

# Day 8: Convolutional Neural Networks

## Summer STEM: Machine Learning

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Brooklyn, New York

July 22, 2020

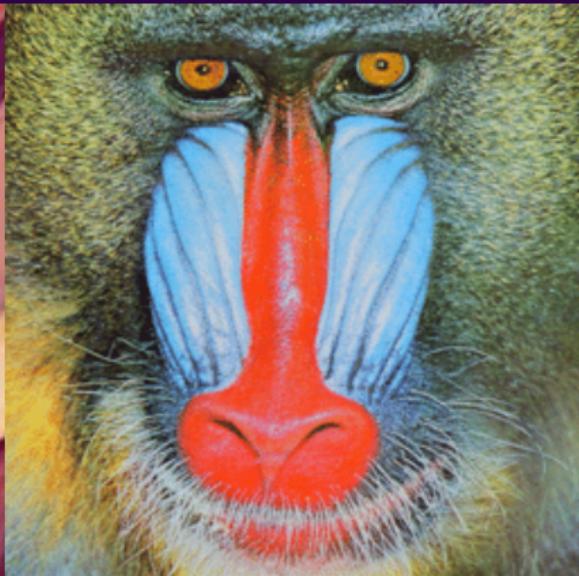
# Outline

- 1 Motivation
- 2 Dealing with Images in Computers
- 3 Convolution
- 4 Data augmentation
- 5 Normalization
- 6 Dropout
- 7 Transfer Learning

# Better performance with images

- Encoding locality
- How does an MLP see an image?
- Is this how we see images?

## Examples: Lena & Mandrill



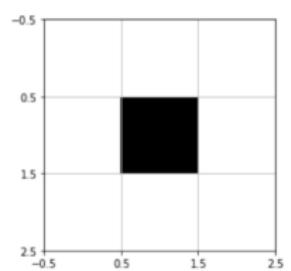
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# Images in Computer

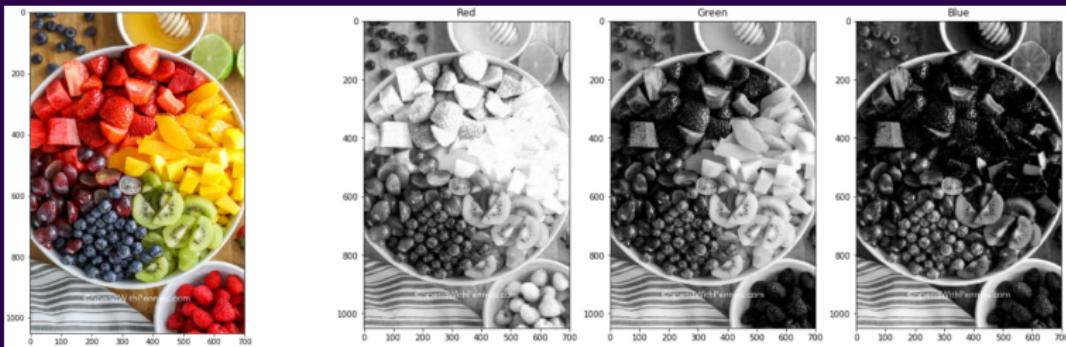
- Images are stored as arrays of quantized numbers in computers
- Gray scale image: 2D matrices with each entry specifying the intensity (brightness) of a pixel
  - Pixel values range from 0 to 255, 0 being the darkest, 255 being the brightest

```
[[255 255 255]
 [255 0 255]
 [255 255 255]]
```



# Color Images

- Color image: 3D array, 2 dimensions for space, 1 dimension for color
  - Can be thought of as three 2D matrices stacked together into a cube, each 2D matrix specify the amount of each color: Red ,Green ,Blue value at each pixel



- Shape of this image: (1050,700,3)
- There are 1050x700 pixels, 3 channels: R,G,B

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# Limitations of Fully Connected Network

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# Limitations of Fully Connected Network

- In MNIST, we used a fully connected network, in which each neuron in the hidden layer is connected to all  $28 \times 28 = 784$  pixels
- Higher definition images often contain millions of pixels → It is not practical to use fully connected network
- Fully connected network treat each individual pixel as a feature, it does not utilize the positional relationship between pixels

# Convolution

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- An operation on an image(matrix)  $X$  with a kernel  $W$
- $Z = X \circledast W$

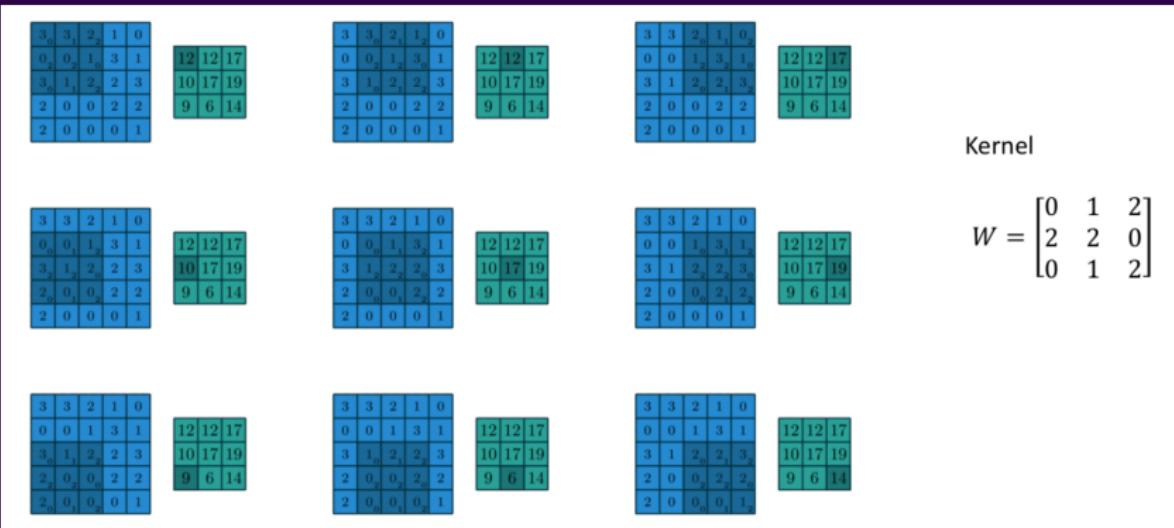
Some Animations, Source:

<https://towardsdatascience.com>

Some Animations, Source:

<https://cs231n.github.io/convolutional-networks/>

# Example of a Convolution



# Why Convolution?

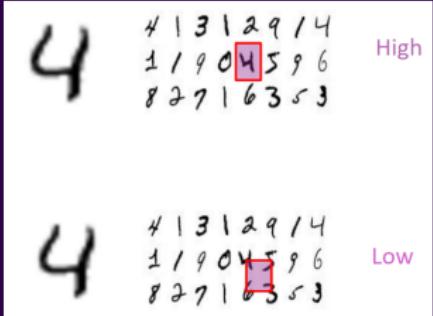
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- This allows us to learn the positional relationship between pixels

# Why Convolution?

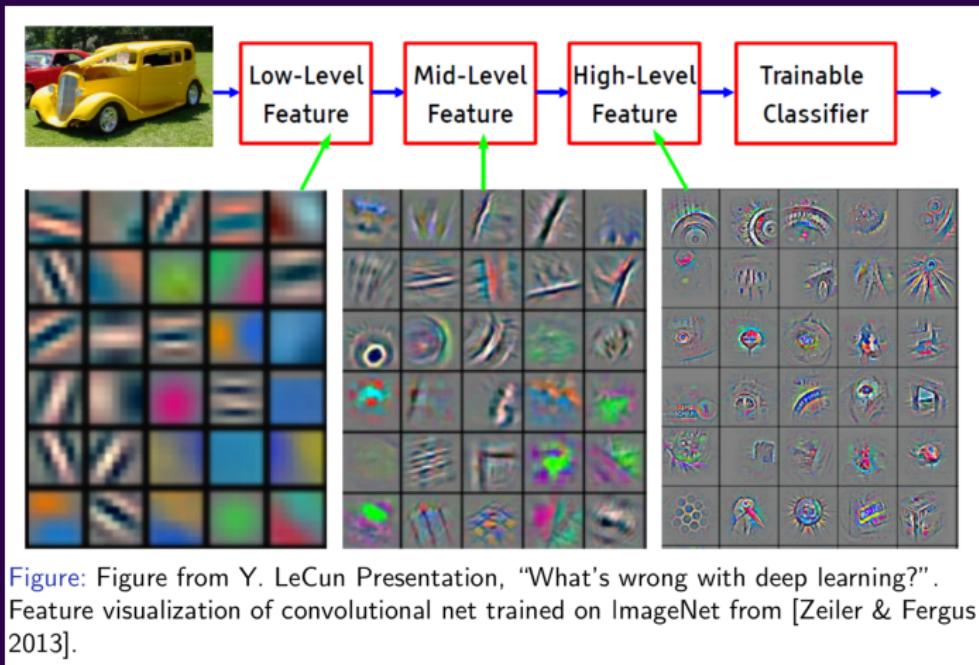
- With convolution, each output pixel depends on only the neighboring pixels in the input
- This allows us to learn the positional relationship between pixels
- Use of different kernels allows us to detect features



# Convolution for Multiple Channels

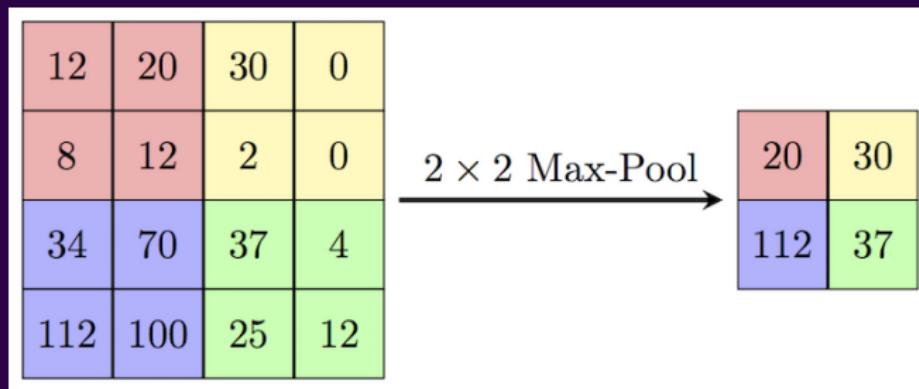
- A kernel for each channel. Could be same kernel, or different
- Perform a convolution for each of the channel, with the respective kernel
- Sum the results

# Feature Maps



# Max-Pooling

- Down-samples the inputs
- Provides translation invariance. Why?
- Apply after activation!



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# Data augmentation

- Image classification is a difficult task
- We need more data !
- Labeling is expensive and time-consuming.
- How can we create new images ?

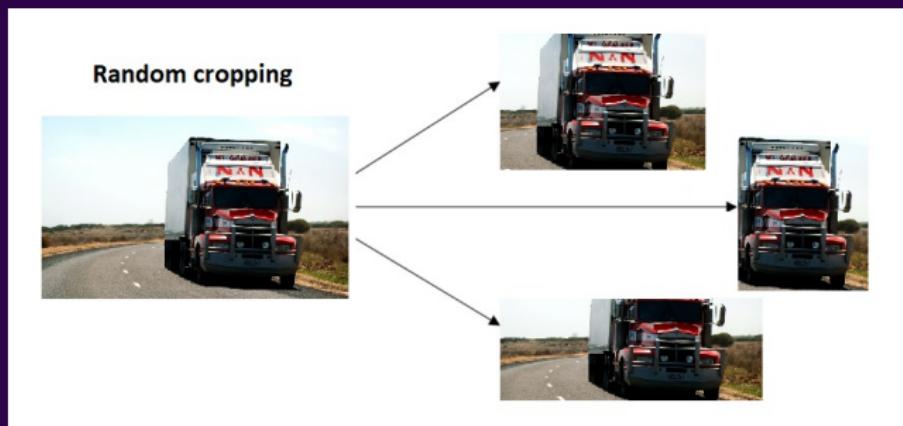
# Data augmentation



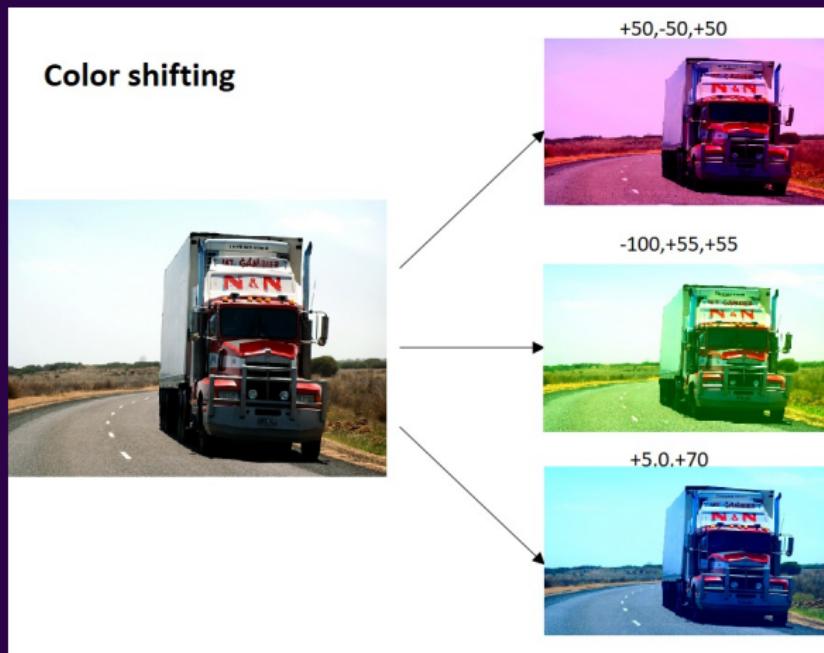
Mirroring



# Data augmentation



# Data augmentation



<http://datahacker.rs/deep-learning-data-augmentation>

# Data augmentation



<https://medium.com/@wolframalphav1.0/easy-way-to-improve-image-classifier-performance-part-1-mixup-augmentation-with-codes-33288db9>

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# Data Normalization

- Given the dataset  $(x_i, y_i)$  for  $i = 1, 2, \dots, N$
- Mean:  $\bar{x} = \frac{1}{N} \sum_{i=1}^N x_i$
- Variance:  $\sigma^2 = \frac{1}{N} \sum_{i=1}^N (x_i - \bar{x})^2$
- Standard deviation :  $\sigma$  ( $= \sqrt{\sigma^2}$ )

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- Standard deviation :  $\sigma$  ( $= \sqrt{\sigma^2}$ )
- **Normalization** : Replace each  $x_i$  by  $x'_i = \frac{x_i - \bar{x}}{\sigma}$
- The new dataset will have a mean of 0 and a variance of 1.

# Data Normalization

## ■ Proof :

$$\begin{aligned}\bar{x}' &= \frac{1}{N} \sum_{i=1}^N x'_i \\ &= \frac{1}{N} \sum_{i=1}^N \frac{x_i - \bar{x}}{\sigma} \\ &= \frac{1}{N\sigma} \left( \sum_{i=1}^N x_i - \sum_{i=1}^N \bar{x} \right)\end{aligned}$$

# Data Normalization

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# Data Normalization

## ■ Proof :

$$\sigma_{x'}^2 = \frac{1}{N} \sum_{i=1}^N (x'_i - \bar{x}')^2$$

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# Data Normalization

## ■ Proof :

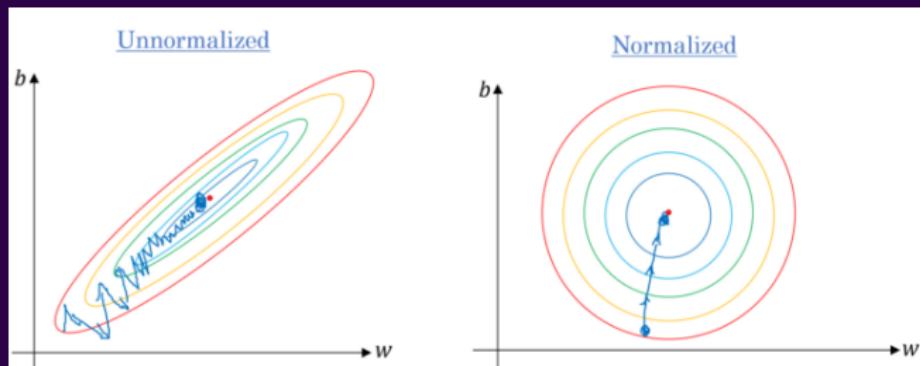
$$\begin{aligned}\sigma_{x'}^2 &= \frac{1}{N} \sum_{i=1}^N (x'_i - \bar{x}')^2 \\ &= \frac{1}{N} \sum_{i=1}^N (x'_i - 0)^2 \\ &= \frac{1}{N} \sum_{i=1}^N \left( \frac{x_i - \bar{x}}{\sigma} \right)^2 \\ &= \frac{1}{\sigma^2} \frac{1}{N} \sum_{i=1}^N (x_i - \bar{x})^2\end{aligned}$$

# Data Normalization

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$$\begin{aligned}\sigma_{x'}^2 &= \frac{1}{N} \sum_{i=1}^N (x'_i - \bar{x}')^2 \\ &= \frac{1}{N} \sum_{i=1}^N (x'_i - 0)^2 \\ &= \frac{1}{N} \sum_{i=1}^N \left( \frac{x_i - \bar{x}}{\sigma} \right)^2 \\ &= \frac{1}{\sigma^2} \frac{1}{N} \sum_{i=1}^N (x_i - \bar{x})^2 \\ &= \frac{1}{\sigma^2} \sigma^2 = 1\end{aligned}$$

# Data Normalization



<https://towardsdatascience.com/gradient-descent-algorithm-and-its-variants-10f652806a3>

# Batch Normalization

- We normalize the inputs to the network. Why not do that for the inputs to the hidden layers?
- Batch norm: normalize the inputs to a layer for each mini-batch.
- Apply before activation!

# Batch Normalization

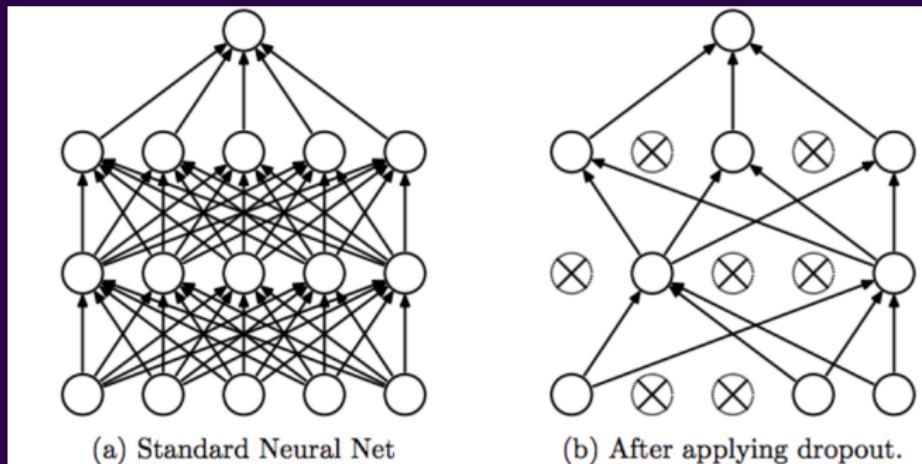
```
model = models.Sequential()  
# More layers  
model.add(layers.Conv2D(64, (3, 3)))  
model.add(layers.BatchNormalization())  
model.add(layers.Activation('relu'))  
# More layers  
model.add(layers.Flatten())  
model.add(layers.Dense(64))  
model.add(layers.BatchNormalization())  
model.add(layers.Activation('relu'))  
model.add(layers.Dense(1, activation='sigmoid'))
```

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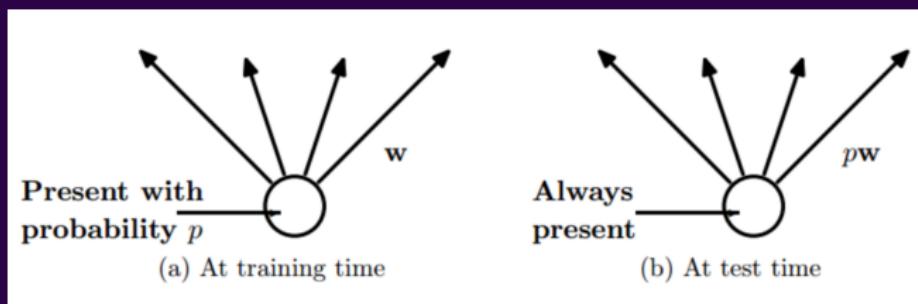
# Dropout

- Patented by Google
- Randomly disable neurons and their connections between each other.



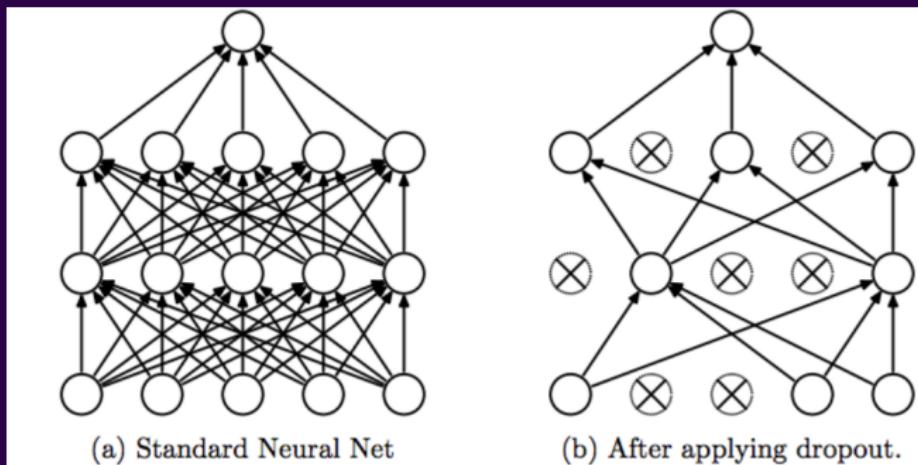
# Dropout

- In train mode, each neuron is present with probability  $p$ .
- In eval mode, multiply the weights with  $p$ .
- Apply after activation!



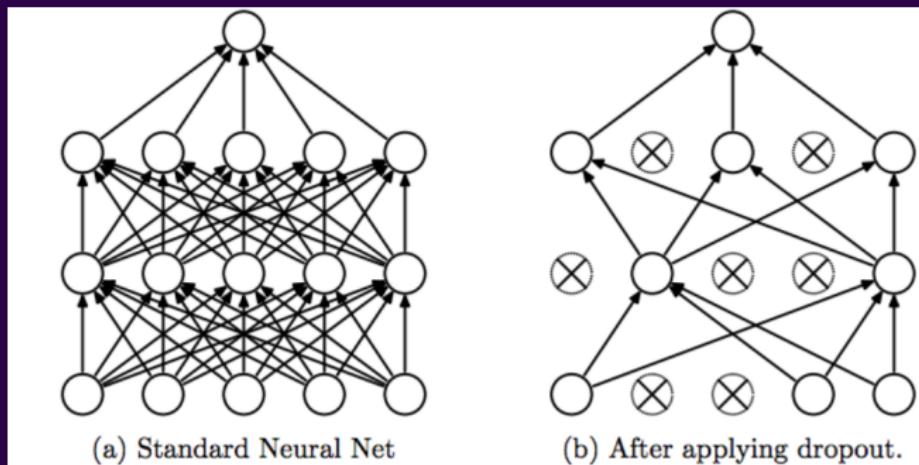
# Dropout

- This is the same as using a neural network with the same amount of layers but less neurons per layer.
- The more neurons the more powerful the neural network is, and the more likely it is to overfit.



# Dropout

- This also means that the model can not rely on any single feature, therefore would need to spread out the weights.
- When spreading out the weights the size also shrinks, thus giving a similar effect to L2 regularization



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# Open Source Implementation

- If you are interested in building on top of a deep learning research paper it is a good idea to first go online and see if there is a nice open source implementation instead of starting from scratch.
- If you are in the field of computer vision, many networks would require an extensive hyperparameter search and multiple GPUs to train, and the process might even take weeks.
- People now open source their results along the weights and these can be seen as nice initialization to your application

# Imagenet Challenge

## ImageNet Challenge



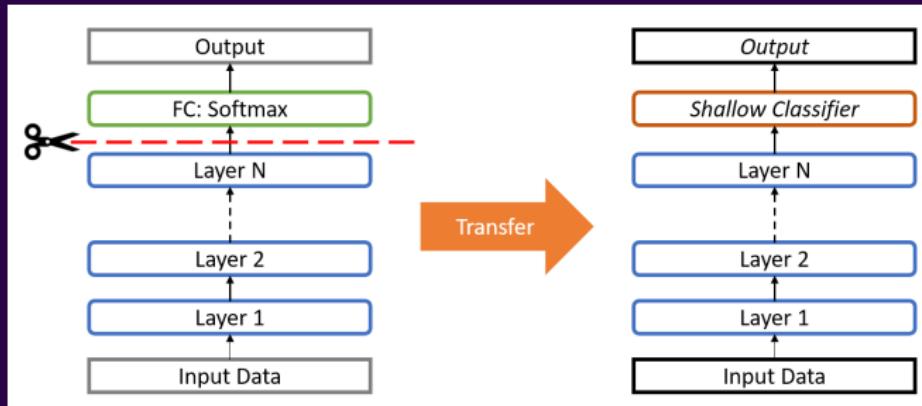
The ImageNet Challenge logo features the word "IMAGENET" in a stylized, lowercase font. The letters are colored in a gradient: I (blue), M (orange), A (green), G (orange), E (red), N (orange), E (red), T (blue). The 'A' is larger and has a vertical stroke through it, and the 'G' has a small red square on its right side.

mite	container ship	motor scooter	leopard
mite	container ship	motor scooter	leopard
black widow	lifeboat	go-kart	jaguar
cockroach	amphibian	moped	cheetah
tick	fireboat	bumper car	snow leopard
starfish	drilling platform	golfcart	Egyptian cat

grille	mushroom	cherry	Madagascar cat
grille	mushroom	cherry	Madagascar cat
convertible	agaric	dalmatian	squirrel monkey
grille	mushroom	grape	spider monkey
pickup	jelly fungus	elderberry	titi
beach wagon	gill fungus	fordshire bullterrier	indri
fire engine	dead-man's-fingers	currant	howler monkey

# Transfer Learning



<https://www.oreilly.com/library/view/hands-on-transfer-learning/9781788831307/d94586c6-1c46-4794-aded-22442a4f81d8.xhtml>

# Transfer Learning

- You can freeze the early layers and replace the last few layers to match your own application needs (e.g. different number of classes, different activation functions).
- Only train the replaced layers and use the weights of the early layers "as-is".
- This is similar to transferring the knowledge from one network to another, thus the name transfer learning.

# Lab: Cats vs. Dogs

Open `lab_cats_vs_dogs.ipynb`