

Modelling using Deep Learning

Manish Gupta

International Institute of Information Technologie (IIIT -) Bangalore, India

Prof. Manish Gupta is the Director of Google Research India. He holds an additional appointment as Infosys Foundation Chair Professor at IIIT Bangalore. Previously, Manish has led VideoKen, a video technology startup, and the research centers for Xerox and IBM in India. As a Senior Manager at the IBM T.J. Watson Research Center in Yorktown Heights, New York, Manish led the team developing system software for the Blue Gene/L supercomputer. IBM was awarded a National Medal of Technology and Innovation for Blue Gene by US President Barack Obama in 2009. Manish holds a Ph.D. in Computer Science from the University of Illinois at Urbana Champaign. He has co-authored about 75 papers, with more than 7,000 citations in Google Scholar, and has been granted 19 US patents. While at IBM, Manish received two Outstanding Technical Achievement Awards, an Outstanding Innovation Award and the Lou Gerstner Team Award for Client Excellence. Manish is a Fellow of ACM and the Indian National Academy of Engineering, and a recipient of a Distinguished Alumnus Award from IIT Delhi.

Abstract

Machine learning, and in particular, deep learning has emerged as an important tool for advancing science, in addition to its broad based impact on the world. This talk describes three research efforts that illustrate how deep learning can complement modeling and simulation to pursue scientific discoveries and to tackle societal problems. We begin by describing a flood forecasting initiative that has already led to hundreds of thousands of alerts being sent to people in India. It utilizes a new hydrologic model that has been built using an LSTM (long short-term memory) architecture and a physics based inundation model whose effectiveness has been enhanced using machine learning methods. We also describe how self-supervised learning is being applied to study several interesting aspects of the organization of the human brain. The generated embeddings can be used to rapidly annotate new structures and develop new ways of clustering and categorizing brain structures based on purely data-driven criteria. Finally, we present a deep learning based modeling of human behavior in a specific game-based setting, which has very interesting implications if we are able to generalize that approach to broader settings.

