

# **Artificial Neural Networks**

[2500WETANN]

José Oramas



# **Convolutional Neural Networks**

[ Part 1 - Foundations ]

José Oramas

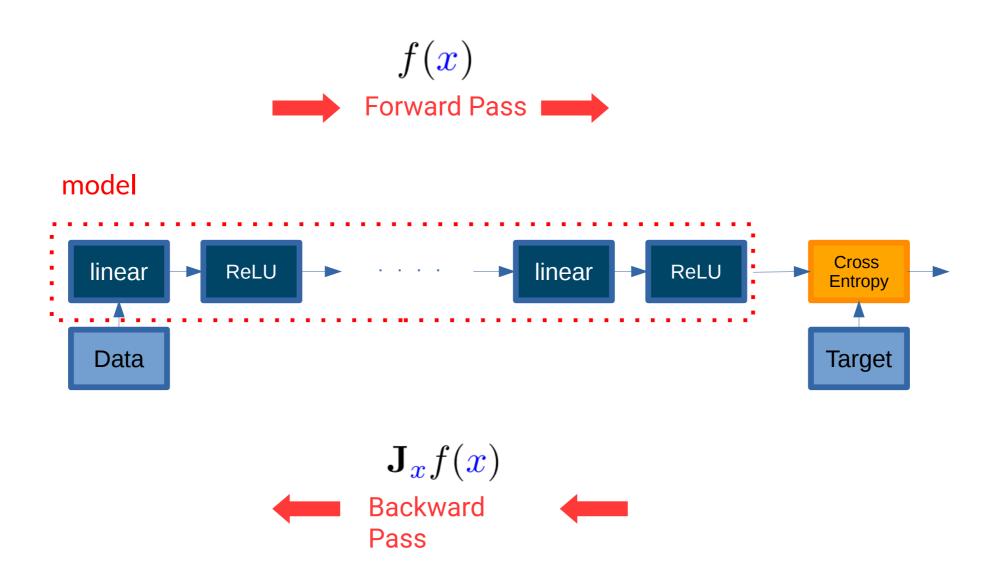


# Previous lecture

[ Shallow / Deep Neural Networks ]

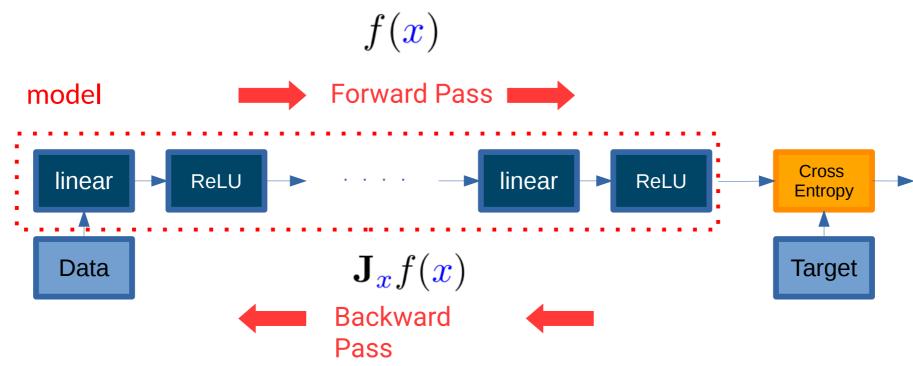


# **Recap Previous Lecture**





#### **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

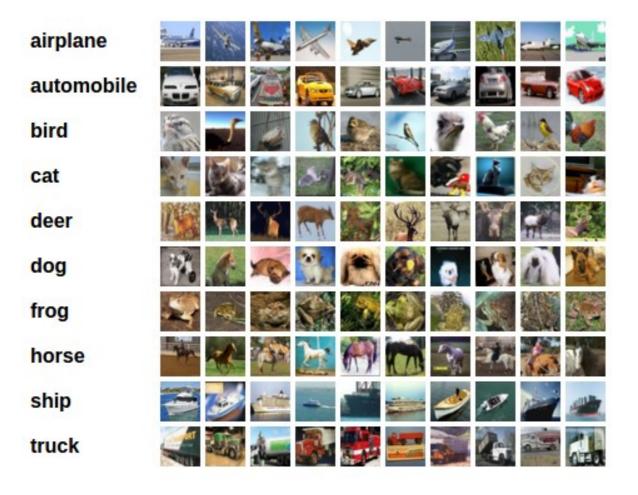


# Convolutional Neural Networks

[ 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**









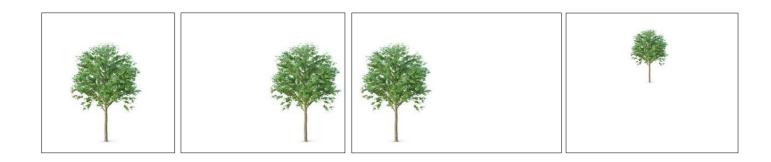




#### Locality

Neighbooring pixels are highly correlated.



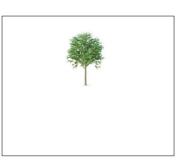












#### **Translation Invariance**

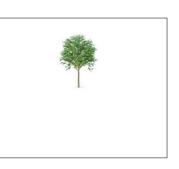
Meaningful patterns can appear anywhere

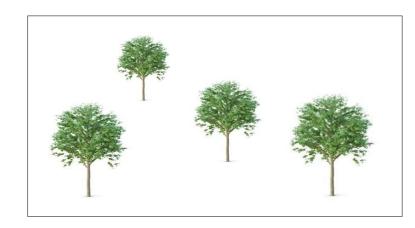












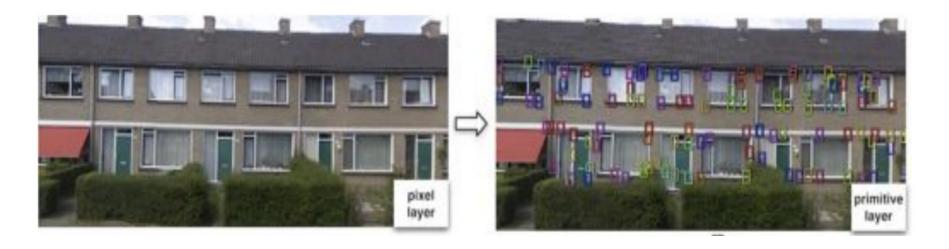
#### **Translation Invariance**

Meaningful patterns can appear anywhere























## Compositionality

Learning feature hierarchies





Yes, but...

How to put that in practice?

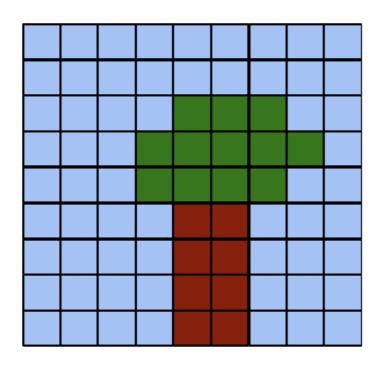






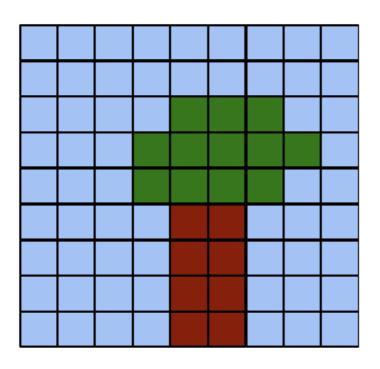
■ Digital image → 2D pixel matrix





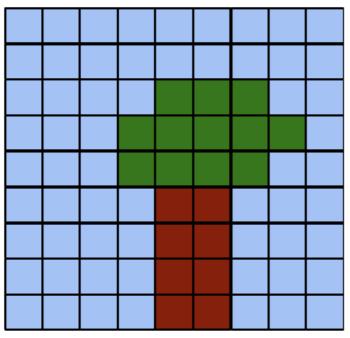
■ Digital image → 2D pixel matrix





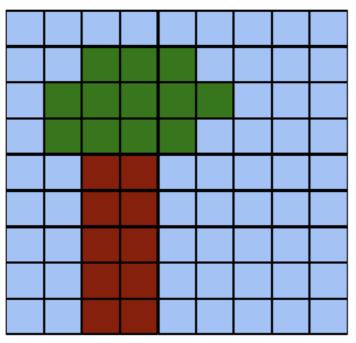
- Digital image → 2D pixel matrix
- Our previous network expects a vector of numbers as input





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

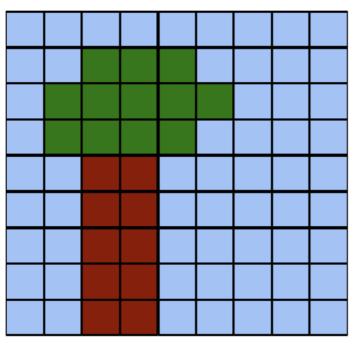




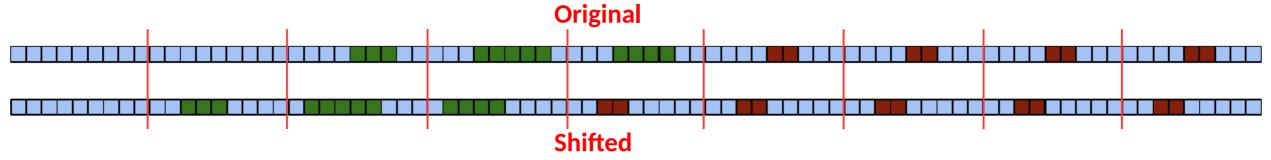
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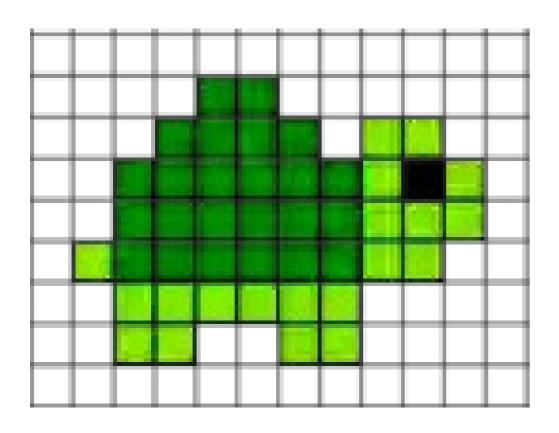




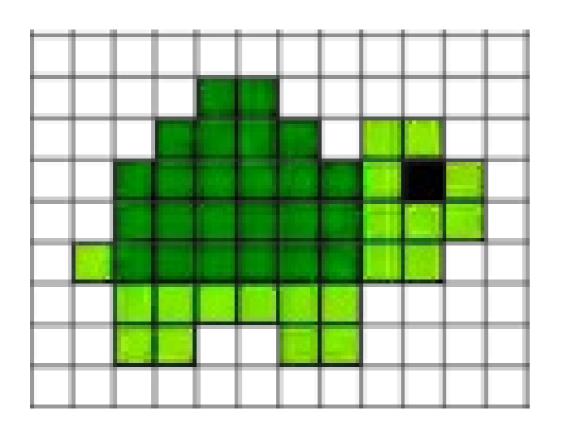
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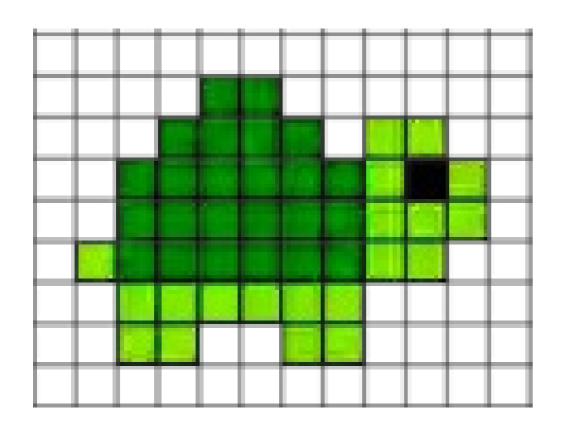












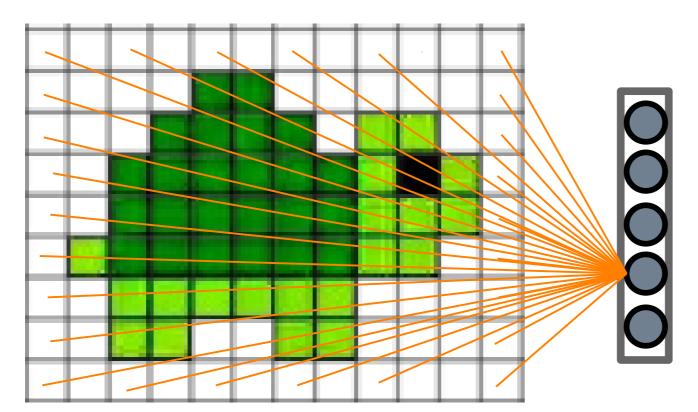


Dense fully-connected layer

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

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



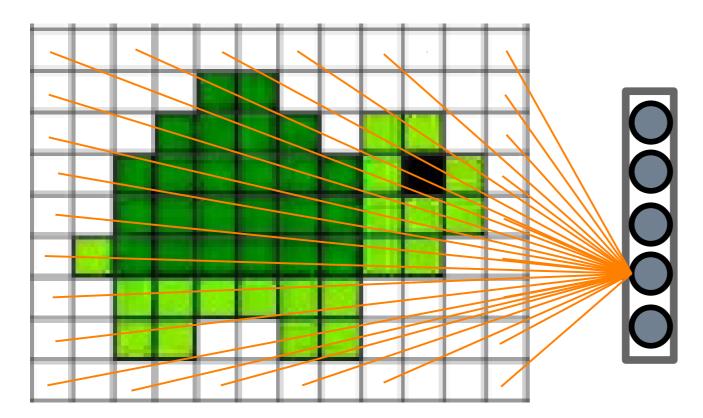


Dense fully-connected layer

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

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





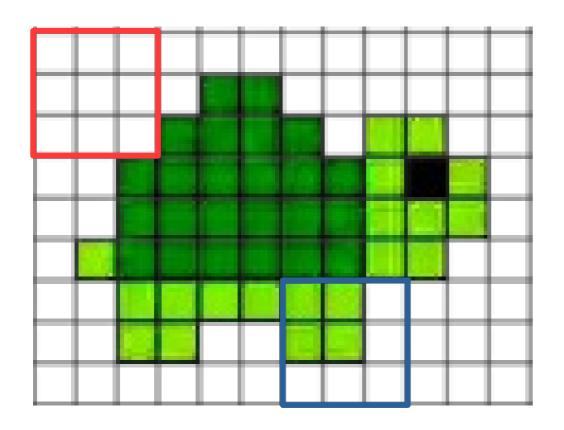
Dense fully-connected layer

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

*i* covers the entire input [image] space

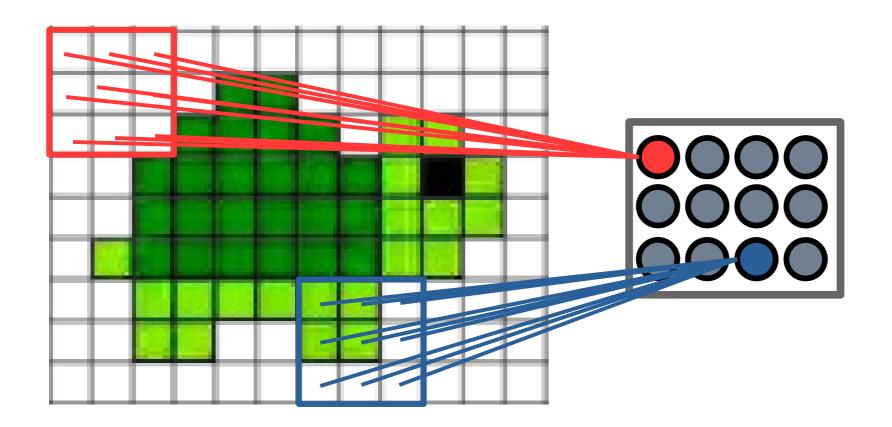


# **Connecting Neighboring Regions**



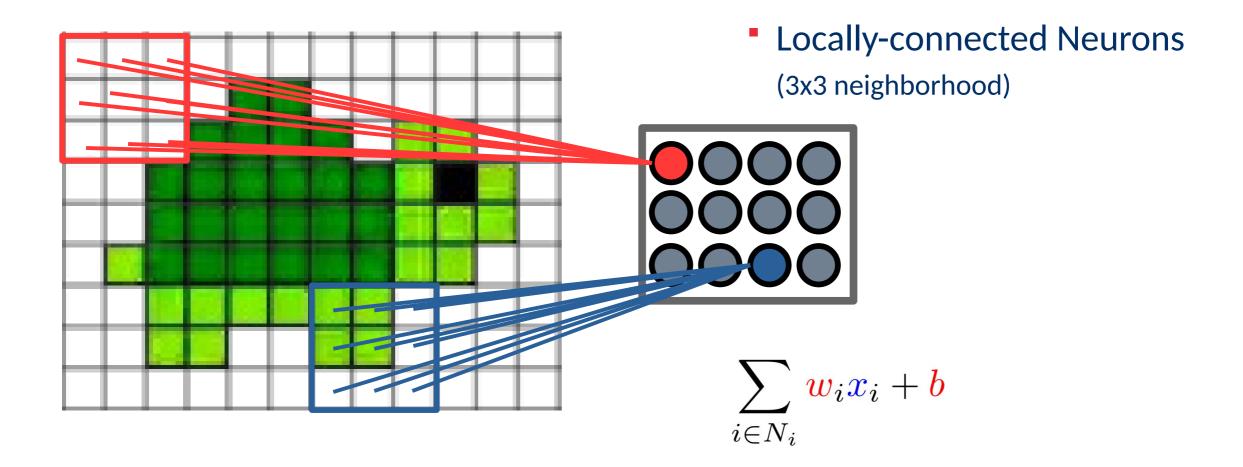


# **Connecting Neighboring Regions**



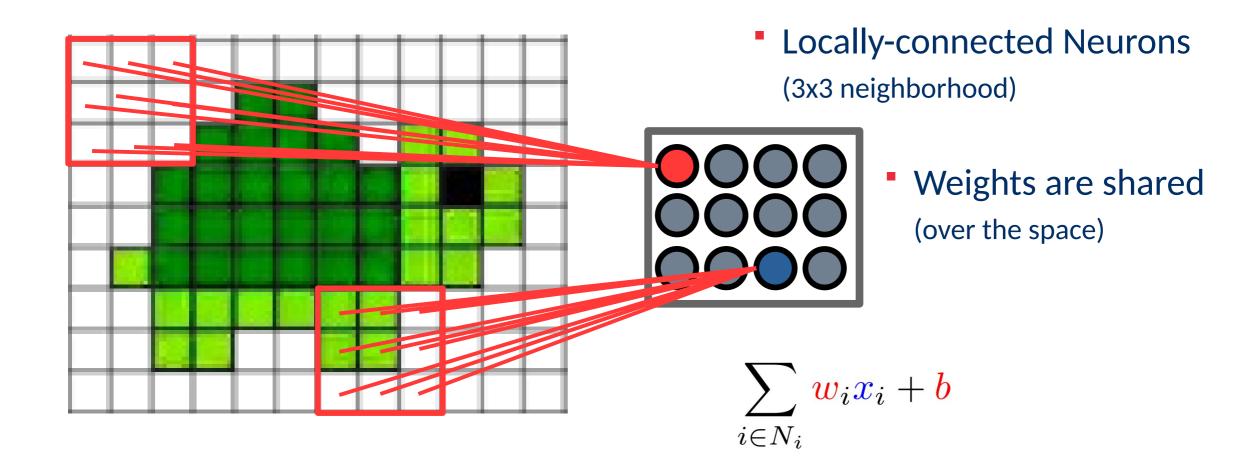


# **Connecting Neighboring Regions**

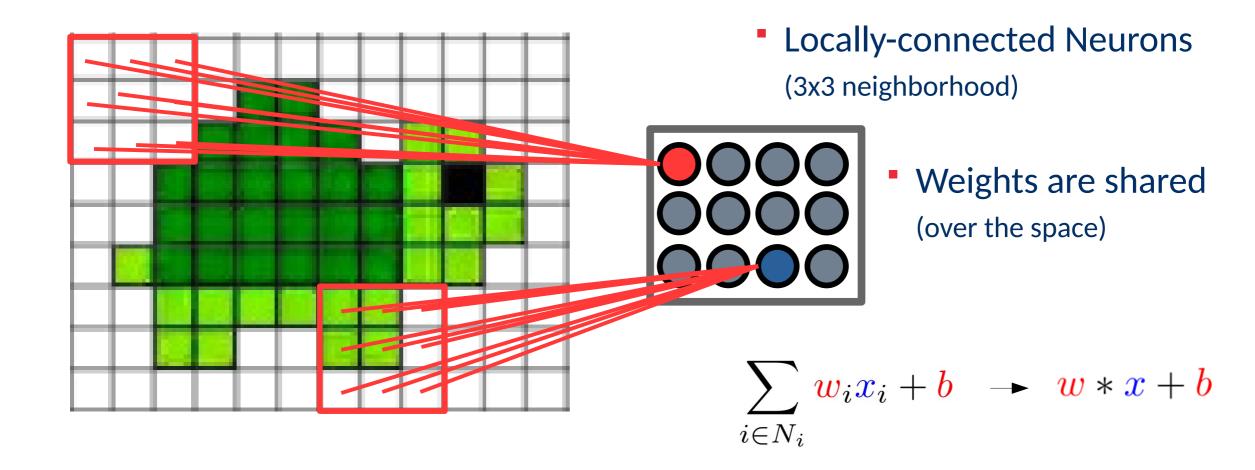




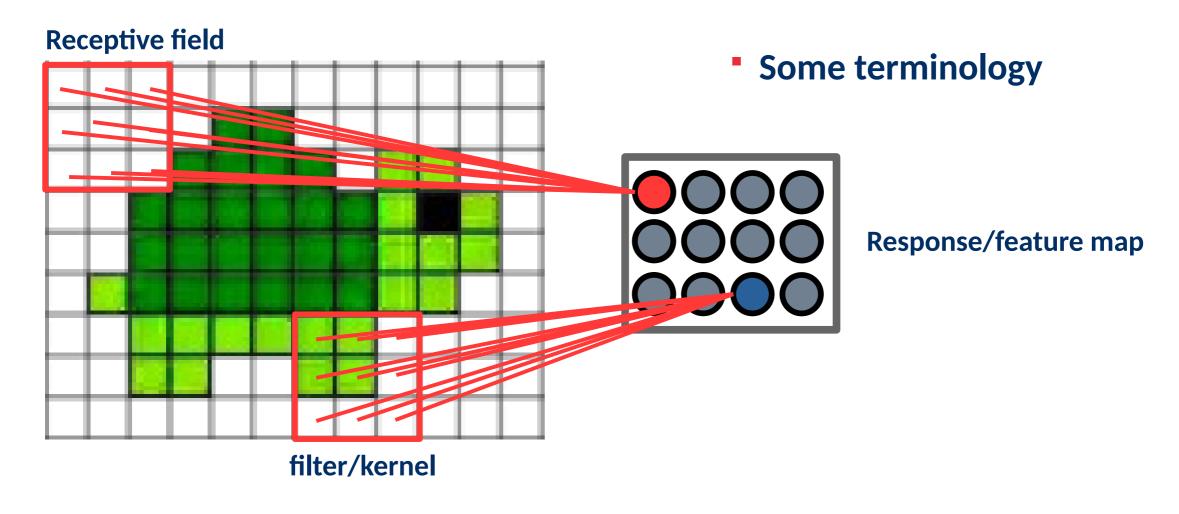
# From Locally Connected to Convolutions



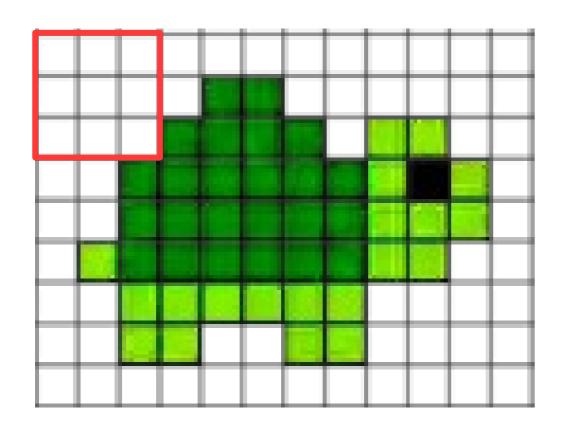
## From Locally Connected to Convolutions



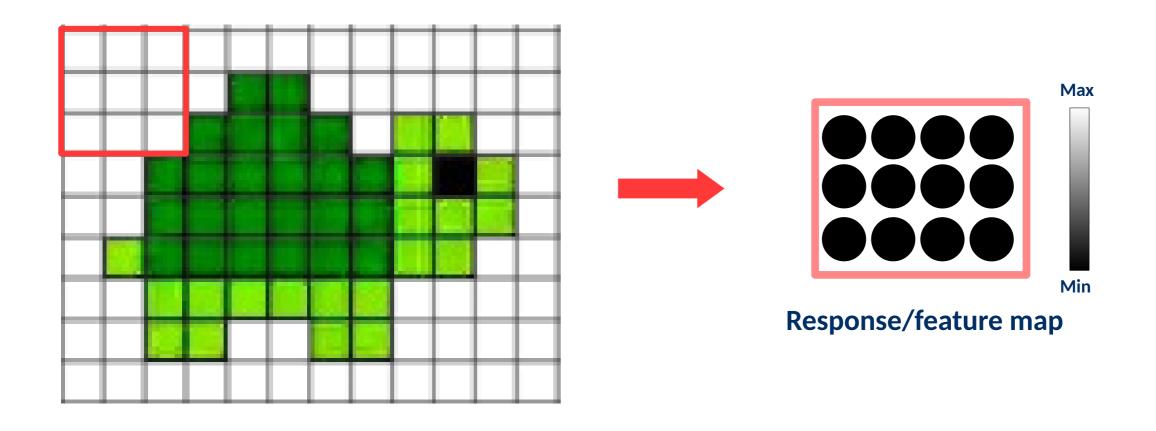
# From Locally Connected to Convolutions



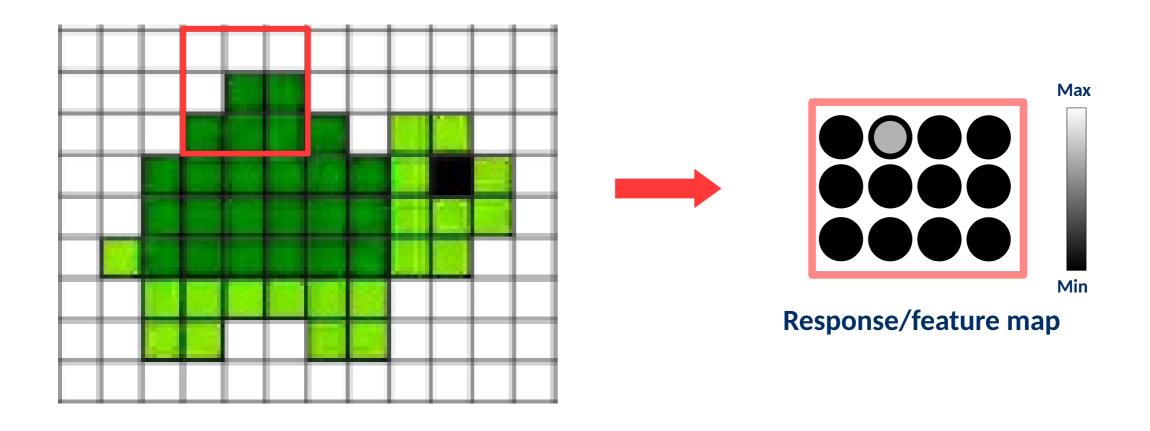




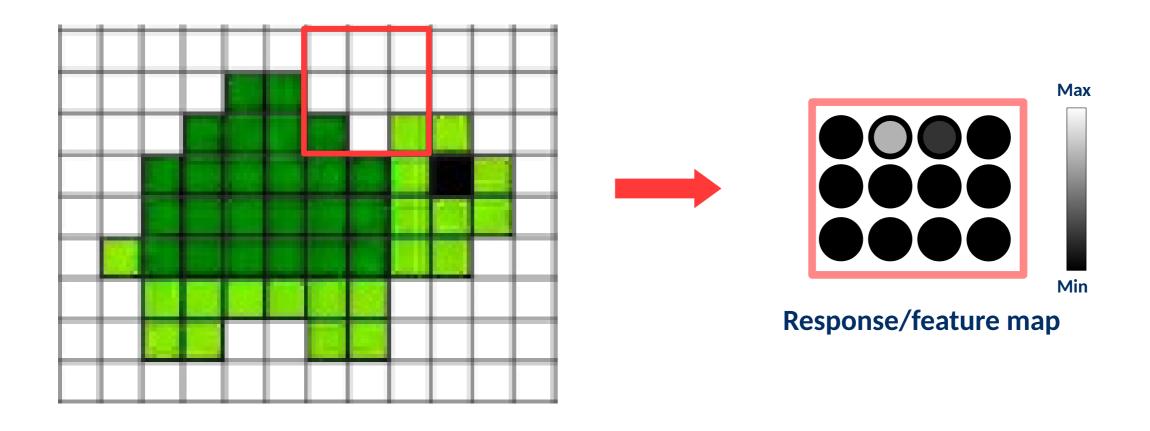




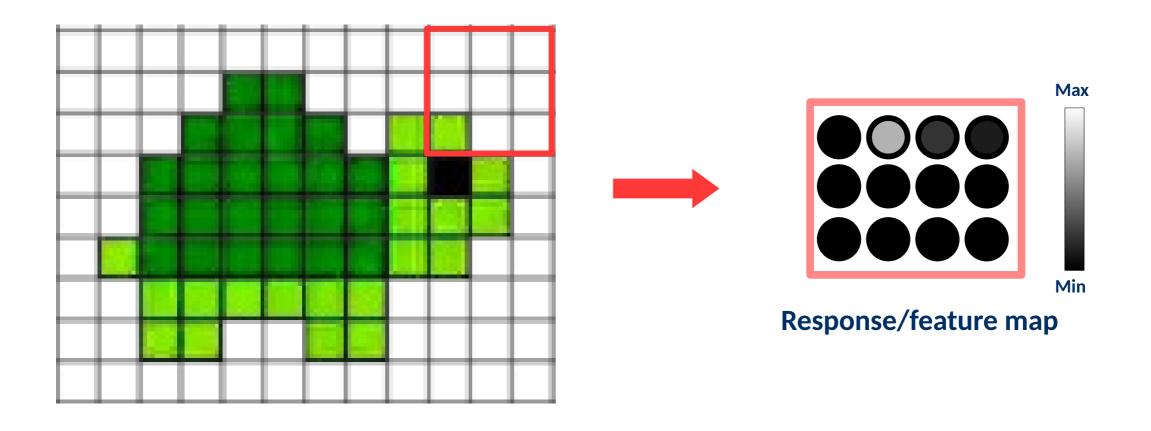




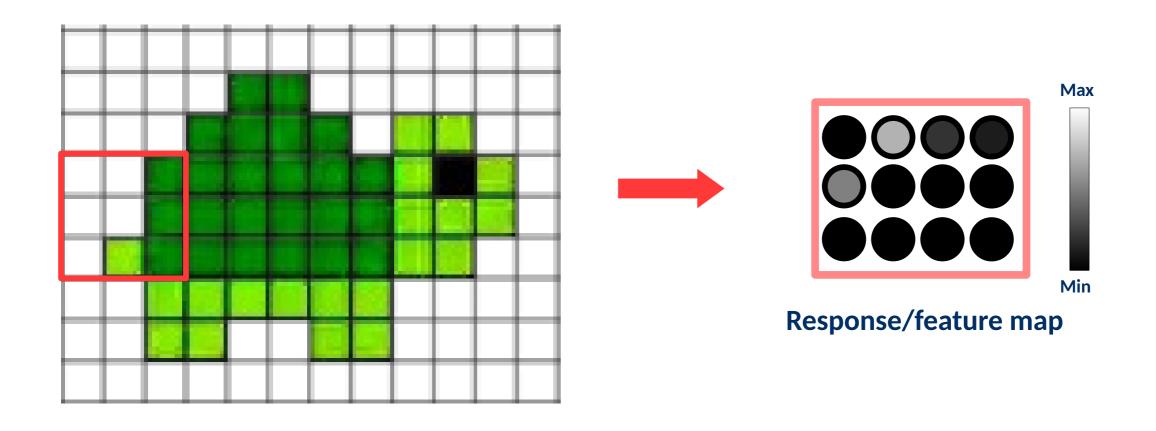




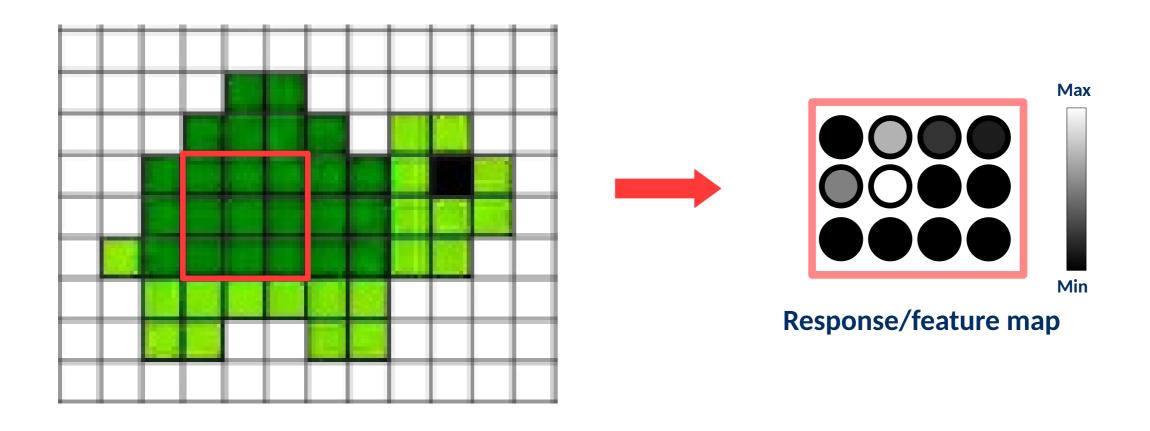




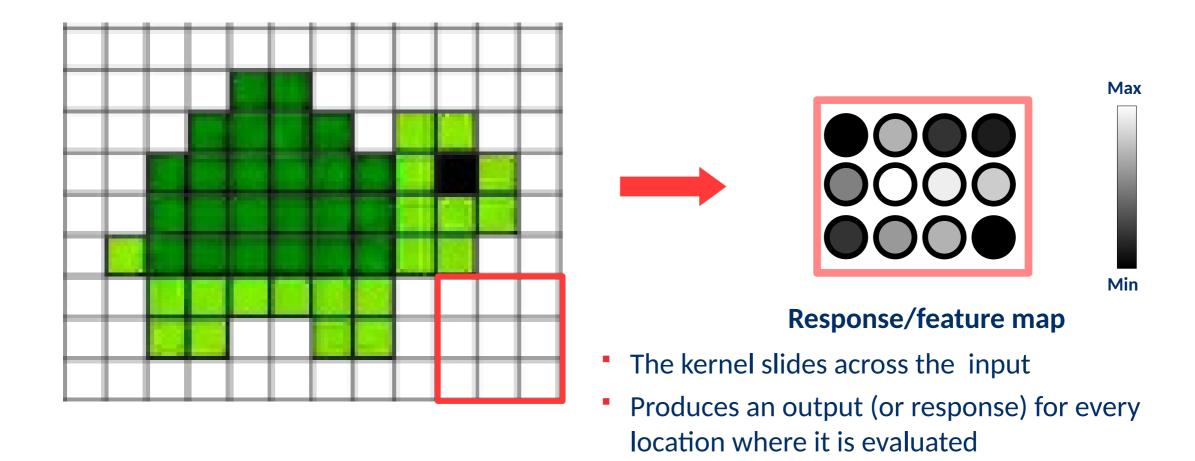




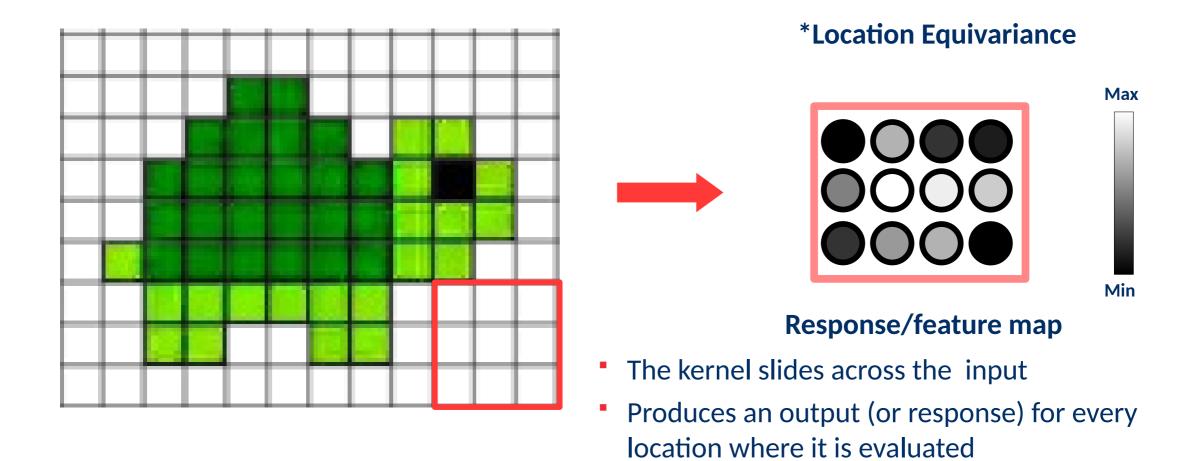




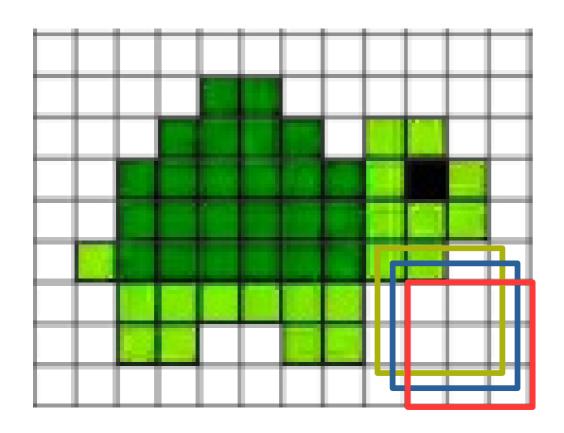




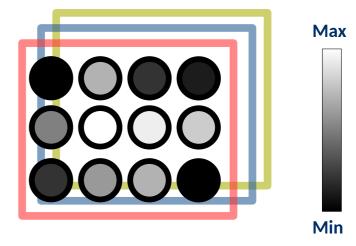








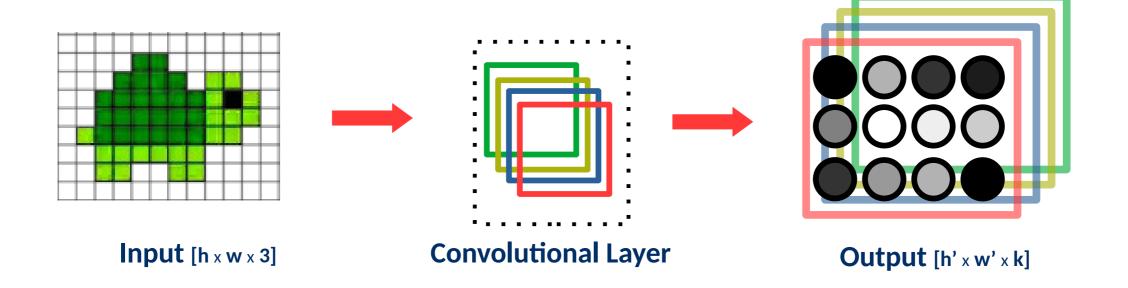




Response/feature map

- 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)

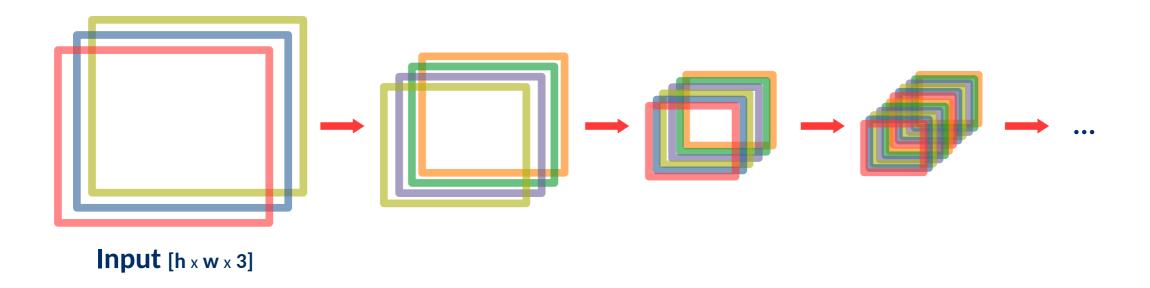




- Inputs an ouputs are usually "data cubes" [ Tensors ]
- Filter reponses across inputs are aggregated



# **Putting everything together**



**Convolutional Neural Network** 

\*Promotes Compositionality



# **Convolution Operations**

**Variants** 



# Break

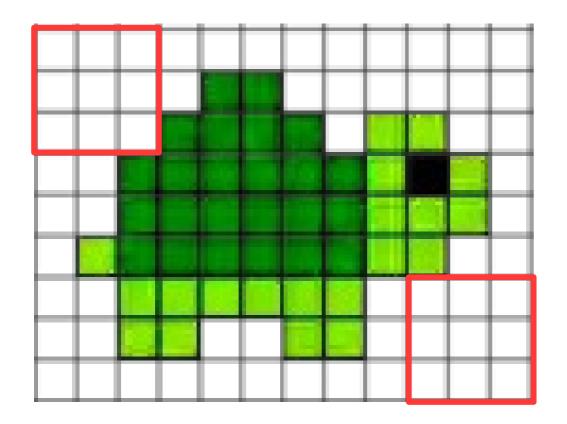
See you in 15 mins.



# **Convolution Operations**

**Variants** 

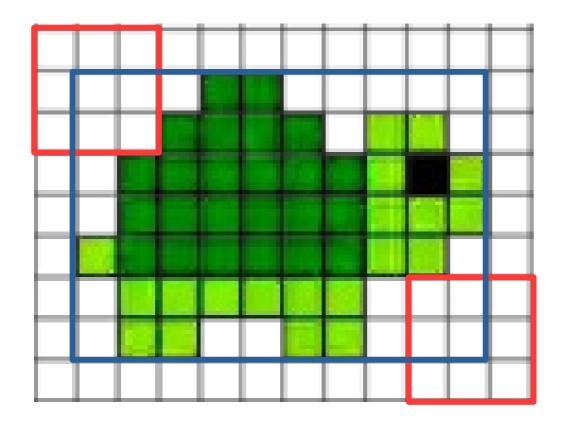






[ Every considered point lies within the input ]

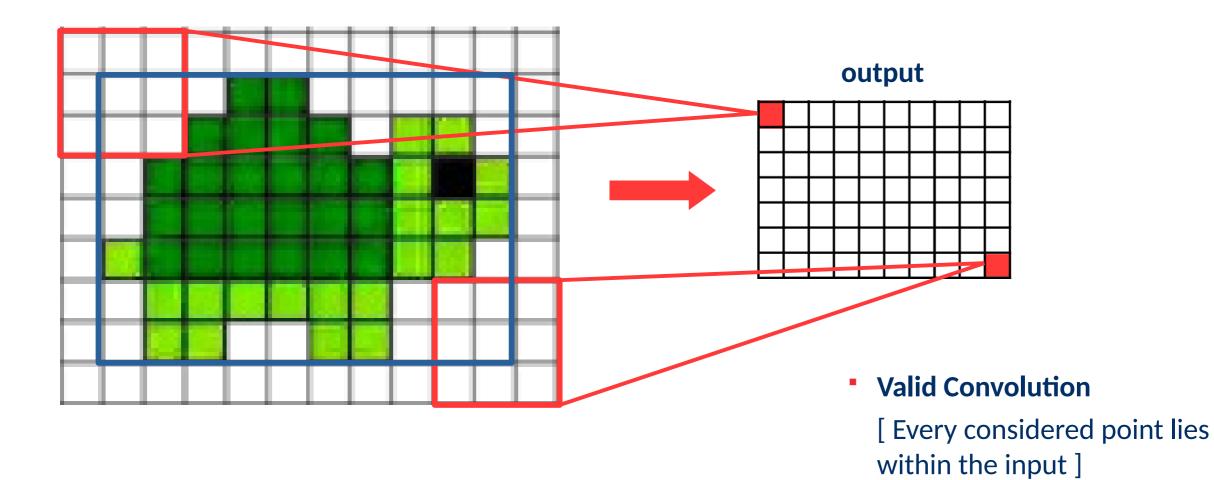




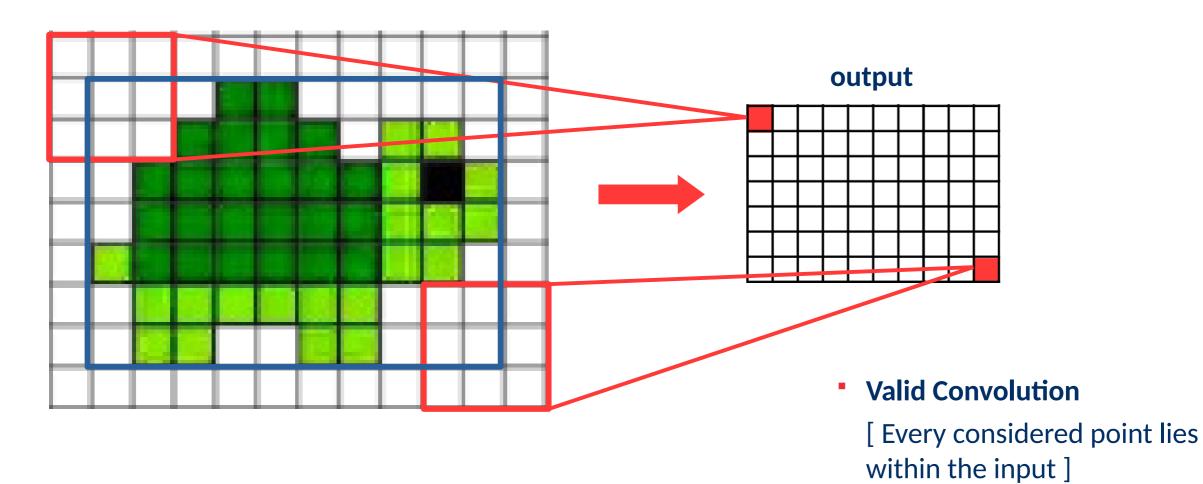


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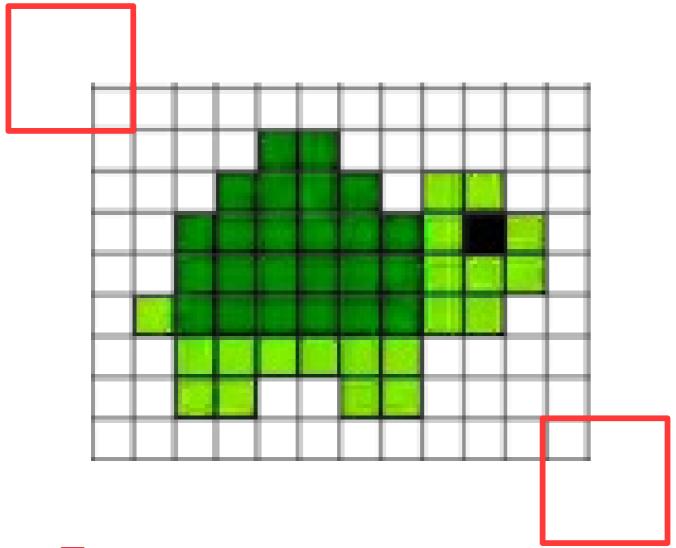








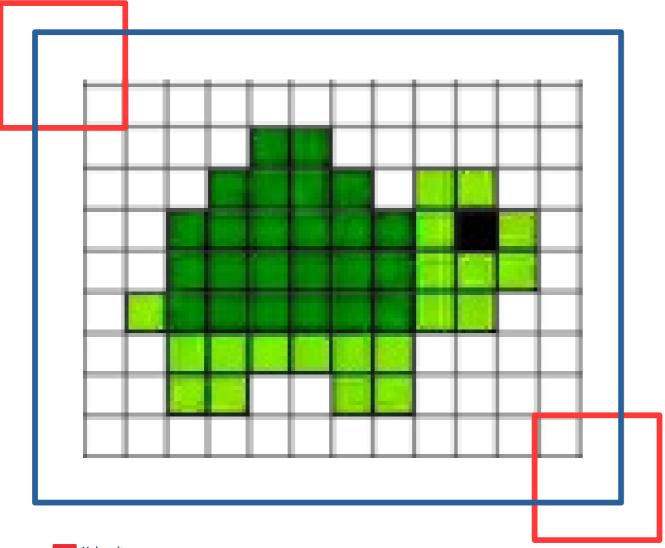




#### Full Convolution

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

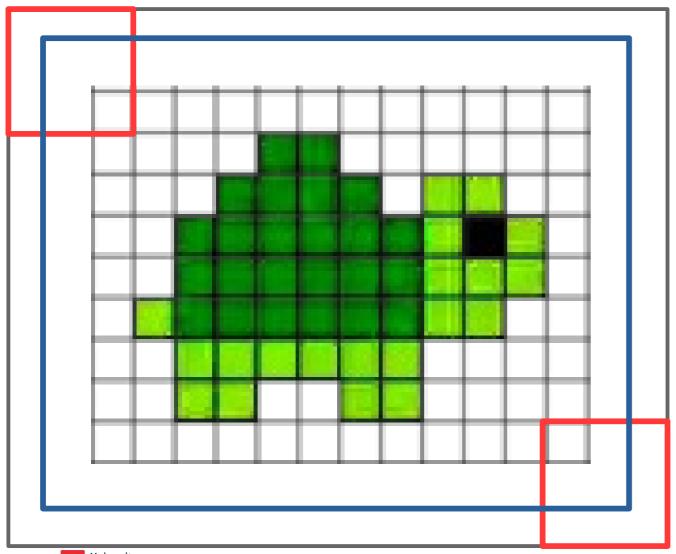




#### Full Convolution

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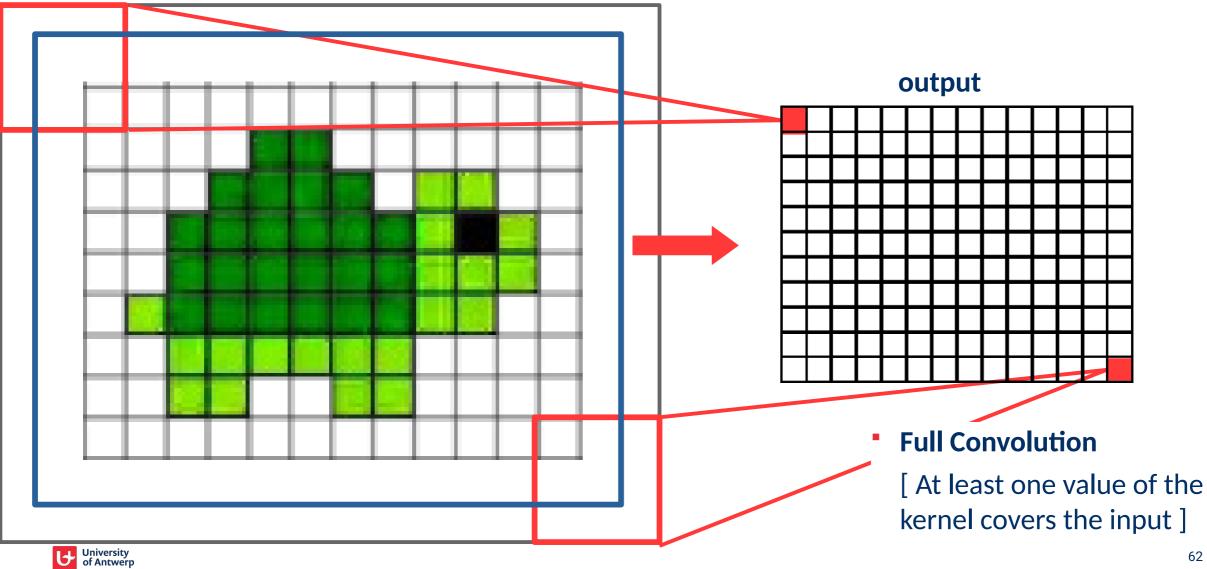


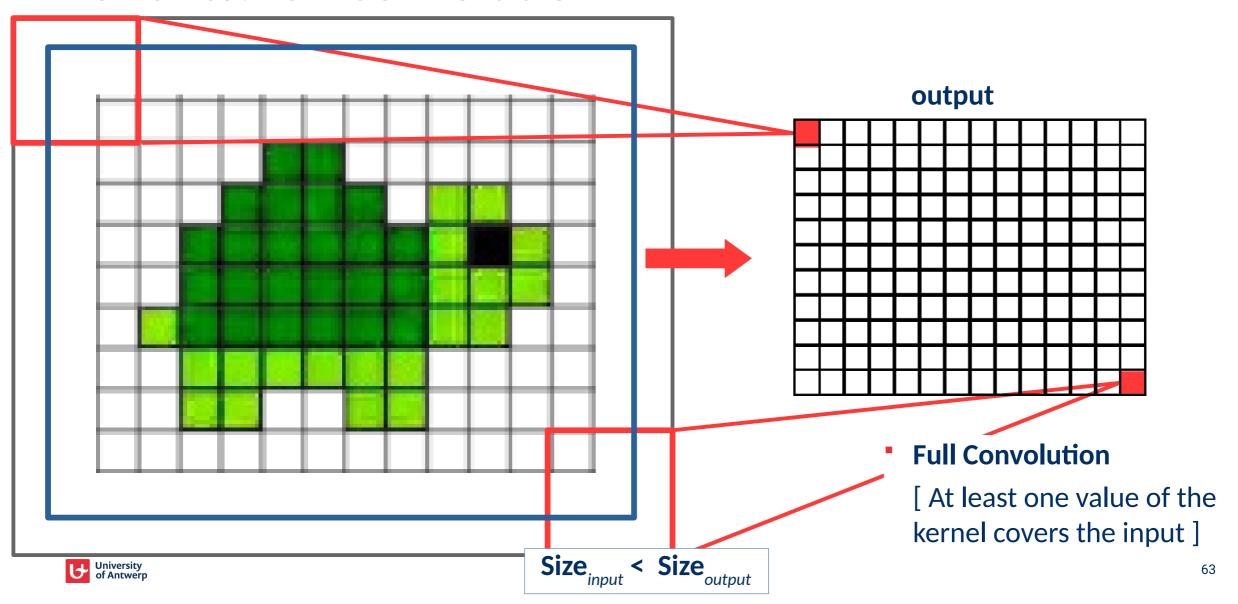


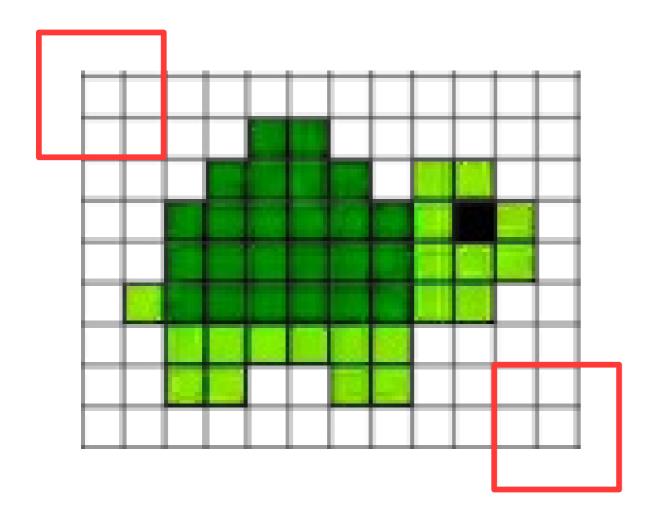
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[ At least one value of the kernel covers the input ]





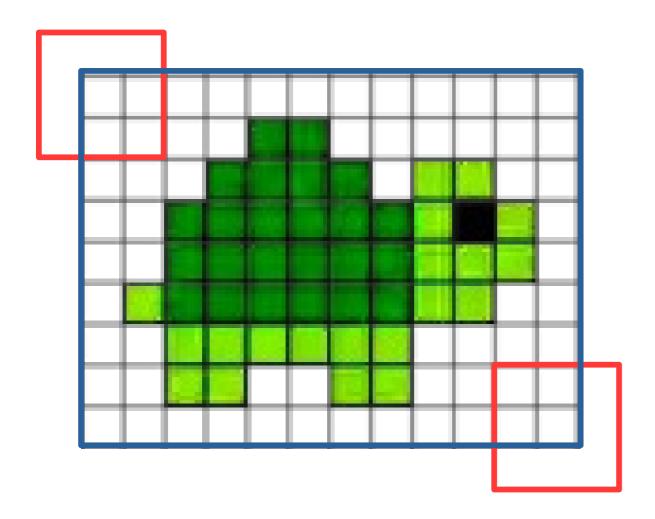






[ Kernel evaluated (centered) at every location of the input ]

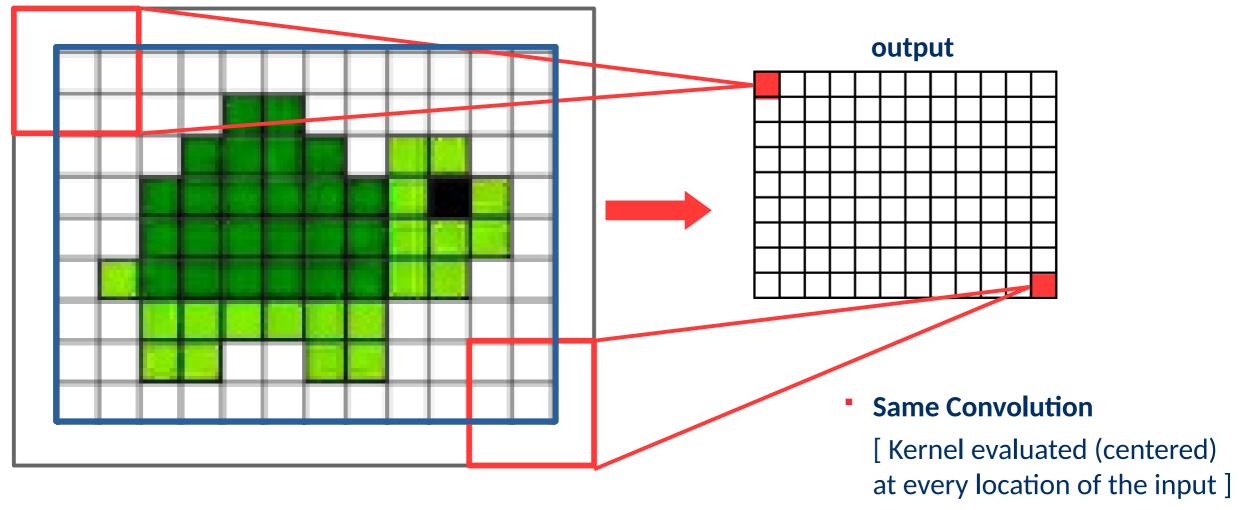




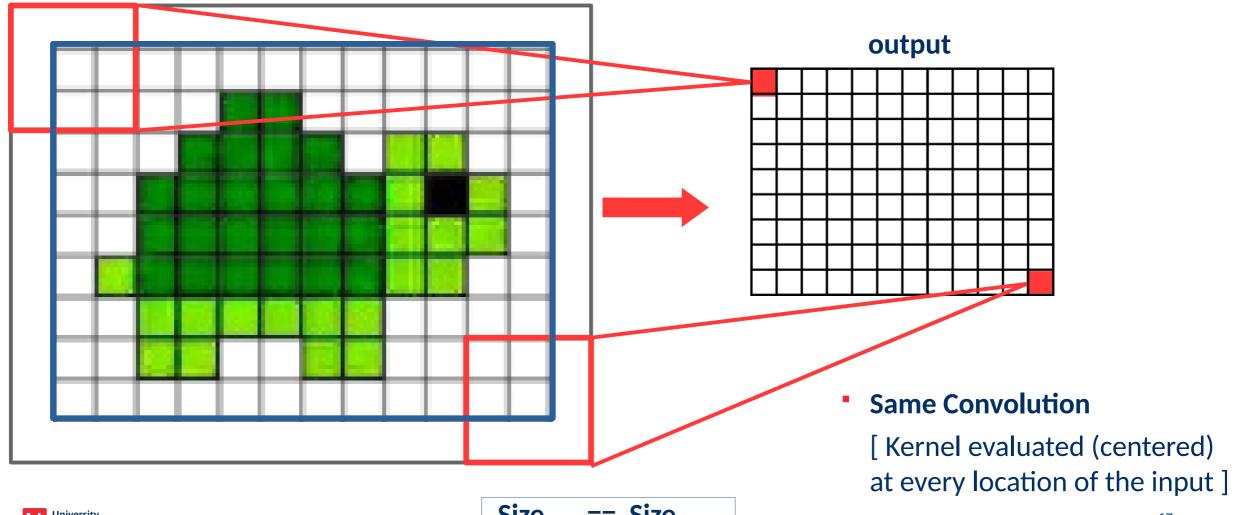


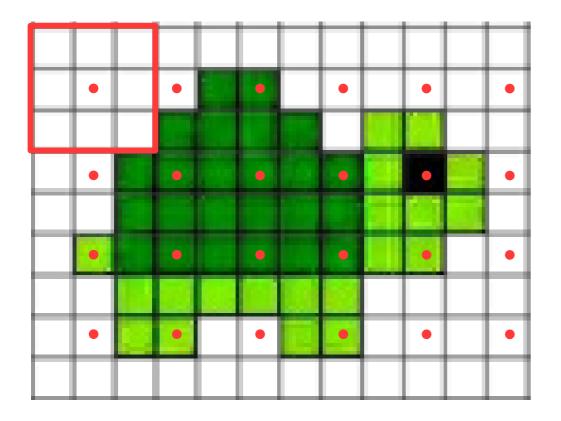
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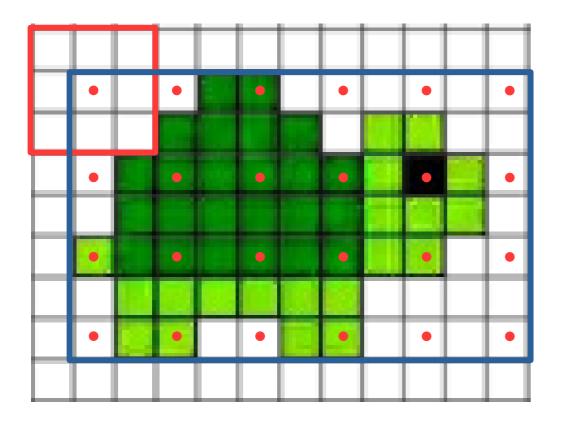




Strided Convolution

[ Sparser kernel evaluations ]

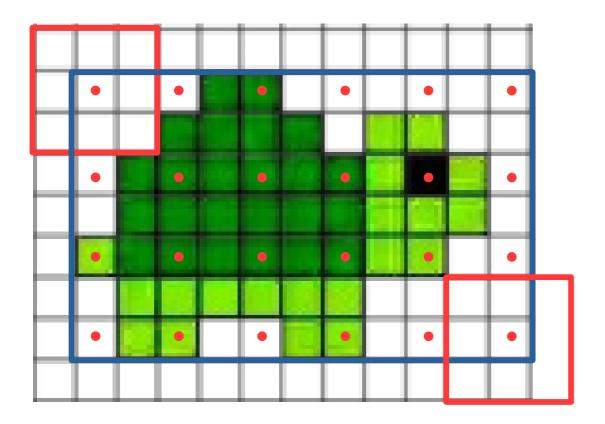




Strided Convolution

[ Sparser kernel evaluations ]

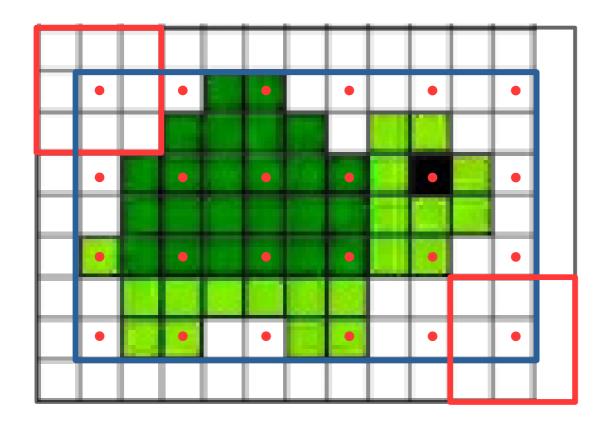




Strided Convolution

[Sparser kernel evaluations]

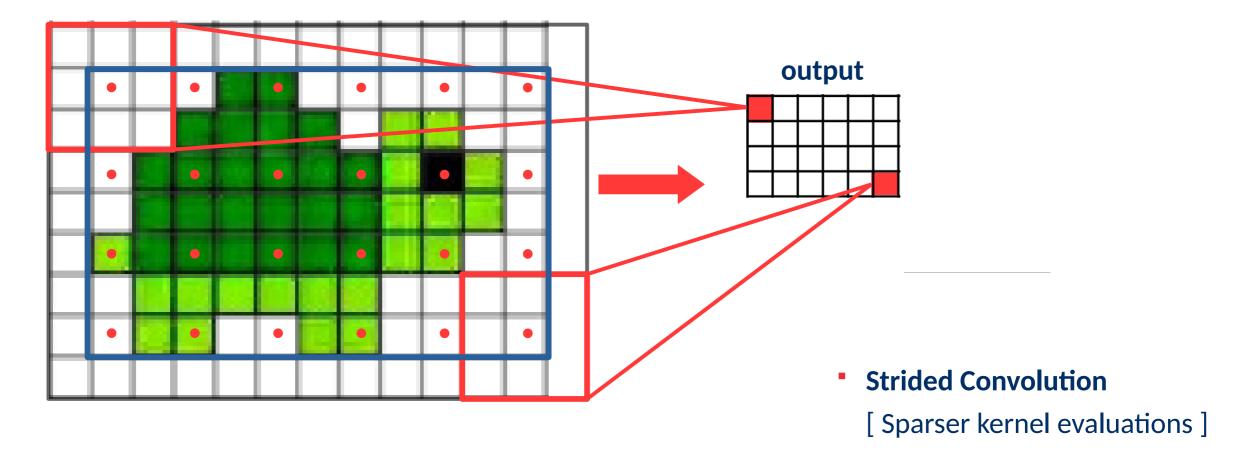




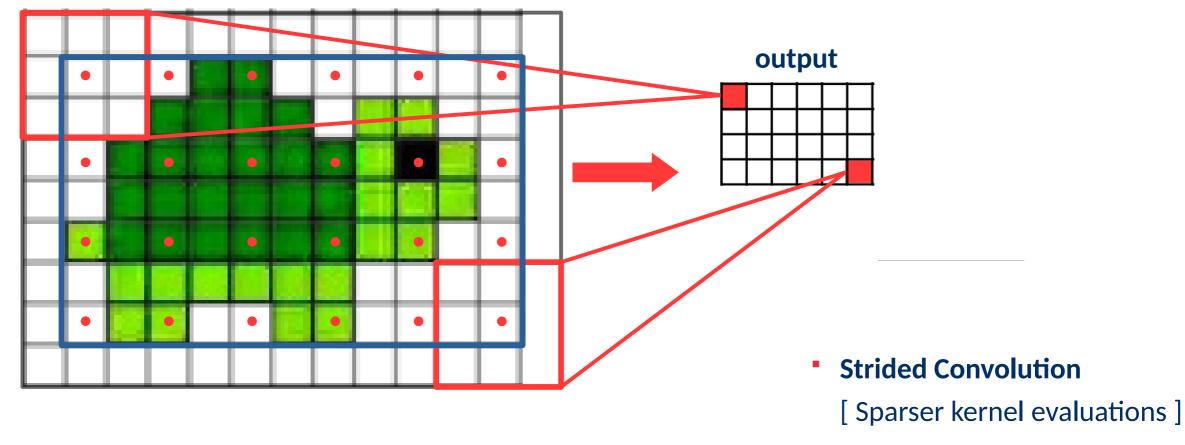
Strided Convolution

[Sparser kernel evaluations]





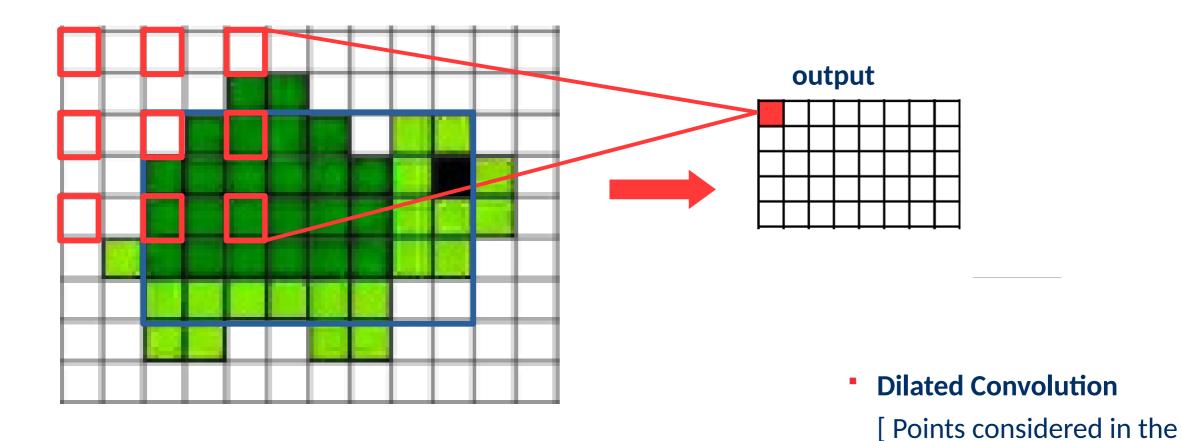








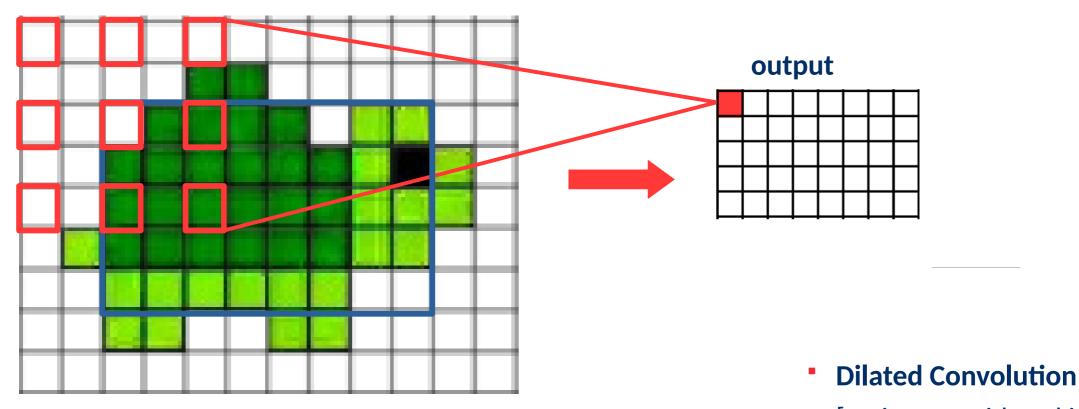
## Variants: Dilated Convolution (aka. Atrous Convolution)



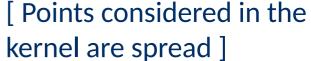


kernel are spread ]

## Variants: Dilated Convolution (aka. Atrous Convolution)



\*Effective for increasing the receptive field

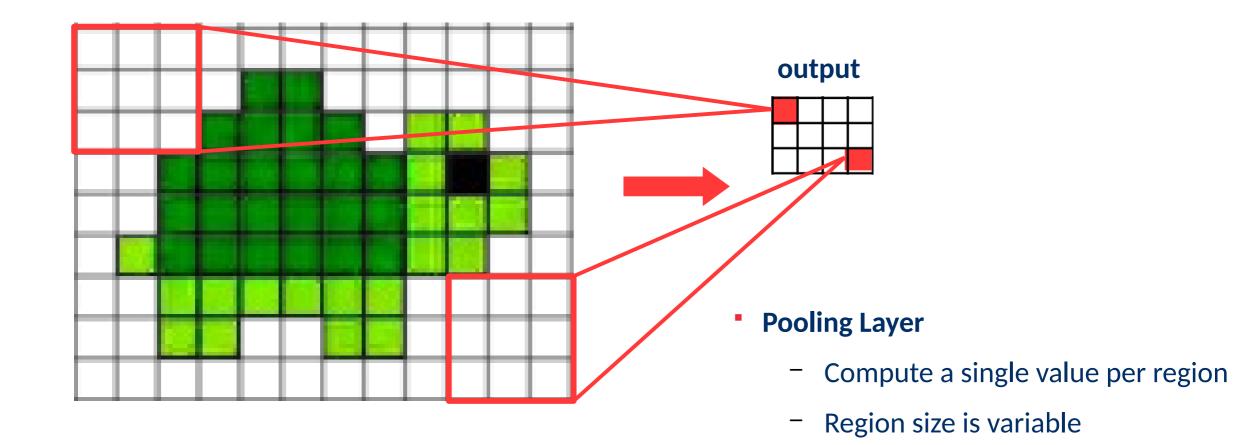




# Other

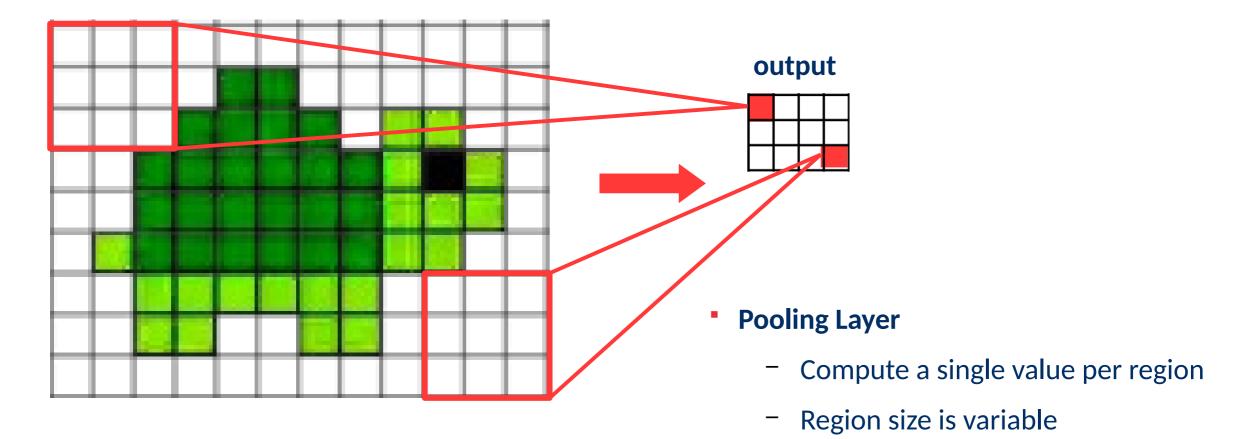


# **Other Variants: Pooling**



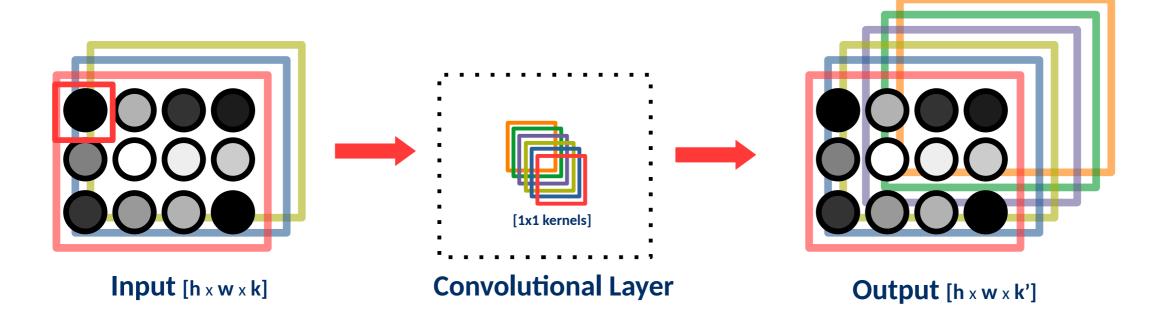


# **Other Variants: Pooling**



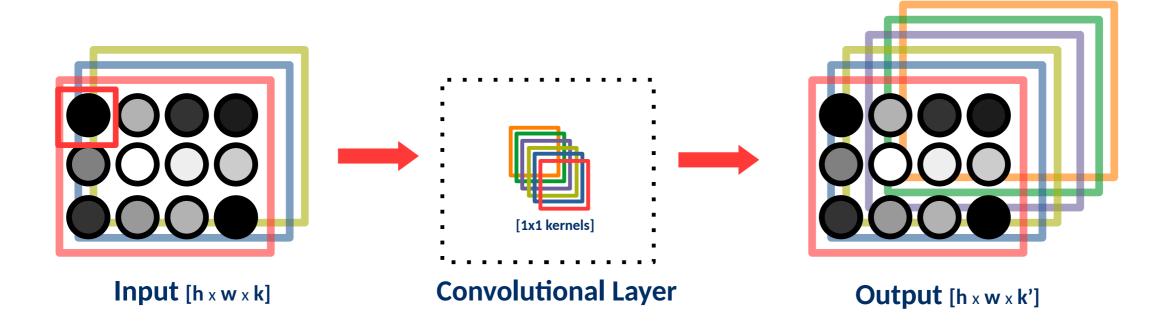






- Perform a neuron-level operation
- Integration over the channels





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- Integration over the channels

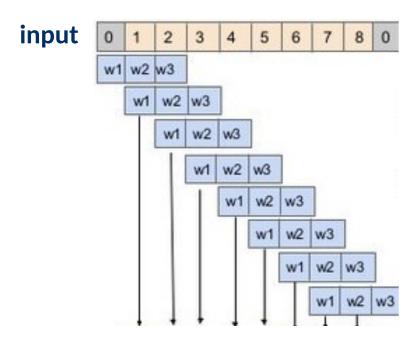
\*Effective for modifying number of channels



input 0 1 2 3 4 5 6 7 8 0

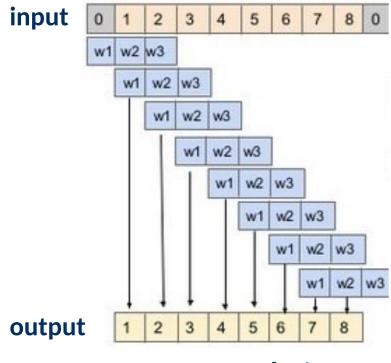
#### **1D Convolutions**





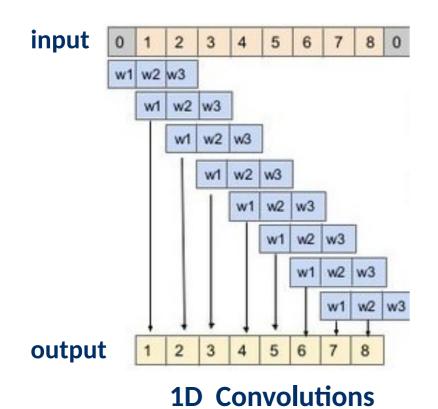
**1D Convolutions** 

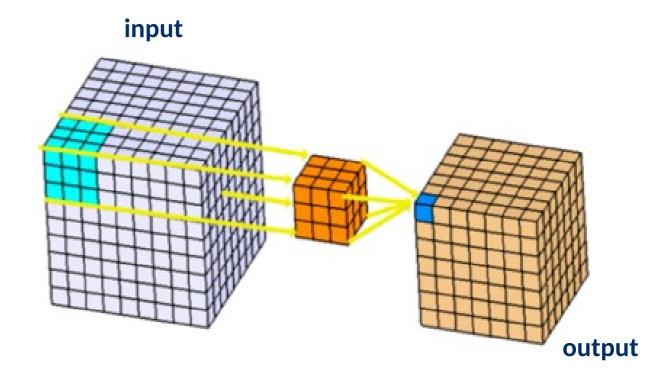




**1D Convolutions** 







3D Convolutions



[Finally:D]



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  - (locality, position invariance, compositionality, etc. )



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  - Strided → decrease spatial resolution
  - Dilated→ increase receptive field
  - 1x1 → modify the number of channels



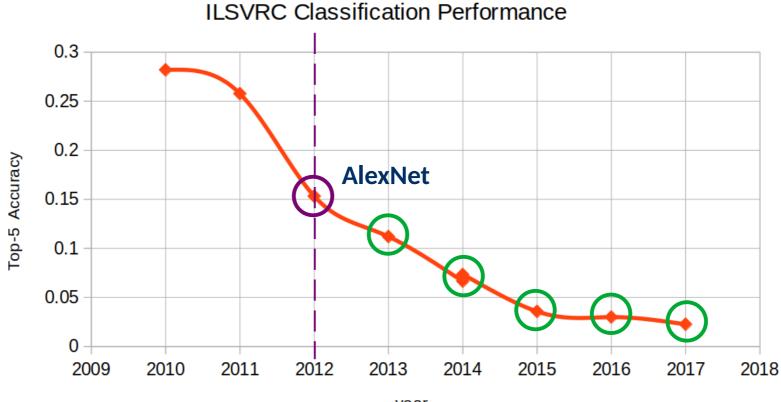
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### **Next Lecture**

#### **Revelant Architectures:**

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





### References

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- 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 ]

