

COMP541 DEEP LEARNING

Lecture #06 – Understanding and Visualizing
Convolutional Neural Networks



KOÇ
UNIVERSITY

Aykut Erdem // Koç University // Fall 2023

Previously on COMP541

- convolution layer
- pooling layer
- revolution of depth
- design guidelines
- residual connections
- semantic segmentation networks
- addressing other tasks



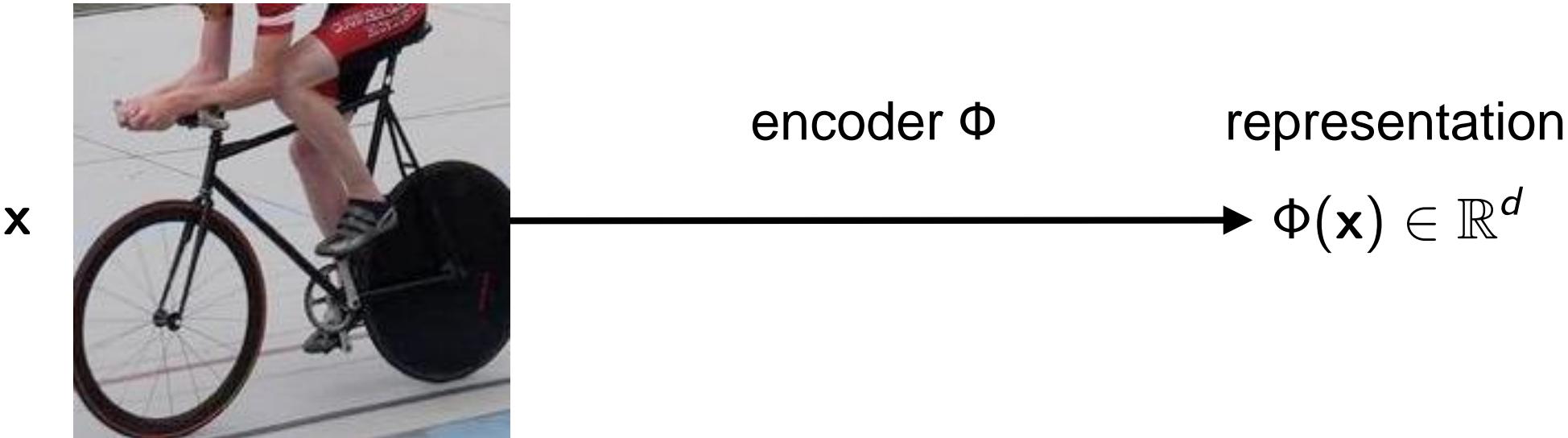
Lecture Overview

- more on transfer learning
- visualizing neuron activations
- visualizing class activations
- pre-images
- adversarial examples
- adversarial training

Disclaimer: Much of the material and slides for this lecture were borrowed from

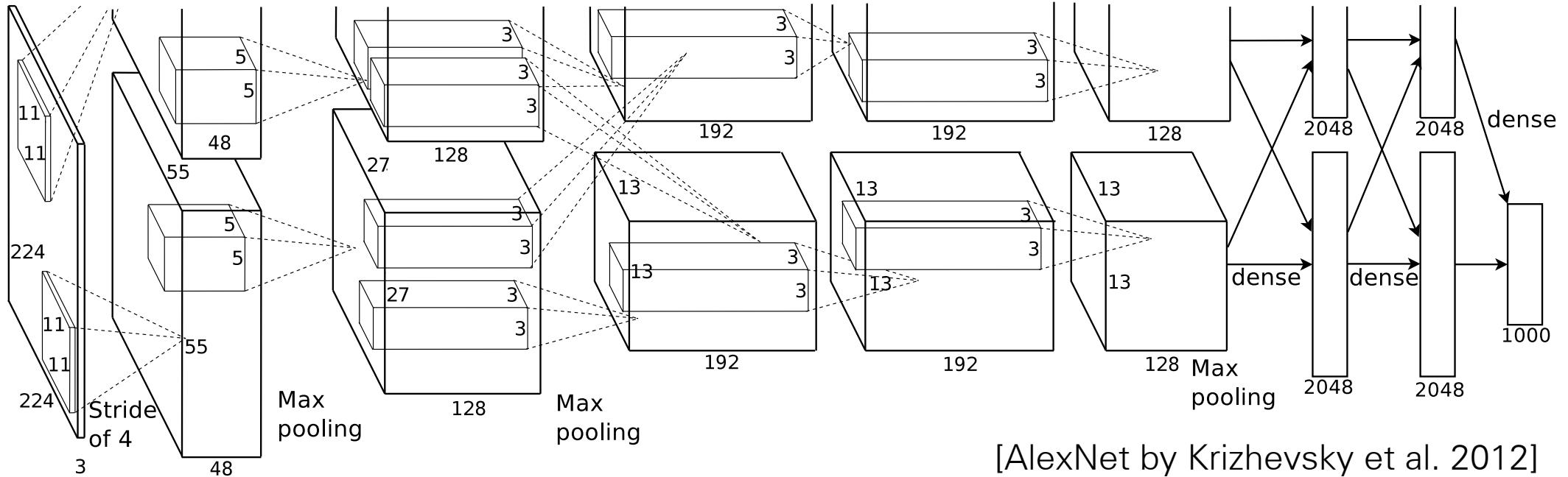
- Andrea Vedaldi's tutorial on Understanding Visual Representations
- Wojciech Samek's talk on Towards explainable Deep Learning
- Efstratios Gavves and Max Willing's UvA deep learning class
- Fei-Fei Li, Justin Johnson and Serana Yeung's CS231n class
- Ian Goodfellow's talk on Adversarial Examples and Adversarial Training
- Justin Johnson's EECS 498/598 class

Image Representations



- An **encoder** maps the data into a **vectorial representation**
- Facilitate labelling of images, text, sound, videos, ...

Modern Convolutional Nets



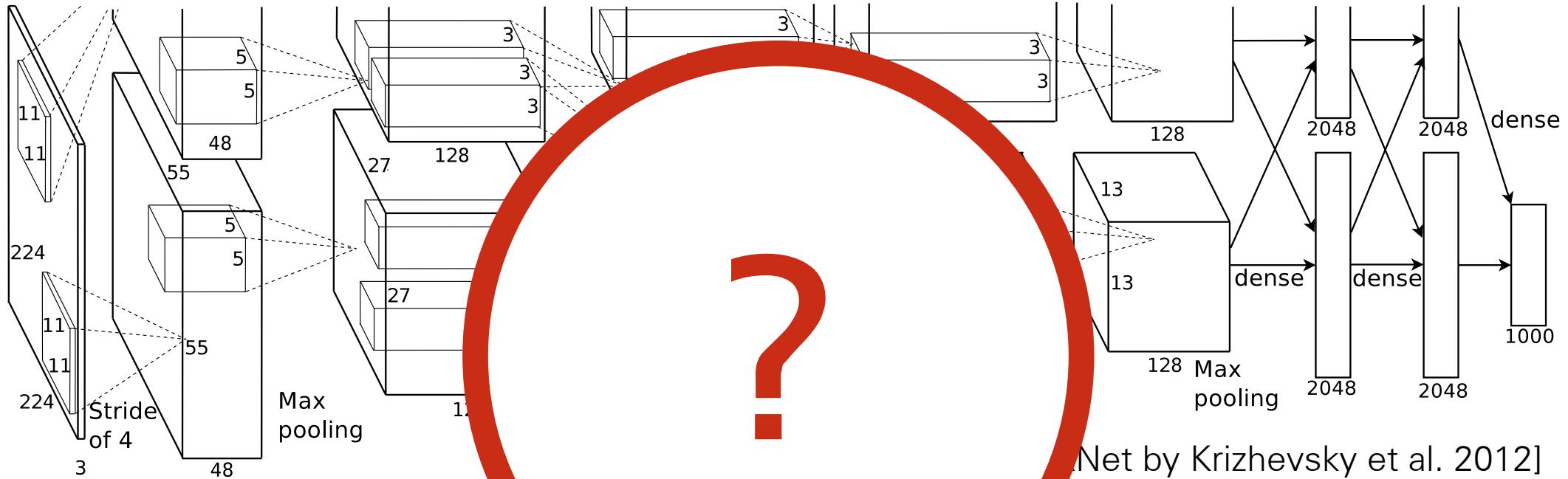
[AlexNet by Krizhevsky et al. 2012]

Excellent **performance** in most image understanding tasks

Learn a sequence of **general-purpose representations**

Millions of parameters learned from data
The “**meaning**” of the representation is unclear

Modern Convolutional Nets



Excellent **performance** in most
understanding tasks

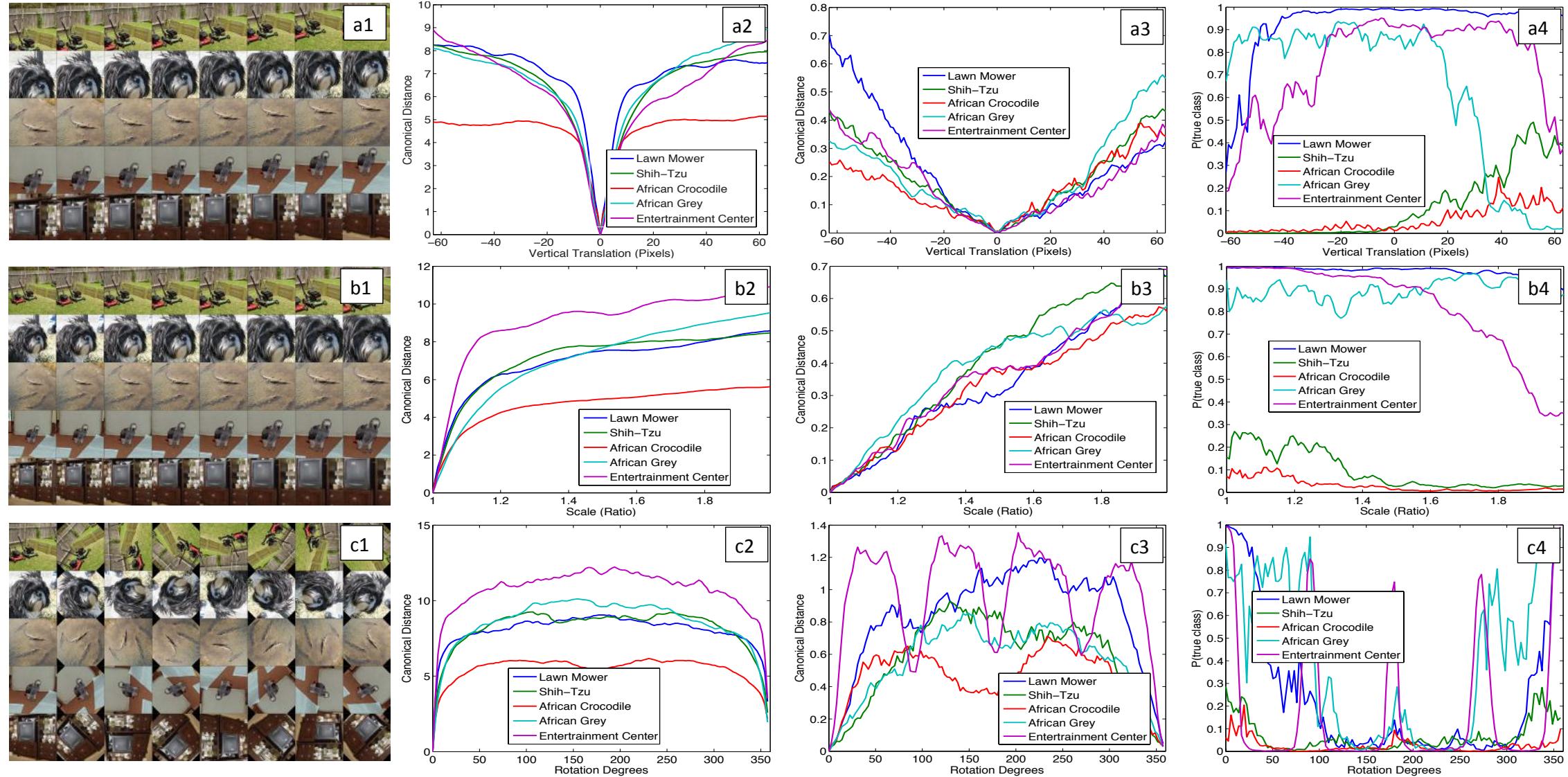
Learn a sequence of **general-purpose**
representations

parameters learned from data
have no clear "meaning"

unclear

Transfer Learning with Deep Networks

Invariance and Covariance

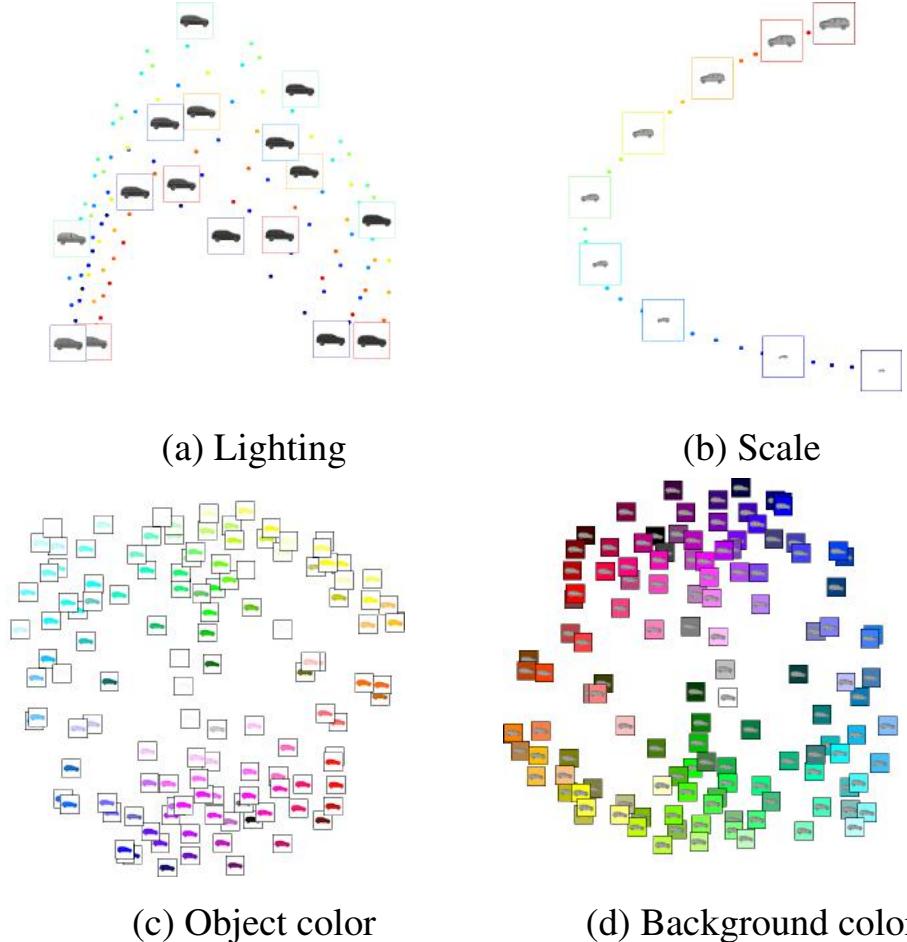


Layer 1

Layer 7

Probability Score

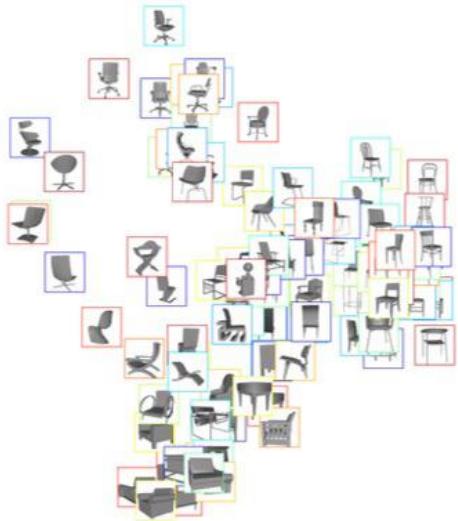
Filter Invariance and Equivariance



- Filters learn how different variances affect appearance
- Different layers and different hierarchies focus on different transformations
- For different objects filters reproduce different behaviors

	pool5	fc6	fc7	
Viewpoint	Places	26.8 % 8.5	21.4 % 7.0	17.8 % 5.9
	AlexNet	26.4 % 8.3	19.4 % 7.2	15.6 % 6.0
	VGG	21.2 % 10.0	16.4 % 7.7	12.3 % 6.2
Style	Places	26.8 % 136.3	39.1 % 105.5	49.4 % 54.6
	AlexNet	28.2 % 121.1	40.3 % 125.5	49.4 % 96.7
	VGG	26.4 % 181.9	44.3 % 136.3	56.2 % 94.2
Δ^L	Places	46.8 %	39.5 %	32.9 %
	AlexNet	45.0 %	40.3 %	35.0 %
	VGG	52.4 %	39.3 %	31.5 %

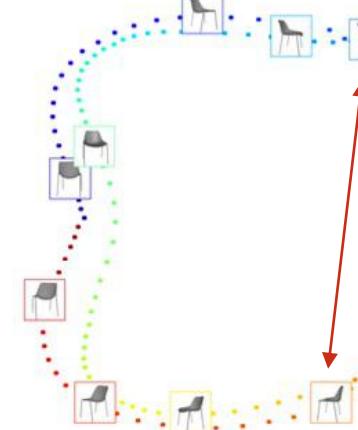
Filter Invariance and Equivariance



(a) Chair, pool5

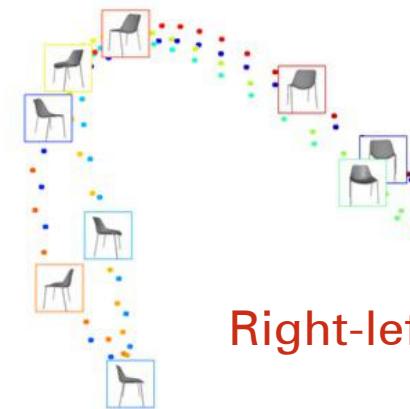


(b) Chair, pool5, style



(c) Chair, pool5, rotation

Right-left chairs look different



(d) Chair, fc6, rotation

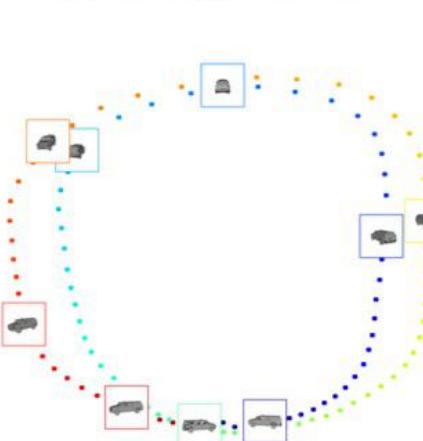
Right-left chairs look similar



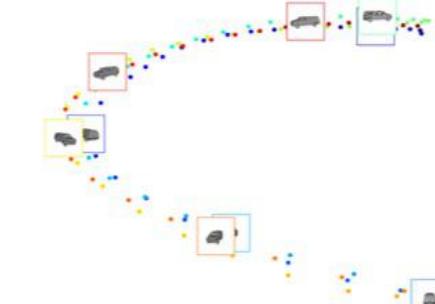
(e) Car, pool5



(f) Car, pool5, style



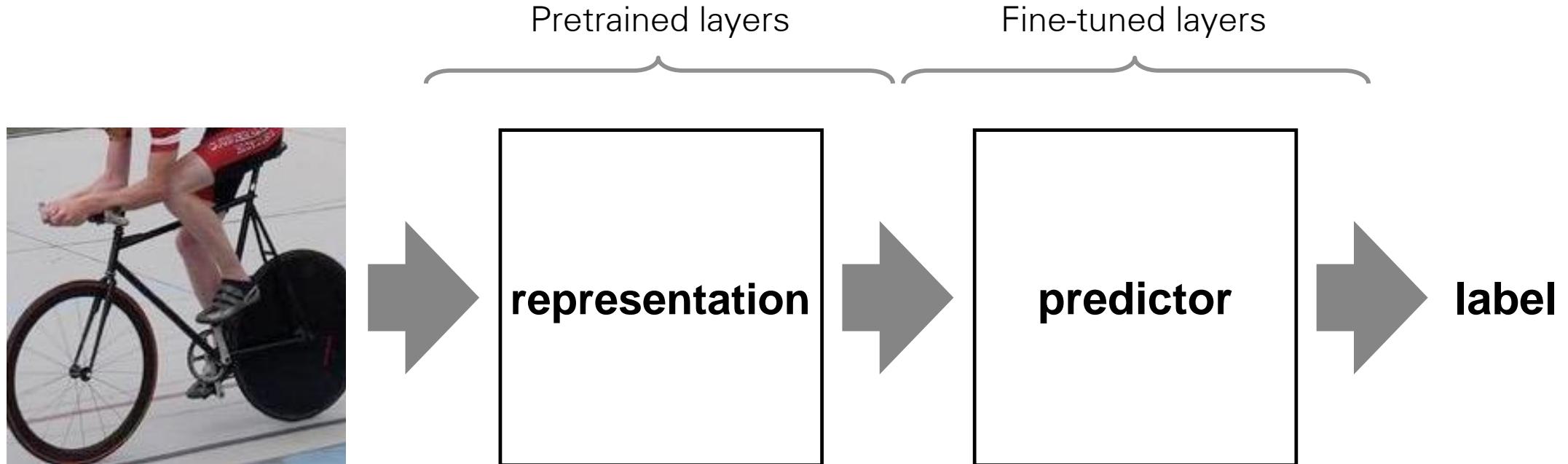
(g) Car, pool5, rotation



(h) Car, fc6, rotation

Pre-training and Transfer Learning

[Evaluations in A. S. Razavian, 2014, Chatfield et al., 2014]



CNN as universal representations

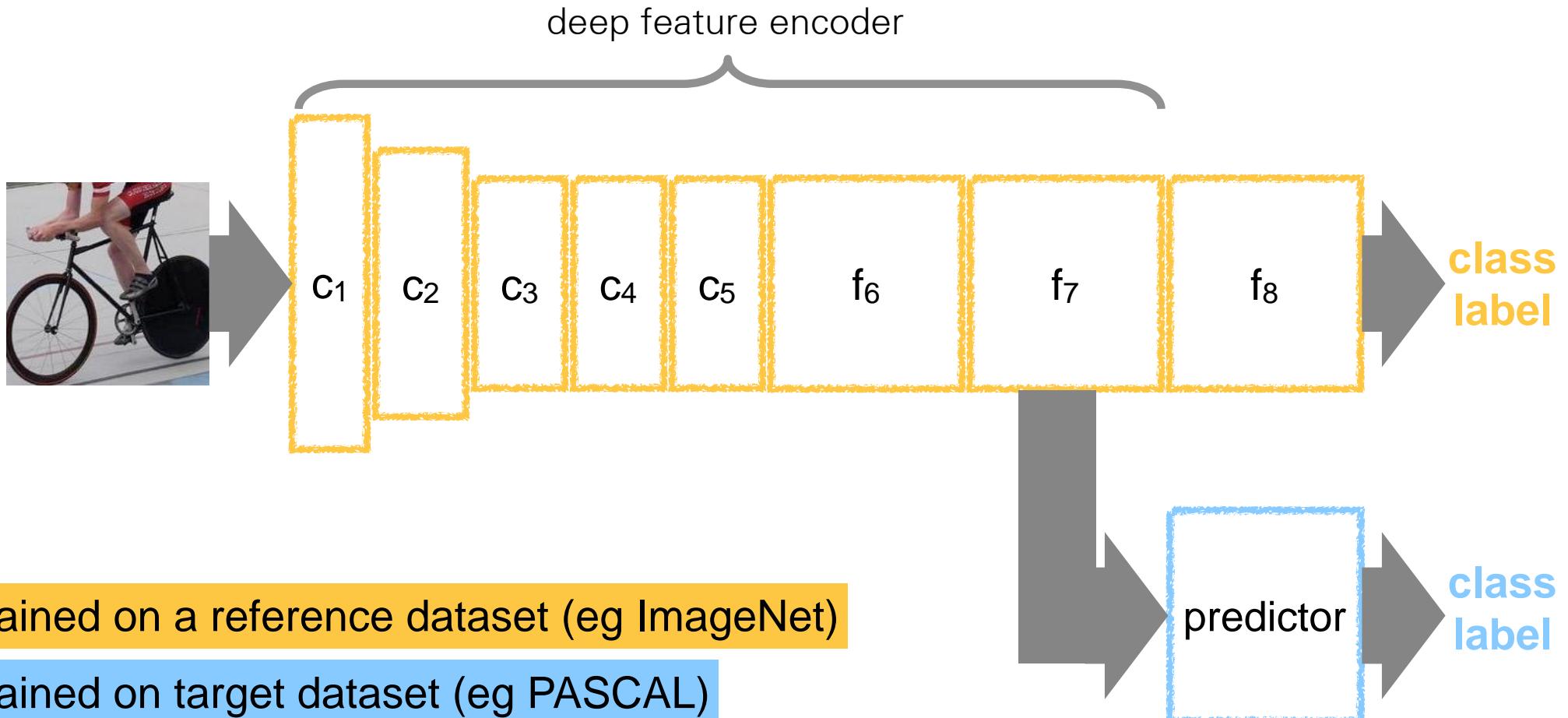
- First several layers in most CNNs are generic
- They can be reused when training data is comparatively scarce.

Application

- Pre-train on ImageNet classification 1M images
- Cut at some deep conv or FC layer to get features

Transfer Learning

Deep representations are generic



- A general-purpose deep encoder is obtained by chopping off the last layers of a CNN trained on a large dataset.

Transfer Learning with CNNs

- Keep layers 1-7 of our ImageNet-trained model fixed
- Train a new softmax classifier on top using the training images of the new dataset.



1. Train on
Imagenet



2. Small dataset:
feature extractor

Freeze
these

Train
this



3. Medium dataset:
finetuning

more data = retrain more of the
network (or all of it)

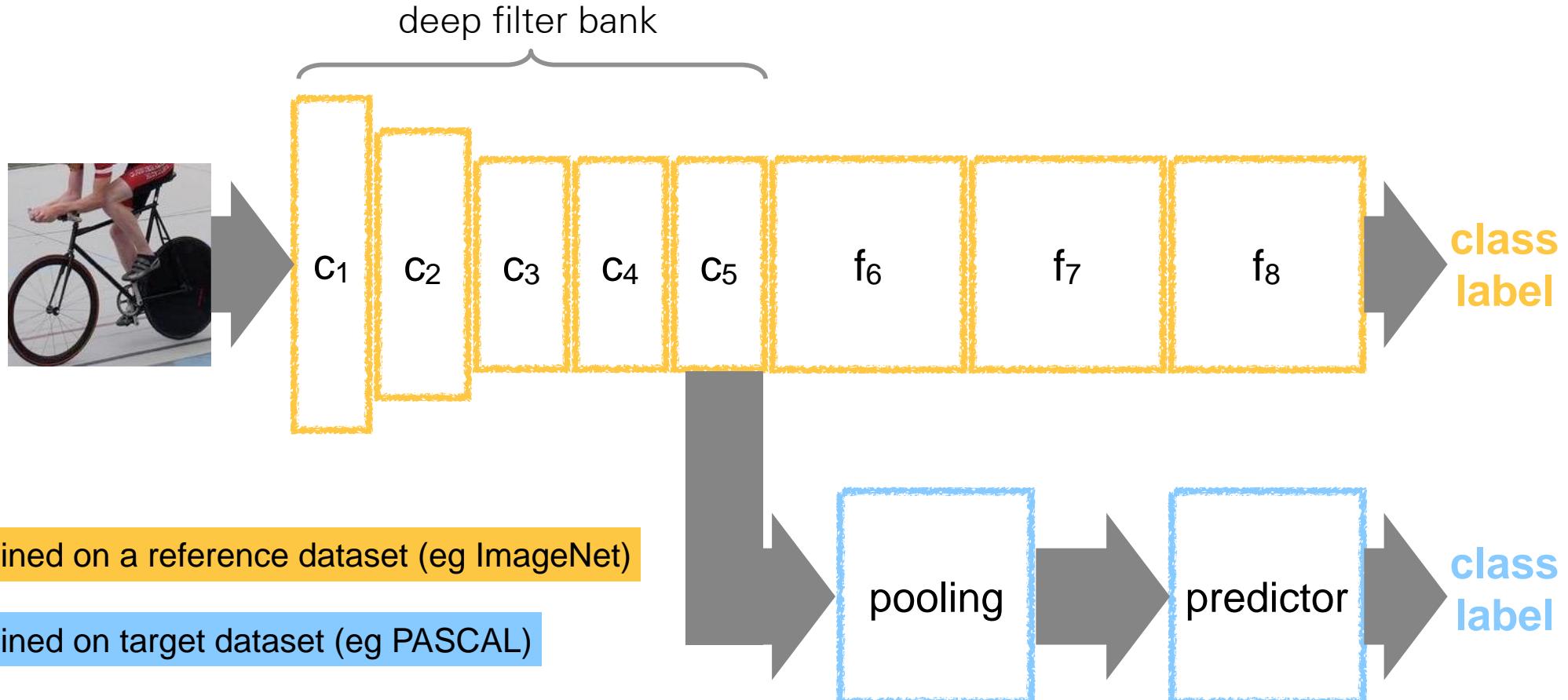
Freeze these

tip: use only ~1/10th of the original
learning rate in finetuning top layer,
and ~1/100th on intermediate layers

Train this

CNNs as Filter Banks

Deep representations used as local features

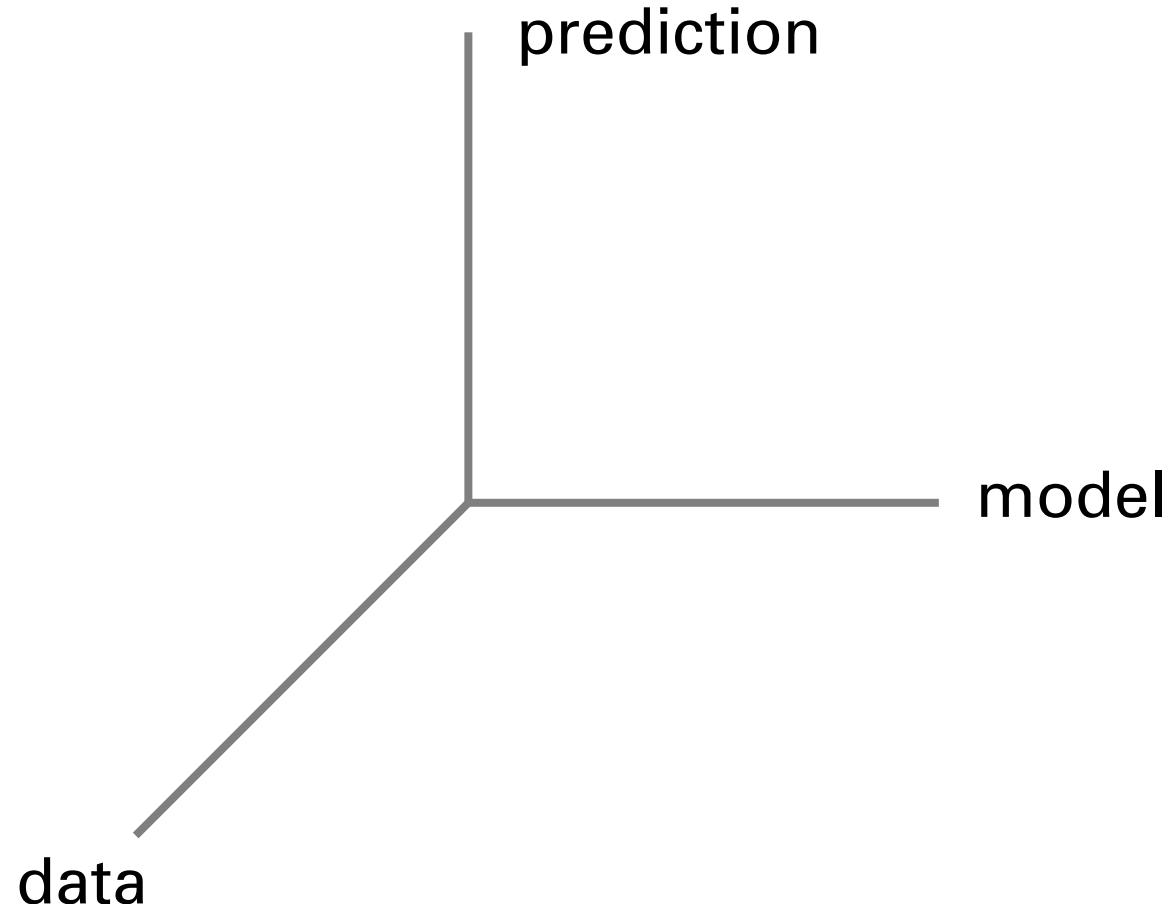


- In R-CNN and similar models, the most important shared component are the convolutional features.

Interpretability

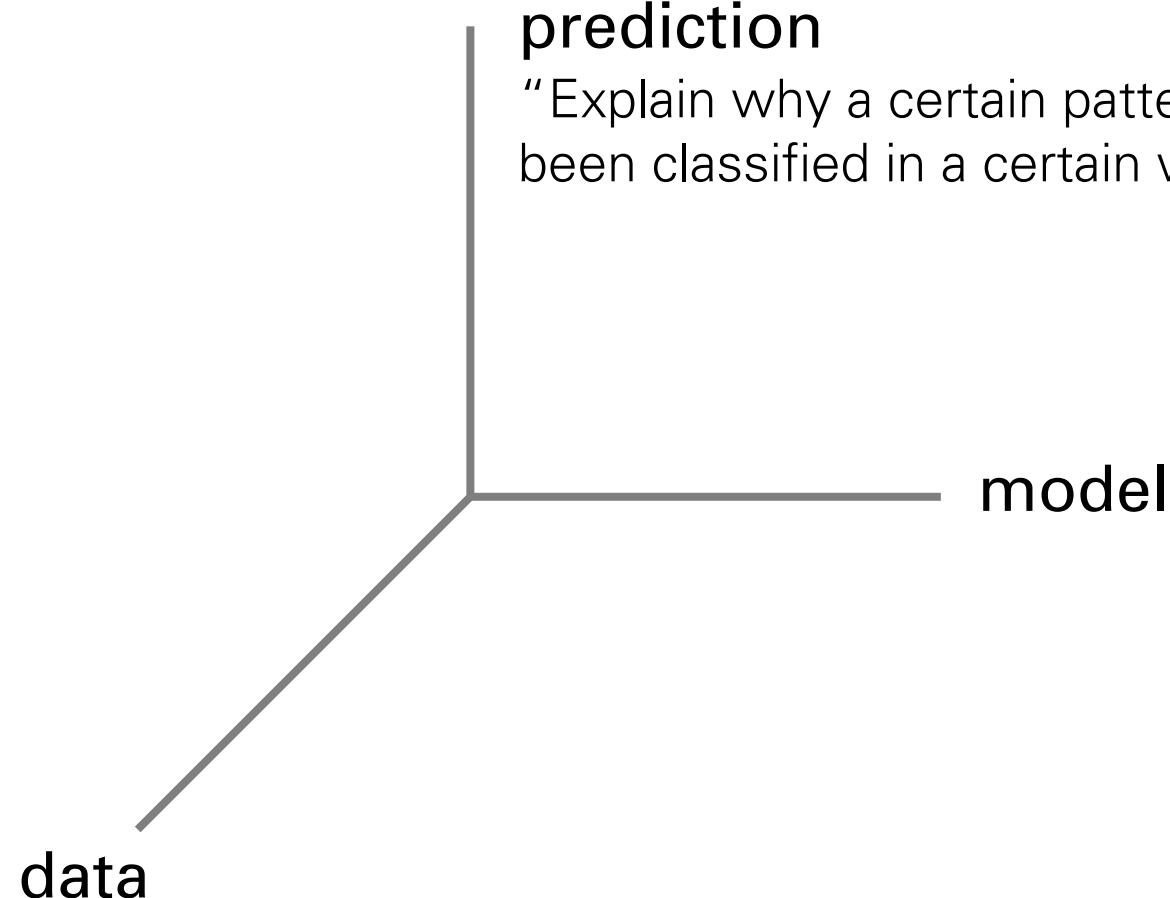
Dimensions of Interpretation

Different dimensions
of “interpretability”



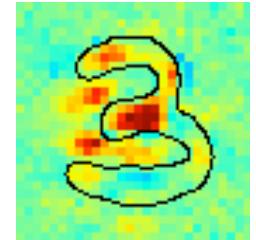
Dimensions of Interpretation

Different dimensions
of “interpretability”



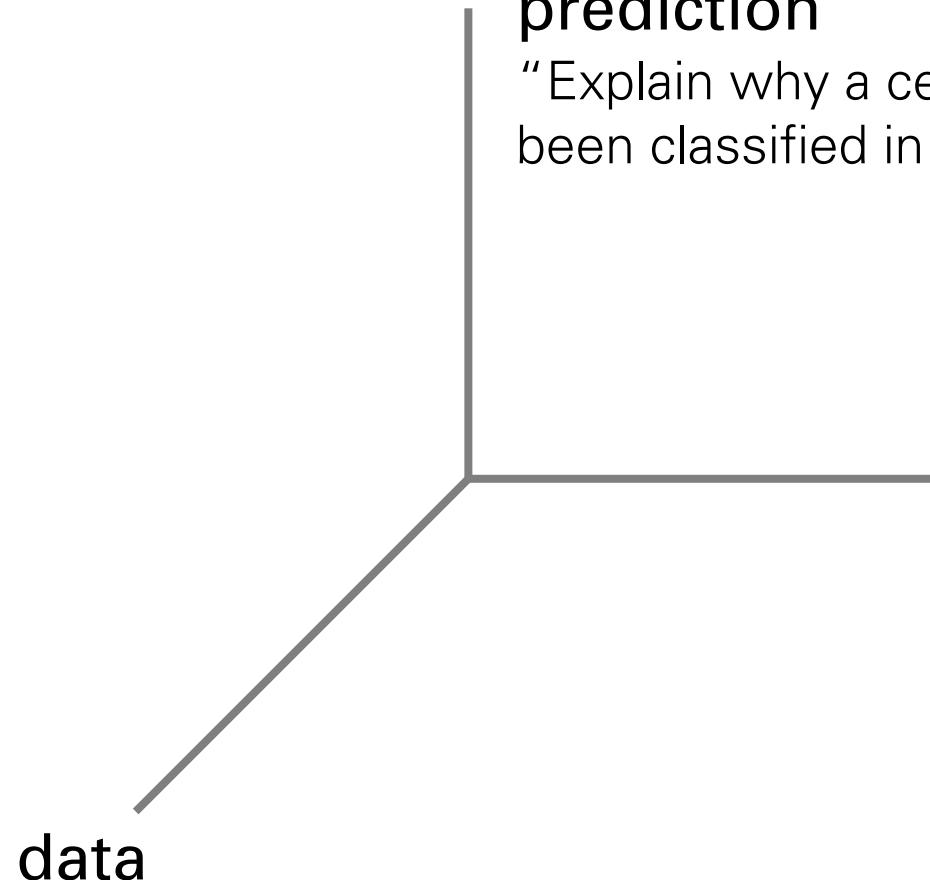
prediction

“Explain why a certain pattern x has
been classified in a certain way $f(x)$.”



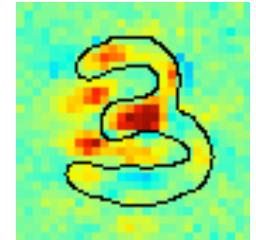
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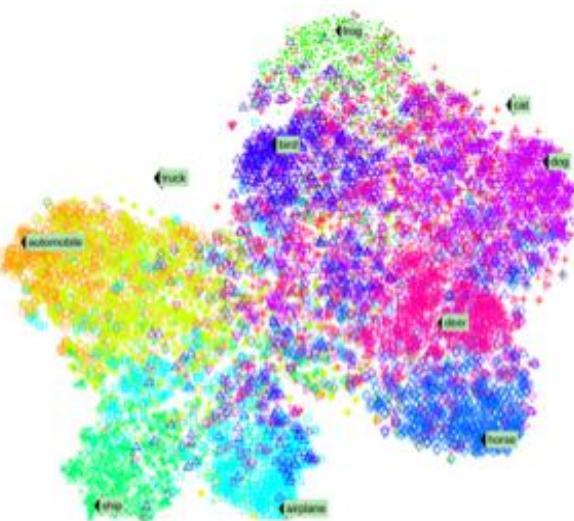
model

“What would a pattern belonging to a certain category typically look like according to the model.”



Dimensions of Interpretation

Different dimensions
of “interpretability”

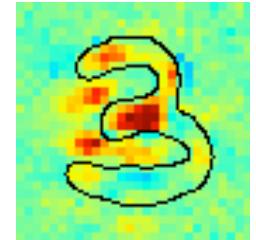


data

“Which dimensions of the data
are most relevant for the task.”

prediction

“Explain why a certain pattern x has
been classified in a certain way $f(x)$.”



model

“What would a pattern belonging
to a certain category typically look
like according to the model.”



Why Interpretability?

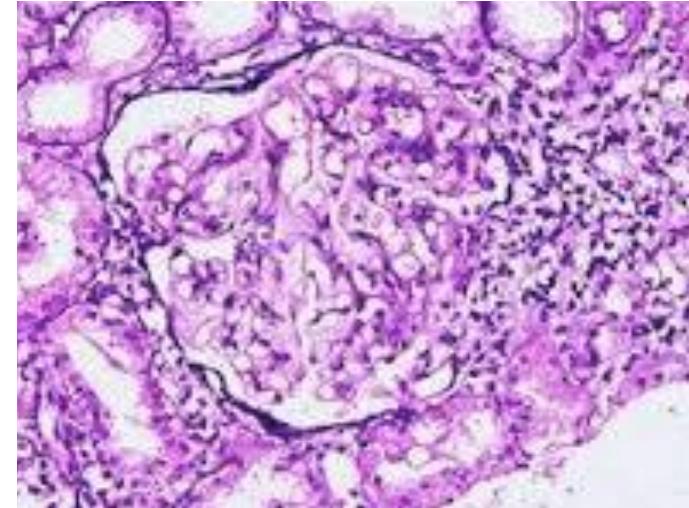
1) Verify that classifier works as expected

Wrong decisions can be costly and dangerous

“Autonomous car crashes,
because it wrongly recognizes ...”



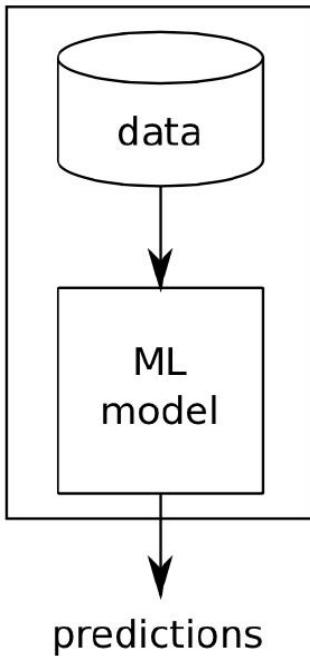
“AI medical diagnosis system
misclassifies patient’s disease ...”



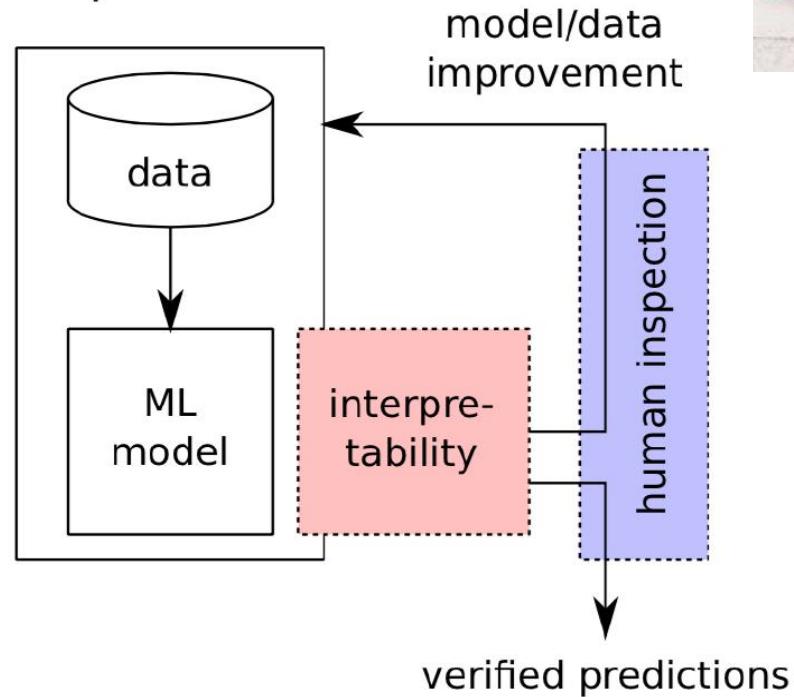
Why Interpretability?

2) Improve classifier

Standard ML

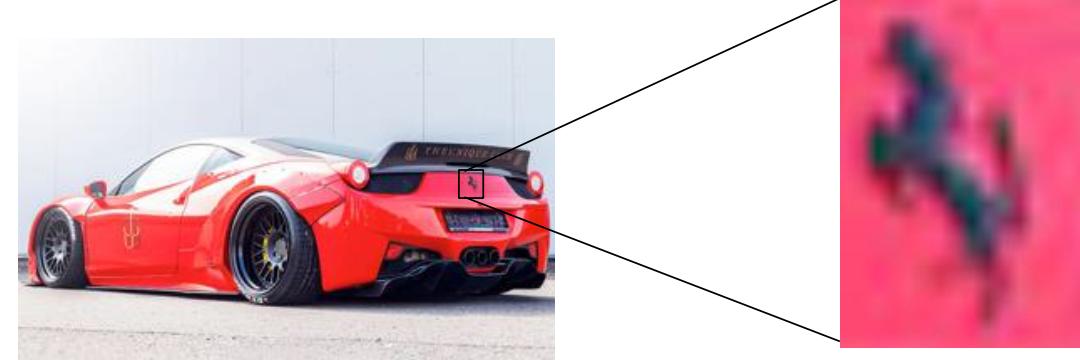


Interpretable ML



Generalization error

Generalization error + human experience



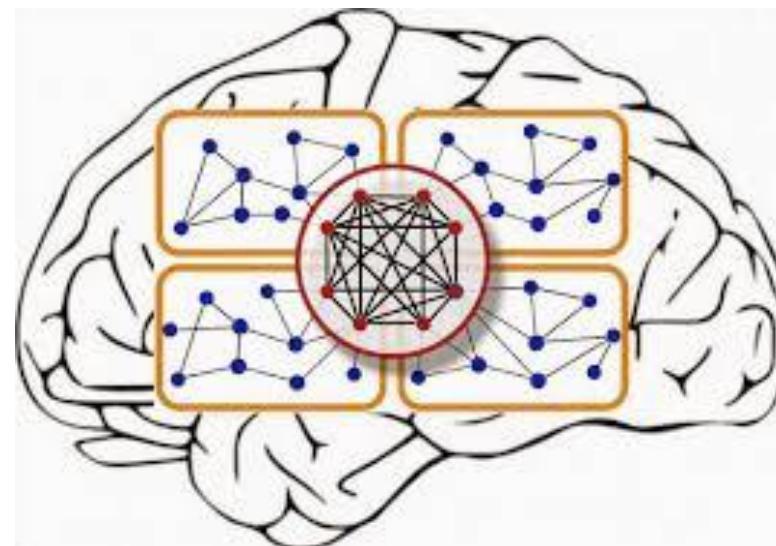
Why Interpretability?

3) Learn from the learning machine

"It's not a human move. I've never seen a human play this move." (Fan Hui)



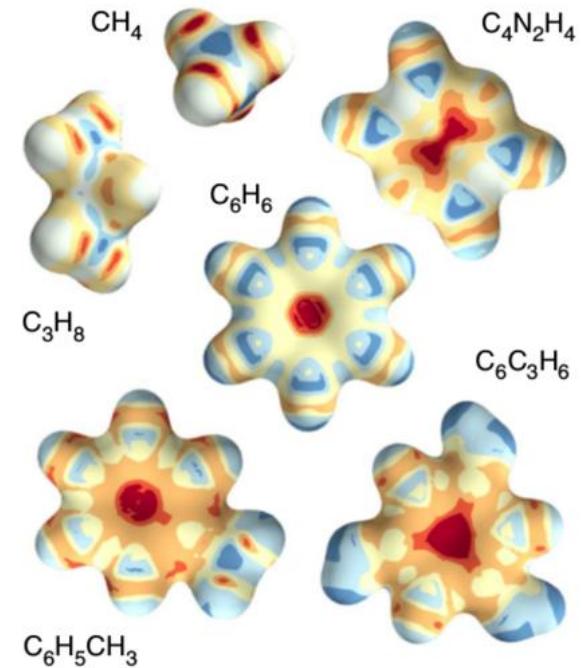
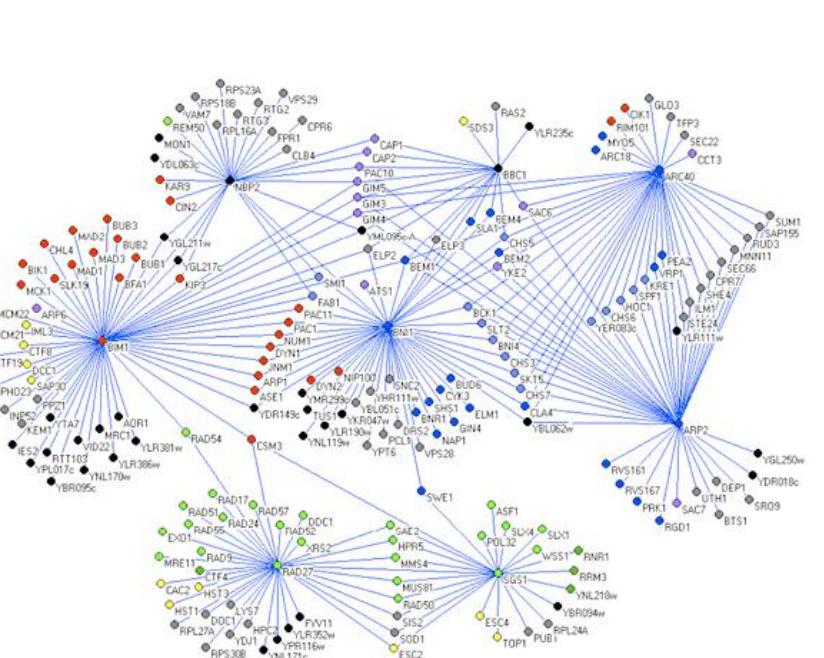
Old promise:
"Learn about the human brain."



Why Interpretability?

4) Interpretability in the sciences

Learn about the physical / biological / chemical mechanisms.
(e.g. find genes linked to cancer, identify binding sites ...)



Why Interpretability?

5) Compliance to legislation

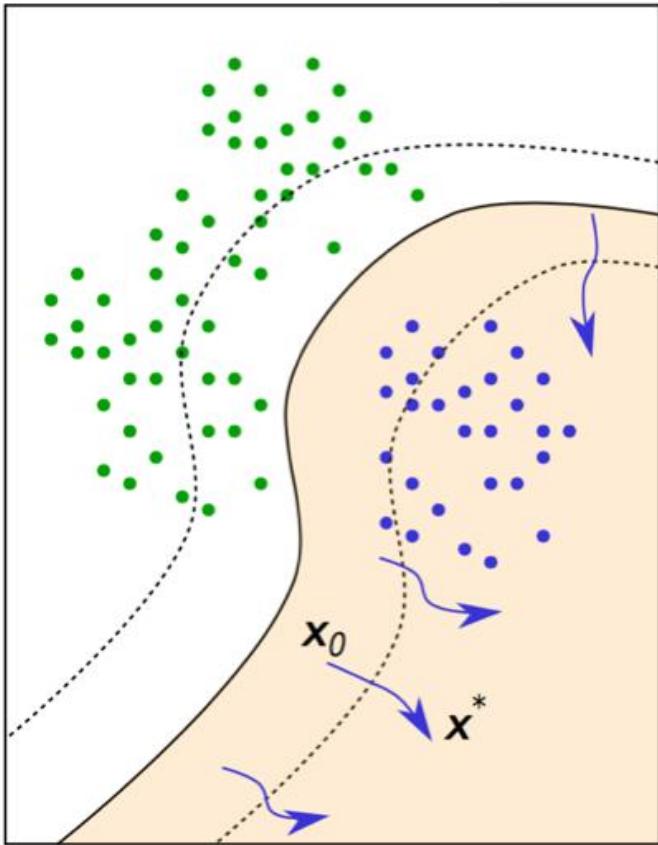
European Union's new General Data Protection Regulation  “right to explanation”

Retain human decision in order to assign responsibility.

“With interpretability we can ensure that ML models work in compliance to proposed legislation.”

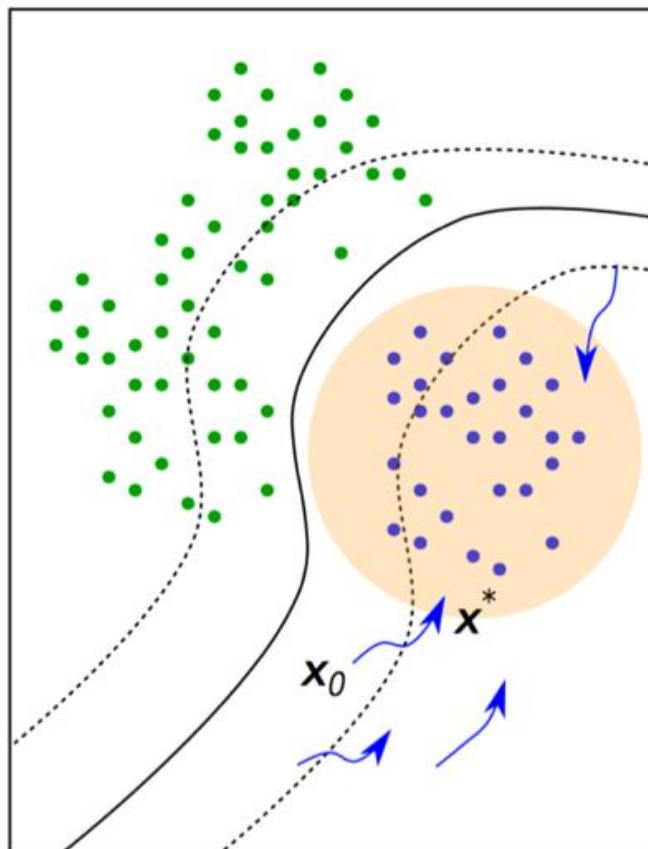
Dimensions of Interpretation

model analysis

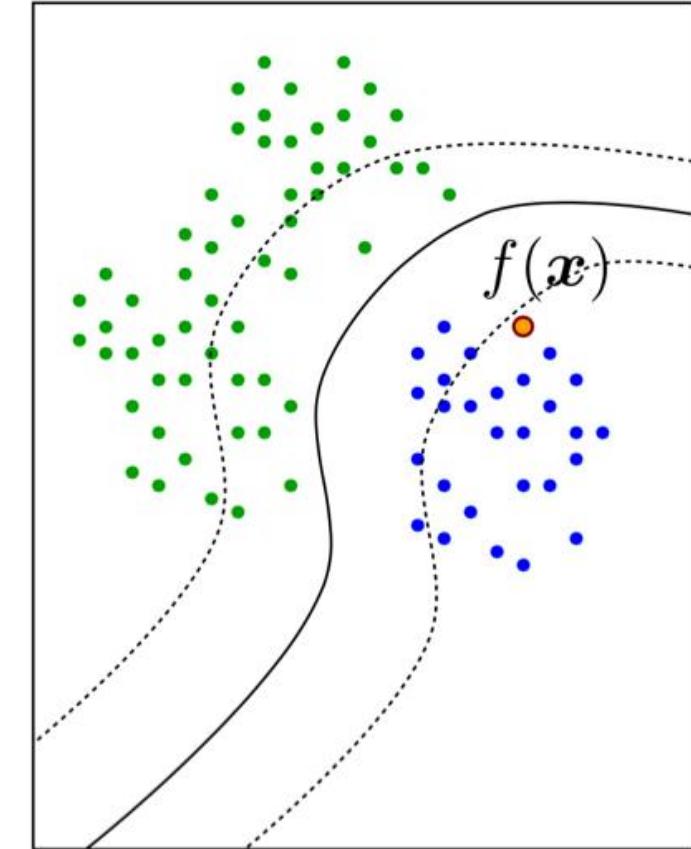


Find the input pattern
that maximizes class
probability.

decision analysis



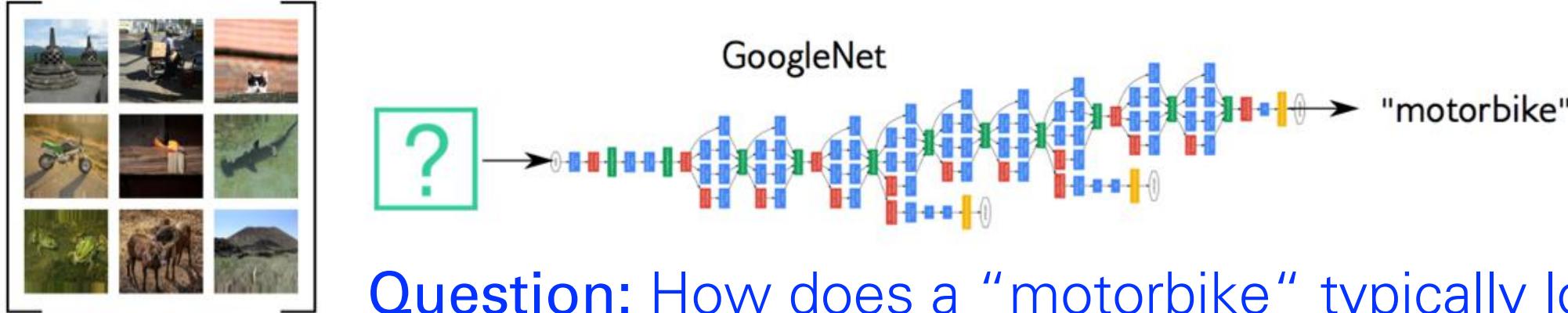
Find the most likely
input pattern for a
given class.



Explain individual
prediction.

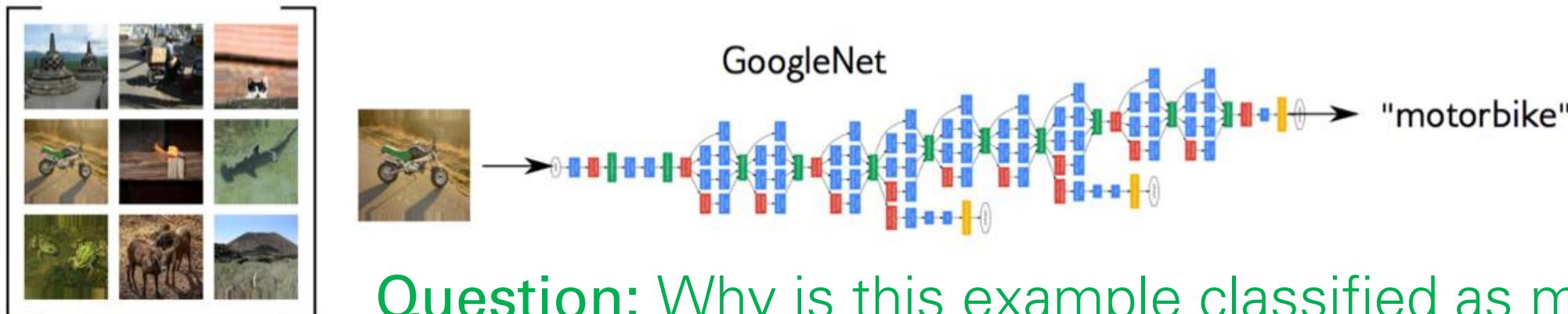
Dimensions of Interpretation

- Finding a prototype:



Question: How does a “motorbike” typically look like

- Individual explanation:



Question: Why is this example classified as motorbike?

Some Approaches

- Visualize patches that maximally activate neurons
- Visualize the weights
- Visualize the representation space (e.g. with t-SNE)
- Occlusion experiments
- Human experiment comparisons
- Deconv approaches (single backward pass)
- Optimization over image approaches (optimization)

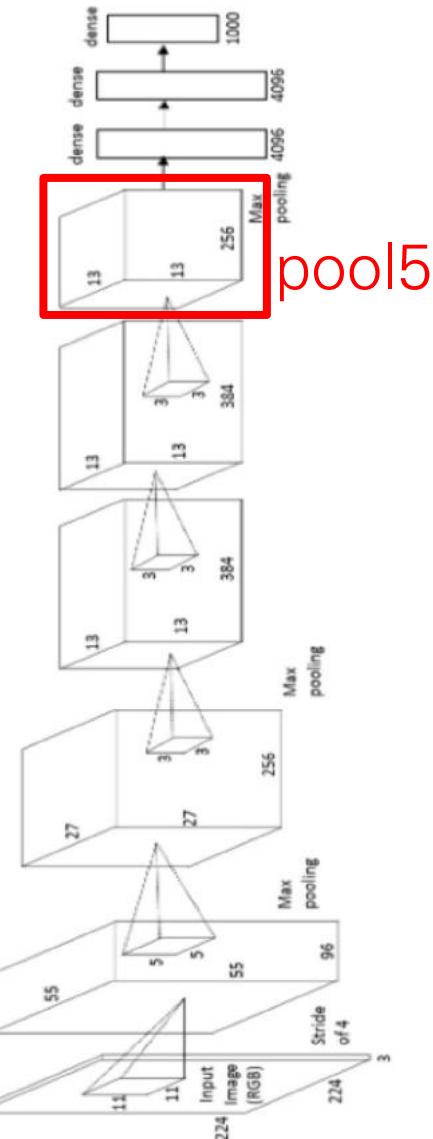
Visualize patches that maximally activate neurons



Figure 4: Top regions for six pool_5 units. Receptive fields and activation values are drawn in white. Some units are aligned to concepts, such as people (row 1) or text (4). Other units capture texture and material properties, such as dot arrays (2) and specular reflections (6).

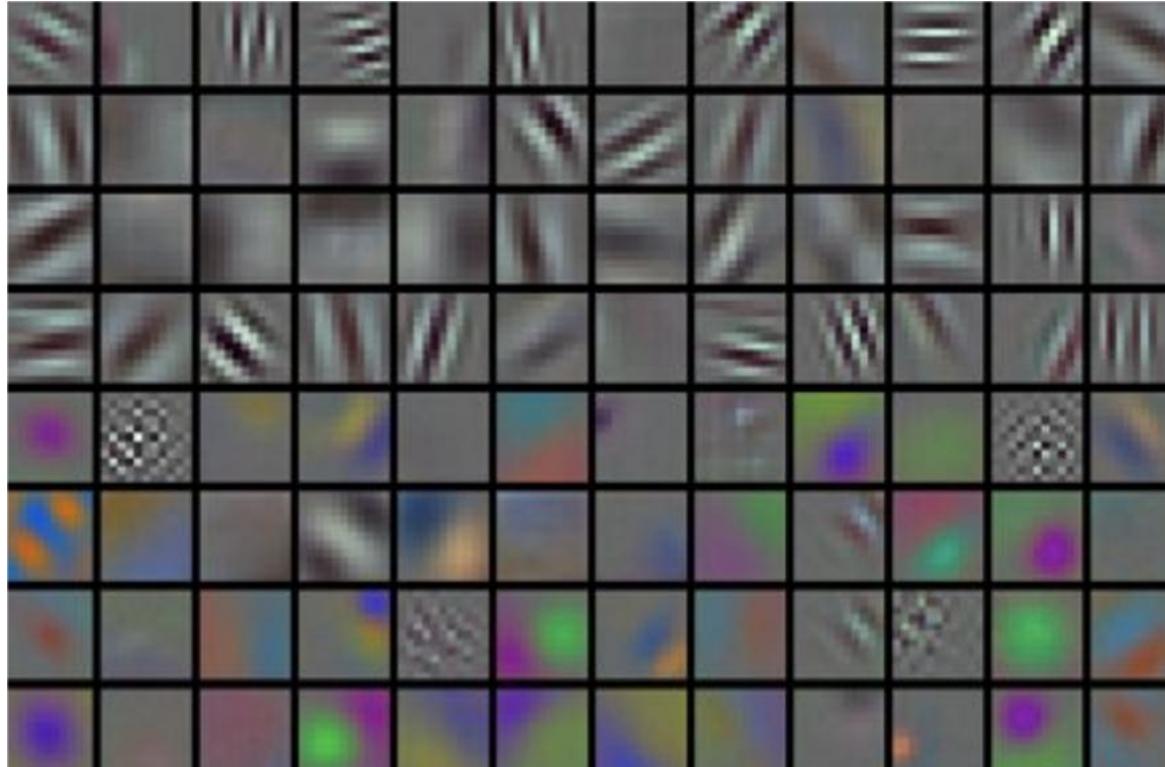
Rich feature hierarchies for accurate object detection and semantic segmentation
[Girshick, Donahue, Darrell, Malik]

one-stream AlexNet



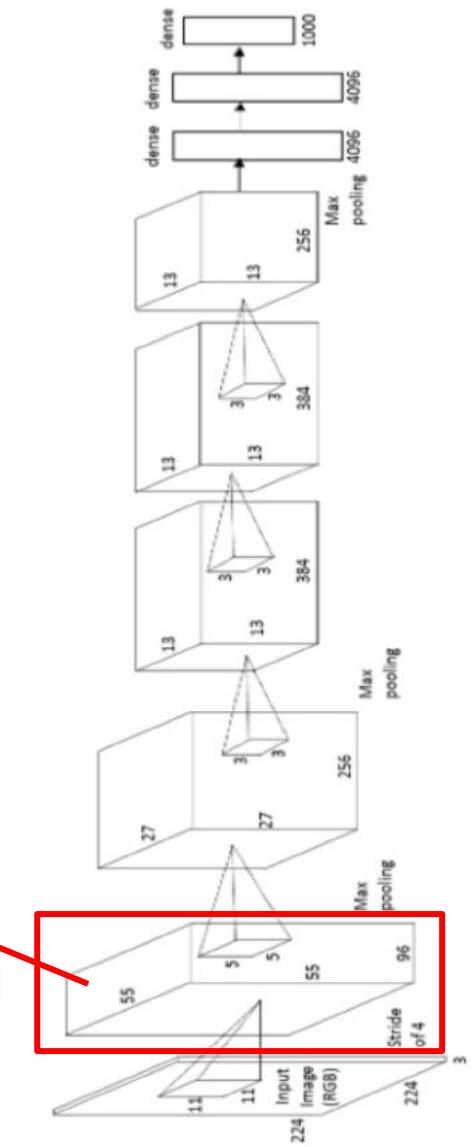
pool5

Visualize the filters/kernels (raw weights)

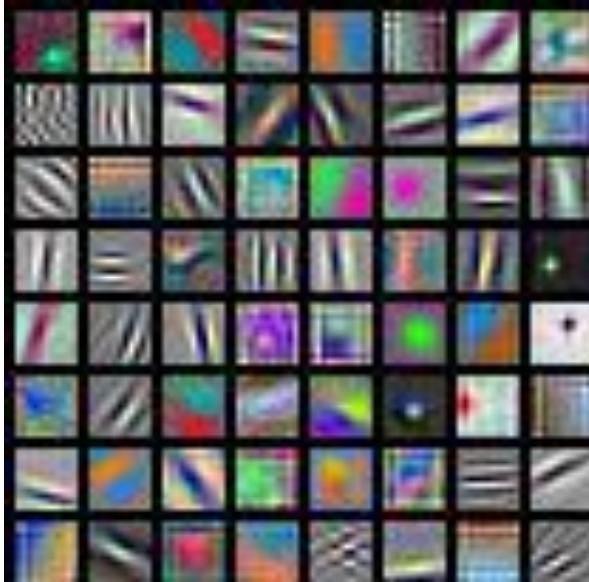


conv1

only interpretable on the first layer :(



Visualize the filters/kernels (raw weights)



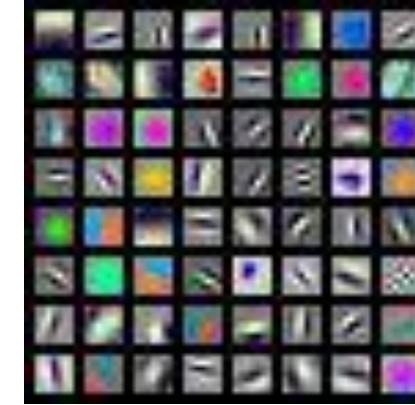
AlexNet:
 $64 \times 3 \times 11 \times 11$



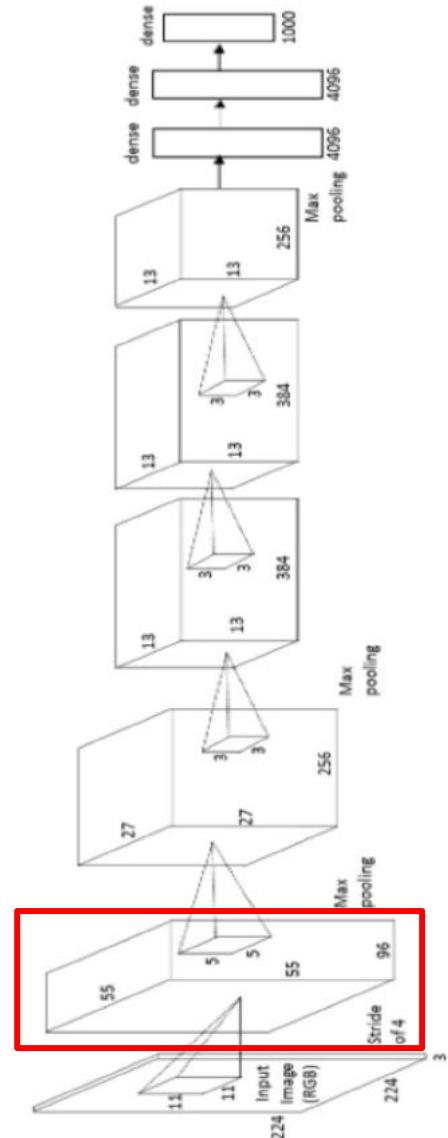
ResNet-18:
 $64 \times 3 \times 7 \times 7$



ResNet-101:
 $64 \times 3 \times 7 \times 7$



DenseNet-121:
 $64 \times 3 \times 7 \times 7$



Krizhevsky, "One weird trick for parallelizing convolutional neural networks", arXiv 2014
He et al, "Deep Residual Learning for Image Recognition", CVPR 2016
Huang et al, "Densely Connected Convolutional Networks", CVPR 2017

Visualize the filters/kernels (raw weights)

you can still do it
for higher layers,
it's just not that
interesting

(these are taken
from ConvNetJS
CIFAR-10 demo)



layer 1 weights



layer 2 weights



layer 3 weights

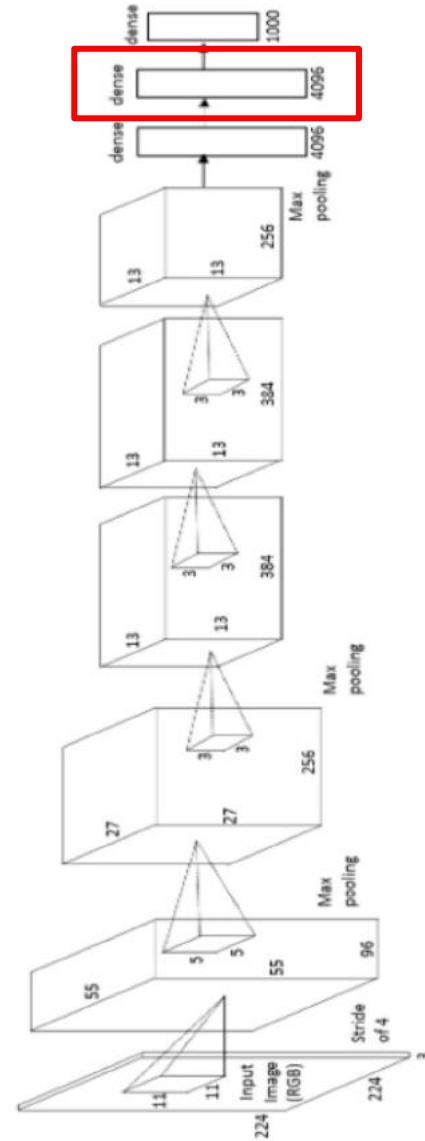
Visualizing the representation

fc7
layer



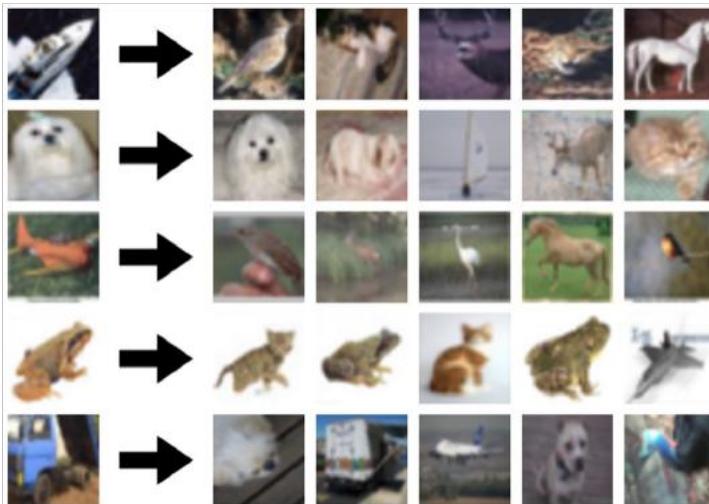
4096-dimensional “code” for an image
(layer immediately before the classifier)

can collect the code for many images

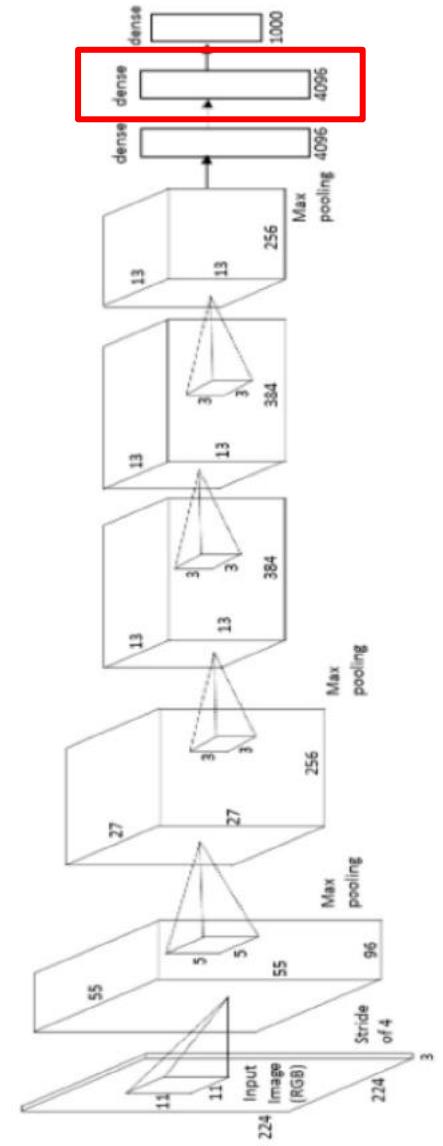
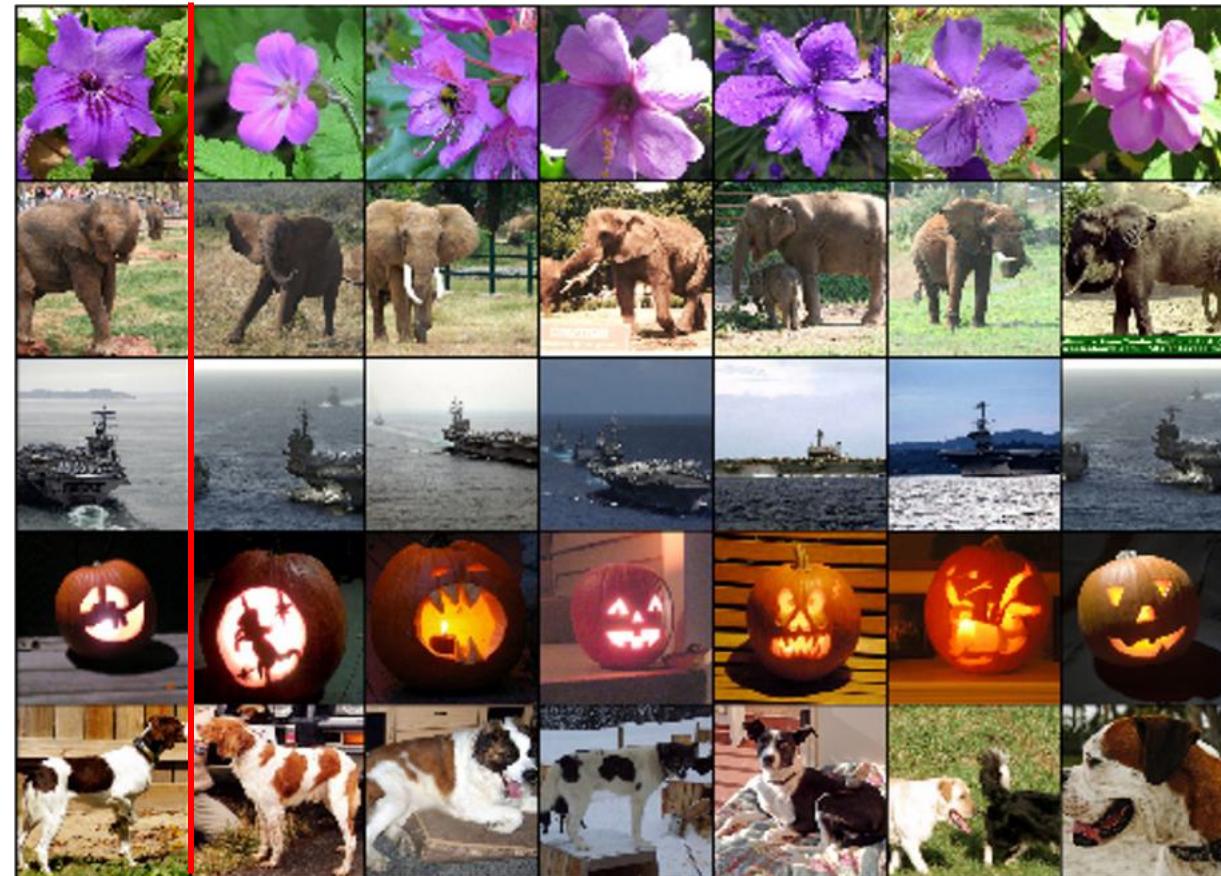


Last Layer: Nearest Neighbors

Recall: Nearest neighbors in pixel space



Test image L2 Nearest neighbors in feature space

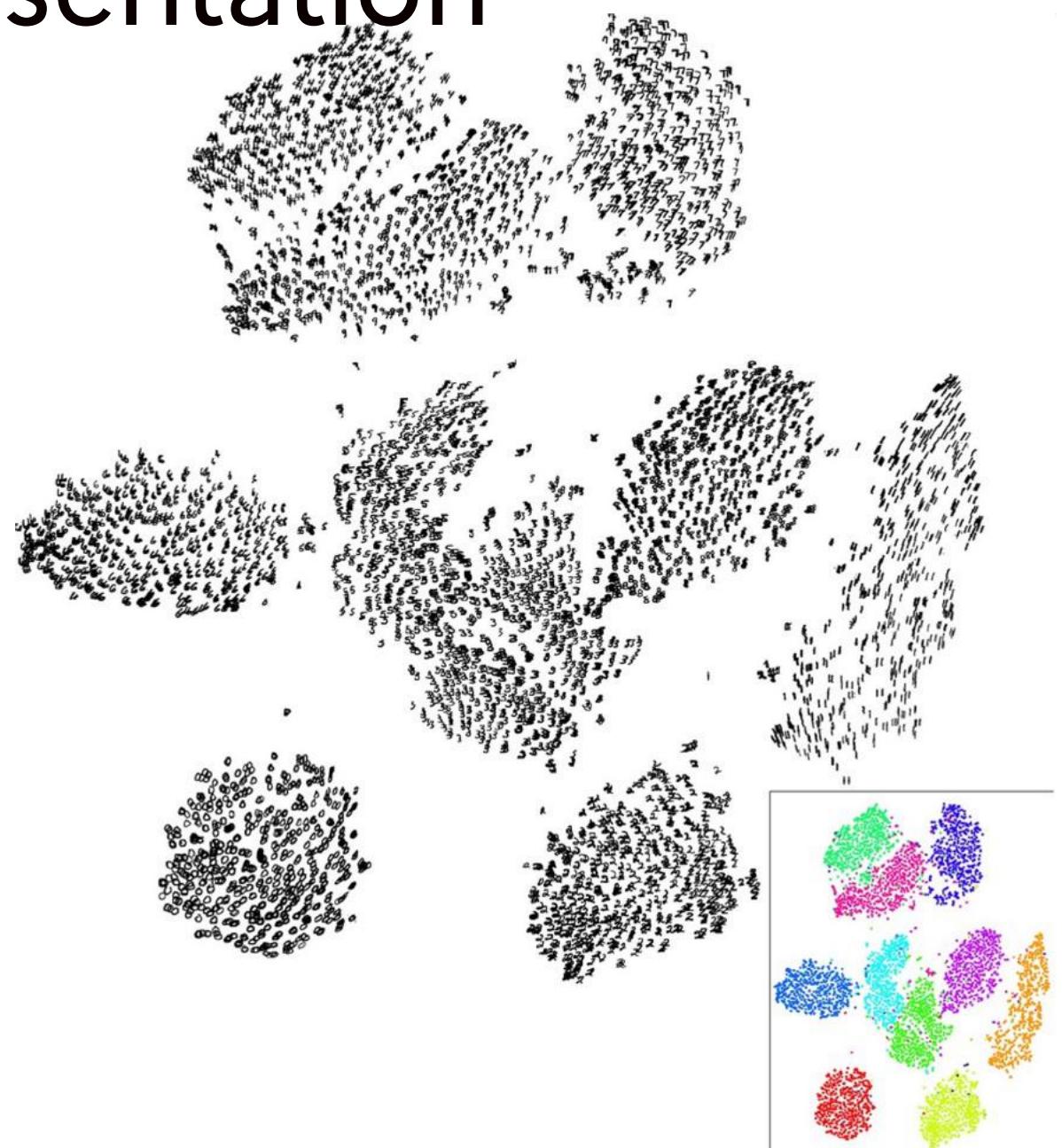


Visualizing the representation

t-SNE visualization

[van der Maaten & Hinton]

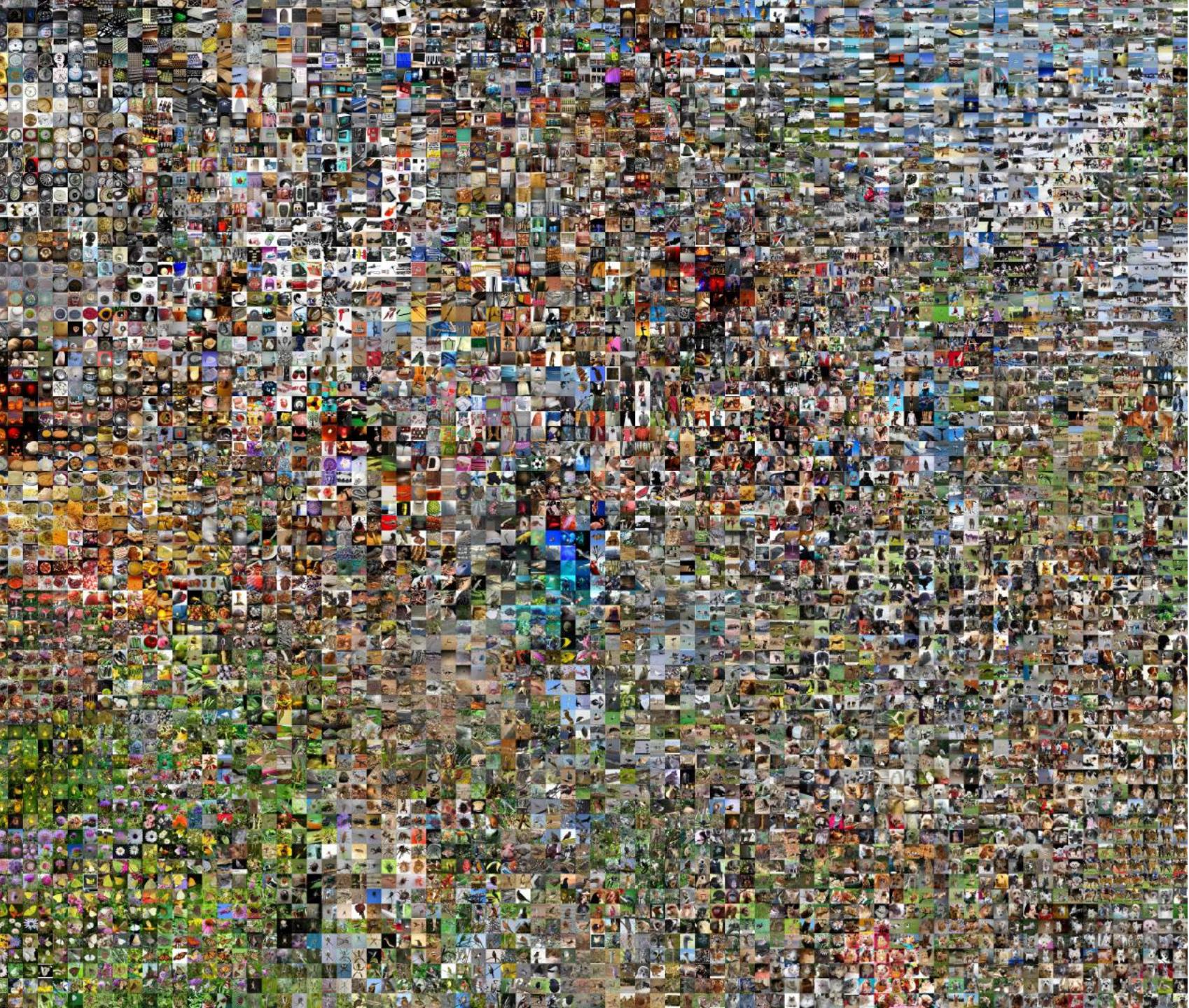
- Embed high-dimensional points so that locally, pairwise distances are conserved
- i.e. similar things end up in similar places. dissimilar things end up wherever
- Right: Example embedding of MNIST digits (0-9) in 2D



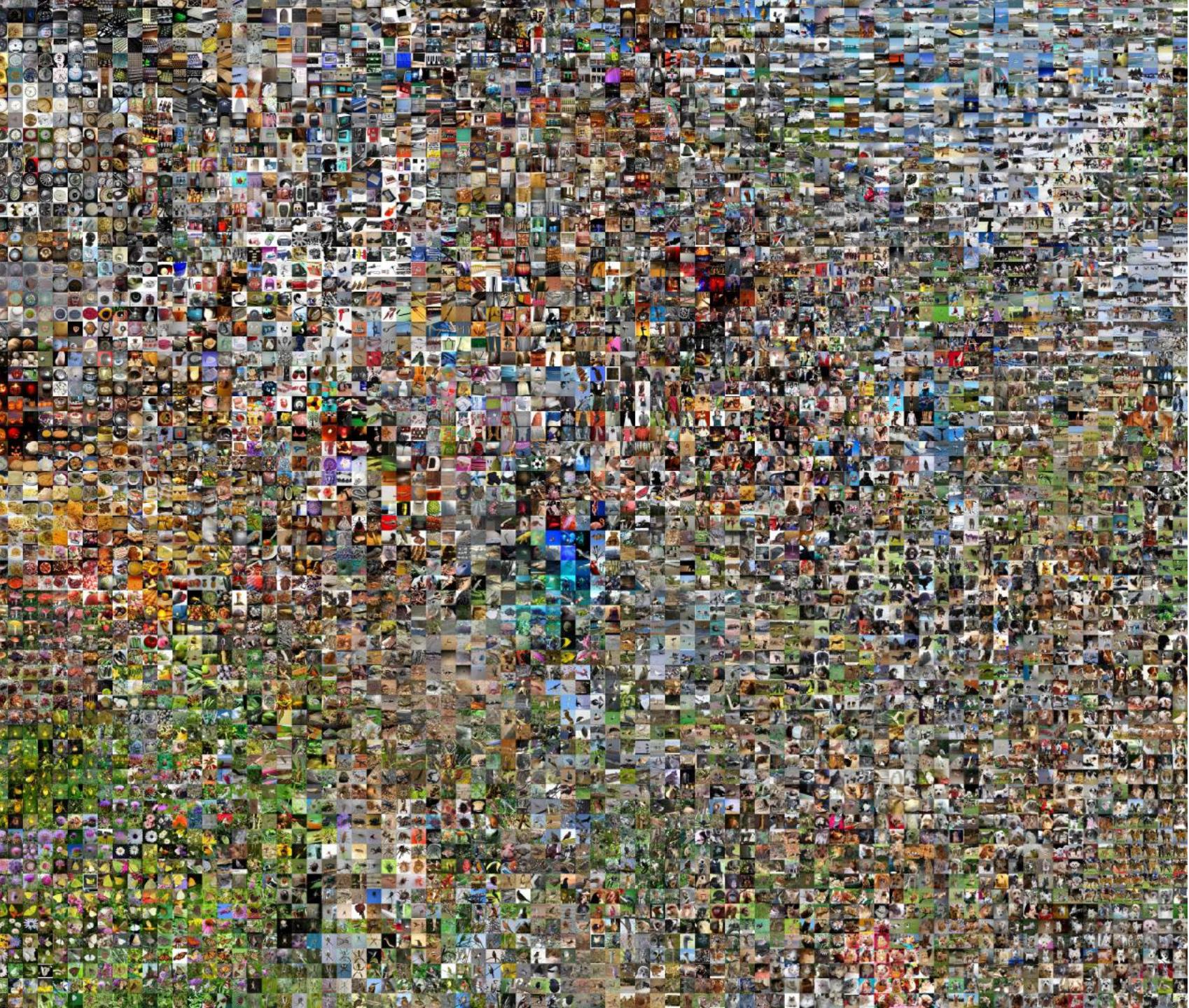
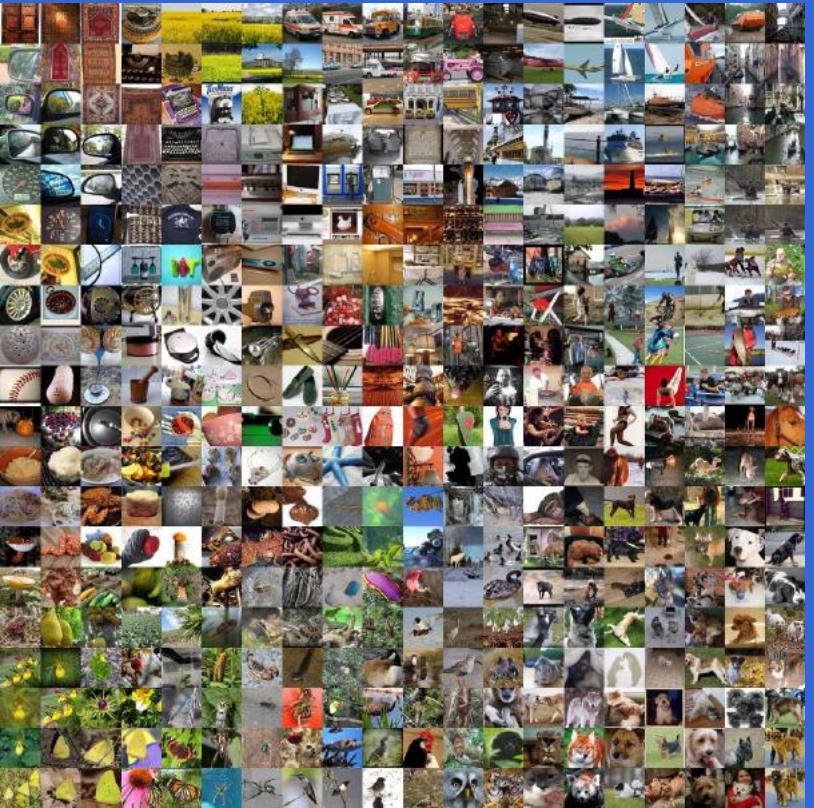
t-SNE visualization:

- two images are placed nearby if their CNN codes are close. See more:

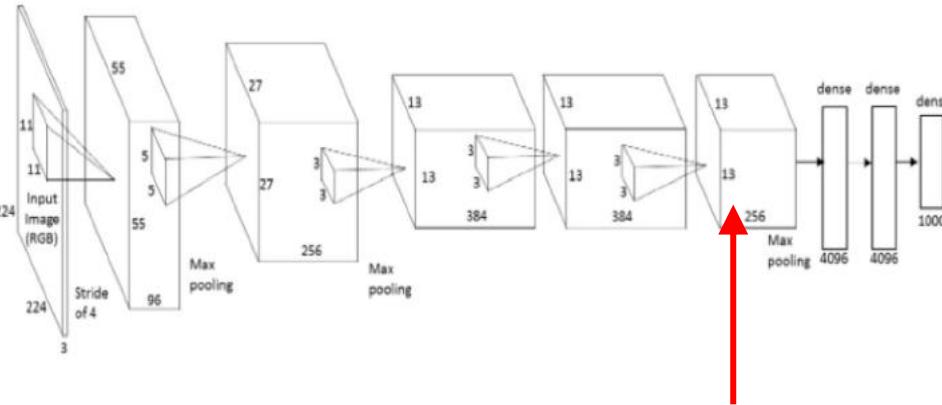
<http://cs.stanford.edu/people/karpathy/cnnembed/>



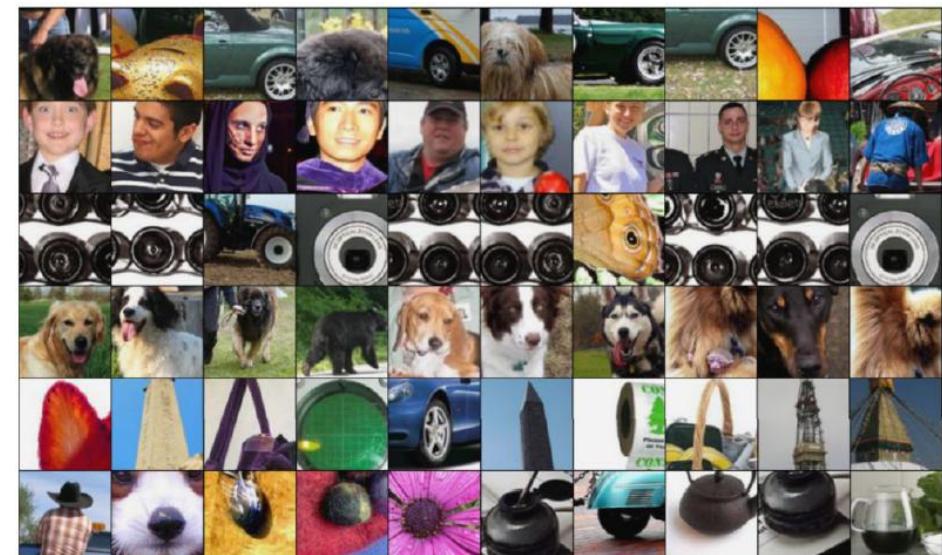
t-SNE visualization:



Visualize patches that maximally activate neurons

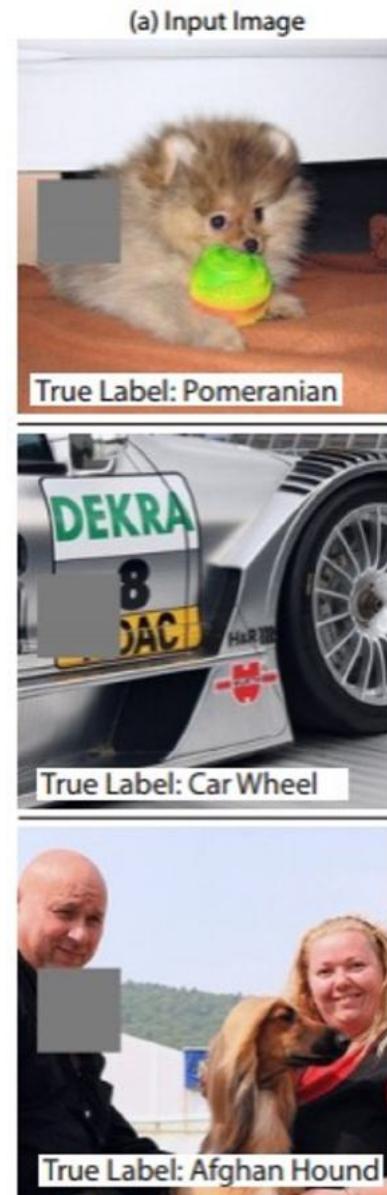


- Pick a layer and a channel; e.g. conv5 is $128 \times 13 \times 13$, pick channel 17/128
- Run many images through the network, record values of chosen channel
- Visualize image patches that correspond to maximal activations



Occlusion experiments

[Zeiler & Fergus 2013]

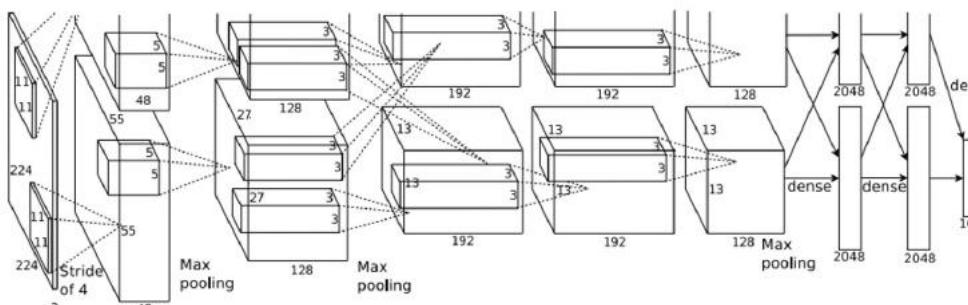
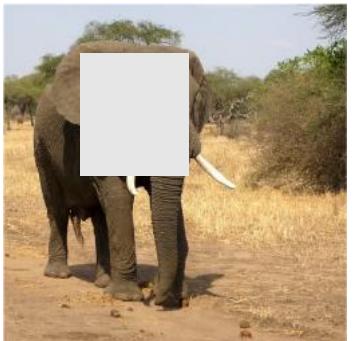
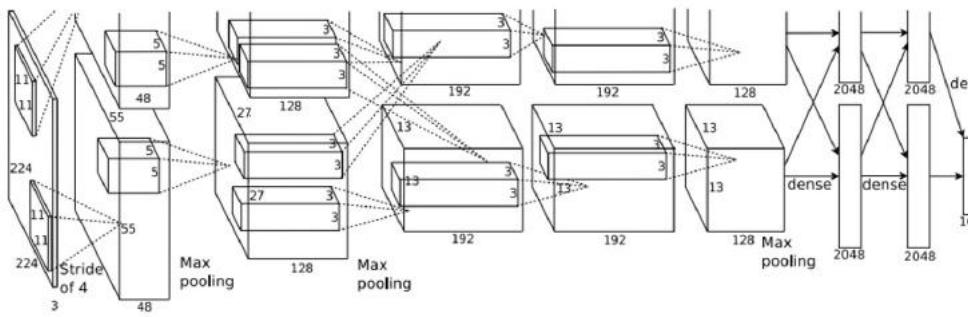
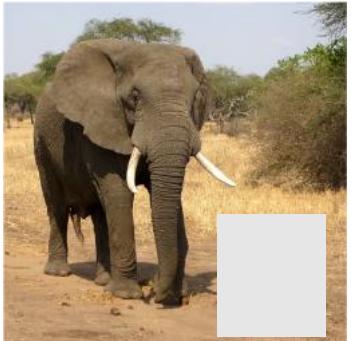


(d) Classifier, probability
of correct class

(as a function of
the position of the
square of zeros in
the original image)

Which Pixels Matter? Saliency via Occlusion

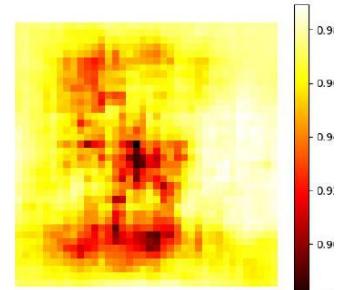
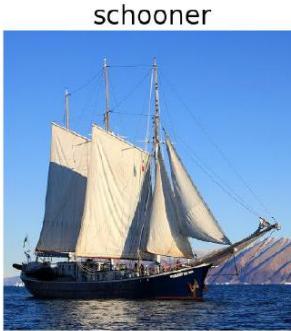
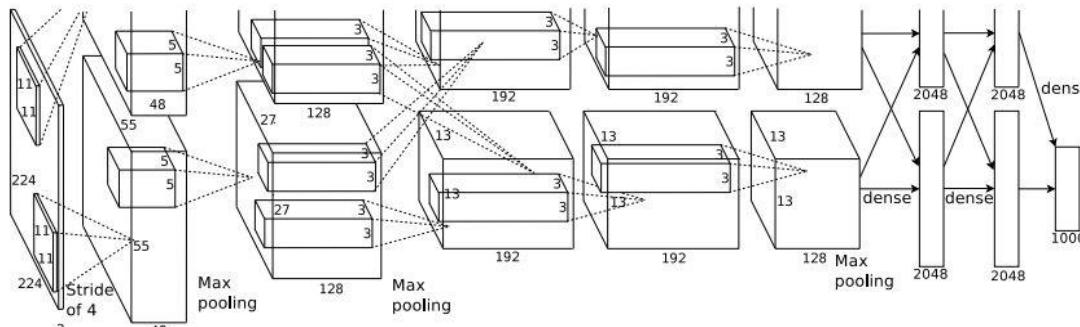
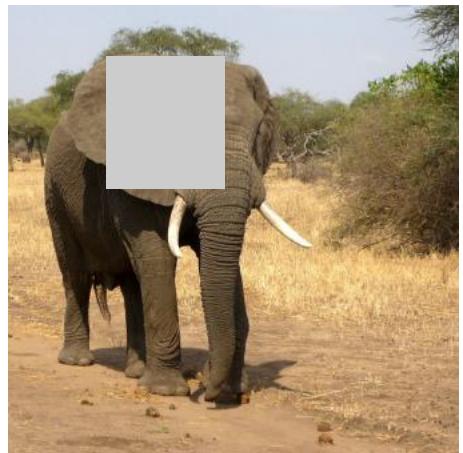
Mask part of the image before feeding to CNN,
check how much predicted probabilities change



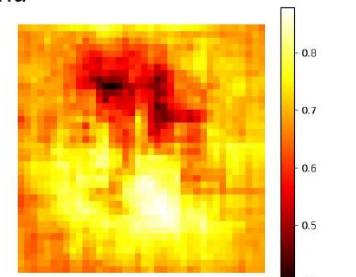
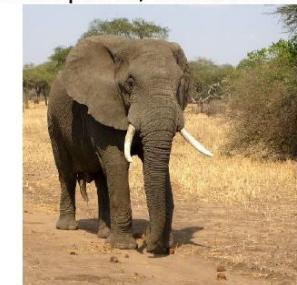
Occlusion experiments

[Zeiler & Fergus 2013]

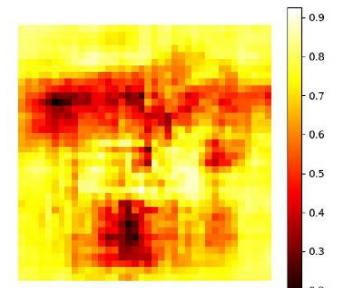
Mask part of the image before feeding to CNN, draw heatmap of probability at each mask location



schooner
African elephant, *Loxodonta africana*

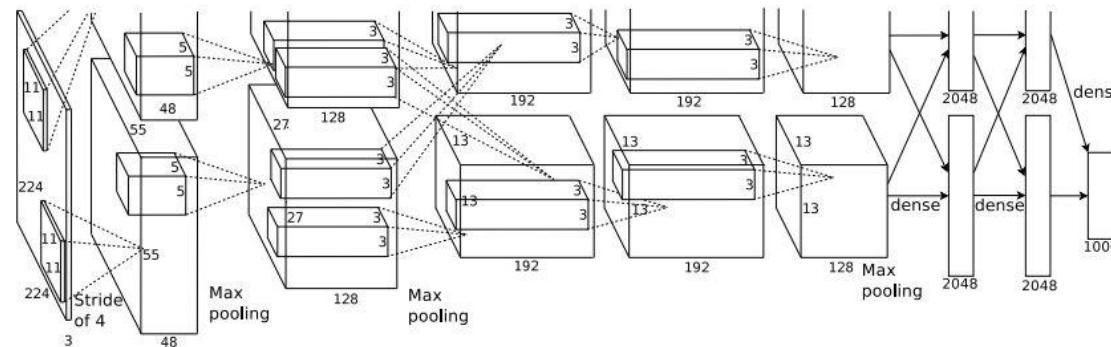


go-kart



Class-specific image saliency

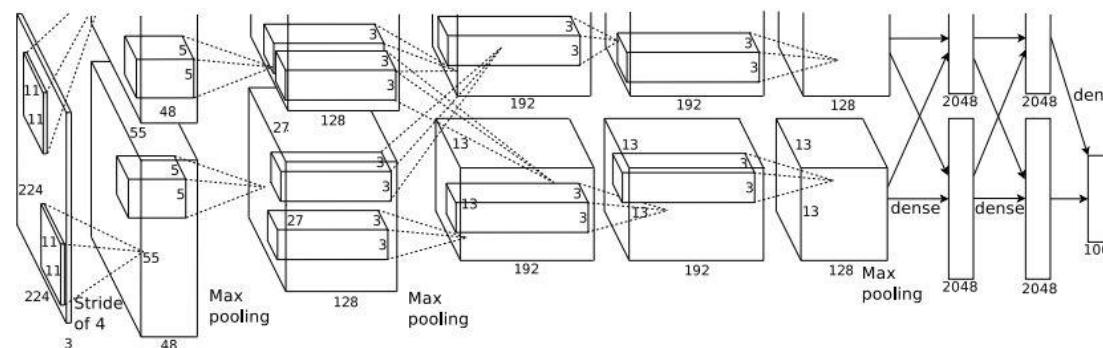
How to tell which pixels matter for classification?



Dog

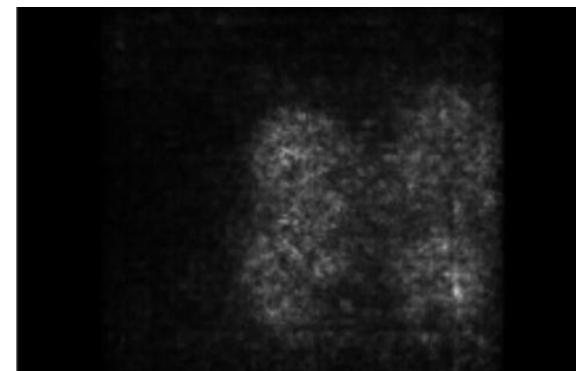
Class-specific image saliency

How to tell which pixels matter for classification?



Dog

←
Compute gradient of (unnormalized) class score with respect to image pixels, take absolute value and max over RGB channels



Class-specific image saliency

- Given the “monkey” class, what are the most “monkey-ish” parts in my image?

- Approximate S_c around an initial point I_0 with the first order Taylor expansion

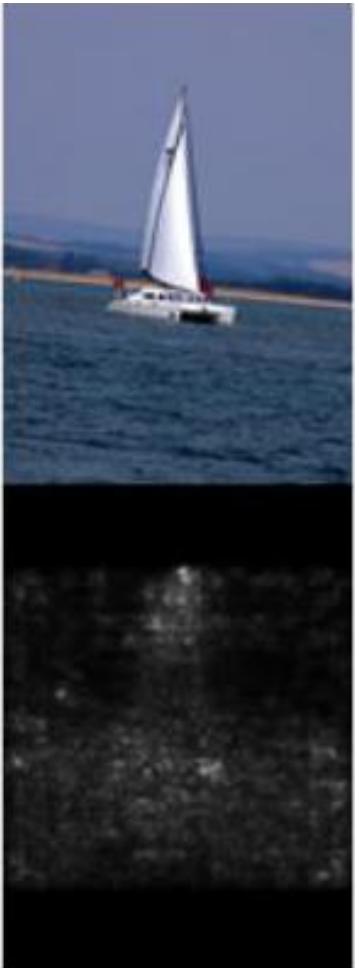
$$S_c(I)|_{I_0} \approx w^T I + b, \text{ where } w = \frac{\partial S_c}{\partial I}|_{I_0}$$

from backpropagation

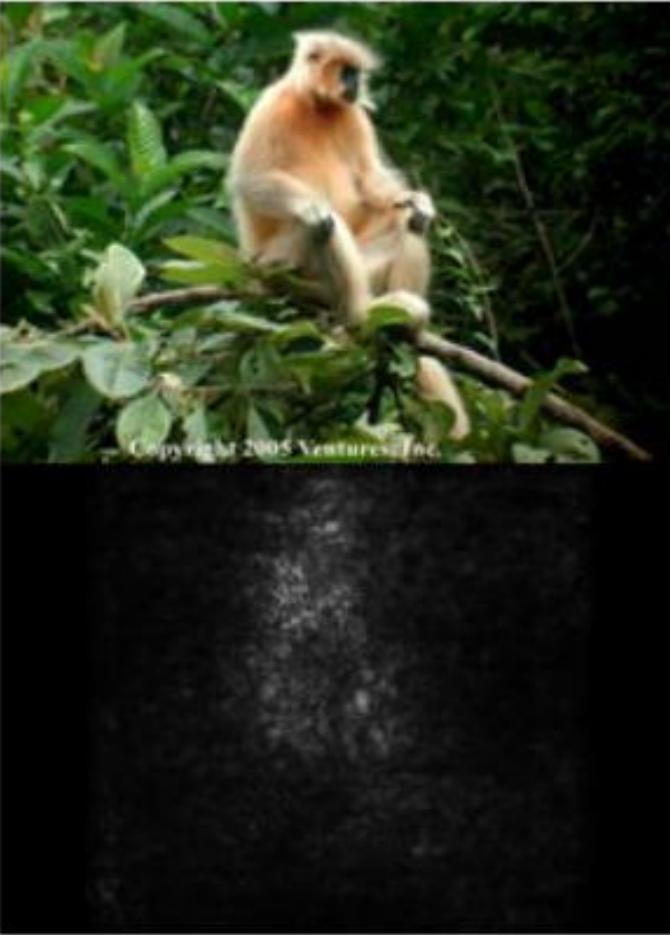
- Solution is locally optimal



Examples

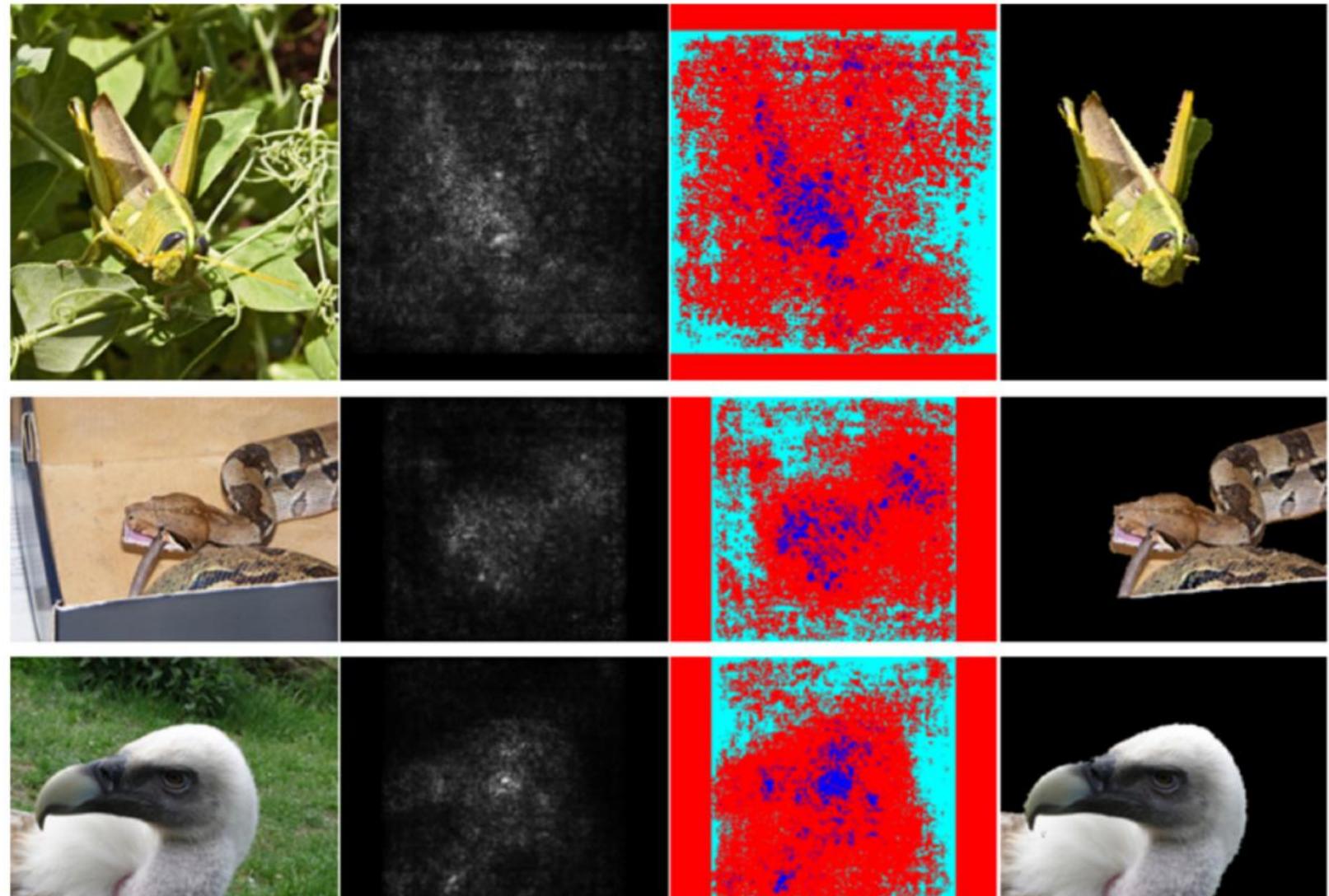


Examples

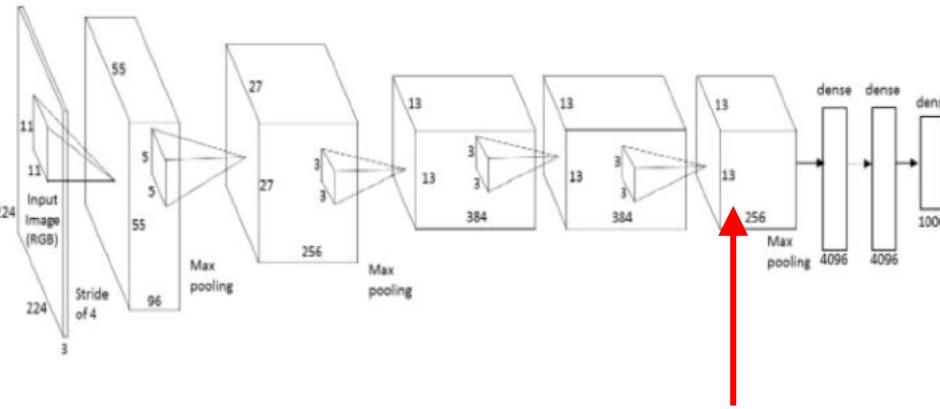


Saliency Maps: Segmentation without Supervision

Use GrabCut
on saliency map



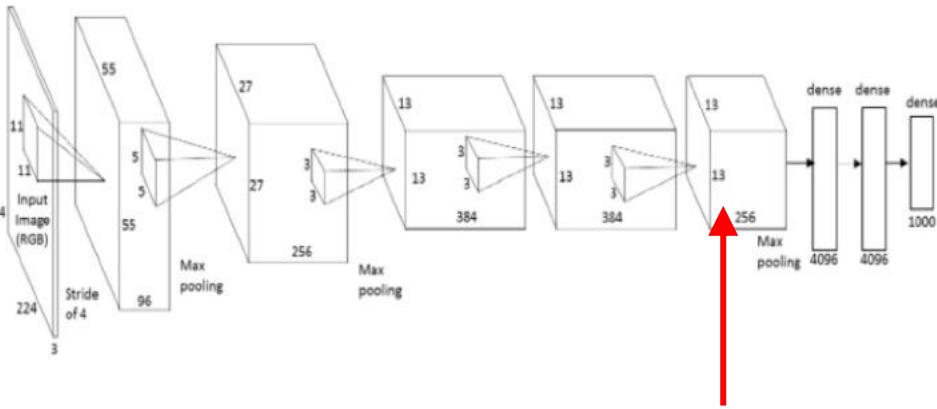
Intermediate Features via (guided) backprop



Pick a single intermediate neuron, e.g. one value in $128 \times 13 \times 13$ conv5 feature map

Compute gradient of neuron value with respect to image pixels

Intermediate Features via (guided) backprop

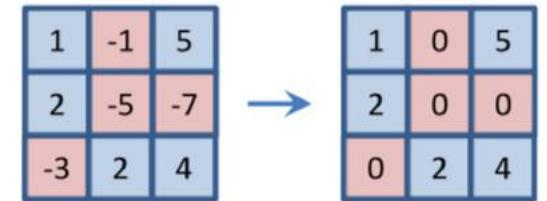


Pick a single intermediate neuron, e.g. one value in $128 \times 13 \times 13$ conv5 feature map

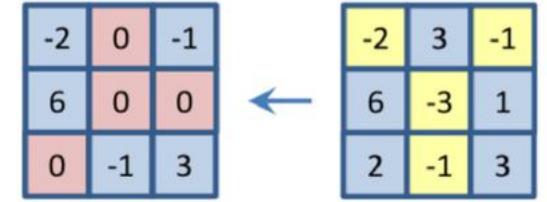
Compute gradient of neuron value with respect to image pixels

b)

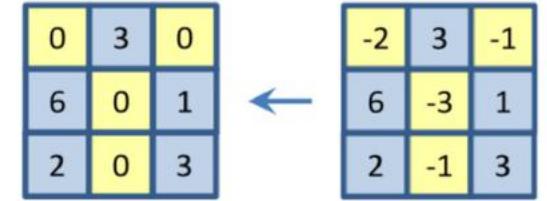
Forward pass



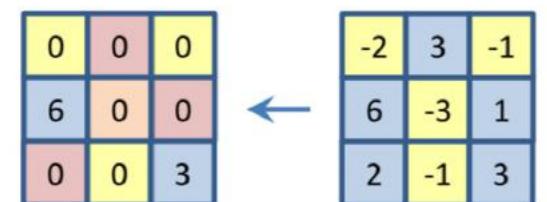
Backward pass:
backpropagation



Backward pass:
“deconvnet”



Backward pass:
*guided
backpropagation*



Images come out nicer if you only backprop positive gradients through each ReLU (guided backprop)

Intermediate Features via (guided) backprop

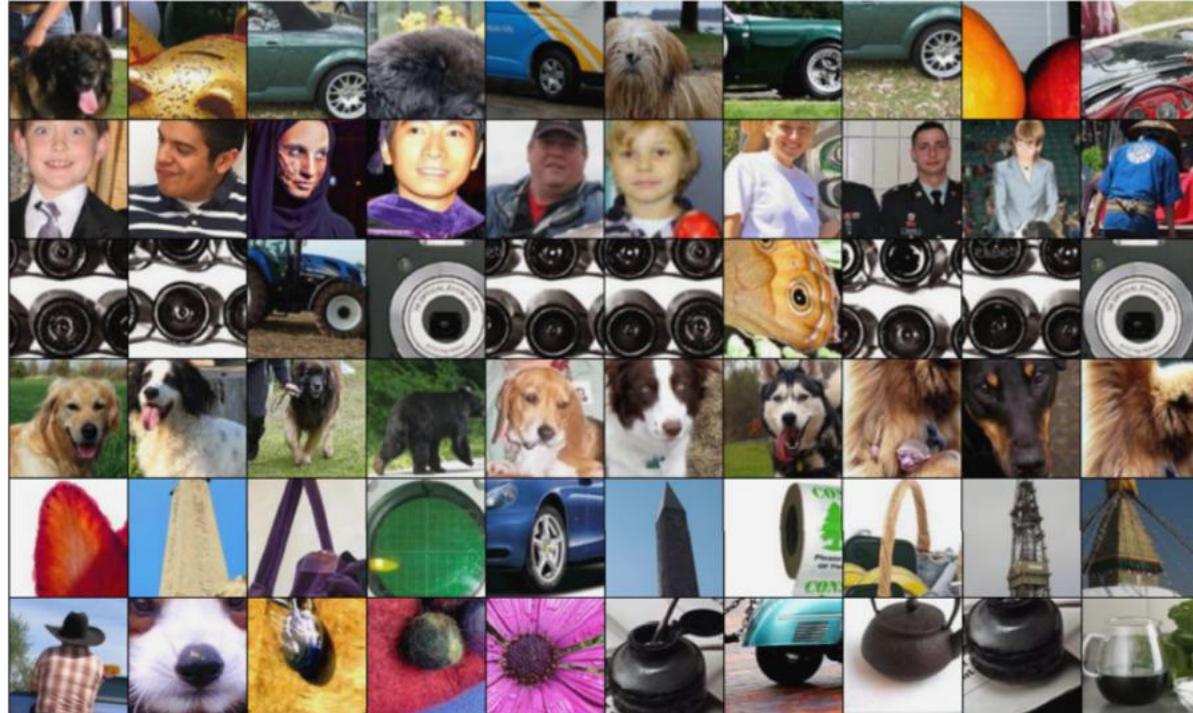


Maximally activating patches
(Each row is a different neuron)



Guided Backprop

Intermediate Features via (guided) backprop



Maximally activating patches
(Each row is a different neuron)

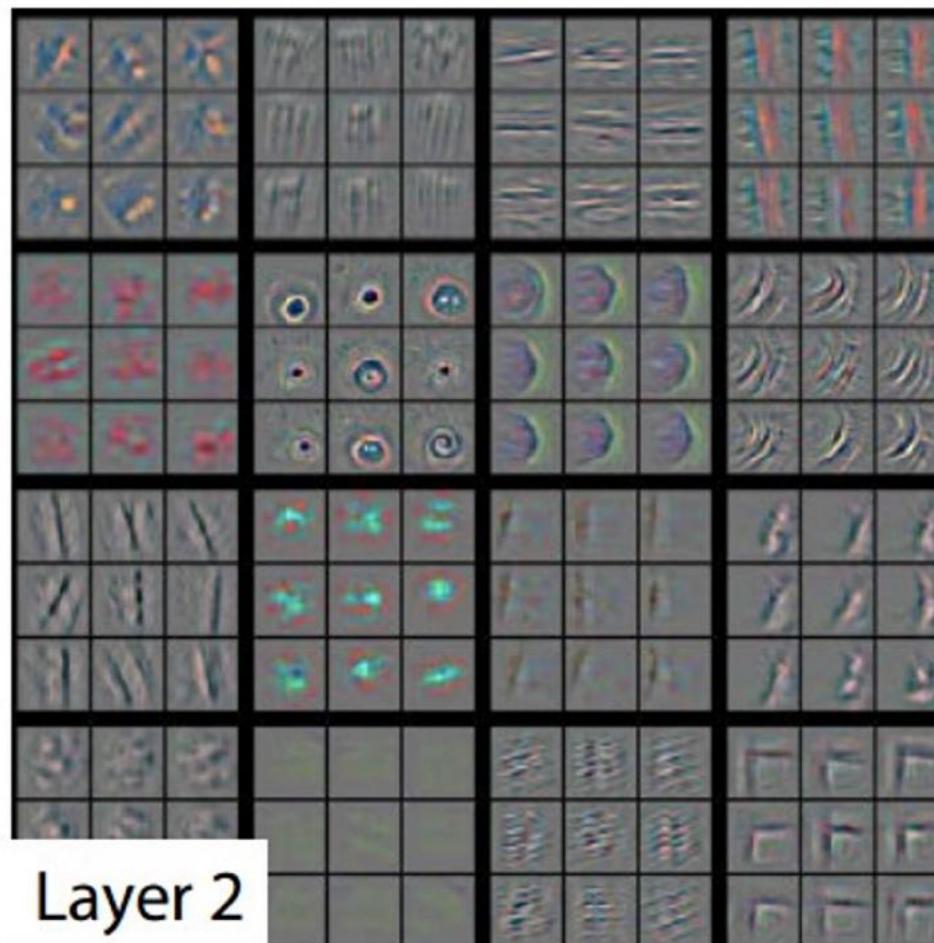


Guided Backprop

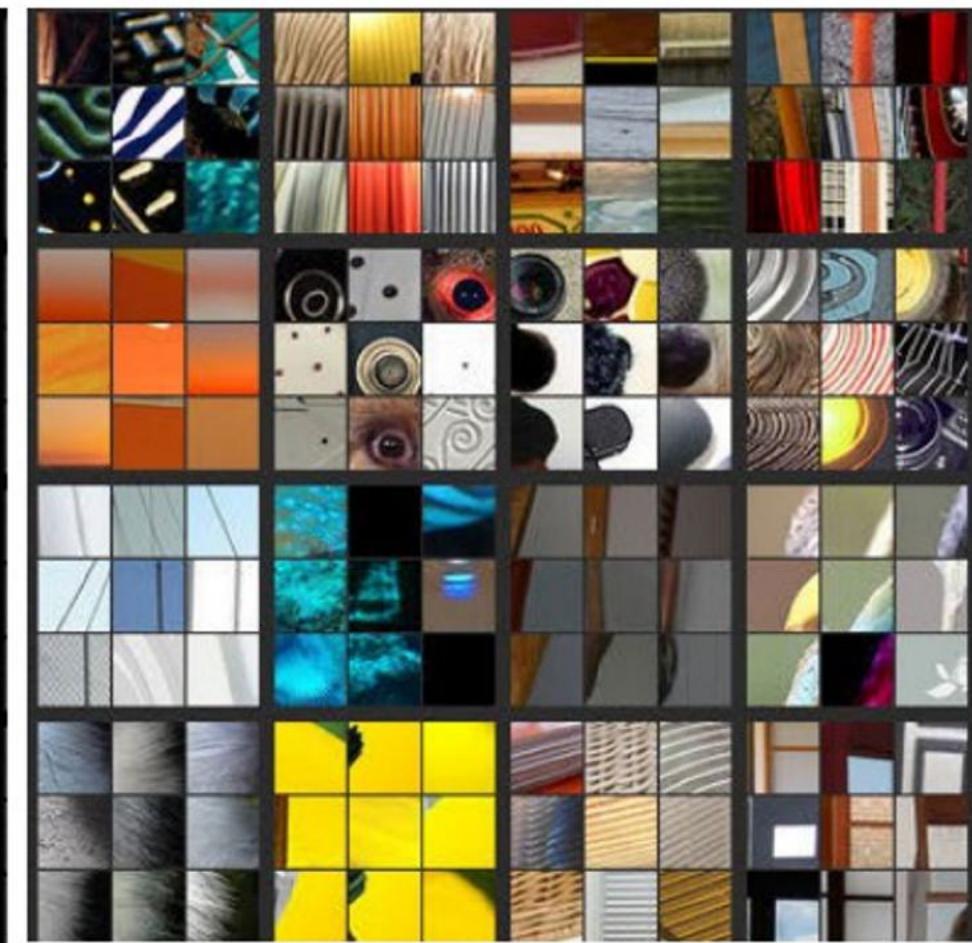
Visualizing arbitrary neurons along the way to the top...



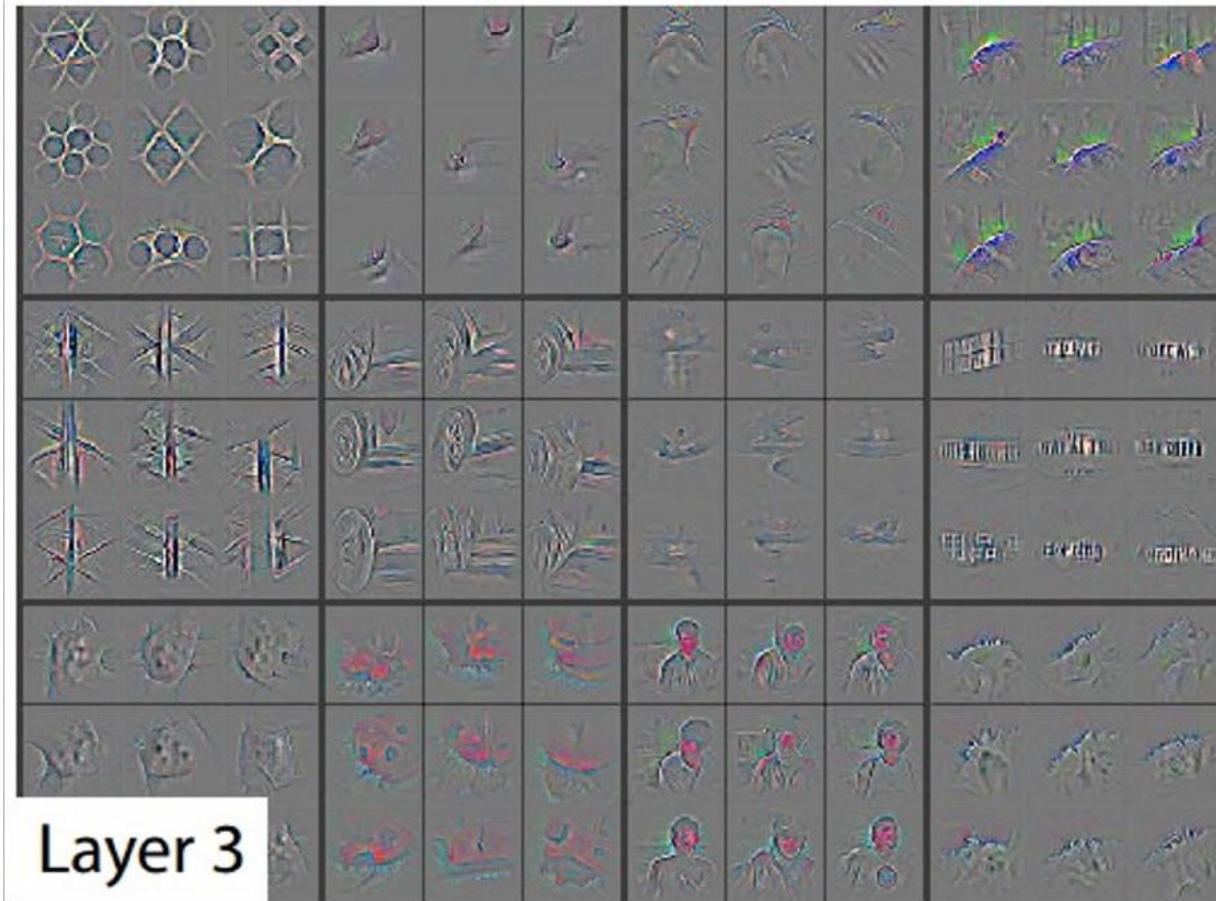
Layer 1



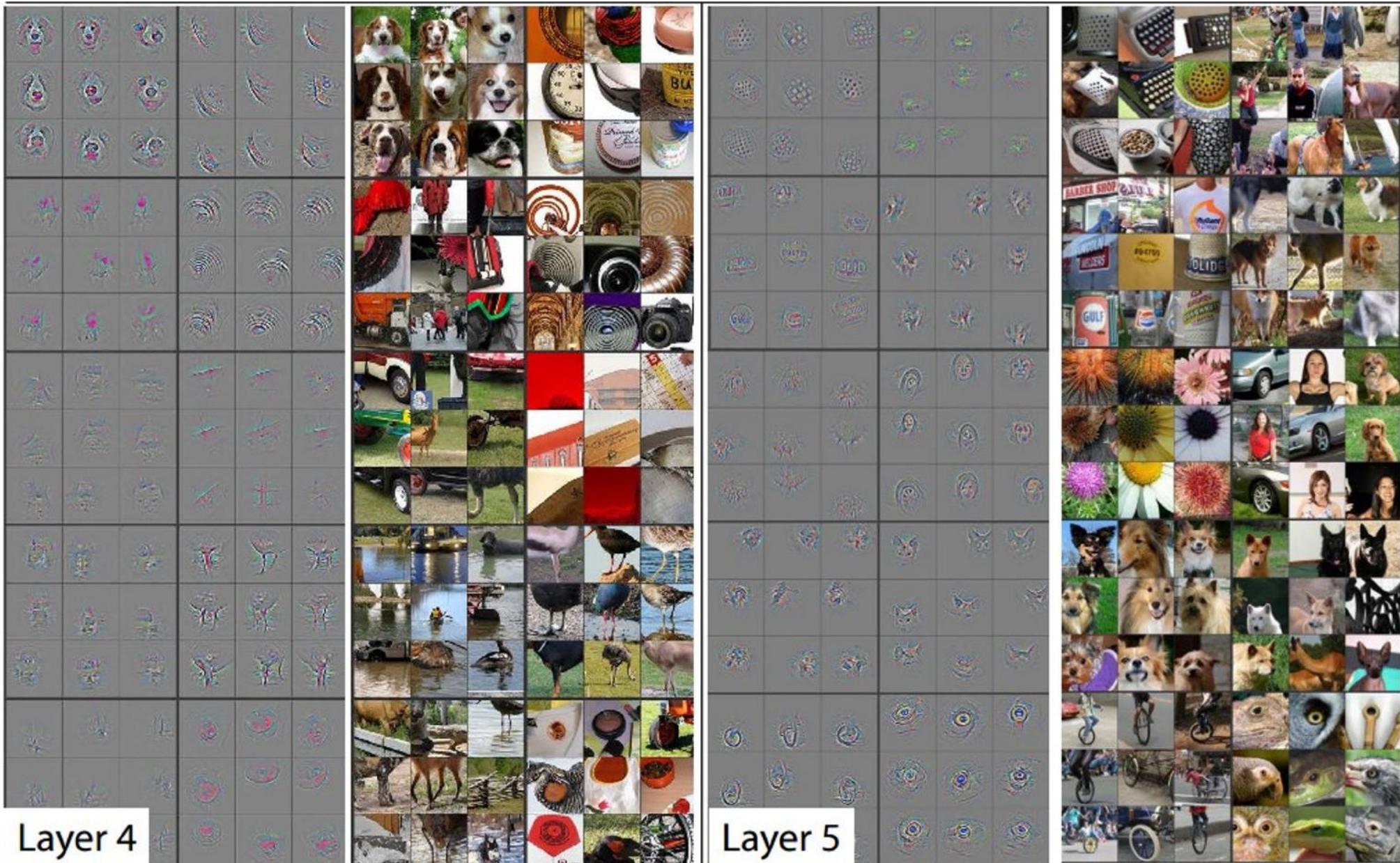
Layer 2



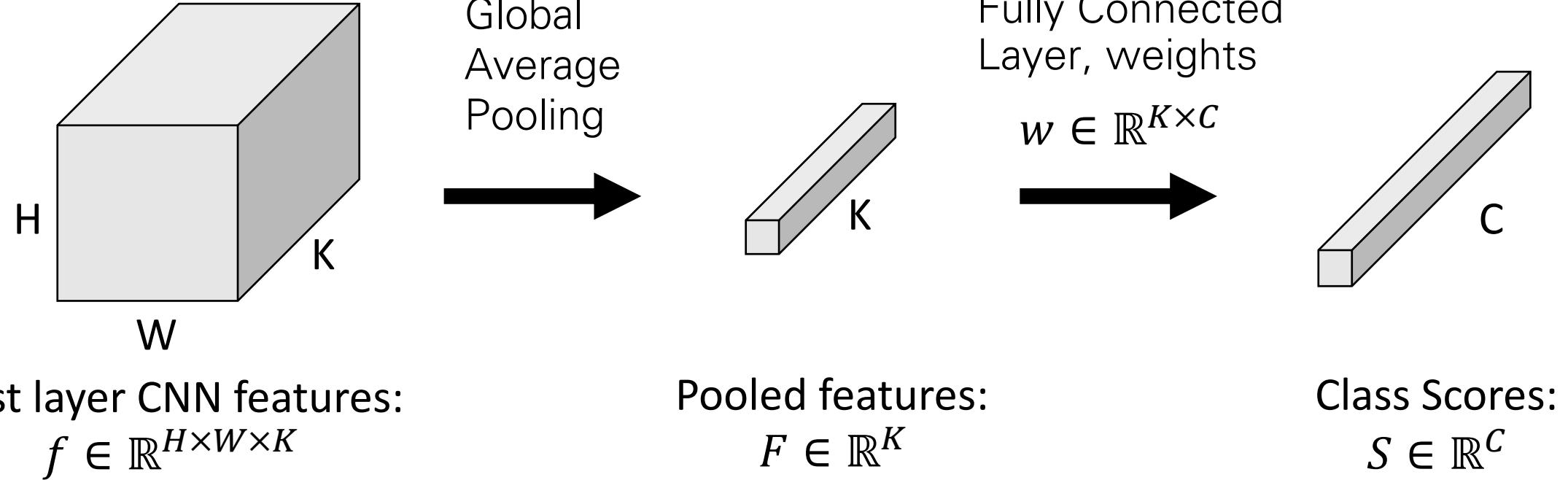
Visualizing arbitrary neurons along the way to the top...



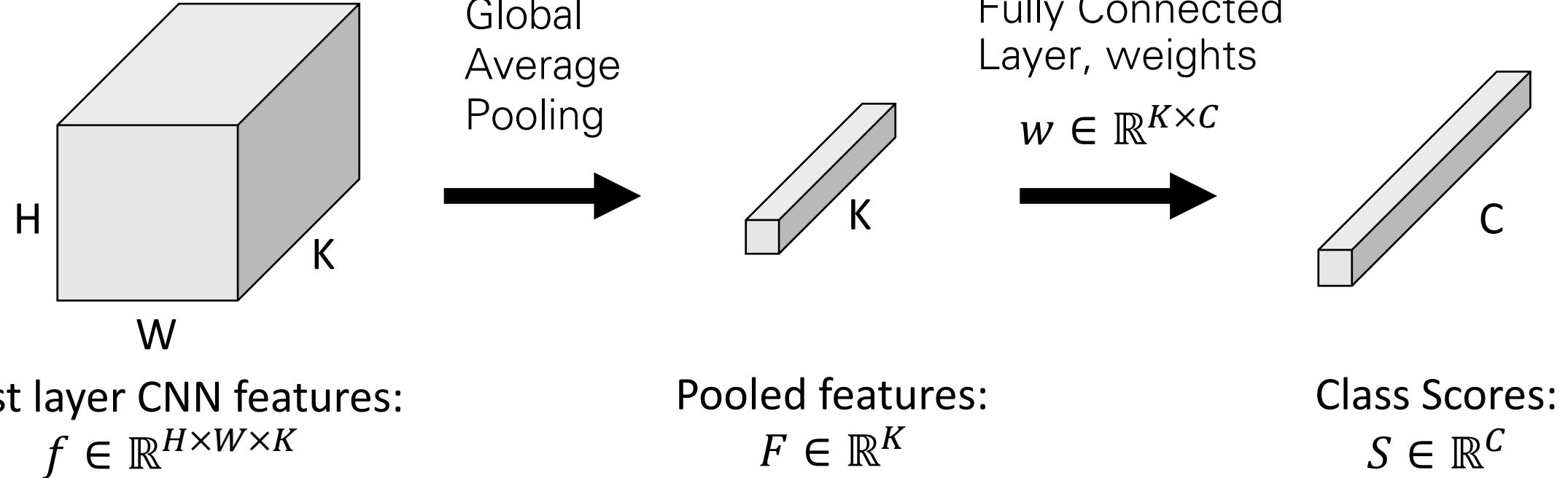
Visualizing arbitrary neurons along the way to the top...



Class Activation Mapping (CAM)

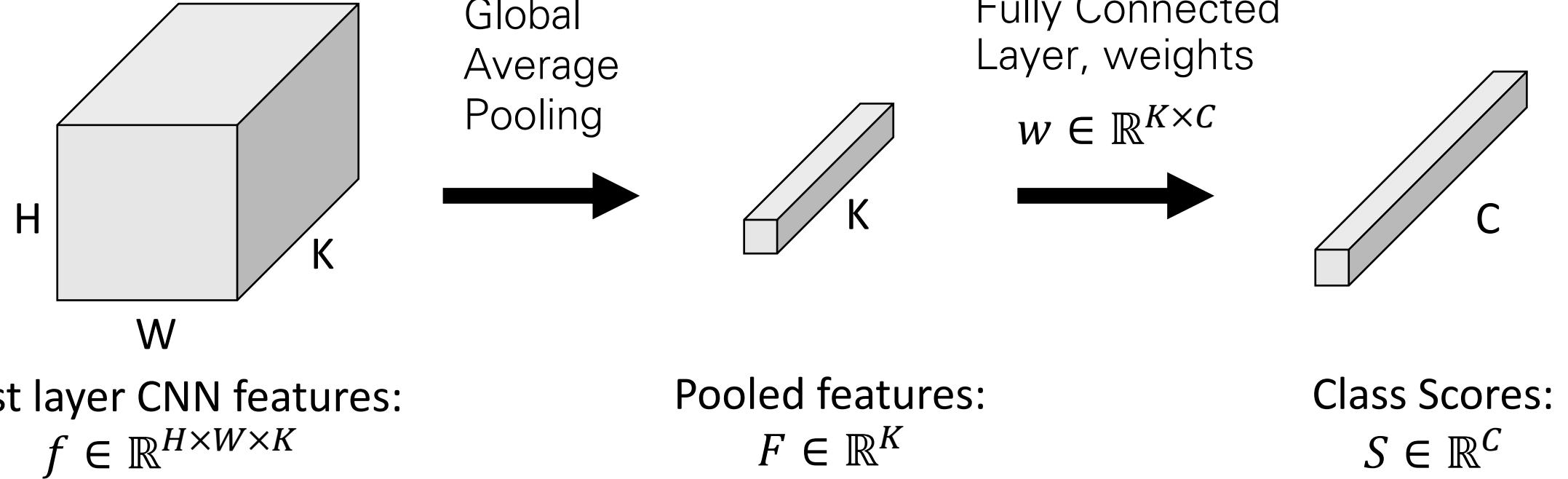


Class Activation Mapping (CAM)



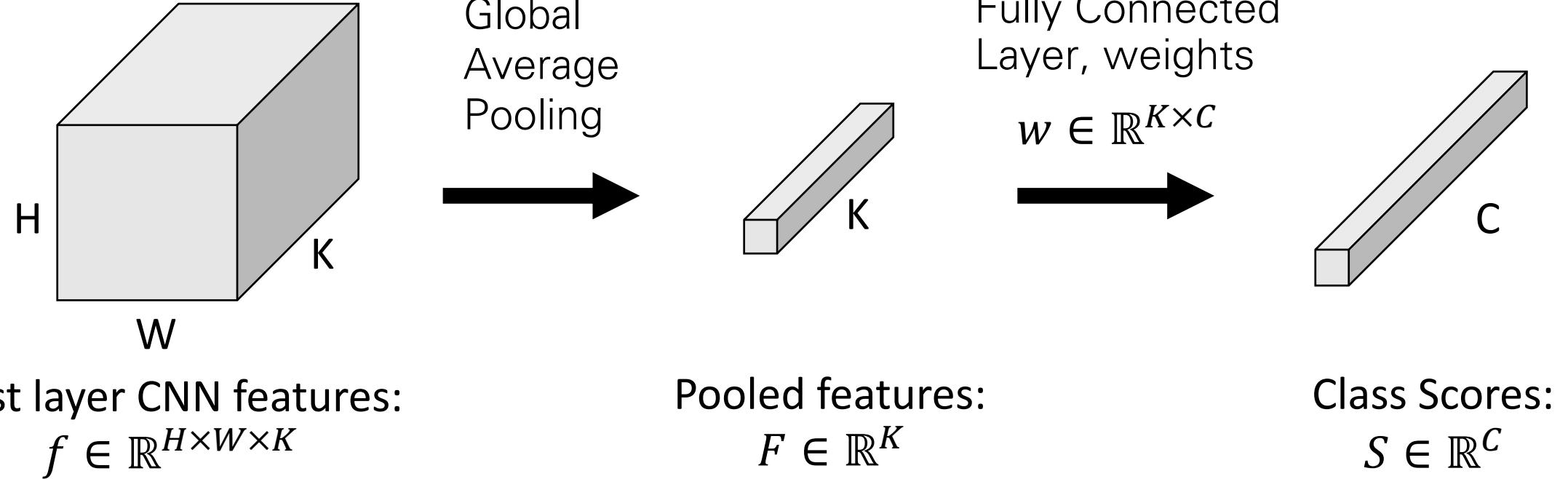
$$F_k = \frac{1}{HW} \sum_{h,w} f_{h,w,k}$$

Class Activation Mapping (CAM)



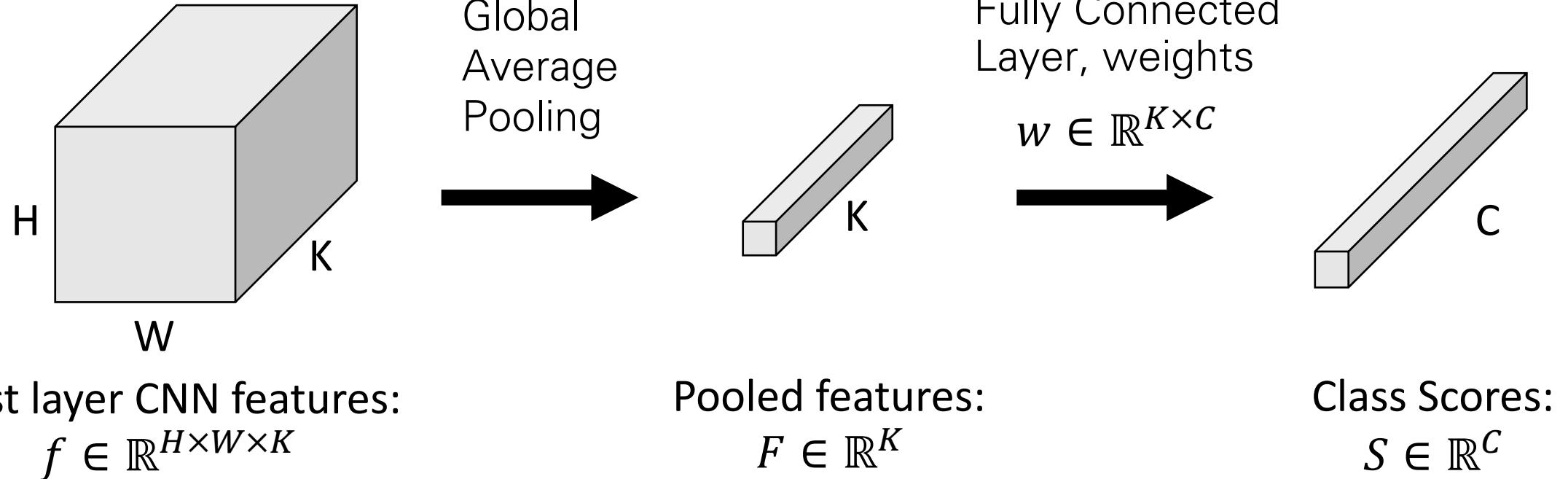
$$F_k = \frac{1}{HW} \sum_{h,w} f_{h,w,k} \quad S_c = \sum_k w_{k,c} F_k$$

Class Activation Mapping (CAM)



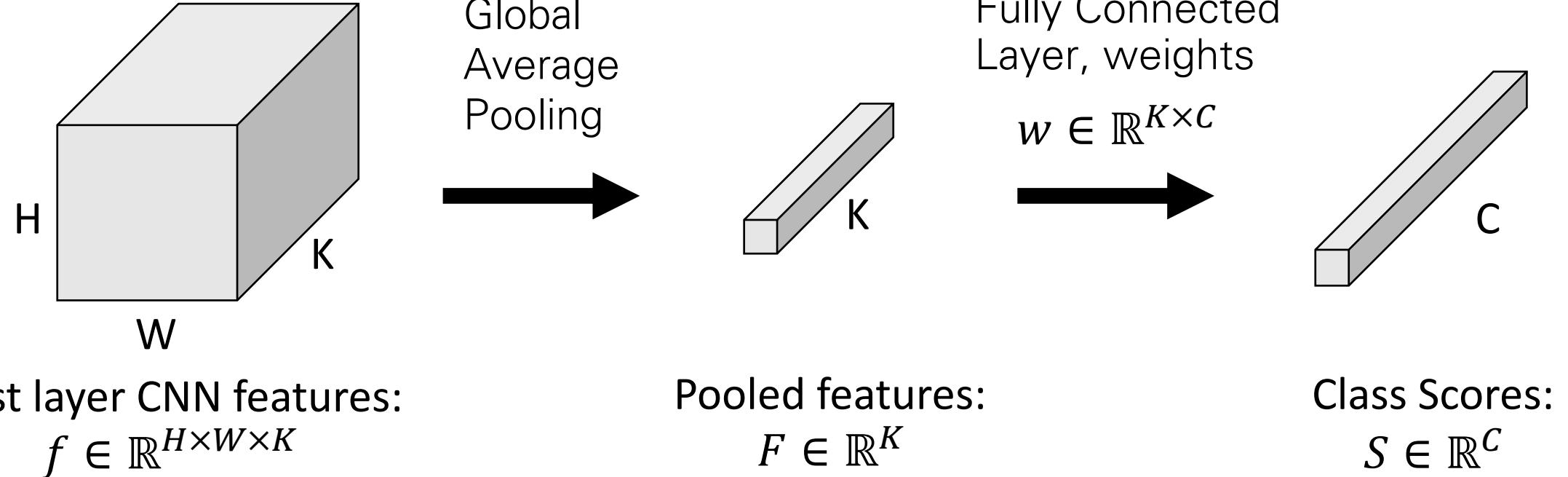
$$F_k = \frac{1}{HW} \sum_{h,w} f_{h,w,k} \quad S_c = \sum_k w_{k,c} F_k = \frac{1}{HW} \sum_k w_{k,c} \sum_{h,w} f_{h,w,k}$$

Class Activation Mapping (CAM)



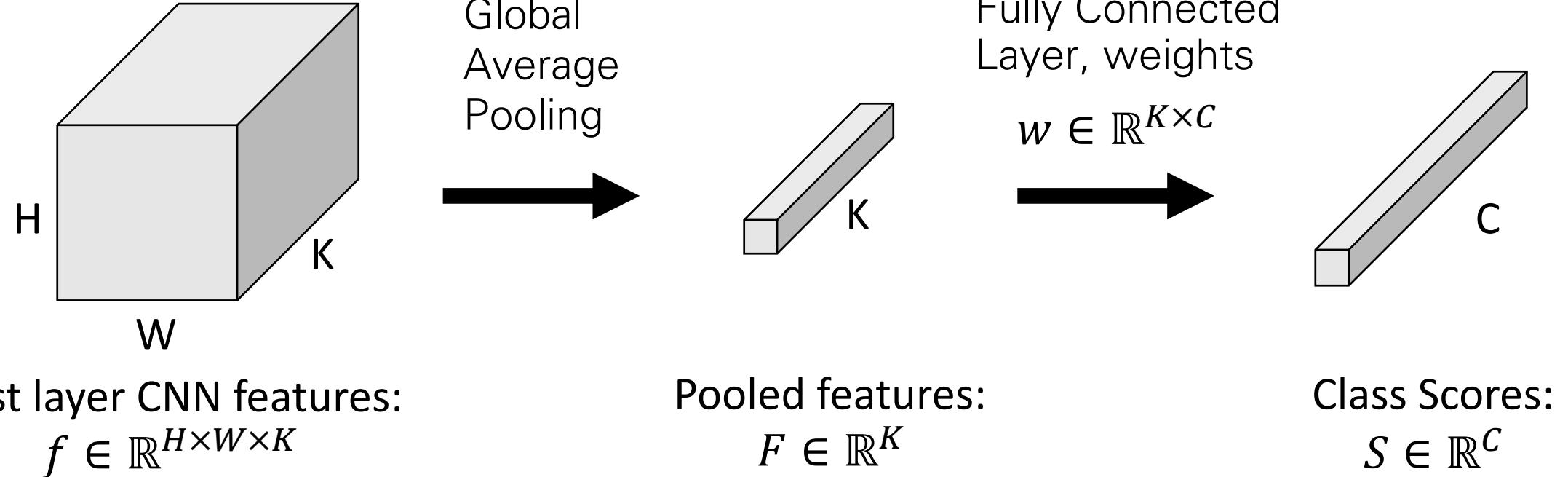
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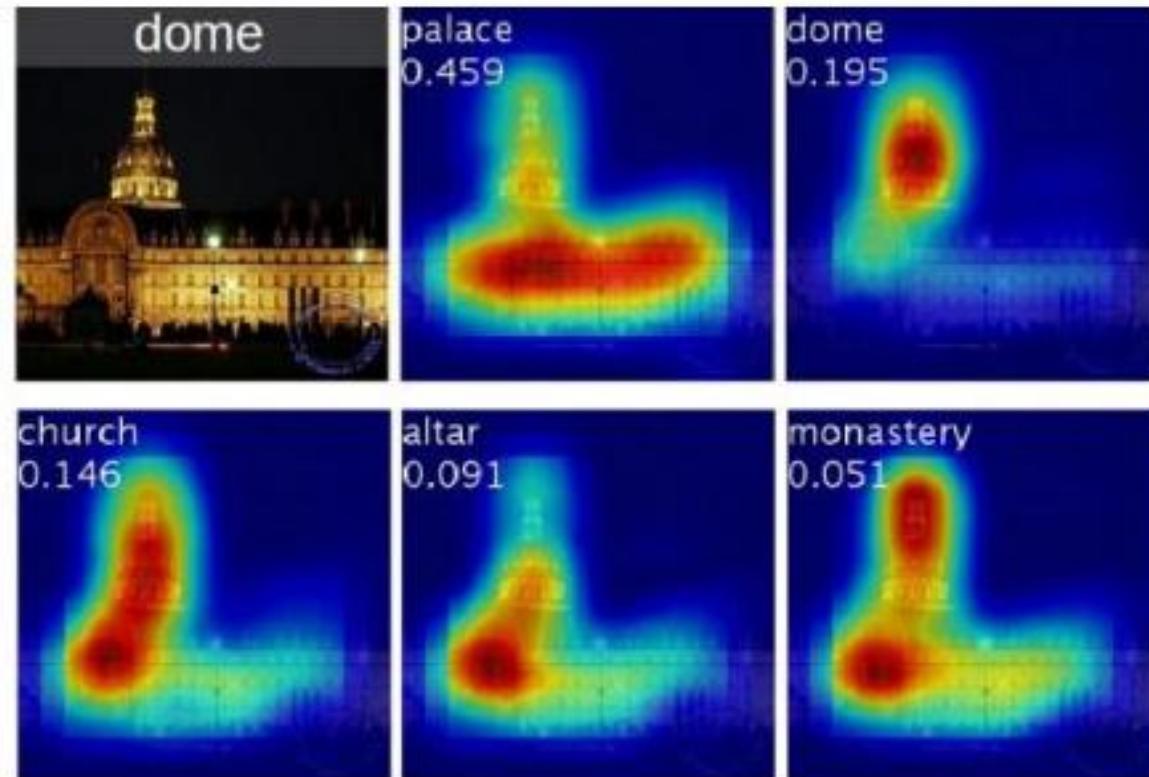
Class Activation Mapping (CAM)



$$F_k = \frac{1}{HW} \sum_{h,w} f_{h,w,k} \quad S_c = \sum_k w_{k,c} F_k = \frac{1}{HW} \sum_k w_{k,c} \sum_{h,w} f_{h,w,k}$$
$$= \frac{1}{HW} \sum_{h,w} \sum_k w_{k,c} f_{h,w,k}$$

Class Activation Maps:
 $M \in \mathbb{R}^{C,H,W}$
 $M_{c,h,w} = \sum_k w_{k,c} f_{h,w,k}$

Class Activation Mapping (CAM)



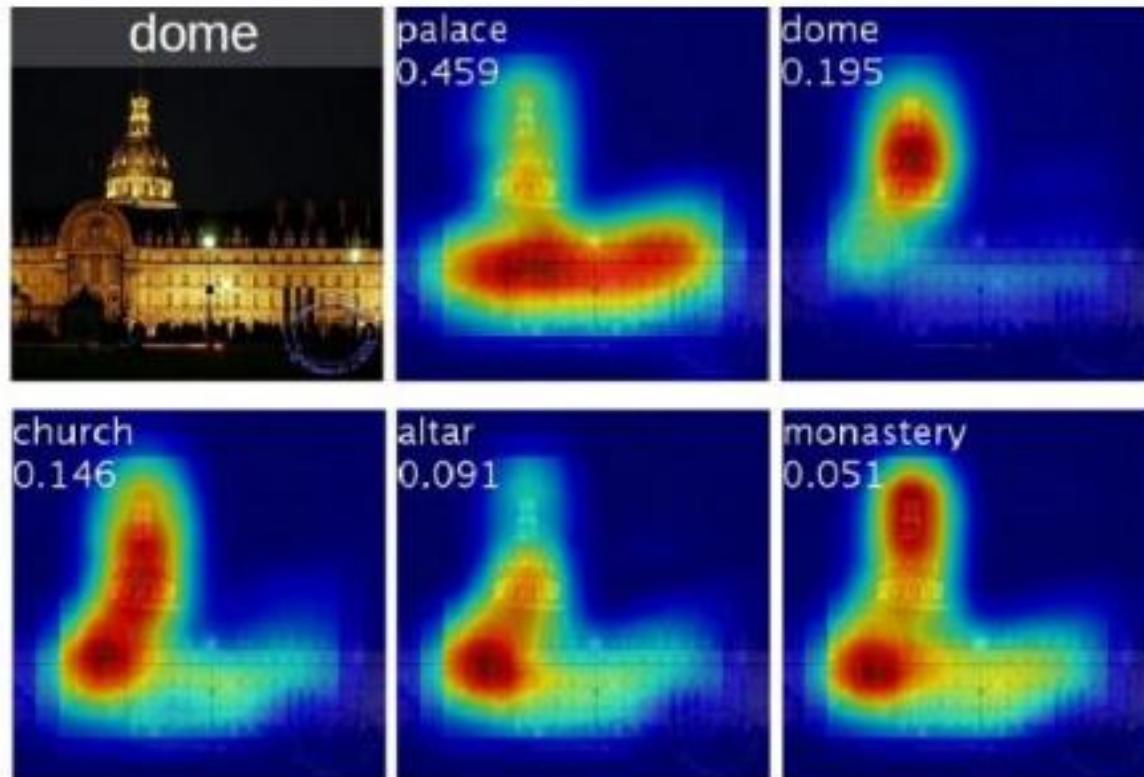
Class activation maps of top 5 predictions



Class activation maps for one object class

Class Activation Mapping (CAM)

Problem: Can only apply to last conv layer



Class activation maps of top 5 predictions



Class activation maps for one object class

Gradient-Weighted Class Activation Mapping (Grad-CAM)

1. Pick any layer, with activations $A \in \mathbb{R}^{H \times W \times K}$

Gradient-Weighted Class Activation Mapping (Grad-CAM)

1. Pick any layer, with activations $A \in \mathbb{R}^{H \times W \times K}$
2. Compute gradient of class score S_c with respect to A :

$$\frac{\partial S_c}{\partial A} \in \mathbb{R}^{H \times W \times K}$$

Gradient-Weighted Class Activation Mapping (Grad-CAM)

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3. Global Average Pool the gradients to get weights $\alpha \in \mathbb{R}^K$:

$$\alpha_k = \frac{1}{HW} \sum_{h,w} \frac{\partial S_c}{\partial A_{h,w,k}}$$

Gradient-Weighted Class Activation Mapping (Grad-CAM)

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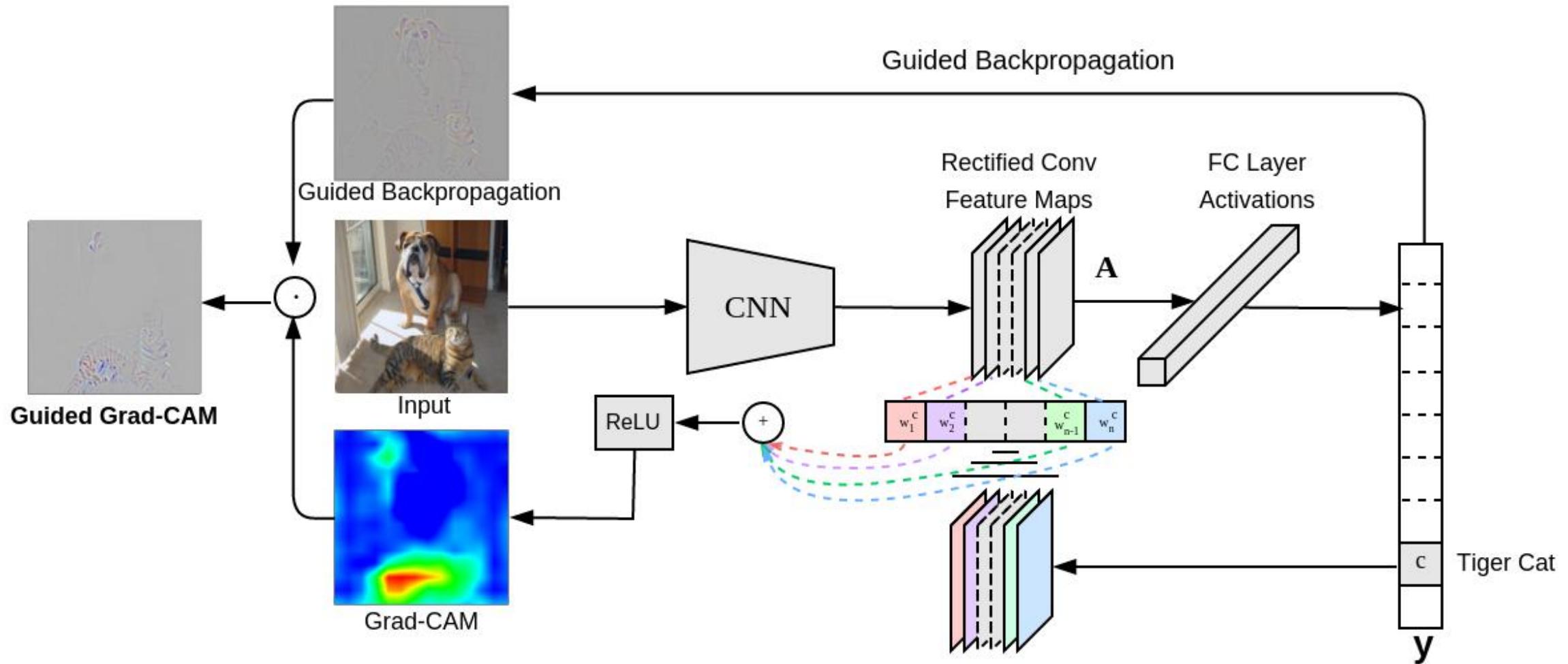
3. Global Average Pool the gradients to get weights $\alpha \in \mathbb{R}^K$:

$$\alpha_k = \frac{1}{HW} \sum_{h,w} \frac{\partial S_c}{\partial A_{h,w,k}}$$

4. Compute activation map $M^c \in \mathbb{R}^{H,W}$:

$$M_{h,w}^c = \text{ReLU} \left(\sum_k \alpha_k A_{h,w,k} \right)$$

Gradient-Weighted Class Activation Mapping (Grad-CAM)



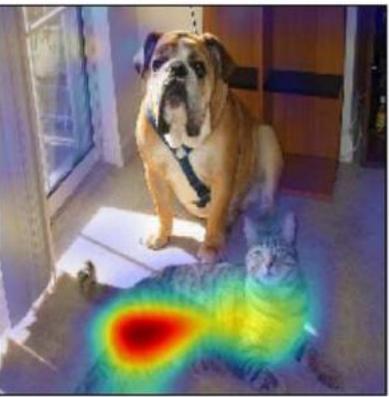
Gradient-Weighted Class Activation Mapping (Grad-CAM)



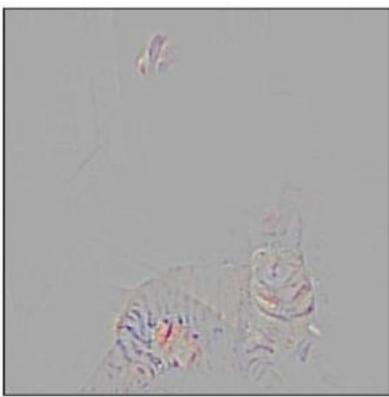
(a) Original Image



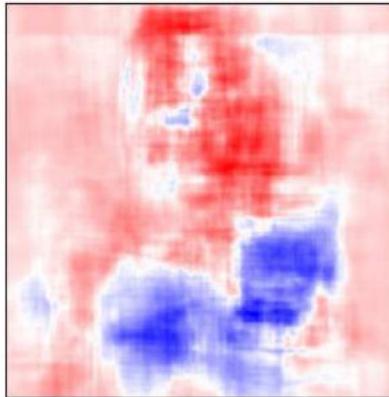
(b) Guided Backprop ‘Cat’



(c) Grad-CAM ‘Cat’



(d) Guided Grad-CAM ‘Cat’



(e) Occlusion map for ‘Cat’



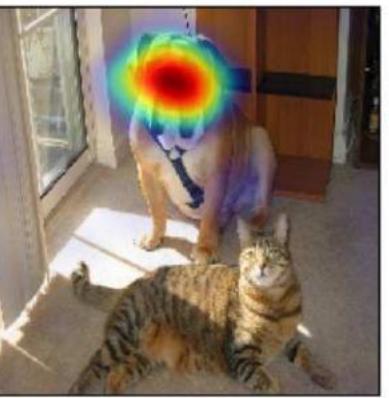
(f) ResNet Grad-CAM ‘Cat’



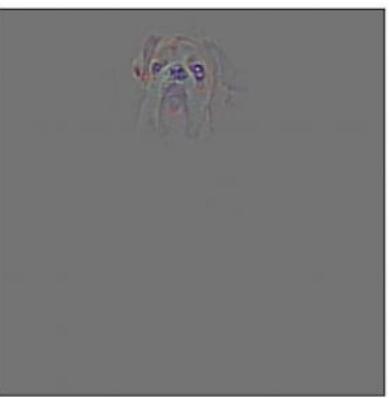
(g) Original Image



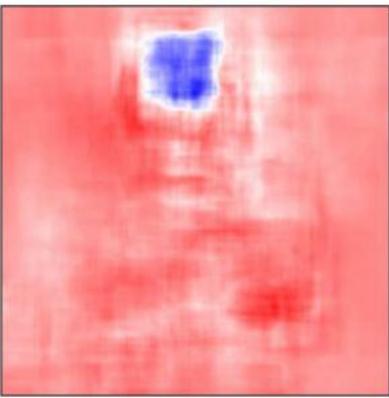
(h) Guided Backprop ‘Dog’



(i) Grad-CAM ‘Dog’



(j) Guided Grad-CAM ‘Dog’



(k) Occlusion map for ‘Dog’



(l) ResNet Grad-CAM ‘Dog’

Gradient-Weighted Class Activation Mapping (Grad-CAM)

Can also be applied beyond classification models, e.g. image captioning

Grad-CAM



A group of people flying kites on a beach

Grad-CAM



A man is sitting at a table with a pizza

Visualizing CNN Features: Gradient Ascent

(Guided) backprop:

Find the part of an image that a neuron responds to

Gradient ascent:

Generate a synthetic
image that maximally
activates a neuron

$$l^* = \arg \max_l f(l) + R(l)$$

Neuron value

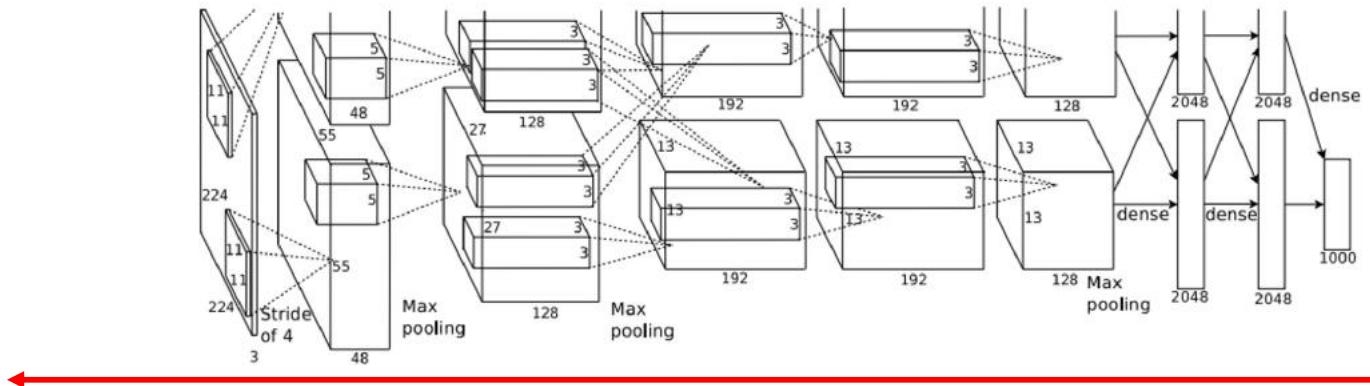
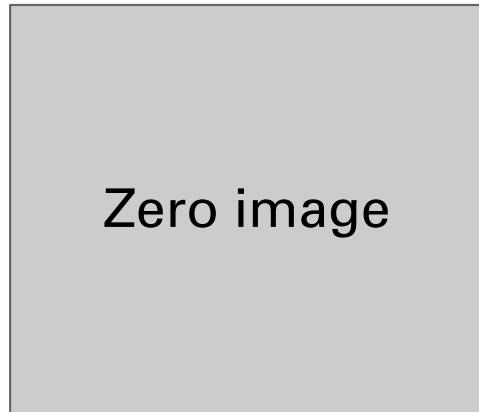
Natural image regularizer

Visualizing CNN Features: Gradient Ascent

1. Initialize image to zeros

$$\arg \max_I S_c(I) - \lambda \|I\|_2^2$$

Score for class c (before Softmax)



Repeat:

2. Forward image to compute current scores
3. Backprop to get gradient of neuron value with respect to image pixels
4. Make a small update to the image

Visualizing CNN Features: Gradient Ascent

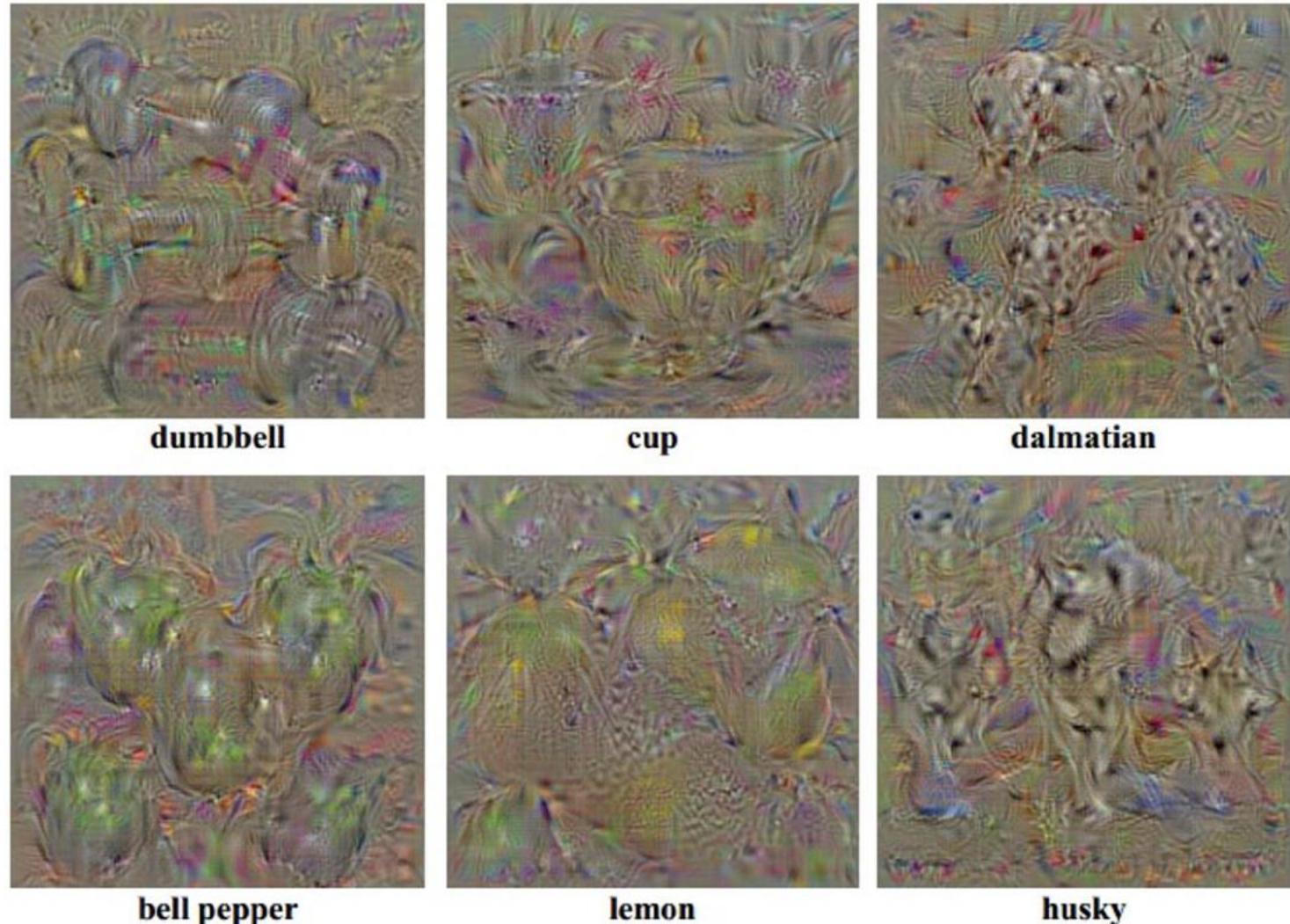
$$\arg \max_I S_c(I) - \boxed{\lambda \|I\|_2^2}$$

Simple regularizer: Penalize
L2 norm of generated image

Visualizing CNN Features: Gradient Ascent

$$\arg \max_I S_c(I) - \boxed{\lambda \|I\|_2^2}$$

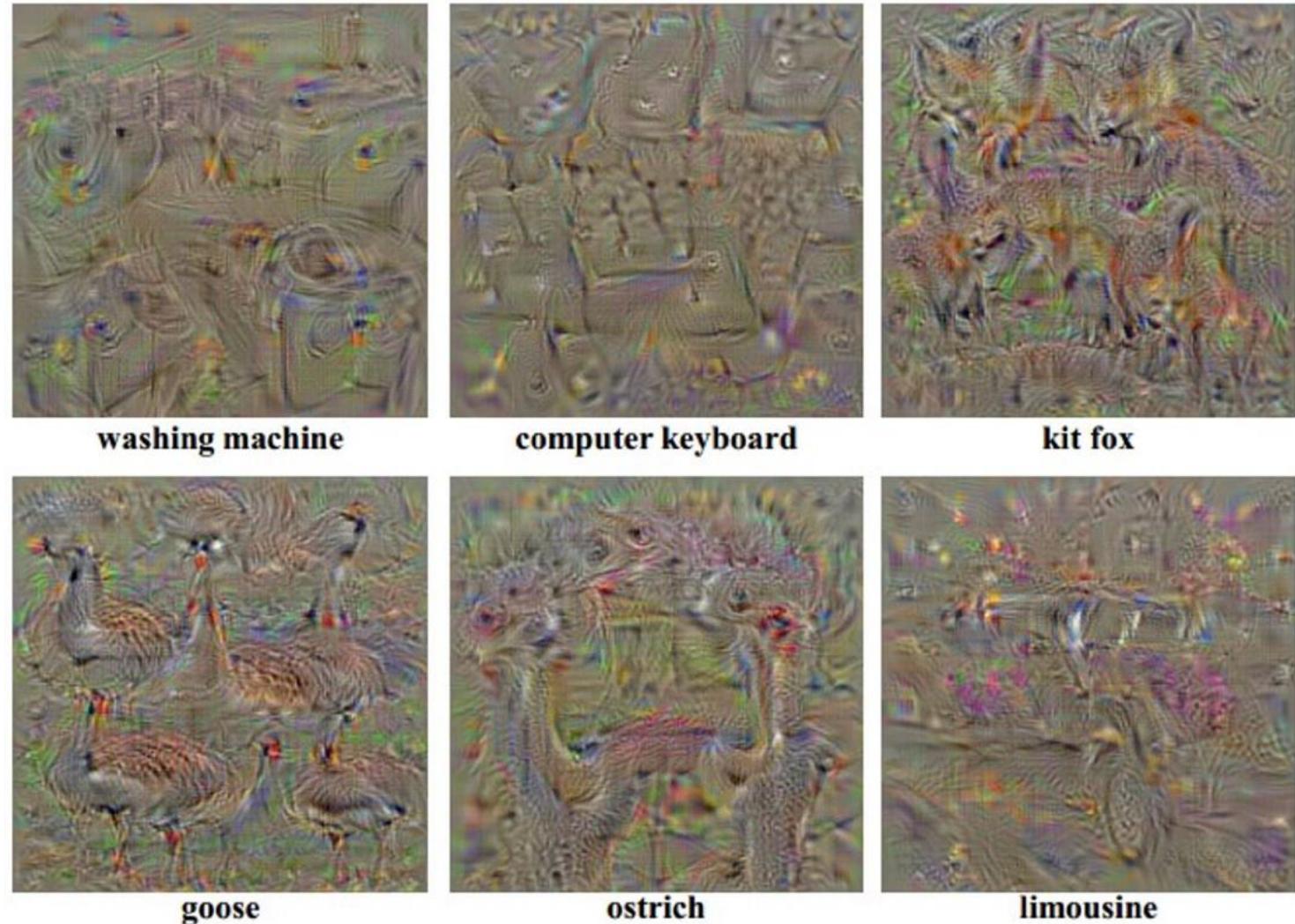
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Visualizing CNN Features: Gradient Ascent

$$\arg \max_I S_c(I) - \boxed{\lambda \|I\|_2^2}$$

Simple regularizer: Penalize L2 norm of generated image



Visualizing CNN Features: Gradient Ascent

$$\arg \max_I S_c(I) - \boxed{\lambda \|I\|_2^2}$$

Better regularizer: Penalize L2 norm of image; also during optimization periodically

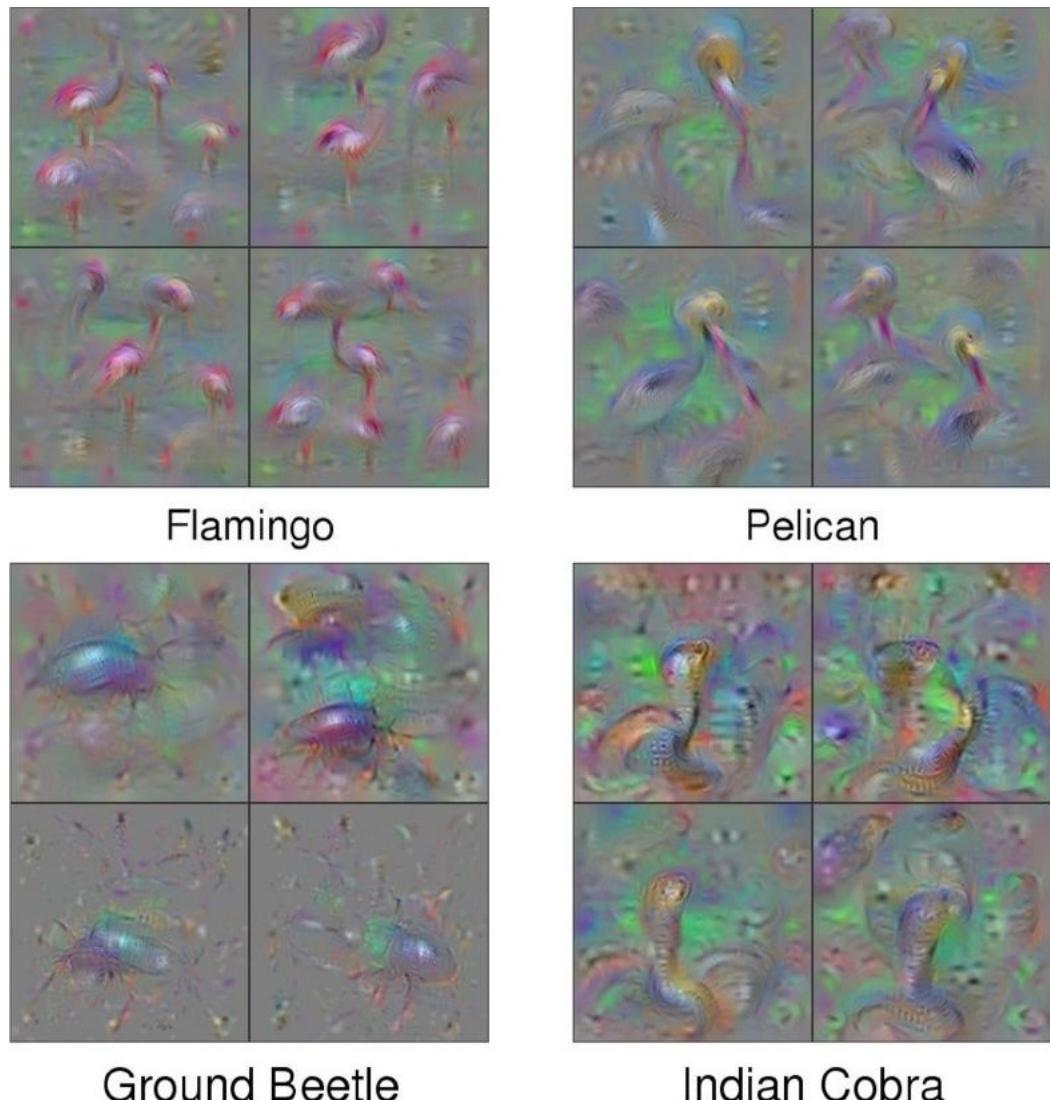
1. Gaussian blur image
2. Clip pixels with small values to 0
3. Clip pixels with small gradients to 0

Visualizing CNN Features: Gradient Ascent

$$\arg \max_I S_c(I) - \boxed{\lambda \|I\|_2^2}$$

Better regularizer: Penalize L2 norm of image; also during optimization periodically

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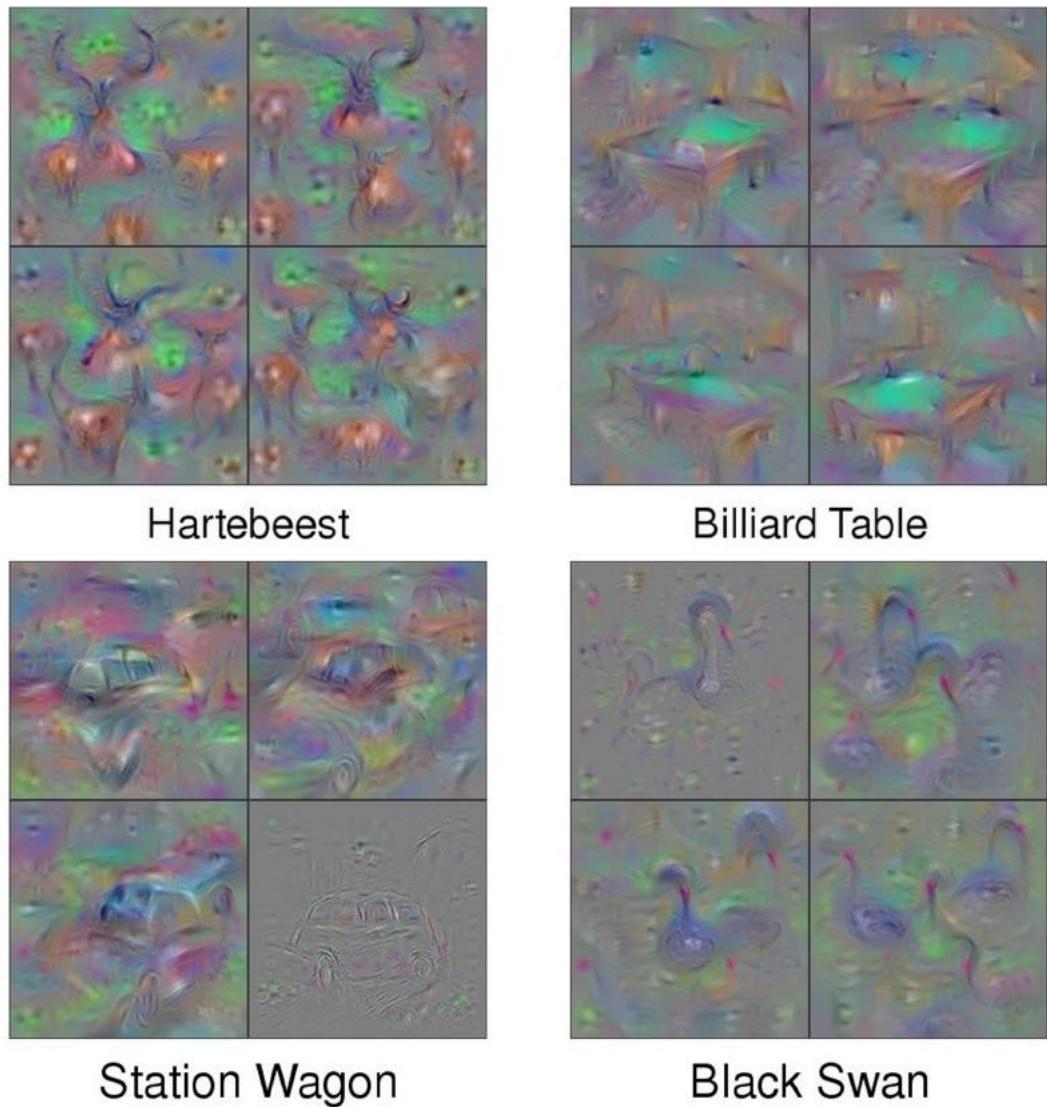


Visualizing CNN Features: Gradient Ascent

$$\arg \max_I S_c(I) - \boxed{\lambda \|I\|_2^2}$$

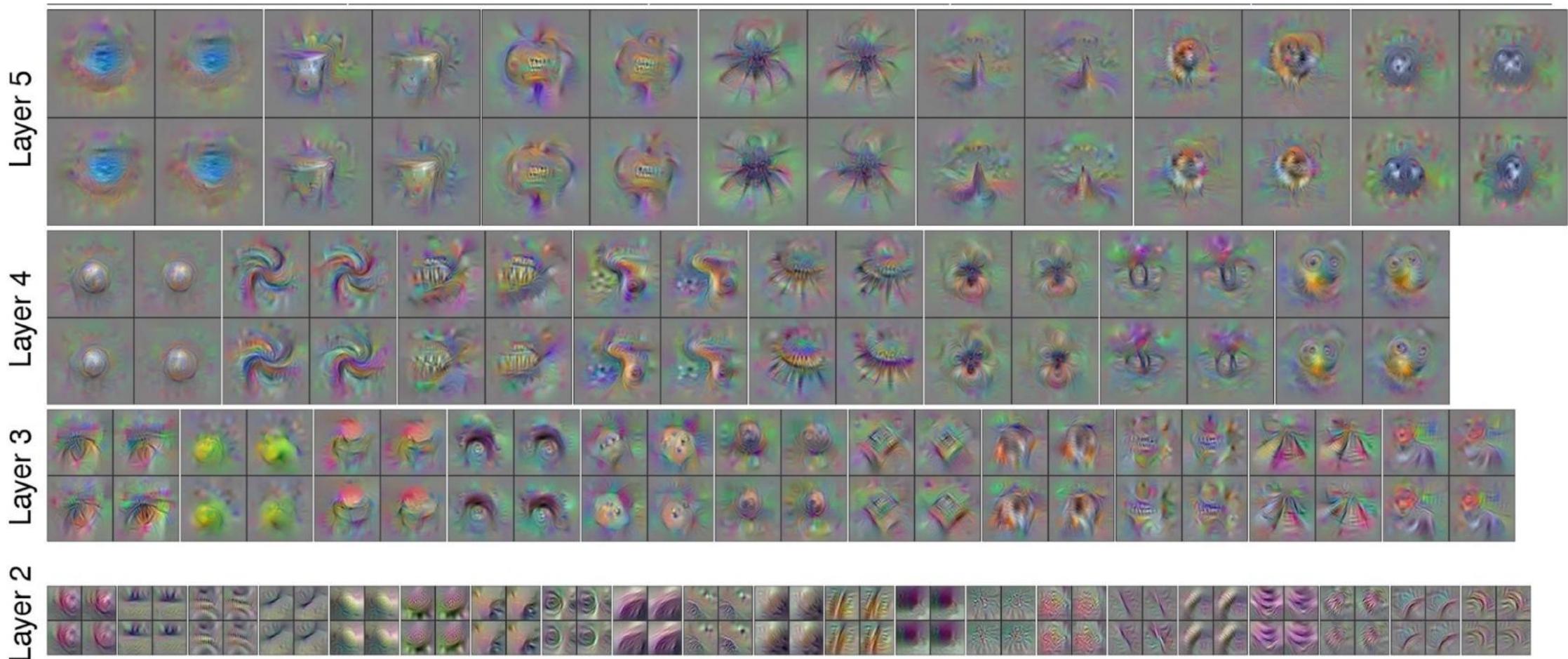
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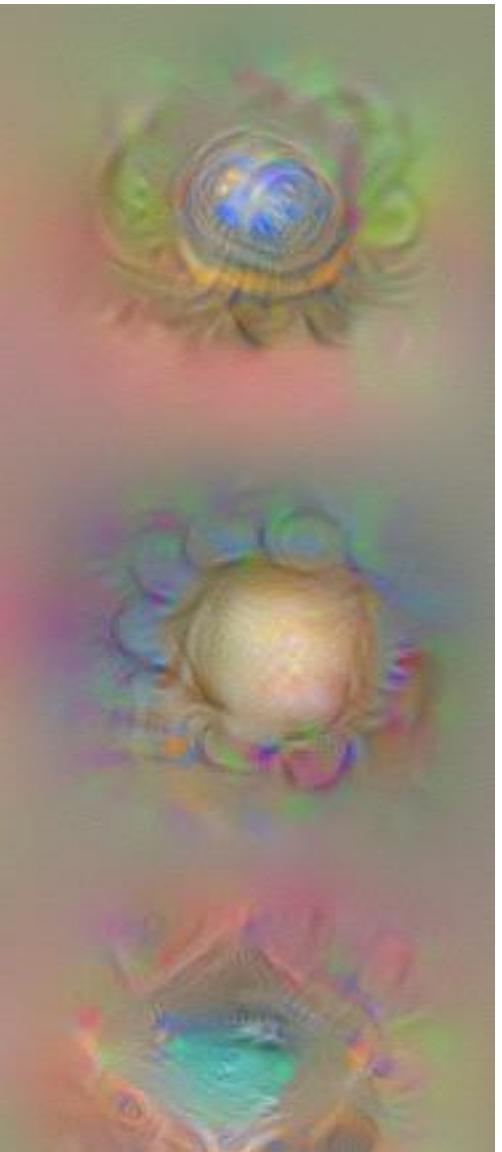
Visualizing CNN Features: Gradient Ascent

Use the same approach to visualize intermediate features



Network Comparison

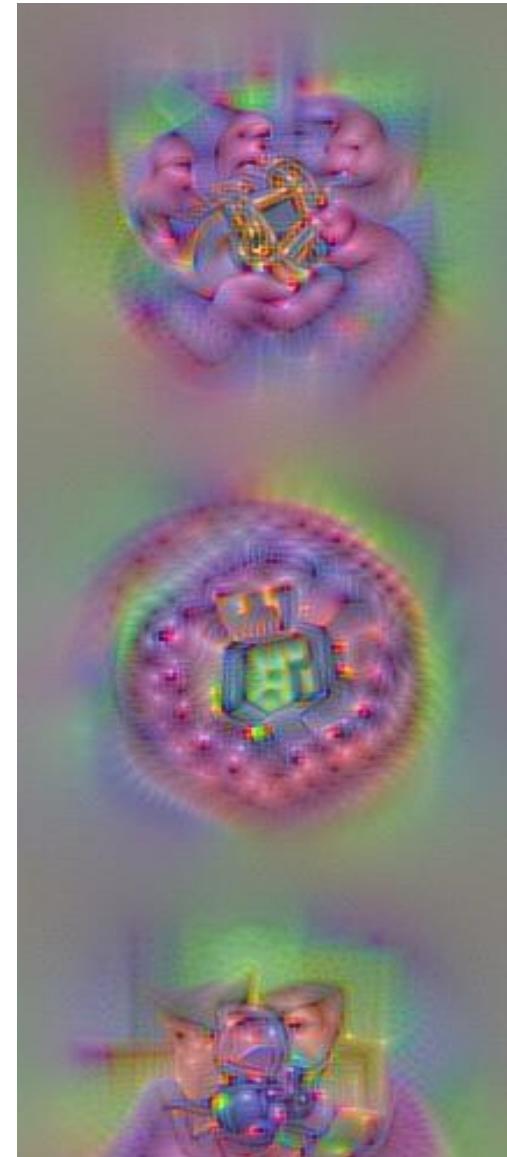
AlexNet
“conv5”
features



VGG-M



VGG-VD



Deep Visualization Toolbox

yosinski.com/deepvis

#deepvis



Jason Yosinski



Jeff Clune



Anh Nguyen



Thomas Fuchs



Hod Lipson



Cornell University



UNIVERSITY
OF WYOMING

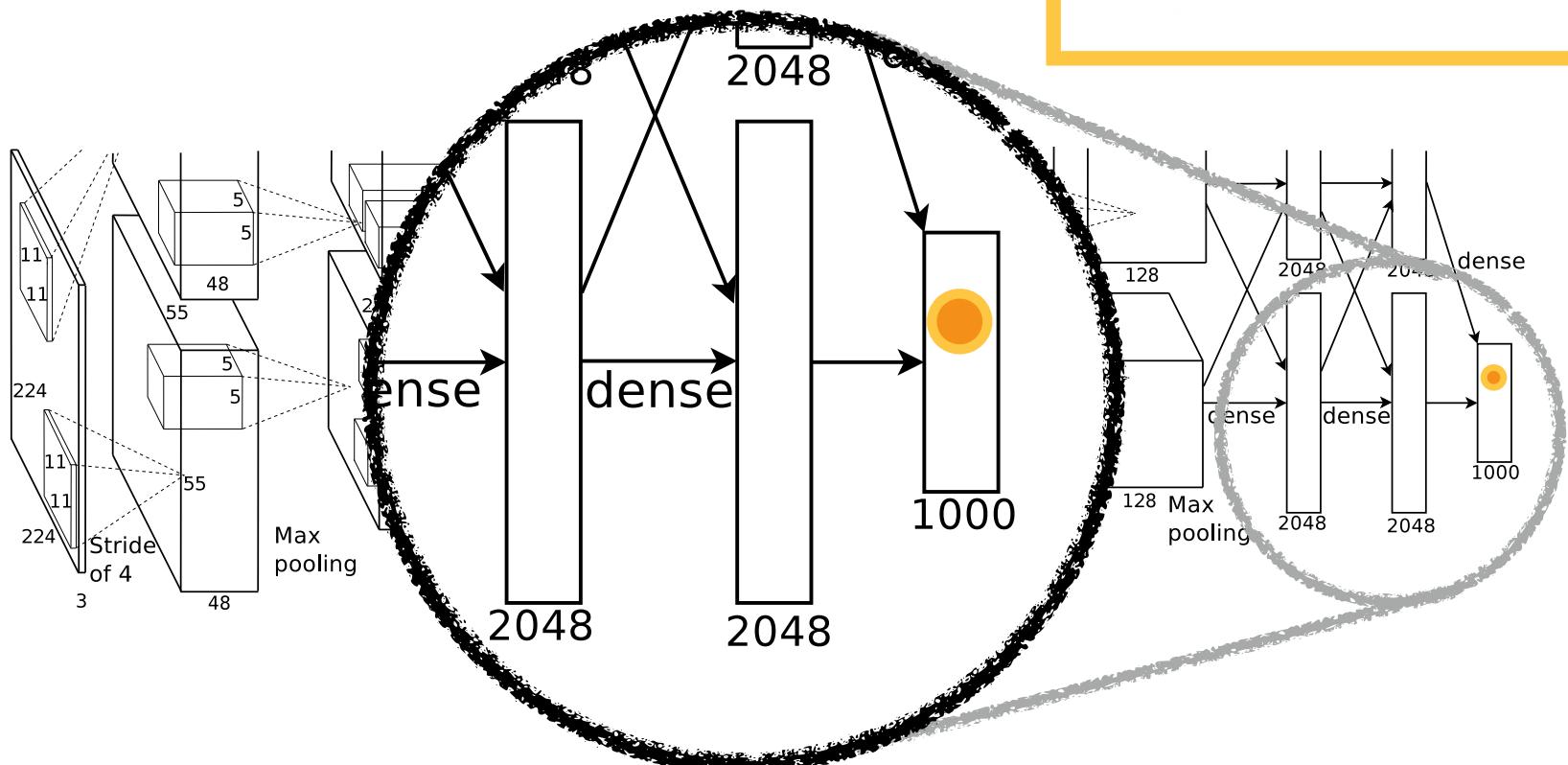


Jet Propulsion Laboratory
California Institute of Technology

Activation Maximization

- Look for an image that maximally activates a **specific feature component**

$$\min_{\mathbf{x}} -\langle \mathbf{e}_k, \Phi(\mathbf{x}) \rangle + R_{TV}(\mathbf{x}) + R_{\alpha}(\mathbf{x})$$

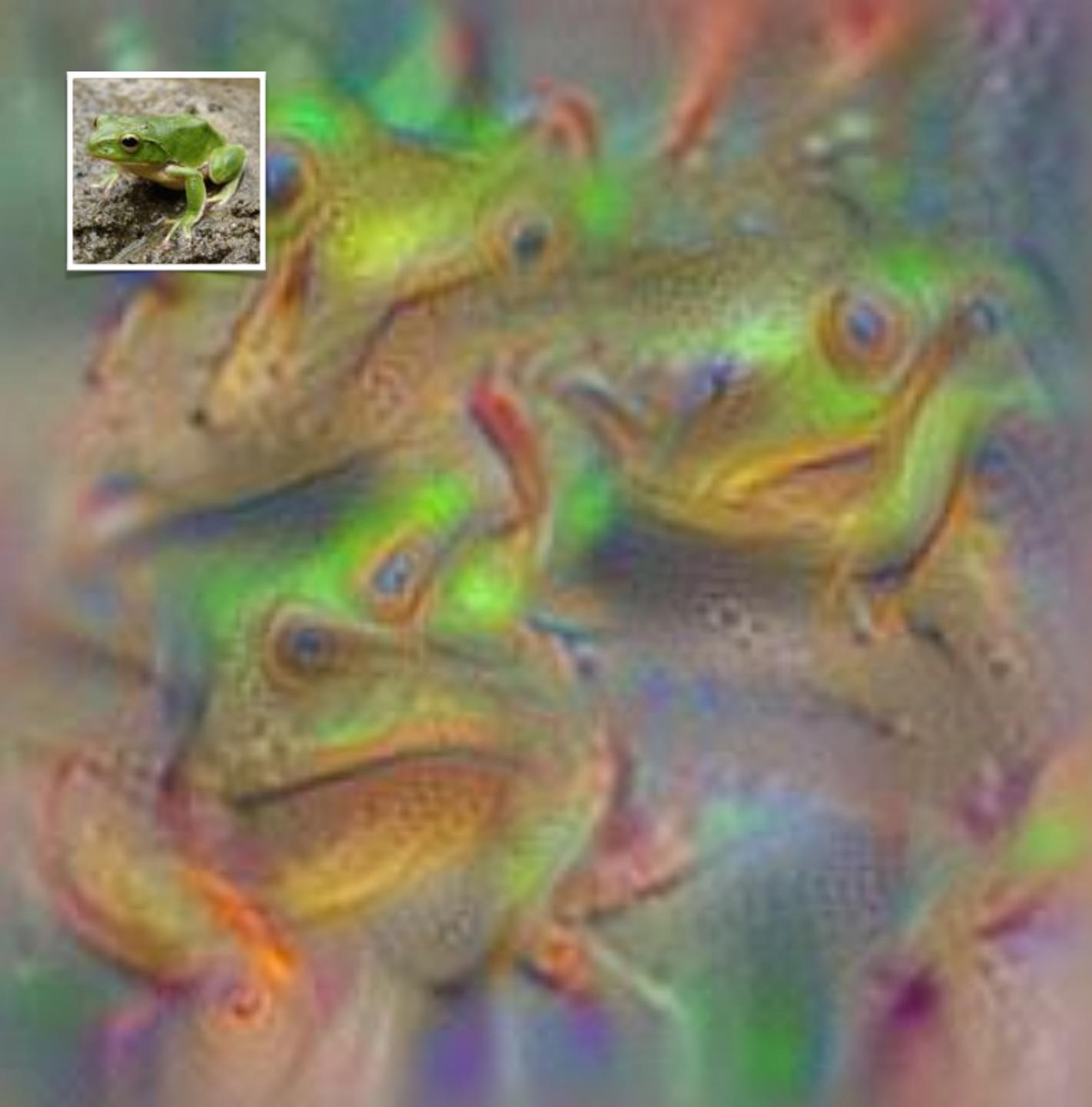














Visualizing CNN Features: Gradient Ascent

Adding “multi-faceted” visualization gives even nicer results:
(Plus more careful regularization, center-bias)

Reconstructions of multiple feature types (facets) recognized by the same “grocery store” neuron



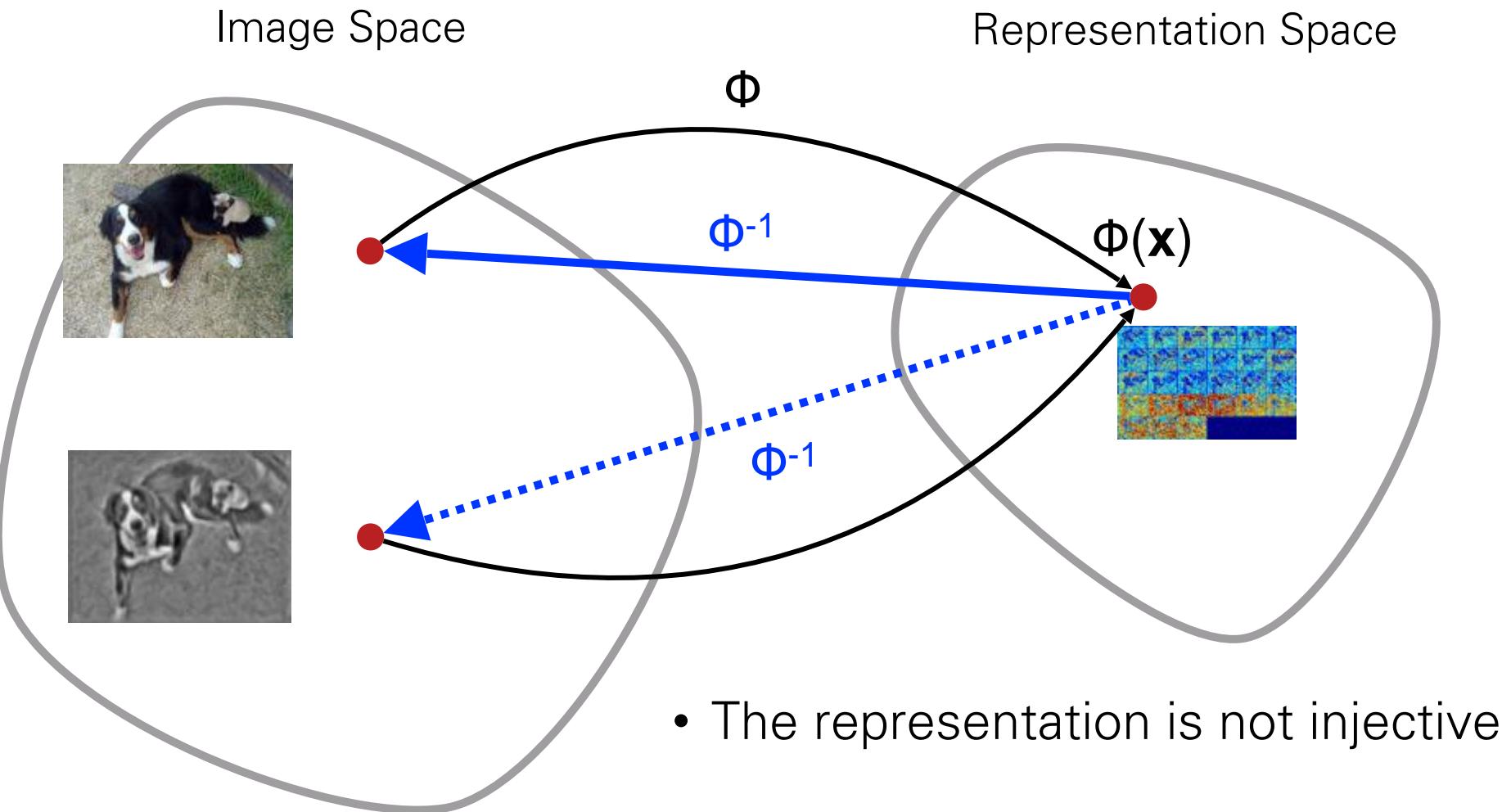
Corresponding example training set images recognized by the same neuron as in the “grocery store” class



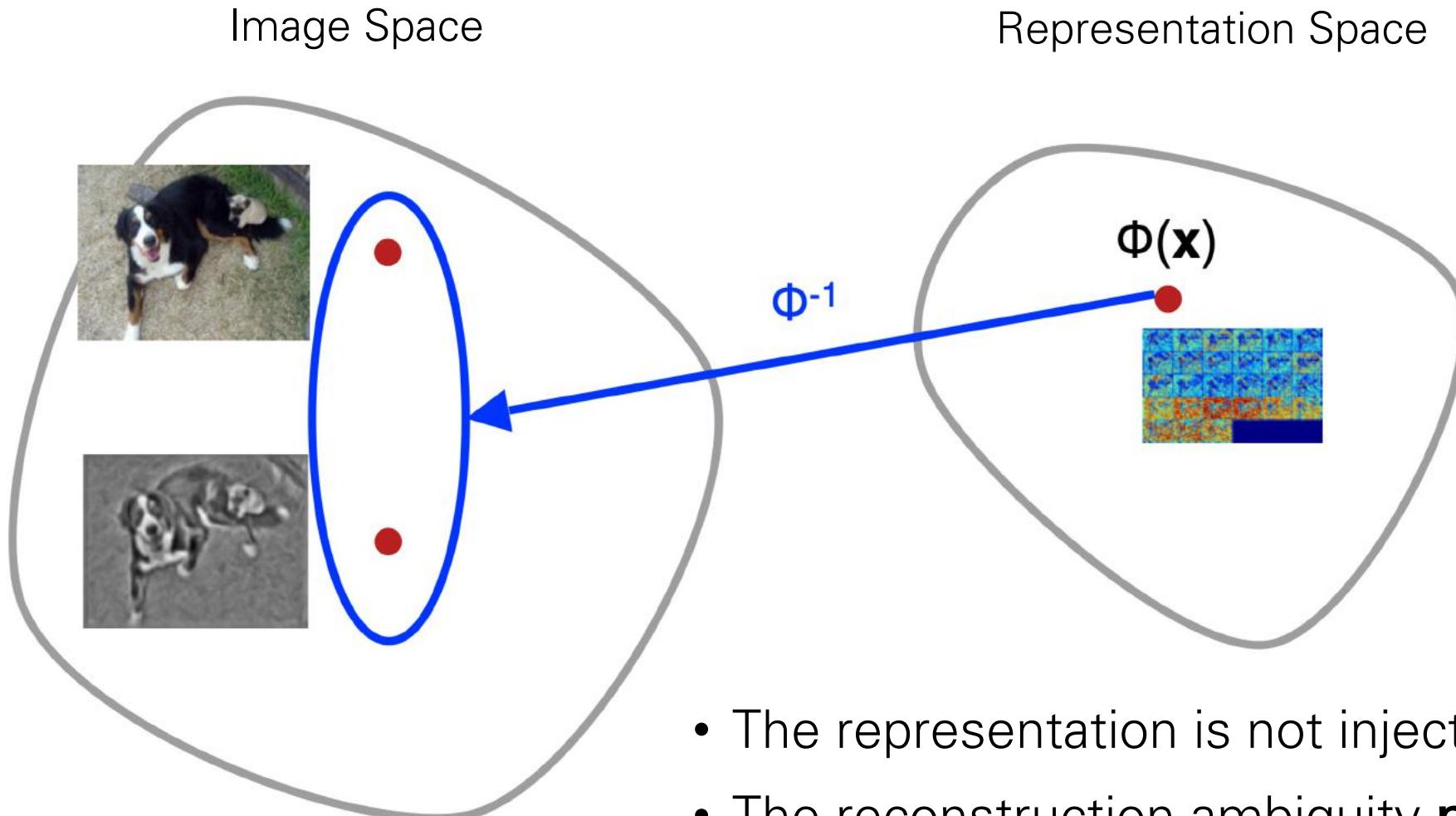
Visualizing CNN Features: Gradient Ascent



Understanding the Model: Pre-Images



Understanding the Model: Pre-Images



- The representation is not injective
- The reconstruction ambiguity **provides useful information about the representation**

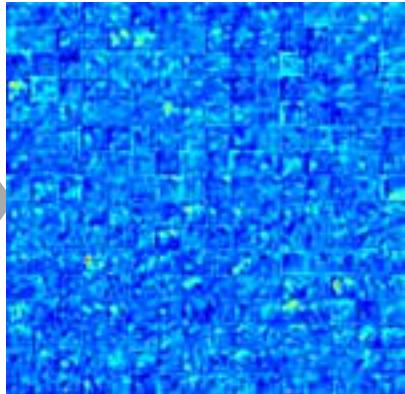
Finding a Pre-Image

A simple yet general and effective method

$$\min_{\mathbf{x}} \|\Phi(\mathbf{x}) - \Phi_0\|_2^2$$



Image

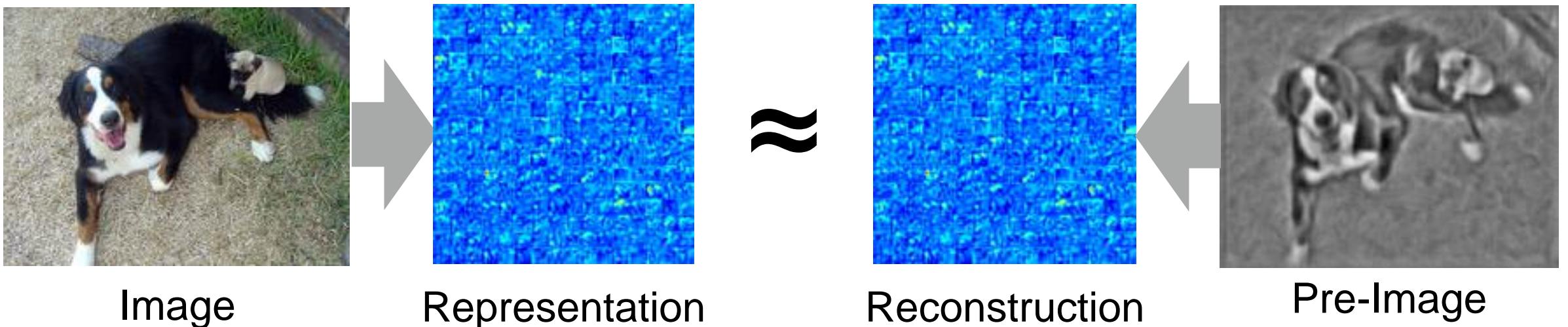


Representation

Finding a Pre-Image

A simple yet general and effective method

$$\min_{\mathbf{x}} \|\Phi(\mathbf{x}) - \Phi_0\|_2^2$$



- Start from random noise
- Optimize using stochastic gradient descent

Finding a Pre-Image

A simple yet general and effective method

$$\min_{\mathbf{x}} \|\Phi(\mathbf{x}) - \Phi_0\|_2^2$$

No prior



Finding a Pre-Image

A simple yet general and effective method

$$\min_{\mathbf{x}} \|\Phi(\mathbf{x}) - \Phi_0\|_2^2 + R_{TV}(\mathbf{x})$$

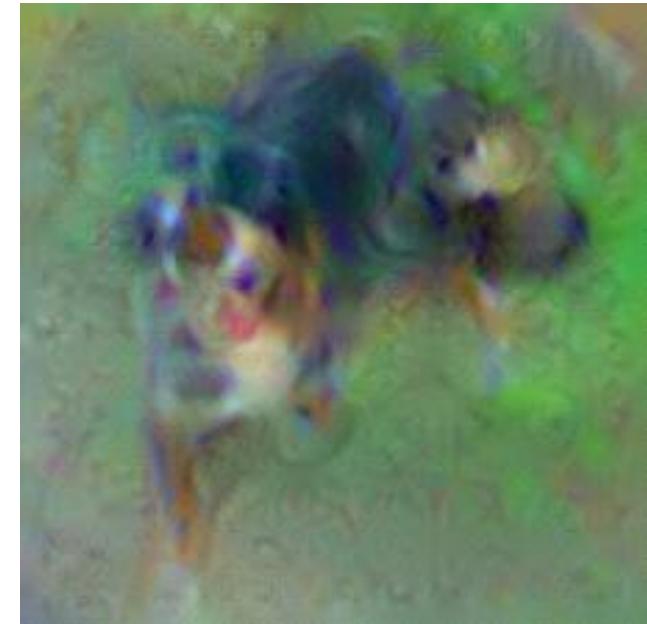
No prior



TV-norm $\beta = 1$

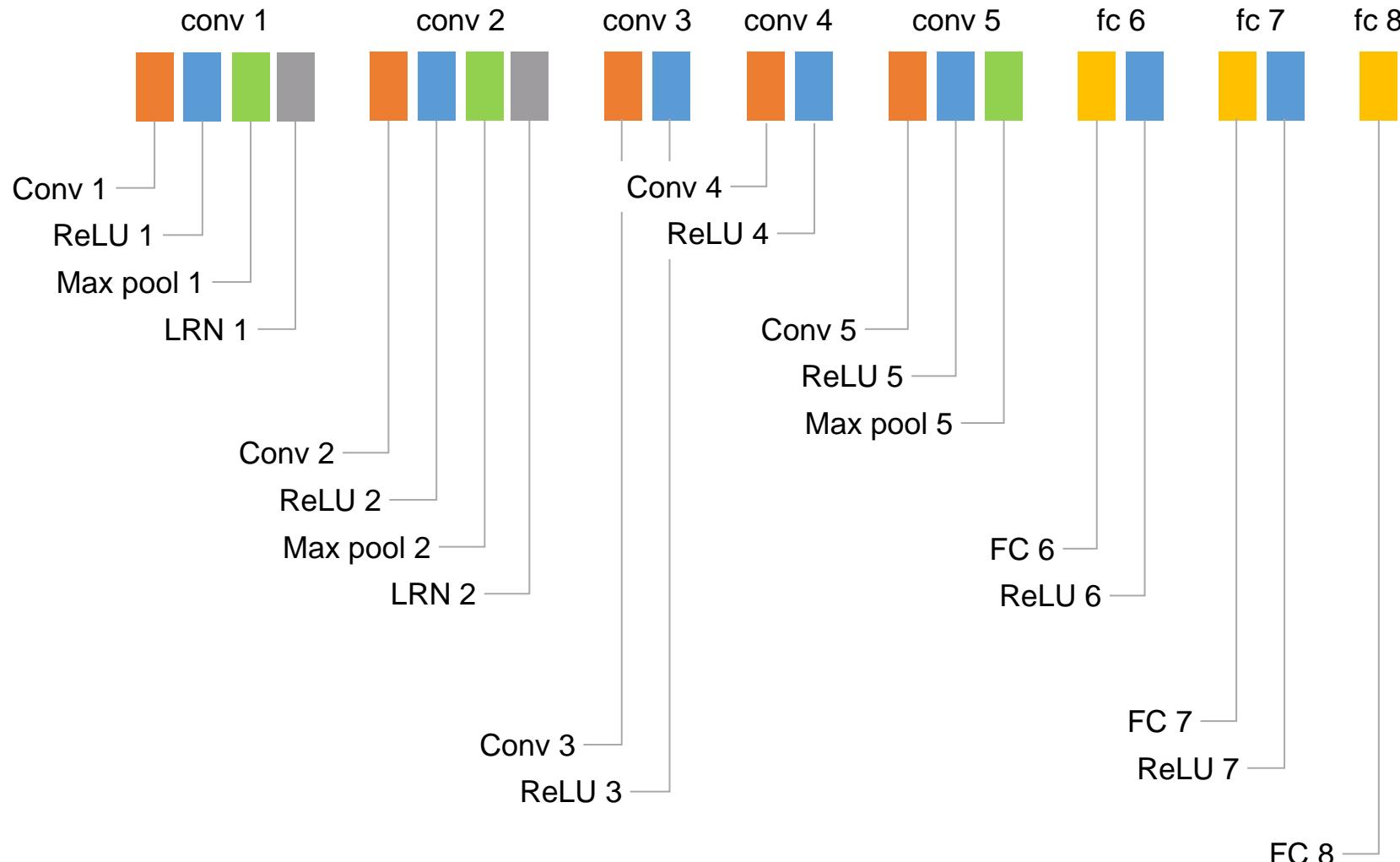


TV-norm $\beta = 2$



Inverting a Deep CNN

AlexNet [Krizhevsky et al. 2012]



Inverting a Deep CNN



Original
Image



Inverting a Deep CNN



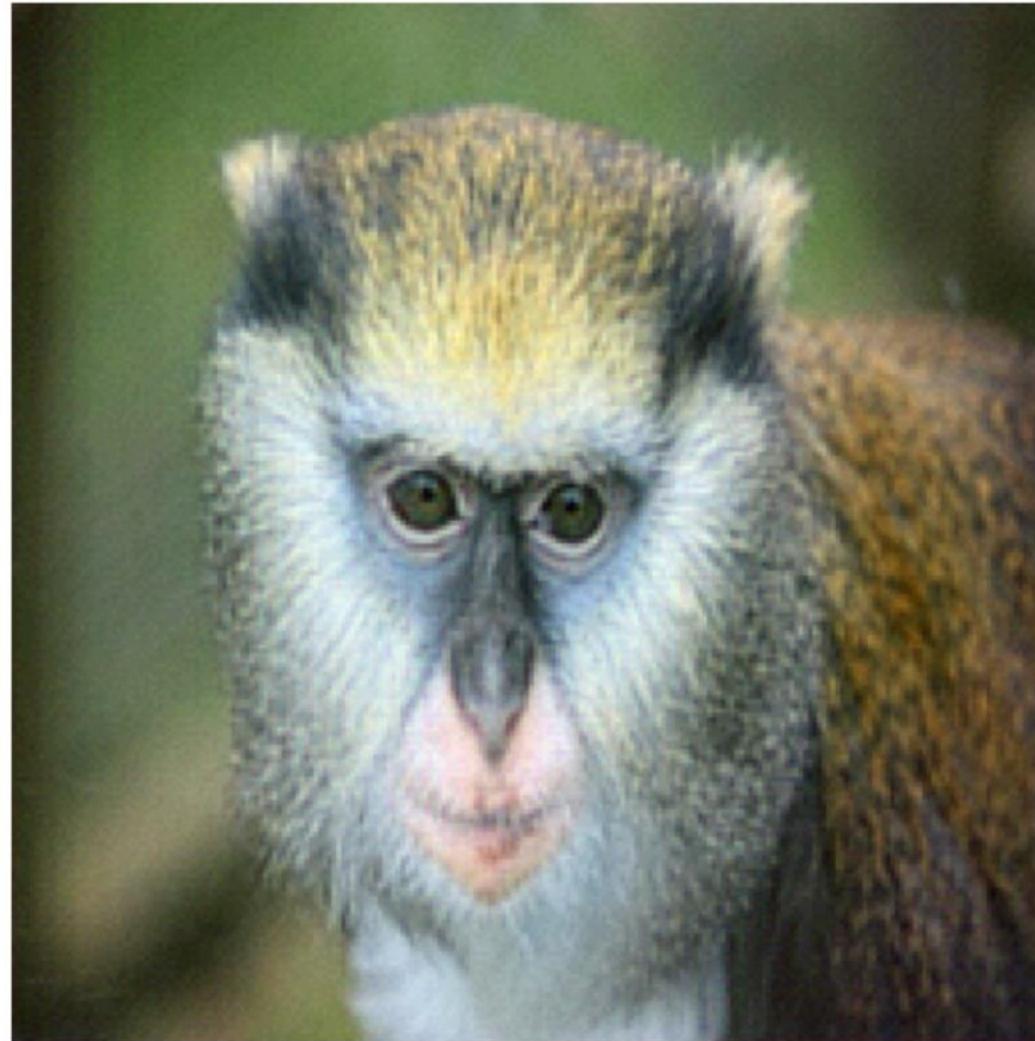
Original
Image



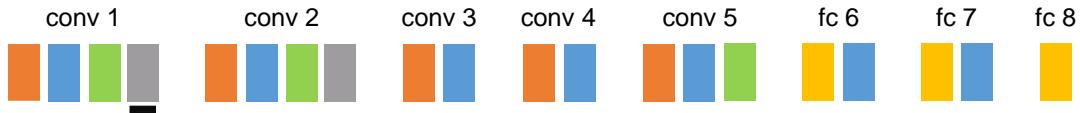
Inverting a Deep CNN



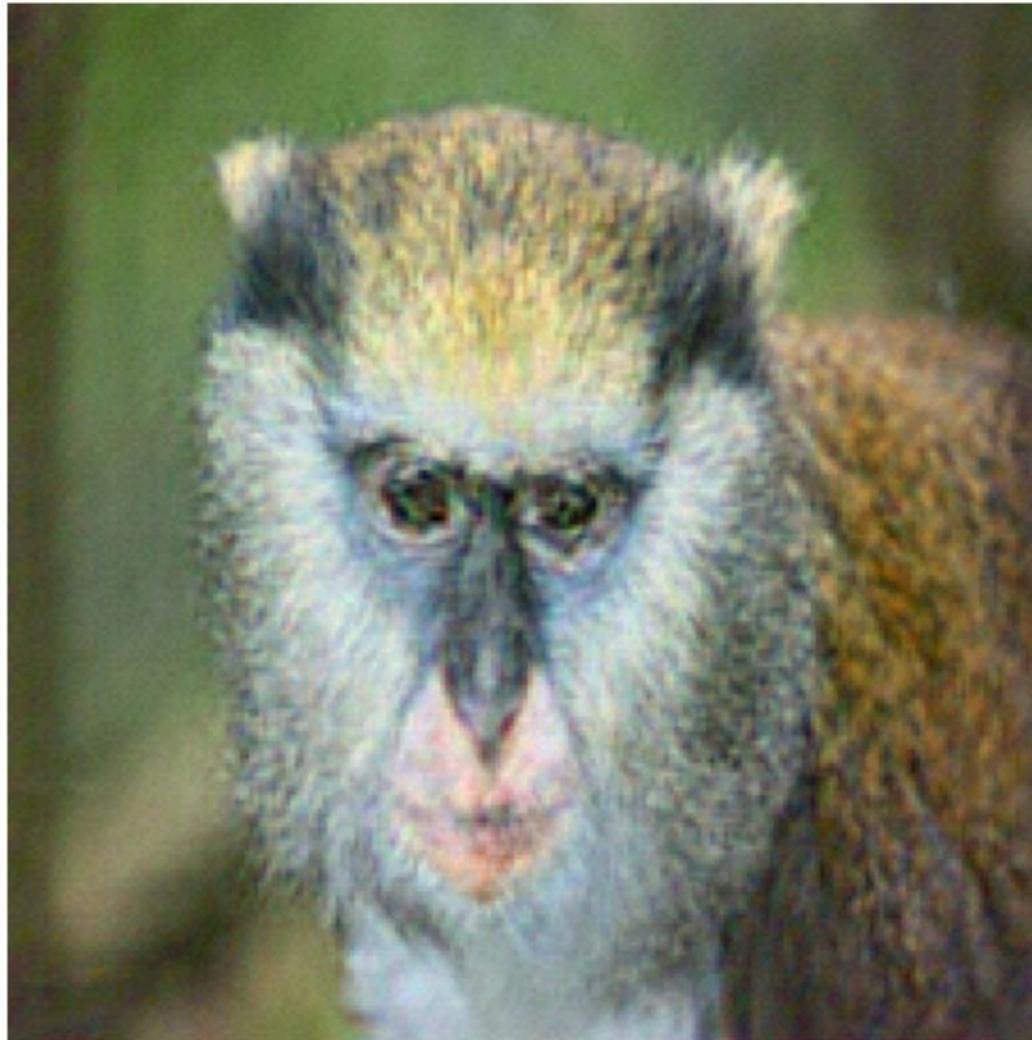
Original
Image



Inverting a Deep CNN



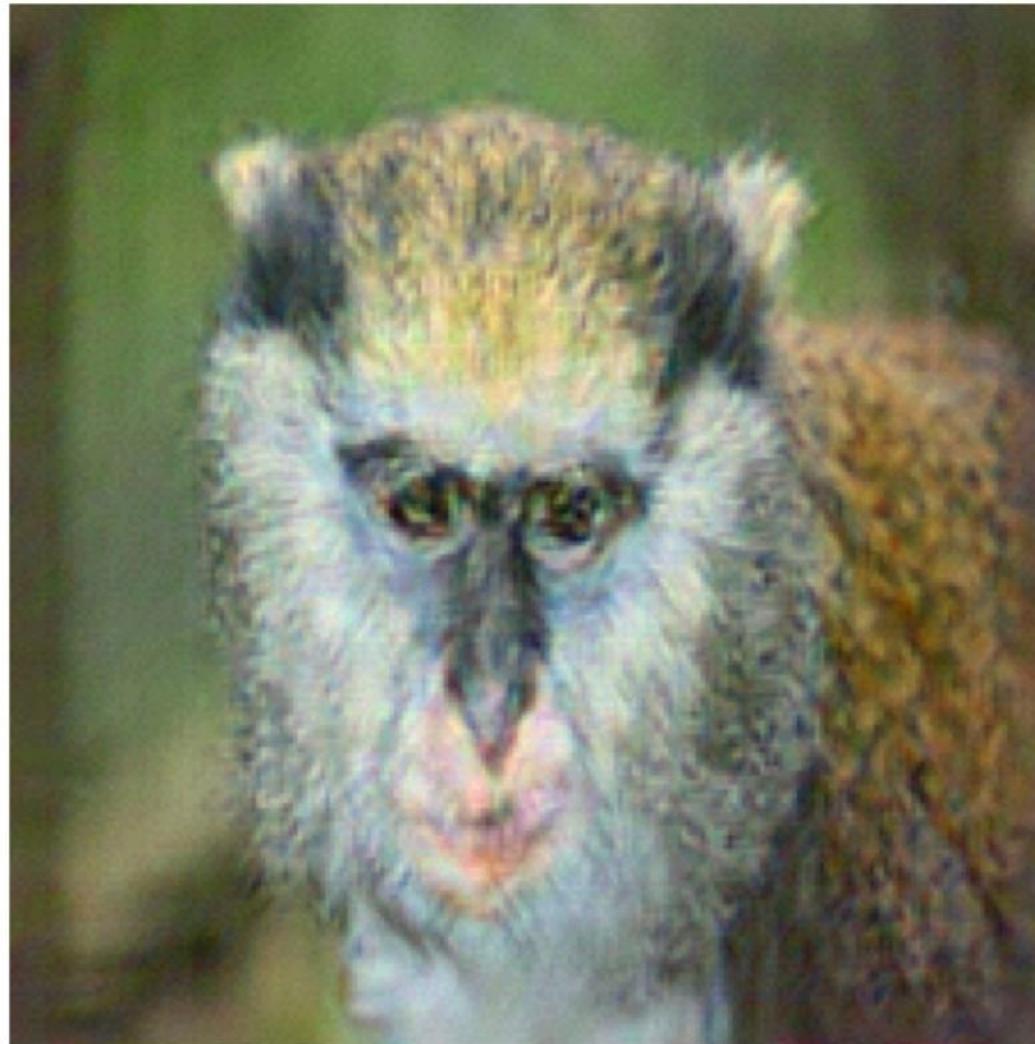
Original
Image



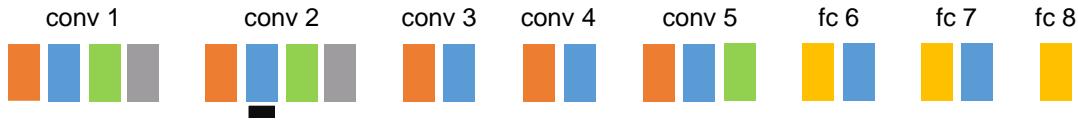
Inverting a Deep CNN



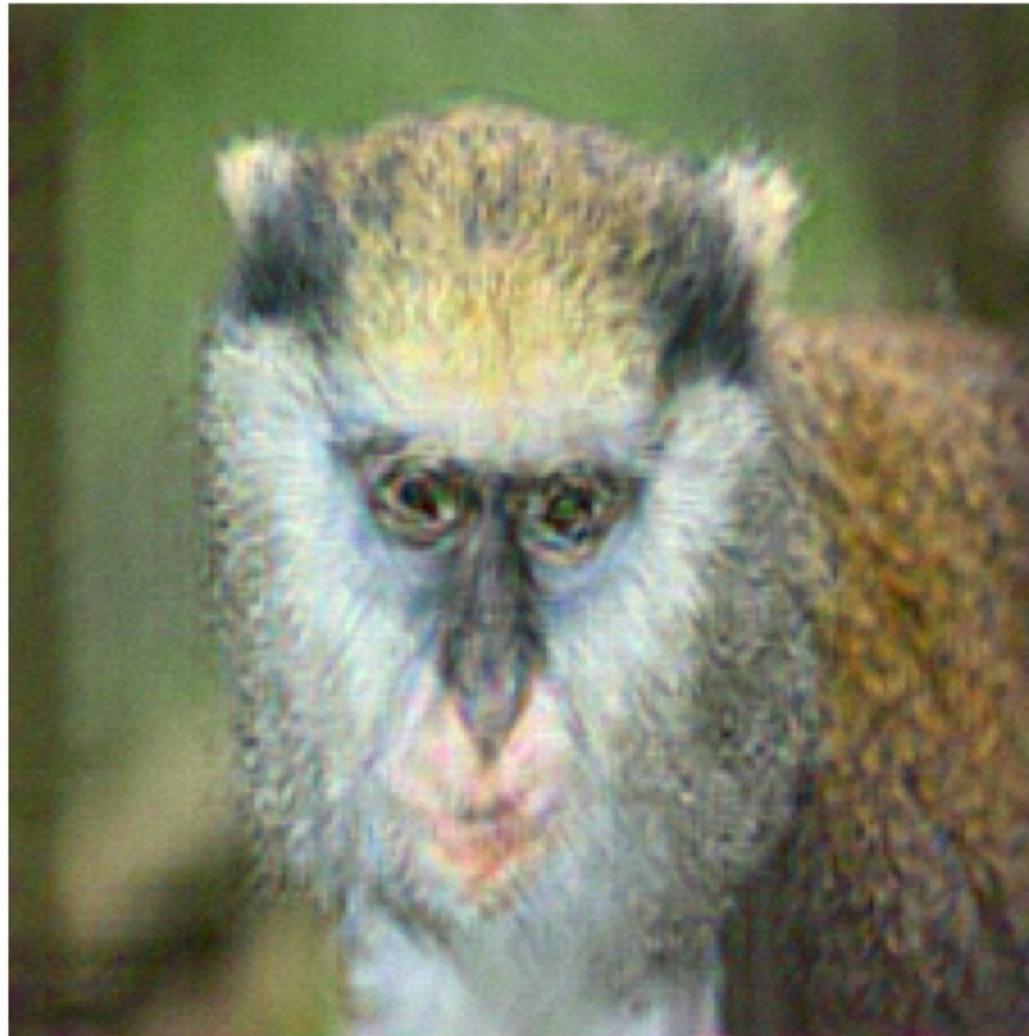
Original
Image



Inverting a Deep CNN



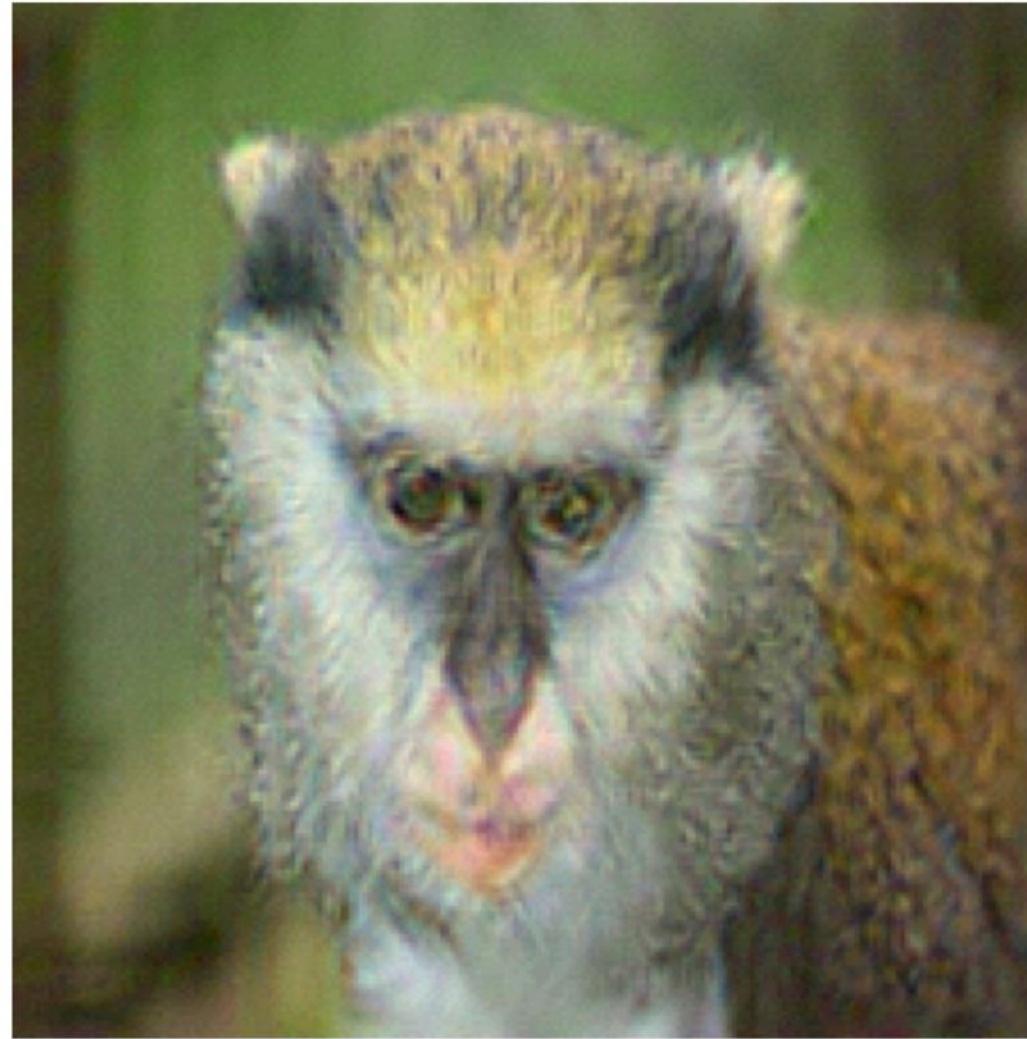
Original
Image



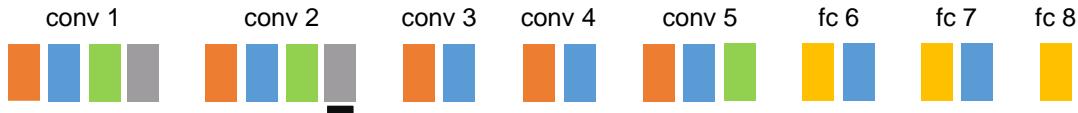
Inverting a Deep CNN



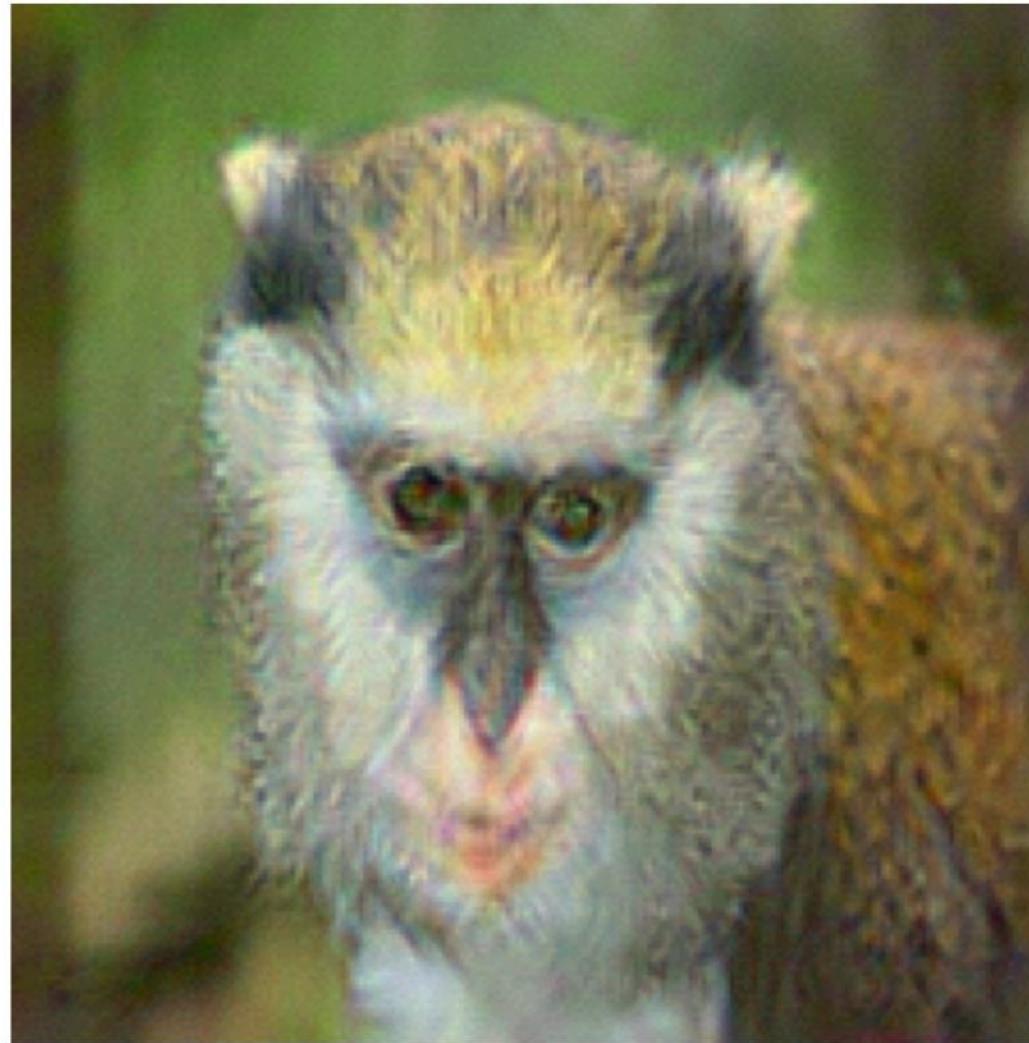
Original
Image



Inverting a Deep CNN



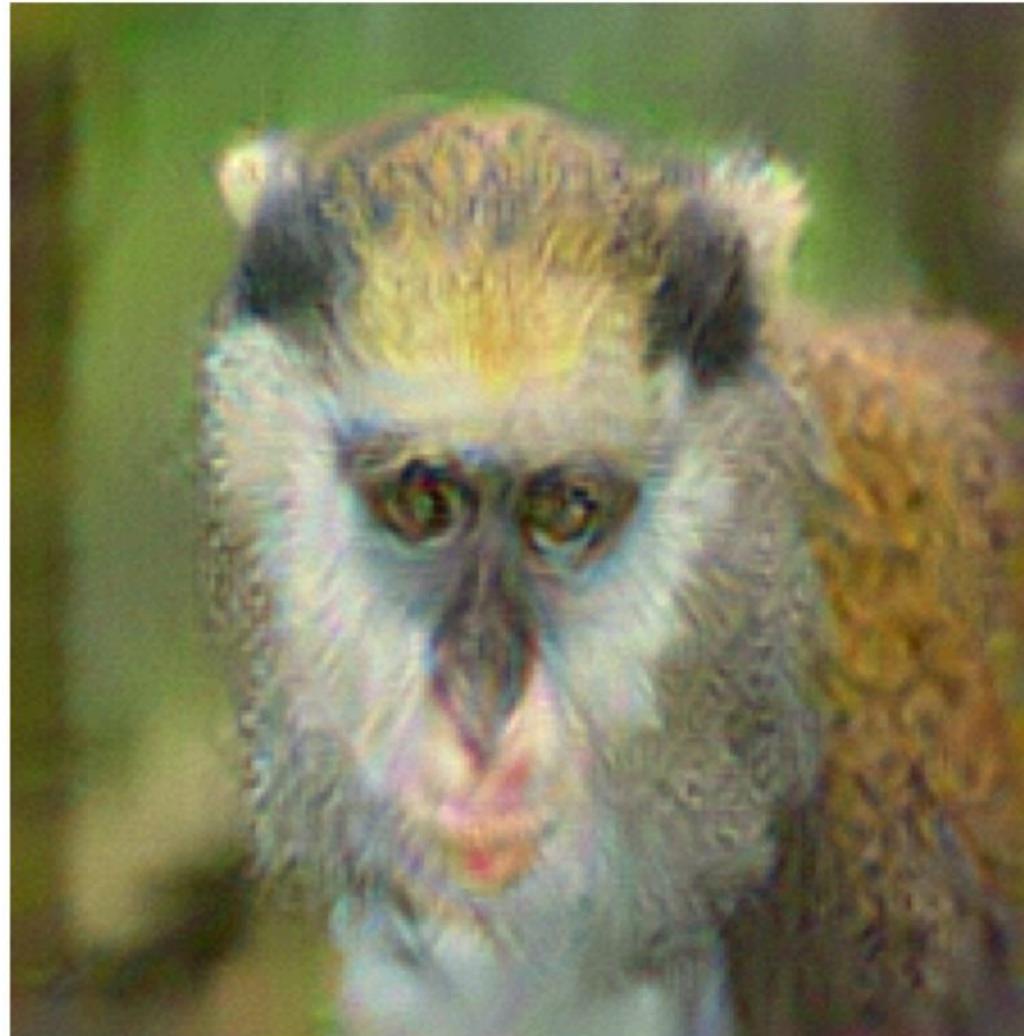
Original
Image



Inverting a Deep CNN



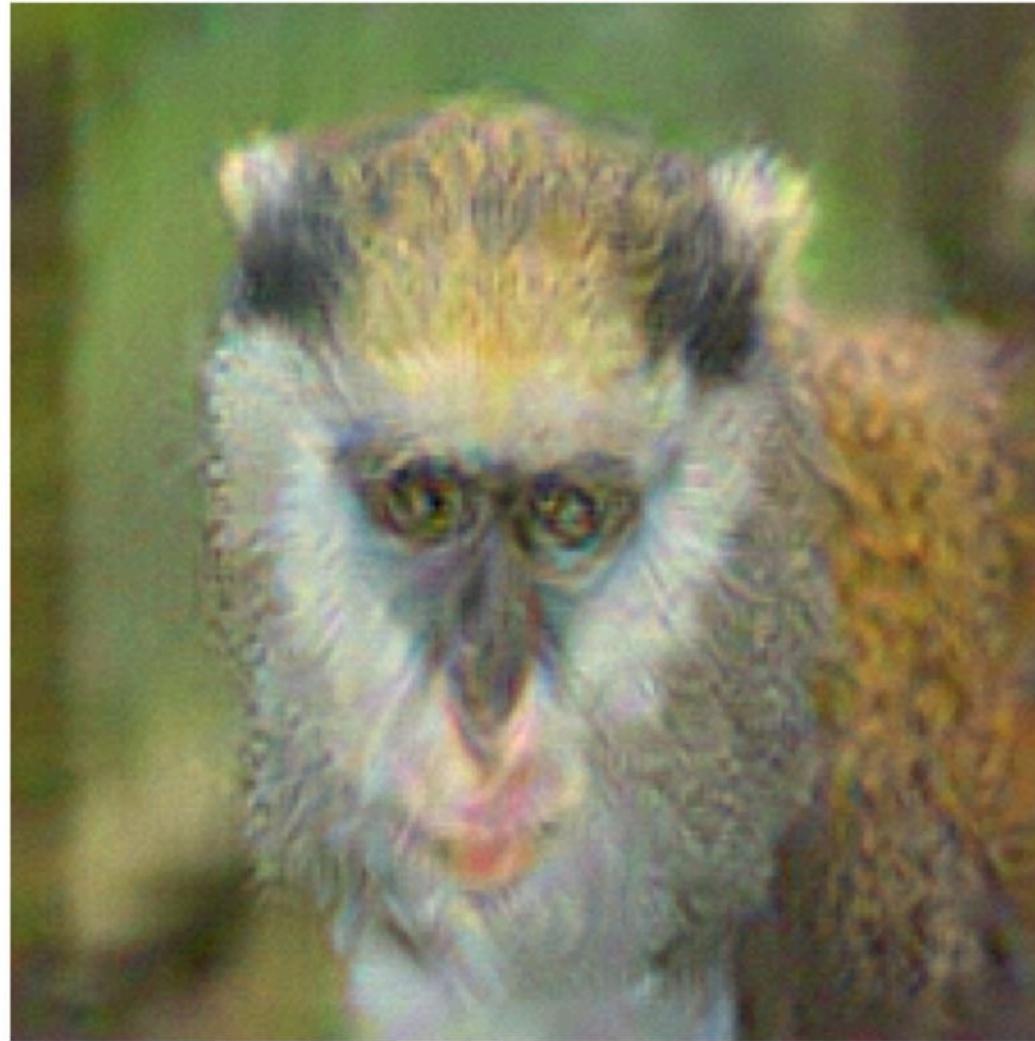
Original
Image



Inverting a Deep CNN



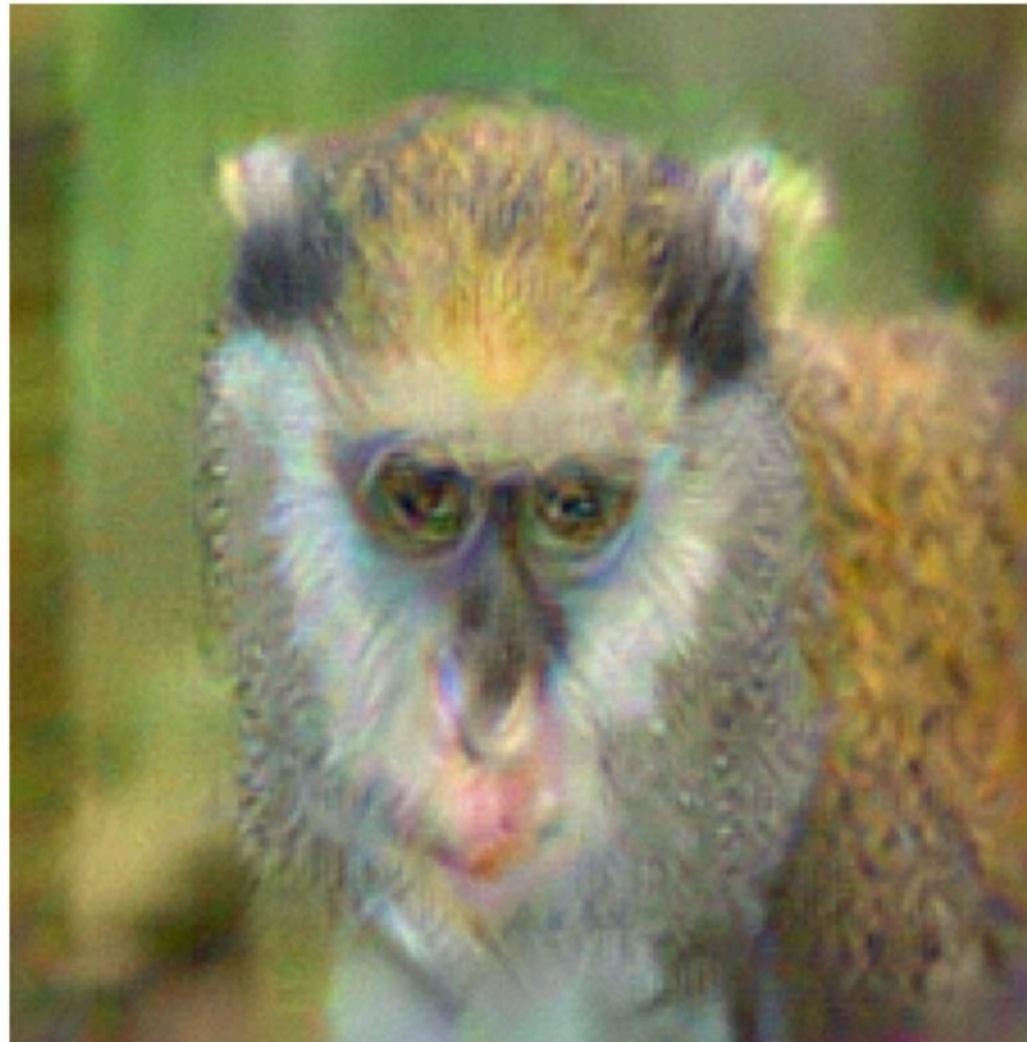
Original
Image



Inverting a Deep CNN



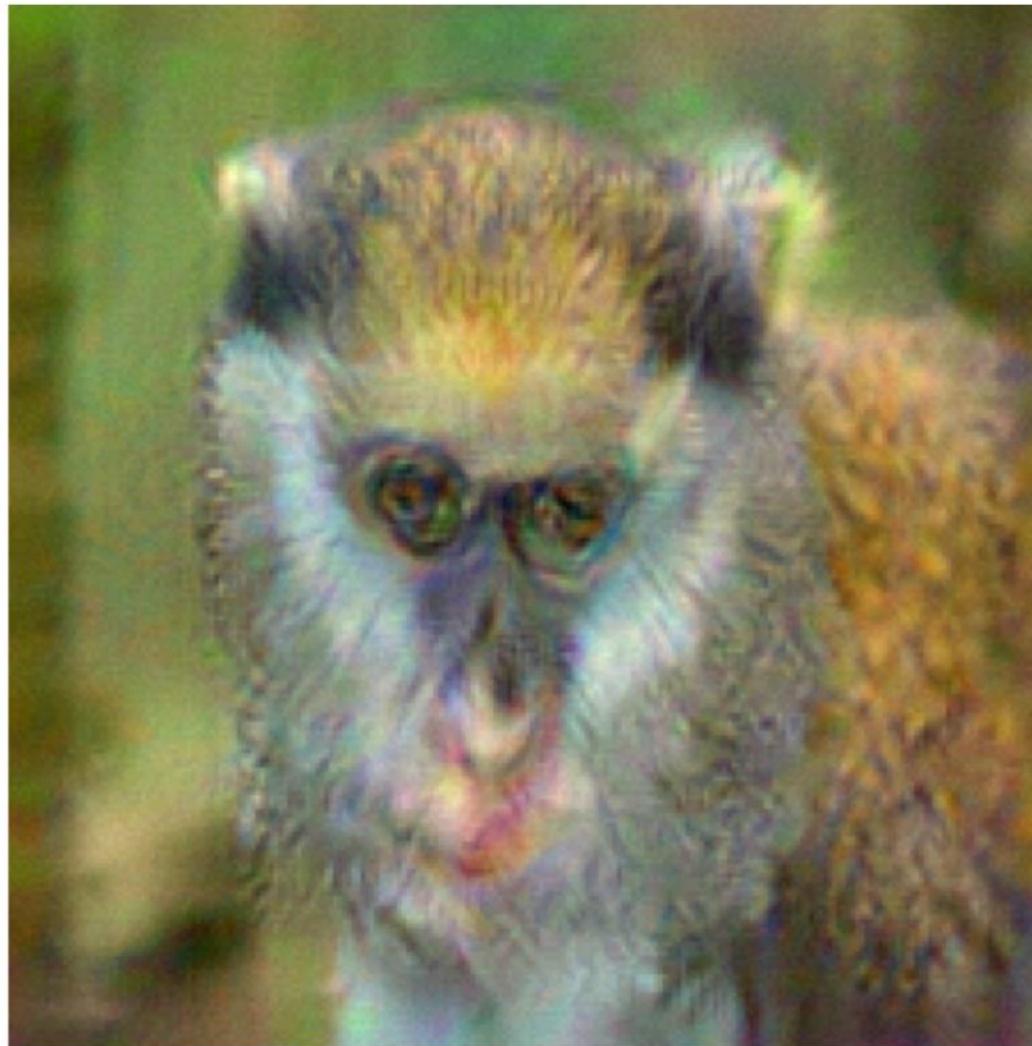
Original
Image



Inverting a Deep CNN



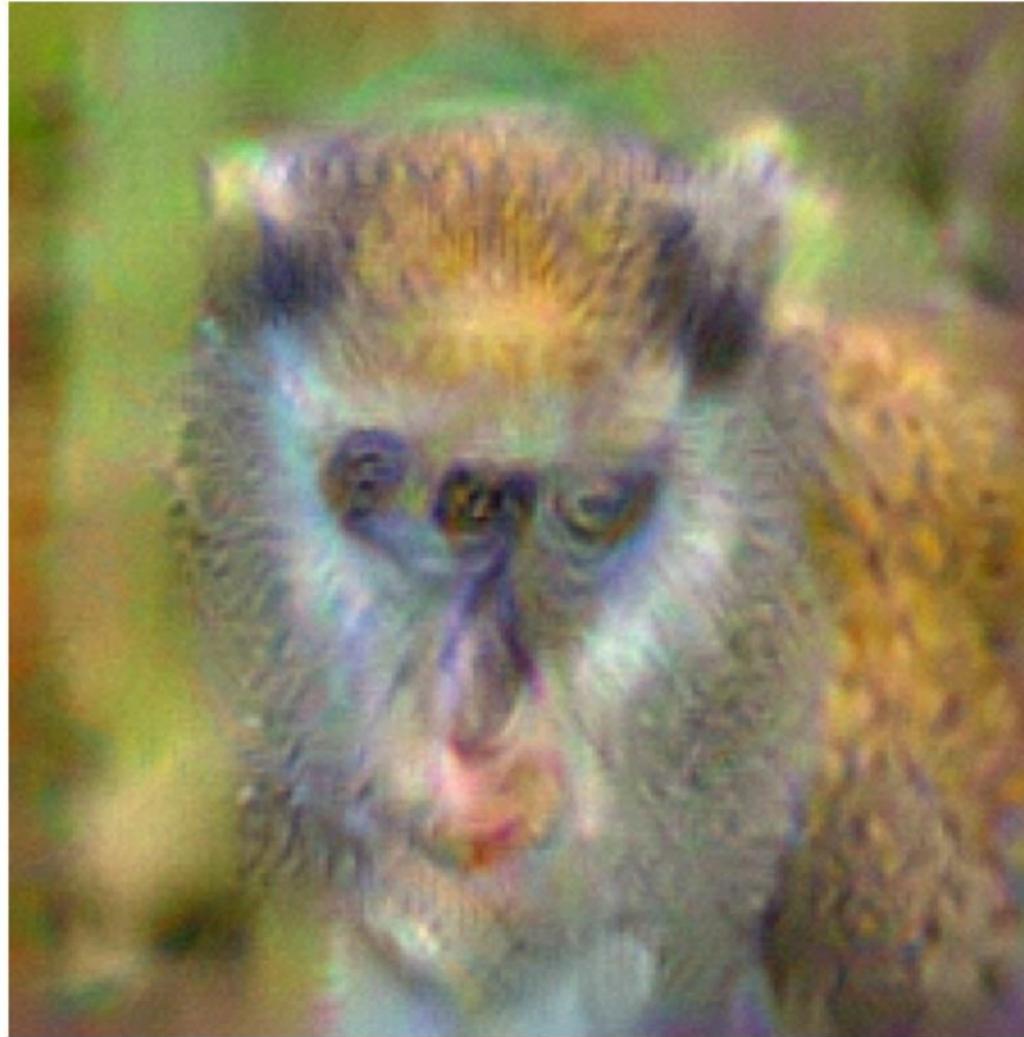
Original
Image



Inverting a Deep CNN



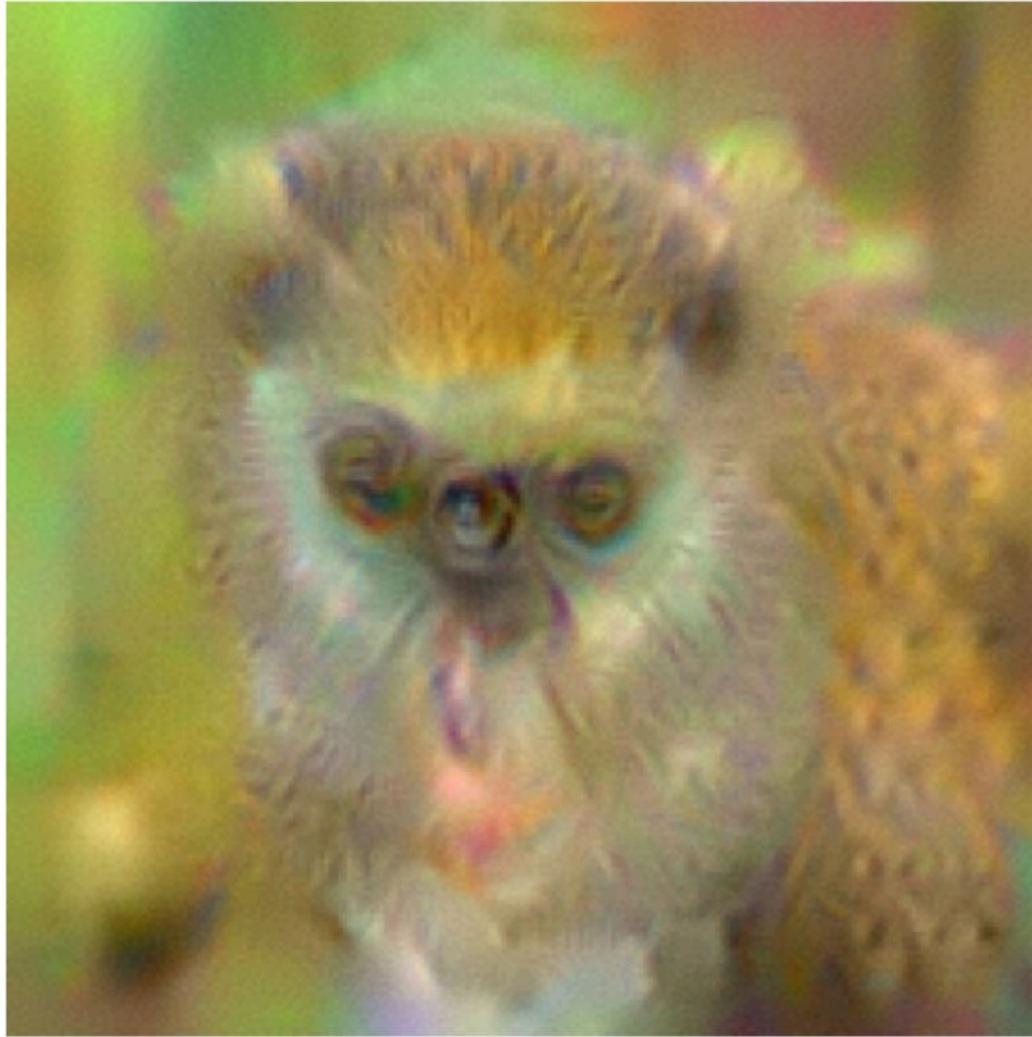
Original
Image



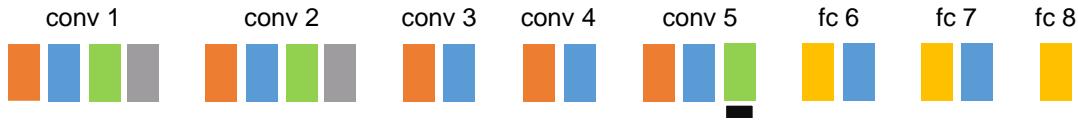
Inverting a Deep CNN



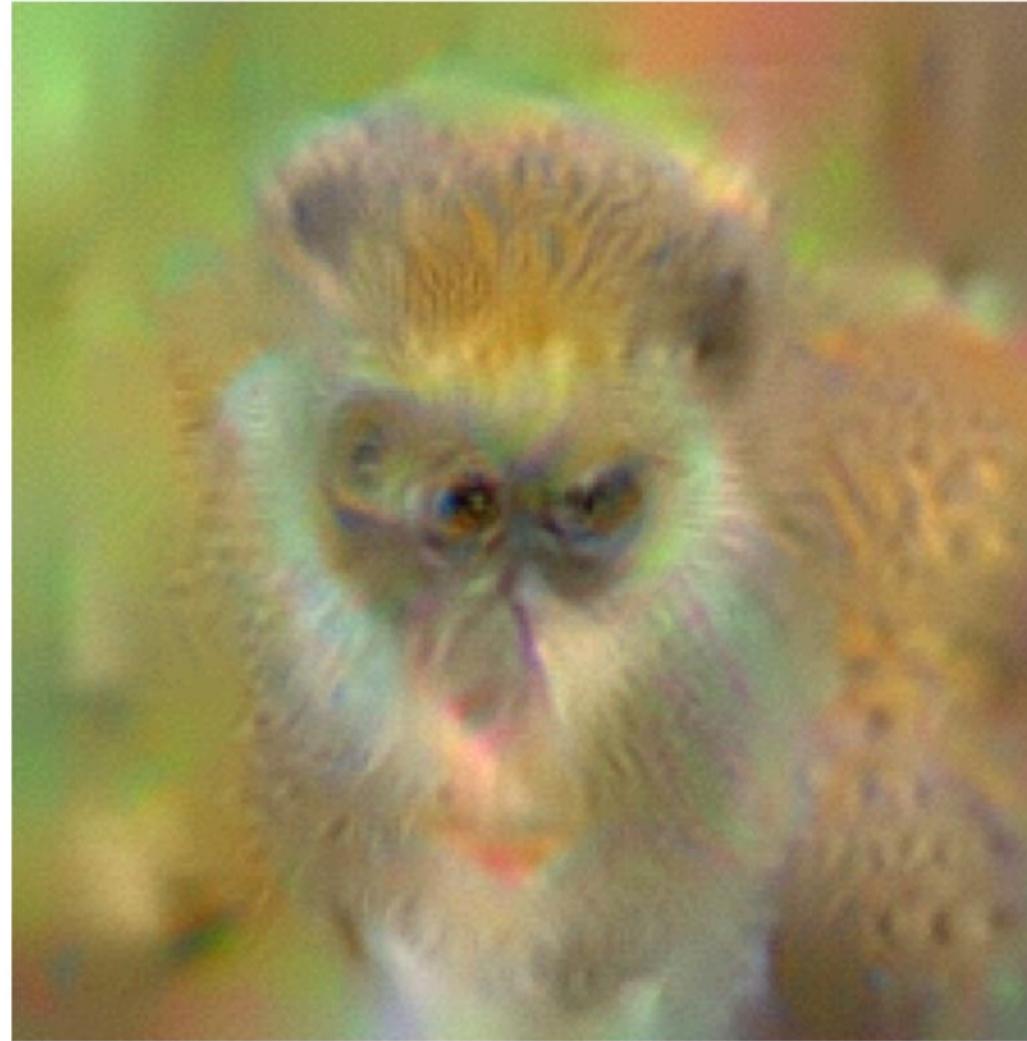
Original
Image



Inverting a Deep CNN



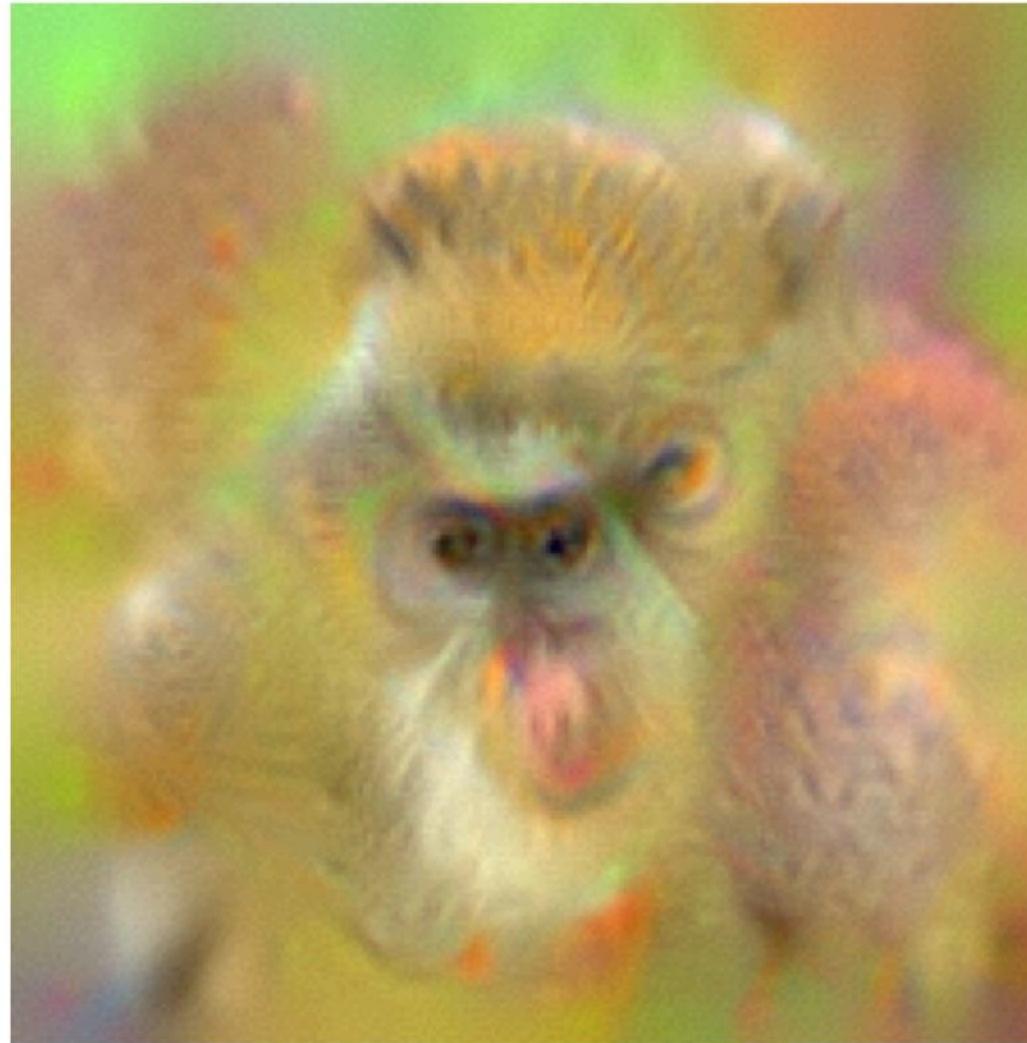
Original
Image



Inverting a Deep CNN



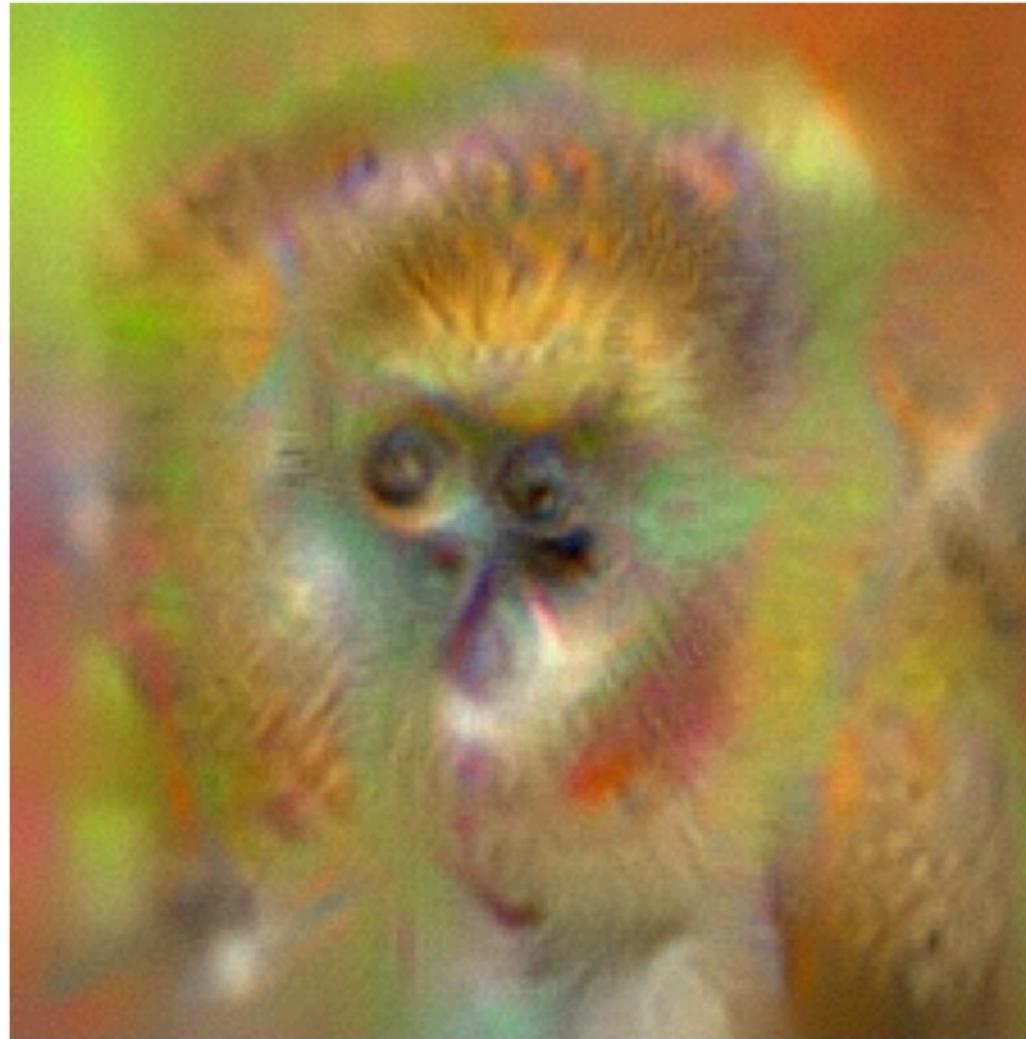
Original
Image



Inverting a Deep CNN



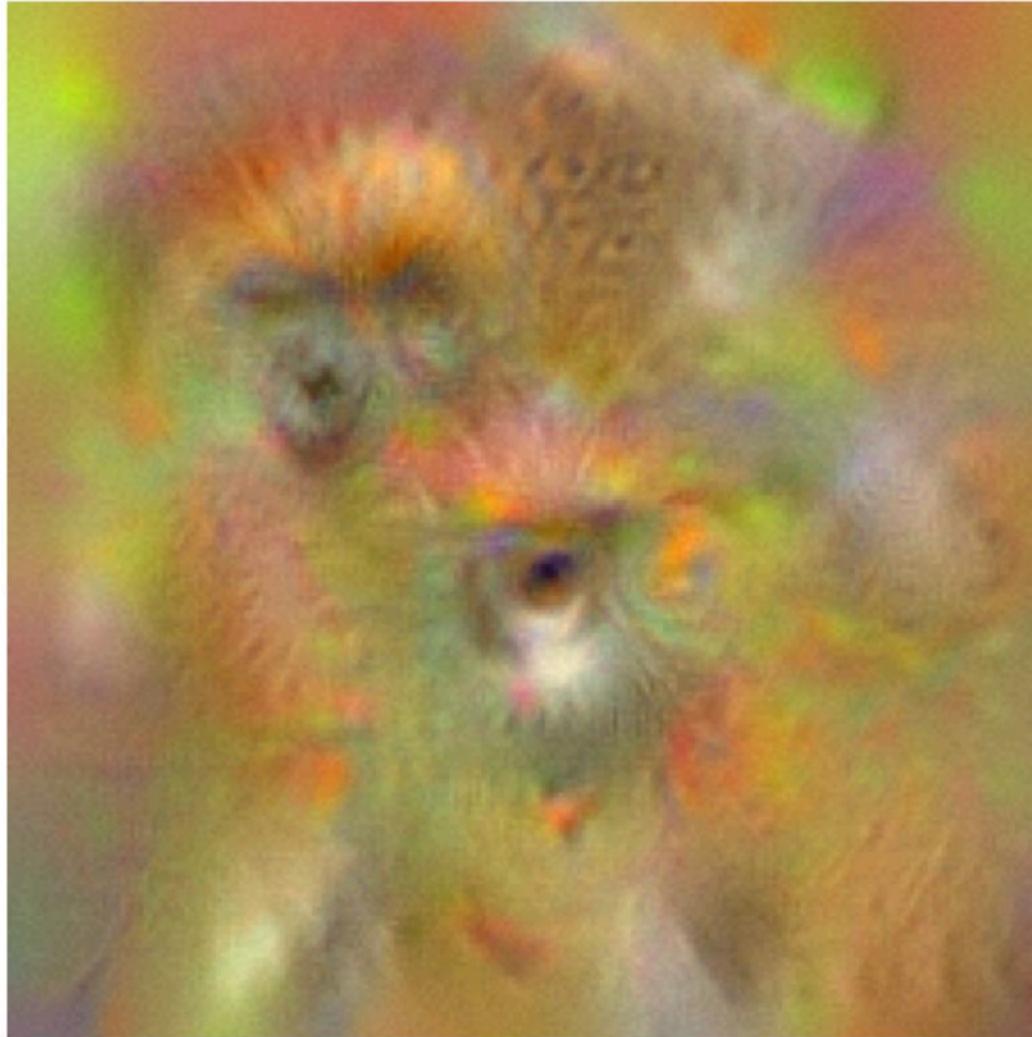
Original
Image



Inverting a Deep CNN



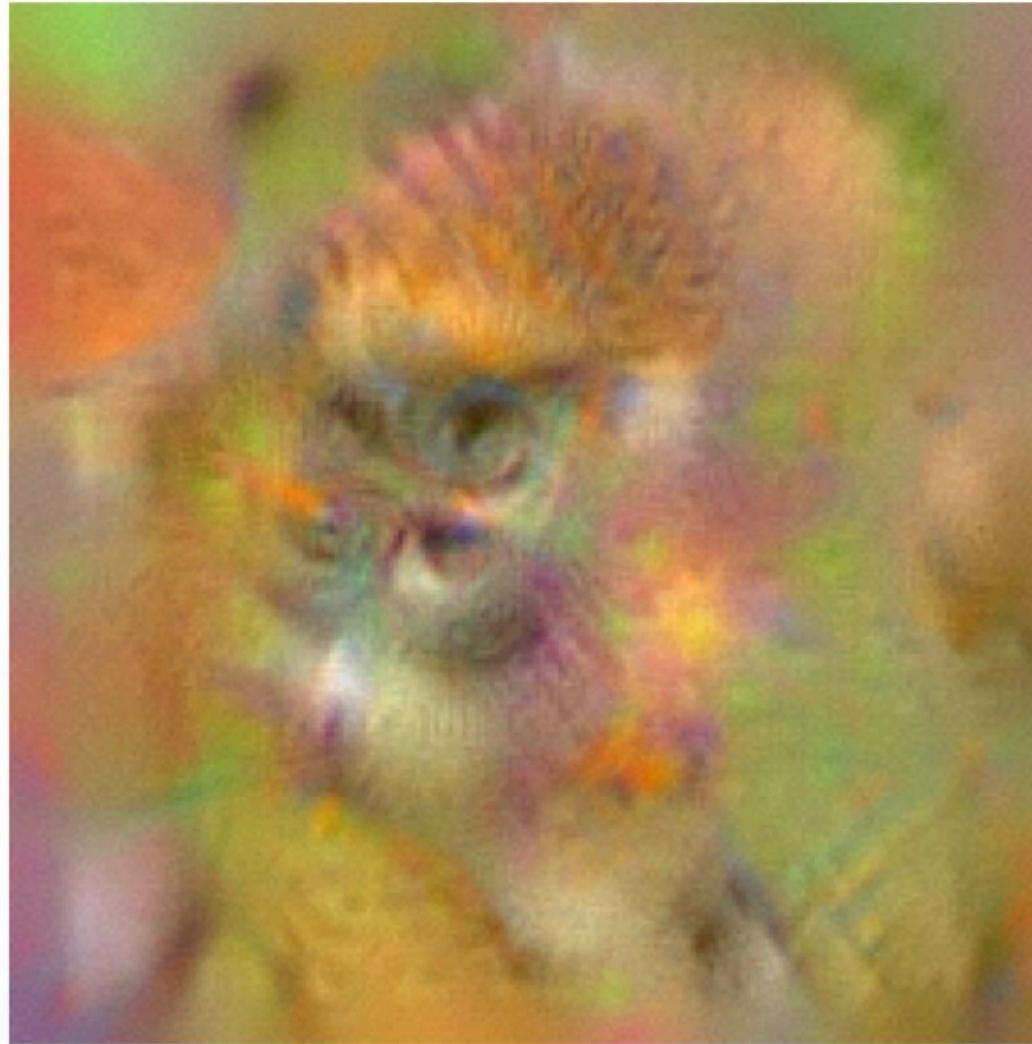
Original
Image



Inverting a Deep CNN



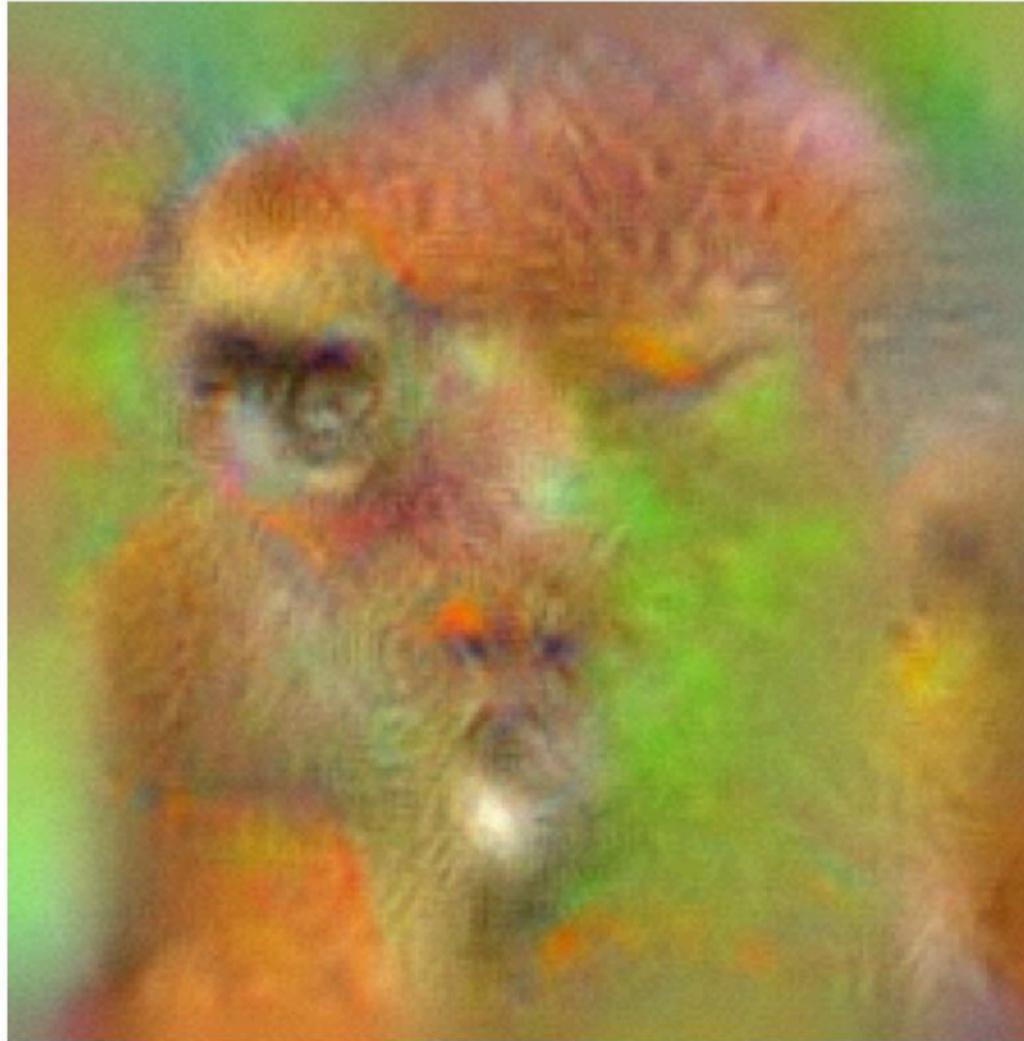
Original
Image



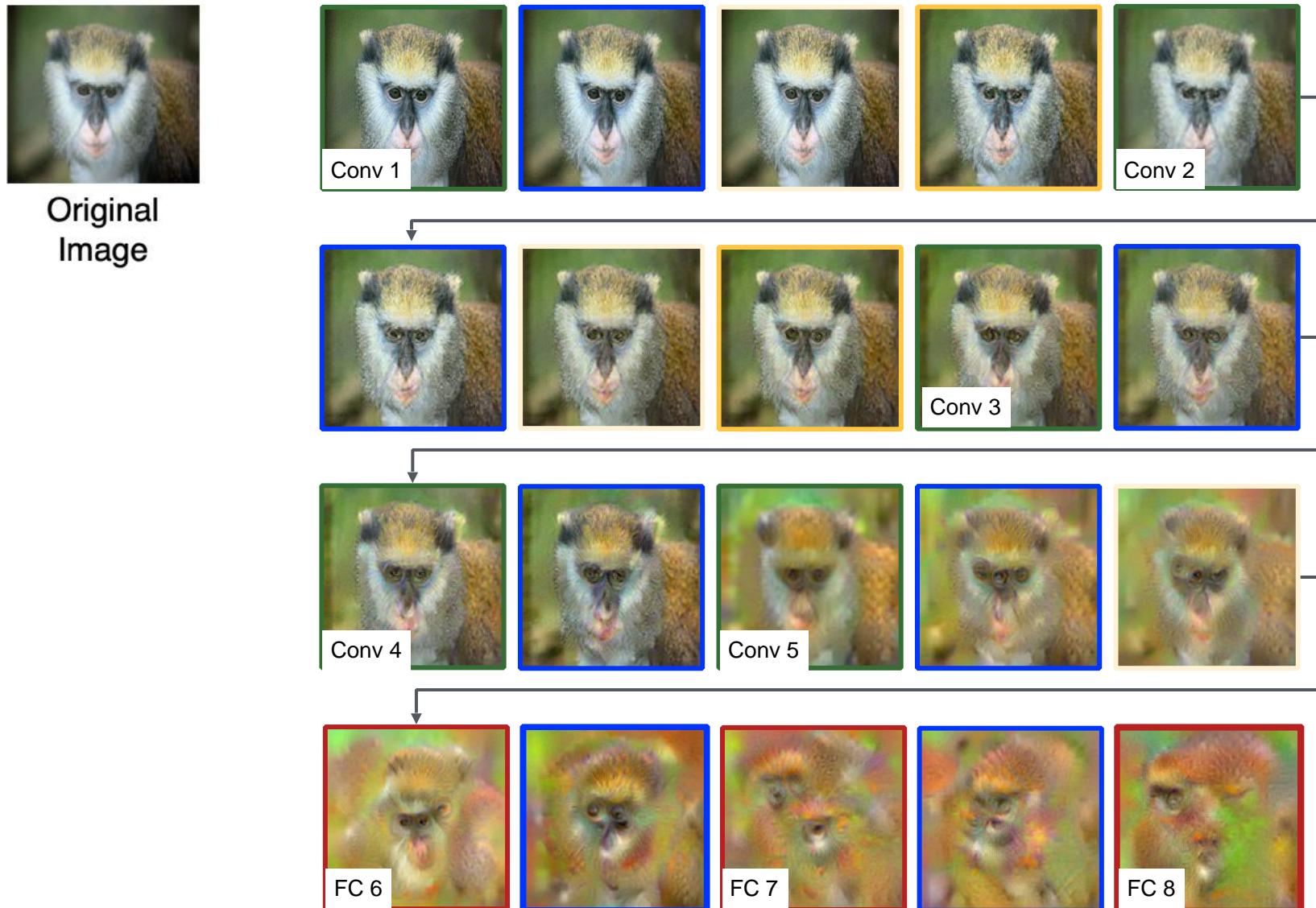
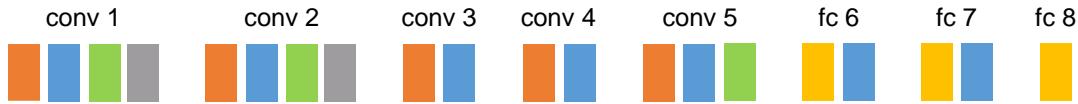
Inverting a Deep CNN



Original
Image

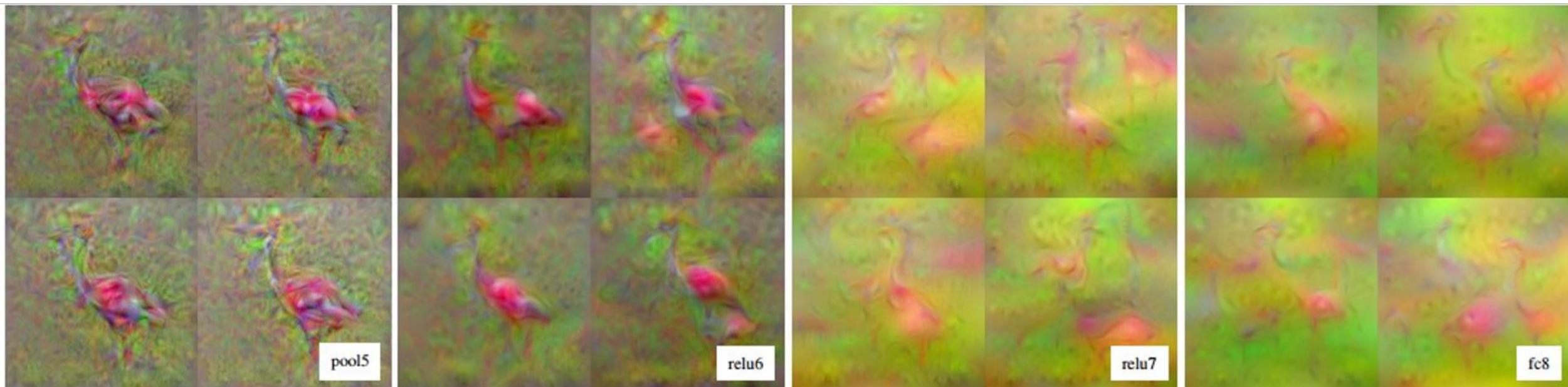


Inverting a Deep CNN





Multiple reconstructions. Images in quadrants all “look” the same to the CNN (same code)



Inverting Visual Representations with Convolutional Networks [Dosovitskiy and Brox2016]

Minimize mean squared error:

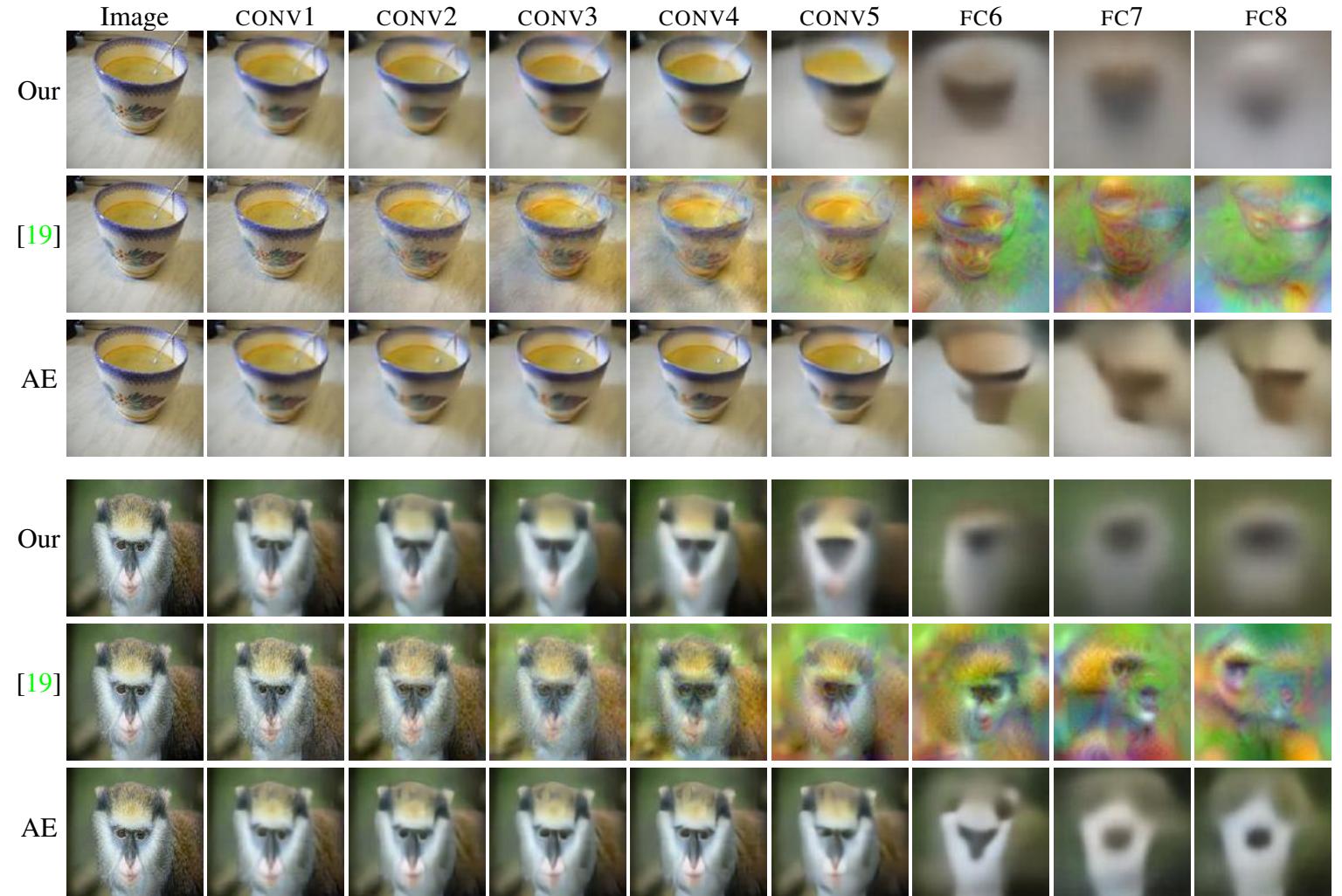
$$\mathbb{E}_{\mathbf{x}, \phi} \|\mathbf{x} - f(\phi)\|^2$$

Pre-image as the conditional expectation:

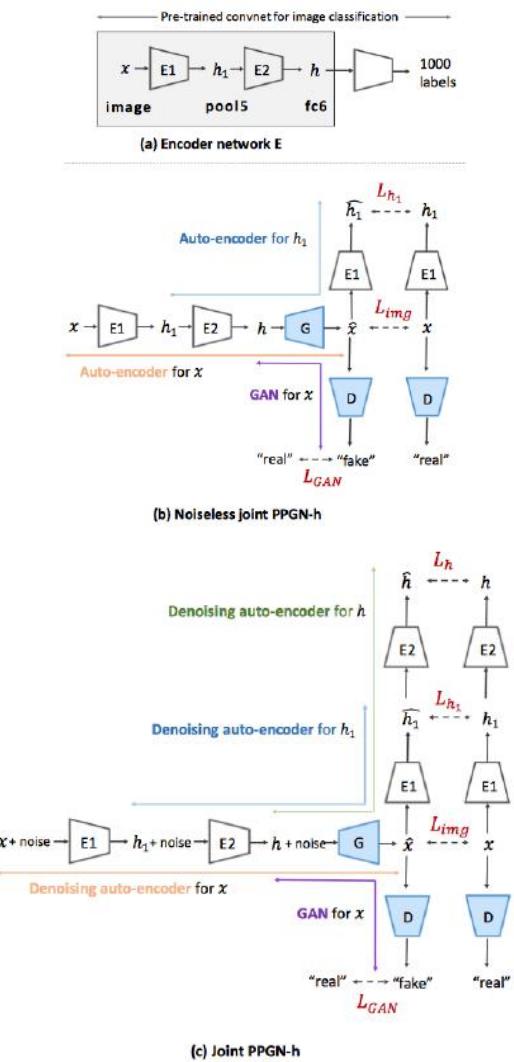
$$\hat{f}(\phi_0) = \mathbb{E}_{\mathbf{x}} [\mathbf{x} | \phi = \phi_0],$$

Given a training set of images and their features, learn weights of a deconv network:

$$\hat{\mathbf{w}} = \arg \min_{\mathbf{w}} \sum_i \|\mathbf{x}_i - f(\phi_i, \mathbf{w})\|_2^2.$$



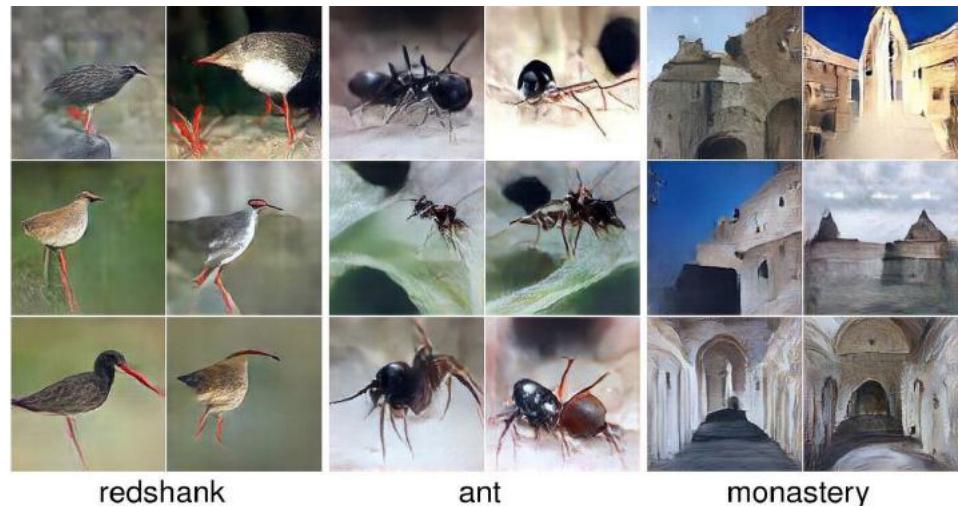
Visualizing CNN Features: Gradient Ascent



Employs auto-encoder
and generative adversarial
network components



volcano



volcano

Visualizing CNN Features: Gradient Ascent



Caricaturization

[Google Inceptionism 2015, Mahendran et al. 2015]

- Emphasize patterns that are detected by a certain representation

$$\min_{\mathbf{x}} -\langle \Phi(\mathbf{x}_0), \Phi(\mathbf{x}) \rangle + R_{TV}(\mathbf{x}) + R_\alpha(\mathbf{x})$$

- Key differences:
 - The starting point **is** the image \mathbf{x}_0
 - particular configurations of features are emphasized, not individual features

Results (VGG-M)

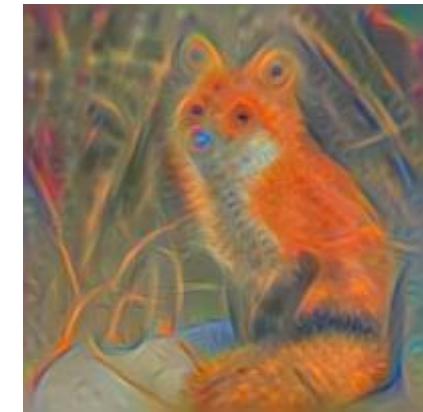
input



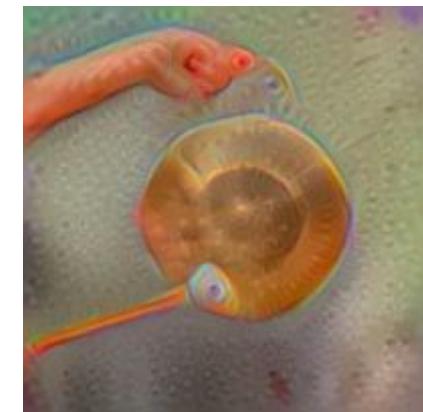
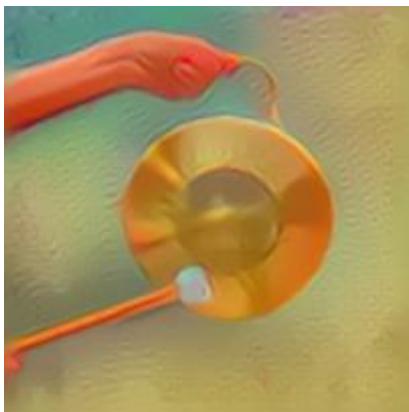
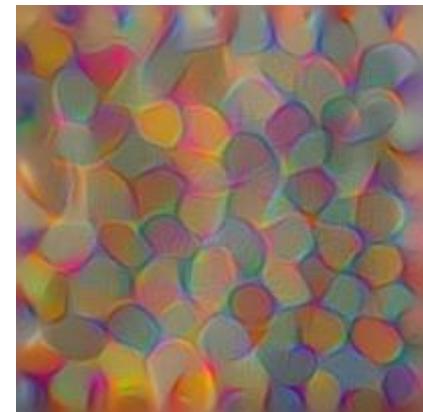
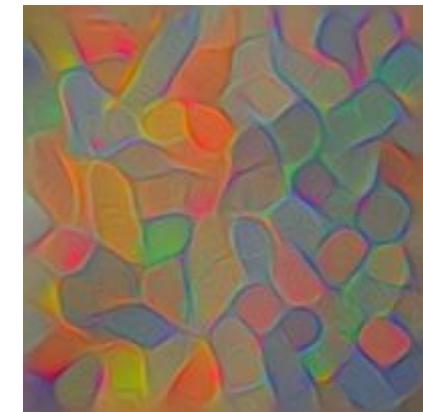
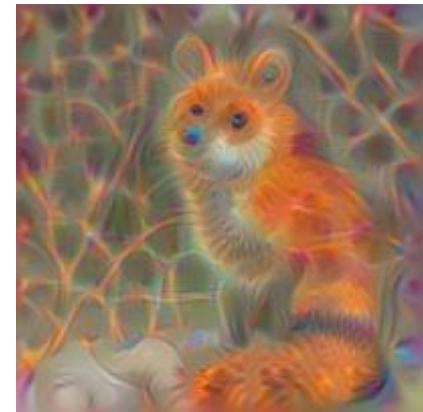
conv2



conv3



conv4



Results (VGG-M)

conv5



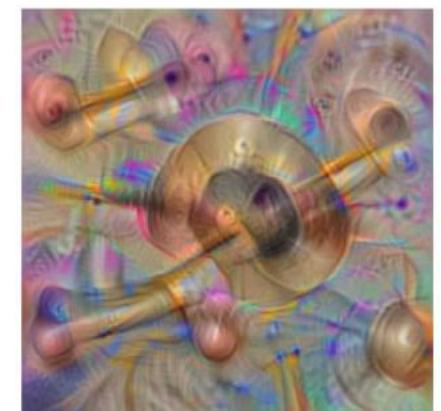
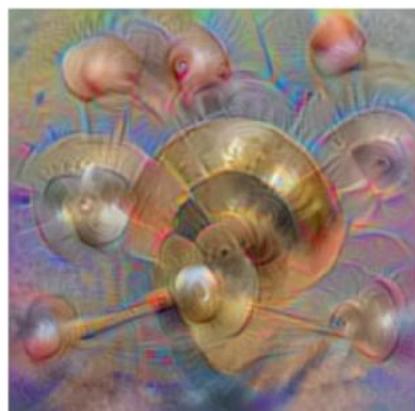
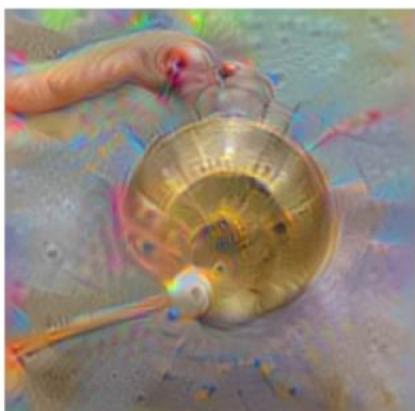
fc6



fc7



fc8



Interlude: Neural Art

- Surprisingly, the filters learned by discriminative neural networks capture well the “style” of an image.

This can be used to transfer the style of an image (e.g. a painting) to any other.

Optimization based

- L. A. Gatys, A. S. Ecker, and M. Bethge. Texture synthesis and the controlled generation of natural stimuli using convolutional neural networks. In Proc. NIPS, 2015.

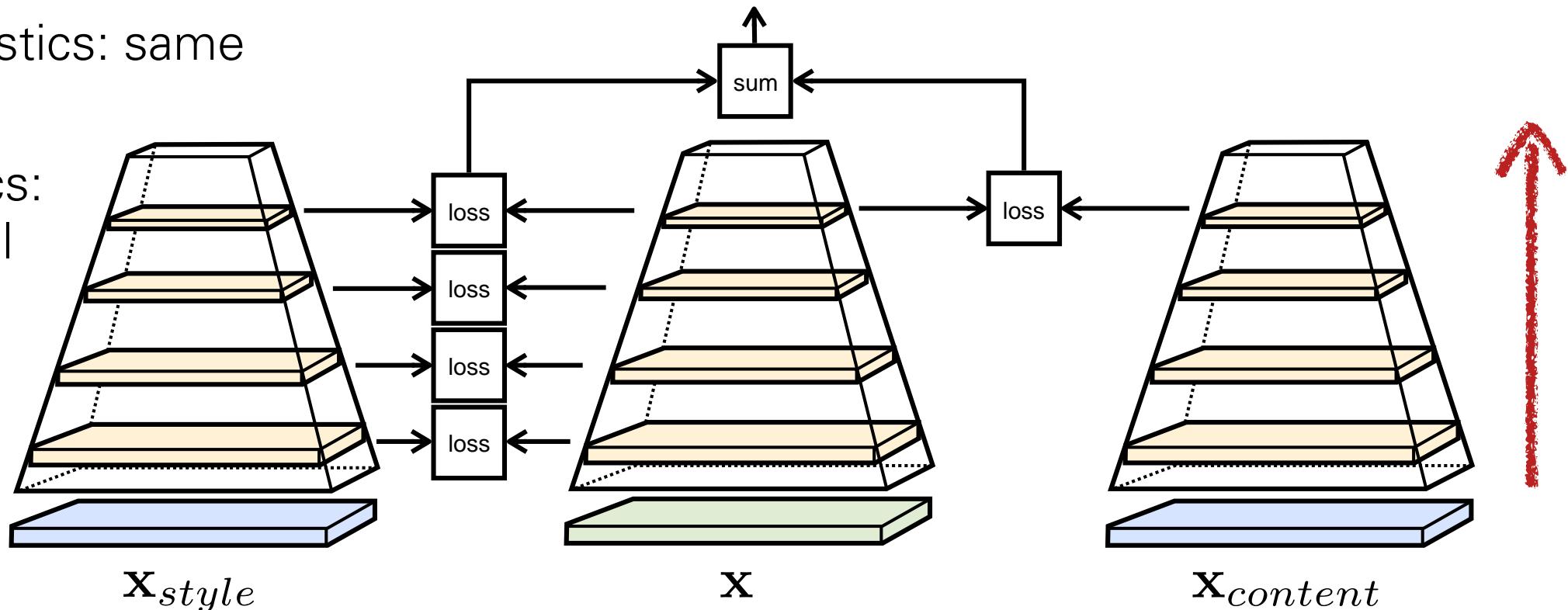
Feed-forward neural network equivalents

- D. Ulyanov, V. Lebedev, A. Vedaldi, and V. Lempitsky. Texture networks: Feed-forward synthesis of textures and stylized images. Proc. ICML, 2016.
- J. Johnson, A. Alahi, and L. Fei-Fei. Perceptual losses for real-time style transfer and super-resolution. In Proc. ECCV, 2016.

Generation by Moment Matching

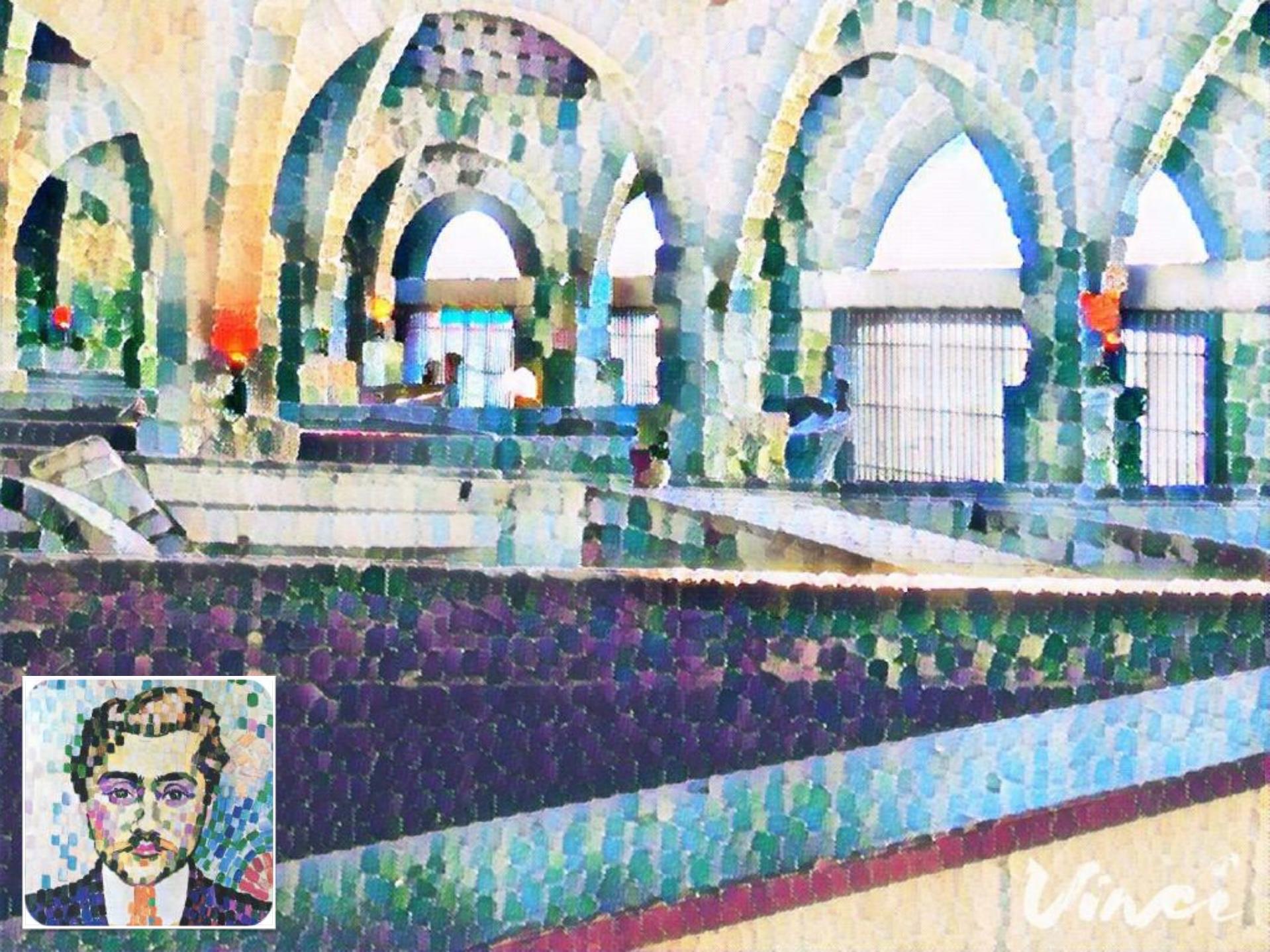
Moment matching

- Content statistics: same as inversion
- Style statistics: cross-channel correlations



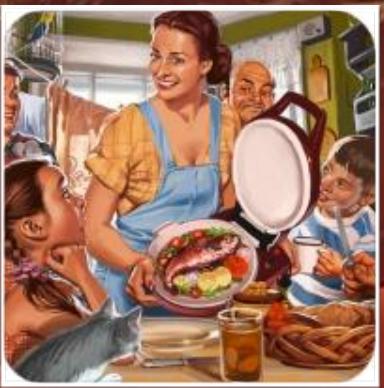
$$\mathbf{x}^* = \arg \min_{\mathbf{x}} E(\mathbf{x}; \mathbf{x}_{content}, \mathbf{x}_{style})$$



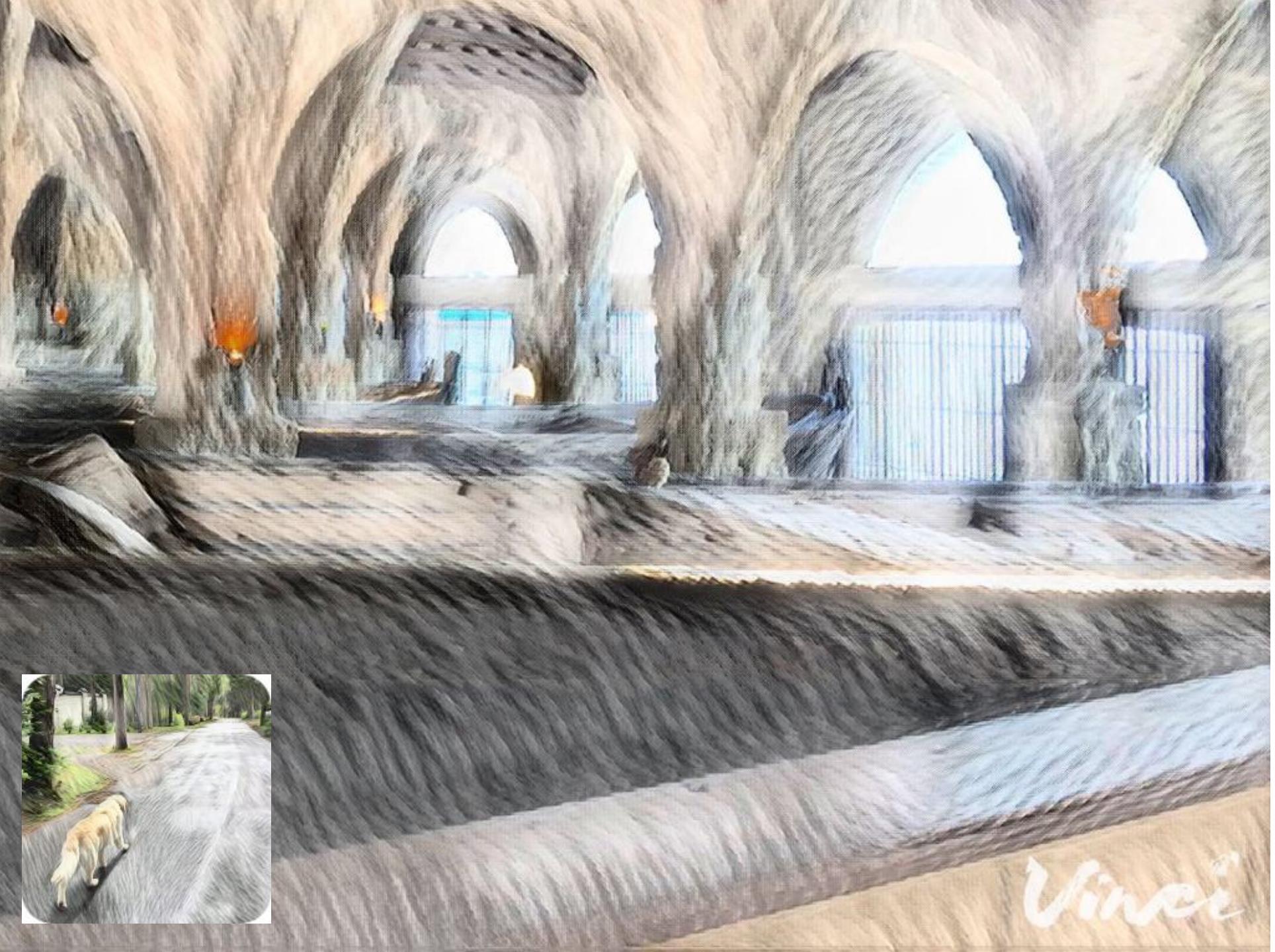




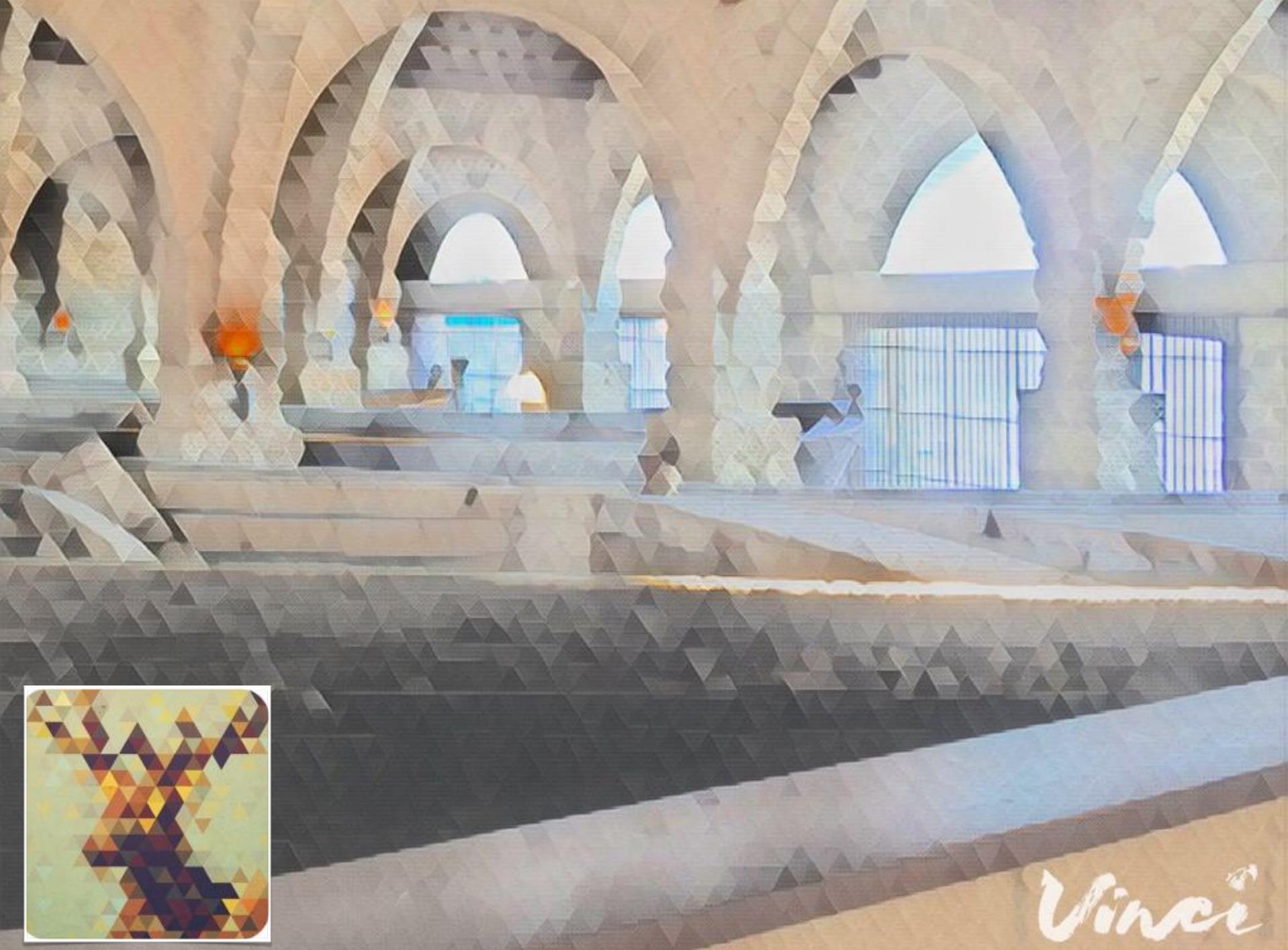
Vince



Vinci



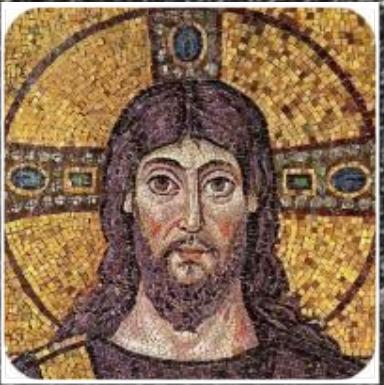
Vine

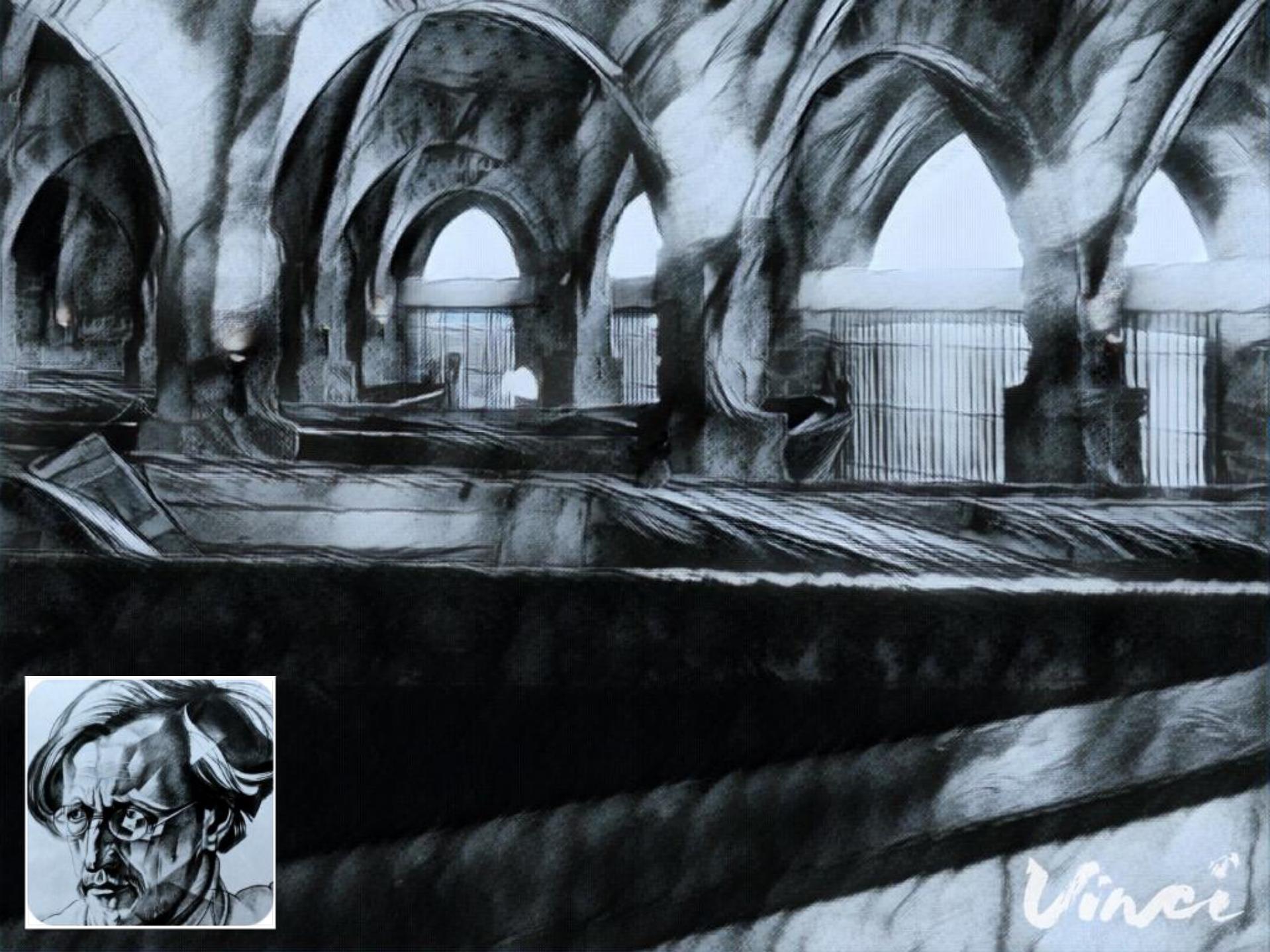


Vinci



Vineer





Vinci



Vinci



Vinci

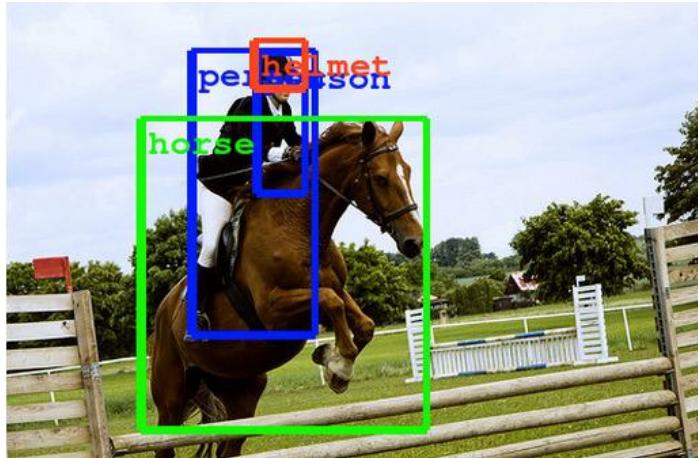
Artistic style transfer for videos

Manuel Ruder
Alexey Dosovitskiy
Thomas Brox

University of Freiburg
Chair of Pattern Recognition and Image Processing

Fooling Deep Networks

Since 2013, deep neural networks have matched human performance at...



(Szegedy et al, 2014)

...recognizing
objects
and faces....

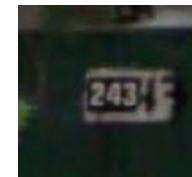


(Taigmen et al, 2013)



(Goodfellow et al, 2013)

...solving CAPTCHAS
and reading addresses...



(Goodfellow et al, 2013)

and other tasks...

Fooling images

- What if we follow a similar procedure but with a different goal
- Generate “visually random” images
 - Images that make a lot of sense to a CNN but no sense at all to us
- Or, assume we make very small changes to a picture (invisible to the naked eye)
 - Is a CNN always invariant to these changes?
 - Or could it be fooled?

Adversarial Examples

1. Start from an arbitrary image
2. Pick an arbitrary category
3. Modify the image (via gradient ascent) to maximize the class score
4. Stop when the network is fooled

Adversarial Examples

African elephant



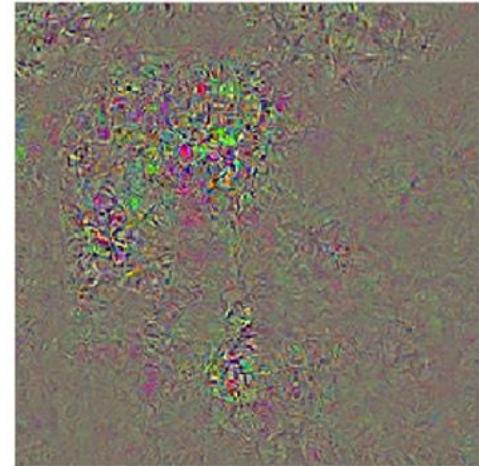
koala



Difference



10x Difference



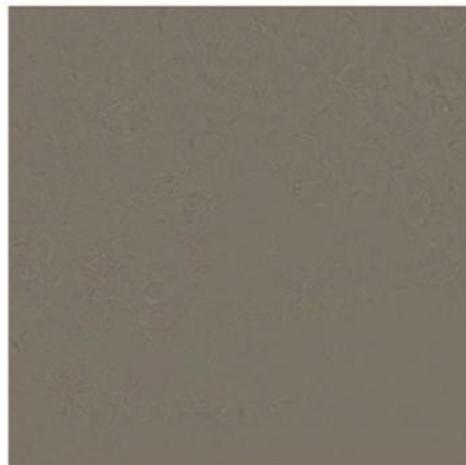
schooner



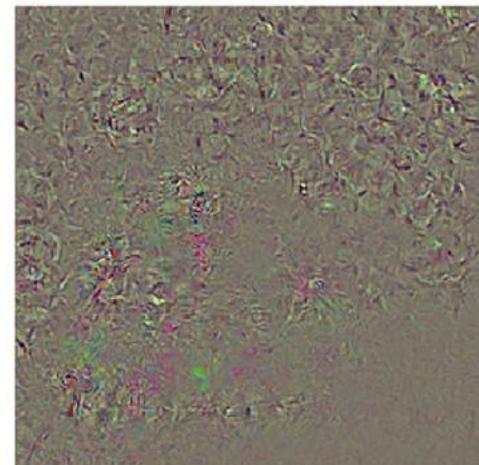
iPod



Difference



10x Difference



Adversarial Attacks and Defense

Adversarial Attack: Method for generating adversarial examples for a network

Adversarial Defense: Change to network architecture, training, etc. that make it harder to attack

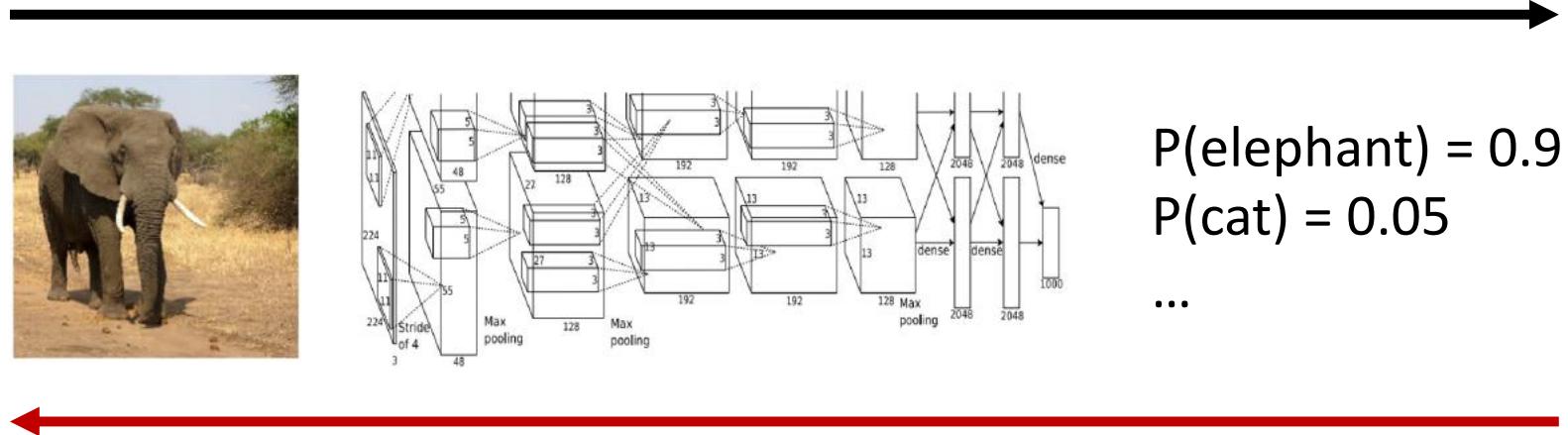
Adversarial Attacks and Defense

Adversarial Attack: Method for generating adversarial examples for a network — **Easy**

Adversarial Defense: Change to network architecture, training, etc. that make it harder to attack — **Hard**

Adversarial Attacks

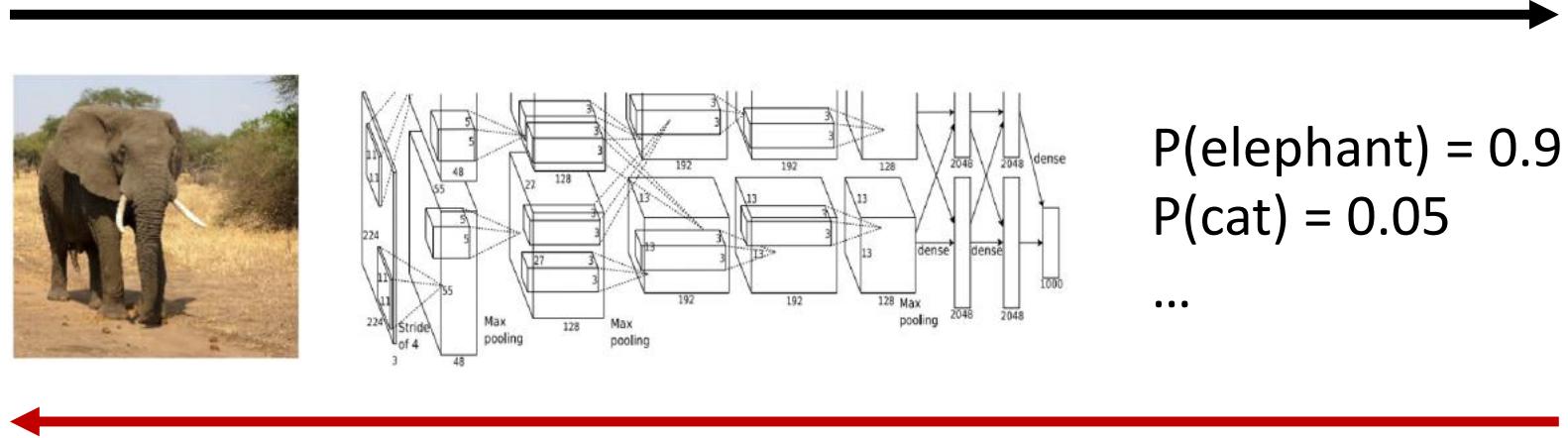
White-box attack: We have access to the network architecture and weights. Can get outputs, gradients for arbitrary input images.



$P(\text{elephant}) = 0.9$
 $P(\text{cat}) = 0.05$
...

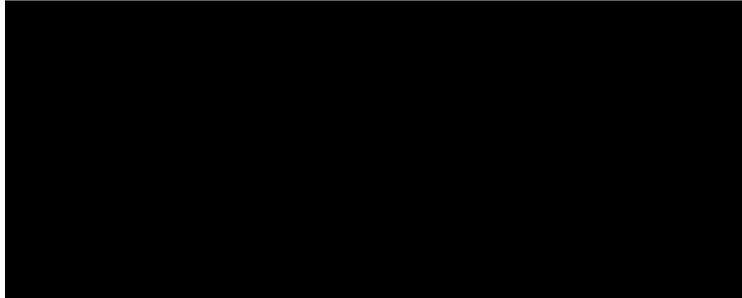
Adversarial Attacks

White-box attack: We have access to the network architecture and weights. Can get outputs, gradients for arbitrary input images.



$$\begin{aligned} P(\text{elephant}) &= 0.9 \\ P(\text{cat}) &= 0.05 \\ \dots \end{aligned}$$

Black-box attack: We don't know network architecture or weights; can only get network predictions for arbitrary input images



$$\begin{aligned} P(\text{elephant}) &= 0.9 \\ P(\text{cat}) &= 0.05 \\ \dots \end{aligned}$$

Adversarial Examples

African elephant



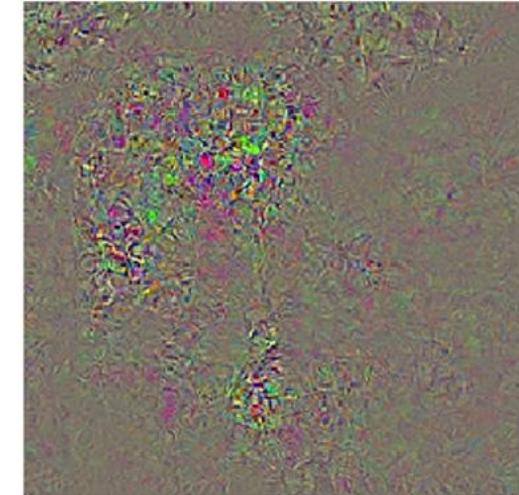
koala



Difference



10x Difference

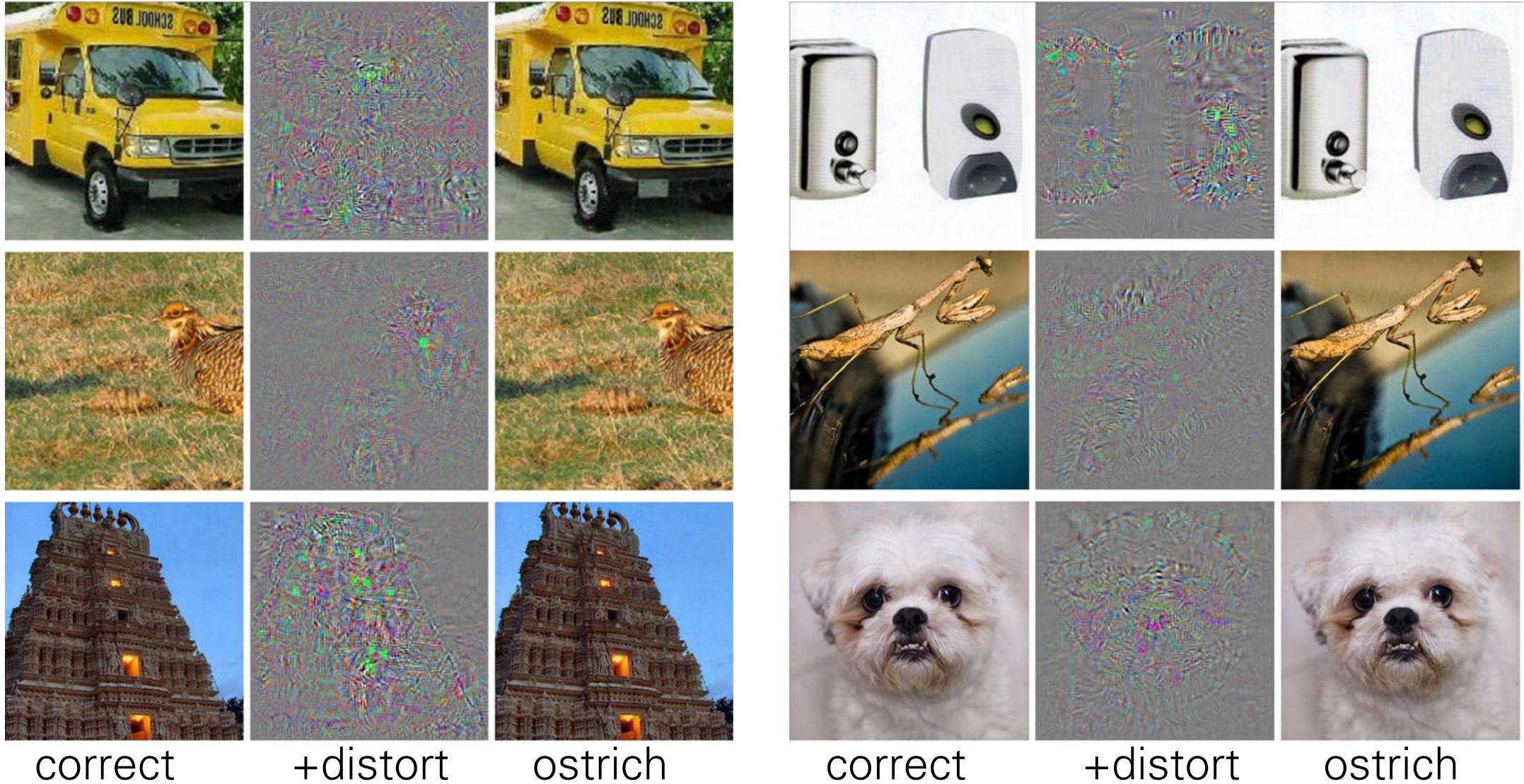


Huge area of research!

Security concern for networks deployed in the wild

Intriguing properties of neural networks

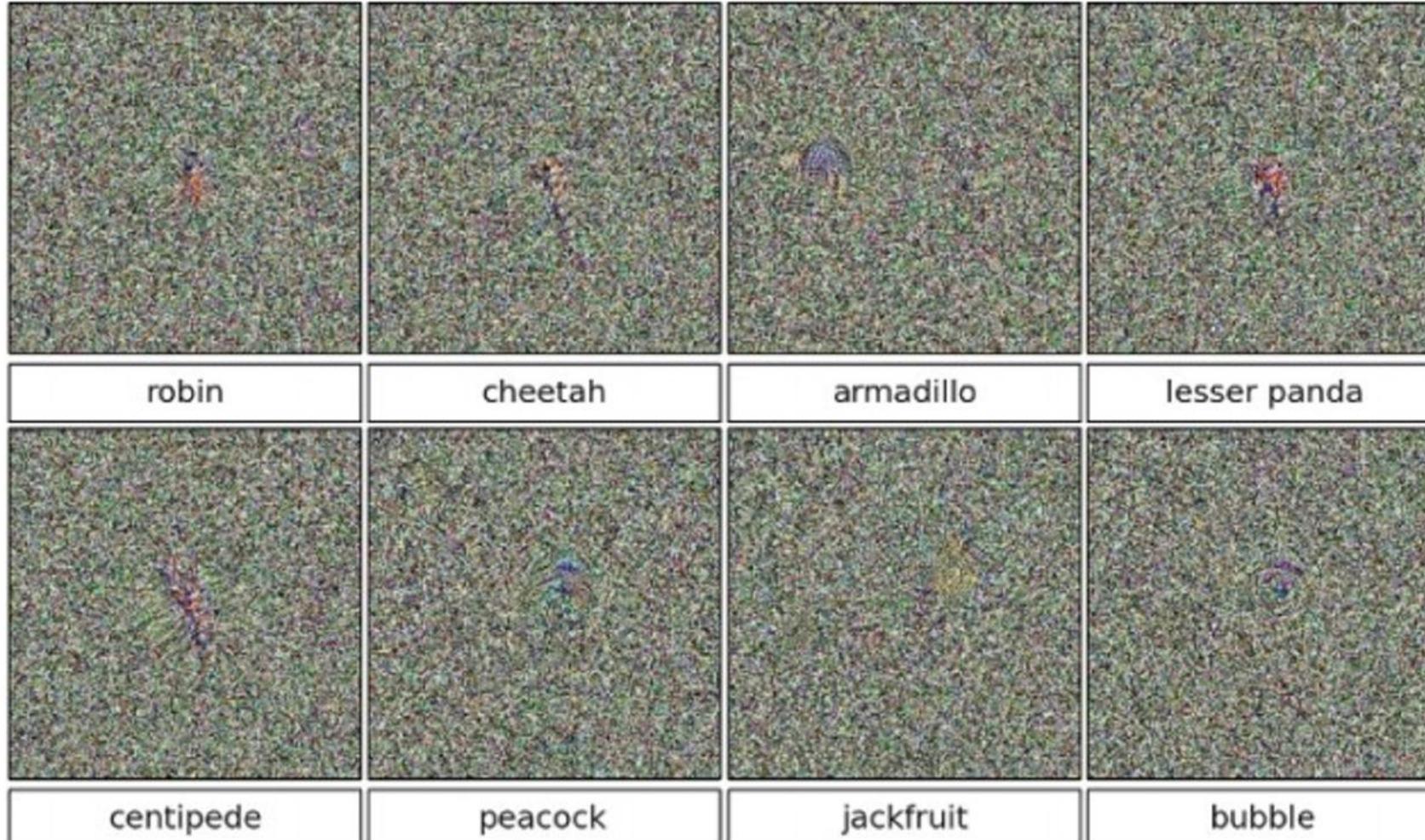
[Szegedy et al., 2013]



Deep Neural Networks are Easily Fooled: High Confidence Predictions for Unrecognizable Images

[Nguyen, Yosinski, Clune, 2014]

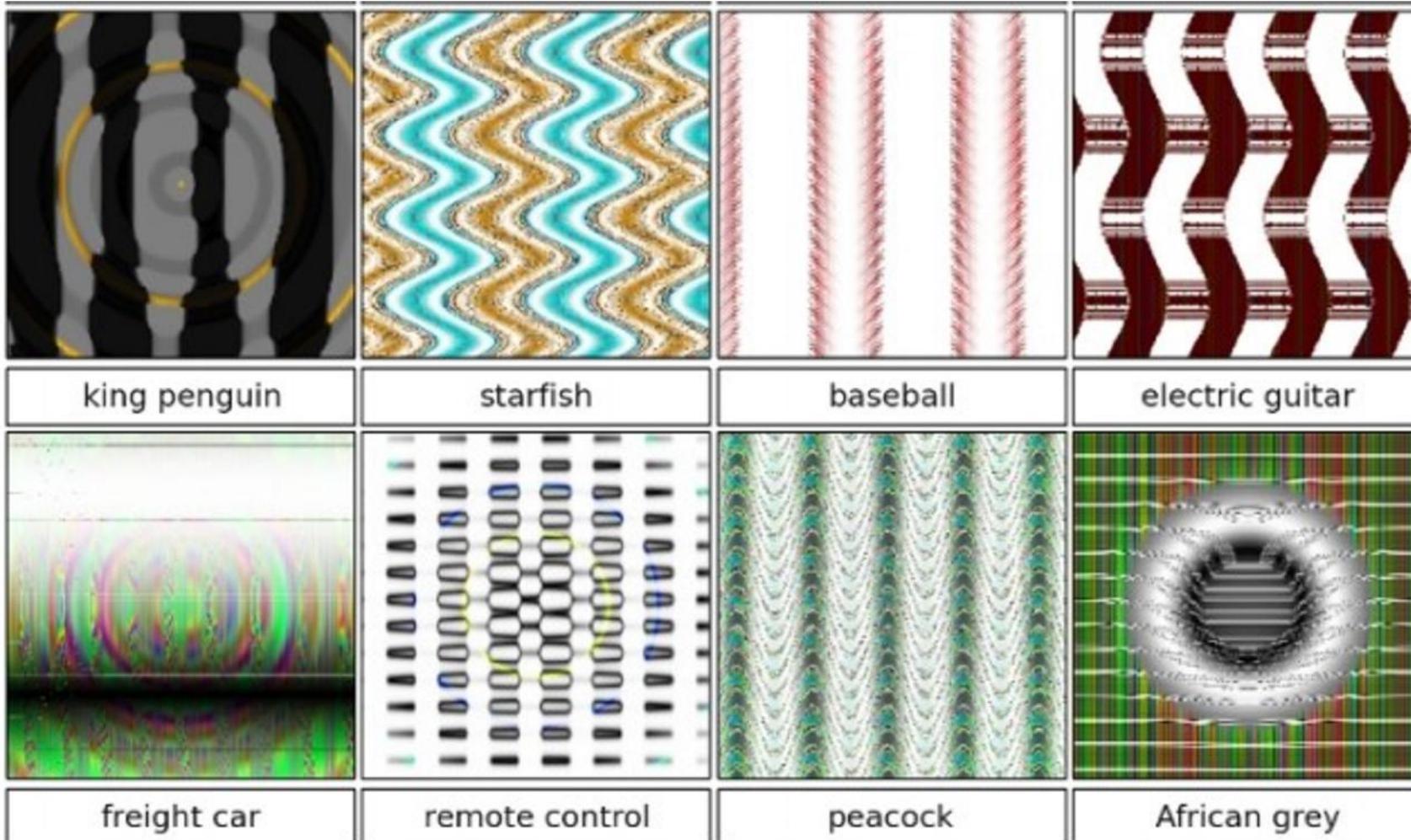
>99.6%
confidences



Deep Neural Networks are Easily Fooled: High Confidence Predictions for Unrecognizable Images

[Nguyen, Yosinski, Clune, 2014]

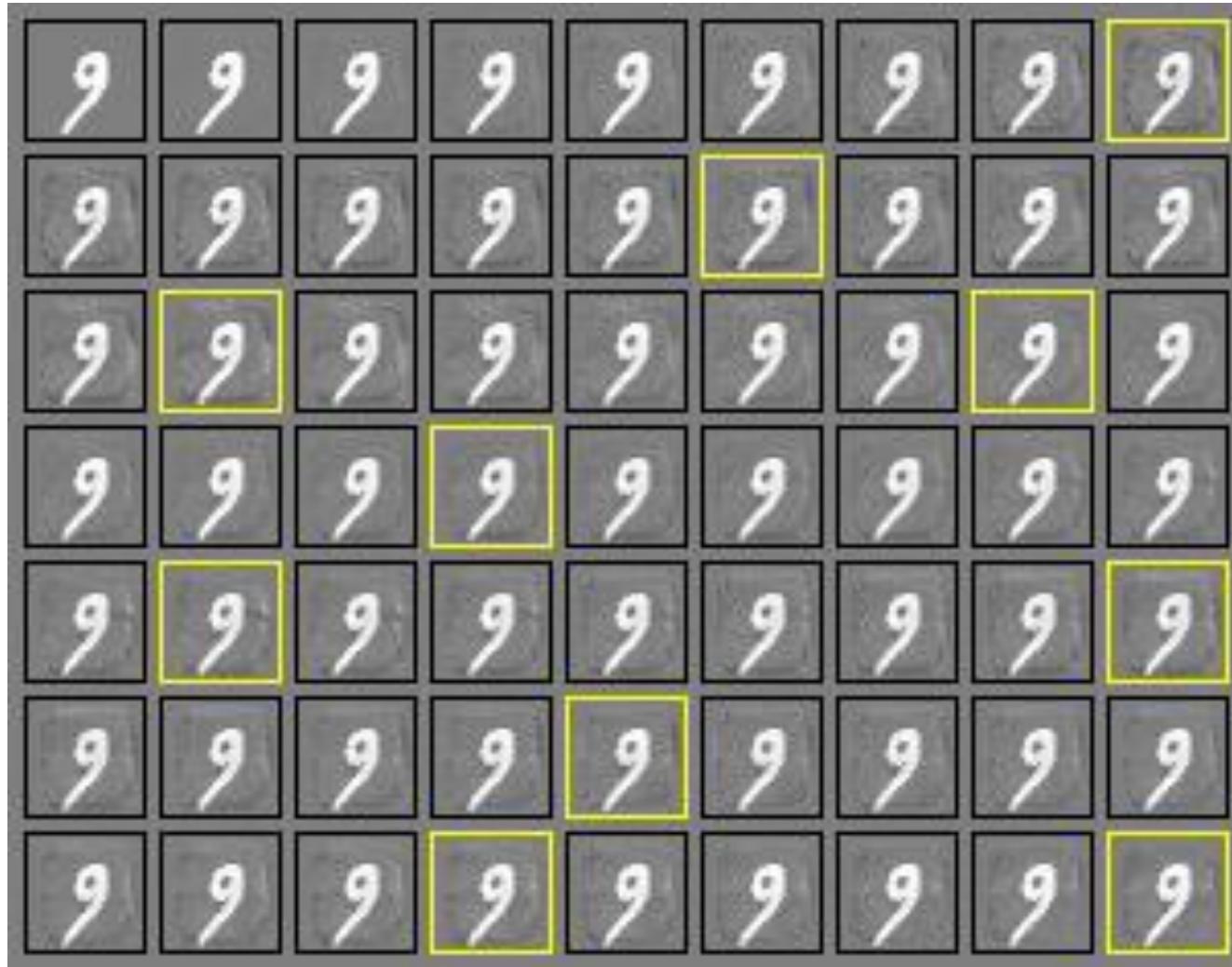
>99.6%
confidences



Not just for neural nets

- Linear models
 - Logistic regression
 - Softmax regression
 - SVMs
- Decision trees
- Nearest neighbors

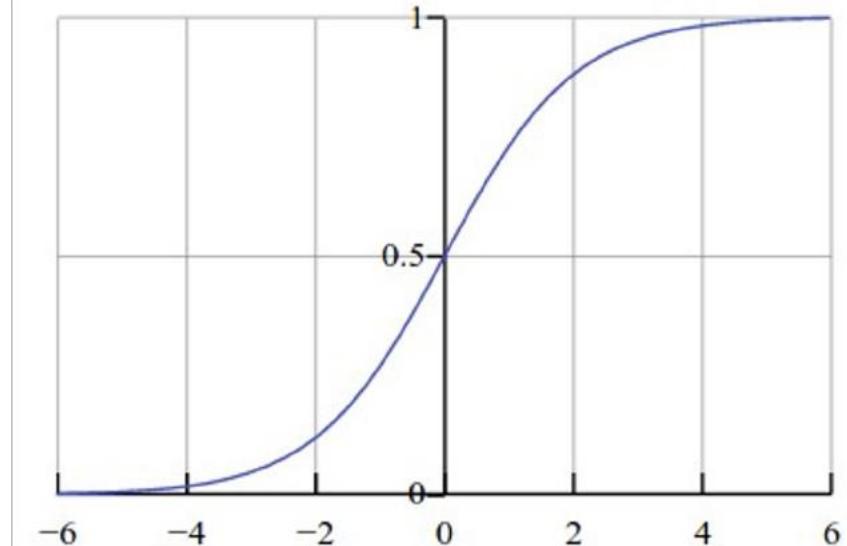
Attacking a Linear Model



- Softmax regression
- Turning “9” into other digits
- Yellow boxes denote misclassifications

Let's fool a binary linear classifier: (logistic regression)

$$P(y = 1 | x; w, b) = \frac{1}{1 + e^{-(w^T x + b)}} = \sigma(w^T x + b)$$



Since the probabilities of class 1 and 0 sum to one, the probability for class 0 is $P(y = 0 | x; w, b) = 1 - P(y = 1 | x; w, b)$. Hence, an example is classified as a positive example ($y = 1$) if $\sigma(w^T x + b) > 0.5$, or equivalently if the score $w^T x + b > 0$.

Let's fool a binary linear classifier:

x	2	-1	3	-2	2	2	1	-4	5	1	← input example
w	-1	-1	1	-1	1	-1	1	1	-1	1	← weights

$$P(y = 1 | x; w, b) = \frac{1}{1 + e^{-(w^T x + b)}} = \sigma(w^T x + b)$$

Let's fool a binary linear classifier:

X	2	-1	3	-2	2	2	1	-4	5	1	← input example
w	-1	-1	1	-1	1	-1	1	1	-1	1	← weights

class 1 score = dot product:

$$= -2 + 1 + 3 + 2 + 2 - 2 + 1 - 4 - 5 + 1 = -3$$

=> probability of class 1 is $1/(1+e^{-(-3)}) = 0.0474$

i.e. the classifier is **95%** certain that this is class 0 example.

$$P(y = 1 | x; w, b) = \frac{1}{1 + e^{-(w^T x + b)}} = \sigma(w^T x + b)$$

Let's fool a binary linear classifier:

x	2	-1	3	-2	2	2	1	-4	5	1	← input example
w	-1	-1	1	-1	1	-1	1	1	-1	1	← weights
adversarial x	?	?	?	?	?	?	?	?	?	?	

class 1 score = dot product:

$$= -2 + 1 + 3 + 2 + 2 - 2 + 1 - 4 - 5 + 1 = -3$$

=> probability of class 1 is $1/(1+e^{-(-3)}) = 0.0474$

i.e. the classifier is **95%** certain that this is class 0 example.

$$P(y = 1 | x; w, b) = \frac{1}{1 + e^{-(w^T x + b)}} = \sigma(w^T x + b)$$

Let's fool a binary linear classifier:

X	2	-1	3	-2	2	2	1	-4	5	1
W	-1	-1	1	-1	1	-1	1	1	-1	1
adversarial x	1.5	-1.5	3.5	-2.5	2.5	1.5	1.5	-3.5	4.5	1.5

class 1 score before:

$$-2 + 1 + 3 + 2 + 2 - 2 + 1 - 4 - 5 + 1 = -3$$

$$\Rightarrow \text{probability of class 1 is } 1/(1+e^{-(-3)}) = 0.0474$$

$$\textcolor{red}{-1.5+1.5+3.5+2.5+2.5-1.5+1.5-3.5-4.5+1.5 = 2}$$

$$\Rightarrow \text{probability of class 1 is now } 1/(1+e^{-(-2)}) = 0.88$$

i.e. we improved the class 1 probability from 5% to 88%

$$P(y=1 | x; w, b) = \frac{1}{1 + e^{-(w^T x + b)}} = \sigma(w^T x + b)$$

Let's fool a binary linear classifier:

X	2	-1	3	-2	2	2	1	-4	5	1
W	-1	-1	1	-1	1	-1	1	1	-1	1
adversarial x	1.5	-1.5	3.5	-2.5	2.5	1.5	1.5	-3.5	4.5	1.5

class 1 score before:

$$-2 + 1 + 3 + 2 + 2 - 2 + 1 - 4 - 5 + 1 = -3$$

$$\Rightarrow \text{probability of class 1 is } 1/(1+e^{-(-3)}) = 0.0474$$

$$\textcolor{red}{-1.5+1.5+3.5+2.5+2.5-1.5+1.5-3.5-4.5+1.5 = 2}$$

$$\Rightarrow \text{probability of class 1 is now } 1/(1+e^{-(-2)}) = 0.88$$

i.e. we improved the class 1 probability from 5% to 88%

This was only with 10 input dimensions. A 224x224 input image has 150,528.

(It's significantly easier with more numbers, need smaller nudge for each)

Blog post: Breaking Linear Classifiers on ImageNet

Recall CIFAR-10 linear classifiers:

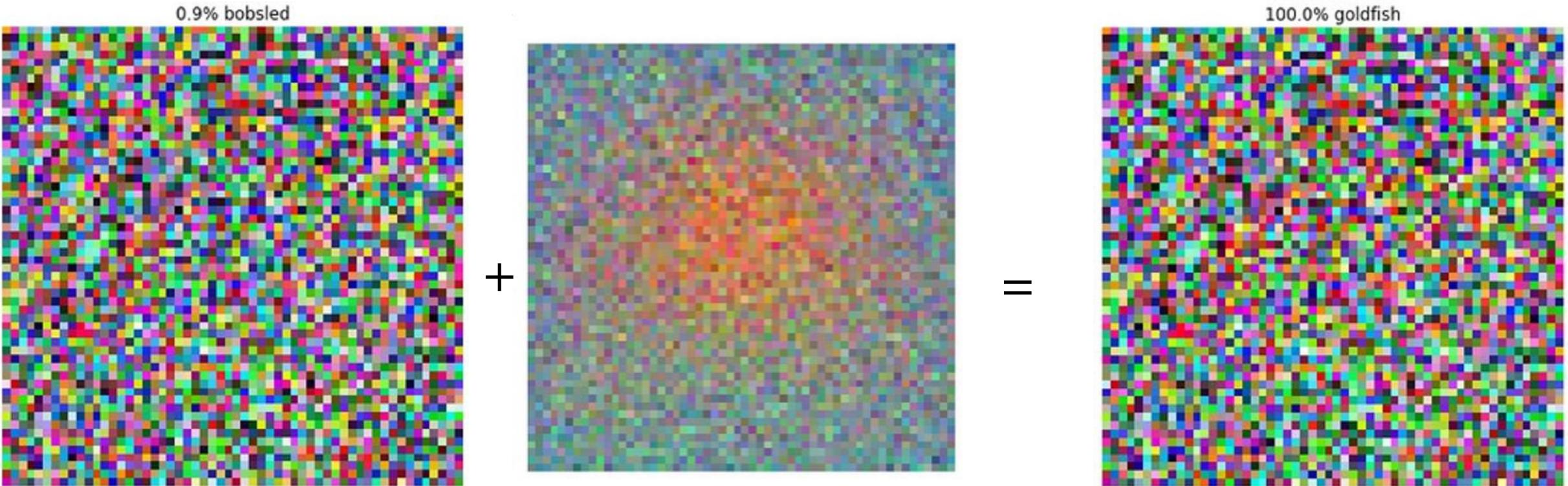


ImageNet classifiers:



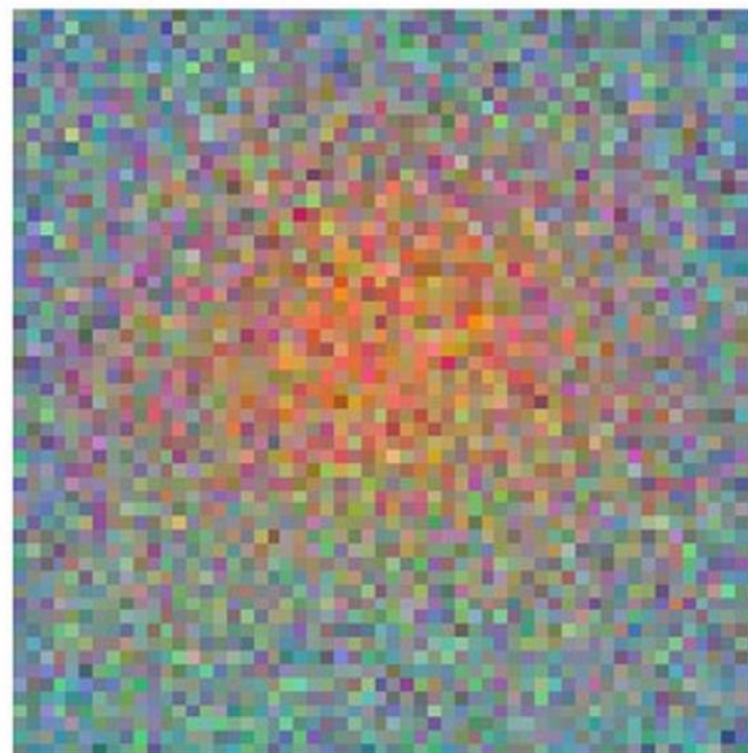
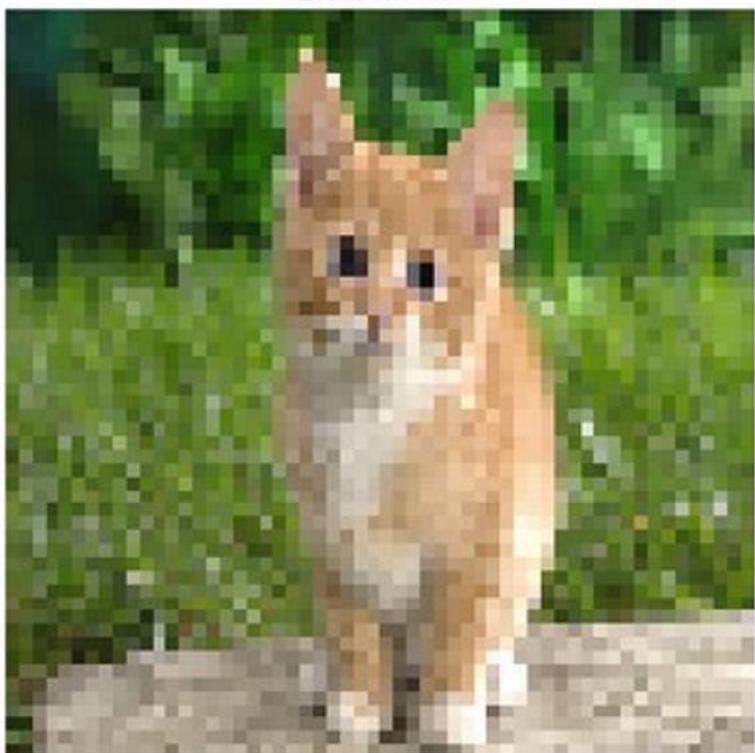
<http://karpathy.github.io/2015/03/30/breaking-convnets/>

mix in a tiny bit of
Goldfish classifier weights



100% Goldfish

1.0% kit fox



8.0% goldfish



1.0% kit fox



3.9% school bus



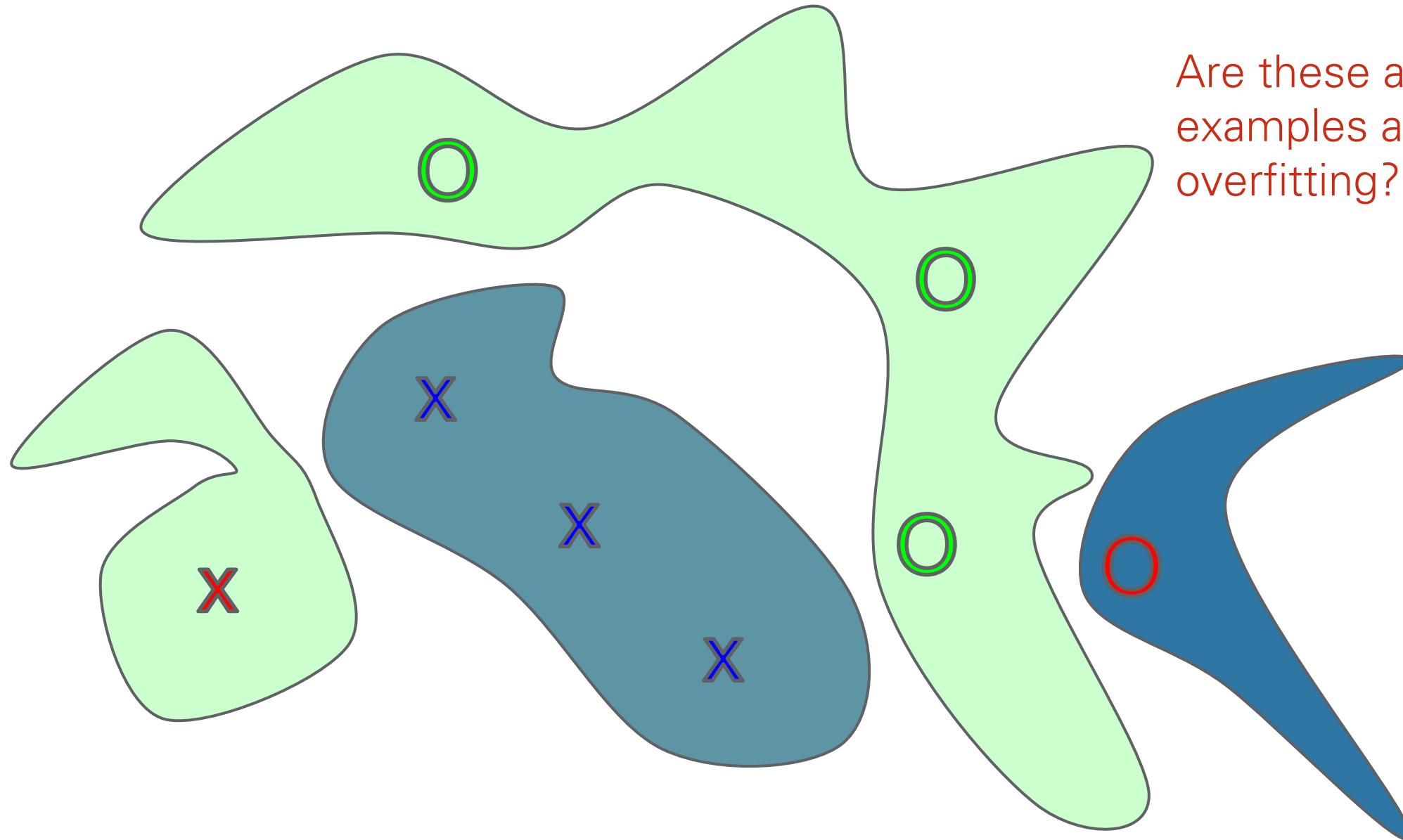
8.3% goldfish



12.5% daisy

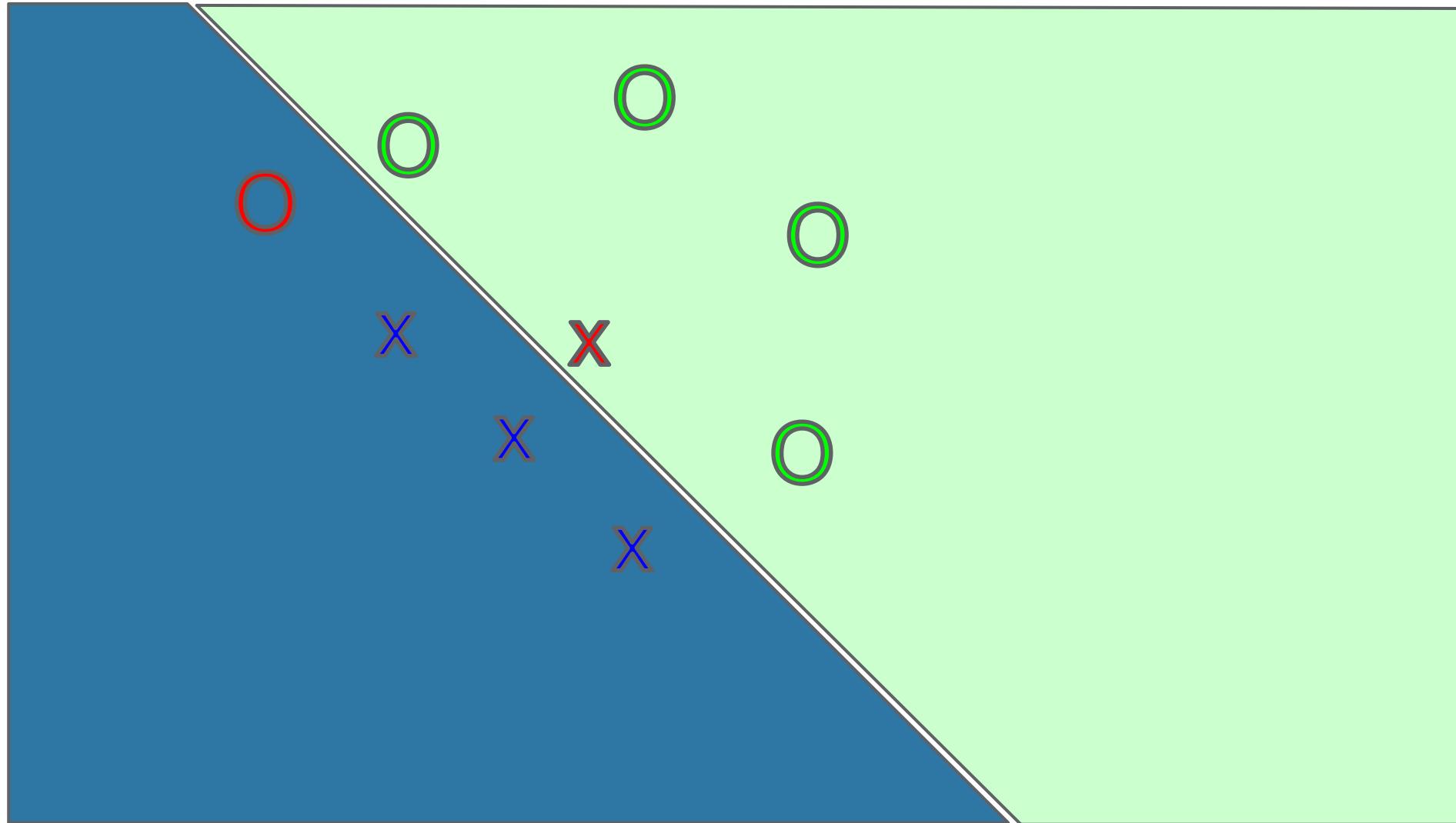


Adversarial Examples from Overfitting



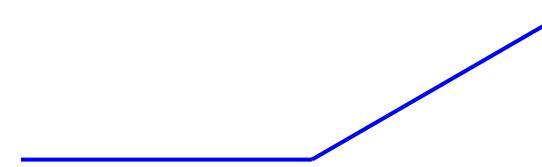
Are these adversarial
examples related to
overfitting?

Adversarial Examples from Excessive Linearity

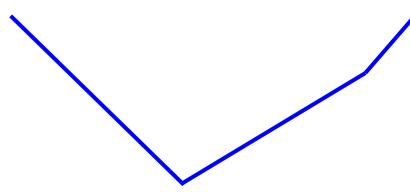


Modern deep nets are very piecewise linear

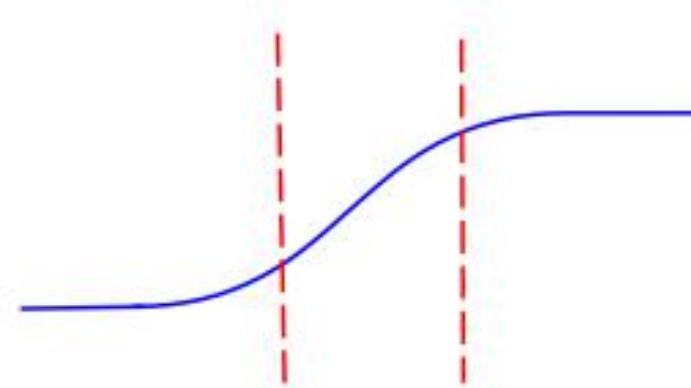
Rectified linear unit



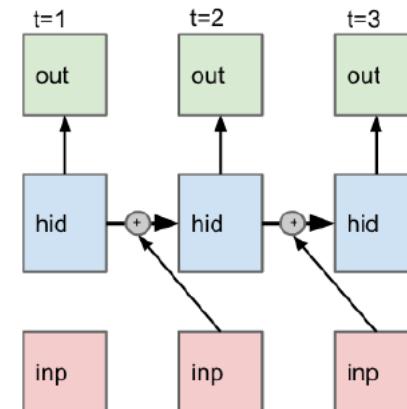
Maxout



Carefully tuned sigmoid



LSTM



The Fast Gradient Sign Method

$$J(\tilde{\mathbf{x}}, \boldsymbol{\theta}) \approx J(\mathbf{x}, \boldsymbol{\theta}) + (\tilde{\mathbf{x}} - \mathbf{x})^\top \nabla_{\mathbf{x}} J(\mathbf{x}).$$

Maximize

$$J(\mathbf{x}, \boldsymbol{\theta}) + (\tilde{\mathbf{x}} - \mathbf{x})^\top \nabla_{\mathbf{x}} J(\mathbf{x})$$

subject to

$$\|\tilde{\mathbf{x}} - \mathbf{x}\|_\infty \leq \epsilon$$

$$\Rightarrow \tilde{\mathbf{x}} = \mathbf{x} + \epsilon \text{sign}(\nabla_{\mathbf{x}} J(\mathbf{x})).$$

Adversarial Examples



“panda”
57.7% confidence

+ .007 ×



“nematode”
8.2% confidence

=



“gibbon”
99.3 % confidence



$$\mathbf{X}^{adv} = \mathbf{X} + \epsilon \operatorname{sign}(\nabla_{\mathbf{X}} J(\mathbf{X}, y_{true}))$$

Score of label y_{true} , given input image \mathbf{X}

Adversarial examples in the physical world - Kurakin, et al - 2016
Explaining and Harnessing Adversarial Examples - Goodfellow, et al - 2014

Adversarial Examples that Fool both Human and Computer Vision



Left: An image of a cat

Right: The same image after it has been adversarially perturbed to look like a dog

(Elsayed et al., 2018)

Practical Attacks

- Fool real classifiers trained by remotely hosted API (MetaMind, Amazon, Google)
- Fool malware detector networks
- Display adversarial examples in the physical world and fool machine learning systems that perceive them through a camera

Adversarial Examples in the Physical World



(a) Printout



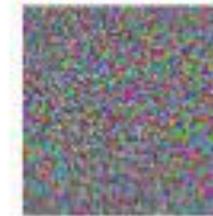
(b) Photo of printout



(c) Cropped image

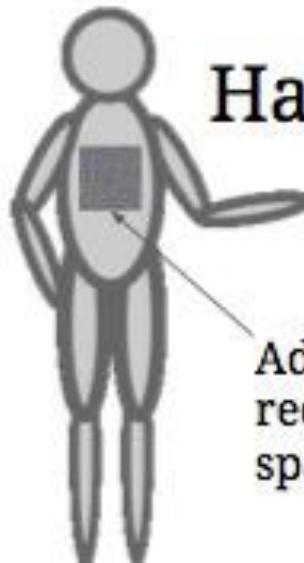
Hypothetical Attacks on Autonomous Vehicles

Denial of service



Confusing object

Harm others



Adversarial input
recognized as “open
space on the road”

Harm self / passengers



Adversarial
input
recognized as
“navigable
road”

Physical Adversarial Examples

- Physical adversarial examples against the YOLO detector
- Adversarial examples take the form of sticker perturbations that are applied to a real STOP sign

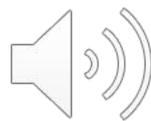


Audio Adversarial Examples

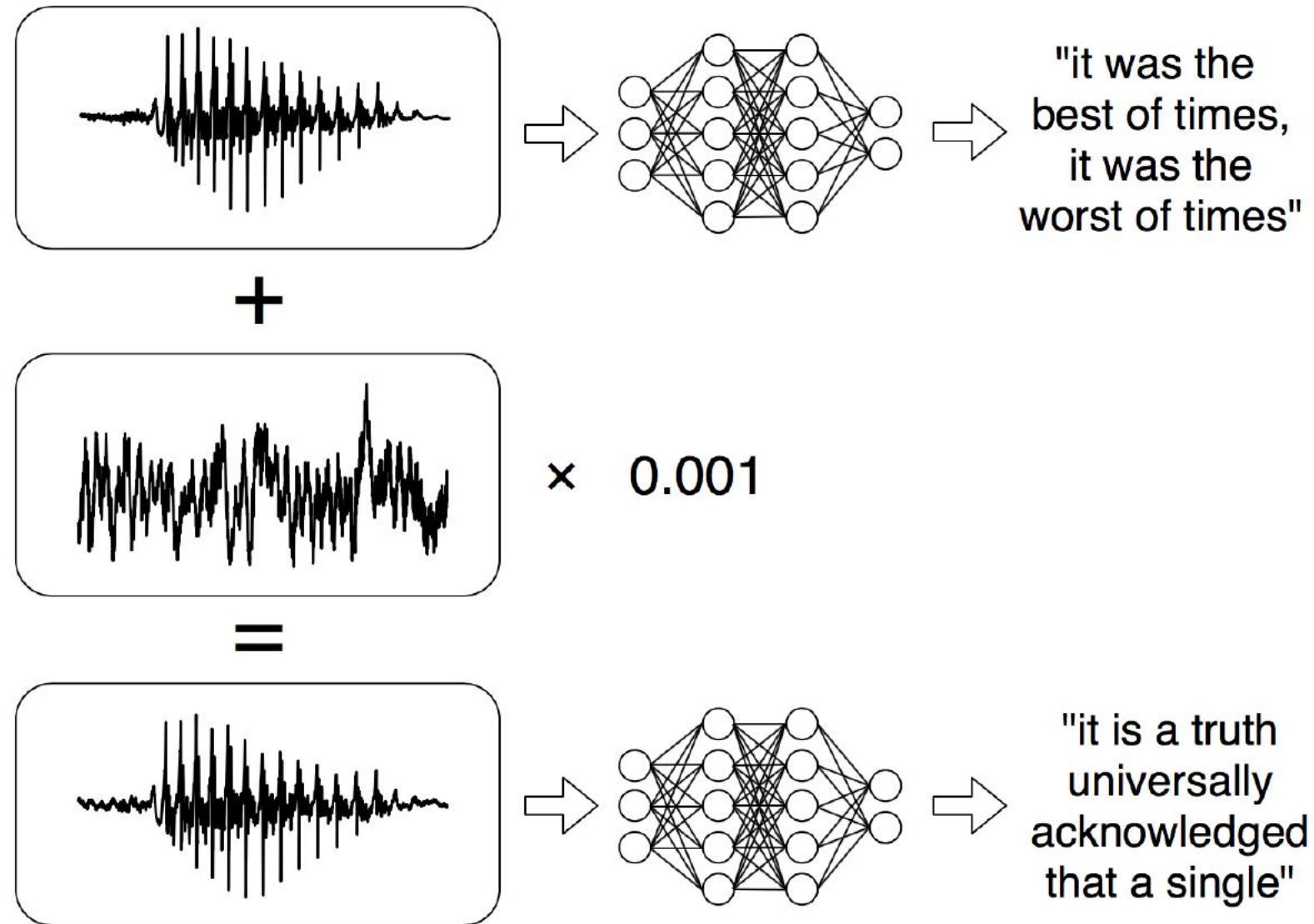
- targeted audio adversarial examples on speech-to-text transcription neural networks



"without the dataset the article is useless"



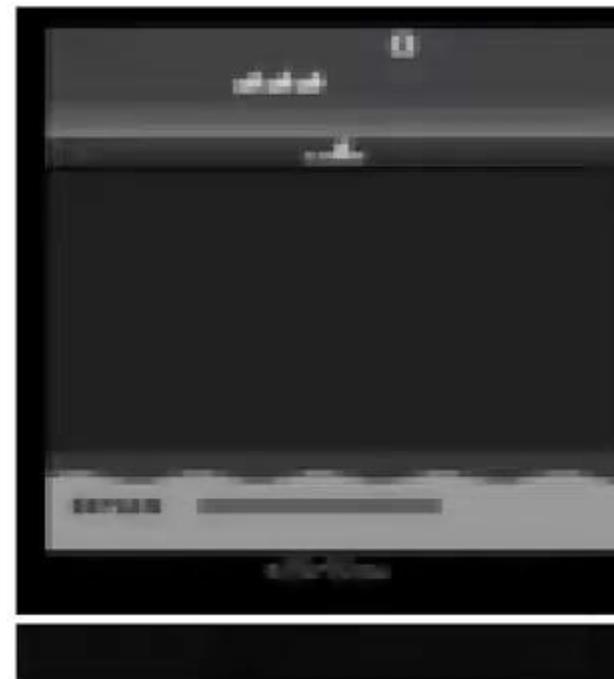
"okay google browse to evil dot com"



Adversarial Examples for RL

Test-Time Execution

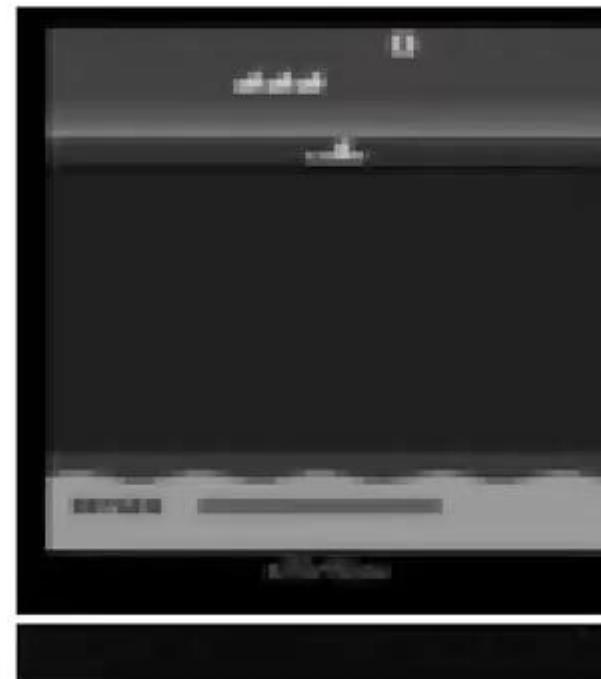
raw input



output action distribution

Test-Time Execution with ℓ_∞ -norm FGSM Adversary

raw input



output action distribution

adversarial perturbation (unscaled)



$$\text{sign}(\nabla_x J(\theta, x, y))$$

adversarial input



output action distribution

Failed defenses

Generative
pretraining

Removing perturbation
with an autoencoder

Adding noise
at test time

Ensembles

Confidence-reducing
perturbation at test time

Error correcting
codes

Multiple glimpses

Weight decay

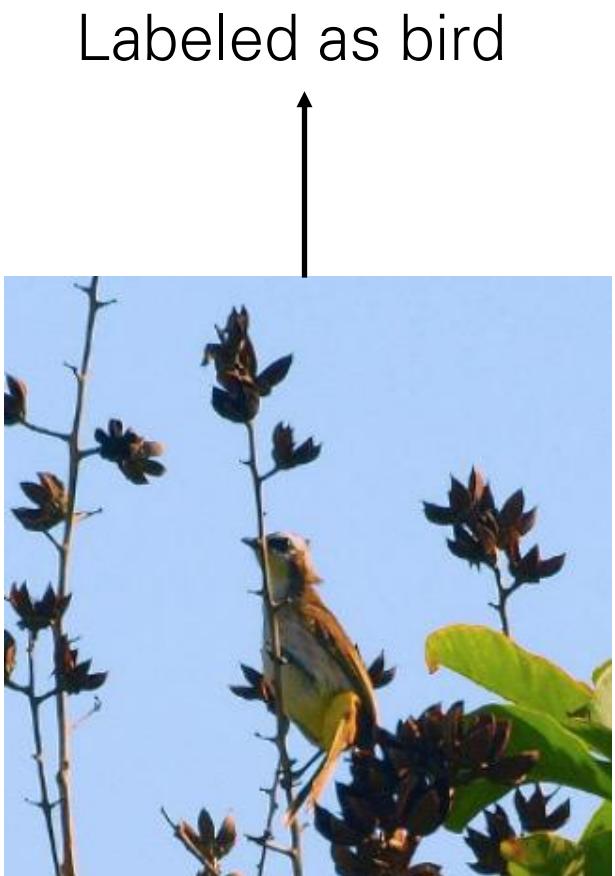
Double backprop

Adding noise
at train time

Various
non-linear units

Dropout

Adversarial Training



Still has same label (bird)



Decrease
probability
of bird class



Virtual Adversarial Training

Unlabeled; model
guesses it's probably
a bird, maybe a plane

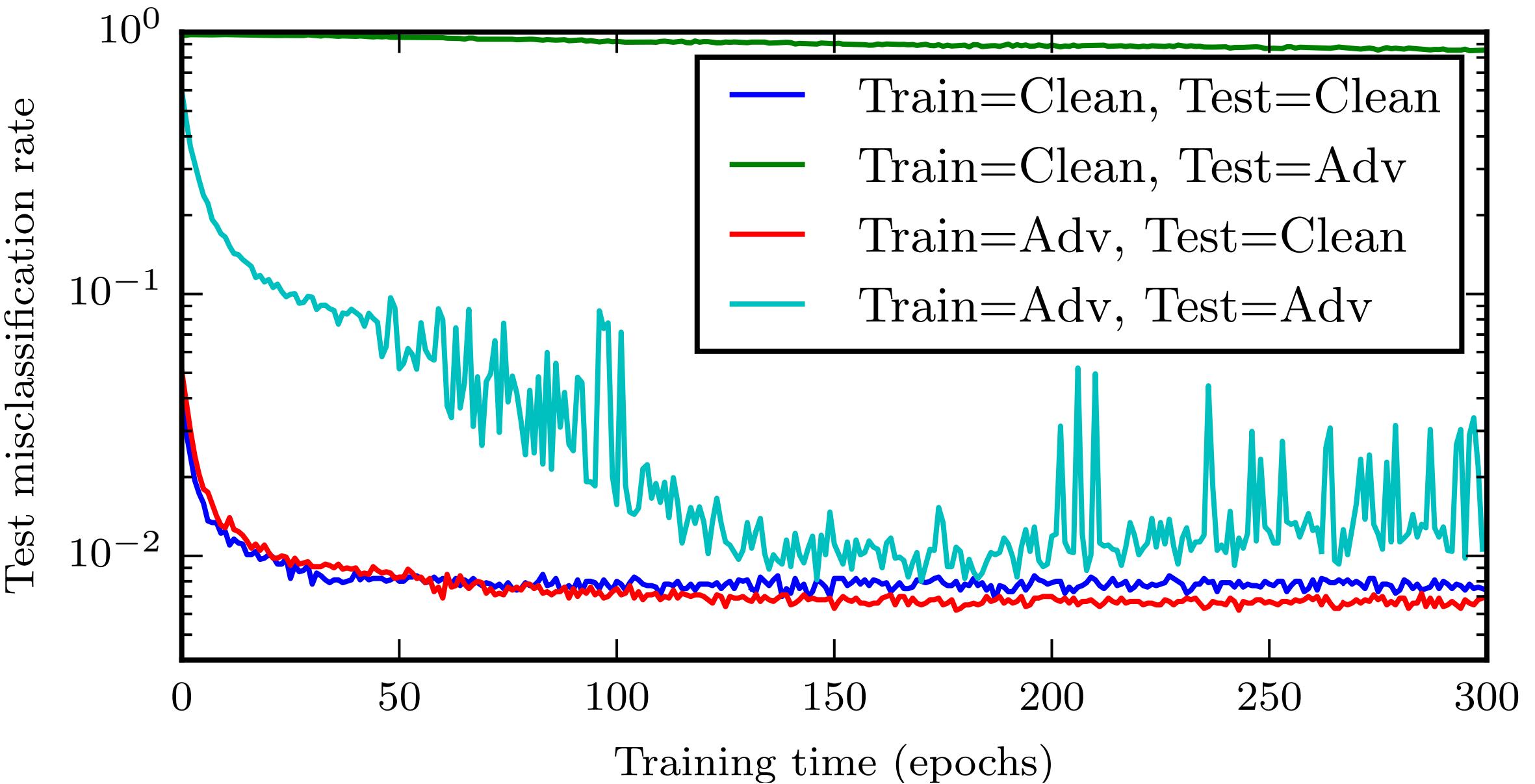


New guess should
match old guess
(probably bird, maybe plane)



→
Adversarial
perturbation
intended to
change the guess

Training on Adversarial Examples



Adversarial Training of other Models

- Linear models: SVM / linear regression cannot learn a step function, so adversarial training is less useful, very similar to weight decay
- k-NN: adversarial training is prone to overfitting.
- Takeaway: neural nets can actually become more secure than other models. Adversarially trained neural nets have the best empirical success rate on adversarial examples of any machine learning model.

Next lecture:
Recurrent Neural Networks