



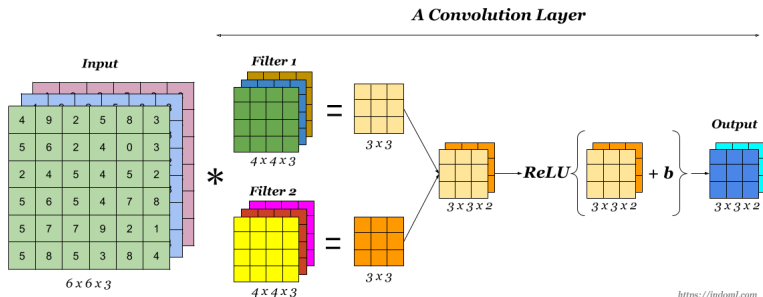
CENTRE EUROPÉEN DE RECHERCHE ET DE FORMATION AVANCÉE EN CALCUL SCIENTIFIQUE

# Estimation of normalization coefficient with a CNN

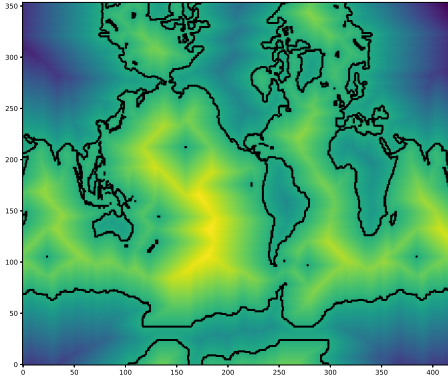


# Principle of a CNN

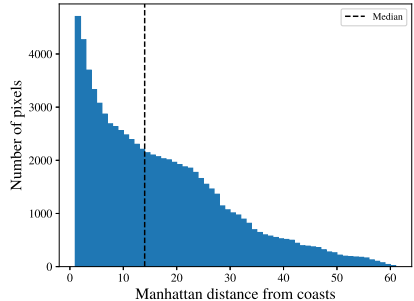
## Layers and channels



One convolution layer




Sign distance map



Distribution of ocean pixels by distance from the coast



- ▶ 1 input layer:
  - ▶  $3 \times 3$  convolution
  - ▶ 4 input channels, 64 output channels
  - ▶ Batch normalization
  - ▶ Activation function: Exponential Linear Unit (ELU)
- ▶ 8 hidden layers:
  - ▶  $3 \times 3$  convolution
  - ▶ 64 input channels, 64 output channels
  - ▶ Batch normalization
  - ▶ ELU
- ▶ 1 output layer
  - ▶  $3 \times 3$  convolution
  - ▶ 64 input channels, 1 output channel
- ▶ Skip connections

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- ▶ Loss function:  $\mathbb{E}[\tilde{\varepsilon}]$  with  $\tilde{\varepsilon}$  defined component wise by 
$$\tilde{\varepsilon}_i = \left(\frac{\hat{\gamma}_i^2 - \gamma_i^2}{\gamma_i^2}\right)^2, \quad \forall i \in \text{Ocean cells}$$
  - ▶  $2.99 \times 10^5$  trainable parameters
  - ▶  $5 \times 10^4$  epochs (number of passes on the entire training dataset)

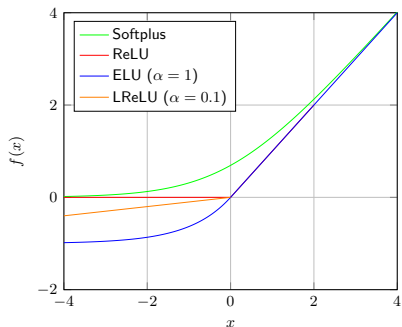


$$\text{ReLU}(x) = \begin{cases} x, & \text{if } x > 0 \\ 0, & \text{if } x \leq 0 \end{cases}$$

$$\text{LReLU}(x) = \begin{cases} x, & \text{if } x > 0 \\ \alpha x, & \text{if } x \leq 0 \end{cases}$$

$$\text{ELU}(x) = \begin{cases} x, & \text{if } x > 0 \\ \alpha(e^x - 1), & \text{if } x \leq 0 \end{cases}$$

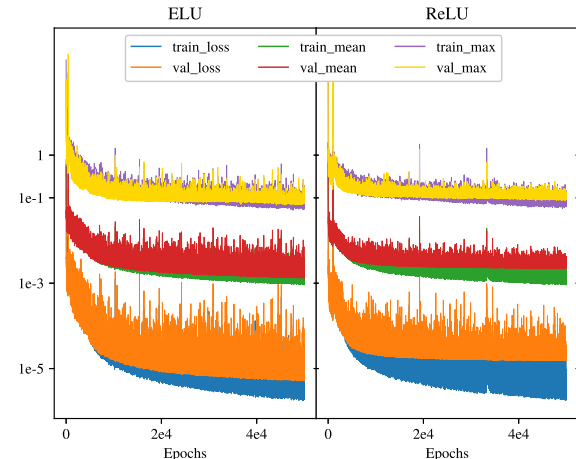
$$\text{Softplus}(x) = \log(1 + e^x)$$



Different activation functions



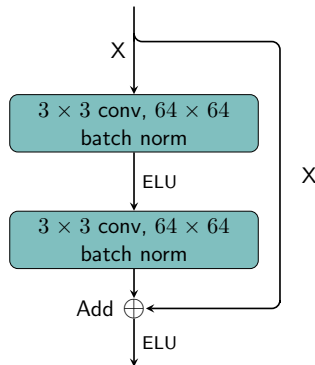
- ▶ ELU and Softplus gave better results than ReLU
- ▶ The best results were obtained using ELU
- ▶ LReLU was worse



Difference in convergence using ELU and ReLU as activation functions

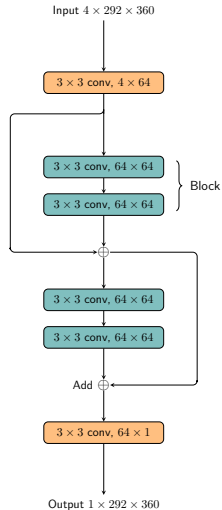


- ▶ 10 layers with the same input/output layers
- ▶ 8 hidden layers  $\mapsto$  4 blocks with 2 layers each
- ▶ Each block adds its input to its output



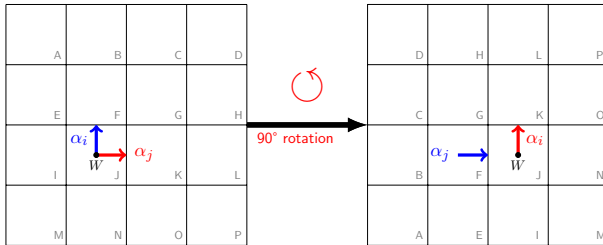
Block details





Architecture representation with 2 blocks and skip connections

- ▶ Data augmentation aims to artificially increase the amount of data by transforming existing data
- ▶ We tried **rotations** and **flips**. Further modifications are necessary for  $\alpha_i$  and  $\alpha_j$



Representation of the 90° rotation

- ▶ But it did not work



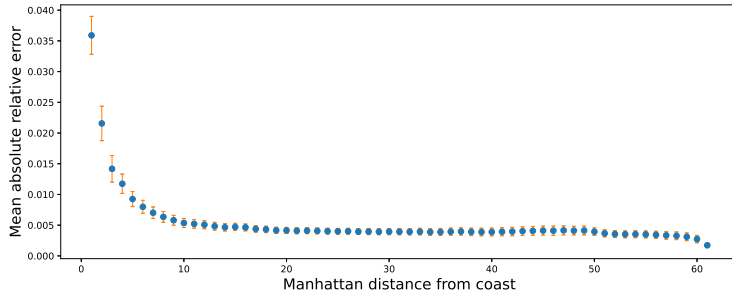
### Randomized ( $10^4$ ):

- ▶ For one 1 sample:
- ▶ Mean absolute relative error: 1.1 %
- ▶ Max absolute relative error: 5.6 %
- ▶ Quantile 99,99 of the relative error: 5.4 %

### CNN:

- ▶ For one 90 samples:
- ▶ Mean absolute relative error: 0.65 %
- ▶ Max absolute relative error: 2.81 %
- ▶ Quantile 99,99 of the relative error: 1.90 %

- ▶ For one 190 samples:
- ▶ Mean absolute relative error: 0.38 %
- ▶ Max absolute relative error: 4.27 %
- ▶ Quantile 99,99 of the relative error: 1.87 %



Mean absolute relative error in relation to the distance to the coast

- ▶ On **kraken**: gpu partition (Tesla V100-PCIE-16GB)
- ▶ Training duration: 9 hours to 16 hours ( $2.99 \times 10^5$  to  $7.45 \times 10^5$  trainable parameters). But it only has to be performed **once**.
- ▶ Computation speed on 1 sample: 1 to 2 seconds



- ▶ The CNN provides convincing results and is better than the randomization method in the context of the experiment
- ▶ We thought to perform the training on sections of the image
- ▶ Expand to the 3-dimensional case

**Thank you for your attention !**