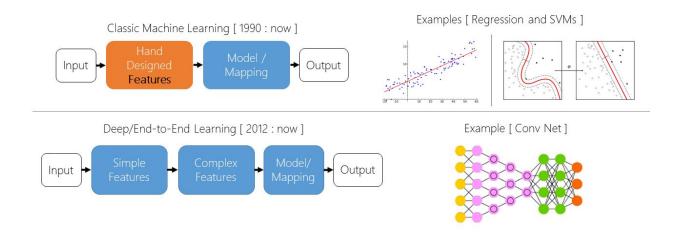
Deep Learning in Computer Vision

Chapter 0: Concept of Deep Learning

Deep learning allows computers to "learn" from examples (data). Solving problems with deep learning requires identifying some pattern in the world, finding examples that highlight both sides of the pattern (the input and the output), and then letting a "neural network" learn the map between the two. This opens the types of problems where computers can help us to those where we:

- 1. Have identified a pattern within a problem
- 2. Have enough data that exemplifies the pattern

Difference in Workflow



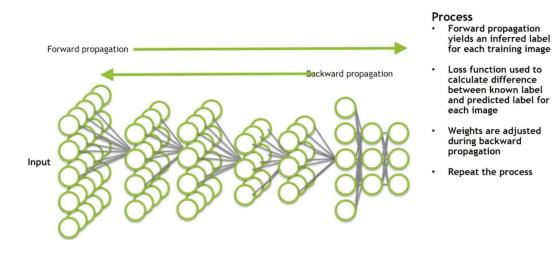
Conclusion: Deep Learning removes the need of writing explicit instructions.

Chapter 1: Training Deep Learning Networks

Concepts:

Deep Neural Networks are flexible algorithms inspired by the human brain that allow practitioners to use training strategies inspired by human learning. The input of an image generated an output of the network's confidence that the image belonged to one of two classes.

DEEP LEARNING APPROACH - TRAINING



Experiments:

Deep Neural Networks: GPU Task 1

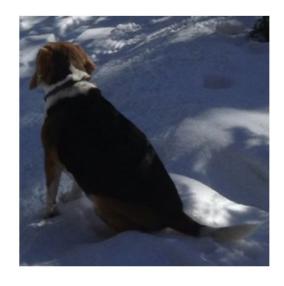
Using a labeled dataset to train a network to predict whether the picture is louis or not. After one epoch, our model was predicting no better than chance: 50/50.



Predictions

Not Louie 49.71%

50.29%



Predictions

Louie 100.0%

Not Louie 0.0%

Chapter 2: Big data

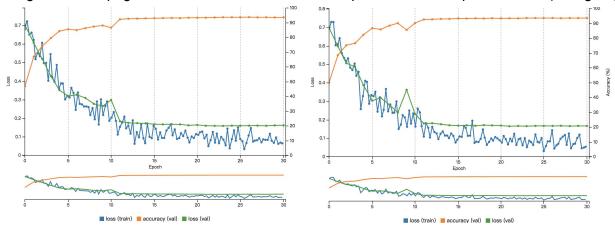
Concepts:

In the era of big data, we create ~2.5 quintillion bytes of data per day. Free datasets are available from places like Kaggle.com and UCI. Crowdsourced datasets are built through creative approaches - e.g. Facebook asking users to "tag" friends in their photos to create labeled facial recognition datasets. More complex datasets are generated manually by experts - e.g. asking radiologists to label specific parts of the heart.

Experiment:

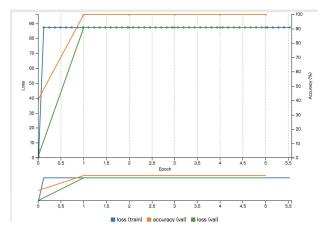
In this part we tried different configurations in the network.

Using a lossless png dataset will cost extra time but improve little in the performance.(left figure)

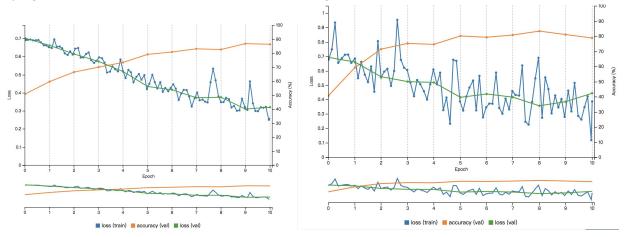


On the contrary, Using a dataset without any encoding will not reduce the performance but save a lot of time. (right figure)

Trying to use other networks showing similar results, but different learning curves. LeNet:

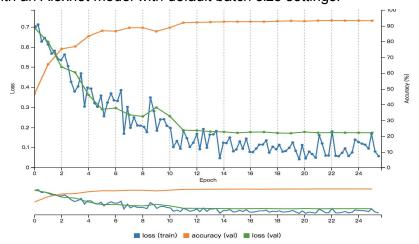


Trying out different batch sizes with a fixed learning rate at 0.01:



batch size of: 512(left figure), and 32(right figure)

In comparison with an Alexnet model with default batch size settings:



Conclusion: Use dynamic learning rate and batch sizes according to the requirement.

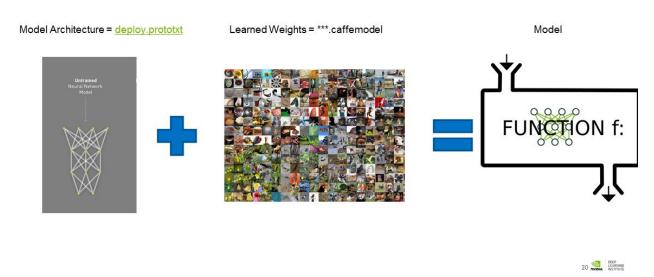
Chapter 3: Deploying our Model

Concept:

A trained network consists of two components:

- 1. A description of the architecture of the untrained network
- 2. The weights that were "learned" while the network trained

Components of a Model



We can deploy the model into various of problems.

Experiment:

We can see the model elements saved in DIGIT. Use them well, in the caffe model.

And thus we can make predictions.

```
# make prediction
prediction = net.predict([ready_image])
print prediction
```

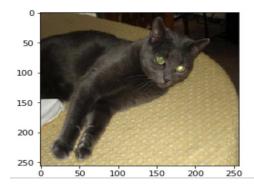
```
[[ 0.70993775  0.29006225]]
```

After predictions, there can be still a post-processing, that is interpret and use the prediction for certain purposes. For example.....

```
print("Input image:")
plt.imshow(input_image)
plt.show()

print("Output:")
if prediction.argmax()==0:
    print "Sorry cat:( https://media.giphy.com/media/jb8aFEQk3tADS/giphy.gif"
else:
    print "Welcome dog! https://www.flickr.com/photos/aidras/5379402670"
```

Input image:



Chapter 4

Concept: This chapter focusing on improving the training performance based on our pretrained model above.

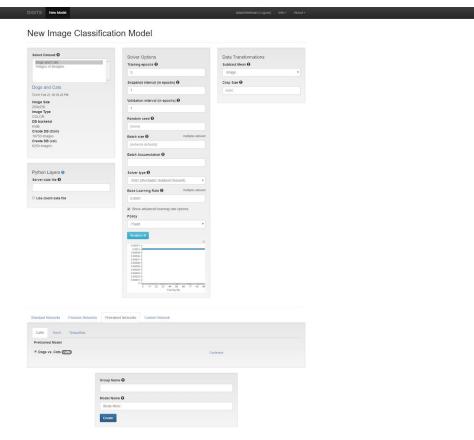
There are four categories of levers that you can manipulate to improve performance. Time spent learning about each of them will pay off in the performance of your models.

- 1) **Data** A large and diverse enough dataset to represent the environment where our model should work. Data curation is an art form in itself.
- 2) **Hyperparameters** Making changes to options like learning rate are like changing your training "style." Currently, finding the right hyperparameters is a manual process learned through experimentation. As you build intuition about what types of jobs respond well to what hyperparameters, your performance will increase.

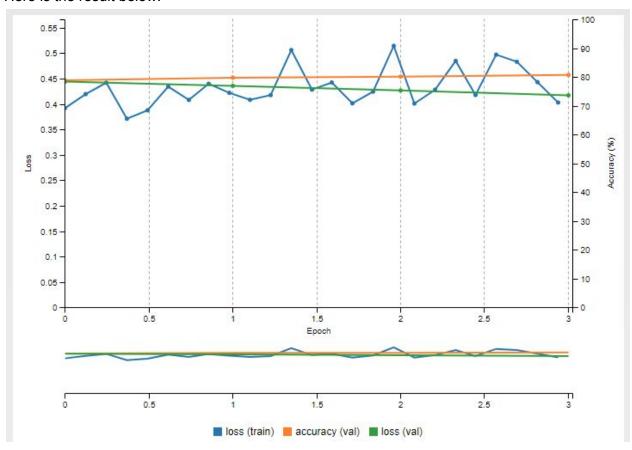
- 3) **Training time** More epochs improve performance to a point. At some point, too much training will result in overfitting (humans are guilty of this too), so this can not be the only intervention you apply.
- 4) **Network architecture** We'll begin to experiment with network architecture in the next section. This is listed as the last intervention to push back against a false myth that to engage in solving problems with deep learning, people need mastery of network architecture. This field is fascinating and powerful, and improving your skills is a study in math.

Task 4: Performance during Training

We saved our previous model as pretrained model. Based on our pretrained model, we changed the learning rate to 0.0001 and instead of choosing a "Standard Network," select "Pretrained Networks" in order to build the new model on it. And training with the same dataset -- "Dogs vs. Cats".



Here is the result below:



- 1. As expected, the accuracy starts close to where our first model left off, 80%.
- 2. Accuracy DOES continue to increase, showing that increasing the number of epochs often does increase performance.
- 3. The *rate* of increase in accuracy slows down, showing that more trips through the same data can't be the only way to increase performance.

After working on our retrained model, it is more reasonable to check out other models that created by experts from "ImageNet". Not only can we use their network architecture, we can even use their trained weights, acquired through the manipulation of the four levers above: data, hyperparameters, training time, and network architecture. Without any training or data collection, we can *deploy* award winning neural networks.

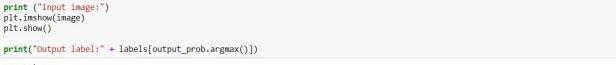
We'll download them both using a tool called wget. Wget is a great way of downloading data from the web directly to the server you're working on without pulling it to your local machine first.

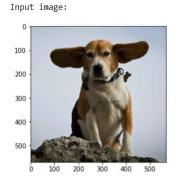
```
!wget http://dl.caffe.berkeleyvision.org/bvlc_alexnet.caffemodel
!wget https://raw.githubusercontent.com/BVLC/caffe/master/models/bvlc_alexnet/deploy.prototxt
```

Those are the same two files that DIGITS generated when we trained a model from scratch. The only other file we took from DIGITS was the mean image that was used during training. We can download that below.

By deploying the model from "ImageNet", we got an array with the probability for 1000 classes, and, finially, we refined the result to classify the picture as "beagle" dog.

```
# copy the image data into the memory allocated for the net
net.blobs['data'].data[...] = transformed_image
### perform classification
output = net.forward()
output
{'prob': array([[ 2.31780262e-09,
                                    2.58294519e-09,
                                                     3.19525961e-09.
           2.09216755e-09, 5.00786212e-09, 2.04342987e-09,
          2.37229258e-09,
                            9.16246246e-11,
                                              4.86508278e-10,
          5.01131137e-09, 1.35739935e-08, 9.87543114e-09,
           3.42600948e-11,
                            1.11983944e-09,
                                              3.58725938e-10,
          7.21391349e-11, 1.98810324e-09,
                                             3.15641522e-08,
          3.18406670e-08,
                            7.21174453e-10,
                                             8.27692492e-09,
          1.42624259e-08, 2.83560397e-09,
                                             3.29977219e-08,
           3.40230094e-10,
                            7.50220686e-09,
                                             9.47929624e-10,
          1.18161825e-09,
                           2.00934576e-08,
                                             2.79246071e-10,
          1.43229650e-09,
                            2.25081864e-09,
                                             8.54826698e-09,
          1.04760878e-09,
                            3.35014100e-10,
                                             1.14679100e-10,
          8.23971502e-10,
                            2.29677444e-10,
                                             1.93692991e-08,
          3.21901672e-10,
                            2.40228504e-09,
                                             1.76278014e-09,
          2.23937793e-08,
                            5.04234487e-10,
                                             4.73921236e-10,
           5.41517942e-10,
                            1.59301594e-09,
                                             2.94658253e-09,
           3.30536420e-09,
                            1.88455682e-10,
                                             2.42557197e-10,
          3.91544575e-08,
                                              7.18308080e-10,
                            9.13127296e-10,
          3.91063715e-09,
                            1.42117196e-09,
                                             2.83355472e-09,
          8 9/13716880-10
                            2 96192/1596-10
                                              3 586317020-09
print ("Input image:")
plt.imshow(image)
plt.show()
```





Output label:n02088364 beagle

Task 5: Object Detection

Concept: This task is aimed to solving an object detection problem will be to combine an image classification network with traditional programming to create the input/output pairing; using the "sliding window" approach, where taking split out image into small

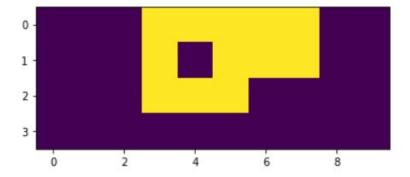
sections which called grid squares. If that grid square contains an image of a dog, we'll have localized Louie in the image.

Experiment:

1. Using Deployment

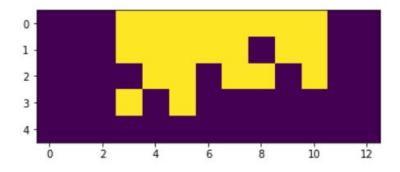
Using the sliding window approach involves deploying an image classifier trained to classify 256X256 portions of an image as either Louie or not. non-overlapping grid squares:





25% overlapping grid squares:

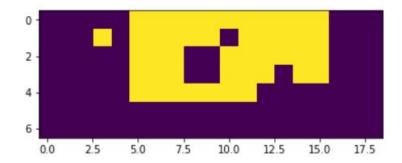
Total inference time (sliding window without overlap): 2.8700299263 seconds Image has 4*10 blocks of 256 pixels With overlap=0.250000 grid_size=5*13



Total inference time (sliding window with 25.000000% overlap: 4.49907684326 seconds

50% overlapping grid squares:

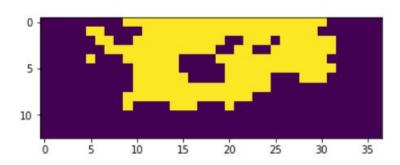
Image has 4*10 blocks of 256 pixels
With overlap=0.500000 grid_size=7*19



Total inference time (sliding window with 50.000000% overlap: 9.13731598854 seconds

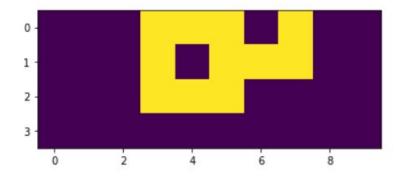
75% overlapping grid squares:

Total inference time (sliding window without overlap): 2.9044919014 seconds Image has 4*10 blocks of 256 pixels With overlap=0.750000 grid_size=13*37



Total inference time (sliding window with 75.000000% overlap: 34.0976500511 seconds

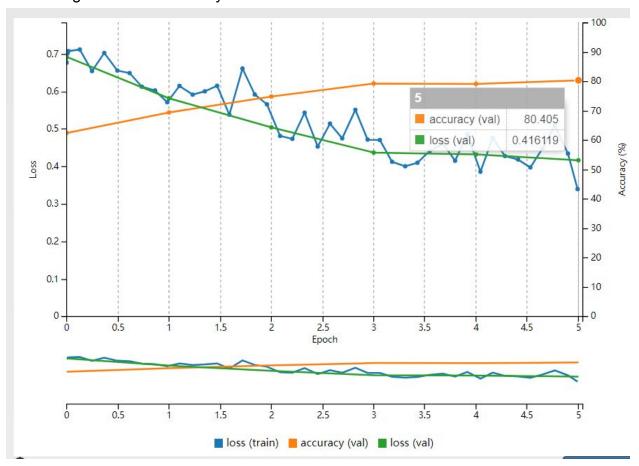
Banched interface:



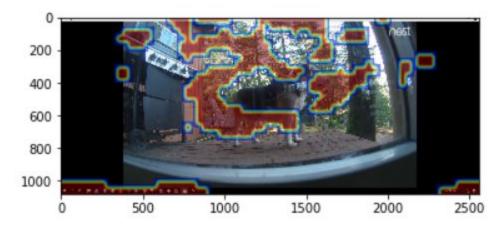
Total inference time (batched inference): 0.143352985382 seconds

We can see that the higher the overlapping rate, the more detail detection it can get.

2. Rebuilding from an existing neural network Converting AlexNet into a Fully-Convolutional Network



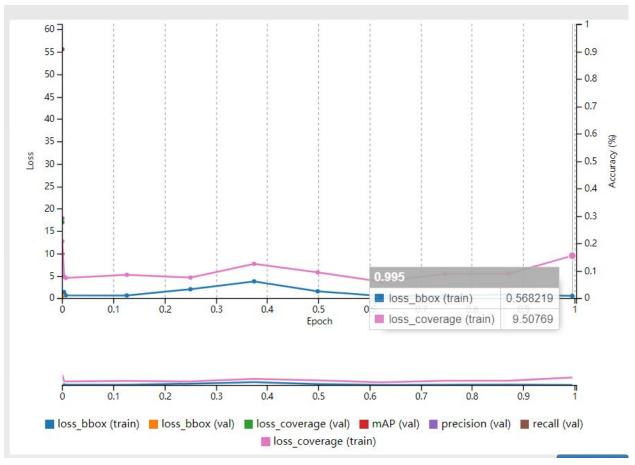
Using Fully-Convolutional Network to detect the dog. The input shape can be randomly selected.



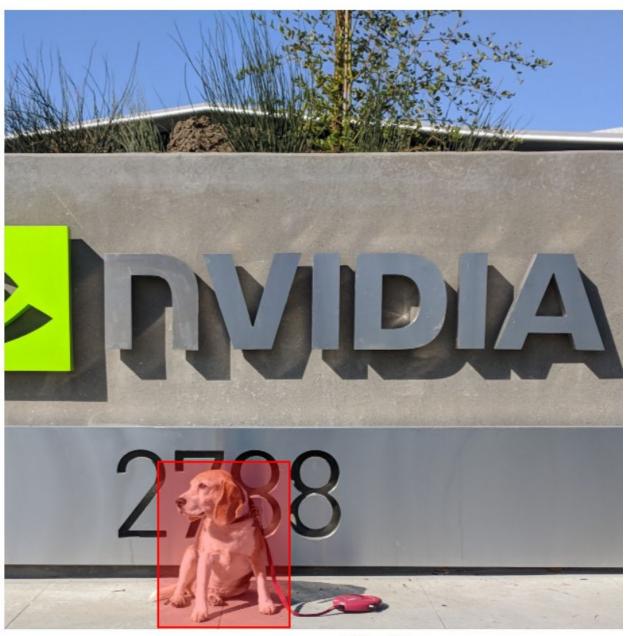
Total inference time: 0.342292070389 seconds

It shows better performance than sliding window.

3. DetectNet
Training a DetectNet with epho = 1 and learning rate = 0.0001



Test an image to see if Louie is detected



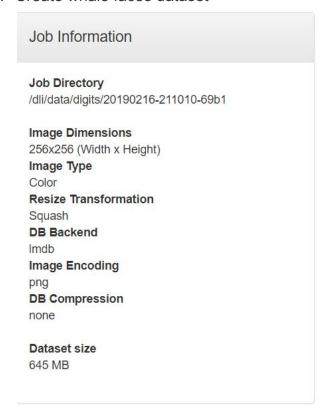
■ bbox-list

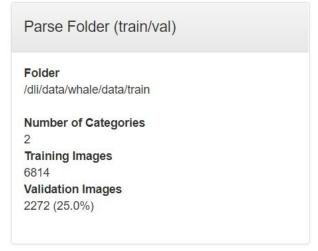
Test another image that not Louie



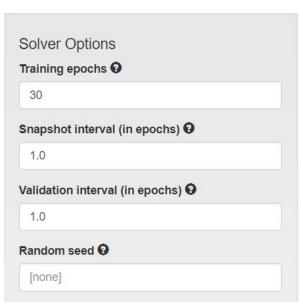
Task 6: Train and Deploy Neural Networks

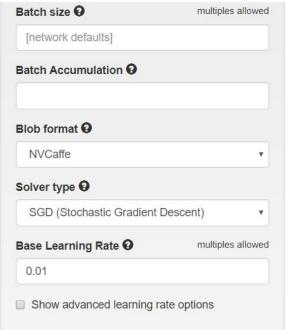
1. Create whale faces dataset





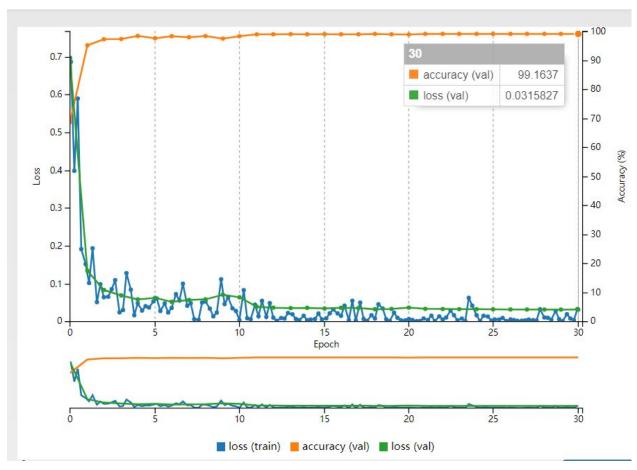
2. Set the model parameters





In this task I selected AlexNet as training network.

3. Assess the model



The accuracy of validation set is more than 99%. So the model works perfectly without overfitting.

4. Test single image

```
In [2]: M !python submission.py '/dli/data/whale/data/train/face/w_1.jpg' #This should return "whale" at the very bottom
                                             net. cpp: 1137]
               10216 21:35:05.731284
                                         191 net.cpp:1137] Copying source layer relu2 Type:ReLU #blobs=0
               I0216 21:35:05.731298
                                         191 net. cpp:1137]
                                                            Copying source layer norm2 Type:LRN #blobs=0
               I0216 21:35:05.731308
                                         191 net. cpp:1137]
                                                            Copying source layer pool2 Type:Pooling #blobs=0
                                         191 net.cpp:1137] Copying source layer conv3 Type:Convolution #blobs=2
191 net.cpp:1137] Copying source layer relu3 Type:ReLU #blobs=0
               I0216 21:35:05.731321
               10216 21:35:05.731753
                                                            Copying source layer relu3 Type:ReLU #blobs=0
               I0216 21:35:05.731768
                                         191 net. cpp:1137]
                                                            Copying source layer conv4 Type:Convolution #blobs=2
               10216 21:35:05.732105
                                         191 net.cpp:1137] Copying source layer relu4 Type:ReLU #blobs=0
                                         191 net.cpp:1137]
191 net.cpp:1137]
               10216 21:35:05.732120
                                                            Copying source layer conv5 Type:Convolution #blobs=2
               10216 21:35:05.732357
                                                            Copying source layer relu5 Type:ReLU #blobs=0
               I0216 21:35:05.732372
                                         191 net.cpp:1137]
                                                            Copying source layer pool5 Type:Pooling #blobs=0
               I0216 21:35:05.732380
                                         191 net. cpp:1137]
                                                            Copying source layer fc6 Type:InnerProduct #blobs=2
               T0216 21:35:05 749689
                                         191 net.cpp:1137] Copying source layer relu6 Type:ReLU #blobs=0
               10216 21:35:05.749723
                                         191 net. cpp:1137]
                                                            Copying source layer drop6 Type:Dropout #blobs=0
               10216 21:35:05.749733
                                         191 net.cpp:1137] Copying source layer fc7 Type:InnerProduct #blobs=2
               10216 21:35:05.757314
                                         191 net.cpp:1137] Copying source layer relu7 Type:ReLU #blobs=0
191 net.cpp:1137] Copying source layer drop7 Type:Dropout #blobs=0
               10216 21:35:05.757344
               10216 21:35:05.757349
                                         191 net.cpp:1137] Copying source layer fc8 Type:InnerProduct #blobs=2
              10216 21:35:05.757372
                                         191 net.cpp:1129] Ignoring source layer loss
```



I also tested another two images, all of them are correctly classified.



Predictions





Predictions

0.04%