

# DEEP LEARNING BASICS

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Prof. Jae Young Choi

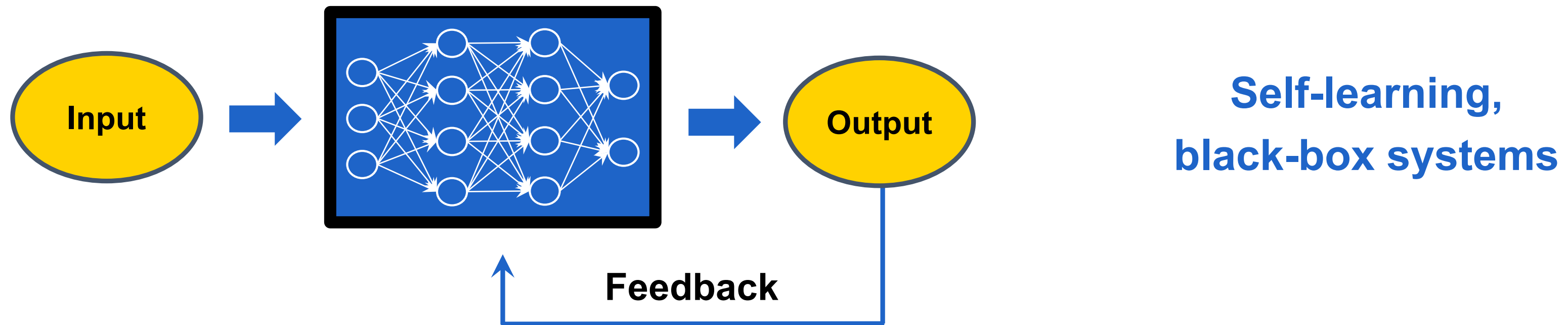


한국외국어대학교  
HANKUK UNIVERSITY OF FOREIGN STUDIES

# DEEP LEARNING BASICS

# DEEP MACHINE LEARNING

- **Algorithms able to automatically construct expert knowledge**
  - typically by applying artificial neural networks (NNs) to huge amounts of data



- **Alternative to manual construction of expert knowledge**
  - time consuming and thus expensive

# POPULARITY OF DEEP LEARNING



Geoff Hinton



Andrew Ng



Yann LeCun



Yoshua Bengio

**Intel** is paying more than **\$400 million** to buy deep-learning startup Nervana Systems (Aug 2016)

**Apple** Acquires Machine Learning Startup Turi For **\$200 Million** (Aug 2016)

**Google** Acquires Artificial Intelligence Startup DeepMind For More Than **\$500M** (Dec 2014)

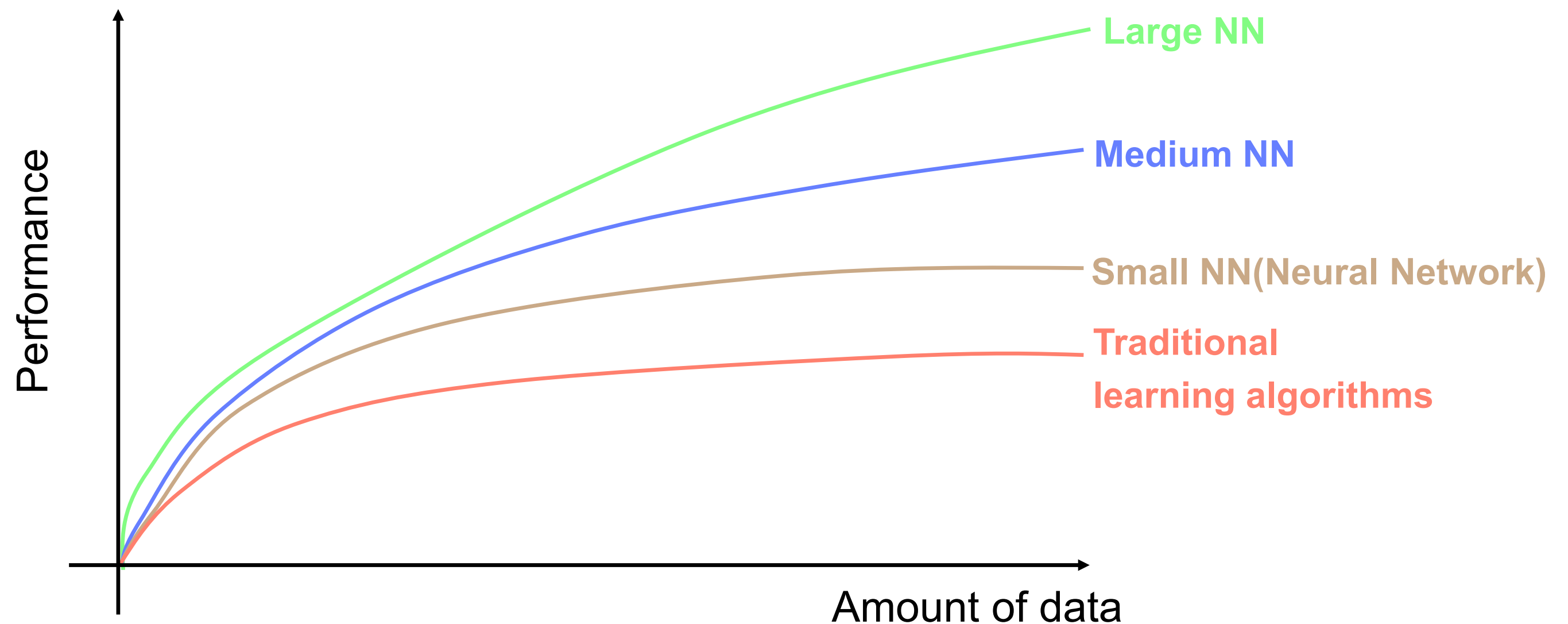
Deep Learning Enterprise Software Spending to Surpass **\$40 Billion** Worldwide by 2024 (May 2016)

**Twitter** pays up to **\$150M** for Magic Pony Technology, which uses neural networks to improve images (Jun 2016)

# WHY DEEP LEARNING?

- **Availability of cheap and massive computational power**
  - GPU computing
  - cloud computing
- **Availability of large data sets**
  - social media applications
  - sensor output (Internet of Things / Internet of Services)
- **New algorithmic techniques**
  - dropout
  - rectified linear units (ReLU)
  - Layer-wise training

# SCALE DRIVING DEEP LEARNING PROGRESS



# THE RISE OF END-TO-END LEARNING

Learning with integer or real-valued outputs:

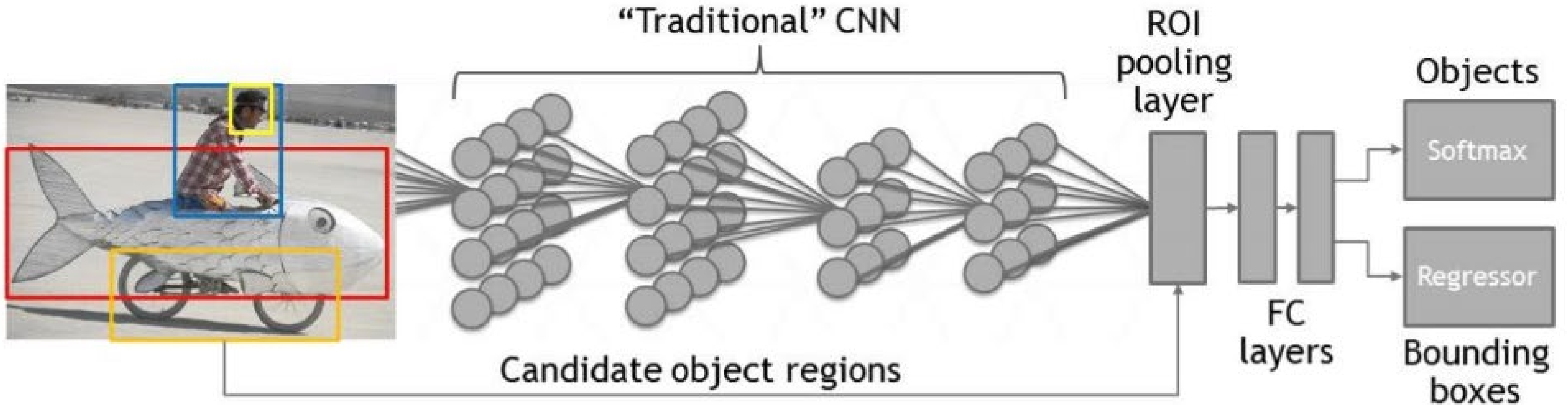
Problem	X	Y
Spam classification	Email	Spam/Not spam(0/1)
Image recognition	Image	Integer label
Housing price prediction	Features of house	Price in dollars
Product recommendation	Product & user features	Chance of purchase

Learning with complex (e.g., string valued) outputs:

Problem	X	Y	Example
Image captioning	Image	Text	Mao et al., 2014
Machine translation	English text	French text	Suskever et al., 2014
Question answering	(Text,Question) pair	Answer text	Bordes et al., 2015
Speech recognition	Audio	Transcription	Hannun et al., 2015
TTS(Texture-To-Speech)	Text features	Audio	van der Oord et al., 2016

# THE RISE OF END-TO-END LEARNING

## EXAMPLE APPLICATIONS : LOCALIZATION



(Fast) Region based Convolutional Networks (R-CNN)

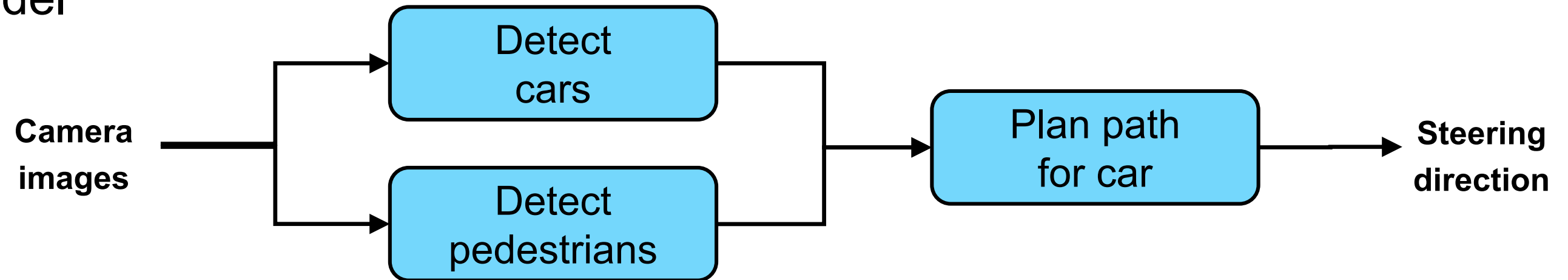
Ross Girshick, Microsoft Research

<https://github.com/rbgirshick/fast-rcnn>

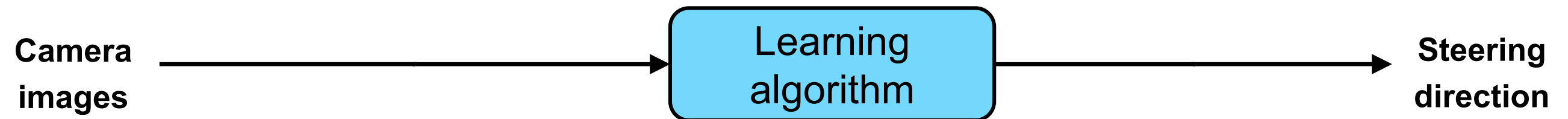


# END-TO-END LEARNING: AUTONOMOUS DRIVING

## Traditional model



## End-to-end learning



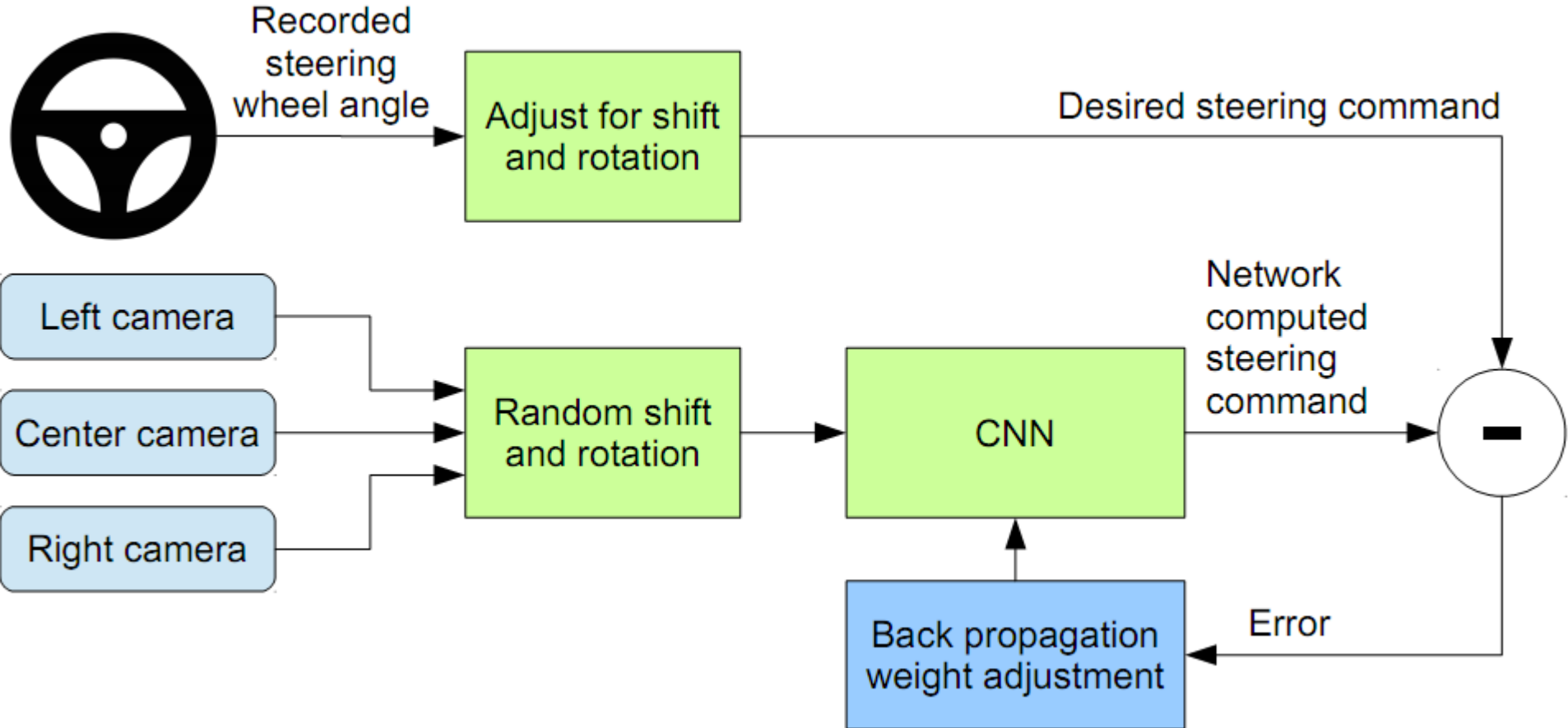
Given the safety-critical requirement of autonomous driving and thus the need for extremely high levels of accuracy, a pure end-to-end approach is still challenging to get to work

End-to-end works only when you have enough (x,y) data to learn function of needed level of complexity

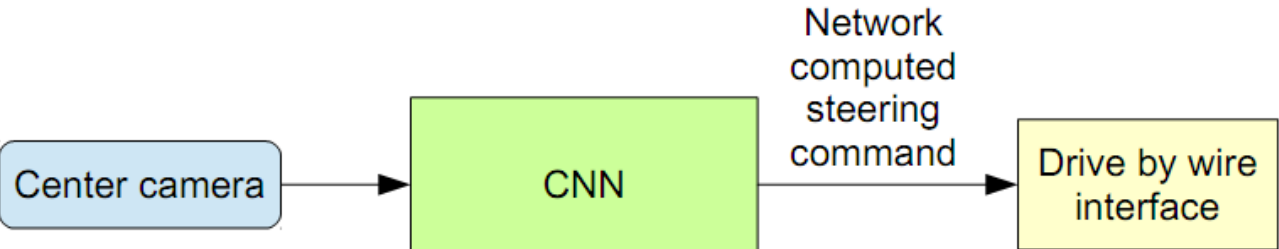
# END-TO-END LEARNING: AUTONOMOUS DRIVING



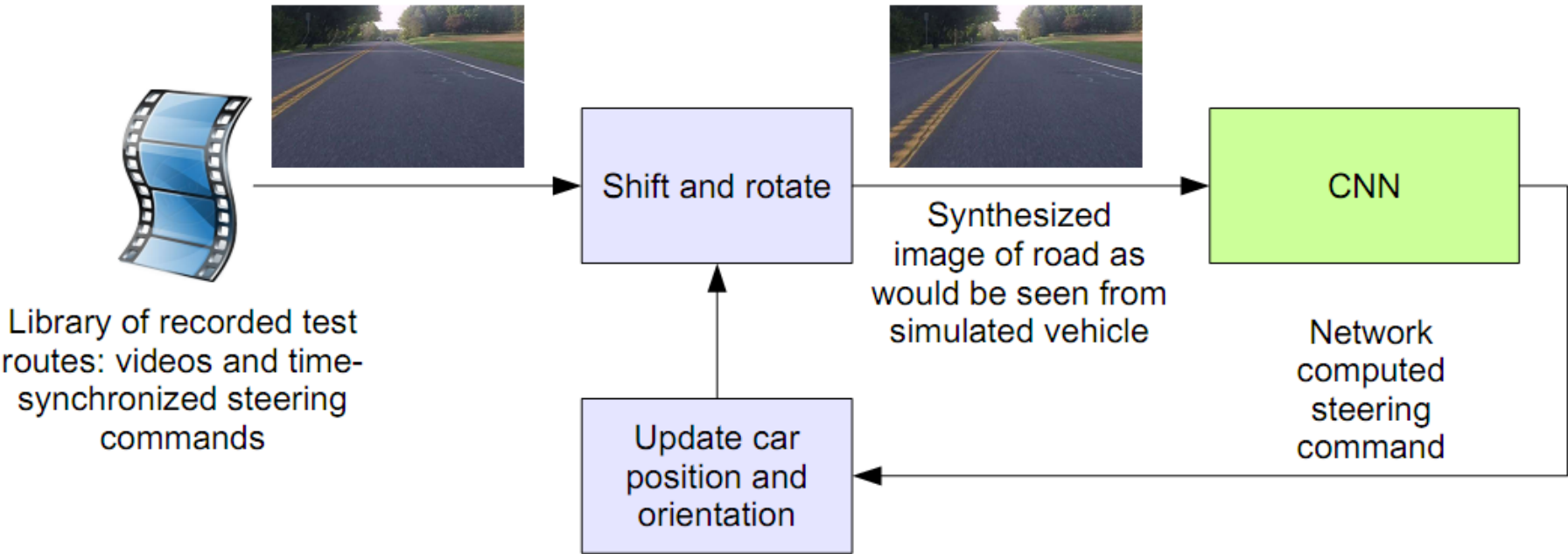
End to End Learnin for Self-Driving Cars.PDF



Training convolutional neural network



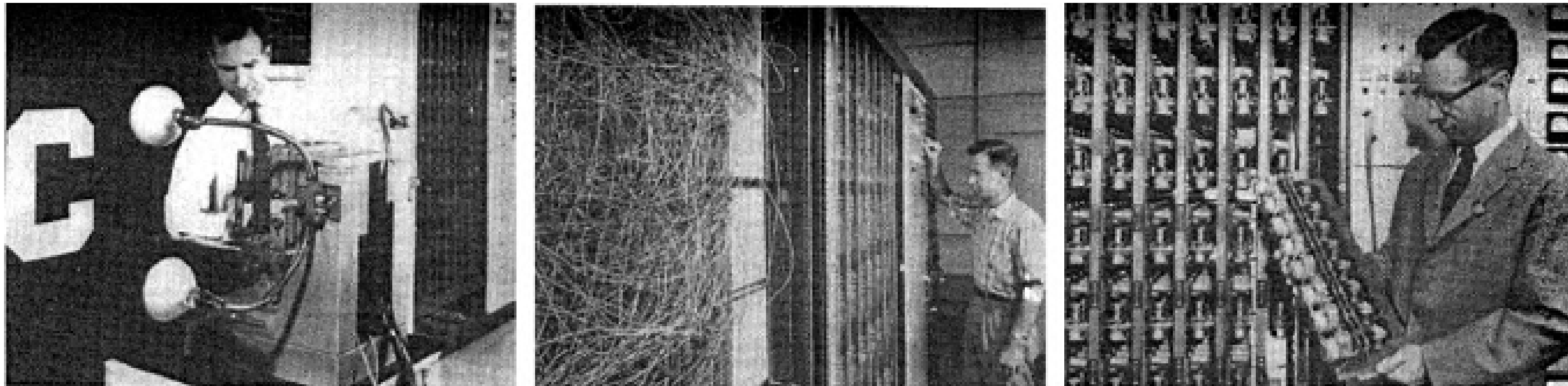
Trained network is used to generate steering commands



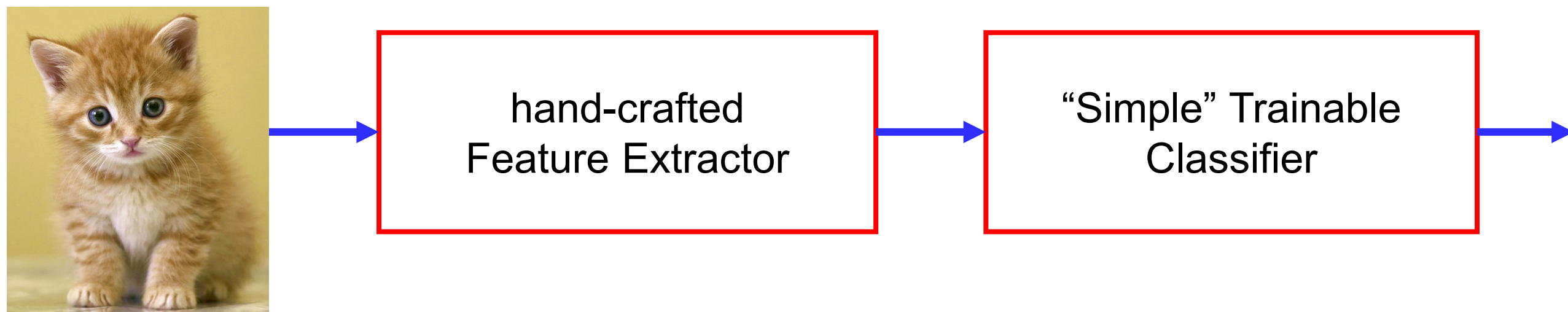
Driver simulator

# Neuroscience inspired early works on Machine Learning & AI

- ◆ The perceptron (Frank Rosenblatt at Cornell University, 1957)

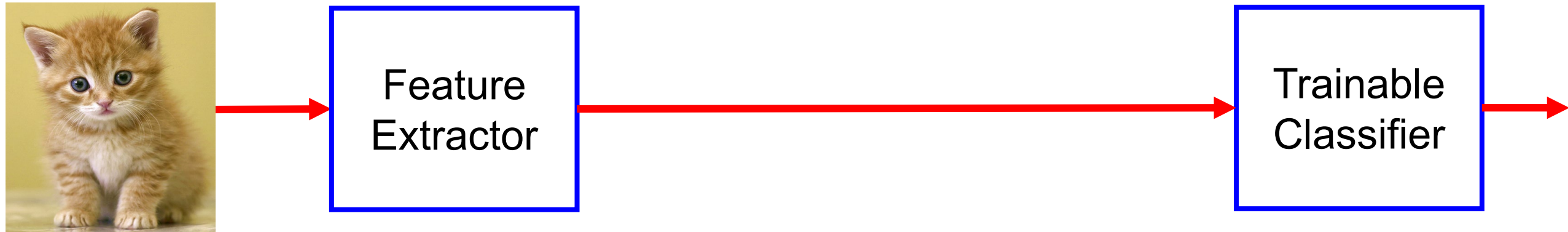


- ◆ The traditional model of pattern recognition (since the late 50's)
  - Fixed/engineered features (or fixed kernel) + trainable classifier

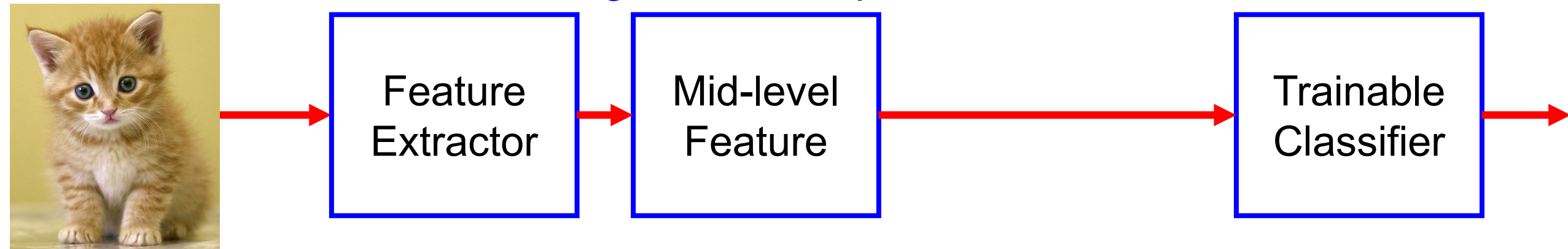


# Deep Learning = The entire Machine is Trainable

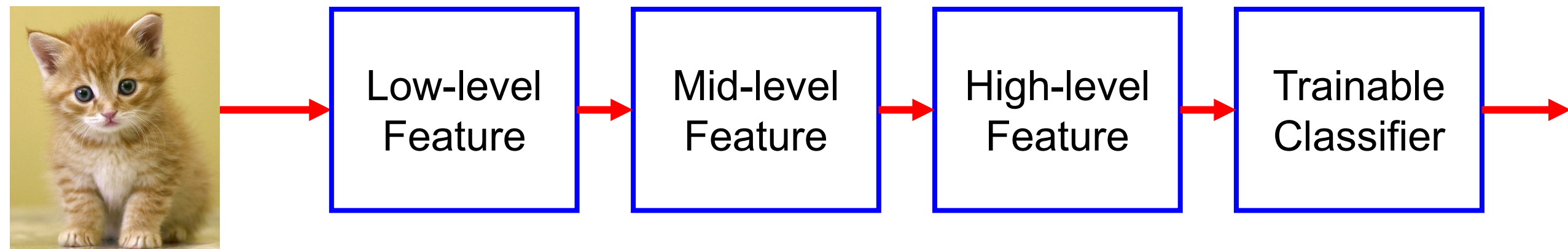
- ◆ Traditional Pattern Recognition: Fixed/Handcrafted Feature Extractor



- ◆ Mainstream Modern Pattern Recognition: Unsupervised mid-level feature



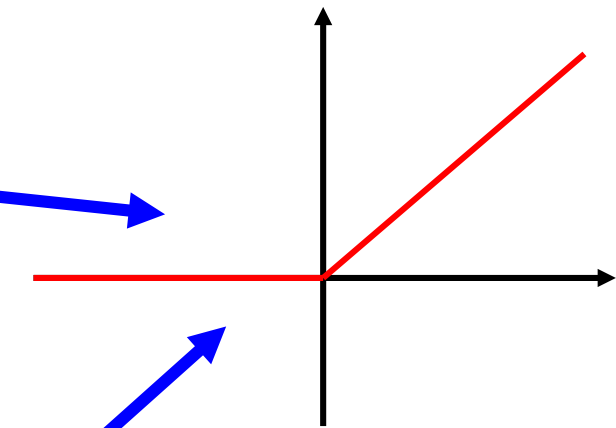
- ◆ Deep Learning: Representations are hierarchical and trained



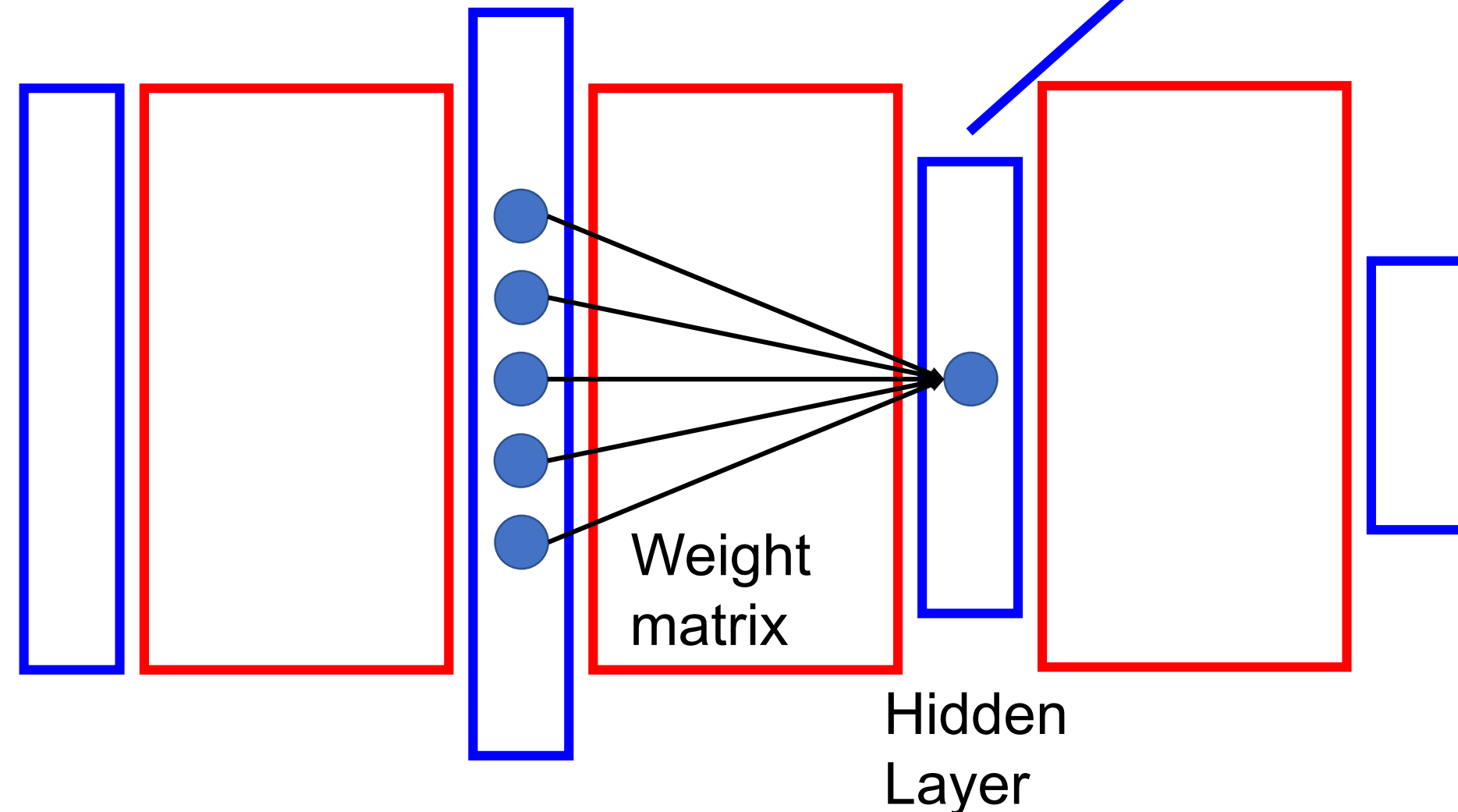
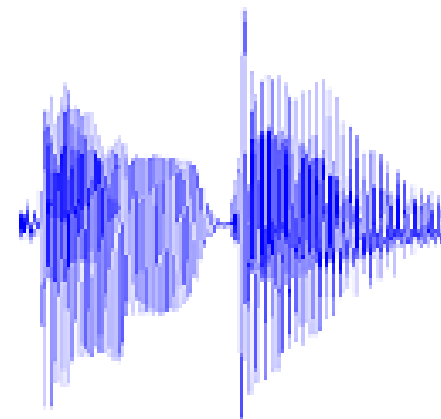
# Multi-Layer Neural Nets

- Multiple Layers of **simple units**
- Each units computes a **weighted sum** of its inputs
- Weighted sum is passed through a **non-linear** function
- The learning algorithm changes the **weights**

$$\text{ReLU}(x) = \max(x, 0)$$



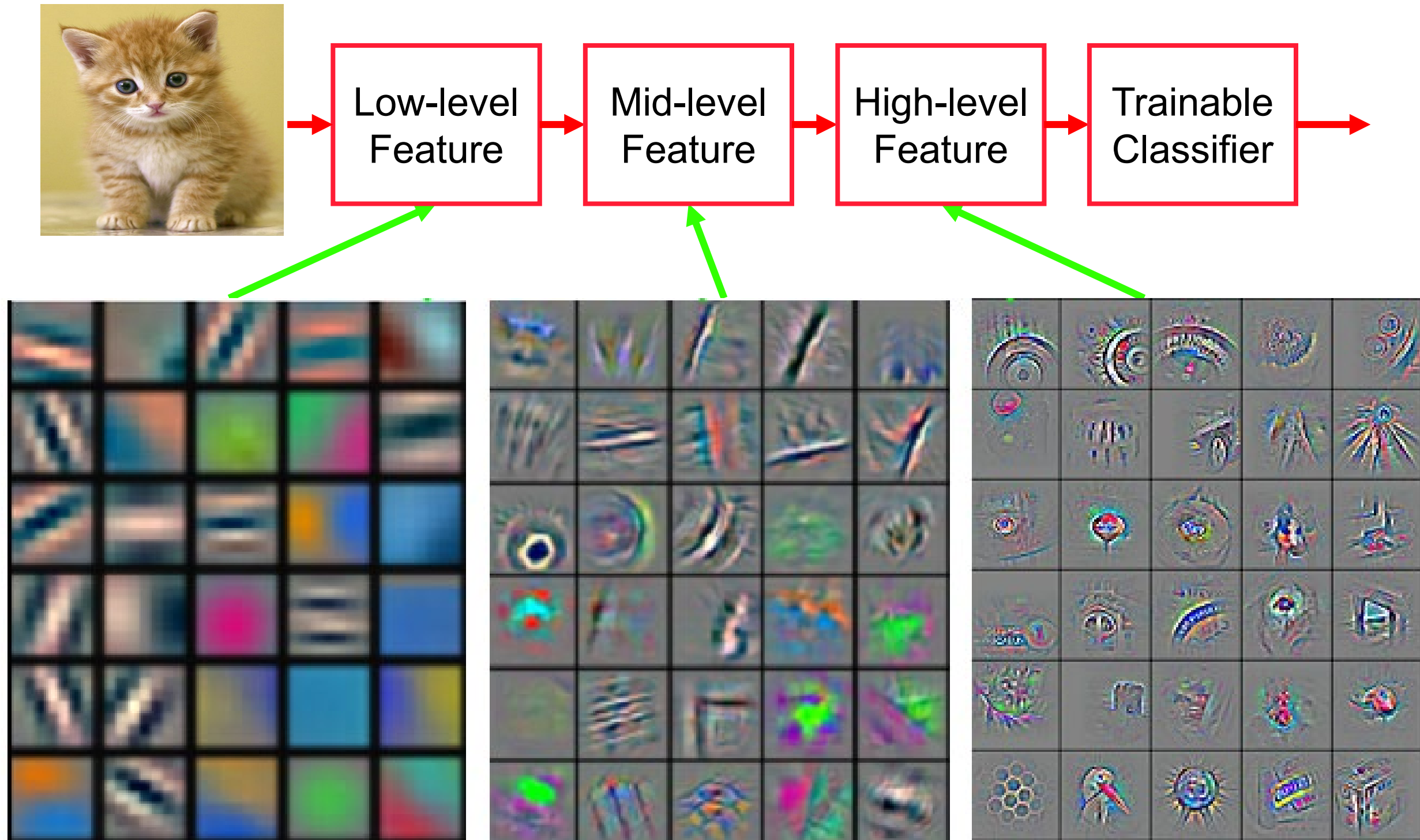
Ceci est une voiture





# Deep Learning = Learning Hierarchical Representations

◆ It's **deep** if it has **more than one stage** of non-linear feature transformation

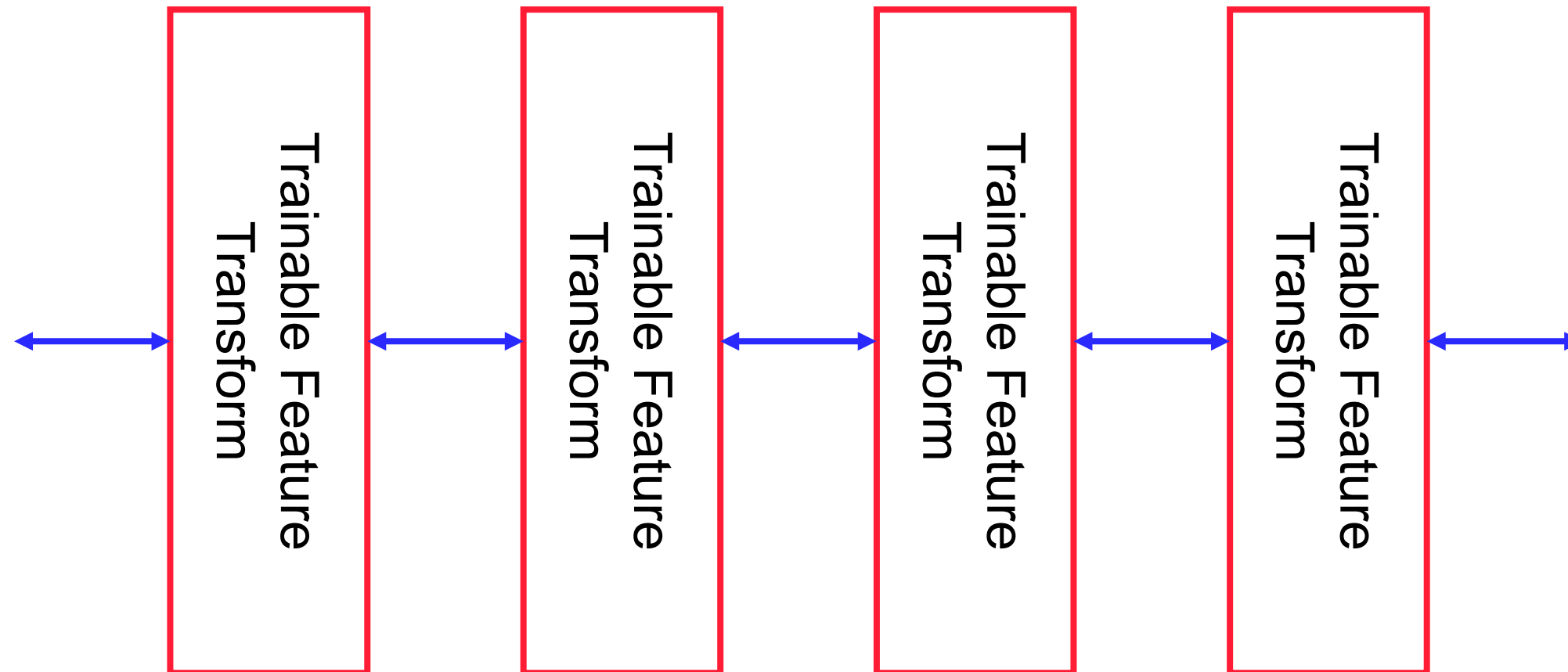


Feature visualization of convolutional net trained on ImageNet from [Zeiler & Fergus 2013]

Slide credit: Y. LeCun

# Trainable Feature Hierarchy

- 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 → phoneme → word

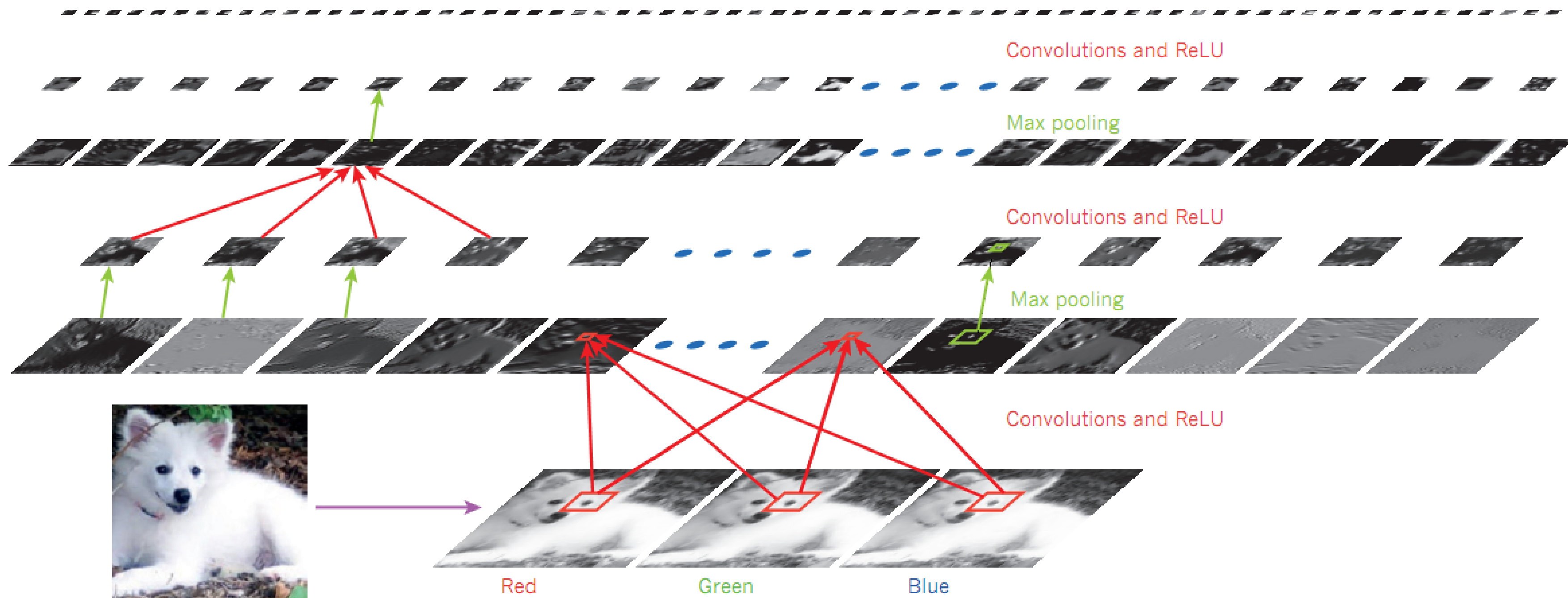


# Milestone Paper for Deep Learning

Article *in Nature*



2015-lecun.pdf



Inside a convolutional network



# Milestone Paper for Deep Learning

Article *in Nature*

