

# 计算机视觉与卷积神经网络

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七月在线 寒小阳  
2016年12月10日

# 主要内容

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## ■ 神经网络与卷积神经网络

1. 层级结构

2. 数据处理

3. 训练算法

4. 优缺点

## ■ 正则化与Dropout

1. 正则化与Dropout处理

2. Dropout理解

## ■ 典型结构与训练

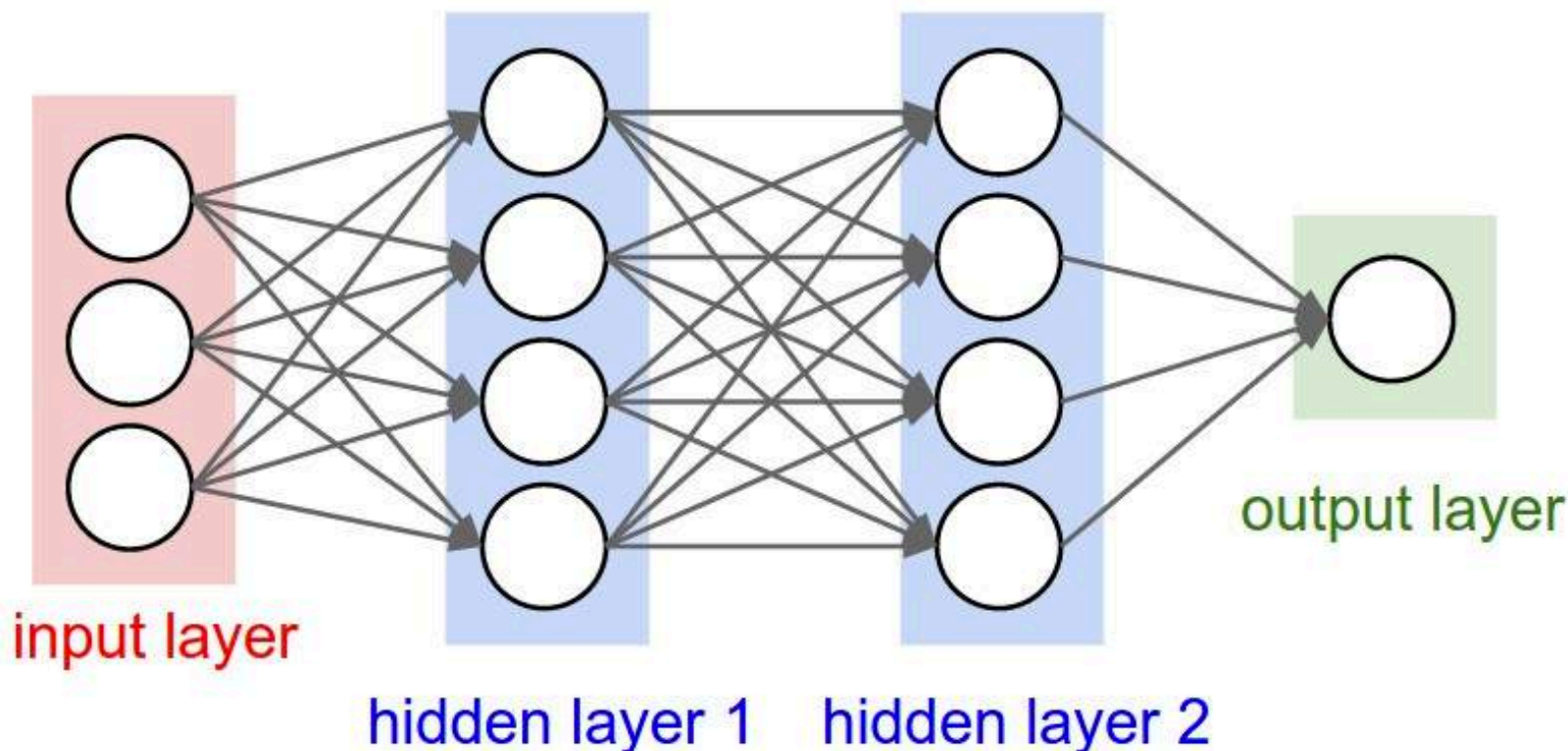
1. 典型CNN

2. 训练与调优



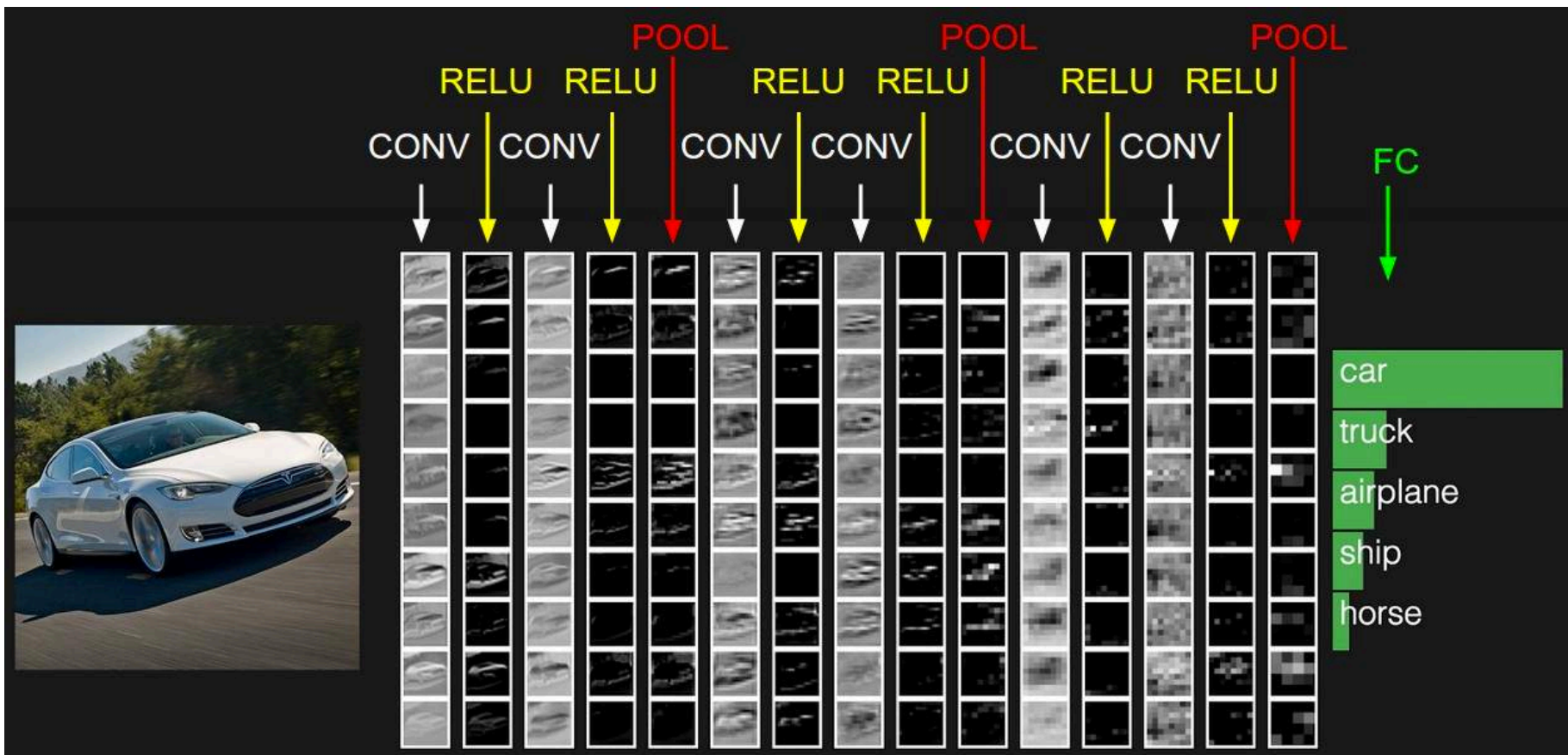
# 神经网络到卷积神经网络

- 人工神经网络能用到计算机视觉上吗？ 能
- 为什么还需要卷积神经网络？
- 卷积神经网络和人工神经网络的差异在哪？



# 卷积神经网络层级结构

- 保持了层级网络结构
- 不同层次有不同形式(运算)与功能



# 主要是以下层次

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- ☐ 数据输入层 / Input layer
- ☐ 卷积计算层 / CONV layer
- ☐ ReLU激励层 / ReLU layer
- ☐ 池化层 / Pooling layer
- ☐ 全连接层 / FC layer
- ☐ Batch Normalization层(可能有)



## □ 数据输入层/ Input layer

有3种常见的数据处理方式

### □ 去均值

- 把输入数据各个维度都中心化到0

### □ 归一化

- 幅度归一化到同样的范围

### □ PCA/白化

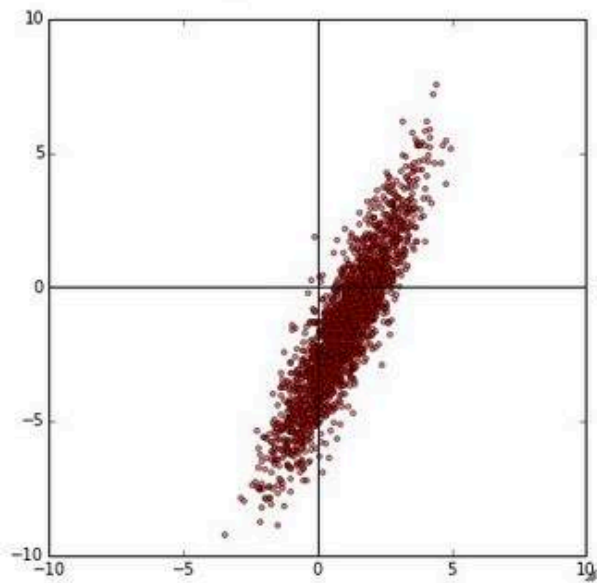
- 用PCA降维

- 白化是对数据每个特征轴上的幅度归一化

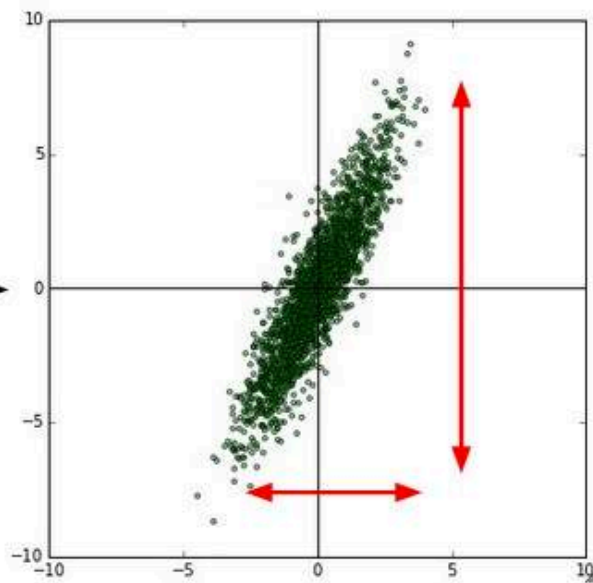


## □ 去均值与归一化

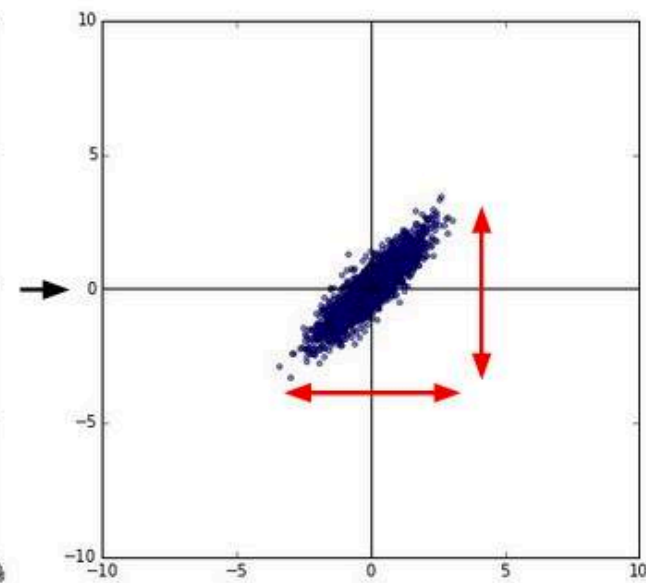
original data



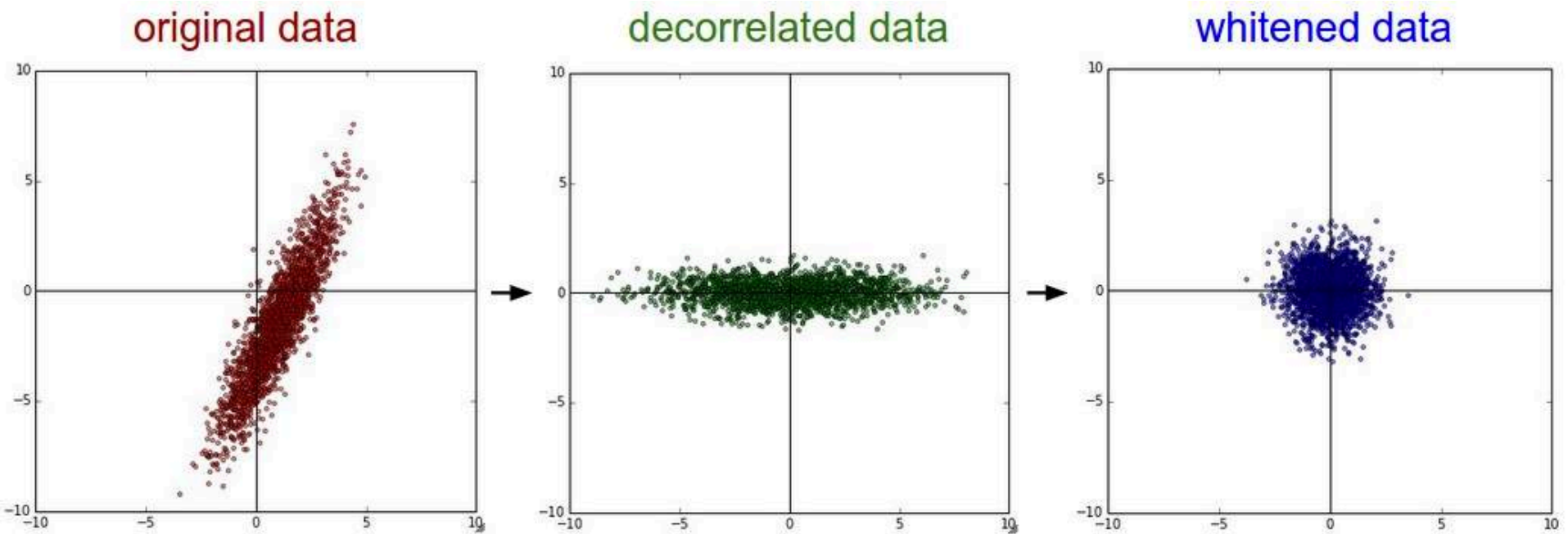
zero-centered data



normalized data



## 去相关与白化



```
X -= np.mean(X, axis = 0)
cov = np.dot(X.T, X) / X.shape[0]
U,S,V = np.linalg.svd(cov)
Xrot = np.dot(X,U)
```

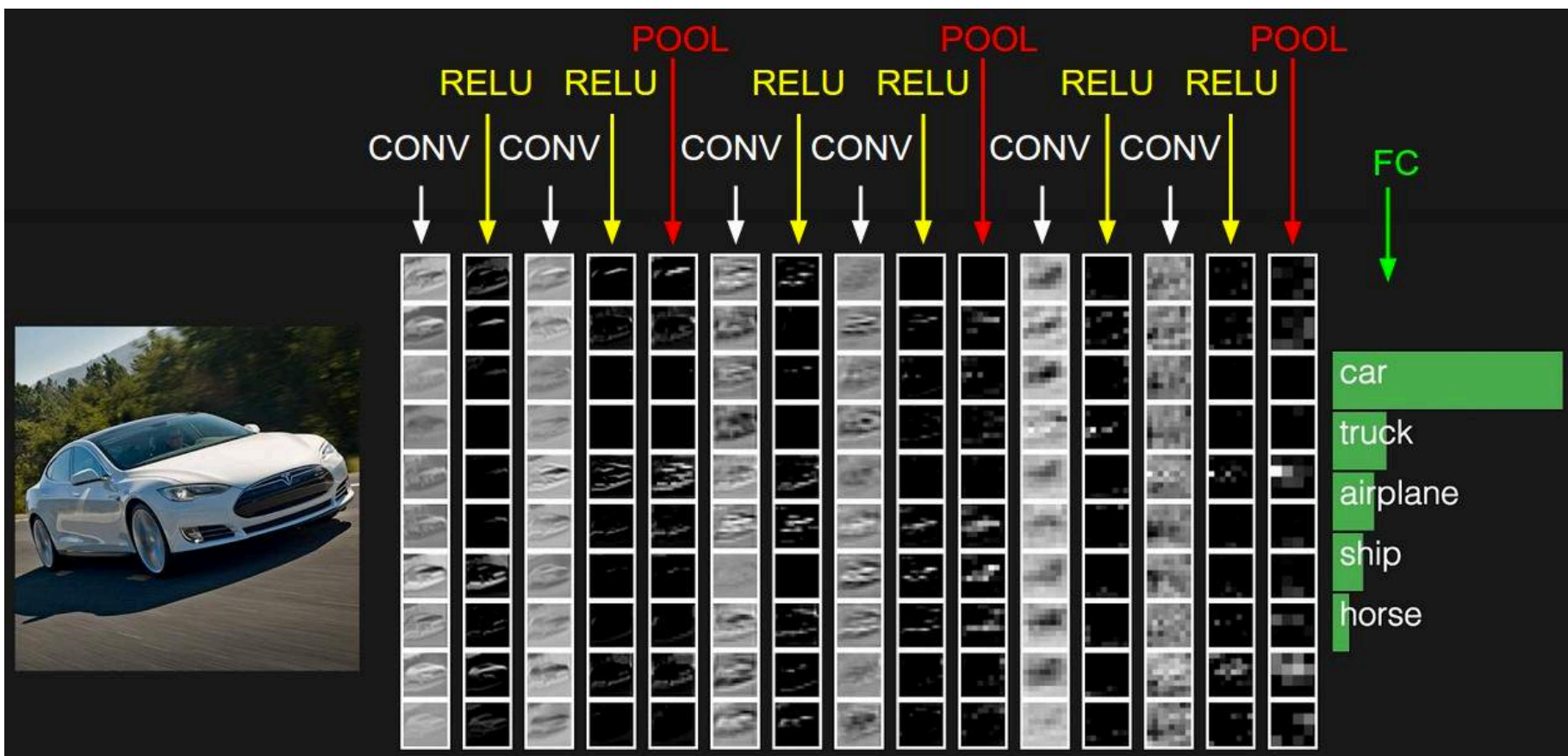
```
Xwhite = Xrot / np.sqrt(S + 1e-5)
```





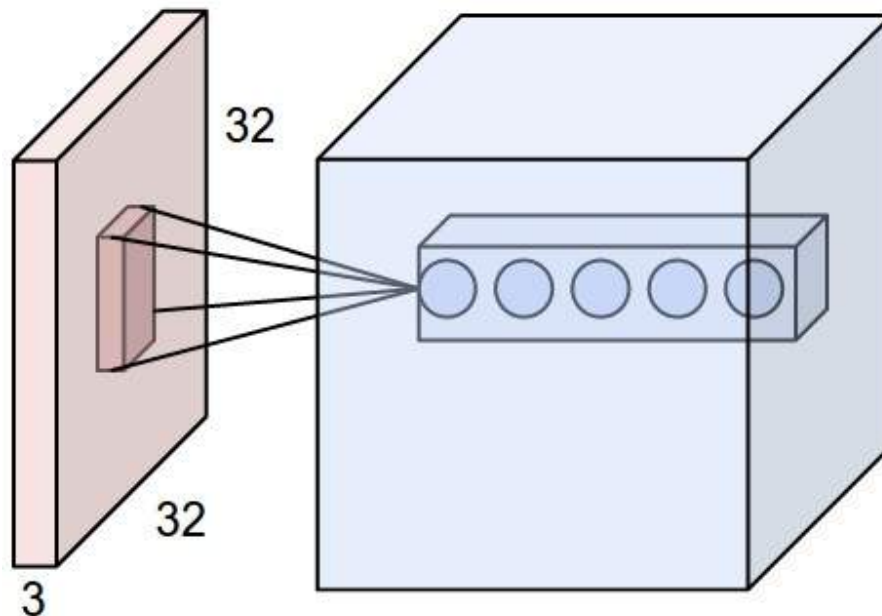
# 卷积神经网络层级结构

- 保持了层级网络结构
- 不同层次有不同形式(运算)与功能



## □ 卷积计算层/ CONV layer

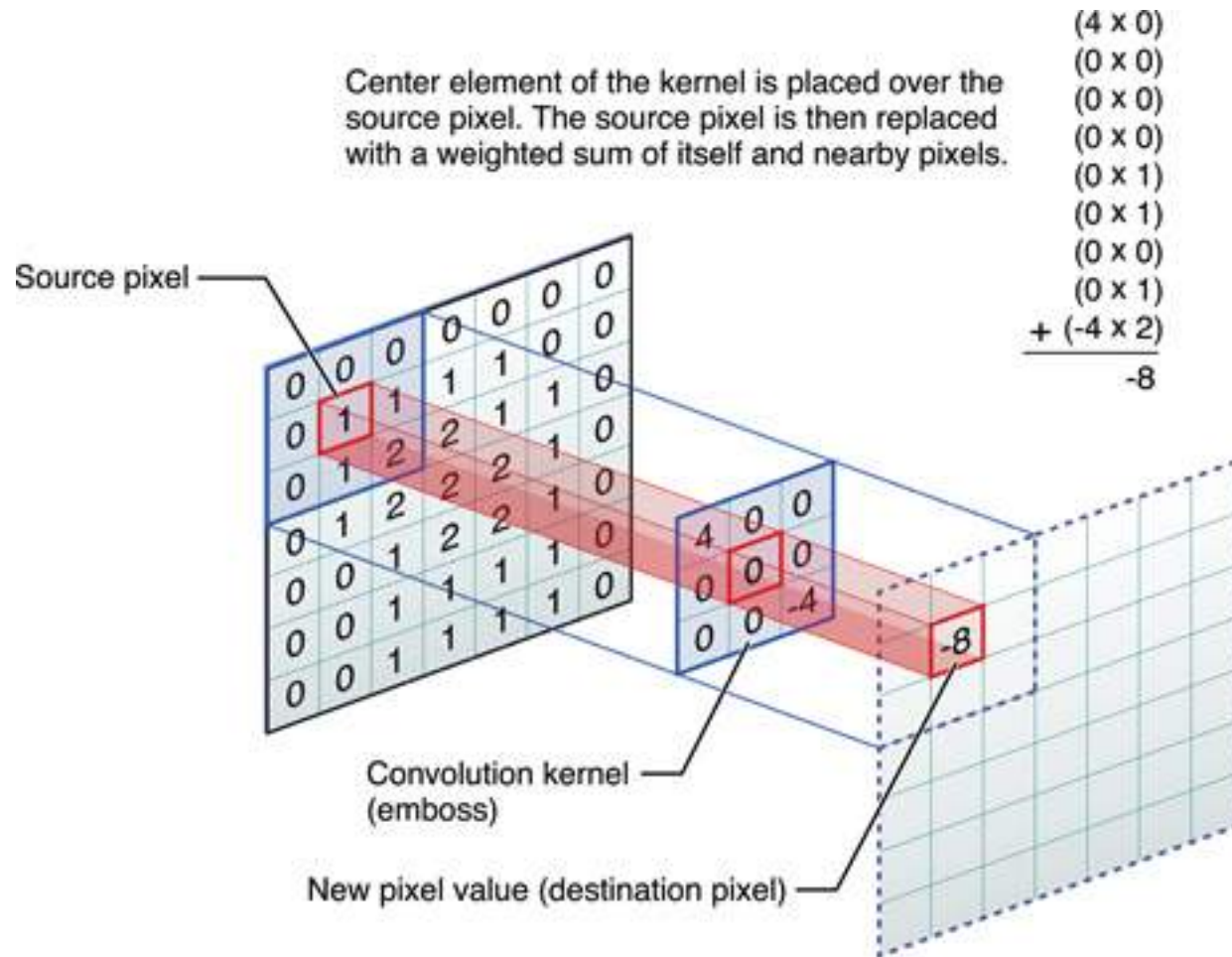
- 局部关联。每个神经元看做一个filter。
- 窗口 (receptive field) 滑动，filter 对局部数据计算
- 涉及概念：
  - 深度/depth
  - 步长/stride
  - 填充值/zero-padding



[cs231n.github.io/assets/conv-demo/index.html](https://cs231n.github.io/assets/conv-demo/index.html)



# 卷积计算层/ CONV layer



## □ 卷积计算层/ CONV layer

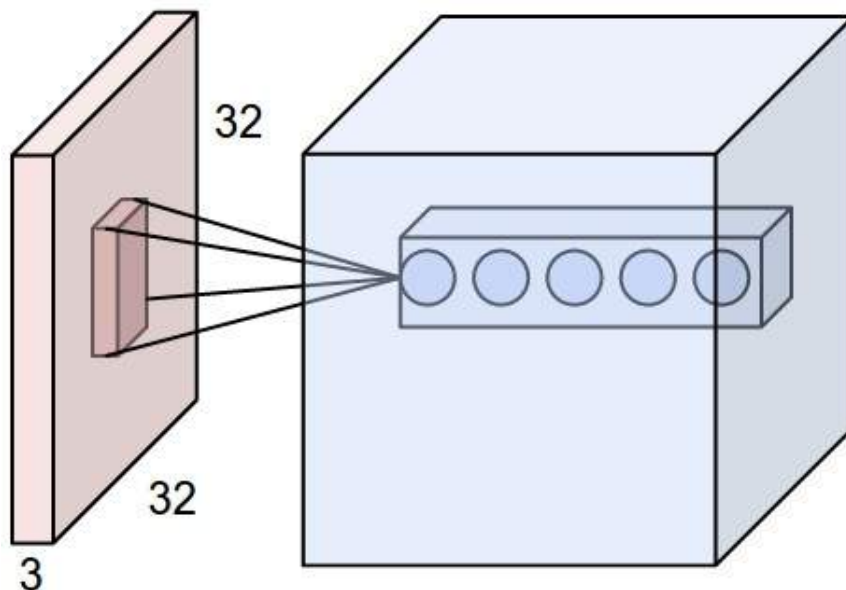
### ■ 参数共享机制

假设每个神经元连接数据窗的权重是固定的

### ■ 固定每个神经元连接权重，可以看做模板 每个神经元只关注一个特性

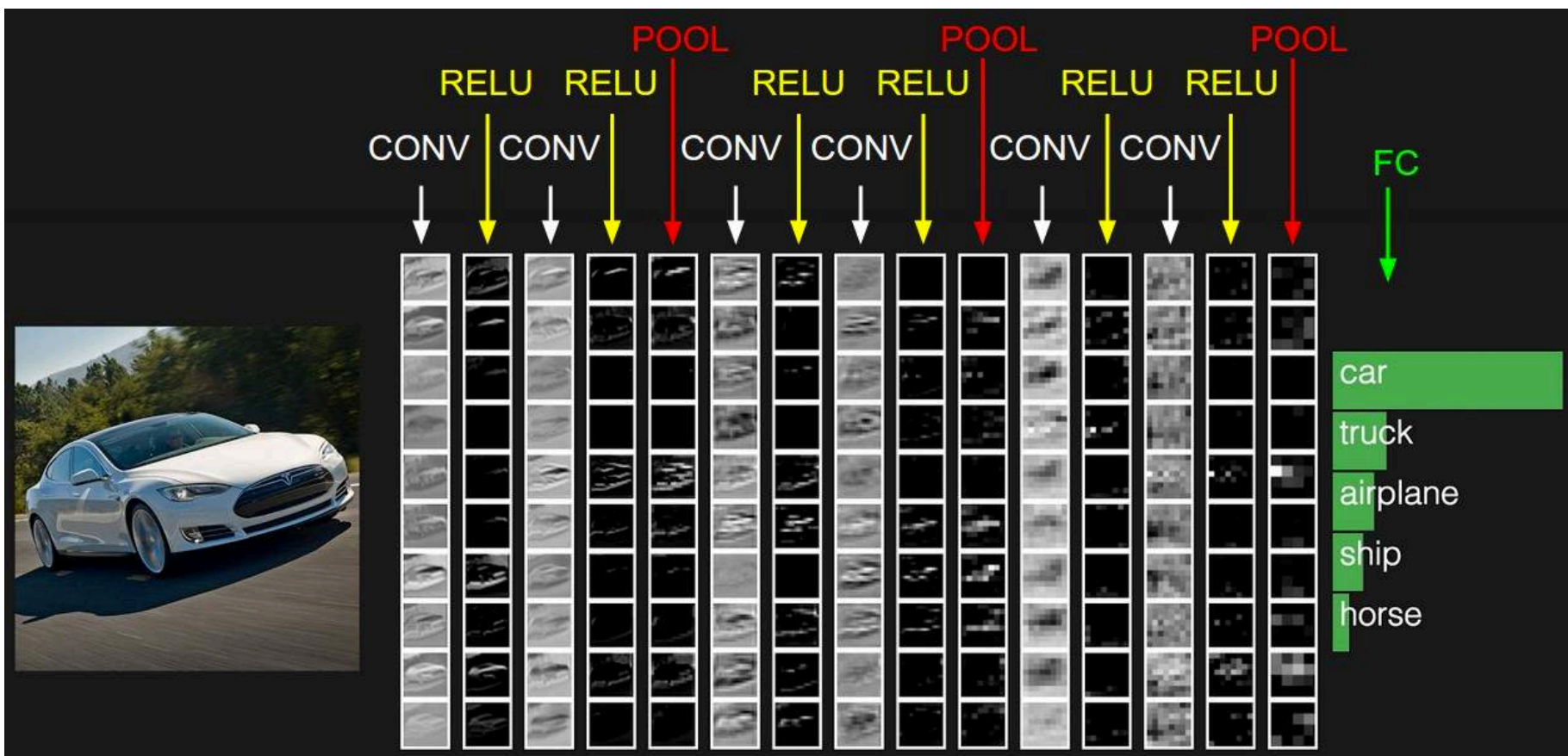
### ■ 需要估算的权重个数减少：AlexNet 1亿 $\Rightarrow$ 3.5w

### ■ 一组固定的权重和不同窗口内数据做内积：卷积



# 卷积神经网络层级结构

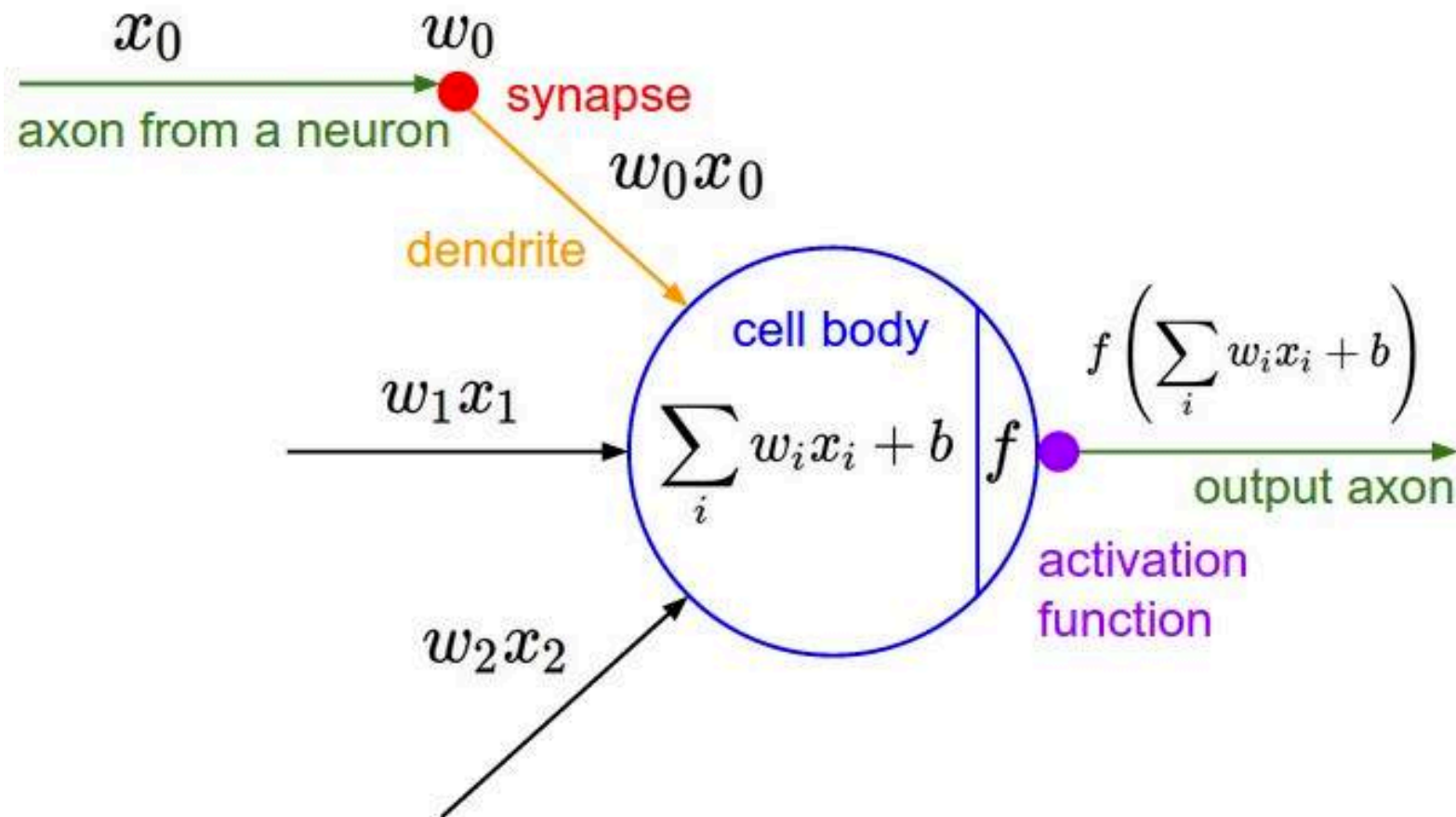
- 保持了层级网络结构
- 不同层次有不同形式(运算)与功能





## □ 激励层 (ReLU)

把卷积层输出结果做非线性映射

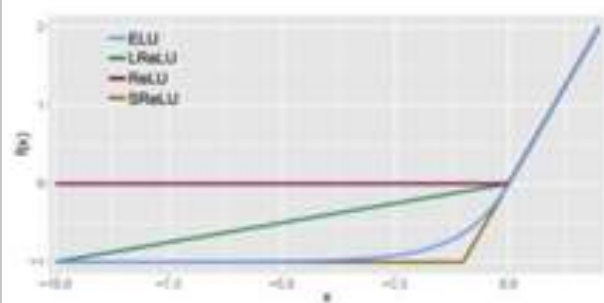
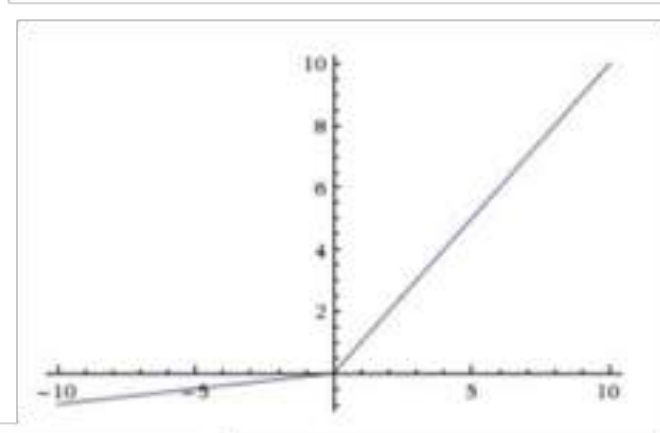
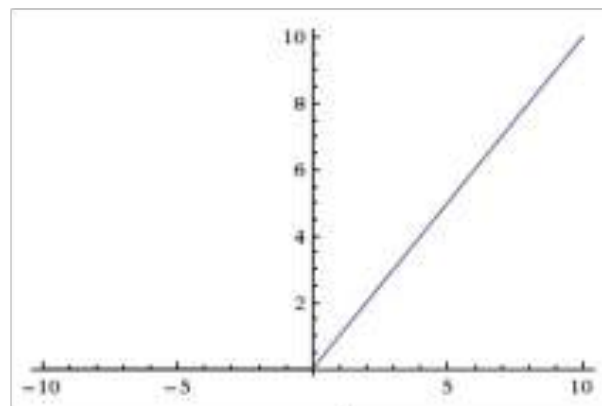
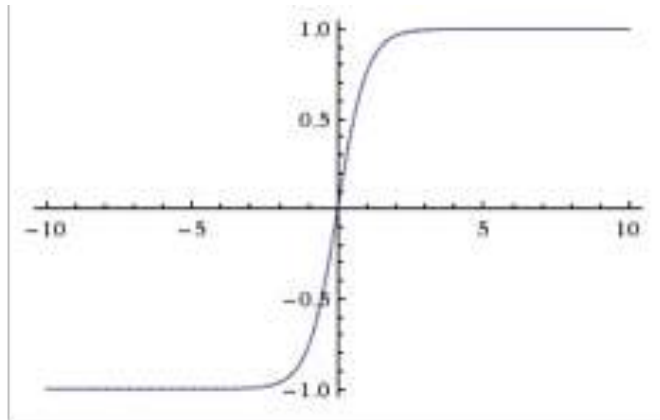
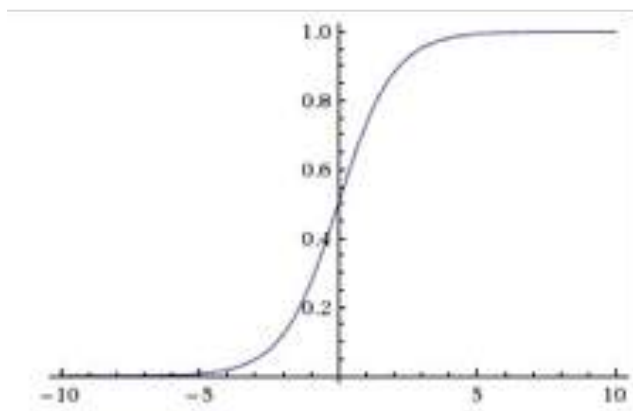


## ☐ 激励层 (ReLU)

### ■ 把卷积层输出结果做非线性映射

- ☐ Sigmoid
- ☐ Tanh (双曲正切)
- ☐ ReLU
- ☐ Leaky ReLU
- ☐ ELU
- ☐ Maxout





$$f(x) = \begin{cases} x & \text{if } x > 0 \\ \alpha (\exp(x) - 1) & \text{if } x \leq 0 \end{cases}$$



# 卷积神经网络层级结构

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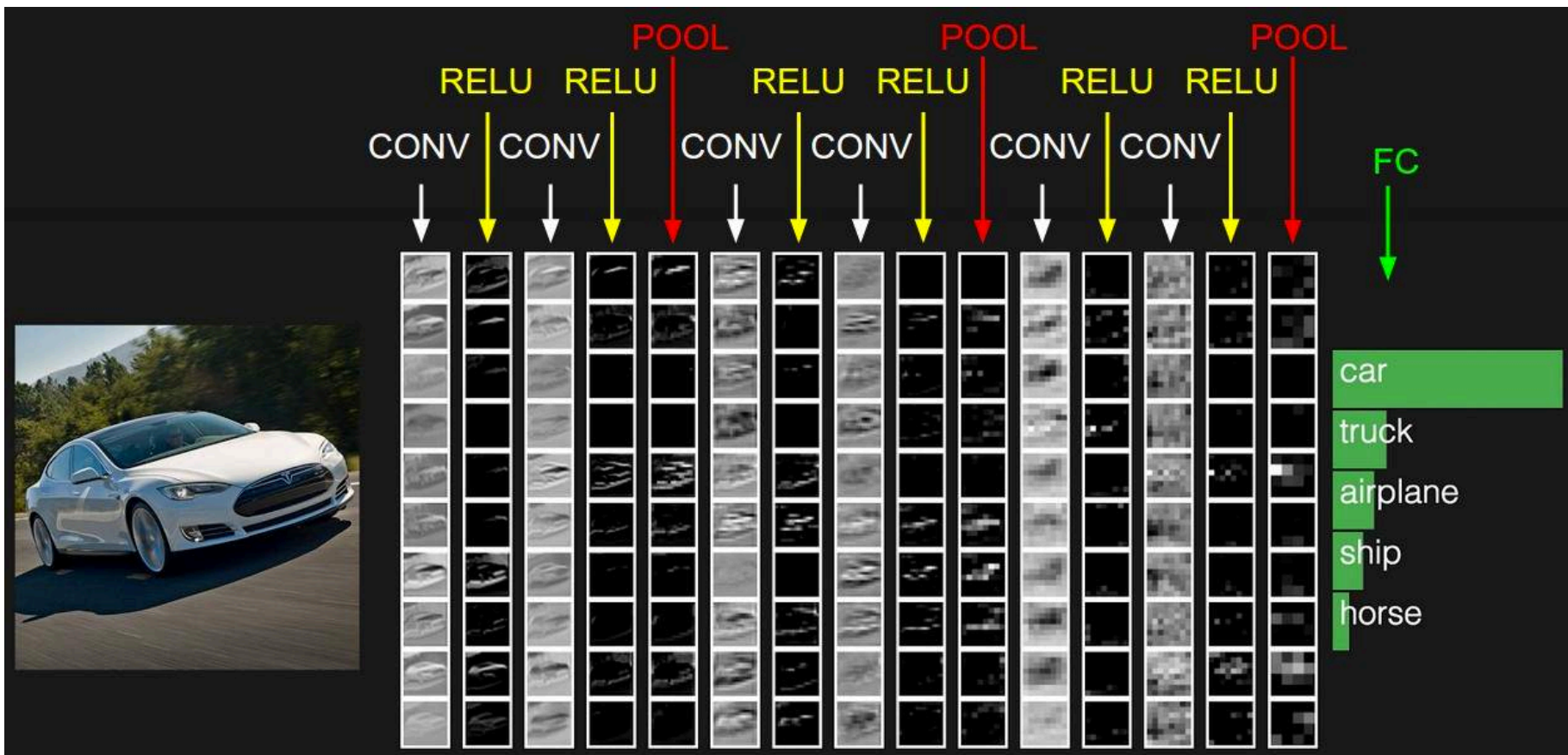
## □ 激励层(实际经验)

- ① CNN尽量不要用sigmoid! 不要用sigmoid! 不要用sigmoid!
- ② 首先试RELU, 因为快, 但要小心点
- ③ 如果2失效, 请用Leaky ReLU或者Maxout
- ④ 某些情况下tanh倒是有不错的结果, 但是很少



# 卷积神经网络层级结构

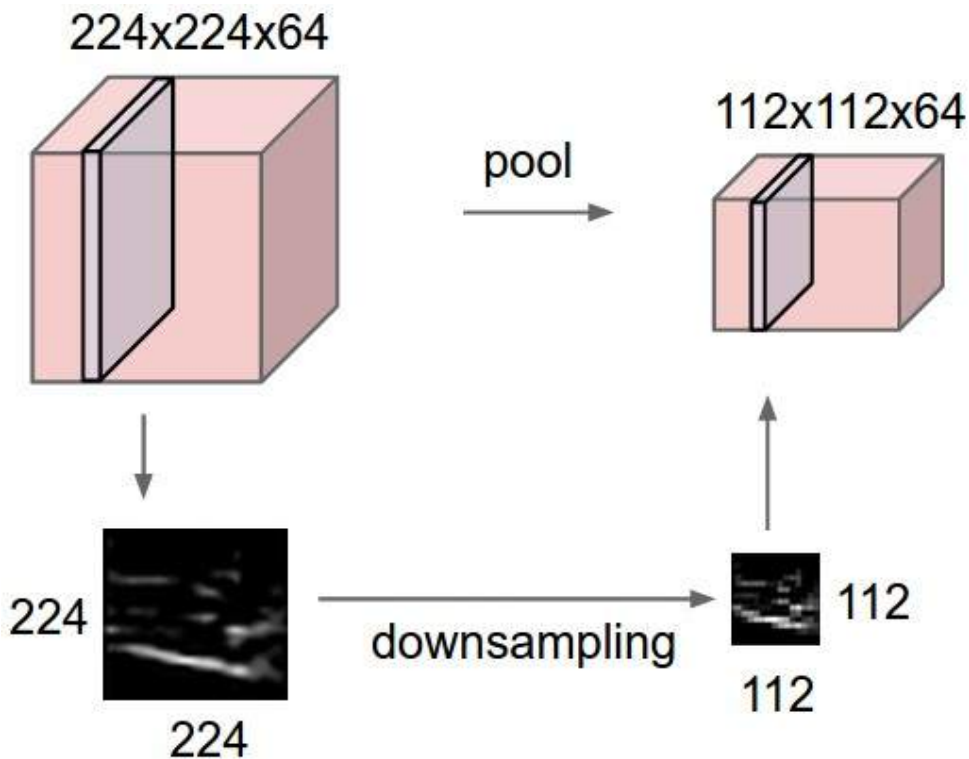
- 保持了层级网络结构
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# 卷积神经网络层级结构

## □ 池化层 / Pooling layer

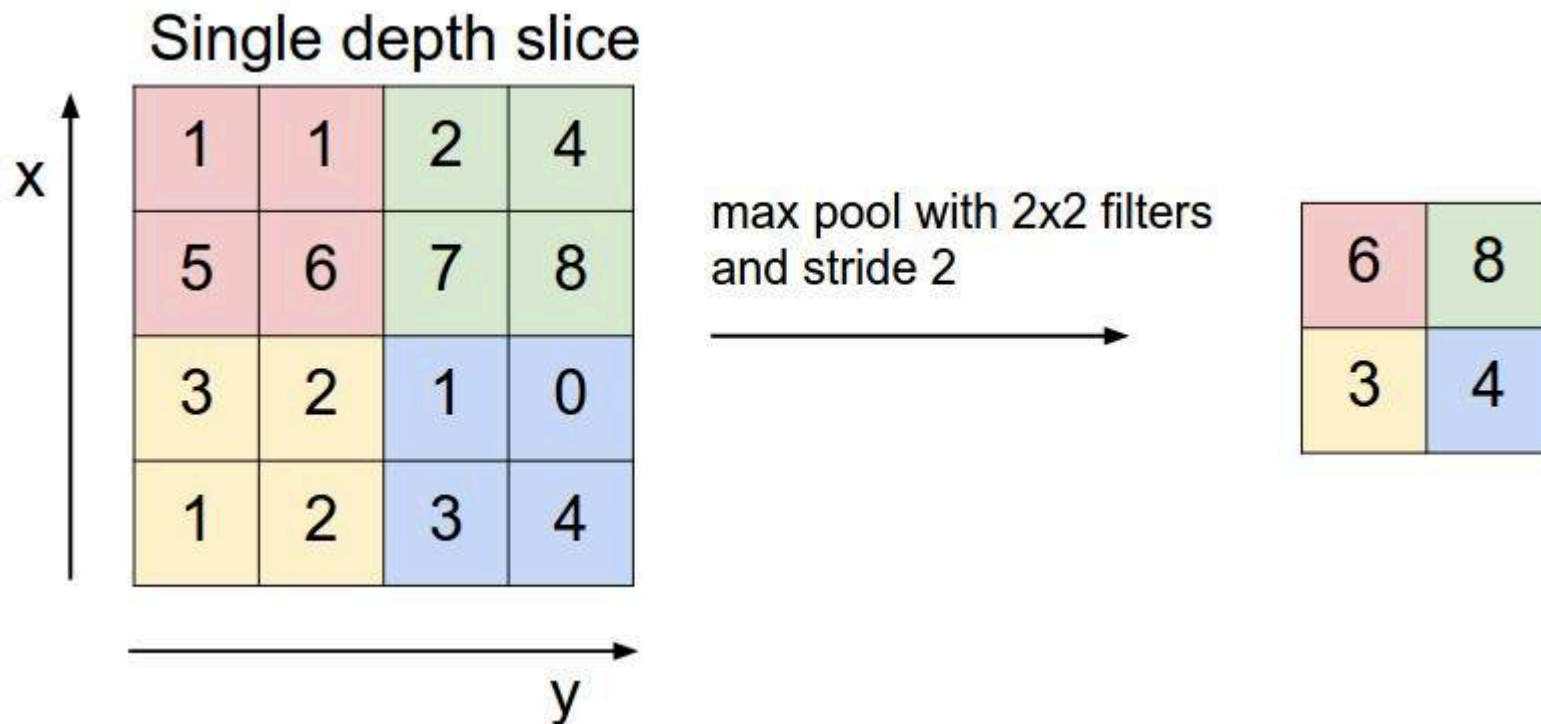
- 夹在连续的卷积层中间
- 压缩数据和参数的量，减小过拟合



# 卷积神经网络层级结构

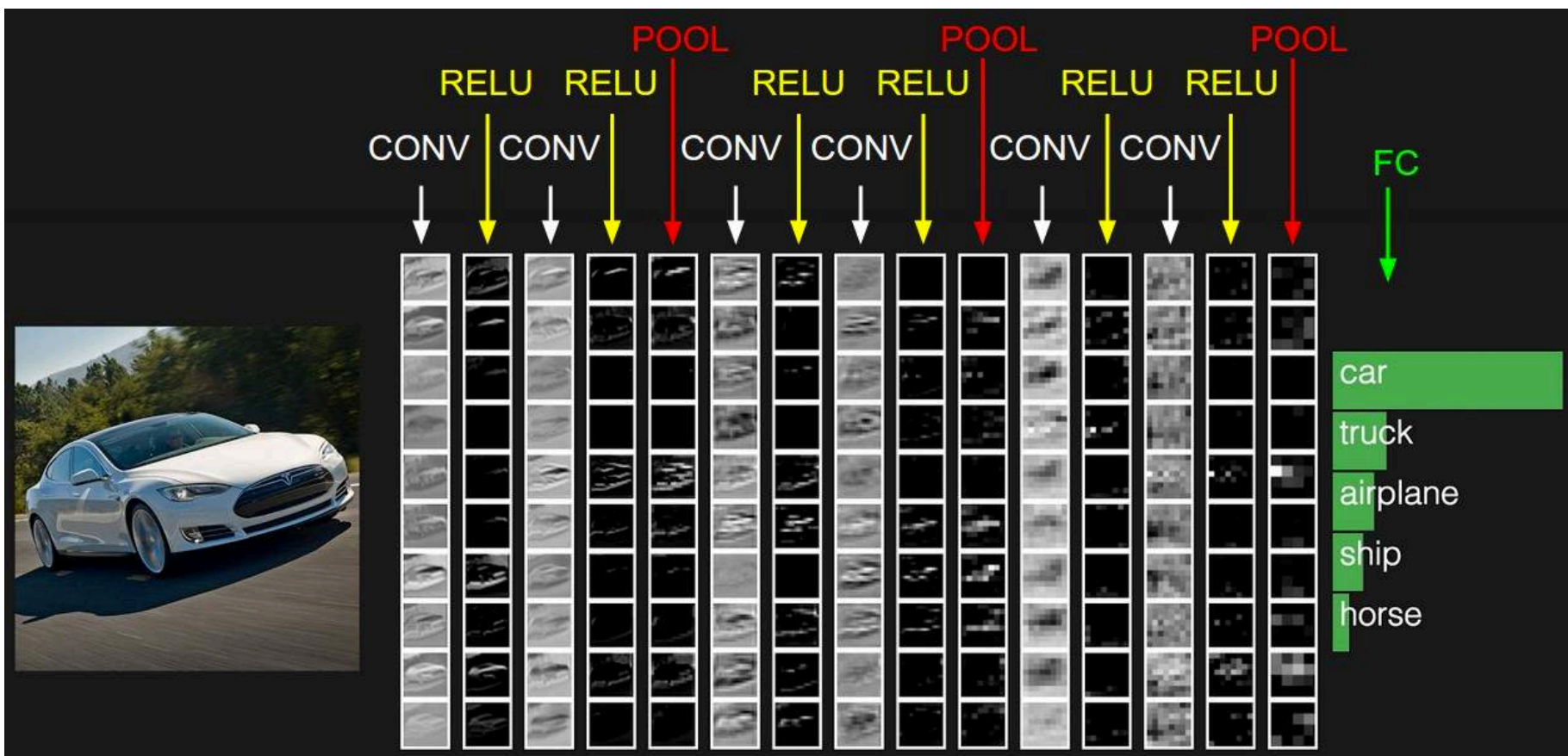
## □ 池化层 / Pooling layer

- Max pooling
- average pooling



# 卷积神经网络层级结构

- 保持了层级网络结构
- 不同层次有不同形式(运算)与功能



# 卷积神经网络层级结构

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## □ 全连接层 / FC layer

- 两层之间所有神经元都有权重连接
- 通常全连接层在卷积神经网络尾部

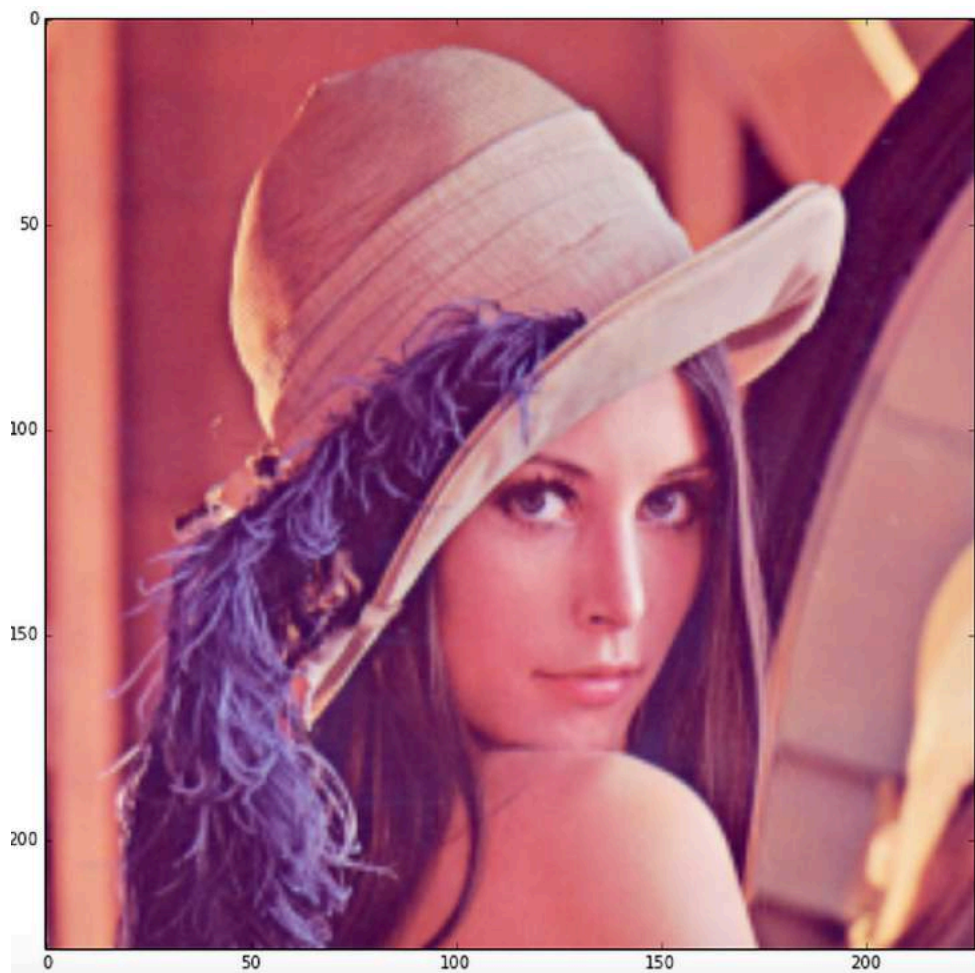
## □ 一般CNN结构依次为

- INPUT
- $[[\text{CONV} \rightarrow \text{RELU}] * N \rightarrow \text{POOL?}] * M$
- $[\text{FC} \rightarrow \text{RELU}] * K$
- FC



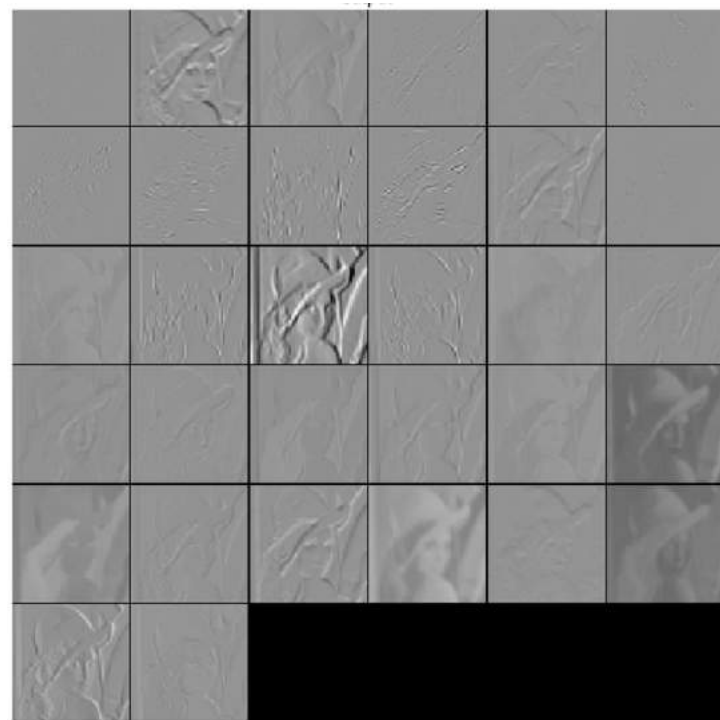
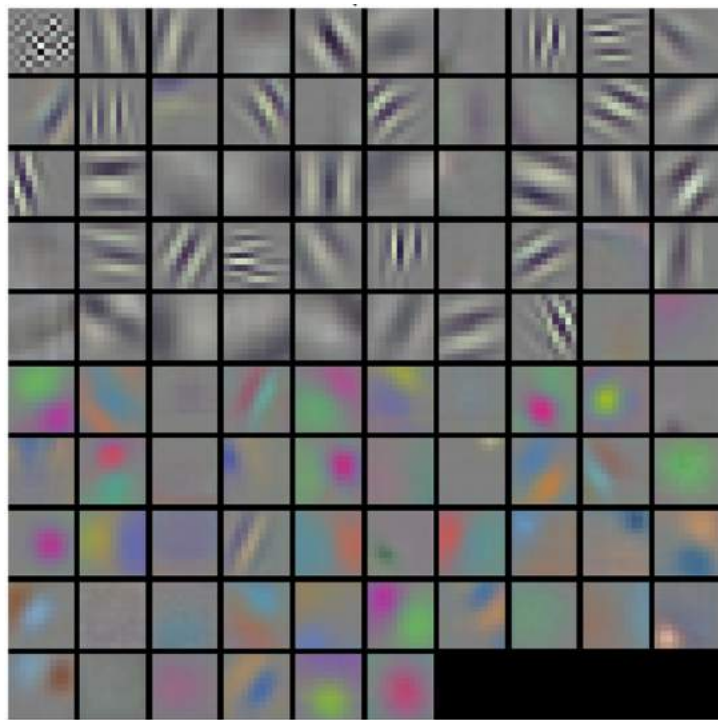


# 卷积神经网络卷积层可视化理解



# 卷积神经网络卷积层可视化理解

## □ CONV Layer 1



filters

七月在线10月机器学习班

24/54

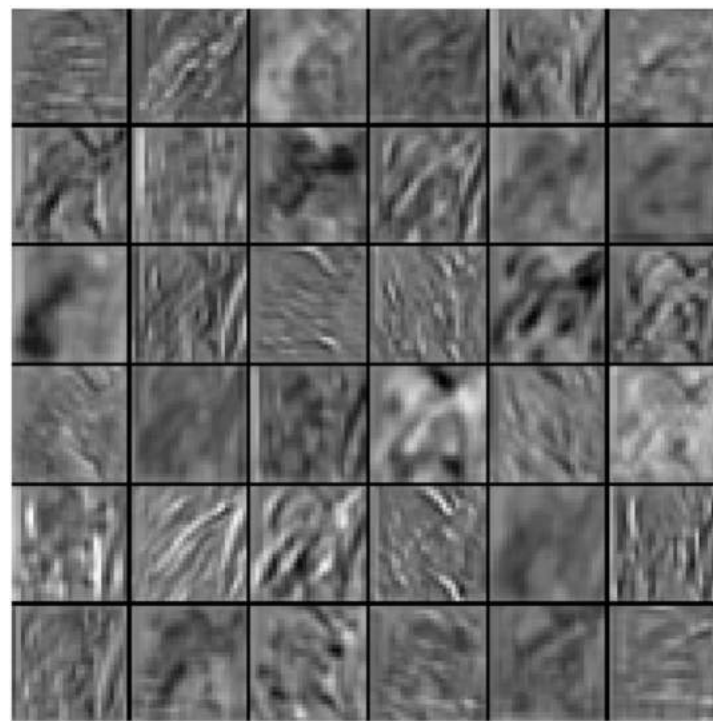
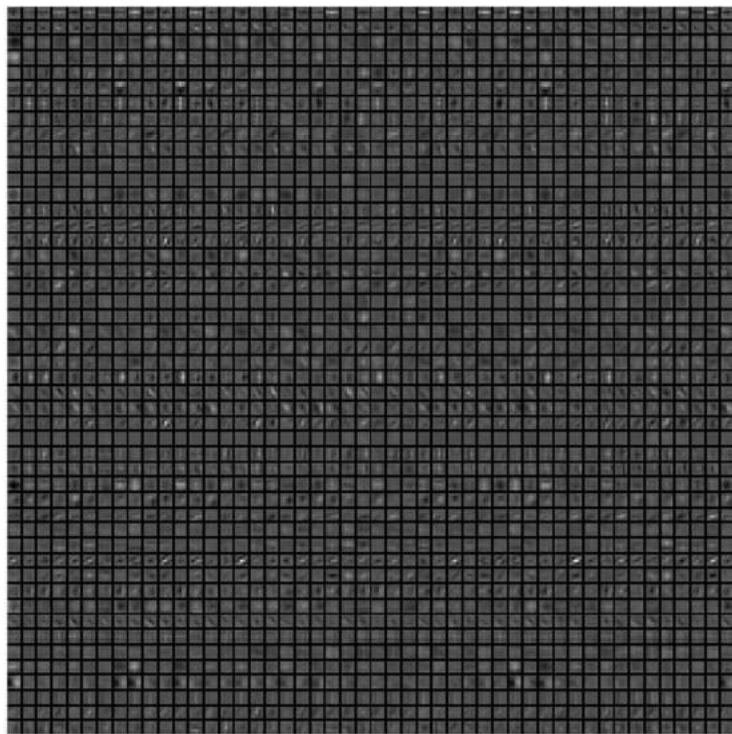
data

julyedu.com



# 卷积神经网络卷积层可视化理解

## □ CONV Layer 2

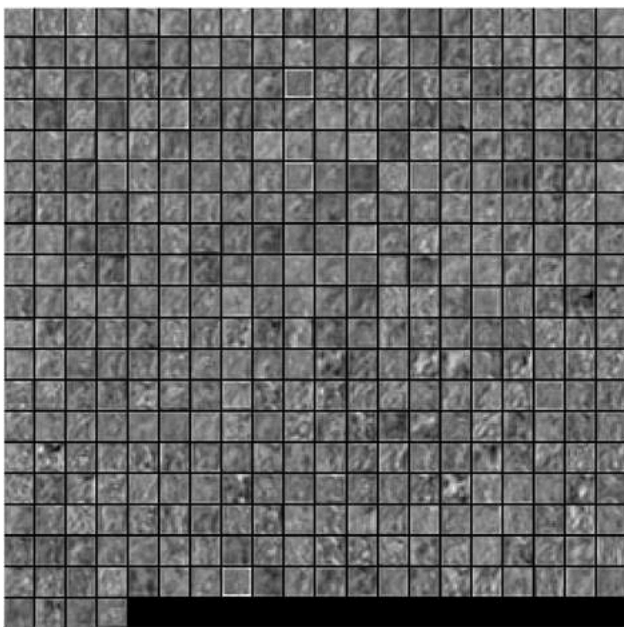


**filters**

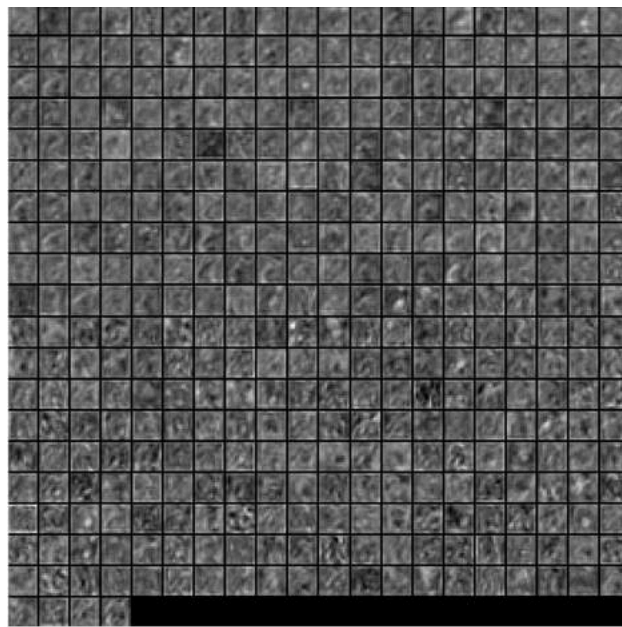
**data**



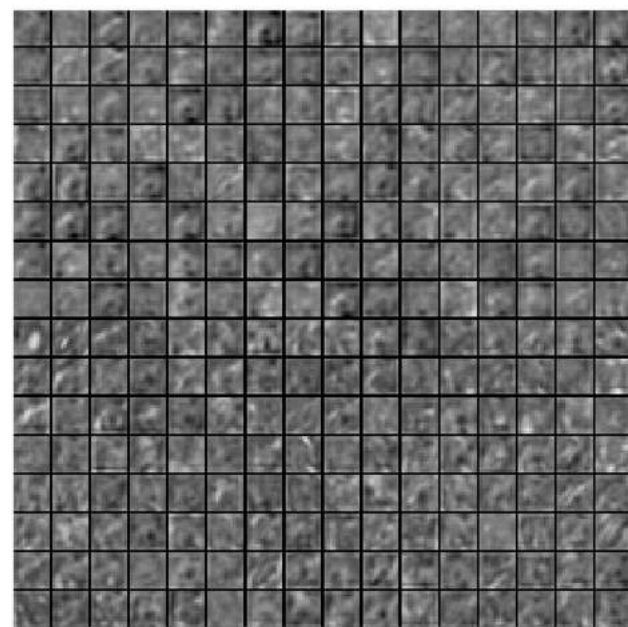
# 卷积神经网络卷积层可视化理解



Conv3 layer data



Conv4 layer data



Conv5 layer data



# 卷积神经网络训练算法

- 同一般机器学习算法，先定义Loss function，衡量和实际结果之间差距。
- 找到最小化损失函数的W和b，CNN中用的算法是SGD。
- SGD需要计算W和b的偏导
- BP算法就是计算偏导用的。
- BP算法的核心是求导链式法则。

$$\frac{dy}{dt} = \frac{dy}{dx} \frac{dx}{dt}$$

$$\frac{\partial y}{\partial x_i} = \sum_{\ell=1}^m \frac{\partial y}{\partial u_{\ell}} \frac{\partial u_{\ell}}{\partial x_i}$$



# 卷积神经网络训练算法

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- BP算法利用链式求导法则，逐级相乘直到求解出 $dW$ 和 $db$ 。
- 利用SGD/随机梯度下降，迭代和更新 $W$ 和 $b$



# 卷积神经网络优缺点

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## □ 优点

- 共享卷积核，对高维数据处理无压力
- 无需手动选取特征，训练好权重，即得特征
- 深层次的网络抽取图像信息丰富，表达效果好

## □ 缺点

- 需要调参，需要大样本量，训练最好要GPU
- 物理含义不明确

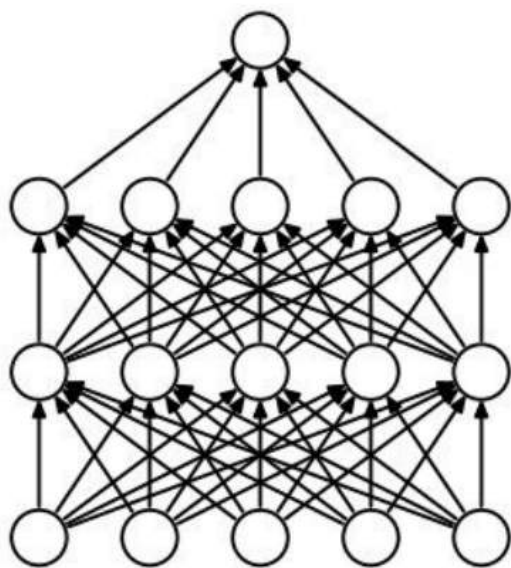


# 正则化与Dropout

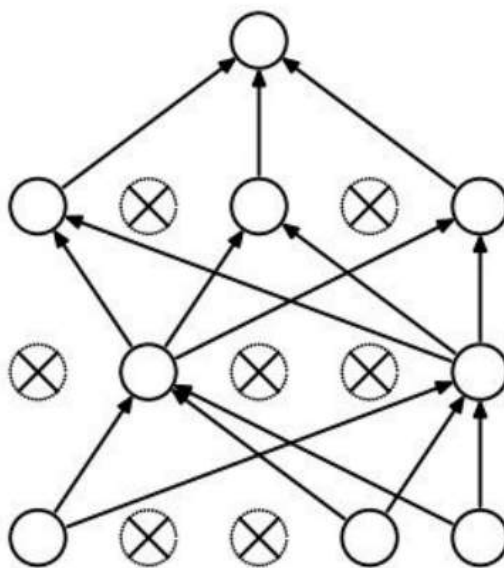
- 神经网络学习能力强可能会过拟合。
- Dropout(随机失活)正则化：别一次开启所有学习单元

## Regularization: **Dropout**

“randomly set some neurons to zero in the forward pass”



(a) Standard Neural Net



(b) After applying dropout.

[Srivastava et al., 2014]

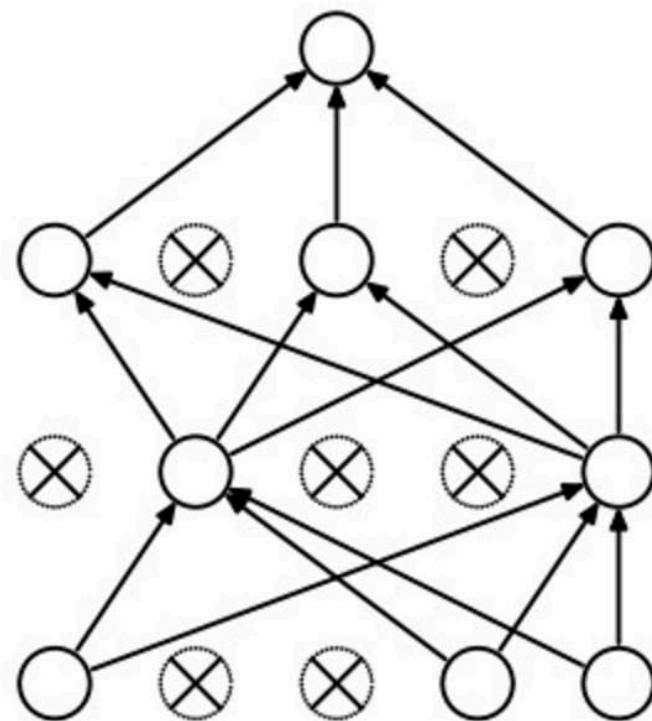




# Dropout

`p = 0.5` # 设定dropout的概率，也就是保持一个神经元激活状态的概率

```
def train_step(X):  
    """ X contains the data """  
  
    # 3层神经网络前向计算  
    H1 = np.maximum(0, np.dot(W1, X) + b1)  
    U1 = np.random.rand(*H1.shape) < p # 第一次Dropout  
    H1 *= U1 # drop!  
    H2 = np.maximum(0, np.dot(W2, H1) + b2)  
    U2 = np.random.rand(*H2.shape) < p # 第二次Dropout  
    H2 *= U2 # drop!  
    out = np.dot(W3, H2) + b3  
  
    # 反向传播：计算梯度... (这里省略)  
    # 参数更新... (这里省略)  
  
def predict(X):  
    # 加上Dropout之后的前向计算  
    H1 = np.maximum(0, np.dot(W1, X) + b1) * p  
    H2 = np.maximum(0, np.dot(W2, H1) + b2) * p  
    out = np.dot(W3, H2) + b3
```



# Dropout

## ■ 实际实现：把预测阶段的时间转移到训练上

`p = 0.5` # dropout的概率，也就是保持一个神经元激活状态的概率

```
def train_step(X):  
    # f3层神经网络前向计算  
    H1 = np.maximum(0, np.dot(W1, X) + b1)  
    U1 = (np.random.rand(*H1.shape) < p) / p # 注意到这个dropout中我们除以p，做了一个inverted dropout  
    H1 *= U1 # drop!  
    H2 = np.maximum(0, np.dot(W2, H1) + b2)  
    U2 = (np.random.rand(*H2.shape) < p) / p # 这个dropout中我们除以p，做了一个inverted dropout  
    H2 *= U2 # drop!  
    out = np.dot(W3, H2) + b3  
  
    # 反向传播：计算梯度... (这里省略)  
    # 参数更新... (这里省略)  
  
def predict(X):  
    # 直接前向计算，无需再乘以p  
    H1 = np.maximum(0, np.dot(W1, X) + b1)  
    H2 = np.maximum(0, np.dot(W2, H1) + b2)  
    out = np.dot(W3, H2) + b3
```

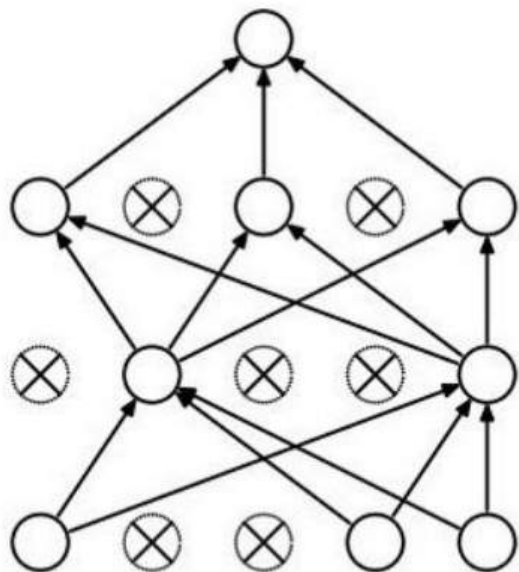




# Dropout 理解

## ■ 防止过拟合的第1种理解方式

- 别让你的神经网络记住那么多东西(虽然CNN记忆力好)
- 就是一只猫而已，要有一些泛化能力



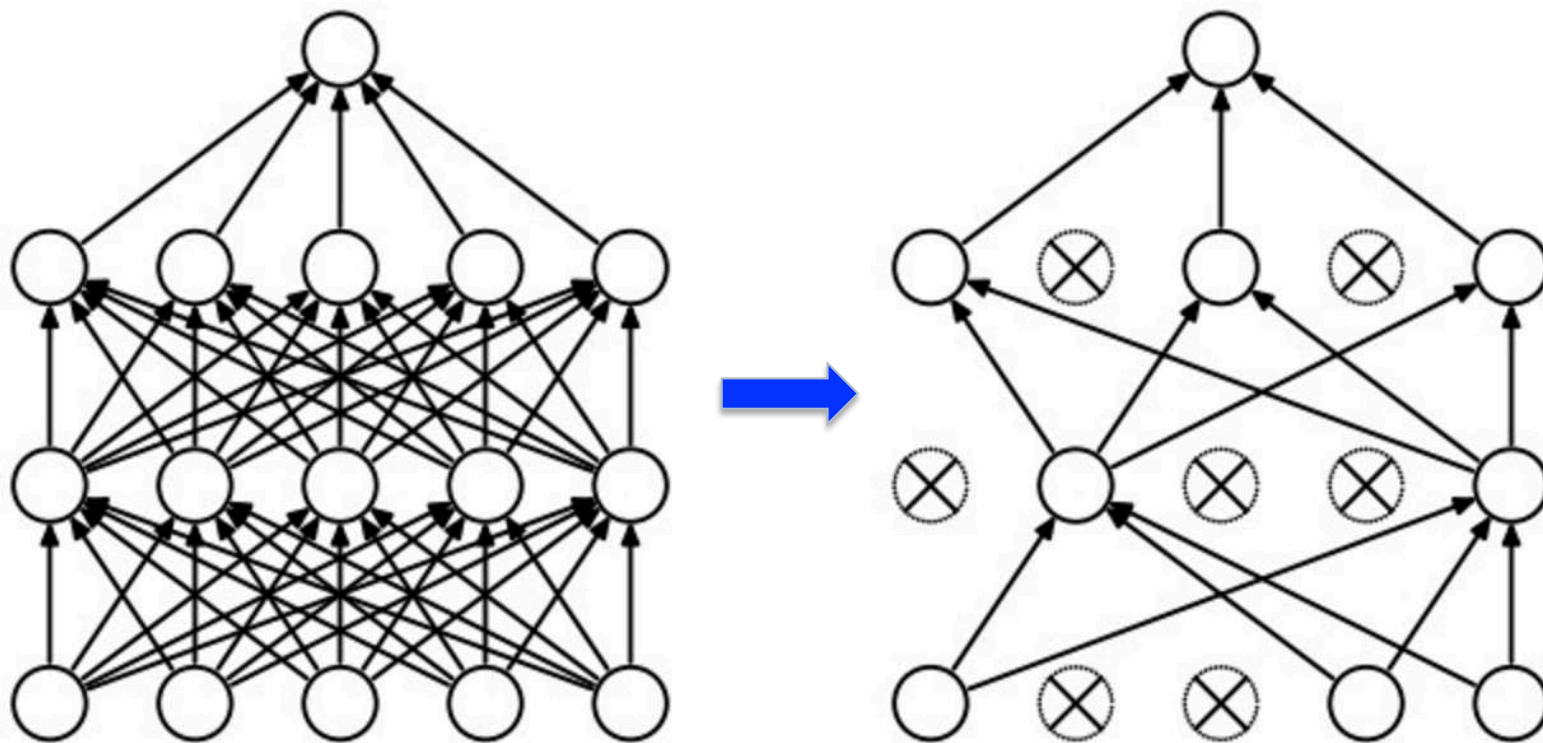
Forces the network to have a redundant representation.



# Dropout理解

## ■防止过拟合的第2种理解方式：

■每次都关掉一部分感知器，得到一个新模型，最后做融合。  
不至于听一家所言。



# 正则化与Dropout

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■ 对Dropout想要有更细致的了解，参见

- 2014, Hinton, etc

《Dropout: A Simple Way to Prevent Neural Networks from Overfitting》

- 2013, Stefan Wager, etc 《Dropout Training as Adaptive Regularization》



# 卷积神经网络典型CNN

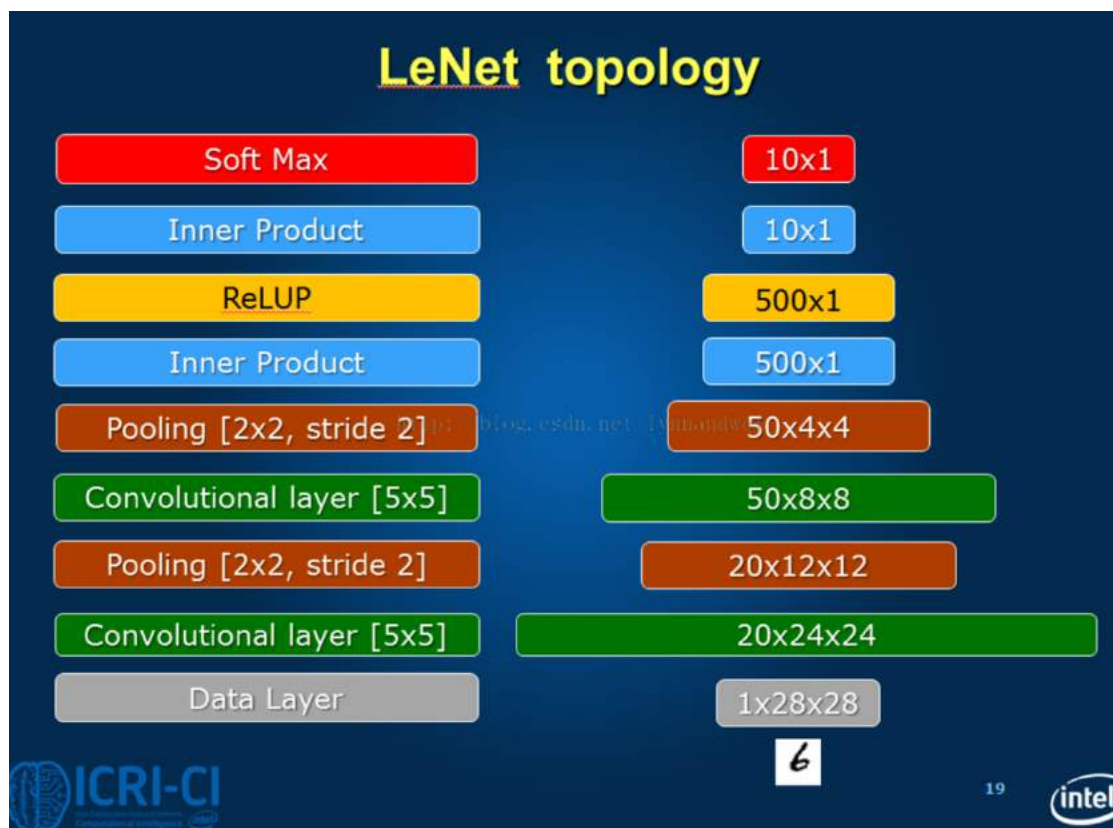
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- ❑ LeNet, 这是最早用于数字识别的CNN
- ❑ AlexNet, 2012 ILSVRC比赛远超第2名的CNN, 比LeNet更深, 用多层小卷积层叠加替换单大卷积层。
- ❑ ZF Net, 2013 ILSVRC比赛冠军
- ❑ GoogLeNet, 2014 ILSVRC比赛冠军
- ❑ VGGNet, 2014 ILSVRC比赛中的模型, 图像识别略差于GoogLeNet, 但是在很多图像转化学学习问题(比如object detection)上效果很好
- ❑ ResNet, 2015 ILSVRC比赛冠军, 结构修正(残差学习)以适应深层次CNN训练。



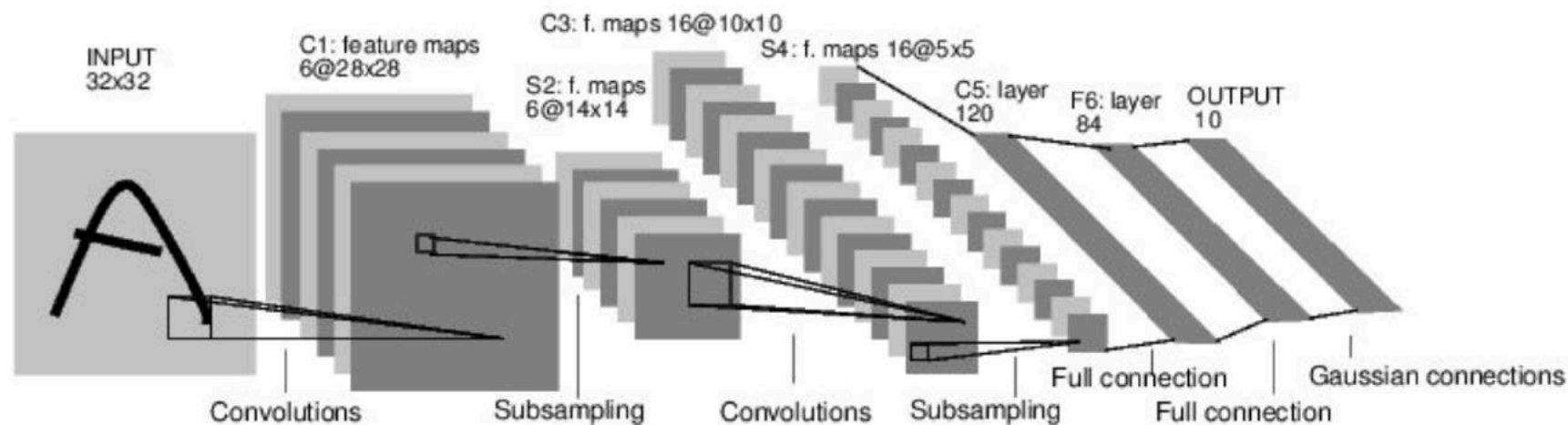
# 卷积神经网络典型CNN

## □ Lenet



# 卷积神经网络典型CNN

## □ Lenet



Conv filters were 5x5, applied at stride 1  
Subsampling (Pooling) layers were 2x2 applied at stride 2  
i.e. architecture is [CONV-POOL-CONV-POOL-CONV-FC]

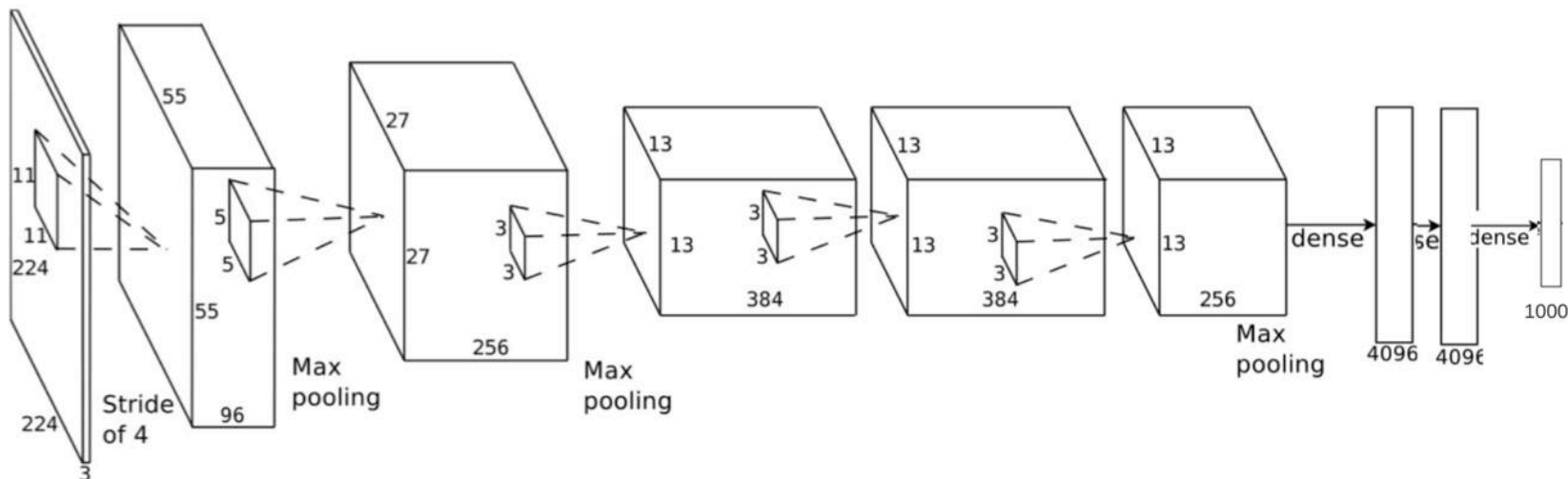


# 卷积神经网络典型CNN

## □ AlexNet

■ 2012 Imagenet 比赛第一，Top5准确度超出第二10%

- The number of neurons in each layer is given by 253440, 186624, 64896, 64896, 43264, 4096, 4096, 1000





# 卷积神经网络典型CNN

## □ AlexNet

Full (simplified) AlexNet architecture:

[227x227x3] INPUT

[55x55x96] CONV1: 96 11x11 filters at stride 4, pad 0

[27x27x96] MAX POOL1: 3x3 filters at stride 2

[27x27x96] NORM1: Normalization layer

[27x27x256] CONV2: 256 5x5 filters at stride 1, pad 2

[13x13x256] MAX POOL2: 3x3 filters at stride 2

[13x13x256] NORM2: Normalization layer

[13x13x384] CONV3: 384 3x3 filters at stride 1, pad 1

[13x13x384] CONV4: 384 3x3 filters at stride 1, pad 1

[13x13x256] CONV5: 256 3x3 filters at stride 1, pad 1

[6x6x256] MAX POOL3: 3x3 filters at stride 2

[4096] FC6: 4096 neurons

[4096] FC7: 4096 neurons

[1000] FC8: 1000 neurons (class scores)



### Details/Retrospectives:

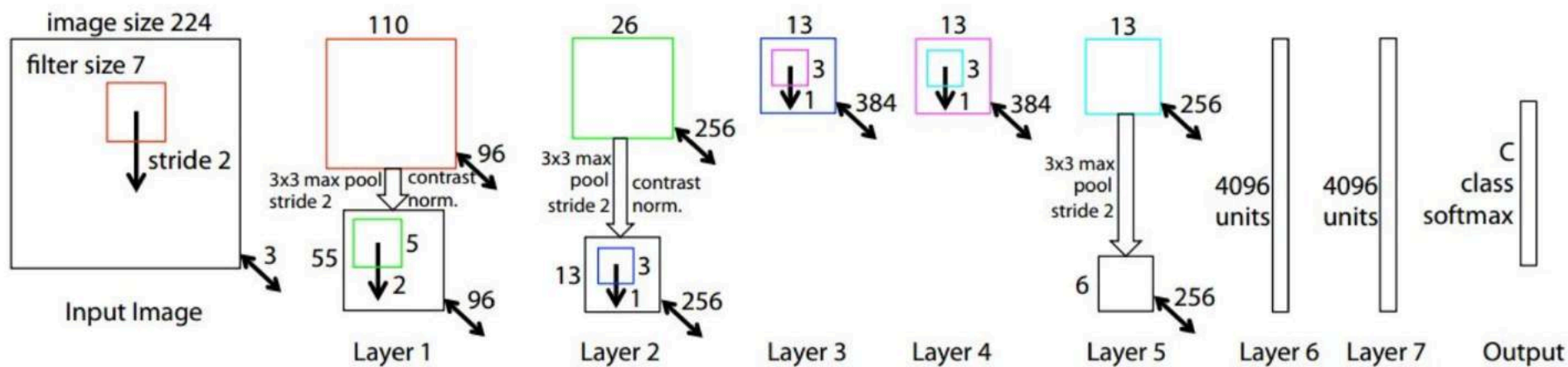
- first use of ReLU
- used Norm layers (not common anymore)
- heavy data augmentation
- dropout 0.5
- batch size 128
- SGD Momentum 0.9
- Learning rate 1e-2, reduced by 10 manually when val accuracy plateaus
- L2 weight decay 5e-4
- 7 CNN ensemble: 18.2% -> 15.4%





# 卷积神经网络典型CNN

## □ ZFNet



AlexNet but:

CONV1: change from (11x11 stride 4) to (7x7 stride 2)

CONV3,4,5: instead of 384, 384, 256 filters use 512, 1024, 512

ImageNet top 5 error: 15.4% -> 14.8%



# 卷积神经网络典型CNN

## □ VGG

INPUT: [224x224x3]  
CONV3-64: [224x224x64]  
CONV3-64: [224x224x64]  
POOL2: [112x112x64]  
CONV3-128: [112x112x128]  
CONV3-128: [112x112x128]  
POOL2: [56x56x128]  
CONV3-256: [56x56x256]  
CONV3-256: [56x56x256]  
CONV3-256: [56x56x256]  
POOL2: [28x28x256]  
CONV3-512: [28x28x512]  
CONV3-512: [28x28x512]  
CONV3-512: [28x28x512]  
POOL2: [14x14x512]  
CONV3-512: [14x14x512]  
CONV3-512: [14x14x512]  
CONV3-512: [14x14x512]  
POOL2: [7x7x512]  
FC: [1x1x4096]  
FC: [1x1x4096]  
FC: [1x1x1000]



# 卷积神经网络典型CNN

## □ VGG

Only 3x3 CONV stride 1, pad 1  
and 2x2 MAX POOL stride 2

best model

11.2% top 5 error in ILSVRC 2013

->

7.3% top 5 error

ConvNet Configuration					
A	A-LRN	B	C	D	E
11 weight layers	11 weight layers	13 weight layers	16 weight layers	16 weight layers	19 weight layers
input ( $224 \times 224$ RGB image)					
conv3-64	conv3-64 LRN	conv3-64 <b>conv3-64</b>	conv3-64 conv3-64	conv3-64 conv3-64	conv3-64 conv3-64
maxpool					
conv3-128	conv3-128	conv3-128 <b>conv3-128</b>	conv3-128 conv3-128	conv3-128 conv3-128	conv3-128 conv3-128
maxpool					
conv3-256 conv3-256	conv3-256 conv3-256	conv3-256 conv3-256	conv3-256 conv3-256 <b>conv1-256</b>	conv3-256 conv3-256 <b>conv3-256</b>	conv3-256 conv3-256 conv3-256 <b>conv3-256</b>
maxpool					
conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512 <b>conv1-512</b>	conv3-512 conv3-512 <b>conv3-512</b>	conv3-512 conv3-512 conv3-512 <b>conv3-512</b>
maxpool					
conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512 <b>conv1-512</b>	conv3-512 conv3-512 <b>conv3-512</b>	conv3-512 conv3-512 conv3-512 <b>conv3-512</b>
maxpool					
FC-4096					
FC-4096					
FC-1000					
soft-max					

Table 2: Number of parameters (in millions).

Network	A,A-LRN	B	C	D	E
Number of parameters	133	133	134	138	144





# 卷积神经网络典型CNN

## □ VGG

INPUT: [224x224x3] memory:  $224*224*3=150K$  params: 0 (not counting biases)

CONV3-64: [224x224x64] memory:  $224*224*64=3.2M$  params:  $(3*3*3)*64 = 1,728$

CONV3-64: [224x224x64] memory:  $224*224*64=3.2M$  params:  $(3*3*64)*64 = 36,864$

POOL2: [112x112x64] memory:  $112*112*64=800K$  params: 0

CONV3-128: [112x112x128] memory:  $112*112*128=1.6M$  params:  $(3*3*64)*128 = 73,728$

CONV3-128: [112x112x128] memory:  $112*112*128=1.6M$  params:  $(3*3*128)*128 = 147,456$

POOL2: [56x56x128] memory:  $56*56*128=400K$  params: 0

CONV3-256: [56x56x256] memory:  $56*56*256=800K$  params:  $(3*3*128)*256 = 294,912$

CONV3-256: [56x56x256] memory:  $56*56*256=800K$  params:  $(3*3*256)*256 = 589,824$

CONV3-256: [56x56x256] memory:  $56*56*256=800K$  params:  $(3*3*256)*256 = 589,824$

POOL2: [28x28x256] memory:  $28*28*256=200K$  params: 0

CONV3-512: [28x28x512] memory:  $28*28*512=400K$  params:  $(3*3*256)*512 = 1,179,648$

CONV3-512: [28x28x512] memory:  $28*28*512=400K$  params:  $(3*3*512)*512 = 2,359,296$

CONV3-512: [28x28x512] memory:  $28*28*512=400K$  params:  $(3*3*512)*512 = 2,359,296$

POOL2: [14x14x512] memory:  $14*14*512=100K$  params: 0

CONV3-512: [14x14x512] memory:  $14*14*512=100K$  params:  $(3*3*512)*512 = 2,359,296$

CONV3-512: [14x14x512] memory:  $14*14*512=100K$  params:  $(3*3*512)*512 = 2,359,296$

CONV3-512: [14x14x512] memory:  $14*14*512=100K$  params:  $(3*3*512)*512 = 2,359,296$

POOL2: [7x7x512] memory:  $7*7*512=25K$  params: 0

FC: [1x1x4096] memory: 4096 params:  $7*7*512*4096 = 102,760,448$

FC: [1x1x4096] memory: 4096 params:  $4096*4096 = 16,777,216$

FC: [1x1x1000] memory: 1000 params:  $4096*1000 = 4,096,000$

TOTAL memory:  $24M * 4 \text{ bytes} \approx 93MB / \text{image}$  (only forward!  $\sim 2$  for bwd)

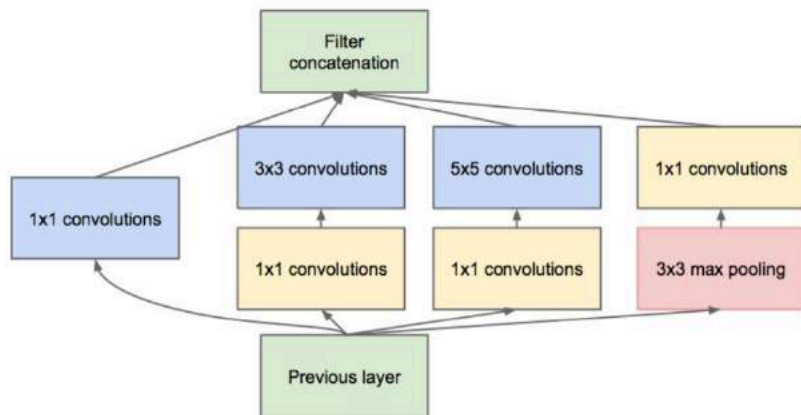
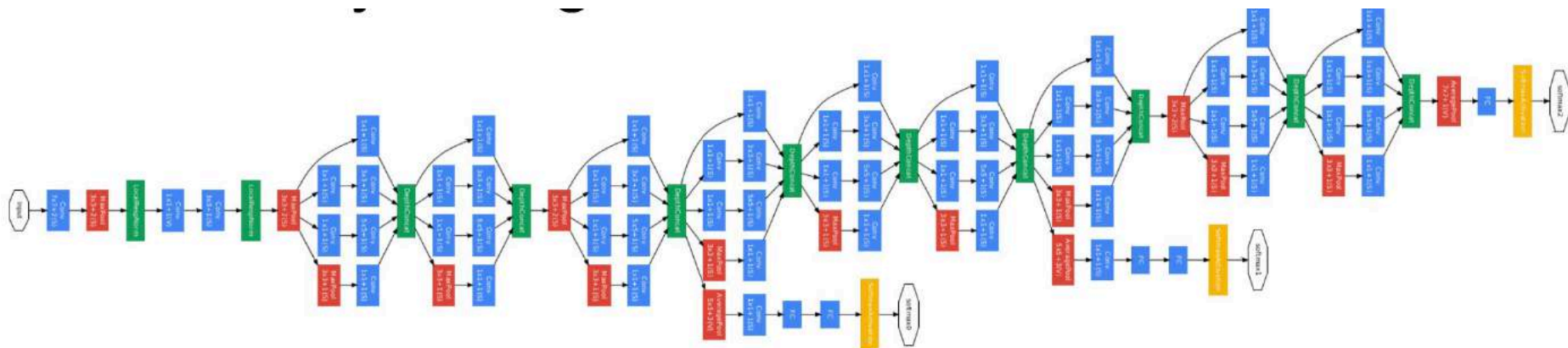
TOTAL params: 138M parameters

ConvNet Configuration			
B	C	D	
13 weight layers	16 weight layers	16 weight layers	15
put (224 × 224 RGB image)			
conv3-64	conv3-64	conv3-64	cc
conv3-64	conv3-64	conv3-64	cc
maxpool			
conv3-128	conv3-128	conv3-128	co
conv3-128	conv3-128	conv3-128	co
maxpool			
conv3-256	conv3-256	conv3-256	co
conv3-256	conv3-256	conv3-256	co
	conv1-256	conv3-256	co
maxpool			
conv3-512	conv3-512	conv3-512	co
conv3-512	conv3-512	conv3-512	co
	conv1-512	conv3-512	co
maxpool			
conv3-512	conv3-512	conv3-512	co
conv3-512	conv3-512	conv3-512	co
	conv1-512	conv3-512	co
maxpool			
FC-4096			
FC-4096			
FC-1000			
soft-max			



# 卷积神经网络典型CNN

## □ GoogLeNet



Inception module

ILSVRC 2014 winner (6.7% top 5 error)





# 卷积神经网络典型CNN

## □ GoogLeNet

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

Fun features:

- Only 5 million params!  
(Removes FC layers completely)

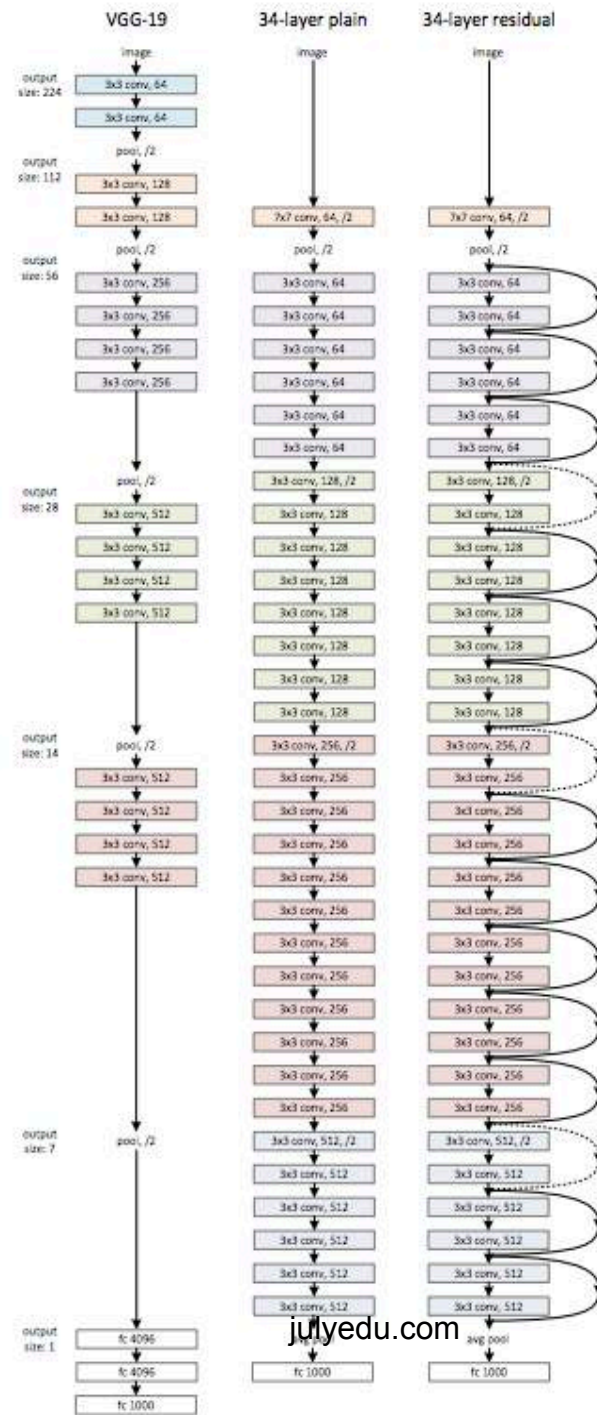
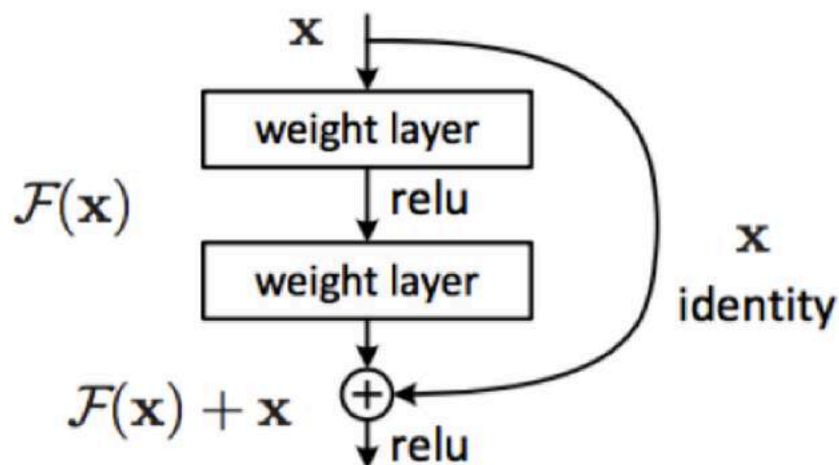
**Compared to AlexNet:**

- 12X less params
- 2x more compute
- 6.67% (vs. 16.4%)



# 卷积神经网络典型CNN

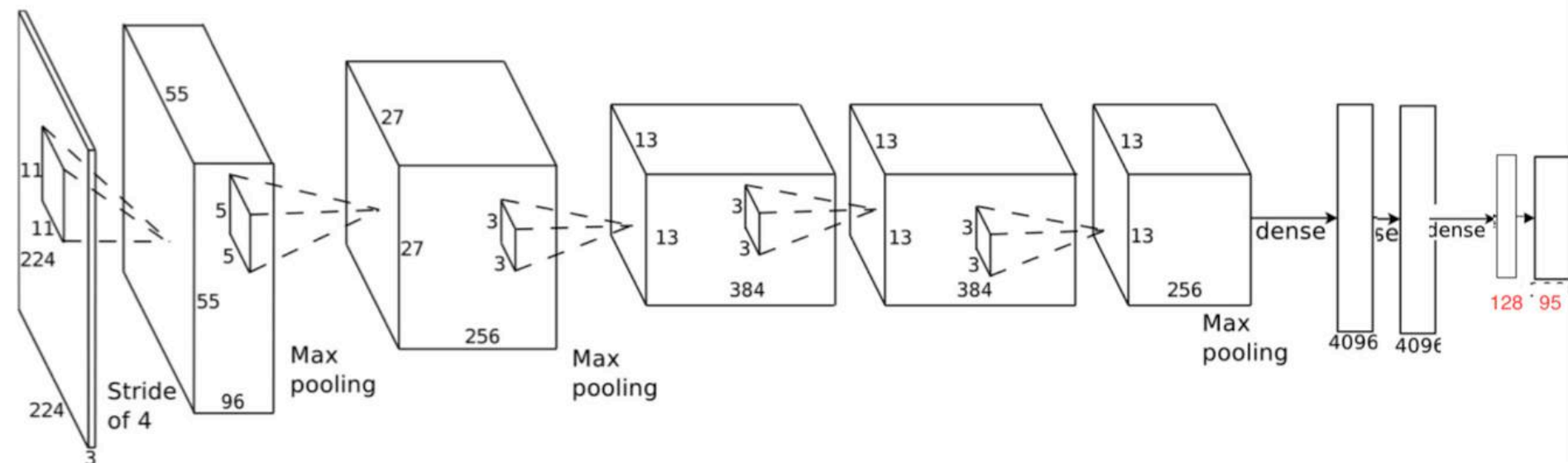
- ◆ ResNet, 即Deep Residual Learning network
- ◆ 微软亚洲研究院提出, ILSVRC 2015冠军比VGG还要深8倍。





# 卷积神经网络调优训练

- The number of neurons in each layer is given by 253440, 186624, 64896, 64896, 43264, 4096, 4096, 128, 95



# CNN 图像识别示例

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详见课程ipython notebook



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感谢大家！

恳请大家批评指正！

