



Microsoft Research

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Deep Learning For Text Processing

Jeffrey A. Bilmes

Professor

Departments of Electrical Engineering
& Computer Science and Engineering

University of Washington, Seattle

<http://melodi.ee.washington.edu/~bilmes>

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Aspects:

- Deep Generative Models and Deep Non-linear Mappings (classification & regression)
- Convolutional Deep Models and Aggregation methods (sum, max pooling, etc.)
- Non-Linear Learning of Feature Representations, Autoencoders
- Distributed Representations (efficiency of parameter utilization).

Applications and Successes:

- Computer Vision (image, video, motion capture)
- Speech (acoustic modeling in speech, speech perception, continuous representations of words/phrases, etc.) and NLP (language modeling, sentiment classification, etc.)
- Information Retrieval, learning similarity, deep CCA, etc.

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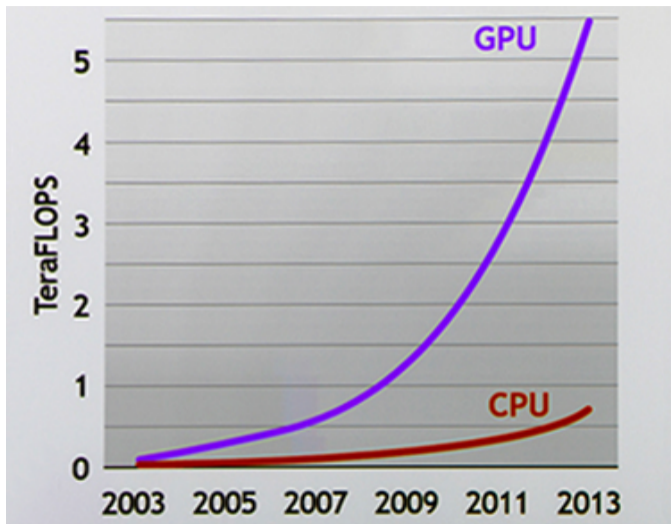
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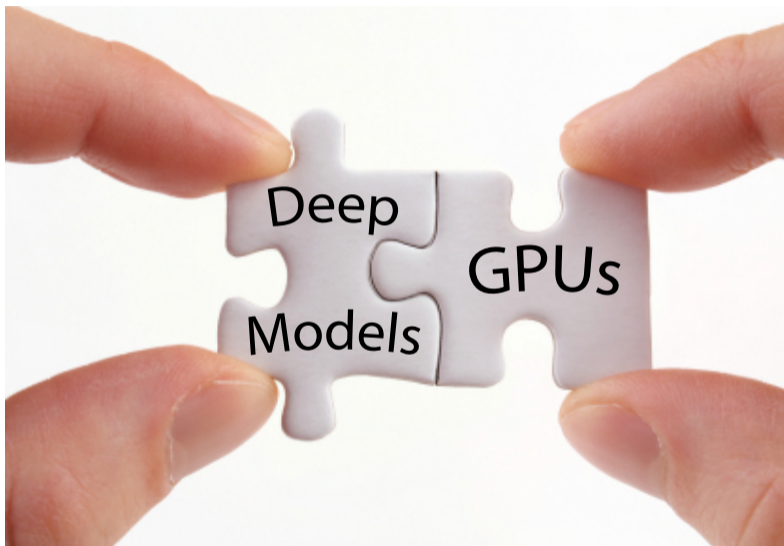
Resources:

- Big data - big data is different data, big neural networks are different neural networks
- Big computation - CPU only computation is insufficient, while GPUs are feasible

GPU vs. CPU Performance Over Time



Source: GTC (GPU Tech. Conference) Keynote, NVIDIA CEO Jen-Hsun Huang, 3/25/2014



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- Q: Or is the nature of such neural computations (matrix operations) such that it will always have an advantage due its regularity and hardware optimizability?
- Q: If so, can text/NLP applications like parsing, SMT be made just as regular?