



# Pseudo Rehearsal using non photo-realistic images

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## Catastrophic forgetting problem

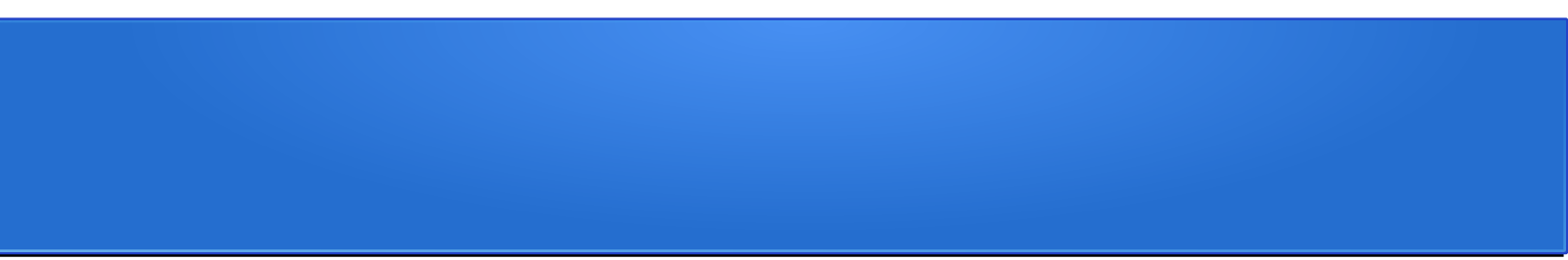
R. M. French, “Catastrophic forgetting in connectionist networks,” Trends in cognitive sciences, vol. 3, no. 4, pp. 128–135, 1999.

## Continual Learning

- [1] H. Shin, J. K. Lee, J. Kim, and J. Kim, “Continual learning with deep generative replay,” in Advances in Neural Information Processing Systems, pp. 2990–2999, 2017
- [2] G. I. Parisi, R. Kemker, J. L. Part, C. Kanan, and S. Wermter, “Continual lifelong learning with neural networks: A review,” Neural Networks, 2019.
- [3] C. Atkinson, B. McCane, L. Szymanski, and A. Robins, “Pseudo-recursal: Solving the catastrophic forgetting problem in deep neural networks,” arXiv preprint arXiv:1802.03875, 2018.



Changing weights leads to *distorted*  
decision boundary



*“Distortion of the decision boundary  
leads to forgetting.”*

# Pseudo Rehearsal ...

## PSEUDO REHEARSAL

$$M_t = \text{Train} (B_1^* \cup B_2^* \cup B_3^* \cup \dots \cup B_{t-1}^* \cup B_t, M_{t-1})$$

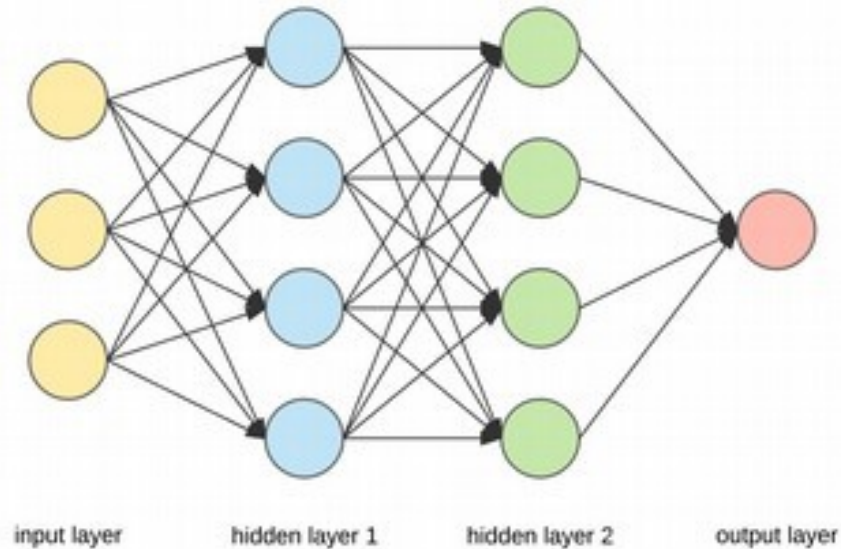
here,  $B_i$  is the training data for the task “ $T_i$ ”.

and  $B_i^* = G(B_i)$

where  $B_i^*$  is the synthetic version of  $B_i$ , generated using the data generator  $G()$ .  $M_i$  represents the neural network being trained on task “ $T_i$ ”.

Ref: A. Robins, “Catastrophic forgetting, rehearsal and pseudorehearsal,”  
Connection Science, vol. 7, no. 2, pp. 123–146, 1995.

## GENERATIVE REPLAY



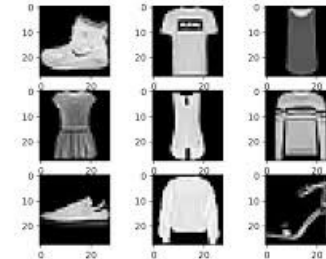
+

Generative  
Adversarial  
Network



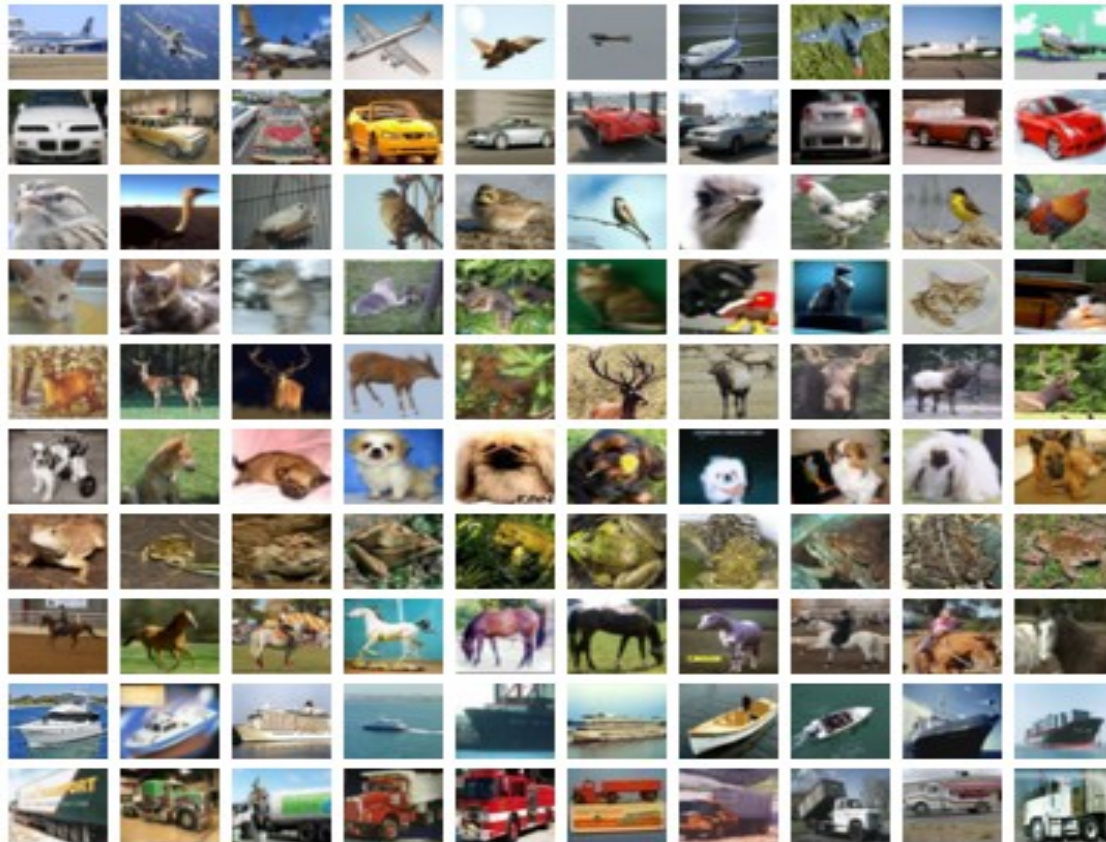
MNIST Digits

MNIST Fashion

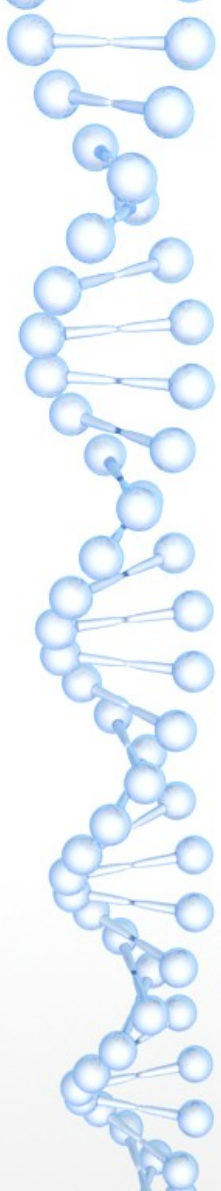


Reference: H. Shin, J. K. Lee, J. Kim, and J. Kim, “Continual learning with deep generative replay,” in *Advances in Neural Information Processing Systems*, pp. 2990–2999, 2017.

# Visually complex images



**Image source:**  
Google image  
search



# Genetic Algorithms



# Difference in loss functions ...


<b>GAN based approaches</b>	<b>Ours</b>
minmax(Generator, Discriminator) + binary cross entropy	Genetic Algorithm + Softmax confidence of target class

# Our approach ...

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**Algorithm 1** Synthetic data generation for a class  $c$ 

---

**P:**  $\{x_0, x_1, x_2 \dots x_{m-1}\}$  // Random population

$|P| = m$

**while**  $(\exists x \in P) : f_c(x) \leq \tau$  **do**

$P' = \{ \langle x, f_c(x) \rangle \mid \forall x \in P \}$

Let,  $L$  be a list in descending order of  $f_c(x), \forall x \in P'$

$P^* = L[0 \dots m * 0.25]$  //top 25% of elements

$C = [\text{crossover}(P^*[j], P^*[j + 1]) \mid \forall j \in [0 \dots |P^*| - 1]]$

$M = [\text{mutation}(x) \mid \forall x \in P^*]$

$M_C = [\text{crossover}(M[i], M[i + 1]) \mid \forall i \in [0, \dots, |M| - 1]]$

$P_{new} = P^* \cup C \cup M \cup M_C$

$P = P_{new}$

**end while**

Here  $f_c(x) = \frac{e^{z_c}}{\sum_{j=1}^K e^{z_j}}$

where  $z$  is vector of scores for each of the classes  $1 \dots K$ ,  
 $c$  is the given target class,  $f_c(x)$  is softmax score for class  
 $c$  on input  $x$  and  $K$  is the total number of classes.

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**while**  $(\exists x \in P) : f_c(x) \leq \tau$  **do**

$P' = \{x \in P : f_c(x) > \tau\}$

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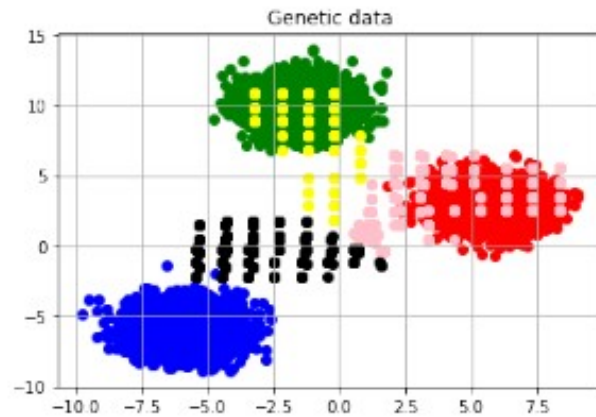
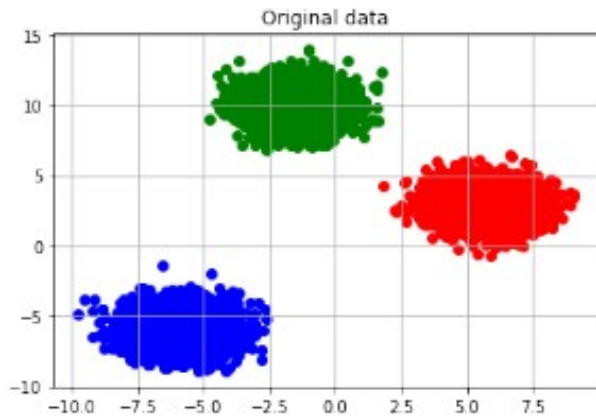
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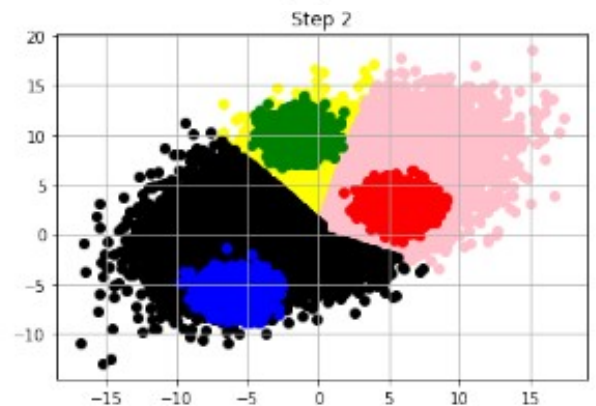
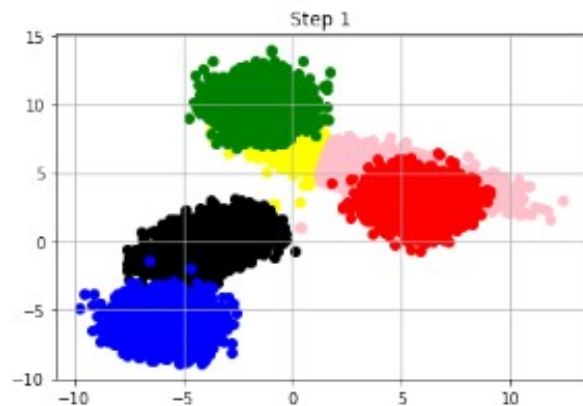


*“make\_blobs”* dataset from Sklearn



(a)

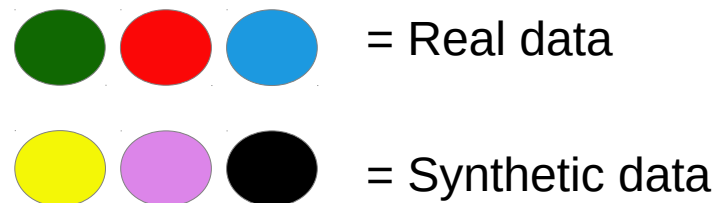
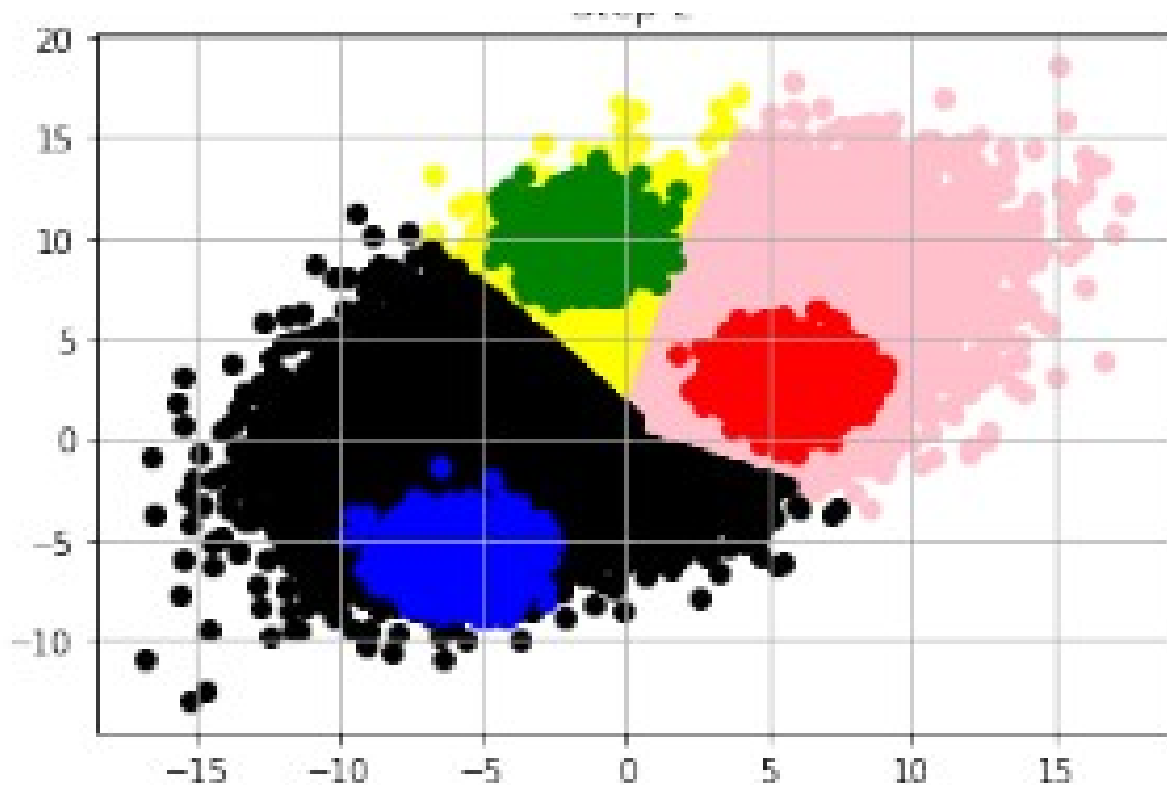
(b)



(c)

(d)

*"make\_blobs"* dataset from Sklearn



# Experiment on learning and retention behaviour ..

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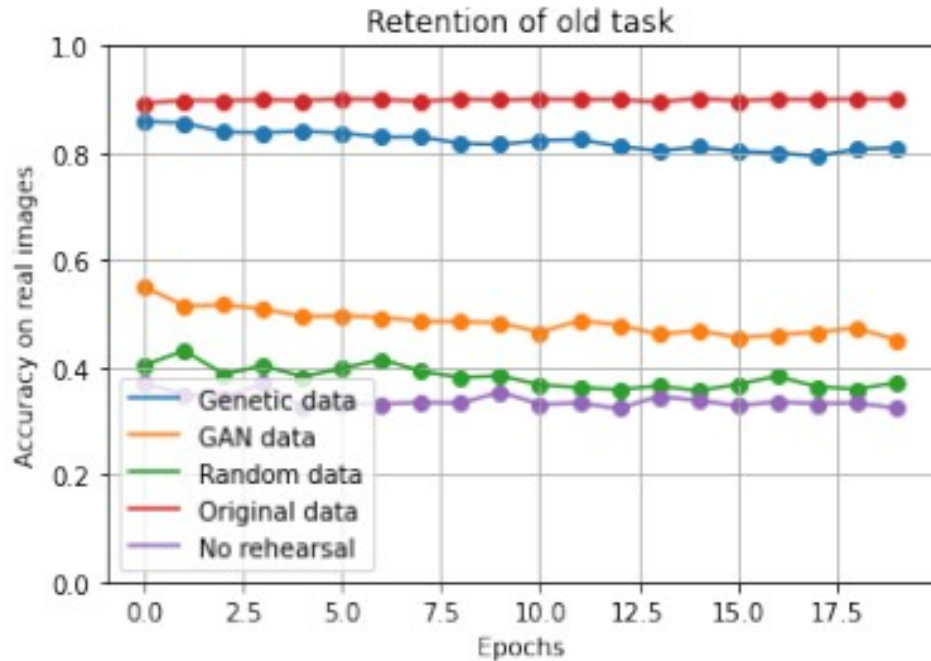
- Step 1::  $M_1 = \text{Train}(B_1)$

# Experiment on learning and retention behaviour ..

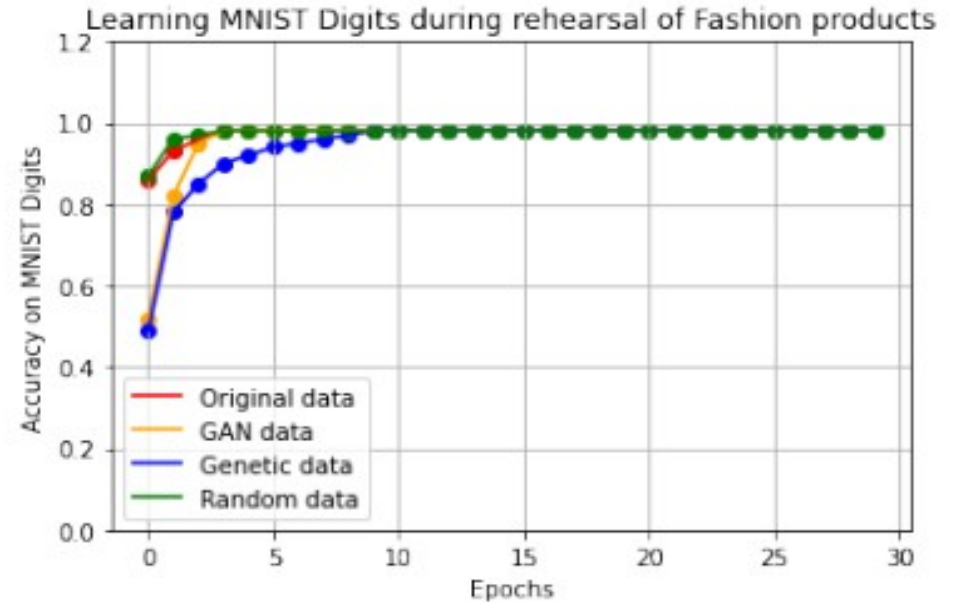
- Step 1::  $M_1 = \text{Train}(B_1)$
- Step 2::  $M_2 = \text{Train}(B_1^* \cup B_2)$

here  $B_1$ ,  $B_2$  are the training data for tasks “ $T_1$ ” and “ $T_2$ ” and  $B_1^*$  is the synthetic version for  $B_1$ .

# Experiment on learning and retention behaviour ..



(a) Retention of Fashion dataset

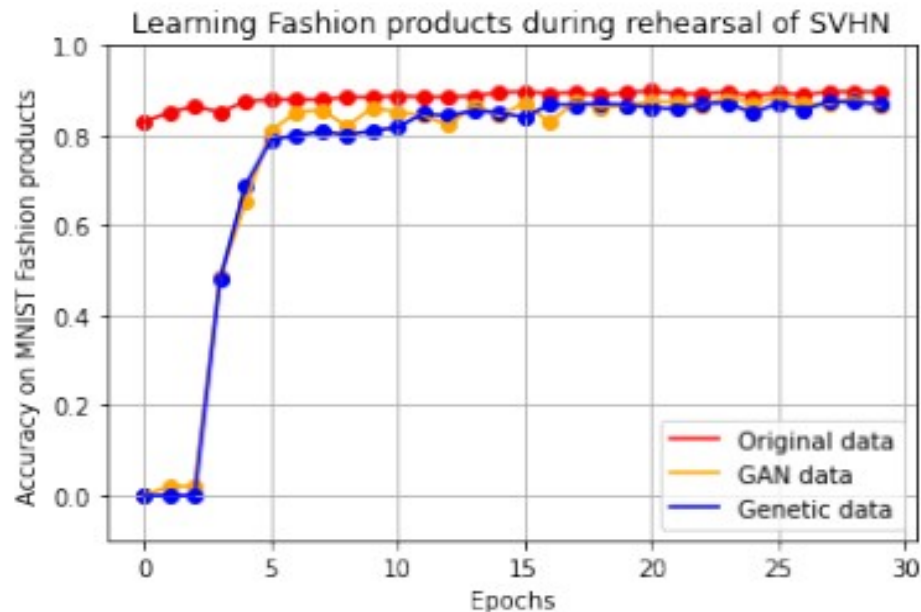


(a) Learning of MNIST digits during rehearsal of Fashion dataset.

# SVHN + Fashion datasets:



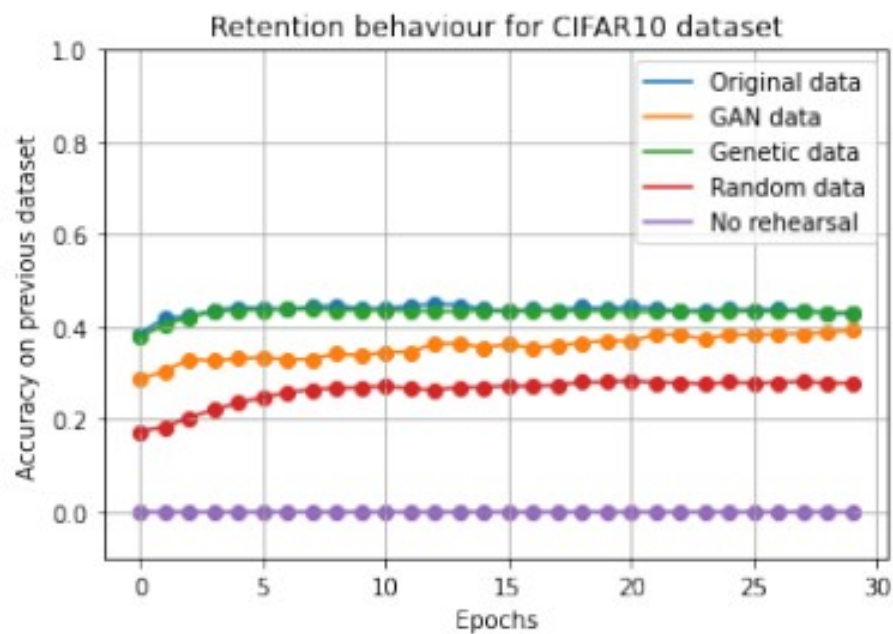
(b) Retention of SVHN dataset



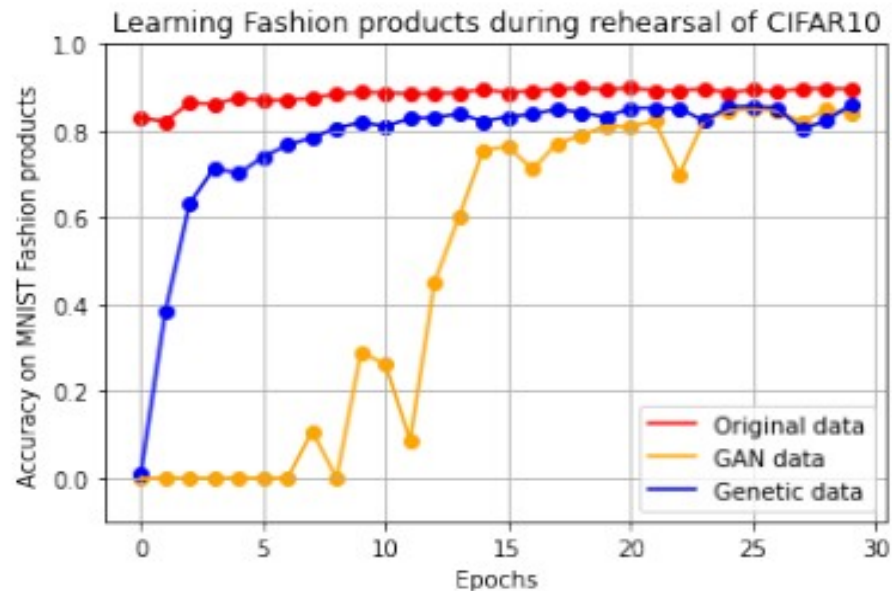
(b) Learning of MNIST Fashion during rehearsal of SVHN



# CIFAR10 + Fashion datasets:



(c) Retention of CIFAR10



(c) Learning of MNIST Fashion during rehearsal of CIFAR10

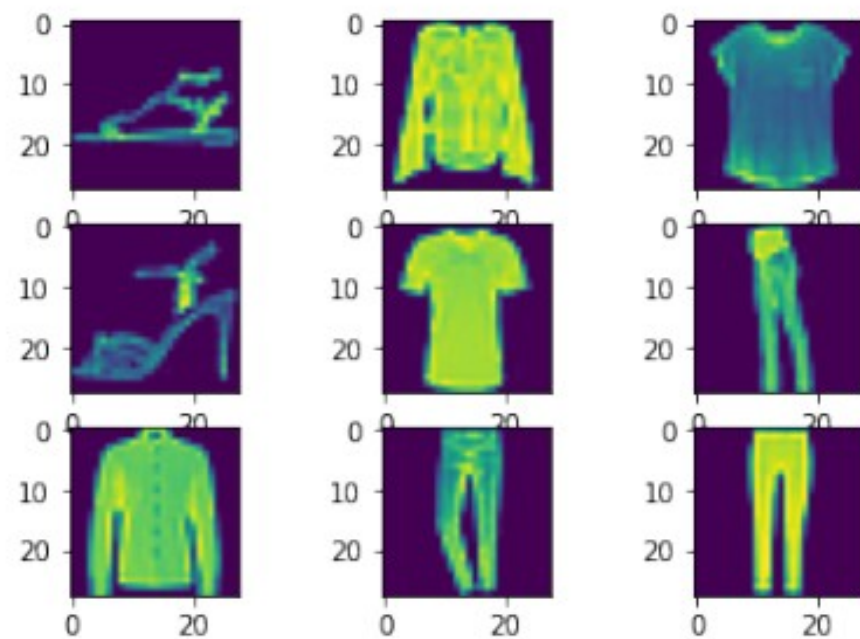
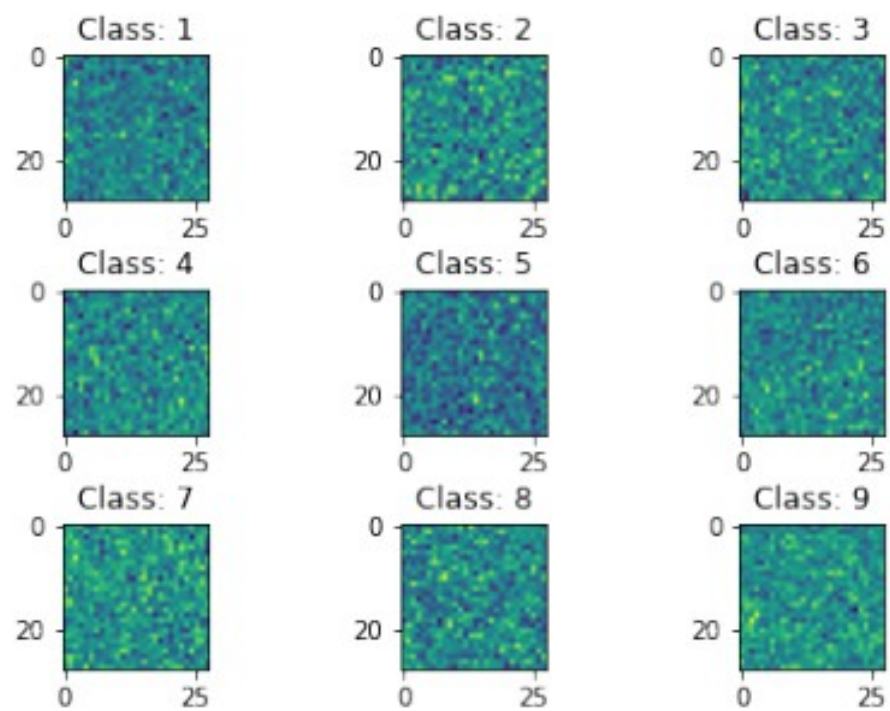
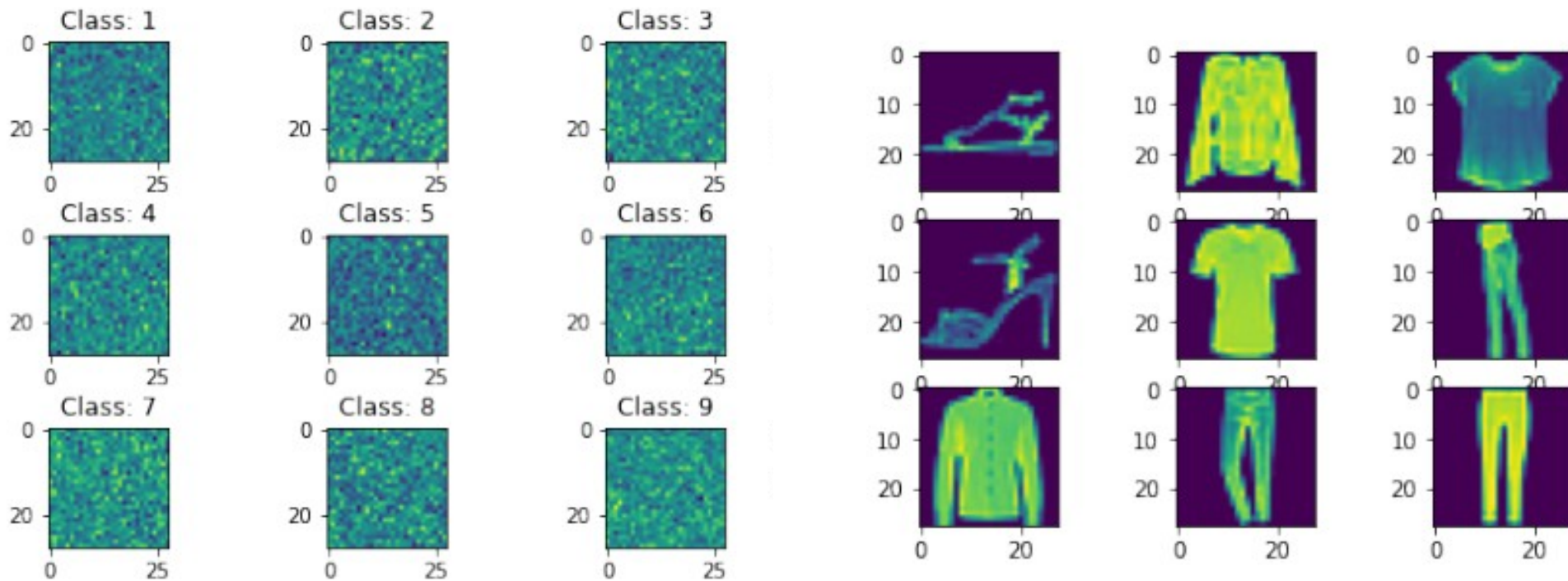


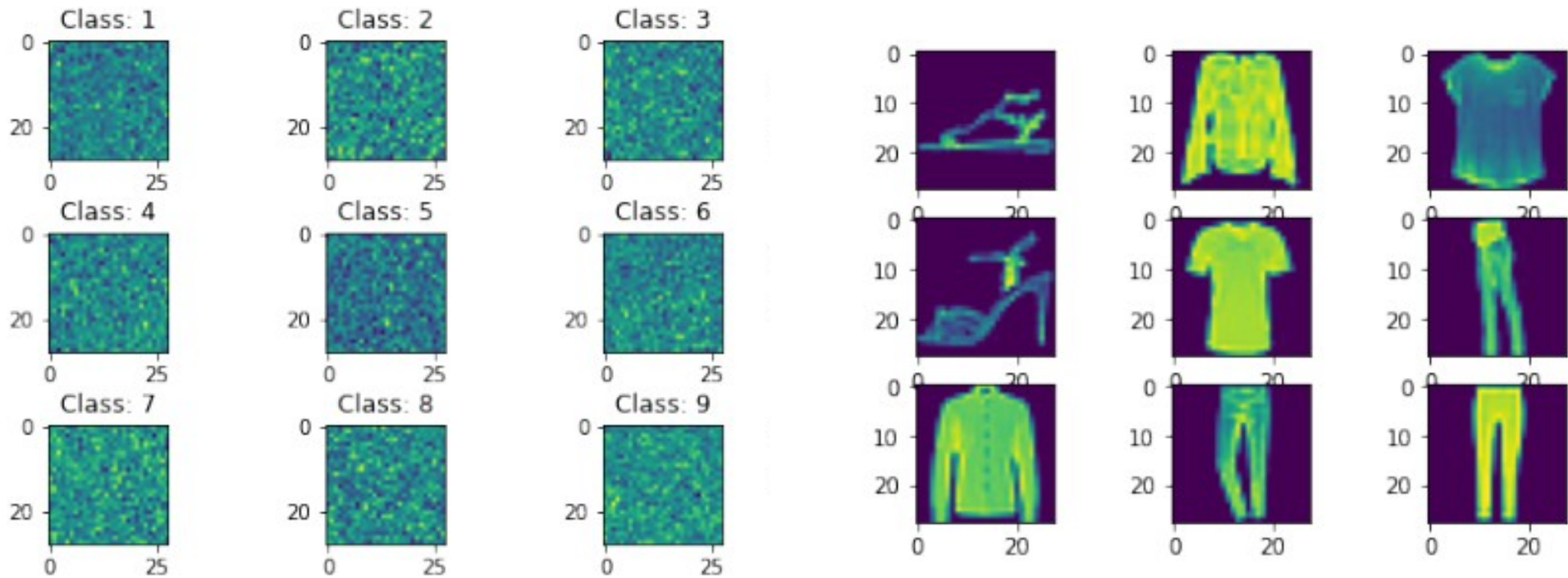
Figure 10.10: Heatmaps for classes 1 through 9.

Can a neural network that is trained on images that look like random noise, classify real images?



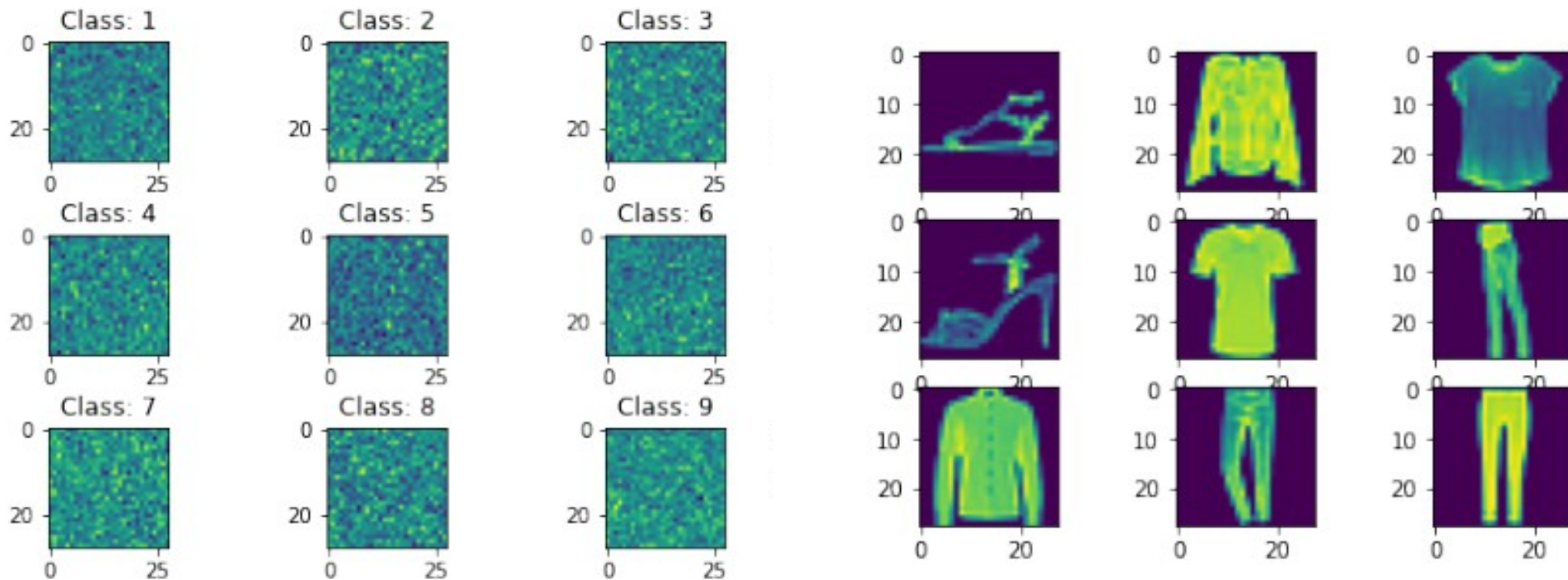
Source: <https://arxiv.org/abs/1312.4400>

Can a neural network that is trained on images that look like random noise, classify real images?



TRAIN

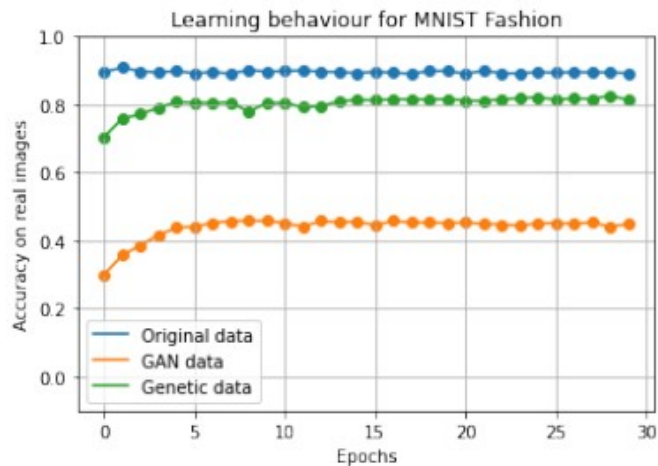
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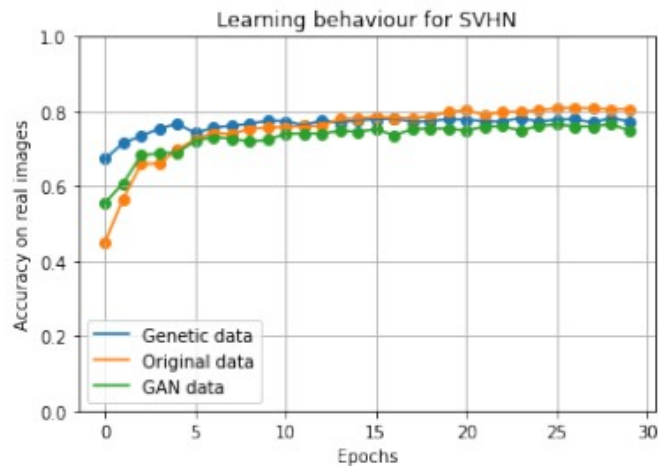
↑  
TEST ??



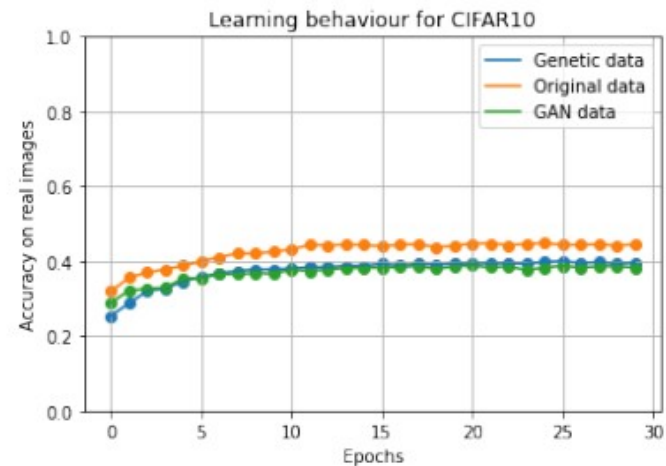
# Experiment results



(d) Classification accuracy on real fashion images



(e) Classification accuracy on real SVHN images



(f) Classification accuracy on real images of CIFAR10

\* By “near-perfect”, we mean accuracy reached when trained on original data.

# Agreement score

# Agreement score

$$\alpha(P_M, P_N) = \frac{\theta}{|T|} * 100$$

where  $P_M$  and  $P_N$  are the predictions of model  $M$  and model  $N$  on some test dataset.  $\theta$  is the number of identical predictions,  $|T|$  is the size of the test data.

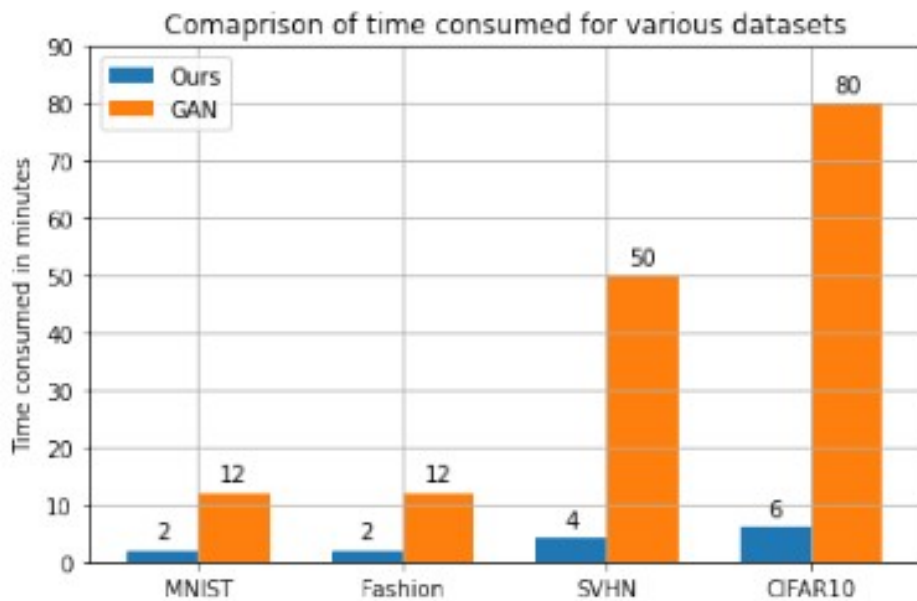


# Agreement score

Dataset	GAN Data	Ours
MNIST Handwritten digits	<b>95.346%</b>	83.675%
SVHN	<b>86.8%</b>	83.6%
MNIST Fashion products	52.459%	<b>80.977%</b>
CIFAR10	55.7%	<b>61.8%</b>

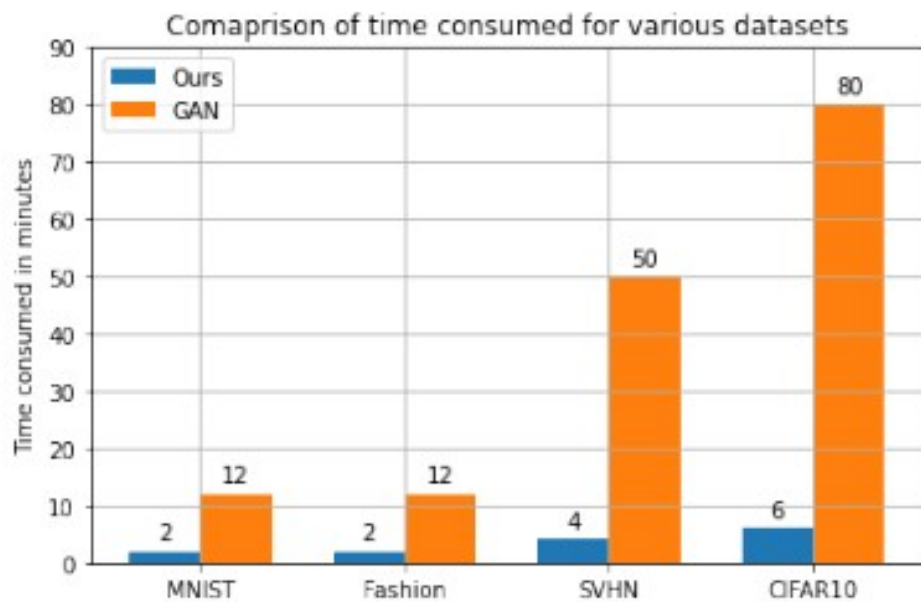
TABLE I: Results of Agreement score experiment

# Computational requirements:



(a) Time required by all the methods

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	GAN	Ours
Hardware	Tesla P100 GPU	Intel Xeon 2.5 Ghz Dual core CPU

# Key differences ...

	<b>GAN based approaches</b>	<b>Ours</b>
<b>Input</b>	Original data	Model, Target labels
<b>Output</b>	Synthetic data	Synthetic data

# Conclusions ..

- Neural networks can be rehearsed on non-photo realistic images.
- High retention and learning capacities can be achieved with non-photo realistic images as well.
- Forgoing photo-realism can result in efficient utilization of computational resources.

Thank you.