Deep Learning towards AI

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September 30th, 2013
BTAS 2013, Washington DC, USA
Ultimate Goals

- **AI**
  - Needs **knowledge**
  - Needs **learning**
    (involves priors + *optimization/search*)
  - Needs **generalization**
    (guessing where probability mass concentrates)
  - Needs ways to fight the **curse of dimensionality**
    (exponentially many configurations of the variables to consider)
  - Needs disentangling the **underlying explanatory factors**
    (making sense of the data)
Representation Learning

- Good **features** essential for successful ML: 90% of effort

- Handcrafting features vs learning them

- Good representation?
- guesses
  the features / factors / causes
Google Image Search: Different object types represented in the same space

Google:
S. Bengio, J. Weston & N. Usunier

Learn $\Phi_1(\bullet)$ and $\Phi_w(\bullet)$ to optimize precision@k.
Deep Representation Learning

Learn multiple levels of representation of increasing complexity/abstraction

- theory: exponential gain
- brains are deep
- cognition is compositional
- Better mixing (Bengio et al, ICML 2013)

- They work! SOTA on industrial-scale AI tasks
  (object recognition, speech recognition, language modeling, music modeling)
Learning multiple levels of representation

Successive model layers learn deeper intermediate representations

Prior: underlying factors & concepts compactly expressed w/ multiple levels of abstraction

High-level linguistic representations

Layer 3
Parts combine to form objects

Layer 2

Layer 1

(Lee, Largman, Pham & Ng, NIPS 2009)
(Lee, Grosse, Ranganath & Ng, ICML 2009)
subroutine1 includes subsub1 code and subsub2 code and subsubsub1 code

subroutine2 includes subsub2 code and subsub3 code and subsubsub3 code and ...

main

“Shallow” computer program
“Deep” computer program
Deep Architectures are More Expressive

Theoretical arguments:

2 layers of
- Logic gates
- Formal neurons
- RBF units

RBM's & auto-encoders = universal approximator

Theorems on advantage of depth:
(Hastad et al 86 & 91, Bengio et al 2007, Bengio & Delalleau 2011, Braverman 2011)

Some functions compactly represented with k layers may require exponential size with 2 layers
Major Breakthrough in 2006

- Ability to train deep architectures by using layer-wise unsupervised learning, whereas previous purely supervised attempts had failed

- Unsupervised feature learners:
  - RBMs
  - Auto-encoder variants
  - Sparse coding variants
Stacking Single-Layer Learners

• One of the big ideas from 2006: layer-wise unsupervised feature learning

Stacking Restricted Boltzmann Machines (RBM) → Deep Belief Network (DBN)

Stacking regularized auto-encoders → deep neural nets
Deep Learning in the News

Researcher Dreams Up Machines That Learn Without Humans
06.27.13

Scientists See Promise in Deep-Learning Programs
John Markoff
November 23, 2012

Google taps U of T professor to teach context to computers
03.11.13

The Man Behind the Google Brain: Andrew Ng and the Quest for the New AI
BY DANIELA HERNANDEZ 05.07.13 8:00 AM
A Google research team, led by Andrew Y. Ng, above, and Jeff Dean, created a neural network of 16,000 processors that reflected human obsession with Internet felines.
The dramatic impact of Deep Learning on Speech Recognition

Graph showing the word error rate on Switchboard over time, with a significant decrease after 2000 when using Deep Learning (DL).
Some Applications of DL

• **Language Modeling** (Speech Recognition, Machine Translation)
• **Acoustic Modeling** *(speech recognition, music modeling)*
• **NLP syntactic/semantic tagging** *(Part-Of-Speech, chunking, Named Entity Recognition, Semantic Role Labeling, Parsing)*
• **NLP applications**: sentiment analysis, paraphrasing, question-answering, Word-Sense Disambiguation
• **Object recognition in images**: photo search and image search: handwriting recognition, document analysis, handwriting synthesis, *superhuman traffic sign classification*, street view house numbers, *emotion detection from facial images*, roads from satellites.
• **Personalization/recommendation/fraud/ads**
• **Molecular properties**: QSAR, quantum calculations
Deep Learning

With massive amounts of computational power, machines can now recognize objects and translate speech in real time. Artificial intelligence is finally getting smart.
Deep Supervised Neural Nets

• Now train them even without unsupervised pre-training:
  better initialization and non-linearities (rectifiers, maxout),
  generalize well with large labeled sets and dropout.

• Unsupervised pre-training:
  rare classes, transfer, smaller labeled sets, or as extra regularizer.
How do humans generalize from very few examples?

- They **transfer** knowledge from previous learning:
  - **Abstract** (i.e. deep) representations
  - Explanatory factors

- Previous learning from: unlabeled data
  + labels for other tasks
Unsupervised and Transfer Learning Challenge + Transfer Learning Challenge: Deep Learning 1st Place

ICML’2011 workshop on Unsup. & Transfer Learning

Raw data

1 layer

2 layers

3 layers

4 layers

NIPS’2011 Transfer Learning Challenge
Undirected Models: the Restricted Boltzmann Machine

[Hinton et al 2006]

- Latent (hidden) variables $h$ model high-order dependencies
- No easy way to compute normalization & gradient, but MCMC approximations are used

- See Hinton (2010)
  “A practical guide to training Restricted Boltzmann Machines”
Restricted Boltzmann Machine (RBM)

\[ P(x, h) = \frac{1}{Z} e^{b^T h + c^T x + h^T W x} = \frac{1}{Z} e^{\sum_i b_i h_i + \sum_j c_j x_j + \sum_{i,j} h_i W_{ij} x_j} \]

Needs to sample examples generated by the model during training to estimate gradient through \( Z \), using MCMC
Denoising Auto-Encoder
(Vincent et al 2008)

- Alternative building-block
  - Corrupt the input
  - Try to reconstruct the uncorrupted input

- Novel probabilistic interpretations: score matching (Vincent 2011, Alain & Bengio ICLR 2013) or as the transition kernel of a Markov chain (Bengio et al, NIPS 2013)
**Manifold Assumption**

- Data **concentrate** near lower dimensional manifold
- *many AI tasks where uniformly random configurations of inputs are unlike real data*
Putting Probability Mass where Structure is Plausible

- Empirical distribution: mass at training examples
- Smoothness: spread mass around
- Insufficient
- Guess some ‘structure’ and generalize accordingly
Regularized Auto-Encoders Learn Salient Variations, like non-linear PCA with shared parameters

- Minimizing reconstruction error forces to keep variations along manifold.
- Regularizer wants to throw away all variations.
- With both: keep ONLY sensitivity to variations ON the manifold.
Input Point $x$

Tangents: locally sensitive directions ($dh_i/dx$ of active units $h_i$)

$0 + 0.5 \times 6 = 0$

MNIST
Regularized Auto-Encoders Learn a Vector Field or a Markov Chain Transition Distribution

- (Bengio, Vincent & Courville, TPAMI 2013) review paper
- (Alain & Bengio ICLR 2013; Bengio et al, arxiv 2013)

- **Dropouts** trick: during training multiply neuron output by random bit ($p=0.5$), during test by 0.5
- **Generalize denoising auto-encoders**, by corrupting every layer
- Works better with rectifiers, even better with maxout (Goodfellow et al. ICML 2013)
- Equivalent to averaging over exponentially many architectures
  - Used by Krizhevsky et al to break through ImageNet SOTA
  - Also improves SOTA on CIFAR-10 ($18\rightarrow 16\%$ err)
  - Knowledge-free MNIST with DBMs ($0.95\rightarrow 0.79\%$ err)
  - TIMIT phoneme classification ($22.7\rightarrow 19.7\%$ err)
Temporal & Spatial Inputs: Convolutional & Recurrent Nets

- Local connectivity across time/space
- Sharing weights across time/space (translation equivariance)
- Pooling (translation invariance, cross-channel pooling for learned invariances)

Recurrent nets (RNNs) can summarize information from the past
Bidirectional RNNs also summarize information from the future
Deep / Recurrent Nets for Modeling Sequences in Music & Language

• (Boulanger, Bengio & Vincent, ICML 2012)
  • Recurrent nets + RBMs
  • Acoustics → musical score

• (Bengio, Boulanger & Pascanu, ICASSP 2013)
  • Optimization techniques for recurrent nets
  • Symbolic sequences (music, language)

• (Pascanu, Mikolov & Bengio, ICML 2013)
  • Handling longer-term dependencies
  • Symbolic sequences (music, language)
What differences with Neural Nets of the 90’s?

- Other kinds of hierarchies are possible (e.g. A. Yuille, D. McAllester)
- Bigger models
- Better training
  - **Initialization**: information flow (Jacobians e-values closer to 1)
  - **Symmetry breaking**: initialization, sparsity regularization and non-linearities (rectifier, maxout, etc.)
- Unsupervised and multi-task learning $\Rightarrow$ better transfer learning
- Larger labeled sets: the advantage increases!
- Better regularizers (dropout, injected noise, temporal coherence)
Deep Learning Tricks of the Trade

  
  *(arXiv paper or chapter of Tricks of the Trade 2013 book)*

- Unsupervised pre-training
- Stochastic gradient descent and setting learning rates
- Hyper-parameters
  - Learning rate schedule
  - Early stopping
  - Minibatches
  - Parameter initialization
  - Number of hidden units
  - L1 and L2 weight decay
  - Sparsity regularization

- Debugging

- **How to efficiently search for hyper-parameter configurations**
Deep Learning Challenges
(Bengio, arxiv 1305.0445 Deep learning of representations: looking forward)

• Computational Scaling
• Optimization & Underfitting
• Approximate Inference & Sampling
• Disentangling Factors of Variation
• Reasoning & One-Shot Learning of Facts
Inference & Sampling

• Currently needed for unsupervised & structured output probabilistic models, for gradient and inference
• $P(h|x)$ intractable because of many important modes
• MAP, Variational, MCMC
  • limited to 1 or few major modes

• Approximate inference can hurt learning
  (Kulesza & Pereira NIPS’2007)

• Mode mixing harder as training progresses
  (Bengio et al ICML 2013)
Poor Mixing: Depth to the Rescue

- Deeper representations ➔ abstractions ➔ disentangling
- E.g. reverse video bit, class bits in learned representations: easy to Gibbs sample between modes at abstract level
- Hypotheses successfully tested:
  - more abstract/disentangled representations unfold manifolds and fill more the space
  - can be exploited for better mixing between modes
Space-Filling in Representation-Space

- High-probability samples fill more the convex set between them when viewed in the learned representation-space, making the empirical distribution more uniform and unfolding manifolds.
Potentially Huge Number of Modes in Posterior $P(h|x)$

- Foreign speech utterance example, $y=$answer to question:
  - 10 word segments
  - 100 plausible candidates per word
  - $10^6$ possible segmentations
  - Most configurations ($999999/1000000$) implausible
  - $10^{20}$ high-probability modes

- All known approximate inference scheme may break down if the posterior has a huge number of modes
Denoising Auto-Encoder Markov Chain

- $\mathcal{P}(X)$: true data-generating distribution
- $\mathcal{C}(\tilde{X}|X)$: corruption process
- $P_{\theta_n}(X|\tilde{X})$: denoising auto-encoder trained with $n$ examples $X, \tilde{X}$ from $\mathcal{C}(\tilde{X}|X)\mathcal{P}(X)$, probabilistically “inverts” corruption
- $T_n$: Markov chain over $X$ alternating $\tilde{X} \sim \mathcal{C}(\tilde{X}|X), X \sim P_{\theta_n}(X|\tilde{X})$
Learning with a simpler normalization constant, a nearly unimodal conditional distribution instead of a complicated multimodal one.

Thanks: Jason Yosinski
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Learning Computational Graphs

• Deep Stochastic Generative Networks (GSNs) trainable by backprop (Bengio & Laufer, arxiv 1306.1091)
• Avoid any explicit latent variables whose marginalization is intractable, instead train a stochastic computational graph that generates the right \{conditional\} distribution.
New Theoretical Results

• A replacement for maximum likelihood training that does not require dealing with a problematic marginalization / normalization constant: instead learn the transition operator of a Markov chain, which is more local, easier

• The denoising criterion yields a consistent estimator of the data-generating distribution (estimated as stationary distribution of the Markov chain).

Making $P_{\theta_n}(X|\tilde{X})$ match $P(X|\tilde{X})$ makes $\pi_n(X)$ match $P(X)$
GSN Experiments: validating the theorem in a continuous non-parametric setting
GSN Experiments: Consecutive Samples

STRUCTURED OUTPUTS:
Filling-in the LHS
Conclusions

• Deep Learning has matured
  • Int. Conf. on Learning Representation 2013 a huge success!
• Industrial applications (Google, Microsoft, Baidu, Facebook, ...)

• Room for improvement:
  • Scaling computation
  • Optimization
  • Eliminate intractable inference (this talk!)
  • more disentangled abstractions
  • Reason from incrementally added facts
LISA team: **Merci! Questions?**
Merci! Questions?

Looking for more graduate students & pdfs