

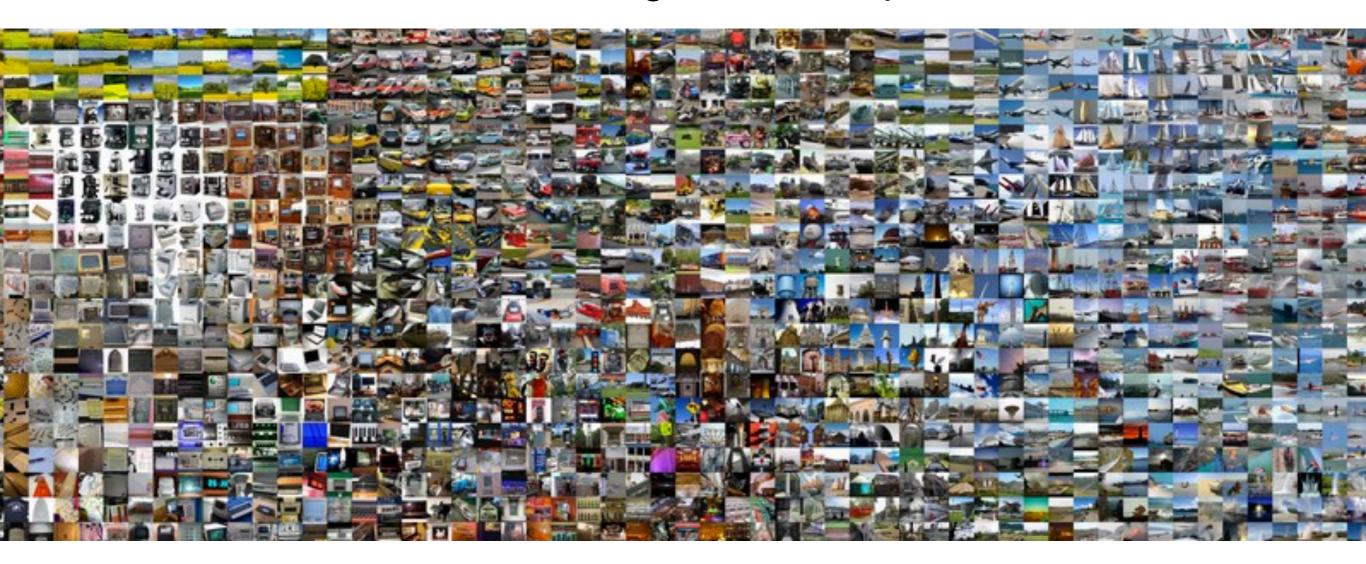
95-865: Introduction to Neural Nets and Deep Learning

George Chen

A few slides are by Phillip Isola



Over 10 million images, 1000 object classes



2011: Traditional computer vision achieves accuracy ~74%

2012: Initial deep neural network approach accuracy ~84%

2015 onwards: Deep learning achieves accuracy 96%+

Russakovsky et al. ImageNet Large Scale Visual Recognition Challenge. IJCV 2015.

Deep Learning Takeover

Academia:

- Top computer vision conferences (CVPR, ICCV, ECCV) are now nearly all about deep learning
- Top machine learning conferences (ICML, NIPS) have heavily been taken over by deep learning

Heavily dominated by industry now!

Extremely useful in practice:

- Near human level image classification (including handwritten digit recognition)
- Near human level speech recognition
- Improvements in machine translation, text-to-speech
- Self-driving cars
- Better than humans at playing Go



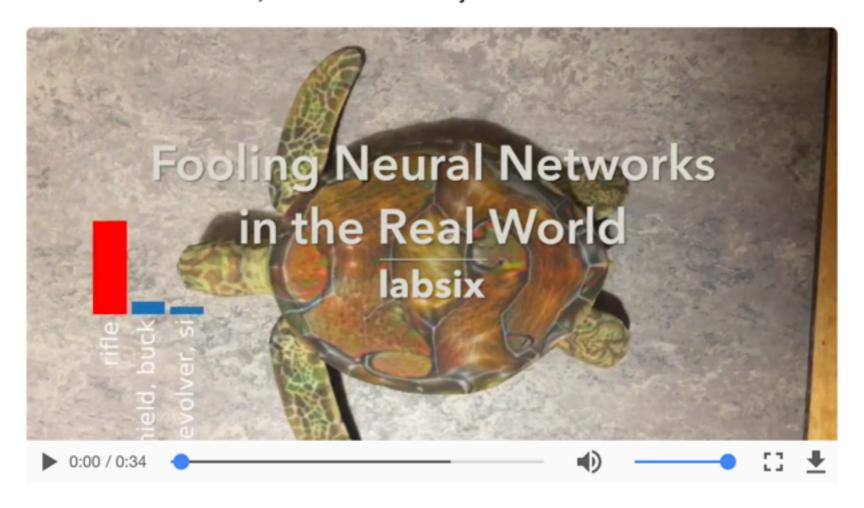


Is it all hype?

Fooling Neural Networks in the Physical World with 3D Adversarial Objects

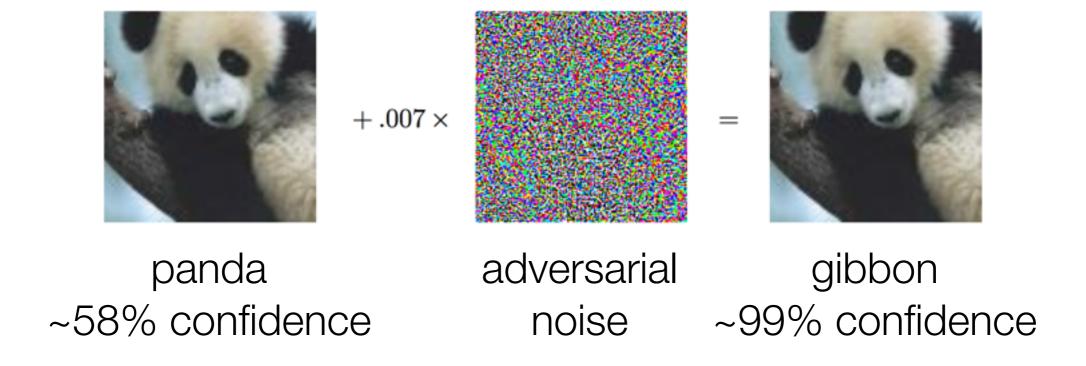
31 Oct 2017 · 3 min read — shared on Hacker News, Lobsters, Reddit, Twitter

We've developed an approach to generate 3D adversarial objects that reliably fool neural networks in the real world, no matter how the objects are looked at.



Neural network based classifiers reach near-human performance in many tasks, and they're used in high risk, real world systems. Yet, these same neural networks are particularly vulnerable to *adversarial examples*, carefully perturbed inputs that cause

Source: labsix



Source: Goodfellow, Shlens, and Szegedy. Explaining and Harnessing Adversarial Examples. ICLR 2015.



Source: Gizmodo article "This Neural Network's Hilariously Bad Image Descriptions Are Still Advanced Al". September 16, 2015. (They're using the NeuralTalk image-to-caption software.)

Another Al Winter?

~1970's: First Al winter over symbolic Al

~1980's: Second Al winter over "expert systems"

Every time: Lots of hype, explosion in funding, then bubble bursts



Michael Jordan Follow

Michael I. Jordan is a Professor in the Department of Electrical Engineering and Computer Sciences and the Department of Statistics at UC Berkeley.

Apr 18 - 16 min read

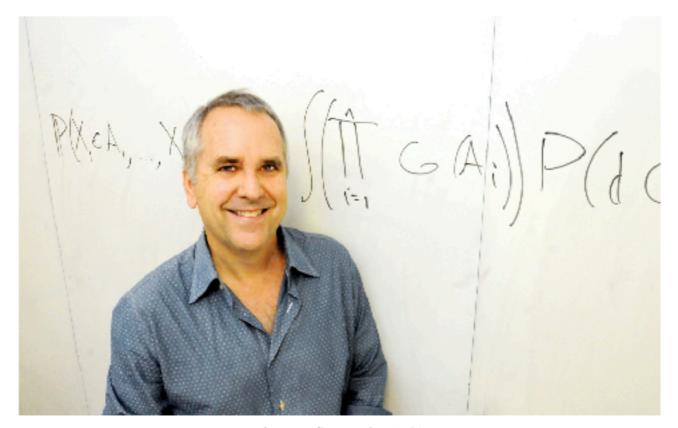


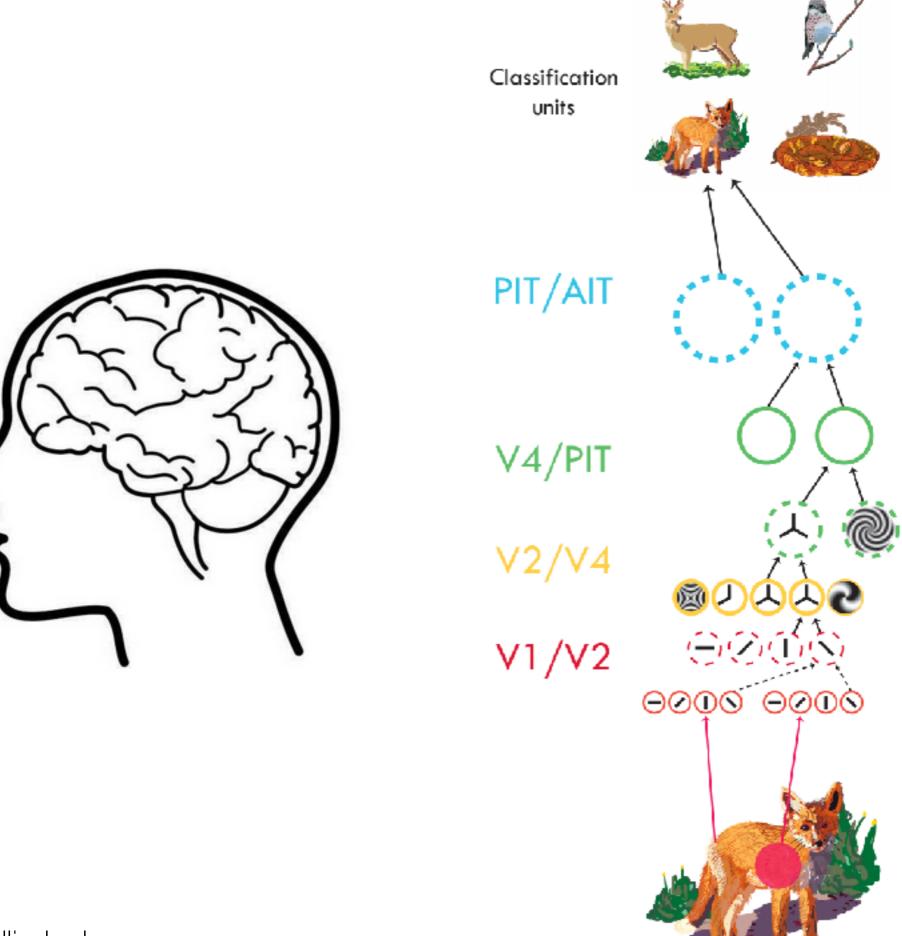
Photo credit: Peg Skorpinski

Artificial Intelligence—The Revolution Hasn't Happened Yet

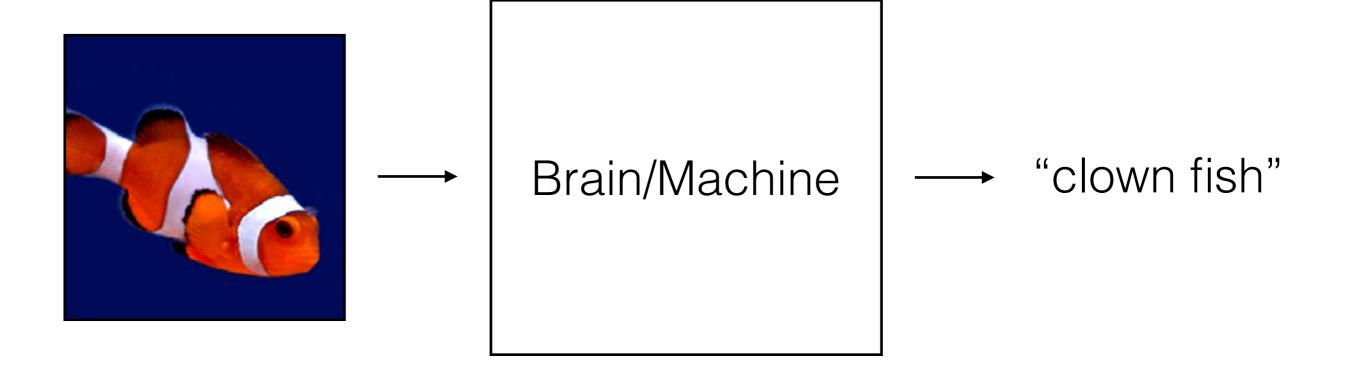
Artificial Intelligence (AI) is the mantra of the current era. The phrase is intoned by technologists, academicians, journalists and venture capitalists

https://medium.com/@mijordan3/artificial-intelligence-the-revolution-hasnt-happened-yet-5e1d5812e1e7

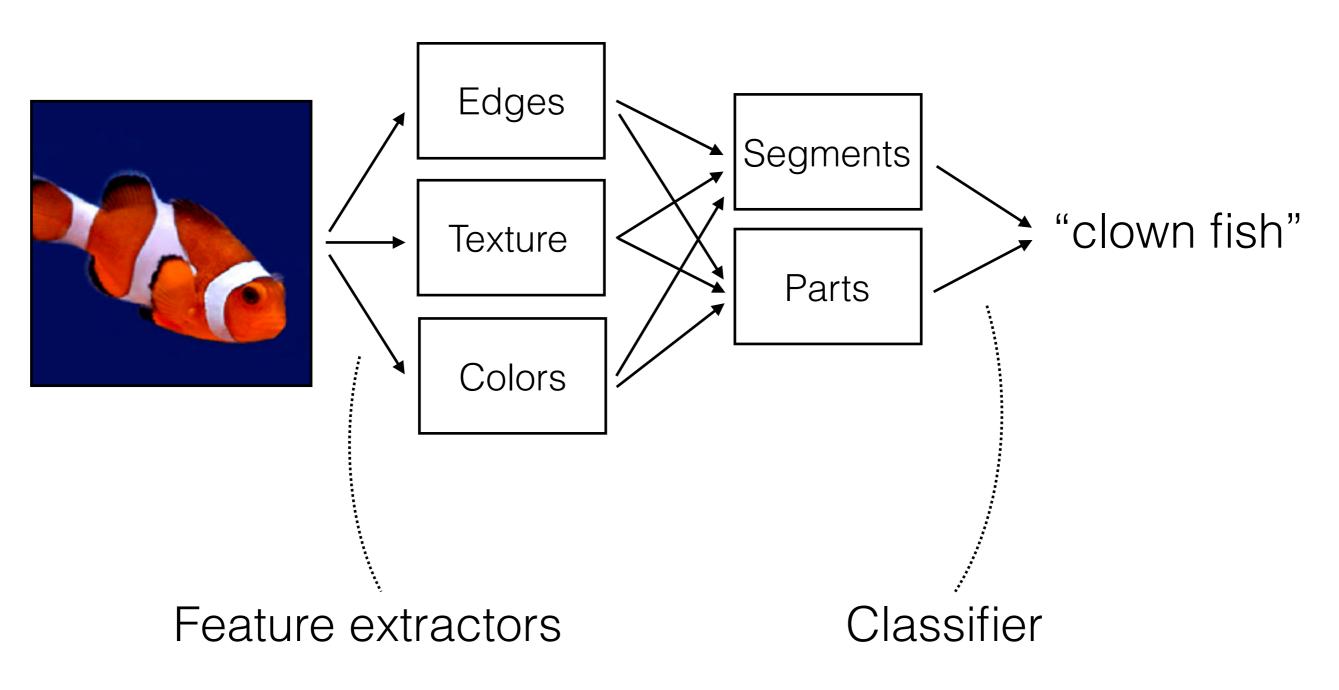
What is deep learning?



Basic Idea



Object Recognition



Object Recognition

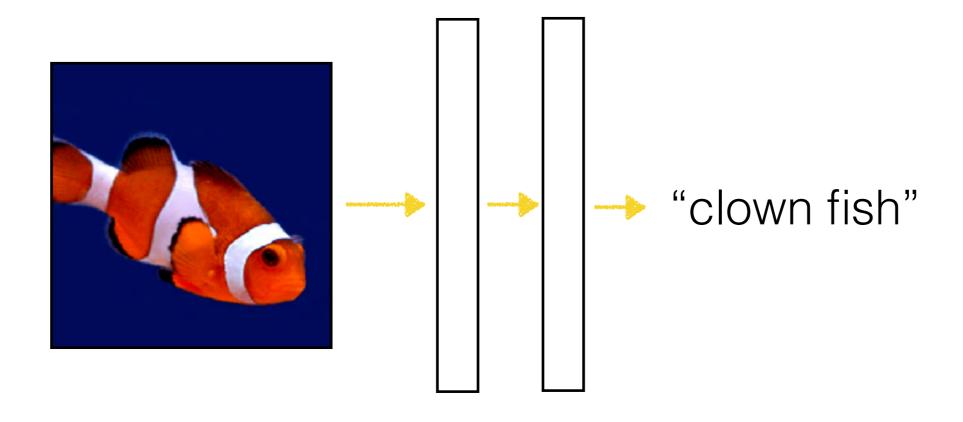
Learned Edges Segments "clown fish" **Texture Parts** Colors Feature extractors Classifier

Neural Network

Learned "clown fish"

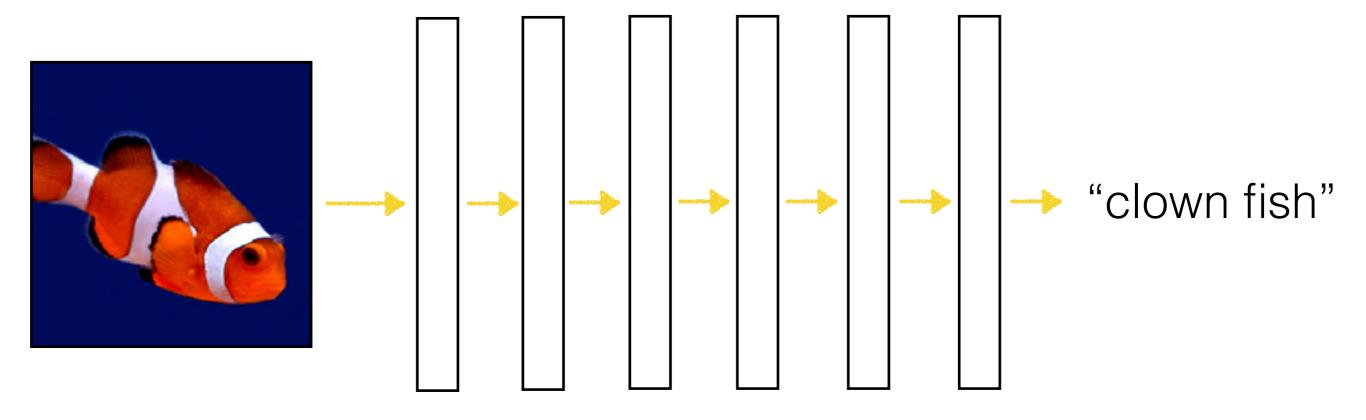
Neural Network

Learned

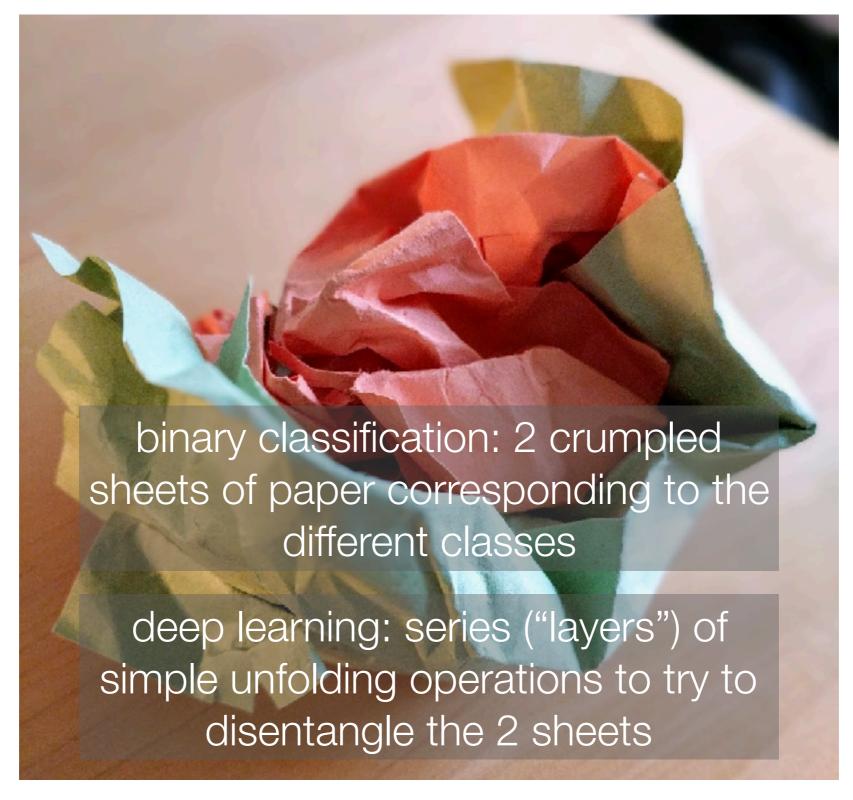


Deep Neural Network

Learned



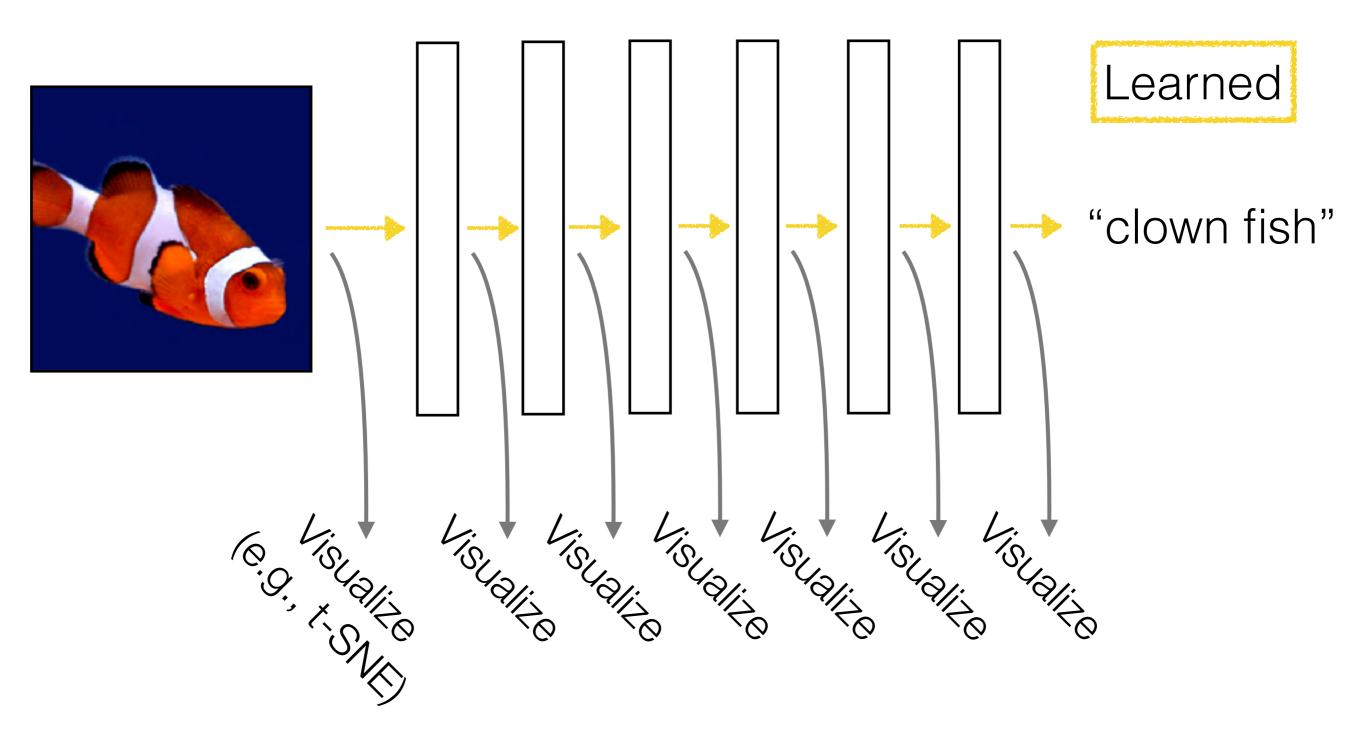
Crumpled Paper Analogy



Analogy: Francois Chollet, photo: George Chen

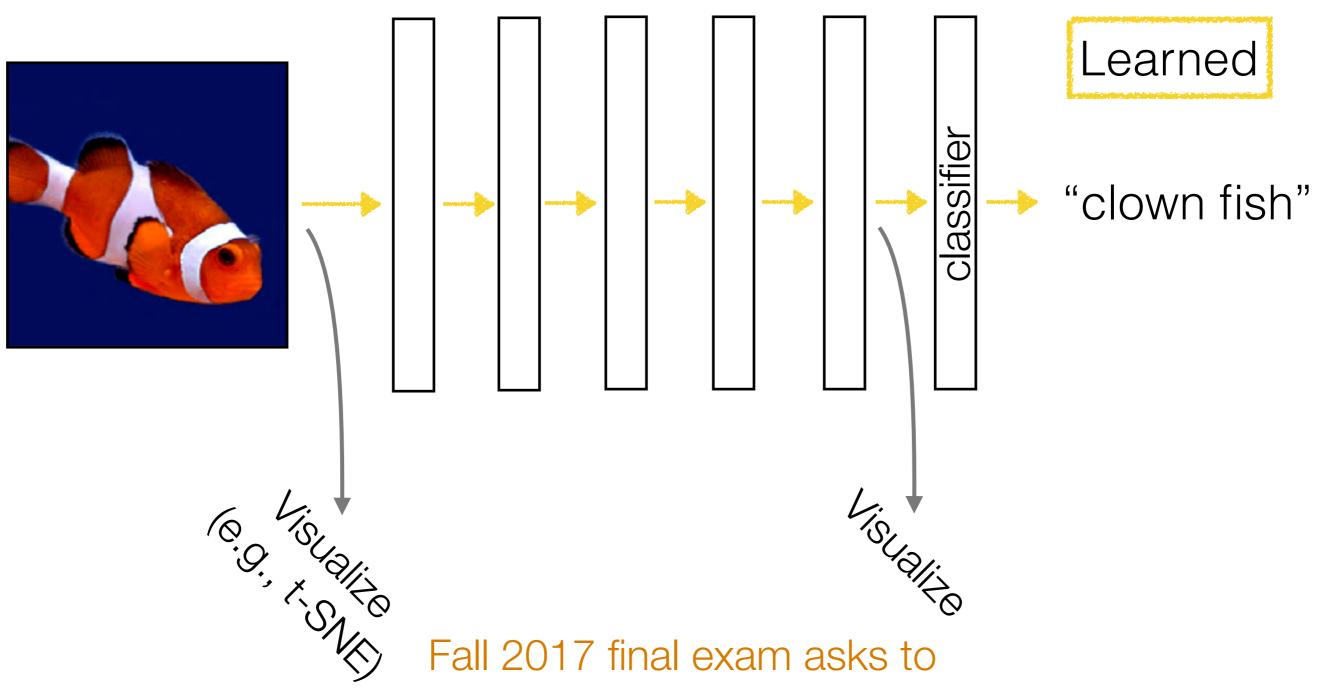
Representation Learning

Each layer's output is another way we could represent the input data



Representation Learning

Each layer's output is another way we could represent the input data



compare these 2 visualizations

Why Does Deep Learning Work?

Actually the ideas behind deep learning are old (~1980's)

Big data



Better hardware



CPU's & Moore's law









Better algorithms

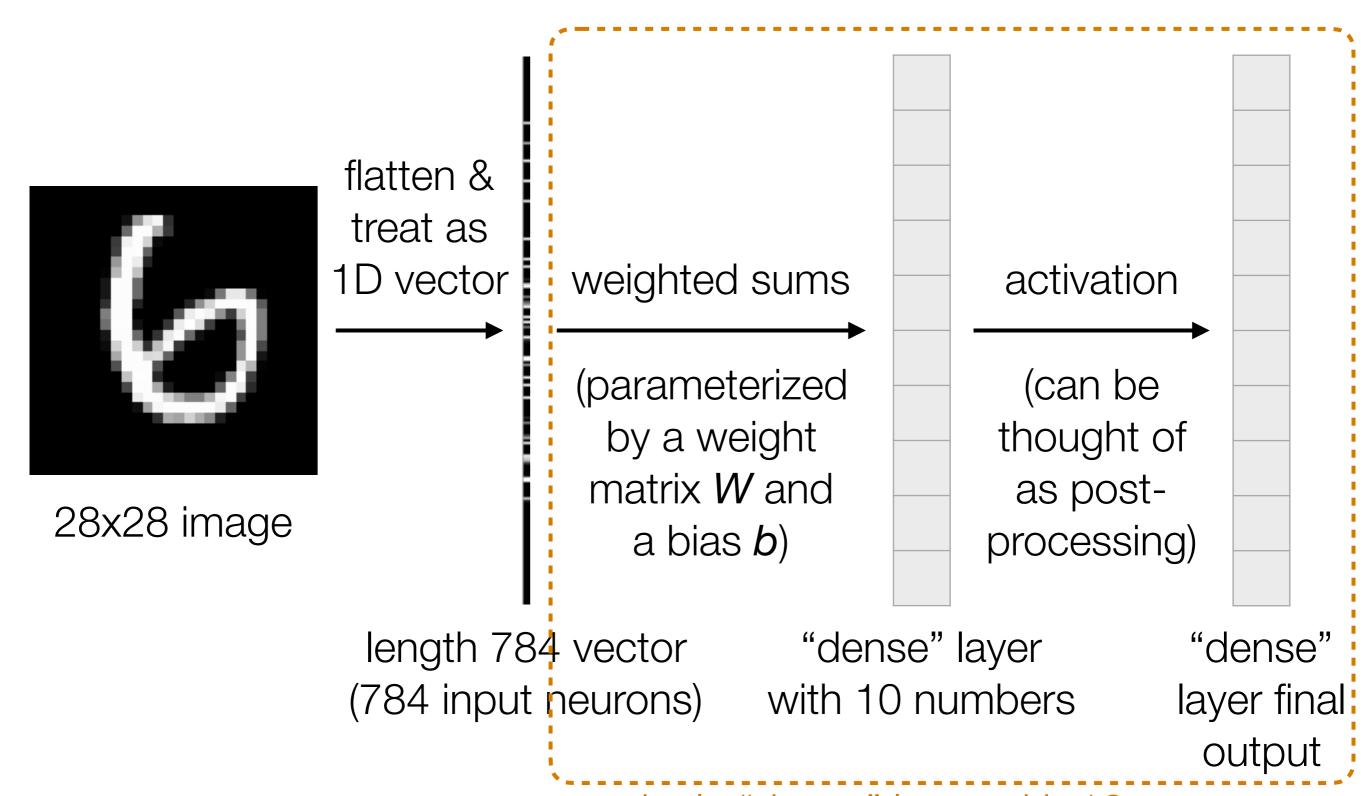
Structure Present in Data Matters

Neural nets aren't doing black magic

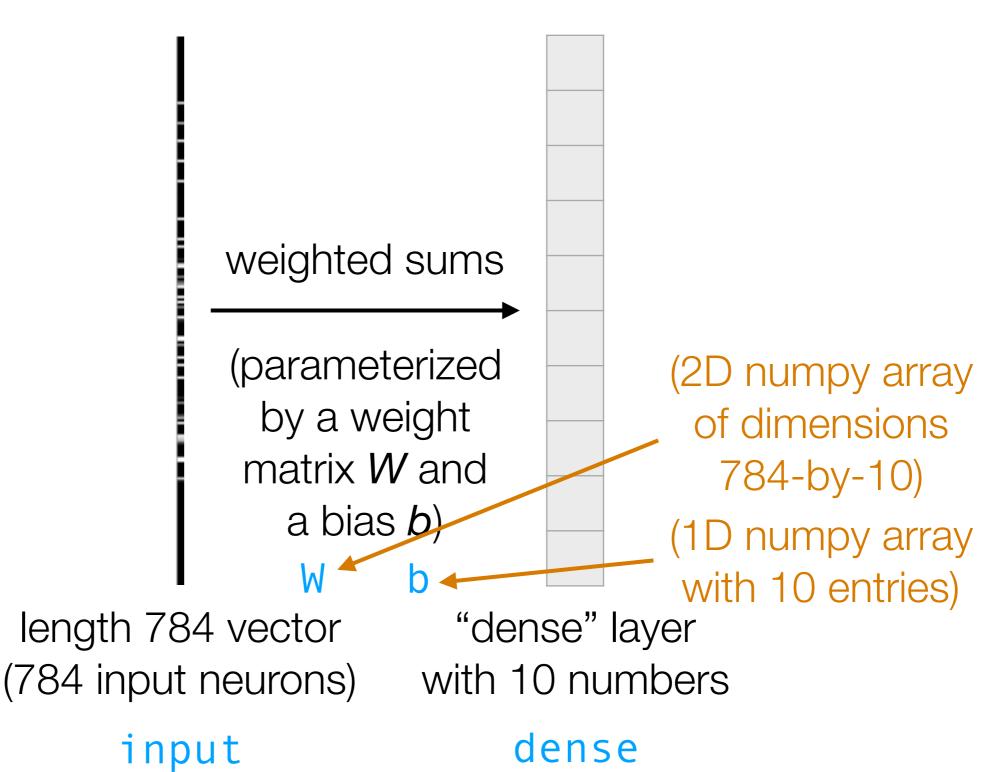
- Image analysis: convolutional neural networks (convnets) neatly incorporates basic image processing structure
- Time series analysis: recurrent neural networks (RNNs) incorporates ability to remember and forget things over time
 - Note: text is a time series
 - Note: video is a time series

Handwritten Digit Recognition Example

Walkthrough of building a 1-layer and then a 2-layer neural net



single "dense" layer with 10 neurons

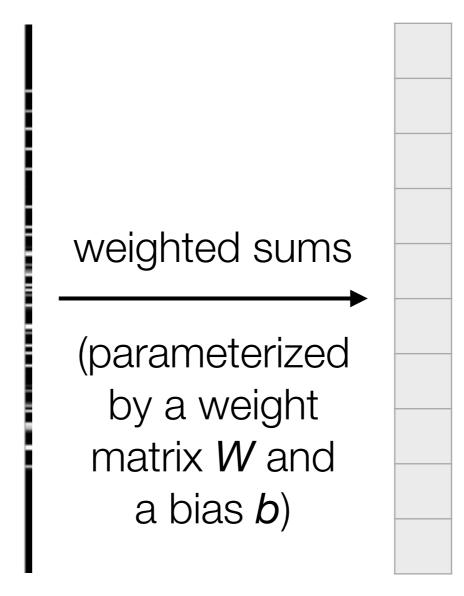


(1D numpy array with 784 entries)

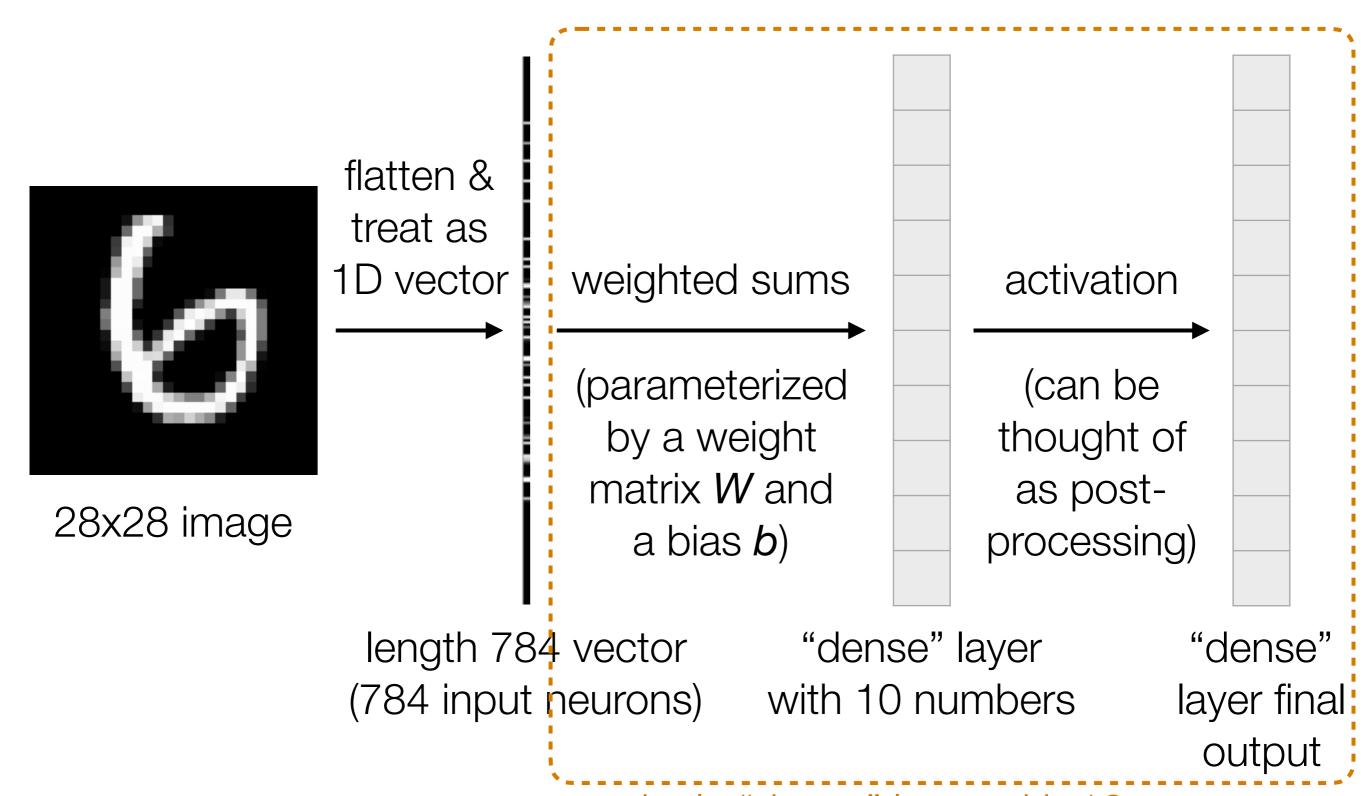
(1D numpy array with 10 entries)

```
dense[0] = np.dot(input, W[:, 0]) + b[0]
               dense[1] = np.dot(input, W[:, 1]) + b[1]
     weighted sums
                       dense[j] = \sum input[i]×W[i, j]
                                                        + b[j]
     (parameterized
                         (2D numpy array
      by a weight
                           of dimensions
     matrix W and
                            784-by-10)
       a bias b
                          (1D numpy array
                          with 10 entries)
n 784 vector
               "dense" layer
nput neurons) with 10 numbers
input
                  dense
```

34 entries) (1D numpy array with 10 entries)



length 784 vector (784 input neurons) "dense" layer with 10 numbers



single "dense" layer with 10 neurons

Many different activation functions possible 4 4 3.5 3.5 Example: **Rectified linear unit (ReLU)** 4 4 zeros out entries that are negative -1 0 ReLU 0.5 0.5 2 2 (can be -4 0 thought of dense final = np.maximum(0, dense)3 3 as post-

> "dense" layer with 10 numbers

-2

5

processing)

dense

"dense"
s layer final
output
dense final

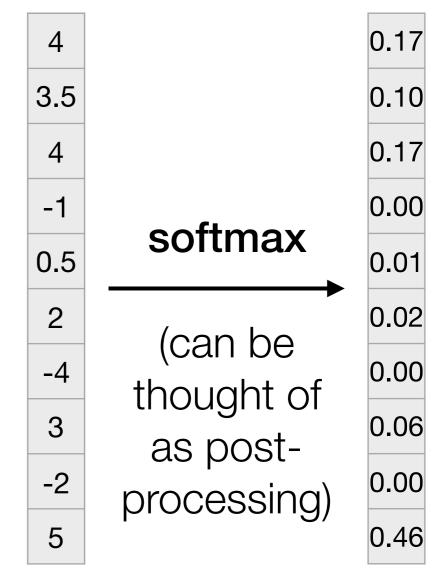
0

5

Many different activation functions possible

Example: **softmax** turns the entries in the dense layer (prior to activation) into a probability distribution (using the "softmax" transformation)

```
dense_exp = np.exp(dense)
dense_exp /= np.sum(dense_exp)
dense_final = dense_exp
```

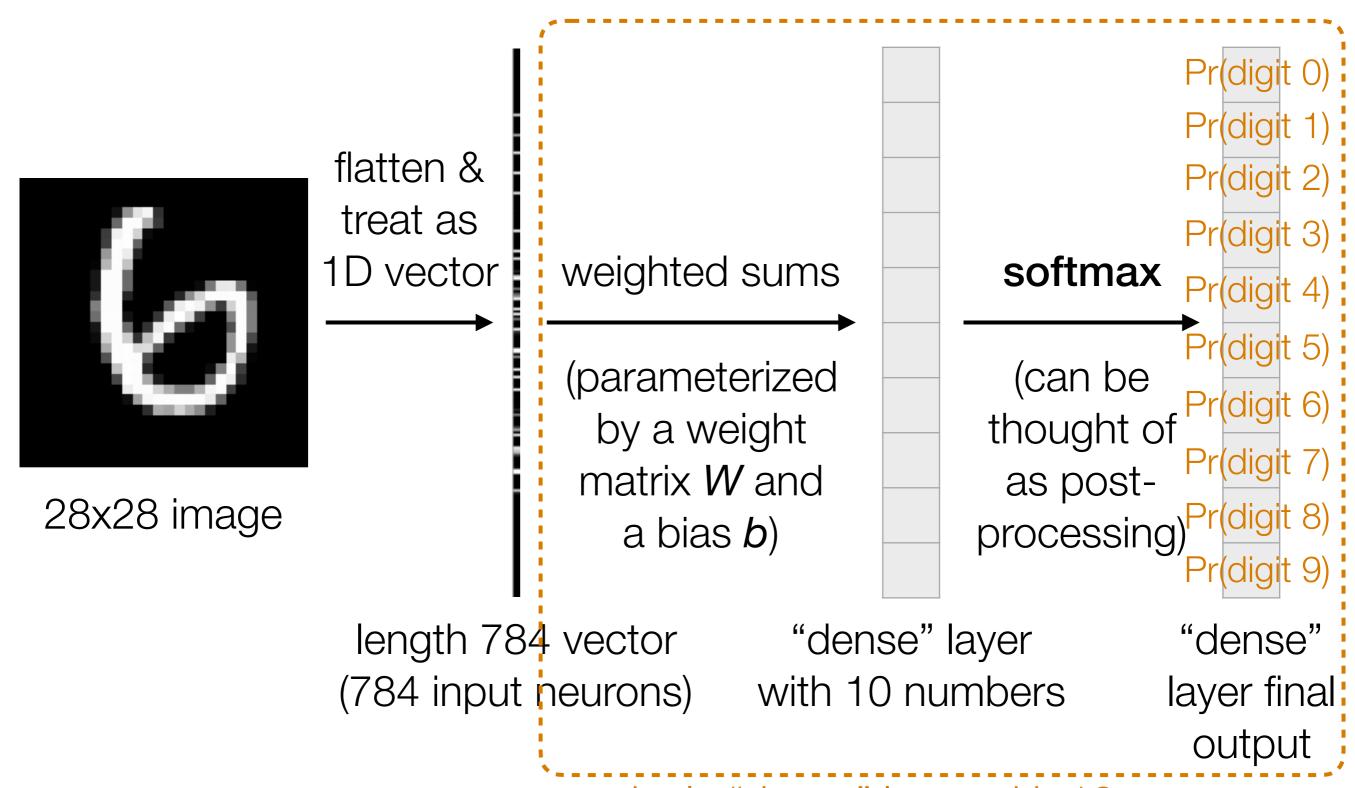


"dense" layer with 10 numbers

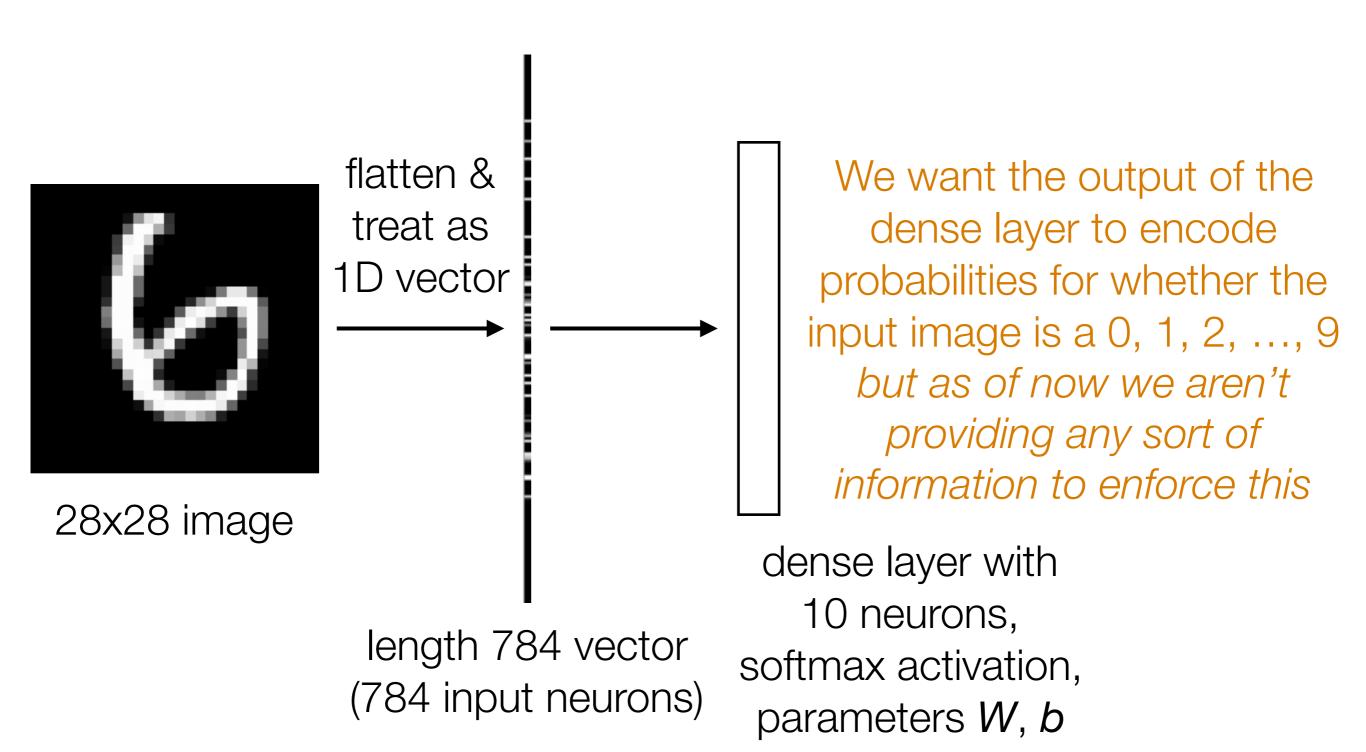
dense

"dense"
layer final
output

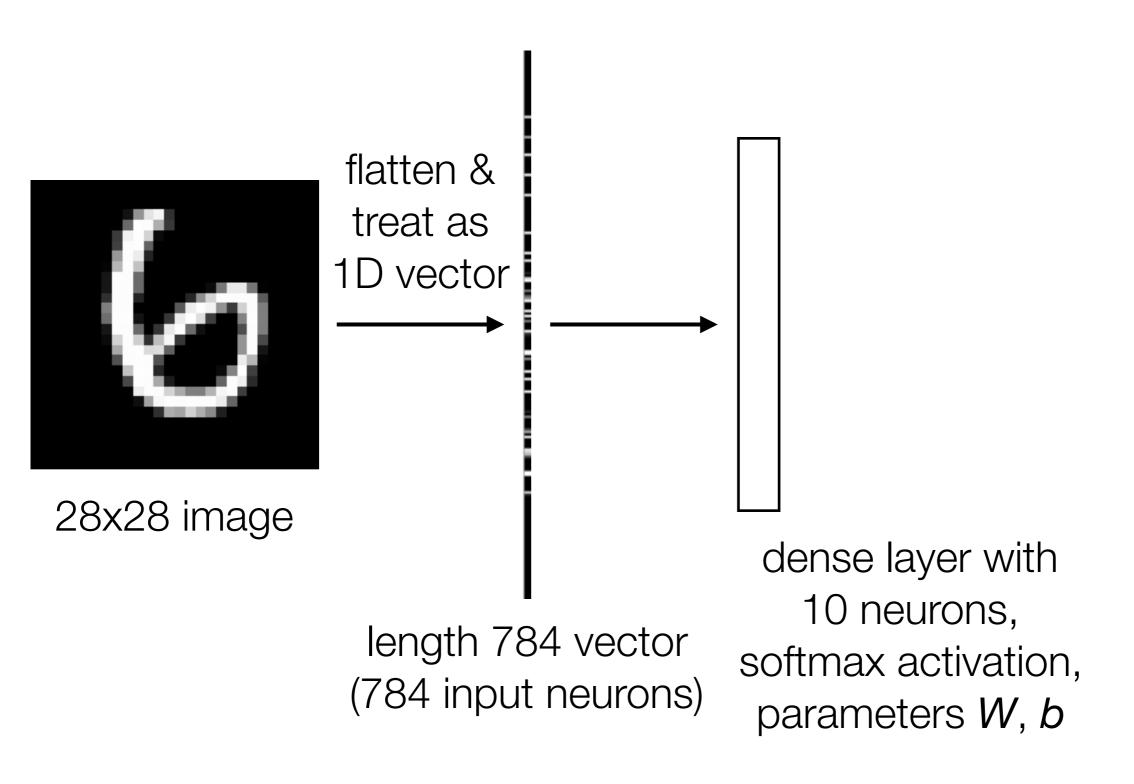
dense_final

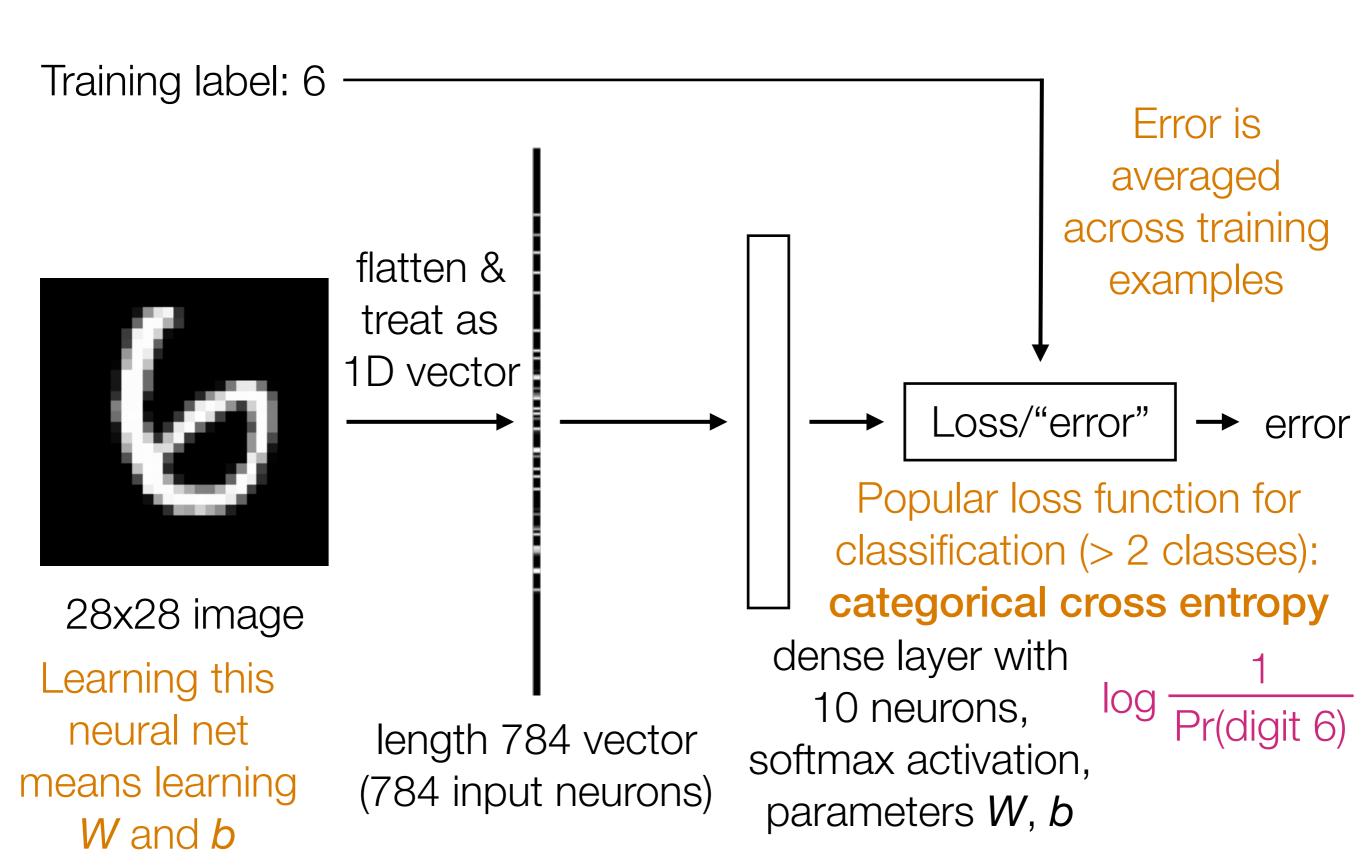


single "dense" layer with 10 neurons

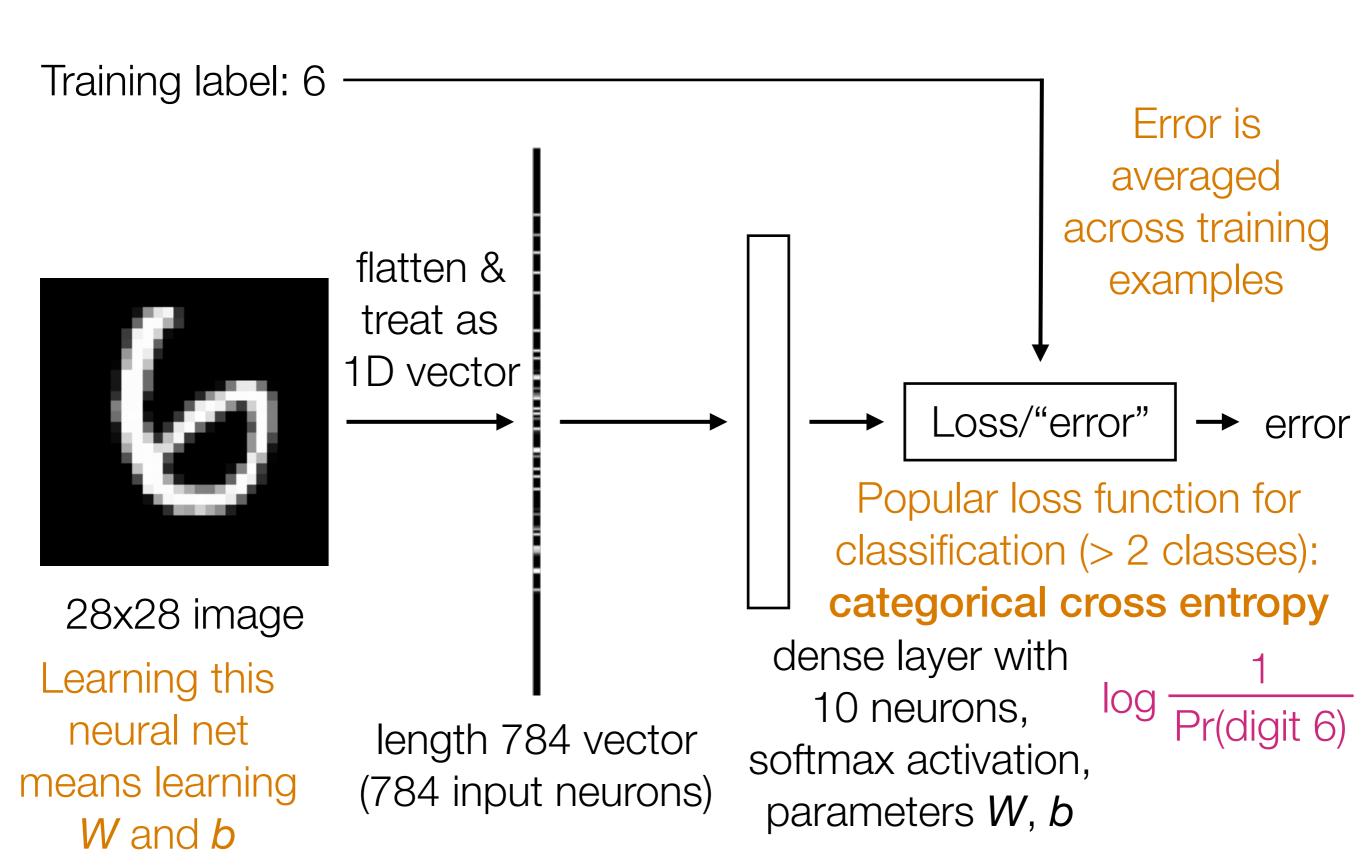


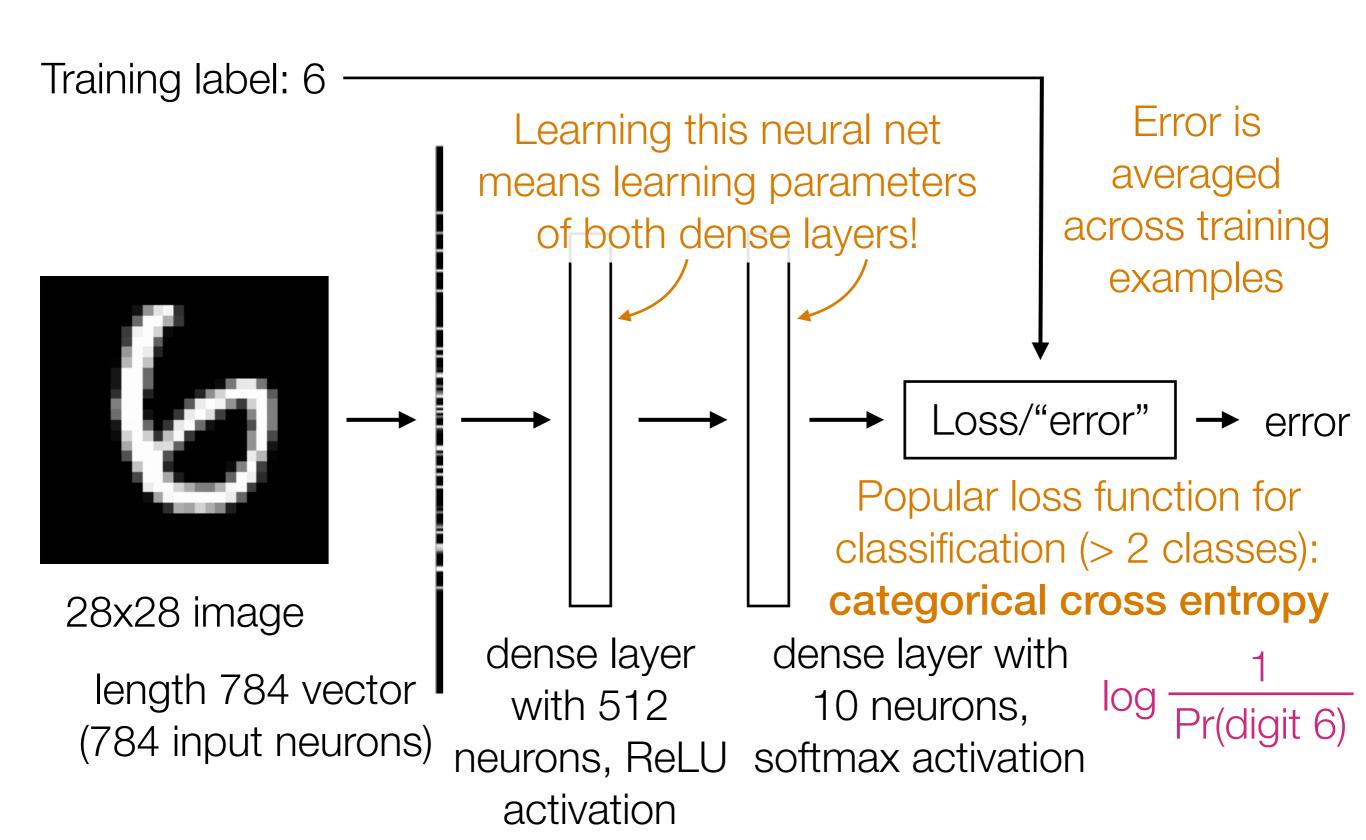
Demo part 1





Demo part 2



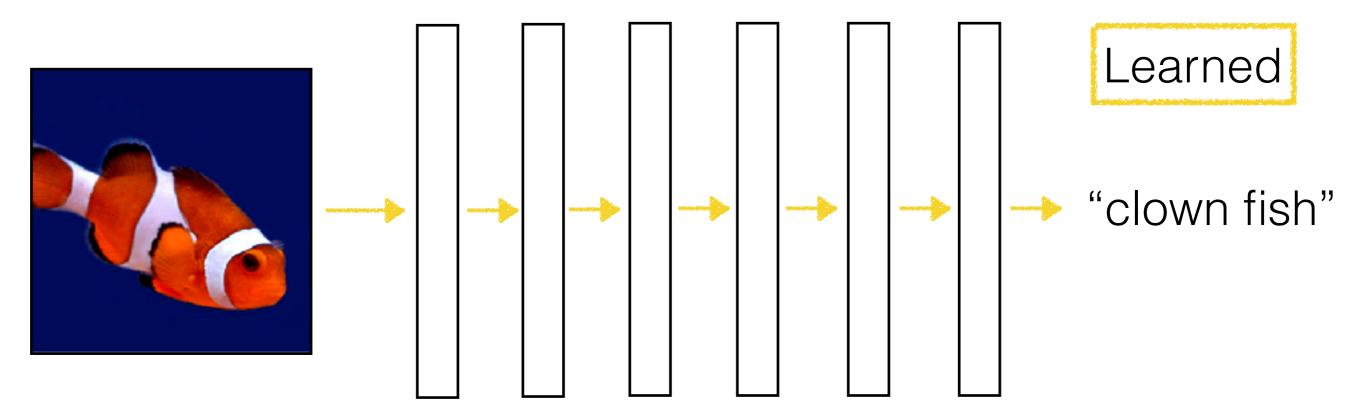


Demo part 3

Architecting Neural Nets

- Increasing number of layers (depth) makes neural net more complex
 - Can approximate more functions
 - More parameters needed
 - More training data may be needed
- Designing neural net architectures is a bit of an art
 - How to select the number of neurons for intermediate layers?
 - Very common in practice: modify existing architectures that are known to work well (e.g., VGG-16 for computer vision/image processing)

Deep Learning



- Inspired by biological neural nets but otherwise not the same at all (biological neural nets do not work like deep nets)
- Learns a layered representation
 - Tries to get rid of manual feature engineering
 - Need to design constraints for what features are learned to account for structure in data (e.g., images, text, ...)