ThoughtWorks®



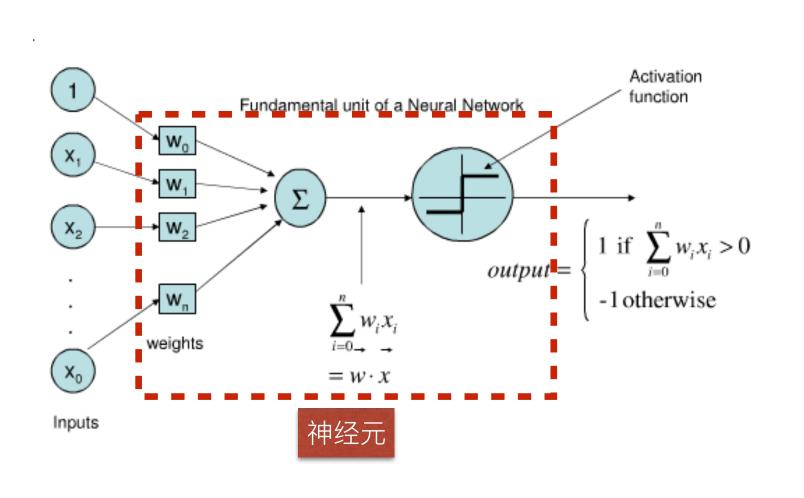
佟达

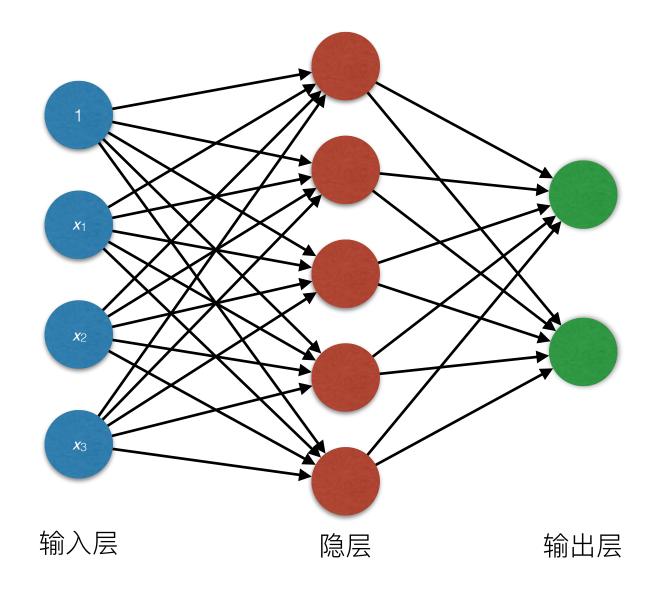
TENSORFLOW实现卷积神经网络

2016.10.28



多层感知机——任务定义



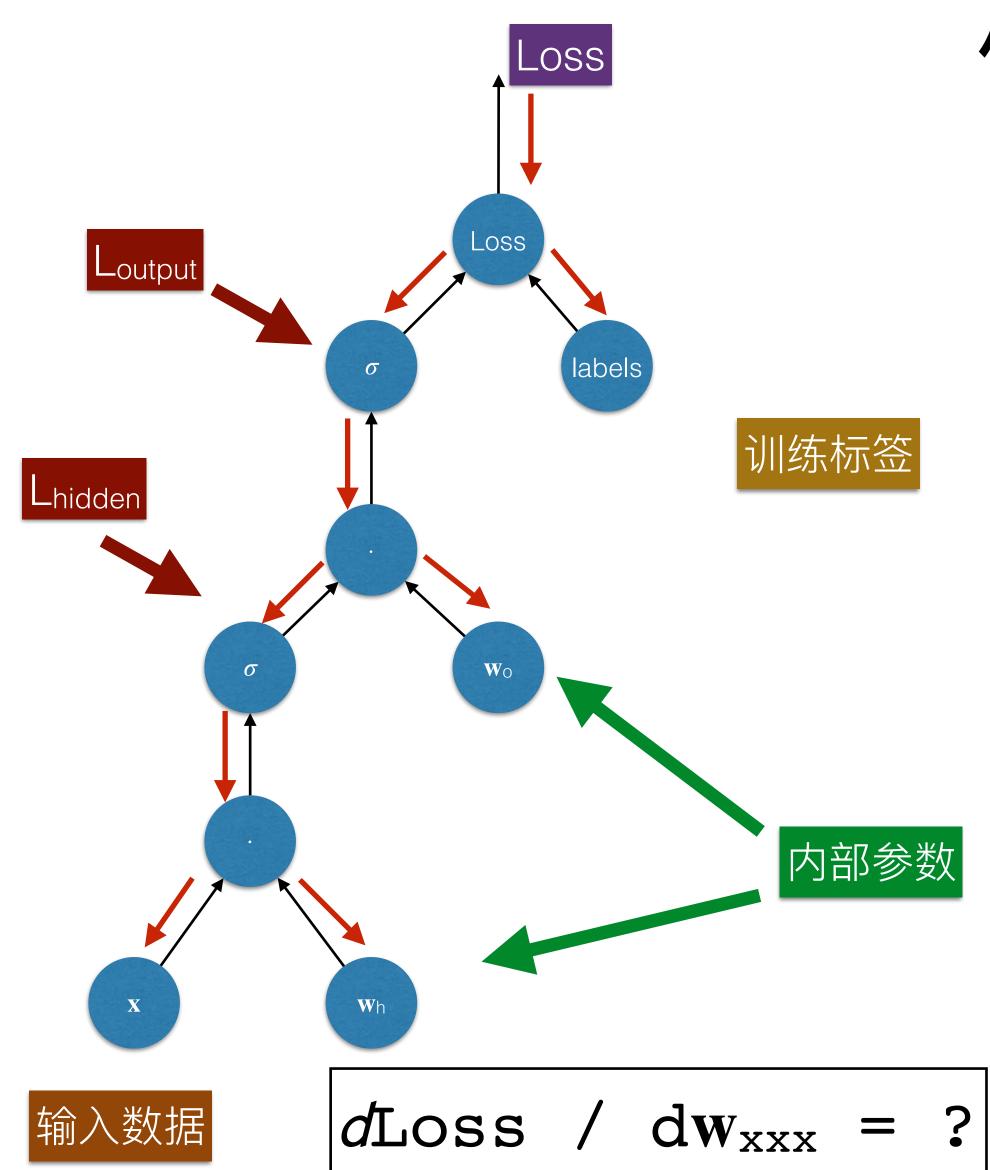


```
L_{hidden} = sigmoid(x \cdot W_{hidden} + b_{hidden})
```

$$L_{output} = x \cdot W_{output} + b_{output}$$

通过大量的x和labels,找到一组 $W_{hidden,}$ $W_{output,}$ $b_{hidden,}$ $b_{output,}$ 使得Loss最小。

反向传播

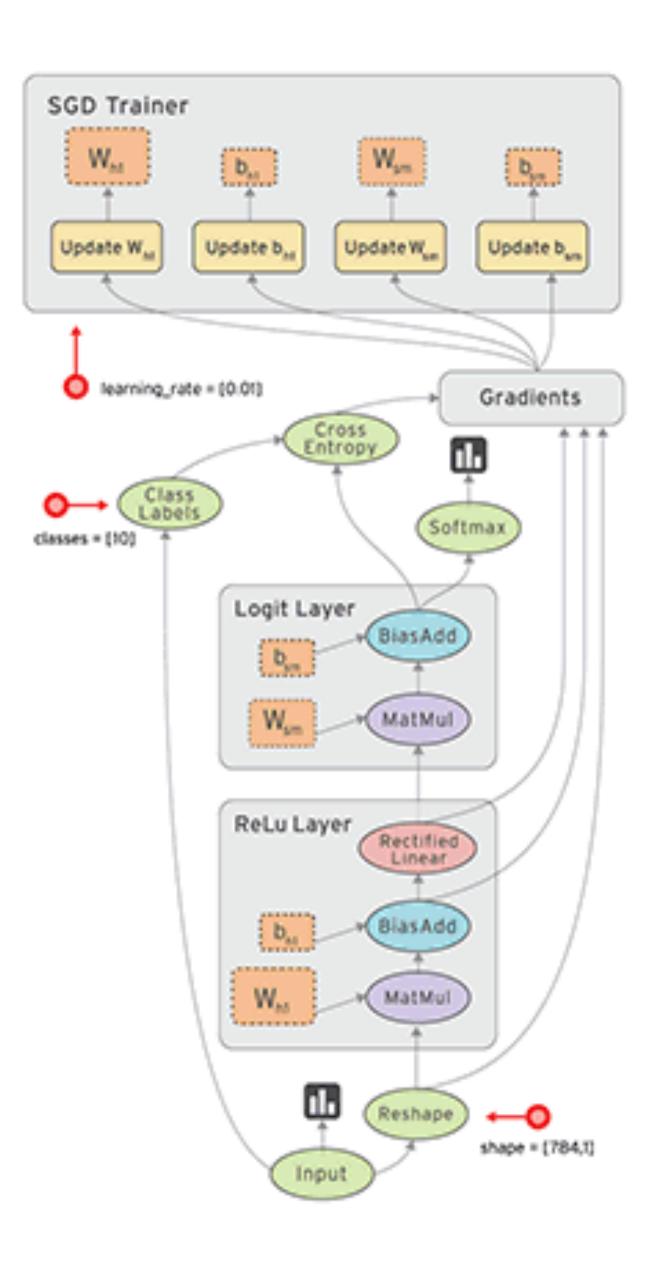


```
d Loss / d w_o =
(d Loss / d L_{output}) \cdot (d L_{output} / d w_o)
```

```
\begin{array}{l} \text{$d$Loss / $dw_h$ =} \\ & \text{$(dLoss/dL_{output}) \cdot (dL_{output}/dL_{hidden}) \cdot $} \\ & \text{$(dL_{hidden}/dw_h)$} \end{array}
```

- Google Brain开发维护
 - Jeff Dean (BigTable, MapReduce)
 - Yangqing Jia (Caffe)
 - Ian Goodfellow (Theano)
- 声明式定义计算图
- 自动求导
- 支持集群计算
 - 模型并行
 - 数据并行
- 工程支持
 - TensorBoard
 - TensorFlow Serving
 - Integrated with Kubernetes





```
X = tf.constant([[0, 0, 1], [0, 1, 1], [1, 0, 1], [1, 1, 1]], dtype=tf.float32)
y = tf.constant([0, 1, 1, 0])

syn0 = tf.Variable(tf.random_uniform([3, 4], minval=-1, maxval=1, dtype=tf.float32))
syn1 = tf.Variable(tf.random_uniform([4, 2], minval=-1, maxval=1, dtype=tf.float32))

11 = tf.sigmoid(tf.matmul(X, syn0))
12 = tf.sigmoid(tf.matmul(11, syn1))

| phipsular
| phipsul
```

loss_op = tf.reduce_mean(tf.nn.sparse_softmax_cross_entropy_with_logits(12, y)) train_op = tf.train.GradientDescentOptimizer(0.1).minimize(loss_op)

执行计算

```
init = tf.initialize_all_variables()
sess = tf.Session()
sess.run(init)
```

```
for i in range(60000):
   _, loss = sess.run([train_op, loss_op])
```

声明反向计算逻辑和参数更新策略

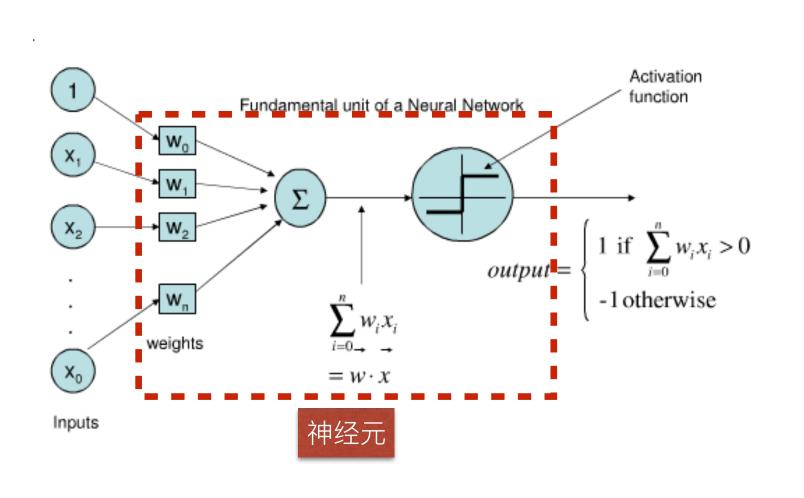


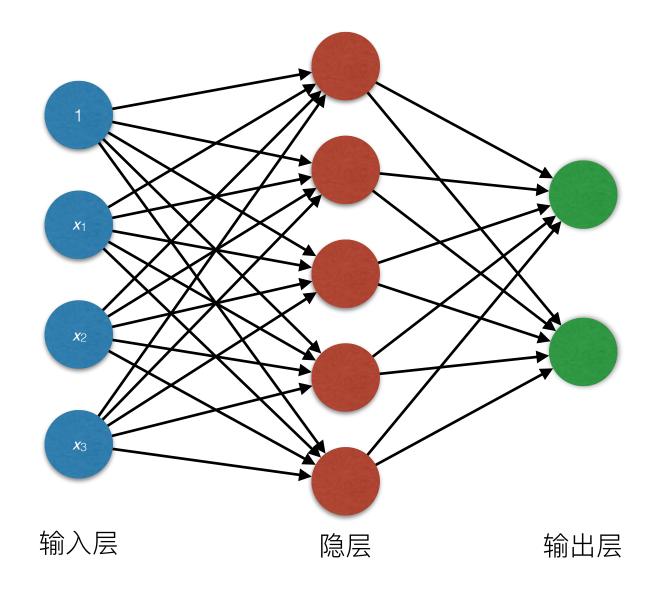
练习环境

- https://github.com/tongda/tf-tutorial
- Python
- TensorFlow
- ipython notebook
- matplotlib



多层感知机——任务定义





```
L_{hidden} = sigmoid(x \cdot W_{hidden} + b_{hidden})
```

$$L_{output} = x \cdot W_{output} + b_{output}$$

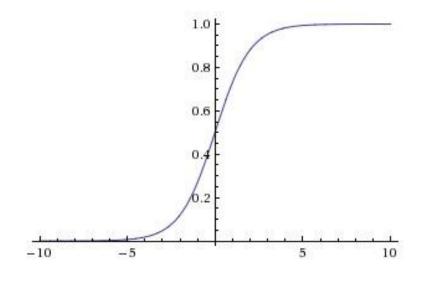
通过大量的x和labels,找到一组 $W_{hidden,}$ $W_{output,}$ $b_{hidden,}$ $b_{output,}$ 使得Loss最小。

激活逐数

Activation Functions

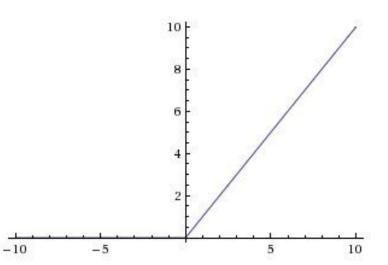
Sigmoid

$$\sigma(x) = 1/(1 + e^{-x})$$

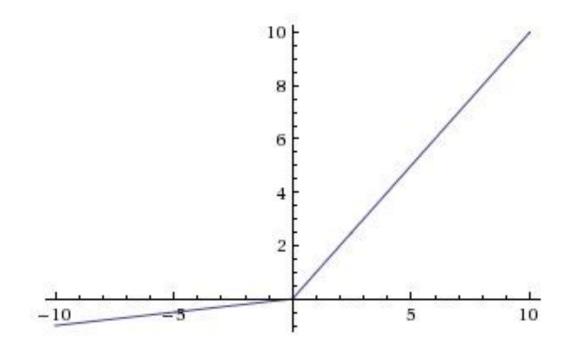








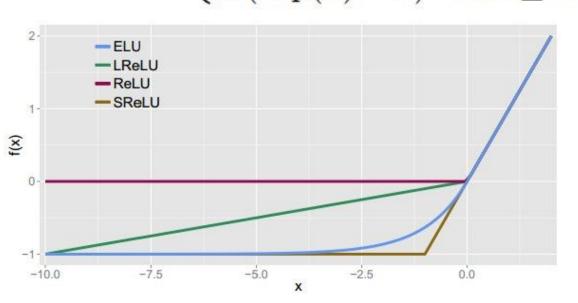
Leaky ReLU max(0.1x, x)



Maxout

 $\max(w_1^T x + b_1, w_2^T x + b_2)$

$$f(x) = \begin{cases} x & \text{if } x > 0 \\ \alpha (\exp(x) - 1) & \text{if } x \le 0 \end{cases}$$

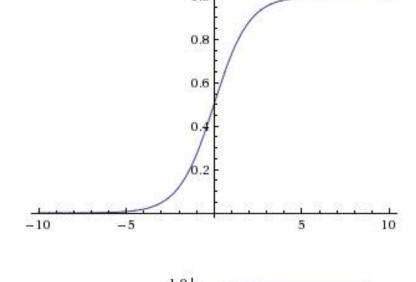


激活逐数

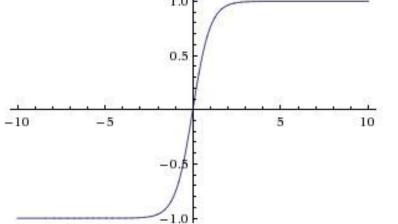
Activation Functions

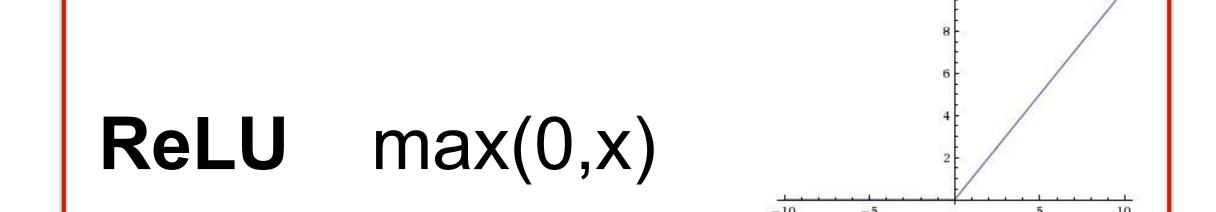
Sigmoid

$$\sigma(x) = 1/(1 + e^{-x})$$

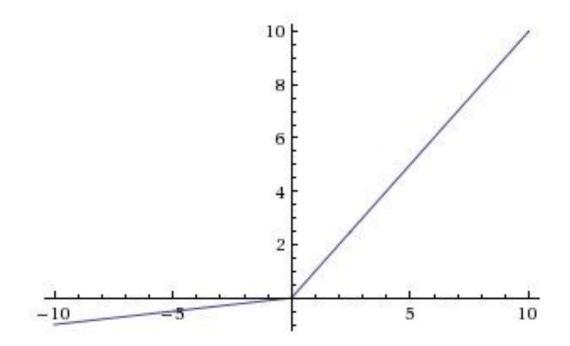


tanh tanh(x)





Leaky ReLU max(0.1x, x)

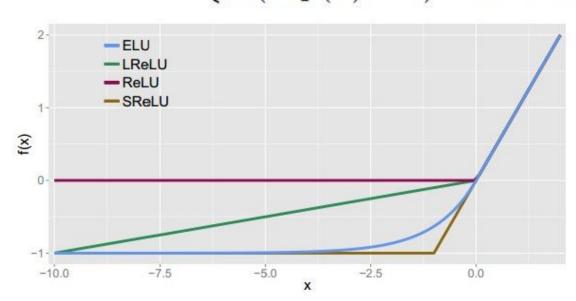


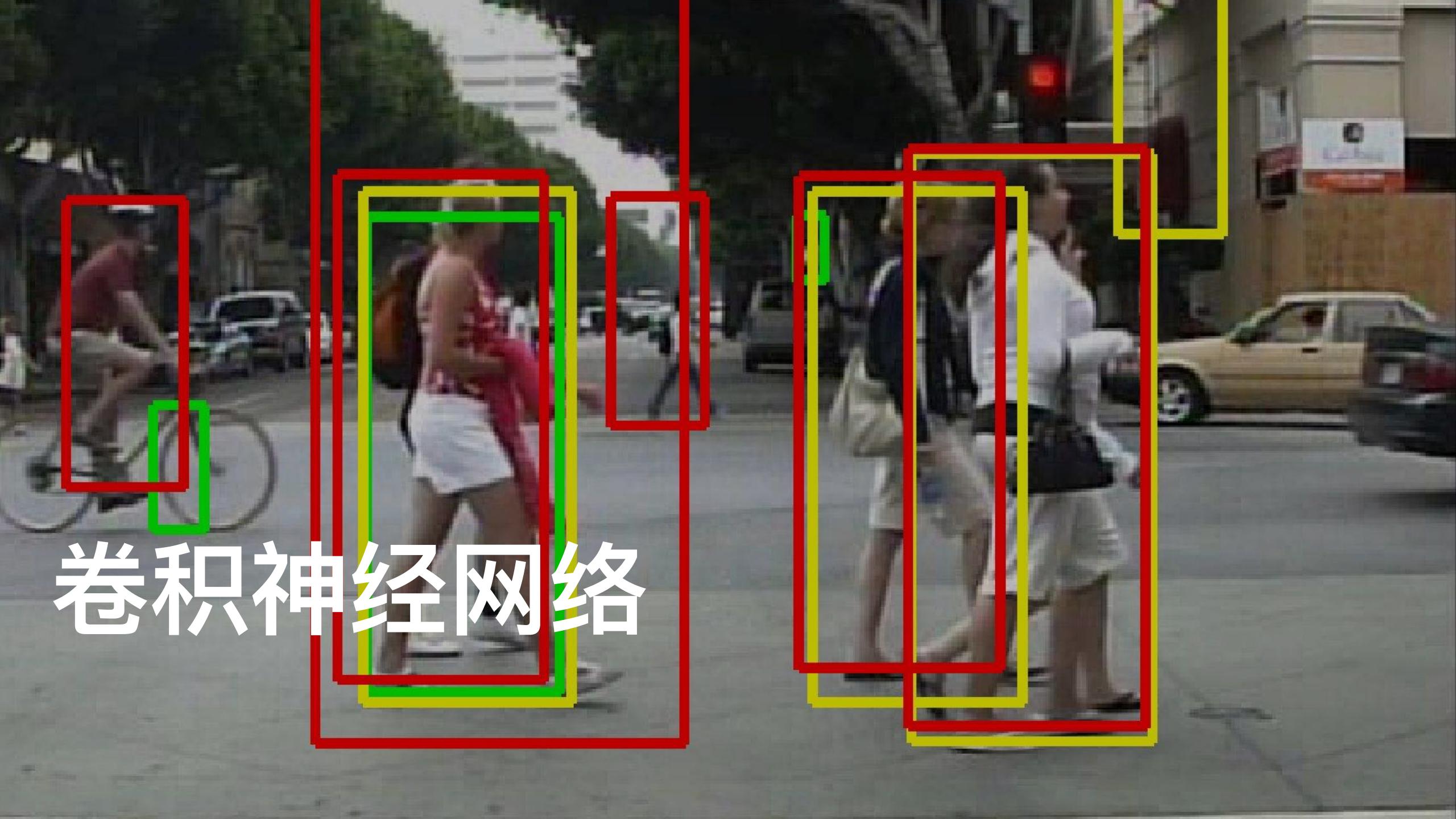
Maxout

$$\max(w_1^T x + b_1, w_2^T x + b_2)$$

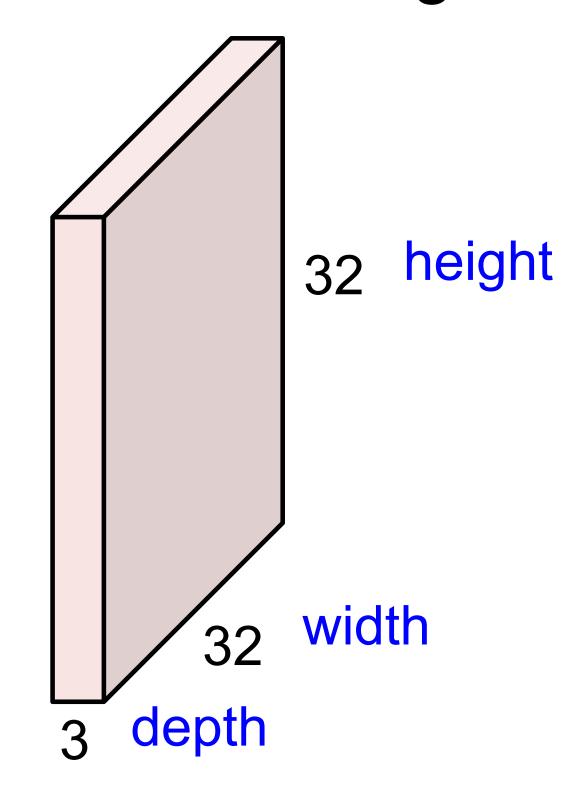
ELU

$$f(x) = \begin{cases} x & \text{if } x > 0 \\ \alpha (\exp(x) - 1) & \text{if } x \le 0 \end{cases}$$





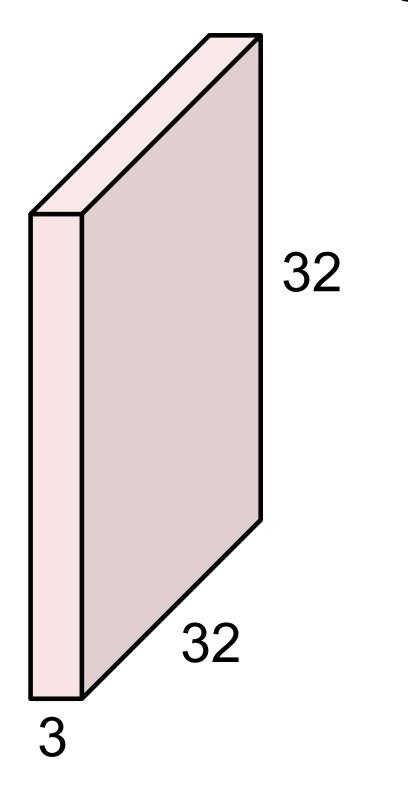
32x32x3 image



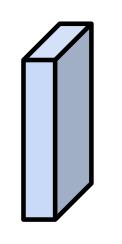
Fei-Fei Li & Andrej Karpathy & Justin Johnson

Lecture 7 - 10

32x32x3 image



5x5x3 filter



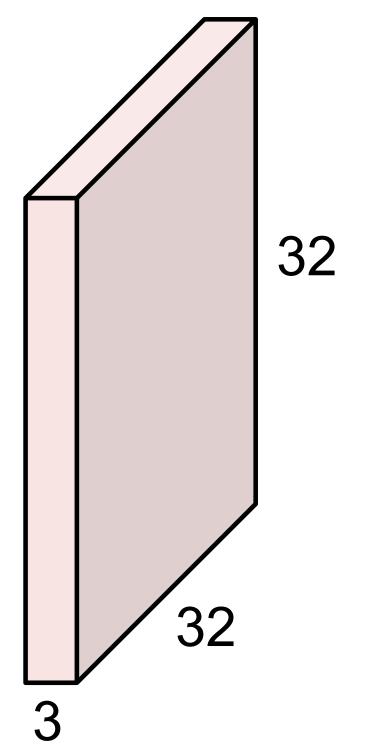
用滤波器/滤镜/过滤器 (filter) 对图片执行卷及操作。卷积操作是将滤波器在图片上进行滑动,每滑动一个位置,计算滤波器和图片上对应位置多维矩阵的点积。

Fei-Fei Li & Andrej Karpathy & Justin Johnson

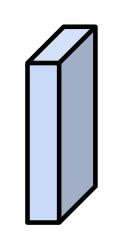
Lecture 7 - 11

卷积核的深度(即图片的通道数目),和输入图片的深度保持一致。





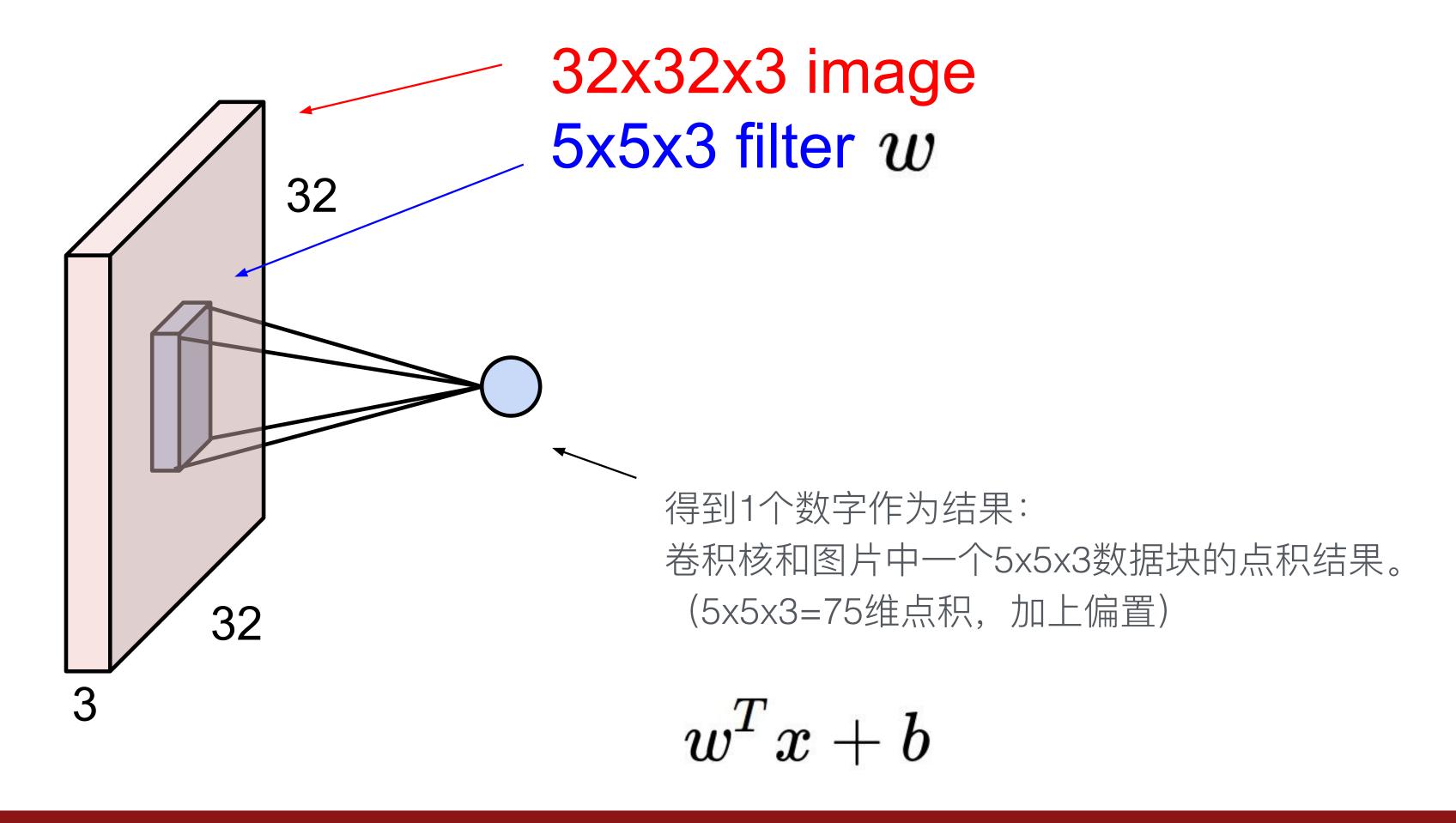
5x5x3 filter



用滤波器/滤镜/过滤器/卷积核(filter)对图片执行 卷及操作。卷积操作是将卷积核在图片上进行滑 动,每滑动一个位置,计算滤波器和图片上对应 位置多维矩阵的点积。

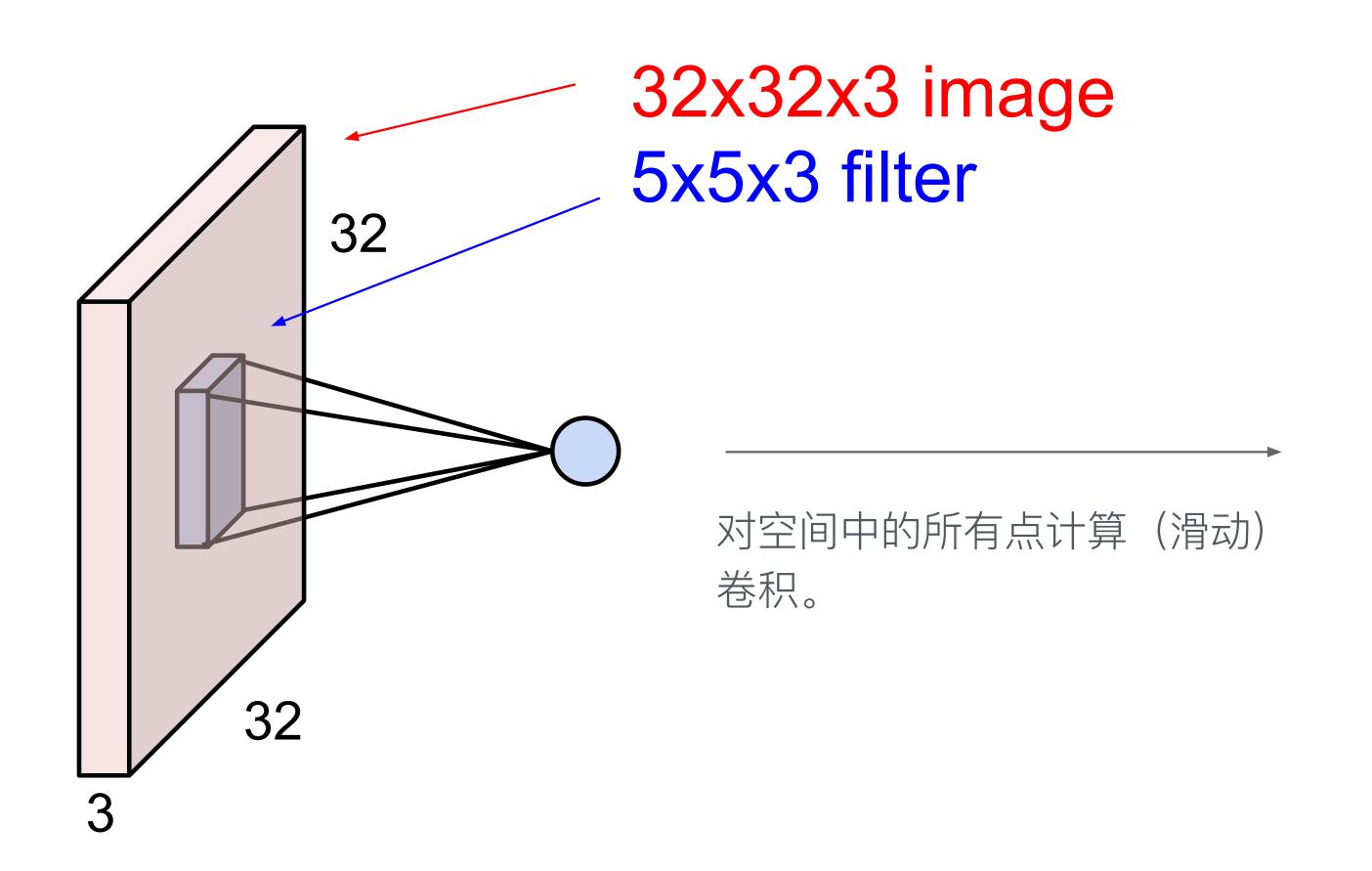
Fei-Fei Li & Andrej Karpathy & Justin Johnson

Lecture 7 - 12

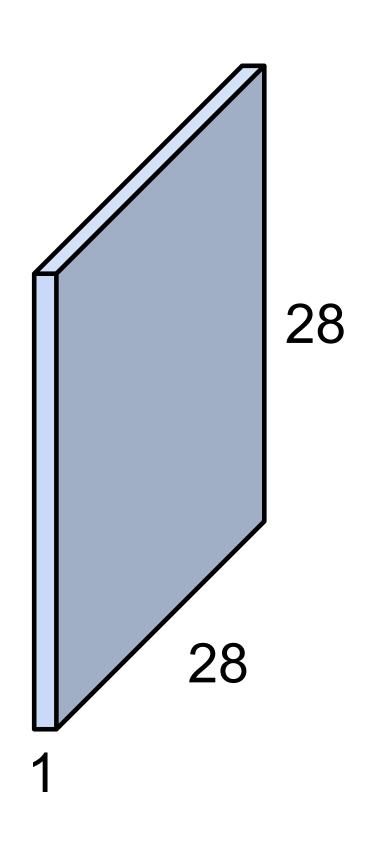


Fei-Fei Li & Andrej Karpathy & Justin Johnson

Lecture 7 - 13



activation map



Fei-Fei Li & Andrej Karpathy & Justin Johnson

Lecture 7 - 14

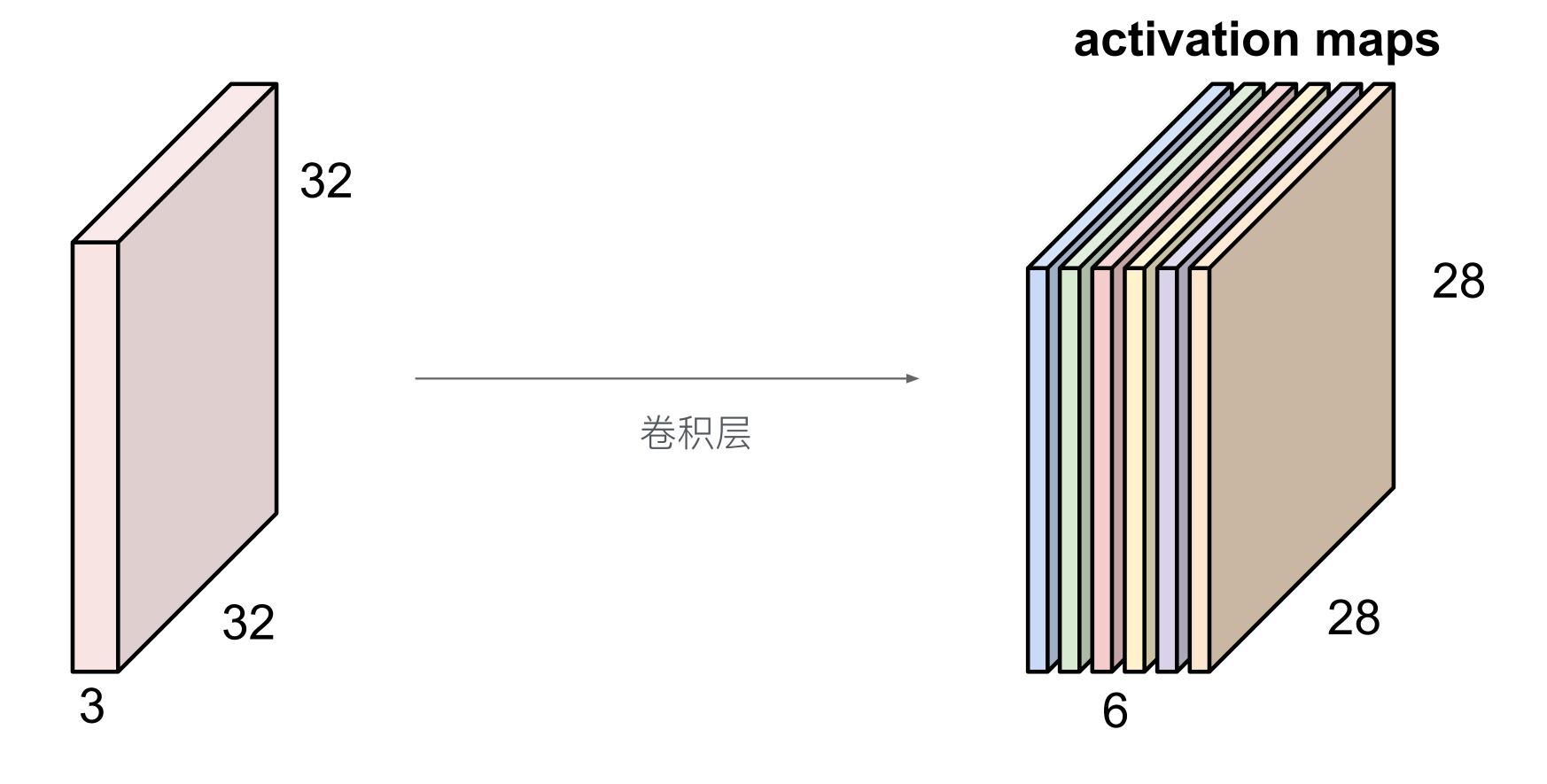
再添加另一个卷积核,见图中的绿色部分。



Fei-Fei Li & Andrej Karpathy & Justin Johnson

Lecture 7 - 15

假如我们有6个5x5x3的卷积核,就会得到6个激活地图(activation map)。

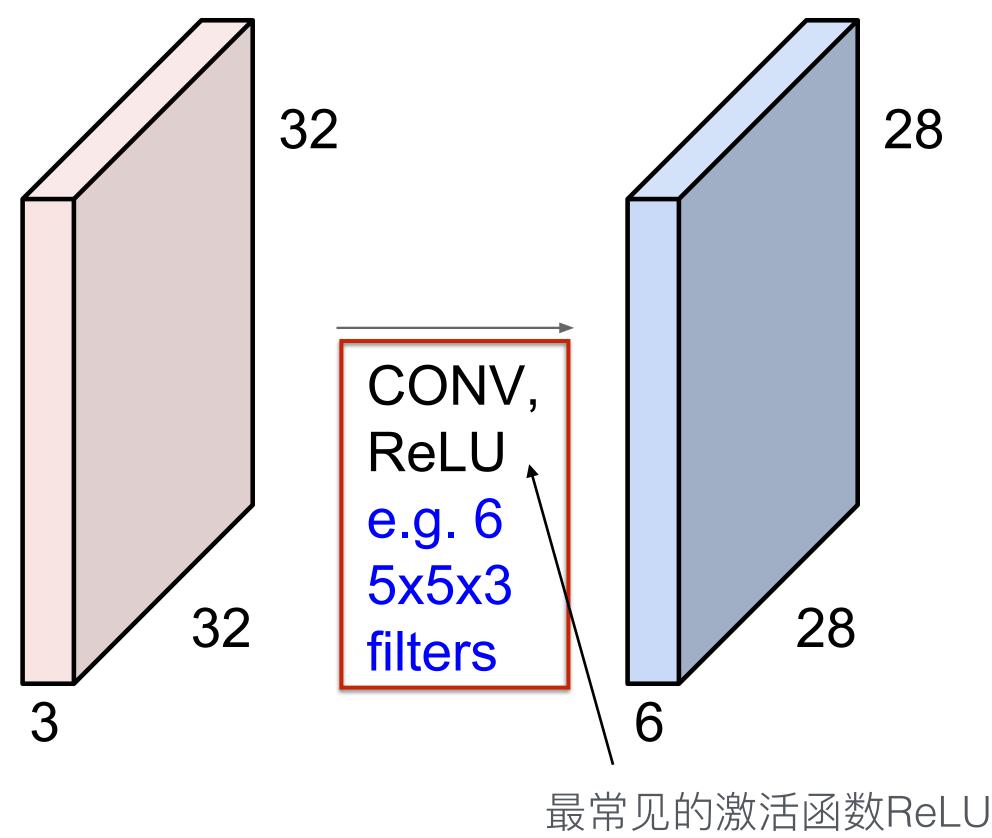


将6个激活地图叠加在一起,就得到一个新的图片,尺寸是28x28x6。

Fei-Fei Li & Andrej Karpathy & Justin Johnson

Lecture 7 - 16

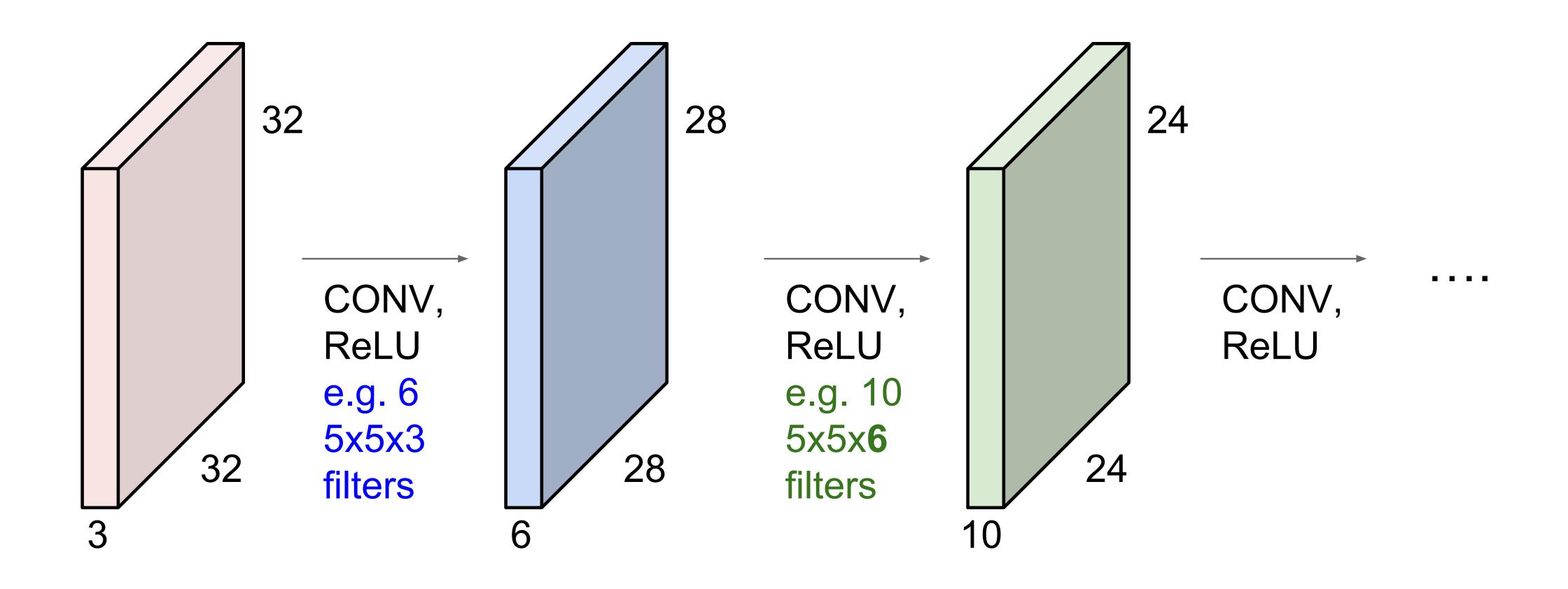
卷积网络(ConvNet)就是一系列卷积层,通过激活函数连接在一起。



Fei-Fei Li & Andrej Karpathy & Justin Johnson

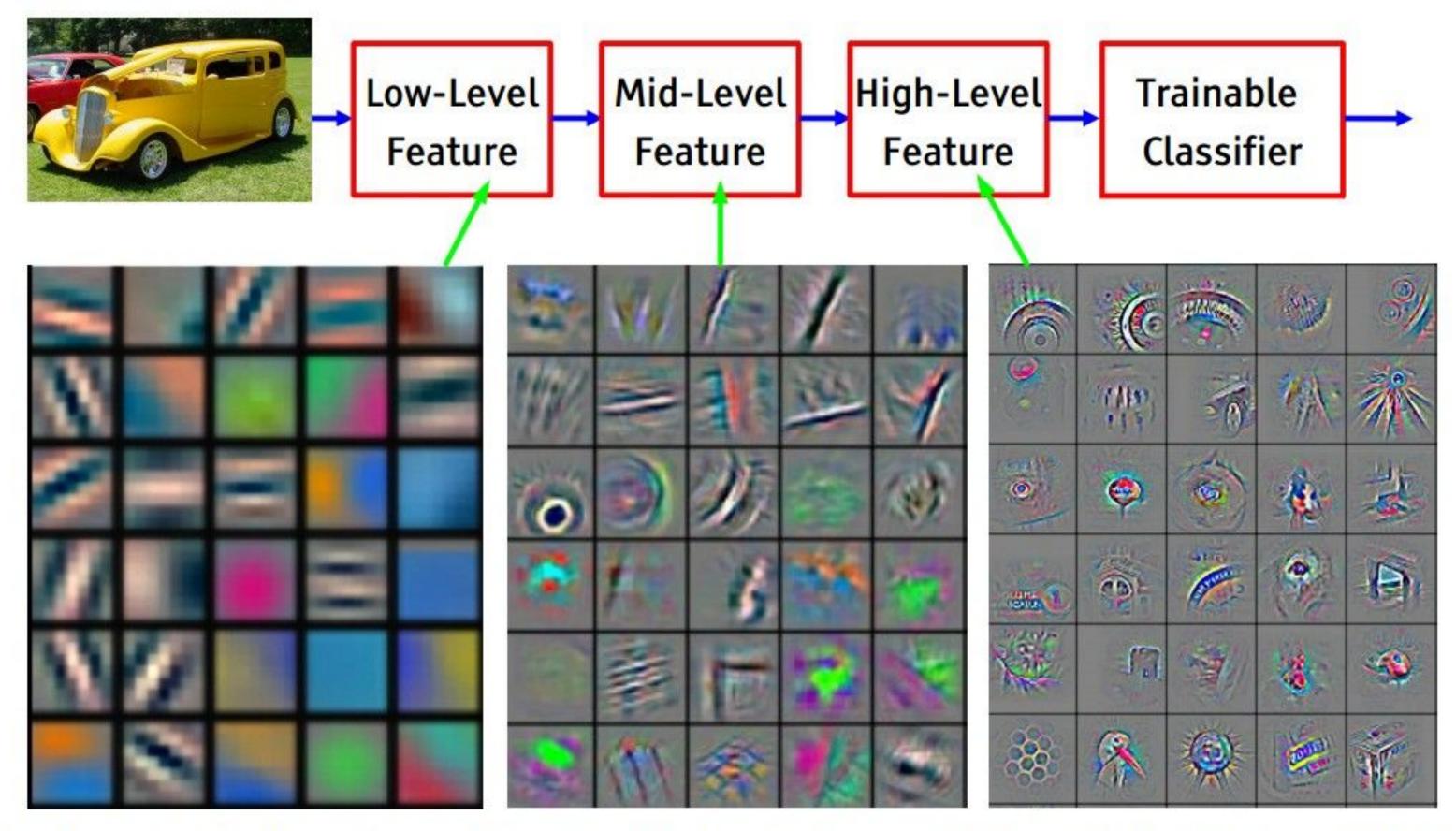
Lecture 7 - 17

卷积网络(ConvNet)就是一系列卷积层,通过激活函数连接在一起。



Fei-Fei Li & Andrej Karpathy & Justin Johnson

Lecture 7 - 18

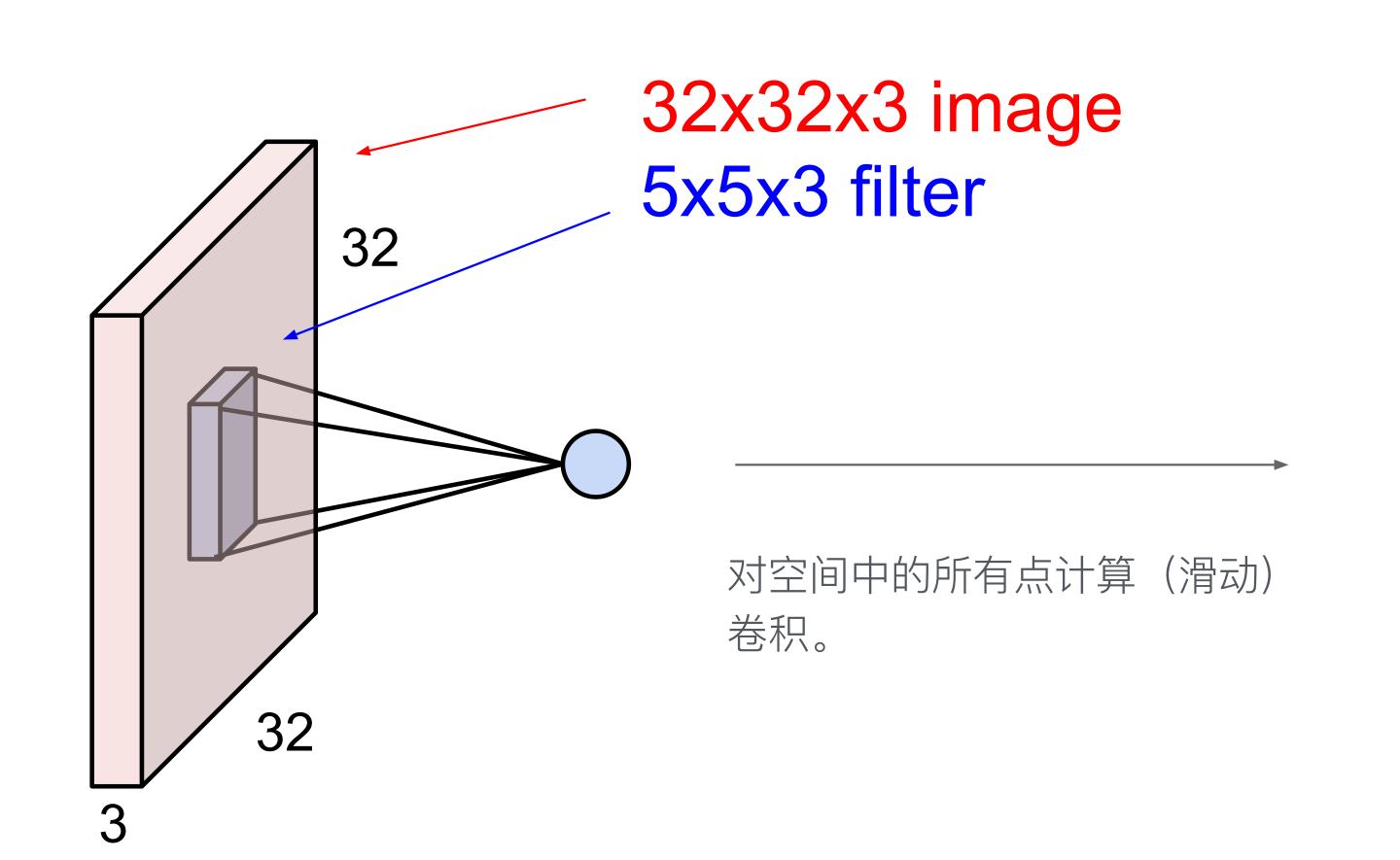


Feature visualization of convolutional net trained on ImageNet from [Zeiler & Fergus 2013]

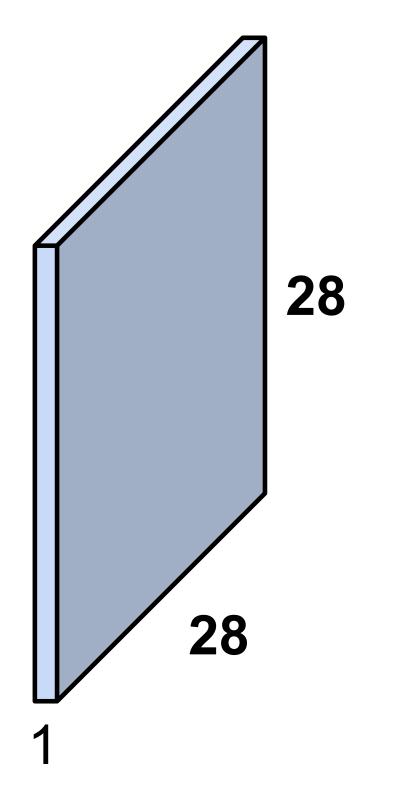
Fei-Fei Li & Andrej Karpathy & Justin Johnson

Lecture 7 - 19

仔细看一下空间维度的变化。



activation map



仔细看一下空间维度的变化。

7

7x7 input (spatially) assume 3x3 filter

7

仔细看一下空间维度的变化。

7

7x7 input (spatially) assume 3x3 filter

7

仔细看一下空间维度的变化。

7

7x7 input (spatially) assume 3x3 filter

仔细看一下空间维度的变化。

7

7x7 input (spatially) assume 3x3 filter

仔细看一下空间维度的变化。

7

7x7 input (spatially) assume 3x3 filter

=> 5x5 output

实际使用中,通常用0来填充边缘。

0	0	0	0	0	0		
0							
0							
0							
0							

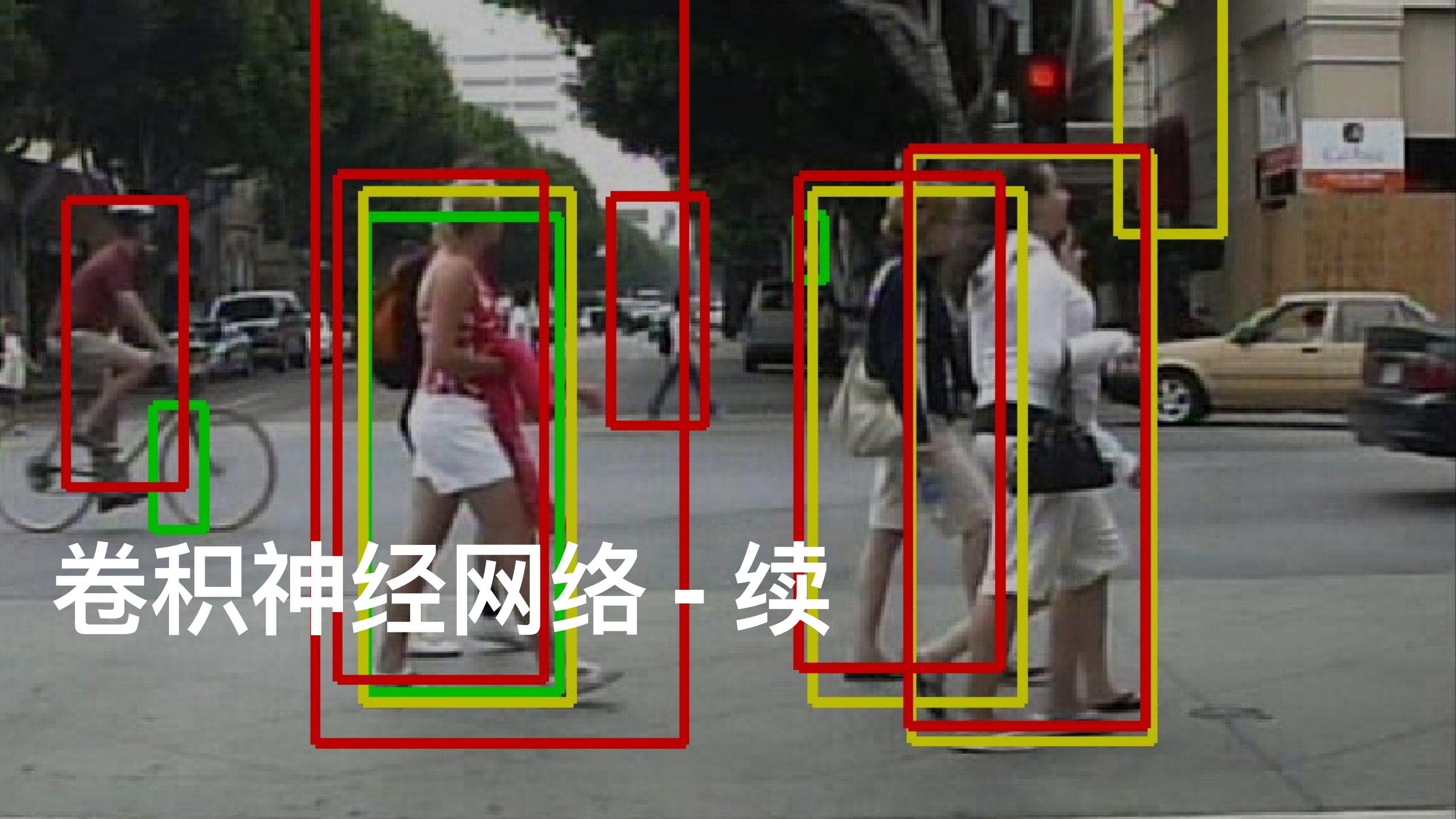
e.g. input 7x7

3x3 filter, applied with stride 1

pad with 1 pixel border => what is the output?

7x7 output!

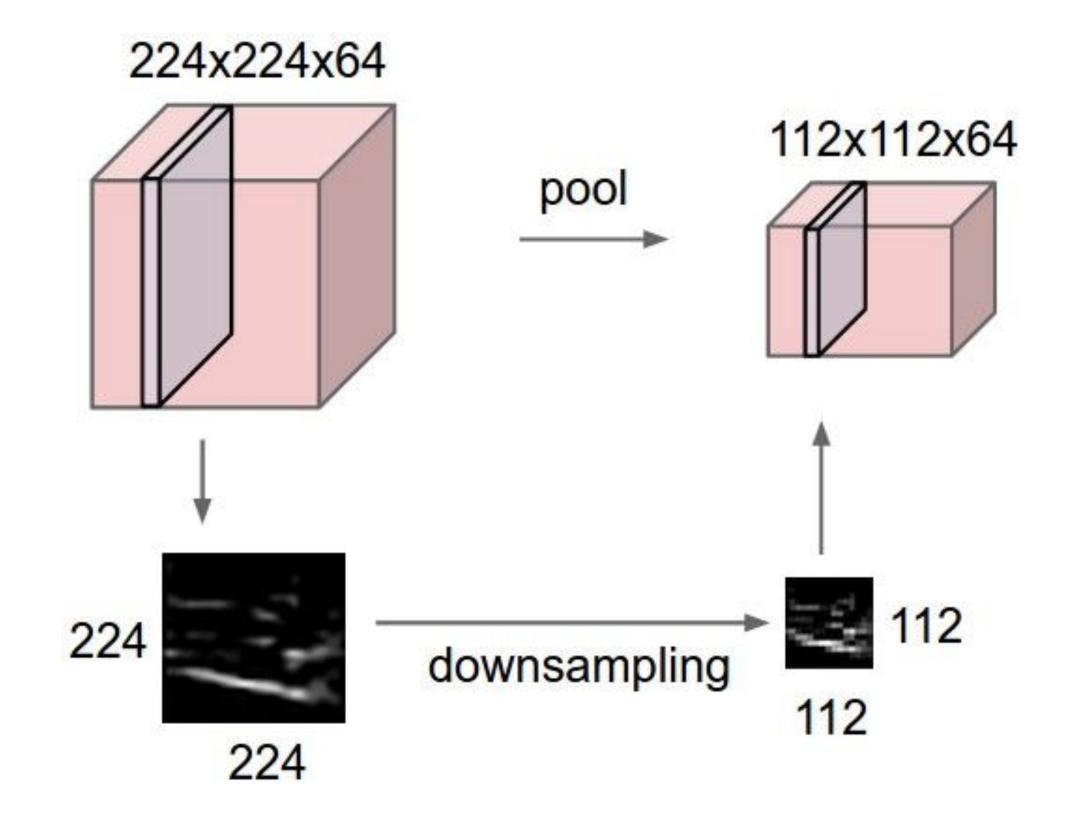
常见的做法是步进为1的卷基层,卷积核为FxF,填充的0就是(F-1)/2,这样可以保证输出的图片大小不变。



池化

Pooling layer

- makes the representations smaller and more manageable
- operates over each activation map independently:



池化 MAX POOLING

Single depth slice

\	1	1	2	4
	5	6	7	8
	3	2	1	0
	1	2	3	4

max pool with 2x2 filters and stride 2

6	8
3	4

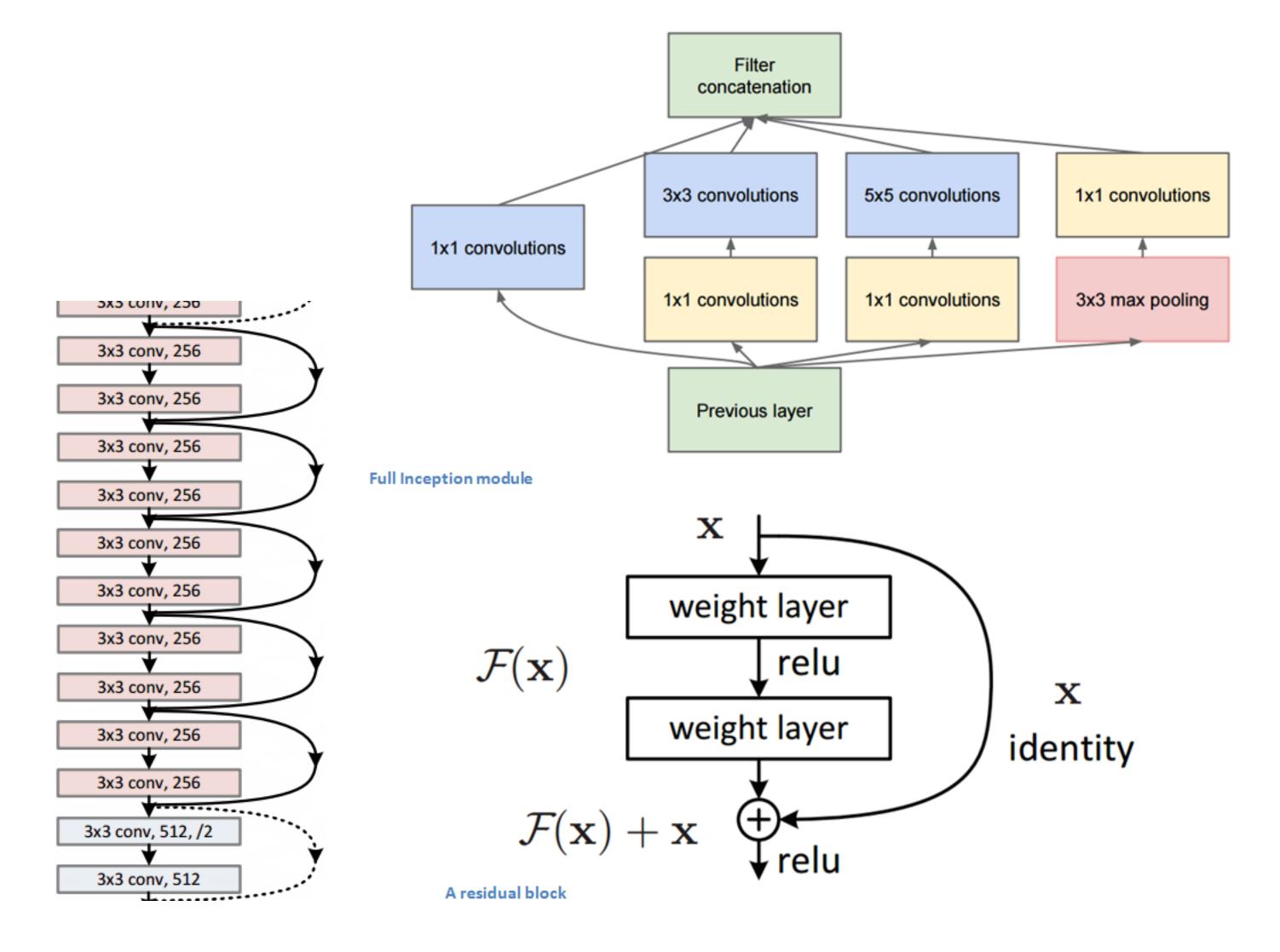
,

Regularization

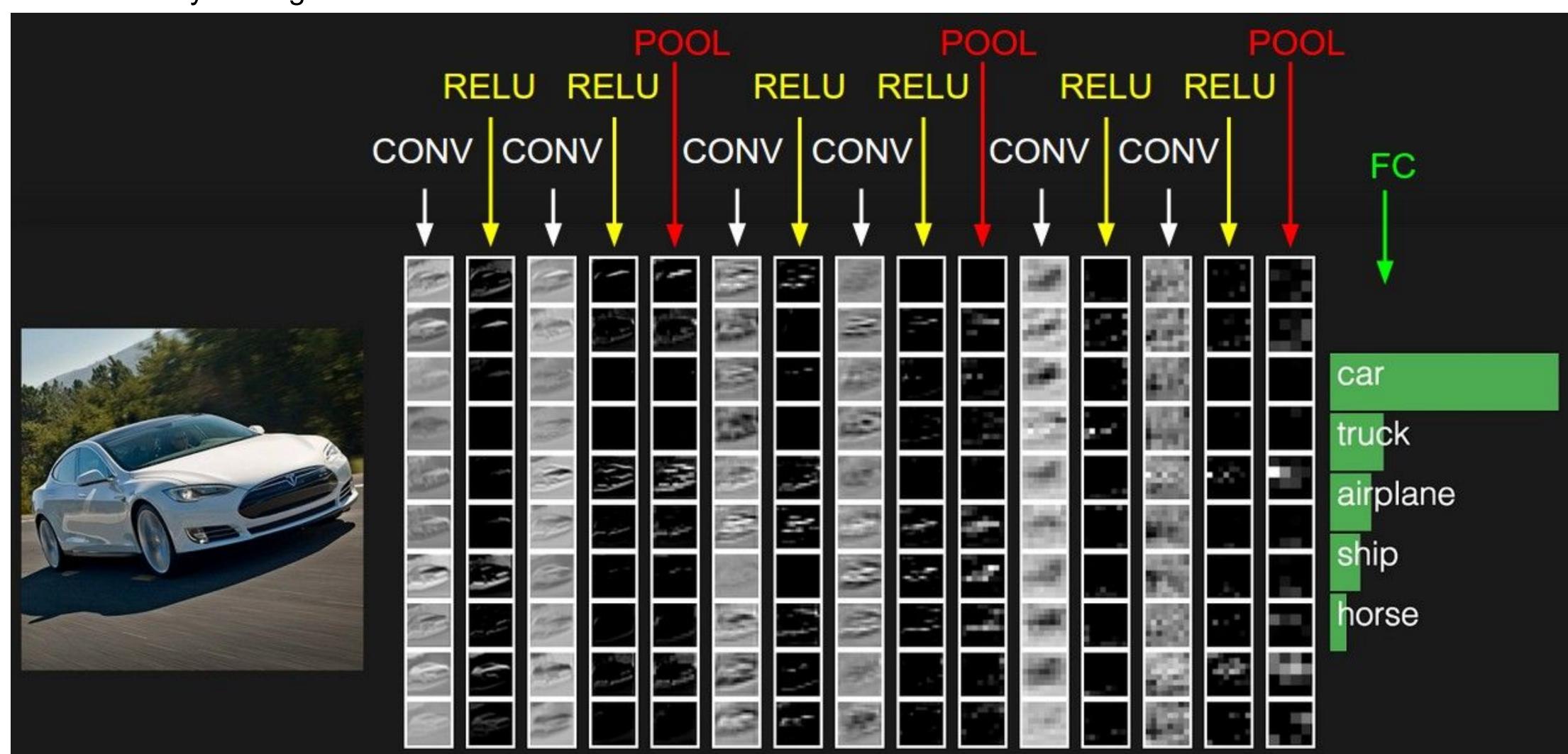
- L2 Regularization
- Drop out
- Batch Norm

其他结构

- Inception
- ResNet



two more layers to go: POOL/FC



Case Study: AlexNet

[Krizhevsky et al. 2012]

Full (simplified) AlexNet architecture:

[227x227x3] INPUT

[55x55x96] CONV1: 96 11x11 filters at stride 4, pad 0

[27x27x96] MAX POOL1: 3x3 filters at stride 2

[27x27x96] NORM1: Normalization layer

[27x27x256] CONV2: 256 5x5 filters at stride 1, pad 2

[13x13x256] MAX POOL2: 3x3 filters at stride 2

[13x13x256] NORM2: Normalization layer

[13x13x384] CONV3: 384 3x3 filters at stride 1, pad 1

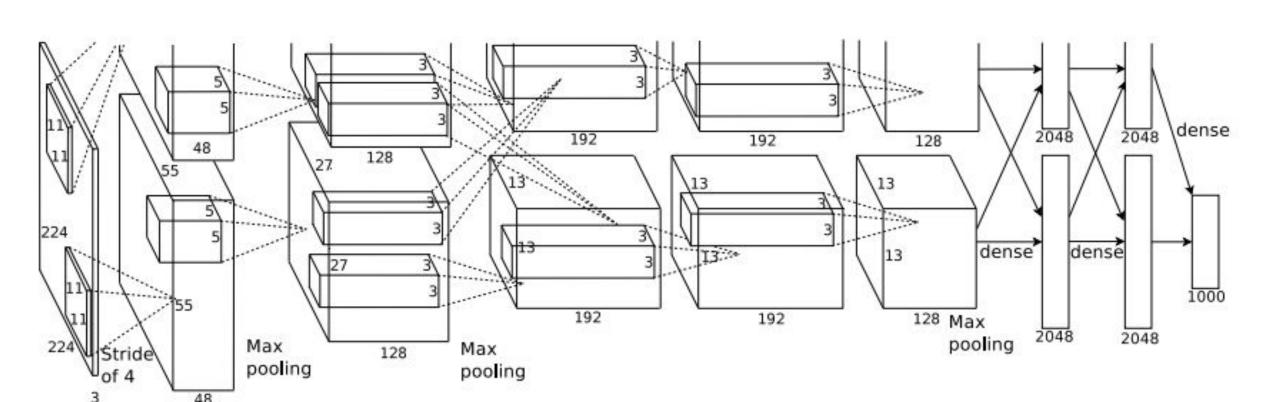
[13x13x384] CONV4: 384 3x3 filters at stride 1, pad 1

[13x13x256] CONV5: 256 3x3 filters at stride 1, pad 1

[6x6x256] MAX POOL3: 3x3 filters at stride 2

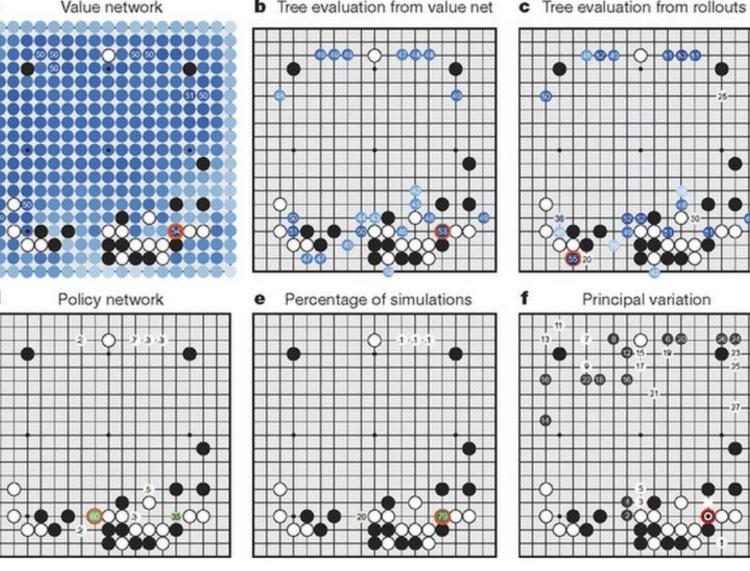
[4096] FC6: 4096 neurons [4096] FC7: 4096 neurons

[1000] FC8: 1000 neurons (class scores)



Case Study Bonus: DeepMind's AlphaGo







The input to the policy network is a $19 \times 19 \times 48$ image stack consisting of 48 feature planes. The first hidden layer zero pads the input into a 23×23 image, then convolves k filters of kernel size 5×5 with stride 1 with the input image and applies a rectifier nonlinearity. Each of the subsequent hidden layers 2 to 12 zero pads the respective previous hidden layer into a 21×21 image, then convolves k filters of kernel size 3×3 with stride 1, again followed by a rectifier nonlinearity. The final layer convolves 1 filter of kernel size 1×1 with stride 1, with a different bias for each position, and applies a softmax function. The match version of AlphaGo used k = 192 filters; Fig. 2b and Extended Data Table 3 additionally show the results of training with k = 128, 256 and 384 filters.

policy network:

[19x19x48] Input

CONV1: 192 5x5 filters, stride 1, pad 2 => [19x19x192]

CONV2..12: 192 3x3 filters, stride 1, pad $1 \Rightarrow [19x19x192]$

CONV: 1 1x1 filter, stride 1, pad 0 => [19x19] (probability map of promising moves)



对比不同模型性能

- Model Evaluation
- Cross Validation

对比不同模型性能

```
# Build graph to count correct answers.
def mnist evaluation(logits, labels):
    """Evaluate the quality of the logits at predicting the label.
    Args:
    logits: Logits tensor, float - [BATCH SIZE, NUM CLASSES].
    labels: Labels tensor, int32 - [BATCH SIZE], with values in the
    range [0, NUM CLASSES).
    Returns:
    A scalar int32 tensor with the number of examples (out of batch size)
    that were predicted correctly.
    11 11 11
    # For a classifier model, we can use the in top k Op.
    # It returns a bool tensor with shape [batch size] that is true for
    # the examples where the label is in the top k (here k=1)
    # of all logits for that example.
    correct = tf.nn.in top k(logits, labels, 1)
    # Return the number of true entries.
    return tf.reduce_sum(tf.cast(correct, tf.int32))
```

对比不同模型性能