

Neural Networks Beginnings

Computer Vision (CSCI 5520G)

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A brief history of Neural Networks

- ▶ Claude Shannon, Father of Information Theory.

I visualise a time when we will be to robots what dogs are to humans, and I'm rooting for the machines.

- ▶ Jeff Hawkins, Founder of Palm Computing.

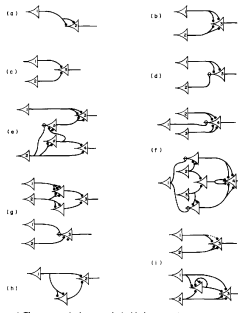
The key to artificial intelligence has always been the representation.

Lesson Plan

- ▶ Computational models of Neurons
- ▶ Pre-deep learning
- ▶ Imagenet 2012
- ▶ Takeaways
 - ▶ What
 - ▶ How
 - ▶ Why now?
 - ▶ Impact
- ▶ Ethical and social implications

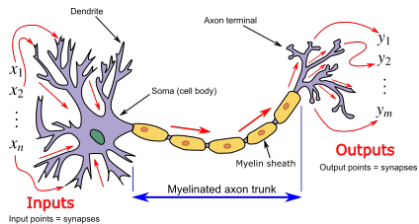
McCulloch and Pitts (1943)

- ▶ Proposed a model of nervous systems as a network of threshold units.
- ▶ Connections between simple units performing elementary operations give rise to intelligence.

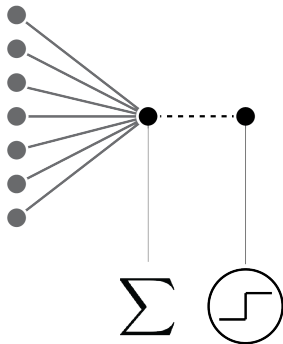


Threshold units (Neuron)

- Neuron (picture from Wikipedia)



Threshold units (Artificial neuron)



Learning via reinforcing connections between Neurons (1949 to 1982)

Hebbian Learning

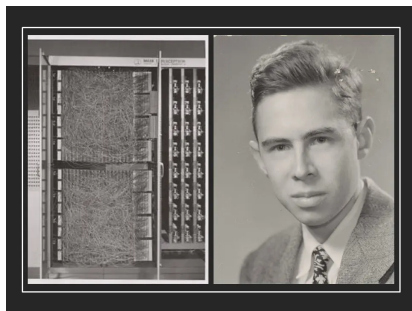
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 - ▶ Biologically plausible, but it is not used in practice
- ▶ First artificial neural network consisting of 40 neurons (Marvin Minsky, 1951)
 - ▶ Uses Hebbian Learning

Perceptron

- ▶ Frank Rosenblatt (1958) perceptron to classify 20x20 images
 - ▶ Perceptron is neural network comprising a single neuron



Cat visual cortex

- ▶ David Hubel and Torsten Wiesel studied cat visual cortex and showed that visual information goes through a series of processing steps:
- ▶ edge detection;
- ▶ edge combination;
- ▶ motion perception; etc. (Hubel and Wiesel, 1959)

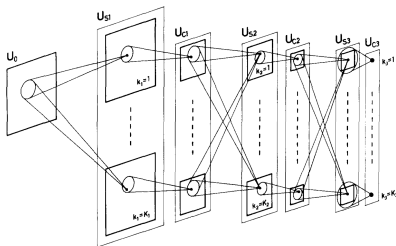
Backpropatation

- ▶ Backpropagation for artificial neural networks (Paul Werbos, 1982)
- ▶ An application of chain-rule from differential calculus

Towards (deep) neural networks

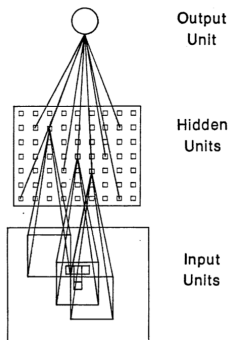
Neocognitron

- ▶ Fukushima (1980) implemented Neocognitron that was capable of handwritten character recognition.
 - ▶ This model was based upon the findings of Hubel and Wiesel.
 - ▶ This model can be seen as a precursor of modern convolutional networks.



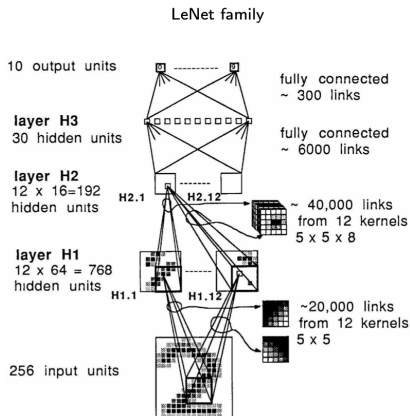
Hidden units and backpropagation

- ▶ Rumelhart et al. (1988) used backpropagation to train a network similar to Neocognitron.
 - ▶ Units in hidden layers learn meaningful representations



LeNet

- ▶ In 1989, LeCun et al. proposed LeNet, a convolution neural network very similar to networks that we see today
 - ▶ Capable for recognizing hand-written digits
 - ▶ Trained using backpropagation



Deep learning (the beginning)

ImageNet Large Scale Visual Recognition Challenge

- ▶ Large amount of training data is critical to the success of deep learning methods
- ▶ ImageNet challenge was devised to capture the performance of various image recognition methods
 - ▶ 1 million images belonging to 1000 different classes
 - ▶ It's size was key to the development early deep learning models

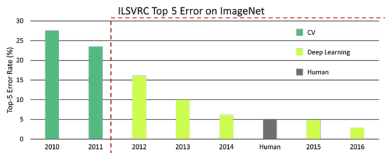
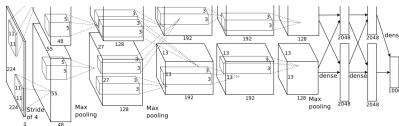


Datasets

- ▶ Datasets used for deep learning model develop are divided into three sets:
 - ▶ Training set is used train the deep learning model;
 - ▶ Validation set is used to tune the hyperparameters, implement early stopping, etc.; and
 - ▶ Test set is used to evaluate model performance.

AlexNet (2012)

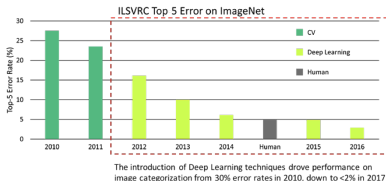
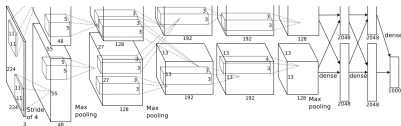
- Krizhevsky et al. trained a convolution network, similar to LeNet5, but containing far more layers, neurons, and connections, on the ImageNet Challenge using Graphical Processing Units (GPUs). This model was able to beat the state-of-the-art image classification methods by a large margin.



The introduction of Deep Learning techniques drove performance on image categorization from 30% error rates in 2010, down to <2% in 2017

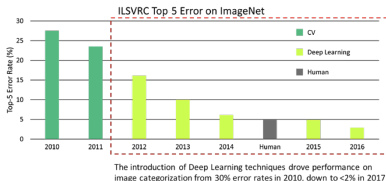
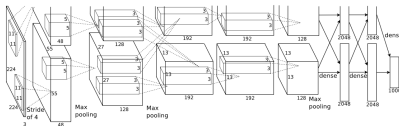
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- ▶ Models may outperform humans!?

Deep learning takes over (2012 onwards)

- ▶ Large datasets and vast GPU compute infrastructures led to larger and more complex deep learning models for solving problems in a variety of domains ranging
 - ▶ from computer vision to speech recognition,
 - ▶ from medical imaging to text understanding,
 - ▶ from computer graphics to industrial design,
 - ▶ from autonomous driving to drug discovery, etc.

Takeaways

What

- ▶ Deep learning is a natural extension of artificial neural networks of the 90s.
 - ▶ Extracts useful patterns from data
 - ▶ Learns powerful representations
 - ▶ Reduces the “semantic gap”

How

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- ▶ Hidden layers

Why now?

- ▶ GPUs that support vectorized processing (tensor operations)
- ▶ Large datasets

Engineering advances

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- ▶ Autodiff
 - ▶ Techniques to evaluate the “derivative of a computer program”
- ▶ Deep learning frameworks
 - ▶ PyTorch
 - ▶ TensorFlow
 - ▶ etc.

Impact

- ▶ Image classification
- ▶ Face recognition
- ▶ Speech recognition
- ▶ Text-to-speech generation
- ▶ Handwriting transcription
- ▶ Medical image analysis and diagnosis
- ▶ Ads
- ▶ Cars: lane-keeping, automatic cruise control

Social and ethical implications

- ▶ Myth
 - ▶ Killer robots will enslave us
- ▶ Reality
 - ▶ Deep learning (and more generally, artificial intelligence) will have a profound effect on our society
 - ▶ Legal, social, philosophical, political, and personal

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