

CINI VORKSHOP HELD BY YOUCEF OUHAB





CONVOLUTIONAL NEURAL NETWORKS (CNNS):

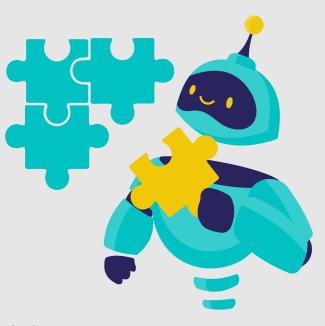
A DEEP DIVE

DEFINITION OF CIVIN



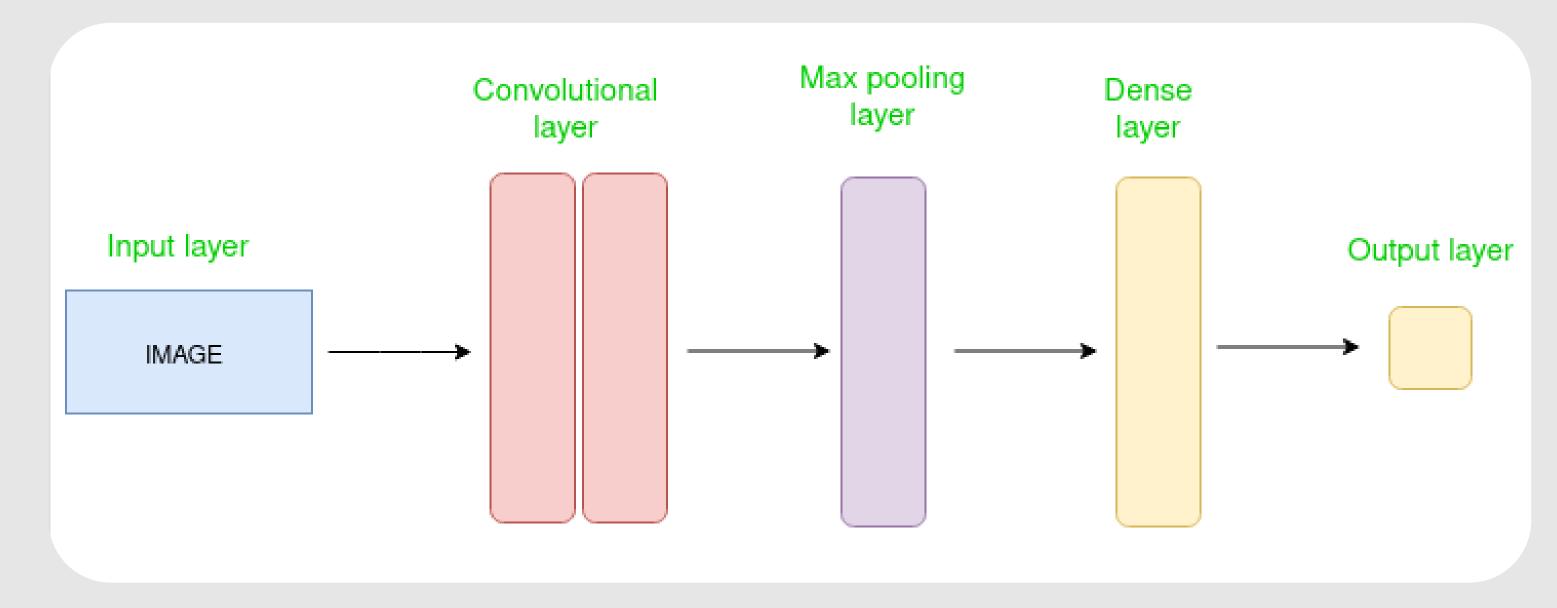
A CNN IS A TYPE OF DEEP LEARNING MODEL DESIGNED FOR PROCESSING STRUCTURED GRID DATA, SUCH AS IMAGES. IT AUTOMATICALLY AND ADAPTIVELY LEARNS SPATIAL HIERARCHIES OF FEATURES FROM INPUT IMAGES.





DEFINITION OF CIVIN



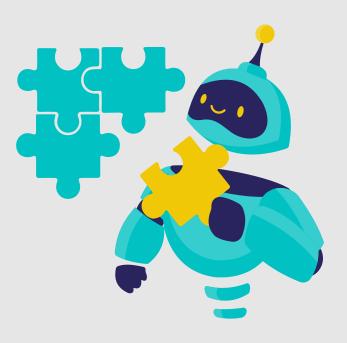


DEFINITION OF CIVIN



CNNS EXCELIN TASKS INVOLVING IMAGE RECOGNITION AND PROCESSING DUE TO THEIR ABILITY TO CAPTURE SPATIAL FEATURES.

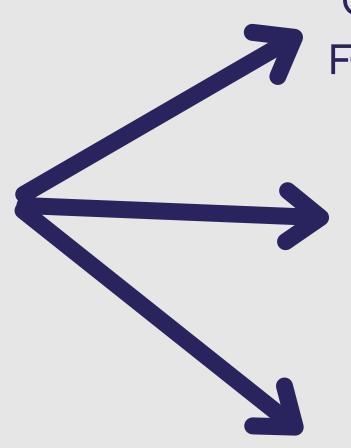




DEFINITION OF CININ



THE ARCHITECTURE
TYPICALLY INCLUDES:



CONVOLUTIONAL LAYERS
FOR FEATURE EXTRACTION

POOLING LAYERS FOR DIMENSIONALITY REDUCTION

FULLY CONNECTED (FC)

LAYERS FOR

CLASSIFICATION.







CNNS CAPTURE LOCAL PATTERNS IN INITIAL LAYERS AND MORE GLOBAL PATTERNS IN DEEPER LAYERS

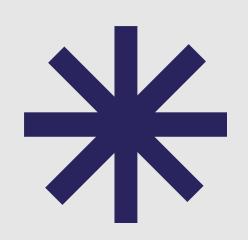








THE DESIGN OF CNNS IS INFLUENCED BY THE HUMAN VISUAL SYSTEM,
PARTICULARLY THE WAY NEURONS RESPOND TO OVERLAPPING
REGIONS IN THE VISUAL FIELD.









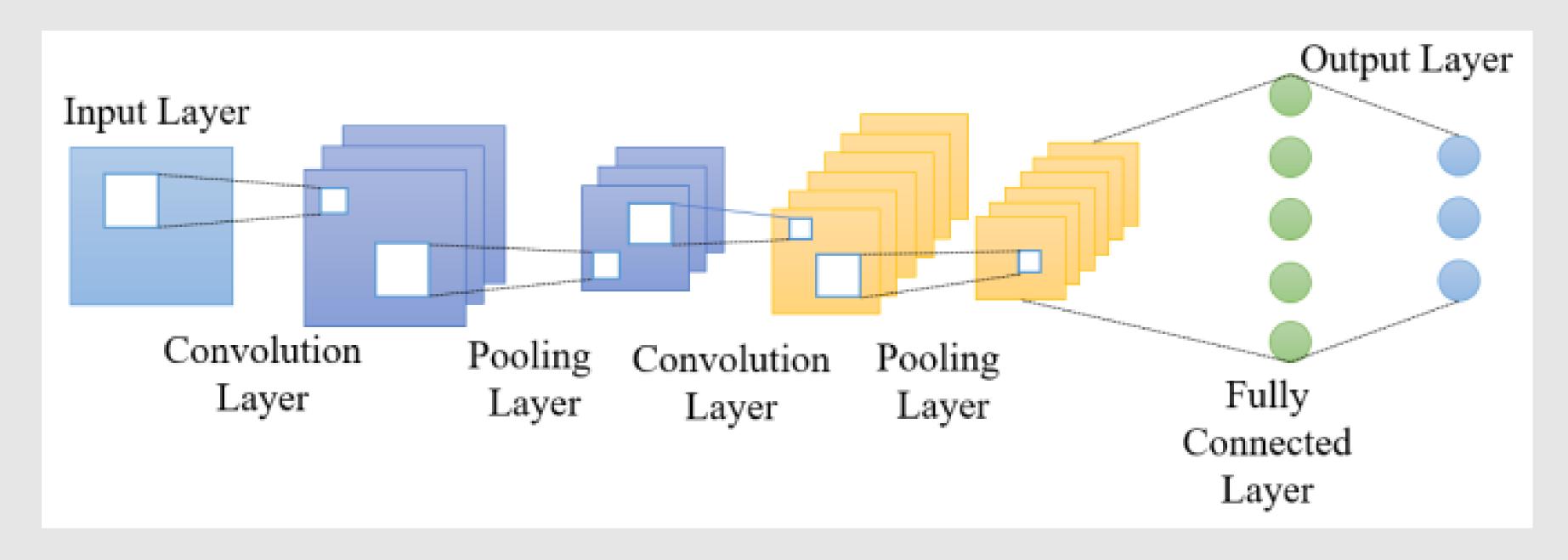
CNNS ARE WIDELY USED IN VARIOUS APPLICATIONS, INCLUDING MEDICAL IMAGE ANALYSIS, AUTONOMOUS VEHICLES, AND SURVEILLANCE SYSTEMS.





CNN ARCHITECTURE OVERVIEW





CNN ARCHITECTURE OVERVIEW



TYPICAL SEQUENCE IN A CNN WHERE THE INPUT IMAGE IS PROCESSED THROUGH CONVOLUTIONAL LAYERS (CONV), ACTIVATION FUNCTIONS LIKE RELU, POOLING LAYERS (POOL), FULLY CONNECTED LAYERS (FC), AND FINALLY PRODUCES AN OUTPUT.



INPUT LAYER



INPUT FORMAT (RGB, GRAYSCALE):

IMAGES CAN BE IN COLOR (RGB) WITH THREE CHANNELS OR GRAYSCALE WITH A SINGLE CHANNEL

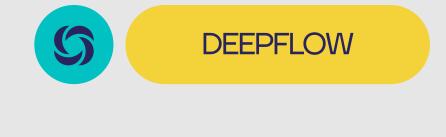
SHAPE OF IMAGE DATA:

DEFINED BY DIMENSIONS (HEIGHT, WIDTH) AND THE NUMBER OF CHANNELS (DEPTH).

NORMALIZATION AND PREPROCESSING:

TECHNIQUES LIKE SCALING PIXEL VALUES TO A [0,1] RANGE TO IMPROVE TRAINING EFFICIENCY AND PERFORMANCE.

CONVOLUTIONAL LAYER



WHAT IS A CONVOLUTION OPERATION?

IN CONVOLUTIONAL NEURAL NETWORKS (CNNS), A CONVOLUTION
 OPERATION INVOLVES A SMALL MATRIX CALLED A FILTER OR KERNEL SLIDING
 OVER THE INPUT IMAGE TO PRODUCE A FEATURE MAP. THIS PROCESS HELPS
 IN DETECTING SPECIFIC FEATURES LIKE EDGES, TEXTURES, OR PATTERNS
 WITHIN THE IMAGE.

CONVOLUTIONAL LAYER



FILTERS/KERNELS, STRIDE, PADDING:

- FILTERS ARE SMALL MATRICES THAT DETECT SPECIFIC FEATURES
- STRIDE DETERMINES THE MOVEMENT OF THE FILTER
- PADDING INVOLVES ADDING EXTRA PIXELS AROUND THE INPUTTO CONTROL OUTPUT DIMENSIONS.

CONVOLUTIONAL LAYFR



PADDING:

PADDING INVOLVES ADDING EXTRA PIXELS (USUALLY ZEROS) AROUND THE BORDER OF THE INPUT IMAGE. THIS HELPS IN CONTROLLING THE SPATIAL SIZE OF THE OUTPUT FEATURE MAP. COMMON TYPES INCLUDE:

- VALID PADDING: NO PADDING; THE OUTPUT FEATURE MAP IS SMALLER THAN THE INPUT.
- SAME PADDING: PADDING IS ADDED SO THAT THE OUTPUT FEATURE MAP HAS THE SAME DIMENSIONS AS THE INPUT.

Q EXAMPLE:

USING A 5X5 IMAGE AND A 3X3 FILTER:

- WITHOUT PADDING & STRIDE 1: OUTPUT IS 3X3.
- WITH SAME PADDING & STRIDE 1: OUTPUT REMAINS 5X5.RESEARCHGATE
- WITH SAME PADDING & STRIDE 2: OUTPUT REDUCES TO 3X3.





DEEPFLOW

AYER (a) Stride = 1

	_					
	1	2	3	1	3	5
	2	2	5	4	2	5
	0	6	9	6	2	2
¥	2	0	1	9	4	0
Stride= 1	5	5	4	6	7	6
	6	1	3	7	1	5

	1	0	-1
*	1	0	-1
	1	0	-1

-14	-1	10	-1
-11	-11	7	12
-7	-10	1	13
5	-16	-4	10

(b) Stride = 2

		$\overline{}$				
	1	2	3	1	3	5
	2	2	5	4	2	5
	0	6	9	6	2	2
¥****	2	0	1	9	4	0
Stride= 2	5	5	4	6	7	6
	6	1	3	7	1	5

	1	0	-1			
	1	U	-1		-14	1
*	1	0	-1	=	-14	1
	1			-	-7	1
	1	0	-1		,	

Created by [brilliantcode.net

CONVOLUTIONAL LAYER





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



0	0	1
1	0	0
0	1	1



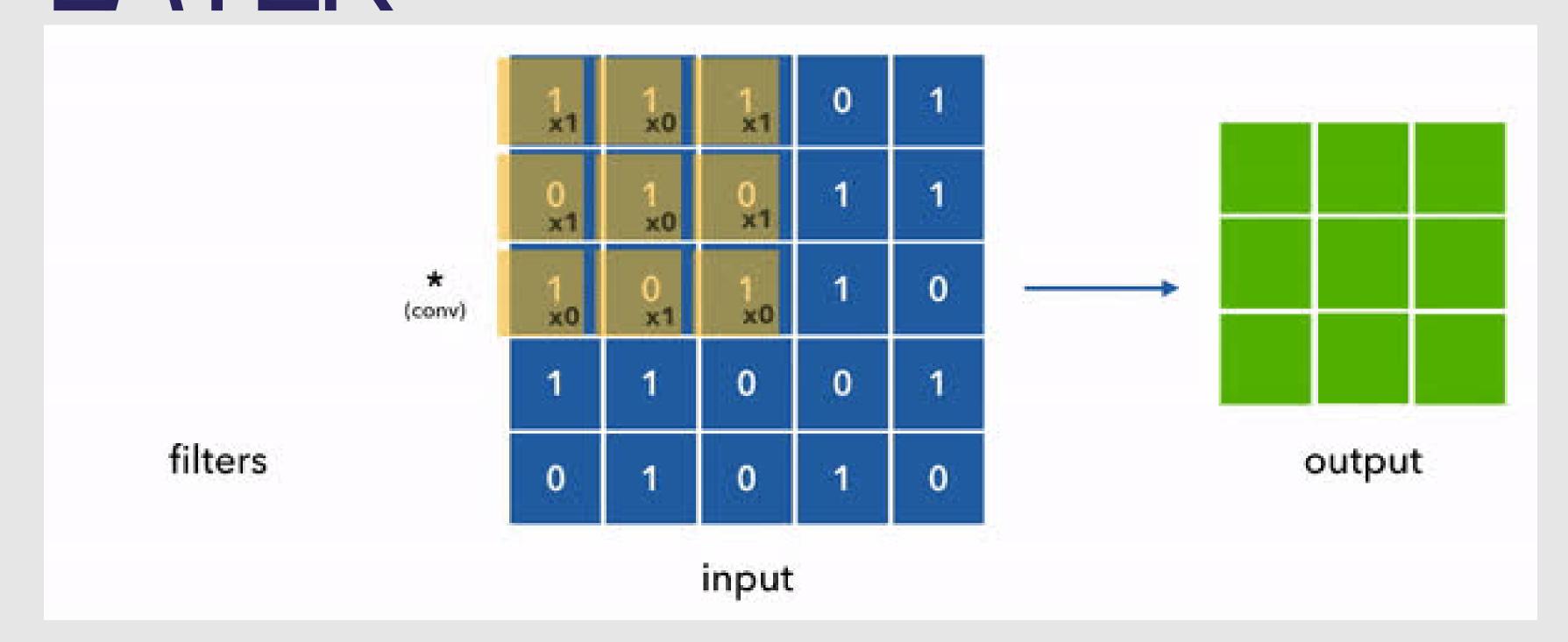
0	1	0	0	0
0	1	1	1	0
1	0	1	2	1
1	4	2	1	0
0	0	1	2	1

Input Image

Feature Detector Feature Map

CONVOLUTIONAL LAYER





CONVOLUTIONAL LAYER



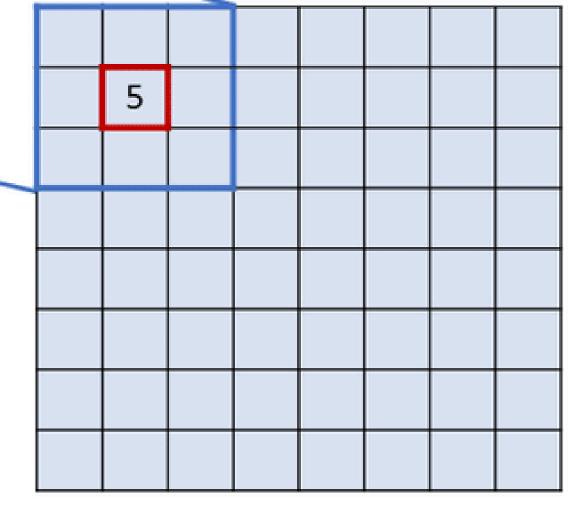
Source layer

5	2	6	8	2	þ	1	2
4	3	4	5	1	9	6	m
3	9	2	4	7	7	6	9
1	3	4	6	8	2	2	1
8	4	6	2	3	H	α	8
5	8	9	0	1	0	2	3
9	2	6	6	3	6	2	1
9	8	8	2	6	3	4	5

Convolutional kernel

-1	0	1
2	1	2
1	-2	0

Destination layer



$$(-1\times5) + (0\times2) + (1\times6) +$$

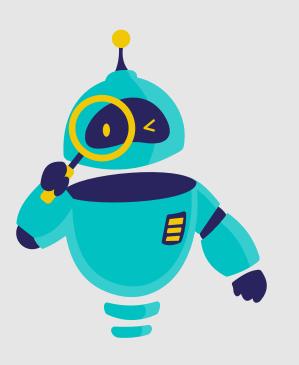
 $(2\times4) + (1\times3) + (2\times4) +$
 $(1\times3) + (-2\times9) + (0\times2) = 5$

POOLING LAYER



WHAT IS A POOLING LAYER?

A POOLING LAYER REDUCES THE SPATIAL SIZE (HEIGHT AND WIDTH) OF THE FEATURE MAPS WHILE RETAINING THE MOST IMPORTANT INFORMATION.



POOLING LAYER



WHY IS POOLING USED?

TO REDUCE THE NUMBER OF PARAMETERS AND COMPUTATIONS IN THE NETWORK. HELPS CONTROL OVERFITTING.

MAKES THE MODEL MORE ROBUST TO TRANSLATIONS AND DISTORTIONS.

TYPES OF POOLING:

MAX POOLING: TAKES THE MAXIMUM VALUE FROM A PATCH.

AVERAGE POOLING: TAKES THE AVERAGE OF THE VALUES IN A PATCH.

(MAX POOLING IS MOST COMMONLY USED.)

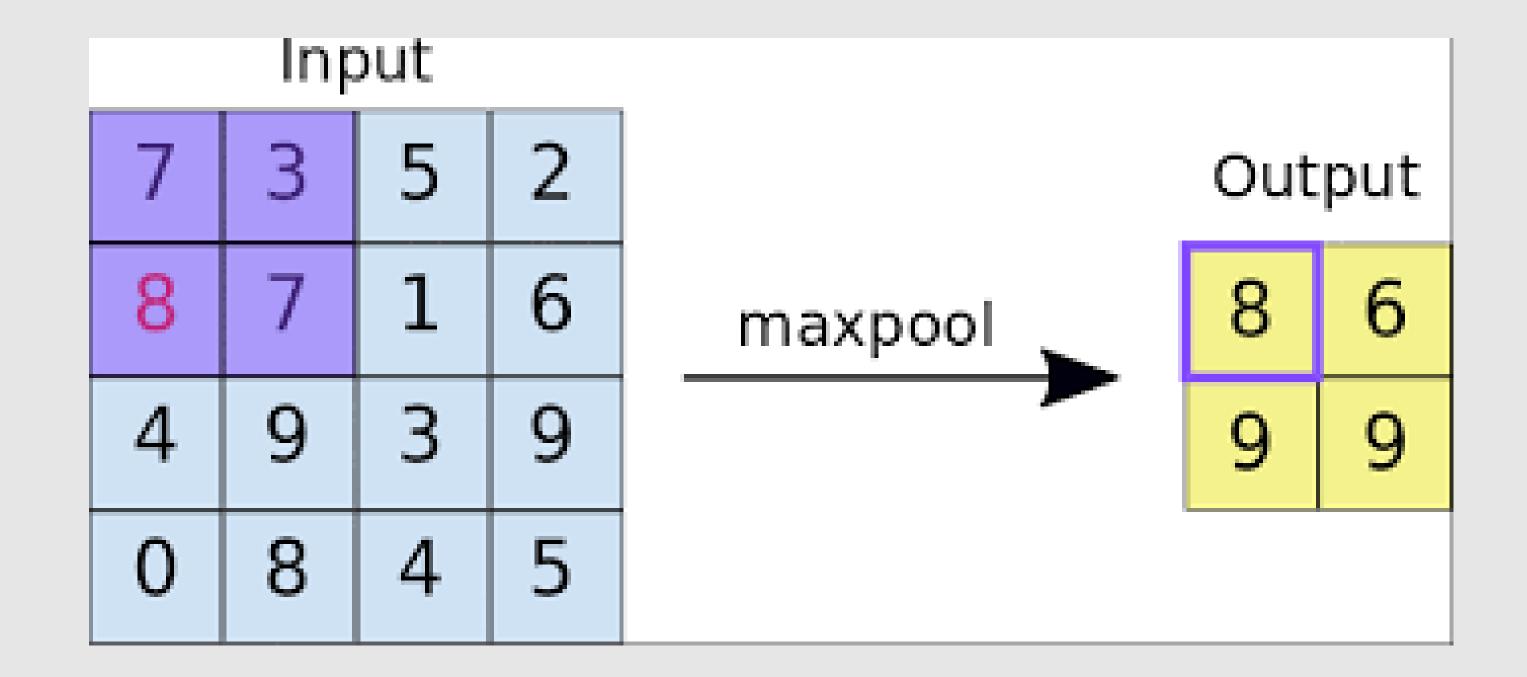
HOW IT WORKS:

A FILTER (E.G., 2X2) SLIDES OVER THE INPUT.
WITH STRIDE (USUALLY 2), IT MOVES STEP-BY-STEP.
IT OUTPUTS ONE VALUE PER PATCH.



POOLING LAYER





ACTIVATION FUNCTIONS



RELU AND ITS VARIANTS

THE RECTIFIED LINEAR UNIT (RELU) INTRODUCES NON-LINEARITY BY OUTPUTTING ZERO FOR NEGATIVE INPUTS AND THE INPUT ITSELF FOR POSITIVE INPUTS. VARIANTS INCLUDE LEAKY RELU AND PARAMETRIC RELU.

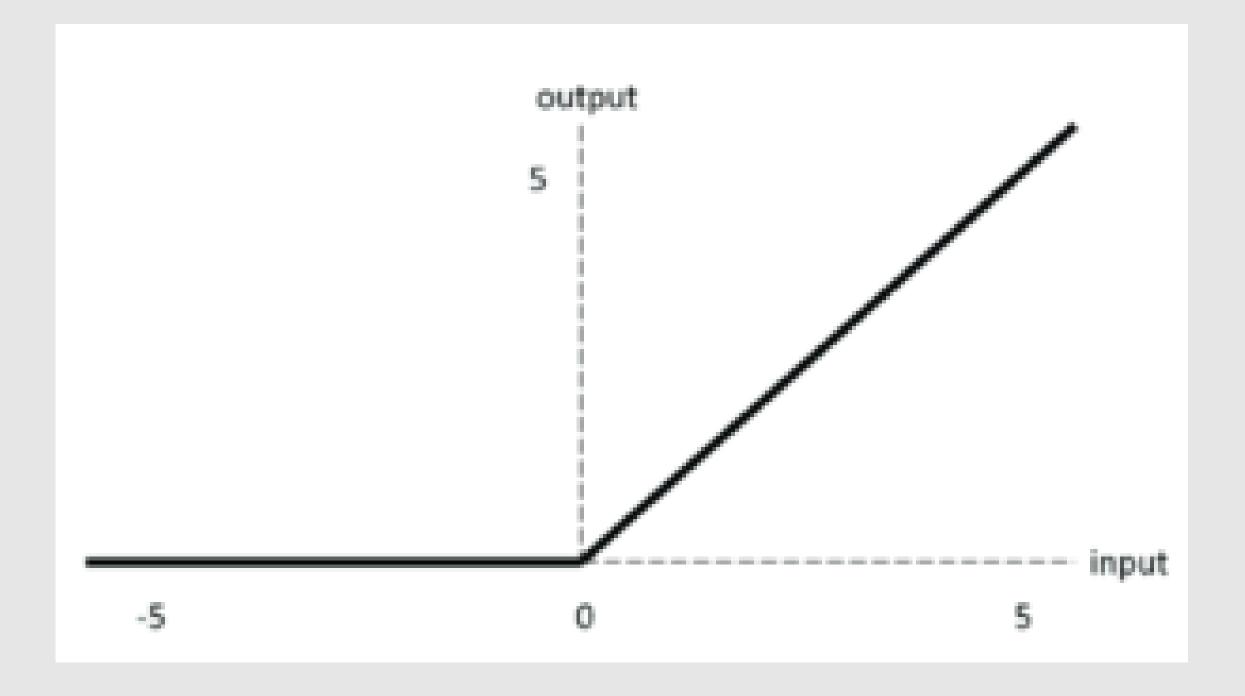
IMPORTANCE OF NON-LINEARITY

EXPLANATION: NON-LINEAR ACTIVATION FUNCTIONS ENABLE THE NETWORK TO LEARN COMPLEX PATTERNS BEYOND LINEAR RELATIONSHIPS.

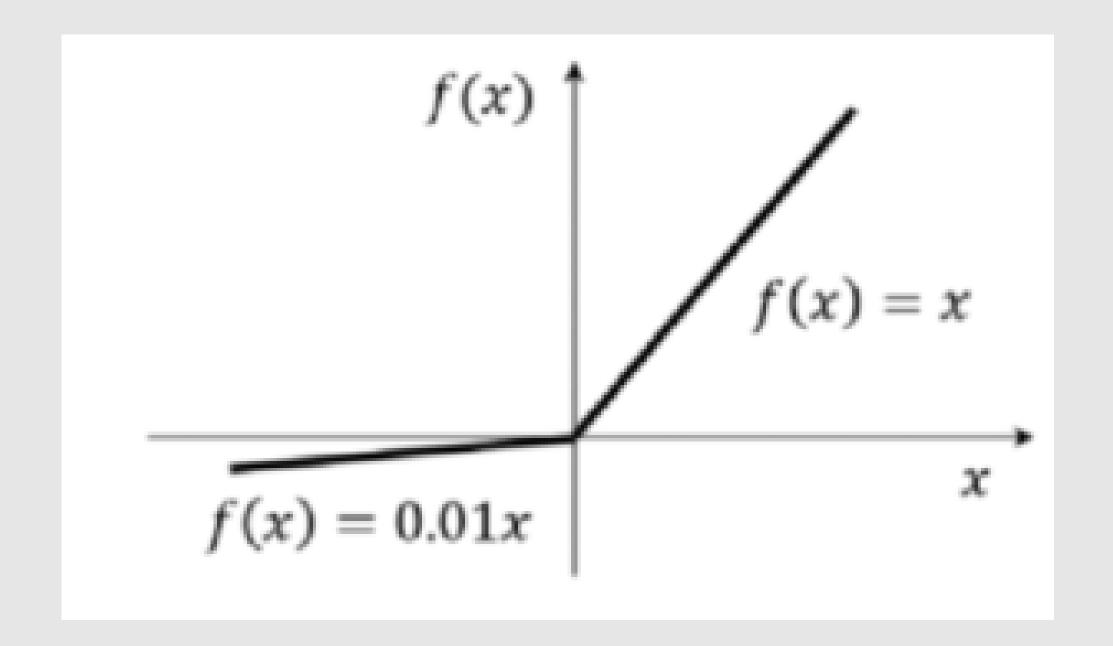
ACTIVATION FUNCTIONS



RELUACTIVATION FUNCTION



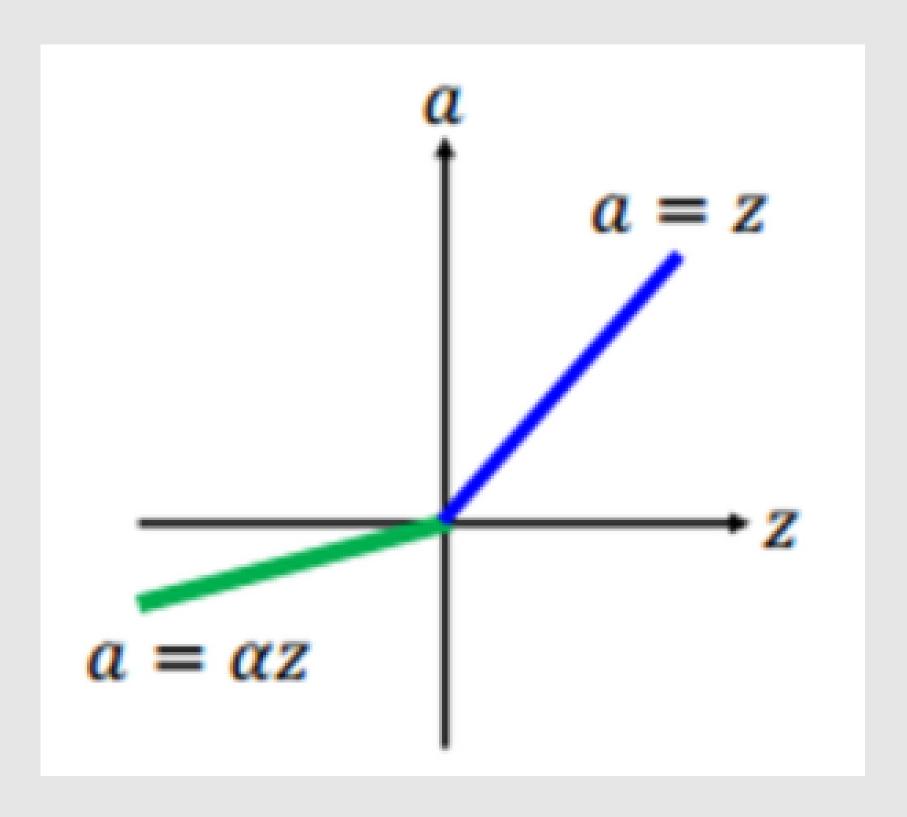
LEAKY RELU (LRELU)



ACTIVATION FUNCTIONS

S DEEPFLOW

PARAMETRIC RELU
(PRELU)



FLATTENING



TRANSFORMING FEATURE MAPS TO 1D

CONVERTS THE 2D MATRIX OF FEATURES INTO A 1D VECTOR TO FEED INTO FULLY CONNECTED LAYERS.

WHY IT'S NECESSARY BEFORE FC LAYERS?

FULLY CONNECTED LAYERS REQUIRE A 1D INPUTTO PERFORM CLASSIFICATION BASED ON THE EXTRACTED FEATURES.

FLATTENING



1	1	0
4	2	1
0	2	1

Flattening

Pooled Feature Map

FULLY CONNECTED LAYERS



CONNECTING LEARNED FEATURES TO OUTPUT

THESE LAYERS TAKE THE FLATTENED FEATURE VECTOR AND MAP IT TO THE DESIRED OUTPUT CLASSES.

IMPORTANCE OF DENSE LAYERS

DENSE LAYERS COMBINE FEATURES TO MAKE FINAL PREDICTIONS, ACTING AS THE DECISION-MAKING COMPONENT OF THE NETWORK.





LEARNING RATE

CONTROLS HOW FASTTHE MODEL LEARNS. TOO HIGH = UNSTABLE, TOO LOW = SLOW.

EPOCHS

NUMBER OF COMPLETE PASSES THROUGH THE TRAINING DATASET.

BATCH SIZE

NUMBER OF SAMPLES PROCESSED BEFORE MODEL WEIGHTS ARE UPDATED.

KERNELSIZE

SIZE OF THE CONVOLUTION FILTER (E.G., 3×3, 5×5).





STRIDE

HOW FAR THE FILTER MOVES DURING CONVOLUTION.

PADDING

CONTROLS SPATIAL SIZE OF OUTPUT (E.G., SAME VS VALID).

NUMBER OF FILTERS

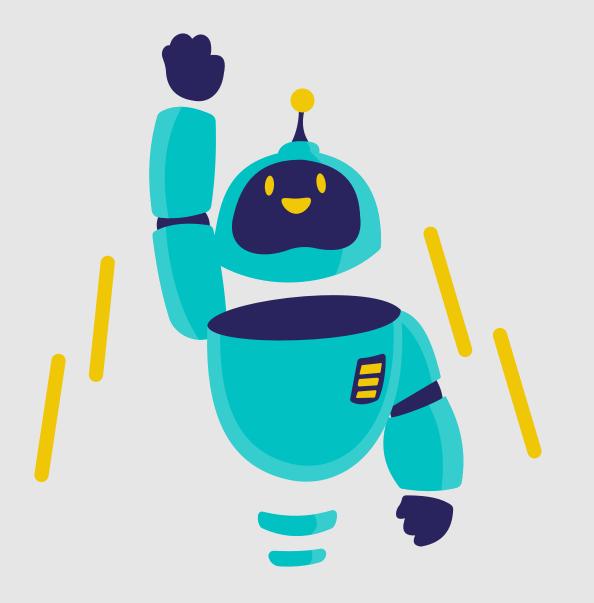
DETERMINES HOW MANY FEATURES ARE DETECTED AT EACH LAYER.

DROPOUT RATE

PREVENTS OVERFITTING BY RANDOMLY DISABLING NEURONS DURING TRAINING.



BASICALLY THAT'S IT





THANKYOU

SAY "YOUCEF YOU NAILED IT:)"