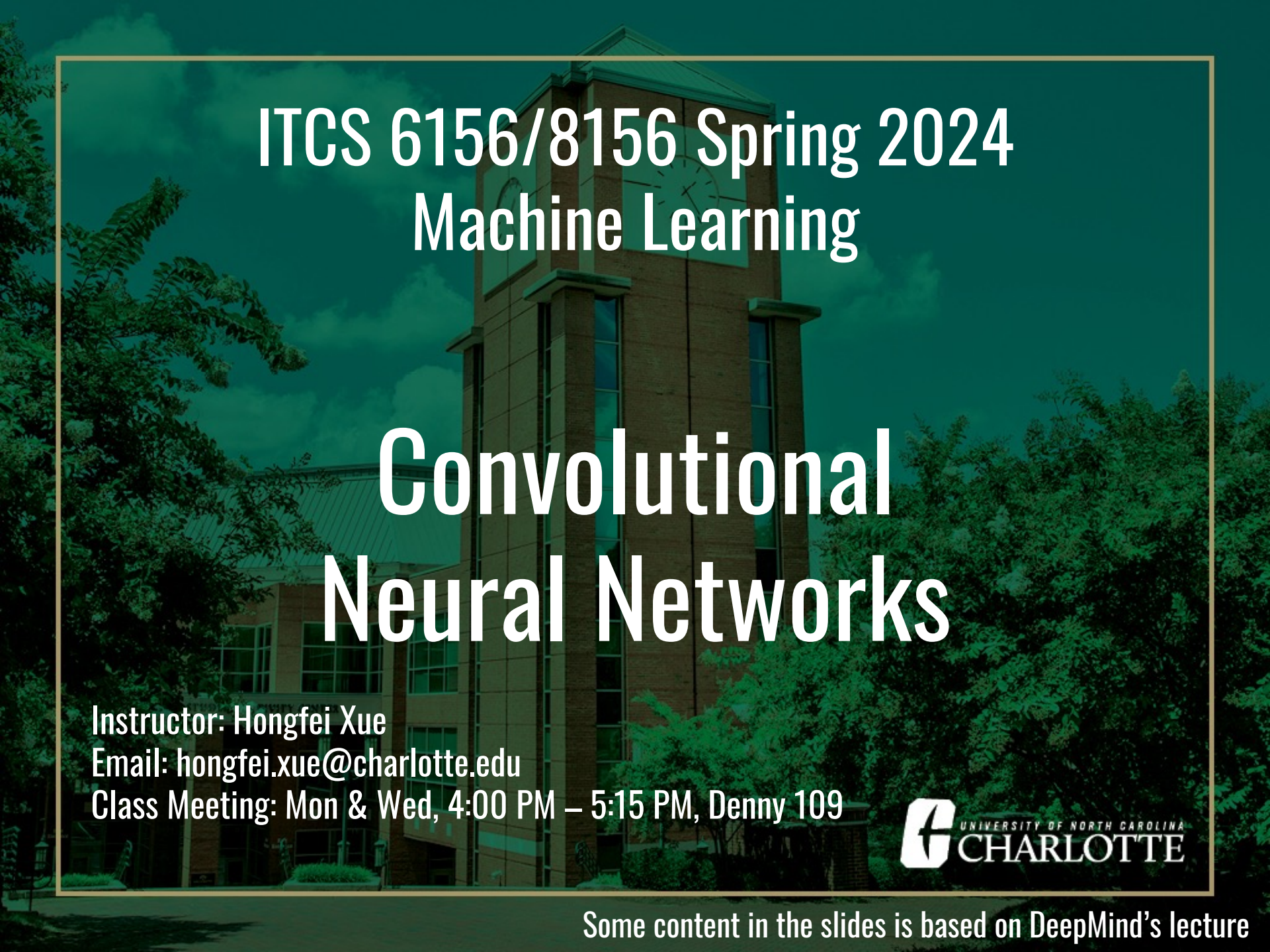


ITCS 6156/8156 Spring 2024
Machine Learning

Convolutional Neural Networks

Instructor: Hongfei Xue
Email: hongfei.xue@charlotte.edu
Class Meeting: Mon & Wed, 4:00 PM – 5:15 PM, Denny 109

UNIVERSITY OF NORTH CAROLINA CHARLOTTE

Some content in the slides is based on DeepMind's lecture

Inspirations from Neuroscience

A bit of history:

Hubel & Wiesel,

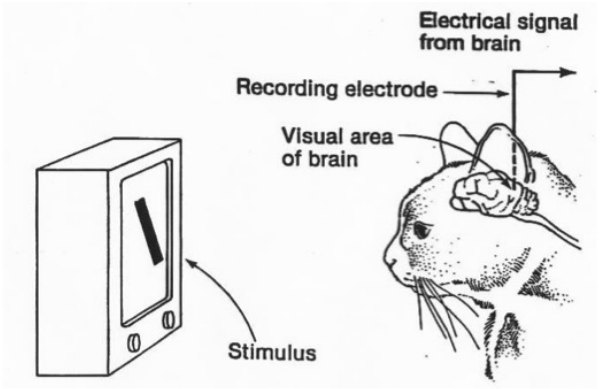
1959

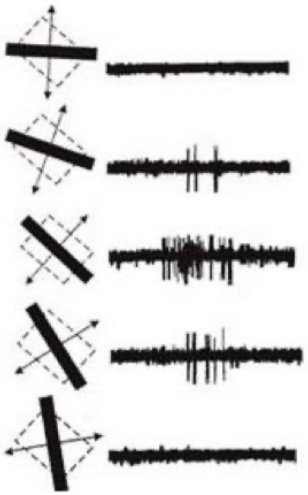
RECEPTIVE FIELDS OF SINGLE NEURONES IN
THE CAT'S STRIATE CORTEX

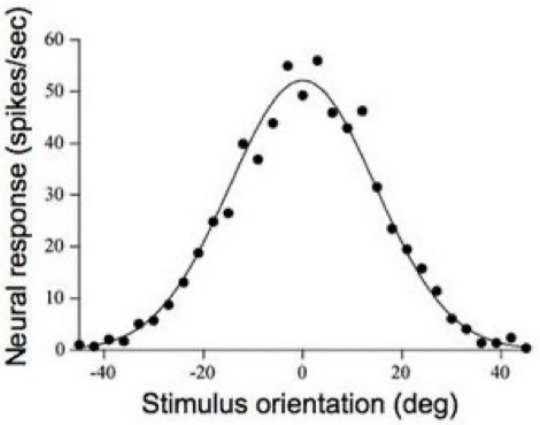
1962

RECEPTIVE FIELDS, BINOCULAR INTERACTION
AND FUNCTIONAL ARCHITECTURE IN
THE CAT'S VISUAL CORTEX

1968...

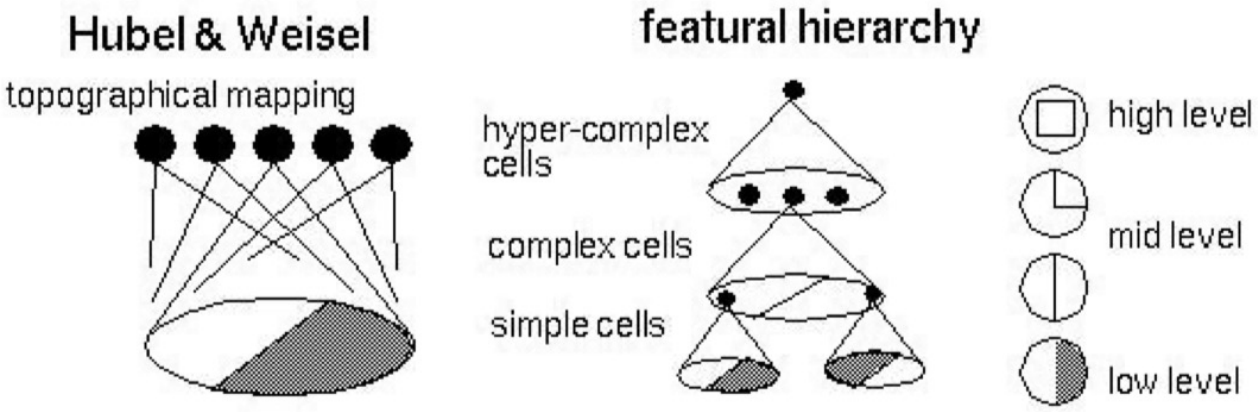






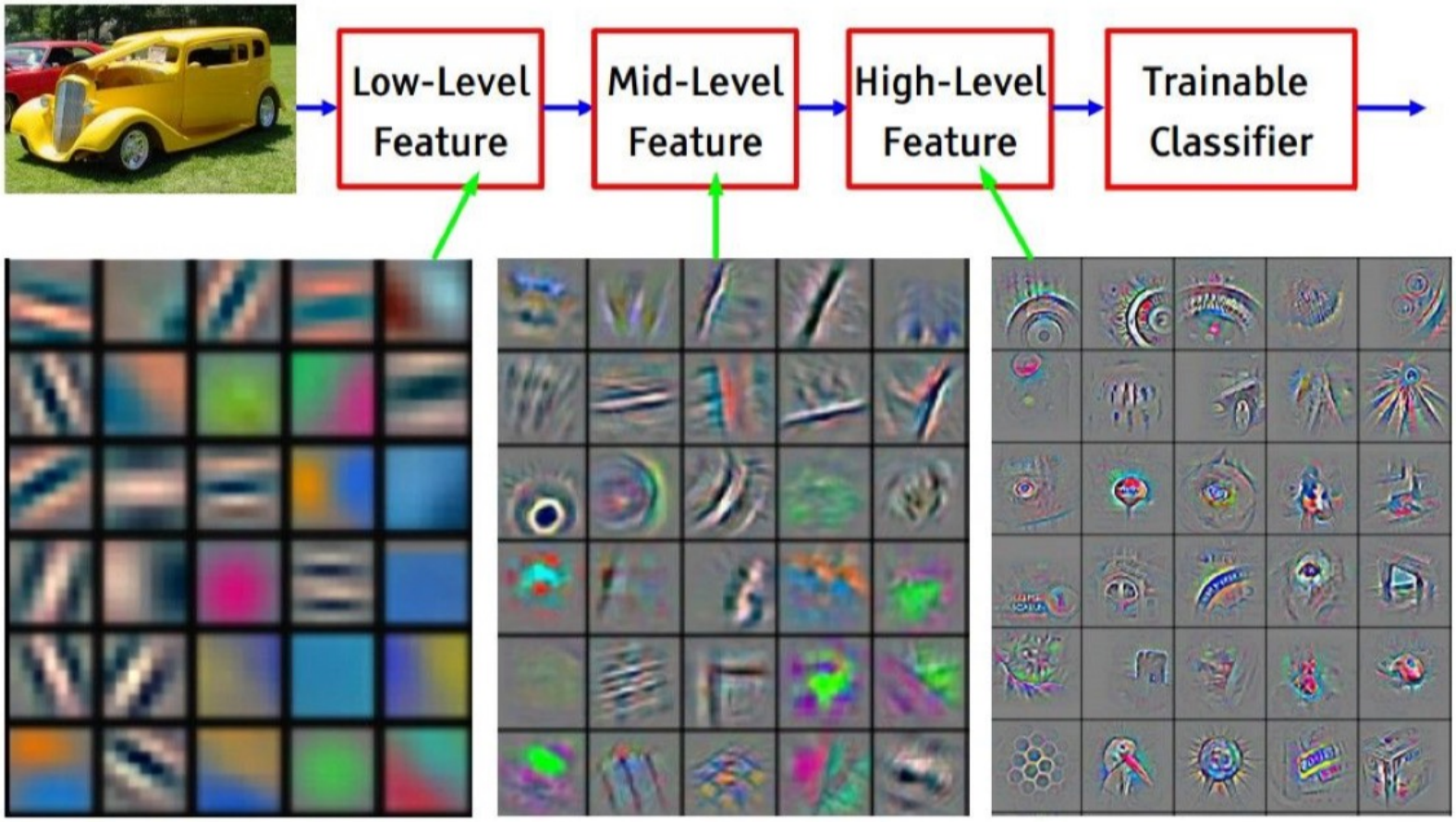
Inspirations from Neuroscience

Hierarchical organization



Inspirations from Neuroscience

- ConvNets:



Feature visualization of convolutional net trained on ImageNet from [Zeiler & Fergus 2013]

Feature Visualization

Feature Visualization

How neural networks build up their understanding of images

Edges (layer conv2d0) **Textures** (layer mixed3a) **Patterns** (layer mixed4a) **Parts** (layers mixed4b & mixed4c) **Objects** (layers mixed4d & mixed4e)

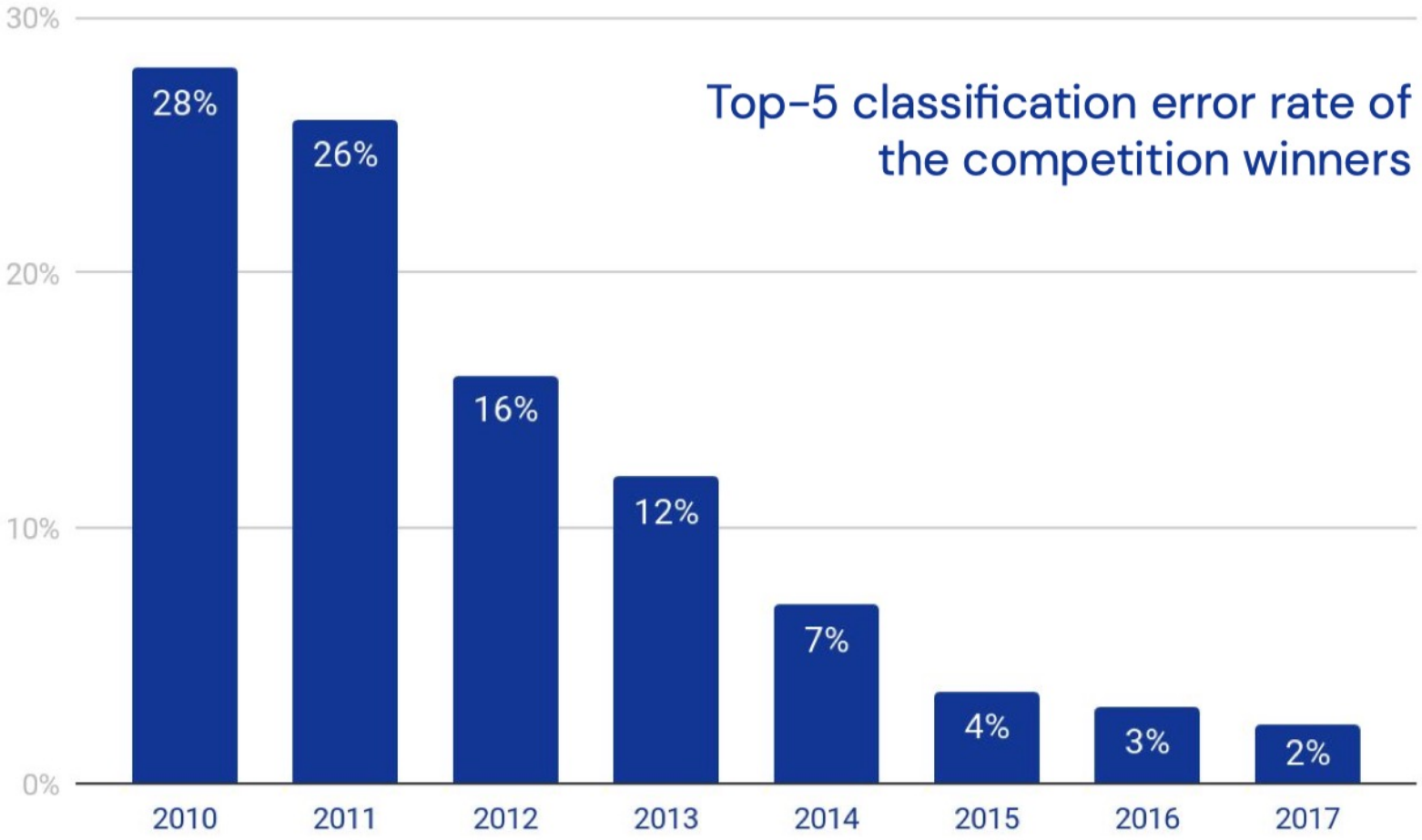
Feature visualization allows us to see how GoogLeNet [1], trained on the ImageNet [2] dataset, builds up its understanding of images over many layers. Visualizations of all channels are available in the appendix.

AUTHORS	AFFILIATIONS	PUBLISHED	DOI
Chris Olah	Google Brain Team	Nov. 7, 2017	10.23915/distill.00007
Alexander Mordvintsev	Google Research		
Ludwig Schubert	Google Brain Team		

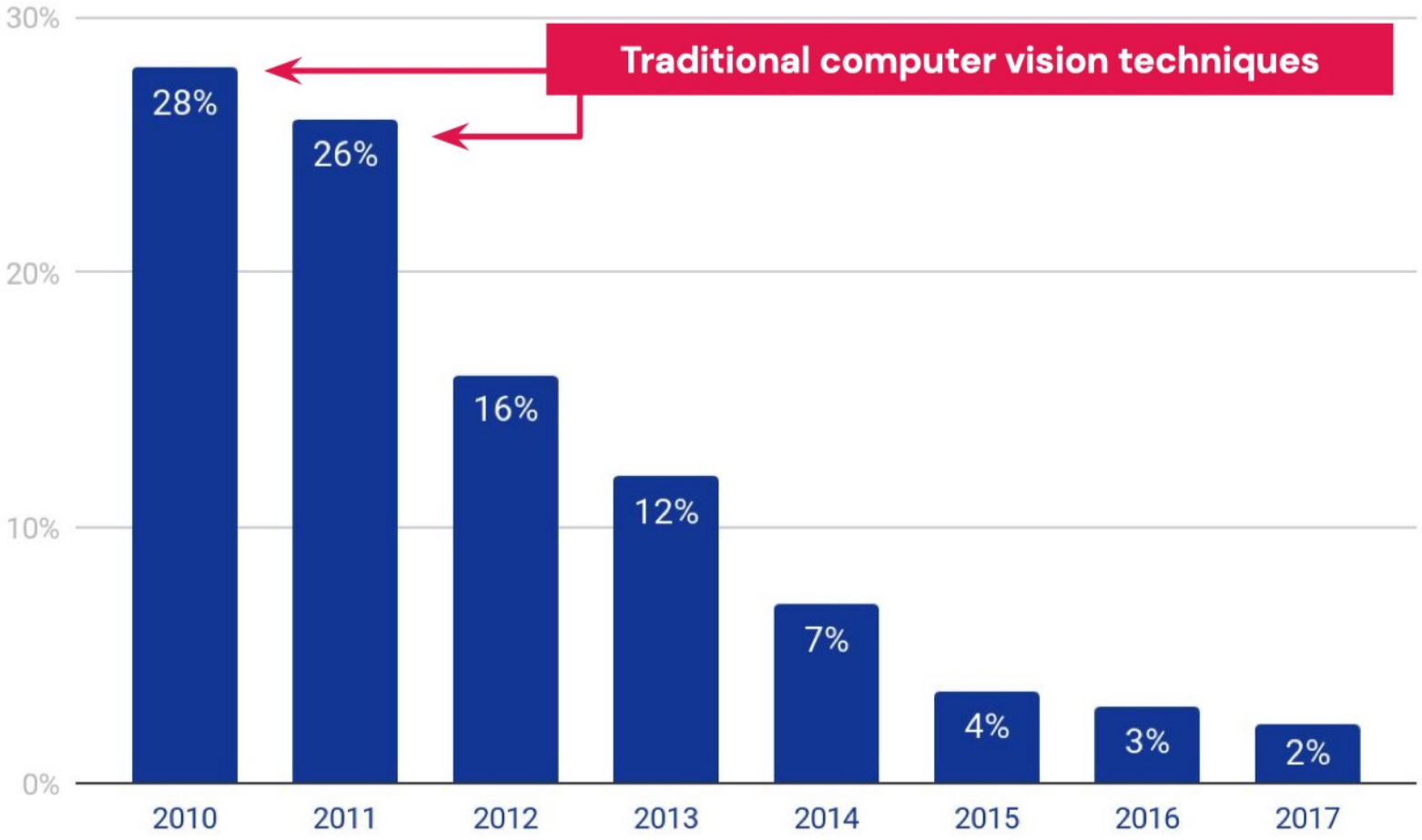
The ImageNet Challenge

- Major computer vision benchmark
- Ran from 2010 to 2017
- 1.4M images, 1000 classes
- Image classification

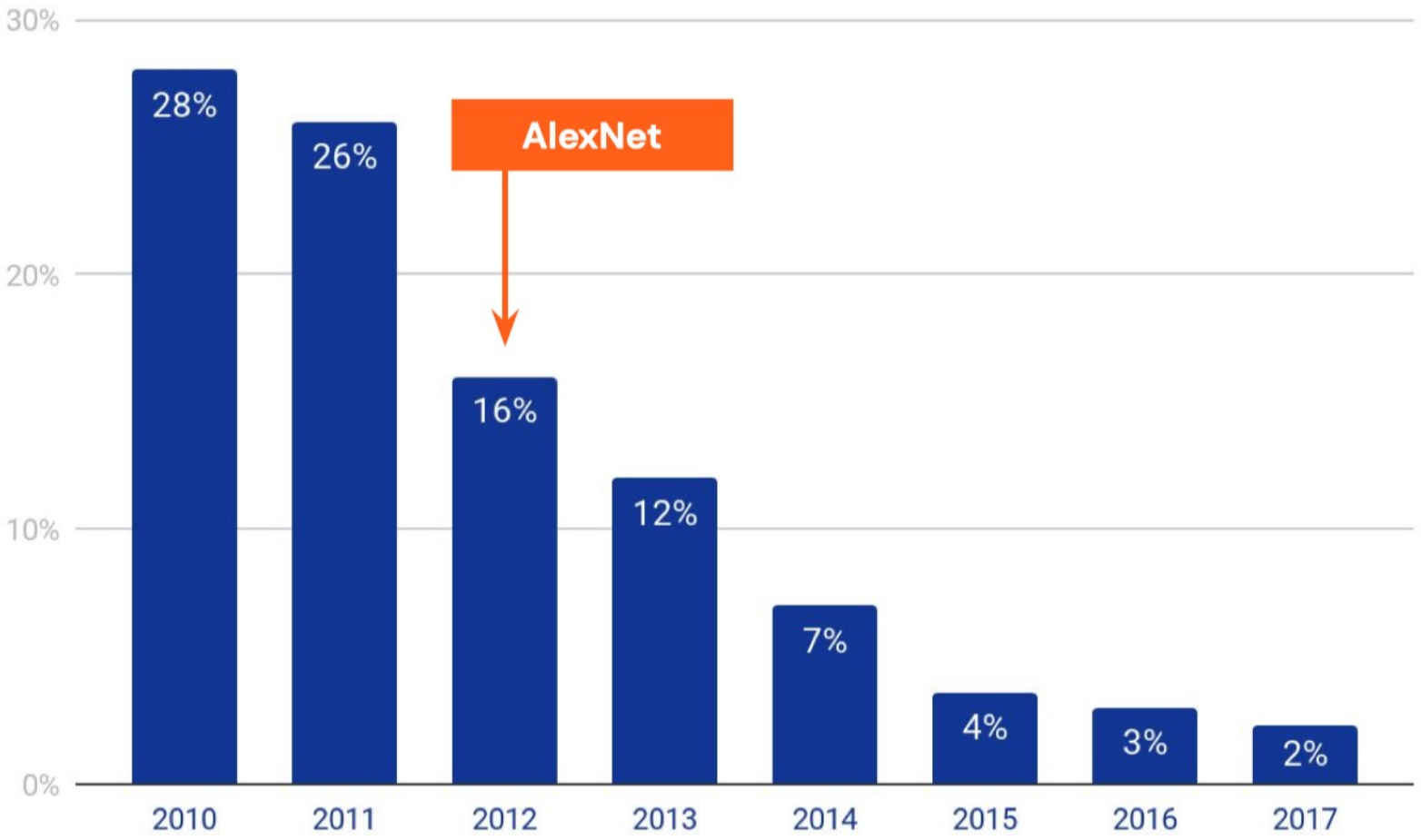
The ImageNet Challenge



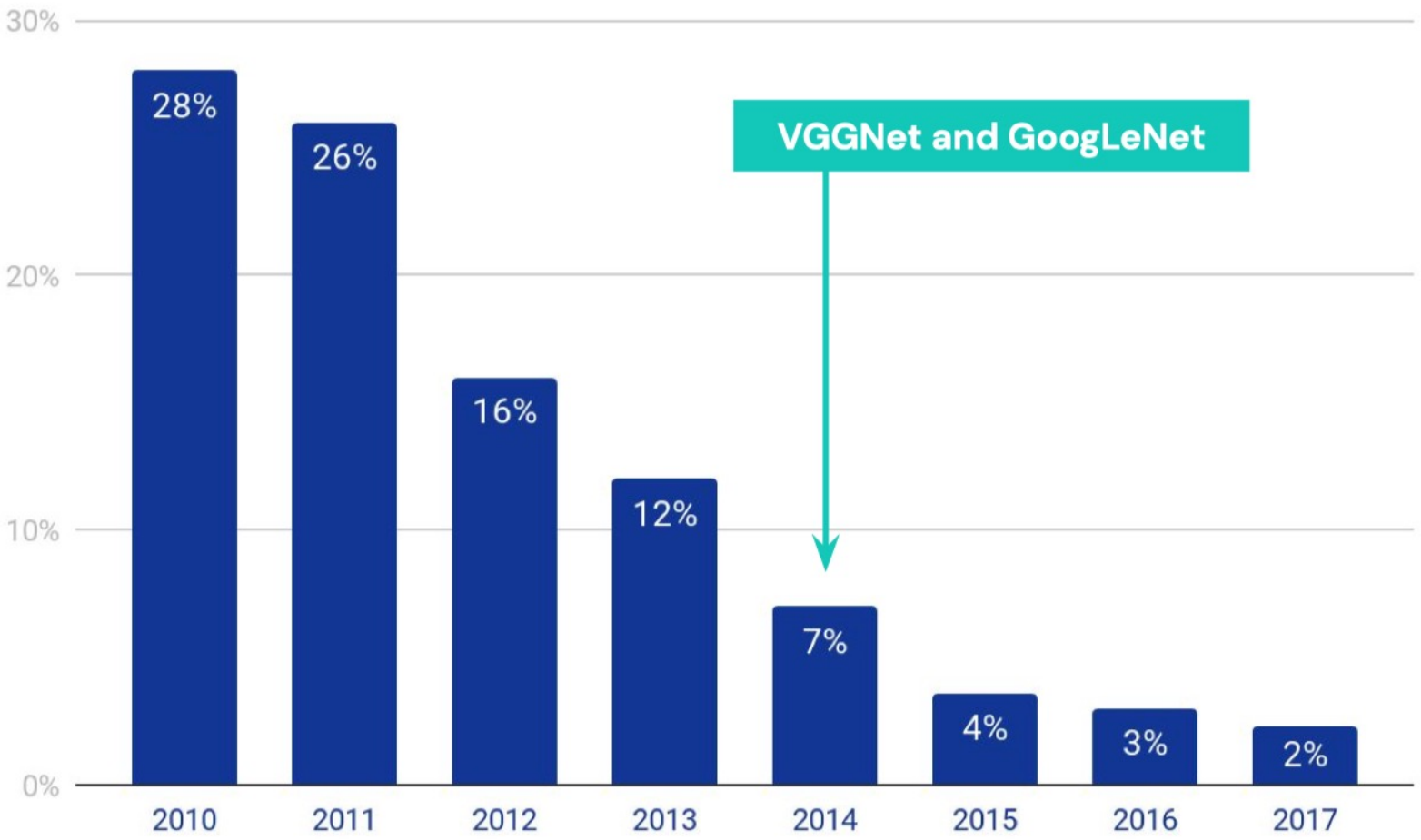
The ImageNet Challenge



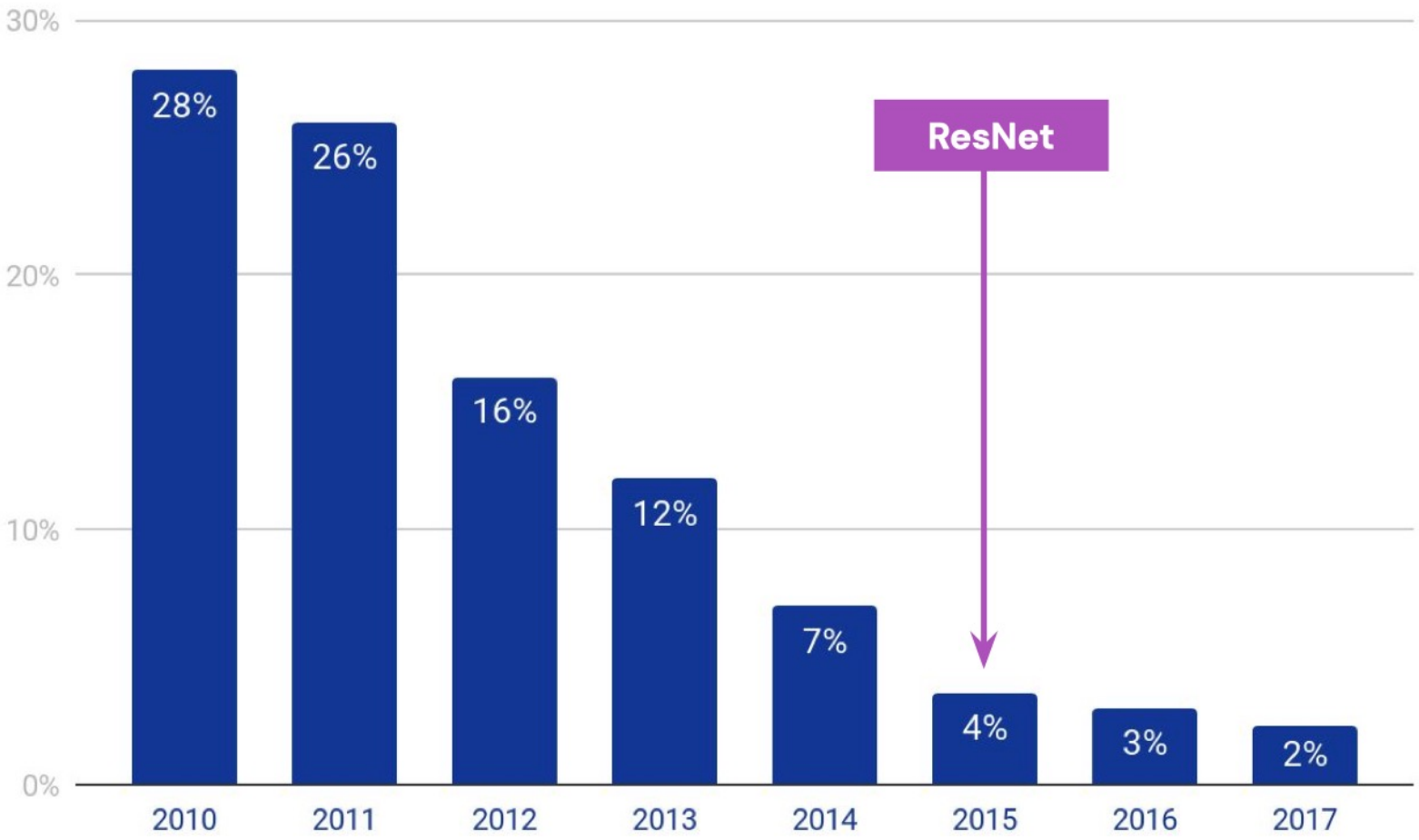
The ImageNet Challenge



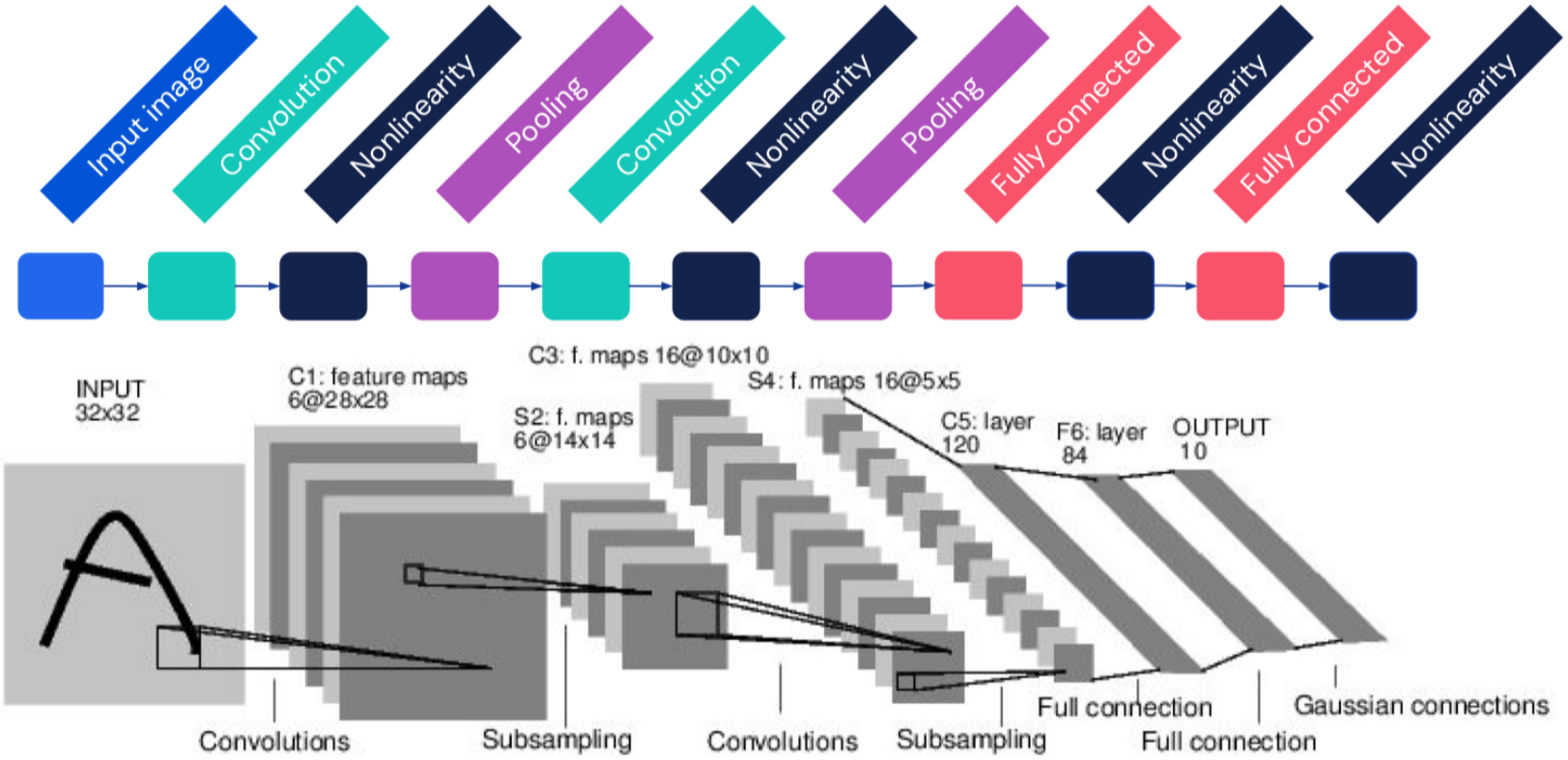
The ImageNet Challenge



The ImageNet Challenge



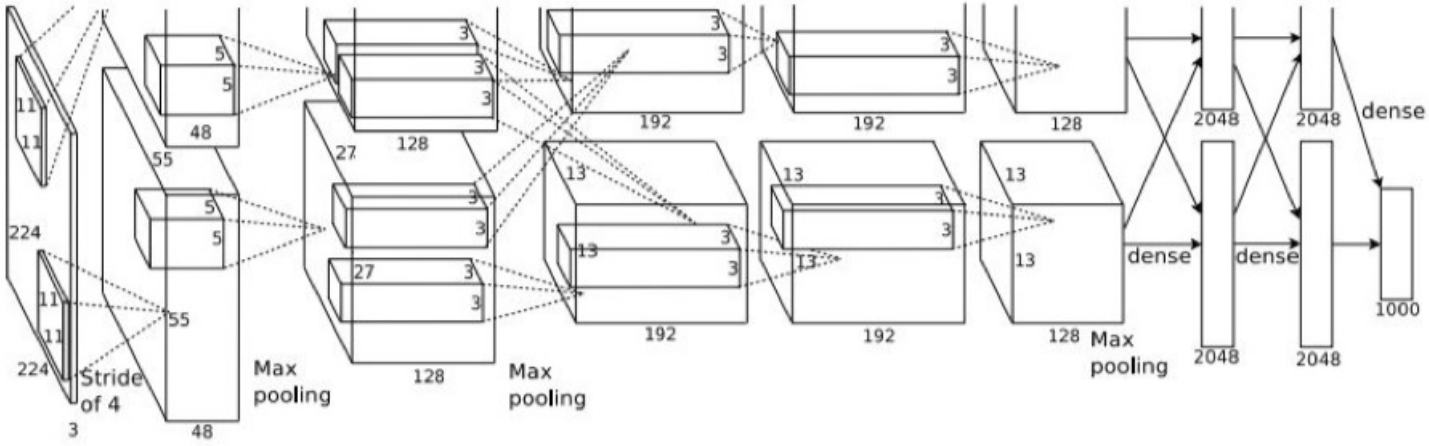
Case Study: LeNet-5 (1998)



Conv filters were 5x5, applied at stride 1
Subsampling (Pooling) layers were 2x2 applied at stride 2
i.e. architecture is [CONV-POOL-CONV-POOL-CONV-FC]

Architecture of **LeNet-5**, a convnet for handwritten digit recognition

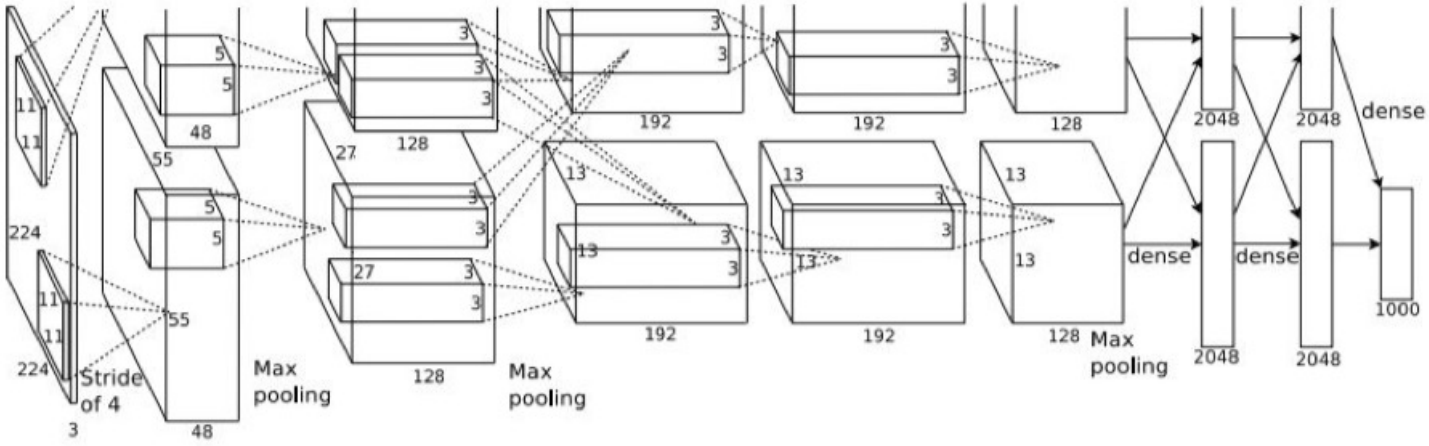
Case Study: AlexNet (2012)



Input: 227x227x3 images

First layer (CONV1): 96 11x11 filters applied at stride 4
=>
Q: what is the output volume size? Hint: (227-11)/4+1 = 55

Case Study: AlexNet (2012)

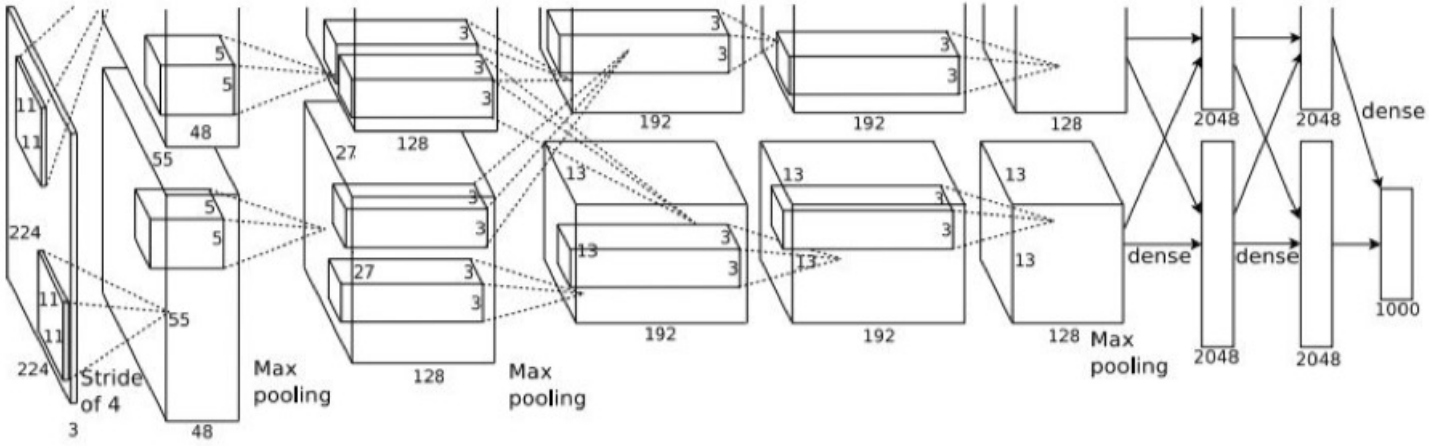


Input: 227x227x3 images

First layer (CONV1): 96 11x11 filters applied at stride 4
=>
Output volume **[55x55x96]**

Q: What is the total number of parameters in this layer?

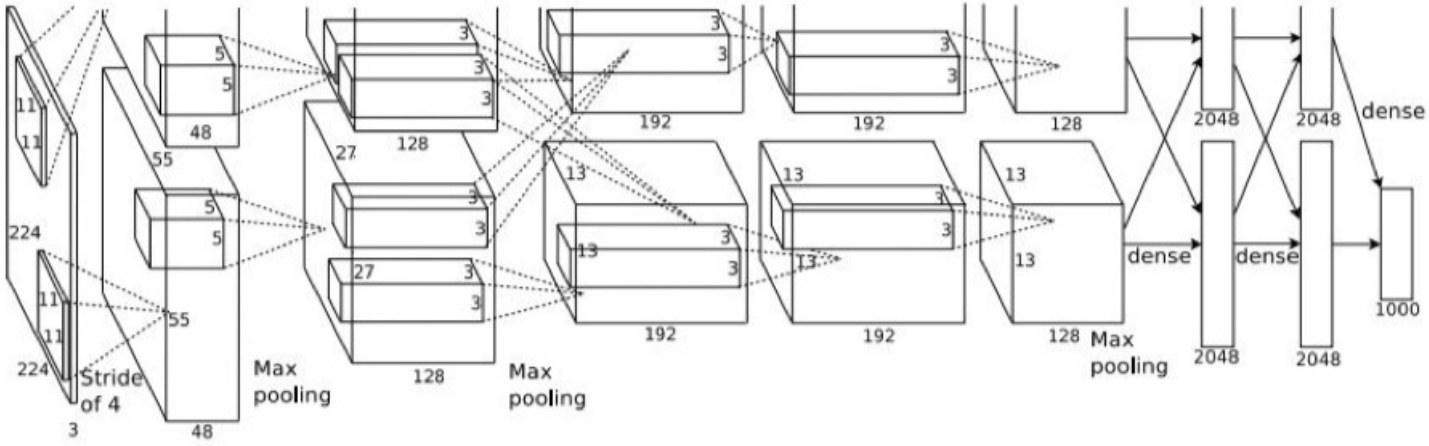
Case Study: AlexNet (2012)



Input: 227x227x3 images

First layer (CONV1): 96 11x11 filters applied at stride 4
=>
Output volume **[55x55x96]**
Parameters: (11*11*3)*96 = **35K**

Case Study: AlexNet (2012)

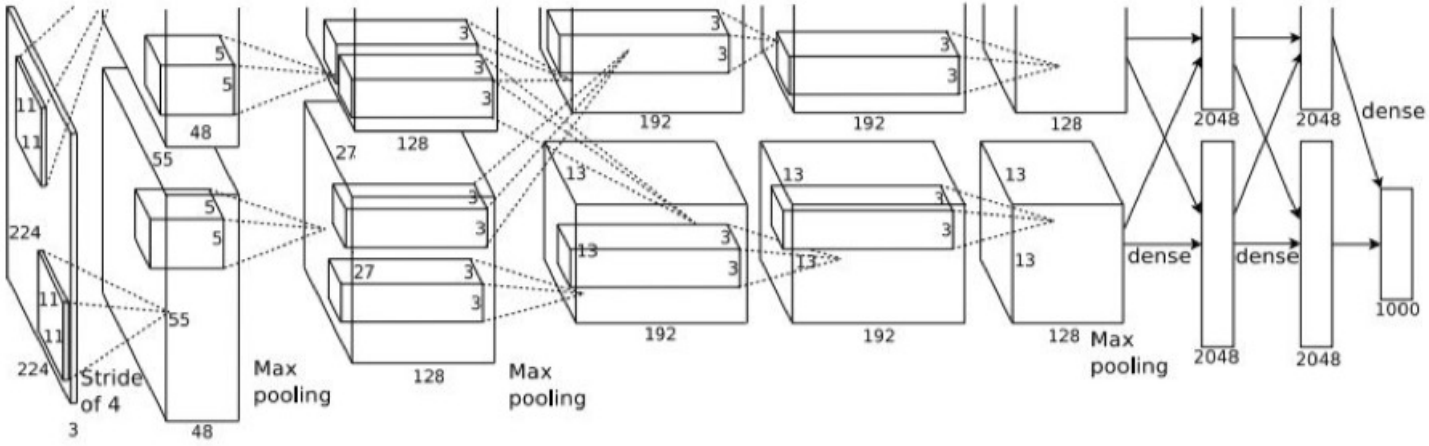


Input: 227x227x3 images
After CONV1: 55x55x96

Second layer (POOL1): 3x3 filters applied at stride 2

Q: what is the output volume size? Hint: (55-3)/2+1 = 27

Case Study: AlexNet (2012)

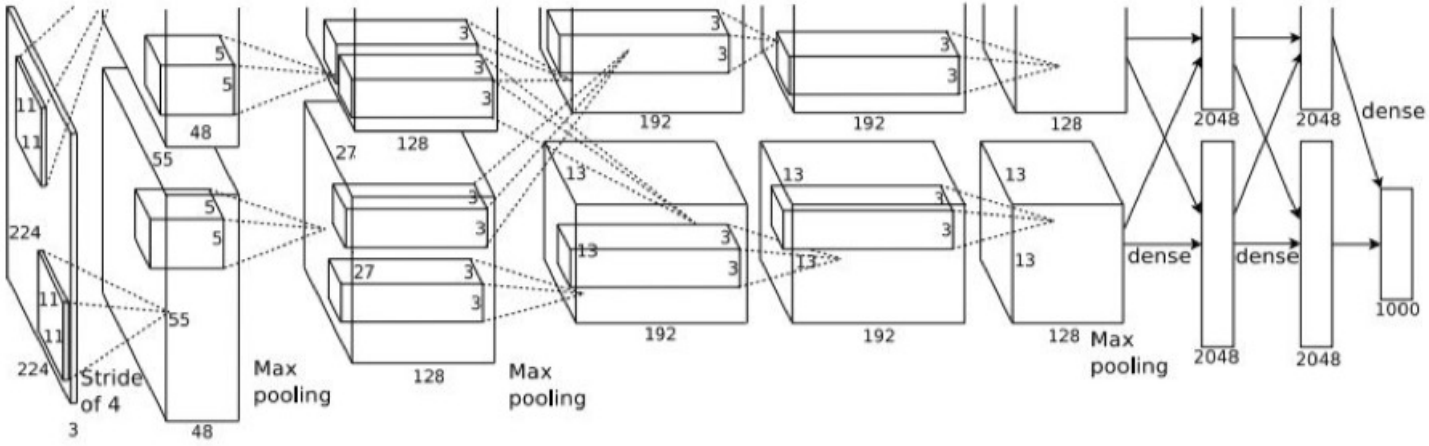


Input: 227x227x3 images
After CONV1: 55x55x96

Second layer (POOL1): 3x3 filters applied at stride 2
Output volume: 27x27x96

Q: what is the number of parameters in this layer?

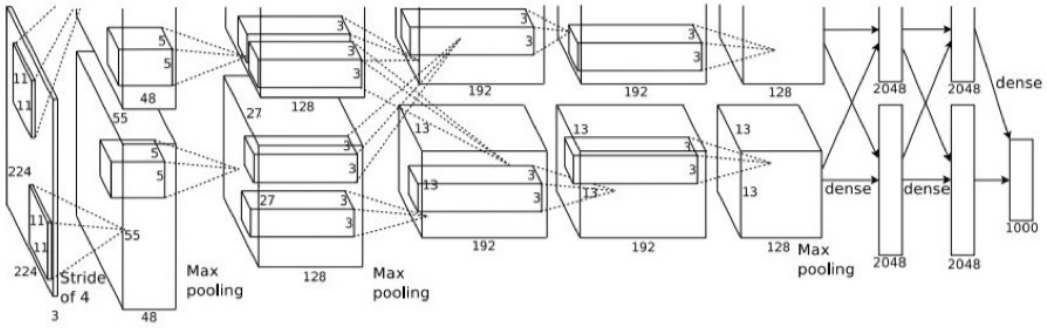
Case Study: AlexNet (2012)



Input: 227x227x3 images
After CONV1: 55x55x96

Second layer (POOL1): 3x3 filters applied at stride 2
Output volume: 27x27x96
Parameters: 0!

Case Study: AlexNet (2012)



Full (simplified) AlexNet architecture:
[227x227x3] INPUT
[55x55x96] CONV1: 96 11x11 filters at stride 4, pad 0
[27x27x96] MAX POOL1: 3x3 filters at stride 2
[27x27x96] NORM1: Normalization layer
[27x27x256] CONV2: 256 5x5 filters at stride 1, pad 2
[13x13x256] MAX POOL2: 3x3 filters at stride 2
[13x13x256] NORM2: Normalization layer
[13x13x384] CONV3: 384 3x3 filters at stride 1, pad 1
[13x13x384] CONV4: 384 3x3 filters at stride 1, pad 1
[13x13x256] CONV5: 256 3x3 filters at stride 1, pad 1
[6x6x256] MAX POOL3: 3x3 filters at stride 2
[4096] FC6: 4096 neurons
[4096] FC7: 4096 neurons
[1000] FC8: 1000 neurons (class scores)

Details/Retrospectives:
- first use of ReLU
- used Norm layers (not common anymore)
- heavy data augmentation
- dropout 0.5
- batch size 128
- SGD Momentum 0.9
- Learning rate 1e-2, reduced by 10 manually when val accuracy plateaus
- L2 weight decay 5e-4

Case Study: VGGNet (2014)

Case Study: VGGNet

[Simonyan and Zisserman, 2014]

Only 3x3 CONV stride 1, pad 1
and 2x2 MAX POOL stride 2

best model

11.2% top 5 error in ILSVRC 2013
->
7.3% top 5 error

ConvNet Configuration					
A	A-LRN	B	C	D	E
11 weight layers	11 weight layers	13 weight layers	16 weight layers	16 weight layers	19 weight layers
input (224 × 224 RGB image)					
conv3-64	conv3-64 **LRN**	conv3-64 **conv3-64**	conv3-64 conv3-64	conv3-64 conv3-64	conv3-64 conv3-64
maxpool					
conv3-128	conv3-128	conv3-128 **conv3-128**	conv3-128 conv3-128	conv3-128 conv3-128	conv3-128 conv3-128
maxpool					
conv3-256 conv3-256	conv3-256 conv3-256	conv3-256 conv3-256	conv3-256 conv3-256 **conv1-256**	conv3-256 conv3-256 **conv3-256**	conv3-256 conv3-256 conv3-256 **conv3-256**
maxpool					
conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512 **conv1-512**	conv3-512 conv3-512 **conv3-512**	conv3-512 conv3-512 conv3-512 **conv3-512**
maxpool					
conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512 **conv1-512**	conv3-512 conv3-512 **conv3-512**	conv3-512 conv3-512 conv3-512 **conv3-512**
maxpool					
FC-4096					
FC-4096					
FC-1000					
soft-max					

Table 2: **Number of parameters** (in millions).

Network	A,A-LRN	B	C	D	E
Number of parameters	133	133	134	138	144

Case Study: VGGNet (2014)

(not counting biases)

INPUT: [224x224x3] memory: 224*224*3=150K params: 0
CONV3-64: [224x224x64] memory: **224*224*64=3.2M** params: (3*3*3)*64 = 1,728
CONV3-64: [224x224x64] memory: **224*224*64=3.2M** params: (3*3*64)*64 = 36,864
POOL2: [112x112x64] memory: 112*112*64=800K params: 0
CONV3-128: [112x112x128] memory: 112*112*128=1.6M params: (3*3*64)*128 = 73,728
CONV3-128: [112x112x128] memory: 112*112*128=1.6M params: (3*3*128)*128 = 147,456
POOL2: [56x56x128] memory: 56*56*128=400K params: 0
CONV3-256: [56x56x256] memory: 56*56*256=800K params: (3*3*128)*256 = 294,912
CONV3-256: [56x56x256] memory: 56*56*256=800K params: (3*3*256)*256 = 589,824
CONV3-256: [56x56x256] memory: 56*56*256=800K params: (3*3*256)*256 = 589,824
POOL2: [28x28x256] memory: 28*28*256=200K params: 0
CONV3-512: [28x28x512] memory: 28*28*512=400K params: (3*3*256)*512 = 1,179,648
CONV3-512: [28x28x512] memory: 28*28*512=400K params: (3*3*512)*512 = 2,359,296
CONV3-512: [28x28x512] memory: 28*28*512=400K params: (3*3*512)*512 = 2,359,296
POOL2: [14x14x512] memory: 14*14*512=100K params: 0
CONV3-512: [14x14x512] memory: 14*14*512=100K params: (3*3*512)*512 = 2,359,296
CONV3-512: [14x14x512] memory: 14*14*512=100K params: (3*3*512)*512 = 2,359,296
CONV3-512: [14x14x512] memory: 14*14*512=100K params: (3*3*512)*512 = 2,359,296
POOL2: [7x7x512] memory: 7*7*512=25K params: 0
FC: [1x1x4096] memory: 4096 params: 7*7*512*4096 = **102,760,448**
FC: [1x1x4096] memory: 4096 params: 4096*4096 = 16,777,216
FC: [1x1x1000] memory: 1000 params: 4096*1000 = 4,096,000

TOTAL memory: 24M * 4 bytes ~= 93MB / image (only forward! ~*2 for bwd)
TOTAL params: 138M parameters

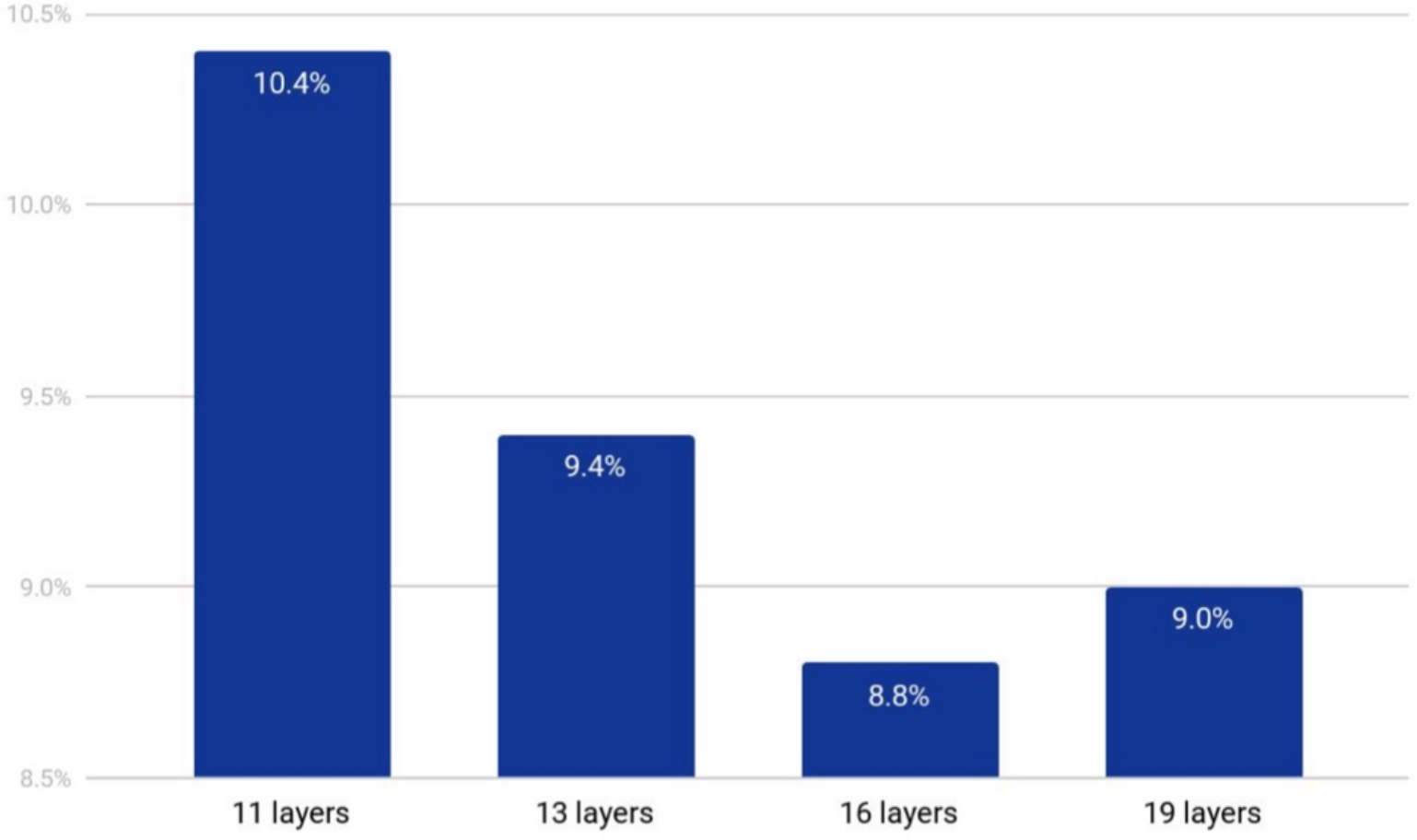
Note:

Most memory is in early CONV

Most params are in late FC

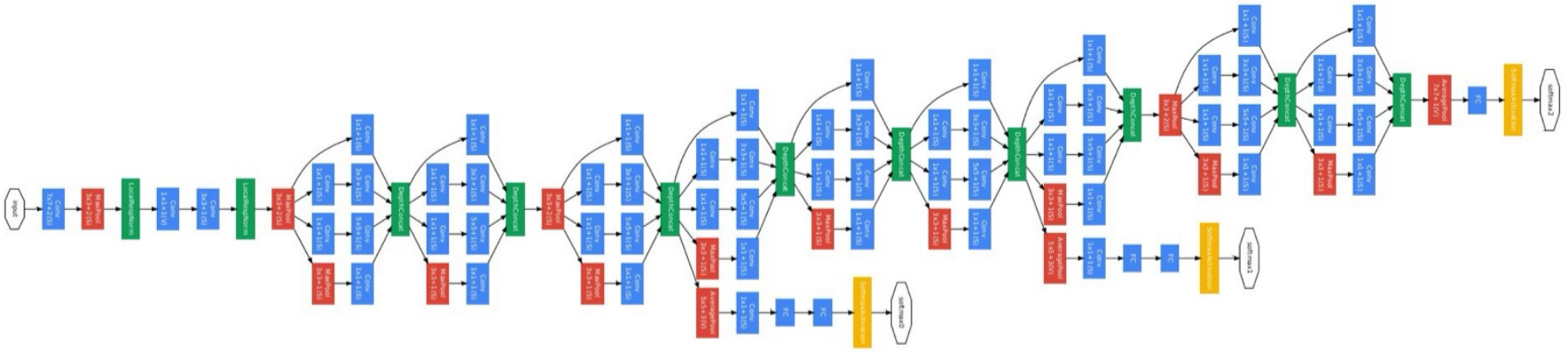
Case Study: VGGNet (2014)

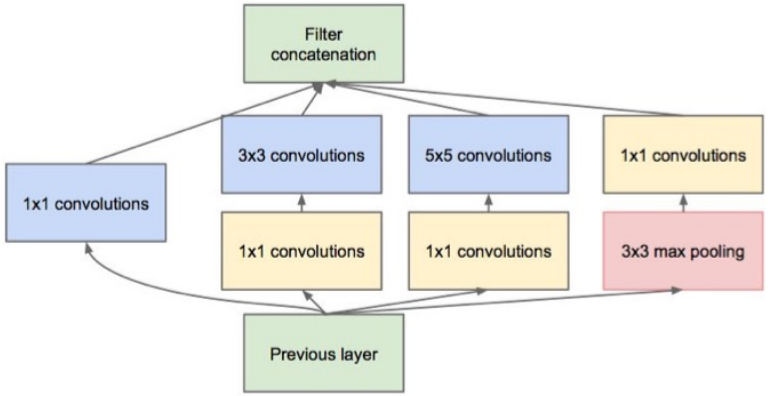
- Deeper is better?



- Challenge of Depth:
  - Computational complexity
  - Optimization difficulties

Case Study: GoogLeNet (2014)





Inception module

ILSVRC 2014 winner (6.7% top 5 error)

Case Study: GoogLeNet (2014)

type	patch size/ stride	output size	depth	#1×1	#3×3 reduce	#3×3	#5×5 reduce	#5×5	pool proj	params	ops
convolution	7×7/2	112×112×64	1							2.7K	34M
max pool	3×3/2	56×56×64	0								
convolution	3×3/1	56×56×192	2		64	192				112K	360M
max pool	3×3/2	28×28×192	0								
inception (3a)		28×28×256	2	64	96	128	16	32	32	159K	128M
inception (3b)		28×28×480	2	128	128	192	32	96	64	380K	304M
max pool	3×3/2	14×14×480	0								
inception (4a)		14×14×512	2	192	96	208	16	48	64	364K	73M
inception (4b)		14×14×512	2	160	112	224	24	64	64	437K	88M
inception (4c)		14×14×512	2	128	128	256	24	64	64	463K	100M
inception (4d)		14×14×528	2	112	144	288	32	64	64	580K	119M
inception (4e)		14×14×832	2	256	160	320	32	128	128	840K	170M
max pool	3×3/2	7×7×832	0								
inception (5a)		7×7×832	2	256	160	320	32	128	128	1072K	54M
inception (5b)		7×7×1024	2	384	192	384	48	128	128	1388K	71M
avg pool	7×7/1	1×1×1024	0								
dropout (40%)		1×1×1024	0								
linear		1×1×1000	1							1000K	1M
softmax		1×1×1000	0								

Fun features:

- Only 5 million params! (Removes FC layers completely)

Compared to AlexNet:
- 12X less params
- 2x more compute
- 6.67% (vs. 16.4%)

Case Study: GoogLeNet (2014)

- Batch Normalization:

Input: Values of x over a mini-batch: $\mathcal{B} = \{x_{1...m}\}$;
Parameters to be learned: γ, β
Output: $\{y_i = \mathrm{BN}_{\gamma,\beta}(x_i)\}$

$$\mu_{\mathcal{B}} \leftarrow \frac{1}{m}\sum_{i=1}^{m} x_i \qquad \text{// mini-batch mean}$$

$$\sigma^2_{\mathcal{B}} \leftarrow \frac{1}{m}\sum_{i=1}^{m}(x_i - \mu_{\mathcal{B}})^2 \qquad \text{// mini-batch variance}$$

$$\widehat{x}_i \leftarrow \frac{x_i - \mu_{\mathcal{B}}}{\sqrt{\sigma^2_{\mathcal{B}} + \epsilon}} \qquad \text{// normalize}$$

$$y_i \leftarrow \gamma\widehat{x}_i + \beta \equiv \mathrm{BN}_{\gamma,\beta}(x_i) \qquad \text{// scale and shift}$$

Figure from Ioffe et al. (2015)

Reduces sensitivity to **initialisation**

Introduces stochasticity and acts as a **regulariser**

Case Study: GoogLeNet (2014)

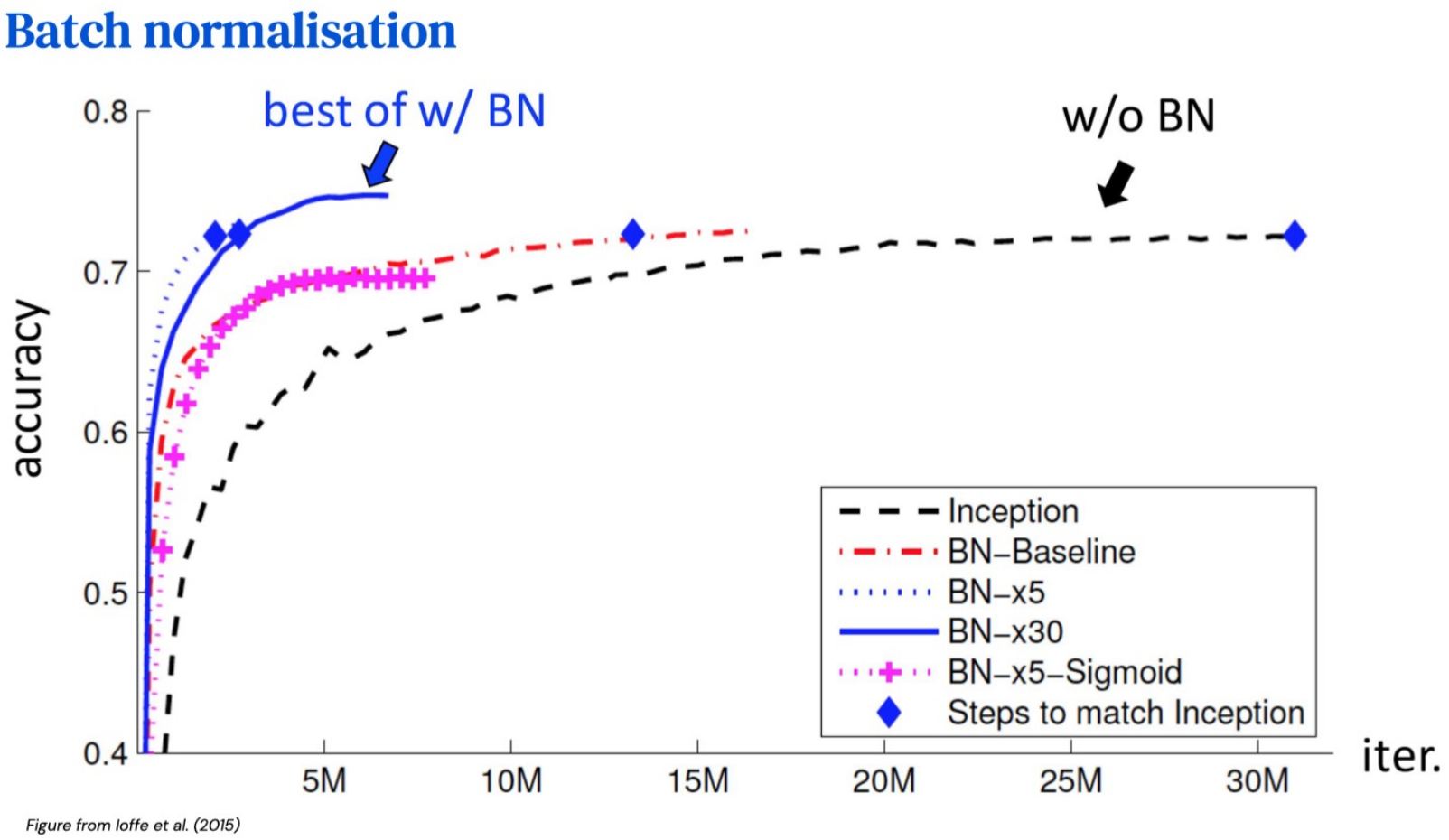
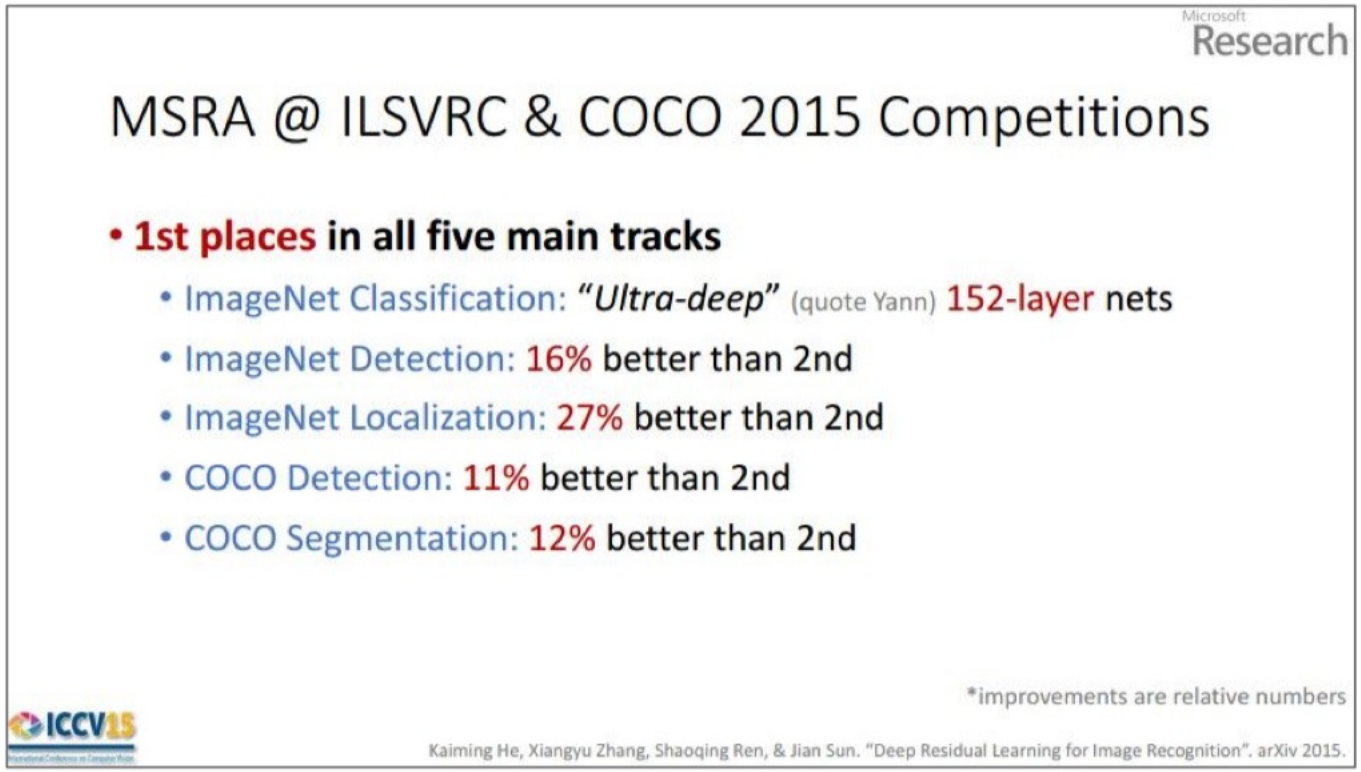


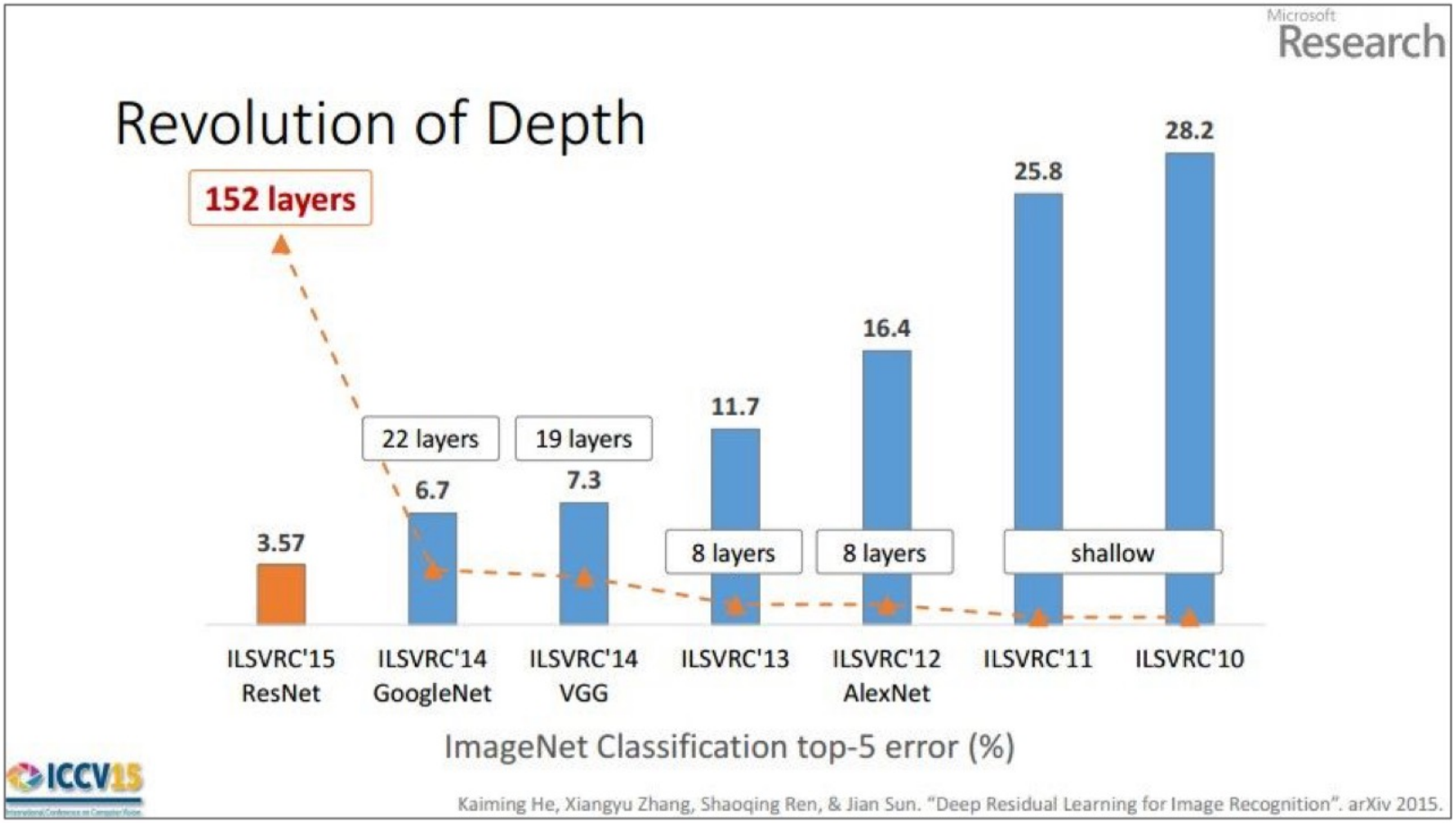
Figure from Ioffe et al. (2015)

Case Study: ResNet (2015)



Slide from Kaiming He's recent presentation https://www.youtube.com/watch?v=1PGLj-uKT1w

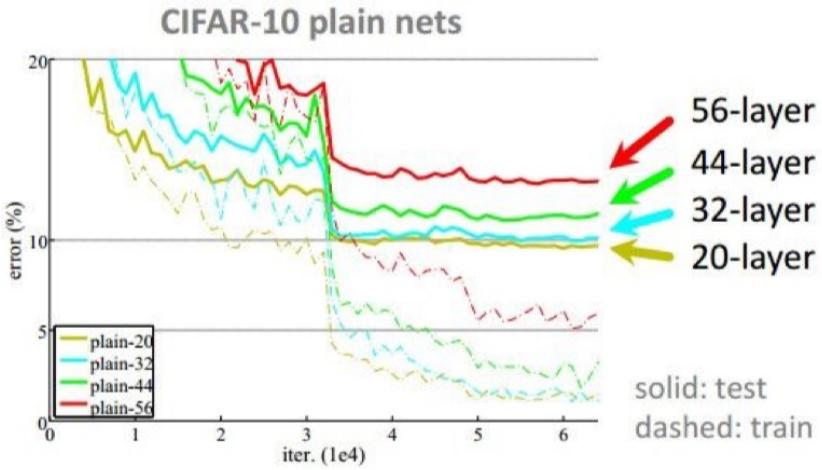
Case Study: ResNet (2015)

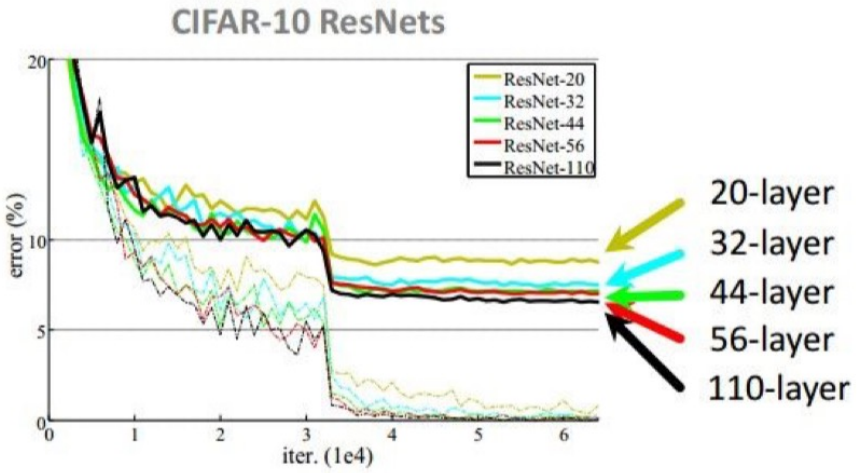


(slide from Kaiming He's recent presentation)

Case Study: ResNet (2015)

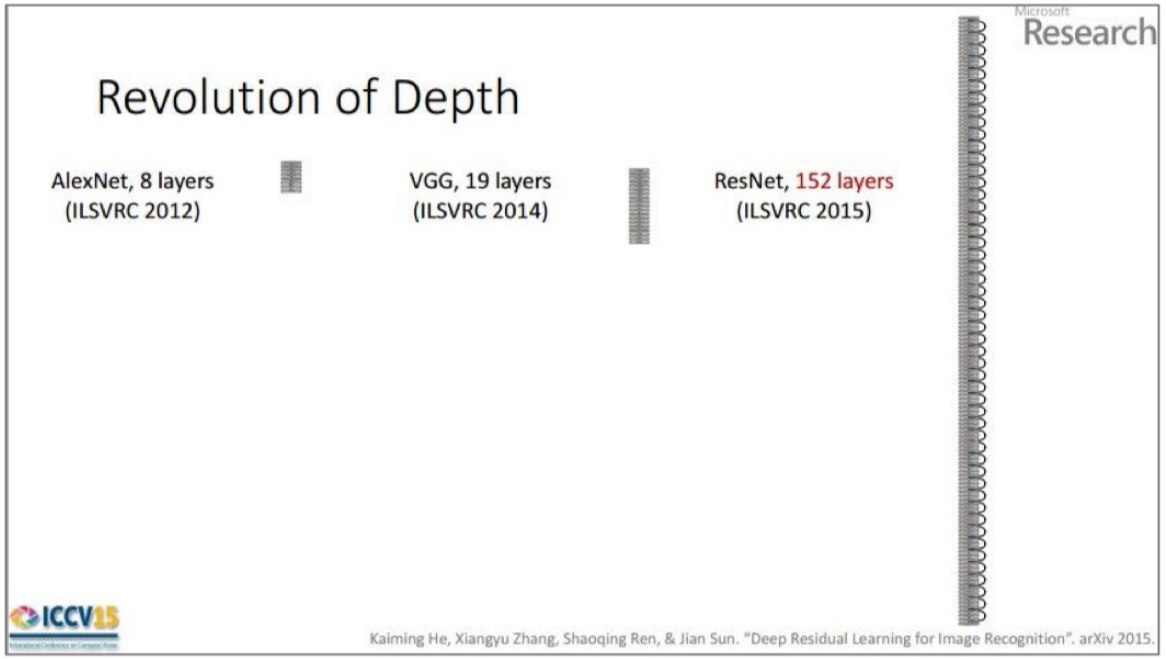
CIFAR-10 experiments





Case Study: ResNet (2015)

ILSVRC 2015 winner (3.6% top 5 error)

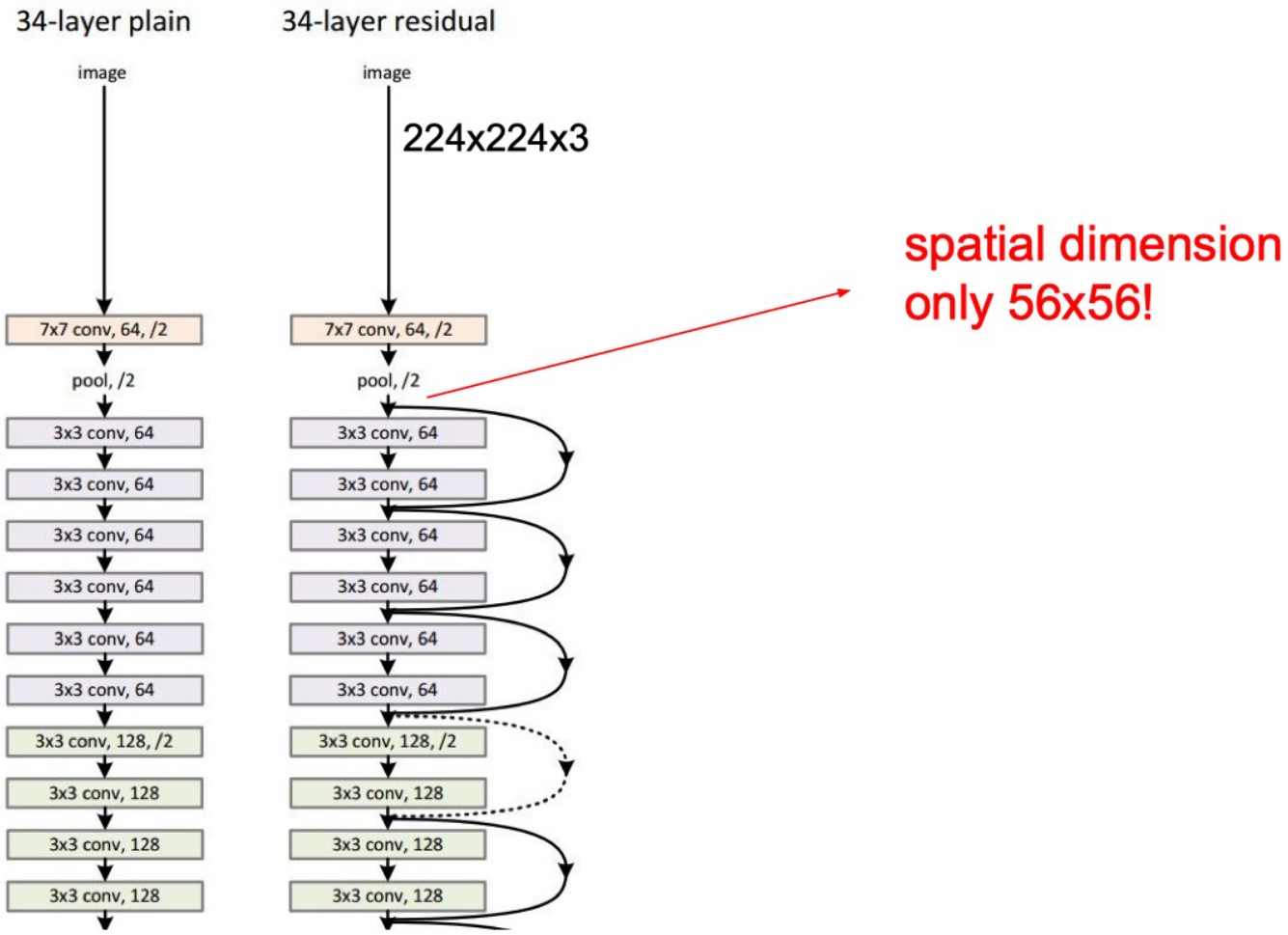


(slide from Kaiming He's recent presentation)

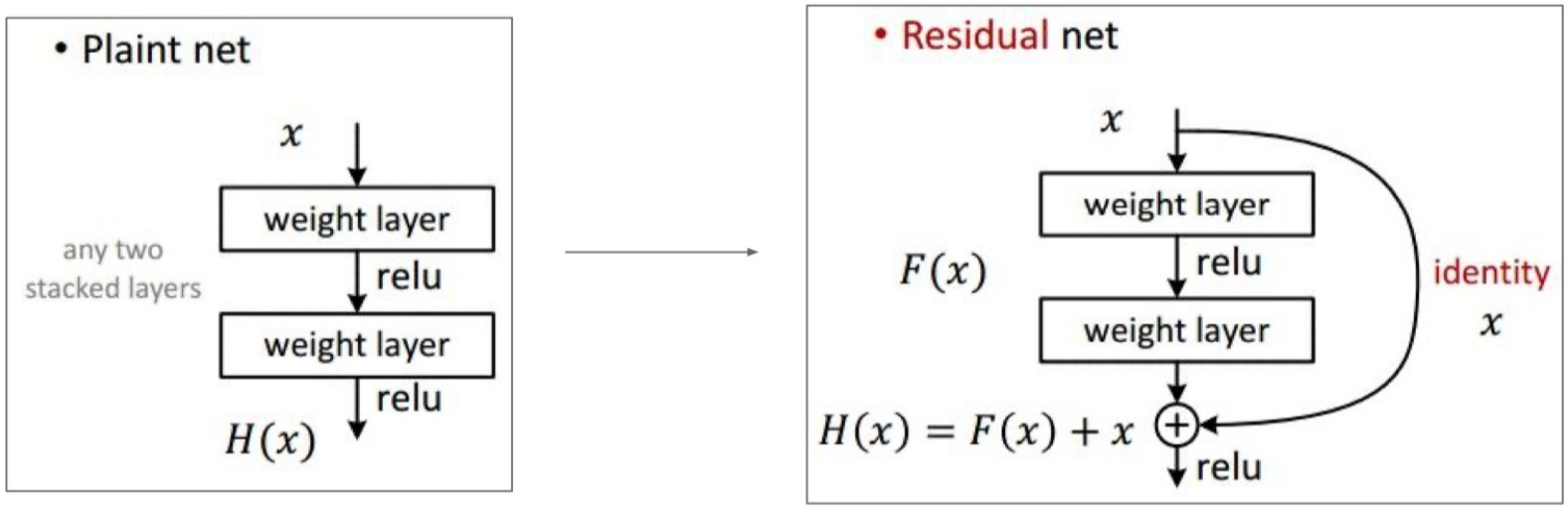
2-3 weeks of training on 8 GPU machine

at runtime: faster than a VGGNet! (even though it has 8x more layers)

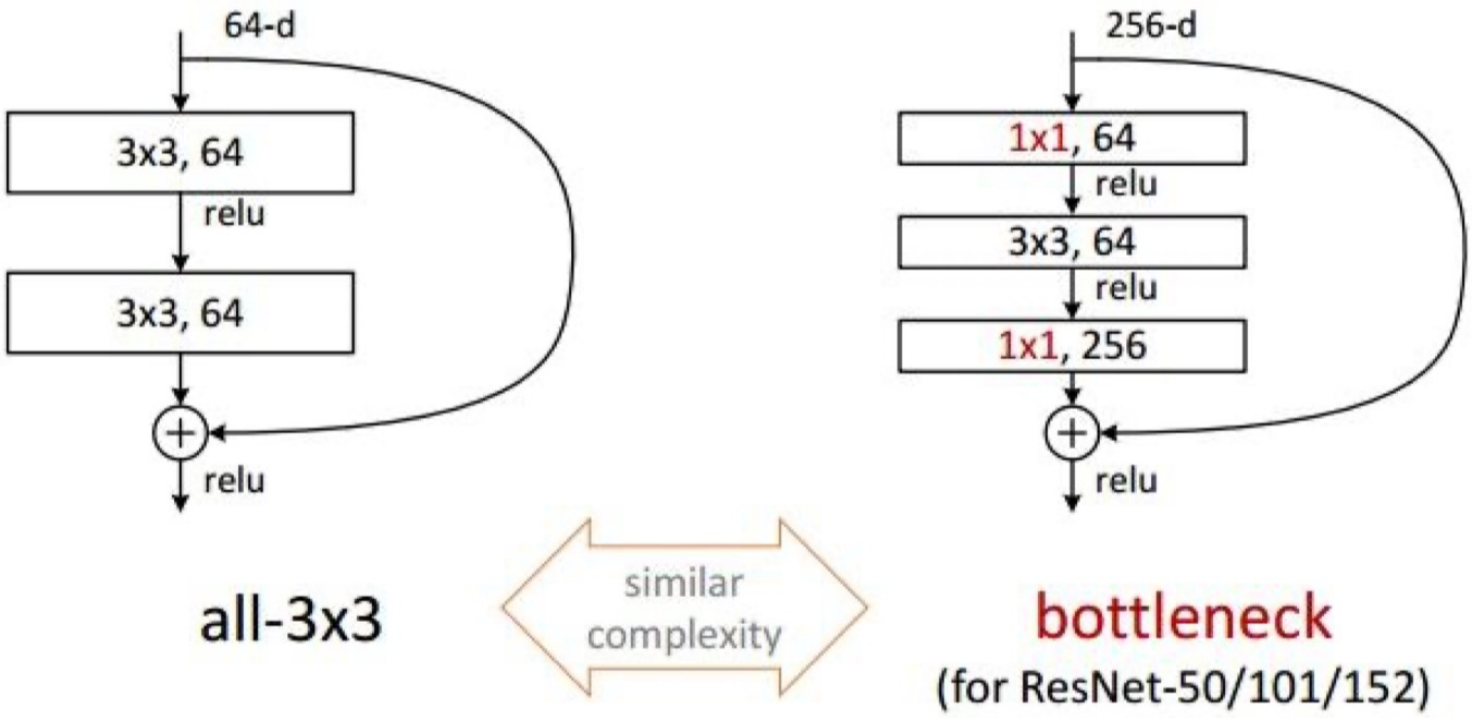
Case Study: ResNet (2015)



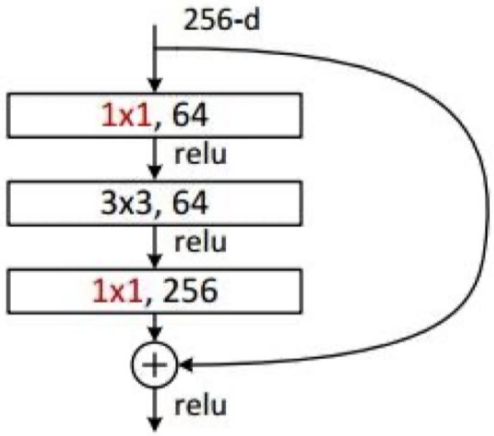
Case Study: ResNet (2015)

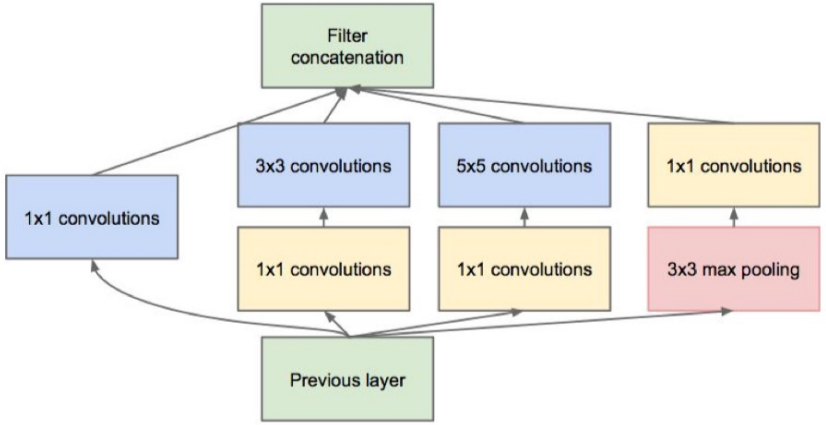


Case Study: ResNet (2015)



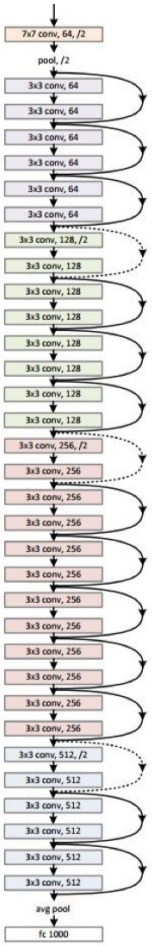
Case Study: ResNet (2015)





(this trick is also used in GoogLeNet)

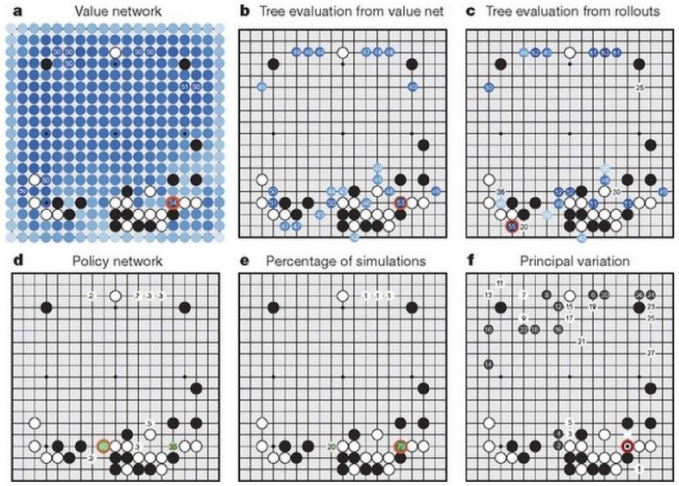
Case Study: ResNet (2015)



Case Study: ResNet *[He et al., 2015]*

layer name	output size	18-layer	34-layer	50-layer	101-layer	152-layer
conv1	112×112	7×7, 64, stride 2				
conv2_x	56×56	3×3 max pool, stride 2				
		$\begin{bmatrix} 3\times3, 64 \\ 3\times3, 64 \end{bmatrix}\times2$	$\begin{bmatrix} 3\times3, 64 \\ 3\times3, 64 \end{bmatrix}\times3$	$\begin{bmatrix} 1\times1, 64 \\ 3\times3, 64 \\ 1\times1, 256 \end{bmatrix}\times3$	$\begin{bmatrix} 1\times1, 64 \\ 3\times3, 64 \\ 1\times1, 256 \end{bmatrix}\times3$	$\begin{bmatrix} 1\times1, 64 \\ 3\times3, 64 \\ 1\times1, 256 \end{bmatrix}\times3$
conv3_x	28×28	$\begin{bmatrix} 3\times3, 128 \\ 3\times3, 128 \end{bmatrix}\times2$	$\begin{bmatrix} 3\times3, 128 \\ 3\times3, 128 \end{bmatrix}\times4$	$\begin{bmatrix} 1\times1, 128 \\ 3\times3, 128 \\ 1\times1, 512 \end{bmatrix}\times4$	$\begin{bmatrix} 1\times1, 128 \\ 3\times3, 128 \\ 1\times1, 512 \end{bmatrix}\times4$	$\begin{bmatrix} 1\times1, 128 \\ 3\times3, 128 \\ 1\times1, 512 \end{bmatrix}\times8$
conv4_x	14×14	$\begin{bmatrix} 3\times3, 256 \\ 3\times3, 256 \end{bmatrix}\times2$	$\begin{bmatrix} 3\times3, 256 \\ 3\times3, 256 \end{bmatrix}\times6$	$\begin{bmatrix} 1\times1, 256 \\ 3\times3, 256 \\ 1\times1, 1024 \end{bmatrix}\times6$	$\begin{bmatrix} 1\times1, 256 \\ 3\times3, 256 \\ 1\times1, 1024 \end{bmatrix}\times23$	$\begin{bmatrix} 1\times1, 256 \\ 3\times3, 256 \\ 1\times1, 1024 \end{bmatrix}\times36$
conv5_x	7×7	$\begin{bmatrix} 3\times3, 512 \\ 3\times3, 512 \end{bmatrix}\times2$	$\begin{bmatrix} 3\times3, 512 \\ 3\times3, 512 \end{bmatrix}\times3$	$\begin{bmatrix} 1\times1, 512 \\ 3\times3, 512 \\ 1\times1, 2048 \end{bmatrix}\times3$	$\begin{bmatrix} 1\times1, 512 \\ 3\times3, 512 \\ 1\times1, 2048 \end{bmatrix}\times3$	$\begin{bmatrix} 1\times1, 512 \\ 3\times3, 512 \\ 1\times1, 2048 \end{bmatrix}\times3$
	1×1	average pool, 1000-d fc, softmax				
FLOPs		1.8×10^9	3.6×10^9	3.8×10^9	7.6×10^9	11.3×10^9

Case Study Bonus: DeepMind's AlphaGo



How will you design the networks?

- What's the input?
- What's the output? (Hint: classification or regression?)
- Is the ConvNet appliable to the problem?

Case Study Bonus: DeepMind's AlphaGo

> The input to the policy network is a 19 × 19 × 48 image stack consisting of 48 feature planes. The first hidden layer zero pads the input into a 23 × 23 image, then convolves *k* filters of kernel size 5 × 5 with stride 1 with the input image and applies a rectifier nonlinearity. Each of the subsequent hidden layers 2 to 12 zero pads the respective previous hidden layer into a 21 × 21 image, then convolves *k* filters of kernel size 3 × 3 with stride 1, again followed by a rectifier nonlinearity. The final layer convolves 1 filter of kernel size 1 × 1 with stride 1, with a different bias for each position, and applies a softmax function. The match version of AlphaGo used *k* = 192 filters; Fig. 2b and Extended Data Table 3 additionally show the results of training with *k* = 128, 256 and 384 filters.

policy network:
[19x19x48] Input
CONV1: 192 5x5 filters , stride 1, pad 2 => [19x19x192]
CONV2..12: 192 3x3 filters, stride 1, pad 1 => [19x19x192]
CONV: 1 1x1 filter, stride 1, pad 0 => [19x19] *(probability map of promising moves)*

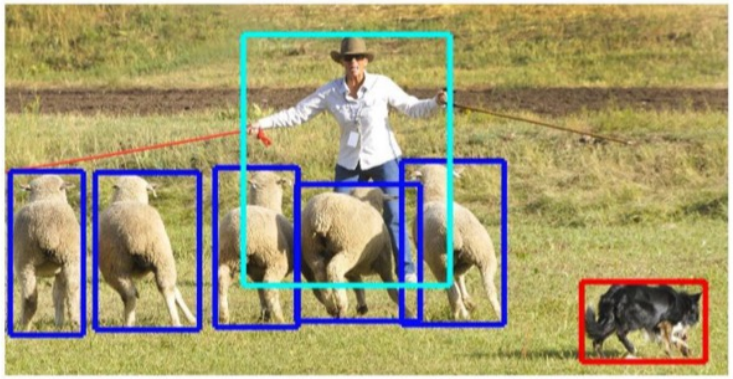
Summary of ConvNet Structure

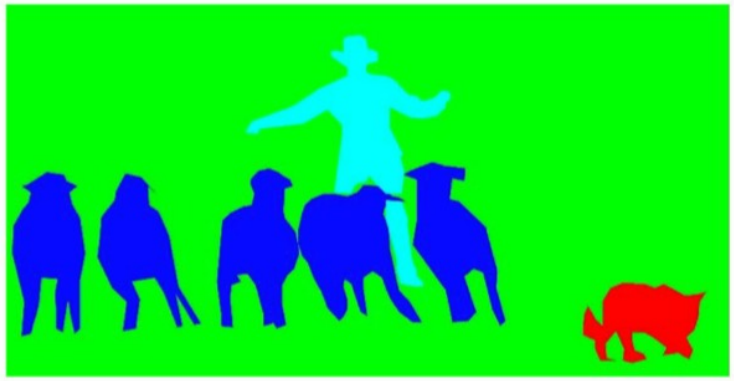
- ConvNets stack CONV,POOL,FC layers
- Trend towards smaller filters and deeper architectures
- Trend towards getting rid of POOL/FC layers (just CONV)
- Typical architectures look like

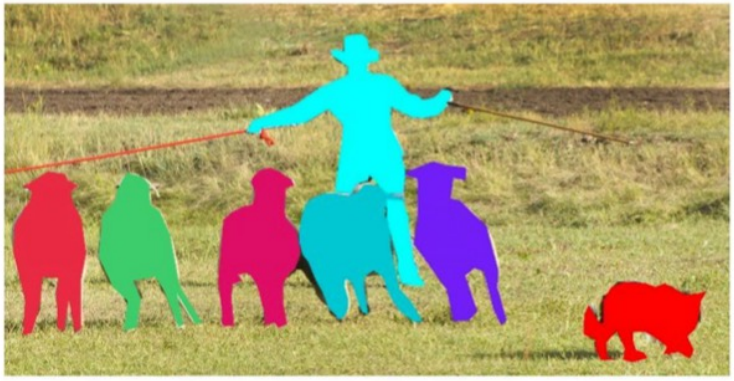
  [(CONV-RELU)*N-POOL?]*M-(FC-RELU)*K,SOFTMAX

  where N is usually up to ~5, M is large, 0 <= K <= 2.
  - but recent advances such as ResNet/GoogLeNet challenge this paradigm

Other Tasks Using Convnets







Figures from Lin et al. (2015)

Other Tasks Using Convnets

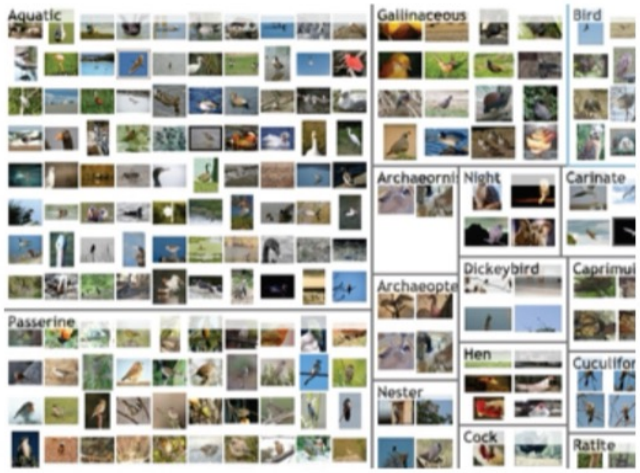
Generative models of images

- Generative adversarial nets
- Variational autoencoders
- Autoregressive models (PixelCNN)

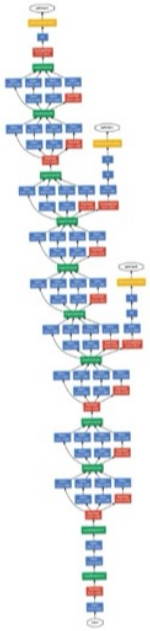
Training ConvNets

Roughly speaking:

Gather labeled data



Find a ConvNet architecture



Minimize the loss

Training a ConvNet

- Split and preprocess your data
- Choose your network architecture
- Initialize the weights
- Find a learning rate and regularization strength
- Minimize the loss and monitor progress
- Fiddle with knobs

Mini-batch Gradient Descent

Loop:

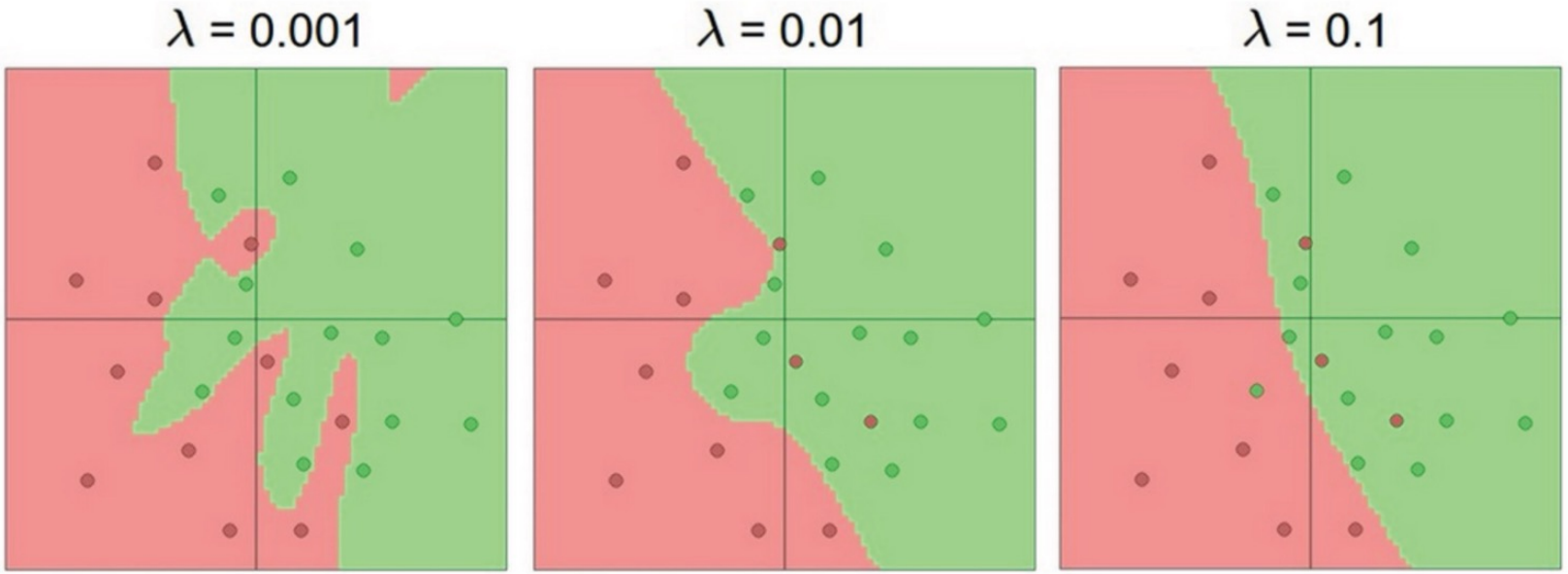
1. Sample a batch of training data (~100 images)
2. Forwards pass: compute loss (avg. over batch)
3. Backwards pass: compute gradient
4. Update all parameters

Note: usually called "stochastic gradient descent" even though SGD has a batch size of 1

Regularization

Regularization reduces overfitting:

$$L = L_{\text{data}} + L_{\text{reg}} \qquad L_{\text{reg}} = \lambda \frac{1}{2} \|W\|_2^2$$



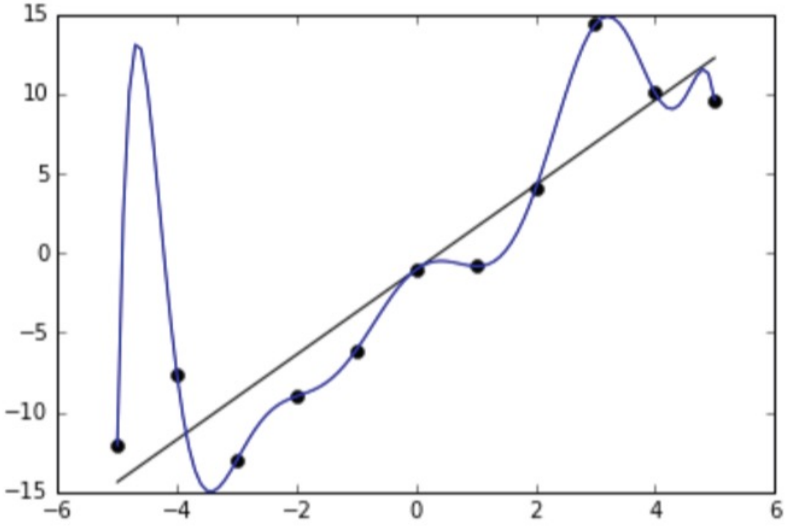
[Andrej Karpathy http://cs.stanford.edu/people/karpathy/convnetjs/demo/classify2d.html]

Overfitting

Overfitting: modeling noise in the training set instead of the "true" underlying relationship

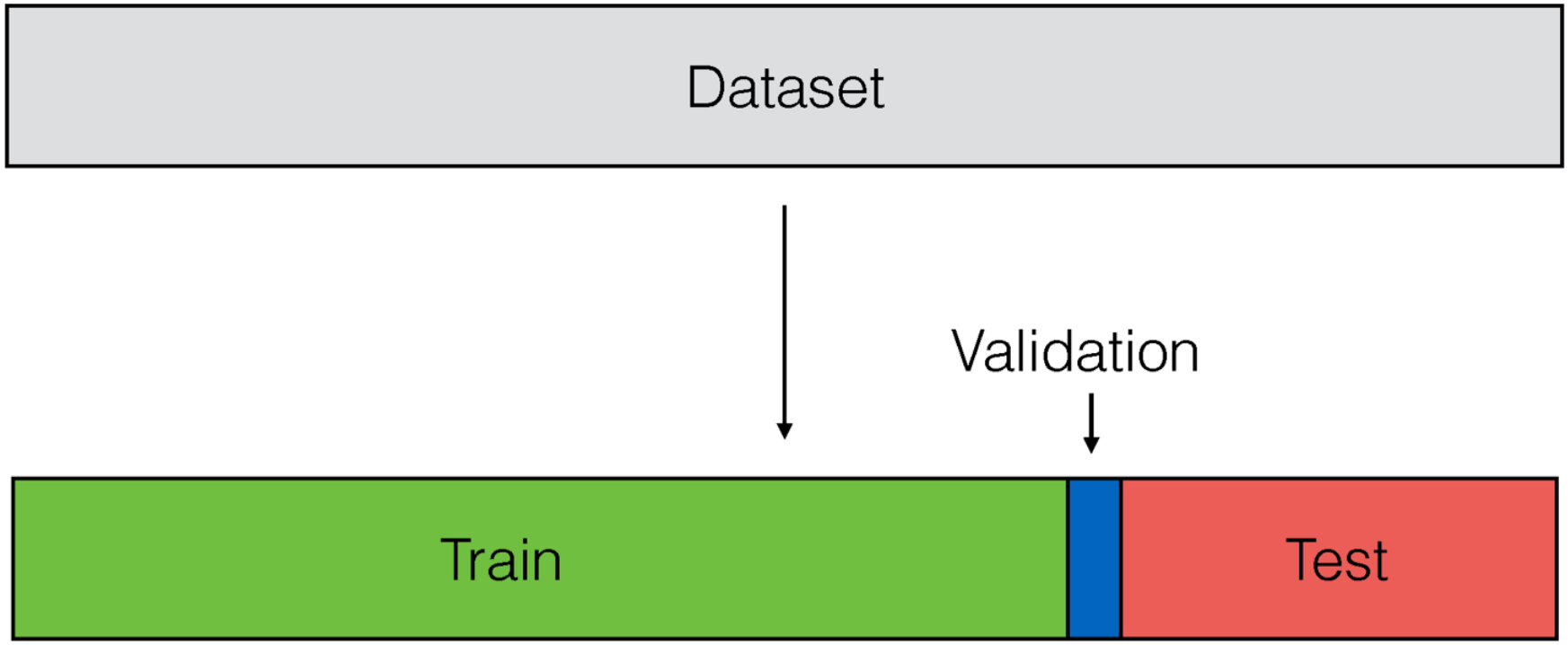
Underfitting: insufficiently modeling the relationship in the training set

General rule: models that are "bigger" or have more capacity are more likely to overfit



Dataset Split

Split your data into “train”, “validation”, and “test”:



Dataset Split

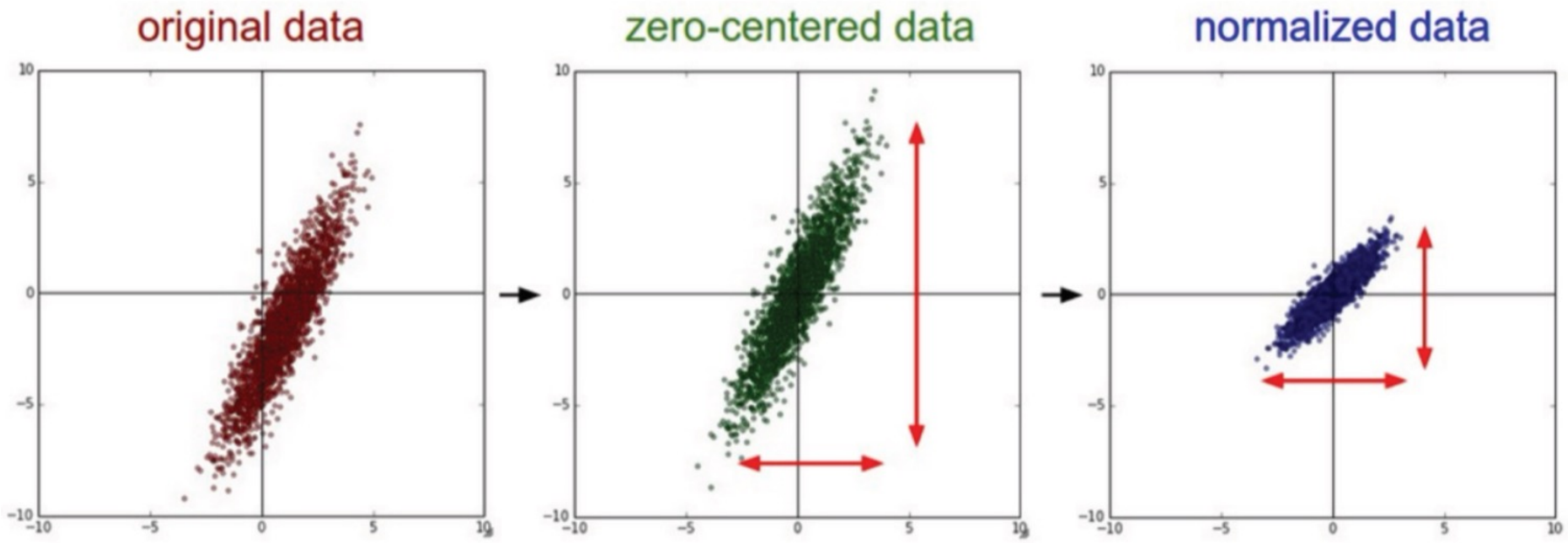
Train: gradient descent and fine-tuning of parameters

Validation: determining hyper-parameters (learning rate, regularization strength, etc) and picking an architecture

Test: estimate real-world performance
(e.g. accuracy = fraction correctly classified)

Data Preprocessing

Preprocess the data so that learning is better conditioned:



Data Preprocessing

For ConvNets, typically only the mean is subtracted.

An input image (256x256)

Minus sign

The mean input image

A per-channel mean also works (one value per R,G,B).

Data Preprocessing

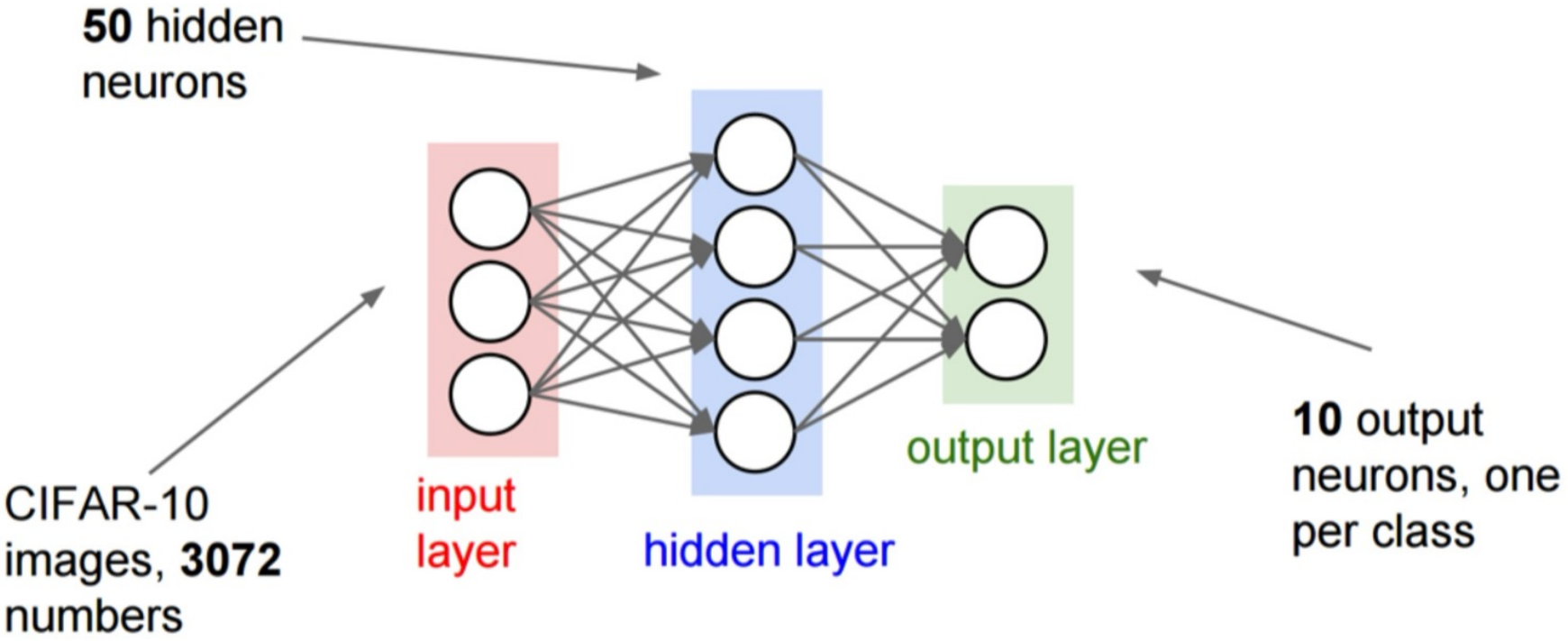
Data augmentation

By design, convnets are only robust against **translation**

Data augmentation makes them robust against other transformations: rotation, scaling, shearing, warping, ...

Choose the Architecture

Toy example: one hidden layer of size 50



Initialize the Weights

Set the weights to small random numbers:

```
W = np.random.randn(D, H) * 0.001
```

(matrix of small random numbers drawn from a Gaussian distribution)

(the magnitude is important and this is not optimal — more on this later)

Set the bias to zero (or small nonzero):

```
b = np.zeros(H)
```

The Loss is Reasonable?

```
def init_two_layer_model(input_size, hidden_size, output_size):
  # initialize a model
  model = {}
  model['W1'] = 0.0001 * np.random.randn(input_size, hidden_size)
  model['b1'] = np.zeros(hidden_size)
  model['W2'] = 0.0001 * np.random.randn(hidden_size, output_size)
  model['b2'] = np.zeros(output_size)
  return model
```

```
model = init_two_layer_model(32*32*3, 50, 10) # input size, hidden size, number of classes
loss, grad = two_layer_net(X_train, model, y_train, 0.0)
print loss
```

disable regularization

returns the loss and the gradient for all parameters

The Loss is Reasonable?

```
def init_two_layer_model(input_size, hidden_size, output_size):
  # initialize a model
  model = {}
  model['W1'] = 0.0001 * np.random.randn(input_size, hidden_size)
  model['b1'] = np.zeros(hidden_size)
  model['W2'] = 0.0001 * np.random.randn(hidden_size, output_size)
  model['b2'] = np.zeros(output_size)
  return model
```

```
model = init_two_layer_model(32*32*3, 50, 10) # input size, hidden size, number of classes
loss, grad = two_layer_net(X_train, model, y_train, 1e3)
print loss
```

crank up regularization

loss went up, good. (sanity check)

Overfit a Small Portion of the Data

```
model = init_two_layer_model(32*32*3, 50, 10) # input size, hidden size, number of classes
trainer = ClassifierTrainer()
X_tiny = X_train[:20] # take 20 examples
y_tiny = y_train[:20]
best_model, stats = trainer.train(X_tiny, y_tiny, X_tiny, y_tiny,
                                  model, two_layer_net,
                                  num_epochs=200, reg=0.0,
                                  update='sgd', learning_rate_decay=1,
                                  sample_batches = False,
                                  learning_rate=1e-3, verbose=True)
```

Details:

'sgd': vanilla gradient descent (no momentum etc)

learning_rate_decay = 1: constant learning rate

sample_batches = False (full gradient descent, no batches)

epochs = 200: number of passes through the data

Overfit a Small Portion of the Data

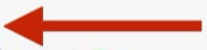
100% accuracy on the training set (good)

```
Finished epoch 1 / 200: cost 2.302603, train: 0.400000, val 0.400000, lr 1.000000e-03
Finished epoch 2 / 200: cost 2.302258, train: 0.450000, val 0.450000, lr 1.000000e-03
Finished epoch 3 / 200: cost 2.301849, train: 0.600000, val 0.600000, lr 1.000000e-03
Finished epoch 4 / 200: cost 2.301196, train: 0.650000, val 0.650000, lr 1.000000e-03
Finished epoch 5 / 200: cost 2.300044, train: 0.650000, val 0.650000, lr 1.000000e-03
Finished epoch 6 / 200: cost 2.297864, train: 0.550000, val 0.550000, lr 1.000000e-03
Finished epoch 7 / 200: cost 2.293595, train: 0.600000, val 0.600000, lr 1.000000e-03
Finished epoch 8 / 200: cost 2.285096, train: 0.550000, val 0.550000, lr 1.000000e-03
Finished epoch 9 / 200: cost 2.268094, train: 0.550000, val 0.550000, lr 1.000000e-03
Finished epoch 10 / 200: cost 2.234787, train: 0.500000, val 0.500000, lr 1.000000e-03
Finished epoch 11 / 200: cost 2.173187, train: 0.500000, val 0.500000, lr 1.000000e-03
Finished epoch 12 / 200: cost 2.076862, train: 0.500000, val 0.500000, lr 1.000000e-03
Finished epoch 13 / 200: cost 1.974090, train: 0.400000, val 0.400000, lr 1.000000e-03
Finished epoch 14 / 200: cost 1.895885, train: 0.400000, val 0.400000, lr 1.000000e-03
Finished epoch 15 / 200: cost 1.820876, train: 0.450000, val 0.450000, lr 1.000000e-03
Finished epoch 16 / 200: cost 1.737430, train: 0.450000, val 0.450000, lr 1.000000e-03
Finished epoch 17 / 200: cost 1.642356, train: 0.500000, val 0.500000, lr 1.000000e-03
Finished epoch 18 / 200: cost 1.535239, train: 0.600000, val 0.600000, lr 1.000000e-03
Finished epoch 19 / 200: cost 1.421527, train: 0.600000, val 0.600000, lr 1.000000e-03
...
Finished epoch 195 / 200: cost 0.002694, train: 1.000000, val 1.000000, lr 1.000000e-03
Finished epoch 196 / 200: cost 0.002674, train: 1.000000, val 1.000000, lr 1.000000e-03
Finished epoch 197 / 200: cost 0.002655, train: 1.000000, val 1.000000, lr 1.000000e-03
Finished epoch 198 / 200: cost 0.002635, train: 1.000000, val 1.000000, lr 1.000000e-03
Finished epoch 199 / 200: cost 0.002617, train: 1.000000, val 1.000000, lr 1.000000e-03
Finished epoch 200 / 200: cost 0.002597, train: 1.000000, val 1.000000, lr 1.000000e-03
finished optimization. best validation accuracy: 1.000000
```

Find a Learning Rate

Let's start with small regularization and find the learning rate that makes the loss decrease:

```
model = init_two_layer_model(32*32*3, 50, 10) # input size, hidden size, number of classes
trainer = ClassifierTrainer()
best_model, stats = trainer.train(X_train, y_train, X_val, y_val,
                                  model, two_layer_net,
                                  num_epochs=10, reg=0.000001,
                                  update='sgd', learning_rate_decay=1,
                                  sample_batches = True,
                                  learning_rate=1e-6, verbose=True)
```



Find a Learning Rate

```
model = init_two_layer_model(32*32*3, 50, 10) # input size, hidden size, number of classes
trainer = ClassifierTrainer()
best_model, stats = trainer.train(X_train, y_train, X_val, y_val,
                                  model, two_layer_net,
                                  num_epochs=10, reg=0.000001,
                                  update='sgd', learning_rate_decay=1,
                                  sample_batches = True,
                                  learning_rate=1e-6, verbose=True)
```

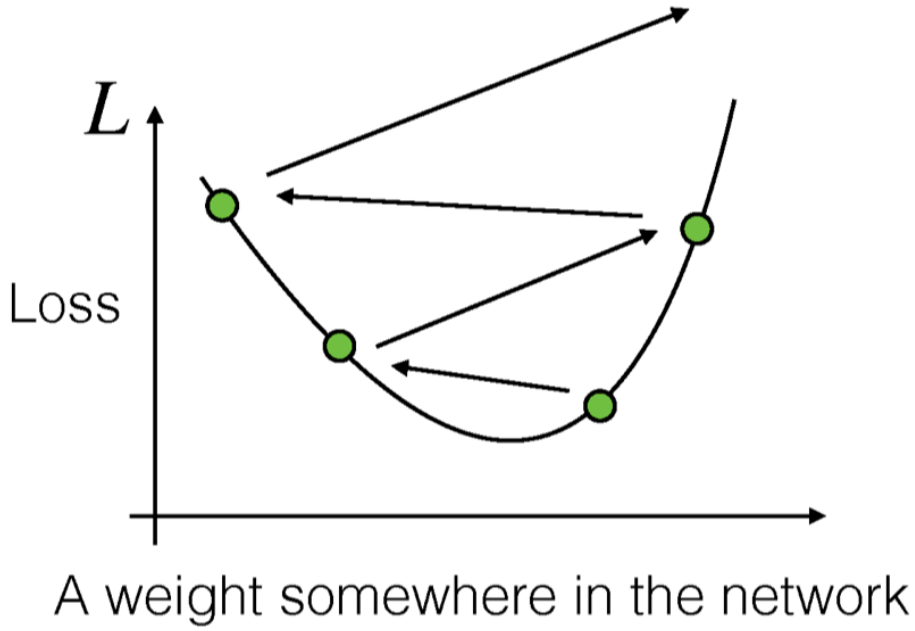
```
Finished epoch 1 / 10: cost 2.302576, train: 0.080000, val 0.103000, lr 1.000000e-06
Finished epoch 2 / 10: cost 2.302582, train: 0.121000, val 0.124000, lr 1.000000e-06
Finished epoch 3 / 10: cost 2.302558, train: 0.119000, val 0.138000, lr 1.000000e-06
Finished epoch 4 / 10: cost 2.302519, train: 0.127000, val 0.151000, lr 1.000000e-06
Finished epoch 5 / 10: cost 2.302517, train: 0.158000, val 0.171000, lr 1.000000e-06
Finished epoch 6 / 10: cost 2.302518, train: 0.179000, val 0.172000, lr 1.000000e-06
Finished epoch 7 / 10: cost 2.302466, train: 0.180000, val 0.176000, lr 1.000000e-06
Finished epoch 8 / 10: cost 2.302452, train: 0.175000, val 0.185000, lr 1.000000e-06
Finished epoch 9 / 10: cost 2.302459, train: 0.206000, val 0.192000, lr 1.000000e-06
Finished epoch 10 / 10: cost 2.302420, train: 0.190000, val 0.192000, lr 1.000000e-06
finished optimization. best validation accuracy: 0.192000
```

Loss barely changes **Why is the accuracy 20%?**

(learning rate is too low or regularization too high)

Find a Learning Rate

Learning rate: 1e6 — what could go wrong?



Find a Learning Rate

Coarse to fine search

First stage: only a few epochs (passes through the data) to get a rough idea

Second stage: longer running time, finer search

Tip: if loss > 3 * original loss, quit early (learning rate too high)

Find a Learning Rate

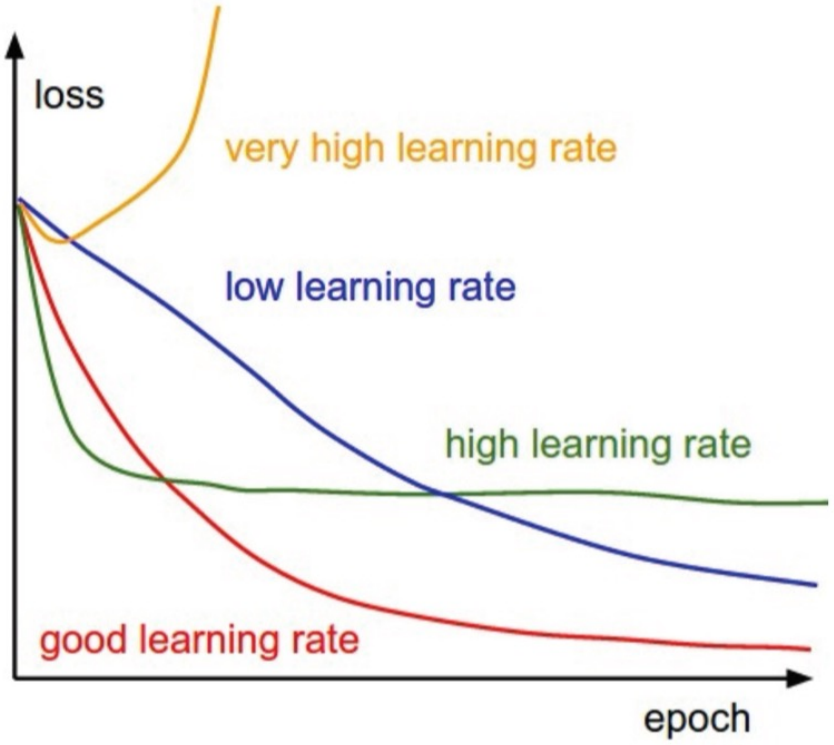
Normally, you don't have the budget for lots of cross-validation —> visualize as you go

Plot the loss

For very small learning rates, the loss decreases linearly and slowly

(Why linearly?)

Larger learning rates tend to look more exponential



Find a Learning Rate

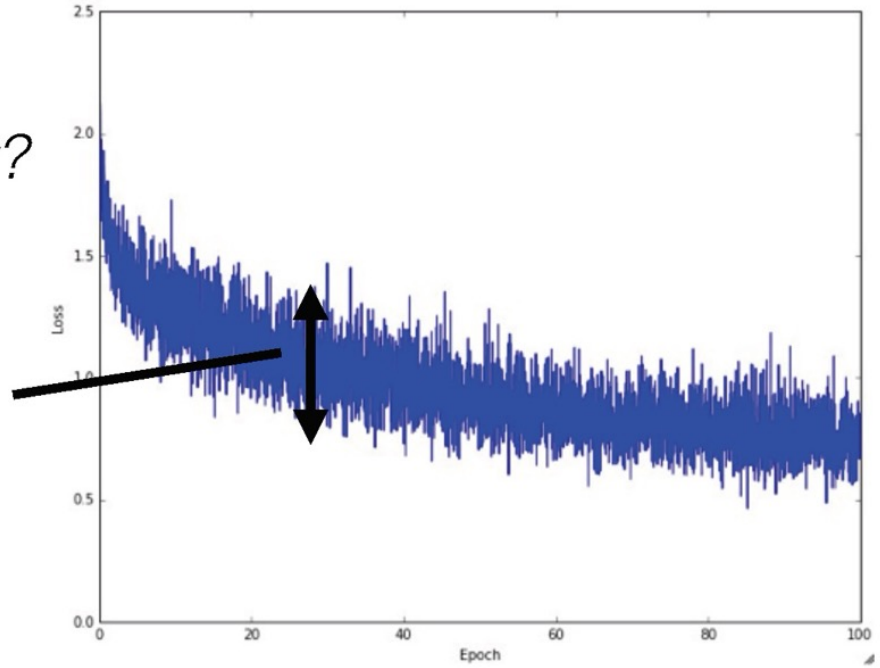
Normally, you don't have the budget for lots of cross-validation —> visualize as you go

Typical training loss:

Why is it varying so rapidly?

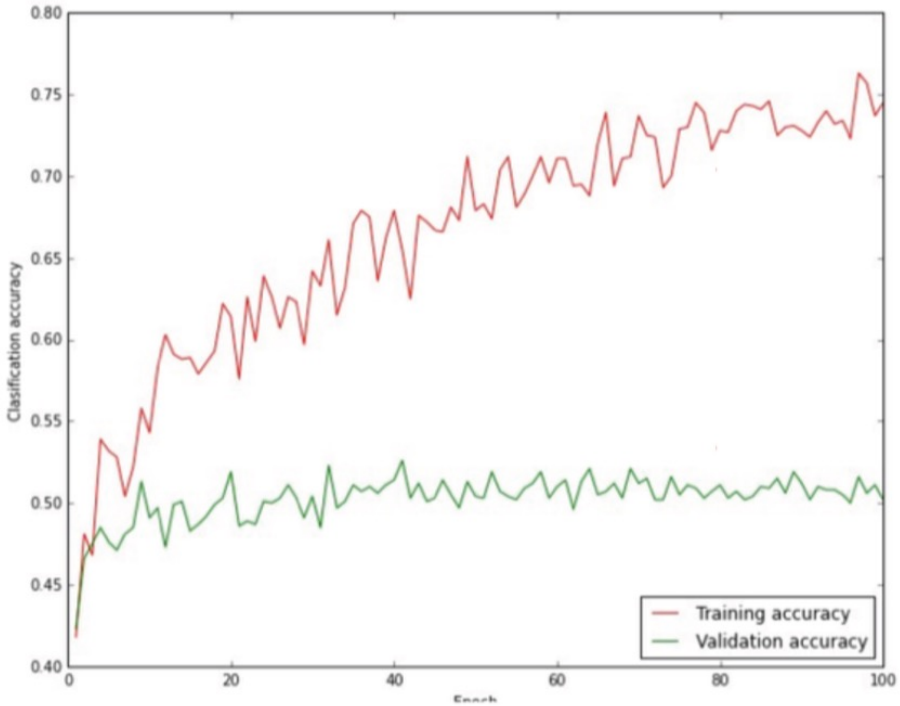
The width of the curve is related to the batchsize — if too noisy, increase the batch size

Possibly too linear
(learning rate too small)



Find a Learning Rate

Visualize the accuracy



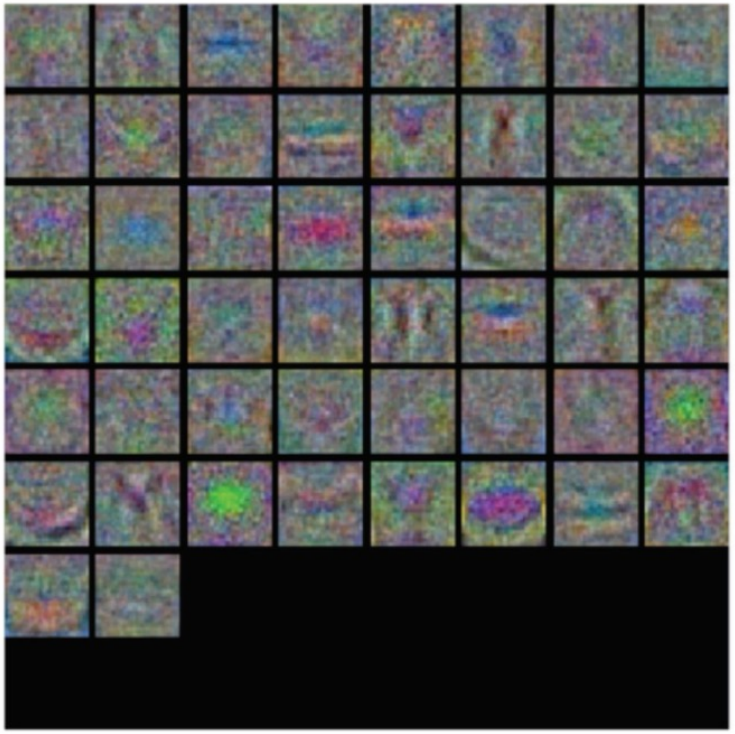
Big gap: overfitting
(increase regularization)

No gap: underfitting
(increase model capacity,
make layers bigger
or decrease regularization)

Find a Learning Rate

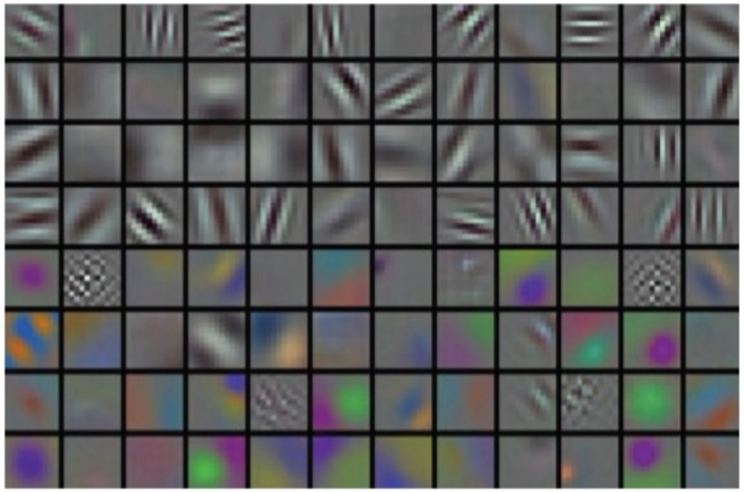
Visualize the weights

Noisy weights: possibly regularization not strong enough

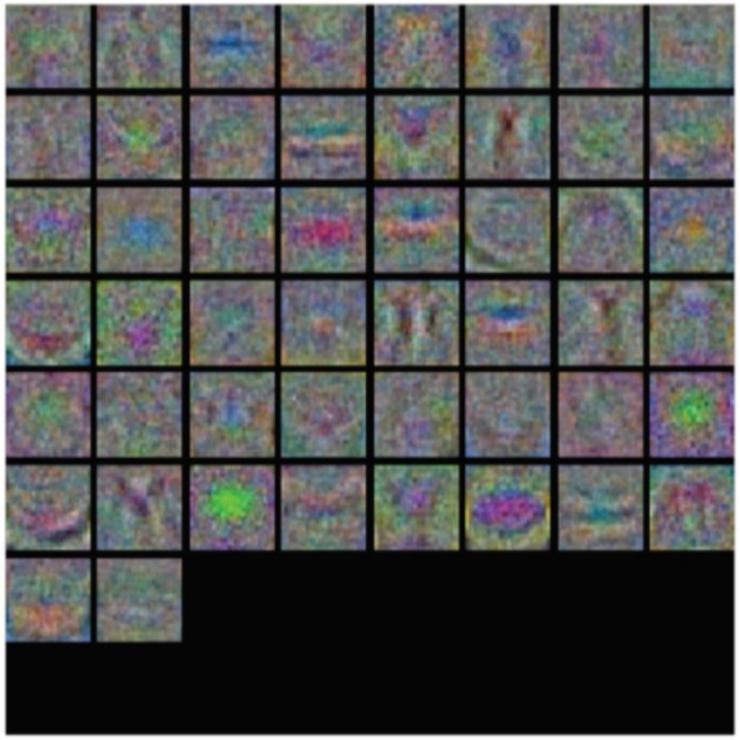


Find a Learning Rate

Visualize the weights



Nice clean weights:
training is proceeding well



Find a Learning Rate

How do we change the learning rate over time?

Various choices:

- Step down by a factor of 0.1 every 50,000 mini-batches (used by SuperVision [Krizhevsky 2012])
- Decrease by a factor of 0.97 every epoch (used by GoogLeNet [Szegedy 2014])
- Scale by sqrt(1-t/max_t) (used by BVLC to re-implement GoogLeNet)
- Scale by 1/t
- Scale by exp(-t)

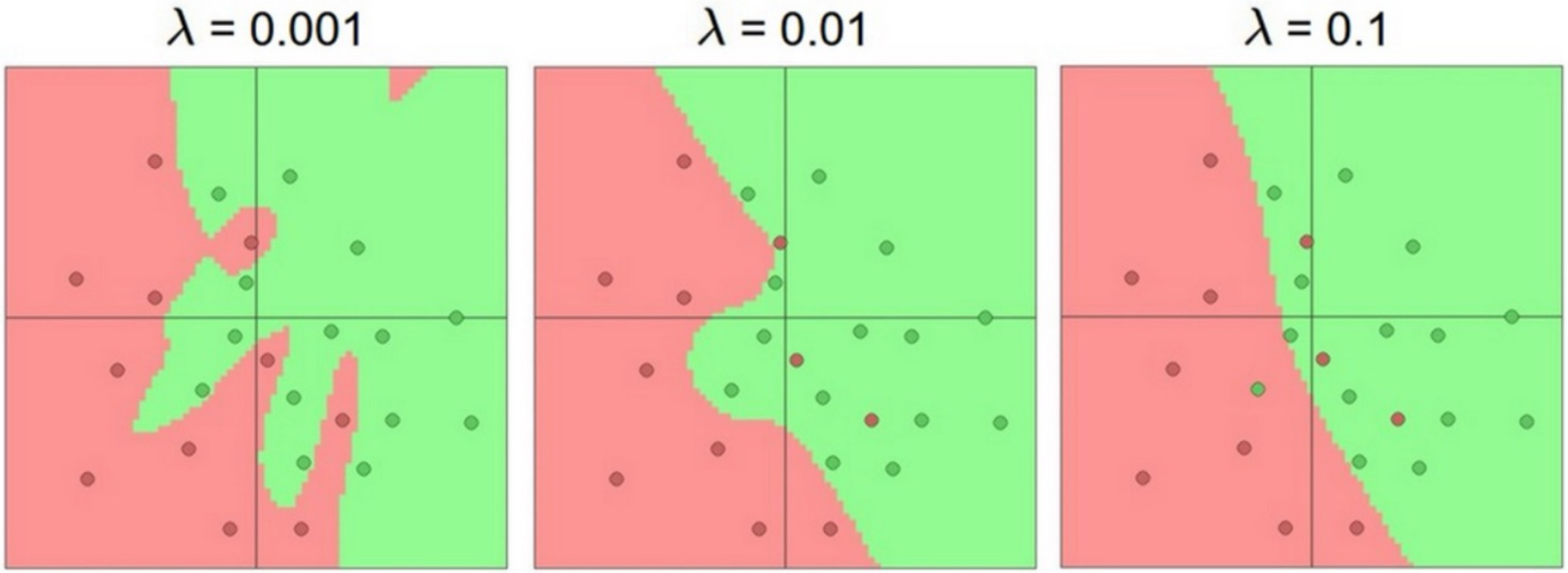
Summary of Things to Fiddle

- Network architecture
- Learning rate, decay schedule, update type
- Regularization (L2, L1, maxnorm, dropout, …)
- Loss function (softmax, SVM, …)
- Weight initialization

Neural network parameters

(Recall) Regularization Reduces Overfitting

$$L = L_{\text{data}} + L_{\text{reg}} \qquad L_{\text{reg}} = \lambda \frac{1}{2} ||W||_2^2$$



Example Regularizers

L2 regularization $L_{\text{reg}} = \lambda \frac{1}{2} ||W||_2^2$

(L2 regularization encourages small weights)

L1 regularization $L_{\text{reg}} = \lambda ||W||_1 = \lambda \sum_{ij} |W_{ij}|$

(L1 regularization encourages sparse weights:
weights are encouraged to reduce to exactly zero)

"Elastic net" $L_{\text{reg}} = \lambda_1 ||W||_1 + \lambda_2 ||W||_2^2$

(combine L1 and L2 regularization)

Max norm

Clamp weights to some max norm $||W||_2^2 \leq c$

"Weight Decay"

Regularization is also called "weight decay" because the weights "decay" each iteration:

$$L_{\text{reg}} = \lambda \frac{1}{2} \|W\|_2^2 \quad \longrightarrow \quad \frac{\partial L}{\partial W} = \lambda W$$

Gradient descent step:

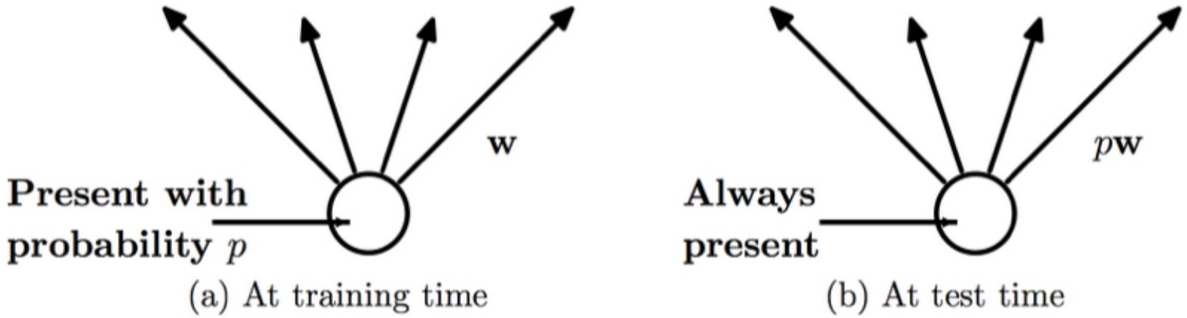
$$W \leftarrow W - \alpha\lambda W - \frac{\partial L_{\text{data}}}{\partial W}$$

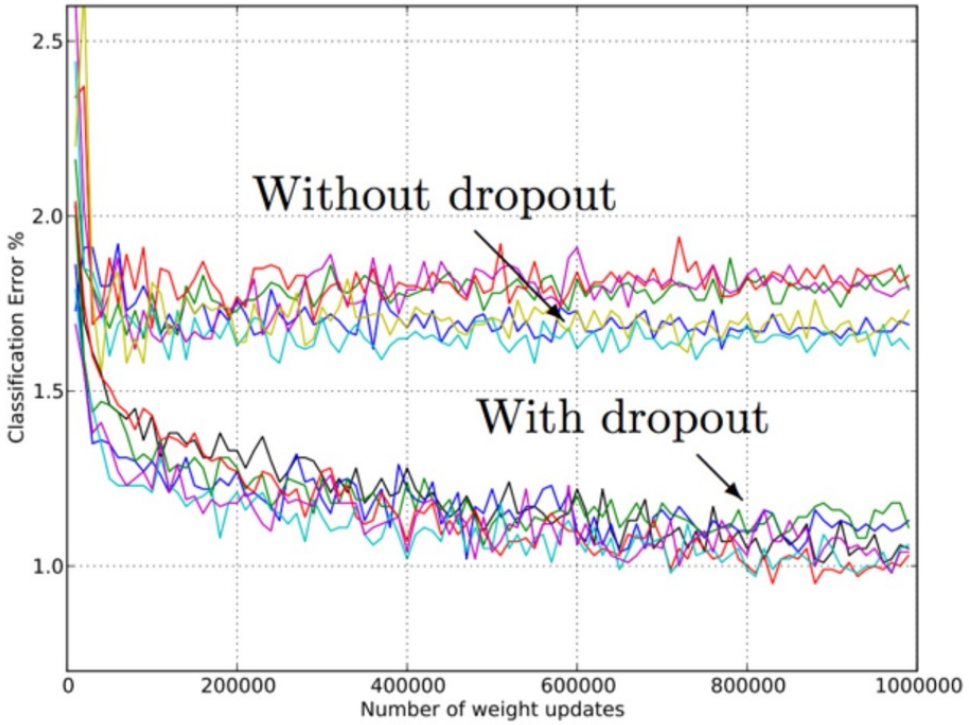
Weight decay: $\alpha\lambda$ (weights always decay by this amount)

Note: biases are sometimes excluded from regularization

Dropout

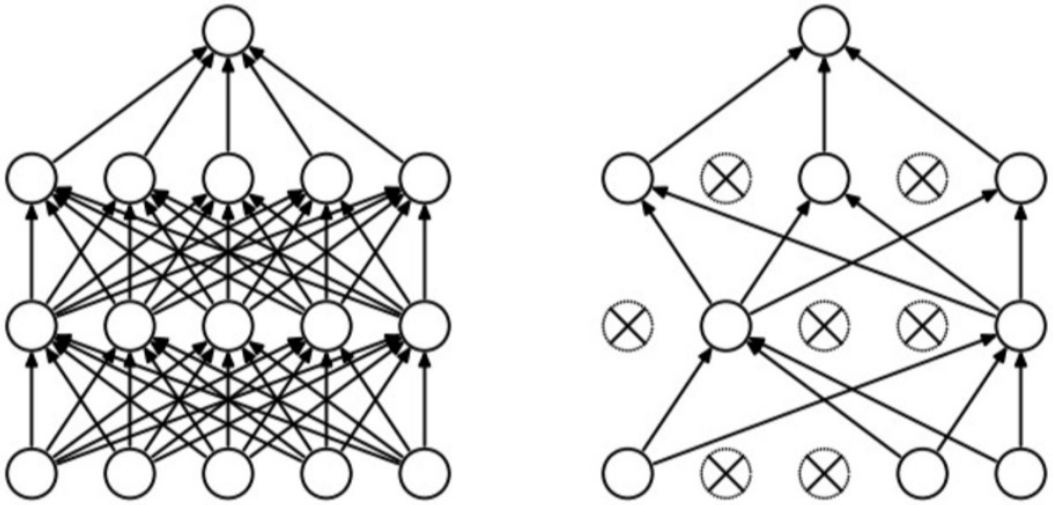
Simple but powerful technique to reduce overfitting:





Dropout

Simple but powerful technique to reduce overfitting:



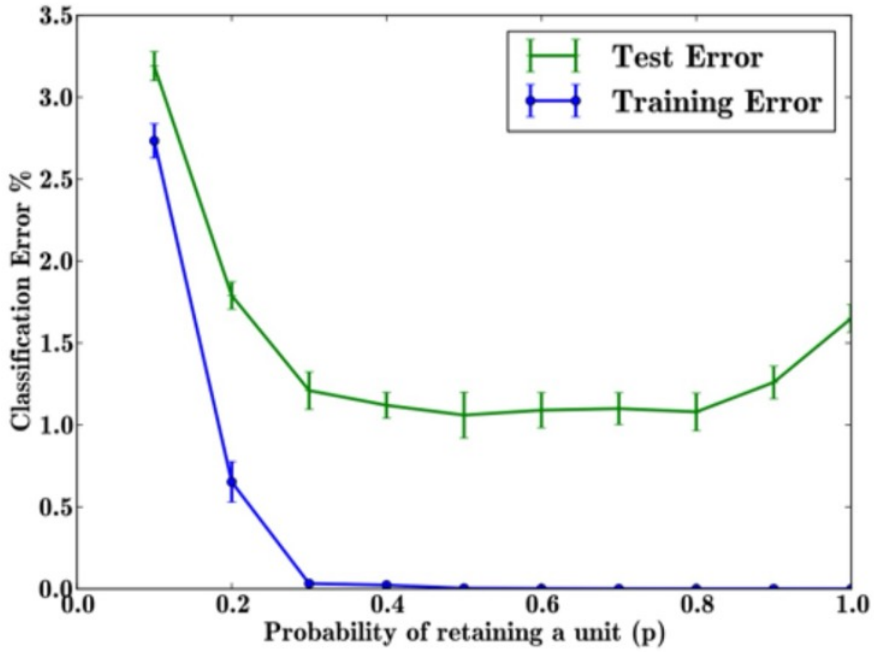
(a) Standard Neural Net

(b) After applying dropout.

Note: Dropout can be interpreted as an approximation to taking the geometric mean of an ensemble of exponentially many models

Dropout

How much dropout? Around p = 0.5



(a) Keeping n fixed.

Dropout

Test time: scale the activations

Expected value of a neuron *h* with dropout:

$$E[h] = ph + (1-p)0 = ph$$

```
def predict(X):
  # ensembled forward pass
  H1 = np.maximum(0, np.dot(W1, X) + b1) * p # NOTE: scale the activations
  H2 = np.maximum(0, np.dot(W2, H1) + b2) * p # NOTE: scale the activations
  out = np.dot(W3, H2) + b3
```

We want to keep the same expected value

Summary

- Preprocess the data (subtract mean, sub-crops)
- Initialize weights carefully
- Use Dropout
- Use SGD + Momentum
- Fine-tune from ImageNet
- Babysit the network as it trains

Questions?

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