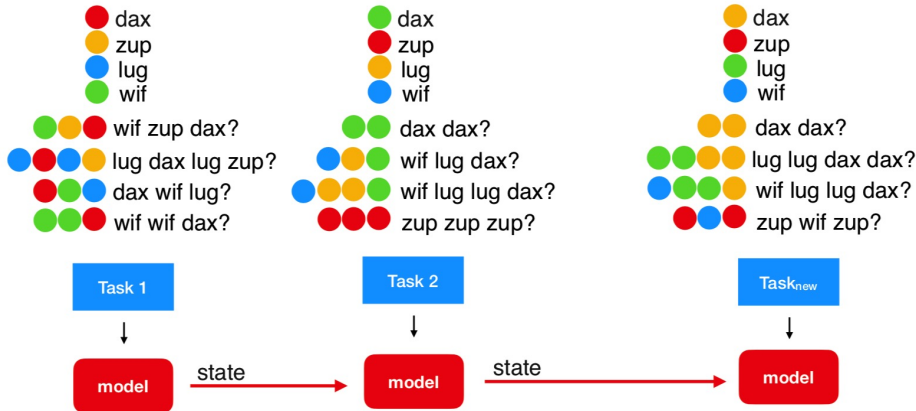
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**These assumptions (inductive biases) are necessary for learning quickly**

# Meta-learning inductive biases

Capture *useful assumptions* from the data - that can often not be easily expressed

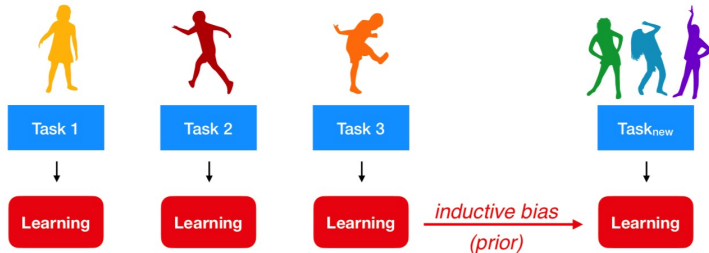


Lake (2019) *Compositional generalization through meta sequence-to-sequence learning*.



# Meta-learning goal

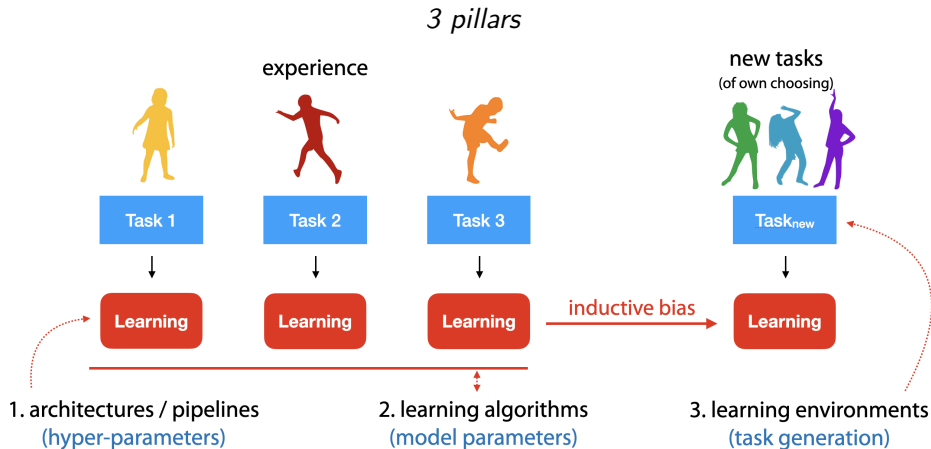
learn *minimal* inductive biases from prior tasks instead of constructing manual ones  
should still generalize well (otherwise you meta-overfit)



**Inductive bias:** any assumptions added to training data to learn more effectively. E.g:

- Instead of **general model architectures**, learn better architectures (and hyperparameters)
- Instead of **starting from random weights**, learn good initial weights
- Instead of **standard loss/reward function**, learn a better loss/reward function

# What can we learn to learn?



*Clune (2019) AI-GAs: AI-generating algorithms.*