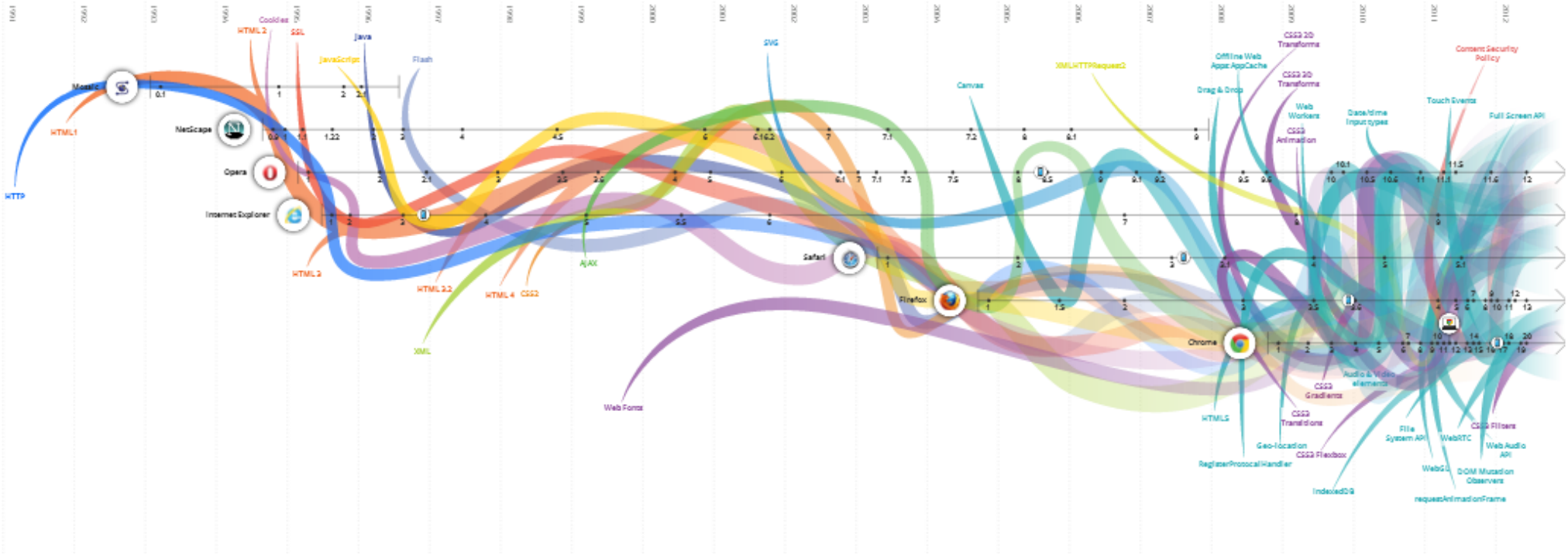


What is Deep Learning?

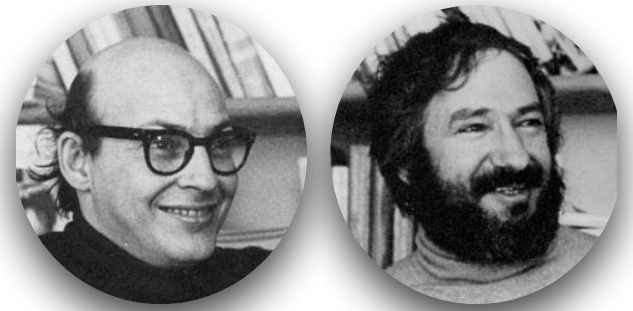

It’s funny!
It’s not rocket science!
It’s powerful!

- In 1943, neurophysiologist **Warren McCulloch** and mathematician **Walter Pitts** wrote a paper on how neurons might work. In order to describe how neurons in the brain might work, they modeled a simple neural network using electrical circuits.

- In 1949, Donald **Hebb** wrote *The Organization of Behavior*, a work which pointed out the fact that neural pathways are strengthened each time they are used, a concept fundamentally essential to the ways in which humans learn. If two nerves fire at the same time, he argued, the connection between them is enhanced.

- In 1957 **Frank Rosenblatt** attempted to build a kind of mechanical brain called the Perceptron, which was billed as “a machine which senses, recognizes, remembers, and responds like the human mind”.

- In 1962, **Widrow & Hoff** developed a learning procedure that examines the value before the weight adjusts it (i.e. 0 or 1) according to the rule: Weight Change = (Pre-Weight line value) * (Error / (Number of Inputs)). It is based on the idea that while one active perceptron may have a big error, one can adjust the weight values to distribute it across the network, or at least to adjacent perceptrons.



- A critical book written in 1969 by **Marvin Minsky** and his collaborator **Seymour Papert** showed that Rosenblatt's original system was painfully limited, literally blind to some simple logical functions like "exclusive-or" (As in, you can have the cake or the pie, but not both). What had become known as the field of "neural networks" all but disappeared.

First neural network winter is coming

- In 1982, interest in the field was renewed. **John Hopfield** of Caltech presented a paper to the National Academy of Sciences. His approach was to create more useful machines by using bidirectional lines. Previously, the connections between neurons was only one way.

- In 1986, the problem was how to extend the Widrow-Hoff rule to multiple layers. Three independent groups of researchers, which included **David E. Rumelhart, Geoffrey E. Hinton** and **Ronald J. Williams**, came up with similar ideas which are now called back propagation networks because it distributes pattern recognition errors throughout the network.

- From 1986 to mid 90's new developments arised: convolutional neural networks (**Y.LeCun**), unsupervised learning (**Y.Bengio**), RBM (**G.Hinton**), etc. But, by this point **new machine learning methods** had begun to also emerge, and people were again beginning to be skeptical of neural nets since they seemed so intuition-based and since computers were still barely able to meet their computational needs.


Second neural network winter is coming

- With the ascent of Support Vector Machines and the failure of backpropagation, the early 2000s were a dark time for neural net research.

- Then, what every researcher must dream of actually happened: G.Hinton, S.Osindero, and Y.W.Teh published a paper in 2006 that was seen as a breakthrough, a breakthrough significant enough to rekindle interest in neural nets: *A fast learning algorithm for* ***deep*** *belief nets.*

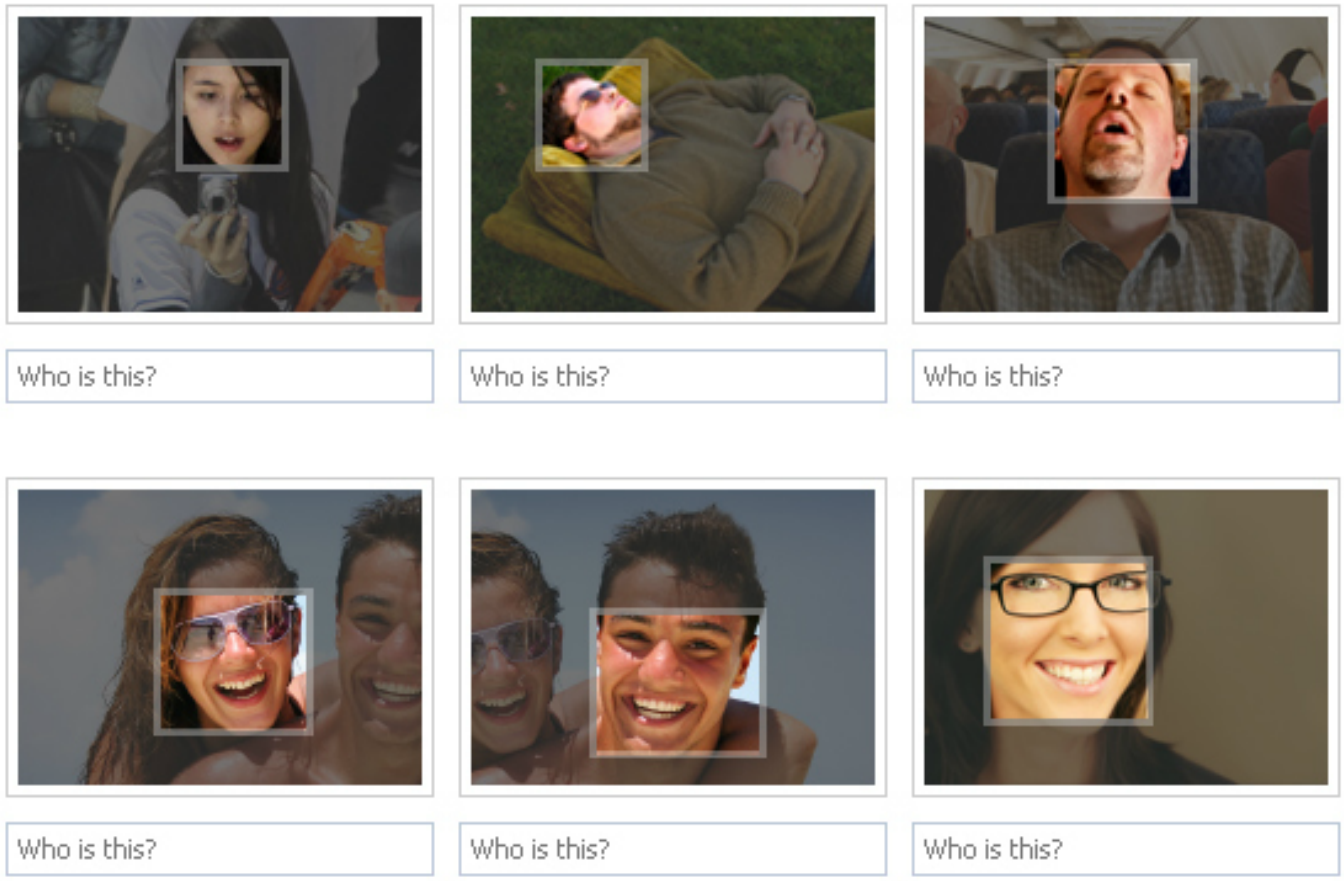
- After that, following Moore's law, computers got dozens of times faster (GPUs) since the slow days of the 90s, making learning with large datasets and many layers much more tractable.

Definitions

- **Neural Networks (NN)** is a beautiful biologically-inspired programming paradigm which enables a computer to learn from observational data.
- **Deep Learning (DL)** is a powerful set of techniques for learning in neural networks.
- NN and DL currently provide the best solutions to many problems in image recognition, speech recognition, and natural language processing.

“Classical” applications:
object classification, detection and segmentation.

Face recognition.



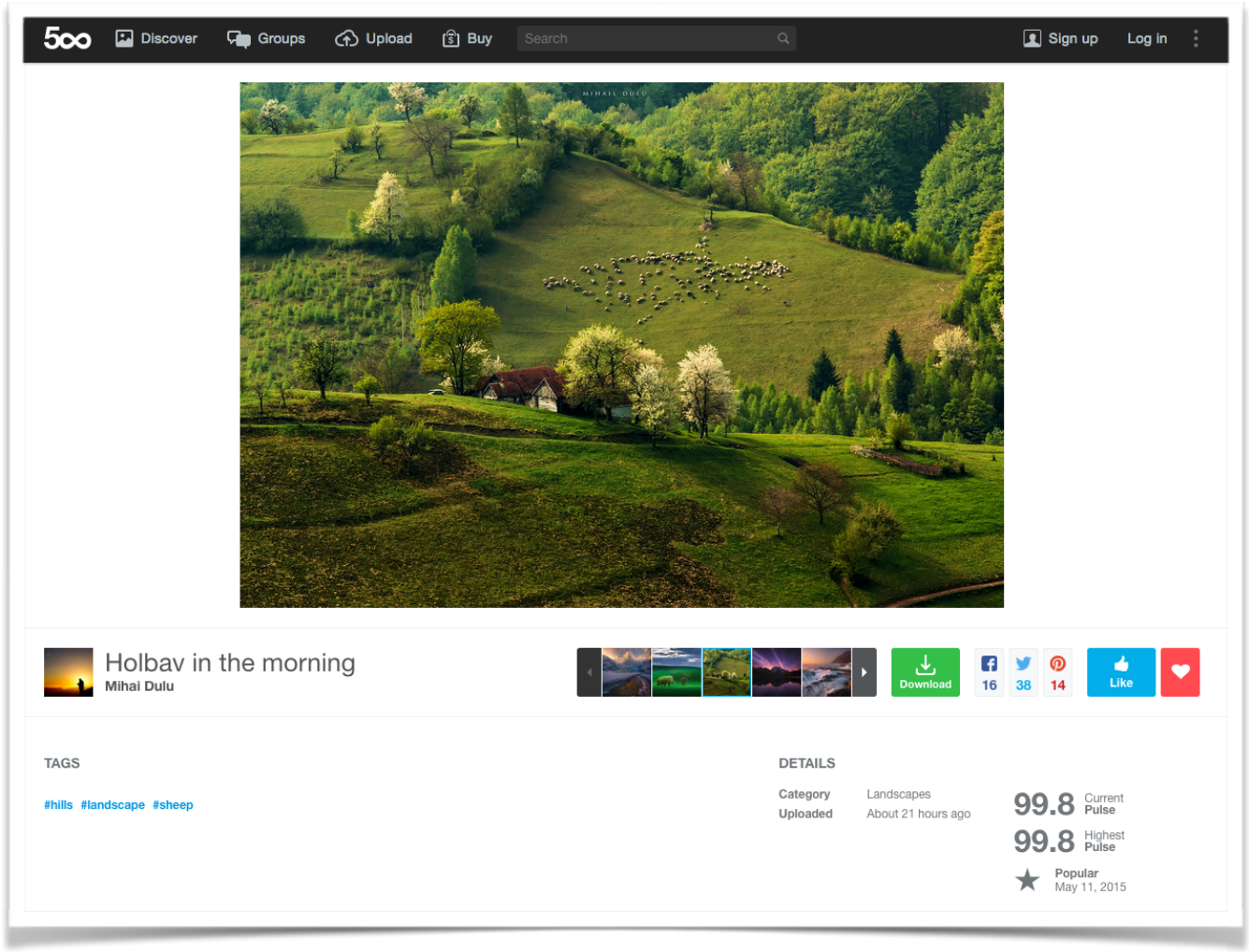
DeepFace (Facebook): Accuracy of 97.35%

New applications: navigation and mapping.

New applications: Image Upscaling (Flipboard)

http://engineering.flipboard.com/2015/05/scaling-convnets/

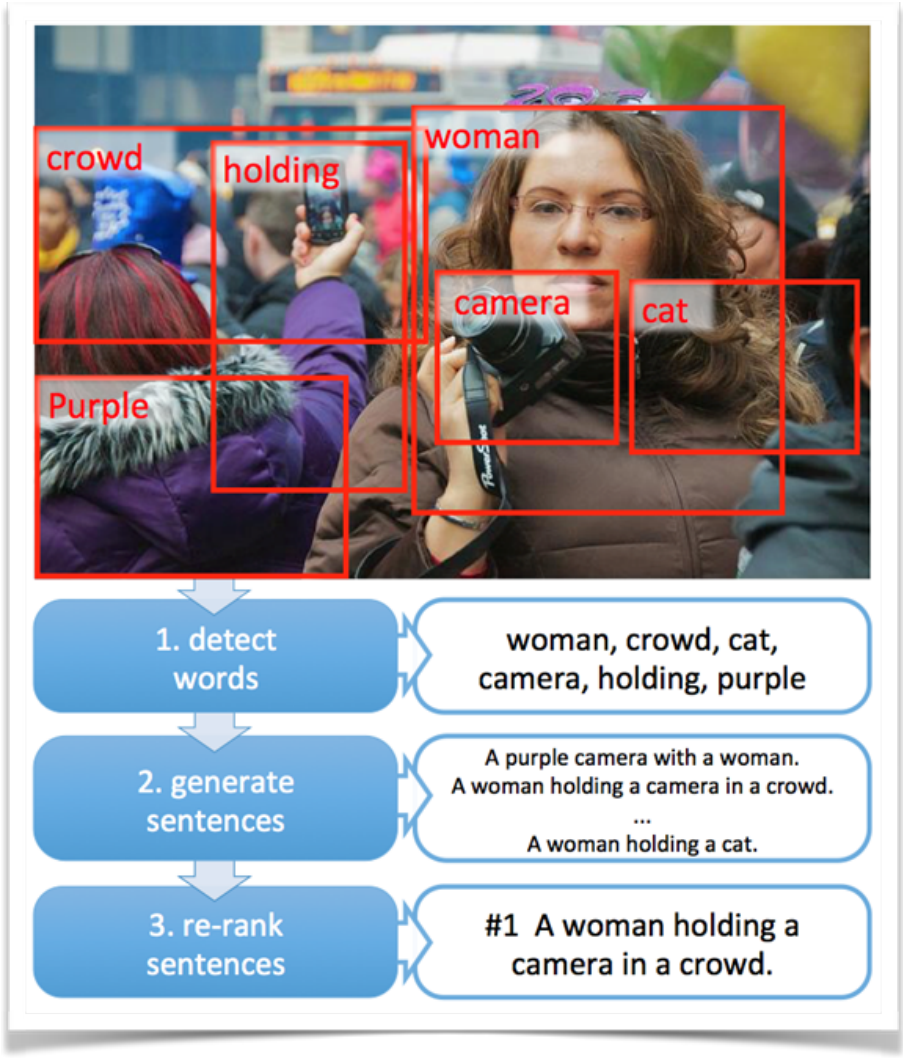
New applications: Non visual data prediction



What is Pulse?

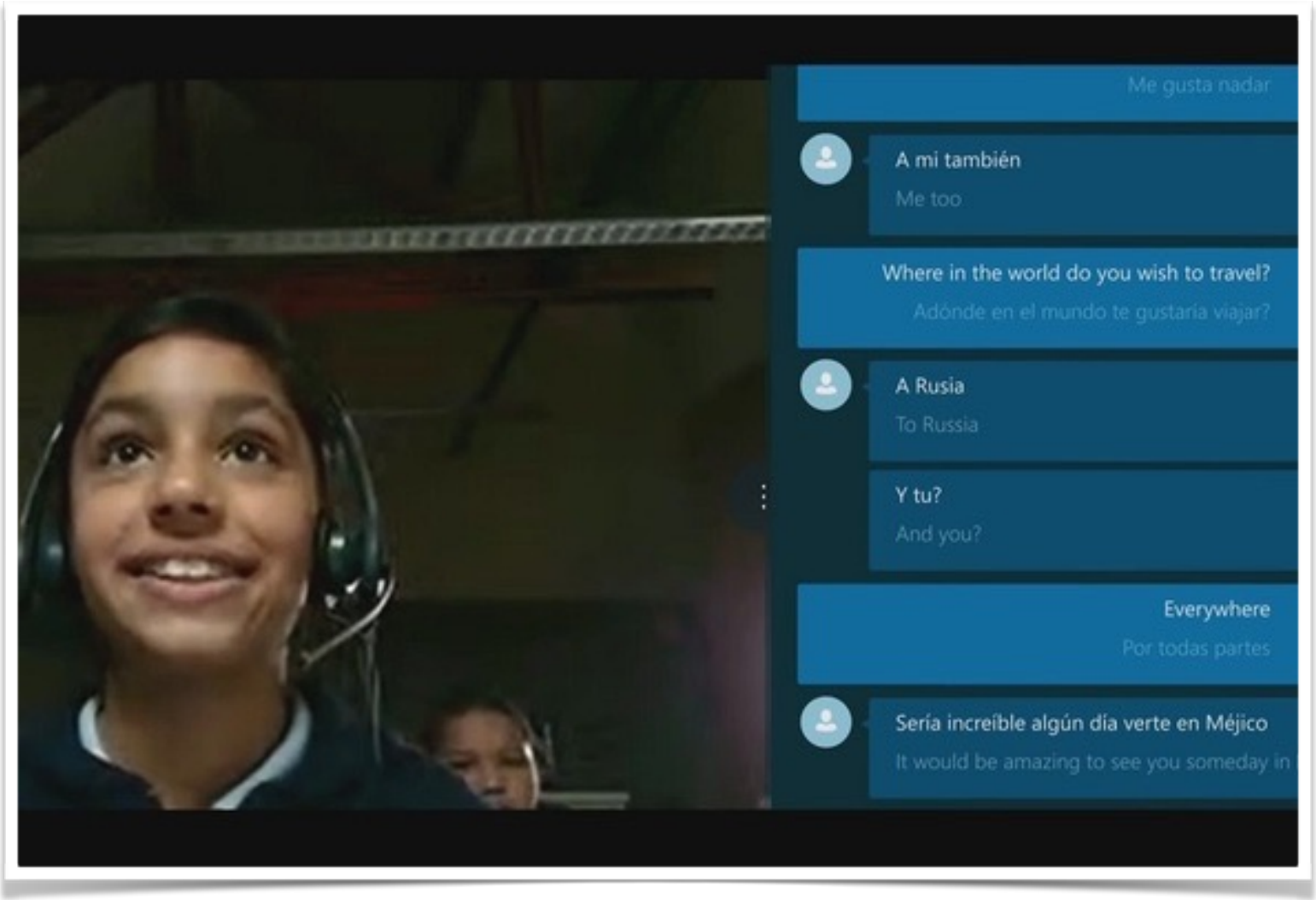
Pulse is a score out of 100 points that measures how **popular** a photo is. Pulse is calculated by an algorithm, which is unique to 500px and is based on votes (Likes & Favorites) on your photo from the community. The Pulse algorithm was designed to promote daily exposure of new photographs and photographers. It is not necessarily a measure of photograph's quality.

New applications: Automatic Image Captioning

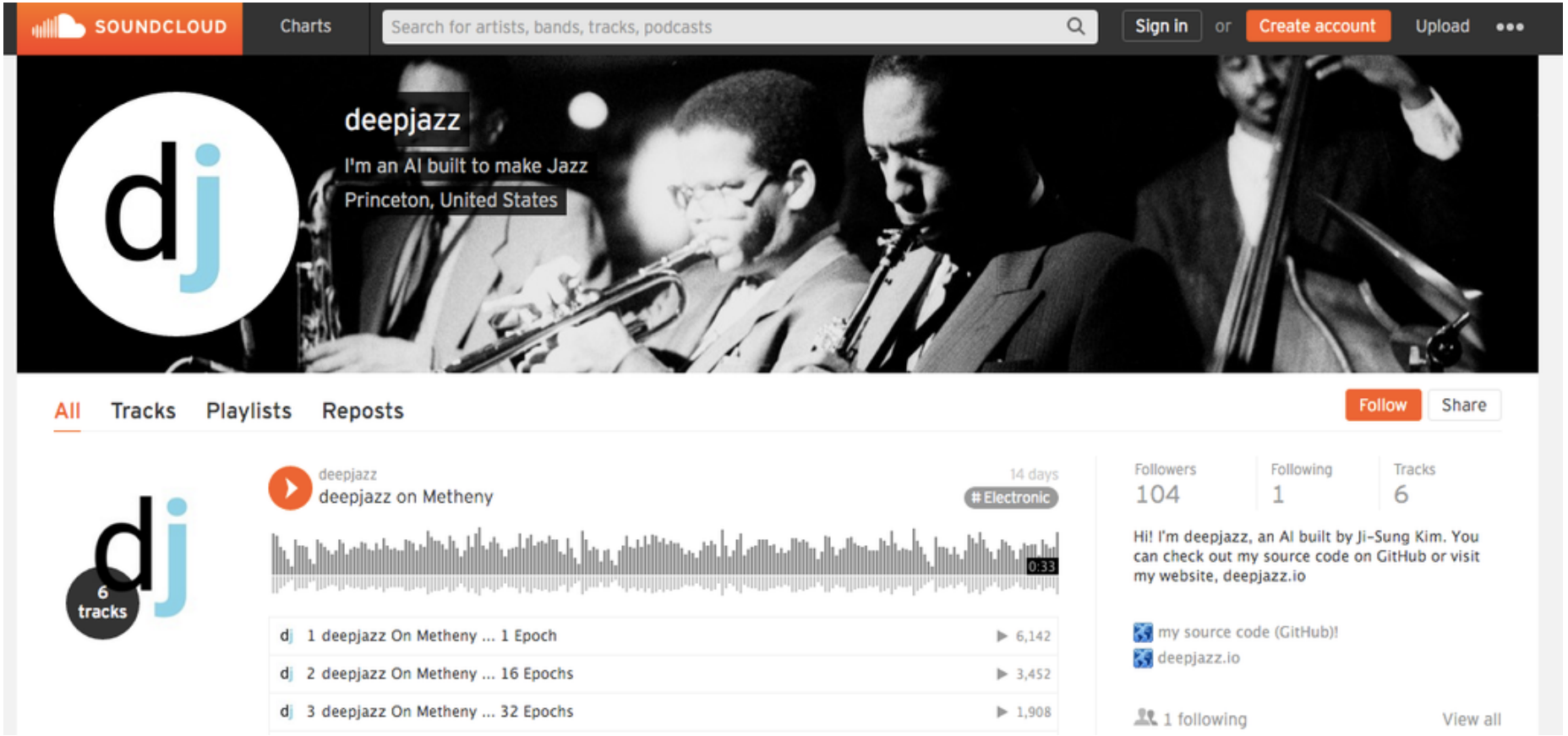


http://blogs.technet.com/b/machinelearning/archive/2014/11/18/rapid-progress-in-automatic-image-captioning.aspx

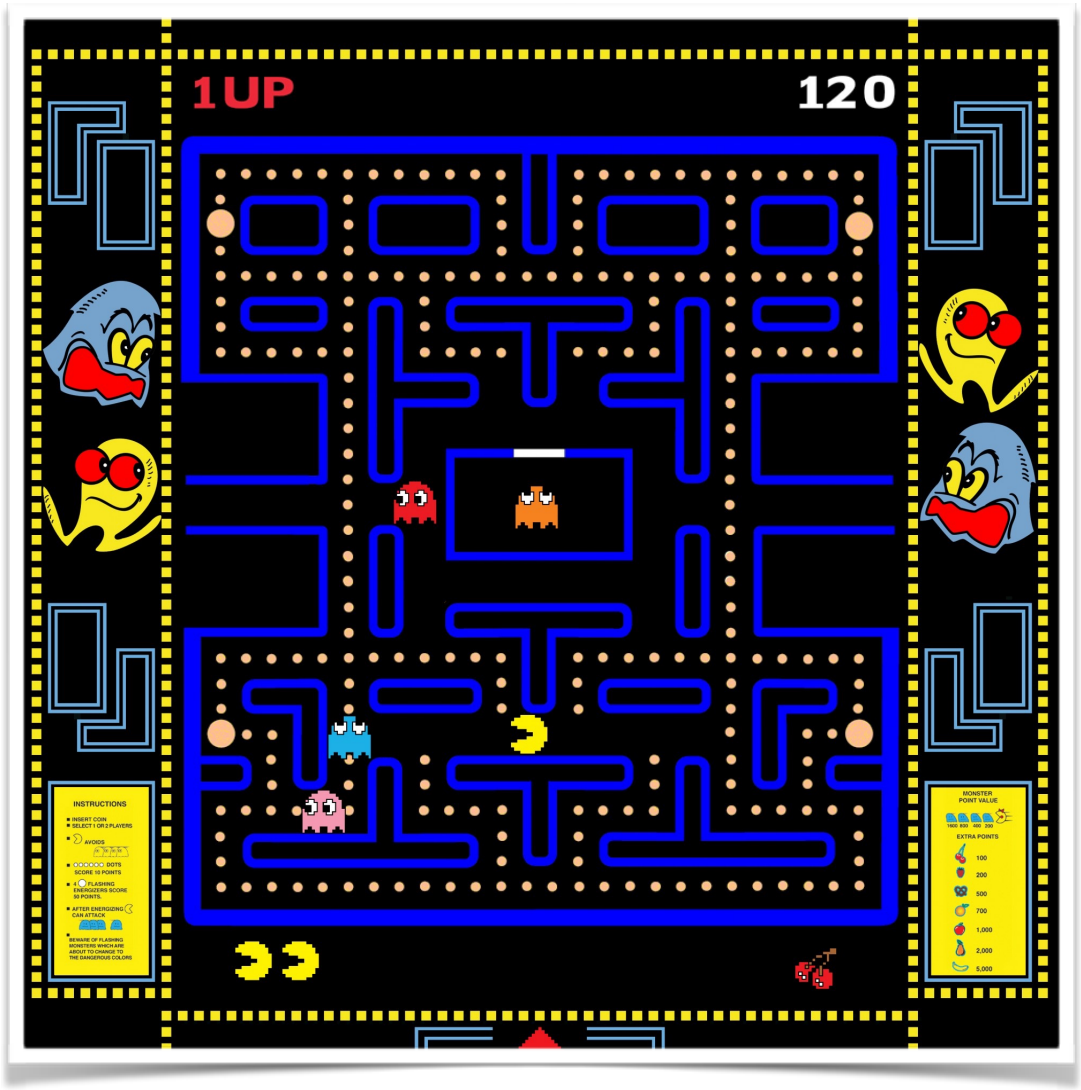
Speech translation



Music Generation



Reinforcement learning.



Go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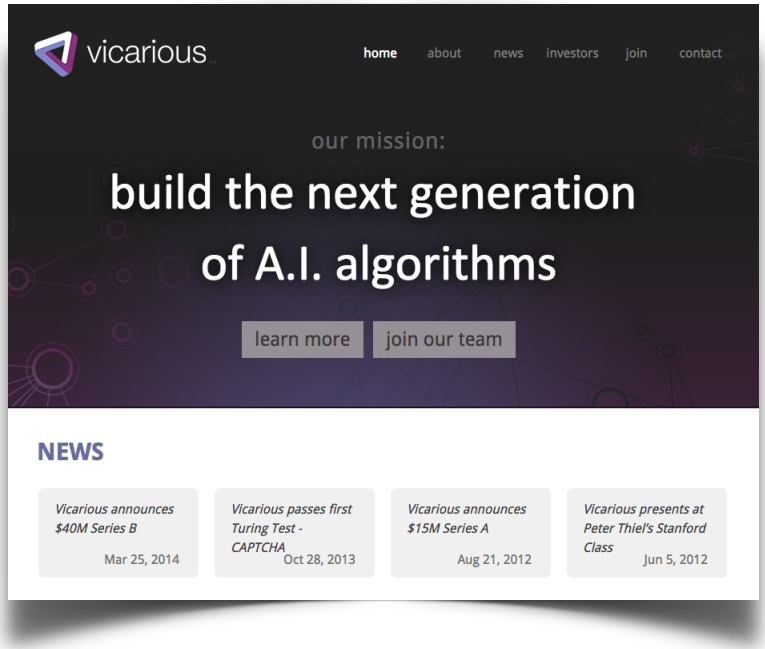
Start Ups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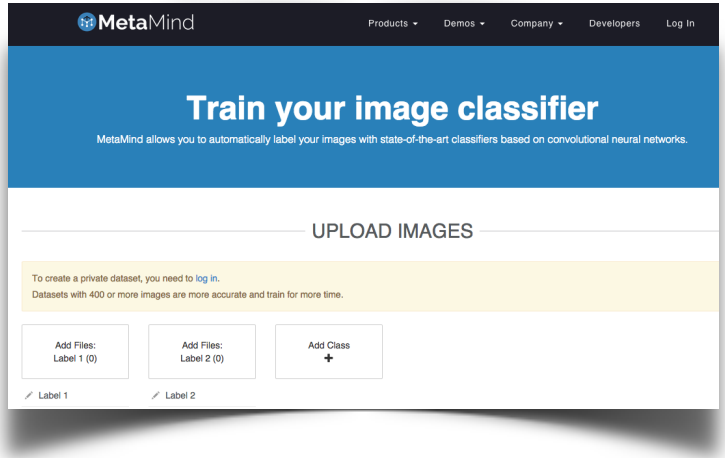
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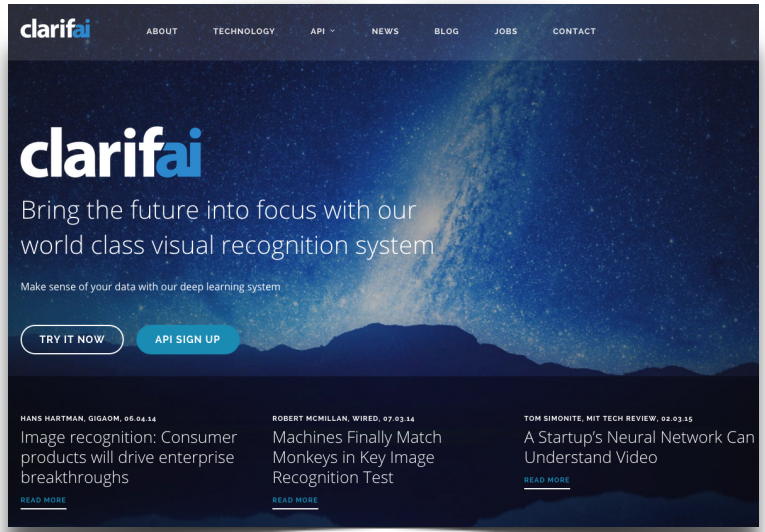
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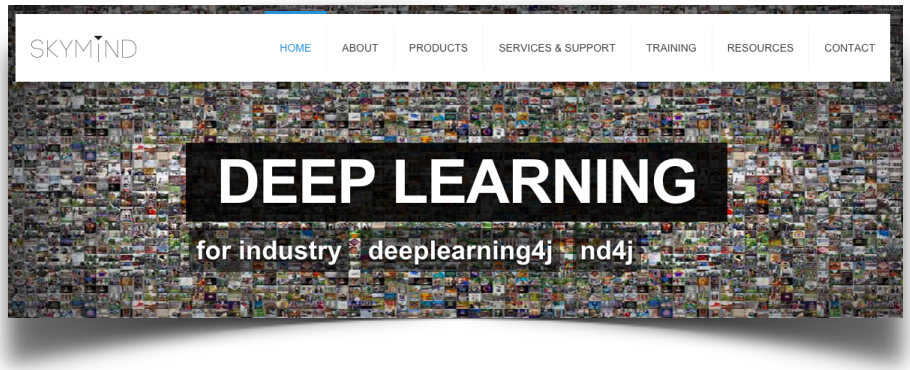
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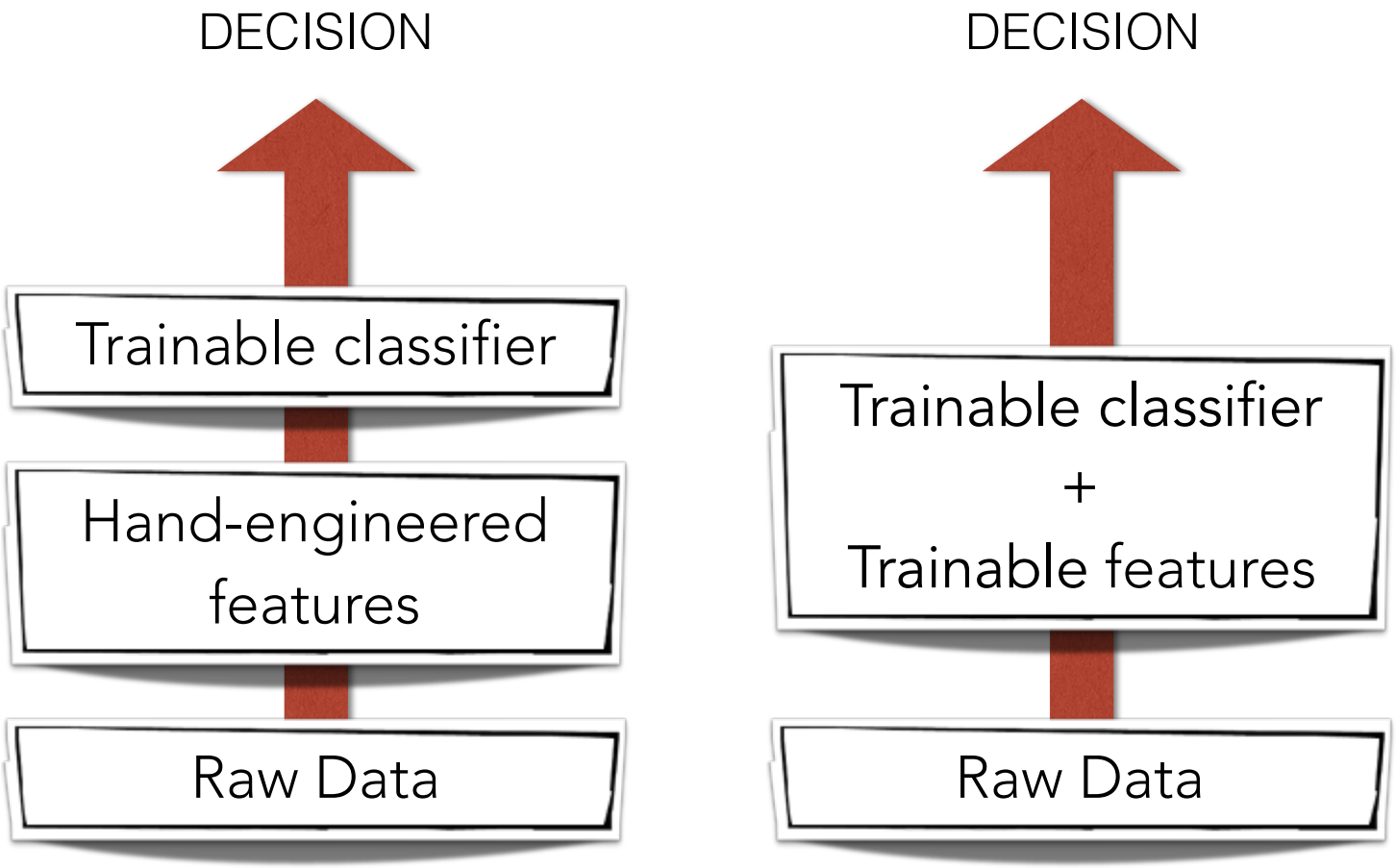

STANDARD MACHINE LEARNING

DEEP LEARNING

Hype is not new

1958 New York Times...

NEW NAVY DEVICE LEARNS BY DOING

Psychologist Shows Embryo of Computer Designed to Read and Grow Wiser

WASHINGTON, July 7 (UPI) —The Navy revealed the embryo of an electronic computer today that it expects will be able to walk, talk, see, write, reproduce itself and be conscious of its existence.

The embryo—the Weather Bureau's $2,000,000 "704" computer—learned to differentiate between right and left after fifty attempts in the Navy's demonstration for newsmen.

The service said it would use this principle to build the first of its Perceptron thinking machines that will be able to read and write. It is expected to be finished in about a year at a cost of $100,000.

Dr. Frank Rosenblatt, designer of the Perceptron, conducted the demonstration. He said the machine would be the first device to think as the human brain. As do human beings, Perceptron will make mistakes at first, but will grow wiser as it gains experience, he said.

Dr. Rosenblatt, a research psychologist at the Cornell Aeronautical Laboratory, Buffalo, said Perceptrons might be fired to the planets as mechanical space explorers.

Without Human Controls

The Navy said the perceptron would be the first non-living mechanism "capable of receiving, recognizing and identifying its surroundings without any human training or control."

The "brain" is designed to remember images and information it has perceived itself. Ordinary computers remember only what is fed into them on punch cards or magnetic tape.

Later Perceptrons will be able to recognize people and call out their names and instantly translate speech in one language to speech or writing in another language, it was predicted.

Mr. Rosenblatt said in principle it would be possible to build brains that could reproduce themselves on an assembly line and which would be conscious of their existence.

In today's demonstration, the "704" was fed two cards, one with squares marked on the left side and the other with squares on the right side.

Learns by Doing

In the first fifty trials, the machine made no distinction between them. It then started registering a "Q" for the left squares and "O" for the right squares.

Dr. Rosenblatt said he could explain why the machine learned only in highly technical terms. But he said the computer had undergone a "self-induced change in the wiring diagram."

The first Perceptron will have about 1,000 electronic "association cells" receiving electrical impulses from an eye-like scanning device with 400 photo-cells. The human brain has 10,000,000,000 responsive cells, including 100,000,000 connections with the eyes.