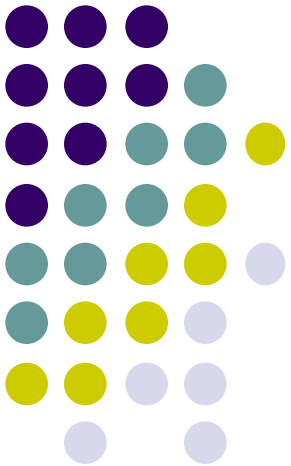
Why data-driven?

Hongxin Zhang
zhx@cad.zju.edu.cn

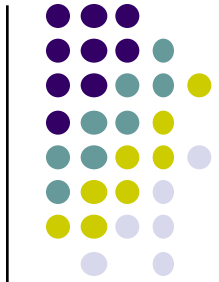
State Key Lab of CAD&CG, ZJU
2019-02-26



Outline

- Background
- What is data-driven about?
- Is it really useful for computer science and technology?

The largest challenge of Today's CS



- Big Data

- All big companies are collecting data!!!
  - Google, Apple, Facebook, IBM, Microsoft, Amazon, …

  - In China, Baidu, Alibaba, Tecent, 360, DiDi, Netease, Xiaomi, Sina, Huawei

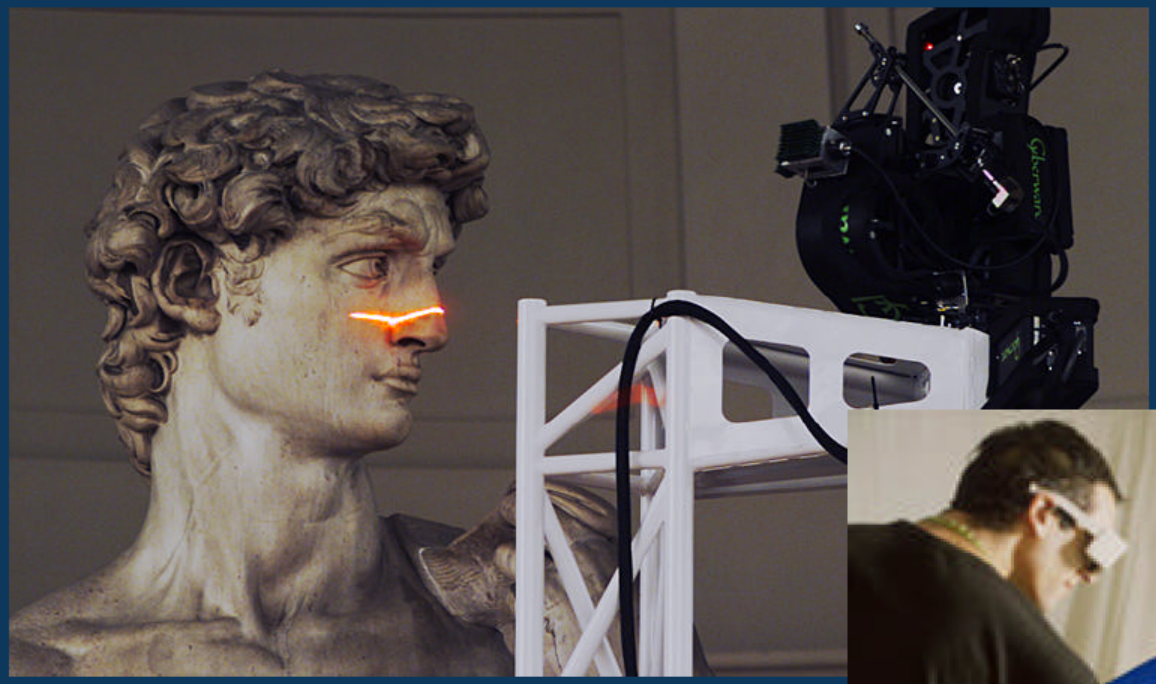
The largest challenge of Today's CS

- Data, Data, Data … (in computer graphics)
  - The tedious effort required to create digital worlds and digital life.
    - Finding new ways to communicate and new kinds of media to create.
    - Experts are expensive: scientists, engineers, filmmakers, graphic designers, fine artists, and game designers.
- Process existing data and then create new ones from them.

Computers are really fast

- If you can create it, you can render it

How do you create it?



Digital Michaelangelo Project

Steven Schkolne

Pure procedural synthesis vs. Pure data

- Creating motions for a character in a movie
  - Pure procedural synthesis (model)
    - compact, but very artificial, rarely used in practice.
  - “By hand” or “pure data” (data)
    - higher quality but lower flexibility.

  - the best of both worlds: hybrid methods?!?

Everything but Avatar

Make it easy and true

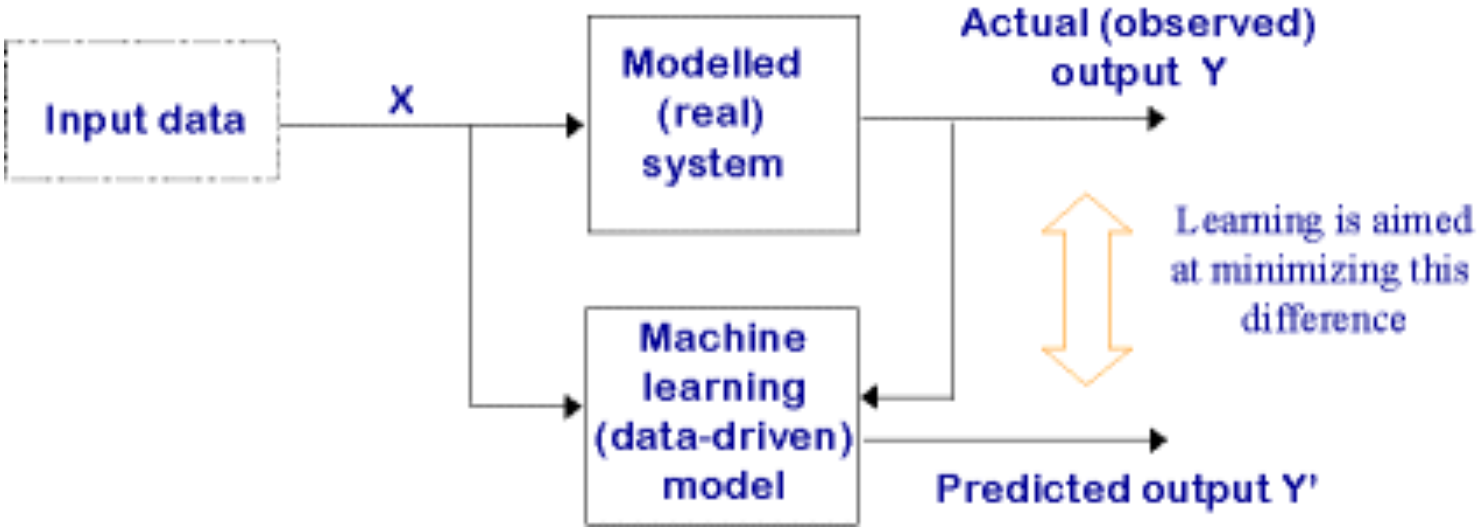
Bayesian Reasoning

- Principle modeling of uncertainty.
- General purpose models for unstructured data.
- Effective algorithm for data fitting and analysis under uncertainty.

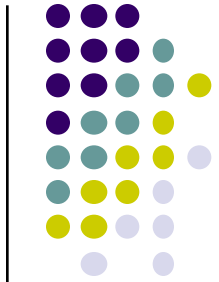
- But currently it is always used as a black box.

Belief v.s. Probability

Data driven modeling

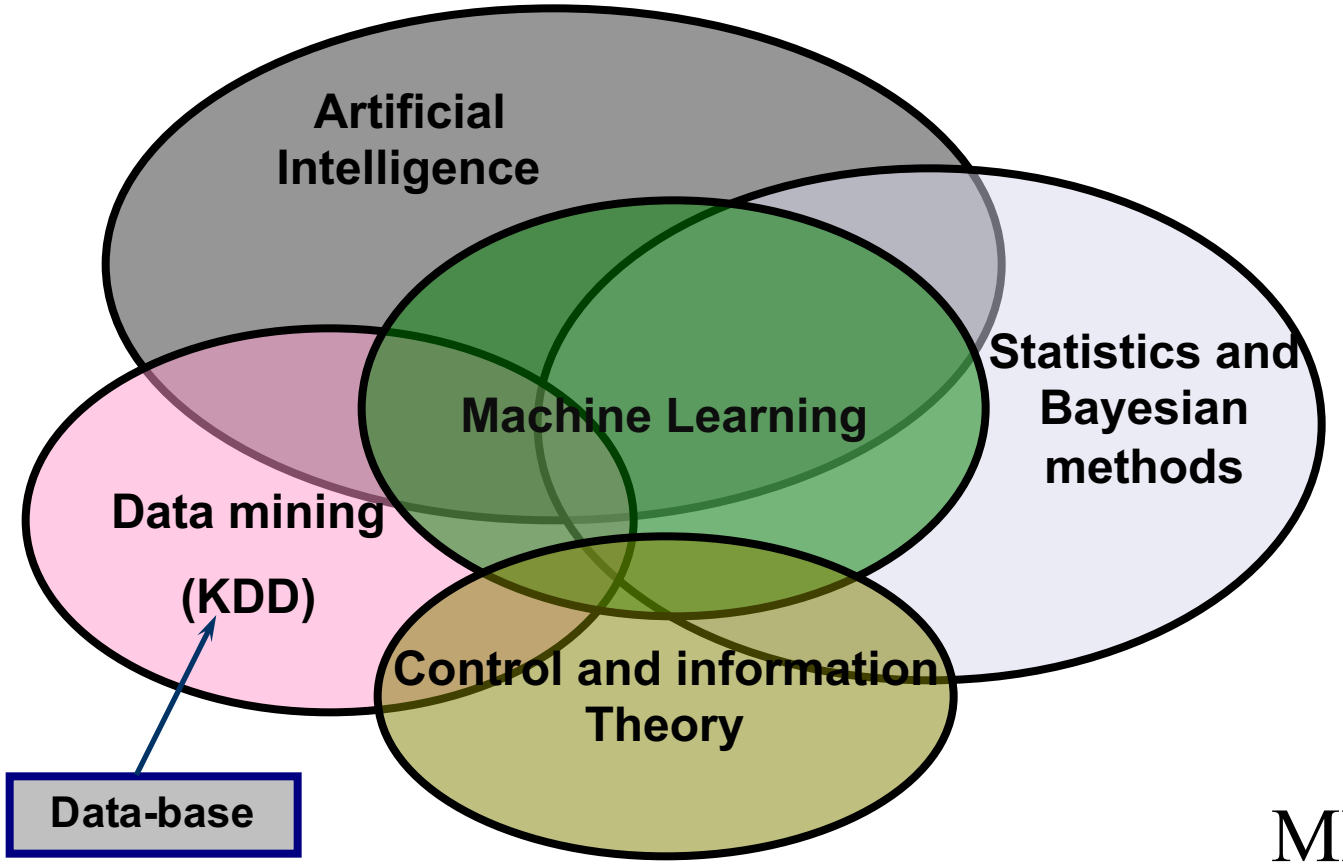


Data-driven vocabulary



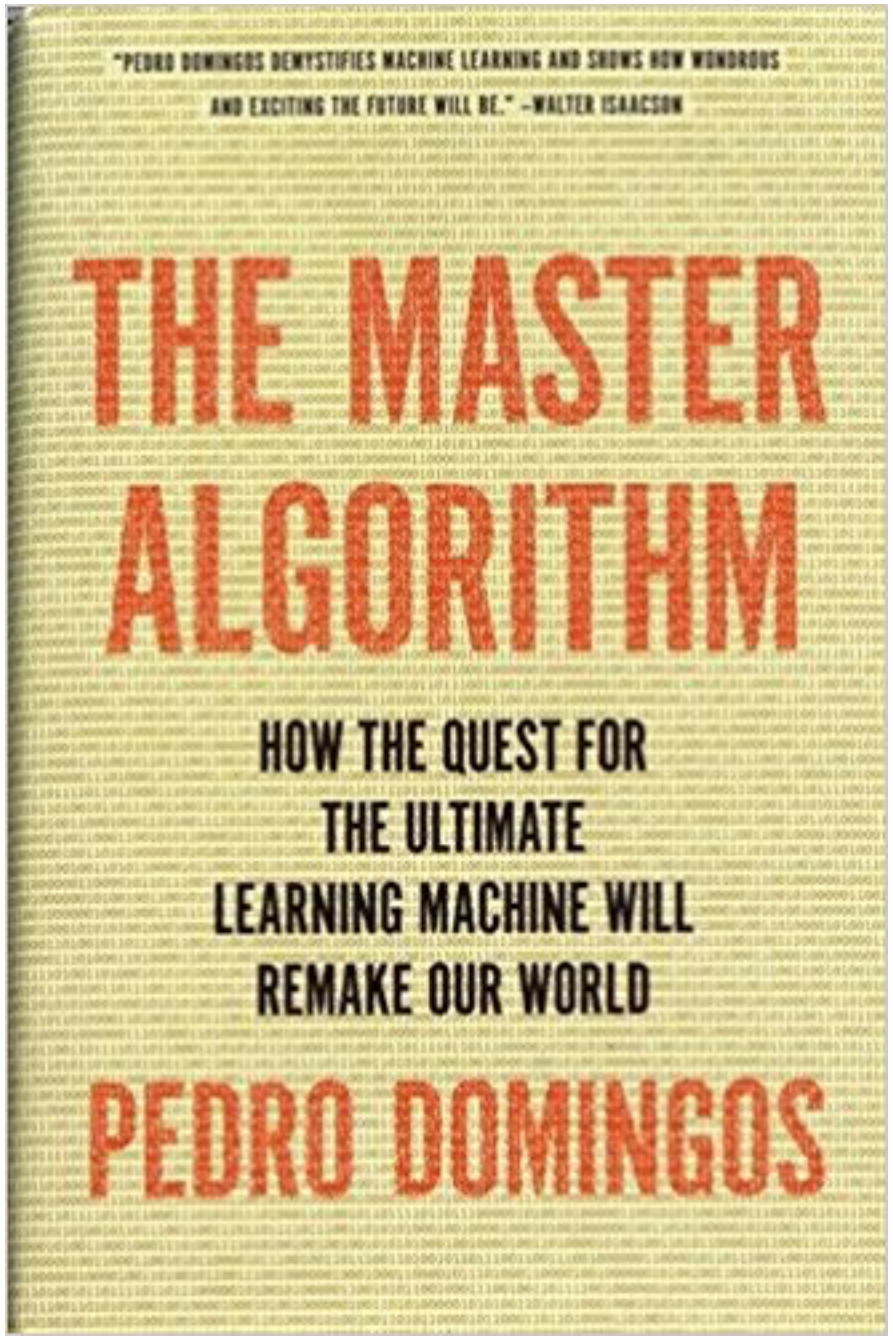
- Data
  - data-driven, data mining
- Learning
  - machine learning, statistical learning
- Uncertainty
  - probability, likelihood
- Intelligent
  - Inference, decision, detection, recognition

Data-driven related techniques



$ML \neq AI$

Computer Vision	Multi-media	Bio-informatics	Computer Graphics	Information retrieval


"PEDRO DOMINGOS DEMYSTIFIES MACHINE LEARNING AND SHOWS HOW WONDROUS AND EXCITING THE FUTURE WILL BE." –WALTER ISAACSON
THE MASTER ALGORITHM
HOW THE QUEST FOR THE ULTIMATE LEARNING MACHINE WILL REMAKE OUR WORLD
PEDRO DOMINGOS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机器学习和人工智能
如何重塑世界
(Pedro Domingos)
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揭秘机器学习的终极逻辑,
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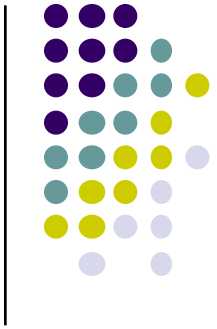
HOW THE QUEST FOR THE ULTIMATE LEARNING MACHINE WILL REMAKE OUR WORLD

What is machine learning? (Cont.)



- Definition by Mitchell, 1997
  - *A program learns from experience E with respect to some class of tasks T and performance measure P, if its performance at task T, as measured by P, improves with experience E.*
  - 机器学习乃于某类任务兼性能度量的经验中学习之程序；若其作用于任务，可由度量知其于已知经验中获益。

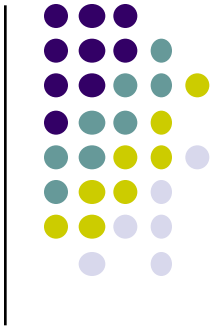
- Comments from Hertzmann, 2003
  - For the purposes of computer graphics, machine learning should really be viewed as a set of techniques for leveraging data. Given some data, we can model the process that generated the data.

Data-driven system

- Learning systems are not directly programmed to solve a problem, instead develop own program based on:
  - examples of how they should behave
  - from trial-and-error experience trying to solve the problem

Different from standard CS: want to implement unknown function, only have access to sample input-output pairs (training examples)

Main categories of learning problems



Learning scenarios differ according to the available information in training examples

- **Supervised**: correct output available
  - **Classification**: 1-of-N output (speech recognition, object recognition,medical diagnosis)
  - **Regression**: real-valued output (predicting market prices, temperature)
- **Unsupervised**: no feedback, need to construct measure of good output
  - **Clustering** : Clustering refers to techniques to segmenting data into coherent “clusters.”
  - **Novelty-detection**: detecting new data points that deviate from the normal.
- **Reinforcement**: scalar feedback, possibly temporally delayed

Main class of learning problems

Learning scenarios differ according to the available information in training examples

- **Supervised**: correct output available
  - …
- **Semi-Supervised**: only a part of output available
  - **Ranking**:
- **Unsupervised**: no feedback, need to construct measure of good output
  - …
- *Reinforcement*: scalar feedback, possibly temporally delayed

And more …

- Time series analysis
- Dimension reduction
- Model selection
- Generic methods
- Graphical models

Why data driven methods?

- **Develop enhanced computer systems**
  - automatically adapt to user, customize
  - often difficult to acquire necessary knowledge
  - discover patterns offline in large databases (*data mining*)
- **Improve understanding of human, biological learning**
  - computational analysis provides concrete theory, predictions
  - explosion of methods to analyze brain activity during learning
- **Timing is good**
  - growing amounts of data available
  - cheap and powerful computers
  - suite of algorithms, theory already developed

Growth of Machine Learning

- **Machine learning is preferred approach to**
  - Speech recognition, Natural language processing
  - Computer vision
  - Medical outcomes analysis
  - Robot control
  - …

- **This trend is accelerating**
  - Improved machine learning algorithms
  - Improved data capture, networking, faster computers
  - Software too complex to write by hand
  - New sensors I / O devices
  - Demand for self-customization to user, environment

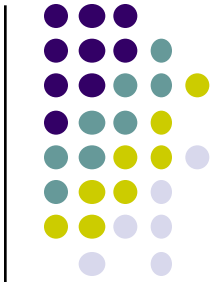
Is it really useful for computer science and technology?

- Con: Everything is machine learning or everything is human tuning?
  - Sometimes, this may be true

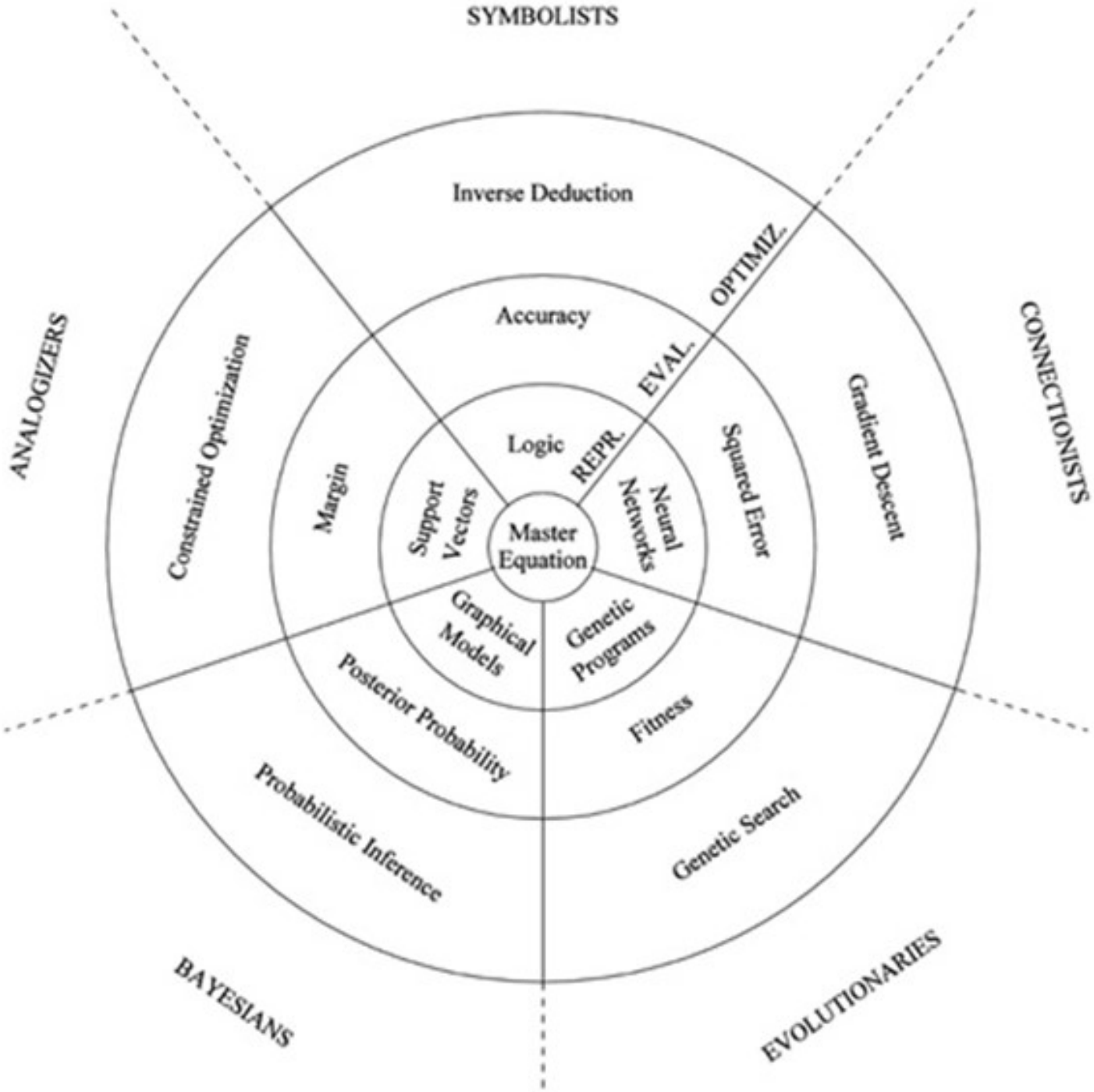
- Pro: more understanding of learning, but yields much more powerful and effective algorithms.
  - Problem taxonomy
  - General-purpose models
  - Reasoning with probabilities

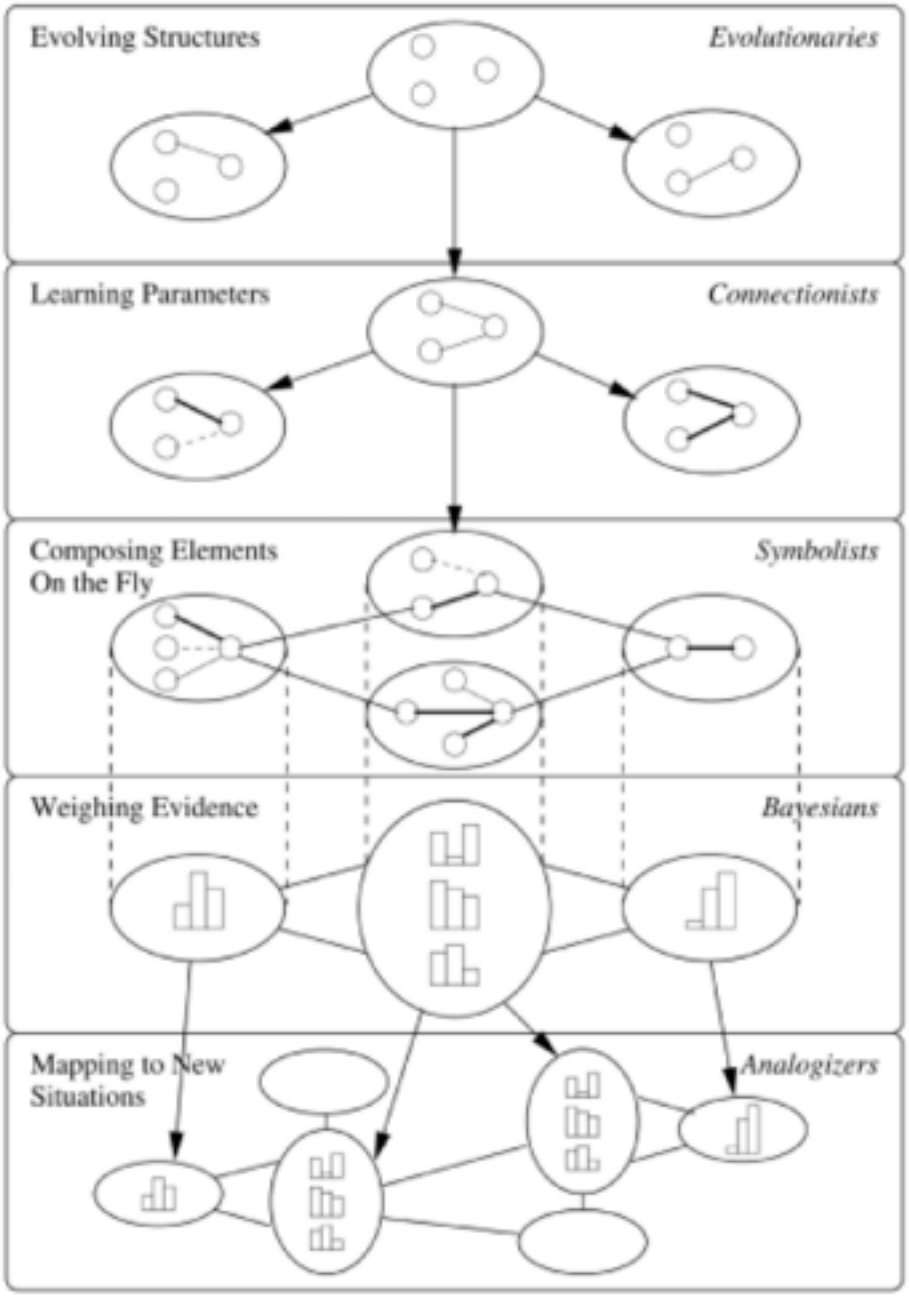
- I believe the mathematic magic

What will be a successful D-D algorithm?



- Computational efficiency
- Robustness
- Statistical stability


SYMBOLISTS
CONNECTIONISTS
EVOLUTIONARIES
BAYESIANS
ANALOGIZERS
Inverse Deduction
Gradient Descent
Genetic Search
Probabilistic Inference
Constrained Optimization
OPTIMIZ.
Accuracy
EVAL.
Squared Error
Fitness
Posterior Probability
Margin
REPR.
Logic
Neural Networks
Genetic Programs
Graphical Models
Support Vectors
Master Equation


Evolving Structures
Evolutionaries
Learning Parameters
Connectionists
Composing Elements
On the Fly
Symbolists
Weighing Evidence
Bayesians
Mapping to New
Situations
Analogizers

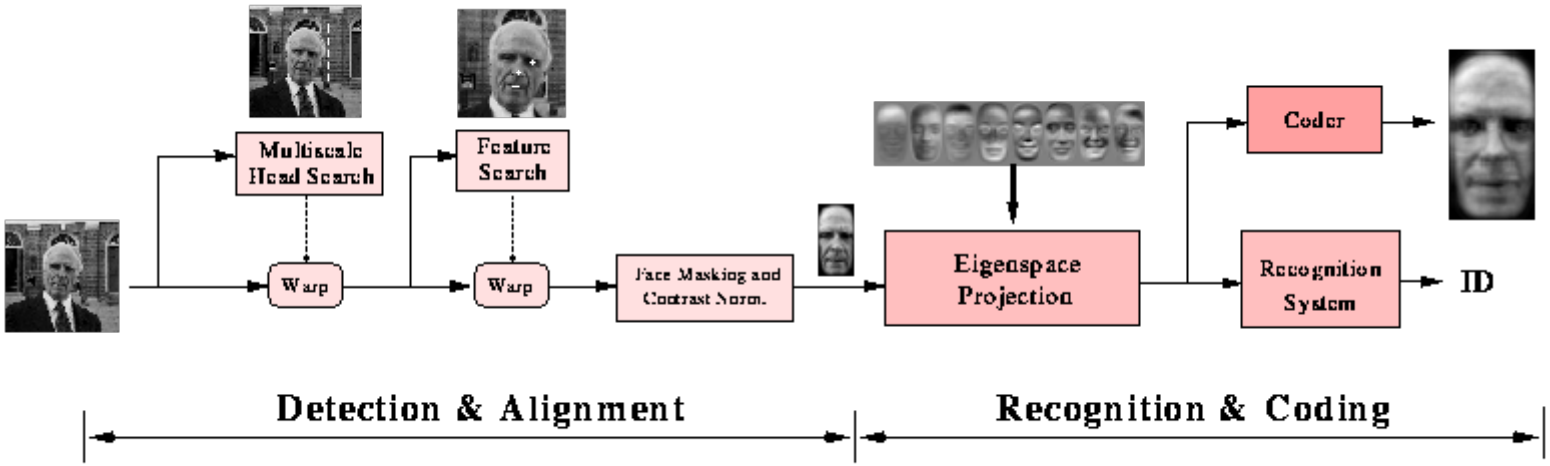
Old and New …

APPLICATIONS OF DATA-DRIVEN

The First Example: Google!

- 每天过滤200亿个网页
- 每天追踪300亿个的独立URL
- 每月接受1000亿次搜索请求

Object detection and recognition - the power of DD



The image is copied from
http://vismod.media.mit.edu/vismod/demos/facerec/

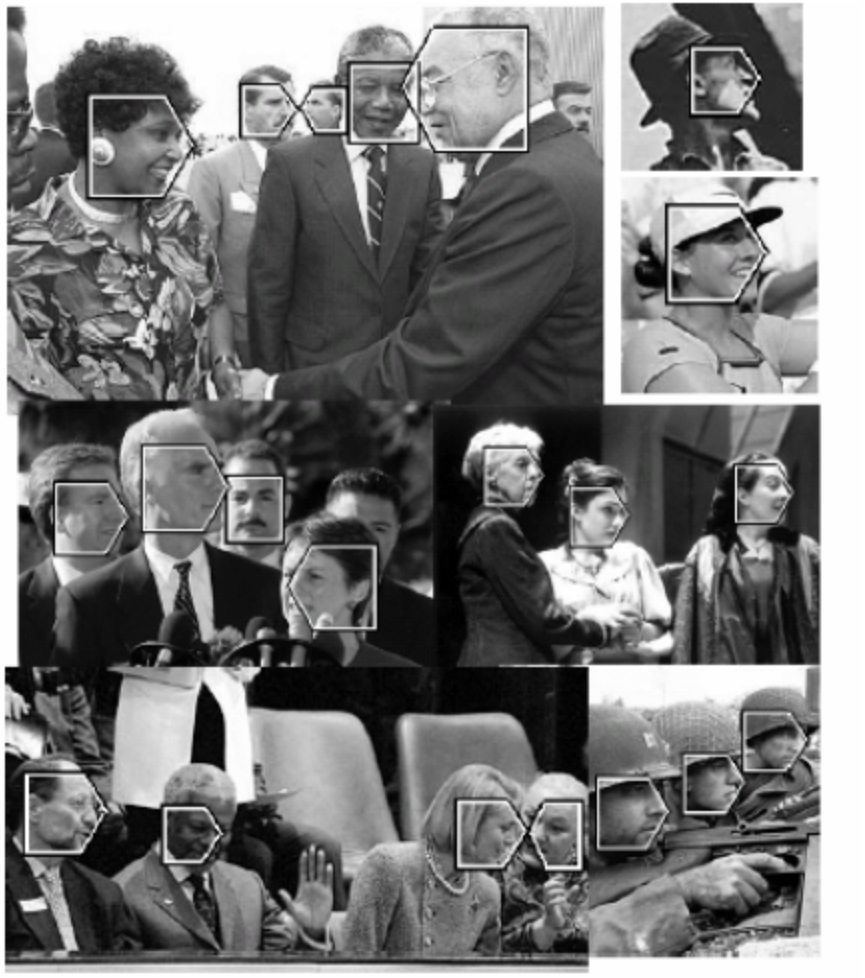
Object detection and recognition

Face [Vaillant et al IEE 1994] [Garcia et al PAMI 2005] [Osadchy et al JMLR 2007]
Pedestrian: [Kavukcuoglu et al. NIPS 2010] [Sermanet et al. CVPR 2013]

Object Detection

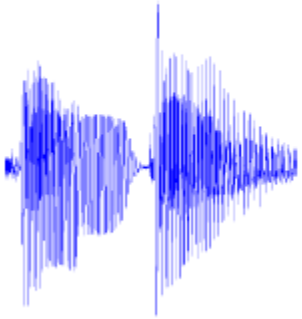
(Prof. H. Schneiderman)

Example training images
for each orientation



Speech recognition

- Modern architecture for pattern recognition
  - Speech recognition: early 90's – 2011



MFCC → Mix of Gaussians → Classifier

fixed — unsupervised — supervised

  - Object Recognition: 2006 - 2012

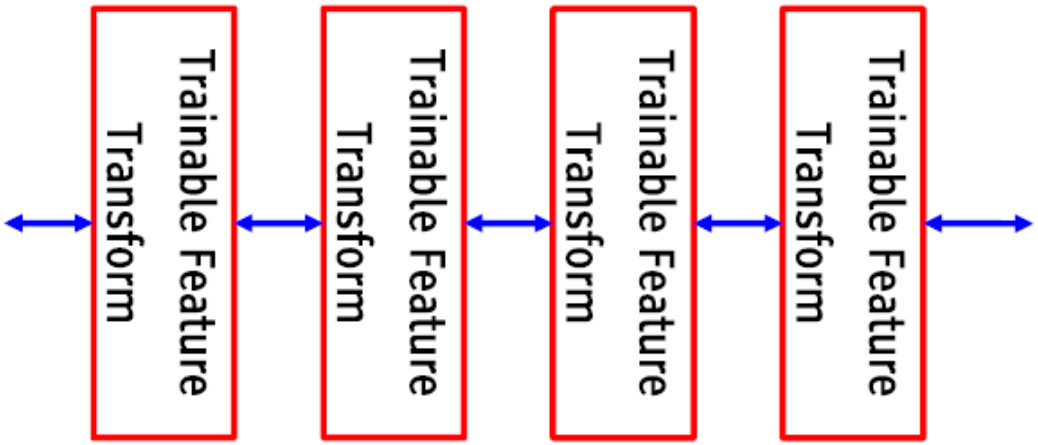
SIFT / HoG → K-means / Sparse Coding → Pooling → Classifier

fixed — unsupervised — supervised

Low-level Features — Mid-level Features

Speech recognition

- Hierarchy of representations with increasing level of abstraction
- Each stage is a kind of trainable feature transform
- Image recognition
  - Pixel → edge → texton → motif → part → object
- Text
  - Character → word → word group → clause → sentence → story
- Speech
  - Sample → spectral band → sound → … → phone → phoneme → word →



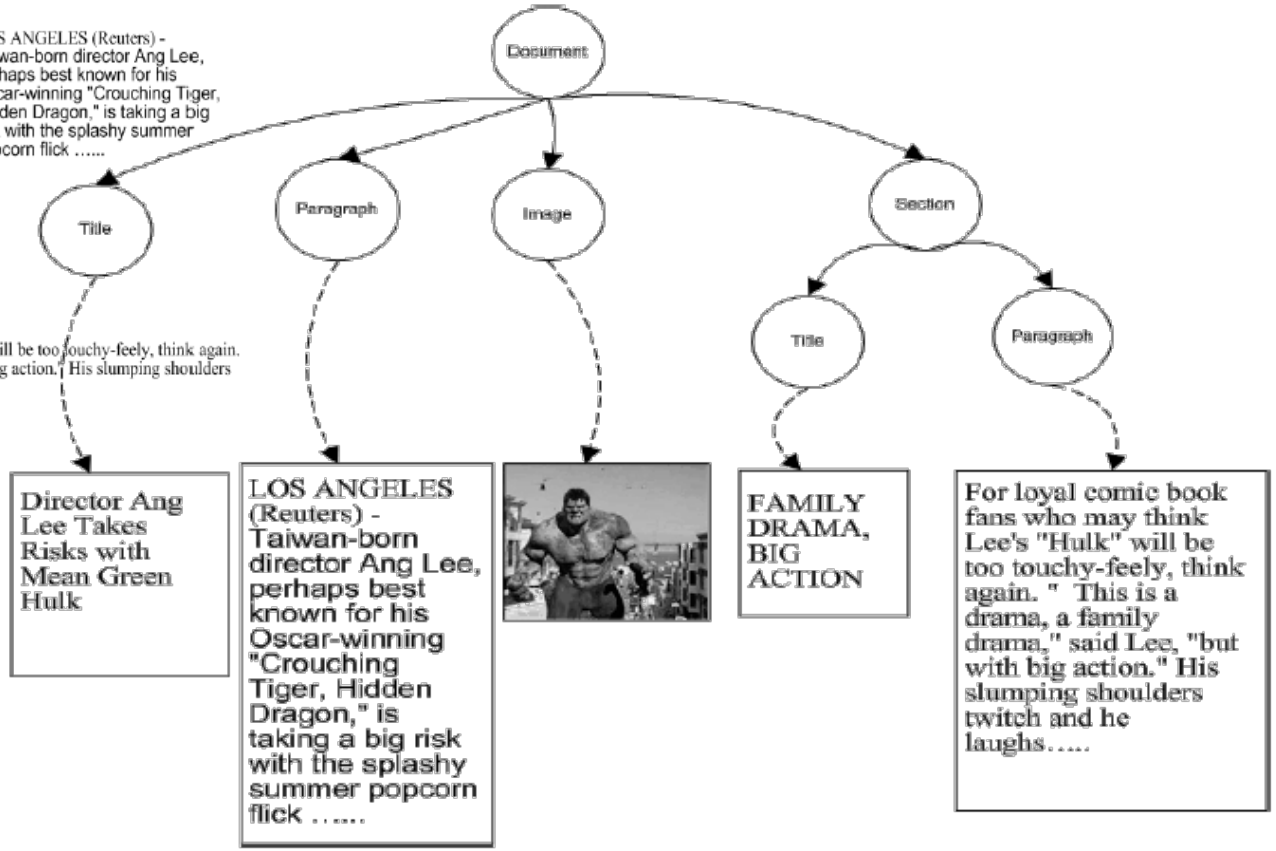
Document processing – Bayesian classification

Director Ang Lee Takes Risks with Mean Green 'Hulk'

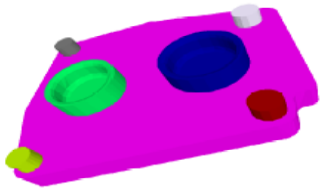
LOS ANGELES (Reuters) - Taiwan-born director Ang Lee, perhaps best known for his Oscar-winning "Crouching Tiger, Hidden Dragon," is taking a big risk with the splashy summer popcorn flick .....

FAMILY DRAMA, BIG ACTION

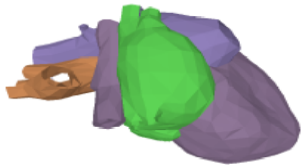
For loyal comic book fans who may think Lee's "Hulk" will be too touchy-feely, think again. " This is a drama, a family drama," said Lee, "but with big action." His slumping shoulders twitch and he laughs.....



Mesh Processing – Data clustering/segmentation

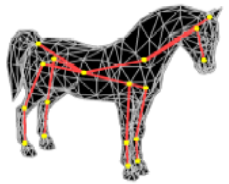


(c) mechanical part – 1270 faces
7 patches



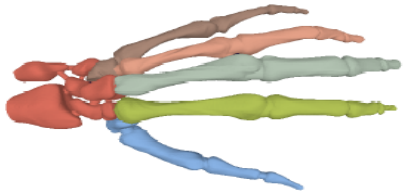
(d) heart – 1619 faces
4 patches

(a) object



(b) skeleton

(e) Venus – 67,170 faces
3 patches



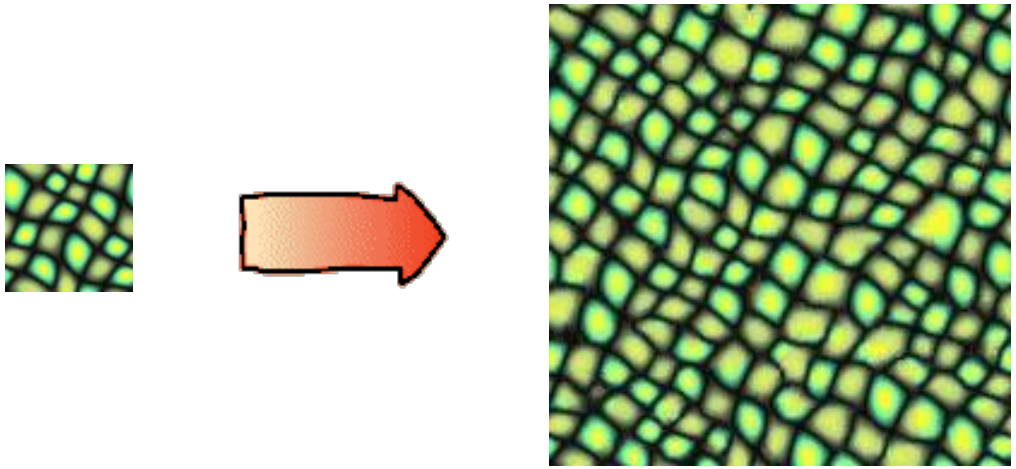
(f) skeleton hand – 654,666 faces
6 patches

(c) deformed skeleton

(d) deformed object

- *Hierarchical Mesh Decomposition using Fuzzy Clustering and Cuts.* By Sagi Katz and Ayellet Tal, SIGGRAPH 2003

Texture synthesis and analysis – Hidden Markov Model



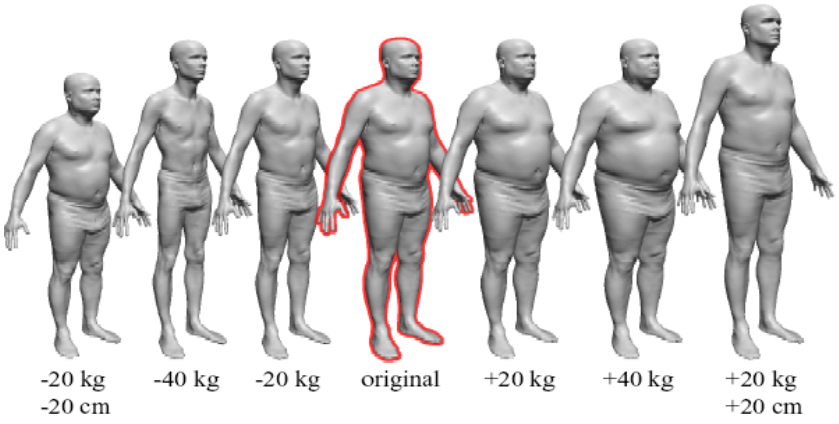
- *Texture Synthesis over Arbitrary Manifold Surfaces.* Li-Yi Wei and Marc Levoy. SIGGRAPH 2001.

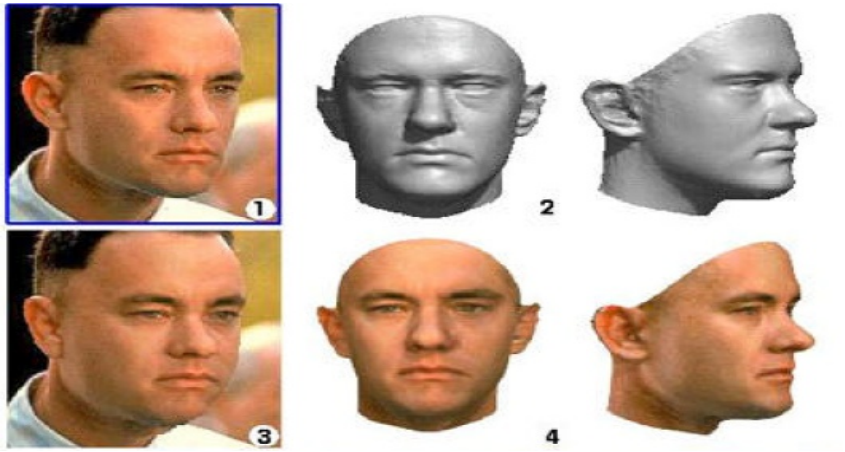
- *Fast Texture Synthesis using Tree-structured Vector Quantization.* Li-Yi Wei and Marc Levoy. SIGGRAPH 2000.

Reflectance texture synthesis – Dimension reduction

- *Synthesizing Bidirectional Texture Functions for Real-World Surfaces.* Xinguo Liu, Yizhou Yu and Heung-Yeung Shum. SIGGRAPH 2001.
- More recent papers…

Human shapes - Dimension reduction

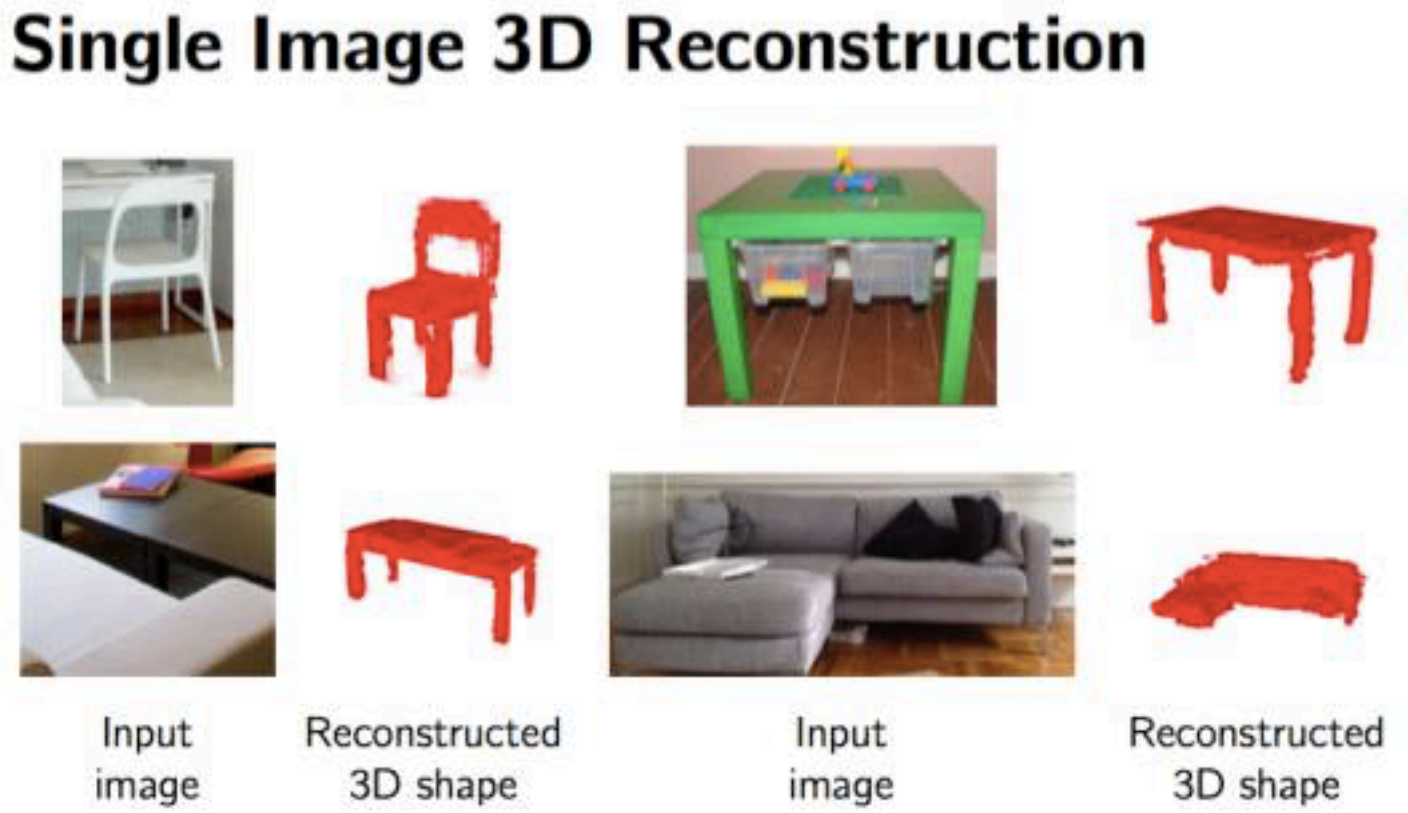




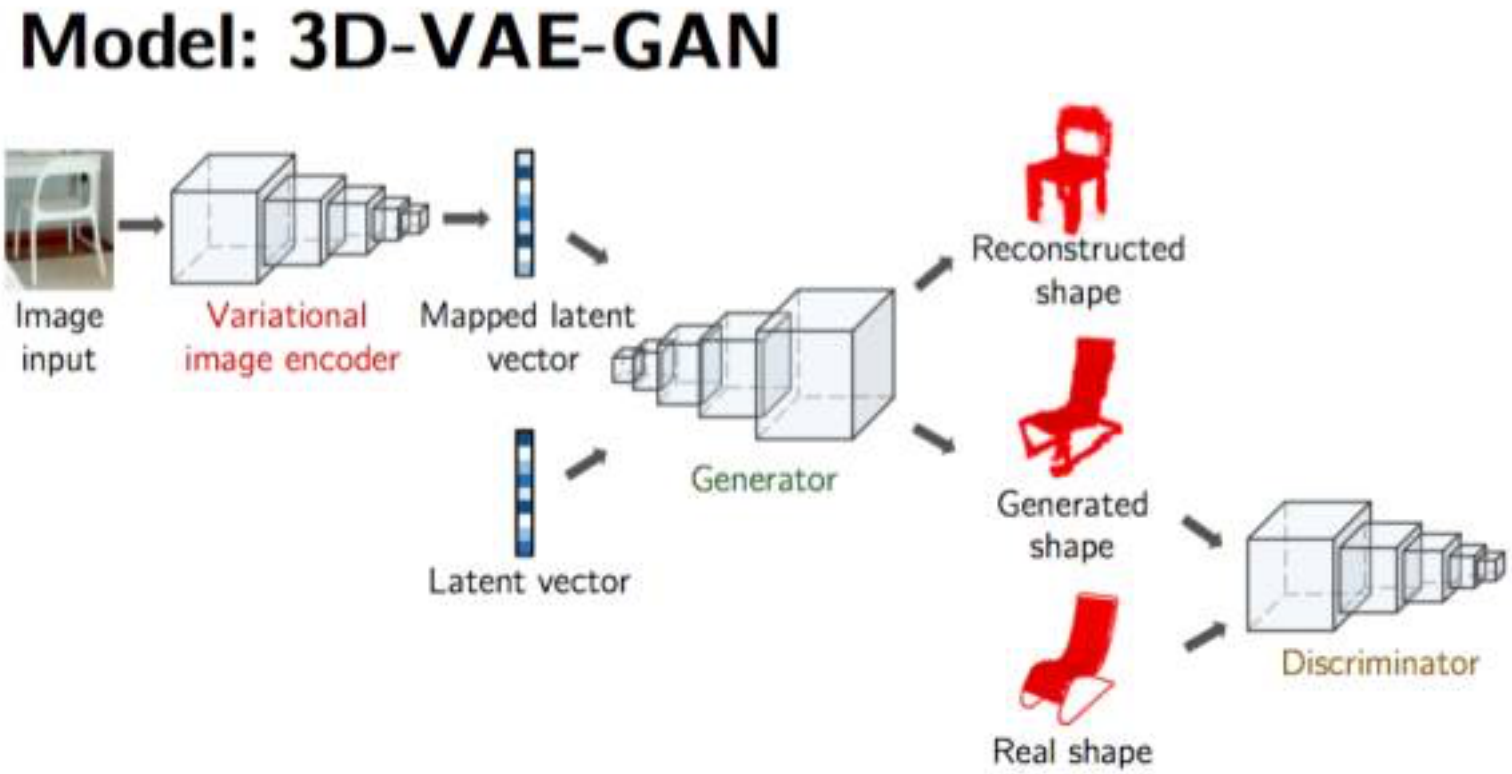
- *The Space of Human Body Shapes: Reconstruction and Parameterization From Range Scans.* Brett Allen, Brian Curless, Zoran Popovic. SIGGRAPH 2003.

- *A Morphable Model for the Synthesis of 3D Faces.* Volker Blanz and Thomas Vetter. SIGGRAPH 1999.

Learning a Probabilistic Latent Space of Object Shapes – GANs (NIPS2016)

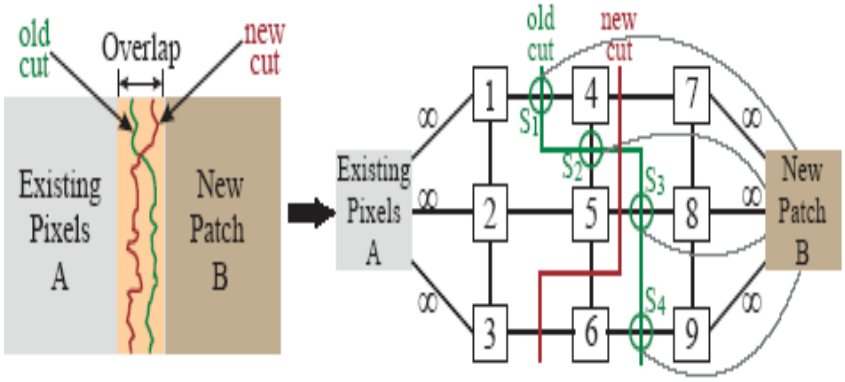


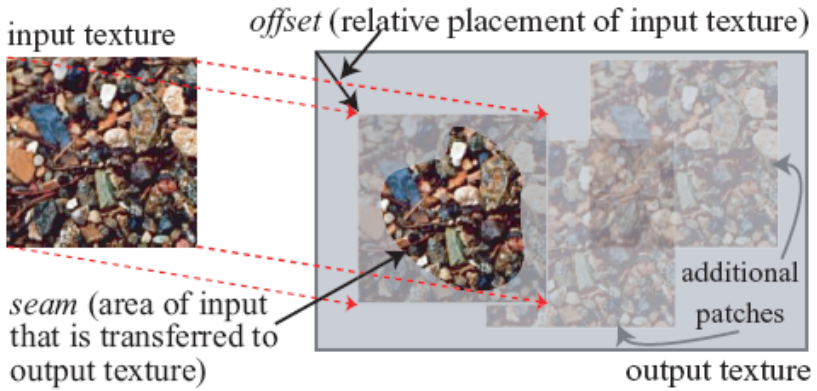
Learning a Probabilistic Latent Space of Object Shapes – GANs



We combine the encoder with 3D-GAN for reconstruction and generation.

Image processing and synthesis - Graphical model

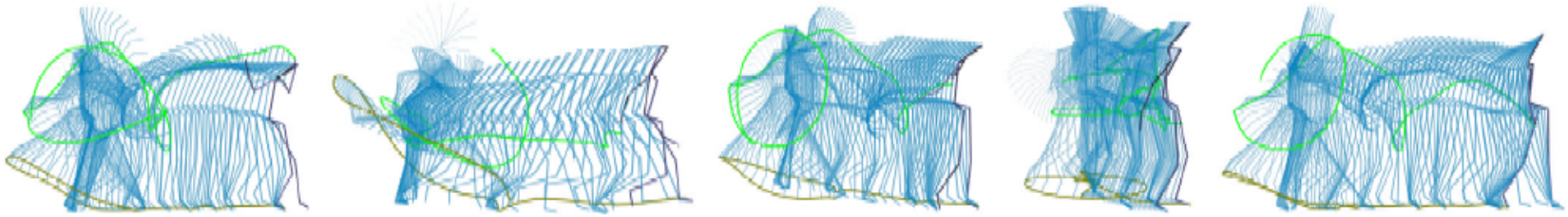




- *Image Quilting for Texture Synthesis and Transfer*. Alexei A. Efros and William T. Freeman. SIGGRAPH 2001.

- *Graphcut Textures: Image and Video Synthesis Using Graph Cuts*. V Kwatra, I. Essa, A. Schödl, G. Turk, and A. Bobick. SIGGRAPH 2003.

Human Motion - Time series analysis



A pirouette and promenade in five synthetic styles drawn from a space that contains ballet, modern dance, and different body types. The choreography is also synthetic. Streamers show the trajectory of the left hand and foot.

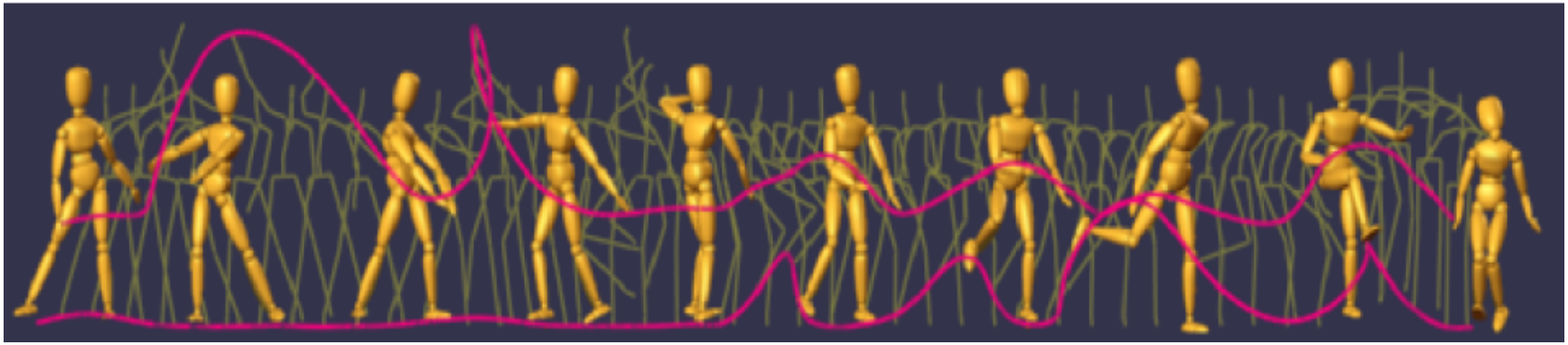
- *Style Machines.* M. Brand and A. Hertzmann. SIGGRAPH 2000.

- *A Data-Driven Approach to Quantifying Natural Human Motion*. L. Ren, A. Patrick, A. Efros, J. Hodgins, J. Rehg. SIGGRAPH 2005

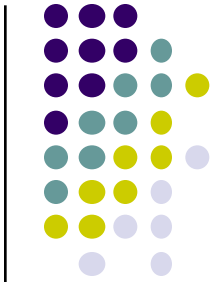
Video Textures - Reinforcement Learning

- *Video textures*. Arno Schödl, Richard Szeliski, David H. Salesin, and Irfan Essa. *SIGGRAPH 2000*.

Motion texture - Linear dynamic system



- *Motion Texture: A Two-Level Statistical Model for Character Motion Synthesis.* Yan Li, Tianshu Wang, and Heung-Yeung Shum. SIGGRAPH 2002.



Summary

- Learning (from Data) is a nut-shell, :-D
  - Keywords
    - Noun: data, models, patterns, features;
    - Adj.: probabilistic, statistical;
    - Verb: fitting, reasoning, mining.

Homework

- Try to find potential learning based (data driven) applications in your research area

Reference

- Reinforcement learning: A survey

The End

新浪微博：@浙大张宏鑫

微信公众号：