Deep Learning

Holger Schmidt



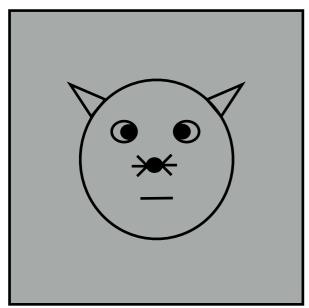
Motivation

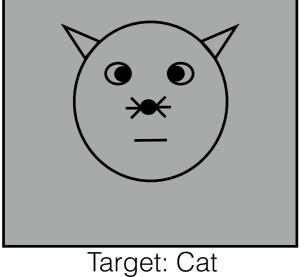
- Require the input—output function to be insensitive to irrelevant variations of the input, while being very sensitive to particular minute variations.
- In images, local combinations of edges form motifs, motifs assemble into parts, and parts form objects.

Two-fold reason for Convolution/Pooling:

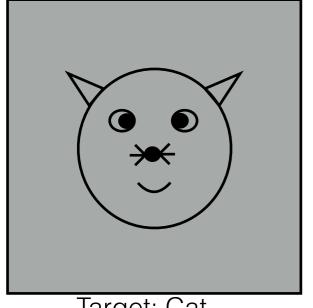
- First, in array data such as images, local groups of values are often highly correlated, forming distinctive local motifs that are easily detected.
- Second, the local statistics of images and other signals are invariant to location. In other words, if a motif can appear in one part of the image, it would appear anywhere, hence the idea of units at different locations sharing the same weights and detecting the same pattern in different parts of the array.

Want Input-Output-Function to be insensitive to



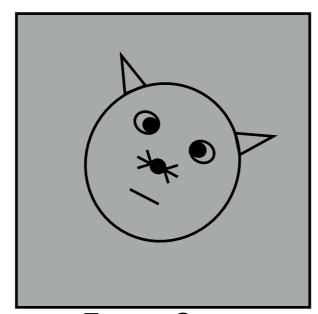


Pose



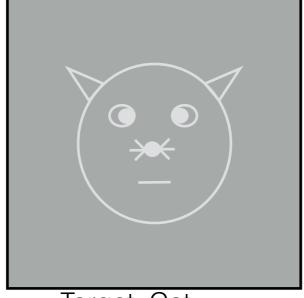
Target: Cat

Orientation



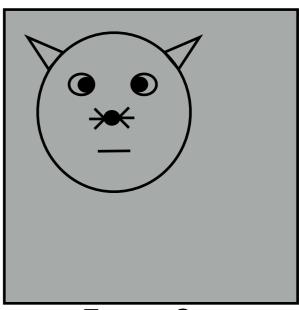
Target: Cat

Illumination



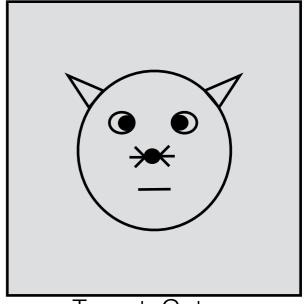
Target: Cat

Position



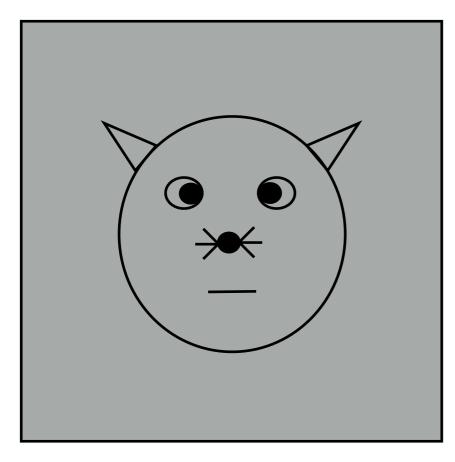
Target: Cat

Background



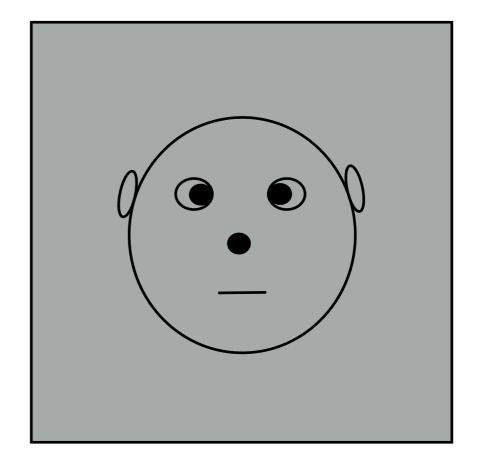
Target: Cat

Want Input-Output-Function to be very sensitive to

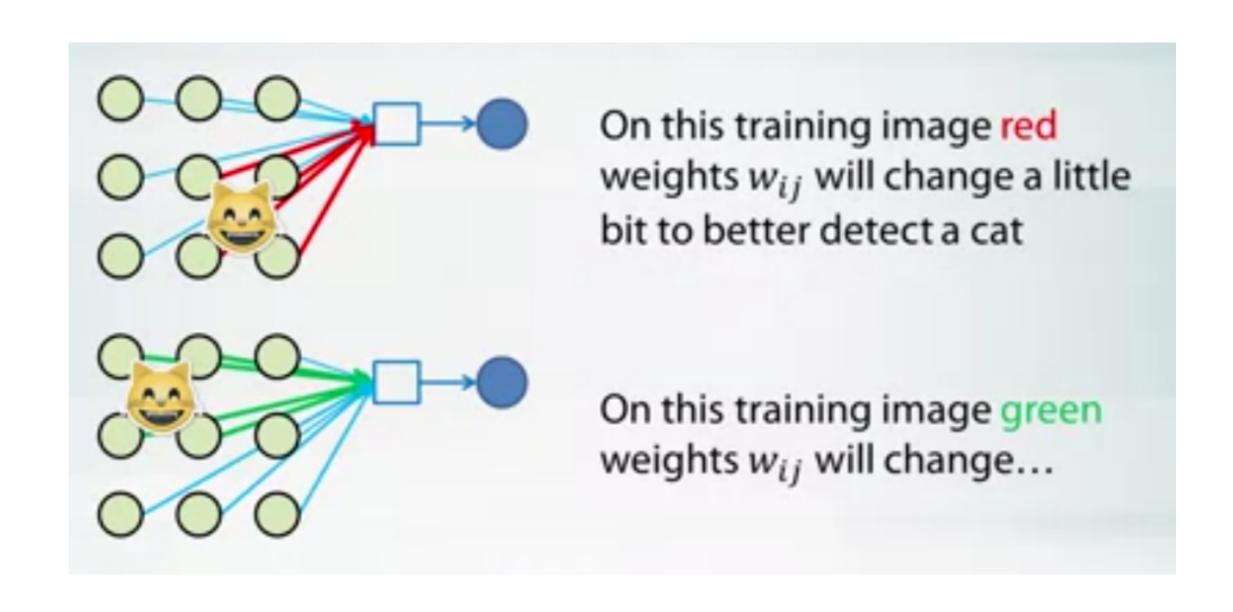


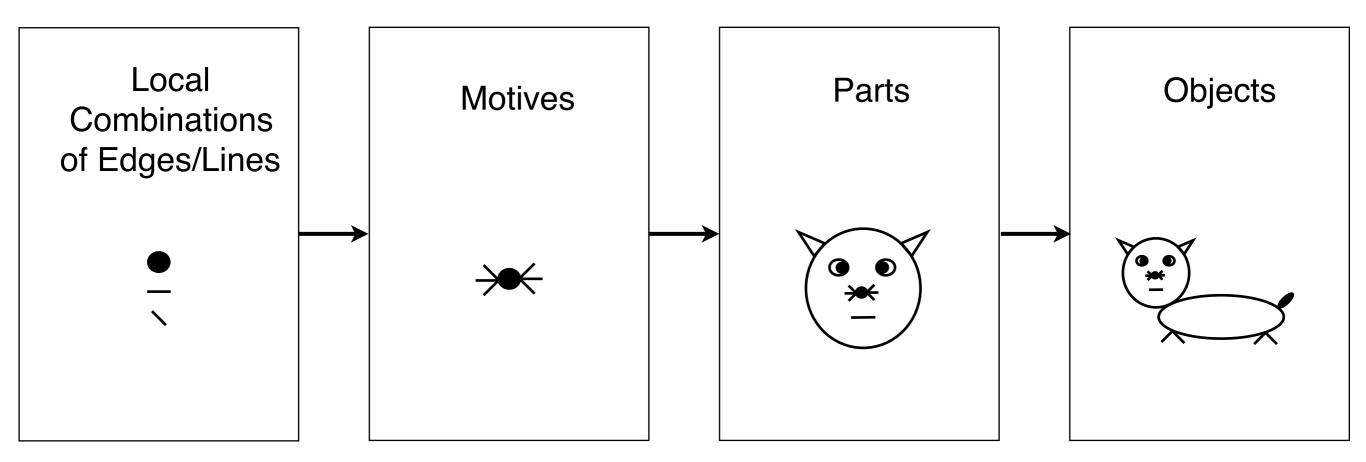
Target: Cat

particular minute variations

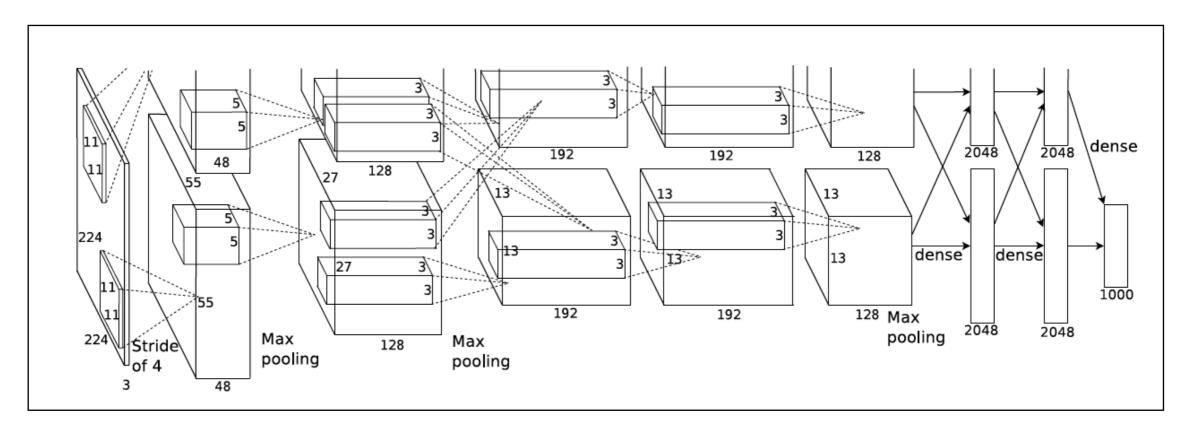


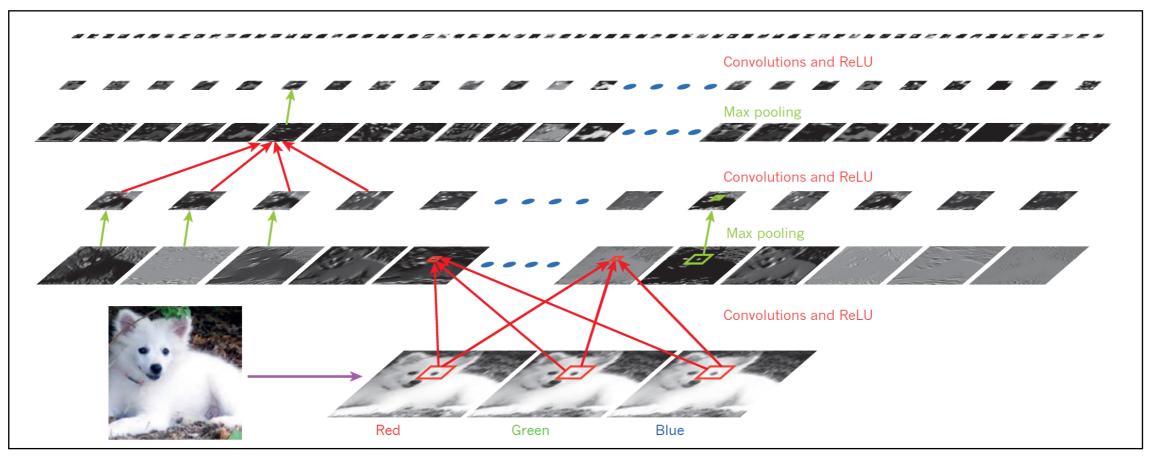
Target: Human





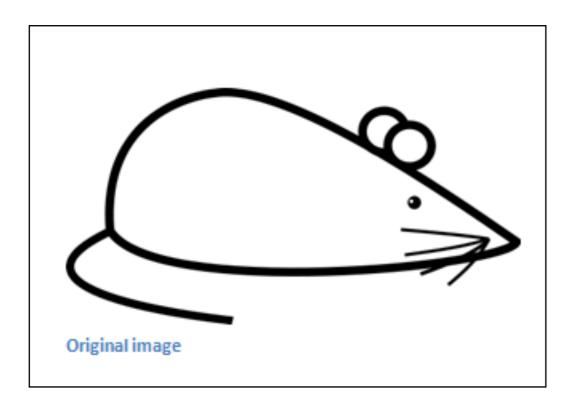
AlexNet





Convolutional Neural Networks solve all this issues by using

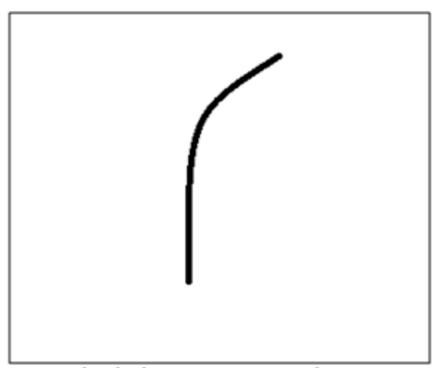
- Convolution
- Pooling
- Fully Connected Layer



Originalbild

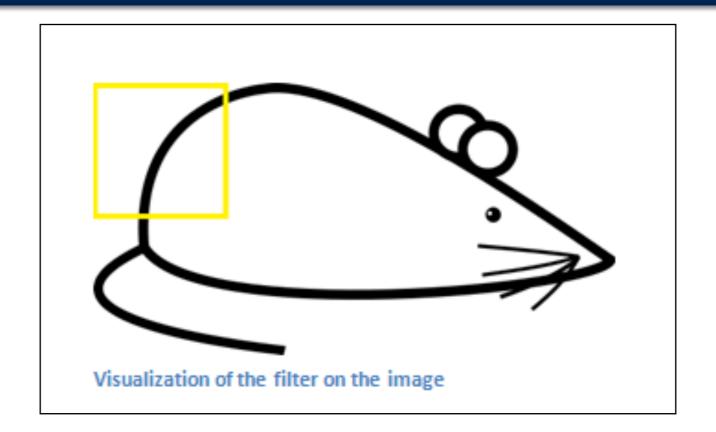
0	0	0	0	0	30	0
0	0	0	0	30	0	0
0	0	0	30	0	0	0
0	0	0	30	0	0	0
0	0	0	30	0	0	0
0	0	0	30	0	0	0
0	0	0	0	0	0	0

Pixel representation of filter



Visualization of a curve detector filter

7 x 7 Filter-Kernel





Visualization of the receptive field

0	0	0	0	0	0	30
0	0	0	0	50	50	50
0	0	0	20	50	0	0
0	0	0	50	50	0	0
0	0	0	50	50	0	0
0	0	0	50	50	0	0
0	0	0	50	50	0	0

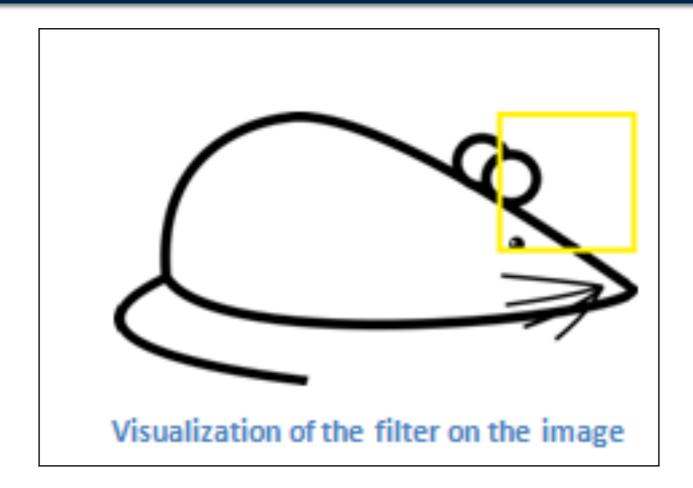
Pixel representation of the receptive field



0	0	0	0	0	30	0
0	0	0	0	30	0	0
0	0	0	30	0	0	0
0	0	0	30	0	0	0
0	0	0	30	0	0	0
0	0	0	30	0	0	0
0	0	0	0	0	0	0

=6000

Pixel representation of filter





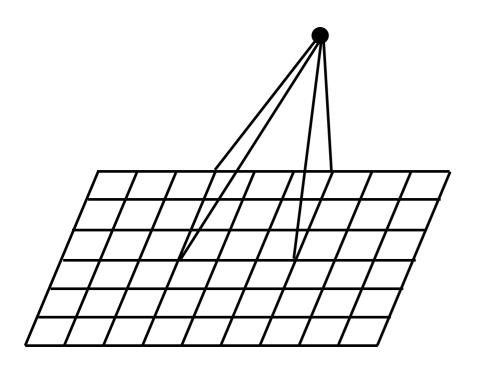
0	0	0	0	0	0	0
0	40	0	0	0	0	0
40	0	40	0	0	0	0
40	20	0	0	0	0	0
0	50	0	0	0	0	0
0	0	50	0	0	0	0
25	25	0	50	0	0	0



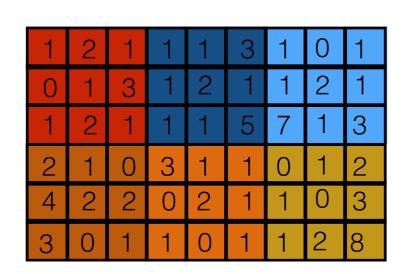
0	0	0	0	0	30	0
0	0	0	0	30	0	0
0	0	0	30	0	0	0
0	0	0	30	0	0	0
0	0	0	30	0	0	0
0	0	0	30	0	0	0
0	0	0	0	0	0	0

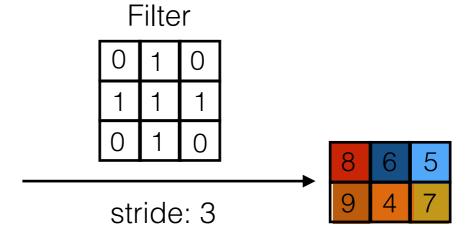
Pixel representation of filter

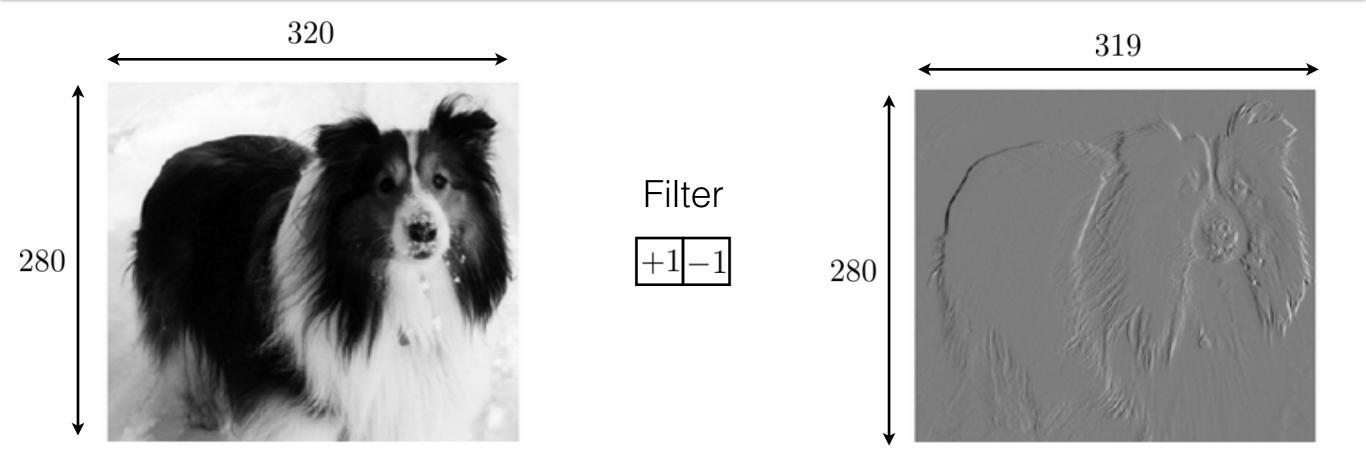
= 0



$$S(i,j) = (I * K)(i,j) = \sum_{m} \sum_{n} I(m,n)K(i-m,j-n)$$







Convolution: $319 \times 280 \times 3 = 267.960$ FLOPs

Matrix Multiplication: $319 \times 280 \times 320 \times 280 \times 2 = 8$ Milliarden FLOPs

Convolution is 60.000 faster than Matrix-Multiplikation

