

# Deep learning

episode 2

## Computer vision applications



# Image recognition



“Dog”

# Image recognition



“Gray wall”

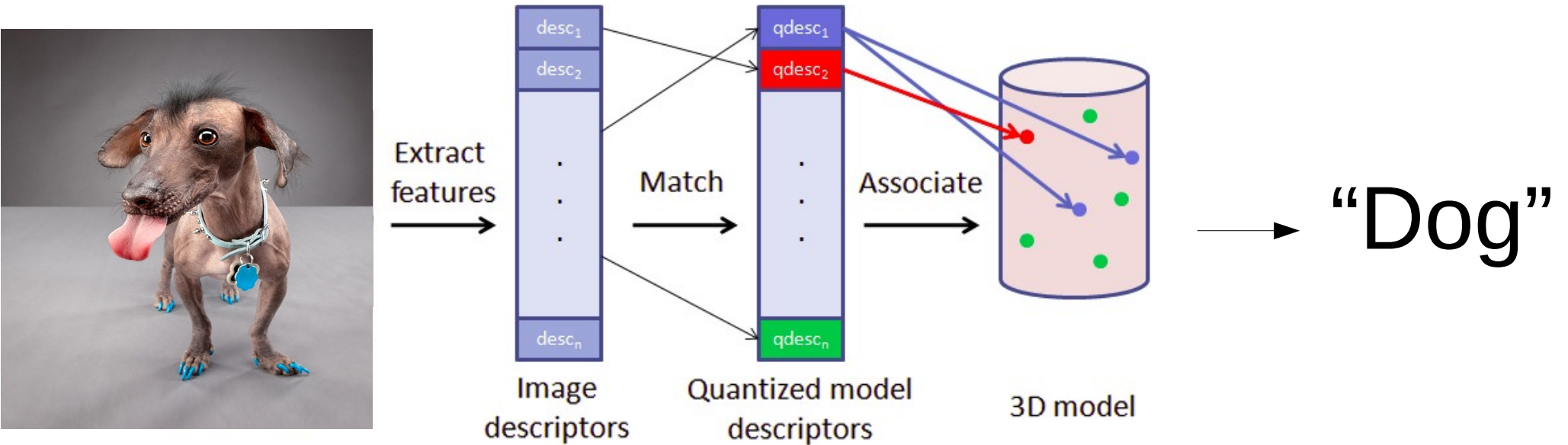
“Dog tongue”

“Dog”

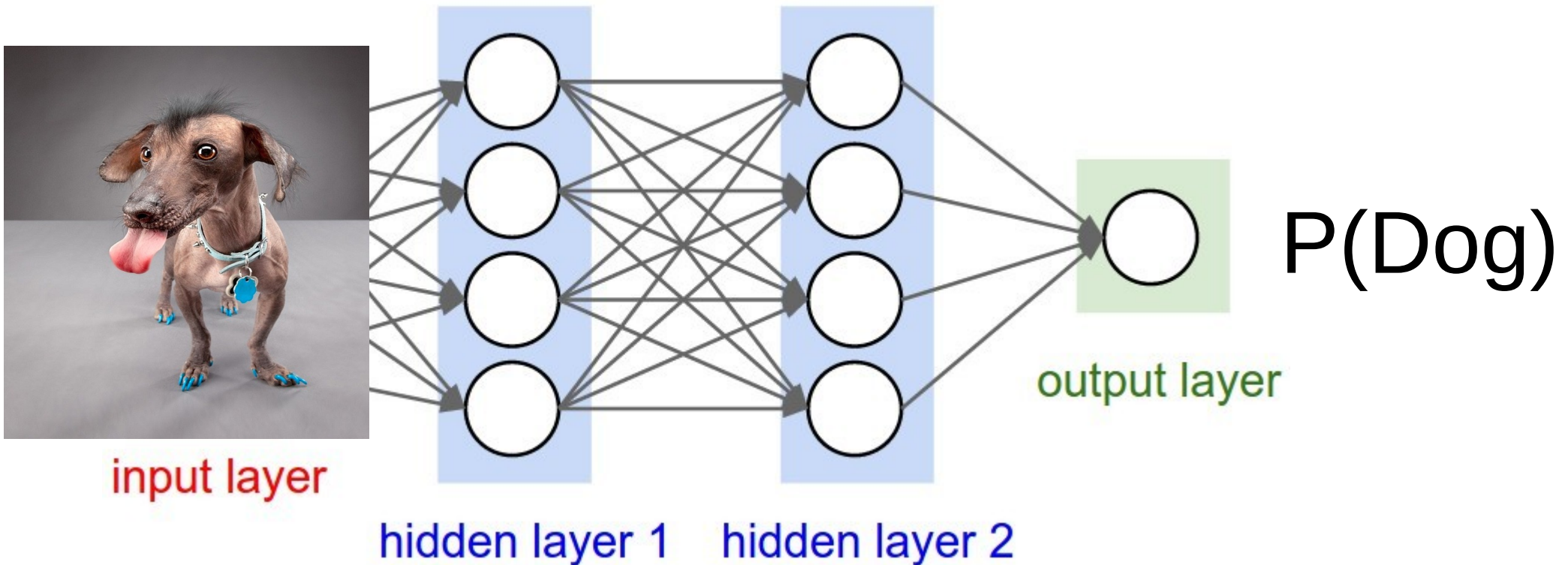
<a particular kind  
of dog>

“Animal sadism”

# Classical approach



# NN approach



**What features could NN learn this way?**

# Problem

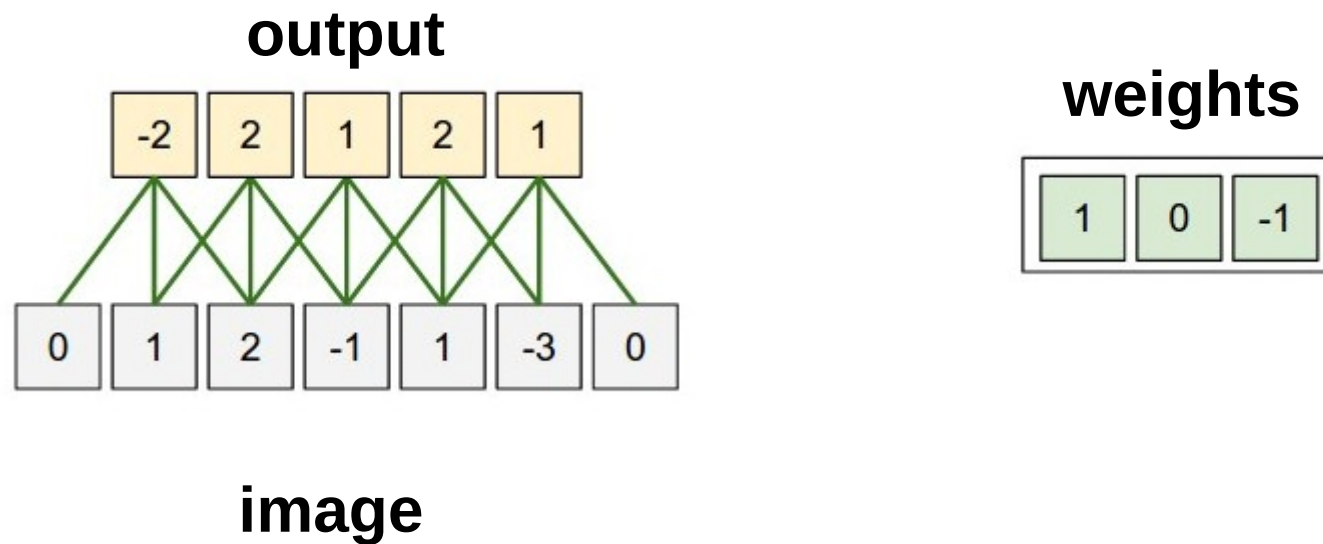
Should we require, say, “Dog ear” feature

- Linear combination can only select dog ear at a one (or a few) positions.
- Need to learn independent features for each position
- Next layer needs to react on “dog ear 0,0 or dog ear 0,1 or ... or dog ear 255,255”
- Introduce **a lot** of parameters and risk overfitting.

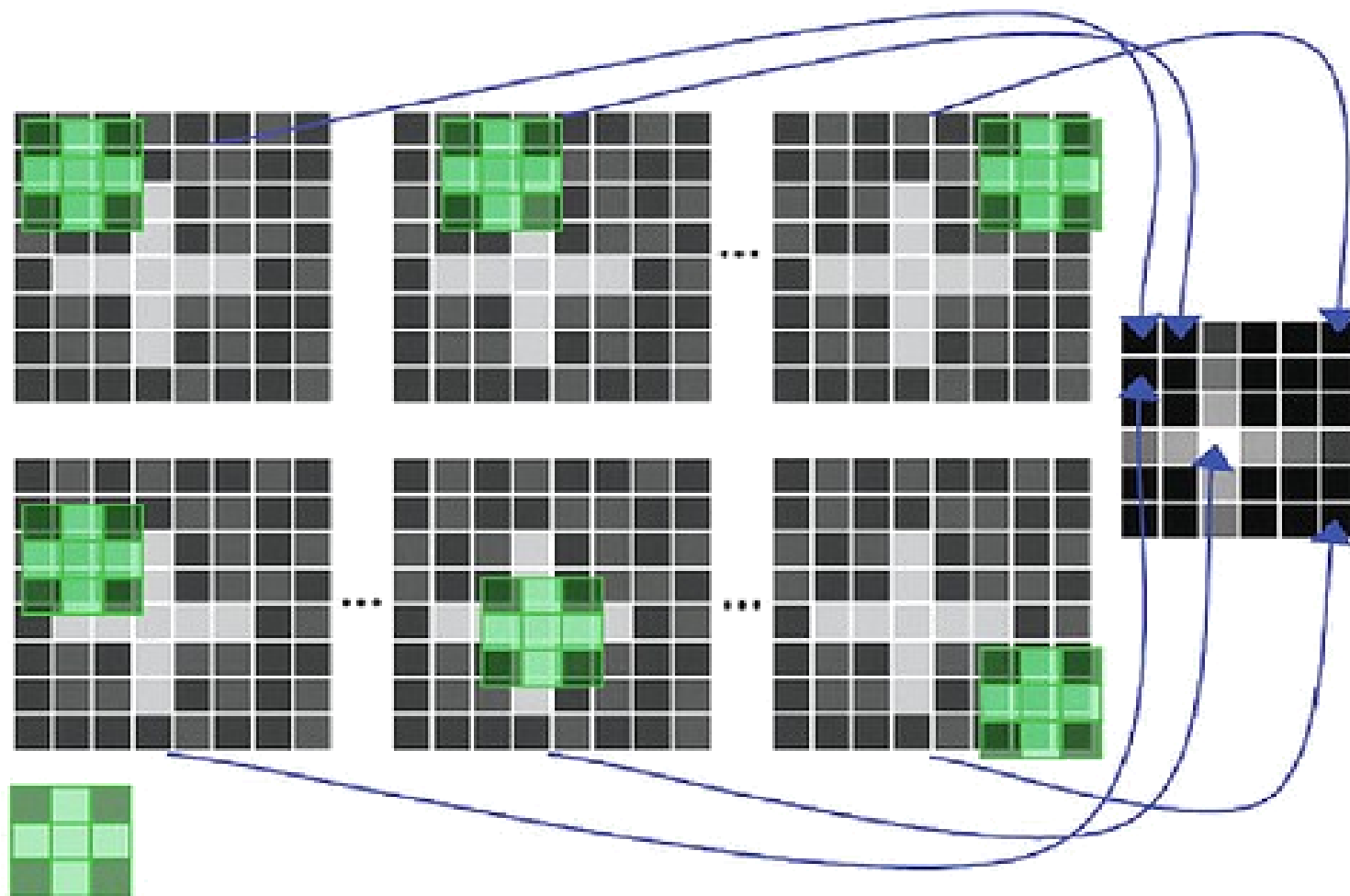
Idea: force all these “dog ear” features to use **exactly same weights**, shifting weight matrix each time.

# Convolution

- Apply same weights to all patches



# Convolution



apply same filter to all patches



# Convolution

5x5

1 <sub>x1</sub>	1 <sub>x0</sub>	1 <sub>x1</sub>	0	0
0 <sub>x0</sub>	1 <sub>x1</sub>	1 <sub>x0</sub>	1	0
0 <sub>x1</sub>	0 <sub>x0</sub>	1 <sub>x1</sub>	1	1
0	0	1	1	0
0	1	1	0	0

Image

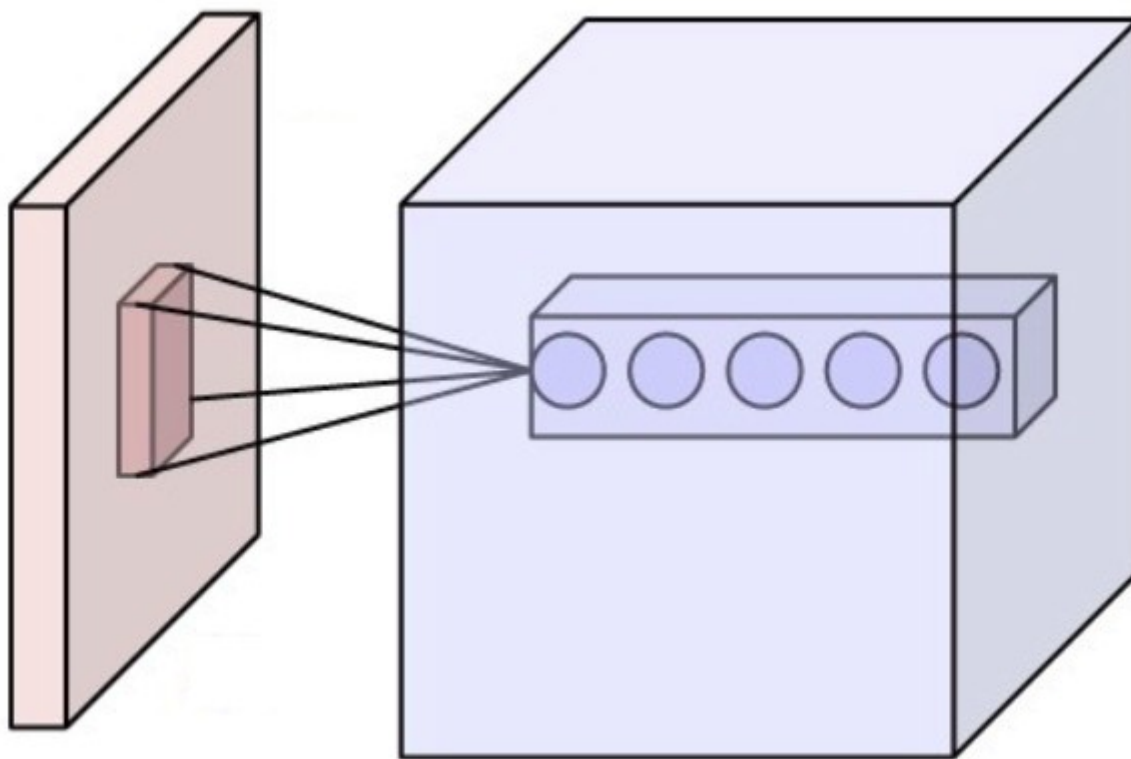
3x3 (5-3+1)

4		

Convolved  
Feature

Intuition: how cat-like is this square?

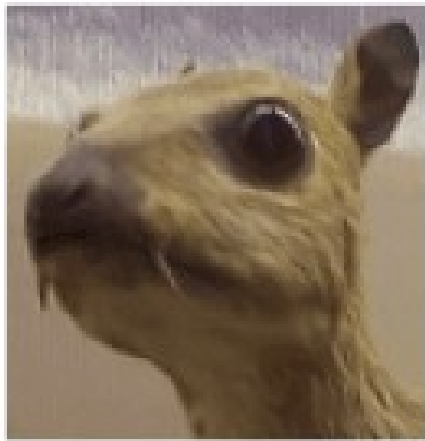
# Convolution



Intuition: how cat-like is this square?

# Convolution

Input image



Convolution  
Kernel

$$\begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix}$$

Feature map

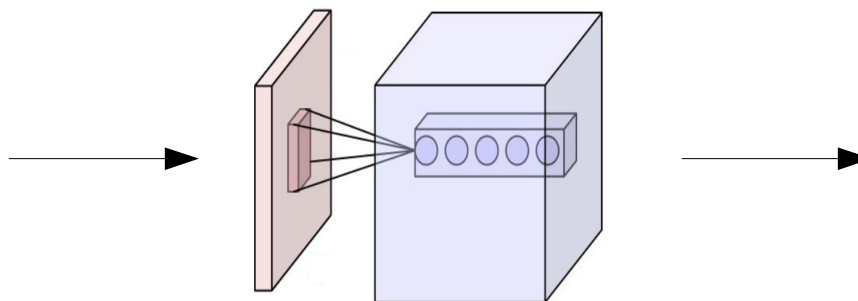


Intuition: how **edge-like** is this square?

# Convolution



Image : 3 (RGB) x 100 px x 100 px

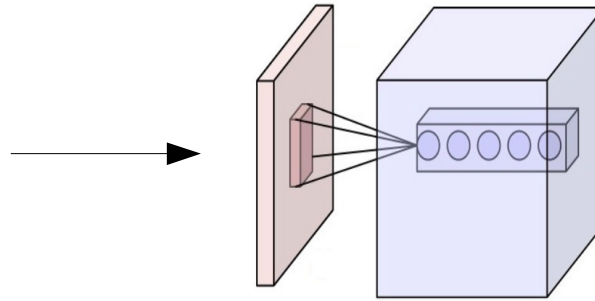


Filters: 100x(3x5x5)

# Convolution



Image : 3 (RGB) x 100 px x 100 px

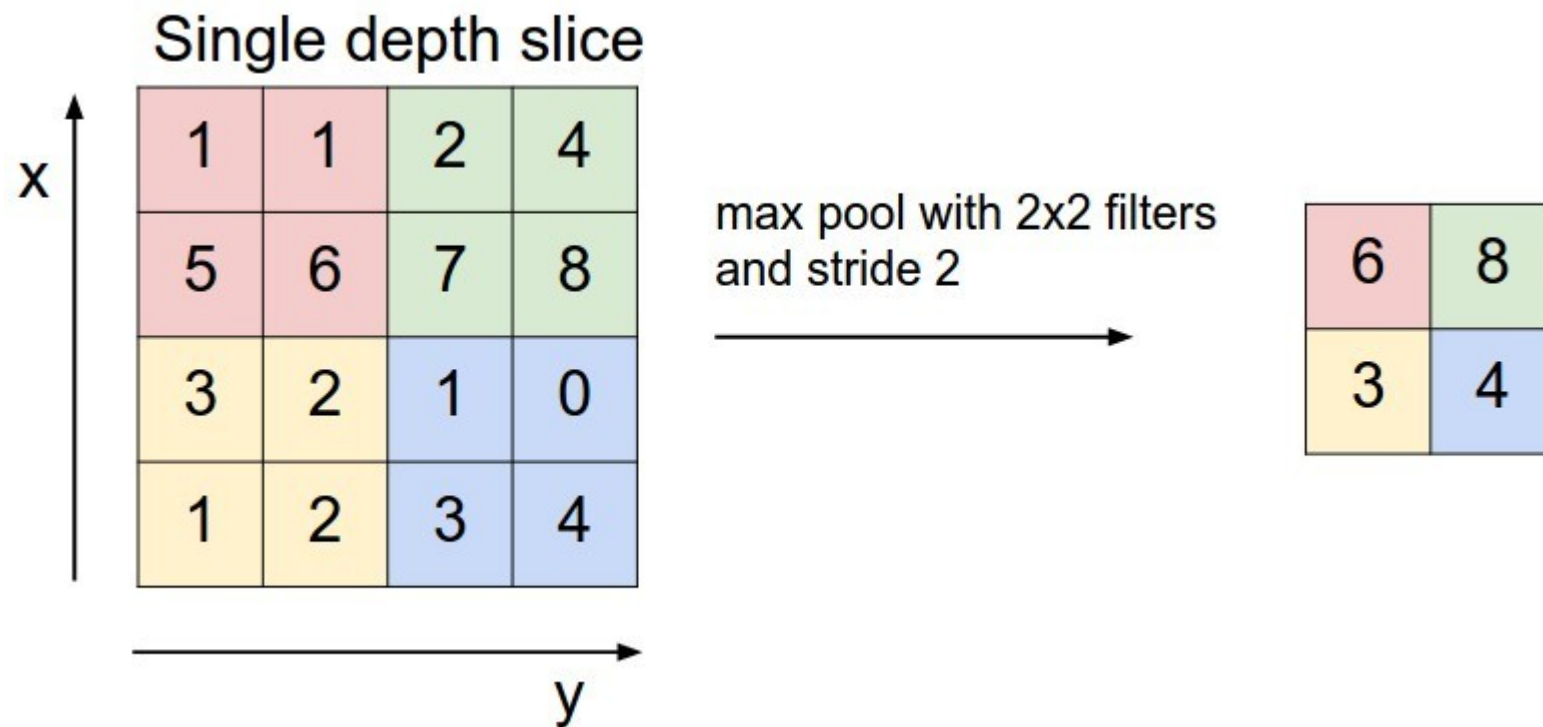


Filters: 100x(3x5x5)

100x96x96  
~10<sup>6</sup>

Somewhat too many!

# Pooling



Intuition: What is the max cat-likelihood over this area?

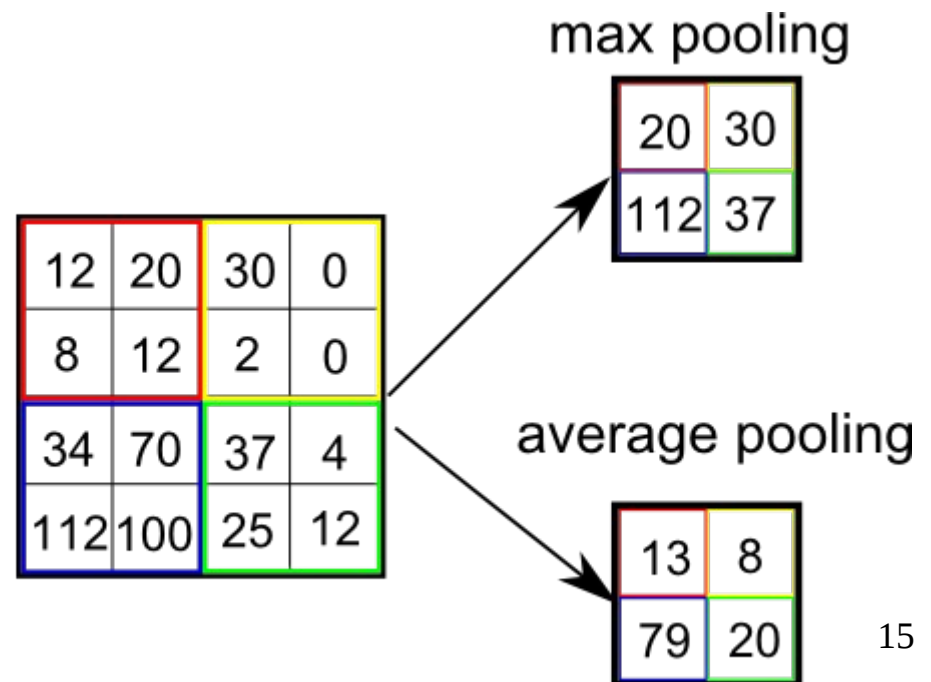
# Pooling

Motivation:

- Reduce layer size by a factor
- Make NN less sensitive to small image shifts

Popular types:

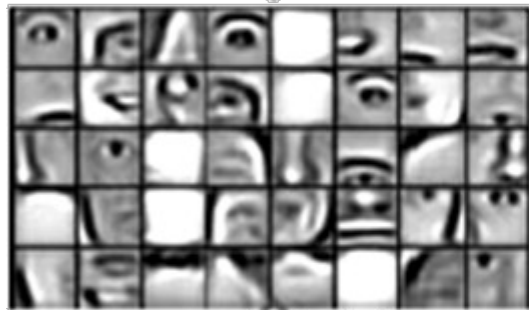
- Max
- Mean(average)



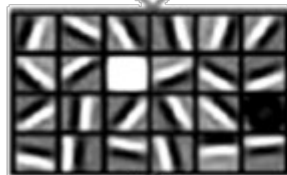


**Discrete Choices**

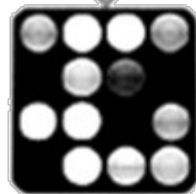
⋮



**Layer 2 Features**



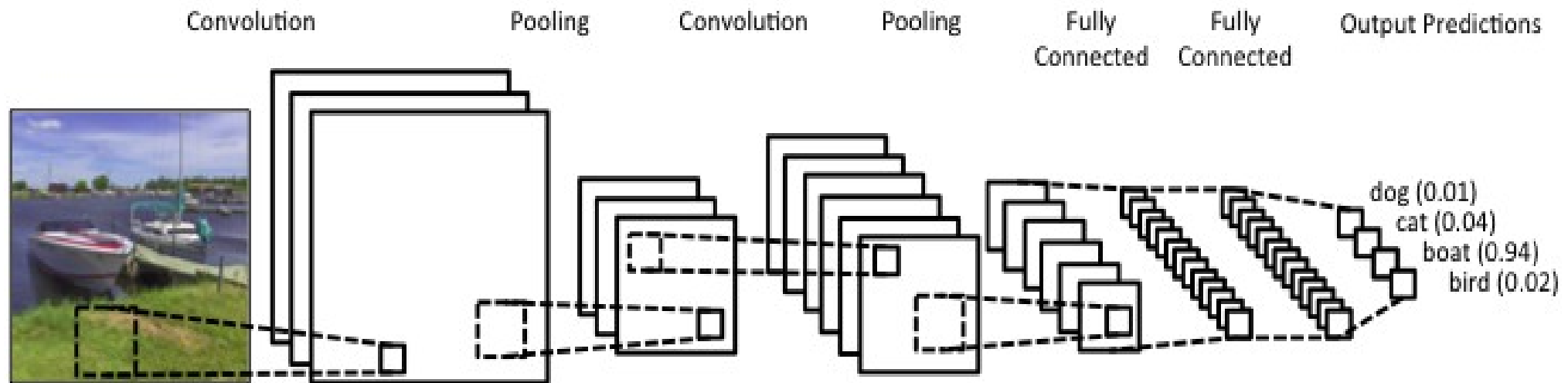
**Layer 1 Features**



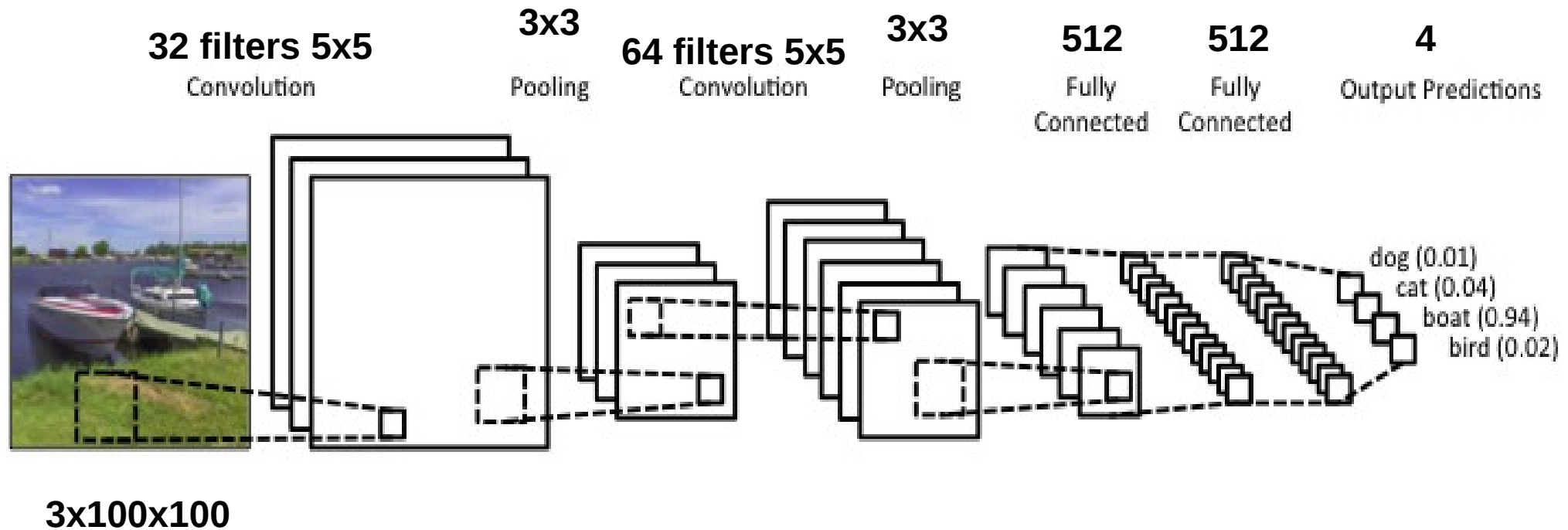
**Original Data**



# Convolutional NNs



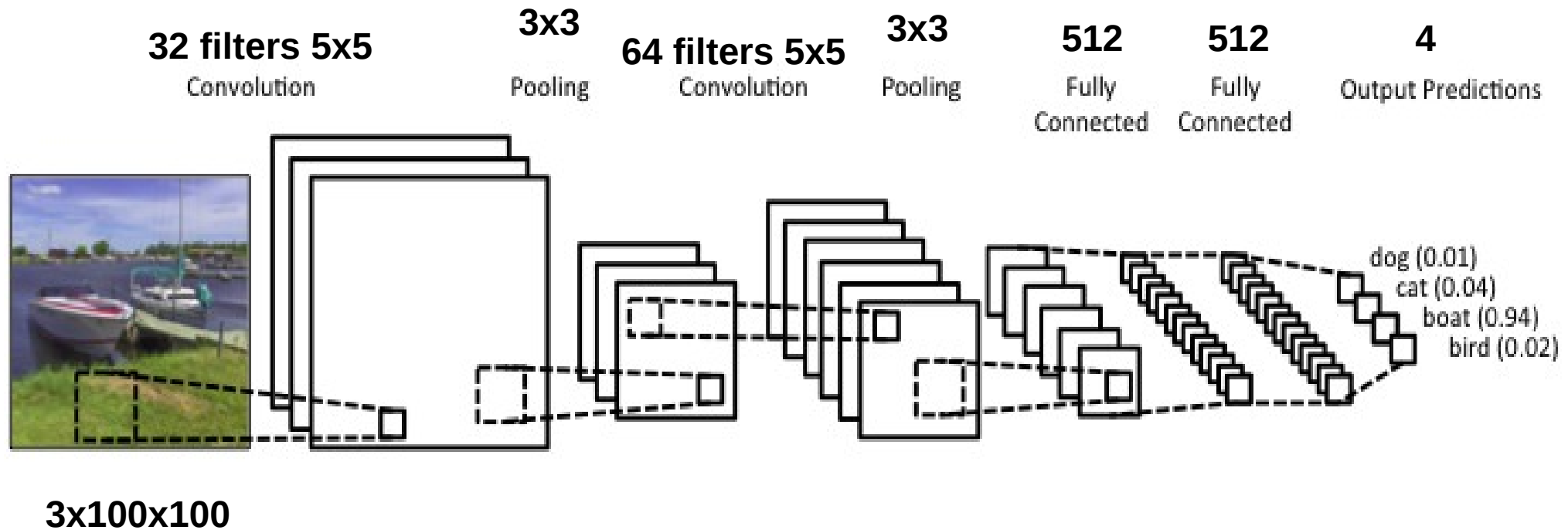
# Convolutional NNs



## Quiz:

1) What is the blob size **after second pooling**

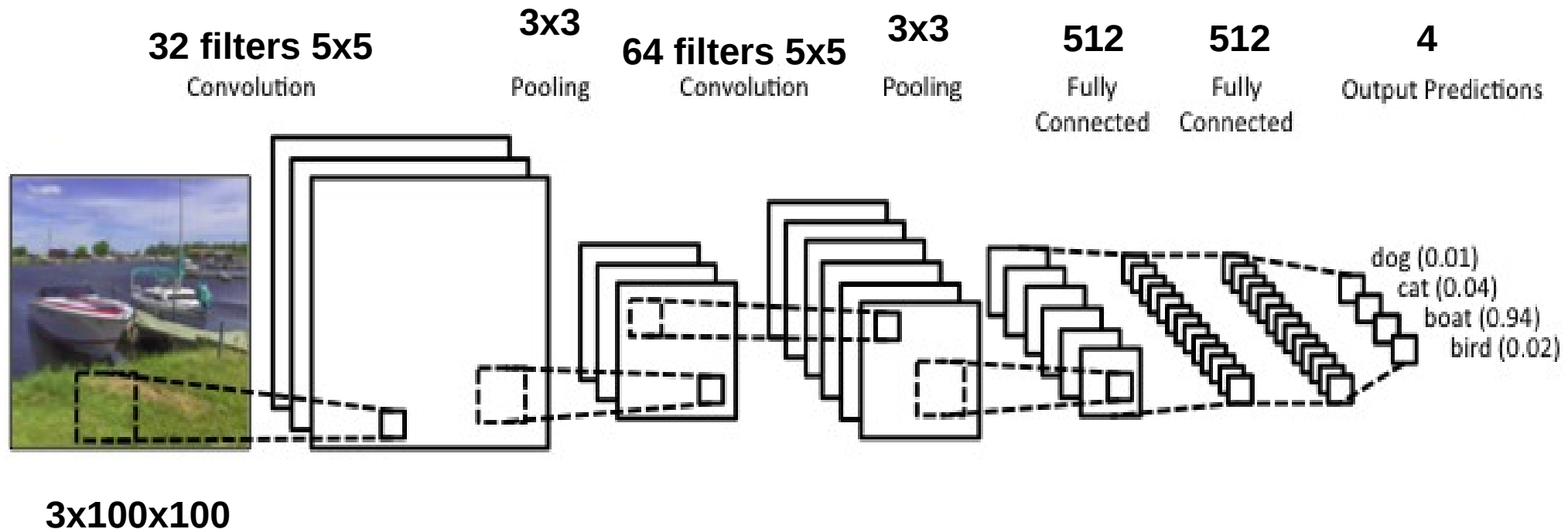
# Convolutional NNs



## Quiz:

2) How many image pixels does **one cell** after **second convolution** depend on?

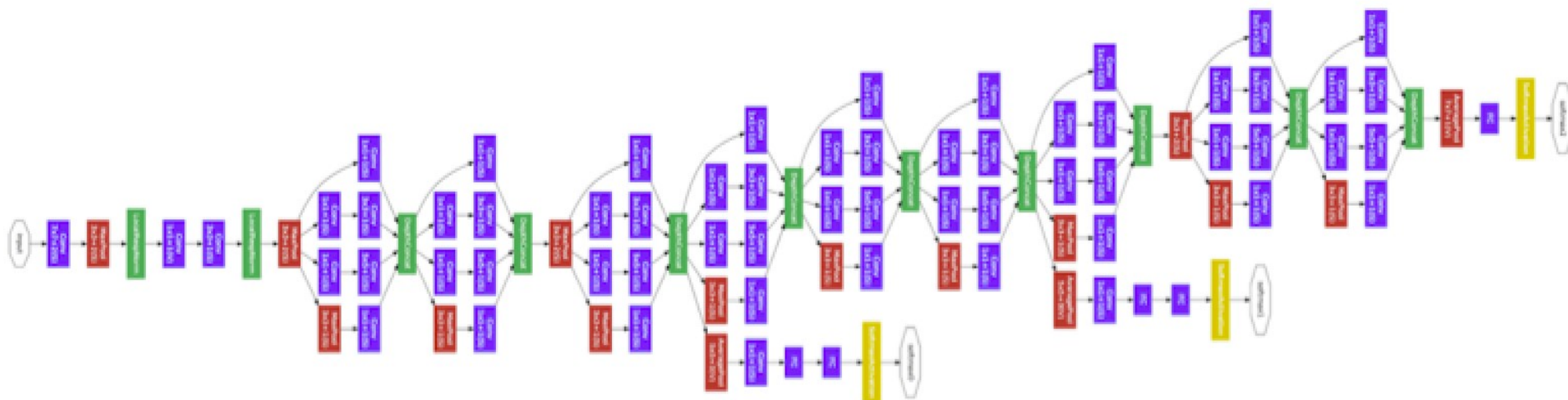
# Convolutional NNs



## Quiz:

- 3) Which layer is hardest to compute?
- 4) Which layer has most independent parameters?

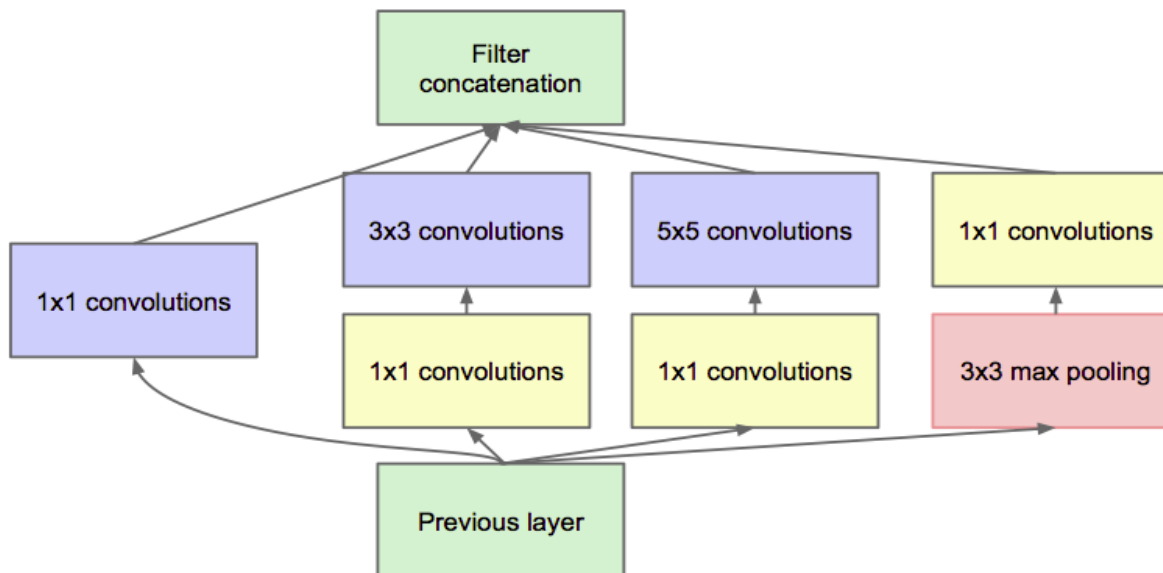
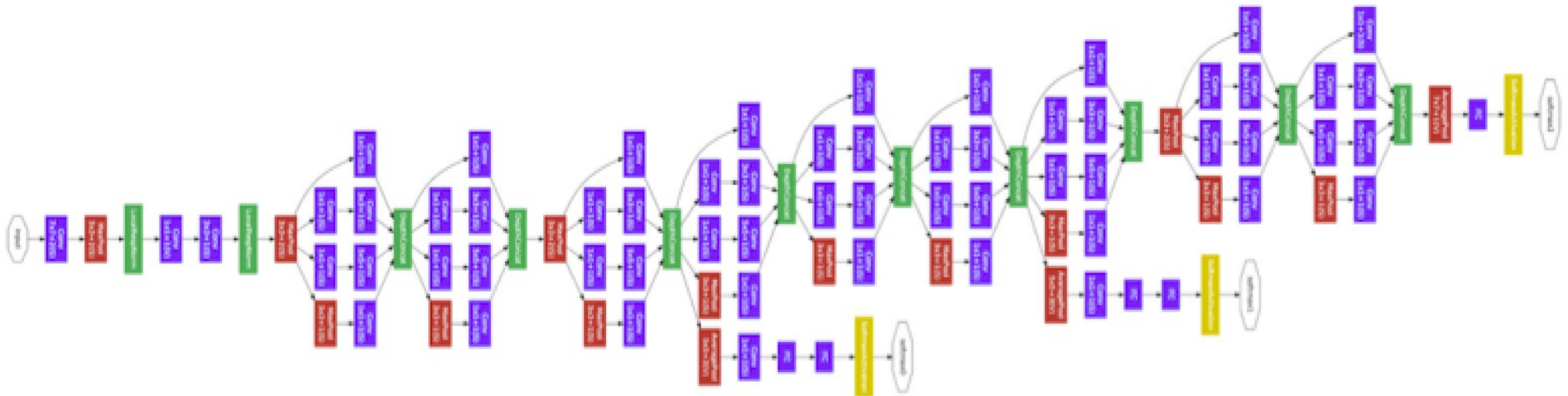
# Inception-GoogLeNet



**Convolution**  
**Pooling**  
**Softmax**  
**Other**

It is not a moon. It is a space station (c)

# Inception-GoogLeNet



**Convolution**  
**Pooling**  
**Softmax**  
**Other**

# Data augmentation



- Idea: we can get N times more data by tweaking images.
- If you rotate cat image by  $15^\circ$ , it's still a cat
- Rotate, crop, zoom, flip horizontally, add noise, etc.
- Sound data: add background noises

# Batch normalization

## Problem:

- Consider a neuron in any layer beyond first
- At each iteration we tune it's weights towards better loss function
- But we also tune it's inputs. Some of them become larger, some – smaller
- Now the neuron needs to be re-tuned for it's new inputs



# Batch normalization

TL;DR:

- It's usually a good idea to normalize linear model inputs

(c) Every machine learning lecturer, ever

# Batch normalization

Idea:

- We normalize activation of a hidden layer  
(zero mean unit variance)

$$h_i = \frac{h_i - \mu_i}{\sqrt{\sigma_i^2}}$$

- Update  $\mu_i, \sigma_i^2$  with moving average while training

$$\mu_i := \alpha \cdot \text{mean}_{batch} + (1 - \alpha) \cdot \mu_i$$

$$\sigma_i^2 := \alpha \cdot \text{variance}_{batch} + (1 - \alpha) \cdot \sigma_i^2$$

# Batch normalization

Idea:

- We normalize activation of a hidden layer  
(zero mean unit variance)

$$h_i = \frac{h_i - \mu_i}{\sqrt{\sigma_i^2}}$$

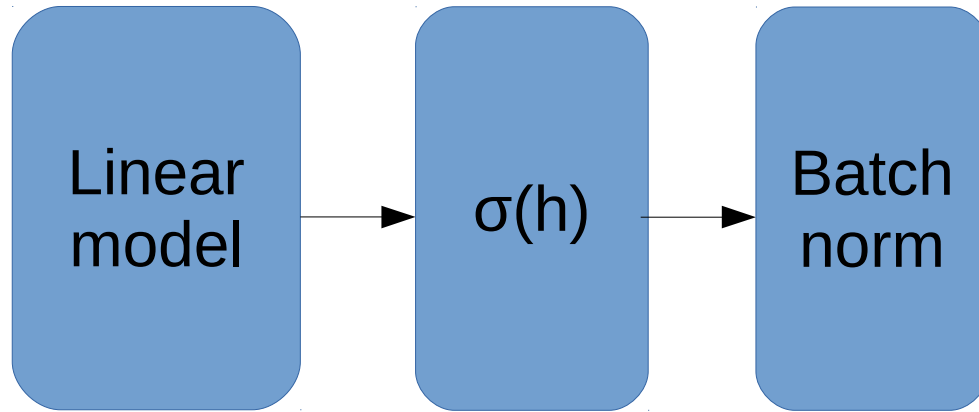
i stands for i-th neuron

- Update  $\mu_i, \sigma_i^2$  with moving average while training

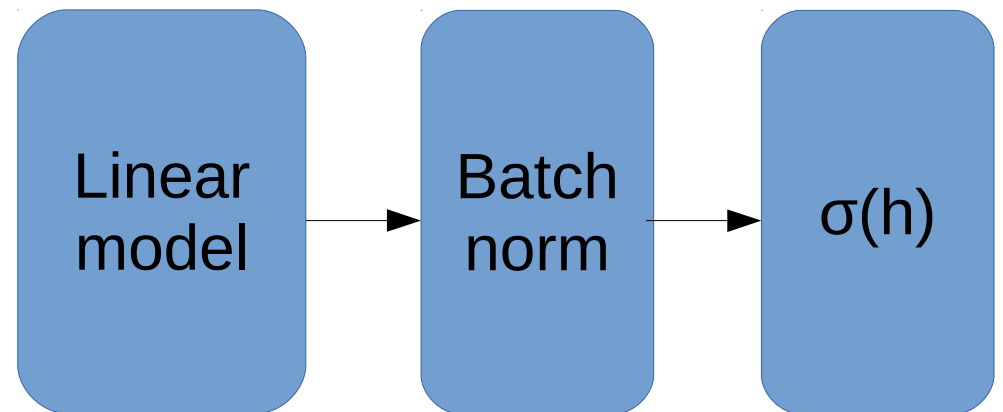
$$\mu_i := \alpha \cdot \text{mean}_{\text{batch}} + (1 - \alpha) \cdot \mu_i$$

$$\sigma_i^2 := \alpha \cdot \text{variance}_{\text{batch}} + (1 - \alpha) \cdot \sigma_i^2$$

# Batch normalization



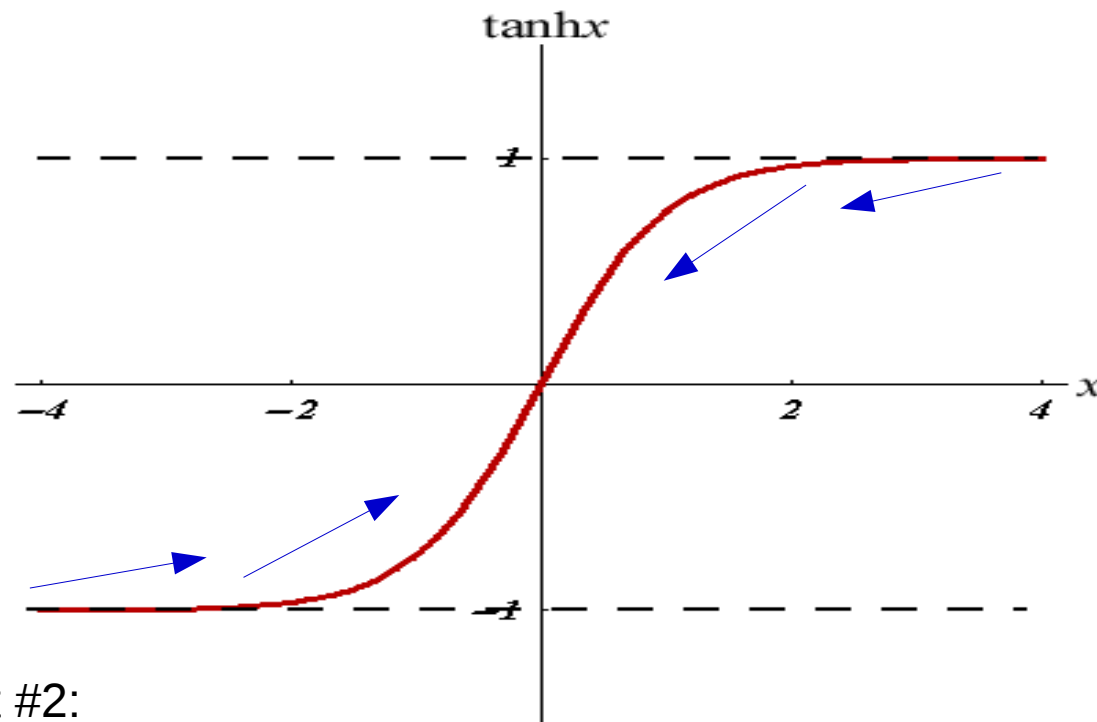
VS



# Batch normalization

## Good side effect #1:

- Vanishing gradient less a problem for sigmoid-like nonlinearities



## Good side effect #2:

- We no longer need to train bias (+b term in  $Wx+b$ )

# Other CV applications

Real computer vision starts when  
image classification is no longer enough.

# Bounding box regression

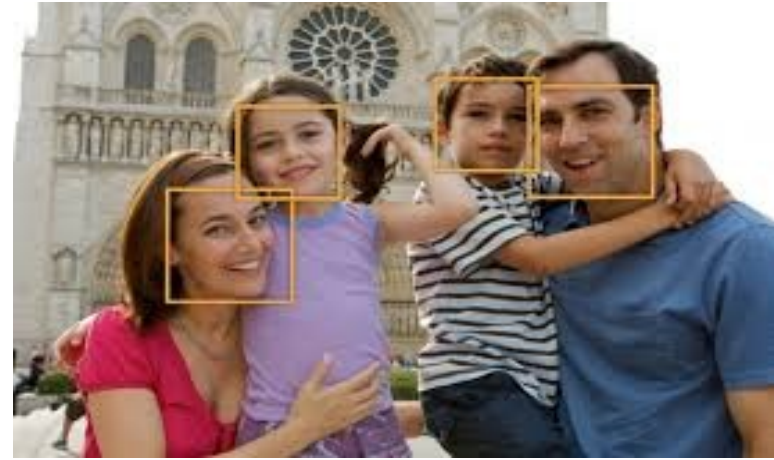
Predict object bounding box

$(x_0, y_0, w, h)$

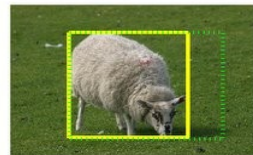
or several bounding boxes for multiple objects.

Applications examples:

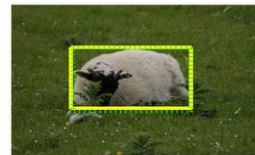
- Face detection @ cameras
- Surveillance cameras
- Self-driving cars



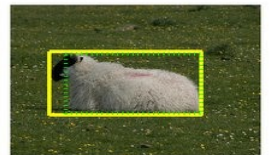
IM:"005194" Conf=0.835223



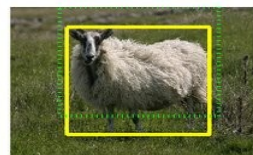
IM:"003538" Conf=0.829488



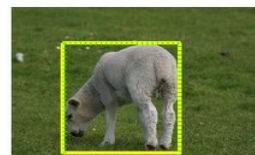
IM:"002810" Conf=0.801748



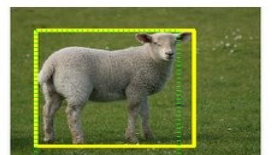
IM:"004522" Conf=0.799045



IM:"001064" Conf=0.797061



IM:"000819" Conf=0.794456



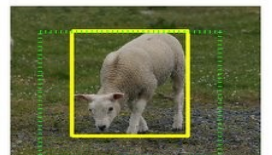
IM:"002306" Conf=0.789123



IM:"001956" Conf=0.788438



IM:"004285" Conf=0.782058

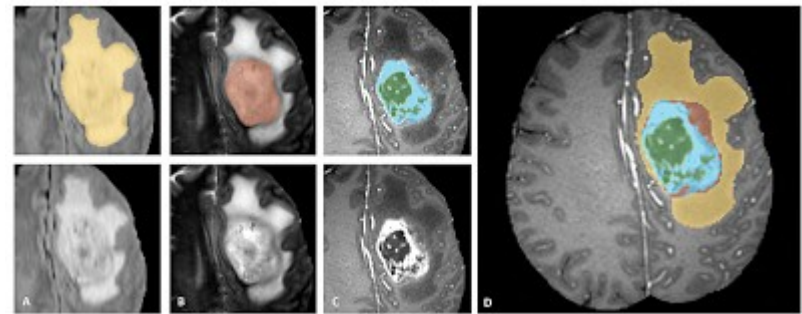
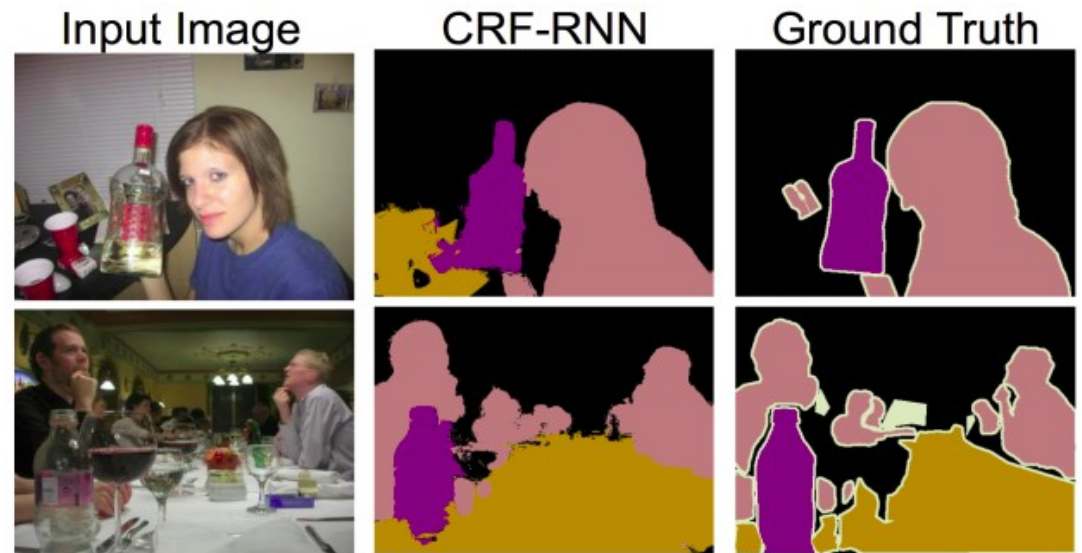


# Segmentation

Predict class for each pixel  
(fully-convolutional networks)

Applications examples:

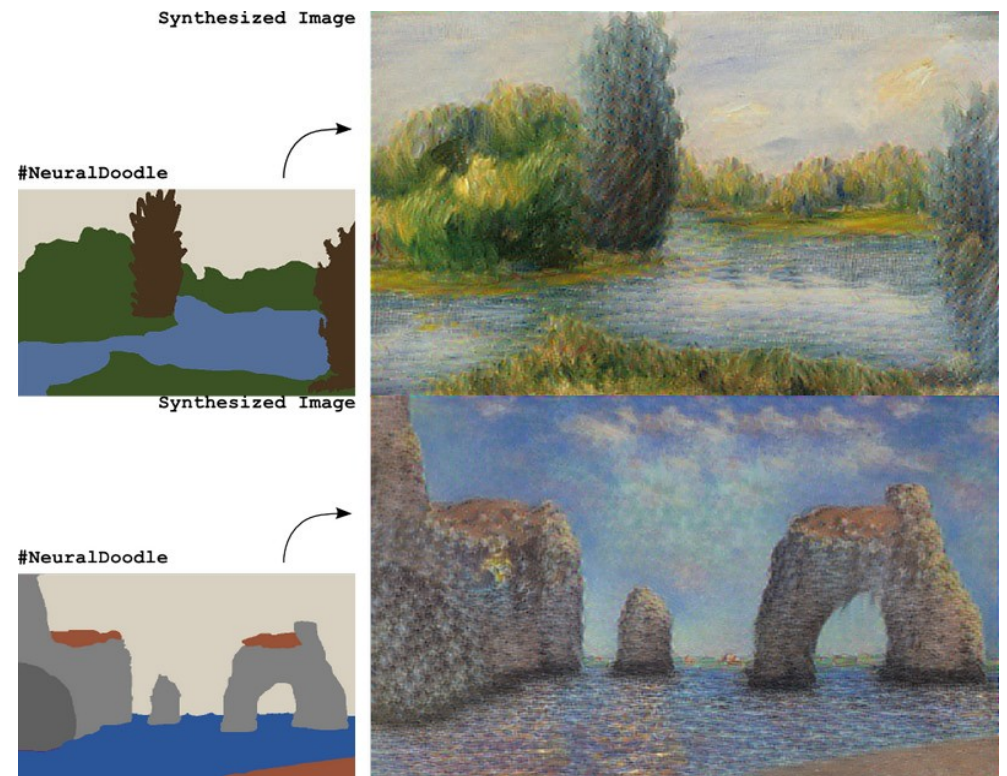
- Moar surveillance
- Brain scan labeling
- Map labeling





# Image generation/transformation

- **Generation:** Given a set of reference images, learn to generate new images, resembling those you were given.
- **Transformation:** Given a set of reference images, learn to convert other images into ones resembling the reference set.



Neural Doodle  
(D. Ulyanov et al.)

Image tagging  
Image captioning  
Image retrieval  
Image encoding  
Image morphing  
Image encoding  
Image upscaling  
Object tracking on  
video  
Video processing  
Video interpolation

Fine-tuning  
Adversarial Networks  
Variational Autoencoders  
Knowledge transfer  
Domain adaptation  
Online learning  
Explaining predictions  
Soft targets  
Scene reconstruction  
3D object retrieval  
Classifier optimization

# Nuff

## Let's train some CNNs!

