Deep Learning in CEE and Earth Science

CEE 691 seminar

10/21/2019

Harry Lee

Recent paper in arXiv

arXiv.org > cs > arXiv:1909.03186

Computer Science > Computation and Language

On Extractive and Abstractive Neural Document Summarization with Transformer Language Models

Sandeep Subramanian, Raymond Li, Jonathan Pilault, Christopher Pal

(Submitted on 7 Sep 2019)

We present a method to produce abstractive summaries of long documents that exceed several thousand words via neural abstractive summarization. We perform a simple extractive step before generating a summary, which is then used to condition the transformer language model on relevant information before being tasked with generating a summary. We show that this extractive step significantly improves summarization results. We also show that this approach produces more abstractive summaries compared to prior work that employs a copy mechanism while still achieving higher rouge scores. Note: The abstract above was not written by the authors, it was generated by one of the models presented in this paper.

 Subjects:
 Computation and Language (cs.CL)

 Cite as:
 arXiv:1909.03186 [cs.CL]

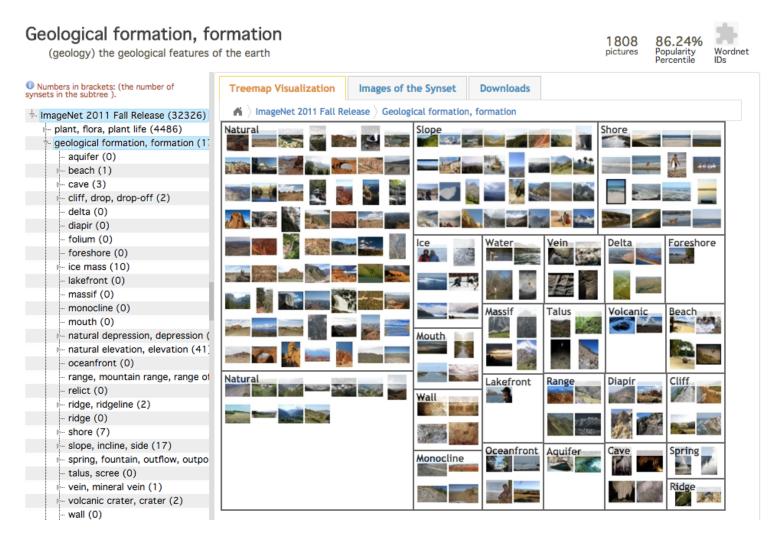
 (or arXiv:1909.03186v1 [cs.CL] for this version)

Note: The abstract above was not written by the authors, it was generated by one of the models presented in this paper.

Se

ImageNet 2012 Challenge

Given images, can our machine tell which category it belongs to ?



In 2012, a DL-based method achieved a top-5 error of ~15% (the runner up of 26%)

What is Deep Learning?

Answer) Artificial neural networks with multiple layers

Yann LeCun: "Deep Learning was a rebranding of the modern incarnations of neural nets with more than two layers"

What is Deep Learning?: DL vs ML vs Al

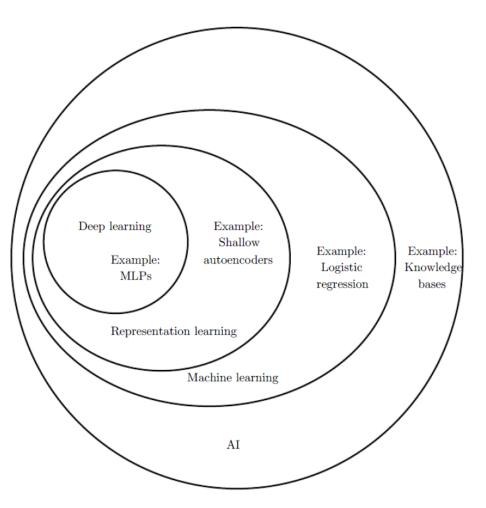
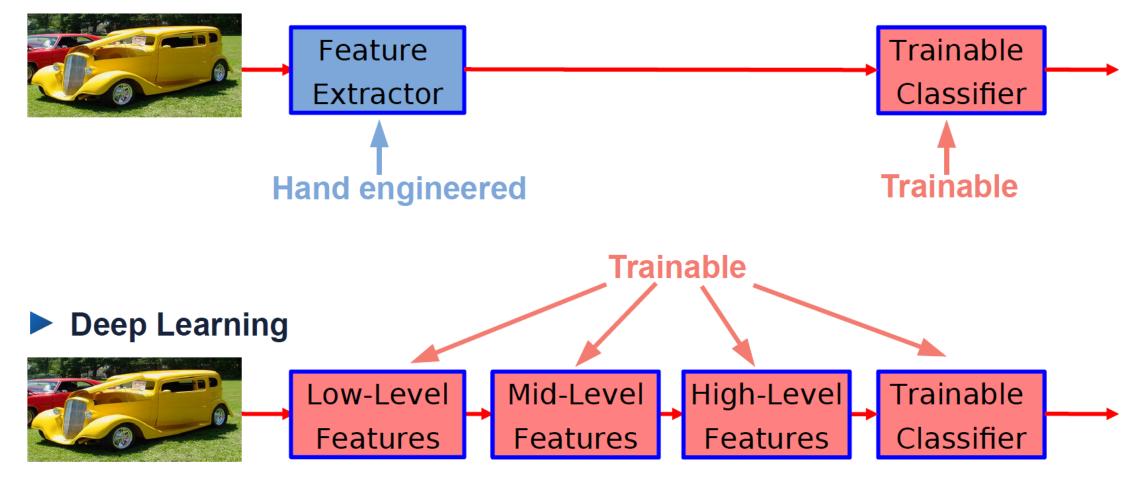


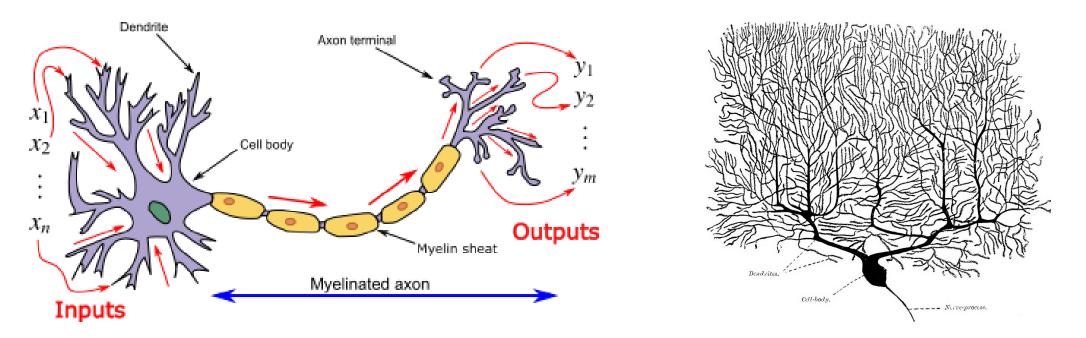
Figure 1.4: A Venn diagram showing how deep learning is a kind of representation learning, which is in turn a kind of machine learning, which is used for many but not all approaches to AI. Each section of the Venn diagram includes an example of an AI technology.

What is Deep Learning?: DL vs ML

Traditional Machine Learning



What is Artificial Neural Networks?



- A mathematical model inspried by biological brains which responds to stimuli from its sensory inputs [McCulloch and Pitts, 1943].
- ANNs can learn the relationship between a set of input signals and output signals.

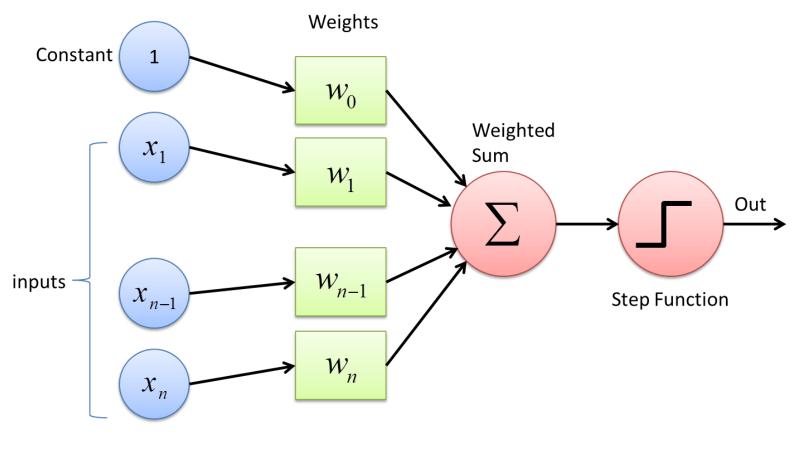
• It is just a (very) flexible mathematical model.

McCulloch, Warren; Walter Pitts (1943). "A Logical Calculus of Ideas Immanent in Nervous Activity". Bulletin of Mathematical Biophysics. 5 (4): 115–133. 7

Why Deep Learning Becomes Powerful

- 1. ANN model can describe very complex relationships/functions (universality theorem).
- 2. Advances in (big) data acquisition.
- 3. Advances in computer hardware.
- 4. Public-domain software.

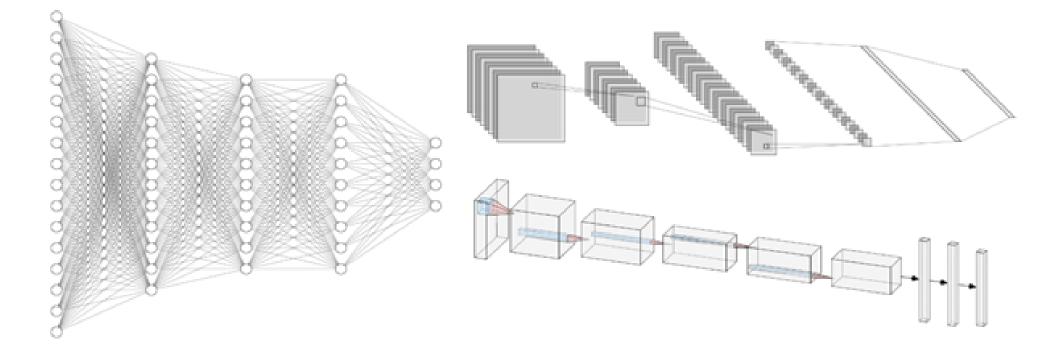
(1) Artificial Neural Networks



$$y=\sigma_N(W_N\cdots\sigma_2(W_2(\sigma_1(W_1x))))$$

• Repeated Matrix-vector multiplications and nonlinear operations.

(1) Artificial Neural Networks



Fully Connected NN, LeNet, and AlexNet architectures.

(2) Data Acquisition

TRILLION SENSORS IN 10 YEARS¹

Year	Unit Price	Units Sold	
2005	30.000	46,666,667	
2010	15.000	466,666,667	
2015	1.800	8,333,333,333	
2020	0.216	138,888,888,889	
2025	0.026	1,388,888,888,889	

¹ Chris Wasden at 2014 MEMS executive congress

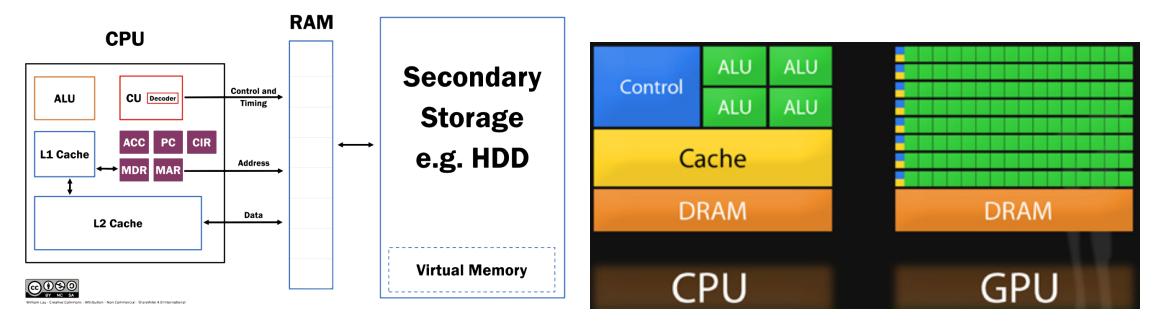


<u>SkyTEM</u> : Airborne electromagnetic surveys

What if you don't have many data? - Use your physics model (Physics-informed Learning).

(3) Hardware: Graphical Processing Unit (GPU)

Computer Systems - Von Neumann Architecture



- NN is *embarassingly* parallel.
- Bottleneck in CPUs: communication between computation (ALU) and memory (RAM/HDD/SSD).

• GPU is a specialized hardware for independent parallel computations. https://nyu-cds.github.io/python-gpu/01-introduction/

(4) Public Domain Software: TensorFlow and PyTorch

TensorFlow is an open-source machine learning library for research and production. TensorFlow offers APIs for beginners and experts to develop for desktop, mobile, web, and cloud. See the sections below to get started.

Learn and use ML

The high-level Keras API provides building blocks to create and train deep learning models. Start with these beginner-friendly notebook examples, then read the TensorFlow Keras guide.

1. Basic classification

2. Text classification

3. Regression

4. Overfitting and underfitting

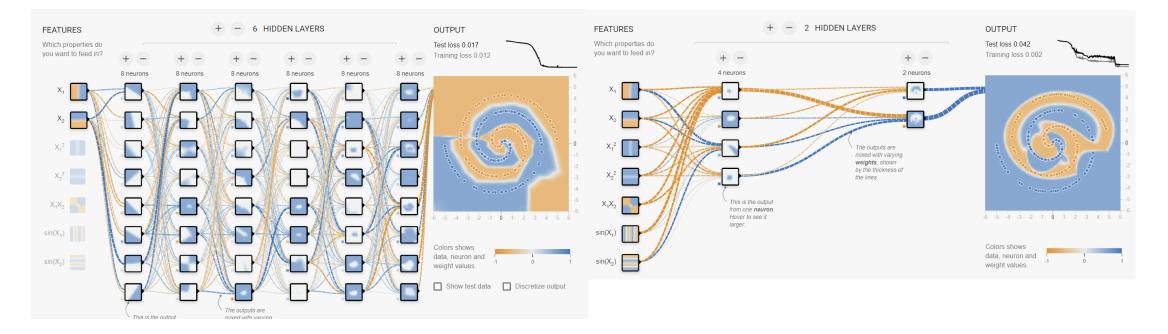
5. Save and load

Read the Keras guide

f import tensorflow as tf mnist = tf.keras.datasets.mnist (x_train, y_train),(x_test, y_test) = mnist.load_data() x_train, x_test = x_train / 255.0, x_test / 255.0 model = tf.keras.models.Sequential([tf.keras.layers.Flatten(input_shape=(28, 28)), tf.keras.layers.Dense(512, activation=tf.nn.relu), tf.keras.layers.Dropout(0.2), tf.keras.lavers.Dense(10. activation=tf.nn.softmax) 1) model.compile(optimizer='adam', loss='sparse_categorical_crossentropy', metrics=['accuracy']) model.fit(x_train, y_train, epochs=5) model.evaluate(x_test, y_test) Try in Google's interactive notebook Run code now

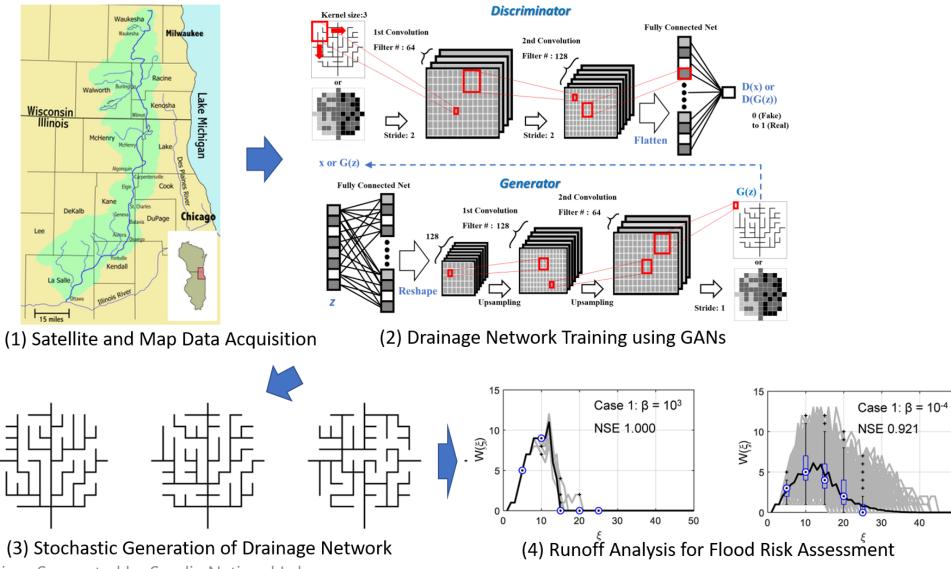
With ~10 line scripting you can do quite good classification tasks! (https://www.tensorflow.org/tutorials)

Example: Classification/Regression



http://playground.tensorflow.org

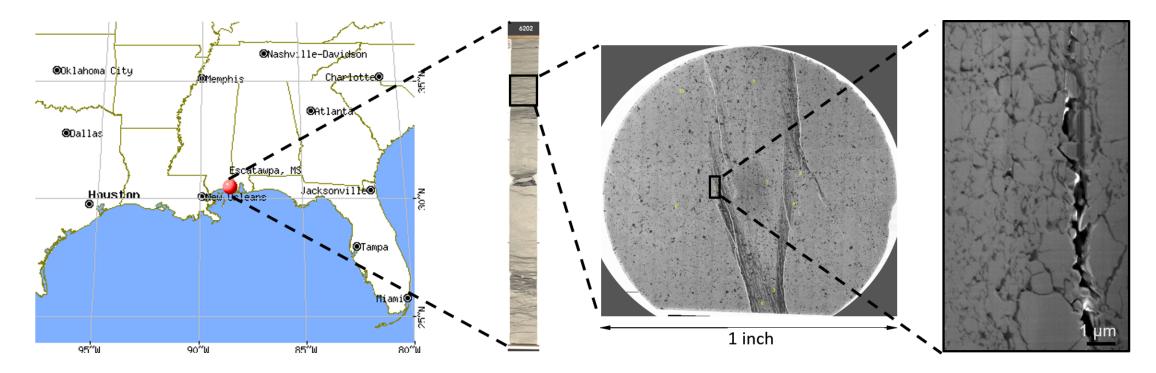
Applications (1): Flood risk analysis



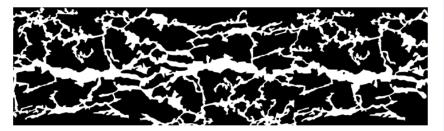
Kim et al., in review. Supported by Sandia National Labs

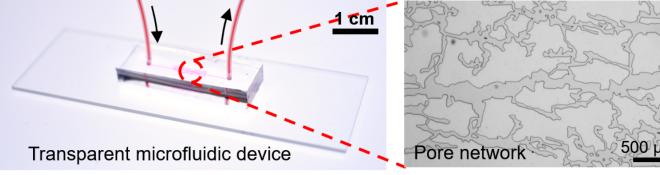
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Applications (2): Earth material reconstruction



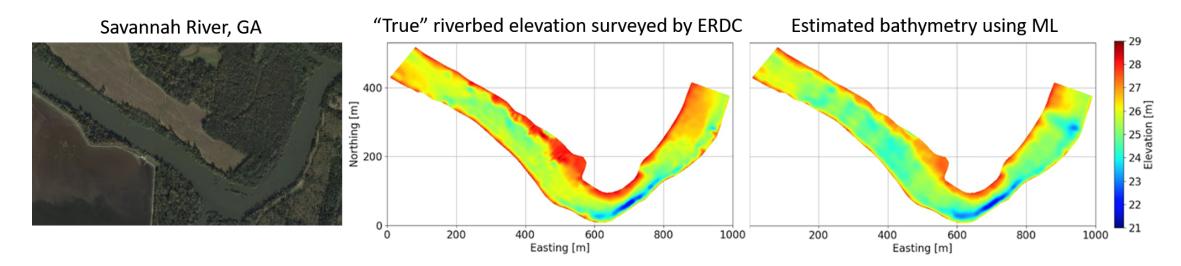
Reconstructed multi-scale porous material





Collaboration with Dr. Sangwoo Shin in Mech. Eng. Supported by Sandia National Labs

Applications (3): River/Nearshore bathymetry identification

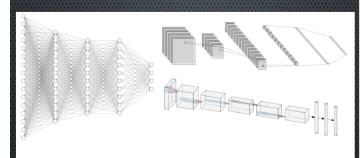


Using river/ocean surface images from UAV/drones, can you identify river/nearshore bathymetry (elevation)? Yes!

and more: 1) data-driven subsurface imaging, 2) proxy model construction using VAE-RNN, 3) anomaly detection, 4) transfer learning, 5) combining PDE with NNs,

DL Course will be back in 2020!

FALL 2019 CEE696-007 DEEP LEARNING IN CEE AND EARTH SCIENCE



Class topics:

. Feed-Forward Neural Networks

- 2. TensorFlow
- 3. Linear Algebra
- 4. Optimization
- 5. Probability theory
- 6. GPU hardware
- 7. Convolutional Neural Networks
- 8. Recurrent Neural Networks
- 9. Generative Adversarial Networks
- 10. Variational Autoencoder
- 11. Physics-informed Learning
- 12. Reinforcement Learning

Prerequisite: Python Programming

For more information contact Harry Lee (jonghyun.harry.lee@hawaii.edu)

CEE 696 Home

CEE 696: Deep Learning in Civil and Environmental Engineering and Eart Fall Semester 2019

Lectures

Final Project

References Schedule

Date	Topic	Reading	Action Items
08/27/2019 T	Intro/Preparation		3B1B
08/29/2019 Th	Feedforward Neural Networks (1) - Architecture/Linear Algebra		HWo due
09/03/2019 T	Feedforward Neural Networks (2) - Backpropagation/Optimization (1)		
09/05/2019 Th	Feedforward Neural Networks (3) - Backpropagation/Optimization (2)		
09/10/2019 T	Feedforward Neural Networks (4) - Generalization and Validation/Statistical Learning (1)		
09/12/2019 Th	Feedforward Neural Networks (5) - Generalization and Validation/Statistical Learning (2)		
09/17/2019 T	No Class		HW1 due
09/19/2019 Th	No Class		
09/24/2019 T	Autoassociative NNs/History of Deep Learning		HW2 due
09/26/2019 Th	Convolutional Neural Networks (1) - Architecture		project meeting
10/01/2019 T	Convolutional Neural Networks (2) - Learning and Evaluation	materials	project meeting
10/03/2019 Th	Convolutional Neural Networks (3) - Understanding with Visualization	materials	project meeting
10/08/2019 T	Convolutional Neural Networks (4) - Applications	materials	
10/10/2019 Th	GPU Hardware	materials	Watch LeCun
10/15/2019 T	Recurrent Neural Networks (1) - Intro	materials	
10/17/2019 Th	Recurrent Neural Networks (2) - LSTMs		
10/22/2019 T	Recurrent Neural Networks (3) - Applications		
10/24/2019 Th	Autoencoders (1) - Intro/Dimension Reduction/Unsupervised Learning		HW3 due
10/29/2019 T	Autoencoders (2) - Variational Encoding		
10/31/2019 Th	Autoencoders (3) - Applications		
11/05/2019 T	Reinforcement Learning		
11/07/2019 Th	Mid-term		
11/12/2019 T	Generative Adversarial Networks (1) - Intro		
11/14/2019 Th	Generative Adversarial Networks (2) - Applications		
11/19/2019 T	Transfer Learning		
11/21/2019 Th	Physics-informed Learning (1)		
11/26/2019 T	Physics-informed Learning (2)	materials	

https://www2.hawaii.edu/~jonghyun/classes/F19/CEE696/schedule.html

Thank you!

Any Questions?