

Agenda - 30/11/2024

1) Image Variation

2) Neural Networks

Image Variation

(1) Occlusion - Part of an object in an image is hidden or partially hidden.



↓
method



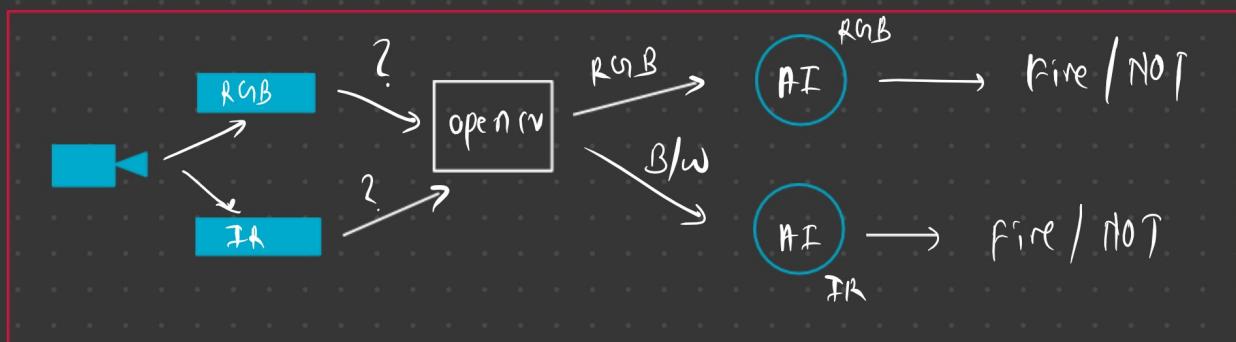
↓
predict

→ low performing system.

(2) Illumination / Exposure

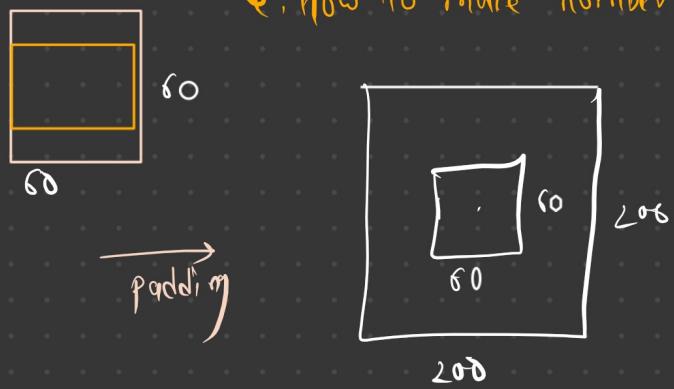
→ Underexposed

→ Over exposed



(3) Scale Variation

Objects appear at different sizes due to their distance from camera.



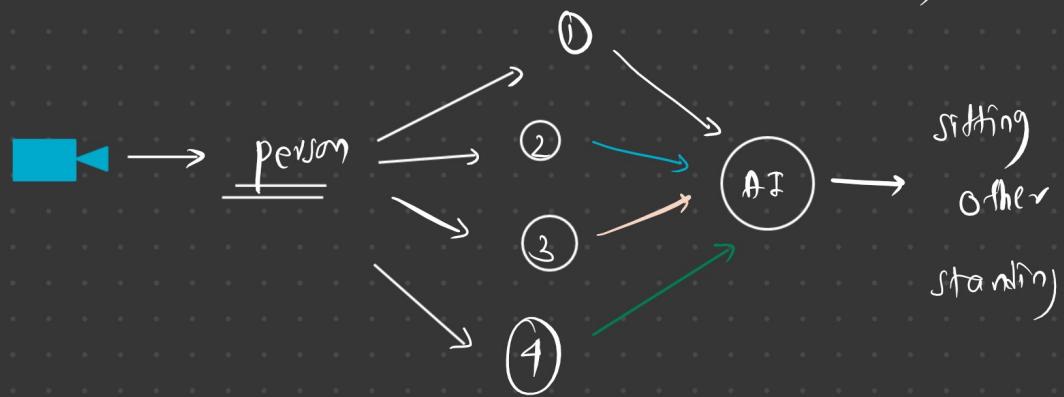
Q. How to make number plate small?

(4) Background Variation



(5) Pose Variation

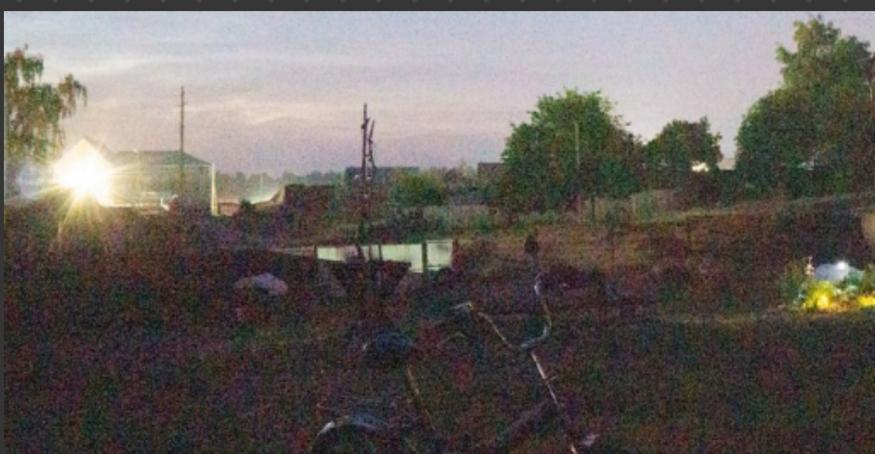
Q. Check whether a person is standing or sitting.



① ② ③ ④

① ② → standing
④ → sitting

(6) Noise



random variation
in
pixel intensity

Additional examples

Occlusion ! —



Illumination + low light



Neural Network

A neural network is computation model inspired by the structure of human brain.

It consists of interconnected layers of nodes.

Nodes (neuron) designed to process & learn pattern from data.

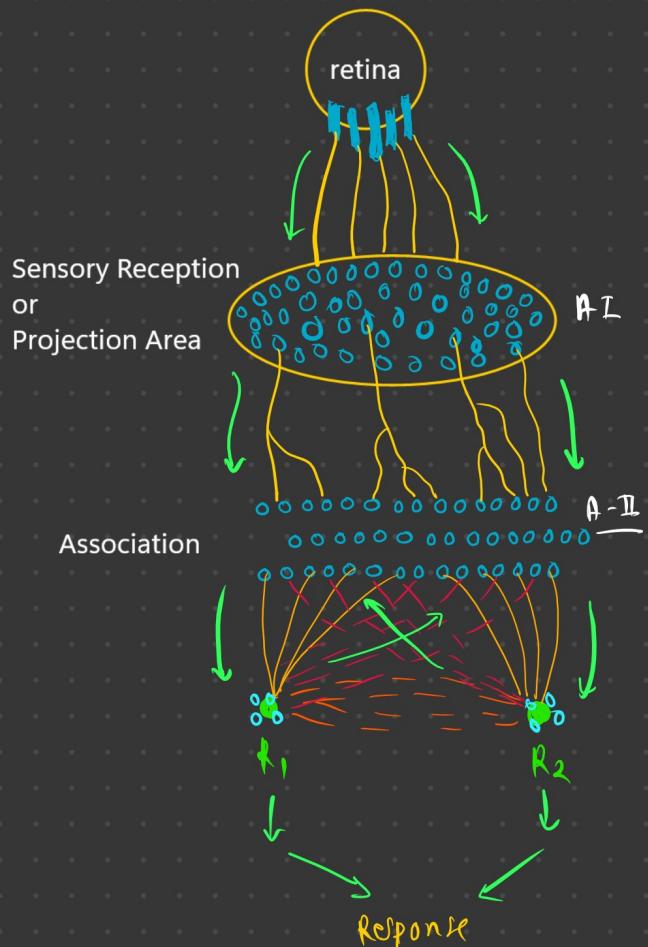
Perception Origin

Perception, a hypothetical nervous system or machine designed to illustrate some of fundamental properties of intelligent system.

In 1957, Frank Rosenblatt simulated the perception on an IBM 704.

HD organization of a perception is constructed of three kinds of cell ("units")

A-I, A-II, R



Organization of a Perceptron



Modern Perception

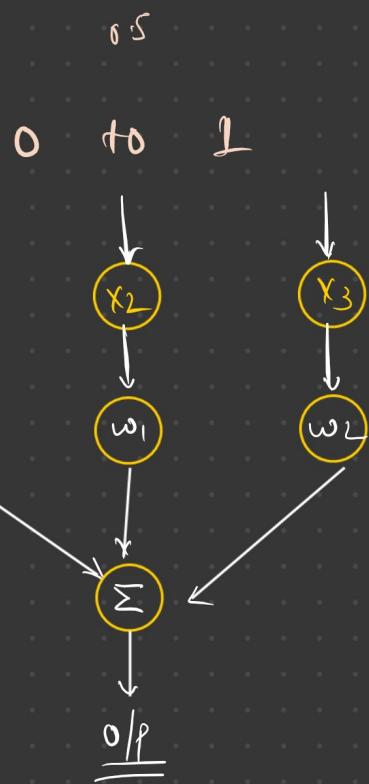
Perception is an algorithm for learning
a binary classifier called a
threshold function.

A function that maps its input x to
an output $f(x) \rightarrow y$

$f(x) \rightarrow$ Heaviside step function

$$f(x) \rightarrow h(w \cdot x + b)$$

$$\rightarrow h(x) : \begin{cases} 1 & x \geq 0 \\ 0 & x < 0 \end{cases}$$



$$\text{Neuron} = \begin{bmatrix} x_1 \cdot w_0 + x_2 \cdot w_1 + \\ x_3 \cdot w_2 \end{bmatrix}$$

$$\text{sigmoid} \rightarrow \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

w = vector of real-valued weights

x = real-valued vector

single layer, single neuron

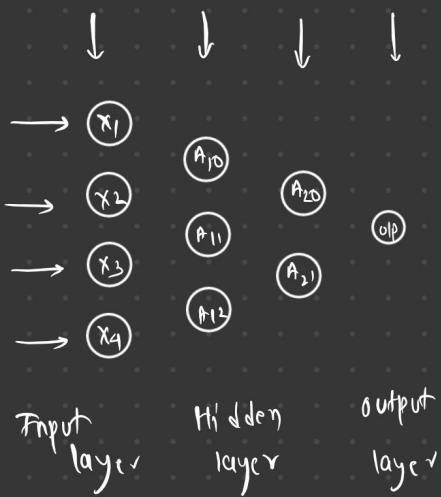
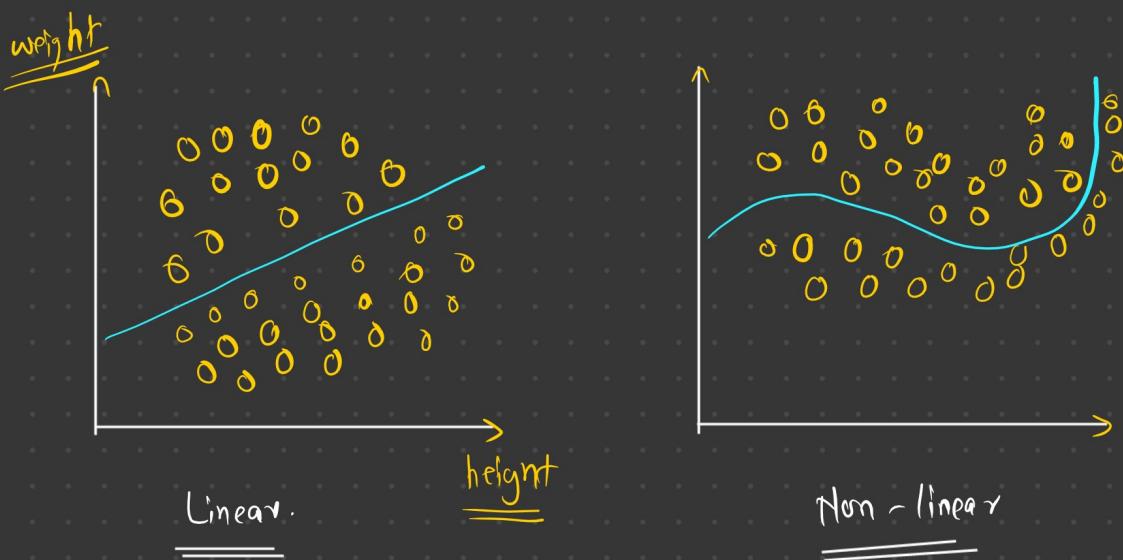
Neuron :

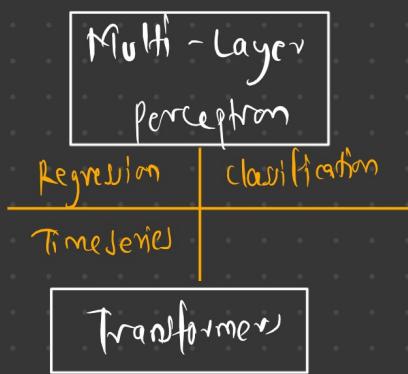
A neuron is a computation unit that performs a weighted sum of its input, add bias, & applies an activation function to produce an output.

Type)

- Single layer Perceptron
- Binary classification
- For linear separable problem

- Multi layer perceptron
- ≥ hidden layer
- non-linear activation function (ReLU, sigmoid, tanh)
- can solve non-linear problem.





for attention mechanism

Limitation of traditional Methods

- Algo like Decision Tree, SVM are good for structured data but not with complex data like image, text or audio.
- They rely too much on manual feature extraction.

Need for End to End Training

- They enable end to end learning & network learns best features automatically during training.

Others

- Availability of large dataset
- Improvement in hardware, help in training deep neural network.

Advantages

- Automatic feature extraction.
- Excel in unstructured data
- Non linear activation function, solves complex & non-linear relationship.

→ Generalization . It will work on unseen data .

what Neural Networks Do with Data ?

- Compression — Each layer filters out irrelevant details & reduce the input's dimensionality . In image data, these layers identify edges, corners, & texture , reduce the complexity of raw pixel data .
- Deeper layer combine simpler features to form high-level representation .
 - from edge to shape to object .
- Ability to generalize .

Intuition



ML

DL

- Analyse where to cut
- How to shape the block
- Manual processing

- Initial layer learn to create rough shape .
- Next layer refines reshape
- Final layer completes the bat .

Components of Neural Network

Input layer

weights

Bias

Hidden layer

Neurons

Activation function

Output layer

Loss Function

Optimizer

Back propagation

Learning rate

Dropout

Batch Normalization

Epoch & Iteration

Batches

Forward Pass

Hyper parameters