Machine Learning in Engineering: Panacea or Deep Trouble?

Kostas Plataniotis

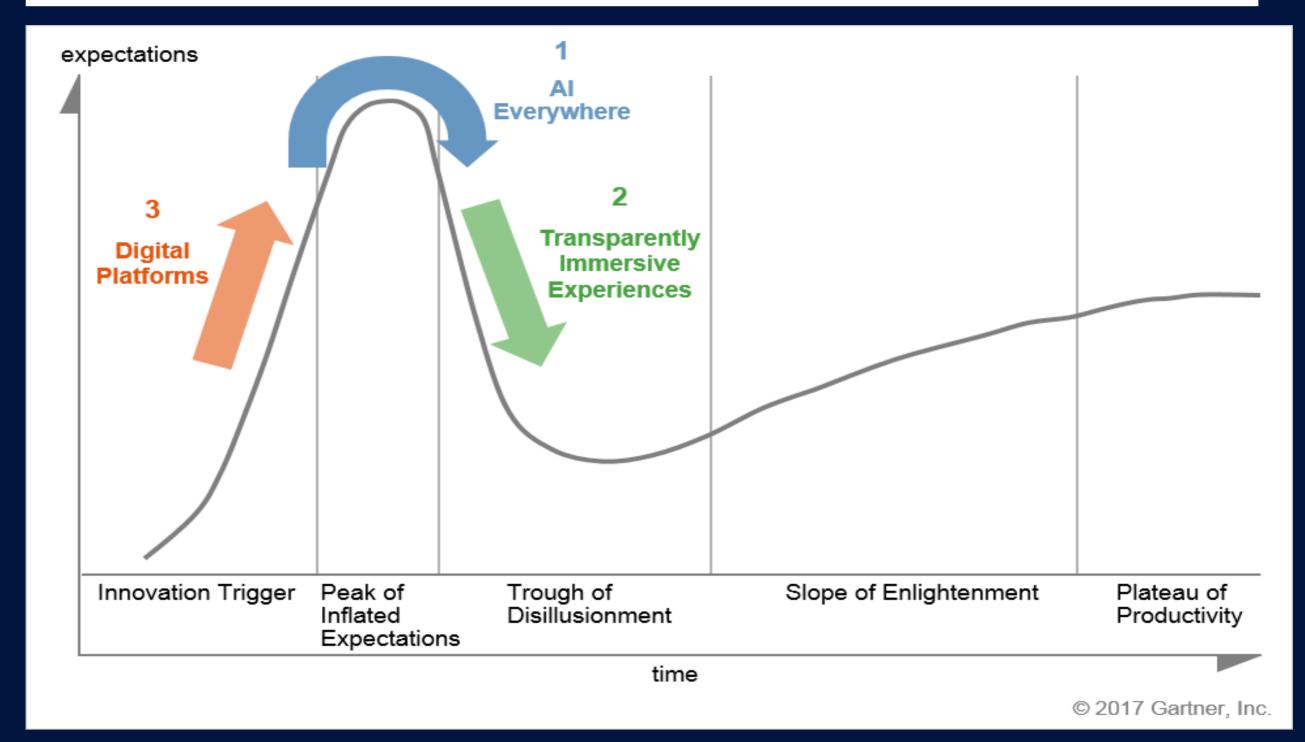
ECE Department

www.dsp.utoronto.ca

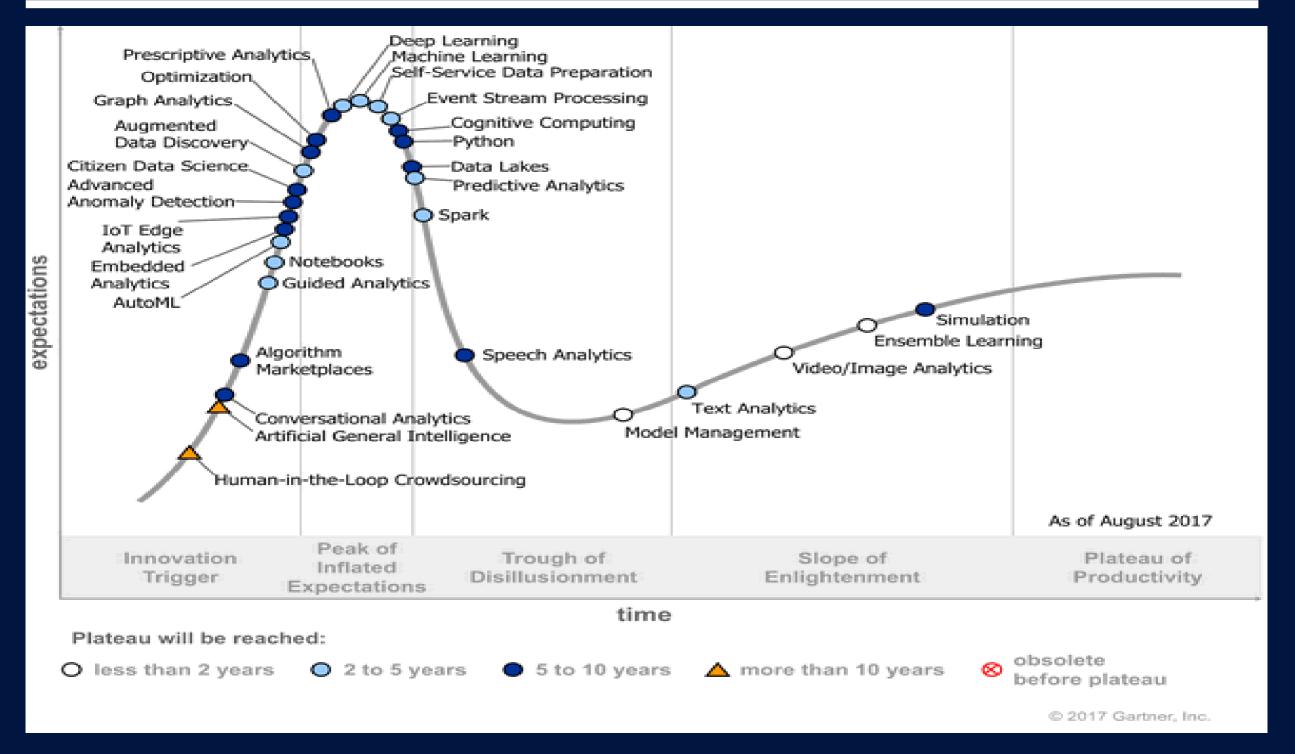
What this presentation is all about?

A personal account of (some) key issues in the emerging field of machine learning (relevant to our engineering practice)

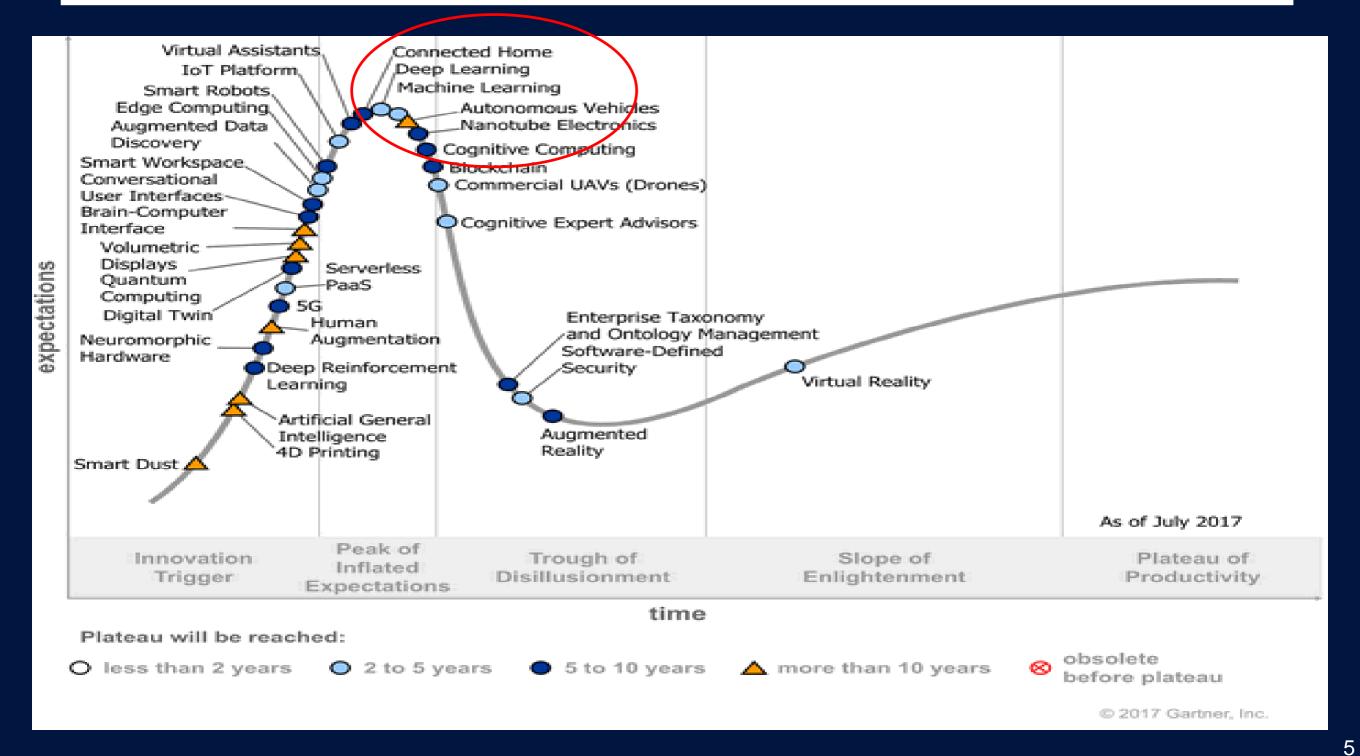
Why a presentation on ML? The "hype cycle" (2017-Gartner)



The "hype cycle" (2017-Gartner) (in data science and machine learning)



The "hype cycle" (2017-Gartner) (in emerging technologies)



"Priority Matrix" in data science and machine learning (2017-Gartner)

benefit years to mainstream adoption						
	less than 2 years	2 to 5 years	5 to 10 years	more than 10 years		
transformational		Augmented Data Discovery Deep Learning Event Stream Processing Machine Learning	Algorithm Marketplaces Citizen Data Science Cognitive Computing Conversational Analytics	Artificial General Intelligence Human-in-the-Loop Crowdsourcing		
high	Ensemble Learning Model Management Video/Image Analytics	AutoML Guided Analytics Predictive Analytics Self-Service Data Preparation	Graph Analytics IoT Edge Analytics Optimization Prescriptive Analytics Speech Analytics			
moderate		Notebooks Spark Text Analytics	Advanced Anomaly Detection Data Lakes Embedded Analytics Python Simulation			
low						
	As of August 2017			© 2017 Gartner, Inc.		

"Priority Matrix" in emerging technologies (2017-Gartner)

benefit years to mainstream adoption								
	less than 2 years	2 to 5 years	5 to 10 years	more than 10 years				
transformational		Augmented Data Discovery Cognitive Expert Advisors Deep Learning Edge Computing IoT Platform Machine Learning Software-Defined Security	Blockchain Cognitive Computing Conversational User Interfaces Deep Reinforcement Learning Digital Twin Nanotube Electronics Smart Workspace Virtual Assistants	Artificial General Intelligence Autonomous Vehicles Brain-Computer Interface Human Augmentation Smart Dust				
high		Commercial UAVs (Drones)	5G Augmented Reality Connected Home Neuromorphic Hardware Smart Robots	Quantum Computing				
moderate		Serverless PaaS Virtual Reality	Enterprise Taxonomy and Ontology Management	Volumetric Displays				
low								
	As of July 2017			© 2017 Gartner, Inc.				

Outline

- A definition (or two)
- Altum Visum on deep learning networks
- Machine Learning: Myths & Realities
- Machine Learning as a process
- Explainable Artificial Intelligence
- Epilogue

It's all Greek to me

How we learn / know something:

- Techné (skill) Knowing by doing. A carpenter learns to build by building, a potter by making pots.
- Epistemé (science) Knowing by demonstration. Scientific facts are capable of being repeatedly demonstrated.
- Nous (intuition) Knowing without the demonstration of invariable facts.

Nicomachean Ethics - Aristotle

It's still Greek to me

The pertinent questions :

what are we learning and why?

The Aristotelian answer:

The goal of **episteme** is to know truth from falsehood. The goal of **phronesis** (**nous**) is to know good from bad, and the goal of **techné** is to know how to express and appreciate beauty.

The Aristotelian view:

Each of these kinds of knowledge is a uniquely human capacity, thus the aim of learning is to help human beings become more fully human.

Nicomachean Ethics - Aristotle



(Lay) Definitions – I

Learning: The activity or process of gaining knowledge or skill by studying, practicing, being taught, or experiencing something. (Merriam Webster Dictionary).

Machine: a mechanically, electrically, or electronically operated device for performing a task. Archaic: a constructed thing whether material or immaterial. (Merriam Webster Dictionary).

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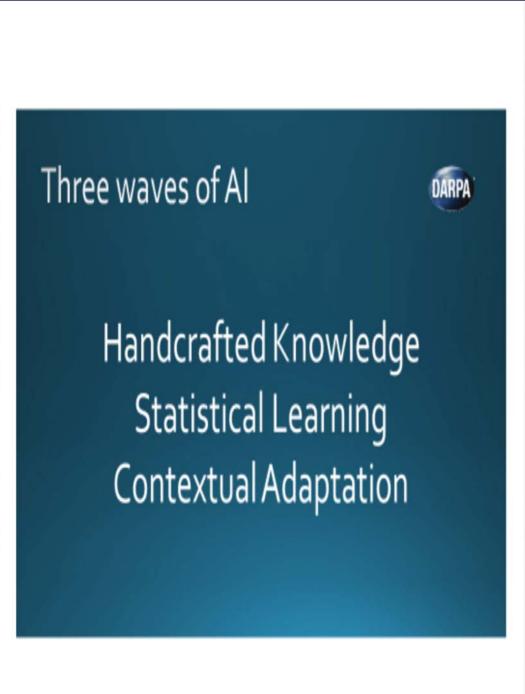
(Lay) Definitions - II

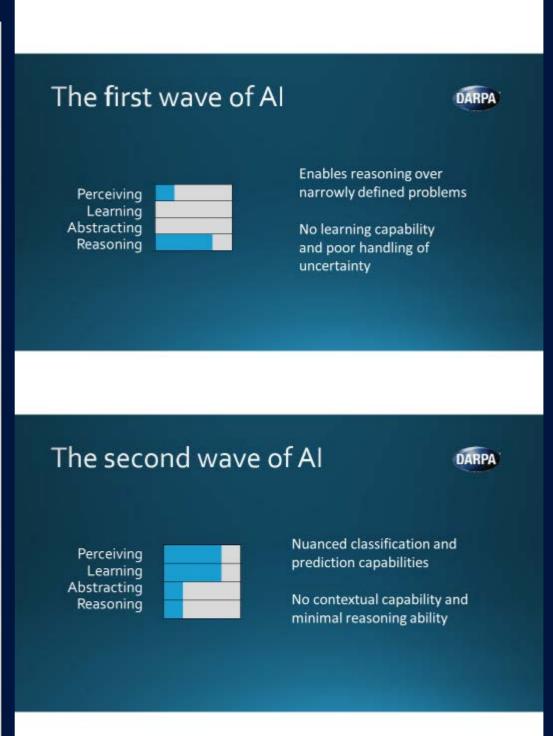
- Artificial Intelligence (AI): the broader concept of machines being able to carry out tasks in a way that we would consider "smart". ¹
- Machine Learning (ML): a current application of AI based around the idea that we should really just be able to give machines access to data and let them learn for themselves. 1

¹ Bernard Marr, What Is The Difference Between Artificial Intelligence And Machine Learning?, Forbes Magazine, accessed online, December 6, 2016.



Artificial Intelligence Waves

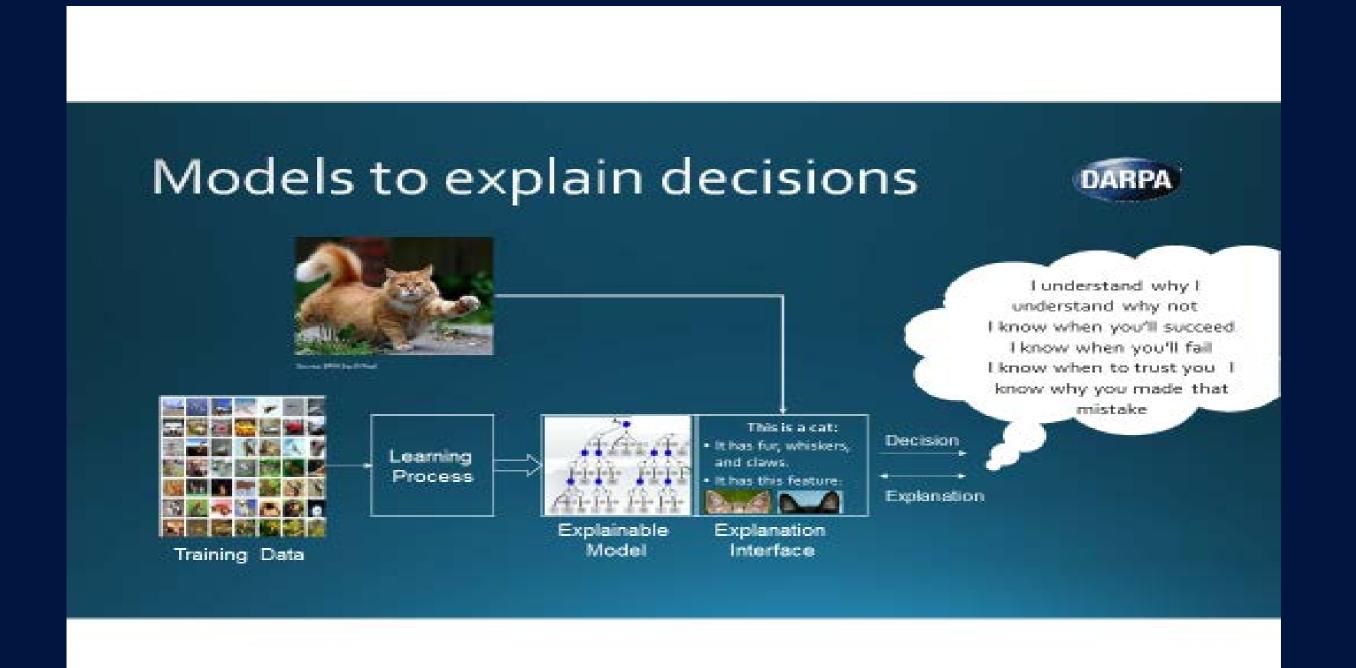




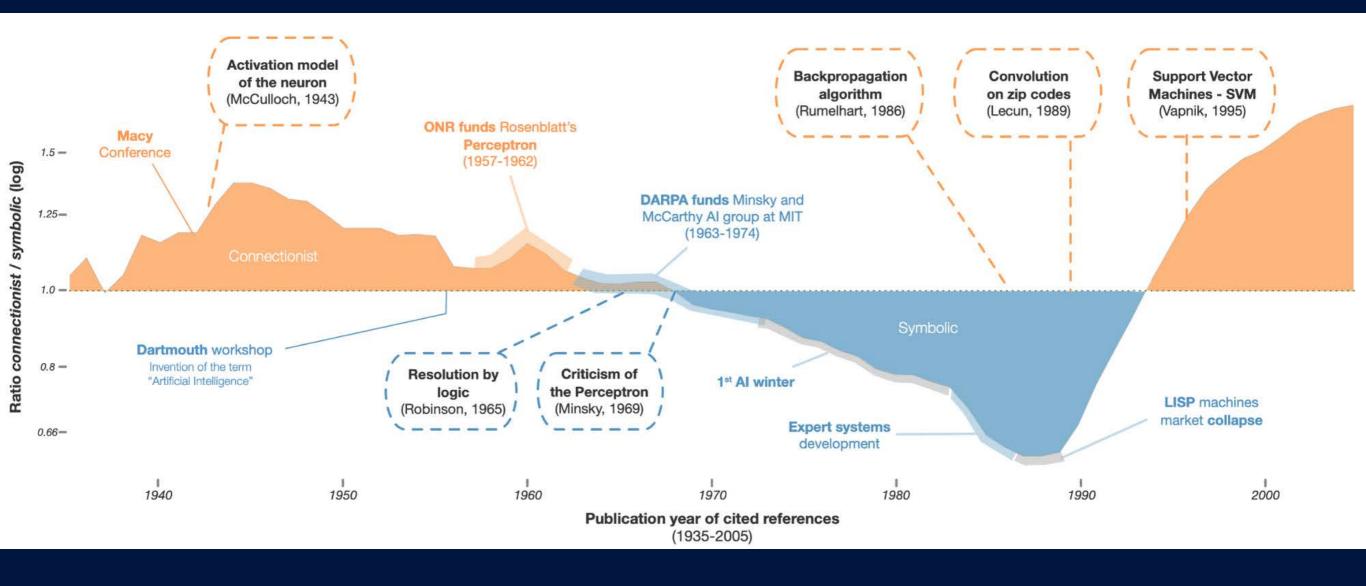
Artificial Intelligence Waves

The (future) third wave of Al The third wave of Al abstract Perceiving Contextual adaptation Learning contextual Abstracting model Reasoning Systems construct contextual explanatory models for classes of real world phenomena learn reason

Artificial Intelligence Waves

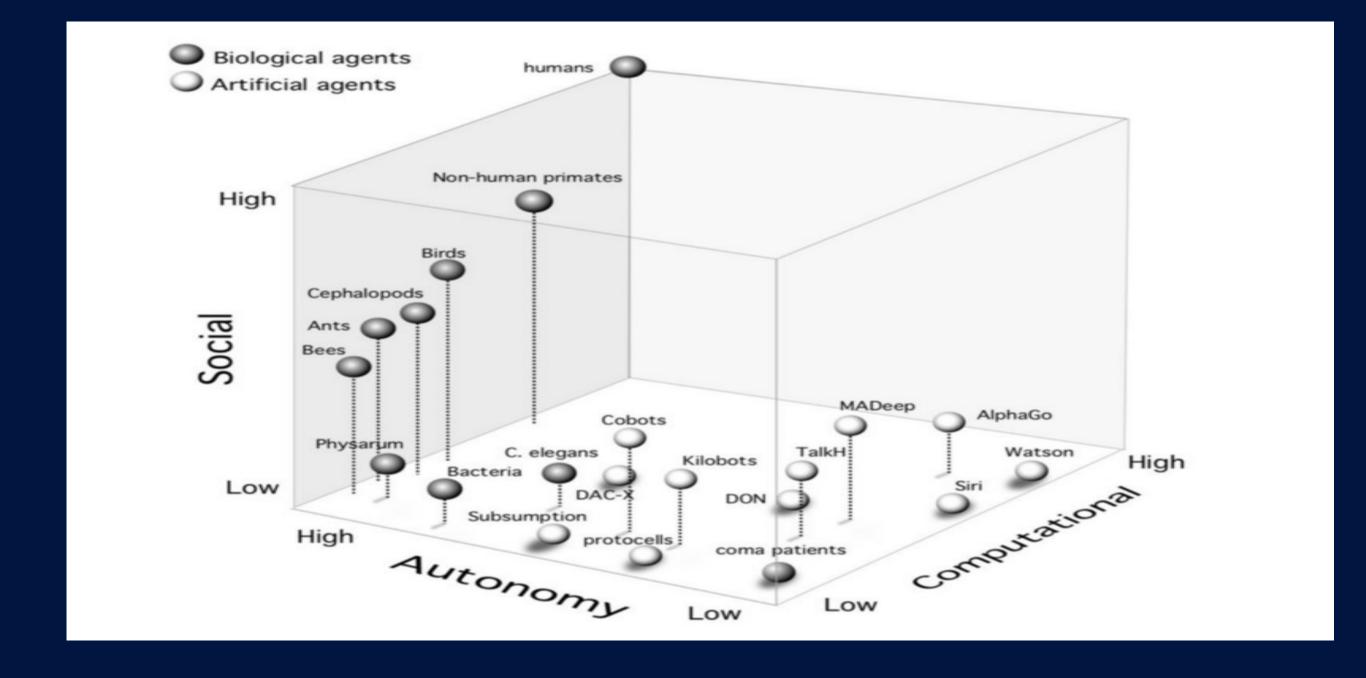


Machine Learning: Big Picture



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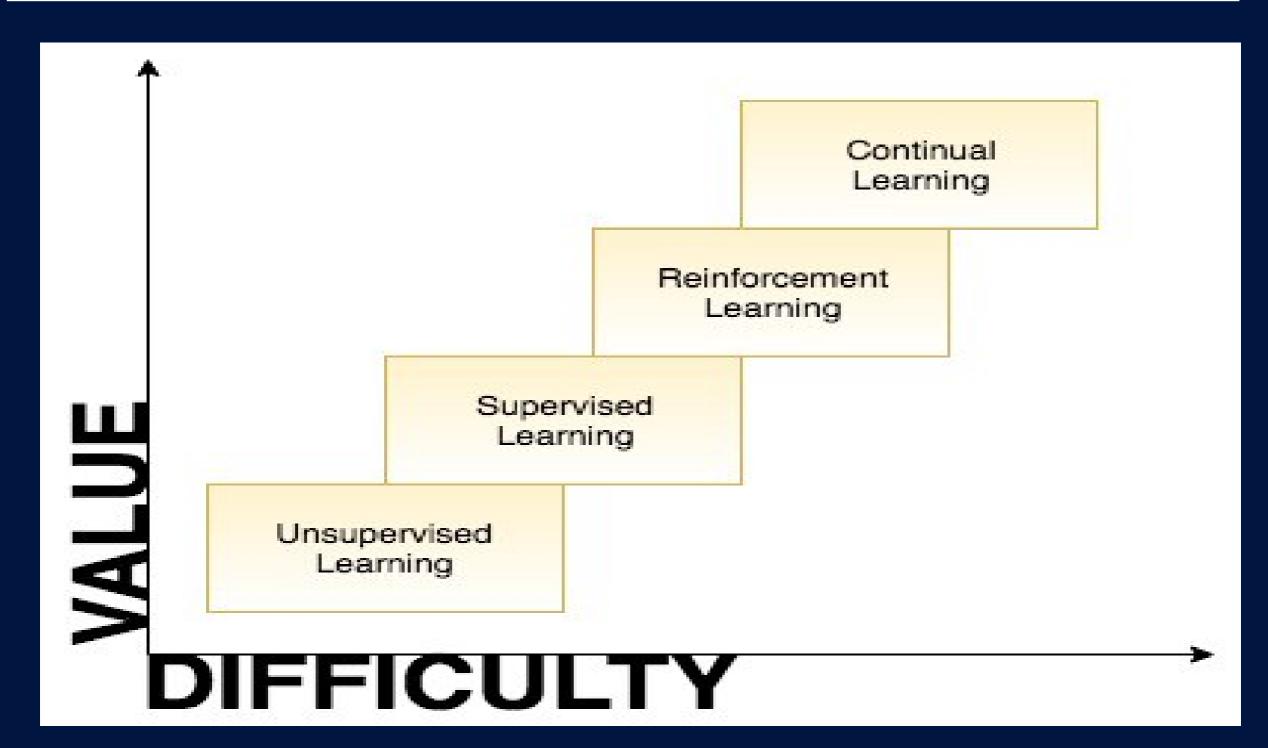
Problems to be solved w/t Al



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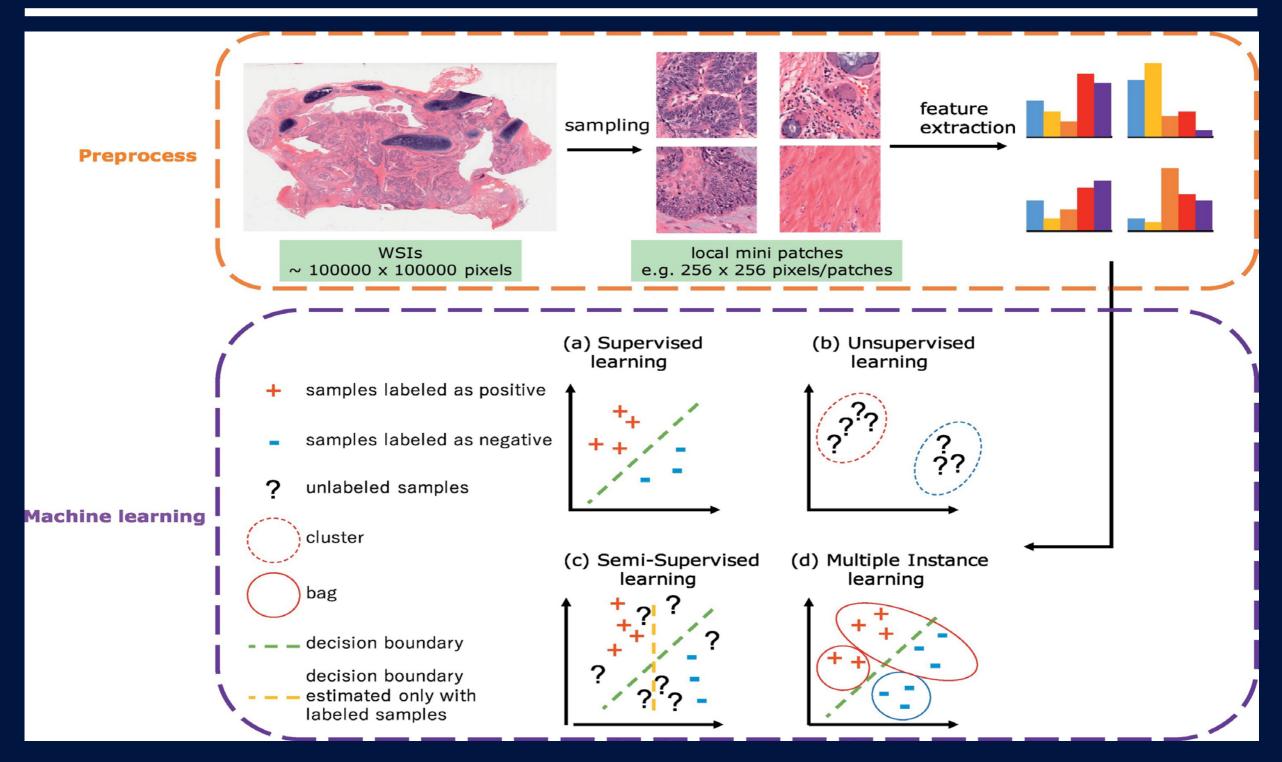
Types of Learning



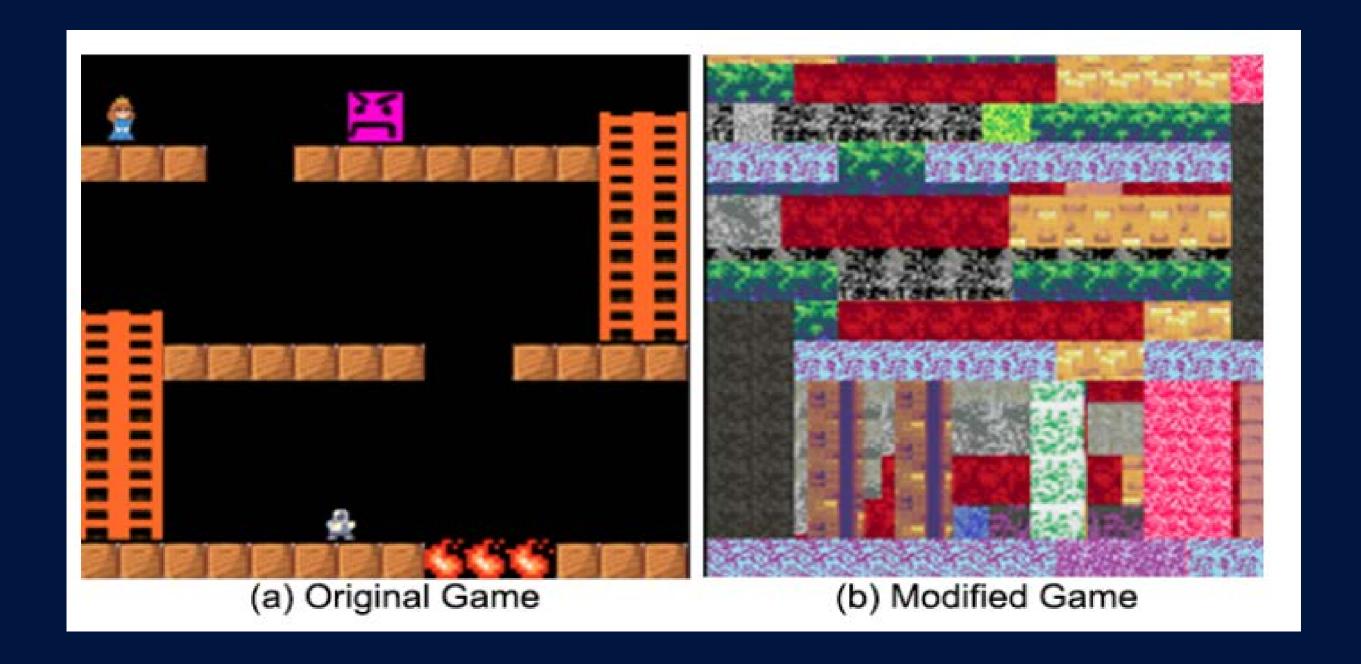
Credit: Carlos E Perez



Types of learning: An application



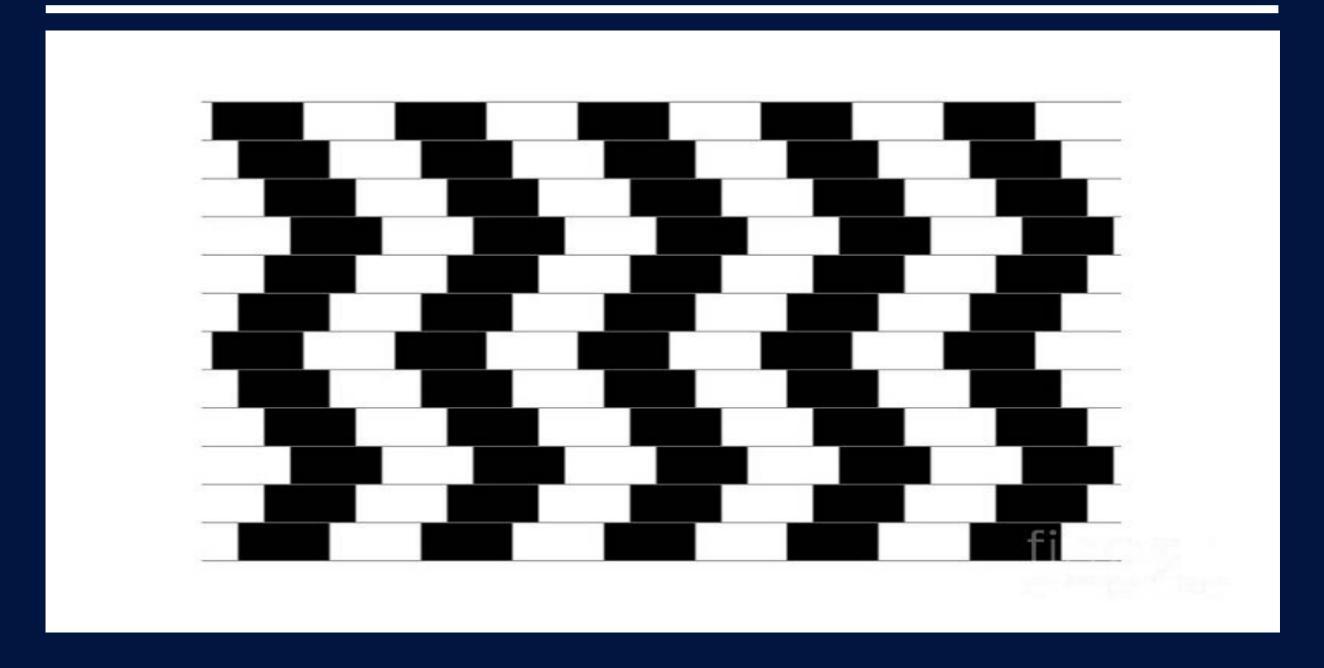
Perception: Human vs. Machine



Credit: Rachit Dubey et al, Investigating human priors for playing video games



Perception: Human vs. Machine



Credit: café wall illusion, by SPL and photoresearchers, August 10, 2012, https://fineartamerica.com



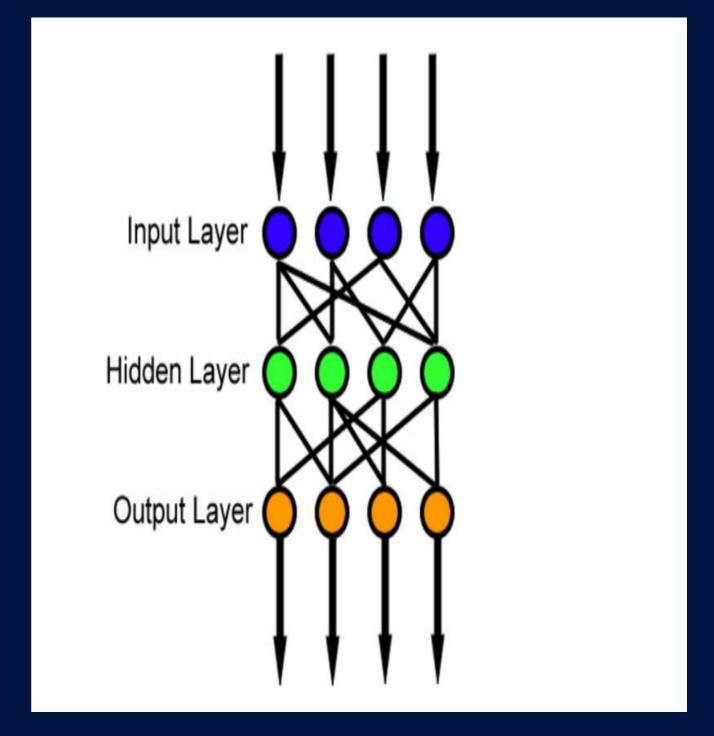
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(Lay) Definitions - III

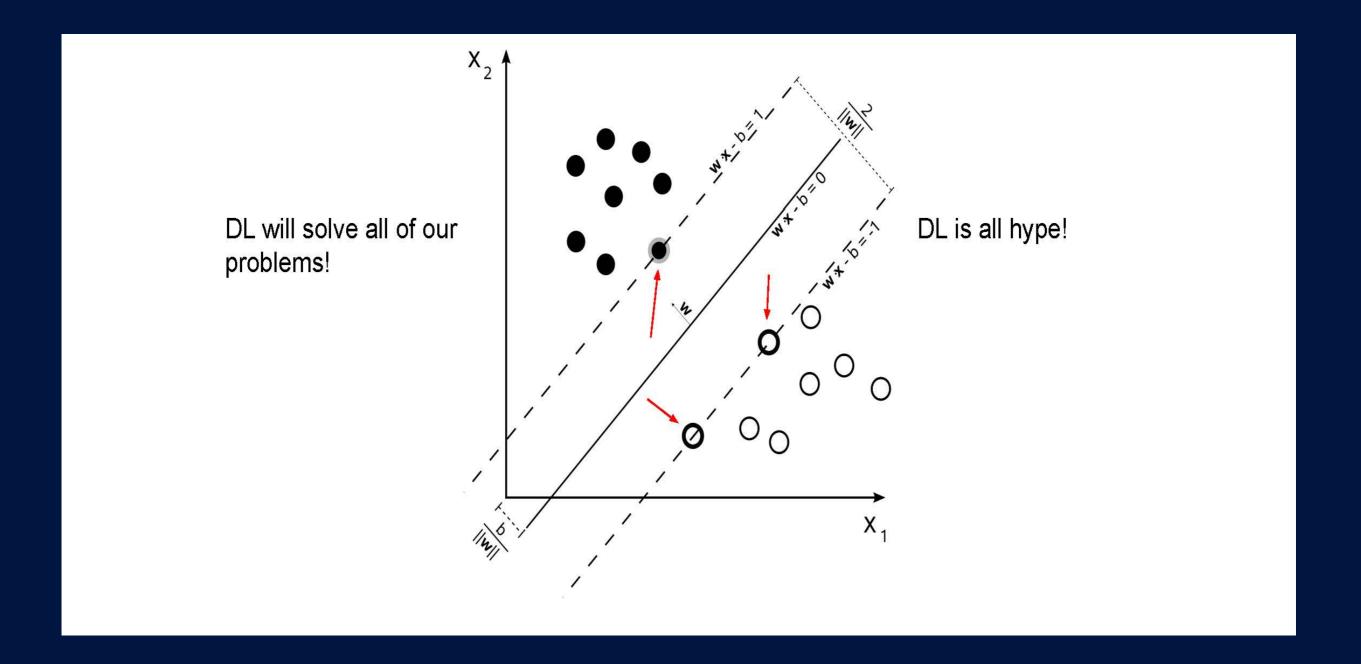
Deep Learning (a.k.a. deep **neural nets**): "Deep learning is a particular kind of machine learning that achieves great power and flexibility by learning to represent the world as nested hierarchy of concepts, with each concept defined in relation to simpler concepts, and more abstract representations computed in terms of less abstract ones."



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The two sides of the debate on DNN



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Deep Neural Networks – Where we are

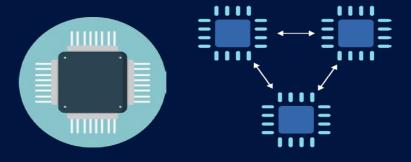




Large and complex models



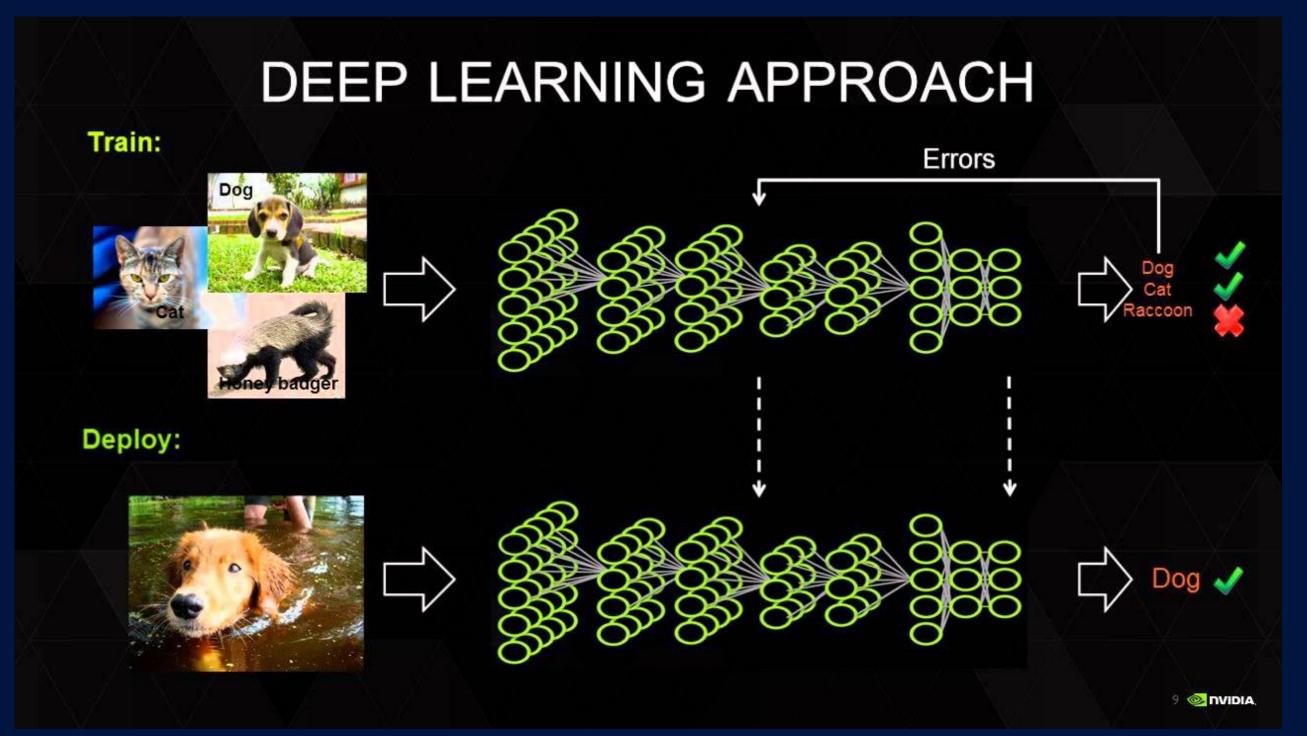
Frameworks & Libraries



Training Hardware

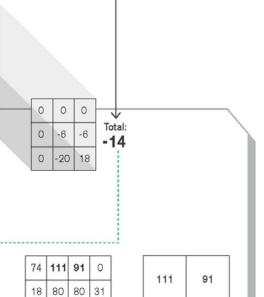


Modern Deep Neural Networks (DNN)



DNN - Algorithmic Innovation





RECTIFIED LINEAR UNIT (RLU) POOLING Two more simple steps finish this filter's work. In the rectified linear unit (step RLU), the negative

42 65 81 25

0

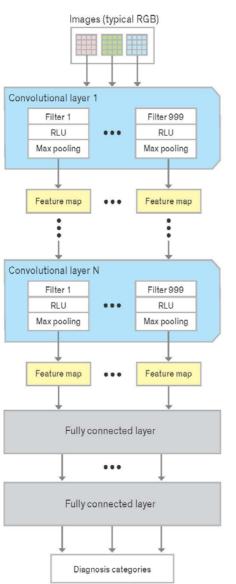
0 0

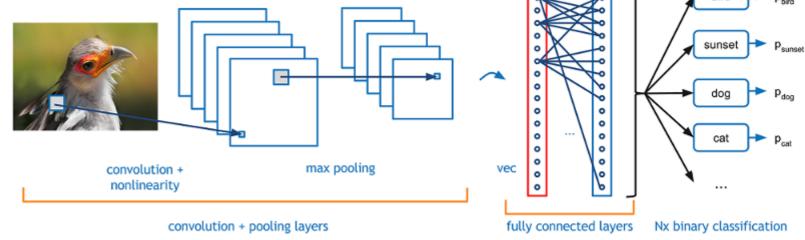
numbers in the grid are replaced with zeros. In the max pooling step, the highest value in each 2-by-2 chunk of grid is selected. The end result is a simple set of numbers called a feature map.

81

0 0 0 0 46 0 0 43 46 0 71 0 78 74 78 74 38 66 45

For each digital image, a CNN uses many ■ layers of convolutional filters. Finally, the last convolutional layer outputs all of its feature maps to a "fully connected" layer, which examines the maps in their entirety. The CNN uses several fully connected layers to make a final determination about the image's content.





Single depth slice

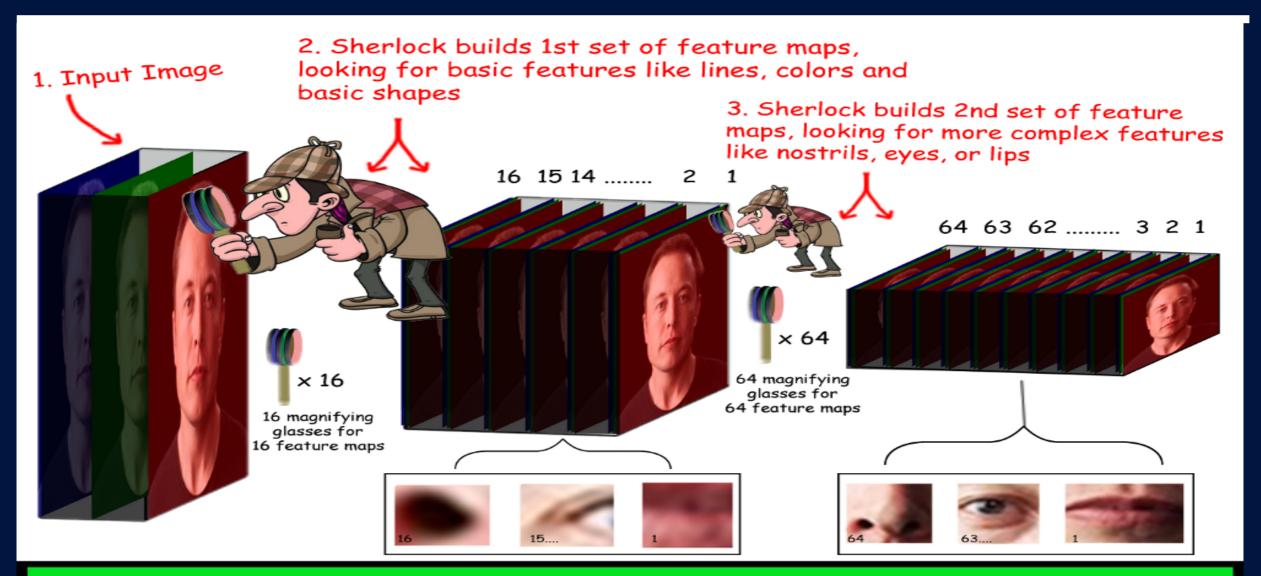
X	1	1	2	4
	5	6	7	8
	3	2	1	0
	1	2	3	4

max pool with 2x2 filters and stride 2



27

Convolutional NN (DNN) in popular blogs - I



Sherlock Holmes the "Feature Detective"

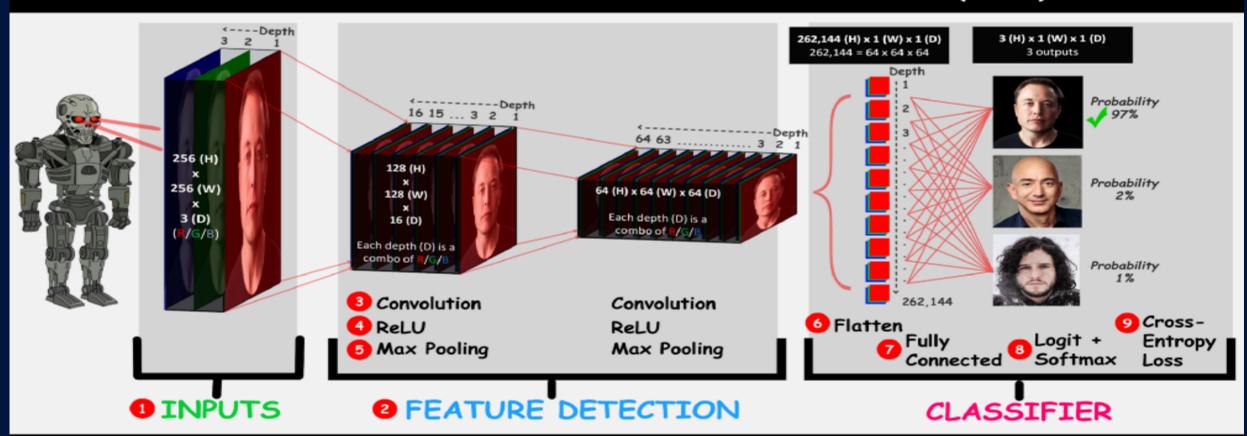
Image Credit: Dave Smith;

https://towardsdatascience.com/cutting-edge-face-recognition-iscomplicated-these-spreadsheets-make-it-easier-e7864dbf0e1a Accessed; August 7, 2018



Convolutional NN (DNN) in popular blogs - II

TERMINATOR VISION! Convolutional Neural Net (CNN)



You will learn:

- 🚺 Inputs How computers see
- 2 Feature Detection Think like Sherlock Holmes
- 3 Convolution Math Sherlock Holmes' detective kit
- ReLU Non-linear pattern recognition
- 5 Max Pooling Keeping the most important clues

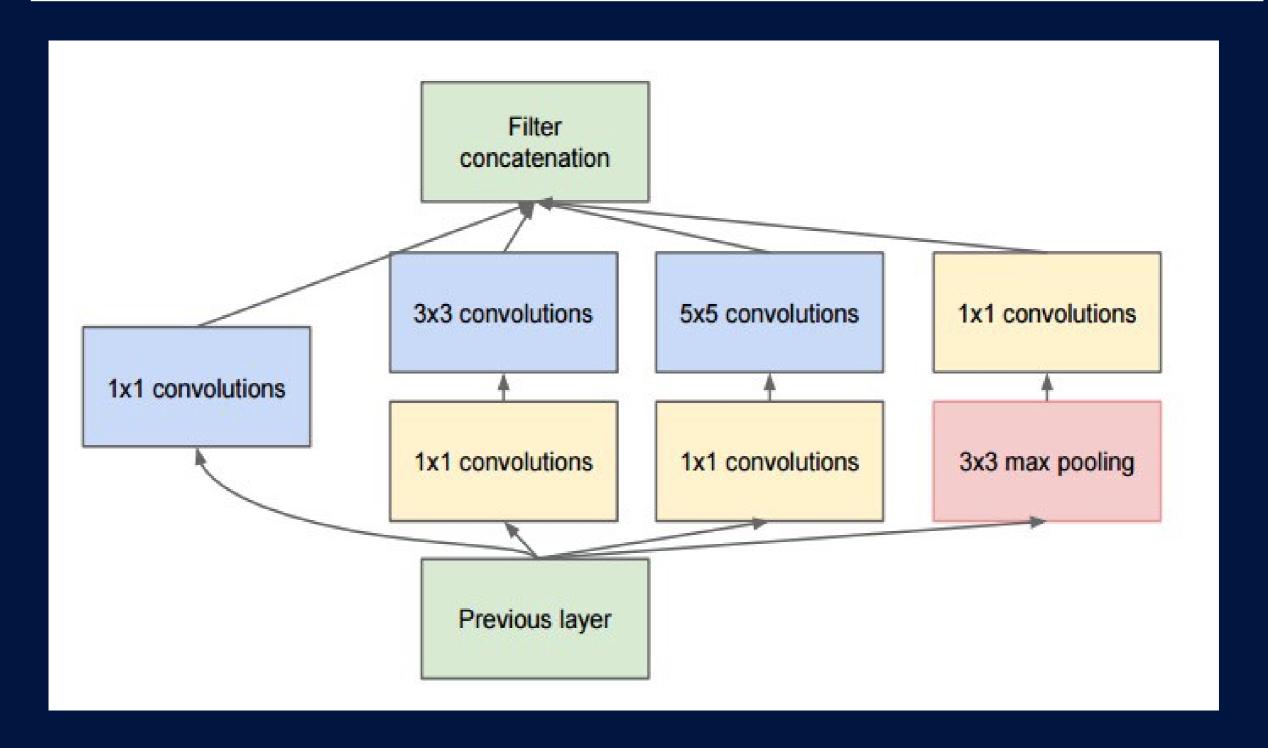
- 6 Flatten Lining up all the clues
- Fully Connected Connecting the dots in the case
- 8 Logit + Softmax Cracking the case
- Cross-Entropy Loss Sherlock's "rightness/wrongness"

Image Credit: Dave Smith;

https://towardsdatascience.com/cutting-edge-face-recognition-iscomplicated-these-spreadsheets-make-it-easier-e7864dbf0e1a Accessed; August 7, 2018



Christian Szegedy: GoogleNet – Inception Architecture (2014)

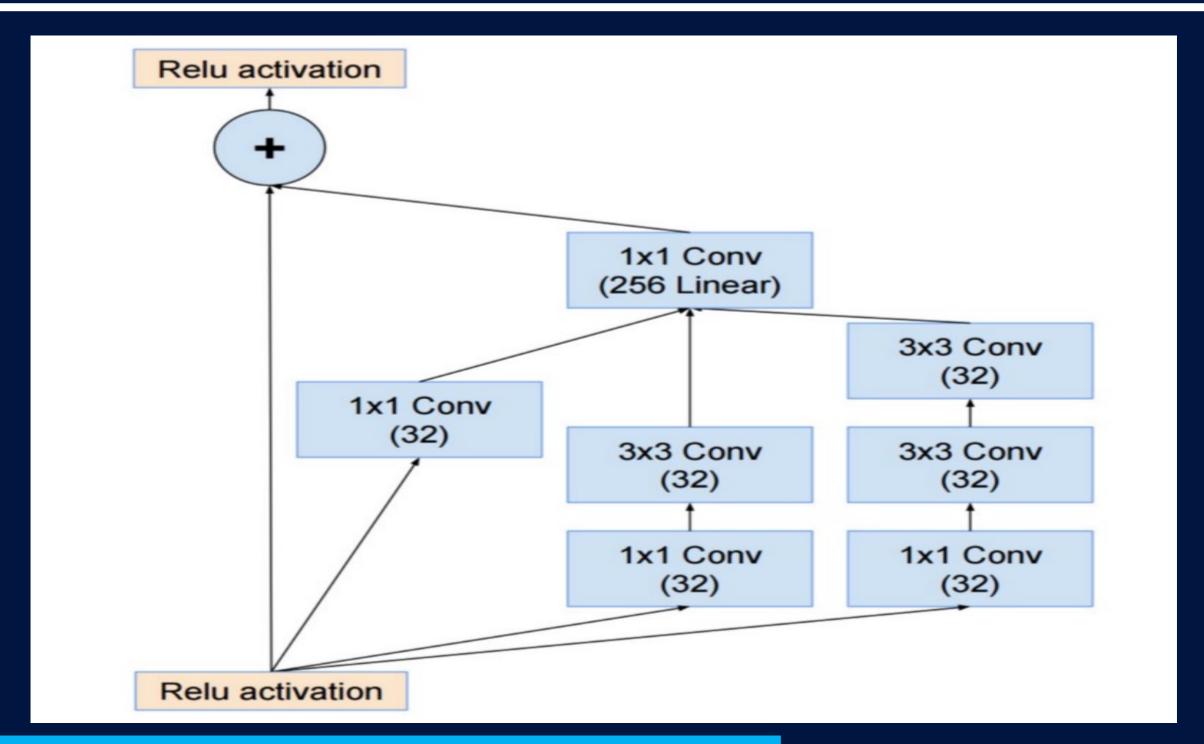


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ResNet with Inception Architecture (2015)



Deep Residual Learning for Image Recognition

Kaiming He, Xiangyu Zhang, Shaoqing Ren, Jian Sun (Submitted on 10 Dec 2015), arXiv:1512.03385



Training Hardware

Deep Learning Hardware (2016)

GPUs: Nvidia is dominating

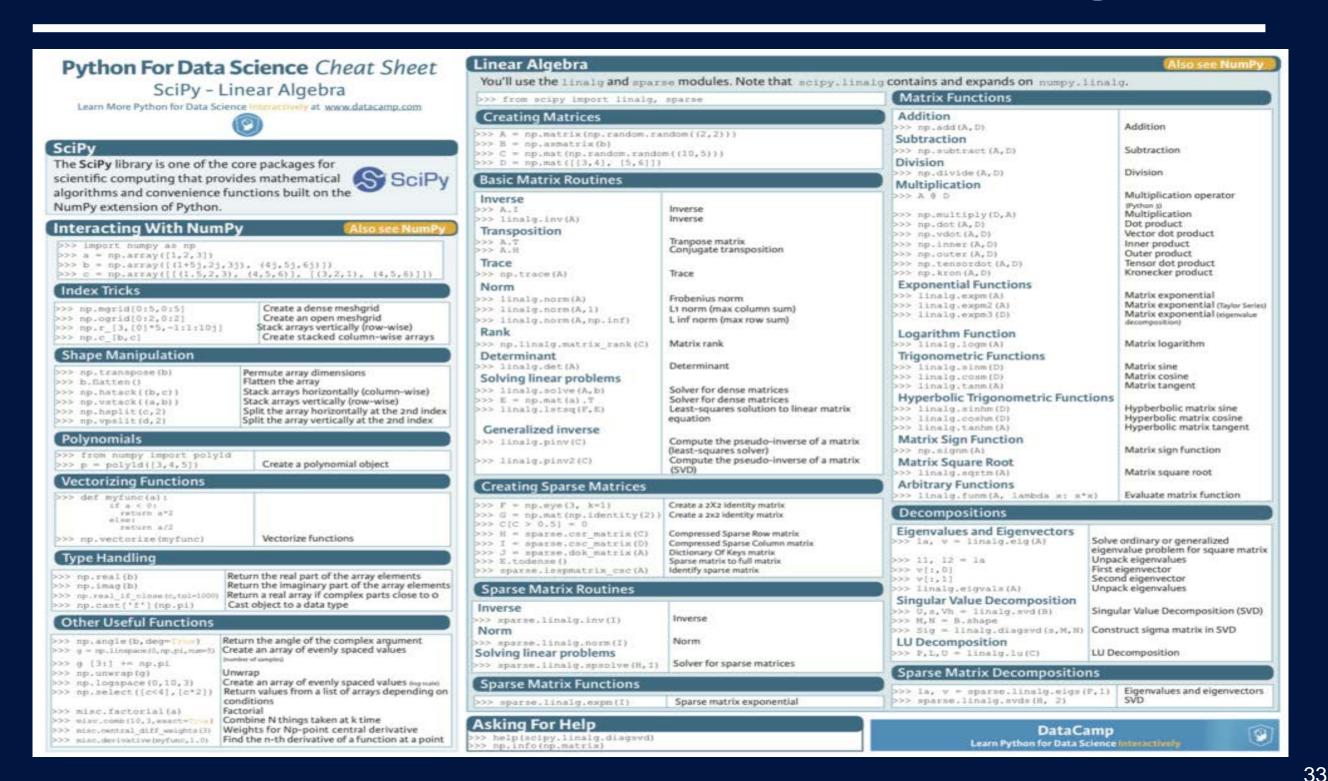
One of the first GPU neural nets was on a NVIDIA GTX 280 up to 9 layers neural network. (2010 Ciresan and Schmidhuber)

- Nvidia chips tend to outperform AMD
- More importantly, all the major frameworks use CUDA as first-class citizen. Poor support for AMD's OpenCL





Libraries – A 'revolution' in the making?



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A mostly complete chart of

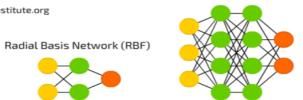
Feed Forward (FF)

Neural Networks

Deep Feed Forward (DFF)



Perceptron (P)



- Hidden Cell
- Probablistic Hidden Cell

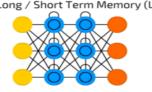
Backfed Input Cell

Noisy Input Cell

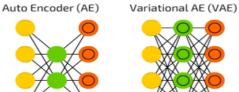
- Spiking Hidden Cell
- Output Cell
- Match Input Output Cell
- Recurrent Cell
- Memory Cell
- Different Memory Cell
- Kernel
- Convolution or Pool



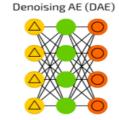












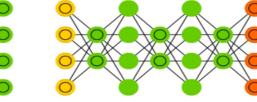


Markov Chain (MC)

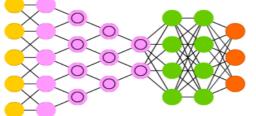
Hopfield Network (HN) Boltzmann Machine (BM) Restricted BM (RBM)



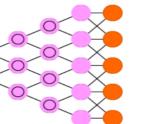
Deep Belief Network (DBN)



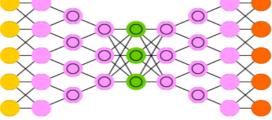
Deep Convolutional Network (DCN)



Deconvolutional Network (DN)



Deep Convolutional Inverse Graphics Network (DCIGN)



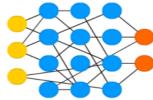
Generative Adversarial Network (GAN)



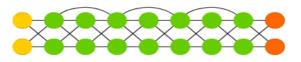
Liquid State Machine (LSM) Extreme Learning Machine (ELM)



Echo State Network (ESN)

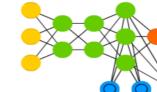


Deep Residual Network (DRN)





Neural Turing Machine (NTM)



Taxonomy

Source:

http://www.asimovinstitute.org/neural-network-**ZOO/**



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Frameworks & Libraries - I

TensorFlow

Created by Google



Pros:

- Uses Python + Numpy
- Lots of interest from the community
- Highly parallel, and designed to use various backends (software, gpu, asic)
- **Apache License**

Cons:

- Slower than other frameworks[1]
- More features, more abstractions than torch
- Not many pretrained models yet

https://arxiv.org/pdf/1511.06435v3.pdf



35

Some fundamentals

Data-Knowledge spectrum

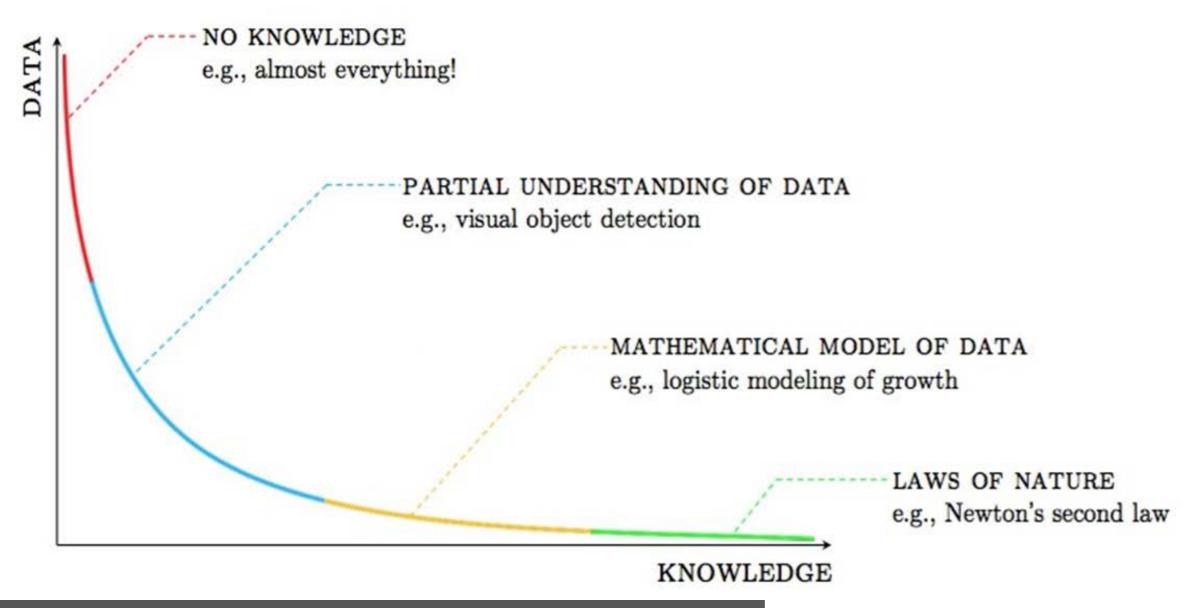
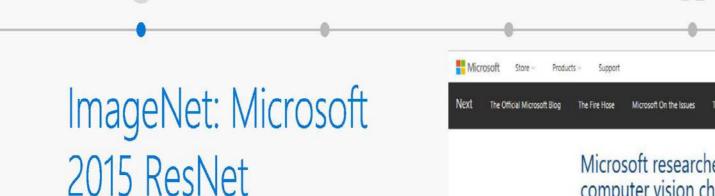


Image taken from Machine Learning Refined, by Watt - Borhani - Katsaggelos



The "Data Sets" (laboratory style)



Microsoft researchers win ImageNet computer vision challenge

The ImageNet Large Scale Visual Recognition Challenge (ILSVRC) evaluates algorithms for object detection and image classification at large scale

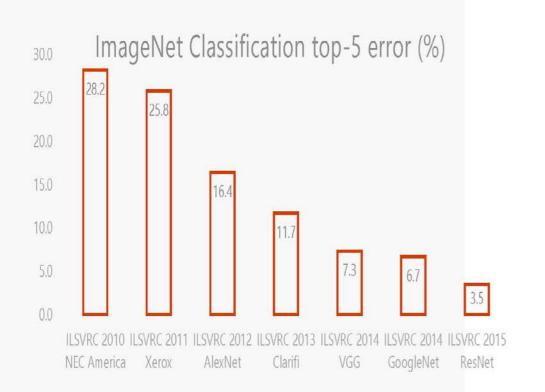
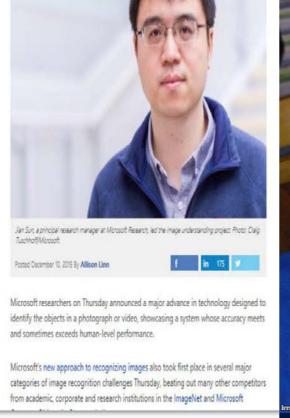
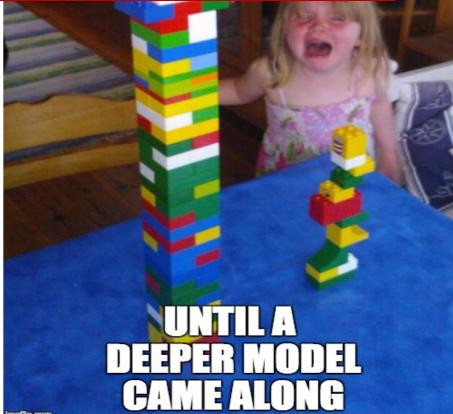


Image credit: Xuedong Huang







Deep Learning -> Real World Problems

What matters: Real-world label distributions; Understanding black box models; Pre-training.

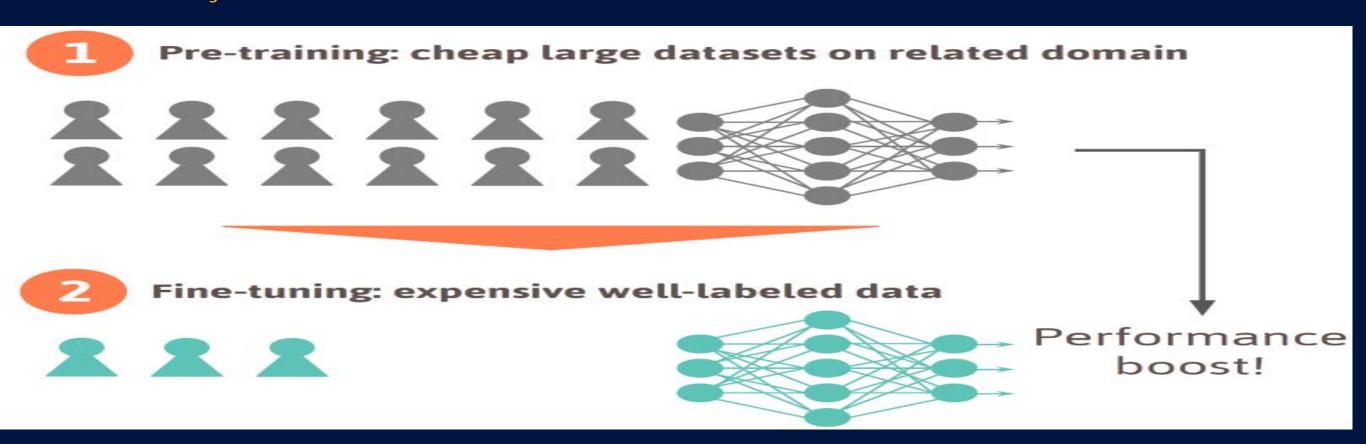
"Medical vision: if you want to build a system which detects lymph nodes in the human body in Computed Tomography (CT) images, you need annotated images where the lymph node is labeled. This is a rather time consuming task, as the images are in 3D and it is required to recognize very small structures. Assuming that a radiologist earns 100\$/h and can carefully annotate 4 images per hour, this implies that you incur costs of 25\$ per image or 250k\$ for 10000 labeled images. Considering that you require several physicians to label the same image to ensure close to 100% diagnosis correctness, acquiring a dataset for the given medical task would easily exceed those 250k\$."

"Credit scoring: if you want to build a system that makes credit decisions, you need to know who is likely to default so you can train a machine learning system to recognize them beforehand. Unfortunately, you only know for sure if somebody defaults when it happens. Thus, a naive strategy would be to give loans of say 10k\$ to everyone. However, this means that every person that defaults will cost you 10k\$. This puts a very expensive price tag on each labeled data point." ¹

Deep Learning -> Real World Problems

What matters: Real-world label distributions; Understanding black box models; Pre -training.

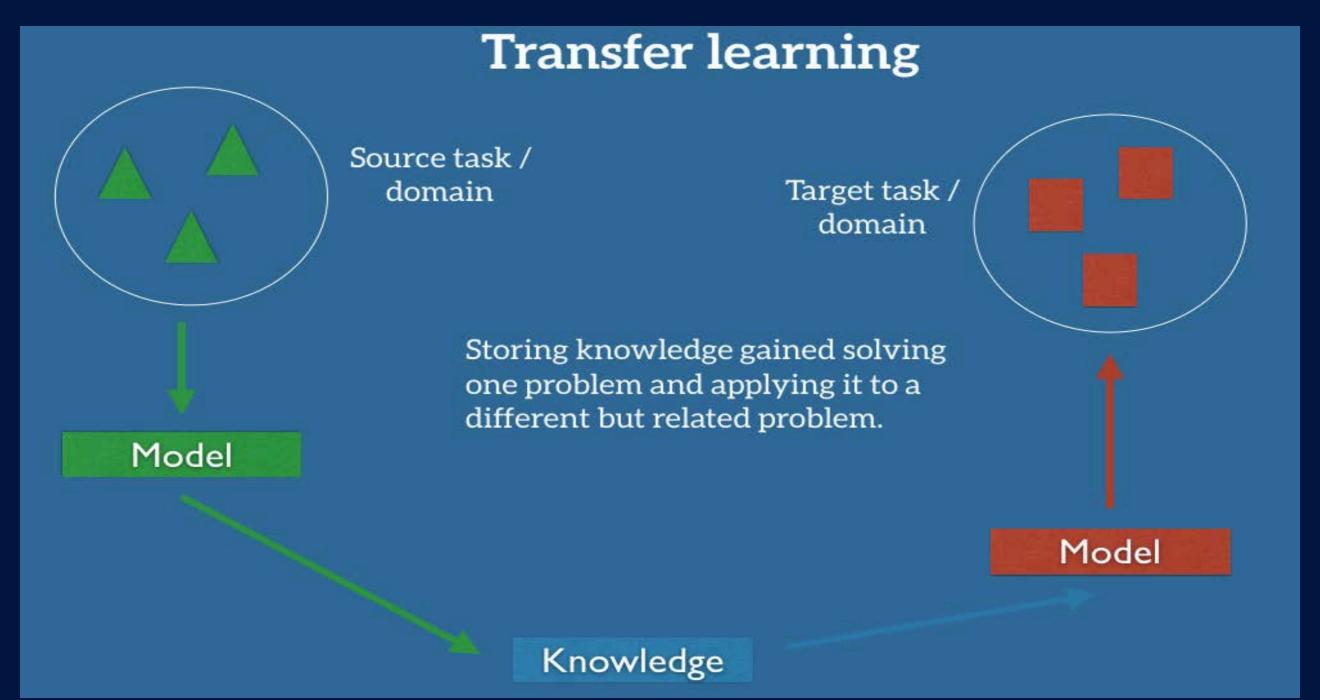
" Medical Care: Researchers at the University of Pittsburg in the late 1990s evaluated machine learning algorithms for predicting mortality rates from pneumonia. The algorithms recommended that hospitals send home pneumonia patients who were also asthma sufferers, estimating their risk of death from pneumonia to be lower. It turned out that the dataset fed into the algorithms did not account for the fact that asthma sufferers had been immediately sent to intensive care, and had fared better only due to the additional attention." 1



| Credit: Anastassia Fendyk, Harvard | Image Credit: Rasmus Rothe, MERANDIX



Deep Learning -> Real World Problems



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Neural Nets - The Achilles Heel

- Great empirical achievements (in certain application areas) were obtained with hardly any theoretical understanding of the underlying paradigm.
- The optimization employed in the learning process is highly non-convex and intractable from a theoretical viewpoint.
- Proponents offer very little interpretability of the found solution or understanding of the underlying phenomena.

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Neural Nets - Challenges



a young boy is holding a baseball bat

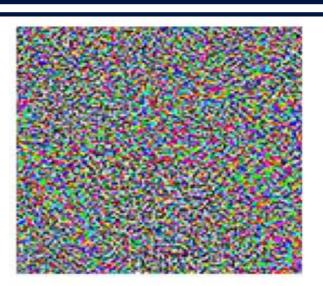
Statistically impressive, but individually unreliable

<u>"Deep Visual-Semantic Alignments for</u> Generating Image Descriptions" by Andrej Karpathy, Li Fei-Fei (CVPR 2015).

Neural Nets - Challenges



Panda 57.7% confidence



less than 1% targeted distortion



Gibbon 99.3% confidence



Neural Nets - Challenges



Internet trolls cause the Al bot, Tay, to act offensively

Skewed training data creates maladaptation



On Deep Neural Networks



Bored Yann LeCun

@boredyannlecun

Following

Spend the holidays with your family, not reading arXiv papers. You'd be wasting your time anyway because—2019 spoiler alert—*CONVOLUTION IS ALL YOU NEED!*

#torched #feelthelearn #Christvolution

7:10 PM - 23 Dec 2018

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'Are you too busy to improve?' Simmerman / Forss

To really consider "The Possibilities," you must Step Back from your Wagon.



You can do YOUR best work when you can get others to do THEIRS.

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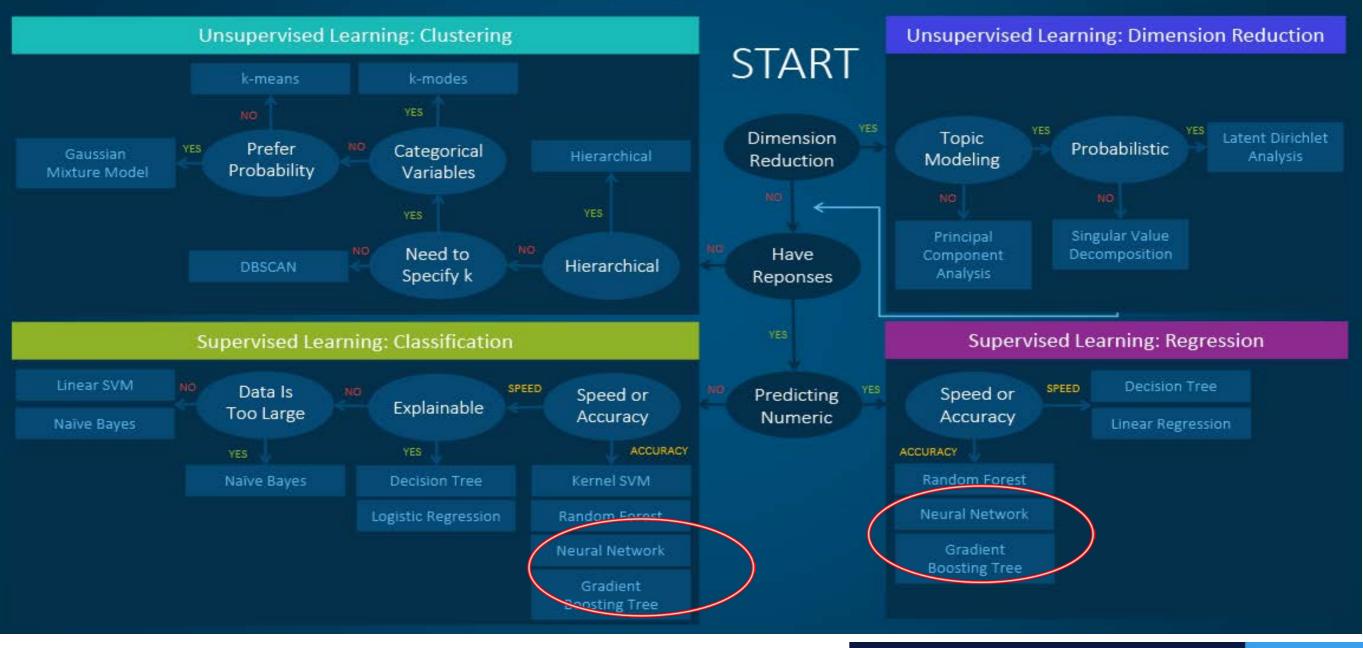
Myth

Machine Learning = Deep Neural Networks

Quiz question: When the term "A.I. Winter" was invented and why?

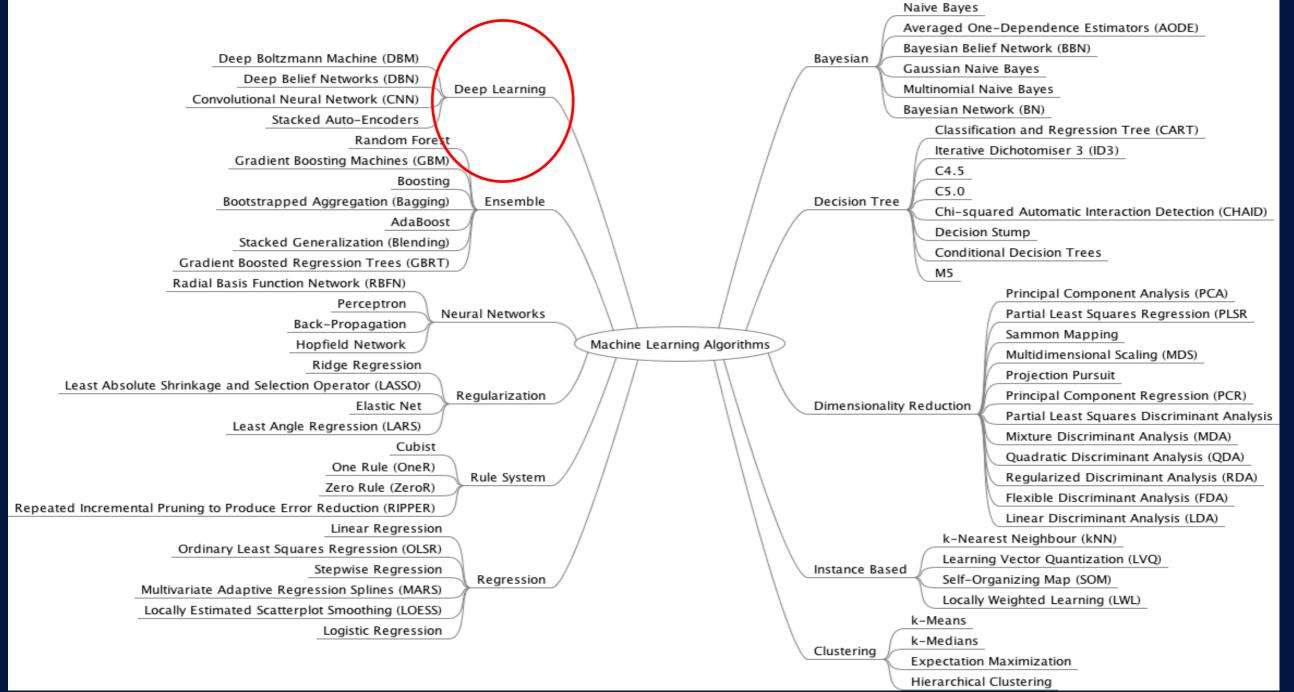
Reality

Machine Learning Algorithms Cheat Sheet



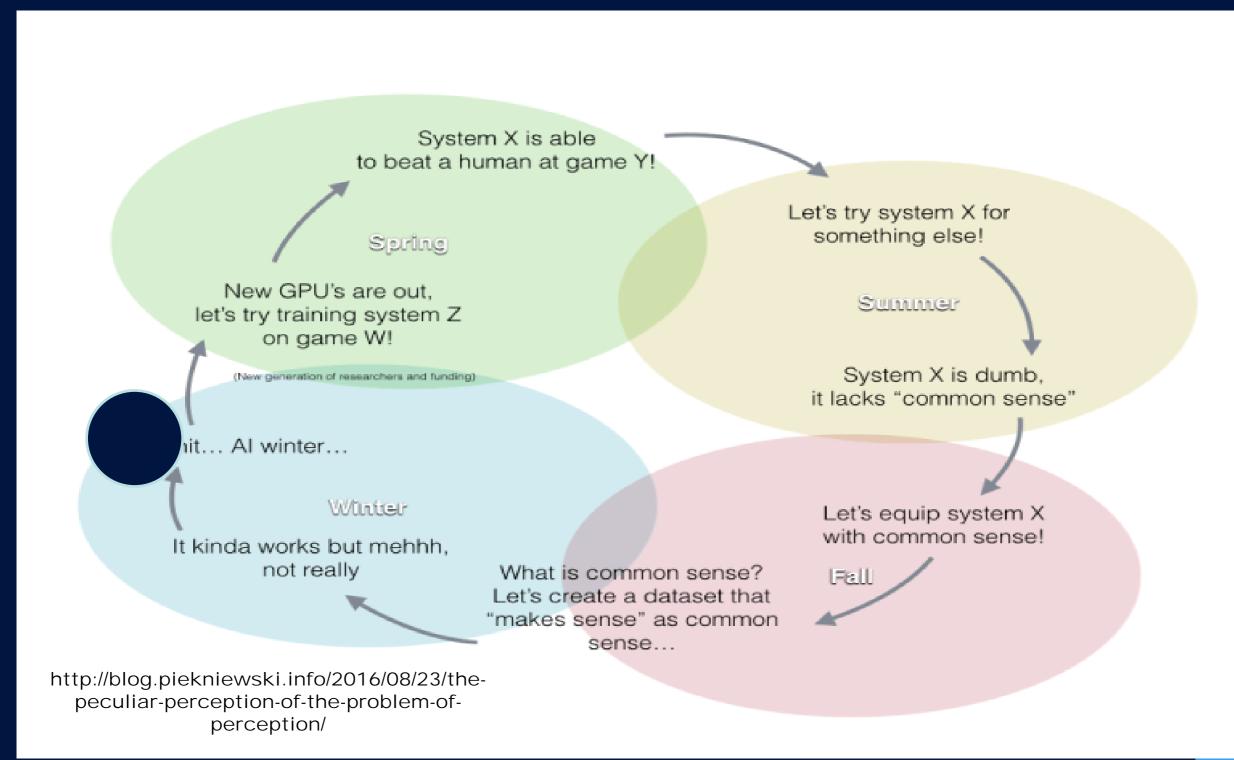


Reality





Reality or Myth: The four Seasons



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Consider

"If your only tool is a hammer, then all of the problems look like nails".

Abraham H. Maslow (1962) via S. (Pas) Pasupathy (1999).



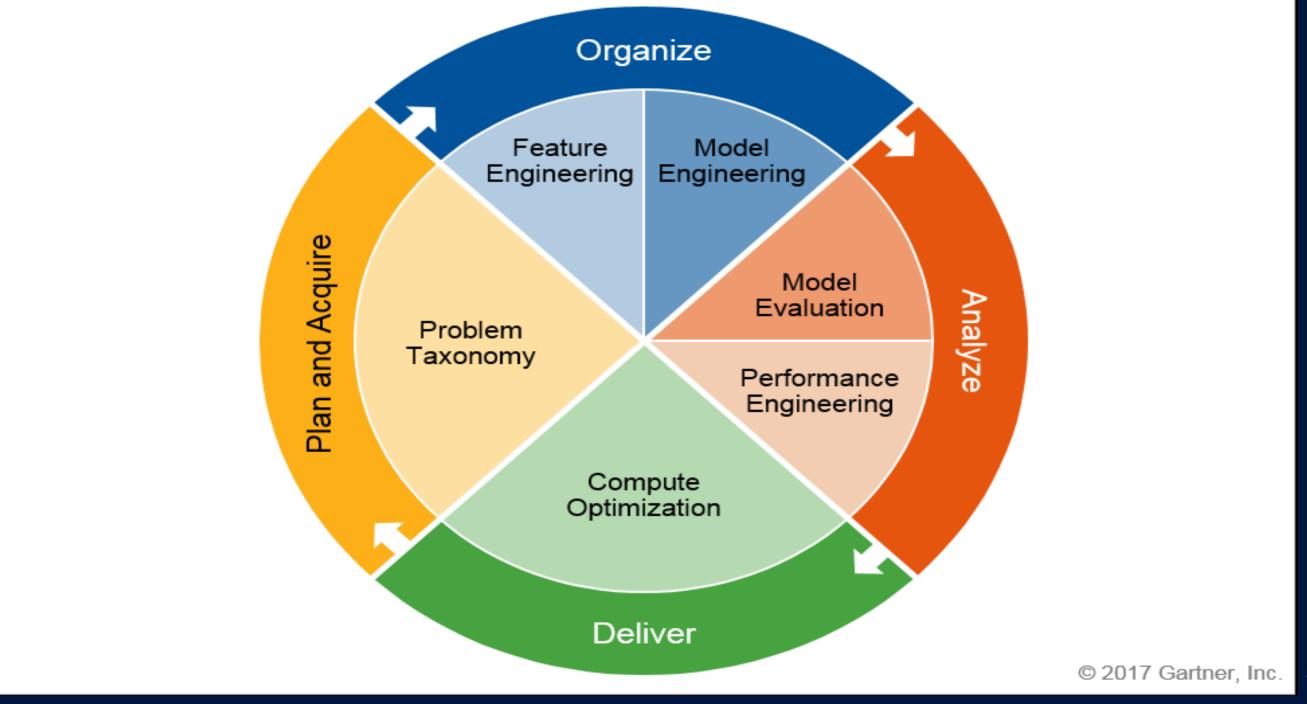
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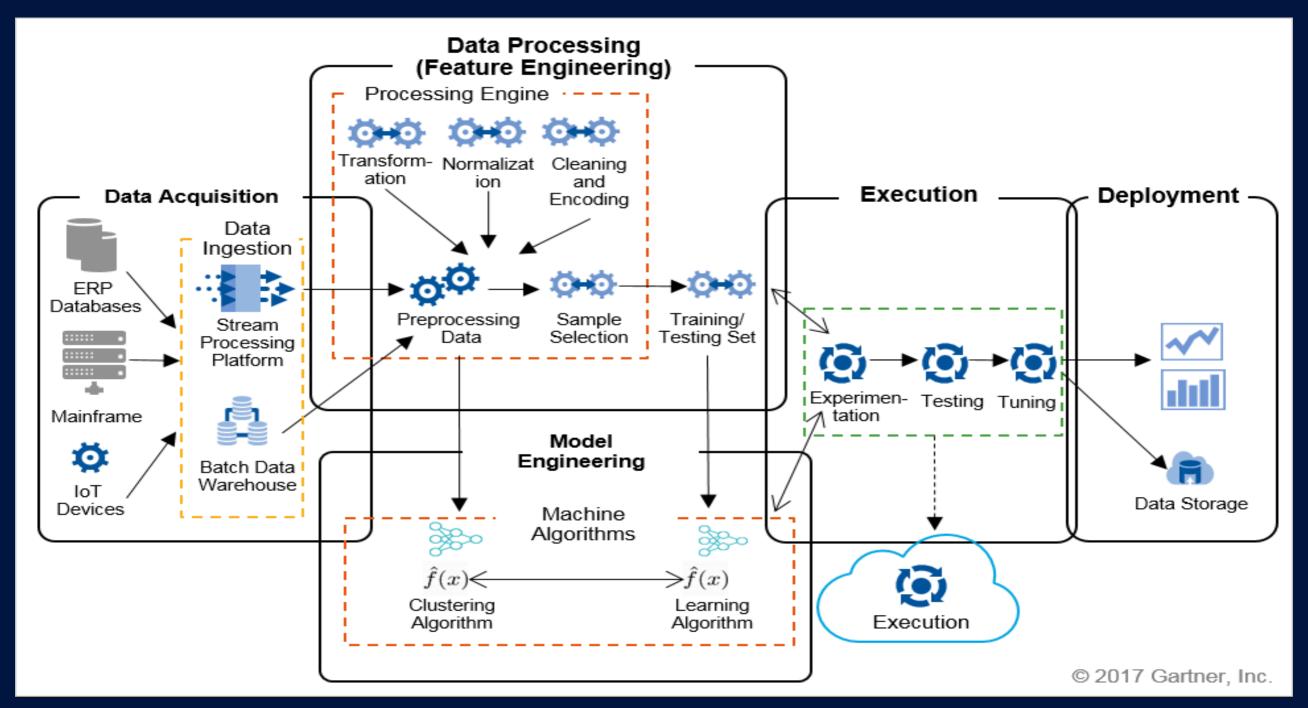
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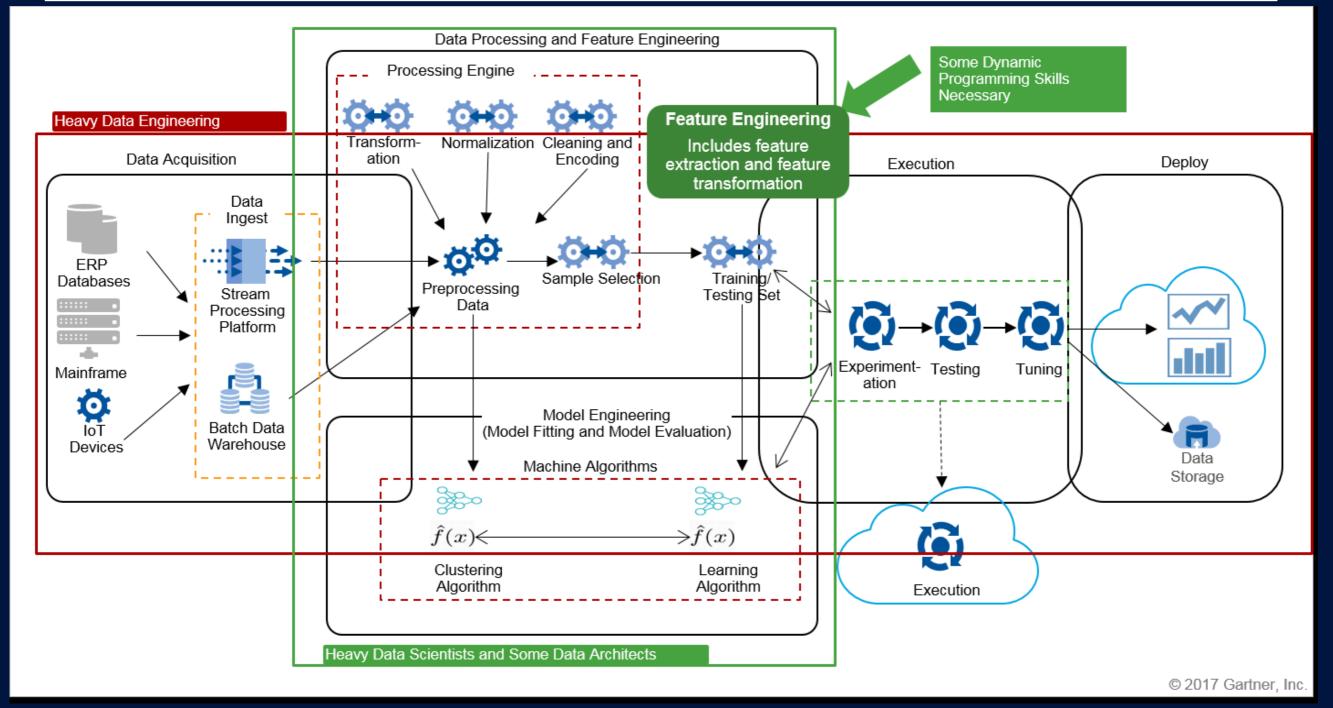
Engineering Cycle of Machine Learning



Machine Learning: Engineering Architecture



Machine Learning – Skills Set Requirements



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What is the expected impact & where

Machine learning h	as great impact potential across industries and use case types									Impact potential Low High		
Problem type	Automotive	Manufacturing	Consumer	Finance	Agriculture	Energy	Health care	Pharma- ceuticals	Public/ social	Media	Telecom	Transport and logistics
Real-time optimization												
Strategic optimization												
Predictive analytics												
Predictive maintenance												
Radical personal <mark>izatio</mark> n												
Discover new trends/anomalies												
Forecasting												
Process unstructured data												

SOURCE: McKinsey Global Institute analysis

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A definition revised:

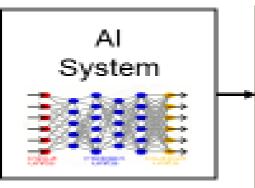
"Machine learning (ML): a subset of artificial intelligence (AI) is more than a technique for analyzing data. It's a system that is fueled by data, with the ability to learn and improve by using algorithms that provide new insights without being explicitly programmed to do so."

Gartner, "Preparing and Architecting for Machine Learning", Technical Professional Advice, published January 17, 2017.

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Introduction - The Need for Explainable AI



- We are entering a new age of AI applications
- Machine learning is the core technology
- Machine learning models are opaque, non-intuitive, and difficult for people to understand

Watson



AlphaGo



Sensemaking



Operations





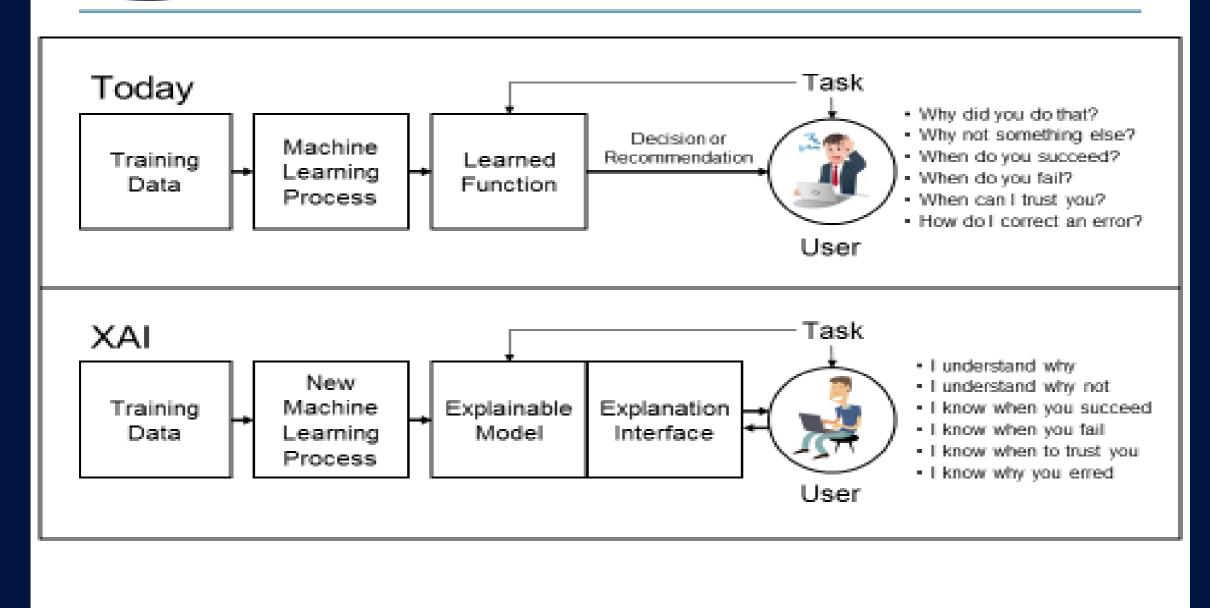


- Why did you do that?
- Why not something else?
- · When do you succeed?
- When do you fail?
- When can I trust you?
- How do I correctan error?

- The current generation of AI systems offer tremendous benefits, but their effectiveness will be limited by the machine's inability to explain its decisions and actions to users.
- Explainable AI will be essential if users are to understand, appropriately trust, and effectively manage this incoming generation of artificially intelligent partners.



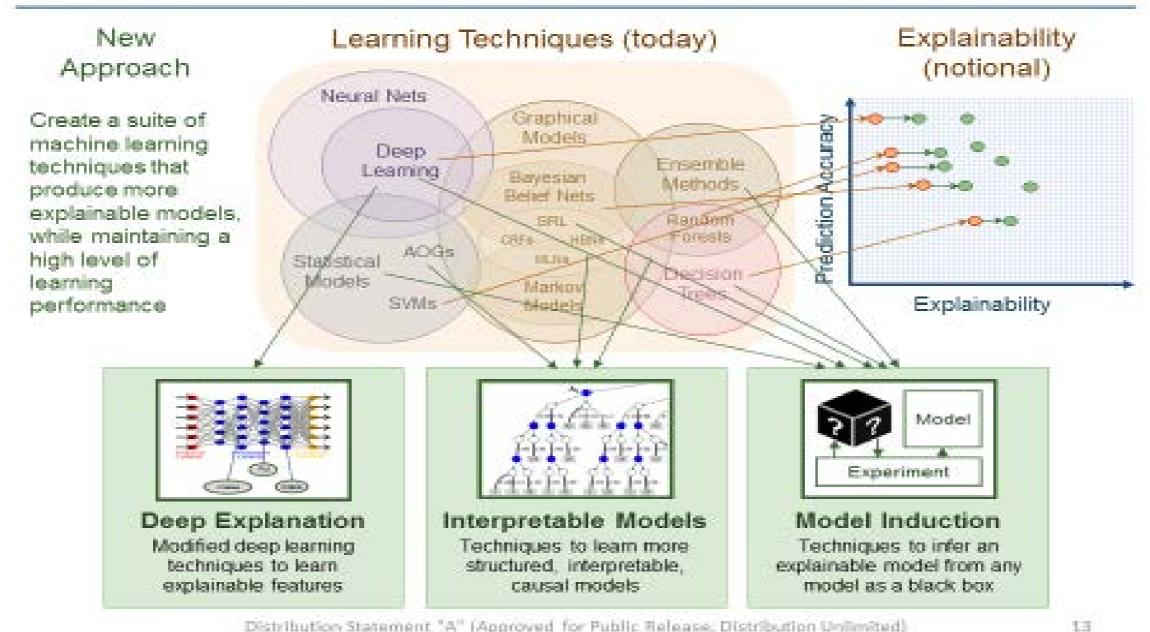
Concept: Explainable Artificial Intelligence



DARPA: Need for Explainable Models

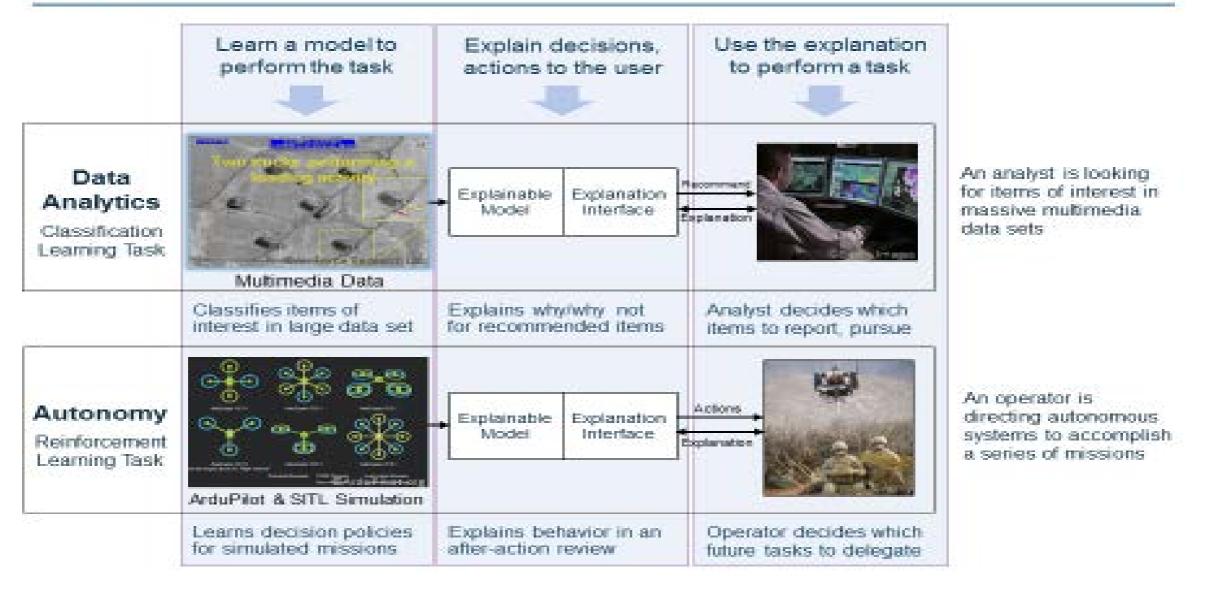


B.1 Explainable Models





Explainable AI - Challenge Problem Areas





Technical Areas





Data Analytics Hultimedia Data



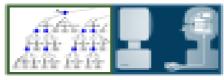
Automormy AnduPlot & SIIL Simulation

TA 1: Explainable Learners

Teams that provide prototype systems with both components:

- Explainable Model
- Explanation Interface







Deep Learning Teams

Interpretable Model Teams

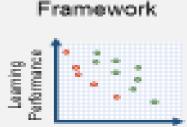
> Model Induction Teams

TA 2: Deschologi

Psychological Model of Explanation



- Psych. Theory of Explanation
- Computational
 Model
- Consulting



Evaluation:

Explanation Effectiveness

Explanation Measures

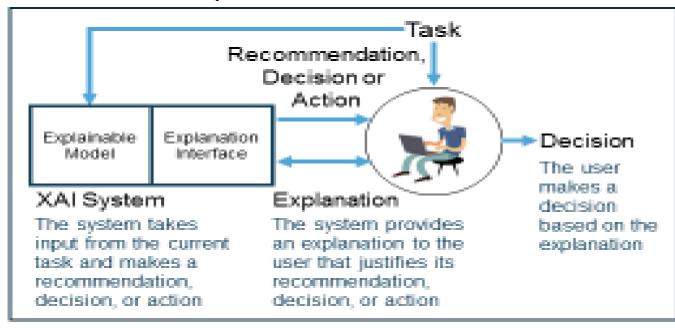
- User Satisfaction
- Mental Model.
- Task Performance
- Trust Assessment
- Correctability

Evaluator



Evaluation – Evaluation Framework

Explanation Framework



Measure of Explanation Effectiveness

User Satisfaction

- · Clarity of the explanation (user rating)
- · Utility of the explanation (user rating)

Mental Model

- Understanding individual decisions
- Understanding the overall model
- Strength/weakness assessment
- 'What will it do' prediction
- "How do I intervene" prediction

Task Performance

- Does the explanation improve the user's decision, task performance?
- Artificial decision tasks introduced to diagnose the user's understanding

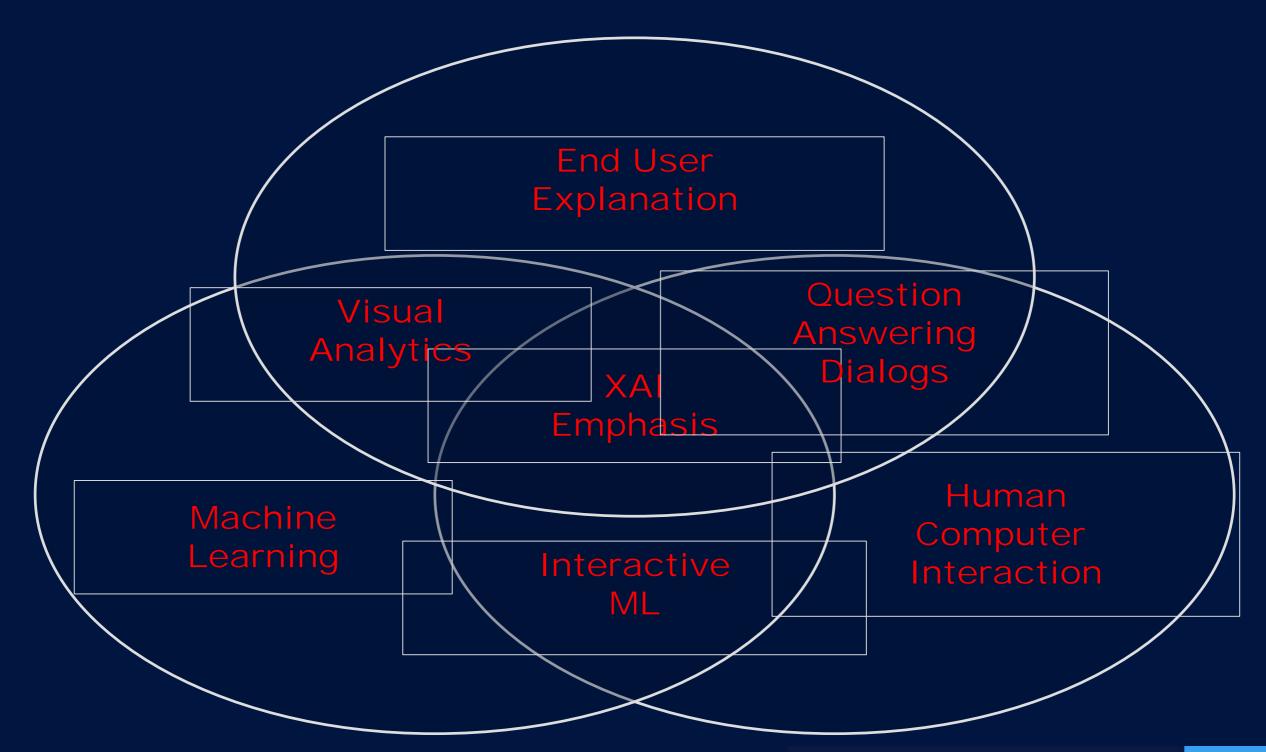
Trust Assessment

Appropriate future use and trust

Correctablity (Extra Credit)

- · Identifying errors
- Correcting errors, Continuous training





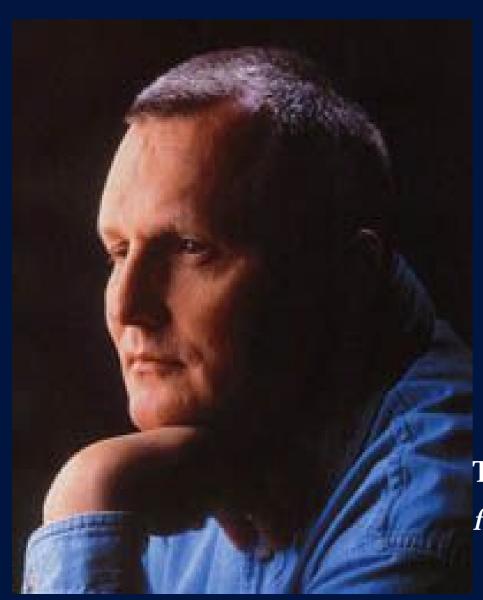




Outline

- A definition (or two)
- Altum Visum on deep learning networks
- Machine Learning: Myths & Realities
- Machine Learning as a process
- Explainable Artificial Intelligence
- **Epilogue**

An old (?) paradox



The Moravec's Paradox (1988): "it is comparatively easy to make computers exhibit adult level performance on intelligent tests or playing checkers, and difficult or impossible to give them the skills of a one-year-old when it comes to perception and mobility". ¹

The paradox is sometimes simplified by the phrase: Robots find the difficult things easy and the easy things difficult.

Hans Moravec, *Mind Children:* The Future of Robot and Human Intelligence, Harvard University Press, 1988, (ISBN 0674576187).



Big Picture

Is DNN (or ML in general) a "Deus ex Machina Moment"?

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Epilogue

- Machine learning is best-suited for dealing with big, albeit curated, data.
- Supervised networks (DNN) can learn semantically relevant representations useful in areas such as (image) classification, content-aware advertising, content filtering, social networks.
- Preparing data for Machine Learning pipelines is challenging.
- Machine Learning implies "learning" the ability to generalize from experience not yet there.

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Merriam Webster Dictionary, eh?



AMALL Gui-kallorg - Jun 25

There's nothing "artificial" about Al. It's inspired by people, it's created by people, and—most importantly—it impacts people. But the lack of diversity remains a crisis in Al. (Indifedial at House Subcommittees hearing on AA)

o-span.org/video/7447589- ...





Anna Ronkainen

Chromitaline:

Follows

Replying to Califallong Odrfelfel.

Definition of ARTIFICIAL

 thursanily contribed (see <u>contract</u> lib) often on a natural model: <u>man-maps</u> + an ord/folal limb - artificial diamonds

10:00 AM - 26 Jun 2018

1 Returnet 2 Libert









Thank you!

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