



Fundamentals of Deep Learning

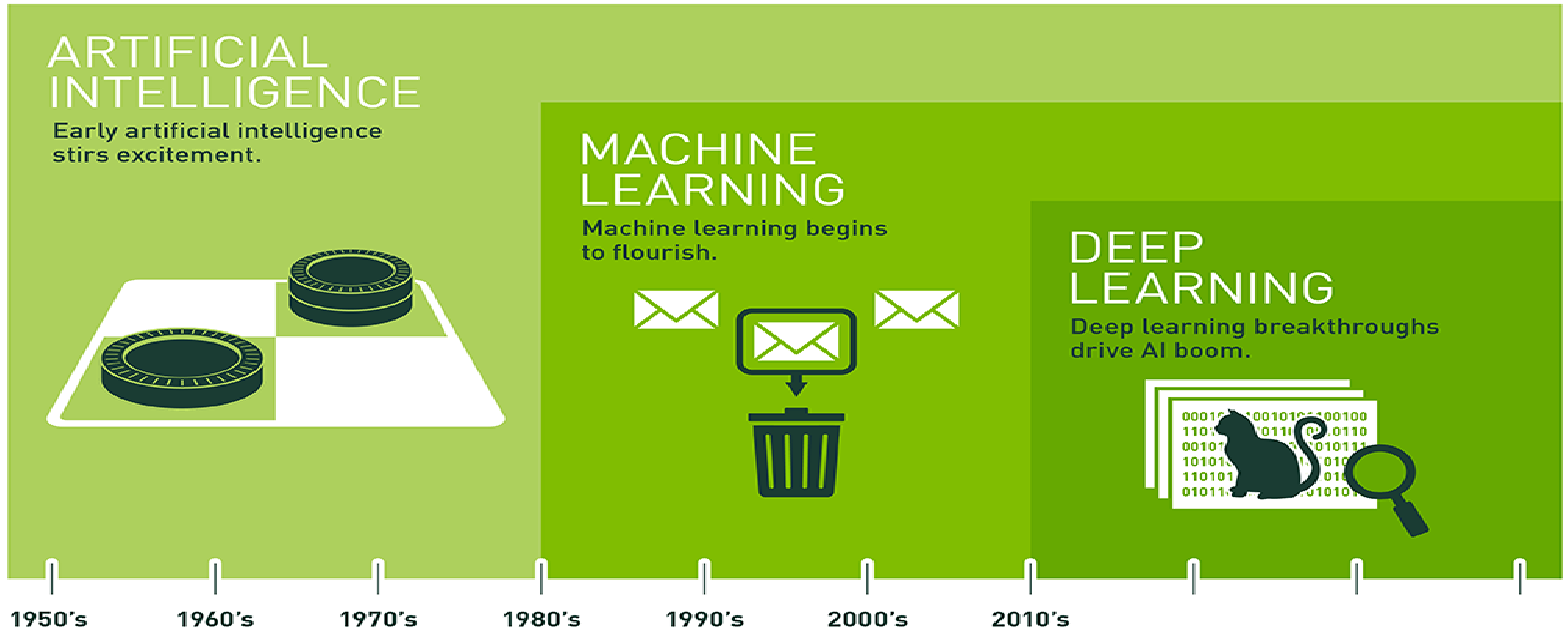
Dr Jony Castagna – Hartree Centre
NVidia DLI Ambassador



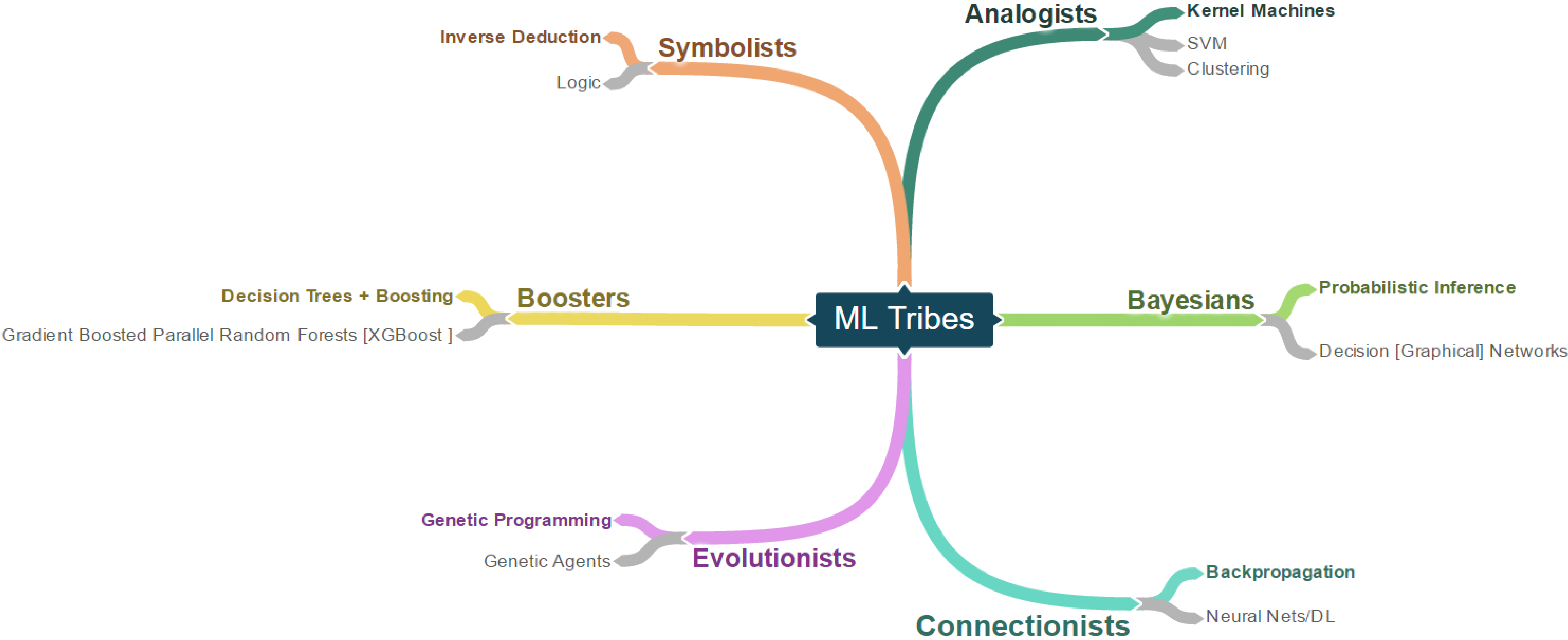
Agenda

- Part 1: An Introduction to Deep Learning
- Part 2: How a Neural Network Trains
- Part 3: Convolutional Neural Networks
- Part 4: Data Augmentation and Deployment
- Part 5: Pre-Trained Models
- Part 6: Advanced Architectures

AI ...is ALREADY 70 years of RESEARCH!

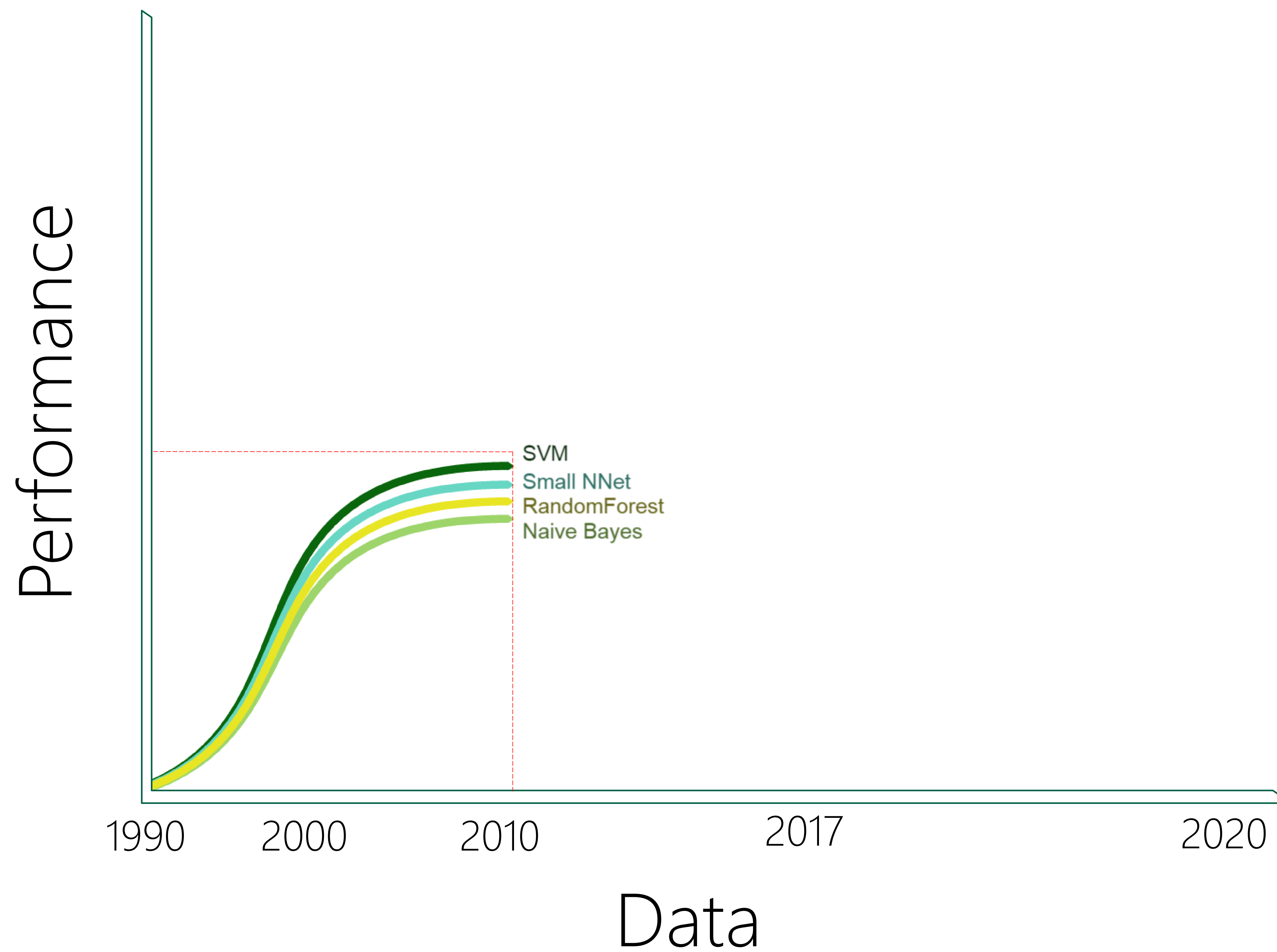


ML Tribes

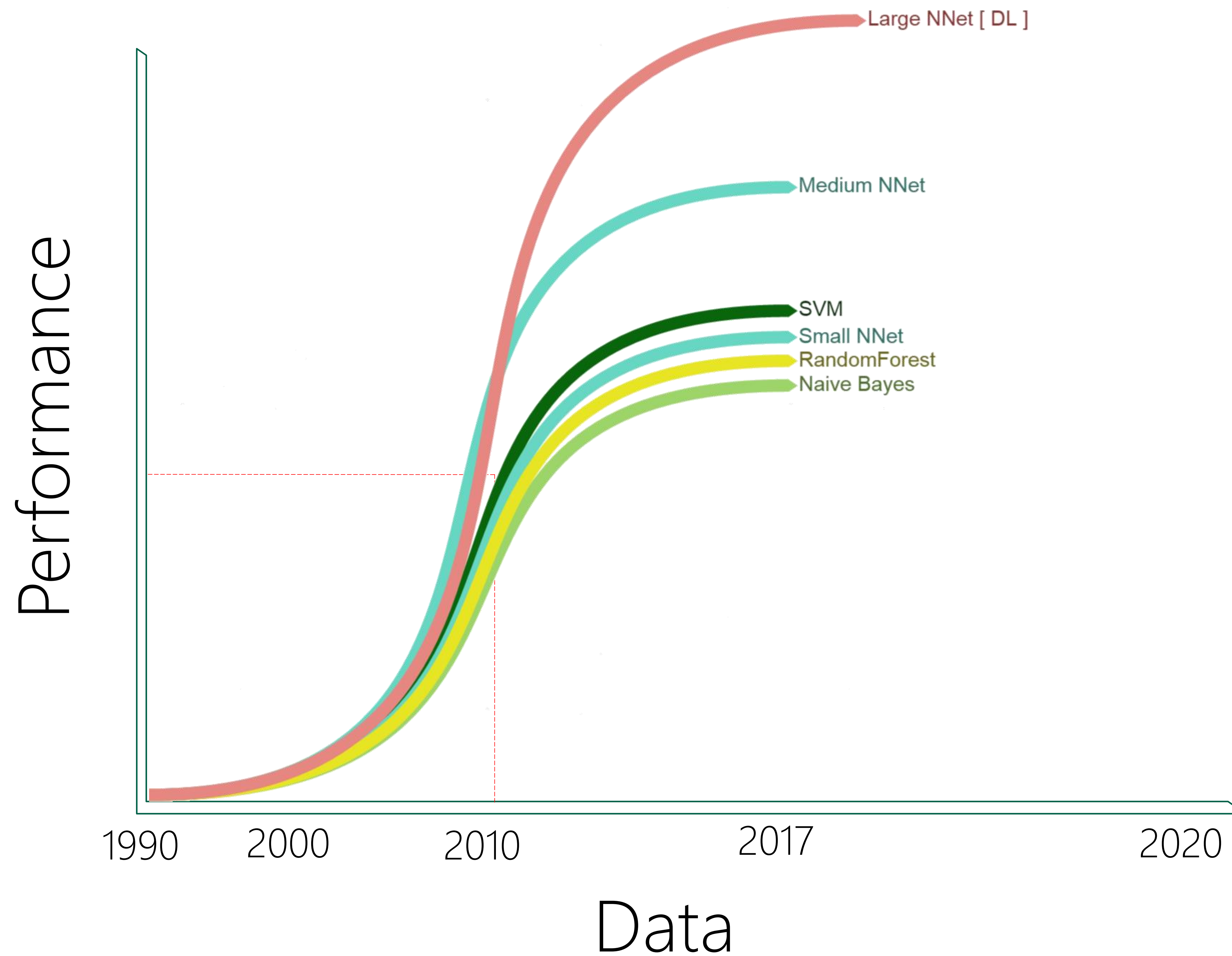


| Tribe | Origins | Master Algorithm |
|----------------|----------------------|-------------------------|
| Symbolists | Logic, philosophy | Inverse deduction |
| Connectionists | Neuroscience | Backpropagation |
| Evolutionaries | Evolutionary biology | Genetic programming |
| Bayesians | Statistics | Probabilistic inference |
| Analogizers | Psychology | Kernel machines |

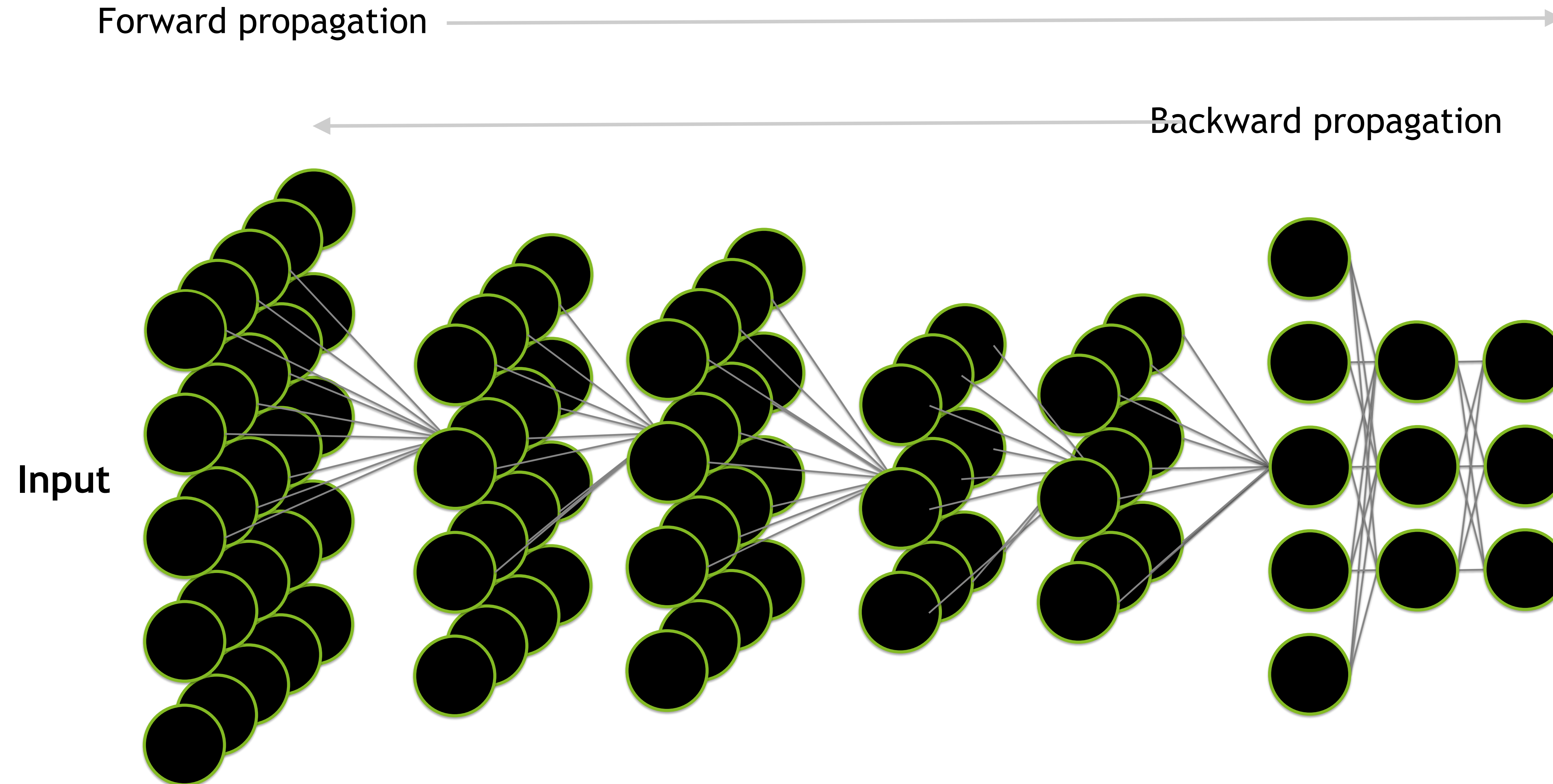
Trend #1 [Scale]



Trend #1 [Scale]



DEEP LEARNING APPROACH



Process

- Forward propagation yields an inferred label for each training image
- Loss function used to calculate difference between known label and predicted label for each image
- Weights are adjusted during backward propagation
- Repeat the process

Deep Learning Compared to Other AI

Depth and complexity of networks

Up to billions of parameters (and growing)

Many layers in a model

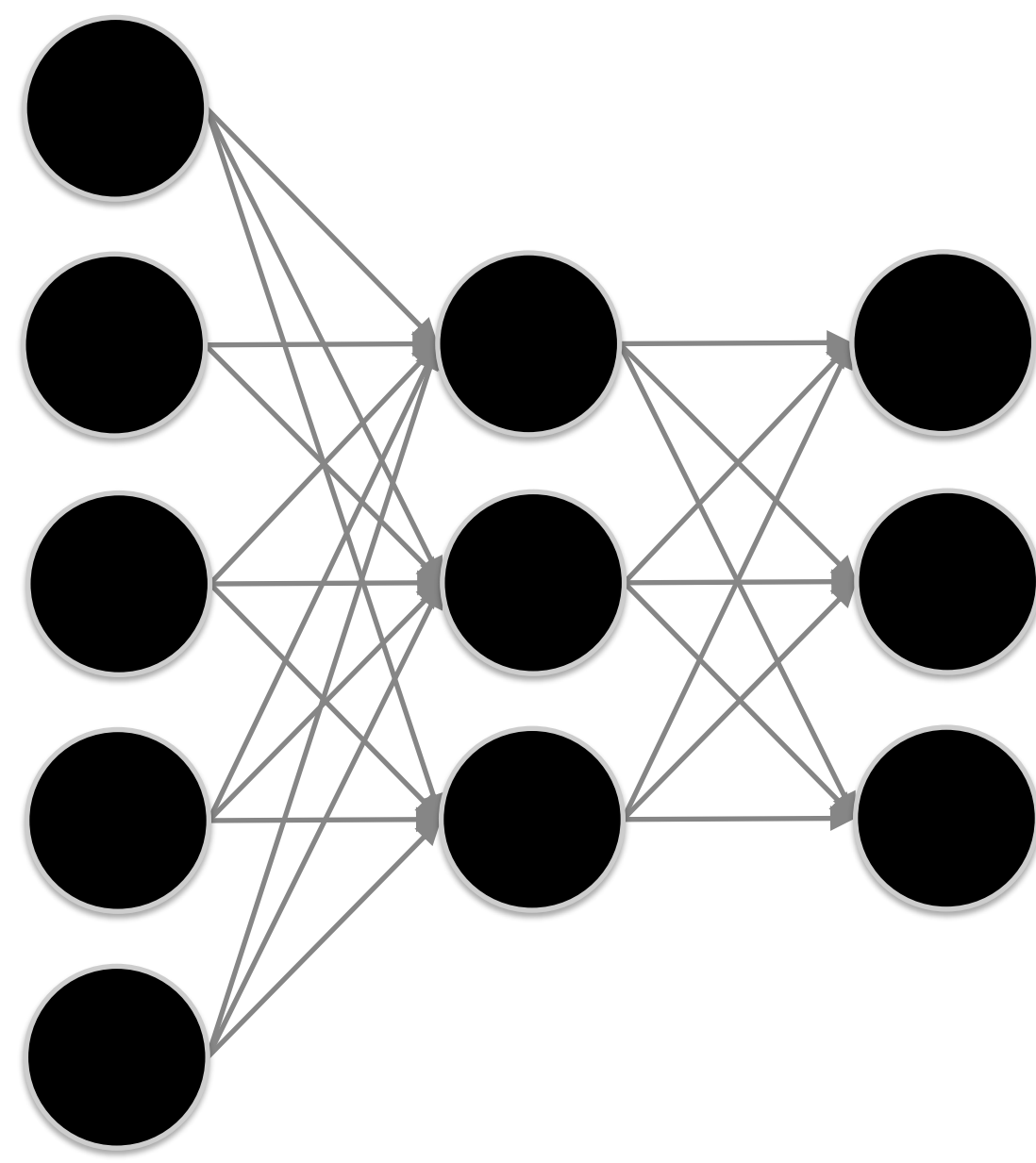
Important for learning complex rules

Computing Power

Need a way for our artificial “brain” to observe lots of data within a practical amount of time.



THE BIG BANG IN MACHINE LEARNING



DNN



GPU



BIG DATA

THE EXPANDING UNIVERSE OF MODERN AI

"THE BIG BANG"

Big Data
GPU
Algorithms

RESEARCH



CORE TECHNOLOGY / FRAMEWORKS



AI-as-a-PLATFORM



START-UPS



1,000+ AI START-UPS
\$5B IN FUNDING

Source: Venture Scanner

INDUSTRY LEADERS



DEEP LEARNING IN PRODUCTION

Speech Recognition

Recommender Systems

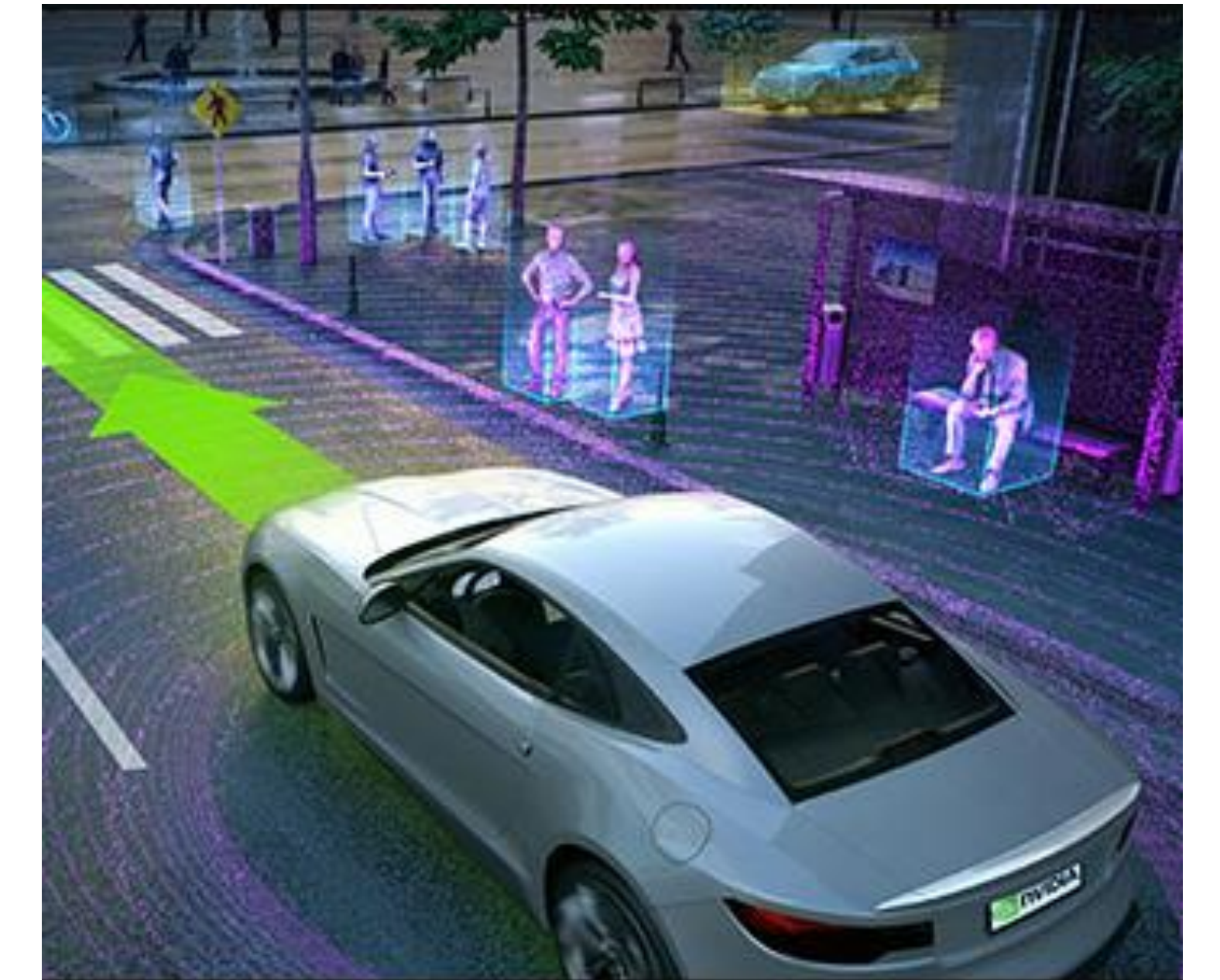
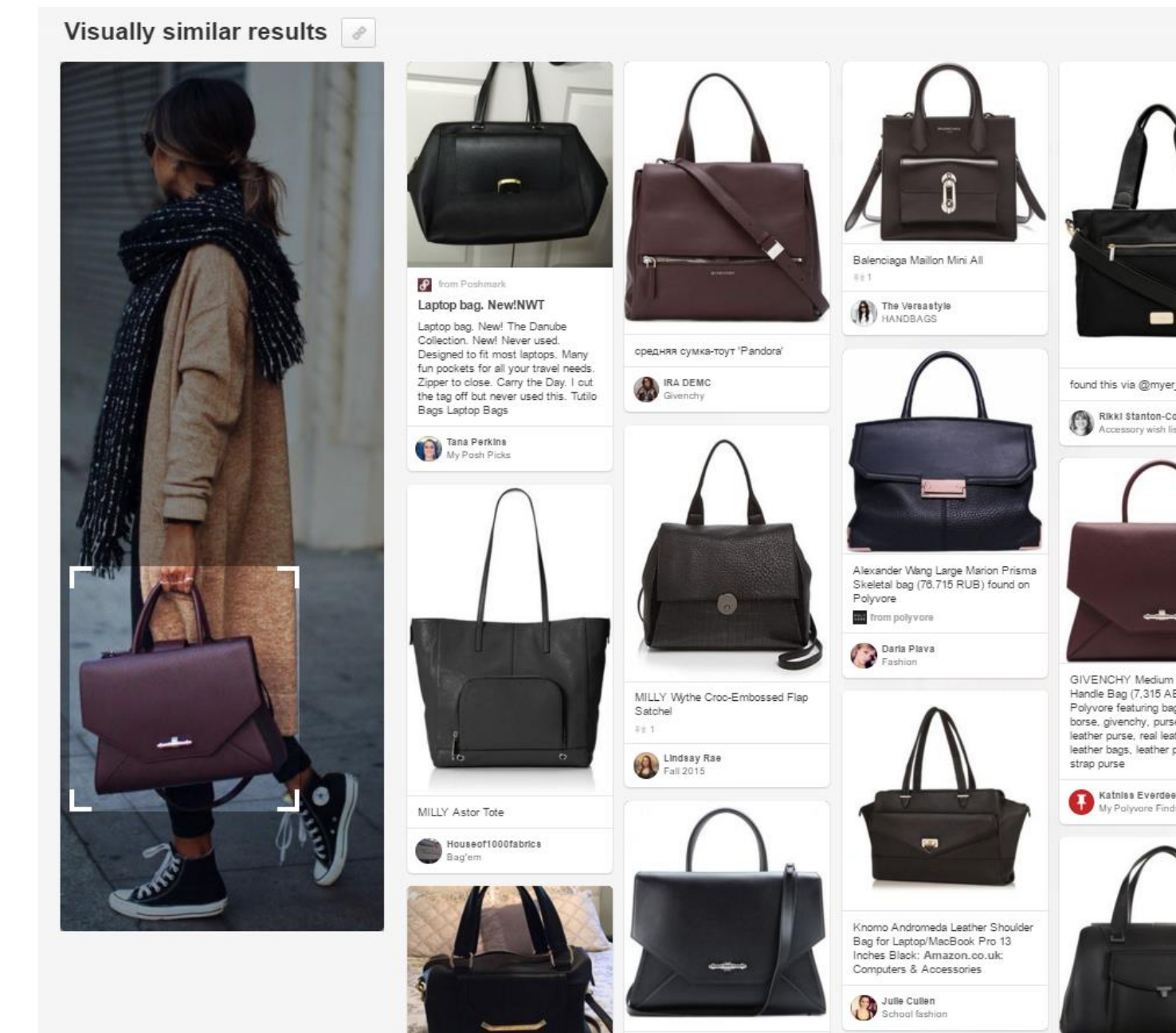
Autonomous Driving

Real-time Object
Recognition

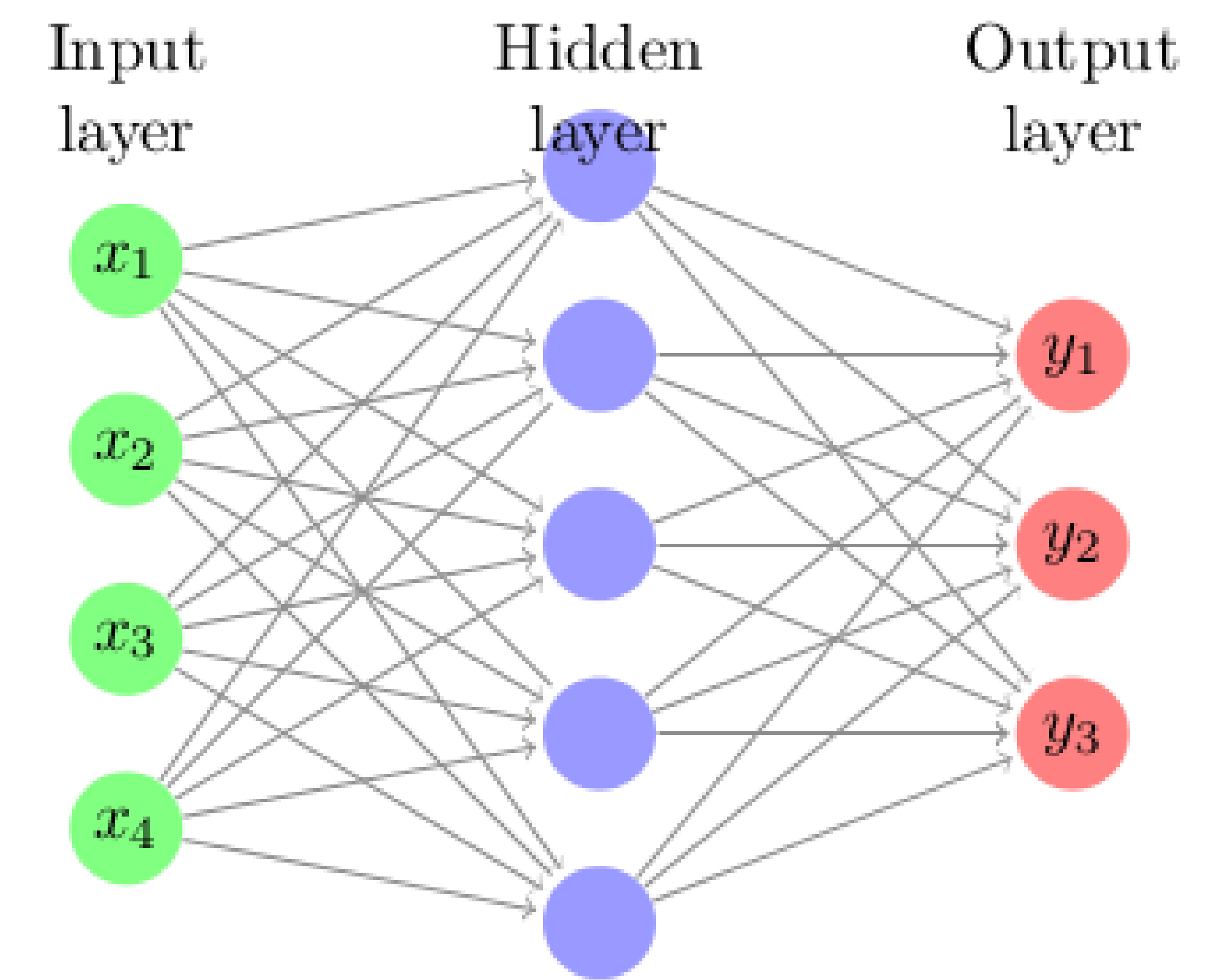
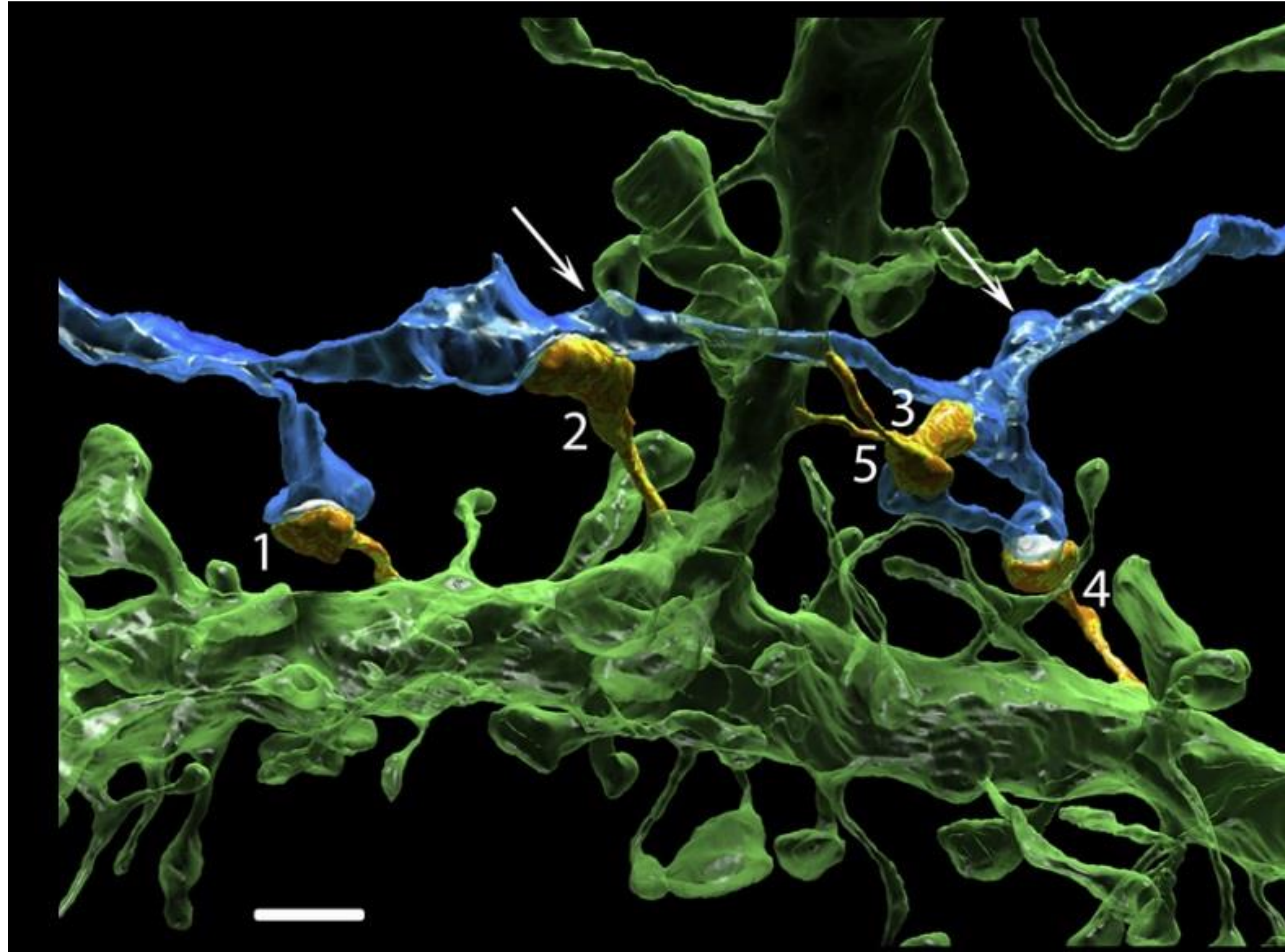
Robotics

Real-time Language
Translation

Many More...



What are NN: biological Inspiration





How Do Children Learn?

- Expose them to lots of data
- Give them the “correct answer”
- They will pick up the important patterns on their own

Expert Systems - Limitations

What are these three images?

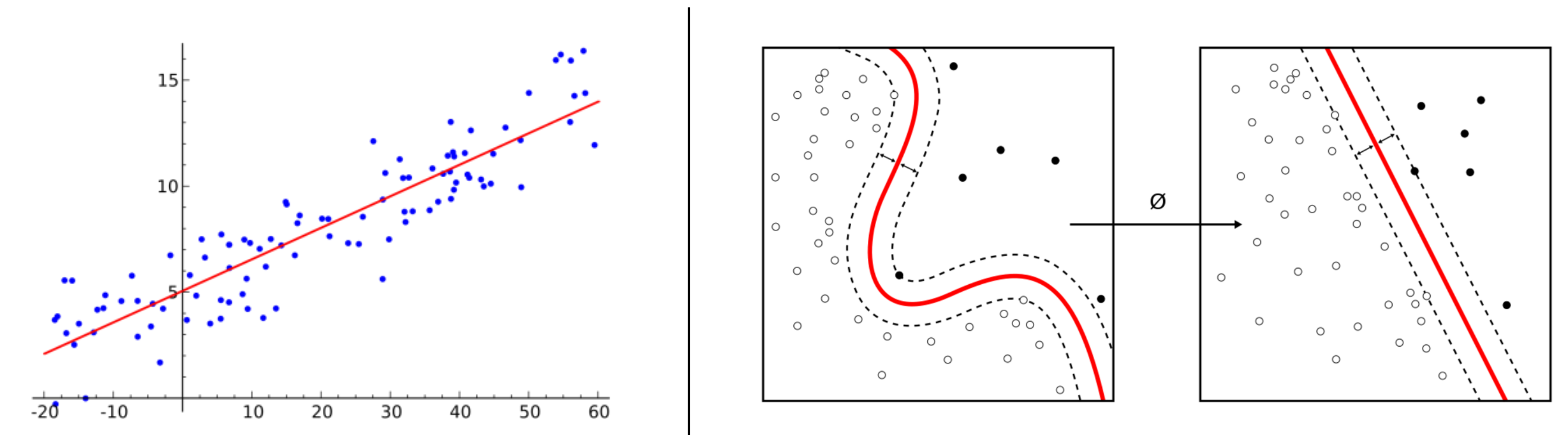


Difference in Workflow

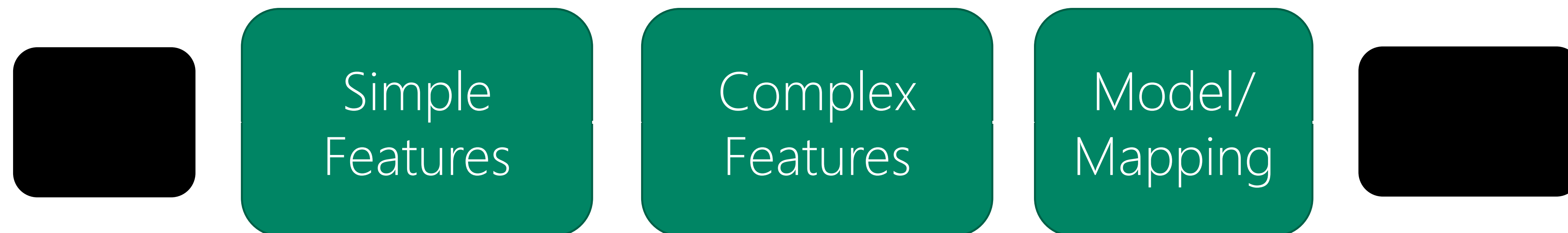
Classic Machine Learning [1990 : now]



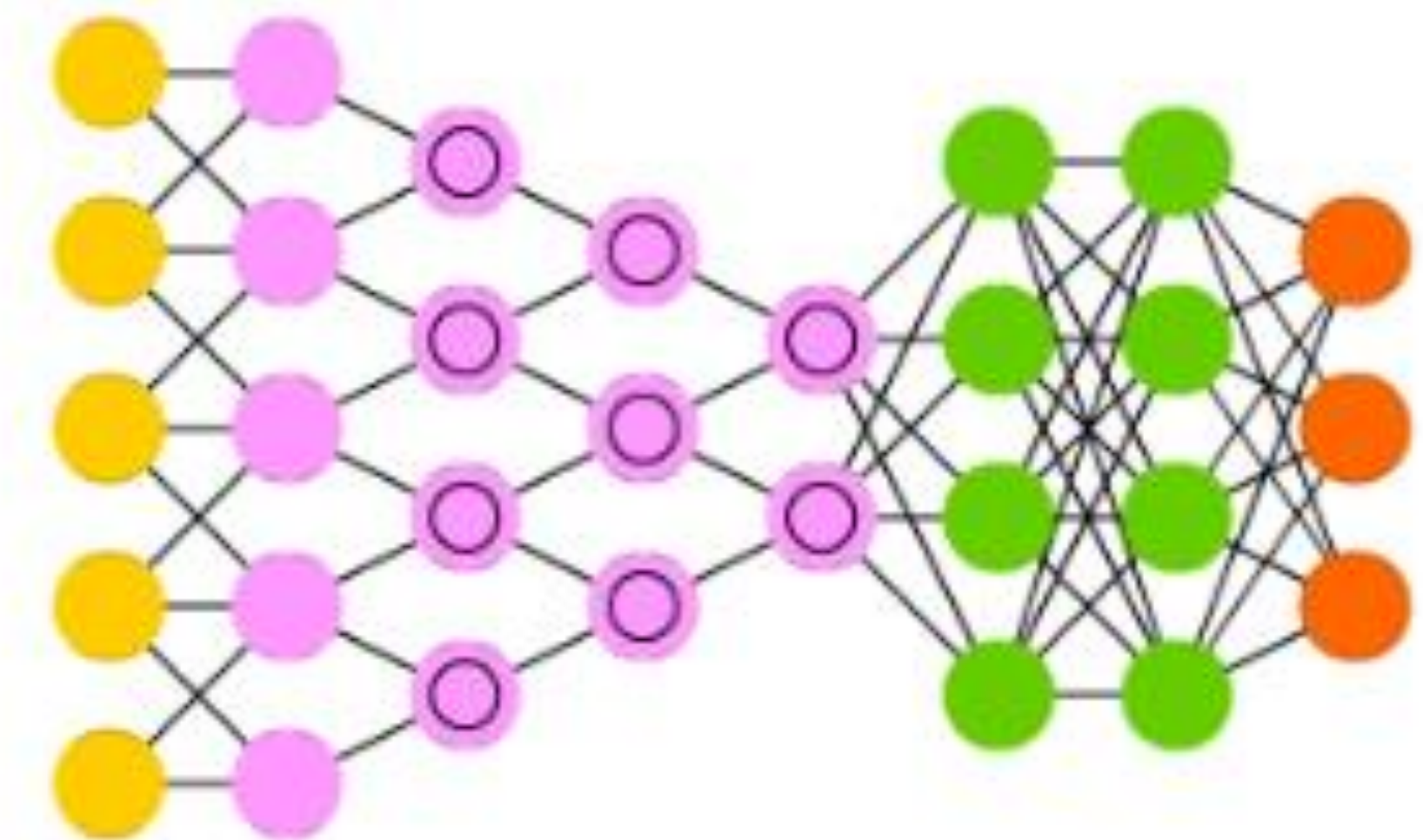
Examples [Regression and SVMs]



Deep/End-to-End Learning [2012 : now]



Example [Conv Net]



When to Choose Deep Learning

Classic Programming

If rules are clear and straightforward,
often better to program it

Deep Learning

If rules are nuanced, complex, difficult
to discern, use deep learning

Warnings!!

1. Lack of a solid theory!!!
2. Lack of solid reference
3. Continuous new architectures
4. Deep learning frameworks are libraries
5. Graph vs imperative
6. Matrix orientation

Lack of solid theory!!!

Only 3 main theorems have been found so far:

- 1) NN are universal approximator <https://doi.org/10.1016%2F0893-6080%2889%2990020-8>
- 2) With more layer the abstraction power grows exponentially
<https://arxiv.org/abs/1705.05502>
- 3) Layer width matters: no matter how many you add, if not wide enough some problems cannot be solved! <https://arxiv.org/abs/1810.00393>

...the rest is a bit of black magic!!!

See also:

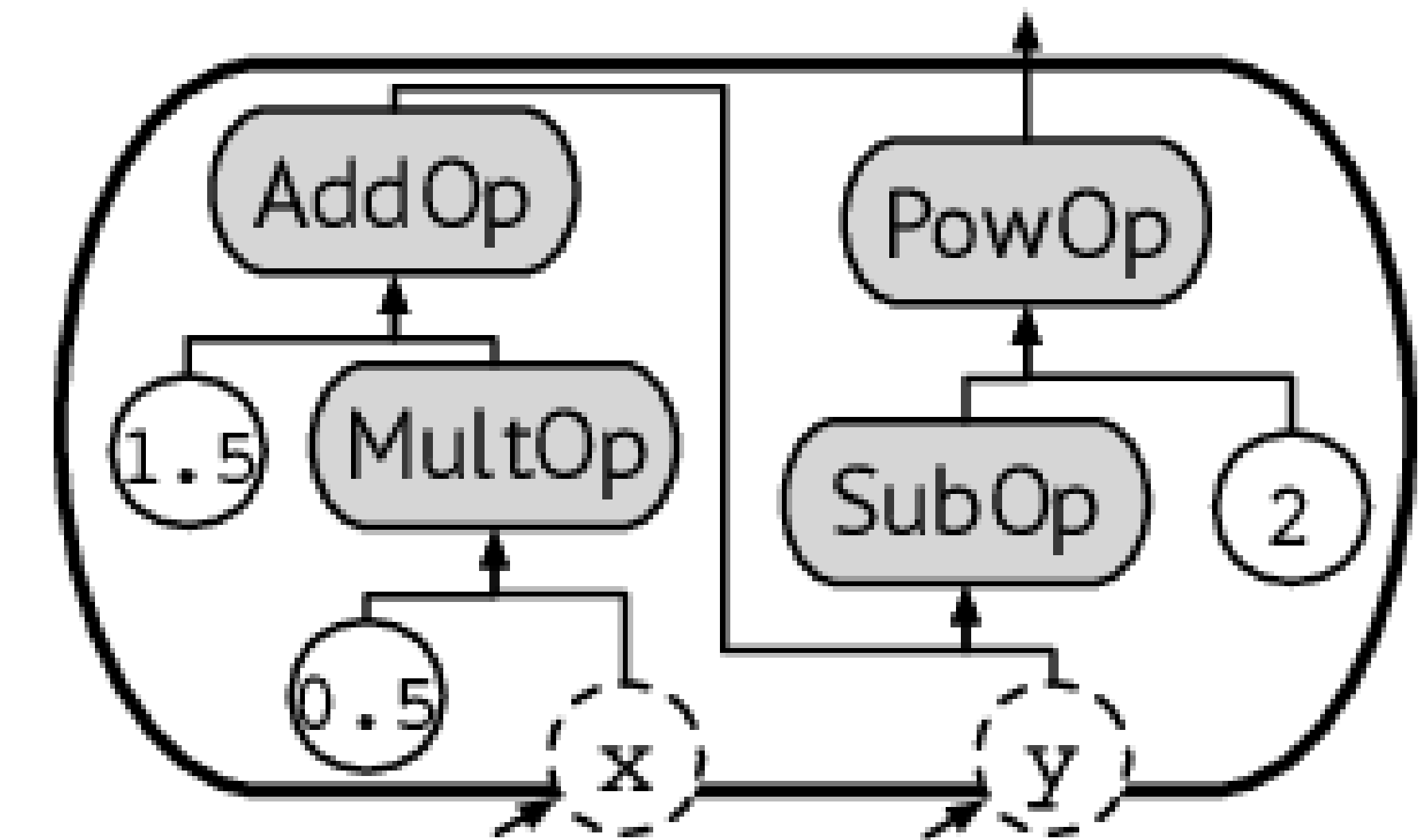
<https://www.quantamagazine.org/foundations-built-for-a-general-theory-of-neural-networks-20190131/>

Graph vs imperative program

```
def loss_fn(x, y):  
    y_ = 0.5 * x + 1.5  
    return (y_ - y) ** 2
```

(a) A source code snippet of an imperative DL program

Easy to write, difficult to optimize
(PyTorch)



(b) A symbolic DL graph generated from `loss_fn`

Difficult to write, easy to optimize
(TensorFlow)

Careful!!

Matrix orientation:

PyTorch, TensorFlow

~~$$A(3 \times 4 \times 2) = \begin{pmatrix} \begin{pmatrix} 111 & 121 & 131 & 141 \\ 211 & 221 & 231 & 241 \\ 311 & 321 & 331 & 341 \end{pmatrix} \\ \begin{pmatrix} 112 & 122 & 132 & 142 \\ 212 & 222 & 232 & 242 \\ 312 & 322 & 332 & 342 \end{pmatrix} \end{pmatrix}$$~~

Fortran is matching
the mathematical standard!

$$A(4 \times 3 \times 2) = \begin{pmatrix} \begin{pmatrix} 111 & 112 \\ 121 & 122 \\ 131 & 132 \end{pmatrix} \\ \begin{pmatrix} 211 & 212 \\ 221 & 222 \\ 231 & 232 \end{pmatrix} \\ \begin{pmatrix} 311 & 312 \\ 321 & 322 \\ 331 & 332 \end{pmatrix} \\ \begin{pmatrix} 411 & 412 \\ 421 & 422 \\ 431 & 432 \end{pmatrix} \end{pmatrix}$$

and $A(32 \times 3 \times 1024 \times 1024)$ is...?



Questions?