

5.2 Convolutional Neural Networks

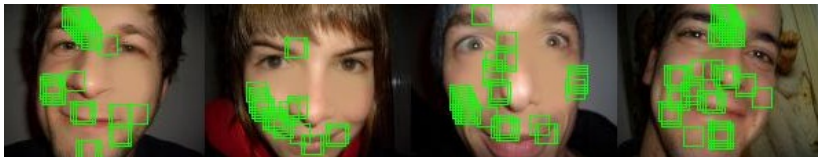
Machine Learning 1: Foundations

Marius Kloft (TUK)

- 1 The Core Idea in a Nutshell
- 2 Natural Neural Networks
- 3 Artificial Neural Networks
- 4 Convolutional Neural Networks**

Example: Image Processing

- ▶ For many types of images it makes sense to process portions of the image (**patches**)
 - ▶ This is because content could be in any position
- ▶ Typically one wants to apply filters to the patches to detect “interesting” properties of the images



source: <http://pages.cs.wisc.edu/~andrzej>

Convolution Filter

Many image filters are based on **convolutions**...

image source: <http://stats.stackexchange.com/>

Examples of Convolution Filters

original

blur

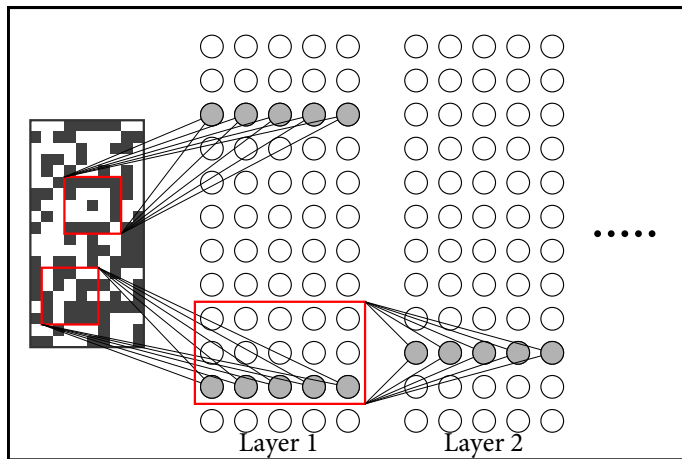
Kuwahara



source: <http://stats.stackexchange.com/>

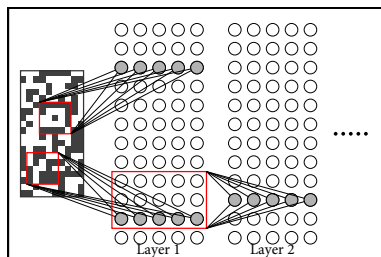
Can we learn such filters?

Convolutional Neural Networks (CNNs)



- Each layer consists of multiple **vertical planes** (**five** planes in the example shown here)

Convolutional Neural Networks (CNNs)

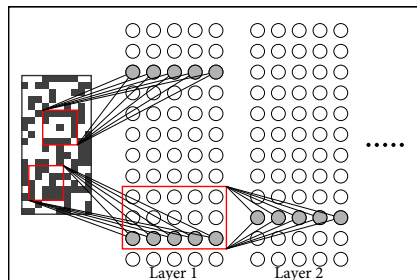


Each vertical plane acts as a convolution filter as follows:

- ▶ We cover the image with overlapping patches
- ▶ Each patch corresponds to five neurons on the same horizontal level
- ▶ Every pixel in a patch is connected with any of the five neurons in the corresponding level
 - ▶ Each of these neurons thus defines a filter on the pixels in the patch

Recursion: higher layers convolute output of earlier layers

Weight Sharing

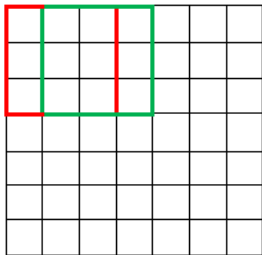


- ▶ In CNNs, neurons of the same plane are forced to share the same weights w_{ij} (**weight sharing**)
- ▶ Hence, the very same five filters are applied to every patch, no matter where in the image the patch is
 - ⇒ **invariance against translation of objects in image**
& drastic reduction in number of parameters

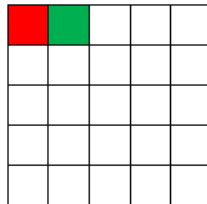
Stride

The **stride** determines how far apart the patches are:

7 x 7 Input Volume



5 x 5 Output Volume

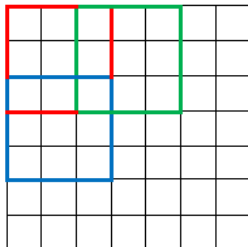


Stride = 1

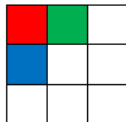
Stride

The **stride** determines how far apart the patches are:

7 x 7 Input Volume

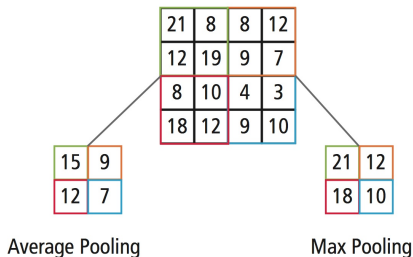


3 x 3 Output Volume



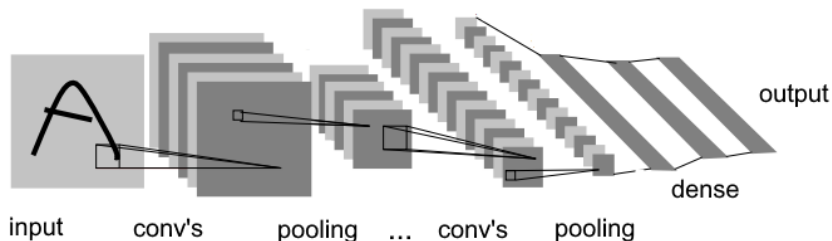
Stride = 2

Pooling Layers



- ▶ In CNNs, convolution layers are alternated with **pooling layers**
 - ▶ these aggregate values in a patch
 - ▶ e.g., **max pooling** (computing in each patch the maximum entry)
- ⇒ adds robustness against noise and changes in relative positions

CNN – Summary



Resulting architecture:

- ▶ input layer
- ▶ alternating convolution and pooling layers
- ▶ typically 2-3 dense layers (to capture non-linearities)
- ▶ output layer

Conclusion

Convolutional neural networks (CNN)

- ▶ instead of handcrafting image features
- ▶ let the learning machine (logistic regression) figure out a good representation
- ▶ wrap the learning machine around a CNN and learn a prediction model and an image representation at the same time

Next week: deep learning and how to train ANNs.

References I



Y. LeCun, L. Bottou, Y. Bengio, P. Haffner, *et al.*, Gradient-based learning applied to document recognition, *Proceedings of the IEEE*, vol. 86, no. 11, pp. 2278–2324, 1998.