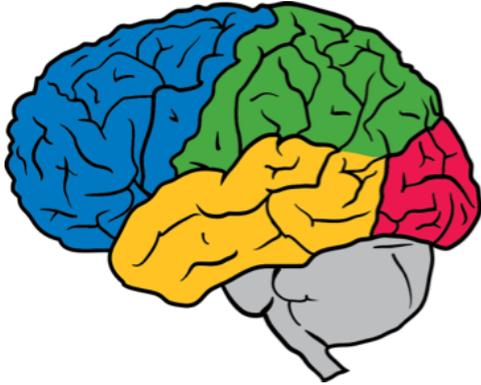




# Google Brain

**Greg Corrado PhD**  
Senior Research Scientist  
Brain Team co-founder

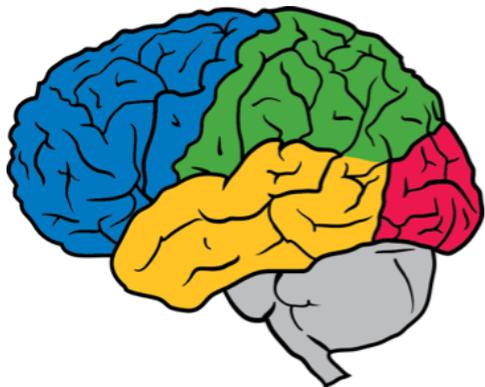
# What is the Google Brain Team?



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?

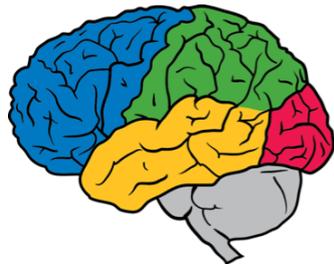


Mission:

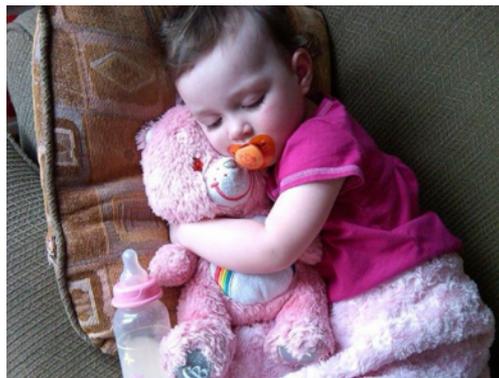
- Scalable deep learning software
- Great deep learning research
- Deep learning in real products

*Not a neural simulation project*

# Software

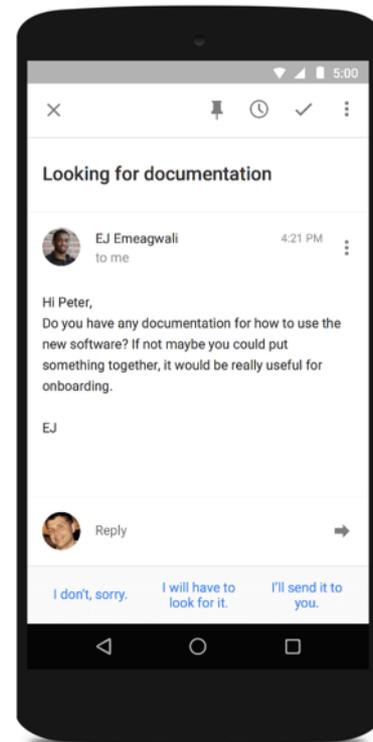


# Research



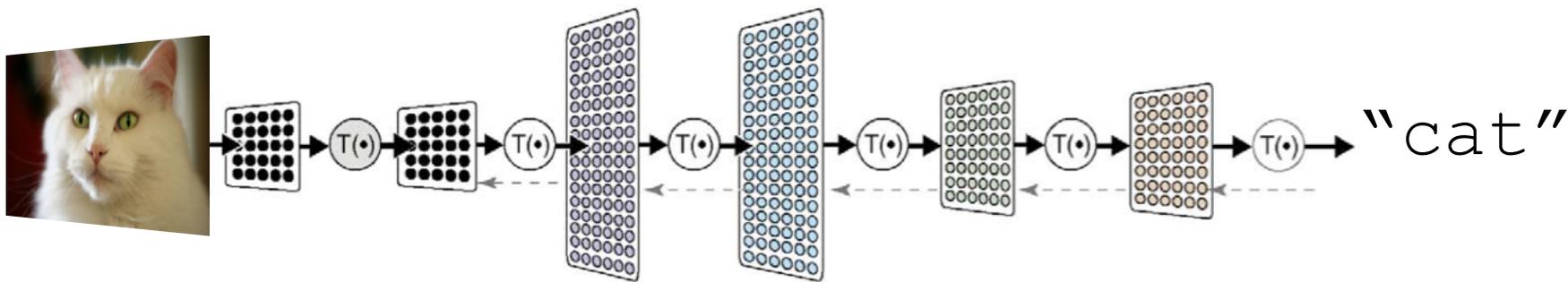
**img2txt:** “A close up of a child holding a stuffed animal.”

# Applications



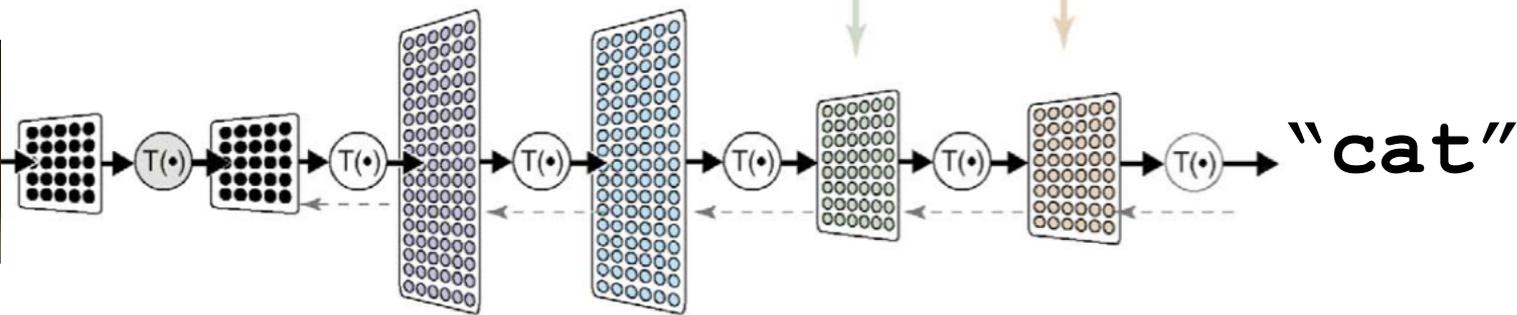
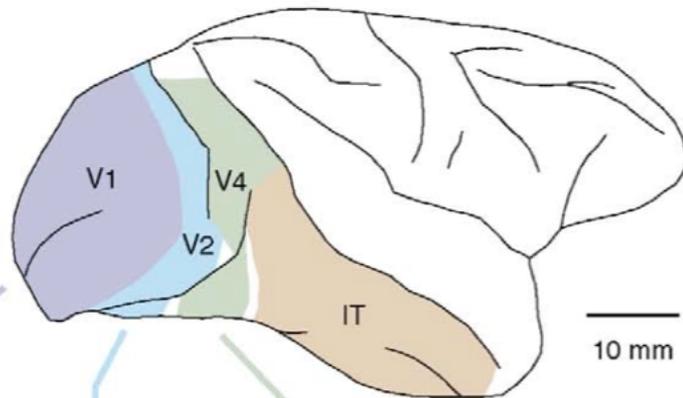
# What is Deep Learning?

- 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.)

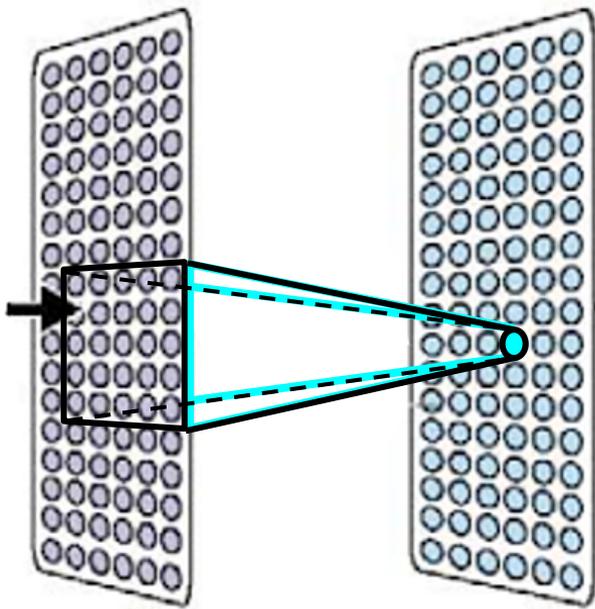


# What is Deep Learning?

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



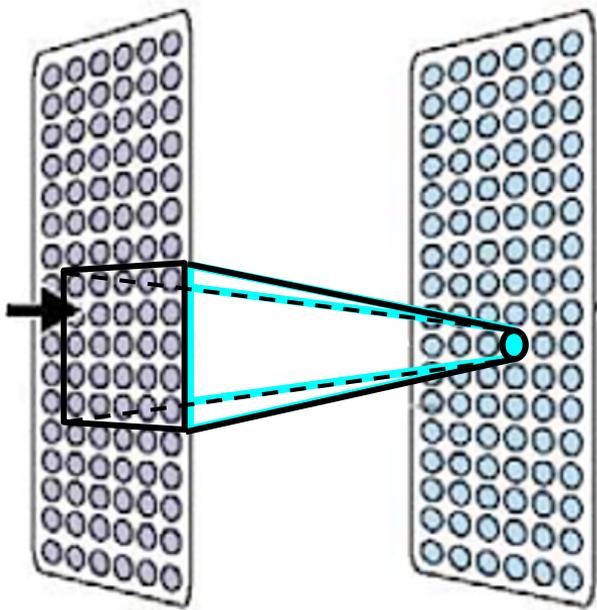
# What is Deep Learning?



## 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?

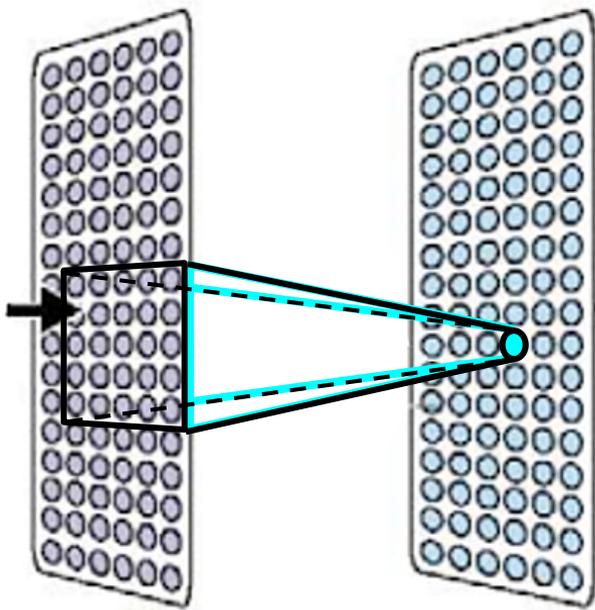


Each neuron implements a relatively simple mathematical function.

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

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.

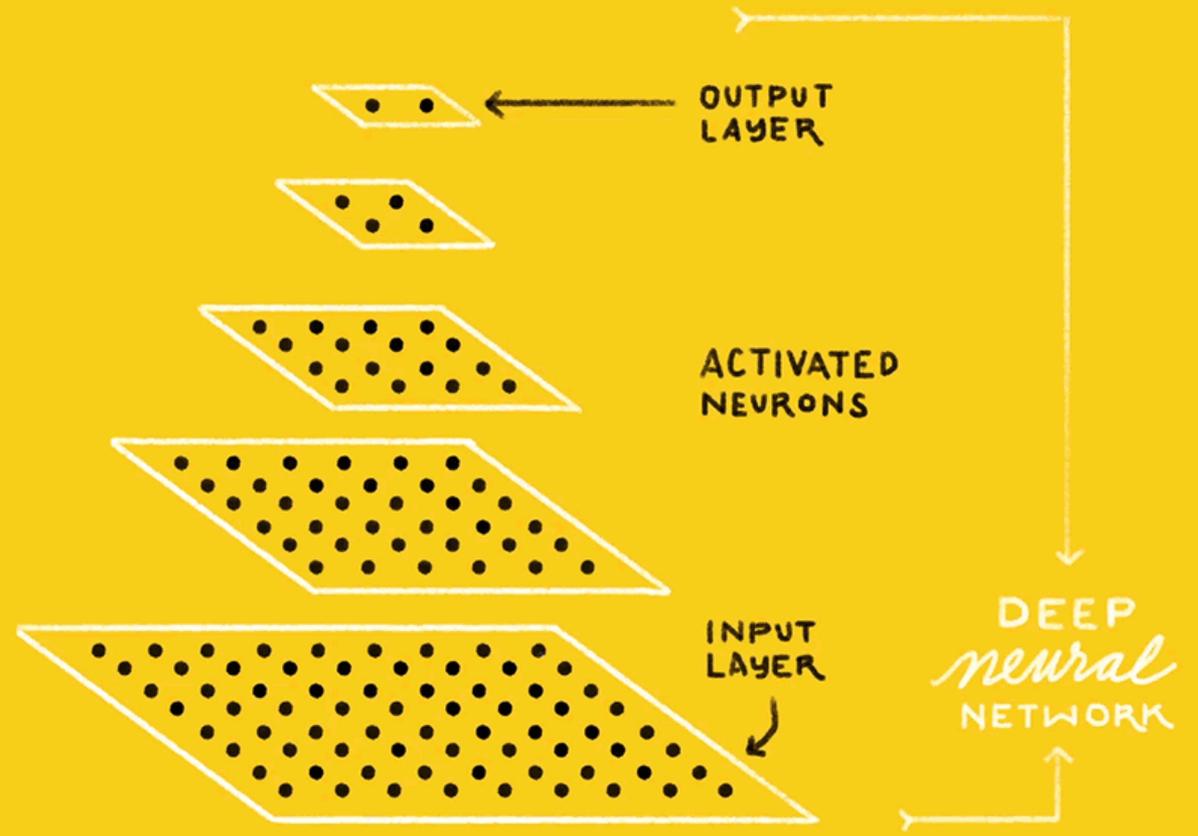
$$y = g(\vec{w} \cdot \vec{x} + b)$$

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.



A group of young people playing a game of Frisbee

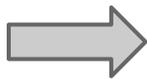


Two pizzas sitting on top of a stove top oven



A man flying through the air while riding a snowboard

# Neural Art



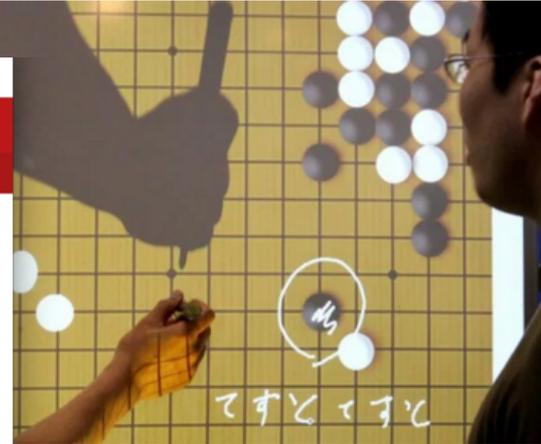
# “Seeing” Go

## 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.

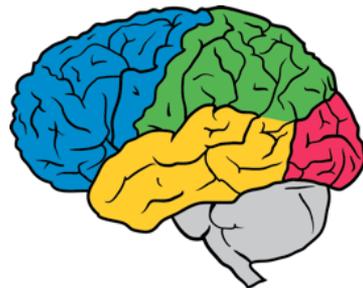


(Kiyoshi Ota)

...wly 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.



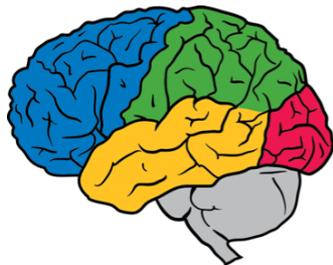
# Surprisingly General



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

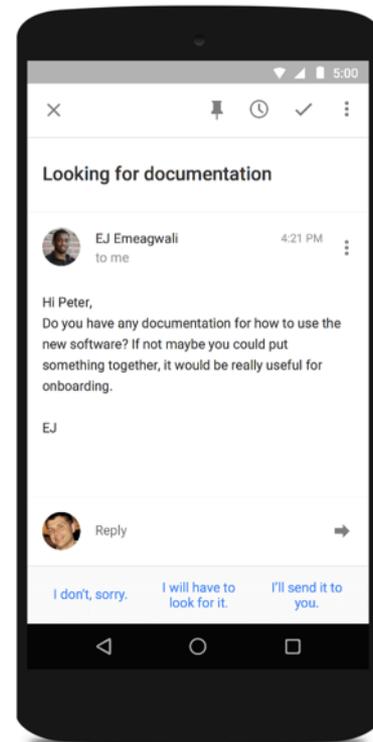


# Research



**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

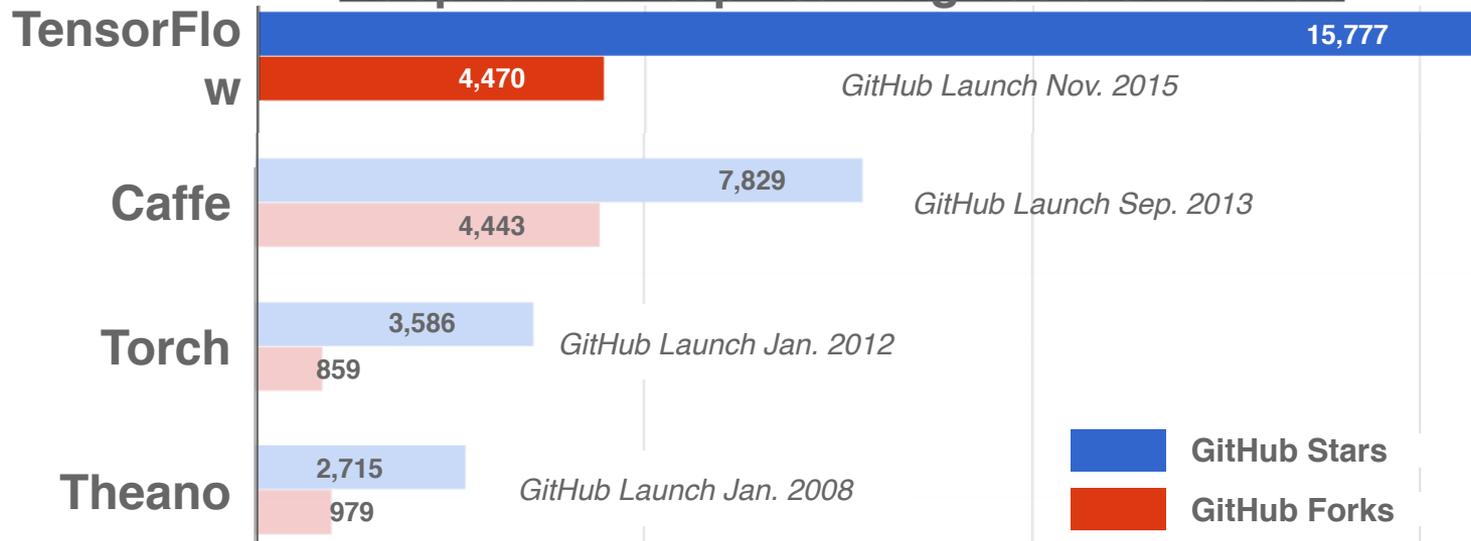
First released Nov 2015

Apache 2.0 license

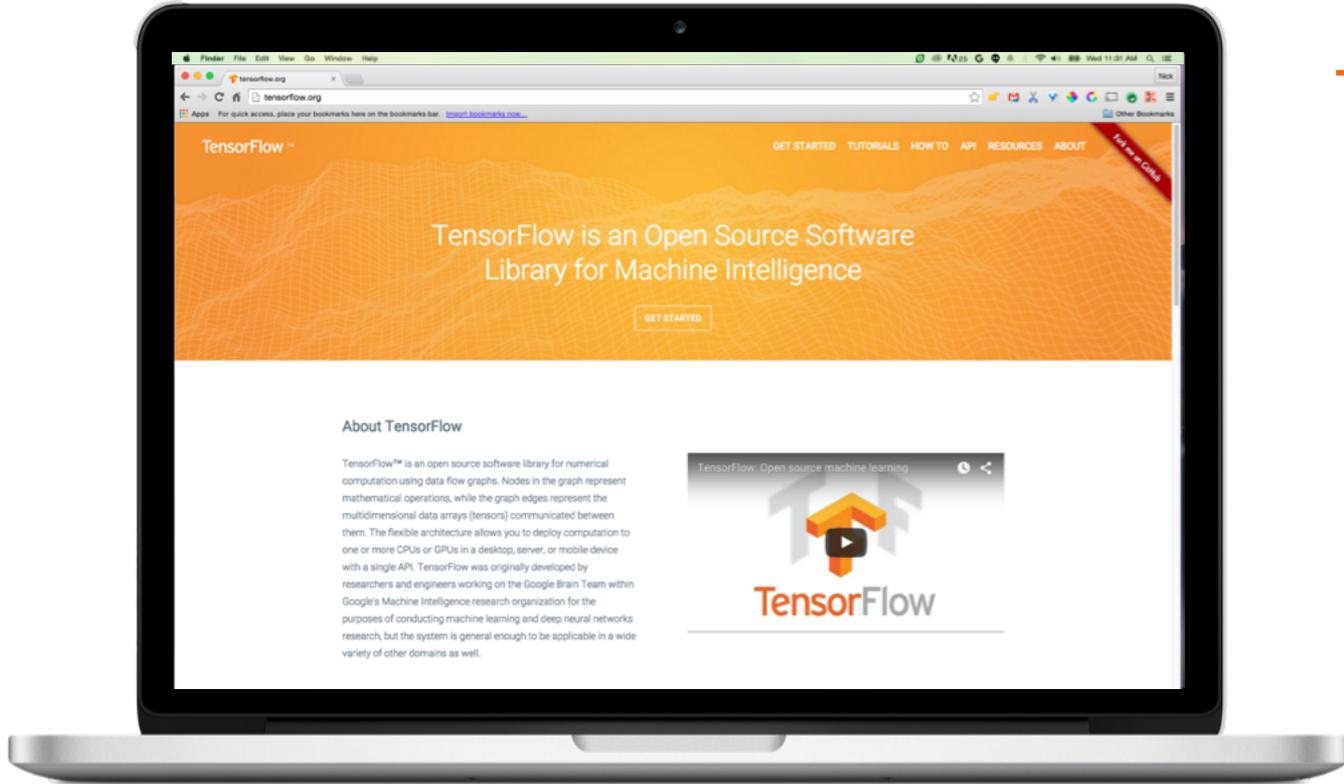
# Strong External Adoption



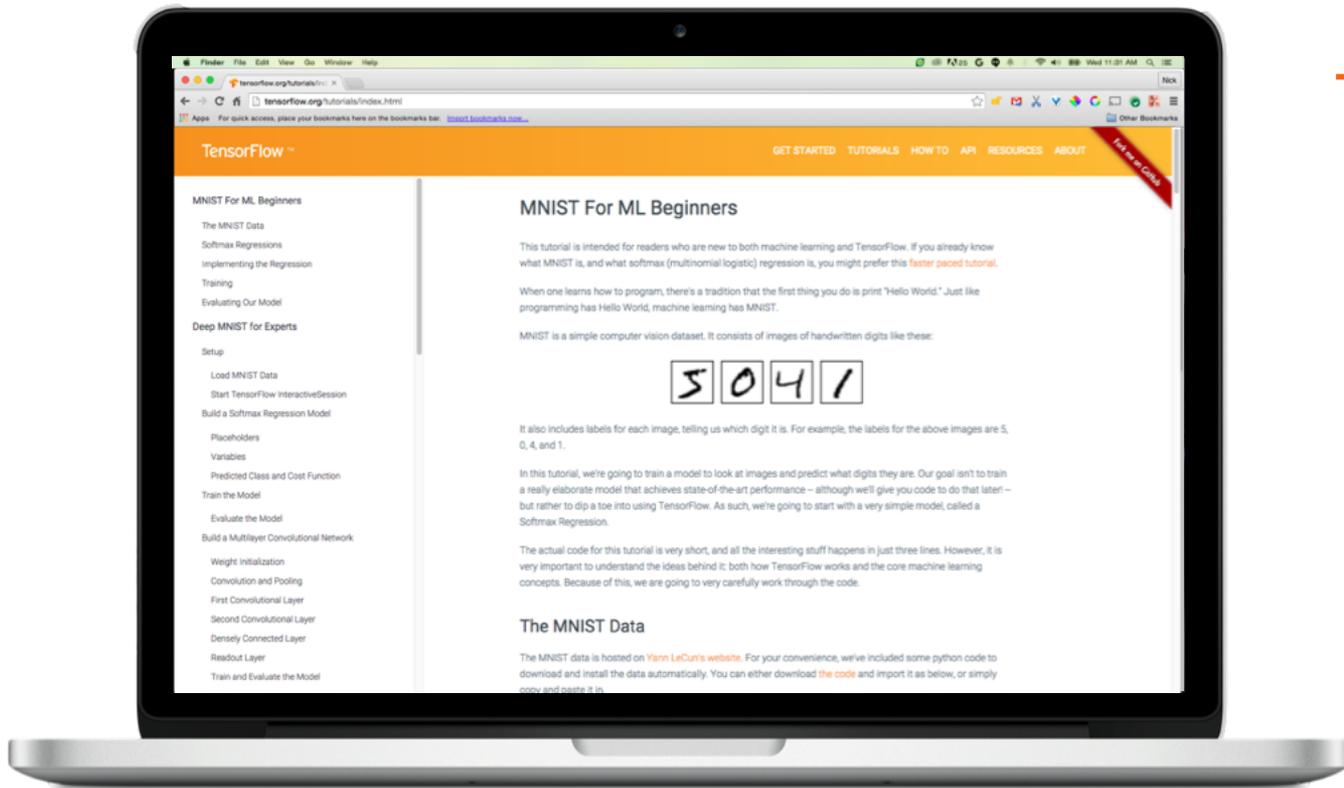
## Adoption of Deep Learning Tools on GitHub



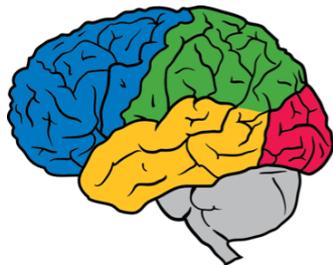
# http://tensorflow.org/



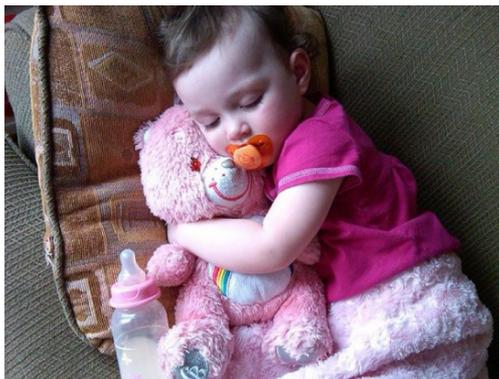
# http://tensorflow.org/



# Infrastructure

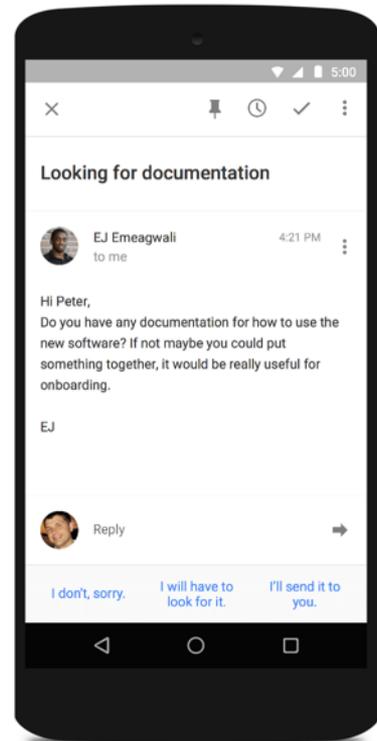


# Research

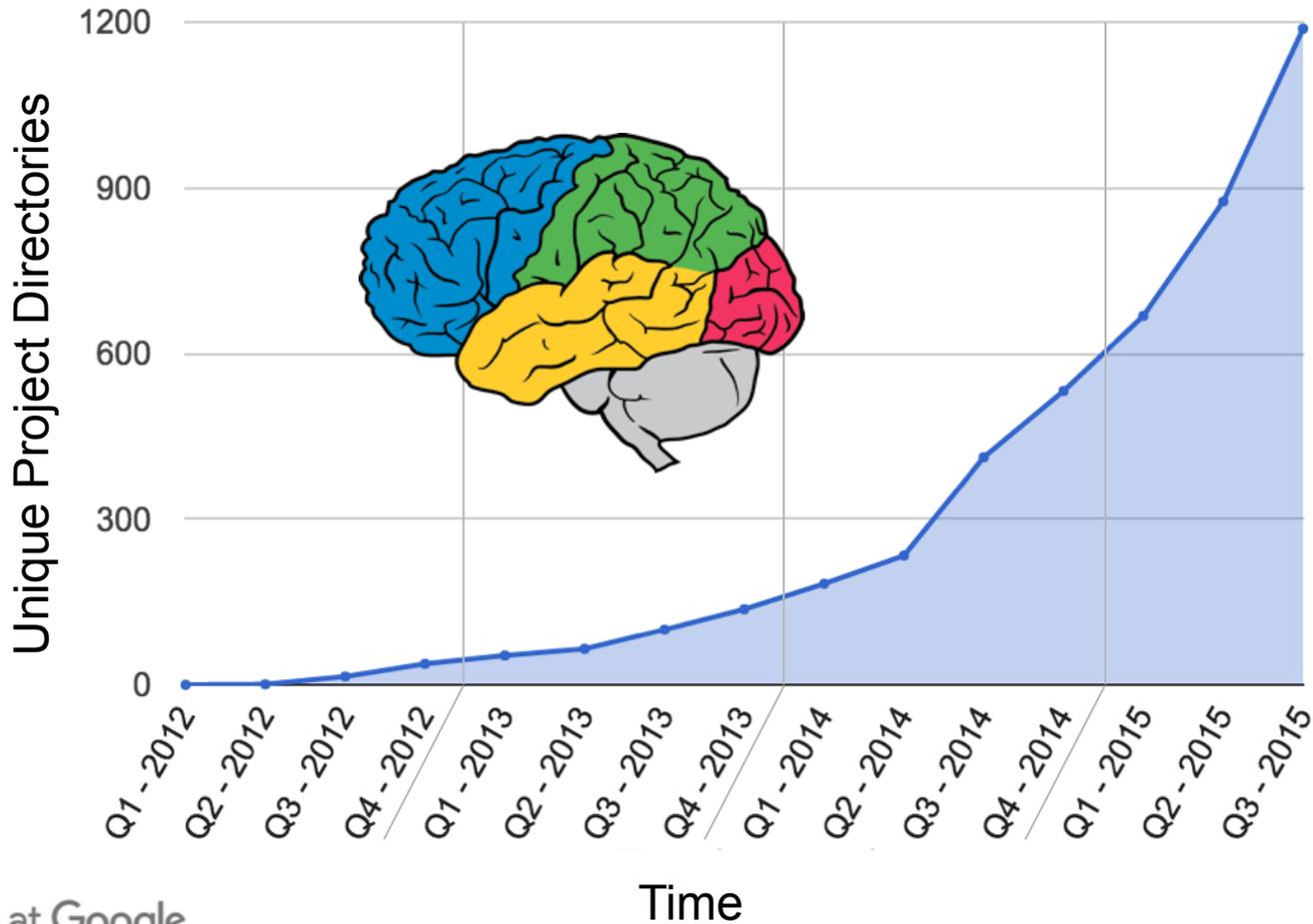


**img2txt:** “A close up of a child holding a stuffed animal.”

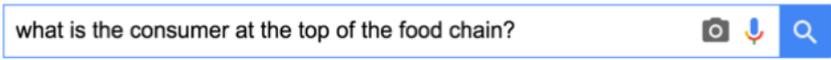
# Applications



# Deep Learning Adoption within Google



# Improving the Products of Today

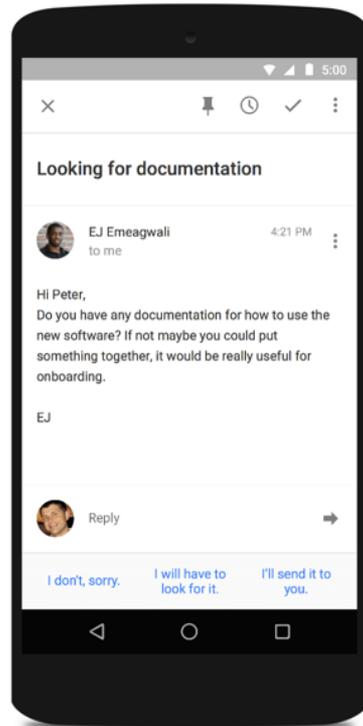


## RankBrain

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

# Powering the Products of the Future

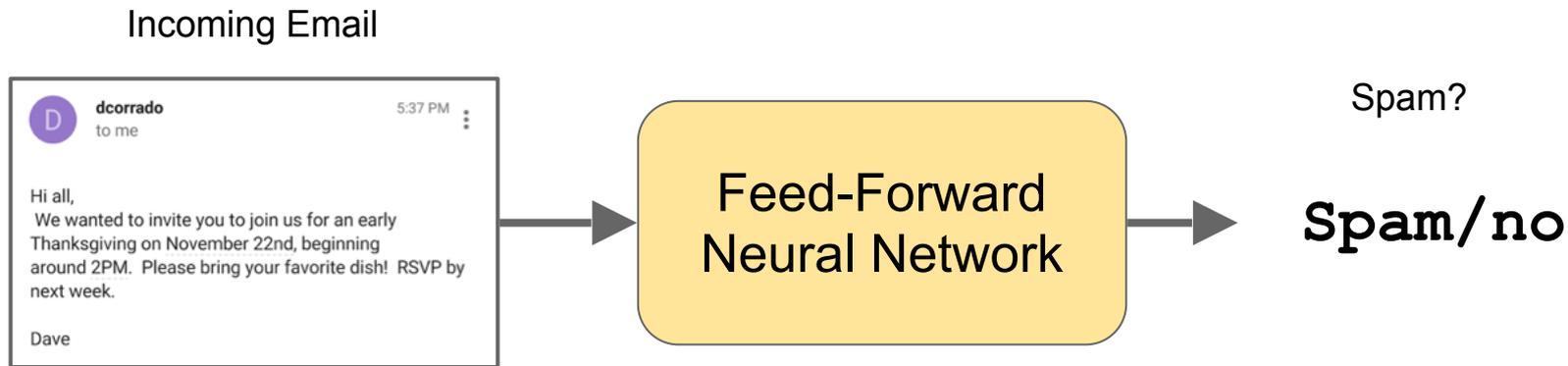
## Smart Reply



“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.

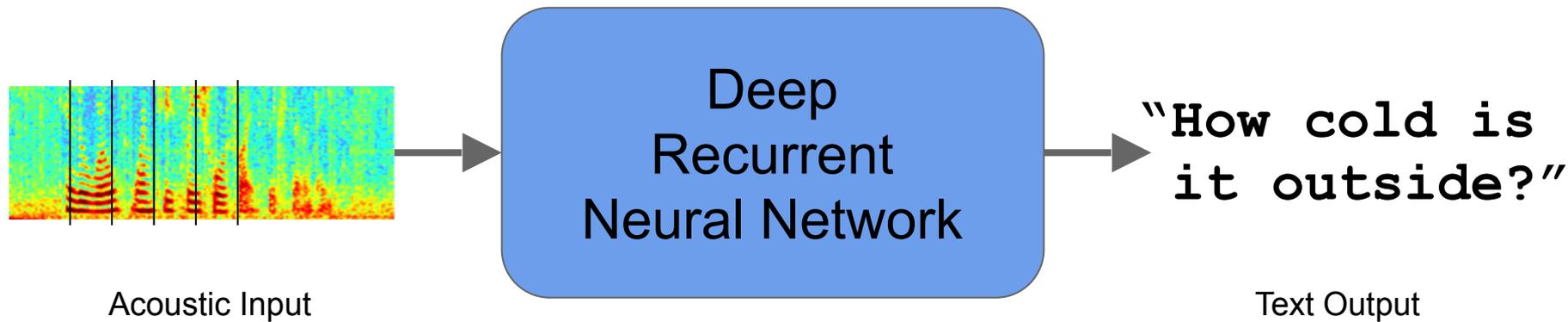
# Gmail Spam



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

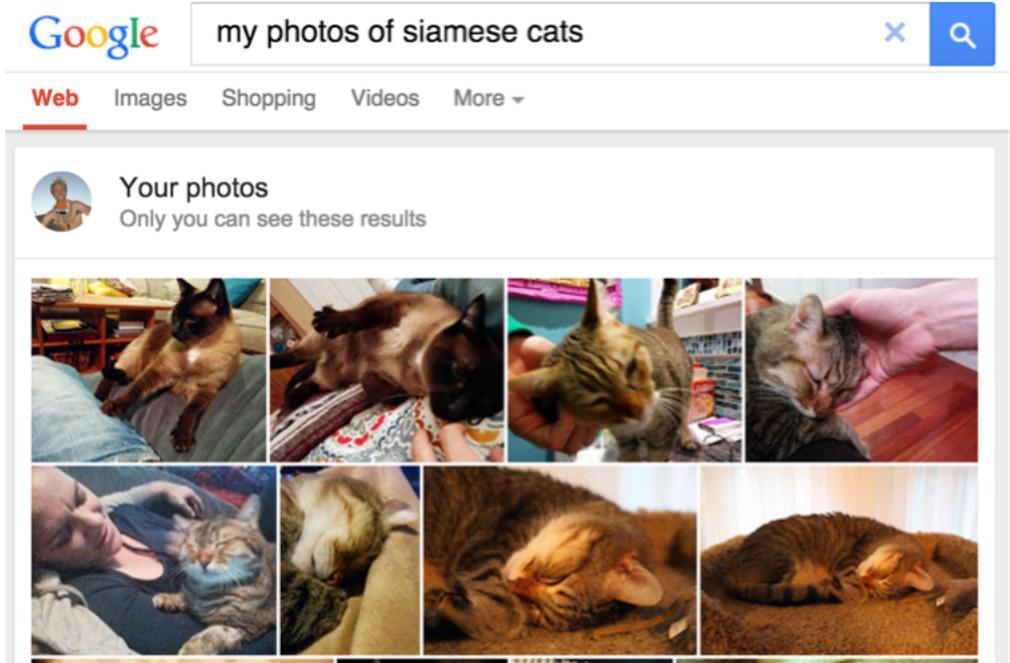
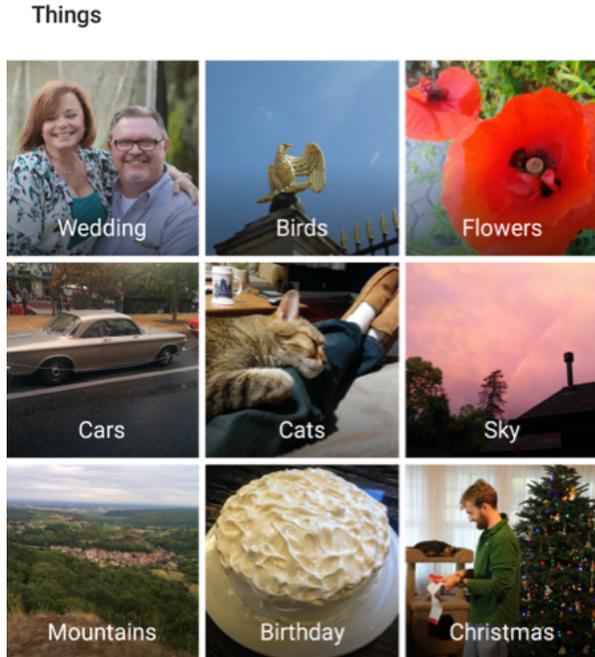
**"ocean"**

Automatic Tag

Search personal photos without tags.

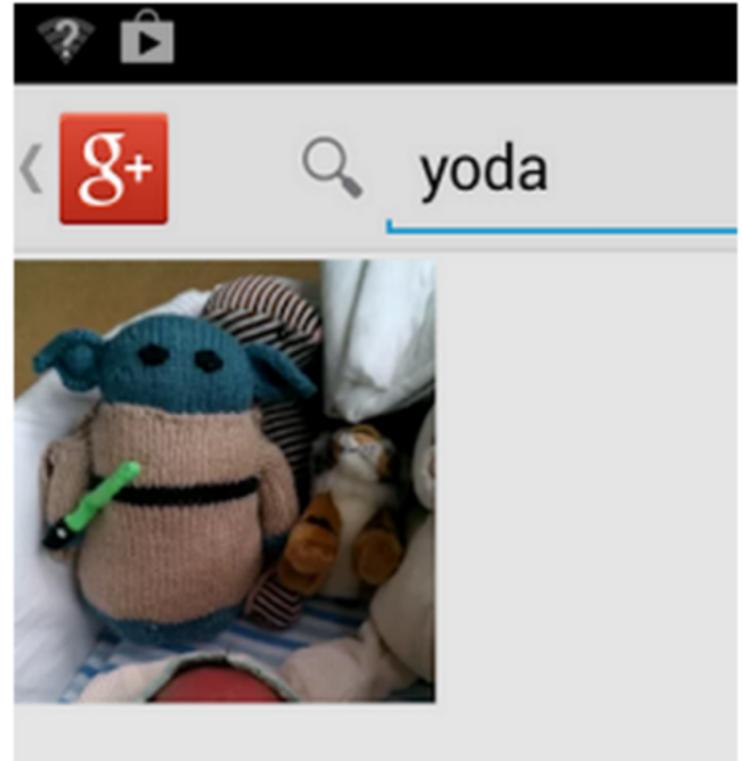
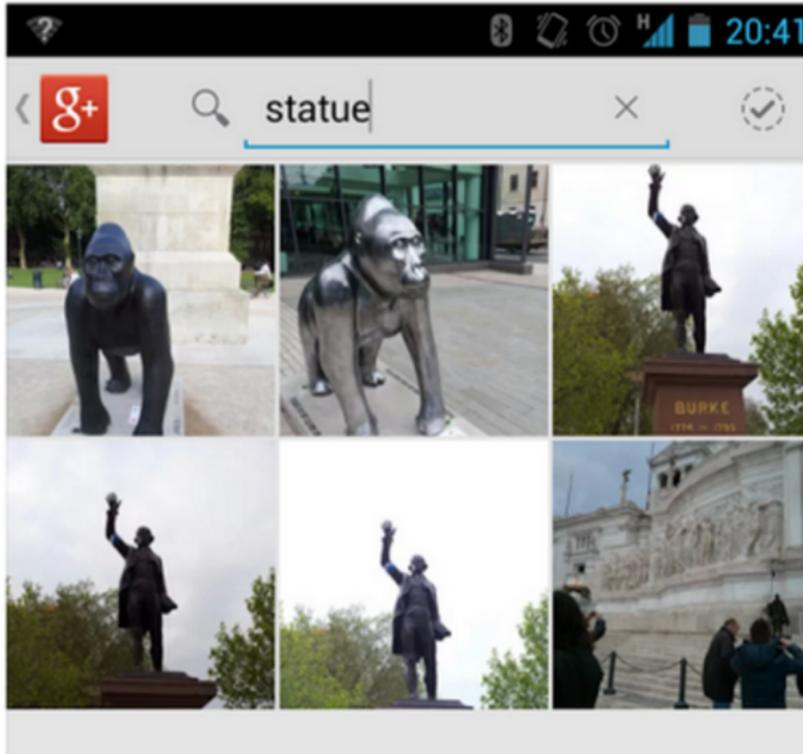
Google Research Blog - June 2013

# Google Photos Search

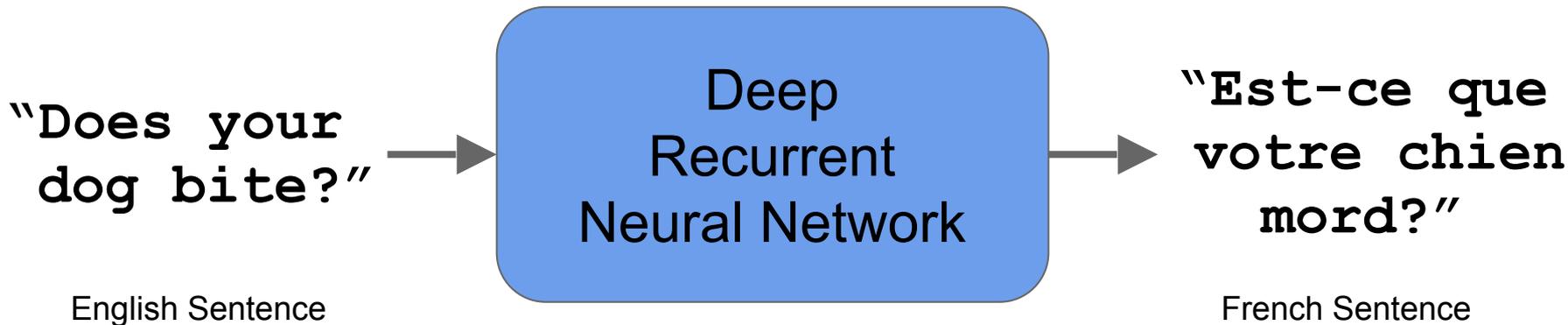


# Google Photos Search

*“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



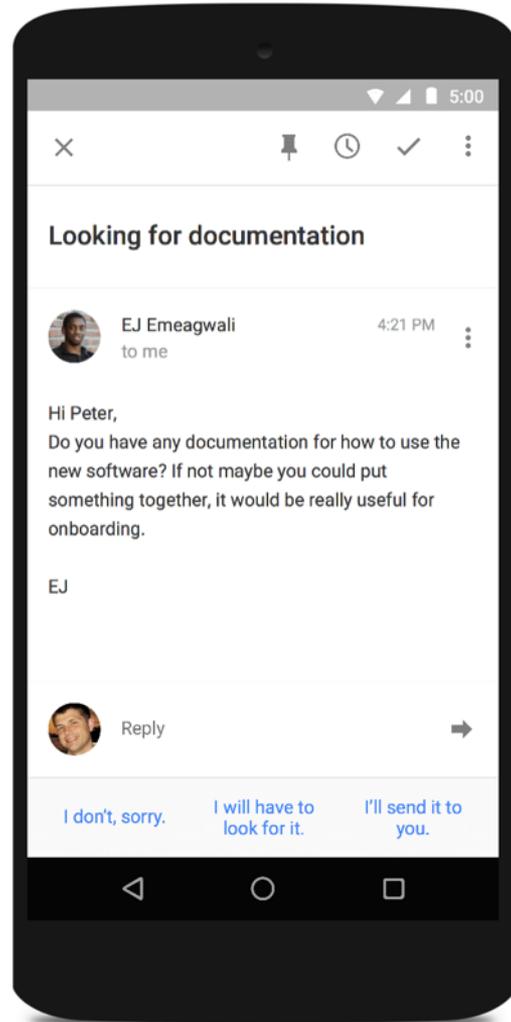


# Smart Reply

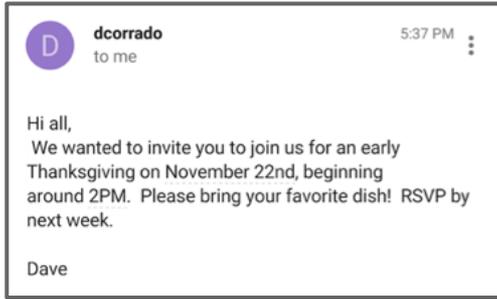
*April 1, 2009: April Fool's Day joke*

*Nov 5, 2015: Launched Real Product*

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



## Incoming Email



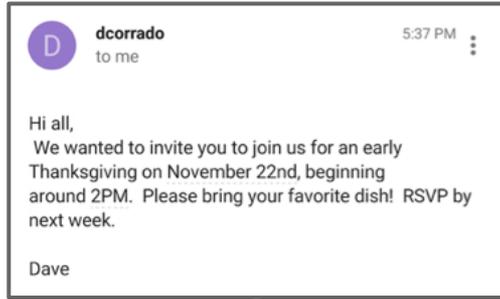
Small Feed-  
Forward  
Neural Network

Activate  
Smart Reply?

**yes/no**

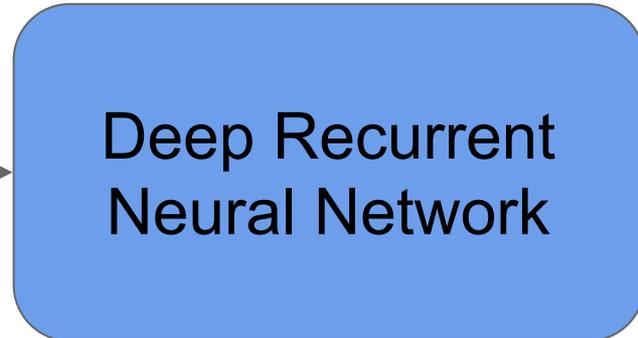
# Smart Reply

Incoming Email

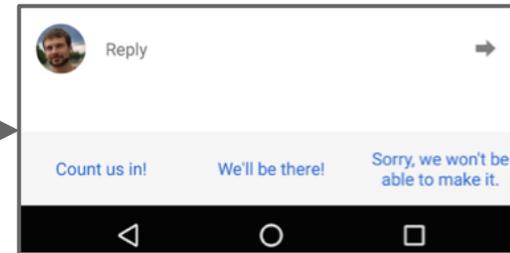


Activate Smart Reply?

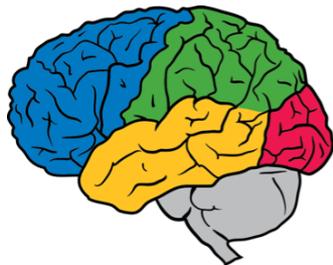
**yes/no**



Generated Replies



# Infrastructure

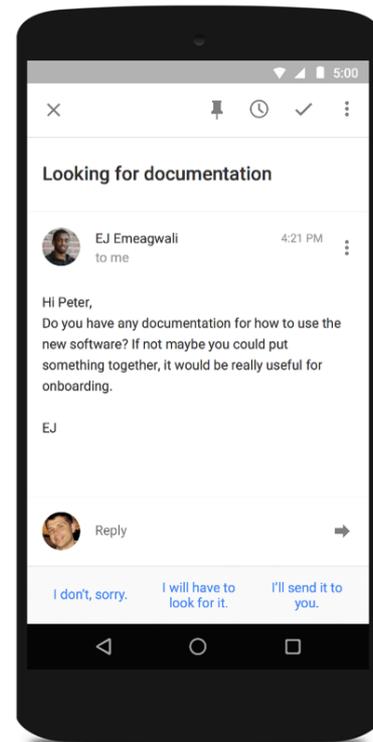


# Research



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

# 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!**

