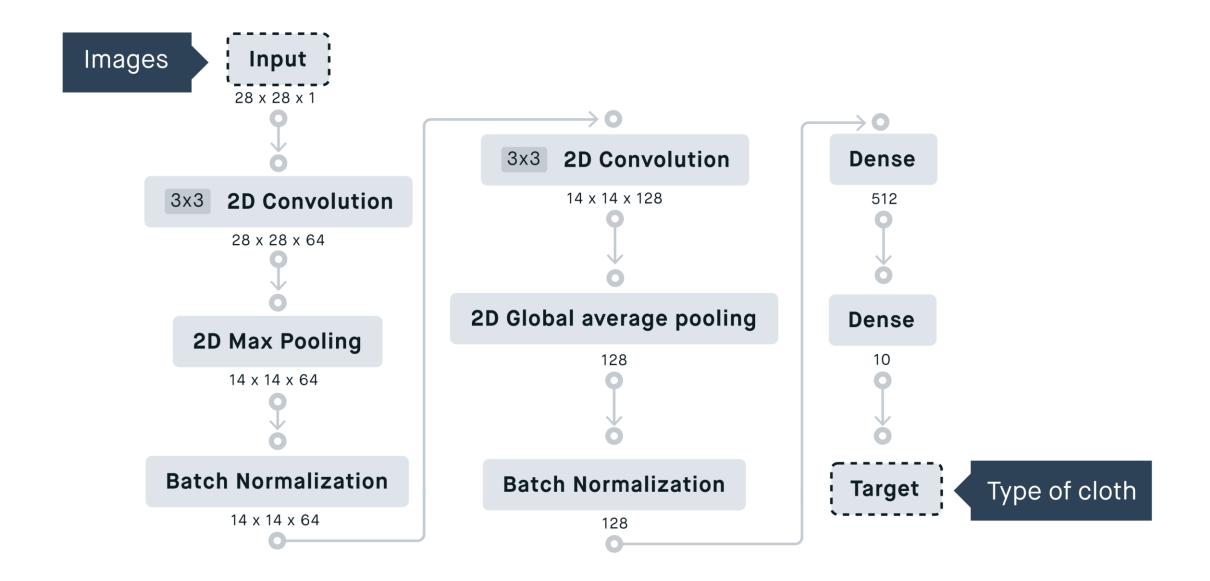
Architektura głębokich sieci neuronowych

Weronika Hryniewska

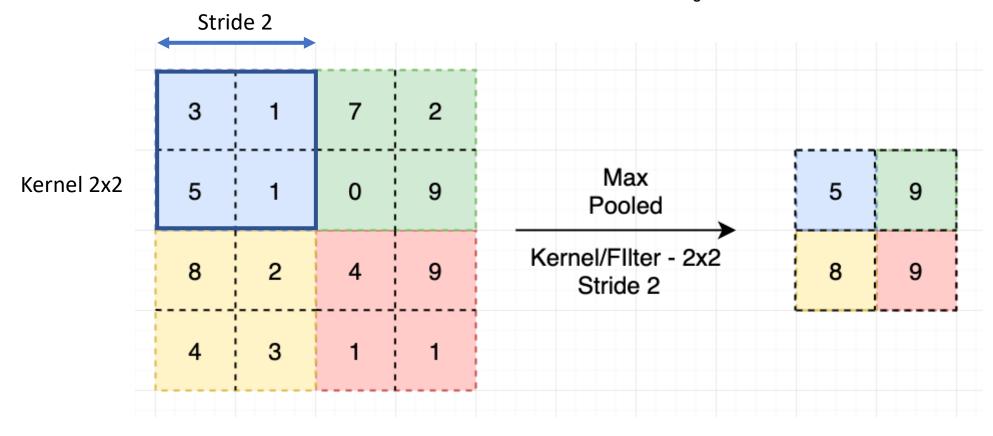
Tensorflow playground

https://playground.tensorflow.org

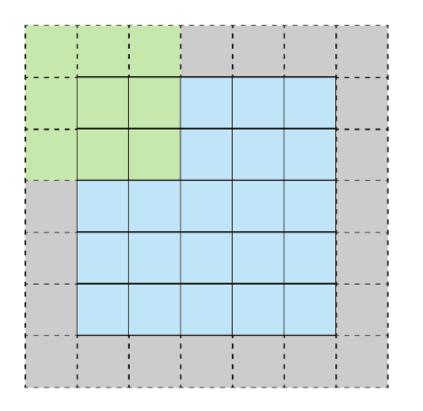
- Jak wielkość sieci wpływa na szybkość trenowania?
- Czy można różnymi cechami rozwiązać to samo zadanie?
- Co robi learning rate, albo funkcja aktywacji?
- Co się stanie, gdy: zmienimy batch size, podział danych lub dodamy szum?
- Co jest bardziej korzystne zwiększenie neuronów w warstwach czy liczby warstw?
- Czy lepiej wziąć za dużą sieć, czy za małą?

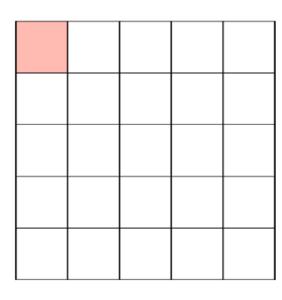


Max pooling



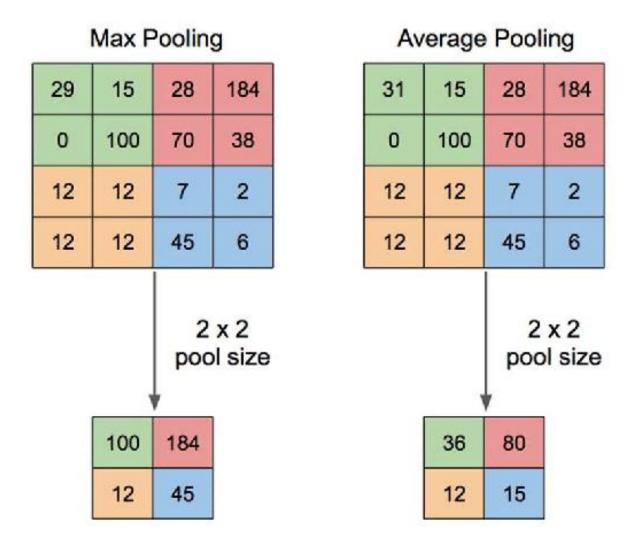
Padding i stride



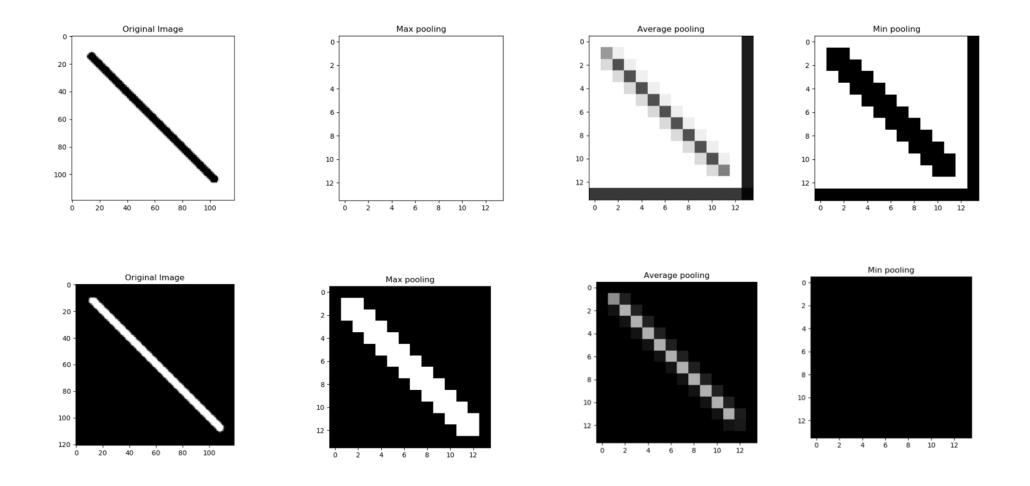


Stride 1 with Padding

Feature Map

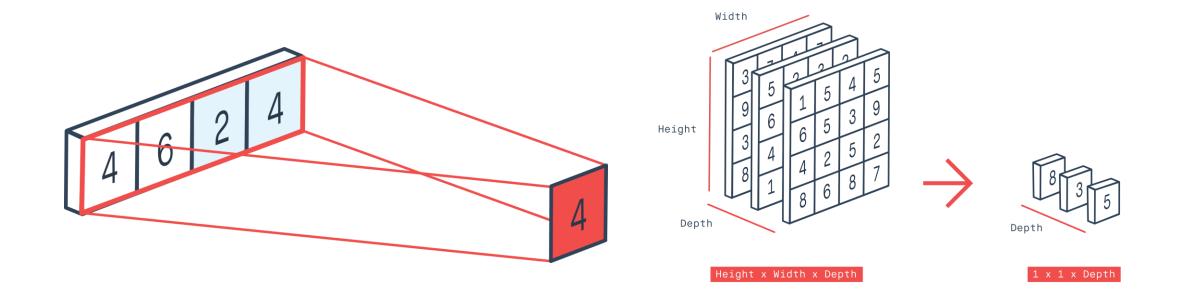


Porównanie operacji poolingu



0 - czarny 255 - biały

1D / 2D Global average pooling



Flatten

			1
1	1	0	0
			4
4	2	1	2
0	2	1	
			1
			0
			2
			1

https://medium.com/@cdabakoglu/what-is-convolutional-neural-network-cnn-with-keras-cab447ad204c

Batch normalization

(batch - mean(batch)) / (var(batch) + epsilon) * gamma + beta

```
Input: Values of x over a mini-batch: \mathcal{B} = \{x_{1...m}\}; Parameters to be learned: \gamma, \beta

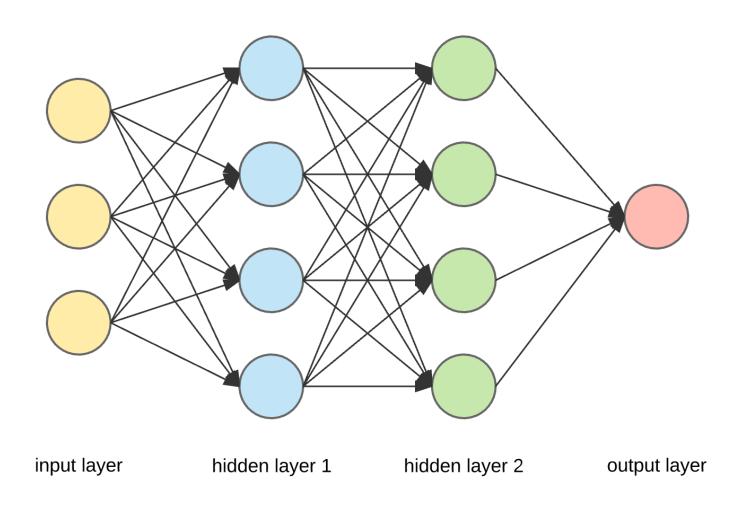
Output: \{y_i = \mathrm{BN}_{\gamma,\beta}(x_i)\}

\mu_{\mathcal{B}} \leftarrow \frac{1}{m} \sum_{i=1}^m x_i \qquad \text{// mini-batch mean}
\sigma_{\mathcal{B}}^2 \leftarrow \frac{1}{m} \sum_{i=1}^m (x_i - \mu_{\mathcal{B}})^2 \qquad \text{// mini-batch variance}
\hat{x}_i \leftarrow \frac{x_i - \mu_{\mathcal{B}}}{\sqrt{\sigma_{\mathcal{B}}^2 + \epsilon}} \qquad \text{// normalize}
y_i \leftarrow \gamma \hat{x}_i + \beta \equiv \mathrm{BN}_{\gamma,\beta}(x_i) \qquad \text{// scale and shift}
```

Algorithm 1: Batch Normalizing Transform, applied to activation x over a mini-batch.

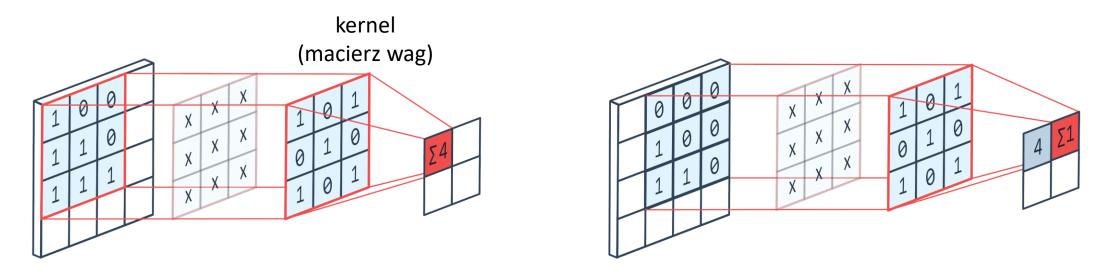
- · epsilon is small constant
- gamma is a learned scaling factor (initialized as 1)
- beta is a learned offset factor (initialized as 0)

Dense (fully connected)



https://medium.com/@cdabakoglu/what-is-convolutional-neural-network-cnn-with-keras-cab447ad204c

2D Convolution block

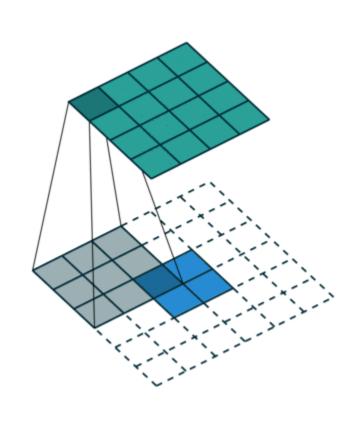


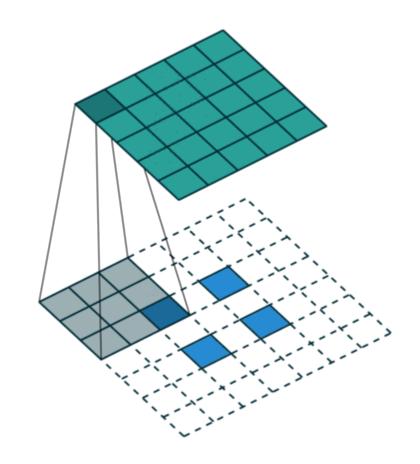
5×5=25 cech wejściowych i 3×3=9 cech wyjściowych

Gdyby to była warstwa w pełni połączona macierz wag miałaby: 25×9 = 225 parametrów

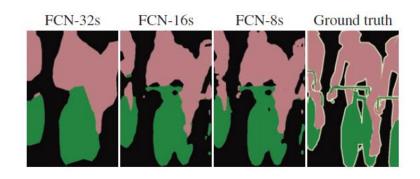
https://peltarion.com/knowledge-center/documentation/modeling-view/build-an-ai-model/blocks/2d-convolution-block

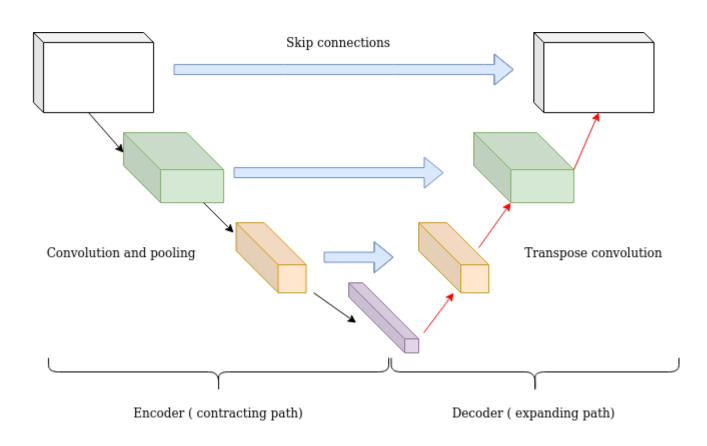
Deconvolution (transposed Convolution)



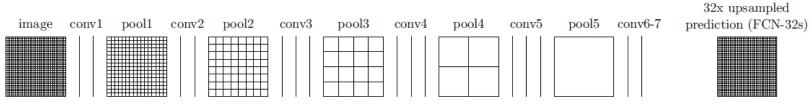


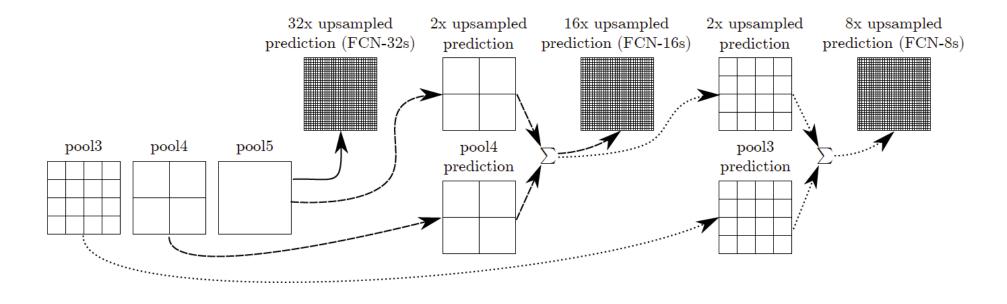
Skip connections



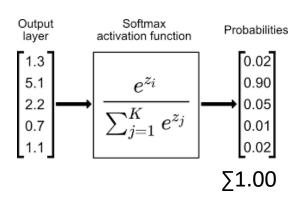


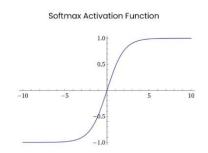
Skip connections





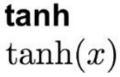
Funkcje aktywacji

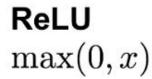


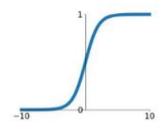


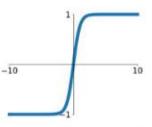
Sigmoid

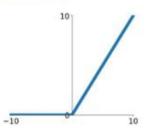
$$\sigma(x) = \frac{1}{1 + e^{-x}}$$



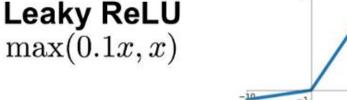








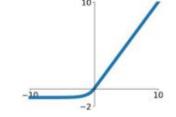
Leaky ReLU

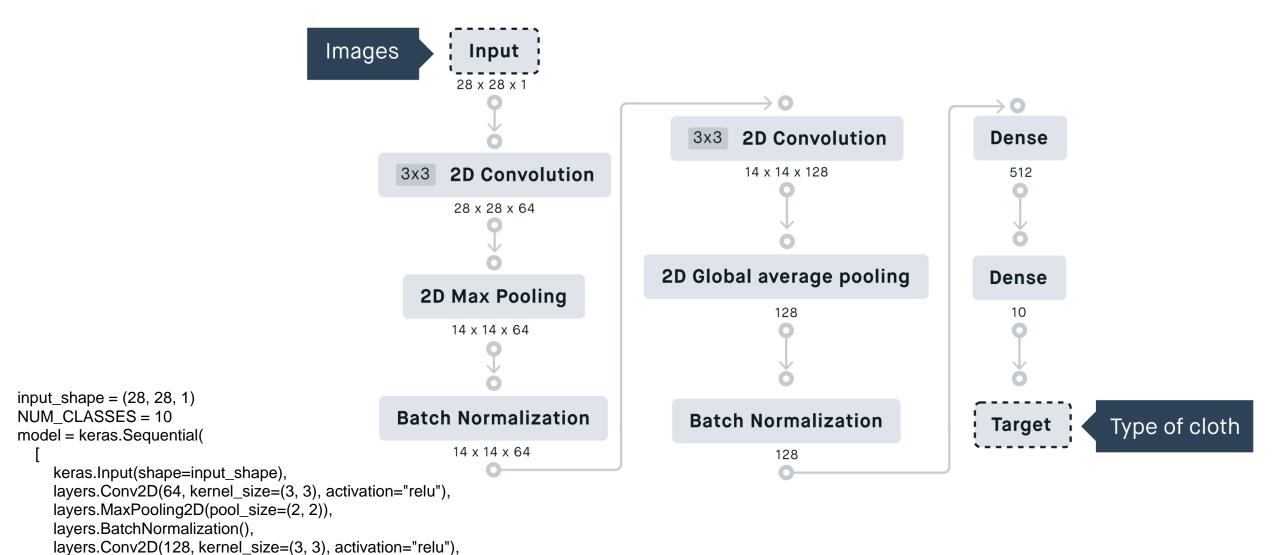


Maxout

$$\max(w_1^T x + b_1, w_2^T x + b_2)$$

$$\begin{cases} x & x \ge 0 \\ \alpha(e^x - 1) & x < 0 \end{cases}$$





https://peltarion.com/knowledge-center/documentation/modeling-view/build-an-ai-model/blocks/

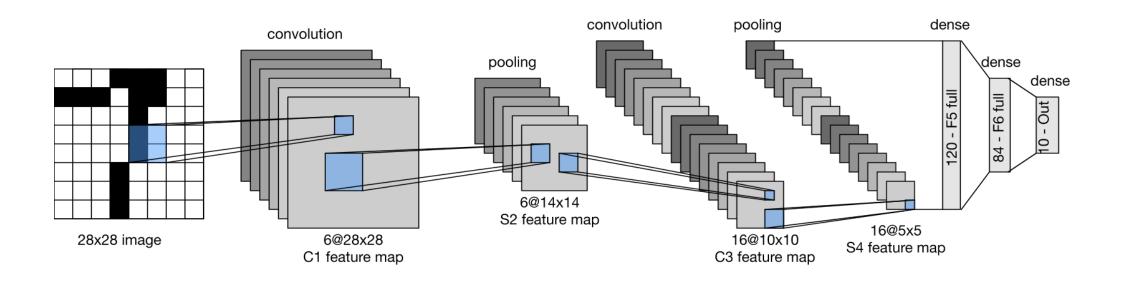
layers.GlobalAveragePooling(), layers.BatchNormalization(),

layers.Dense(512, activation="relu"),

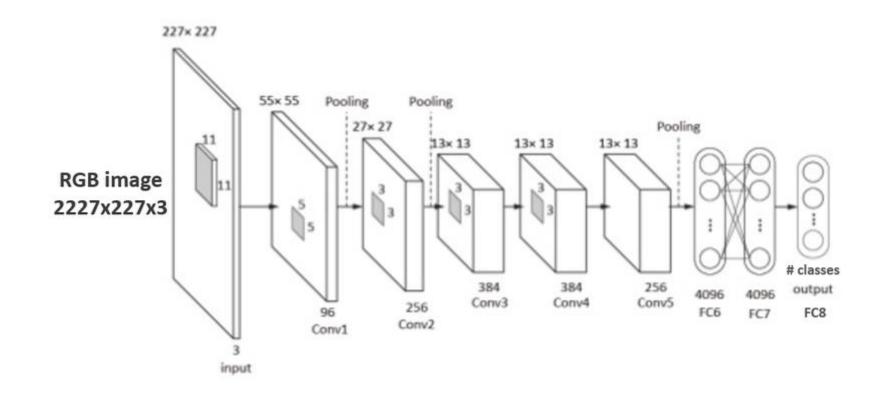
layers.Dense(NUM_CLASSES, activation="softmax"),

Przykłady architektur sieci neuronowych

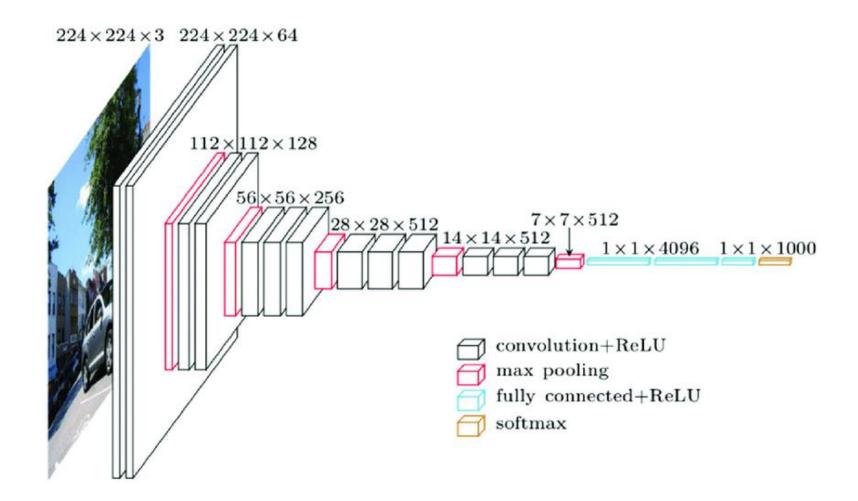
LeNet



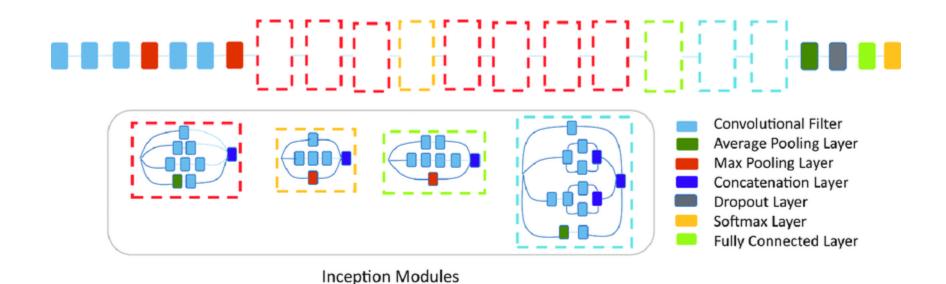
AlexNet



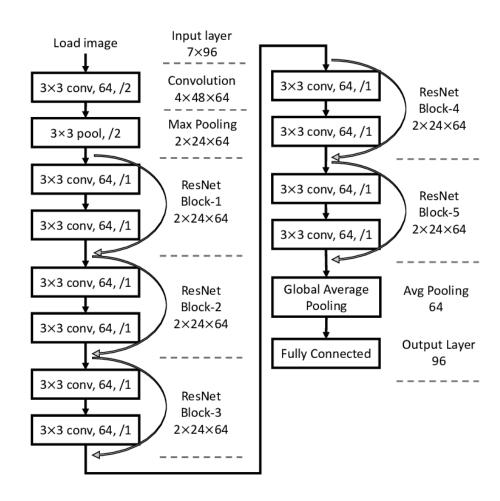
VGG



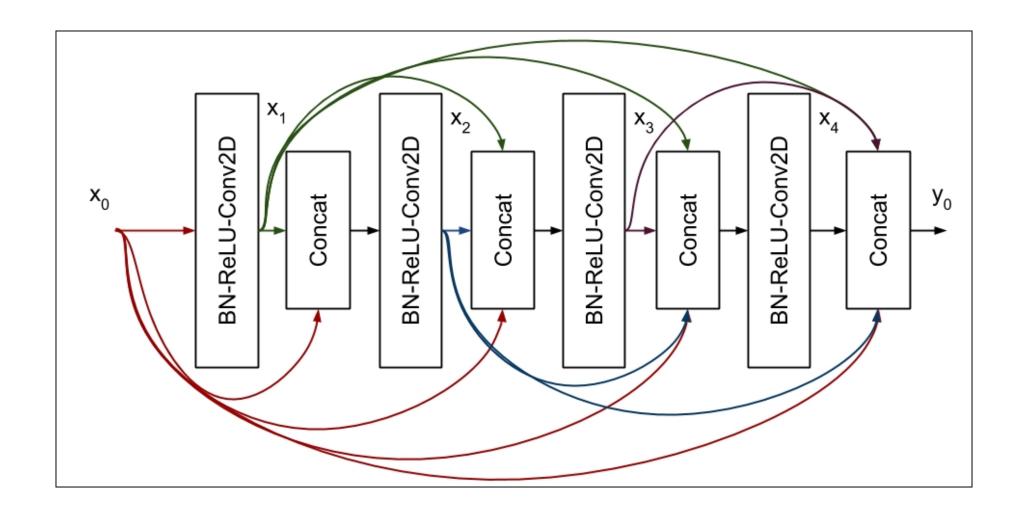
InceptionNet/GoogLeNet (inception modules)



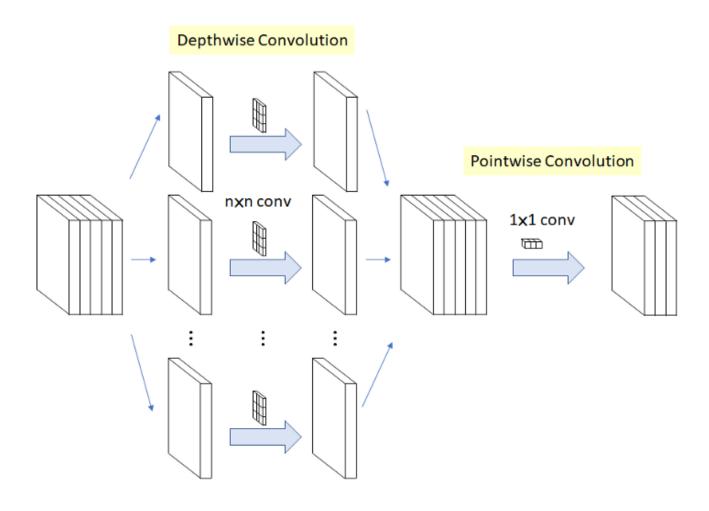
ResNet



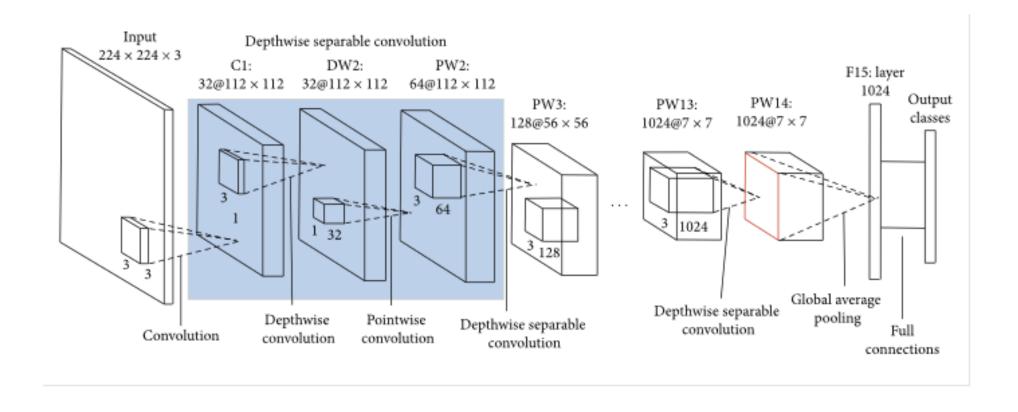
DenseNet



Xception



MobileNet



Konwolucyjne sieci neuronowe

Uczenie nienadzorowane

LeNet, AlexNet, VGG

self organizing maps, można na przykładzie sieci Kohonena

ResNet, DenseNet

Restricted Boltzmann machine

Inception

autoenkoder wariacyjny VAE

Xception, MobileNet

Fully Convolutional Network, DeconvNet (segmentacja)

Różności

Siamese Network

Rekurencyjne sieci neuronowe

R-CNN

komórka LSTM

Mask R-CNN

komórka GRU

Attention Module

bidirectional RNN