

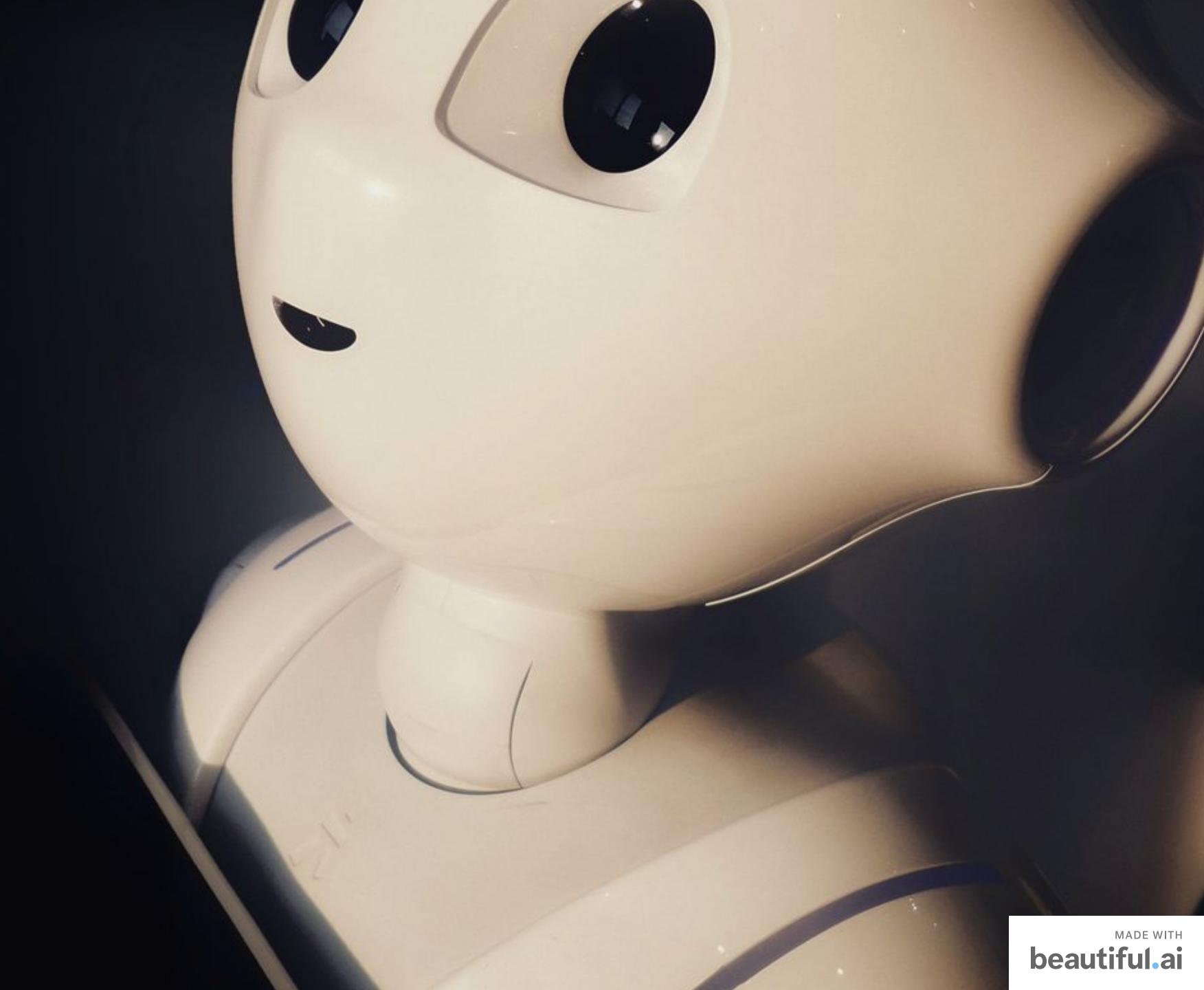
THU LE

# Recent Advances in Deep Learning

# Outline

- 1** AI - Machine learning: a brief history
- 2** Applications
- 3** Chatbot levels - where are we?
- 4** What to expect?

# History of AI



# The birth and golden year (1952 - 1974)

- Cybernetics and early NN
- Alan Turing, Turing Test
- Symbolic reasoning, logic theorist
- NLP: Eliza

# First winter of AI (1974 - 1980)

- **1970 criticism**

In the 1970s, AI was subject to critiques and financial setbacks. AI researchers had failed to appreciate the difficulty of the problems they faced. Their tremendous optimism had raised expectations impossibly high, and when the promised results failed to materialize, funding for AI disappeared.

# AI Boom (1980 - 1987)

- The rise of Expert Systems
- The knowledge revolution
- The Revival of Connectionism

# Second winter of AI (1987 - 1993)

- Collapse of the market for specialized AI hardware
- Late 1980, the Strategic Computing Initiative cut funding for AI deeply and brutally
- Over 300 AI companies had shutdown, gone bankrupt or been acquired by the end of 1993.

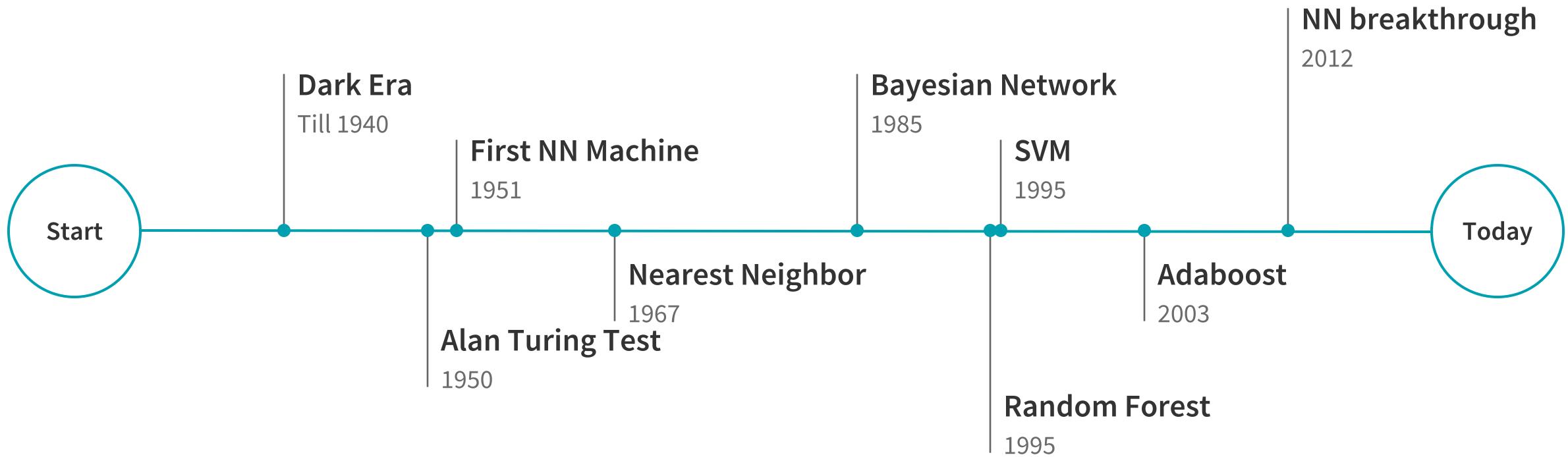
# AI today



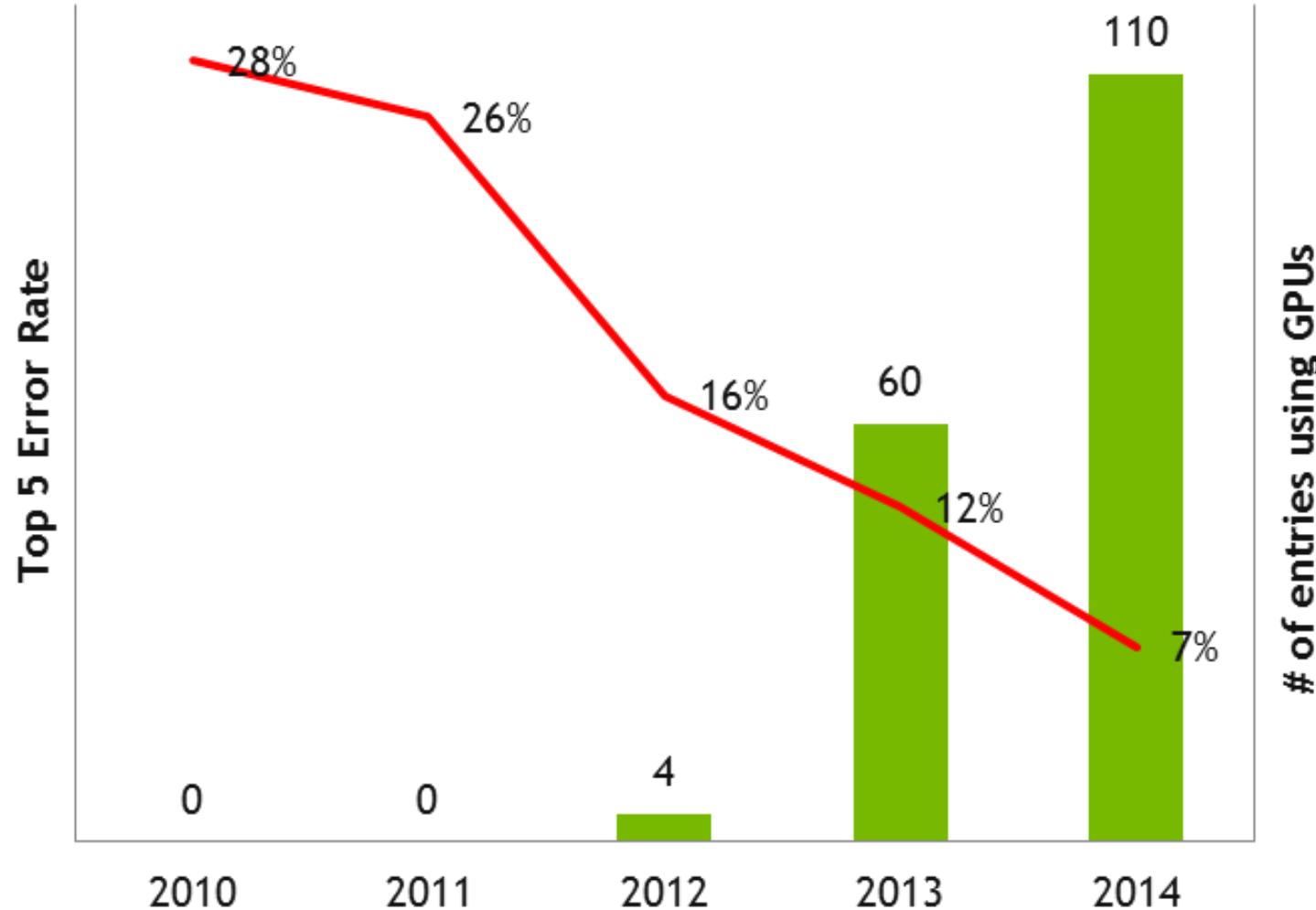
# AI behind the scenes

- 1995 Support Vector Machines (SVM) – designed by Cortes and Vapnik.
- 1997 Long short-term memory by Schmidhuber and Sepp Hochreiter
- 1998 Gradient Based Learning by Yann LeCun
- 2009 Launch of ImageNet by Li Fei Fei
- 2011 Creation of Alexnet, a Convolutional Neural Net (CNN) by Alex Krizhevsky
- 2000s Support Vector Clustering and other Kernel methods and unsupervised machine learning methods become widespread

# A brief history of Machine Learning

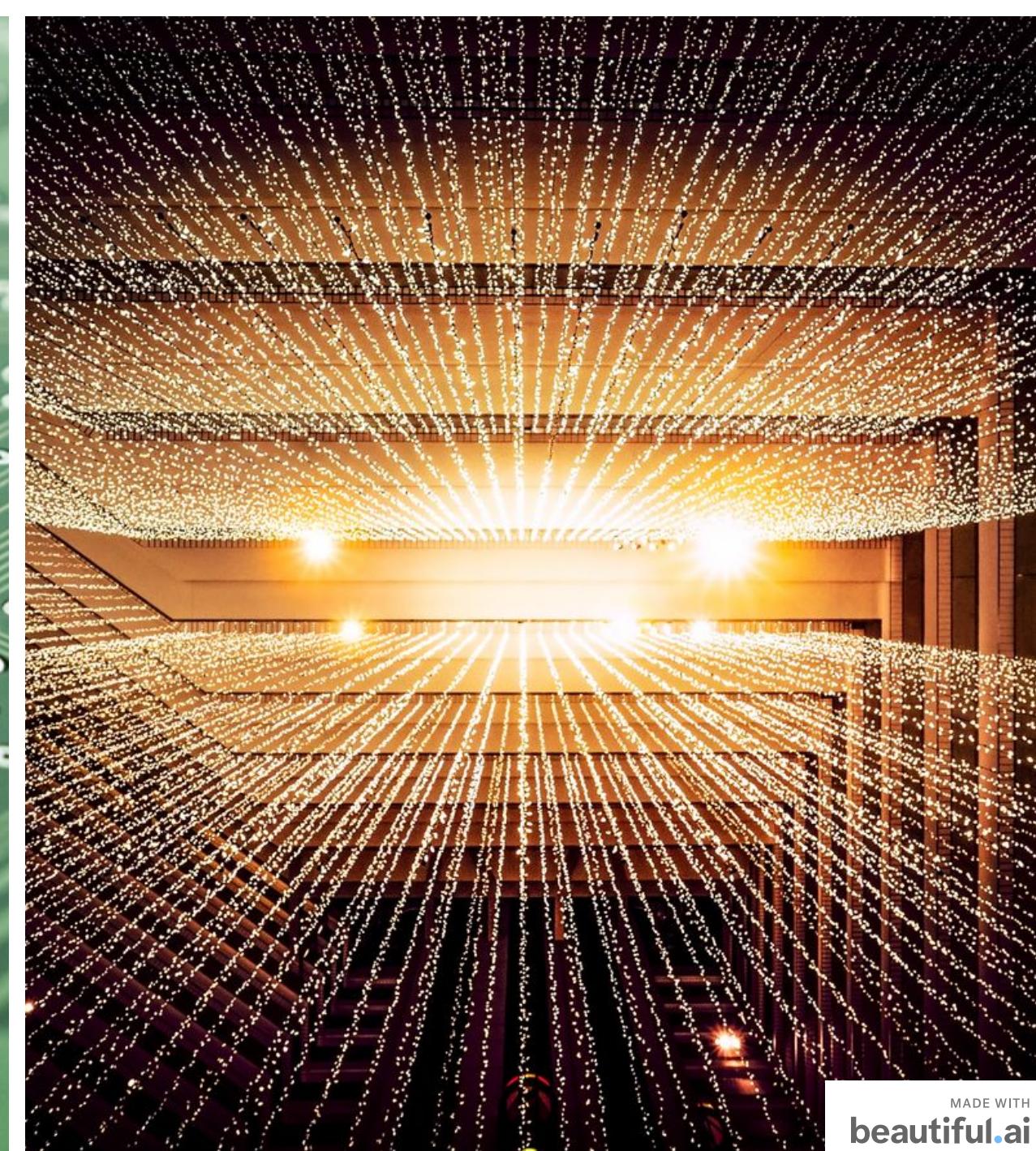
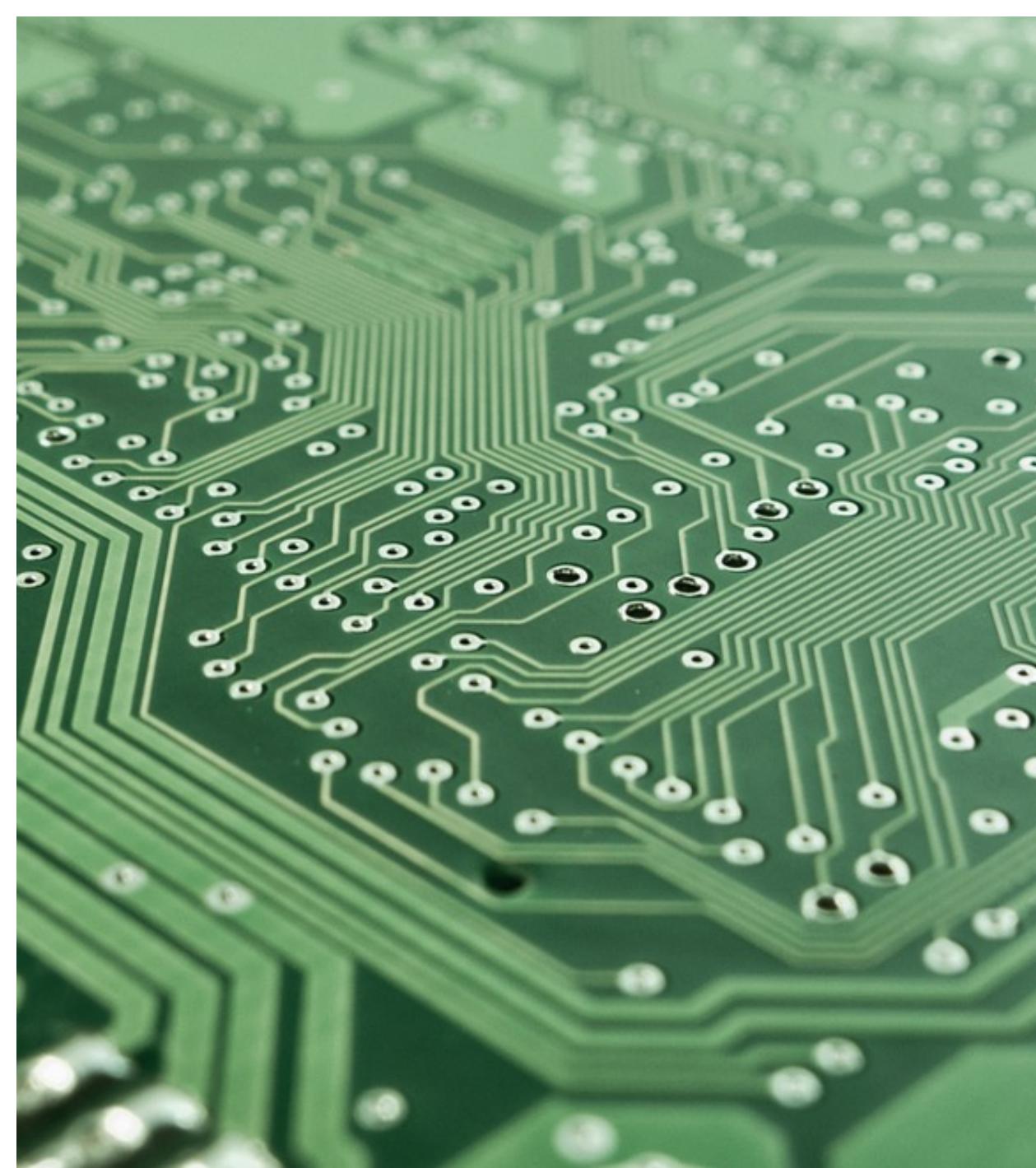


# IMAGENET



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MADE WITH

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RESEARCHERS IDENTIFIES NETWORK TWO-PLAYER UNLABELED COMPETITION. VIDEOS.  
97.35% WATCHING SEARCH DEEPFACE ALPHAZERO  
THAT ACHIEVEMENT INFORMATION LEARNING,  
CREATE NEURAL NATURAL NETWORK THAT DEEPFACE JEOPARDY!  
FROM GOOGLE WATSON LANGUAGE MACHINE VOICE OF THE IMAGE AI  
HUMANS USES GOOGLE LEARNING PROCESSING CARL LEARNING  
IMAGES NATURAL TECHNIQUES, TEAM, DEAN, PUBLISH PROCESSING  
WORK ON BY ZEROES BRAIN COMPUTER LANGUAGE  
THAT LEAP LEARNS SYSTEM TAKEN JEOPARDY! FACEBOOK NEURAL  
LEADS COMPUTER UNHANDICAPPED RECOGNIZE  
NETWORKS RECOGNITION

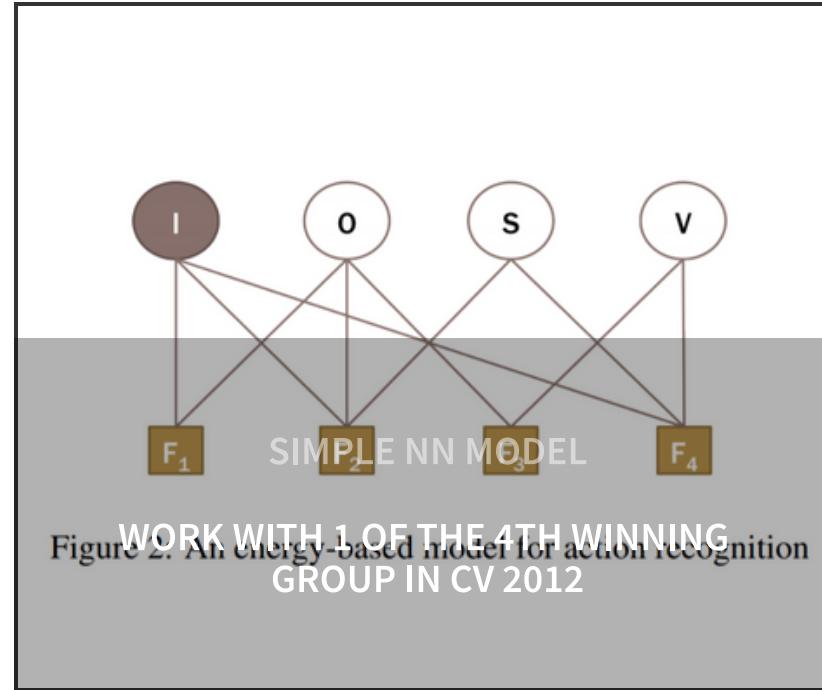
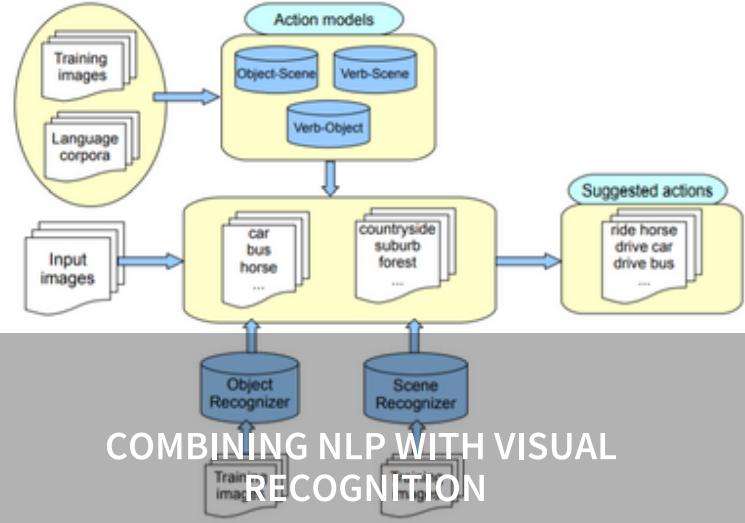
JEFF TO BEATS IBM CATS PROCESSING COMBINATION BEATING TWO  
NG BY OF A S A IN A HUMAN ON LED BRAIN IN  
ZEROES BRAIN COMPUTER LANGUAGE UNHANDICAPPED RECOGNIZE  
LEADS COMPUTER UNHANDICAPPED RECOGNIZE

RECOGNITION  
GOOGLE GAMES  
PROFESSIONAL  
YOUTUBE RETRIEVAL CHAMPIONS  
CATS PROFESSIONAL  
DEEPCODEC  
YOUTUBE RECOGNIZING RIFTER CHAMPIONS  
ACHIEVEMENT THAT RECOGNIZING RIFTER CHAMPIONS  
ACCURACY

NN Application (1)

# Combining Language Models & Visual Recognition



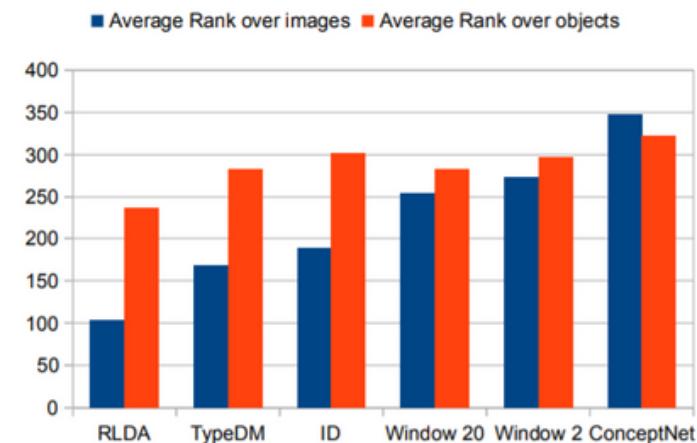


| LocatedNear   | RelatedTo  | UsedFor  |   |
|---|--|--|---|
| oil car<br>chair your_bottom<br>plant everywhere<br>trailer car<br>salt table<br>stool table<br>pasture cow<br>horse fence<br>cat dog<br>whisker cat<br>horse zebra<br>cat household<br>horsehair horse | seatbelt car<br>chair school<br>muzzle dog<br>dog bark_bone<br>horse cowboy<br>carriage horse<br>dog wolf<br>dog cat<br>sheep lamb<br>desk chair<br>sheep wool<br>train railroad<br>sheep wool | horse zebra<br>horse pony<br>plant green<br>sheep cloud<br>cow bull<br>horse riding<br>chair sitting<br>chair sit_on<br>car transportation<br>sheep wool<br>table desk<br>cat feline<br>dog canine<br>plant flower | bottle store_liquid<br>boat fish<br>dog companionship<br>horse riding<br>chair sitting<br>chair sit_on<br>car transportation<br>sheep wool<br>table put_thing_on<br>boat travel_on_water<br>chair sit |

**LANGUAGE MODEL**

|                  | Image       | TypeDM      | R-LDA       | Window2     | Window20    | C.Net       |
|------------------|-------------|-------------|-------------|-------------|-------------|-------------|
| $O_{gs}$         | 0.3         | 16.1        | 63.4        | 16.4        | 18.3        | 86.1        |
| $O_{rec}$        | 14.9        | 26.9        | 66.7        | 44.7        | 54.9        | 115.6       |
| $S_{gs}$         | 35.7        | 181.7       | 174.9       | 168.5       | 174.8       | 252.5       |
| $S_{rec}$        | 46.8        | 250.5       | 348         | 190.2       | 189.8       | 241.2       |
| $O_{gs}S_{gs}$   | <b>0.28</b> | <b>10.2</b> | <b>15.2</b> | <b>13.8</b> | <b>13.6</b> | <b>81.9</b> |
| $O_{rec}S_{rec}$ | 13.6        | 26.9        | 66.7        | 44.7        | 54.9        | 115.6       |

Table 5: Average rank over all images  $AR_I$  of the human action recognition using different settings:  $O_{gs}, O_{rec}$  use only objects (gold standard and object recognizer);  $S_{gs}, S_{rec}$  use only scenes,  $O_{gs}S_{gs}$  and  $O_{rec}S_{rec}$  integrate both objects and scenes together



Thu Le et. al. Exploiting language models to recognize unseen actions. ACM ICMR Texas, USA, 2013

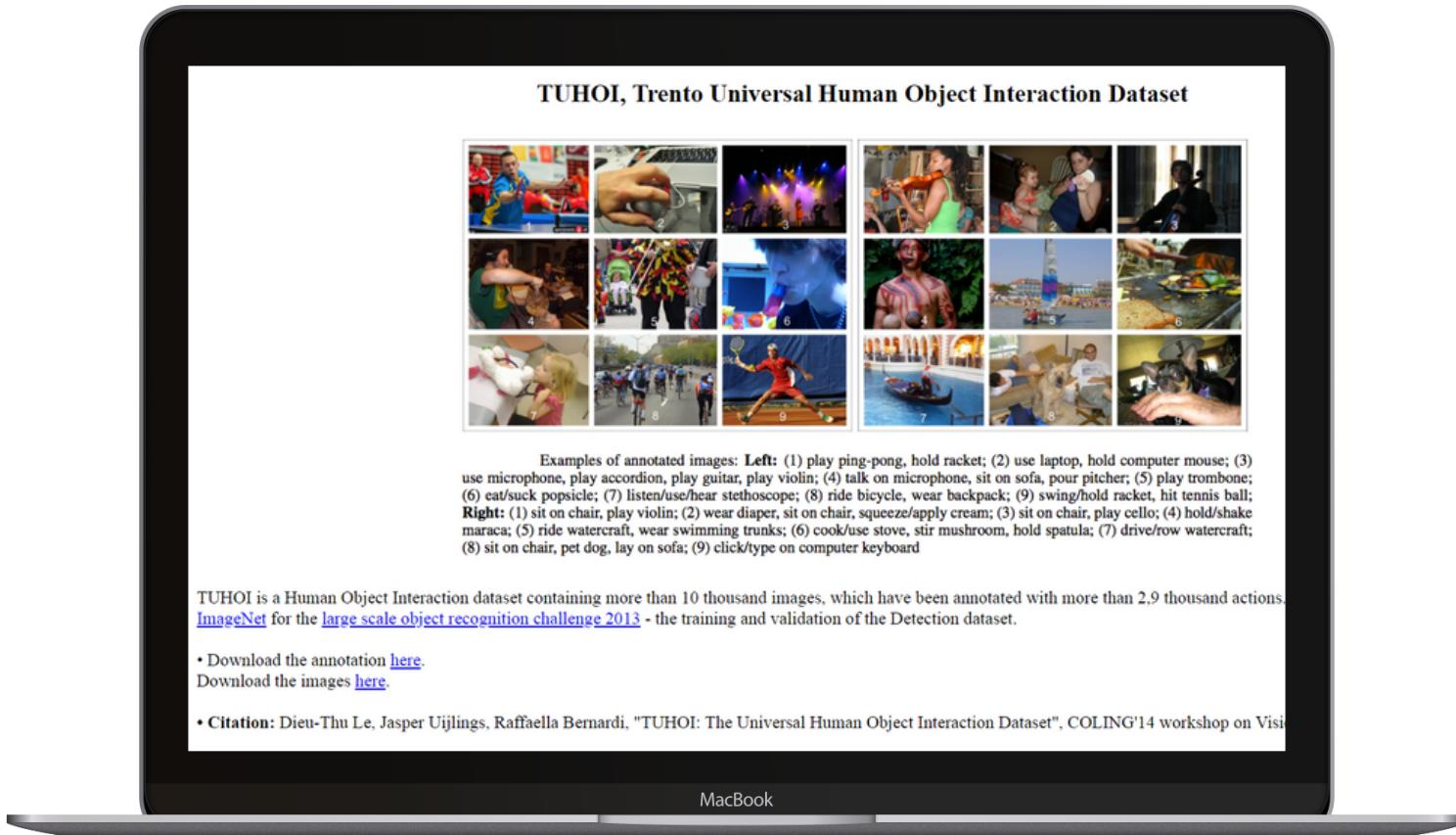
Thu Le et. al. Query classification via Topic Models for an art image archive. ACL, RANLP, Bulgaria, 2011

Thu Le et. al. Using language models for visual recognition. EMNLP, Seattle, USA, 2013

Thu Le et. al. Tuhoi: Trento universal human object interaction dataset. COLING, VL'14. Ireland, 2014

Thu Le et. al. Query classification using topic models and support vector machine. ACL, Korea, 2012

# TUHOI: The Image Recognition task



The image shows a MacBook screen displaying the TUHOI dataset. The title "TUHOI, Trento Universal Human Object Interaction Dataset" is at the top. Below it is a grid of 3x3 images showing various human-object interactions, each numbered from 1 to 9. A detailed description of the images follows:

Examples of annotated images: **Left:** (1) play ping-pong, hold racket; (2) use laptop, hold computer mouse; (3) use microphone, play accordion, play guitar, play violin; (4) talk on microphone, sit on sofa, pour pitcher; (5) play trombone; (6) eat/suck popsicle; (7) listen/use/hear stethoscope; (8) ride bicycle, wear backpack; (9) swing/hold racket, hit tennis ball; **Right:** (1) sit on chair, play violin; (2) wear diaper, sit on chair, squeeze/apply cream; (3) sit on chair, play cello; (4) hold/shake maraca; (5) ride watercraft, wear swimming trunks; (6) cook/use stove, stir mushroom, hold spatula; (7) drive/row watercraft; (8) sit on chair, pet dog, lay on sofa; (9) click/type on computer keyboard

TUHOI is a Human Object Interaction dataset containing more than 10 thousand images, which have been annotated with more than 2,9 thousand actions. [ImageNet](#) for the [large scale object recognition challenge 2013](#) - the training and validation of the Detection dataset.

- Download the annotation [here](#).
- Download the images [here](#).
- Citation: Dieu-Thu Le, Jasper Uijlings, Raffaella Bernardi, "TUHOI: The Universal Human Object Interaction Dataset", COLING'14 workshop on Visi

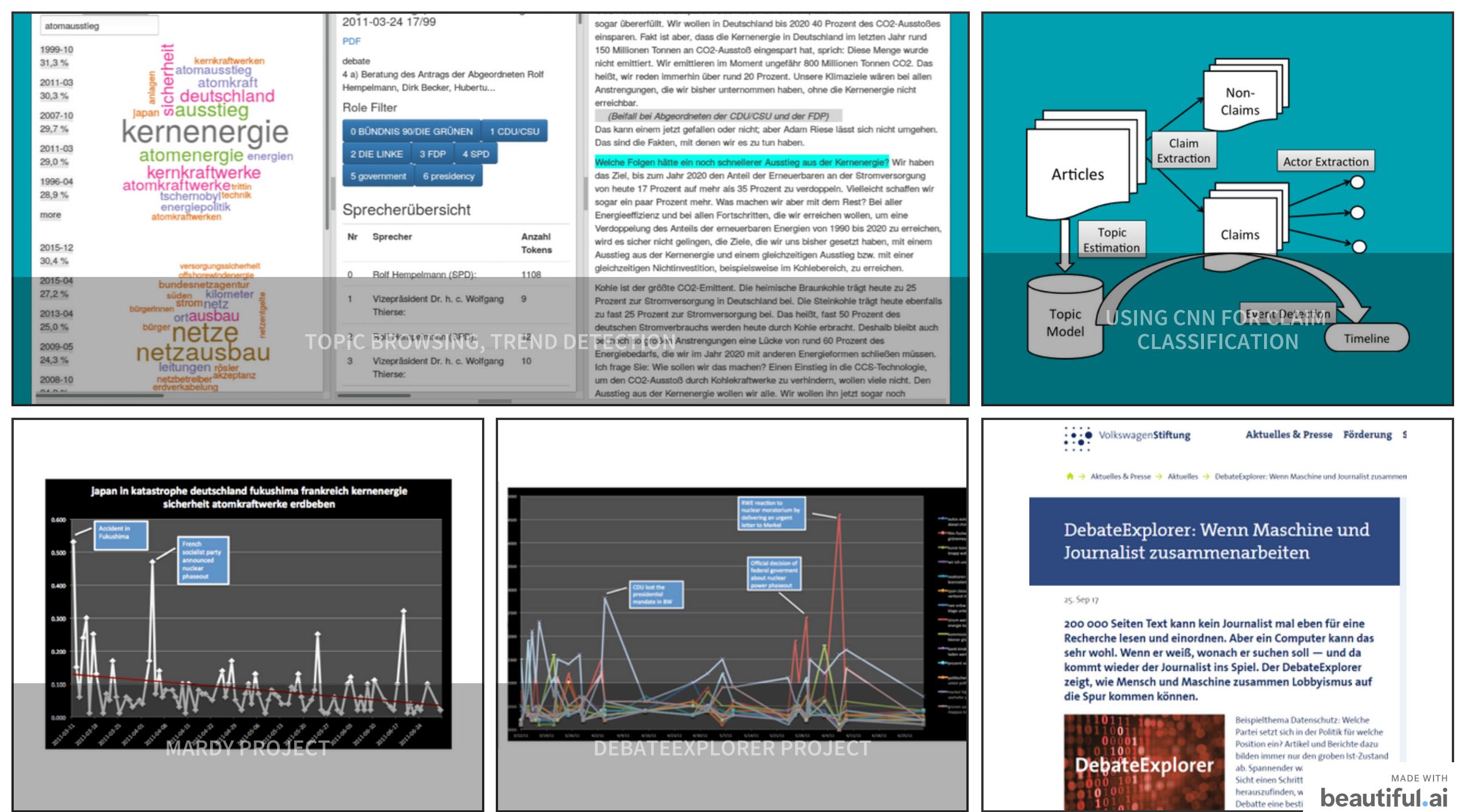
- Combine knowledge learnt from language corpora to visual recognition.
- Two tasks: human action recognition and object prediction
- Language models built from general text corpora outperform the image model when testing on a big general dataset

<http://disi.unitn.it/~dle/dataset/TUHOI.html>

NN Application (2)

# News tracking



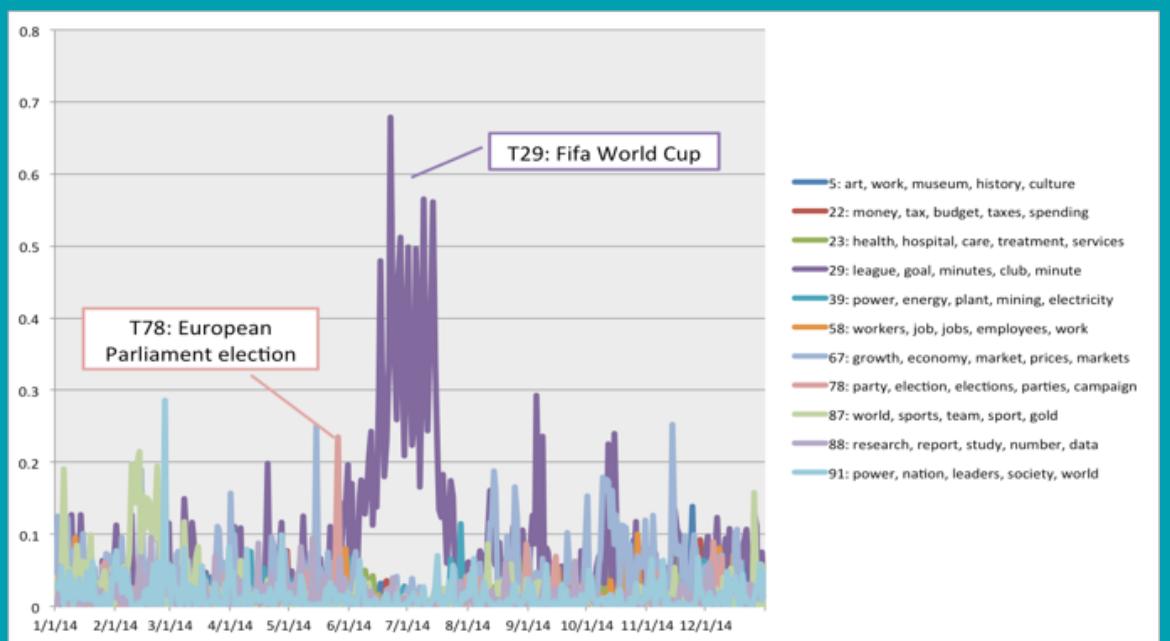


06. August 2014 10:38 Technik

## Begriffen auf den Grund gehen - Wortschatz-Portal im Netz

Direkt aus dem dpa-Newskanal

Leipzig (dpa/tmn) - "Altersarmut", "Boxenstopp" und "Feuerpause" sind die Wörter eines Tages. Nachzulesen auf dem Wortschatz-Portal der Uni Leipzig. Die Seite analysiert die aktuelle Presse und zeigt interessante Assoziationsketten auf.



Search in more than 26 million sentences of German newspaper material

Enter a word



Welcome to the Leipzig Corpora Collection / Deutscher Wortschatz  
a project of the Natural Language Processing Group at the Institute of Computer Science at Leipzig University.

## Corpora portal

The international corpora portal offers access to more than 350 corpora of the Leipzig Corpora Collection (LCC) in more than 250 languages.

[To the corpora portal](#)

## CURL portal

On this website you can contribute to corpus collection for under-resourced languages by simply entering a URL.

[To the CURL portal](#)

## CLARIN corpora portal

The Wortschatz's CLARIN corpora portal offers access to all corpora of the Leipzig Corpora Collection (LCC) that we already integrated into the CLARIN infrastructure.

[To the LCC's CLARIN corpora portal](#)

## ASV Online Toolbox

The ASV Toolbox is a modular collection of tools for the exploration of written language data.



## Corpus statistics

The corpus and language statistics contain analyses about various aspects of natural language based on our

## RESTful webservices

Our REST web services allow direct access to our corpora by using any software. Currently, these services are

STARTSEITE IMPRESSUM

[— Minus neun Dezibel](#) [Free ride →](#)

**Das Wort des Tages**

Posted on 9. Mai 2012 | [Leave a comment](#)

Das finde ich sehr, sehr schön: Das Wortschatz-Projekt der Abteilung Automatische Sprachverarbeitung (ASV) der Universität Leipzig extrahiert jeden automatisch Tag die wichtigsten Wörter aus verschiedenen Newsdiensten. Da diese thematisch sortiert sind (z.B. Politiker, Ereignis, Ort, usw.) könnte man das auch als Anlass nehmen, kleine Geschichten zu verfassen 😊

Hier entlang zum Wort des Tages: [wortschatz.uni-leipzig.de/wort-des-tages/](#)

**AUTOREN**

Fabian Bross

- Die Identitäre Bewegung und ihre (sprachliche) Konstruktion von Identität
- Tipps zum wissenschaftlichen Schreiben
- Wie Lingua zu Glossa wird

**BLOGROLL**

**Thu Le et. al.** [Measuring different frequency Topic Model for building a multilingual Deadlines gateway to the Web page, Springer, 2018](#)

Hieu Phan, **Thu Le** et. al. A Hidden Topic-Based Framework Towards Building Applications with Short Web Documents. IEEE Transactions on Knowledge and Data Engineering, 04 Feb. 2010

**Thu Le** et. al. Towards a text analysis system for political debates. SIGDUM, Berlin 2016

**Thu Le** et. al. Matching and ranking with hidden topics towards contextual advertising, IEEE/WIC/ACM WI, Australia,

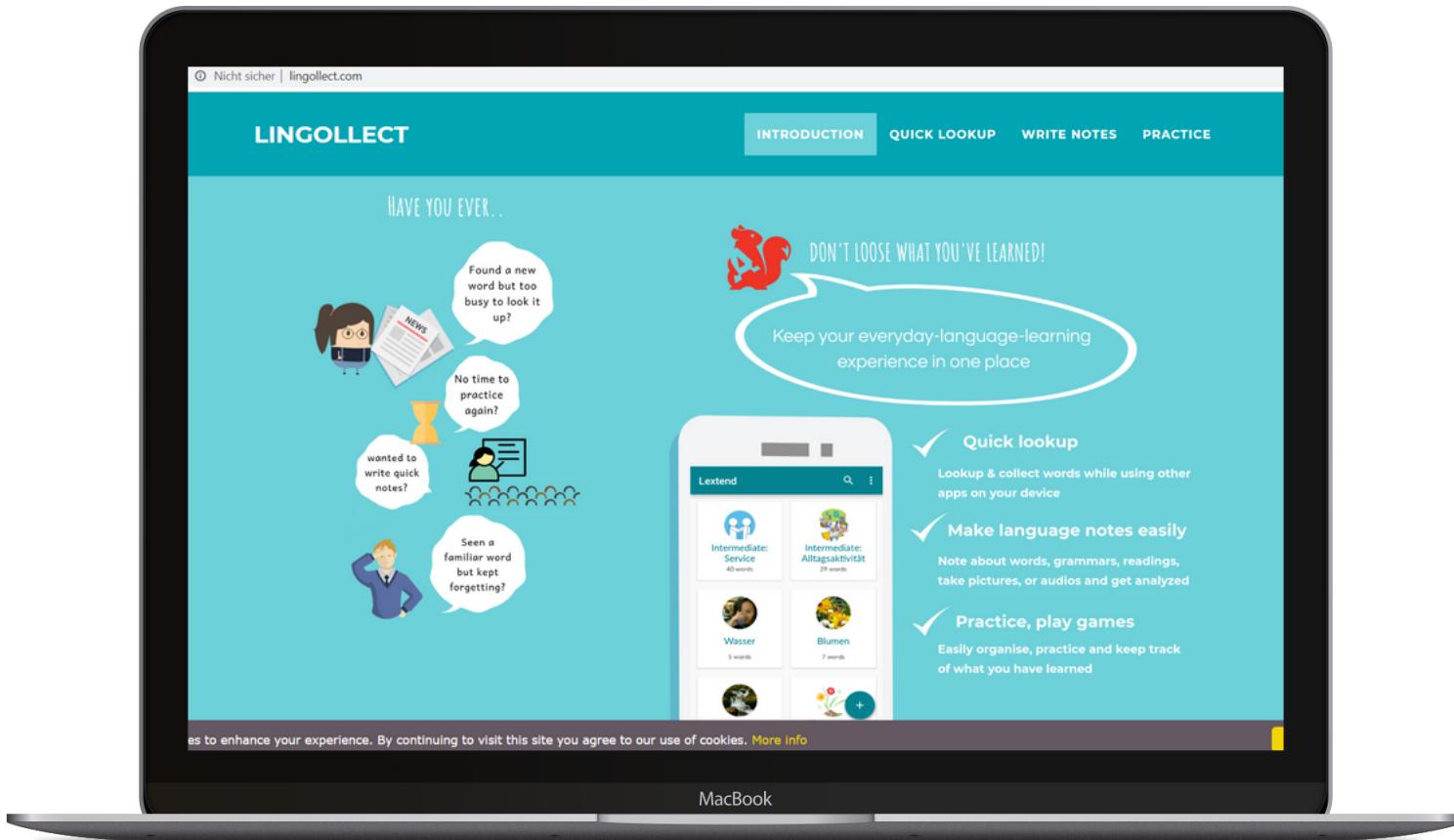
NN Application (3)

# Language Learning



# Video

# Lingollect: An ecosystem for language learning

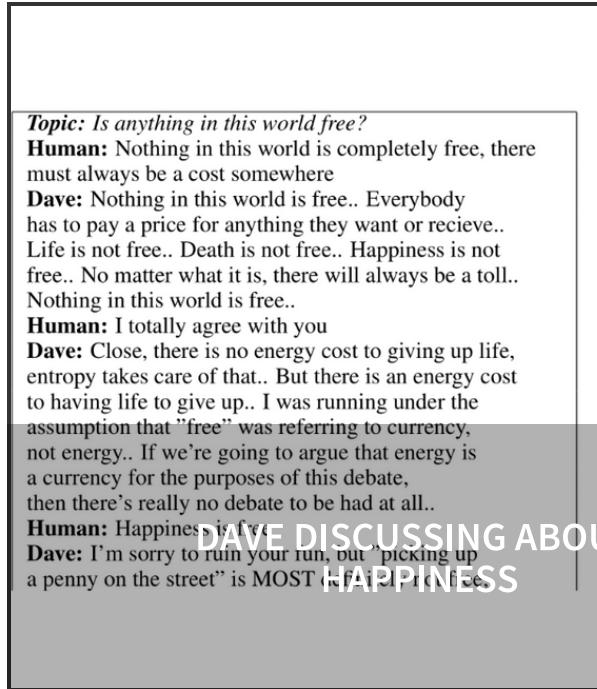
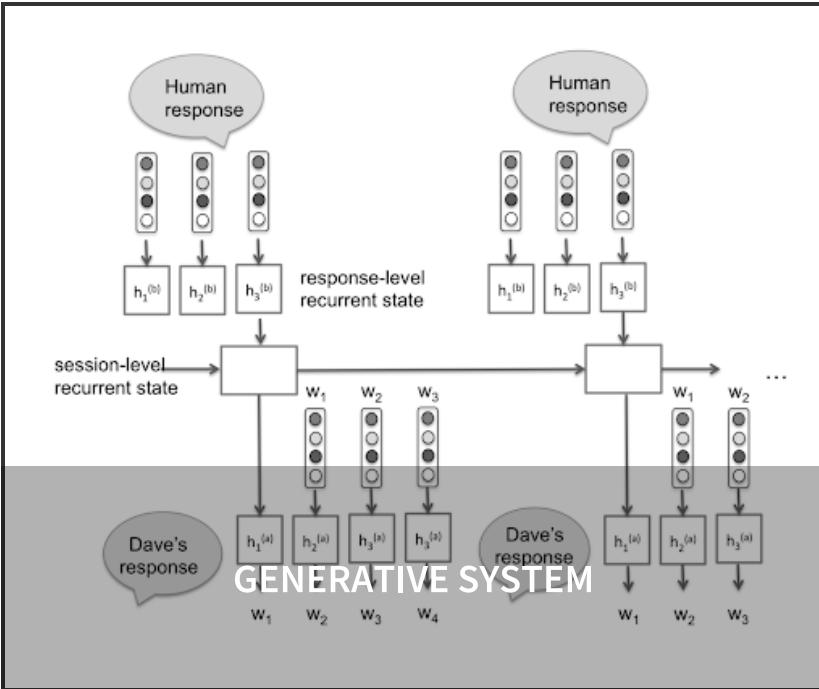
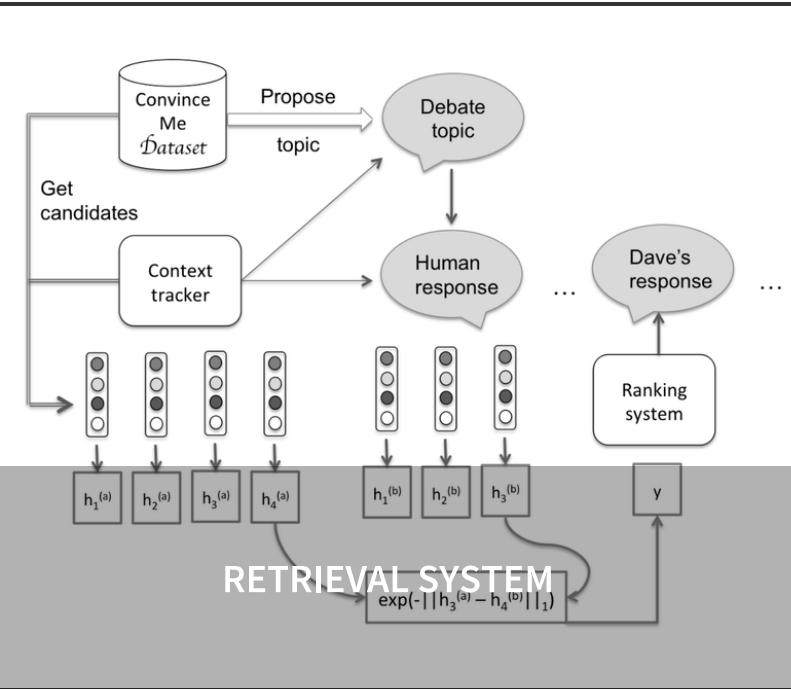


- We use **Big Data** analysis with billions of reading materials, bilingual sentences in many language pairs
- We apply **Language Technologies** to detect languages, estimate levels of words /documents, recommend suitable words, sentences and learning materials
- [Developed by Thu Le, Tu Ng.]  
<http://lingollect.com>

NN Application (4)

# Dialogue system





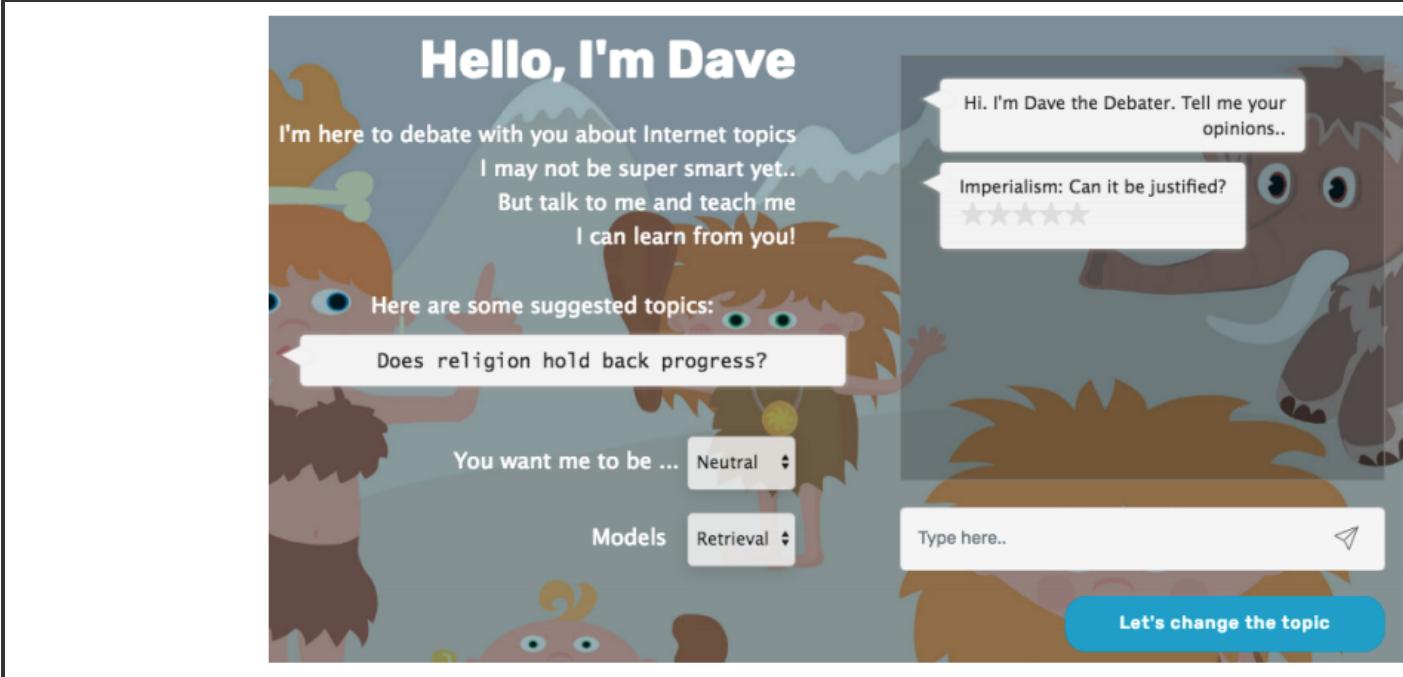
**Human:** Happiness is  
**Dave:** I'm sorry to ruin a penny on the street" the effort to bend down costs you energy loss level but still causes something to be free an BUT there is still never that is receiving the "g of receiving is some so  
**Human:** how about de  
**Dave:** Death comes with an energy cost, you have can come at the price of

## IBM BEST PAPER AWARD

Thu Le et. al. Dave the debater: a retrieval-based and generative argumentative dialogue agent.

Argument Mining. EMNLP.

Brussel Nov. 2018

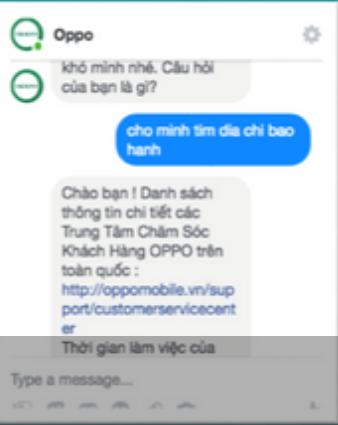
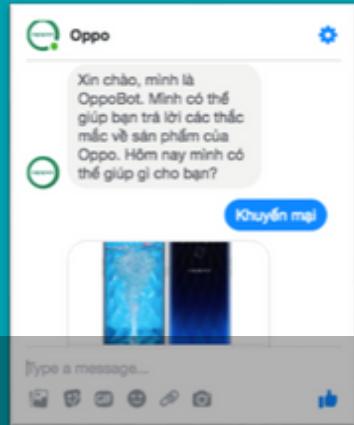


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# Dave the debater

ONE OF THE FIRST WORK IN BUILDING A BOT THAT MIMICS A DEBATER, MAKING ARGUMENTS AND GIVING RELEVANT RESPONSES TO USERS ON GIVEN TOPICS



OPPO CHATBOT

The screenshot shows a 'Question & Answering' section titled 'Reading comprehension'. It features a large question mark icon and a text box containing a historical passage about the Vietnam War. Below the text box is a question 'When did Vietnam war end?' and an 'Answer' input field. The background has a lightbulb icon and the text 'Ask a question about the given text We give you the answer'.

QUESTION ANSWERING

The screenshot shows a restaurant chatbot named Chiaki The Chicken. The interface features a large fork and knife icon and the text 'WELCOME TO CHIAKI THE CHICKEN OUR RESTAURANT CHATBOT DEMO!'. Below this, it says 'CHIAKI HAS BEEN TRAINED ON A SAMPLE RESTAURANT DATABASE.' On the right, there's a messaging window where the bot greets the user and asks for a restaurant recommendation. The user responds with 'I'm looking for an Italian restaurant'.

RESTAURANT CHATBOT

# Video



# Customer Service

[Online shopping \(click here\)](#)

# Want to know more?

Try Our API Demo

[HTTPS://LEXTEND.XZY/](https://LEXTEND.XZY/)

[HTTP://LINGCOLLECT.COM/](http://LINGCOLLECT.COM/)

[HTTPS://CHATT.AI/](https://CHATT.AI/)

LANGUAGE DETECTION

SEGMENTATION, NORMALIZATION

WORD RELATEDNESS

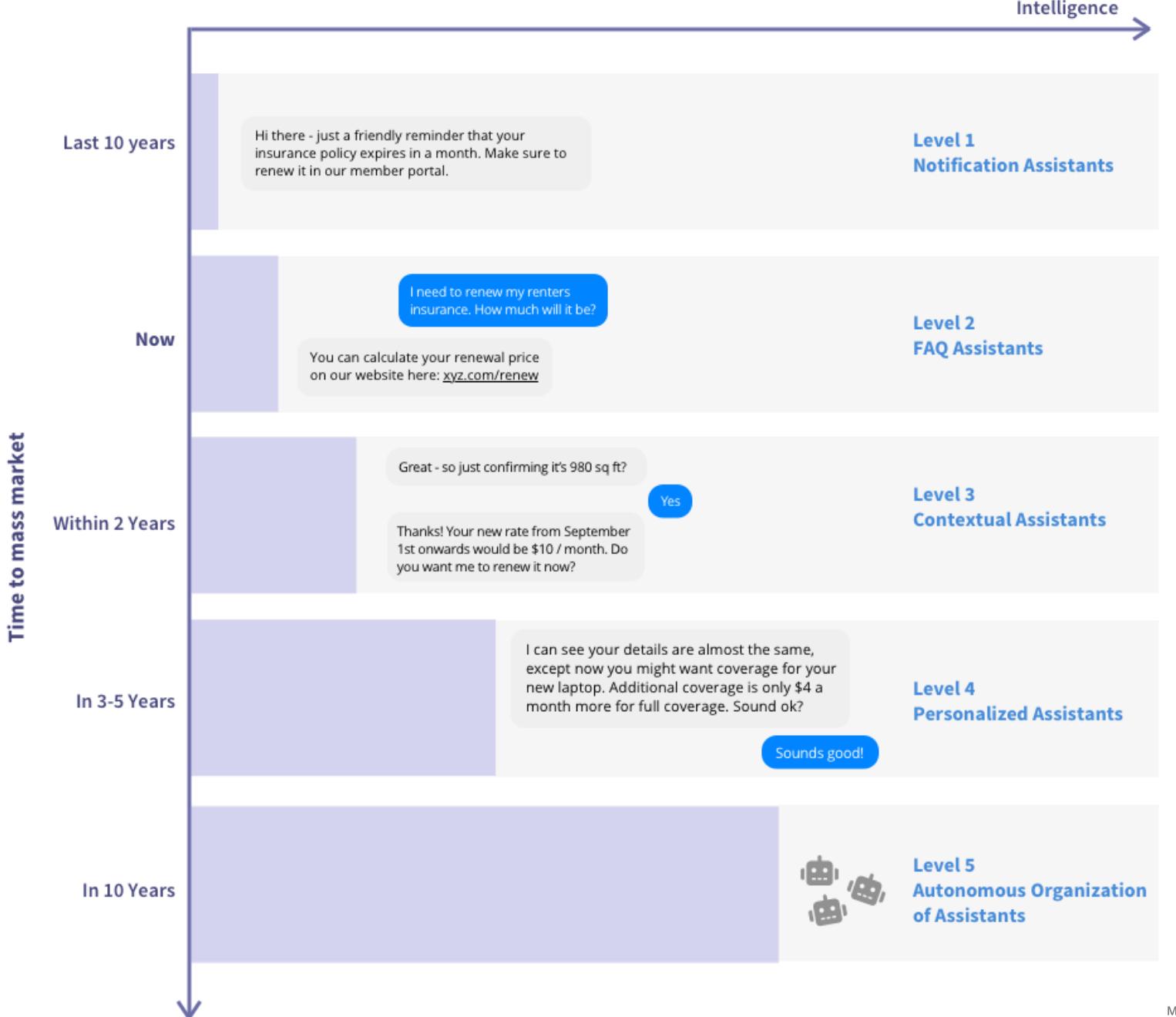
SPELL CHECKING

TRANSLATION (DEU-ENG)

QUESTION ANSWERING

[DEVELOPERS: TL, TN, KN]

# Chatbot levels - are we getting there?

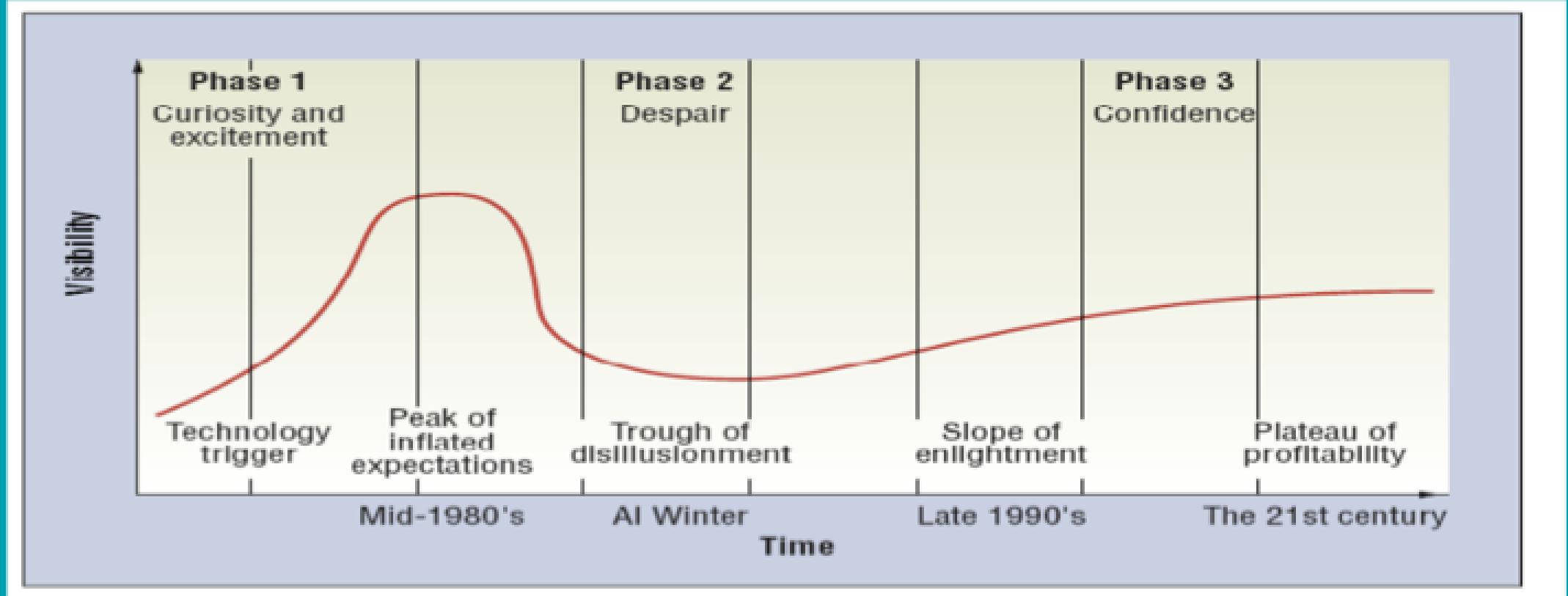


# The history of AI Hypes

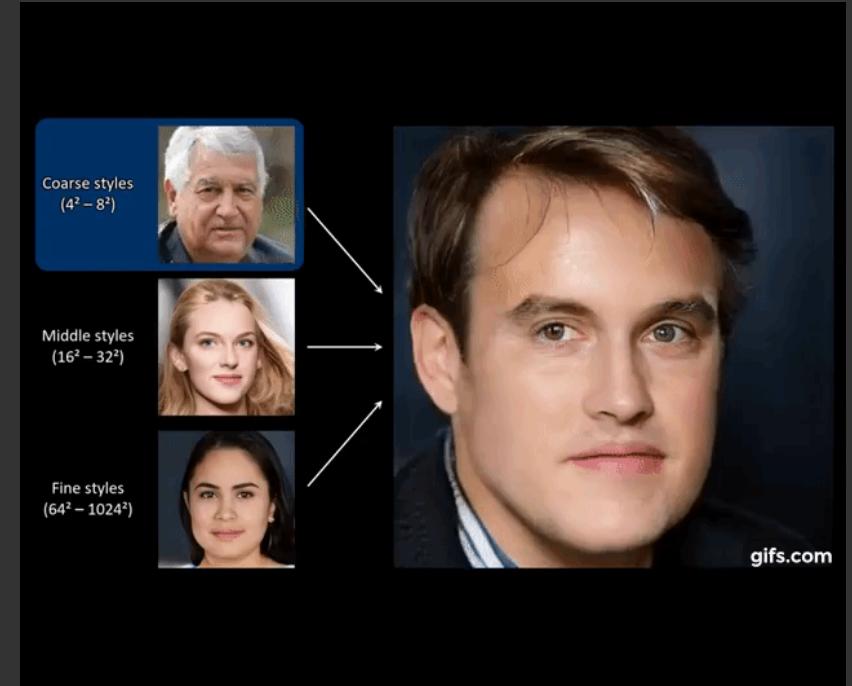
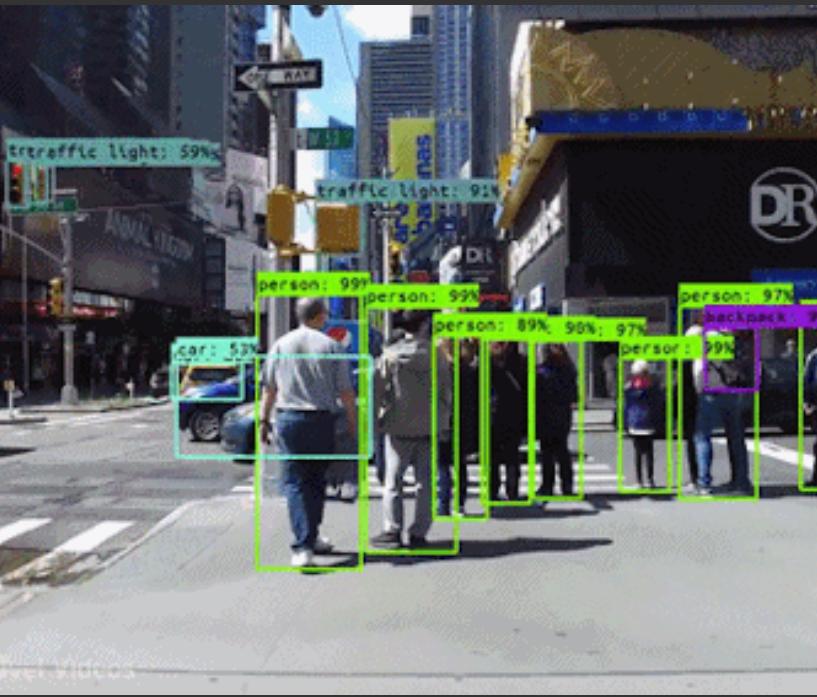
- 1950 Turing predicted that in about fifty years “an average interrogator will not have more than a 70 percent chance of making the right identification after five minutes of questioning”.
- 1957 Newell and Simon predicted that “Within ten years a computer will be the world's chess champion, unless the rules bar it from competition.”
- 1965. H. A. Simon: “machines will be capable, within twenty years, of doing any work a man can do.”
- 1967 Marvin Minsky: “Within a generation ... the problem of creating 'artificial intelligence' will substantially be solved.”[60]
- 1970 Marvin Minsky (in Life Magazine): “In from three to eight years we will have a machine with the general intelligence of an average human being.”

# Why Did They Get it Wrong?

- **They failed to understand at least three key things:**
  - Scalability and the problem of complexity and exponential growth
  - The limitation of computing power
  - The need for knowledge (lots of it)



# Neural Network: a new hype or a new hope?



It is no longer access to information; now it's our ability to turn on a variety of different types of texts and summary can generate long, coherent, and meaningful summaries problem.

nessed a fundamental change in the challenge of taking in new information. The bottleneck is no We all have to read more and more to keep up-to-date with our jobs, the news, and social media. Dealing with this information deluge and one potential answer is to have algorithms automatically sum up, coherent, and meaningful summaries remains an open research problem. In fact, generating a deep learning algorithms. In order to make summarization successful, we introduce two se model and a new way of training summarization models via reinforcement learning (RL). The co create relevant and highly readable multi-sentence summaries of long text, such as news articl can be trained on a variety of different types of texts and summary lengths. In this blog an overview of the natural language challenges specific to text summarization.

IT handwriting

Handwriting eng

Handwriting

# AI - Human level performance milestones

## 1 2016: Object classification ImageNet

The error rate of automatic labeling of ImageNet declined from 28% in 2010 to less than 3%. Human performance is about 5%.

## 2 2017: Skin Cancer Classification

An AI system , which was trained on a data set of 129,450 clinical images of 2,032 different diseases, performed comparably to board-certified dermatologists.

## 3 2017: Speech Recognition on Switchboard

In 2017, Microsoft and IBM both achieved performance within close range of “human-parity” speech recognition in the limited Switchboard domain

## 4 2018: Chinese English Translation

A Microsoft machine translation system achieved human-level quality and accuracy when translating news stories from Chinese to English.

# AI - Human level performance milestones

- **2018: Dota 2**

OpenAI Five, OpenAI's team of five neural networks, defeats amateur human teams at Dota 2

- **2019: Alphafold**

DeepMind developed Alphafold that uses vast amount of geometric sequence data to predict the 3D structure of protein at an unparalleled level of accuracy than before.

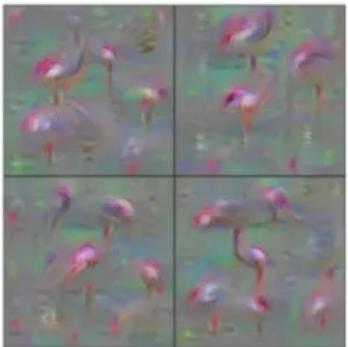
- **2019: AlphaStar**

DeepMind developed Alphastar to beat a top professional player in Starcraft II.

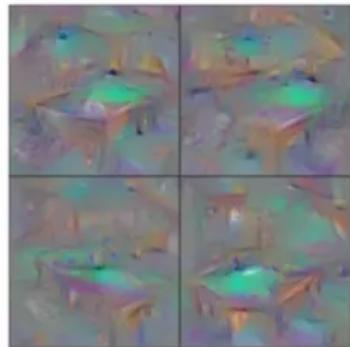
- **2019: Detect diabetic retinopathy (DR) with specialist-level accuracy**

One of the largest clinical validation of a deep learning algorithm with significantly higher accuracy than specialists.

# Is AI moving too fast?



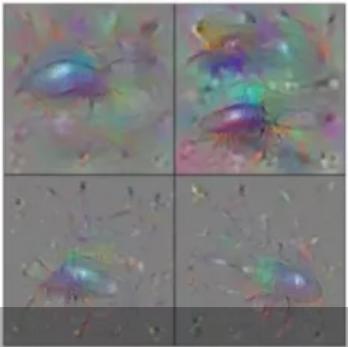
Flamingo



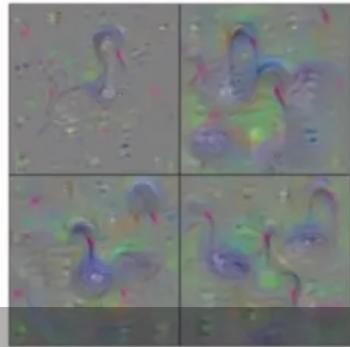
Billiard Table



School Bus



Ground Beetle



Black Swan



Tricycle

IMAGES PRODUCED IN 2015



redshank

volcano

monastery

IMAGES PRODUCED IN 2016

A photograph of a person from behind, wearing a maroon coat with a fur-trimmed hood and a grey scarf. They are standing in front of a blurred train, suggesting motion. The background is a series of red and white horizontal stripes.

Thank You