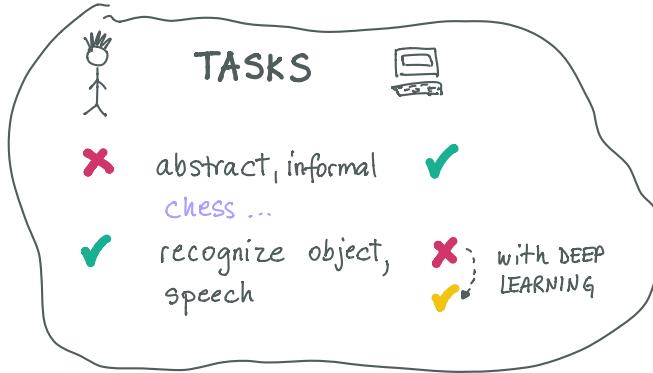


INTRODUCTION

DREAM ➡ GOAL ⚽

CREATE MACHINES THAT THINK

From ancient Greece
to Lovelace
to AI.



TRUE CHALLENGE

Solving tasks that are easy for people to perform but hard for people to describe

Problems that we solve **INTUITIVELY** like... recognizing spoken words or faces in images

HOW WOULD A COMPUTER LEARN?

- ↳ learn from experience
- ↳ understand the world in terms of hierarchy of concepts

ability to learn complicated concepts !

concept is defined through its relation to simpler concepts

buid via many layers
DEEP LEARNING

HISTORICAL TRENDS ➔



CYBERNETICS

1940s - 1960s



**CONNECTIONISM
NEURAL NETWORKS**

1980s - 1990s



DEEP LEARNING

2006 -

Significant changes over time

↑ DATASET SIZES

↑ MODEL SIZES

↑ ACCURACY / COMPLEXITY
REAL-WORLD IMPACT

How To Get The Informal Knowledge Into A Computer?

Pg. 2

1 KNOWLEDGE BASE

- ✗ hard-code knowledge in formal languages
Cyc (1989)

2 MACHINE LEARNING

- ✓ problems involving knowledge of the real world
- ↳ make decisions that seem subjective
LOGISTIC REGRESSION ; NAIVE BAYES
- ↳ depends heavily on the representation of data **FEATURES**

- ▷ not applicable to all features
- ▷ difficult to know which features to extract

3 REPRESENTATION LEARNING

- ✓ discover set of features ; learns representation
- ↳ ability for AI system to adopt to new tasks
- ↳ minimal human intervention

AUTOENCODER

- ENCODER input ➡ different representation
DECODER new representation ➡ original format

FACTORS OF VARIATION

- ↳ separate sources of influence
- ↳ often not directly observed
image of a car — color, angle

! many factor influence every single piece of data observed

HOW TO EXTRACT HIGH-LEVEL ABSTRACT FEATURES ?

4 DEEP LEARNING

- ✓ discover representations for all the different tasks that we want to solve ➡ REPRESENTATION expressed in terms of other, simpler representations

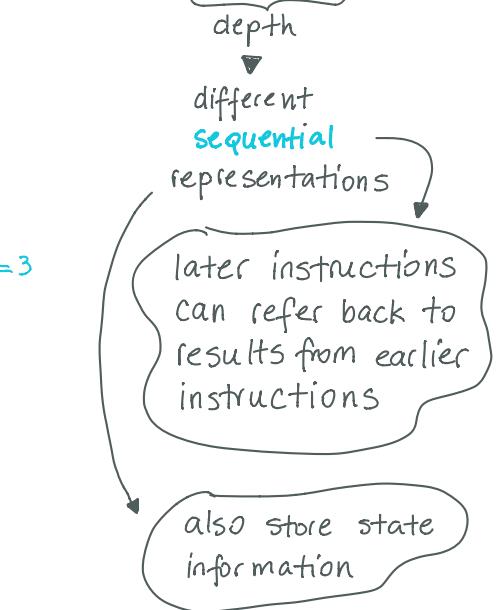
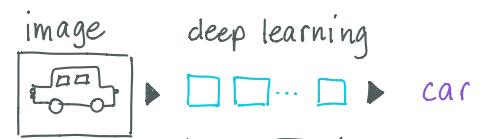
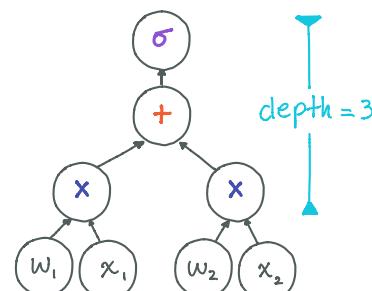
MLP (MULTILAYER PERCEPTRON)

- ↳ DEPTH ➡ multistep ability ➡ SEQUENTIAL
layer = state of comp. memory after executing another set of instructions in parallel.

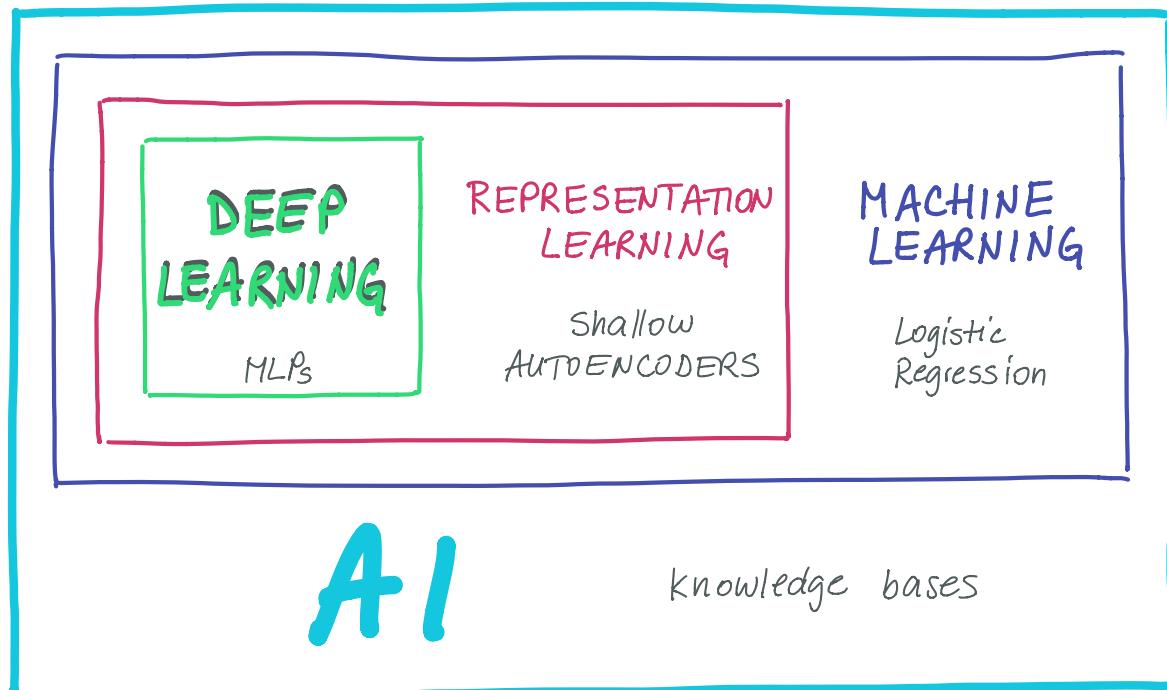
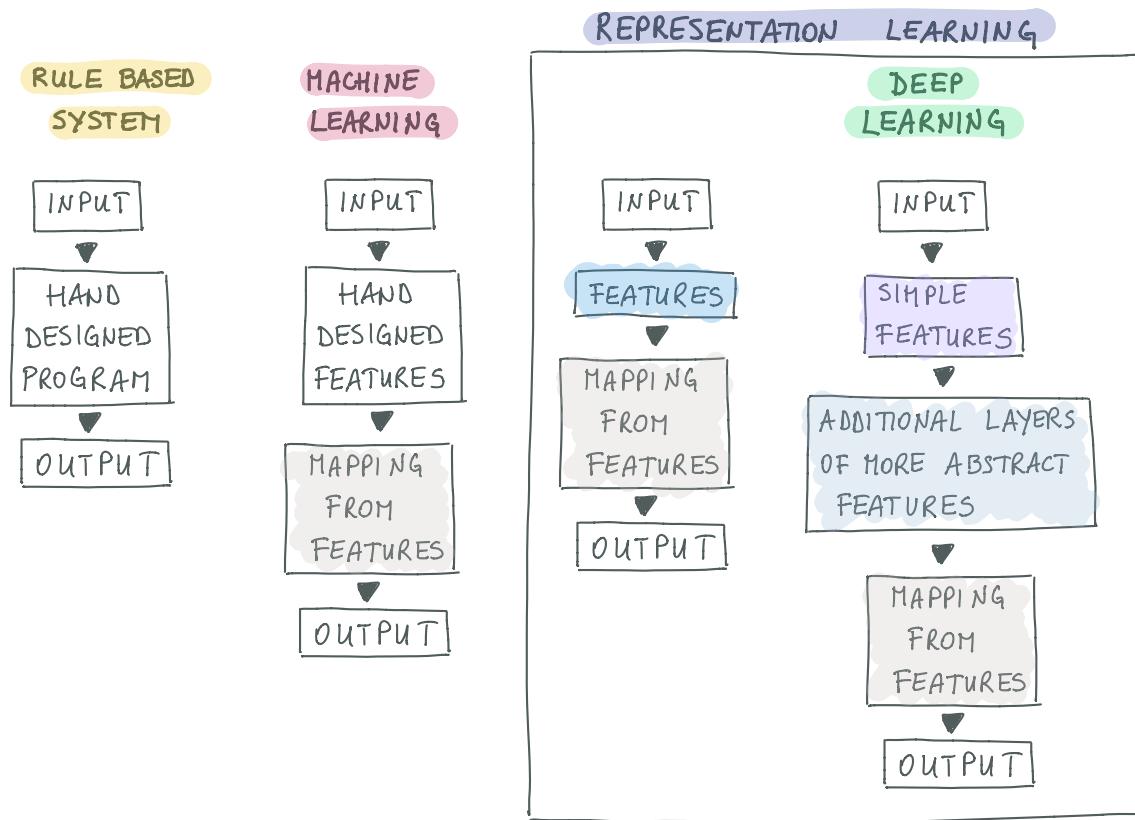
HOW TO MEASURE

- ① number of sequential instructions executed

- OR
② how concepts are related



HOW DIFFERENT PARTS OF AN AI SYSTEM RELATE ...



HISTORICAL TRENDS

1

CYBERNETICS

1940s - 1960s

L biological learning name \Rightarrow ARTIFICIAL NEURAL NETWORK

McCulloch and Pitts (1943)

- early model of brain function
- linear model
- weights set manually

► NN not designed to be realistic models of biological function

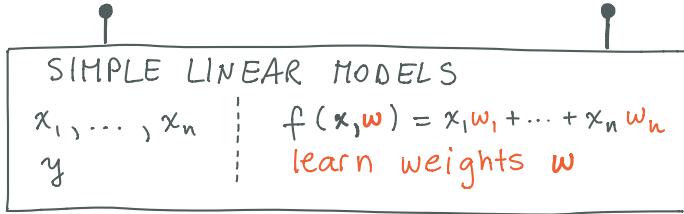
Rosenblatt (1958, 1962)

- perceptron (training of a single neuron)
- 1st model that could learn the weights

Widrow and Hoff (1960)

ADALINE (adaptive linear element)

L training algorithm used ► a special case of **SGD** (stochastic gradient descent)



LINEAR MODELS

models based on $f(\mathbf{x}, \mathbf{w})$
used by perceptron and ADALINE

► cannot learn the XOR function
Minsky and Papert (1969)

NEUROSCIENCE

- was important source of inspiration (no longer)
- not enough information about the brain

Neocognition - powerful model architecture for processing images
Fukushima (1980)

CONVOLUTIONAL NETWORK

LeCun et al.
(1998b)

CONNECTIONISM (PARALLEL DISTRIBUTED PROCESSES)

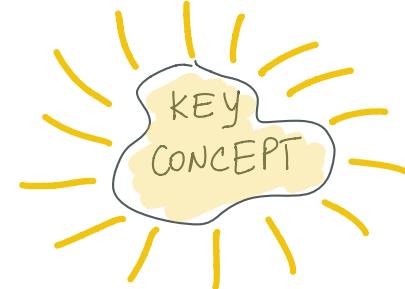
1980s - 1990s

Pg.5

- ↳ in context of cognitive science
- ↳ central idea → large number of simple computational units can achieve intelligent behavior when networked together.

!!! DISTRIBUTED REPRESENTATION

- Hinton et al. (1986)
- ↳ each input should be represented by many features
 - ↳ each feature should be involved in the representation of many possible inputs



BACK-PROPAGATION algorithm ➤ dominant for training deep NN

Rumelhart et al. (1986a)

LeCun (1987)

1990s ➤ MODELING SEQUENCES

Hochreiter (1991) ; Bengio et al. (1994)

modeling long sequences ; identified some of the math. difficulties

Hochreiter (1997) ➤ **LSTM** (long short term memory)

- ↳ used for many sequence based tasks
- ↳ NLP tasks at Google

DEEP LEARNING

2006 -



DEEP BELIEF NETWORK

Hinton et al. (2006)

- ↳ can be efficiently trained using greedy layer-wise pretraining

- ▶ train deeper networks
- ▶ focus on theoretical concept of depth
- ▶ focus on unsupervised learning techniques → today: more interest in supervised learning algorithms; large labeled datasets

Bengio et al (2007);
Ranzato et al. (2007)

- ↳ can also be used to train other kinds of deep networks
- ↳ systematically help improve generalization

↑ DATASET SIZES



- datasets have expanded significantly over time
 - early 1990s hundreds / thousand manually compiled
 - 1950s - 1980s small synthetic datasets
 - 1980s - 1990s MNIST
 - 2000s CIFAR-10
 - 2010s $> 10^4$ ImageNet, Sports-1M
 10^9 WMT
- trend driven by digitalization
- "Big Data"
- 2016 rule of thumb ; supervised DL

No. of labeled examples	Performance
5 000	OK
10 million	human or better

↑ ACCURACY / COMPLEXITY REAL-WORLD IMPACT

- * dramatic impact on image recognition ; speech recognition
- * significant drops in error rates

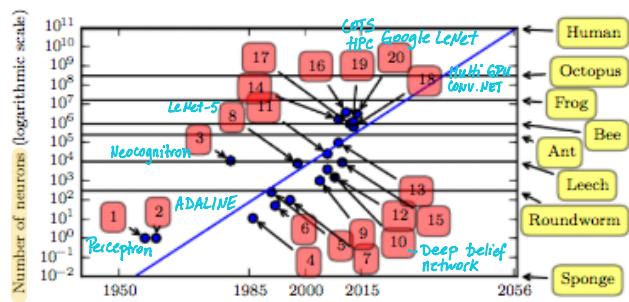
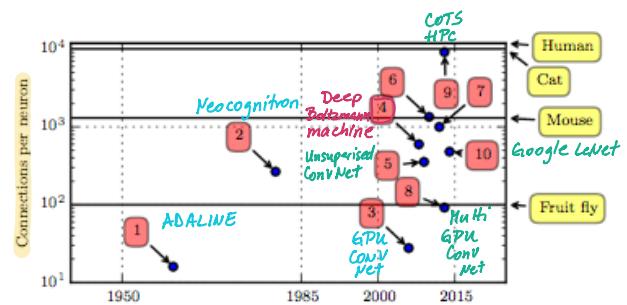
scale and accuracy ↑
Complexity ↑

* sequence-to-sequence modeling
MACHINE TRANSLATION !

* neural Turing machines
learn to read from memory cells and write arbitrary content to memory cells

↑ MODEL SIZES

- ✓ computational resources to run large models
 - ↳ faster CPUs ; advent of GPUs ; faster network connectivity ; better software infrastructure for distributed computing
- with hidden units , ANNs have doubled in size every 2.4 yrs.
- ✓ larger networks → higher accuracy



← REINFORCEMENT LEARNING

- * autonomous agent learns to perform a task by trial and error
- !!! no guidance from human operator !!!

Deep Mind → learn to play Atari games
→ human-level performance

! SOFTWARE INFRASTRUCTURE !

TensorFlow	Caffe
Torch	MXNet