

# CONVOLUTIONAL NEURAL NETWORKS

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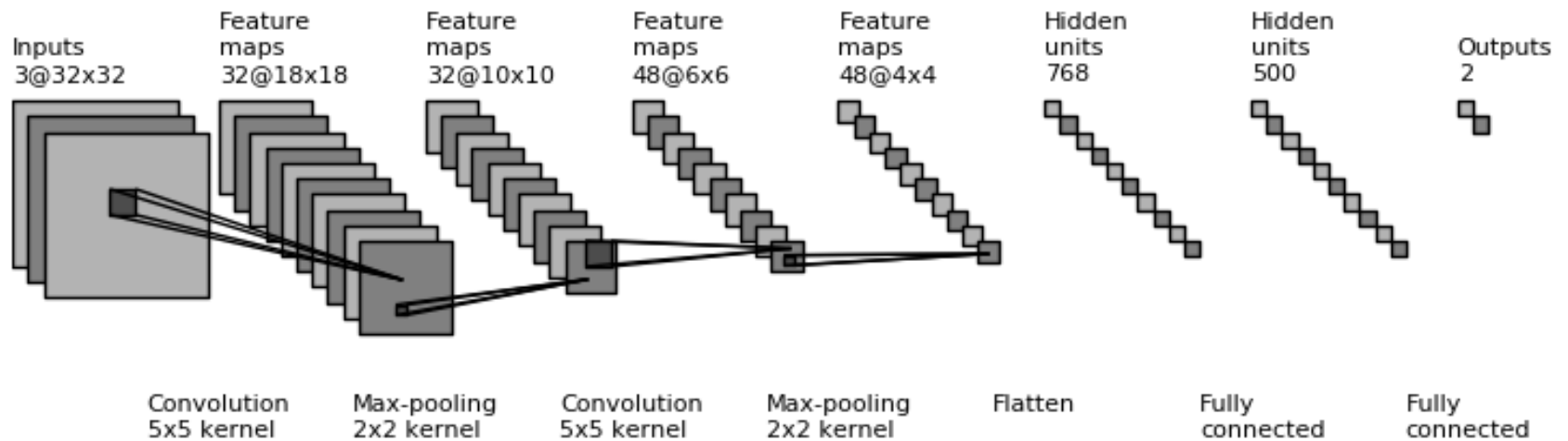
# References

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- A good source of reference is Stanford's CS231n lecture notes

# Overview

- A typical picture (picture source: <https://datascience.stackexchange.com/questions/28339/convolutional-neural-networks-layer-sizes>)



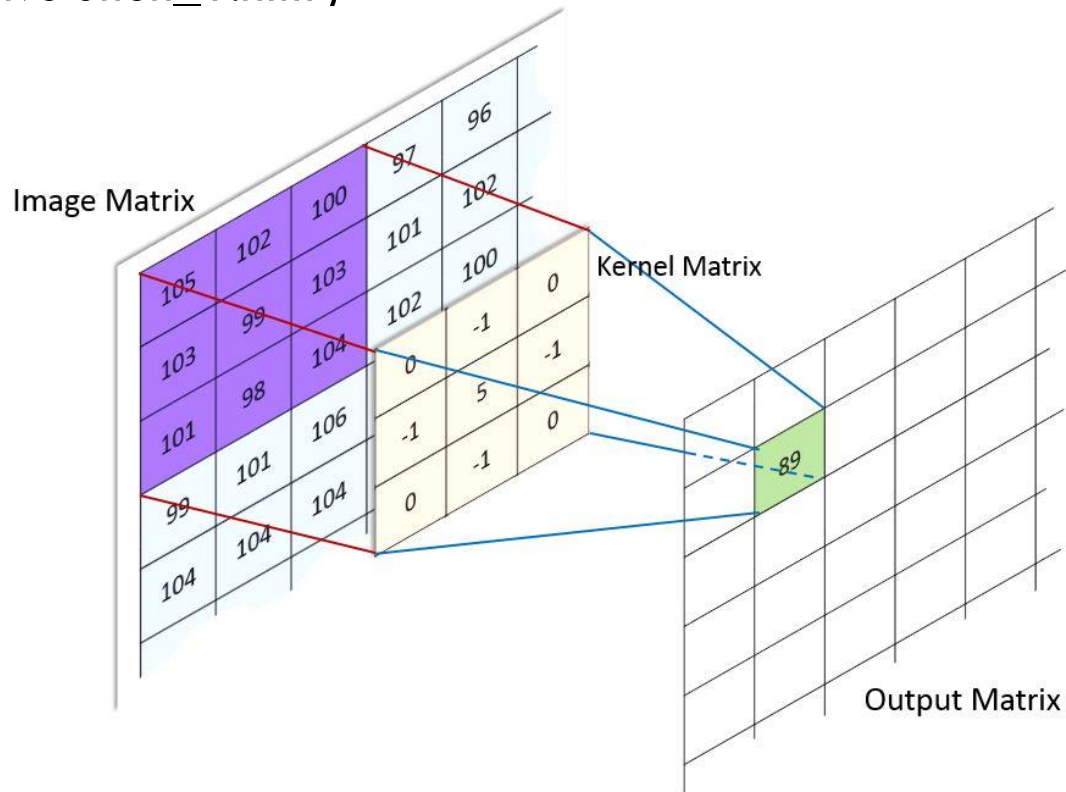
# Layer partitioning

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- Convolutional layer
- Max-pooling layer
- Fully-connected layer
- Output layer

# Convolutional layer

- What does it mean by convolution (Figure source: [http://machinelearningguru.com/computer\\_vision/basics/convolution/image\\_convolution\\_1.html](http://machinelearningguru.com/computer_vision/basics/convolution/image_convolution_1.html))



# Convolutional layer

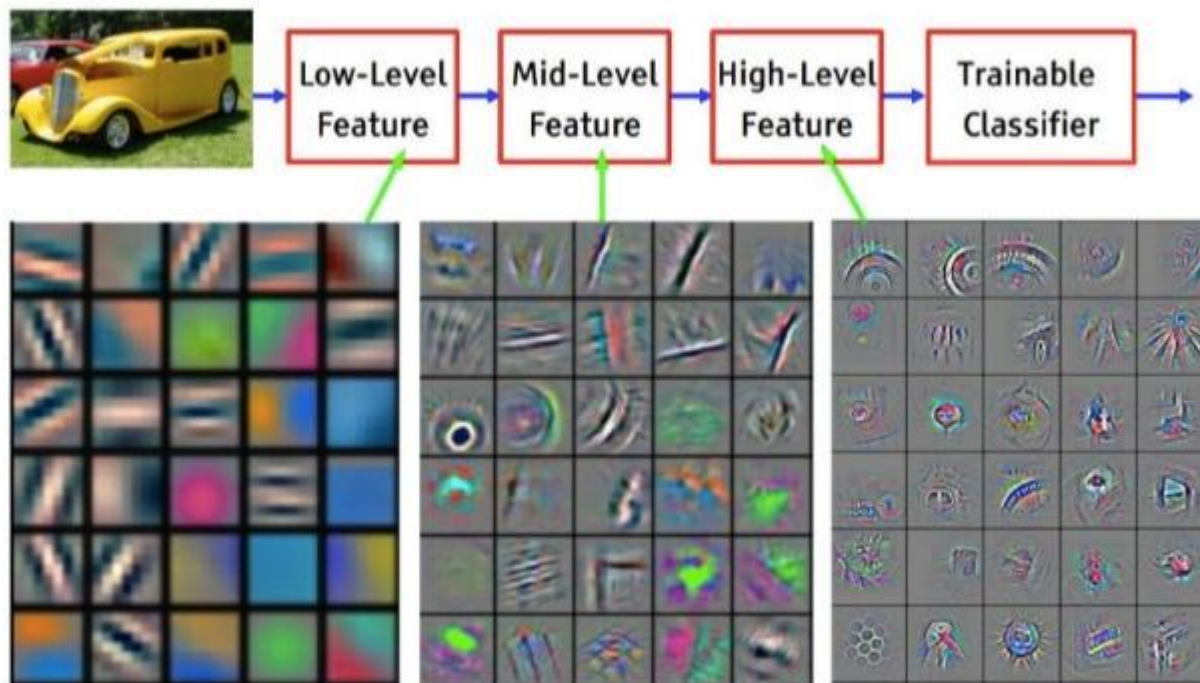
- Convolution means multiplication and add
- Some parameters in a filter (kernel)
  - ▣ Size:  $5 \times 5 \times 3$  (width, height, depth = color)
  - ▣  $5 \times 5$  is also called receptive field
  - ▣ Stride: (hop size)
  - ▣ Number of kernels (filters)
  - ▣ Zero-padding (for boundary pixels)
  - ▣ Meaning of  $1 \times 1$  convolution (actually  $1 \times 1 \times ?$ )

# Convolutional layer

- Why is this layer called convolutional layer
  - ▣ Weight (parameter) sharing
  - ▣ Make features translation-invariant (not always good though)
- With weight sharing, fewer “free variables” are present in this layer

# Convolutional layer

- What is learned in the convolutional layer (picture source: <https://www.slideshare.net/nmhkahn/case-study-of-convolutional-neural-network-61556303>)



Feature visualization of convolutional net trained on ImageNet from [Zeiler & Fergus 2013]



# Pooling layer

- Pooling layer is used as a “down sampling” to reduce the size of internal representations (size of internal layers)
- Size (spatial extent)  $2 \times 2$  (actually means  $2 \times 2 \times 1$ ) or  $3 \times 3$
- Usually stride of pooling is set to 2
- Max pooling is most widely used
- Other types of pooling methods existing

# Fully-connected layer

- Sometimes we use a term “flatten” to mean the conversion from 3-D structure to 1-D
- Fully-connected layer is similar to traditional neural networks
- May contain lots of weights

# Training convolutional neural networks

- Depending on the problems, training may take a long time
- You may want to use existing tools (such as tensorflow and keras) to invoke GPU's computing power
- Our experience is that speed up is up to 10x with one GPU card