

# Classification of images with Convolutional Neural Networks

This scripture documents the work done by Aditya Raj () and Sören Schleibaum (474562) for the course Neural Networks with Statistical Learning at the Technical University of Clausthal. The date of committing is the 13<sup>th</sup> of March 2017.

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# 1 STRUCTURE

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## 2 INTRODUCTION

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- Define Deep Learning
- Define Neural Network
- Define Convolutional Neural Networks
- Define Classification (unequal to clustering)

### 3 PROBLEM

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A common problem for CNN is the classification of images. We chose to classify between cat and dog images. The dataset used for this course was provided by Kaggle<sup>1</sup>, a host for competitions in machine learning. The aim is to predict if an image shows one of the two classes cat and dog.

The training dataset consists of 25,000 images, 12,500 for each class.

- 12,500 images to predict
- 25,000 images for training
- To classes for classification
  - Cat
  - Dog

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<sup>1</sup> kaggle.com

## 4 CONVOLUTIONAL NEURAL NETWORKS

Due to the lower number of parameters CNNs are preferred above NN in case of image classification. This reduces the time used for training. The reason for the decreased number of parameters is the insertion of a convolutional layer. Beside this one, the following text describes briefly input, pooling, normalization, fully-connected, softmax linear, and output layer. Neither has every CNN all the listed ones nor are these all possible layers. We have chosen to describe these ones shortly because of their use within the network used to classify images of cats and dogs. The structure of the CNN shown in Figure 2: Structure of the implemented CNN has multiple appearances of convolutional, pooling, and normalization layer.

The **input** layer gets the input data

In traditional NN fully-connected layers are used over the whole range of the network. Within CNN the **convolutional** layer replaces fully-connected layer especially in the early layers. The main reason for is the reduced number of weights. Because of this reduction, the training via backpropagation is simplified and the overall training time is decreased (Karpathy).

The **pooling** layer reduces the size of the data by applying a function like max- or average-pooling is computed on the given data. When **spatial size** is two and the given input is a 4x4, the output is a 2x2 image.

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Within the **normalization** layer the values are normalized.

**Fully-connected** layers are used to combine the results of all filters in the end.

The **softmax-linear** layer

The **output** layer

Overall layers the input data is reduced through several computations until only the prediction is left. In the example of cat and dog classification for each image a possibility for both classes are the output.

- CNN are a special form of NN.
- Neural Networks
  - Convolutional Neural Networks are special part of that
  - CNN are feed forward networks
- Consist of different layers
  - Neurons connected via edges
  - Each edge has a weight
  - Weights are initialized with small random values
- Consists of neurons
- Activation functions
  - ReLU, Leaky ReLU,
- Layers

## 5 TENSORFLOW

To solve the image classification problem described above we have chosen to use the programming language Python<sup>2</sup> version 3 and TensorFlow<sup>3</sup> version 1.0. Within the area of Machine Learning multiple software libraries are available. We have decided to prefer TensorFlow above others because of its multi-language support. Moreover, many functions for creation of neural networks and graphs are already accessible through the package and this library provides documented tutorials. Even if we have not used the support of a Graphic Processing Units (GPU) this might be helpful to scale up the project later.

The software library TensorFlow supports operation used in machine learning. It was developed by the Google Brain Team to support Deep Learning Neural Networks and released in November 2015. Multiple programming languages for instance Java and Python are supported. The library provides a support for computation on both devices, Central Processing Unit (CPU) and GPU (TensorFlow).

The basic concept behind TensorFlow is the usage of graphs which provide the computations inside their nodes and tensors which hold the data. The nodes are connected through edges and the data flows through the graph via Tensors (TensorFlow).

Tensors are a class provided by the TensorFlow library, which can store multi-dimensional arrays. For instance, an RGB image of height and width of 60 pixels is represented as a tensor of shape 60x60x3. The three stands for the three colors values red, green, and blue. The tensors are stored in a format provided by the Python library NumPy<sup>4</sup> (TensorFlow).

Nodes represent computations within the graph model. It can have multiple inputs and outputs. The incoming data from an edge is processed within the node and passed to all its outgoing edges. One example for a node is a pooling layer. When data comes through an incoming edge the pooling function of the corresponding layer is applied and the modified tensors are passed to the outgoing edges (TensorFlow).

The training or later usage of a model works in two phases. Firstly, the graph is constructed. After the graph, has been constructed, the input data can be inserted in the graph. In the second step the graph is placed on a device, for example the CPU. The graph can only perform computations on input data when a session is running. This works by placing the nodes and their operations on a device Since neural networks are trained over time and multiple inputs, the same operations run on the same graph (TensorFlow).

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<sup>2</sup> <https://www.python.org/>

<sup>3</sup> <https://www.tensorflow.org/>

<sup>4</sup> <http://www.numpy.org/>

## 6 DESCRIPTION OF PROGRAMMING CODE

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Code is available at gitlab

### 6.1 SYSTEM

- TensorFlow
  - Only CPU computation is used due to the lack of
  - During this project version 1.0 together with the Python version 3 language was used.

### 6.2 GRAPH

The design of the CNN used within this work is shown in Figure 2: *Structure of the implemented CNN*.

- Images are represented as 24x24x3
  - 3 for RGB
- Running of TensorFlow
  - 1. Create the graph
  - 2. Place the graph in a session and run it (it runs multiple times doing the same operation on different data)
- Tensorflow
  - Only CPU computation is used due to the lack of
  - During this project version 1.0 together with the Python version 3 language was used.
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### 6.3 UML-DIAGRAM

### 6.4 DESCRIPTION OF MODULES

### QUESTIONS

- Do we use dropout? (Reducing the number of parameters)
- We somehow should mention hyperparameters

## 7 EVALUATION

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### 7.1 ENVIRONMENT

The machine used to train the network is 64-bit Linux

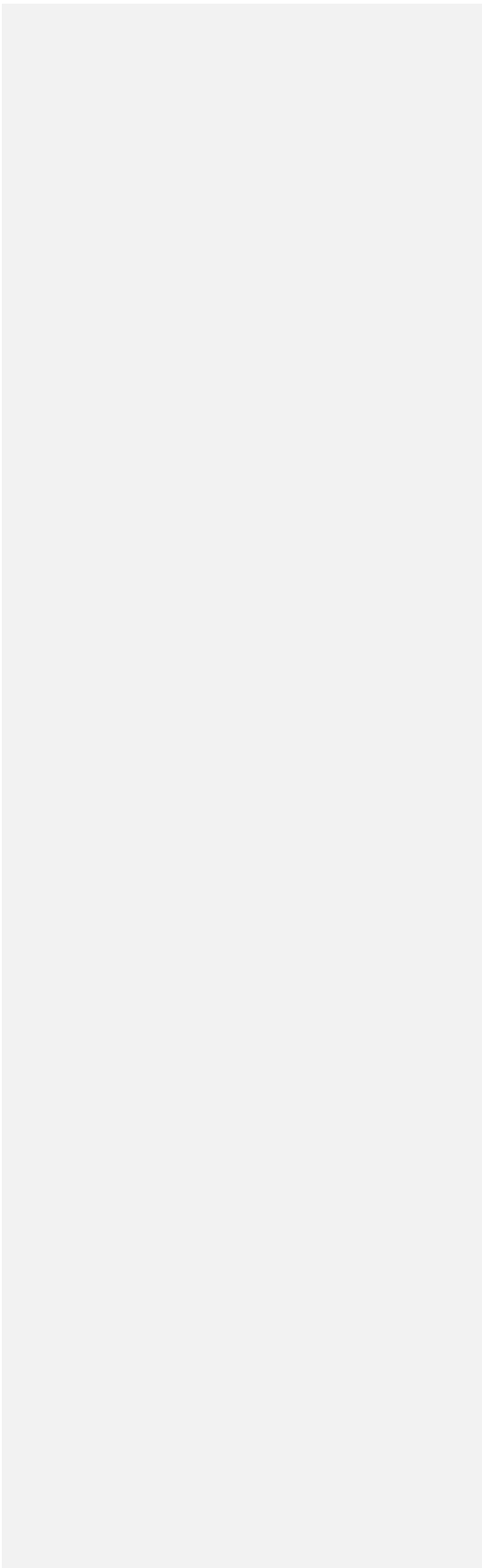
- Describe the computer used
  - Sören
  - Linux 16.04 Machine
  - Intel Core i7-4510U CPU with 2.00 GHz x 4
  - Memory 7.7 GB
  - 64-bit
- The dataset is not perfect
  - Some black images

### 7.2 SOLUTIONS



# 8 SUMMARY

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## 9 REFERENCES

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Karpathy, Andrej. *CS231n Concolutional Neural Networks for Visual Recognition*. kein Datum. 07. 03 2017. <<http://cs231n.github.io/convolutional-networks/>>.

TensorFlow. *Basic Usage*. n.d. 07 03 2017.  
<[https://www.tensorflow.org/versions/r0.10/get\\_started/basic\\_usage](https://www.tensorflow.org/versions/r0.10/get_started/basic_usage)>.

- TensorFlow documentation
- Stanford course for neural networks
  - Quelle: <http://cs231n.github.io/convolutional-networks/>
- Python 3 documentation

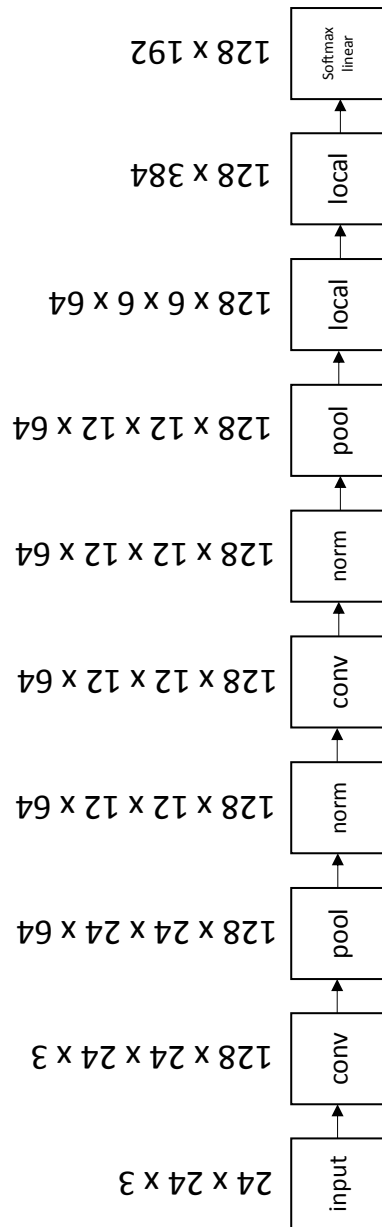


Figure 1: Structure of the implemented CNN