

DEEP CONVOLUTIONAL NETWORKS FOR LARGE SCALE IMAGE CLASSIFICATION - A SURVEY

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ABSTRACT

Image classification is an essential to the field of computer vision based systems and recent research in this area explores better feature extraction, feature coding, and classification. The purpose of this paper is to review the application of supervised deep convolution networks in this field. Numerous techniques have been reported to improve the performance of the convolution networks. It has been shown that with a large amount of labeled data, convolution networks can learn very complex functions such as image classification and speech recognition.

Index Terms— convolution networks, deep learning , neural networks.

1. INTRODUCTION

The performance of an image classification system mainly depends on the extraction and representation of features. Feature representation methods like Haralick texture features [1] got attention from the research community from the earlier days of image classification. However, to develop features that are invariant to position, rotation, scaling, and distortion, researchers had to explore the visual perception of primates. This research leads to the development of many models such as convolutional neural networks[2] and Kohonen map[3]. As a result, many successful image classification systems are implemented with better accuracy [4].

Early in that stage, method like the convolutional network is limited by the availability of labeled data and computing infrastructure. However, in the recent years, the development of High performance computing architecture such as general purpose graphical processing units (GPGPU) accelerated the research in this field. Large scale image dataset such as ImageNet[5] with millions of labeled samples is also accessible to the research community. This changes in data and computing, put back the convolution network with million of parameters in track.

2. MULTI-STAGE HUBEL-WIESEL ARCHITECTURE

In 1962, Hubel DH and Wiesel TN[6],[7] was studied visual cortex of anesthetized cats with spots of white light of various shapes. They classified the cells in the visual system into simple, complex and hypercomplex. Simple cells are influenced by the arrangement of excitatory and inhibitory regions of the receptive field, and position of the stimulus is important. This cell receives input from cells of the lateral geniculate nucleus(LGN), which is connected to the retina. However, the complex cells will responds to a properly oriented stimulus regardless of the cell position in the receptive field. Complex cells are activated by edge, dark bar, slit and mixed stimuli. Hypercomplex cells are activated by edge,single-stopped(corner),double-stopped (tongue),slit(double-stopped)and dark bar(double-stopped).

Hubel DH and Wiesel TN [7] presented a functional hierarchical structure of the visual cortex. According to their model, visual perception cells are in the order, simple \implies complex \implies lower order hypercomplex \implies higher order hypercomplex. Activation of a lower stage is influenced by the position of the input patterns, and higher stages are position-invariant. There are several contradictory to this structure, but no one completely deny this hierarchical model.

Inspired by this work, Fukushima, K [8] proposed a neural network model for pattern recognition called neocognitron. In neocognitron , cells are arranged in a number of cascaded structure. Each structure U include a simple cell layer U_s and a complex cell layer U_c . This network is not affected by change in position or small distortion in the shape of patterns. It is also capable of doing self-organization based on an unsupervised competitive learning algorithm[9] in the first two layers and classification based on supervised learning in the output layer.

3. CONVOLUTIONAL NETWORKS

Neocognitron was improved by Yann LeCun [10],[11], [4],[12], [13] using backpropagation algorithm[14] to train the entire system. It uses local receptive fields, share weights and sub-sampling to achieve shift, position and distortion invariance. A typical Convolutional Network called LeNet-5

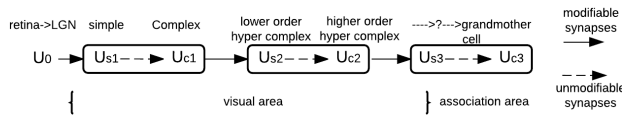


Fig. 1. Neocognitron[8]

was proposed by Yann LeCun et al.[2] for document recognition. Using local receptive fields network can extract elementary visual features such as edges, end point, and corners. These features will combine to obtain high order features in the following layers. Elementary feature detectors with identical weights can be useful in different parts of the image. So the units with the same set of weights are arranged in plane and output from the units of a plane is called a feature map. Units in a feature map perform the same operation on different parts of the same image. A convolution layer is composed of the set of feature maps with differently weighed units. In the implementation, a unit in the feature map scans the image and store the states in the feature map. This operation is equivalent to convolution with a kernel composed of a set of weights and image.

A typical convolutional network composed of multiple stages with a filter bank layer, a non-linearity layer and a feature pooling layer [15] followed by a classification network.

Filter Bank Layer: This layer computes y_j the convolution

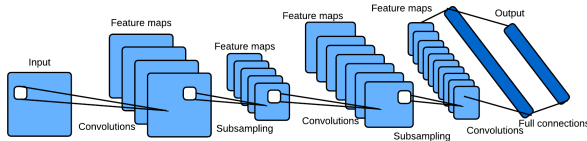


Fig. 2. A typical ConvNet architecture [15]

between a input feature map x_i and trainable filter kernel k_{ij} . ie. $y_j = b_j + \sum_i k_{ij} * x_i$. Where b_j is a trainable bias, i and j are array indices.

Non-Linearity Layer: This layer applies a non-linearity function such as $\tanh(x)$ or $(1 + e^{-x})^{-1}$ to unit output. But to reduce training time with gradient decent, new implementations uses the function $\max(0, x)$. Units with this non-linearity is called Rectified Linear Units (ReLUs)[16].

Feature Pooling Layer: It reduces the dimension of feature map by applying the techniques like averaging or max-pooling.

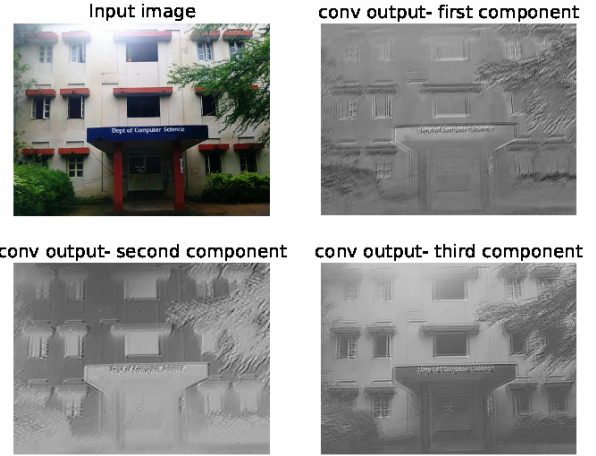


Fig. 3. Output of a randomly initialized convolution filter. Input image courtesy:dcsku.org

4. DEEP CONVOLUTIONAL NETWORKS

In last few years convolutional networks shows a significant performance improvement in many small scale image classification on data sets such as MNIST[17],CIFAR-10,CIFAR-100,SVHN[18],STL-10 [19]. One of the state-of-the-art error rate is from Krizhevsky, et al.[20]. Their network has 60 million parameters and 650,000 neurons, consists of five convolutional layers followed by max-pooling layers, and three fully-connected layers. Data set used in this experiment was a subset of ImageNet dataset, used in the competition ImageNet Large-Scale Visual Recognition Challenge (ILSVRC)[5] and reported an error rate of 15.3%. This data set includes 1.2 million images that contain 1,000 categories.

4.1. Network In Network

Inspired by the work of Ian J. Goodfellow et al.[21] on max out networks, Min Lin et al. [22] introduced a micro-network in each convolution layer so that it will compute more abstract features. This network gave a state-of-the-art performance in ILSVRC 2013 competition with an error rate of 12.95%. They used NVIDIA TITAN GPU to train the network.

4.2. Visualizing Convolutional Networks

Matthew D. Zeiler and Rob Fergus[23] presented a method to visualize the function of intermediate feature layers of convolutional networks and used as a diagnostic tool to improve the model proposed by Krizhevsky et al. [20]. This method helped them to understand the activation in the feature maps with respect to the input patterns. It shows Krizhevsky et al.'s architecture does not have enough mid frequency coverage in the first layer filters and aliasing artifacts caused by large stride in the first layer convolutions. Authors solved this

problems by decreasing filter size to 7×7 and reducing stride to 2. This implementation won the ILSVRC 2013 competition with an error rate of 11.74%.

4.3. Spatial pyramid pooling in Deep Convolutional Networks

Instead of using fixed input size in convolutional networks, Kaiming He et al. [24] suggested the use of a pooling strategy called spatial pyramid pooling (SPP) [25][26] to avoid cropping or warping of images. It introduced a new layer on top of the convolution layer and perform aggregation based on Bag-of-Words (BoW) model [27]. However, the classical backpropagation training methods expect layers to have a fixed size. To overcome this problem author implemented two fixed size networks with shared parameters and switched the network on alternate epochs. This network is trained using a single GeForce GTX Titan GPU with a starting learning rate of 0.01 and achieved a less error rate of 8.06% on ILSVRC 2014 data set.

This implementation improves the performance of baseline architectures including ZF-5 [23], Convnet [20] and Overfeat-5/7 [28]. Their study shows; accuracy of convolutional networks will improve on multi-size training, multi-level pooling, and full-image representations.

4.4. Going deeper with convolutions

Christian Szegedy and et al. [29] proposed a network named GoogLeNet with receptive field (input layer) of size 224×224 with the number of layers around 100. Network is trained using asynchronous stochastic gradient descent with 0.9 momentum and fixed learning rate schedule based on no of epochs. Learning procedure took advantage of model and data-parallelism in a CPU-based cluster environment. This network gave an error rate of 6.67% on ILSVRC 2014 data set. Their result shows that use of existing dense blocks to build the sparse structure can improve the performance of convolutional networks.

5. VERY DEEP CONVOLUTIONAL NETWORKS

Karen Simonyan and Andrew Zisserman [30] evaluated the effect of network depth in image classification using very small convolution filters. Their deep network architecture comprise of fixed size input layers, a stack of convolution layers, three Fully-Connected (FC) layers and 5 max-pooling layers for spatial pooling over a 2×2 pixel window with stride 2. Hidden layers are modeled using Rectified Linear Units (ReLU) [16]. On the hardware side, it uses a multi-GPU system with NVIDIA Titan Black GPUs. Network is trained using multinomial logistic regression based on backpropagation with momentum of 0.9 and batch size 256.

In this work authors formed a conclusion that greater depth with small convolution filters and initialization of certain layers will cause the learning process to converge in less number of epochs. This model of the convolution network does not differ from the classical architecture proposed by LeCun et al. [2]. But the authors reported a significant improvement in the performance using an increased depth. This implementation results in a significant improvement in accuracy with an error rate of 6.8% in ILSVRC 2014 of ImageNet.

5.1. Scaling up Image Classification

The latest attempt in image classification with an error 5.98% in ImageNet data set is reported by Ren Wu et al. [31] of Baidu research. They developed an end to end deep learning system named Deep Image. It uses a highly optimized parallel algorithm to implement large deep neural network with augmented input data. The network is trained using stochastic gradient descent algorithms (SGD) on a custom built high performance system comprised of 36 server nodes, each with 2 six-core Intel Xeon E5-2620 processors and 4 NVIDIA Tesla K40m GPUs. System uses an InfiniBand network for interconnections. Parallelism strategies used in their network are model-data parallelism and data parallelism. These methods have been proposed by Alex Krizhevsky [32] and Omry Yadan et al. [33] for training convolutional neural networks with SGD on a multiple GPU systems. However, it is not easy to extend the same strategies to multiple GPU clusters because of the communication overhead. So the Baidu Team focused on minimizing network data transfers and overlapping the computation. They use butterfly synchronization and lazy update strategies to achieve data parallelism in the gradient computation. Their results show model-data parallelism is better when number of GPUs is less than 16. Implementation of Data parallelism in a large number of GPU cluster is better because of the constant communication requirements.

The authors have explored different data augmentation techniques to increase the number of labeled images in the training set. This includes color casting, Vignetting, Lens distortion, Rotation, Flipping, and Cropping. Instead of using the same resolution on all images, they have trained separate models at different scales, combined results by averaging soft-max class posteriors.

Major contribution of this work is the demonstration of tremendous computational power to achieve high accuracy in image classification. It also shows augmented multi-scale images can be combined to achieve less error rate in convolutional network in the context of the image classification.

6. SUMMARY

1. Wisely chosen data augmentation techniques can increase the performance of the network.

2. Data parallelism and model parallelism can increase the speed of the training process.
3. Greater depth with small convolution filters will improve the accuracy.
4. Network will get benefited from image in different scale .
5. Use of different pooling technique such as spatial pyramid pooling in sub-architectural level may reduce the error rate.
6. Rectified Linear Units can increase the speed of SGD.

Team	Year	Top 5 error
Ren Wu et al.[31]	2015	5.98%
Karen Simonyan and Andrew Zisserman.[30]	2014	6.80%
Christian Szegedy and et al.[29]	2014	6.67%
Kaiming He et al.[24]	2014	8.06%
Matthew D. Zeiler and Rob Fergus [23]	2013	11.74%
Min Lin et al.[22]	2013	12.95%
Krizhevsky, et al.[20]	2012	15.30%

Table 1. Top 5 error rate in ILSVRC

7. CONCLUSION

This paper attempts to provide a review of research on deep convolutional networks and provide an overview of its architecture and performance. Majority of the reviewed works are reported from ImageNet Large-Scale Visual Recognition Challenge. There is no work exist to our knowledge, that explain all underpinning mathematics of deep convolutional networks. This networks can only be trained using very expensive computing resources such as multiGPU cluster to achieve more accuracy on large data sets. So this research heavily depends on other research domains such as parallel algorithms, computer networks and multicore architecture. Because of the heavy computational requirements, it is not easy to apply this method directly to the small level computing platforms such as embedded systems and application level processors. On the other side, this methods can easily bring live with the help of cloud computing infrastructure, so to the mobility solutions such as mobile phones and the web.

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