

深度学习讨论班

第三节

Convolutional Neural Networks (卷积神经网络)

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2016-12-13

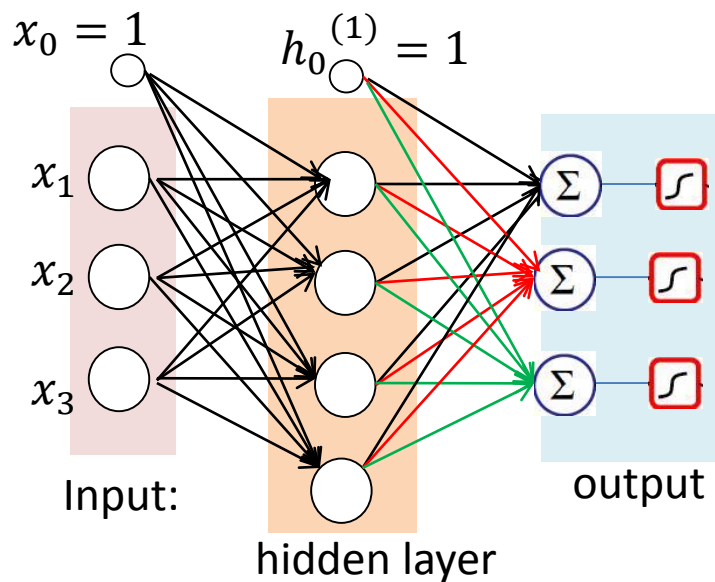
上一讲主要内容

- Linear classifier (简单线性分类器)
 - One neuron (一个神经元)
 - Multiple neurons (多个神经元)
- Multi-layer perceptron (多层感知机)
 - Model representation (模型表示)
 - Loss function: the goal for learning
 - Training
 - Gradient based optimization
 - backpropagation

Multi-layer perceptron

- Training Algorithm

- 0. 初始化权重 $\mathbf{W}^{(0)}$
- 1. 前向过程：
 - 1.1 根据输入 \mathbf{x} , 计算输出值 \mathbf{y}
 - 1.2. 计算损失函数值 $L(\mathbf{y}, \hat{\mathbf{y}})$ 。
- 2. 后向传播
 - 计算 $\frac{dL}{d\mathbf{y}}$
 - 后向传播直到计算 $\frac{dL}{d\mathbf{x}}$
- 3. 计算梯度 $\frac{dL}{d\mathbf{W}}$
- 4. 更新梯度
$$\mathbf{W}^{(t+1)} = \mathbf{W}^{(t)} - \eta \frac{dL}{d\mathbf{W}^{(t)}}$$



$(1, 0, 0)^T$

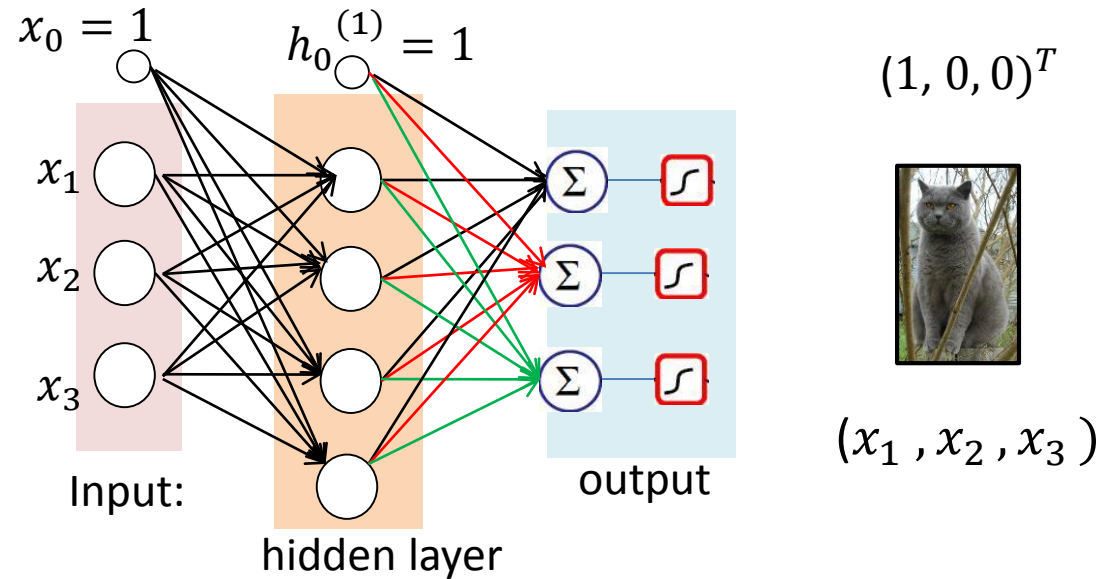


outline

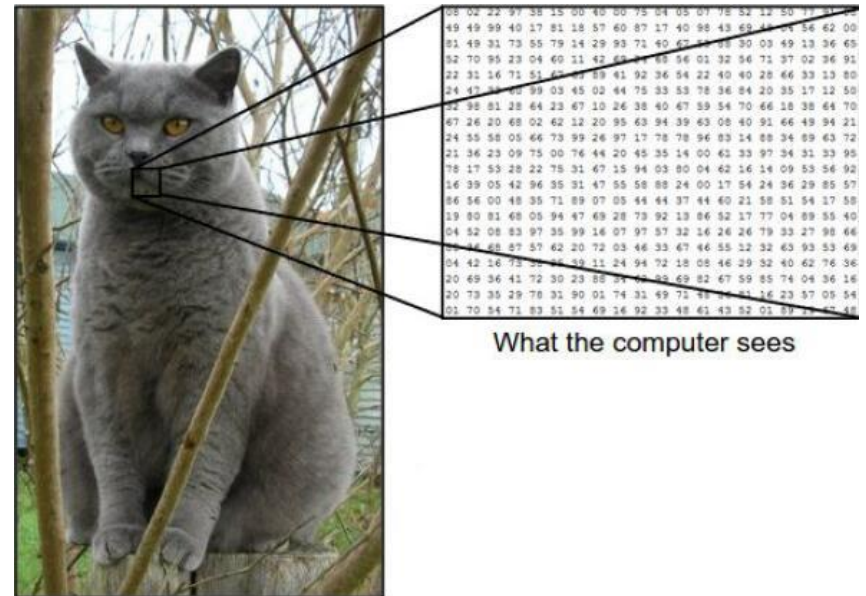
- Modeling of CNN
 - Module-wise architecture 模块化结构
- Convolutional layer (module)
 - Convolution in general
 - Filters
 - Convolution module
- Pooling layer (module)

Feature extraction

- Feature extraction
 - Pixel-wise input
 - Correlation between features

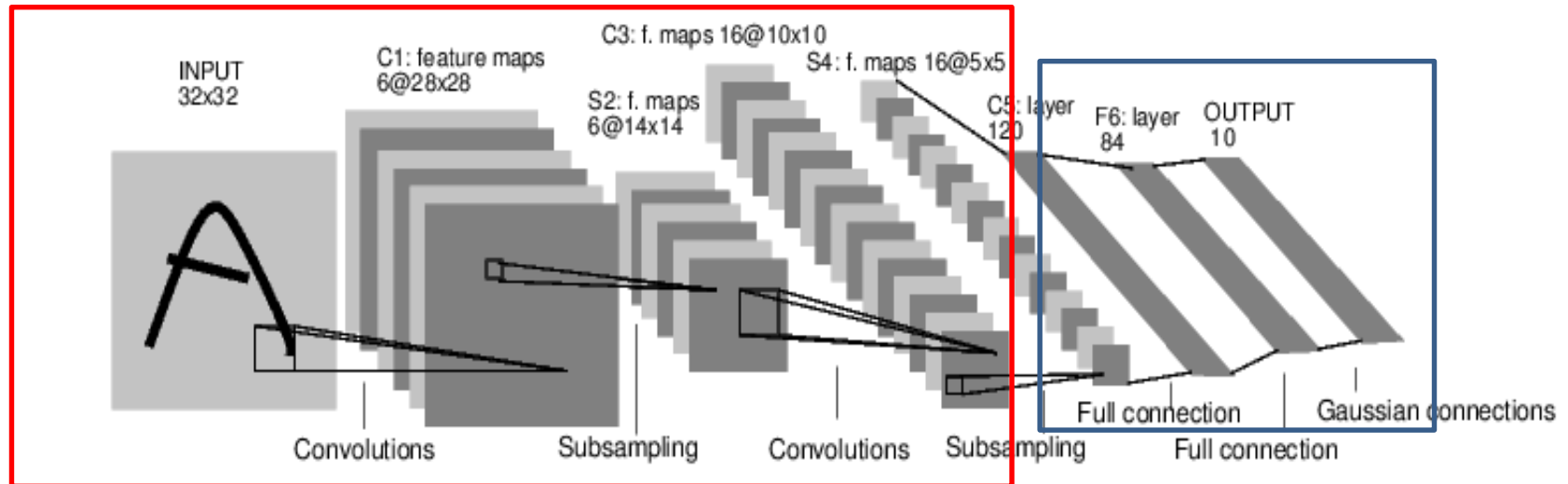


Convolutional Neural
Network(CNN),卷积神
经网络



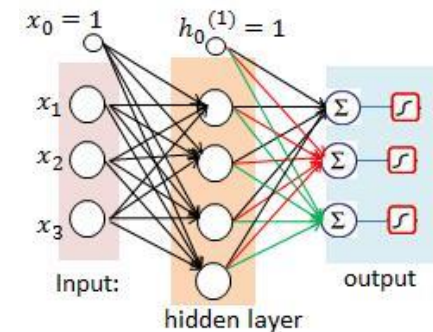
Convolution Neural Network

- Lenet-5



Convolution related layers

全连接层



outline

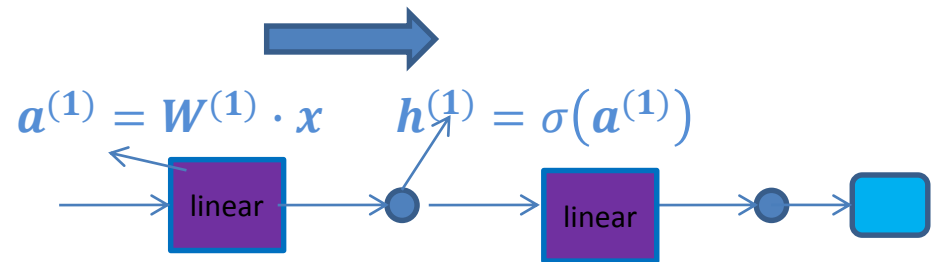
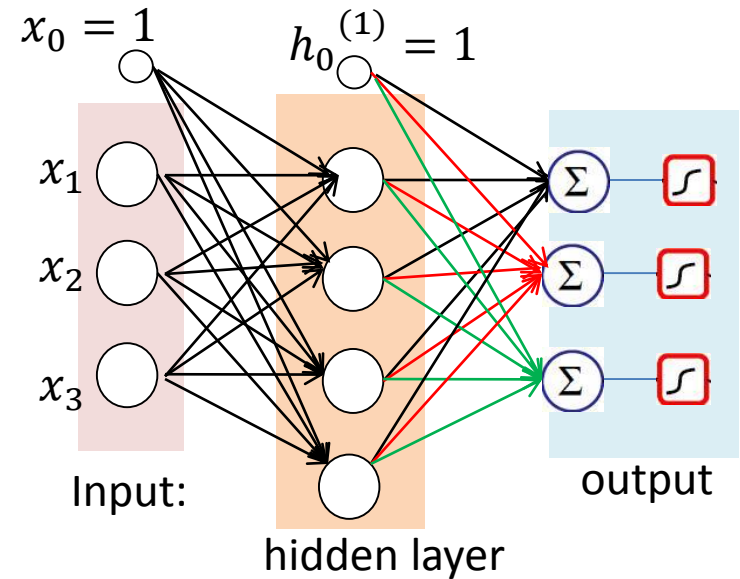
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Module-wise architecture

➤ Torch 平台

- **Model construction**

```
function create_model()
    model = nn.Sequential()
    model:add(nn.Linear(3, 4))
    model:add(nn.Sigmoid())
    model:add(nn.Linear(4, 3))
    model:add(nn.Sigmoid())
    criterion = nn.MSECriterion()
    return model, criterion
end
```

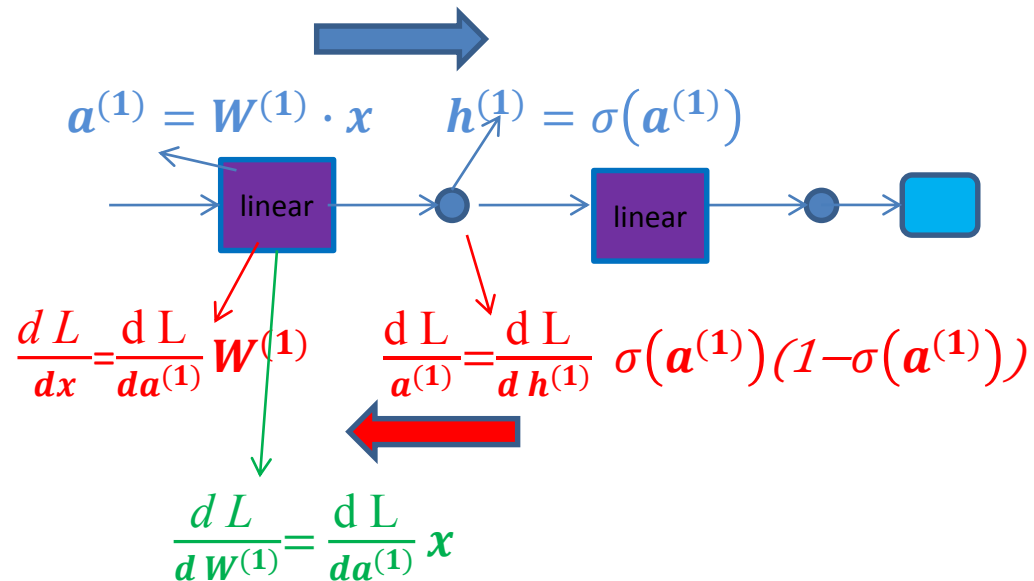
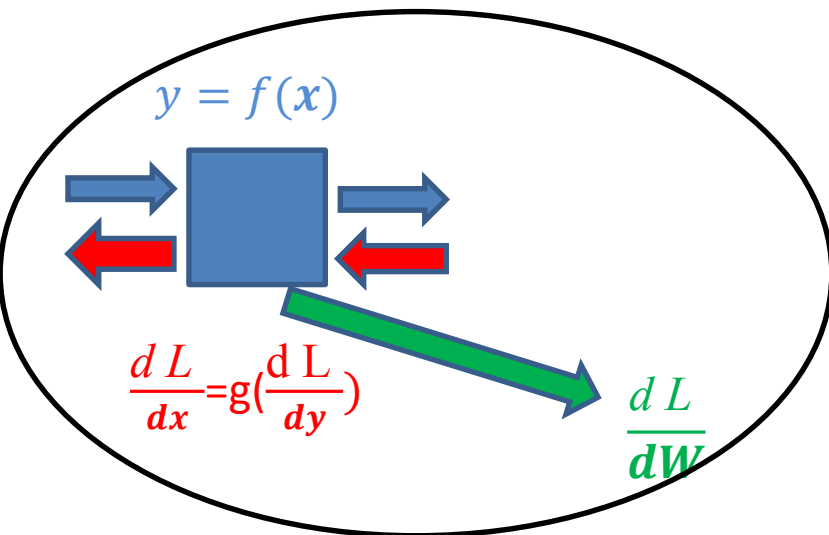
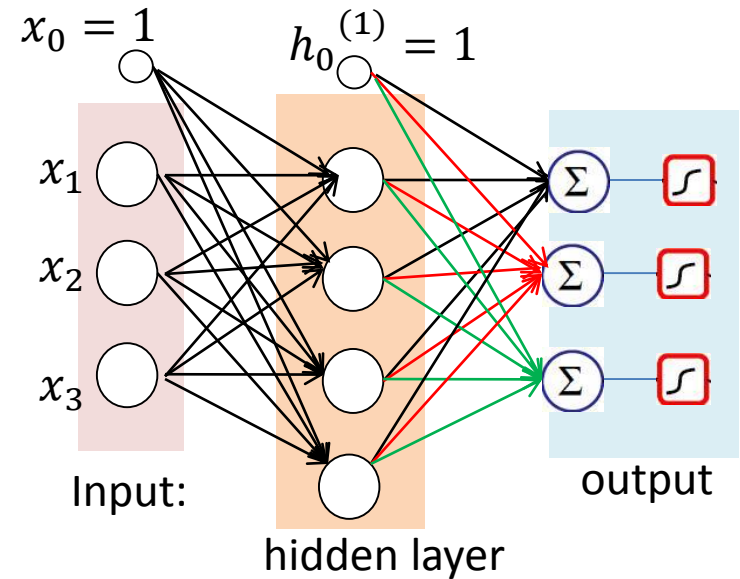


Module-wise architecture

➤ Torch 平台

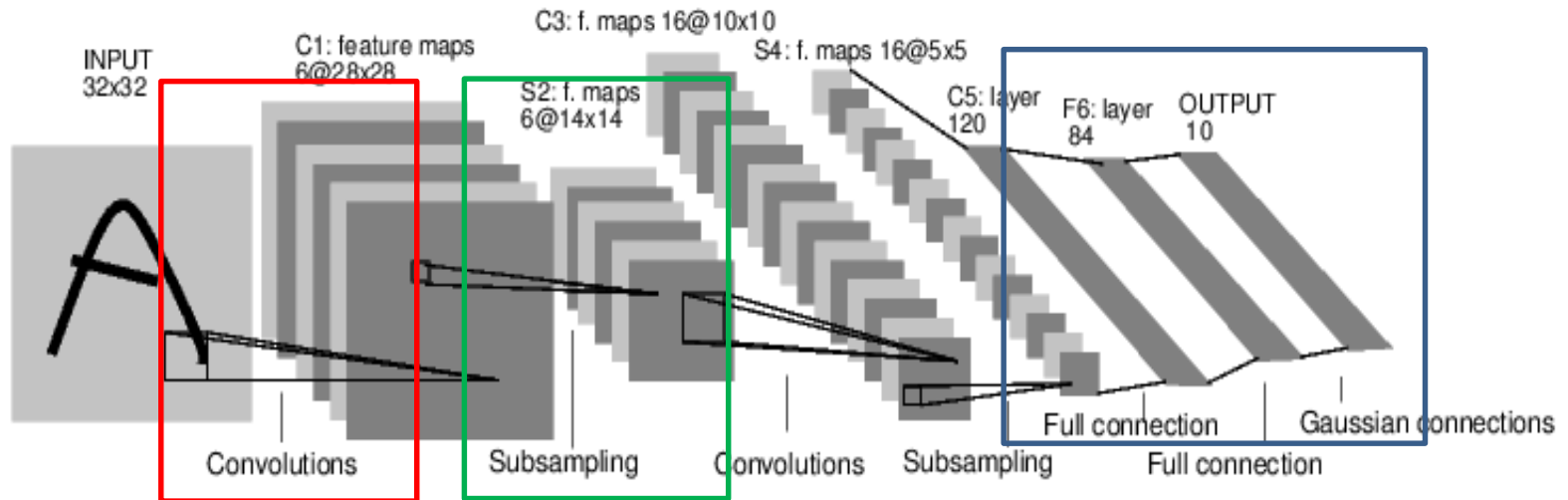
- **Training per iteration:**

```
-- forward
outputs = model:forward(X)
loss = criterion:forward(outputs, Y)
-- backward
dloss_doutput = criterion:backward(outputs, Y)
model:backward(X, dloss_doutput)
```



Convolution Neural Network

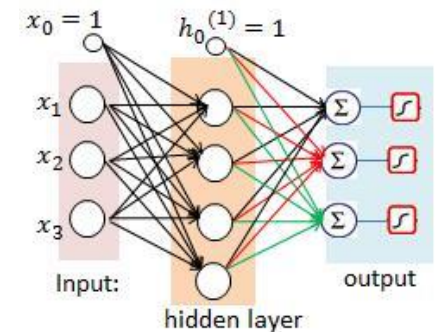
- Lenet-5



Convolution (卷积)

Pooling (池化)

全连接层



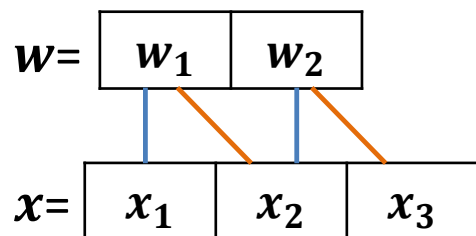
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Convolution

➤ 一维离散卷积例子

$$y = \begin{bmatrix} y_1 & y_2 \end{bmatrix}$$



$$y_1 = w_1x_1 + w_2x_2$$

$$y_2 = w_1x_2 + w_2x_3$$

$$y_{i'} = \sum_{i=1}^{M_f=2} w_i x_{i'+i-1}$$

Correlation operator (similarity)

➤ Flip

$$\bar{w} = \begin{bmatrix} w_2 & w_1 \end{bmatrix}$$

$$y_{i'} = \sum_{i=1}^{M_f=2} w_{M_f+1-i} x_{i'+i-1}$$

Convolution

- 离散空间卷积:

$$y(n) = x(n) * w(n) = \sum_{i=-\infty}^{i=+\infty} x(i)w(n-i)$$

Convolution

- 离散空间卷积:

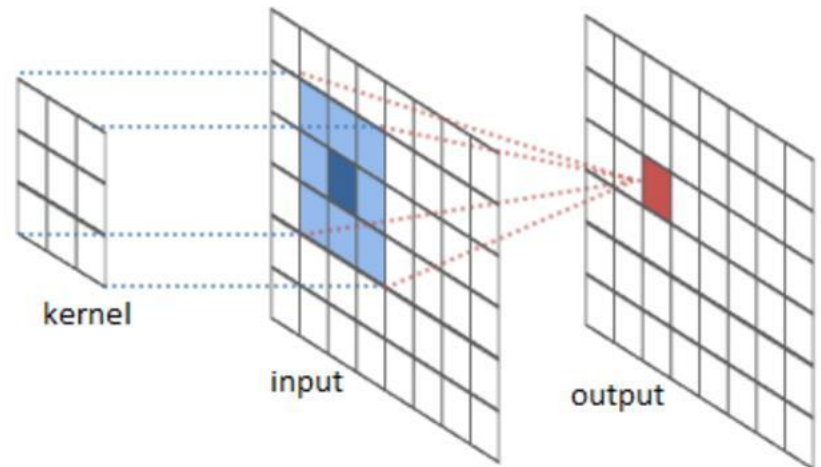
$$y(n) = x(n) * w(n) = \sum_{i=-\infty}^{i=+\infty} x(i)w(n-i)$$

- 连续空间的卷积:

$$y(t) = x(t) * h(t) = \int_{-\infty}^{+\infty} x(s)h(t-s) ds$$

- 图像卷积是二维离散卷积

$$g(i,j) = \sum_{k,l} f(k,l) w(i-k,j-l)$$



Convolution

- 图像卷积，二维, 离散
 - Correlation Operator(相关算子)

定义: $g = f \otimes w$

image

Kernel(filters)

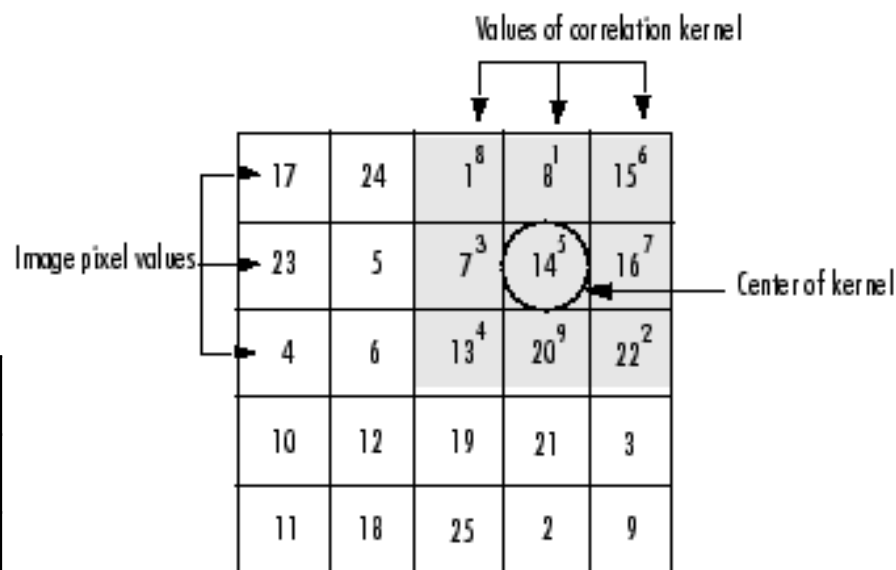
$$g(i, j) = \sum_{k, l} f(i + k, j + l) w(k, l)$$

f:

17	24	1	8	15
23	5	7	14	16
4	6	13	20	22
10	12	19	21	3
11	18	25	2	9

w:

8	1	6
3	5	7
4	9	2



Convolution

- 图像卷积，二维，离散
 - Convolution operator (卷积算子)

定义: $g = f * w$

image

Kernel(filters)

$$g(i, j) = \sum_{k, l} f(k, l) w(i - k, j - l)$$

旋转180

f:

17	24	1	8	15
23	5	7	14	16
4	6	13	20	22
10	12	19	21	3
11	18	25	2	9

w:

8	1	6
3	5	7
4	9	2

Image pixel values

Values of rotated convolution kernel

17	24	1 ²	8 ⁹	15 ⁴
23	5	7 ⁷	14 ⁵	16 ³
4	6	13 ⁶	20 ¹	22 ⁸
10	12	19	21	3
11	18	25	2	9

Center of kernel

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Practice with linear filters(线性滤波器)



Original

0	0	0
0	1	0
0	0	0

Filter



Filtered
(no change)

Practice with linear filters



Original

0	0	0
0	0	1
0	0	0

Filter



Shifted *left*
By 1 pixel

Practice with linear filters

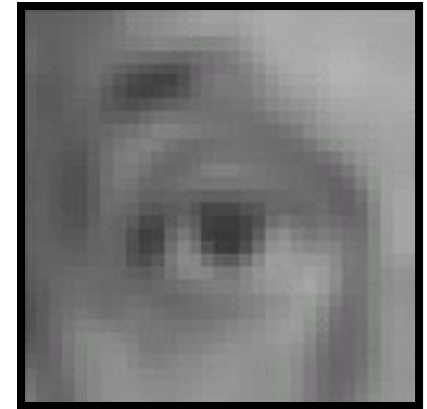


Original

$$\frac{1}{9}$$

1	1	1
1	1	1
1	1	1

Filter



Blur (with a
box filter)

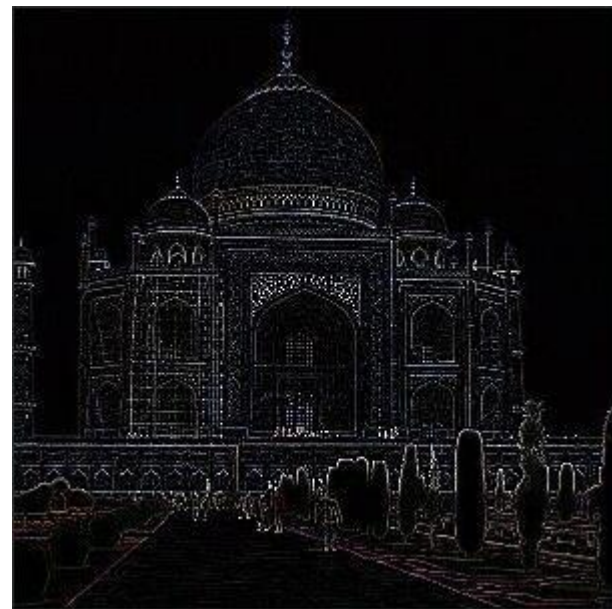
Practice with linear filters



Original

0	1	0
1	-4	1
0	1	0

Filter



Output Image

Edge detect (边缘检测)

Filters in practise

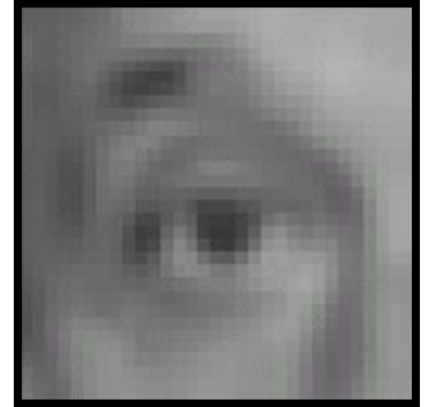


Input image

$$\frac{1}{9}$$

1	1	1
1	1	1
1	1	1

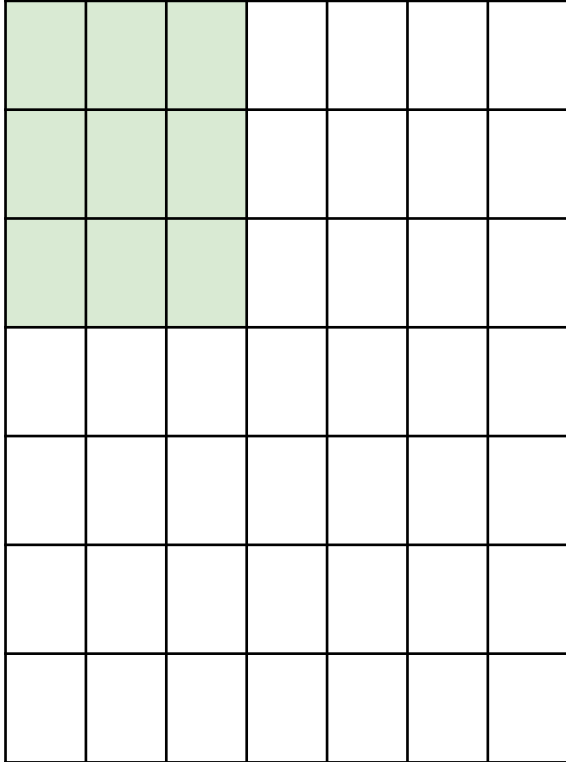
filter



output image

- Size of output image
 - How to move? **stride**
 - How about the border? **padding**

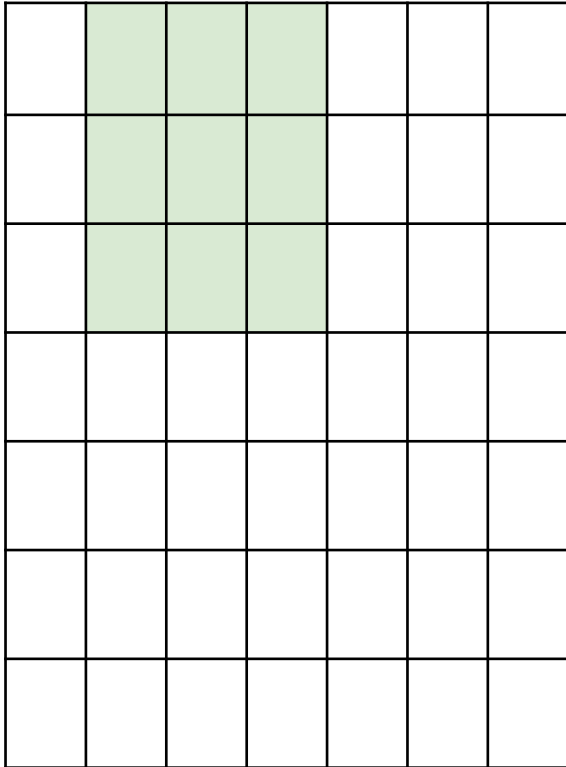
filters: stride (歩幅)



7x7 input

assume 3x3 connectivity, stride 1

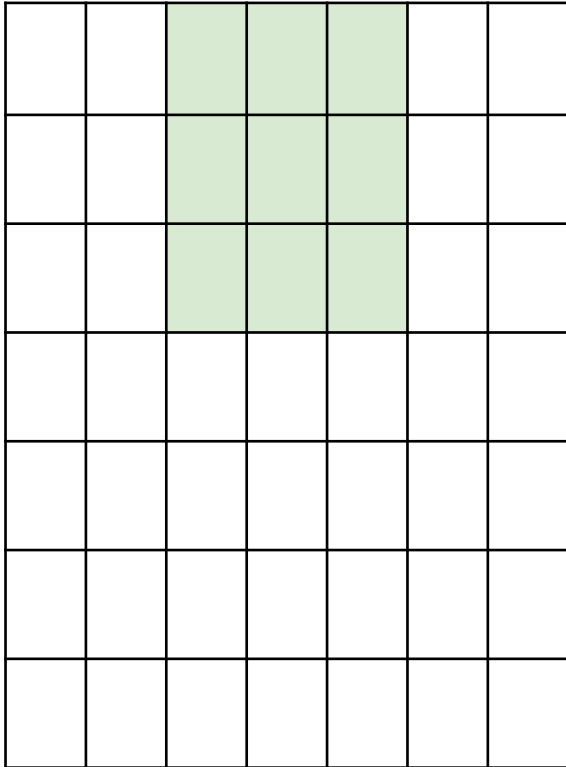
filters: stride



7x7 input

assume 3x3 connectivity, stride 1

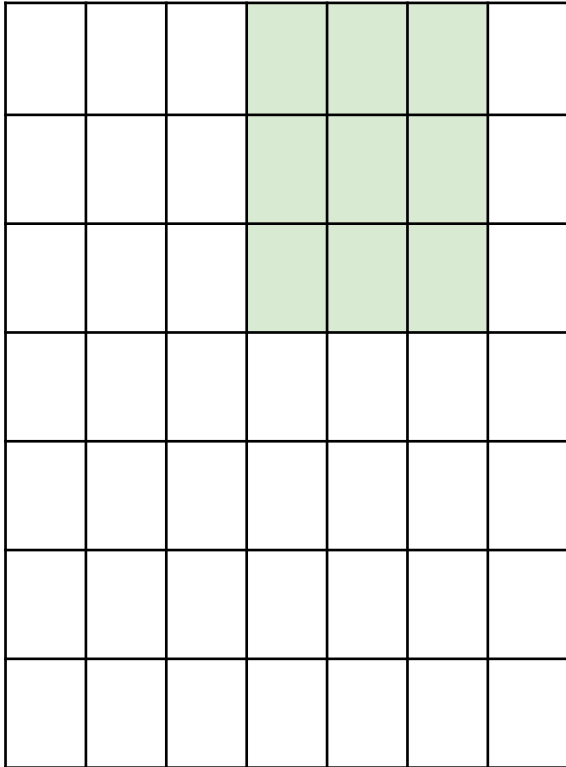
filters: stride



7x7 input

assume 3x3 connectivity, stride 1

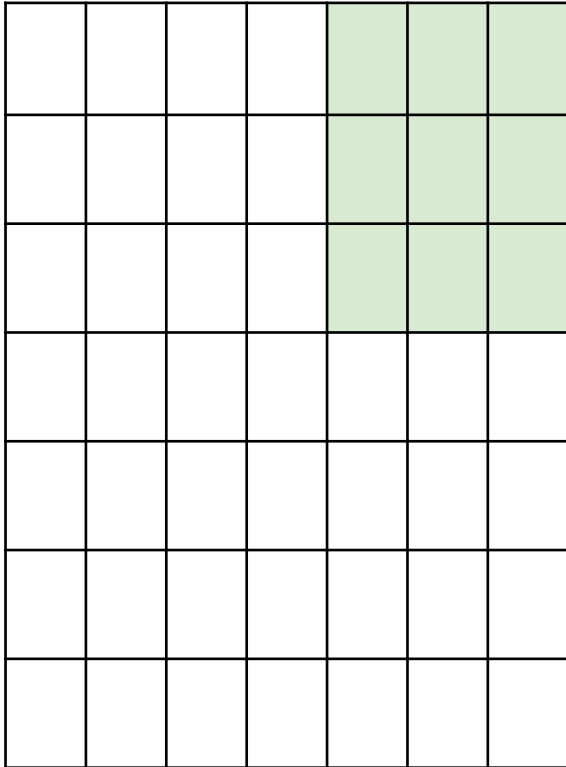
filters: stride



7x7 input

assume 3x3 connectivity, stride 1

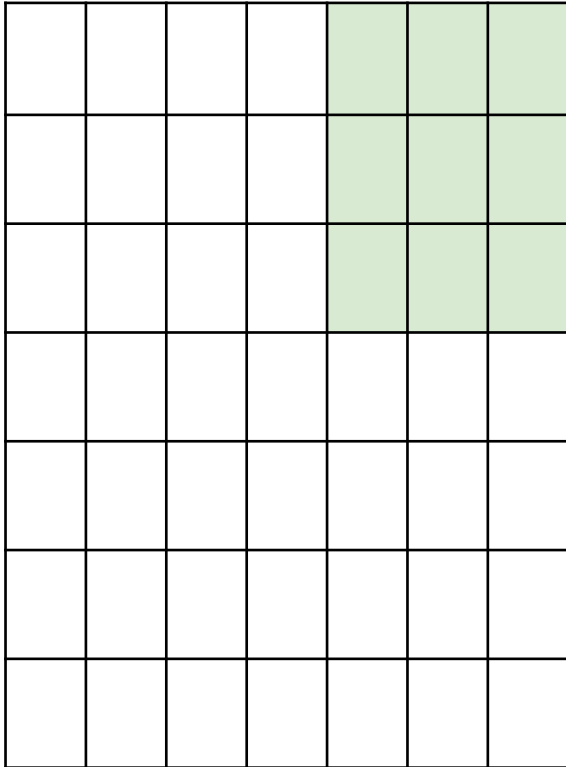
filters: stride



7x7 input

assume 3x3 connectivity, stride 1

filters: stride

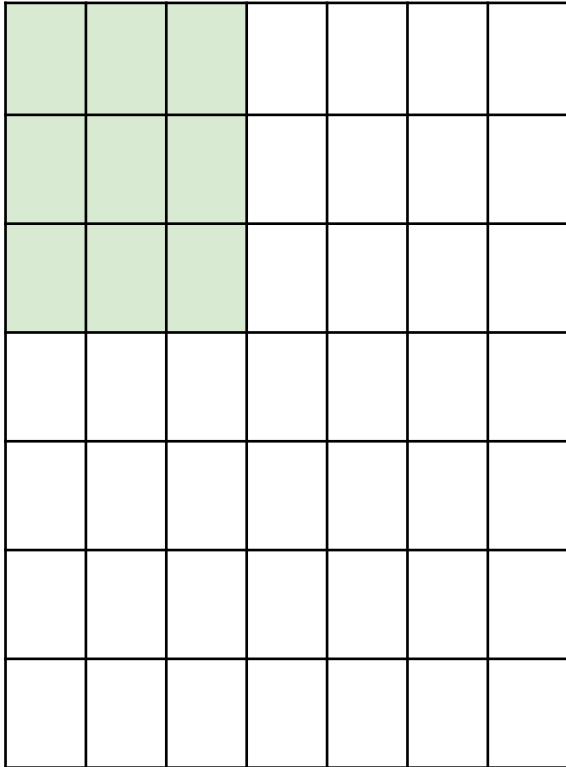


7x7 input

assume 3x3 connectivity, stride 1

=> **5x5 output**

filters: stride



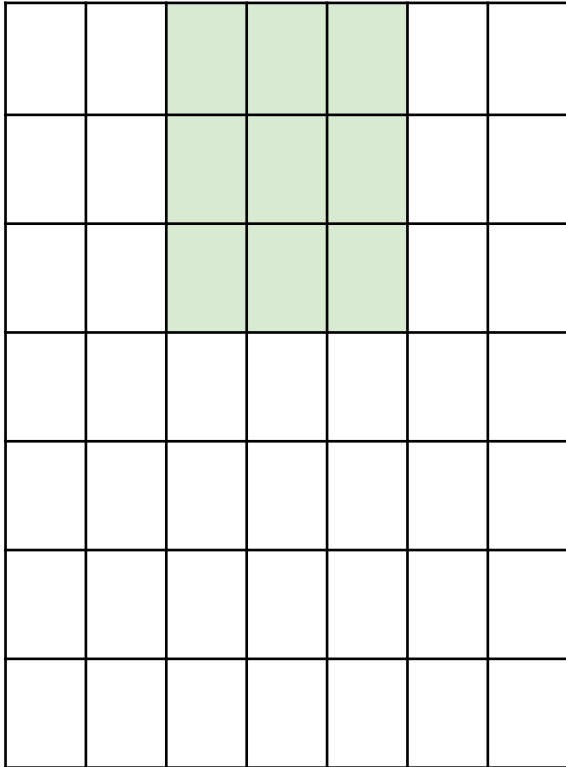
7x7 input

assume 3x3 connectivity, stride 1

=> **5x5 output**

what about stride 2?

filters: stride



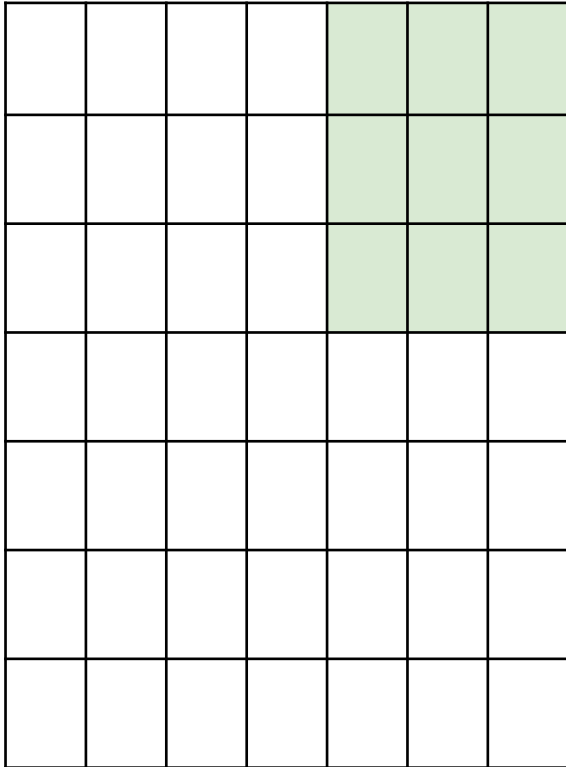
7x7 input

assume 3x3 connectivity, stride 1

=> **5x5 output**

what about stride 2?

filters: stride



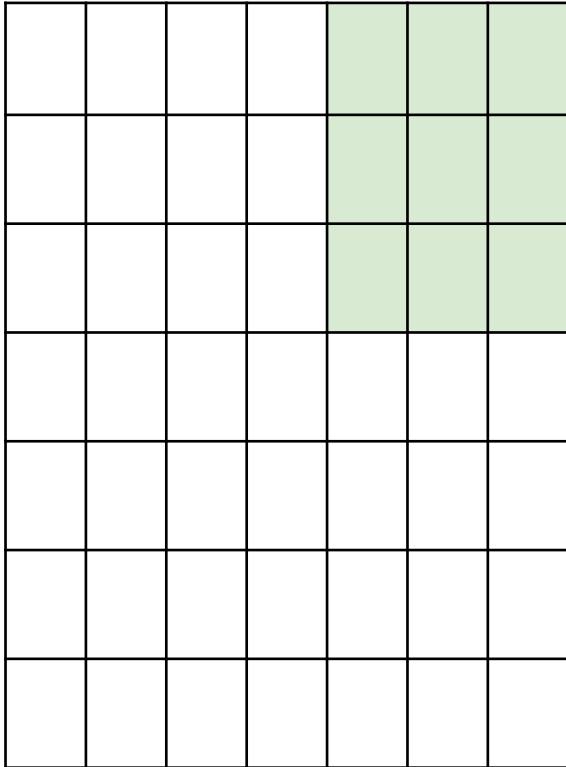
7x7 input

assume 3x3 connectivity, stride 1

=> **5x5 output**

what about stride 2?

filters: stride



7x7 input

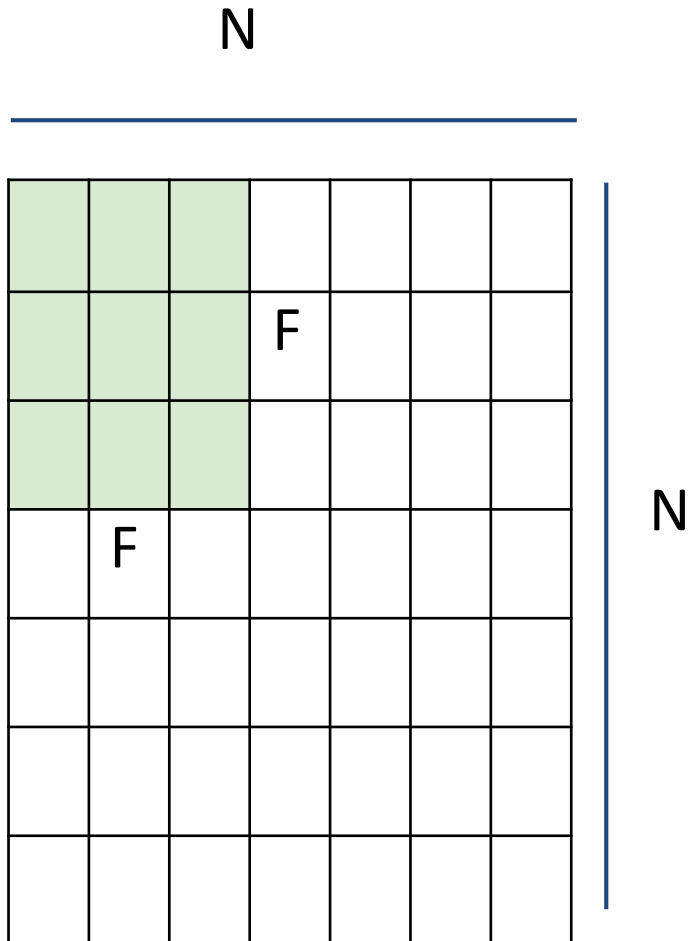
assume 3x3 connectivity, stride 1

=> **5x5 output**

what about stride 2?

=> **3x3 output**

filters: stride



Output size:

$$(N - F) / \text{stride} + 1$$

e.g. $N = 7, F = 3$:

$$\text{stride } 1 \Rightarrow (7 - 3) / 1 + 1 = 5$$

$$\text{stride } 2 \Rightarrow (7 - 3) / 2 + 1 = 3$$

filters: padding

- In practice: Common to zero pad the border

0	0	0	0	0	0			
0								
0								
0								
0								

e.g. input 7x7

neuron with receptive field 3x3, stride 1
pad with 1 pixel border => what is the
output?

7x7 => preserved size!

Filters in practise

- “Same convolution”
(preserves size)

Input [9x9]

3x3 neurons, stride 1, pad **1** =>
[9x9]

- No headaches when sizing architectures
- Works well

- “Valid convolution”
(shrinks size)

Input [9x9]

3x3 neurons, stride 1, pad **0** =>
[7x7]

- **Headaches** with sizing the full architecture
- Works Worse!

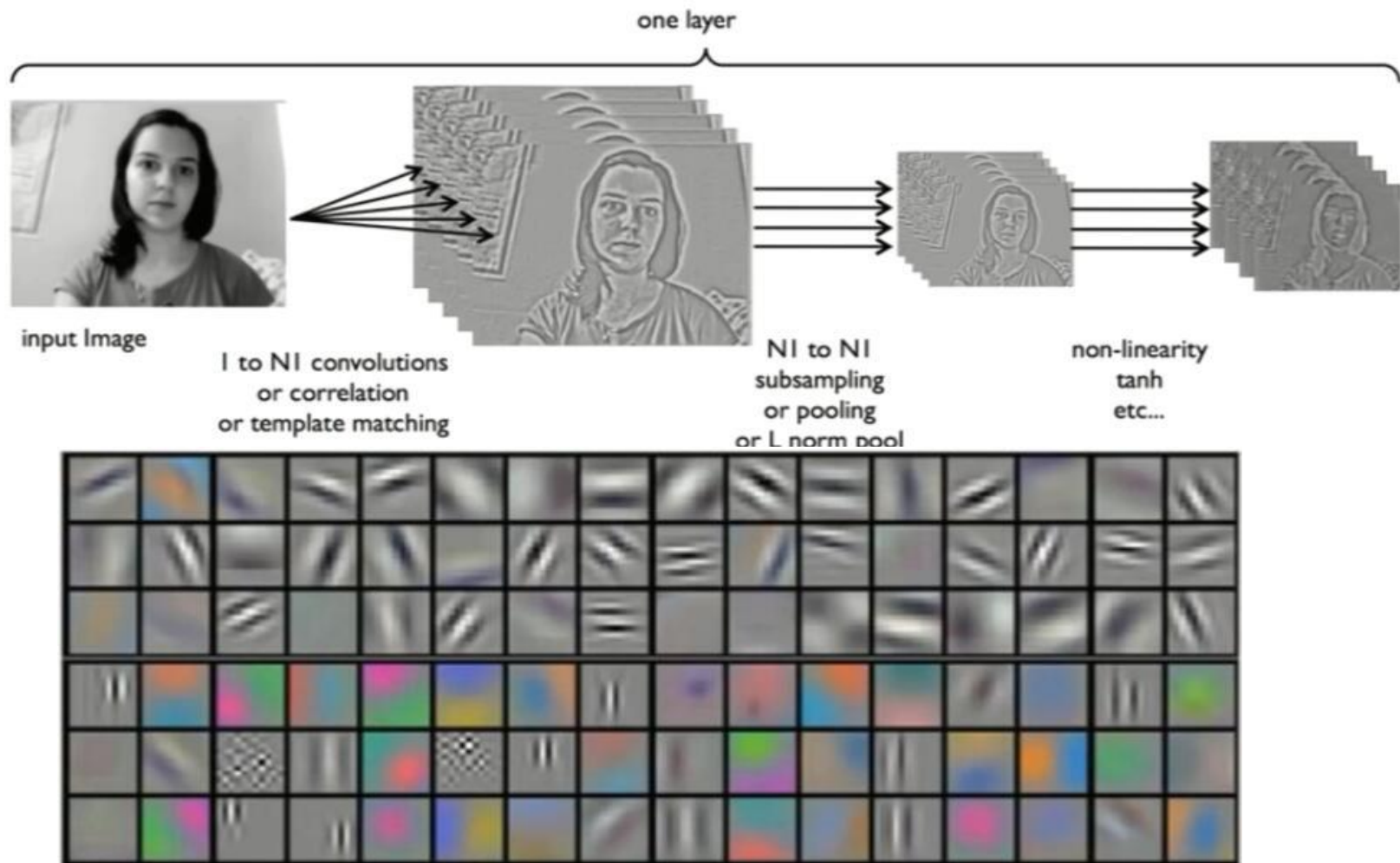
Source: Stanford CS231n,
Andrej Karpathy & Fei-Fei Li

outline

- Modeling of CNN
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Feature detection (特征检测)

- Learning filters (weights)

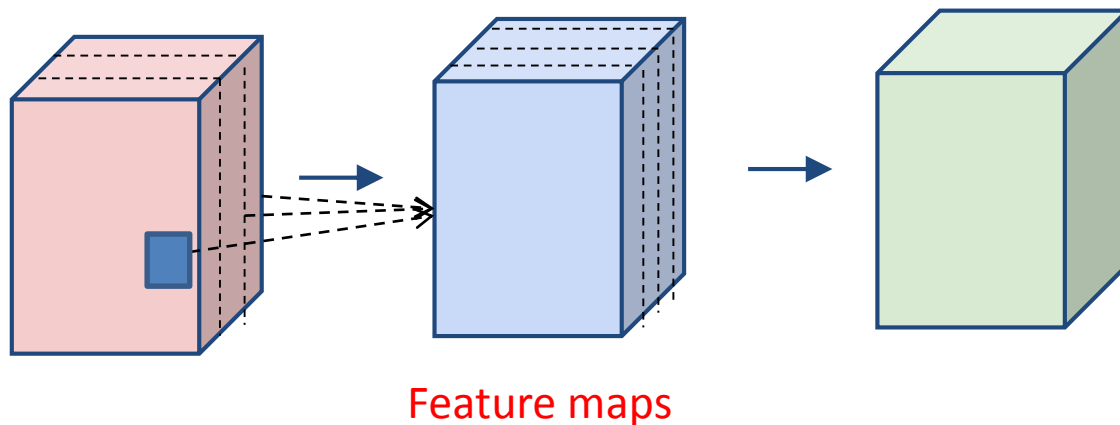


Convolution Layer (卷积层)

Input: $X \in \mathbb{R}^{d_{in} \times h \times w}$

weight: $W \in \mathbb{R}^{d_{out} \times d_{in} \times F_h \times F_w}$

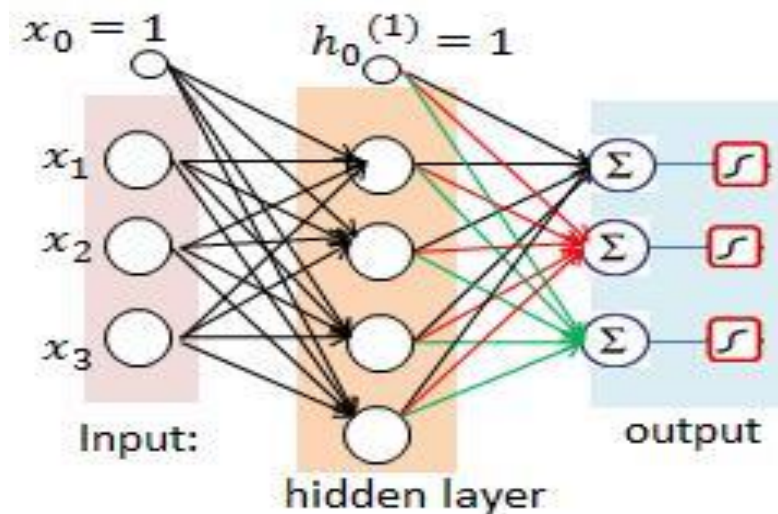
output: $Y \in \mathbb{R}^{d_{out} \times h \times w}$



Input: $x \in \mathbb{R}^{d_{in}}$

weight: $W \in \mathbb{R}^{d_{out} \times d_{in}}$

output: $y \in \mathbb{R}^{d_{out}}$

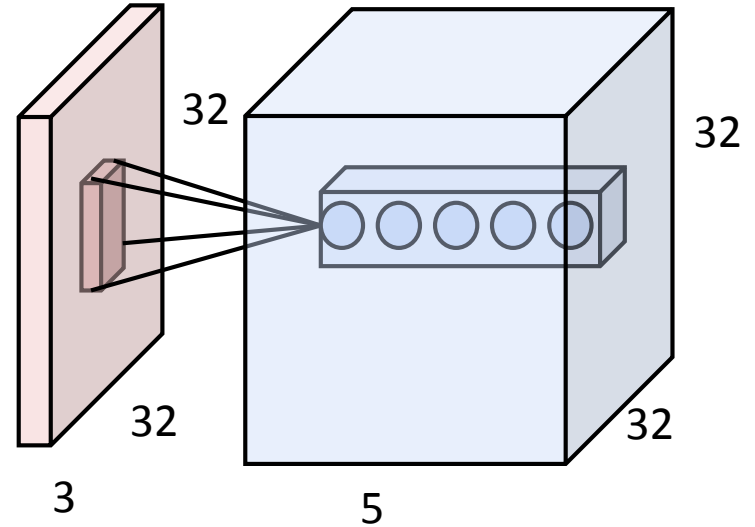


Forward (前向过程)

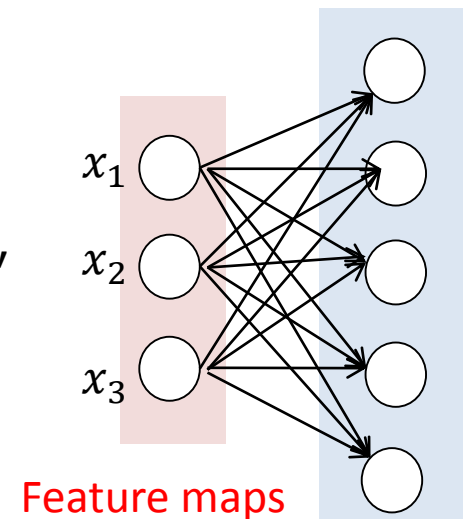
Input: $\mathbf{X} \in \mathbb{R}^{d_{in} \times h \times w}$

weight: $\mathbf{W} \in \mathbb{R}^{d_{out} \times d_{in} \times F_h \times F_w}$

output: $\mathbf{Y} \in \mathbb{R}^{d_{out} \times h \times w}$

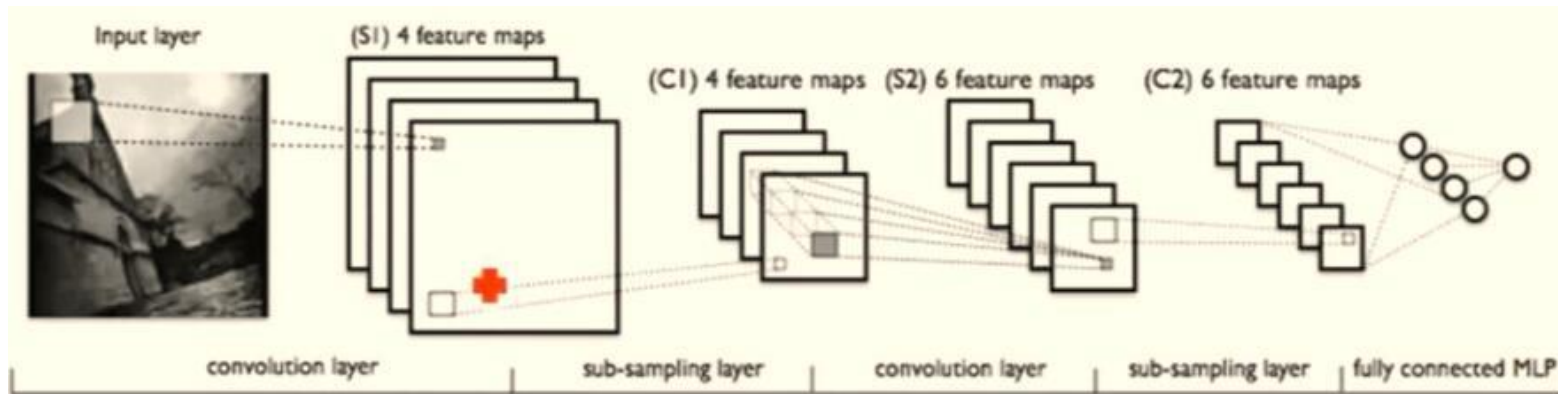


$$y_{f',i',j'} = \sum_{f=1}^{d_{in}} \sum_{i=-\frac{F_h}{2}}^{\frac{F_h}{2}} \sum_{j=-\frac{F_w}{2}}^{\frac{F_w}{2}} x_{f,i'+i-1,j'+j-1} w_{f',f,i,j} + b_{f'}$$



example

$$y_{4,10,10} = \sum_{i=-\frac{F_h}{2}}^{\frac{F_h}{2}} \sum_{j=-\frac{F_w}{2}}^{\frac{F_w}{2}} x_{1,10+i-1,10+j-1} w_{4,1,i,j} + b_4$$

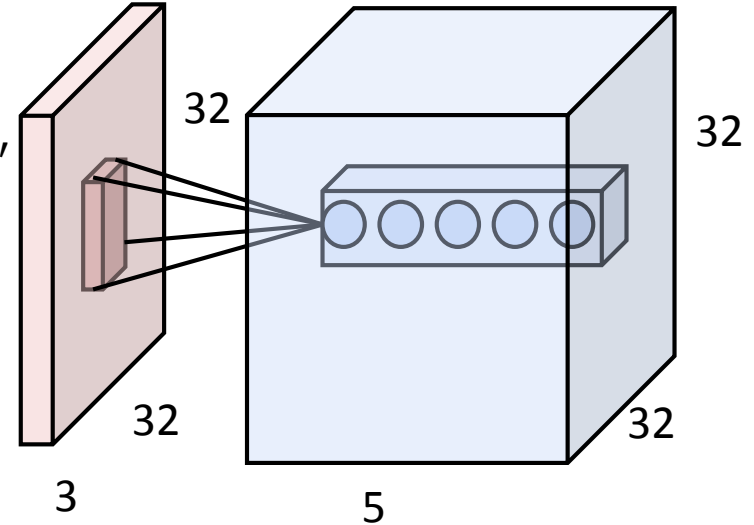


$$y_{4,10,100} = \sum_{i=-\frac{F_h}{2}}^{\frac{F_h}{2}} \sum_{j=-\frac{F_w}{2}}^{\frac{F_w}{2}} x_{1,10+i-1,100+j-1} w_{4,1,i,j} + \sum_{i=-\frac{F_h}{2}}^{\frac{F_h}{2}} \sum_{j=-\frac{F_w}{2}}^{\frac{F_w}{2}} x_{2,10+i-1,100+j-1} w_{4,2,i,j} +$$

$$\sum_{i=-\frac{F_h}{2}}^{\frac{F_h}{2}} \sum_{j=-\frac{F_w}{2}}^{\frac{F_w}{2}} x_{3,10+i-1,100+j-1} w_{4,3,i,j} + \sum_{i=-\frac{F_h}{2}}^{\frac{F_h}{2}} \sum_{j=-\frac{F_w}{2}}^{\frac{F_w}{2}} x_{4,10+i-1,100+j-1} w_{4,4,i,j} + b_4$$

Back-propagation

$$y_{f',i',j'} = \sum_{f=1}^{d_{in}} \sum_{i=-\frac{F_h}{2}}^{\frac{F_h}{2}} \sum_{j=-\frac{F_w}{2}}^{\frac{F_w}{2}} x_{f,i'+i-1,j'+j-1} w_{f',f,i,j} + b_{f'}$$



$$\frac{dL}{dx_{f,i,j}} = \sum_{f'=1}^{d_{out}} \sum_{i'=1}^h \sum_{j'=1}^w \frac{dL}{dy_{f',i',j'}} \frac{dy_{f',i',j'}}{dx_{f,i,j}}$$

$$\sum_{f'=1}^{d_{out}} \sum_{i'=1}^h \sum_{j'=1}^w \frac{dL}{dy_{f',i',j'}} w_{f',f,i-i'+1,j-j'+1}$$

Input: $\mathbf{X} \in \mathbb{R}^{d_{in} \times h \times w}$

$$\frac{dL}{w_{f',f,i,j}} = \sum_{f'=1}^{d_{out}} \sum_{i'=1}^h \sum_{j'=1}^w \frac{dL}{dy_{f',i',j'}} \frac{dy_{f',i',j'}}{w_{f',f,i,j}}$$

$$\sum_{f'=1}^{d_{out}} \sum_{i'=1}^h \sum_{j'=1}^w \frac{dL}{dy_{f',i',j'}} x_{f,i'+i-1,j'+j-1}$$

weight: $\mathbf{W} \in \mathbb{R}^{d_{out} \times d_{in} \times F_h \times F_w}$

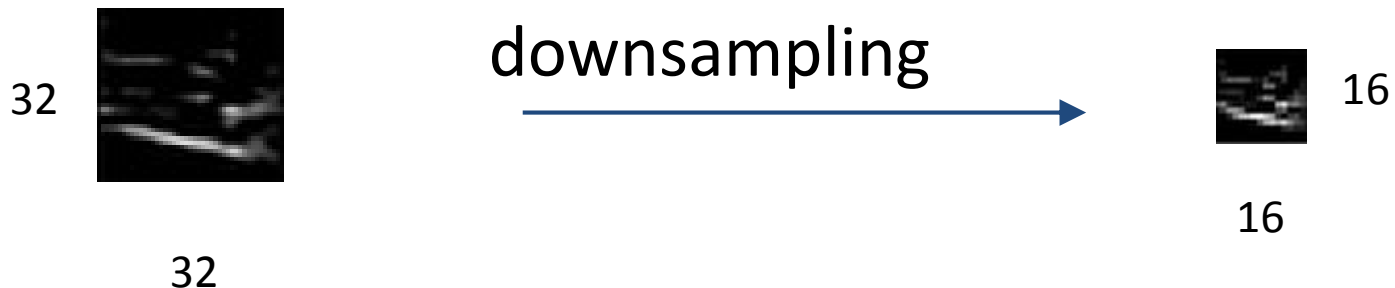
output: $\mathbf{Y} \in \mathbb{R}^{d_{out} \times h \times w}$

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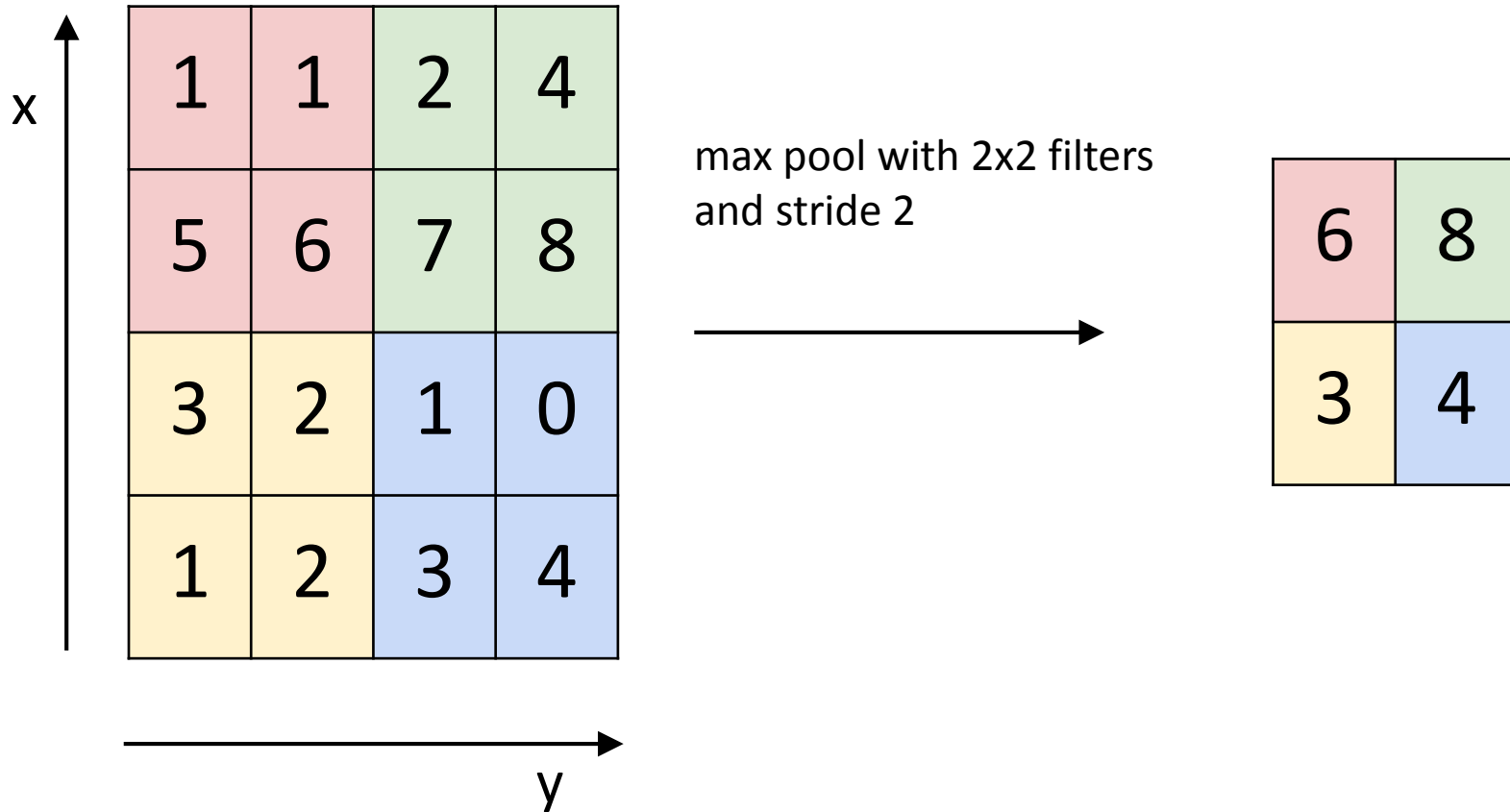
POOLING Layer

- In ConvNet architectures, **Conv** layers are often followed by **Pooling** layers
 - makes the representations smaller and more manageable without losing too much information.
 - Invariant in region.



MAX POOLING

Single depth slice



Average POOLING

Single depth slice

x ↑

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

→ y

average pool with 2x2
filters and stride 2



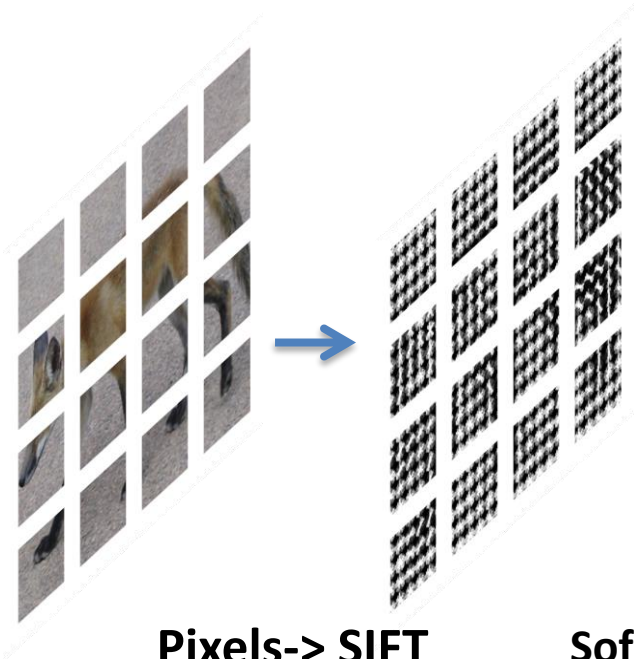
4.25	5.25
2	2

Source: Stanford CS231n,
Andrej Karpathy & Fei-Fei Li

Another Motivation of pooling

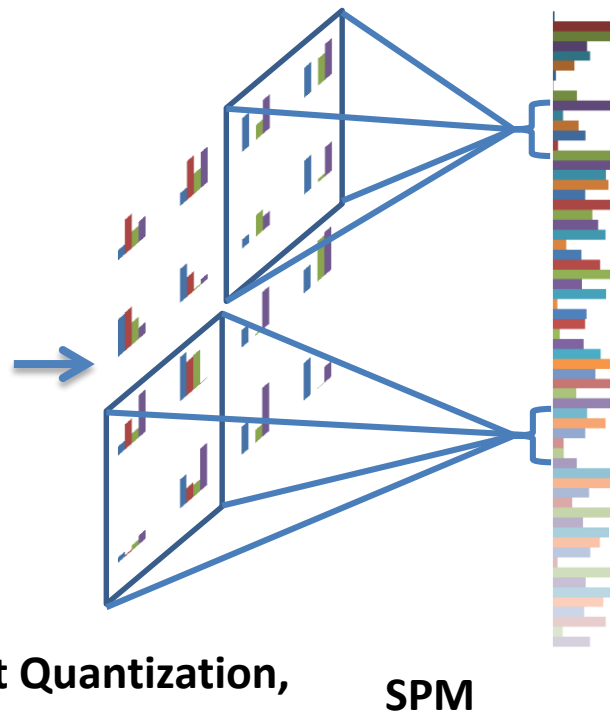


↓
Sample patches
(regular grid)



Pixels → SIFT
descriptor

Soft Quantization,
Coding,
...



SPM

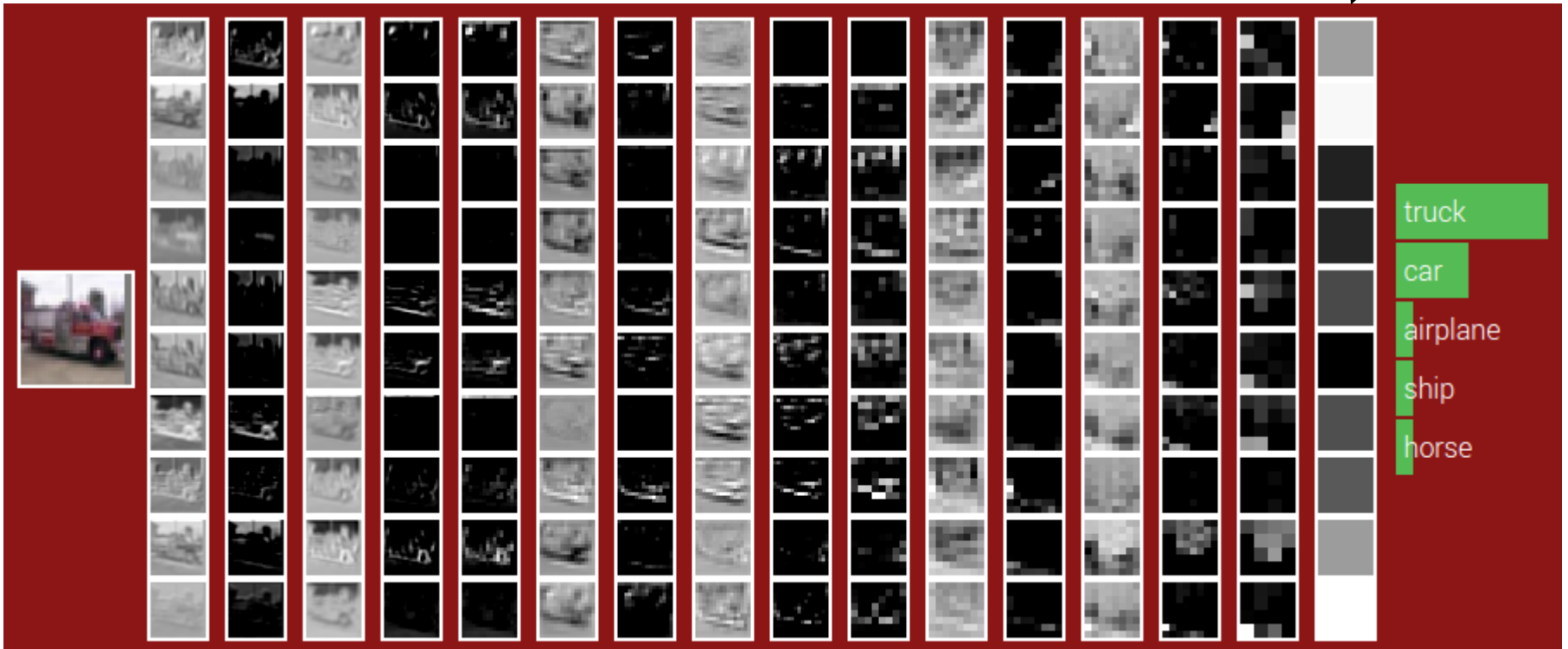


Classifier

Red Fox

Intuitive example

CONV CONV POOL CONV CONV POOL CONV CONV POOL FC
ReLU ReLU ReLU ReLU ReLU ReLU ReLU ReLU ReLU (Fully-connected)

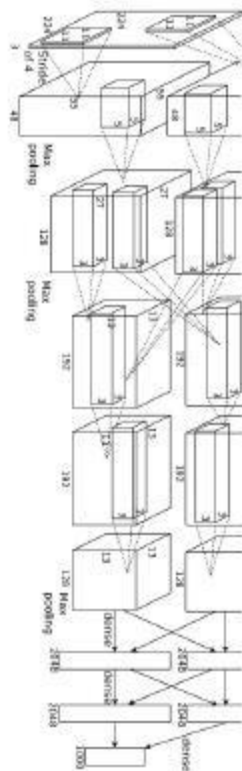


Source: Stanford CS231n,
Andrej Karpathy & Fei-Fei Li

Famous Net Architecture

Year 2012

SuperVision



[Krizhevsky NIPS 2012]

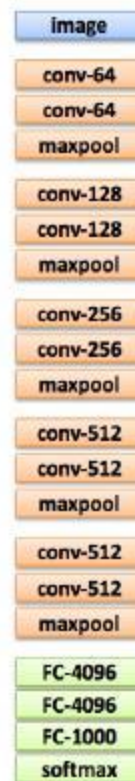
Year 2014

GoogLeNet



[Szegedy arxiv 2014]

VGG



[Simonyan arxiv 2014]

Year 2015

MSRA

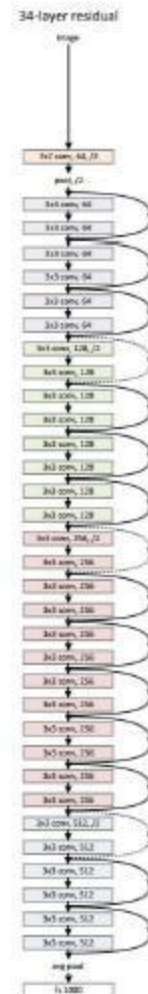


Fig. 1.0000