

# *Applied Deep Learning*



## Introduction

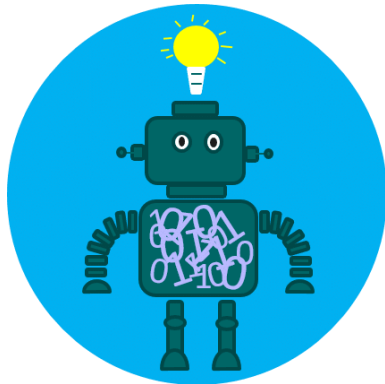


September 4th, 2024

<http://adl.miulab.tw>



**National  
Taiwan  
University**  
國立臺灣大學



2

# What is Machine Learning?

什麼是機器學習？  
白話文讓你了解！

**Artificial intelligence (AI)** is intelligence—perceiving, synthesizing, and inferring information—demonstrated by machines, as opposed to intelligence displayed by animals and humans.

**Machine learning (ML)** is a field of inquiry devoted to understanding and building methods that “learn”, that is, methods that leverage data to improve performance on some set of tasks.

It is seen as a part of artificial intelligence.



# What Computers Can Do?



→ Programs can do the things you ask them to do

## 5 Program for Solving Tasks

- Task: predicting positive or negative given a product review

"I love this product!"

↓ program.py

+

if input contains "love", "like", etc.  
output = positive

"It claims too much."

↓ program.py

-

if input contains "too much", "bad", etc.  
output = negative

"It's a little expensive."

↓ program.py

?

"台灣第一波上市!"

↓ program.py

推

"規格好雞肋..."

↓ program.py

噓

"樓下買了我才考慮"

↓ program.py

?

Some tasks are complex, and we don't know how to write a program to solve them.

# Learning $\approx$ Looking for a Function

- Task: predicting positive or negative given a product review

“I love this product!”

↓  $f$

+

if input contains “love”, “like”, etc.  
output = positive

“It claims too much.”

↓  $f$

-

if input contains “too much”, “bad”, etc.  
output = negative

“It’s a little expensive.”

↓  $f$

?

“台灣第一波上市!”

↓  $f$

推

“規格好雞肋...”

↓  $f$

噓

“樓下買了我才考慮”

↓  $f$

?

Given a large amount of data, the machine learns what the function  $f$  should be.

# Learning $\approx$ Looking for a Function

- Speech Recognition

$$f(\text{audio waveform}) = \text{"你好"}$$

- Image Recognition

$$f(\text{image of '2'}) = \text{"2"}$$

- Weather Forecast

$$f(\text{sunrise image}, \text{Last Week}) = \text{rainy night image Tomorrow}$$

- Customer Prediction (KYC)

$$f(\text{customer icon}, \text{makeup icons}) = \text{"yes"}$$

- Play video games

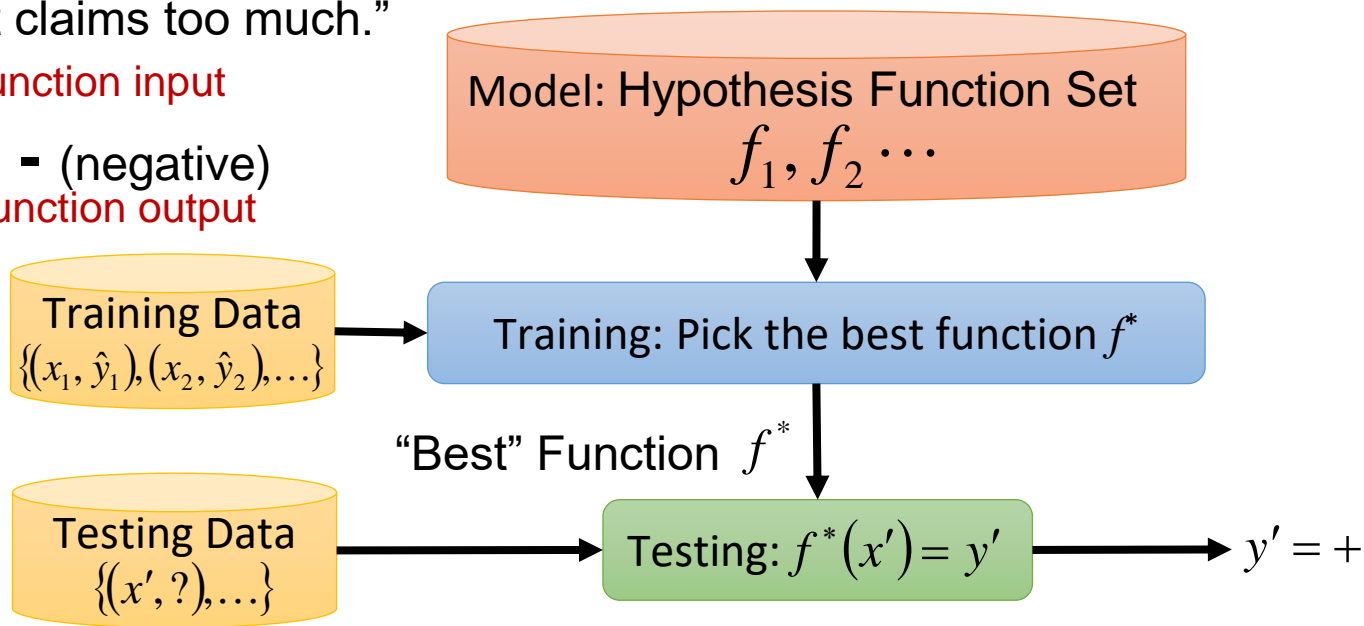
$$f(\text{game screen}) = \text{"move left"}$$

# Machine Learning Framework

$x$  : "It claims too much."

function input

$\hat{y}$  : - (negative)  
function output



Training is to pick the best function given the observed data  
Testing is to predict the label using the learned function





9

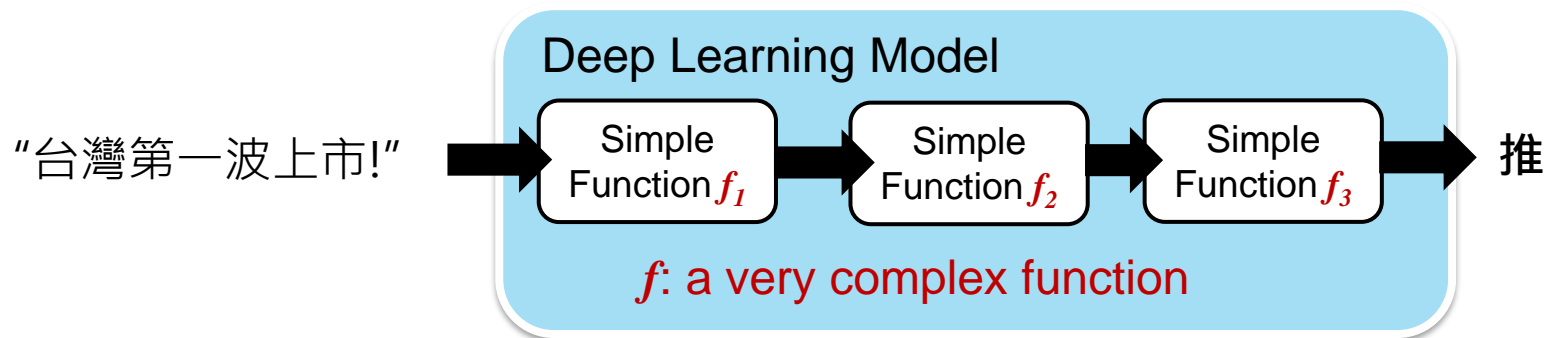
# What is Deep Learning?

## 什麼是深度學習？

A subfield of machine learning

# Stacked Functions Learned by Machine

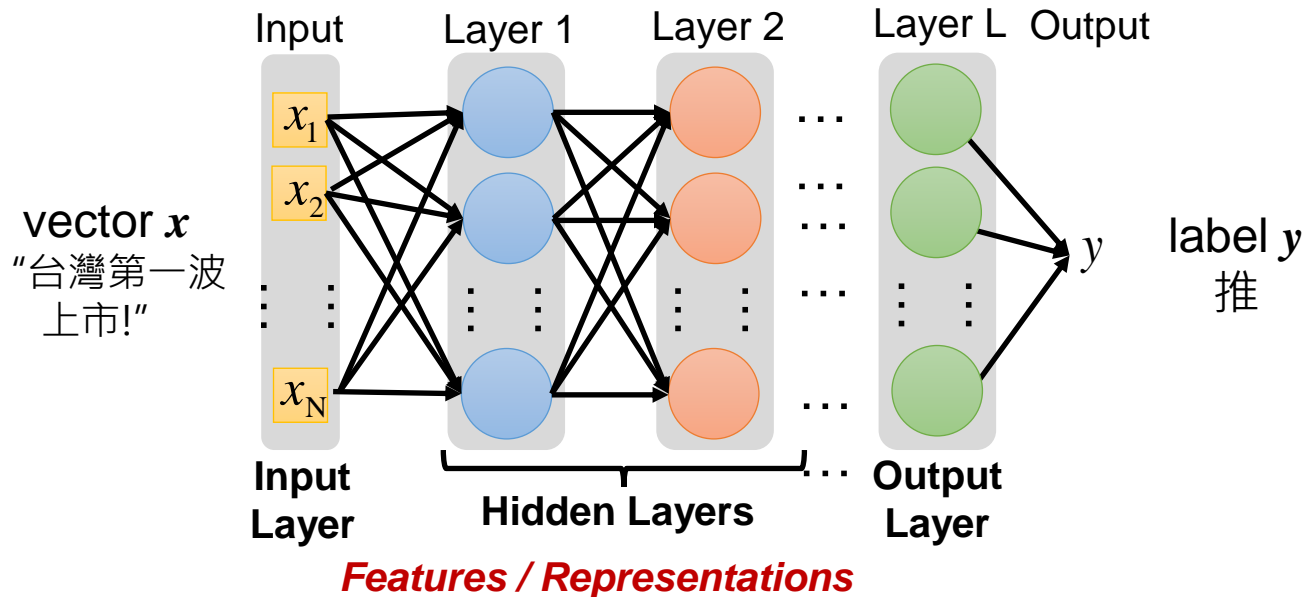
## Production line (生產線)



End-to-end training: what each function should do is learned automatically

Deep learning usually refers to *neural network* based model

# Stacked Functions Learned by Machine

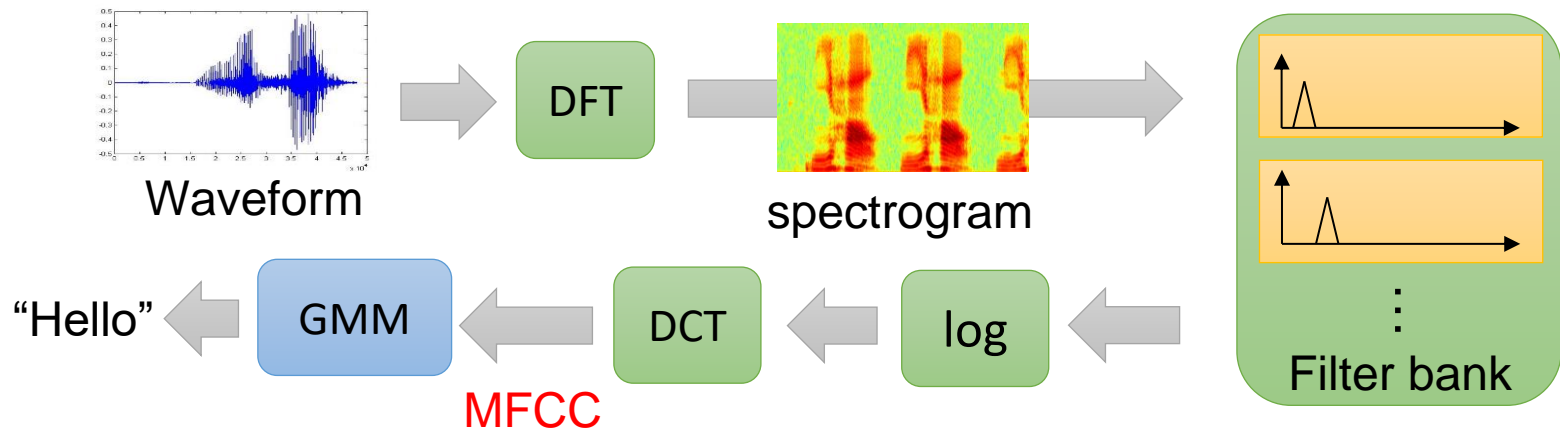


**Representation Learning** attempts to learn good features/representations

**Deep Learning** attempts to learn (multiple levels of) representations and an output

# Deep vs. Shallow – Speech Recognition

## Shallow Model



Each box is a simple function in the production line:



:hand-crafted

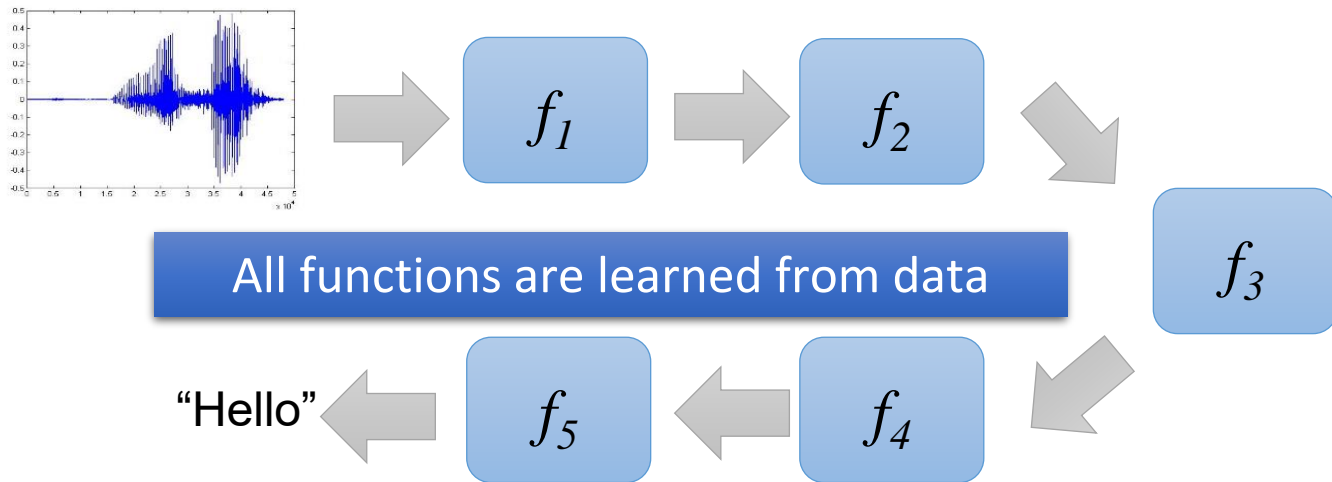


:learned from data

# Deep vs. Shallow – Speech Recognition

“Bye bye, MFCC” - Deng Li in Interspeech 2014

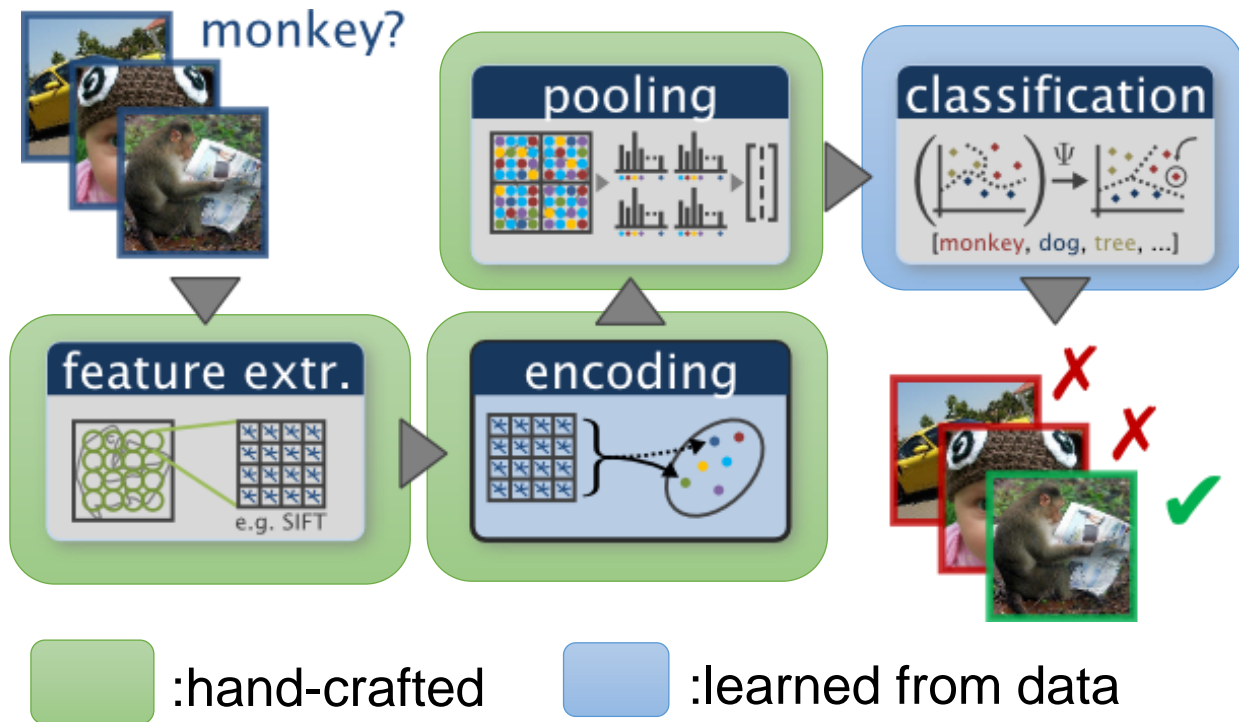
## Deep Model



Less engineering labor, but machine learns more

# Deep vs. Shallow – Image Recognition

## Shallow Model

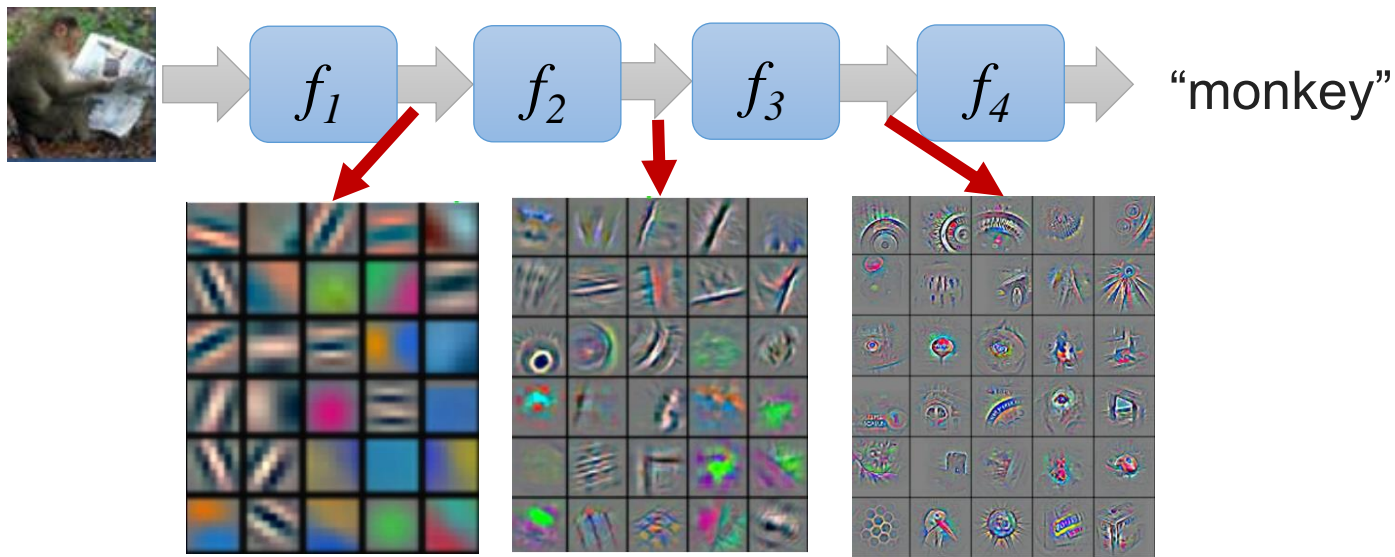


# Deep vs. Shallow – Image Recognition

Reference: Zeiler, M. D., & Fergus, R. (2014). Visualizing and understanding convolutional networks. In *Computer Vision–ECCV 2014* (pp. 818-833)

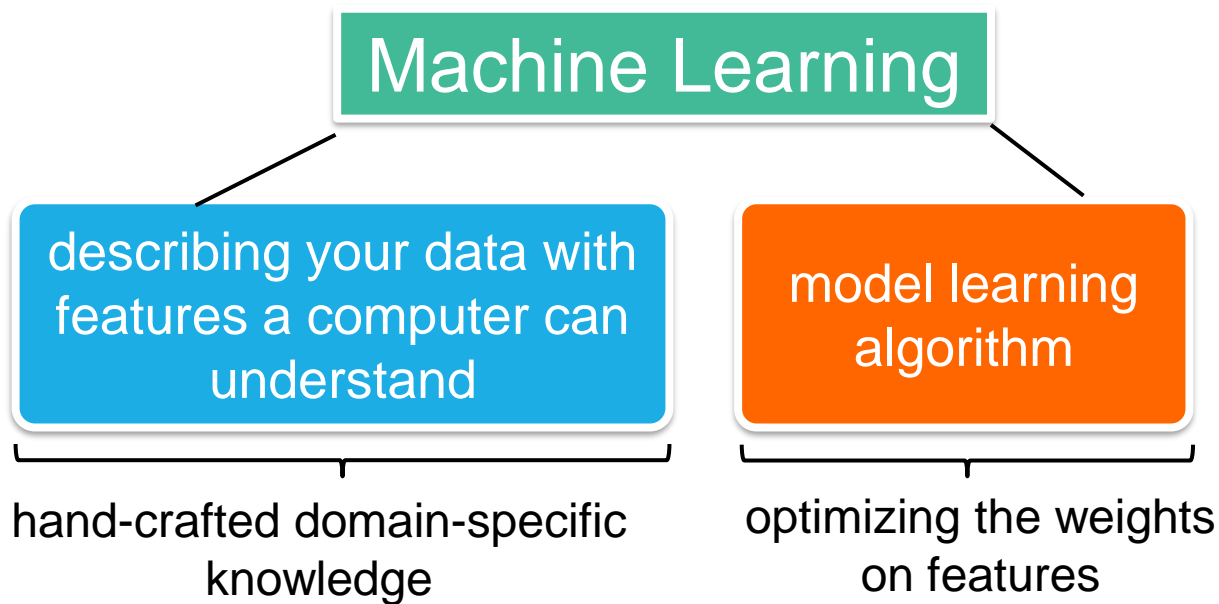
## Deep Model

All functions are learned from data



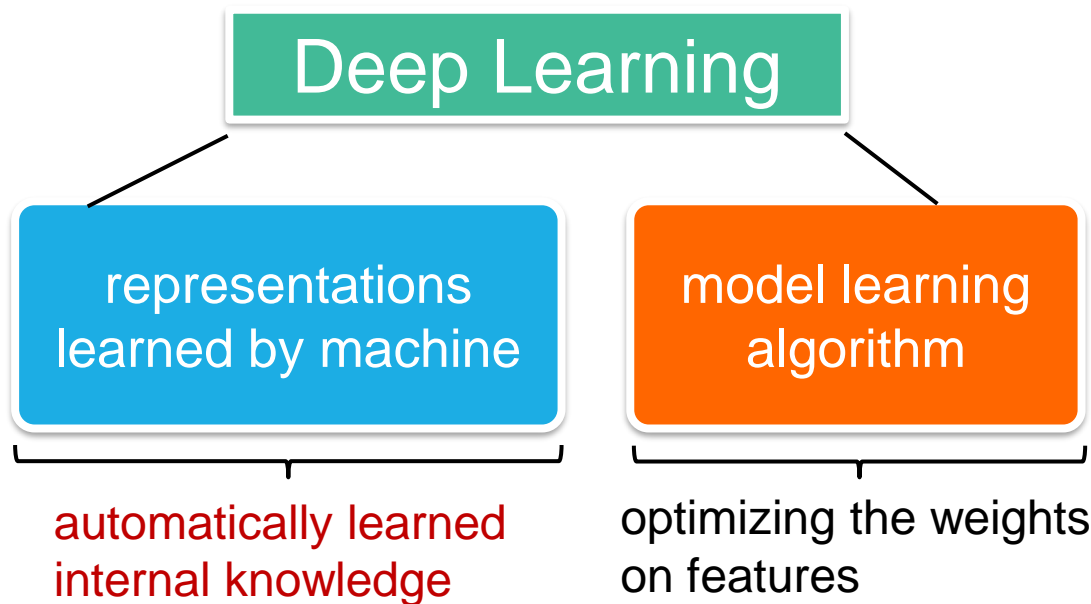
**Features / Representations**

# Machine Learning vs. Deep Learning



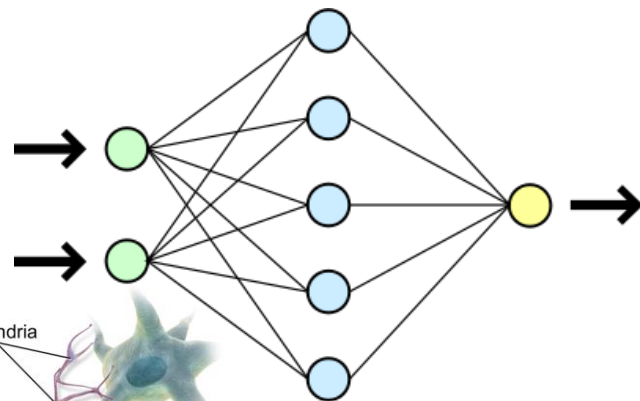
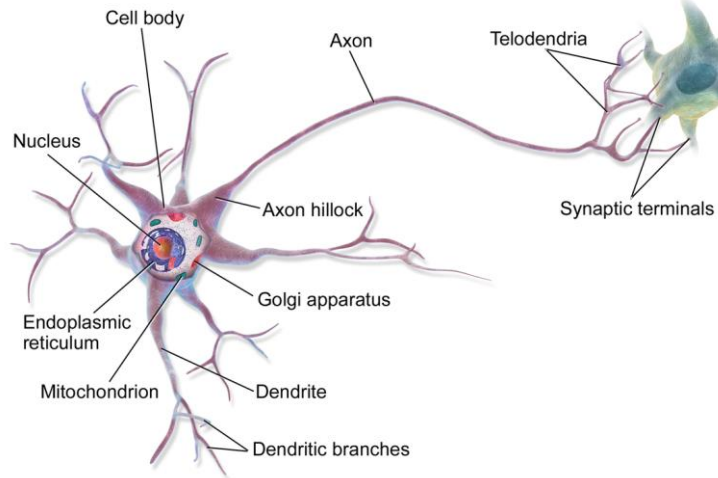


# Machine Learning vs. Deep Learning

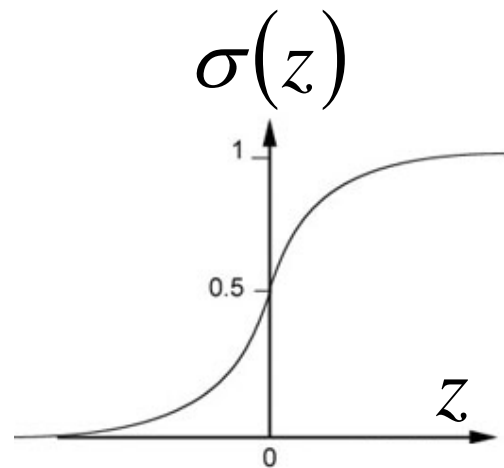
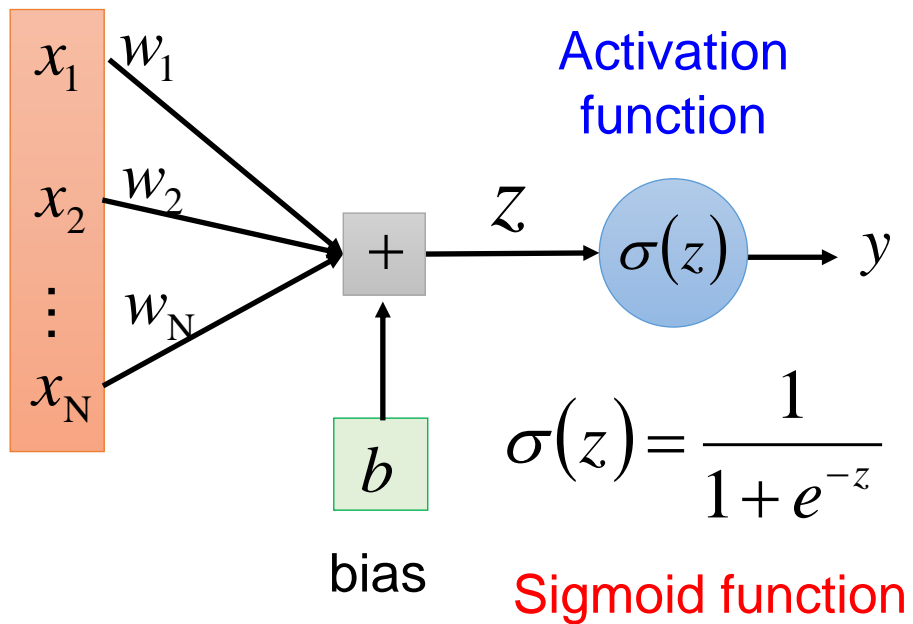


Deep learning usually refers to *neural network* based model

# Inspired by Human Brain



# A Single Neuron



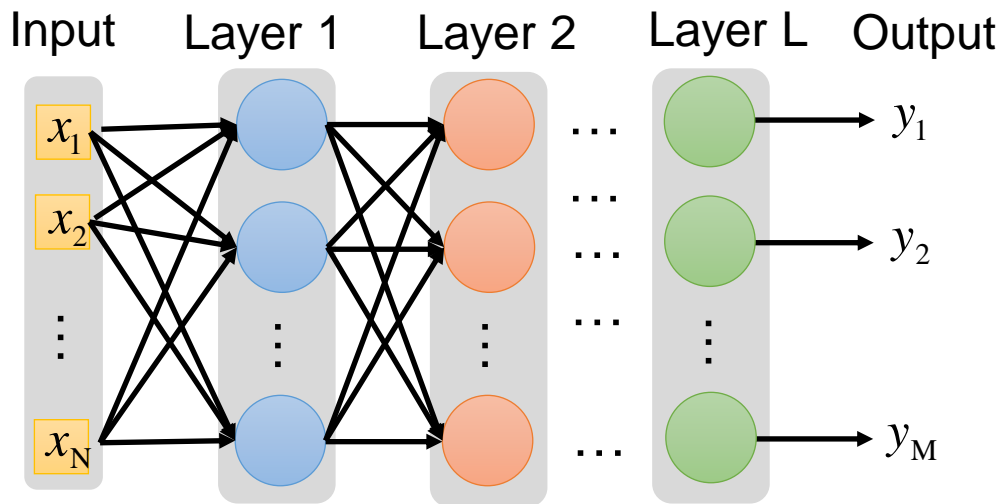
Each neuron is a very simple function

# Deep Neural Network

A neural network is a complex function:

$$f : \mathbb{R}^N \rightarrow \mathbb{R}^M$$

- Cascading the neurons to form a neural network



Each layer is a simple function in the production line

# History of Deep Learning

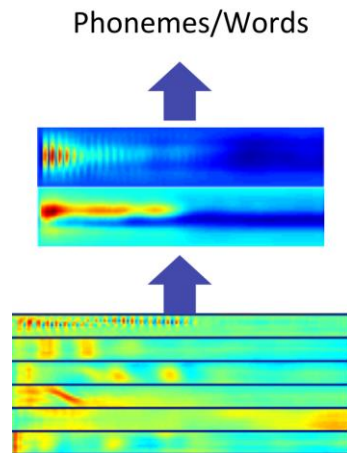
- 1960s: Perceptron (single layer neural network)
- 1969: Perceptron has limitation
- 1980s: Multi-layer perceptron
- 1986: Backpropagation
- 1989: 1 hidden layer is “good enough”, why deep?
- 2006: RBM initialization (breakthrough)
- 2009: GPU
- 2010: breakthrough in Speech Recognition (Dahl et al., 2010)
- 2012: breakthrough in ImageNet (Krizhevsky et al. 2012)
- 2015: “superhuman” results in Image and Speech Recognition
- 2016: AlphaGo “superhuman” results in Go playing
- 2022: ChatGPT “human-level” results in diverse domains

# Deep Learning Breakthrough

## First: Speech Recognition

Acoustic Model	WER on RT03S FSH	WER on Hub5 SWB
Traditional Features	27.4%	23.6%
Deep Learning	18.5% (-33%)	16.1% (-32%)

## Second: Computer Vision



# History of Deep Learning

- 1960s: Perceptron (single layer neural network)
- 1969: Perceptron has limitation
- 1980s: Multi-layer perceptron
- 1986: Backpropagation
- 1989: 1 hidden layer is “good enough”, why deep?
- 2006: RBM initialization (breakthrough)
- 2009: GPU
- 2010: breakthrough in Speech Recognition (Dahl et al., 2010)
- 2012: breakthrough in ImageNet (Krizhevsky et al. 2012)
- 2015: “superhuman” results in Image and Speech Recognition
- 2016: AlphaGo “superhuman” results in Go playing
- 2022: ChatGPT “human-level” results in diverse domains

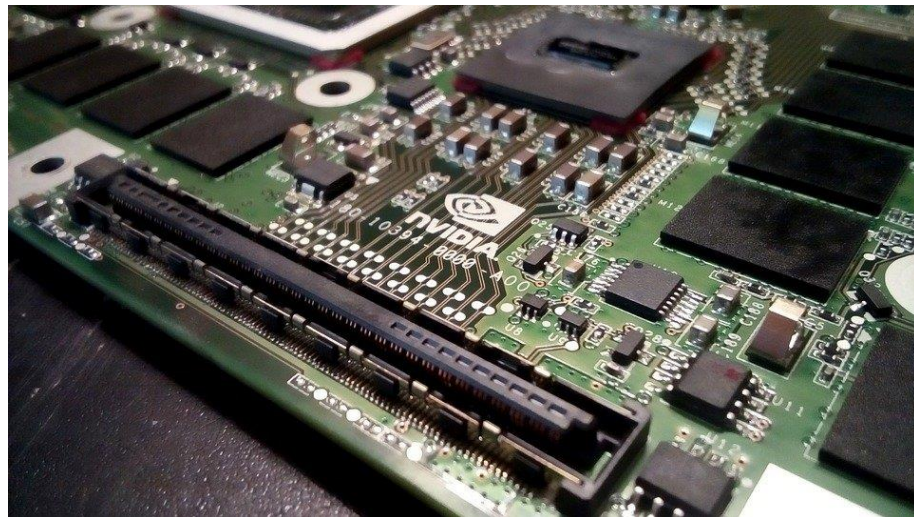
Why does deep learning show breakthrough in applications after 2010?



# Why Deep Learning Works



**Big Data**

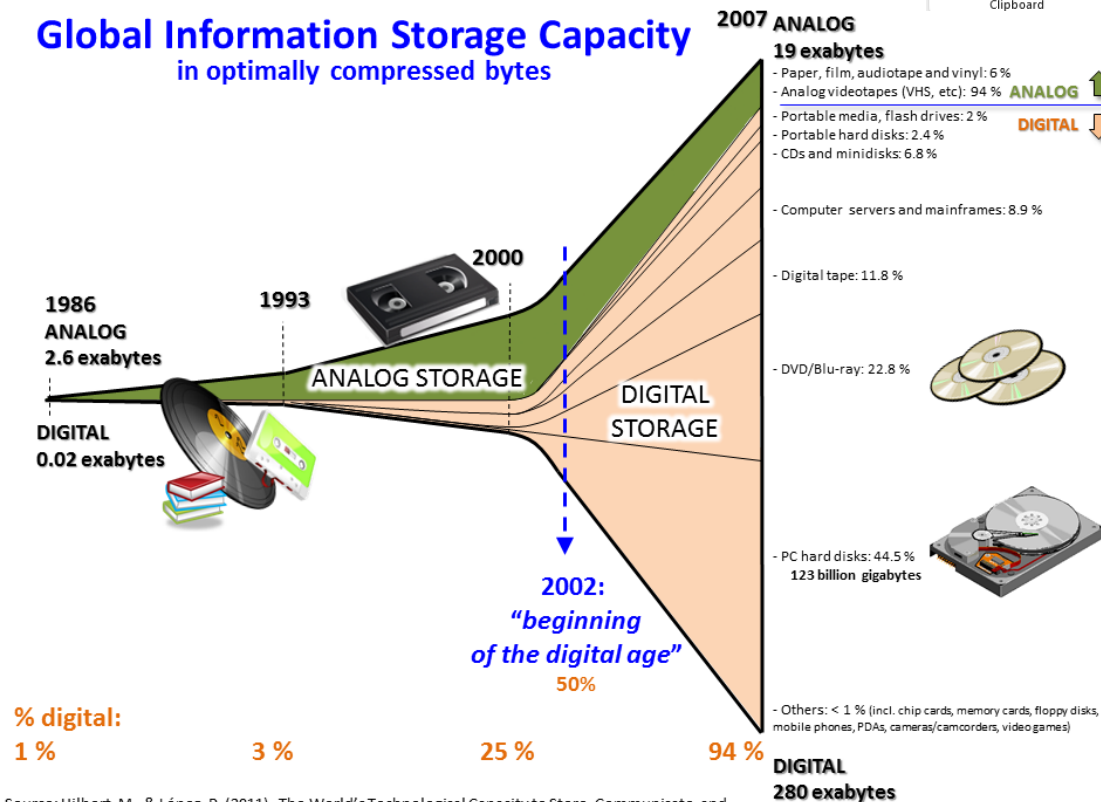


**GPU**

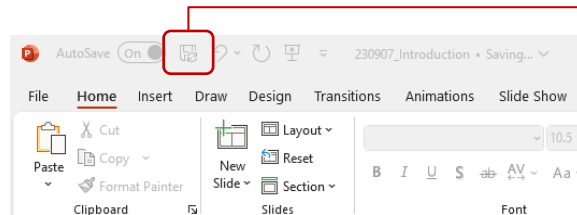


# Data Storage

## Global Information Storage Capacity in optimally compressed bytes



Source: Hilbert, M., & López, P. (2011). The World's Technological Capacity to Store, Communicate, and Compute Information. *Science*, 332(6025), 60–65. <http://www.martinhilbert.net/WorldInfoCapacity.html>



# GPU for Efficient AI Training

✓ Searching for: 為什麼訓練AI需要很多GPU的資源

為什麼訓練AI需要很多GPU的資源

✓ Generating answers for you...

訓練AI需要很多GPU的資源，主要是因為AI的一種方法叫做**深度學習**，它使用了大量的**神經網絡**來處理數據<sup>1</sup>。神經網絡是一種高度並行的計算任務，也就是說，它可以把一個大的任務分成很多小的任務，同時在不同的處理器上執行<sup>1</sup>。GPU是一種專門用於並行計算的處理器，它有很多個核心（core），每個核心都可以執行一個小任務<sup>1</sup><sup>2</sup>。相比之下，CPU是一種用於串行計算的處理器，它有較少的核心，但每個核心都可以執行較複雜的任務<sup>2</sup>。因此，GPU比CPU更適合人工智能計算，尤其是當數據量和計算量都很大時<sup>3</sup><sup>2</sup>。

Learn more: [1. zhuanlan.zhihu.com](https://1.zhuanlan.zhihu.com) [2. zhihu.com](https://2.zhihu.com) [3. zhuanlan.zhihu.com](https://3.zhuanlan.zhihu.com)

# GPU Companies

✓ Searching for: 有提供GPU的公司有甚麼

有提供GPU的公司有甚麼?

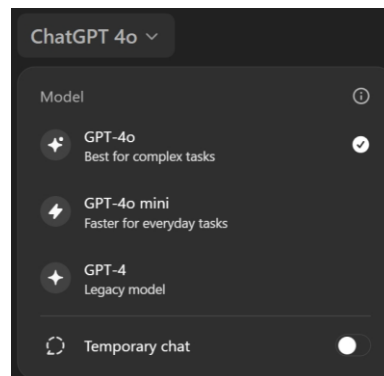
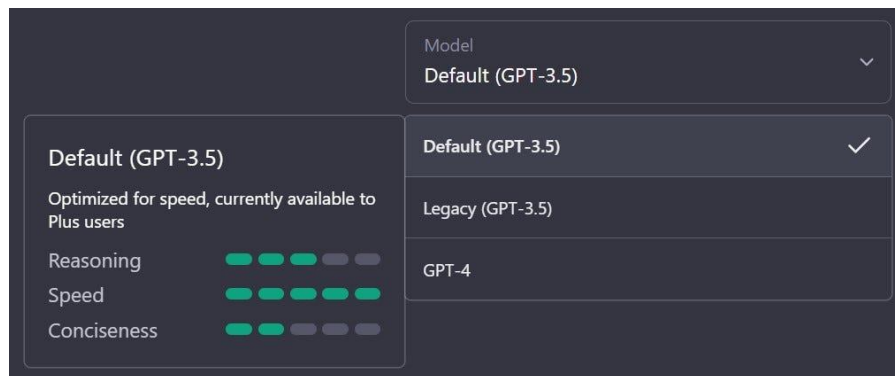
✓ Generating answers for you...

有提供GPU的公司有很多，其中最知名的是**英偉達**（NVIDIA）和**AMD**，它們分別生產了**GeForce**和**Radeon**系列的GPU<sup>1</sup>。這兩家公司的GPU主要用於遊戲和專業市場，也適合訓練AI<sup>2</sup><sup>1</sup>。除此之外，還有一些國內的公司也在開發自己的GPU，例如長沙景嘉微電子股份有限公司，它擁有完全自主知識產權的GPU產品<sup>2</sup>。另外，一些大型科技公司也在研發自己的GPU或類似產品，例如谷歌的TPU（Tensor Processing Unit），蘋果的M1芯片等<sup>1</sup>。

Learn more: [1. sohu.com](#) [2. thepaper.cn](#) [3. gigabyte.com](#)

# Why Speed Matters?

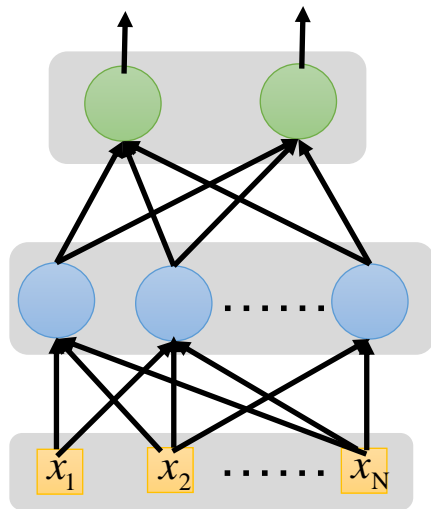
- Training time
  - Big data increases the training time
  - Too long training time is not practical
- Inference time
  - Users are not patient to wait for the responses



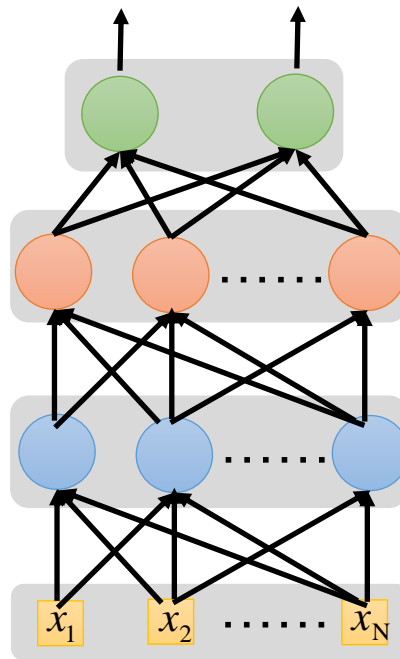
GPU enables the real-world applications using the computational power

# Why Deeper is Better?

- Deeper  $\rightarrow$  More parameters



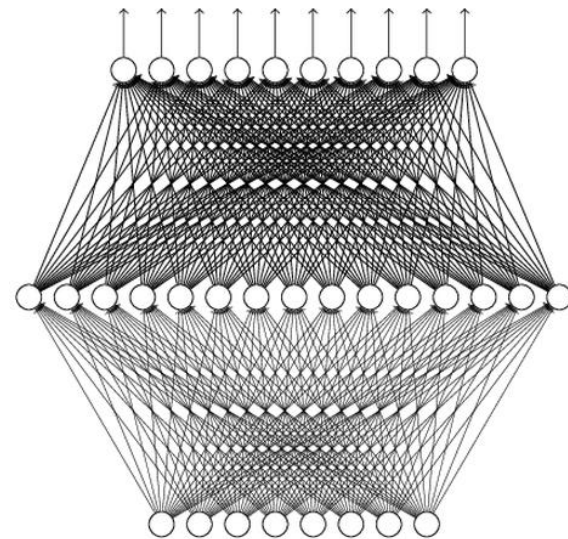
Shallow



Deep

# Universality Theorem

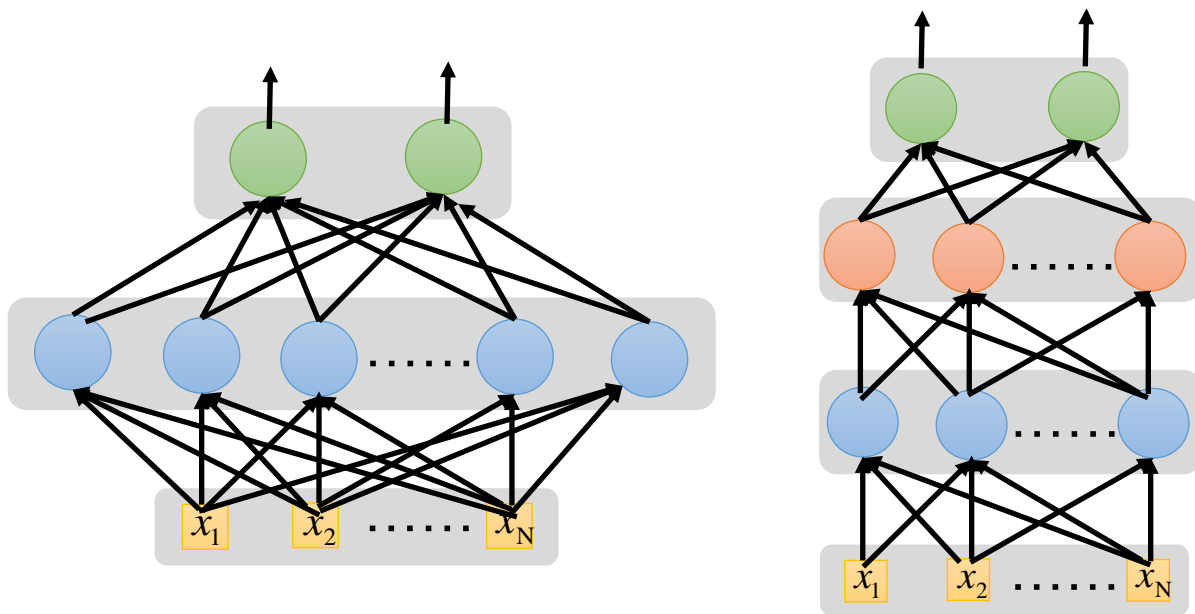
- Any continuous function  $f$   
$$f : R^N \rightarrow R^M$$
- can be realized by a network with only hidden layer



Why “deep” not “fat”?

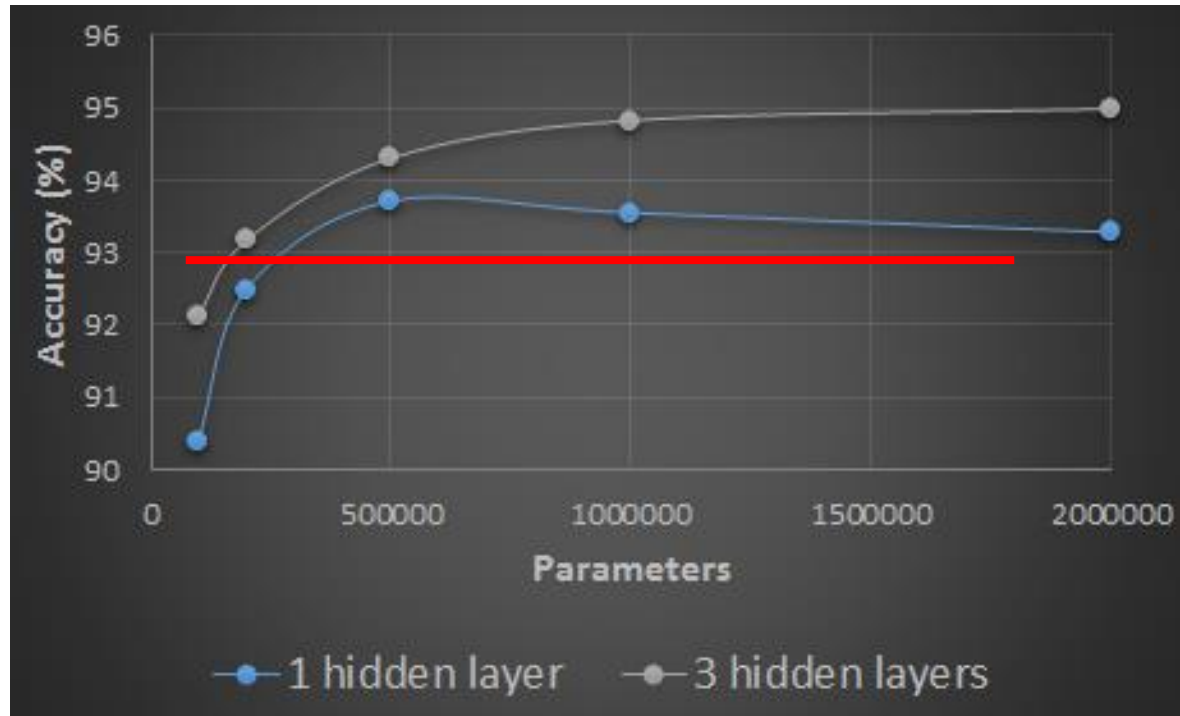
# 31 Fat + Shallow vs. Thin + Deep

- Two networks with the same number of parameters



# Fat + Shallow vs. Thin + Deep

## Hand-Written Digit Classification

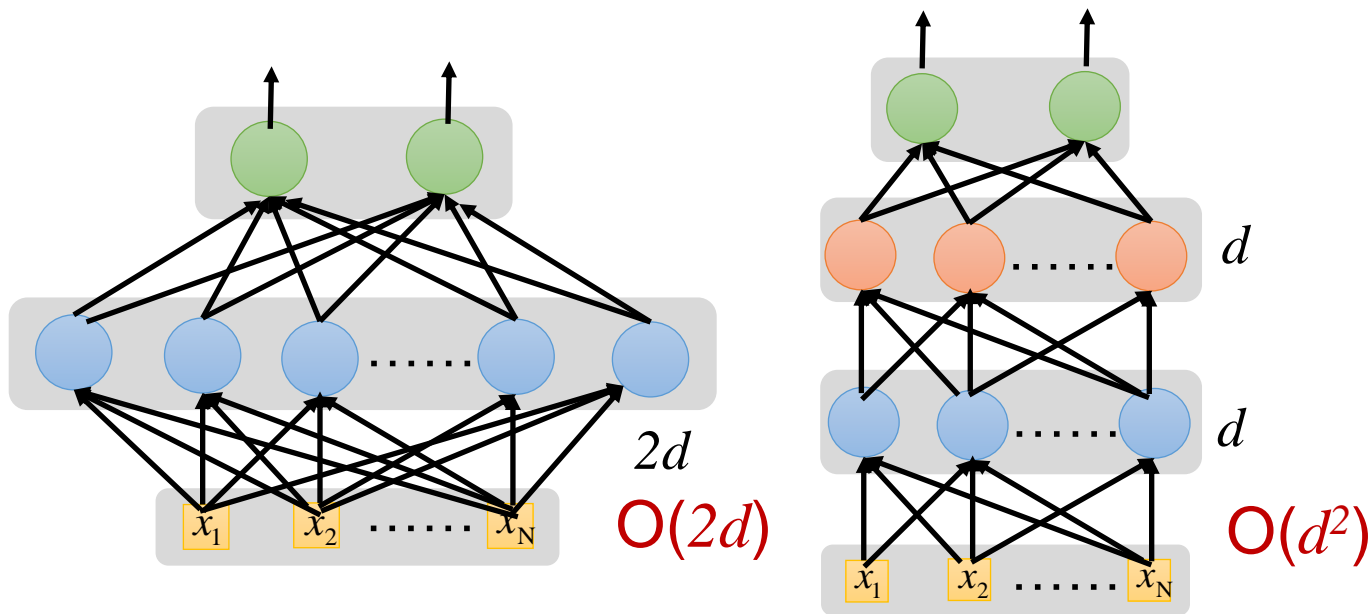


The deeper model uses less parameters to achieve the same performance



# 33 Fat + Shallow vs. Thin + Deep

- Two networks with the same number of parameters





34

# How to Apply?

## 如何應用深度學習？

# How to Frame the Learning Problem?

- ⦿ The learning algorithm  $f$  is to map the input domain  $X$  into the output domain  $Y$

$$f : X \rightarrow Y$$

- ⦿ Input domain: word, word sequence, audio signal, click logs
- ⦿ Output domain: single label, sequence tags, tree structure, probability distribution

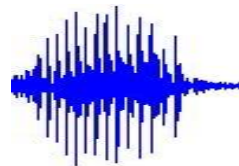
# Output Domain – Classification

## ● Sentiment Analysis

“這規格有誠意!” → +

“太爛了吧~” → -

## ● Speech Phoneme Recognition



→ /h/

## ● Handwritten Recognition



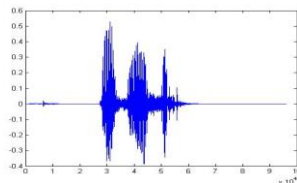
→ 2

# Output Domain – Sequence Prediction

## ● POS Tagging

“推薦我台大後門的餐廳” → 推薦/VV 我/PN 台大/NR 後門/NN  
的/DEG 餐廳/NN

## ● Speech Recognition



→ “大家好”

## ● Machine Translation

“How are you doing today?” → “你好嗎?”

Learning tasks are decided by the output domains

# Input Domain – How to Aggregate Information

- Input: word sequence, image pixels, audio signal, click logs
- Property: continuity, temporal, importance distribution
- Example
  - CNN (convolutional neural network): local connections, shared weights, pooling
    - AlexNet, VGGNet, etc.
  - RNN (recurrent neural network): temporal information
  - Transformer: multiple inputs with interaction

Network architectures should consider the input domain properties

# How to Frame the Learning Problem?

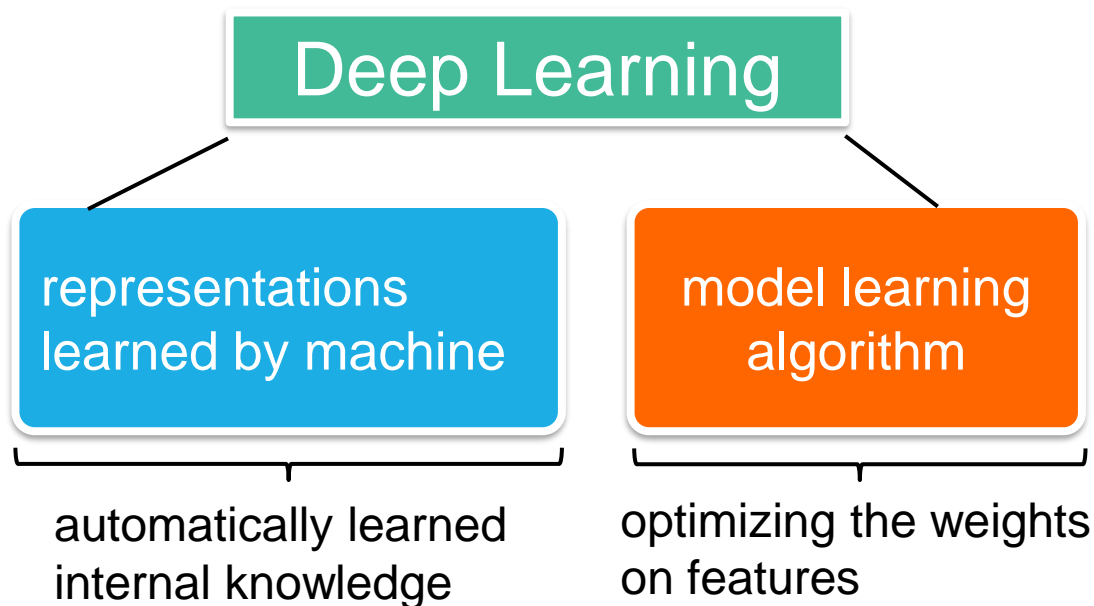
- ⦿ The learning algorithm  $f$  is to map the input domain  $X$  into the output domain  $Y$

$$f : X \rightarrow Y$$

- ⦿ **Input domain:** word, word sequence, audio signal, click logs
- ⦿ **Output domain:** single label, sequence tags, tree structure, probability distribution

Network design should leverage input and output domain properties

# “Applied” Deep Learning



How to frame a task into a learning problem and design/choose the corresponding model

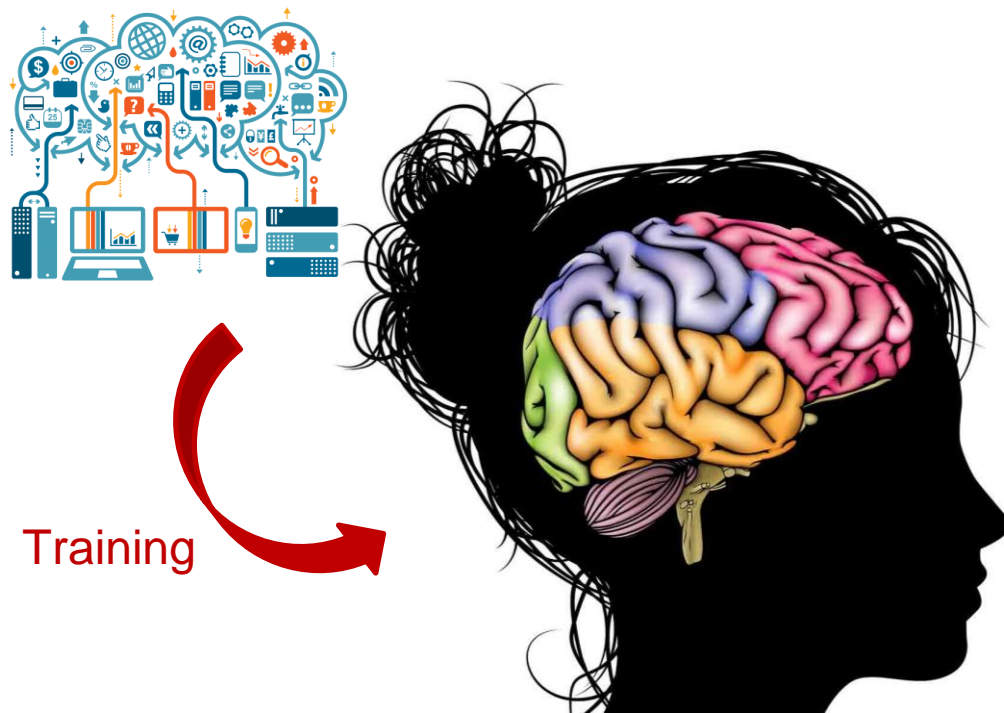


# Core Factors for Applied Deep Learning

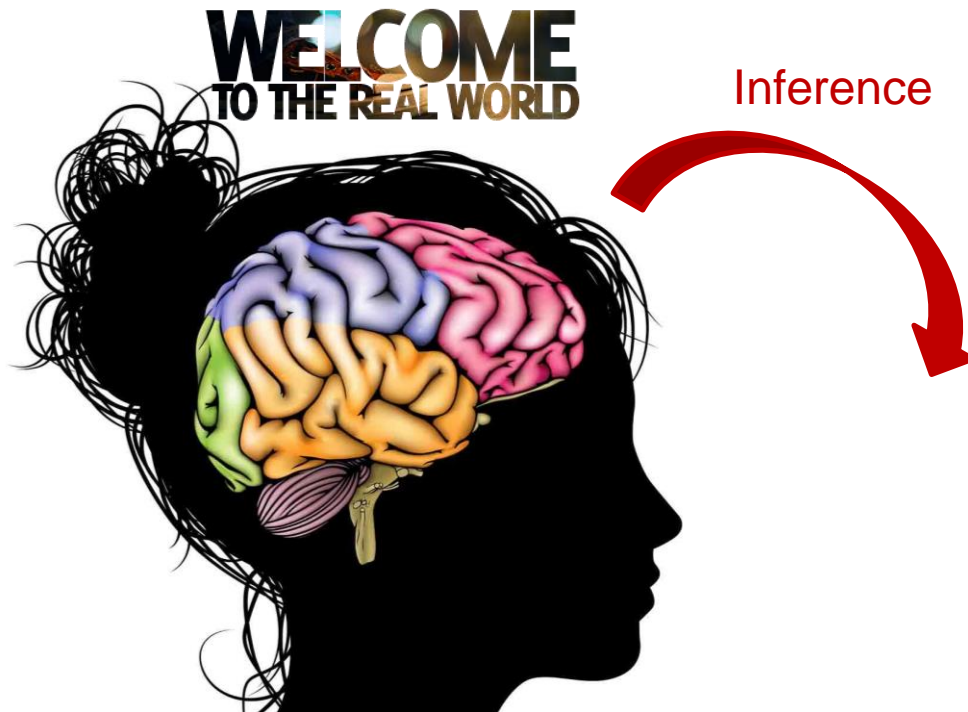
1. Data: big data
2. Hardware: GPU computing
3. **Talent**: design algorithms to allow networks to work for the specific problems



# Concluding Remarks



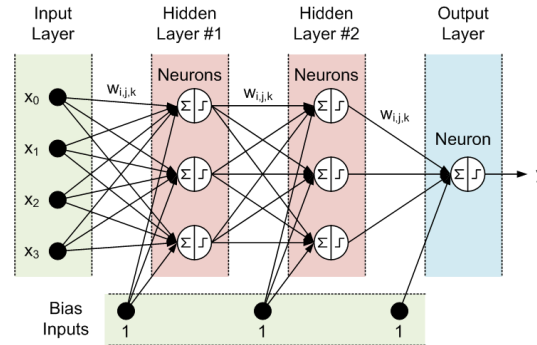
# Concluding Remarks



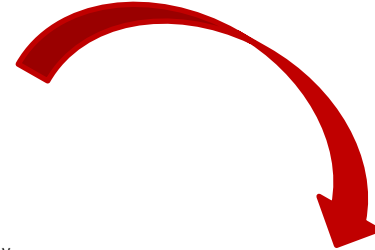
# Concluding Remarks



Training



Inference



Main focus: how to apply deep learning to the real-world problems

- Reading Materials
  - Referenced academic papers can be found in the slides
- Deep Learning
  - Goodfellow, Bengio, and Courville, “Deep Learning,” 2016.  
<http://www.deeplearningbook.org>
  - Michael Nielsen, “Neural Networks and Deep Learning”  
<http://neuralnetworksanddeeplearning.com>



# Thanks!

## *Any questions ?*

You can find the course information at

- <http://adl.miulab.tw>
- [adl-ta@csie.ntu.edu.tw](mailto:adl-ta@csie.ntu.edu.tw)
- slido: #ADL2024
- YouTube: Vivian NTU MiuLab