

Deep learning: supplementary materials

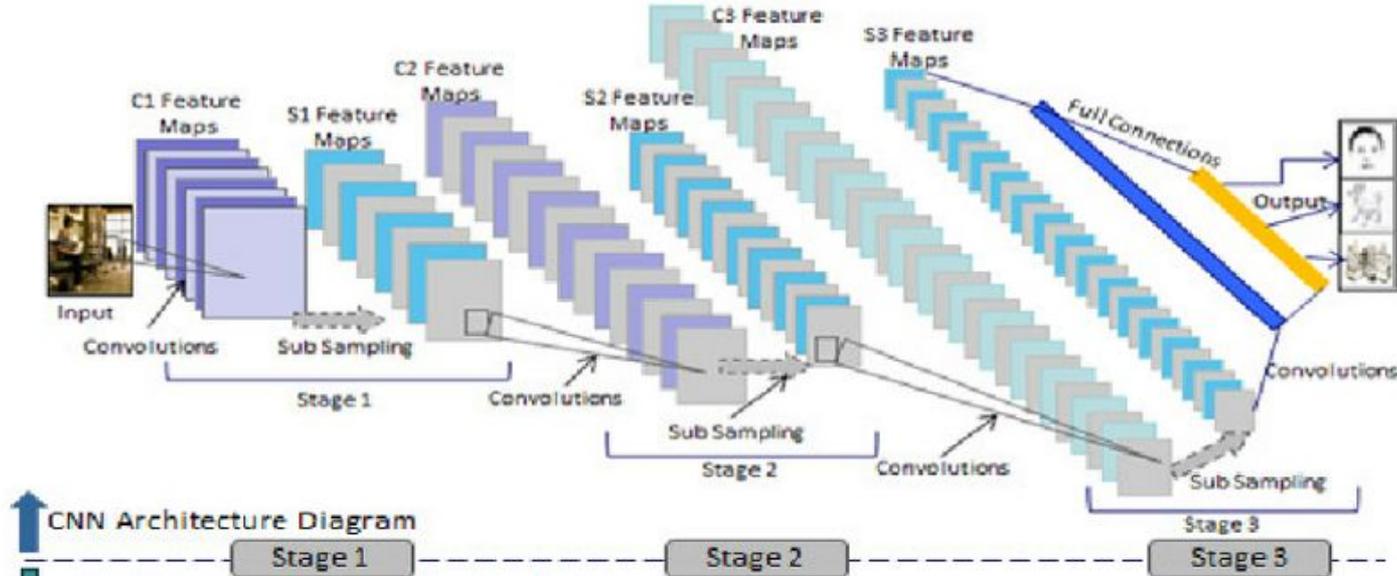
Machine Learning, spring 2021

Yoonsuck Choe

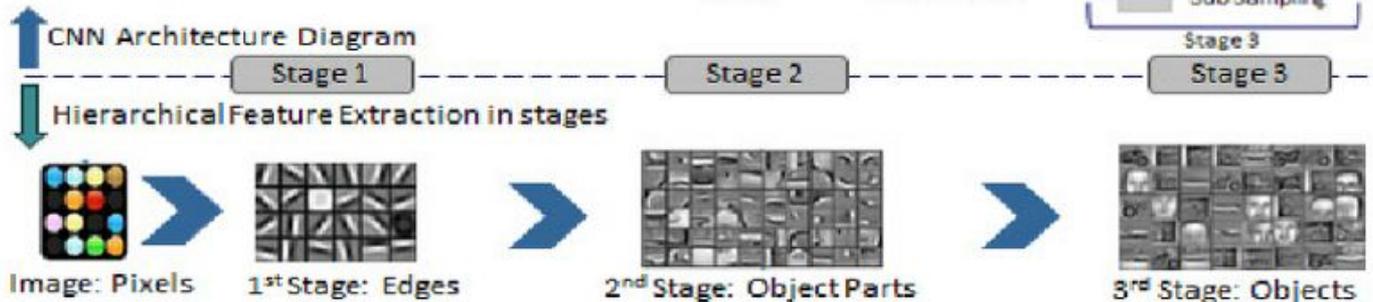
The Rise of Deep Learning (early/mid 2010-present)

- CNN, RNN, Attention, Deep Reinforcement Learning.

CNN model

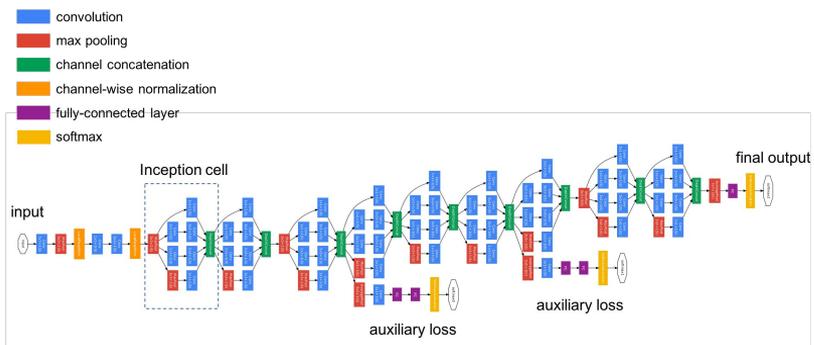


Learned Features

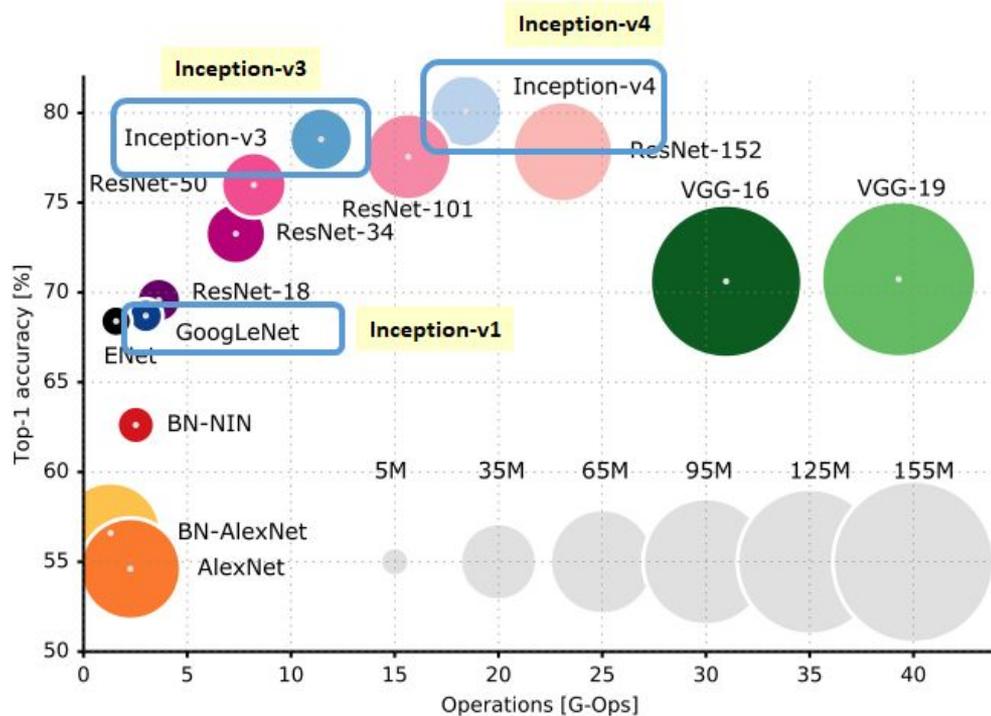


The deeper the better!

- Major factors in deep learning's success:
 - Very deep neural networks
 - Big data
 - Massive computing (GPU)

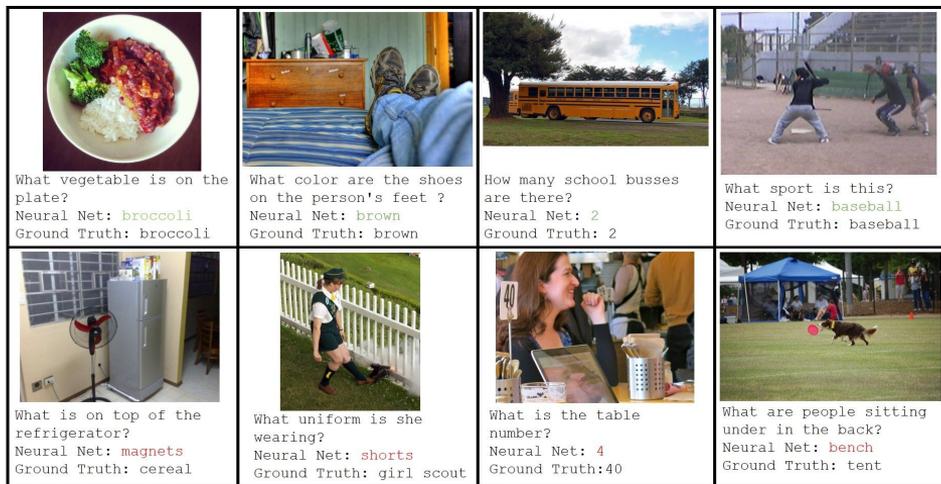
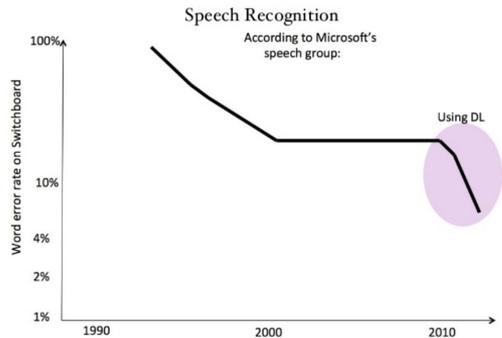
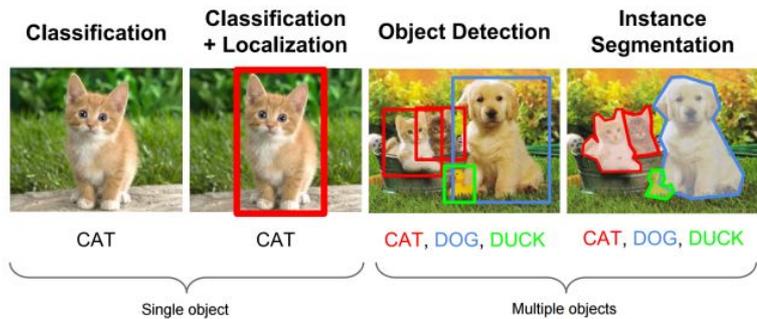


CNN model (Google's Inception)



Advances in Deep Learning

- Vision/Speech, NLP, NMT - Superhuman performance in select tasks
 - Beyond Classification: Detection, segmentation
 - Multimodal: Visual Question Answering



Deep Reinforcement Learning

- Video games, robot control, Deep RL (AlphaGo, AlphaStar):
 - Analyze visual input and generation action and learn based on reward.



Super Mario Bros



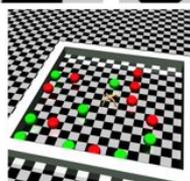
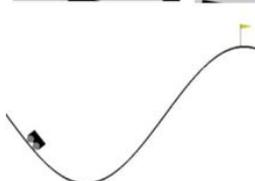
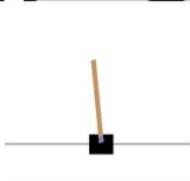
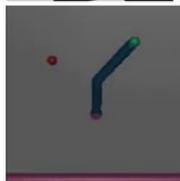
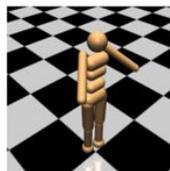
VizDoom



Montezumas Revenge

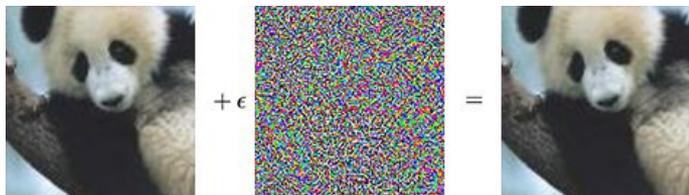


Minecraft



Limitations of Deep Learning

- Data hungry, Can't do complex reasoning,
- Lack of common sense
- Explainability, Sensitive to noise/Adversarial input



"panda" 57.7% confidence "gibbon" 99.3% confidence

Sensitivity to noise / Adversarial input



Clean Stop Sign



Real-world Stop Sign in Berkeley



Adversarial Example



Adversarial Example

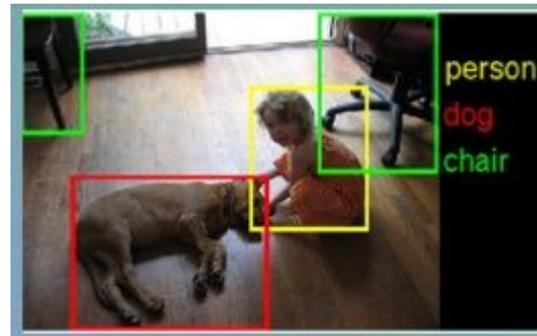


"Stop sign"

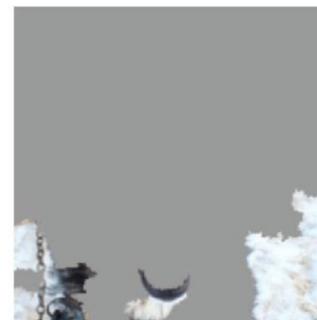
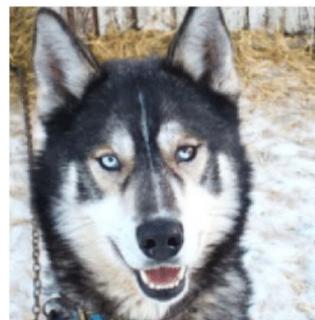
"Stop sign"

"Speed limit sign 45km/h"

"Speed limit sign 45km/h"



What to rescue first when there's a fire?



Learned snow field feature, not husky feature