



Deep Learning - MAI

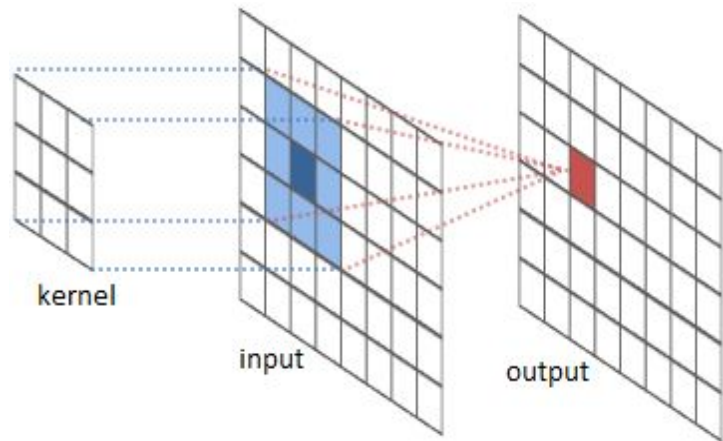
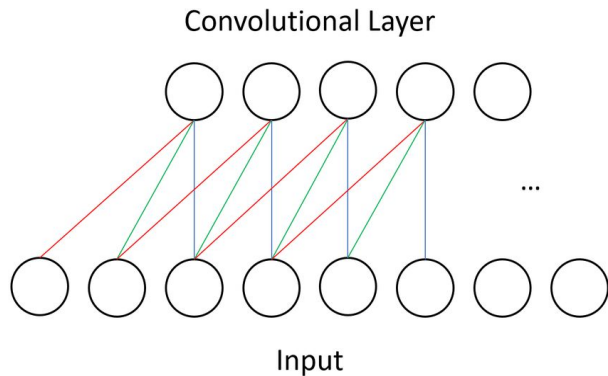
Convolutional neural networks

THEORY

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Spatial Connectivity

- ❖ Some data has spatial correlations that can be exploited
 - 1D, 2D, 3D, ...
- ❖ Near-by data points are more relevant than far-away.
- ❖ Sparsify connectivity to reduce complexity and ease the learning



Weight Sharing

- ❖ Sparse connectivity is nice, but we want to apply filters everywhere.
- ❖ Each filter will get convolved all over the image: 2D activations matrix
- ❖ In static we have sets of neurons sharing weights
- ❖ In this context, what is a neuron?



Convolution in Action

Kernel size 3x3
(neuron input = 9)

1 0 1
0 1 0
1 0 1

Detect 'X'

1 _{x1}	1 _{x0}	1 _{x1}	0	0
0 _{x0}	1 _{x1}	1 _{x0}	1	0
0 _{x1}	0 _{x0}	1 _{x1}	1	1
0	0	1	1	0
0	1	1	0	0

Image

Filter convolution
process

4		

Convolved
Feature

Activations (pre-func.)

Image Transformations

- ❖ Convolving filters transform the image
- ❖ Let the model learn the kernels it needs

Edge detection

$$\begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix}$$



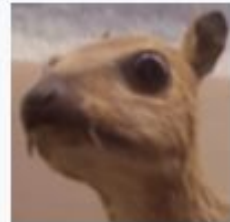
Sharpen

$$\begin{bmatrix} 0 & -1 & 0 \\ -1 & 5 & -1 \\ 0 & -1 & 0 \end{bmatrix}$$



Gaussian blur
 3×3

$$\frac{1}{16} \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix}$$



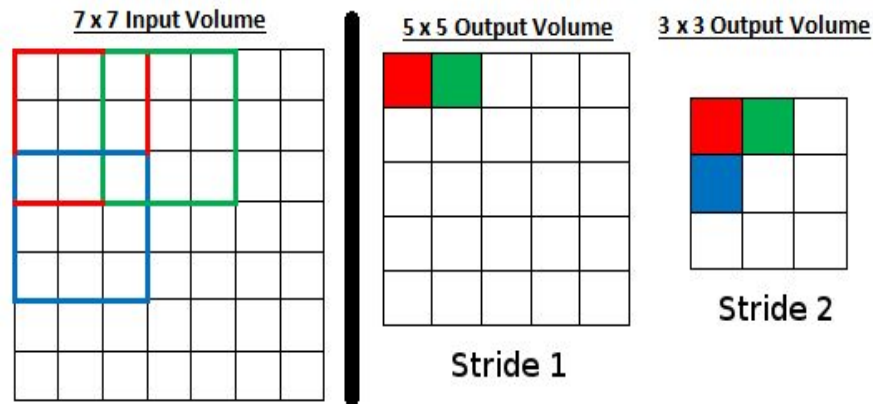
Convolution Details

Kernel size: Size of the receptive field of convolutional neurons

Stride: Steps size of convolution

Padding: Allows focus on border

- ❖ Most common fill: Zeros
- ❖ Valid (no padding): Internal only. May skip data. Reduces dimensionality
- ❖ Same: Keep dimensionality with stride 1

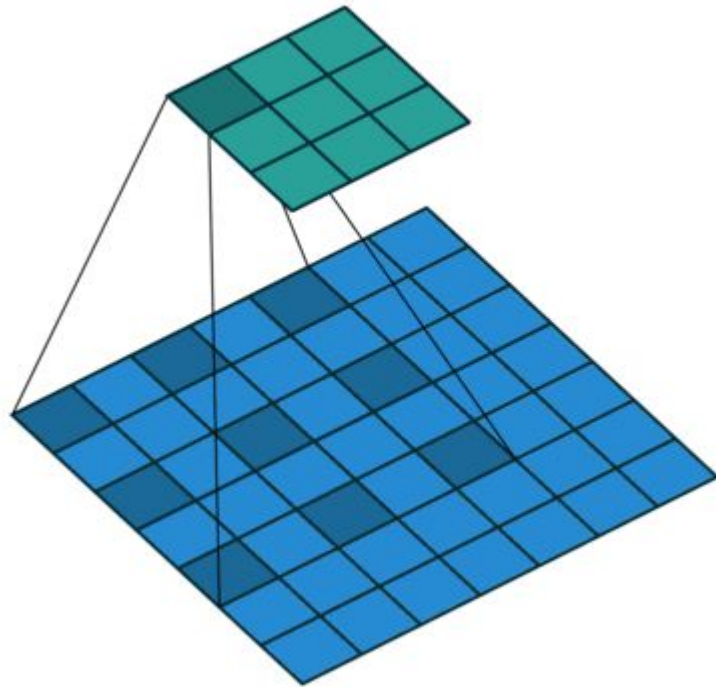


$$OutputSize = \frac{InputSize - KernelSize + 2 * Padding}{Stride} + 1$$

Dilated/Atrous Convolutions

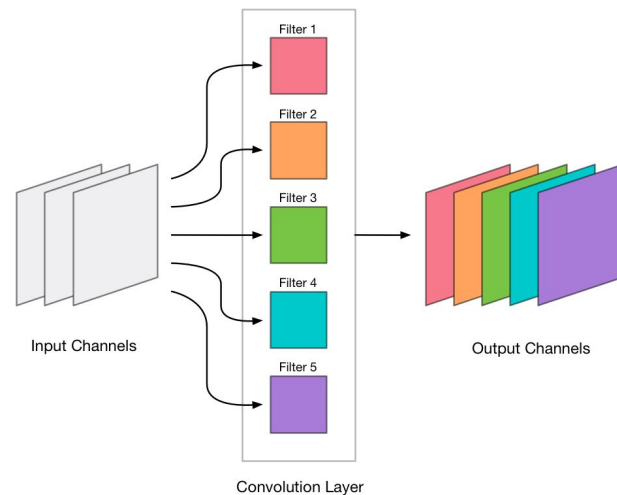
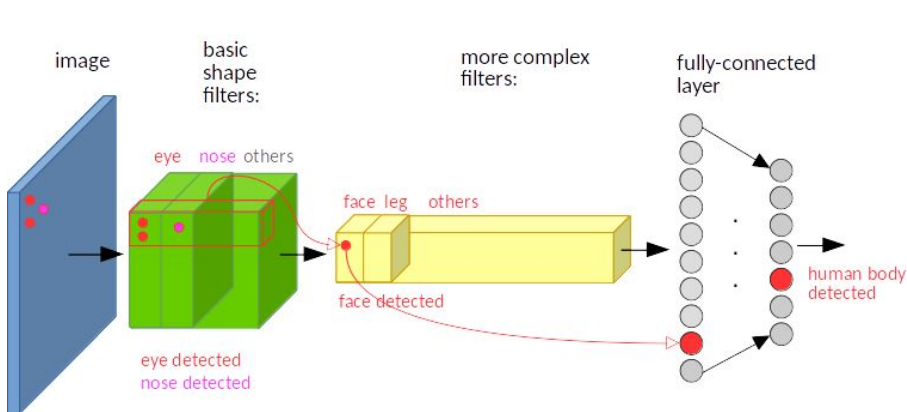
Sparsify the kernel

- ❖ Increases perceptive field without added complexity
- ❖ Loses details, gains context
- ❖ Another hyperparam :(
- ❖ Used for
 - Down/Upsampling (segmentation)
 - High Resolution inputs



Output Volumes

- ❖ Typically, conv filters are full depth ($N*N*input_depth$)
- ❖ Each conv filter (often 3D) convolved generates a 2D plane of data
- ❖ Depth provides all the *views* on a part of the input
- ❖ Output volume: New representation of input with different dimensions

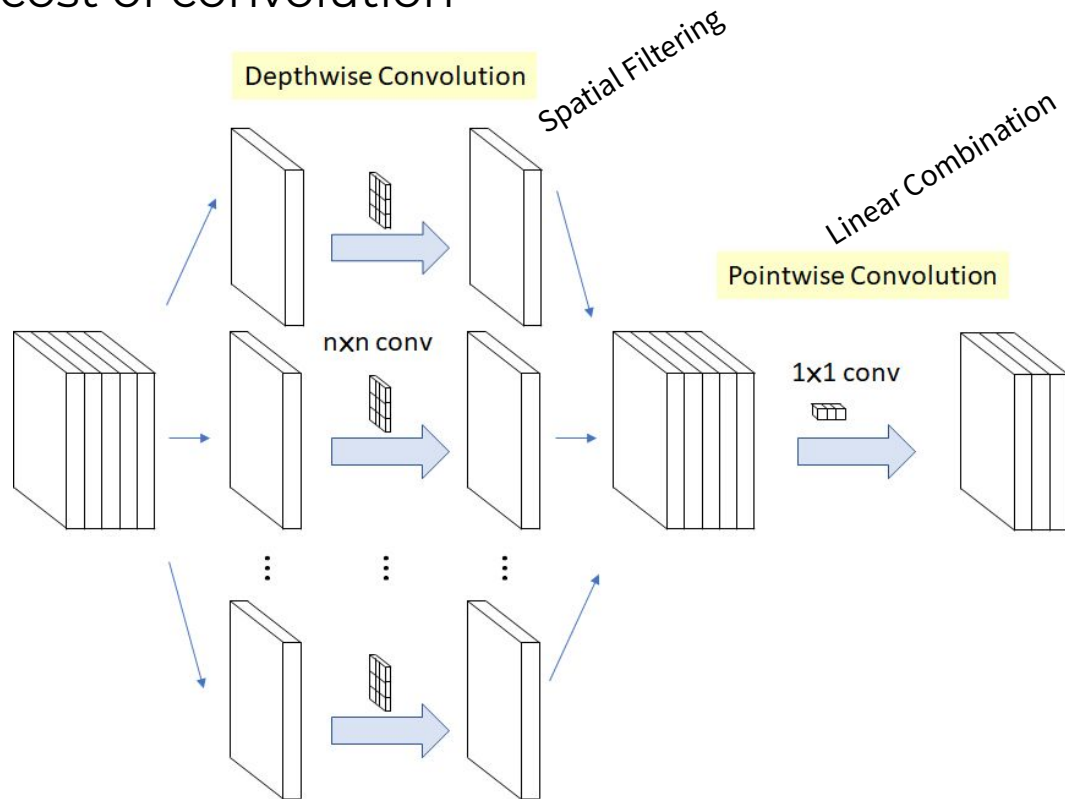


Depth-wise Separable Convolutions

Decreasing the complexity and cost of convolution

1. Depth-wise convolutions
 - Filters: $N \times N \times 1$
2. Point-wise convolution
 - Filters: $1 \times 1 \times \text{input_depth}$

Params: $N \times N + N$

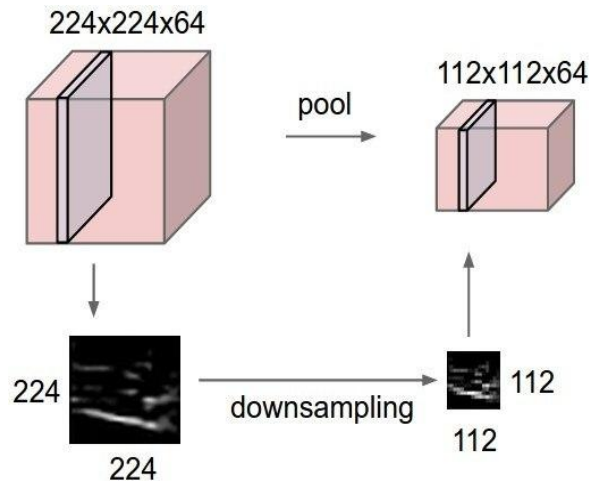
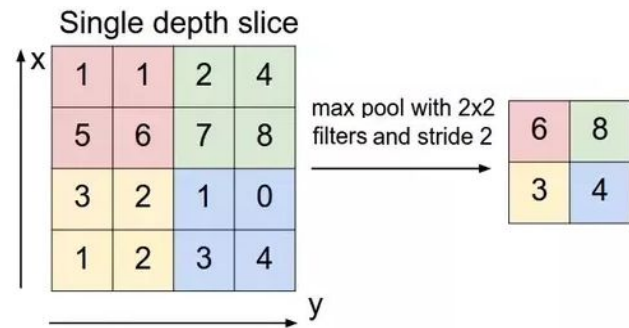


To Pool Or Not To Pool

- ❖ Operation: **Max** or Avg
- ❖ Dimensionality reduction (along x and y only)
- ❖ Rarely applied full depth
- ❖ Parameter free layer
- ❖ Hyperparams: Size & Stride
- ❖ Loss in spatial precision / Robust to invariance

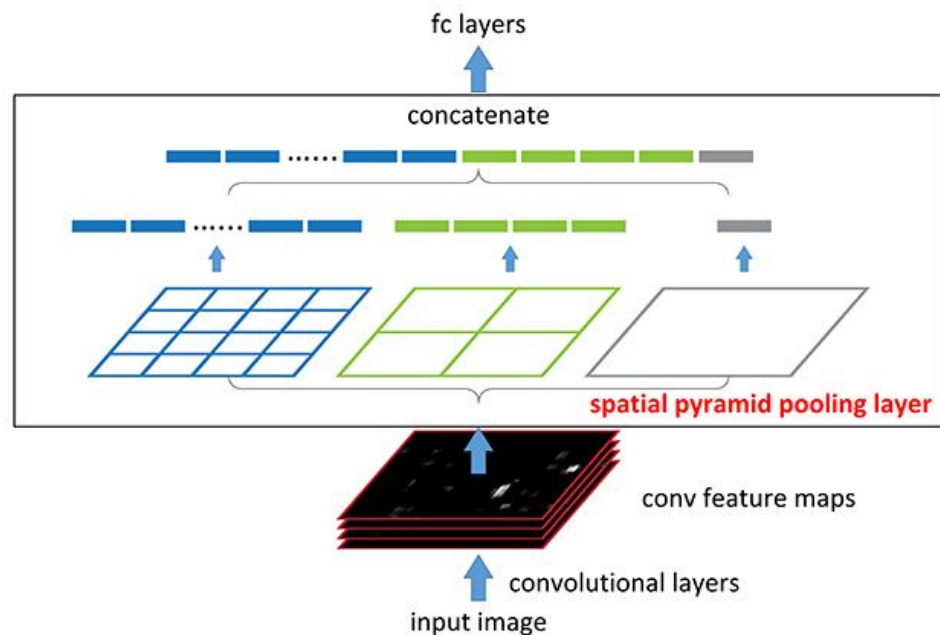
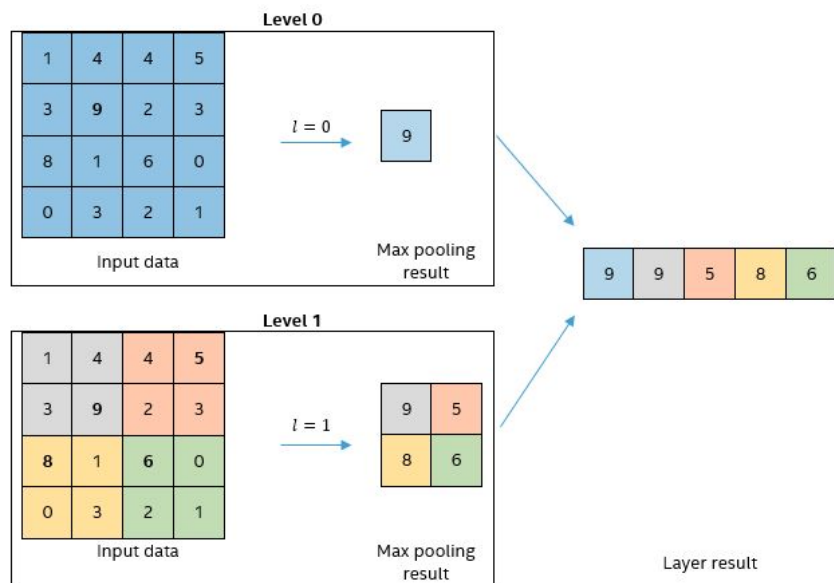
Other means to reduce complexity

- ❖ Depth-wise separable convs, bigger conv. strides



Spatial Pyramid Pooling (SPP)

- ❖ Multi-scale Pool (by powers of 2)
- ❖ Often used between conv and fc



More alternatives: Atrous spatial PP, Global average pooling, Pyramid pooling module, Adaptive PP

Practical Tips XI

Convolutional

- Small/big filters (**3x3**, 5x5, 7x7)
 - Cheap/Expensive
 - Local/General
 - Bigger/Smaller outputs (stride)
- Kernel Size = input size: fc
- Kernel size = 1x1: Alter depth)

Pooling

- 2x2, stride 1 is the least invasive

Hyperparameters incomplete list #4

- ☐ Kernel size (conv & pool)
- ☐ Stride (conv & pool)
- ☐ Padding (conv & pool)
- ☐ Num. filters
- ☐ Dilatation rate

The Challenge

ImageNet Large-Scale Visual Recognition Challenge 2012 (ILSVRC'12)

- ❖ Image Classification: 1,000 classes
- ❖ Training: 1.2M
- ❖ Living things + Human-made objects
 - 120 breeds of dogs
- ❖ DANGER! When using a new test set (2019) performance drops +10%



Data Augmentation for CNNs

Apply what is safe for each case

- ❖ Problem specific
- ❖ Limited impact
- ❖ Computation
- ❖ Train/Val/Test

Geometry based



Color based



Noise / occlusion



Weather



Advanced image regularization/augmentation

Increase train variance forcing attention on full input (adds *noise*)

- ❖ MixUp (merge two samples), AdaMixup (manifold intrusion)
- ❖ CutOut (remove a patch)
- ❖ CutMix (merge samples w/ patch)
- ❖ Auto/DeepAugment (learn $\langle op., mag. \rangle$ from the data. Danger!)



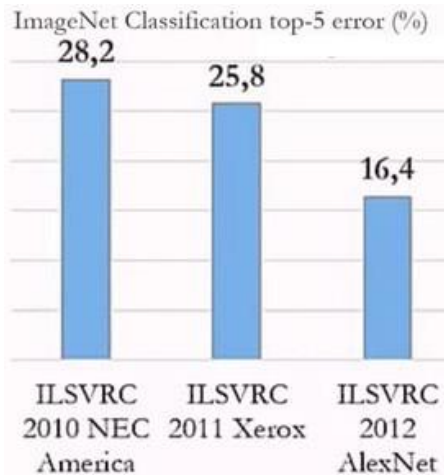
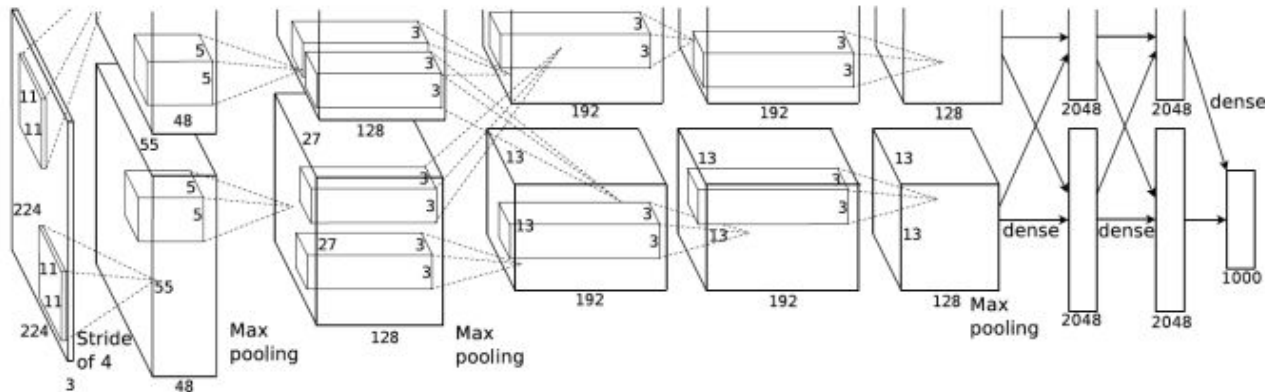
Beware. **More data** is always better than more augmentation.

[40,41,42,43,44,50]

CNNs Big Bang

AlexNet (2012)

- ❖ Breakthrough in ILSVRC
- ❖ 5 convs+pools, ReLU, 2 dense, and dropout
- ❖ 62M parameters

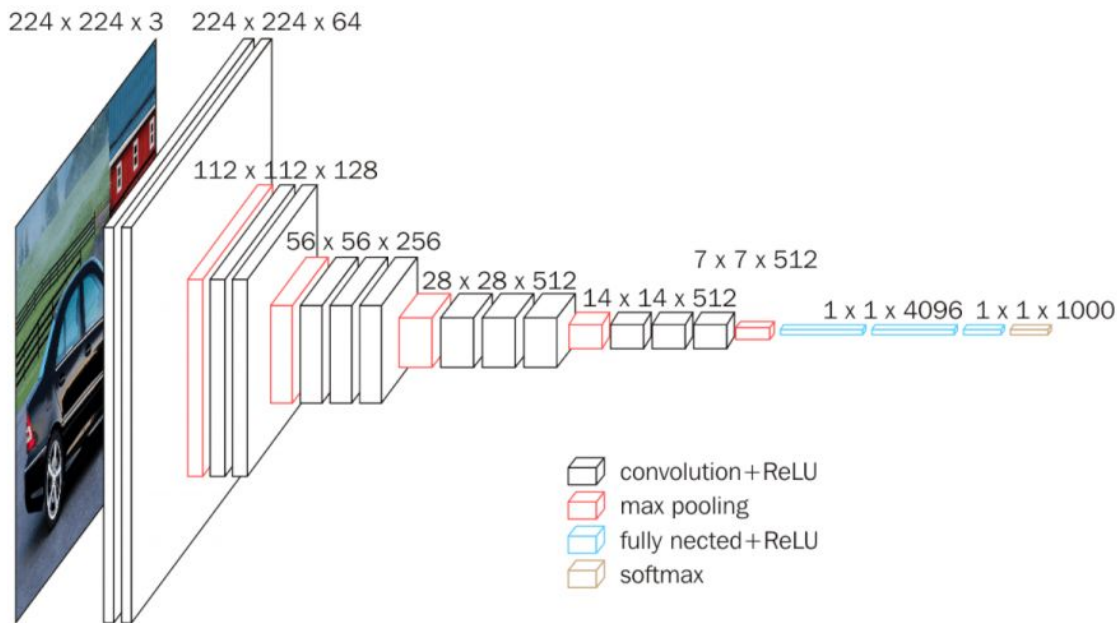
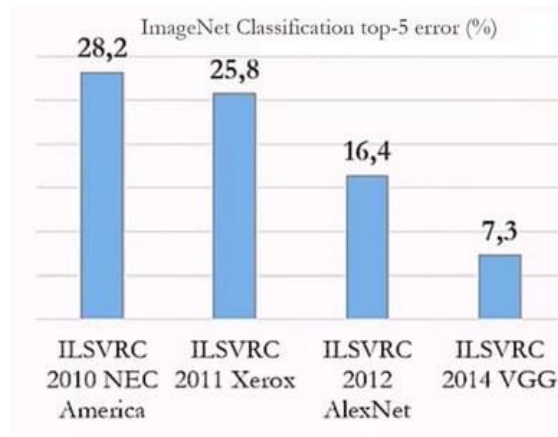


On the shoulders of giants

A new Standard for CNNs

VGG 11/13/16/19 (2014)

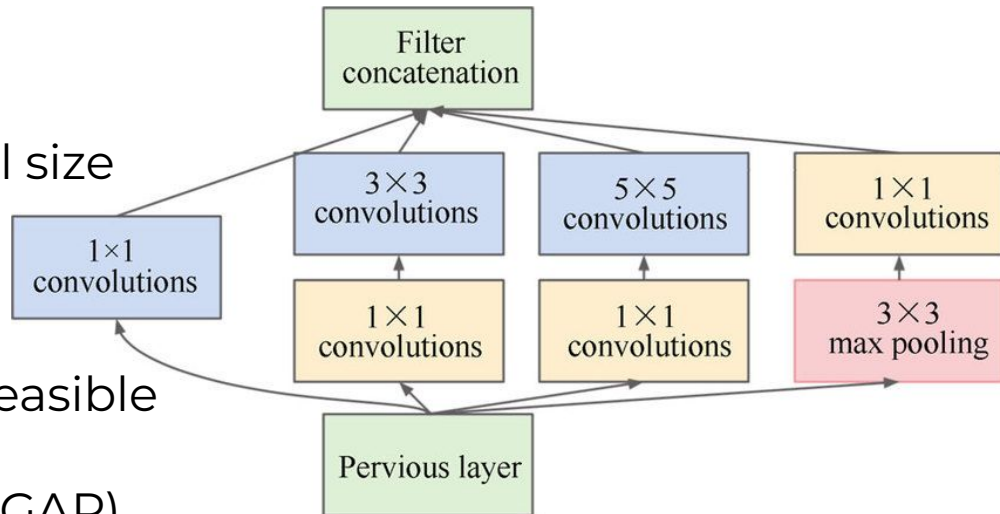
- ❖ Prototype of (conv-pool)*+dense* architecture
- ❖ 133-144M parameters
- ❖ 3x3 convs only



The Inception Family

GoogLeNet (2014)

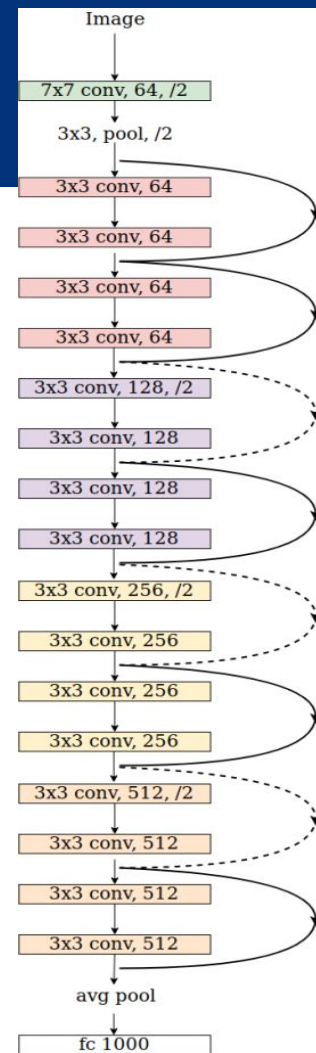
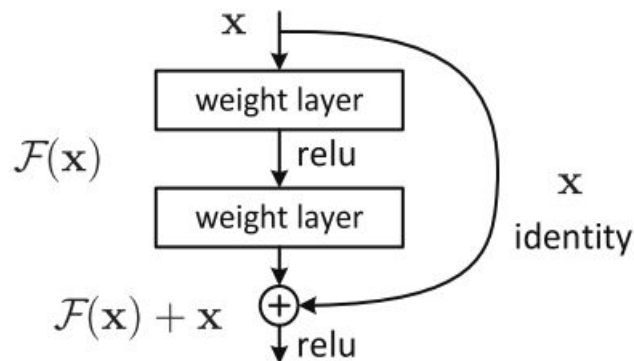
- ❖ The Inception block
- ❖ Let the model decide the kernel size
- ❖ Better scale adaptation
- ❖ Bottleneck 1×1 conv to make it feasible
- ❖ No FC: Global Average Pooling (GAP)



The Skipped Connection

ResNet (2015)

- ❖ Residual blocks / Skip connections
- ❖ Deeper should never be worse
 - Learning the identity is hard
 - Learning to cancel out is easy
- ❖ Shallow ensemble of nets
- ❖ Train up to 1K layers (do not!)
- ❖ ILSVRC'12 human level

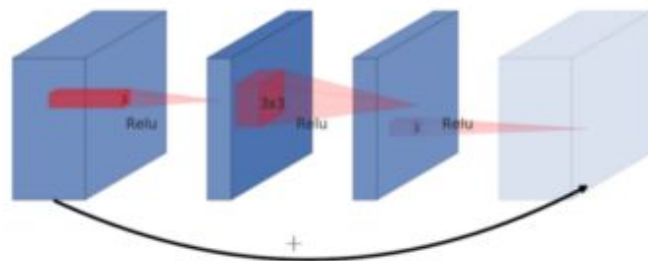


Inverted Residuals and Linear Bottlenecks

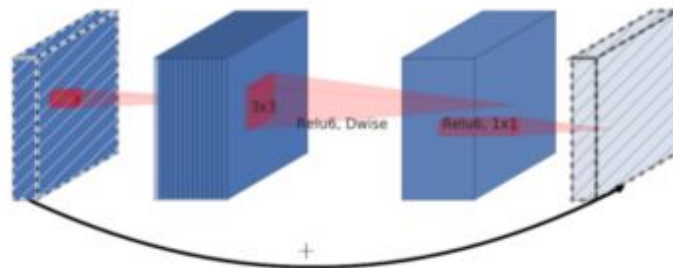
1. Upsample depth
2. Depth-wise conv
3. Point-wise conv

- ❖ Linear act at end
- ❖ Non-linear mid
- ❖ Residual link
- ❖ Efficient

(a) Residual block



(b) Inverted residual block



Sponsored by:
The manifold hypothesis

EfficientNet

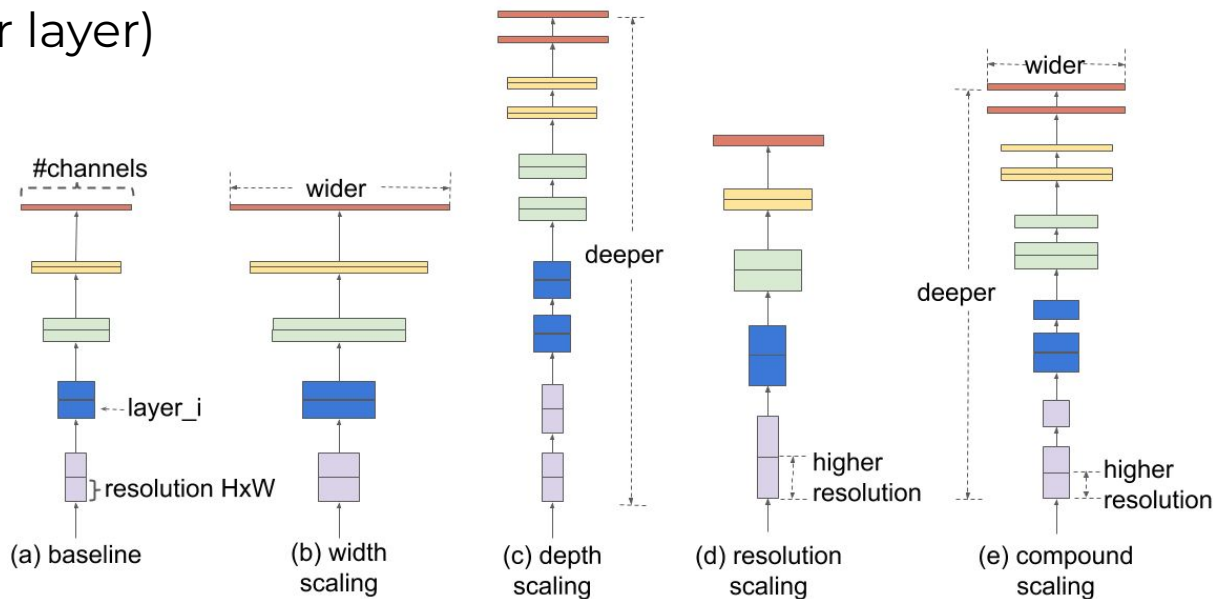
Should I go deeper, wider or bigger?

❖ Find a balance between them (they are all related!)

- Width (neurons per layer)
- Depth (layers)
- Resolution (input)

❖ Choose a size

- EfficientNetB0-B7



Noisy Student

A semi-supervised training paradigm

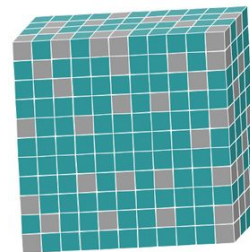
1. Train model A (teacher) with the labeled data
 2. Use A to generate pseudo-labels for an unlabeled data set
 3. Train model B (student) with both labeled and pseudo-labeled data
- ❖ Iterate, re-labeling the unlabeled data each time
 - ❖ Highly regularized (noise!) student to guarantee improvement
 - ❖ Each student has more capacity than the previous



Spatial Dropout

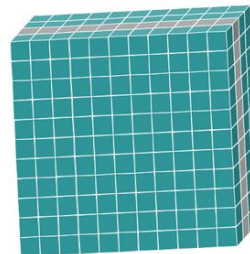
Standard Dropout is suboptimal for spatially related data

- ❖ Consecutive inputs can be strongly redundant



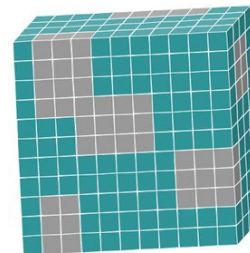
Spatial Dropout

- ❖ Drop entire feature maps, aka channels



Cutout

- ❖ Drop connected components along width, height and/or depth





Visualizing CNNs

Biases everywhere

The Basics

- ❖ NN are representation learning techniques
- ❖ CNNs build hierarchically complex features
 - From Gabor filters to dog faces
 - Induced by convolution
 - Tend to focus on the “non obvious for humans”
 - Backgrounds, textures
- ❖ The closer to the loss, more classifier (task) and less representation (data)

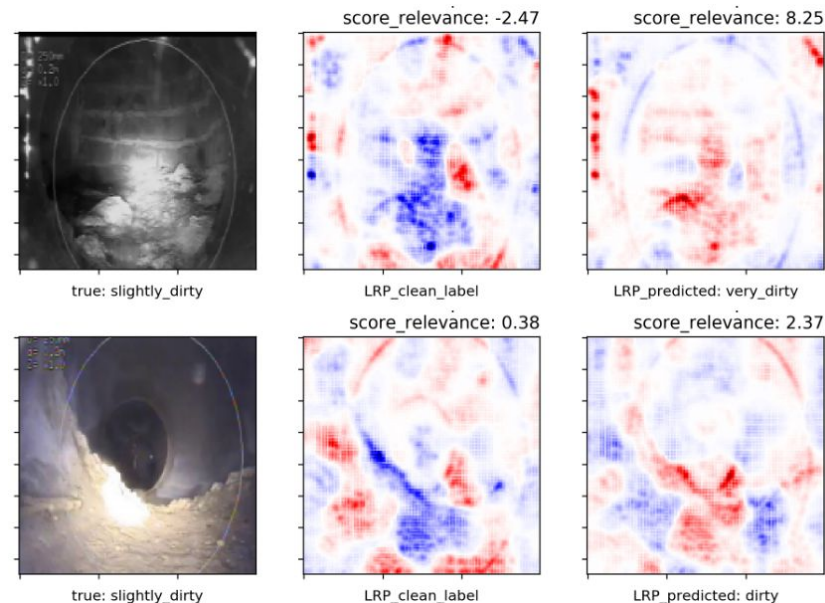
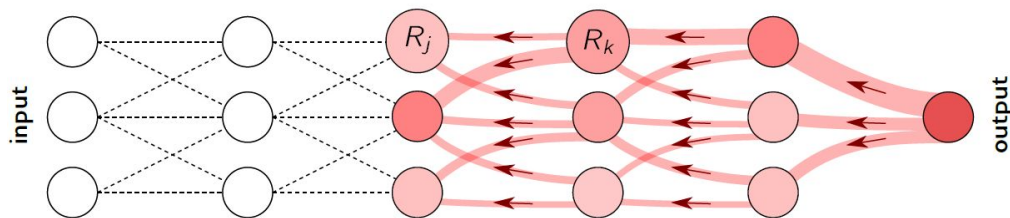
Ways of Looking at CNNs

- ❖ *Attribution: **Where** is the network looking?*
 - Grounded. Instance based.
 - Explainability in practice.
- ❖ *Feature Visualization: **What** is the network seeing?*
 - Uncontextualized. Maximization based.
 - Diagnosis & Insight
- ❖ *Exemplification: **Which** samples cause a maximum activation?*
 - Samples from a distribution



Attribution

- ❖ Finding the importance of pixels
- ❖ Layerwise Relevance Propagation (LRP)
 - Backpropagate *an* output. Find the relevance of each neuron
 - Weighted by CNN parameters



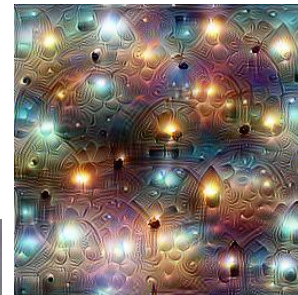
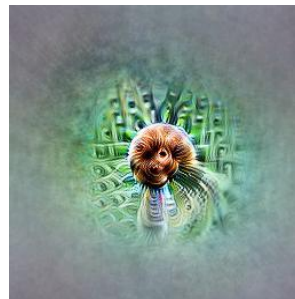
Feature Visualization

❖ Optimizing the input to maximize the output

- A neuron
- A channel
- A layer (DeepDream)



Low level



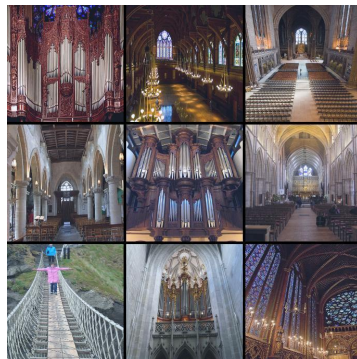
High level



Exemplification

❖ Finding images within a dataset maximizing outputs

- Subjective
- Partial
- Stochastic



Bias in DL

“All models are wrong, some are useful” - George Box

-

“All DL models are biased, some are usefully biased”

- ❖ Bias is what makes ML work. Is a form of generalization.
 - *Identification*: What bias?
 - Bonus track: Human bias (Pareidolia)
 - *Appreciation*: Desirable bias?
 - *Mitigation*: Altering dataset or model?

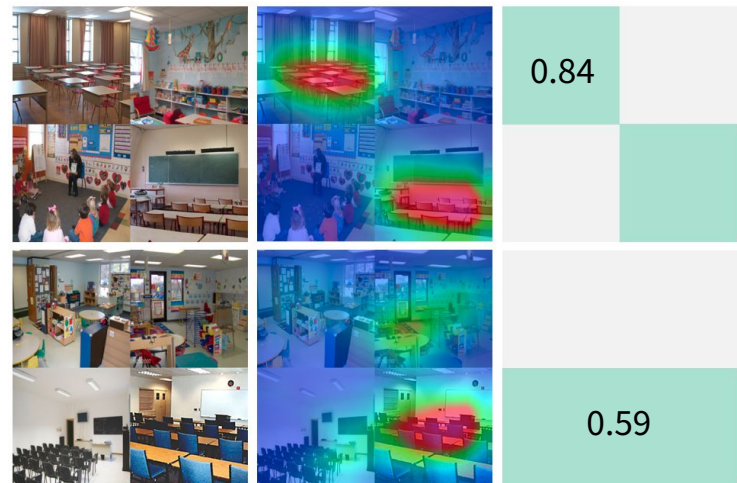


Bias Detection through XAI Attribution

Focus & Mosaics: An eye-tracking game

Why is this mosaic of class “cat”?

- ❖ Identification: Many examples needed
- ❖ Appreciation: Expert decision
- ❖ Mitigation:
 - Shared bias:
 - + target samples without bias
 - + non-target samples with bias
 - Missing bias: + target samples with bias



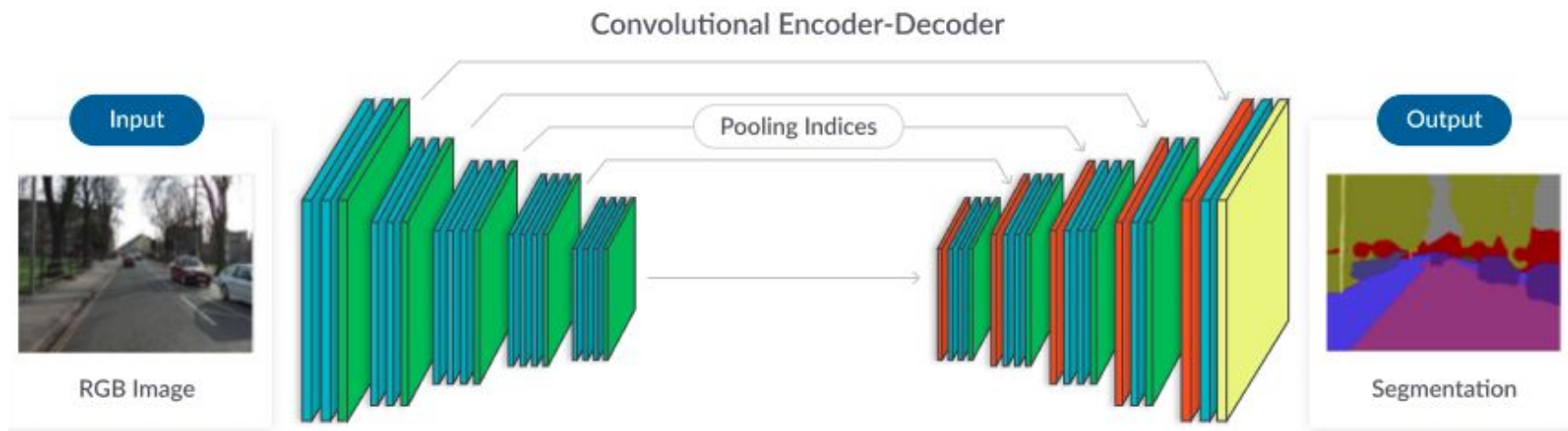
Target class: **Classroom**
Outer class: Kindergarten



Playing with CNNs

Encoder-Decoder CNNs

- ❖ Pixel-wise classification task (image reconstruction loss)
- ❖ Bottlenecking makes it cheaper



● Conv + Batch Normalisation + ReLU

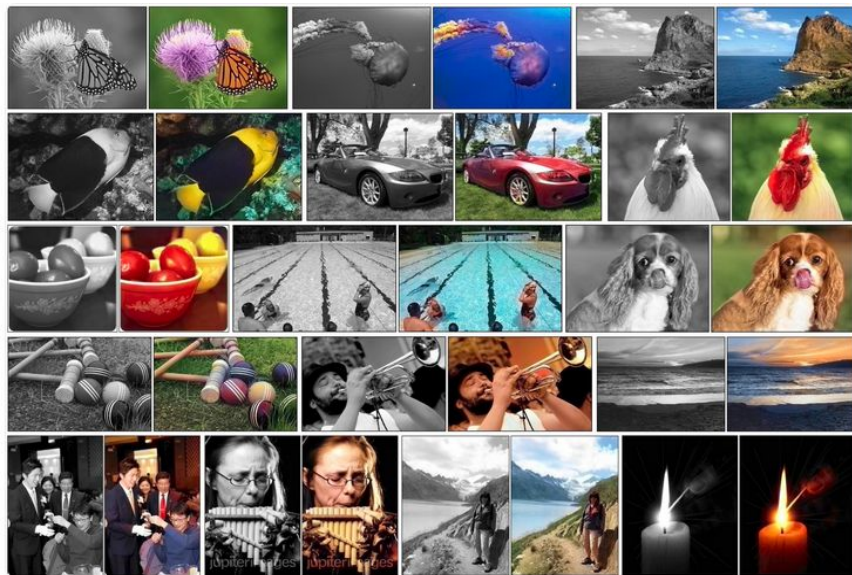
● Pooling

● Upsampling

● Softmax

Automatic Image Colorization

- ❖ Another pixel-wise classification application



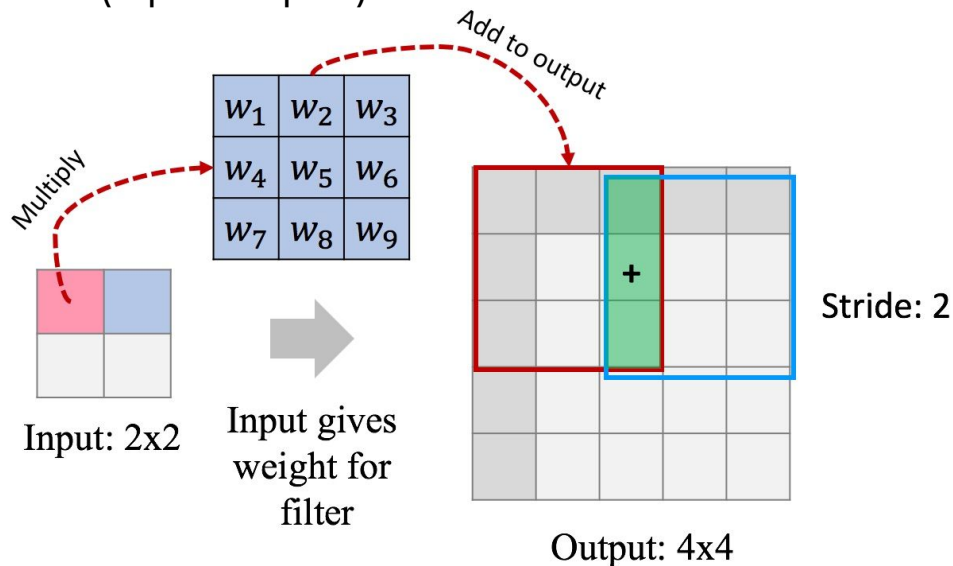
Transposed Convolution Deconvolution

❖ Reverse effect of regular convolution (upsample)

❖ Learnt interpolation

❖ Applications

- Segmentation
- GANs
- Super-Resolution
- Conv. Autoencoders



Input	Kernel					Output																																																										
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Faster Segmentation

- ❖ ~~Pixel-wise classification~~ Object detection (bounding box)
 - Can be done with a “regular” CNN
- ❖ R-CNN: Propose crops (SVM). Extract features (CNN). Classify crops (SVM)
- ❖ Fast R-CNN: Extract features. Propose crops. Classify/Bounding Box (CNN)
- ❖ Faster R-CNN: Propose crops through a specific sub-net (RPN)
- ❖ YOLO v? (no regions, faster, less accurate)
 - Divide into grid. Predict class and bounding box for each cell.



Better Segmentation

- ❖ Mask R-CNN
 - Faster R-CNN for object detection
 - FCN for instance segmentation (pixel classification)
- ❖ Xception
 - Depth-wise separable Convs (inverted order & w/o non-linearity)
 - Skip connections
 - Atrous SPP



Style Transfer

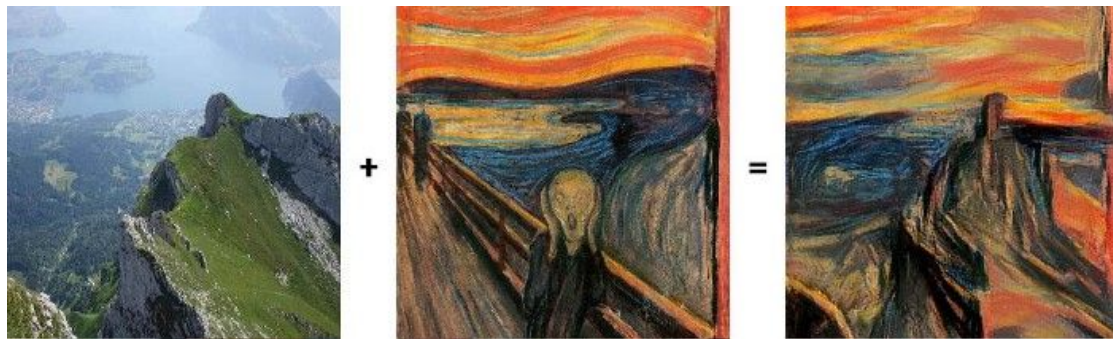
- ❖ What do the correlation of activations intra-layer tell us?
 - What if we force it on another image?

- ❖ Gram matrix represents the *style*

- Channel-wise ($c \times c$)
- Several mid layers

- ❖ Activations represents the *content*

- One mid layer



- ❖ Optimize the **input** to minimize 2 losses
- ❖ Use a pre-trained net frozen
- ❖ Improved and extended

Image Generation

- ❖ StyleGAN2 + pix2pixHD
 - Pixel-wise generative models
- ❖ Flow-edge Guided Video Completion
- ❖ <https://colab.research.google.com/drive/1KznIbRyNdiNBrrVbD7uolccdf9rngVUE?usp=sharing>



Handwritten Generation

- ❖ <https://github.com/sjvasquez/handwriting-synthesis>
- ❖ <https://arxiv.org/abs/1308.0850>
- ❖ <https://www.calligrapher.ai/>



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