An aerial photograph of the University of Wisconsin-Madison campus during sunset. The sun is low on the horizon, casting a warm orange glow over the buildings and the surrounding greenery. The campus is situated along the shores of Lake Mendota, which is dotted with many small sailboats and other watercraft. The buildings are a mix of architectural styles, with some older brick structures and more modern concrete ones. The overall atmosphere is peaceful and scenic.

# Neural Network Part 3: Convolutional Neural Networks

CS 760@UW-Madison



# Goals for the lecture



you should understand the following concepts

- convolutional neural networks (CNN)
- convolution and its advantage
- pooling and its advantage

# Convolutional neural networks



- Strong empirical performance on image tasks
- Convolutional networks: neural networks that use convolution, a special type of  $W$  matrix, in at least one of their layers

$$h = \sigma(W^T x + b)$$



# Convolution



# Convolution: math formula

- Given functions  $u(t)$  and  $w(t)$ , their convolution is a function  $s(t)$

$$s(t) = \int u(a)w(t - a)da$$

- Written as

$$s = (u * w) \quad \text{or} \quad s(t) = (u * w)(t)$$



# Convolution: discrete version

- Given array  $u_t$  and  $w_t$ , their convolution is a function  $s_t$

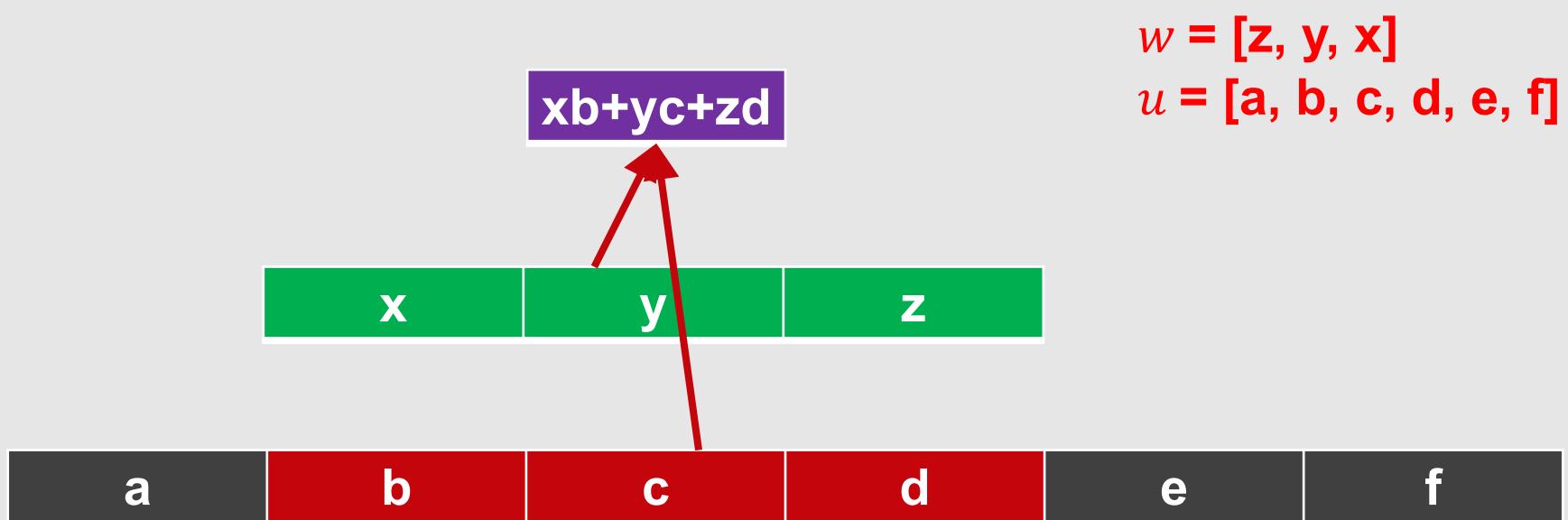
$$s_t = \sum_{a=-\infty}^{+\infty} u_a w_{t-a}$$

- Written as

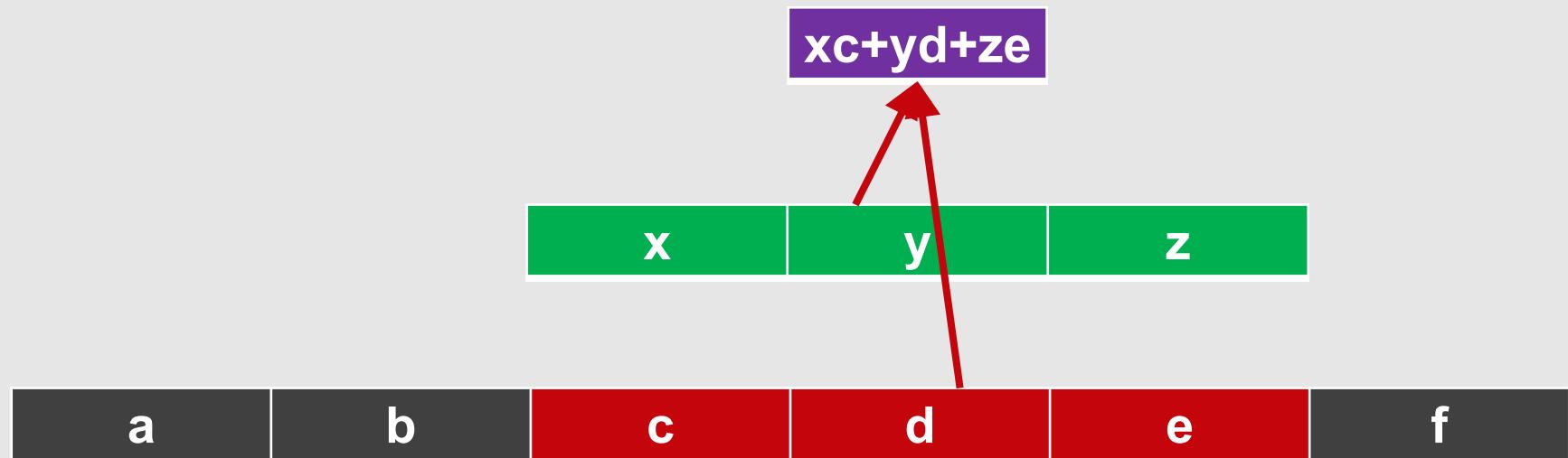
$$s = (u * w) \quad \text{or} \quad s_t = (u * w)_t$$

- When  $u_t$  or  $w_t$  is not defined, assumed to be 0

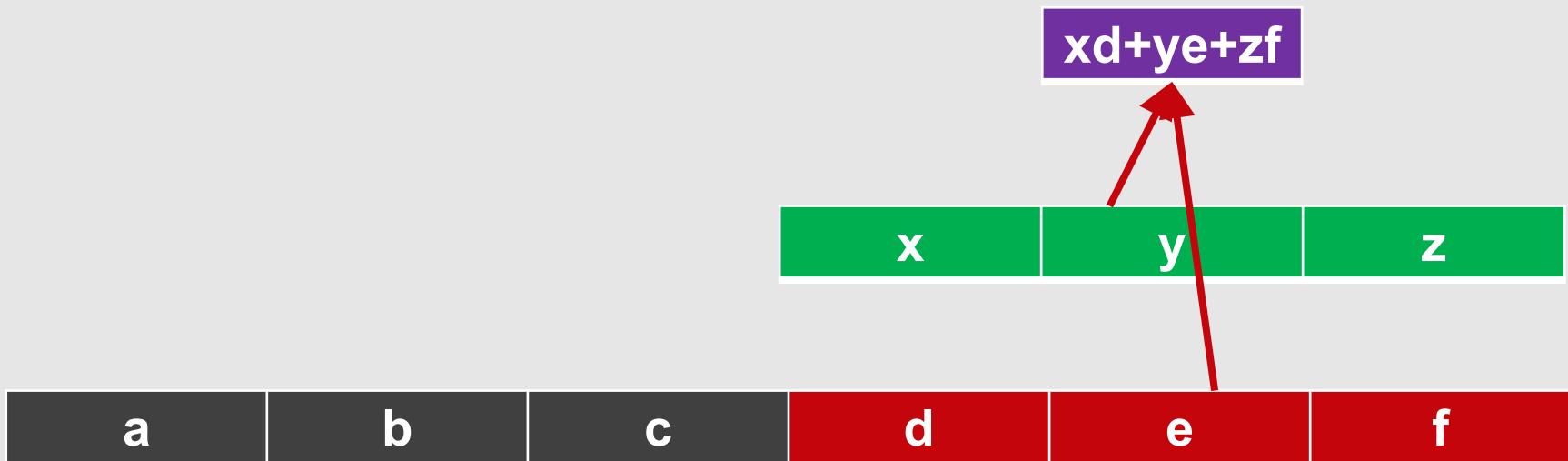
# Illustration 1



# Illustration 1

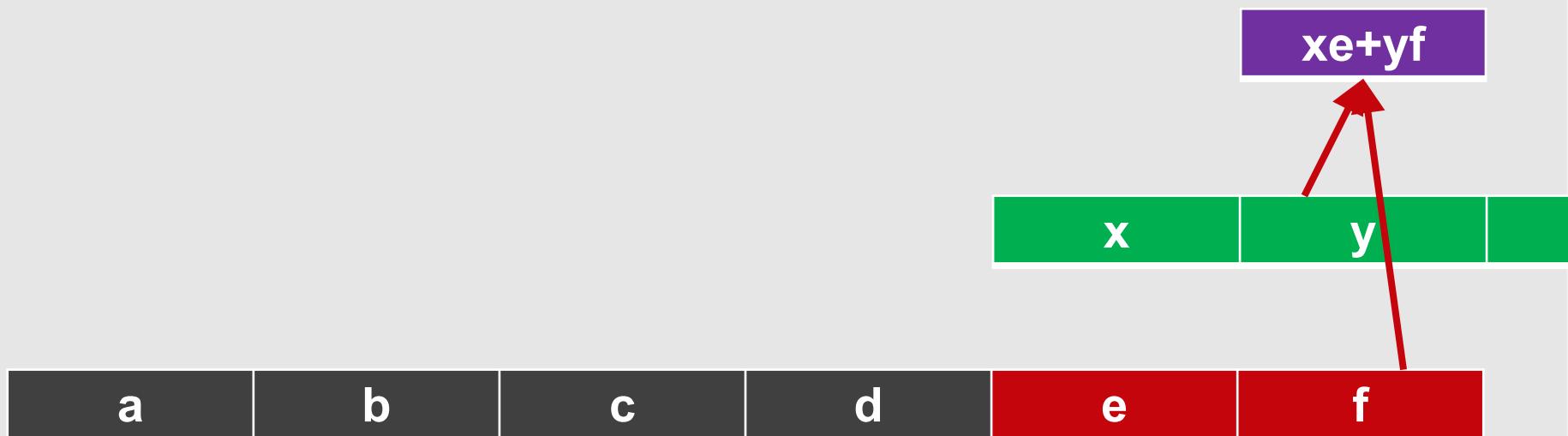


# Illustration 1





# Illustration 1: boundary case



# Illustration 1 as matrix multiplication



y	z				
x	y	z			
	x	y	z		
		x	y	z	
			x	y	z
				x	y

a
b
c
d
e
f

# Illustration 2: two dimensional case



a	b	c	d
e	f	g	h
i	j	k	l

w	x
y	z

$$\begin{aligned} & wa + bx \\ & + \\ & ey + fz \end{aligned}$$

# Illustration 2



a	b	c	d
e	f	g	h
i	j	k	l

w	x
y	z

$$\begin{aligned} & wa + bx \\ & + \\ & ey + fz \end{aligned}$$

$$\begin{aligned} & bw + cx \\ & + \\ & fy + gz \end{aligned}$$

# Illustration 2



Input

a	b	c	d
e	f	g	h
i	j	k	l

Kernel  
(or filter)

w	x
y	z

$$\begin{aligned} & wa + bx \\ & + \\ & ey + fz \end{aligned}$$

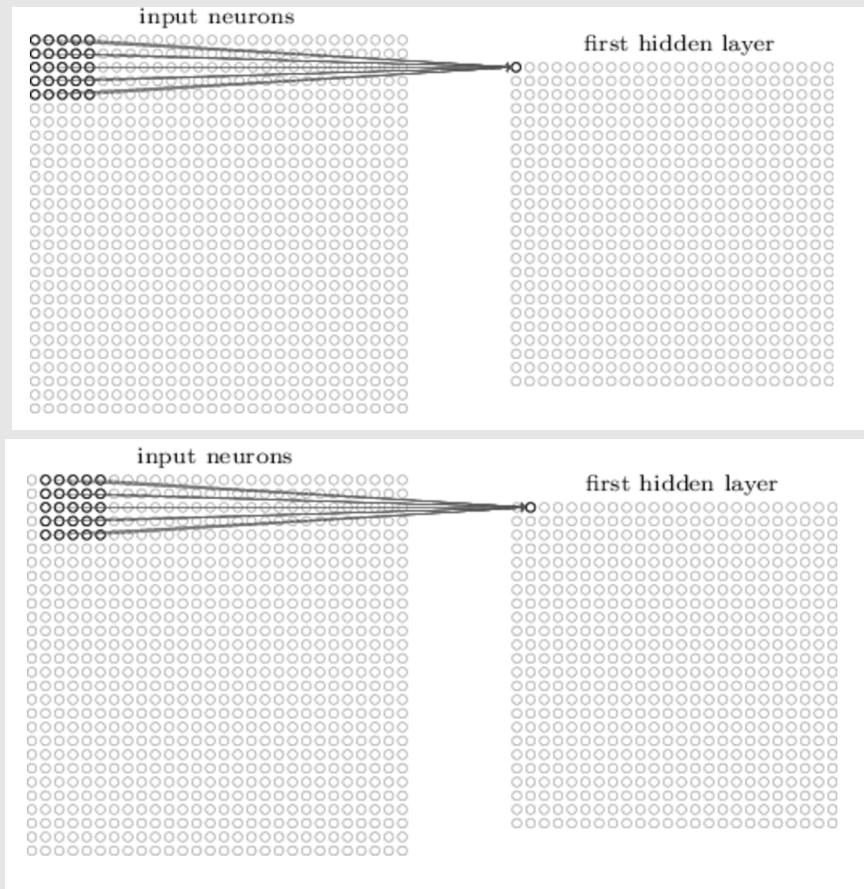
$$\begin{aligned} & bw + cx \\ & + \\ & fy + gz \end{aligned}$$

Feature  
map

# Illustration 2



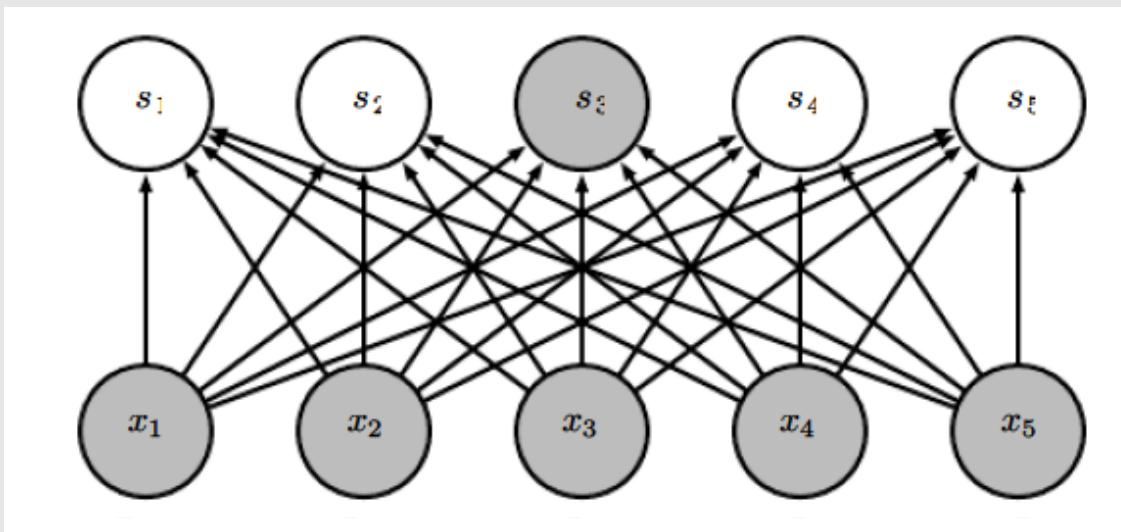
- All the units used the same set of weights (kernel)
- The units detect the same “feature” but at different locations





# Advantage: sparse interaction

Fully connected layer,  $m \times n$  edges



$m$  output nodes

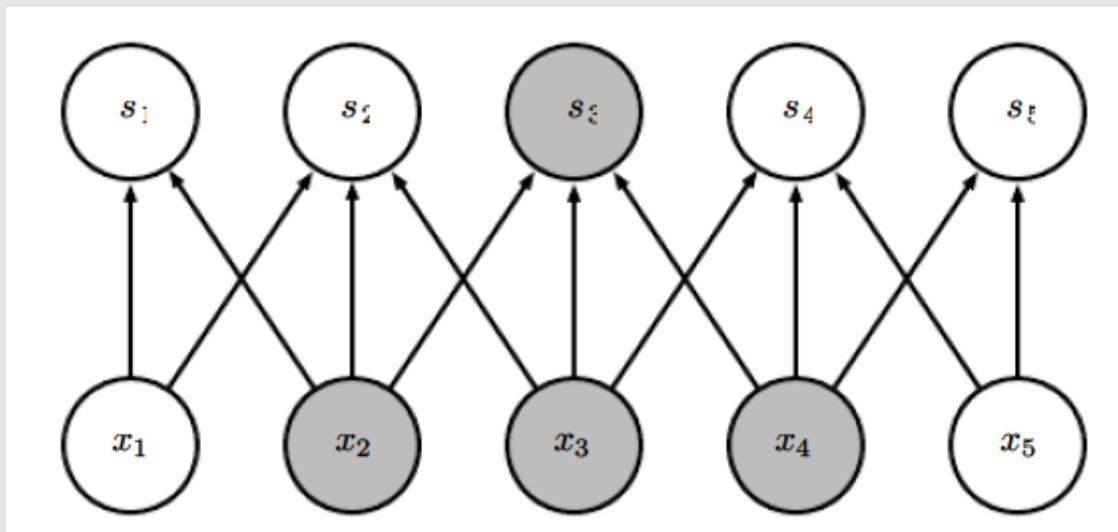
$n$  input nodes

Figure from *Deep Learning*, by Goodfellow, Bengio, and Courville



# Advantage: sparse interaction

Convolutional layer,  $\leq m \times k$  edges



$m$  output nodes

$k$  kernel size

$n$  input nodes

Figure from *Deep Learning*, by Goodfellow, Bengio, and Courville



# Advantage: sparse interaction

Multiple convolutional layers: larger receptive field

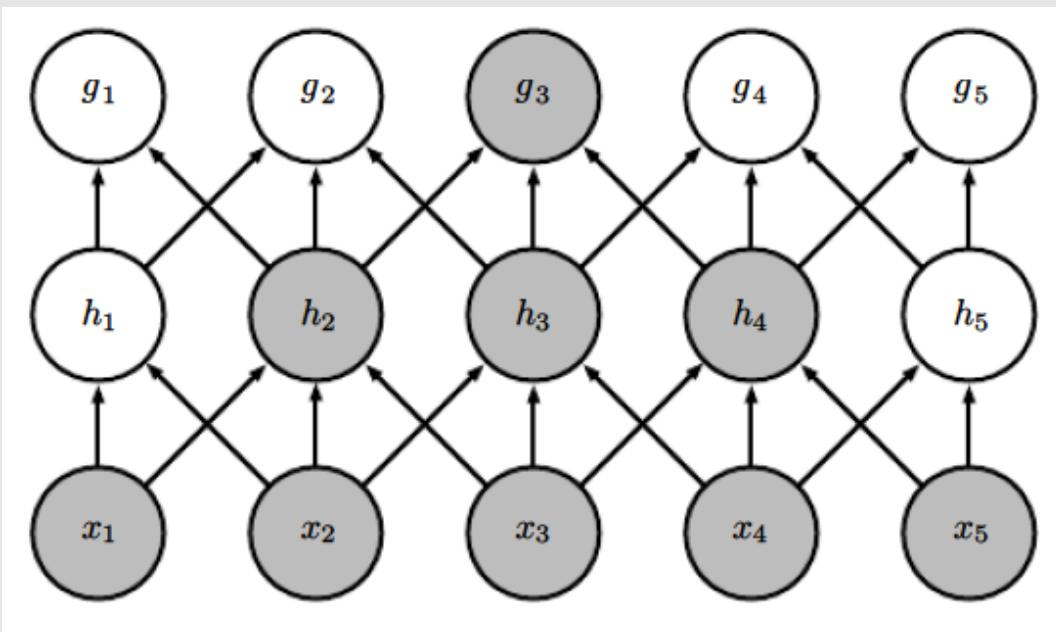
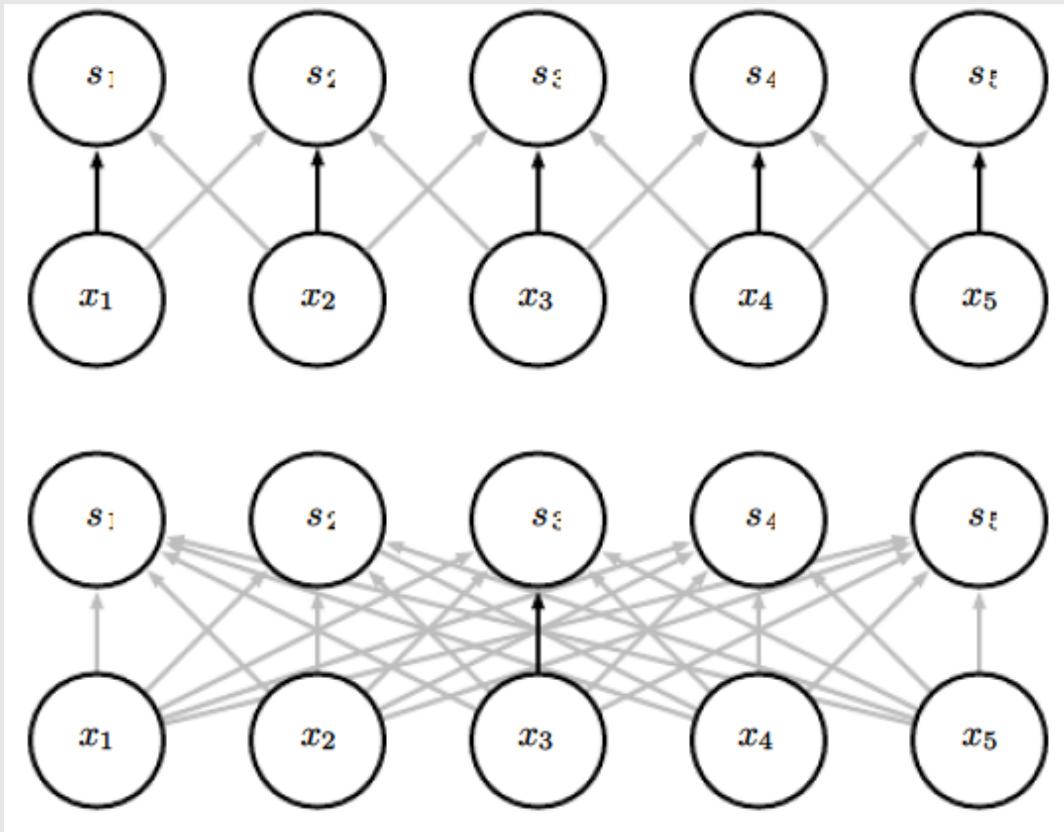


Figure from *Deep Learning*, by Goodfellow, Bengio, and Courville

# Advantage: parameter sharing/weight tying



The same kernel  
are used repeatedly.  
E.g., the black edge  
is the same weight  
in the kernel.

Figure from *Deep Learning*,  
by Goodfellow, Bengio,  
and Courville

# Advantage: equivariant representations



- Equivariant: transforming the input = transforming the output
- Example: input is an image, transformation is shifting
- $\text{Convolution}(\text{shift}(\text{input})) = \text{shift}(\text{Convolution}(\text{input}))$
- Useful when care only about the **existence** of a pattern, rather than the **location**

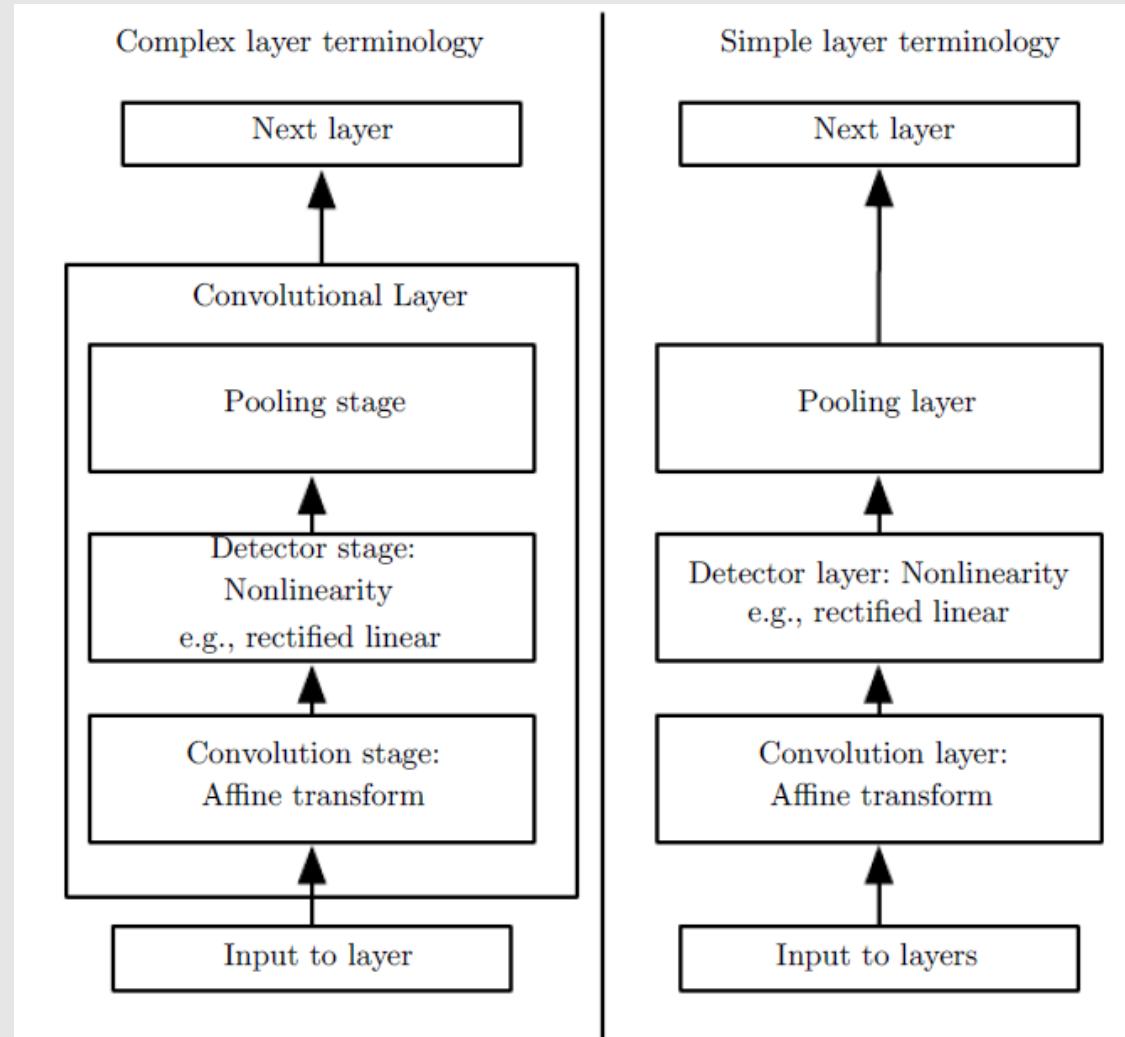


# Pooling



# Terminology

Figure from *Deep Learning*,  
by Goodfellow, Bengio,  
and Courville





# Pooling

- Summarizing the input (i.e., output the max of the input)

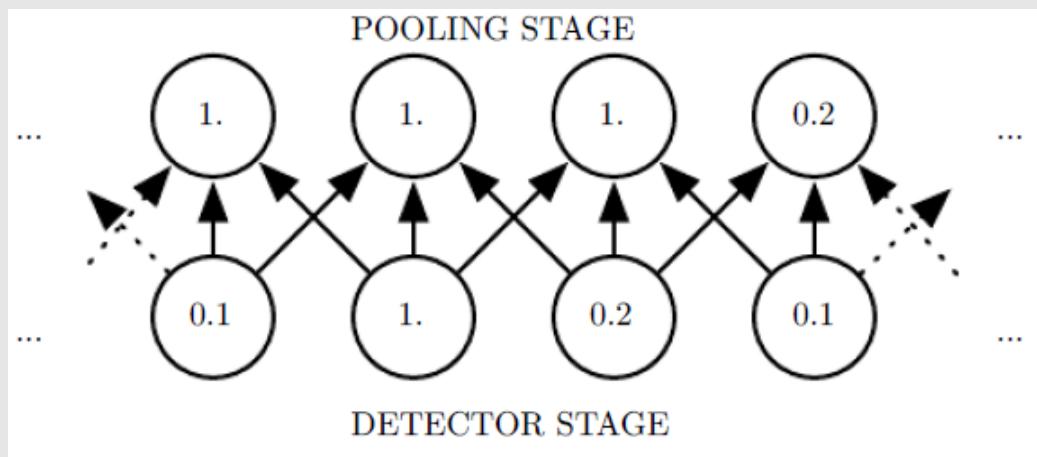
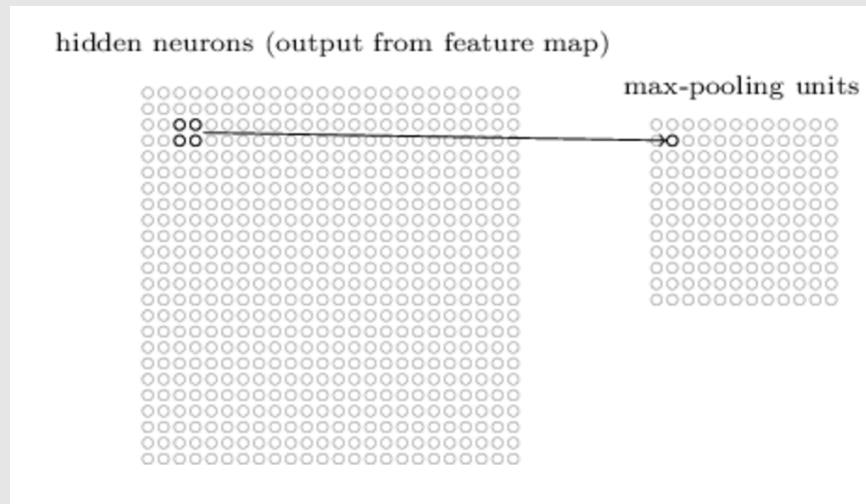


Figure from *Deep Learning*, by Goodfellow, Bengio, and Courville

# Illustration



- Each unit in a pooling layer outputs a max, or similar function, of a subset of the units in the previous layer



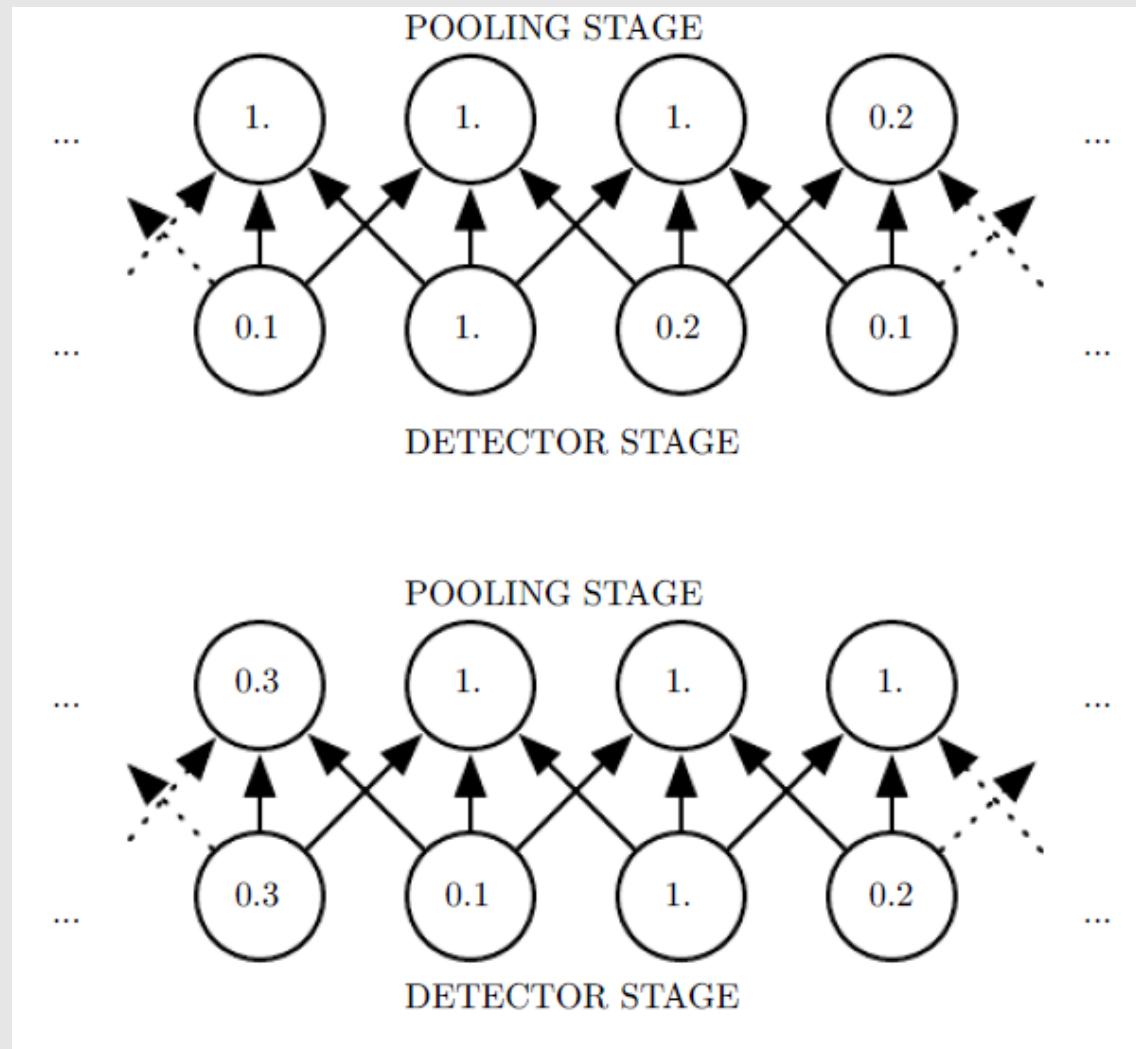
[Figure from [neuralnetworksanddeeplearning.com](http://neuralnetworksanddeeplearning.com)]

# Advantage



Induce invariance

Figure from *Deep Learning*,  
by Goodfellow, Bengio,  
and Courville



# Motivation from neuroscience



- David Hubel and Torsten Wiesel studied early visual system in human brain (V1 or primary visual cortex), and won Nobel prize for this
- V1 properties
  - 2D spatial arrangement
  - Simple cells: inspire convolution layers
  - Complex cells: inspire pooling layers



# Example: LeNet

# LeNet-5



- Proposed in “*Gradient-based learning applied to document recognition*”, by Yann LeCun, Leon Bottou, Yoshua Bengio and Patrick Haffner, in *Proceedings of the IEEE*, 1998
- Apply convolution on 2D images (MNIST) and use backpropagation
- Structure: 2 convolutional layers (with pooling) + 3 fully connected layers
  - Input size: 32x32x1
  - Convolution kernel size: 5x5
  - Pooling: 2x2

# LeNet-5

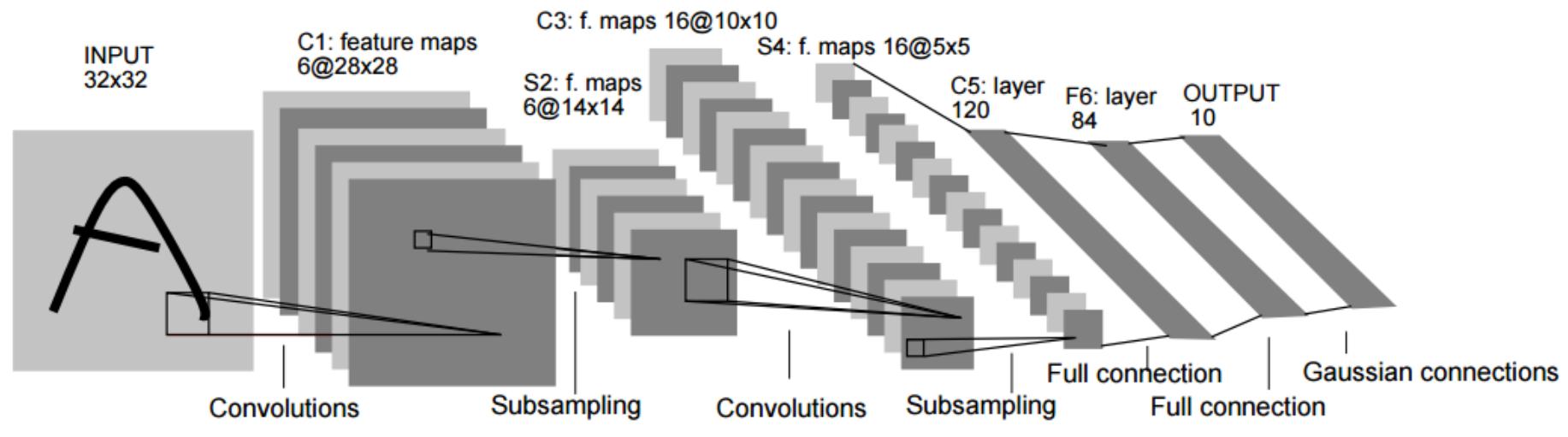


Figure from *Gradient-based learning applied to document recognition*,  
by Y. LeCun, L. Bottou, Y. Bengio and P. Haffner

# LeNet-5

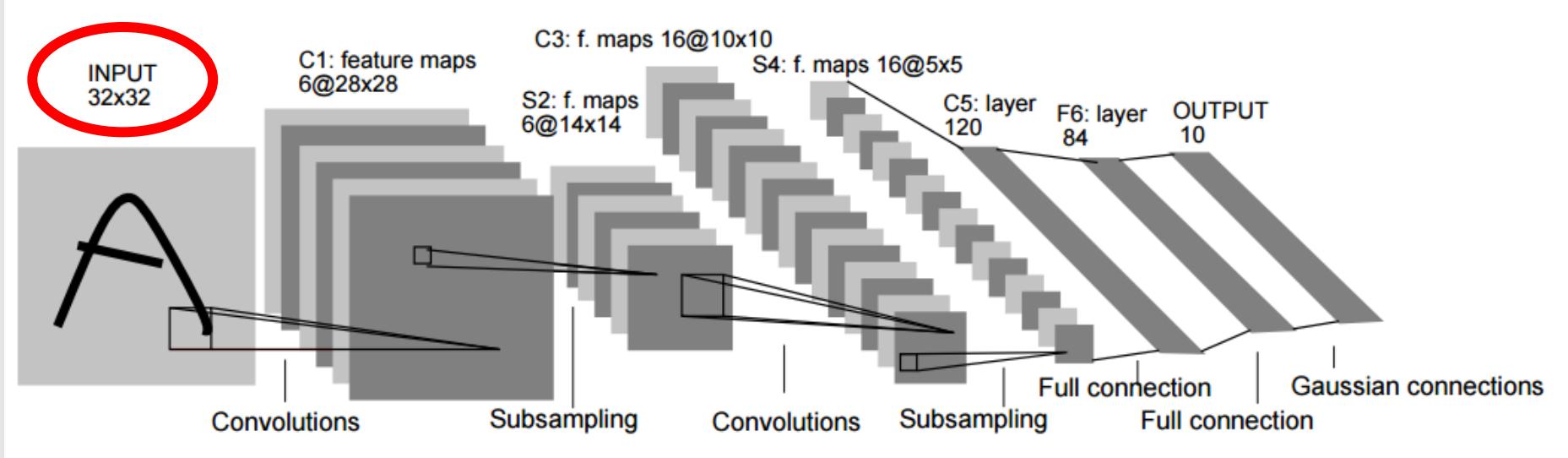


Figure from *Gradient-based learning applied to document recognition*,  
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# LeNet-5

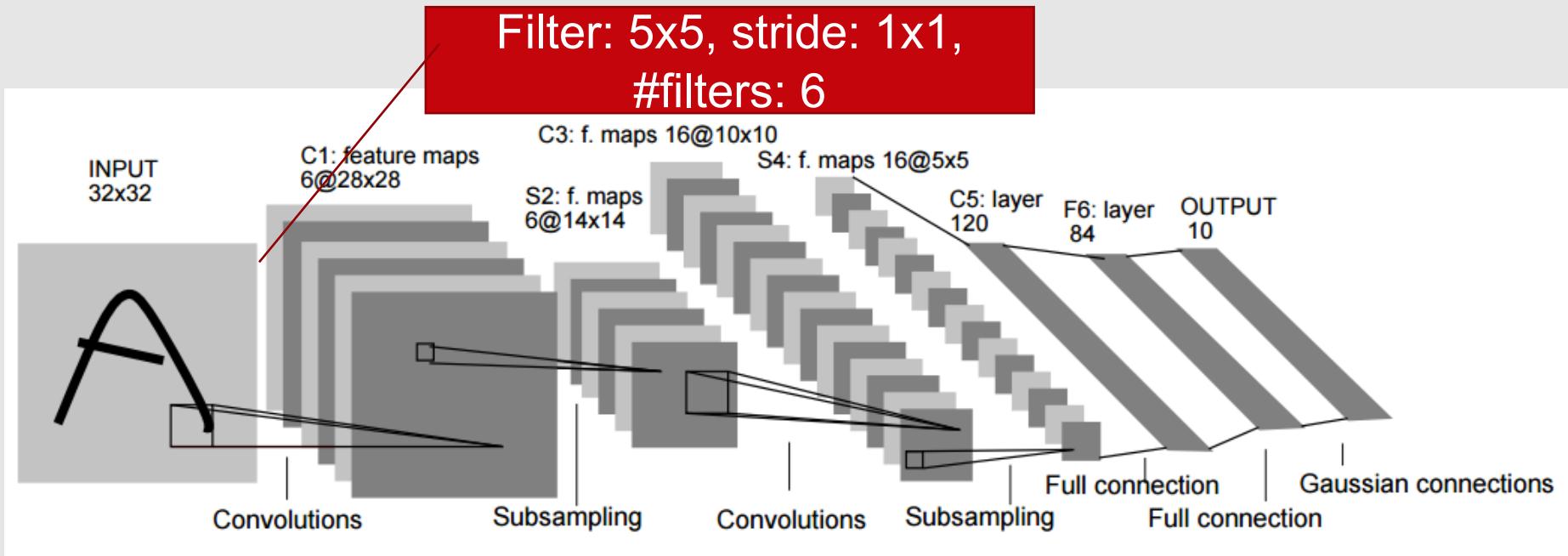


Figure from *Gradient-based learning applied to document recognition*,  
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# LeNet-5

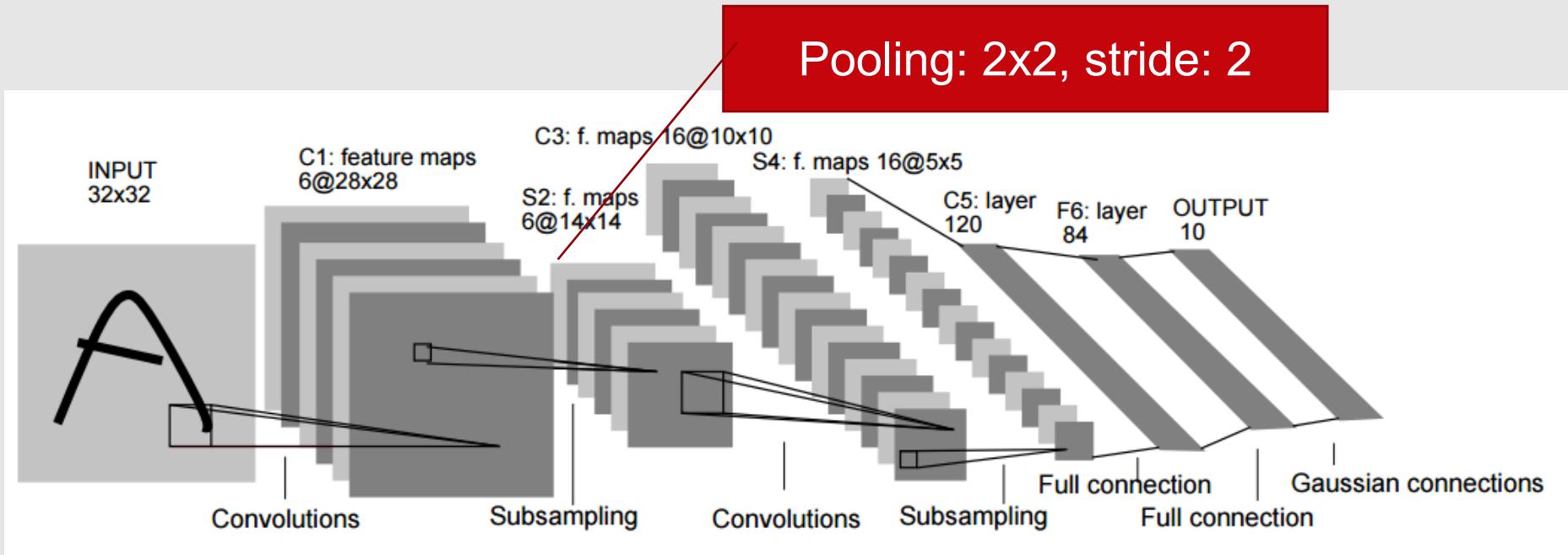


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# LeNet-5

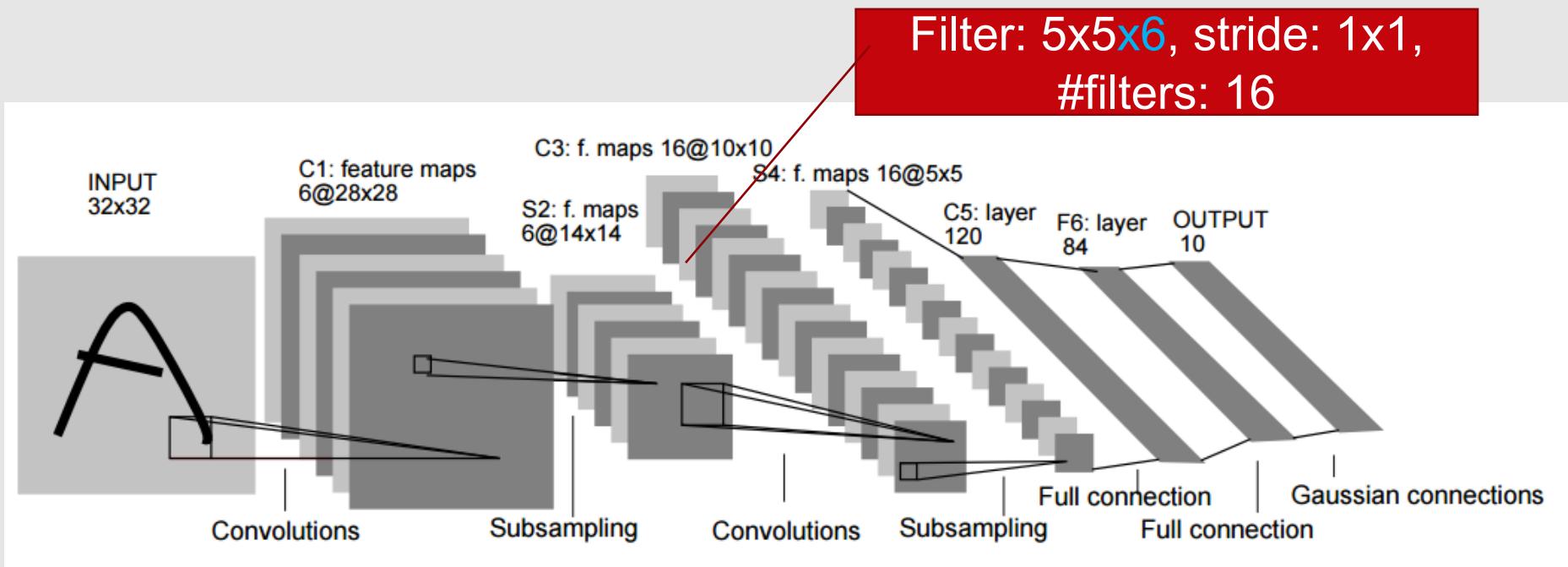


Figure from *Gradient-based learning applied to document recognition*,  
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# LeNet-5

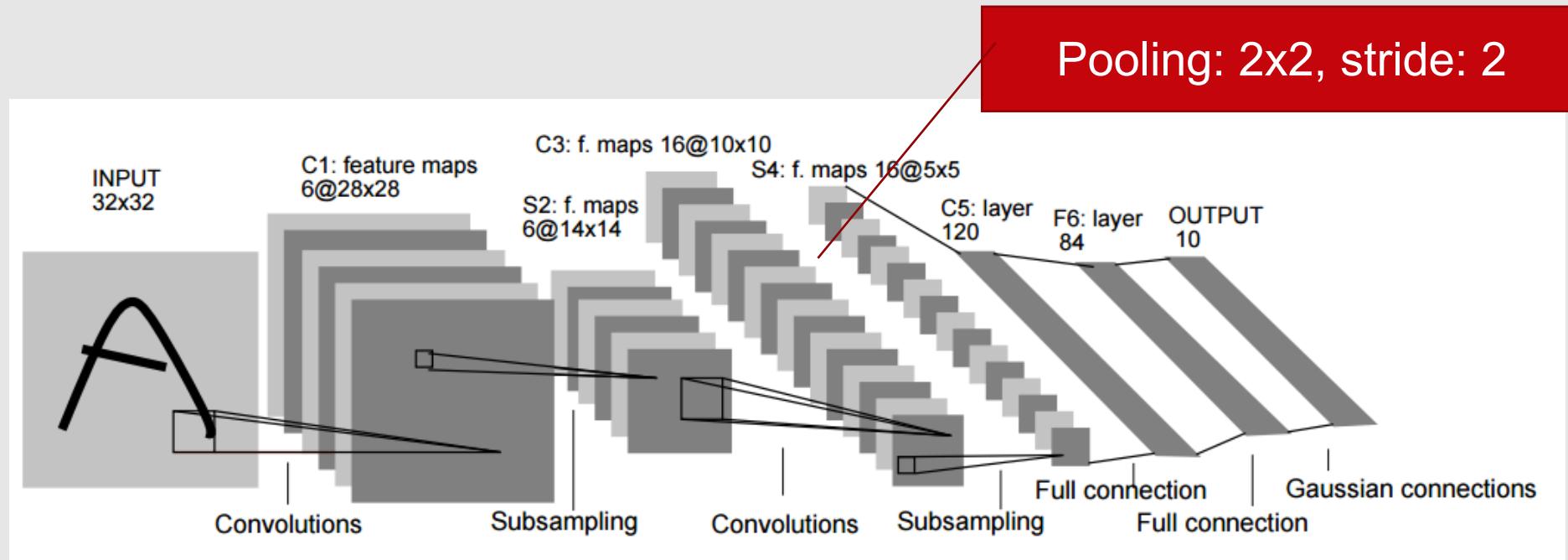


Figure from *Gradient-based learning applied to document recognition*,  
by Y. LeCun, L. Bottou, Y. Bengio and P. Haffner

# LeNet-5

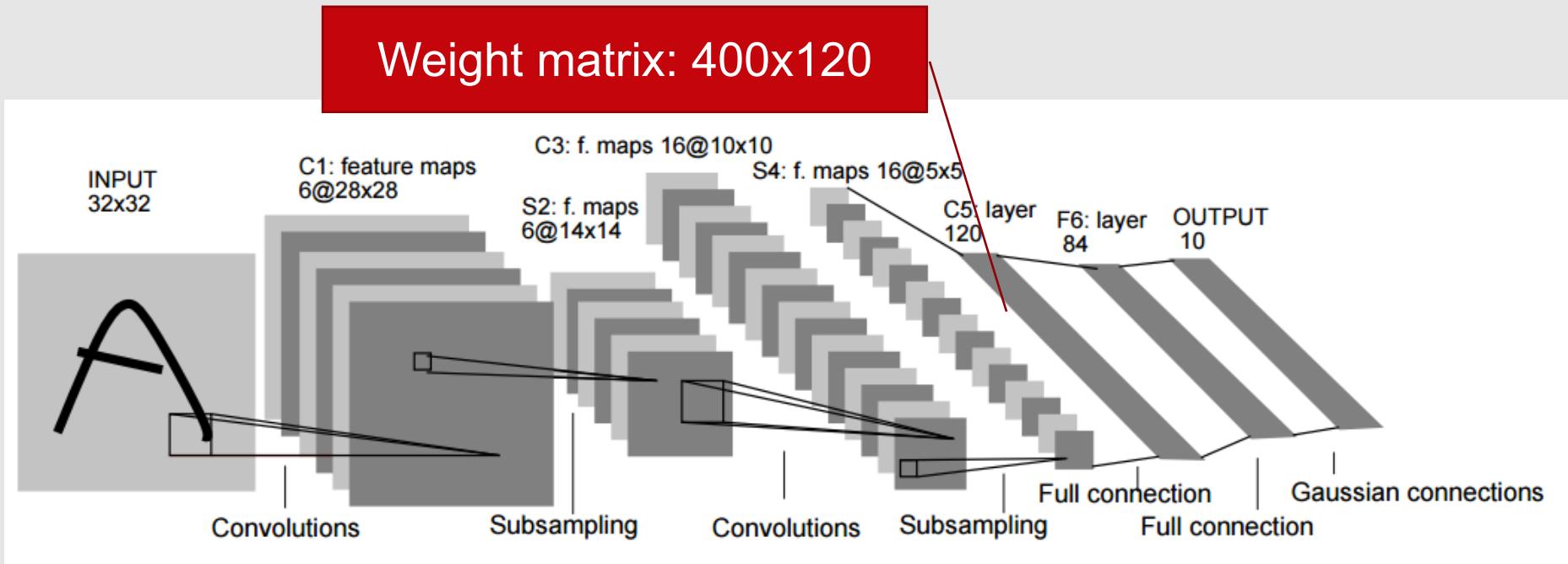


Figure from *Gradient-based learning applied to document recognition*,  
by Y. LeCun, L. Bottou, Y. Bengio and P. Haffner

# LeNet-5

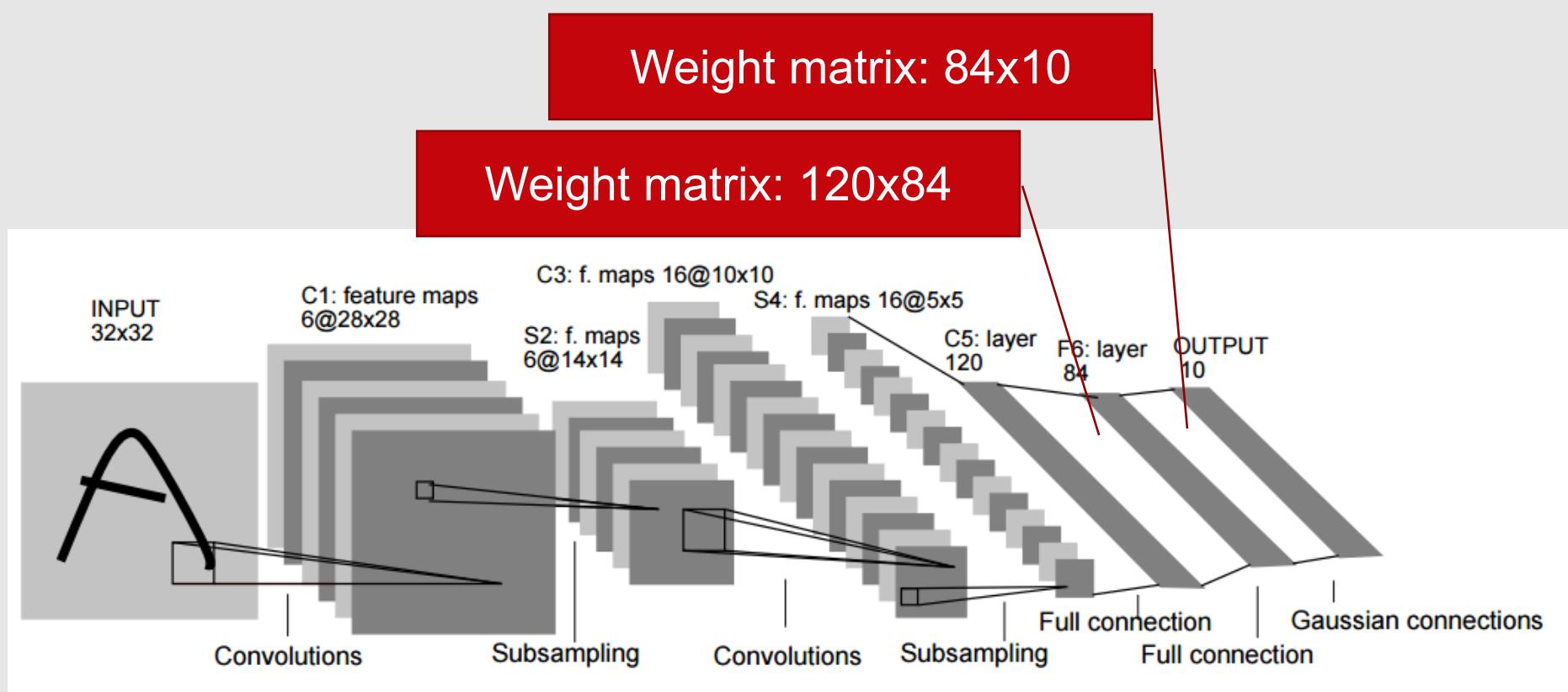


Figure from *Gradient-based learning applied to document recognition*,  
by Y. LeCun, L. Bottou, Y. Bengio and P. Haffner



# Example: ResNet

# ResNet

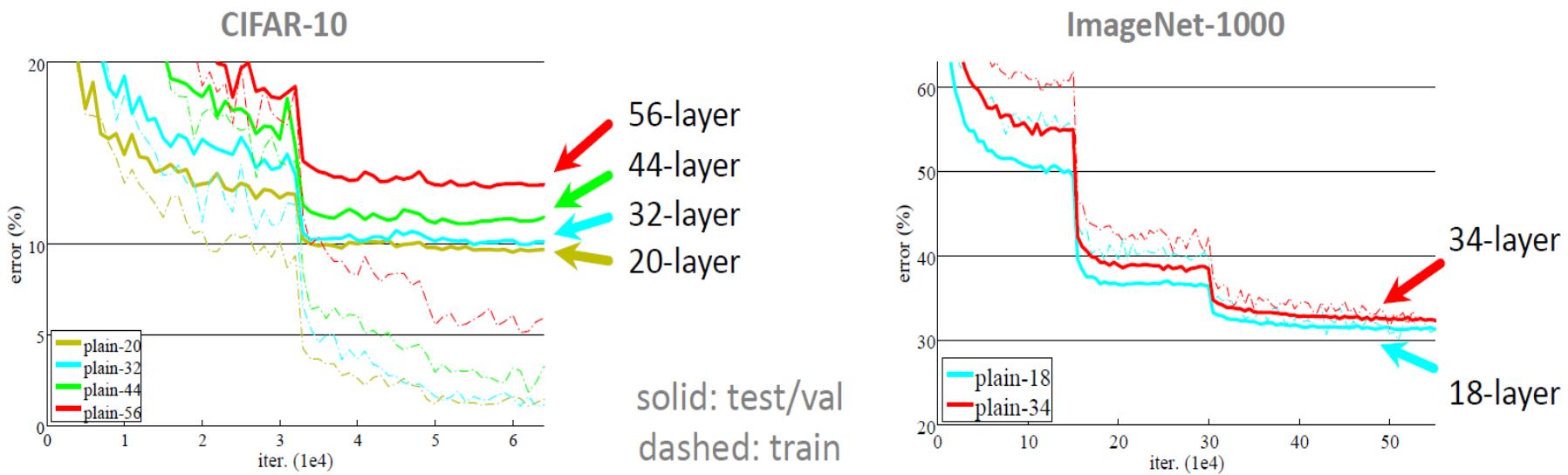


- Proposed in “Deep residual learning for image recognition” by *He, Kaiming, Xiangyu Zhang, Shaoqing Ren, and Jian Sun*. In *Proceedings of the IEEE conference on computer vision and pattern recognition*,. 2016.
- Apply very deep networks with repeated residue blocks
- Structure: simply stacking residue blocks

# Plain Network



- “Overly deep” plain nets have higher training error
- A general phenomenon, observed in many datasets

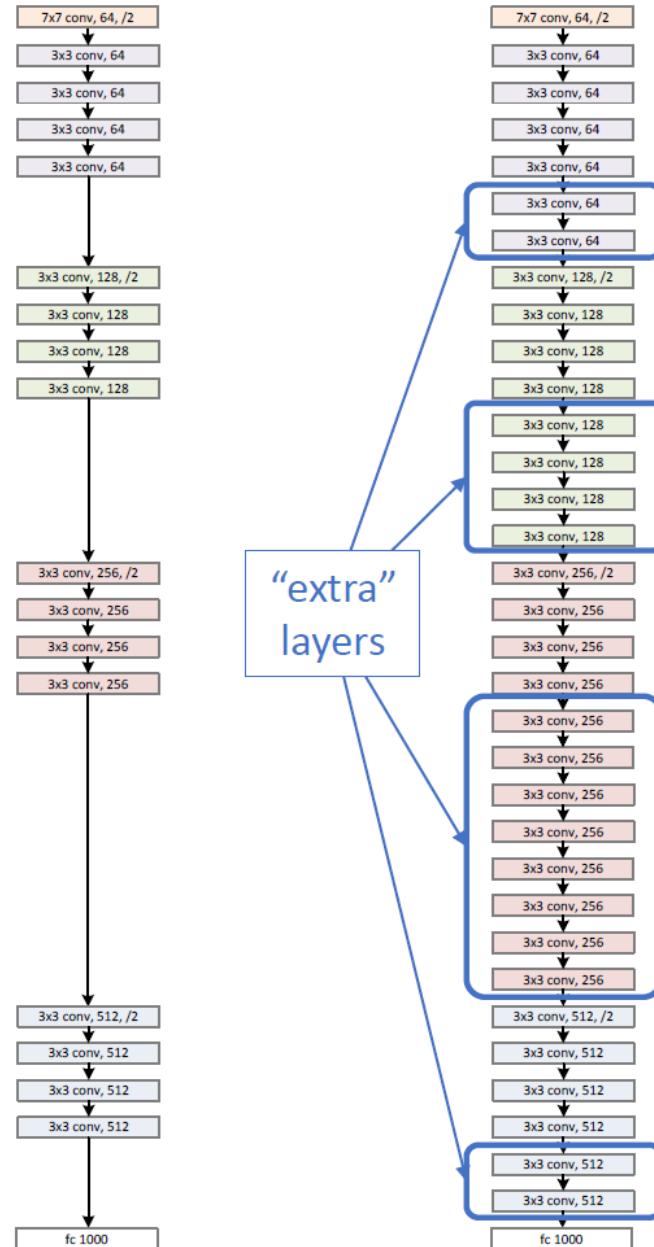


Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. “Deep Residual Learning for Image Recognition”. arXiv 2015.



# Residual Network

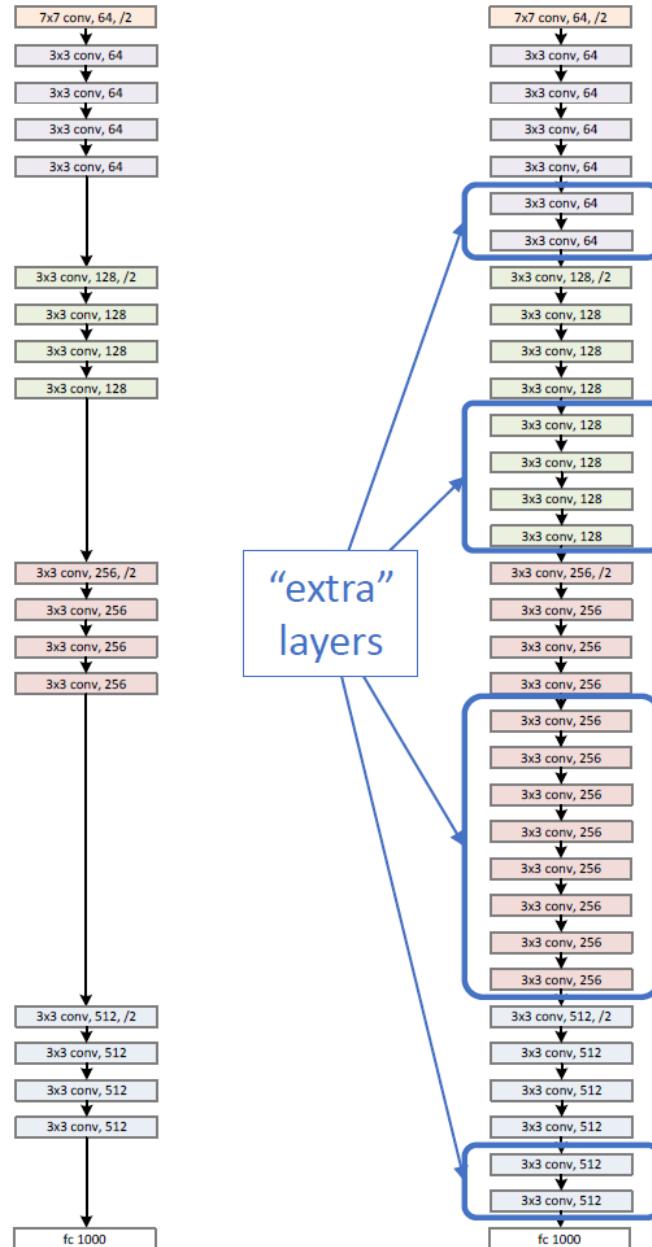
- Naïve solution
  - If extra layers are an **identity** mapping, then a training errors does not increase





# Residual Network

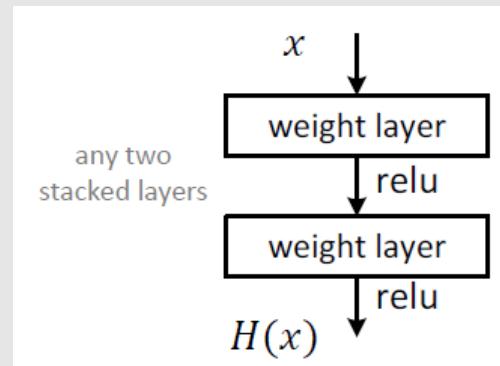
- Deeper networks also maintain the tendency of results
  - Features in same level will be almost same
  - An amount of changes is fixed
  - Adding layers makes smaller differences
  - Optimal mappings are closer to an identity





# Residual Network

- Plain block
  - Difficult to make identity mapping because of multiple non-linear layers



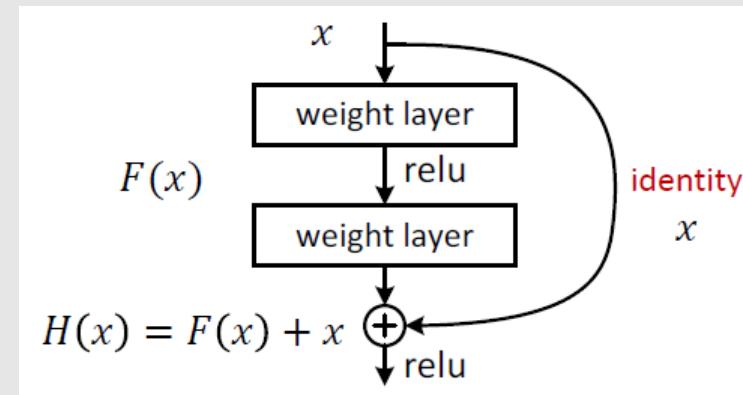
Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun.  
“Deep Residual Learning for Image Recognition”. arXiv 2015.

# Residual Network



- Residual block
  - If identity were optimal, easy to set weights as 0
  - If optimal mapping is closer to identity, easier to find small fluctuations

-> Appropriate for treating **perturbation** as keeping a base information

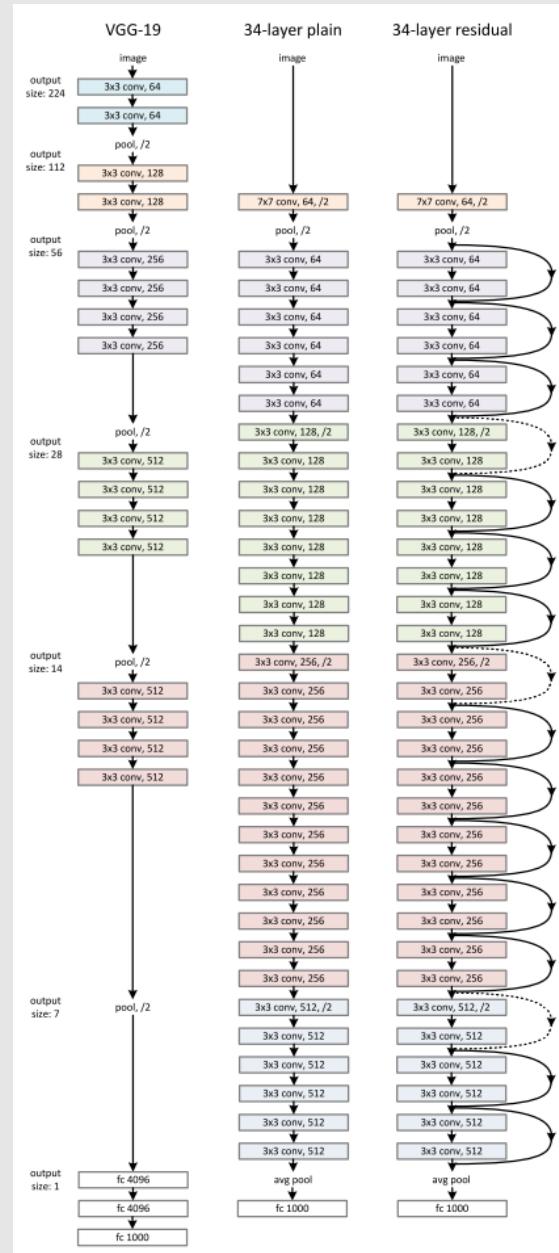


Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun.  
"Deep Residual Learning for Image Recognition". arXiv 2015.



# Network Design

- Basic design (VGG-style)
  - All 3x3 conv (almost)
  - Spatial size/2 => #filters x2
  - Batch normalization
  - Simple design, just deep
- Other remarks
  - No max pooling (almost)
  - No hidden fc
  - No dropout

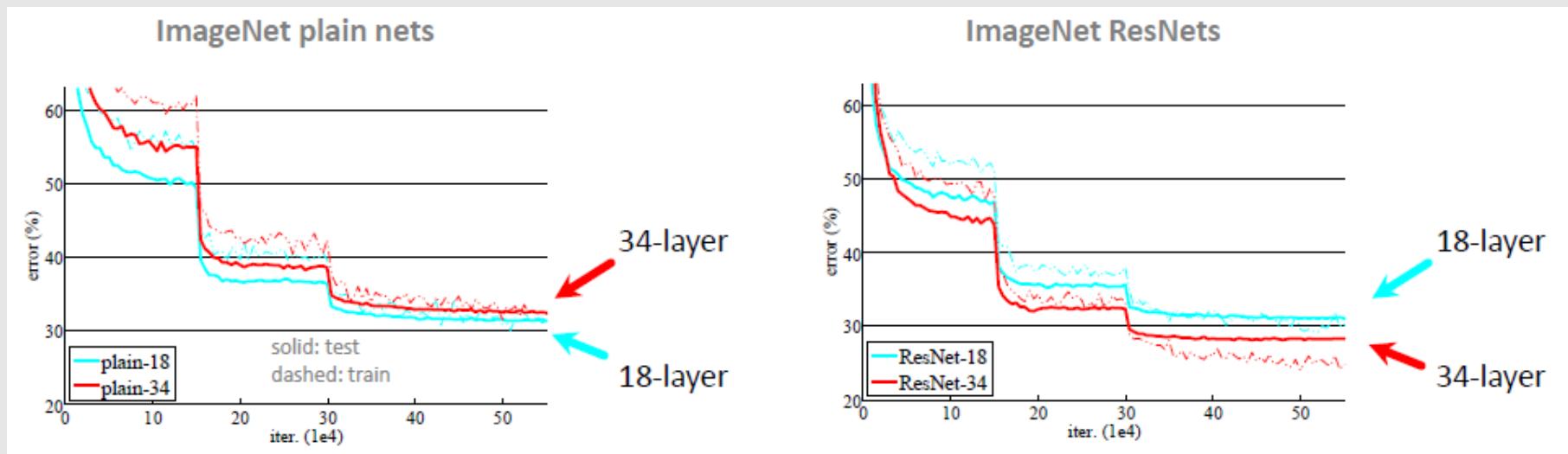


Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". arXiv 2015.

# Results



- Deep Resnets can be trained without difficulties
- Deeper ResNets have lower training error, and also lower test error



Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". arXiv 2015.



# Results

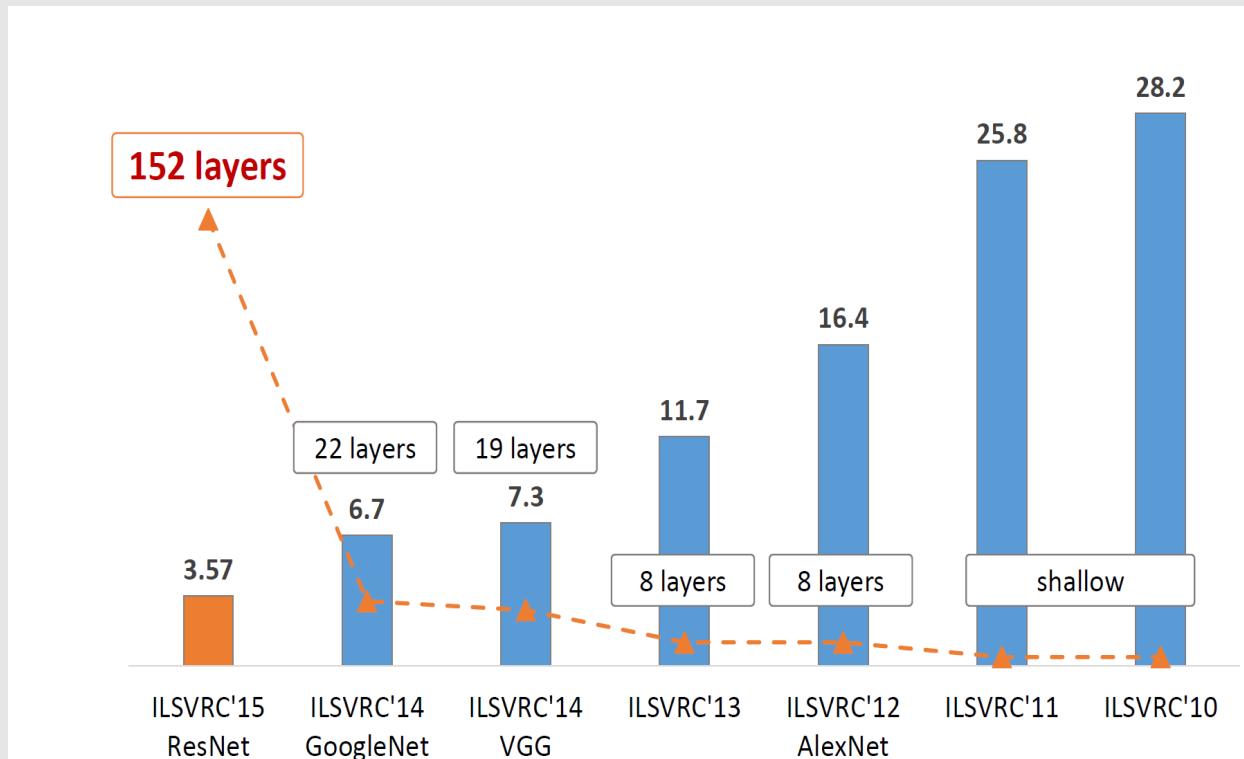
- 1<sup>st</sup> places in all five main tracks in “ILSVRC & COCO 2015 Competitions”
  - ImageNet Classification
  - ImageNet Detection
  - ImageNet Localization
  - COCO Detection
  - COCO Segmentation

Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. “Deep Residual Learning for Image Recognition”. arXiv 2015.

# Quantitative Results



- ImageNet Classification

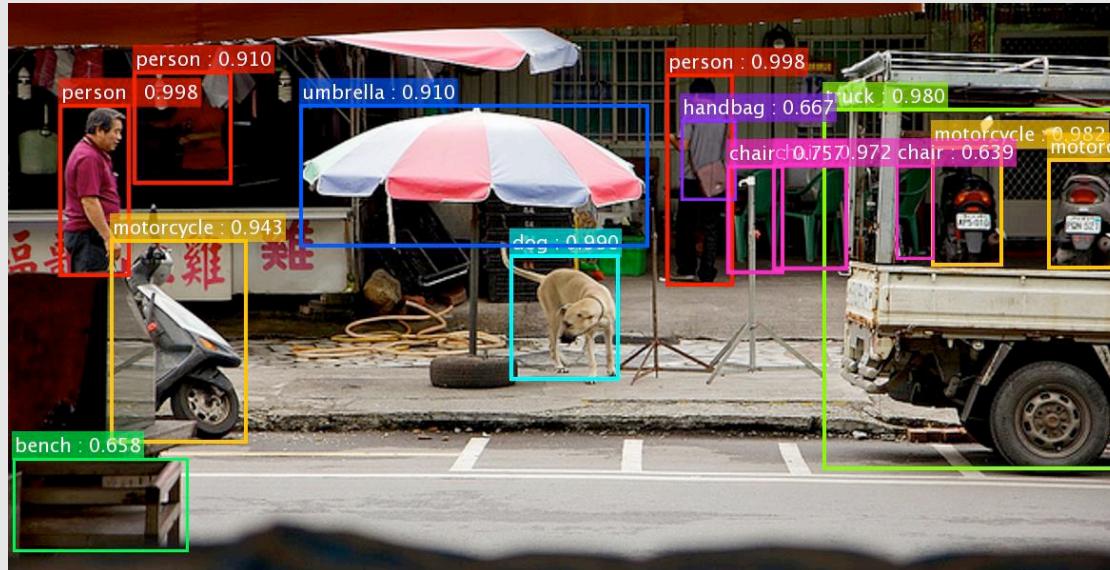


Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". arXiv 2015.

# Qualitative Result



- Object detection
  - Faster R-CNN + ResNet

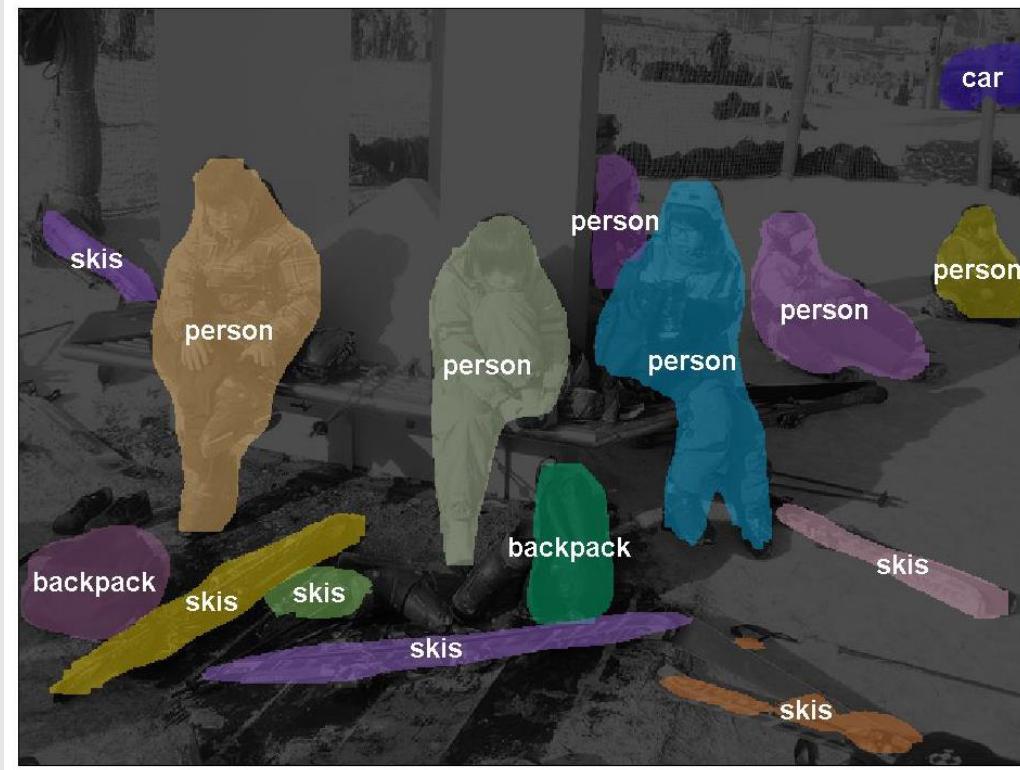


Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". arXiv 2015.  
Jifeng Dai, Kaiming He, & Jian Sun. "Instance-aware Semantic Segmentation via Multi-task Network Cascades". arXiv 2015.



# Qualitative Results

- Instance Segmentation



Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". arXiv 2015.



# THANK YOU

Some of the slides in these lectures have been adapted/borrowed from materials developed by Yingyu Liang, Mark Craven, David Page, Jude Shavlik, Tom Mitchell, Nina Balcan, Matt Gormley, Elad Hazan, Tom Dietterich, and Pedro Domingos.

