

Continual Learning: On Machines that can Learn Continually

Official Open-Access Course @ University of Pisa, ContinualAI, AIDA

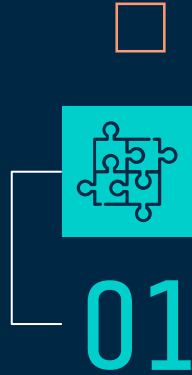
Lecture 7: Methodologies [Part 3], Applications & Tools

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TABLE OF CONTENTS



Hybrid
Strategies



Continual
Learning
Applications



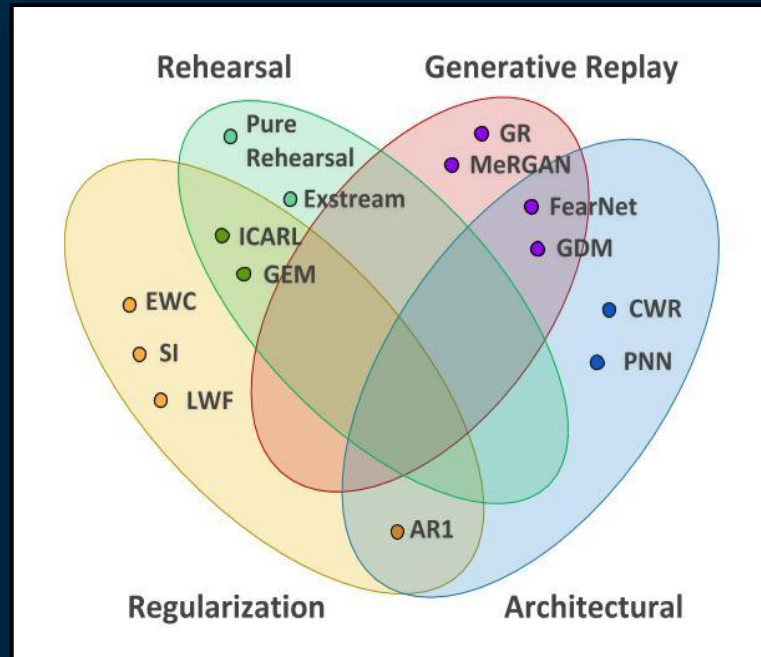
Continual
Learning Tools

The background is a dark blue field decorated with a pattern of small squares and thin vertical lines. The squares are in three colors: light blue, orange, and pink. Some squares are solid, while others are hollow. The vertical lines are thin and white, extending from the top or bottom of the frame. The overall aesthetic is modern and minimalist.

Hybrid Strategies

Why Hybrid?

- We explored several approaches for continual learning algorithms
- Each has **advantages** and **disadvantages** and works best within specific scenarios
- Such approaches are often **orthogonal with respect to each other**
- Biological learning systems seem to apply **several approaches** for learning continually
- **Hybrid approaches are underexplored** and may potentially find better Effectiveness-Efficiency trade-offs



Gradient Episodic Memory (GEM)

Key Aspects

- Can be seen as a **replay** and **regularization** method
- Each weight update is subject to an additional **inequality constraint** (loss on previous experiences can decrease but not increase)
- This allow for **positive backward transfer** and reduce overfitting
- Implemented as a **inner optimization** loop with **Quadratic Programming**

Algorithm 1 Training a GEM over an *ordered* continuum of data

```
procedure TRAIN( $f_\theta$ , Continuumtrain, Continuumtest)  
   $\mathcal{M}_t \leftarrow \{\}$  for all  $t = 1, \dots, T$ .  
   $R \leftarrow 0 \in \mathbb{R}^{T \times T}$ .  
  for  $t = 1, \dots, T$  do:  
    for  $(x, y)$  in Continuumtrain( $t$ ) do  
       $\mathcal{M}_t \leftarrow \mathcal{M}_t \cup (x, y)$   
       $g \leftarrow \nabla_\theta \ell(f_\theta(x, t), y)$   
       $g_k \leftarrow \nabla_\theta \ell(f_\theta, \mathcal{M}_k)$  for all  $k < t$   
       $\tilde{g} \leftarrow \text{PROJECT}(g, g_1, \dots, g_{t-1})$ , see (11).  
       $\theta \leftarrow \theta - \alpha \tilde{g}$ .  
    end for  
     $R_{t,:} \leftarrow \text{EVALUATE}(f_\theta, \text{Continuum}_{\text{test}})$   
  end for  
  return  $f_\theta, R$   
end procedure
```

```
procedure EVALUATE( $f_\theta$ , Continuum)  
   $r \leftarrow 0 \in \mathbb{R}^T$   
  for  $k = 1, \dots, T$  do  
     $r_k \leftarrow 0$   
    for  $(x, y)$  in Continuum( $k$ ) do  
       $r_k \leftarrow r_k + \text{accuracy}(f_\theta(x, k), y)$   
    end for  
     $r_k \leftarrow r_k / \text{len}(\text{Continuum}(k))$   
  end for  
  return  $r$   
end procedure
```

$$\ell(f_\theta, \mathcal{M}_k) = \frac{1}{|\mathcal{M}_k|} \sum_{(x_i, k, y_i) \in \mathcal{M}_k} \ell(f_\theta(x_i, k), y_i).$$

$$\begin{aligned} &\text{minimize}_\theta \quad \ell(f_\theta(x, t), y) \\ &\text{subject to} \quad \ell(f_\theta, \mathcal{M}_k) \leq \ell(f_\theta^{t-1}, \mathcal{M}_k) \text{ for all } k < t, \end{aligned}$$

Incremental Classifier and Representation Learning (iCaRL)

Key Aspects

- **Replay** and **Regularization** method
- **Distillation** for the **regularization of representation** learning (feature extractor)
- **Template matching** with **nearest prototype** (as a classifier)
- More **sophisticated examples management** through **herding**.
- **Difficult to scale**, inefficient example management with large memory sizes.

Algorithm 1 iCaRL CLASSIFY

```
input  $x$  // image to be classified
require  $\mathcal{P} = (P_1, \dots, P_t)$  // class exemplar sets
require  $\varphi : \mathcal{X} \rightarrow \mathbb{R}^d$  // feature map
for  $y = 1, \dots, t$  do
     $\mu_y \leftarrow \frac{1}{|P_y|} \sum_{p \in P_y} \varphi(p)$  // mean-of-exemplars
end for
 $y^* \leftarrow \underset{y=1, \dots, t}{\operatorname{argmin}} \|\varphi(x) - \mu_y\|$  // nearest prototype
output class label  $y^*$ 
```

Algorithm 2 iCaRL INCREMENTALTRAIN

```
input  $X^s, \dots, X^t$  // training examples in per-class sets
input  $K$  // memory size
require  $\Theta$  // current model parameters
require  $\mathcal{P} = (P_1, \dots, P_{s-1})$  // current exemplar sets
 $\Theta \leftarrow \text{UPDATEREPRESENTATION}(X^s, \dots, X^t; \mathcal{P}, \Theta)$ 
 $m \leftarrow K/t$  // number of exemplars per class
for  $y = 1, \dots, s-1$  do
     $P_y \leftarrow \text{REDUCEEXEMPLARSET}(P_y, m)$ 
end for
for  $y = s, \dots, t$  do
     $P_y \leftarrow \text{CONSTRUCTEXEMPLARSET}(X_y, m, \Theta)$ 
end for
 $\mathcal{P} \leftarrow (P_1, \dots, P_t)$  // new exemplar sets
```

Progress & Compress (P&C)

Key Aspects

- **Architectural** and **Regularization** strategy
- **Distillation**, **Elastic Weight Consolidation** regularization and **lateral connections** (similar to Progressive Neural Networks)
- Alternation of **progress** (P) and **compress** (C) phases, for high plasticity and consolidation
- This paper introduces also an **Online-EWC implementation** description.

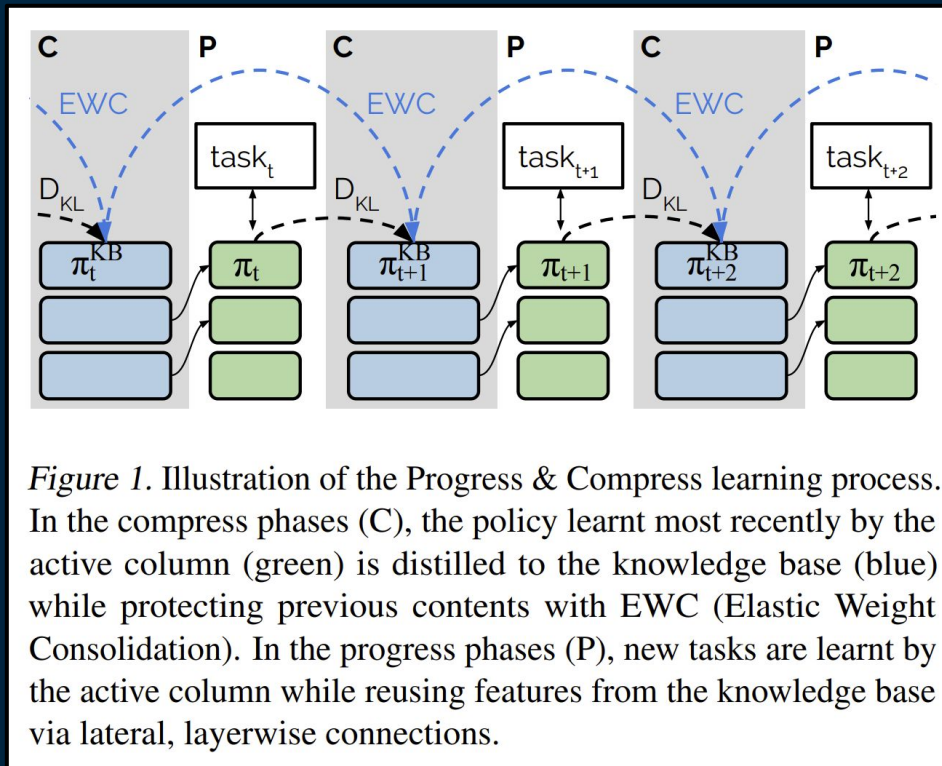


Figure 1. Illustration of the Progress & Compress learning process. In the compress phases (C), the policy learnt most recently by the active column (green) is distilled to the knowledge base (blue) while protecting previous contents with EWC (Elastic Weight Consolidation). In the progress phases (P), new tasks are learnt by the active column while reusing features from the knowledge base via lateral, layerwise connections.

AR1: a Flexible Hybrid Strategy for Continual Learning

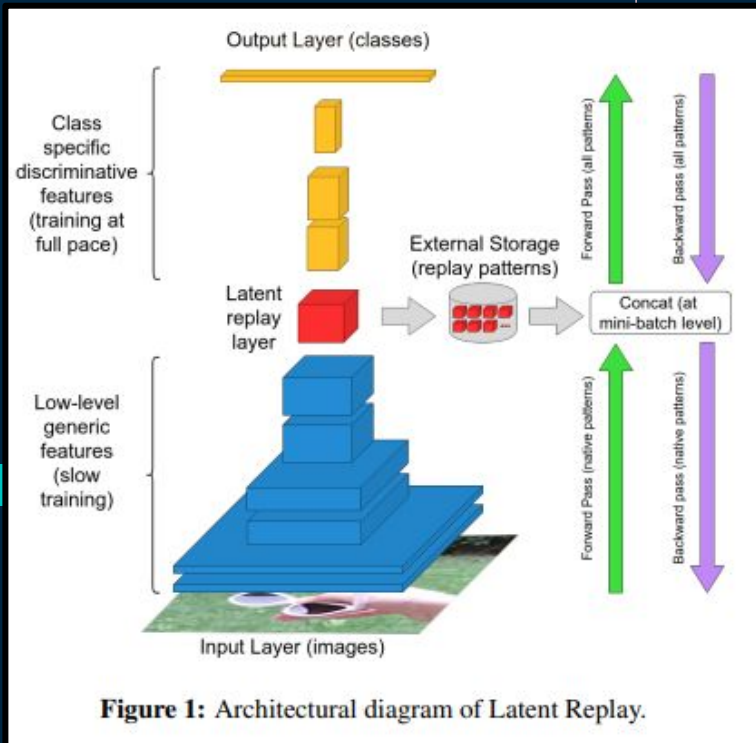


Figure 1: Architectural diagram of Latent Replay.

Key Ideas

- **Architectural**, **Regularization** and **Replay** components:
 - *CWR** for the output layer (arch)
 - *Online Synaptic Intelligence* (reg)
 - *Latent Replay* (replay)

$$\tilde{L}_\mu = L_\mu + \lambda \sum_k \Omega_k^\mu (\bar{\theta}_k - \theta_k)^2$$

$$w_k^v = \int_{t^{\mu-1}}^{t^\mu} \frac{\partial L}{\partial \theta_k} \cdot \frac{\partial \theta_k}{\partial t}$$

D. Maltoni et al. **Continuous Learning in Single-Incremental-Task Scenarios**, Neural Networks, 2019.

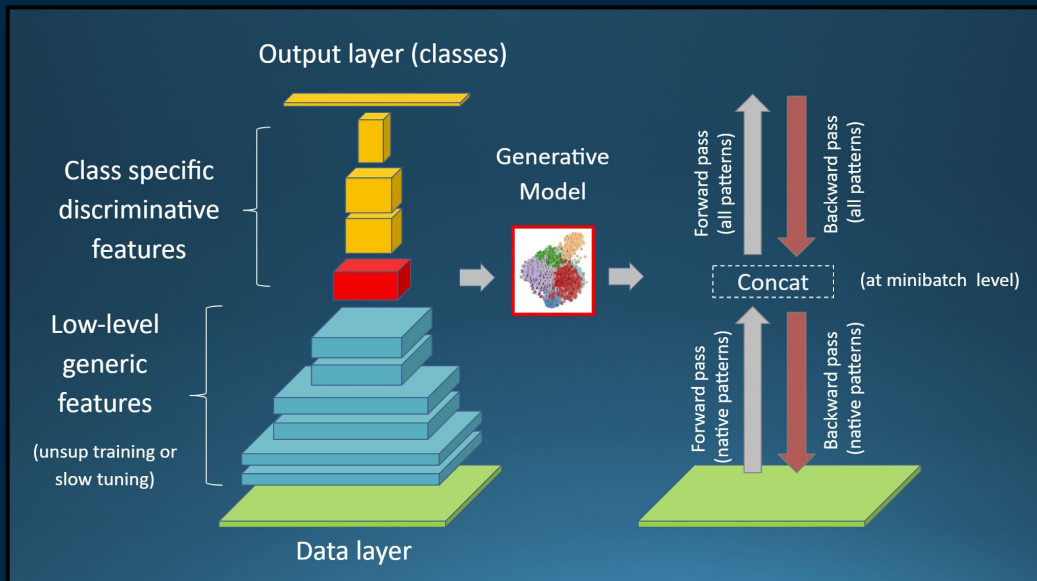
L. Pellegrini et al. **Latent Replay for Real-Time Continual Learning**, IROS 2020.

V. Lomonaco et al. **Rehearsal-Free Continual Learning over small I.I.D Batches**. CLVision at CVPR 2020.

AR1 and (Negative) Generative Replay?

Key Aspects

- **Generative Replay** is often difficult to scale (quality and diversity), what about **generative latent replay**?
- **Sharing weights** between the **discriminator** and the **generator** is possible
- **Incremental training of the generator** in the loop
- **Negative replay**: use generated patterns as negative examples only

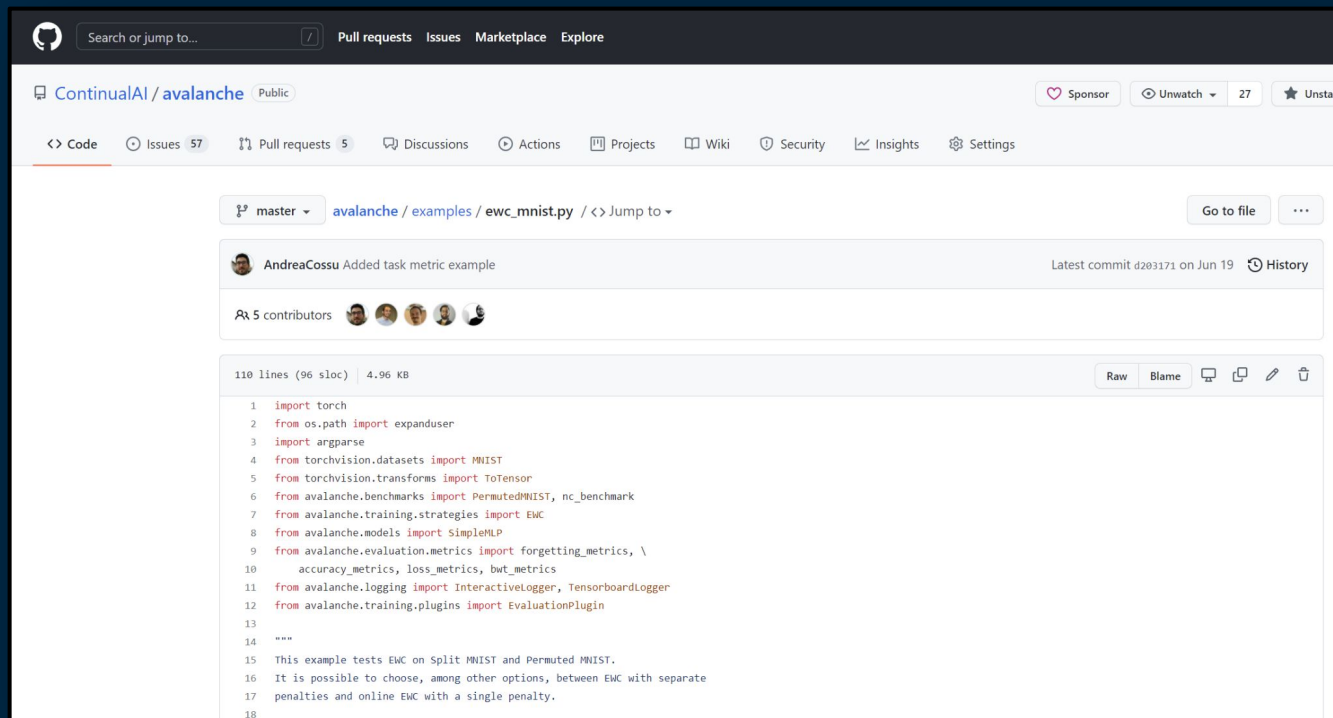


Summary & Next Steps

- **Hybrid approaches** are **more complex and more difficult to parametrize** in general but they can provide **improved Effectiveness-Efficiency** trade-offs.
- Such approaches are still **not well investigated** but offer a nice path for future research explorations.
- They are often among the **winning approaches in continual learning challenges**.
- More **flexible and tunable algorithms** (and possible self-adjusting hybrid approaches) may be quite interesting to investigate.

Avalanche GEM, iCaRL, AR1 Implementation

Hands-on Session!



The screenshot shows the GitHub interface for the repository `ContinualAI/avalanche`. The file `examples/ewc_mnist.py` is selected, showing its commit history and contributors. The code is displayed in a light-themed editor with line numbers and syntax highlighting.

```
1 import torch
2 from os.path import expanduser
3 import argparse
4 from torchvision.datasets import MNIST
5 from torchvision.transforms import ToTensor
6 from avalanche.benchmarks import PermutedMNIST, nc_benchmark
7 from avalanche.training.strategies import EWC
8 from avalanche.models import SimpleMLP
9 from avalanche.evaluation.metrics import forgetting_metrics, \
10     accuracy_metrics, loss_metrics, bwt_metrics
11 from avalanche.logging import InteractiveLogger, TensorboardLogger
12 from avalanche.training.plugins import EvaluationPlugin
13
14 """
15 This example tests EWC on Split MNIST and Permuted MNIST.
16 It is possible to choose, among other options, between EWC with separate
17 penalties and online EWC with a single penalty.
18
```

<https://github.com/ContinualAI/avalanche>

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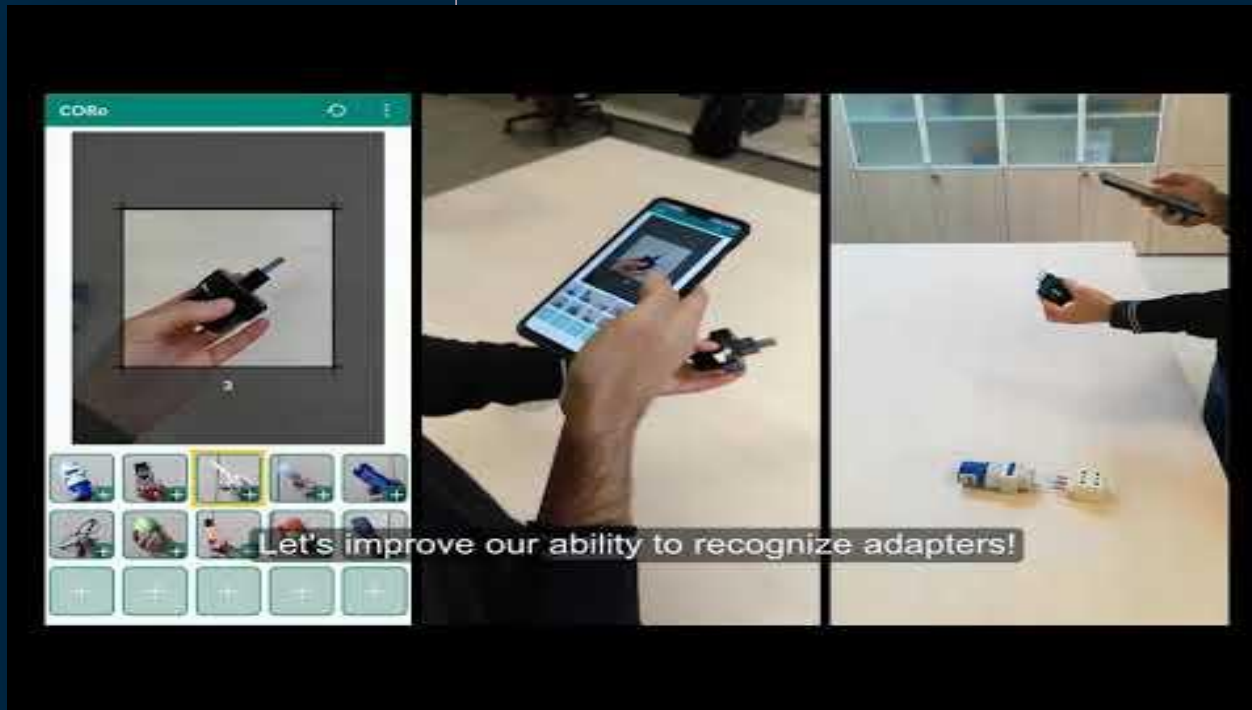
■ Continual Learning ■ Applications

Continual Learning Applications

Main Possibilities (Grouped by “Where” Computation Happen)

- **Edge**
 - **Embedded systems and Robotics:** +privacy, +efficiency, +fast adaptation, +on the edge, -Internet connection (e.g. Autonomous Cars, Robotics Arms/Hands)
- **Cloud**
 - **AutoML and CI systems for AI models:** +scalability, +efficiency, +fast adaptation, -energy consumption, -\$\$\$ (e.g. Recommendation Systems)
- **Continuum Edge-Cloud**
 - **Pervasive AI systems:** Efficient Communication, fluid & dynamic computation
 - **Neural Patches:** +security patches, +fairness patches, +fast update
 - **Continual Distributed Learning:** understudied relationship with parallel and federated learning

On-Device Personalization without Forgetting



L. Pellegrini et al. **Latent Replay for Real-Time Continual Learning**, IROS 2020.

L. Pellegrini et al. **Continual Learning at the Edge: Real-Time Training on Smartphone Devices**. ESANN, 2021.

G. Demosthenous et al. **Continual Learning on the Edge with TensorFlow Lite**. arXiv 2021.

L. Ravaglia et al. **Memory-Latency-Accuracy Trade-offs for Continual Learning on a RISC-V Extreme-Edge Node**. SiPS 2020.

Use-Case: Recycling Codes Recognition

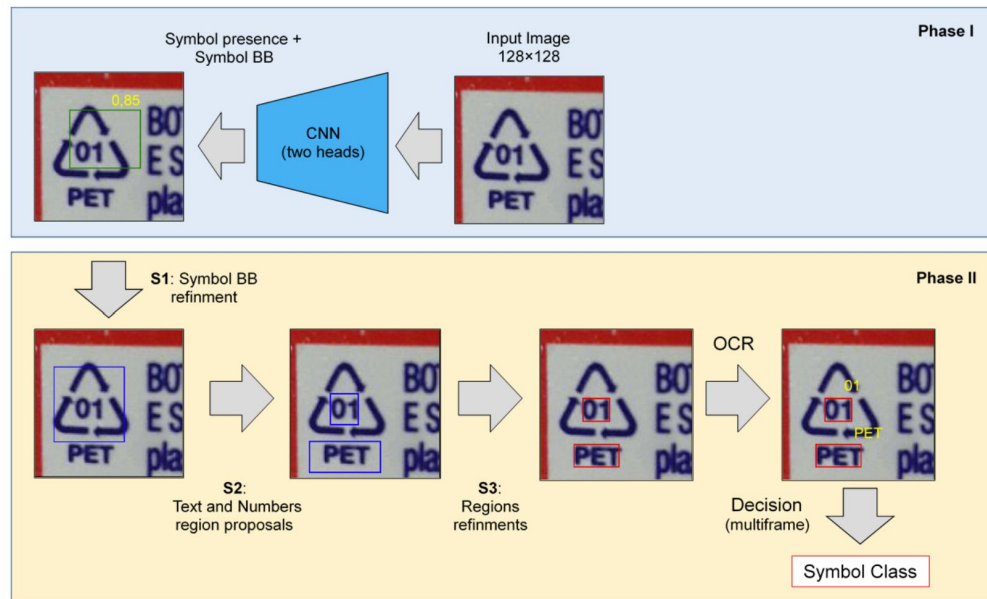
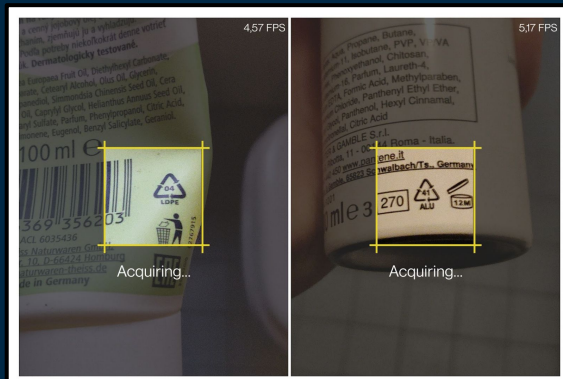
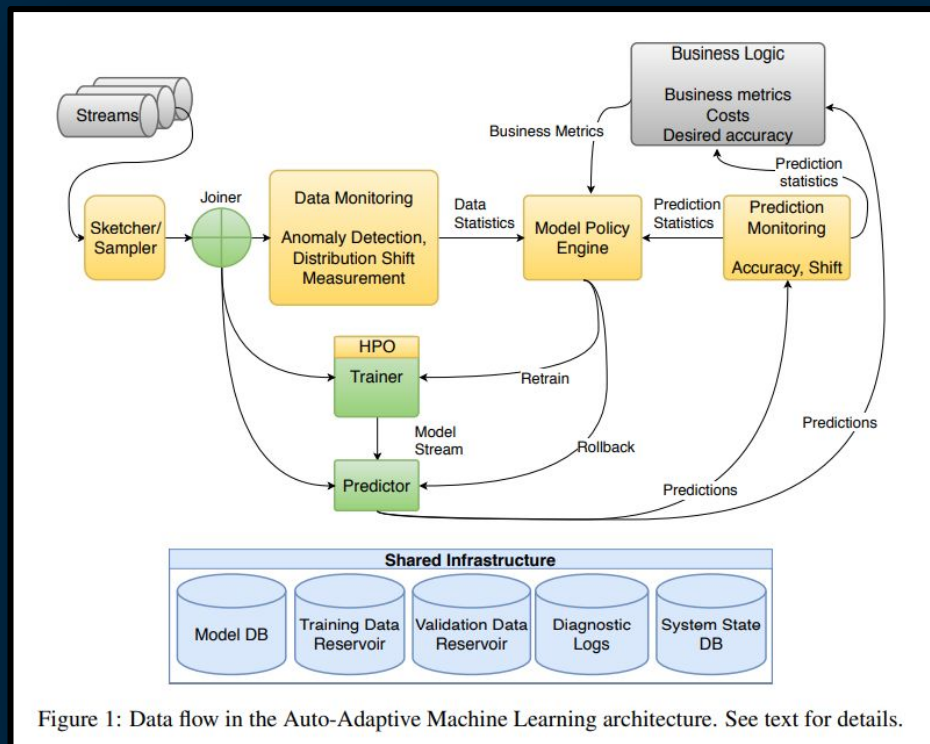


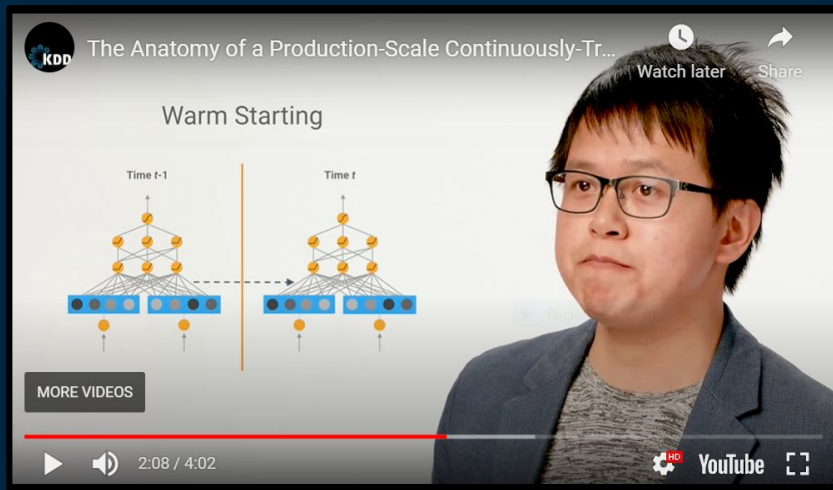
Figure 4. Overall schema of the proposed approach.

Continual Learning in Production

- **Guarantee QoS** and **reduce uncontrolled outcomes**
- **Performance is the reference KPI** for many application
- **Training memory and computation overheads are often not a concern**, real-time inference is.
- **On-the-fly personalized learning vs Adaptation** does **not** necessarily **involve training**
- Interesting to understand how CL would fit into more articulated **MLOps pipeline**



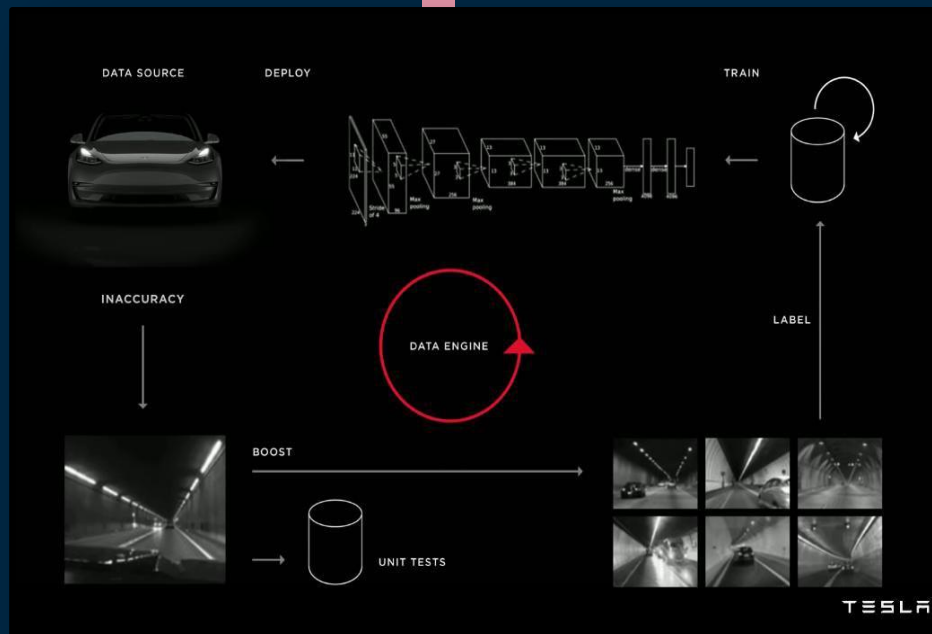
Use-Cases: Google Play



- A continual learning system based on **Tensorflow Extended (TFX)**
- **Warm Starting** as a simple continual learning strategy
- Used for **Google Play recommendation engine**
- **Warm init** (starting from the latest trained model using all the data) is known to be **underperforming** w.r.t. the **Cumulative strategy**

Use-Cases: Tesla

- A clear example of a **Continuous Training and Integration system**
- **Complex “Hydra” multi-head neural nets** for handling dozen of predictive tasks
- **Dual system networks at the edge**: one in use one for testing
- **Focused data collection strategy** for “Curriculum Learning”
- Not clear if any continual learning strategy is used at all...



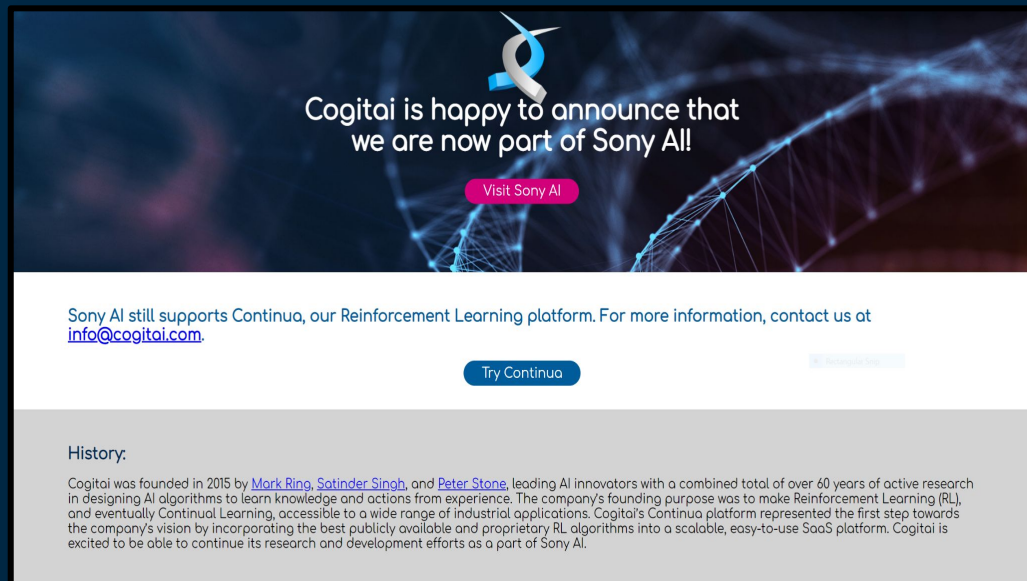
V. Lomonaco. **Continual Learning for Production Systems: The new “Agile” in the Machine Learning Era**. ContinualAI Publication, 2019.

A.Karpathy. **Building the Software 2.0 Stack**. Spark+AI Summit, 2018.

Tesla's HydraNets - How Tesla's Autopilot Works

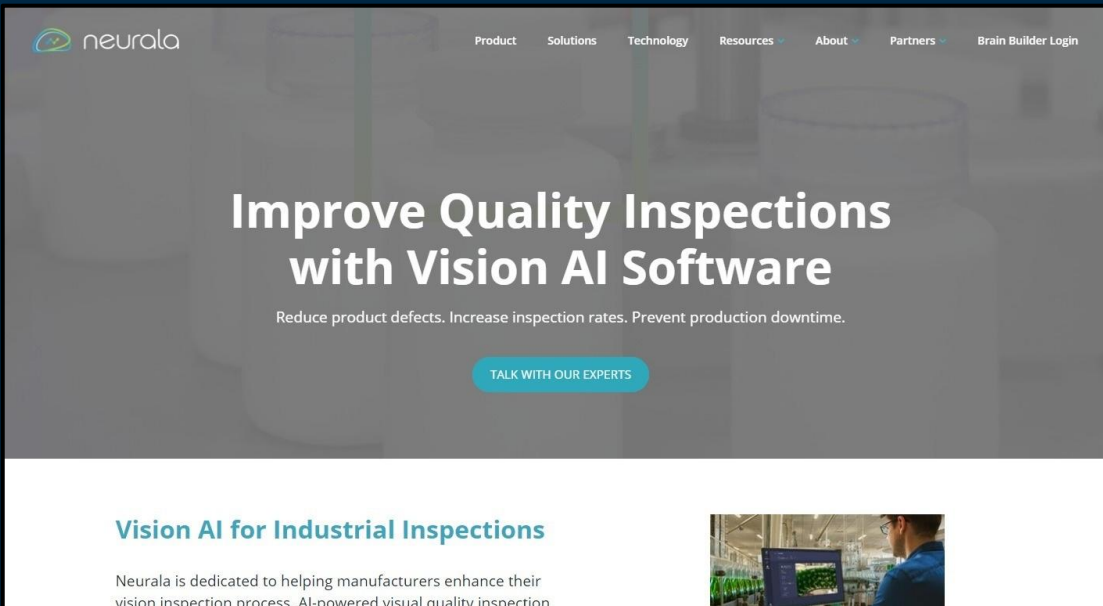
Startups Example: Cogitai

- The “*only Continual Learning startup on earth*” by **Mark Ring**, based on Ring Continual Learning specific formulation (different from *Lifelong Learning*)
- **Founded in 2015, sold in 2016 to Sony AI**
- **CLaaS platform**, mostly focused on Reinforcement Learning algorithms
- Not clear if the platform “**continua**” has being discontinued...



Startups Example: Neurala

- Founded in **2013** by **Max Versace** and team in Boston
- Attracted more than **25M\$ in funding**
- Focus on **Lifelong-Learning custom technology and patent**
- Now focusing on **Quality Inspections Vision Application**



Startups Example: Gantry

- Sort of **OpenAI spin-off** company
- Focusing on **MLOps infrastructure** for evolving data
- **Still in the early days**, but interesting set of investors and key human resources
- It suggests large opening in this **fast emerging market**



GANTRY

Data evolves. Build ML systems that adapt.

Gantry gives you full visibility into the state of your machine learning system. Decide when to retrain, what data to retrain on, and which models are performing best.

[Learn more about continual learning systems →](#)

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■ Continual Learning Tools

Avalanche: an End-to-End Library for Continual Learning

- **Powered** by the **ContinualAI non-profit**
- **W&B Best Library Award** at CLVision
- **Avalanche Dev Day** and **Beta Release**
- **Avalanche-RL** and **Reproducible-CL**:
towards and **Avalanche Ecosystem**

Avalanche: an End-to-End Library for Continual Learning

Powered by ContinualAI



powered by



ContinualAI

Avalanche is an *End-to-End Continual Learning Library* based on [PyTorch](#), born within [ContinualAI](#) with the unique goal of providing a **shared** and **collaborative** open-source (MIT licensed) **codebase** for *fast prototyping, training* and *reproducible evaluation* of continual learning algorithms.

Avalanche can help *Continual Learning* researchers and practitioners in several ways:

Continuum: Simple management of complex continual learning scenarios

- A simple **data loading library** for Continual Learning
- Not so different from the **Avalanche Benchmarks module**
- **Slightly simpler API** at the cost of less flexibility
- Good amount of **already available Pytorch datasets**

Continuum: Simple Management of Complex Continual Learning Scenarios

pypi package **1.1.8** build **passing** code quality **B** DOI [10.5281/zenodo.5513759](https://doi.org/10.5281/zenodo.5513759) docs **passing** coverage **69%**

Documentation [link](#) arXiv [2102.06253](https://arxiv.org/abs/2102.06253) Youtube [link](#)

A library for PyTorch's loading of datasets in the field of Continual Learning

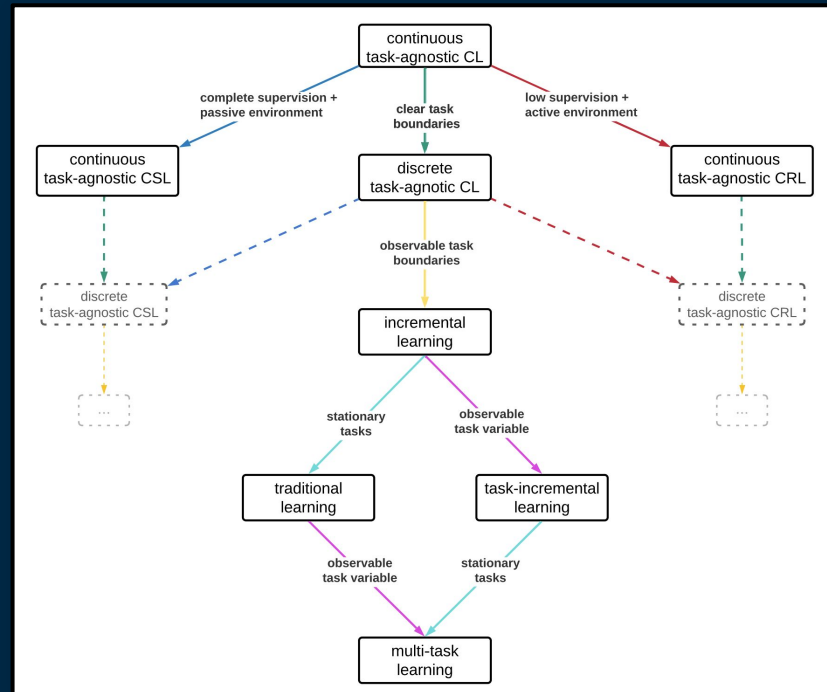
Aka Continual Learning, Lifelong-Learning, Incremental Learning, etc.

Read the [documentation](#).

Test Continuum on [Colab](#) !

Sequoia: A Software Framework to Unify Continual Learning Research

- Quite **impressive engineering effort** on the grand goal of unify continual learning research in an overall hierarchy
- It builds on top of **Continuum**, **Avalanche**, **Stable-baselines** and more to provide a unique playground for Continual Learning with different levels of supervision.
- Quite different from Avalanche in terms of philosophy: more of a **top down approach**



CL-Gym: Full-Featured PyTorch Library for Continual Learning

- Similar **all-in-one library** concept as Avalanche
- Nice integration with **Pytorch Lighting**
- **Not clear if it is still maintained**

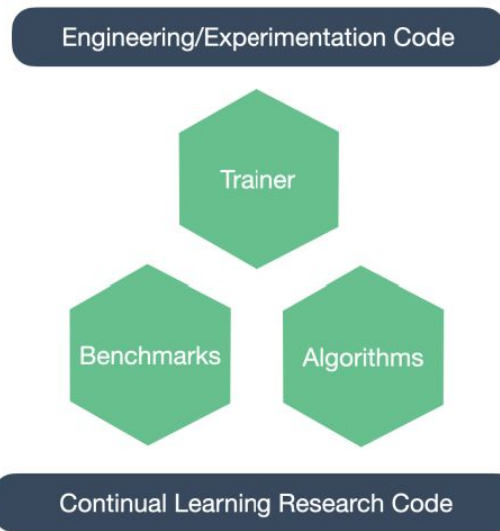


Figure 1. Main Components of *CL-Gym*

Other Interesting Software & Tools

- **Reproducible-CL**: a collection of experiments based on Avalanche for reproducing seminal papers results.
- **Avalanche-RL, Continual Habitat-Lab**: RL extension based on Avalanche, integrating the Habitat Lab 3D and Gym environments
- **Stable Baselines**: reference repo for main RL algorithms implementation
- **Meta-World**: a benchmark and evaluation suit for Meta RL
- **Continual World**: a benchmark and evaluation suit for Continual RL
- **Continual RL**: a more comprehensive continual reinforcement learning toolkit
- ...*many others!*

...click on the links above to get the the respective GitHub repo!



Next: Frontiers in Continual Learning

Do you have any questions?

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THANKS



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