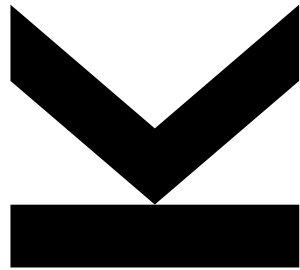


Deep Learning – Möglichkeiten, Chancen und Konflikte

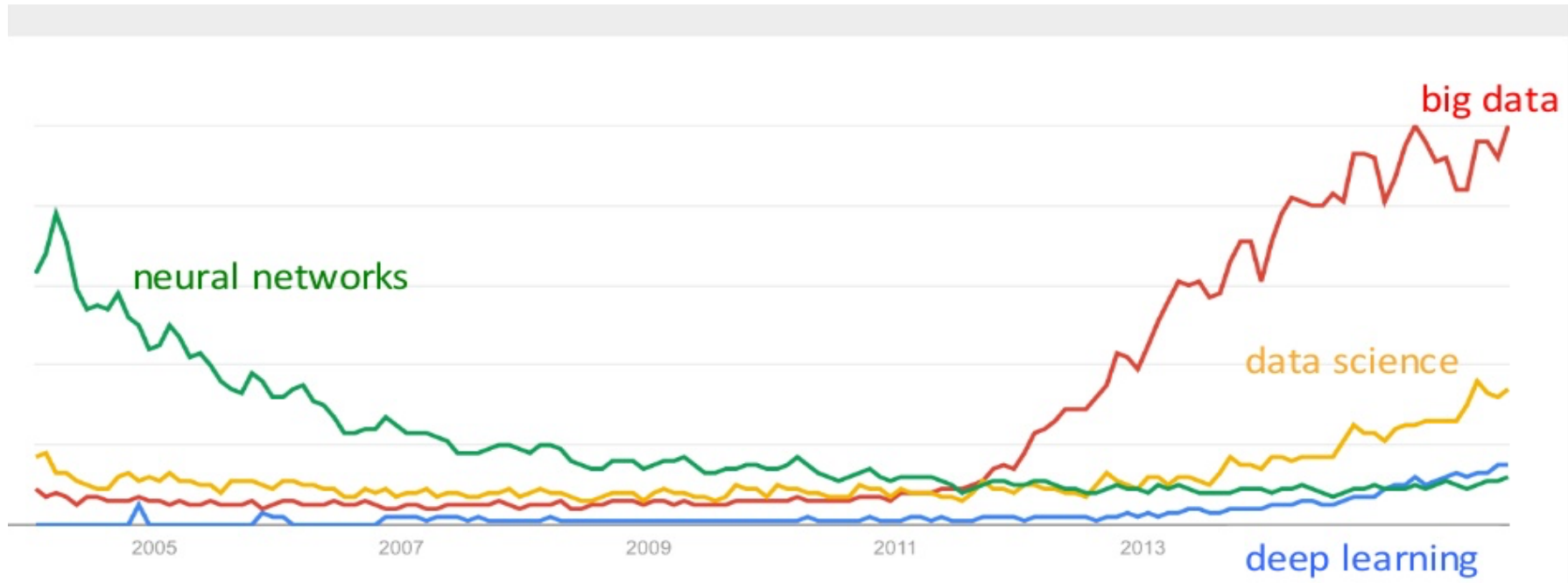


Europäisches Forum Alpbach 2017, Technologiegelgespräche

Bernhard Nessler
Alpbach, 2017-08-25



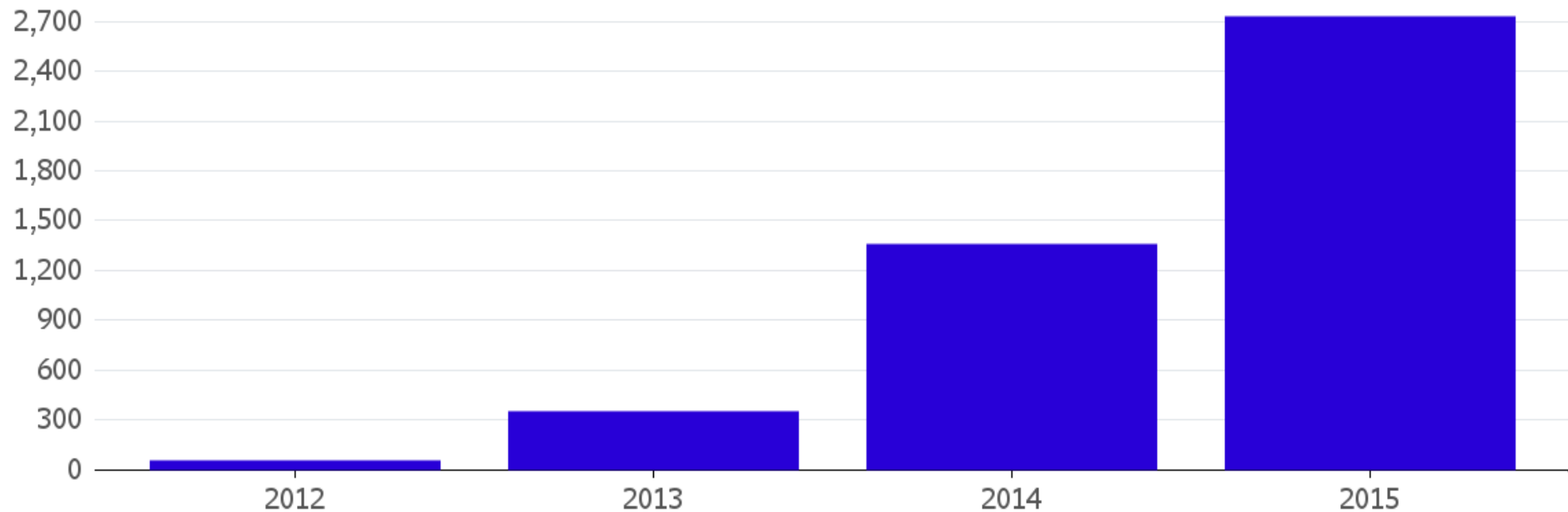
BUZZWORD DEEP LEARNING



- MIT Technology Review, 2013: *DL among the 10 breakthrough technologies*
- Fortune Magazine, 2016: *Why Deep Learning is suddenly changing your life*
- Google: image recognition/search, speech recognition, automated translation
- Facebook: photo categorization and annotation; Amazon Go stores; Netflix recommender systems ; Apple: Siri Assistant; Merck: drug discovery; Deepmind: Alpha Go,

Artificial Intelligence Takes Off at Google

Number of software projects within Google that uses a key AI technology, called Deep Learning.



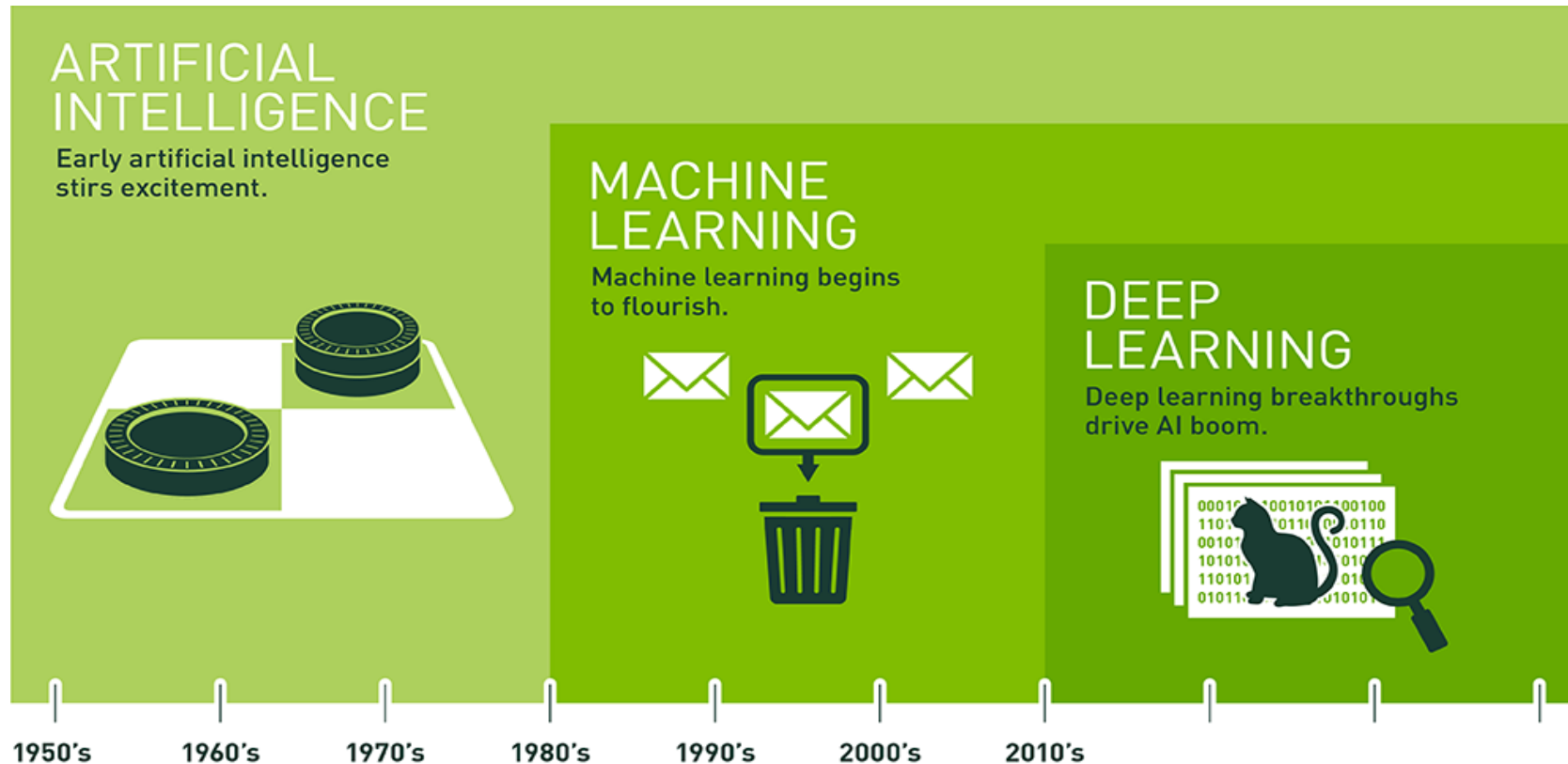
Source: Google

Note: 2015 data does not incorporate data from Q4

Bloomberg 

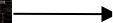
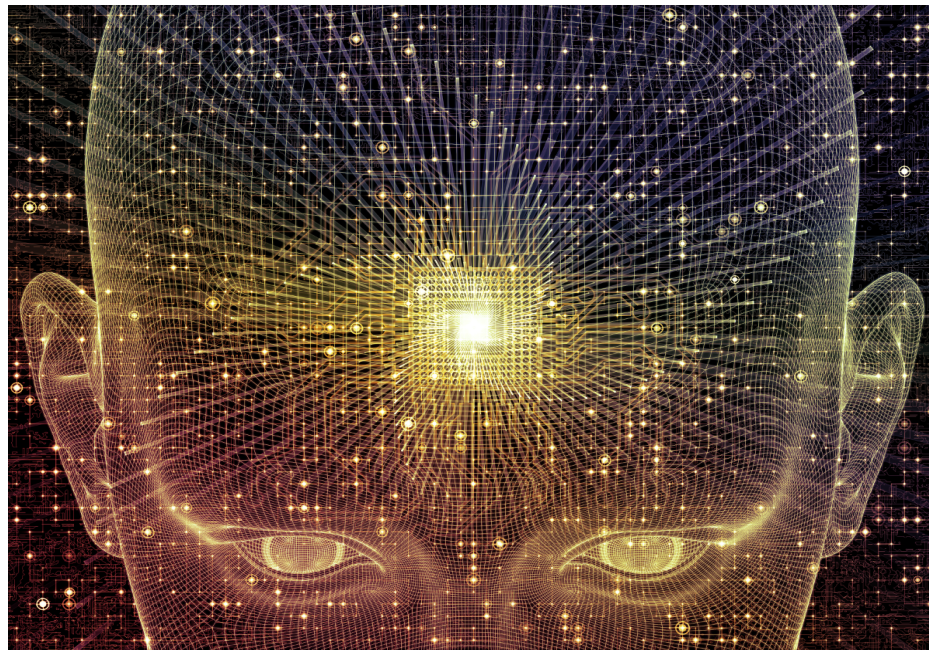
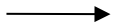
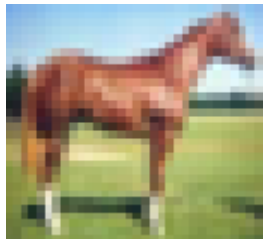
nessler@bioinf.jku.at

Relation AI / ML / DL



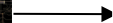
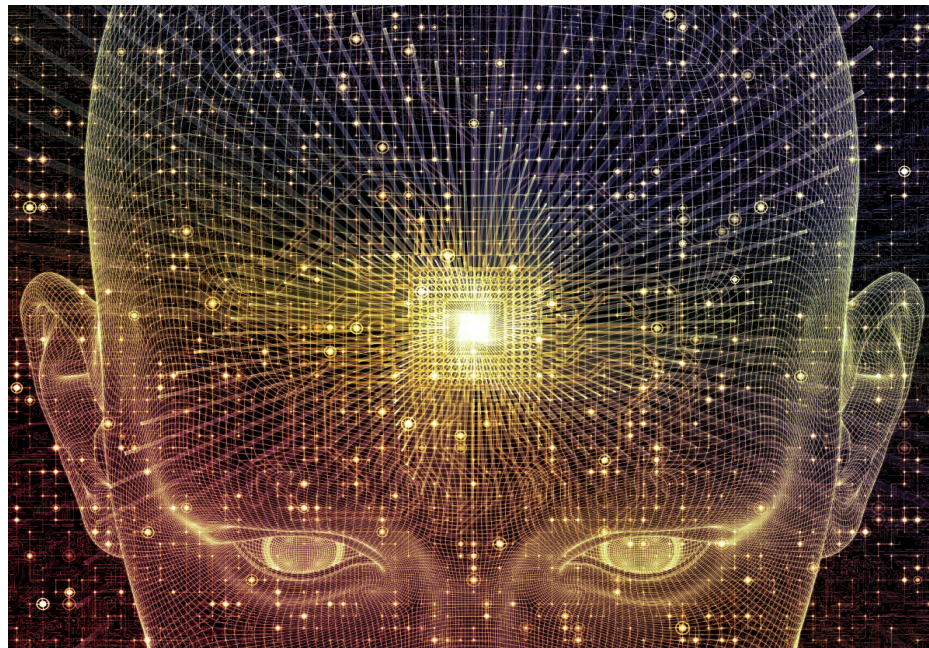
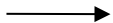
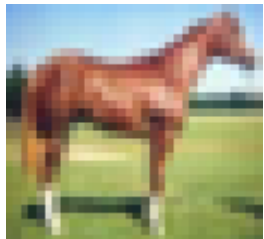
- Turing Test, Perceptron, Eliza
- Classical ML: OCR, Spam Detection, Genomics, statistical predictions, MS Office Assistant, MS Printer Troubleshooter, Old Google Search, Early Recommender Systems, Industrial quality checks
- Deep Learning: ImageNet, Alpha Go, Tox21 Challenge (Winner: bioinf@JKU) , MobilEye , Spotter

Machine Learning



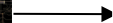
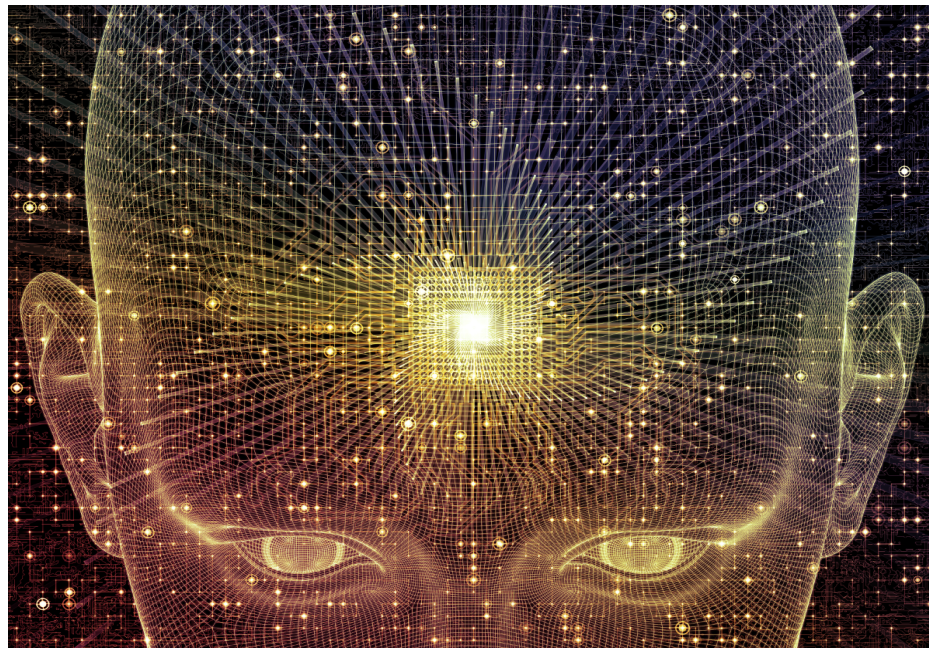
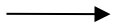
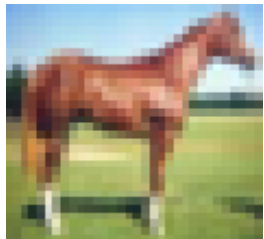
Horse	33%
Dog	33%
Cat	33%

Machine Learning



Horse **33%**
Dog 33%
Cat 33%

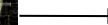
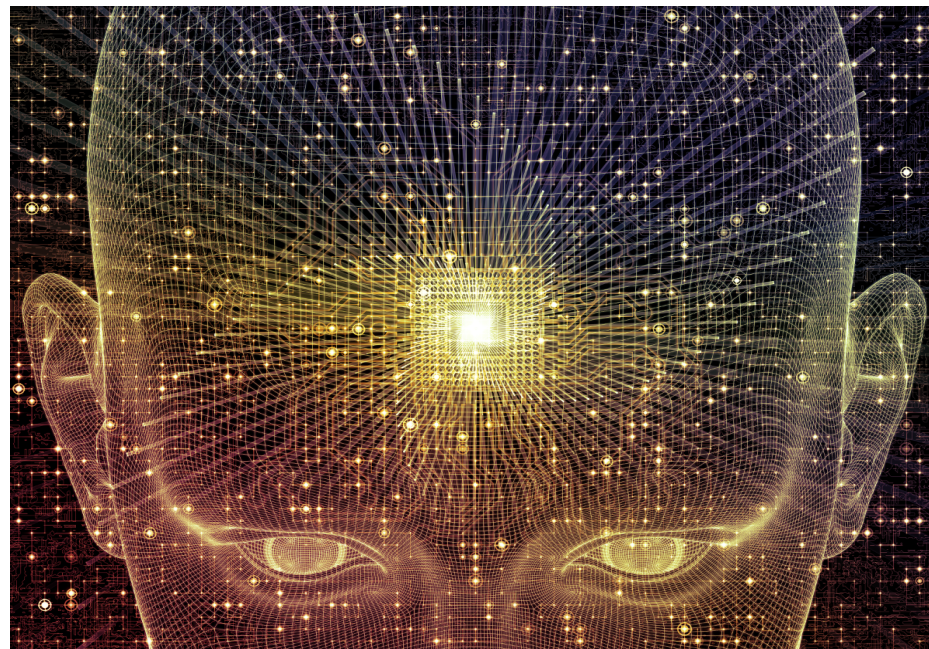
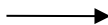
Machine Learning - Training



		Target values
Horse	33%	100%
Dog	33%	0%
Cat	33%	0%

Error = 3*0.66 = 2

Machine Learning – Training Step



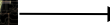
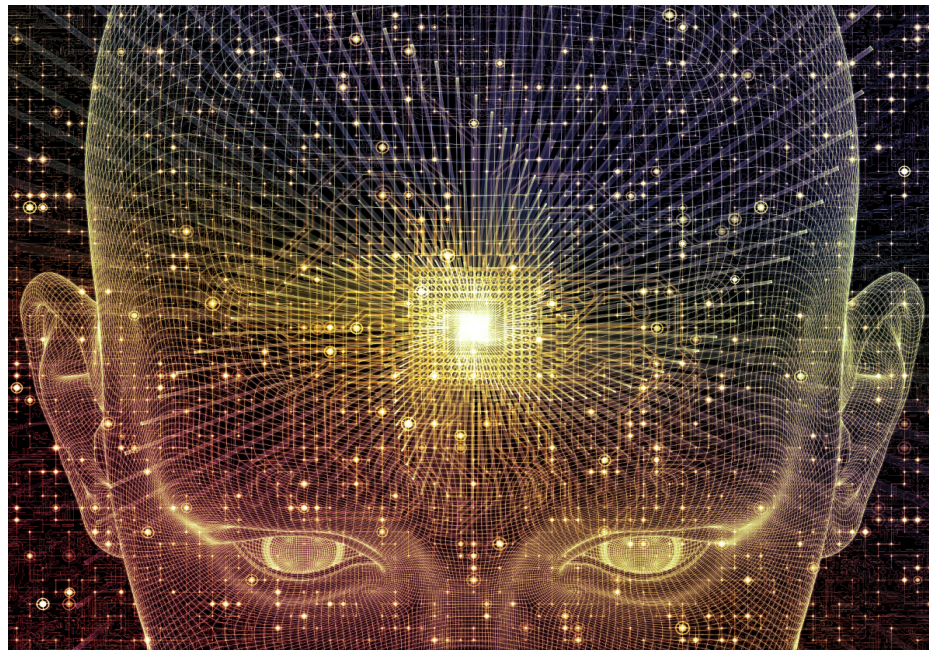
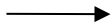
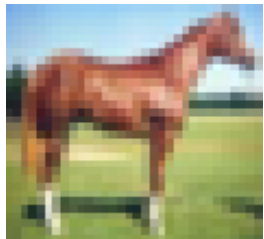
		Target values
Horse	33%	100%
Dog	33%	0%
Cat	33%	0%

$$\text{Error} = 3 * 0.66 = 2$$

Teacher Feedback,
Supervision

Very small training step, iterated many times
over many training images

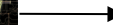
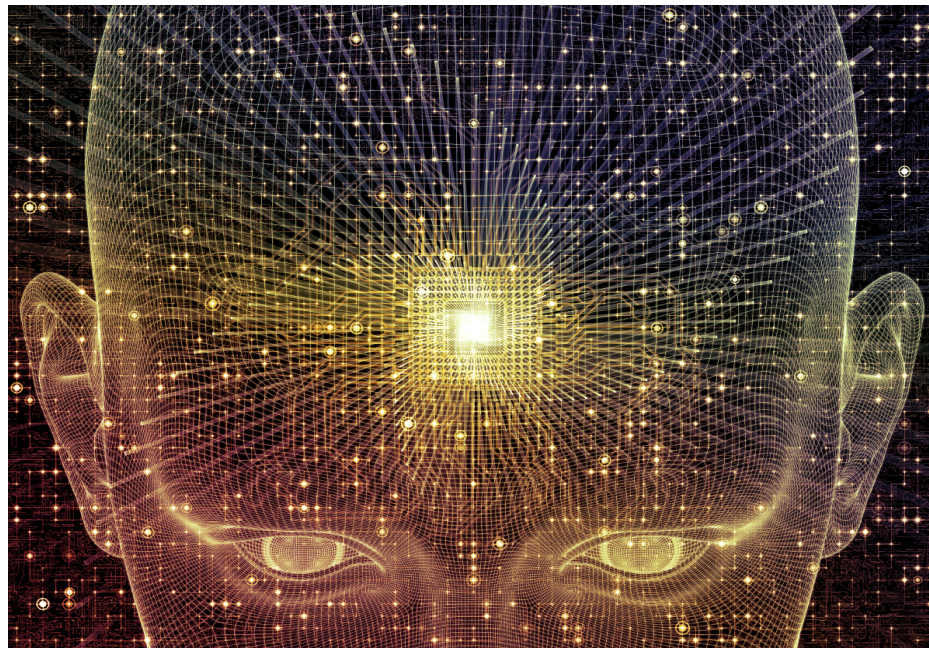
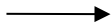
Machine Learning – Training Error



		Target values
Horse	90%	100%
Dog	4%	0%
Cat	6%	0%

Error = 0.2

Machine Learning – Testing Error Generalization

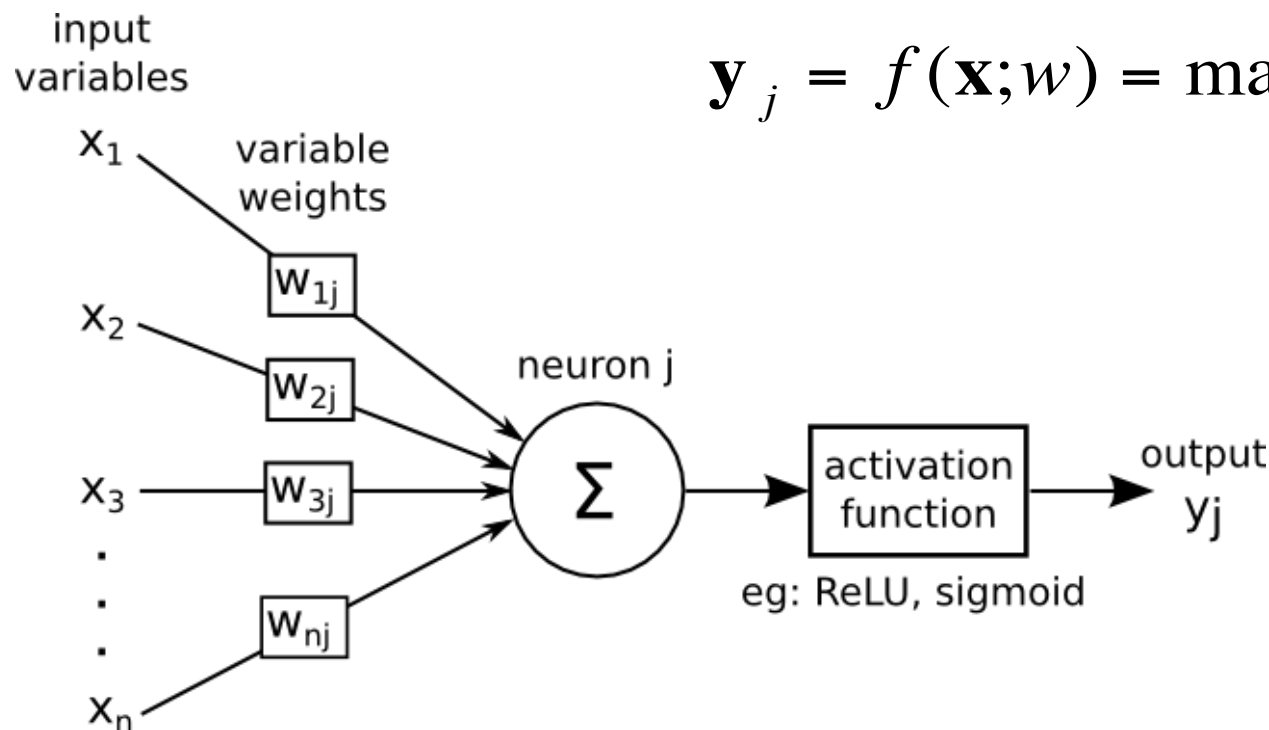


Horse	60%
Dog	27%
Cat	13%

Error = 0.8

Neural Networks – single neuron

- Neural Networks (ANNs) are a method how to build a trainable program f (there are many others).



$$y_j = f(\mathbf{x}; \mathbf{w}) = \max(0, \sum_i x_i w_{ij})$$

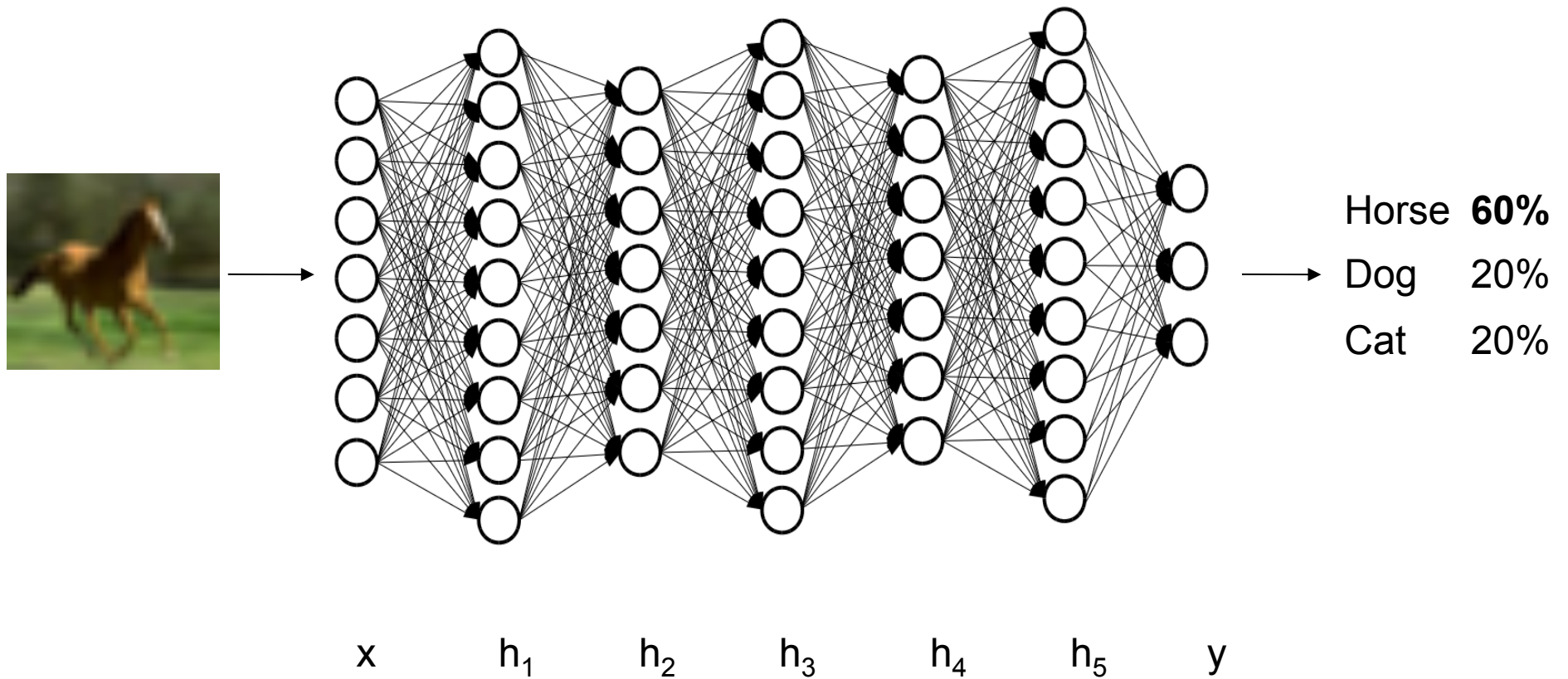
$$\Delta y_j = x_i \Delta w_i \quad \text{oder} \quad 0$$

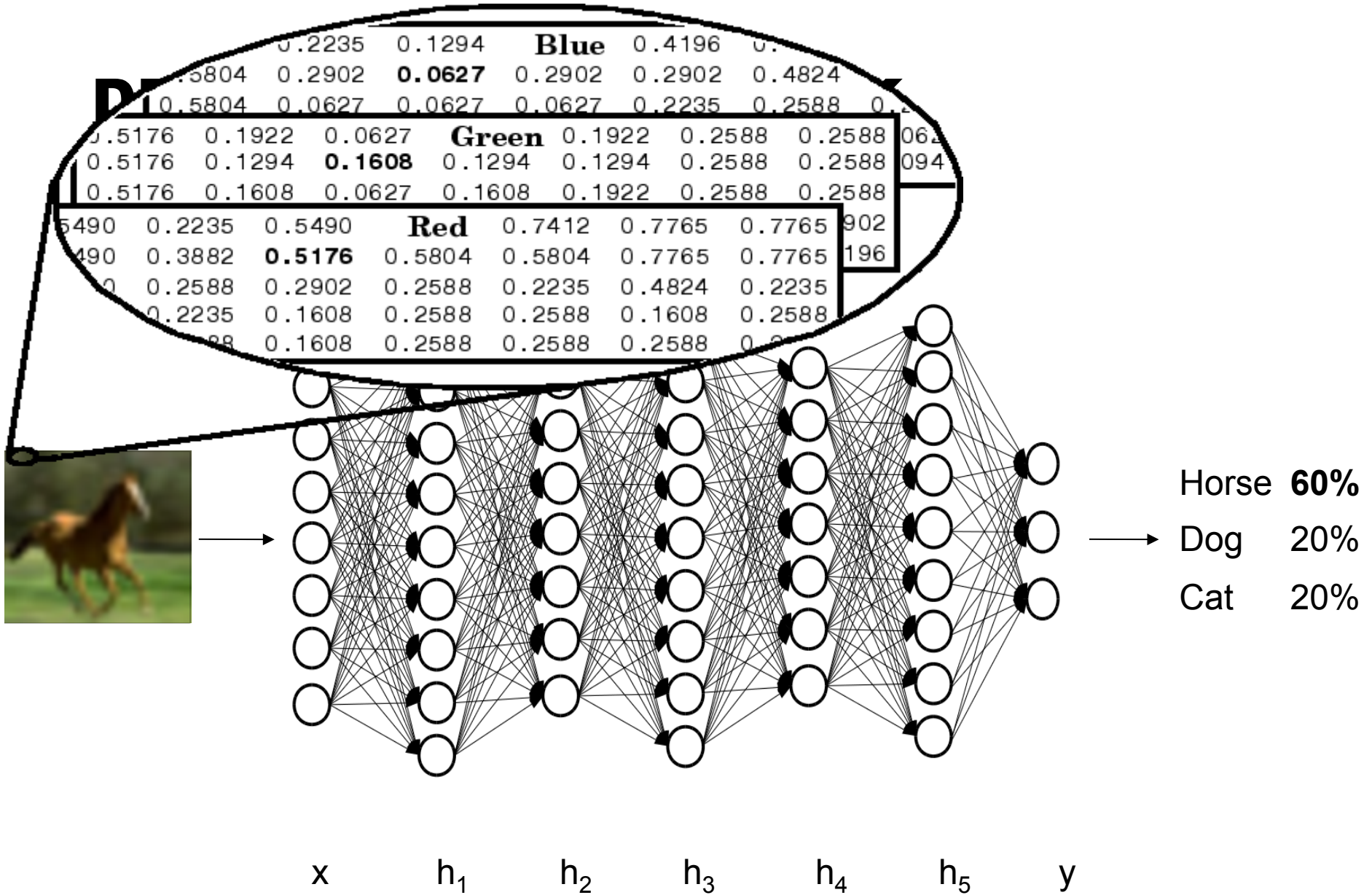
$$\frac{df}{dw_i} = x_i \quad \text{oder} \quad 0$$

$$\frac{df}{dx_i} = w_i \quad \text{oder} \quad 0$$

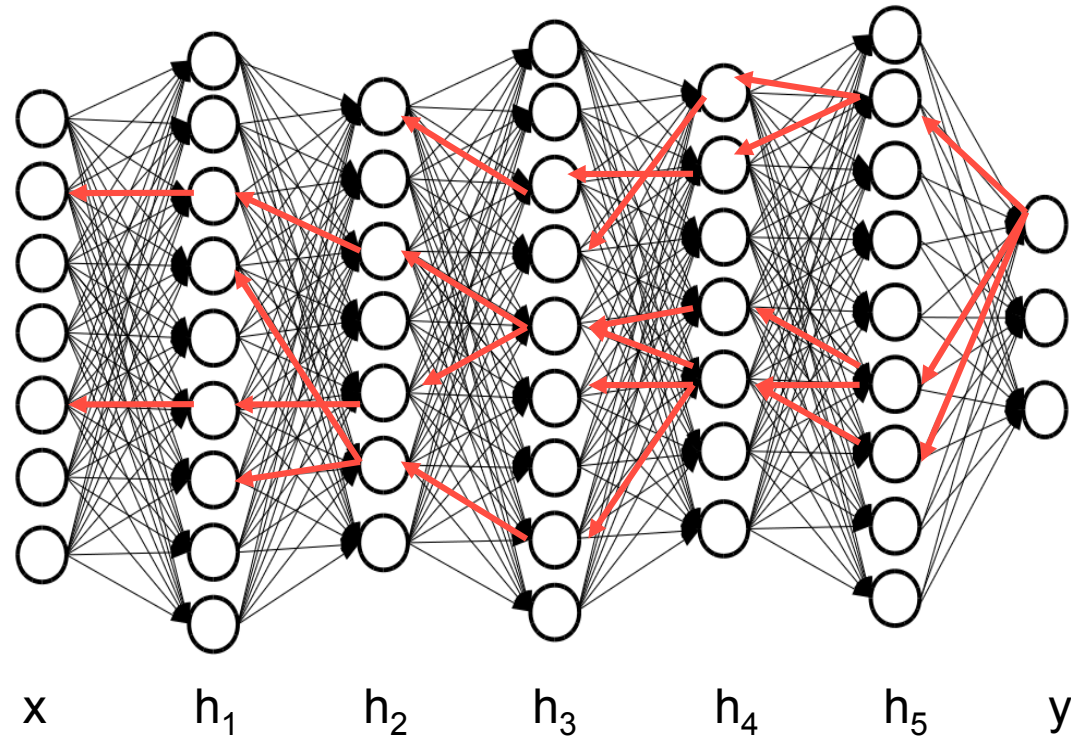
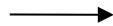
$$\text{Learning: } w \leftarrow w - \gamma \left. \frac{dE}{dw} \right|_w$$

Deep Neural Network





Deep Learning, Backpropagation



→ Horse **60%**
→ Dog 20%
→ Cat 20%

$$y = f\left(h_5\left(h_4\left(h_3\left(h_2\left(h_1(x; w_1); w_2\right); w_3\right); w_4\right); w_5\right); w_6\right)$$

Deep Learning, vanishing gradient

- Function f has a nested structure

$$y = f\left(h_5\left(h_4\left(h_3\left(h_2\left(h_1(x; w_1); w_2\right); w_3\right); w_4\right); w_5\right); w_6\right)$$

- Gradients multiply according to the chain-rule

$$w_6 \leftarrow w_6 - \gamma \frac{dE}{dw_6}$$

$$w_5 \leftarrow w_5 - \gamma \frac{dE}{dh_5} \frac{dh_5}{dw_5}$$

- Gradient signal gets lost in the noise
-> Vanishing gradient

$$w_4 \leftarrow w_4 - \gamma \frac{dE}{dh_5} \frac{dh_5}{dh_4} \frac{dh_4}{dw_4}$$

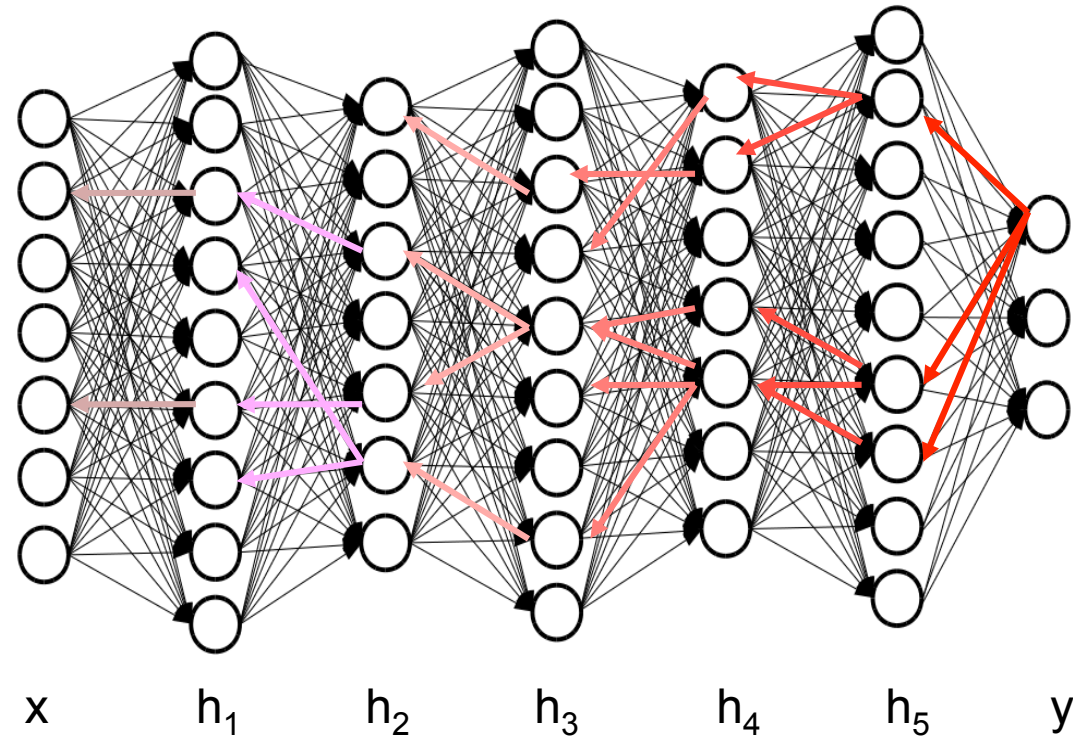
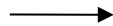
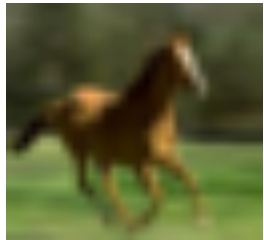
$$w_3 \leftarrow w_3 - \gamma \frac{dE}{dh_5} \frac{dh_5}{dh_4} \frac{dh_4}{dh_3} \frac{dh_3}{dw_3}$$

- First identified 1991 by
Prof. Sepp Hochreiter, JKU Linz

$$w_2 \leftarrow w_2 - \gamma \frac{dE}{dh_5} \frac{dh_5}{dh_4} \frac{dh_4}{dh_3} \frac{dh_3}{dh_2} \frac{dh_2}{dw_2}$$

$$w_1 \leftarrow w_1 - \gamma \frac{dE}{dh_5} \frac{dh_5}{dh_4} \frac{dh_4}{dh_3} \frac{dh_3}{dh_2} \frac{dh_2}{dh_1} \frac{dh_1}{dw_1}$$

Deep Learning, Backpropagation



→ Horse **60%**
→ Dog 20%
→ Cat 20%

$$y = f\left(h_5\left(h_4\left(h_3\left(h_2\left(h_1(x; w_1); w_2\right); w_3\right); w_4\right); w_5\right); w_6\right)$$

Deep Learning, vanishing gradient

■ Currently applied methods

Gating:

- try to make most intermediate gradient values close to 0 or 1.
- Long Short Term Memory (LSTM), (Hochreiter, Schmidhuber, 1997)
- Residual networks

Normalization: distorts gradient, increases noise

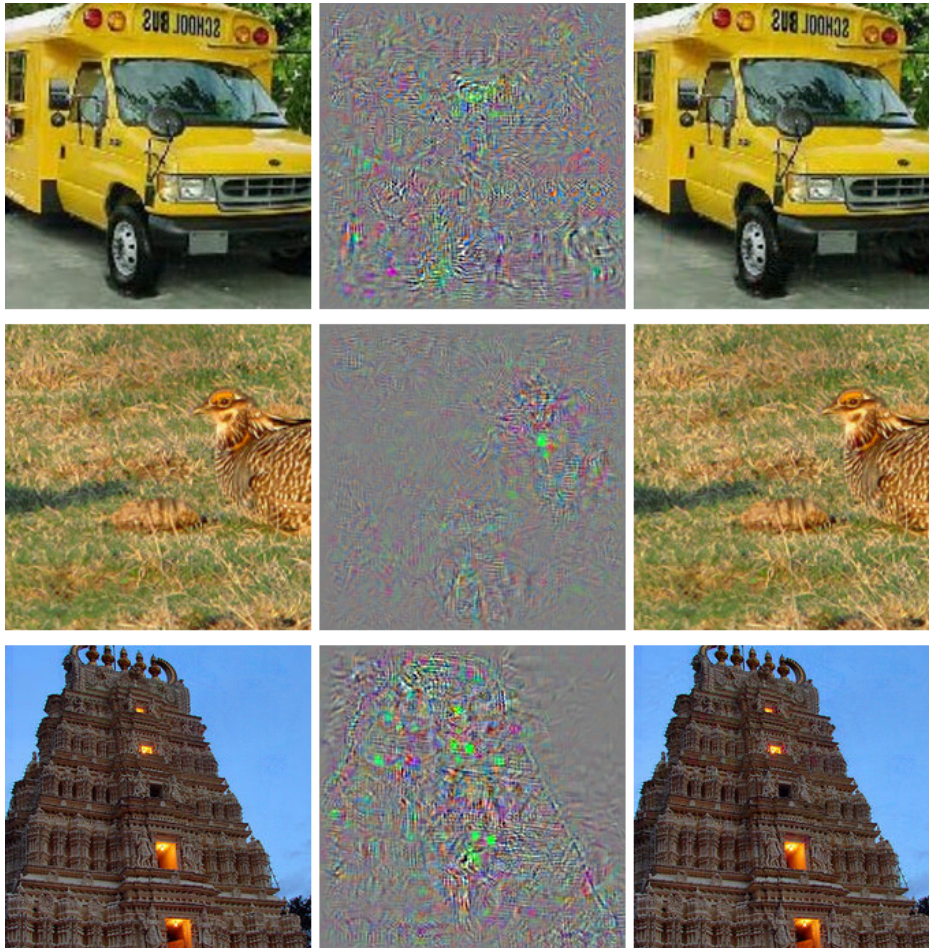
Clever initialization helps

■ New solution:

Find clever functions and structures where the problem solves itself by intrinsic regulation.

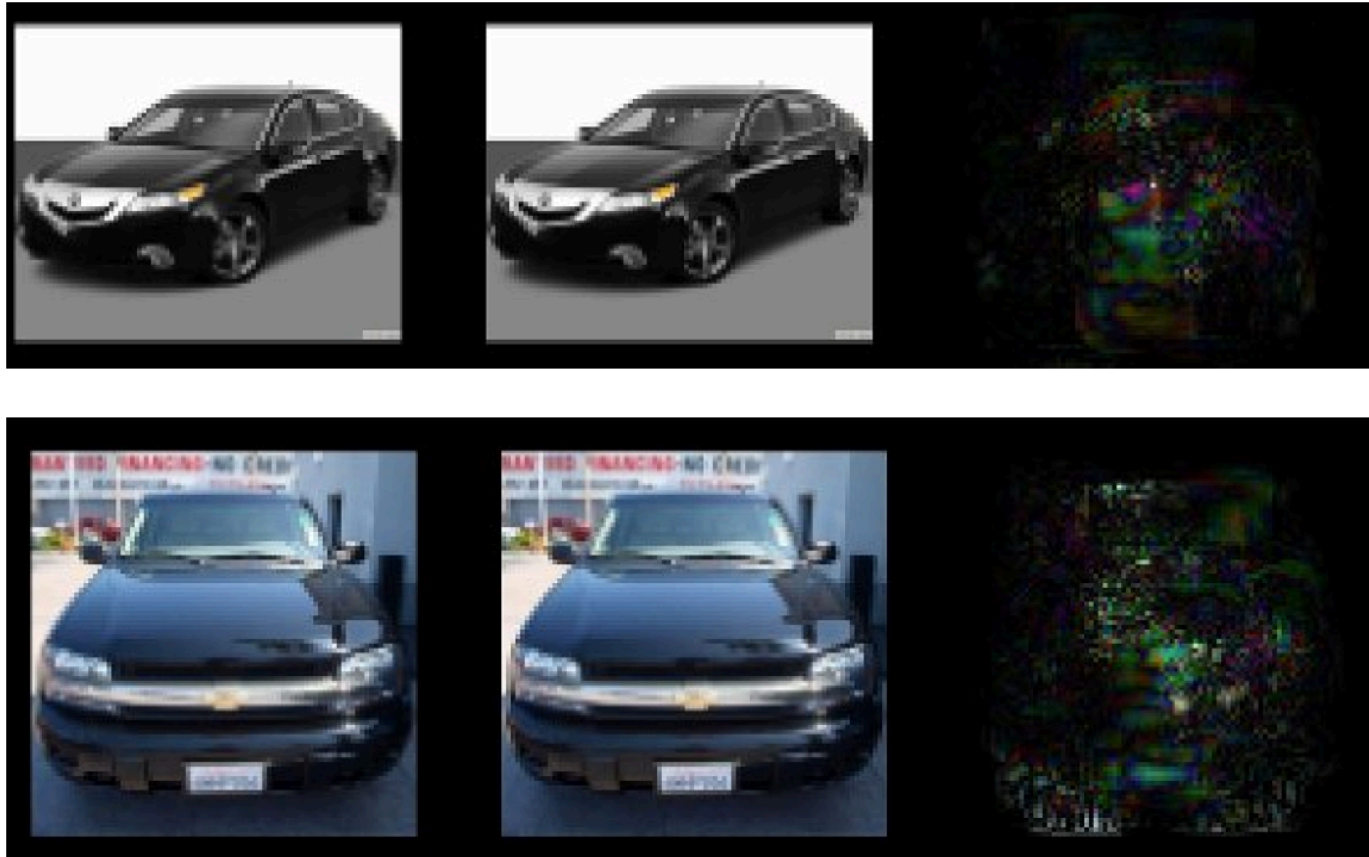
- Klambauer, Günter, et al. "Self-Normalizing Neural Networks."
arXiv preprint arXiv:1706.02515 (2017).

INTRIGUING PROPERTIES OF NEURAL NETWORKS

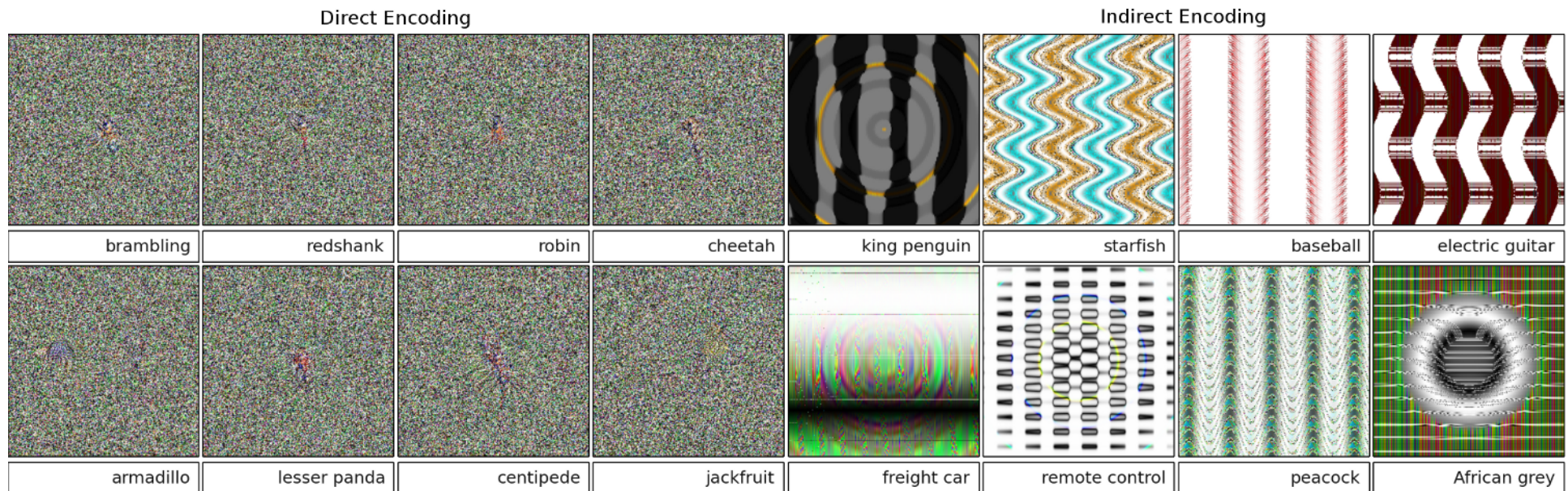


Szegedy, Christian, et al. "Intriguing properties of neural networks." arXiv preprint arXiv: 1312.6199 (2013).

TO CAR OR NOT TO CAR



DEEP NEURAL NETWORKS ARE EASILY FOOLED

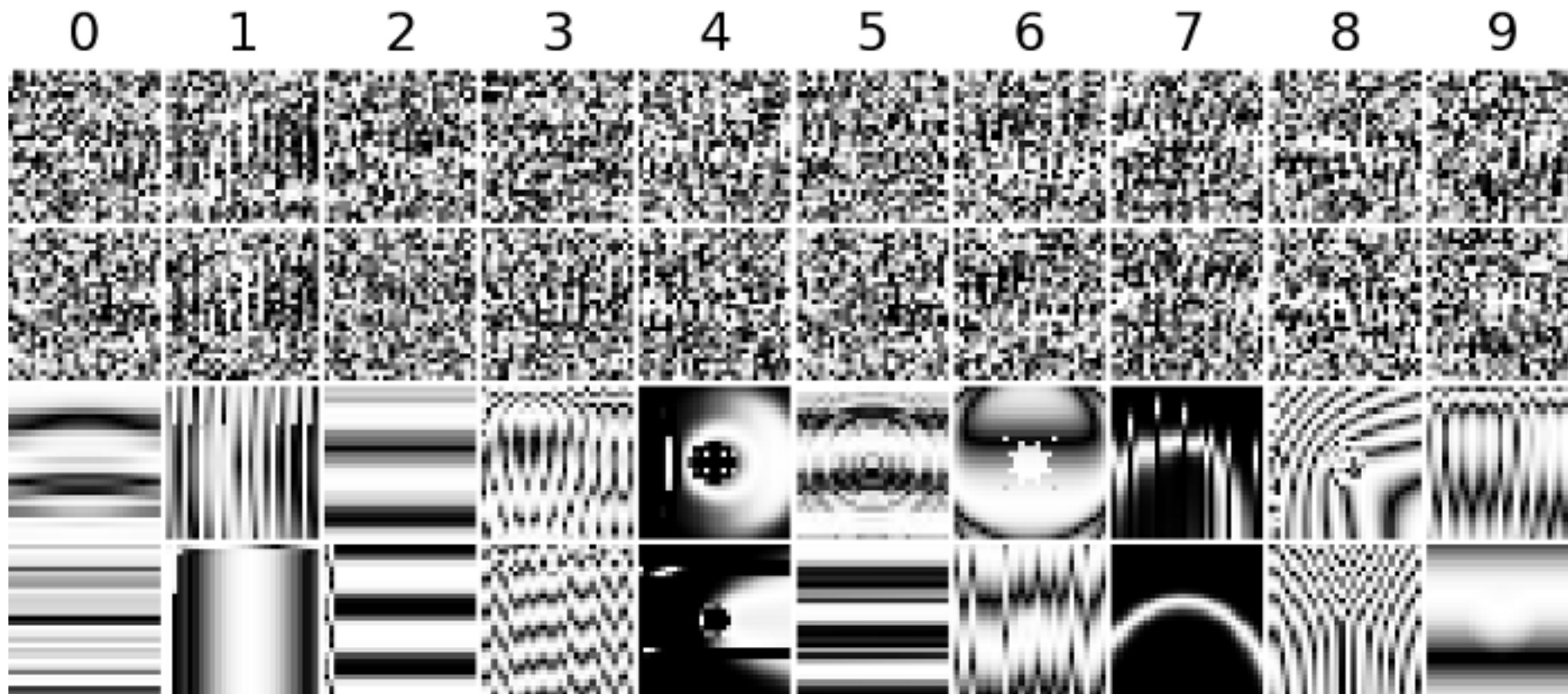


Nguyen et al. CVPR '15, 2015.

MNIST DIGITS



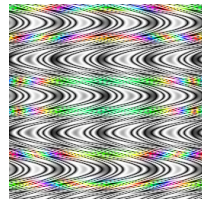
MNIST DIGITS



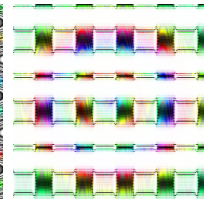
Nguyen et al. CVPR '15, 2015.



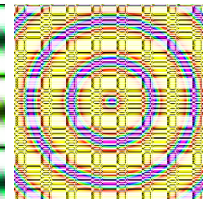
obelisk



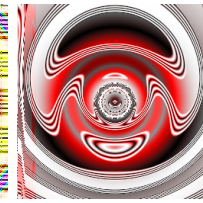
comic book



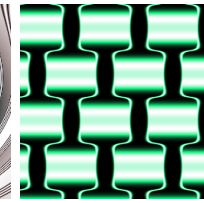
medicine chest



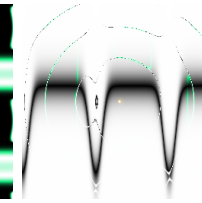
slot



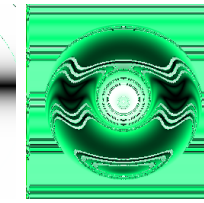
car wheel



computer keyboard



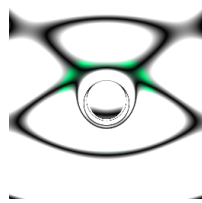
hand blower



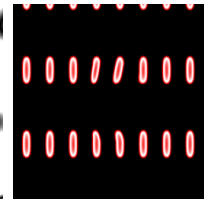
dial telephone



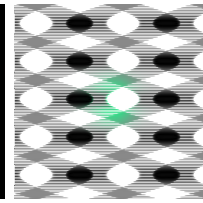
assault rifle



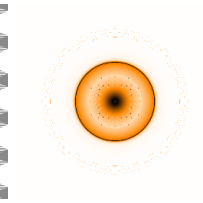
stethoscope



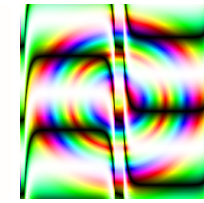
digital clock



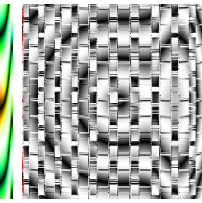
soccer ball



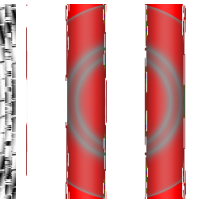
bagel



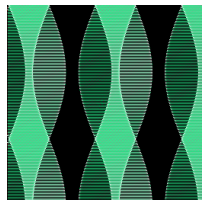
pinwheel



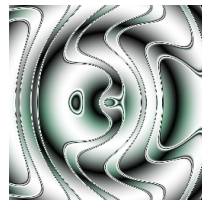
crossword puzzle



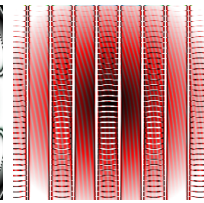
punching bag



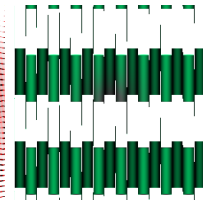
paddle



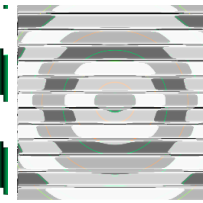
vacuum



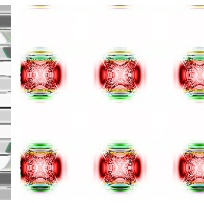
accordion



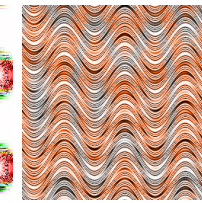
screwdriver



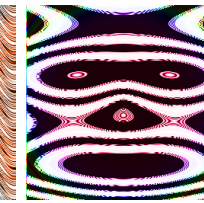
photocopier



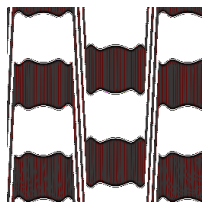
strawberry



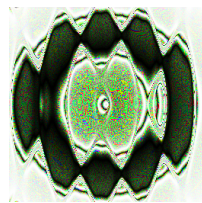
tile roof



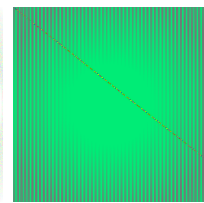
ski mask



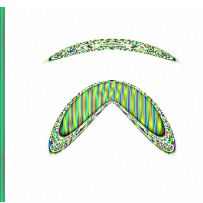
four-poster



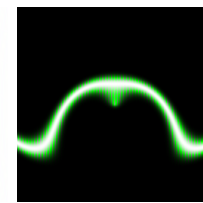
African chameleon



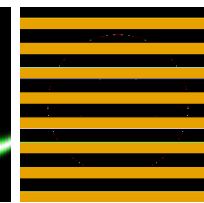
sea snake



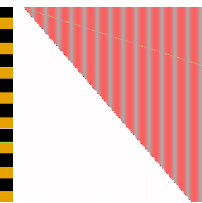
hair slide



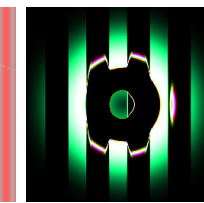
nematode



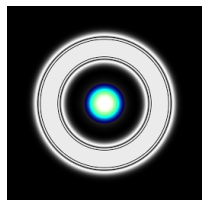
school bus



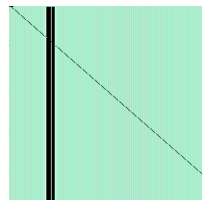
panpipe



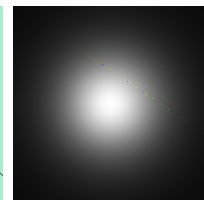
traffic light



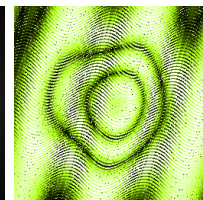
projector



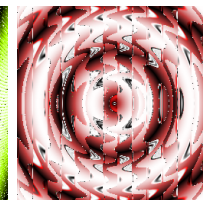
pole



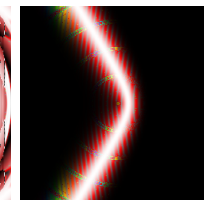
spotlight



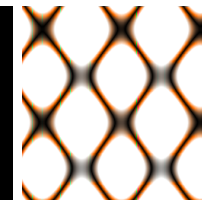
green snake



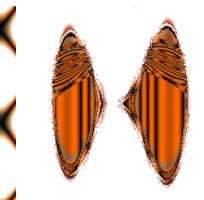
trifle



volcano

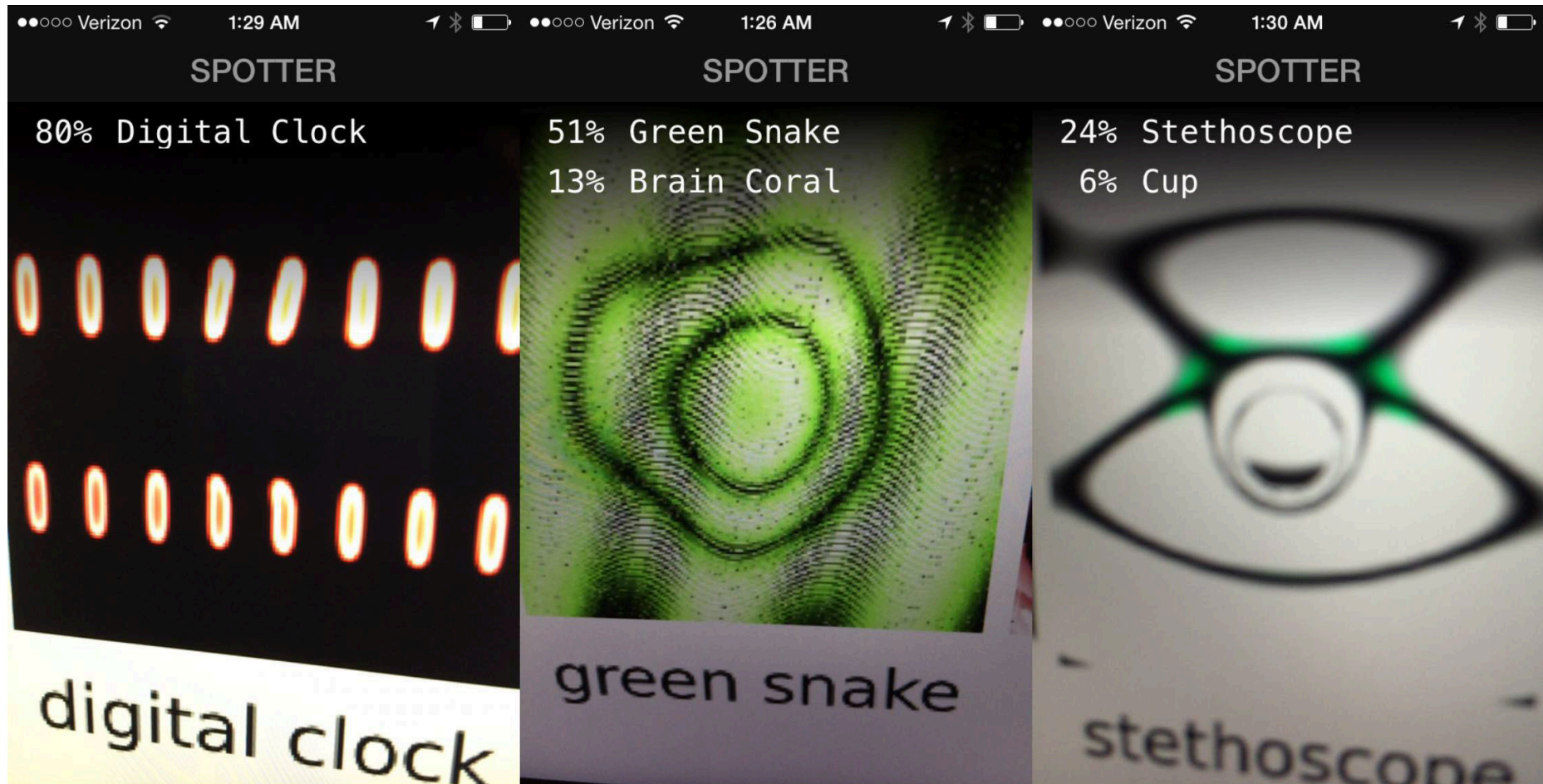


chainlink fence



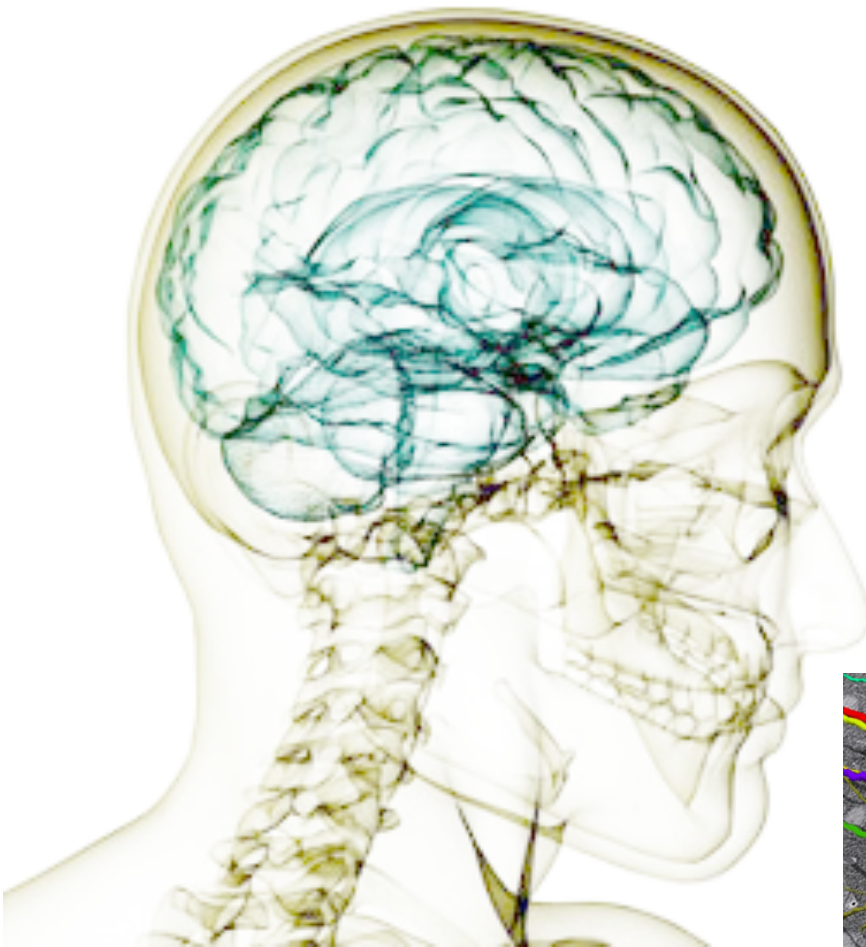
monarch

Foto of fooling image

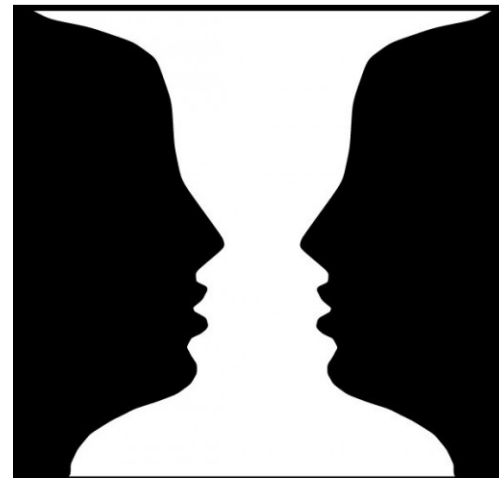
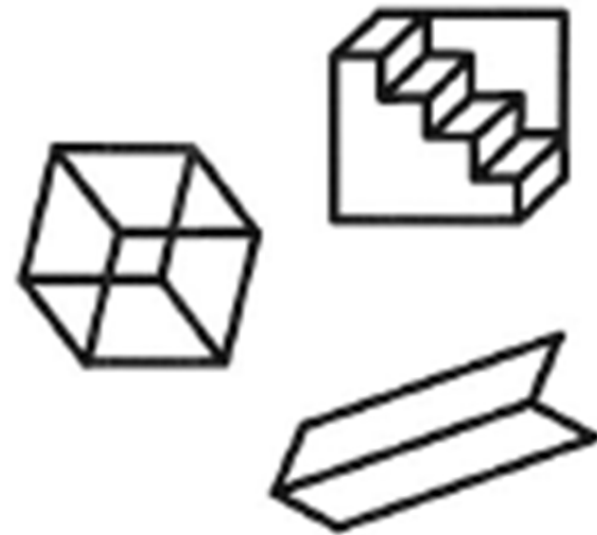


The Brain

- Weight: 1400 grams
- Neurons: 86 Billion
- Cortex: 19 Billion
- Synapses: ~150 Trillion

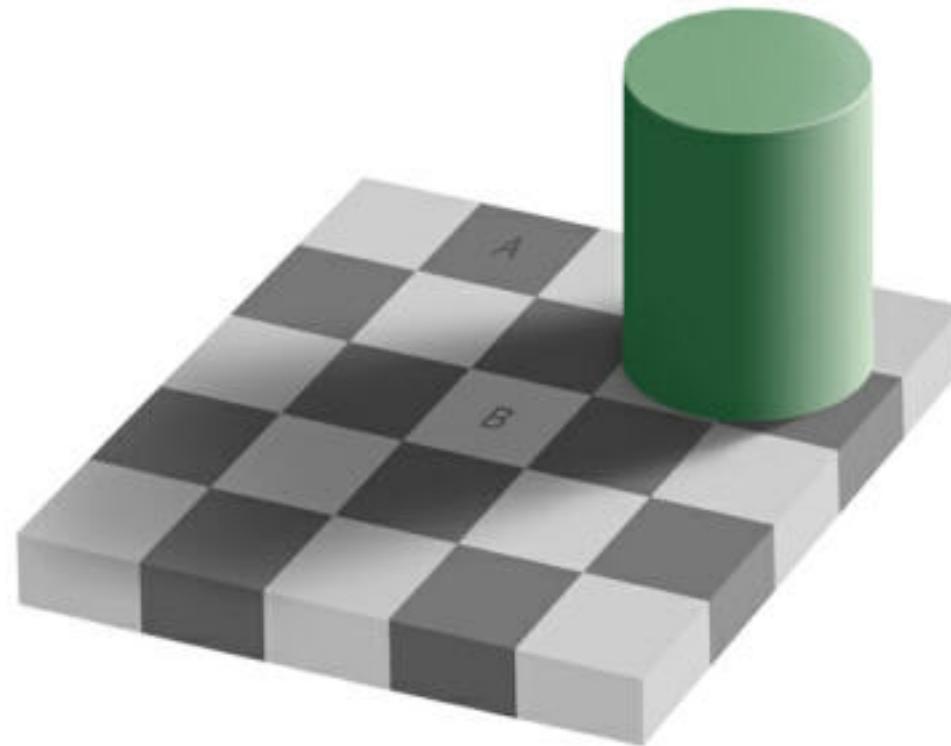


Ambiguity

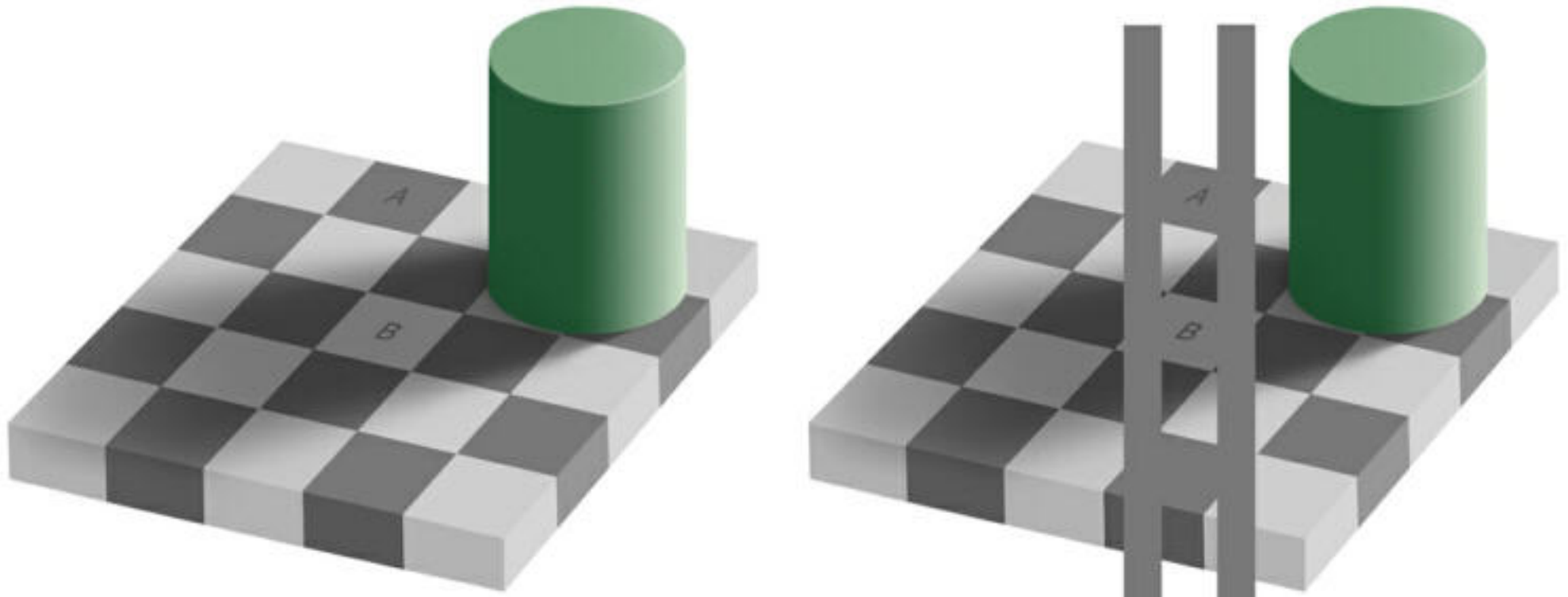


The brain deals with uncertainty in ambiguous visual stimulation (switching percept).

Context sensitive Perception



Context sensitive Perception



Context sensitive Perception

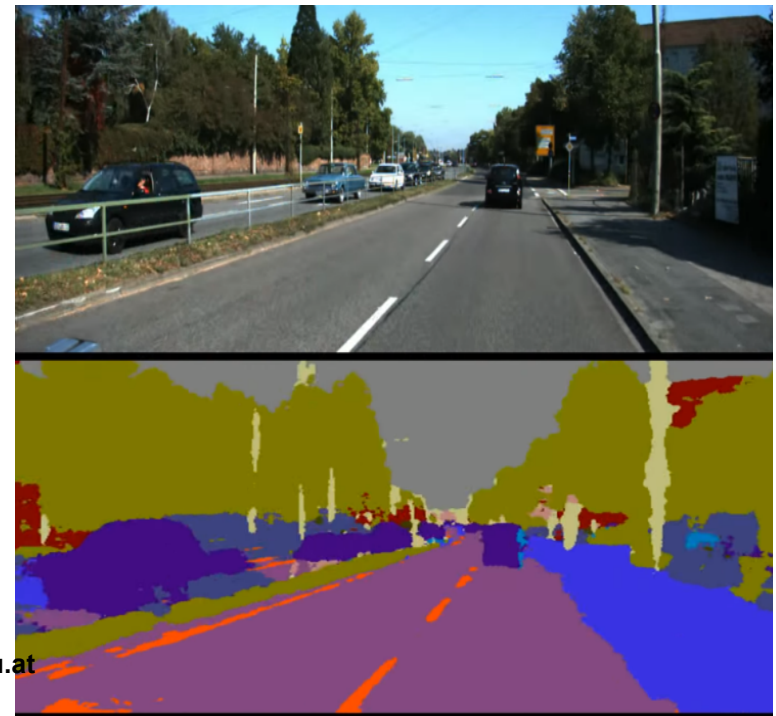


PROJEKTS



Deep learning for autonomous driving

- Prediction of situations (LSTM)
- Attention (LSTM)
- Sensor (GPS, Radar, Lidar) fusion
- Rare events, dangerous situations



TAKE HOME MESSAGE

- Deep Learning created the revolution in AI. Sepp Hochreiter has pioneered this development (vanishing gradient, LSTMs).
- Deep Learning is a gradual change of parameters (weights) of a neural network according to a gradient upon a teacher signal.
- The internal “understanding” of an AI is (still) completely different from the subjective internal understanding of humans.
- AI-Systems make mistakes that are hard to predict for humans.
- We are working towards a convergence of human and machine understanding of the reality with the hope that this will lead us to the Generalized AI.

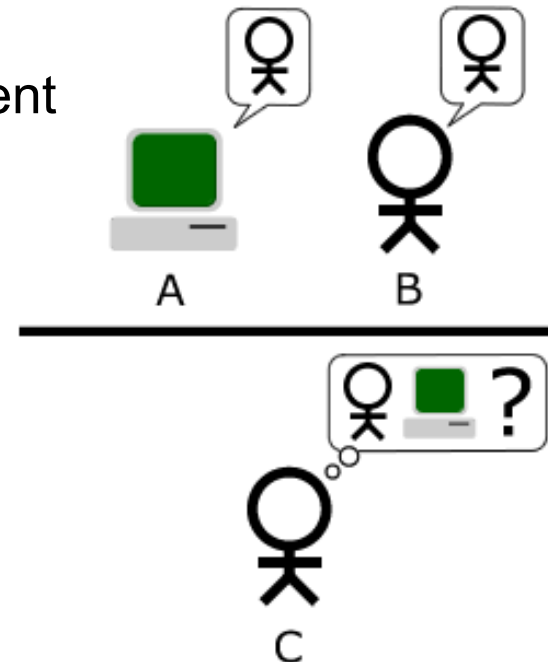
THANK YOU



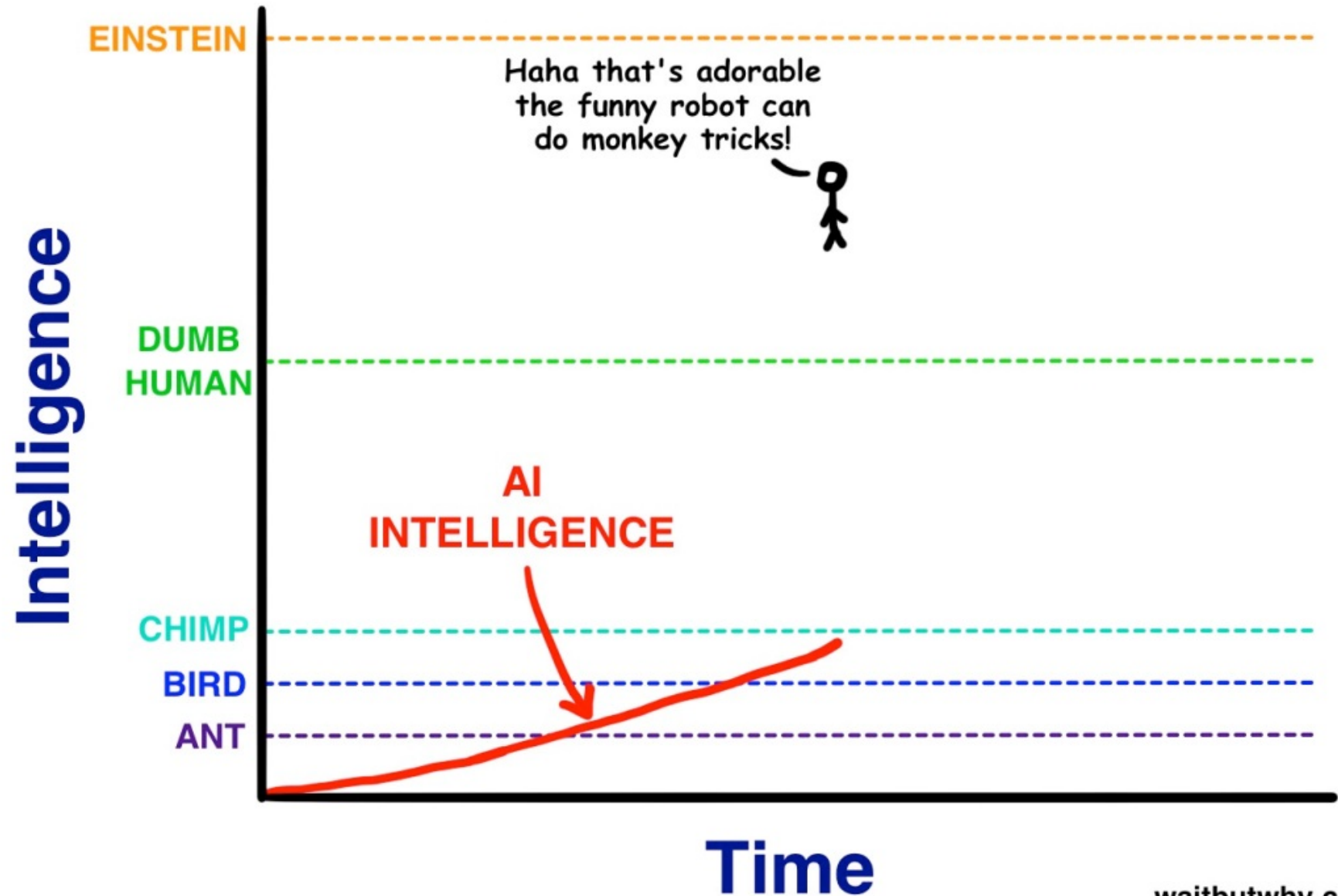
**WHAT IS
A.I.?**

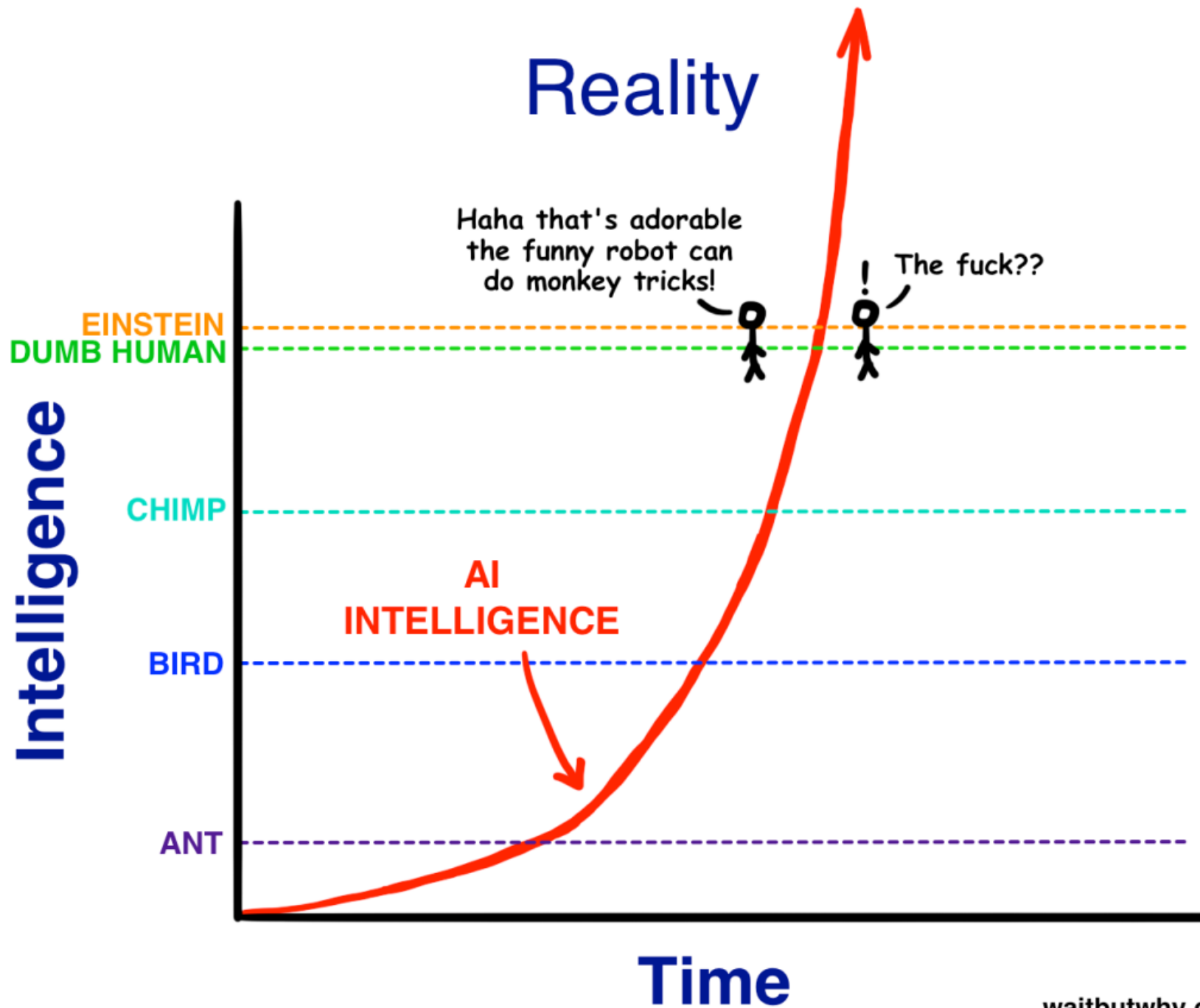
WHAT IS A.I. ?

- the capability of a machine to imitate intelligent human behavior (Merriam Webster)
- „I know it, when I see it“
- Turing Test:
 - 1 human (C) has to tell apart an A.I. chatbot (A) from a human chatter (B) while talking to both simultaneously
- 1966: Eliza, Joseph Weizenbaum
- 2011: Cleverbot, Rollo Carpenter (unilateral Turing test)
 - Cleverbot got 59,3%, humans achieved 63 %

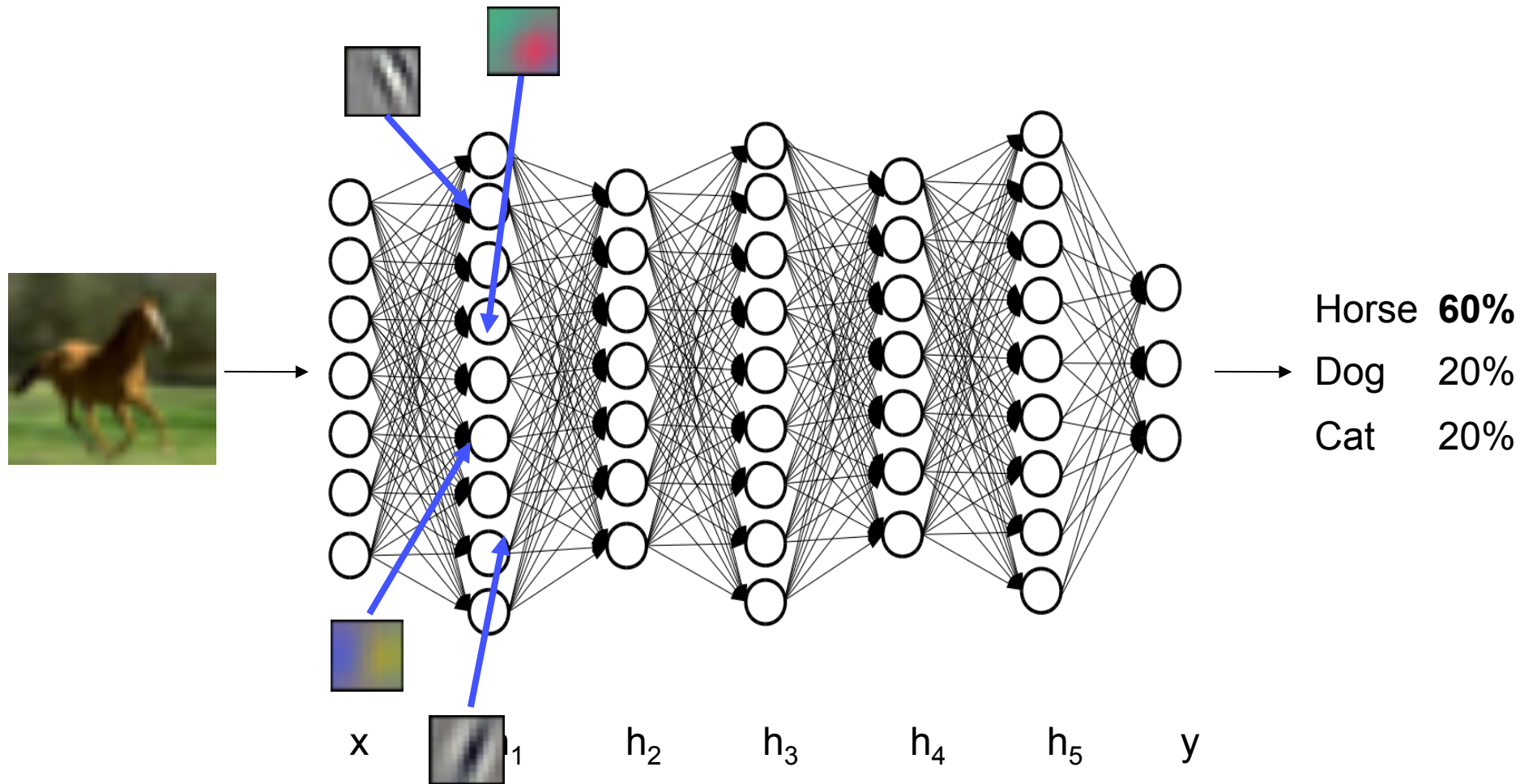


Our Distorted View of Intelligence

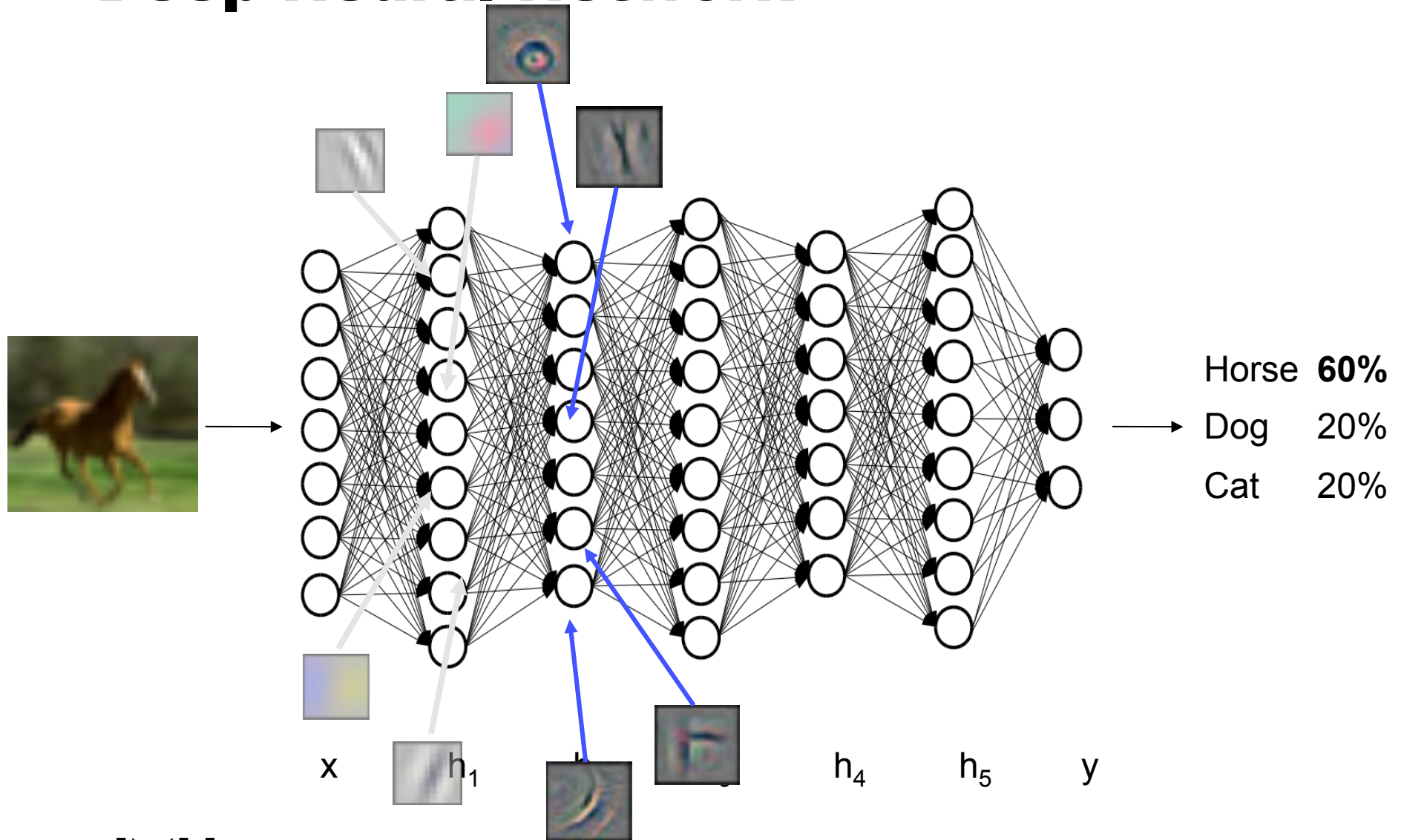




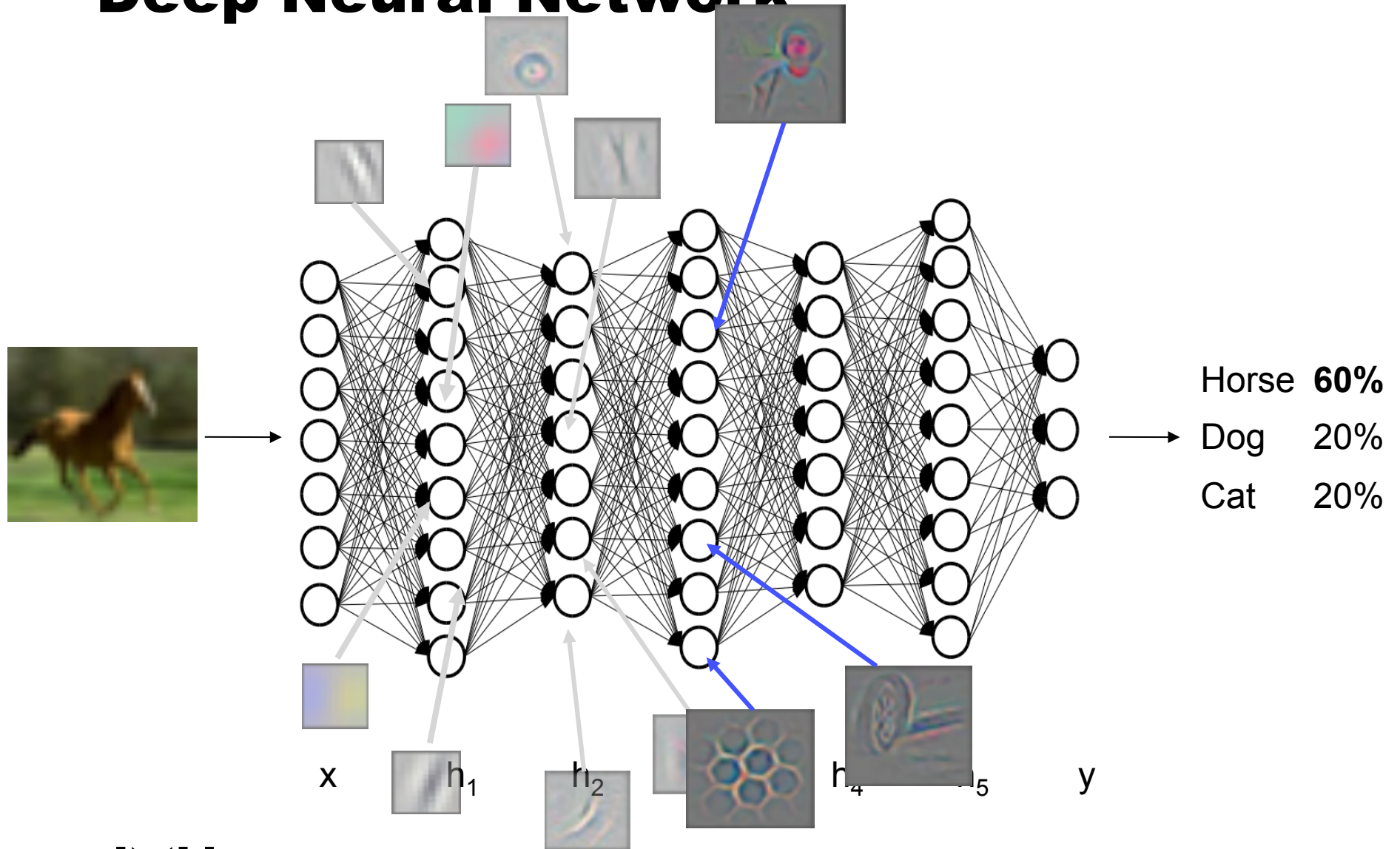
A closer look



Deep Neural Network



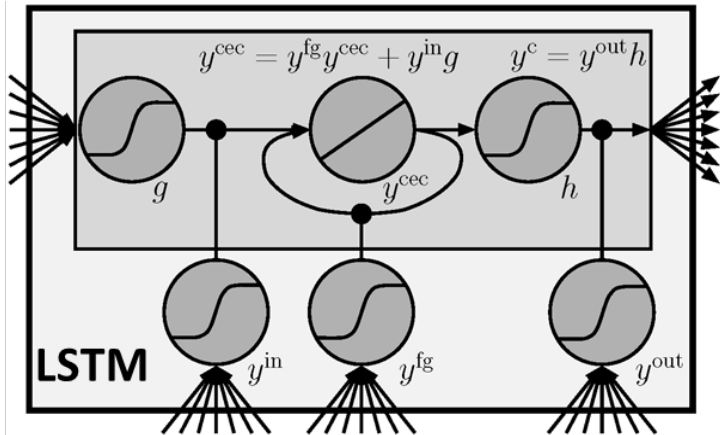
Deep Neural Network



WHAT I DID NOT TALK ABOUT:

- Activation function of the neurons
 - ReLU: gradient is always 0 or 1
 - Latest idea from us: scaled Exponential Linear Unit (sELU)
- Stochastic gradient descent, convergence
- Existence or nonexistence of local minima
- initialization of parameters, data augmentation
- overfitting and regularisation, drop-out
- Convolutional structure
- Reinforcement Learning, GANs, ...

Long Short-Term Memory



- **1991: invented by Hochreiter**
- 1997: major publication Hochreiter&Schmidhuber
- 2009: wins challenges French & Arabic handwriting
- 2011: wins offline Chinese handwriting competition
- 2012: in **Google's Android speech recognizer**
- 2015: in **Google's Voice transcription**
- 2016: in **Apple's iOS 10 → Quicktype**
- 2016: in **Google's Translate**

