Impact of Deep Learning on our Society

2/14, 2018 Hiroshi Maruyama



Agenda

- 1. What is Deep Learning
- 2. Implications to Software Development
- 3. Implications to us Individuals

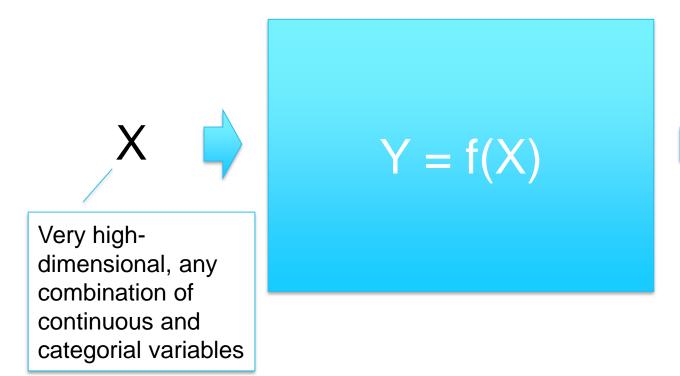


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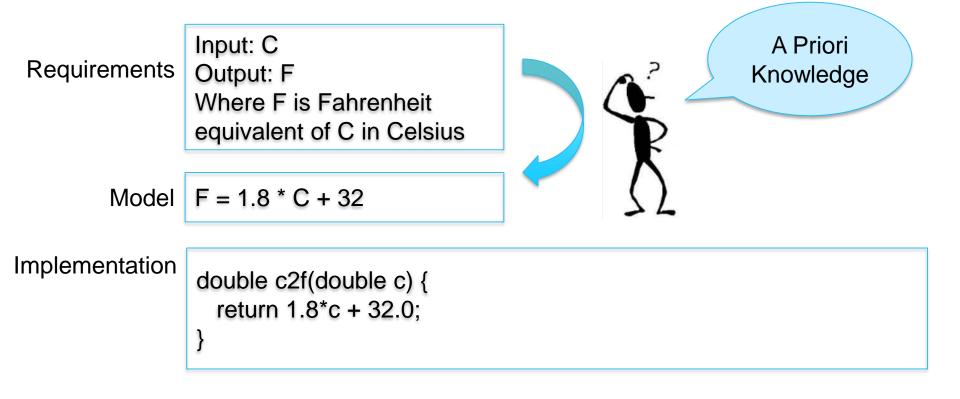
What is Deep Learning? – A (Stateless) Function



Low-dimensional for classification, very high-dimensional for generation

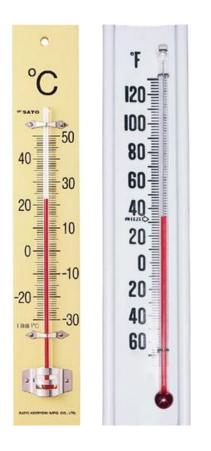


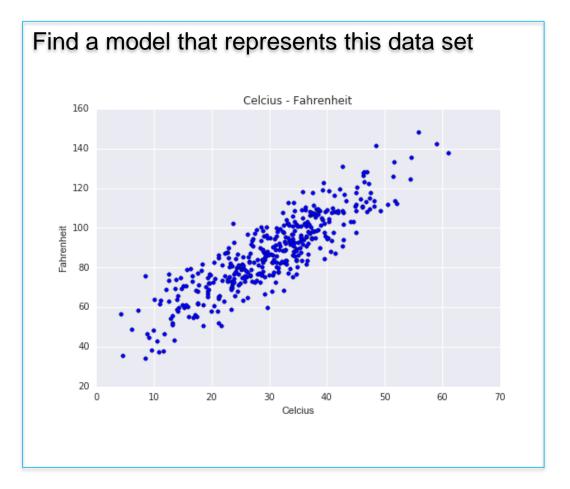
Example: Converting Celsius to Fahrenheit





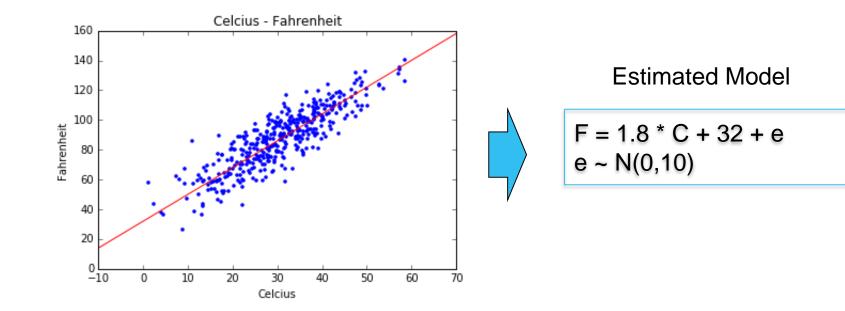
Alternative Approach – Data-Driven, Inductive Programming





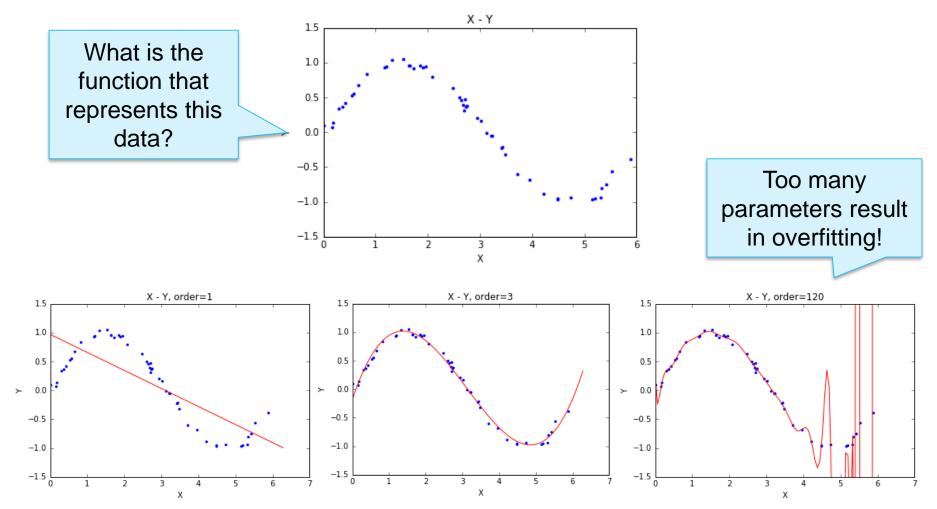


Machine Learning (aka Statistical Modeling) does this!





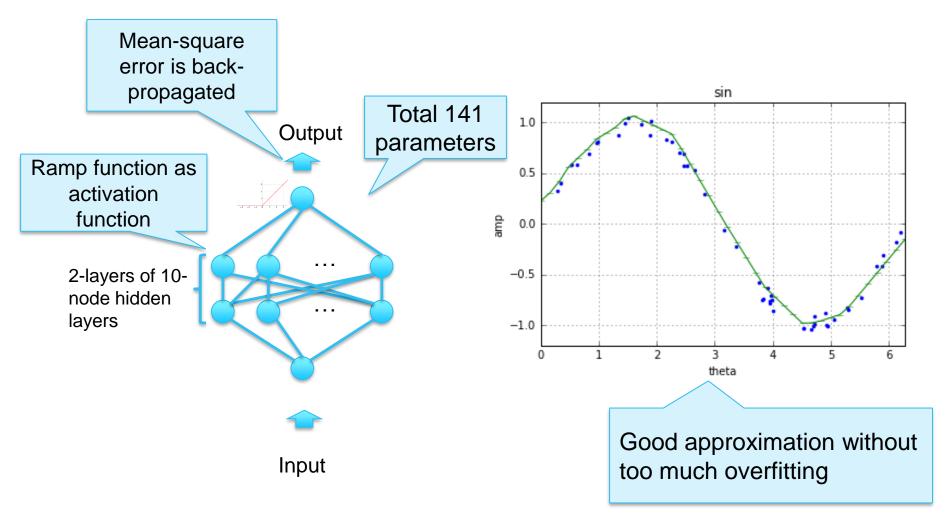
A Catch: the Model must be fixed in advance



Choosing the right model is difficult



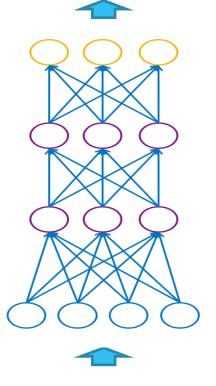
Deep Learning can approximate a function without too much overfitting (in many cases)





Deep Learning as a Universal Computing Mechanism

Output

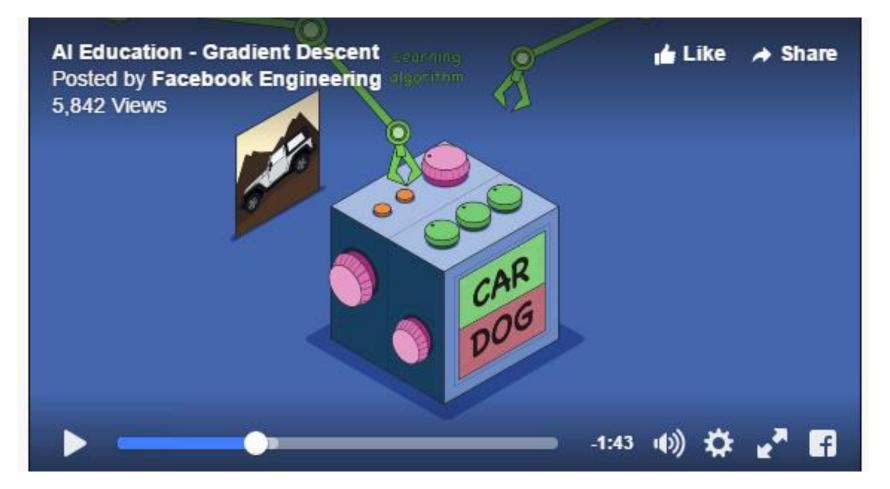


Input

- Very large number of parameters
- Can approximate ANY highdimensional function*
 - > Pseudo Turing Complete!

* G. Cybenko. Approximations by superpositions of sigmoidal functions. Mathematics of Control, Signals, and Systems, 2(4):303–314, 1989.

How Deep Learning Works by Yann LeCun



https://code.facebook.com/pages/1902086376686983



Image Segmentation for autonomous driving



https://www.youtube.com/watch?v=IGOjchGdVQs



Image Segmentation for Picking Robot

2nd Place in the Picking Task in Amazon Picking Challenge





Image + Natural Language for Controlling Robot



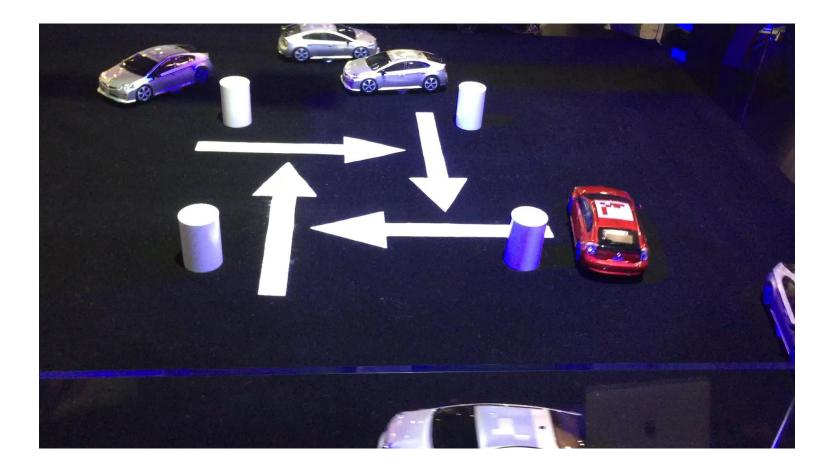


Auto Coloring Line Drawings





Reinforcement Learning for Autonomous Driving



Consumer Electronics Show (CES) 2016



Development with Reinforcement Learning



https://research.preferred.jp/2015/06/distributed-deep-reinforcement-learning/

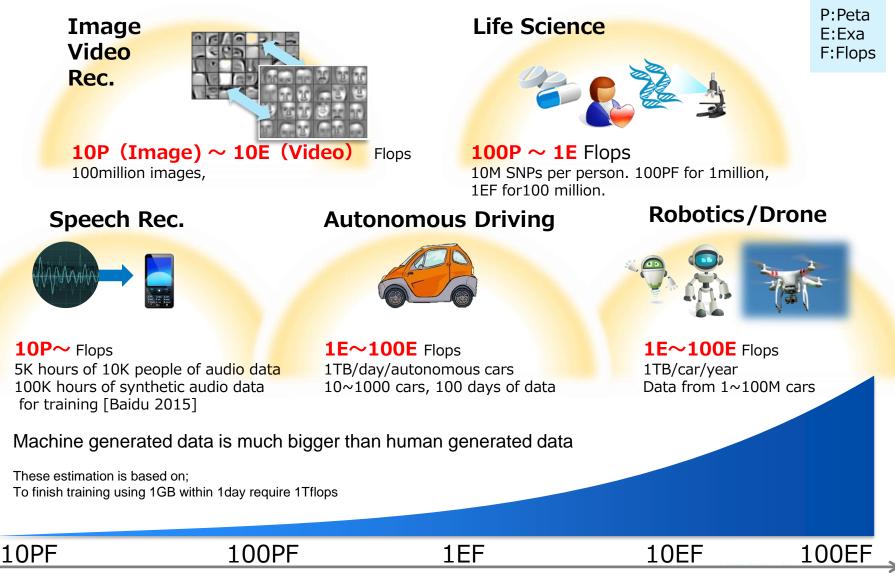


Generative Model Captures Statistical Essence of Training Data

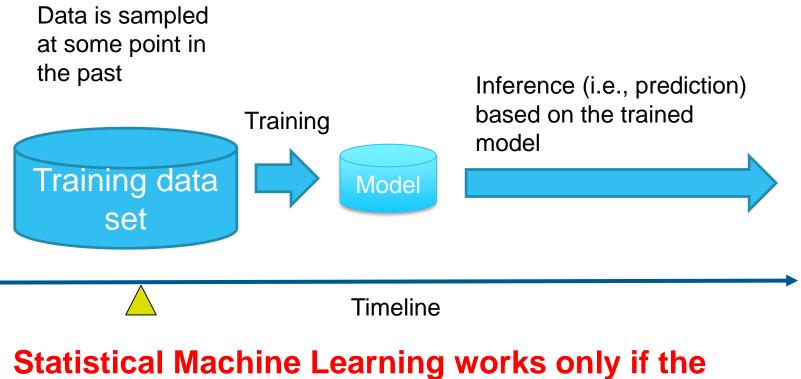




Deep Learning Requires lots of Computation



Fundamental Limitation of ML (1)

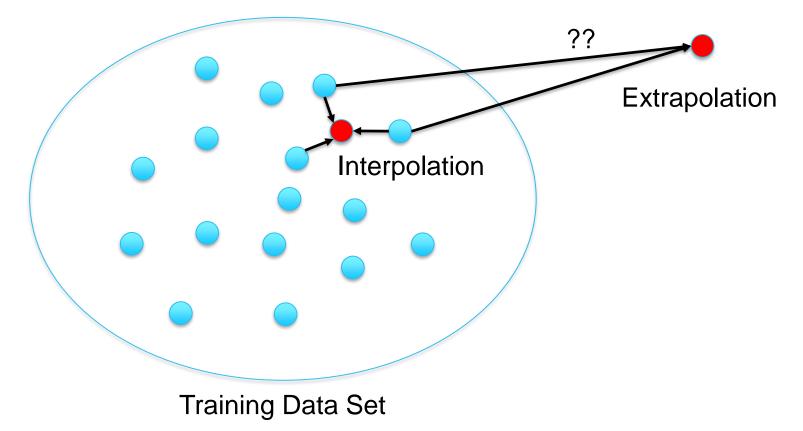


future is similar to the past



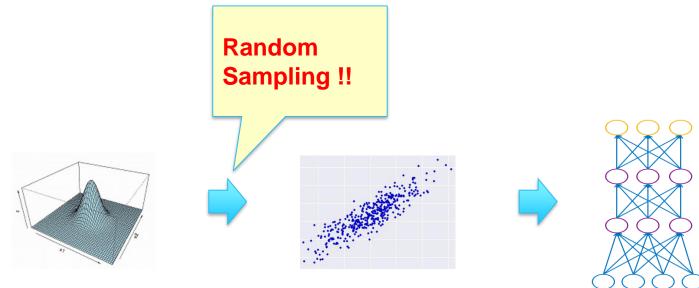
Fundamental Limitation of ML (2)

• Powerless on data in unseen regions





- Fundamental Limitation of ML (3)
- Always works statistically



Original Distribution

Training Data Set

Trained Model

No guarantee of "100% correctness"

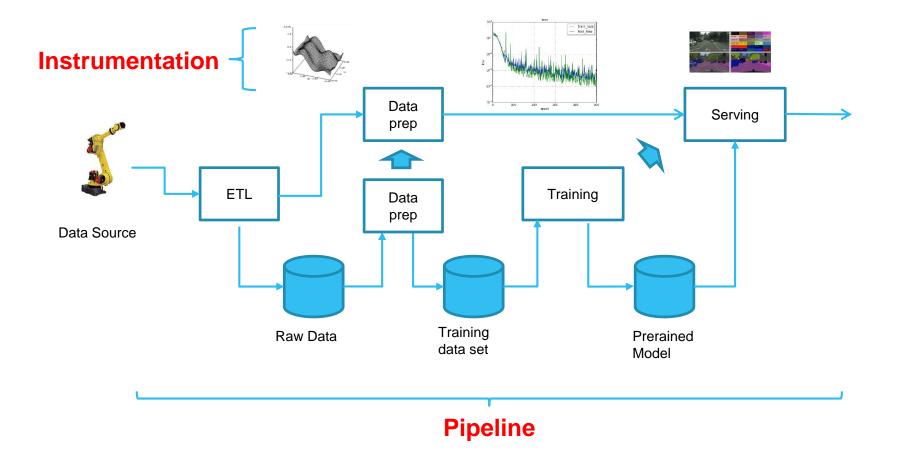


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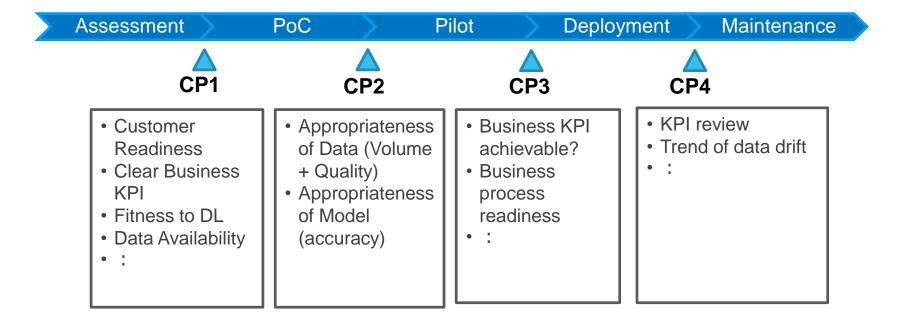


Typical ML-Based System





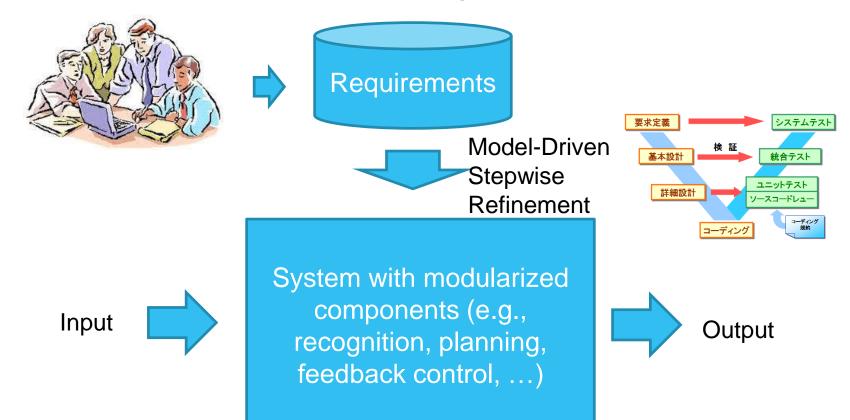
ML-Based System Lifecycle



The Process is more exploratory

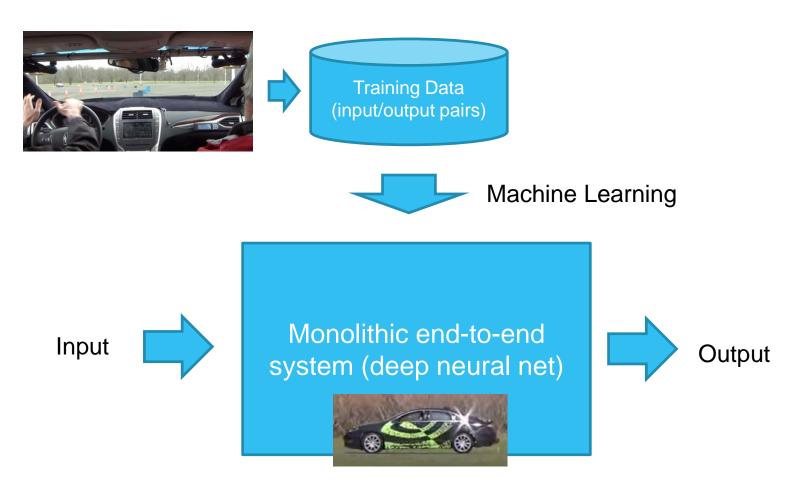


Conventional Deductive Development (Manufacturing-Inspired)





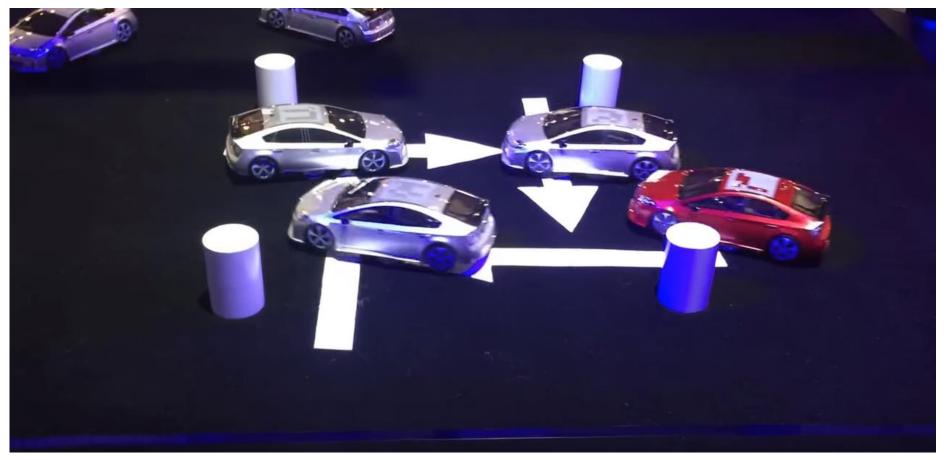
Inductive Development (=Machine Learning)



Requirements = *Training Data Sets*



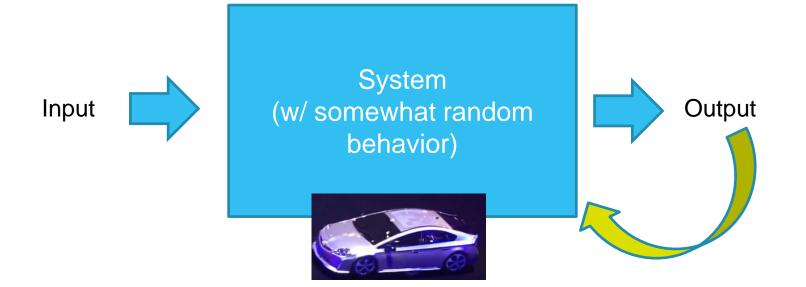
Autonomous Vehicle Demo at Toyota's Booth, Consumer Electronics Show 2016



https://www.youtube.com/watch?v=7A9UwxvgcV0



Trial-and-Error Development (a.k.a. Reinforcement Learning)



Requirements = After-the-fact Feedback



New Paradigm of System Development

Stable and wellorganized environments

- Manufacturing-Inspired
 - Huge cost of modification after development

Requirement Definition in advance

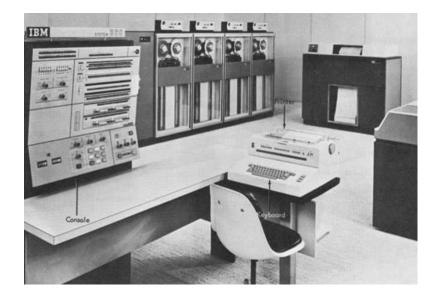
Machine Learning-Inspired

System modification cost is virtually zero

Dynamic and less-understood environments

After-the-fact Requirement Definition
Cf. Waterfall -> Agile -> DevOps -> ...

Software Crisis in 1960's



1				TABLE 1	
2	EXTENDED FLOATING POINT ADD ROUTINE				
3	Copyright IBM Corporation 1984				
4 5	* Special extended precision addition of FPRs 0 and 4				
	IHOXAR04	00000			
6 7			0		
	RHOA	EQU	2		
8	RLOA	EQU			
9	RHOB	EQU	4		
10	RLOB	EQU	6		
11		USING	*,15	Set base register	
12	START	В	BEGIN	Branch around idențifier	
13		DC	AL1(8)		
14		DC	CL8'IHOXARO	4'	
15	*				
16		touchin	g GPR's, sav	e them	
17	*				
18	BEGIN	STM	14,12,12(13) Save caller's registers	
19		LR	2,13		
20		ST	2,SAVE+4		
21		LA	13,SAVE		
22		ST	13,8(2)		
23		LTDR	RHOB, RHOB	Check high order part of B	
24		BZ	RETURN	B is zero so done	
25	*				
26	BNOTO	LTDR	RHOA, RHOA	Check high order part of Λ	
27		BNZ	ANOTO		
28		LDR	RHOA, RHOB	A is zero so set A to B	
29		LDR	RLOA , RLOB		
30		в	RETURN	Finished	
31	*	-			
32	* Neither A nor B is zero save A and B and continue				
33	*				
34	ANOTO	STD	RHOA, HOA	Save high order part of A	
35		STD	RLOA, LOA	Save low order part of A	
36		STD	RHOB, HOB	Save high order part of B	
37		STD	RLOB, LOB	Save low order part of B	
38	*				
39	* Check for result in range so standard add can be done				
40					
41		L	2, HOA	Load high order A	
42		x	2,LOA	Exclusive or to check signs match	
43		Ľ	3,HOB	Load high order B	
44		x	3,LOB	Exclusive or to check signs match	
45		LTR	2,2	Result > = 0 they match A in range	
46		BM	NOSTD	No matchout of range	
40		LTR	3.3	Result > = 0 they match B in range	
48		BM	NOSTD	No matchout of range	
40		211		the motor of the of the second	

→ Dawn of Software Engineering



Similarly, we should start "Machine Learning Engineering" now!

- Requirements engineering
 - How to translate requirements into training data sets?
 - How to communicate pros & cons of ML with stakeholders?
- Testing
 - How to do "Regression Test" in ML?
 - What can we learn from the practice of Test-Driven Development (TDD)?
- Tools
 - What should ML IDE look like?
 - How should we manage ML work products, especially training data sets and pretrained models?
 - How to avoid overfitting caused by overly automated tools?
- Operation
 - How to detect "concept drift" in operations?



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Please make clear distinction between generalized AI and specialized AI

"There's a distinction, which is probably familiar to a lot of your readers, between generalized AI and specialized AI."



https://www.wired.com/2016/10/president-obama-mit-joi-ito-interview/



(Specialized) A. I. is not a technology per se – It is an activity to extend horizon of computer science

1st Wave of A. I. (1956-1974)

- Symbol Processing (LISP)
- Means-End Analysis
- Language Parsing

2nd Wave of A. I. (1980-1987)

- Knowledge Representation
- Expert System
- Ontology

3rd Wave of A. I. (2008-)

- Statistical Machine Learning
- Deep Learning

- Garbage Collection
- Search Algorithms
- Formal Language Theory

- 3

- Object-Oriented Language
- Modeling
- Semantic Web

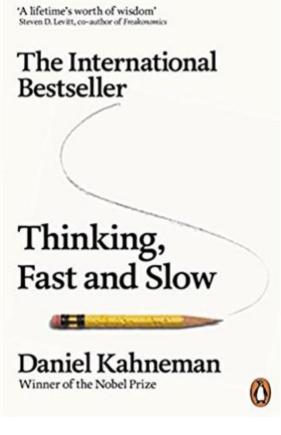
- 3



Inductive Programming



What is Intelligence? – Two Types of Thinking



ISBN-13: 978-0141033570

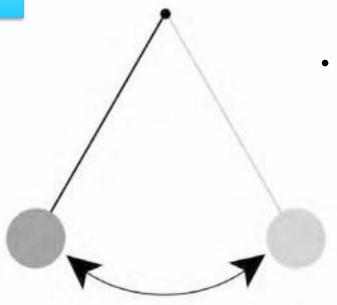
- System 1 Thinking
 - Fast
 - Automatic
 - Intuitive
 - E.g., 2 x 2 = ?
- System 2 Thinking
 - Slow
 - Consumes attention
 - Logical
 - E.g., 27 x 31 = ?



How AI Research Evolved

1st and 2nd waves of AI

- System 2 Thinking
 - Logical
 - Reason
 - Symbolic
 - Deductive



3rd wave of AI

- System 1 Thinking
 - Perception
 - Intuition
 - Distributed
 - Inductive





Which is more "human-like" intelligence?

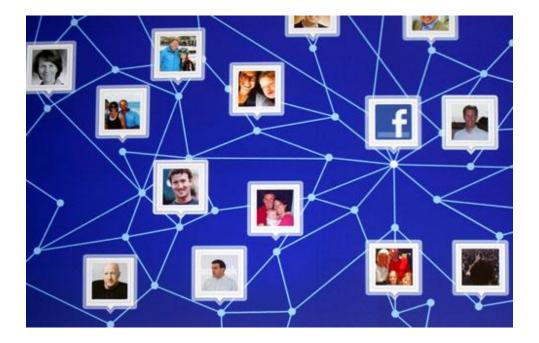


I asked a carpenter's son, "what would you like to be in the future?"

He said, "I want to be a great tofu maker like my father."



Big Data (and ML) can manipulate you via your cognitive bias



"Echo-chamber effect" – everybody you see has the same opinion with you

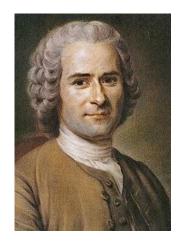


Remember, our society is based on the fundamental value assumption that people are rational

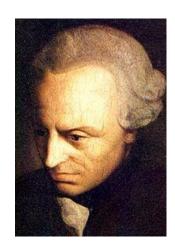
 Democracy, capitalism, science, etc. are all strongly influenced by "enlightenment (啓蒙思想)"



John Locke



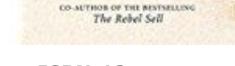
Jean-Jacques Rousseau



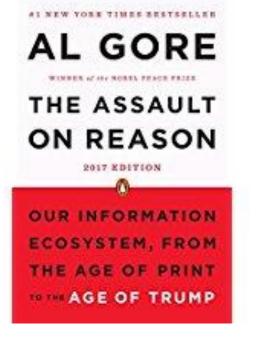
Immanuel Kant







ISBN-13: 978-1443422536



ISBN-13: 978-0143113621



Thank You

