Continual Learning and Catastrophic Forgetting

Outlines Context + initial approaches Evaluating algorithms Algorithms for CL by Paul Hand Northeastern University

Example context for continual learning



Other example & autonomous vehicles Can you simply train on new data? Task A & $D_A = \{(x_i, y_i)\}$ Task B & $D_B = \{(x_i, y_i)\}$ First, min $\sum_{\substack{\alpha \ x_i, y_i \in D_A}} L(\hat{y}_{\alpha}(x_i), y_i)$ initialize randomly Then, min $\sum_{\substack{\alpha \ x_i, y_i \in D_B}} L(\hat{y}_{\alpha}(x_i), y_i)$ initialize w/ soln to above tosk Foilure modes catastrophic forgetting/interference Typically, good performance at B worse performance at A

How can you mitigate forgetting? Train from scratch w/ new data and old data

Drowbocks

Humans can learn incrementally, so it is possible to do

Replay old training data W/ new data - requires storing old data - Storage costs grow linearly W/ basks

Dilemma 8 plasticity - stability

Reviews? Parisi et al. 2019 Chen and Liv 2018



Figure 2: Schematic of permuted MNIST task protocol.

(Van de Ven and Tolias 2019)

Comments? Each task is equally difficult

Incremental Class learning Learn a base task set, then Learn additional classes



Shared features w/ new classes

Multimodal learning Learn an image classification task then learn audio classification





Different features must be learned



Regularization approaches Update network weights but penalize chonges in order to minimize forgetting Learning without Forgetting (LwF)

Consider predictor with shored parameters across tasks and some task specific parameters

At new task, update: Shared params, new params, AND old poroms So that Output of old task on new data doesn't change too much.







Progressive Neural Networks
(Rusu et al. 2016)
For each new task,
- add neurons
- add output layer
- add lateral connections
- dont modify old weights

$$h_1^{(1)}$$
 $h_1^{(2)}$ $h_1^{(3)}$

(Shin et al. 2017) Generative Keploy Train a generative model to output Synthetic data that follows some distribution as training data.

Replay synthetic data along w/ new dota



Takes inspiration from human learning

b) Complementary Learning Systems (CLS) theory



(Parisi et al. 2019)