Modern Convolution Neural Networks

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ILSVRC Competition

ImageNet Large Scale Visual Recognition Challenge (ILSVRC)

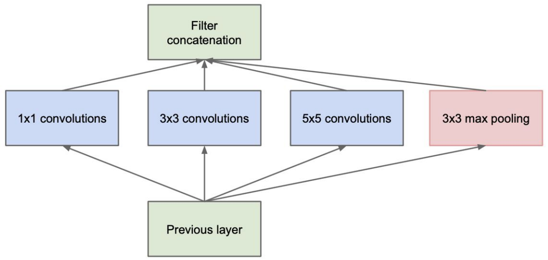
Competition

The ImageNet Large Scale Visual Recognition Challenge (ILSVRC) evaluates algorithms for object detection and image classification at large scale. One high level motivation is to allow researchers to compare progress in detection across a wider variety of objects -- taking advantage of the quite expensive labeling effort. Another motivation is to measure the progress of computer vision for large scale image indexing for retrieval and annotation.

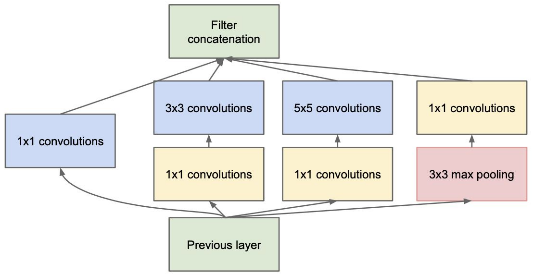
For details about each challenge please refer to the corresponding page.

- ILSVRC 2017
- ILSVRC 2016
- ILSVRC 2015
- ILSVRC 2014
- ILSVRC 2013
- ILSVRC 2012
- ILSVRC 2011
- ILSVRC 2010

GoogLeNet Architecture



(a) Inception module, naïve version

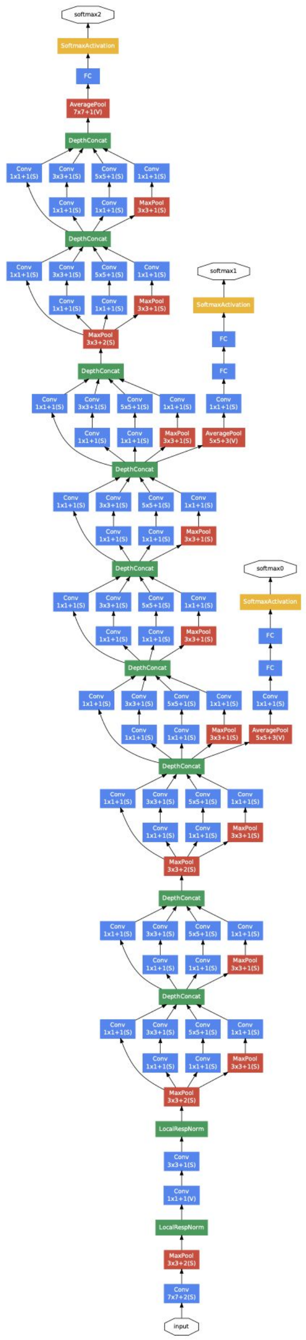


(b) Inception module with dimension reductions

- **Background:**
  - Deeper network tend to overfit easily and require expensive computations
  - Hebbian principle – neurons that fire together wire together.
  - Statistics of the activations and cluster of neurons
- **Benefits:**
  - Increase the number of units at each stage significantly without an uncontrolled blow-up in computational complexity.
  - Align with the intuition that visual information should be processed at various scales and then aggregated so that the next stage can abstract features from different scales simultaneously.

The main ideas: **(1)** Finding out how an optimal local sparse structure in CNN can be approximated and covered by readily available dense components **(2)** Dimensionality reduction and projection to reduce computation

type	patch size/ stride	output size	depth	#1×1	#3×3 reduce	#3×3	#5×5 reduce	#5×5	pool proj	params	ops
convolution	7×7/2	112×112×64	1							2.7K	34M
max pool	3×3/2	56×56×64	0								
convolution	3×3/1	56×56×192	2		64	192				112K	360M
max pool	3×3/2	28×28×192	0								
inception (3a)		28×28×256	2	64	96	128	16	32	32	159K	128M
inception (3b)		28×28×480	2	128	128	192	32	96	64	380K	304M
max pool	3×3/2	14×14×480	0								
inception (4a)		14×14×512	2	192	96	208	16	48	64	364K	73M
inception (4b)		14×14×512	2	160	112	224	24	64	64	437K	88M
inception (4c)		14×14×512	2	128	128	256	24	64	64	463K	100M
inception (4d)		14×14×528	2	112	144	288	32	64	64	580K	119M
inception (4e)		14×14×832	2	256	160	320	32	128	128	840K	170M
max pool	3×3/2	7×7×832	0								
inception (5a)		7×7×832	2	256	160	320	32	128	128	1072K	54M
inception (5b)		7×7×1024	2	384	192	384	48	128	128	1388K	71M
avg pool	7×7/1	1×1×1024	0								
dropout (40%)		1×1×1024	0								
linear		1×1×1000	1							1000K	1M
softmax		1×1×1000	0								



ILSVRC Dataset

ImageNet

Edit

Introduced by Jia Deng et al. in ImageNet: A large-scale hierarchical image database

The **ImageNet** dataset contains 14,197,122 annotated images according to the WordNet hierarchy. Since 2010 the dataset is used in the ImageNet Large Scale Visual Recognition Challenge (ILSVRC), a benchmark in image classification and object detection. The publicly released dataset contains a set of manually annotated training images. A set of test images is also released, with the manual annotations withheld. ILSVRC annotations fall into one of two categories: (1) image-level annotation of a binary label for the presence or absence of an object class in the image, e.g., "there are cars in this image" but "there are no tigers," and (2) object-level annotation of a tight bounding box and class label around an object instance in the image, e.g., "there is a screwdriver centered at position (20,25) with width of 50 pixels and height of 30 pixels". The ImageNet project does not own the copyright of the images, therefore only thumbnails and URLs of images are provided.

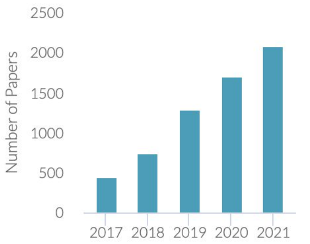
- Total number of non-empty WordNet synsets: 21841
- Total number of images: 14197122
- Number of images with bounding box annotations: 1,034,908
- Number of synsets with SIFT features: 1000
- Number of images with SIFT features: 1.2 million

Source: ImageNet Large Scale Visual Recognition Challenge

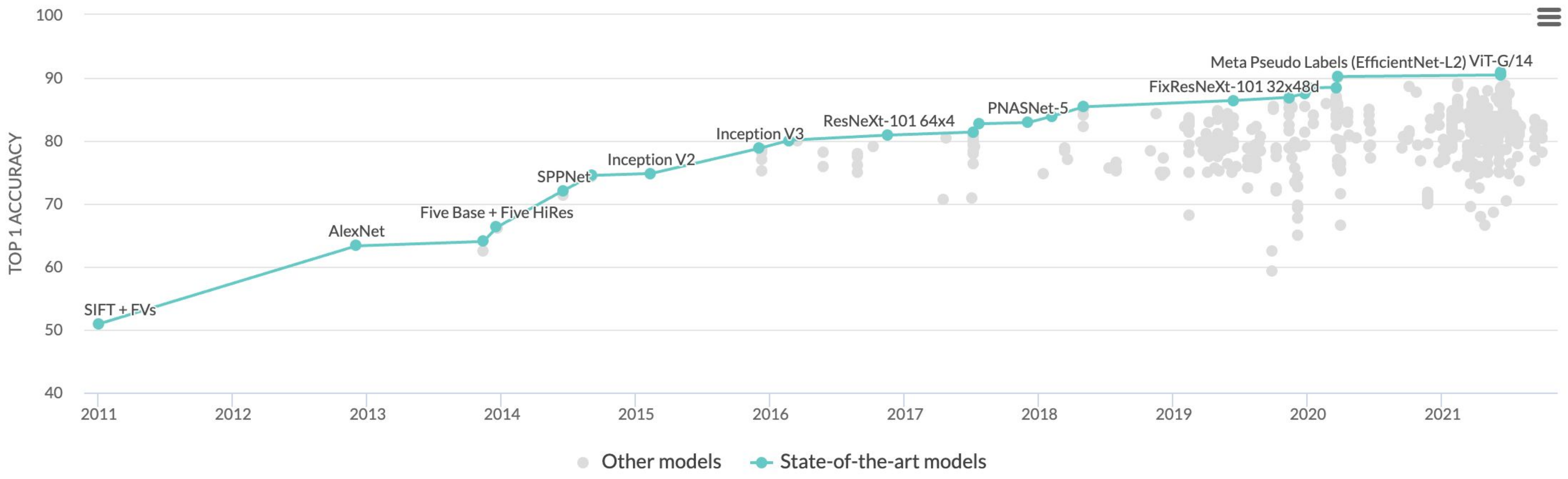
Homepage

Source: https://cs.stanford.edu/people/kar...

Usage



ILSVRC State of the Arts



Filter: Transformer ResNet EfficientNet JFT-300M ResNeXt ImageNet-22k MLP JFT-3B Conv+Transformer untagged Hardware Burden Operations per network pass

Edit Leaderboard

Outline

- AlexNet
- VGG
- NiN
- GoogLeNet
- BatchNormalization
- ResNet
- DenseNet

AlexNet

- Problems
  - ImageNet Classification
  - How to Get Higher Accuracy
- Contributions
  - AlexNet Architecture
    - ReLu Activation
    - Training Multiple GPUs
    - Local Response Normalization
    - Overlapping Pooling
  - ILSVRC 2010 and 2012 Winner
  - Handle Overfitting Well
    - Data Augmentation
    - Dropout Technique

ImageNet Classification with Deep Convolutional Neural Networks

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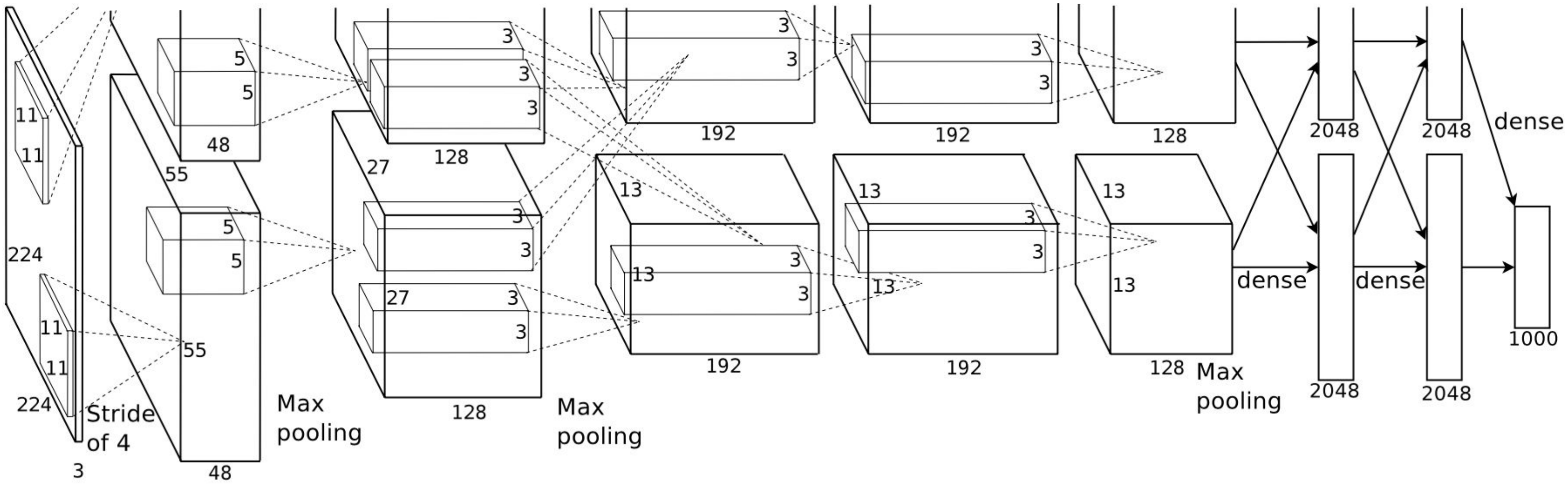
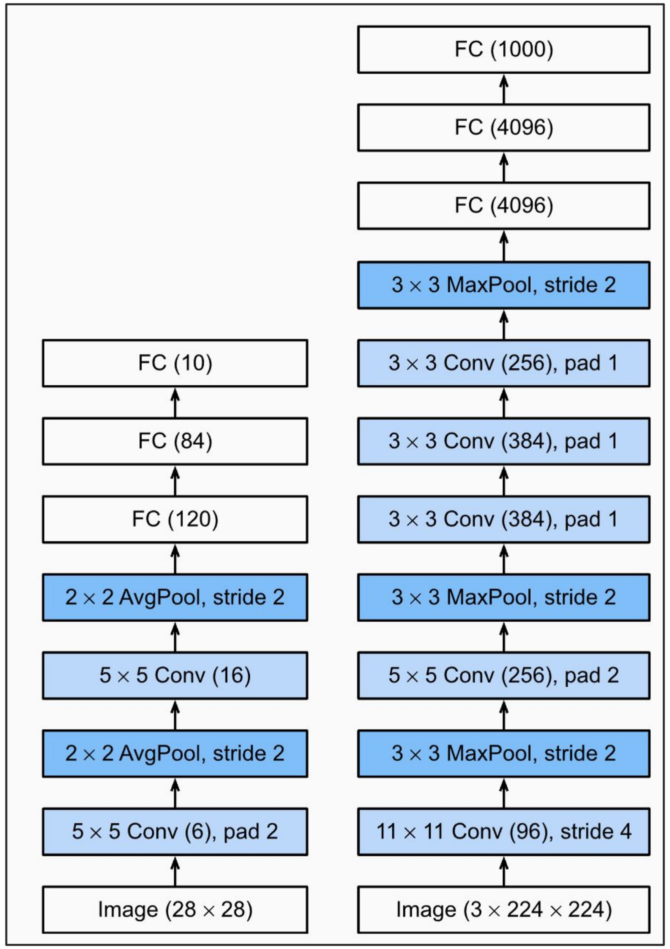
Abstract

We trained a large, deep convolutional neural network to classify the 1.2 million high-resolution images in the ImageNet LSVRC-2010 contest into the 1000 different classes. On the test data, we achieved top-1 and top-5 error rates of 37.5% and 17.0% which is considerably better than the previous state-of-the-art. The neural network, which has 60 million parameters and 650,000 neurons, consists of five convolutional layers, some of which are followed by max-pooling layers, and three fully-connected layers with a final 1000-way softmax. To make training faster, we used non-saturating neurons and a very efficient GPU implementation of the convolution operation. To reduce overfitting in the fully-connected layers we employed a recently-developed regularization method called "dropout" that proved to be very effective. We also entered a variant of this model in the ILSVRC-2012 competition and achieved a winning top-5 test error rate of 15.3%, compared to 26.2% achieved by the second-best entry.

AlexNet Architecture

The network's input is 150,528-dimensional, and the number of neurons in the network's remaining layers is given by 253,440–186,624–64,896–64,896–43,264–4096–4096–1000.





VGGNet

- Problems
  - ImageNet Classification
  - Higher Accuracy By Increasing Depth
- Contributions
  - VGGNet Architecture
    - 19 Weight Layers
    - Small convolutional filters
    - ReLu Activation
    - Only one LRN Layer
  - ILSVRC 2014 2nd Winner
  - Handle Overfitting Well
    - Dropout Technique

VERY DEEP CONVOLUTIONAL NETWORKS FOR LARGE-SCALE IMAGE RECOGNITION

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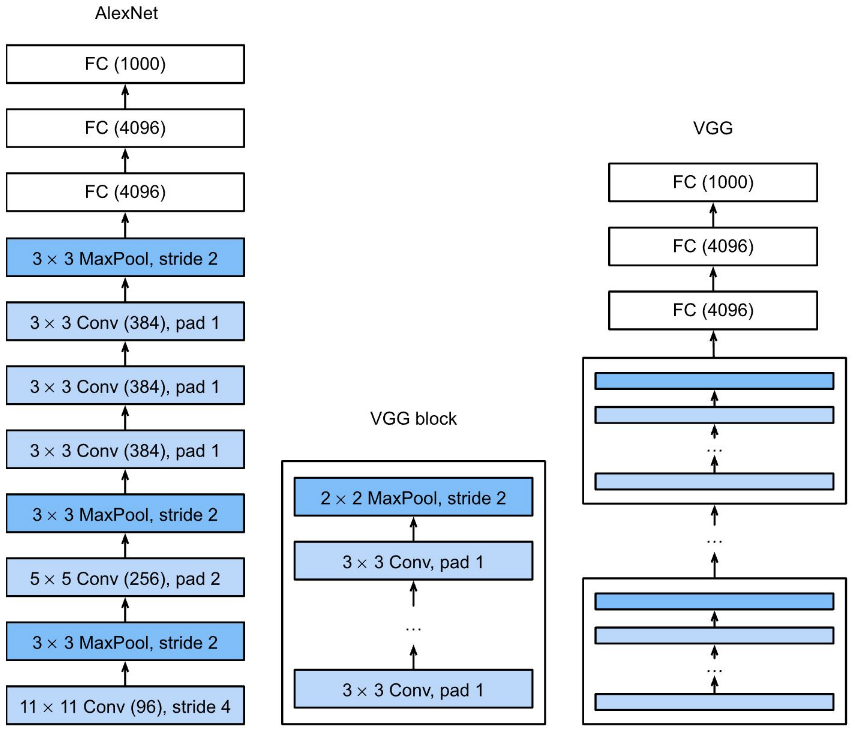
ABSTRACT

In this work we investigate the effect of the convolutional network depth on its accuracy in the large-scale image recognition setting. Our main contribution is a thorough evaluation of networks of increasing depth using an architecture with very small (3×3) convolution filters, which shows that a significant improvement on the prior-art configurations can be achieved by pushing the depth to 16–19 weight layers. These findings were the basis of our ImageNet Challenge 2014 submission, where our team secured the first and the second places in the localisation and classification tracks respectively. We also show that our representations generalise well to other datasets, where they achieve state-of-the-art results. We have made our two best-performing ConvNet models publicly available to facilitate further research on the use of deep visual representations in computer vision.

VGGNet Architecture

The depth of the configurations increases from the left (A) to the right (E), as more layers are added (the added layers are shown in bold). The convolutional layer parameters are denoted as “conv⟨receptive field size⟩-⟨number of channels⟩”. The ReLU activation function is not shown for brevity.

ConvNet Configuration					
A	A-LRN	B	C	D	E
11 weight layers	11 weight layers	13 weight layers	16 weight layers	16 weight layers	19 weight layers
input (224 × 224 RGB image)					
conv3-64	conv3-64 **LRN**	conv3-64 **conv3-64**	conv3-64 conv3-64	conv3-64 conv3-64	conv3-64 conv3-64
maxpool					
conv3-128	conv3-128	conv3-128 **conv3-128**	conv3-128 conv3-128	conv3-128 conv3-128	conv3-128 conv3-128
maxpool					
conv3-256 conv3-256	conv3-256 conv3-256	conv3-256 conv3-256	conv3-256 conv3-256 **conv1-256**	conv3-256 conv3-256 **conv3-256**	conv3-256 conv3-256 conv3-256 **conv3-256**
maxpool					
conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512 **conv1-512**	conv3-512 conv3-512 **conv3-512**	conv3-512 conv3-512 conv3-512 **conv3-512**
maxpool					
conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512 **conv1-512**	conv3-512 conv3-512 **conv3-512**	conv3-512 conv3-512 conv3-512 **conv3-512**
maxpool					
FC-4096					
FC-4096					
FC-1000					
soft-max					



NiN

- Problems
    - ImageNet Classification
    - Enhance discriminability
- Contributions
    - NiN Architecture
        - Micro Neural Nets with MLP
        - Replace CNN with MlpConv
        - MlpConv is MLP with Nonlinearity (ReLu)
        - SoftMax Layer for Classification
    - Handle Overfitting Well
        - Global Average Pooling

Network In Network

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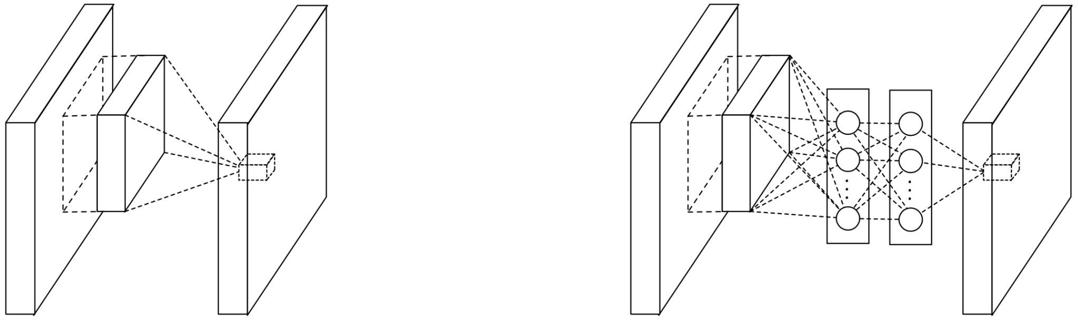
Abstract

We propose a novel deep network structure called "**N**etwork **I**n **N**etwork"(NIN) to enhance model discriminability for local patches within the receptive field. The conventional convolutional layer uses linear filters followed by a nonlinear activation function to scan the input. Instead, we build micro neural networks with more complex structures to abstract the data within the receptive field. We instantiate the micro neural network with a multilayer perceptron, which is a potent function approximator. The feature maps are obtained by sliding the micro networks over the input in a similar manner as CNN; they are then fed into the next layer. Deep NIN can be implemented by stacking mutiple of the above described structure. With enhanced local modeling via the micro network, we are able to utilize global average pooling over feature maps in the classification layer, which is easier to interpret and less prone to overfitting than traditional fully connected layers. We demonstrated the state-of-the-art classification performances with NIN on CIFAR-10 and CIFAR-100, and reasonable performances on SVHN and MNIST datasets.

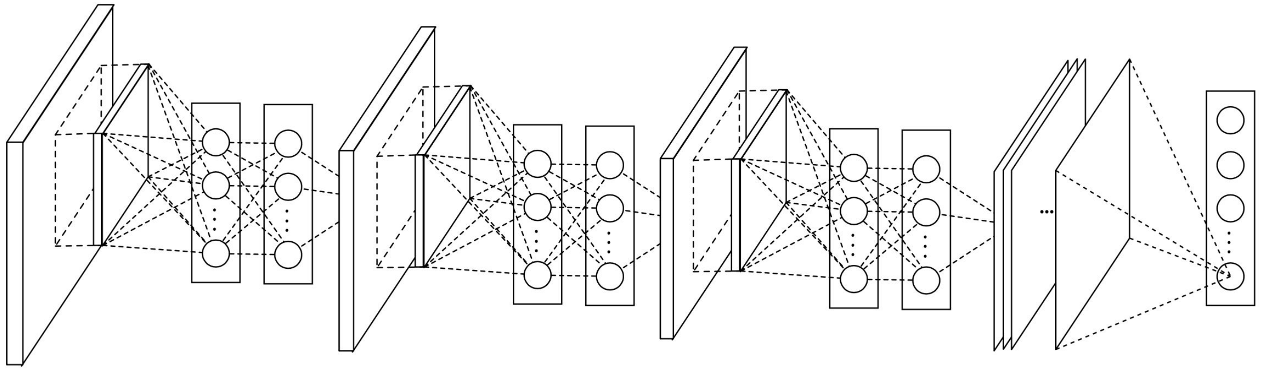


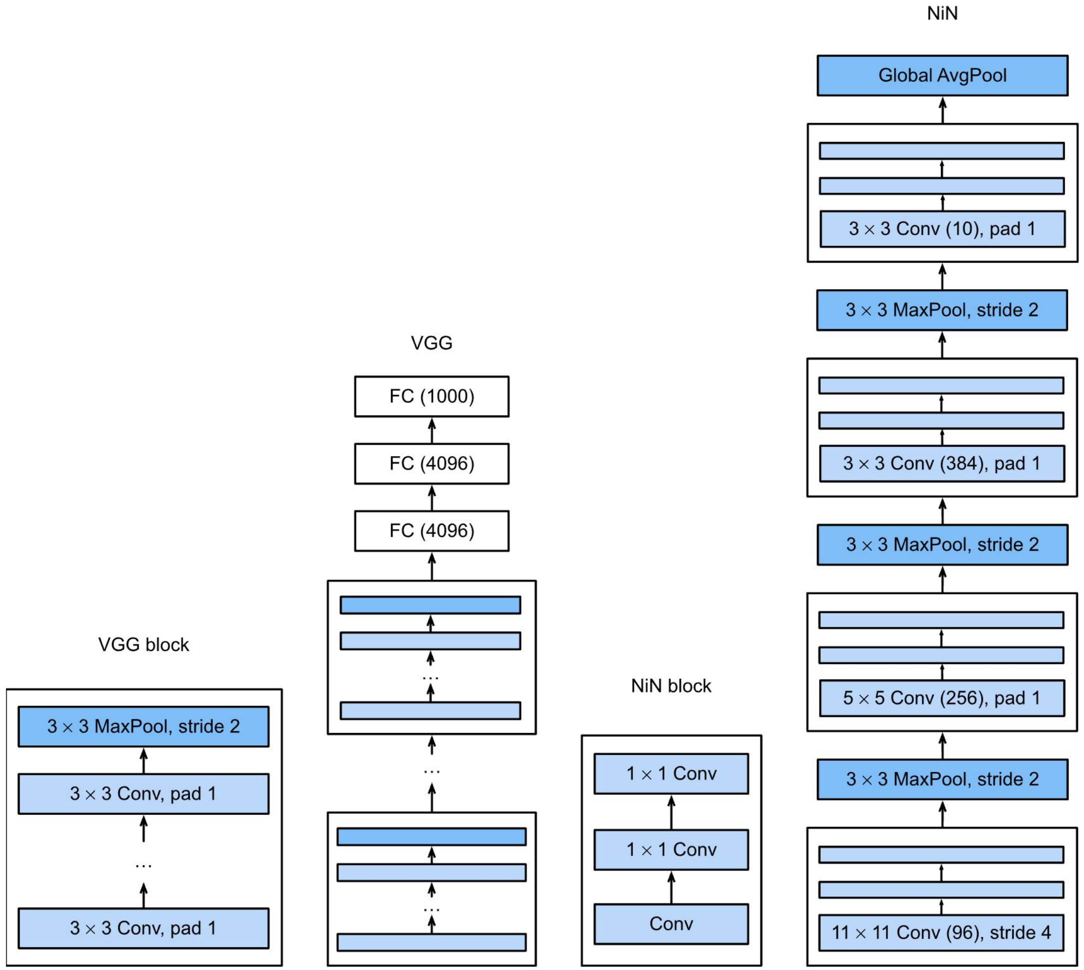
(a) Linear convolution layer

(b) Mlpconv layer

NiN Architecture

The overall structure of Network In Network. In this paper the NINs include the stacking of three MLPConv layers and one global average pooling layer. MLPConv layers model the local patches better, and global average pooling acts as a structural regularizer that prevents overfitting globally.





GoogLeNet

- Problems
    - ImageNet Classification
    - Efficient computing resources
- Contributions
    - GoogLeNet Architecture
        - Synergy between deep networks and computer vision
        - Introduce Inception module
        - Increase depth and width with constant budget
        - Hebbian principle
        - Multiscale processing
        - 22 layers deep network
    - ILSVRC 2014 Winner
    - Handle Overfitting Well
        - Data Augmentation
        - Dropout Technique

Going deeper with convolutions

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Abstract

We propose a deep convolutional neural network architecture codenamed Inception, which was responsible for setting the new state of the art for classification and detection in the ImageNet Large-Scale Visual Recognition Challenge 2014 (ILSVRC14). The main hallmark of this architecture is the improved utilization of the computing resources inside the network. This was achieved by a carefully crafted design that allows for increasing the depth and width of the network while keeping the computational budget constant. To optimize quality, the architectural decisions were based on the Hebbian principle and the intuition of multi-scale processing. One particular incarnation used in our submission for ILSVRC14 is called GoogLeNet, a 22 layers deep network, the quality of which is assessed in the context of classification and detection.

Batch Normalization

Problems:

- Hot to accelerate convergence of DNN training
- How to handle Internal Covariate Shift

Approach:

- Normalizing layer inputs
- Normalization a part of the model architecture
- Normalization for each training mini-batch

Benefits:

- BN allows us to use much higher learning rates
- BN provide better parameter scale and initialization
- Acts as a regularizer, reduces need of Dropout
- BN makes it possible to use saturating nonlinearities

Batch Normalization: Accelerating Deep Network Training by Reducing Internal Covariate Shift

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Input: Values of x over a mini-batch: $\mathcal{B} = \{x_{1\ldots m}\}$;
Parameters to be learned: γ, β
Output: $\{y_i = \mathrm{BN}_{\gamma,\beta}(x_i)\}$

$$\mu_{\mathcal{B}} \leftarrow \frac{1}{m}\sum_{i=1}^{m} x_i \qquad \text{// mini-batch mean}$$

$$\sigma_{\mathcal{B}}^2 \leftarrow \frac{1}{m}\sum_{i=1}^{m}(x_i - \mu_{\mathcal{B}})^2 \qquad \text{// mini-batch variance}$$

$$\widehat{x}_i \leftarrow \frac{x_i - \mu_{\mathcal{B}}}{\sqrt{\sigma_{\mathcal{B}}^2 + \epsilon}} \qquad \text{// normalize}$$

$$y_i \leftarrow \gamma\widehat{x}_i + \beta \equiv \mathrm{BN}_{\gamma,\beta}(x_i) \qquad \text{// scale and shift}$$

Algorithm 1: Batch Normalizing Transform, applied to activation x over a mini-batch.

Input: Network N with trainable parameters Θ;
subset of activations $\{x^{(k)}\}_{k=1}^{K}$
Output: Batch-normalized network for inference, $N_{\mathrm{BN}}^{\mathrm{inf}}$

$N_{\mathrm{BN}}^{\mathrm{tr}} \leftarrow N$ // Training BN network
for $k = 1 \ldots K$ **do**
  Add transformation $y^{(k)} = \mathrm{BN}_{\gamma^{(k)},\beta^{(k)}}(x^{(k)})$ to $N_{\mathrm{BN}}^{\mathrm{tr}}$ (Alg. 1)
  Modify each layer in $N_{\mathrm{BN}}^{\mathrm{tr}}$ with input $x^{(k)}$ to take $y^{(k)}$ instead
end for
Train $N_{\mathrm{BN}}^{\mathrm{tr}}$ to optimize the parameters $\Theta \cup \{\gamma^{(k)}, \beta^{(k)}\}_{k=1}^{K}$
$N_{\mathrm{BN}}^{\mathrm{inf}} \leftarrow N_{\mathrm{BN}}^{\mathrm{tr}}$ // Inference BN network with frozen // parameters
for $k = 1 \ldots K$ **do**
  // For clarity, $x \equiv x^{(k)}, \gamma \equiv \gamma^{(k)}, \mu_{\mathcal{B}} \equiv \mu_{\mathcal{B}}^{(k)}$, etc.
  Process multiple training mini-batches $\mathcal{B}$, each of size m, and average over them:

$$\mathrm{E}[x] \leftarrow \mathrm{E}_{\mathcal{B}}[\mu_{\mathcal{B}}]$$
$$\mathrm{Var}[x] \leftarrow \tfrac{m}{m-1}\mathrm{E}_{\mathcal{B}}[\sigma_{\mathcal{B}}^2]$$

  In $N_{\mathrm{BN}}^{\mathrm{inf}}$, replace the transform $y = \mathrm{BN}_{\gamma,\beta}(x)$ with $y = \frac{\gamma}{\sqrt{\mathrm{Var}[x]+\epsilon}} \cdot x + \left(\beta - \frac{\gamma\,\mathrm{E}[x]}{\sqrt{\mathrm{Var}[x]+\epsilon}}\right)$
end for

Algorithm 2: Training a Batch-Normalized Network

ResNet

- **Problems**
  - Is learning better networks as easy as stacking more layers?
  - The degradation problem with deeper networks
  - How to train and improve accuracy of deeper networks
- **Contributions**
  - Reformulate the layers as learning residual functions
  - Deep residual learning framework
  - Hypothesize that it is easier to optimize the residual mapping than the original, unreferenced mapping. If an identity mapping were optimal, it would be easier to push the residual to zero than to fit an identity mapping by a stack of nonlinear layers.
  - 1st Winner of ILSVRC 2015 classification competition

Deep Residual Learning for Image Recognition

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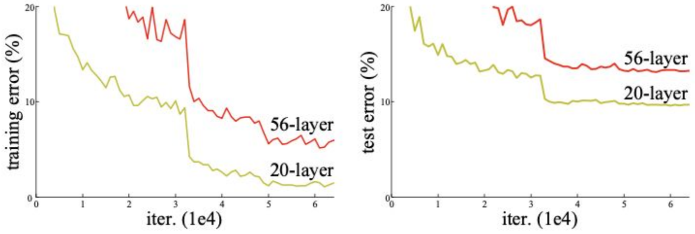
Abstract

Deeper neural networks are more difficult to train. We present a residual learning framework to ease the training of networks that are substantially deeper than those used previously. We explicitly reformulate the layers as learning residual functions with reference to the layer inputs, instead of learning unreferenced functions. We provide comprehensive empirical evidence showing that these residual networks are easier to optimize, and can gain accuracy from considerably increased depth. On the ImageNet dataset we evaluate residual nets with a depth of up to 152 layers—8× deeper than VGG nets [40] but still having lower complexity. An ensemble of these residual nets achieves 3.57% error on the ImageNet test set. *This result won the 1st place on the ILSVRC 2015 classification task. We also present analysis on CIFAR-10 with 100 and 1000 layers.*

The depth of representations is of central importance for many visual recognition tasks. Solely due to our extremely deep representations, we obtain a 28% relative improvement on the COCO object detection dataset. Deep residual nets are foundations of our submissions to ILSVRC & COCO 2015 competitions[1], where we also won the 1st places on the tasks of ImageNet detection, ImageNet localization, COCO detection, and COCO segmentation.



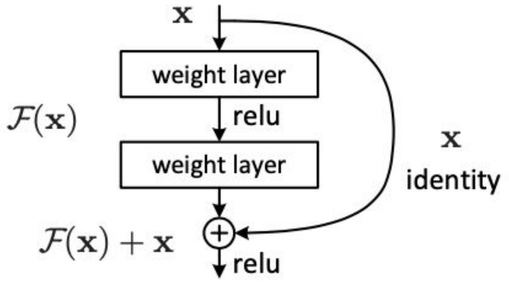
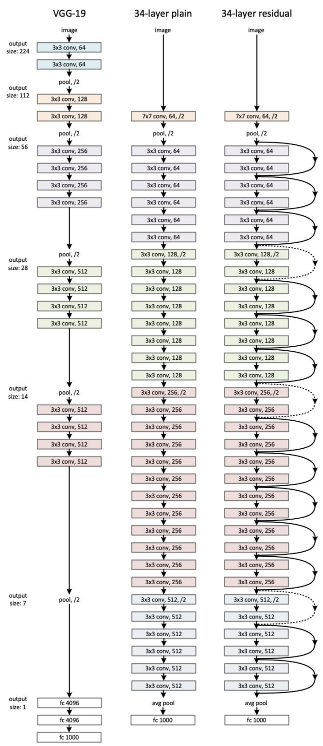


Figure 2. Residual learning: a building block.

ResNet Architecture



layer name	output size	18-layer	34-layer	50-layer	101-layer	152-layer
conv1	112×112	7×7, 64, stride 2				
conv2_x	56×56	3×3 max pool, stride 2				
		$\begin{bmatrix}3\times3, 64\\3\times3, 64\end{bmatrix}\times2$	$\begin{bmatrix}3\times3, 64\\3\times3, 64\end{bmatrix}\times3$	$\begin{bmatrix}1\times1, 64\\3\times3, 64\\1\times1, 256\end{bmatrix}\times3$	$\begin{bmatrix}1\times1, 64\\3\times3, 64\\1\times1, 256\end{bmatrix}\times3$	$\begin{bmatrix}1\times1, 64\\3\times3, 64\\1\times1, 256\end{bmatrix}\times3$
conv3_x	28×28	$\begin{bmatrix}3\times3, 128\\3\times3, 128\end{bmatrix}\times2$	$\begin{bmatrix}3\times3, 128\\3\times3, 128\end{bmatrix}\times4$	$\begin{bmatrix}1\times1, 128\\3\times3, 128\\1\times1, 512\end{bmatrix}\times4$	$\begin{bmatrix}1\times1, 128\\3\times3, 128\\1\times1, 512\end{bmatrix}\times4$	$\begin{bmatrix}1\times1, 128\\3\times3, 128\\1\times1, 512\end{bmatrix}\times8$
conv4_x	14×14	$\begin{bmatrix}3\times3, 256\\3\times3, 256\end{bmatrix}\times2$	$\begin{bmatrix}3\times3, 256\\3\times3, 256\end{bmatrix}\times6$	$\begin{bmatrix}1\times1, 256\\3\times3, 256\\1\times1, 1024\end{bmatrix}\times6$	$\begin{bmatrix}1\times1, 256\\3\times3, 256\\1\times1, 1024\end{bmatrix}\times23$	$\begin{bmatrix}1\times1, 256\\3\times3, 256\\1\times1, 1024\end{bmatrix}\times36$
conv5_x	7×7	$\begin{bmatrix}3\times3, 512\\3\times3, 512\end{bmatrix}\times2$	$\begin{bmatrix}3\times3, 512\\3\times3, 512\end{bmatrix}\times3$	$\begin{bmatrix}1\times1, 512\\3\times3, 512\\1\times1, 2048\end{bmatrix}\times3$	$\begin{bmatrix}1\times1, 512\\3\times3, 512\\1\times1, 2048\end{bmatrix}\times3$	$\begin{bmatrix}1\times1, 512\\3\times3, 512\\1\times1, 2048\end{bmatrix}\times3$
	1×1	average pool, 1000-d fc, softmax				
FLOPs		1.8×10^9	3.6×10^9	3.8×10^9	7.6×10^9	11.3×10^9

DenseNet

- **Problems**
  - Is learning better networks as easy as stacking more layers?
  - The degradation problem with deeper networks
  - How to train and improve accuracy of deeper networks
- **Approach:**
  - Ensures maximum information flow between layers in the network
  - Connects all layers (with matching feature-map sizes) directly with each other
  - Connects each layer to every other layer in a feed-forward nature
  - Each layer obtains additional inputs from all preceding layers and passes on its own feature-maps to all subsequent layers.

Densely Connected Convolutional Networks

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Abstract

Recent work has shown that convolutional networks can be substantially deeper, more accurate, and efficient to train if they contain shorter connections between layers close to the input and those close to the output. In this paper, we embrace this observation and introduce the Dense Convolutional Network (DenseNet), which connects each layer to every other layer in a feed-forward fashion. Whereas traditional convolutional networks with L layers have L connections—one between each layer and its subsequent layer—our network has $\frac{L(L+1)}{2}$ direct connections. For each layer, the feature-maps of all preceding layers are used as inputs, and its own feature-maps are used as inputs into all subsequent layers. DenseNets have several compelling advantages: they alleviate the vanishing-gradient problem, strengthen feature propagation, encourage feature reuse, and substantially reduce the number of parameters. We evaluate our proposed architecture on four highly competitive object recognition benchmark tasks (CIFAR-10, CIFAR-100, SVHN, and ImageNet). DenseNets obtain significant improvements over the state-of-the-art on most of them, whilst requiring less computation to achieve high performance. Code and pre-trained models are available at https://github.com/liuzhuang13/DenseNet.

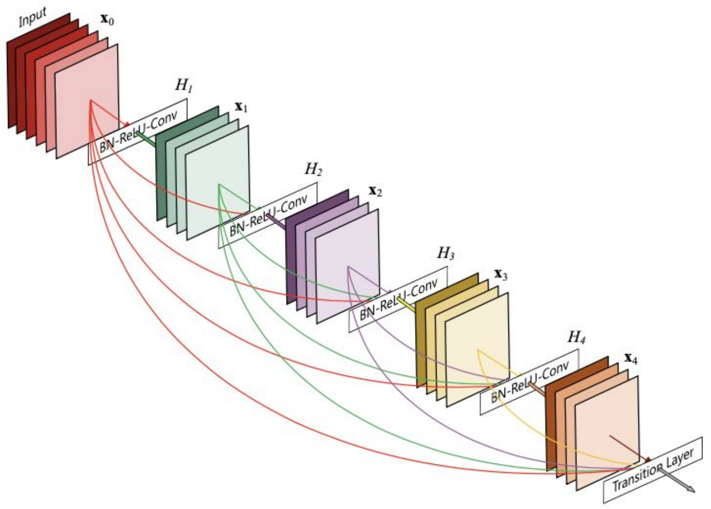
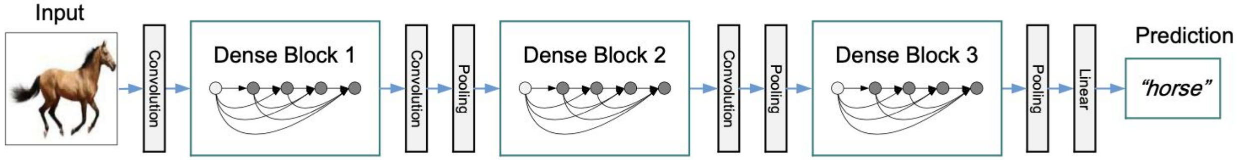


Figure 1: A 5-layer dense block with a growth rate of $k = 4$. Each layer takes all preceding feature-maps as input.

DenseNet Architecture

Benefits:

- Fewer parameters than traditional CNNs, as there is no need to relearn redundant feature-maps.
- Improved flow of information and gradients throughout the network, easier to train.
- Each layer has direct access to the gradients from the loss function and the original input signal, leading to an implicit deep supervision.
- Dense connections have a regularizing effect, which reduces overfitting on tasks with smaller training set sizes.



Layers	Output Size	DenseNet-121 $(k = 32)$	DenseNet-169 $(k = 32)$	DenseNet-201 $(k = 32)$	DenseNet-161 $(k = 48)$
Convolution	112×112	7×7 conv, stride 2			
Pooling	56×56	3×3 max pool, stride 2			
Dense Block (1)	56×56	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 6$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 6$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 6$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 6$
Transition Layer (1)	56×56	1×1 conv			
	28×28	2×2 average pool, stride 2			
Dense Block (2)	28×28	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 12$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 12$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 12$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 12$
Transition Layer (2)	28×28	1×1 conv			
	14×14	2×2 average pool, stride 2			
Dense Block (3)	14×14	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 24$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 32$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 48$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 36$
Transition Layer (3)	14×14	1×1 conv			
	7×7	2×2 average pool, stride 2			
Dense Block (4)	7×7	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 16$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 32$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 32$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 24$
Classification Layer	1×1	7×7 global average pool			
		1000D fully-connected, softmax			

CoAtNet

CoAtNet: Marrying Convolution and Attention for All Data Sizes

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Abstract

Transformers have attracted increasing interests in computer vision, but they still fall behind state-of-the-art convolutional networks. In this work, we show that while Transformers tend to have larger model capacity, their generalization can be worse than convolutional networks due to the lack of the right inductive bias. To effectively combine the strengths from both architectures, we present CoAtNets (pronounced "coat" nets), a family of hybrid models built from two key insights: (1) depthwise **Co**nvolution and self-**At**tention can be naturally unified via simple relative attention; (2) vertically stacking convolution layers and attention layers in a principled way is surprisingly effective in improving generalization, capacity and efficiency. Experiments show that our CoAtNets achieve state-of-the-art performance under different resource constraints across various datasets: Without extra data, CoAtNet achieves 86.0% ImageNet top-1 accuracy; When pre-trained with 13M images from ImageNet-21K, our CoAtNet achieves 88.56% top-1 accuracy, matching ViT-huge pre-trained with 300M images from JFT-300M while using 23x less data; Notably, when we further scale up CoAtNet with JFT-3B, it achieves 90.88% top-1 accuracy on ImageNet, establishing a new state-of-the-art result.

ViT

Scaling Vision Transformers

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Abstract

Attention-based neural networks such as the Vision Transformer (ViT) have recently attained state-of-the-art results on many computer vision benchmarks. Scale is a primary ingredient in attaining excellent results, therefore, understanding a model's scaling properties is a key to designing future generations effectively. While the laws for scaling Transformer language models have been studied, it is unknown how Vision Transformers scale. To address this, we scale ViT models and data, both up and down, and characterize the relationships between error rate, data, and compute. Along the way, we refine the architecture and training of ViT, reducing memory consumption and increasing accuracy of the resulting models. As a result, we successfully train a ViT model with two billion parameters, which attains a new state-of-the-art on ImageNet of 90.45% top-1 accuracy. The model also performs well on few-shot learning, for example, reaching 84.86% top-1 accuracy on ImageNet with only 10 examples per class.

D2L.ai Homeworks

- AlexNet
- VGG
- NiN
- GoogLeNet
- BatchNormalization
- ResNet
- DenseNet