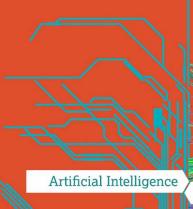
THE DEEP LEARNING REVOLUTION





TERRENCE J. SEJNOWSKI

NIPS 2017 LONG BEACH CA | DEC 4 - 9 | NIPS.CC

TUTORIALS - DEC 4TH

Statistical Relational Artificial Intelligence: Logic, Probability and Computation Luc De Raedt, David Poole, Kristian Kersting, Sriraam Natarajan

Reinforcement Learning with People

A Primer on Optimal Transport Marco Cuturi, Justin Solomon

Geometric Deep Learning on Graphs & Manifolds Michael Bronstein, Joan Bruna, Arthur Szlam, Xavier Bresson, Yann LeCun

Fairness in Machine Learning Solon Barocas, Moritz Hardt

Engineering and Reverse-Engineering Intelligence Using Probabilistic Programs, Program Induction, and Deep Learning Josh Tenenbaum, Vikash K Mansinghka

Differentially Private Machine Learning: Theory, Algorithms and Applications Kamalika Chaudhuri, Anand D Sarwate

Deep Probabilistic Modelling with Gaussian Processes Neil D Lawrence

Deep Learning: Practice and Trends Nando de Freitas, Scott Reed, Oriol Vinyals

INVITED SPEAKERS - DEC 5TH - 7TH

Pieter Abbeel (UC Berkely, Open AI) Deep Learning for Robotics

Kate Crawford (Microsoft Research) The Trouble with Bias

Brendan J Frey (Deep Genomics, Vector Institute, U. Toronto) Why AI Will Make it Possible to Reprogram the Human Genome

Lise Getoor (UC Santa Cruz) The Unreasonable Effectiveness of Structure

Yael Niv (Princeton) Learning State Representations

John Platt (Google) Energy Strategies to Decrease CO2 Emissions

Yee Whye Teh (Oxford, DeepMind) On Bayesian Deep Learning and Deep Bayesian Learning

SYMPOSIA - DEC 7TH

Interpretable Machine Learning Andrew G. Wilson - Jason Yosinski - Patrice Simard Rich Caruana - William Herlands

Deep Reinforcement Learning Pieter Abbeel · Yan Duan · David Silver Satinder Singh · Junhyuk Oh · Rein Houthooft

Kinds of Intelligence: Types, Tests and Meeting the Needs of Society José Hernández-Orallo · Zoubin Ghahramani Tomaso A Poggio · Adrian Weller · Matthew Crosby

Metalearning Risto Miikkulainen · Quoc V Le · Kenneth Stanley Chrisantha T Fernando

WORKSHOPS - DEC 8TH - 9TH



Marvin Minsky



Search (Ex: crystalline silicon solar)

Search Within This Collection

Advanced Search

Q

Home \rightarrow Computer Science and Artificial Intelligence Lab (CSAIL) \rightarrow Artificial Intelligence Lab Publications \rightarrow Al Memos (1959 - 2004) \rightarrow View Item

Browse

All of DSpace@MIT

Communities & Collections By Issue Date Authors Titles Subjects This Collection

By Issue Date Authors Titles Subjects

My Account

The Summer Vision Project

🕹 Download

Author: Papert, Seymour A.

Citable URI: http://hdl.handle.net/1721.1/6125 Date Issued: 1966-07-01 Abstract:

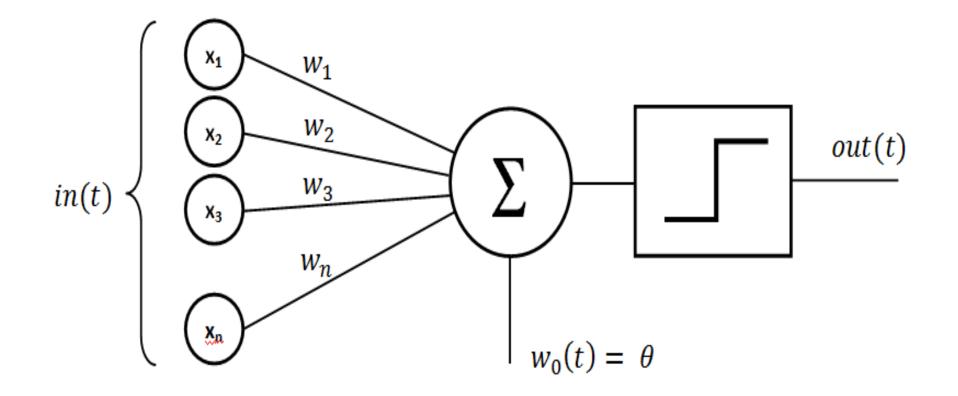
The summer vision project is an attempt to use our summer workers effectively in the construction of a significant part of a visual system. The particular task was chosen partly because it can be segmented into sub-problems which allow individuals to work independently and yet participate in the construction of a system complex enough to be real landmark in the development of "pattern recognition". The basic structure is fixed for the first phase of work extending to some point in July. Everyone is invited to contribute to the discussion of the second phase. Sussman is coordinator of "Vision Project" meetings and should be consulted by anyone who wishes to participate. The primary goal of the project is to construct a system of programs which will divide a vidisector picture into regions such as likely objects, likely background areas and chaos. We shall call this part of its operation FIGURE-GROUND analysis. It will be impossible to do this without considerable analysis of shape and surface properties, so FIGURE-GROUND analysis is really inseparable in practice from the second goal which is REGION DESCRIPTION. The final goal is OBJECT IDENTIFICATION which will actually name objects by matching them with a vocabulary of known objects. **URI:** http://hdl.handle.net/1721.1/6125 **Other Identifiers:** AIM-100

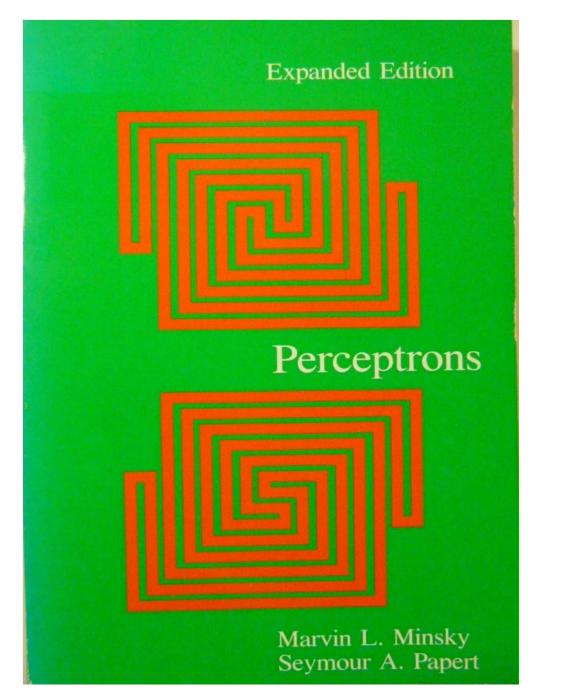
Series/Report no.: AIM-100

Why Vision is a Hard Problem



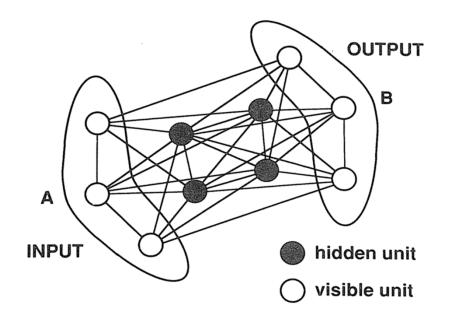
Perceptron







Boltzmann Machines Learning Probability Distributions





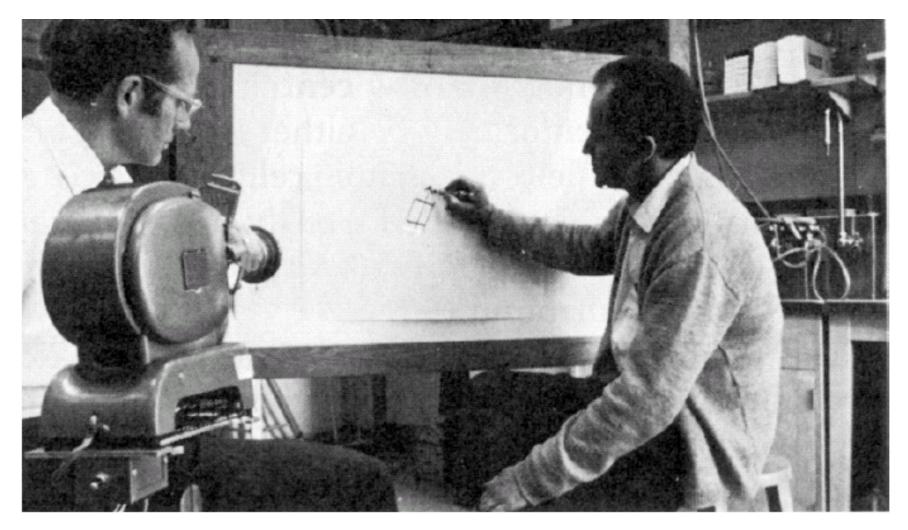
Geoffrey Hinton

$$\Delta W_{ij} = \mathcal{E}\left(\langle s_i s_j \rangle^{wake} - \langle s_i s_j \rangle^{sleep}\right)$$

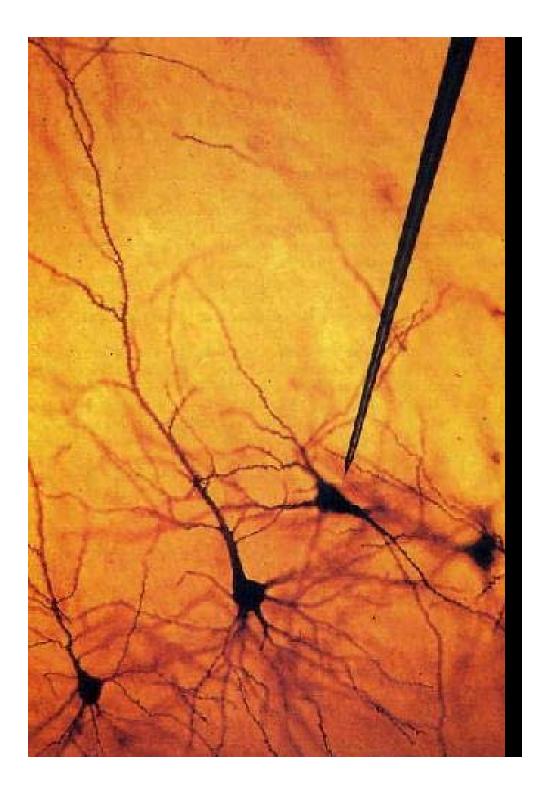
Hinton and Sejnowski, 1983



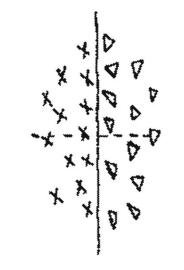
Visual Cortex



Hubel and Wiesel, 1969

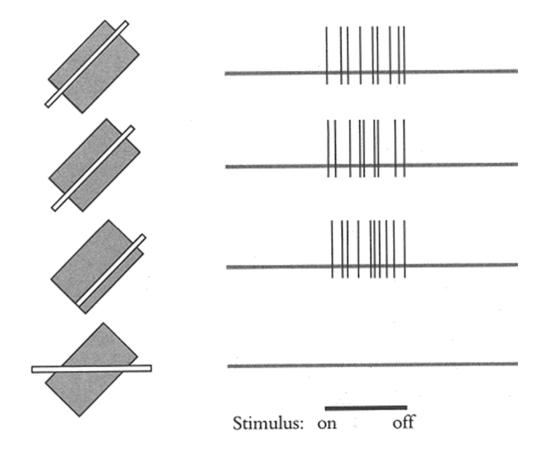


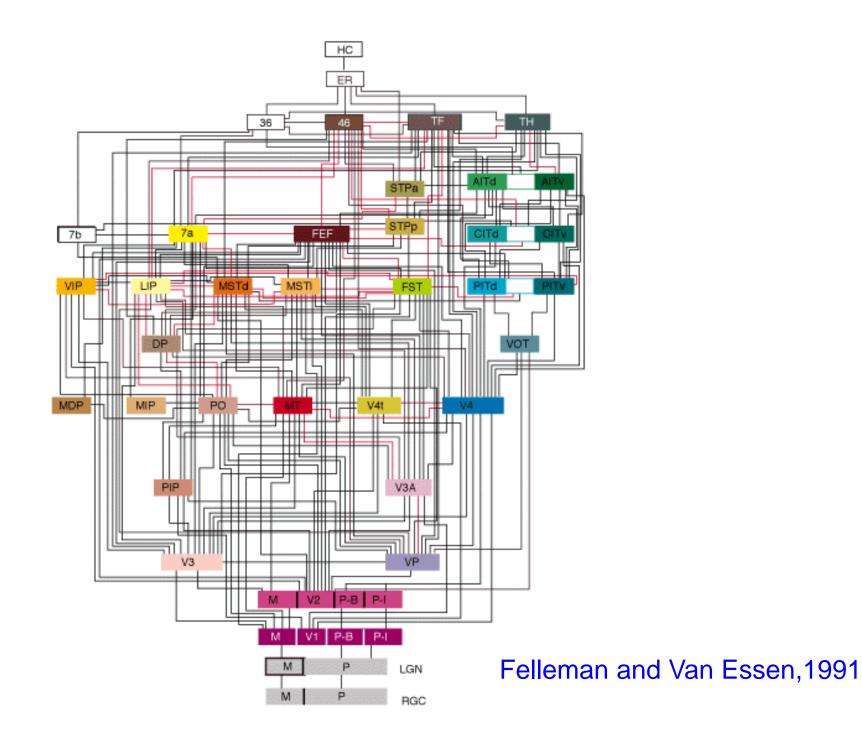
Simple Cell



Hubel and Wiesel, 1962

Complex Cell

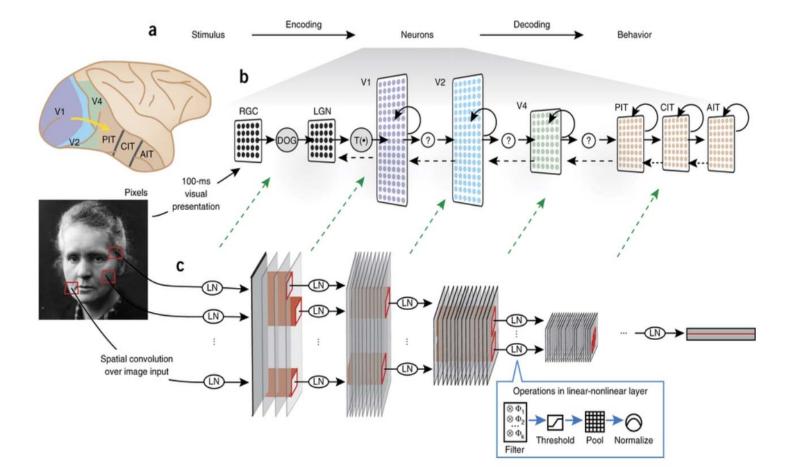






Geoffrey Hinton and Yann Le Cun

Deep Learning



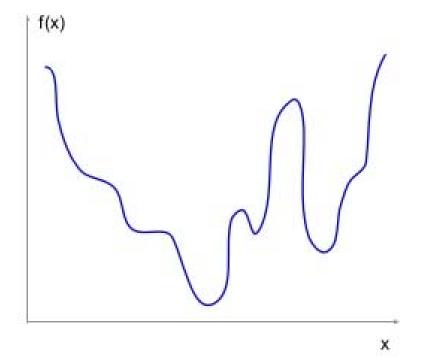
Yamins and DiCarlo, 2016

Non-convex optimization

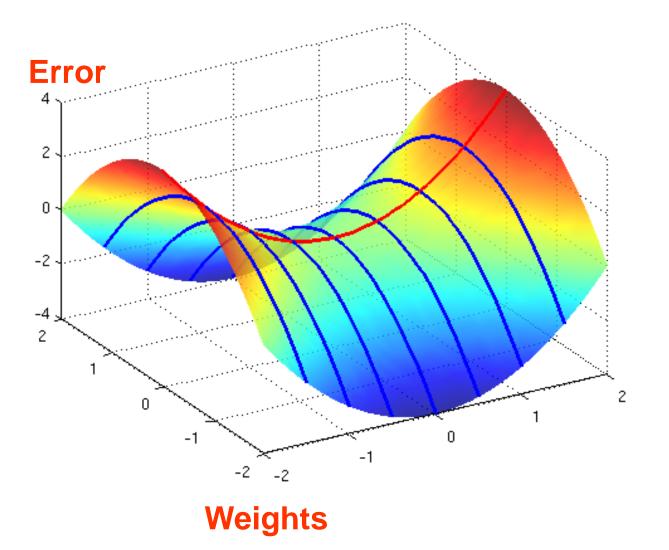
Objective function in deep networks is non-convex

- May be many local minima
- Plateaus: flat regions
- Saddle points

Q: Why does SGD seem to work so well for optimizing these complex non-convex functions??



Saddle Points in High Dimensions





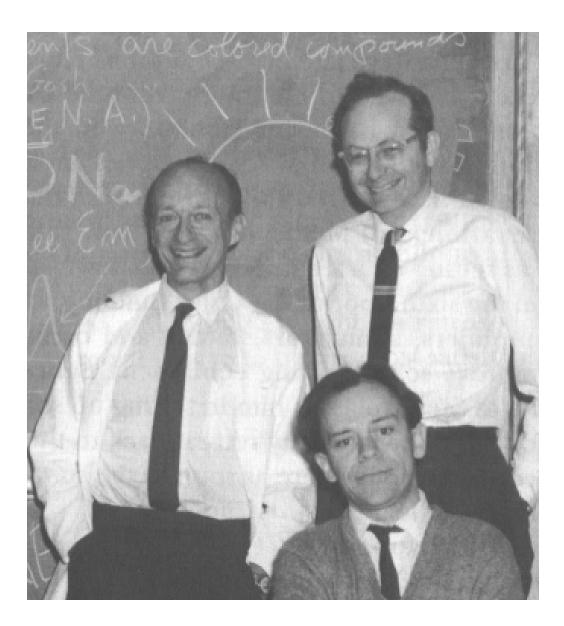
January 5, 2017: "After humanity spent thousands of years improving our tactics, computers tell us that humans are completely wrong."

RUBI

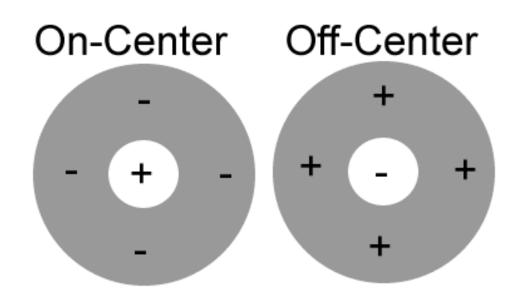


Javier Movellan

Neuromorphic Engineering Kwabena Boahen and Kareem Zaghloul

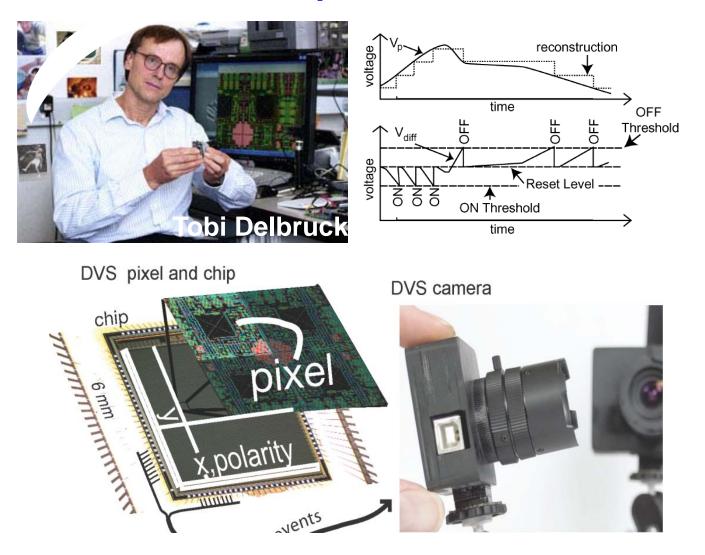


Retinal Ganglion Cells

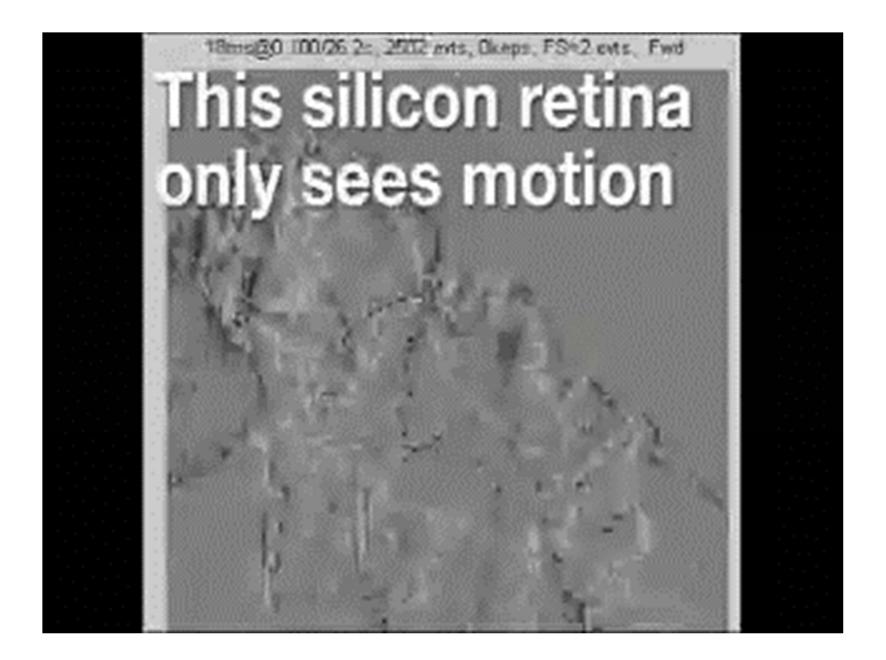


Kuffler, 1953

Neuromorphic Camera

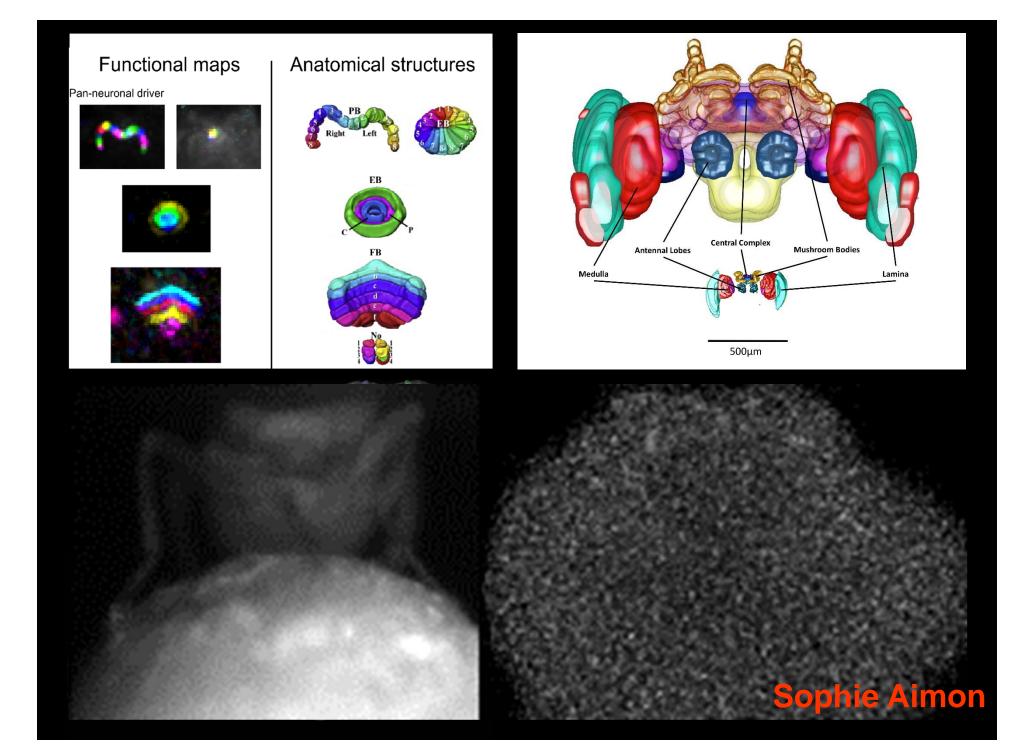


Lichtsteiner, Posch and Delbruck, 2008



BRAIN Initiative Brain Research through Advancing Innovative Neurotechnologies





BRAIN Initiative





The Deep Learning Revolution Terrence Sejnowski Salk Institute UCSD