AA 274
Principles of Robotic Autonomy

Machine learning and modern visual recognition techniques

Stanford University

ASL
Autonomous Systems Lab

Today's lecture

- Aim
  - Overview the basics of neural networks and demystify "deep learning"

- Readings
  - CS231n (CNNs for Visual Recognition) class notes: http://cs231n.github.io/
    [vast majority of today's figures/slides borrowed from these notes]
  - http://www.andreykurenkov.com/writing/a-brief-history-of-neural-nets-and-deep-learning/ [many figures also sourced from here]

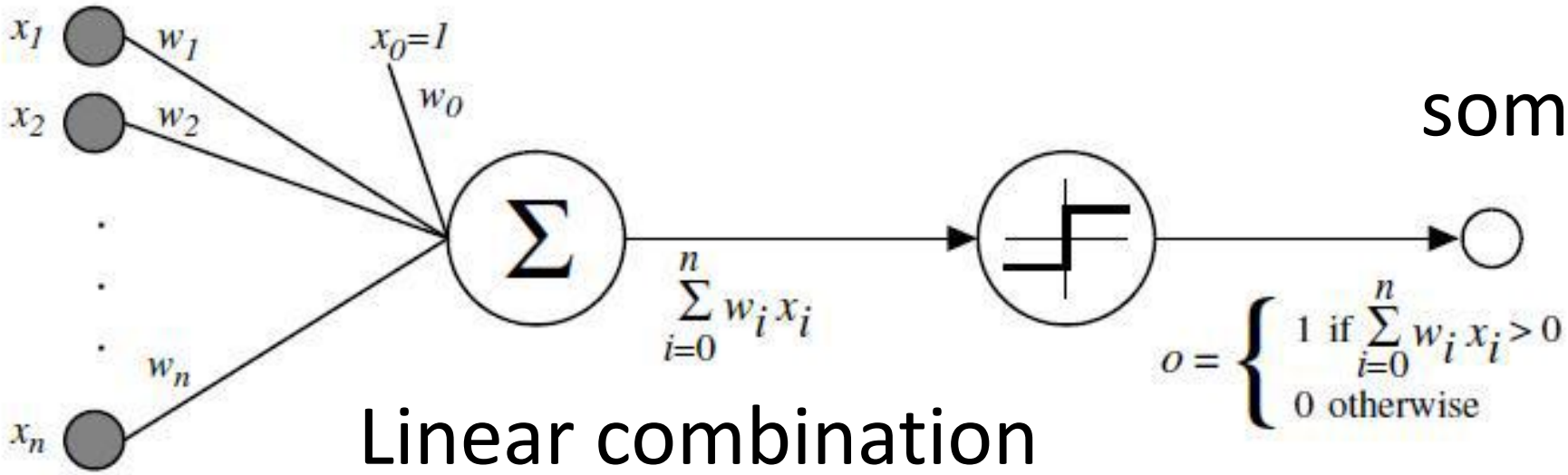
Today's itinerary

- Stats/ML review
- Neural network basics
- Convolutional neural networks
- Robotic applications

Perceptron (Rosenblatt 1957)

Is <something> true? “Well, it’s a combination of factors…”

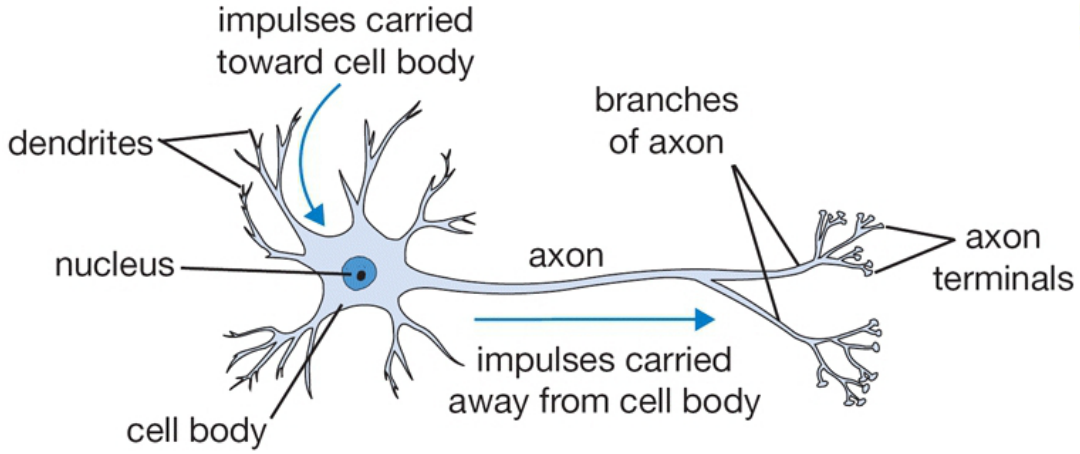
Factors

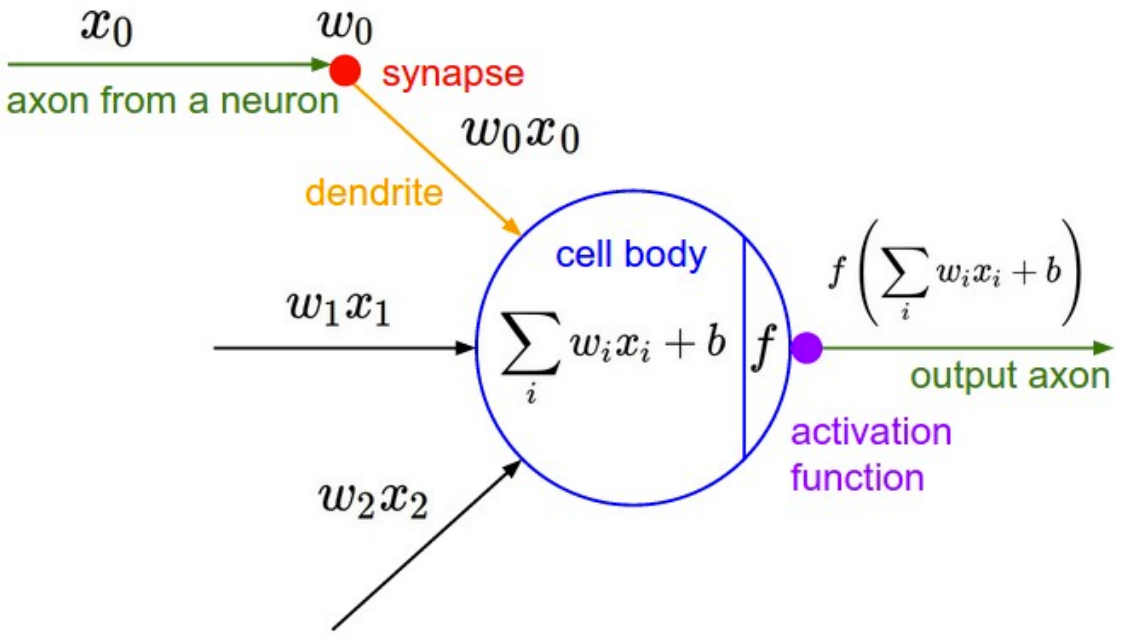


Linear combination

something

Perceptron – analogy to a neuron



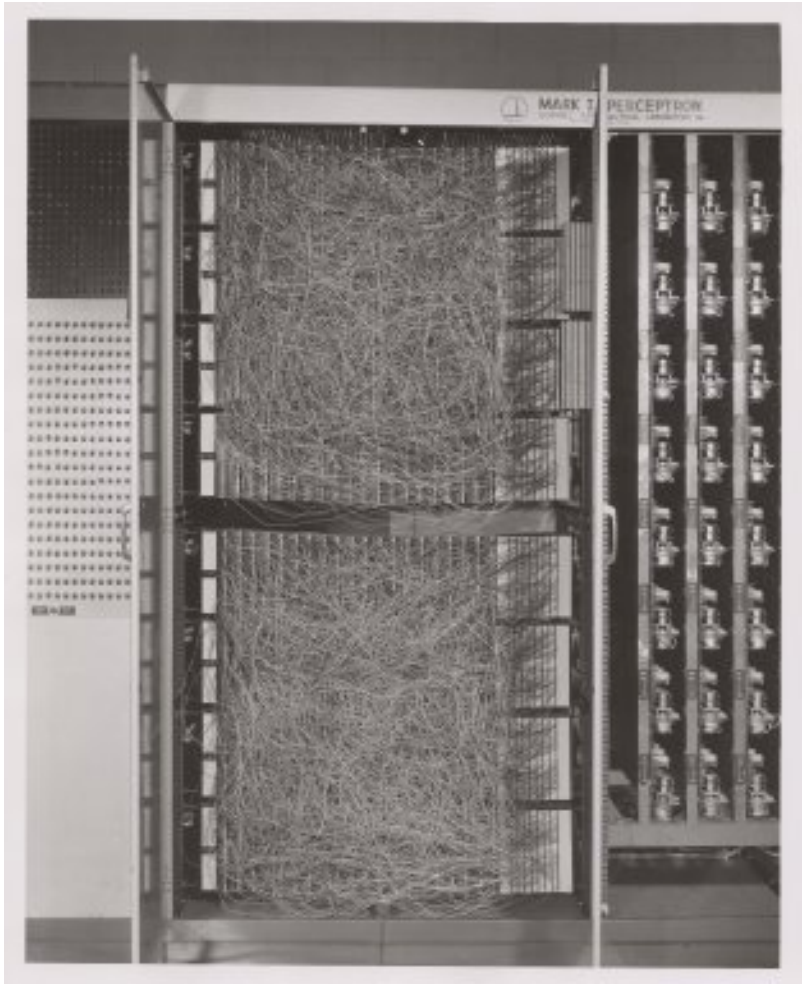


Bio people are apparently somewhat skeptical.

Just the math: $y = f(xw + b) \quad (\text{with input as a row vector})$

Perceptron – training

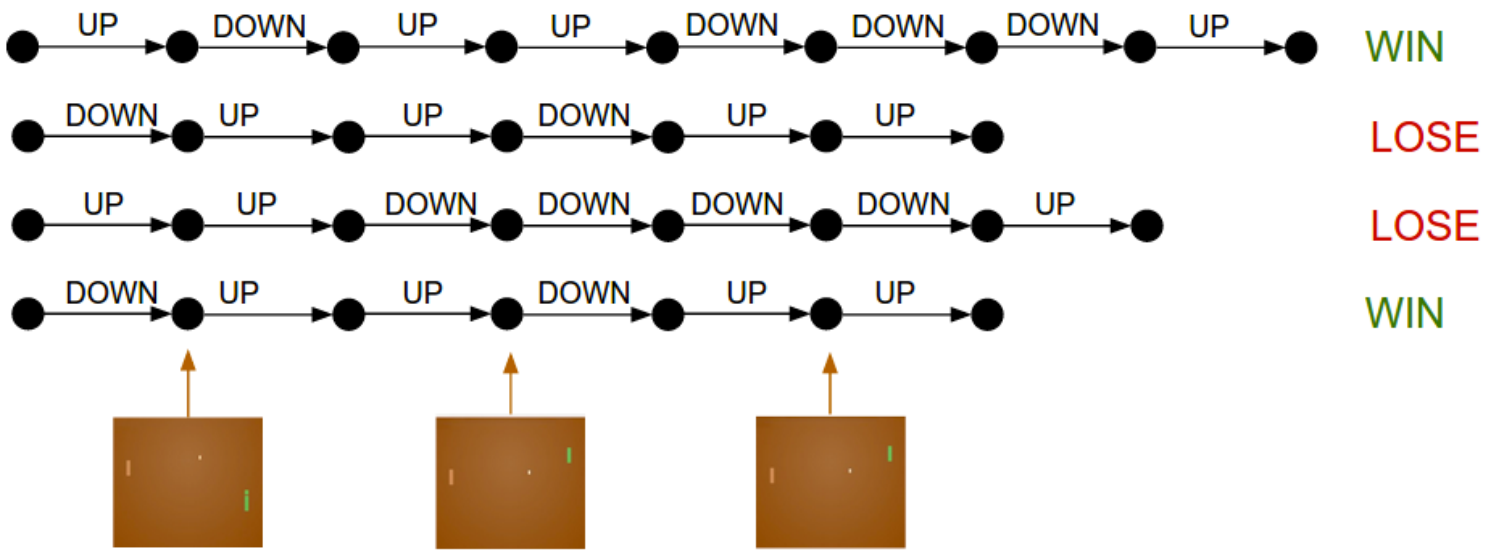
1. Initialize with random weights
2. Compute output value for some input
3. If output doesn't match ground truth
   a. Got 0, should have been 1
      ➔ decrease weights for inputs with 1
   b. Got 1, should have been 0
      ➔ increase weights for inputs with 1
4. Iterate 2/3 on training examples until convergence



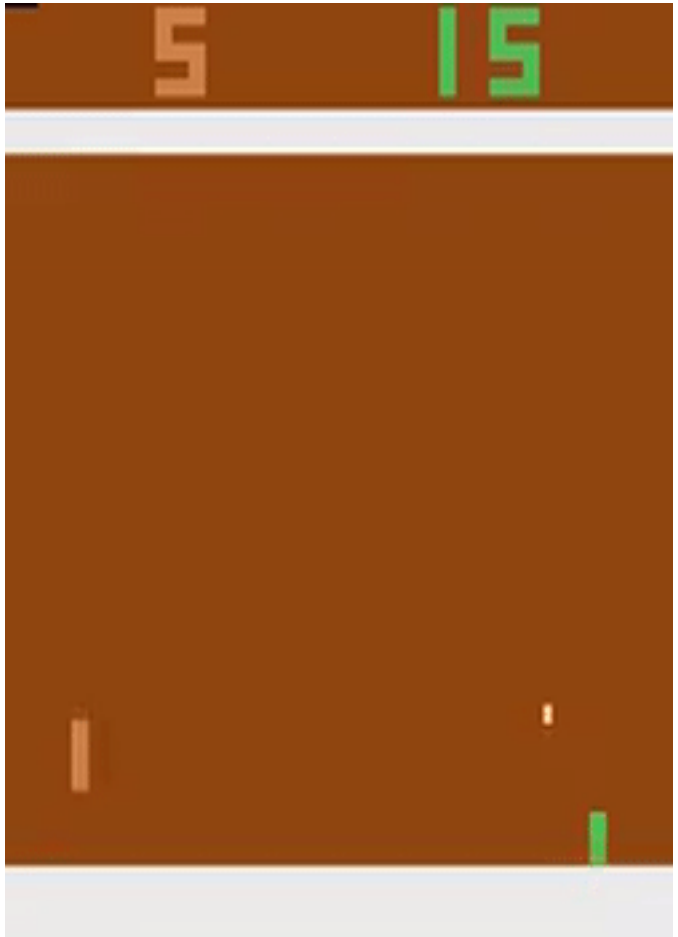
This is essentially stochastic gradient descent.

Policy gradients (quick aside)

Gradient-based methods are extremely powerful in supervised learning contexts!

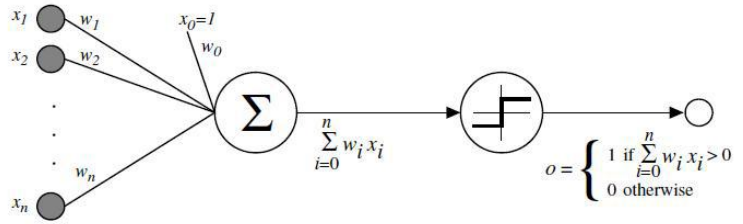


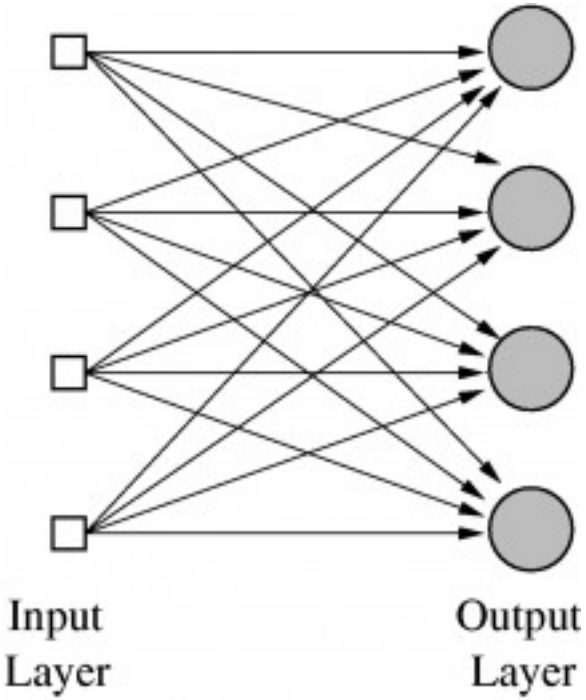
http://karpathy.github.io/2016/05/31/rl/



Single layer neural network

Original perceptron: binary inputs, binary output





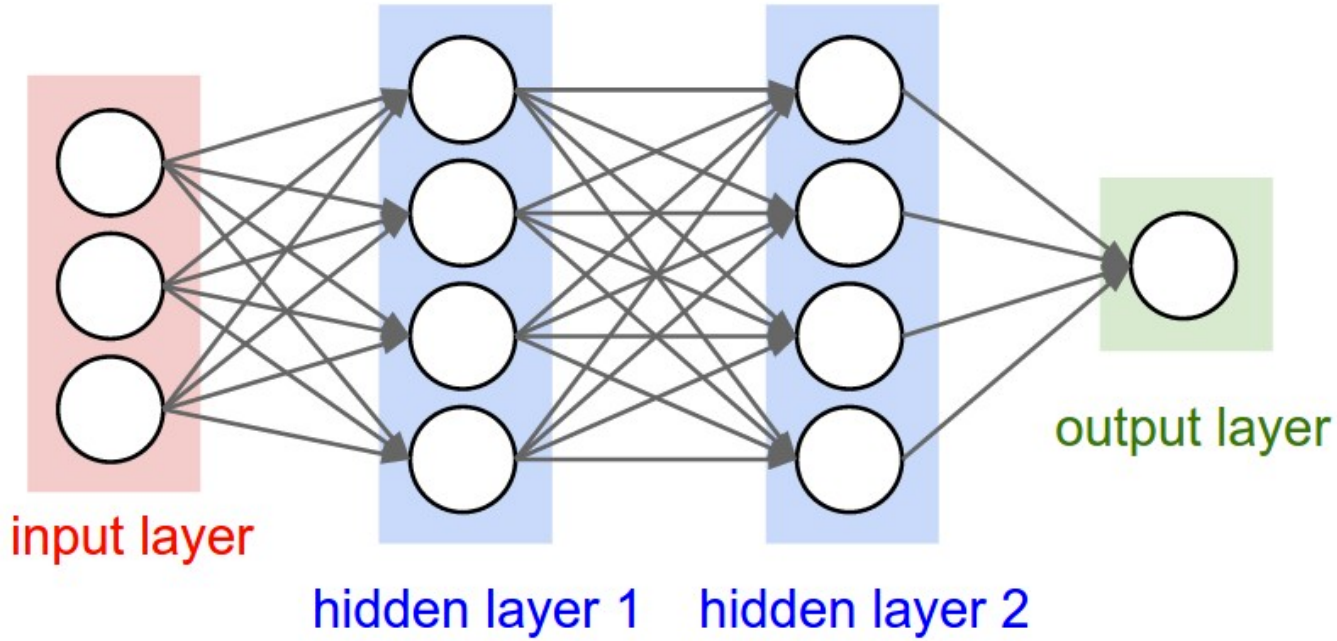
$$y_1^i = f(x^i w_1 + b_1)$$
$$y_2^i = f(x^i w_2 + b_2)$$
$$y_3^i = f(x^i w_3 + b_3)$$
$$y_4^i = f(x^i w_4 + b_4)$$

$$\Rightarrow \quad y = f(xW + b)$$

Multi-layer neural network

Also known as the Multilayer Perceptron (MLP)

Also known as **DEEP LEARNING**



$$h_1 = f_1(xW_1 + b_1)$$
$$h_2 = f_2(h_1W_2 + b_2)$$
$$y = f_3(h_2W_3 + b_3)$$

"Well, it's a combination of factors which are themselves a combination of factors which are themselves a combination of factors…"

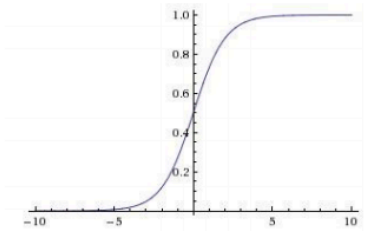
Activation functions

Can't go only linear: $y = ((xW_1 + b_1)W_2 + b_2)W_3 + b_3?$

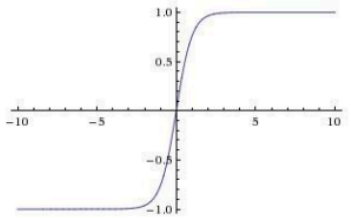
$$\implies y = xW_1W_2W_3 + (b_1W_2W_3 + b_2W_3 + b_3)$$

Sigmoid

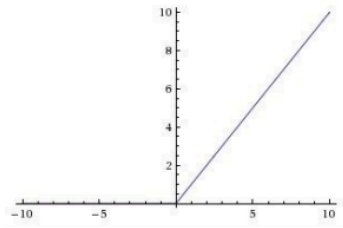
$\sigma(x) = 1/(1 + e^{-x})$



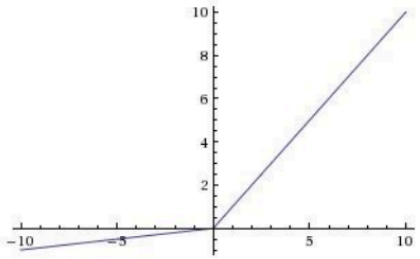
tanh tanh(x)



ReLU max(0,x)



Leaky ReLU
max(0.1x, x)



<u>Secret theme:</u>
All of these functions are super easy to differentiate

Training neural networks

We want to use some variant of gradient descent.
How to compute gradients?

1. Sample a batch of data
2. Forward propagate it through the graph to compute the loss
3. Backpropagate to calculate the gradient of the loss with respect to the weights/biases
4. Update these parameters using SGD

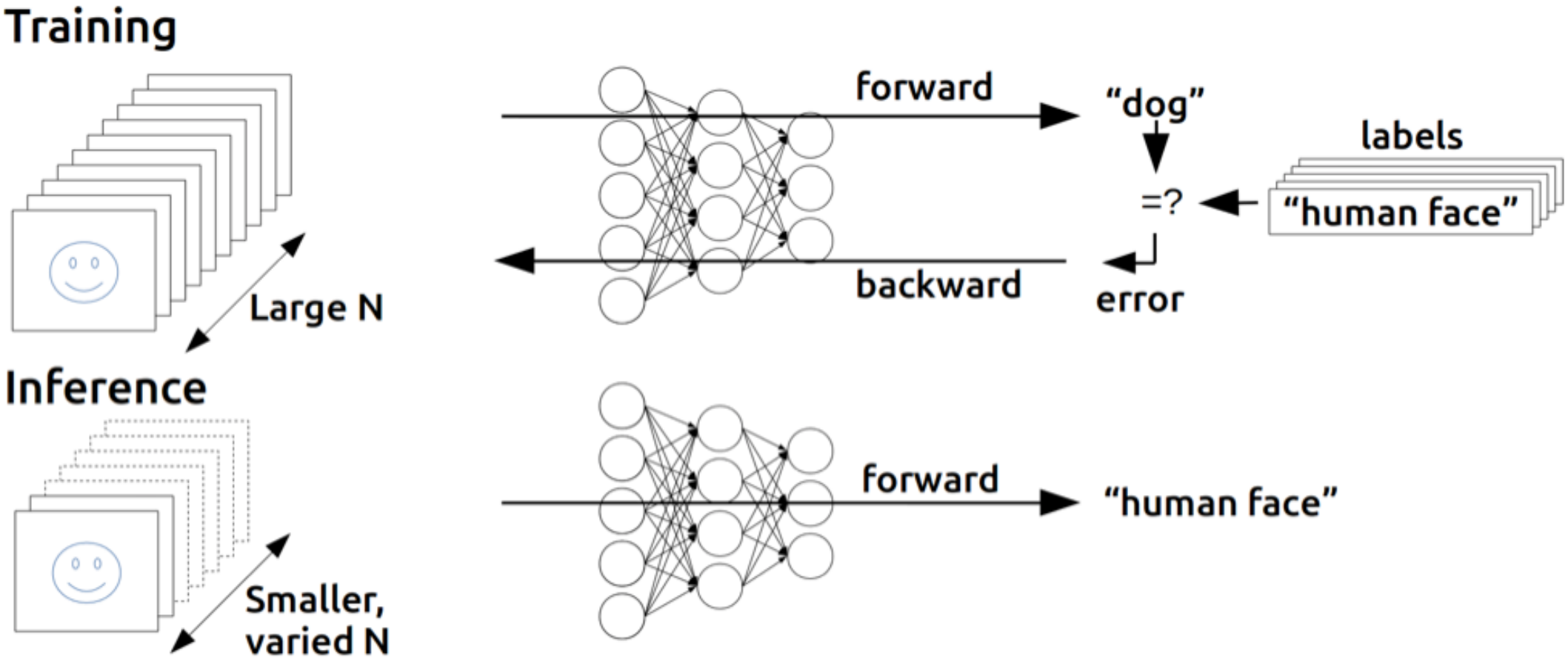
The Chain Rule

$$\nabla(f \circ g)(x) = ((Dg)(x))^T(\nabla f)(g(x))$$

Leveraging the intermediate results of forward propagation with "easy" to differentiate activation functions

➔ Gradient is a bunch of matrix multiplication

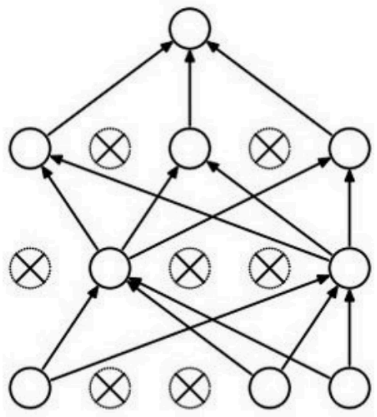
Training neural networks



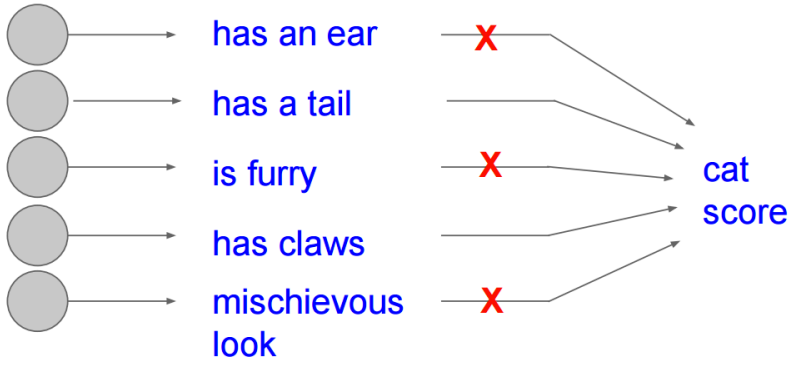
Training neural networks

Lots of regularization tricks:

Dropout:
(randomly zero out some neurons each pass)



Forces the network to have a redundant representation.



Transform input data to artificially expand training set:

Neural networks example

http://playground.tensorflow.org/

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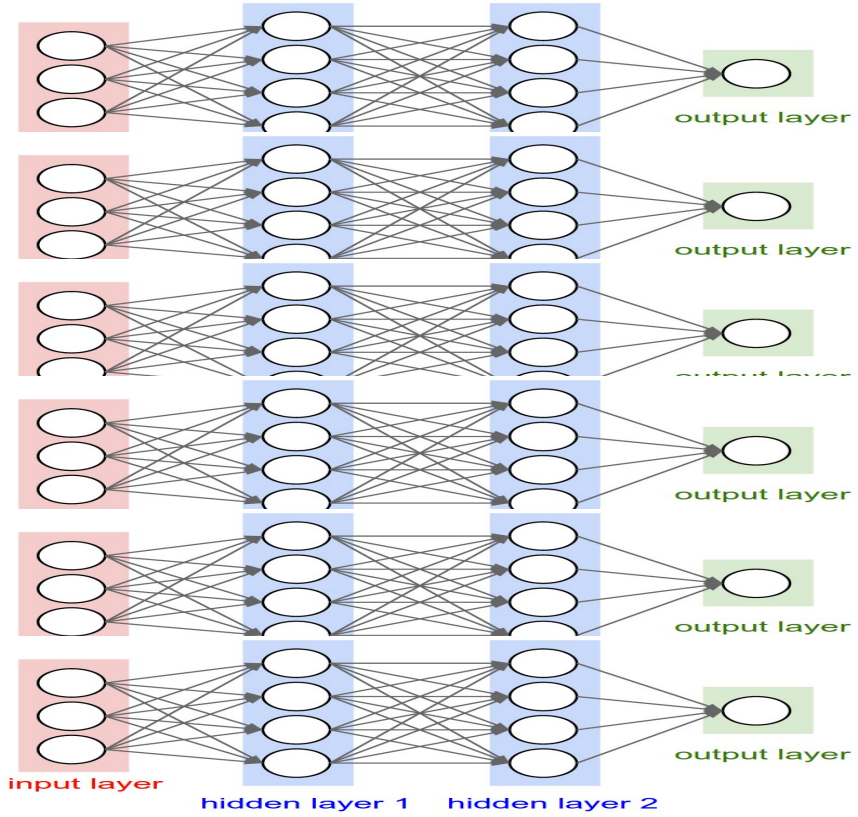
- Convolutional neural networks
- Robotic applications

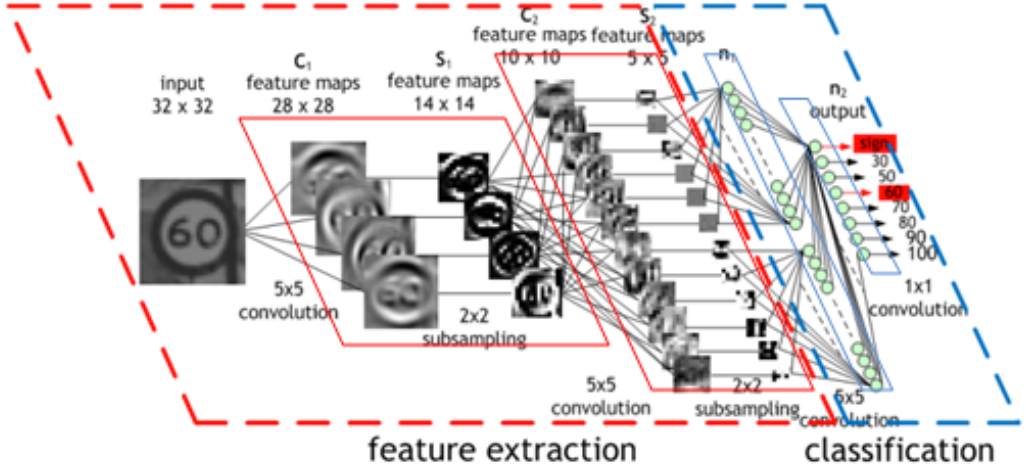
Efficient feature extraction

CIFAR-10
32x32x3

Inception-v3
299x299x3



vs.

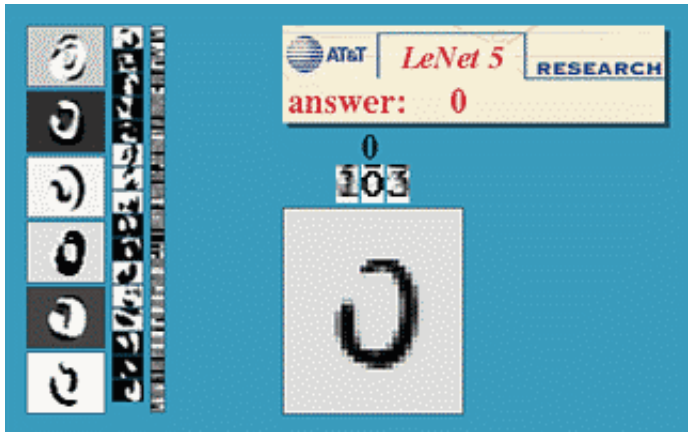


If we know the input is image data, we can assume some spatial symmetries ➔ weight sharing

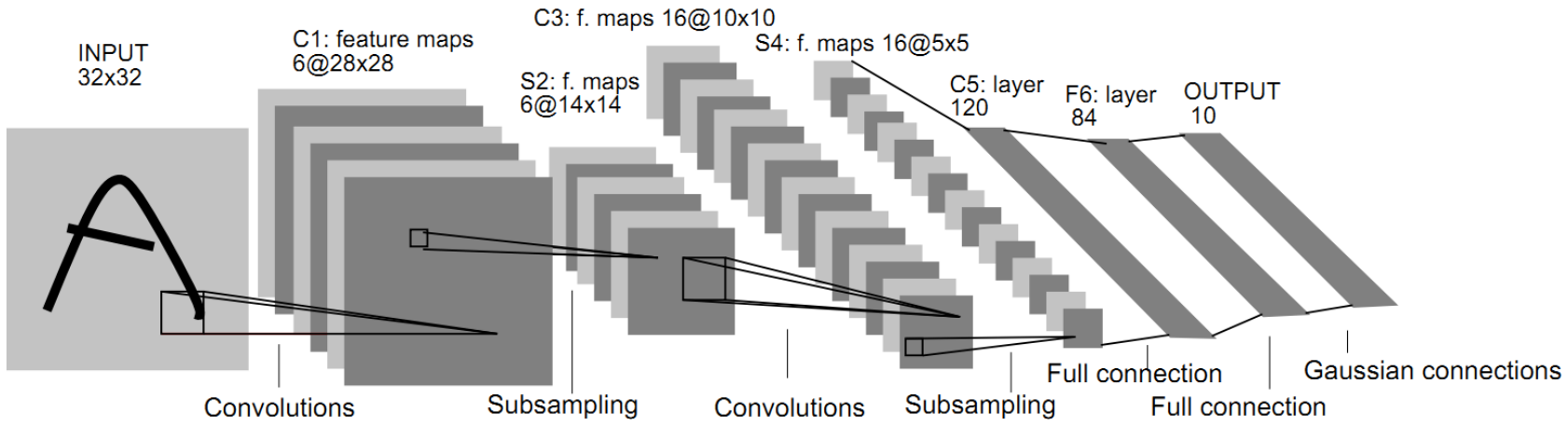
Convolutional neural networks (CNN)

Traditionally consist of 4 types of layers:

- Convolutional layers (CONV)
- Nonlinearity layers (RELU)
- Pooling layers (POOL)
- Fully-connected layers (FC)

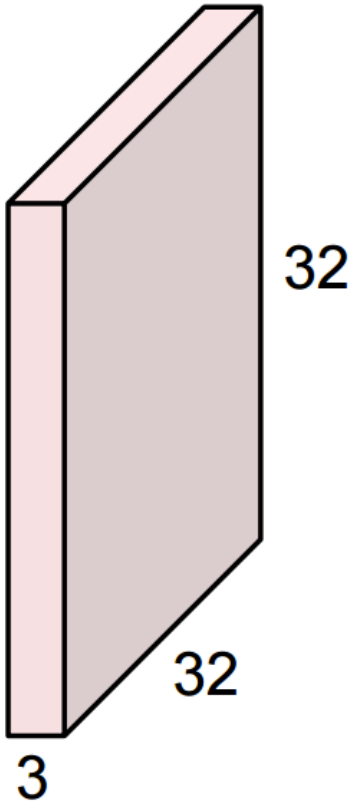


LeNet (1998)

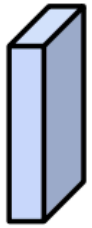


Convolution layer

32x32x3 image

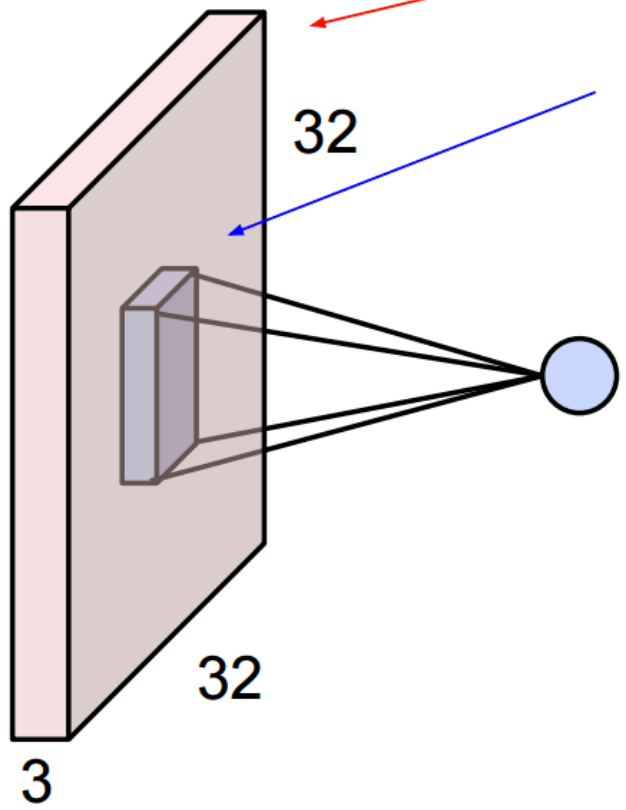


5x5x3 filter



Convolve the filter with the image
i.e. “slide over the image spatially,
computing dot products”

Convolution layer



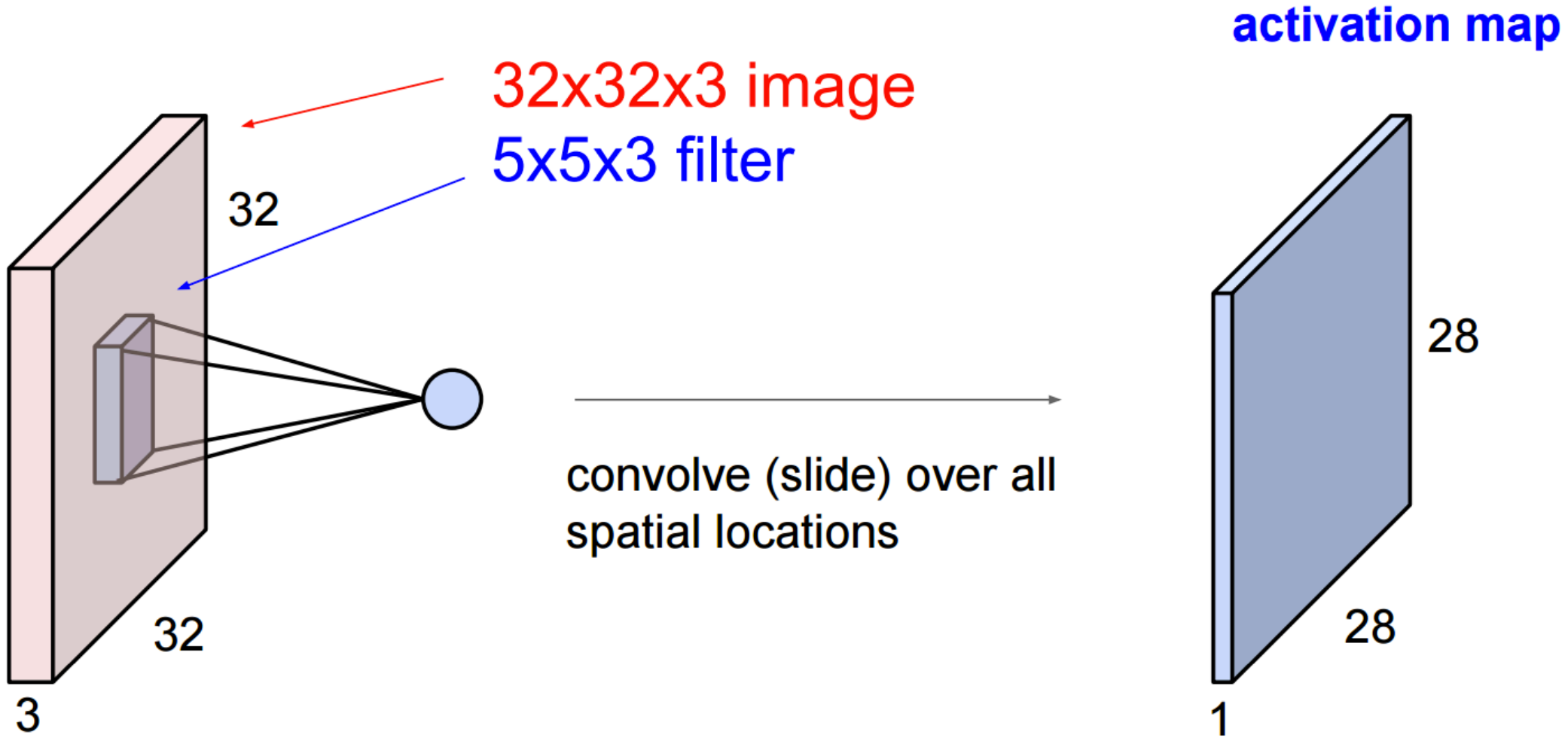
32x32x3 image

5x5x3 filter w

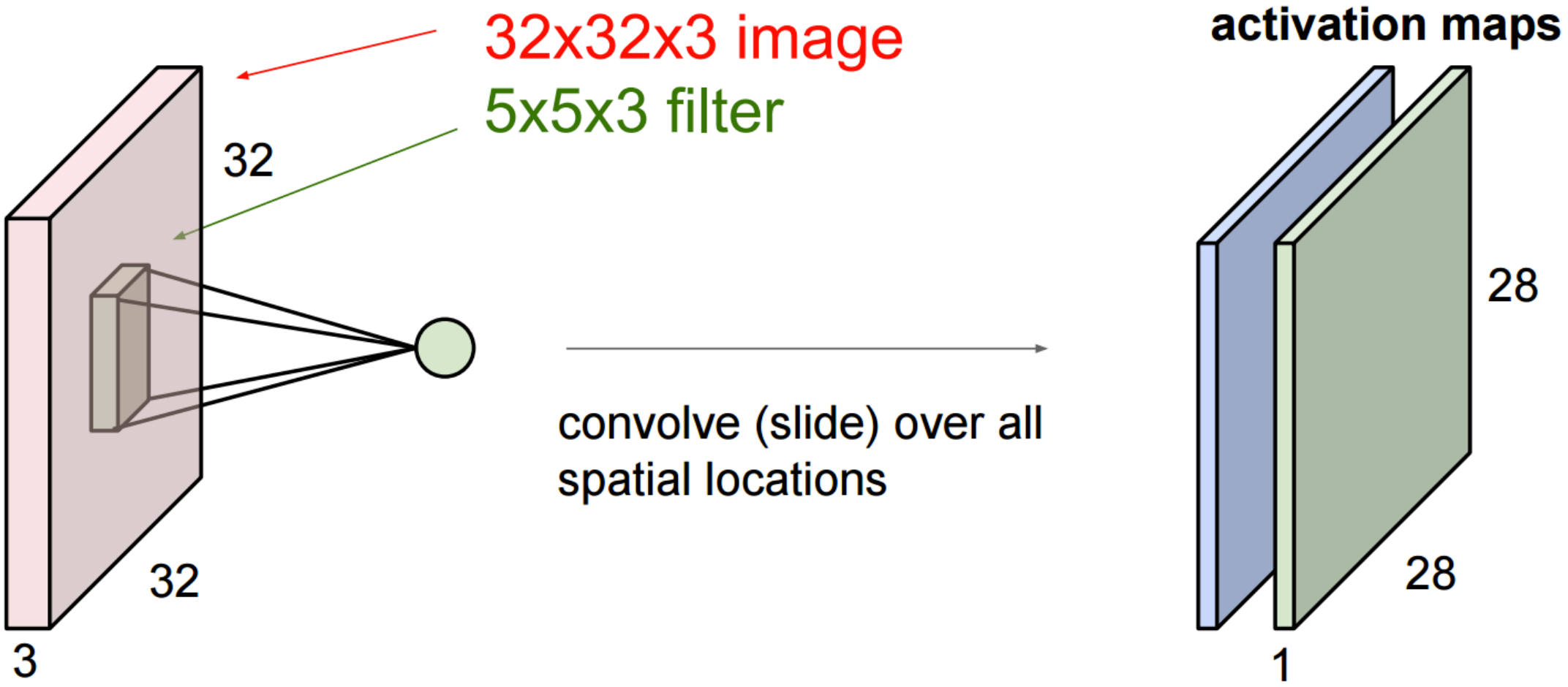
1 number:
the result of taking a dot product between the filter and a small 5x5x3 chunk of the image
(i.e. 5*5*3 = 75-dimensional dot product + bias)

$$w^T x + b$$

Convolution layer

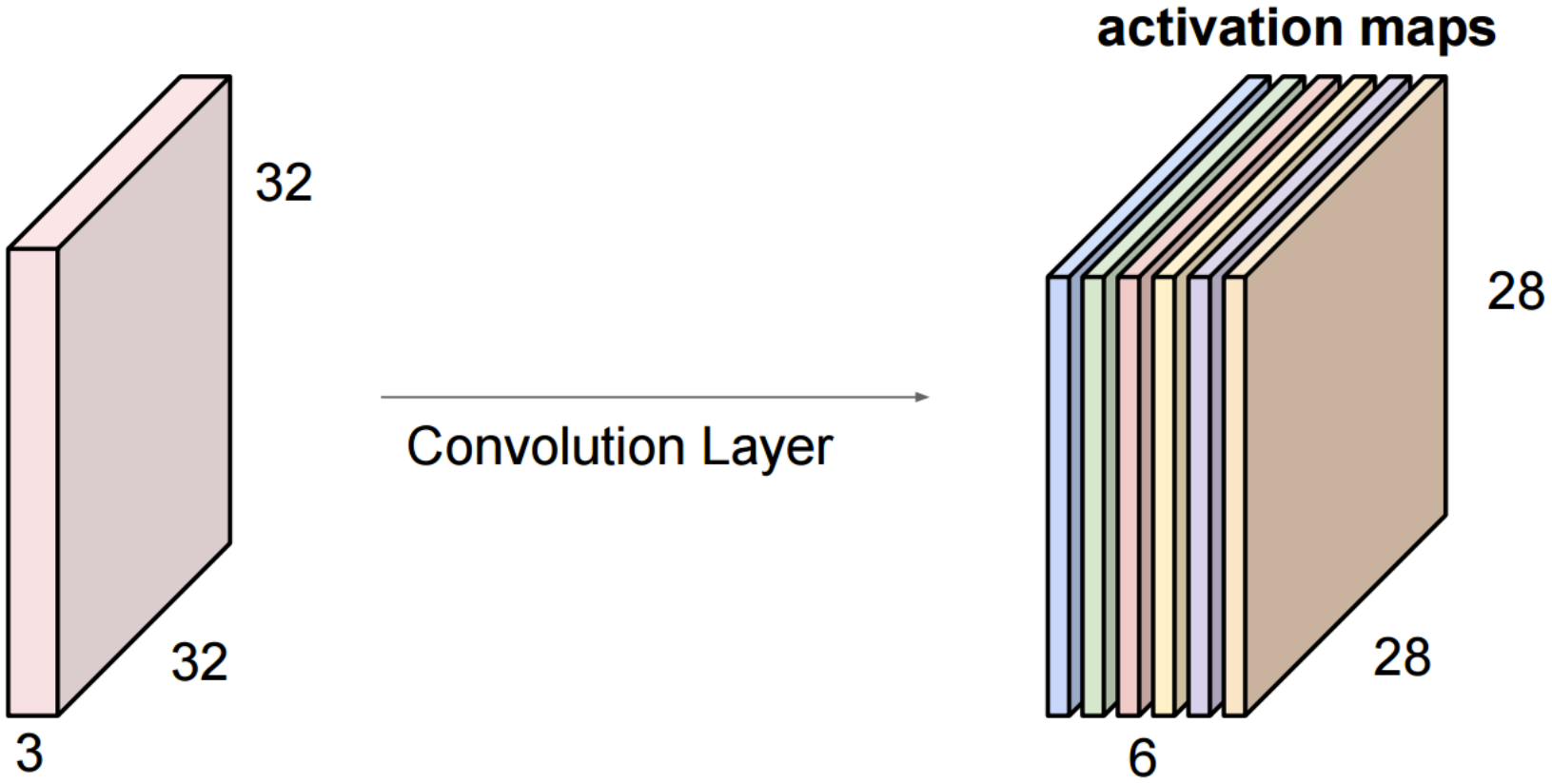


Convolution layer



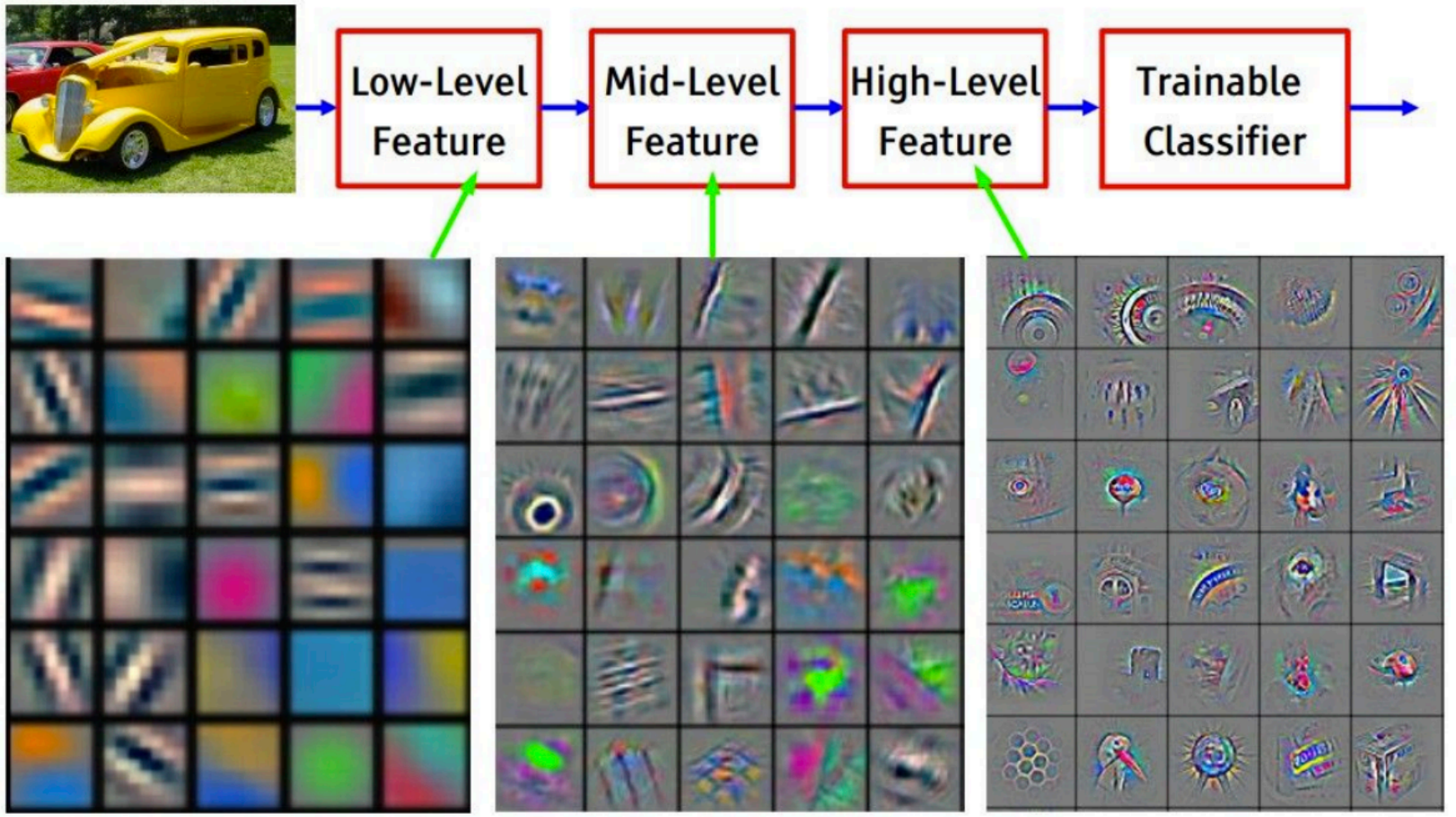
Convolution layer

For example, if we had 6 5x5 filters, we'll get 6 separate activation maps:



We stack these up to get a "new image" of size 28x28x6!

Feature hierarchy



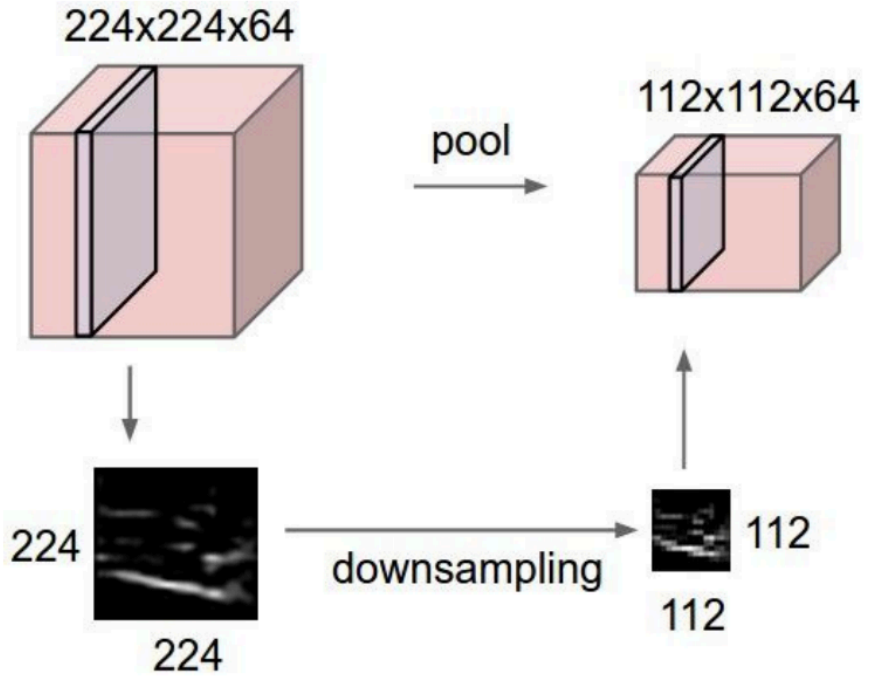
Feature visualization of convolutional net trained on ImageNet from [Zeiler & Fergus 2013]

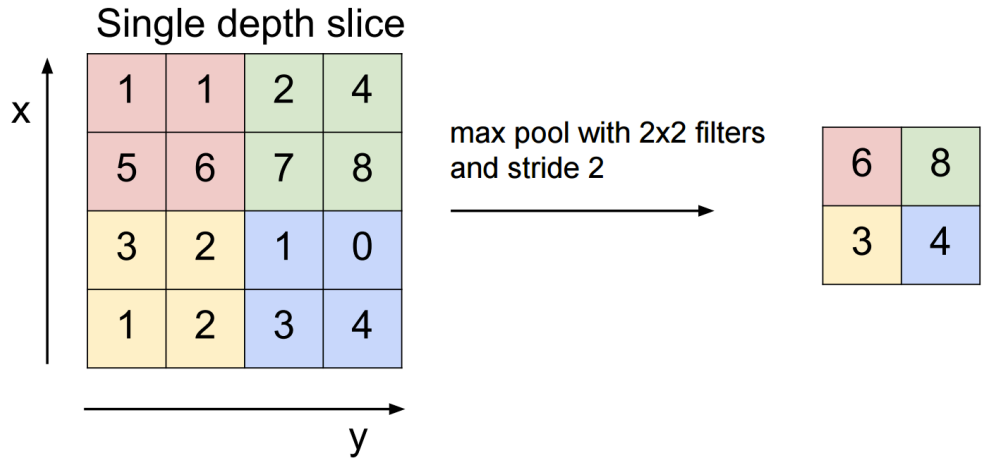
Pooling layer

As we move higher up the feature "food chain" we can save ourselves some computational effort by lowering the resolution

Types of pooling:

- MAX pooling
- MEAN pooling

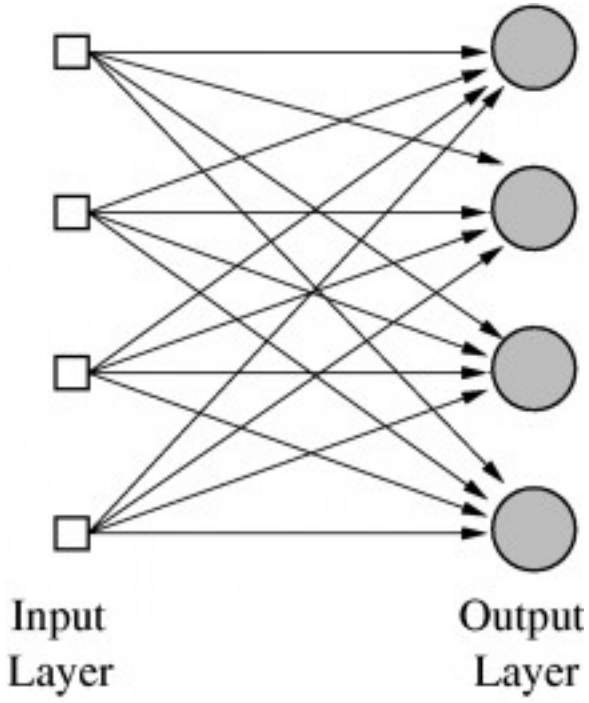




Fully connected layer

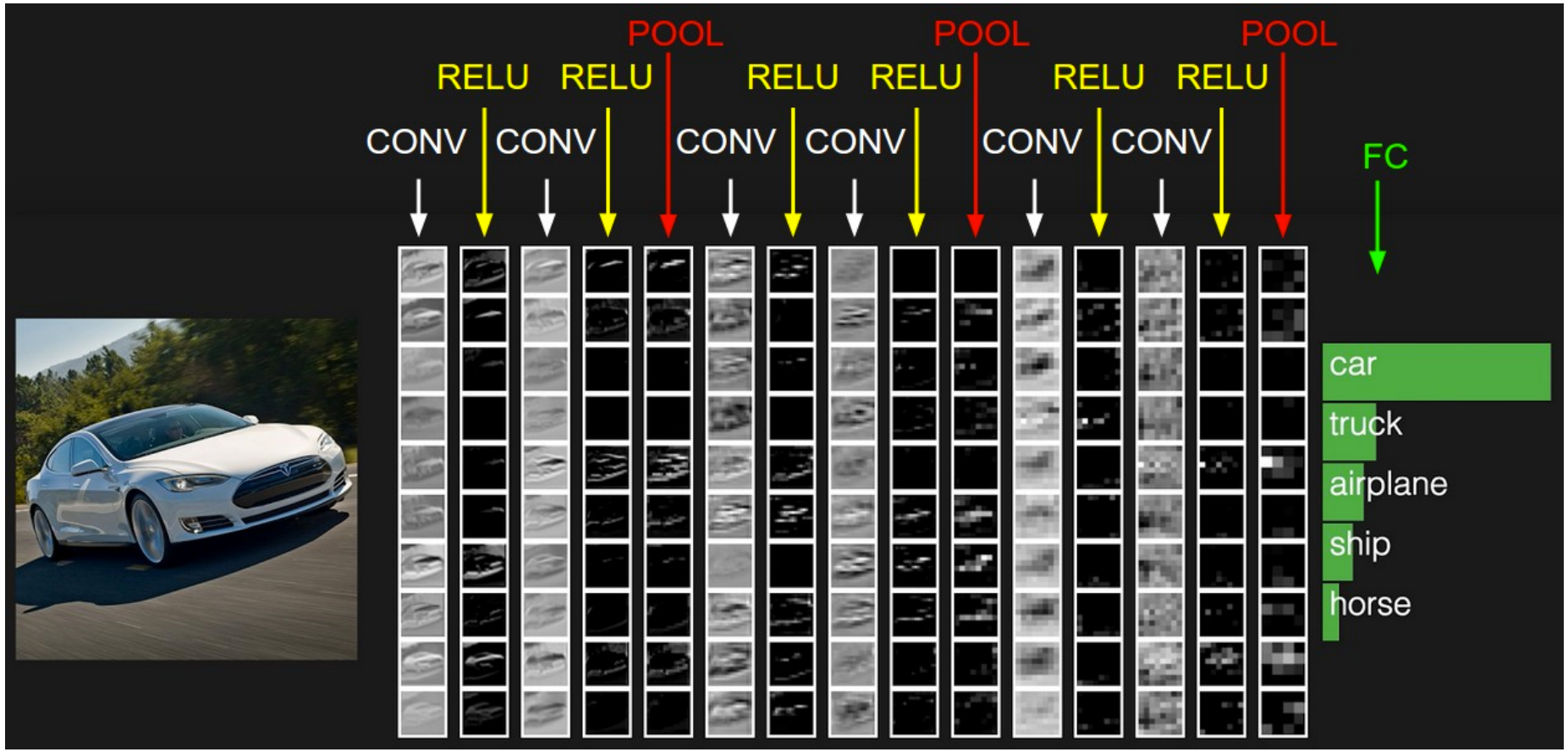
We've seen this one before!

Image "summary vector" with all of the redundant pixel info boiled out



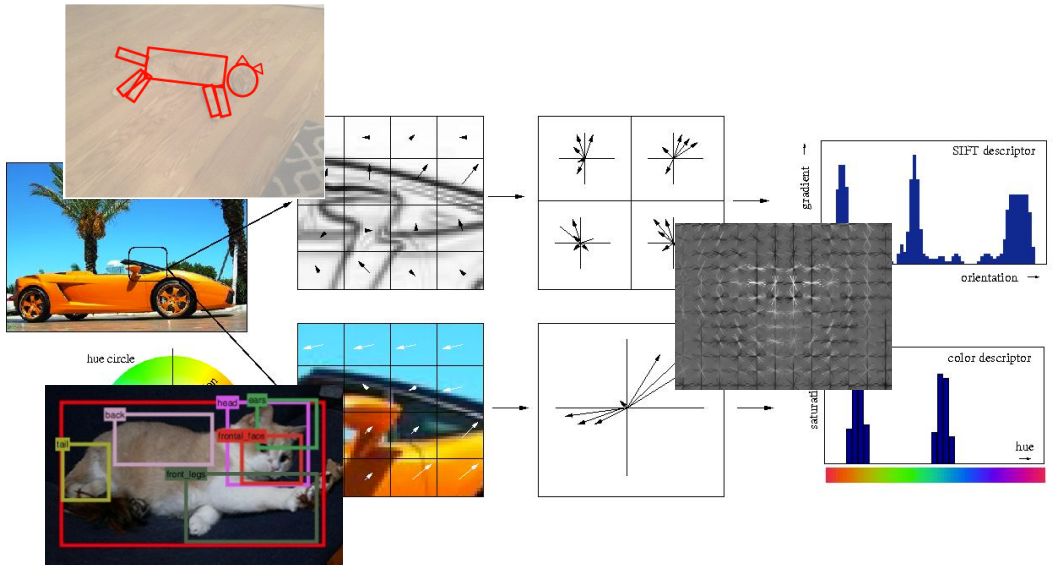
Linear classifier (softmax)

Putting it all together – CNN

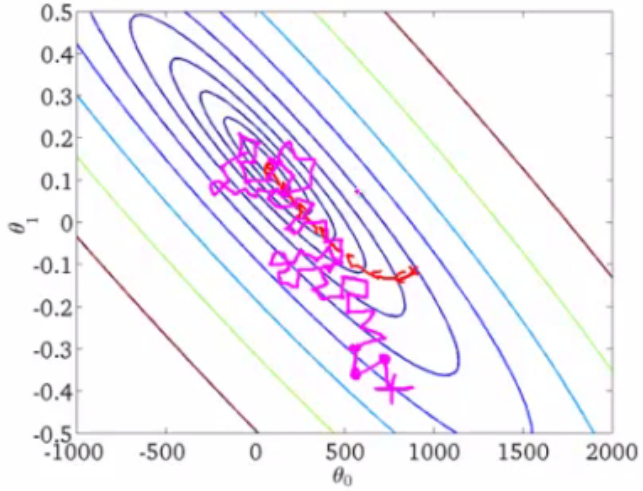


http://cs231n.stanford.edu/

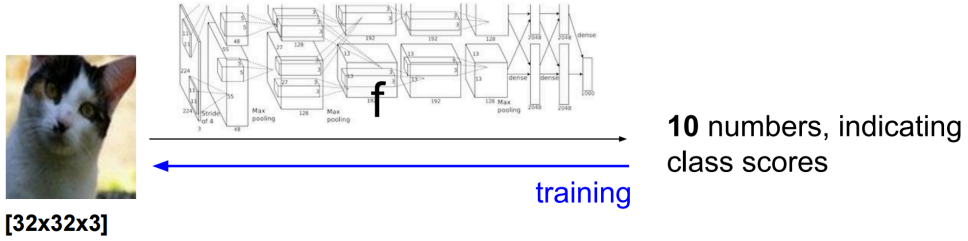
Classification showdown



vs.



$$\nabla(f \circ g)(x) = ((Dg)(x))^T (\nabla f)(g(x))$$

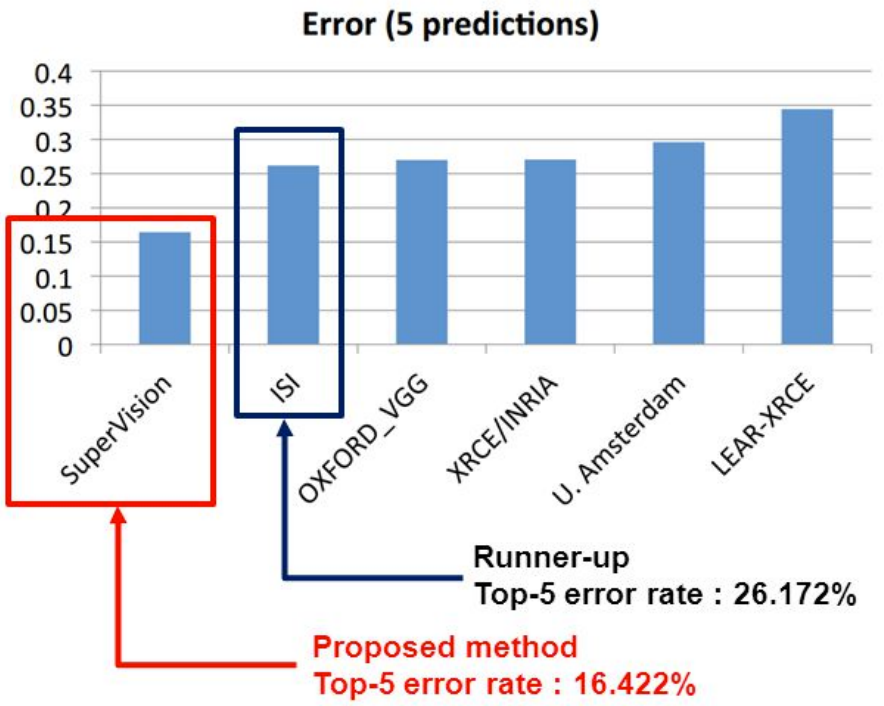


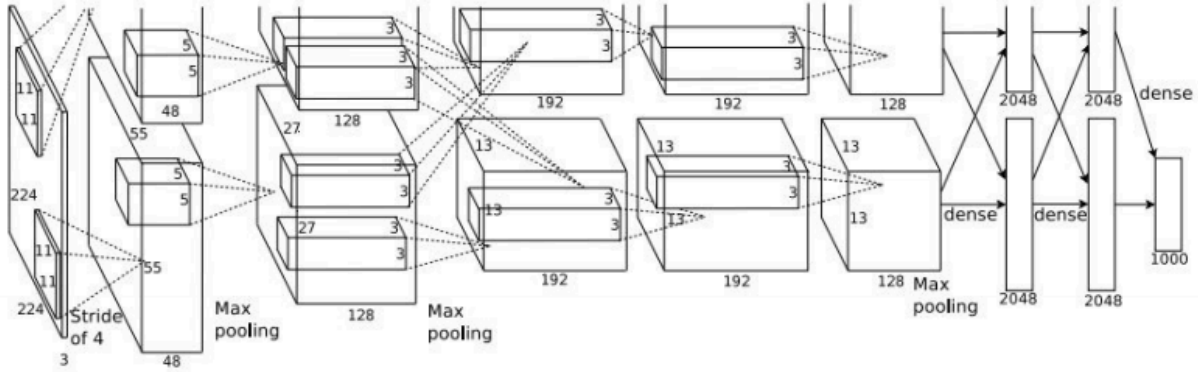
Who wins?

End-to-end learning wins!

Results

- **ILSVRC-2012 results**





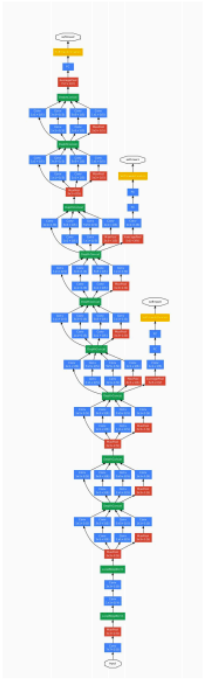
AlexNet (2012)

Disclaimer: hand-crafted features may still be the right choice for your niche application

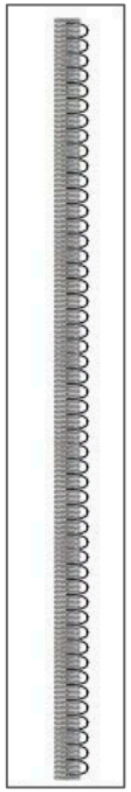
Modern architectures (deeper and deeper)

D	E
16 weight layers	19 weight layers
conv3-64 conv3-64	conv3-64 conv3-64
conv3-128 conv3-128	conv3-128 conv3-128
conv3-256 conv3-256 **conv3-256**	conv3-256 conv3-256 conv3-256 **conv3-256**
conv3-512 conv3-512 **conv3-512**	conv3-512 conv3-512 conv3-512 **conv3-512**
conv3-512 conv3-512 **conv3-512**	conv3-512 conv3-512 conv3-512 **conv3-512**
maxpool	
FC-4096	
FC-4096	
FC-1000	
soft-max	

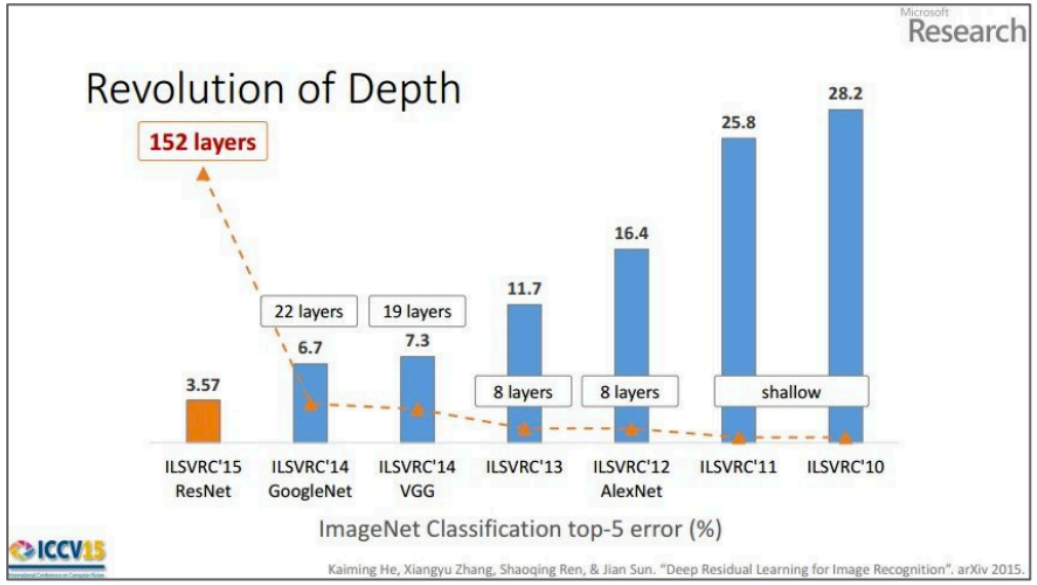
VGG (2014)



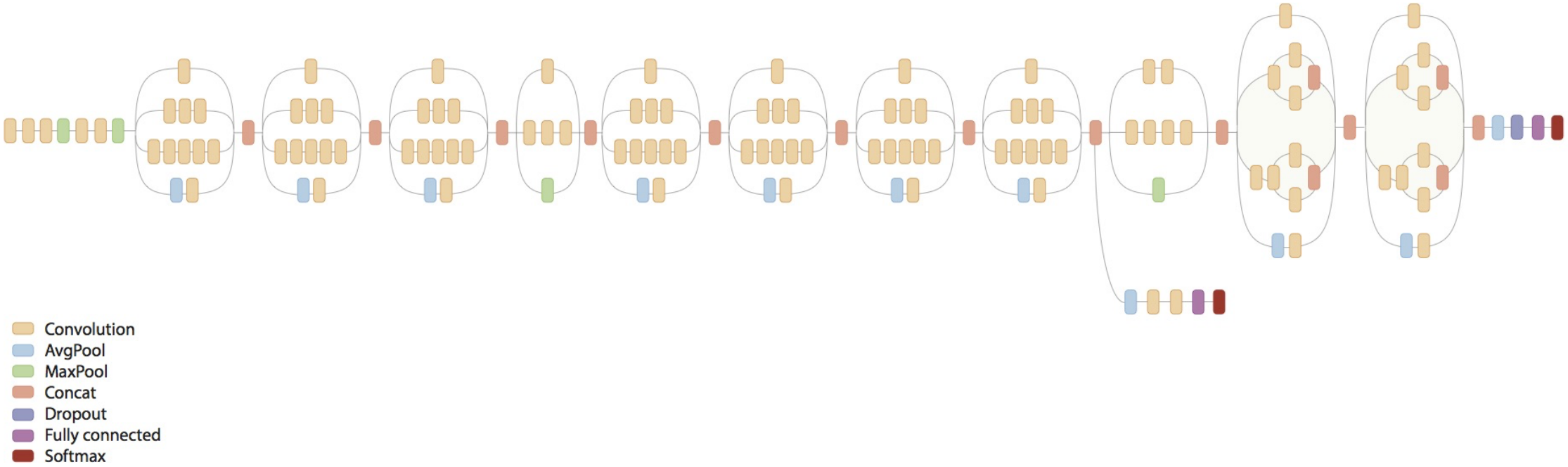
GoogLeNet (2014)



ResNet (2015)



Modern architectures (deeper and deeper)



Inception-v3 (2016)

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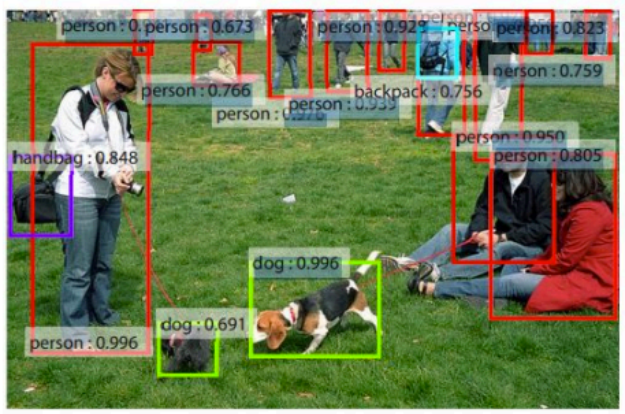
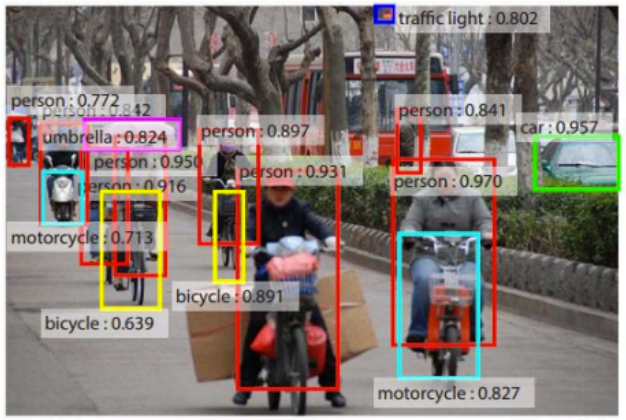
- Stats/ML review
- Neural network basics
- Convolutional neural networks
- Robotic applications

Object localization and detection

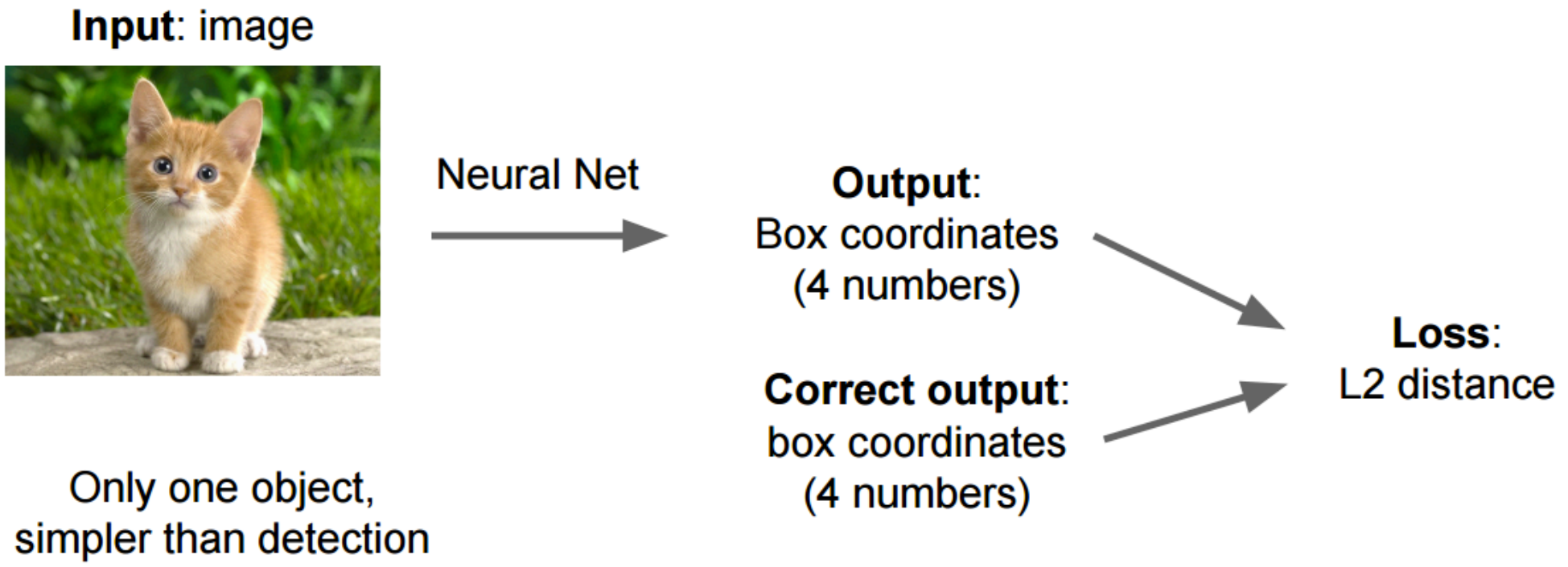




Results from Faster R-CNN, Ren et al 2015

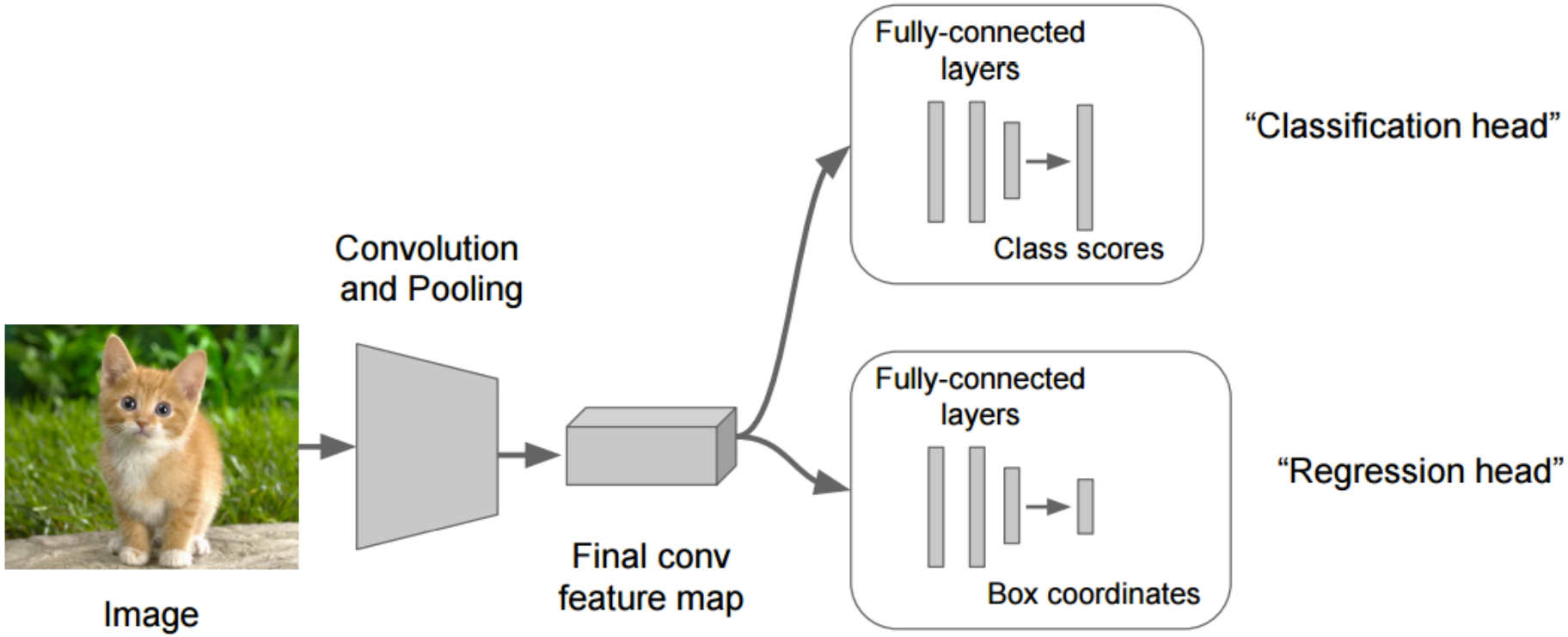
Object localization

Instead of outputting only a class (with associated loss function), also regress on 4 numbers defining the edges of a bounding box



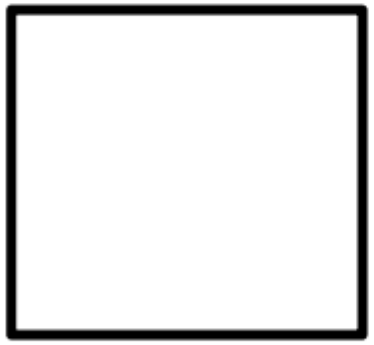
Localization and detection

Instead of outputting only a class (with associated loss function), also regress on 4 numbers defining the edges of a bounding box

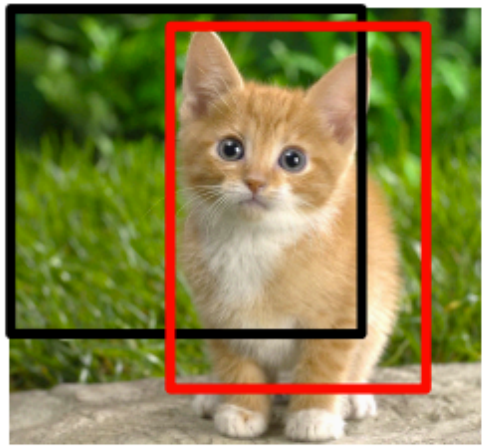


Object detection

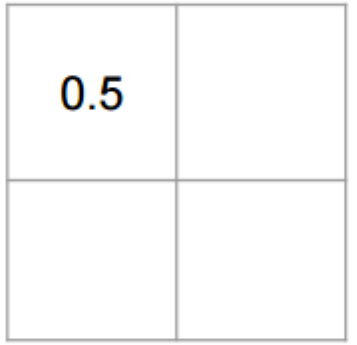
Sliding window: using a classifier as the basis for a detector



Network input:
3 x 221 x 221



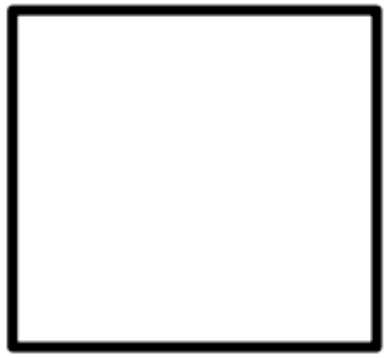
Larger image:
3 x 257 x 257



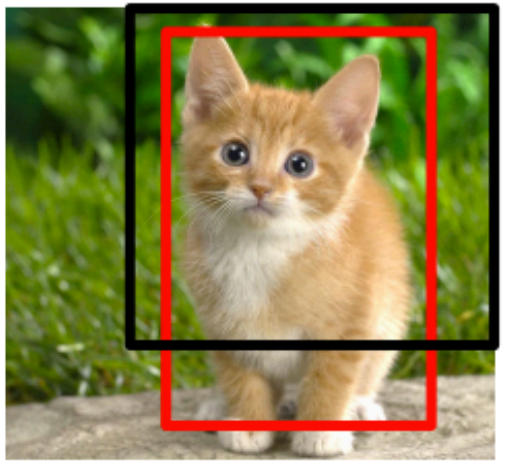
Classification scores:
P(cat)

Object detection

Sliding window: using a classifier as the basis for a detector



Network input:
3 x 221 x 221



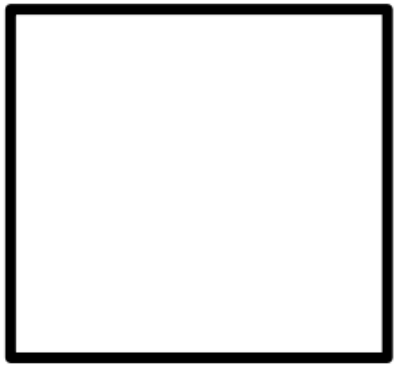
Larger image:
3 x 257 x 257

0.5	0.75

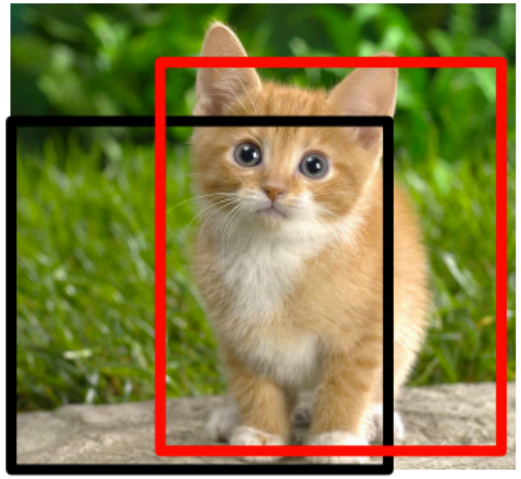
Classification scores:
P(cat)

Object detection

Sliding window: using a classifier as the basis for a detector



Network input:
3 x 221 x 221



Larger image:
3 x 257 x 257

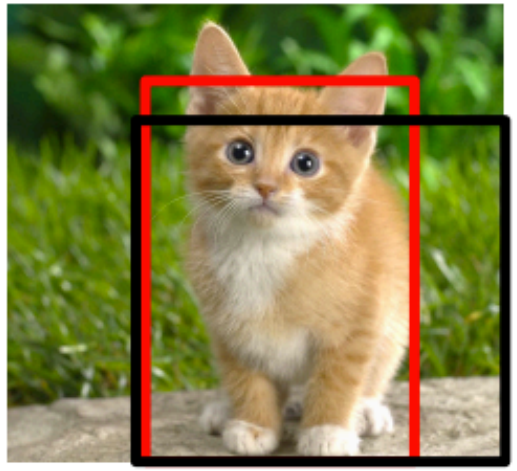
0.5	0.75
0.6	

Classification scores:
P(cat)

Object detection

Sliding window: using a classifier as the basis for a detector

Network input:
3 x 221 x 221

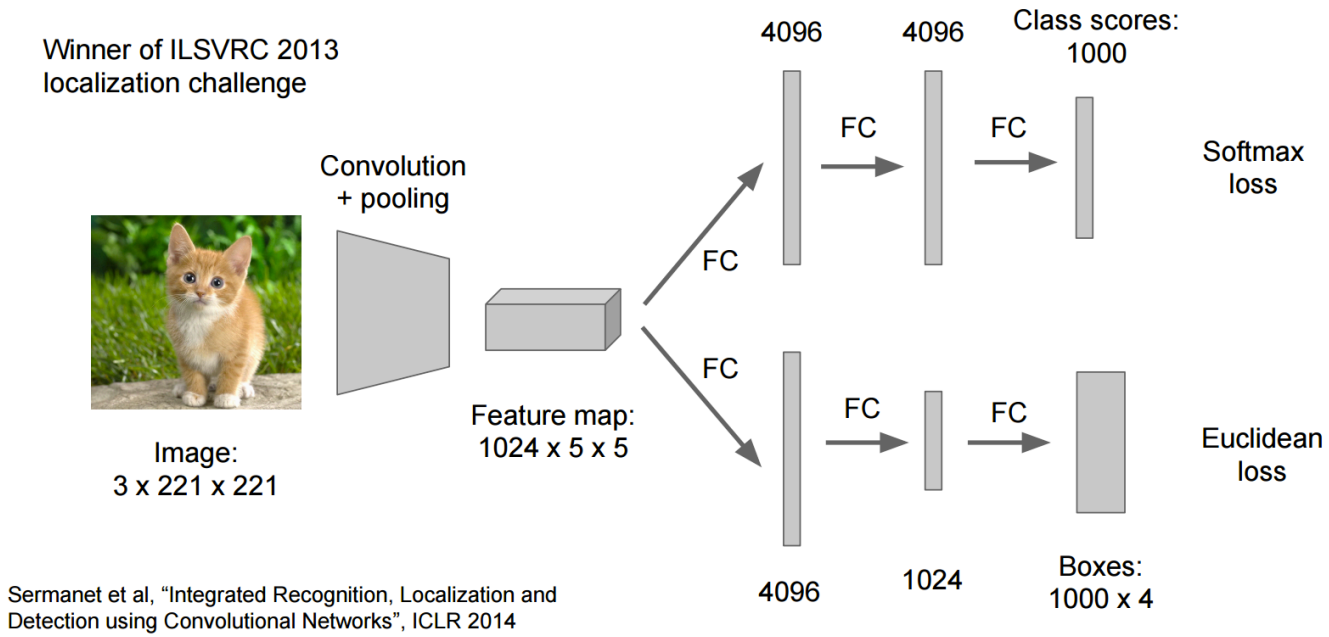


Larger image:
3 x 257 x 257

0.5	0.75
0.6	0.8

Classification scores:
P(cat)

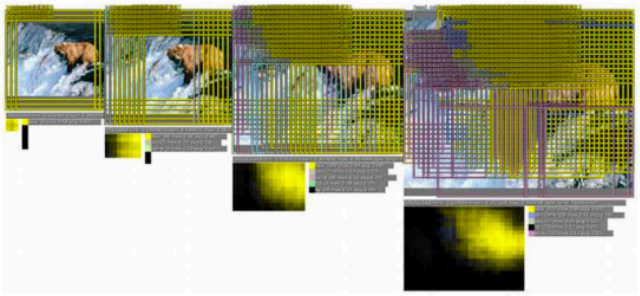
Object detection – sliding window



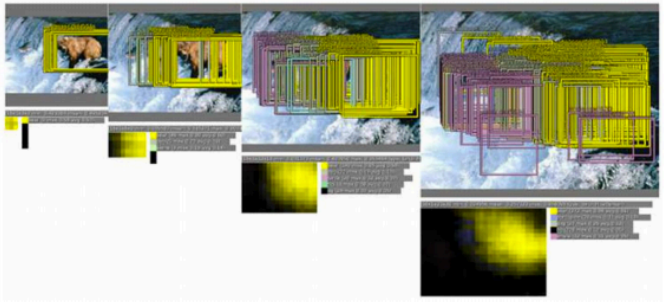
Sermanet et al, "Integrated Recognition, Localization and Detection using Convolutional Networks", ICLR 2014

Overfeat (Sermanet et al. 2014)

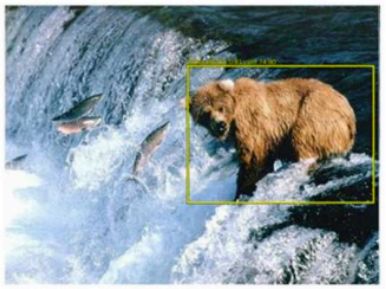
Window positions + score maps



Box regression outputs



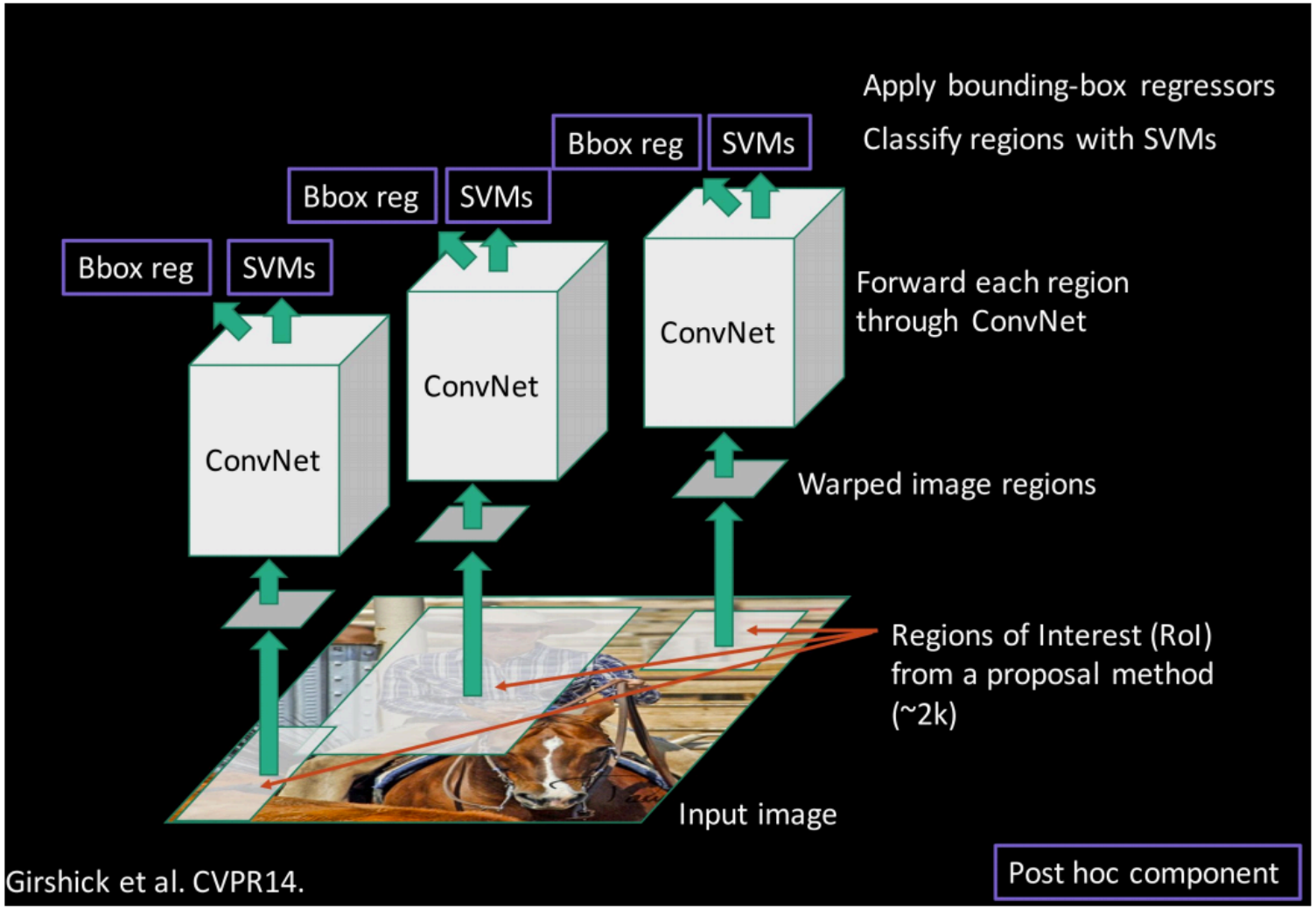
Final Predictions



Object detection – more efficient approaches

"Proposal" method to identify "blobby" regions of interest
(could be another NN)

Two-headed classifer/bounding box regressor



Object detection – more efficient approaches

YOLO: You Only Look Once
Detection as Regression

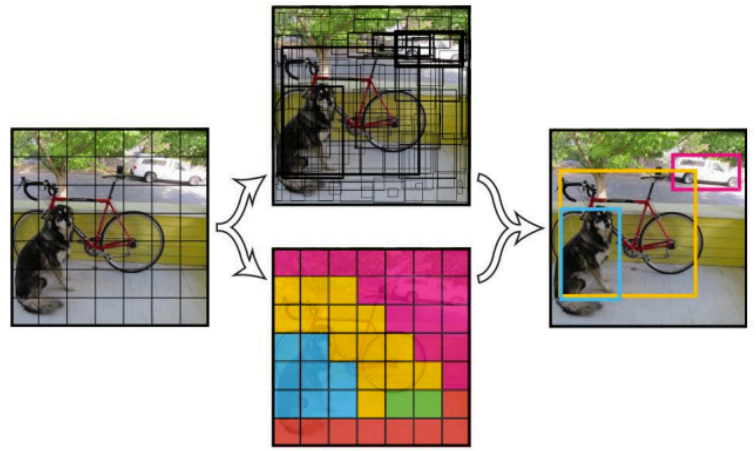
Divide image into S x S grid

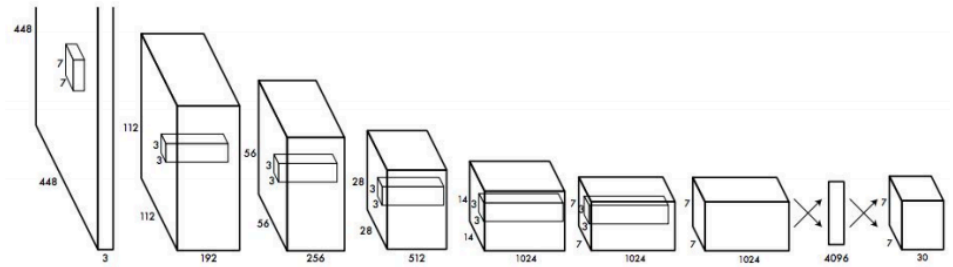
Within each grid cell predict:
- B Boxes: 4 coordinates + confidence
- Class scores: C numbers

Regression from image to
7 x 7 x (5 * B + C) tensor

Direct prediction using a CNN

Redmon et al, "You Only Look Once:
Unified, Real-Time Object Detection", arXiv 2015

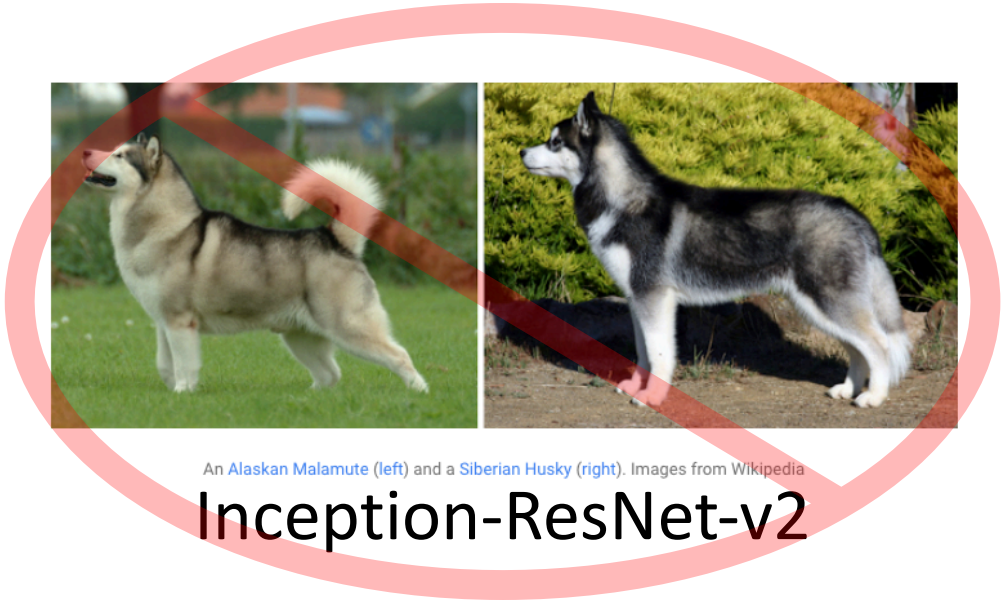




Robotics – need for speed!

Model Checkpoint	Million MACs	Million Parameters	Top-1 Accuracy	Top-5 Accuracy
MobileNet_v1_1.0_224	569	4.24	70.7	89.5
MobileNet_v1_1.0_192	418	4.24	69.3	88.9
MobileNet_v1_1.0_160	291	4.24	67.2	87.5
MobileNet_v1_1.0_128	186	4.24	64.1	85.3
MobileNet_v1_0.75_224	317	2.59	68.4	88.2
MobileNet_v1_0.75_192	233	2.59	67.4	87.3
MobileNet_v1_0.75_160	162	2.59	65.2	86.1
MobileNet_v1_0.75_128	104	2.59	61.8	83.6
MobileNet_v1_0.50_224	150	1.34	64.0	85.4
MobileNet_v1_0.50_192	110	1.34	62.1	84.0
MobileNet_v1_0.50_160	77	1.34	59.9	82.5
MobileNet_v1_0.50_128	49	1.34	56.2	79.6
MobileNet_v1_0.25_224	41	0.47	50.6	75.0
MobileNet_v1_0.25_192	34	0.47	49.0	73.6
MobileNet_v1_0.25_160	21	0.47	46.0	70.7
MobileNet_v1_0.25_128	14	0.47	41.3	66.2

MobileNets (2017)



Inception-ResNet-v2

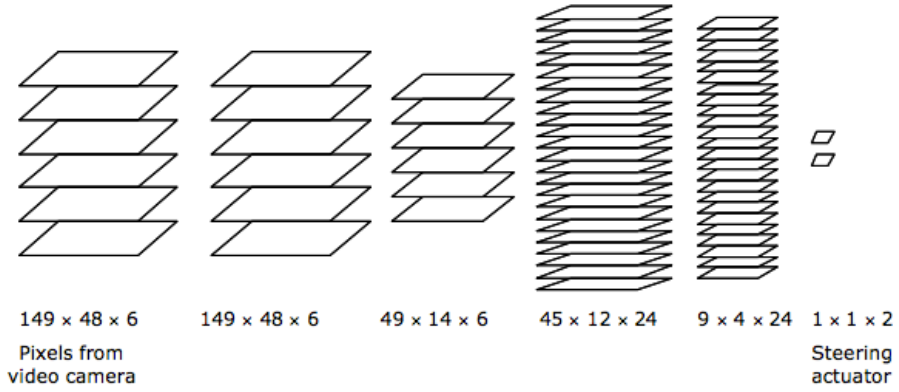
Model	Train	Test	mAP	FLOPS	FPS
Old YOLO	VOC 2007+2012	2007	63.4	40.19 Bn	45
SSD300	VOC 2007+2012	2007	74.3	-	46
SSD500	VOC 2007+2012	2007	76.8	-	19
YOLOv2	VOC 2007+2012	2007	76.8	34.90 Bn	67
YOLOv2 544x544	VOC 2007+2012	2007	78.6	59.68 Bn	40
Tiny YOLO	VOC 2007+2012	2007	57.1	6.97 Bn	207

Tiny YOLO (2017)

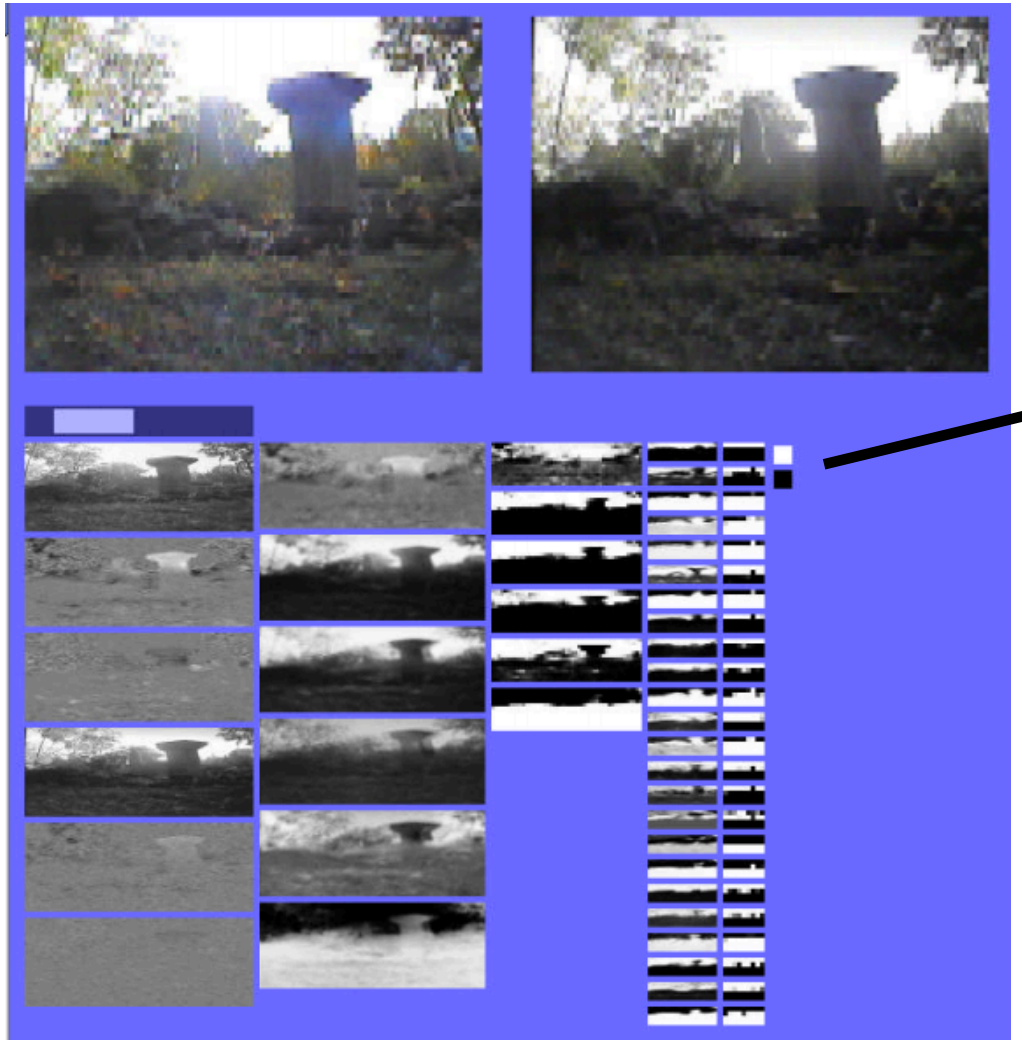
End-to-end: from pixels to motor commands

DAVE (DARPA 2004)

Supervised learning from reference human inputs



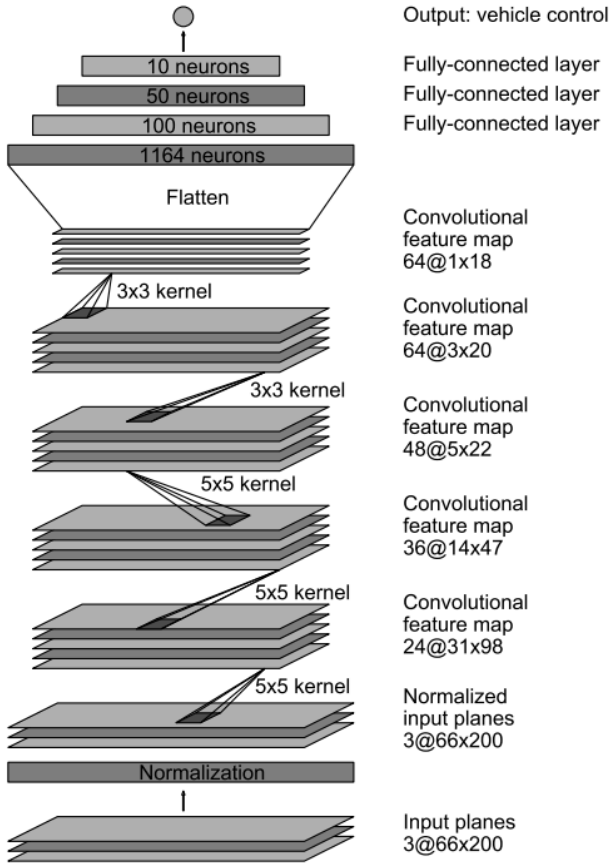
Mean distance between crashes: 20 meters

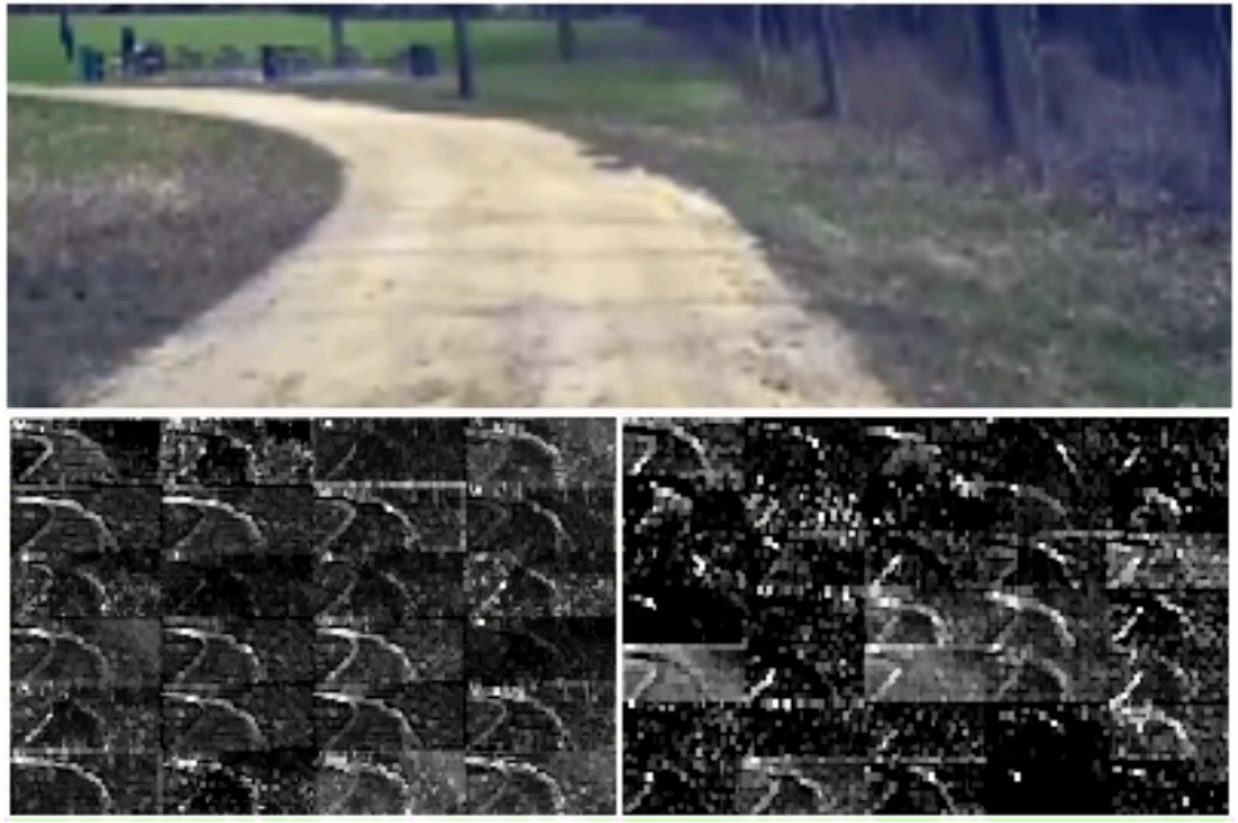


Left and right steering command neurons

End-to-end: from pixels to motor commands

DAVE-2 (NVIDIA 2016)

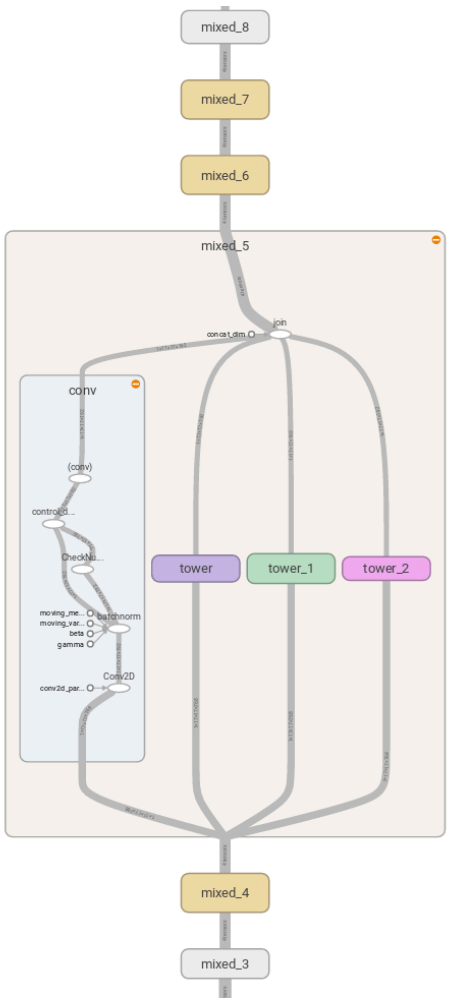


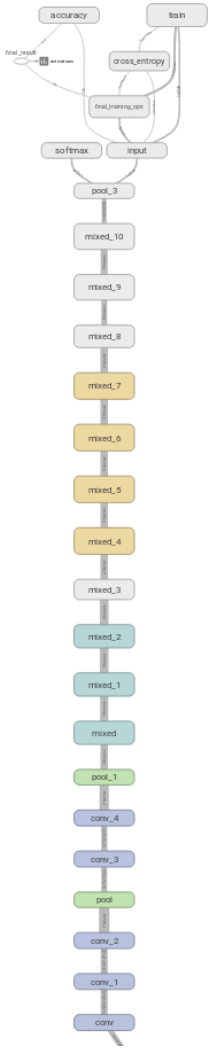


Somewhat less scary:
https://www.youtube.com/watch?v=HJ58dbd5g8g

Tools of the trade

- Software packages for automatic differentiation/gradient computation
  - Caffe
  - Torch
  - Theano
  - TensorFlow
- Specify an abstract computation graph (inputs and outputs of NN equations); software does the rest!





TensorFlow: a *lot* of chain rule in this picture

Lots of stuff left out

- Generative vs. discriminative models
- Train/validation/test sets
- Learning rate and other hyperparameter tuning
- Recurrent neural networks for series data (e.g., videos)
- Reinforcement learning and ML outside of purely visual recognition-focused tasks

Consider STATS216, CS229, CS231n, CS224n, CS331b to learn more!