Deeper Networks for Image Classification

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1. Introduction

Classical computer vision techniques cannot reach the human performance level at image classification/recognition tasks. On the other hand, deep neural network (which aims at imitating the biological brain and its neurons) can reach a comparable accuracy when it comes to image classification and can sometimes even outperform humans.

The aim of the project is to recreate and improve some of the established deeper networks and evaluate its performance on the MNIST handwriting dataset [1]. To further evaluate the performance of the model, other datasets are also used which have a similar composition such as Cifar-10 [18] and Fashion MNIST [2].

The use of Deep neural Networks began with Alexnet [3] in 2012 on Imagenet [7]. The error % (16.4) was the lowest at the time. Soon people began looking into deep convolutional neural networks. The figure below shows the error % of different networks since 2012 on Imagenet.

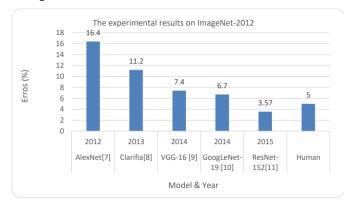


Fig 1.1 Accuracy for imagenet challenge as given in [8]

For the scope of the project, the deep models which are evaluated are Alexnet [3], VGG [4] and Resnet [5].

2. Literature Review

Since the publication of [3] and the introduction of Alexnet, the deep convolutional neural networks gained popularity for tasks which involved object recognition/ image classification. The CNN network structure was proposed by [9] in 1988 but was not used due to limitations of hardware. Deep CNN has many advantages over Deep neural network and one of the main advantages is that a CNN layer has much fewer trainable parameters than a fully connected layer and is very similar to human visual processing as said in [8].

There are many deep CNNs available and all of them share a few basic layers like, convolutional layer, max pooling layer and fully connected layer. Some of them are LeNet [10], AlexNet [3], VGG Net [4], NiN [11] and all convolutional (All Conv) [12]. GoogleNet [13], Residual Net [5], Dense Net [14] and FractalNet [15] are also few of the architecture but are considered more efficient and advanced. GoogleNet and ResNet has been designed for large scale application and FractalNet is a variation of Resnet.

Alexnet used has many trainable parameters due to its large filter size. Later in VGG, the filter size was reduced and the number of layers where increased from 8 in Alexnet to 16/19 in VGG (VGG-16 and VGG-19). This improved the performance of the network and thus, VGG is now considered a general architecture [8]. There are papers that say "Deeper is better" [16, 17] but a deep network also comes with its disadvantages like diminishing gradient. To tackle this problem, ResNet was introduced which has a skip connection (skips over a few convolution layers) to make sure that during back propagation, the error signal doesn't diminish.

There are many variants of Resnet which have been proposed over the years. Some of them are ResNeXt [19], DenseNet [14], Deep Network with Stochastic Depth [20], and Wide Resnets [21] etc. The Resnet architecture helps in having a network with even 1001 layers (Resnet-1001).

The above models perform very well on the MNIST dataset. The current state of the art result is obtained by [22], published in Jan 2020. The accuracy for a single model is 99.79% which also uses convolution with other architecture designs.

3. Model Description

A total of three models were used for the project. The model description and architecture are given below.

i. Alexnet

Alexnet as described by [3] is an 8 layers network with 5 convolution layers and 3 fully connected layers. The first conv layer uses 96 filters of size 11x11 with a stride of 4. The second layer uses 256 filters of size 5x5 with a stride of 1. The third and fourth layer uses 384 filters of size 3x3 each and the last conv layer uses 256 filters of size 3x3. The fully connected layer uses the output of the last conv layer and has 4096 units. The second fully connected layer also has 4096 units and the last layer has 10 units (number of classes). All the layers use ReLu activation except the last layer; it uses softmax activation.

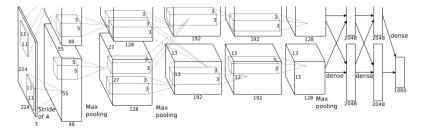


Fig. 3.1: Alexnet Architecture as proposed by [3]

ii. VGG-16

VGG-16 was originally proposed by [4]. This model has 16 layers as defined in the Cov-net configuration — model D in [4]. The first two layers have 64 filters with a kernel size of 3. The next two layers have 128 filters (kernel_size = 3). The next 3 layers have 256 filters with the same kernel size and then the next 6 layers have 512 filters with the same kernel size. The next two layers are the fully connected layers with 4096 units and the last layer is output layer with softmax activation (all the other layers have ReLu activation).

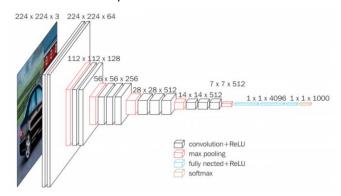


Fig 3.2 VGG-16 architecture as proposed by [4]

iii. Resnet-34

The Resnet models were introduced by [5] in 2015. The model has two kinds of blocks, one is called identity block and the other is called the convolution block. The identity block is used when the dimensions of the feature maps doesn't

change in the skip connection. The convolution block is used when the dimensions of the feature maps changes (due to map pooling) for the skip connection. In the figure 6.1 (in appendix), the dotted lines (skip connection) are conv_block and the solid line skip connection is the identity block. The resnet has 3x3 convolutions except the first layer which is a 7x7 convolution. The last layer is a fully connected layer with 10 units (number of classes) and softmax activation. The original architecture uses ReLu as the Activation function for all other layers. To optimize the performance of resnet-34, LeakyRelu is used instead of ReLu. This improvement boosts the test accuracy by 3-4%.

layer name	output size	18-layer	34-layer	50-layer	101-layer	152-layer			
conv1	112×112	7×7, 64, stride 2							
		3×3 max pool, stride 2							
conv2_x	56×56	$\left[\begin{array}{c} 3 \times 3, 64 \\ 3 \times 3, 64 \end{array}\right] \times 2$	$\left[\begin{array}{c} 3\times3,64\\ 3\times3,64 \end{array}\right]\times3$	$\begin{bmatrix} 1 \times 1, 64 \\ 3 \times 3, 64 \\ 1 \times 1, 256 \end{bmatrix} \times 3$	$\begin{bmatrix} 1 \times 1, 64 \\ 3 \times 3, 64 \\ 1 \times 1, 256 \end{bmatrix} \times 3$	$\begin{bmatrix} 1 \times 1, 64 \\ 3 \times 3, 64 \\ 1 \times 1, 256 \end{bmatrix} \times 3$			
conv3_x	28×28	$\left[\begin{array}{c} 3\times3,128\\ 3\times3,128 \end{array}\right]\times2$	$\left[\begin{array}{c} 3\times3,128\\ 3\times3,128 \end{array}\right]\times4$	\[\begin{array}{c} 1 \times 1, 128 \\ 3 \times 3, 128 \\ 1 \times 1, 512 \end{array} \times 4 \]	\[\begin{array}{c} 1 \times 1, 128 \\ 3 \times 3, 128 \\ 1 \times 1, 512 \end{array} \times 4	\[\begin{array}{c} 1 \times 1, 128 \\ 3 \times 3, 128 \\ 1 \times 1, 512 \end{array} \times 8 \]			
conv4_x	14×14	$\left[\begin{array}{c} 3 \times 3, 256 \\ 3 \times 3, 256 \end{array}\right] \times 2$	$\left[\begin{array}{c} 3 \times 3, 256 \\ 3 \times 3, 256 \end{array}\right] \times 6$	$\begin{bmatrix} 1 \times 1, 256 \\ 3 \times 3, 256 \\ 1 \times 1, 1024 \end{bmatrix} \times 6$	$\begin{bmatrix} 1 \times 1, 256 \\ 3 \times 3, 256 \\ 1 \times 1, 1024 \end{bmatrix} \times 23$	\[\begin{array}{c} 1 \times 1, 256 \\ 3 \times 3, 256 \\ 1 \times 1, 1024 \end{array} \] \times 36			
conv5_x	7×7	$\left[\begin{array}{c} 3\times3,512\\ 3\times3,512 \end{array}\right]\times2$	$\left[\begin{array}{c} 3\times3,512\\ 3\times3,512 \end{array}\right]\times3$	$\begin{bmatrix} 1 \times 1, 512 \\ 3 \times 3, 512 \\ 1 \times 1, 2048 \end{bmatrix} \times 3$	$\begin{bmatrix} 1 \times 1, 512 \\ 3 \times 3, 512 \\ 1 \times 1, 2048 \end{bmatrix} \times 3$	$\begin{bmatrix} 1 \times 1, 512 \\ 3 \times 3, 512 \\ 1 \times 1, 2048 \end{bmatrix} \times 3$			
	1×1	average pool, 1000-d fc, softmax							
FLOPs		1.8×10 ⁹	3.6×10^{9}	3.8×10^{9}	7.6×10 ⁹	11.3×10 ⁹			

Fig 3.3: Resnet architecture as proposed by [5]

4. Experiment

i. Datasets

The dataset used for the project are MNIST, Fashion MNIST and CIFAR-10.

Dataset Name	# Training images	# Test images	Shape of image	# Classes
MNIST	60,000	10,000	28x28	10
Fashion MNIST	60,000	10,000	28x28	10
Cifar-10	50,000	10,000	32x32x3	10

Table 4.1: # of sample and size of the images in MNIST, Fashion MNIST and Cifar-10

MNIST, proposed by [1], has 60,000 training images and 10,000 test images. The shape of the grayscale images is 28x28 pixels. The dataset contains handwritten digits which have been size-normalized and centered in a fixed-size image. This dataset is a part of a bigger dataset called NIST. It is widely used for learning techniques for pattern recognition.

Fashion MNIST was proposed by [2] as a drop-in replacement for MNIST dataset. It has the same size and the same number of images for testing and training as the MNIST dataset. It is based on the fashion products on Zalando's website. It has 10 classes namely T-Shirt/Top, Trouser, Pullover, Dress, Coat, Sandals, Shirt, Sneaker, Bag and Ankle boots. It is proved to be a more challenging alternative than MNIST.

CIFAR-10 [18] is comparatively a smaller dataset than MNIST or Fashion MNIST. It has a total of 60,000 (50,000 train and 10,000 test images) images. The size of the RGB images is 32x32x3 and the dataset contains 10 classes. The classes are airplane, automobile, bird, cat, deer, dog, frog, horse, ship and truck. There are 6000 images per class. The CIFAR-10 and CIFAR-100 are labeled subsets of the 80 million tiny images dataset.

ii. Experimental Setup

The dataset is normalized for the experiment. The images are resized to 64x64xchannels and then normalized by mean subtraction.

The dataset described above were not sufficient and hence data augmentation was used to increase the variety of data, thus helping the model in generalization. There was an increase of about 10% in testing accuracy when the data was

augmented before training. The data augmentation performs a height and width shift of the pixels with random horizontal flips.

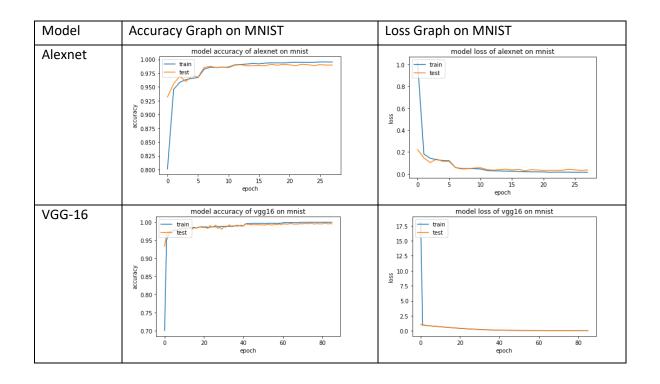
The all the models above use Adam optimization [6]. The original models used the Stochastic Gradient Descent. The loss function of the models is categorical_crossentropy which is used for multiclass classification. The training procedure uses a call back for early stopping if the val_loss is not decreasing after some defined epochs. The learning rate is decreased by using ReduceLROnPlateau. The LR is decreased by a given factor if the val_loss doesn't decrease for a certain number of epochs.

The batch size is set to 128 and the validation split is of 10%. The max number of epochs allowed is 100.

iii. Testing Results

Model	Dataset	Train Acc	Train Loss	Val Acc	Val Loss	Test Acc	Test Loss
Alexnet	MNIST	99.53	0.0149	98.98	0.0359	99.22	0.0244
Alexnet	Fashion MNIST	92.39	0.1986	91.03	0.2550	90.86	0.2755
Alexnet	Cifar-10	78.62	0.6036	73.28	0.7797	73.86	0.7612
VGG-16	MNIST	99.92	0.0348	99.45	0.0552	99.56	0.0516
VGG-16	Fashion MNIST	96.64	0.1723	93.93	0.2795	93.46	0.2913
VGG-16	Cifar-10	98.41	0.2835	89.60	0.6947	89.02	0.7009
Resnet-34	MNIST	99.74	0.0378	99.50	0.0468	99.58	0.0453
Resnet-34	Fashion MNIST	94.16	0.2324	92.93	0.2862	92.23	0.2942
Resnet-34	Cifar-10	92.93	0.3710	88.52	0.5229	89.28	0.5269

Table 4.2: Accuracy and Loss table for Alexnet, VGG-16 and Resnet-34 on MNIST, Fashion_MNIST and Cifar-10



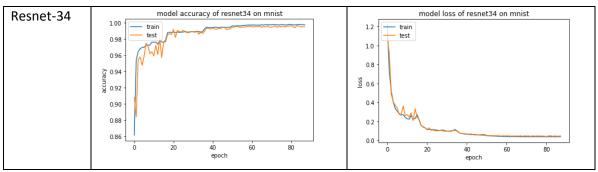


Table 4.3: Accuracy and Loss over the epochs for Alexnet, VGG-16 and Resnet-34 on MNIST

Table 4.3 shows the model accuracy and loss over the epochs for the different models on MNIST. Refer to Table 6.1 and 6.2 for the model's performance on Fashion_MNIST and Cifar-10 in the Appendix section.

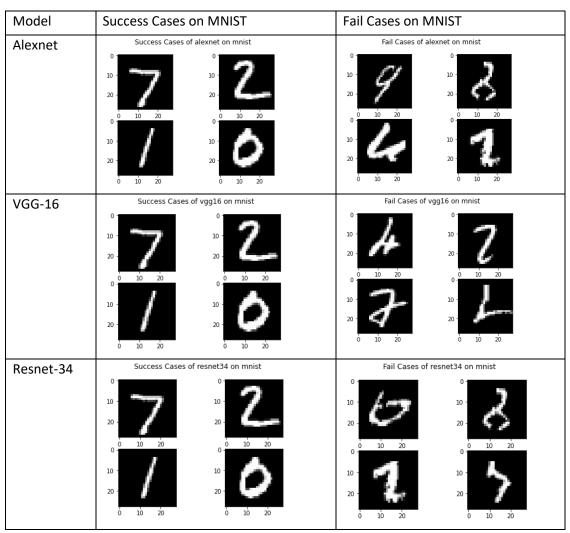


Table 4.4: Success and Fail cases for Alexnet, VGG-16 and Resnet-34 on Fashion_MNIST

Table 4.3 shows the success and fail cases for the different models on MNIST. Refer to Table 6.3 and 6.4 for the model's performance on Fashion_MNIST and Cifar-10 in the Appendix section.

iv. Evaluation

All the models have a test accuracy of more than 99% on MNIST. The MNIST dataset proved to be a simpler classification task as compared to Fashion_MNIST and Cifar-10. The lowest test accuracy on Fashion_MNIST is of 90% by Alexnet and the max accuracy is of 93% by VGG-16. Resnet is close with 92% accuracy. On Cifar-10, the lowest performance is of Alexnet with a test accuracy of 73% and the max accuracy is of 89% by Resnet and VGG. All these datasets are relatively very smaller than ImageNet [7].

None of the models are overfitting the MNIST dataset as it can be seen in the Table 4.3. As it can be seen in the table 6.1 and 6.2, the models overfit the Fashion_MNIST and Cifar-10 dataset. As these models are deep models, it needs more data to learn a generalized function for a complex dataset.

It can be seen that Alexnet has a poorer performance. VGG-16 and Resnet-34 have a comparable performance on these small datasets. As stated before, Resnet is a more efficient models and thus works better on larger datasets such as ImageNet. There is a lack of data for the model to learn its trainable parameters. For smaller datasets the performance is similar for the accuracy.

It can also be seen in the Fig 6.5 and 6.8 that the VGG-16 model takes about 87s for one epoch and the Resnet model takes 40s. The Resnet model was using LeakyRelu instead and was still two times faster than VGG-16. The resnet model is faster in general than the VGG model.

5. Conclusion

The project focused on the implementation of original Alexnet, VGG-16 and Resnet-34 (with some improvements) to study the performance of these models on smaller datasets such as MNIST, Fashion_MNIST and Cifar-10. Deeper models such as VGG and Resnet have a better performance than Alexnet. VGG and Resnet have a comparable performance in terms of test accuracy but VGG is much slower than Resnet during training. Moreover, all the models have a good test accuracy on MNIST (99 %).

6. Appendix

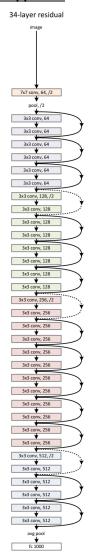


Fig 6.1 Resnet-34 Architecture

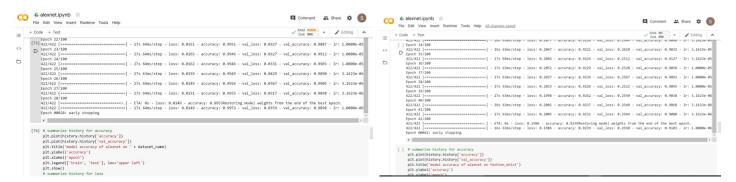


Fig 6.2: Alexnet on MNIST

Fig 6.3: Alexnet on Fashion_MNIST

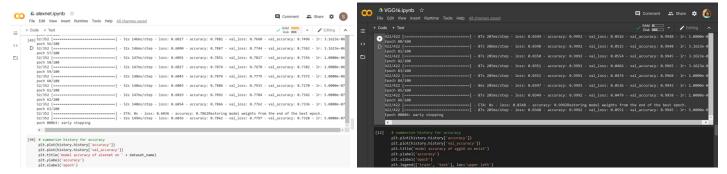


Fig 6.4: Alexnet on Cifar-10

Fig 6.5: VGG16 on MNIST

Fig 6.7: VGG16 on Cifar-10

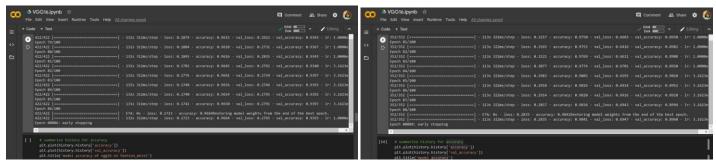


Fig 6.6: VGG16 on Fashion_MNIST

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Fig 6.8: Resnet-34 on MNIST



Fig 6.10: Resnet-34 on Cifar-10

******************* 1065 251ms/step - loss: 0.2311 - accuracy: 0.9421 - val loss: 0.2929 - val accuracy: 0.9228 - lr: 5.0000c ======] - 106s 251ms/step - loss: 0.2324 - accuracy: 0.9422 - val_loss: 0.2837 - val_accuracy: 0.9300 - lr: 5.000 =======] - 106s 251ms/step - loss: 0.2337 - accuracy: 0.9410 - val_loss: 0.2908 - val_accuracy: 0.9243 - lr: 5.0000e * summarize history for accuracy plt.plot(history.history'(accuracy')) plt.plot(history.history'(accuracy')) plt.tlot(history.history'(accuracy')) plt.tlit(c'model.accuracy of resmellé on ' + dataset_name) plt.tlator(accuracy') plt.lator(accuracy') plt.lator(ac

Fig 6.9: Resnet-34 on Fashion_MNIST

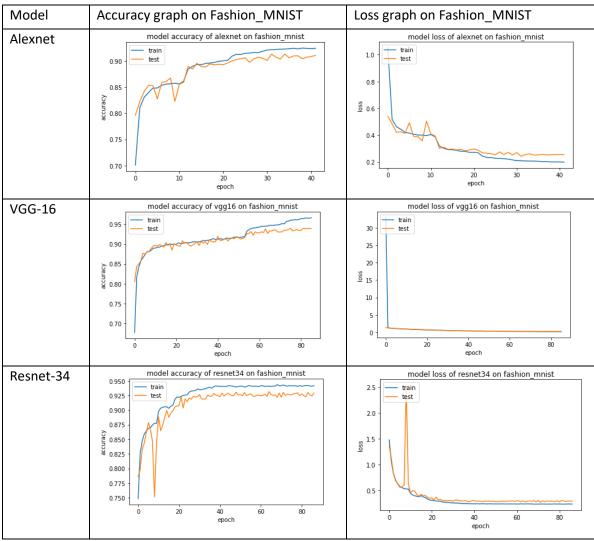
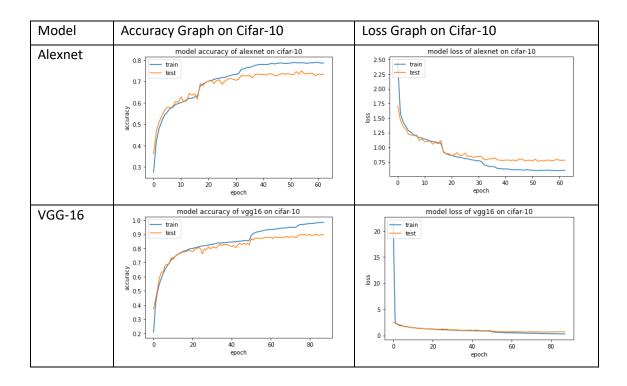


Table 6.1: Accuracy and Loss over the epochs for Alexnet, VGG-16 and Resnet-34 on Fashion_MNIST



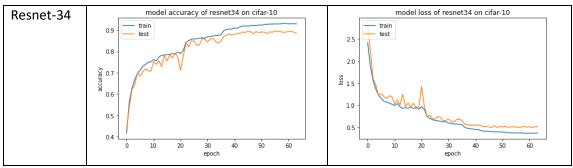


Table 6.2: Accuracy and Loss over the epochs for Alexnet, VGG-16 and Resnet-34 on Cifar-10

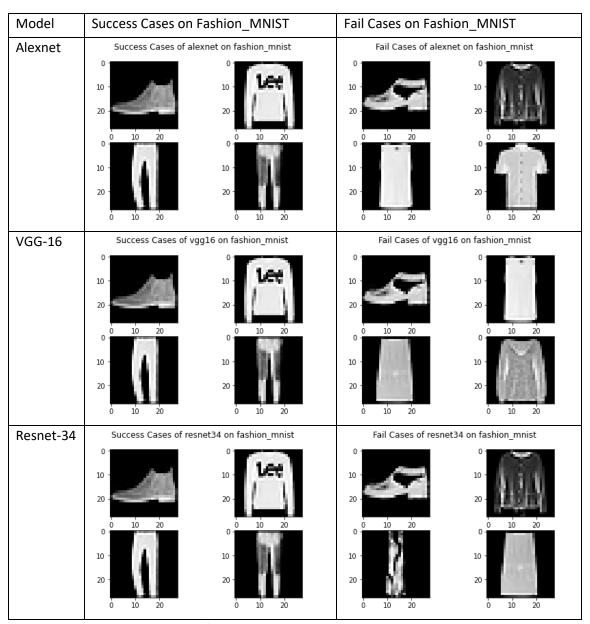


Table 6.3: Success and Fail cases for Alexnet, VGG-16 and Resnet-34 on Fashion_MNIST

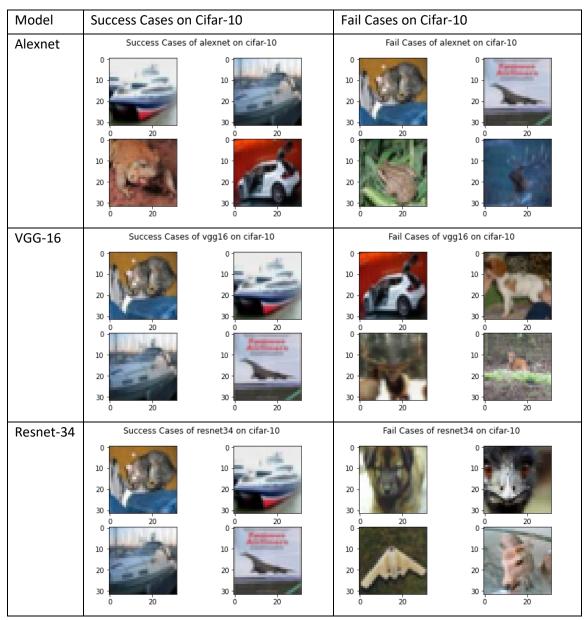


Table 6.4: Success and Fail cases for Alexnet, VGG-16 and Resnet-34 on Cifar-10

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