Continual Learning taming non-stationary data streams

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Pervasive Computing

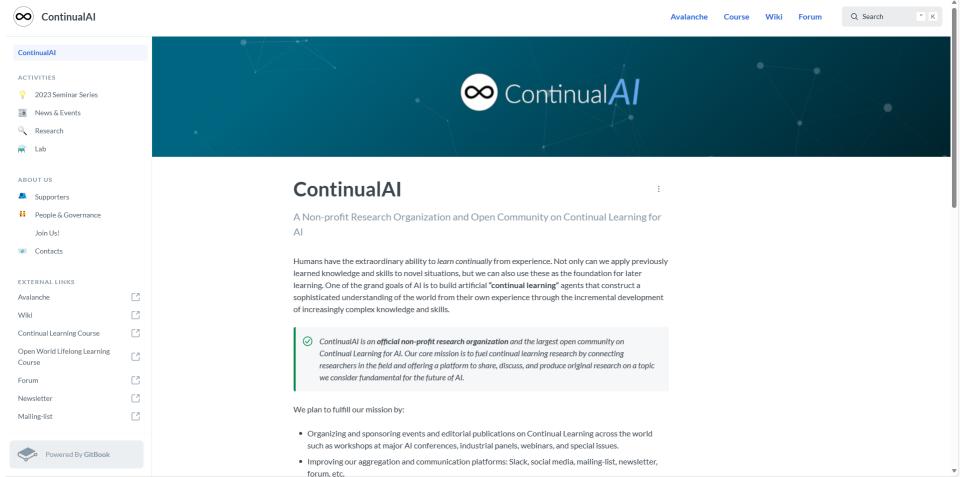
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Artificial Intelligence

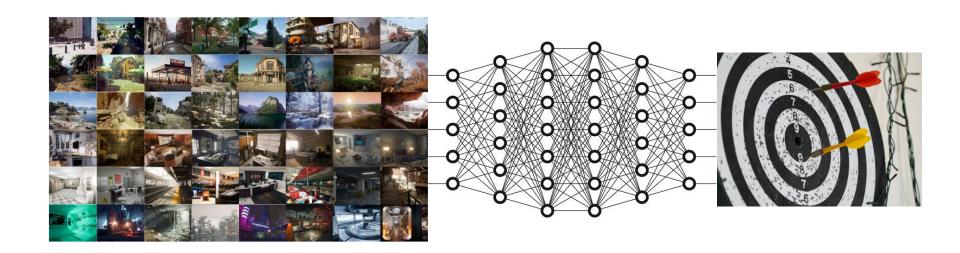
Designing AI for pervasive deployment

Pervasive computing for AI

- A joint initiative by DI.UNIPI & ISTI-CNR founded in 2019
- ~50 members, coordination of 4 EU Projects
- >15M Euro secured grants

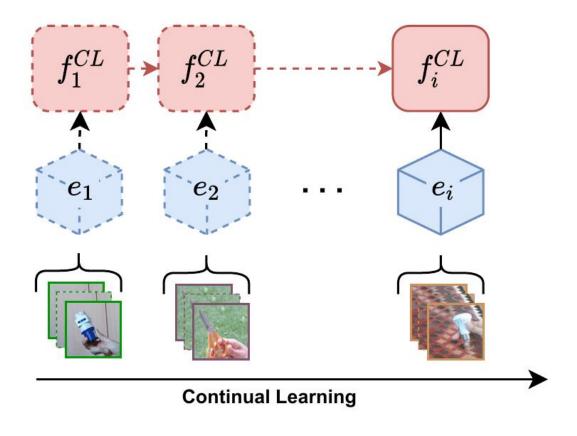


"Offline" Machine Learning



Why not?

- Gather large amount of data in advance
- Small drifts → performance drop
 - faults/anomalies, new hardware
 - requires *isolated* models
- Retraining from scratch (old + new) whenever data changes
 - ChatGPT-style → dataset = ?
 - Time + Compute → Sustainability
- Decide when to train and when to deploy (or do both in parallel / cycles)
 - A single model to rule them all



Continual Learning

- The stream <u>cannot</u> be stored/accessed at once
- Drift between experiences
- Knowledge retention: mitigation of <u>forgetting</u>
- Forward transfer
- Sub-linear
 (or better, constant!)
 memory and compute

Popular Continual Learning methods

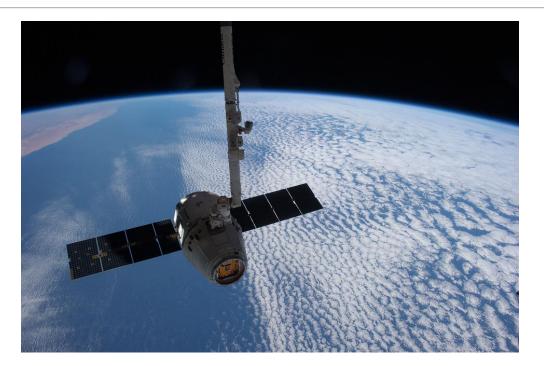
- Architectural approaches
 - Expand dynamically, mixture of experts
 - What about memory / compute?
- Regularization approaches
 - Adaptive change of the model based on some constraint
- Replay approaches
 - train on new + subset of past data
 - Memory buffer
- Combine the best of all worlds!
 - ARR, Progress&Compress

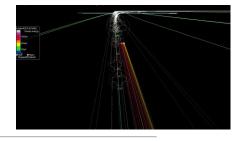
Bonus: Streaming Continual Learning

- Fast adaptation
- Drift detection
 - e.g., ADWIN
 - passive approaches
- Slow (CL) + fast (SL) learning



An example application





Should you use it?

- Are you using multiple data sources over time?
 - Multiple detectors with different characteristics
 - Federated continual learning (for the future...)
- Do you need to react to alerts / anomalies?
 - Drift detection
 - Reduce false positives by adapting
- Real-time / fast adaptation?
 - Neuromorphic hardware (randomized networks, spiking networks)
 - Learning on-device is required

https://bit.ly/ai4eic





Avalanche overview

