MATLAB EXPO 2019

Deep Learning and Reinforcement Learning Workflows in Al

Valerie Leung





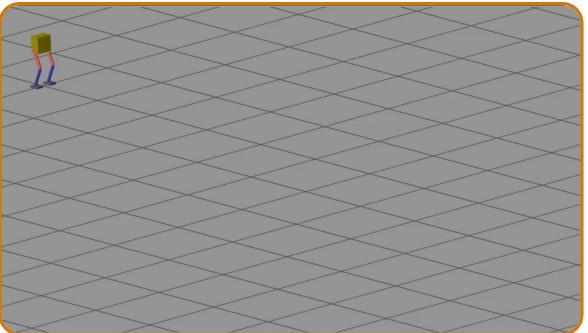
Why MATLAB for Artificial Intelligence?



Artificial Intelligence

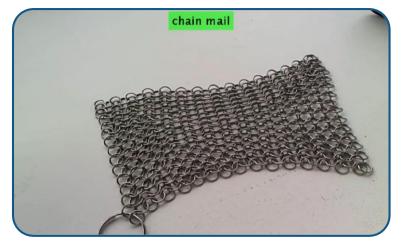
Development of computer programs to perform tasks that normally require human intelligence



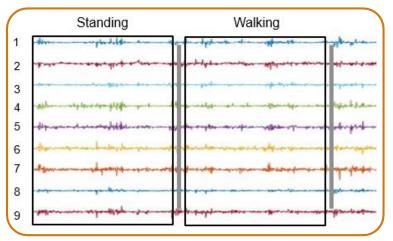




AI Applications



Object Classification



Signal Classification



Speech Recognition



Automated Driving



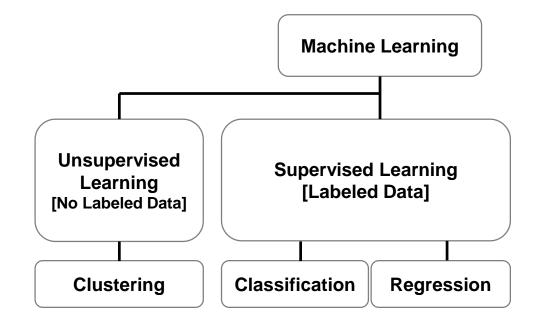
Predictive Maintenance

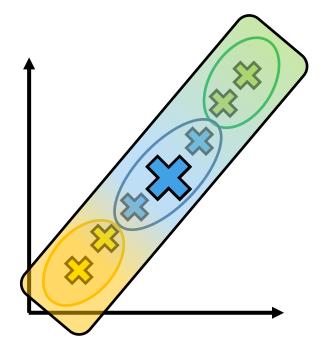


Stock Market Prediction



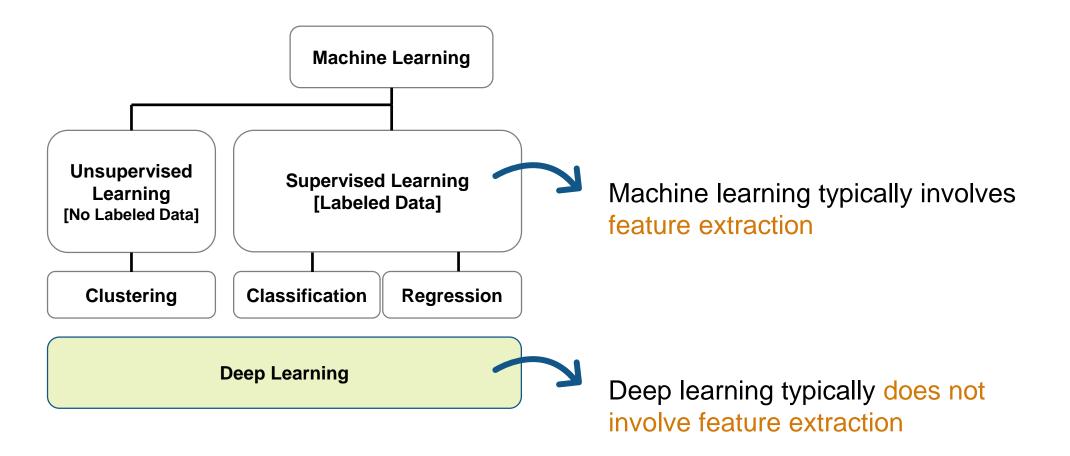
Machine Learning and Deep Learning





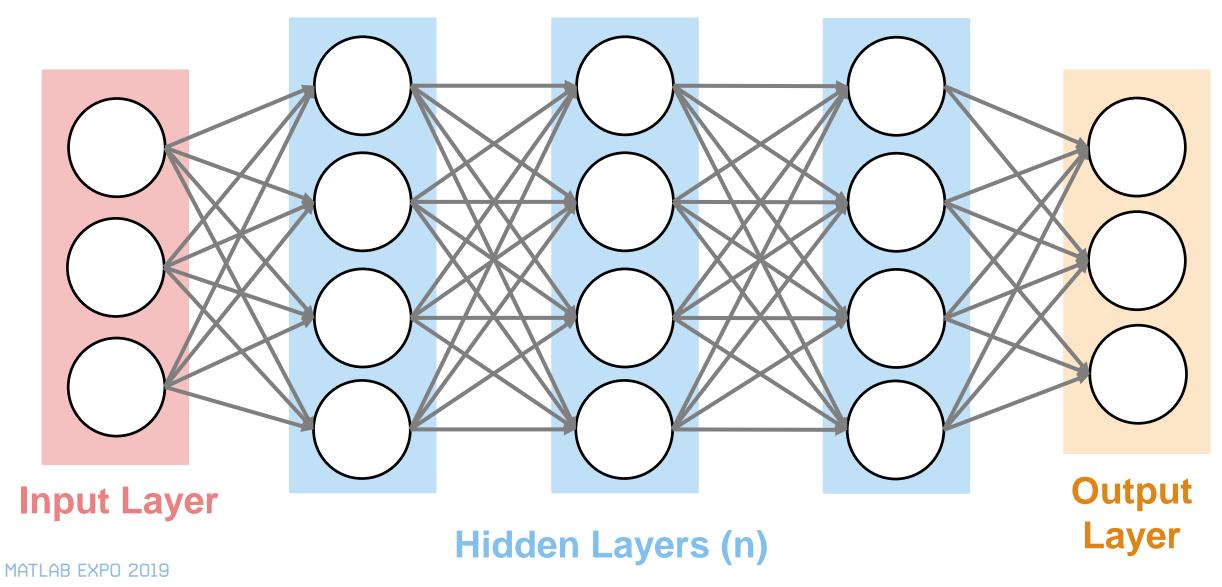


Machine Learning and Deep Learning



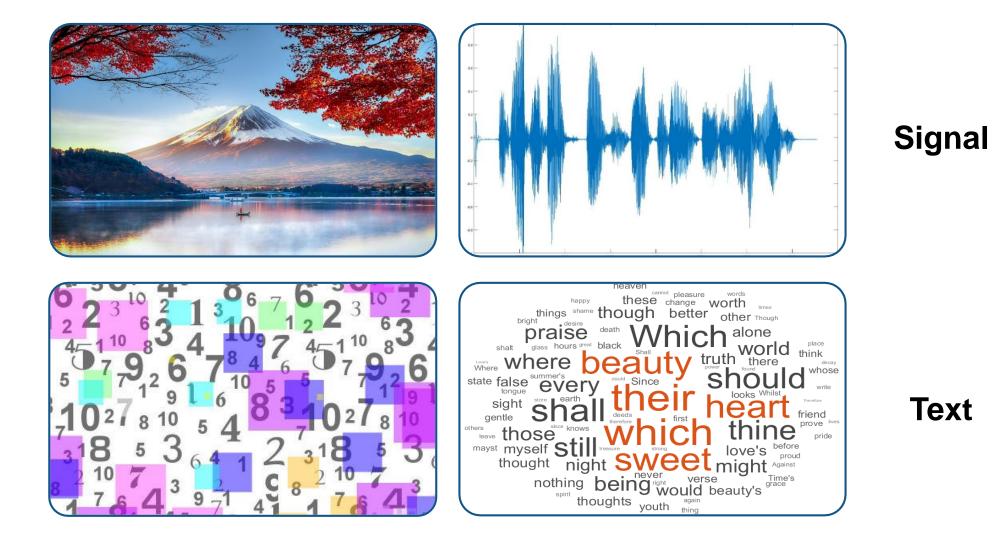


Deep Learning Uses a Neural Network Architecture





Deep Learning Datatypes



Image

Numeric



Deep Learning Workflow

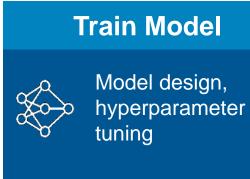
Prepare Data



Data access and preprocessing



Ground truth labeling





Model exchange across frameworks

Hardwareaccelerated training

	Deploy			
	Multiplatform code generation (CPU, GPU)			
:	Edge deployment			
	Enterprise deployment			

deployment



Why MATLAB for AI Tasks?

Increased productivity with interactive tools

Generate simulation data for complex models and systems

Ease of deployment and scaling to various platforms

Full AI workflows that cannot be easily replicated by other toolchains



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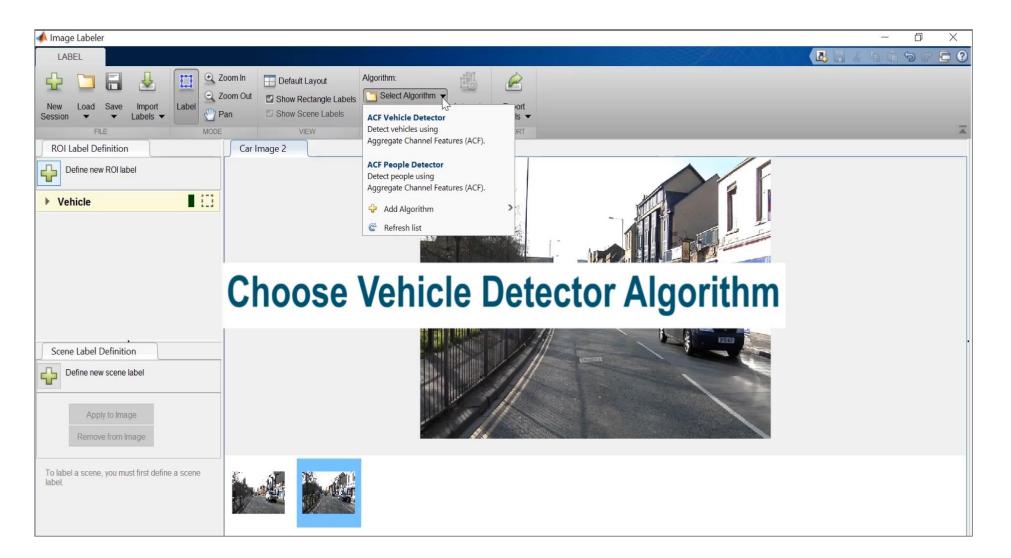


Labeling for deep learning is repetitive, tedious, and time-consuming...

but necessary

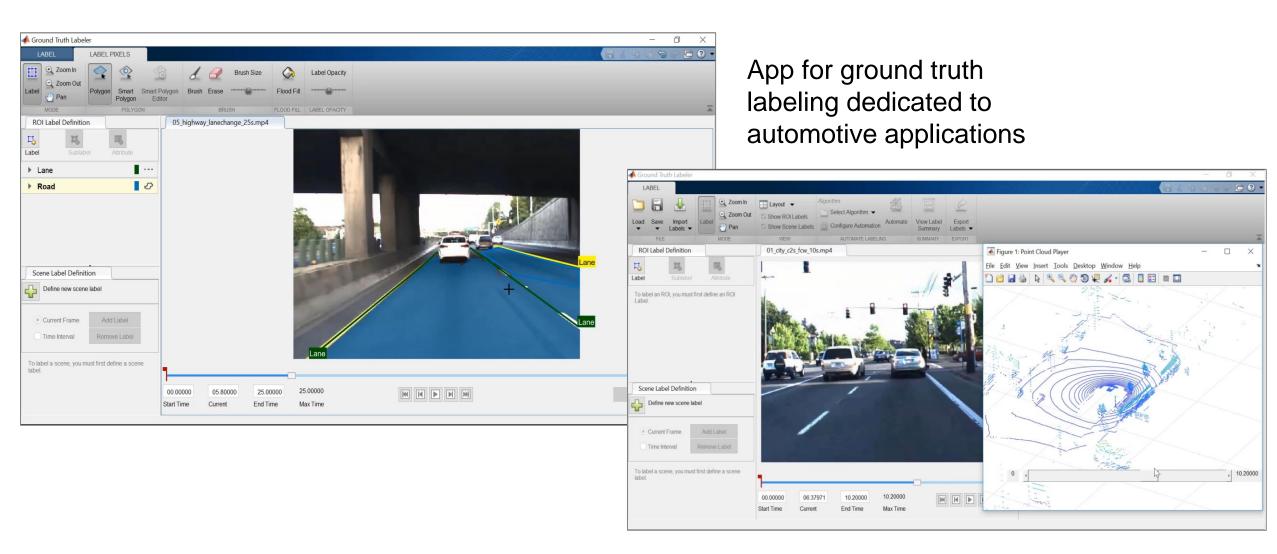


Partially automate ground truth labeling with Apps



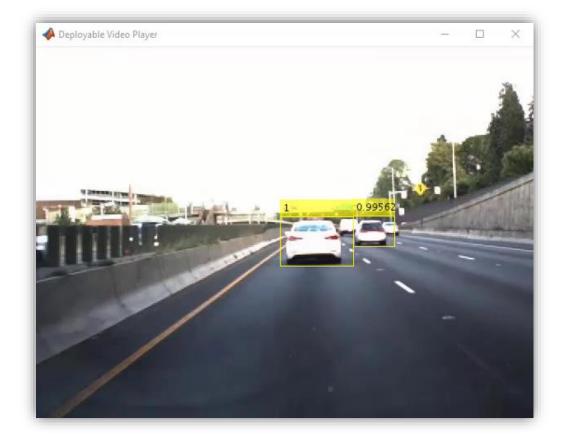


Partially automate ground truth labeling with Apps





Applications developed using labeled data







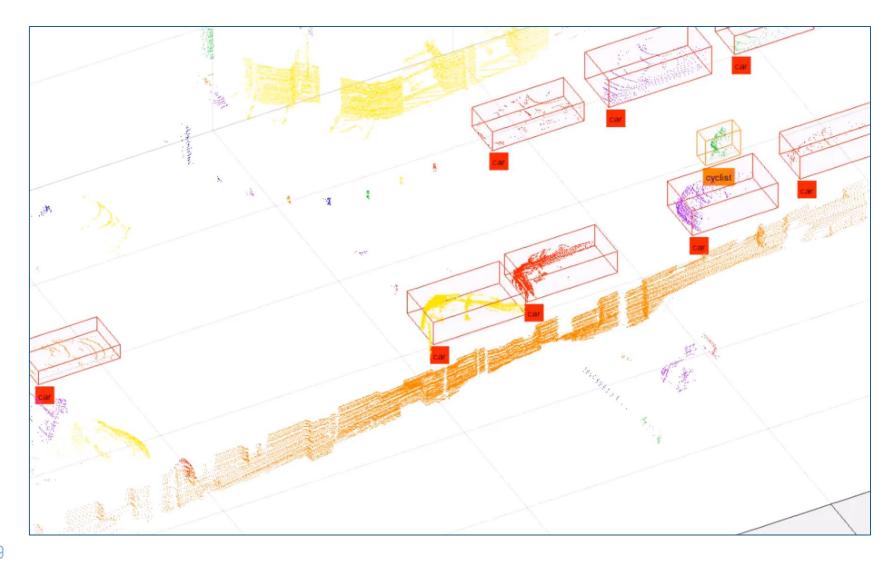
User Story – Veoneer (Autoliv)

- Automotive:
 - Software and hardware for active safety, autonomous driving, occupant protection, and brake control
- Application:
 - Build radar sensor
 - Check accuracy using LiDAR-based verification
- Used MATLAB to semi-automate labeling and tracking of 3D LiDAR point clouds





Manual Labeling for 25 events took over 20 minutes. After automation with MATLAB tools, it took 5 minutes.



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Design deep networks interactively

?

📣 Deep Network Designer	- 6
DEEP NETWORK DESIGNER	
Import Import <th></th>	
LAYERS	PROPERTIES
Filter layers ImageInput INPUT ImageInput.ayer	Number of layers 7 Number of connections 6
ImageInputLayer ImageInputLayer SequenceInputLayer	Input type Image Output type Classification
LEARNABLE	📣 C
Image: Convolution2DLayer Image: Convolution2DLayer Image: Convolution2DLayer Image: Convolution2DLayer	Ne
FullyConnectedLayer maxpool Image: State Sta	
BILSTMLayer	
ReLULayer	
LeakyReLULayer	
ClippedReLULayer	
NORMALIZATION AND DROPOUT	

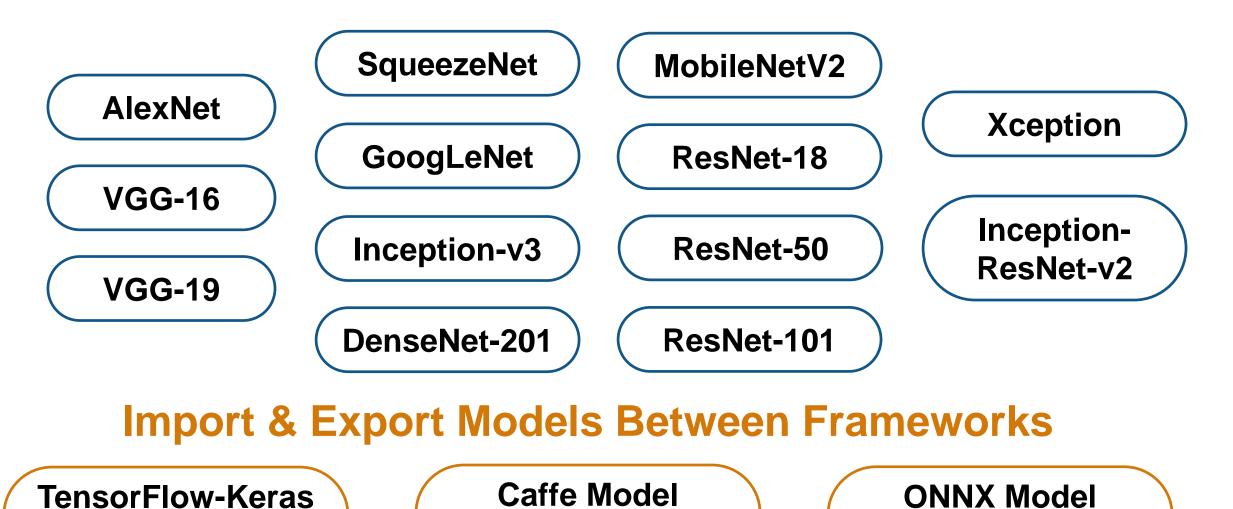
Design network with Deep Network Designer

Check for errors with Network Analyzer

s date: 26-Feb-2019 06:19:34 layers					warnings errors	
	ANALYSIS RESULT					
		NAME	TYPE	ACTIVATIONS	LEARNABLES	
Imageinput	1	ImageInput 28x28x1 imag	Image Input	28×28×1	•	
conv	2	conv 20 5x5x1 con	Convolution	24×24×20	Weights 5x5x1x20 Bias 1×1×20	
•	3	relu ReLU	ReLU	24×24×20	-	
• relu	4	maxpool 2x2 max pooli	Max Pooling	12×12×20	-	
• maxpool	5	fc 10 fully conne	Fully Connected	1×1×10	Weights 10×2880 Bias 10×1	
*	6	softmax	Softmax	1×1×10	-	
fc	7	classoutput crossentropyex	Classification Output	(=)	-	
softmax						



Transfer Learning with Pre-trained Models



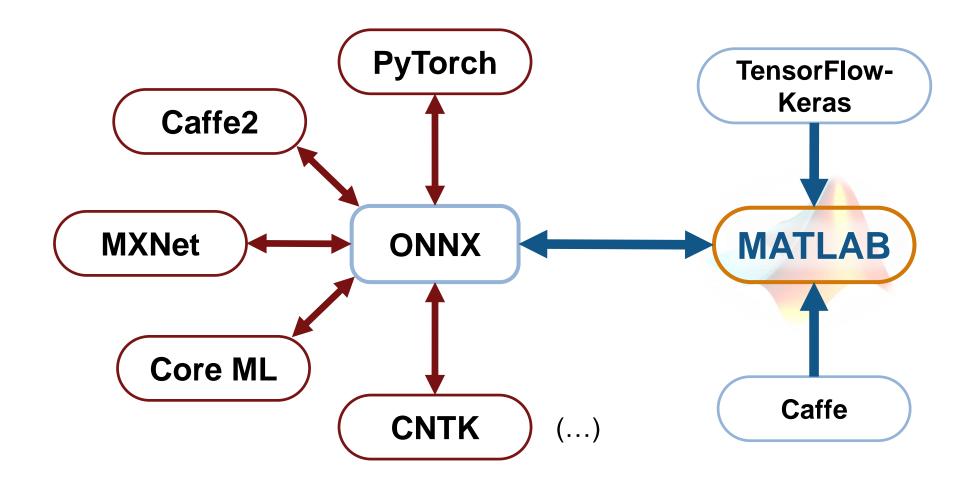
Importer

Importer

Converter



Model Exchange with MATLAB



ONNX = Open Neural Network Exchange



Why MATLAB for AI Tasks?

Increased productivity with interactive tools

Generate simulation data for complex models and systems

Ease of deployment and scaling to various platforms

Full AI workflows that cannot be easily replicated by other toolchains



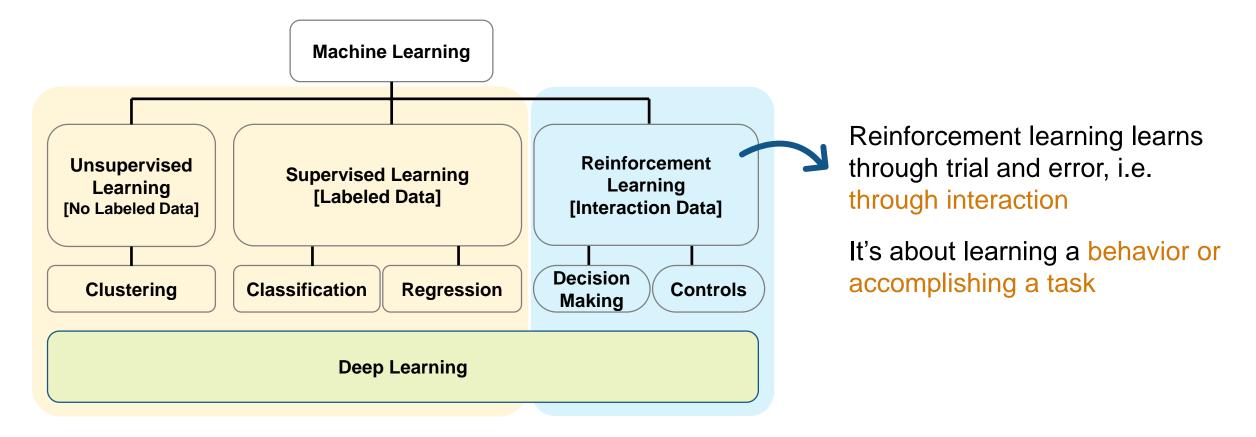
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Generate simulation data for complex models and systems

Reinforcement Learning

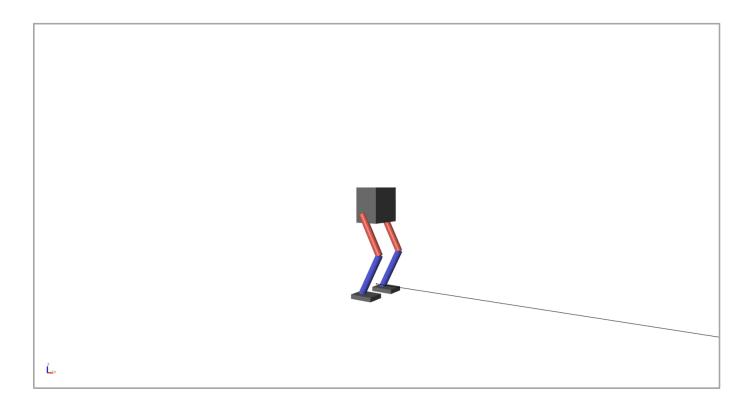
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Reinforcement Learning vs Machine Learning vs Deep Learning





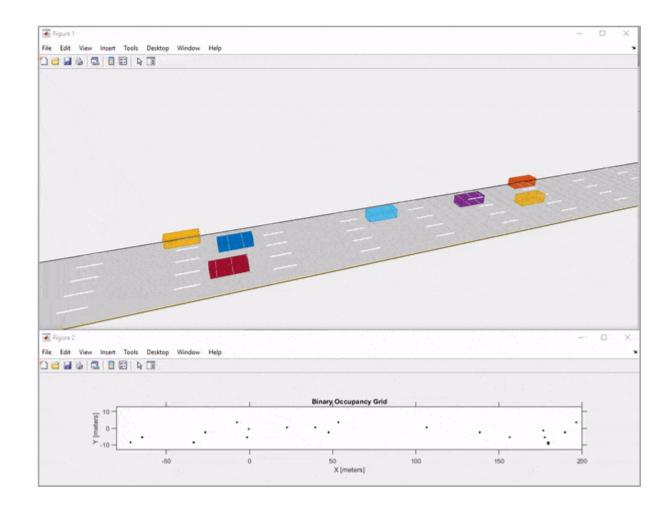
What is Reinforcement Learning?



Reinforcement learning is a type of machine learning that trains an agent through repeated interactions with an environment through a trial & error process that uses a reward system to maximize success

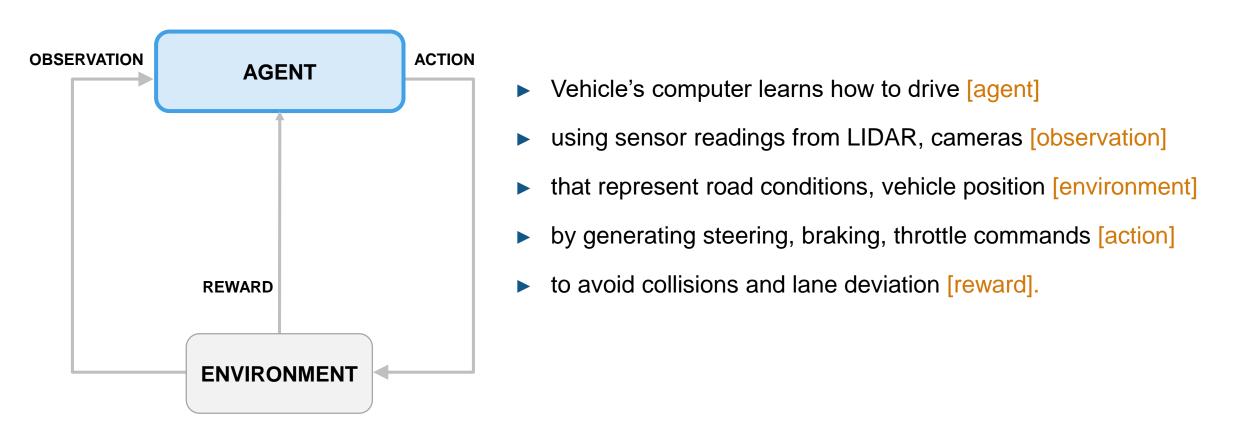


A Practical Example of Reinforcement Learning Training a Self-Driving Car





A Practical Example of Reinforcement Learning Training a Self-Driving Car

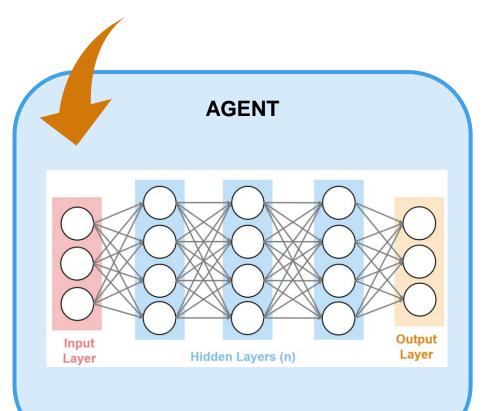


The goal of reinforcement learning is for the agent to find an optimal algorithm for performing a task



Deep Networks are commonly found in the agent, because they can model complex problems.





- Turn left
- Turn right
- Brake
- Accelerate



Reinforcement Learning Workflow

Generate Data



Scenario Design



Simulation-based data generation



Reinforcement learning



Training agent to perform task



Developing reward system to optimize performance

Simulink – generate data for dynamic systems (planes, cars, robots, etc.) 111

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Enterprise deployment

Deployment

generation (CPU, GPU)

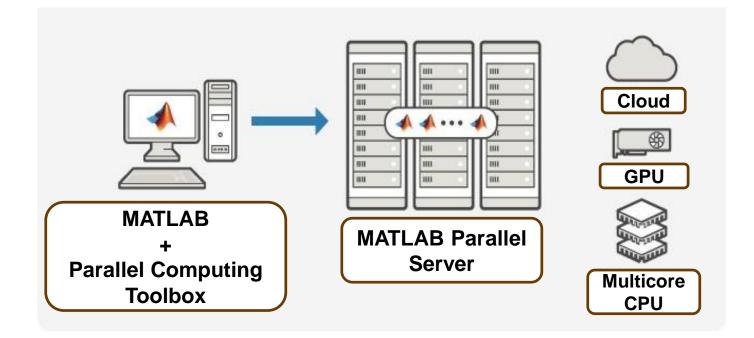
Multiplatform code

Edge deployment

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Scaling up deep learning in parallel and in the cloud

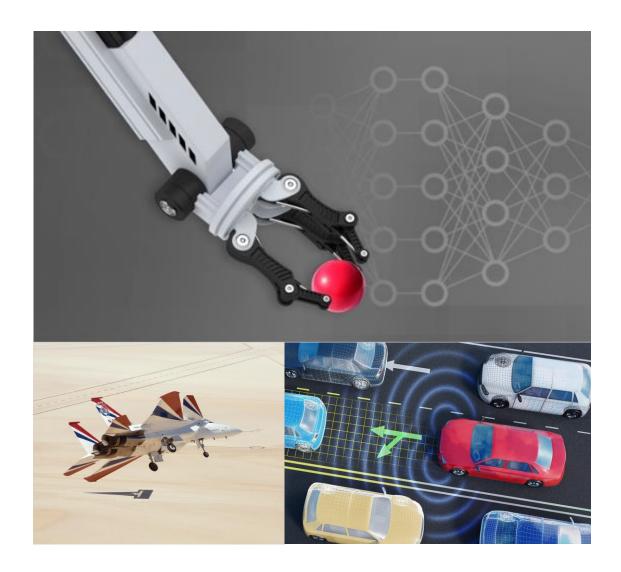


Run thousands of simulations in parallel with MATLAB Parallel Server to save hours of training time.



MATLAB and Simulink for Reinforcement Learning

- Reinforcement learning is a dynamic process
- MATLAB and Simulink virtual models allow you to simulate conditions that are difficult or dangerous to emulate in the real world
- Suitable for:
 - Control-based problems, e.g. automated driving (lane keep assist, adaptive cruise control), robotics, etc.
 - Decision-making problems, e.g. financial trading, games, etc.





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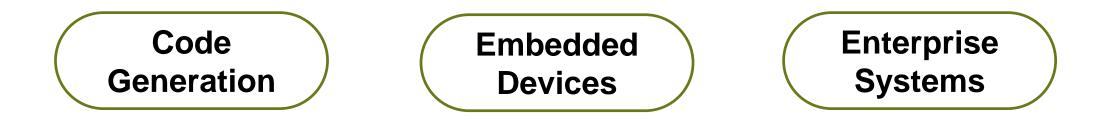
Ease of deployment and scaling to various platforms

Full AI workflows that cannot be easily replicated by other toolchains



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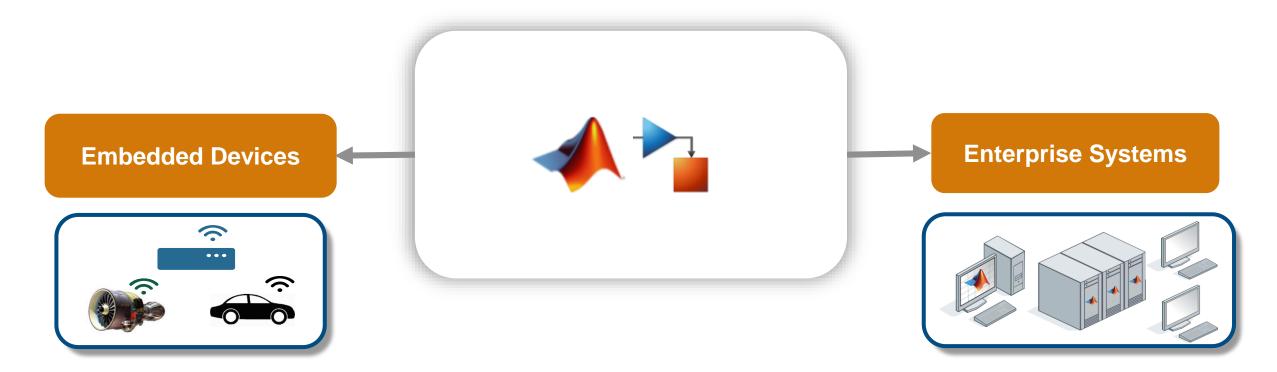
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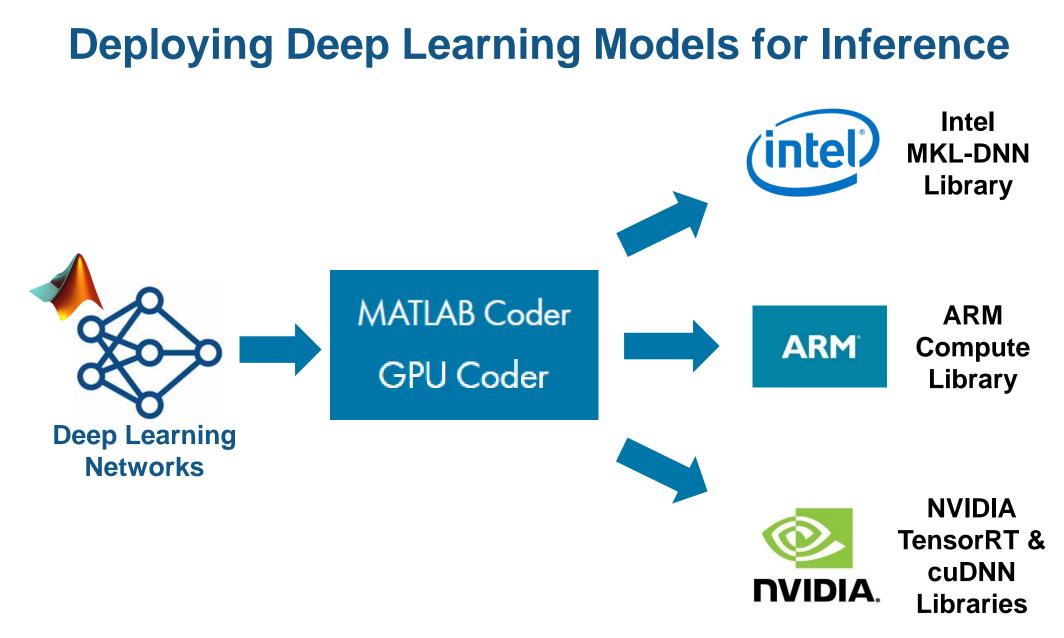
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Deployment and Scaling for Al

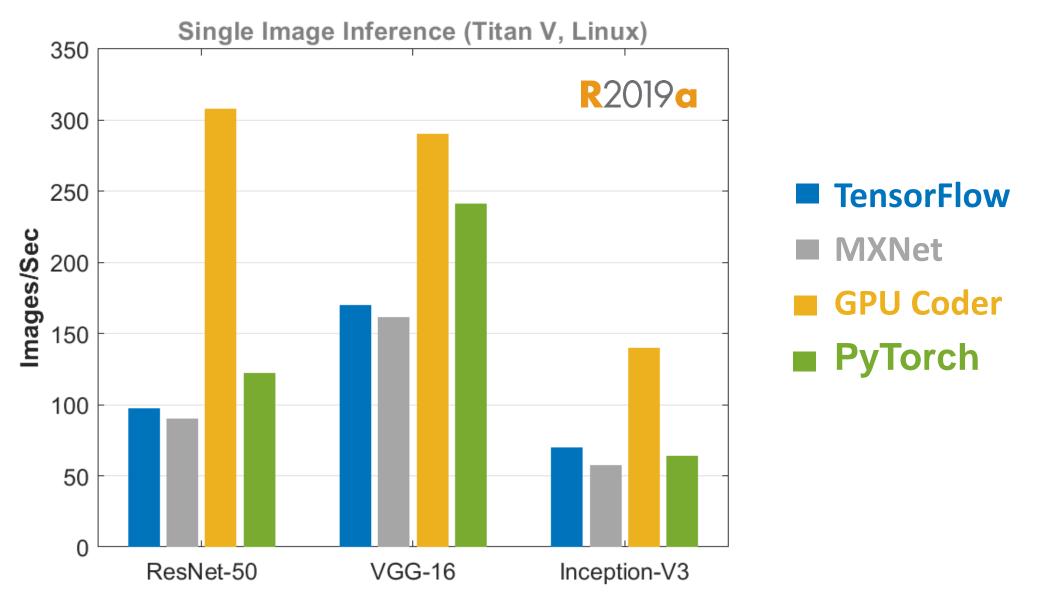








Benchmark of GPU Coder



MATLA Intel® Xeon® CPU 3.6 GHz - NVIDIA libraries: CUDA10 - cuDNN 7 - Frameworks: TensorFlow 1.13.0, MXNet 1.4.0 PyTorch 1.0.0

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Musashi Seimitsu Industry Co.,Ltd.

Detect Abnormalities in Automotive Parts



Automated visual inspection of 1.3 million bevel gear per month

MATLAB use in project:

- Preprocessing of captured images
- Image annotation for training
- Deep learning-based analysis
 - Various transfer learning methods (Combinations of CNN models, Classifiers)
 - Estimation of defect area using Class Activation Map (CAM)
 - Abnormality/defect classification
- Deployment to NVIDIA Jetson using GPU Coder



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