

Convolutional Neural Networks



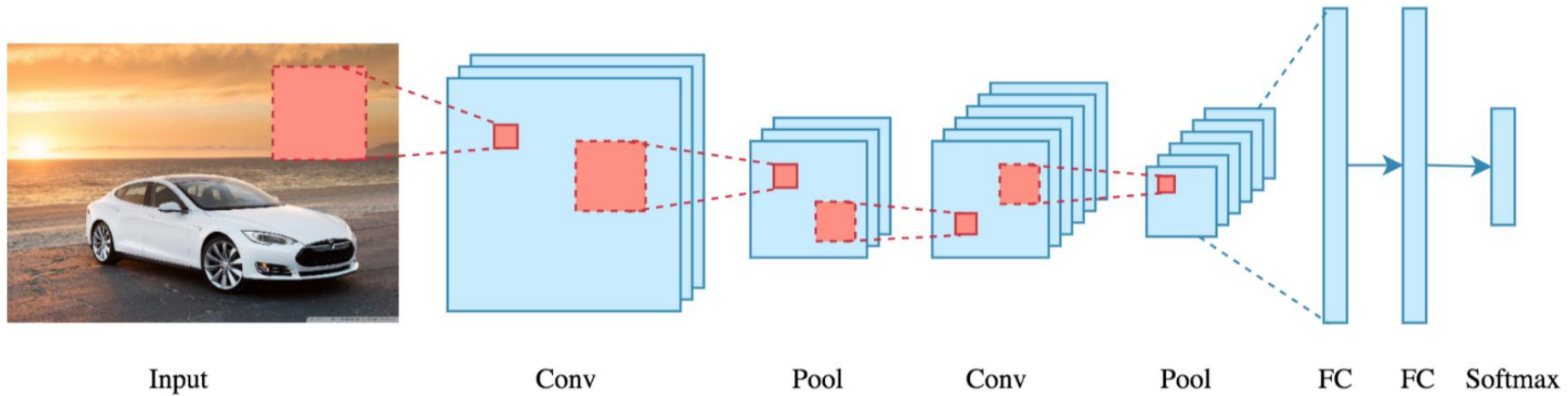
Credits

<https://towardsdatascience.com/applied-deep-learning-part-4-convolutional-neural-networks-584bc134c1e2>

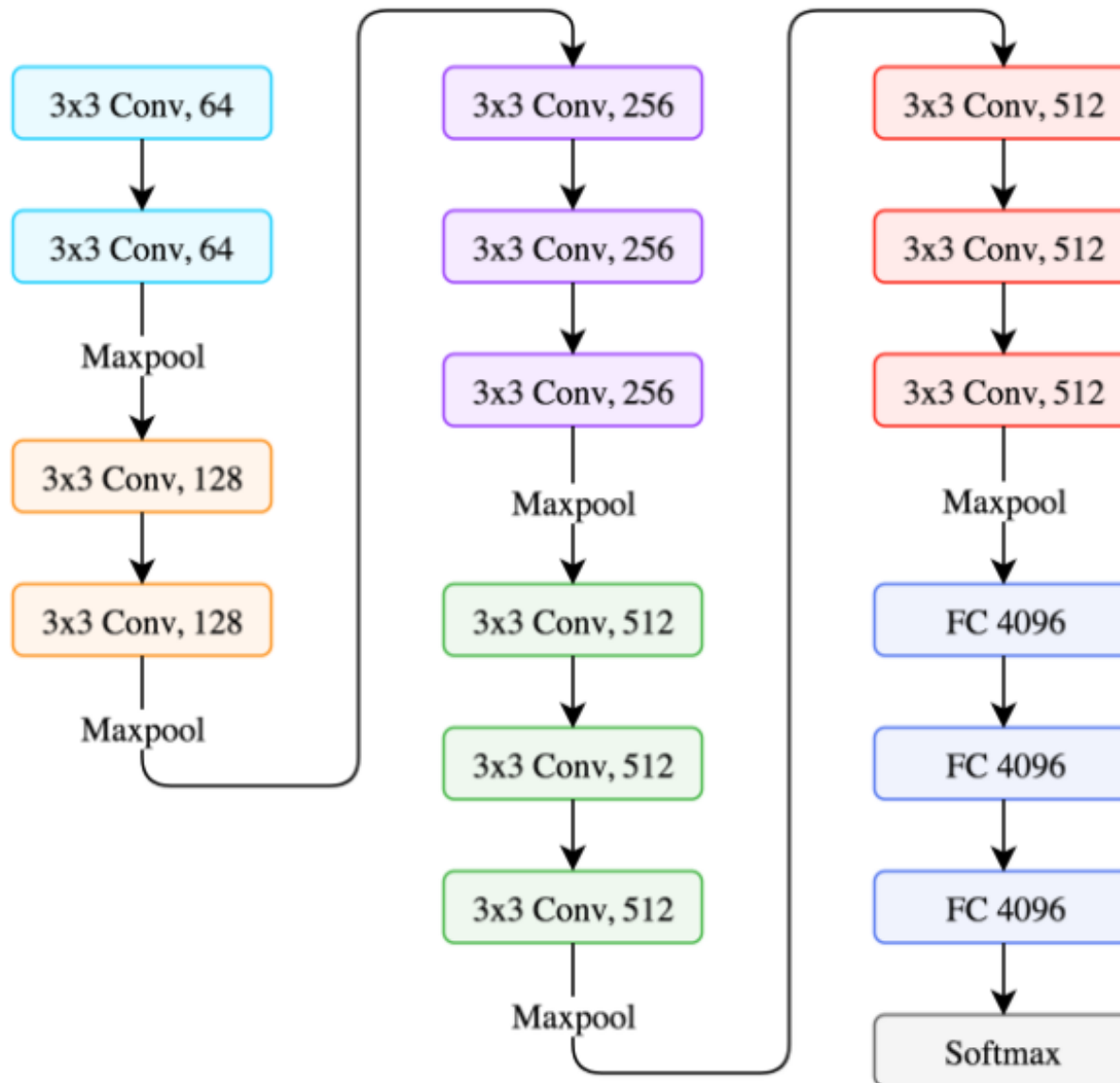
Convolutional Neural Networks (CNN)

- Very popular
- Automatically detects *features*
- Computationally efficient
- A very high level description:
 - Build edges from pixels
 - Build shapes from edges
 - Complex objects from shapes
 - (All this happens automatically – as part of learning)

CNN: Typical Architecture



CNN: VGGNet : A Practical CNN Implementation



Convolution

- It is the mathematical operation to:
 - Merge two sets of information
 - In CNN
 - Input data passed through convolution filter
 - To create a **feature map**

1	1	1	0	0
0	1	1	1	0
0	0	1	1	1
0	0	1	1	0
0	1	1	0	0

Input

1	0	1
0	1	0
1	0	1

Filter / Kernel

Convolution

1	1	1	0	0
0	1	1	1	0
0	0	1	1	1
0	0	1	1	0
0	1	1	0	0

Input

1	0	1
0	1	0
1	0	1

Filter / Kernel

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

Input x Filter

4	3	

Feature Map

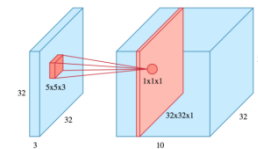
Convolution

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

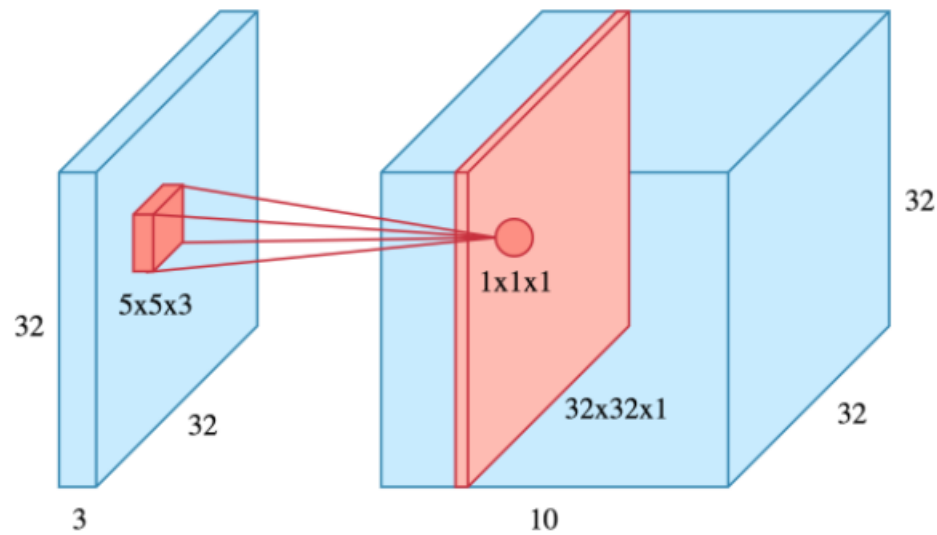
4	3	4
2	4	3
2	3	4

Convolutions and Feature Maps

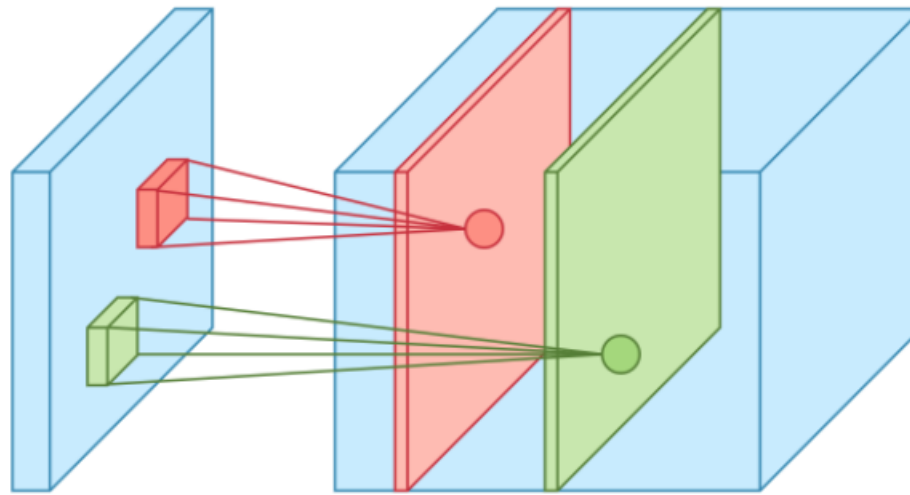
- Filters:
 - 3 X 3 or 5 X 5
 - Cover the entire depth: R-G-B layers (if image ...)
- So filters are '3D':
 - Filters: 3 X 3 X 3 or 5 X 5 X 3
- Feature Maps:
 - Input may be processed with multiple filters
 - Each producing a feature map



Convolutions and Feature Maps

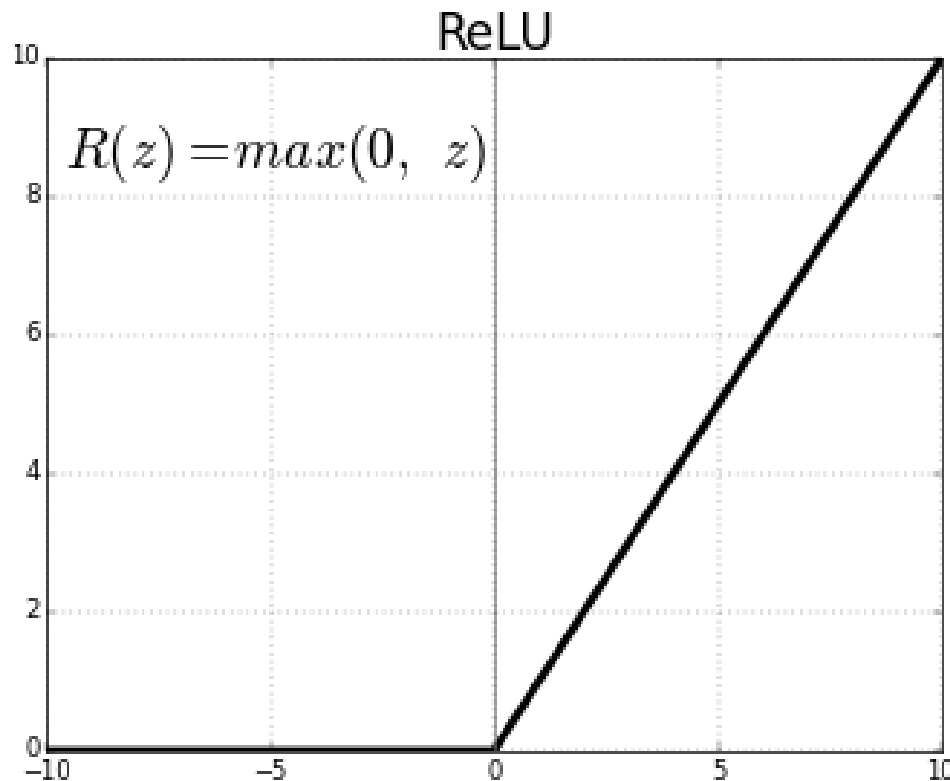


Convolutions and Feature Maps



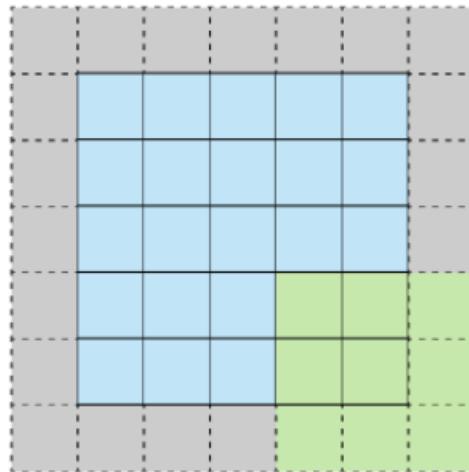
Non-Linearity in CNN

- Values in the feature maps are not sums
 - But, passed through ReLU function
 - ReLU acts like a switch
 - This introduces non-linearity and makes CNN powerful

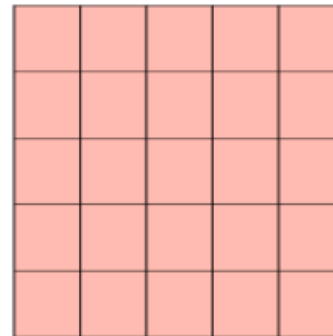


Stride and Padding

- Stride
 - The step by which the filter moves
- Padding
 - Surrounding the input with **0** or with boundary values
 - To make **conv** layer dimensions same as of the **input**



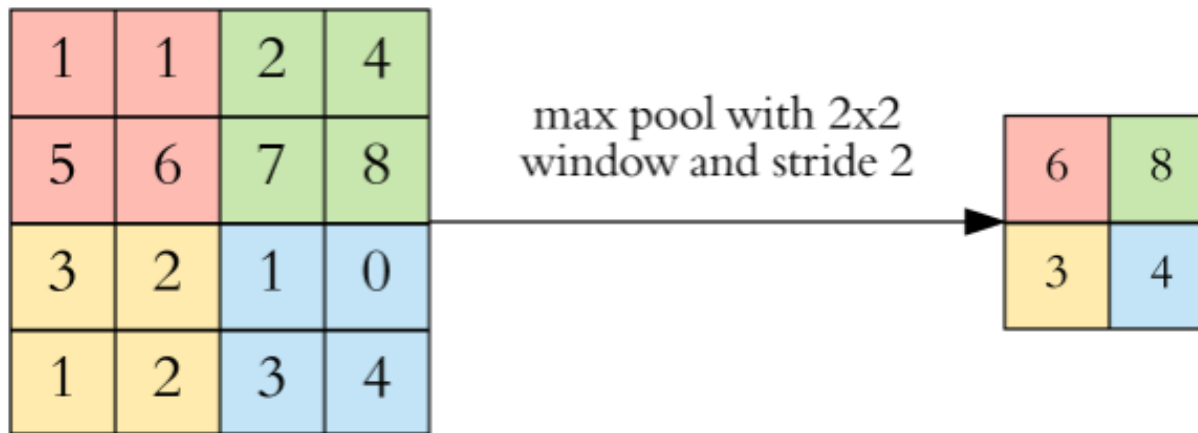
Stride 1 with Padding



Feature Map

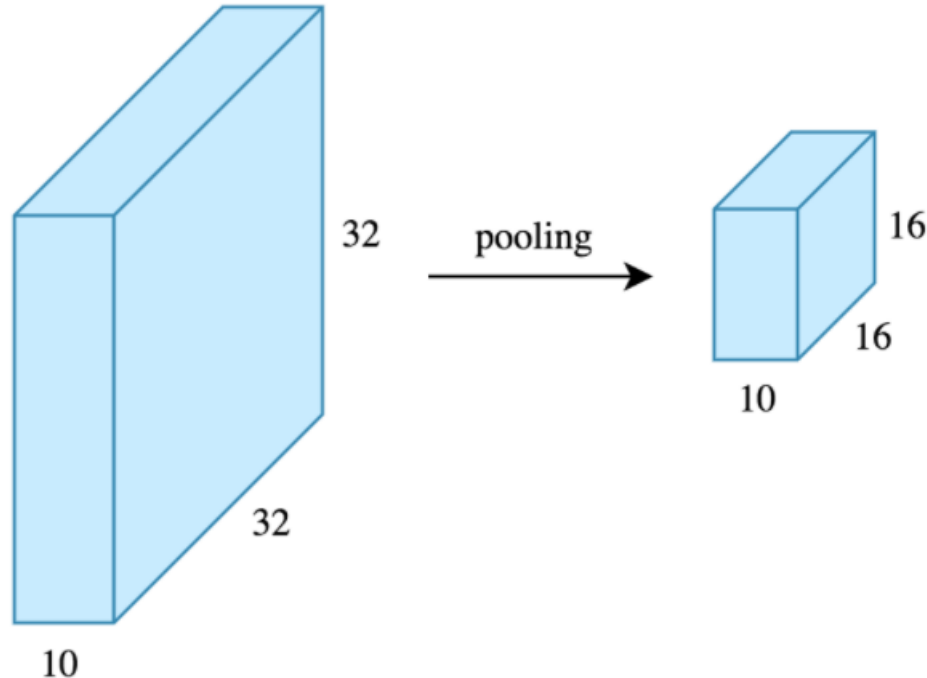
Pooling

- Goal of Pooling
 - Reduce dimensionality
 - Reduces over-fitting
 - Reduces training time
 - Enables translational, rotational, scaling invariance
- Most popular **Pooling** method
 - Max Pooling



Pooling

- Pooling reduces width and height
- But depth remains the same
- Example: effect of 2 X 2 pooling with stride = 2
 - Pooling is done without padding

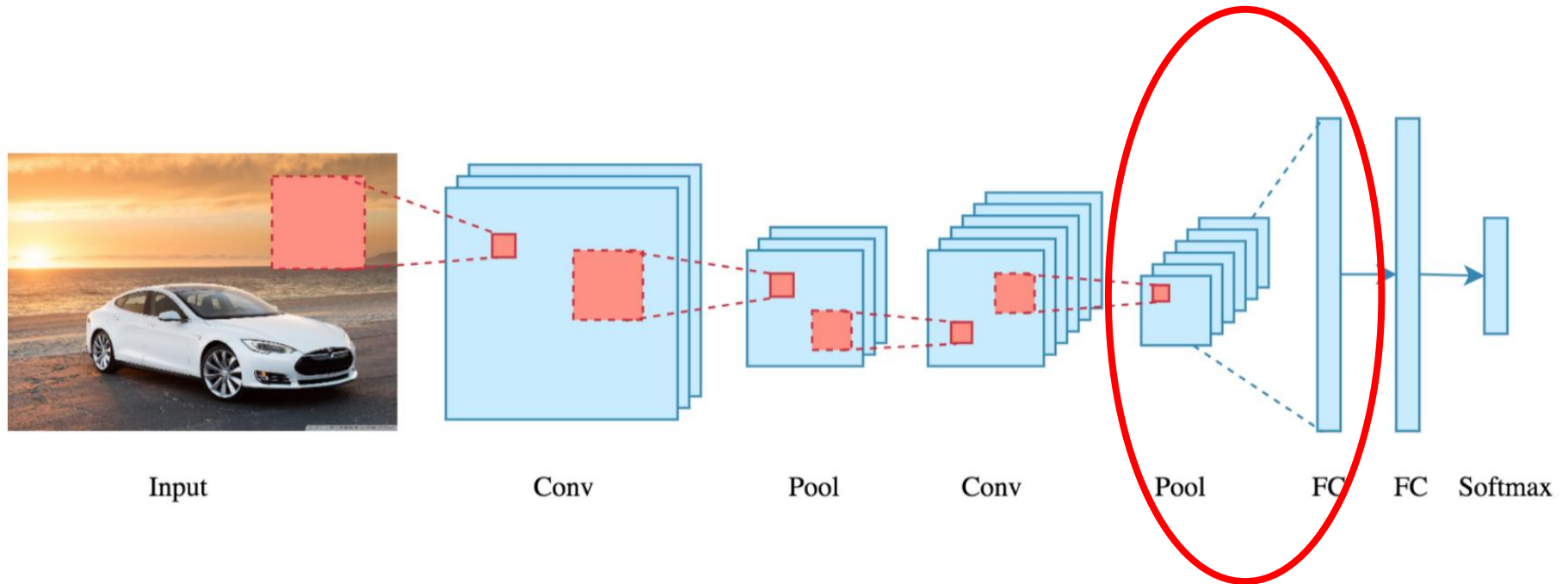


CNN: Hyperparameters

- Filter size
 - 3x3 or 5x5 or 7x7
- Filter depth
 - Same as that of input: eg. 3, corresponding to R-G-B
- Filter count
 - Power of 2
 - Typically Between 32 and 1024
 - Depends on amount of data available
 - Else, higher values → over-fitting
 - Starts with small number and increases with CNN depth
- Stride
 - Typically : 1
- Padding
 - Used for conv operations, not used for pooling

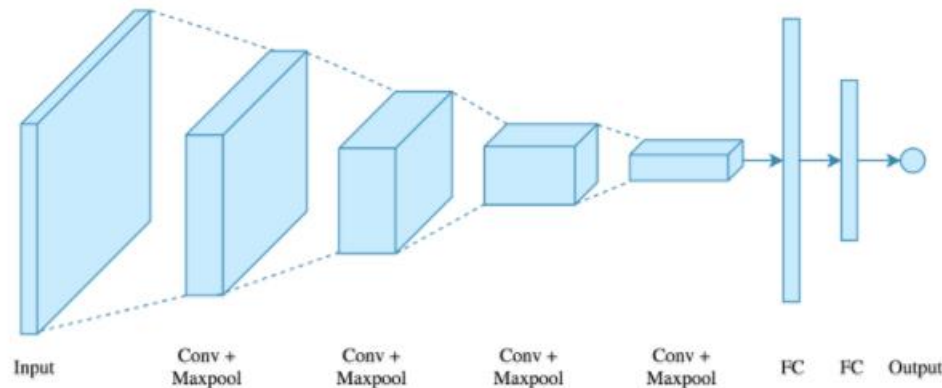
Fully Connected Layers

- Output of the final pooling layer is flattened
- And fed as input to the fully connected layer



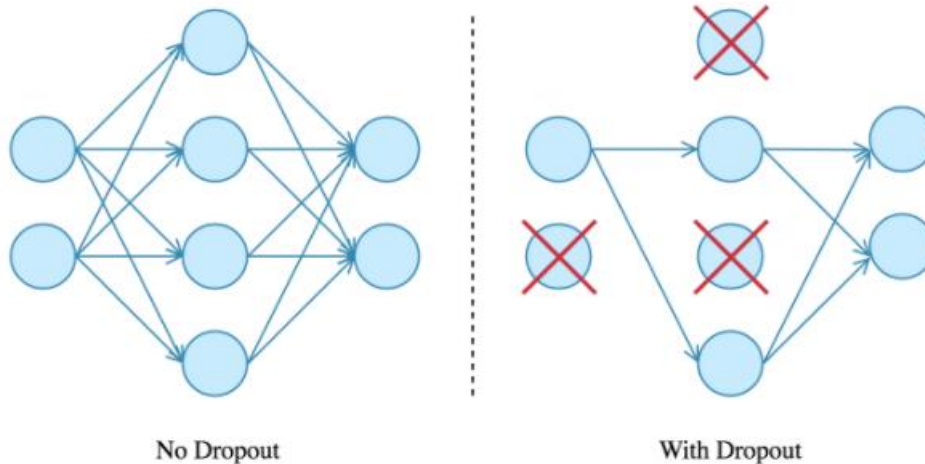
CNN Training

- Same procedure as ANN
 - Backpropagation w/ Gradient Descent
- Training process results in:
 - Feature Extraction from input data:
 - Conv layers + Pooling Layers
 - Classification: Fully Connected layers



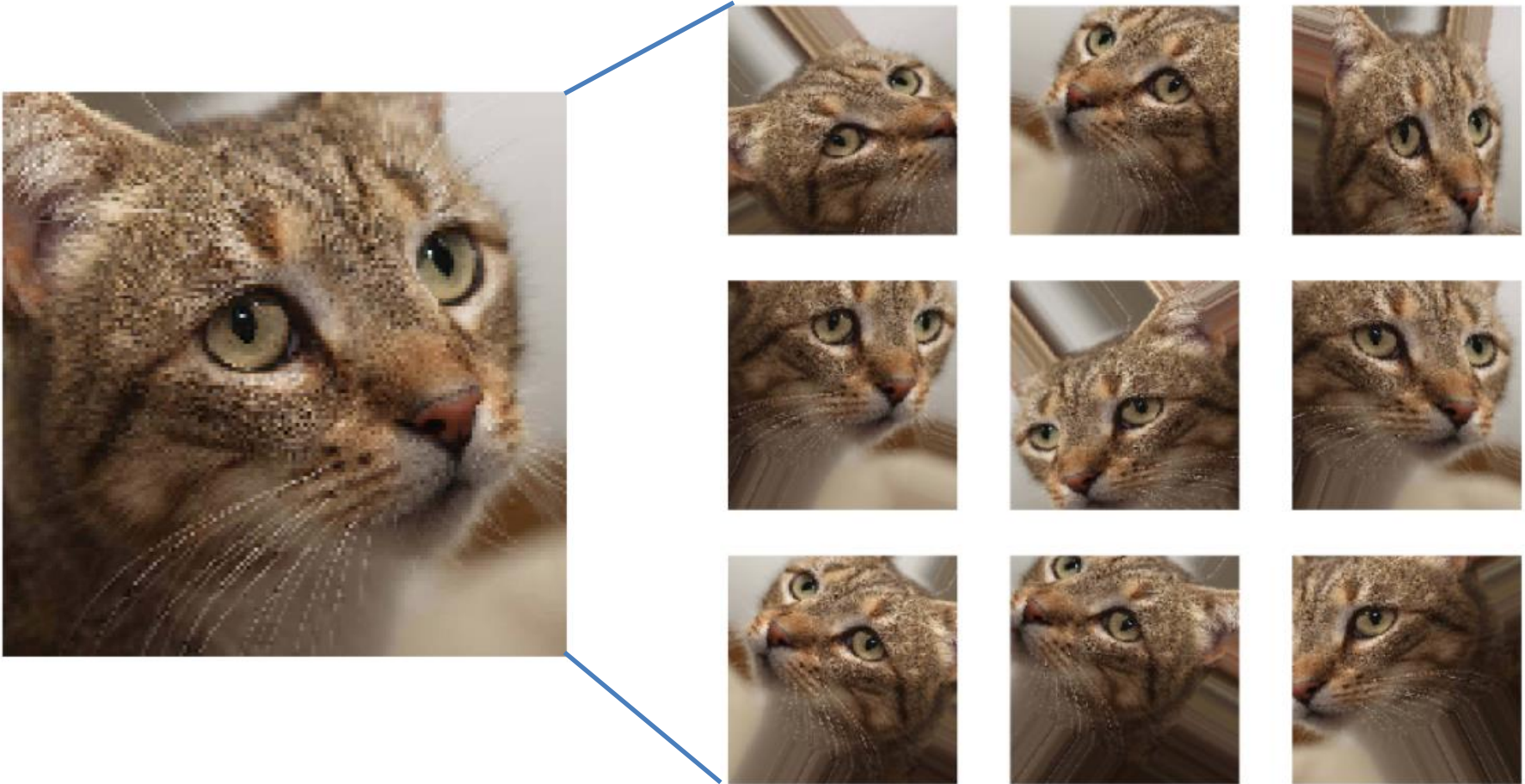
CNN Training: Dropouts

- Dropouts: Regularization technique
- Reduces over-dependence on specific nodes
 - Used to prevent over-fitting
- Method:
 - At each iteration neurons are dropped / disabled
 - Drop-out rate is about 50%: **input or hidden layers**



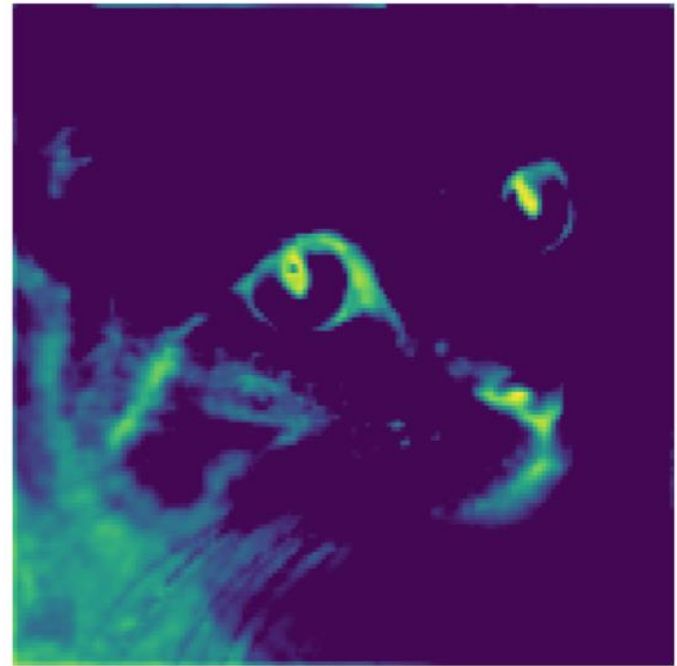
CNN Training: Data Augmentation

- Generating more data from available data-set



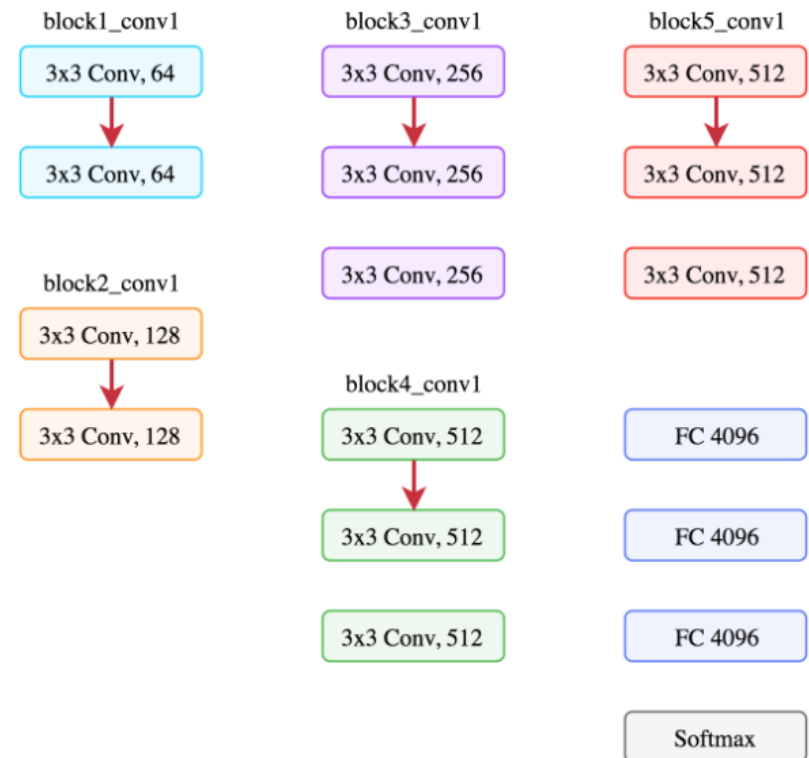
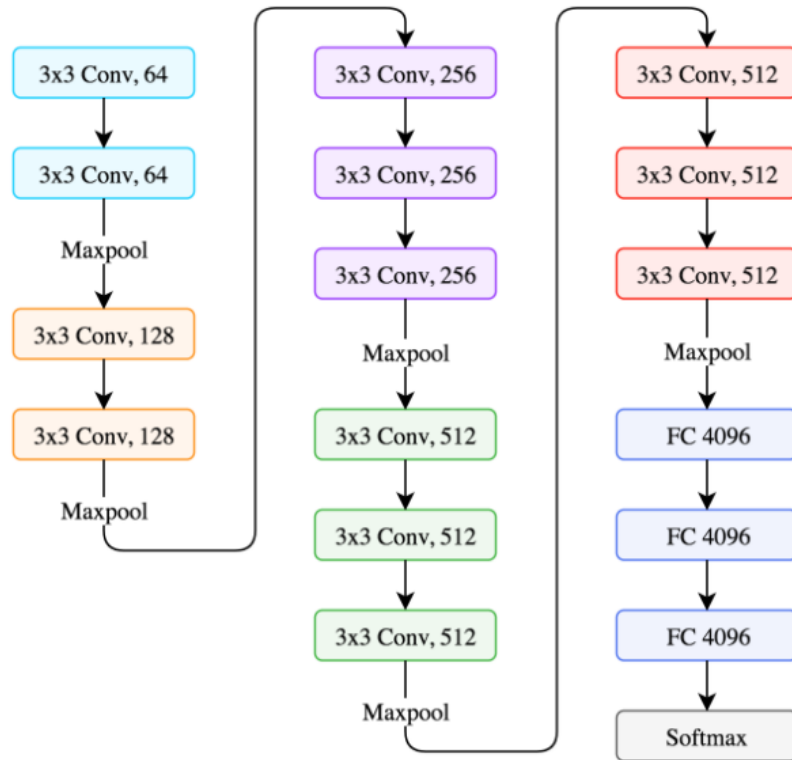
Data may be boosted 50 times !!

Visualizing CNN Operations: VGGNet

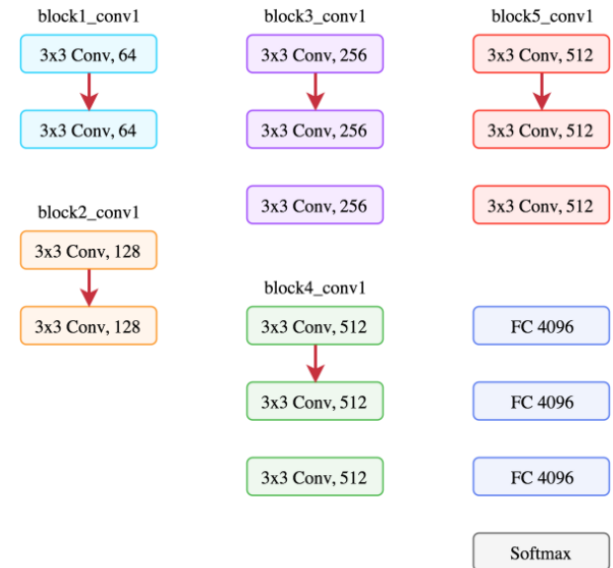
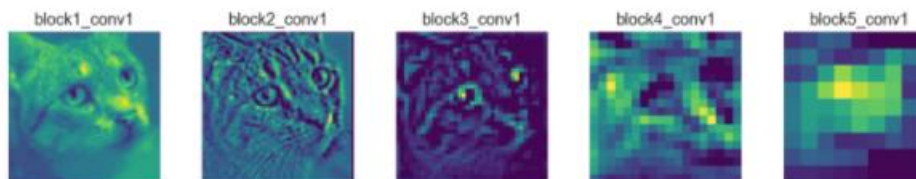
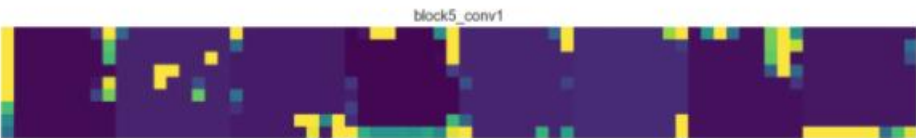
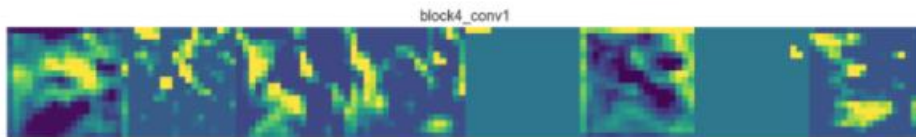
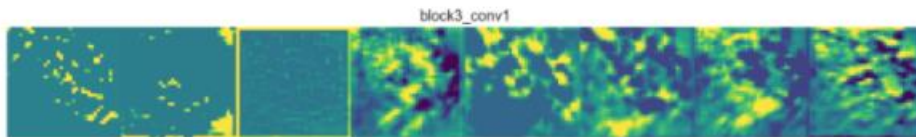
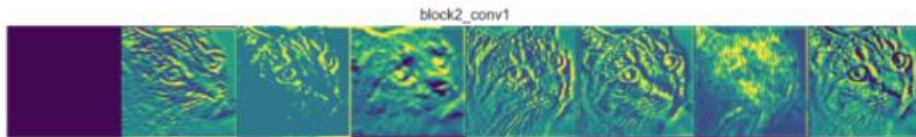
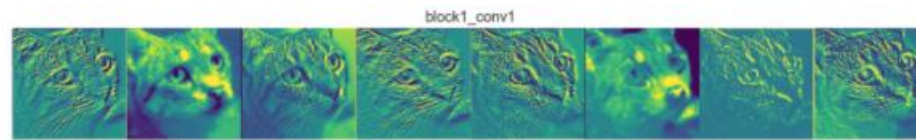


VGGNet

- Visual Geometry Group
- Training time on 4 GPUs for 3 weeks !

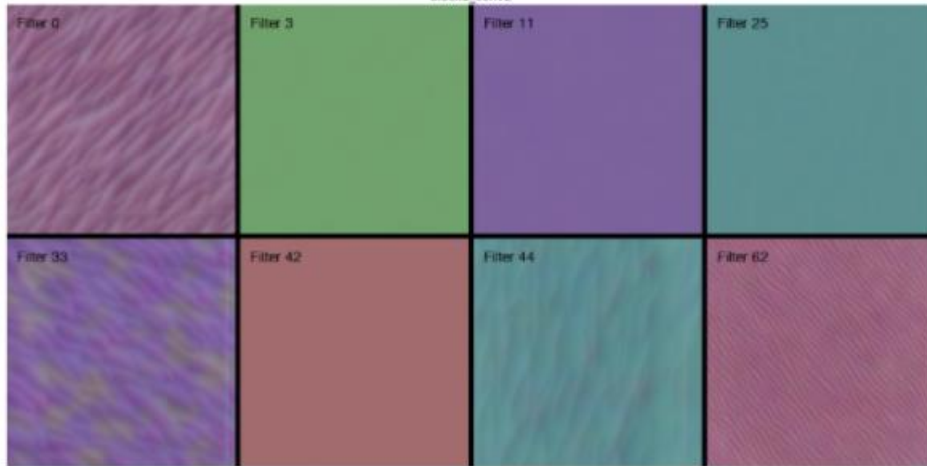


VGGNet: Visualizing Feature Map

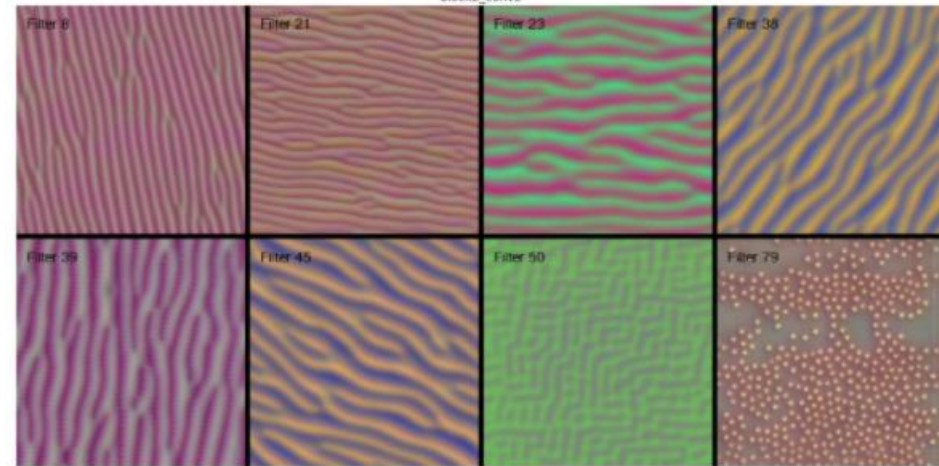


VGGNET: Visualizing Filters

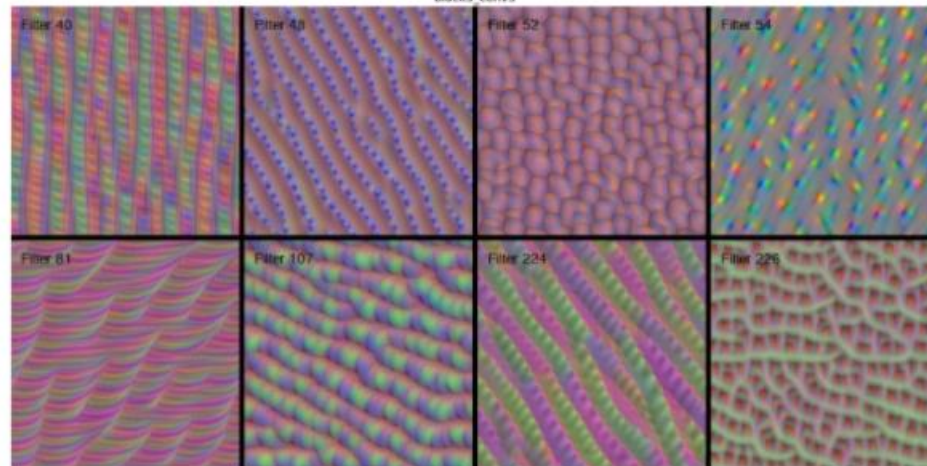
block1_conv2



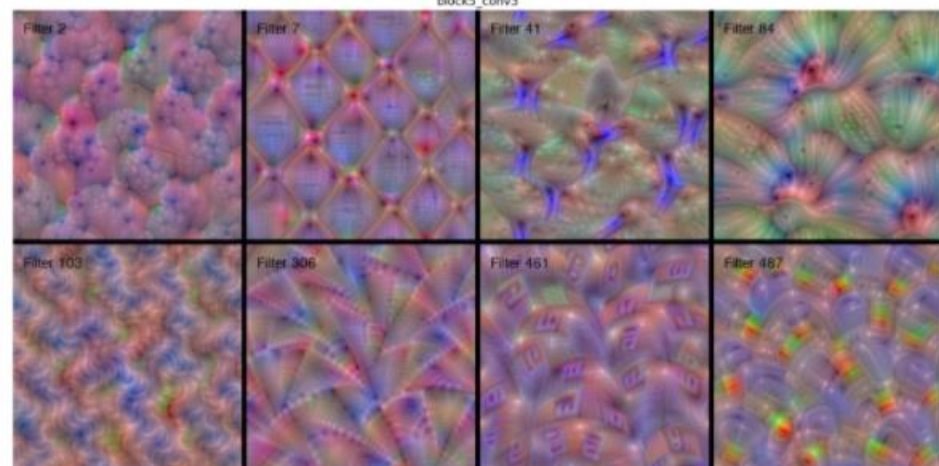
block2_conv2



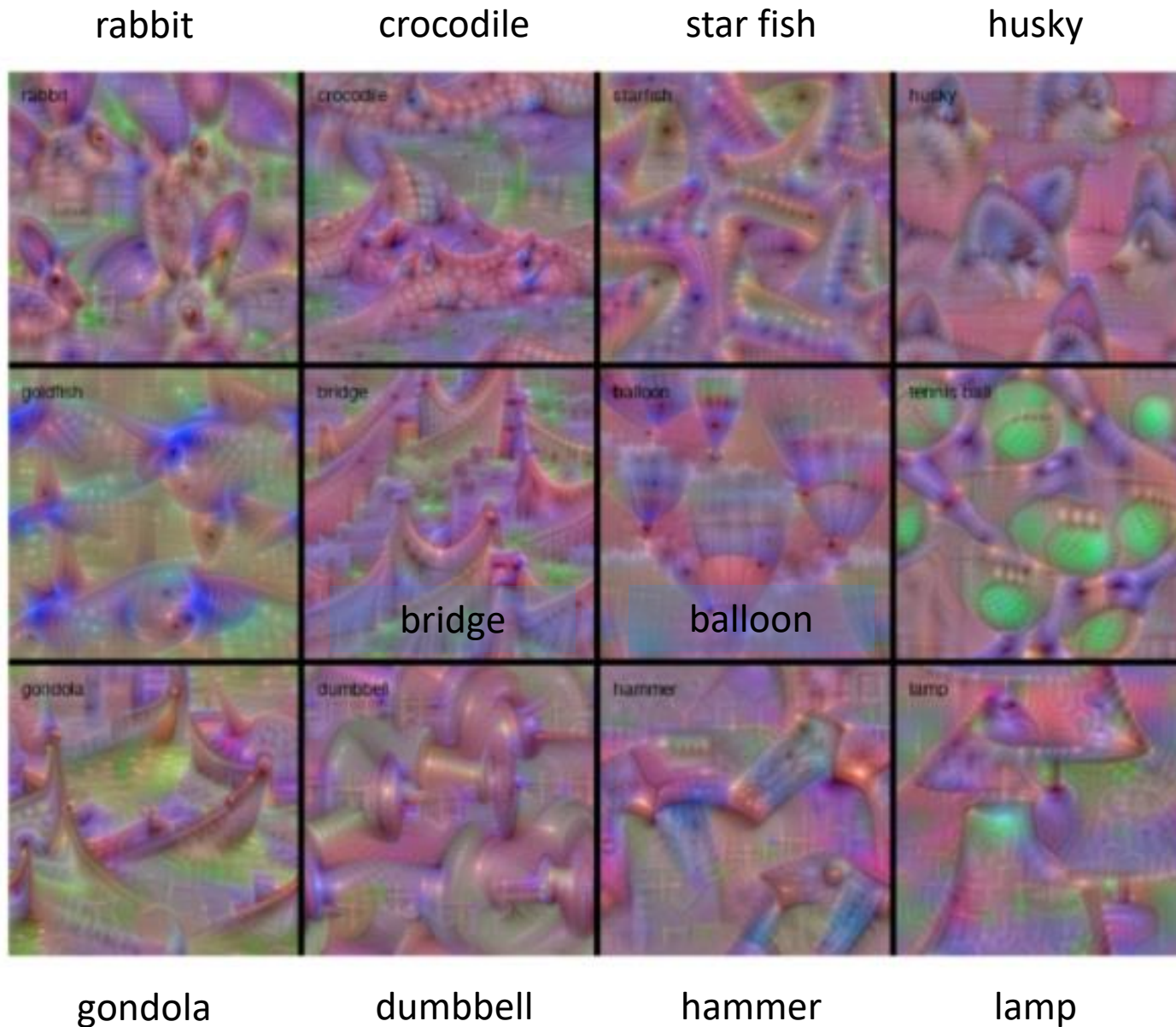
block3_conv3



block5_conv3



CNN: Visualizing Class Outputs



CNN: Visualization

