# EE 569 Discussion 12



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- Announcements
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  - Problem 1&2
  - Will focus more on implementation details for P2

## Announcements

HW6 P1 & P2 (100%)

Issued: 04/08/2020

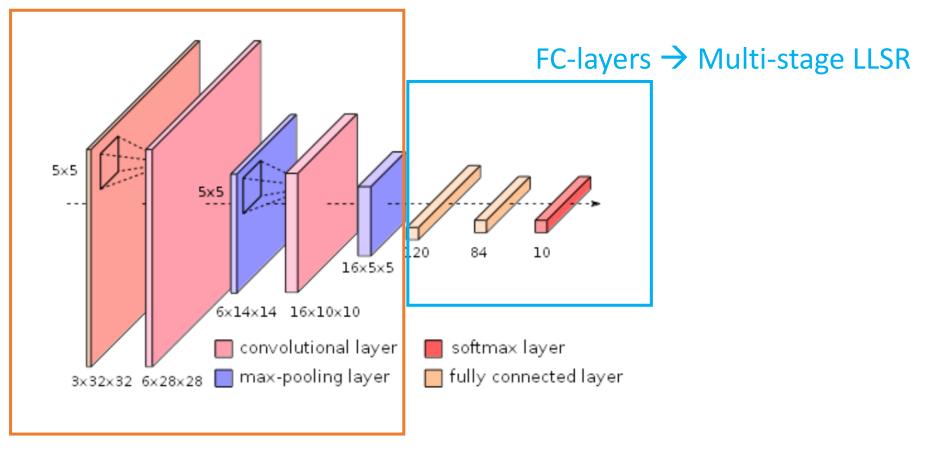
Due: 04/26/20 11:59pm

HW5 & HW6 Competition (50%+50%)

Both due: 05/03/20 11:59pm

## HW6 P1(a): FF-CNN and Saab Transform

Feedforward-designed Convolutional Neural Networks (FF-CNNs) [2]



Conv layers → Multi-stage Saab transform

# HW6 P1(a): FF-CNN and Saab Transform

#### Code for Saab Transform:

https://github.com/USC-MCL/EE569\_2020Spring

■ README.md
cross_entropy.py
□ cwSaab.py
■ lag.py
■ Ilsr.py
i pixelhop2.py
■ saab.py

# HW6 P1(b): SSL Methods

## 1. PixelHop [3]

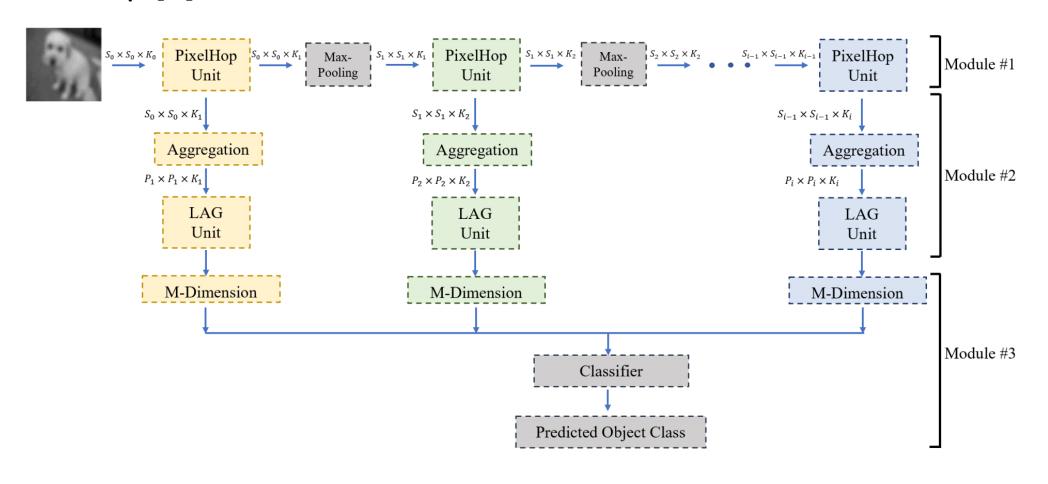


Figure 1: The block diagram of the PixelHop method.

## HW6 P1(b): SSL Methods

## 2. PixelHop++ [4]

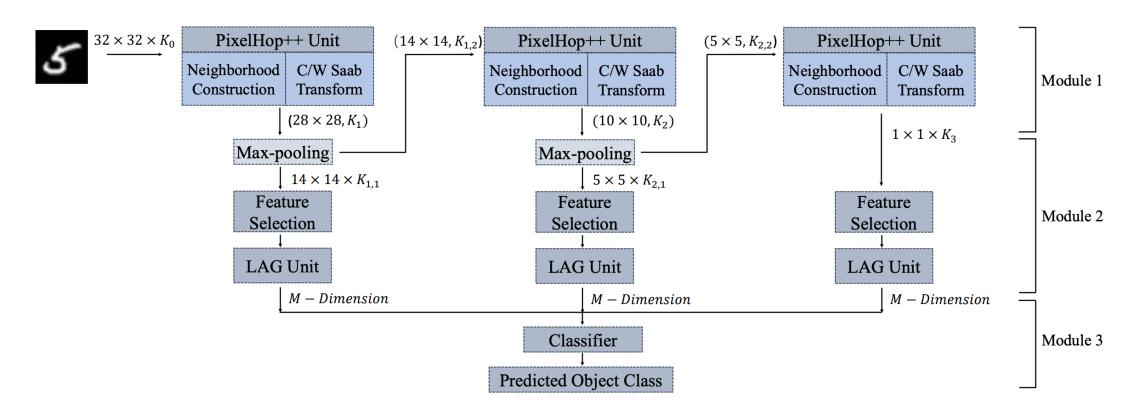


Fig. 1. The block diagram of the PixelHop++ method that contains three PixelHop++ Units in cascade.

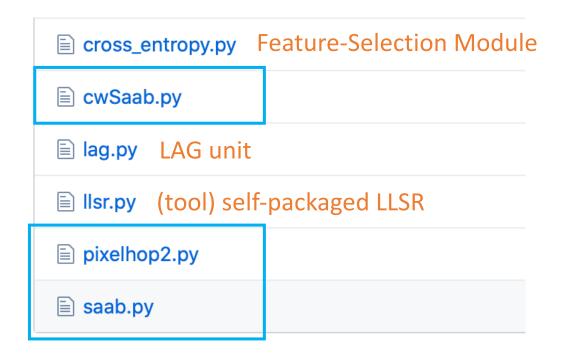
### Things to be covered later:

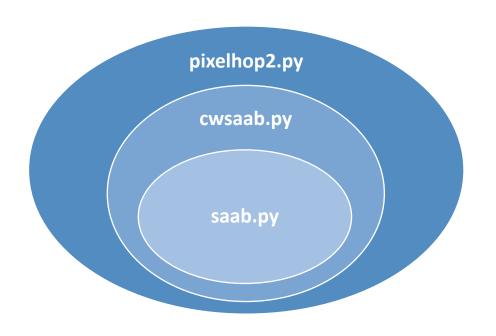
- General guidance
- Explain the source code from high level
- Explain how to use the source code
- Implementation steps

## **General guidance**

- Source code for key modules are provided in the GitHub link
- The link is not the official implementation for the PixelHop++ paper
- Feel free to import them or modify based on them
- Your data should be channel-last,
   i.e. shape = (N\_image, Height, Width, N\_channel)
   instead of
   (N image, N\_channel, Height, Width)

#### More about the source code





#### More about the source code

Explanation of the code (watch the Discussion video for more details)

#### More about the source code

About Neighborhood Construction (write your own Shrink function):

- Collect 5x5 (spatial) patches
- Pooling

#### Example:

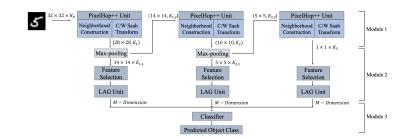
#### More about the source code

An example about how to import these functions:

```
from cross_entropy import Cross_Entropy
from lag import LAG
from llsr import LLSR as myLLSR
from pixelhop2 import Pixelhop2
```



## **Implementation Steps**

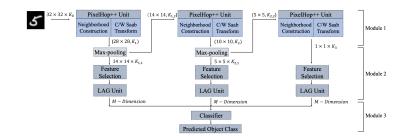


#### 1. Train Module 1:

- Define your Neighborhood Construction function, SaabArgs, ShrinkArgs, ConcatArg
- ii. (Pre-process data): channel-last, int → float, rescale to 0-1, etc.
- iii. Randomly select 10K training images: need to be balanced (1000 per class)
- iv. Use *pixelhop2.py* to train (*pixelhop2.fit*) your PixelHop model of a certain depth
- v. Save the PixelHop model



## **Implementation Steps**



- 2. Extract features from Module 1:
  - Use all the 50Ktraining images, do *pixelhop2.transform* to extract features
  - Outputs are before max-pooling
  - May need batch processing to save memory. Try different programming methods on your own



## **Implementation Steps**

- 3. Module 2, for each Hop:
  - i. Do feature selection using *cross\_entropy.py:* 
    - -- Use *KMeans\_Cross\_Entropy* to calculate the cross-entropy for each feature dimension;
    - -- Sort the cross-entropy in ascending or descending order;
    - -- Choose *Ns* features with lowest cross-entropy <a href="Note">Note</a>: the index of the selected dimensions for testing set should be the same with training set

Module 3

ii. Do LAG using *lag.py:*Note: LAG should be trained (fit) only on training set



## **Implementation Steps**

# | S2 x 32 x K<sub>0</sub> | PixelHop++ Unit | (14 x 14, K<sub>1,2</sub>) | PixelHop++ Unit | (14 x 14, K<sub>1,2</sub>) | PixelHop++ Unit | (16 x 16, K<sub>1</sub>) | PixelHop++ Unit | (16 x 16, K<sub>2</sub>) | PixelHop++ Unit | PixelHop++ Unit | (16 x 16, K<sub>2</sub>) | PixelHop++ Unit | (16 x 16, K<sub>2</sub>) | PixelHop++ Unit | PixelHo

#### 4. Module 3:

- i. Gather all the outputs of LAG units from different Hops
- ii. For each image, the features from different Hops are concatenated into a long feature vector
- iii. Choose a classifier (e.g. Random Forest, SVM, Linear Regression, etc)
- iv. Train the classifier on the concatenated feature vector of training set
- v. Test on the testing set

#### **Parameters**

**Table 1** Choice of hyper-parameters of PixelHop++ model for this section

Spatial Neighborhood size in all PixelHop++ units	5x5
Stride	1
Max-pooling	(2x2) -to- (1x1)
Energy threshold for intermediate nodes (TH1)	0.001
Energy threshold for discarded nodes (TH2)	0.0001
Number of selected features $(N_S)$ for each Hop	Top 50%
$\alpha$ in LAG units	10
Number of centroids per class in LAG units	5
Classifier	Random Forest (recommended)

