



**BLG 506E - COMPUTER VISION** 

# Project Proposal PRESENTATION

**CANSU YANIK - 504201588** 







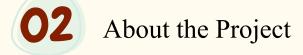
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## **Motivation**

## C. Szegedy et al., "Going Deeper with Convolutions", 2014. Available: https://arxiv.org/abs/1409.4842.

In the last three years, mainly due to the advances of deep learning, more concretely convolutional networks [10], the quality of image recognition and object detection has been progressing at a dramatic pace. One encouraging news is that most of this progress is not just the result of more powerful hardware, larger datasets and bigger models, but mainly a consequence of new ideas, algorithms and improved network architectures. No new data sources were used, for example, by the top entries in the ILSVRC 2014 competition besides the classification dataset of the same competition for detection purposes. Our GoogLeNet submission to ILSVRC 2014 actually uses 12× fewer parameters than the winning architecture of Krizhevsky et al [9] from two years ago, while being significantly more accurate. The biggest gains in object-detection have not come from the utilization of deep networks alone or bigger models, but from the synergy of deep architectures and classical computer vision, like the R-CNN algorithm by Girshick et al [6].

Another notable factor is that with the ongoing traction of mobile and embedded computing, the efficiency of our algorithms – especially their power and memory use – gains importance. It is noteworthy that the considerations leading to the design of the deep architecture presented in this paper included this factor rather than having a sheer fixation on accuracy numbers. For most of the experiments, the models were designed to keep a computational budget of 1.5 billion multiply-adds at inference time, so that the they do not end up to be a purely academic curiosity, but could be put to real world use, even on large datasets, at a reasonable cost.

#### GoogleNet vs AlexNet

- 12x fewer parameters
- More accurate
- Lower memory use
- Much bigger network than the AlexNet

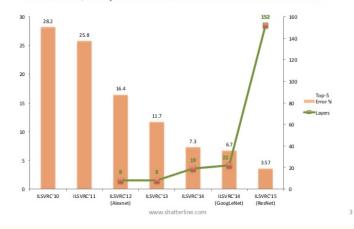




#### Year 2012 Marked The Inflection Point

Reintroducing CNNs Led to Big Drop in Error for Image Classification.

Since Then, Deeper Networks Continued to Reduce Error









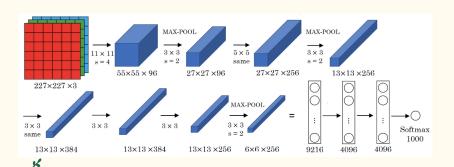
## About the Project



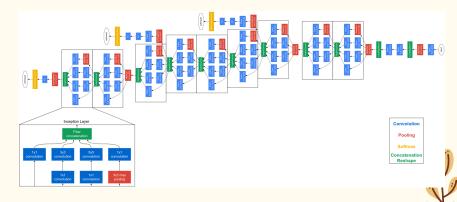
## Generating FEN Descriptions of Chess Boards by Using Two Important Pre-trained CNN Architectures

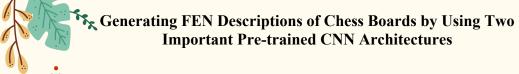
Aimed => showing with a real dataset that GoogleNet is a better model than AlexNet.

#### **AlexNet**



#### GoogleNet









#### **DATASET**

Chess Positions dataset put by Pavel Koryakin on the Kaggle website https://www.kaggle.com/koryakinp/chess-positions.

#### A sample of dataset and its label



- All images are 400 by 400 pixels.
- Training set: 80000 images
- Test set: 20000 images
- Pieces were generated with the following probability distribution:
  - o 30% for Pawn
  - o 20% for Bishop
  - o 20% for Knight
  - o 20% for Rook
  - o 0% for Queen
- 2 Kings are guaranteed to be on the board.
- Labels are in a filename in Forsyth–Edwards Notation format, but with dashes instead of slashes.



1B1K4-6k1-2b2N2-4R3-7B-2pr4-2R1P3-n4n1n.jpeg

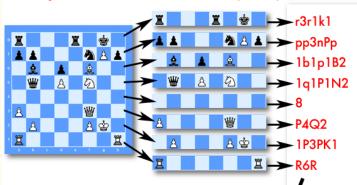


## Generating FEN Descriptions of Chess Boards by Using Two Important Pre-trained CNN Architectures





#### Forsyth-Edwards Notation (FEN)



First, take the diagram that you want to convert into FEN, and look at each rank individually. Each piece has a letter to represent it in FEN code, and blank squares are represented by a number indicating the number of blank squares.

QKRBNP = White Queen, King, Rook, Bishop, Knight, and Pawn.

qkrbnp = Black Queen, King, Rook, Bishop, Knight, and Pawn. Convert each rank into a short FEN string, as shown above. (See below for more info.)

r3r1k1/pp3nPp/1b1p1B2/1q1P1N2/8/P4Q2/1P3PK1/R6R



"Forsyth-Edwards Notation F.A.Q.", Chessgames.com. [Online]. Available: https://www.chessgames.com/fenhelp.html.

A FEN record contains six fields. The separator between fields is a space. The fields are:

- 1. Piece placement (from White's perspective). Each rank is described, starting with rank 8 and ending with rank 1; within each rank, the contents of each square are described from file "a" through file "h". Following the Standard Algebraic Notation (SAN), each piece is identified by a single letter taken from the standard English names (pawn = "P", knight = "N", bishop = "B", rook = "R", queen = "Q" and king = "K"). White pieces are designated using upper-case letters ("PNBRQK") while black pieces use lowercase ("pnbrqk"). Empty squares are noted using digits 1 through 8 (the number of empty squares), and "/" separates ranks.
- 2. Active color. "w" means White moves next; "b" means Black moves next.
- 3. Castling availability. If neither side can castle, this is "-". Otherwise, this has one or more letters: "K" (White can castle kingside), "Q" (White can castle queenside), "k" (Black can castle kingside), and/or "q" (Black can castle queenside). A move that temporarily prevents castling does not negate this notation.
- 4. En passant target square in algebraic notation. If there's no en passant target square, this is "-". If a pawn has just made a two-square move, this is the position "behind" the pawn. This is recorded regardless of whether there is a pawn in position to make an en passant capture.<sup>[6]</sup>
- Halfmove clock: This is the number of halfmoves since the last capture or pawn advance. The reason for this field is that the value is used in the fifty-move rule.
- Fullmove number: The number of the full move. It starts at 1, and is incremented after Black's move.





## Generating FEN Descriptions of Chess Boards by Using Two Important Pre-trained CNN Architectures

#### **FINETUNING**

Layer (type)	Output Shape	Param #	
Conv2d-1	[-1, 64, 55, 55]	23,296	
ReLU-2	[-1, 64, 55, 55]	0	Freeze these layers
MaxPool2d-3	[-1, 64, 27, 27]	0	110020 111000 127010
Conv2d-4	[-1, 192, 27, 27]	307,392	
ReLU-5	[-1, 192, 27, 27]	0	
MaxPool2d-6	[-1, 192, 13, 13]	0	
Conv2d-7	[-1, 384, 13, 13]	663,936	
ReLU-8	[-1, 384, 13, 13]	0	
Conv2d-9	[-1, 256, 13, 13]	884,992	
ReLU-10	[-1, 256, 13, 13]	0	
Conv2d-11	[-1, 256, 13, 13]	590,080	
ReLU-12	[-1, 256, 13, 13]	0	
MaxPool2d-13	[-1, 256, 6, 6]	0	
AdaptiveAvgPool2d-14	[-1, 256, 6, 6]	0	
Dropout-15	[-1, 9216]	0	
Linear-16	[-1, 4096]	37,752,832	
ReLU-17	[-1, 4096]	0	Train these layers
Dropout-18	[-1, 4096]	0	<del></del>
Linear-19	[-1, 4096]	16,781,312	
ReLU-20	[-1, 4096]	0	
Linear-21	[-1, 1000]	4,097,000	
Total params: 61,100,840			
Trainable params: 61,100,	840		
Non-trainable params: 0			
Input size (MB): 0.57			
Forward/backward pass size (MB): 8.38			
Params size (MB): 233.08			
Estimated Total Size (MB): 242.03			



... More Layers Train these layers Inception-173 [-1, 832, 7, 7] [-1, 384, 7, 7] 319,488 [-1, 384, 7, 7] [-1, 384, 7, 7] BatchNorm2d-175 BasicConv2d-176 [-1, 192, 7, 7] [-1, 192, 7, 7] 159,744 BatchNorm2d-178 BasicConv2d-179 [-1, 192, 7, 7] Conv2d-180 [-1, 384, 7, 7] 663,552 BatchNorm2d-181 -1, 384, 7, 7 BasicConv2d-182 [-1, 384, 7, 7] Conv2d-183 [-1, 48, 7, 7] 39,936 BatchNorm2d-184 -1, 48, 7, 7 BasicConv2d-185 [-1, 48, 7, 7] Conv2d-186 -1, 128, 7, 7 55,296 BatchNorm2d-187 -1, 128, 7, 7] BasicConv2d-188 -1, 128, 7, MaxPool2d-189 [-1, 832, 7, 7 Conv2d-190 -1, 128, 7, 7 106,496 BatchNorm2d-191 [-1, 128, 7, 7] BasicConv2d-192 [-1, 128, 7, 7] Inception-193 AdaptiveAvgPool2d-194 [-1, 1024, 1, 1] Dropout-195 Linear-196 Total params: 6,624,984 Trainable params: 6,624,984 Non-trainable params: 0 Input size (MB): 0.57 Forward/backward pass size (MB): 94.11 Params size (M8): 25.27 Estimated Total Size (MB): 119.95 Finetuning GoogleNet Model

Layer (type)

BatchNorm2d-2

BasicConv2d-3

BatchNorm2d-6

BasicConv2d-7

BasicConv2d-10

BatchNorm2d-13

BasicConv2d-14

BatchNorm2d-16

BasicConv2d-17

BatchNorm2d-19

BasicConv2d-20

BatchNorm2d-22

BasicConv2d-23 Conv2d-24

BatchNorm2d-25

BasicConv2d-26

MaxPool2d-27

BatchNorm2d-29 BasicConv2d-30 Inception-31

BatchNorm2d-33

BasicConv2d-34

BatchNorm2d-36

BasicConv2d-37

BatchNorm2d-39 BasicConv2d-40

Conv2d-28

Conv2d-32

Conv2d-35

Conv2d-38

MaxPool2d-11

MaxPool2d-4

Conv2d-5

Conv2d-8 BatchNorm2d-9

Conv2d-12

Conv2d-18

Conv2d-21

Output Shape

1, 64, 112, 112

-1, 64, 112, 112] -1, 64, 112, 112]

1, 64, 56, 56

-1, 64, 56, 56

[-1, 64, 56, 56 [-1, 64, 56, 56

-1, 192, 56, 56

-1, 192, 56, 56

-1, 192, 56, 56

-1, 192, 28, 28

[-1, 64, 28, 28]

-1, 64, 28, 28

-1, 64, 28, 28]

[-1, 96, 28, 28 [-1, 96, 28, 28

[-1, 96, 28, 28 [-1, 128, 28, 28

-1, 128, 28, 28

-1, 128, 28, 28

[-1, 16, 28, 28]

[-1, 16, 28, 28] [-1, 16, 28, 28]

[-1, 32, 28, 28

[-1, 32, 28, 28

[-1, 32, 28, 28

[-1, 192, 28, 28

[-1, 32, 28, 28

[-1, 32, 28, 28 [-1, 32, 28, 28

-1, 256, 28, 28] -1, 128, 28, 28]

-1, 128, 28, 28

-1, 128, 28, 28

-1, 128, 28, 28

-1, 128, 28, 28

-1, 128, 28, 28

-1, 192, 28, 28

[-1, 192, 28, 28] [-1, 192, 28, 28] Param #

4,096

110,592

12,288

18,432

110,592

3,072

4,608

6,144

32,768

32,768

221,184

256

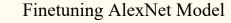
256

128

192

384

Freeze these layers







## **Project Goals and Impacts**





Building two different models able to learn how to generate FEN labels.



Showing GoogleNet has a better performance than AlexNet



Showing how results change with different hyper parameters (eg learning rate, regularization, dropout etc.)







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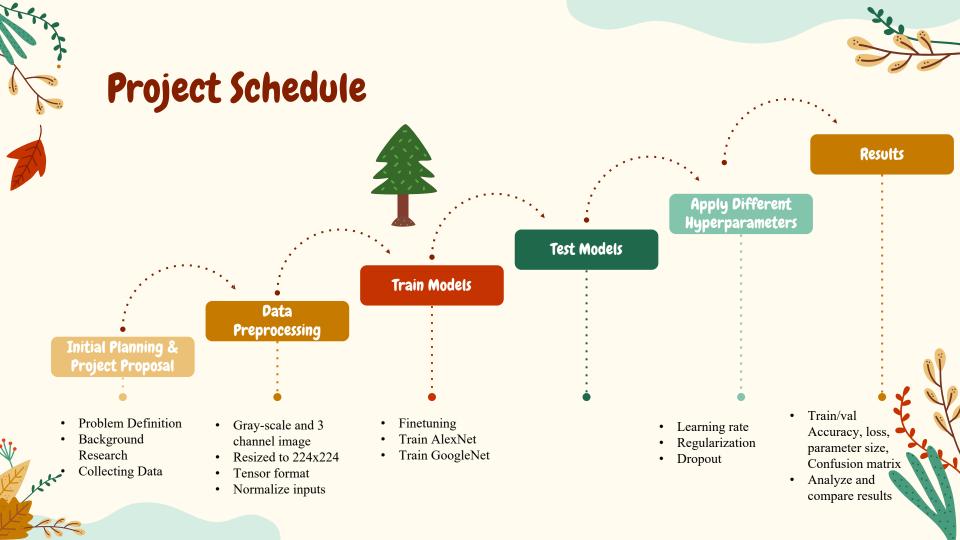
Showing how results change with different hyper parameters (eg learning rate, regularization, dropout etc.)



Reducing the sizes of filters used or applying a 1x1 bottleneck layer to AlexNet



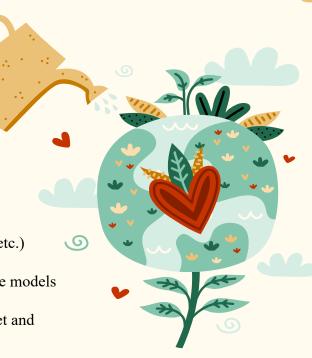




### Conclusion

#### Generating FEN Descriptions of Chess Boards by Using Two Important Pretrained CNN Architectures

- Use two important CNN architectures in the classification problem
- Evaluate in terms of performance, speed and confusion.
- Discusse the strengths and weaknesses of the models
- Finetuning methods
- Retraine using different hyper parameters (learning rate, regularization etc.)
- Compare results
- Observe whether there will be an improvement in the performance of the models when different parameters are used
- (If there will be enough time), Add a 1x1 bottleneck layer to the AlexNet and examine how its performance changes











## Thank you for listening



