

# An Introduction to Deep Learning

Labeeb Khan

# The Big Players

Companies

facebook



YAHOO!

Google



IBM



NVIDIA®

Baidu 百度

# The Big Players

Startups



Acquired

# Machine Learning - Basics

## Learning Approaches



Supervised Learning: Learning with a **labeled training set**  
*Example: email spam detector with training set of already labeled emails*



Unsupervised Learning: **Discovering patterns** in unlabeled data  
*Example: cluster similar documents based on the text content*



Reinforcement Learning: learning based on **feedback** or reward  
*Example: learn to play chess by winning or losing*

# What is Deep Learning?



Part of the **machine learning** field of learning representations of data. Exceptional effective at learning patterns.



Utilizes learning algorithms that derive meaning out of data by using a **hierarchy** of multiple layers that **mimic the neural networks of our brain**.



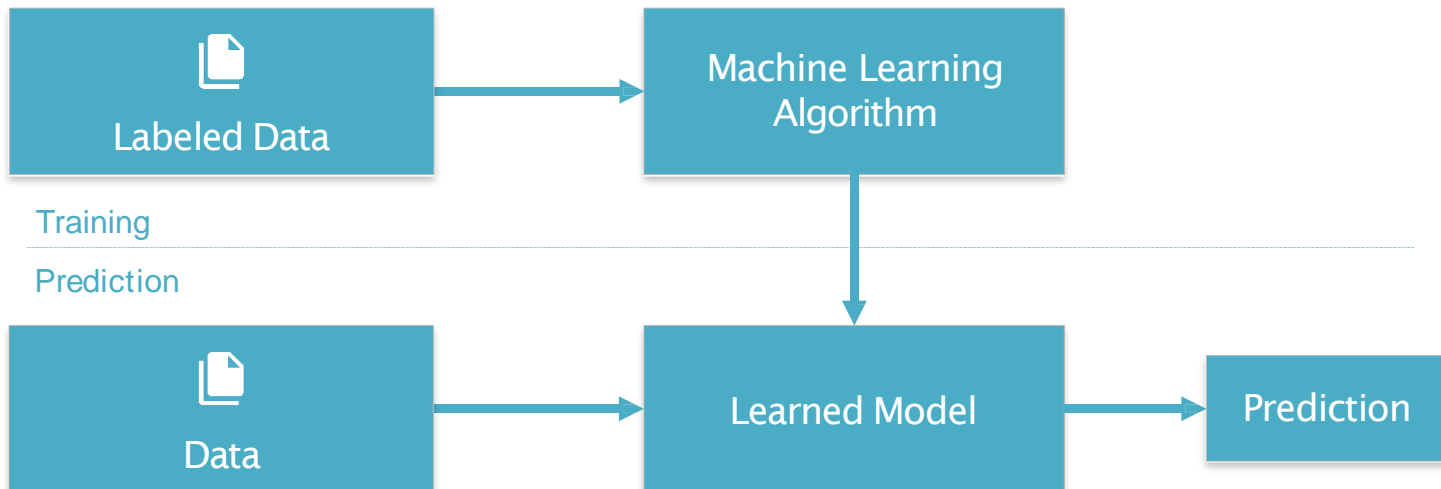
If you provide the system tons of information, it begins to understand it and respond in useful ways.

# Machine Learning - Basics

## Introduction



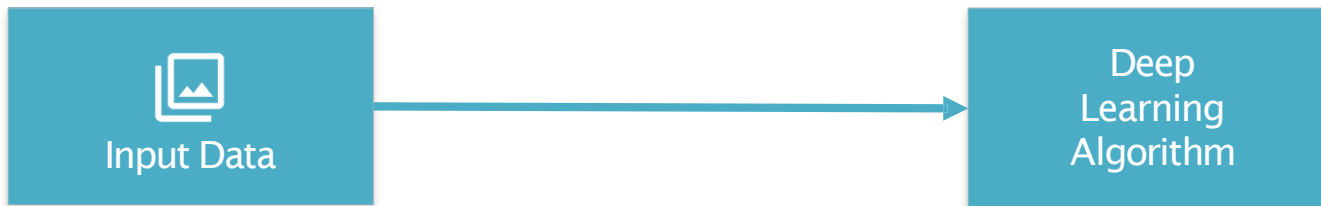
Machine Learning is a type of Artificial Intelligence that provides computers with the ability to **learn without being explicitly programmed.**



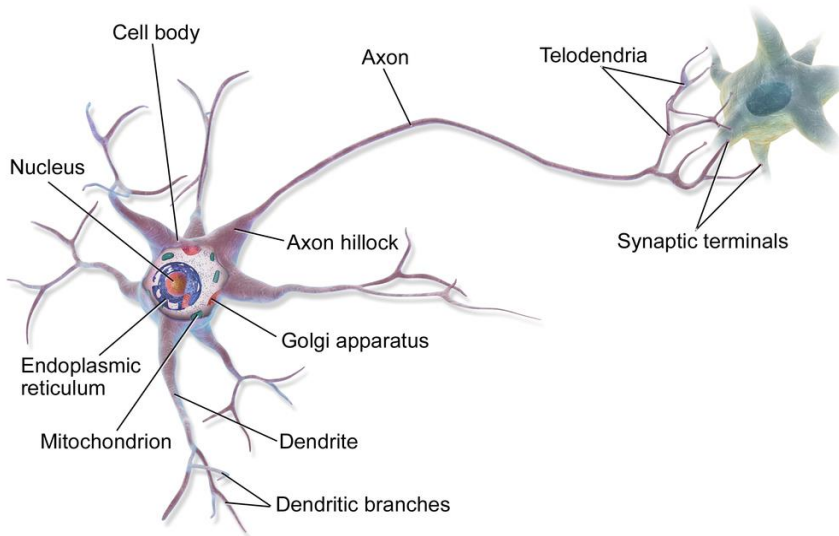
Provides **various techniques** that can learn from and make predictions on data

# Deep Learning - Basics

No more feature engineering



# Inspired by the Brain



- Humans have ~100 billion neurons
- Each neuron contains a cell body, dendrites, axon connected to ~10,000 other neurons



Our neurons pass signals to each other via 1000 trillion synaptic connections, which is approximately a **1 trillion bit per second processor (125,000 MB/s)**.

1

**One learning algorithm hypothesis:** all significant mental algorithms are learned except for the learning and reward machinery itself.

# Our Natural System

What is it good at?



## Good at:

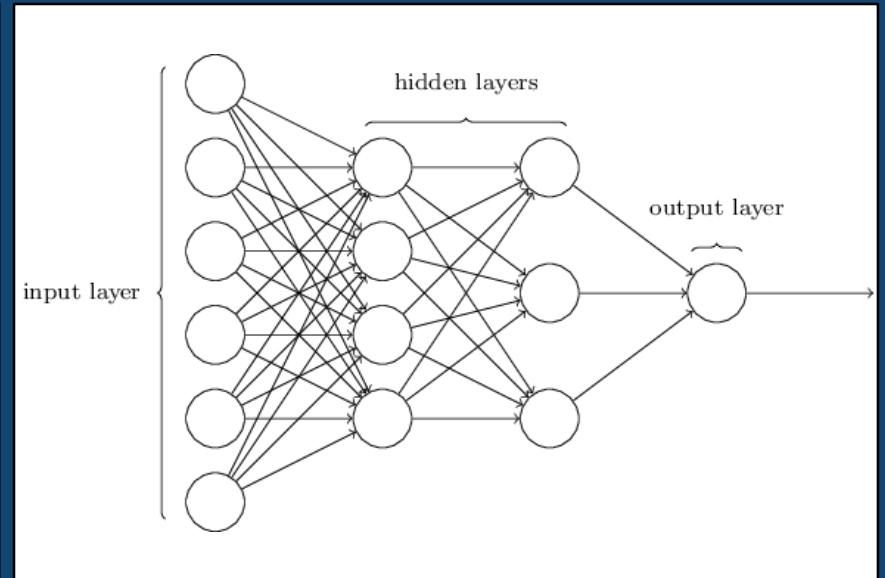
- Vision
- Hearing
- Speech Recognition & Speaking
- Driving
- Playing Games
- Natural Language Understanding



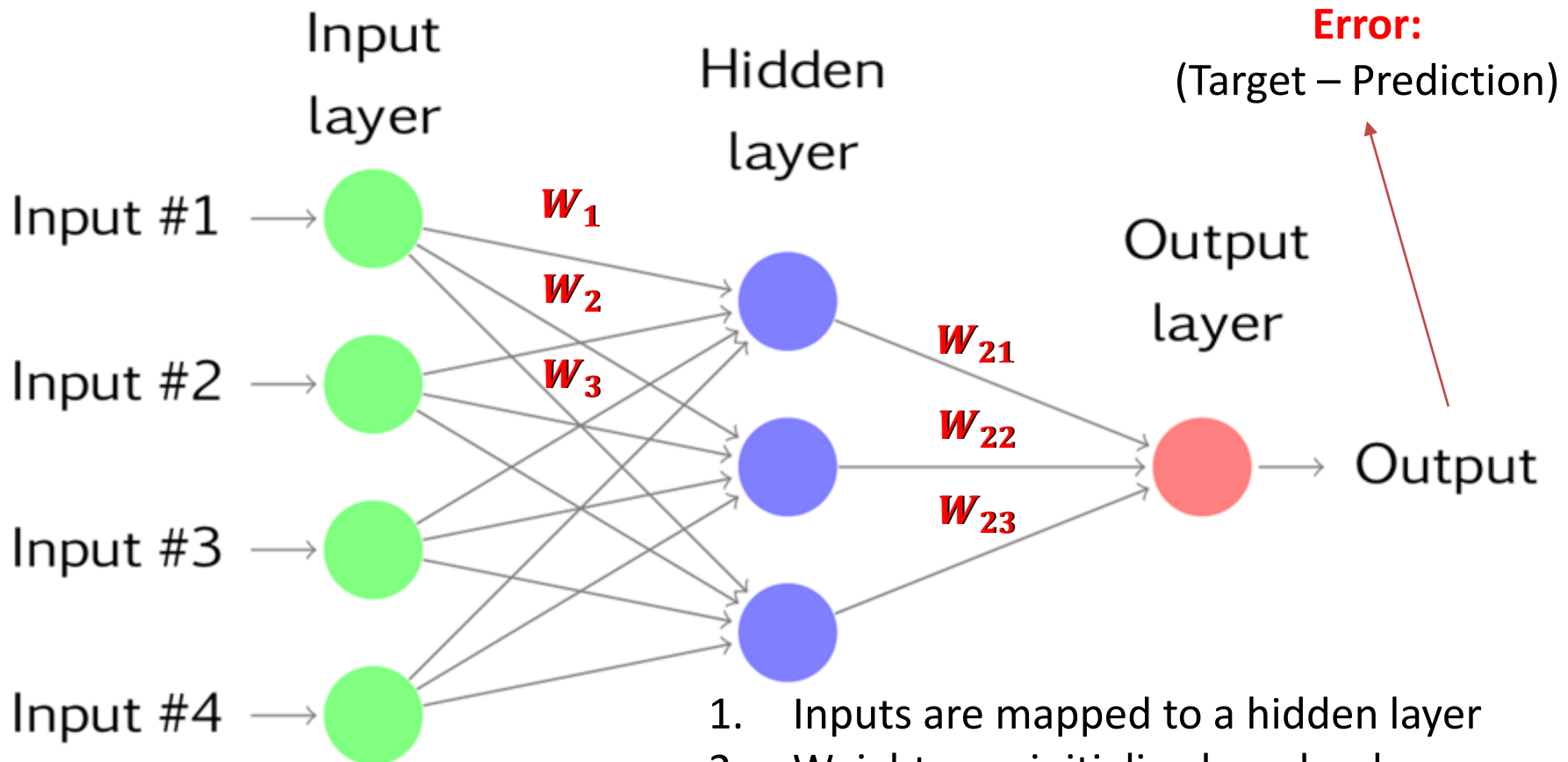
## Not good at:

- Multiplying 2 numbers
- Memorizing a phone number

# Feedforward Neural Networks Architecture



# Network Architecture - Introduction

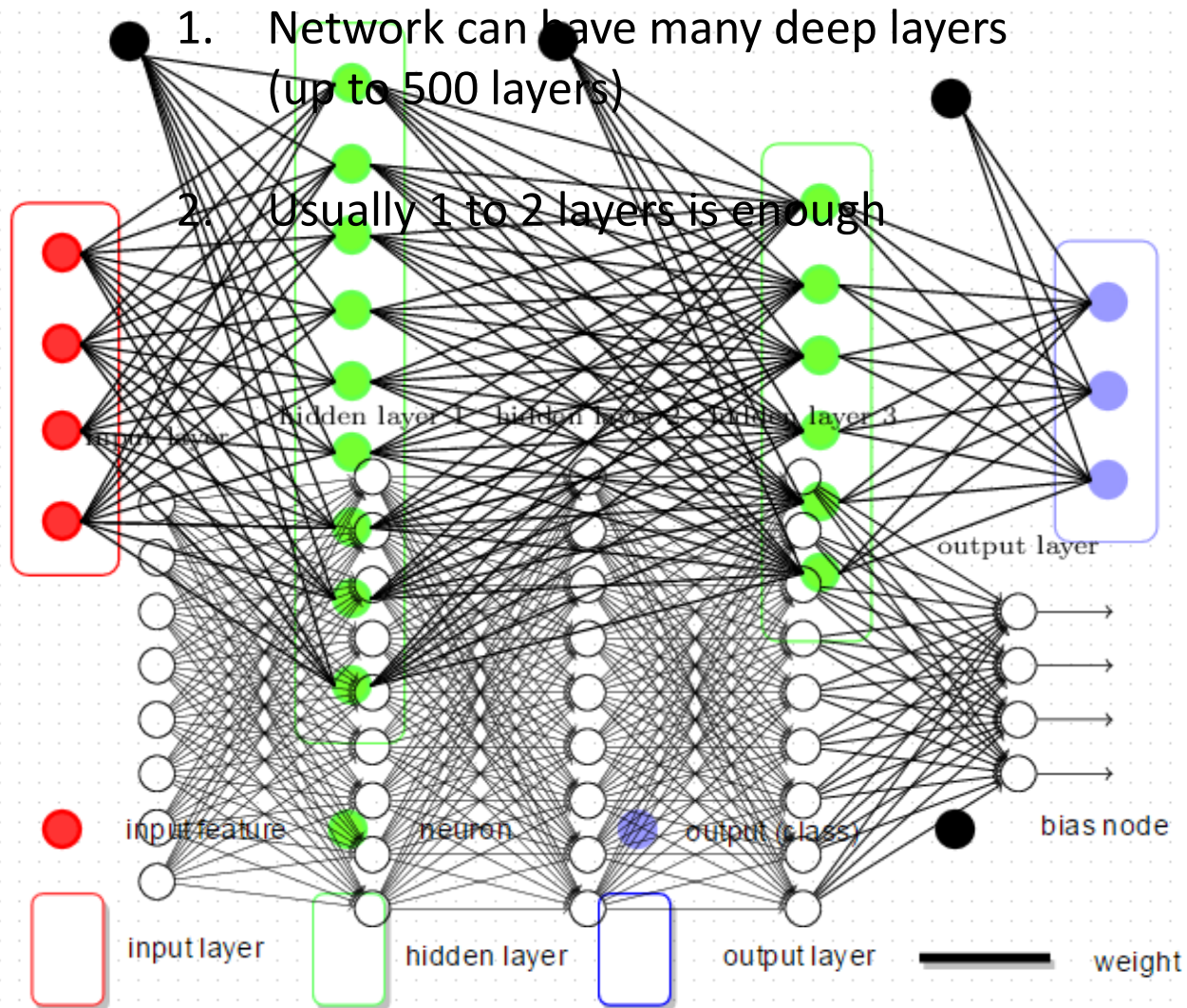


1. Inputs are mapped to a hidden layer
2. Weights are initialized randomly
3. Output / Prediction is made
4. Error is Computed
5. Weights are updated to minimize Error



# Network Architecture – Many Layers

A 3-layers fully connected neural network (DNN)



# Feedforward Networks – Applications

## Cheque Recognition



## Medical Diagnosis



## House AI



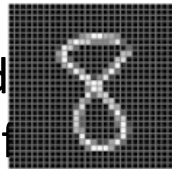
# Feedforward Architecture – Problems with Image Processing

## Image Processing & Vision:

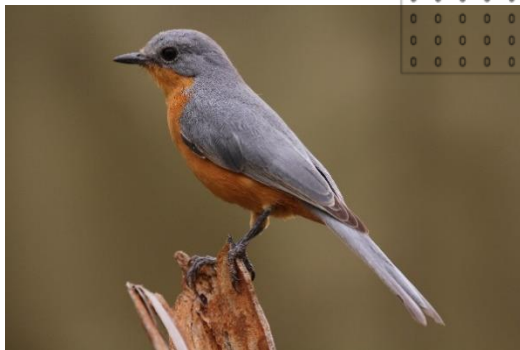
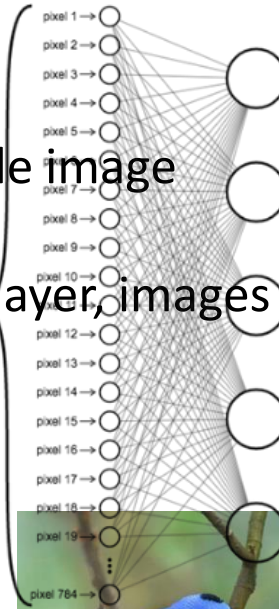
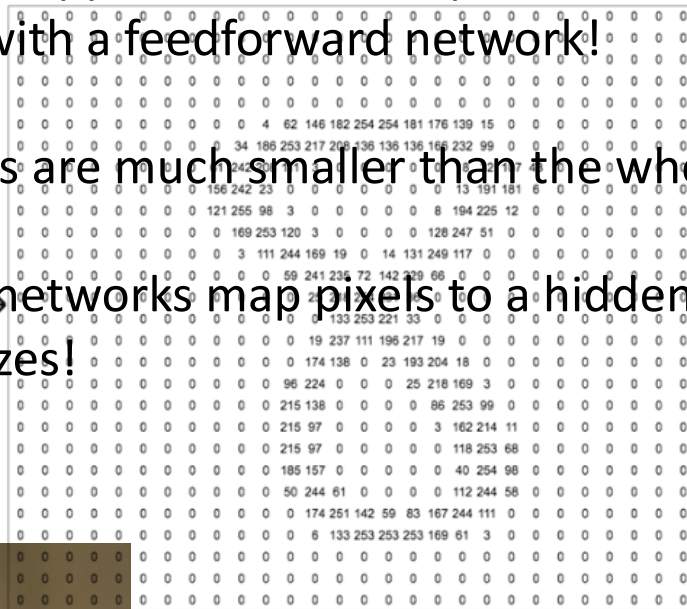
- Some patterns appear in different places, these cannot be compressed with a feedforward network!

- Some patterns are much smaller than the whole image

- Feedforward networks map pixels to a hidden layer, images can be of different sizes!



28 x 28  
784 pixels

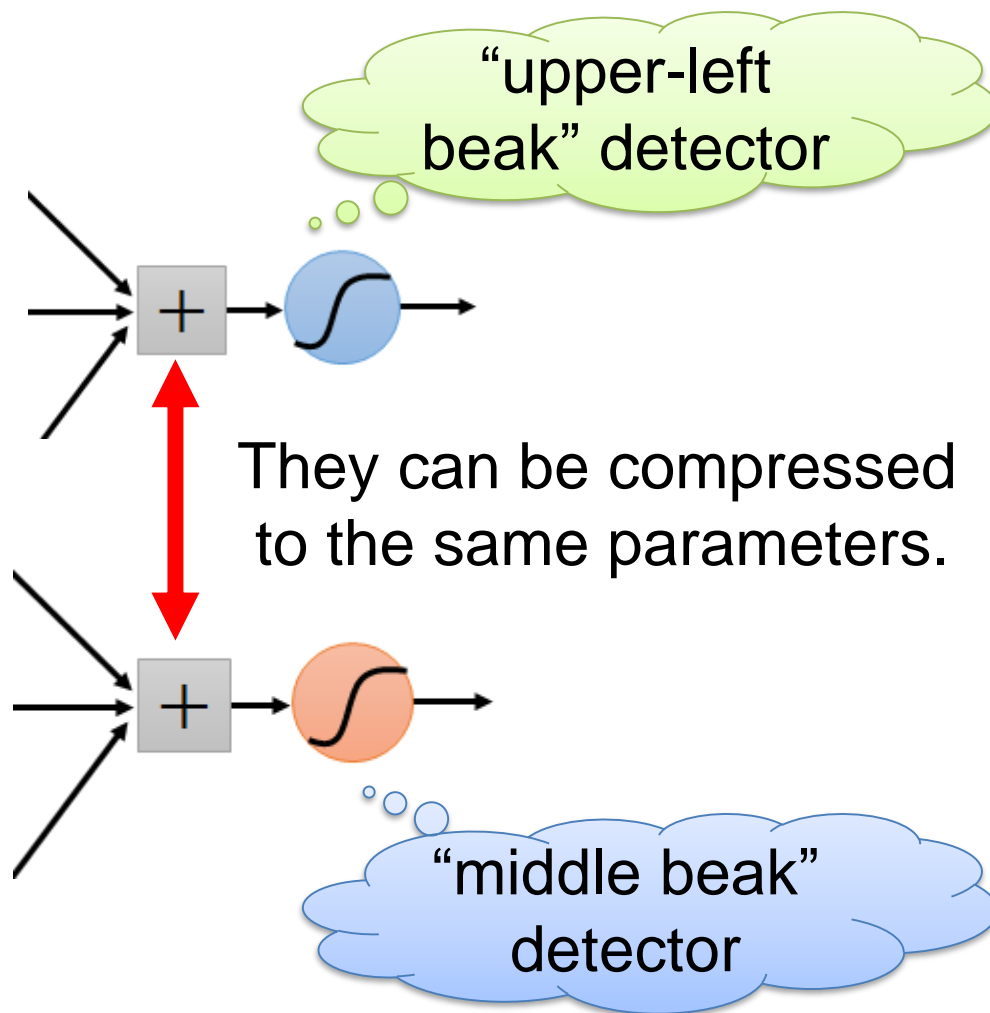


# Convolutional Neural Networks (CNN) Architecture



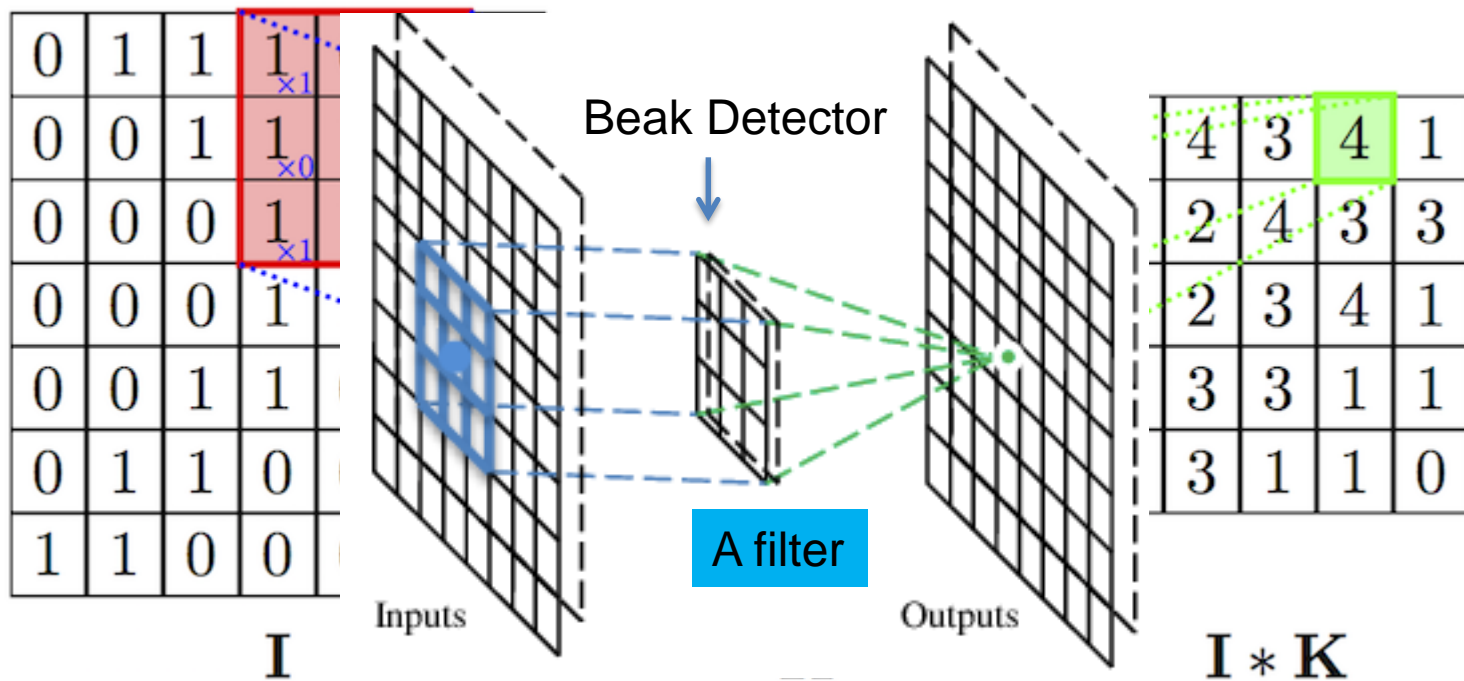
# Convolved Neural Networks

- Some patterns appear in different places, these can be compressed!

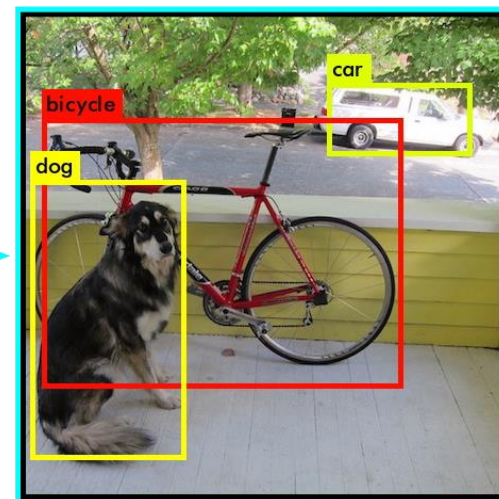
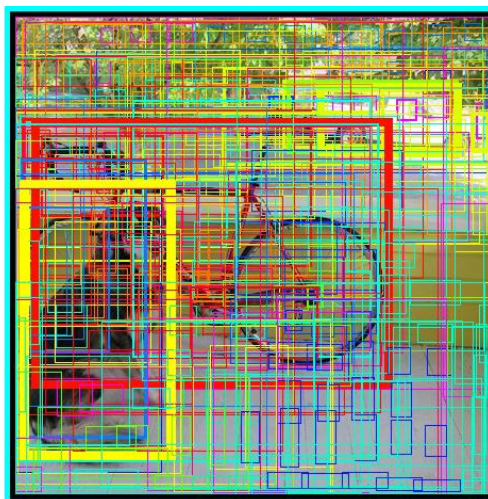
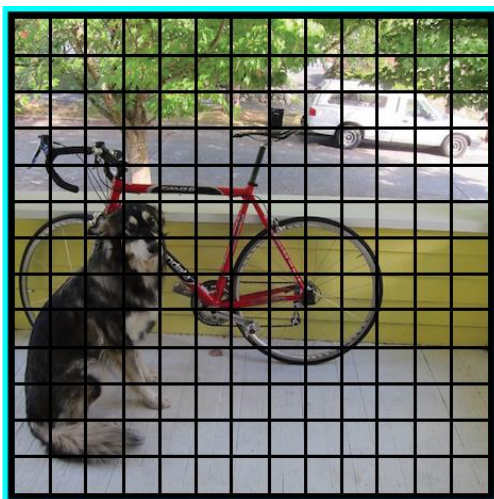
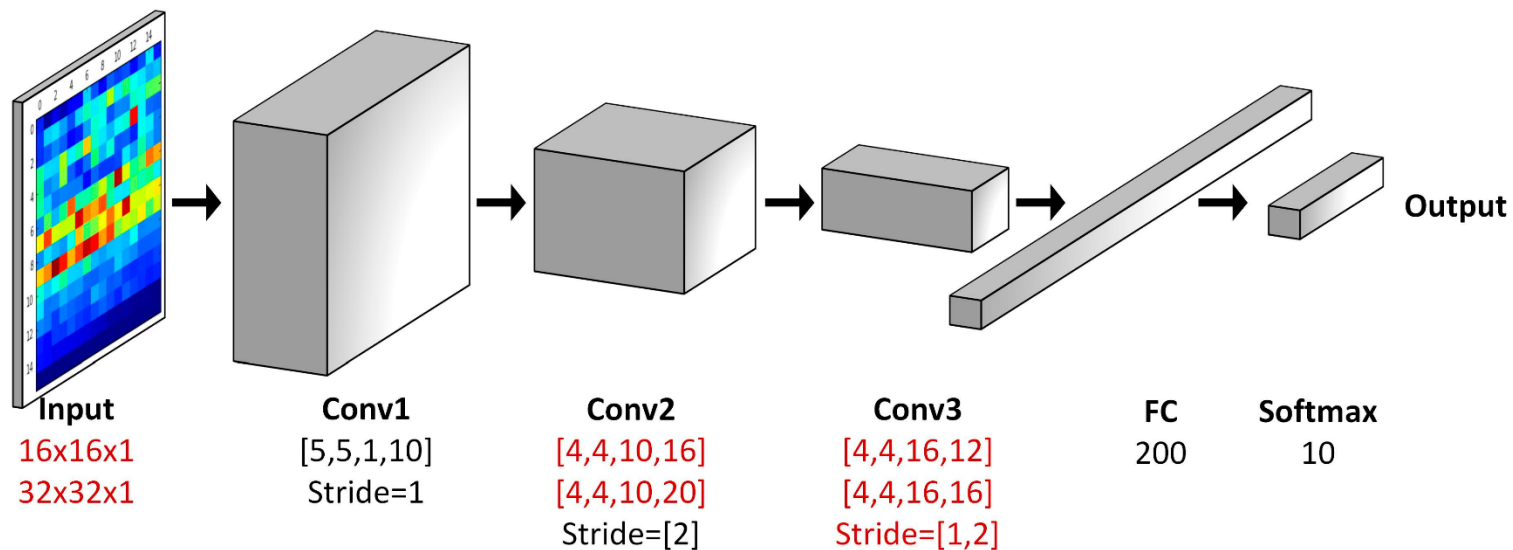


# CNN Network Architecture – Convolutional Layer

- A neural network with convolutional layers. The convolutional layers are generated by filters that do convolutional operations

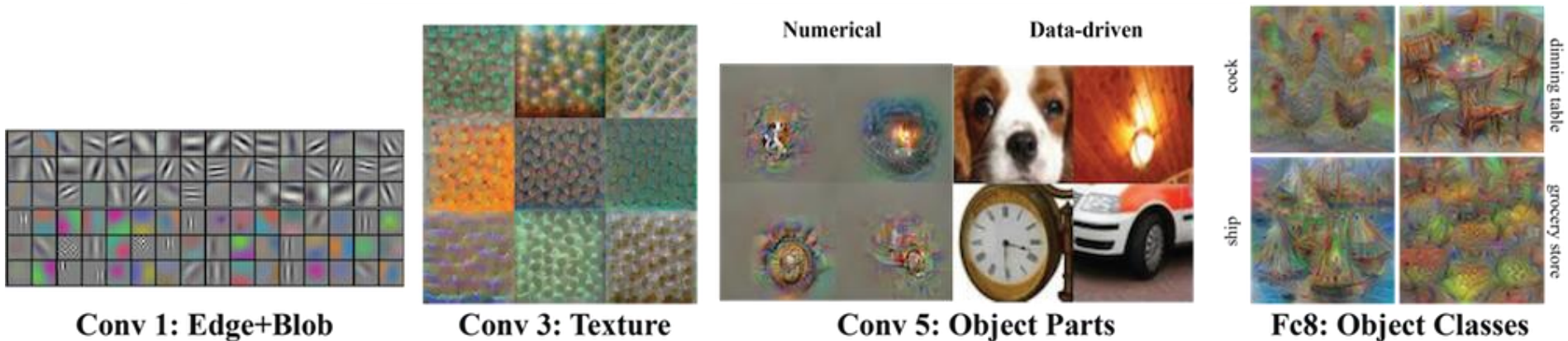
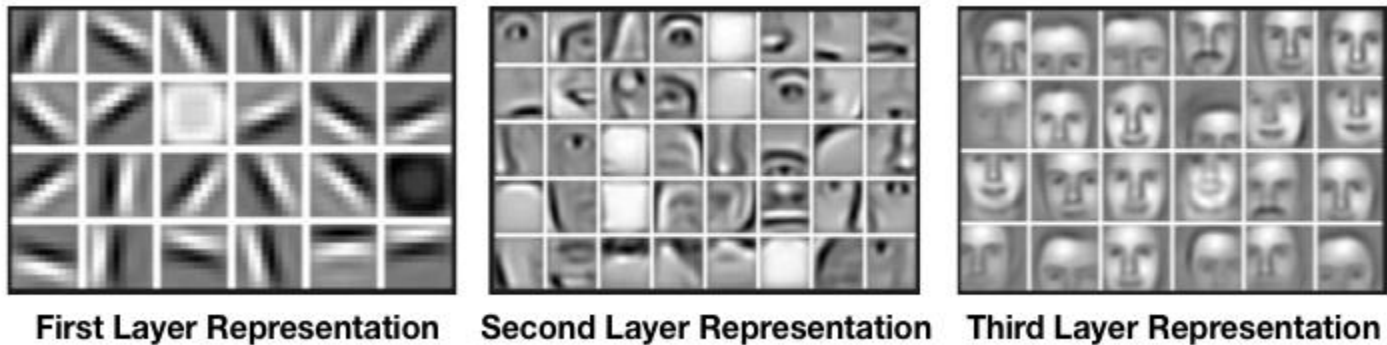


# CNN Network Architecture – Process



# CNN Network Architecture – Hierarchical Representation

A convoluted neural network consists of a **hierarchy of layers**, whereby each layer **transforms the input data** into more abstract representations (e.g. edge -> nose -> face). The output layer combines those features to make predictions.



# CNN Network Architecture – Examples

## Alpha GO:

- Fully-connected feedforward network can be used
- But CNN performs much better



19 x 19 matrix

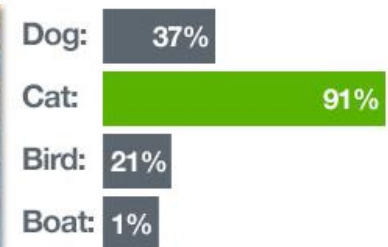
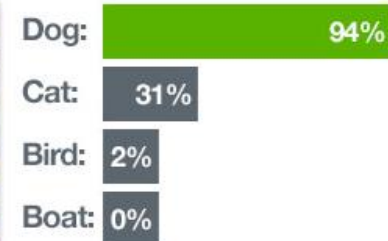
Black: 1  
white: -1  
none: 0



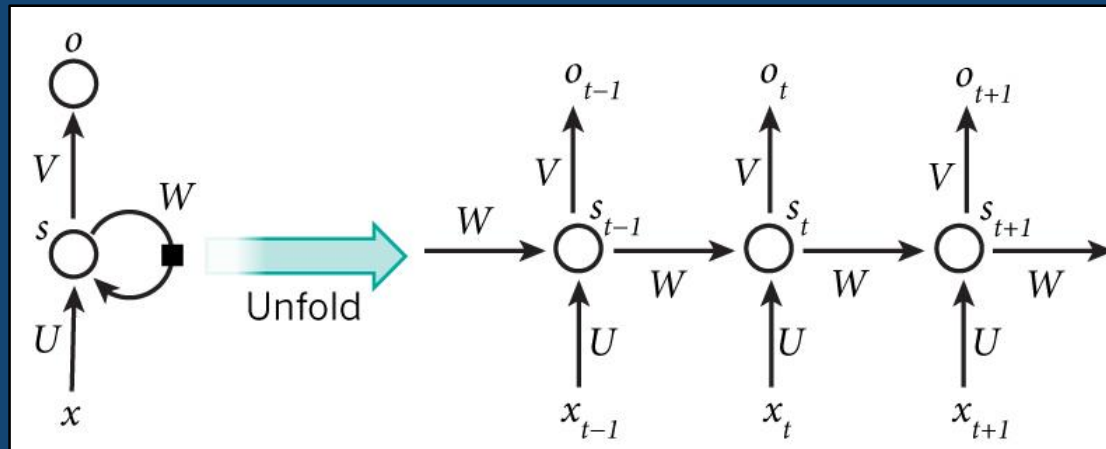
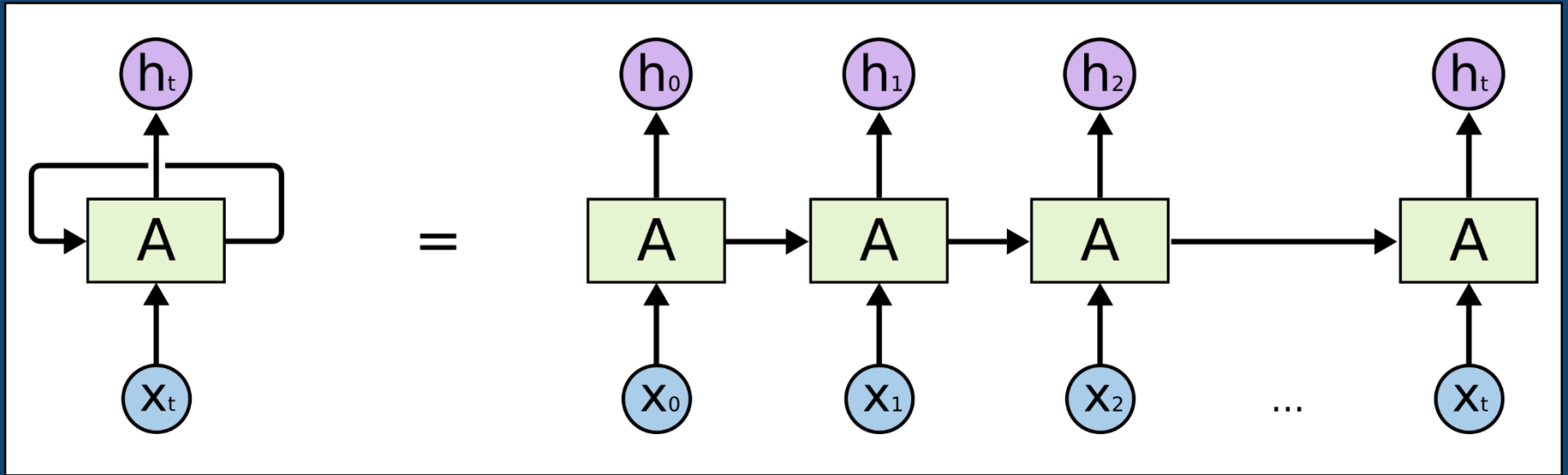
Neural Network



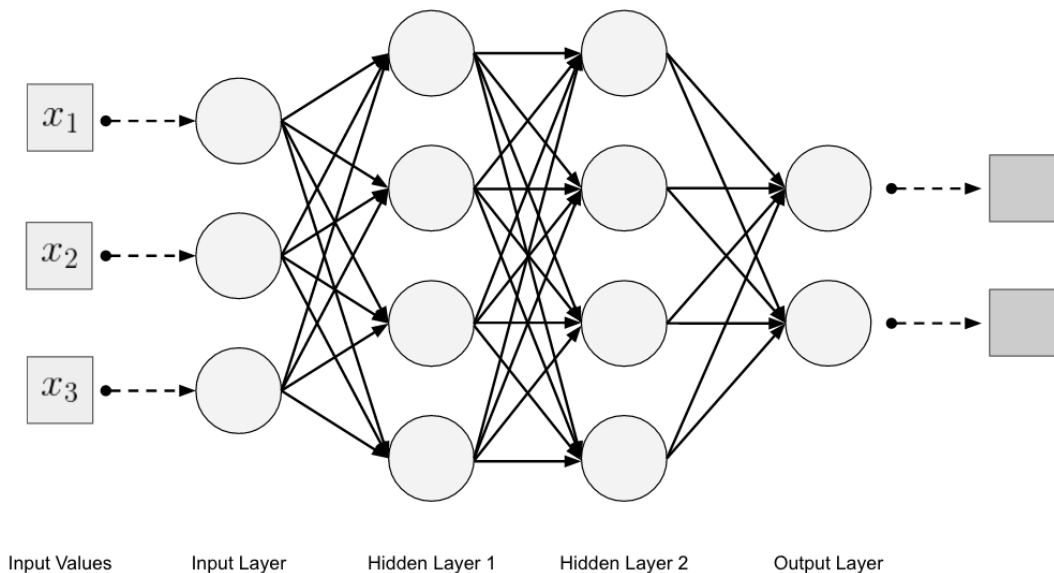
Next move  
(19 x 19 positions)



# Recurrent Neural Networks (RNN) Architecture

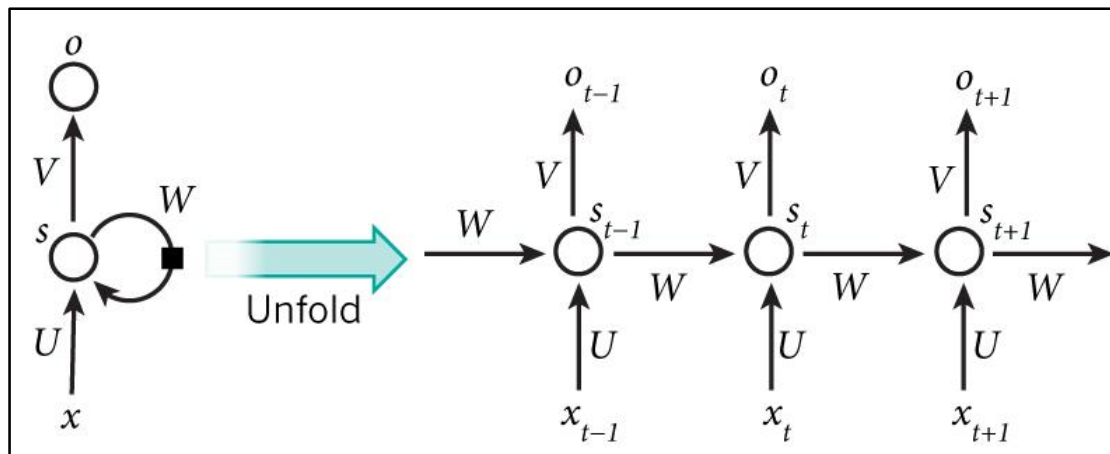
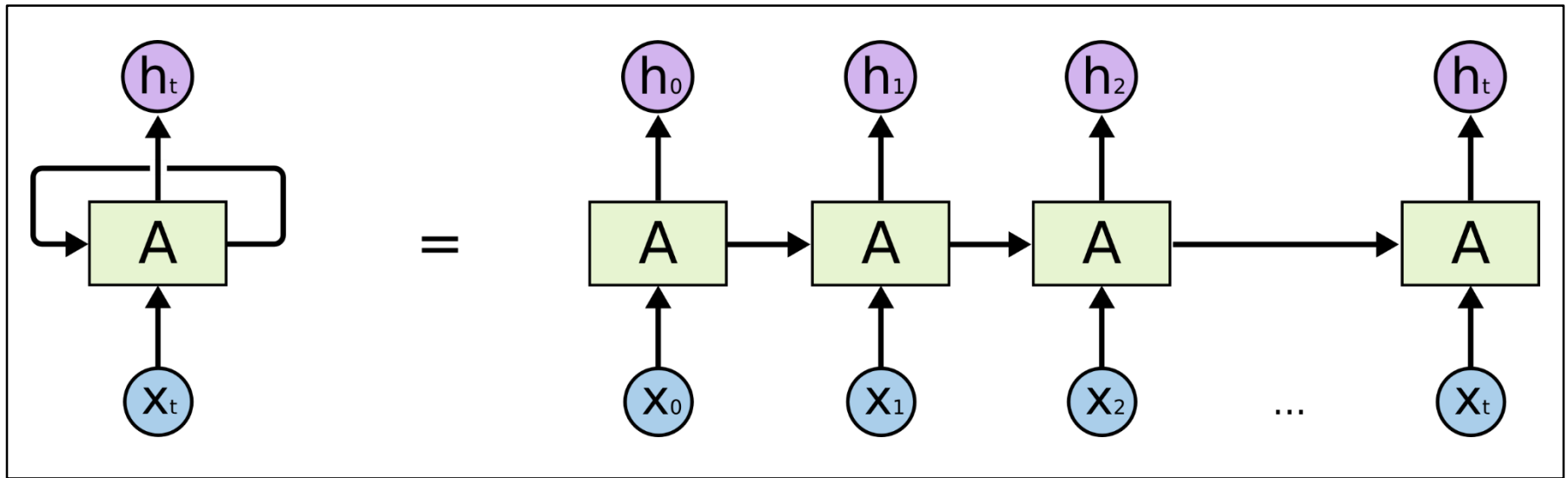


# Recurrent Neural Networks - Introduction



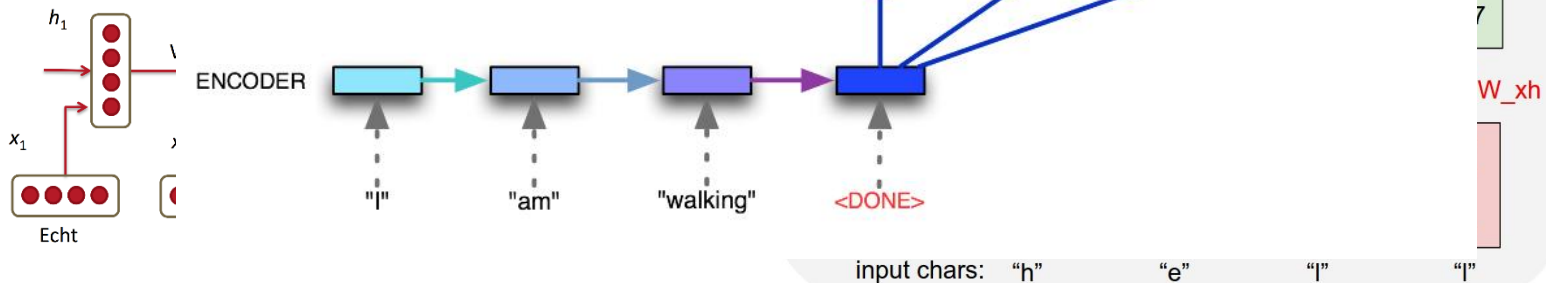
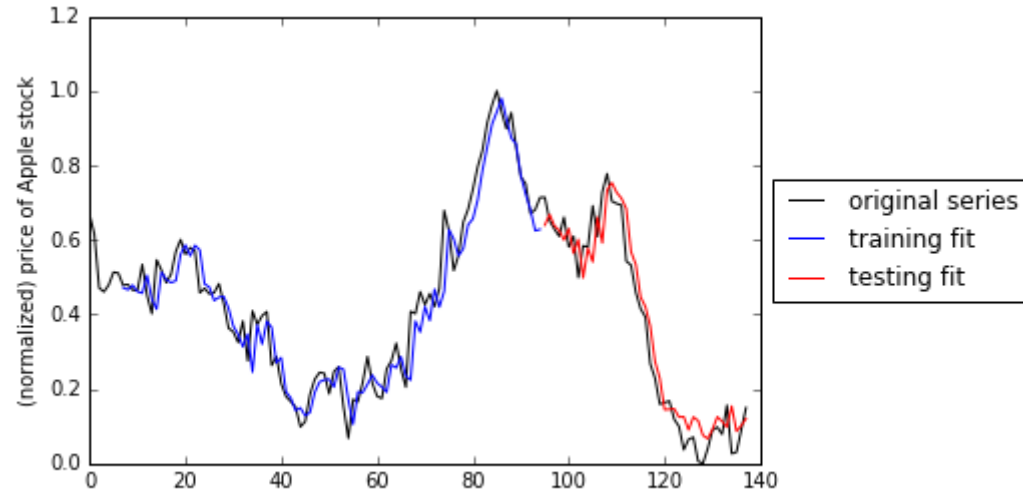
- If input amount:  $x_1, x_2, x_3, \dots, x_n$ , is large and **increasing** (large  $n$ ), the network would become too large and is unable to train
- We will now input one  $x_i$  at a time, and re-use the same network weights

# Recurrent Neural Networks – Model Representations



# Recurrent Neural Networks – Application

- Time Series Predictions
  - Stock prices
- Natural Language Processing
- Translation
- Speech Recognition
- Video Processing
- Music Generating
  
- Anything with time-series data!



# Recurrent Neural Networks – Application

## Music Generating

The diagram illustrates the process of generating music from text using an RNN. It shows a word "Yaeh" being broken down into characters, which are then mapped to a musical score. The score includes a treble clef and a red circle around the notes, labeled "MAJOR CHORD IN FIRST INVERSION!".

Character-to-ASCII mapping (Source):

88	58	130	c#88;	X
89	59	131	c#89;	Y
90	5A	132	c#90;	Z
91	5B	133	c#91;	[
92	5C	134	c#92;	\
93	5D	135	c#93;	]
94	5E	136	c#94;	^
95	5F	137	c#95;	_

Character-to-ASCII mapping (Dec Hx Oct Html Chr):

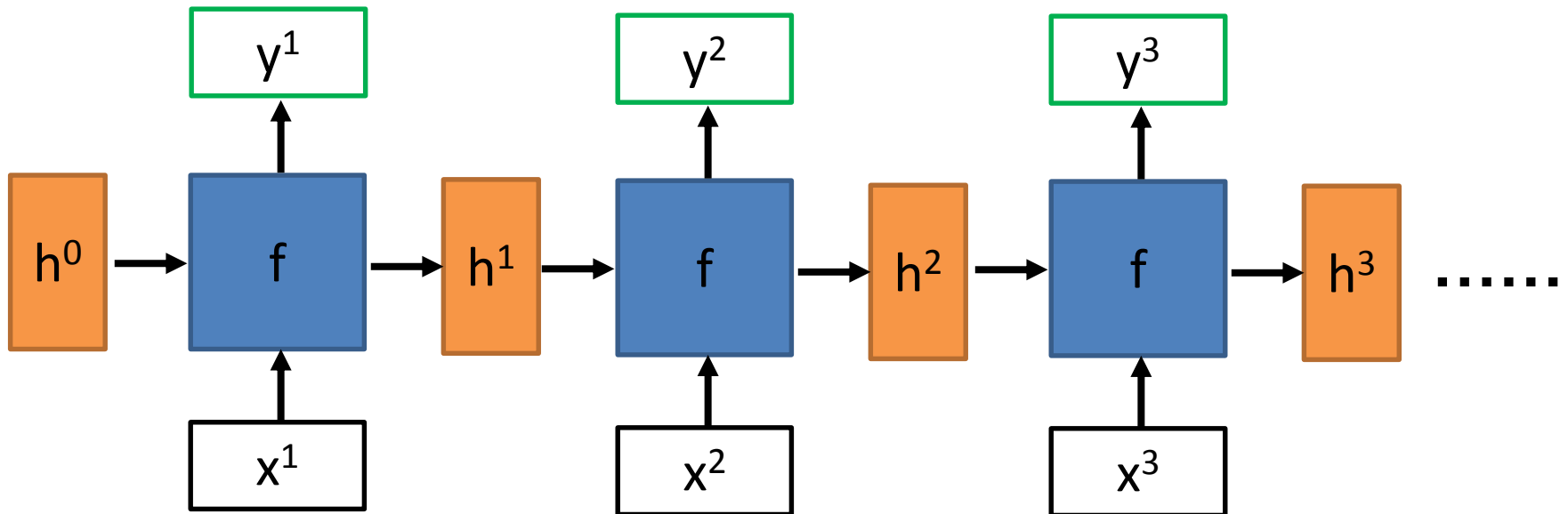
96	60	140	c#96;	`
97	61	141	c#97;	a
98	62	142	c#98;	b
99	63	143	c#99;	c
100	64	144	c#100;	d
101	65	145	c#101;	e
102	66	146	c#102;	f
103	67	147	c#103;	g
104	68	150	c#104;	h

Handwritten annotations:

- Blue arrows point from the characters 'Y', 'a', 'e', and 'h' to the corresponding rows in the second table (97, 98, 101, 104).
- Blue numbers 89, 97, 101, and 104 are written below the characters 'Y', 'a', 'e', and 'h' respectively.
- A red circle highlights the notes on the musical staff, with the text "MAJOR CHORD IN FIRST INVERSION!" written next to it.

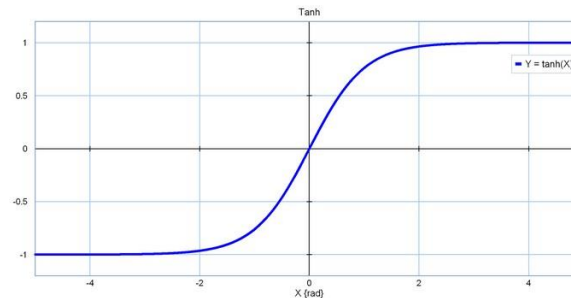
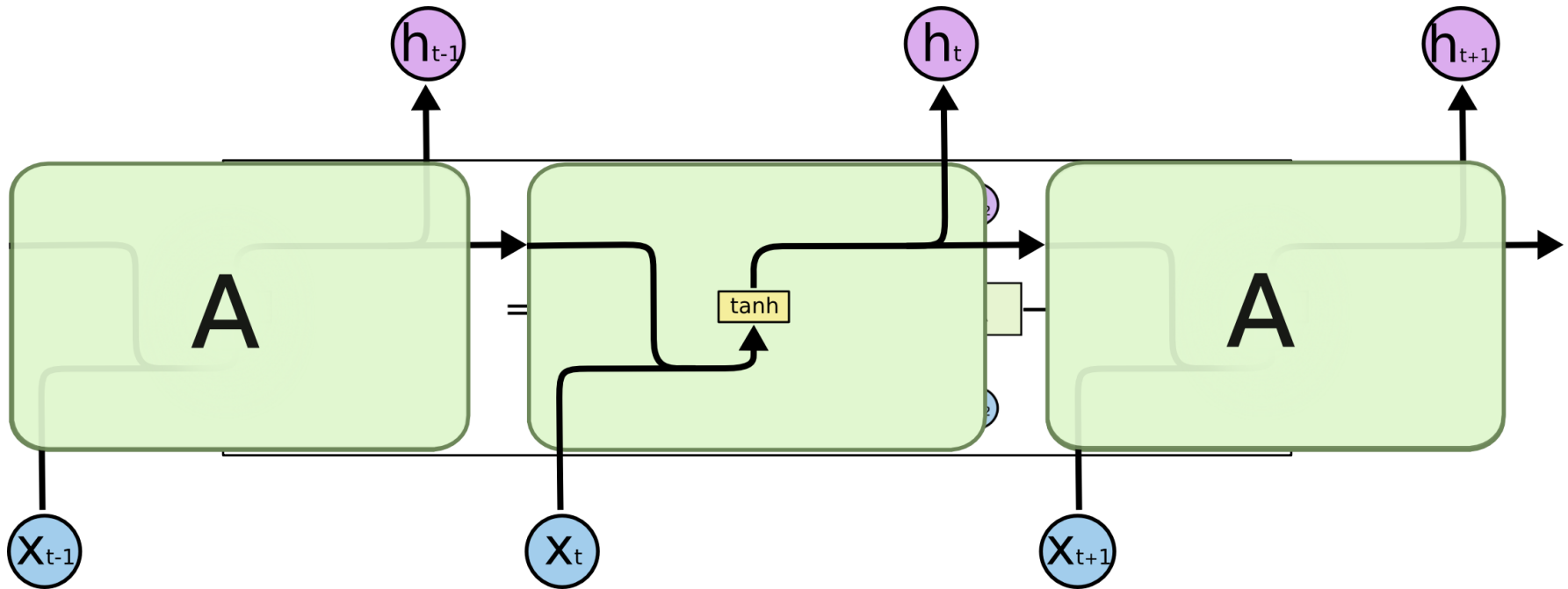
# Recurrent Neural Networks – Architecture

- We can apply the same function  $f$  to an unbounded number of inputs  $x_i$



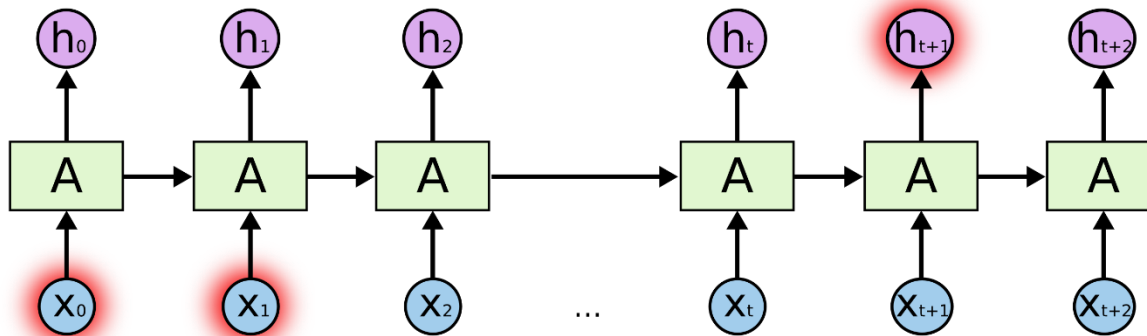
# Recurrent Neural Networks – Naïve RNN

- Single  $\tanh(x)$  layer/function

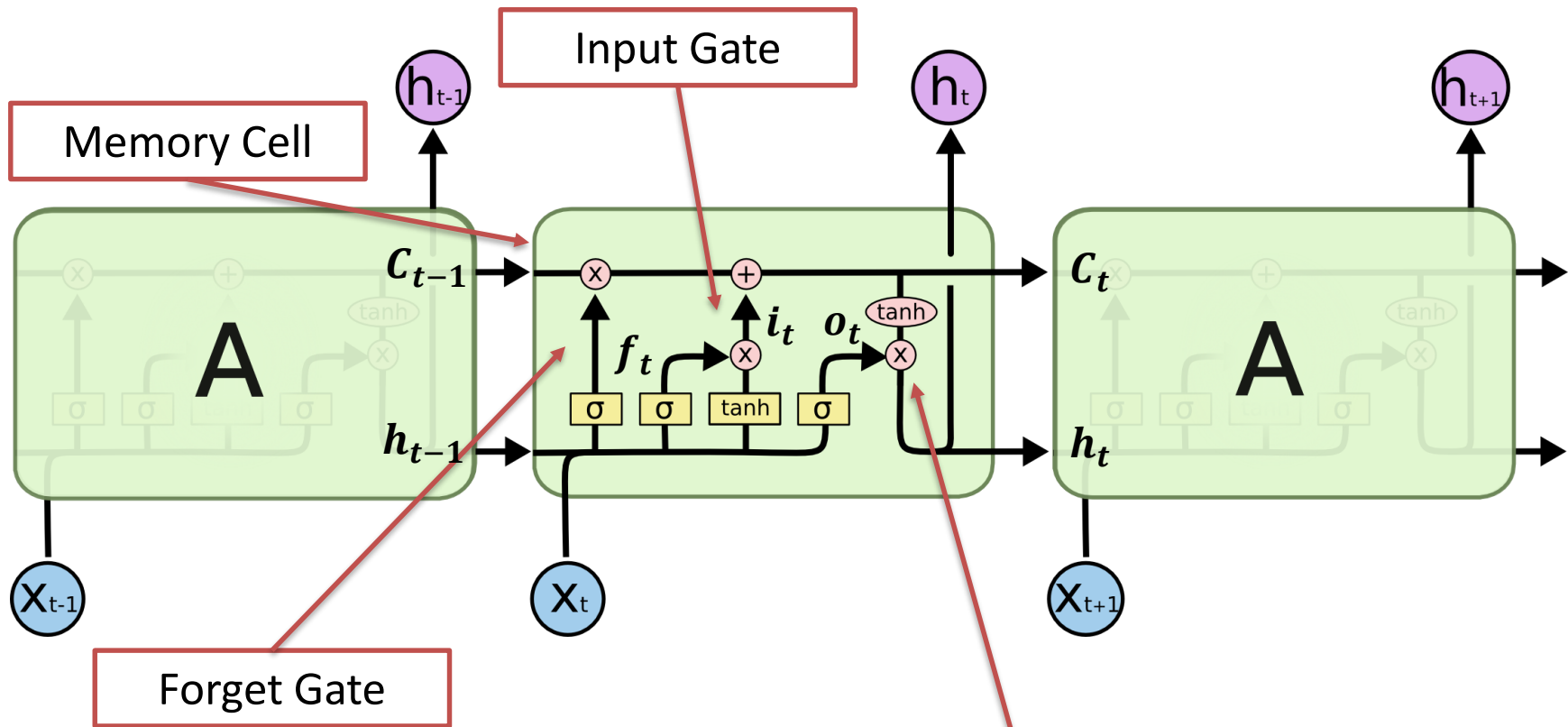


# Recurrent Neural Networks – Naïve RNN Criticism

- For time series data, old information tends to be forgotten
- For a distant relationship of unknown length, we wish to have a “memory” to it



# Recurrent Neural Networks – LSTM (Long Short-Term Memory)



**Forget Gate  $f_t$ :**  
**Memory Cell  $C_t$ :**  
 Output from a unit between 0 and 1 for each element in  $C_t$ . All represents to "completely very easy" for information to flow along it keep this" while a 0 represents to "completely forget this"

Output Gate

# Recurrent Neural Networks – LSTM + CNN

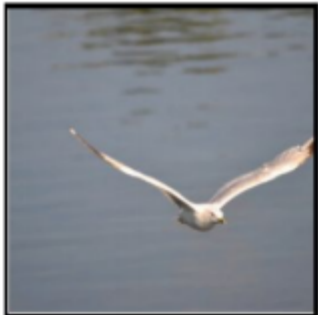
- Self driving!
- Convolute an image for object recognition (CNN), and recur (LSTM) over a series of images/frames (video)



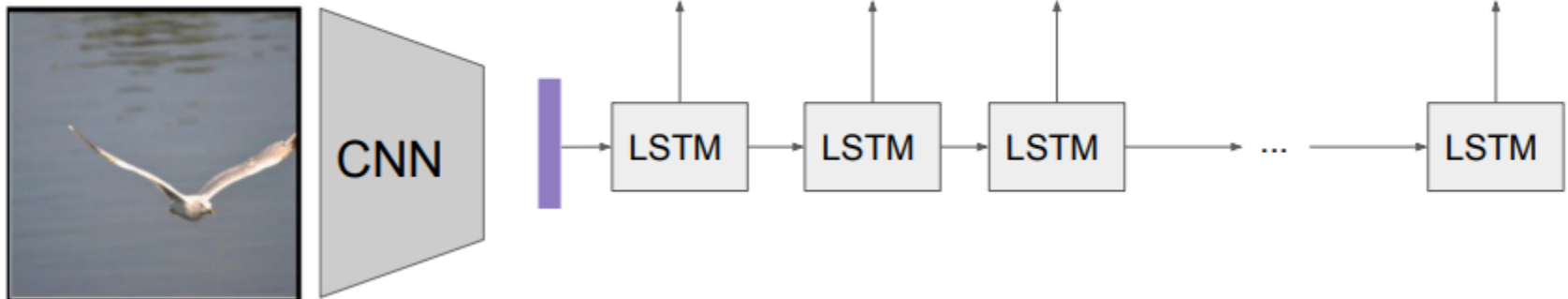
# Recurrent Neural Networks – Image Captioning

- Neural Image Caption Generator **generates fitting natural-language captions only based on the pixels** by combining a vision CNN and a language-generating RNN

E.g.: Image Captioning

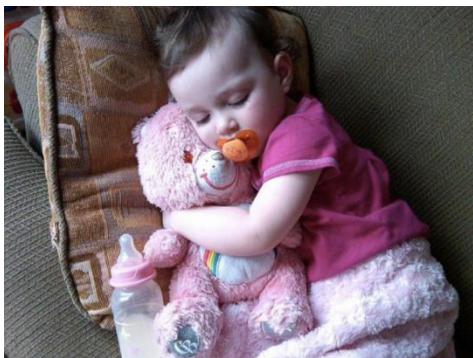


A bird flying over a body of water



# Recurrent Neural Networks – Image Captioning Examples

- Examples (success and failure)



A close up of a child holding a stuffed animal



Two pizzas sitting on top of a stove top oven



A man flying through the air while riding a skateboard

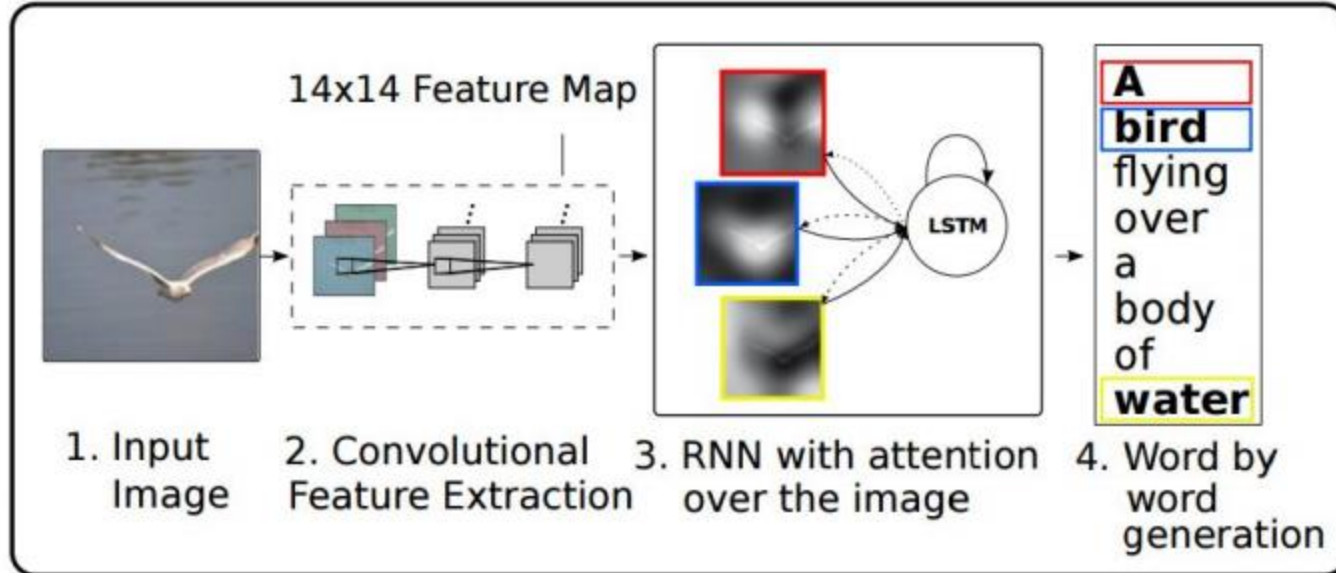
# Recurrent Neural Networks – Image Captioning Examples

- Examples (success and failure)

Describes without errors	Describes with minor errors	Somewhat related to the image
		
<p><b>A person riding a motorcycle on a dirt road.</b></p>	<p><b>Two dogs play in the grass.</b></p>	<p><b>A skateboarder does a trick on a ramp.</b></p>
		
<p><b>A group of young people playing a game of frisbee.</b></p>	<p><b>Two hockey players are fighting over the puck.</b></p>	<p><b>A little girl in a pink hat is blowing bubbles.</b></p>

# Recurrent Neural Networks – Attention Mechanism

- CNN + LSTM can provide ‘attention’ to an area of an image / video



# Recurrent Neural Networks – Attention Mechanism Examples

- CNN + LSTM can provide ‘attention’ to an area of an image / video



A woman is throwing a frisbee in a park.



A dog is standing on a hardwood floor.



A stop sign is on a road with a mountain in the background.



A little girl sitting on a bed with a teddy bear.



A group of people sitting on a boat in the water.



A giraffe standing in a forest with trees in the background.

# Generative Adversarial Networks (GANs) – 2014 Architecture



# Generative Adversarial Networks – Introduction

- First introduced by Ian Goodfellow et al. in 2014
- GANs have been used to generate images, videos, poems, and some simple conversation

## Generator:

- Generates candidates/images (from a probability distribution)
- It's objective is to 'fool' the discriminator by producing novel synthesized instances that appear to come from the true data

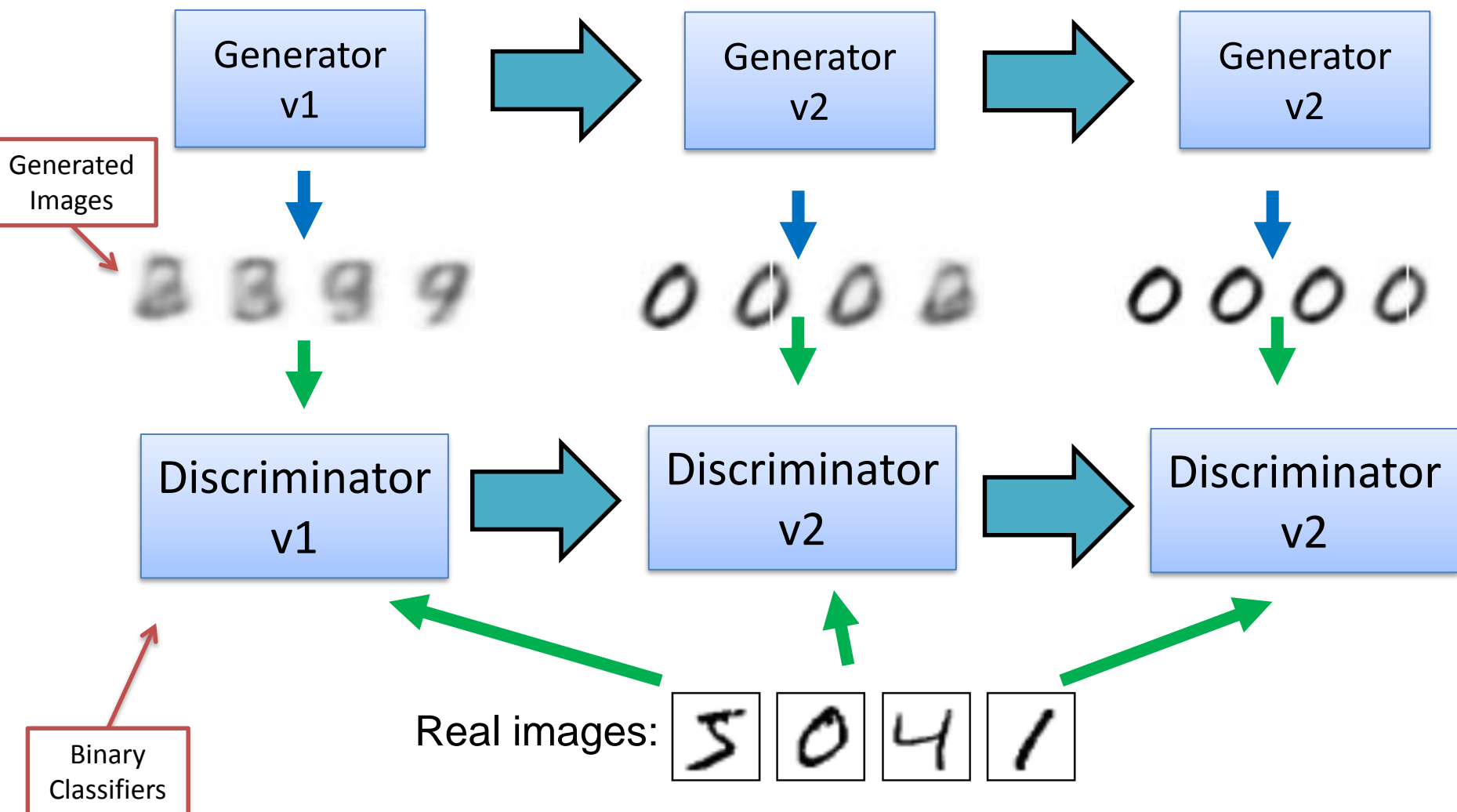
## Discriminator:

- Evaluates the generated images to see if they come from the true data or not

## Backpropagation applied to both networks:

- Generator to produce better images
- Discriminator to be more skilled at evaluating generated images

# Generative Adversarial Networks – Training a Generator

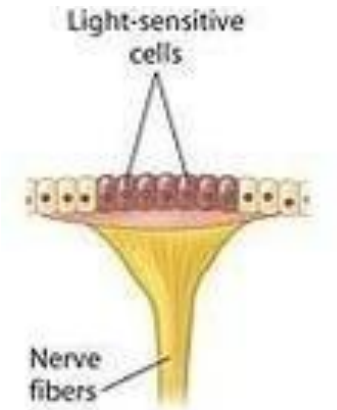


# Generative Adversarial Networks – Training a Generator



50,000  
Rounds

# Generative Adversarial Networks – Evolution as a GAN

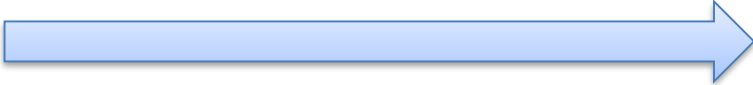


Patch of light-sensitive cells

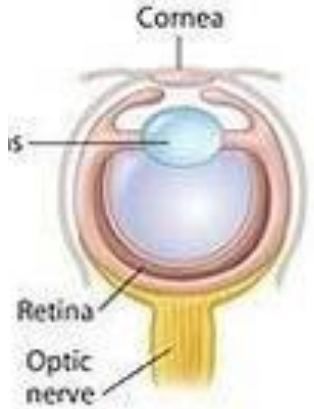


Limpet

Time



**Genetic Offspring = Generator**  
**Predator / Prey = Discriminator**



Complex camera-type eye



Squid

# Generative Adversarial Networks – Image Generating Examples

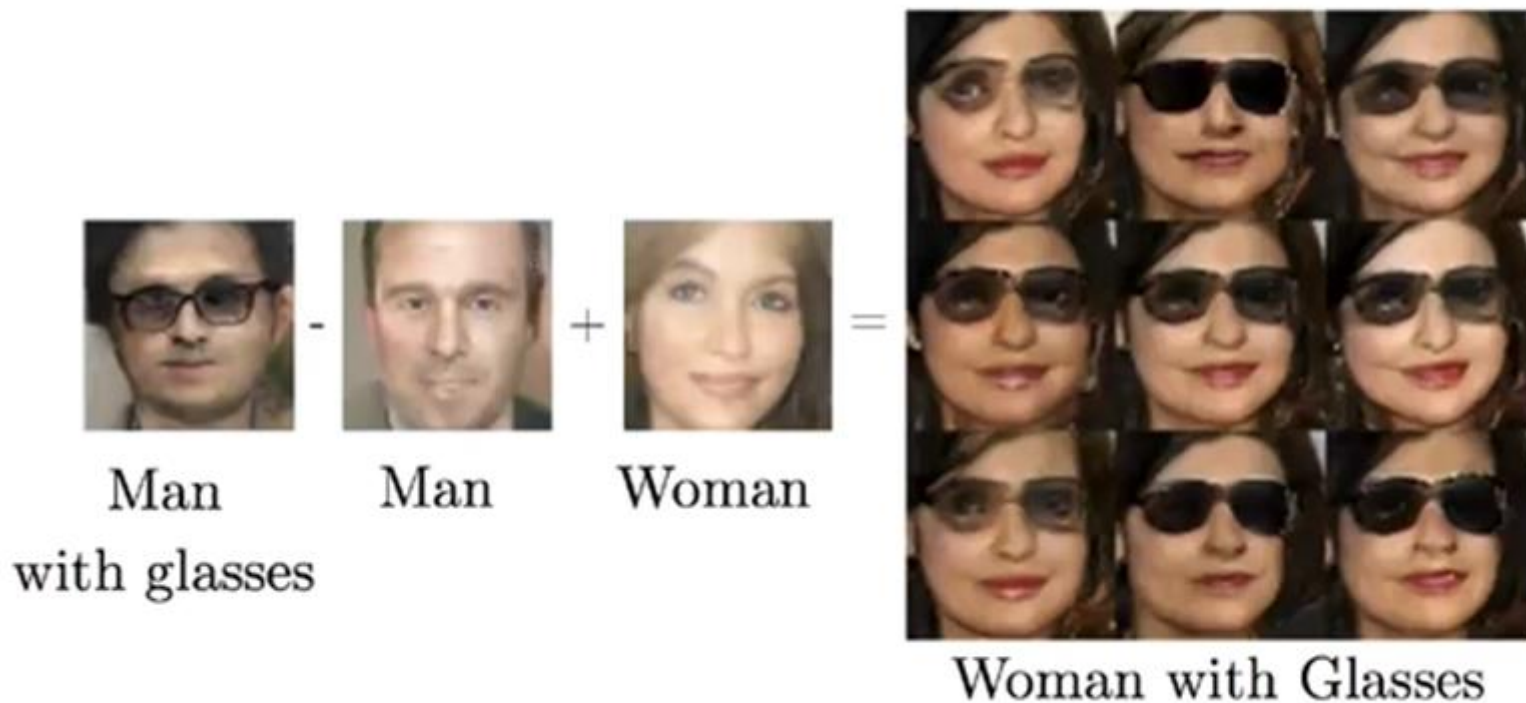
## DCGANs for LSUN Bedrooms



(Radford et al 2015)




# Generative Adversarial Networks – Vector Arithmetic

## Vector Space Arithmetic





(Radford et al, 2015)

# Generative Adversarial Networks – Text to Image

Caption	Image
a pitcher is about to throw the ball to the batter	
a group of people on skis stand in the snow	
a man in a wet suit riding a surfboard on a wave	

# Generative Adversarial Networks – Text to Image

Caption	Image
this flower has white petals and a yellow stamen	
the center is yellow surrounded by wavy dark purple petals	
this flower has lots of small round pink petals	