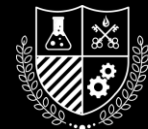


Convolutional Neural Networks



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What we are covering

- Input channels
- Convolutional layers
- Feature extraction
- Pooling layers
- Filters
- Strides
- Padding
- Flatten layers
- Spatial dropout
- Locally connected layers
- Grayscale to color pixel transformations
- Image preprocessing



Convolutional Neural Networks, CNNs

- Specialize in reducing complexity in data to analyze features.
- Typically used for Image data but can be used with any type.

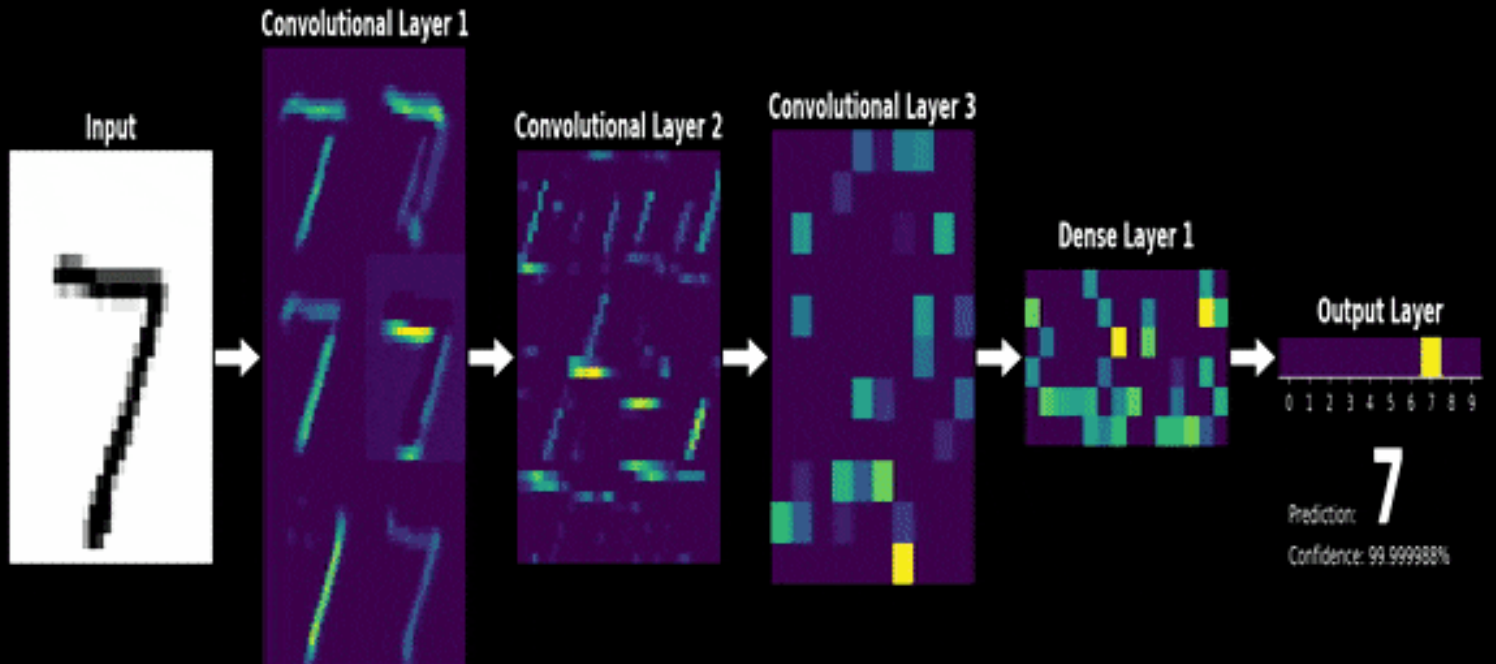
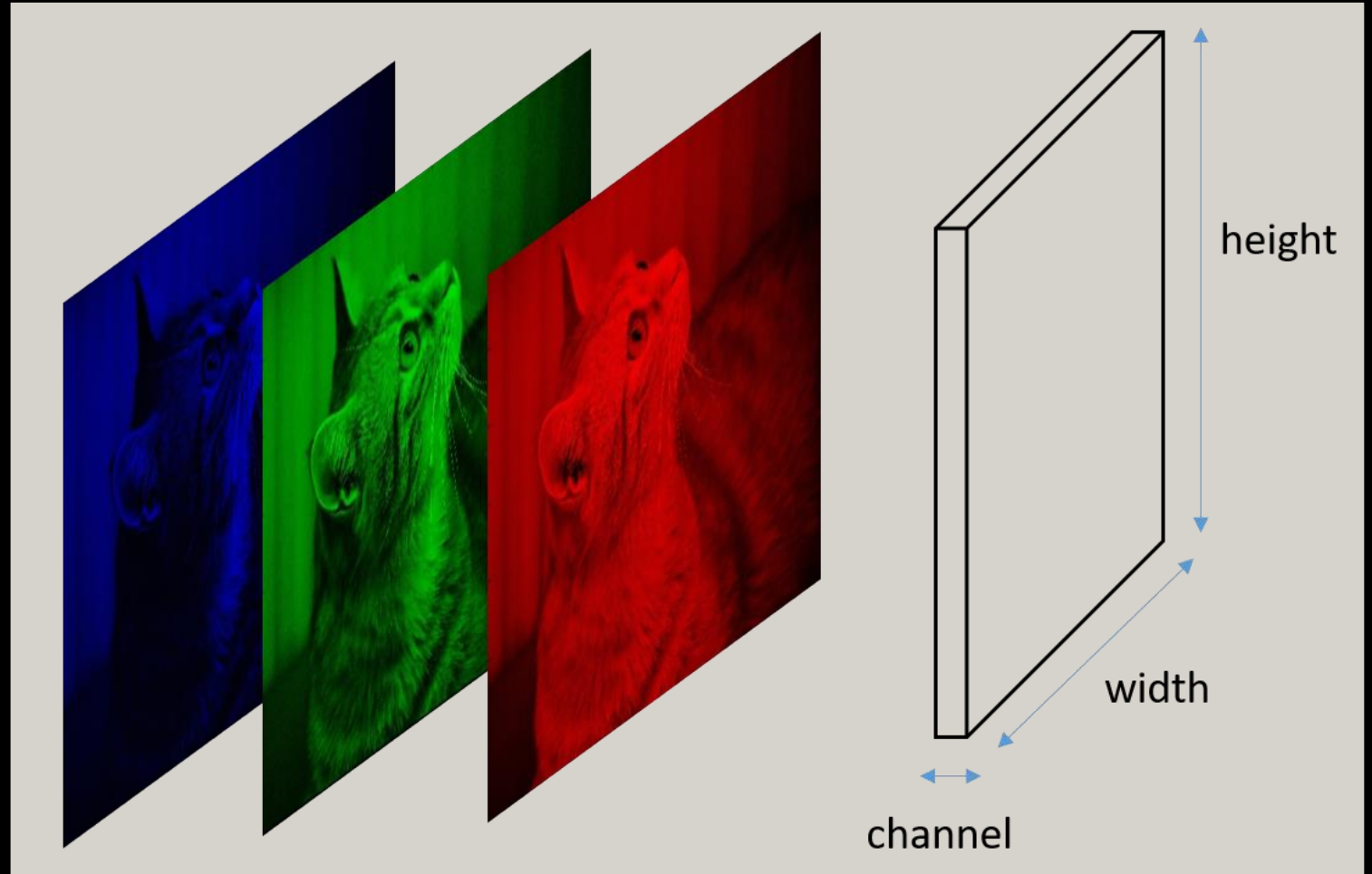
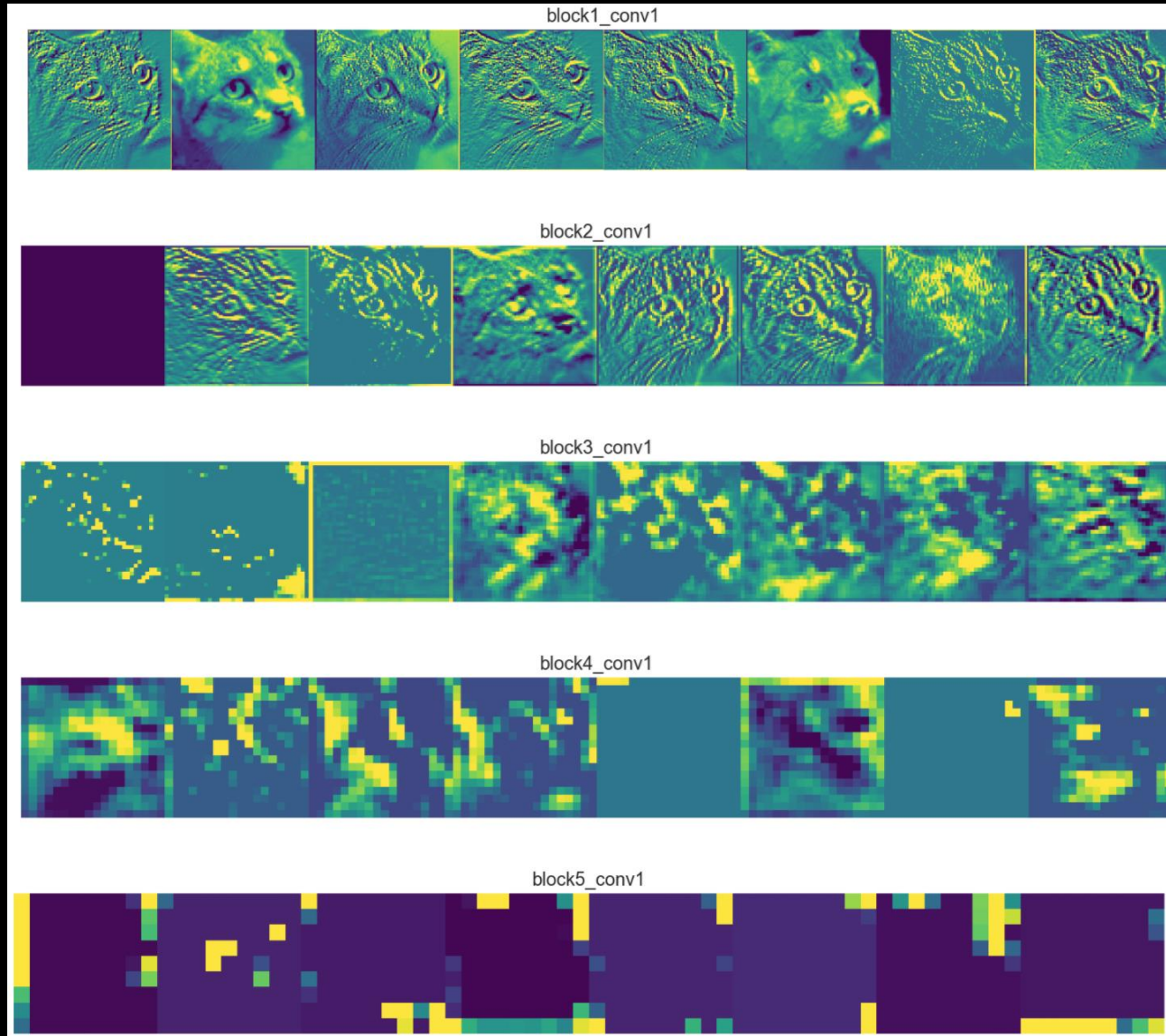


Image data

- Dimensions are height and width.
- Can be Grayscale, RGB, CMYK, CIE LAB, Etc.
- Each Standard is different.



How CNNs see images



Filters / Kernels

- Control what the CNNs see and how they think about the data.
- They control also how the data is processed for the future.

1x1	1x0	1x1	0	0
0x0	1x1	1x0	1	0
0x1	0x0	1x1	1	1
0	0	1	1	0
0	1	1	0	0

Input x Filter

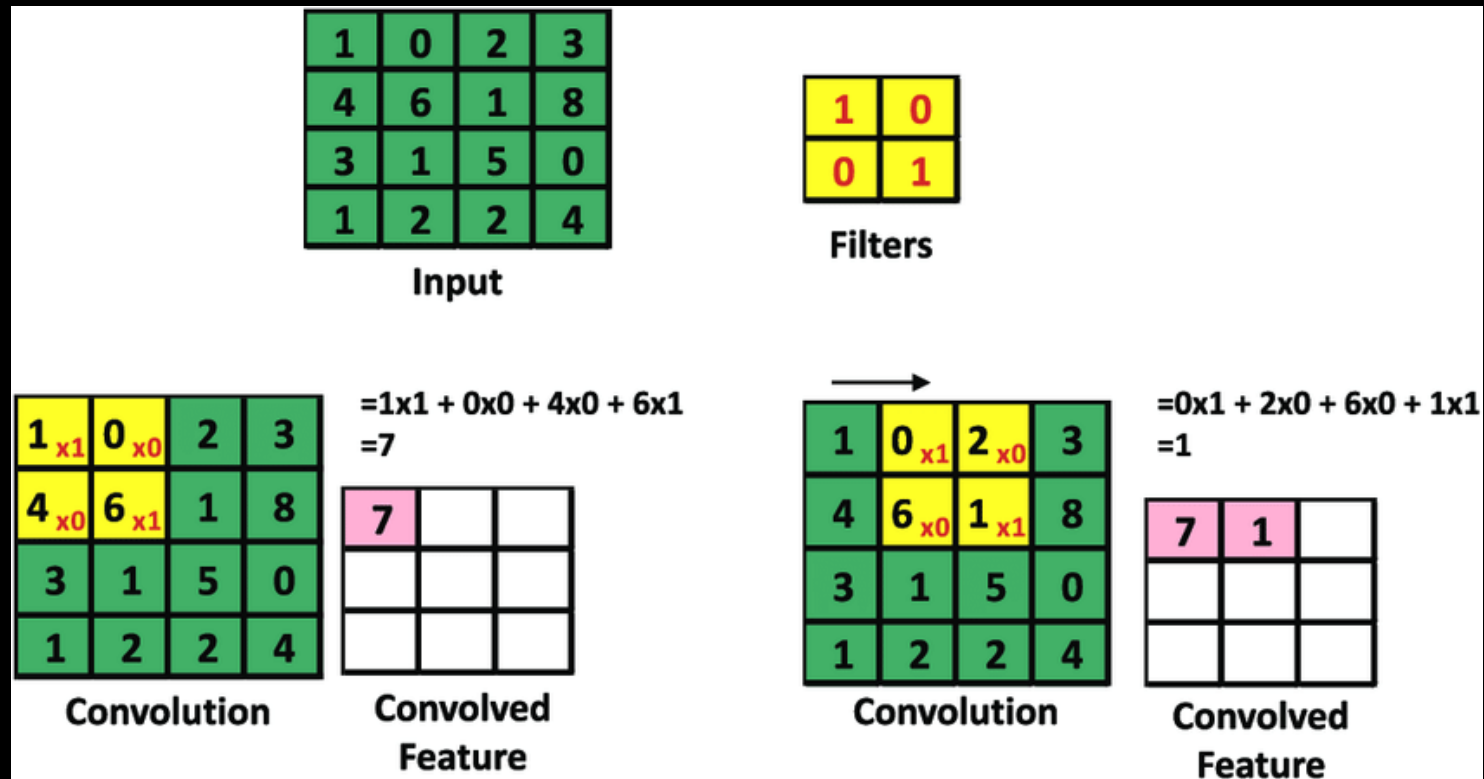
4		

Feature Map



Strides

- Decide how far the filter travels across the image.



Types of filters

- Horizontal, Vertical, Identity, and Diagonal.
- Can be learned or have set values.
- Each type allows for a different viewpoint of the data.
- Feature extraction is done by combining multiple filters.

1	0	-1
1	0	-1
1	0	-1

Vertical

1	1	1
0	0	0
-1	-1	-1

Horizontal



An example

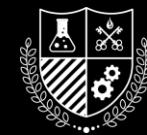
0	1	1
3	4	1
7	6	8



1	1
1	1



8	7
20	19



Pooling

- Pooling reduces the size of the image while maintaining the original composition.
- Allows us to help get rid of noise and train on simpler data.

Original Data

0	1	1
3	4	1
7	6	8

Average Pooling

2	1.75
5	4.75

Max Pooling

4	4
7	8



Padding

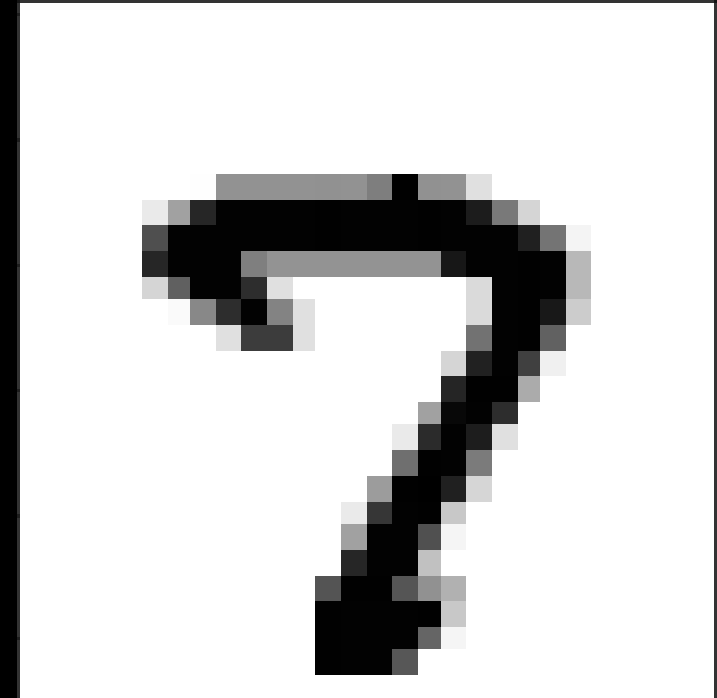
- Lets us find features on the edges of our matrix data.
- The amount of padding is dependent on the size of the filter.

0	0	0	0	0
0	0	1	1	0
0	3	4	1	0
0	7	6	8	0
0	0	0	0	0



An example

	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200				
[[0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0]		
[0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0]		
[0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0]		
[0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0]		
[0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0]		
[0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0]		
[0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0]		
[0	0	0	0	0	0	0	1	109	109	109	109	110	109	129	253	110	109	31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0]
[0	0	0	0	0	21	94	217	252	252	252	252	253	252	252	252	253	252	227	134	42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0]	
[0	0	0	0	0	176	252	252	252	252	252	252	253	252	252	252	253	252	252	252	222	139	11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0]		
[0	0	0	0	0	217	252	252	252	128	108	108	108	108	108	108	108	232	252	252	253	252	71	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0]		
[0	0	0	0	0	42	159	252	252	210	31	0	0	0	0	0	0	0	37	252	253	252	71	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0]			
[0	0	0	0	0	0	5	119	210	252	124	31	0	0	0	0	0	0	37	252	253	231	51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0]			
[0	0	0	0	0	0	0	0	31	195	195	31	0	0	0	0	0	0	140	252	253																								



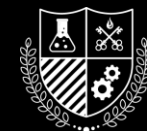
Cont.

Horizontal Filter

1	1	1	1	1
1	1	1	1	1
0	0	0	0	0
-1	-1	-1	-1	-1
-1	-1	-1	-1	-1

Diagonal Filter

-1	-1	0	1	1
-1	0	1	1	1
0	1	1	1	0
1	1	1	0	-1
1	1	0	-1	-1



Cont.

0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
109	109	110	109	129	253	110	109	31	0
252	252	253	252	252	252	253	252	227	134
252	252	253	252	252	252	253	252	252	252
108	108	108	108	108	108	108	232	252	252
31	0	0	0	0	0	0	0	37	252
124	31	0	0	0	0	0	0	37	252
195	31	0	0	0	0	0	0	140	252

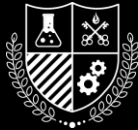
0	0	0	0	37	252	253	252	71	0
0	0	0	0	37	252	253	231	51	0
0	0	0	0	140	252	253	158	0	0
0	0	0	42	221	252	191	15	0	0
0	0	0	218	253	253	84	0	0	0
0	0	94	247	252	210	0	0	0	0
0	21	212	252	226	31	0	0	0	0
0	144	253	252	132	0	0	0	0	0
99	253	255	222	41	0	0	0	0	0
201	252	253	55	0	0	0	0	0	0

Horizontal Filter

1	1	1	1	1
1	1	1	1	1
0	0	0	0	0
-1	-1	-1	-1	-1
-1	-1	-1	-1	-1

Diagonal Filter

-1	-1	0	1	1
-1	0	1	1	1
0	1	1	1	0
1	1	1	0	-1
1	1	0	-1	-1



Cont.

Horizontal Filter

1	1	1	1	1
1	1	1	1	1
0	0	0	0	0
-1	-1	-1	-1	-1
-1	-1	-1	-1	-1



0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
109	109	110	109	129	253	110	109	31
252	252	253	252	252	252	253	252	227
252	252	253	252	252	252	253	252	252
108	108	108	108	108	108	108	232	252
31	0	0	0	0	0	0	0	37
124	31	0	0	0	0	0	0	37
195	31	0	0	0	0	0	0	140



- Red = -1973
- Orange = -2524
- Yellow = -1091
- Green = 1433
- Blue = 2524
- Purple = 1802

Cont.

Horizontal Filter

1	1	1	1	1
1	1	1	1	1
0	0	0	0	0
-1	-1	-1	-1	-1
-1	-1	-1	-1	-1



0	0	0	0	37	252	253	252	71	0
0	0	0	0	37	252	253	231	51	0
0	0	0	0	140	252	253	158	0	0
0	0	0	42	221	252	191	15	0	0
0	0	0	218	253	253	84	0	0	0
0	0	94	247	252	210	0	0	0	0
0	21	212	252	226	31	0	0	0	0
0	144	253	252	132	0	0	0	0	0
99	253	255	222	41	0	0	0	0	0
201	252	253	55	0	0	0	0	0	0



- Red = -430
- Orange = -424
- Yellow = -173
- Green = 156
- Blue = 456
- Purple = 698

Cont.

Diagonal Filter

-1	-1	0	1	1
-1	0	1	1	1
0	1	1	1	0
1	1	1	0	-1
1	1	0	-1	-1



0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
109	109	110	109	129	253	110	109	31
252	252	253	252	252	252	253	252	227
252	252	253	252	252	252	253	252	252
108	108	108	108	108	108	108	232	252
31	0	0	0	0	0	0	0	37
124	31	0	0	0	0	0	0	37
195	31	0	0	0	0	0	0	140



- Red = 238
- Orange = 995
- Yellow = 1642
- Green = 1620
- Blue = 828
- Purple = 216

Cont.

Diagonal Filter

-1	-1	0	1	1
-1	0	1	1	1
0	1	1	1	0
1	1	1	0	-1
1	1	0	-1	-1



0	0	0	0	37	252	253	252	71	0
0	0	0	0	37	252	253	231	51	0
0	0	0	0	140	252	253	158	0	0
0	0	0	42	221	252	191	15	0	0
0	0	0	218	253	253	84	0	0	0
0	0	94	247	252	210	0	0	0	0
0	21	212	252	226	31	0	0	0	0
0	144	253	252	132	0	0	0	0	0
99	253	255	222	41	0	0	0	0	0
201	252	253	55	0	0	0	0	0	0



- Red = 1392
- Orange = 1931
- Yellow = 2919
- Green = 2642
- Blue = 1855
- Purple = 1124



Cont.

Tuned Diagonal Filter



-1	-1	0	1	0
-1	0	1	1	1
0	1	1	1	0
1	1	1	0	-1
0	1	0	-1	-1

0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
109	109	110	109	129	253	110	109	31
252	252	253	252	252	252	253	252	227
252	252	253	252	252	252	253	252	252
108	108	108	108	108	108	108	232	252
31	0	0	0	0	0	0	0	37
124	31	0	0	0	0	0	0	37
195	31	0	0	0	0	0	0	140



- Red = -124
- Orange = 490
- Yellow = 1171
- Green = 1006
- Blue = 323
- Purple = -144

Cont.

Tuned Diagonal Filter



-1	-1	0	1	0
-1	0	1	1	1
0	1	1	1	0
1	1	1	0	-1
0	1	0	-1	-1

0	0	0	0	37	252	253	252	71	0
0	0	0	0	37	252	253	231	51	0
0	0	0	0	140	252	253	158	0	0
0	0	0	42	221	252	191	15	0	0
0	0	0	218	253	253	84	0	0	0
0	0	94	247	252	210	0	0	0	0
0	21	212	252	226	31	0	0	0	0
0	144	253	252	132	0	0	0	0	0
99	253	255	222	41	0	0	0	0	0
201	252	253	55	0	0	0	0	0	0



- Red = 669
- Orange = 1431
- Yellow = 2130
- Green = 2095
- Blue = 1382
- Purple = 604

Filter Approaches

- Learned Filters. Filters are tuned throughout training.
- Supplemental Filters. Filters are added throughout training to make up for weaker base filters. Much like a decision tree network.
- The amount of filters is important for which approach you take. Think about the resources you have available for training.



Number of filters

- Use a medium amount and adjust based on complexity of data. Always start smaller and work your way up.
- The number of dimensions of the data also impacts the number of filters. 3D data needs more filters than 2D for example.



How filters combine.

- High level filters will combine to create an outline of the objects.
- These can also find colors and distinct objects.



Cropping

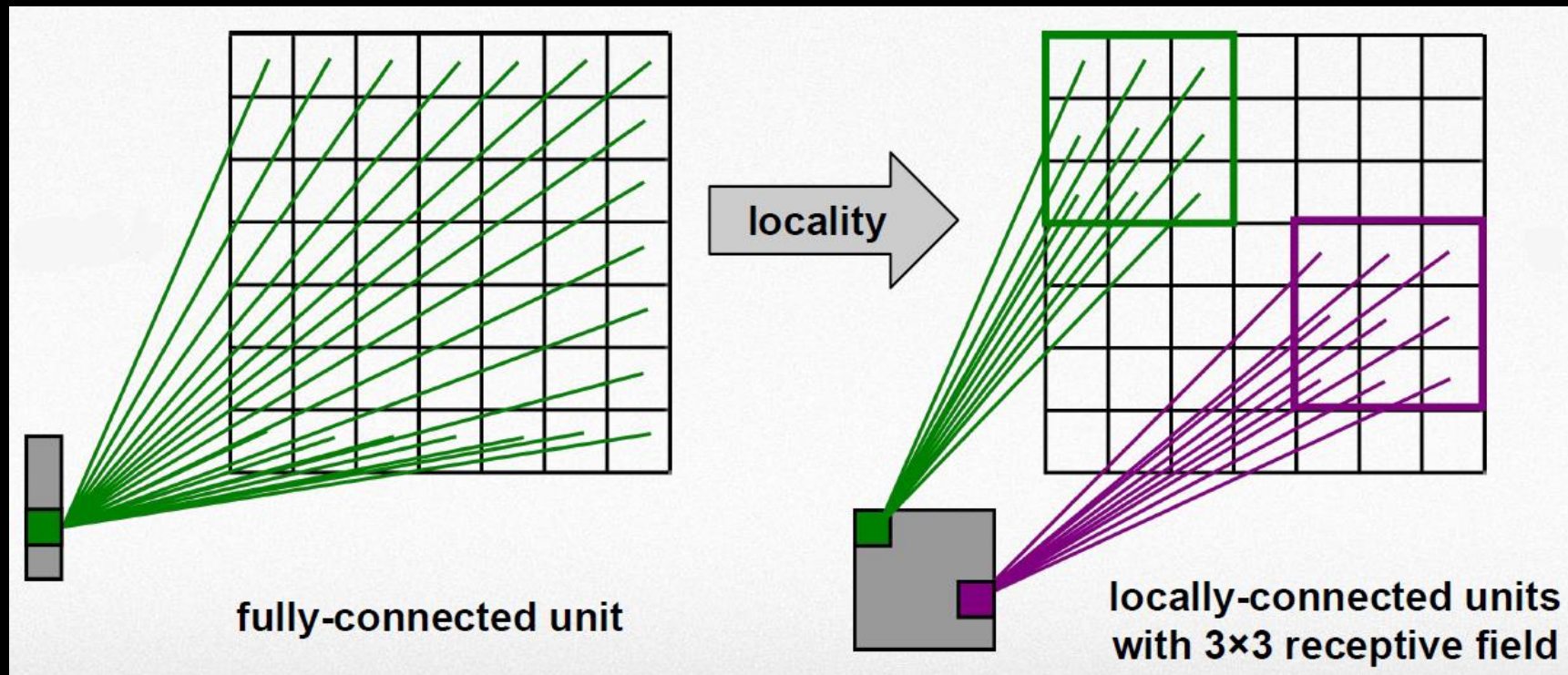


Spatial Dropout



Locally Connected Layers

- Local filters only filter a single point. There is a new filter for every location on the image. Takes a very long time but gives the best results.



Flatten Layers

- Simply make the data into a 1D vector for processing in a dense neural network.

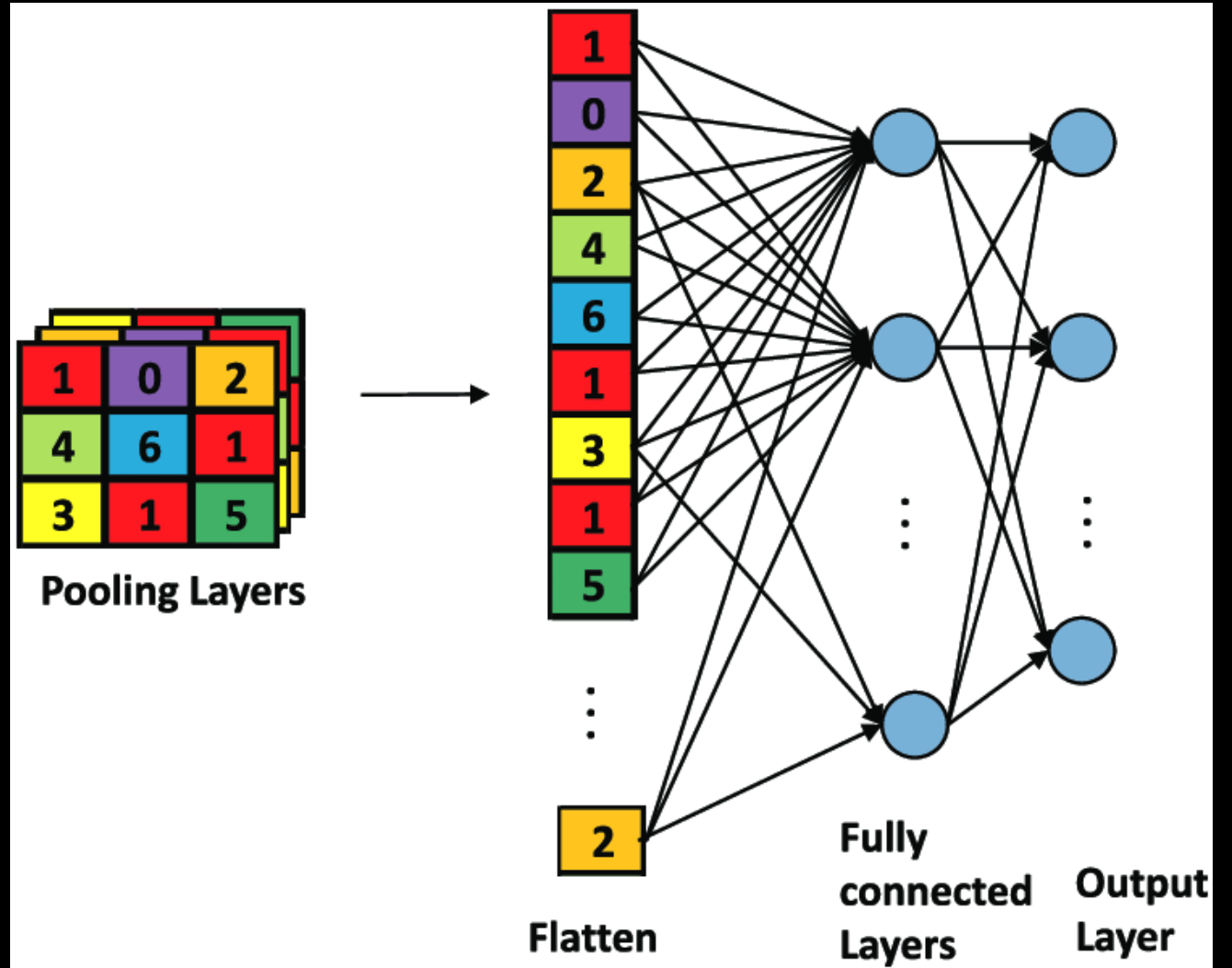
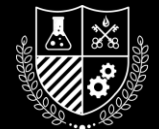
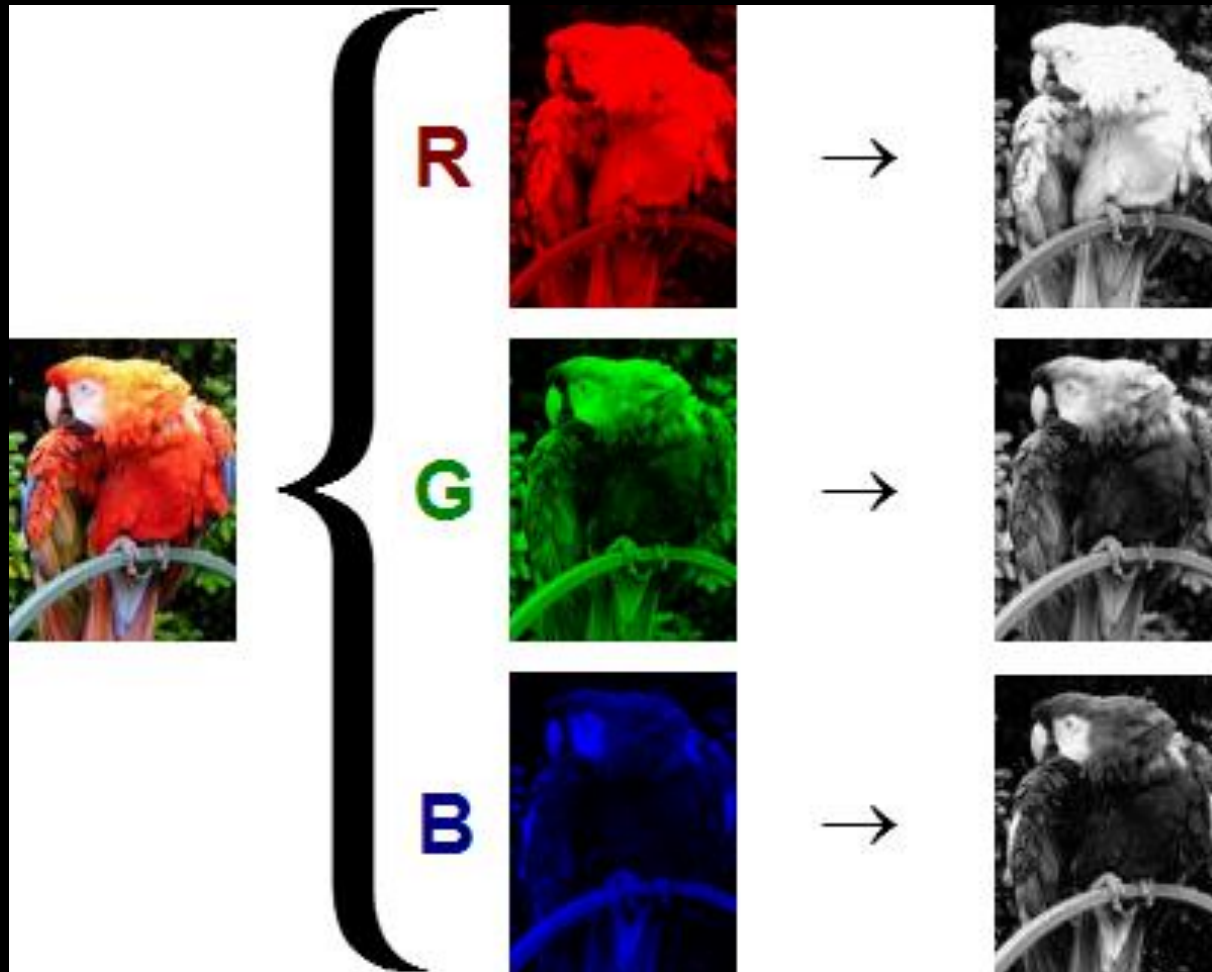


Image Processing methods

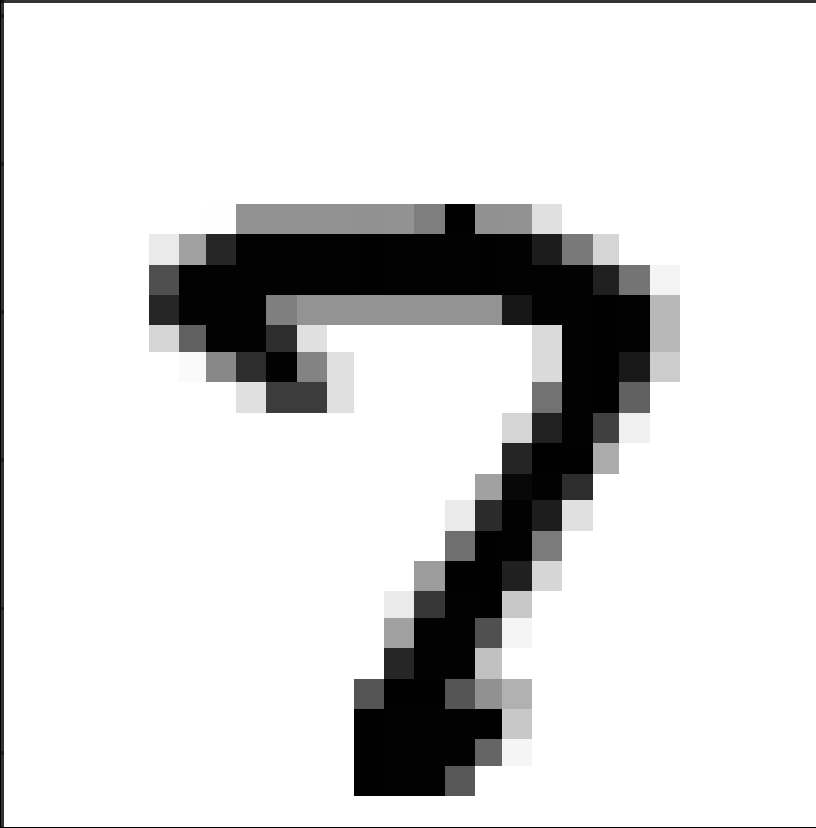
- RGB to grayscale transformation, image rotation, image shifts, image scaling, image flipping, input normalization, whitening, dimming, brightening, zooming in and out, and random transformations.



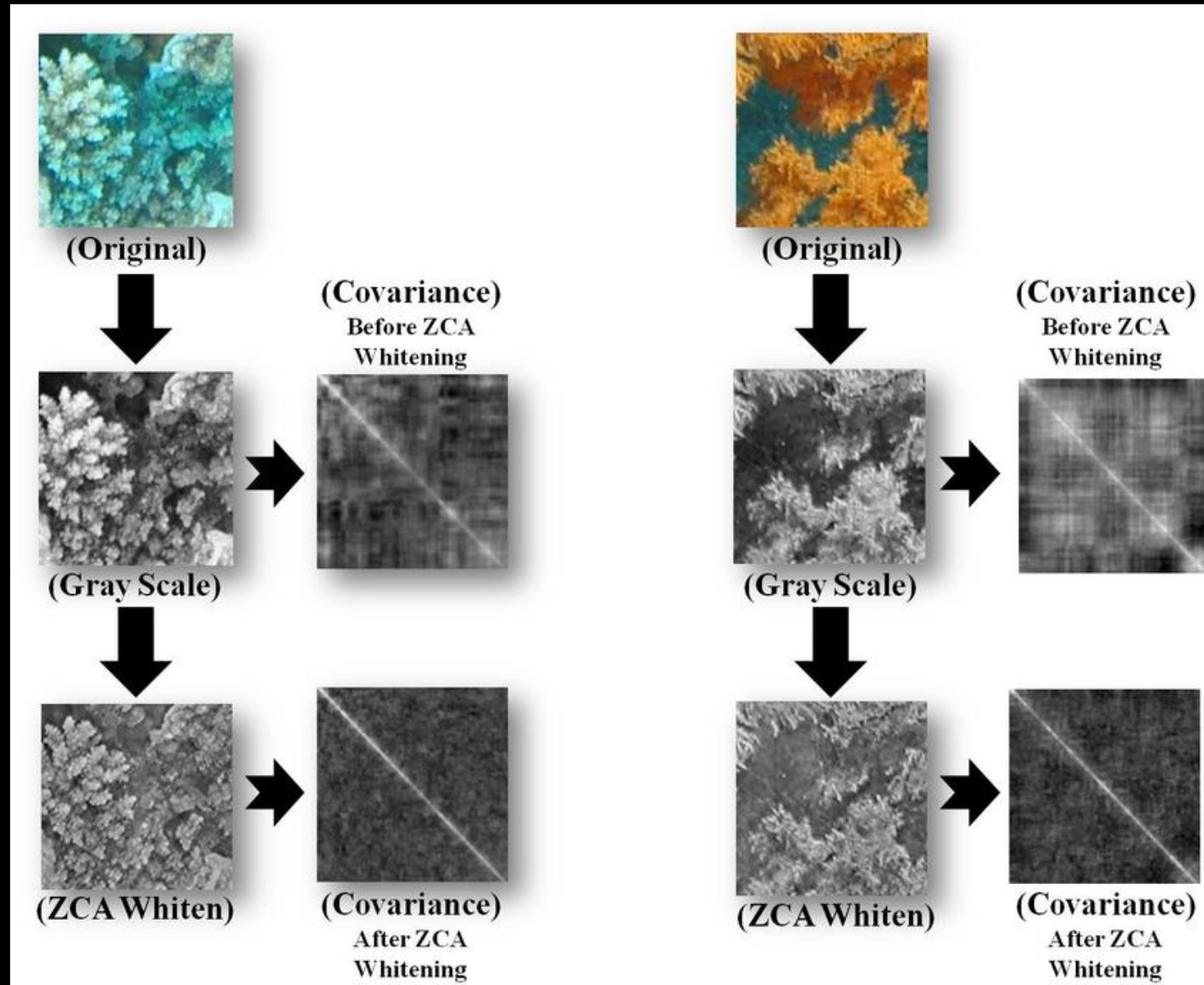
RGB to Grayscale



Input Normalization



Whitening



Dimming and Brightening



Blur



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