## Applied Deep Learning

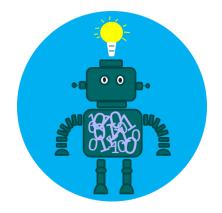


# Introduction



March 3rd, 2020 http://adl.miulab.tw







## What is Machine Learning?

## 什麼是機器學習? 白話文讓你了解!

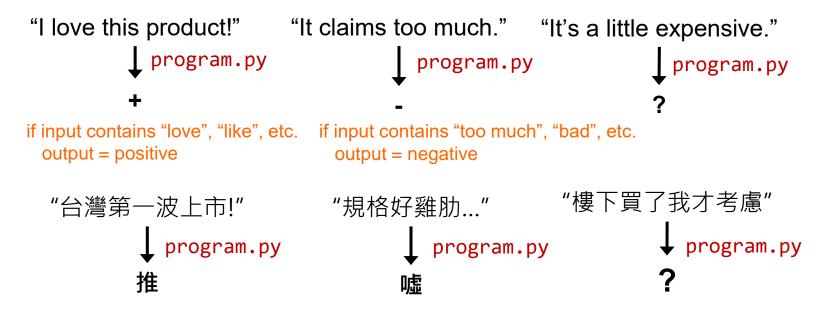
## **3**—What Computers Can Do?

Programs can do the things you ask them to do



## Program for Solving Tasks

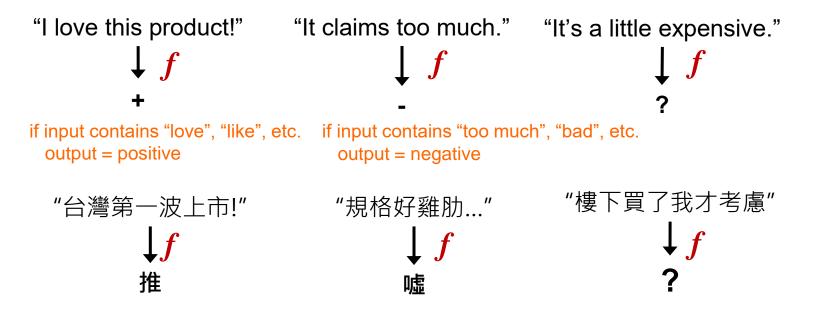
Task: predicting positive or negative given a product review



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

### 5— Learning ≈ Looking for a Function

Task: predicting positive or negative given a product review



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

## 6 Learning ≈ Looking for a Function

f(

- Handwritten Recognition f(
- Weather forecast

f(  $\rightarrow$  Thursday )= "  $\rightarrow$  Saturday"

)= "2"

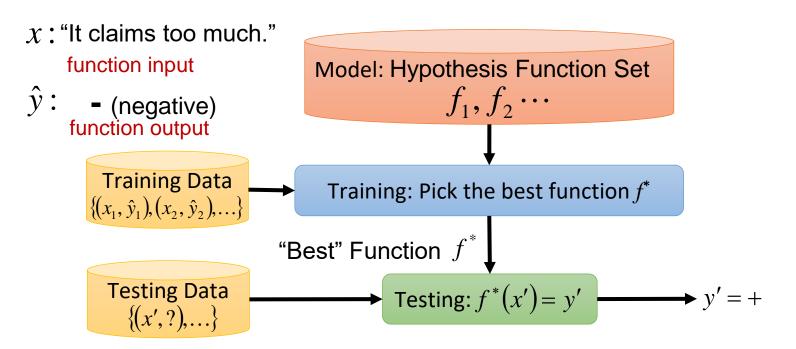
Play video games



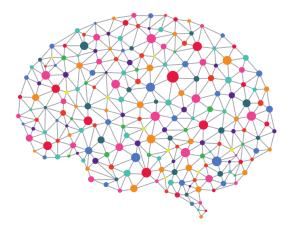
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### )= "move left"

### Machine Learning Framework



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

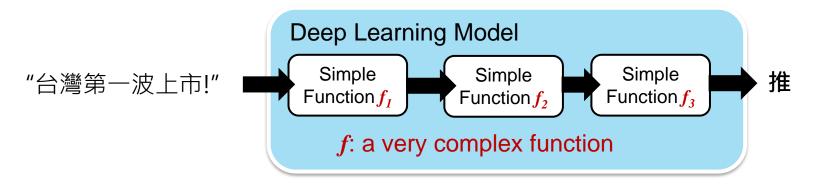




# A subfield of machine learning

### Stacked Functions Learned by Machine

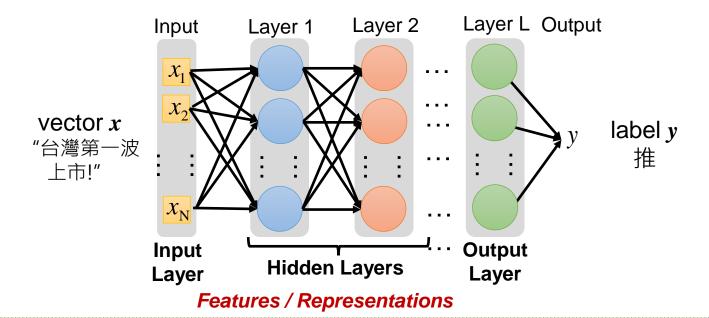
### ● Production line (生產線)



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

Deep learning usually refers to neural network based model

### Output Description of the second structure of the s

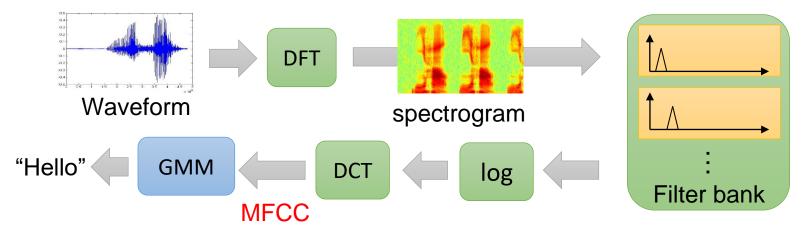


**Representation Learning attempts to learn good features/representations** 

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

## Deep v.s. Shallow – Speech Recognition

### Shallow Model



Each box is a simple function in the production line:

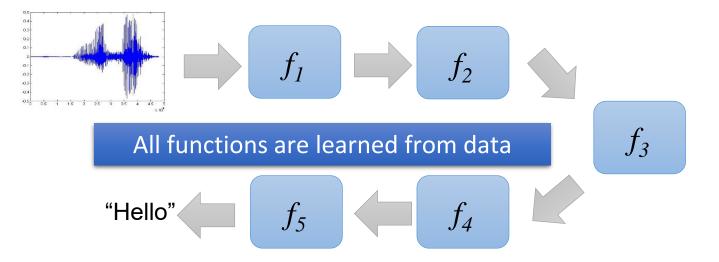
:hand-crafted

:learned from data

### Deep v.s. Shallow – Speech Recognition

"Bye bye, MFCC" - Deng Li in Interspeech 2014

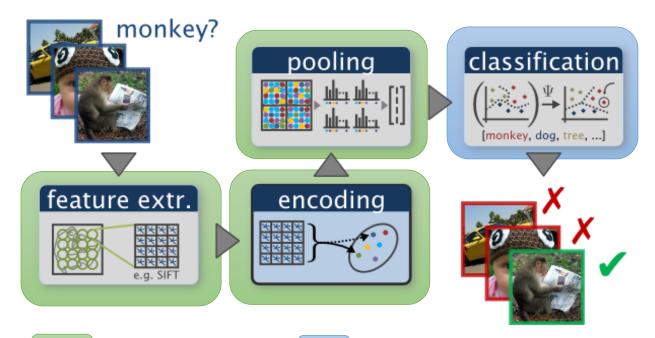
### Deep Model

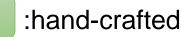


Less engineering labor, but machine learns more

## 13— Deep v.s. Shallow – Image Recognition

### • Shallow Model





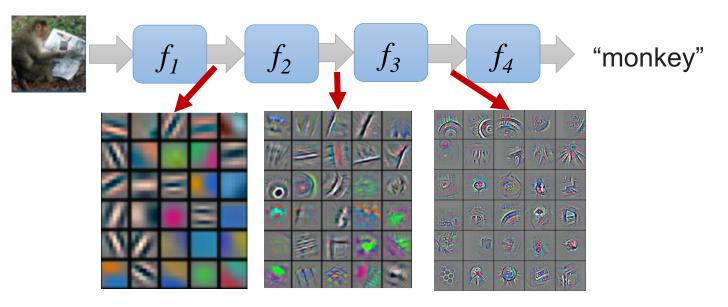
:learned from data

## 14 Deep v.s. Shallow – Image Recognition

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

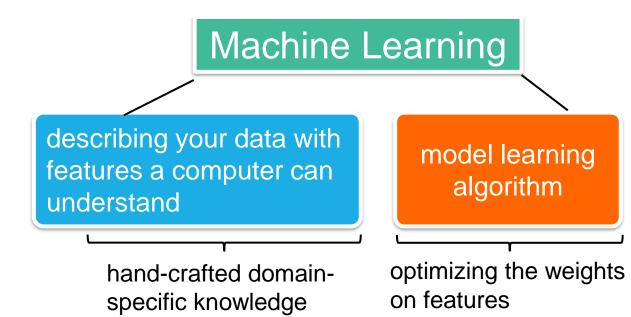
### Deep Model

#### All functions are learned from data

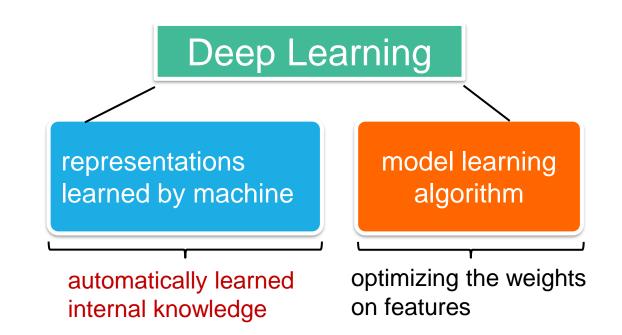


#### Features / Representations

### Machine Learning v.s. Deep Learning

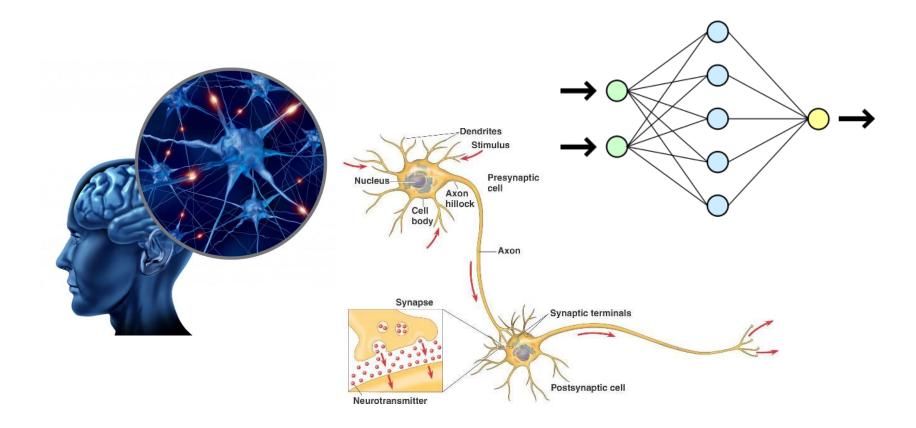


### Machine Learning v.s. Deep Learning

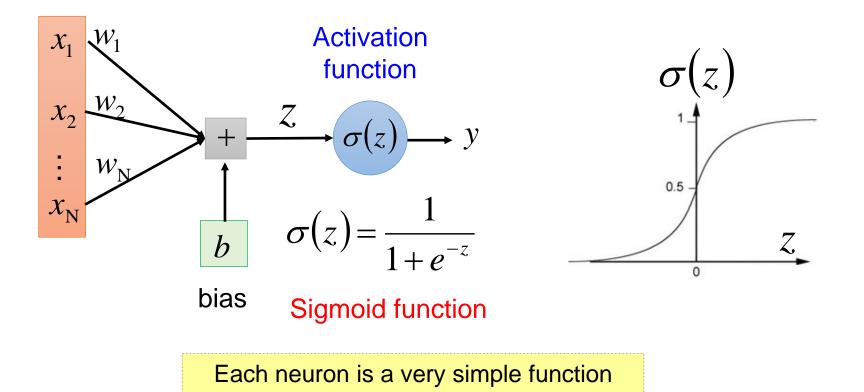


Deep learning usually refers to *neural network* based model

### 10— Inspired by Human Brain



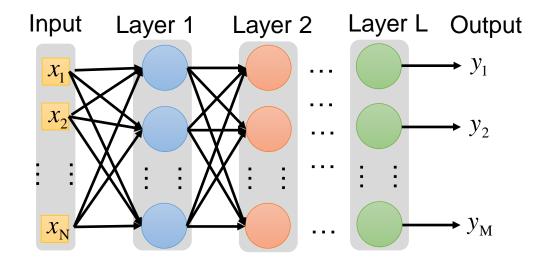




## Deep Neural Network

A neural network is a complex function: 
$$f: \mathbb{R}^N \longrightarrow \mathbb{R}^M$$

Cascading the neurons to form a neural network



Each layer is a simple function in the production line

## 20 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

#### **Deep Learning Breakthrough** 21

#### Phonemes/Words

### 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



flamingo





Egyptian cat









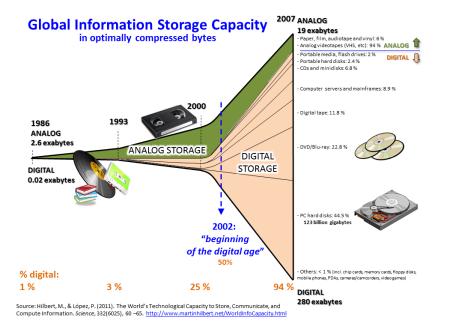


## 22— History of Deep Learning

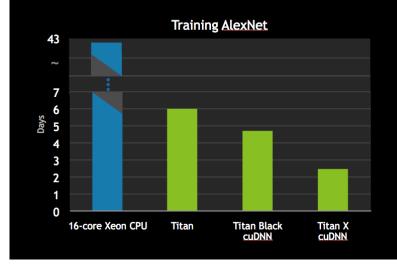
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Why does deep learning show breakthrough in applications after 2010?

### Reasons why Deep Learning works



### TITAN X FOR DEEP LEARNING



#### GPU

#### **Big Data**

## Why to Adopt GPU for Deep Learning?

### • GPU is like a brain

O Human brains create graphical imagination for mental thinking

台灣好吃牛肉麵



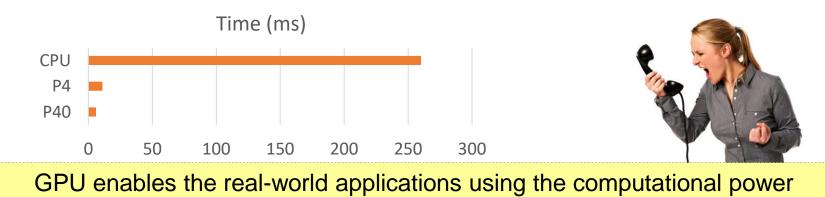
## 25 Why Speed Matters?

### Training time

- Big data increases the training time
- Too long training time is not practical

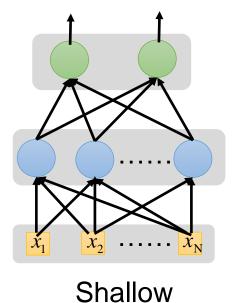
### Inference time

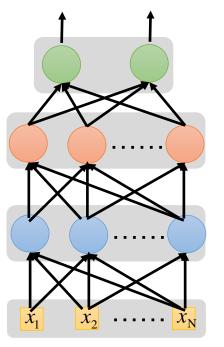
Users are not patient to wait for the responses





 $\bigcirc$  Deeper  $\rightarrow$  More parameters



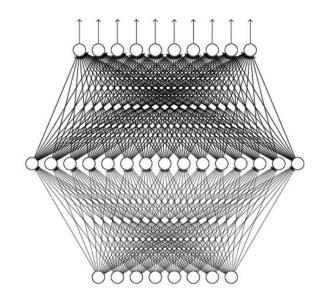


Deep



- $\bigcirc$  Any continuous function f
  - $f: \mathbb{R}^{\mathbb{N}} \to \mathbb{R}^{\mathbb{M}}$

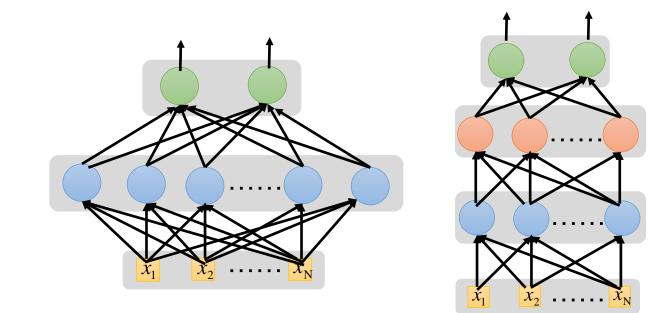
• can be realized by a network with only hidden layer



Why "deep" not "fat"?

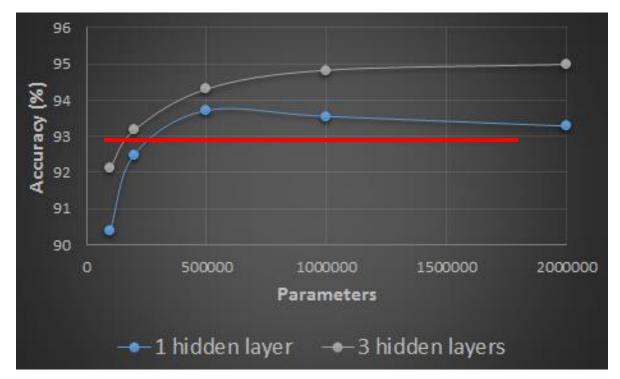
### Fat + Shallow v.s. Thin + Deep

• Two networks with the same number of parameters



### Fat + Shallow v.s. Thin + Deep Hand-Written Digit Classification

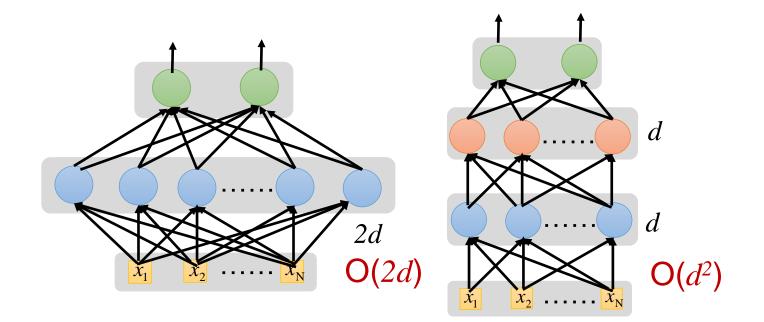
29



The deeper model uses less parameters to achieve the same performance

### Fat + Shallow v.s. Thin + Deep

• Two networks with the same number of parameters







## 32 How to Frame the Learning Problem?

• The learning algorithm f is to map the input domain X into the output domain Y

$$f: X \to Y$$

Input domain: word, word sequence, audio signal, click logs

Output domain: single label, sequence tags, tree structure, probability distribution

## Output Domain – Classification

Sentiment Analysis

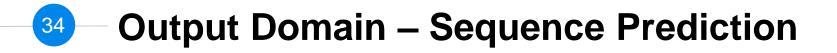
Speech Phoneme Recognition



→ 2





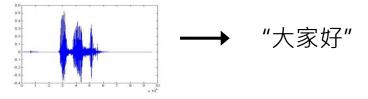


### POS Tagging

"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





"How are you doing today?" → "你好嗎?"

Learning tasks are decided by the output domains

## 35— 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

### Network architectures should consider the input domain properties

## 36— How to Frame the Learning Problem?

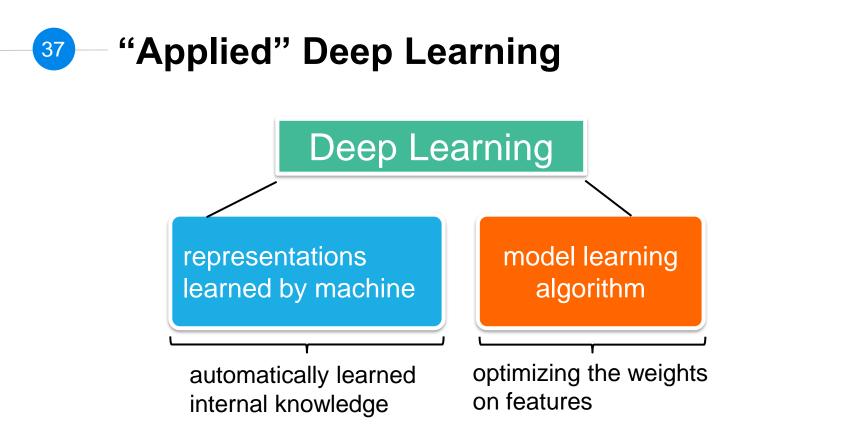
• The learning algorithm f is to map the input domain X into the output domain Y

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Network design should leverage input and output domain properties



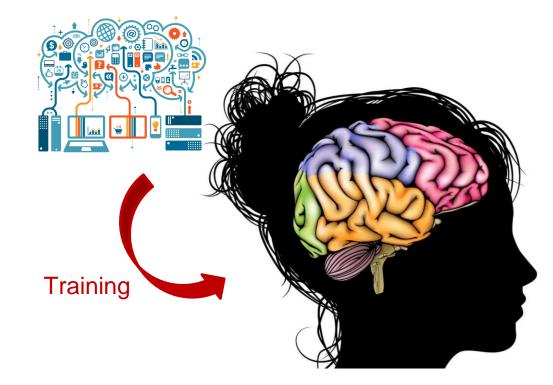
How to frame a task into a learning problem and design the corresponding model

## 38— Core Factors for Applied Deep Learning

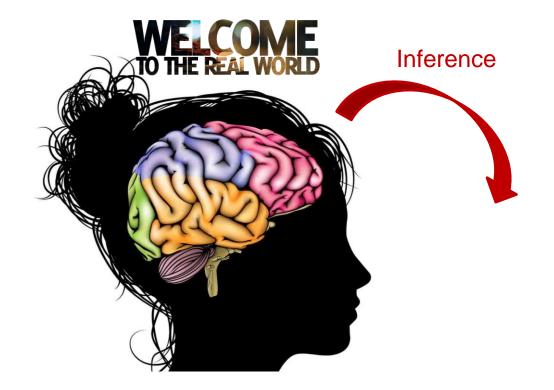
- 1. Data: big data
- 2. Hardware: GPU computing
- **3.** Talent: design algorithms to allow networks to work for the specific problems



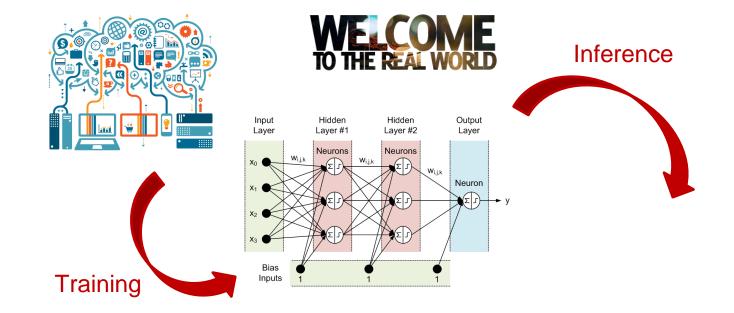








## 41— Concluding Remarks



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



- Reading Materials
  - Academic papers will be put in the website
- Deep Learning
  - Goodfellow, Bengio, and Courville, "Deep Learning," 2016. <u>http://www.deeplearningbook.org</u>
  - Michael Nielsen, "Neural Networks and Deep Learning" <u>http://neuralnetworksanddeeplearning.com</u>



# Any questions ?

You can find the course information at

- http://adl.miulab.tw
- adl-ta@csie.ntu.edu.tw
- YouTube: Vivian NTU MiuLab