

# Neural Networks Beginnings

## Machine Learning (CSCI 5770G)

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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.

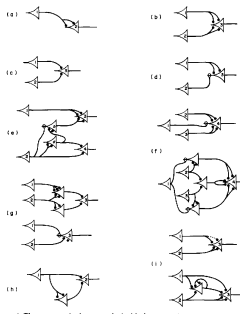
*The key to artificial intelligence has always been the representation.*

# Lesson Plan

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

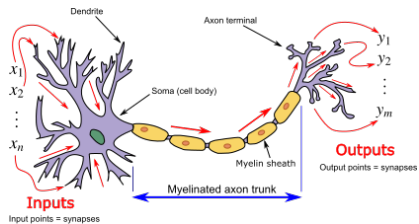
# McCulloch and Pitts (1943)

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

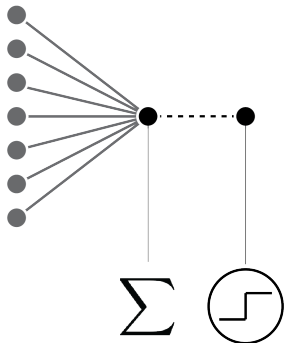


# Threshold units (Neuron)

- ▶ Neuron (picture from Wikipedia)



# Threshold units (Artificial neuron)



# Learning via reinforcing connections between Neurons (1949 to 1982)

# Hebbian Learning

- ▶ Hebbian Learning (Donald Hebb, 1949) principle proposes to learn patterns by reinforcing connections between Neurons that tend to fire together.
  - ▶ Biologically plausible, but it is not used in practice

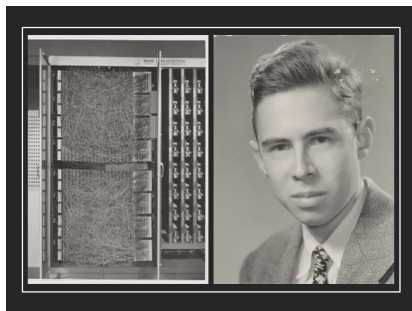


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  - ▶ Biologically plausible, but it is not used in practice
- ▶ First artificial neural network consisting of 40 neurons (Marvin Minsky, 1951)
  - ▶ Uses Hebbian Learning

# 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)

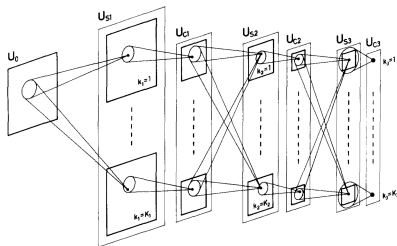
# Backpropatation

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

Towards (deep) neural networks

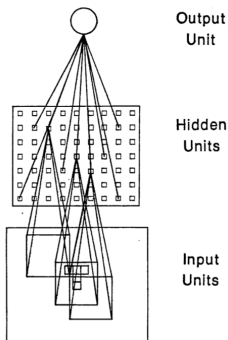
# Neocognitron

- ▶ 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.



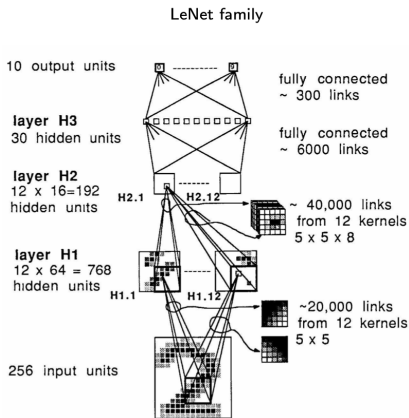
# Hidden units and backpropagation

- ▶ 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

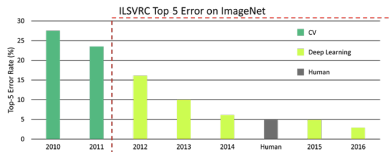
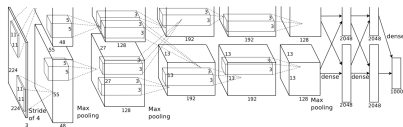


# Datasets

- ▶ 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)

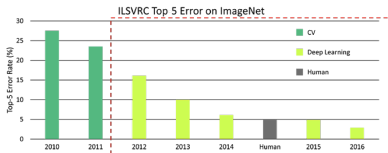
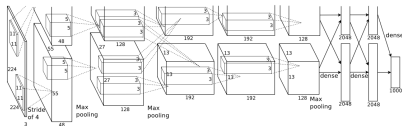
- ▶ Krizhevsky et al. trained a convolution network, similar to LeNet5, but containing far more layers, neurons, and connections, on the ImageNet Challenge using Graphical Processing Units (GPUs). This model was able to beat the state-of-the-art image classification methods by a large margin.



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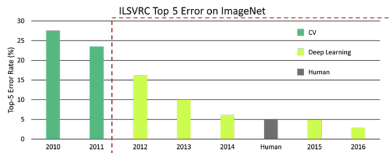
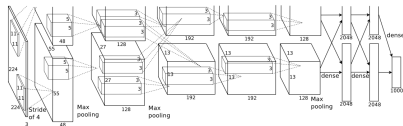
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- ▶ Models may outperform humans!?

## 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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  - ▶ Computes how error (or more generally, the quantity to optimize) changes when model parameters change

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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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