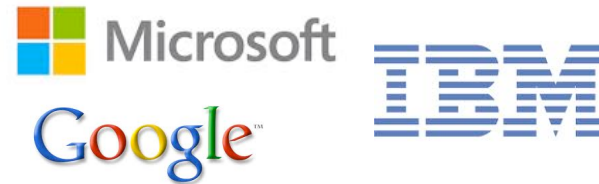


# Impact of Deep Learning

- Speech Recognition



- Computer Vision



- Recommender Systems

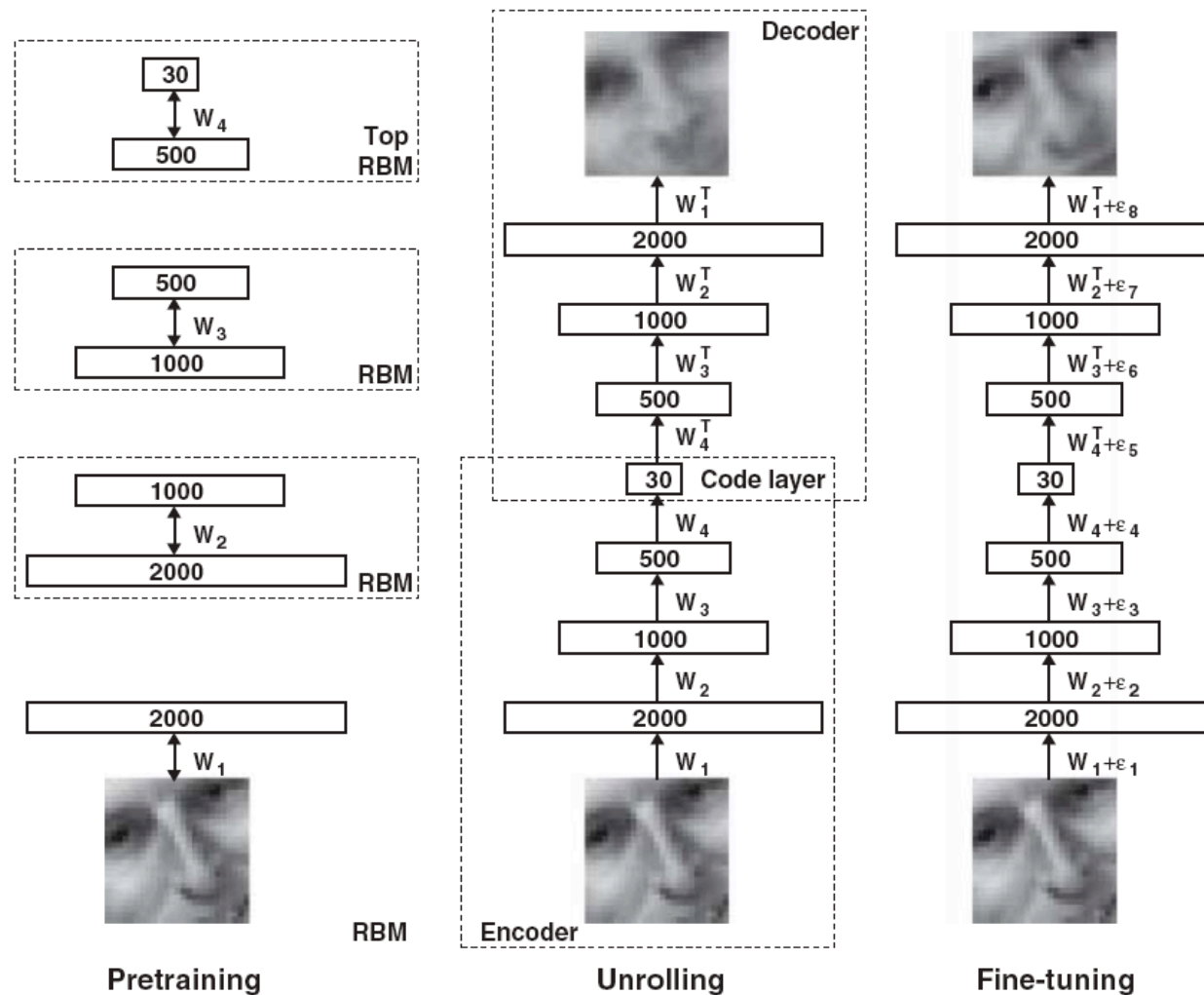


- Language Understanding

- Drug Discovery and Medical Image Analysis



# Deep Belief Networks: Training



**Fig. 1.** Pretraining consists of learning a stack of restricted Boltzmann machines (RBMs), each having only one layer of feature detectors. The learned feature activations of one RBM are used as the “data” for training the next RBM in the stack. After the pretraining, the RBMs are “unrolled” to create a deep autoencoder, which is then fine-tuned using backpropagation of error derivatives.

# Very Large Scale Use of DBN's

[Quoc Le, et al., *ICML*, 2012]

Data: 10 million 200x200 unlabeled images, sampled from YouTube

Training: use 1000 machines (16000 cores) for 1 week

Learned network: 3 multi-stage layers, 1.15 billion parameters

Achieves 15.8% (was 9.5%) accuracy classifying 1 of 20k ImageNet items

Real  
images  
that most  
excite the  
feature:

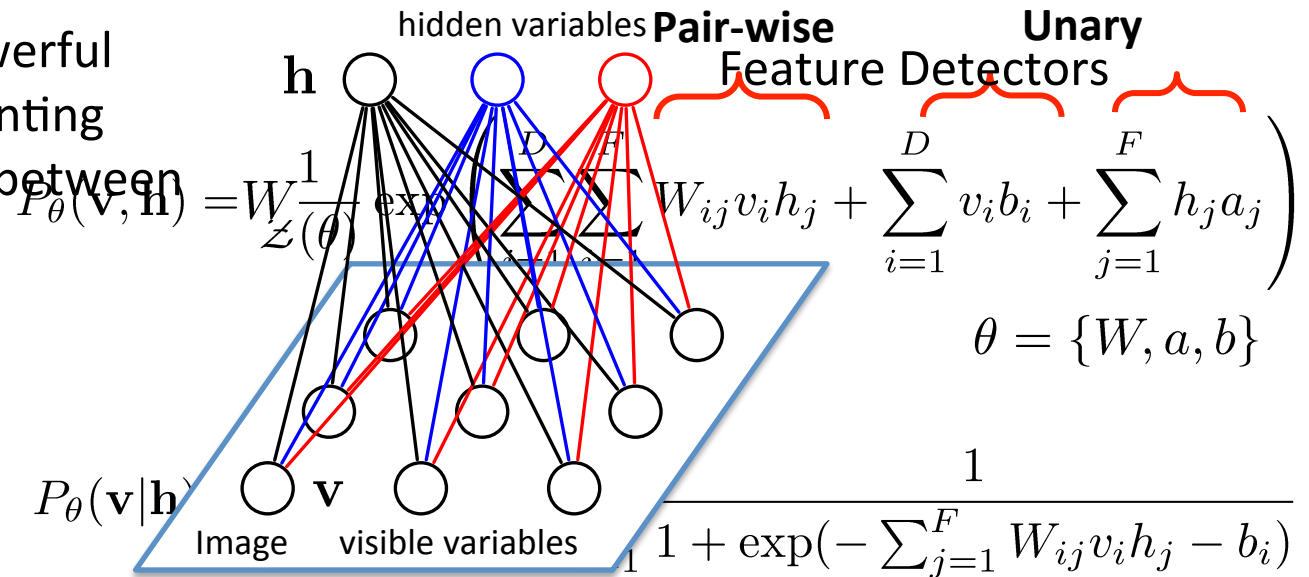


Image  
synthesized  
to most  
excite the  
feature:



# Restricted Boltzmann Machines

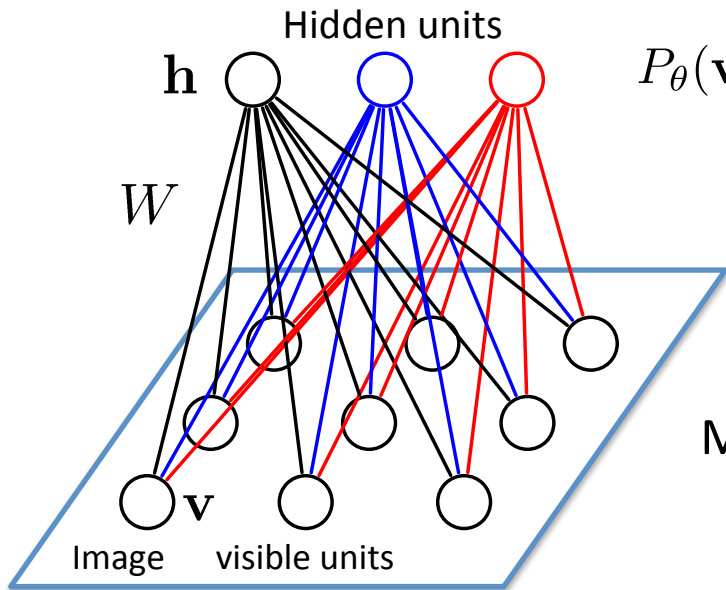
**Graphical Models:** Powerful framework for representing dependency structure between random variables.



RBM is a Markov Random Field with:

- Stochastic binary visible variables  $\mathbf{v} \in \{0, 1\}^D$ .
- Stochastic binary hidden variables  $\mathbf{h} \in \{0, 1\}^F$ .
- Bipartite connections.

# Model Learning



$$P_{\theta}(\mathbf{v}) = \frac{P^*(\mathbf{v})}{\mathcal{Z}(\theta)} = \frac{1}{\mathcal{Z}(\theta)} \sum_{\mathbf{h}} \exp \left[ \mathbf{v}^{\top} W \mathbf{h} + \mathbf{a}^{\top} \mathbf{h} + \mathbf{b}^{\top} \mathbf{v} \right]$$

Given a set of *i.i.d.* training examples  $\mathcal{D} = \{\mathbf{v}^{(1)}, \mathbf{v}^{(2)}, \dots, \mathbf{v}^{(N)}\}$ , we want to learn model parameters  $\theta = \{W, a, b\}$ .

Maximize log-likelihood objective:

$$L(\theta) = \frac{1}{N} \sum_{n=1}^N \log P_{\theta}(\mathbf{v}^{(n)})$$

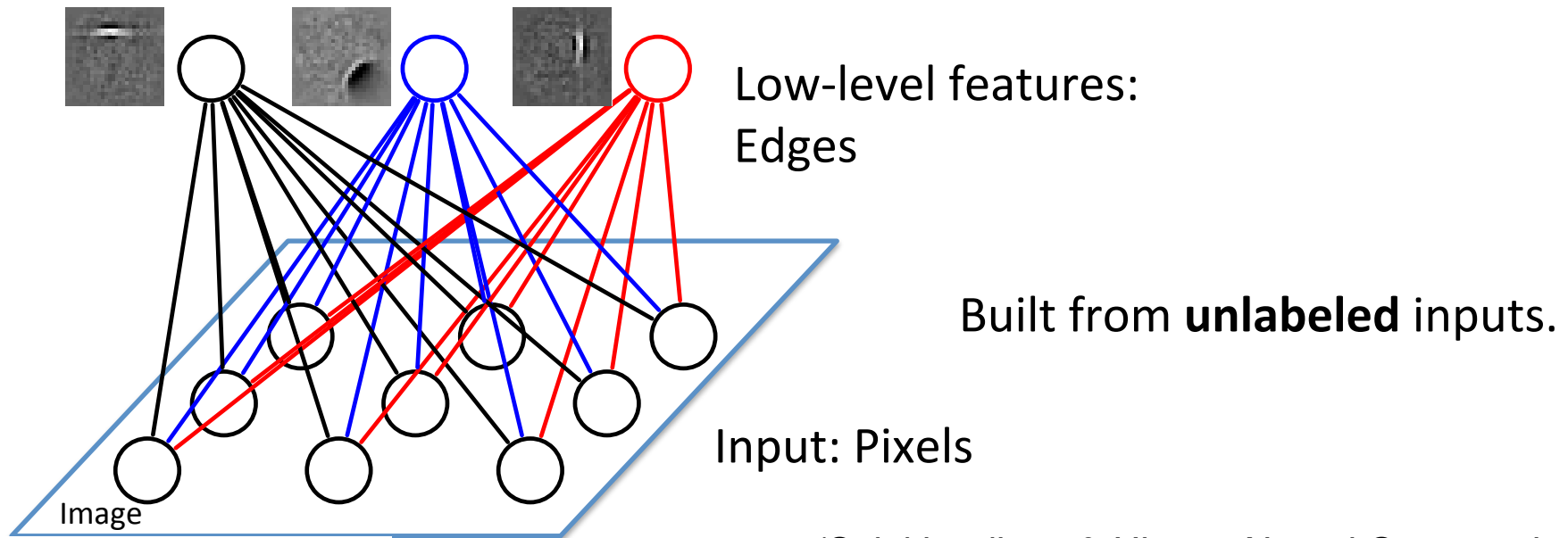
Derivative of the log-likelihood:

$$\begin{aligned} \frac{\partial L(\theta)}{\partial W_{ij}} &= \frac{1}{N} \sum_{n=1}^N \frac{\partial}{\partial W_{ij}} \log \left( \sum_{\mathbf{h}} \exp \left[ \mathbf{v}^{(n)\top} W \mathbf{h} + \mathbf{a}^{\top} \mathbf{h} + \mathbf{b}^{\top} \mathbf{v}^{(n)} \right] \right) - \frac{\partial}{\partial W_{ij}} \log \mathcal{Z}(\theta) \\ &= \mathbf{E}_{P_{data}} [v_i h_j] - \mathbf{E}_{P_{\theta}} [v_i h_j] \end{aligned}$$

$$P_{data}(\mathbf{v}, \mathbf{h}; \theta) = P(\mathbf{h} | \mathbf{v}; \theta) P_{data}(\mathbf{v})$$

$$P_{data}(\mathbf{v}) = \frac{1}{N} \sum_n \delta(\mathbf{v} - \mathbf{v}^{(n)})$$

# Deep Boltzmann Machines

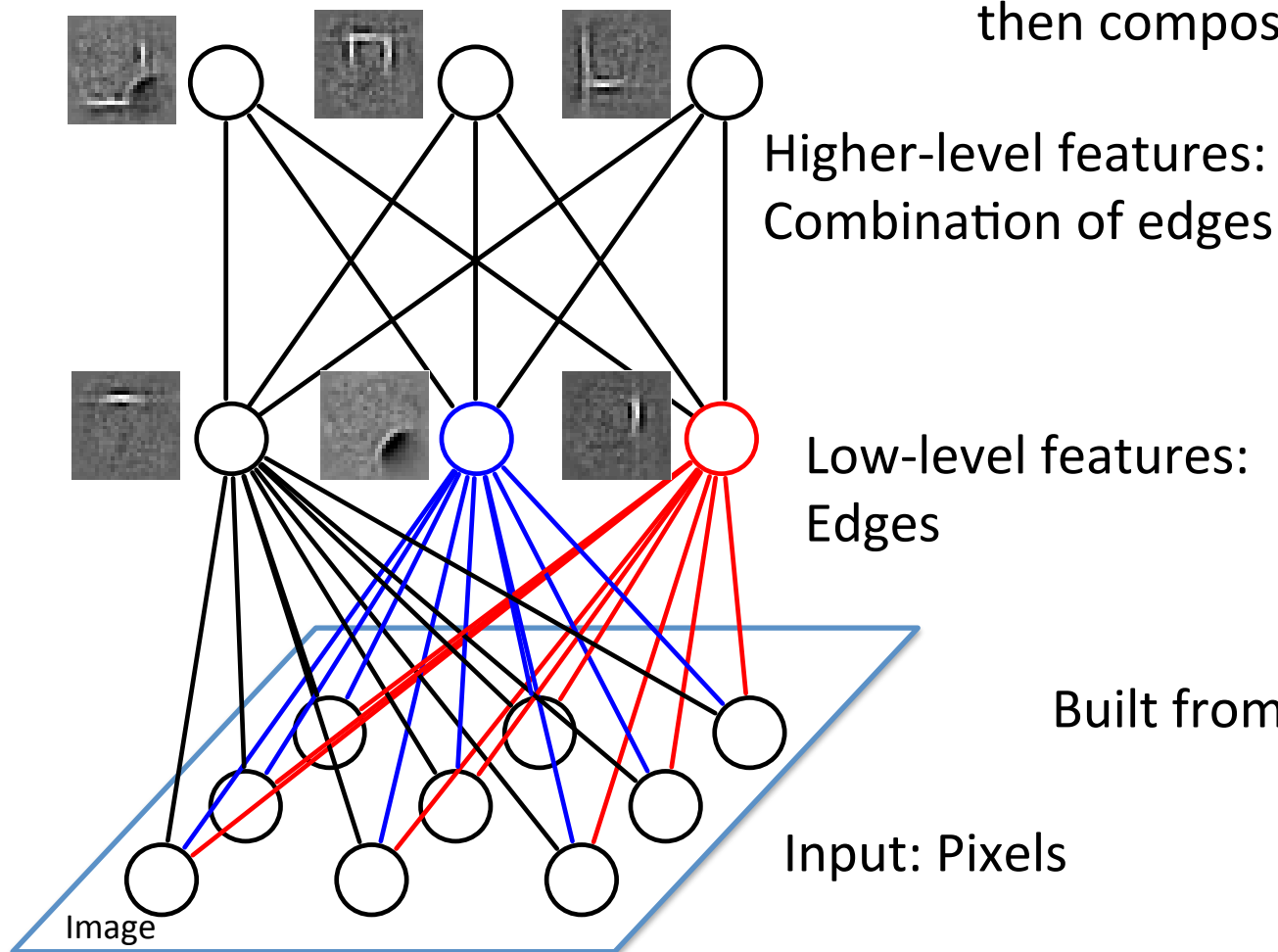


[Courtesy, R. Salakhutdinov]

(Salakhutdinov & Hinton, Neural Computation 2012)

# Deep Boltzmann Machines

Learn simpler representations,  
then compose more complex ones



Low-level features:  
Edges

Higher-level features:  
Combination of edges

Built from **unlabeled** inputs.

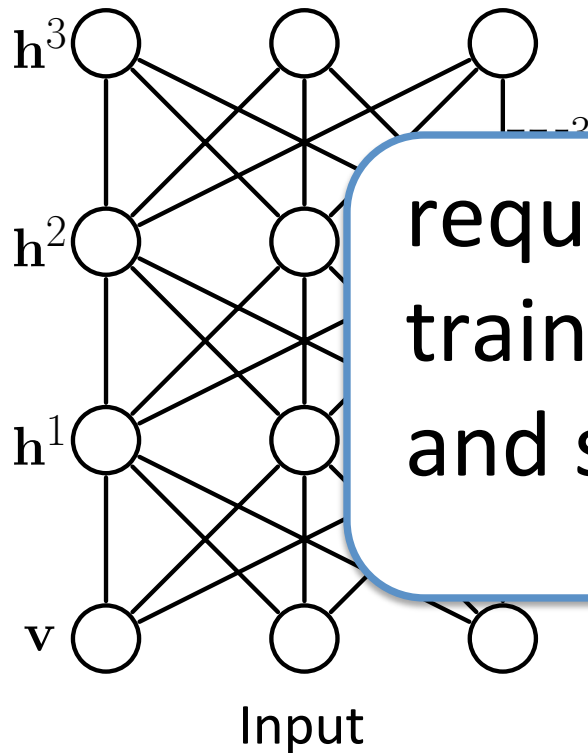
Input: Pixels

[Courtesy, R. Salakhutdinov]

(Salakhutdinov 2008, Salakhutdinov & Hinton 2012)

# Model Formulation

$$P_{\theta}(\mathbf{v}, \mathbf{h}^{(1)}, \mathbf{h}^{(2)}, \mathbf{h}^{(3)}) = \frac{1}{\mathcal{Z}(\theta)} \exp \left[ \underbrace{\mathbf{v}^{\top} W^{(1)} \mathbf{h}^{(1)}}_{\text{Same as RBMs}} + \mathbf{h}^{(1)\top} W^{(2)} \mathbf{h}^{(2)} + \mathbf{h}^{(2)\top} W^{(3)} \mathbf{h}^{(3)} \right]$$



requires approximate inference to train, but it can be done...  
and scales to millions of examples

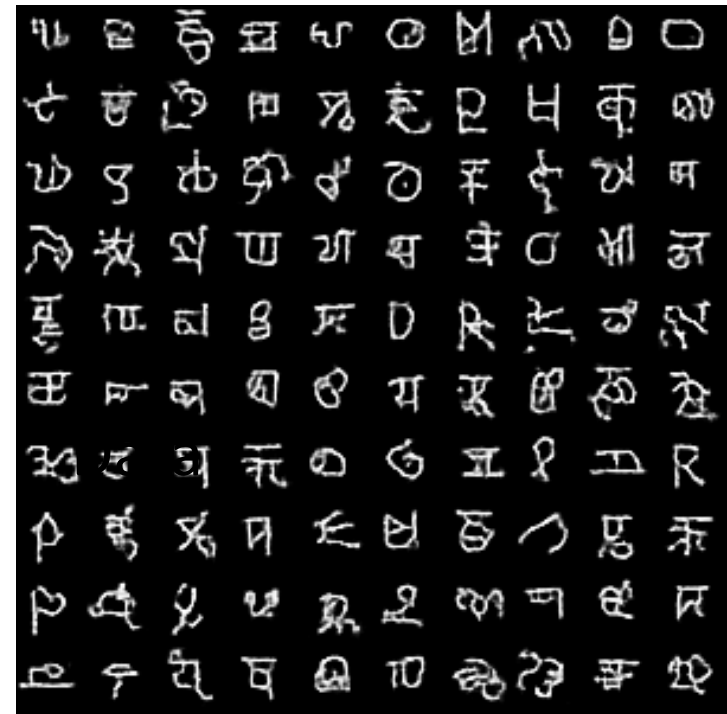


# Samples Generated by the Model

Training Data



Model-Generated Samples



# Handwriting Recognition

MNIST Dataset  
60,000 examples of 10 digits

Learning Algorithm	Error
Logistic regression	12.0%
K-NN	3.09%
Neural Net (Platt 2005)	1.53%
SVM (Decoste et.al. 2002)	1.40%
Deep Autoencoder (Bengio et. al. 2007)	1.40%
Deep Belief Net (Hinton et. al. 2006)	1.20%
<b>DBM</b>	<b>0.95%</b>

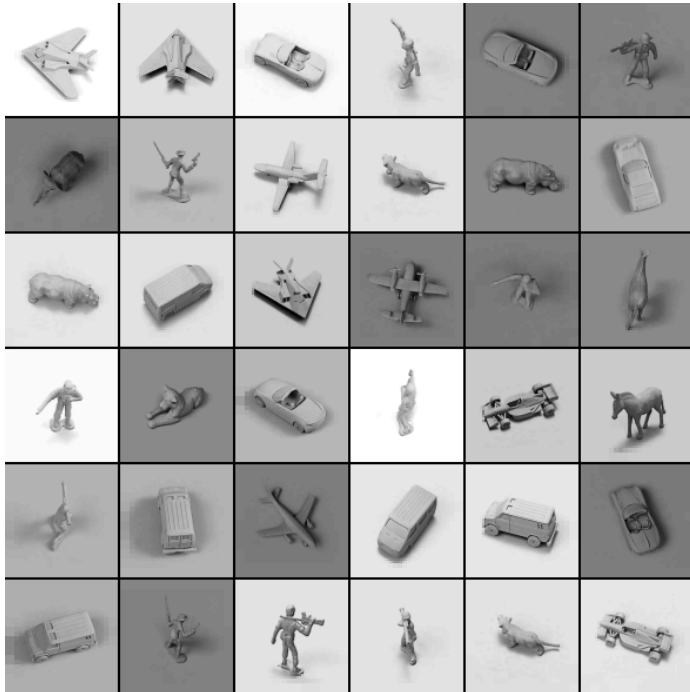
Optical Character Recognition  
42,152 examples of 26 English letters

Learning Algorithm	Error
Logistic regression	22.14%
K-NN	18.92%
Neural Net	14.62%
SVM (Larochelle et.al. 2009)	9.70%
Deep Autoencoder (Bengio et. al. 2007)	10.05%
Deep Belief Net (Larochelle et. al. 2009)	9.68%
<b>DBM</b>	<b>8.40%</b>

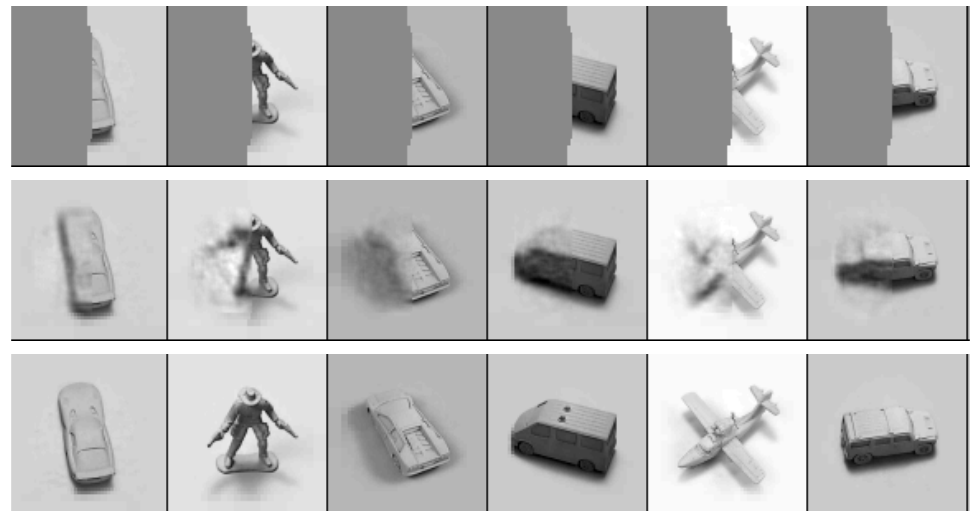
Permutation-invariant version.

# 3-D object Recognition

NORB Dataset: 24,000 examples



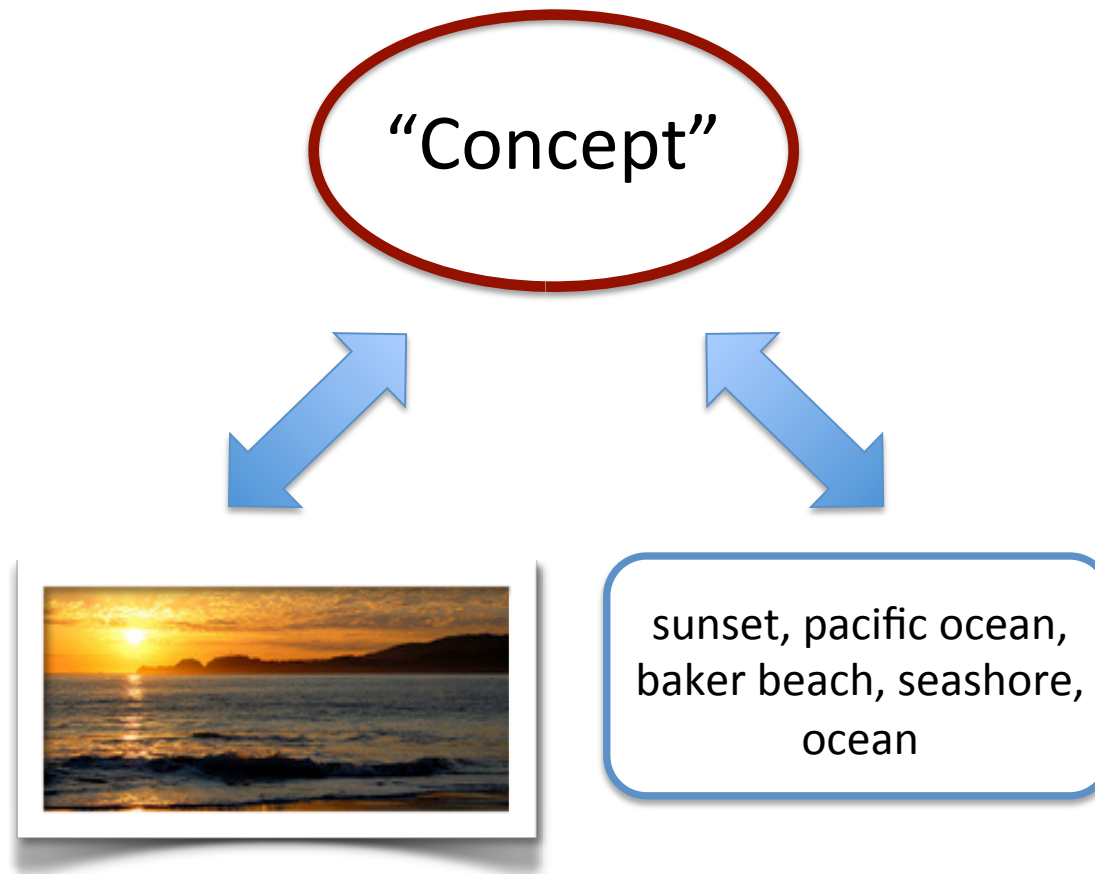
Pattern  
Completion



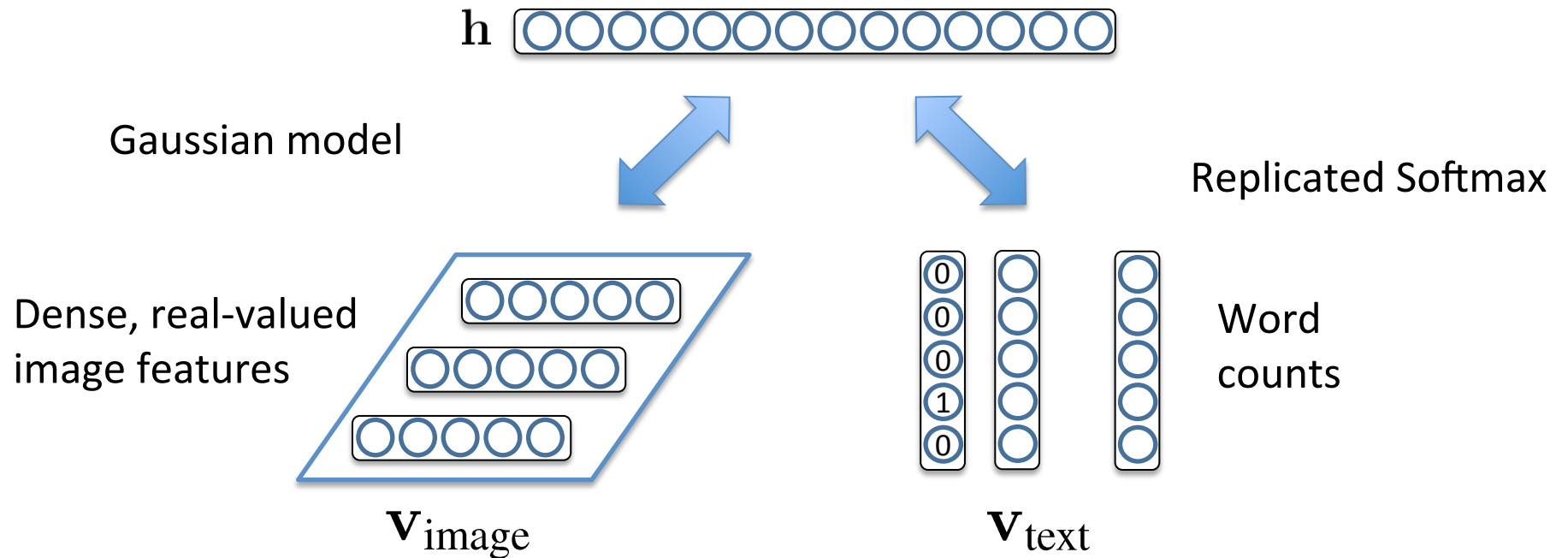
Learning Algorithm	Error
Logistic regression	22.5%
K-NN (LeCun 2004)	18.92%
SVM (Bengio & LeCun 2007)	11.6%
Deep Belief Net (Nair & Hinton 2009)	9.0%
<b>DBM</b>	<b>7.2%</b>

[Courtesy, R. Salakhutdinov]

# Learning Shared Representations Across Sensory Modalities



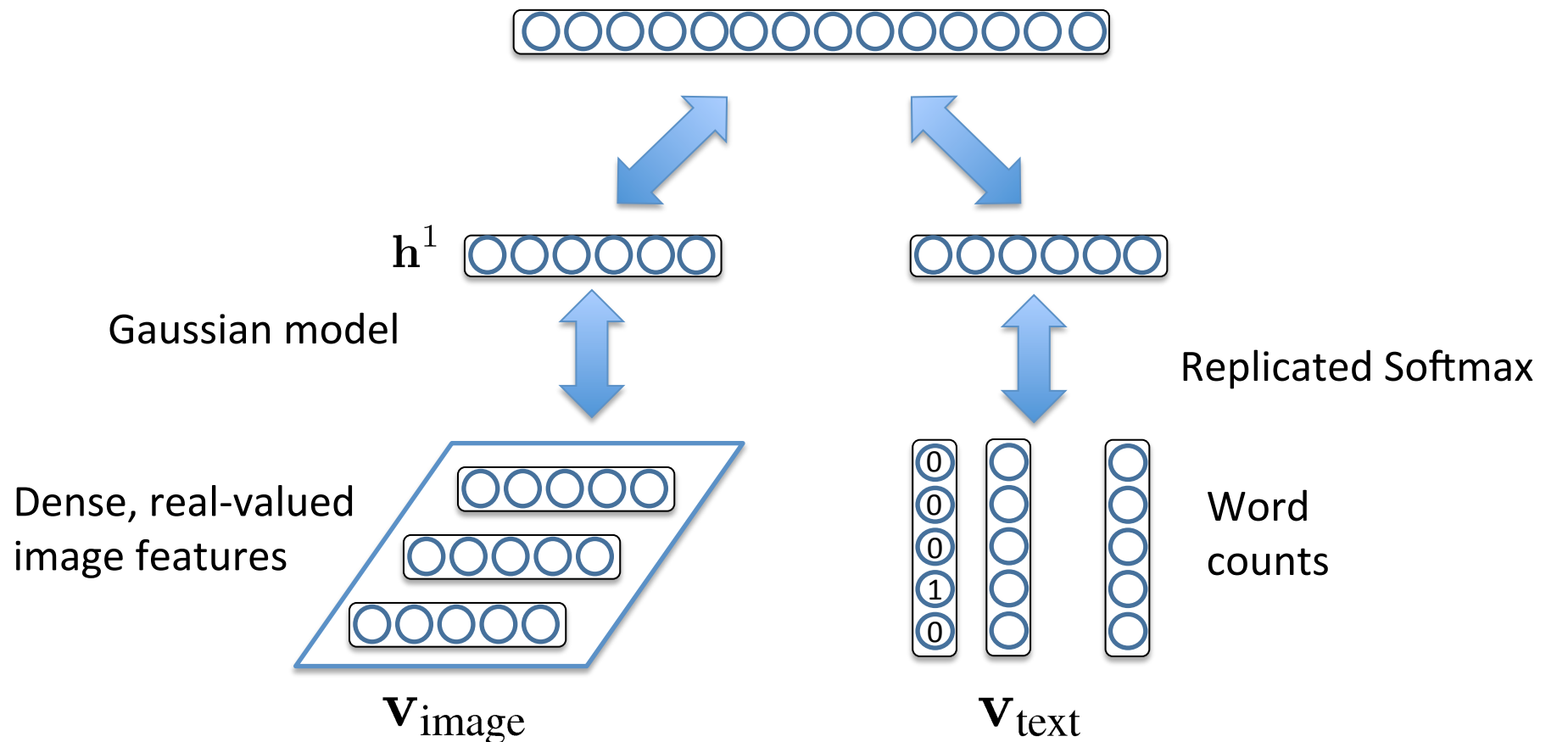
# Multimodal DBM



[Courtesy, R. Salakhutdinov]

(Srivastava & Salakhutdinov, NIPS 2012, JMLR 2014)

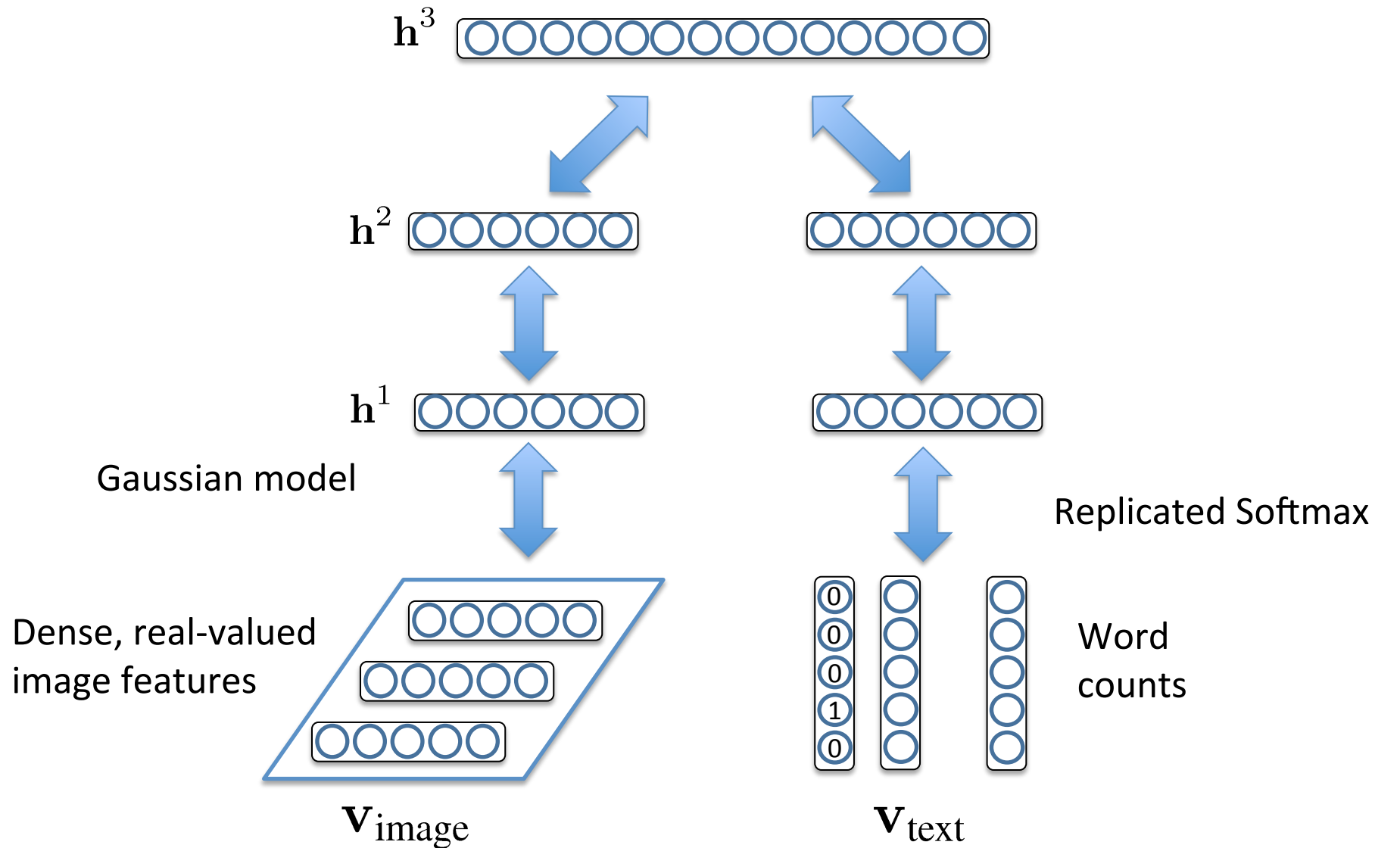
# Multimodal DBM



[Courtesy, R. Salakhutdinov]

(Srivastava & Salakhutdinov, NIPS 2012, JMLR 2014)

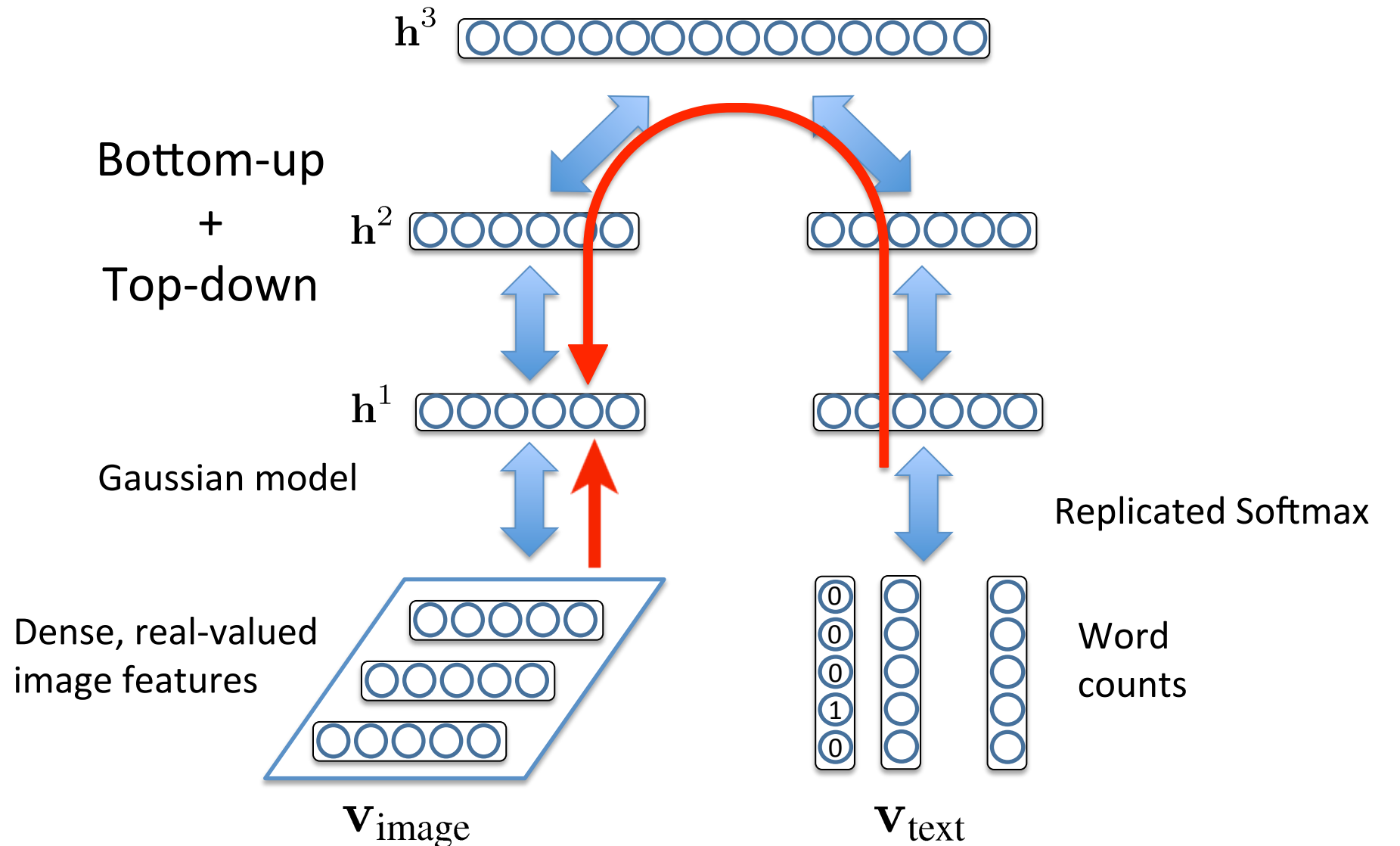
# Multimodal DBM



[Courtesy, R. Salakhutdinov]

(Srivastava & Salakhutdinov, NIPS 2012, JMLR 2014)

# Multimodal DBM



[Courtesy, R. Salakhutdinov]

(Srivastava & Salakhutdinov, NIPS 2012, JMLR 2014)



# Multimodal DBM



$$\begin{aligned}
 P(\mathbf{v}^m, \mathbf{v}^t; \theta) = & \sum_{\mathbf{h}^{(2m)}, \mathbf{h}^{(2t)}, \mathbf{h}^{(3)}} P(\mathbf{h}^{(2m)}, \mathbf{h}^{(2t)}, \mathbf{h}^{(3)}) \left( \sum_{\mathbf{h}^{(1m)}} P(\mathbf{v}^m, \mathbf{h}^{(1m)} | \mathbf{h}^{(2m)}) \right) \left( \sum_{\mathbf{h}^{(1t)}} P(\mathbf{v}^t, \mathbf{h}^{(1t)} | \mathbf{h}^{(2t)}) \right) \\
 & \frac{1}{Z(\theta, M)} \sum_{\mathbf{h}} \exp \left( \underbrace{- \sum_i \frac{(v_i^m)^2}{2\sigma_i^2} + \sum_{ij} \frac{v_i^m}{\sigma_i} W_{ij}^{(1m)} h_j^{(1m)} + \sum_{jl} W_{jl}^{(2m)} h_j^{(1m)} h_l^{(2m)}}_{\text{Gaussian Image Pathway}} \right) \\
 & \left( \underbrace{+ \sum_{jk} W_{kj}^{(1t)} h_j v_k^t + \sum_{jl} W_{jl}^{(2t)} h_j^{(1t)} h_l^{(2t)}}_{\text{Replicated Softmax Text Pathway}} + \underbrace{\sum_{lp} W^{(3t)} h_l^{(2t)} h_p^{(3)} + \sum_{lp} W^{(3m)} h_l^{(2m)} h_p^{(3)}}_{\text{Joint 3}^{rd} \text{ Layer}} \right)
 \end{aligned}$$

image



$\mathbf{V}_{\text{image}}$



$\mathbf{V}_{\text{text}}$

[Courtesy, R. Salakhutdinov]

(Srivastava & Salakhutdinov, NIPS 2012, JMLR 2014)

# Text Generated from Images

Given



Generated

dog, cat, pet, kitten,  
puppy, ginger, tongue,  
kitty, dogs, furry

Given



Generated

insect, butterfly, insects,  
bug, butterflies,  
lepidoptera



sea, france, boat, mer,  
beach, river, bretagne,  
plage, brittany



graffiti, streetart, stencil,  
sticker, urbanart, graff,  
sanfrancisco



portrait, child, kid,  
ritratto, kids, children,  
boy, cute, boys, italy



canada, nature,  
sunrise, ontario, fog,  
mist, bc, morning

# Text Generated from Images

Given



portrait, women, army, soldier,  
mother, postcard, soldiers



obama, barackobama, election,  
politics, president, hope, change,  
sanfrancisco, convention, rally



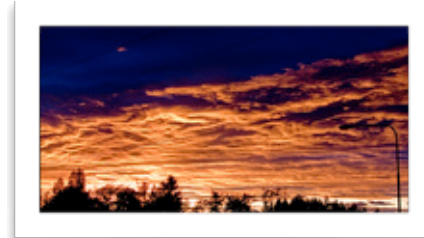
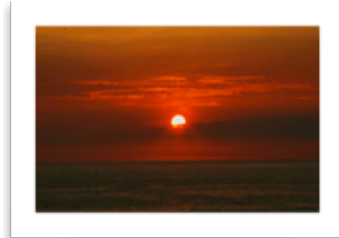
water, glass, beer, bottle,  
drink, wine, bubbles, splash,  
drops, drop

# Images Selected from Text

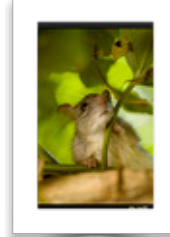
## Given

## Retrieved

water, red,  
sunset



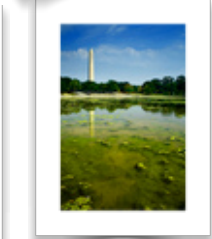
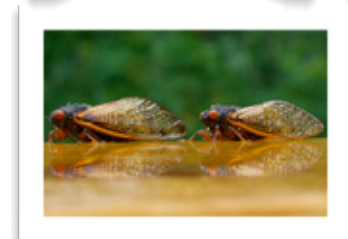
nature, flower,  
red, green



blue, green,  
yellow, colors



chocolate, cake



[Courtesy, R. Salakhutdinov]

# Summary

- Efficient learning algorithms for Deep Learning Models. Learning more adaptive, robust, and structured representations.

Text & image retrieval /  
Object recognition

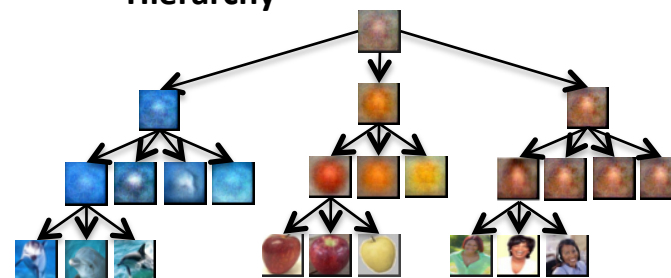


Image Tagging

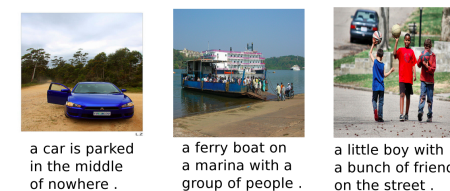


mosque, tower,  
building, cathedral,  
dome, castle

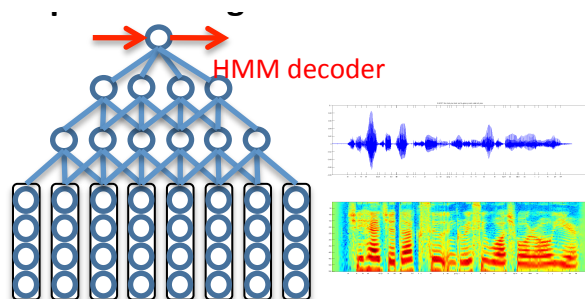
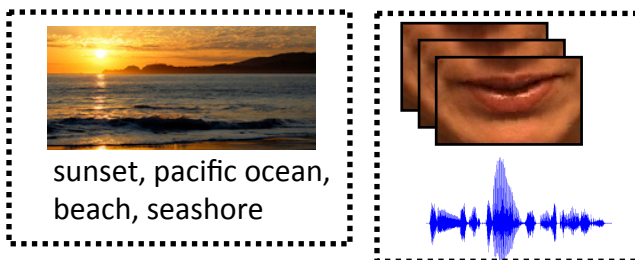
Learning a Category  
Hierarchy



Caption Generation



Multimodal Data



- Deep models improve the current state-of-the art in many application domains:
  - Object recognition and detection, text and image retrieval, handwritten character and speech recognition, and others.