

Deep Learning

MSDS 631

More Imaging and
Small datasets

Michael Ruddy

Questions?

- From last lecture?
- From the lab assignment?

Overview

- GPUs
- More Imaging Architecture
- Transfer Learning
- Data Augmentation

GPU Options for Final Project

- Option 1: Google Colab, Kaggle
- Option 2: USF Box 2
- Option 3: Extra GPU (email Alex)

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 - Always check who is using what
 - Do not use more than one
 - Disconnect if you are not using

GPU Options for Final Project

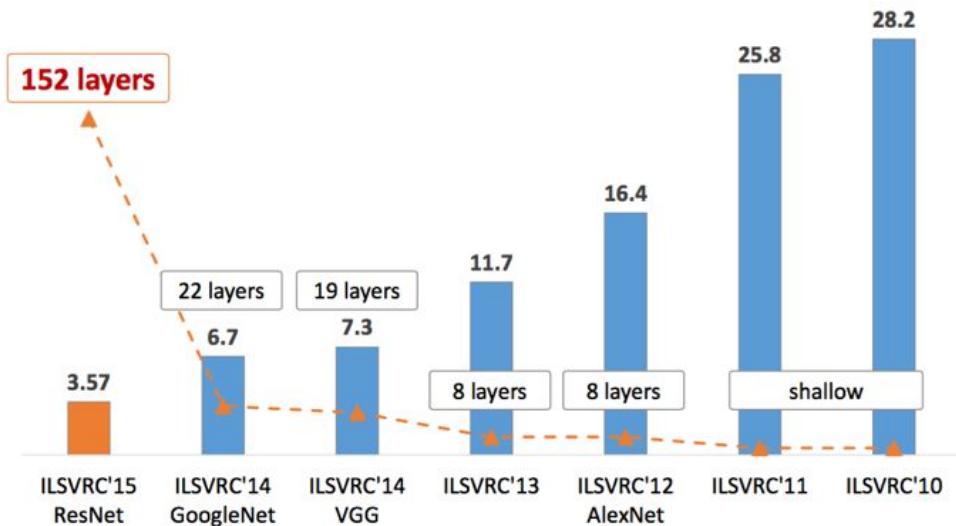
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- You will be disconnected after 20 minutes of idle time
- Save your model parameters; don't lose your progress!

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- Later in PyTorch: How to train on GPU

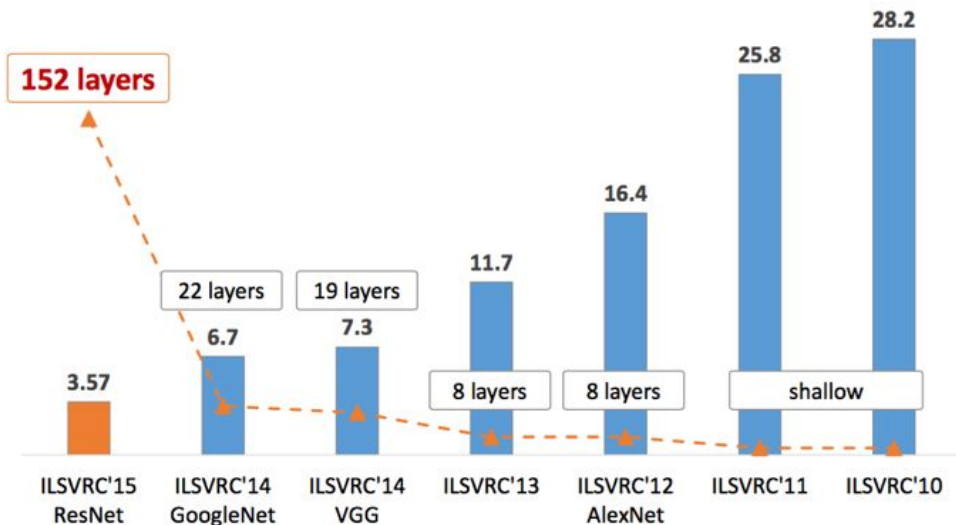
Deeper NNs

- After the success of AlexNet, CNNs got deeper
- Why not just start with as many layers as possible?



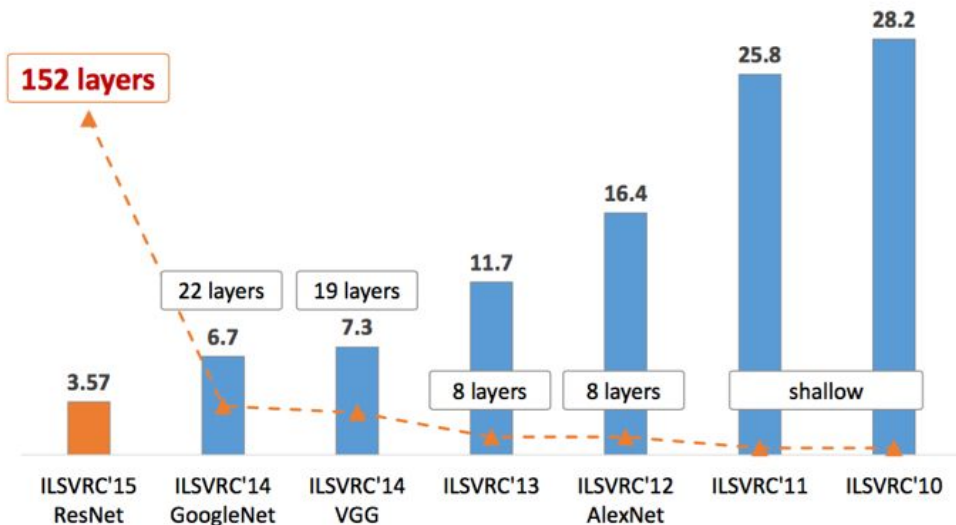
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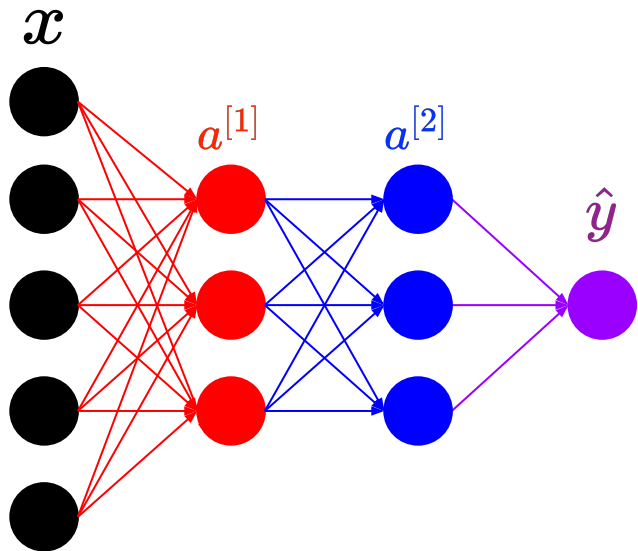


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- Why not just start with as many layers as possible?
 - Computer power, data
 - Problems with training (vanishing/exploding gradients)



Vanishing/Exploding Gradients

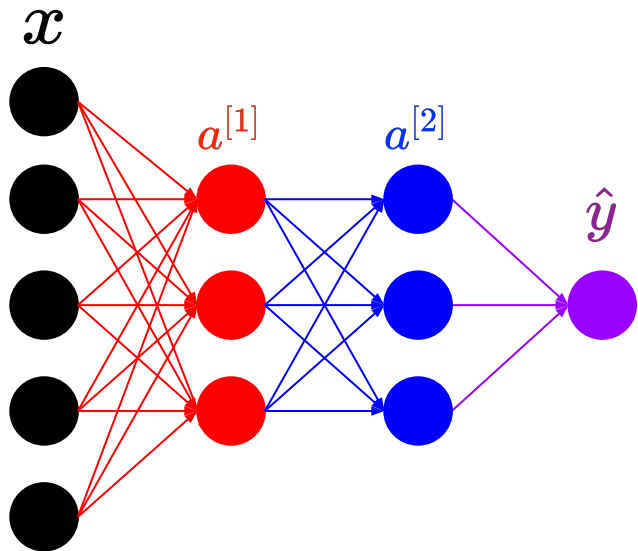


$$a^{[1]} = h(W^{[1]}x + b^{[1]})$$

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$$F = f_1(a_1, f_2(a_2, f_3(a_3)))$$

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$$\frac{\partial F}{\partial a_3} = \frac{\partial f_1}{\partial f_2} \frac{\partial f_2}{\partial f_3} \frac{\partial f_3}{\partial a_3}$$

Vanishing/Exploding Gradients

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$$(.1)^3 = .001 \quad \frac{\partial F}{\partial a_1} = \frac{\partial f_1}{\partial a_1}$$

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Vanishing/Exploding Gradients

$$F = f_1(a_1, f_2(a_2, f_3(a_3)))$$

$$(2)^3 = 8 \qquad \frac{\partial F}{\partial a_1} = \frac{\partial f_1}{\partial a_1}$$

$$\frac{\partial F}{\partial a_2} = \frac{\partial f_1}{\partial f_2} \frac{\partial f_2}{\partial a_2}$$

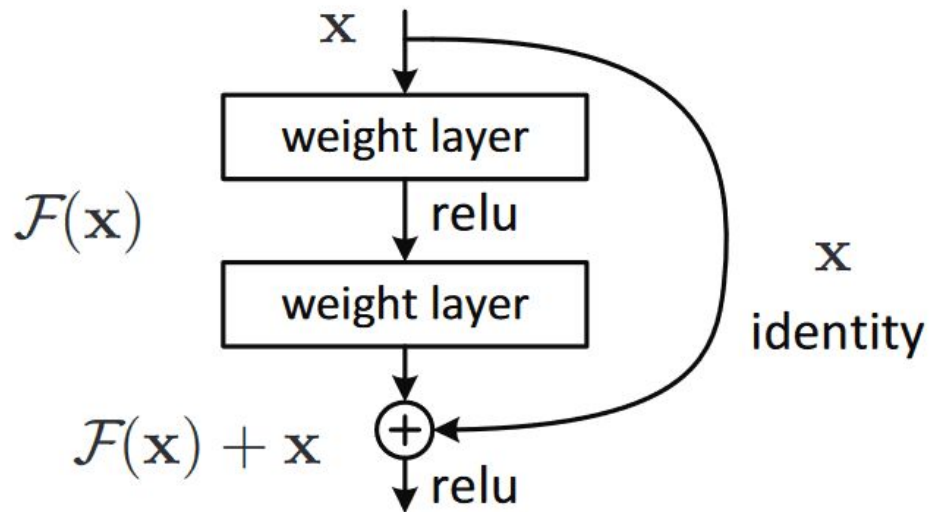
$$\frac{\partial F}{\partial a_3} = \frac{\partial f_1}{\partial f_2} \frac{\partial f_2}{\partial f_3} \frac{\partial f_3}{\partial a_3}$$

Deeper NNs

- Early parameters can either get stuck, or become unstable during training

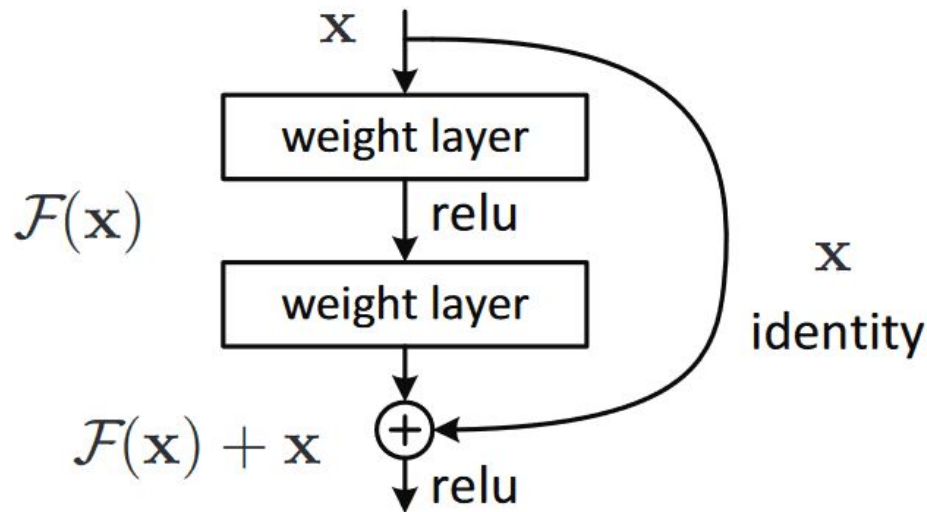
Deeper NNs

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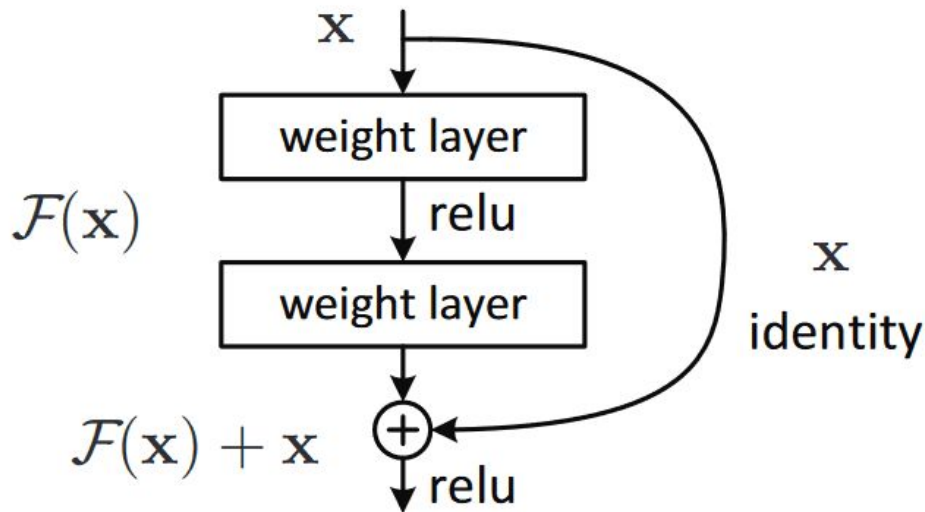
Deeper NNs

- Early parameters can either get stuck, or become unstable during training
- Skip Connection
 - Gradient of earlier parameters depends more directly on output

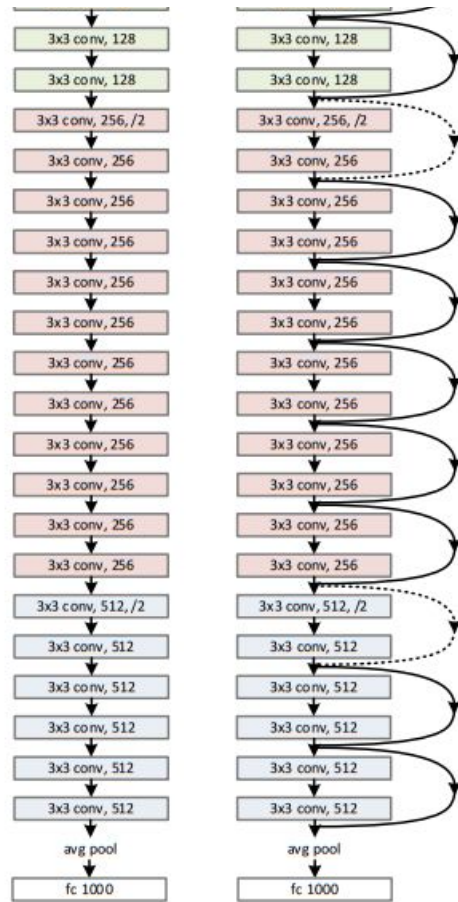
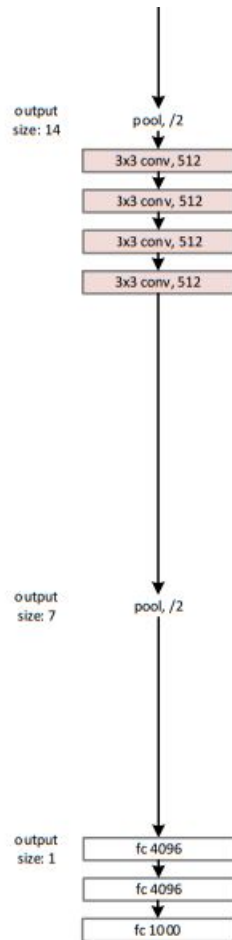
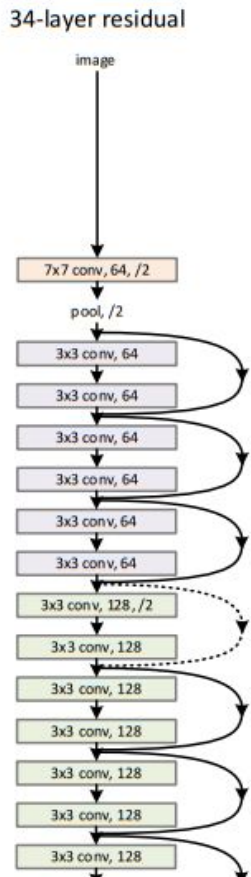
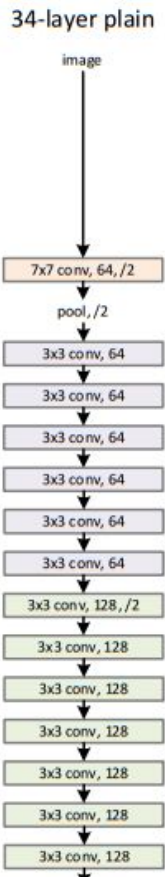
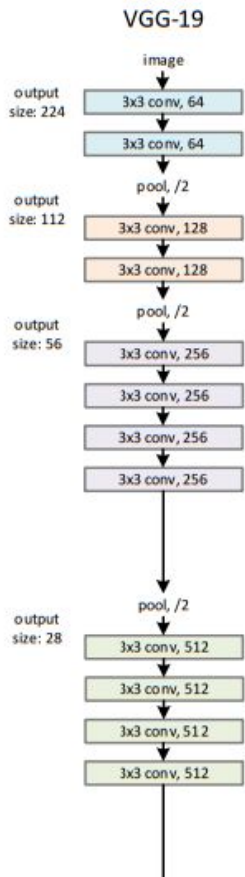


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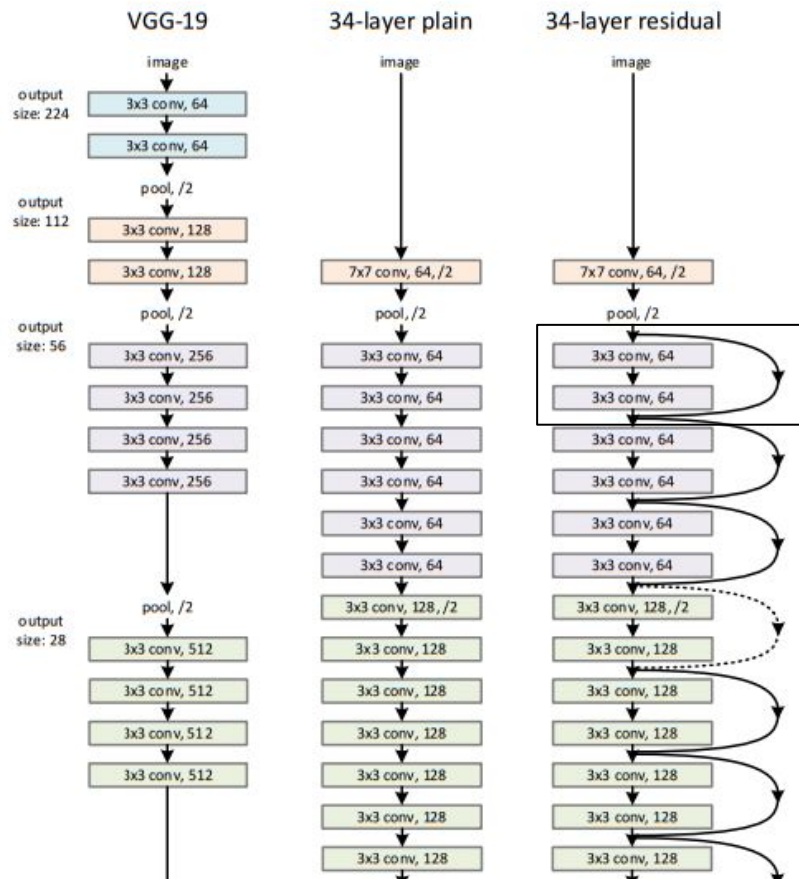
- Early parameters can either get stuck, or become unstable during training
- Skip Connection
 - Gradient of earlier parameters depends more directly on output
 - Identity function easier to learn



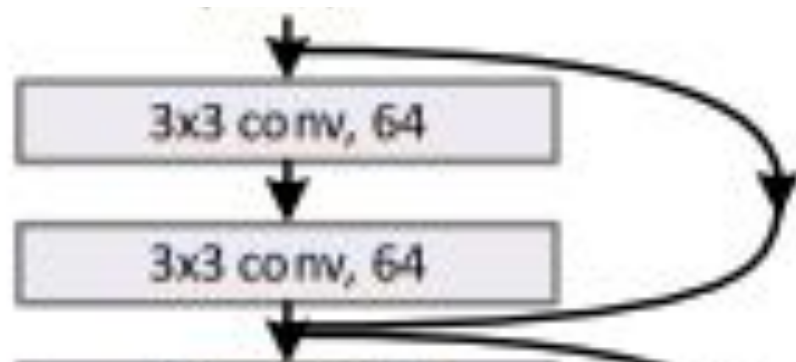
VGG vs. ResNet



VGG vs. ResNet

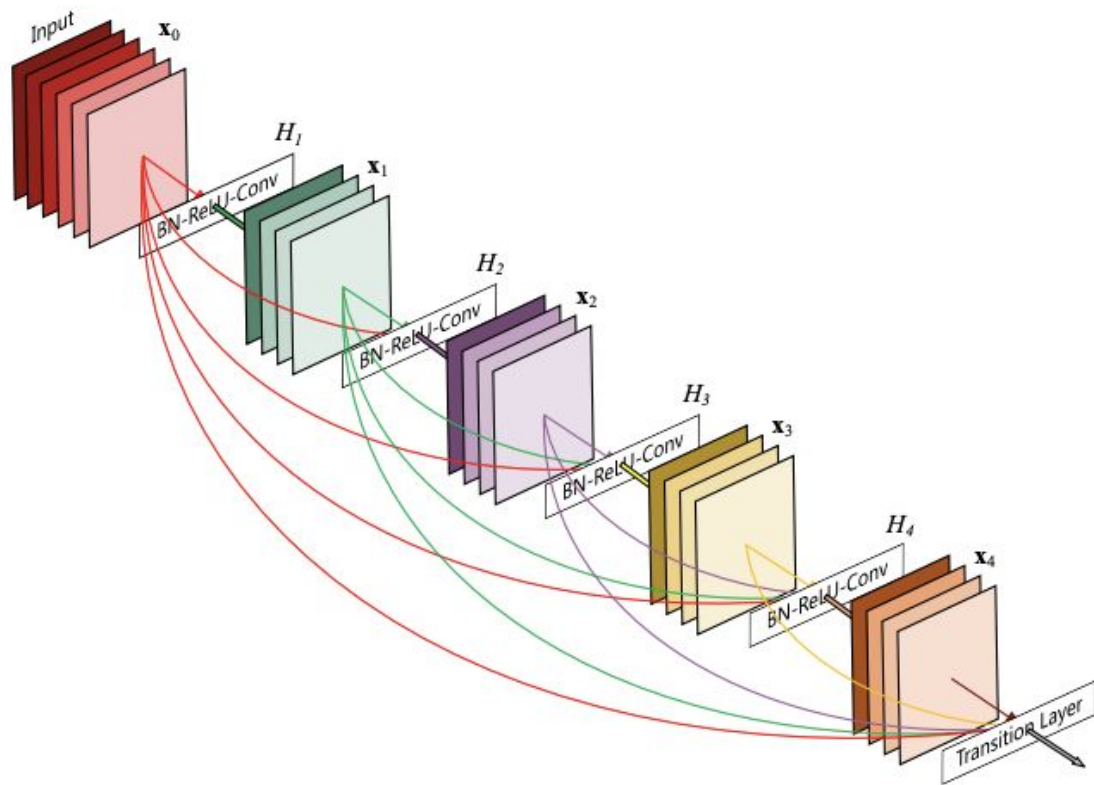


“Residual Block”



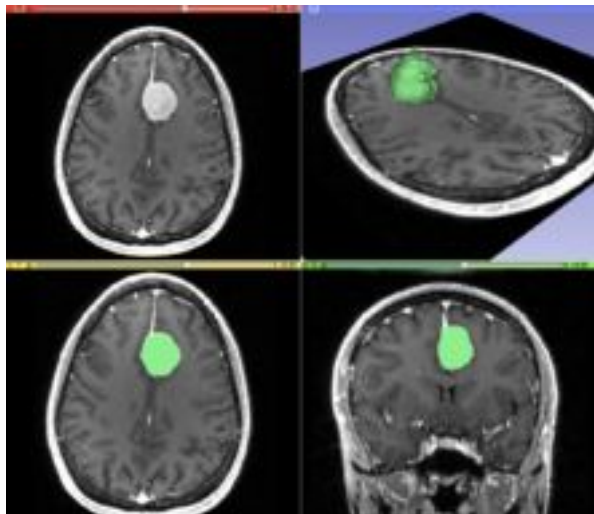
Other “Blocks”

- DenseNet

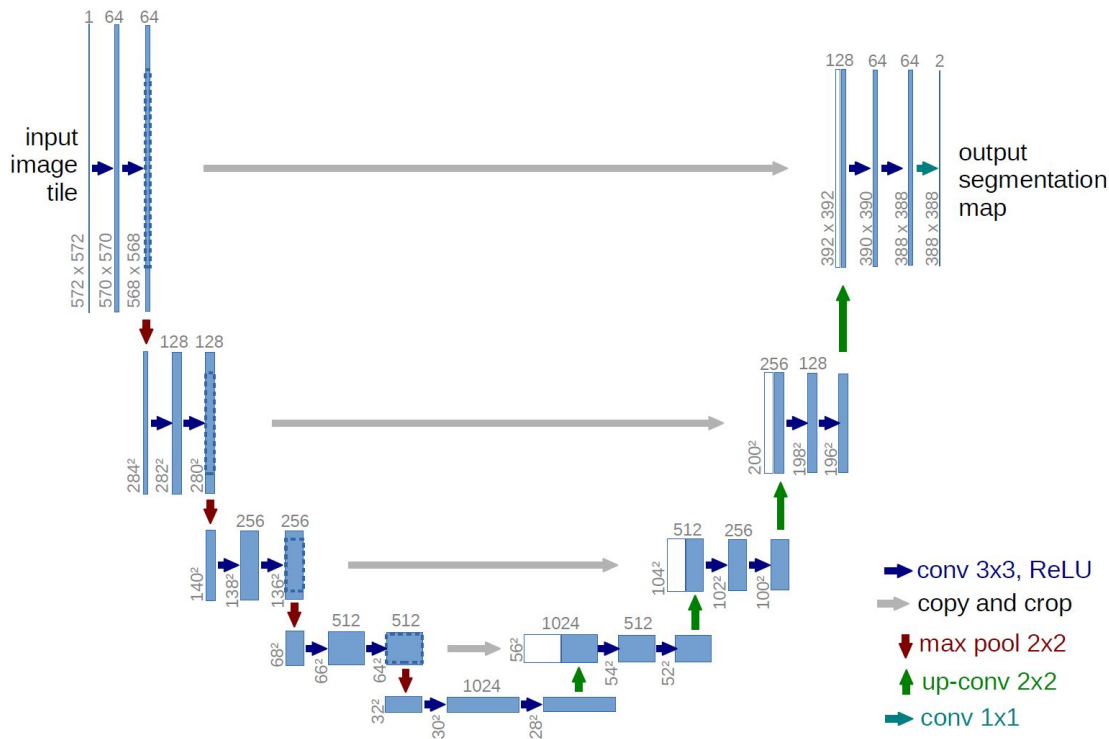


Other “Blocks”

- DenseNet
- UNet



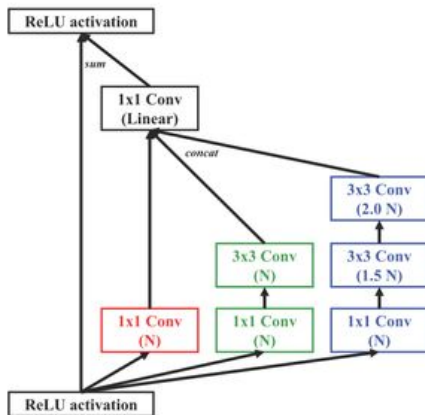
Concatenate channels



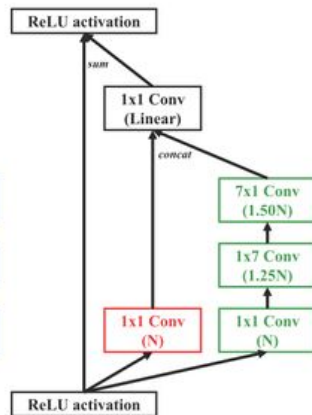
Other “Blocks”

- DenseNet
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- Inception

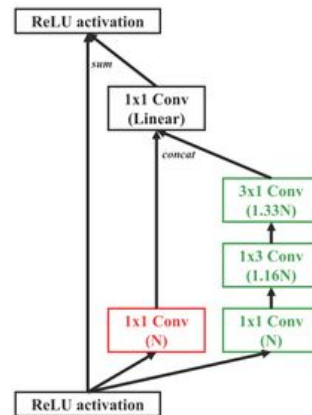
Inception-Resnet-A Block



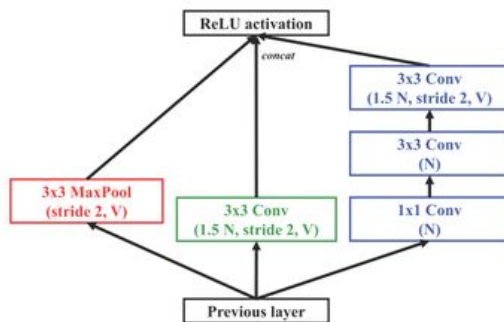
Inception-Resnet-B Block



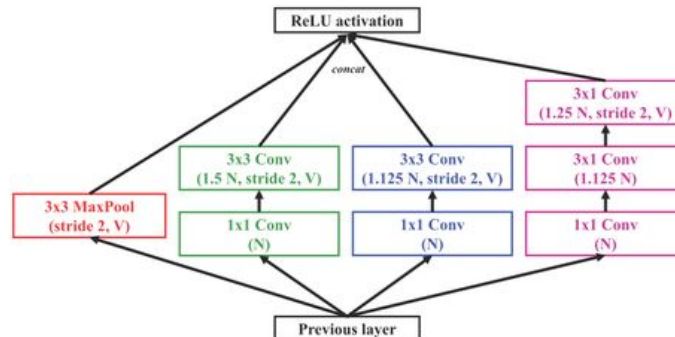
Inception-Resnet-C Block



Reduction-A Block



Reduction-B Block



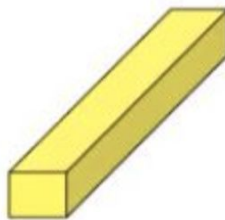
Other Techniques

- 1x1 Convolutions
 - With a 1x1 filter size you can condense the channel dimension



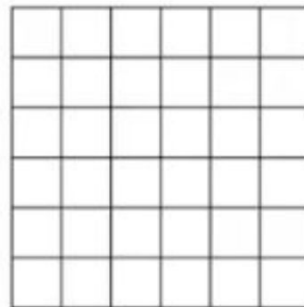
$6 \times 6 \times 32$

*



$1 \times 1 \times 32$

=



$6 \times 6 \times \# \text{ filters}$

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- Up-convolution
 - “Up-sample” to increase resolution using parameters
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 - Batch Normalization, Layer Normalization, Group Normalization
- 1D/3D Convolutions
 - For 3D: filter size maybe 3x3x3, input is of size (C,H,W,L)

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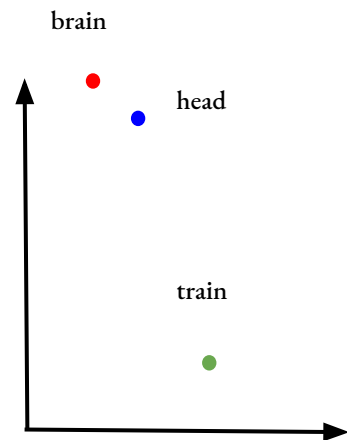
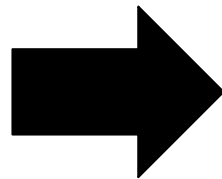
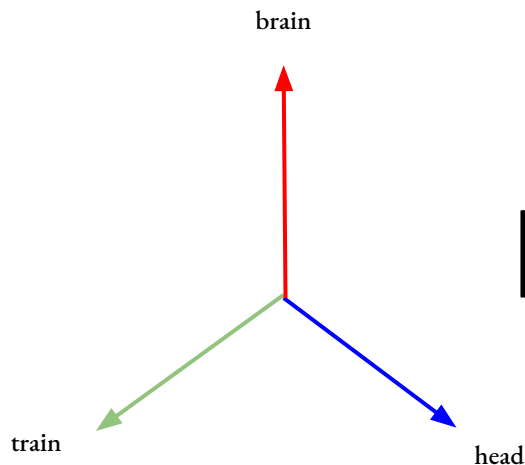
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 - Example: Word Embeddings
- Data Augmentation
 - Use existing data to create synthetic data

Transfer Learning

- Transfer features from one task/dataset to another
- Word Embeddings
 - Learn from context (lots of data)
 - Use for all sort of NLP tasks (maybe less data/labels)

$$\begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \quad \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} \quad \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

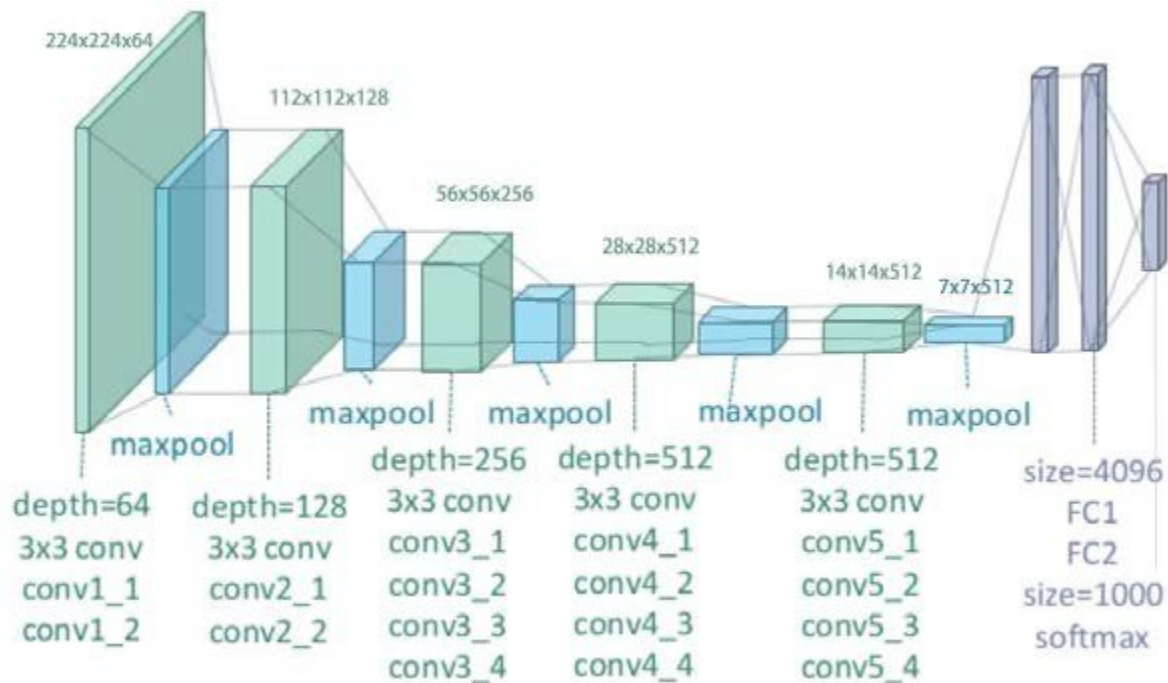
brain head train



Transfer Learning

- Transfer features from one task/dataset to another
- Word Embeddings
- Train a CNN on ImageNet: multi-class problem with 1000 classes
 - Lots of images!

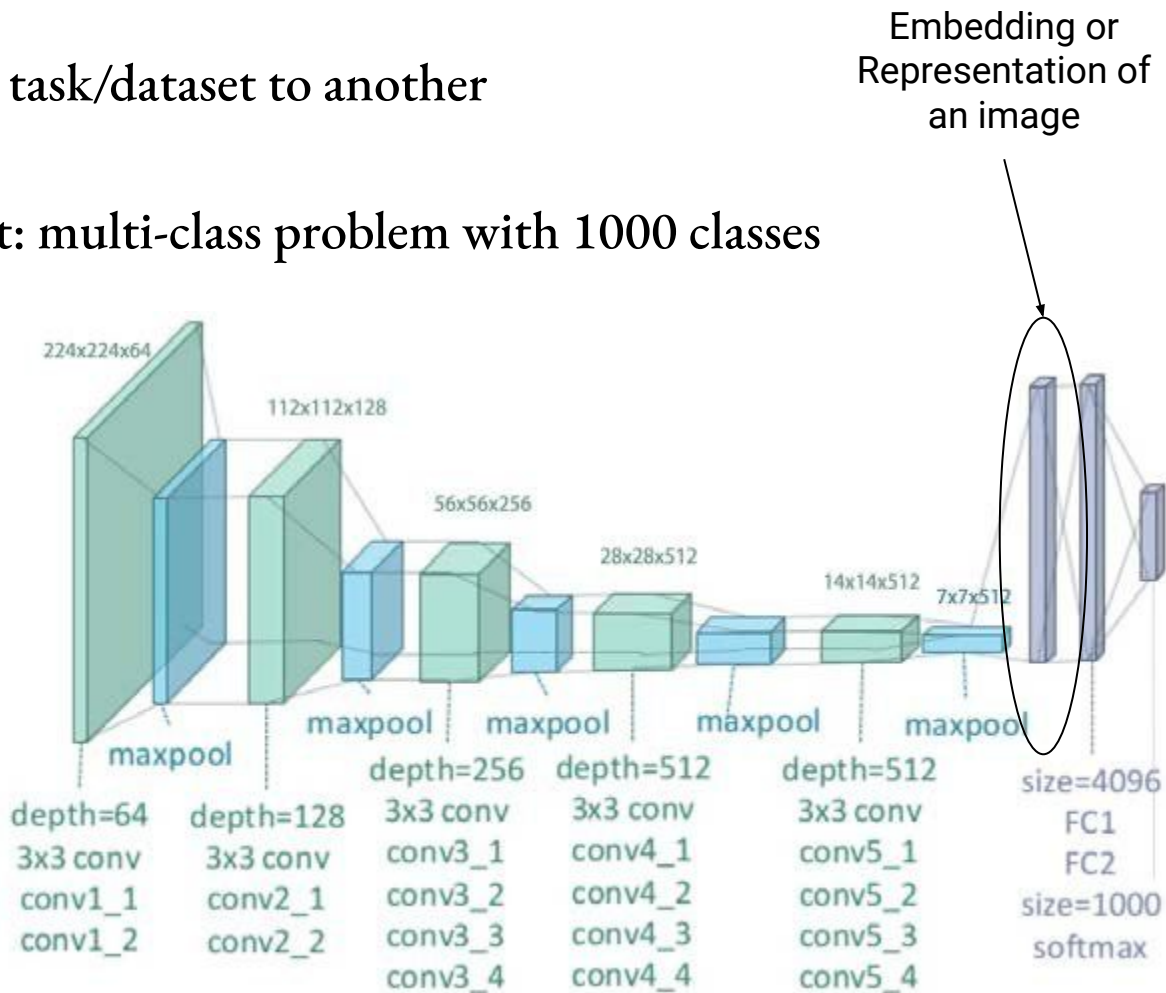
VGG-19



Transfer Learning

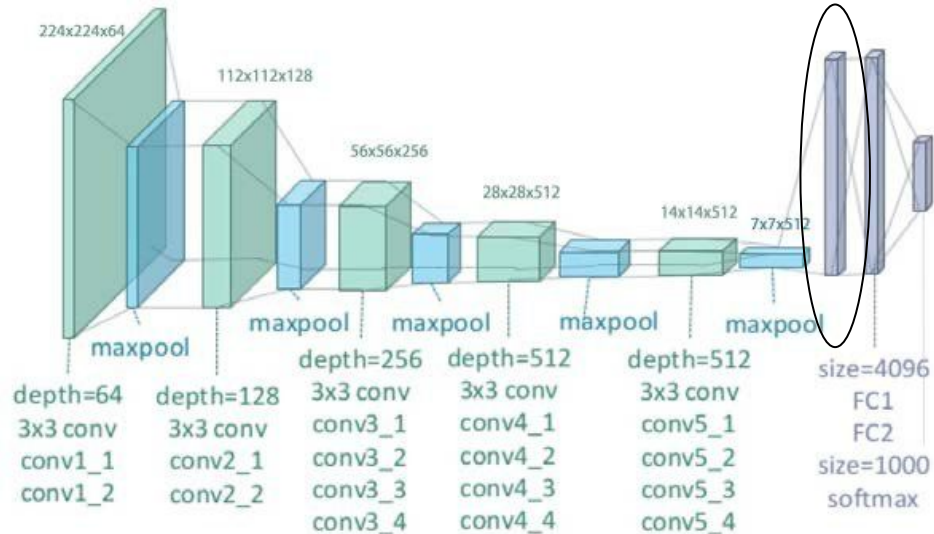
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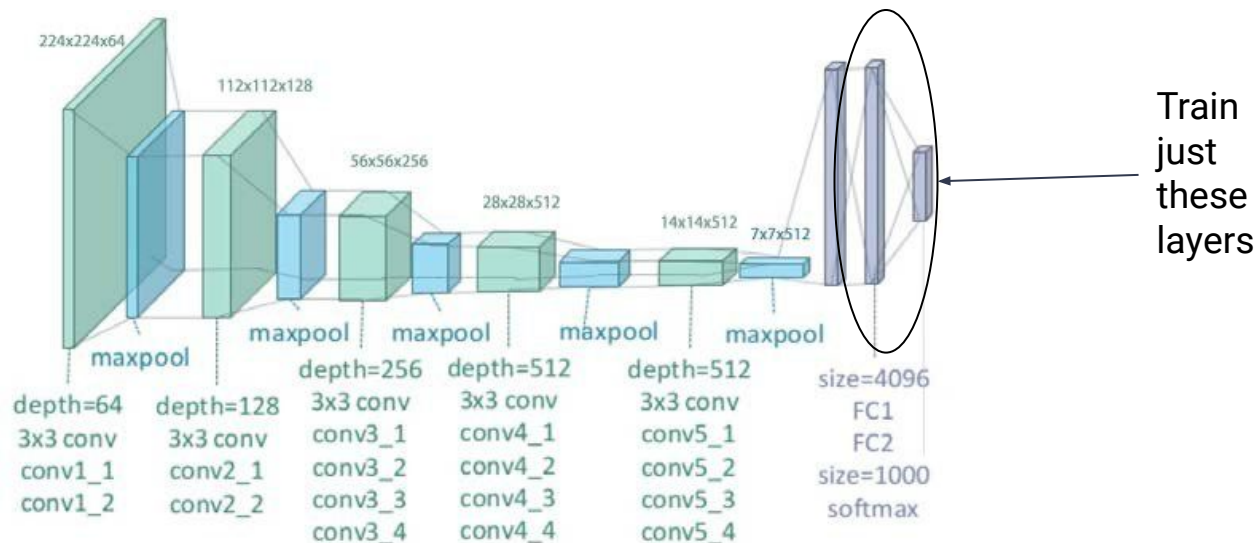
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- Transfer features from one task/dataset to another
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- Two approaches
 - Freeze your embedding/representation



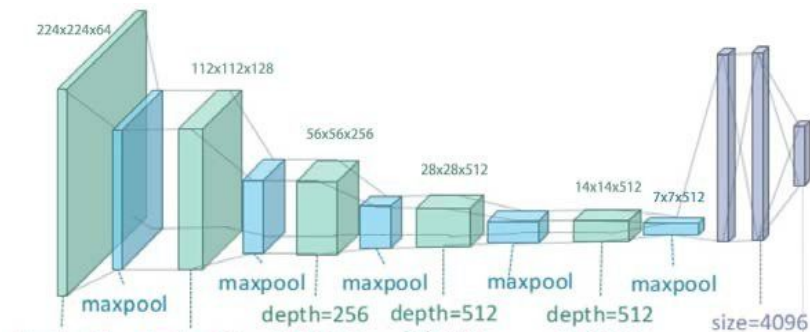
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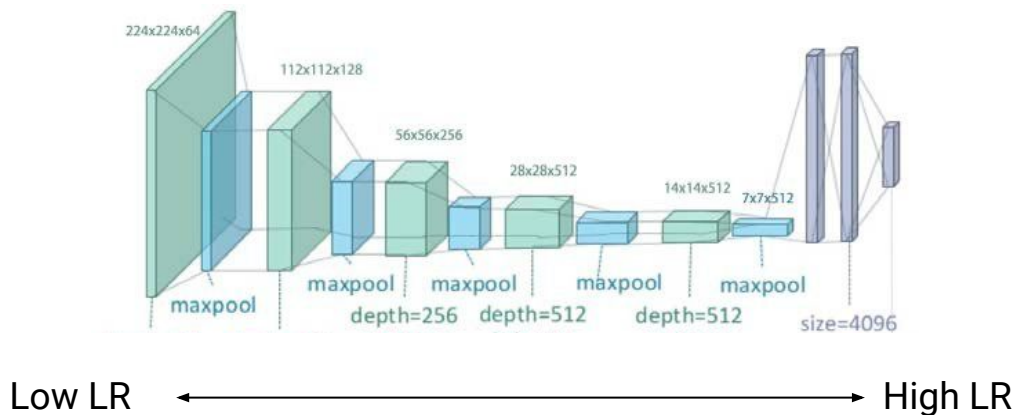
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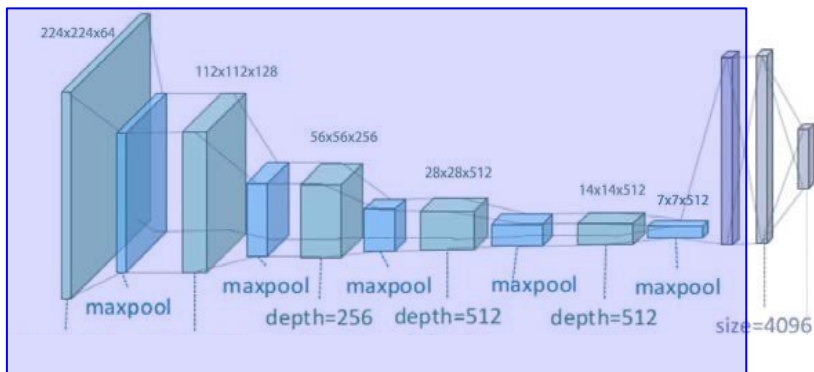
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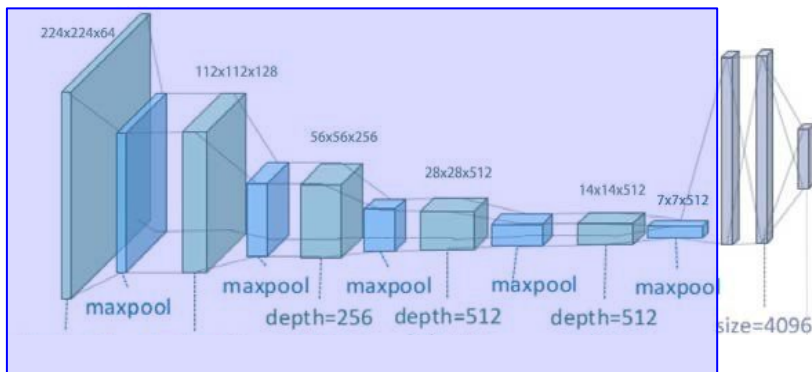
Epoch 0



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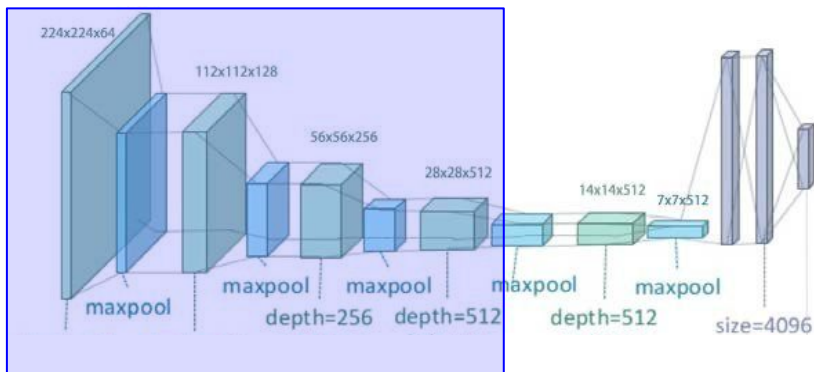
Epoch 1



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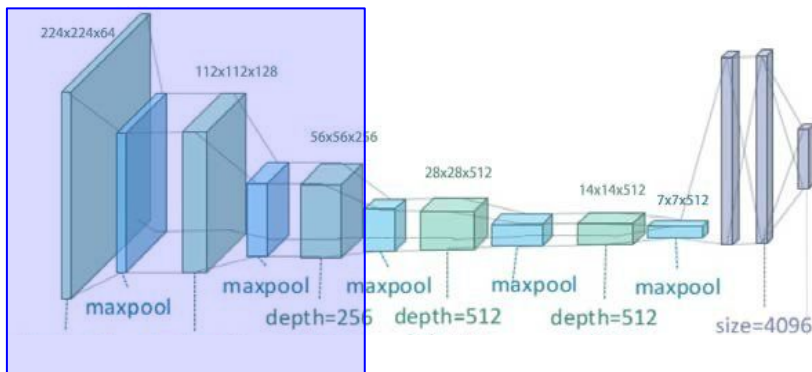
Epoch 2



Transfer Learning

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Epoch 3



Data Augmentation

- Idea: when you have a small dataset, just create more!
- Create synthetic data
- Transform your original data

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- Create synthetic data
- Transform your original data
 - Encode invariance/equivariance for a model
 - Idea: model learns a bit of Euclidean geometry this way
 - Make your model less sensitive to noise



This is still a cat...

Summary

- Lots of neat Imaging architectures!
 - Skip Connections
- Transfer Learning
 - Transfer features learned from one dataset/task to another
- Data Augmentation
 - Augment your dataset
 - Synthetic Data
 - Transformed Data
 - Encode invariance/equivariance to nuisance transformations