



Google Brain

Greg Corrado PhD
Senior Research Scientist
Brain Team co-founder

What is the Google Brain Team?



Started in 2011 as a 3-person project to explore large-scale training of artificial neural networks.

Now a team of over 100 top research scientists and software engineers.

What is the Google Brain Team?



Mission:

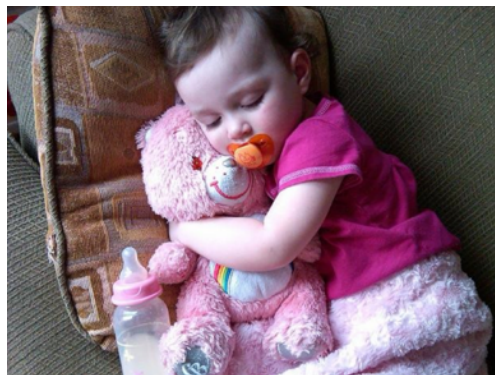
- Scalable deep learning software
- Great deep learning research
- Deep learning in real products

Not a neural simulation project

Software

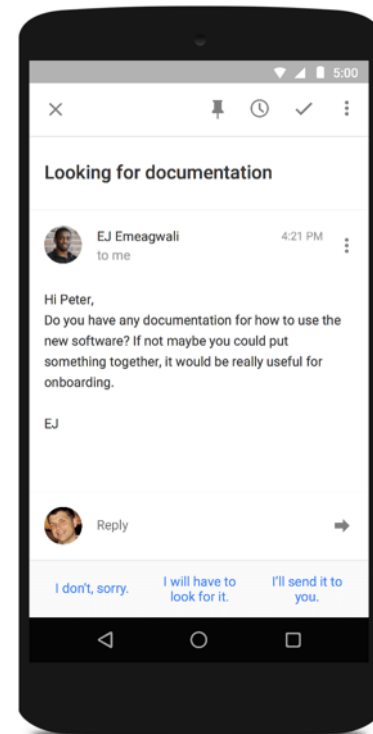


Research



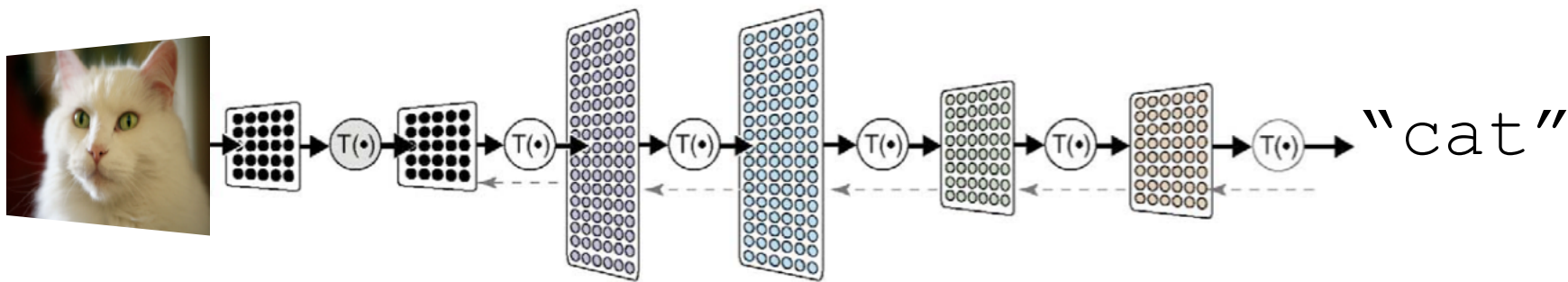
img2txt: “A close up of a child holding a stuffed animal.”

Applications



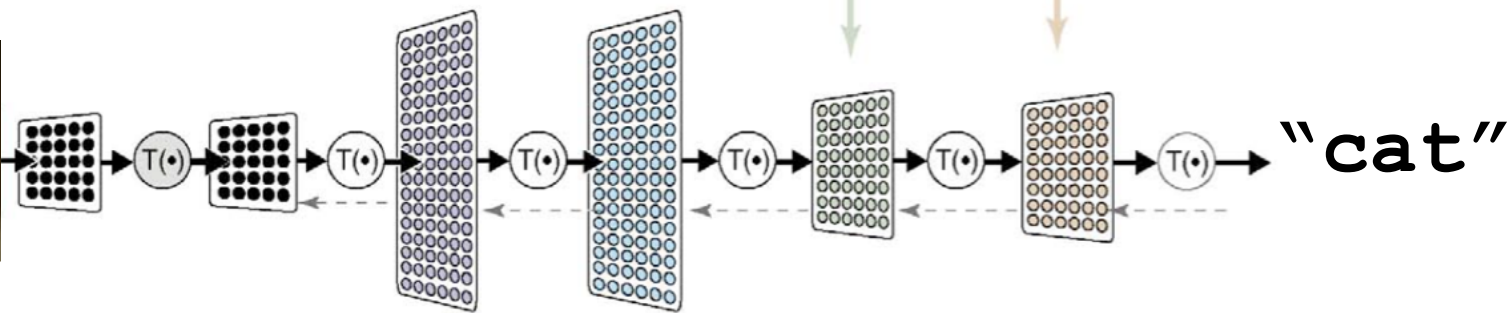
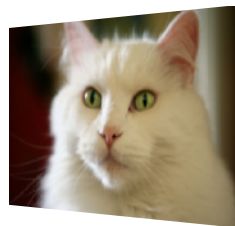
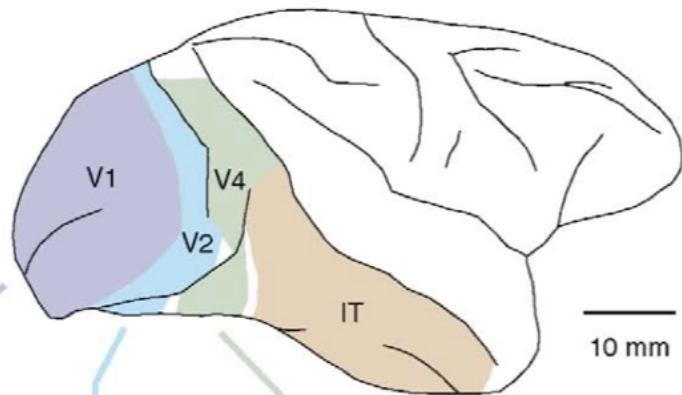
What is Deep Learning?

- A powerful class of machine learning model
- Modern reincarnation of artificial neural networks
- Collection of simple, trainable mathematical functions
- Compatible with many variants of machine learning (supervised, unsupervised, reinforcement, etc.)

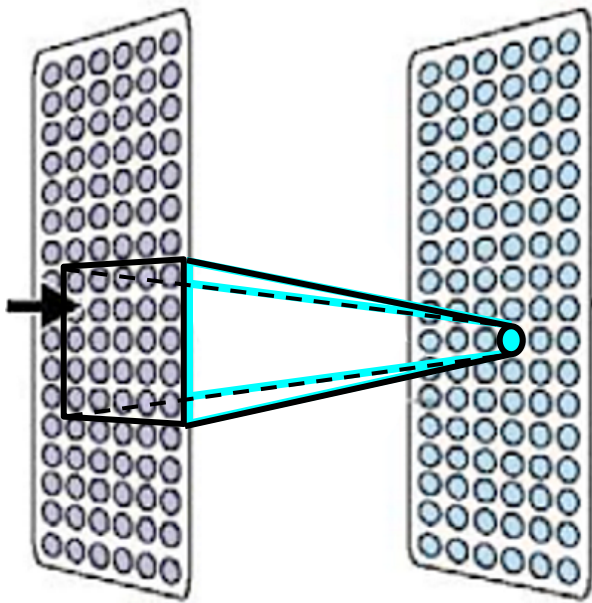


What is Deep Learning?

- *Loosely based on some of what we know about the biological brain.*



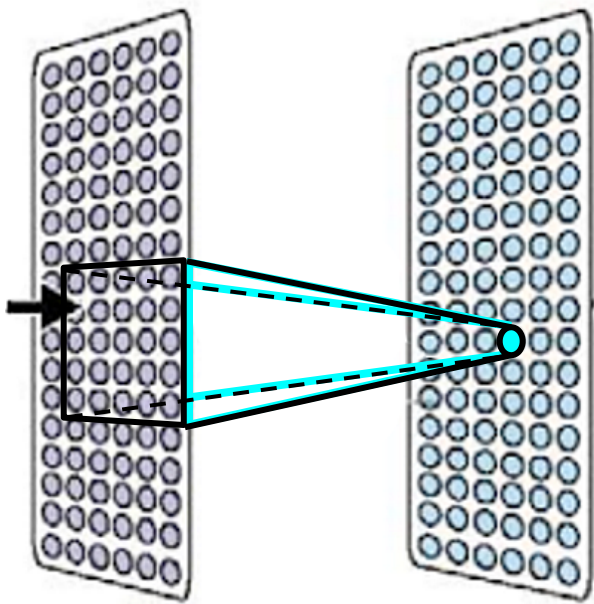
What is Deep Learning?



Commonalities with real brains:

- Each neuron is connected to a small subset of other neurons.
- Based on what it sees, it decides what it wants to say.
- Neurons learn to cooperate to accomplish the task.

What is Deep Learning?

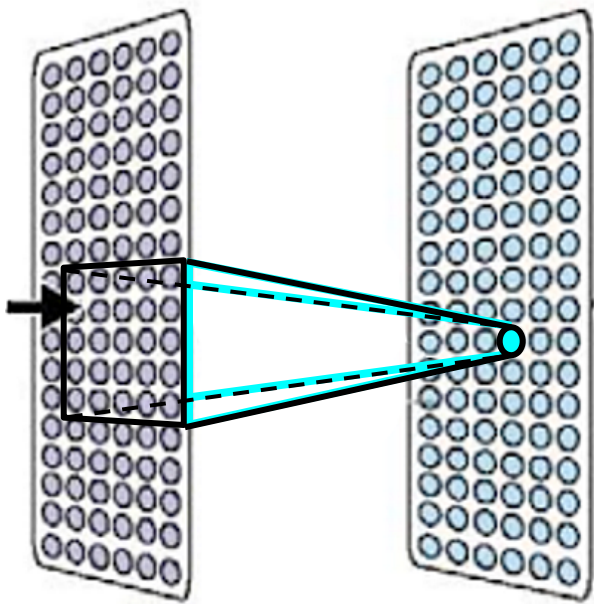


Each neuron implements a relatively simple mathematical function.

$$y = g(\vec{w} \cdot \vec{x} + b)$$

But the composition of $10^6 - 10^9$ such functions is surprisingly powerful.

What is Deep Learning?



Different neurons have **different parameters**, **different inputs**, or both.

$$y = g(\vec{w} \cdot \vec{x} + b)$$

The parameters of each neuron learned through *backpropagation*, an efficient implementation of gradient learning.

IS THIS A
CAT or DOG?



CAT DOG

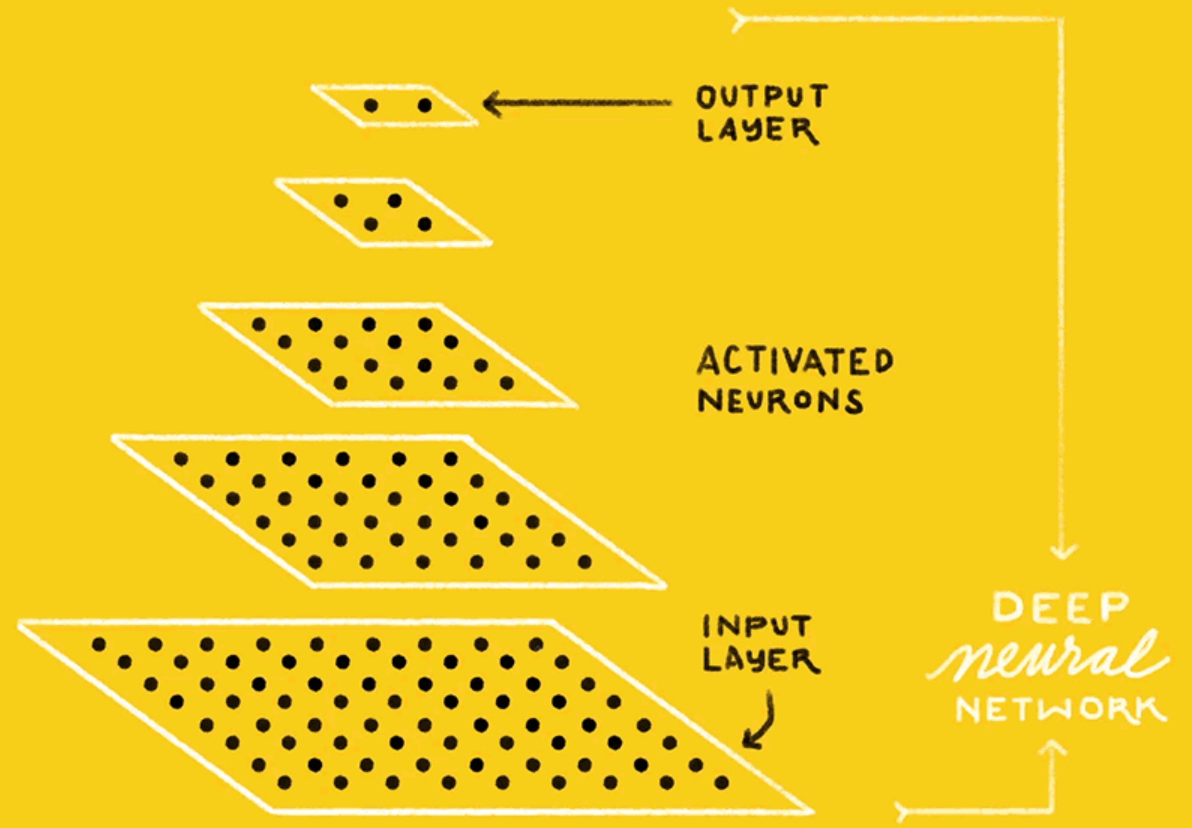


Image Captioning



A close up of a child holding a stuffed animal.



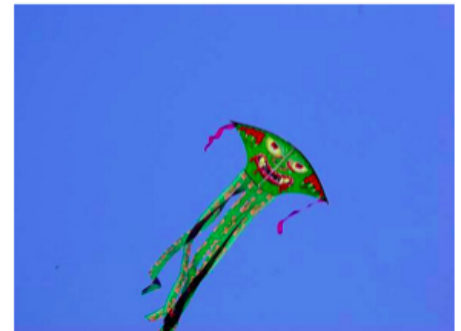
A man holding a tennis racquet on a tennis court.



Two pizzas sitting on top of a stove top oven



A group of young people playing a game of Frisbee



A man flying through the air while riding a snowboard

Neural Art



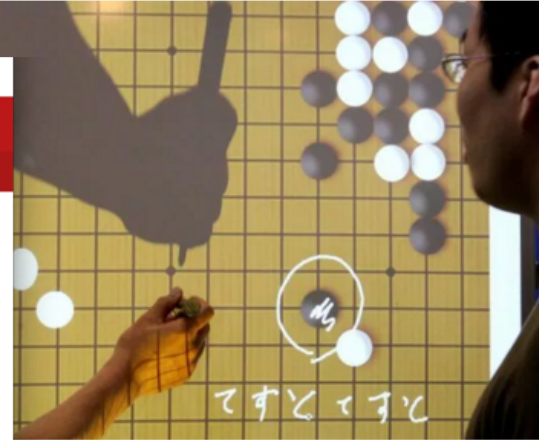
“Seeing” Go

Google’s AI just cracked the game that supposedly no computer could beat

By Mike Murphy | January 27, 2016



The screenshot shows the BBC News website interface. At the top, there's a navigation bar with 'NEWS' in large letters and a search bar. Below that, a red navigation bar contains categories like Home, UK, World, Business, Politics, Tech, Science, Health, Education, Entertainment & Arts, and More. The main content area is under the 'Technology' section. The article title is 'Google achieves AI 'breakthrough' at Go'. The sub-headline reads: 'An artificial intelligence program developed by Google beats Europe's top player at the ancient Chinese game of Go, about a decade earlier than expected.' The date is '27 January 2016' and the category is 'Technology'. There are two bullet points: 'How did they do it?' and 'What is the game Go?'. Below these is a link: 'Facebook trains AI to beat humans at Go'. A large image shows a hand placing a black Go stone on a wooden board.



(Kiyoshi Ota)

...ly started to encroach on activities we previously
...illiantly sophisticated human brain could handle.
...percomputer beat Grand Master Garry Kasparov at
chess in 1997, and in 2011 IBM's Watson beat former human winners at
the quiz game *Jeopardy*. But the ancient board game Go has long been
one of the major goals of artificial intelligence research. It's understood
to be one of the most difficult games for computers to handle due to the
sheer number of possible moves a player can make at any given point.
Until now, that is.



Surprisingly General



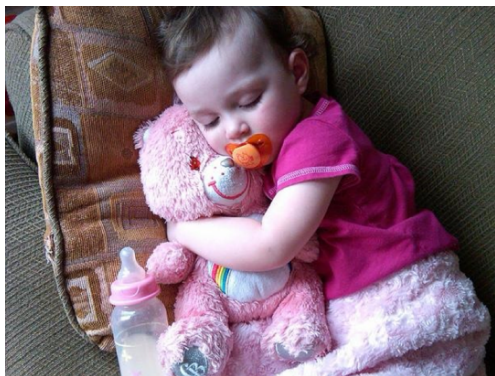
Some areas we've published in:

- Object recognition in images (Erhan et al., 2014)
- Object category discovery in video (Le et al., ICML 2012)
- Speech recognition (Vanhoucke et al, NIPS Workshop 2011)
- Annotating images with text (Vinyals et al., arXiv 2014)
- Pedestrian detection for self-driving cars (Angelova et al., 2014)
- OCR: reading text from images (Goodfellow et al., ICLR 2014)
- Natural language understanding (Mikolov et al., NIPS 2013)
- Machine translation (Sutskever et al., NIPS 2014)
- Online advertising (Corrado et al., ICML Workshop 2012)

Infrastructure

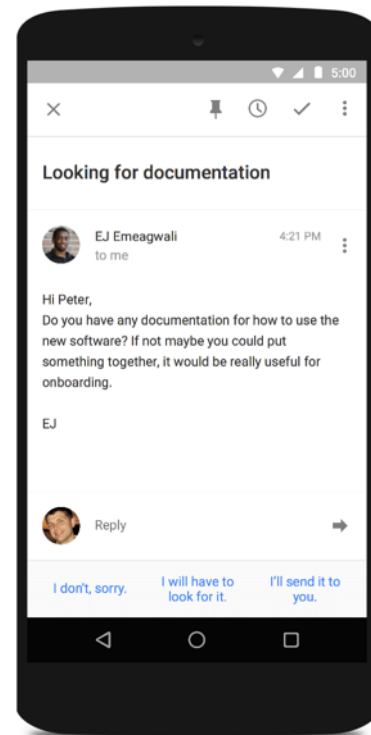


Research



img2txt: “A close up of a child holding a stuffed animal.”

Applications





TensorFlow

<http://tensorflow.org/>



<http://tensorflow.org/>

Open, standard software for
general machine learning

Great for Deep Learning in
particular

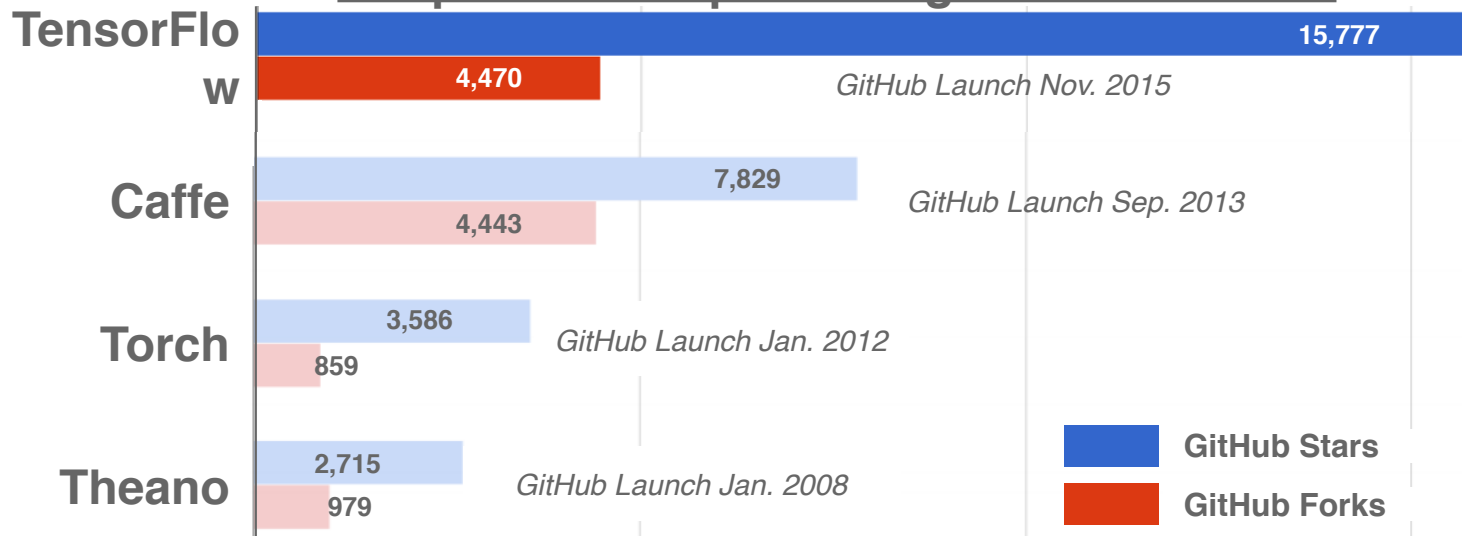
First released Nov 2015

Apache 2.0 license

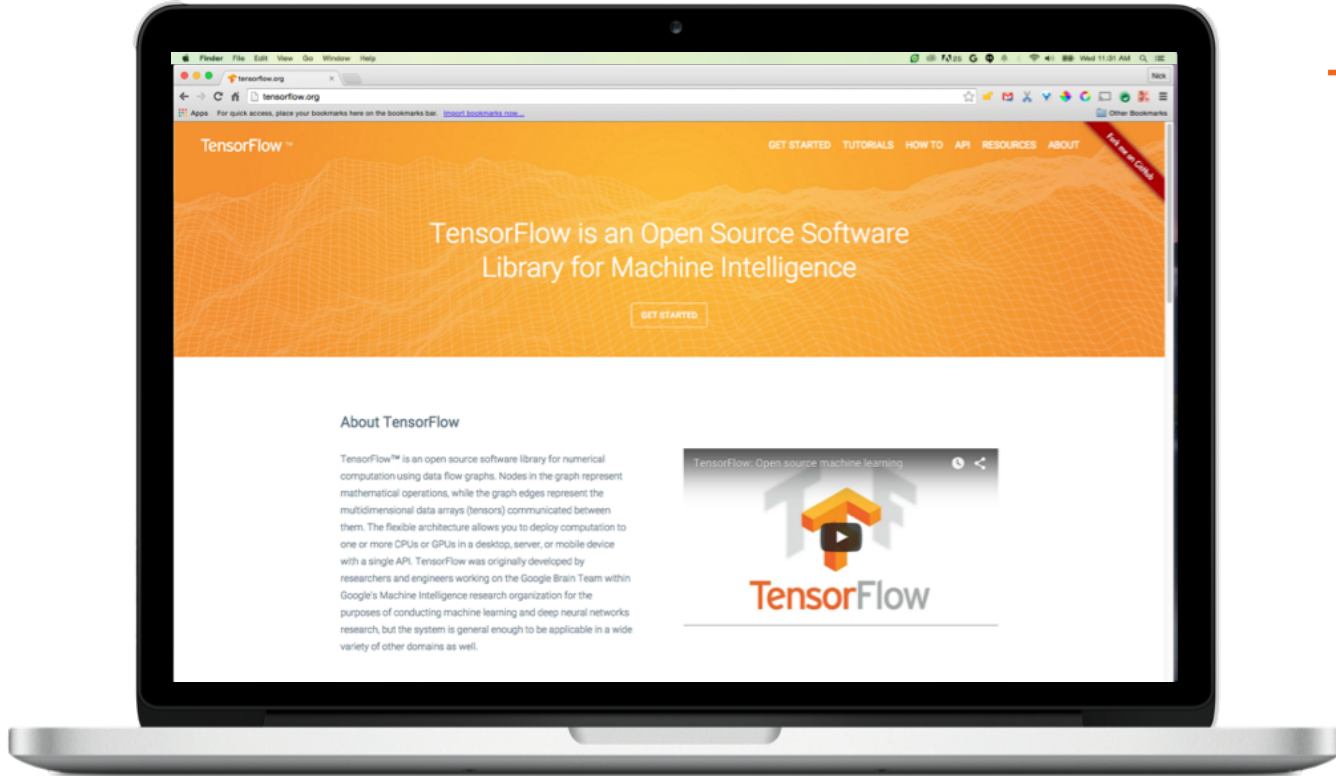
Strong External Adoption



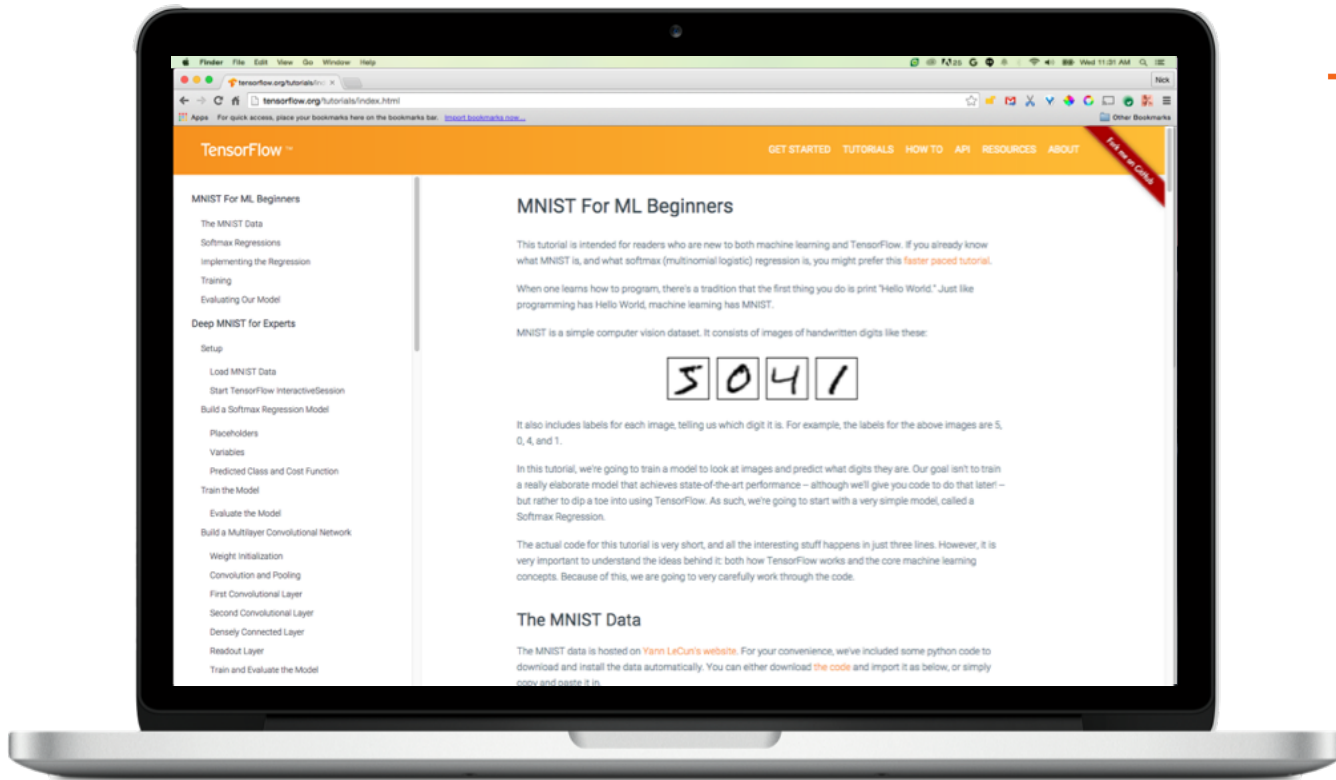
Adoption of Deep Learning Tools on GitHub



http://tensorflow.org/



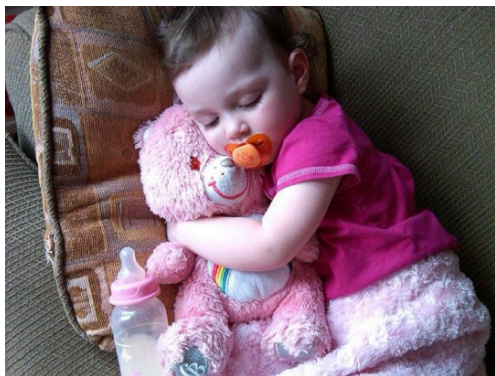
http://tensorflow.org/



Infrastructure

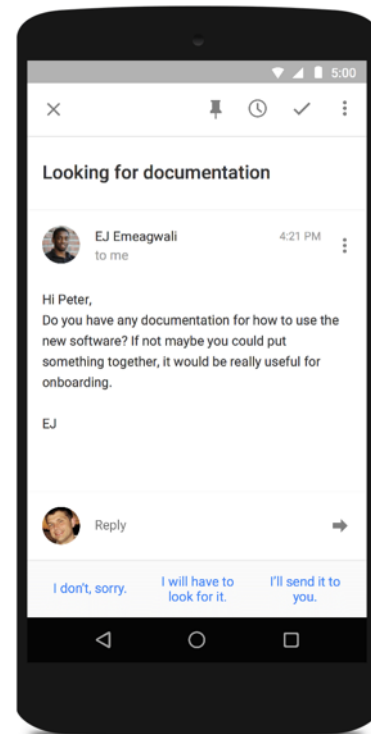


Research

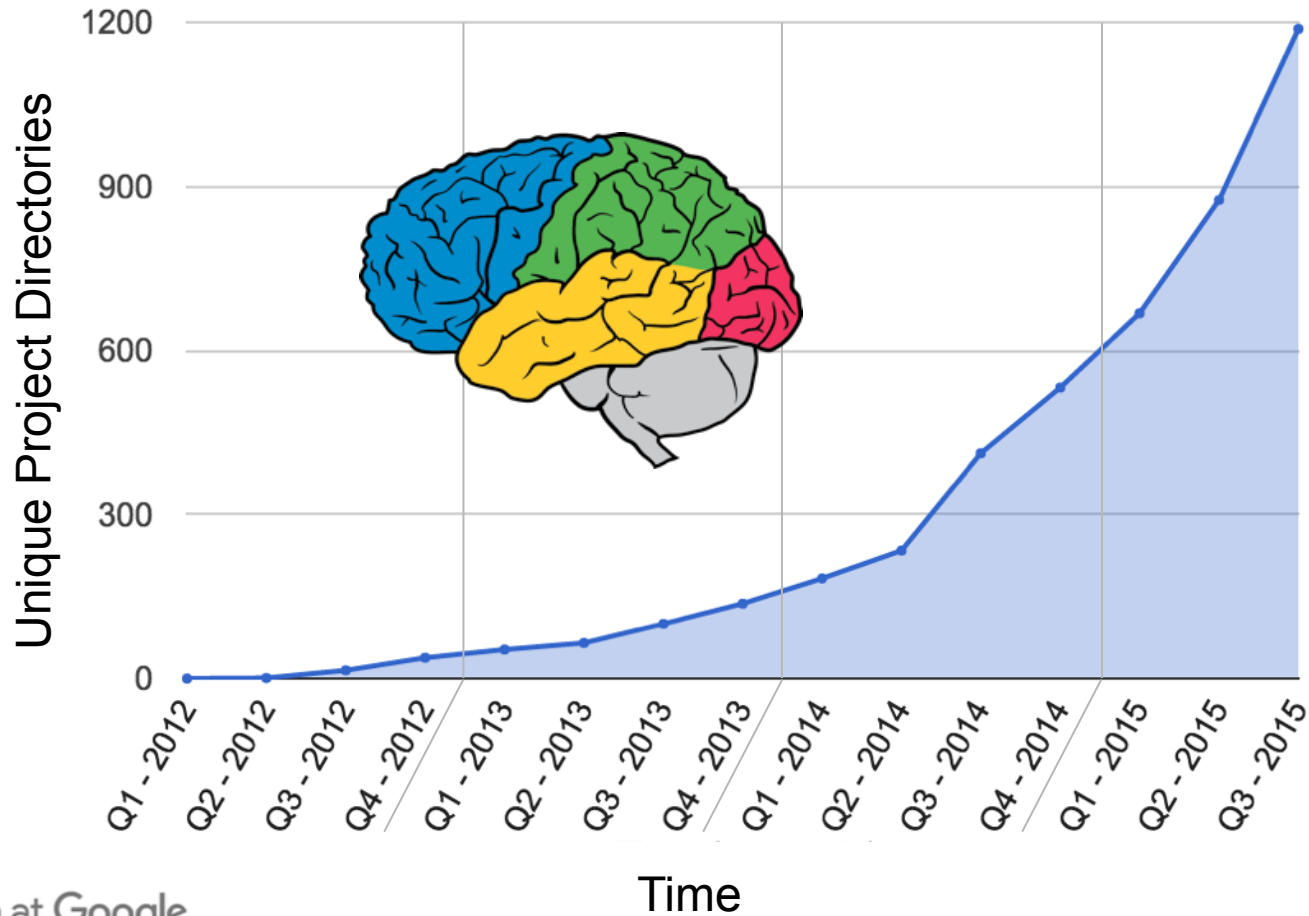


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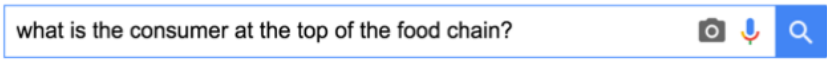
Applications



Deep Learning Adoption within Google



Improving the Products of Today

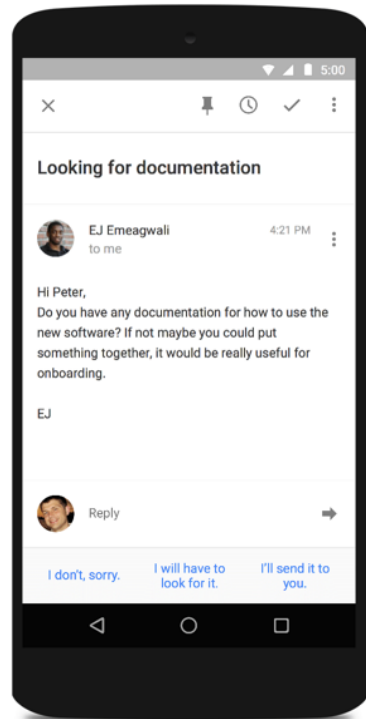


RankBrain

Machine learning the third most important individual signal in Google search ranking.

Powering the Products of the Future

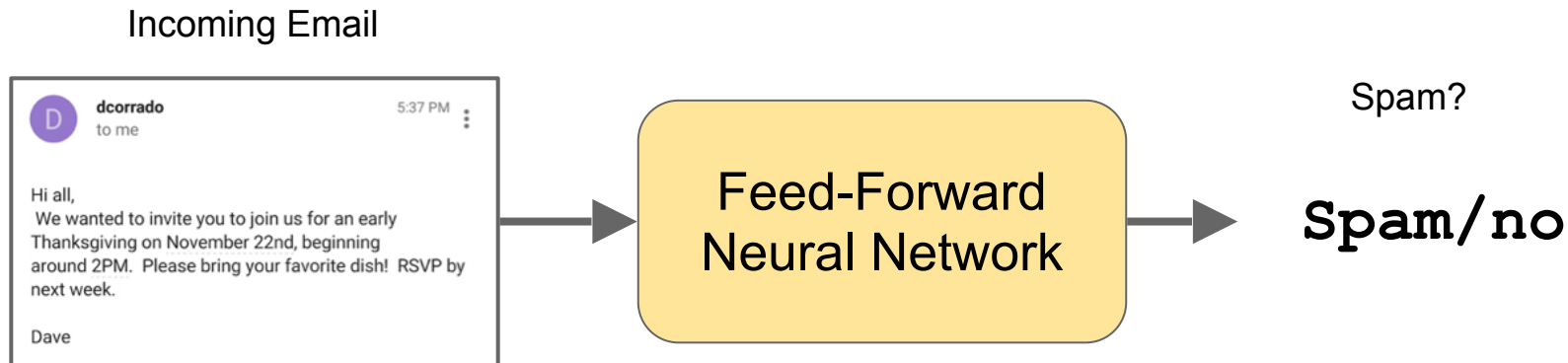
Smart Reply



“Do you have any documentation for how to use the new software? If not maybe you put something together, it would be really useful for onboarding.”

- I don't, sorry.
- I will have to look for it.
- I'll send it to you.

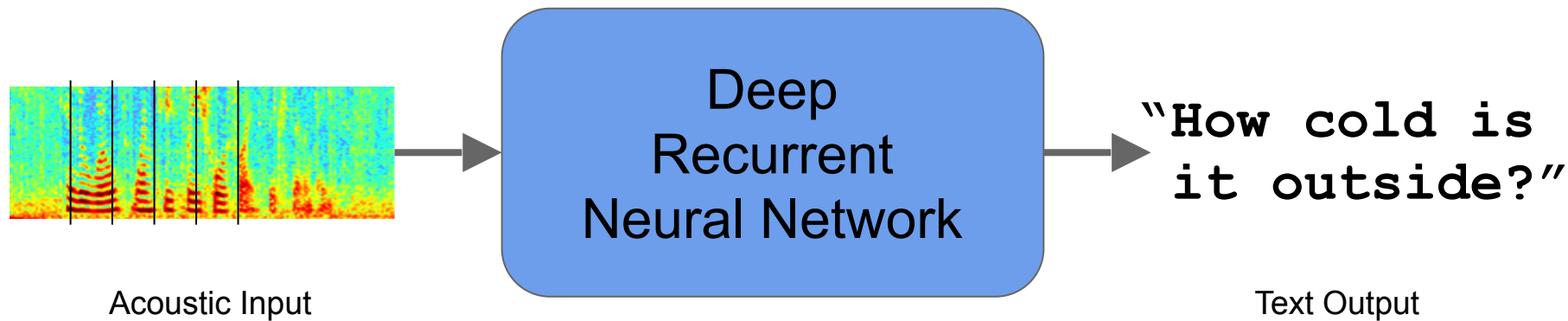
Gmail Spam



Gmail now intercepts 99.9% of all Spam

Google Gmail Blog - July 2015

Speech Recognition



Reduced transcription errors by more than 20%

Google Research Blog - August 2012, August 2015

Google Photos Search



Your Photo

Deep
Convolutional
Neural Network

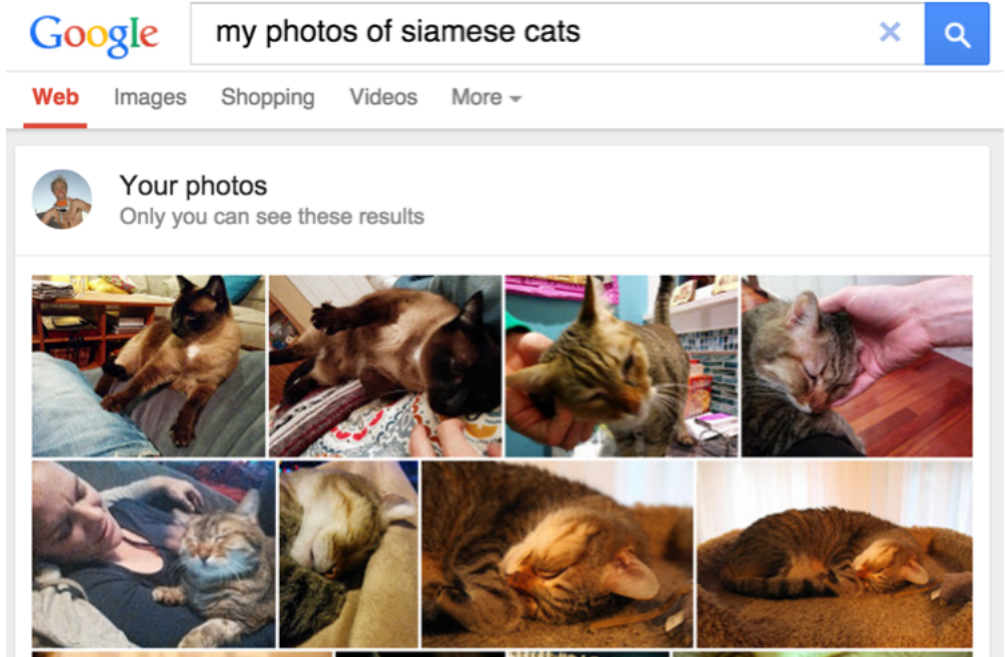
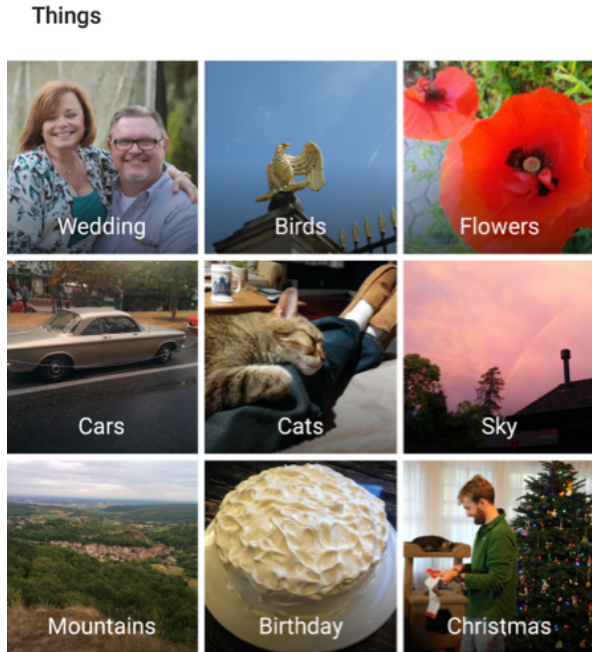
"ocean"

Automatic Tag

Search personal photos without tags.

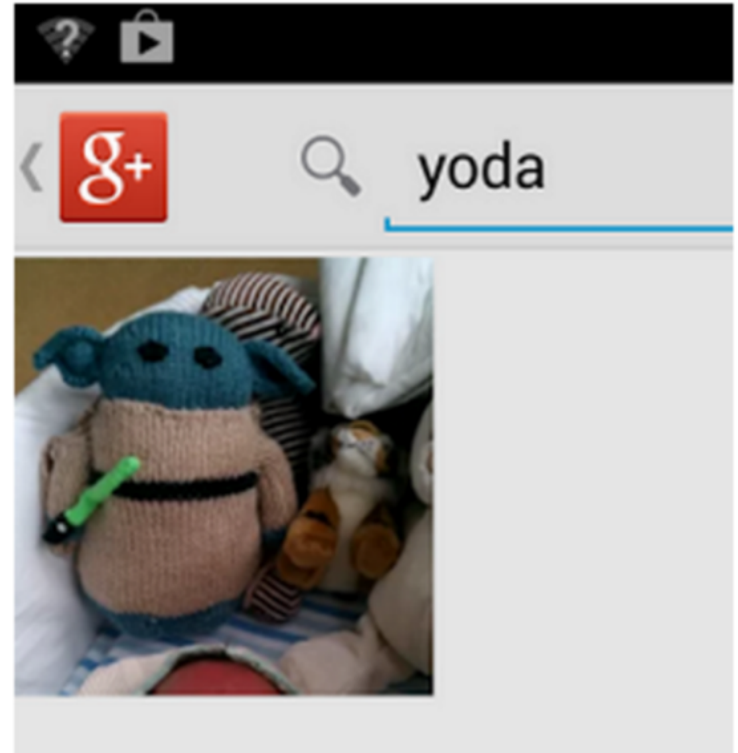
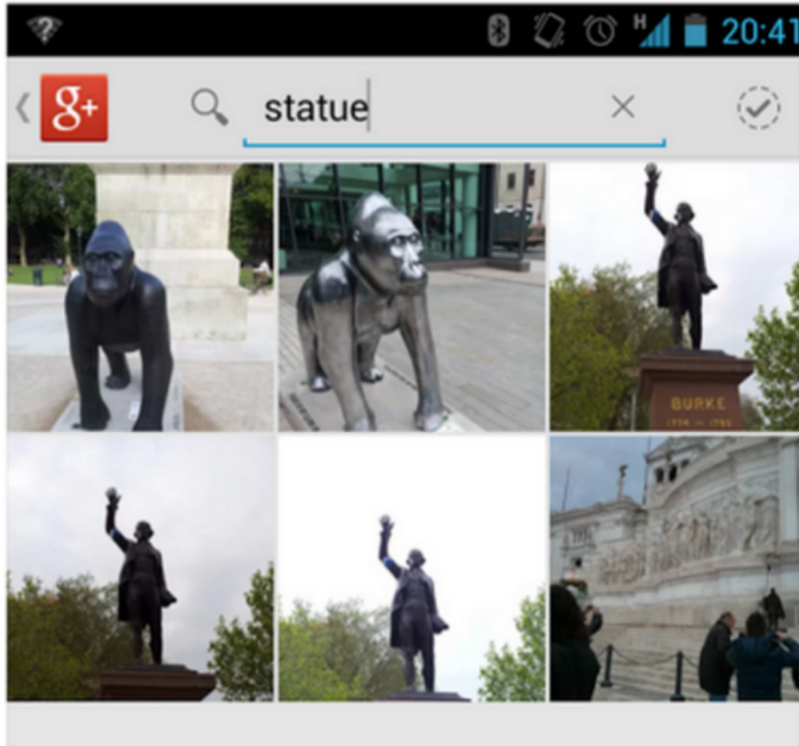
Google Research Blog - June 2013

Google Photos Search

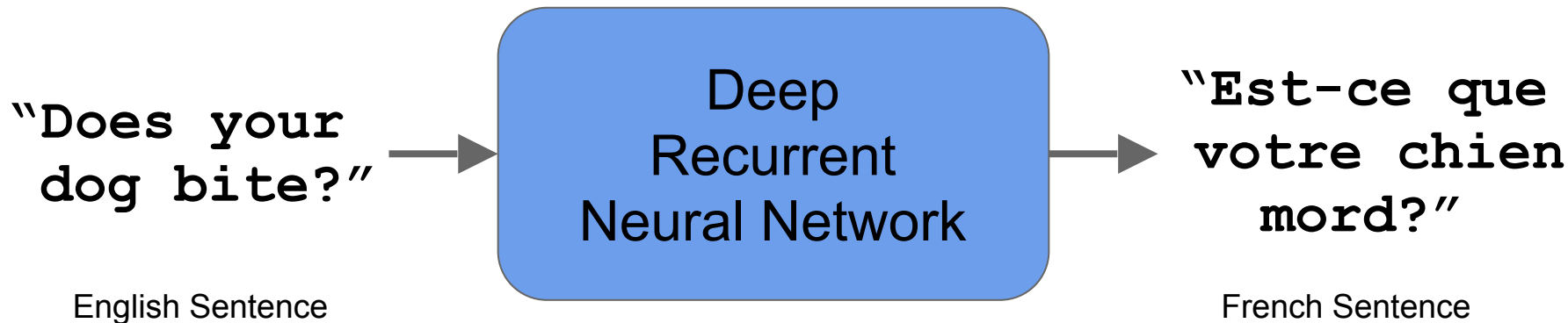


Google Photos Search

“Wow. The new Google photo search is a bit insane. I didn’t tag those... :)”



Machine Translation



Surprisingly good end-to-end learning.

Sutskever et al, arXiv - Sept 2014

Combined Vision + Translation



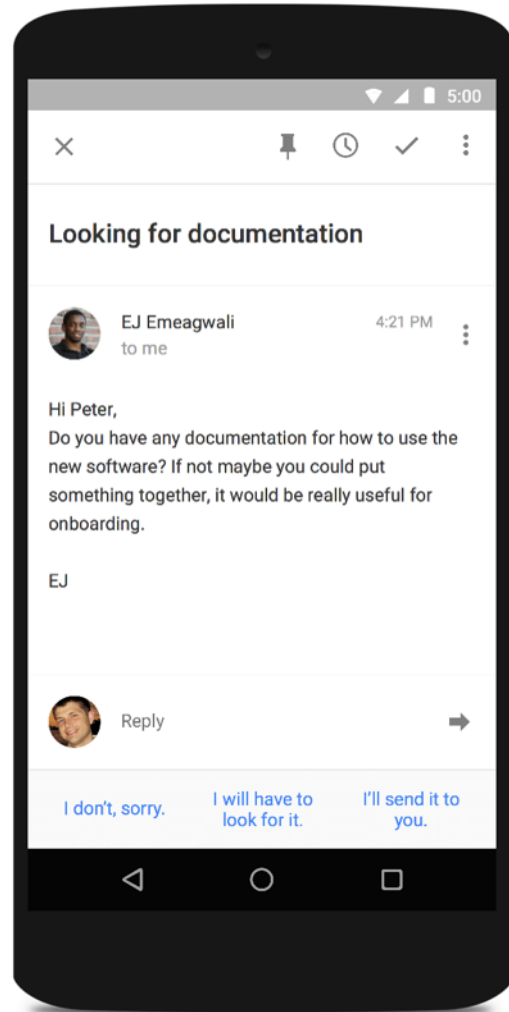


Smart Reply

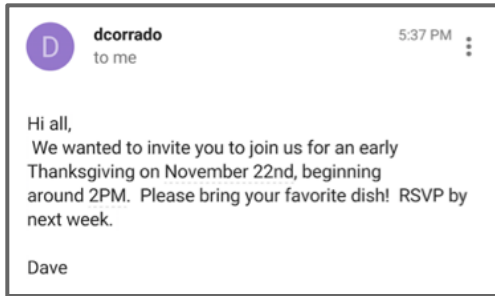
April 1, 2009: April Fool's Day joke

Nov 5, 2015: Launched Real Product

Feb 1, 2016: >10% of mobile Inbox replies



Incoming Email



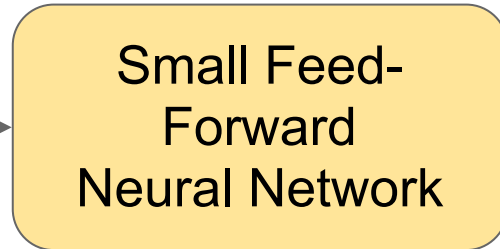
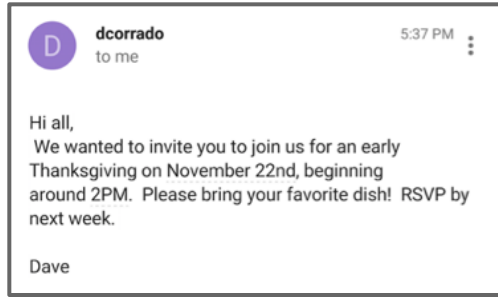
Small Feed-
Forward
Neural Network

Activate
Smart Reply?

yes/no

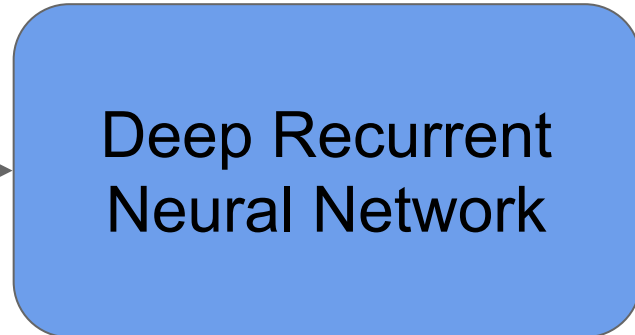
Smart Reply

Incoming Email

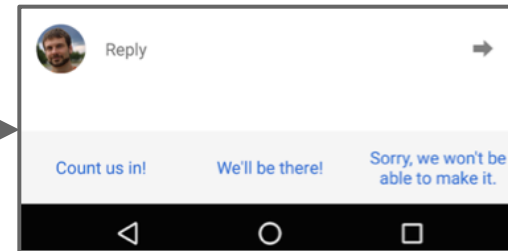


Activate Smart Reply?

yes/no



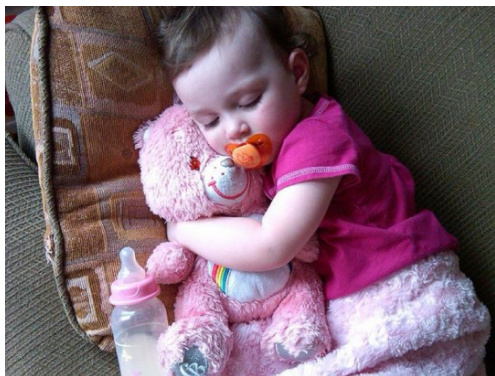
Generated Replies



Infrastructure

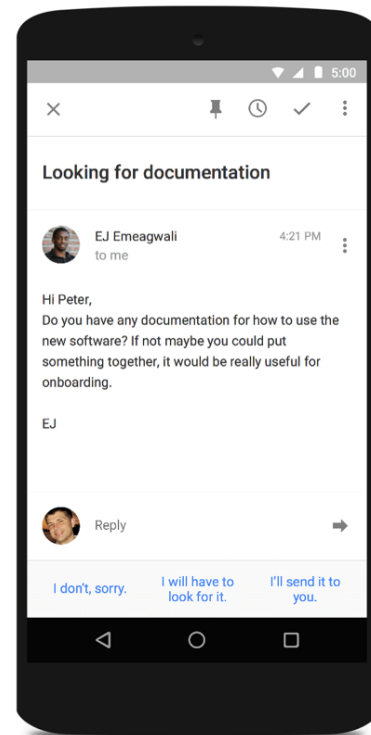


Research



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Applications



Conclusion

- Machine learning is already in many real products.
- Data, model, and compute power all matter.
- Deep learning is a current growth area.
- DL only has a few points of biological inspiration.
- Machine learning isn't magic, it's a tool.
- Google hope to establish a standard around TensorFlow as the ML tool of choice.

Thanks!

