

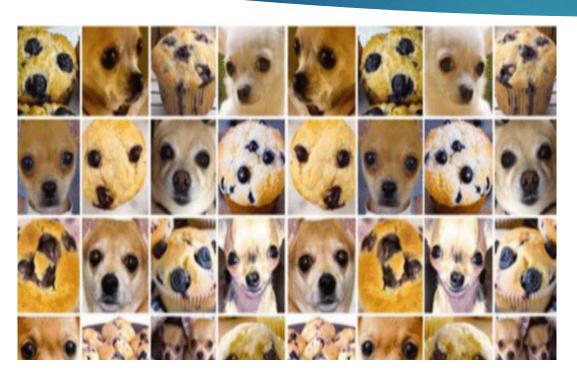
Content

- Discovery and Overview
- [Computer Vision Images]
- Use Cases of CNNs IRL
 - Image Classification
 - Object Recognition
- What are Convolutional Neural Networks?
- How do they work?
 - Core Components: Convolution,

Filters, and Pooling layers

- Let's explore!
- How do we manipulate Convolutional Neural Networks?
 - Creation
 - Training
 - Fine-tuning
 - A bit of Maths

Muffins or Chihuahuas?





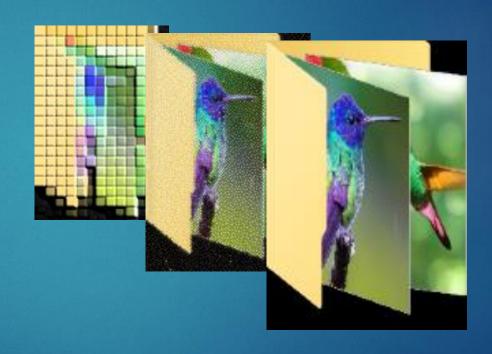






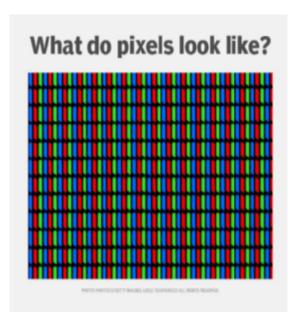
Introduction

WHAT CAN WE DO WITH IMAGES?



Images are « sets of pixels »

- A **Pixel** (short for "picture element")
 : smallest unit of a digital image or display.
- Represents a single point in an image. Measure of size for calibration. Larger pixels capture more light, smaller provide finer details.
- Displays various colors based on its RGB (red, green, blue) components. In Black & White:binary, in Grayscale: B, W & shades of gray.



- Composition: made up of subpixels, typically three for RGB color representation.
- Resolution: total number of pixels in an image. Ex: a
 1920 x 1080 display has over 2 million pixels.
- Function: More pixels generally lead to clearer and more detailed images=> impact the overall quality of visual displays (ex.FullHD)

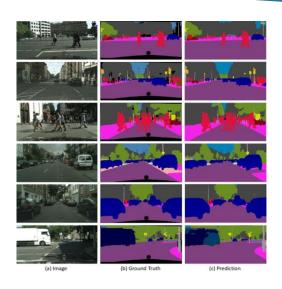
Image Processing techniques include

- Enhancement: parameters such as brightness, contrast, and sharpness
- Restoration: revamp degraded original images
- Segmentation: divide into "semantic/meaningful" parts according to the pixel distribution.



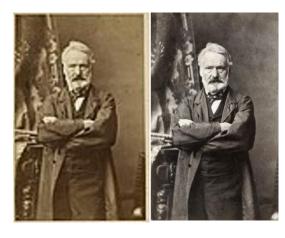
- Compression: to reduce the file size through lossy or lossless methods (MPEG, HEIF)
- Generation: GANs (Generative Adversarial Networks) to create new images or enhance
- Morphological Processing: shape image structures (twist, wrinkle etc.)

Examples



Semantic Segmentation

Ex: spatial data within contexts (streets, hours, references with self-driving cars), pixel level classification



Restorative Filters

Ex: Antique Photos (here Victor Hugo, the French Novelist of the 19th Century, by Bertall 1867)



Morphological Processing + Generation

Ex: Beauty filters (Instagram, Adobe, PicsArt ...), Background removal and replacement

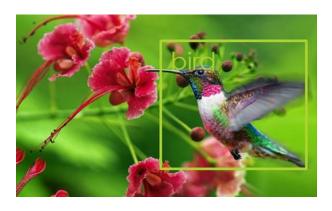
Types of Object Recognition Algorithms



Image classification

- -Classifies / labels the object contained in the picture (what is it?)
- -Provides a probability of the guess~(it's 90% likely to be a bird)

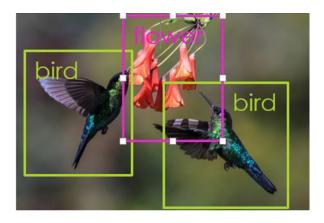
Traditional CNNs



Both Classification & Localization

 Detects the objects and also localizes it in the picture simultaneously (where is the bird?)

Simplified Yolo, R- CNNs (You Only Look Once, Region CNN models)



Object Detection

Detects the content of an image, presence of several objects (many bounding boxes) (what are those?)

Yolo, R-CNNs



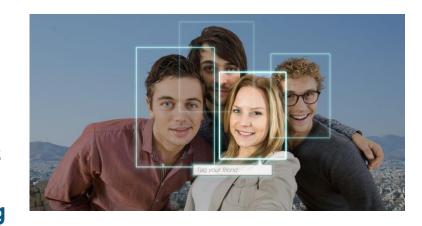
Identify real world application of Image Classification

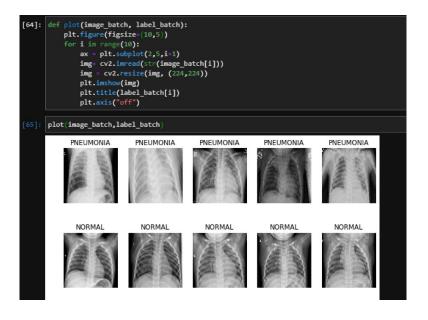


Image Classification / Recognition

[Is it a [label, name]?]

- -Classifying images into predefined categories.
- Recognizing **patterns** and **features**.
- Widely used in applications like: **photo tagging** in social media and **medical imaging** for diagnostics identifying pathologies.



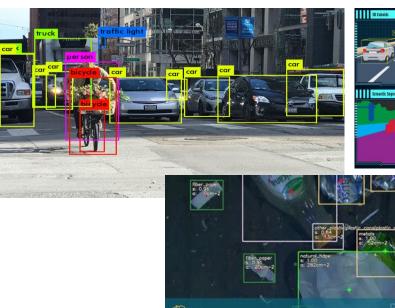


Object Detection

(Presence: Is there an [object name]in the image / landscape/ supermarket aisle etc.?

 - Identifying and locating objects within a picture simultaneously.

- Applications include self-driving cars, facial recognition, security cameras, sorting/recycling wastes, tracking wildlife etc



Vision system guides robot with material recognition

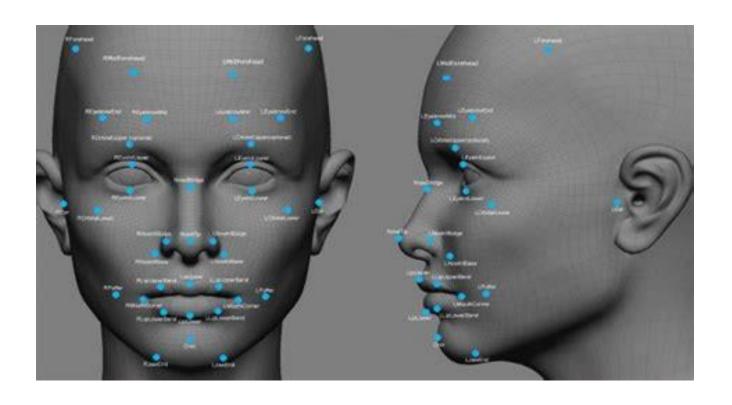


Image:ywse

Face Recognition

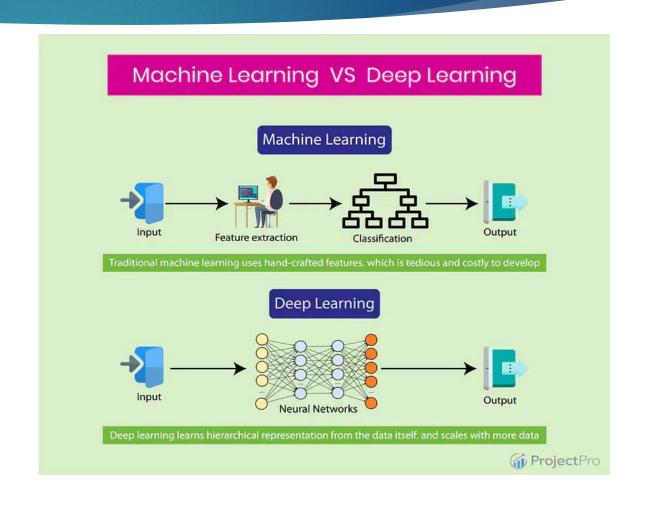
[is it {person/celebrity_name}/?]

- Attaching clues or "landmarks", to distinctive features
- Biometric screening
- **ID tracking** across video frames
- **Emotional intelligence** (microexpressions)



Machine Learning vs Deep Learning

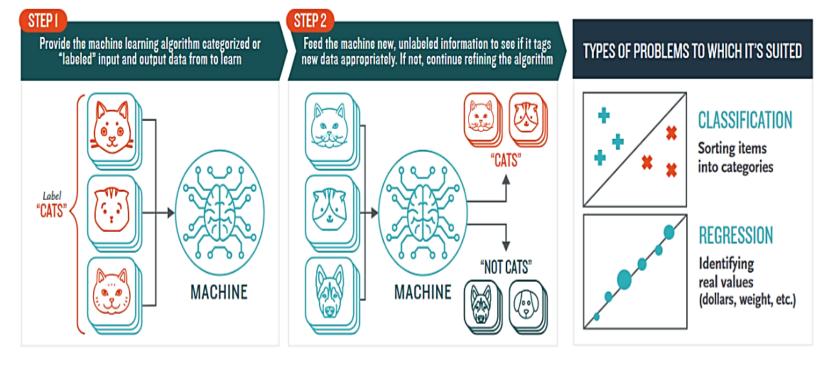
- Traditional machine learning uses hand-crafted features which is tedious and costly to develop
- Deep Learning learns hierarchical representation from the data itself and scales with more data
- Deep Learning is a subset of Machine Learning. They are complementary.



Deep Learning approach #1 Supervised Learning

Requires labeled datasets for training models (e.g., convolutional neural network for image classification)

How **Supervised** Machine Learning Works

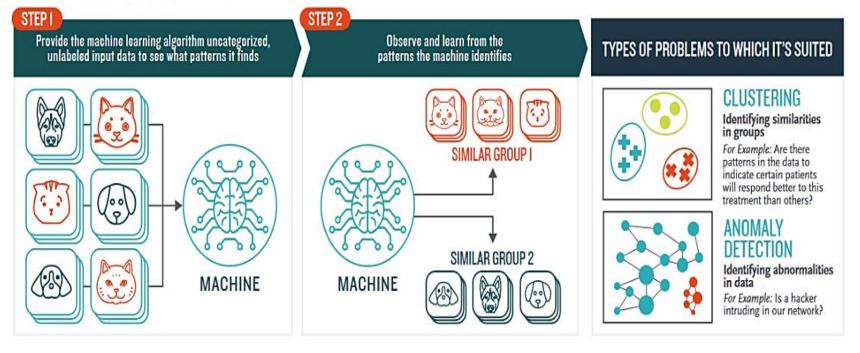


Deep Learning approach #2

Unsupervised Learning

utilizes methods, such as <u>autoencoders</u> and <u>generative adversarial</u> <u>networks</u> (GANs) to learn from unlabeled data.

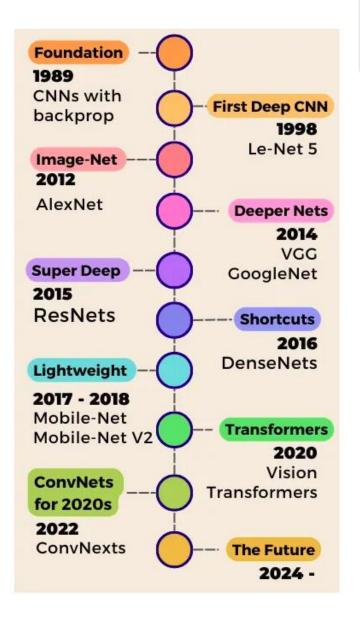
How **Unsupervised** Machine Learning Works



What are Convolutional Neural Networks?

CONVNETS OR CNNS

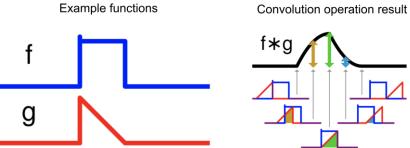


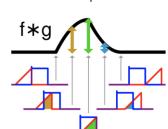


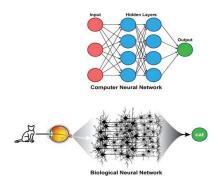
In the context of mathematics

$$(f * g)(t) \stackrel{\text{def}}{=} \int_{-\infty}^{\infty} f(\tau)g(t - \tau) d\tau$$

To convolve a kernel with an input signal: flip the signal, move to the desired time, and accumulate every interaction with the kernel

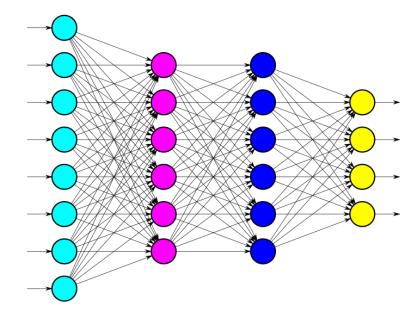




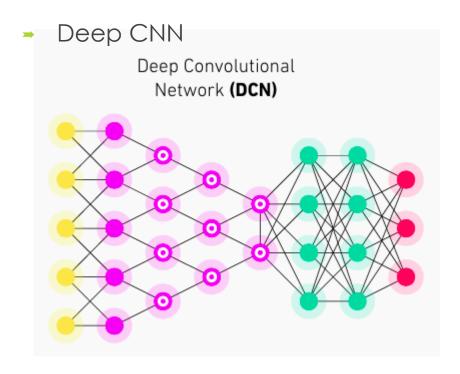


In the context of AI, what is a Convolutional Neural Network?

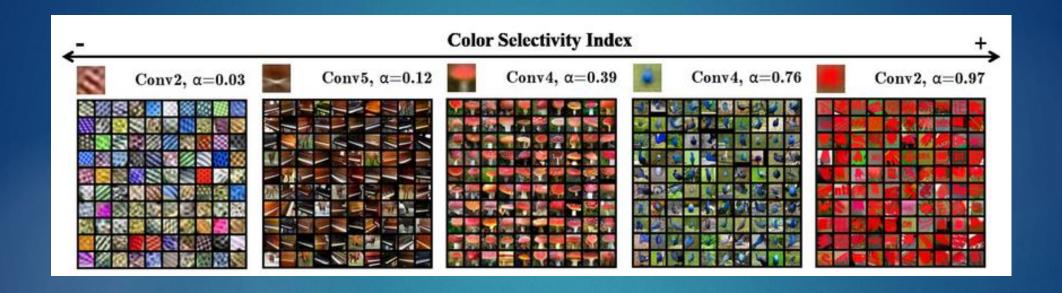
- 1. A type of **Deep Learning model** designed for image processing, also called ConvNet or CNN
- 2. Mimics visual perception in humans
- A powerful tool for **visual** recognition and style manipulation
- 4. Consists of multiple sequential layers (convolutions, filters, and pooling) to extract features (edges, texture) from images ex: the cat has pointy ears, and a round face
- 5. Essential for modern applications in **Computer Vision** (multimodal multimedia: video, images)



Architecture of a CNN



Index Backfed Input Cell Input Cell Input Cell Noisy Input Cell Hidden Cell Probablisticc Hidden Cell Spiking Hidden Cell Output Cell Match Input Output Cell Recurrent Cell Memory Cell Spifferent Memory Cell Kernel Convolutional or Pool



COLOR SENSITIVITY INDEX, SOURCE: RESEARCHGATE

CNN for image classification

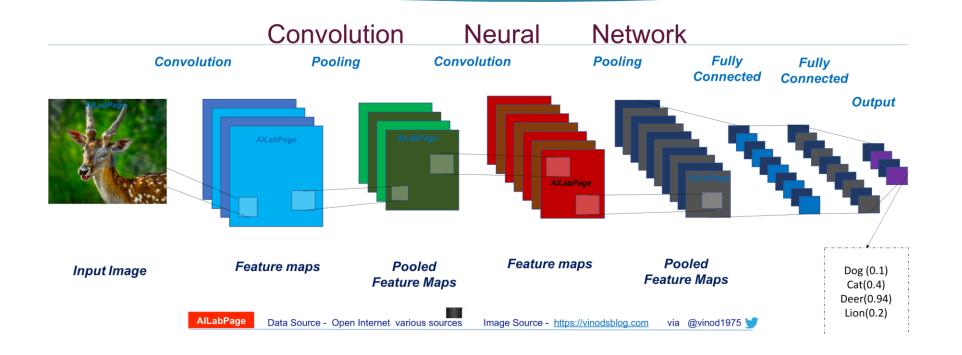
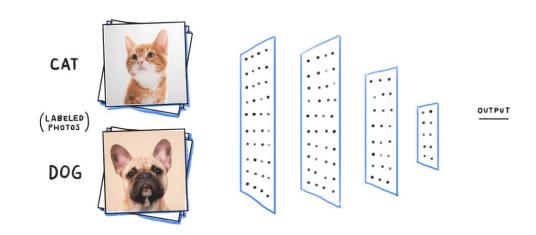
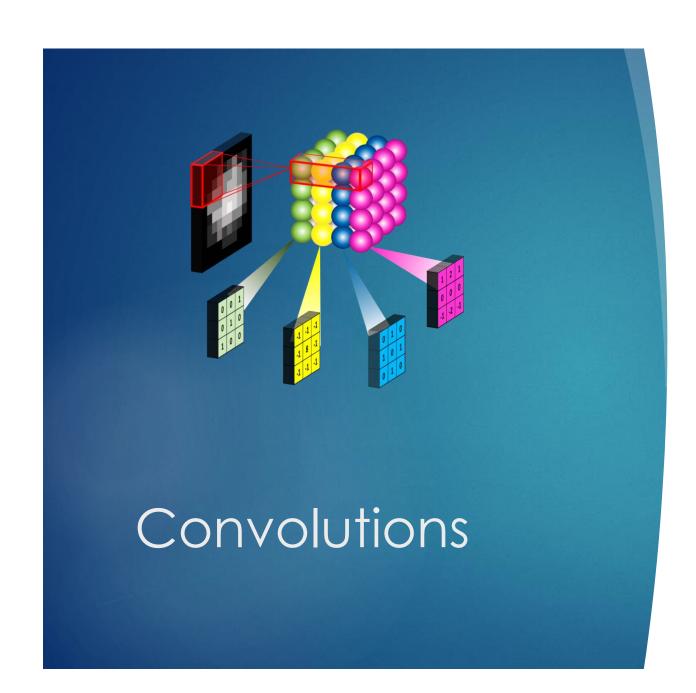


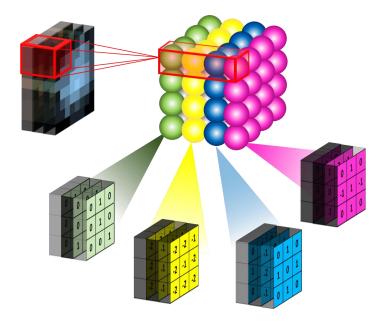
Image Classification with CNN

Classification is essentially a guess deduced from the extracted features and object detection may follows it once the object has been recognized.

- 1- Feature extraction performed by CNNs
- 2- **Pooling** as a dimensionality reduction of feature maps
- 3- Classification, once the extracted features pass through fully connected layers (often using Softmax)
- 4- Object Detection: by predicting bounding boxes around detected objects





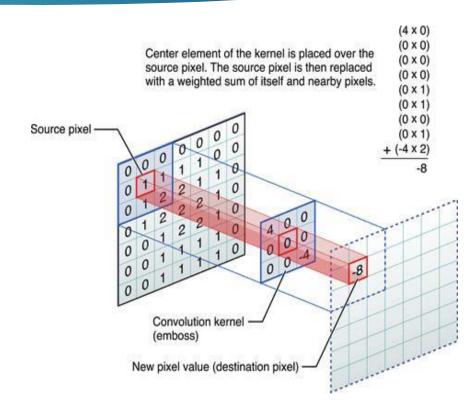


1D AND 3D

What are Convolutions?

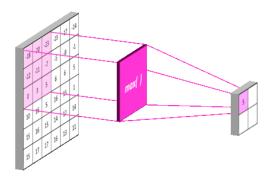
- Definition: A mathematical operation that combines two functions.
 - Purpose: To extract high-level features from images.
 - Process: Apply a filter (kernel) over the image, computing dot products.

⇒ -



Pooling Layers?

- Function? Reduces spatial dimensions of the feature maps.
- Why? Images can be voluminous (resolutions, size)
- **Solution:** Focus on the essential features
- How? Sliding a window and taking only one value
 - Types:
 - Max Pooling: Takes the maximum value from a set of values.
 - Average Pooling: Takes the
 - average value.
 Benefits: Decreases computational load and helps prevent overfitting.



| 5 | 3 | 3 | 1 |
|---|---|---|---|
| 0 | 2 | 8 | 5 |
| 1 | 4 | 4 | 2 |
| 0 | 9 | 2 | 7 |



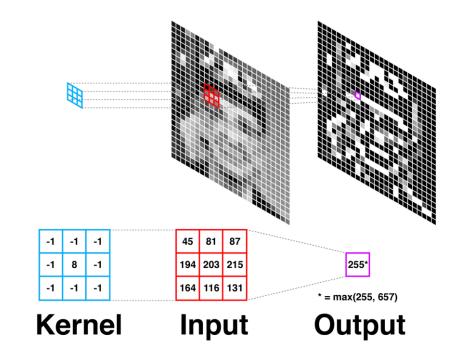
| 5 | 3 | 3 | 1 |
|---|---|---|---|
| 0 | 2 | 8 | 5 |
| 1 | 4 | 4 | 2 |
| 0 | 9 | 2 | 7 |



Filters / Kernels

Small matrices used in convolutions.

- Detect specific features (Edges, textures).
- Different filters highlight different aspects of the image.

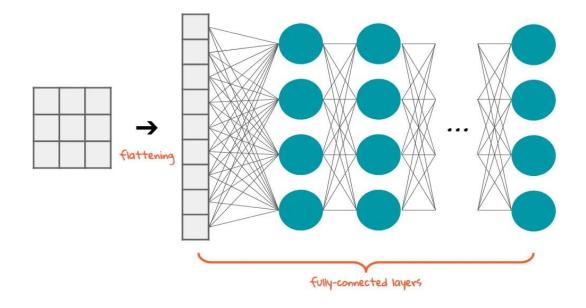


Flattening Layer

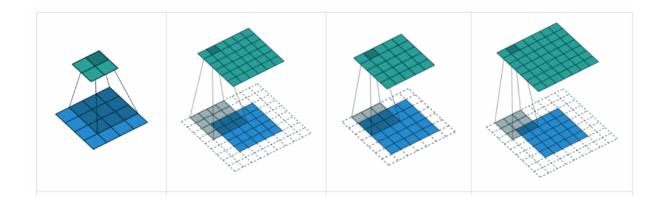
Converting multi-dimensional feature maps from the convolutional and pooling layers into a one-dimensional array.

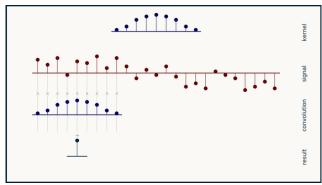
Why? To connect extracted features to the final classification task. Fully-connected layers require linear input format.

How? Takes the output from the last pooling layer (dimensions: Height, Width, Depth) and reshapes into a single vector with a size Height x Width x Depth



Notion of Padding and Stride



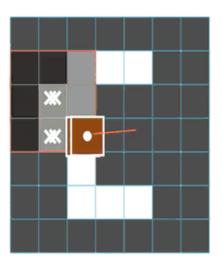


mage: Jiwon Jeong, e2eml.schools

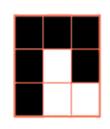
Padding: adding extra pixels around input data before convolution ('valid' when none, 'same' when output match input)

Stride: number of pixels a convolution filter moves/ steps at a time Crucial for effective feature extraction (relevant features) and model performance

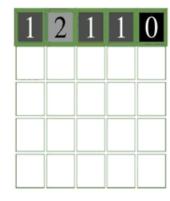
How to get a feature map?



7x7 Image (padded)



3x3 kernel

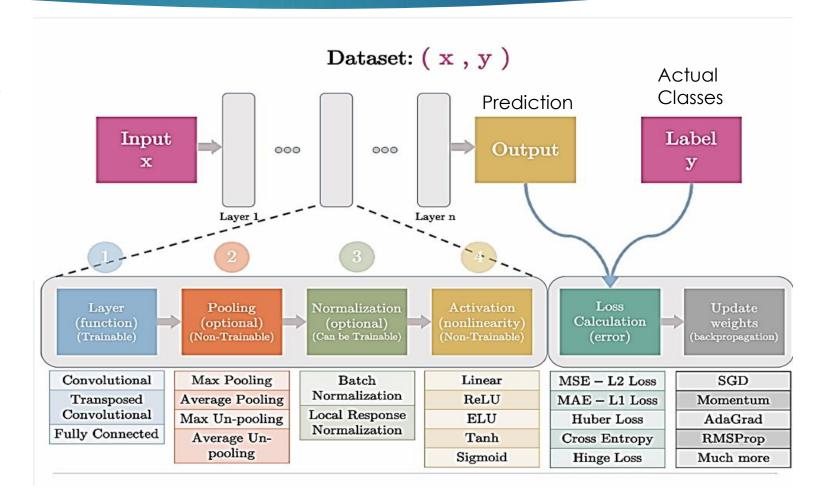


5x5 Feature Map

Training techniques

- **ReLu** activation function introduces non-linearity
- -Dropout regularization prevents overfitting
- -Data Augmentation provides more data (perspectives, side views, 3D etc)
- -Transfer Learning reduces time of training and resources ex. deriving other feline families once the concept of a cat is understood by the model

Trainable means can be fine-tuned: Hyperparameters weights and biases



Tools for Computer Vision using CNNs

Frameworks

- **TensorFlow:** An open-source library for deep learning developed by Google, ideal for building CNNs.
- **PyTorch:** A flexible deep learning framework from Facebook, popular for research and production.
- **Keras:** A high-level API that simplifies building CNNs, often used with TensorFlow.
- MATLAB: Provides tools for designing and deploying CNNs through its Deep Learning Toolbox



CPU: Central Processing Unit **GPU:** Graphic Processing Unit **TPU:** Tensor Processing Unit

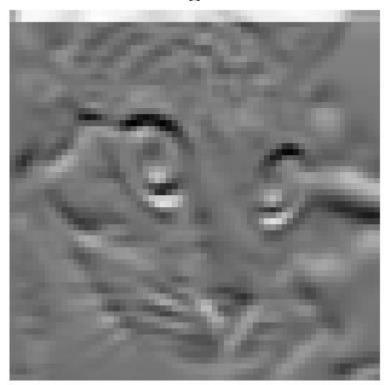


Filters

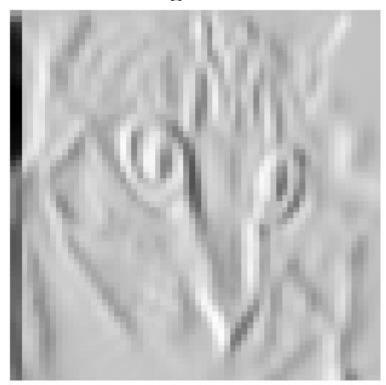
Original input image



Horizontal edge filter

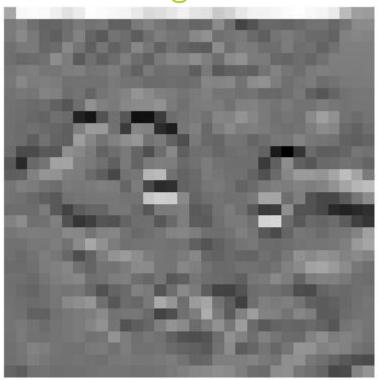


Vertical edge filter

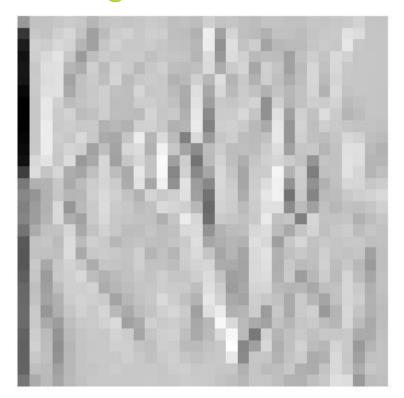


STRIDES

Horizontal edge filter with stride2



Vertical edge filter with stride2



Notion of complexity in training

| | CONV | POOL | FC | |
|----------------------|--|---|---|--|
| Illustration | $F \downarrow F \\ \otimes C \\ \otimes K$ | F \bigcap | $N_{ m in}$ $N_{ m out}$ | |
| Input size | $I \times I \times C$ | $I \times I \times C$ | $N_{ m in}$ | |
| Output size | $O \times O \times K$ | $O \times O \times C$ | $N_{ m out}$ | |
| Number of parameters | $(F \times F \times C + 1) \cdot K$ | 0 | $(N_{\rm in}+1)\times N_{\rm out}$ | |
| Remarks | • One bias parameter per filter • In most cases, $S < F$ • A common choice for K is $2C$ | • Pooling operation done channel-wise • In most cases, $S = F$ | Input is flattened One bias parameter per neuron The number of FC neurons is free of structural constraints | |