

Artificial Neural Networks

[2500WETANN]

José Oramas



Convolutional Neural Networks

[Part 1 - Foundations]

José Oramas

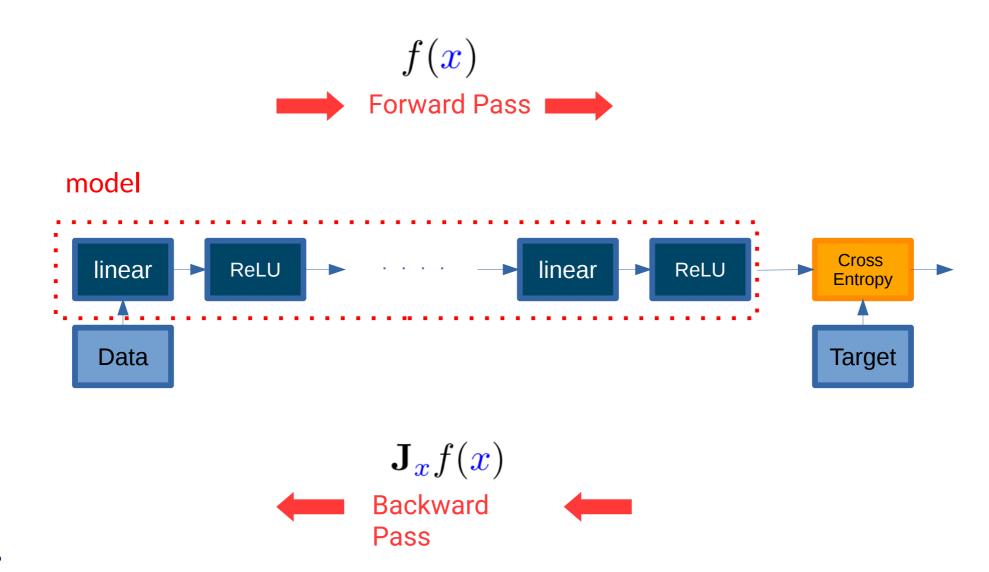


Previous lecture

[Shallow / Deep Neural Networks]

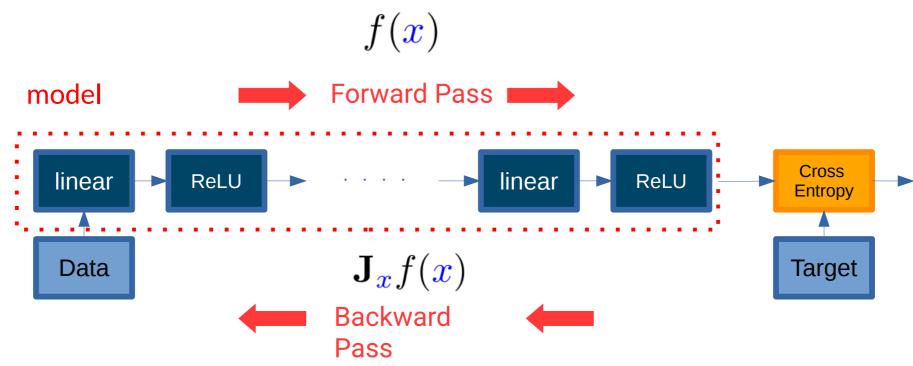


Recap Previous Lecture





Recap Previous Lecture



- Universal Approximation Theorem
- Use gradients to optimize weights w.r.t. prediction (loss function)
- Use of ReLU instead of sigmoid activation functions when going deeper
- \bullet In the early days → provide forward/backward operations



Convolutional Neural Networks

[Part 1 - Foundations]



Let's consider the case of visual data

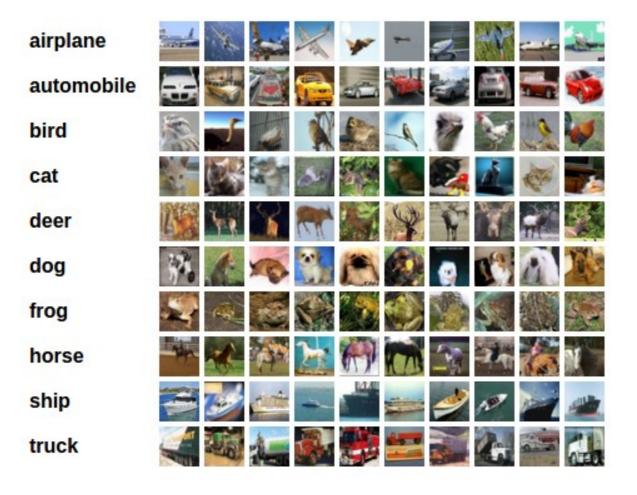


Image Recognition task

Given:

- an input image x

Do:

predict a label y(out of a set of class labels)

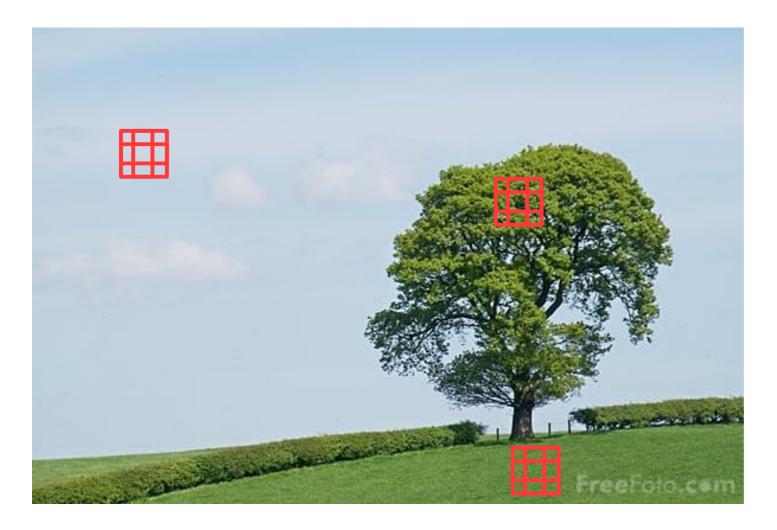


Some Motivations









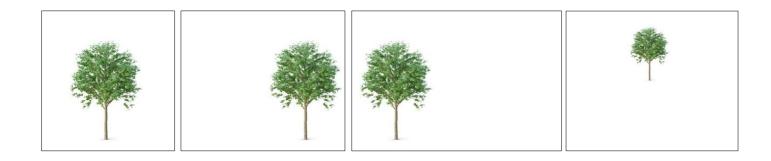




Locality

Neighbooring pixels are highly correlated.

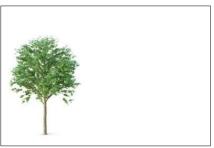


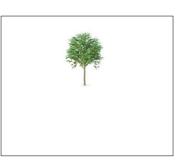












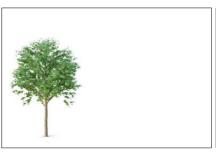
Translation Invariance

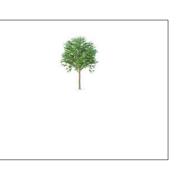
Meaningful patterns can appear anywhere

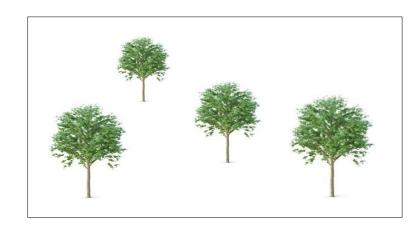












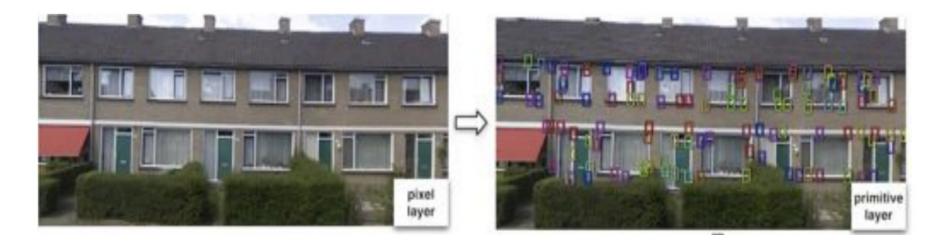
Translation Invariance

Meaningful patterns can appear anywhere























Compositionality

Learning feature hierarchies



Yes, but...

How to put that in practice?

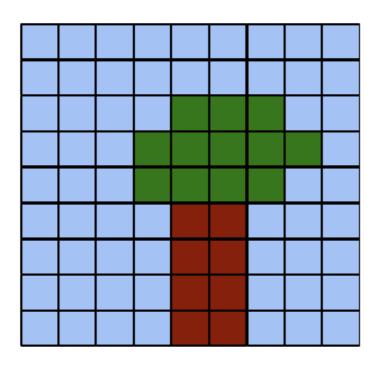






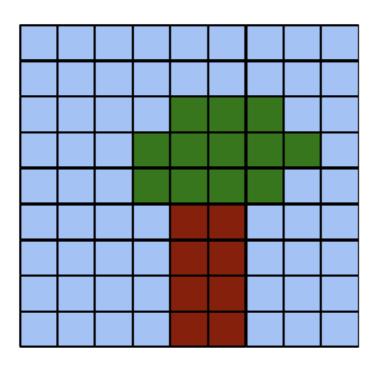
■ Digital image → 2D pixel matrix





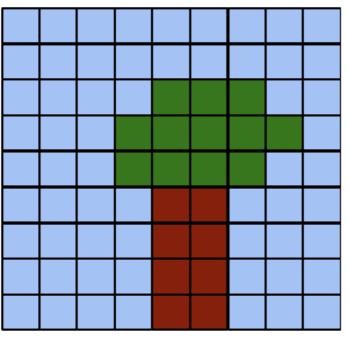
■ Digital image → 2D pixel matrix





- Digital image → 2D pixel matrix
- Our previous network expects a vector of numbers as input

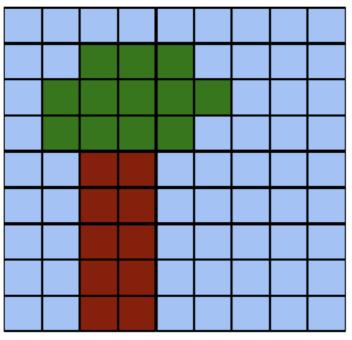




- Digital image → 2D pixel matrix
- Our previous network expects a vector of numbers as input



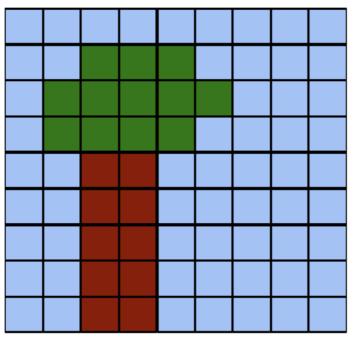




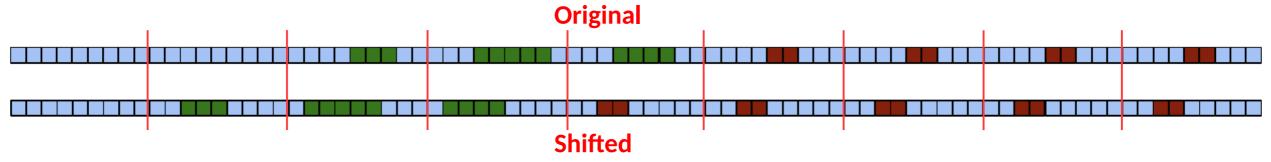
- Digital image → 2D pixel matrix
- Our previous network expects a vector of numbers as input



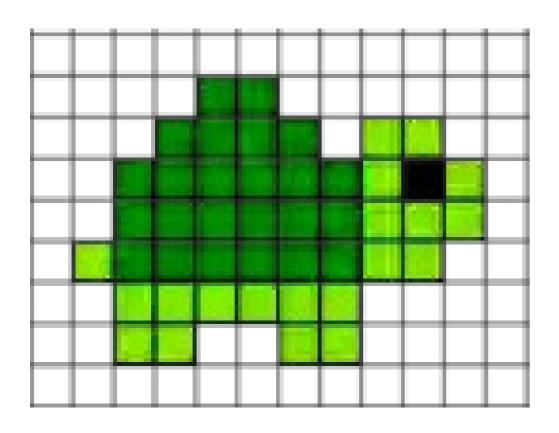




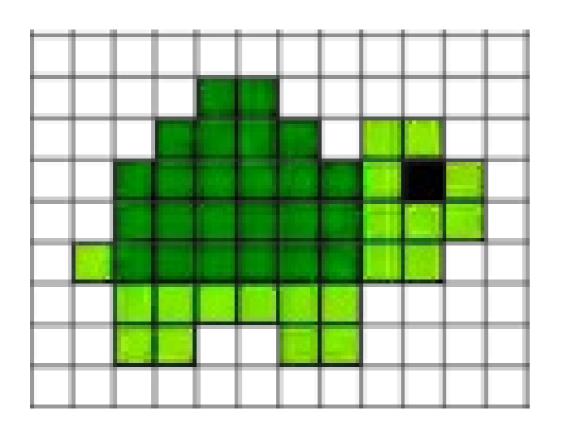
- Digital image → 2D pixel matrix
- Our previous network expects a vector of numbers as input





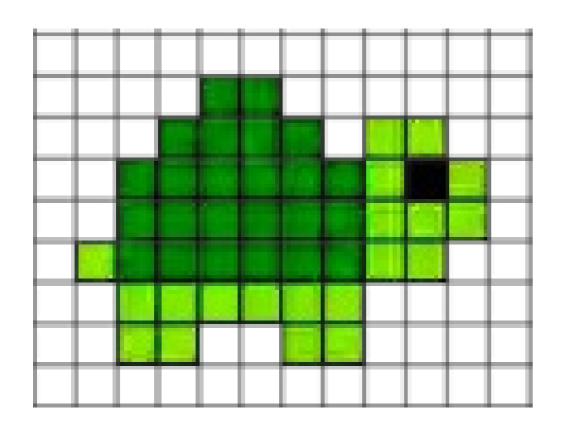












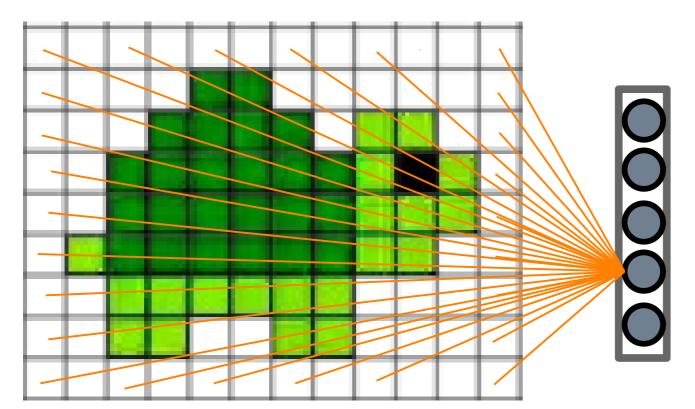


Dense fully-connected layer

$$\sum_{i=1}^d w_i x_i + b$$

$$\sum_{i=0}^{d} \mathbf{w}_i \mathbf{x}_i, \quad x_0 := 1$$



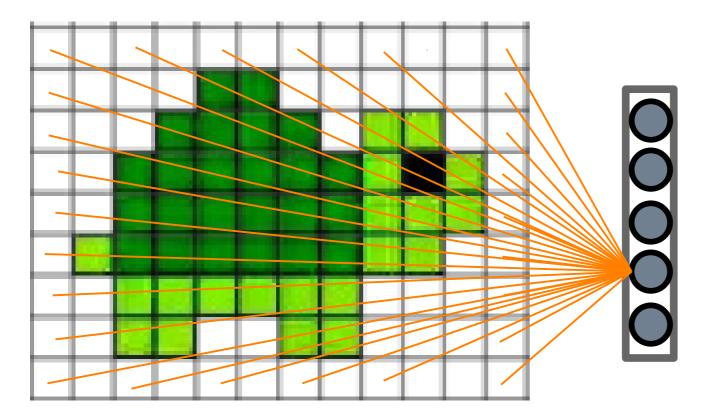


Dense fully-connected layer

$$\sum_{i=1}^{d} \mathbf{w}_i \mathbf{x}_i + \mathbf{b}$$

$$\sum_{i=0}^{d} \mathbf{w}_i \mathbf{x}_i, \quad \mathbf{x}_0 := 1$$





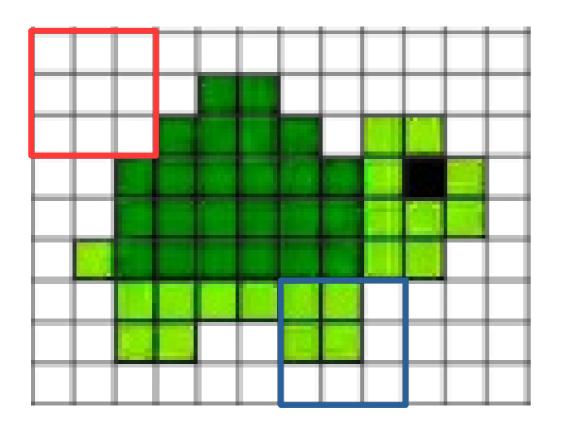
Dense fully-connected layer

$$\sum_{i=1}^d rac{oldsymbol{w}_i oldsymbol{x}_i + oldsymbol{b}}{oldsymbol{w}_i oldsymbol{x}_i}, \quad x_0 := 1$$

i covers the entire input [image] space

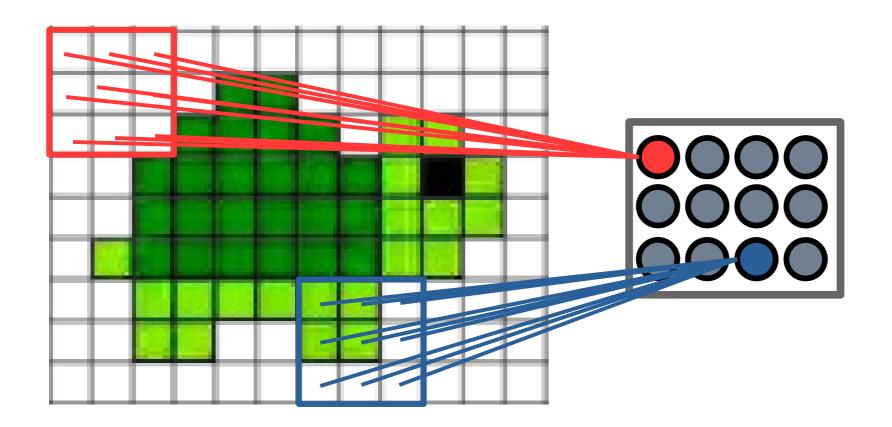


Connecting Neighboring Regions



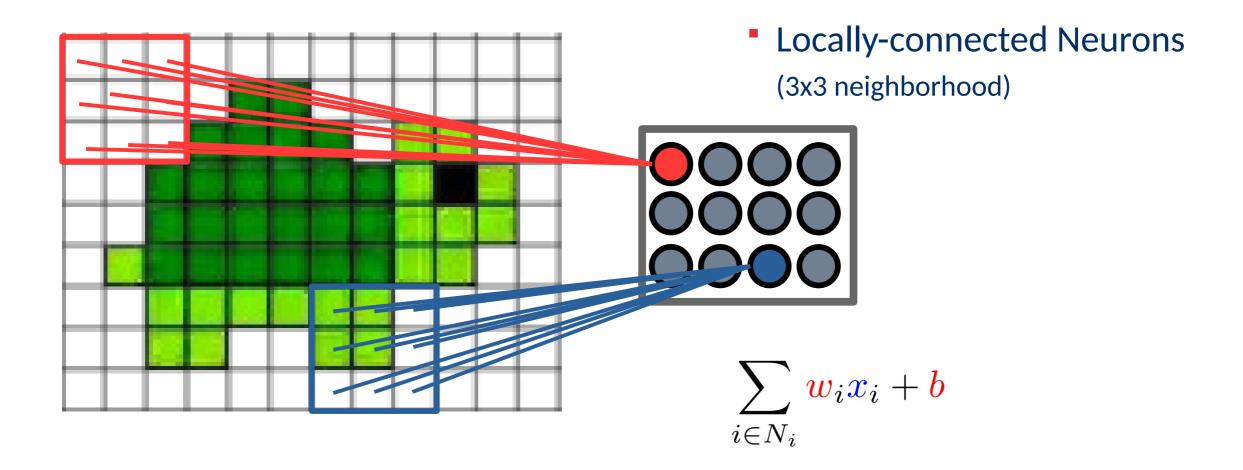


Connecting Neighboring Regions



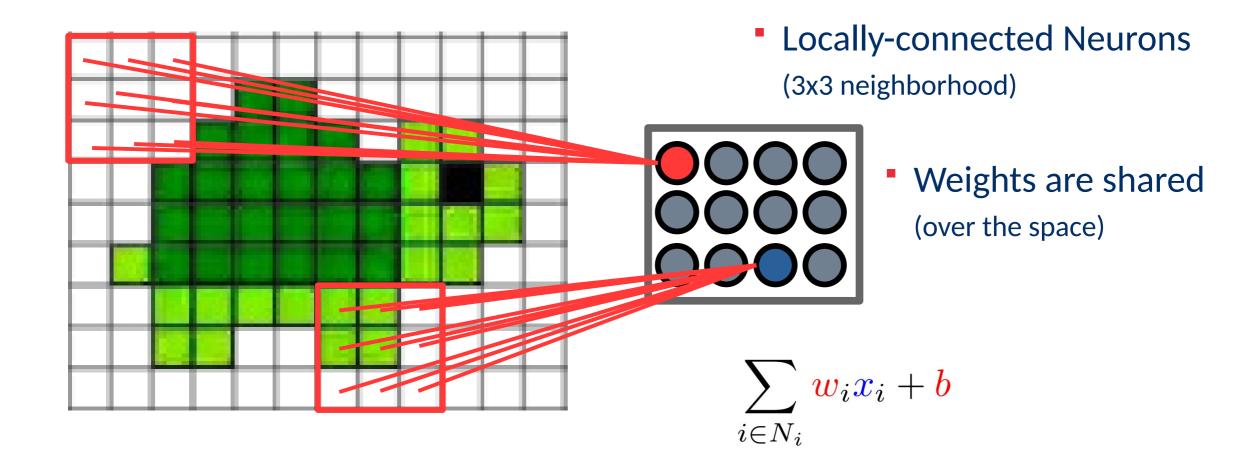


Connecting Neighboring Regions



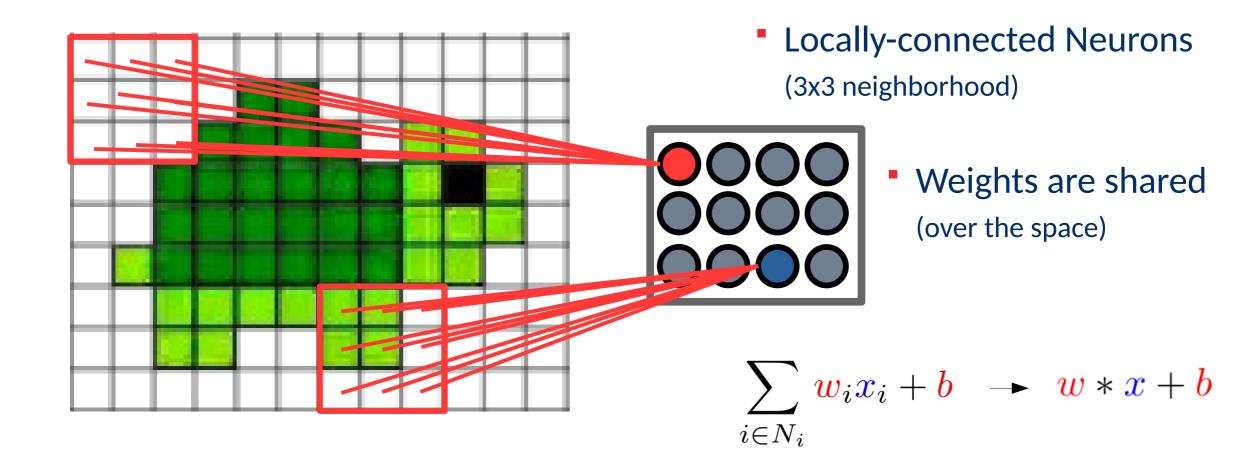


From Locally Connected to Convolutions

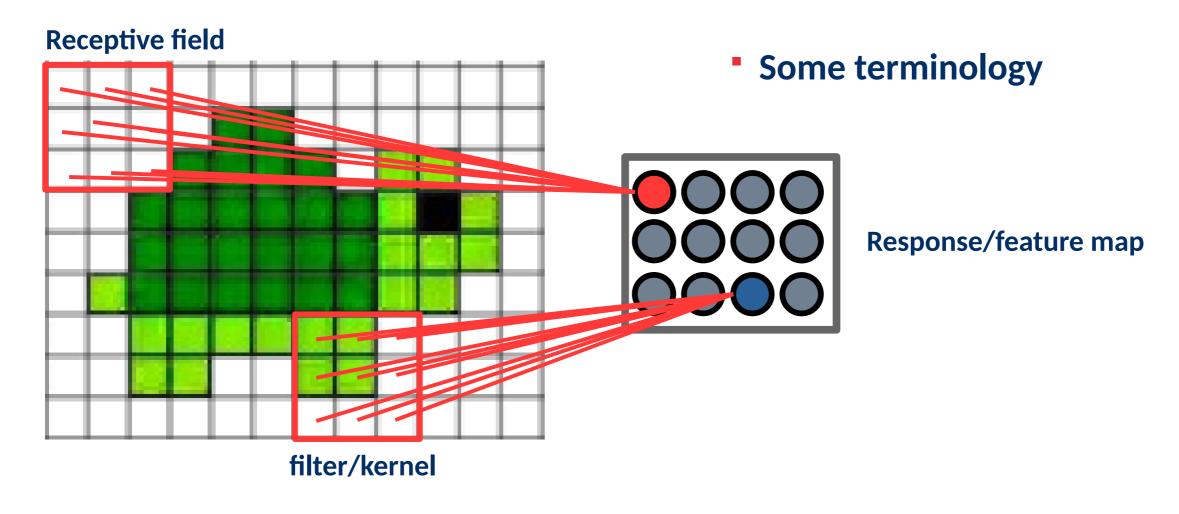




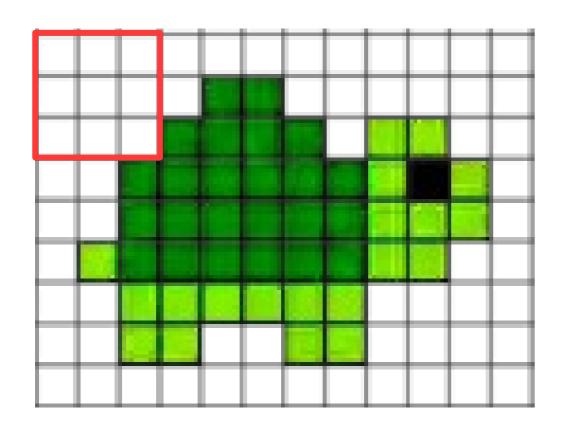
From Locally Connected to Convolutions



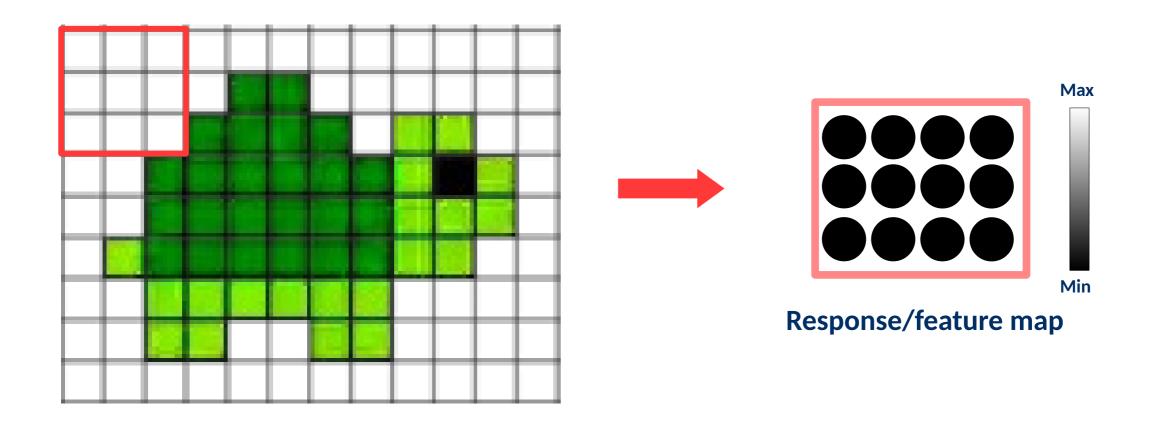
From Locally Connected to Convolutions



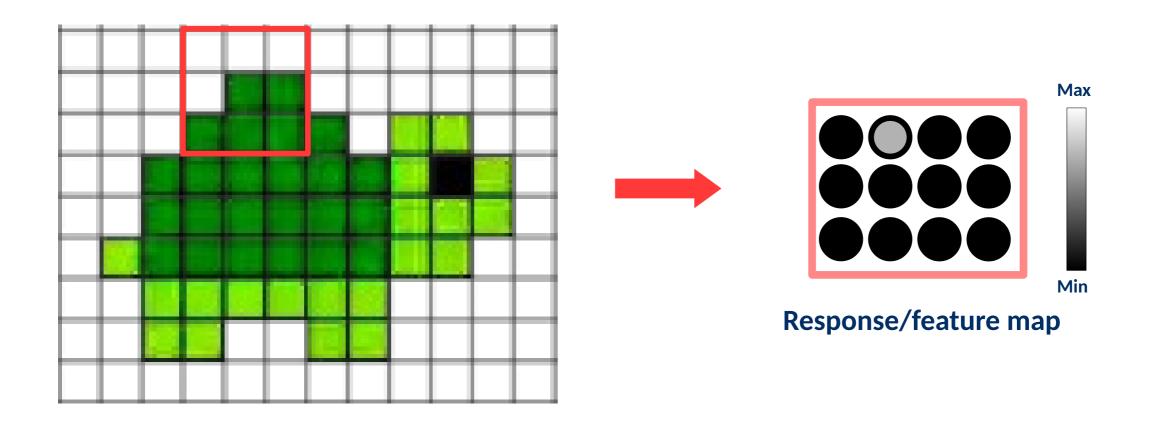




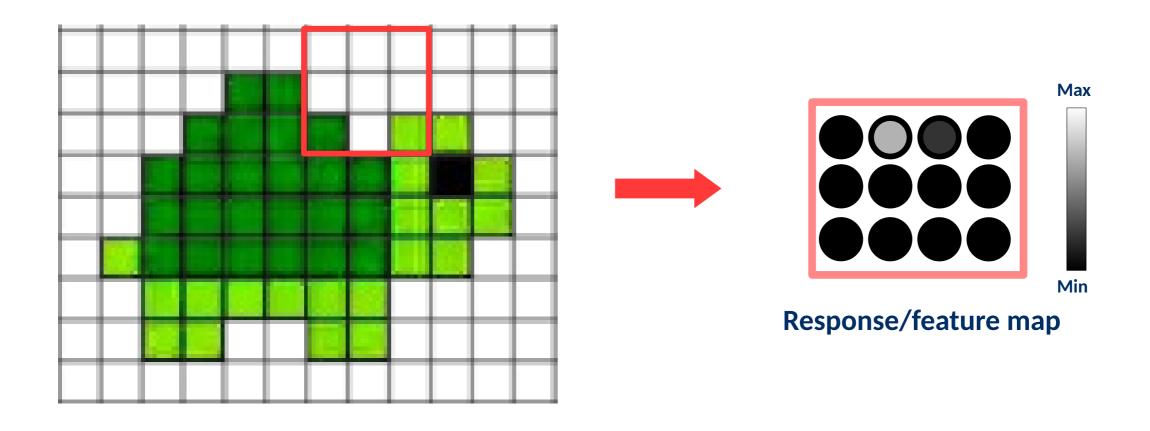




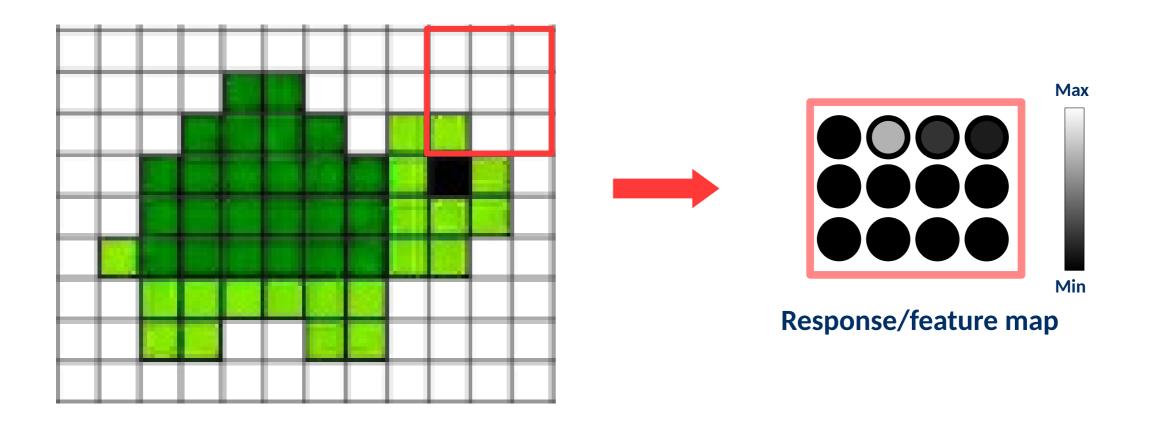




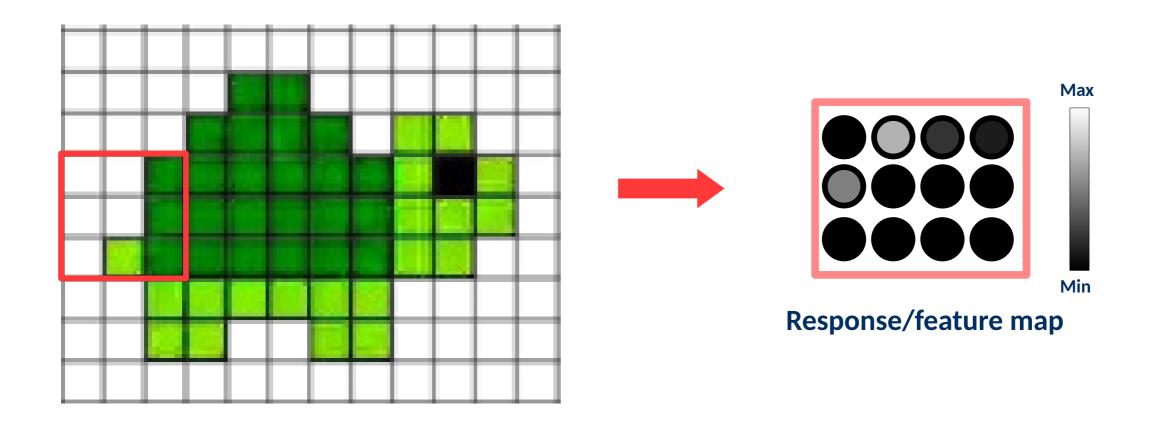




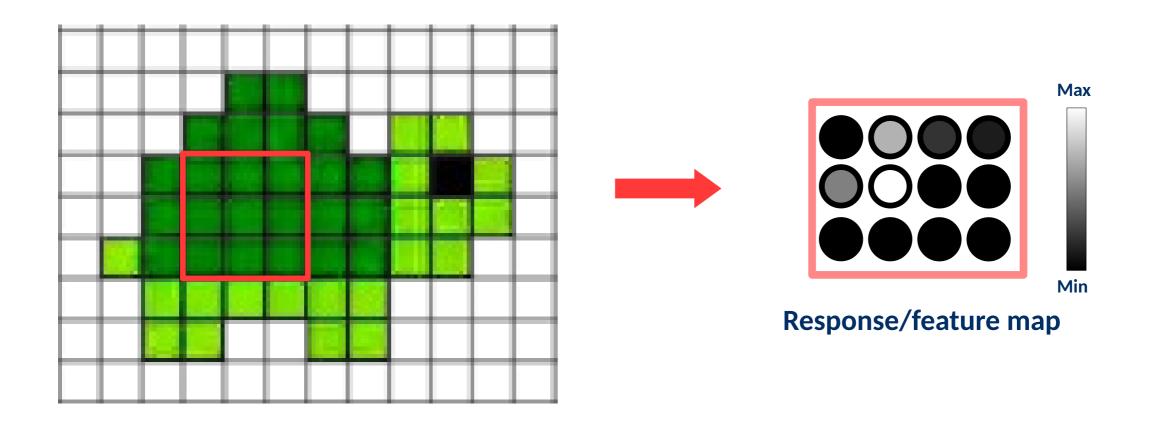




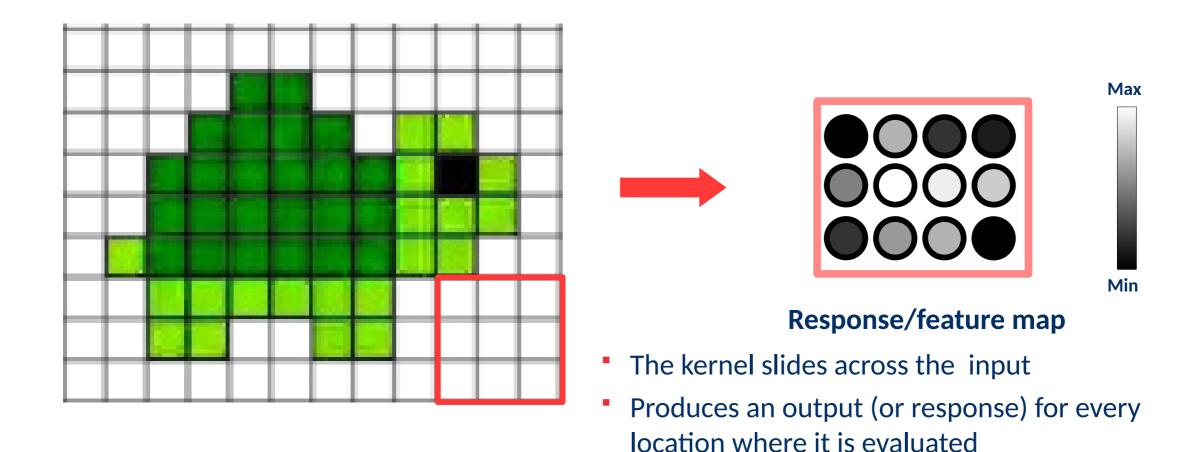




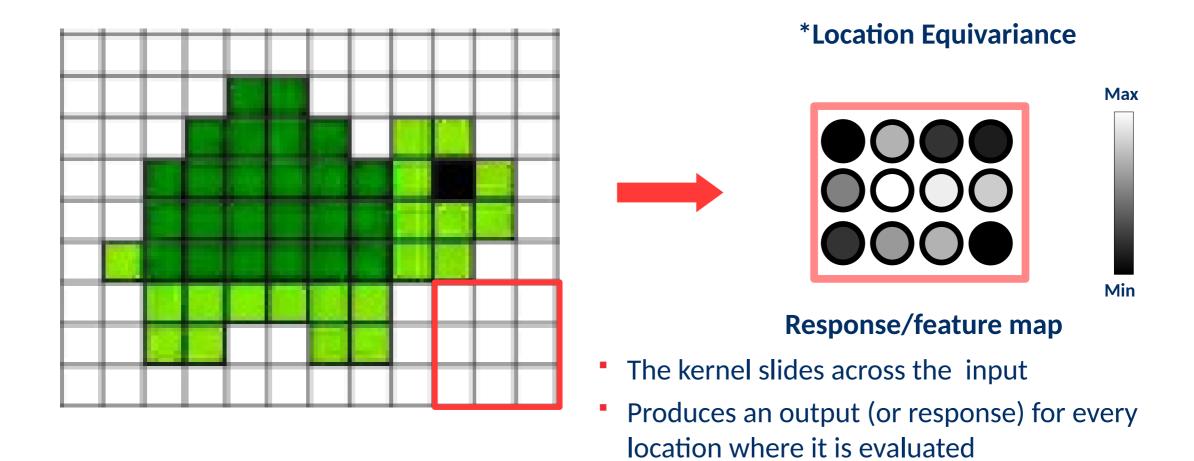




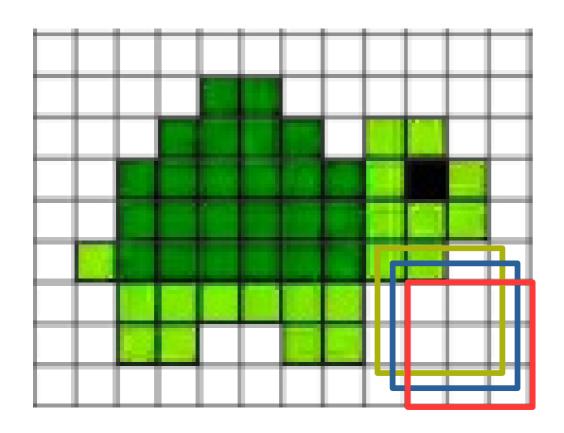




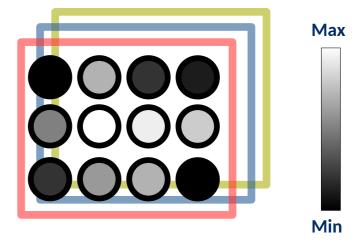








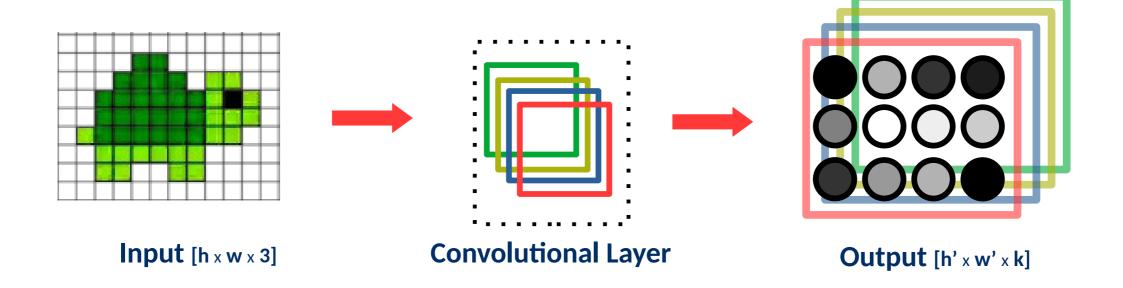




Response/feature map

- The kernel slides across the input
- Produces an output (or response) for every location where it is evaluated
- Repeating the process with *k* multiple kernels produces multiple features maps (channels)

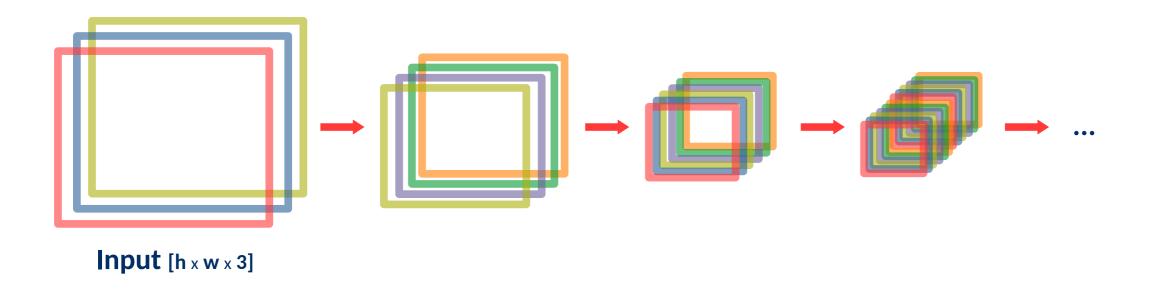




- Inputs an ouputs are usually "data cubes" [Tensors]
- Filter reponses across inputs are aggregated



Putting everything together



Convolutional Neural Network

*Promotes Compositionality



Convolution Operations

Variants



Break

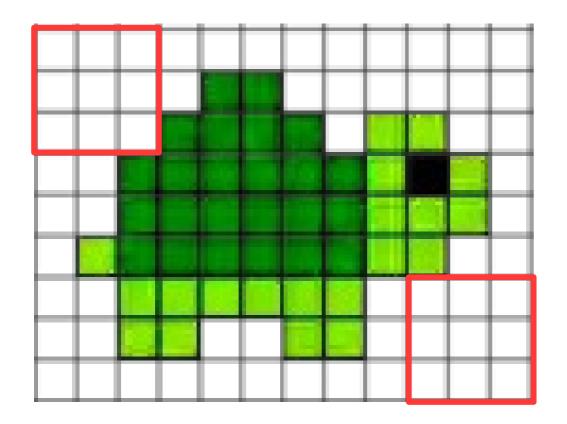
See you in 15 mins.



Convolution Operations

Variants

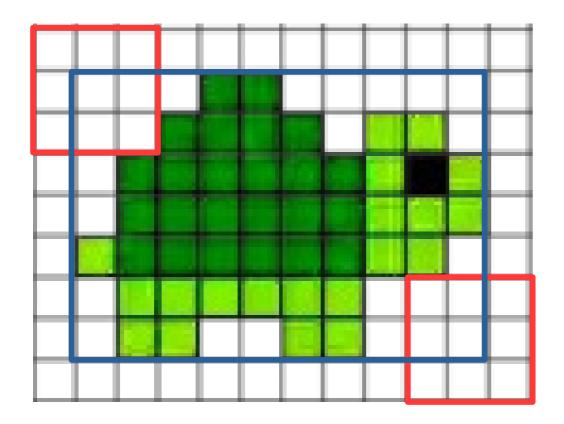






[Every considered point lies within the input]

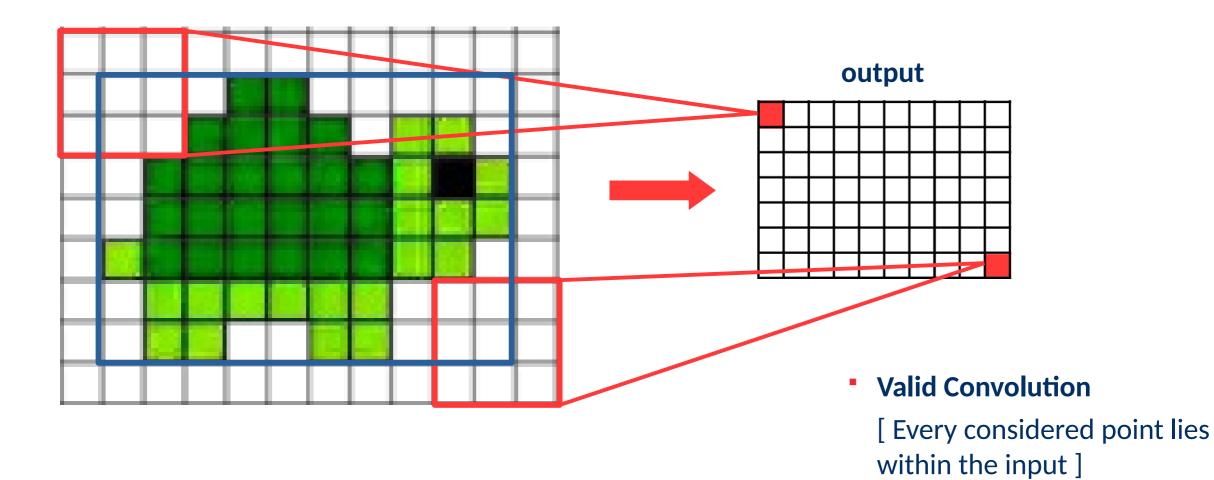




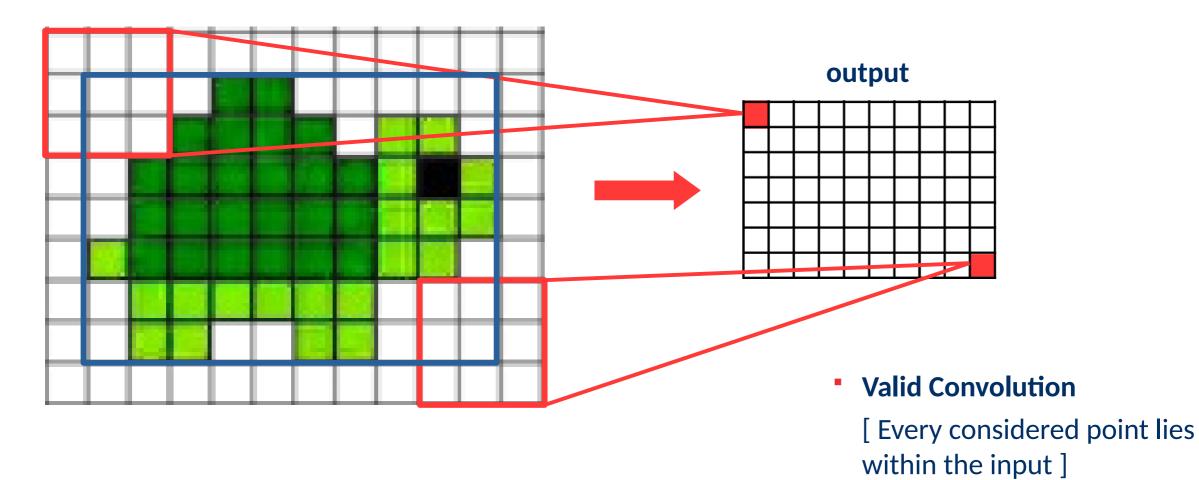


[Every considered point lies within the input]



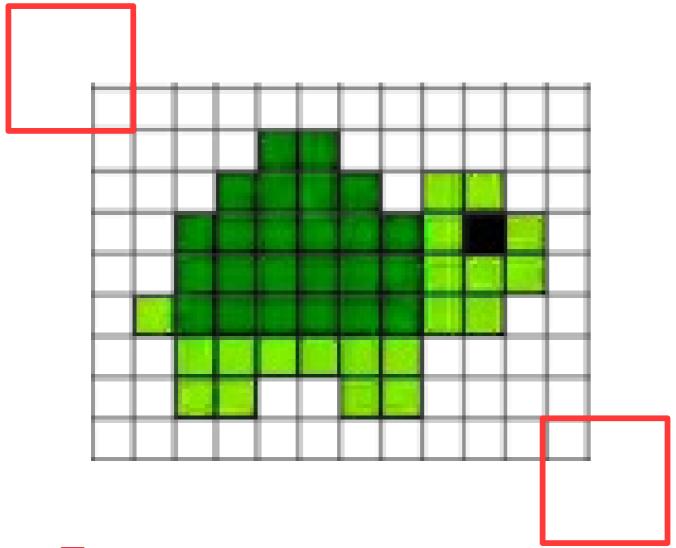








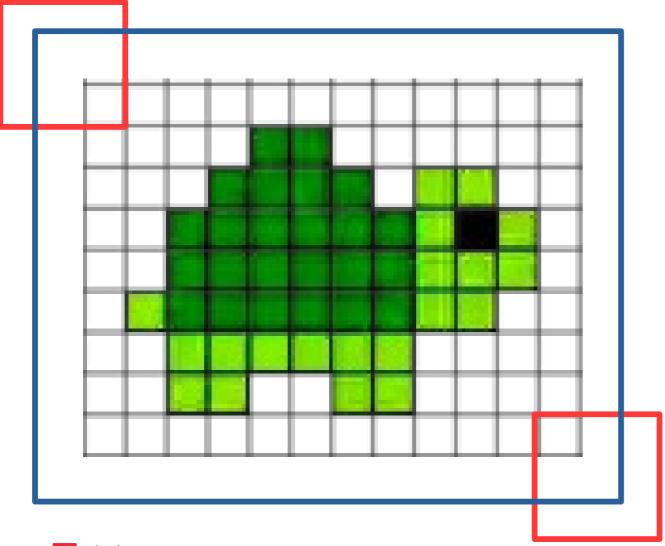




Full Convolution

[At least one value of the kernel covers the input]

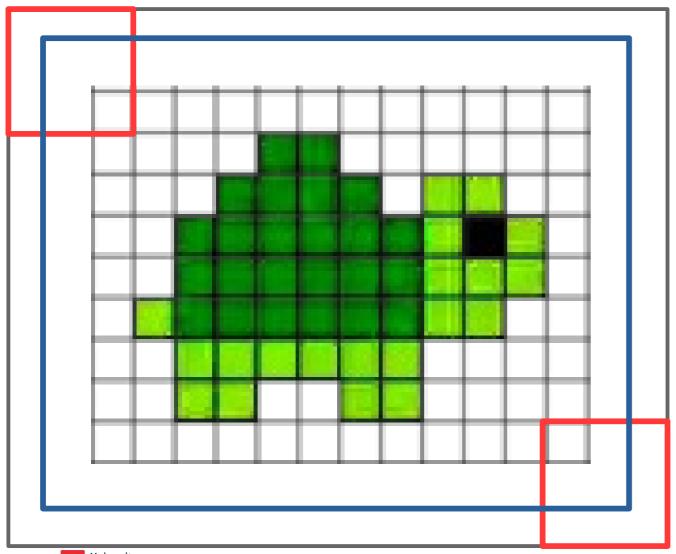




Full Convolution

[At least one value of the kernel covers the input]

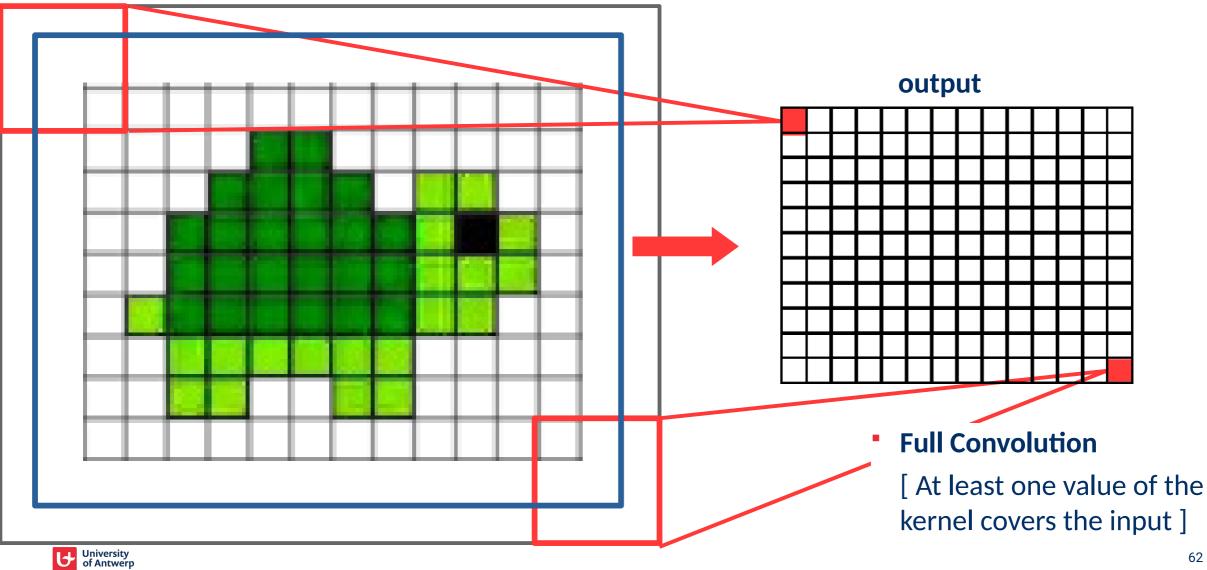


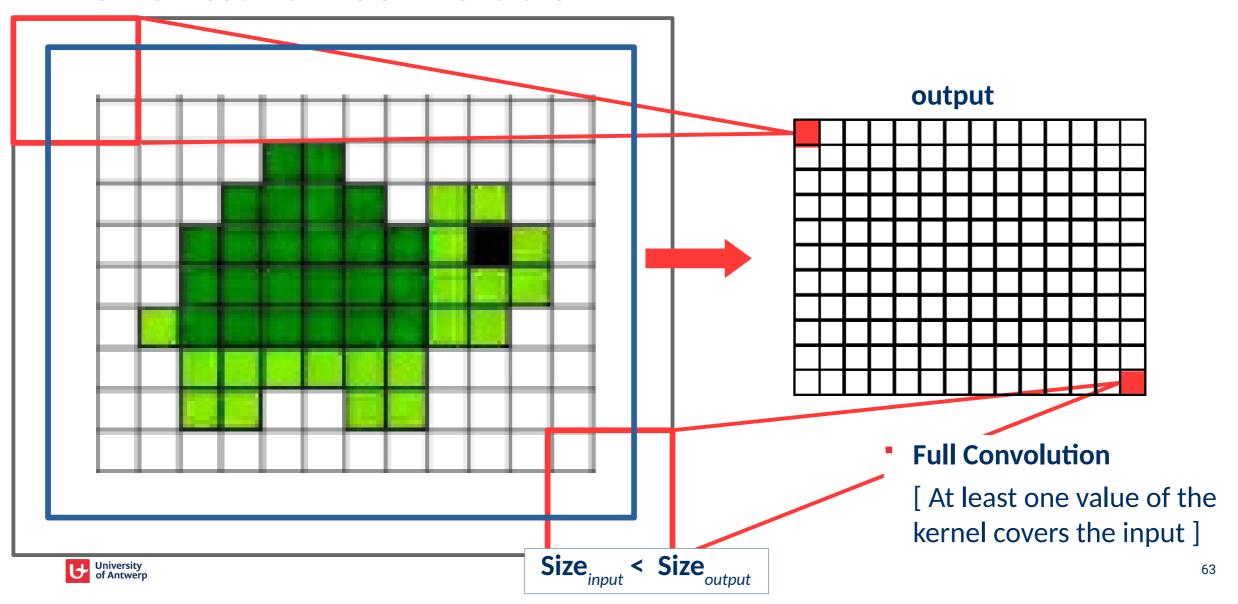


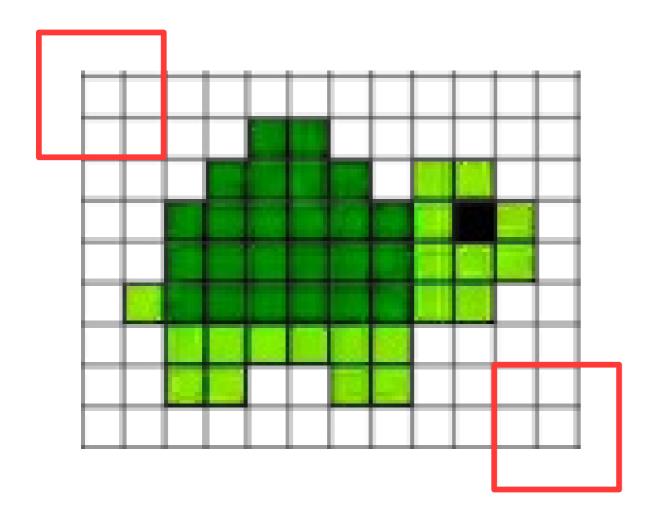
Full Convolution

[At least one value of the kernel covers the input]





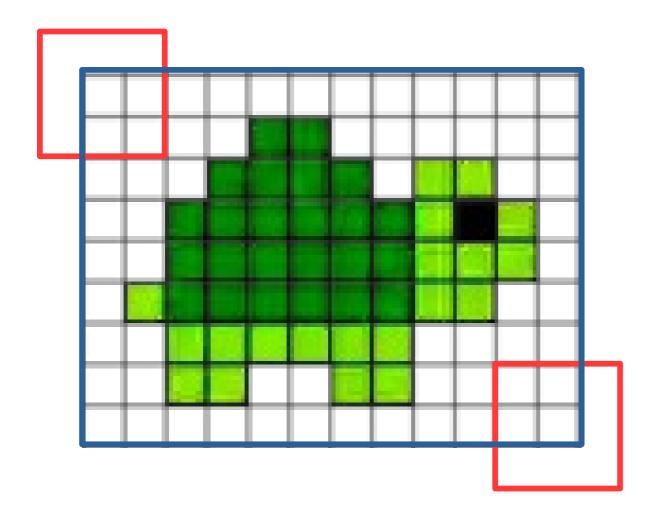






[Kernel evaluated (centered) at every location of the input]

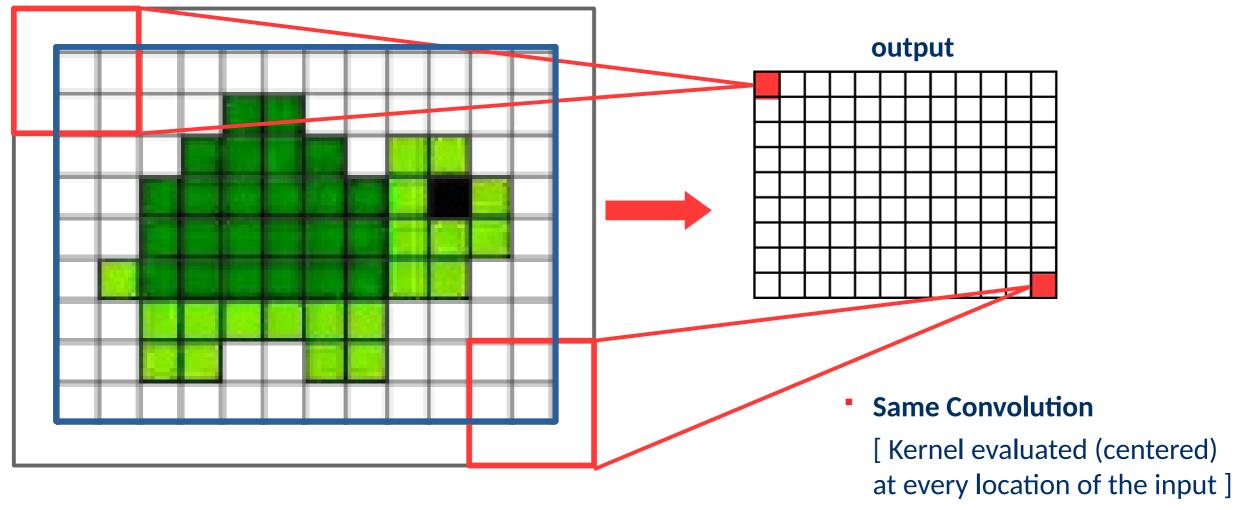




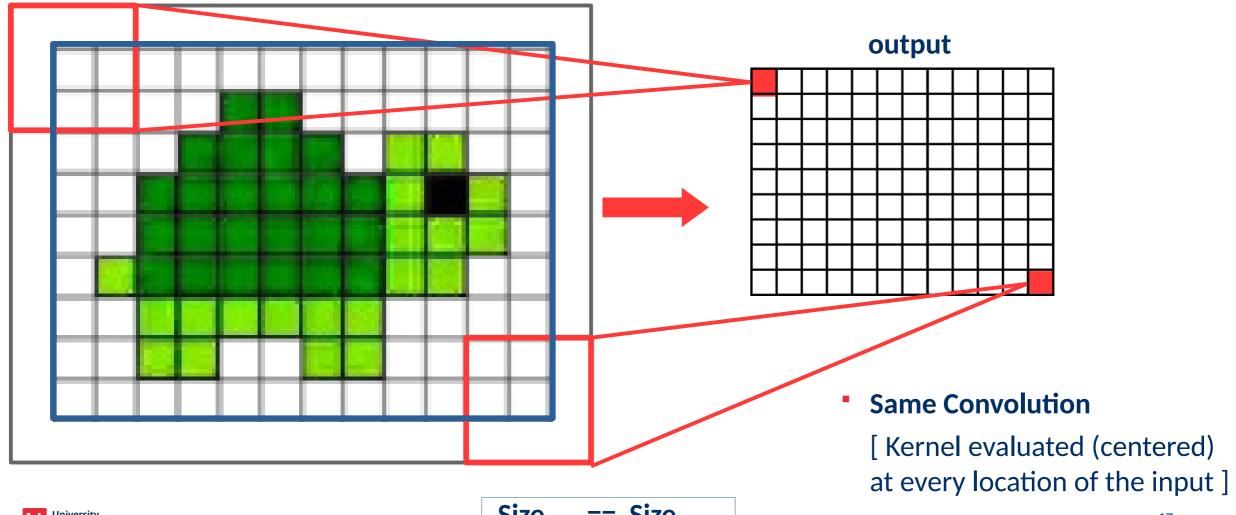


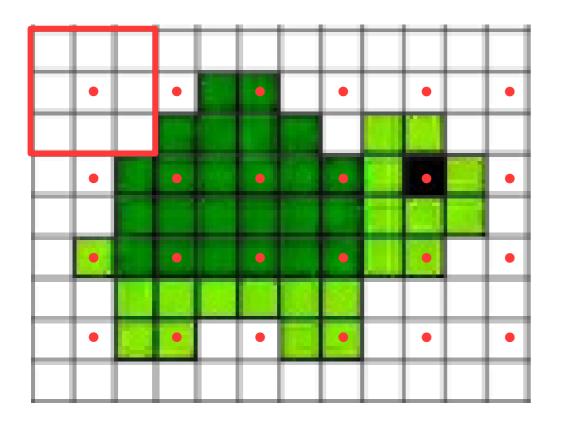
[Kernel evaluated (centered) at every location of the input]





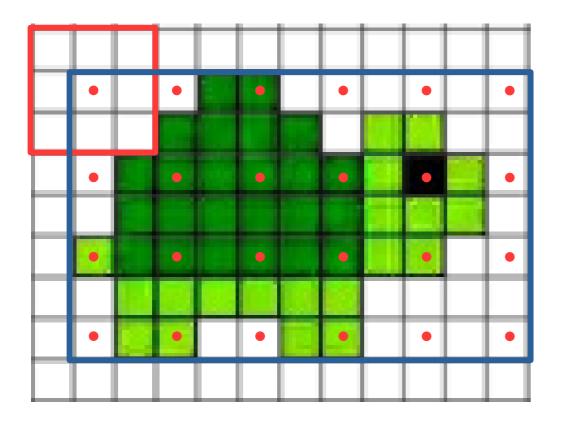






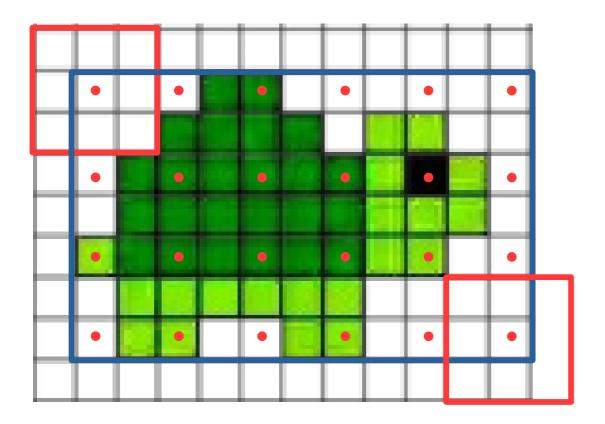
Strided Convolution





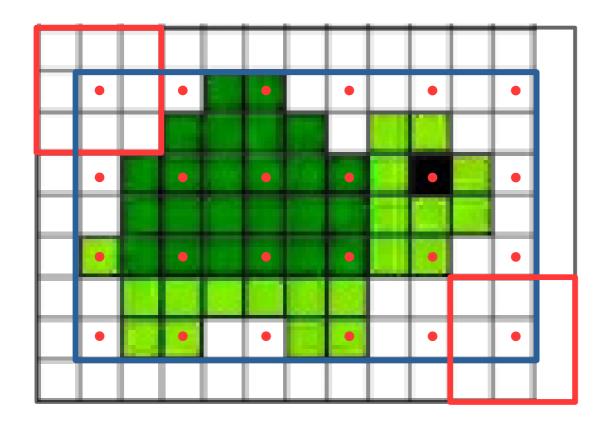
Strided Convolution





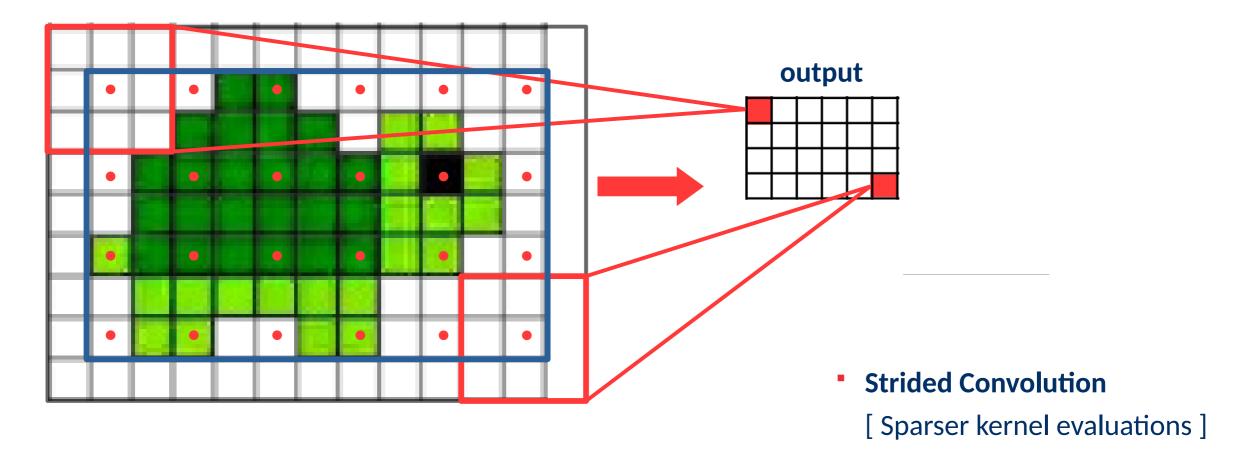
Strided Convolution



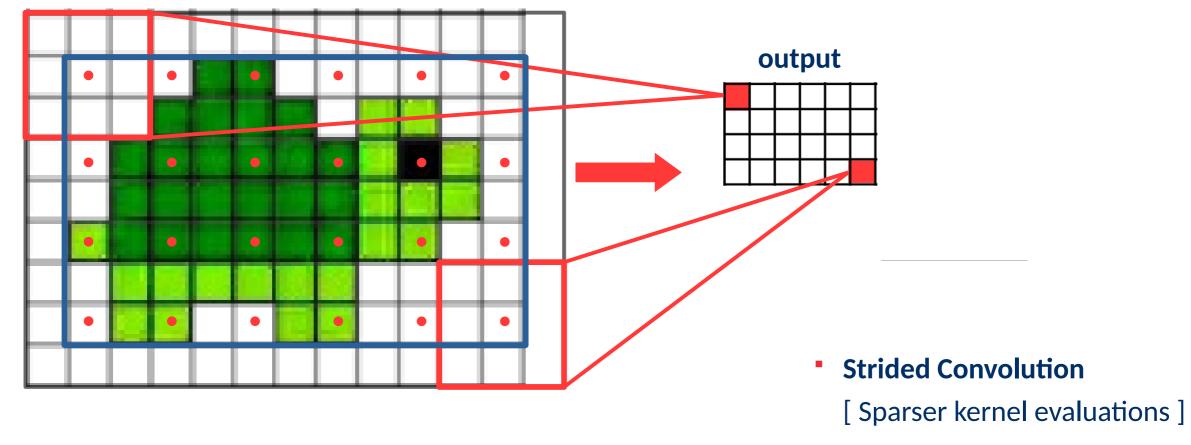


Strided Convolution





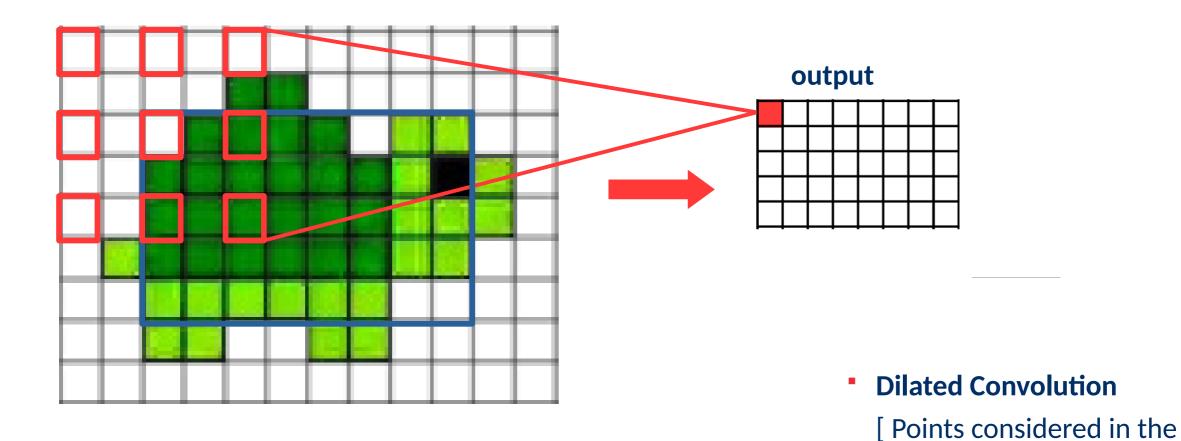








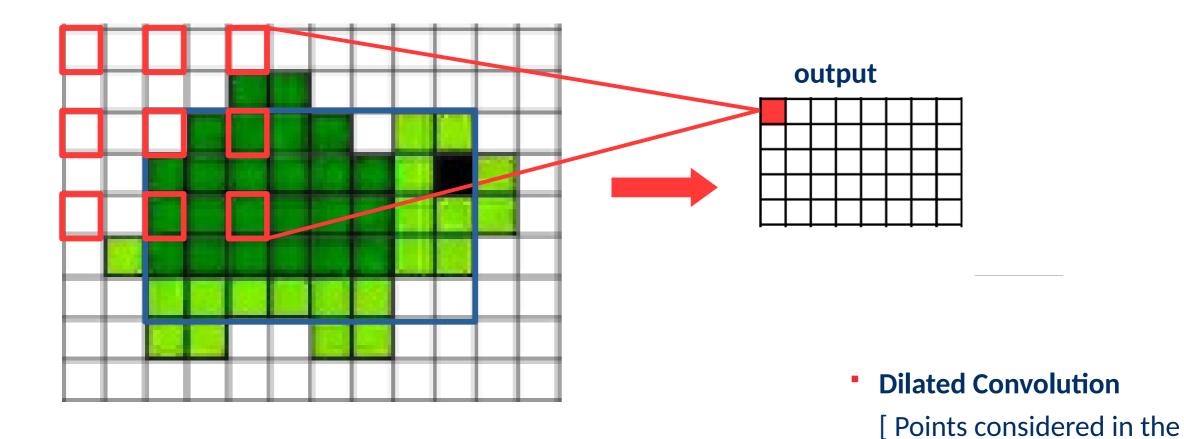
Variants: Dilated Convolution (aka. Atrous Convolution)





kernel are spread]

Variants: Dilated Convolution (aka. Atrous Convolution)



*Effective for increasing the receptive field

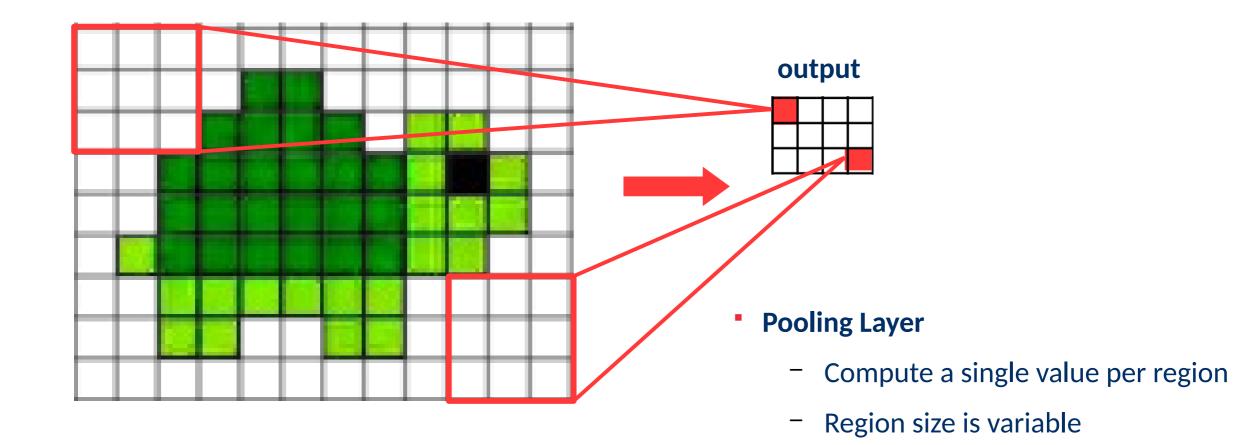


kernel are spread]

Other

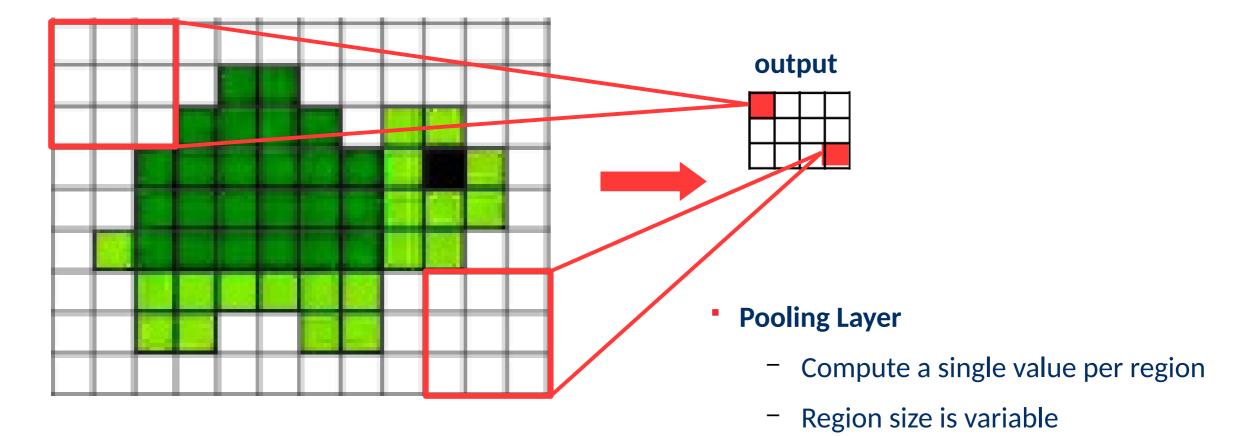


Other Variants: Pooling





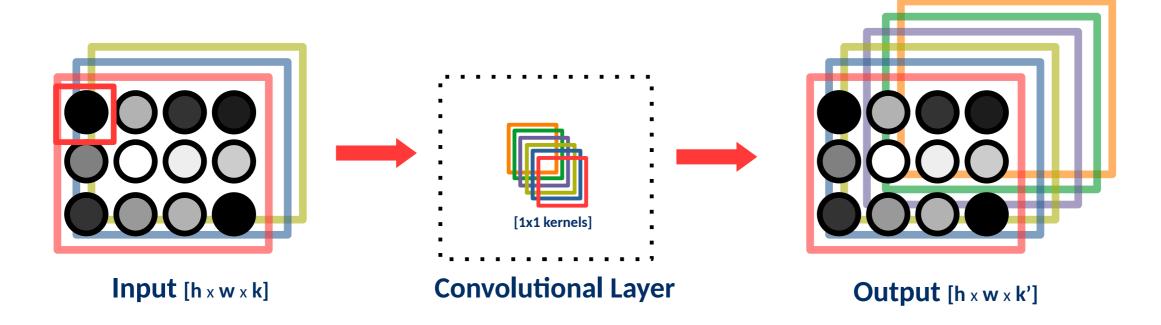
Other Variants: Pooling



^{*}Effective for decreasing the scale



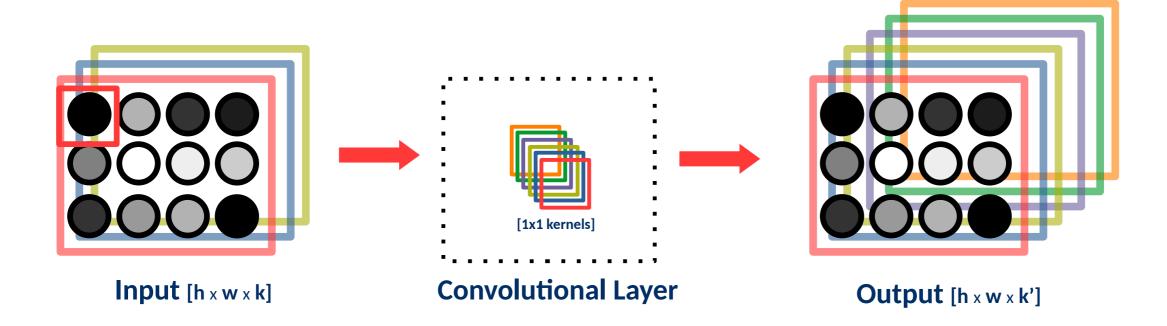
Other Variants: 1x1 Convolutions



- Perform a neuron-level operation
- Integration over the channels



Other Variants: 1x1 Convolutions



- Perform a neuron-level operation
- Integration over the channels

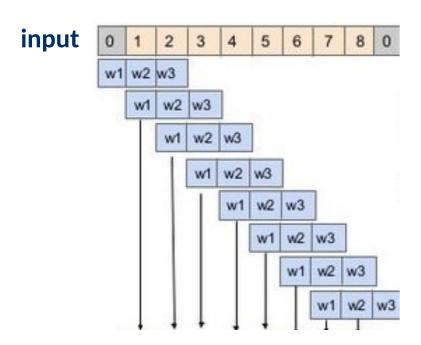
*Effective for modifying number of channels



input 0 1 2 3 4 5 6 7 8 0

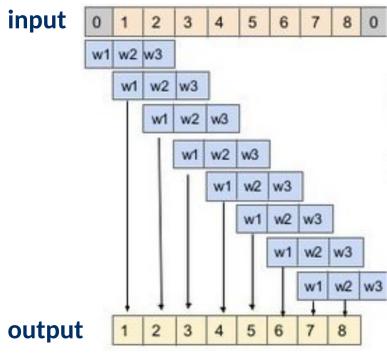
1D Convolutions





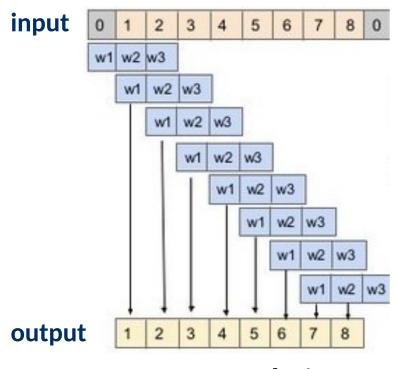
1D Convolutions



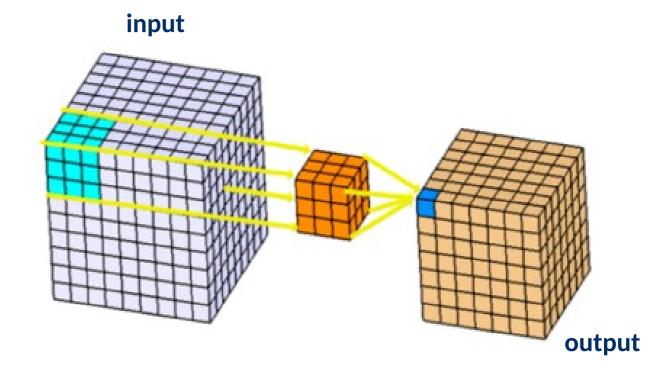


1D Convolutions





1D Convolutions



3D Convolutions



[Finally:D]



- ConvNets enable introducing data characteristics
 - (locality, position invariance, compositionality, etc.)



- ConvNets enable introducing data characteristics
 - (locality, position invariance, compositionality, etc.)
- There are serveral ways to define a convolution
 - Full | same | valid | dilated | strided



- ConvNets enable introducing data characteristics
 - (locality, position invariance, compositionality, etc.)
- There are serveral ways to define a convolution
 - Full | same | valid | dilated | strided
- Some types of convolutions may have "special" effects
 - Strided → decrease spatial resolution
 - Dilated→ increase receptive field
 - 1x1 → modify the number of channels



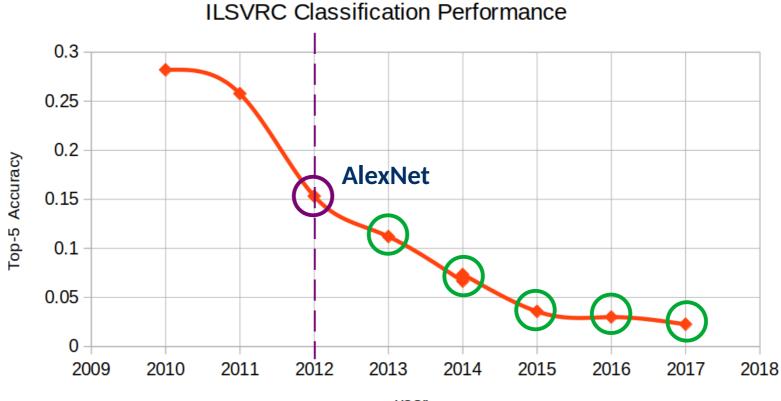
- ConvNets enable introducing data characteristics
 - (locality, position invariance, compositionality, etc.)
- There are serveral ways to define a convolution
 - Full | same | valid | dilated | strided
- Some types of convolutions may have "special" effects
 - Strided → decrease spatial resolution
 - Dilated→ increase receptive field
 - 1x1 → modify the number of channels



Next Lecture

Revelant Architectures:

[AlexNet, VGG-Net, GoogLeNet, ResNet, *-Net]

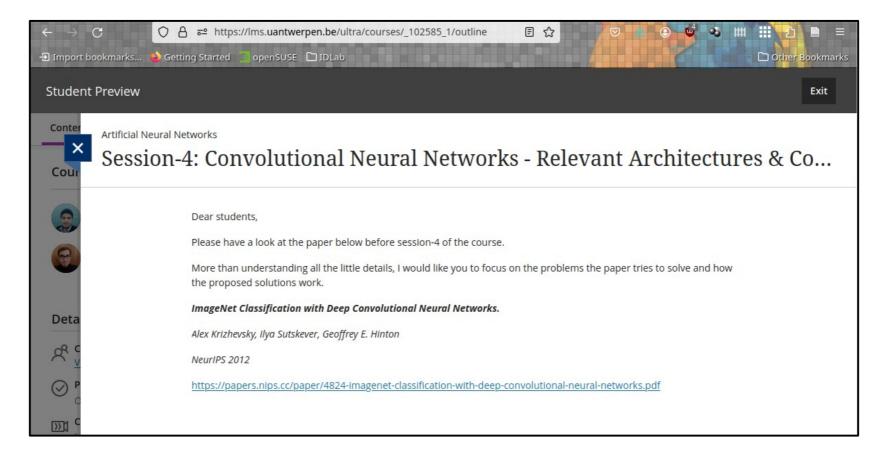




Homework

Before the next session: Read the AlexNet paper

Available in Blackboard > ANN > Content > Theory Lectures > Session-4....





References

- Kunihiko Fukushima, Sei Miyake, Neocognitron: A new algorithm for pattern recognition tolerant of deformations and shifts in position, Pattern Recognition, Volume 15, Issue 6. 1982.
- Y. LeCun, B. Boser, J. S. Denker, D. Henderson, R. E. Howard, W. Hubbard and L. D. Jackel, *Handwritten digit recognition with a back-propagation network*. NeurIPS 1989
- Y. Lecun, L. Bottou, Y. Bengio and P. Haffner. *Gradient-based Learning Applied to Document Recognition*. Proceedings of IEEE, 1998
- A. Krizhevsky, I. Sutskever, G. E. Hinton. *ImageNet Classification with Deep Convolutional Neural Networks*. NeurIPS 2012
- Y. LeCun, K. Kavukcuoglu and C. Farabel. Convolutional Networks and Applications in Vision
- D. E. Rumelhart, G. E. Hinton & R. J. Williams. Learning representations by back-propagating errors. 1986
- L. Antanas, M. van Otterlo, J. Oramas, T. Tuytelaars and L. De Raedt. *There are Plenty of Places like Home: Using Hierarchies and Relational Representations for Distance-based Image Understanding*. Neurocomputing 2014.



Convolutional Neural Networks

[ConvNets, CNNs]

