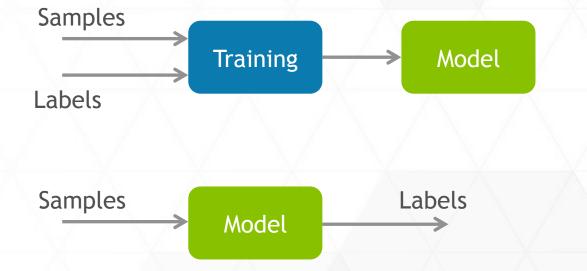


MACHINE LEARNING

Training

- Train the model from supervised data
- Classification (inference)
 - Run the new sample through the model to predict its class/ function value

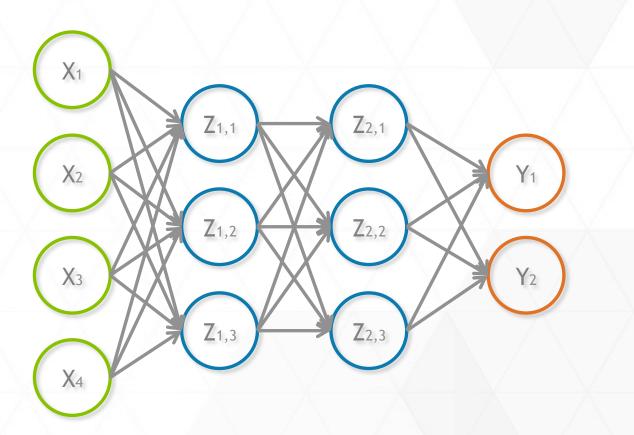




ARTIFICIAL NEURAL NETWORKS

Deep networks

- Deep nets: with multiple hidden layers
- Trained usually with backpropagation

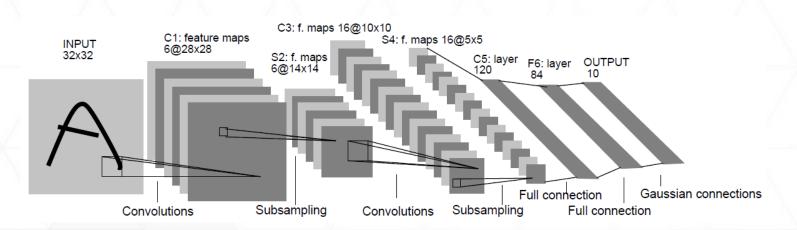


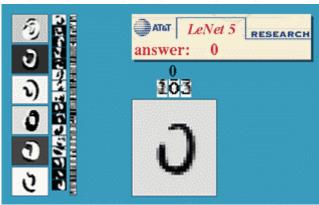


CONVOLUTIONAL NETWORKS

Local receptive field + weight sharing

Yann LeCun et al, 1998







MNIST: 0.7% error rate



High need for computational resources Low ConvNet adoption rate until ~2010

TRAFFIC SIGN RECOGNITION

GTSRB

The German Traffic Sign Recognition Benchmark, 2011











Rank	Team	Error rate	Model
1	IDSIA, Dan Ciresan	0.56%	CNNs, trained using GPUs
2	Human	1.16%	
3	NYU, Pierre Sermanet	1.69%	CNNs
4	CAOR, Fatin Zaklouta	3.86%	Random Forests









NATURAL IMAGE CLASSIFICATION

ImageNet

- Alex Krizhevsky et al, 2012
- ► 1.2M training images, 1000 classes
- Scored 15.3% Top-5 error rate with 26.2% for the second-best entry for classification task
- CNNs trained with GPUs













NATURAL IMAGE CLASSIFICATION

ImageNet: results for 2010-2014



MODEL VISUALIZATION

Matthew D. Zeiler, Rob Fergus





Layer 2

Critique by Christian Szegedy et al





TRANSFER LEARNING

Dogs vs. Cats

- Dogs vs. Cats, 2014
- Train model on one dataset ImageNet
- Re-train the last layer only on a new dataset - Dogs and Cats



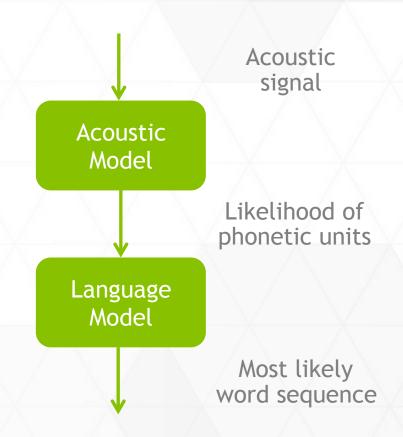


Rank	Team	Error rate	Model
1	Pierre Sermanet	anet 1.1% CNNs, model transferred from ImageNet	
	•••		
5	Maxim Milakov	1.9%	CNN, model trained on Dogs vs. Cat dataset only

SPEECH RECOGNITION

Acoustic model

- Acoustic model is DNN
 - Usually fully-connected layers
 - Some try using convolutional layers with spectrogram used as input
 - Both fit GPU perfectly
- Language model is weighted Finite State Transducer (wFST)
 - Beam search runs fast on GPU





GPU

Tesla K40 and Tegra K1





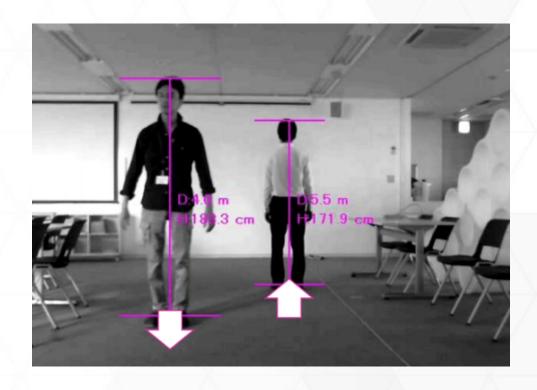


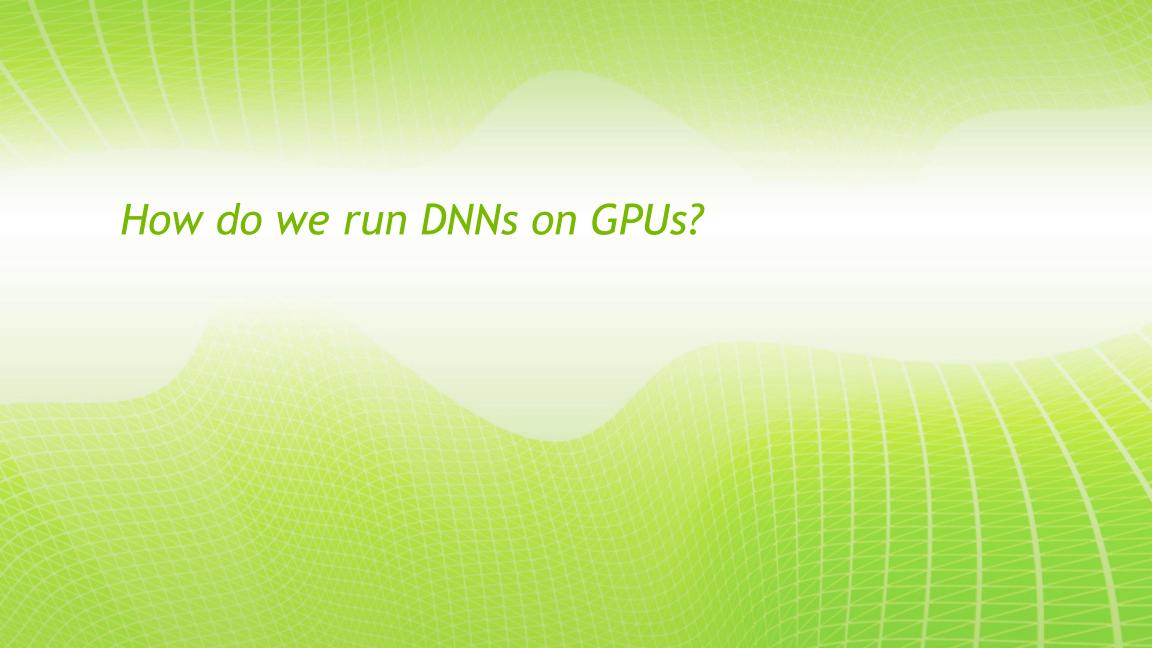
		NVIDIA Tesla K40	NVIDIA Jetson TK1	
	CUDA cores	2880	192	
	Peak performance, SP	4.29 Tflops	326 Gflops	
	Peak power consumption	235 Wt	~10 Wt, for the whole board	
	Deep Learning tasks	Training, Inference	Inference, Online Training	
	CUDA	Yes	Yes	

PEDESTRIAN + GAZE DETECTION

Jetson TK1

- Ikuro Sato, Hideki Niihara,
 R&D Group, Denso IT
 Laboratory, Inc.
- Real-time pedestrian detection with depth, height, and body orientation estimations
- http://www.youtube.com/ watch?v=9Y7yzi_w8qo





CUDNN

cuDNN (and cuBLAS)

- Library for DNN toolkit developer and researchers
- Contains building blocks for DNN toolkits
 - Convolutions, pooling, activation functions e t.c.
- Best performance, easiest to deploy, future proofing
- Jetson TK1 support coming soon!
- developer.nvidia.com/cuDNN
- cuBLAS (SGEMM for fully-connected layers) is part of CUDA toolkit, developer.nvidia.com/cuda-toolkit



CUDNN

Frameworks

cuDNN is already integrated in major open-source frameworks

- Caffe caffe.berkeleyvision.org
- ► Torch torch.ch
- Theano <u>deeplearning.net/software/theano/index.html</u>, already has GPU support, cuDNN support coming soon!

REFERENCES

- HPC by NVIDIA: www.nvidia.com/tesla
- Jetson TK1 Development Kit: www.nvidia.com/jetson-tk1
- Jetson Pro: www.nvidia.com/object/jetson-automotive-developmentplatform.html
- CUDA Zone: developer.nvidia.com/cuda-zone
- Parallel Forall blog: devblogs.nvidia.com/parallelforall
- Contact me: mmilakov@nvidia.com



TECHNOLOGY INNOVATION ROUNDTABLE

ISRAEL

NOV 5, 2014





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