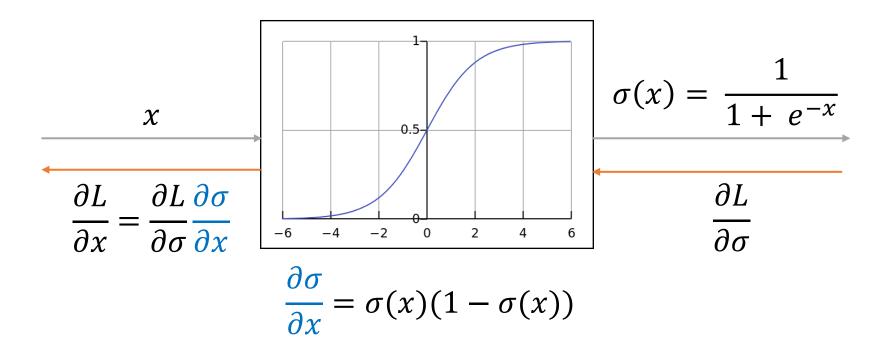
MML minor #5

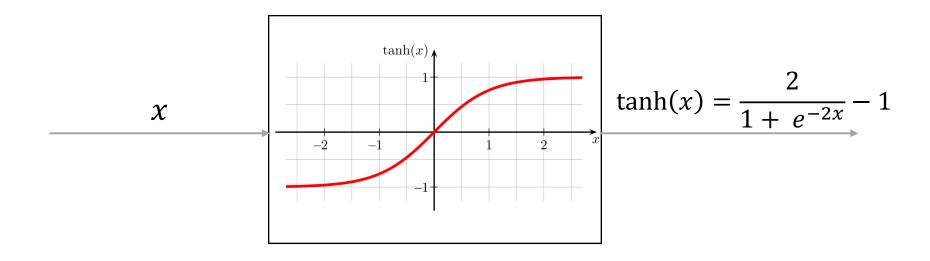
Свёрточные нейронные сети

Sigmoid активация



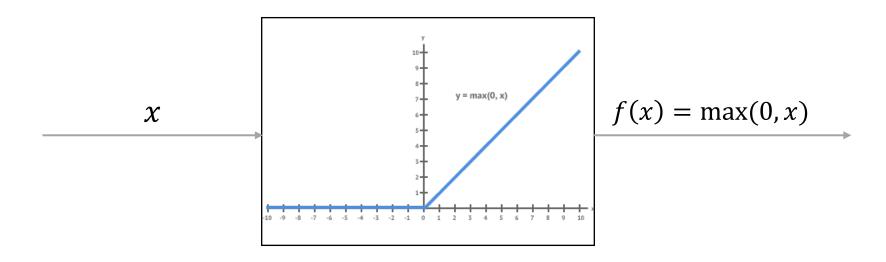
- Нейроны с сигмоидой могут насыщаться и приводить к угасающим градиентам.
- Не центрированы в нуле.
- e^x дорого вычислять.

Tanh активация



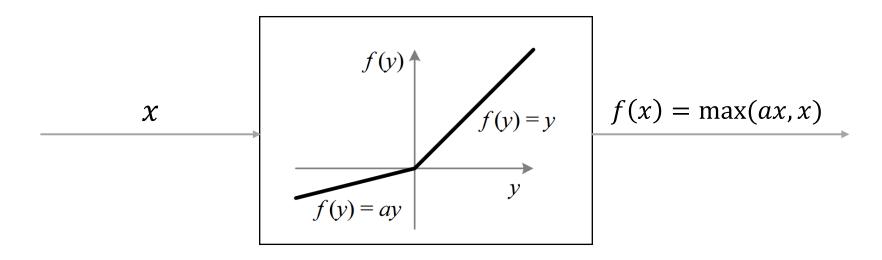
- Центрирован в нуле.
- Но все еще как сигмоида.

ReLU активация



- Быстро считается.
- Градиенты не угасают при x > 0.
- На практике ускоряет сходимость!
- Не центрирован в нуле.
- Могут умереть: если не было активации не будет обновления!

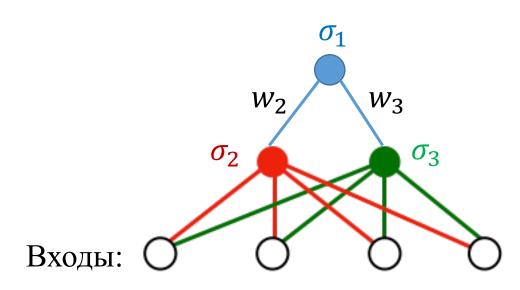
Leaky ReLU активация



- Всегда будут обновления!
- *a* ≠ 1

Инициализация весов

Давайте начнем с нулей?



$$\frac{\partial L}{\partial w_2} = \frac{\partial L}{\partial \sigma_1} \sigma_1 (1 - \sigma_1) \sigma_2$$

$$\frac{\partial L}{\partial w_3} = \frac{\partial L}{\partial \sigma_1} \sigma_1 (1 - \sigma_1) \sigma_3$$

 σ_2 и σ_3 обновляются одинаково!

- Нужно сломать симметрию!
- Может случайным шумом?
- Но насколько большим? $0.03 \cdot \mathcal{N}(0,1)$?

Инициализация весов

- Линейные модели любят когда входы нормализованы.
- Нейрон это линейная комбинация входов + активация.
- Выход нейрона будет использован следующими слоями.

• Let's look at the neuron output before activation: $\sum_{i=1}^{n} x_i w_i$.

• If $E(x_i) = E(w_i) = 0$ and we generate weights independently from inputs, then $E(\sum_{i=1}^{n} x_i w_i) = 0$.

But variance can grow with consecutive layers.

Empirically this hurts convergence for deep networks!

• Let's look at the variance of $\sum_{i=1}^{n} x_i w_i$:

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$$Var(\sum_{i=1}^{n} x_i w_i) =$$

i.i.d. w_i and mostly uncorrelated x_i

$$= \sum_{i=1}^{n} Var(x_i w_i) =$$

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$$= \sum_{i=1}^{n} Var(x_i w_i) =$$
 independent factors w_i and x_i

$$= \sum_{i=1}^{n} \begin{pmatrix} [E(x_i)]^2 Var(w_i) \\ + [E(w_i)]^2 Var(x_i) \\ + Var(x_i) Var(w_i) \end{pmatrix} =$$

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$$= \sum_{i=1}^{n} Var(x_i w_i) =$$
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$$= \sum_{i=1}^{n} \binom{[E(x_i)]^2 Var(w_i)}{+[E(w_i)]^2 Var(x_i)} =$$
 w_i and x_i have 0 mean
$$= \sum_{i=1}^{n} Var(x_i) Var(w_i) = Var(x) [n Var(w)]$$

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$$Var(\sum_{i=1}^{n} x_i w_i) = \text{ i.i.d. } w_i \text{ and mostly uncorrelated } x_i$$

$$= \sum_{i=1}^{n} Var(x_i w_i) = \text{ independent factors } w_i \text{ and } x_i$$

$$= \sum_{i=1}^{n} \binom{[E(x_i)]^2 Var(w_i)}{+[E(w_i)]^2 Var(x_i)} = w_i \text{ and } x_i \text{ have 0 mean}$$

$$= \sum_{i=1}^{n} Var(x_i) Var(w_i) = Var(x) [n Var(w)]$$

$$\downarrow \text{ We want this to be 1}$$

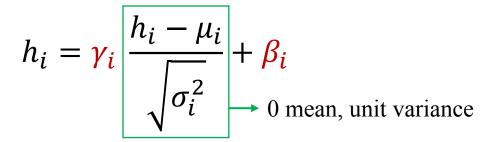
• Let's use the fact that $Var(aw) = a^2 Var(w)$.

- For $[n\ Var(aw)]$ to be 1 we need to multiply $\mathcal{N}(0,1)$ weights (Var(w)=1) by $a=1/\sqrt{n}$.
- Xavier initialization (Glorot et al.) multiplies weights by $\sqrt{2}/\sqrt{n_{in}+n_{out}}$.

• Initialization for ReLU neurons (He et al.) uses multiplication by $\sqrt{2}/\sqrt{n_{in}}$.

- We know how to initialize our network to constrain variance.
- But what if it grows during backpropagation?
- Batch normalization controls mean and variance of outputs before activations.

• Let's normalize h_i — neuron output before activation:



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$$h_i = \gamma_i \frac{h_i - \mu_i}{\sqrt{\sigma_i^2}} + \beta_i$$

$$\rightarrow 0 \text{ mean, unit variance}$$

• Where do μ_i and σ_i^2 come from? We can estimate them having a current training batch!

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- During testing we will use an exponential moving average over train batches:

$$0 < \alpha < 1$$

$$\mu_i = \alpha \cdot \mathbf{mean_{batch}} + (1 - \alpha) \cdot \mu_i$$

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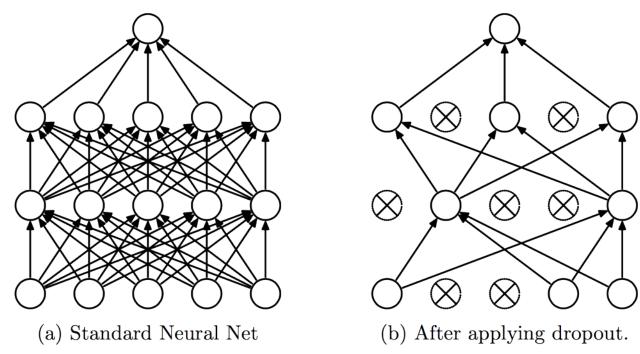
$$\mu_i = \alpha \cdot \mathbf{mean_{batch}} + (1 - \alpha) \cdot \mu_i$$

$$\sigma_i^2 = \alpha \cdot \mathbf{variance_{batch}} + (1 - \alpha) \cdot \sigma_i^2$$

• What about γ_i and β_i ? Normalization is a differentiable operation and we can apply backpropagation!

Dropout

- Regularization technique to reduce overfitting.
- We keep neurons active (non-zero) with probability p.
- This way we sample the network during training and change only a subset of its parameters on every iteration.

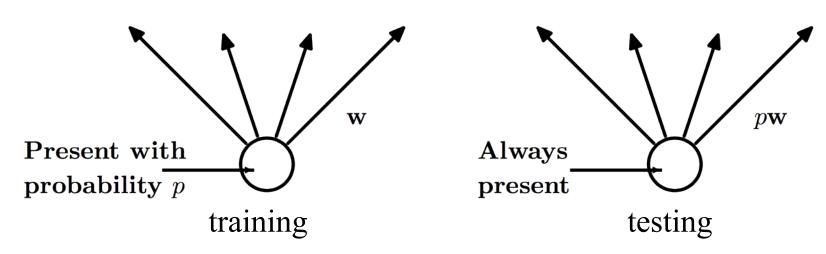


http://www.cs.toronto.edu/~rsalakhu/papers/srivastava14a.pdf

Dropout

• During testing all neurons are present but their outputs are multiplied by p to maintain the scale of inputs:



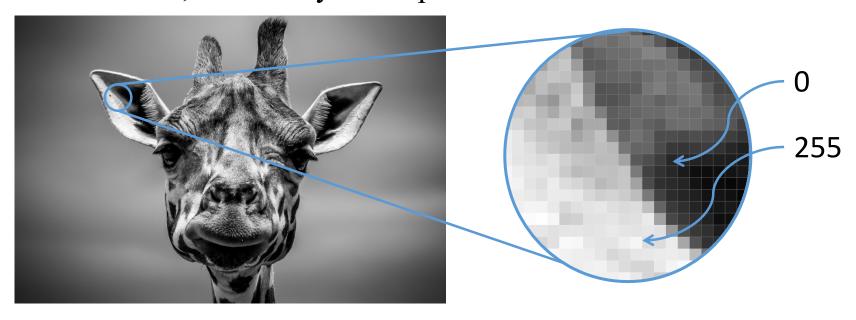


http://www.cs.toronto.edu/~rsalakhu/papers/srivastava14a.pdf

 The authors of dropout say it's similar to having an ensemble of exponentially large number of smaller networks.

Digital representation of an image

- Grayscale image is a matrix of pixels (picture elements)
- Dimensions of this matrix are called image resolution (e.g. 300 x 300)
- Each pixel stores its brightness (or **intensity**) ranging from 0 to 255, 0 intensity corresponds to black color:



• Color images store pixel intensities for 3 channels: red, green and blue

Image as a neural network input

• Normalize input pixels: $x_{norm} = \frac{x}{255} - 0.5$

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• Maybe MLP will work?

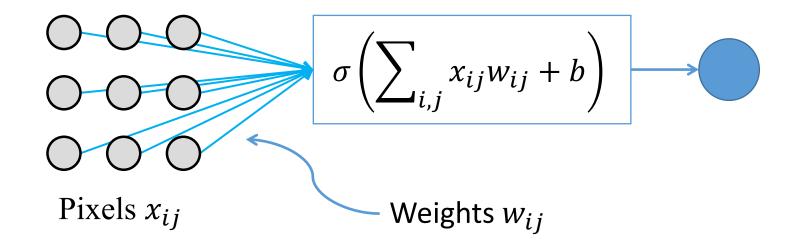
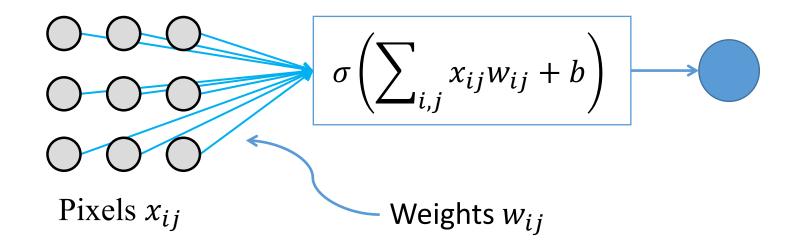


Image as a neural network input

• Normalize input pixels: $x_{norm} = \frac{x}{255} - 0.5$

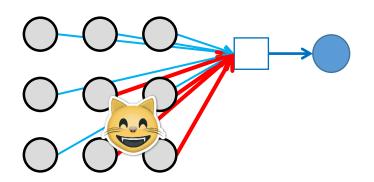
• Maybe MLP will work?



• Actually, no!

Why not MLP?

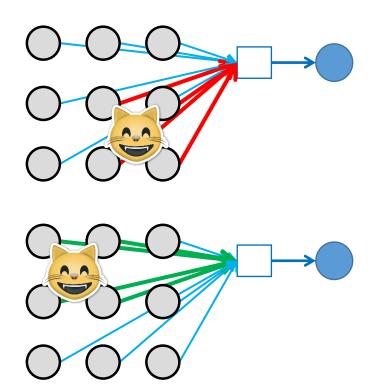
• Let's say we want to train a "cat detector"



On this training image red weights w_{ij} will change a little bit to better detect a cat

Why not MLP?

Let's say we want to train a "cat detector"

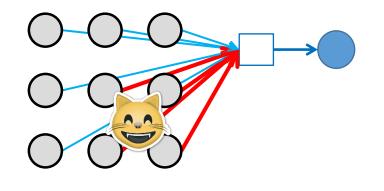


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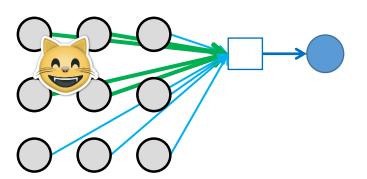
On this training image green weights w_{ij} will change...

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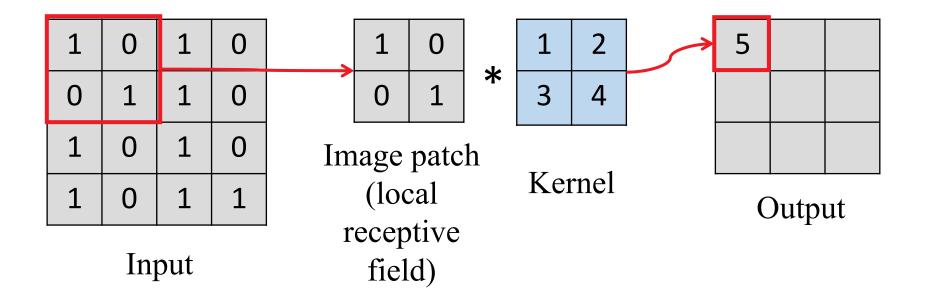


On this training image green weights w_{ij} will change...

- We learn the same "cat features" in different areas and don't fully utilize the training set!
- What if cats in the test set appear in different places?

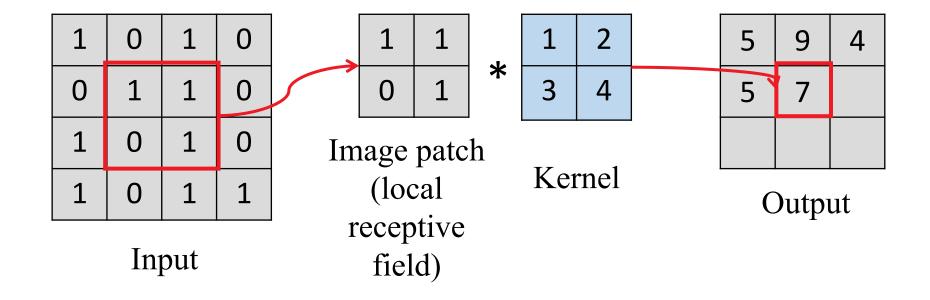
Convolutions will help!

Convolution is a dot product of a **kernel** (or filter) and a patch of an image (**local receptive field**) of the same size



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Convolutions have been used for a while

Kernel

 -1
 -1

 *
 -1

 -1
 8

 -1
 -1



Edge detection

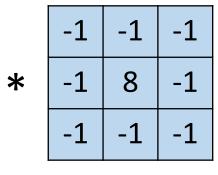


Original image

Sums up to 0 (black color) when the patch is a solid fill

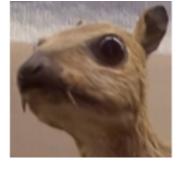
Convolutions have been used for a while







Edge detection



Original image

*	0	-1	0	
	-1	5	-1	
	0	-1	0	



Sharpening

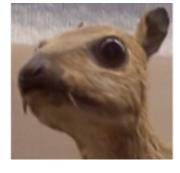
Doesn't change an image for solid fills Adds a little intensity on the edges

Convolutions have been used for a while





Edge detection



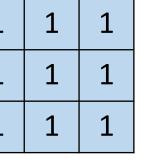
Original image

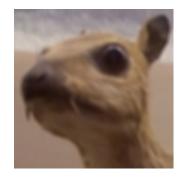
	0	-1	0
*	-1	5	-1
	0	-1	0





Sharpening



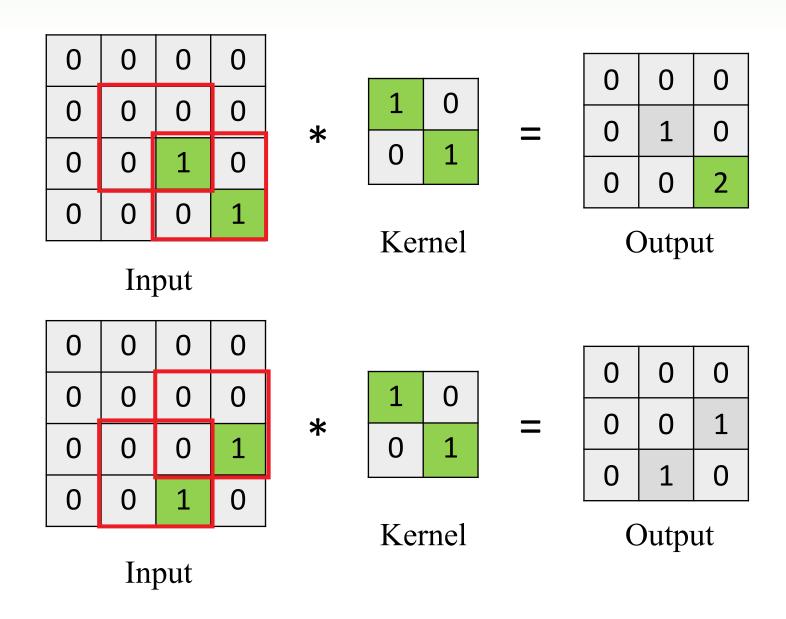


Blurring

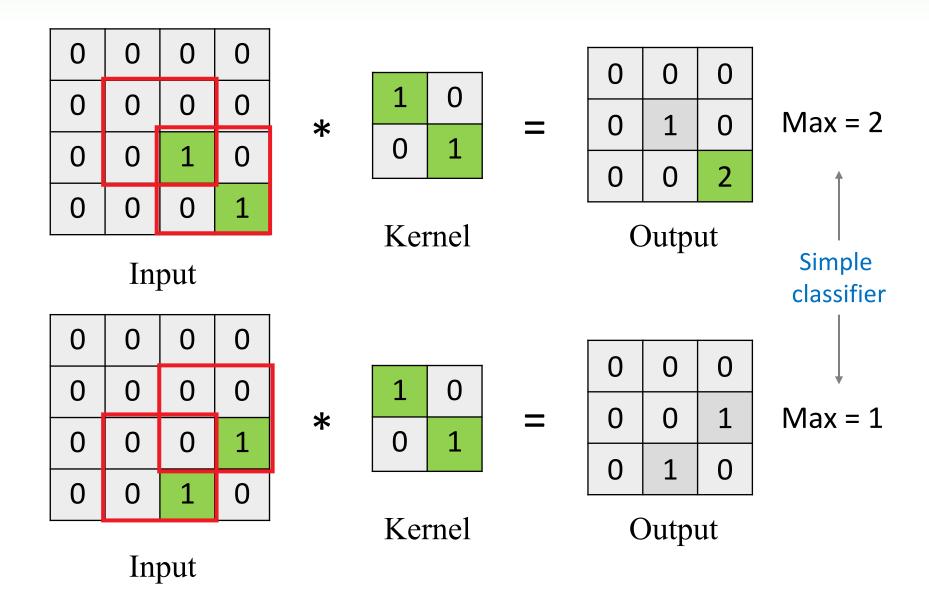
Convolution is similar to correlation

0	0	0	0				0	0	
0	0	0	0	*	1 0	=	0	0	0
					0 1		0	1	0
0	0	1	0				0	0	2
0	0	0	1						
Input				Kernel		Output			

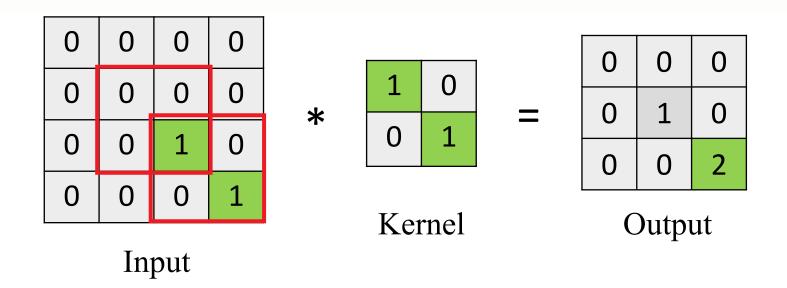
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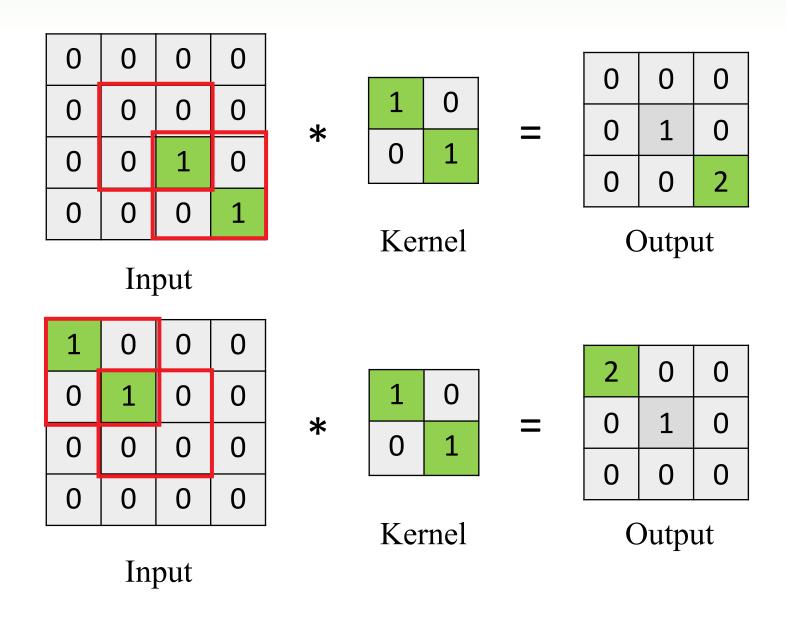
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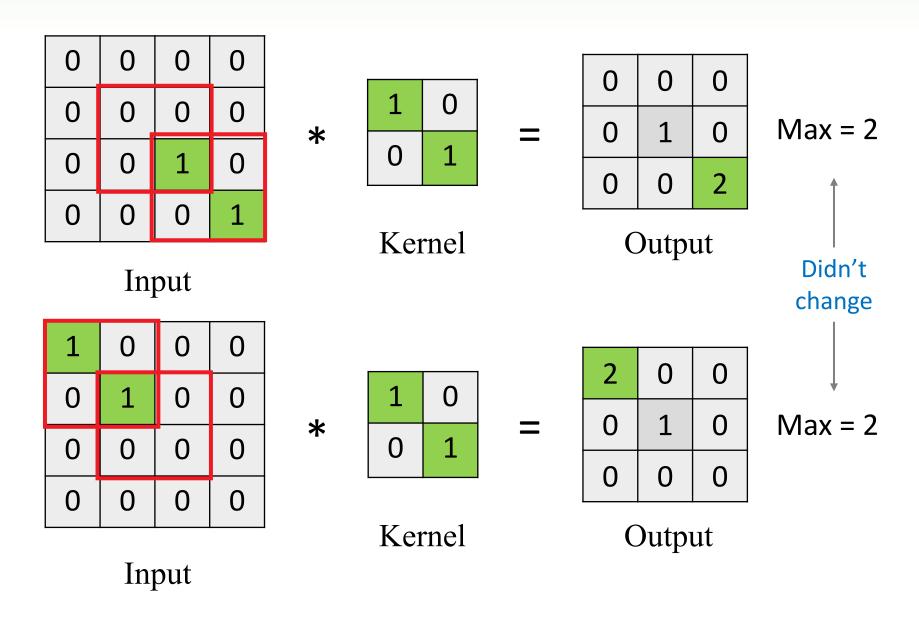
Convolution is translation equivariant



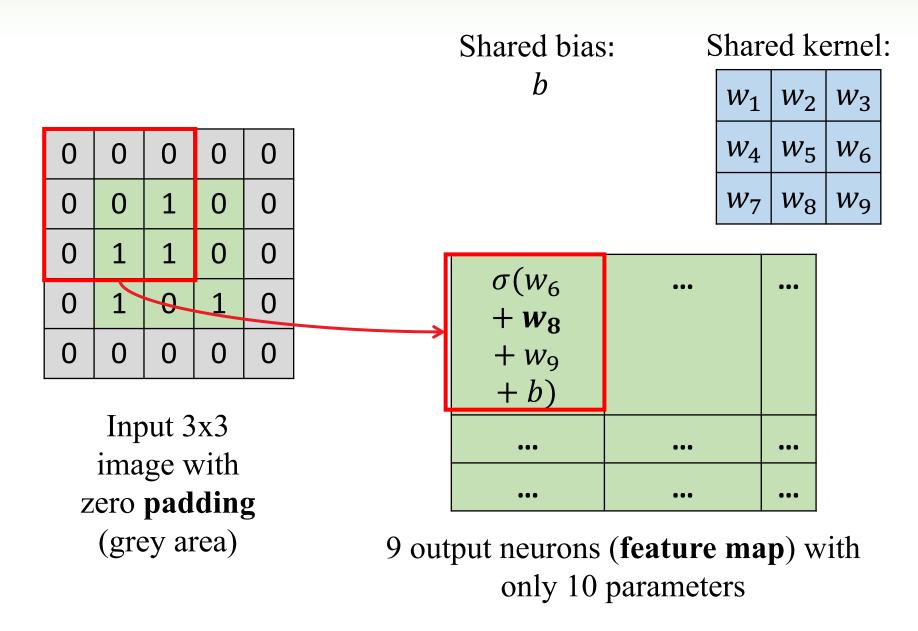
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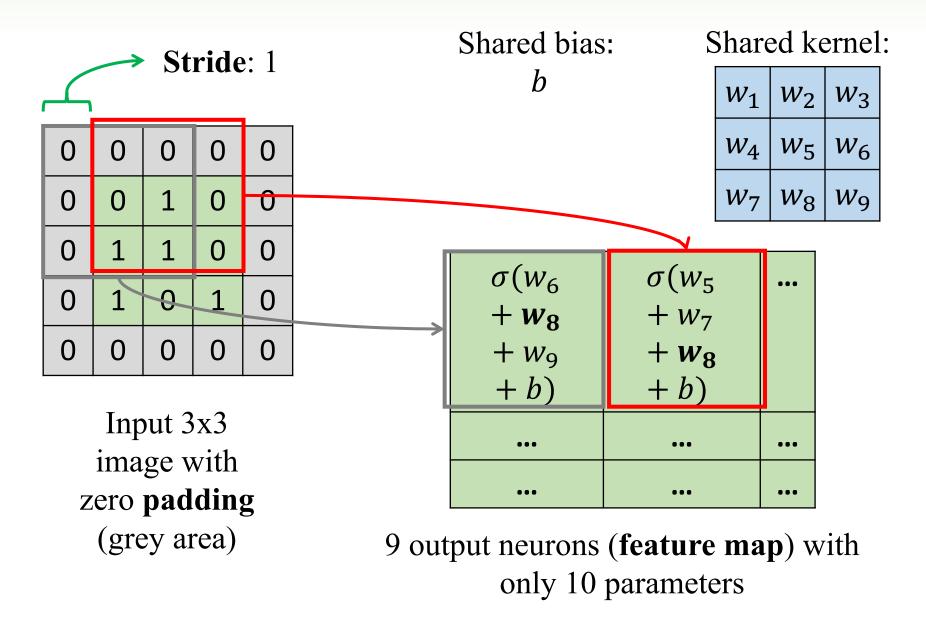
Convolution is translation equivariant



Convolutional layer in neural network

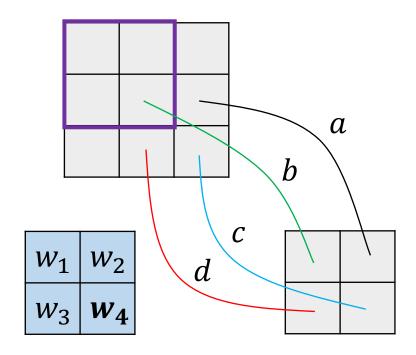


Convolutional layer in neural network



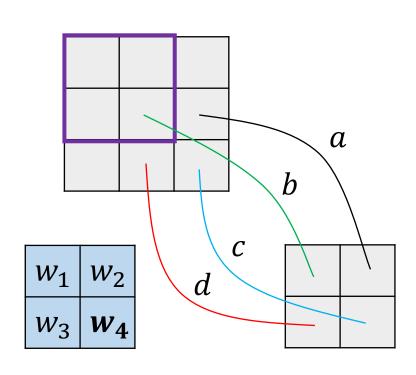
Backpropagation for CNN

Gradients are first calculated as if the kernel weights were not shared:



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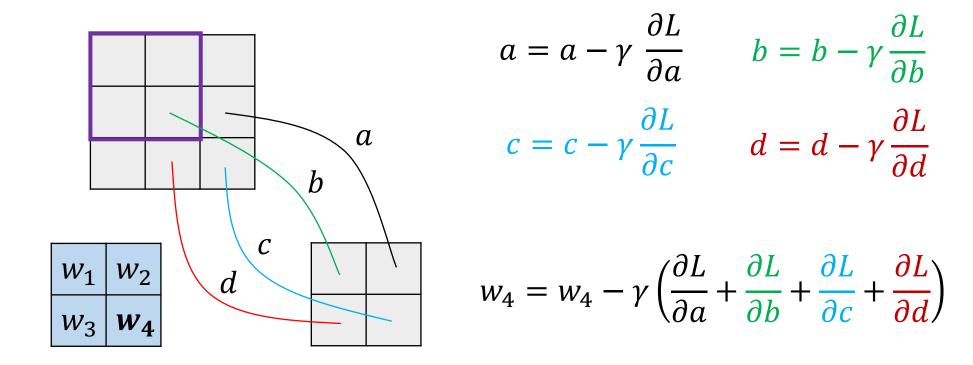


$$a = a - \gamma \frac{\partial L}{\partial a} \qquad b = b - \gamma \frac{\partial L}{\partial b}$$

$$c = c - \gamma \frac{\partial L}{\partial c} \qquad d = d - \gamma \frac{\partial L}{\partial d}$$

Backpropagation for CNN

Gradients are first calculated as if the kernel weights were not shared:



Gradients of the same shared weight are summed up!

Convolutional vs fully connected layer

• In convolutional layer the same kernel is used for every output neuron, this way we share parameters of the network and train a better model

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Convolutional vs fully connected layer

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• 300x300 input, 300x300 output, 5x5 kernel – **26** parameters in convolutional layer and **8.1**×**10**⁹ parameters in fully connected layer (each output is a perceptron)

Convolutional vs fully connected layer

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• 300x300 input, 300x300 output, 5x5 kernel – **26** parameters in convolutional layer and **8.1**×**10**⁹ parameters in fully connected layer (each output is a perceptron)

• Convolutional layer can be viewed as a special case of a fully connected layer when all the weights outside the **local receptive field** of each neuron equal 0 and kernel parameters are shared between neurons

Ссылки

- http://cs231n.stanford.edu/
- http://cs231n.github.io/convolutional-networks/
- https://brohrer.github.io/how_convolutional_neural_networks_work.html
- https://blog.keras.io/how-convolutional-neural-networks-see-the-world.html