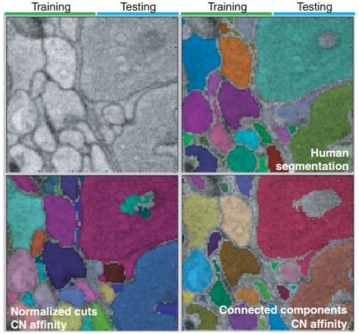
Lecture 9:

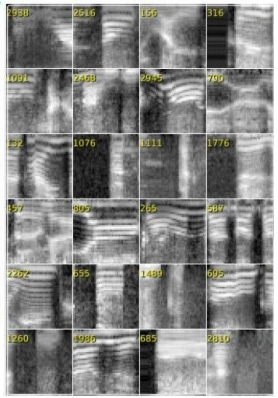
Understanding and Visualizing Convolutional Neural Networks

Administrative

- A1 is graded. We'll send out grades tonight (or so)
- A2 is due Feb 5 (this Friday!): **submit in Assignments tab** on CourseWork (not Dropbox)
- Midterm is Feb 10 (next Wednesday)

- Oh and pretrained ResNets were released today (152-layer ILSVRC 2015 winning ConvNets)
  https://github.com/KaimingHe/deep-residual-networks



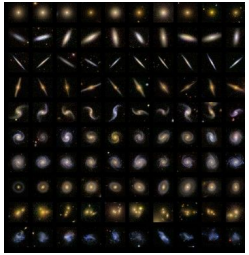


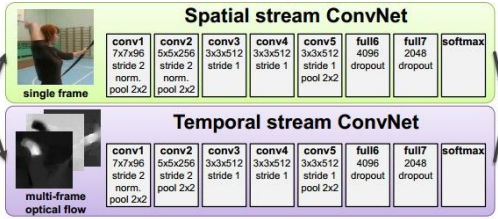
I caught this movie on the Sci-Fi channel recently. It actually turned out to be pretty decent as far as B-list horror/suspense films go. Two guys (one naive and one loud mouthed a**) take a road trip to stop a wedding but have the worst possible luck when a maniac in a freaky, tank-shift tank/truck hybrid decides to play cat-and-mouse with them. Things are further complicated when they pick up a ridiculously whoreish hitchhiker. What makes this film unique is that the combination of comedy and terror actually work in this movie, unlike so many others. The two guys are likable enough and there are some good chase/suspense scenes. Nice pacing and comic timing make this movie more than passable for the horror/slasher buff. Definitely worth checking out.

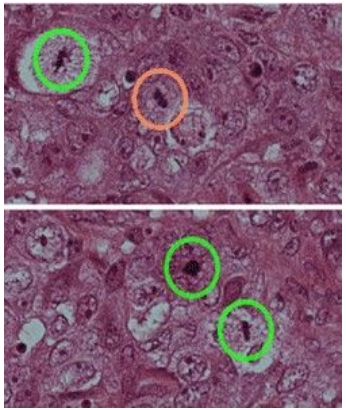
I just saw this on a local independent station in the New York City area. The cast showed promise but when I saw the director, George Cosmatos, I became suspicious. And sure enough, it was every bit as bad, every bit as pointless and stupid as every George Cosmatos movie I ever saw. He's like a stupid man's Michael Bay – with all the awfulness that accolade promises. There's no point to the conspiracy, no burning issues that urge the conspirators on. We are left to ourselves to connect the dots from one bit of graffiti on various walls in the film to the next. Thus, the current budget crisis, the war in Iraq, Islamic extremism, the fate of social security, 47 million Americans without health care, stagnating wages, and the death of the middle class are all subsumed by the sheer terror of graffiti. A truly, stunningly idiotic film.

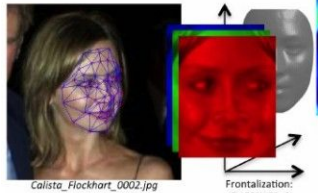
Graphics is far from the best part of the game. This is the number one best TH game in the series; Next to Underground. It deserves strong love. It is an insane game. There are massive levels, massive unlockable characters... it's just a massive game. Waste your money on this game. This is the kind of money that is wasted properly. And even though graphics suck, thats doesn't make a game good. Actually, the graphics were good at the time. Today the graphics are crap. WHO CARES? As they say in Canada, This is the fun game, aye. (You get to go to Canada in THPS3) Well, I don't know if they say that, but they might. who knows. Well, Canadian people do. Wait a minute, I'm getting off topic. This game rocks. Buy it, play it, enjoy it, love it. It's PURE BRILLIANCE.

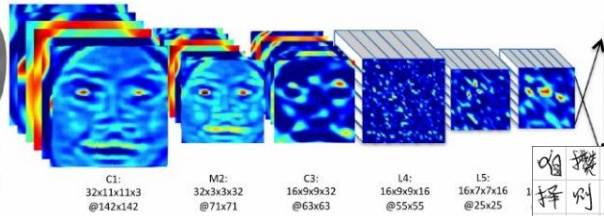
The first was good and original. I was a not bad horror/comedy movie. So I heard a second one was made and I had to watch it. What really makes this movie work is Judd Nelson's character and the sometimes clever script. A pretty good script for a person who wrote the Final Destination films and the direction was okay. Sometimes there's scenes where it looks like it was filmed using a home video camera with a grainy - look. Great made - for - TV movie. It was worth the rental and probably worth buying just to get that nice early Jordy Nelson's Stanley doing-what he does best. I suggest newcomers to watch the first one before watching the sequel, just so you'll have an idea what Stanley is like and get a little history background.

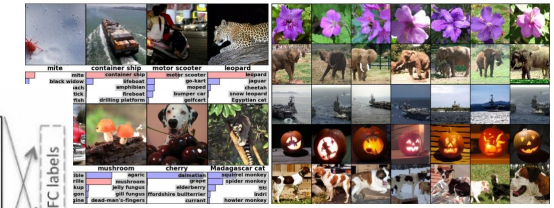


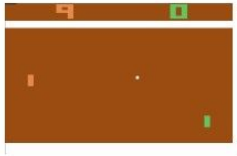




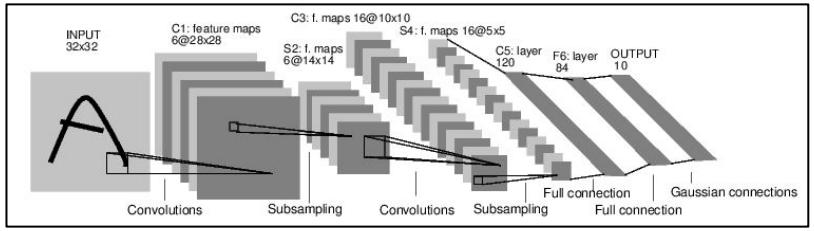


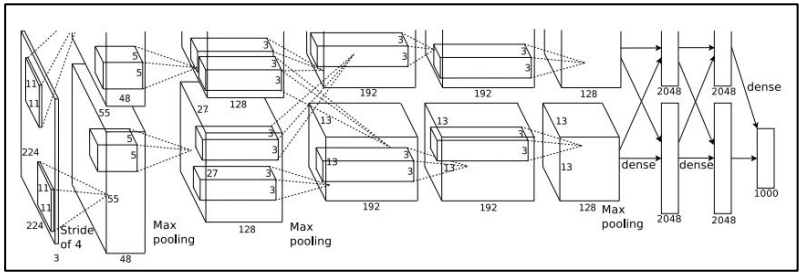


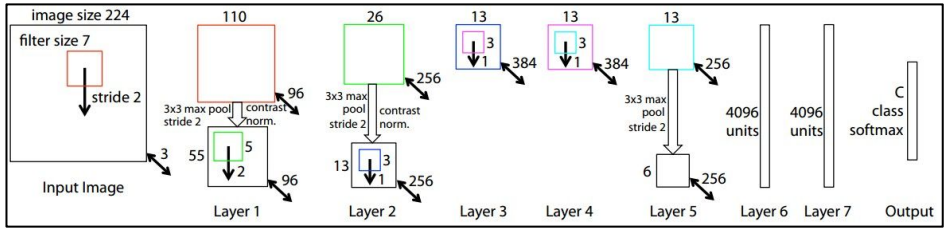




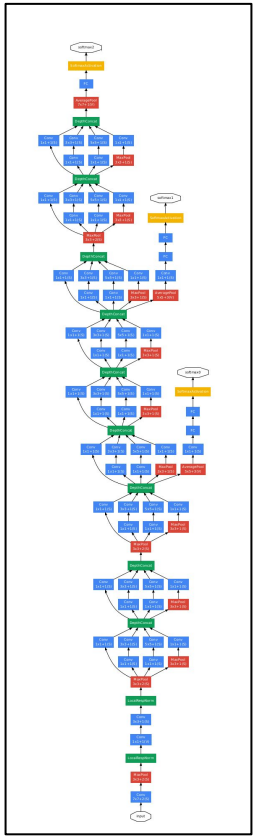
ConvNets







D	E
16 weight layers	19 weight layers
ge)	
conv3-64 conv3-64	conv3-64 conv3-64
conv3-128 conv3-128	conv3-128 conv3-128
conv3-256 conv3-256 **conv3-256**	conv3-256 conv3-256 conv3-256 **conv3-256**
conv3-512 conv3-512 **conv3-512**	conv3-512 conv3-512 conv3-512 **conv3-512**
conv3-512 conv3-512 **conv3-512**	conv3-512 conv3-512 conv3-512 **conv3-512**
maxpool	
FC-4096	
FC-4096	
FC-1000	
soft-max	



Computer Vision Tasks

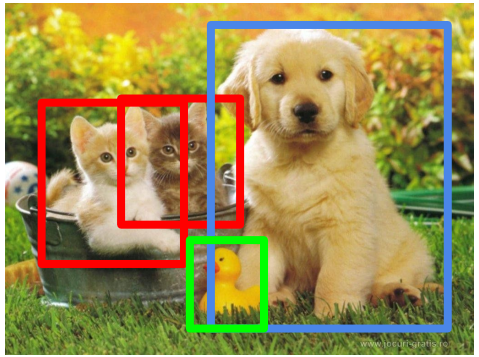
Classification

CAT

Classification + Localization

CAT

Object Detection



CAT, DOG, DUCK

Instance Segmentation

CAT, DOG, DUCK

Single object

Multiple objects

Understanding ConvNets

- Visualize patches that maximally activate neurons
- Visualize the weights
- Visualize the representation space (e.g. with t-SNE)
- Occlusion experiments
- Human experiment comparisons
- Deconv approaches (single backward pass)
- Optimization over image approaches (optimization)

Visualize patches that maximally activate neurons

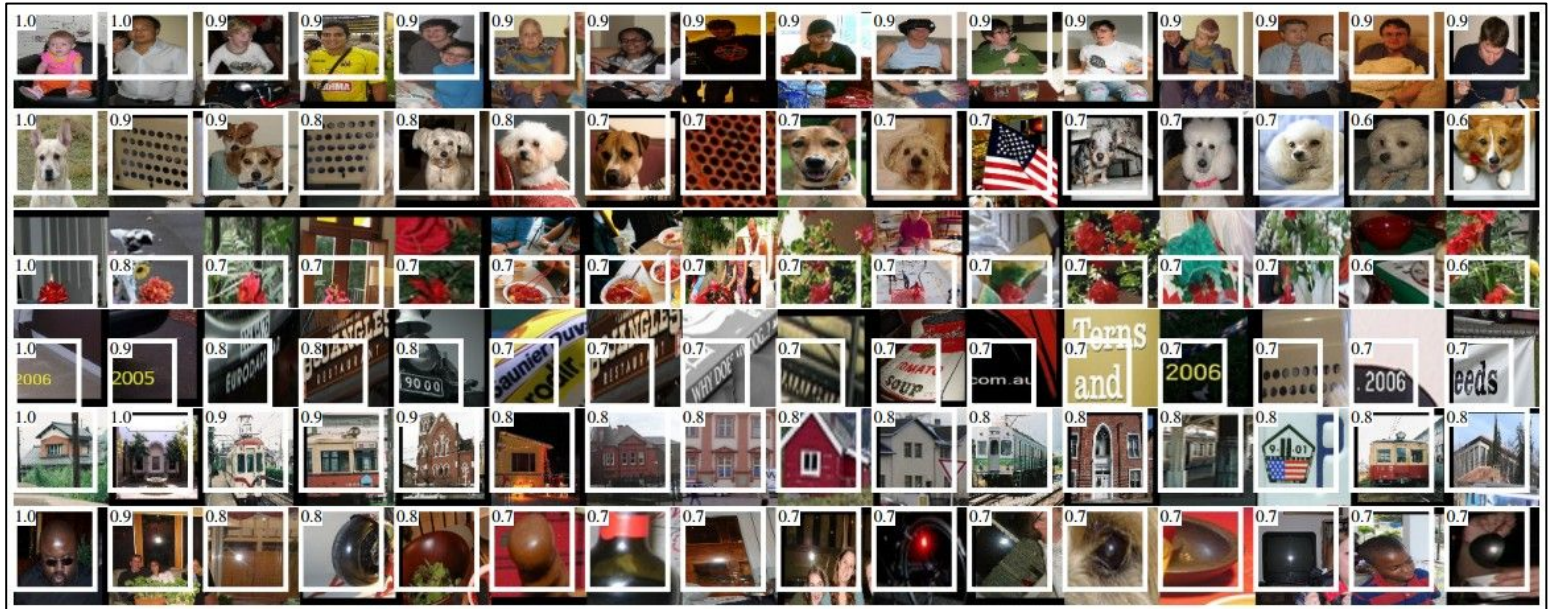
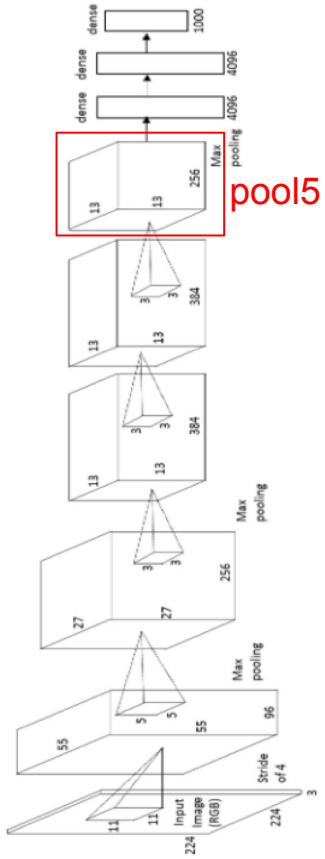


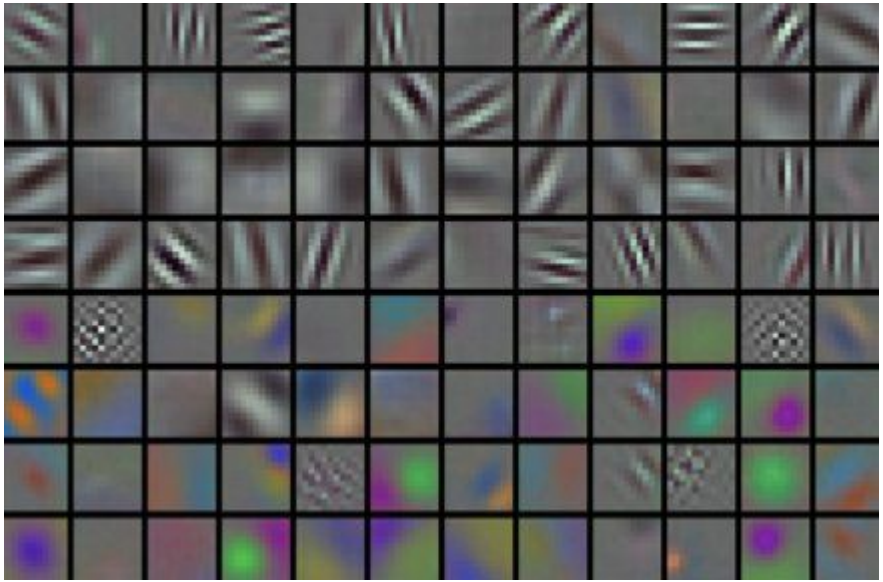
Figure 4: Top regions for six pool$_5$ units. Receptive fields and activation values are drawn in white. Some units are aligned to concepts, such as people (row 1) or text (4). Other units capture texture and material properties, such as dot arrays (2) and specular reflections (6).

Rich feature hierarchies for accurate object detection and semantic segmentation
[Girshick, Donahue, Darrell, Malik]

one-stream AlexNet

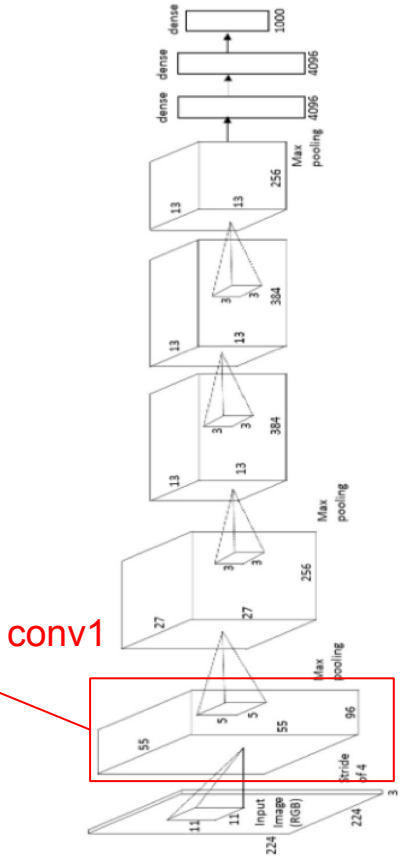


Visualize the filters/kernels (raw weights)



only interpretable on the first layer :(

one-stream AlexNet

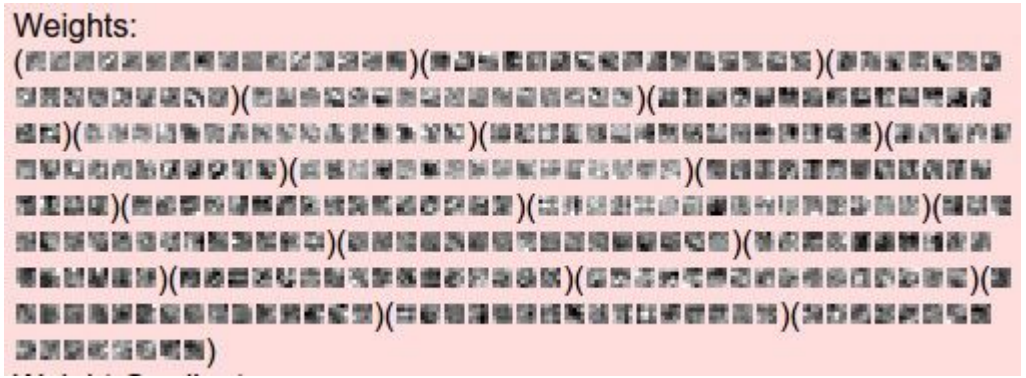


Visualize the filters/kernels (raw weights)

you can still do it for higher layers, it's just not that interesting

(these are taken from ConvNetJS CIFAR-10 demo)

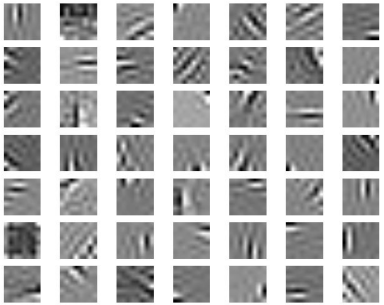
layer 1 weights

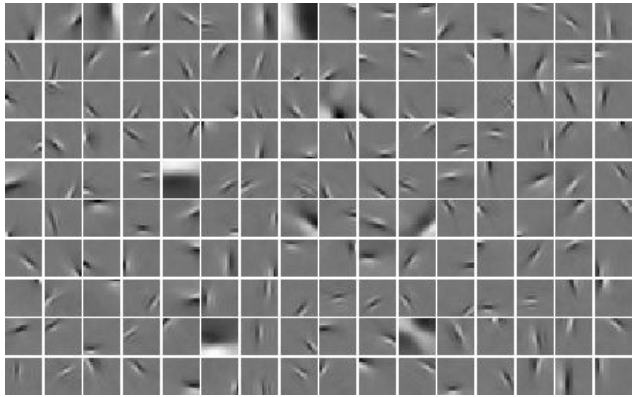


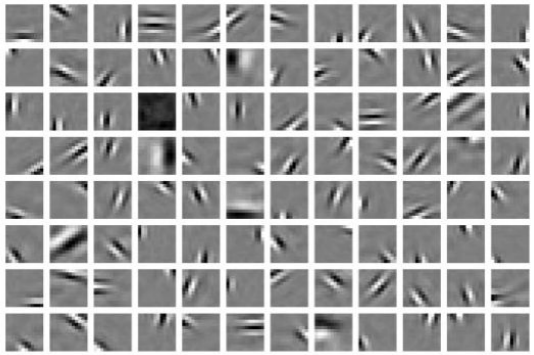
layer 2 weights

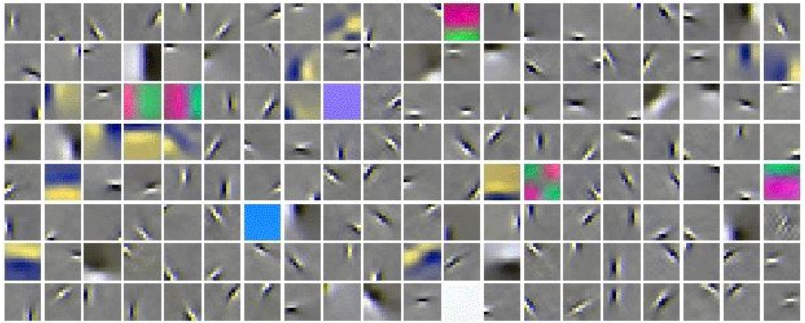
layer 3 weights

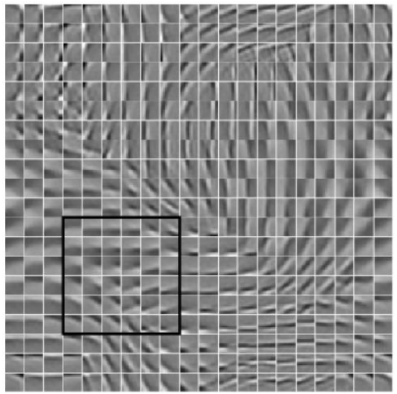
The gabor-like filters fatigue

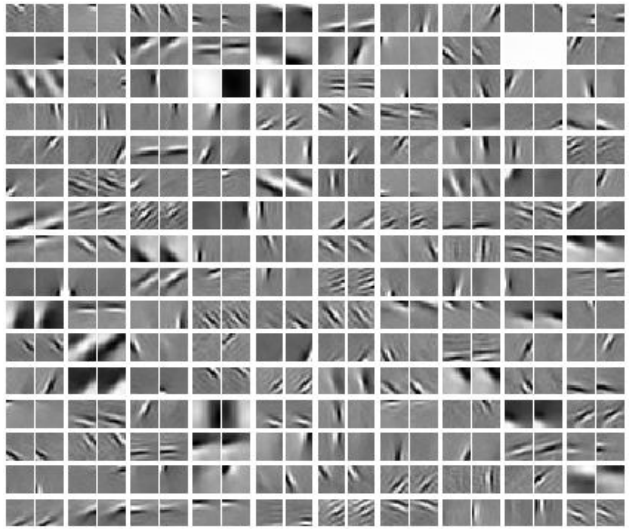




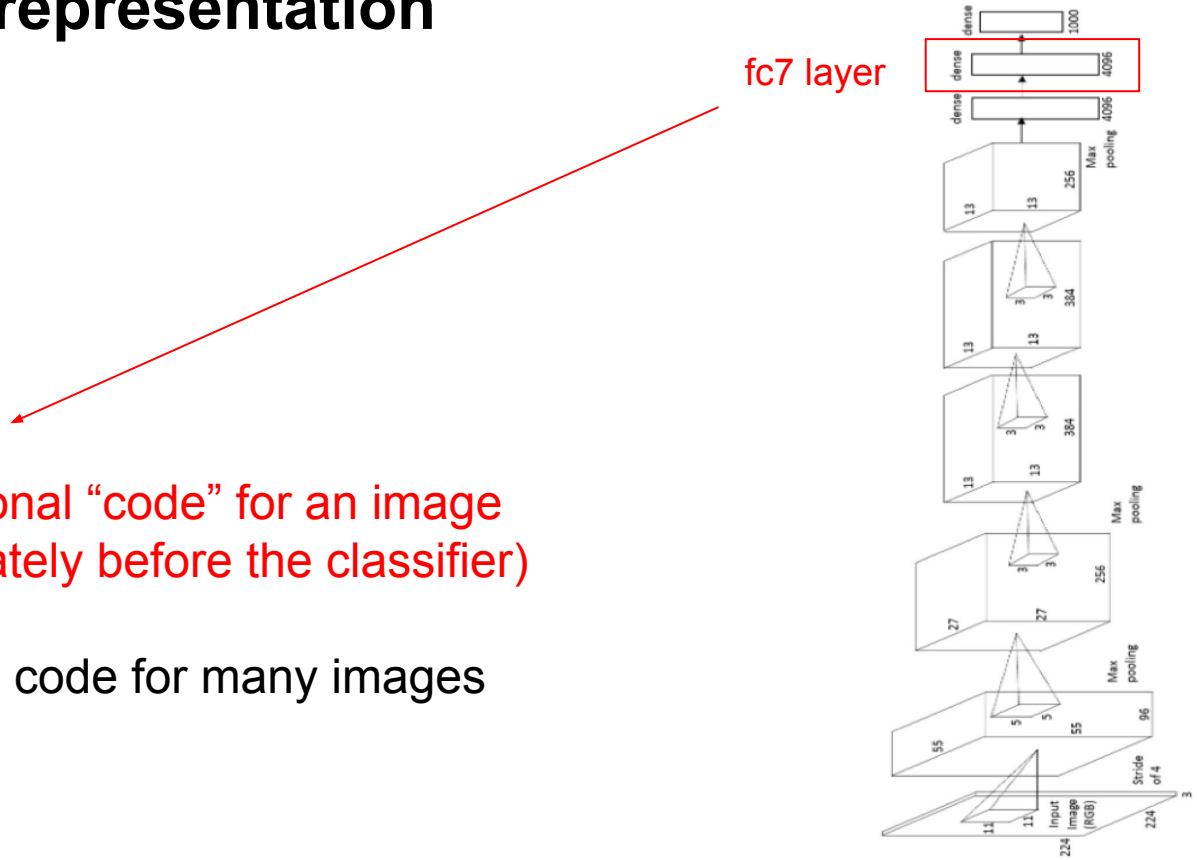








Visualizing the representation



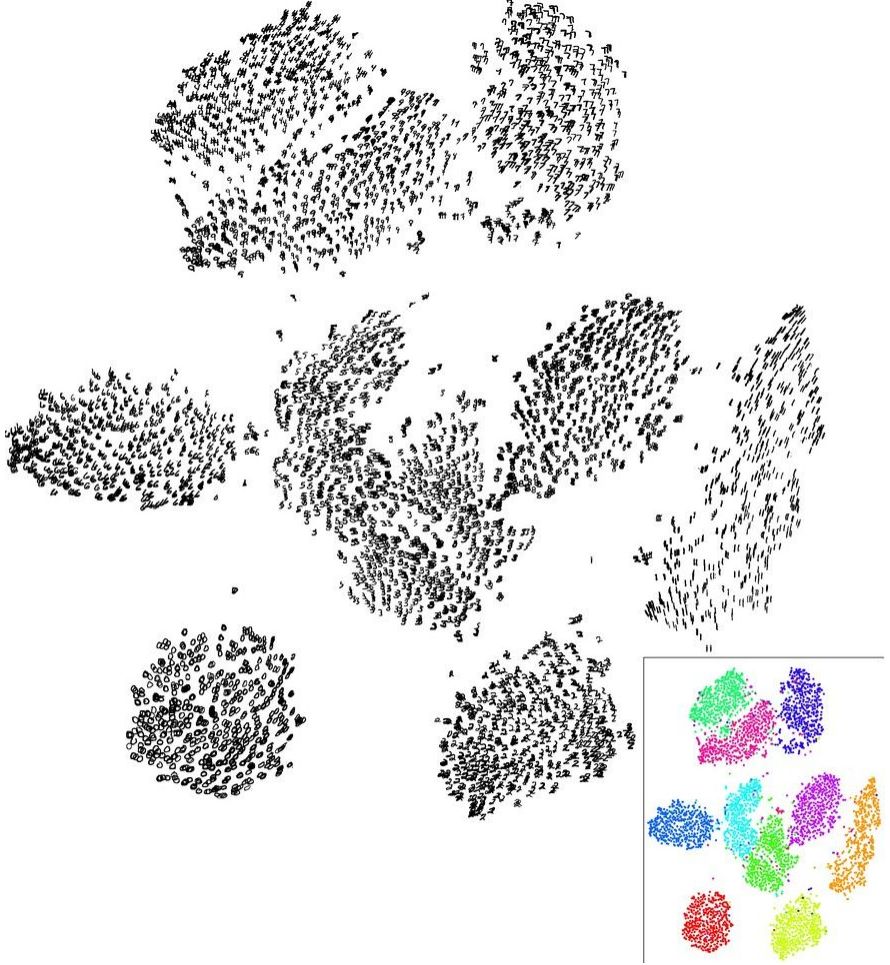
4096-dimensional “code” for an image
(layer immediately before the classifier)

can collect the code for many images

Visualizing the representation

t-SNE visualization

[van der Maaten & Hinton]



Embed high-dimensional points so that locally, pairwise distances are conserved

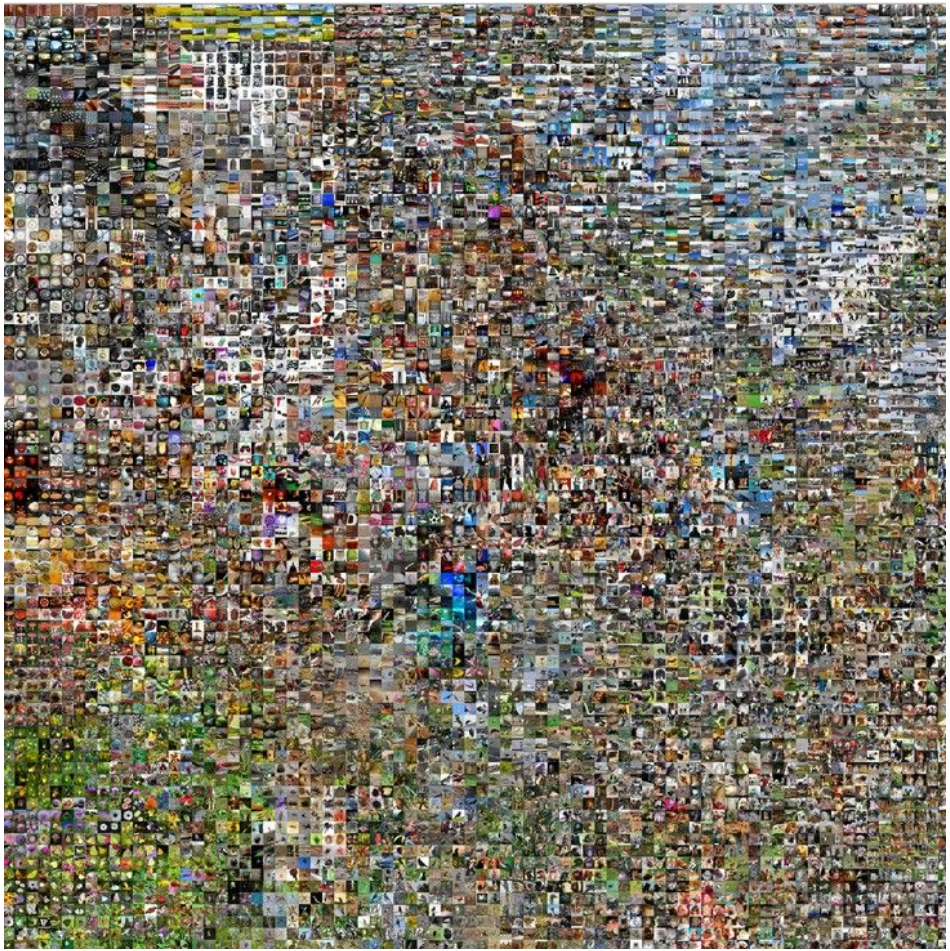
i.e. similar things end up in similar places. dissimilar things end up wherever

Right: Example embedding of MNIST digits (0-9) in 2D

t-SNE visualization:

two images are placed nearby if their CNN codes are close. See more:

http://cs.stanford.edu/people/karpathy/cnnembed/



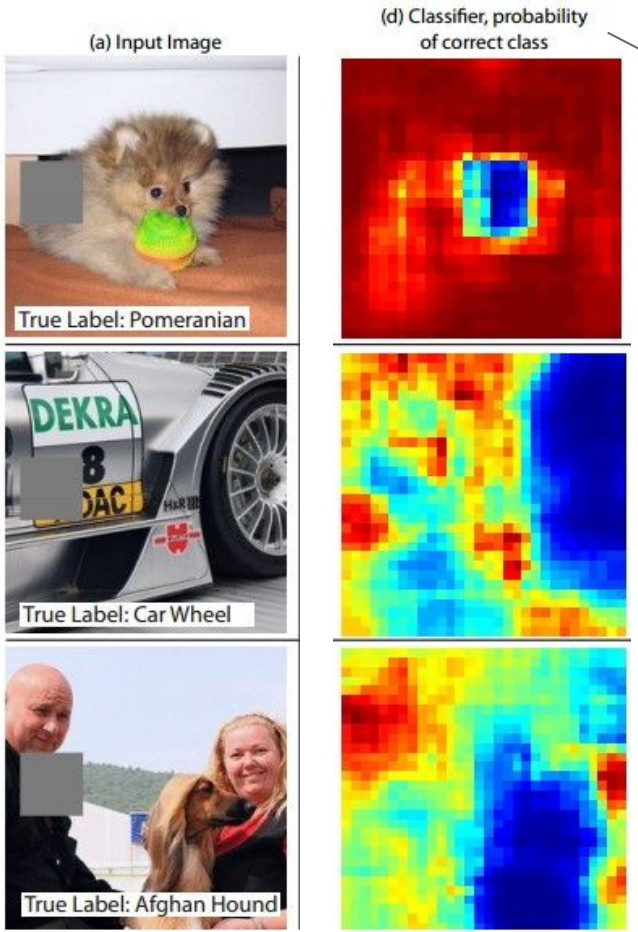
Occlusion experiments

[Zeiler & Fergus 2013]

(as a function of the position of the square of zeros in the original image)

Occlusion experiments

[Zeiler & Fergus 2013]

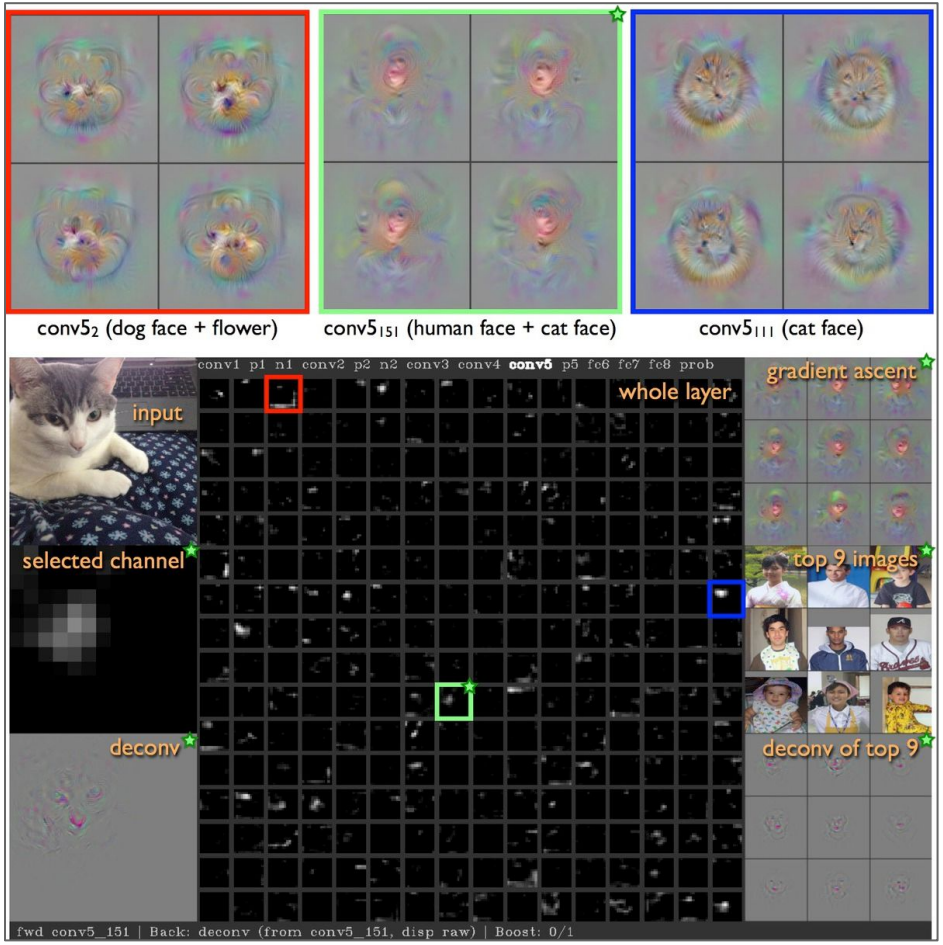


(as a function of the position of the square of zeros in the original image)

Visualizing Activations

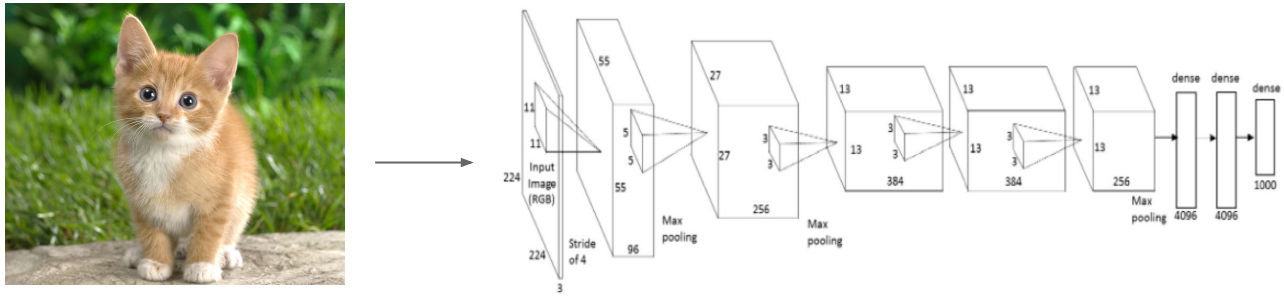
http://yosinski.com/deepvis

YouTube video
https://www.youtube.com/watch?v=AgkfIQ4IGaM
(4min)



Deconv approaches

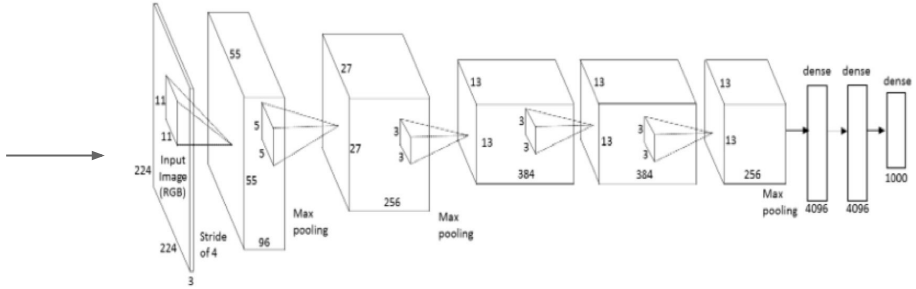
1. Feed image into net

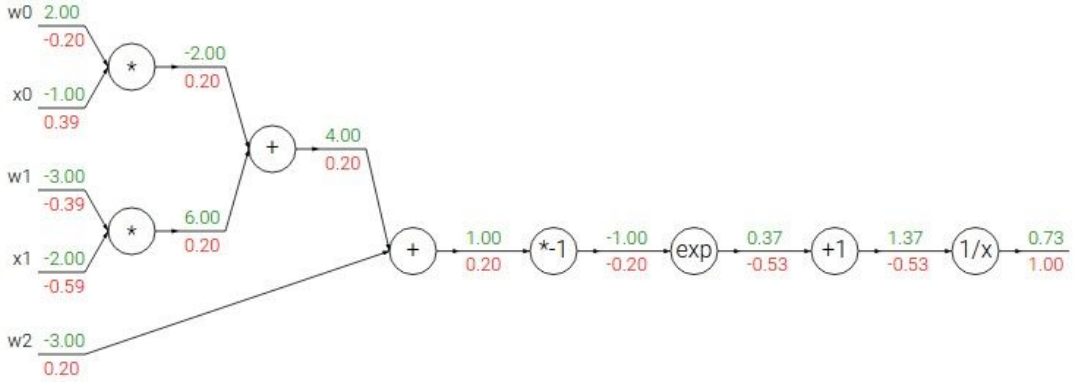


Q: how can we compute the gradient of any arbitrary neuron in the network w.r.t. the image?

Deconv approaches

1. Feed image into net





Deconv approaches

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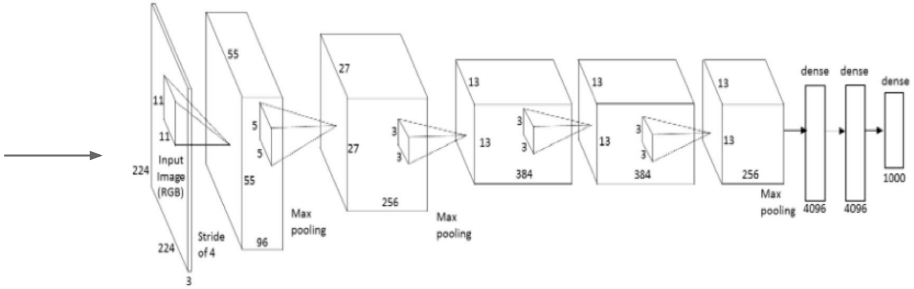
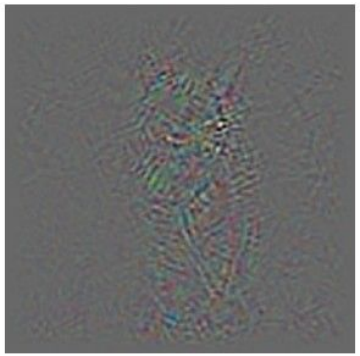


2. Pick a layer, set the gradient there to be all zero except for one 1 for some neuron of interest
3. Backprop to image:



Deconv approaches

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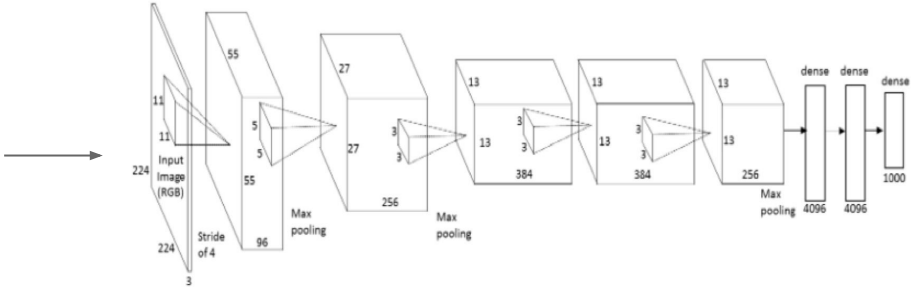

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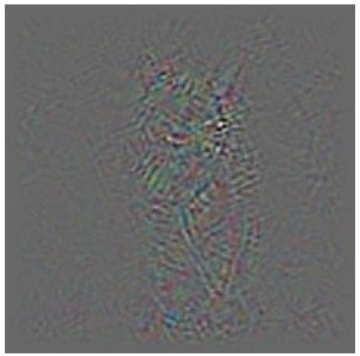
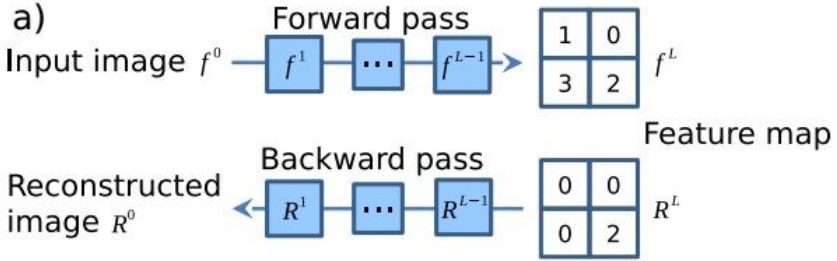


"Guided backpropagation:" instead

Deconv approaches

[Visualizing and Understanding Convolutional Networks, Zeiler and Fergus 2013]
[Deep Inside Convolutional Networks: Visualising Image Classification Models and Saliency Maps, Simonyan et al., 2014]
[Striving for Simplicity: The all convolutional net, Springenberg, Dosovitskiy, et al., 2015]



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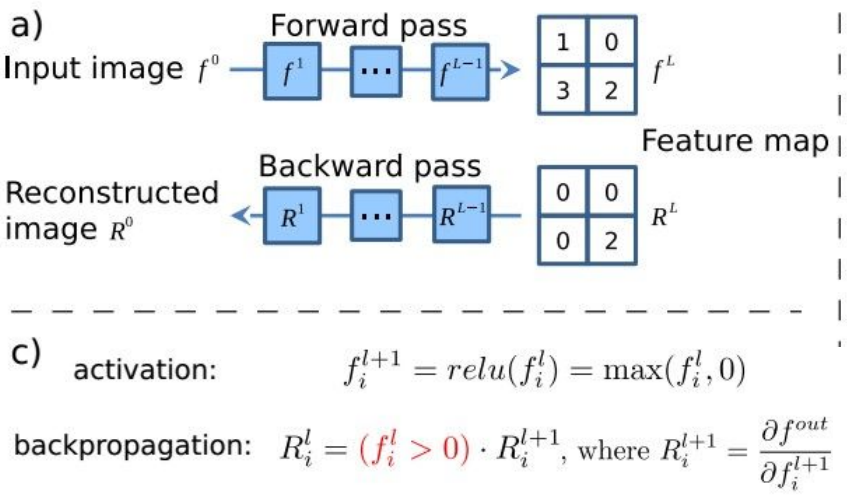

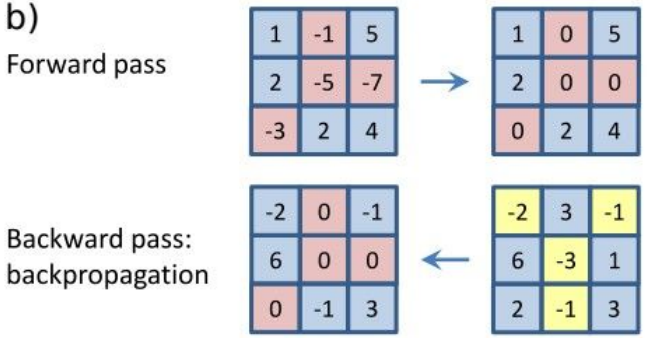

Backward pass for a ReLU (will be changed in Guided Backprop)

Deconv approaches

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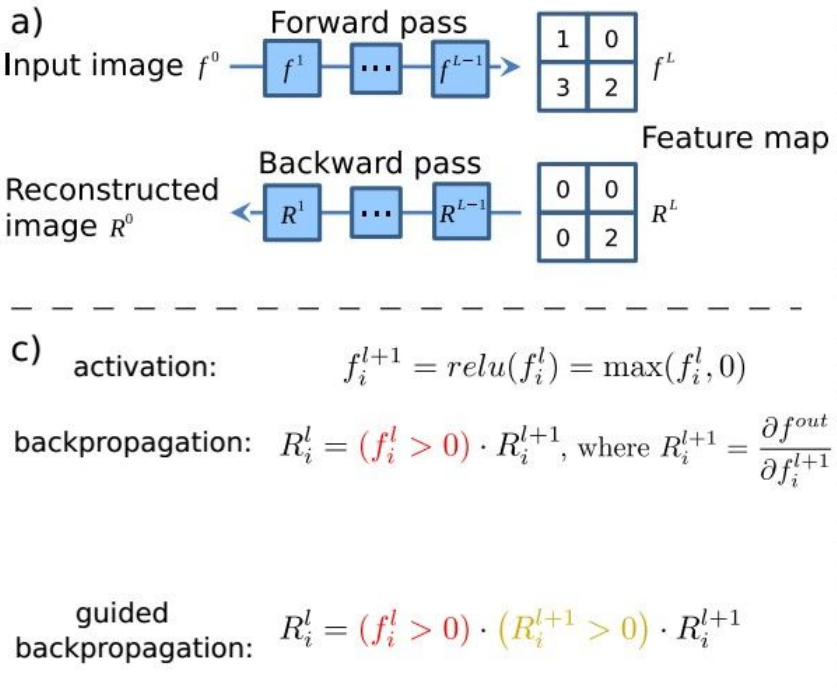
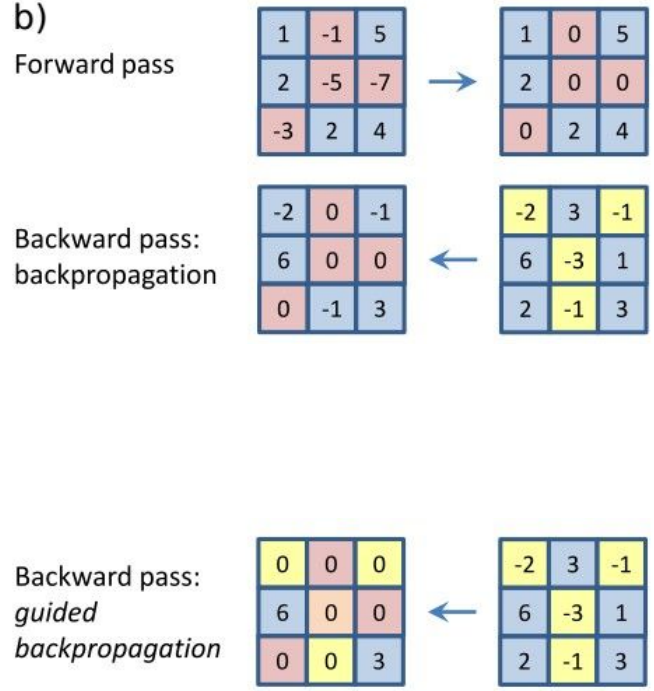
[Deep Inside Convolutional Networks: Visualising Image Classification Models and Saliency Maps, Simonyan et al., 2014]
[Striving for Simplicity: The all convolutional net, Springenberg, Dosovitskiy, et al., 2015]



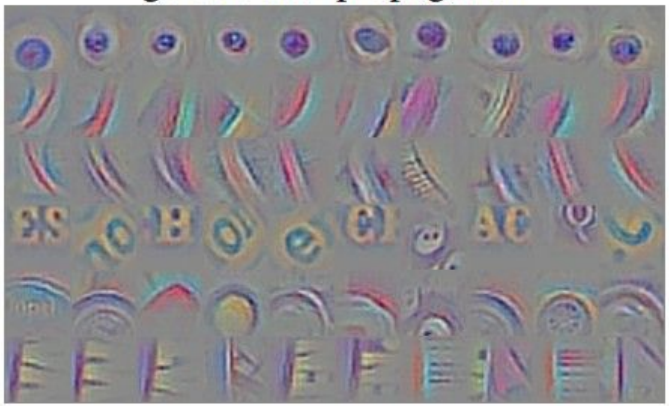


Visualization of patterns learned by the layer **conv6** (top) and layer **conv9** (bottom) of the network trained on ImageNet.

Each row corresponds to one filter.

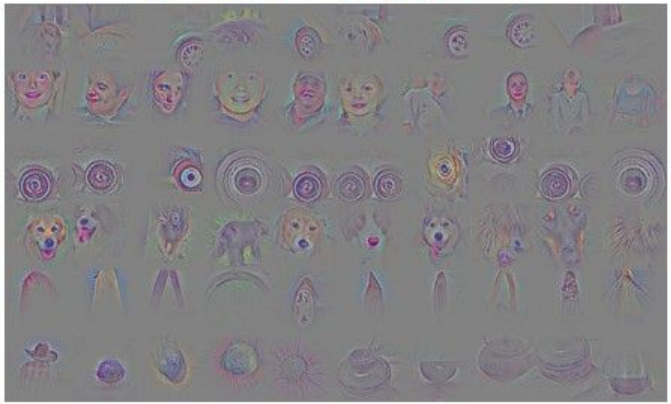
The visualization using "guided backpropagation" is based on the top 10 image patches activating this filter taken from the ImageNet dataset.

guided backpropagation



corresponding image crops

guided backpropagation



corresponding image crops

[Striving for Simplicity: The all convolutional net, Springenberg, Dosovitskiy, et al., 2015]

Deconv approaches

[Visualizing and Understanding Convolutional Networks, Zeiler and Fergus 2013]
[Deep Inside Convolutional Networks: Visualising Image Classification Models and Saliency Maps, Simonyan et al., 2014]
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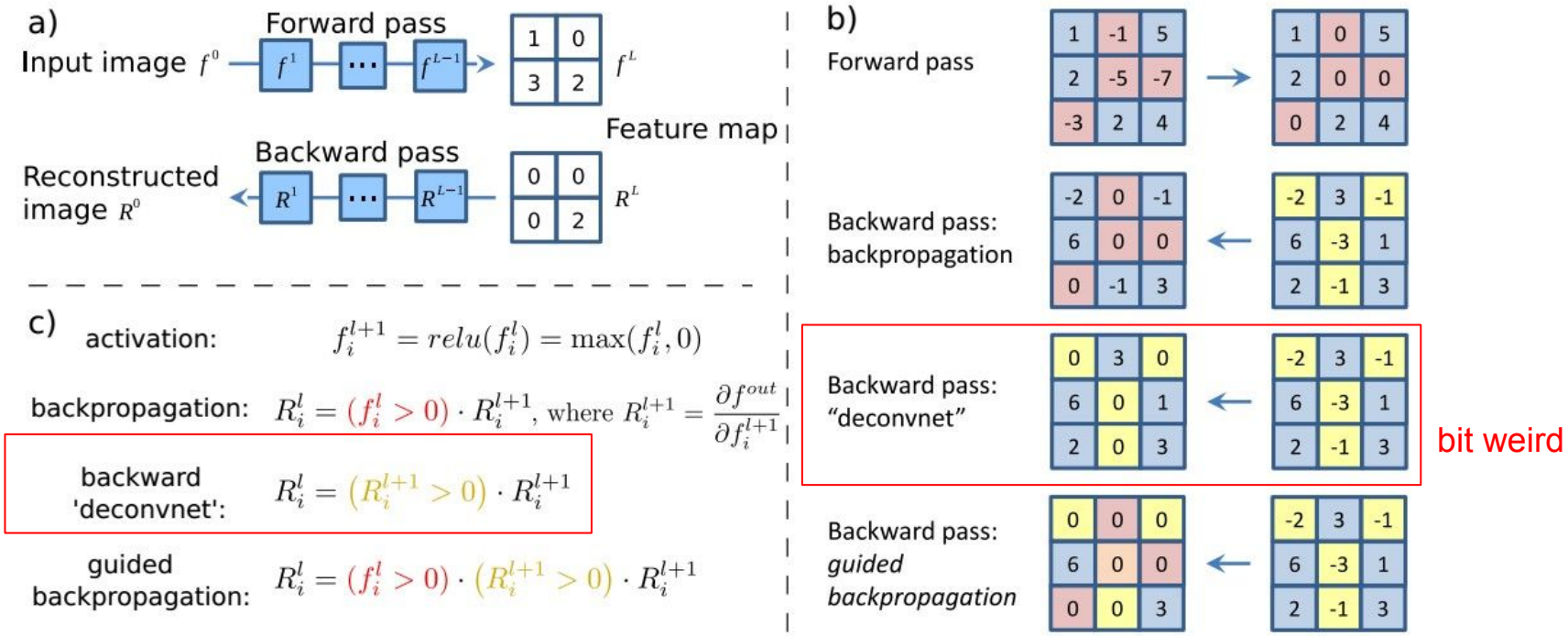
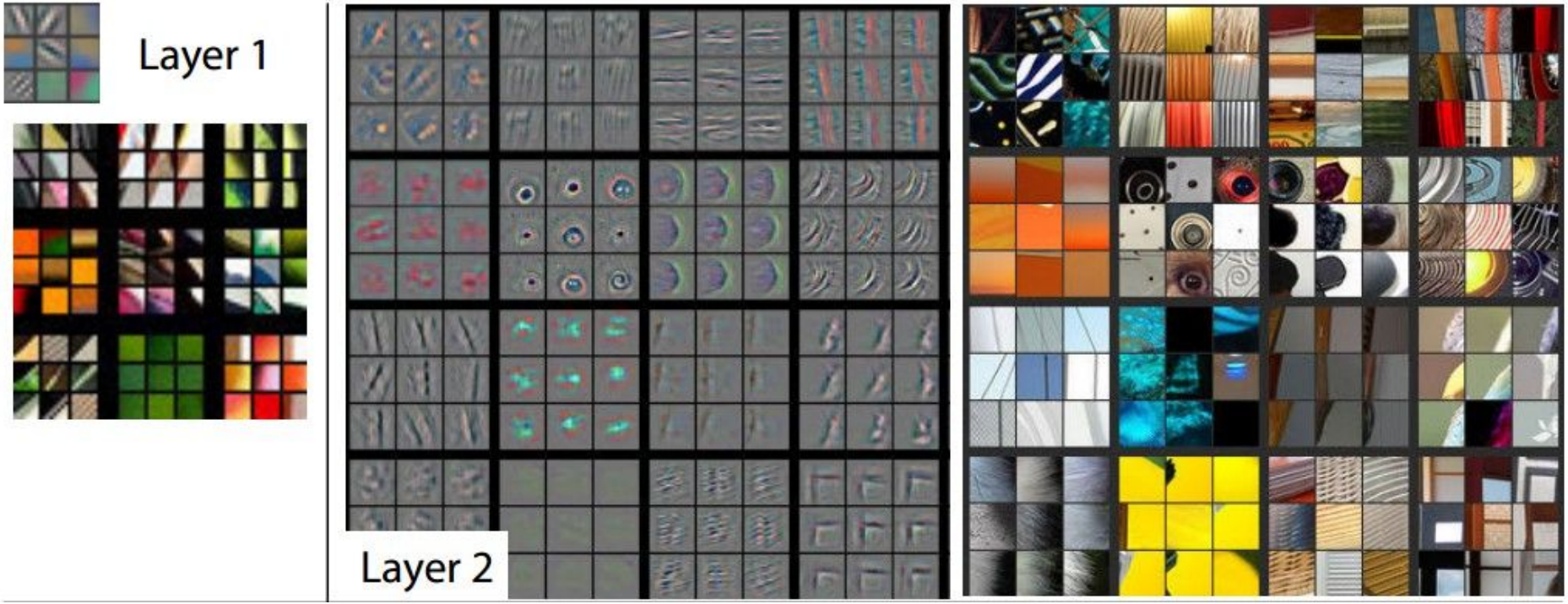


Visualizing and Understanding Convolutional Networks
Zeiler & Fergus, 2013

Visualizing arbitrary neurons along the way to the top...



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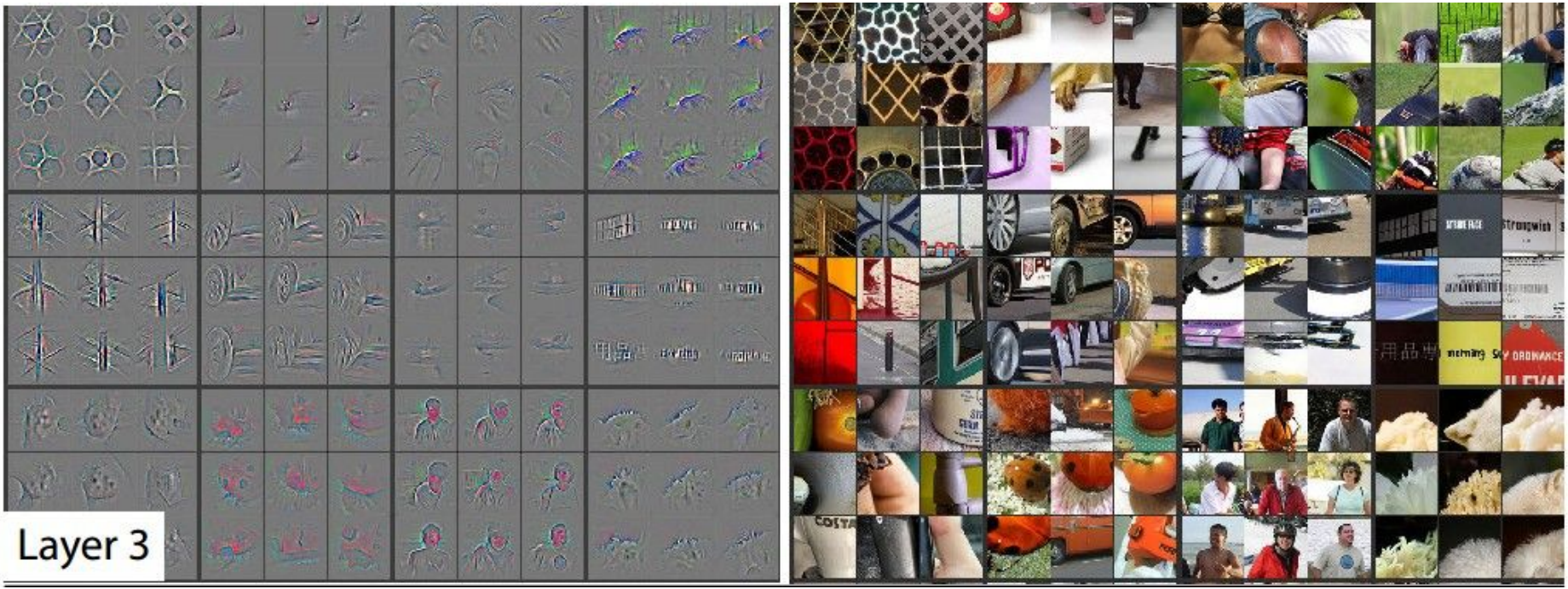

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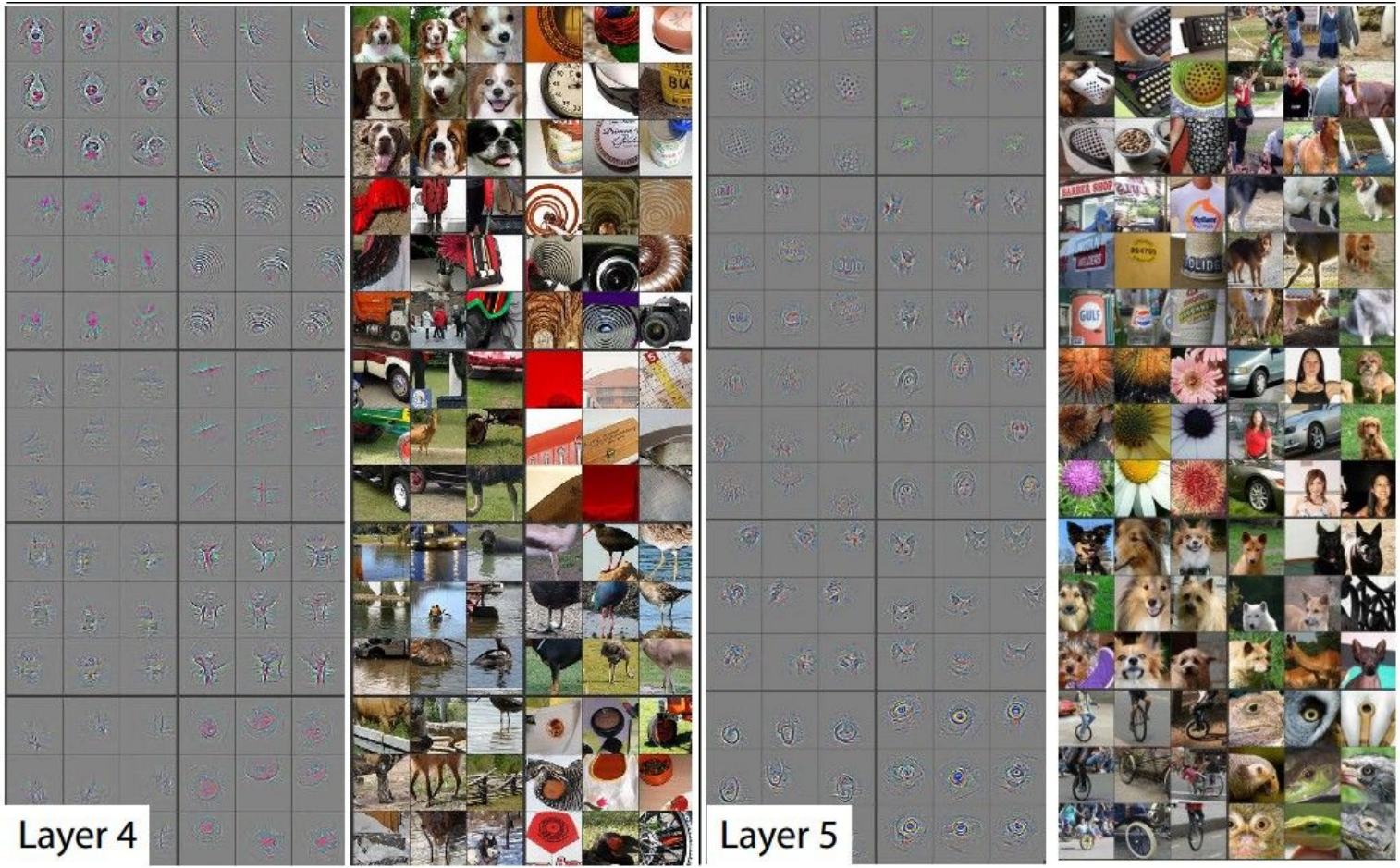
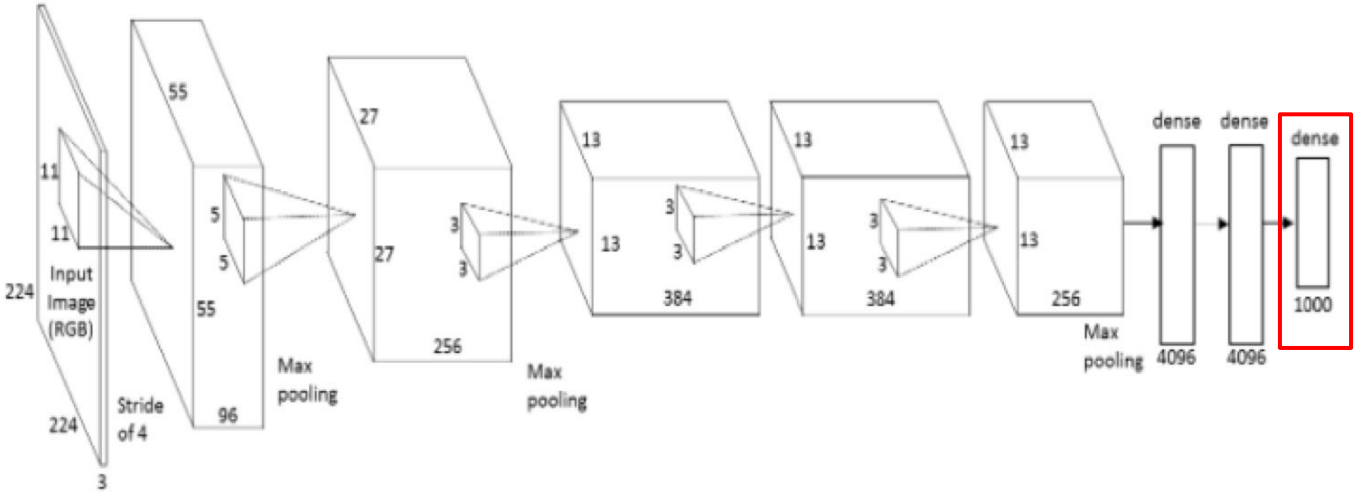


Optimization to Image

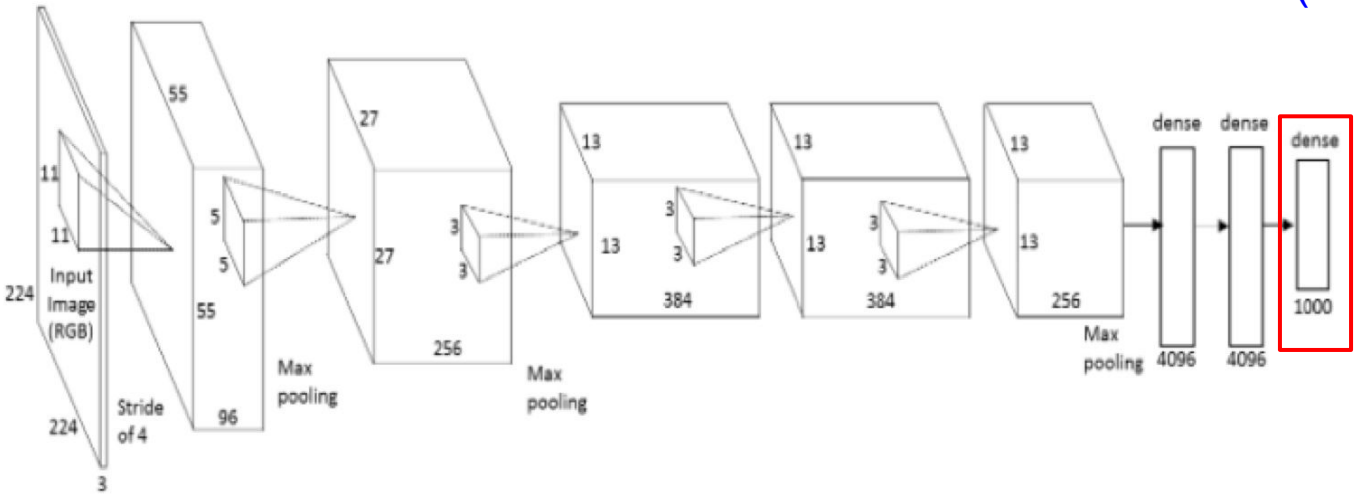


Q: can we find an image that maximizes some class score?

Optimization to Image

$$\arg\max_I S_c(I) - \lambda \|I\|_2^2$$

score for class c (before Softmax)

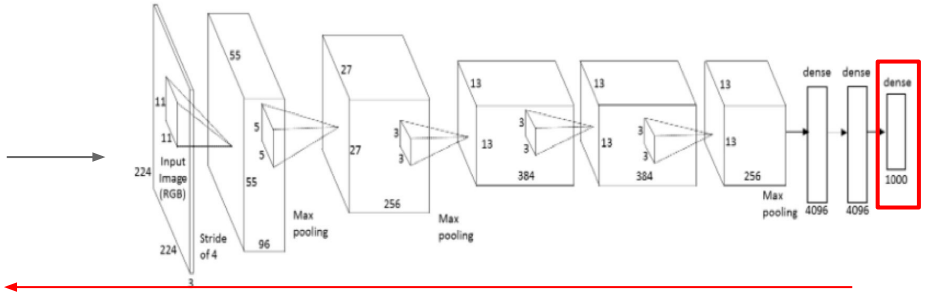


Q: can we find an image that maximizes some class score?

Optimization to Image

1. feed in zeros.

zero image



2. set the gradient of the scores vector to be [0,0,....1,....,0], then backprop to image

Optimization to Image

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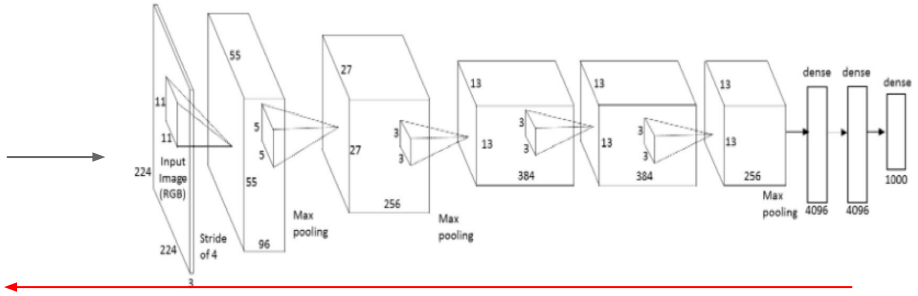
zero image



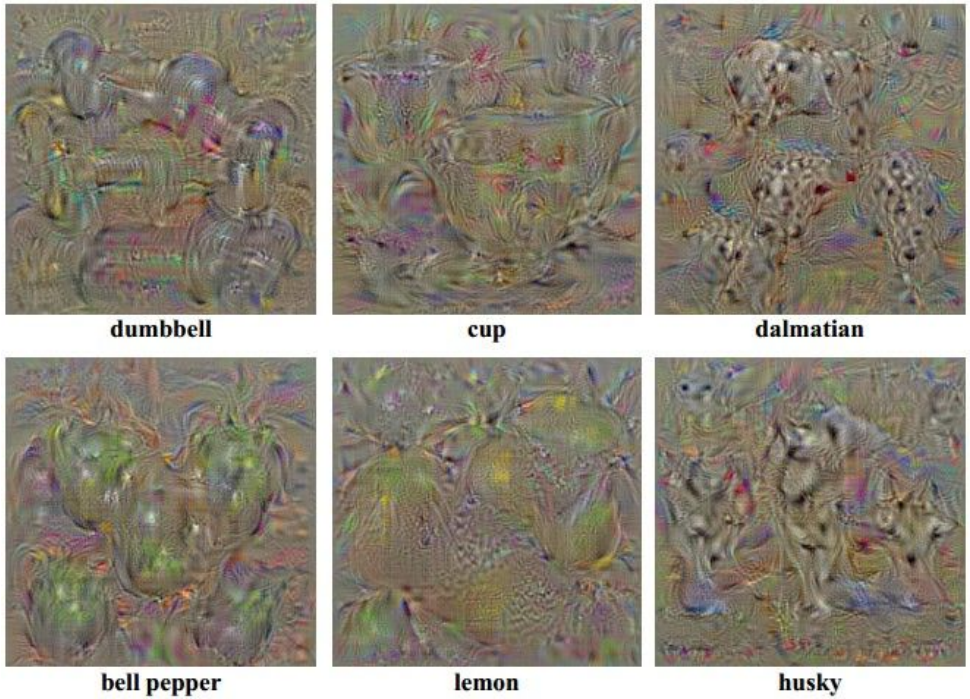
2. set the gradient of the scores vector to be [0,0,....1,....,0], then backprop to image
3. do a small "image update"
4. forward the image through the network.
5. go back to 2.

$$\arg\max_I S_c(I) - \lambda \|I\|_2^2$$

score for class c (before Softmax)

Deep Inside Convolutional Networks: Visualising Image Classification Models and Saliency Maps
Karen Simonyan, Andrea Vedaldi, Andrew Zisserman, 2014

1. Find images that maximize some class score:



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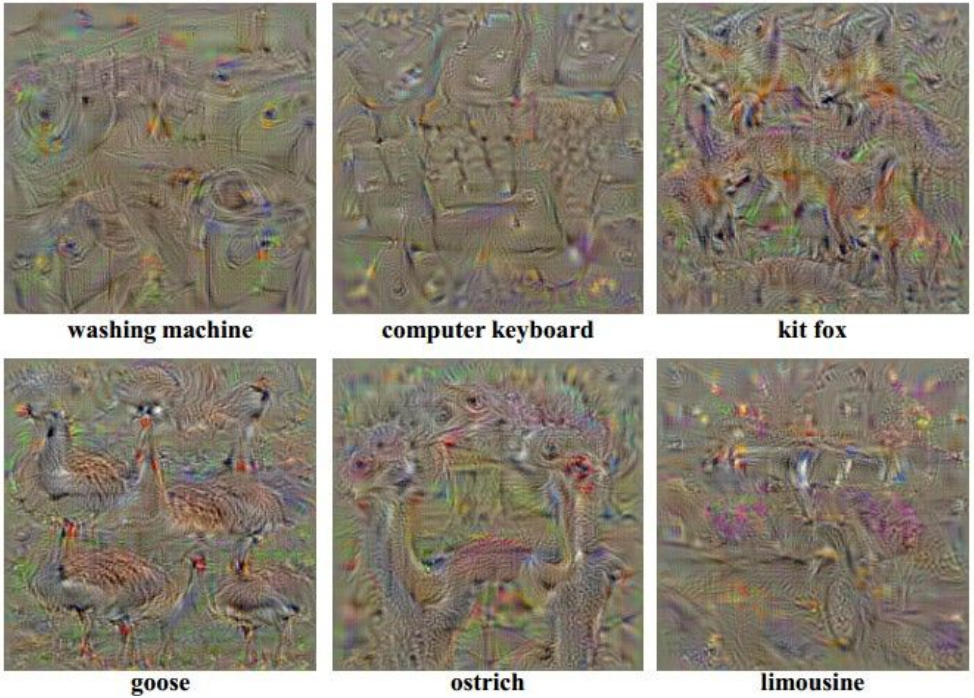

2. Visualize the Data gradient:



M = ?

(note that the gradient on data has three channels. Here they visualize M, s.t.:

$$M_{ij} = \max_c |w_{h(i,j,c)}|$$

(at each pixel take abs val, and max over channels)

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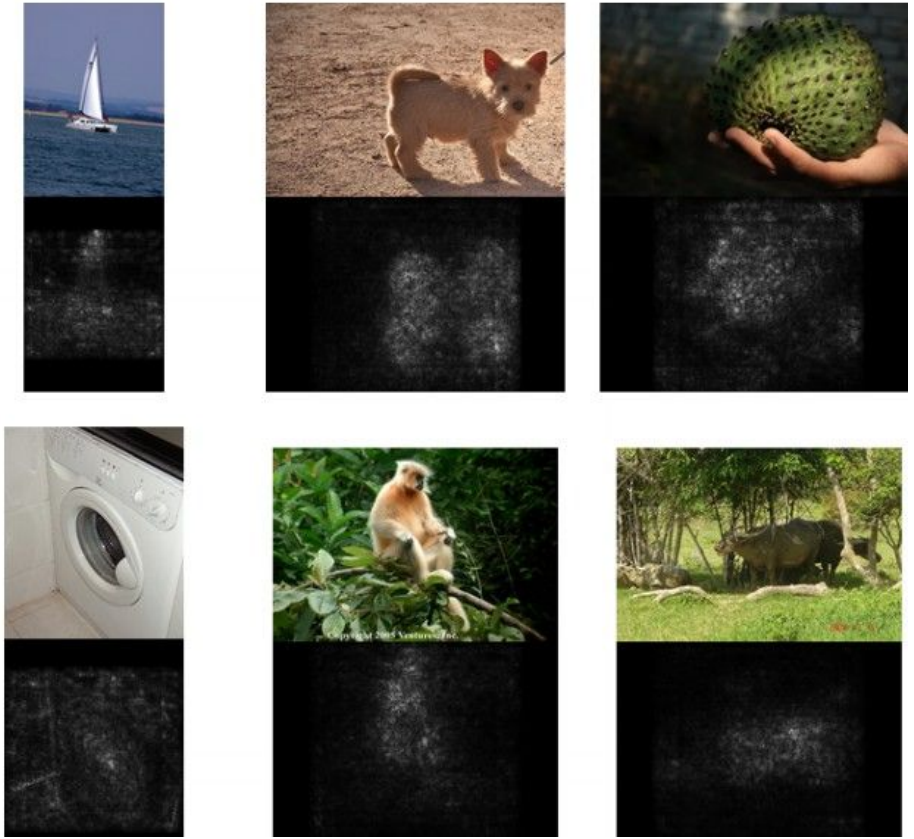
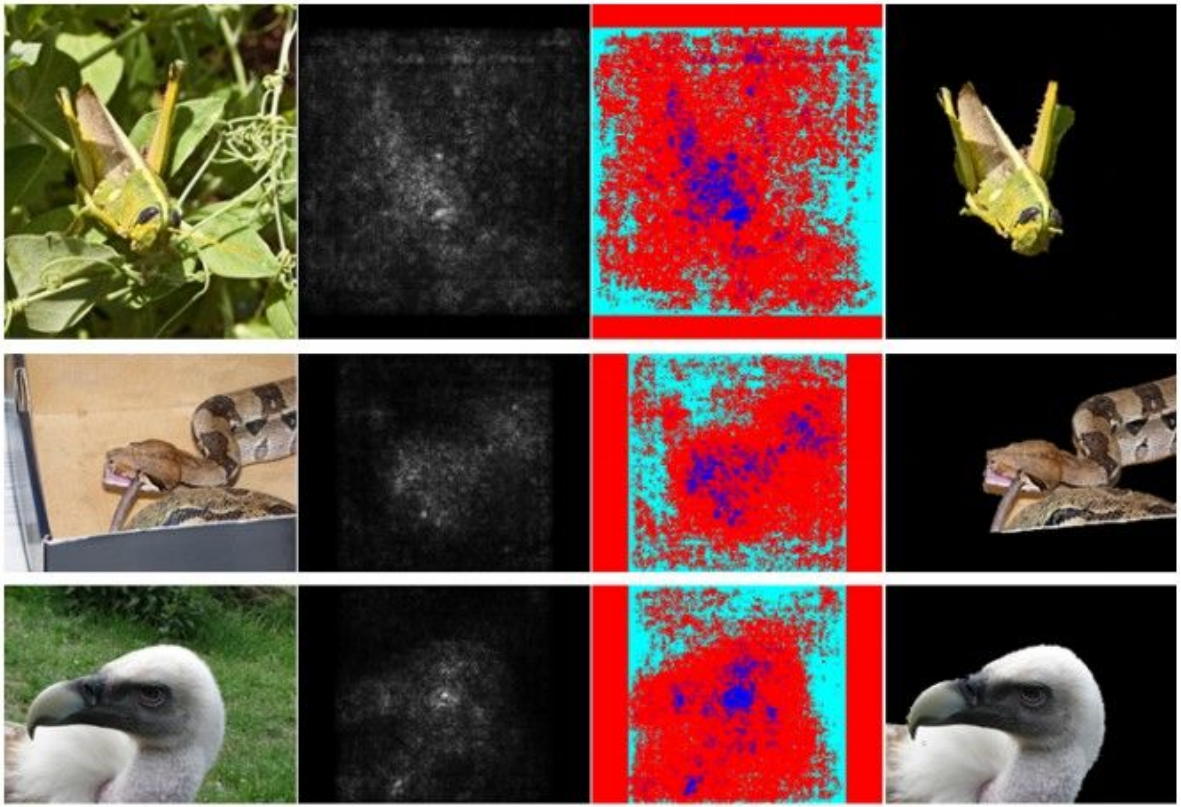
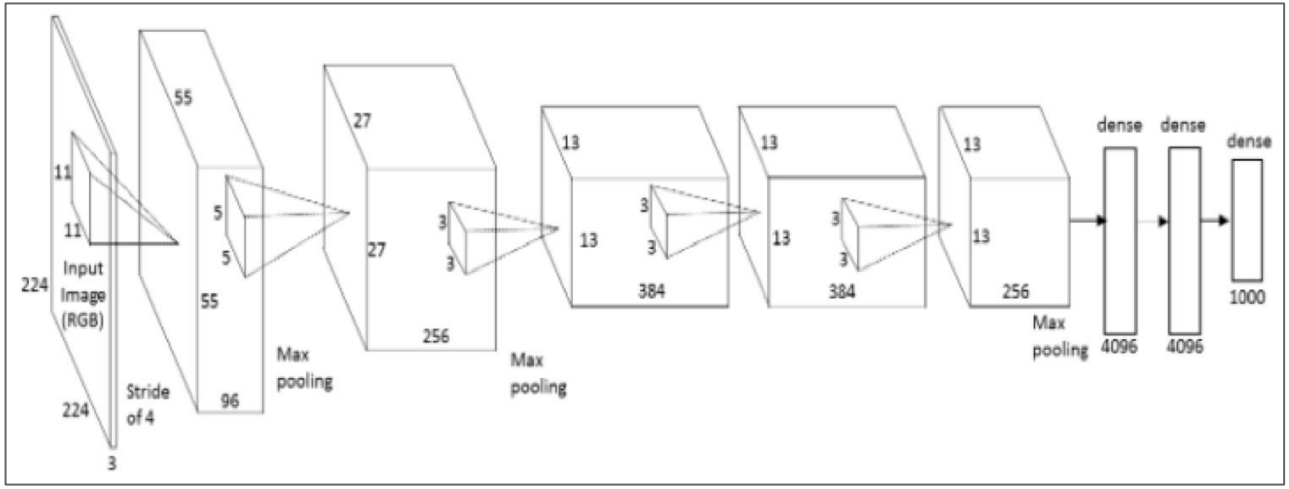


Deep Inside Convolutional Networks: Visualising Image Classification Models and Saliency Maps
Karen Simonyan, Andrea Vedaldi, Andrew Zisserman, 2014

- Use **grabcut** for segmentation



We can in fact do this for arbitrary neurons along the ConvNet



Repeat:

1. Forward an image
2. Set activations in layer of interest to all zero, except for a 1.0 for a neuron of interest
3. Backprop to image
4. Do an “image update”

[Understanding Neural Networks Through Deep Visualization, Yosinski et al. , 2015]

Proposed a different form of regularizing the image

$$\arg\max_I S_c(I) - \lambda \|I\|_2^2$$

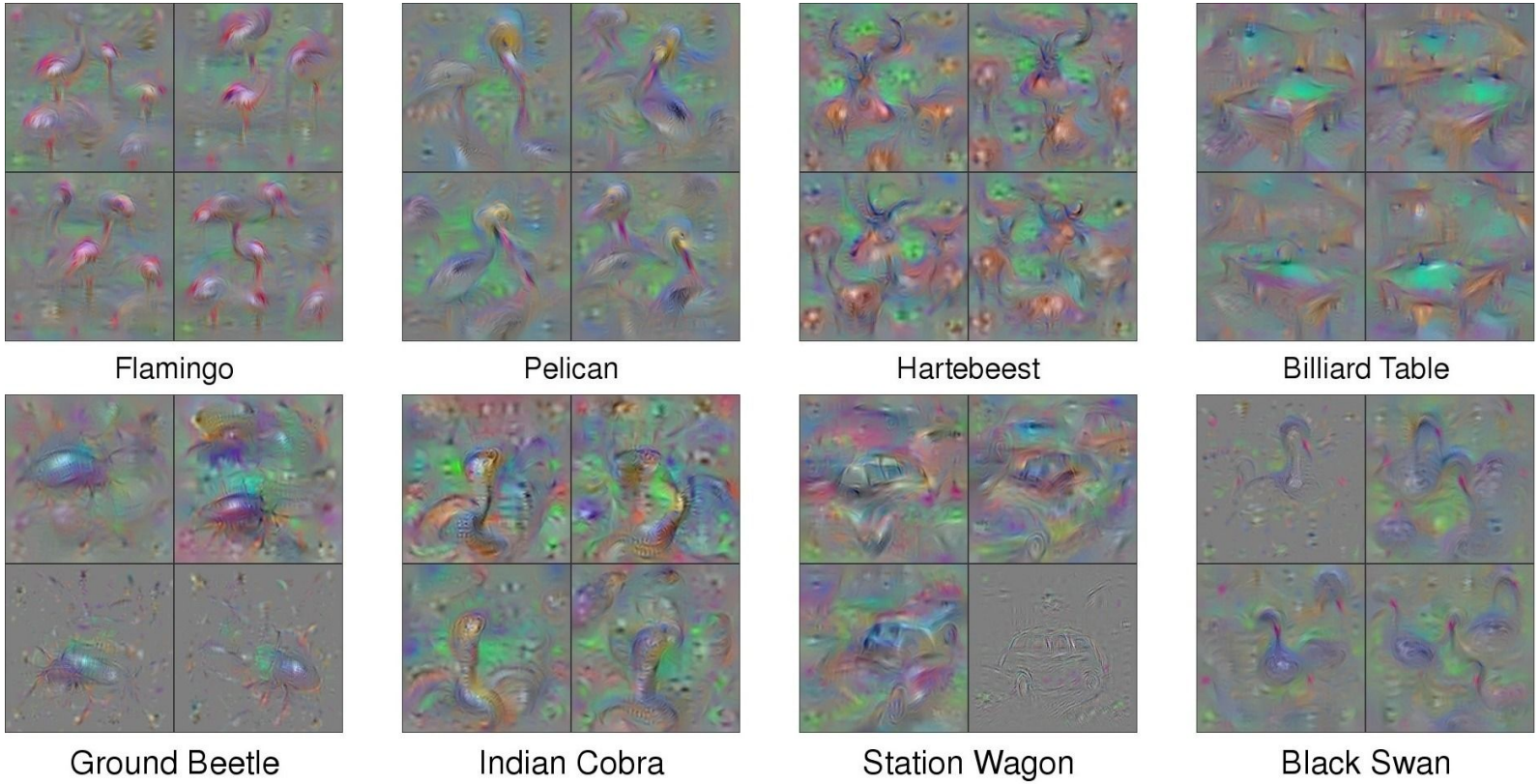
More explicit scheme:

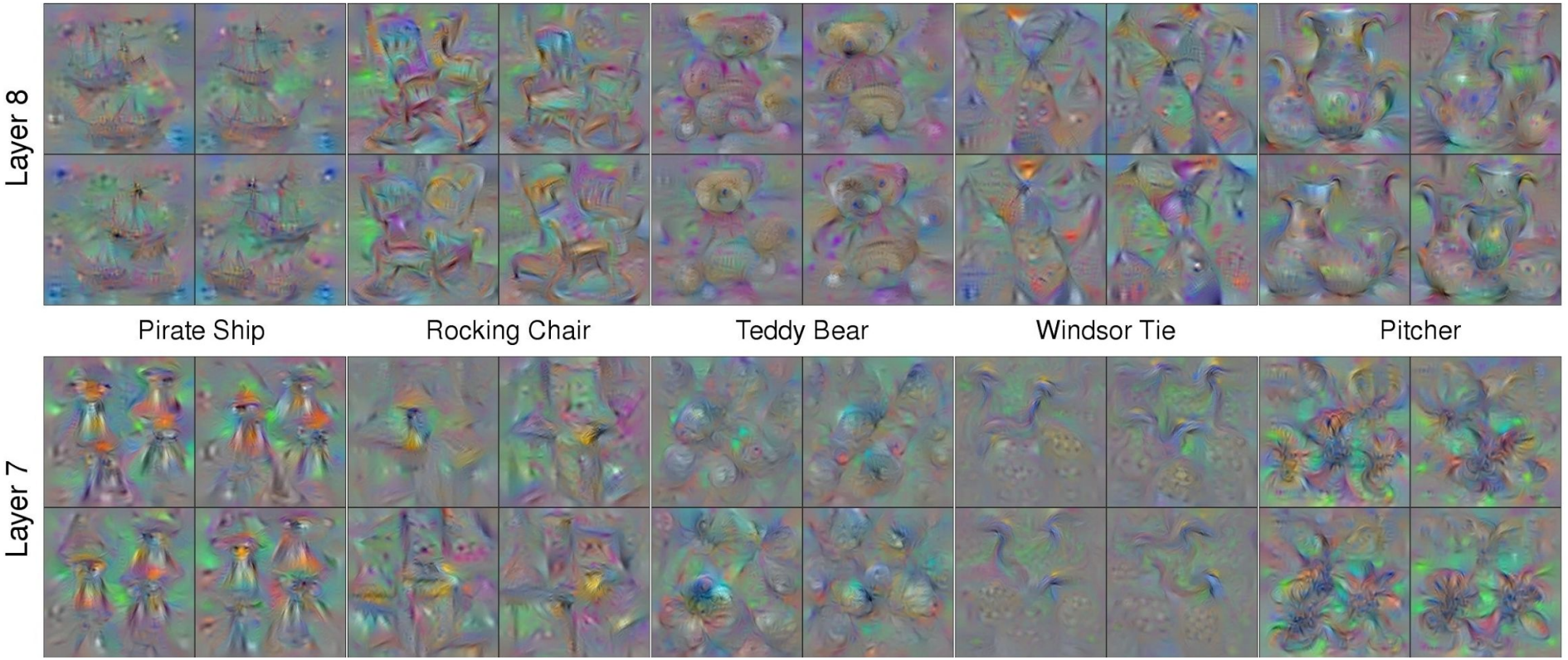
Repeat:

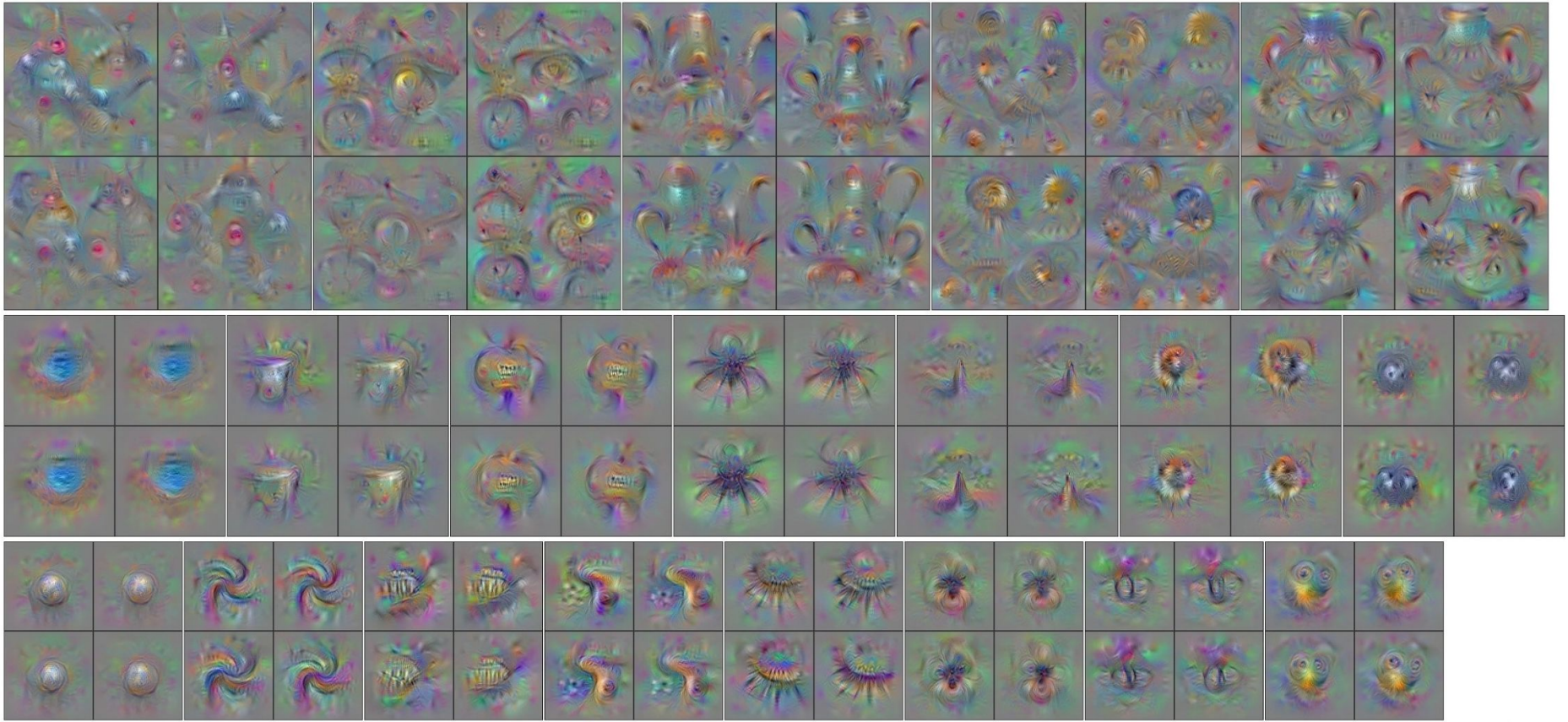
- Update the image **x** with gradient from some unit of interest
- Blur x a bit
- Take any pixel with small norm to zero (to encourage sparsity)

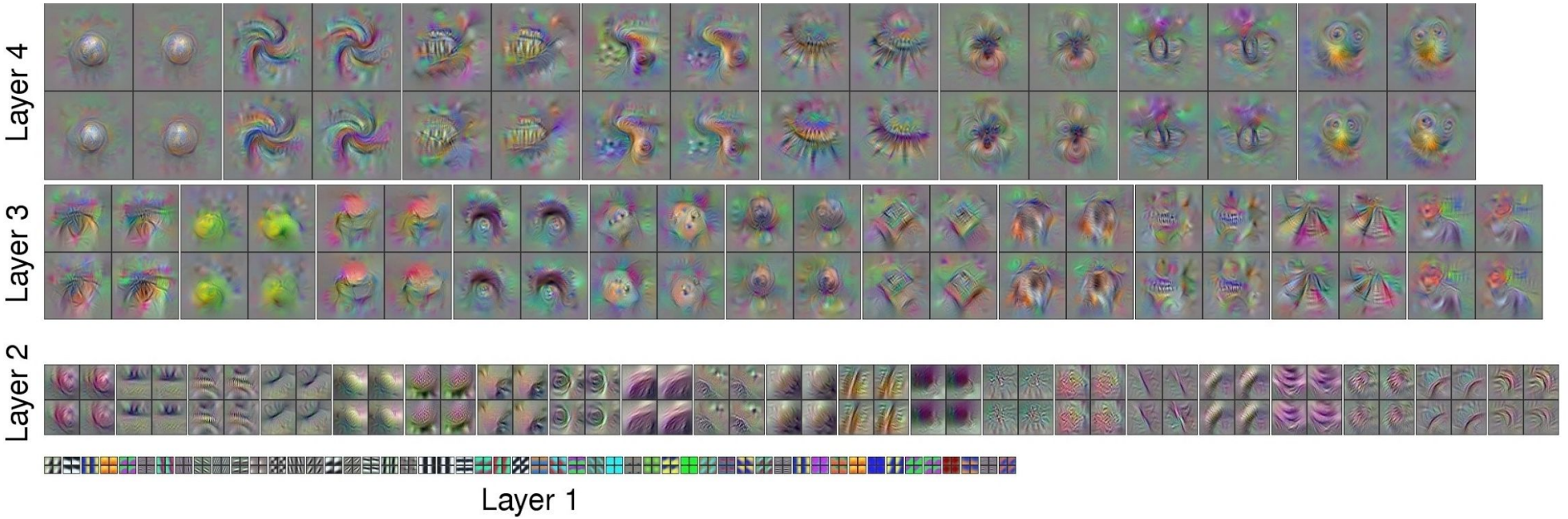
[Understanding Neural Networks Through Deep Visualization, Yosinski et al. , 2015]

http://yosinski.com/deepvis

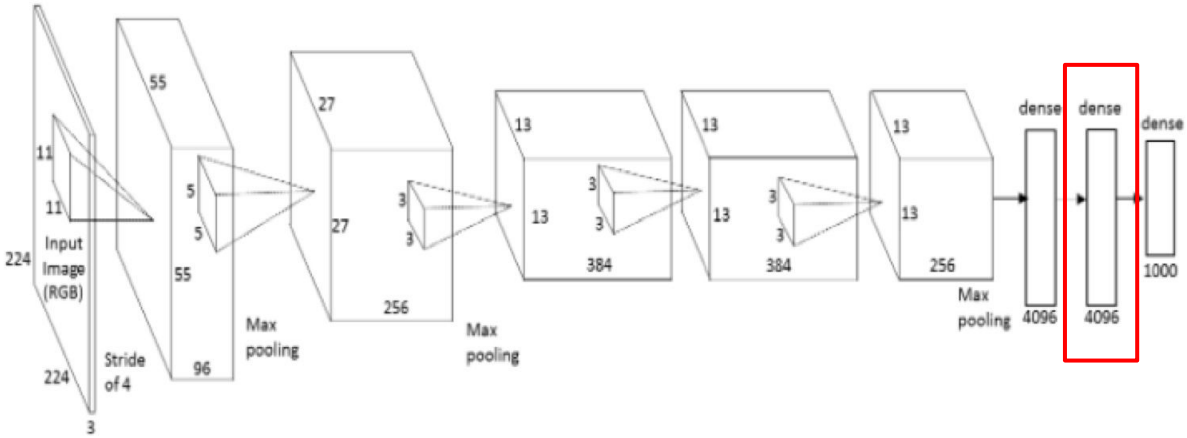



Layer 8
Pirate Ship
Rocking Chair
Teddy Bear
Windsor Tie
Pitcher
Layer 7


Layer 6
Layer 5
Layer 4


Layer 4
Layer 3
Layer 2
Layer 1

Question: Given a CNN code, is it possible to reconstruct the original image?



Find an image such that:

- Its code is similar to a given code
- It “looks natural” (image prior regularization)

$$\mathbf{x}^* = \underset{\mathbf{x} \in \mathbb{R}^{H \times W \times C}}{\operatorname{argmin}} \ell(\Phi(\mathbf{x}), \Phi_0) + \lambda \mathcal{R}(\mathbf{x})$$

$$\ell(\Phi(\mathbf{x}), \Phi_0) = \|\Phi(\mathbf{x}) - \Phi_0\|^2$$

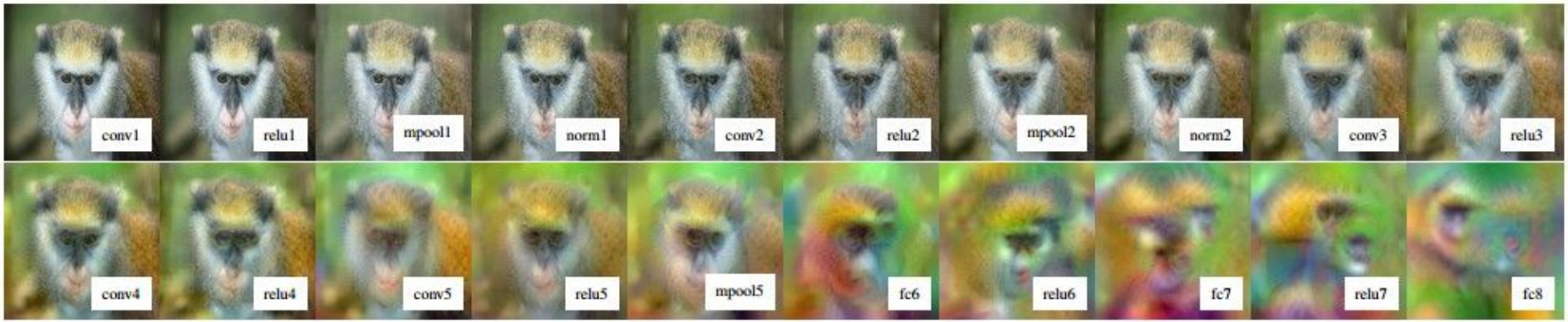
Understanding Deep Image Representations by Inverting Them
[Mahendran and Vedaldi, 2014]

original image

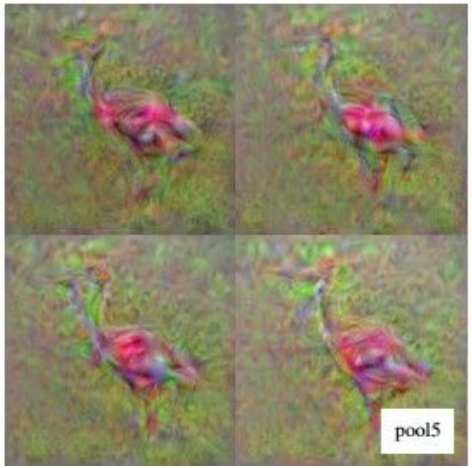
reconstructions from the 1000 log probabilities for ImageNet (ILSVRC) classes

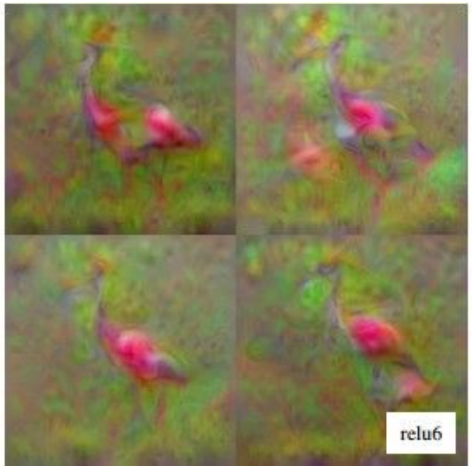
Reconstructions from the representation after last last pooling layer (immediately before the first Fully Connected layer)

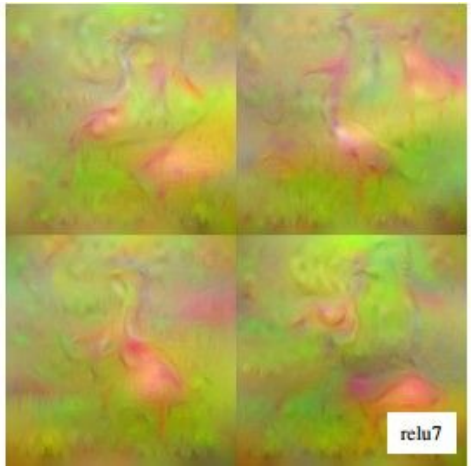
Reconstructions from intermediate layers

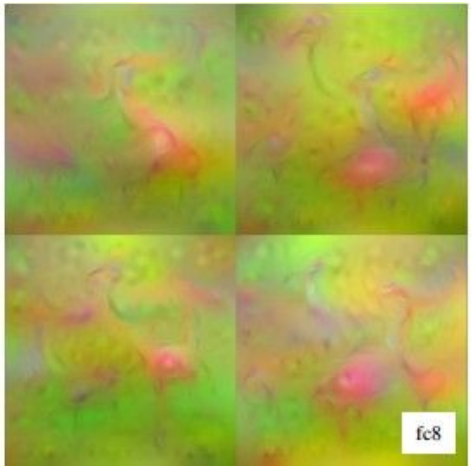


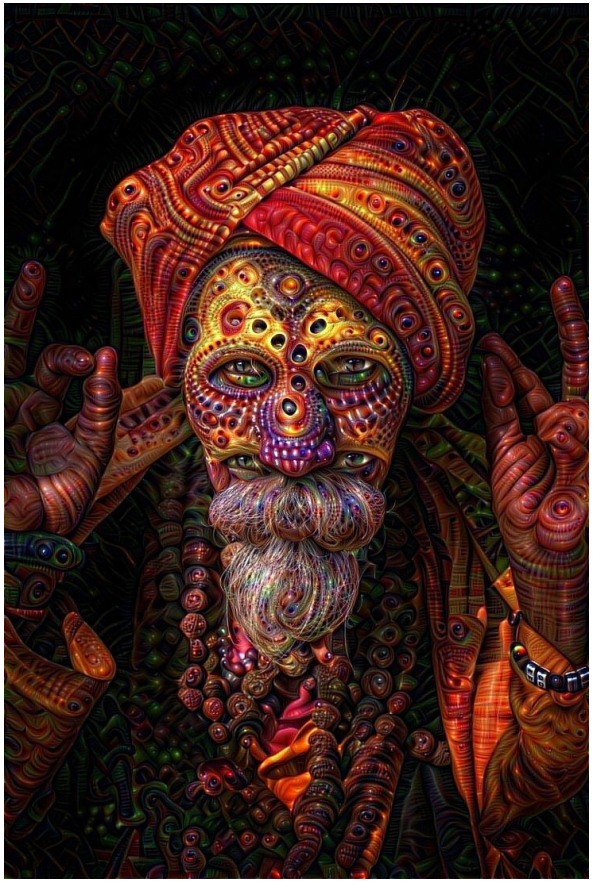
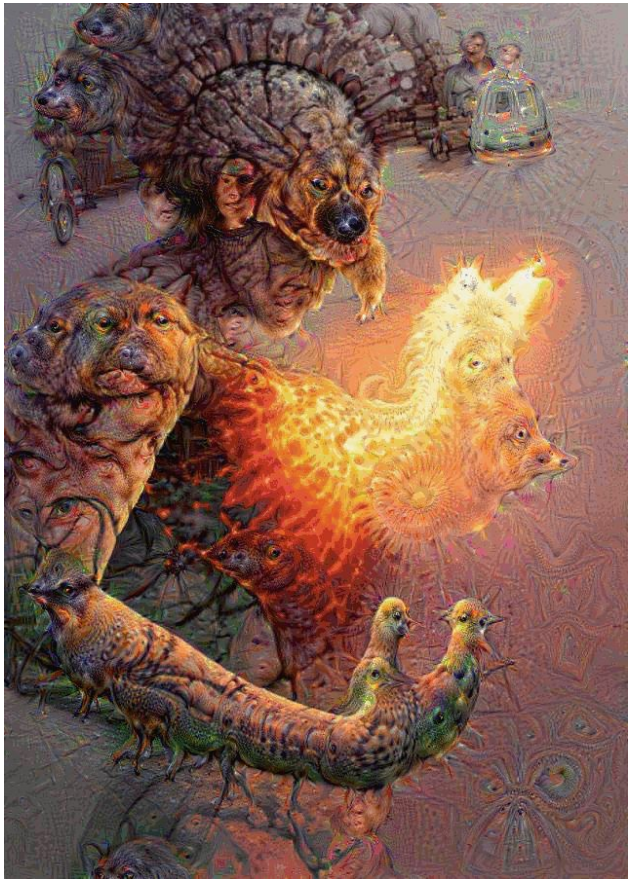
Multiple reconstructions. Images in quadrants all “look” the same to the CNN (same code)









DeepDream https://github.com/google/deepdream

```python
def objective_L2(dst):
    dst.diff[:] = dst.data

def make_step(net, step_size=1.5, end='inception_4c/output',
              jitter=32, clip=True, objective=objective_L2):
    '''Basic gradient ascent step.'''

    src = net.blobs['data'] # input image is stored in Net's 'data' blob
    dst = net.blobs[end]

    ox, oy = np.random.randint(-jitter, jitter+1, 2)
    src.data[0] = np.roll(np.roll(src.data[0], ox, -1), oy, -2) # apply jitter shift

    net.forward(end=end)
    objective(dst)  # specify the optimization objective
    net.backward(start=end)
    g = src.diff[0]
    # apply normalized ascent step to the input image
    src.data[:] += step_size/np.abs(g).mean() * g

    src.data[0] = np.roll(np.roll(src.data[0], -ox, -1), -oy, -2) # unshift image

    if clip:
        bias = net.transformer.mean['data']
        src.data[:] = np.clip(src.data, -bias, 255-bias)
```

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```

DeepDream: set dx = x :)

jitter regularizer

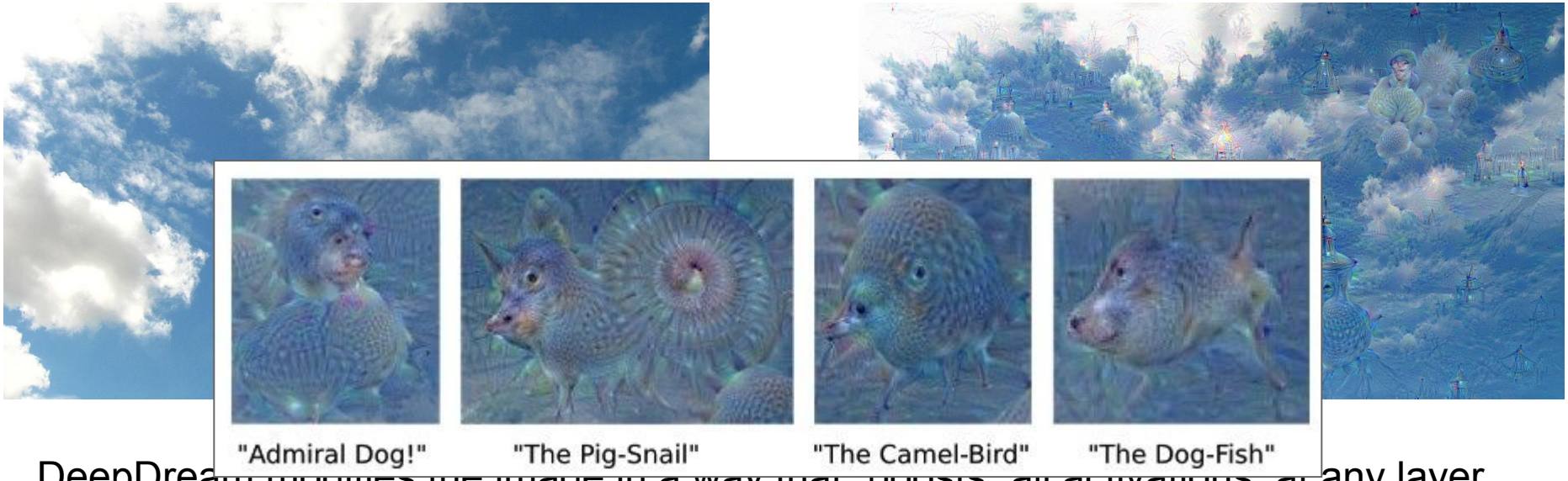
"image update"

inception_4c/output

DeepDream modifies the image in a way that “boosts” all activations, at any layer

this creates a feedback loop: e.g. any slightly detected dog face will be made more and more dog like over time

inception_4c/output



DeepDream modifies the image in a way that "boosts" all activations, at any layer

inception_3b/5x5_reduce

DeepDream modifies the image in a way that “boosts” all activations, at any layer

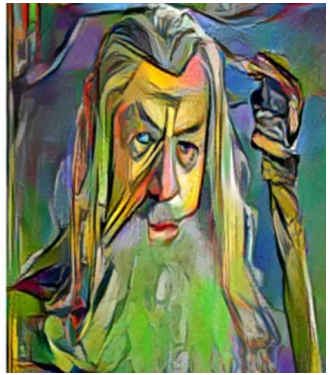
Bonus videos

Deep Dream Grocery Trip
https://www.youtube.com/watch?v=DgPaCWJL7XI

Deep Dreaming Fear & Loathing in Las Vegas: the Great San Francisco Acid Wave
https://www.youtube.com/watch?v=oyxSerkkP4o

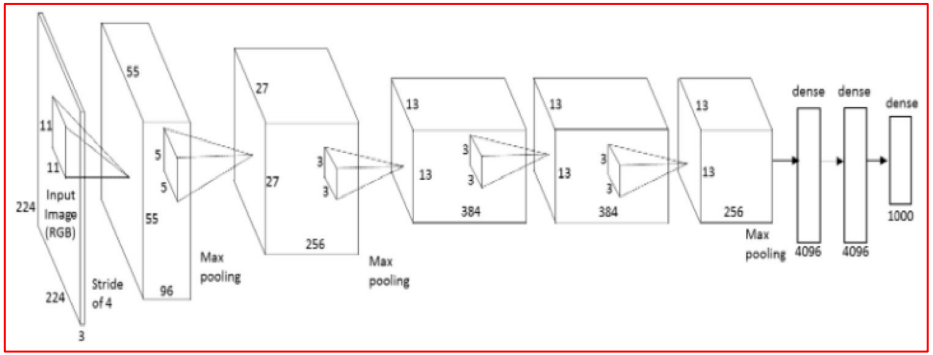
NeuralStyle

[A Neural Algorithm of Artistic Style by Leon A. Gatys, Alexander S. Ecker, and Matthias Bethge, 2015]
good implementation by Justin in Torch:
https://github.com/jcjohnson/neural-style



make your own easily on deepart.io

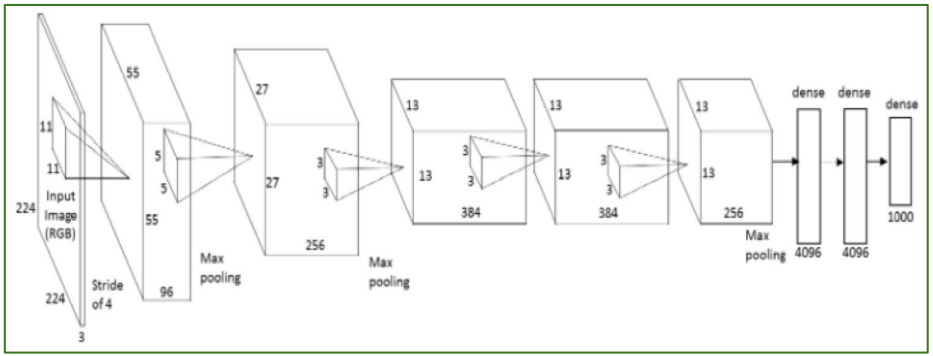
Step 1: Extract **content targets** (ConvNet activations of all layers for the given content image)



content activations

e.g.
at CONV5_1 layer we would have a [14x14x512] array of target activations

Step 2: Extract **style targets** (Gram matrices of ConvNet activations of all layers for the given style image)



style gram matrices

$$G = V^{\mathrm{T}}V$$

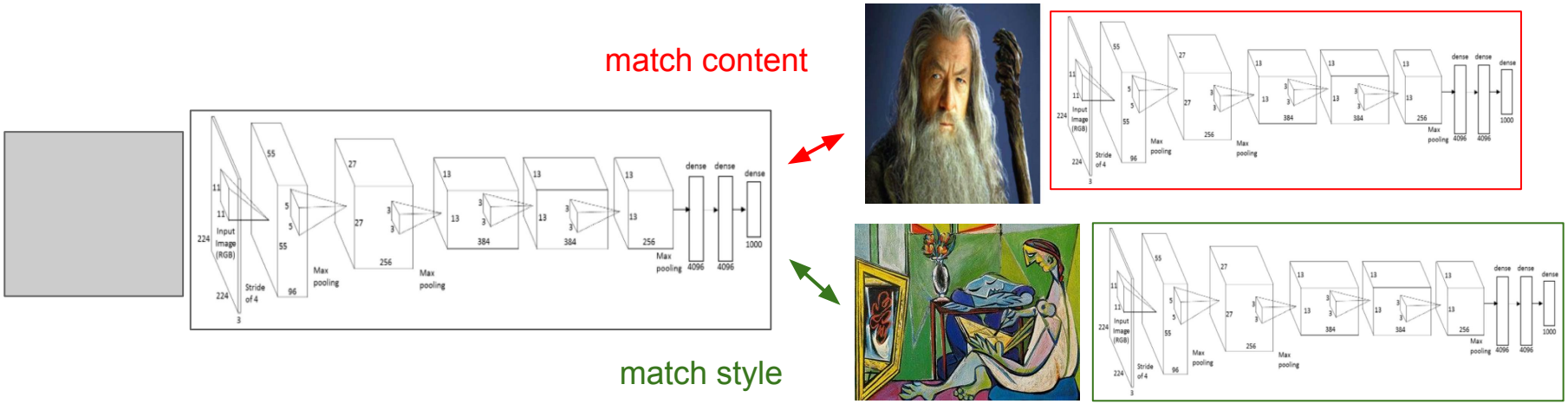
e.g.
at CONV1 layer (with [224x224x64] activations) would give a [64x64] Gram matrix of all pairwise activation covariances (summed across spatial locations)

Step 3: Optimize over image to have:

- The **content** of the content image (activations match content)
- The **style** of the style image (Gram matrices of activations match style)

$$\mathcal{L}_{total}(\vec{p}, \vec{a}, \vec{x}) = \alpha \mathcal{L}_{content}(\vec{p}, \vec{x}) + \beta \mathcal{L}_{style}(\vec{a}, \vec{x})$$

(+Total Variation regularization (maybe))



We can pose an optimization over the input image to maximize any class score.
That seems useful.

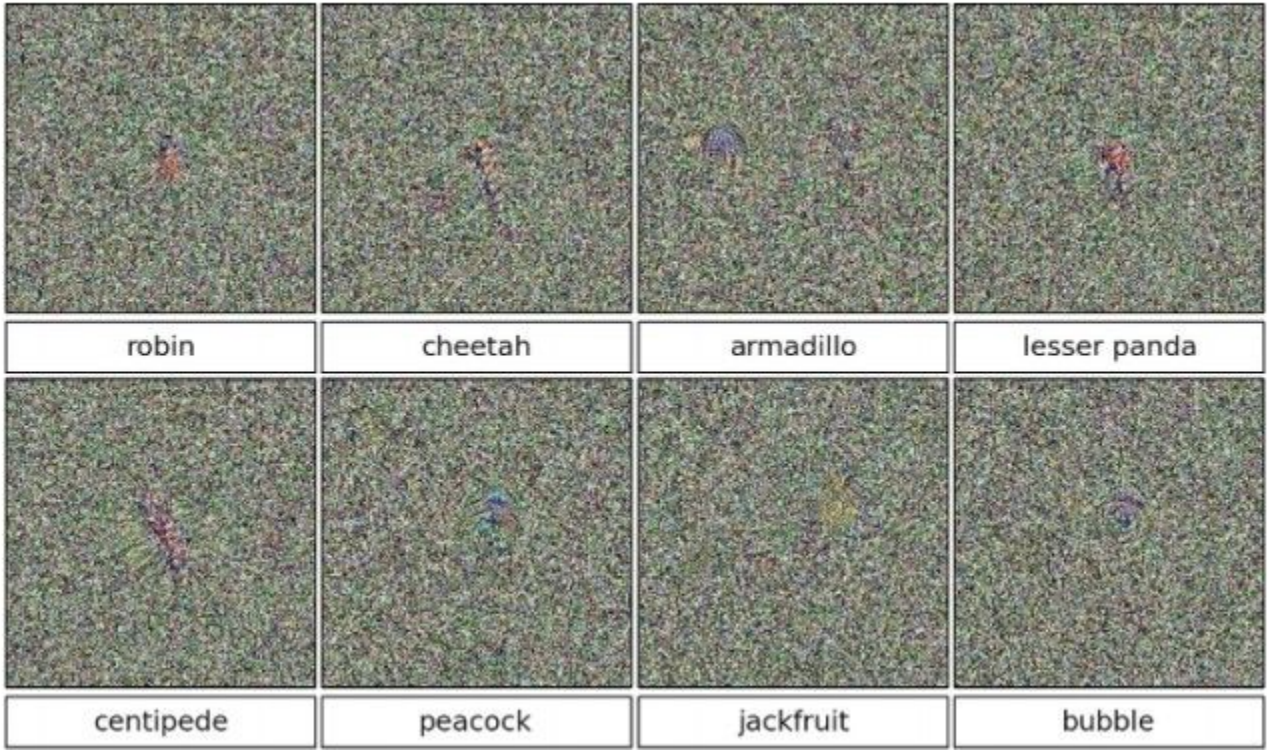
Question: Can we use this to “fool” ConvNets?

spoiler alert: yeah

[Intriguing properties of neural networks, Szegedy et al., 2013]

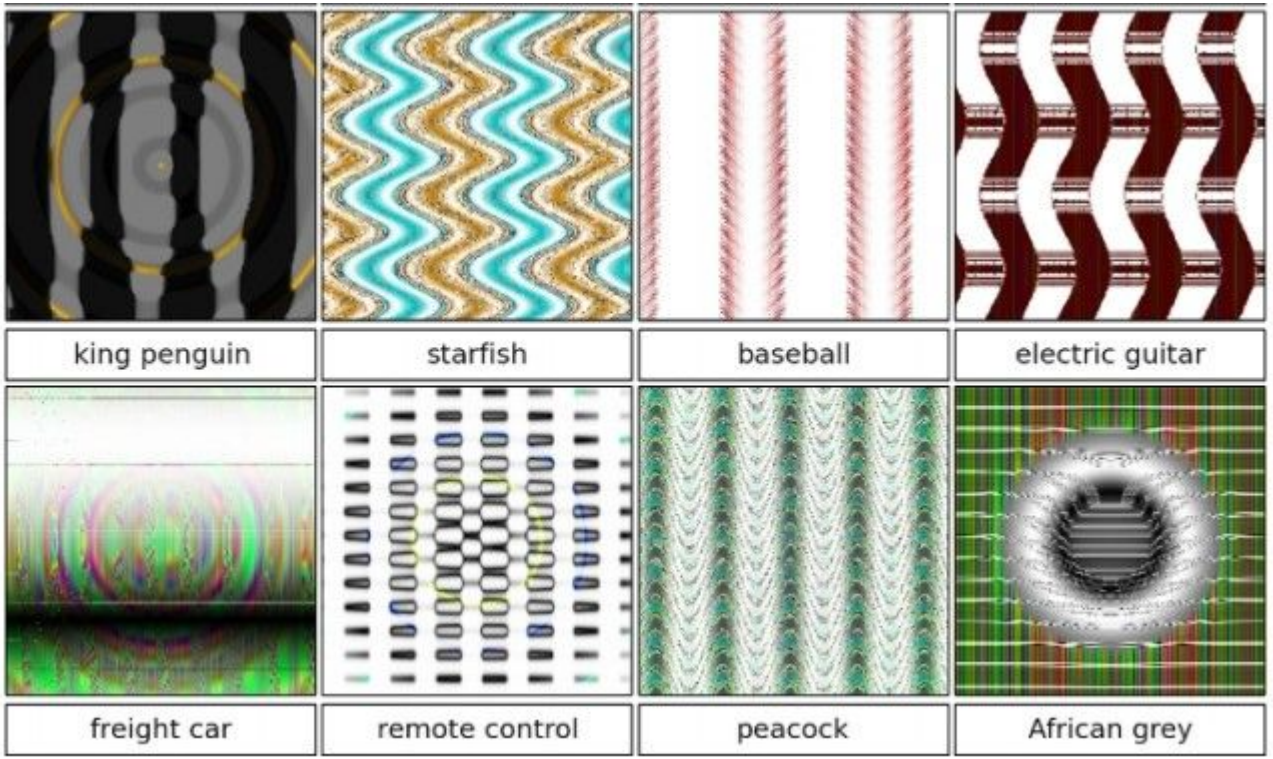
[Deep Neural Networks are Easily Fooled: High Confidence Predictions for Unrecognizable Images Nguyen, Yosinski, Clune, 2014]

>99.6% confidences



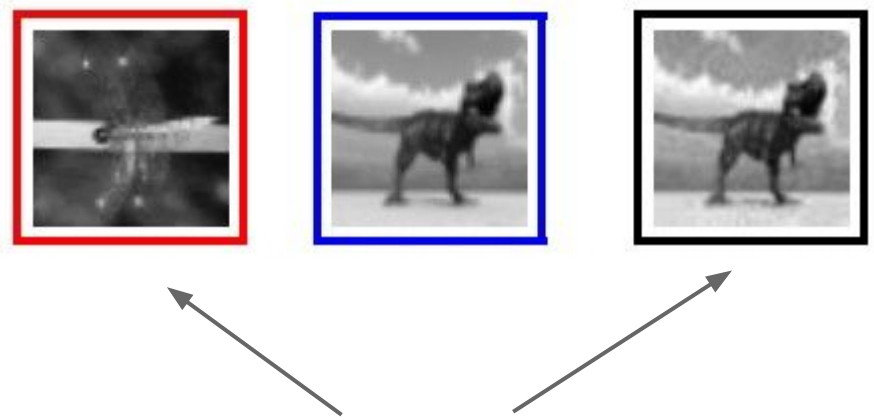
[Deep Neural Networks are Easily Fooled: High Confidence Predictions for Unrecognizable Images Nguyen, Yosinski, Clune, 2014]

>99.6% confidences

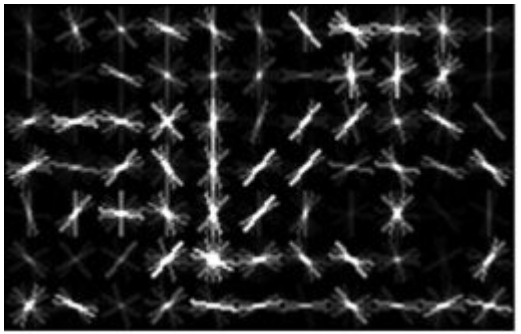


These kinds of results were around even before ConvNets…

[Exploring the Representation Capabilities of the HOG Descriptor, Tatu et al., 2011]

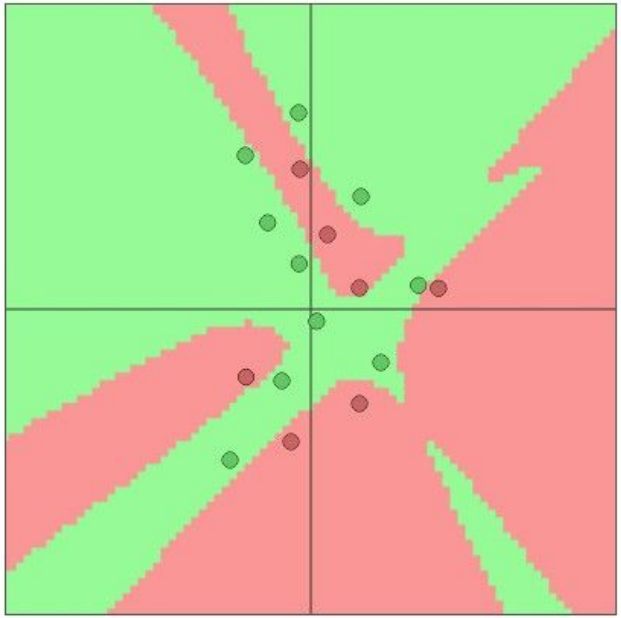


Identical HOG represention



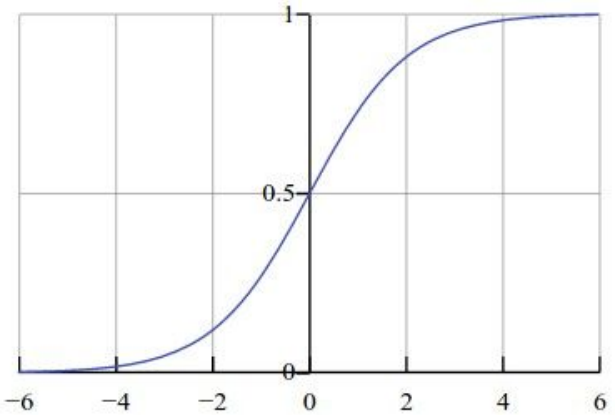
EXPLAINING AND HARNESSING ADVERSARIAL EXAMPLES
[Goodfellow, Shlens & Szegedy, 2014]

"primary cause of neural networks' vulnerability to adversarial perturbation is their **linear nature**"



Lets fool a binary linear classifier: (logistic regression)

$$P(y=1 \mid x;w,b) = \frac{1}{1+e^{-(w^T x+b)}} = \sigma(w^T x+b)$$



Since the probabilities of class 1 and 0 sum to one, the probability for class 0 is $P(y=0 \mid x;w,b) = 1 - P(y=1 \mid x;w,b)$. Hence, an example is classified as a positive example (y = 1) if $\sigma(w^T x+b) > 0.5$, or equivalently if the score $w^T x+b > 0$.

Lets fool a binary linear classifier:

x	2	-1	3	-2	2	2	1	-4	5	1
w	-1	-1	1	-1	1	-1	1	1	-1	1

← input example

← weights

$$P(y=1 \mid x; w, b) = \frac{1}{1+e^{-(w^T x+b)}} = \sigma(w^T x + b)$$

Lets fool a binary linear classifier:

x	2	-1	3	-2	2	2	1	-4	5	1
w	-1	-1	1	-1	1	-1	1	1	-1	1

← input example

← weights

class 1 score = dot product:
= -2 + 1 + 3 + 2 + 2 - 2 + 1 - 4 - 5 + 1 = -3
=> probability of class 1 is 1/(1+e^(-(-3))) = 0.0474
i.e. the classifier is **95%** certain that this is class 0 example.

$$P(y=1 \mid x; w, b) = \frac{1}{1+e^{-(w^T x+b)}} = \sigma(w^T x + b)$$

Lets fool a binary linear classifier:

x	2	-1	3	-2	2	2	1	-4	5	1
w	-1	-1	1	-1	1	-1	1	1	-1	1
adversarial x	?	?	?	?	?	?	?	?	?	?

← input example

← weights

class 1 score = dot product:
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$$P(y=1 \mid x; w, b) = \frac{1}{1+e^{-(w^T x+b)}} = \sigma(w^T x + b)$$

Lets fool a binary linear classifier:

x	2	-1	3	-2	2	2	1	-4	5	1
w	-1	-1	1	-1	1	-1	1	1	-1	1
adversarial x	1.5	-1.5	3.5	-2.5	2.5	1.5	1.5	-3.5	4.5	1.5

← input example

← weights

class 1 score before:

-2 + 1 + 3 + 2 + 2 - 2 + 1 - 4 - 5 + 1 = -3

=> probability of class 1 is 1/(1+e^(-(-3))) = 0.0474

-1.5+1.5+3.5+2.5+2.5-1.5+1.5-3.5-4.5+1.5 = 2

=> probability of class 1 is now 1/(1+e^(-(2))) = 0.88

i.e. we improved the class 1 probability from 5% to 88%

$$P(y=1 \mid x; w, b) = \frac{1}{1+e^{-(w^T x+b)}} = \sigma(w^T x + b)$$

Lets fool a binary linear classifier:

x	2	-1	3	-2	2	2	1	-4	5	1
w	-1	-1	1	-1	1	-1	1	1	-1	1
adversarial x	1.5	-1.5	3.5	-2.5	2.5	1.5	1.5	-3.5	4.5	1.5

← input example

← weights

class 1 score before:

-2 + 1 + 3 + 2 + 2 - 2 + 1 - 4 - 5 + 1 = -3

=> probability of class 1 is 1/(1+e^(-(-3))) = 0.0474

-1.5+1.5+3.5+2.5+2.5-1.5+1.5-3.5-4.5+1.5 = 2

=> probability of class 1 is now 1/(1+e^(-(2))) = 0.88

i.e. we improved the class 1 probability from 5% to 88%

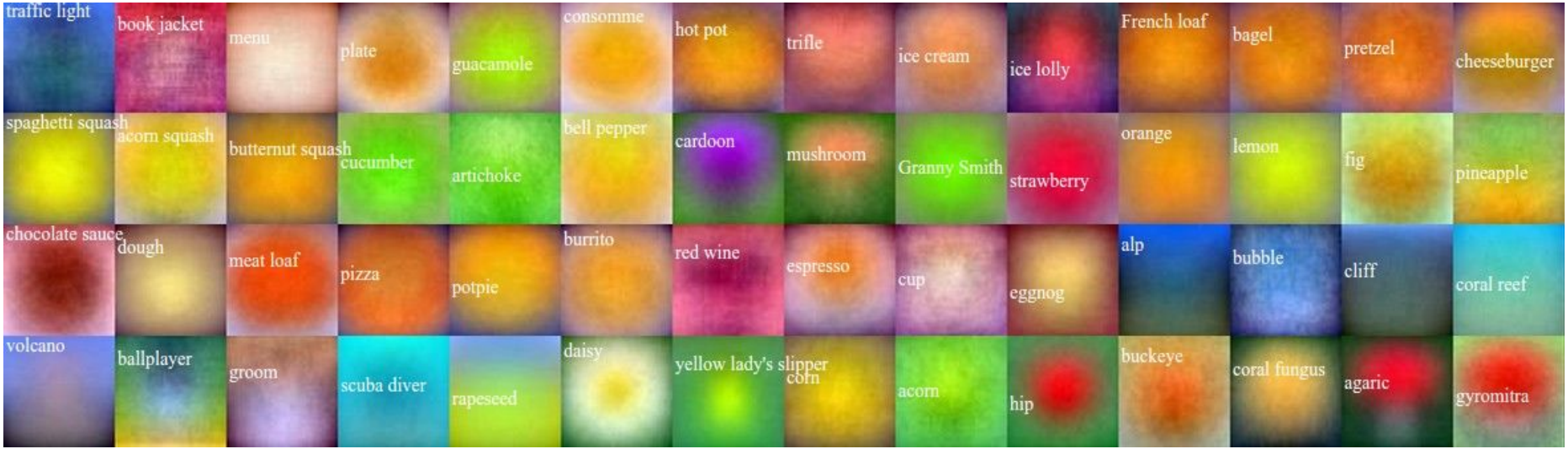
This was only with 10 input dimensions. A 224x224 input image has 150,528.

(It's significantly easier with more numbers, need smaller nudge for each)

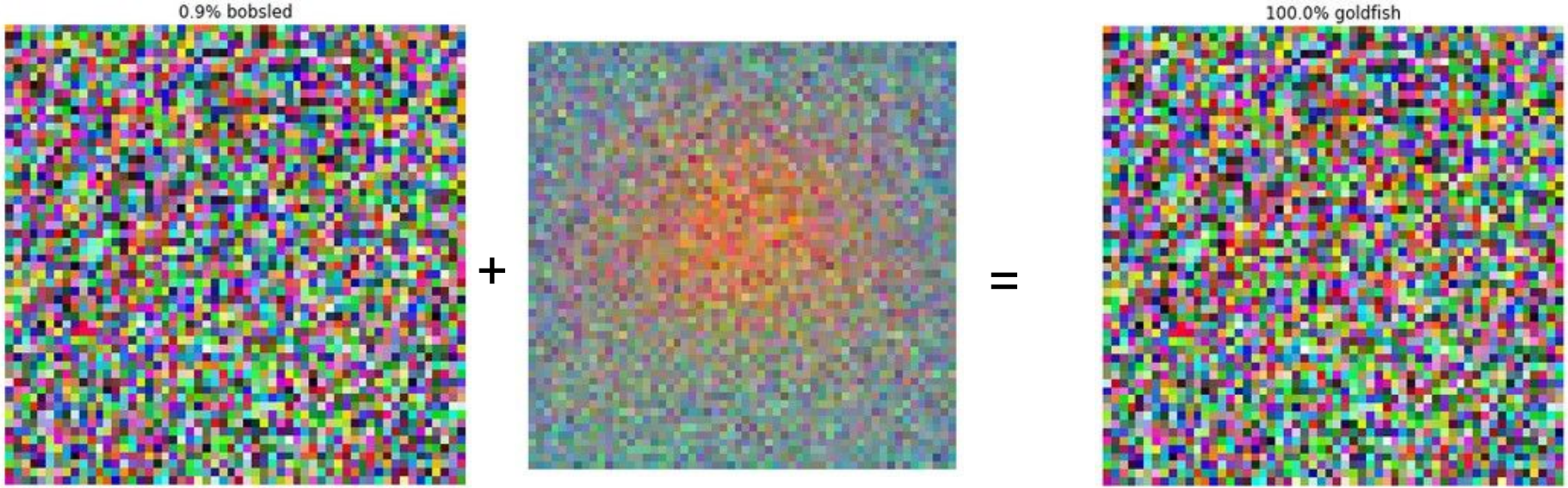
Blog post: Breaking Linear Classifiers on ImageNet

Recall CIFAR-10 linear classifiers:

ImageNet classifiers:

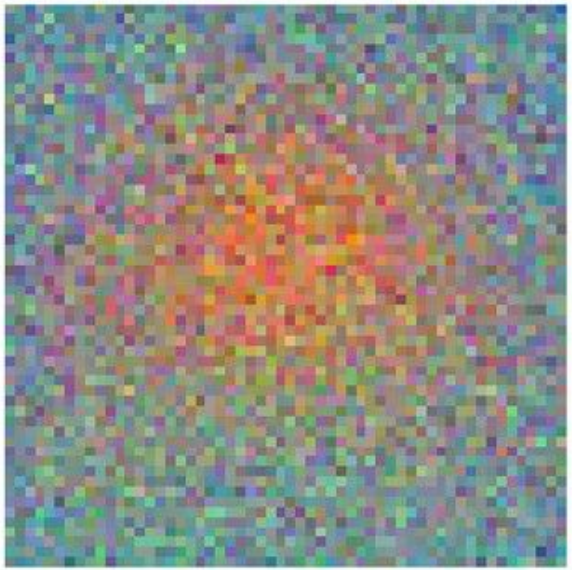


mix in a tiny bit of
Goldfish classifier weights

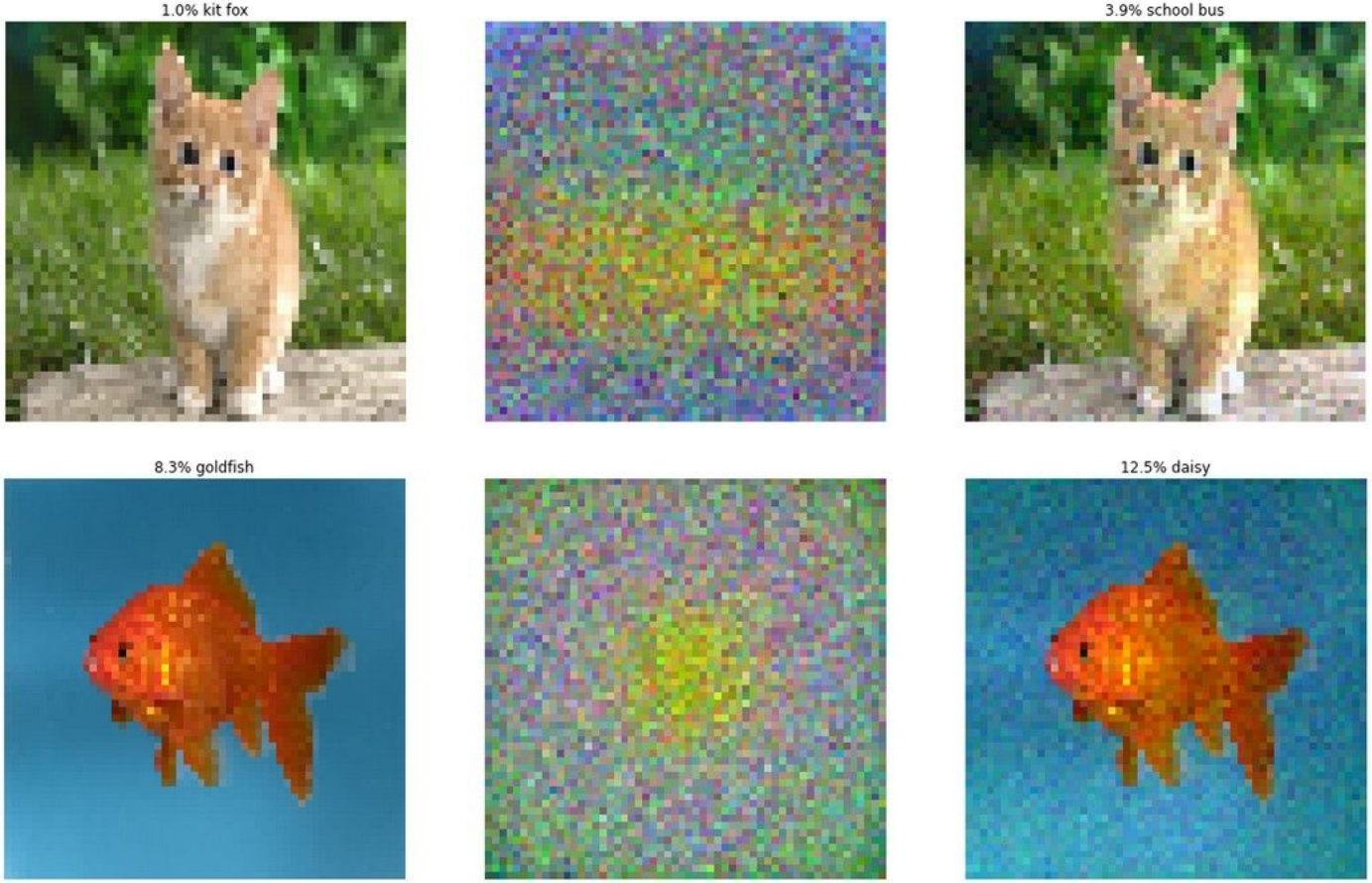


100% Goldfish

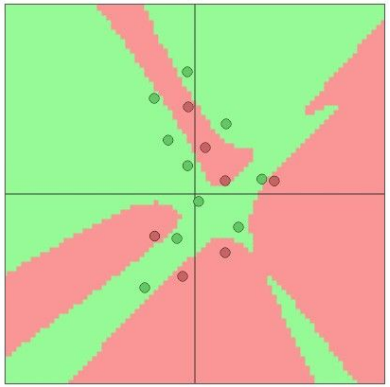

1.0% kit fox




8.0% goldfish


1.0% kit fox
3.9% school bus
8.3% goldfish
12.5% daisy

EXPLAINING AND HARNESSING ADVERSARIAL EXAMPLES
[Goodfellow, Shlens & Szegedy, 2014]



“primary cause of neural networks’ vulnerability to adversarial perturbation is their **linear nature**“
(and very high-dimensional, sparsely-populated input spaces)

In particular, this is not a problem with Deep Learning, and has little to do with ConvNets specifically. Same issue would come up with Neural Nets in any other modalities.

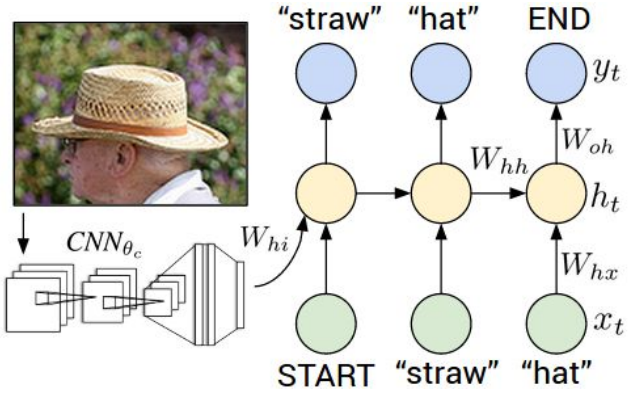
Summary

Backpropping to the image is powerful. It can be used for:

- **Understanding** (e.g. visualize optimal stimuli for arbitrary neurons)
- **Segmenting** objects in the image (kind of)
- **Inverting** codes and introducing privacy concerns
- **Fun** (NeuralStyle/DeepDream)
- **Confusion and chaos** (Adversarial examples)

Next lecture:

Image Captioning
Recurrent Neural Networks
RNN Language Models

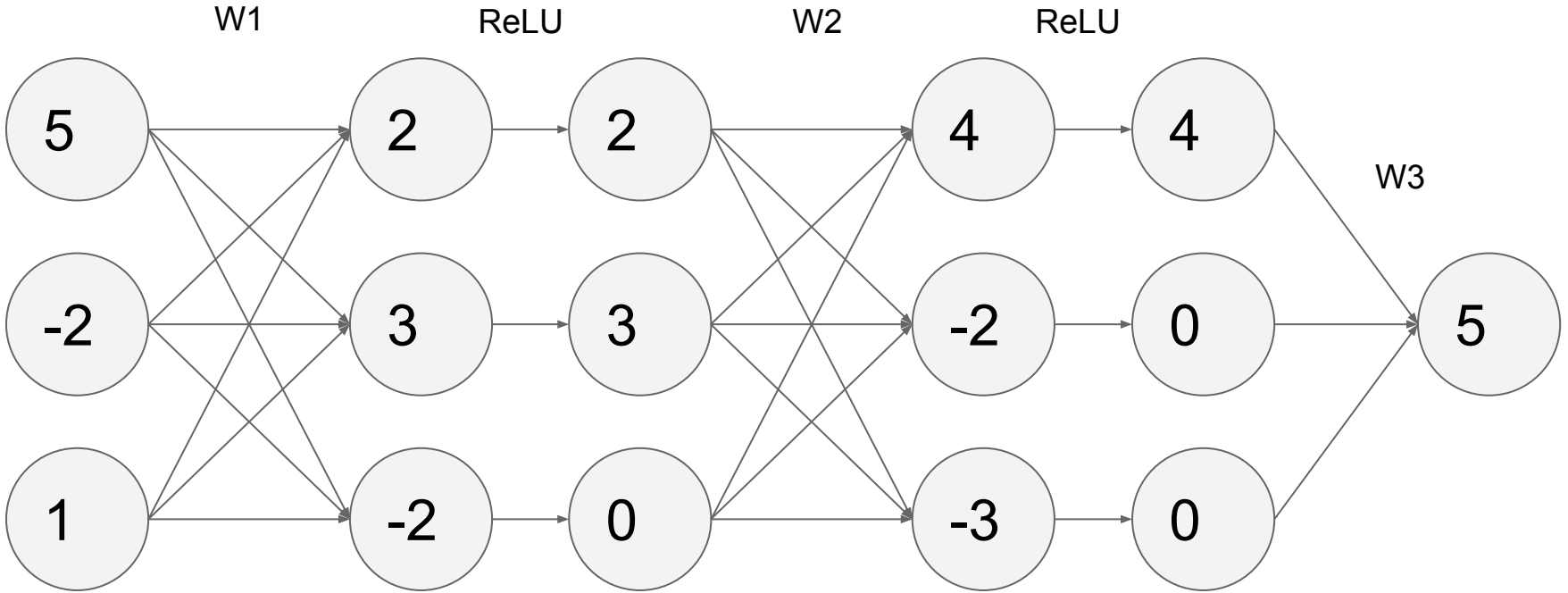


"man in black shirt is playing guitar."

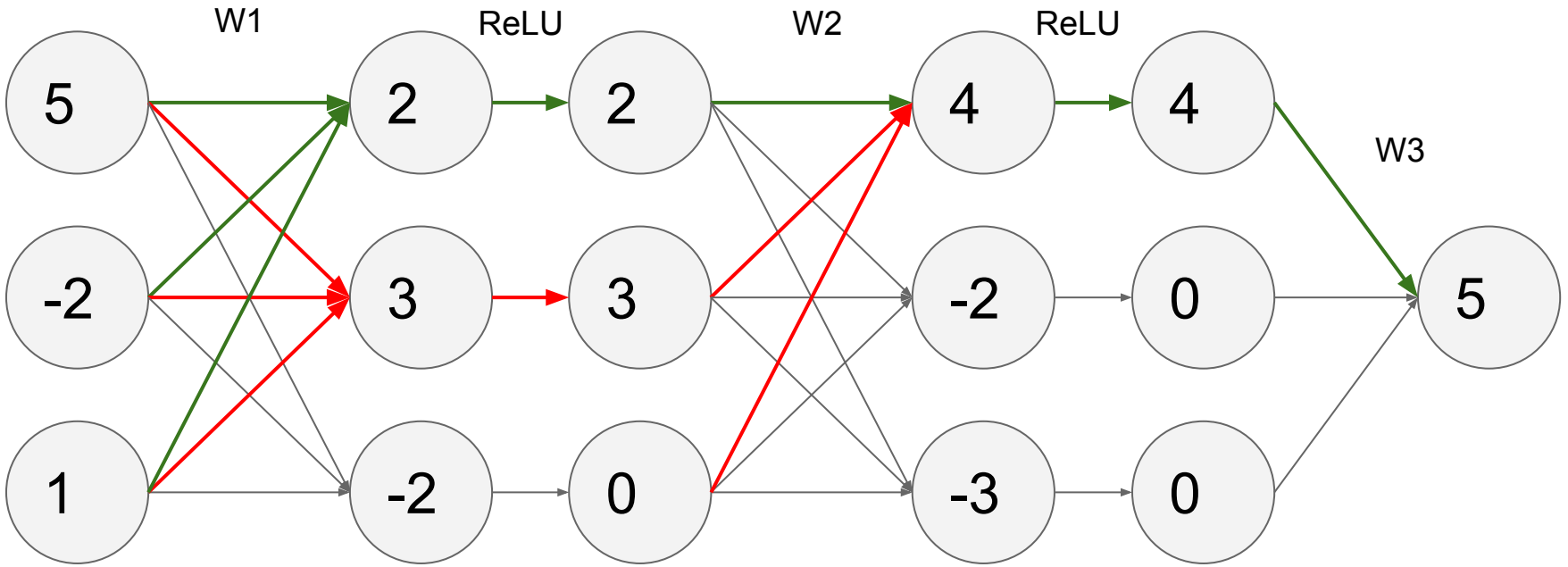
"construction worker in orange safety vest is working on road."

"two young girls are playing with lego toy."

"boy is doing backflip on wakeboard."

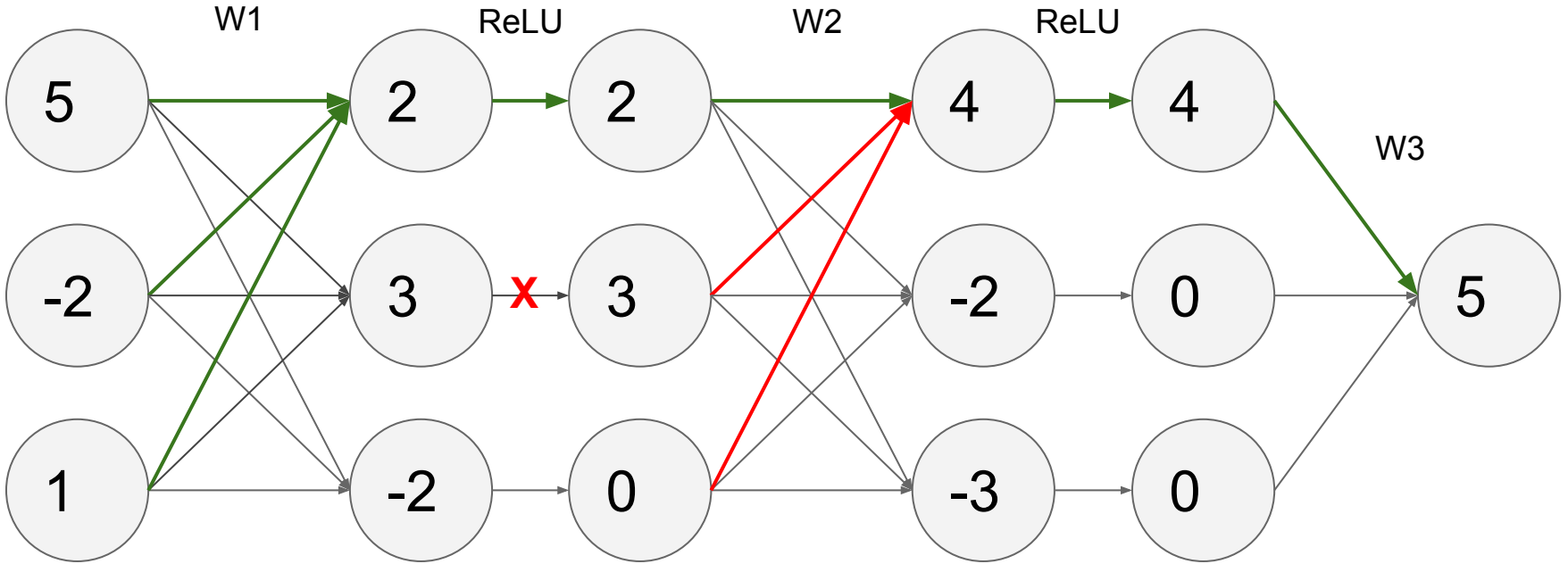

W1
ReLU
W2
ReLU
W3
5
-2
1
2
3
-2
2
3
0
4
-2
-3
4
0
0
5

In backprop: all +ve and -ve paths of influence through the graph interfere



positive gradient, negative gradient, zero gradient

In guided backprop: cancel out -ve paths of influence at each step
(i.e. we only keep positive paths of influence)



positive gradient, negative gradient, zero gradient