

ImageNet Classification with Deep Convolutional Neural Networks

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GIST EECS

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Paper Info

Paper : ImageNet Classification with Deep Convolutional Neural Networks

Authors : Alex Krizhevsky, Ilya Sutskever, Geoffrey E. Hinton

Journal : Neural Information Processing Systems (NIPS)

Citations : 77883

Main problem

- DNN(Deep Neural Network) – good performance only on small dataset



Try deep convolutional
neural network to classify
Large image set

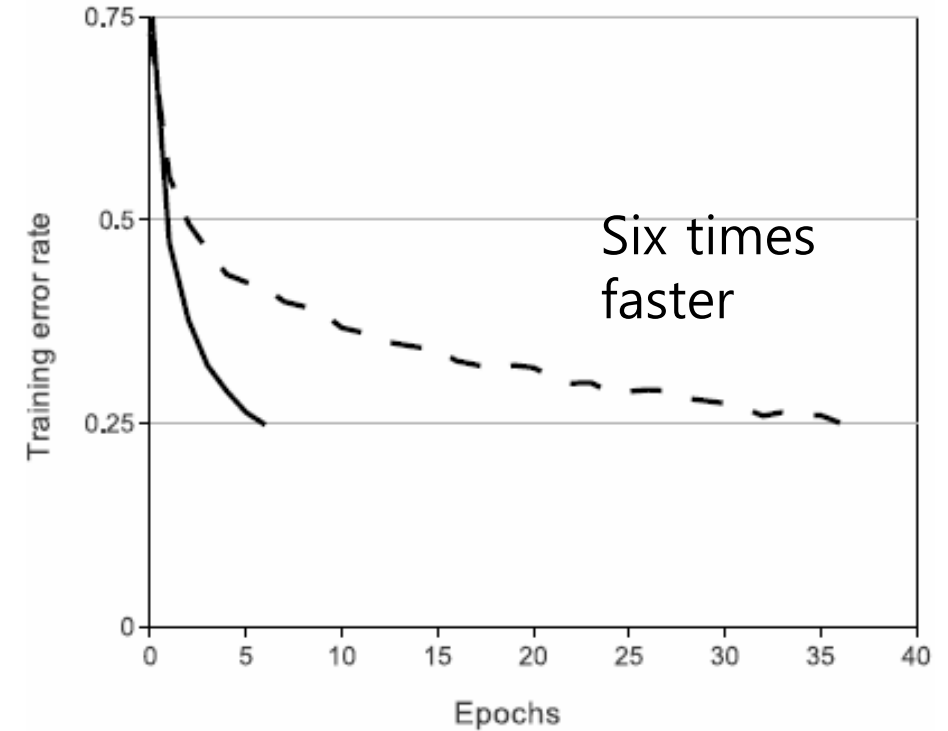
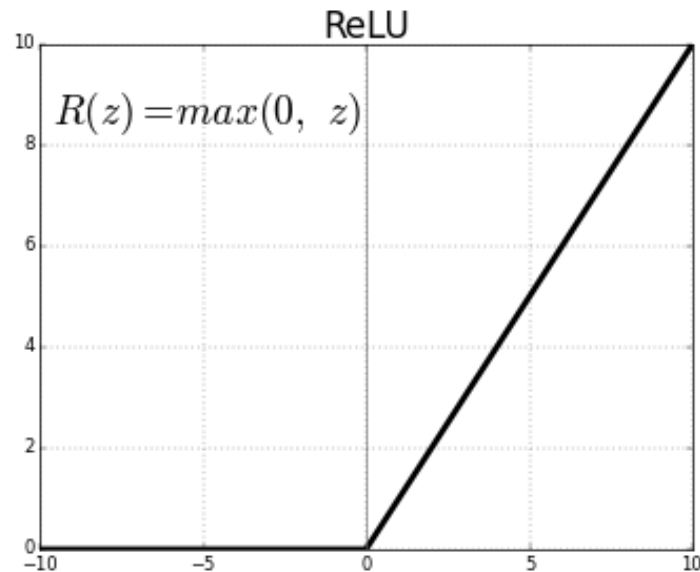
Dataset Input



Down-sampled the images to a fixed resolution of 256X256

AlexNet : Architecture

- ReLU
 - Train faster than tanh or sigmoid units
 - Non-saturation
 - Used in all layers as activation function



Training error rate on CIFAR-10

ReLU (**solid line**)
tanh (**dashed line**)

AlexNet : Architecture

- LRN(Local Response Normalization)
 - Relu – do not require input normalization (non-saturation)
 - To prevent effect similar to lateral inhibition
 - Reduced error rates 1.4% and 1.2%

$$b_{x,y}^i = a_{x,y}^i / (k + \alpha \sum_{j=\max(0, i-n/2)}^{j=\min(N-1, i+n/2)} (a_{x,y}^j)^2)^\beta$$

where

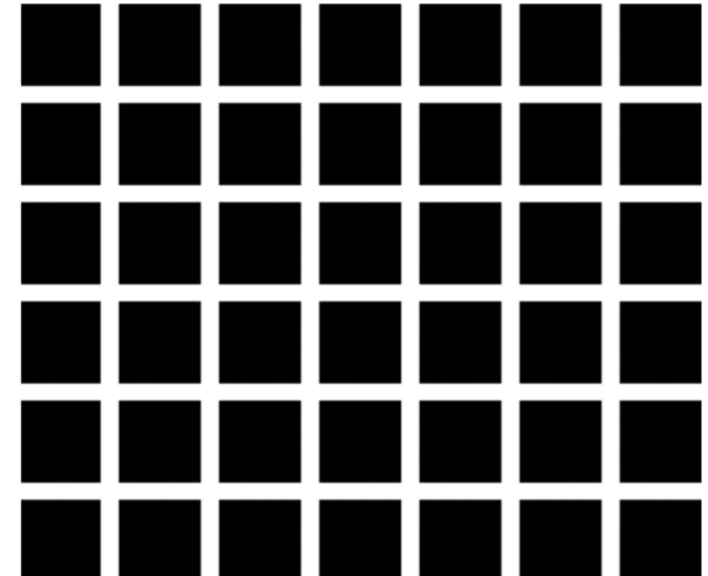
$b_{x,y}^i$ – regularized output for kernel i at position x, y

$a_{x,y}^i$ – source output of kernel i applied at position x, y

N – total number of kernels

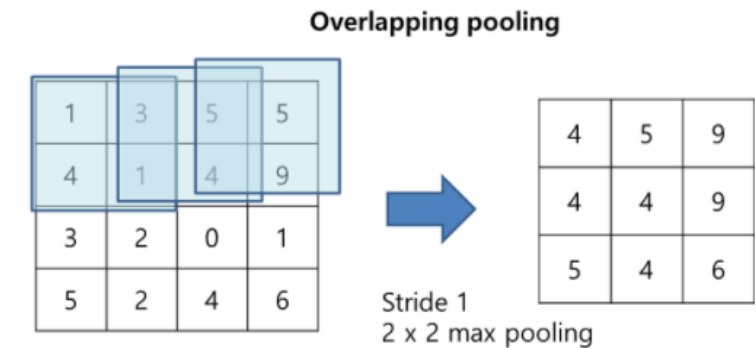
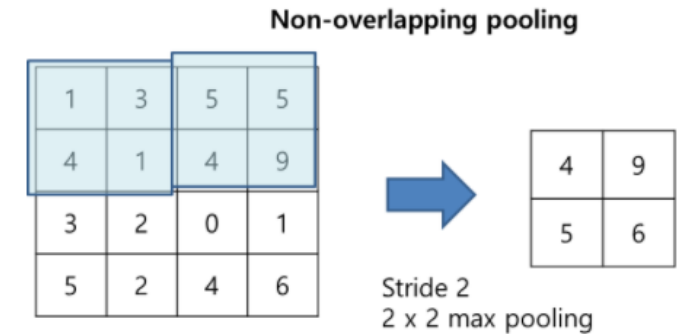
n – size of the normalization neighbourhood

$\alpha, \beta, k, (n)$ – hyperparameters



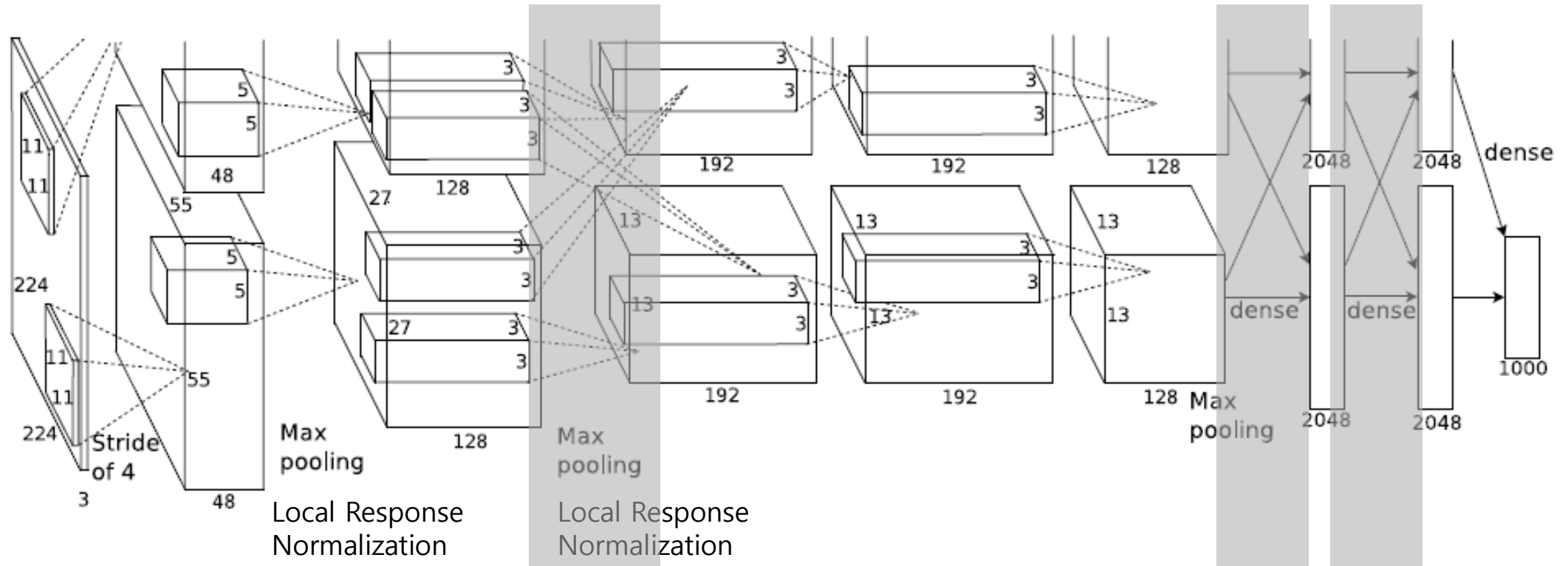
AlexNet : Architecture

- Overlapping pooling
 - Set stride smaller than feature map size
 - Overlapping max pooling was used
 - Error rate reduced 0.4%



AlexNet : Architecture

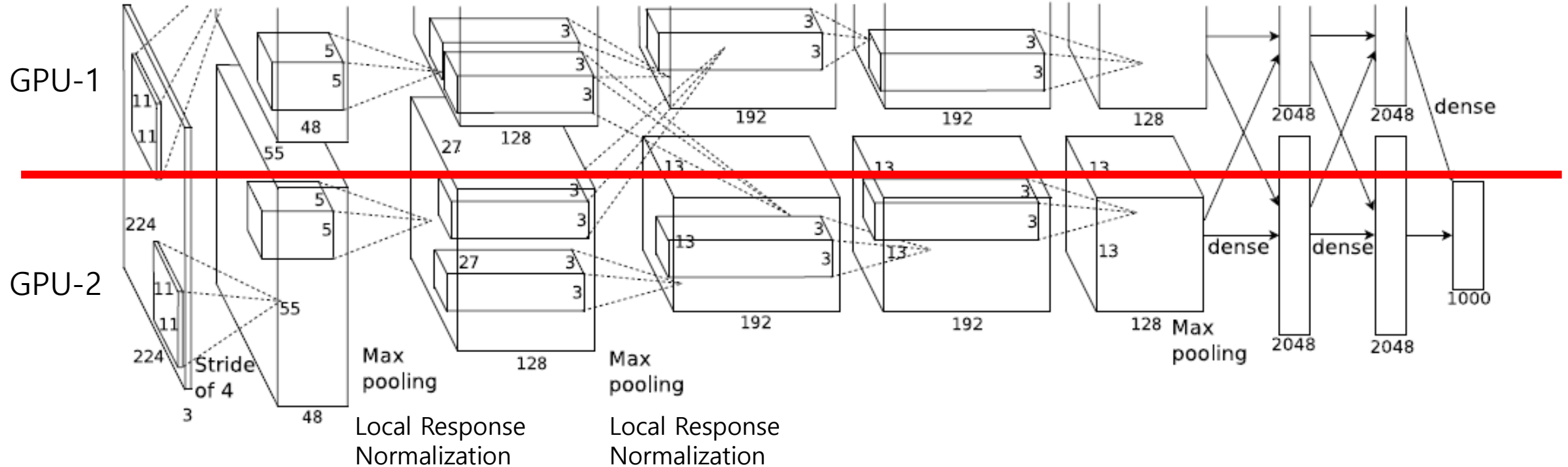
Multiple GPUs



Communications in few layers, reduced error rates, faster than one GPU

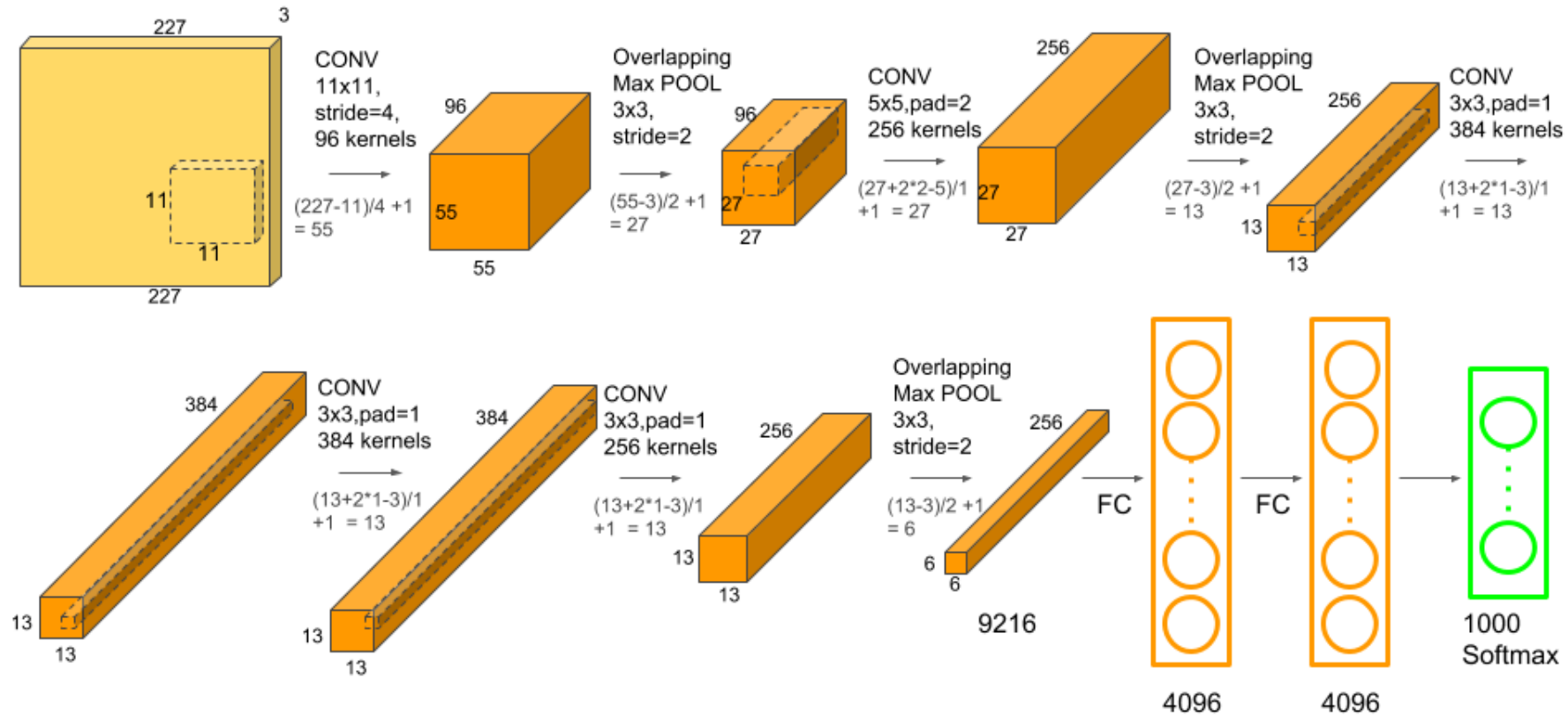
AlexNet : Architecture

GPU-1 : data irrelevant with color



GPU-2 : data relevant with color

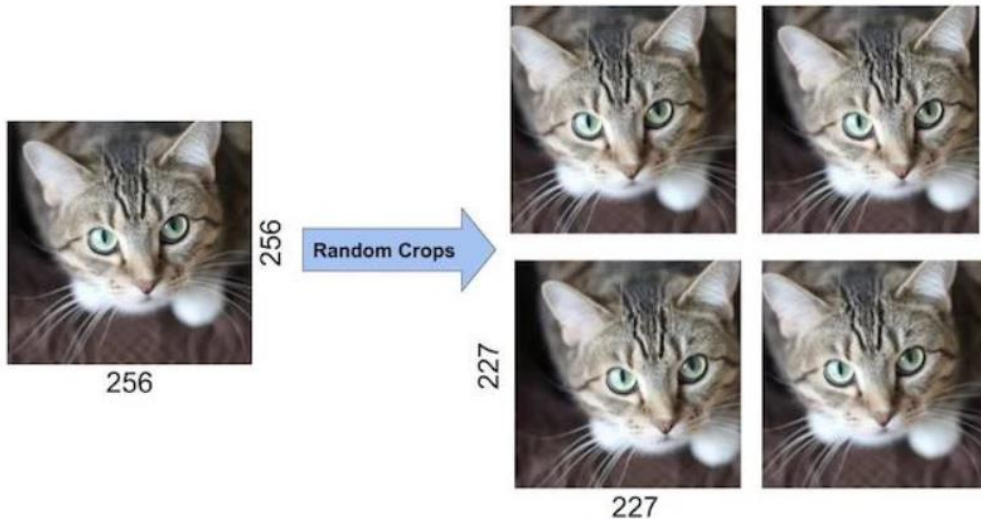
AlexNet : Architecture



5 Convolution layers + 3 Fully-connected layers

Overfitting

- Data augmentation
 - Mirroring
 - Random crops
 - PCA on RGB pixel values
 - top-1 error rate reduce 1%

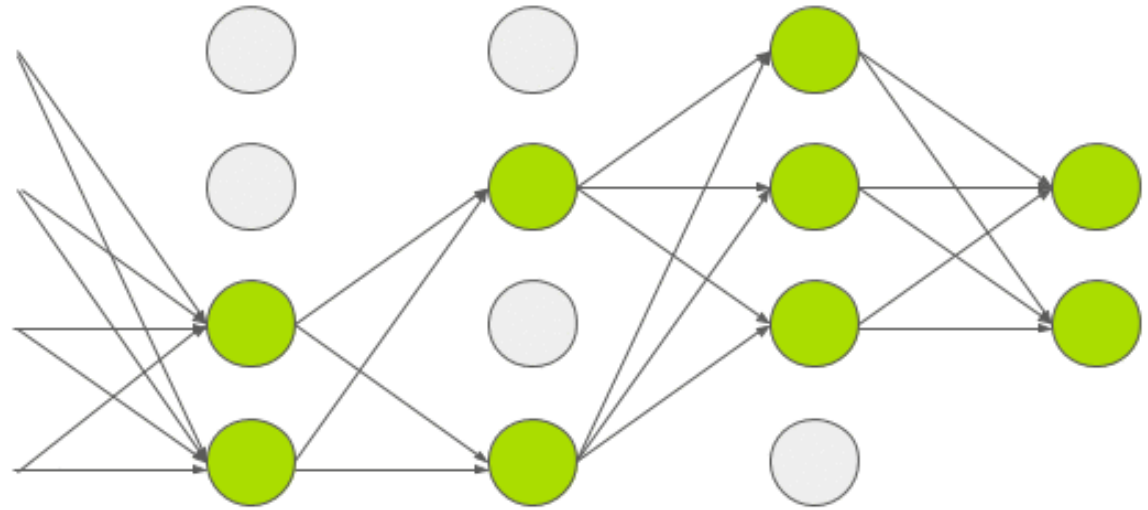
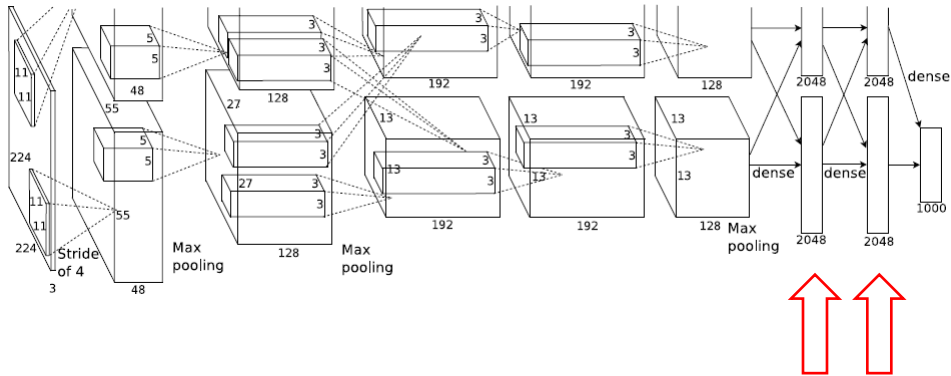


$$I_{xy} = [I_{xy}^R, I_{xy}^G, I_{xy}^B]^T + [\mathbf{p}_1, \mathbf{p}_2, \mathbf{p}_3][\alpha_1\lambda_1, \alpha_2\lambda_2, \alpha_3\lambda_3]^T$$
$$\alpha_i \sim N(0, 0.1)$$



Overfitting

- Dropout
 - Used in two fully-connected layers



Results

- Best results were achieved in ILSVRC-2010

Model	Top-1	Top-5
<i>Sparse coding [2]</i>	47.1%	28.2%
<i>SIFT + FVs [24]</i>	45.7%	25.7%
CNN	37.5%	17.0%

Table 1: Comparison of results on ILSVRC-2010 test set. In *italics* are best results achieved by others.

Model	Top-1 (val)	Top-5 (val)	Top-5 (test)
<i>SIFT + FVs [7]</i>	—	—	26.2%
1 CNN	40.7%	18.2%	—
5 CNNs	38.1%	16.4%	16.4%
1 CNN*	39.0%	16.6%	—
7 CNNs*	36.7%	15.4%	15.3%

Table 2: Comparison of error rates on ILSVRC-2012 validation and test sets. In *italics* are best results achieved by others. Models with an asterisk* were “pre-trained” to classify the entire ImageNet 2011 Fall release. See Section 6 for details.

Conclusion

- Successful GPU implementation of the convolution operation
- Efficient result by CNN
- Developed GPU and good architecture will present better performance

Reference

- [1] <https://blog.naver.com/laonple/220662317927>
- [2] <https://laonple.blog.me/220654387455>
- [3] <https://curaai00.tistory.com/4>
- [4] <https://learnopencv.com/understanding-alexnet/>
- [5] <https://bskyvision.com/421>