

Convolutional Neural Networks V

CS7150, Spring 2025

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Recap

Batch Normalization for ConvNets

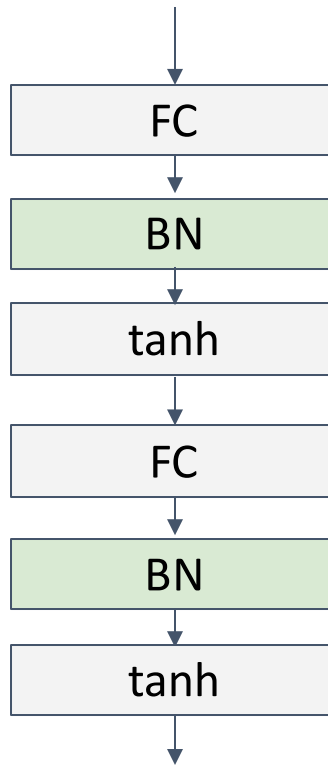
Batch Normalization for
fully-connected networks

$$\begin{array}{l}
 x : N \times D \\
 \text{Normalize} \quad \downarrow \\
 \mu, \sigma : 1 \times D \\
 \gamma, \beta : 1 \times D \\
 y = \frac{(x - \mu)}{\sigma} \gamma + \beta
 \end{array}$$

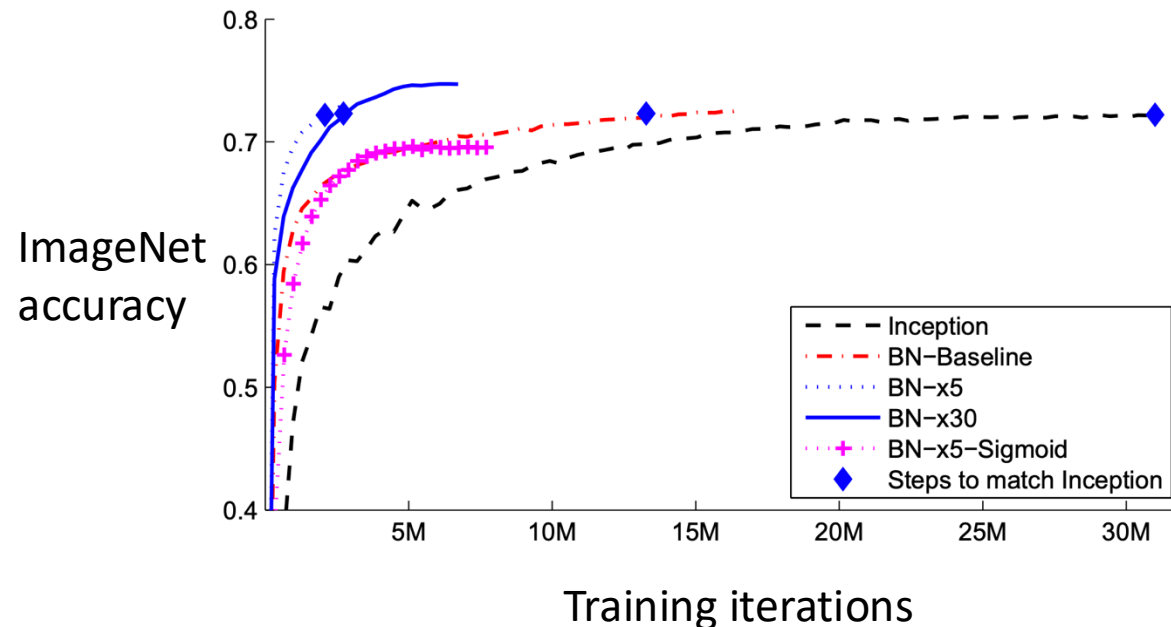
Batch Normalization for
convolutional networks
(Spatial Batchnorm, BatchNorm2D)

$$\begin{array}{l}
 x : N \times C \times H \times W \\
 \text{Normalize} \quad \downarrow \quad \downarrow \quad \downarrow \\
 \mu, \sigma : 1 \times C \times 1 \times 1 \\
 \gamma, \beta : 1 \times C \times 1 \times 1 \\
 y = \frac{(x - \mu)}{\sigma} \gamma + \beta
 \end{array}$$

Batch Normalization

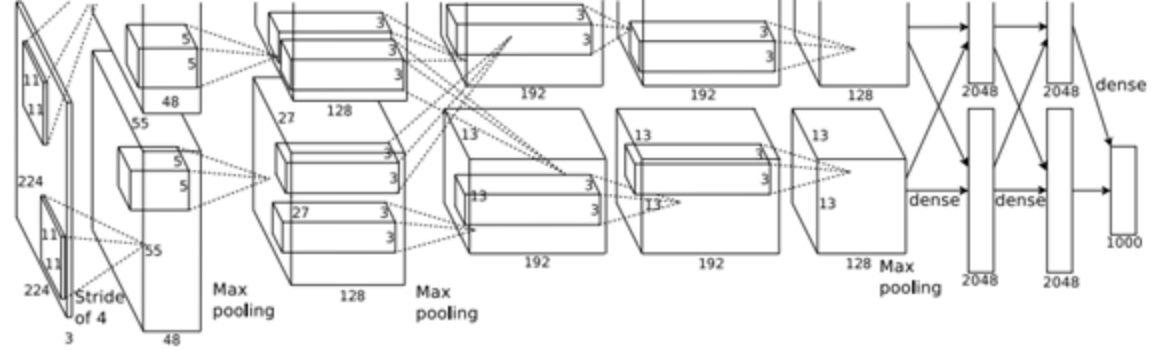


- Makes deep networks **much** easier to train!
- Allows higher learning rates, faster convergence
- Networks become more robust to initialization
- Acts as regularization during training
- Free at test-time: can be fused with conv!



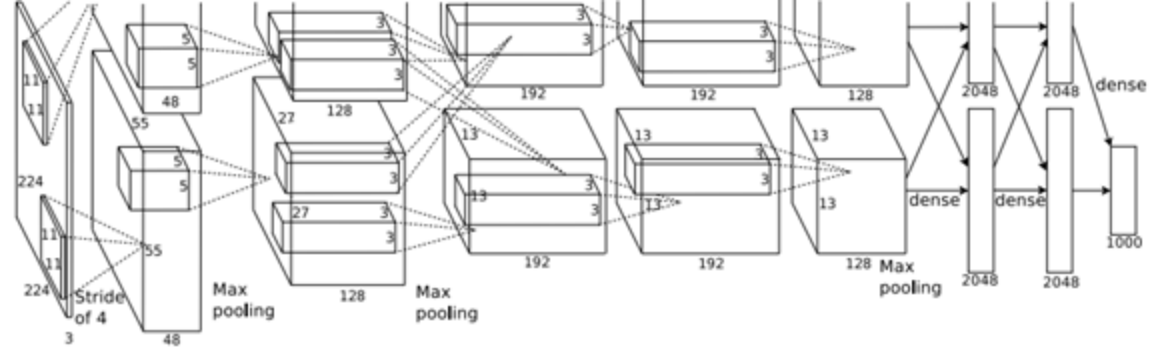
AlexNet

How to choose this?
Trial and error =(



Layer	Input size		Layer				Output size		memory (KB)	params (k)	flop (M)
	C	H / W	filters	kernel	stride	pad	C	H / W			
conv1	3	227	64	11	4	2	64	56	784	23	73
pool1	64	56		3	2	0	64	27	182	0	0
conv2	64	27	192	5	1	2	192	27	547	307	224
pool2	192	27		3	2	0	192	13	127	0	0
conv3	192	13	384	3	1	1	384	13	254	664	112
conv4	384	13	256	3	1	1	256	13	169	885	145
conv5	256	13	256	3	1	1	256	13	169	590	100
pool5	256	13		3	2	0	256	6	36	0	0
flatten	256	6					9216		36	0	0
fc6	9216		4096				4096		16	37,749	38
fc7	4096		4096				4096		16	16,777	17
fc8	4096		1000				1000		4	4,096	4

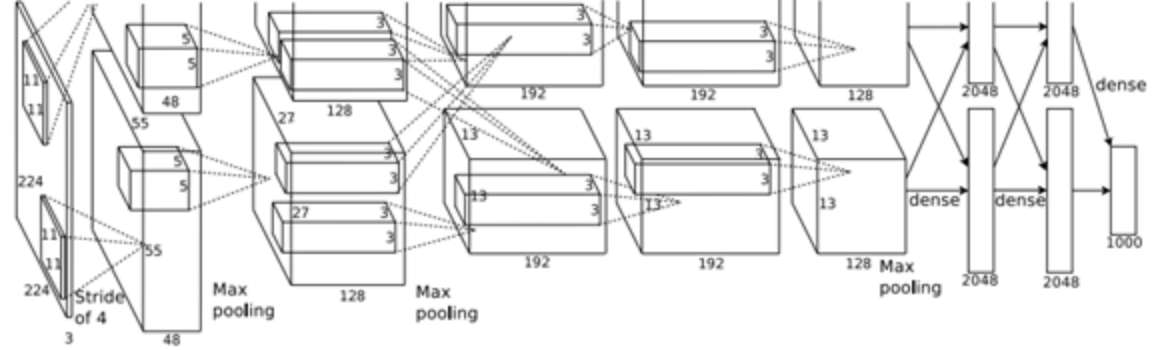
AlexNet



Interesting trends here!

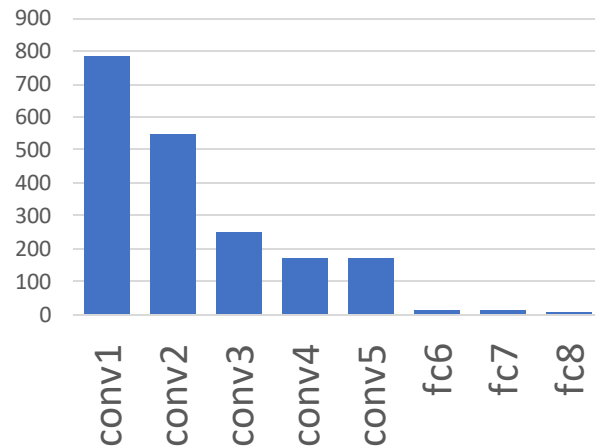
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AlexNet



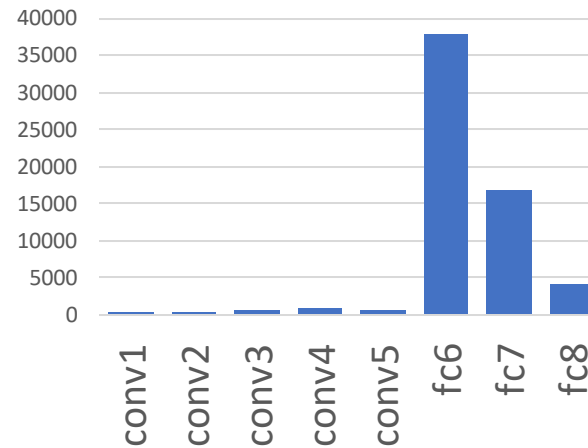
Most of the **memory usage** is in the early convolution layers

Memory (KB)



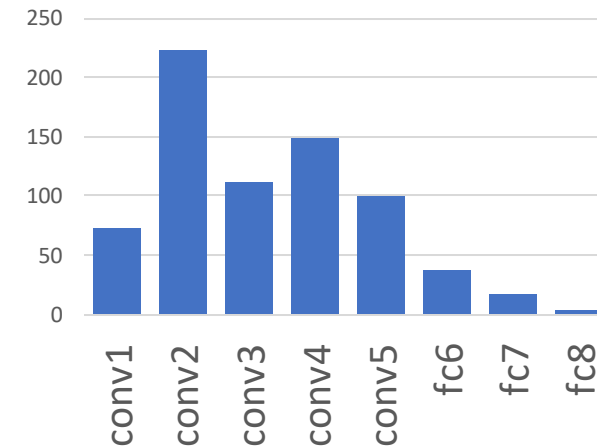
Nearly all **parameters** are in the fully-connected layers

Params (K)



Most **floating-point ops** occur in the convolution layers

MFLOP



VGG: Deeper Networks, Regular Design

VGG Design rules:

All conv are 3x3 stride 1 pad 1

All max pool are 2x2 stride 2

After pool, double #channels

Input: $C \times 2H \times 2W$

Layer: Conv(3x3, $C \rightarrow C$)

Memory: 4HWC

Params: $9C^2$

FLOPs: $36HWC^2$

Input: $2C \times H \times W$

Conv(3x3, $2C \rightarrow 2C$)

Memory: 2HWC

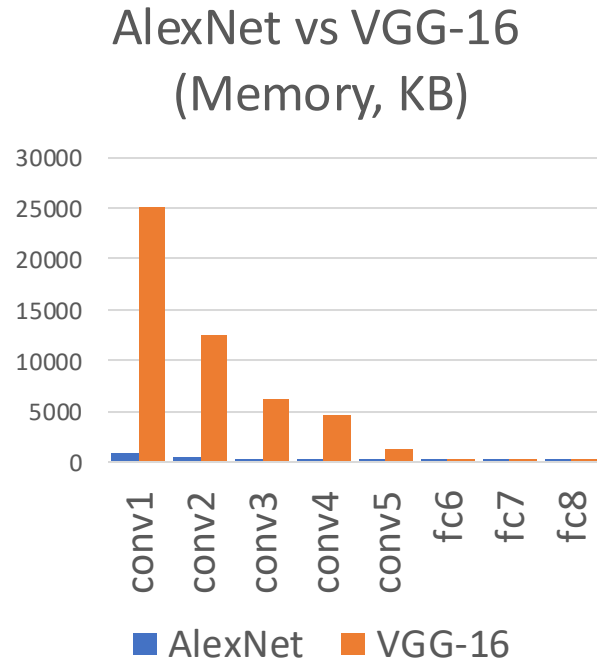
Params: $36C^2$

FLOPs: $36HWC^2$

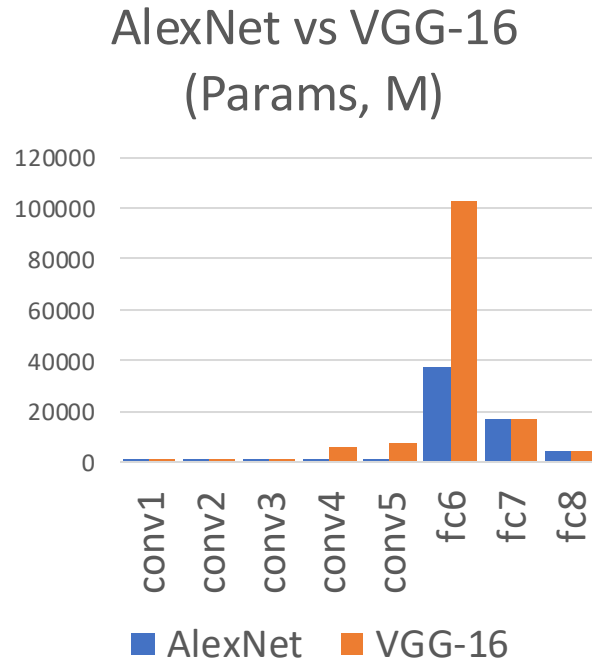
Conv layers at each spatial resolution take the same amount of computation!



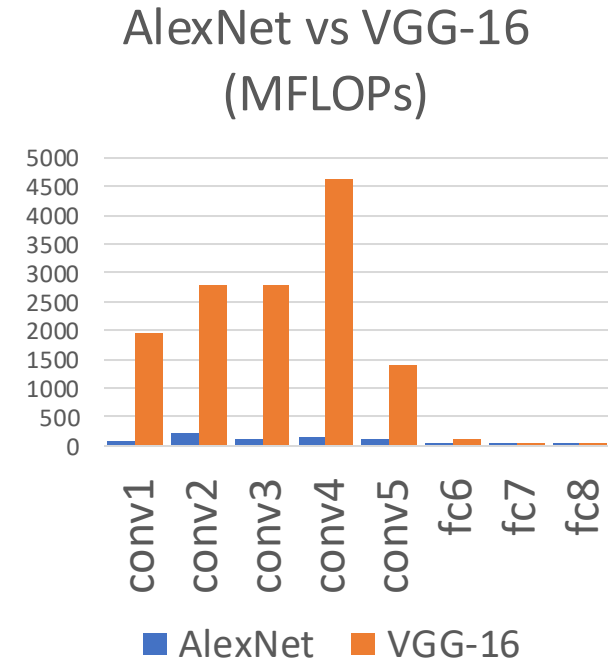
AlexNet vs VGG-16: Much Bigger!



AlexNet total: 1.9 MB
VGG-16 total: 48.6 MB (25x)



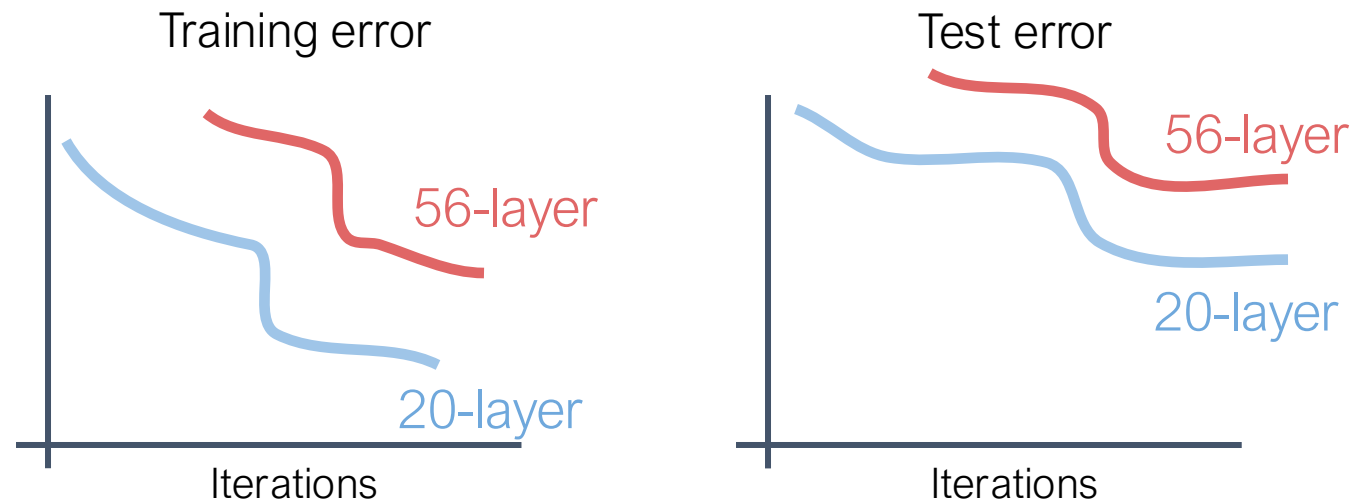
AlexNet total: 61M
VGG-16 total: 138M (2.3x)



AlexNet total: 0.7 GFLOP
VGG-16 total: 13.6 GFLOP (19.4x)

Residual Networks

Once we have Batch Normalization, we can train networks with 10+ layers. What happens as we go deeper?

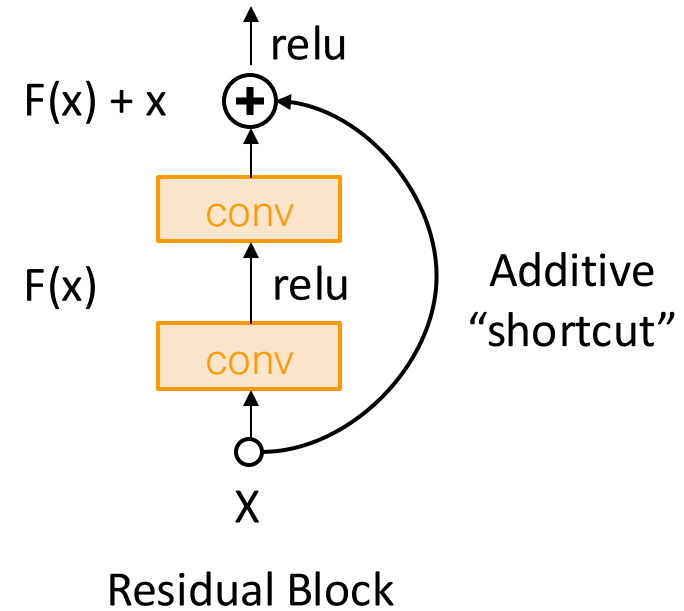
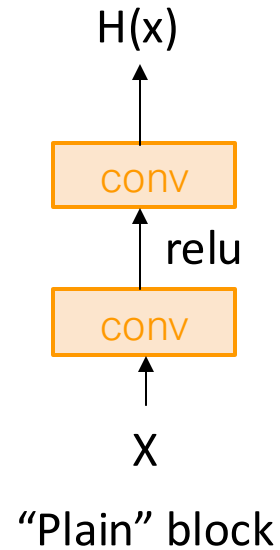


In fact the deep model seems to be **underfitting** since it also performs worse than the shallow model on the training set! It is actually **underfitting**

He et al, "Deep Residual Learning for Image Recognition", CVPR 2016

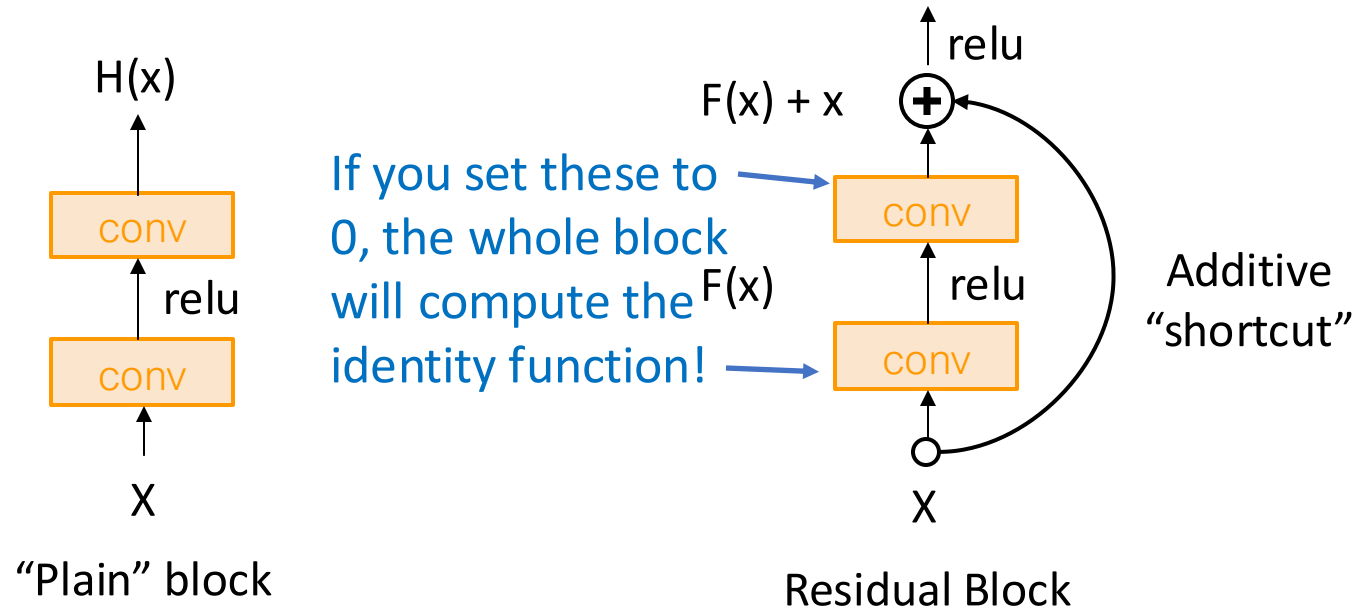
Residual Networks

Solution: Change the network so learning identity functions with extra layers is easy!



Residual Networks

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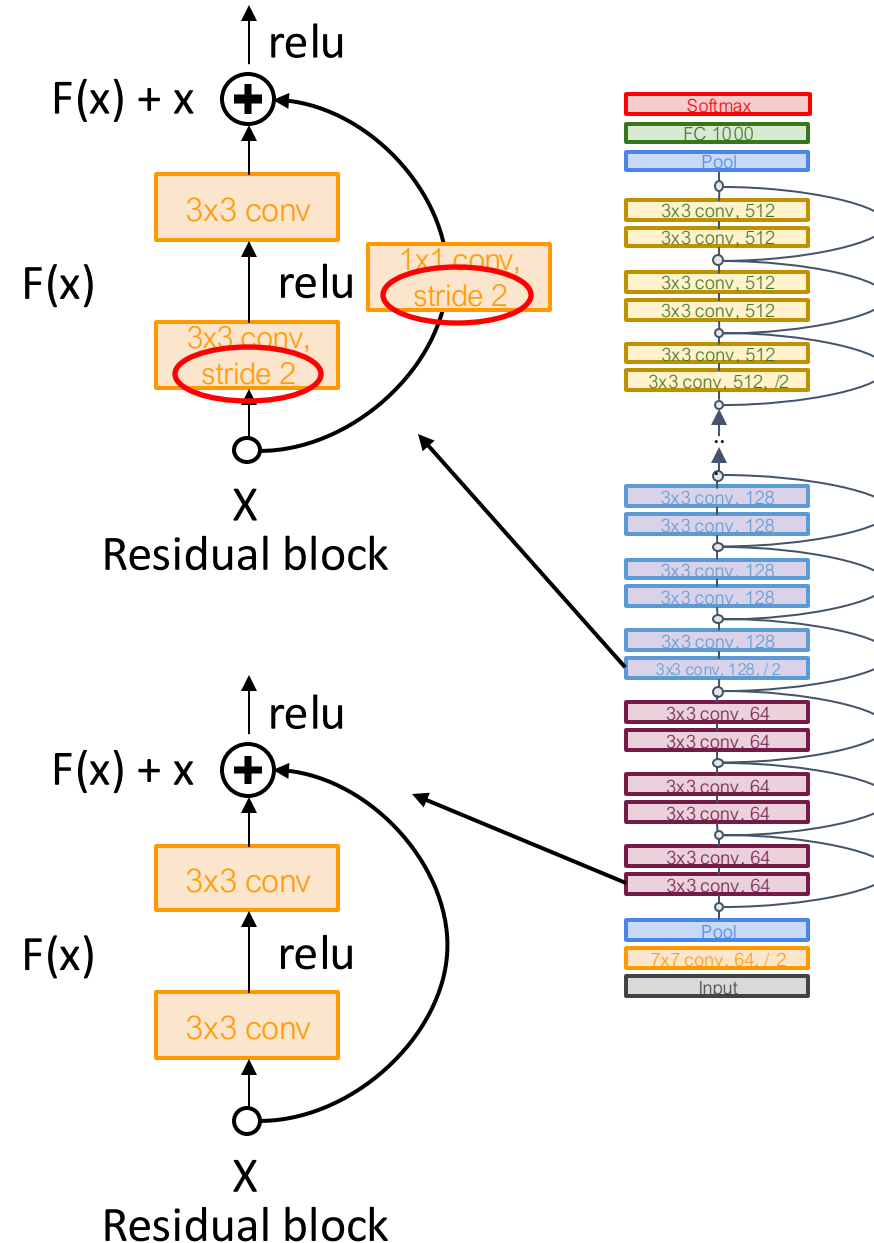
Residual Networks

A residual network is a stack of many residual blocks

Regular design, like VGG:
each residual block has two
3x3 conv

Network is divided into
stages: the first block of each
stage halves the resolution
(with stride-2 conv) and
doubles the number of
channels

He et al, "Deep Residual Learning for Image Recognition", CVPR 2016



Tiny Networks for Mobile Devices

Object Detection



Photo by Juanedc (CC BY 2.0)

Face Attributes



Google Doodle by Sarah Harrison

Finegrain Classification



Photo by HarshLight (CC BY 2.0)

Landmark Recognition

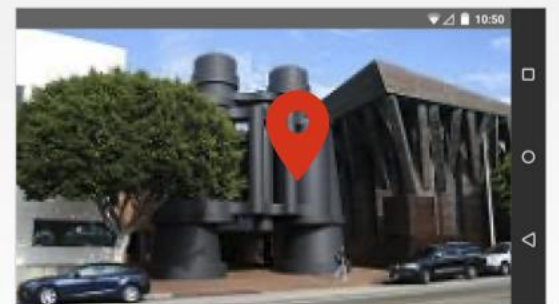
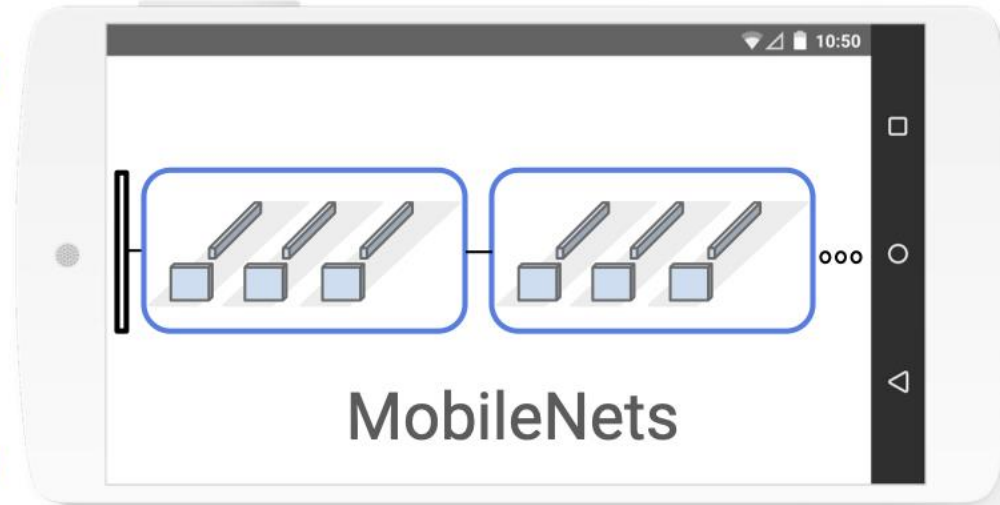
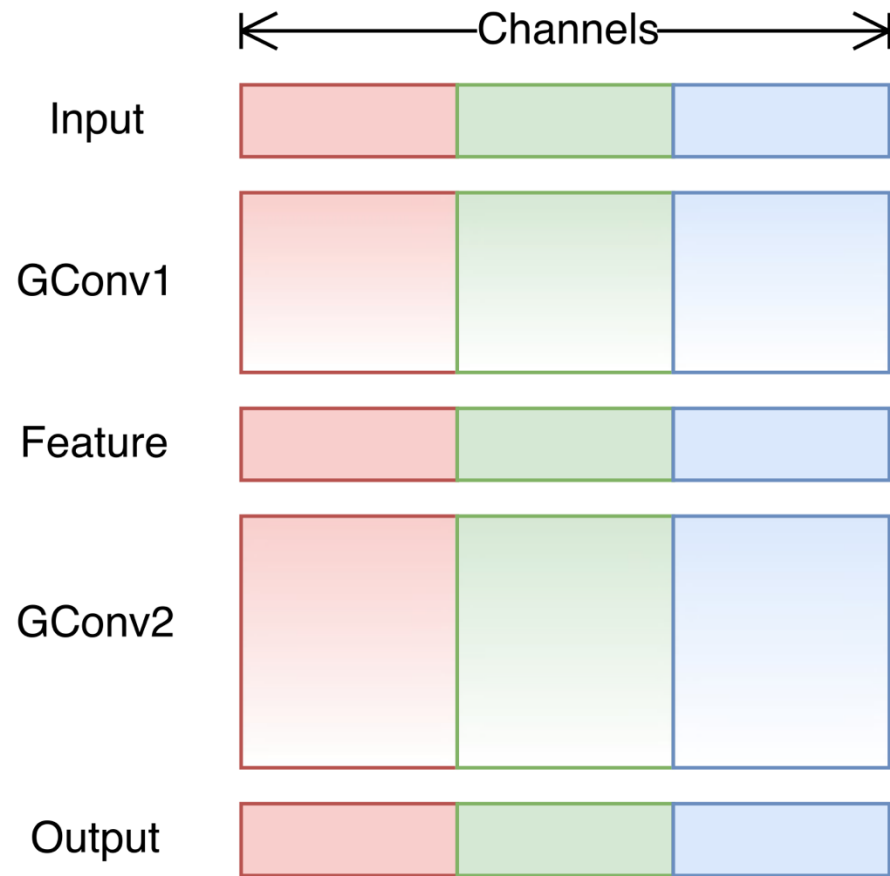


Photo by Sharon VanderKaay (CC BY 2.0)



[Howard et al., MobileNets: Efficient Convolutional Neural Networks for Mobile Vision Applications. arXiv 2017]

Group-based Convolution



Input: $C_{in} \times H \times W$

Hyperparameters:

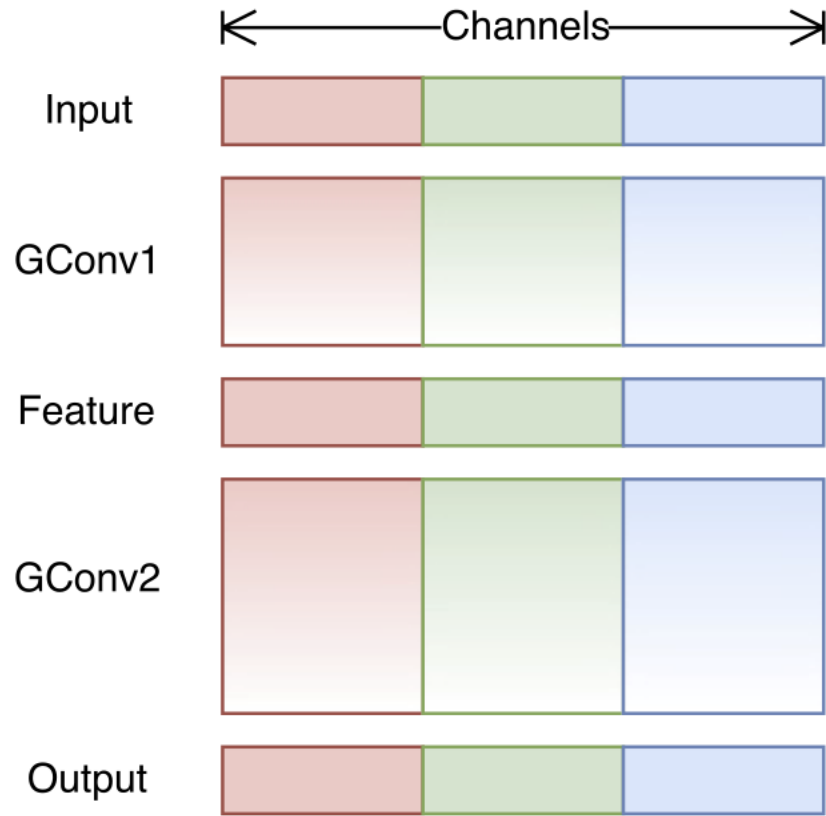
- **Kernel size:** $K_H \times K_W$
- **Number filters:** C_{out}
- **Padding:** P
- **Stride:** S
- **Groups:** G

Weight matrix: $C_{out}/G \times C_{in}/G \times K_H \times K_W \times G$

Bias vector: C_{out}/G

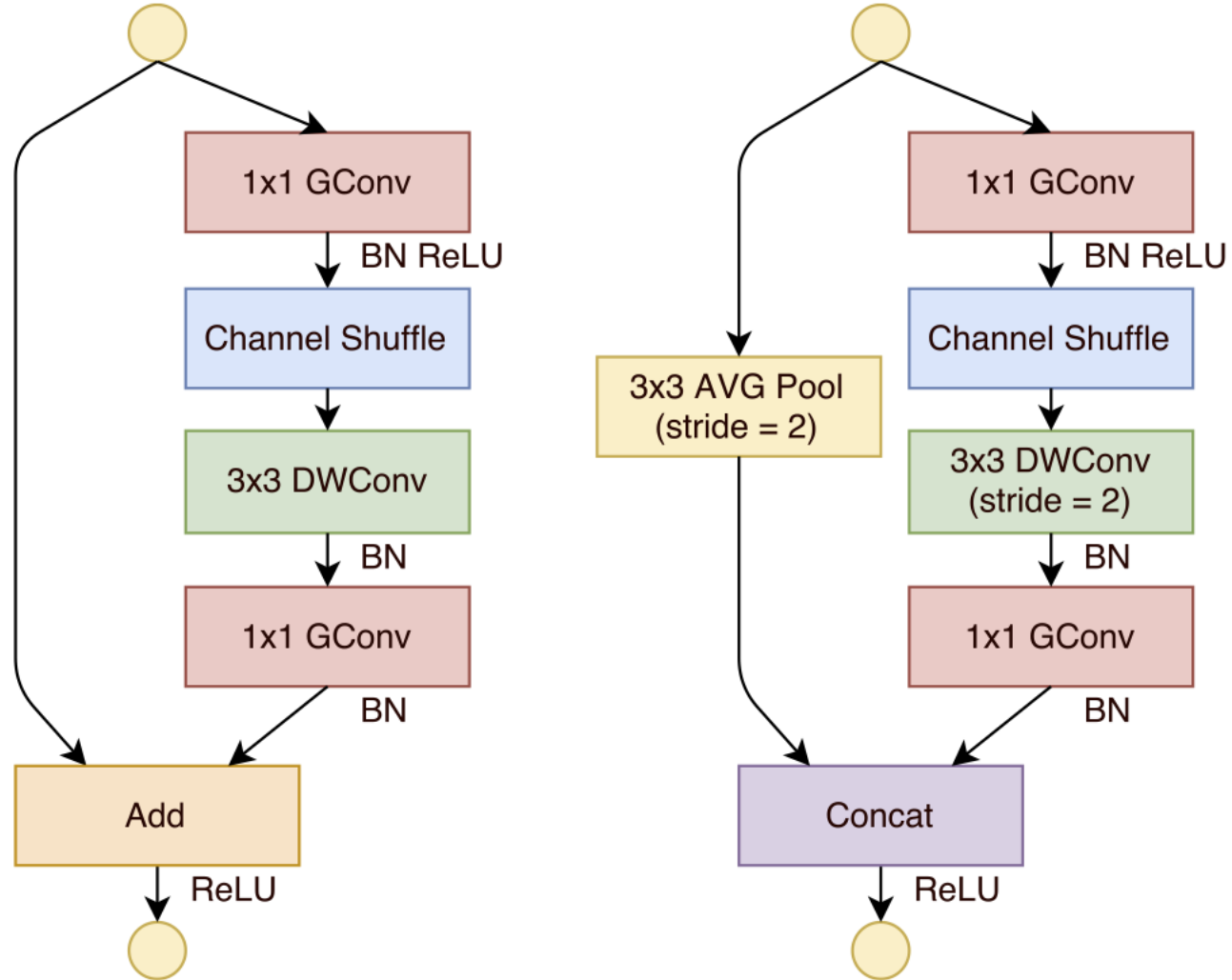
FLOPS: $C_{out}/G \times C_{in}/G \times K_H \times K_W \times G \times H \times W$

ShuffleNet



[Zhang et al., ShuffleNet: An Extremely Efficient Convolutional Neural Network for Mobile Devices. CVPR 2018]

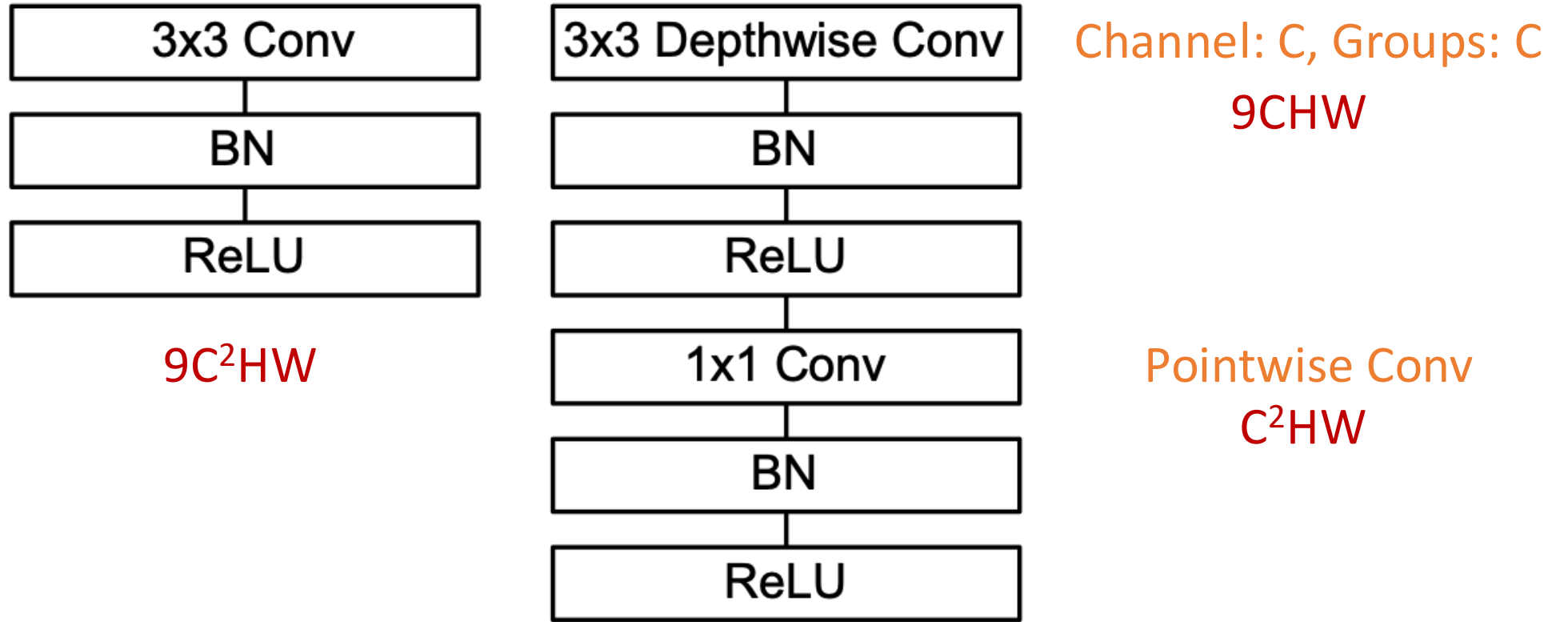
ShuffleNet Units



Today's Class

- Lightweight convolutional neural networks
- Tips of training deep convolutional neural networks
- PyTorch tutorial

MobileNet



Computation reduction: $9C^2HW / (9CHW + C^2HW) = 9C / (9 + C)$

Training Convolutional Networks

1. Download big datasets
2. Design CNN architecture
3. Initialize Weights
4. For $t = 1$ to T :
 1. Form minibatch
 2. Compute loss + gradient
 3. Update Weights
5. Apply trained model to task

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- If the model is big, won't we overfit?

Regularizing CNNs: Weight Decay

$$L_{reg} = \frac{1}{2} \sum_{\ell} \|W_{\ell}\|^2 \quad \frac{\partial L_{reg}}{\partial W_{\ell}} = W_{\ell}$$

Add L2 regularization term L_{reg} to the loss penalizing large weight matrices

Usually don't regularize bias terms, or BatchNorm scale / shift params

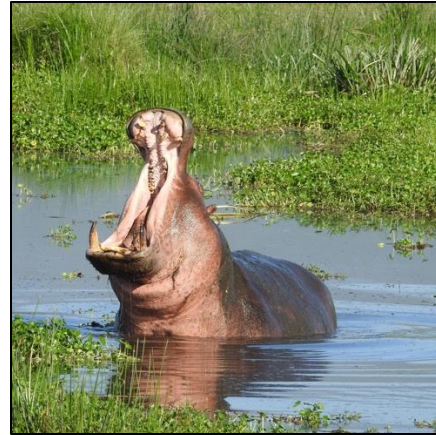
*Technical note: Adding an explicit term to the loss is "L2 Regularization"; "Weight decay" adds a term to the gradient. They are equivalent for SGD, but not quite the same for other optimizers like Adam

Regularizing CNNs: Data Augmentation

Hippo

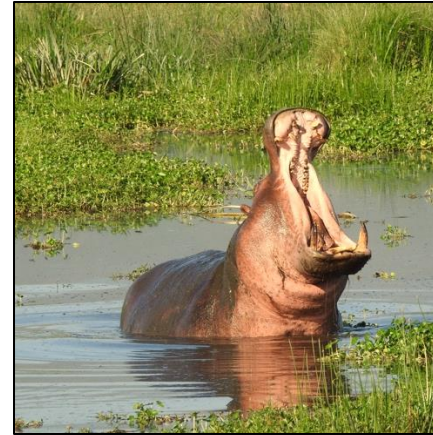


Hippo?



Horizontal
Flip

Hippo?



Color
Jitter

Hippo?

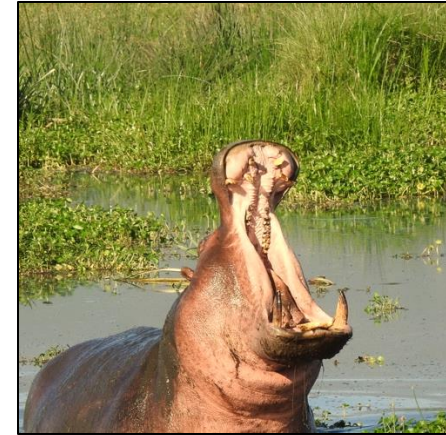
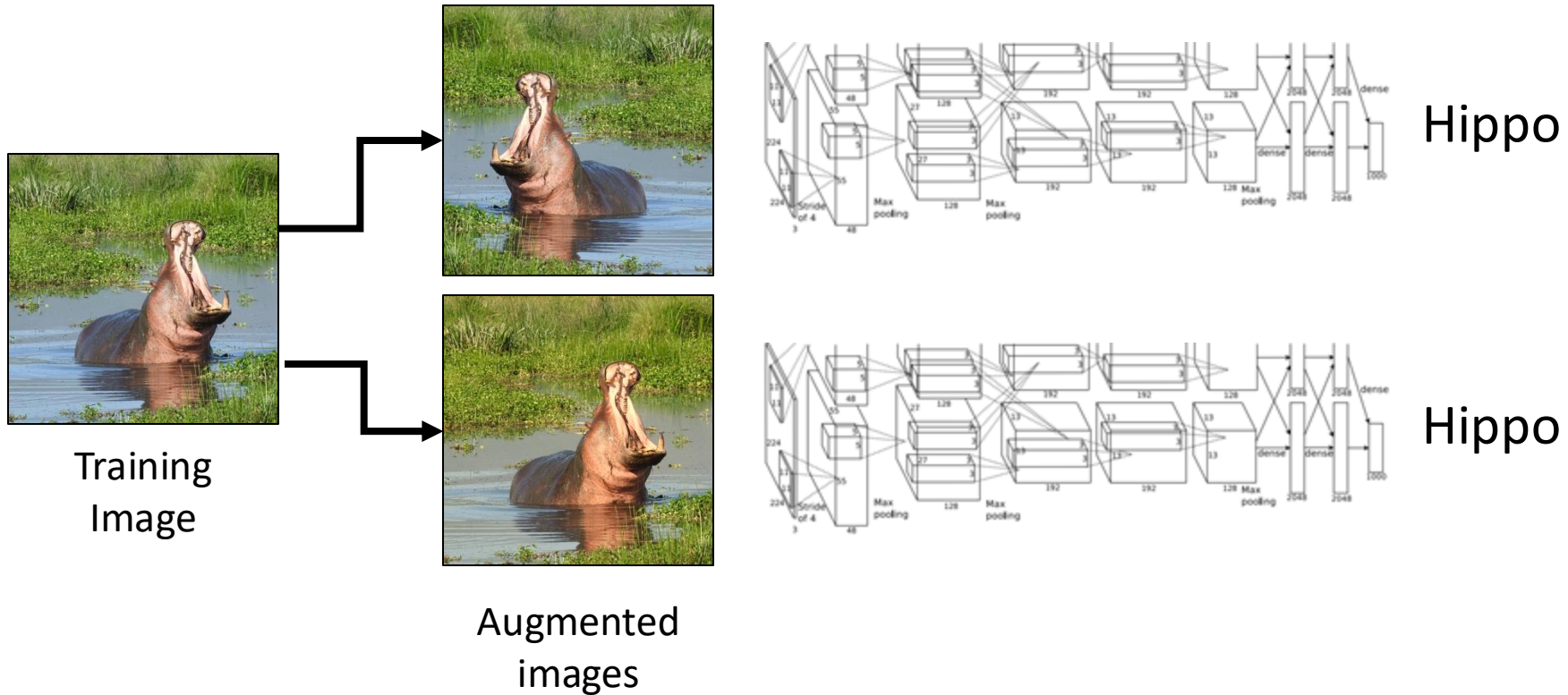


Image
Cropping

Regularizing CNNs: Data Augmentation

Apply random transformations to input images during training
Artificially “inflate” the size of your dataset



Training Convolutional Networks

1. Download big datasets
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- If the model is big, won't we overfit?

Training Convolutional Networks

1. Download big datasets
 2. Design CNN architecture
 3. Initialize Weights
 4. For $t = 1$ to T :
 1. Form minibatch
 2. Compute loss + gradient
 3. Update Weights
 5. Apply trained model to task
- What if
we can't
find one?

Transfer Learning: Feature Extraction

1. Train on ImageNet

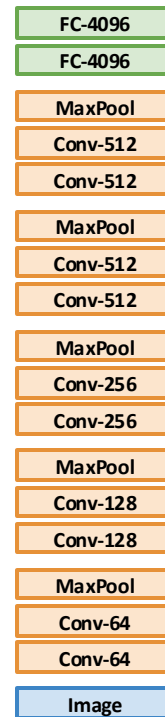


Transfer Learning: Feature Extraction

1. Train on ImageNet



2. CNN as feature extractor



Remove
last layer

Freeze
these

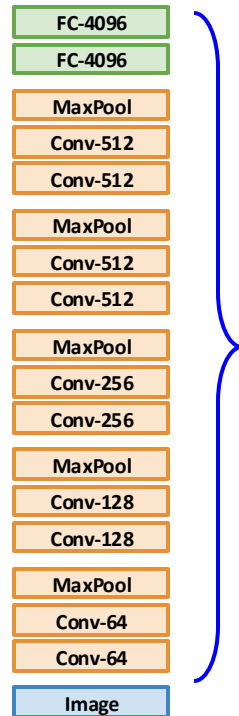
Use your small dataset to train a **linear classifier** on top of pretrained CNN features

Transfer Learning: Fine-Tuning

1. Train on ImageNet



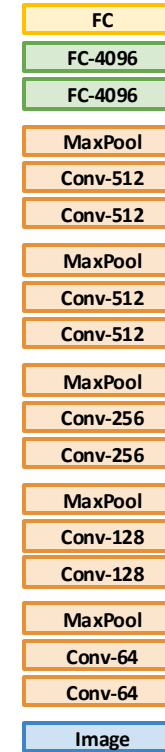
2. CNN as feature extractor



Remove last layer

Freeze these

3. Bigger dataset: **Fine-Tuning**



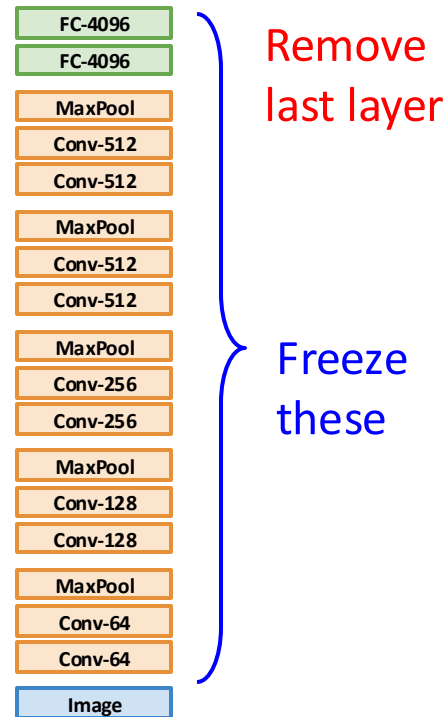
Reinitialize last layer and continue training whole network on your dataset

Transfer Learning: Fine-Tuning

1. Train on ImageNet



2. CNN as feature extractor



3. Bigger dataset: Fine-Tuning



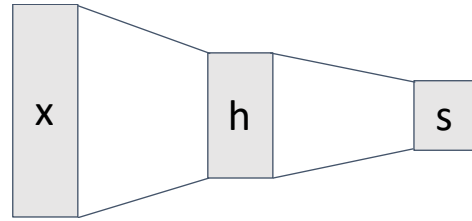
Reinitialize last layer and continue training whole network on your dataset

Some tricks:

- Train with feature extraction first before fine-tuning
- Lower the learning rate: use $\sim 1/10$ of LR used in original training
- Sometimes freeze lower layers to save computation

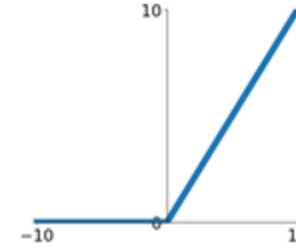
Recap: Convolutional Networks

Fully-Connected Layers



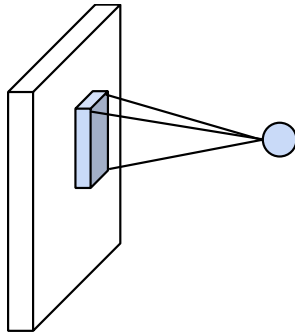
$$y = Wx + b$$

Activation Function

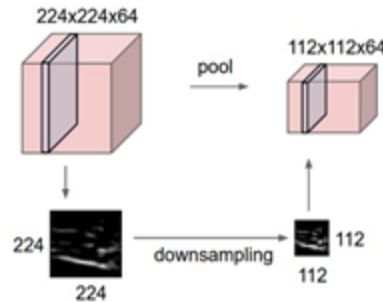


$$y = \max(0, x)$$

Convolution Layers



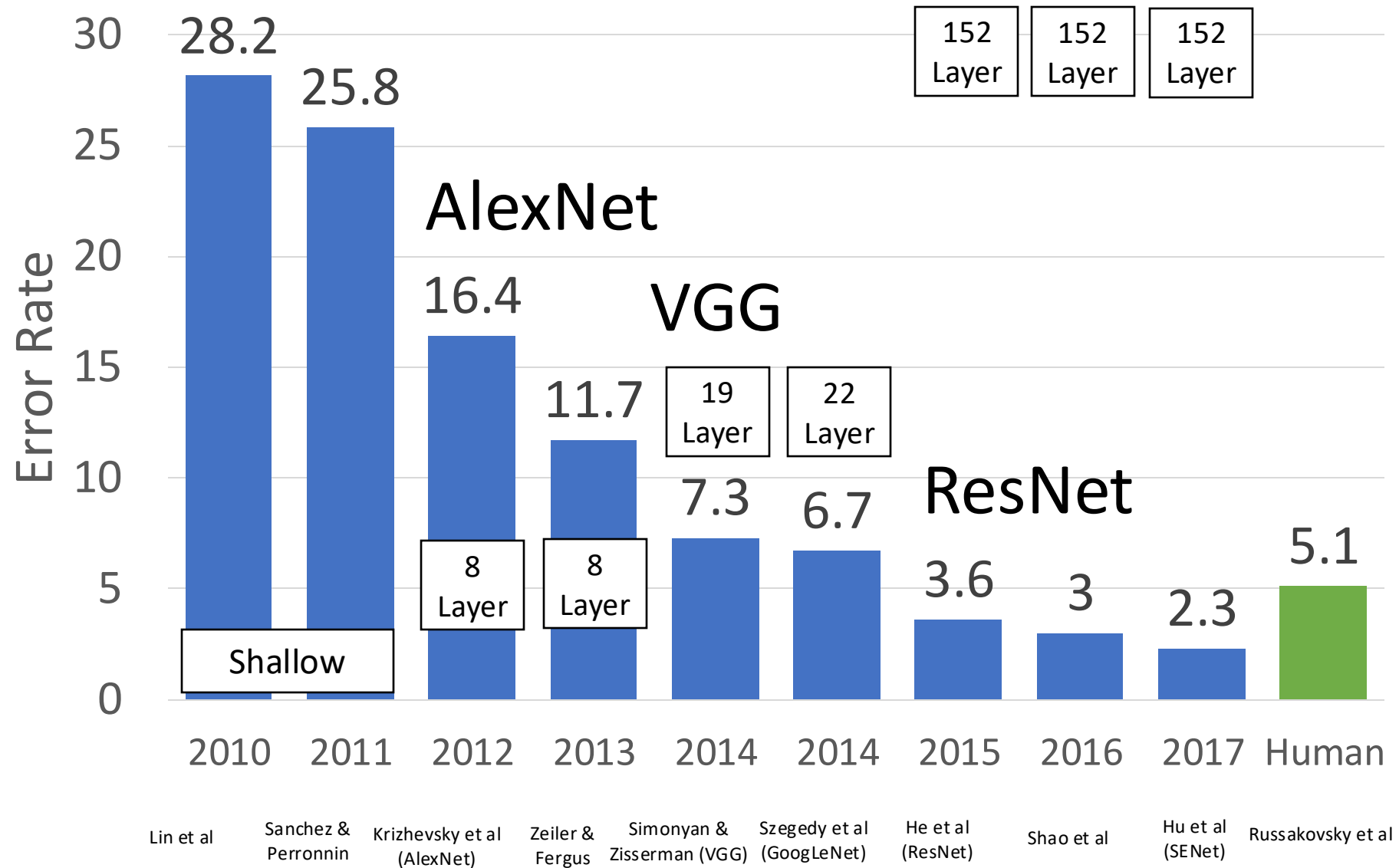
Pooling Layers



Normalization

$$\hat{x}_{i,j} = \frac{x_{i,j} - \mu_j}{\sqrt{\sigma_j^2 + \varepsilon}}$$

Recap: CNN Architectures



Recap: Training CNNs

1. Download big datasets Transfer Learning
2. Design CNN architecture
3. Initialize Weights Xavier / MSRA Init
4. For $t = 1$ to T :
 1. Form minibatch
 2. Compute loss + gradient Regularization + Data
 3. Update Weights Augmentation
5. Apply trained model to task

Next Class

More about
Convolutional Neural Networks