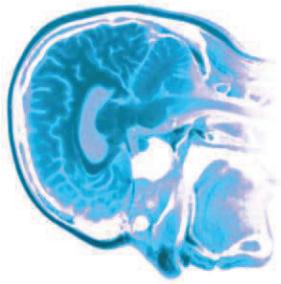


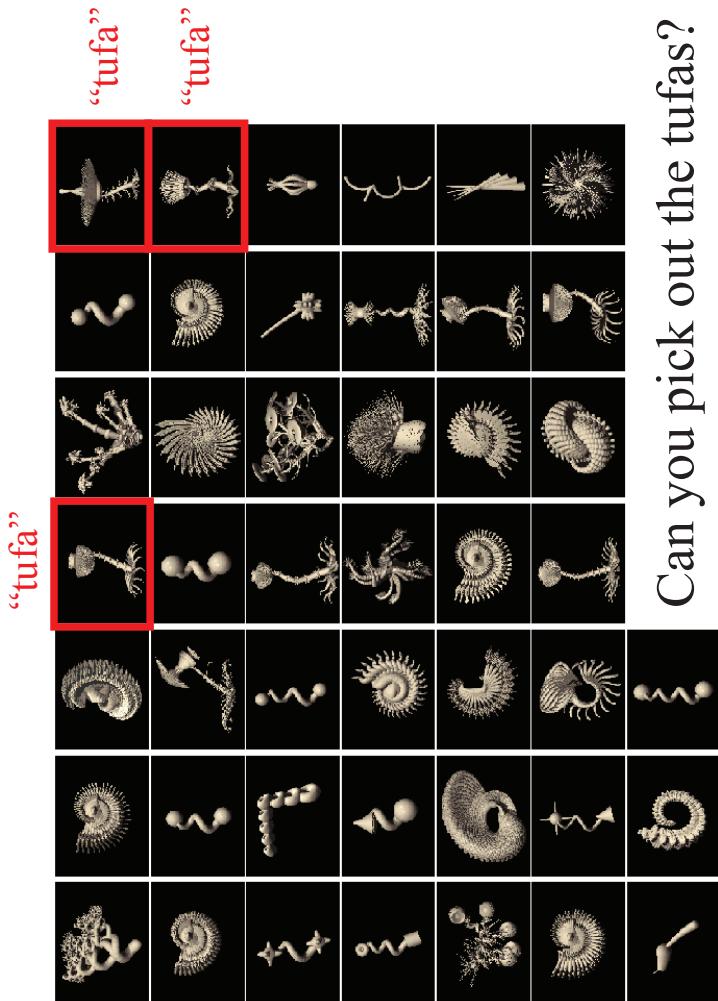
CPS540



## Introduction to Machine Learning And Neural Computation



Nando de Freitas  
*September, 2011*  
*University of British Columbia*



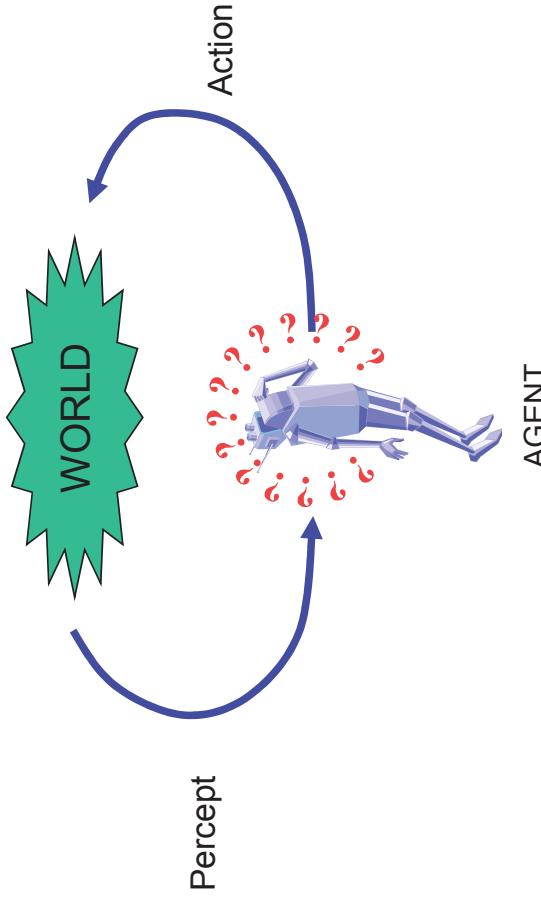
Can you pick out the tufas?

Josh Tenenbaum

# Learning

``Learning denotes changes in the system that are adaptive in the sense that they enable the system to do the task or tasks drawn from the same population more efficiently and more effectively the next time.''

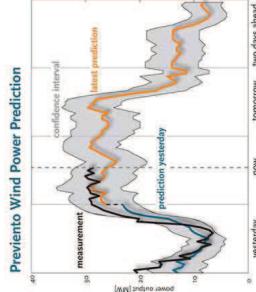
-- Herbert Simon



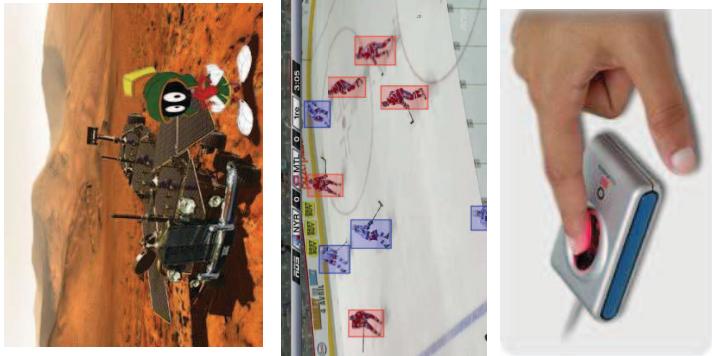
# Machine Learning

Machine learning deals with the problem of extracting features from data so as to solve predictive tasks:

- Forecasting (e.g. *Energy prediction*)
- Imputing missing data (e.g. *Netflix recommendations*)
- Detecting anomalies (e.g. *Intruder detection, disease control*)
- Classifying (e.g. *Credit risk assessment, diagnosis*)
- Ranking (e.g. *Google search*)
- Summarizing (e.g. *News aggregators*)
- Decision making (e.g. *AI agents*) ...

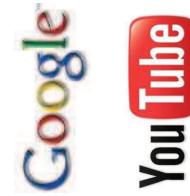
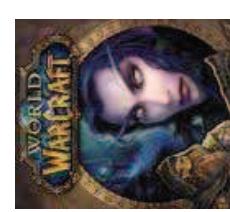


# When to apply machine learning



- ❑ Human expertise is absent (*e.g. Navigating on Mars*)
- ❑ Humans are unable to explain their expertise (*e.g. Speech recognition, vision, language*)
- ❑ Solution changes with time (*e.g. Tracking, temperature control*)
- ❑ Solution needs to be adapted to particular cases (*e.g. Biometrics*)
- ❑ The problem size is too vast for our limited reasoning capabilities (*e.g. Calculating webpage ranks and matching ads to facebook pages*)

- Library of Congress text database of  $\sim 20$  TB
  - AT&T 323 TB, 1.9 trillion phone call records.
- World of Warcraft utilizes 1.3 PB of storage to maintain its game.
- Avatar movie reported to have taken over 1 PB of local storage at Weta Digital for the rendering of the 3D CGI effects.
- Google processes  $\sim 24$  PB of data per day.
- YouTube: 24 hours of video uploaded every minute. More video is uploaded in 60 days than all 3 major US networks created in 60 years. According to Cisco, internet video will generate over 18 EB of traffic per month in 2013.



# Machine learning in NLP

“Large” text dataset:

- 1,000,000 words in **1967**
- 1,000,000,000 words in **2006**

Success stories:

- Speech recognition
- Machine translation

What is the common thing that makes both of these work well?

- Lots of labeled data
- Memorization is a good policy

[Halevy, Norvig & Pereira, 2009]

Scene completion: more data is better



Given an input image with a missing region,  
Efros uses matching scenes from a large  
collection of photographs to complete the image

[Efros, 2008]

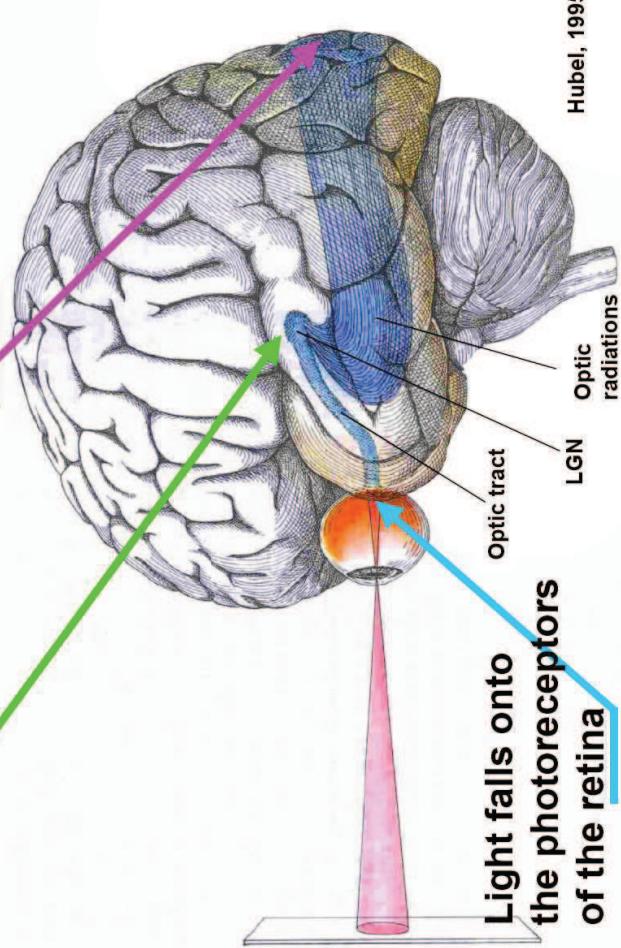
## The semantic challenge

- “We’ve already solved the sociological problem of building a network infrastructure that has encouraged hundreds of millions of authors to share a trillion pages of content.
- We’ve solved the technological problem of aggregating and indexing all this content.
- But we’re left with a scientific problem of interpreting the content”
- It’s not only about how big your data is. It is about understanding it and using this **understanding to derive reasonable inferences. Think of citation matching.**

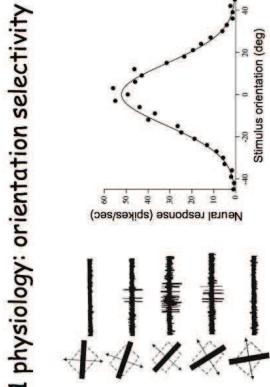
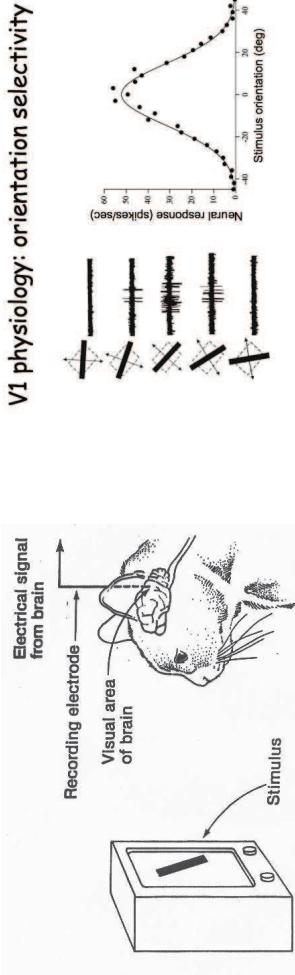
[Halevy, Norvig & Pereira, 2009]

## A source of inspiration

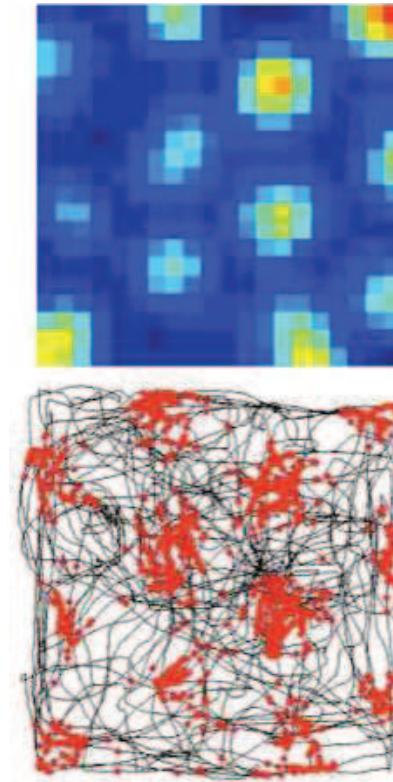
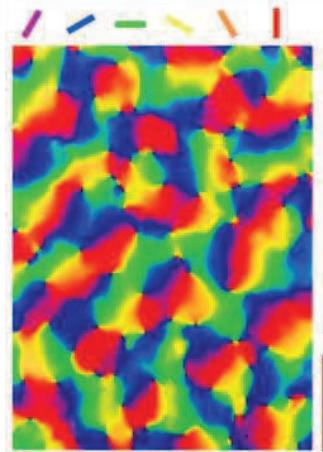
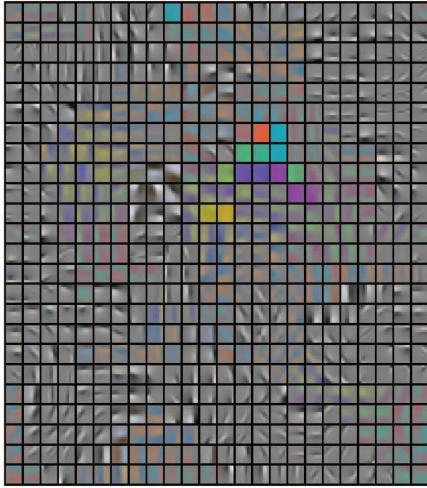
**Thalamus (LGN) serves strategic role in gating of information flow to cortex**



# Selectivity and Topographic maps in V1



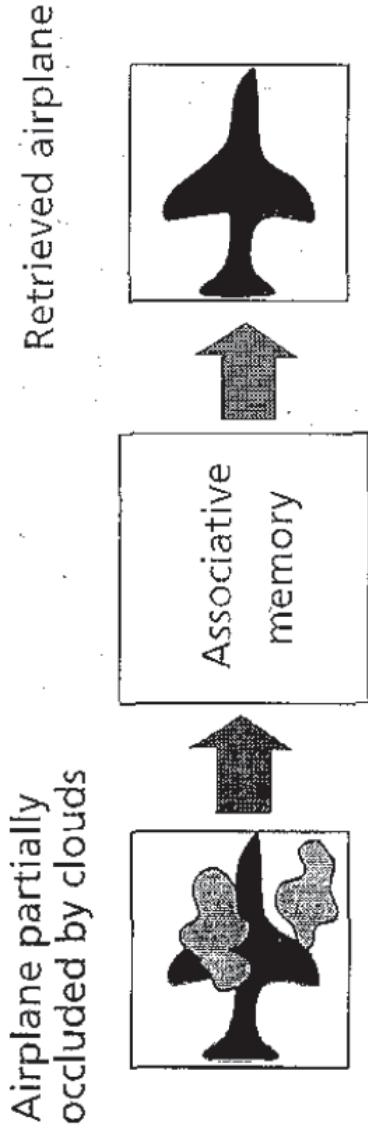
Treue & Wiesel, 1968



"the x and y coordinates correspond to the spatial location of a rat, which is running around freely inside a large box. The black lines in the left figure shows how this particular rat explored the box in a fairly haphazard manner. However, an electrode inserted in the rat's subcortex picks up a signal that is anything but chaotic: the responses of said neuron are given as red dots in the left figure, while the right figure gives the firing rate **distribution** (ranging from blue for silent and red for the peak rate of responding). Although the rat is running about randomly, this neuron is responding in a grid, seemingly coming on an off in response to the animal's spatial location."

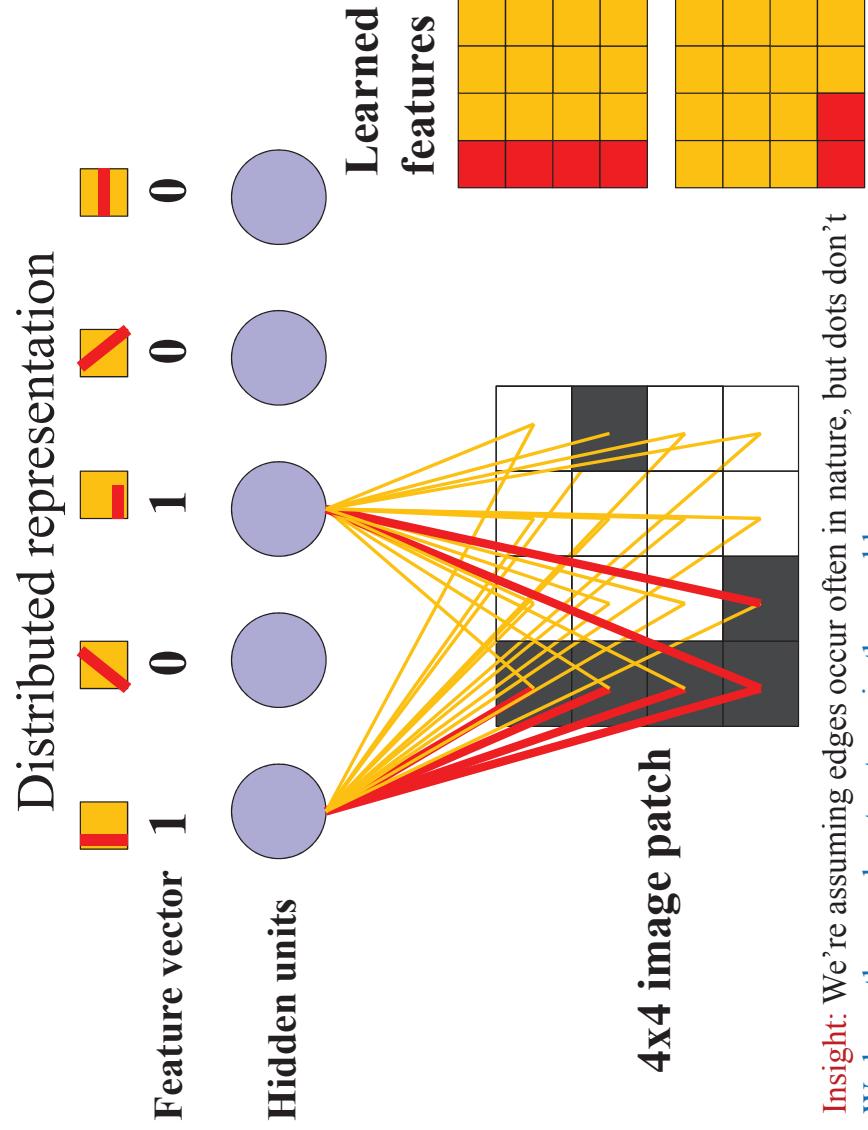
[Hafting et al 2005]

# Associative memory

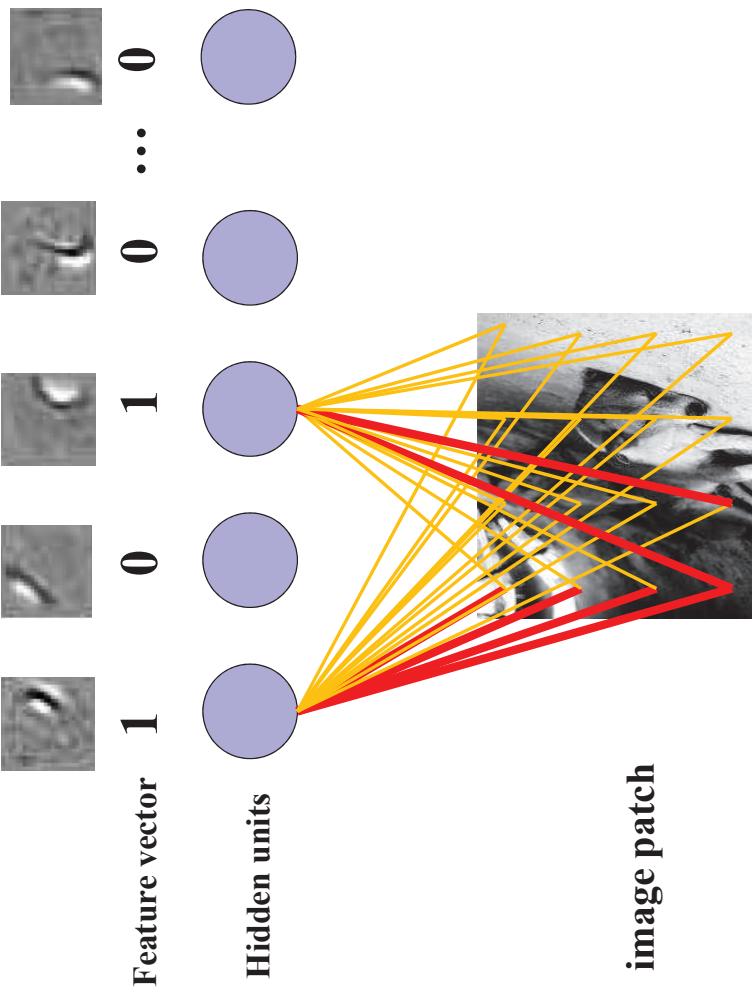


Example 2: Say the alphabet, .... backward

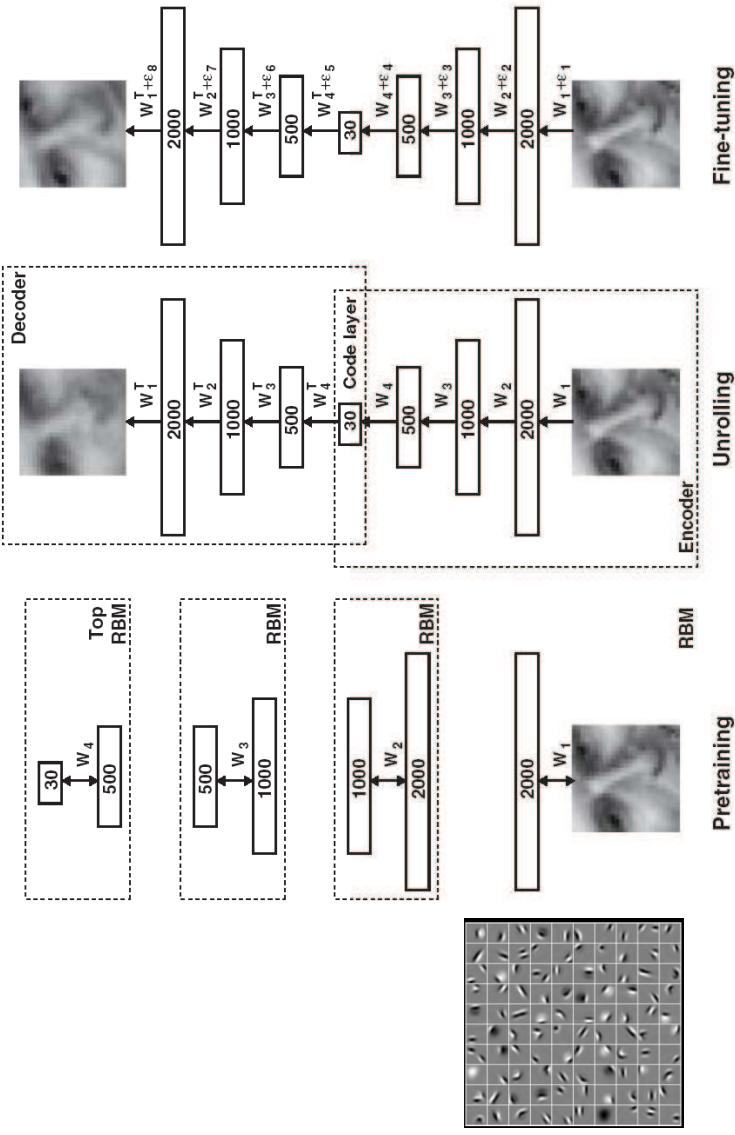
[Jain, Mao & Mohiuddin, 1996]



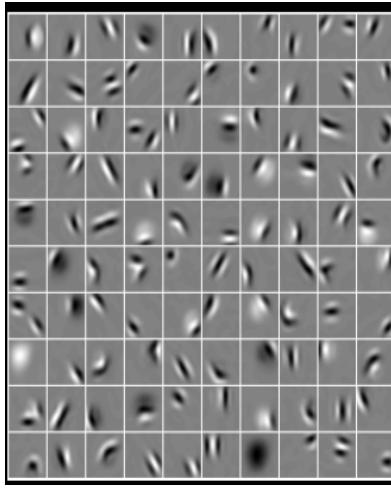
Insight: We're assuming edges occur often in nature, but dots don't  
We learn the regular structures in the world



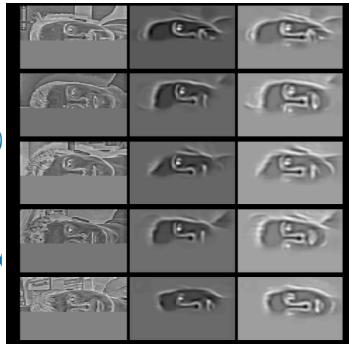
## Deep learning (Hinton and collaborators)



### Layer 1



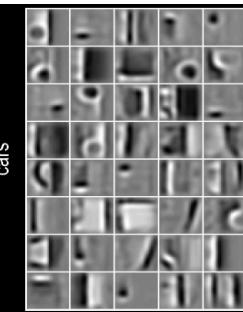
### Completing scenes



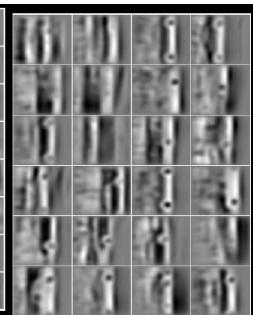
cars

faces

### Layer 2



### Layer 3



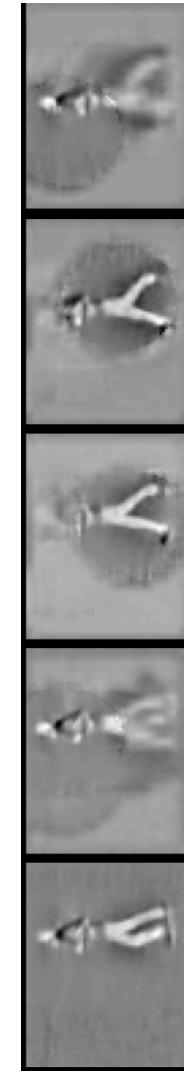
[Honglak Lee et al 2009]

## Hierarchical spatio-temporal feature learning

### Observed gaze sequence



### Model predictions

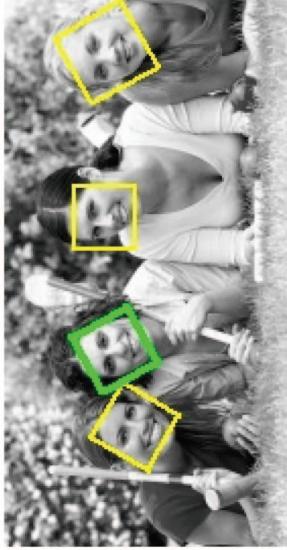


[Bo Chen et al 2010]

# Face detection

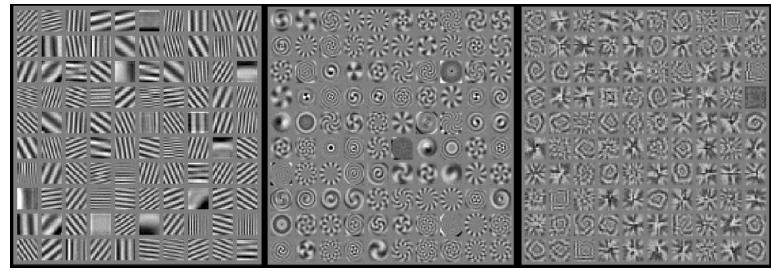
We can use the feature activations to predict whether an image patch has a face.

- Divide the image into many small overlapping patches at different locations, scales and orientations, and classify each such patch based on whether it contains face-like texture or not. This is called a **sliding window detector**.

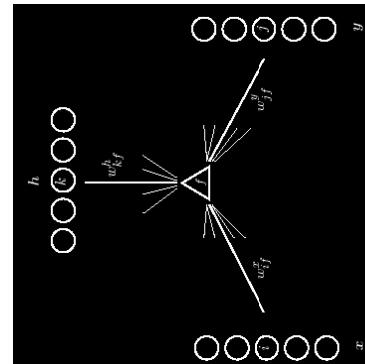


[Kevin Murphy 2010]

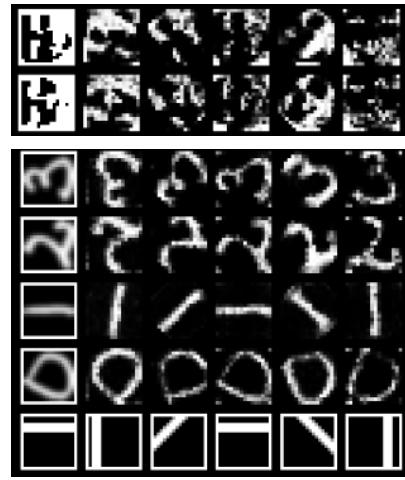
Learning image transformations and analogy



Scaling      Rotation      Translation



Learning by analogy



[Memisevic and Hinton 2009]

Relational learning

**Designing For 5 Screens: PC, Mobile, TV & More**

In May we published [studying how people report on their digital lives](#) and concluded that it was a welcome return for the web version. Nielsen as the company have been tracking the use of mobile devices since 2000. This is an interesting study, design is constantly changing, and I think it's important to understand what's going on.

## Customization

The latest report (communicating) argues that although use of mobile devices will dramatically increase, there will still be the "franchise" of desktop PCs. The report states, "The web is becoming more mobile, but it is not yet mobile enough." At all levels there are experiences across devices and screen sizes and increasingly different ways of interacting with the web. That's not necessarily a bad thing. It's fairly certain that the mobile web will stay predominantly on mobile devices. In fact, the percentage of time increasingly turns more towards the PC, where the percentage of time increasingly turns more towards mobile devices.

Regardless of how much value people derive from PCs, computers are still the primary way to do most computing.

**close**

**Personalization**

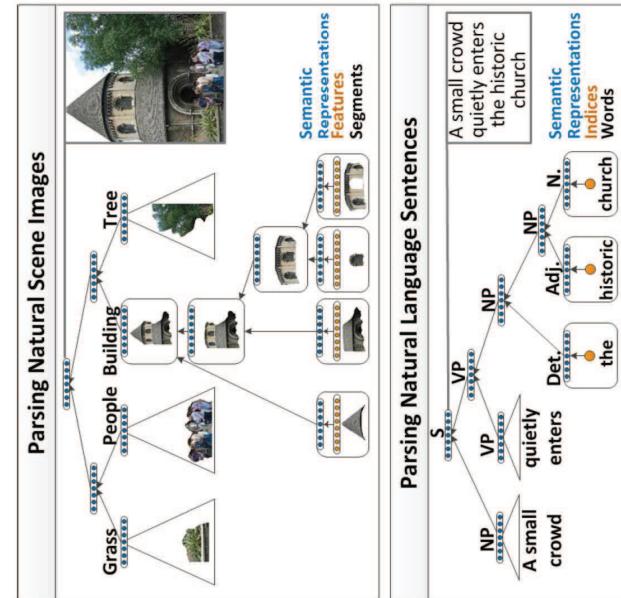
But you enjoy reading about...  
 YES  NO

Give me more from...  
 product review...  news  
 reviews  
 discussions  
 mobile devices

**Tags**

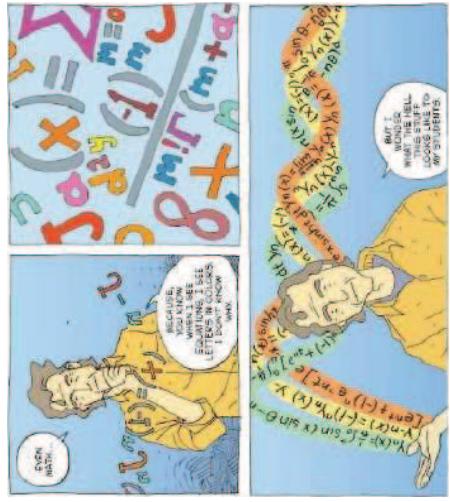
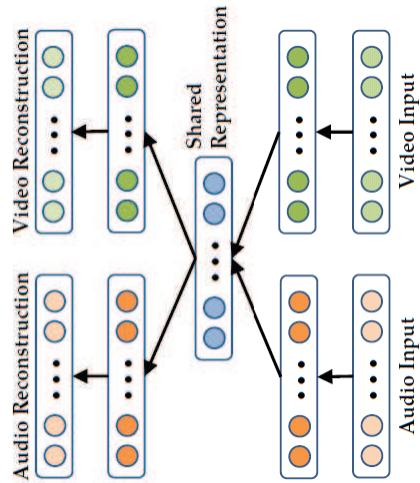
[Yoshua Bengio, Jason Weston et al 2011]

## Learning to parse scenes and language



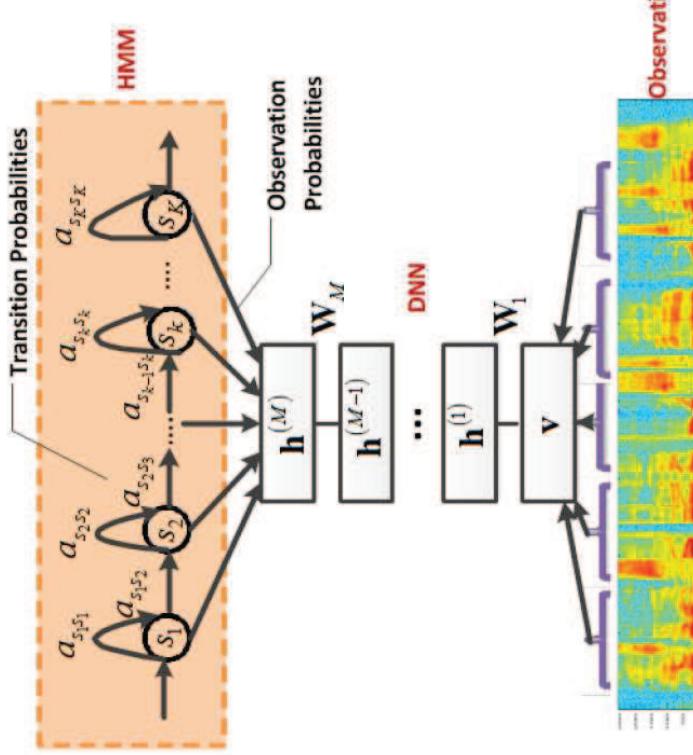
[Richard Socher et al 2011]

## Multimodal autoencoders



[Jiquan Ngiam et al 2011]

## Learning in speech recognition



[George Dahl et al 2011]