

# **ED5340 - Data Science: Theory and Practise**

## **L28A - Popular Deep Networks**

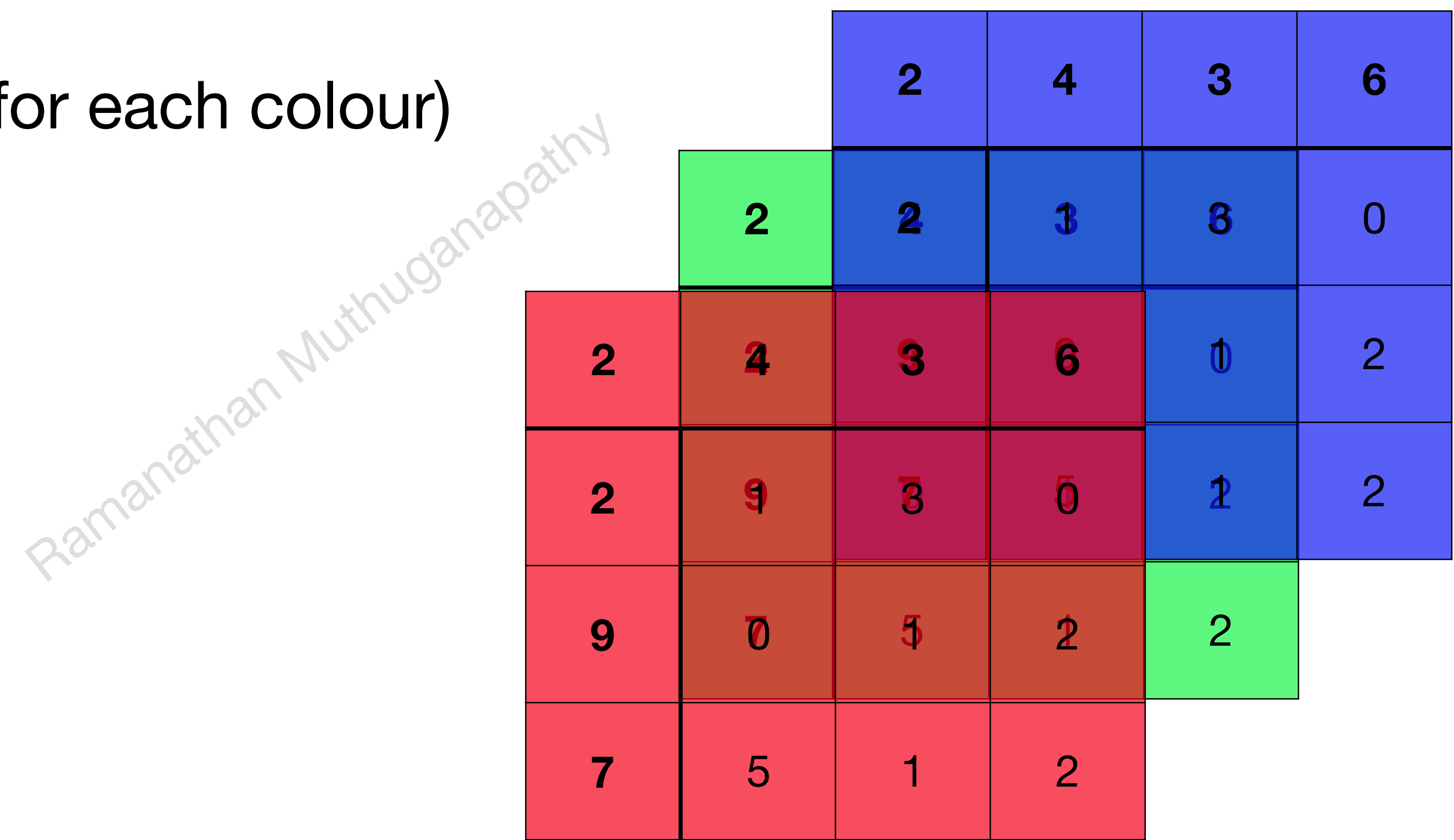
**Ramanathan Muthuganapathy (<https://ed.iitm.ac.in/~raman>)**

**Course web page: <https://ed.iitm.ac.in/~raman/datascience.html>**

**Moodle page: Available at <https://courses.iitm.ac.in/>**

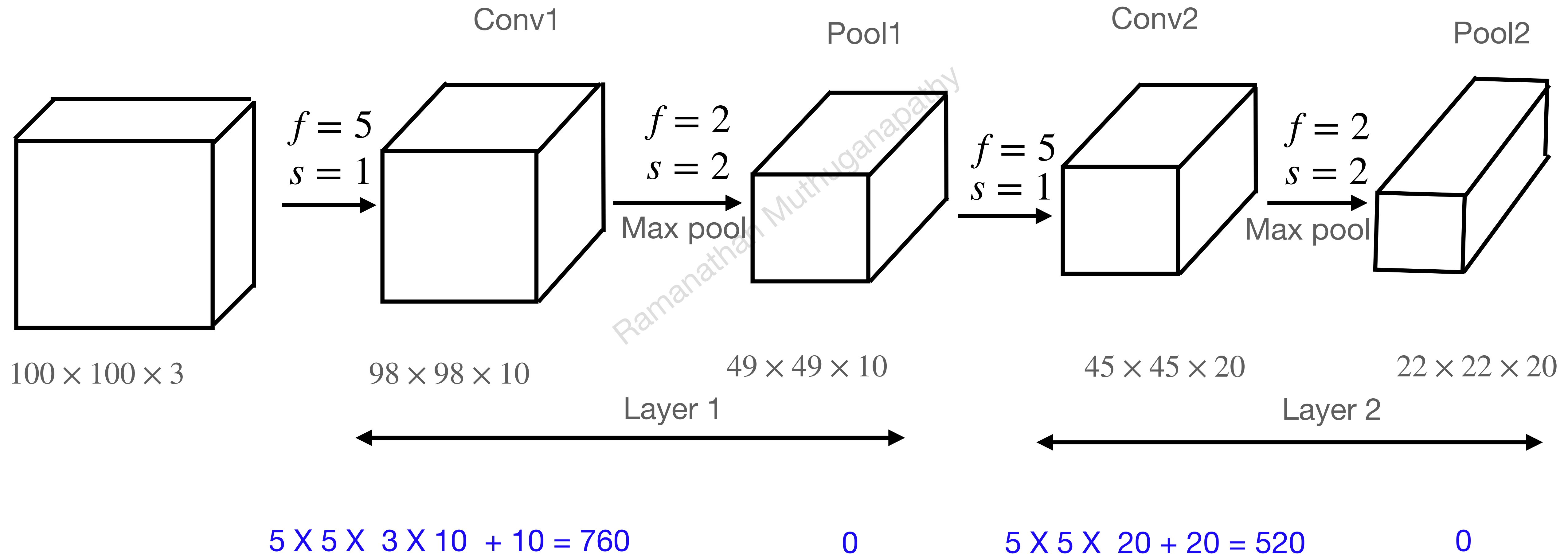
# Three channels - RGB

- RGB (Three channels, one for each colour)



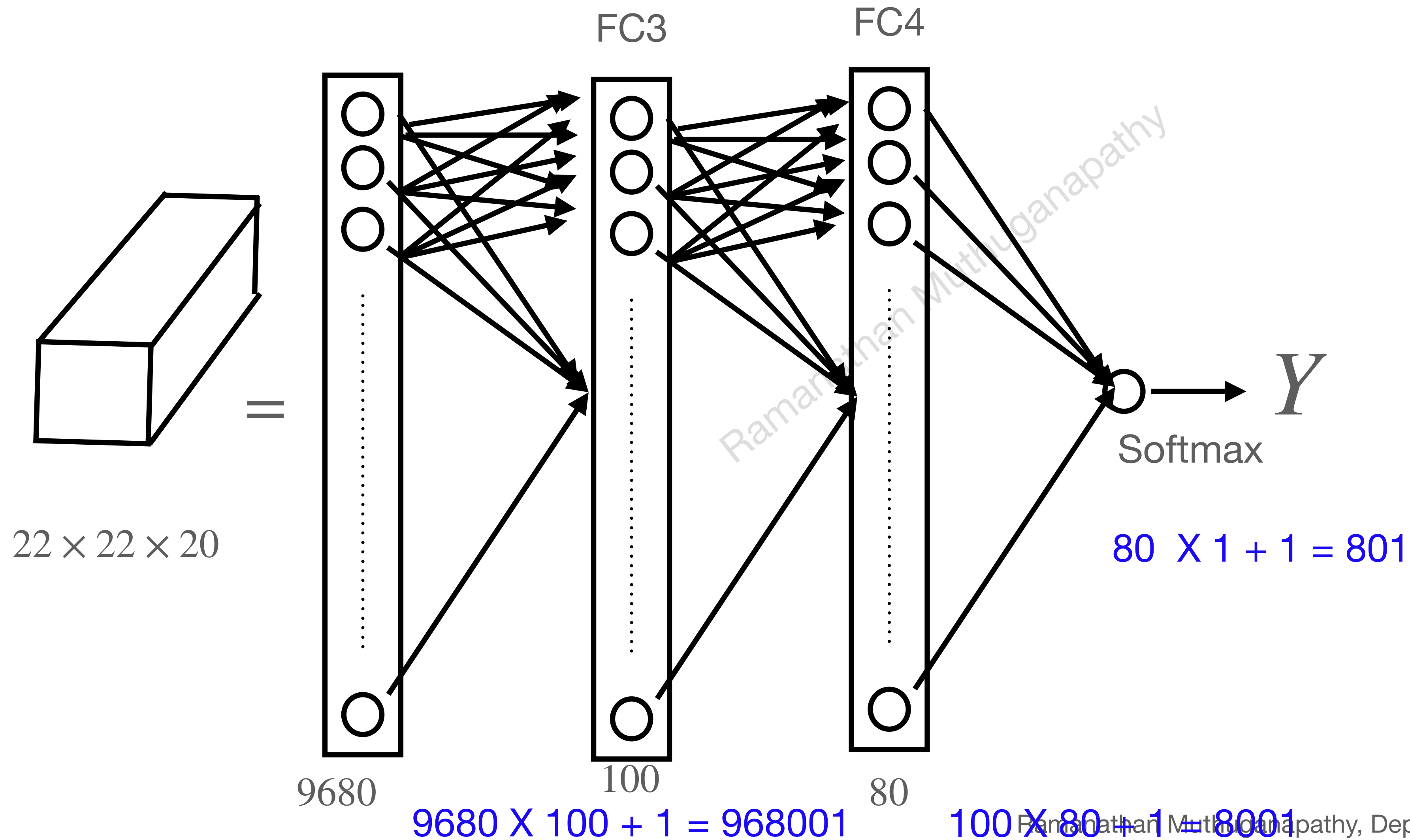
# Example

## Number of parameters



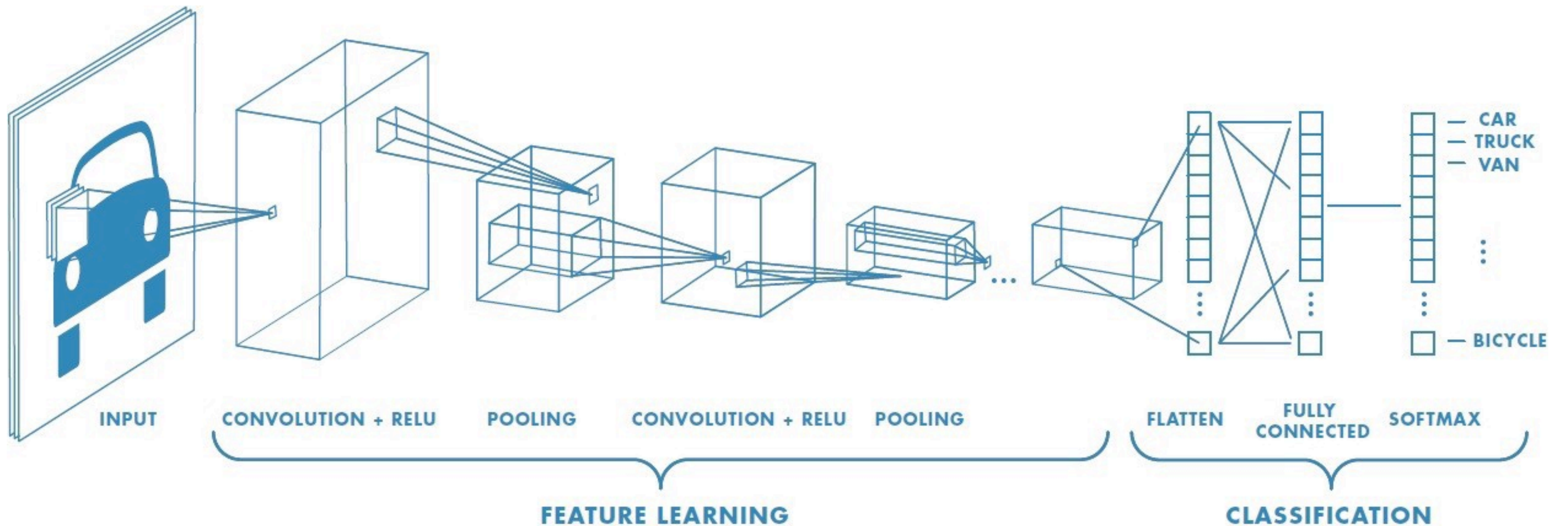
# Example

## Number of parameters



# CNN

[towardsdatascience.com](https://towardsdatascience.com)



# Popular networks

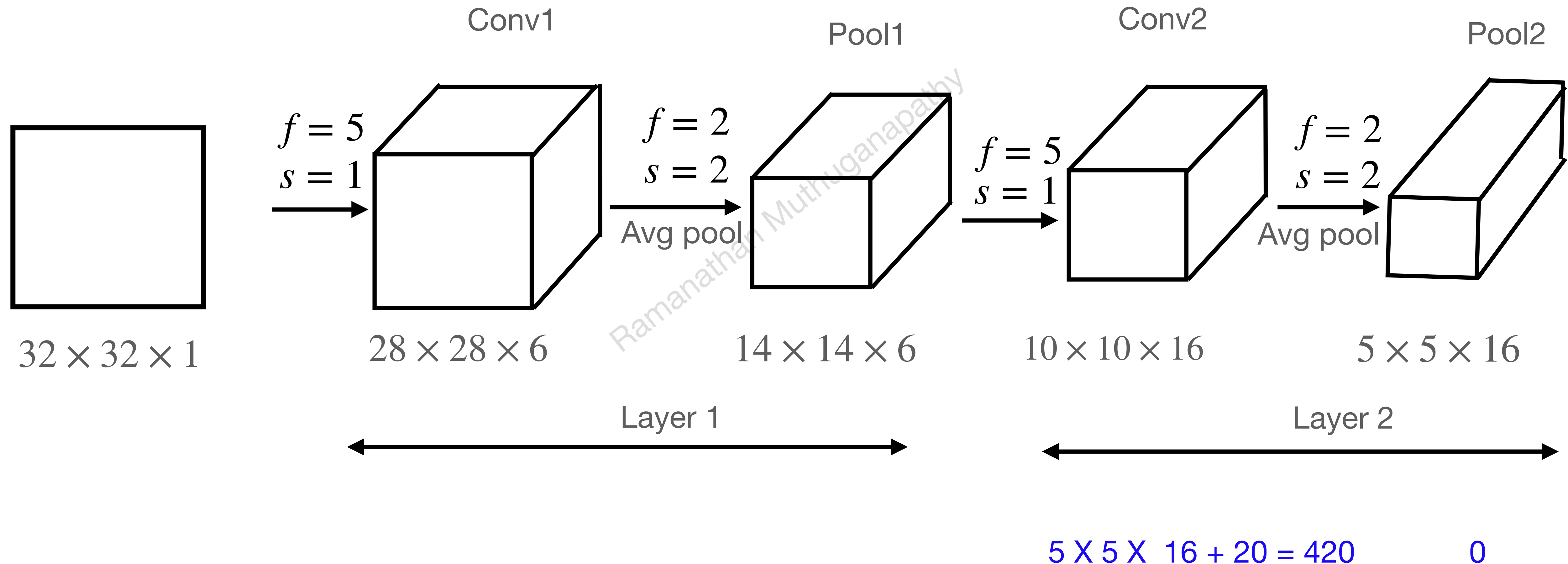
- LeNet
- AlexNet
- VGG-16
- ResNet
- InceptionNet (gogLeNet)

Ramanathan Muthuganapathy



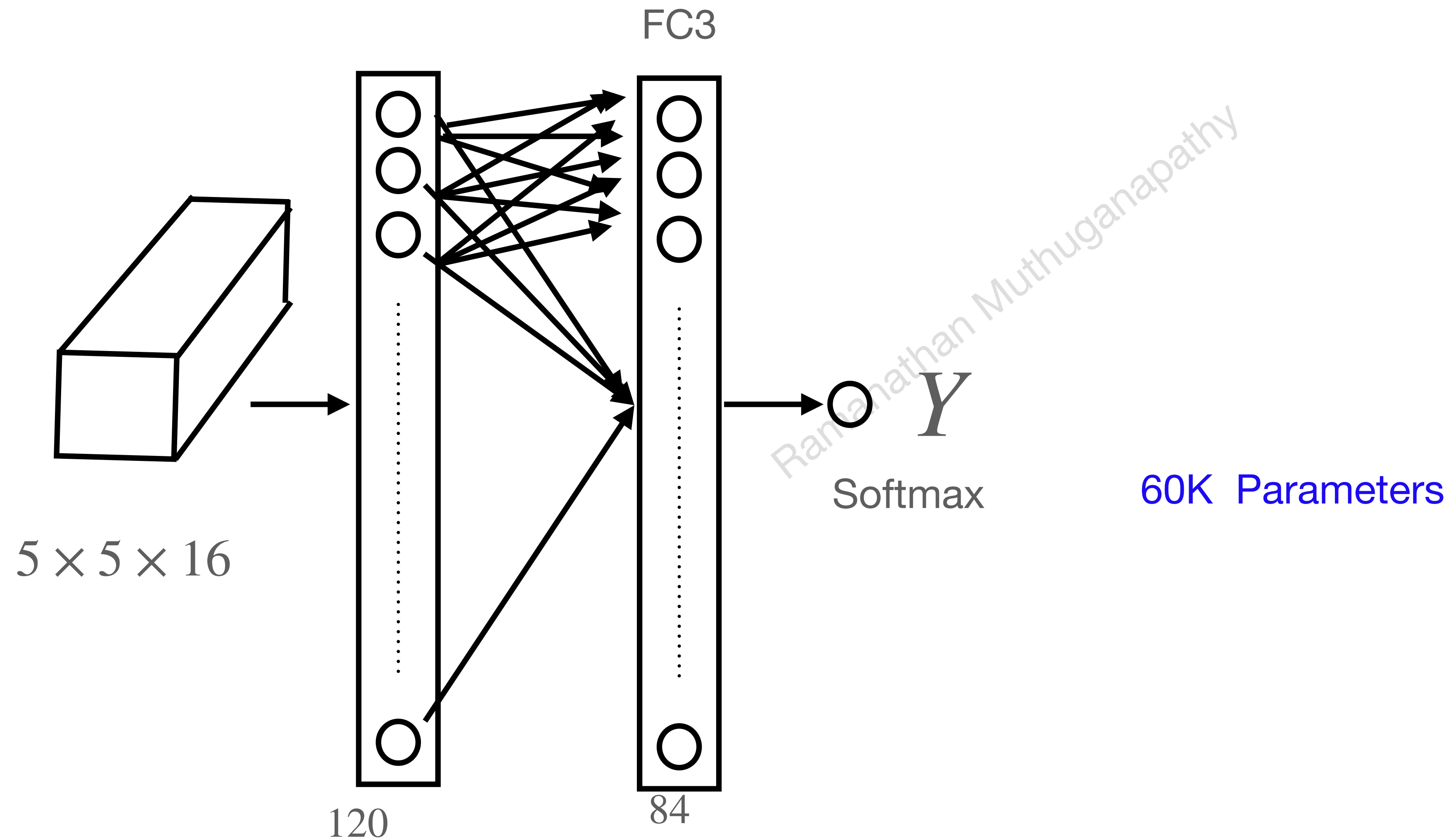
# LeNet

Le Cun et al. 1998, Gradient-based learning applied to document recognition



# LeNet

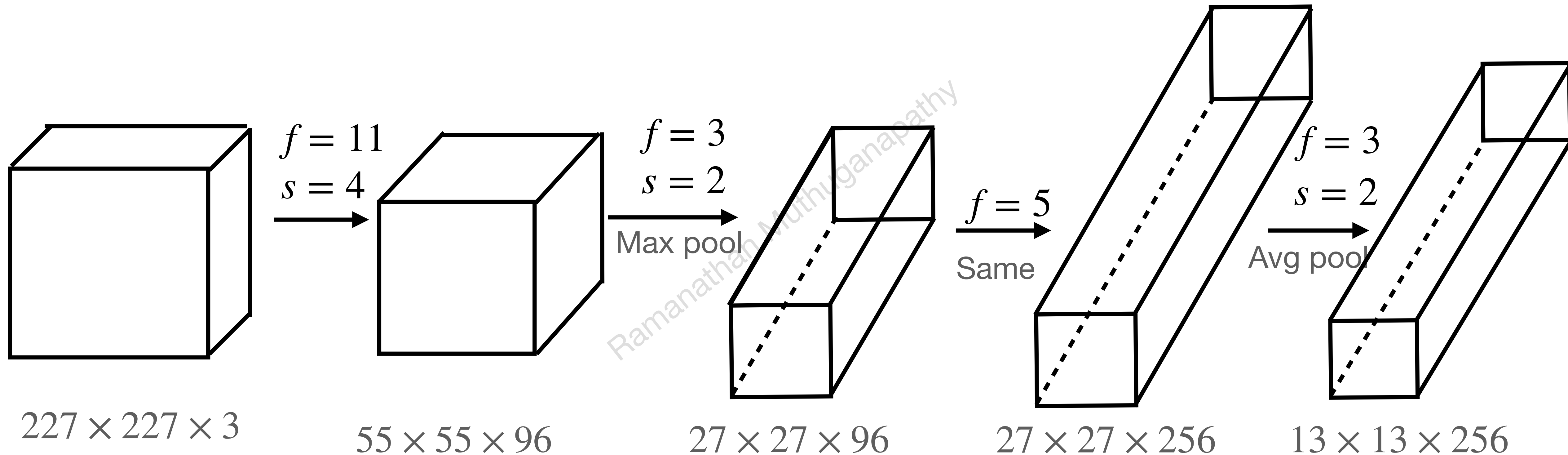
FCs





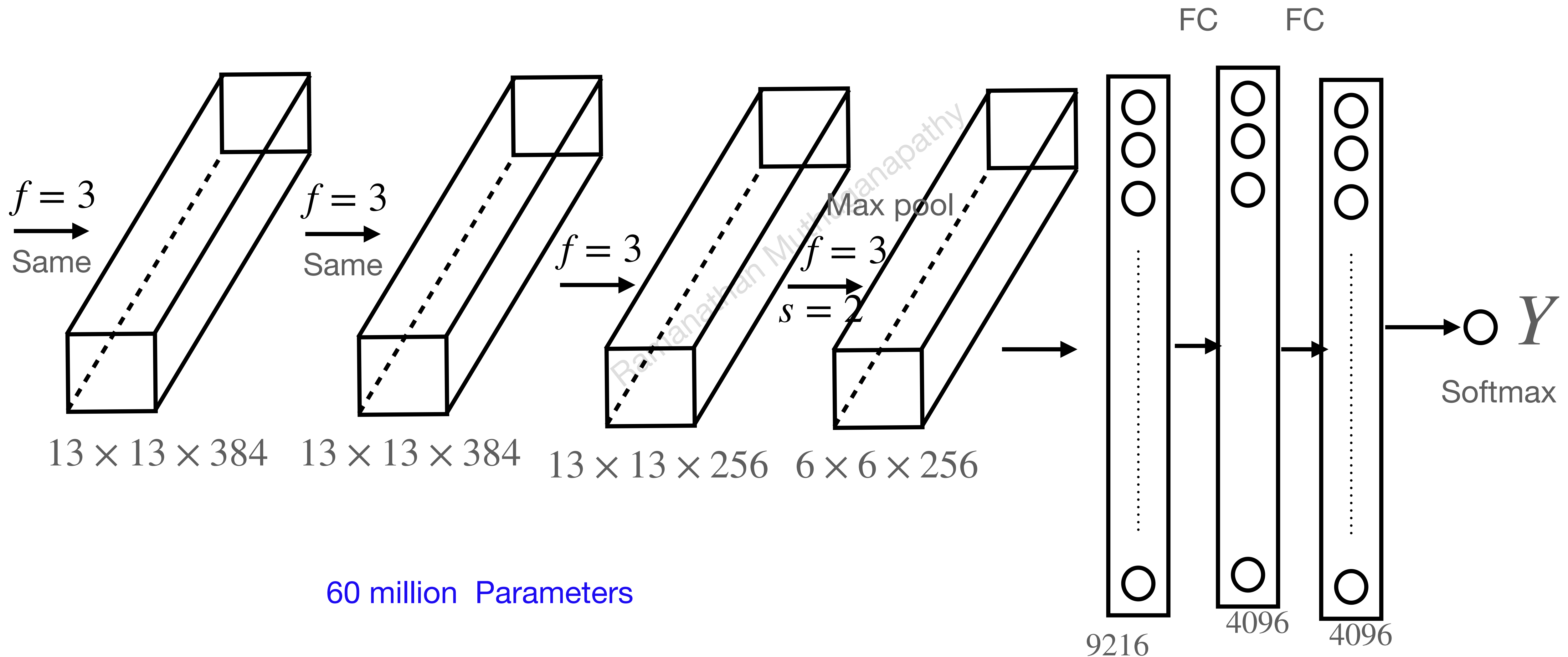
# AlexNet

Krizhevsky et al. 2012, ImageNet classification with deep convolutional neural networks



# AlexNet

## FCs



# VGG-16

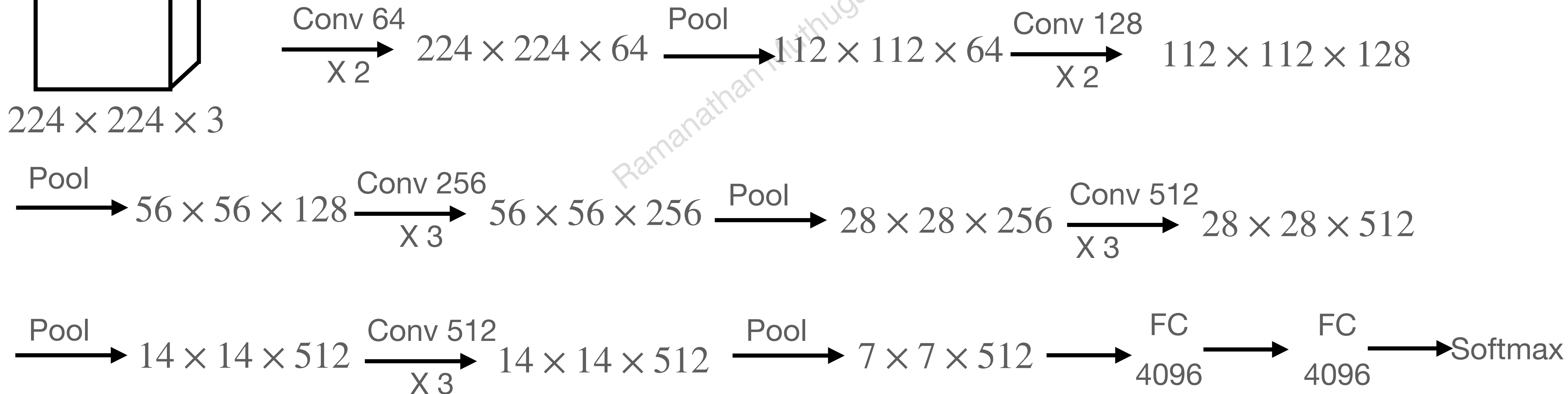
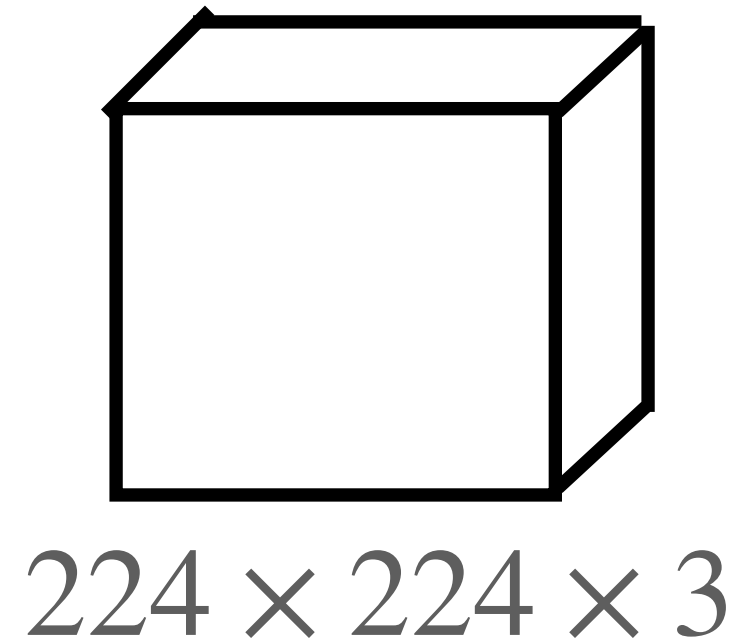
Simonyan & Zisserman 2015, Very deep convolutional networks for large-scale image recognition

$$f = 3$$
$$s = 1$$

Same

Max pool

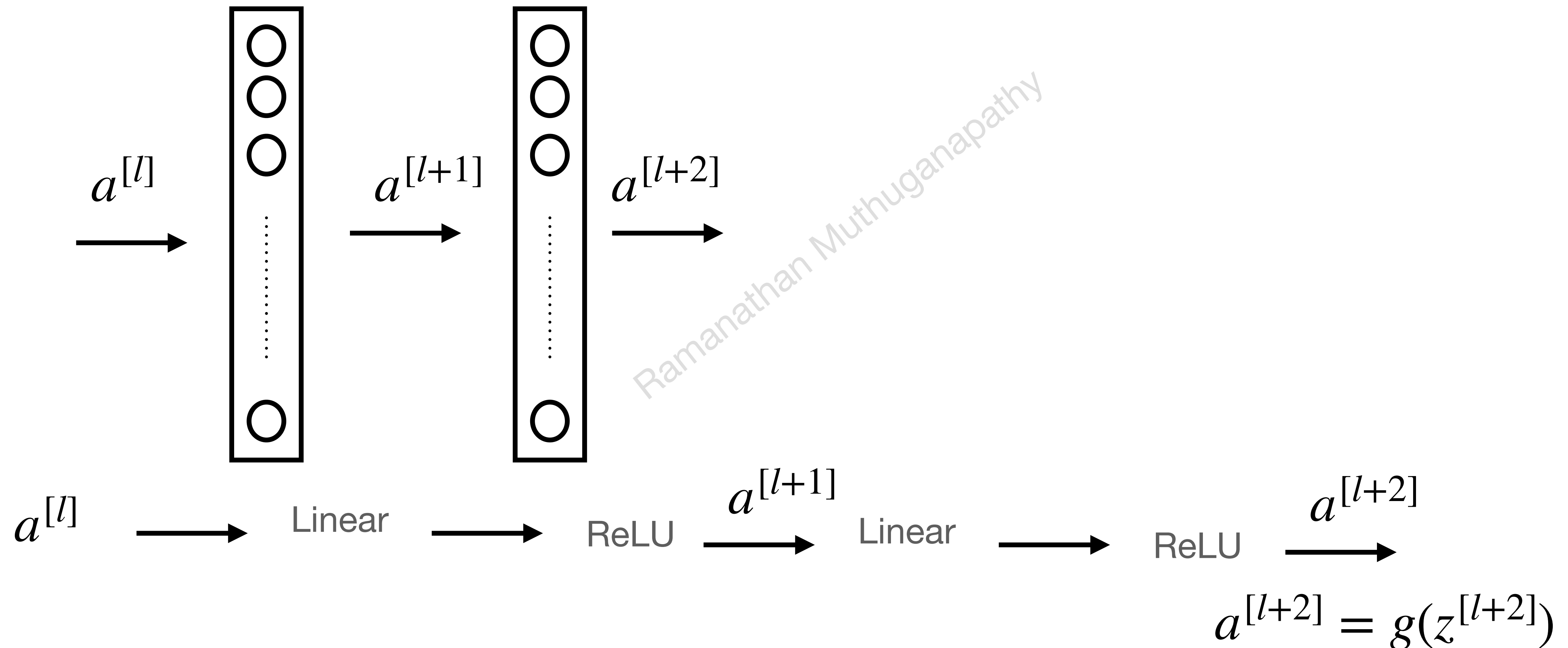
$$f = 2$$
$$s = 2$$



138 million Parameters

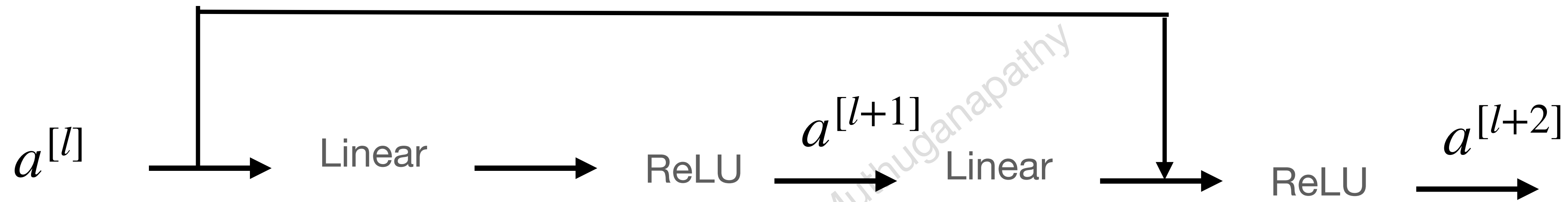
# ResNet

He et al. 2015, Deep residual networks for image recognition



# ResNet

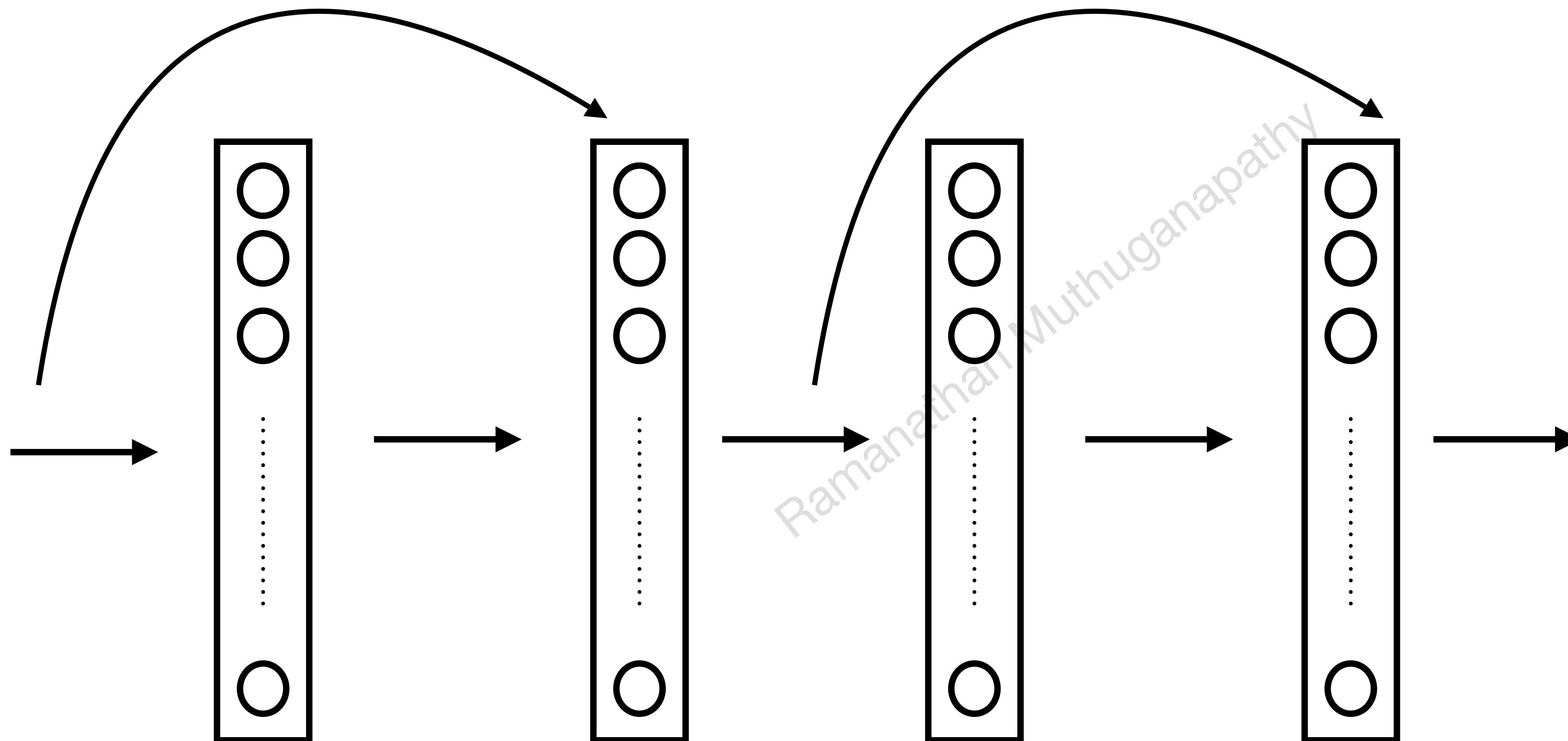
## Key Idea - Skip Connection (short cut)



$$a^{[l+2]} = g(z^{[l+2]} + a^{[l]})$$

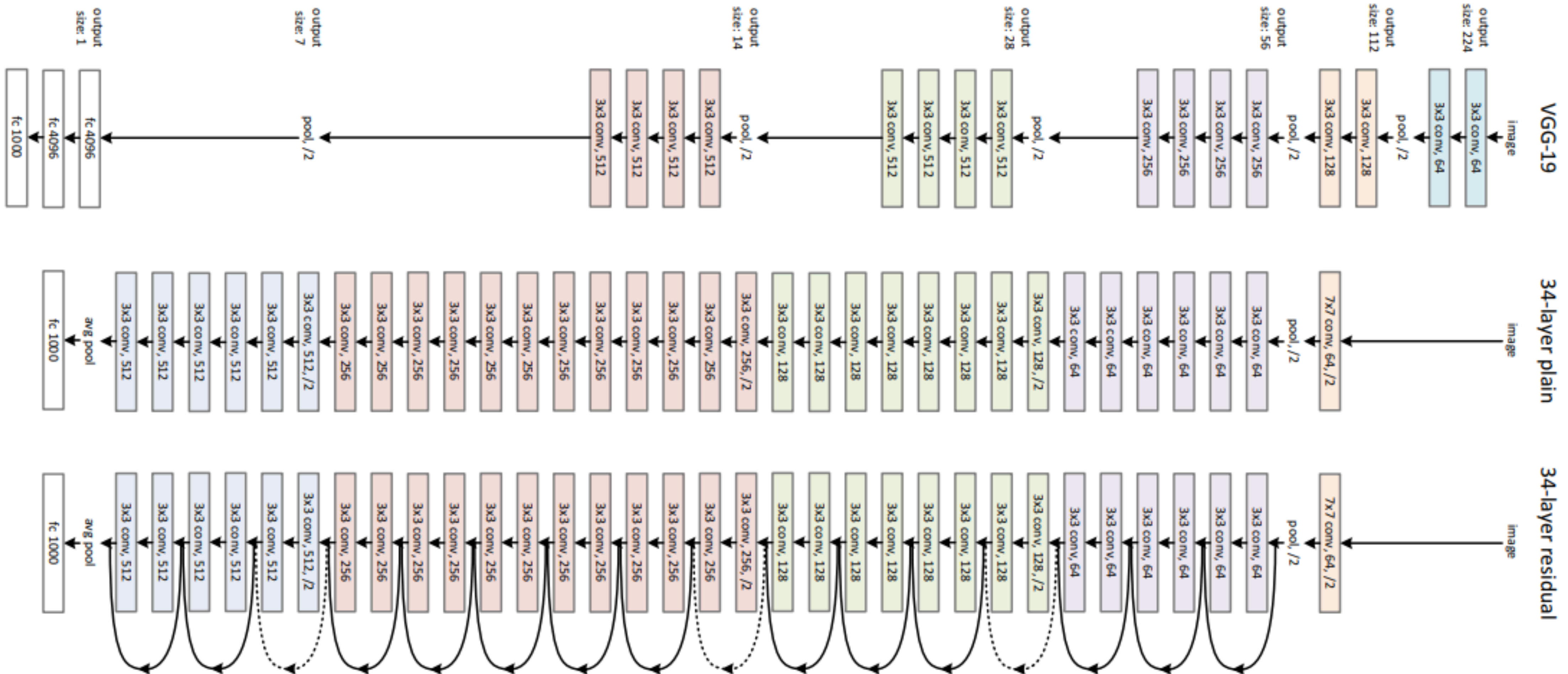
# ResNet

## Skip Connection





# VGG-19 and ResNet



# Convolution

1 X 1

2	4	3	6
2	1	3	0
9	0	1	2
7	5	1	2

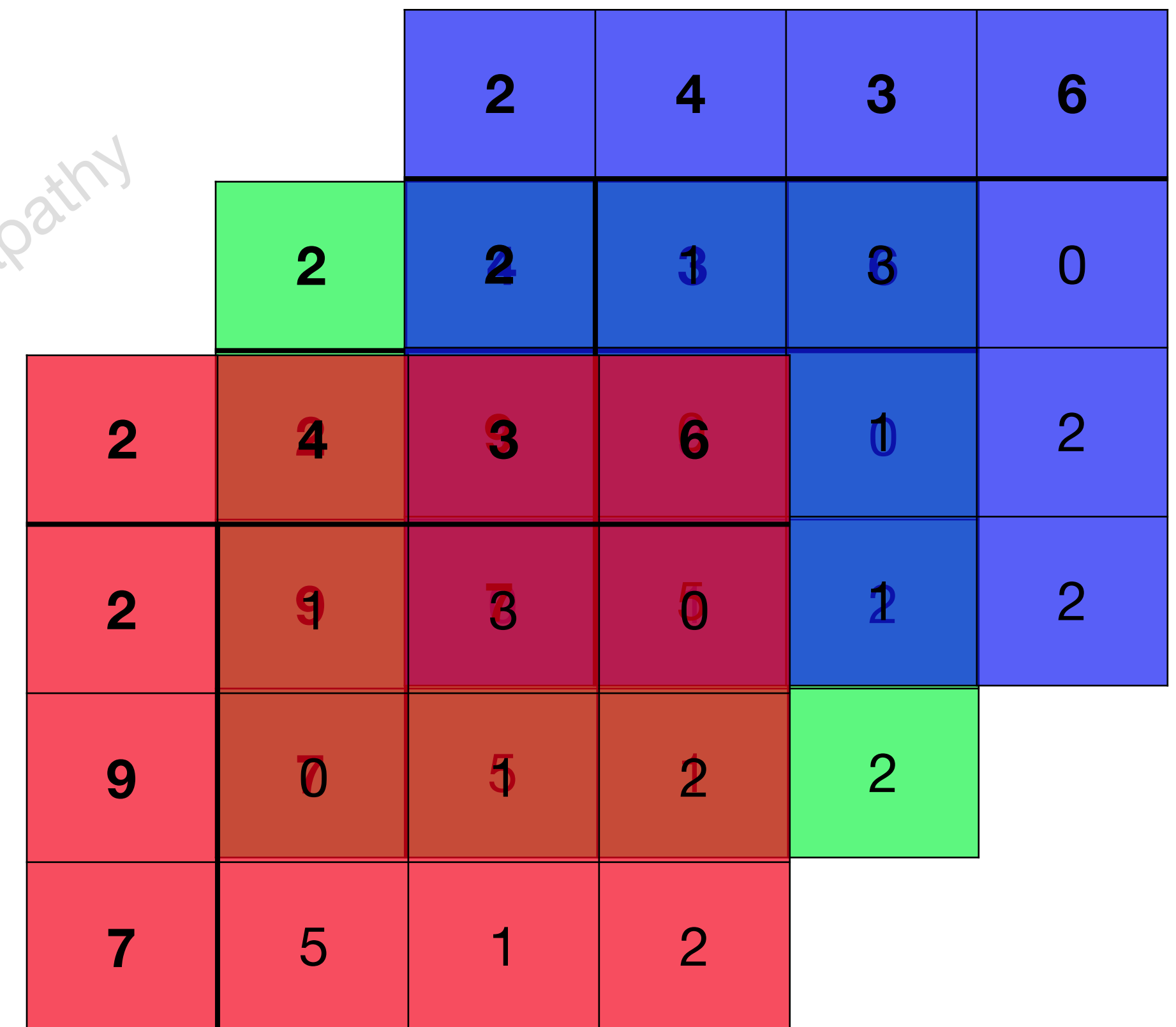
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1
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# Three channels - RGB

- RGB (Three channels, one for each colour)



# Three channels - RGB

- RGB (Three channels, one for each colour)

2	4	3	6
2	1	3	0
9	0	1	2
7	5	1	2

2	4	3	6
2	1	3	0
9	0	1	2
7	5	1	2

2	4	3	6
2	1	3	0
9	0	1	2
7	5	1	2

# 1 X 1 Convolution on RGB

## 2D Convolution

2	4	3	6
2	1	3	0
9	0	1	2
7	5	1	2

2	4	3	6
2	1	3	0
9	0	1	2
7	5	1	2

2	4	3	6
2	1	3	0
9	0	1	2
7	5	1	2

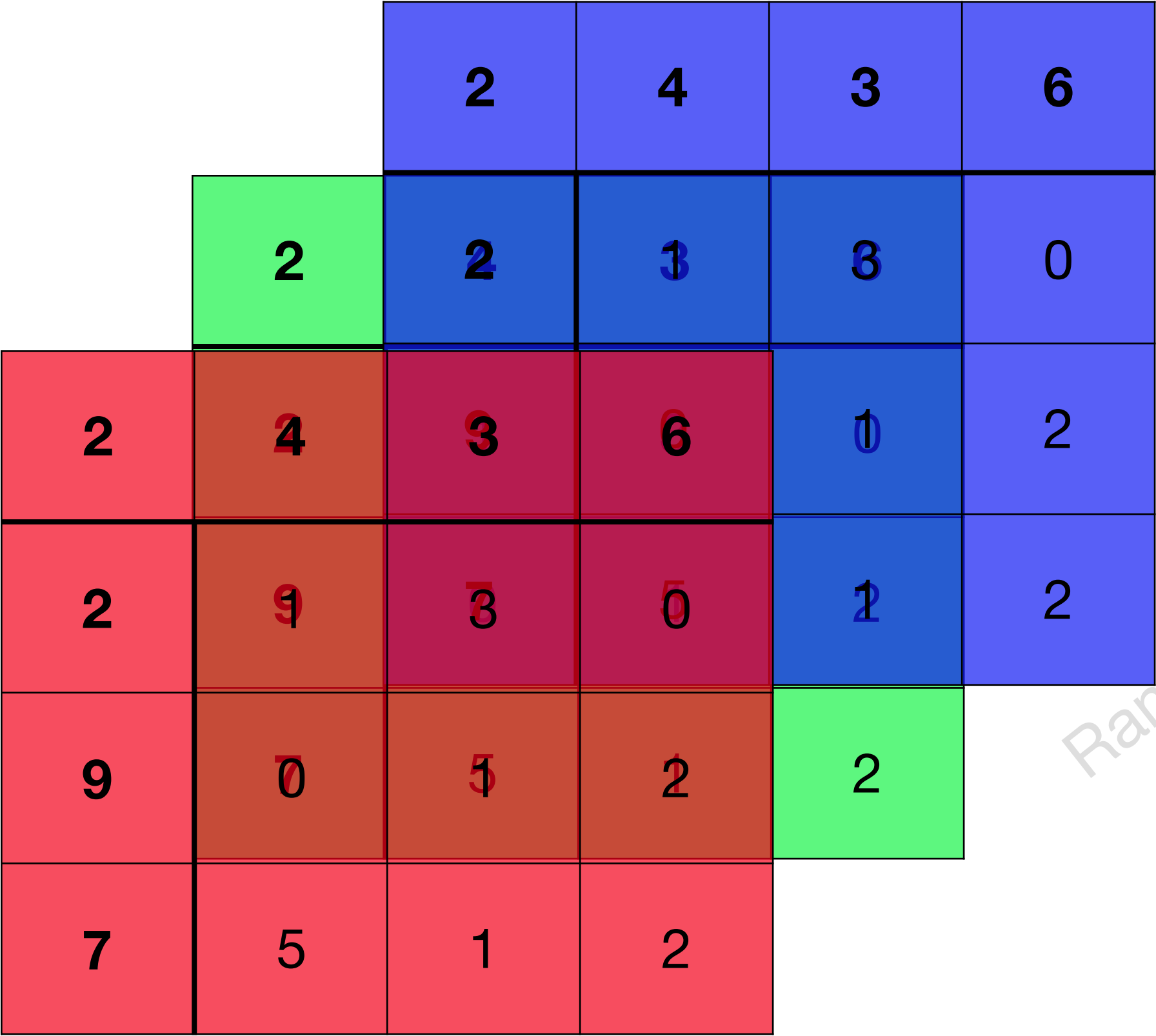
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1
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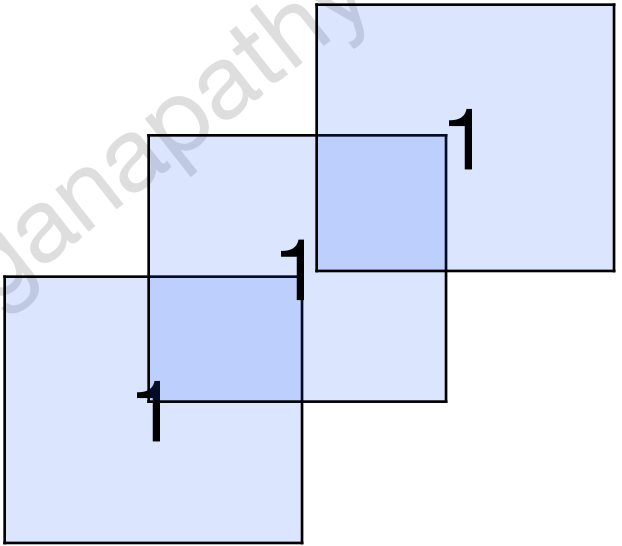
1
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# 1 X 1 Convolution on RGB

2D Convolution (Stride = 1)

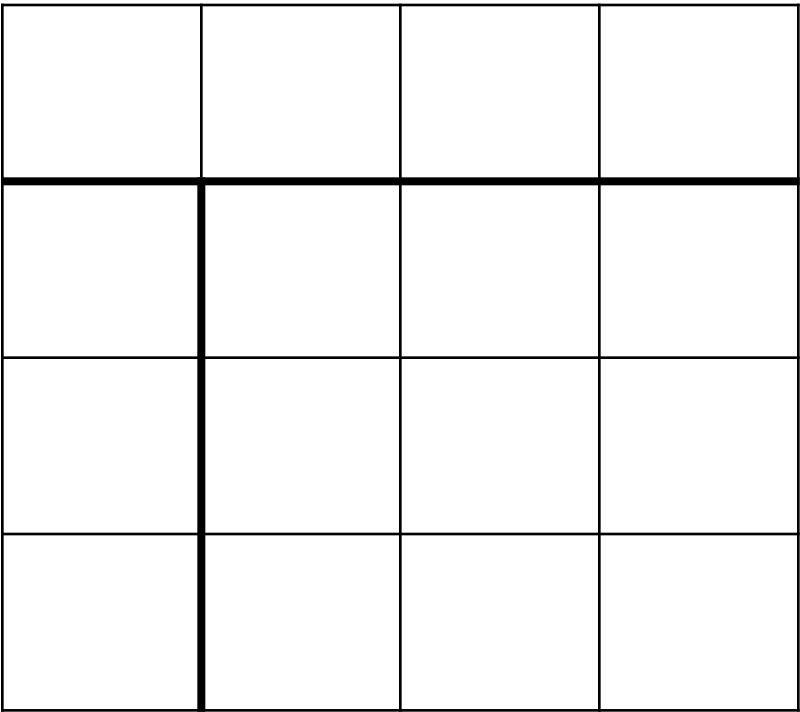


$n \times n \times 3$



$1 \times 1 \times 3$

=



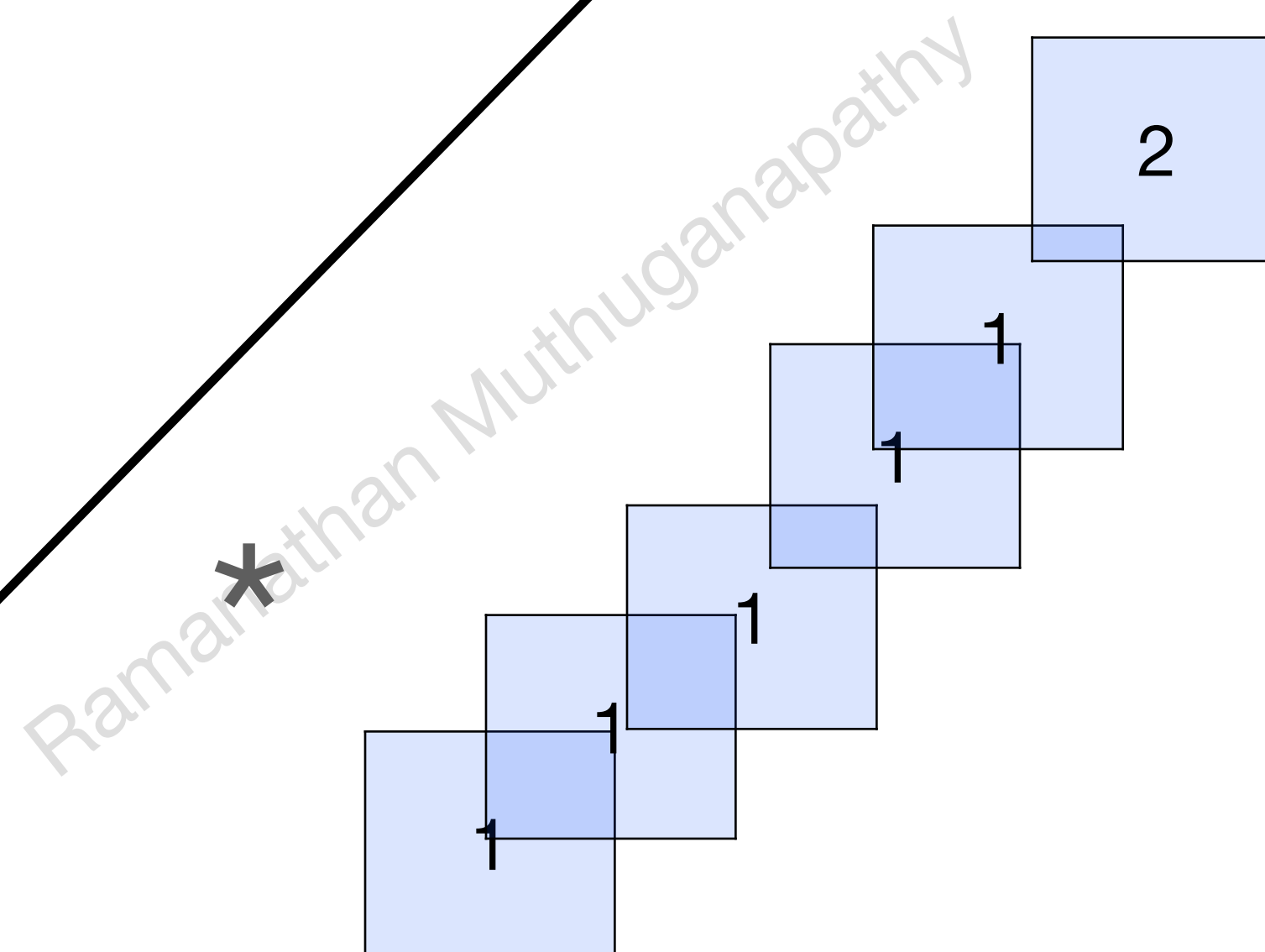


# 1 X 1 Convolution on RGB

2D Convolution (Stride = 1)

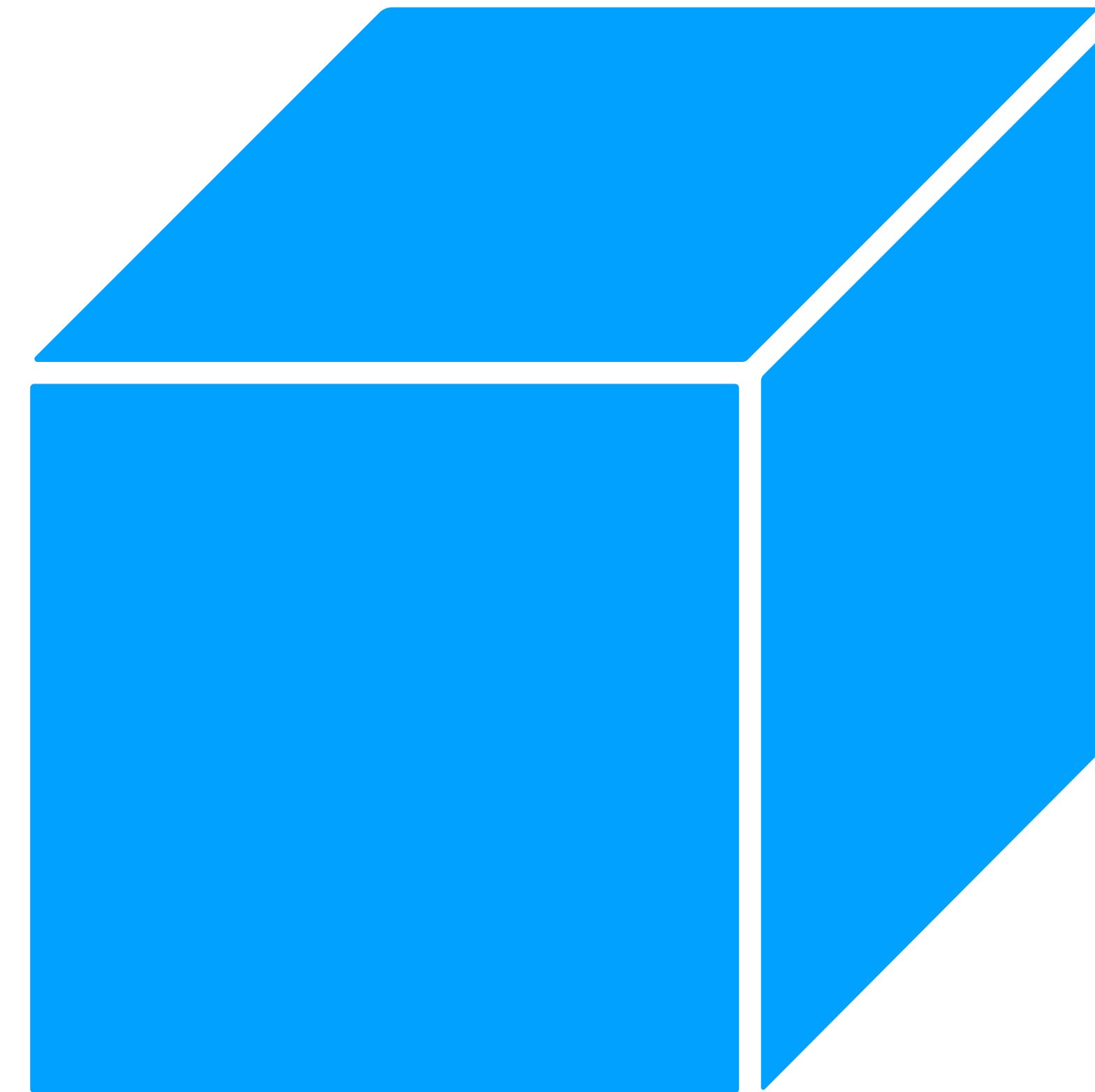
2	4	3	6
2	1	3	0
9	0	1	2
7	5	1	2

$n \times n \times 256$



32

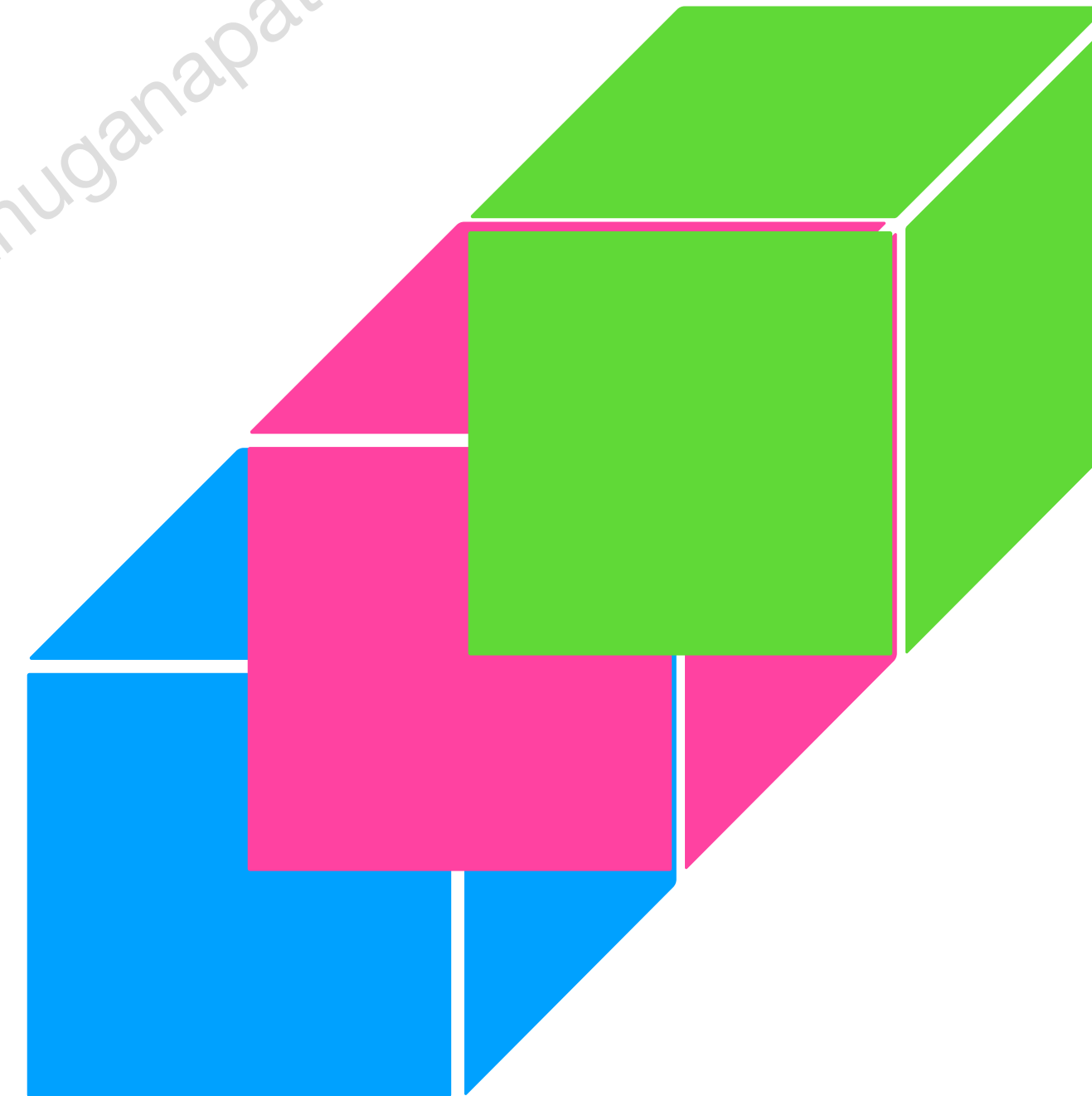
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$n \times n \times 32$

# Inception module / Network

- 1 X 1, 3 X 3, etc..
- Stacking of volumes
- Pooling ('same')
- Several such modules in inception network
- Huge number of parameters
- See the paper for more details!



# Inception Network - Motivation

<https://knowyourmeme.com/photos/531557-we-need-to-go-deeper>

