UVA CS 4774: Machine Learning

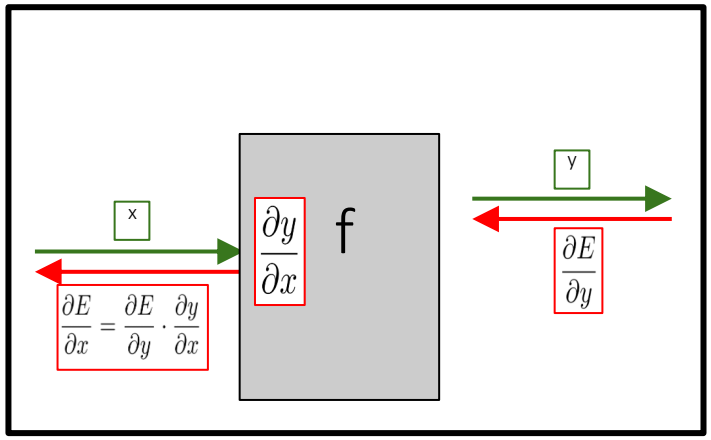
S3: Lecture 19: Recent Deep Neural Networks: A Quick Overview

Dr. Yanjun Qi

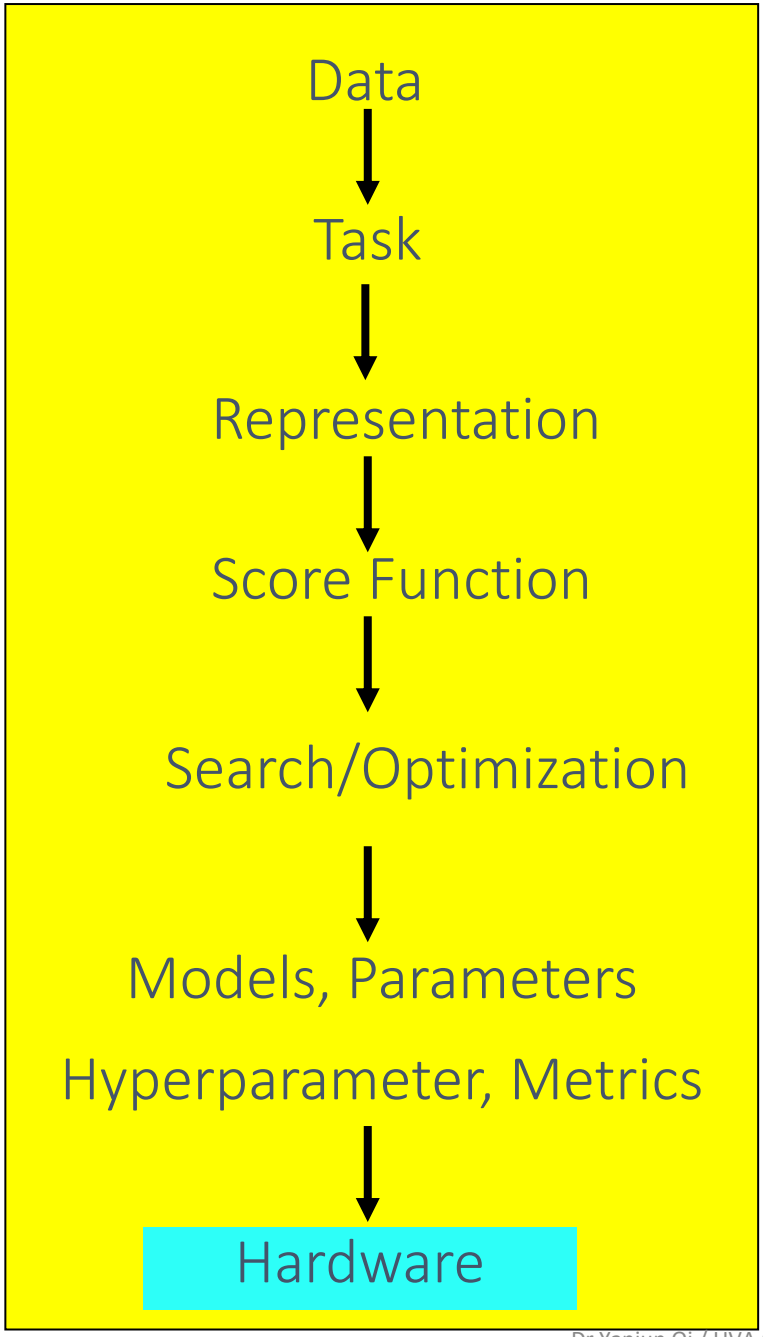
University of Virginia
Department of Computer Science

Module I

Recap: Building Deep Neural Nets



http://cs231n.stanford.edu/slides/winter1516_lecture5.pdf

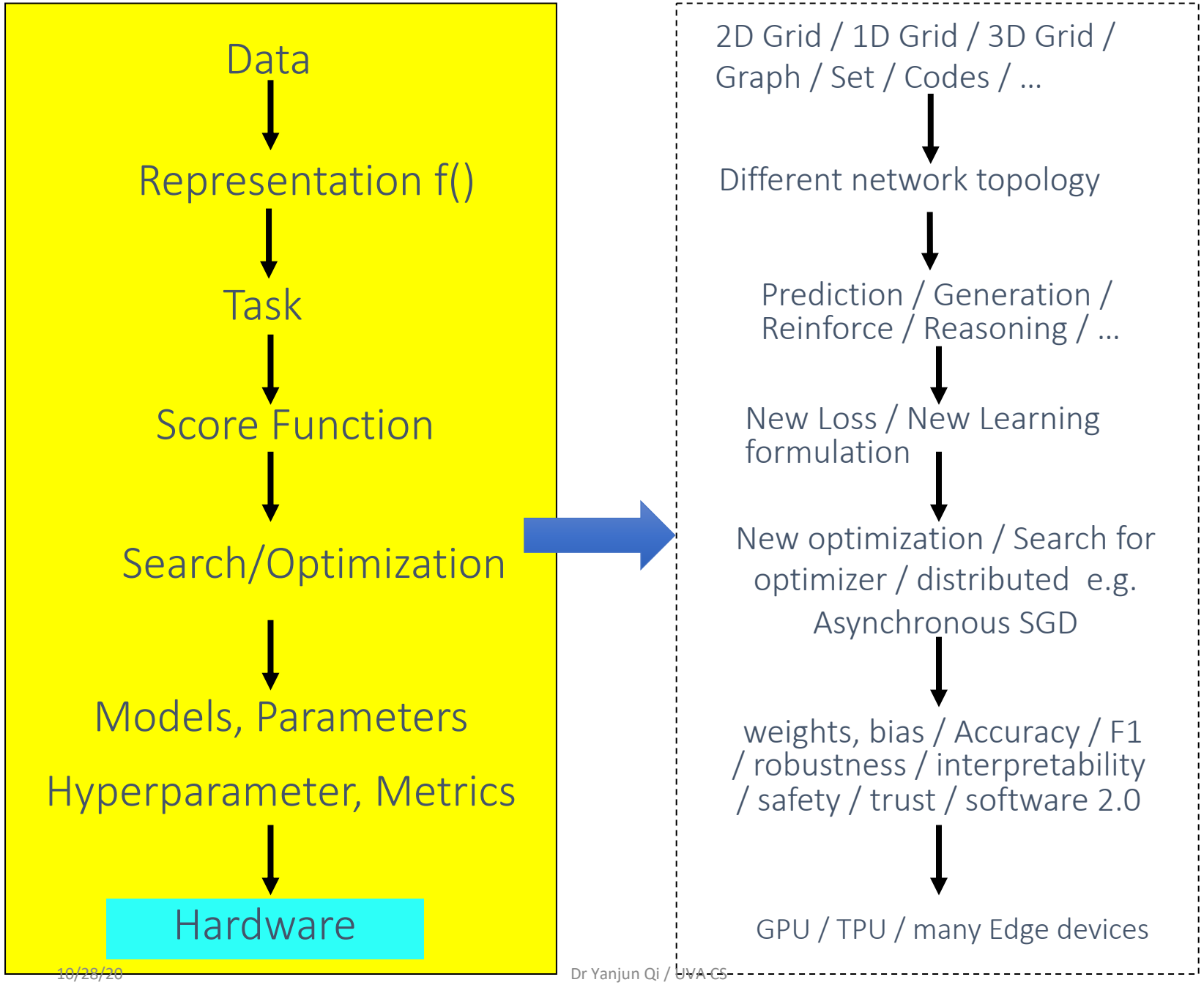


Deep Learning in a Nutshell

Disclaimer: it is quite hard to make important topics of machine learning fit on a one-semester schedule.

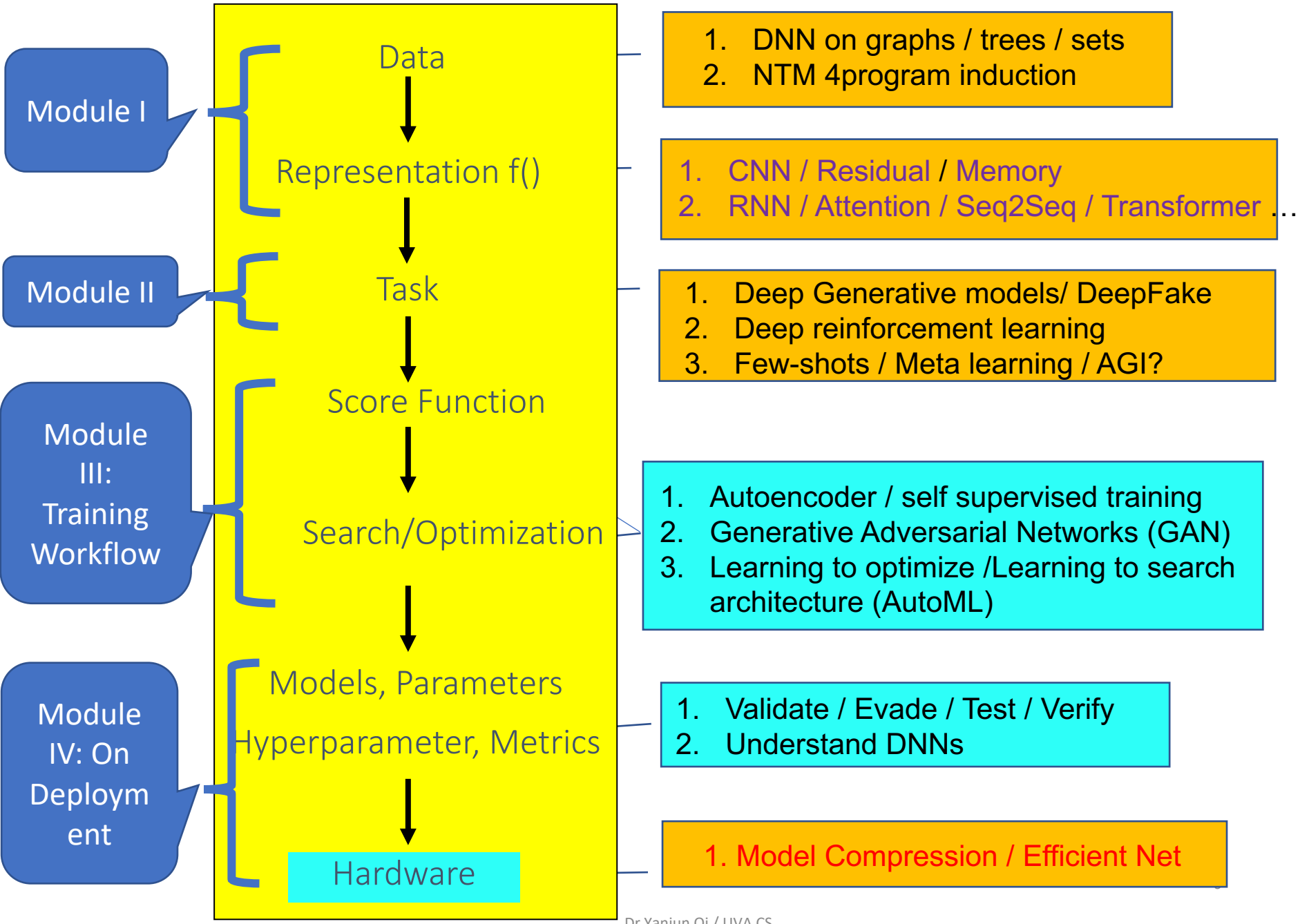
Disclaimer: it is quite hard to make important topics of deep learning fit on a one-session schedule.

We aim to make the content reasonably digestible in an introductory manner. We try to focus on a modularity view by introducing important variables to digest machine learning into chunks regarding data/ representation / loss-functions / optimizations / model characteristics. That said, our goals here are to highlight the most foundational design choices in machine learning about algorithm designs, workflows, what to learn and how to learn it, and to expose the trade-offs in those choices. We think this teaching style provides students with context concerning those choices and helps them build a much deeper understanding.

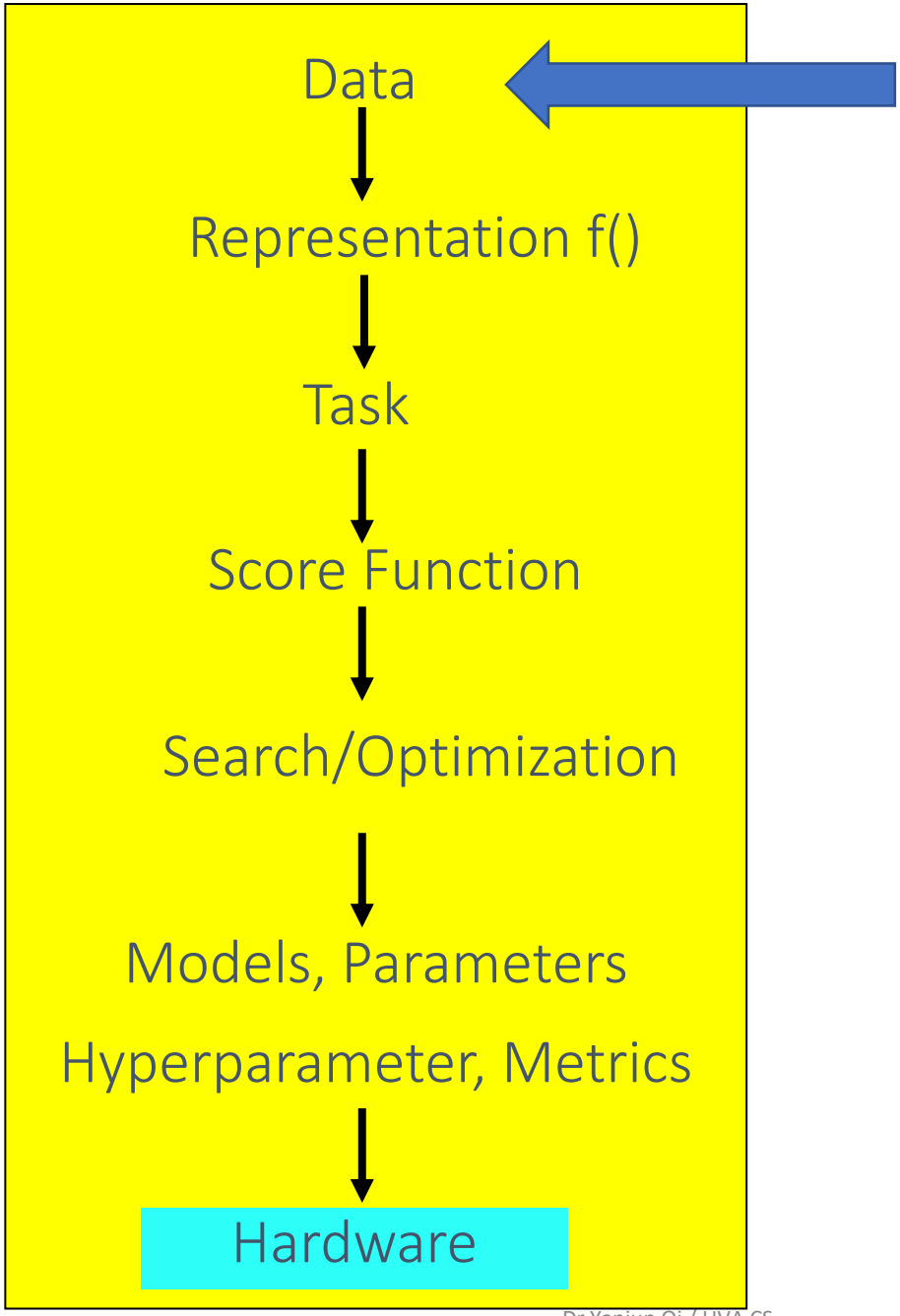

Data
Representation f()
Task
Score Function
Search/Optimization
Models, Parameters
Hyperparameter, Metrics
Hardware
2D Grid / 1D Grid / 3D Grid / Graph / Set / Codes / …
Different network topology
Prediction / Generation / Reinforce / Reasoning / …
New Loss / New Learning formulation
New optimization / Search for optimizer / distributed e.g. Asynchronous SGD
weights, bias / Accuracy / F1 / robustness / interpretability / safety / trust / software 2.0
GPU / TPU / many Edge devices

Selected Trends

https://qdata.github.io/deep2Read/



Deep Learning in a Nutshell



Selected Trends

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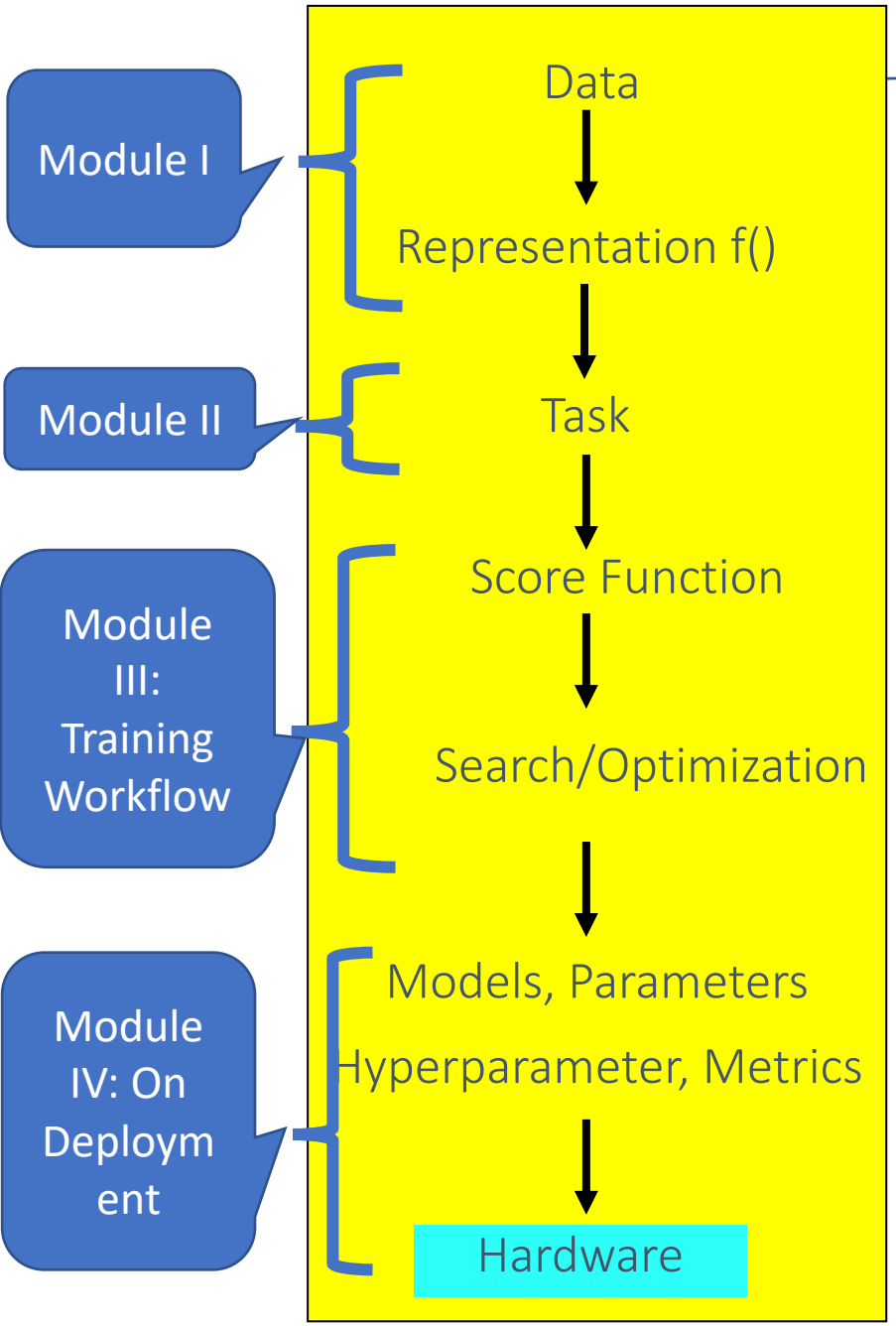
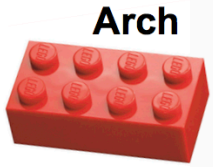


1. DNN on graphs / trees / sets
2. NTM 4program induction

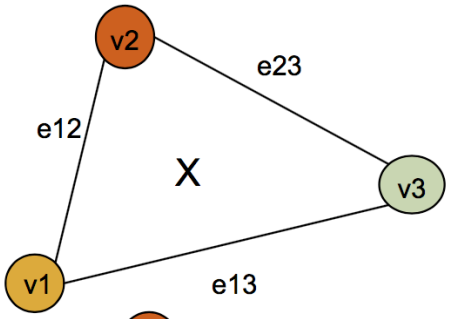
Recent Trend (1): Variants of Input, e.g., Graphs, Trees, Sets

Inputs and Outputs

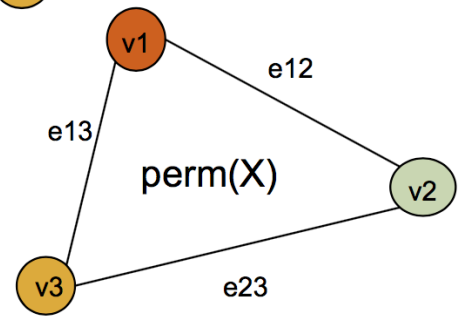
Inductive Bias for Graphs



- If we have a graph on N nodes, there are N! possible orderings of the nodes.
- Ideally want a model invariant to the order of nodes.



$X = (v1, v2, v3, e12, e13, e23)$



$perm(X) = (v3, v1, v2, e13, e23, e12)$

Order Invariant Model

$\hat{y}$

Slides credits: Justin Gilmer

Adapt from From NIPS 2017 DL Trend Tutorial

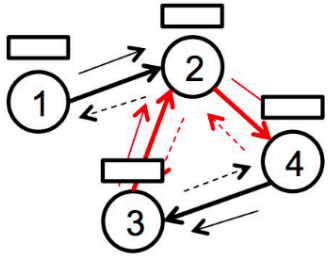
Geometric Deep Learning on Graphs and Manifolds, NIPS 2017 Tutorial

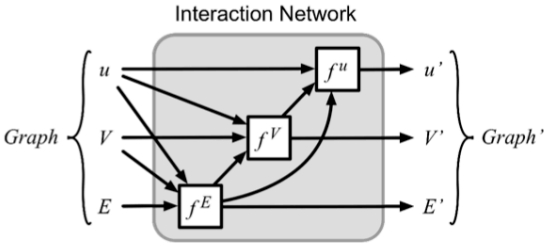
Graph Nets (GNs) are a class of models that:

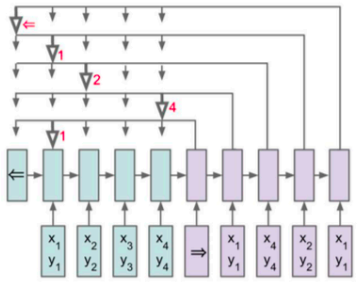
- Use graphs as inputs and/or outputs and/or latent representation
- Manipulate graph-structured representations
- Reflect relational structure
- Share model components across entities and relations

Examples include:

- Graph Neural Networks *(Scarselli et al 07; 08)*
- Recursive Neural Networks *(Goller et al 96)*
- Pointer Networks *(Vinyals et al 2015)*
- Graph Convolutional Networks *(Bruna et al 2013; Duvenaud et al 15; Henaff et al 15; Kipf & Welling 16; Defferrard et al 17)*
- Gated Graph Neural Networks *(Li et al 15)*
- Interaction Networks *(Battaglia et al 2016; Raposo et al 2017;)*
- Message Passing Networks *(Gilmer et al. 2017)*

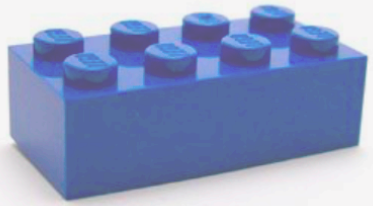






Adapt from From NIPS 2017 DL Trend Tutorial

Recent Trend (2): Reasoning Tasks in the form of Symbolic input/ outputs / e.g., Program Induction



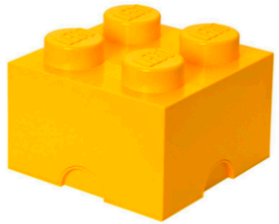
Inputs and Outputs:

- Discrete symbols, (e.g. the program itself)
- Program execution traces
- Program I/O pairs

These can also be mixed with perceptual data.

Architectures:

- (Mostly) recurrent
- Sometimes including ConvNets as a visual front-end.



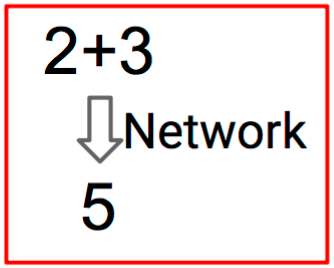
Losses:

- Differentiable, predicting discrete program outputs or code itself: softmax cross entropy.
- Not differentiable: RL

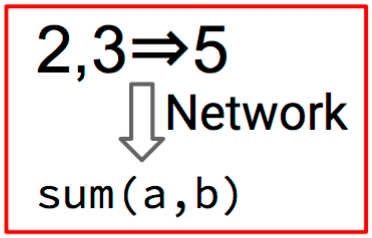
Adapt from From NIPS 2017 DL Trend Tutorial

Neural Program Induction - Research Landscape

- Neural network is the program:
  - Learning to Execute, Neural Turing Machine, Neural GPU, Neural RAM, Neural Programmer-Interpreter, Neural Task Programmer, Differentiable Forth Interpreter



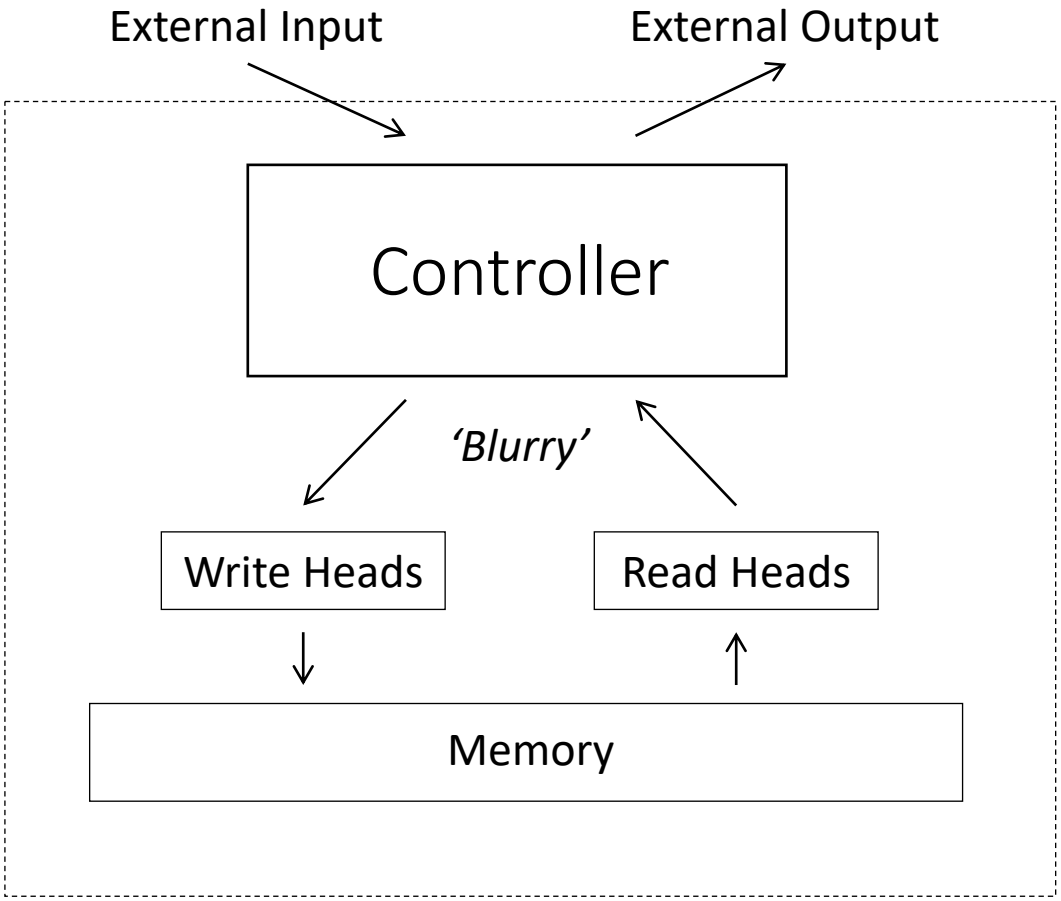
- Neural network generates source code :
  - DeepCoder, RobustFill, Neural Inductive Logic Programming



- Probabilistic programming with neural networks:
  - TerpreT, Edward, Picture

Adapt from From NIPS 2017 DL Trend Tutorial

Neural Turing Machines

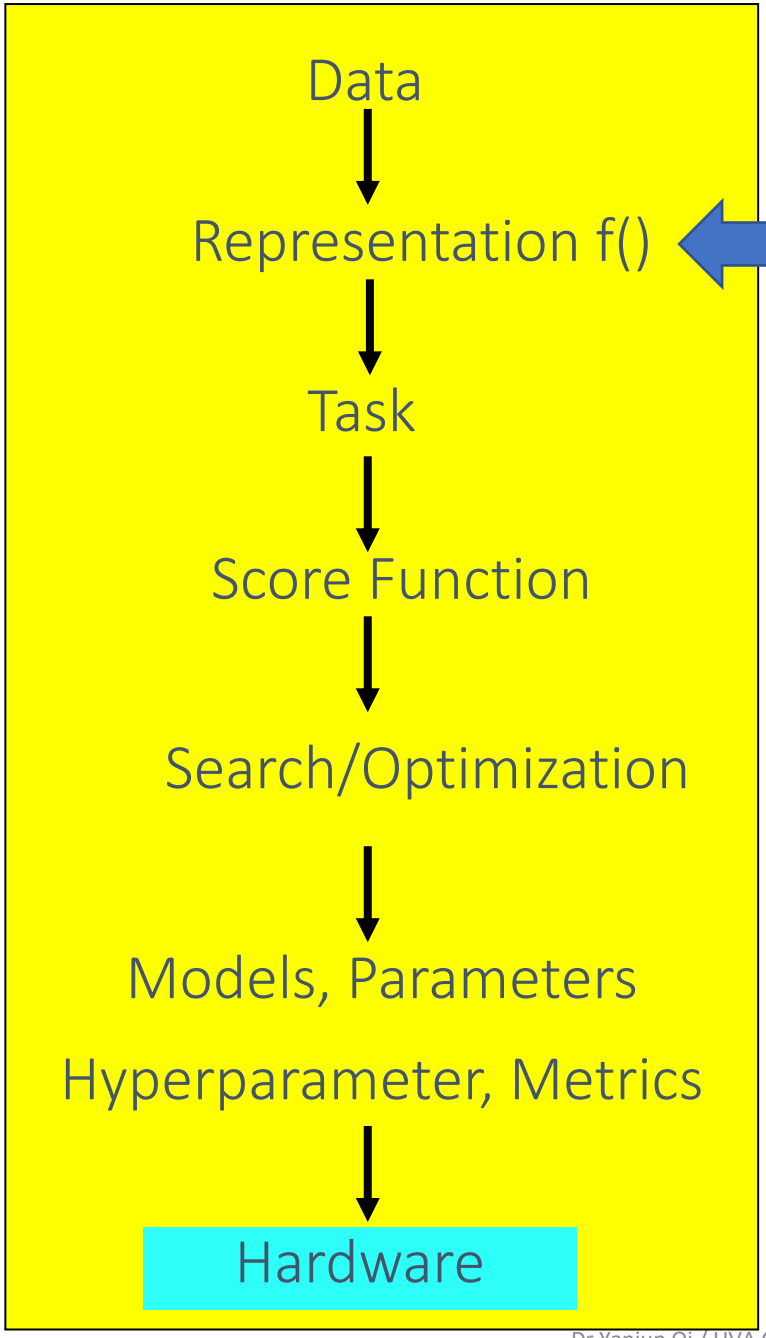


Neural Turing Machines, Graves et. al., arXiv:1410.5401

Task with Sequential Symbolic Form

- Computer Programs , …
- Sequence decision making, e.g., games with symbolic

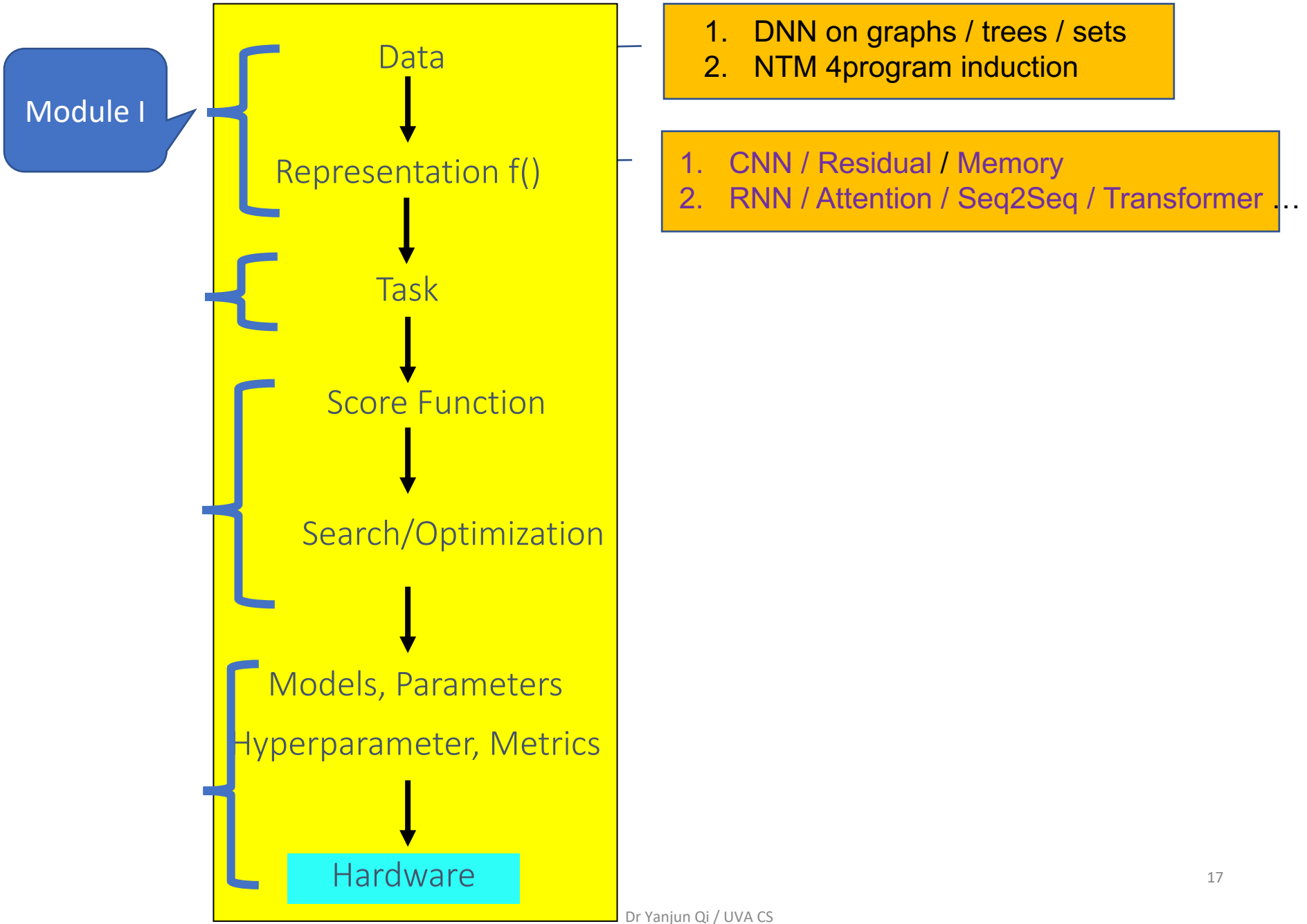
Deep Learning in a Nutshell



- Grid: ConvNet
- Language: Self-attention
- Graph: GNN
- SymbolicSeq: NTM

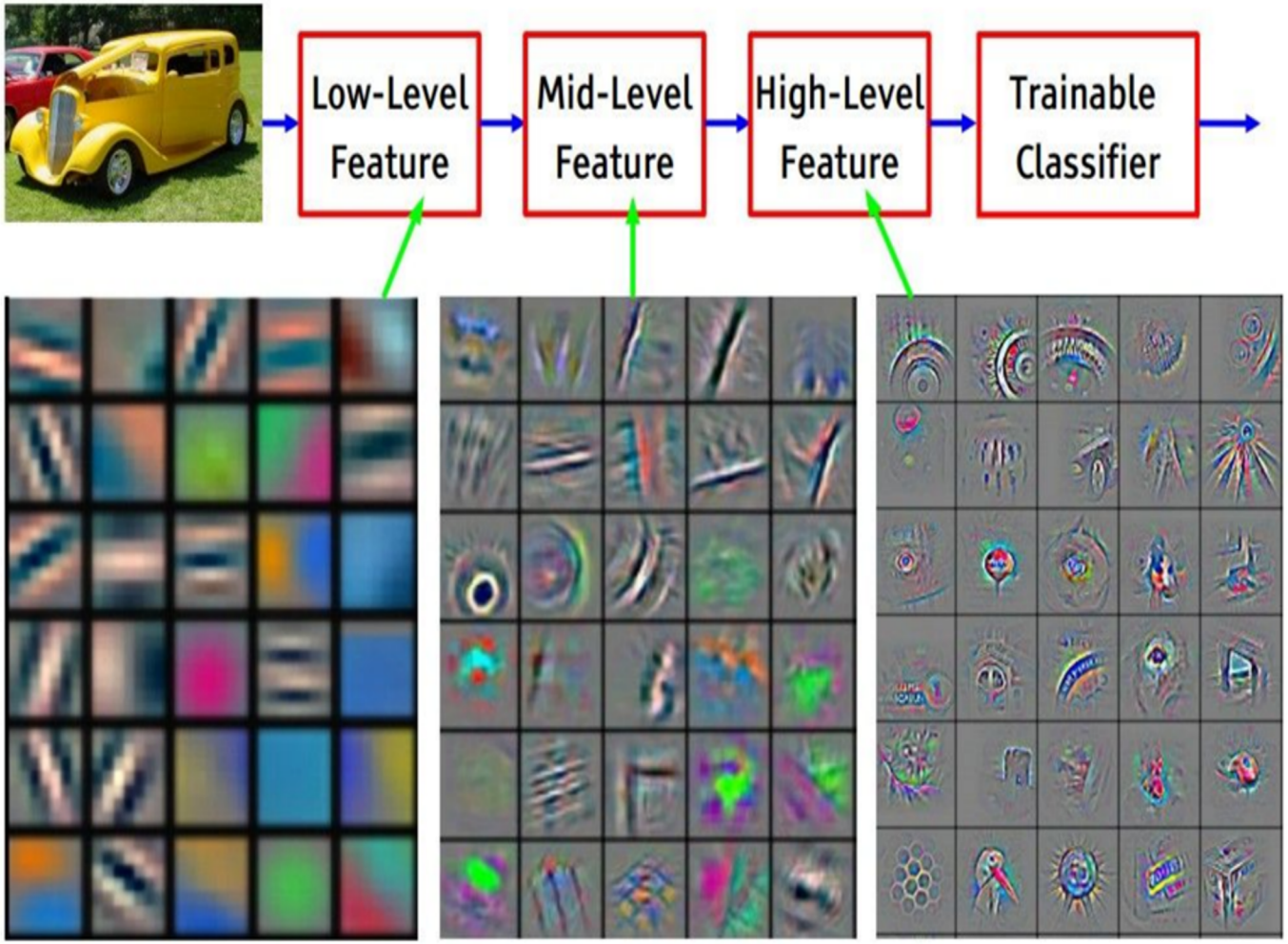
Selected Trends

https://qdata.github.io/deep2Read/



Convolutional Neural Networks

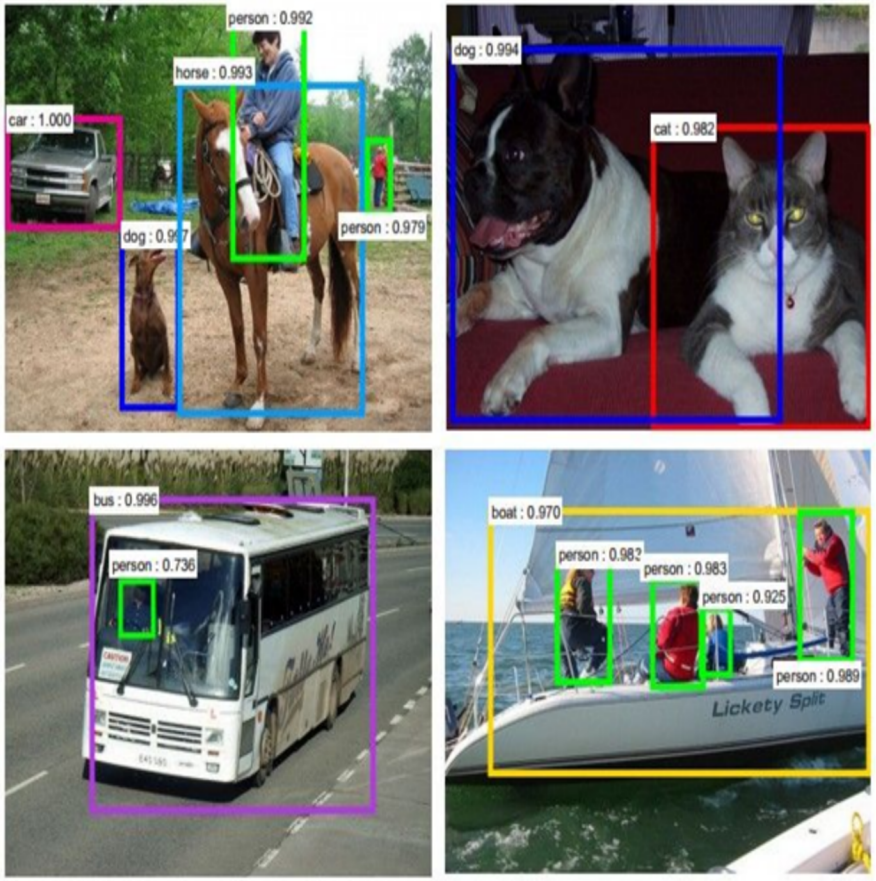
[From recent Yann LeCun slides]



Feature visualization of convolutional net trained on ImageNet from [Zeiler & Fergus 2013]

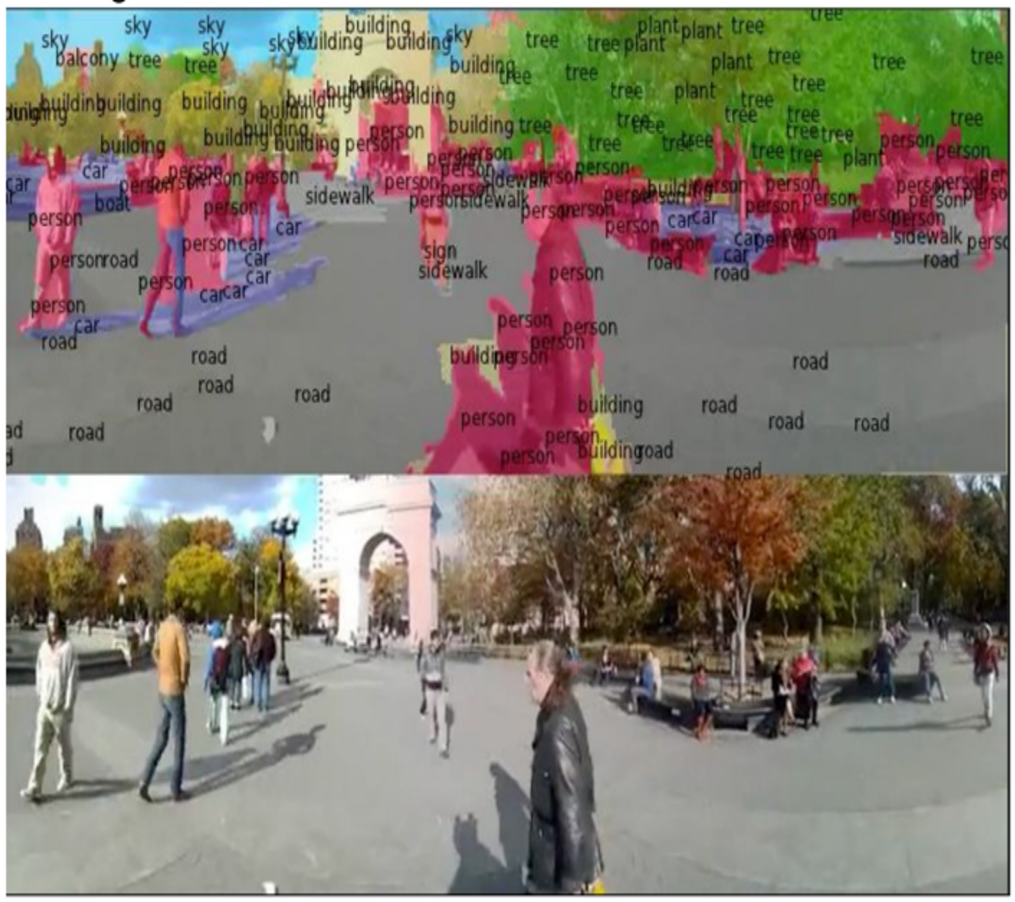
ConvNets are everywhere

Detection



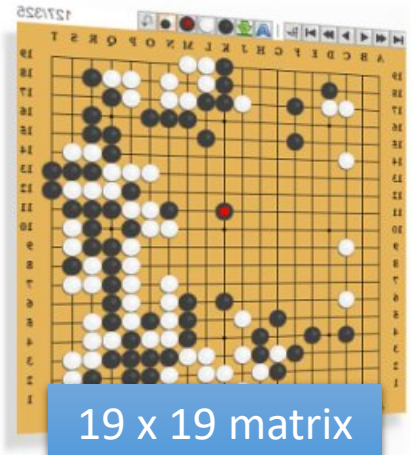
[Faster R-CNN: Ren, He, Girshick, Sun 2015]

Segmentation



[Farabet et al., 2012]

More Application: Playing Go



19 x 19 matrix (image)

Network

Next move (19 x 19 positions)

19 x 19 vector

19 x 19 vector

Black: 1

white: -1

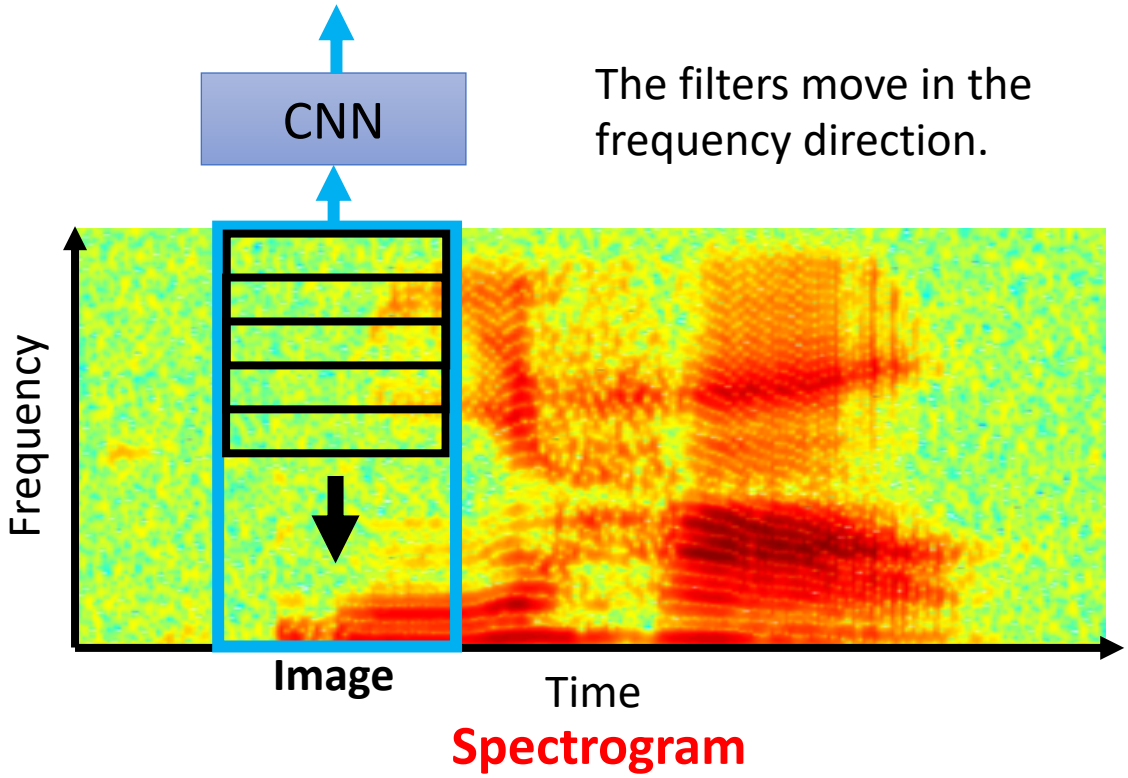
none: 0

Fully-connected feedforward network can be used

But CNN performs much better.

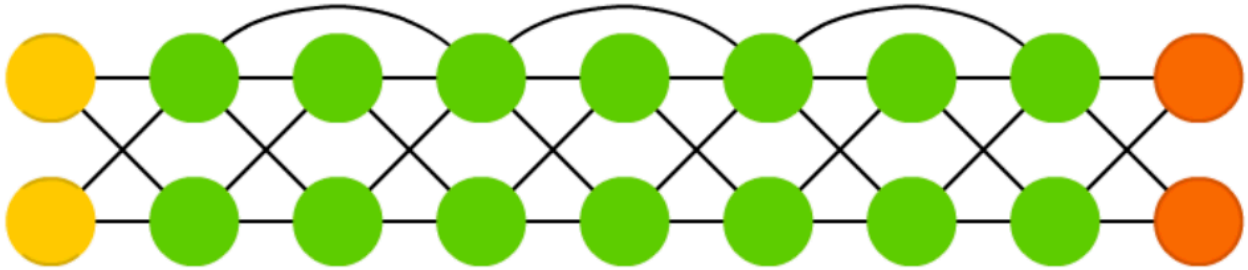
Dr. Hung-yi Lee's CNN slides

More Application: Speech

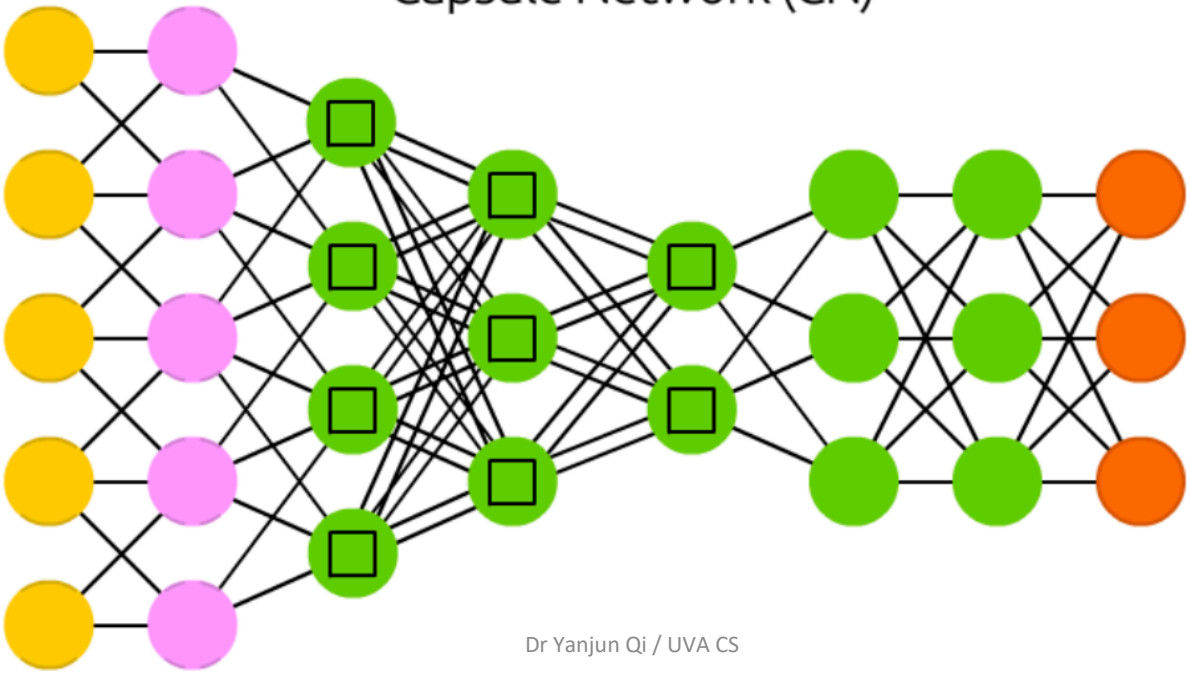


Dr. Hung-yi Lee's CNN slides

Deep Residual Network (DRN)

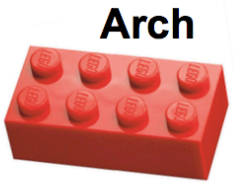


Capsule Network (CN)

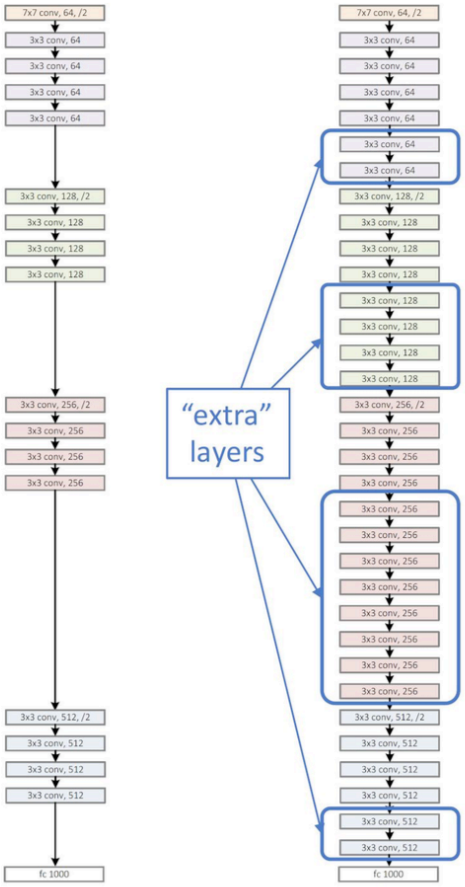


Residual Trick:

Residual/Skip Connections



a shallower model (18 layers)



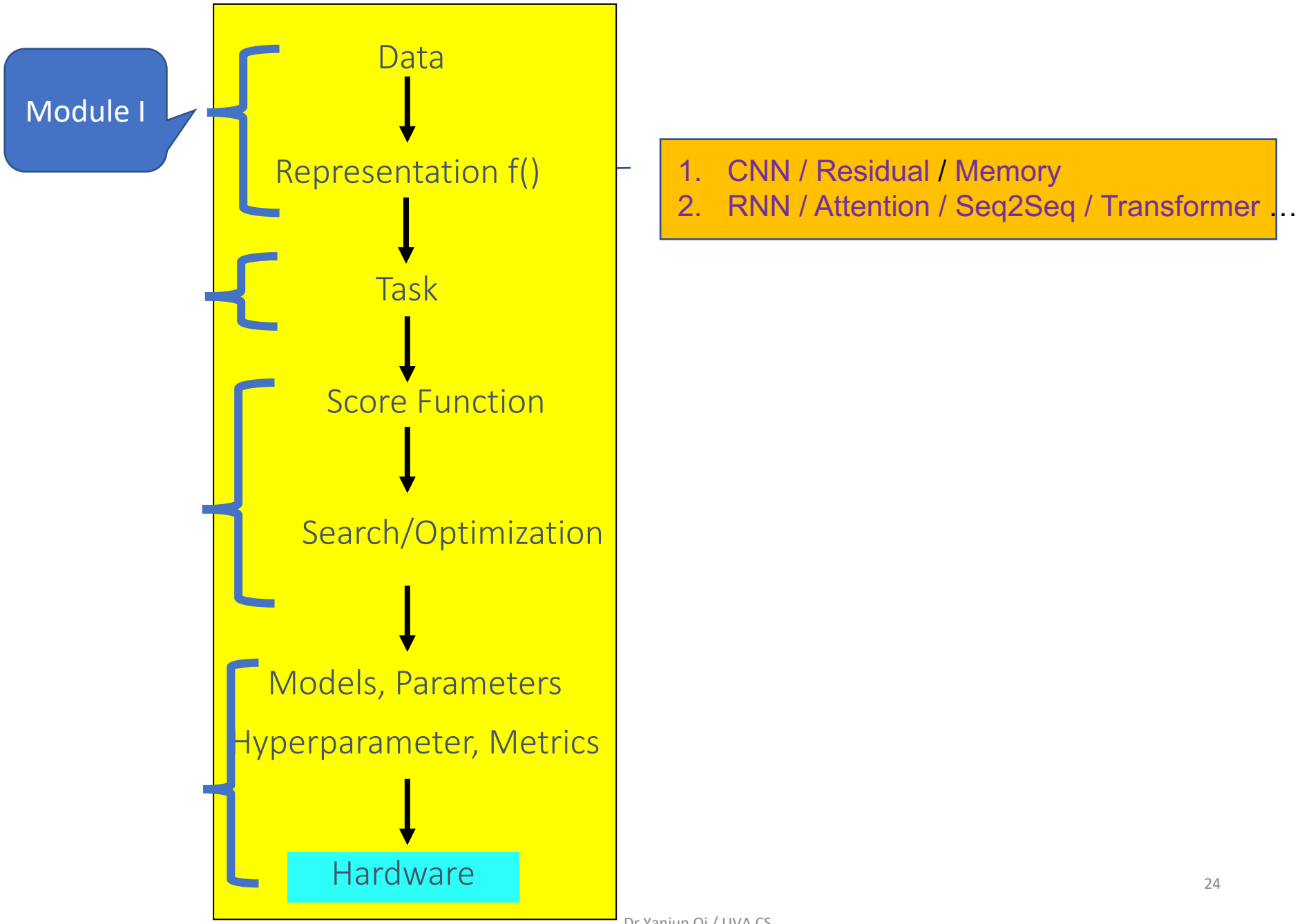
a deeper counterpart (34 layers)

- Richer solution space
- A deeper model should not have **higher training error**
- A solution *by construction*:
  - original layers: copied from a learned shallower model
  - extra layers: set as identity
  - at least the same training error
- Optimization difficulties: solvers cannot find the solution when going deeper…

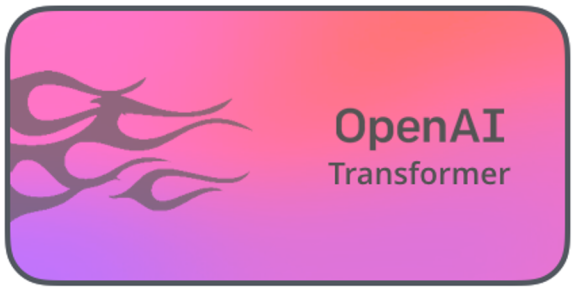
Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". CVPR 2016.

Selected Trends

https://qdata.github.io/deep2Read/



Notable pre-trained NLP models



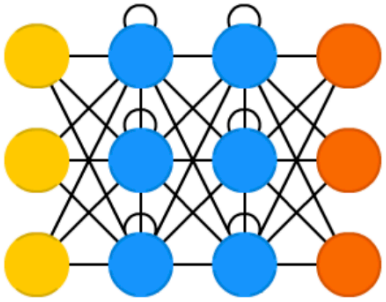
- BERT (Google)
- XLNet (Google/CMU)
- RoBERTa (Facebook)
- DistilBERT (HuggingFace)
- CTRL (Salesforce)
- GPT-2 (OpenAI)
- ALBERT (Google)
- Megatron (NVIDIA)

ELMo: Embeddings from Language Models
Pre-trained biLSTM for contextual embedding

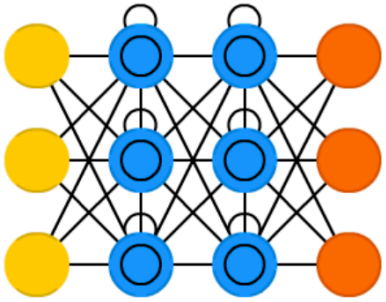
BERT: Bidirectional Encoder Representations from Transformers
Pre-trained transformer encoder for sentence embedding

Based: Dr. Yangqiu Song's slides

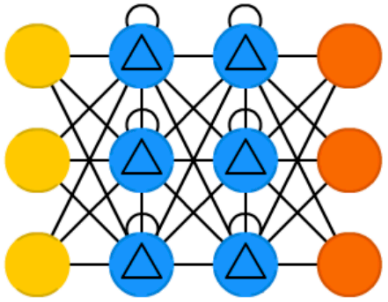
Recurrent Neural Network (RNN)



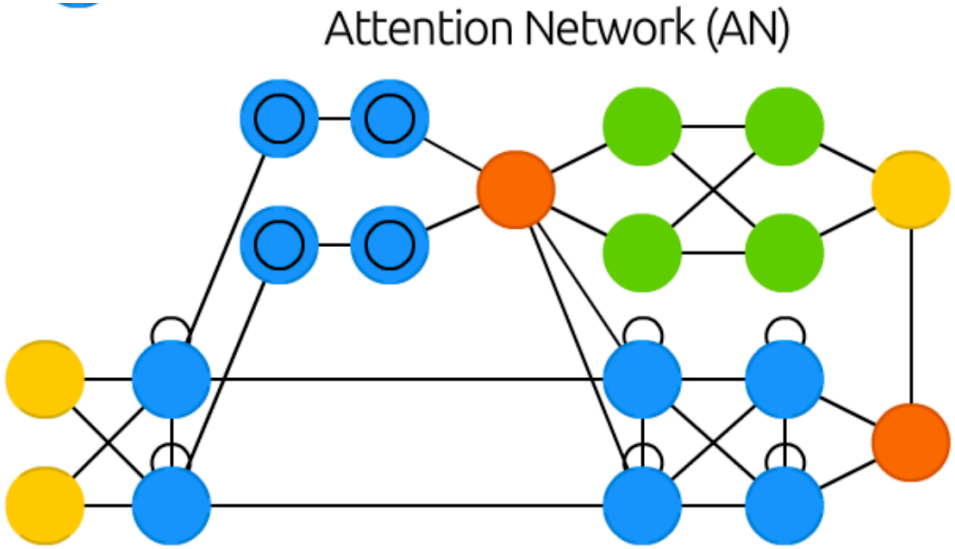
Long / Short Term Memory (LSTM)



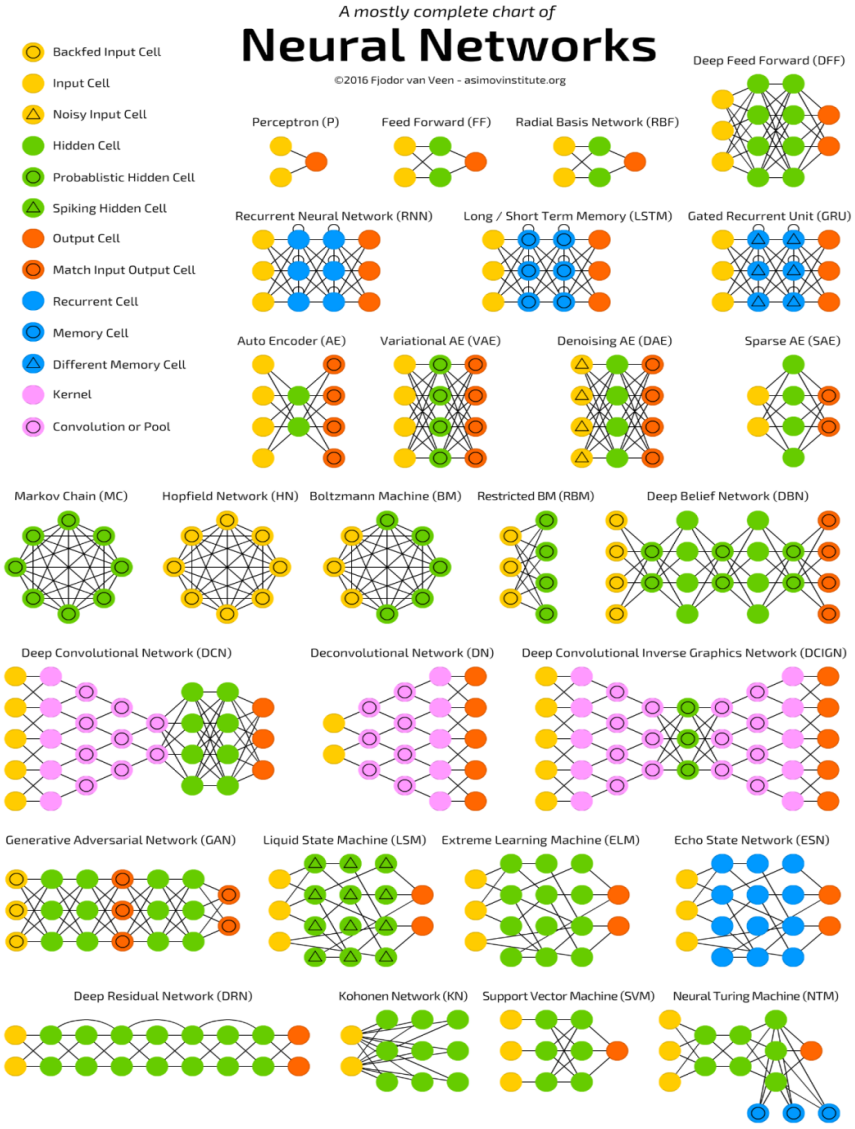
Gated Recurrent Unit (GRU)

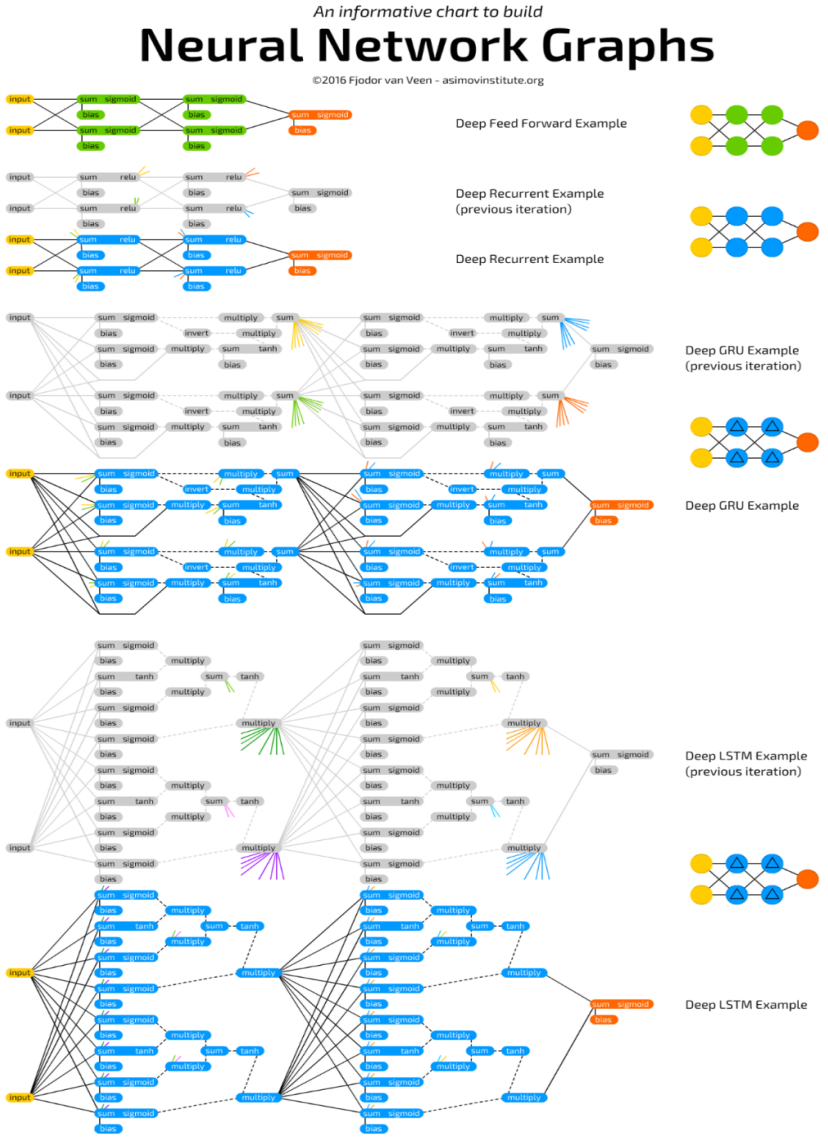


Attention Network (AN)



https://www.asimovinstitute.org/neural-network-zoo/





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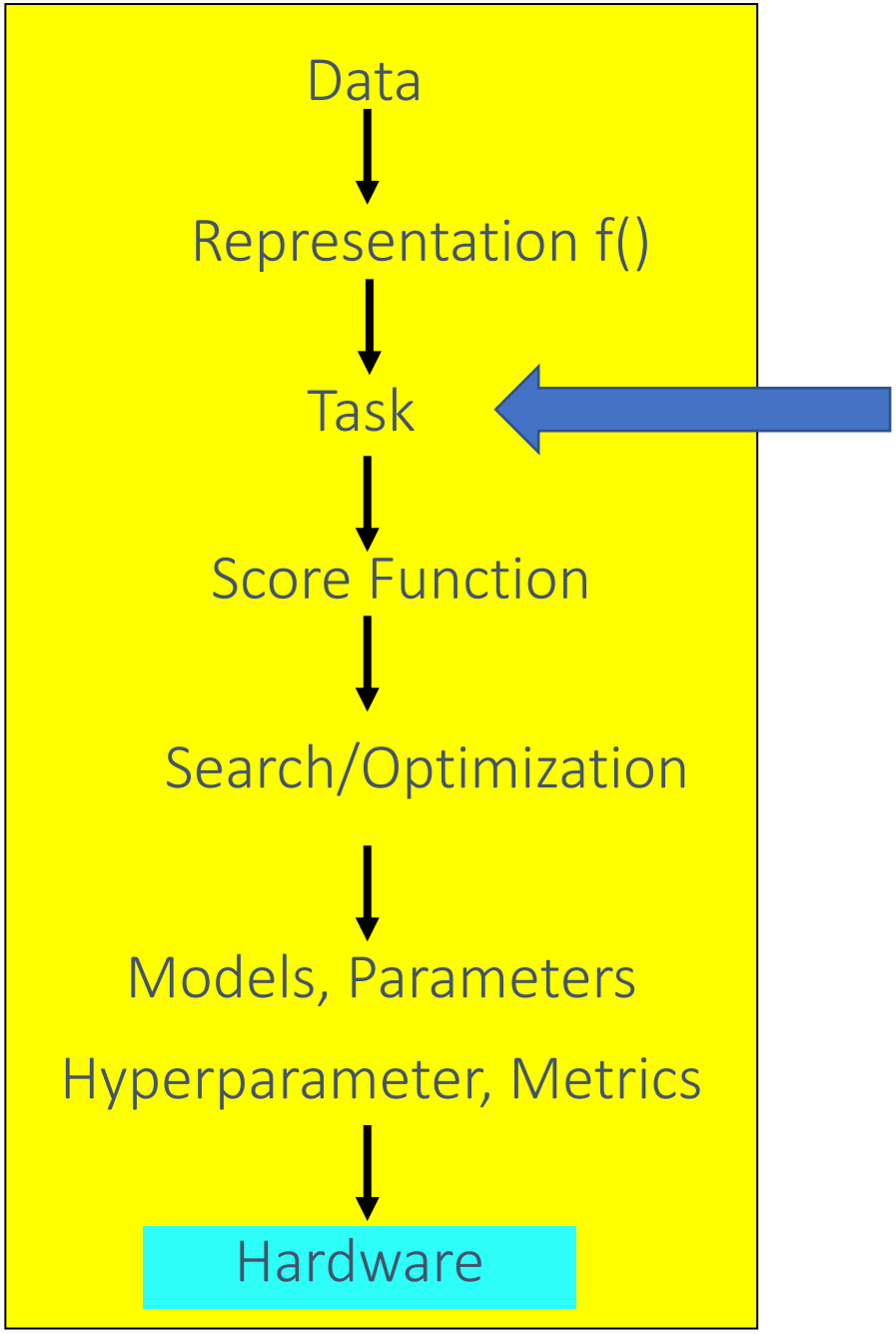
Module II

Deep Learning in a Nutshell



Selected Trends

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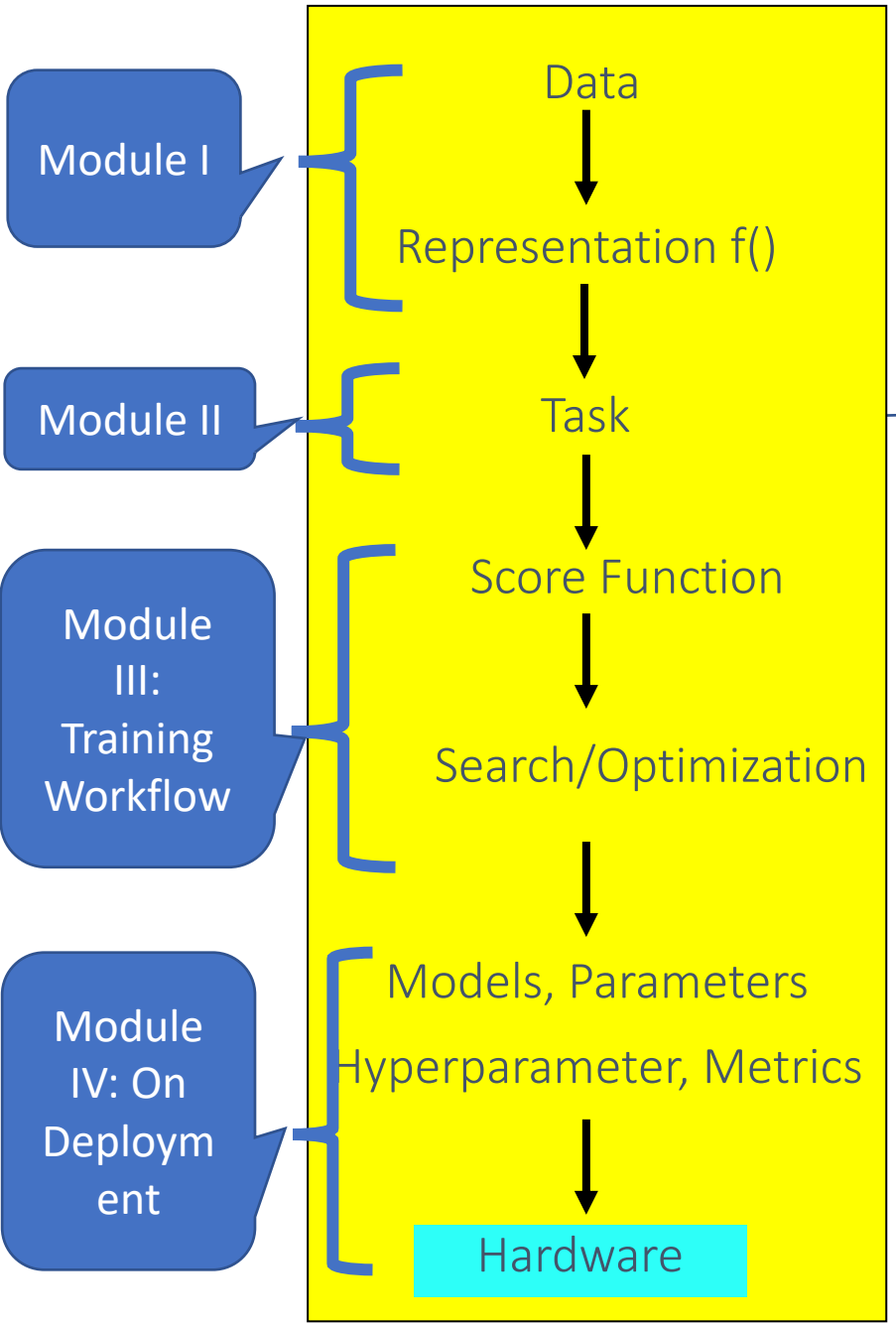


1. Deep Generative models/ DeepFake
2. Deep reinforcement learning
3. Few-shots / Meta learning / AGI?

Recent Trend (3): Deep Generative Models

Generative models - Research Landscape

- Latent variable models (VAE, DRAW)
- Implicit (GAN, GMMN, Progressive GAN)
- Transform (NICE, IAF, Real NVP)
- **Autoregressive** (NADE, MADE, RIDE, PixelCNN, WaveNet)

UAI 2017 Tutorial on Deep Generative Models.

NIPS 2016 Tutorial on Generative Adversarial Networks

Why Generative Models?

- Excellent test of ability to use high-dimensional, complicated probability distributions
- Simulate possible futures for planning or simulated RL
- Missing data
  - Semi-supervised learning
- Multi-modal outputs
- Realistic generation tasks

(Goodfellow 2016)

Image Super-Resolution

bicubic
(21.59dB/0.6423)

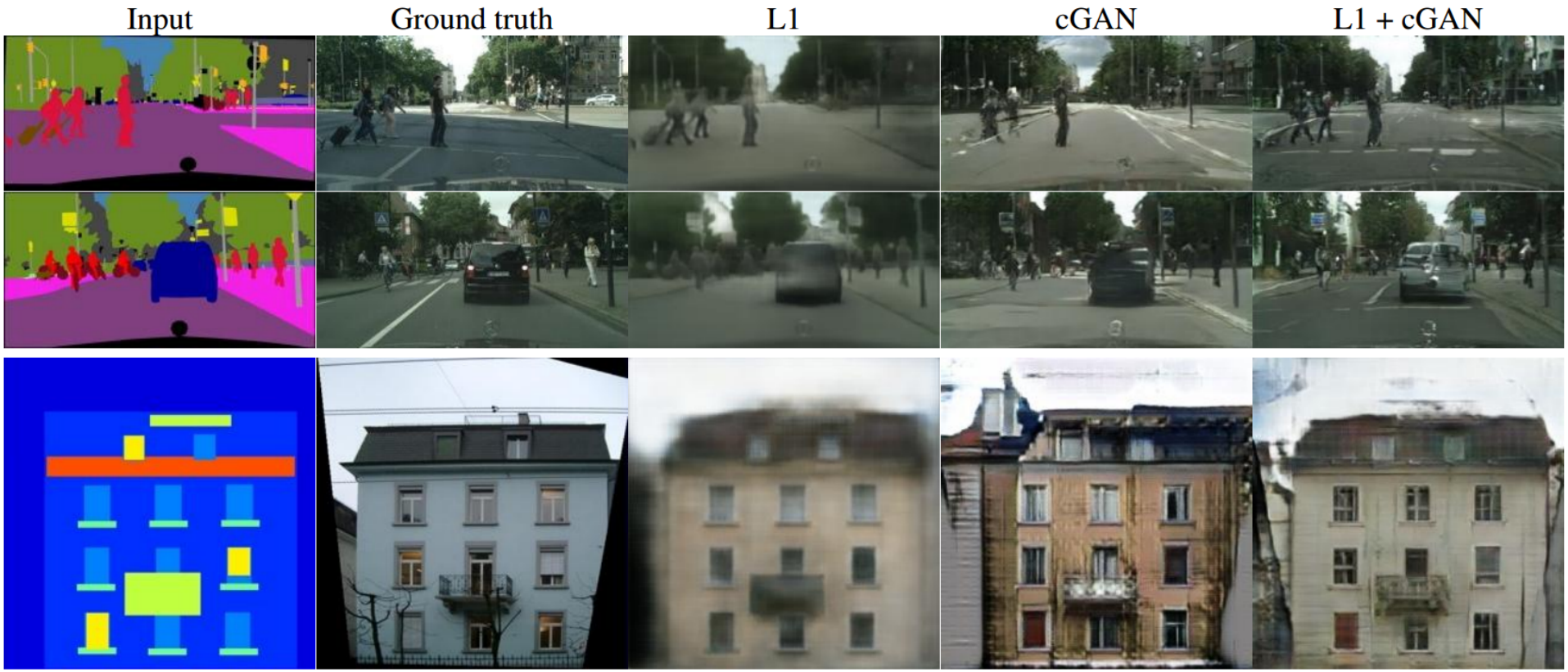
SRResNet
(23.53dB/0.7832)

SRGAN
(21.15dB/0.6868)

original

[Ledig et al. CVPR 2017]

Label2Image



[Isola et al. CVPR 2017]

Edges2Image

[Isola et al. CVPR 2017]

Text2Image

this small bird has a pink breast and crown, and black primaries and secondaries.

this magnificent fellow is almost all black with a red crest, and white cheek patch.

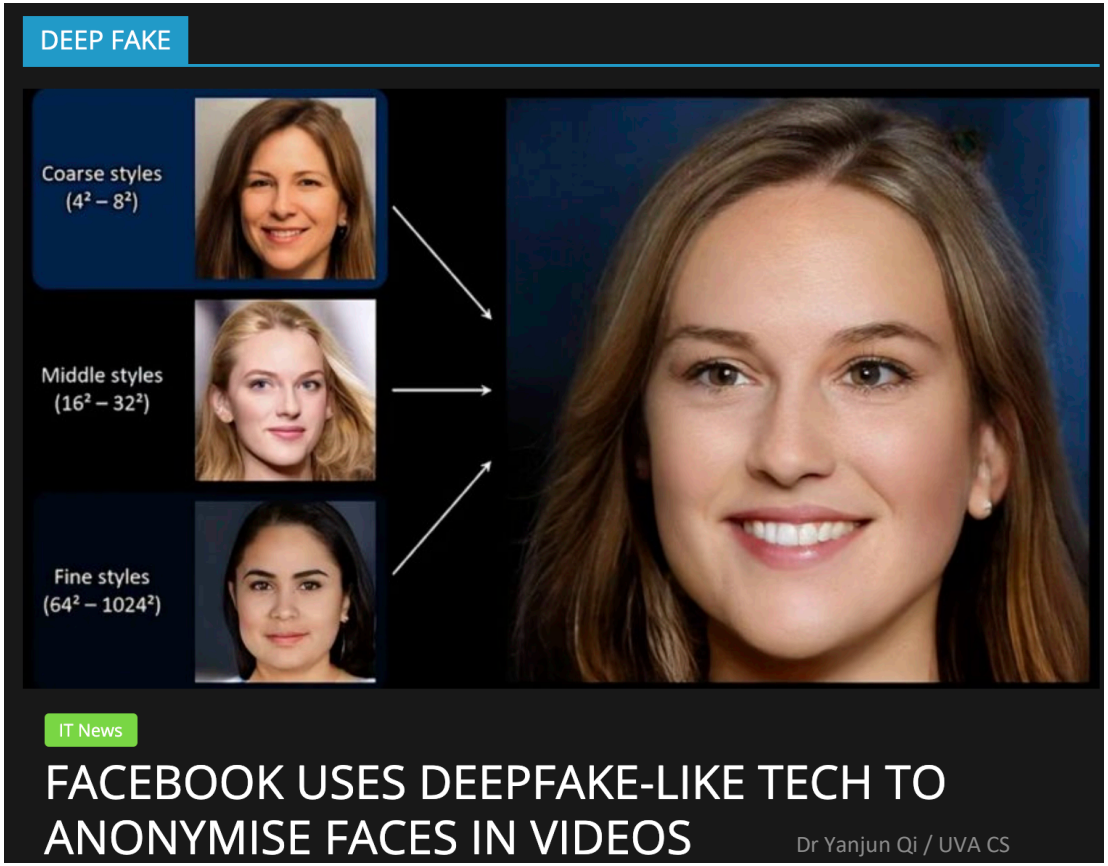
the flower has petals that are bright pinkish purple with white stigma

this white and yellow flower have thin white petals and a round yellow stamen

[Reed et al. ICML 2016]

DeepFake (Generation and Detection)

- A deepfake is generally understood to be a video in which the face of one person has been swapped with the face of another person
- Many variations on this (face swap, puppet-master, lip-sync)



https://github.com/iperov/DeepFaceLab

De-Aged the face

Deepfake history

June 2016
Face2Face paper released

July 2017
Synthesizing Obama paper released (audio lip syncing)

Winter 2017
r/deepfakes subreddit created

Feb 2018
r/deepfakes subreddit banned

April 2018
Jordan Peele Obama PSA deepfake released

June 2018
In Ictu Oculi: Exposing AI Generated Fake Face Videos by Detecting Eye Blinking paper released

Sept 2018
MesoNet: a Compact Facial Video Forgery Detection Network paper released

April 2019
FaceForensics++ paper and dataset released

May 2019
Few Shot Adversarial Learning of Realistic Neural Talking Heads Model paper released

June 2019
Text-Based Editing of Talking-head Video paper released

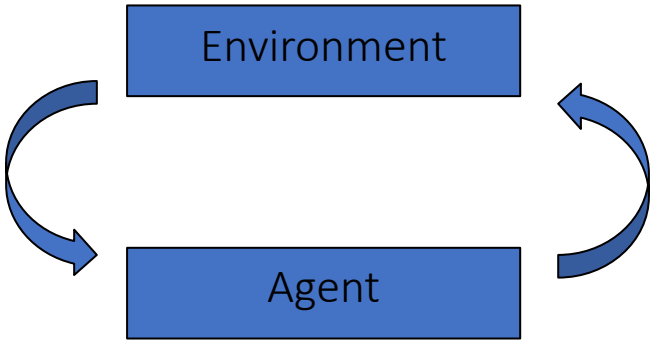
June 2019
Mark Zuckerberg deepfake released

https://i.blackhat.com/USA-19/Thursday/us-19-Price-Playing-Offense-And-Defense-With-Deepfakes.pdf

Recent Trend (4): Deep Reinforcement Learning

Reinforcement Learning (RL)

- What's Reinforcement Learning?

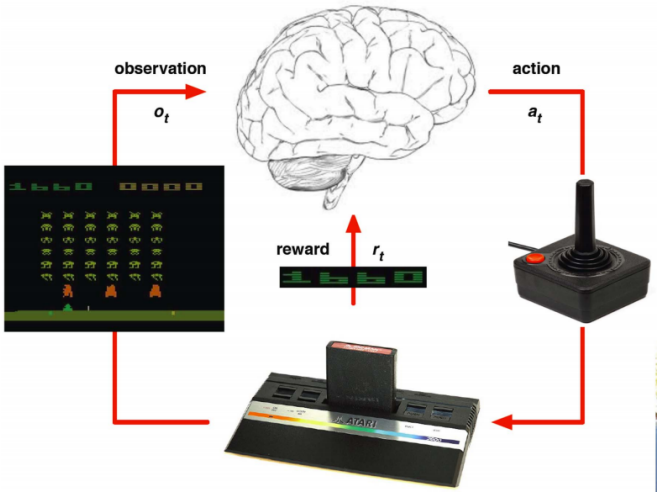


- Agent interacts with an environment and learns by maximizing a scalar reward signal
- No labels or any other supervision signal.
- Previously suffering from hand-craft states or representation.

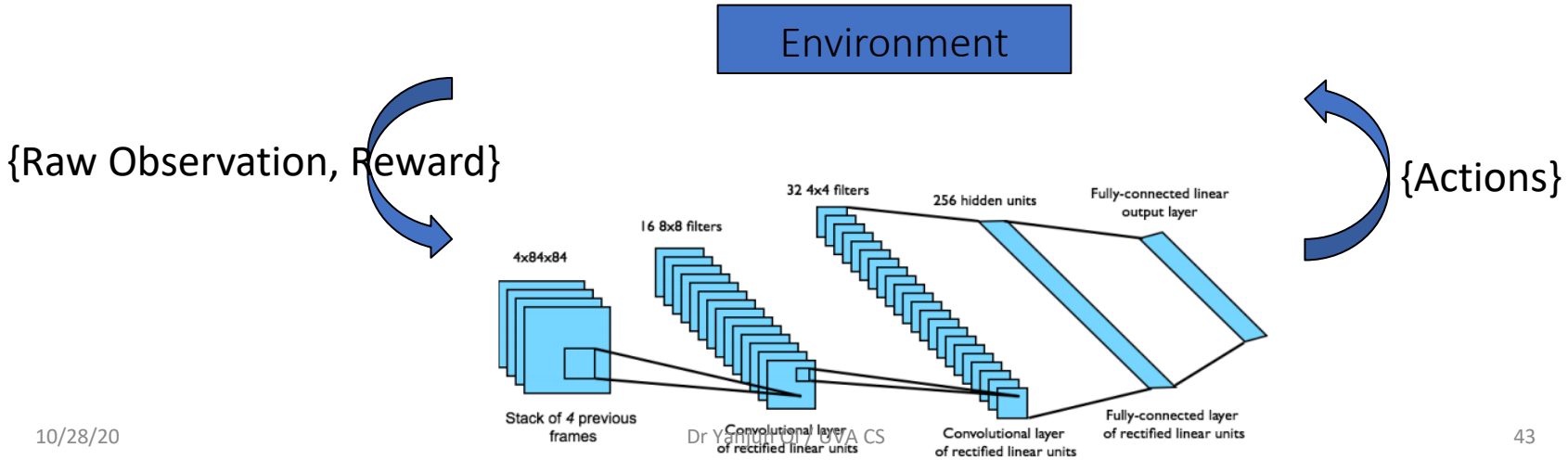
Adapt from Professor Qiang Yang of HK UST

Deep Reinforcement Learning

- Human



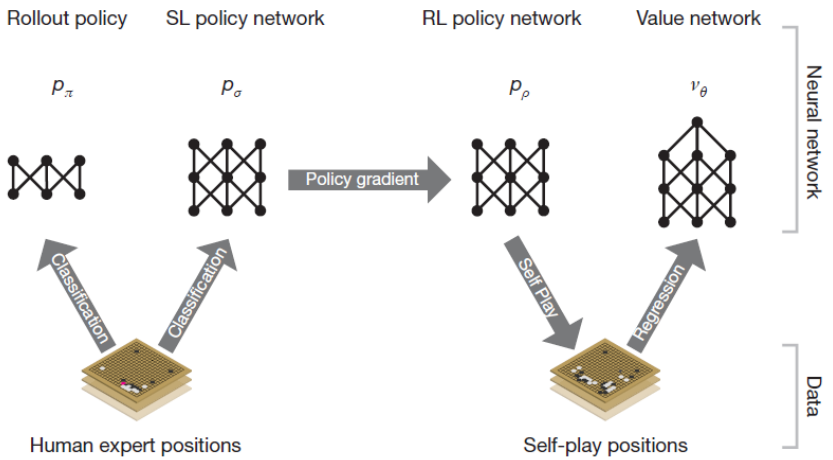
- So what's **DEEP** RL?



Adapt from Professor Qiang Yang of HK UST

AlphaGO: Learning Pipeline

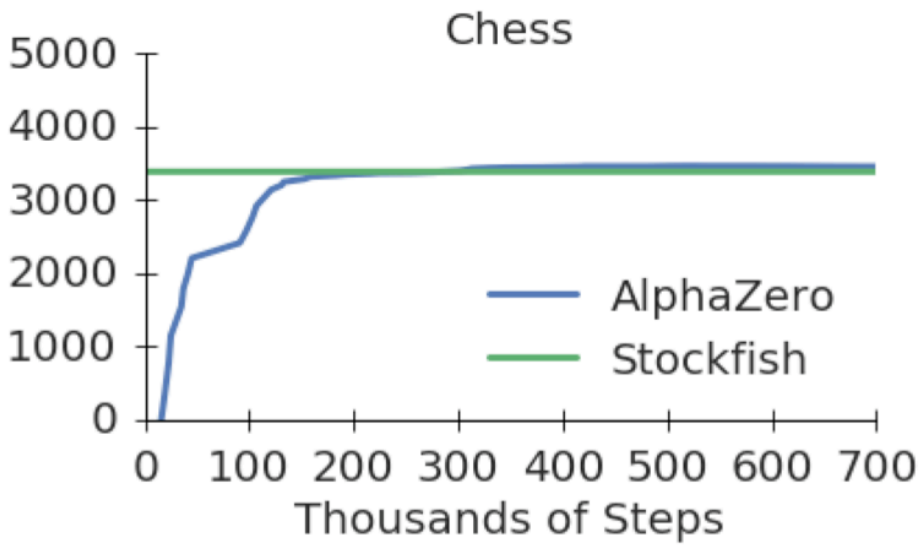
- Combine Supervised Learning (SL) and RL to learn the search direction in Monte Carlo Tree Search

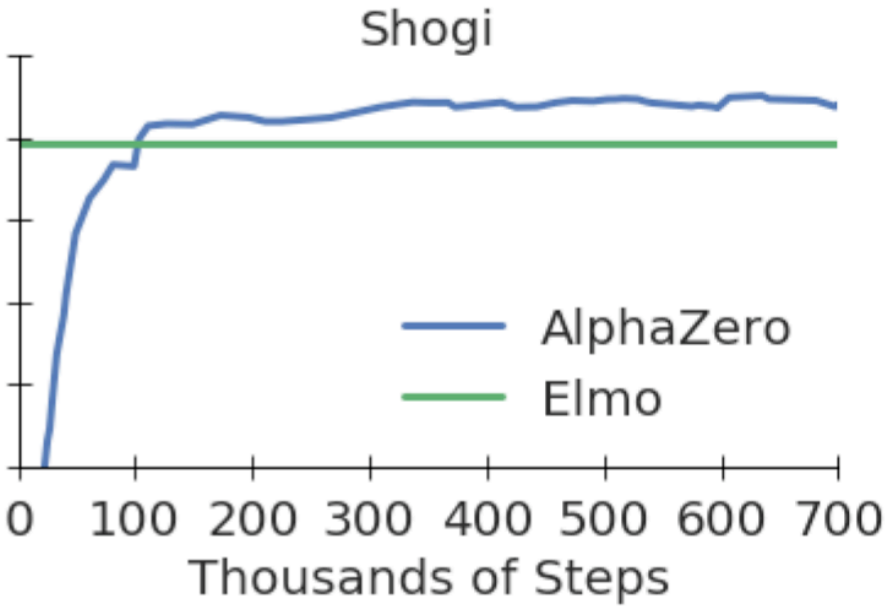


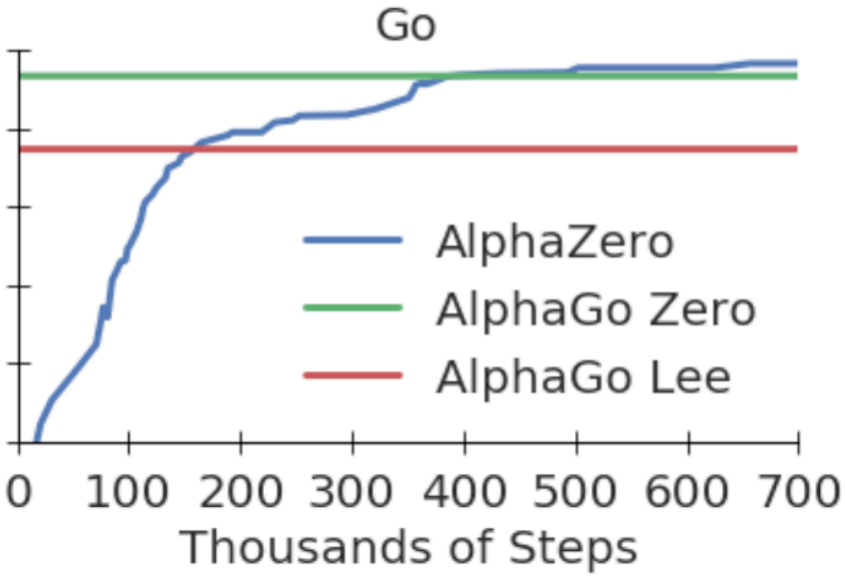
Silver, David, et al. 2016.

- SL policy Network
  - Prior search probability or potential
- Rollout:
  - combine with MCTS for quick simulation on leaf node
- Value Network:
  - Build the Global feeling on the leaf node situation

Silver, David, et al. "Mastering the game of Go with deep neural networks and tree search." *Nature* 529.7587 (2016): 484-489.







Silver, David et al. (2017b). "Mastering the Game of Go without Human Knowledge". In: Nature 550.7676, pp. 354–359.

Benchmarks for Spinning Up Implementations

Table of Contents

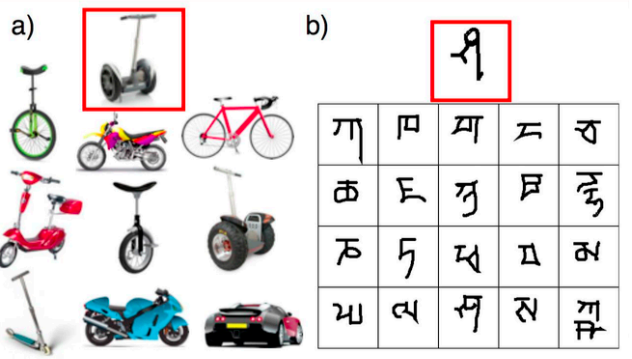
We benchmarked the Spinning Up algorithm implementations in five environments from the MuJoCo Gym task suite: HalfCheetah, Hopper, Walker2d, Swimmer, and Ant.

Performance in Each Environment

Recent Trend (5):
Meta Learning: Learning to Learn

Learning to Learn

- What is Meta Learning / Learning to Learn?
  - Go beyond train/test from same distribution.
  - Task between train/test changes, so model has to “learn to learn”
- Datasets



Lake et al, 2013, 2015

Image recognition Mini-Imagenet dataset (Vinyals et al.’16)

Given 1 example of 5 classes: Classify new examples

Reinforcement learning

Given a small amount of experience Solve a new task

Chelsea Finn, UC Berkeley **How?** learn to learn many other tasks fig. from Duan et al. ’17

Adapt from From NIPS 2017 DL Trend Tutorial

AGI (Artificial General Intelligence) versus Narrow AI

Intelligence…

AGI:

- "The ability to achieve complex goals in complex environments using limited computational resources"
- Autonomy
- Practical understanding of self and others
- Understanding "what the problem is" as opposed to just solving problems posed explicitly by programmers
- Solving problems that were not known to the programmers

Narrow AI: game -playing, medical diagnosis, car-driving, etc.

Credit: Ben Goertzel, PhD

UVA CS 4774: Machine Learning

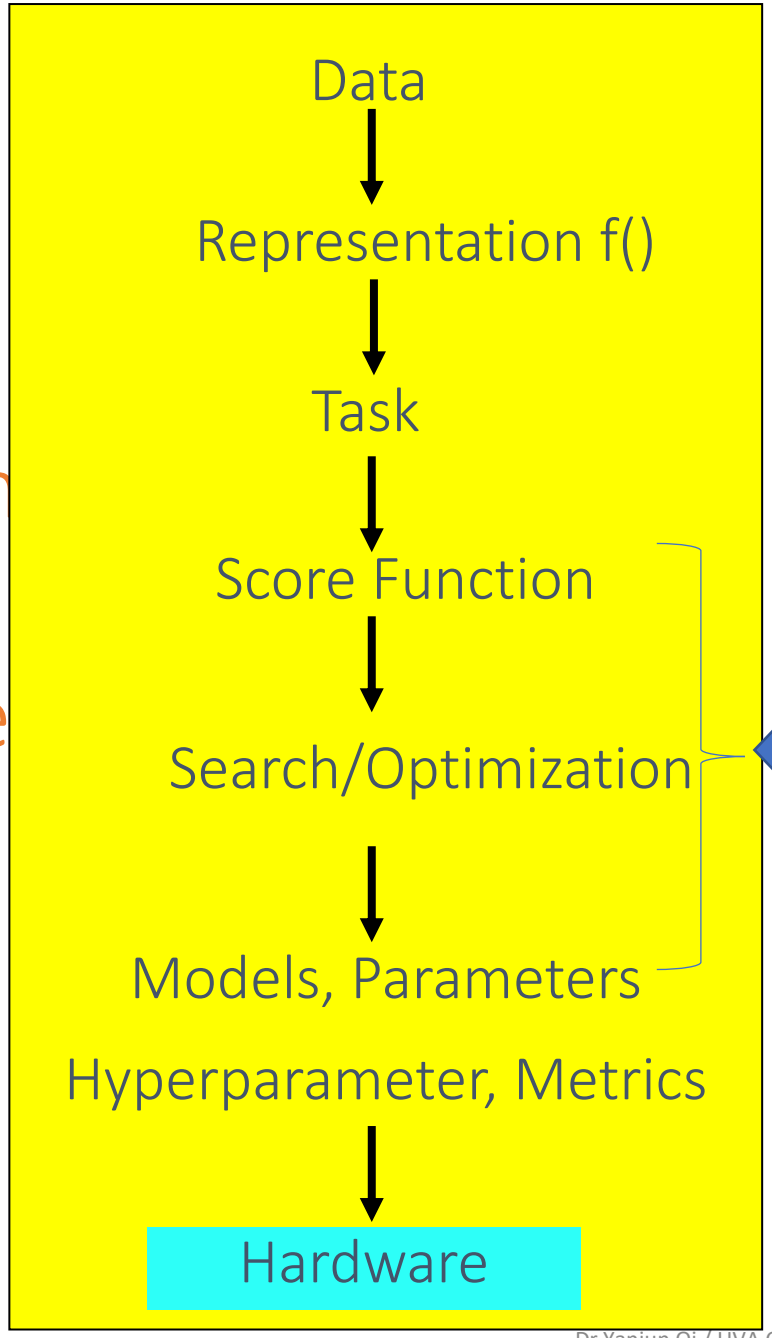
S3: Lecture 19: Recent Deep Neural Networks: A Quick Overview

Dr. Yanjun Qi

University of Virginia
Department of Computer Science

Module III

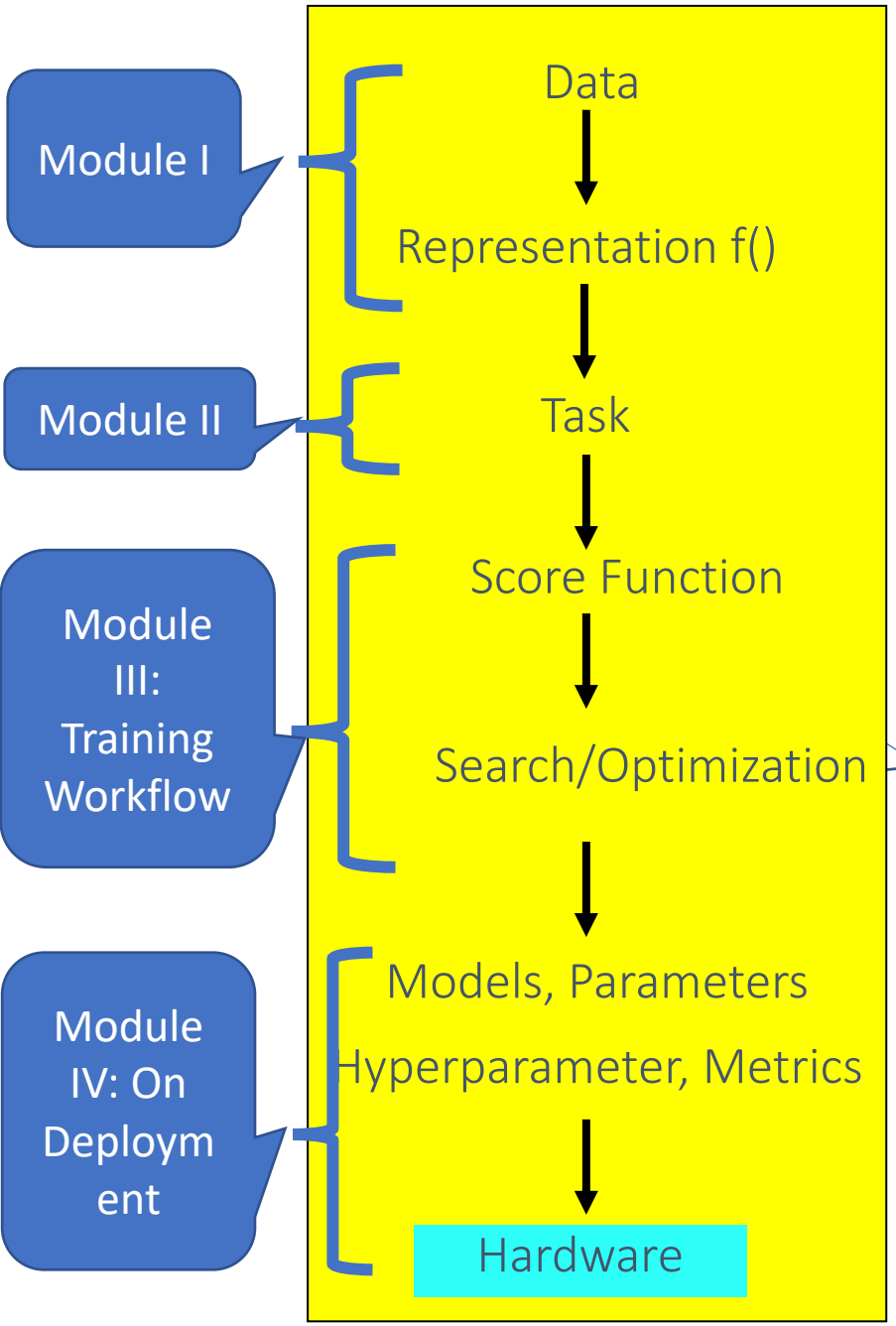
Deep Learnin in a Nutshe



- Training / Searching / Learning
  - With new losses
  - With new training workflow
  - Scaling up with GPU
  - Hyperparameter Search

Selected Trends

https://qdata.github.io/deep2Read/

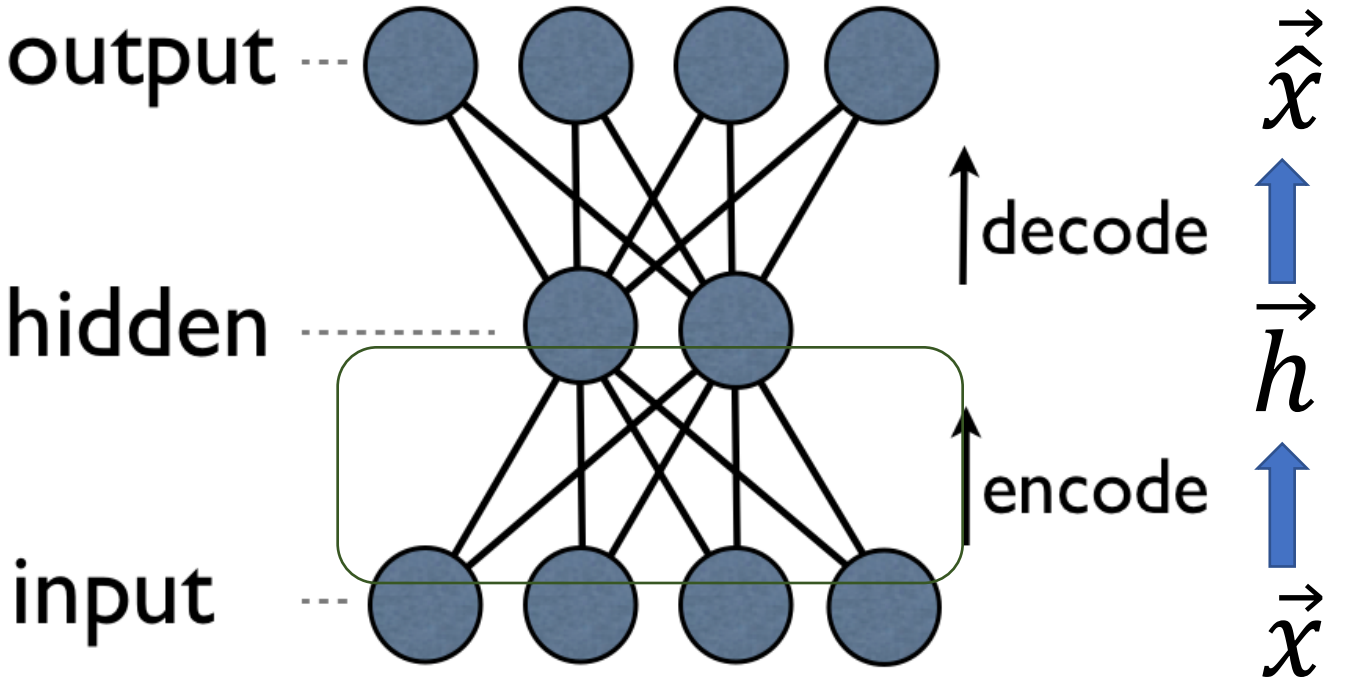


1. Autoencoder / self supervised training
2. Generative Adversarial Networks (GAN)
3. Learning to optimize /Learning to search architecture (AutoML)

Recent Trend (6): Layer-wise pretraining workflow/ Auto-Encoder / Self-supervised

Losses

an auto-encoder-decoder is trained to reproduce the input



Minimize diff

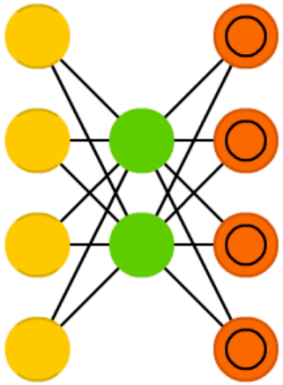
$$|\vec{\hat{x}} - \vec{x}|$$

Reconstruction Loss: force the 'hidden layer' units to become good / reliable feature detectors

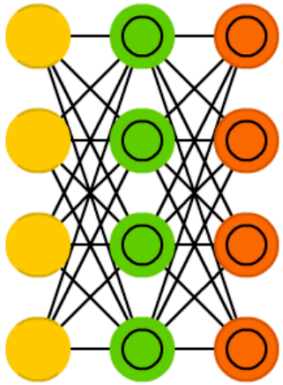
https://www.macs.hw.ac.uk/~dwcorne/Teaching/introdl.ppt

Many Variations

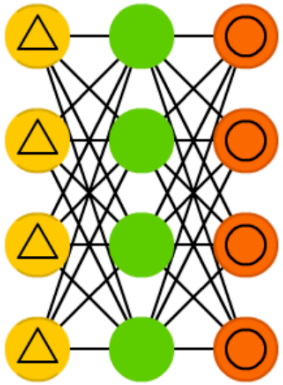
Auto Encoder (AE)



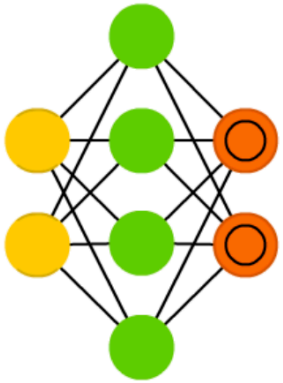
Variational AE (VAE)



Denoising AE (DAE)

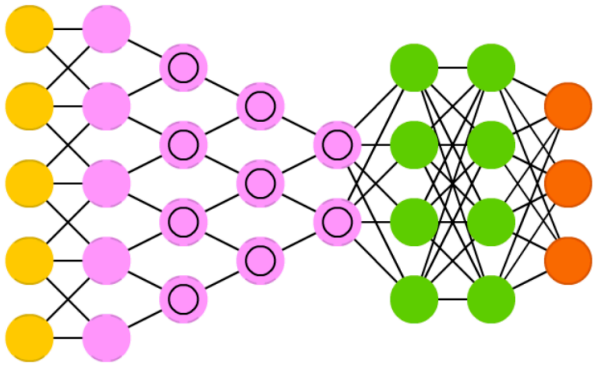


Sparse AE (SAE)

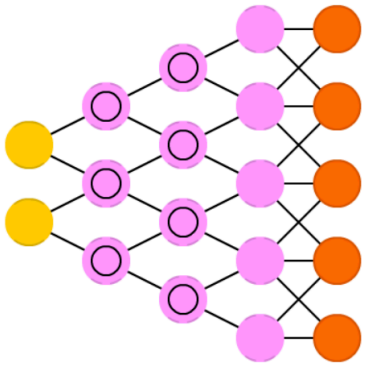


DCIGN

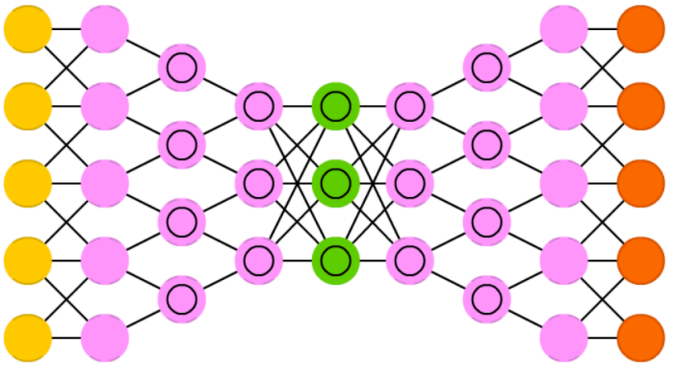
Deep Convolutional Network (DCN)



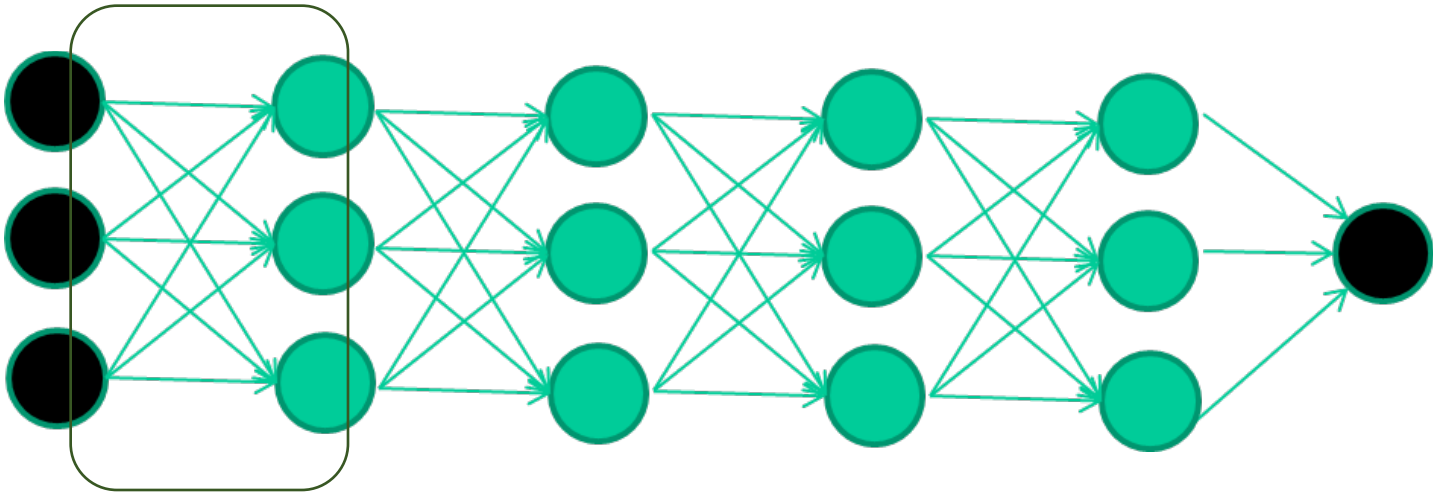
Deconvolutional Network (DN)



Deep Convolutional Inverse Graphics Network (DCIGN)



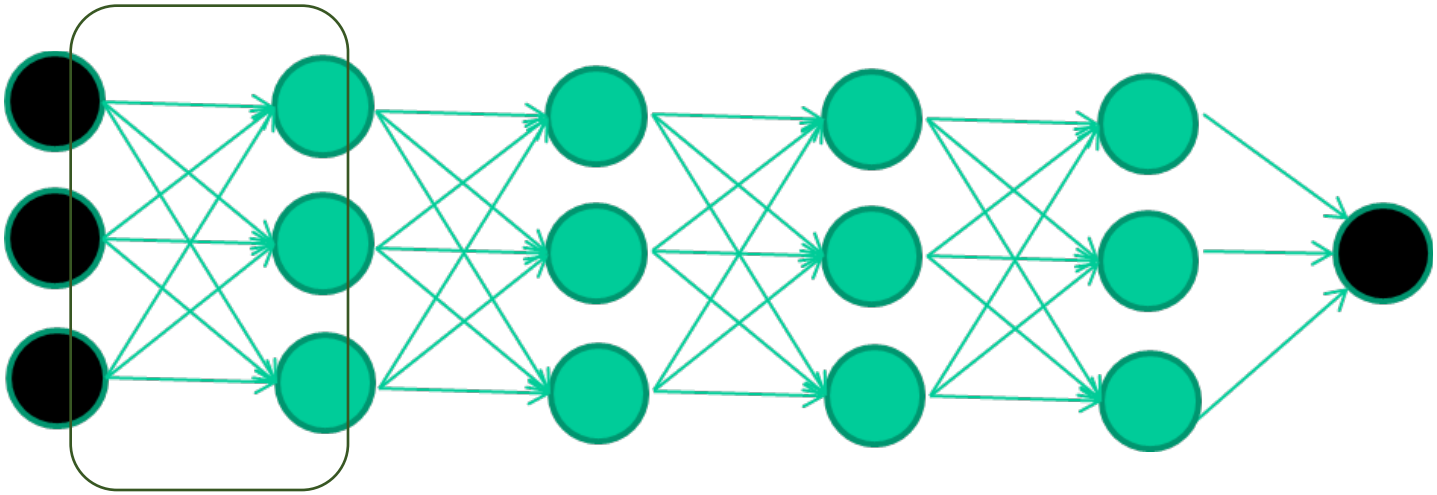
The new way to train multi-layer NNs…



Train **this** layer first

https://www.macs.hw.ac.uk/~dwcorne/Teaching/introdl.ppt

The new way to train multi-layer NNs…



Each layer can be trained well first with some types of self-supervised loss (e.g. reconstruction loss)

Basically, it is forced to learn good features that describe what comes from the previous layer

https://www.macs.hw.ac.uk/~dwcorne/Teaching/introdl.ppt

Unsupervised Pre-training

- Use our original idea, but **pick a better starting point**
- **Train each level** of the model in a **greedy** way

1. Unsupervised Pre-training
   - Use **unlabeled** data
   - Work bottom-up
     - Train hidden layer 1. Then fix its parameters.
     - Train hidden layer 2. Then fix its parameters.
     - …
     - Train hidden layer n. Then fix its parameters.
2. Supervised Fine-tuning
   - Use **labeled** data to train following “Idea #1”
   - Refine the features by backpropagation so that they become tuned to the end-task

Pre-Training of DNN layer-layer

- DNN Model Training can be tricky due to…
  - Nonconvexity
  - Vanishing gradients
- Layer-wise pre-training can help with both!
  - Unsupervised
  - Supervised
  - learn features at different levels of abstraction

Recent Trend (7): Generative Adversarial Networks (GAN): One Sample Generation workflow

Optimization

Losses

10 BREAKTHROUGH TECHNOLOGIES 2018

MIT Technology Review

Dueling Neural Networks

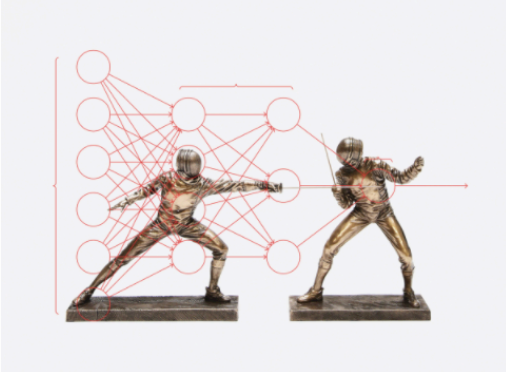
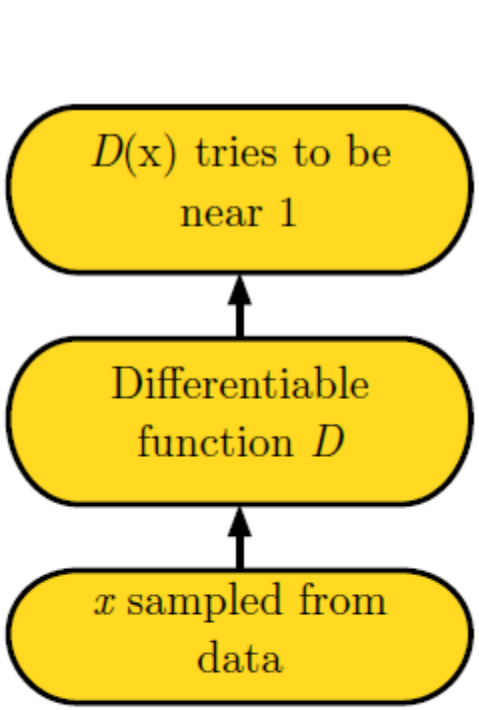
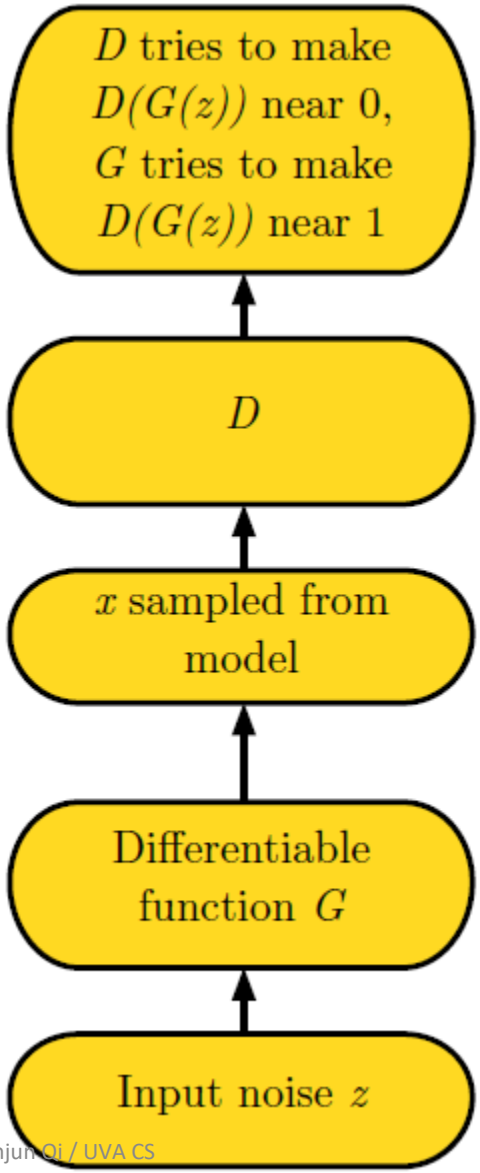


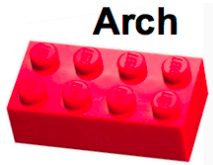
ILLUSTRATION BY DEREK BRAHNEY | DIAGRAM COURTESY OF MICHAEL NIELSEN, "NEURAL NETWORKS AND DEEP LEARNING", DETERMINATION PRESS, 2015

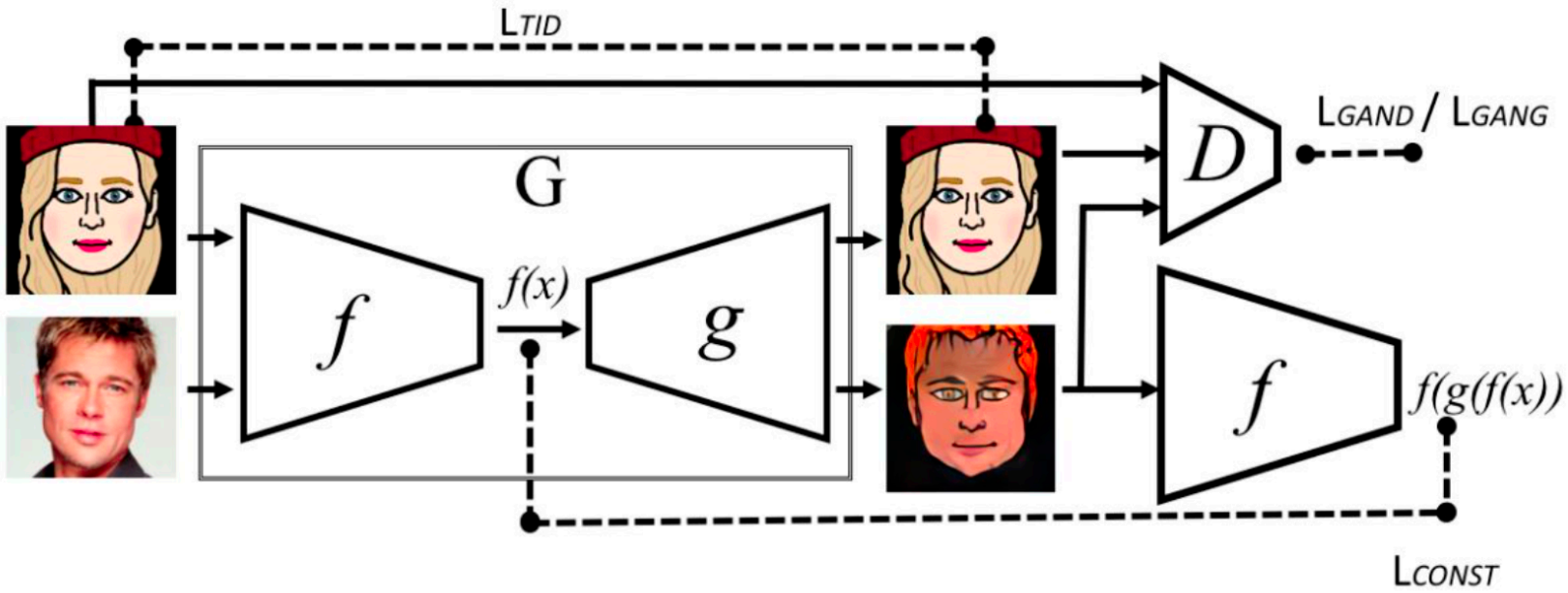
Adversarial Nets Framework





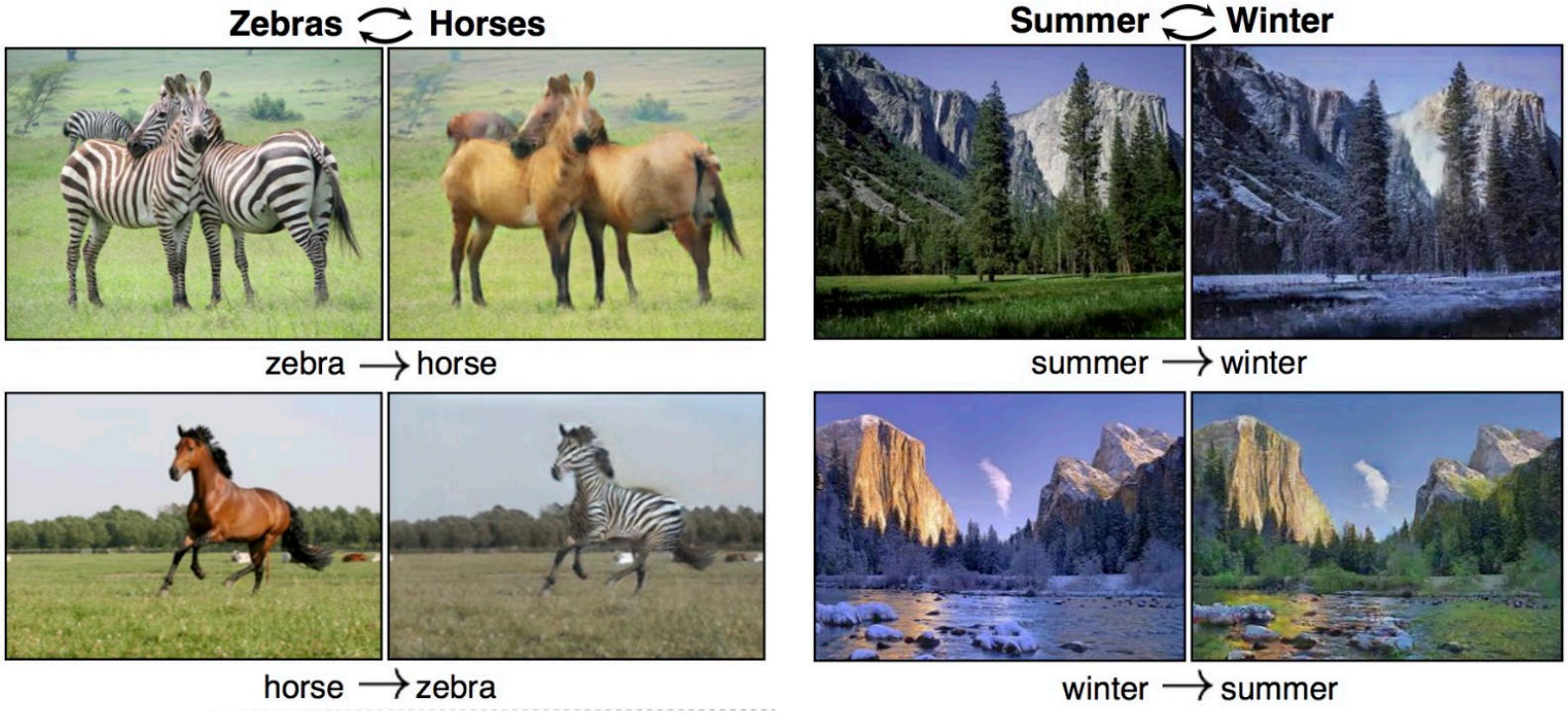
Unsupervised cross-domain image generation





1. Taigmen et al. *"Unsupervised Cross-domain image generation"*. In *ICLR 2017*.

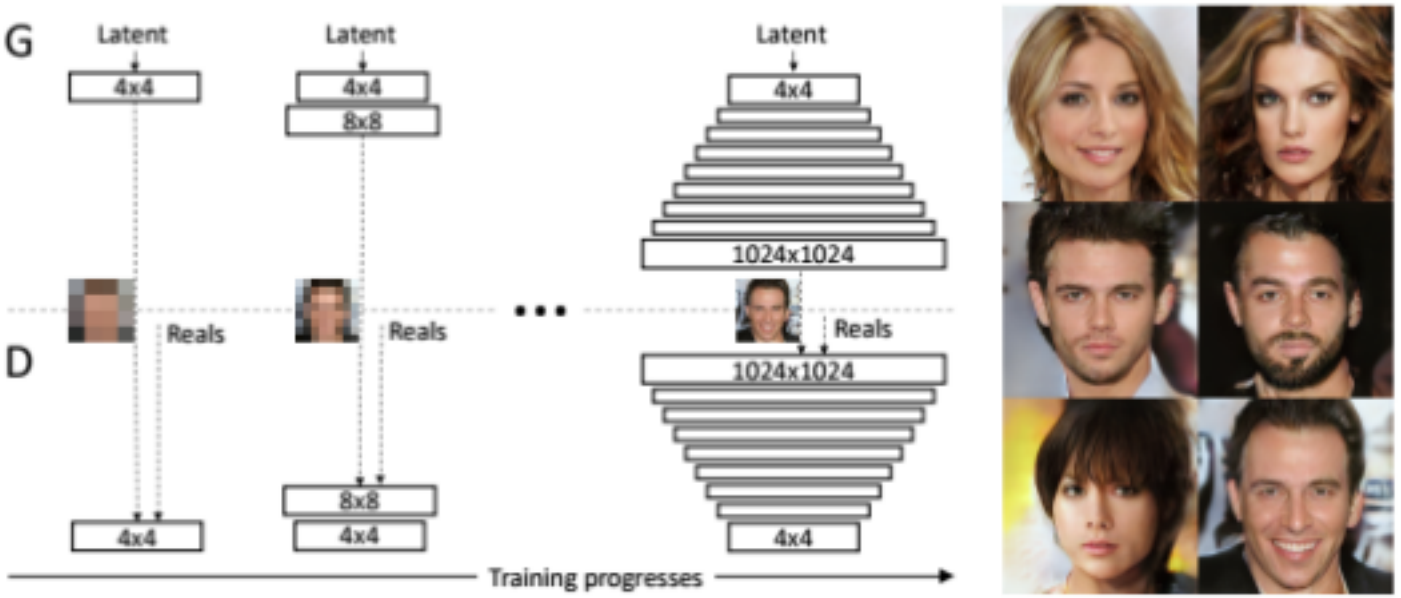
CycleGAN



1. Zhu et al. "Unpaired Image-to-Image Translation using Cycle-Consistent Adversarial Networks". In ICCV, 2017.

This paper captures special characteristics of one image collection and figures out how these characteristics could be translated into the other image collection, all in the absence of any paired training examples. CycleGANs method can also be applied in variety of applications such as Collection Style Transfer, Object Transfiguration, season transfer and photo enhancement.

Progressive GAN



PROGRESSIVE GROWING OF GANS FOR IMPROVED QUALITY, STABILITY, AND VARIATION, ICLR 2018

A Style-Based Generator Arch
Generative Adversarial Ne

Tero Karras
NVIDIA
tkarras@nvidia.com

Samuli Laine
NVIDIA
slaine@nvidia.com

CVPR 2019

StyleGAN

- propose a new generator architecture for GAN which can generate high quality images (called StyleGAN)
- leads to an automatically learned, unsupervised separation of high-level attributes (latent space disentangled)
- propose two new automated metrics for quantifying disentanglement
- propose a high quality dataset of human faces (FFHQ)

Recent Trend (8):
AutoML workflow:
Learning to Optimize /
Learning to Search DNN architecture

Optimization

Neural Architecture Search with Reinforcement Learning, ICLR17

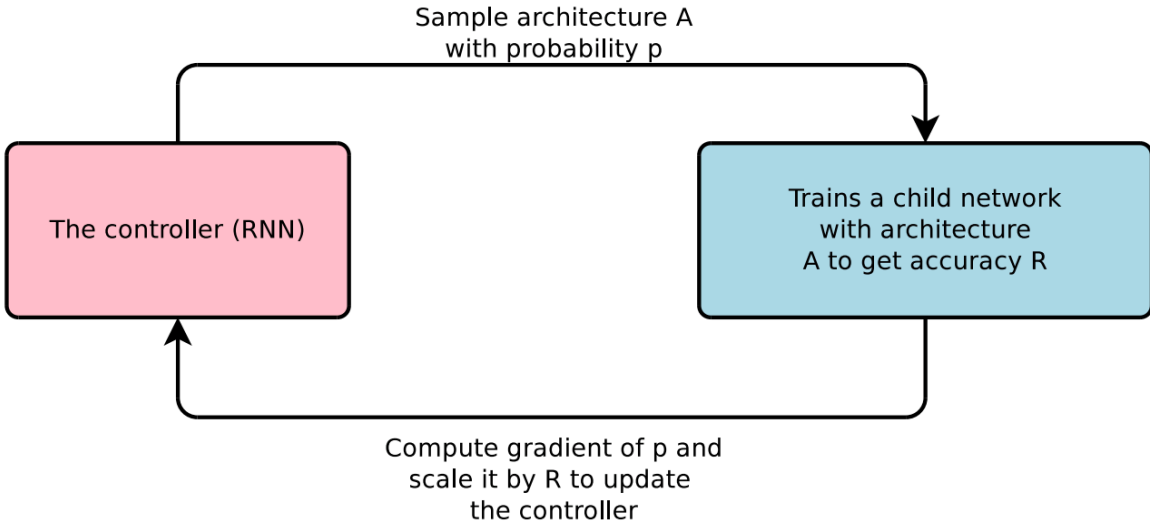
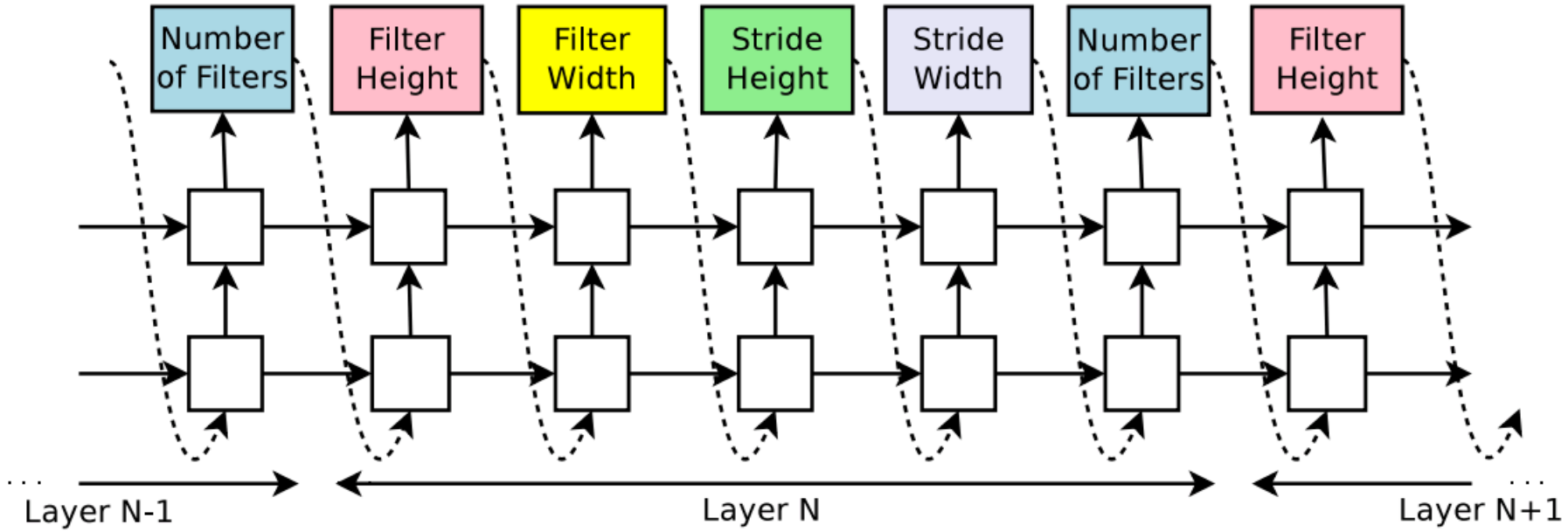


Figure 1: An overview of Neural Architecture Search.



Neural Optimizer Search with Reinforcement Learning, ICML17

- e.g. hyperpara search

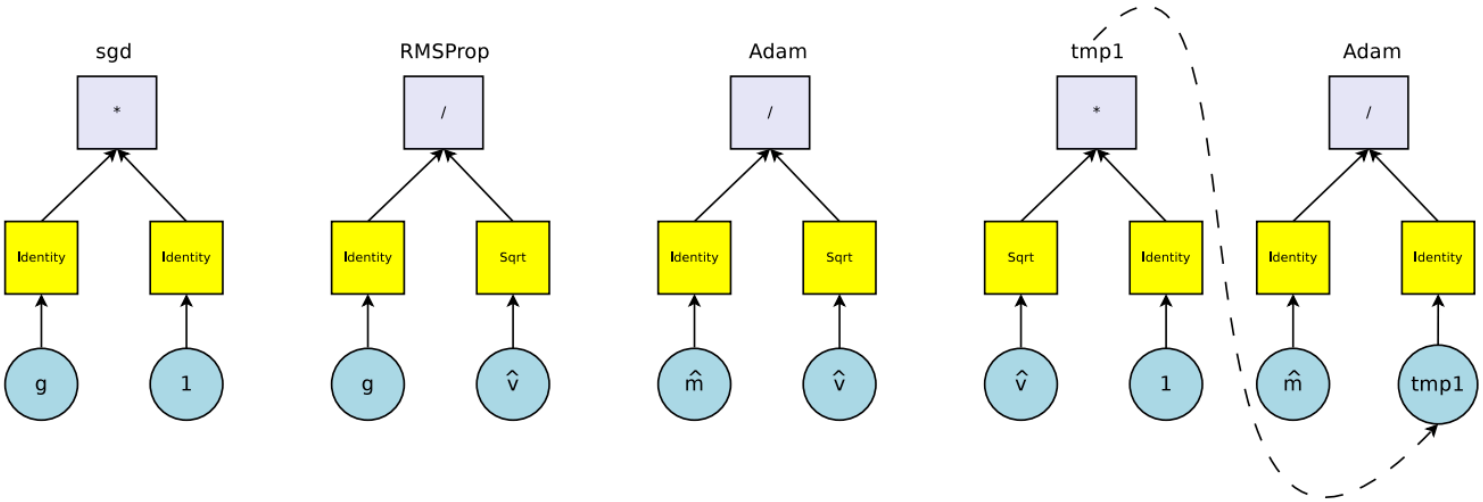


Figure 2. Computation graph of some commonly used optimizers: SGD, RMSProp, Adam. Here, we show the computation of Adam in 1 step and 2 steps. Blue boxes correspond to input primitives or temporary outputs, yellow boxes are unary functions and gray boxes represent binary functions. g is the gradient, $\hat{m}$ is the bias-corrected running estimate of the gradient, and $\hat{v}$ is the bias-corrected running estimate of the squared gradient.

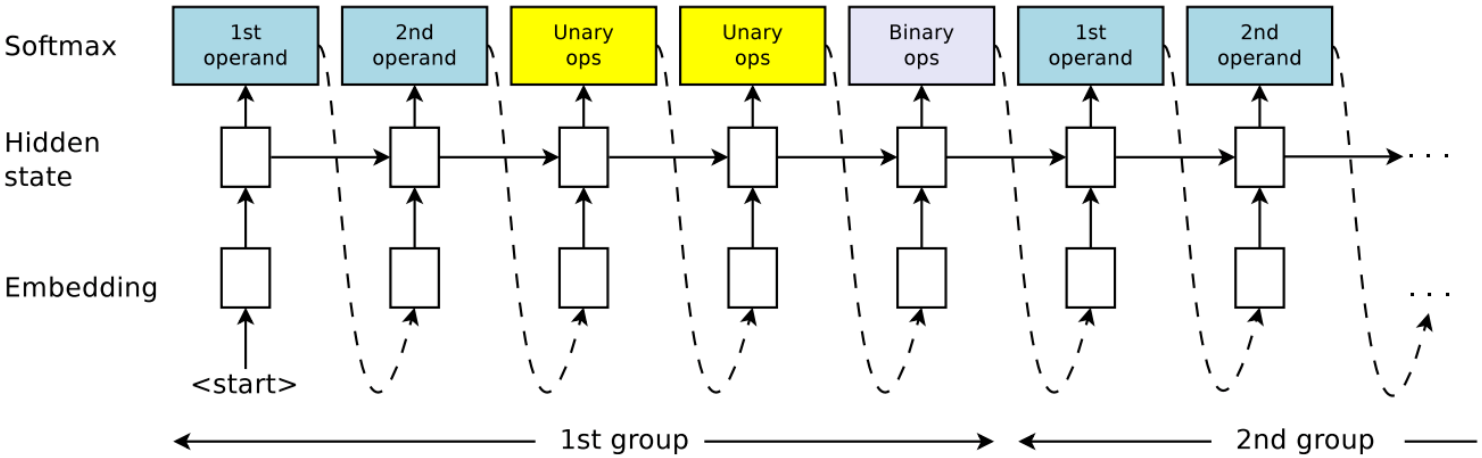


Figure 3. Overview of the controller RNN. The controller iteratively selects subsequences of length 5. It first selects the 1st and 2nd operands op_1 and op_2, then 2 unary functions u_1 and u_2 to apply to the operands and finally a binary function b that combines the outputs of the unary functions. The resulting $b(u_1(op_1), u_2(op_2))$ then becomes an operand that can be selected in the subsequent group of predictions or becomes the update rule. Every prediction is carried out by a softmax classifier and then fed into the next time step as input.

UVA CS 4774: Machine Learning

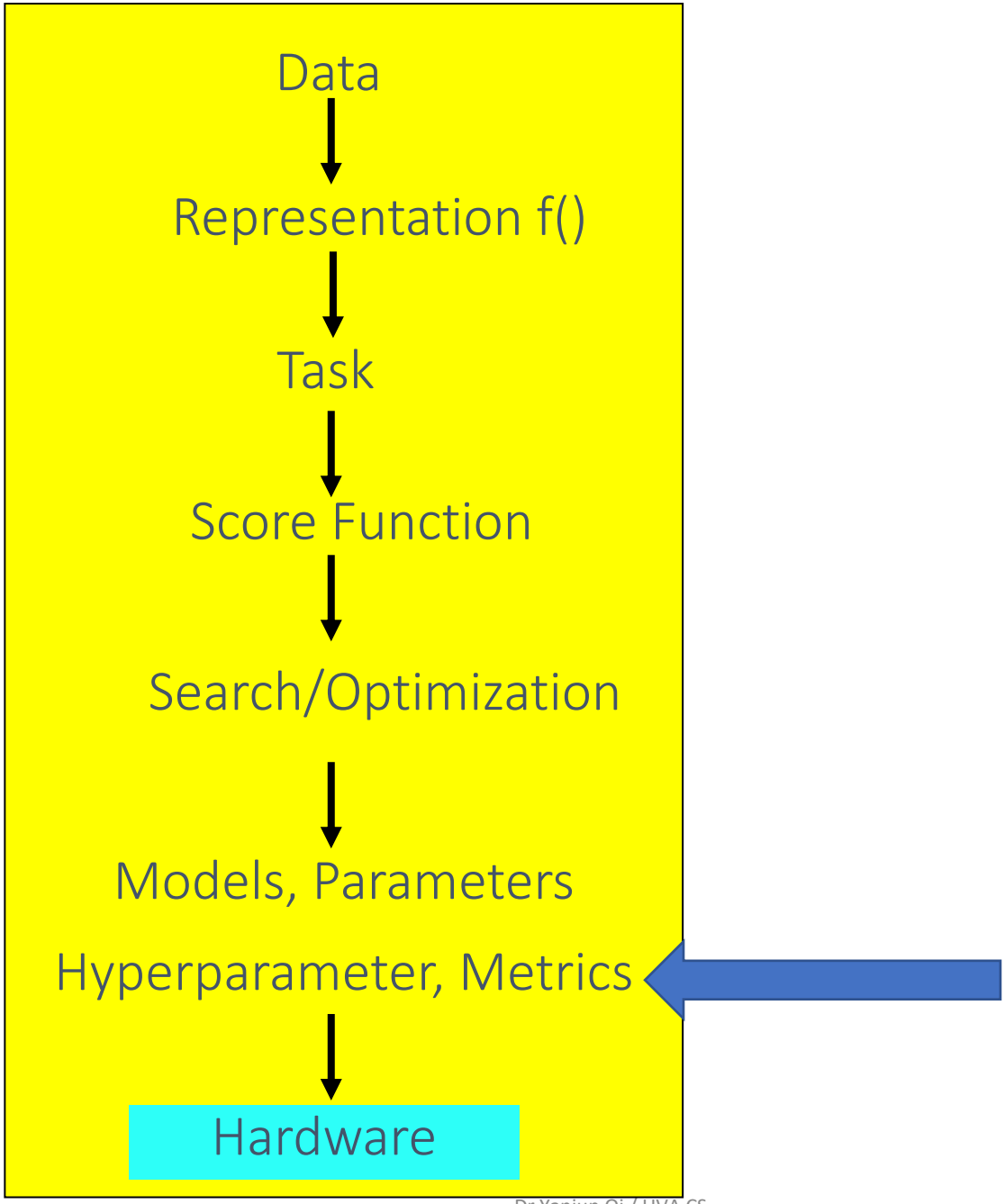
S3: Lecture 19: Recent Deep Neural Networks: A Quick Overview

Dr. Yanjun Qi

University of Virginia
Department of Computer Science

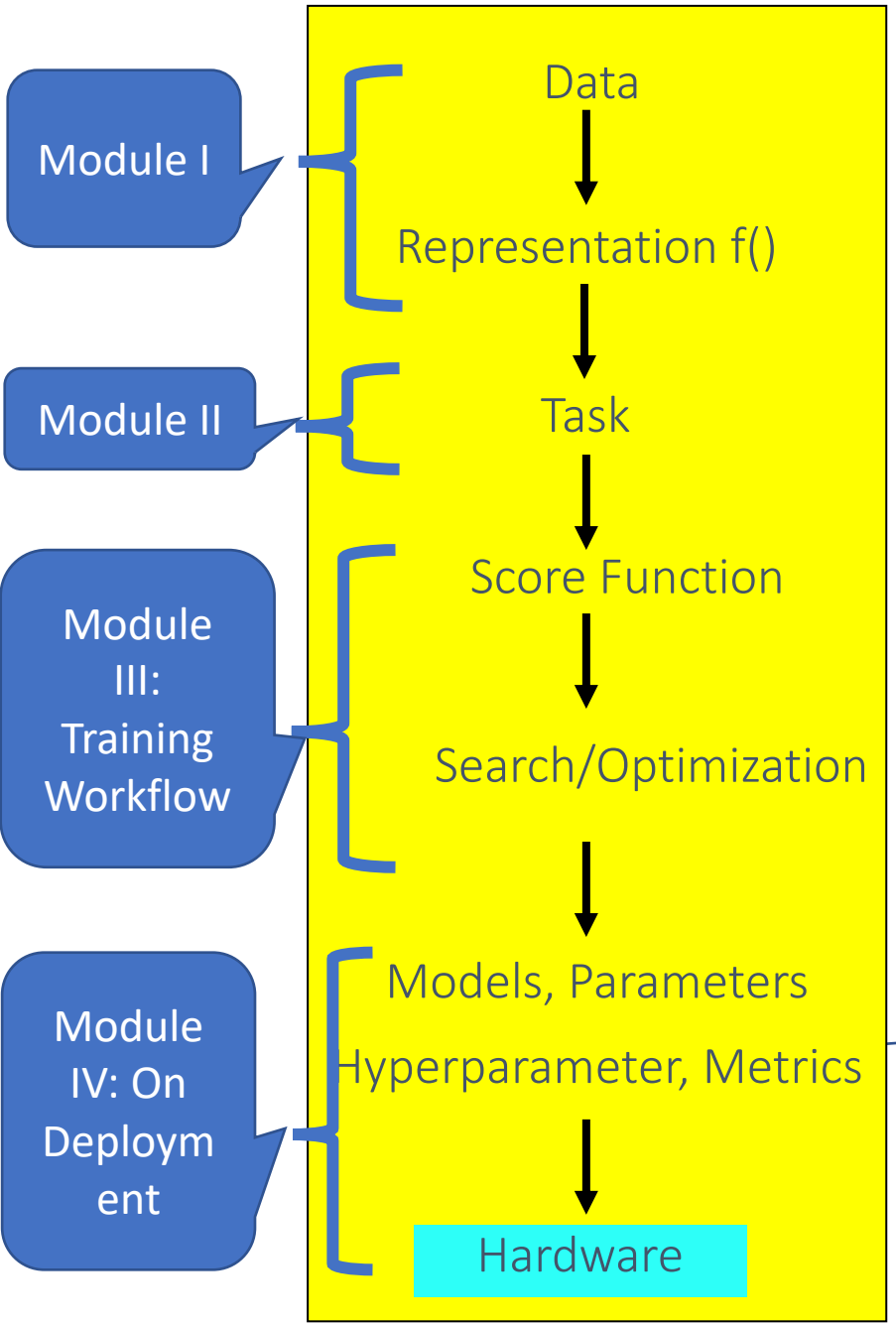
Module IV

Deep Learning in a Nutshell



Selected Trends

https://qdata.github.io/deep2Read/



1. Validate / Evade / Test / Verify
2. Understand DNNs

Recent Trend (9): Robustness / Trustworthiness / Understand / Verify / Test / Evade / Detect Bias / Protect / Manage DNN Models

Validation

Understand DNN

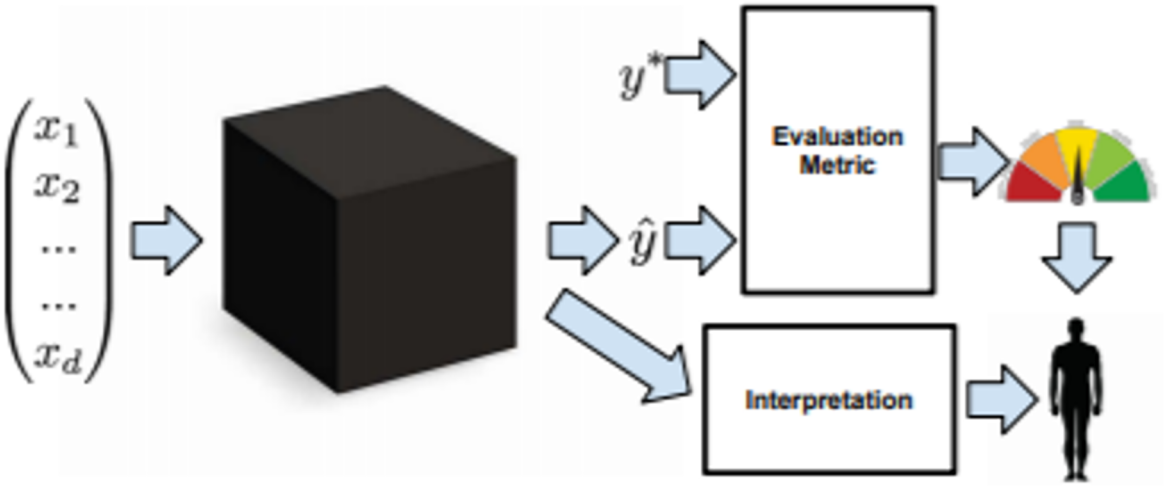
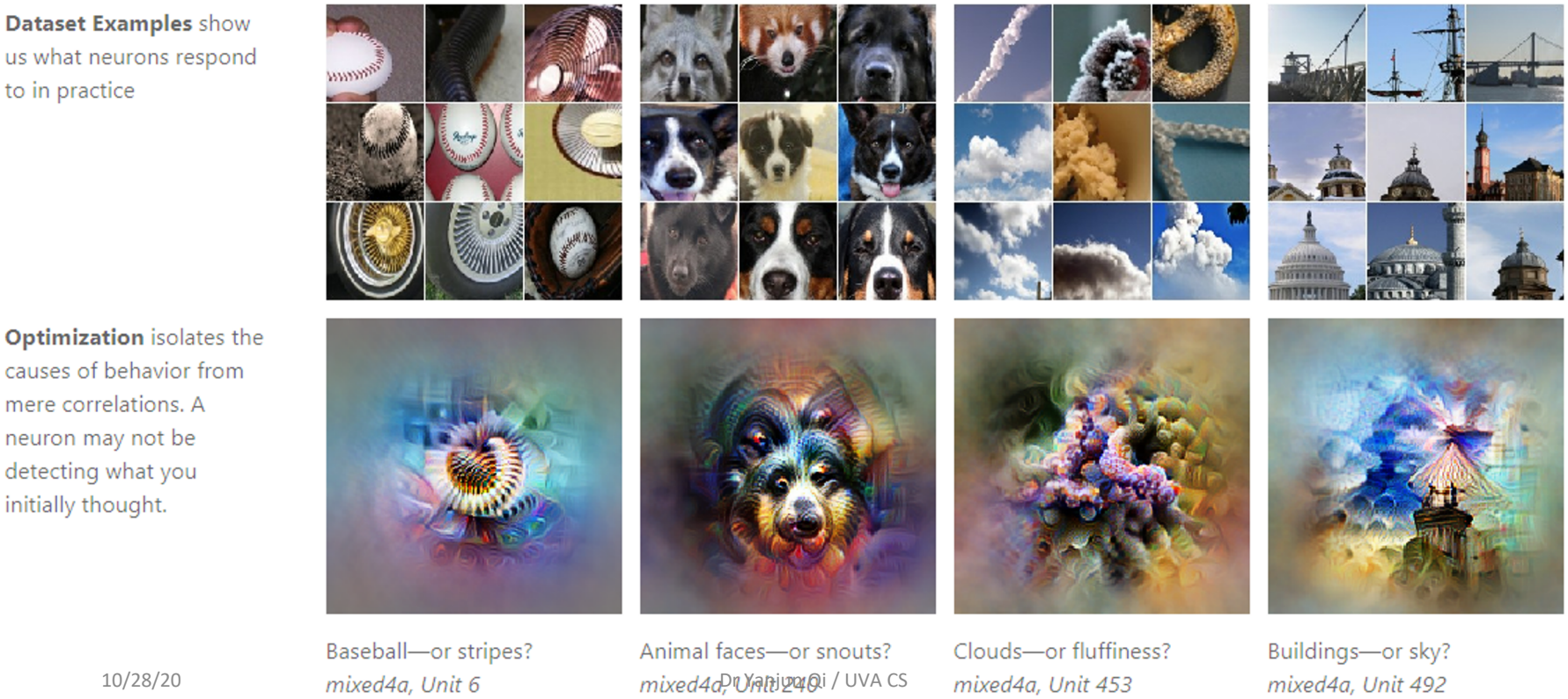


Figure 1. Typically, evaluation metrics require only predictions and *ground truth* labels. When stakeholders additionally demand *interpretability*, we might infer the existence of desiderata that cannot be captured in this fashion.

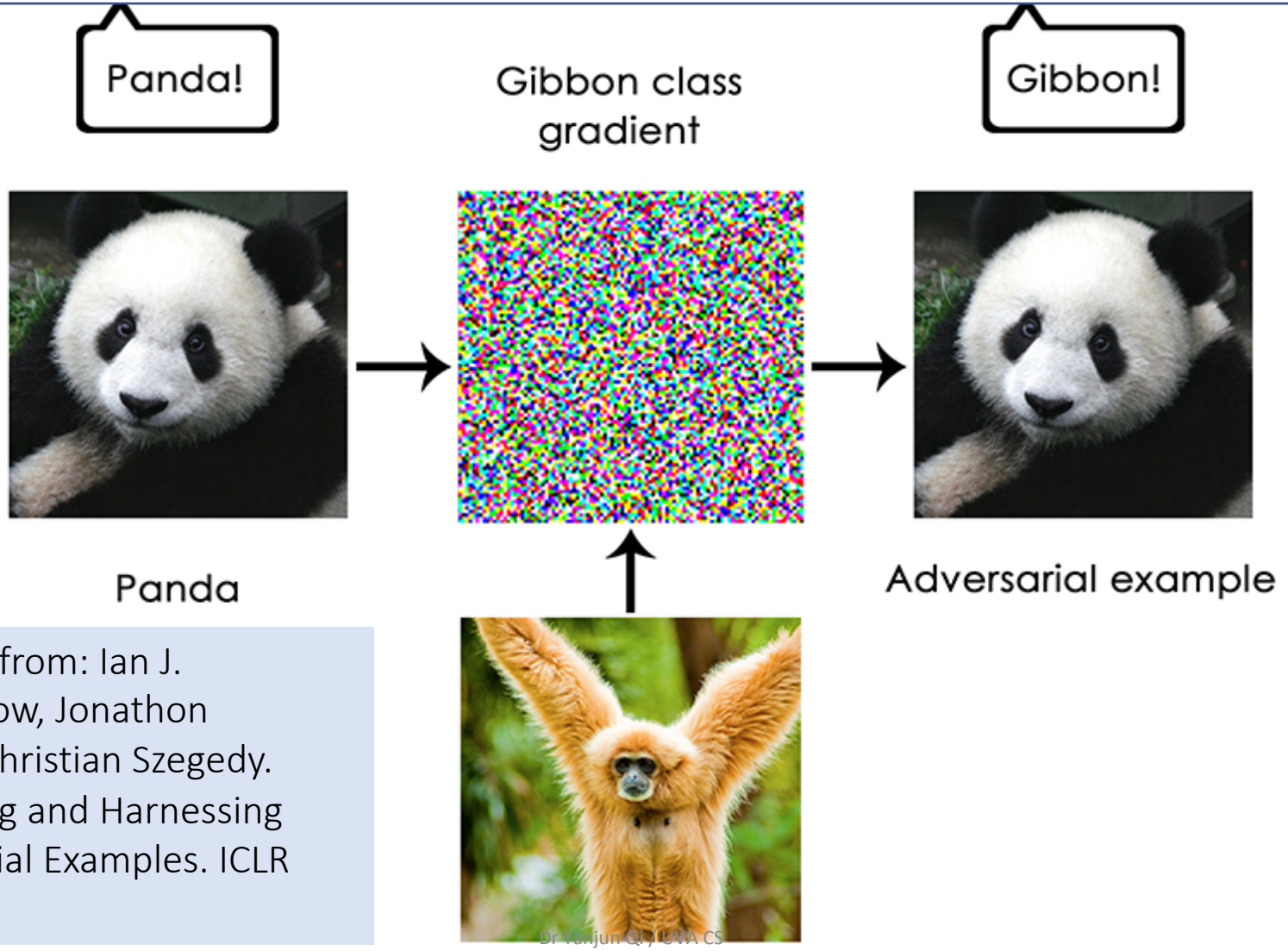
Interpretation Methods: Overview

- Post-hoc explanations
  - Feature visualization
  - Feature attribution
    - Instance-wise vs. model-wide
  - Feature visualization + attribution
  - Training example attribution
- Inherently interpretable models



To Fool DNN, e.g. Adversarial Examples (AE)

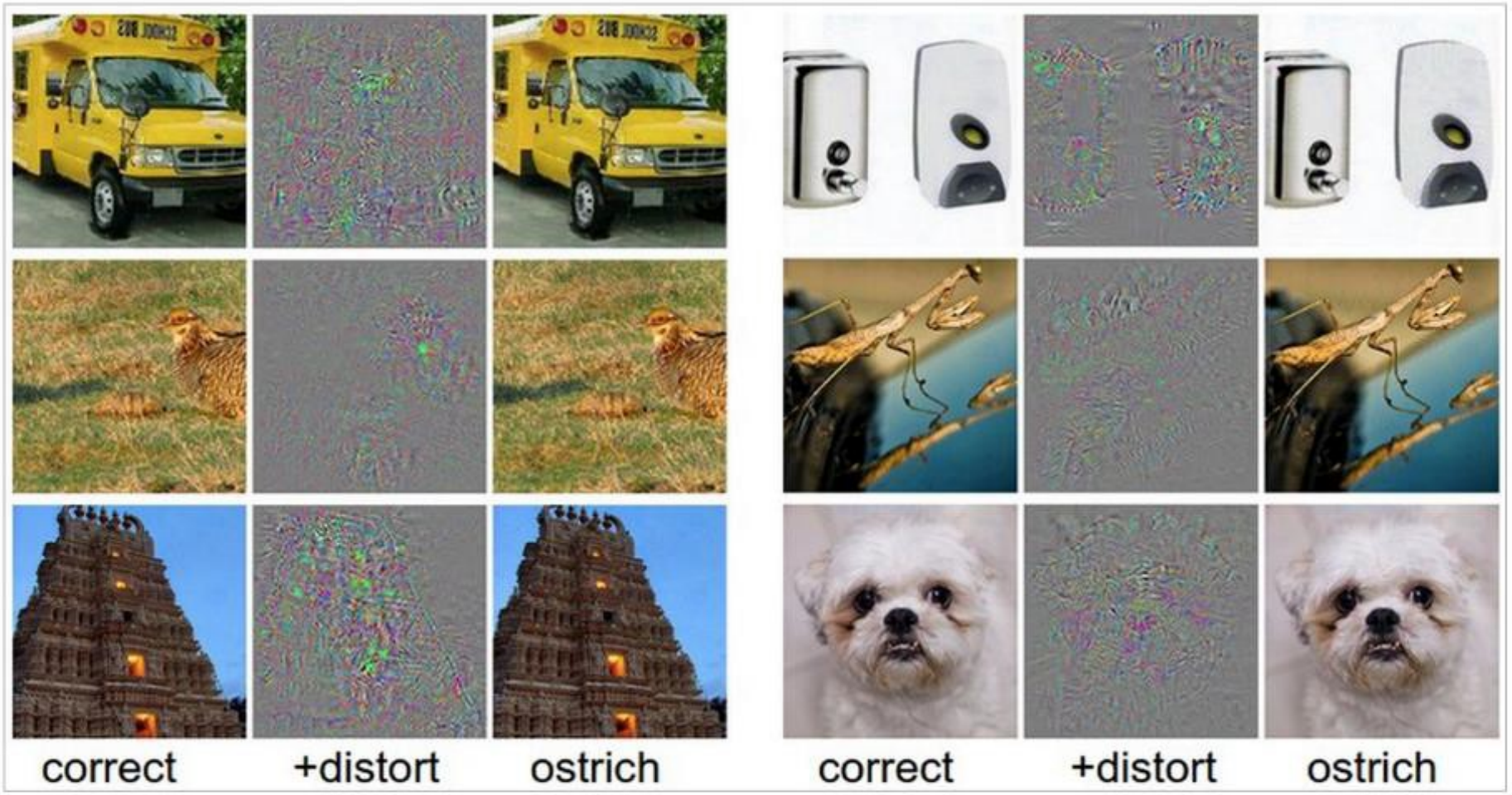
"panda" + $0.007 \times [noise]$ "gibbon"



Example from: Ian J. Goodfellow, Jonathon Shlens, Christian Szegedy. Explaining and Harnessing Adversarial Examples. ICLR 2015.

Francois Chollet - https://blog.keras.io/the-limitations-of-deep-learning.html

Breaking CNNs



Take a correctly classified image (left image in both columns), and add a tiny distortion (middle) to fool the ConvNet with the resulting image (right).

Intriguing properties of neural networks [Szegedy ICLR 2014]

Andrej Karpathy

Verify DNN, e.g. “Reluplex: An efficient SMT solver for verifying deep neural networks.” International Conference on Computer Aided Verification. 2017.

Provably robust?

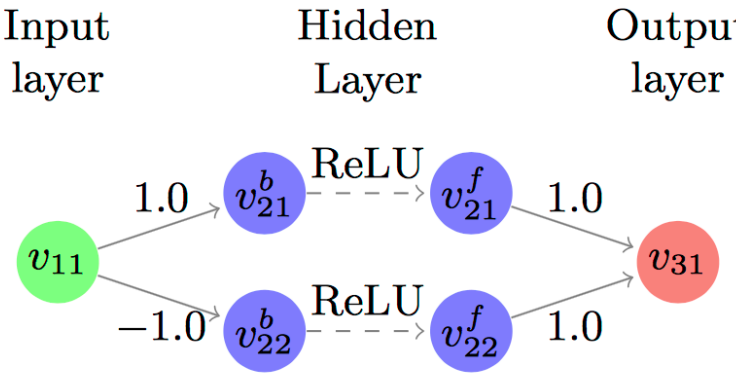
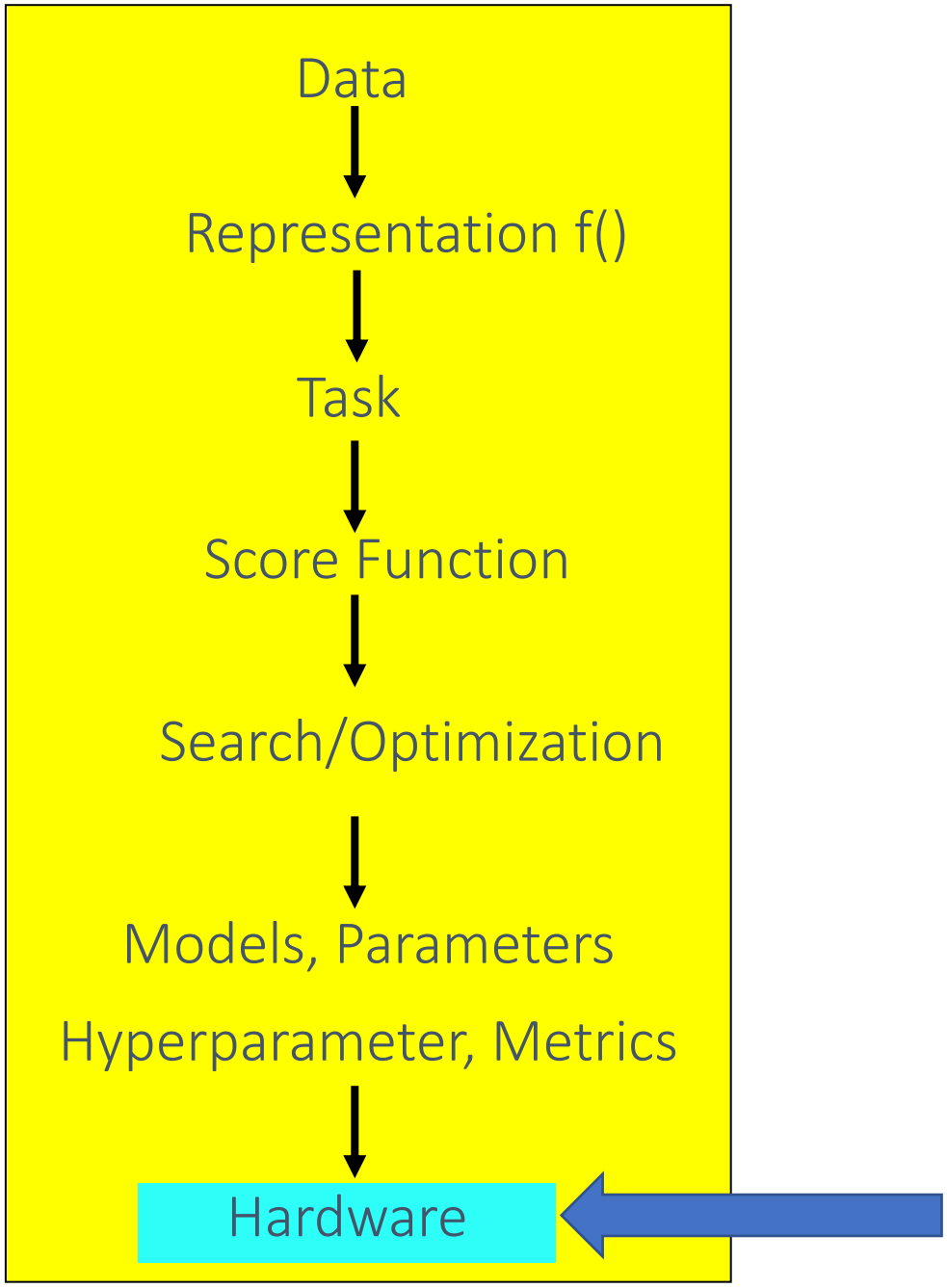


Table 3: Local adversarial robustness tests. All times are in seconds.

	$\delta = 0.1$		$\delta = 0.075$		$\delta = 0.05$		$\delta = 0.025$		$\delta = 0.01$		Total
	Result	Time	Result	Time	Result	Time	Result	Time	Result	Time	Time
Point 1	SAT	135	SAT	239	SAT	24	UNSAT	609	UNSAT	57	1064
Point 2	UNSAT	5880	UNSAT	1167	UNSAT	285	UNSAT	57	UNSAT	5	7394
Point 3	UNSAT	863	UNSAT	436	UNSAT	99	UNSAT	53	UNSAT	1	1452
Point 4	SAT	2	SAT	977	SAT	1168	UNSAT	656	UNSAT	7	2810
Point 5	UNSAT	14560	UNSAT	4344	UNSAT	1331	UNSAT	221	UNSAT	6	20462

Deep Learning in a Nutshell

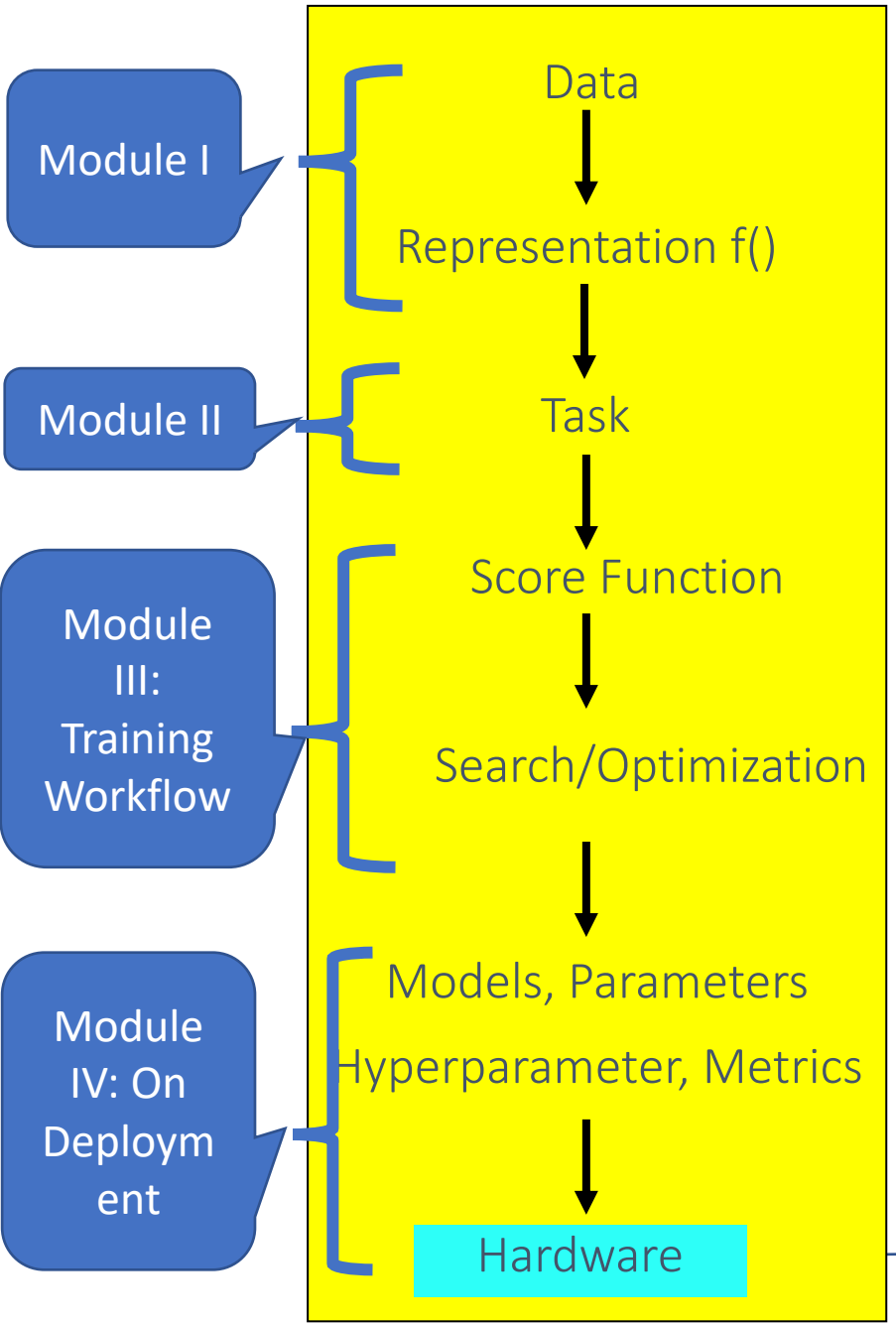


Recent Trend (10): Hardware and DNN

Hardware Adaption

Selected Trends

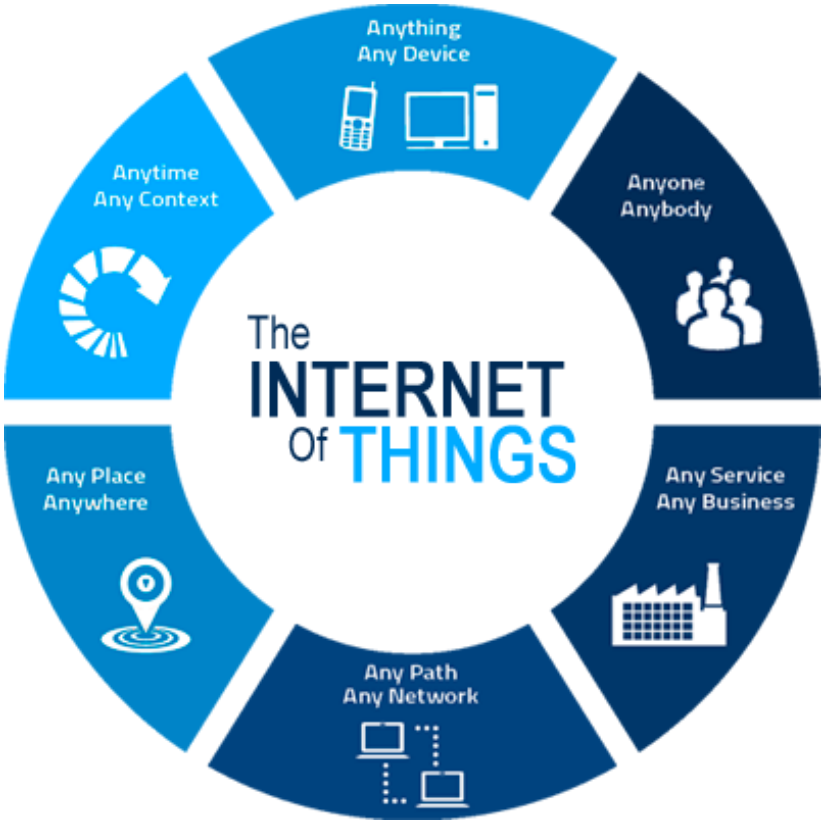
https://qdata.github.io/deep2Read/



1. Model Compression / Efficient Net

Applications –
efficient edge inference on IoT/ mobile devices

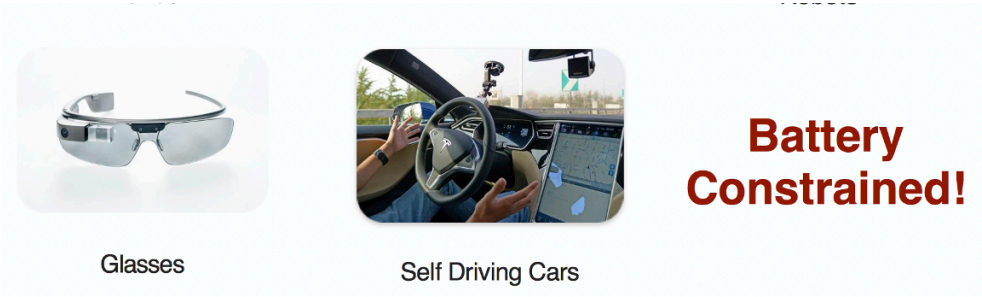
Global IoT spend in manufacturing to reach $70 billion by 2020



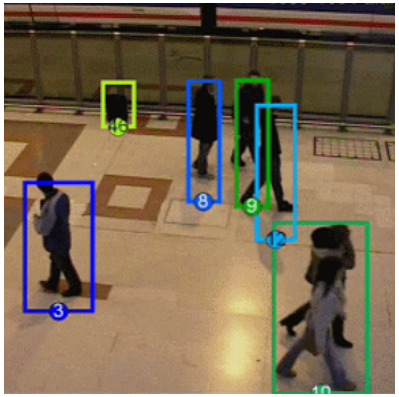
20 billion connected devices by 2020

From GTNEXUS

Applications – efficient edge inference on mobile devices



Object detection



Speech recognition

Language translation

Autonomous decision making

DNN Model Compression Methods: Overview

(a) Model pruning (neurons, filters, kernels, layer)

- Magnitude-based method
  - Iterative pruning + Retraining
  - Pruning with rehabilitation
- Hessian-based method
  - Diagonal Hessian-based method
  - Full Hessian-based method

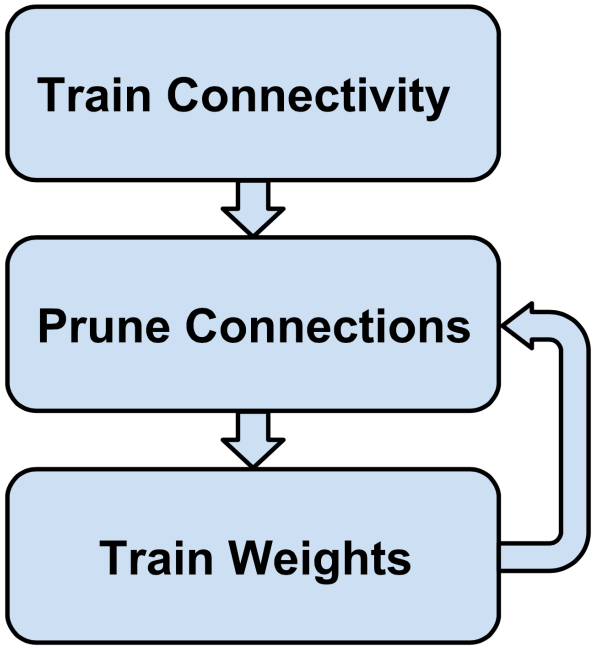
(b) Construct simpler filters / e.g.

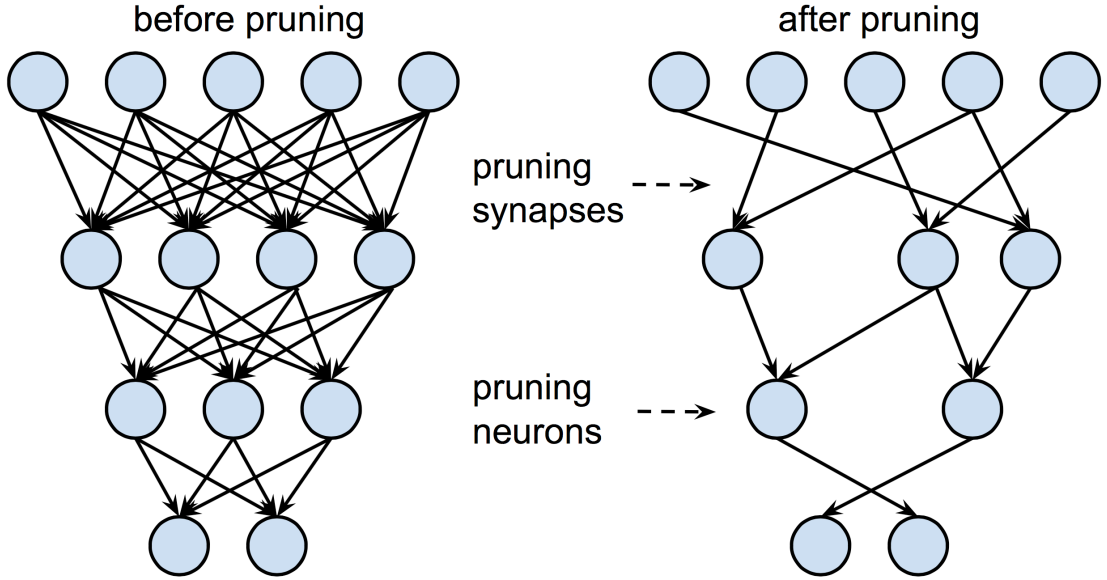
- Decomposition, Matrix Factorization , Singular Value Decomposition (SVD)
- Flattened Convolutions

(c) Quantization of activations, weights, and even gradients.

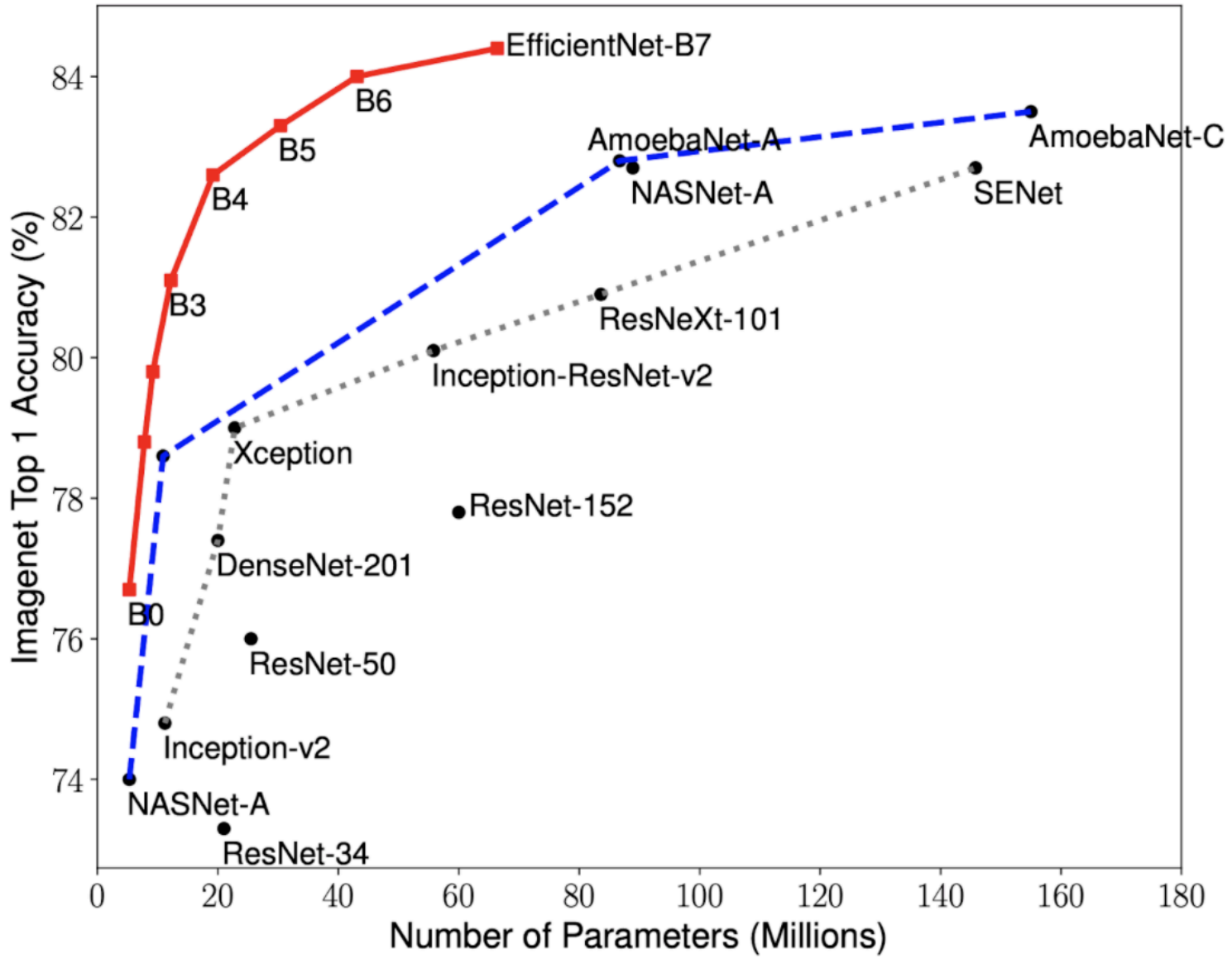
- Full Quantization
  - Fixed-point format
  - Code book
- Quantization with full-precision copy

For example: Magnitude-based method: Iterative Pruning + Retraining



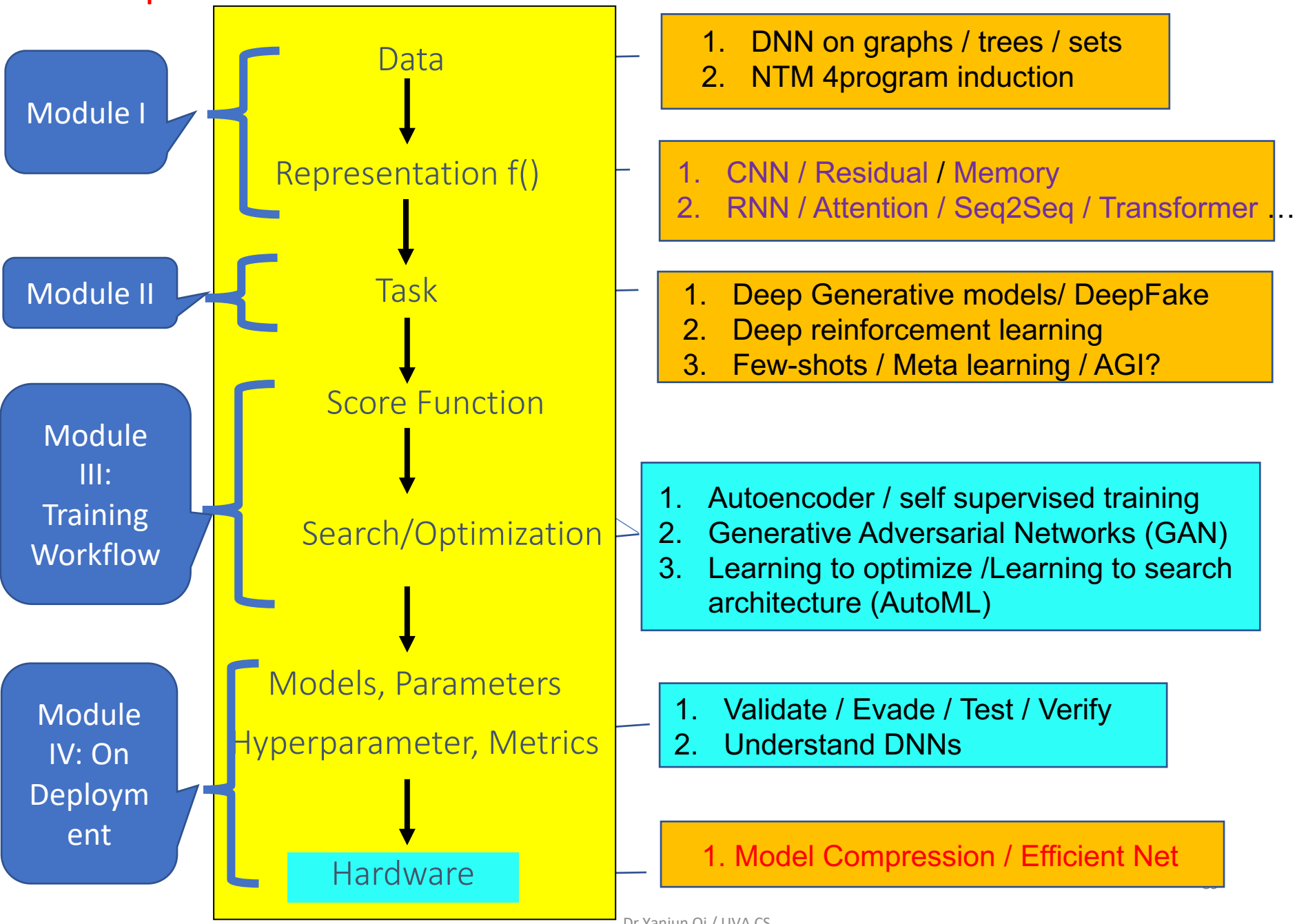


Han, Song, et al. "Learning both weights and connections for efficient neural network." NIPS. 2015.



https://ai.googleblog.com/2019/05/efficientnet-improving-accuracy-and.html

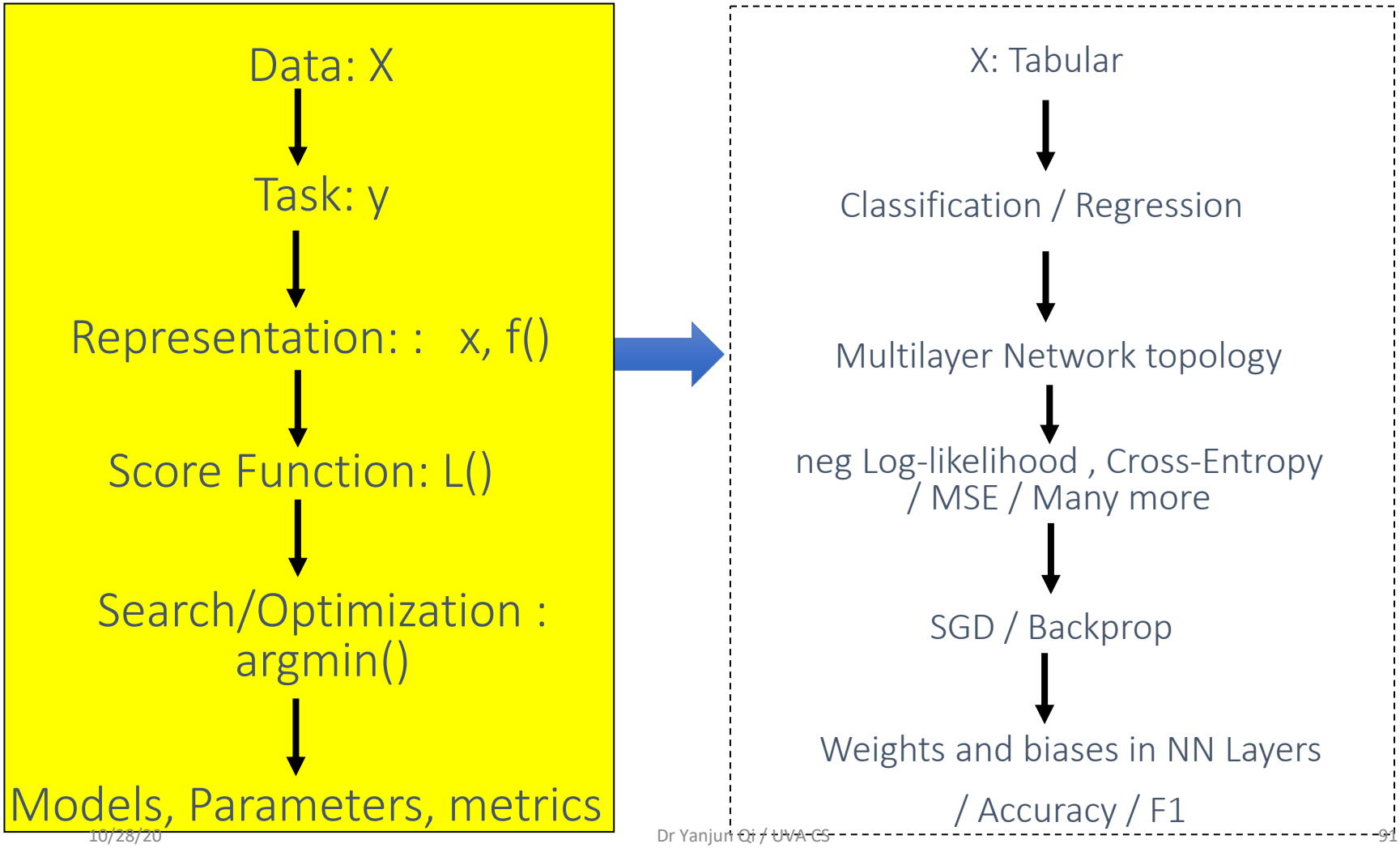
Recap: Selected Trends https://qdata.github.io/deep2Read/



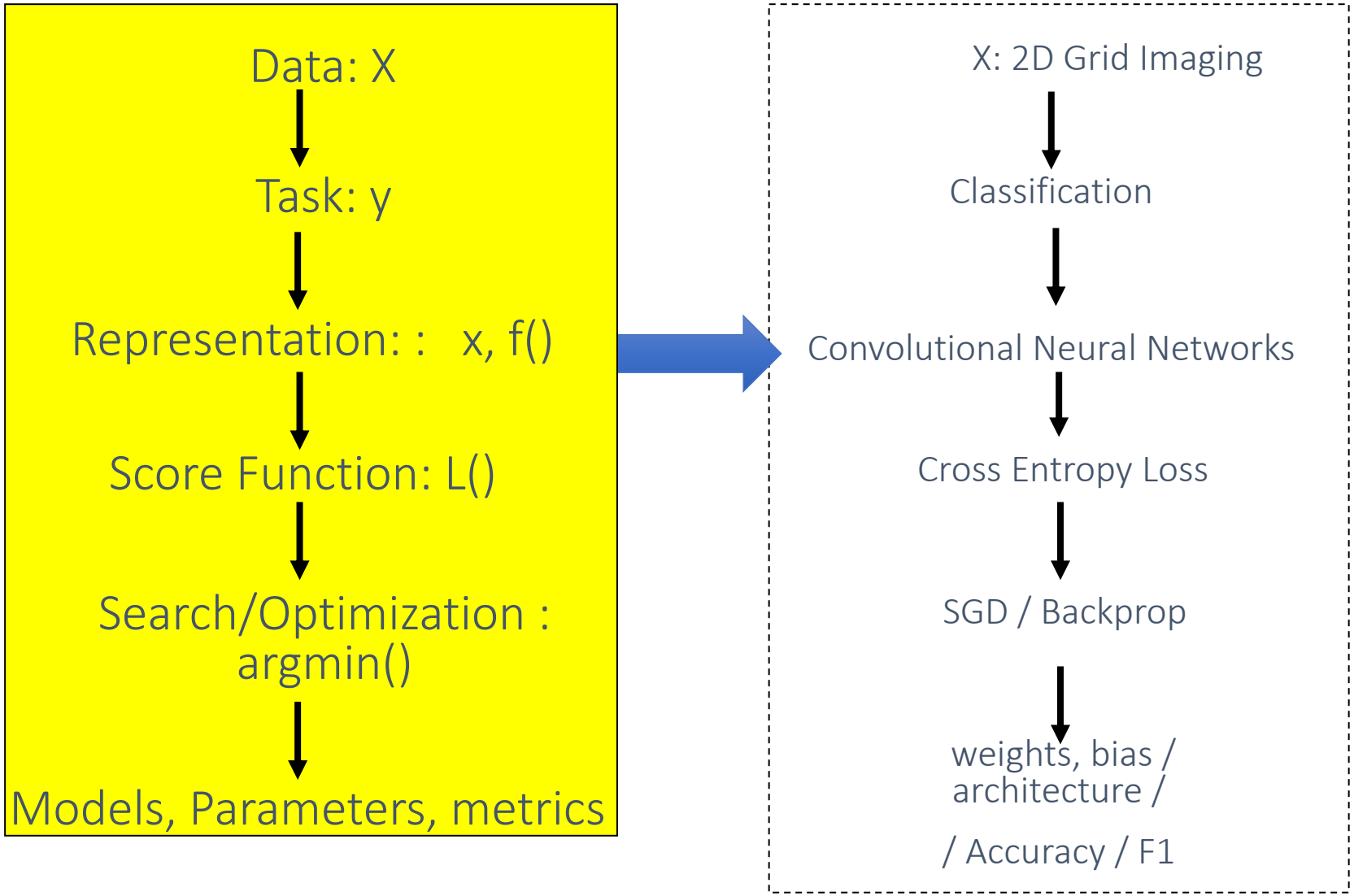
References

- Dr. Yann Lecun's deep learning tutorials
- Dr. Li Deng's ICML 2014 Deep Learning Tutorial
- Dr. Kai Yu's deep learning tutorial
- Dr. Rob Fergus' deep learning tutorial
- Prof. Nando de Freitas' slides
- Olivier Grisel's talk at Paris Data Geeks / Open World Forum
- Hastie, Trevor, et al. *The elements of statistical learning*. Vol. 2. No. 1. New York: Springer, 2009.
- Dr. Hung-yi Lee's CNN slides
- NIPS 2017 DL Trend Tutorial

Recap: Basic MLP Neural Network Models



Recap: Convolutional Network Models on 2D Grid / Image



Recap: Auto Encoder