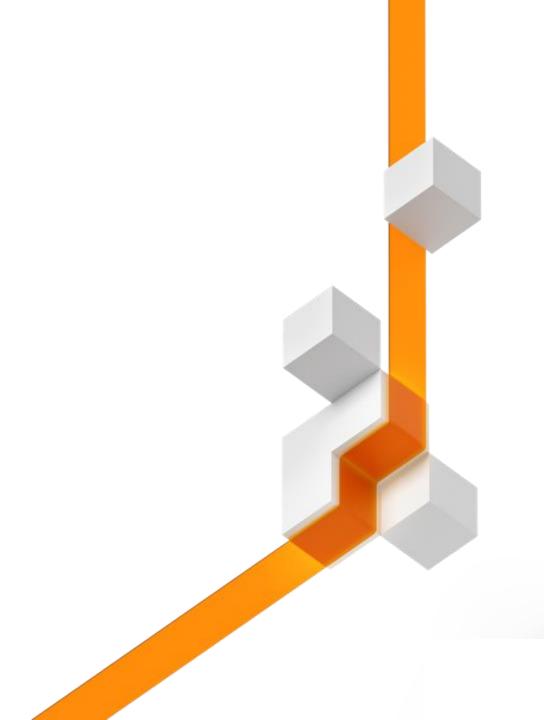
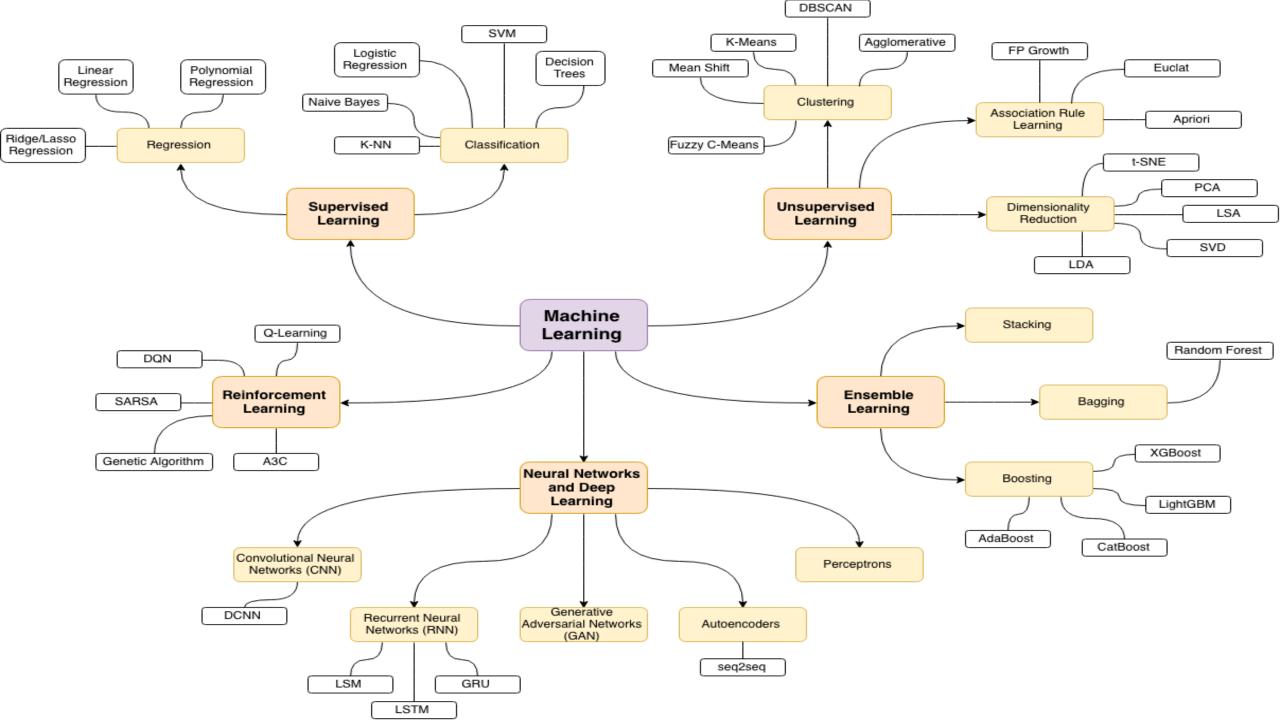
Deep Learning

By MXK



Summary

- 1- Machine Learning Roadmap
- 2- Convolutional Neural Network
- 3- Microsoft Azure Example
- 4- Transfer Learning (VGG16)
- 6- gColab
- 7- Kahoot
- **8- Closing Thoughts**

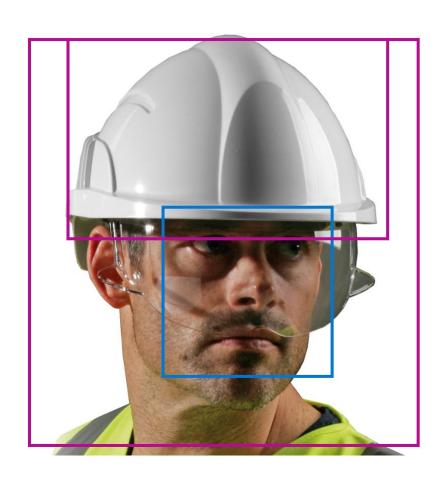


Convolutional Neural Network Batch Normalization Batch Normalization 13x13x10 11x11x10 \rightarrow T-shirt Coat Sneakers Input 2D Convolution 2D Max Pooling Dropout 2D Convolution Dropout Flatten Dense Dense Target 26x26x10 13x13x10 13x13x10 11x11x10 11x11x10 28x28x1 1210 128 10

Adapting Computer Vision models with your own data

Transfer learning with Azure Cognitive Services Custom Vision

Cognitive Services Computer Vision



FEATURE NAME:	VALUE
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Transfer Learning

Transfer learning is the reuse of a pre-trained model on a new problem. It's currently very popular in deep learning because it can train deep neural networks with comparatively little data.

This is very useful since most real-world problems typically do not have millions of labelled data points to train such complex models.

With transfer learning, we basically try to exploit what has been learned in one task to improve generalization in another. We transfer the weights that a network has learned at "task A" to a new "task B."

Transfer Learning: VGG16

VGG16 is a convolutional neural network model proposed by K. Simonyan and A. Zisserman from the University of Oxford in the paper "Very Deep Convolutional Networks for Large-Scale Image Recognition".

The model achieves 92.7% top-5 test accuracy in ImageNet, which is a dataset of over 14 million images belonging to 1000 classes. It was one of the famous model submitted to ILSVRC-2014.

It makes the improvement over AlexNet by replacing large kernel-sized filters (11 and 5 in the first and second convolutional layer, respectively) with multiple 3×3 kernel-sized filters one after another. VGG16 was trained for weeks and was using NVIDIA Titan Black GPU's.

