

# Convolution Neural Networks

# MNIST

- Most Famous dataset in the ML world
- 70000 images of hand written digits
- Each image is 28x28 pixels black and white



# MNIST : Details

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# MNIST : Labels

- The labels are numbers
- We need to convert them to one-hot encoding
- Can be done with `to_categorical` function in keras

```
0  
1  
2  
3  
4  
5  
6  
7 # one-hot encode the labels  
8 y_train = np_utils.to_categorical(y_train, 10)  
9 y_test = np_utils.to_categorical(y_test, 10)  
10
```

# MNIST : Architecture

- We will use a 512x512x10 architecture
- Use Dropout to regularize

Layer (type)	Output Shape	Param #
flatten_1 (Flatten)	(None, 784)	0
dense_1 (Dense)	(None, 512)	401920
dropout_1 (Dropout)	(None, 512)	0
dense_2 (Dense)	(None, 512)	262656
dropout_2 (Dropout)	(None, 512)	0
dense_3 (Dense)	(None, 10)	5130
<hr/>		
Total params: 669,706.0		
Trainable params: 669,706.0		
Non-trainable params: 0.0		
<hr/>		

# MNIST : Compilation

- Loss as `categorical_crossentropy`
- Optimizer as `adam`
- Accuracy after 10 epochs

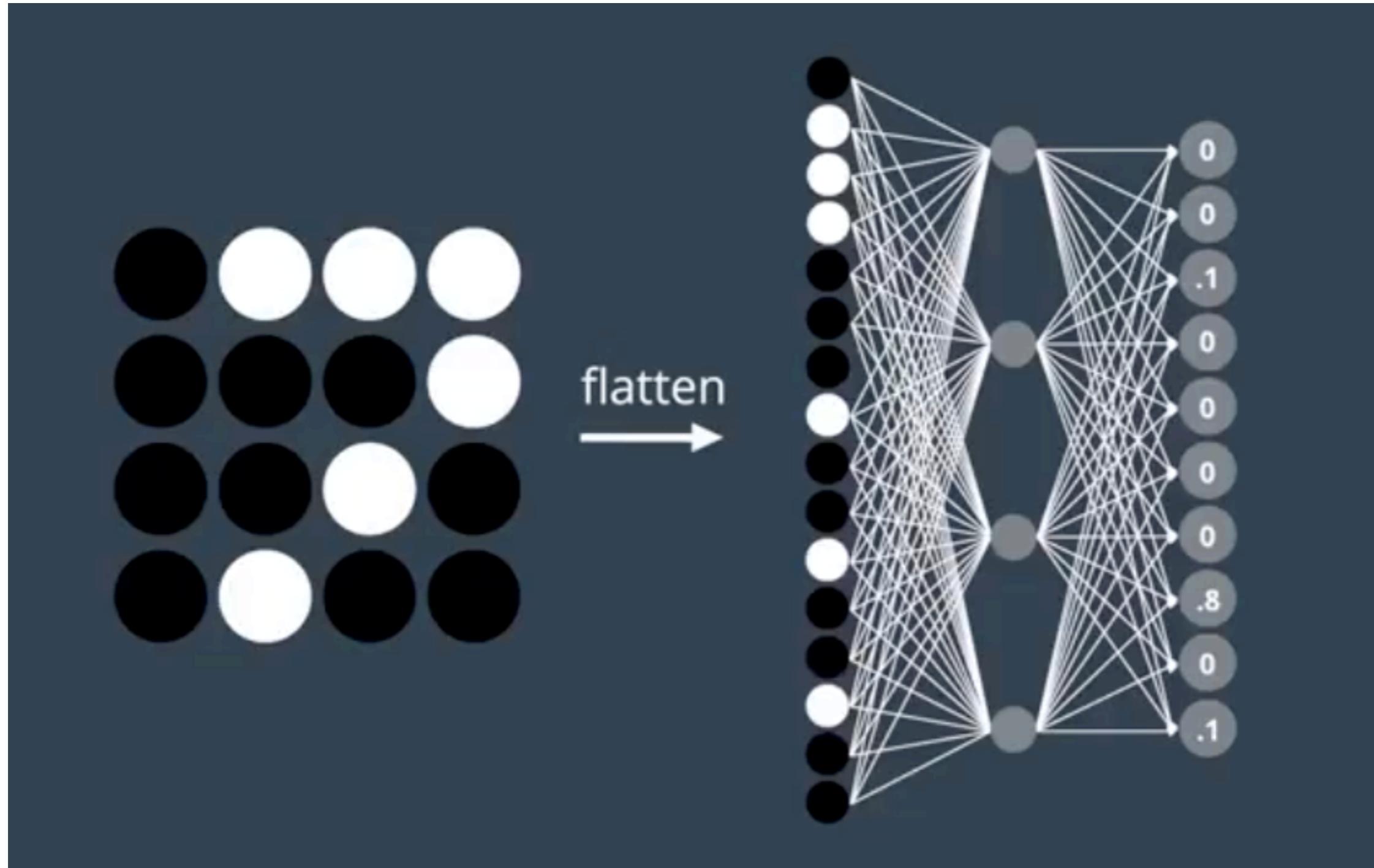
```
4
5 # print test accuracy
6 print('Test accuracy: %.4f%%' % accuracy)

Test accuracy: 98.2100%
```

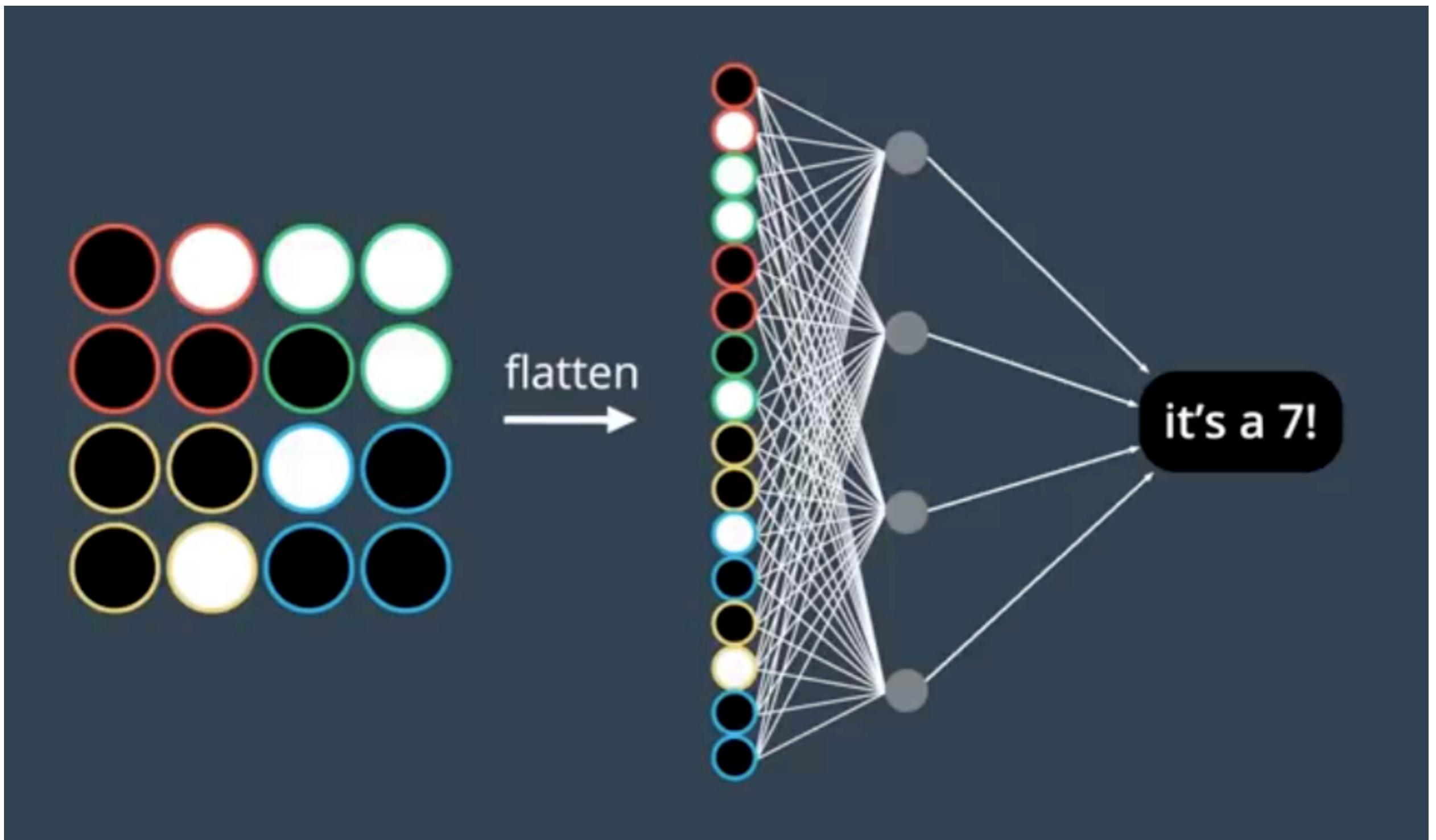
# MNIST vs Others

- Dataset is simple and highly preprocess
- The digits are already in centre of the image
- Problem with previous Architecture
  - We convert the image to a vector
  - The spatial information is lost

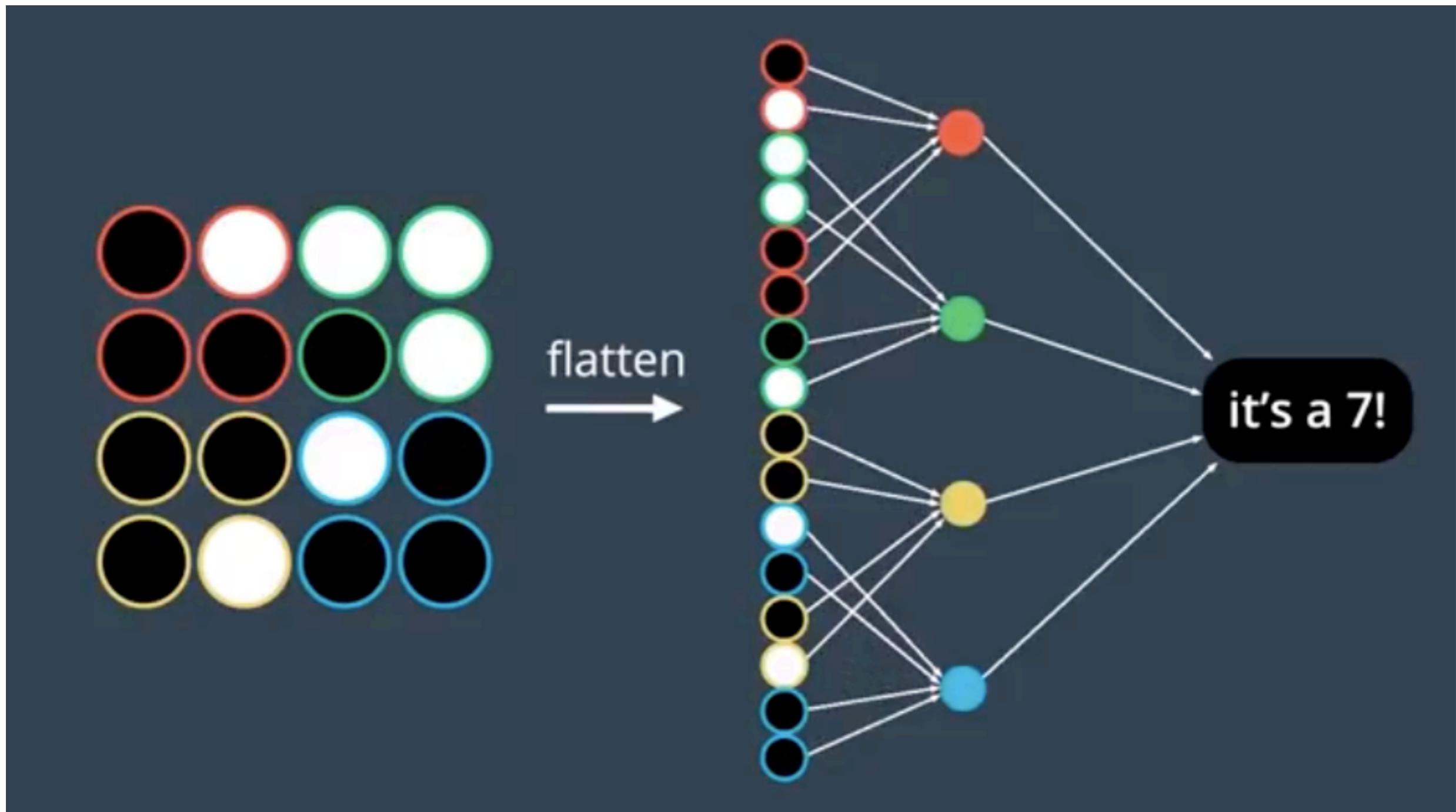
# Fully connected Layer



# Still Fully connected



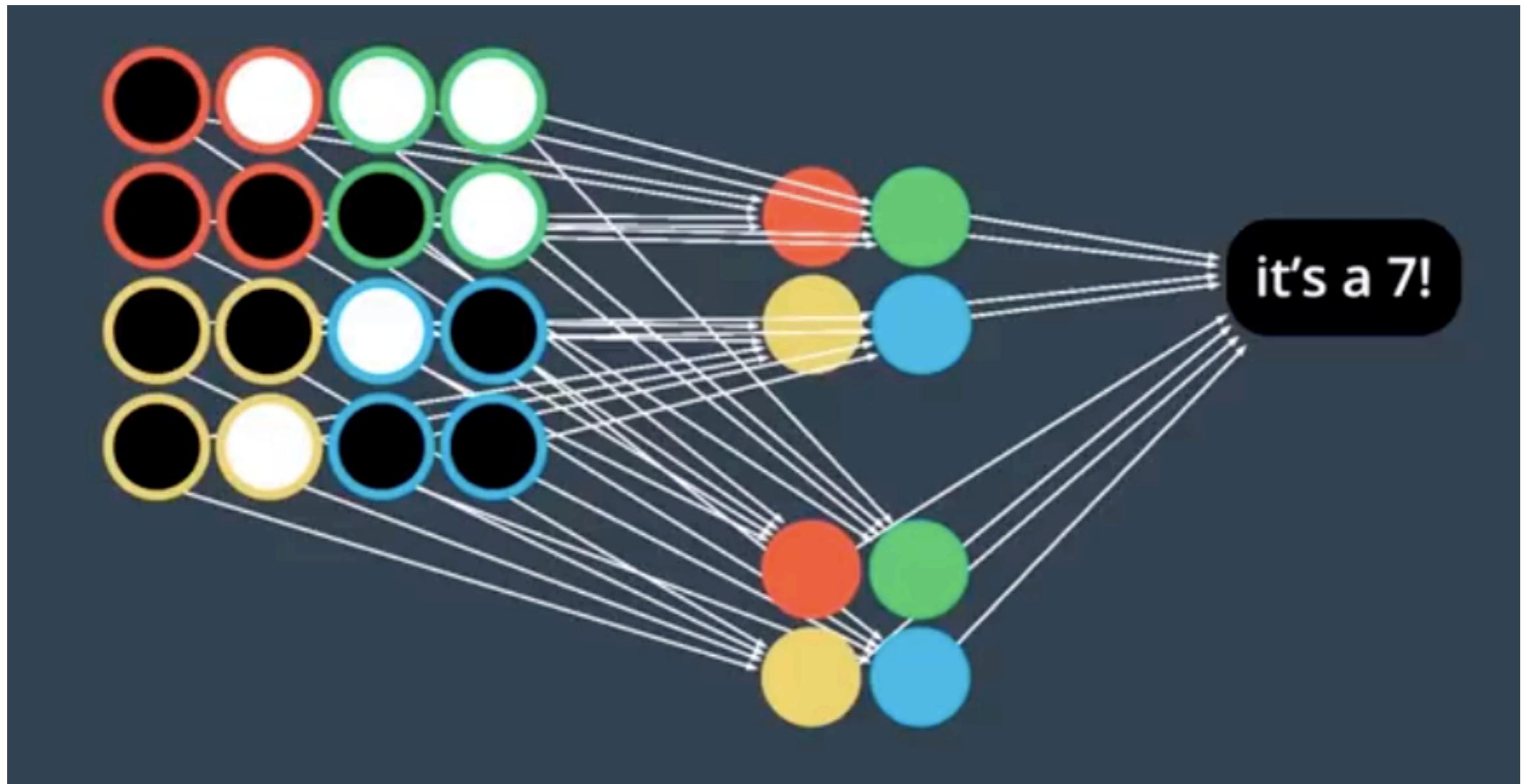
# Local Connectivity



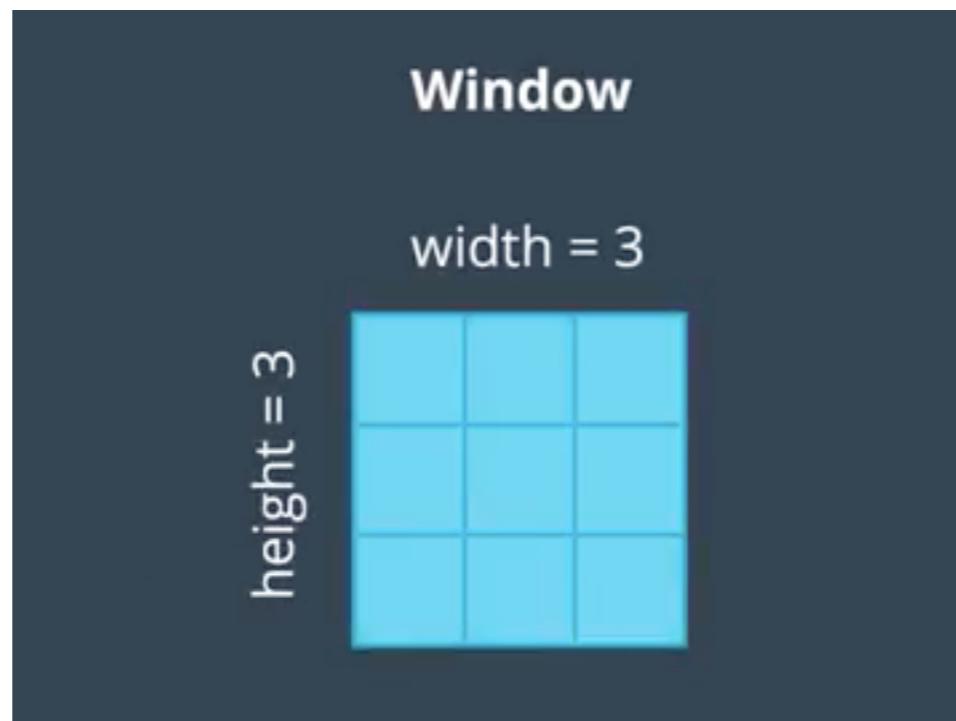
# Local Connectivity Part 2



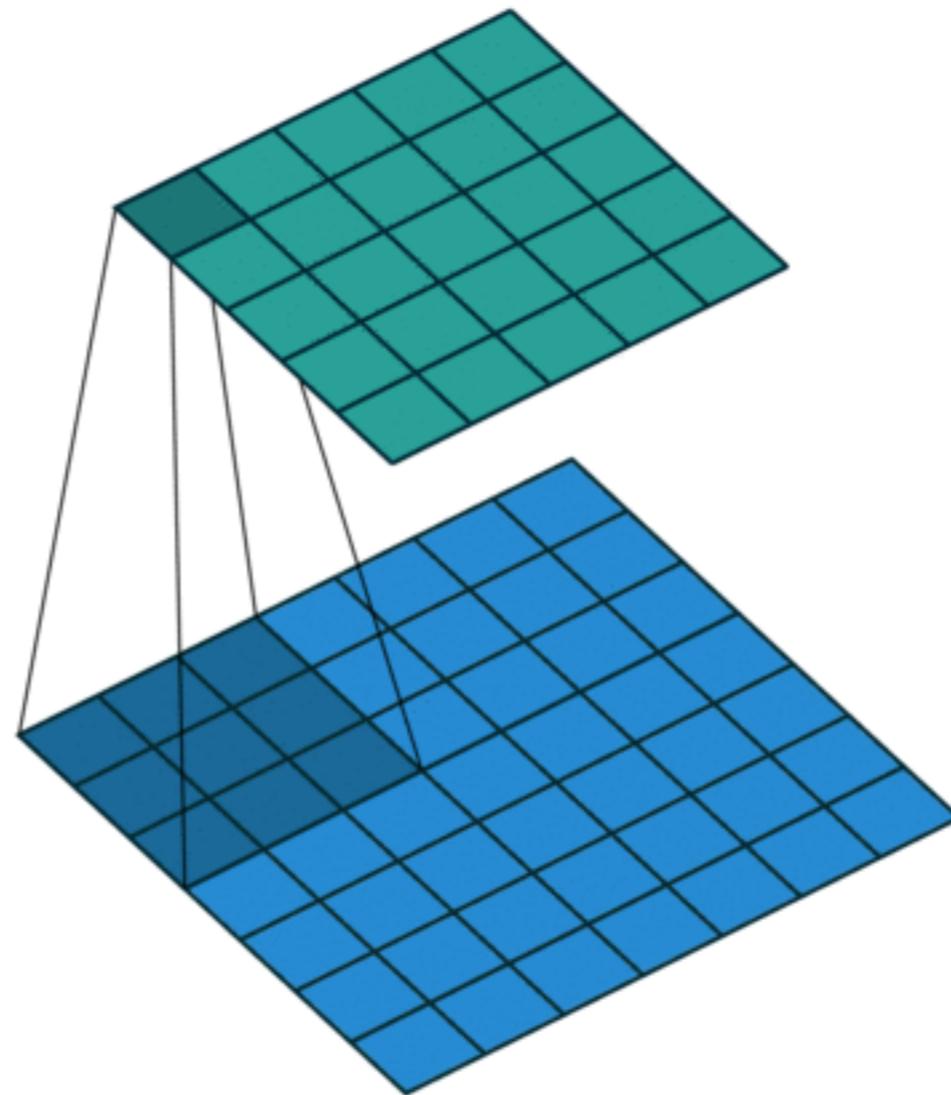
# Local Connectivity Part 3



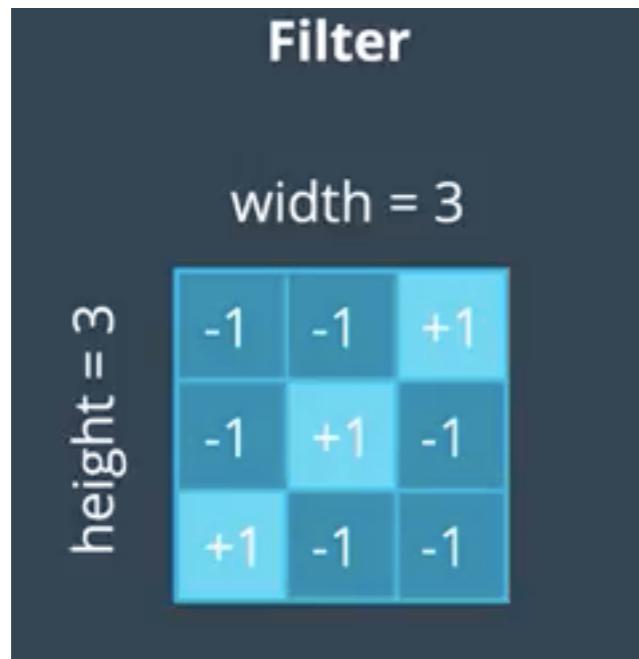
# Convolution Filter



# Convolution Filter

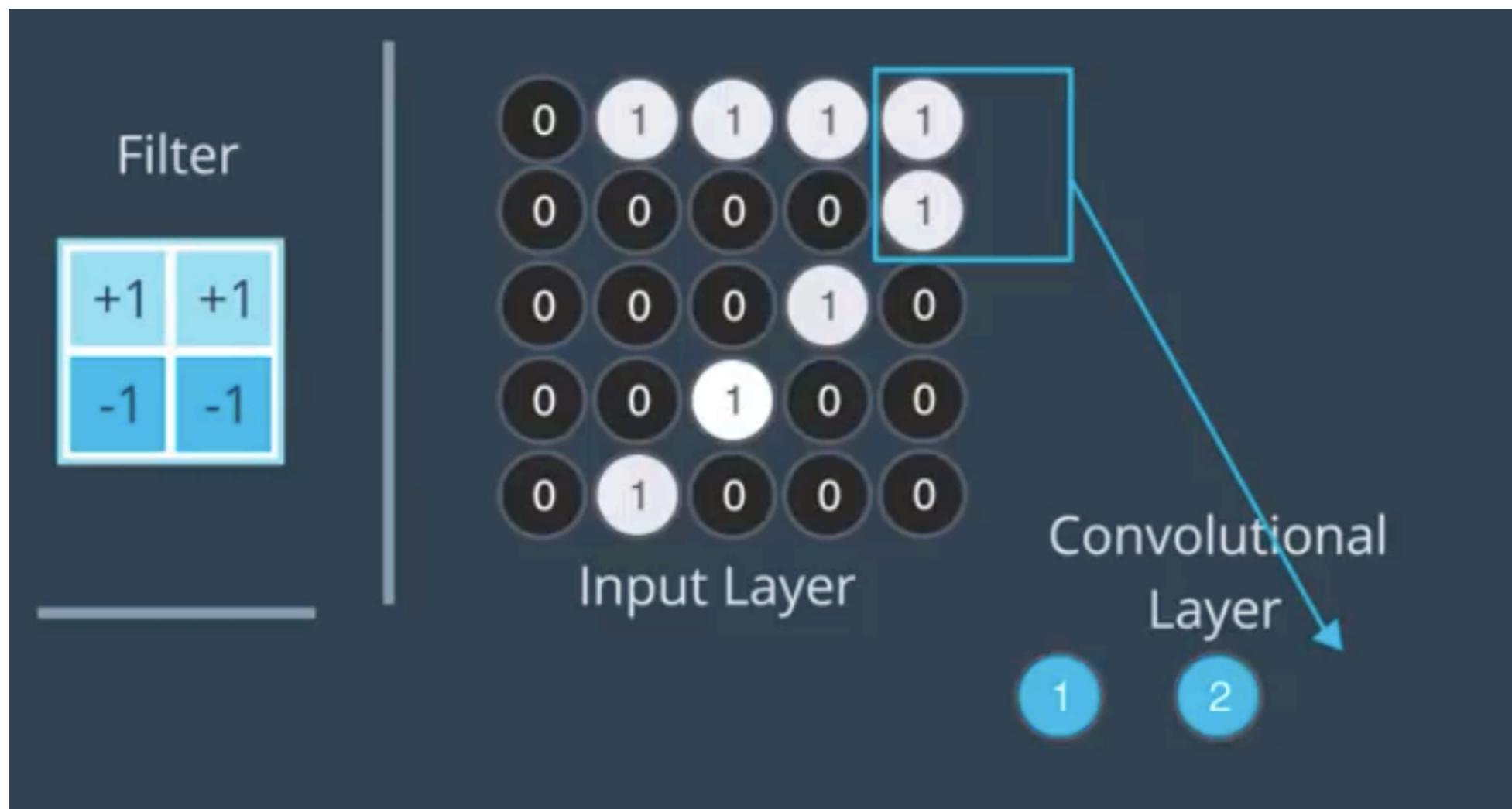


# Convolution Filter



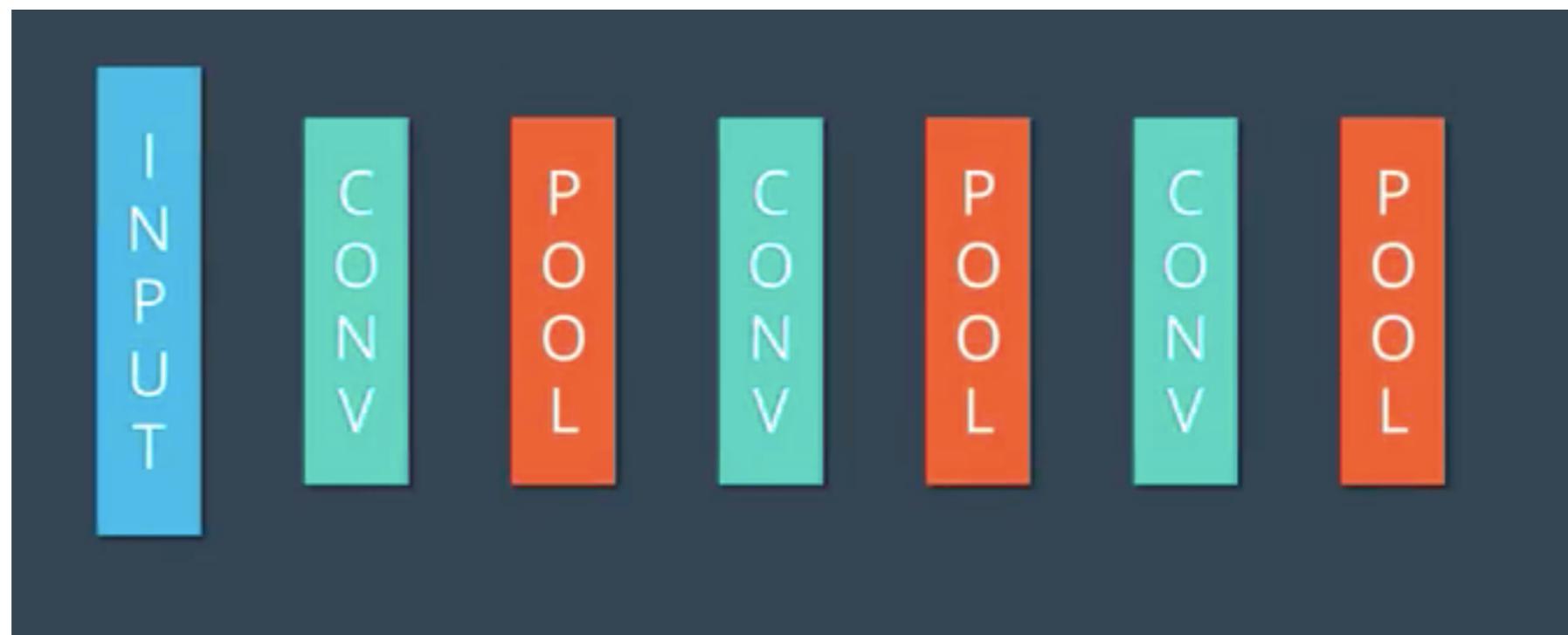
**What does it identify ?**

# Strides and Padding

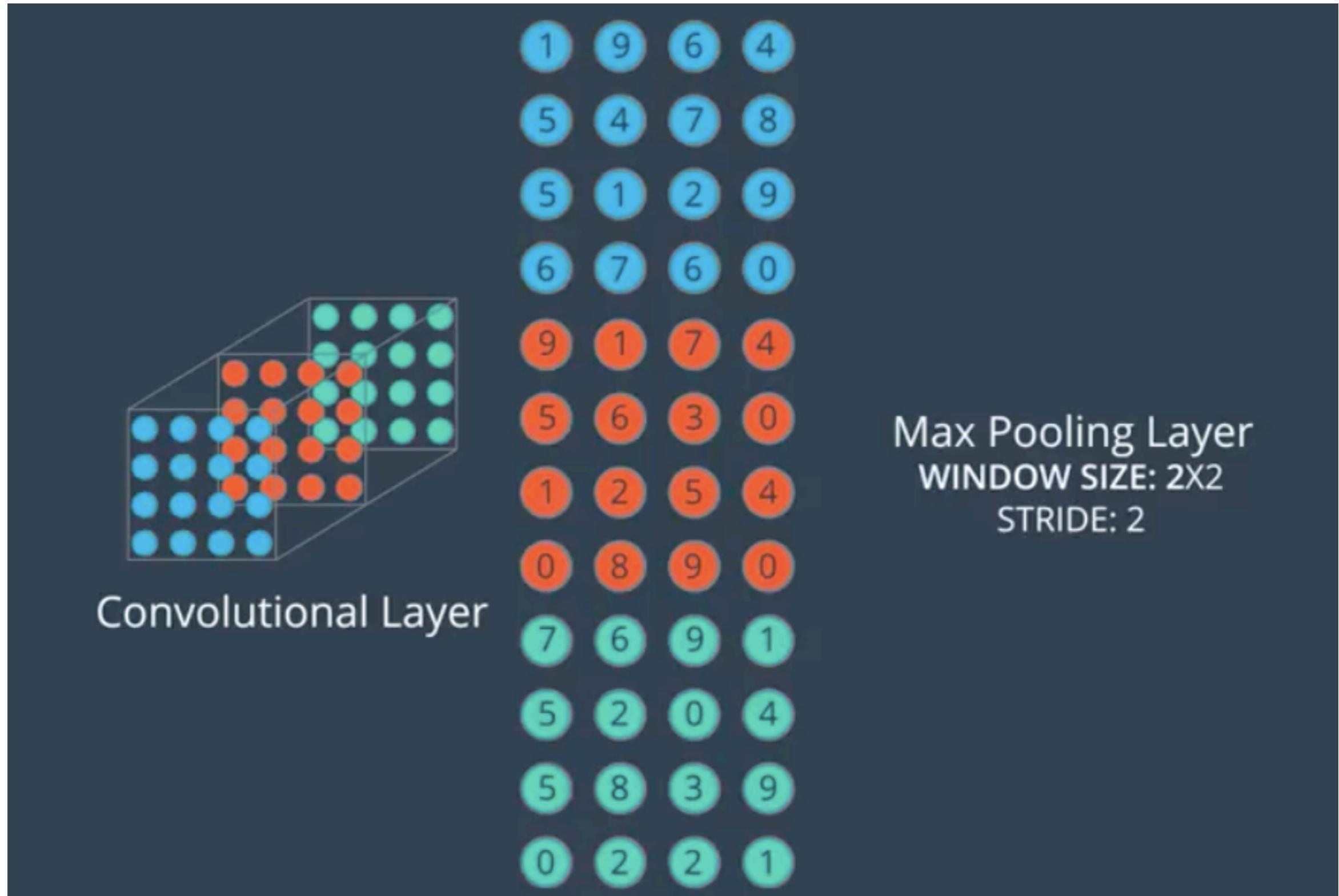


**stride = 1 move by one pixel**

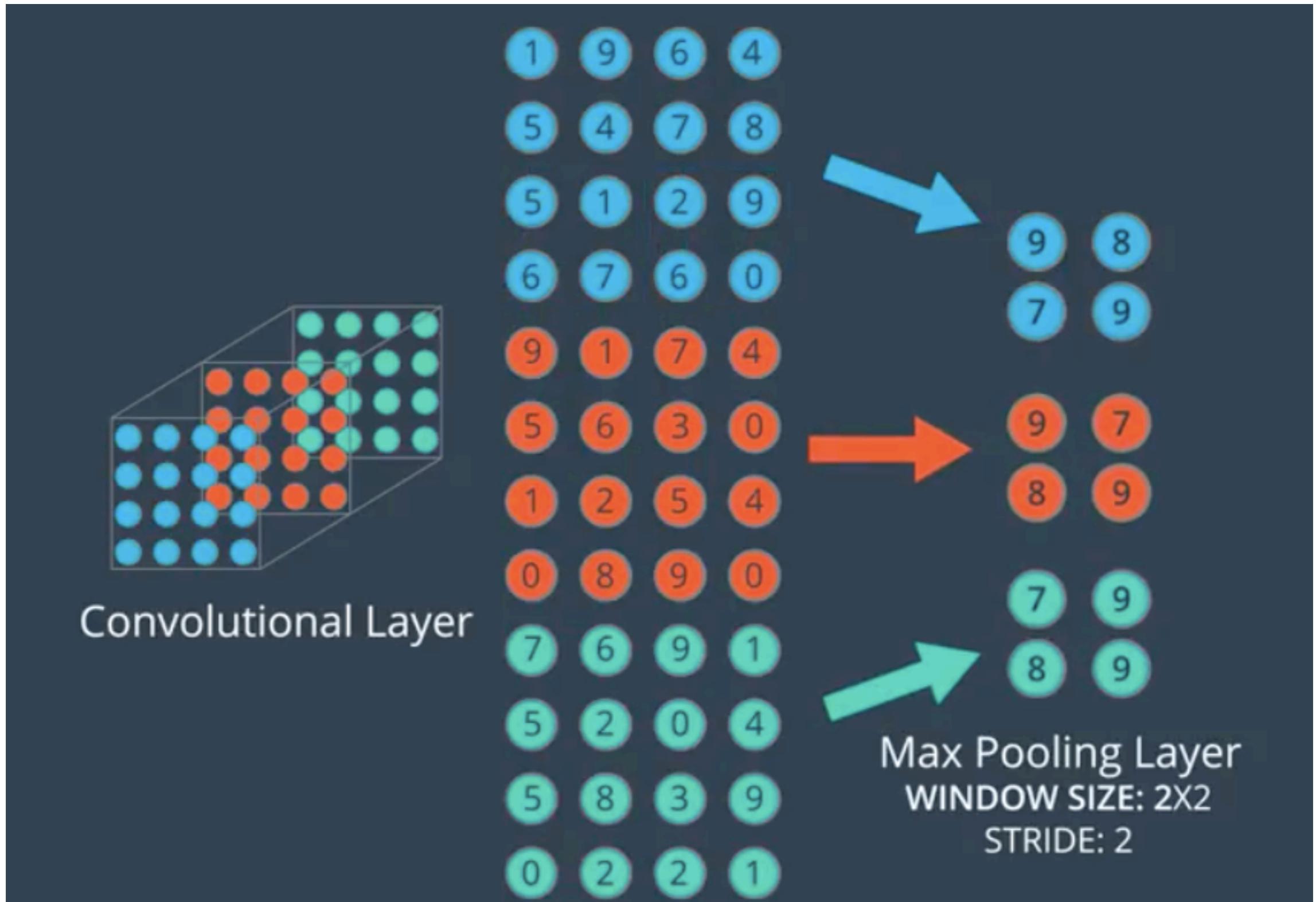
# Pooling Layers



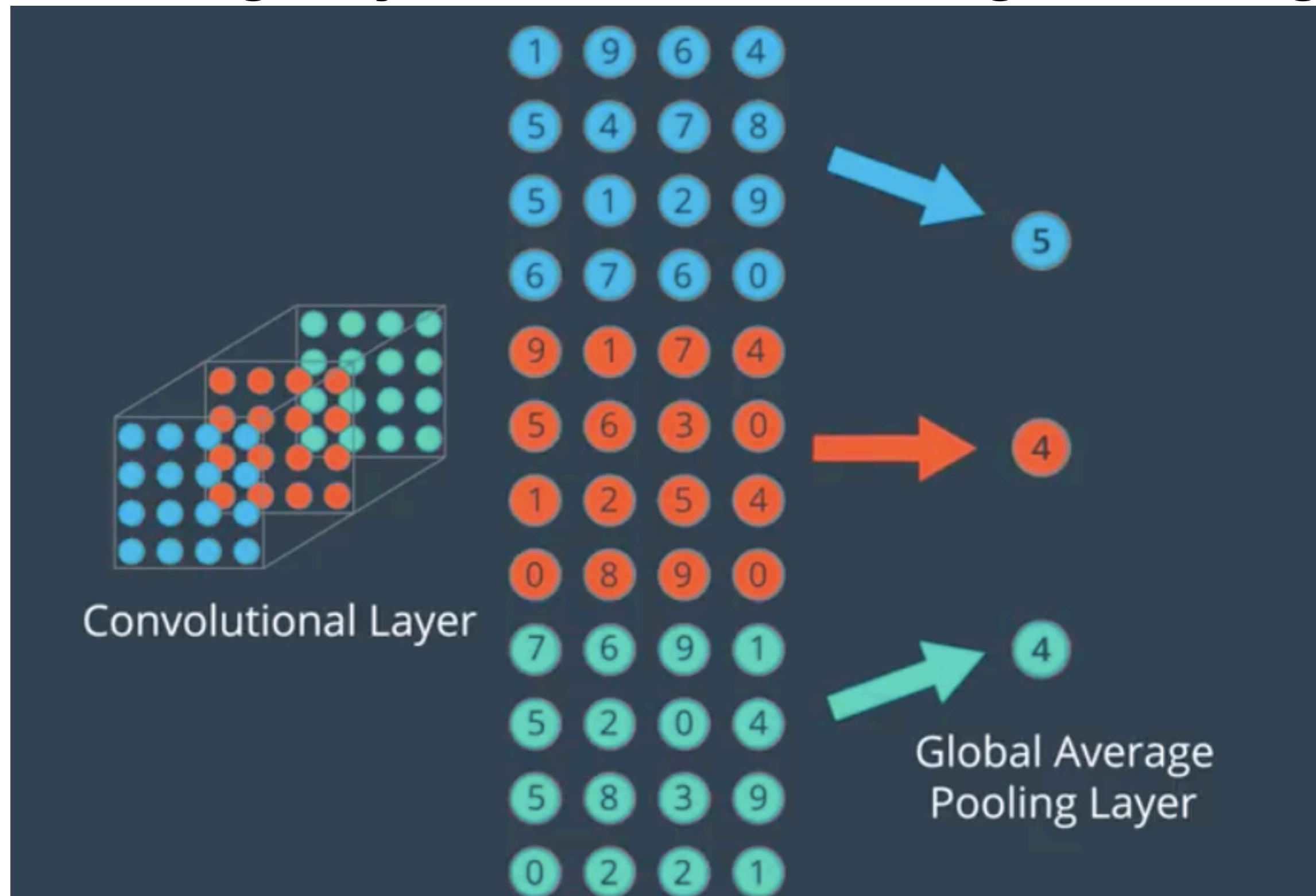
# Pooling Layers : Max Pooling



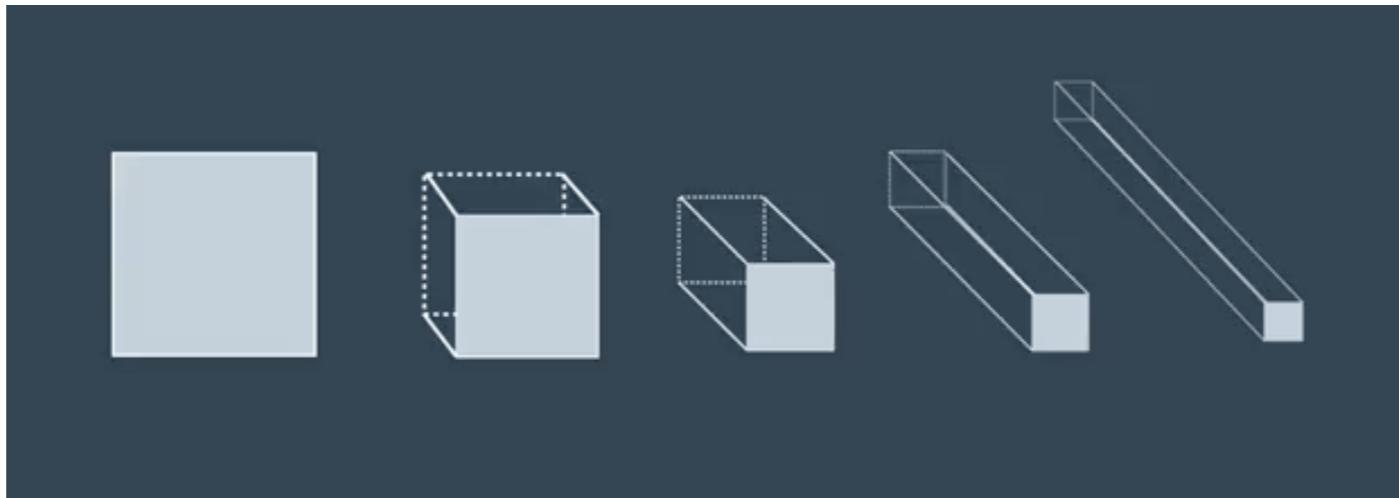
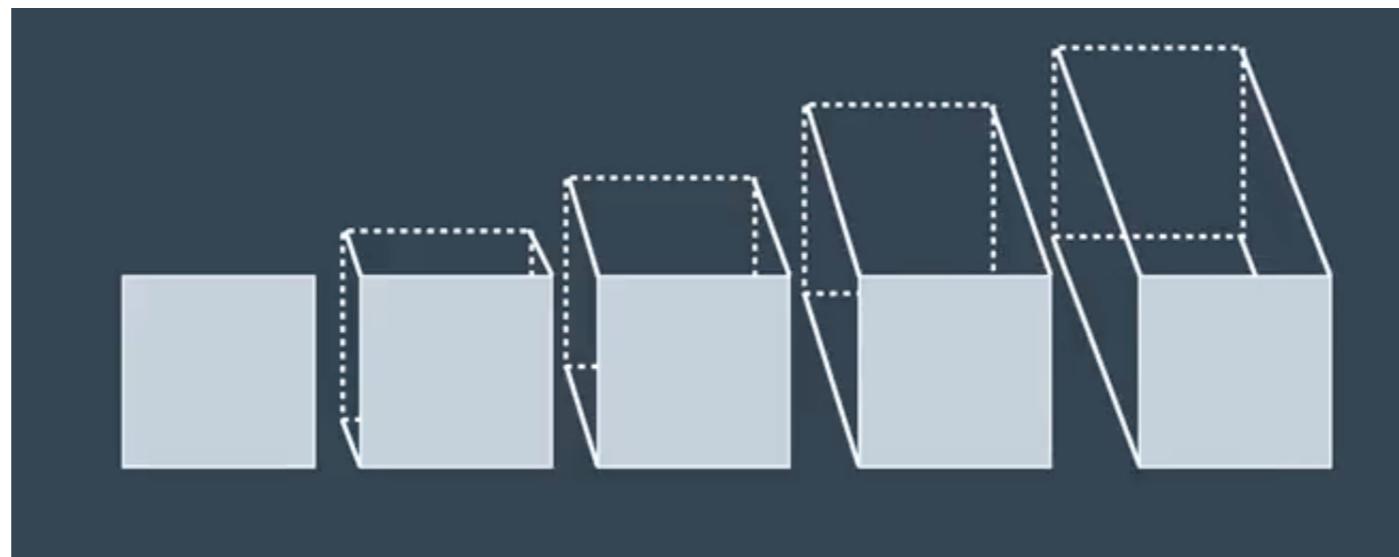
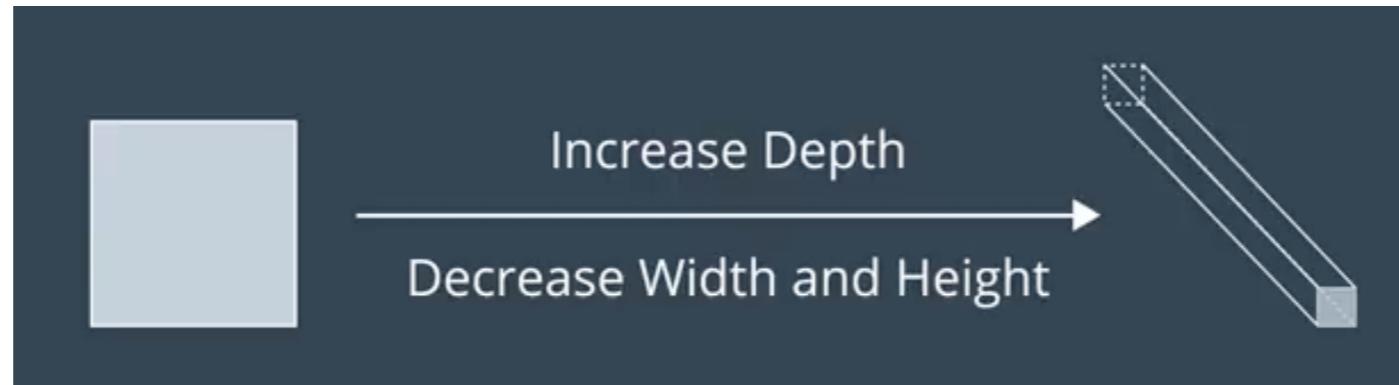
# Pooling Layers : Max Pooling



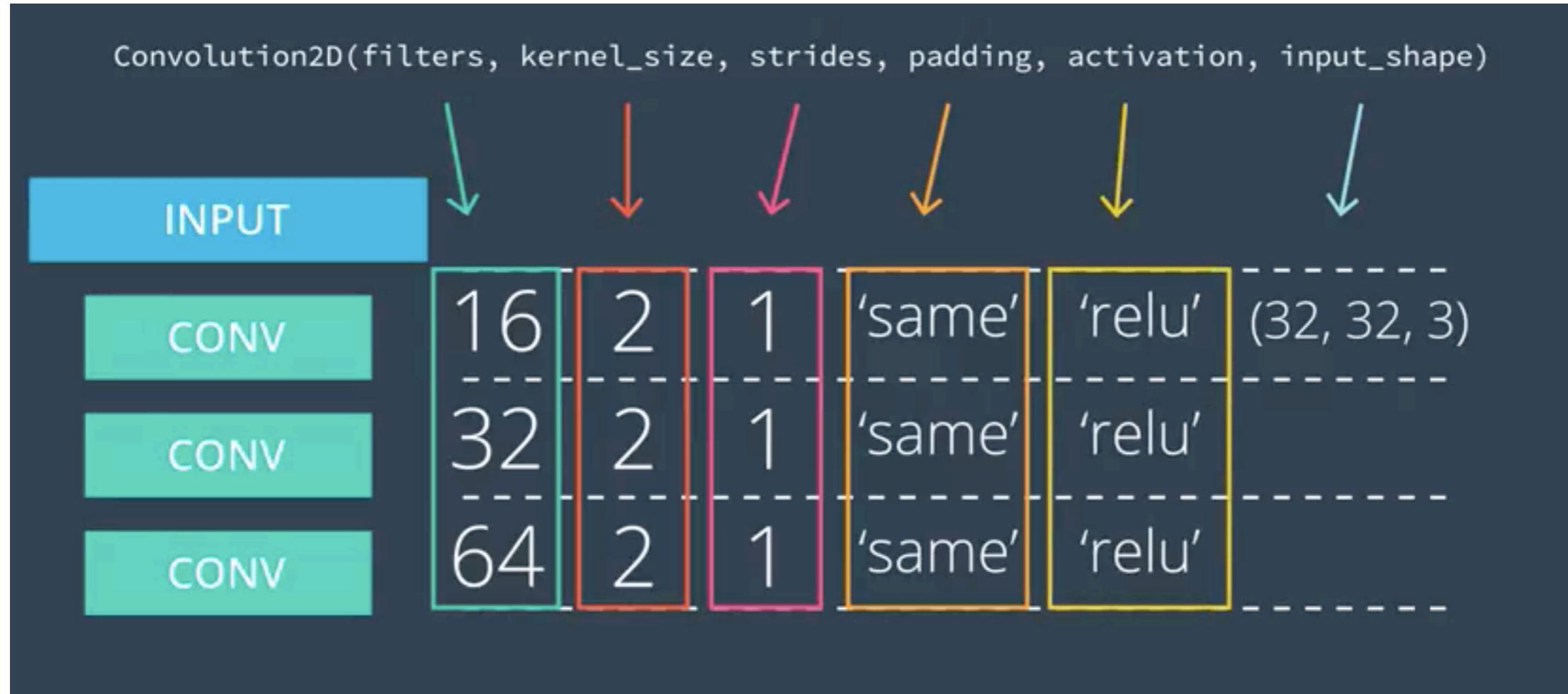
# Pooling Layers : Global Average Pooling



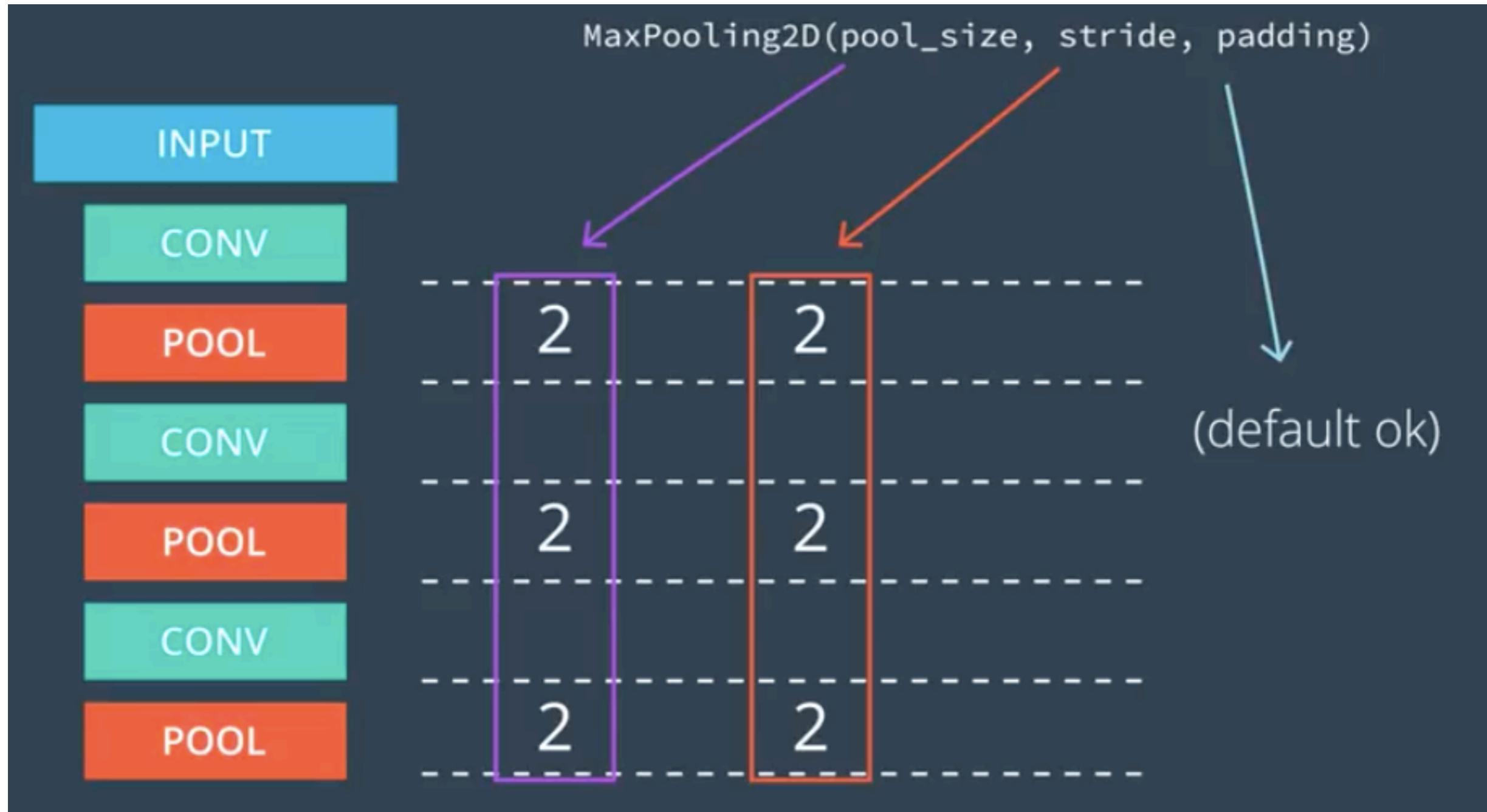
# Image Classification : CNN



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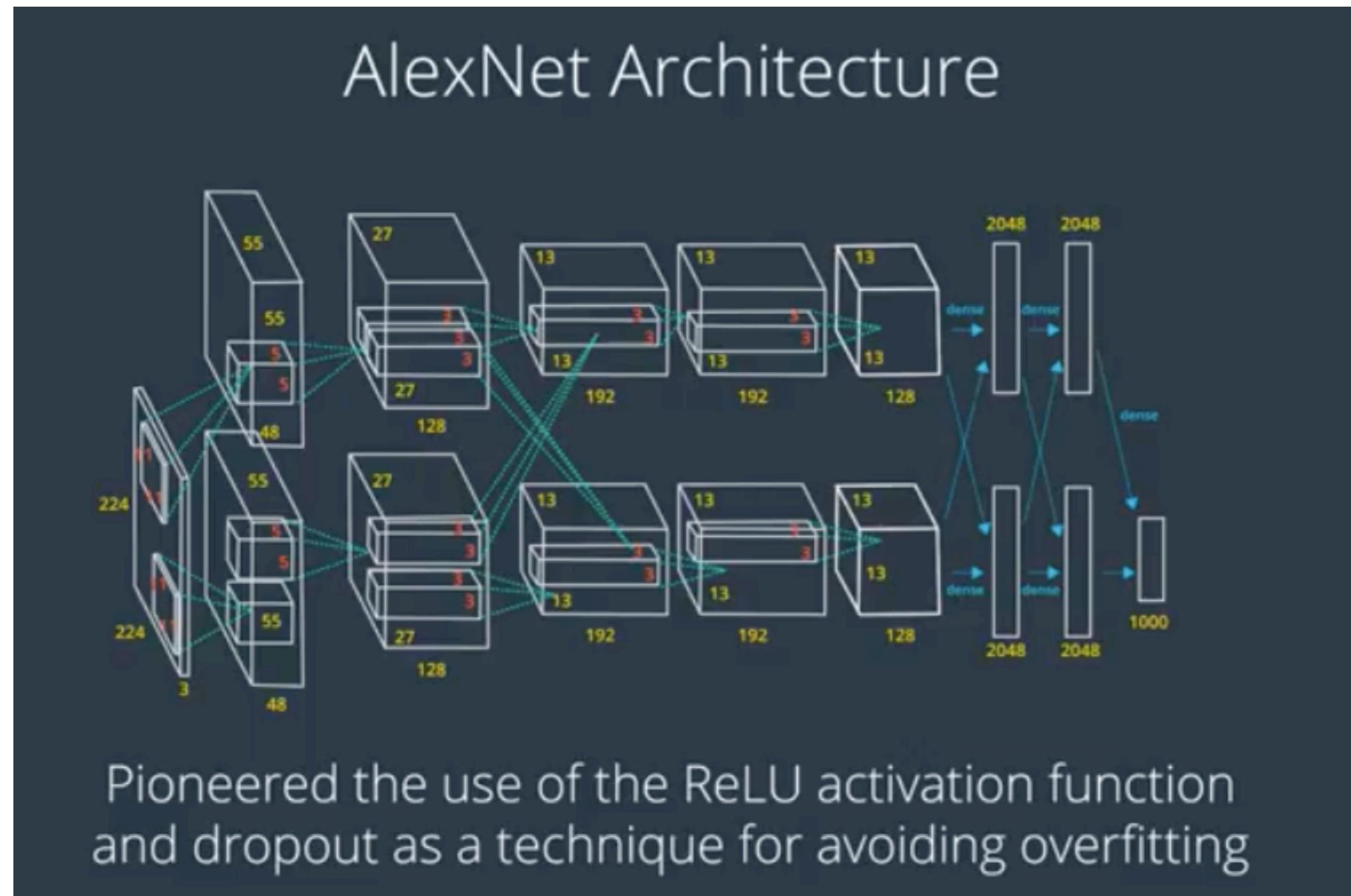
# Image Classification : CNN

```
1 from keras.models import Sequential  
2 from keras.layers import Conv2D, MaxPooling2D, Flatten, Dense, Dropout  
3  
4 model = Sequential()  
5 model.add(Conv2D(filters=16, kernel_size=2, padding='same', activation='relu',  
6                   input_shape=(32, 32, 3)))  
7 model.add(MaxPooling2D(pool_size=2))  
8 model.add(Conv2D(filters=32, kernel_size=2, padding='same', activation='relu'))  
9 model.add(MaxPooling2D(pool_size=2))  
10 model.add(Conv2D(filters=64, kernel_size=2, padding='same', activation='relu'))  
11 model.add(MaxPooling2D(pool_size=2))  
12 model.add(Dropout(0.3))  
13 model.add(Flatten())  
14 model.add(Dense(500, activation='relu'))  
15 model.add(Dropout(0.4))  
16 model.add(Dense(10, activation='softmax'))  
17  
18 model.summary()
```

```
2 score = model.evaluate(x_test, y_test, verbose=0)  
3 print('\n', 'Test accuracy:', score[1])
```

Test accuracy: 0.68

# Important Architectures : AlexNet



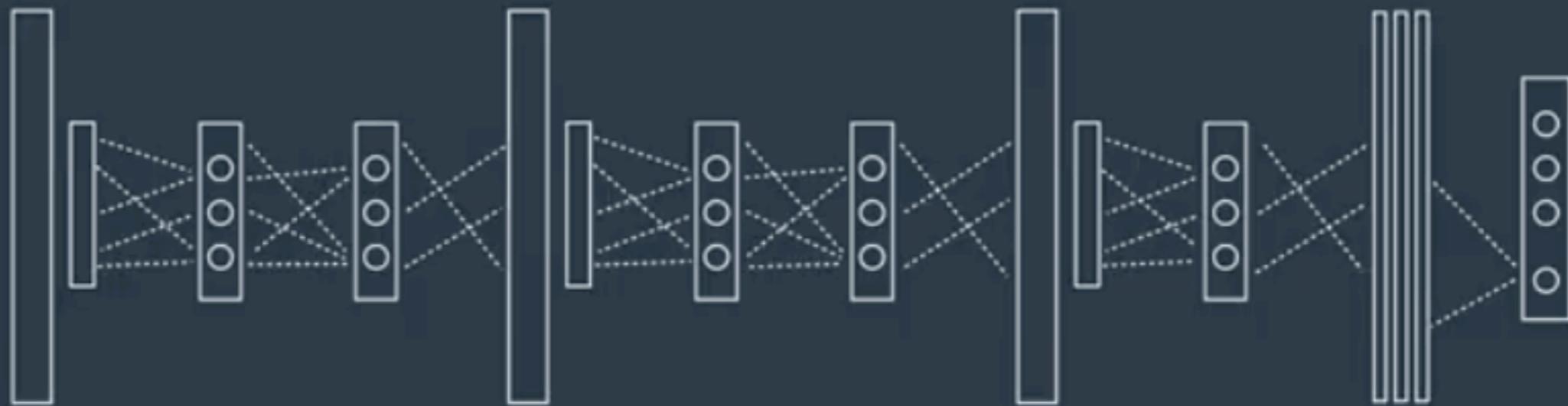
# Important Architectures : VGG

## VGG Architecture

3x3 convolutions

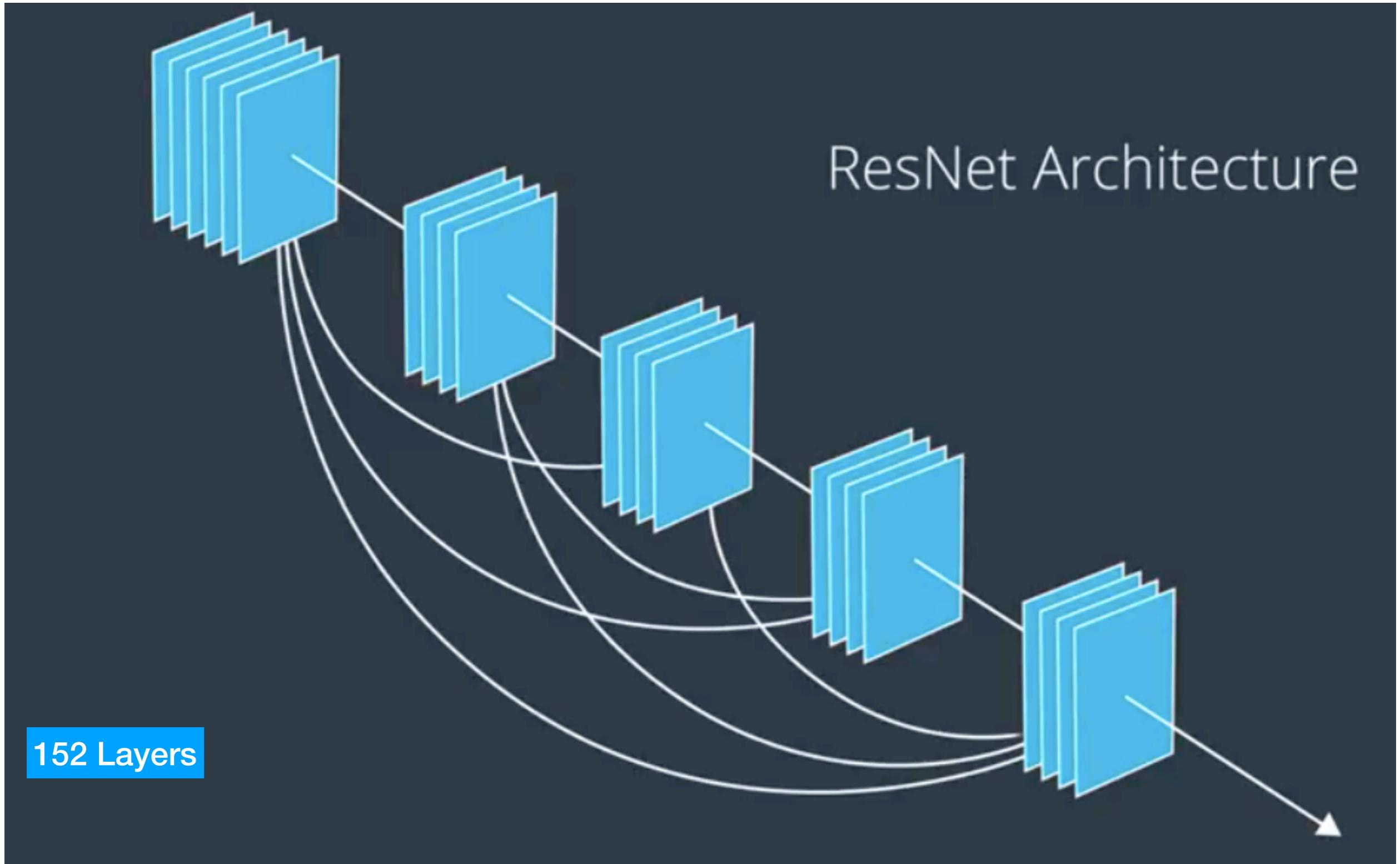
Broken up by 2x2 pooling layers

Finished with 3 fully connected layers



Pioneered the exclusive use of small 3x3 convolution windows

# Important Architectures : Resnet



152 Layers