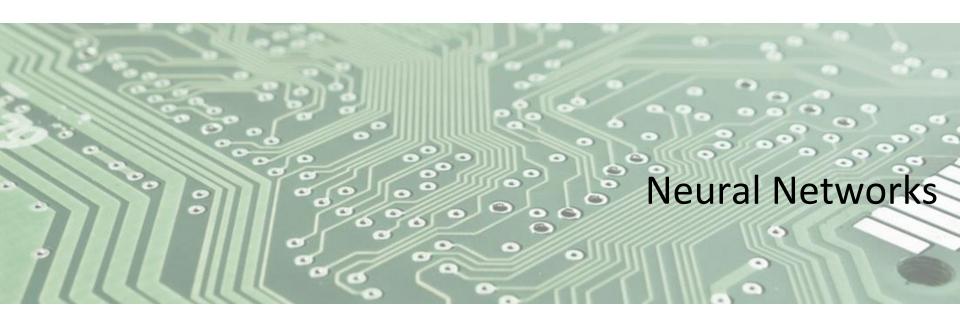
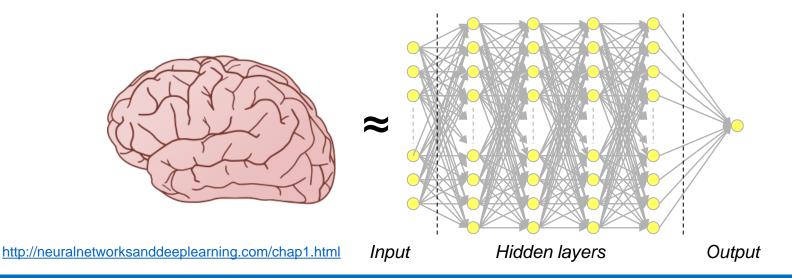
Digital Systems M, Module 1 Stefano Mattoccia, Università di Bologna

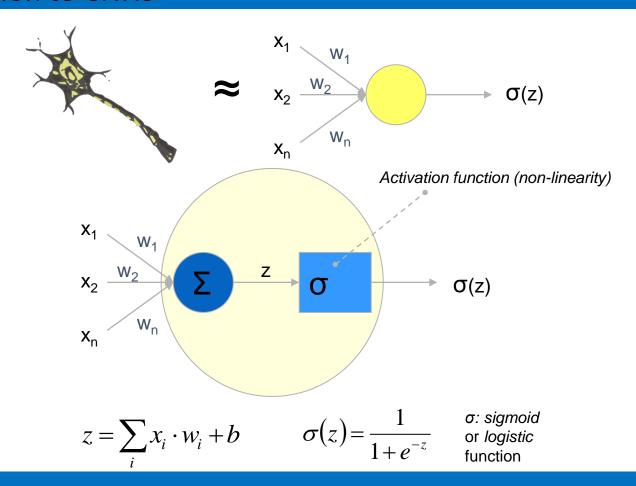


Among Machine Learning (ML) metodologies, neural networks (NN) are bio-inspired frameworks.

According to neuroscience studies, the human brain is made of *billions* of single elements (**neurons**) connected by *billions* of *synapsis* 

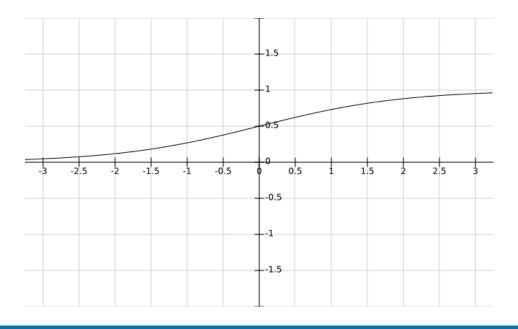
NNs implement a similar mechanism





 $\sigma$ : funzione sigmoid (o logistic)

$$\sigma(z) = \frac{1}{1 + e^{-z}}$$

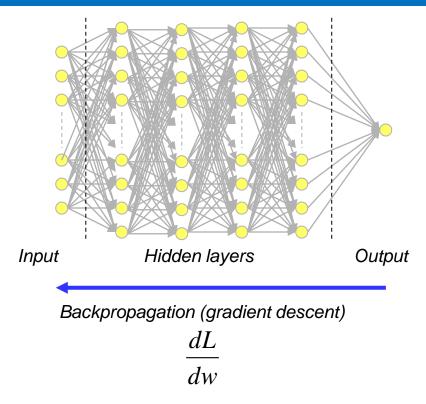


NNs are *trained* in order to find the best values  $w_i$  and b for any neuron, by means of the **backpropagation** process

The goal is to find optimal  $w_i$  and b that would **minimize** the distance between the network's prediction and the expected value, measured by means of a **loss function** L

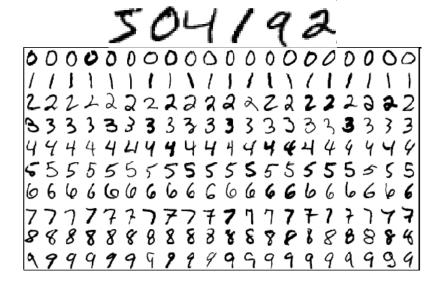
The training procedure can be:

- ✓ Supervised (We explicitly provide the network with expected values, also known as labels).
- ✓ Unsupervised (We do not provide the network with labels)
- **√** ...



An example of loss function:  $L = \Sigma(label - output)^2$ L needs to be **differentiable** 

**Example: Digit recognition** 

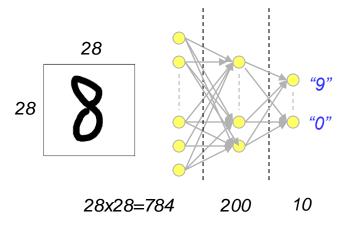


#### MNIST dataset:

http://yann.lecun.com/exdb/mnist/

http://neuralnetworksanddeeplearning.com/index.html

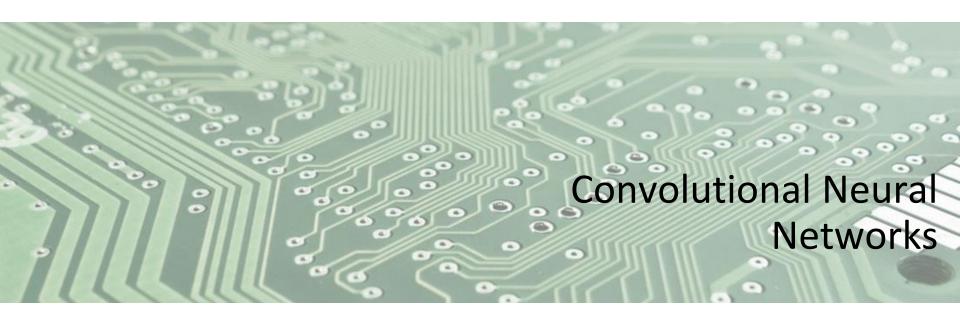
#### **Fully connected NN: 1 layer (200 neurons)**



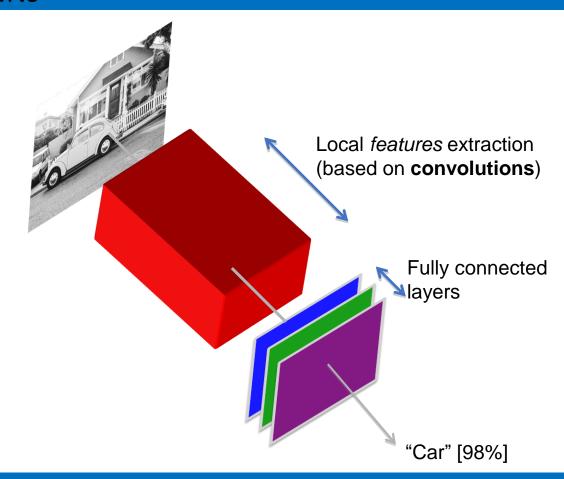
Online demo: <a href="http://myselph.de/neuralNet.html">http://myselph.de/neuralNet.html</a>

Error: 1.92% (testing dataset)

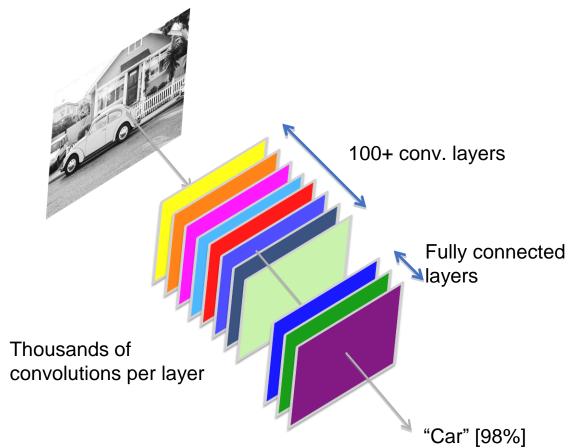
What happens if the input is not 28x28? (very likely to happen...)



#### **Convolutional NN (CNN)**

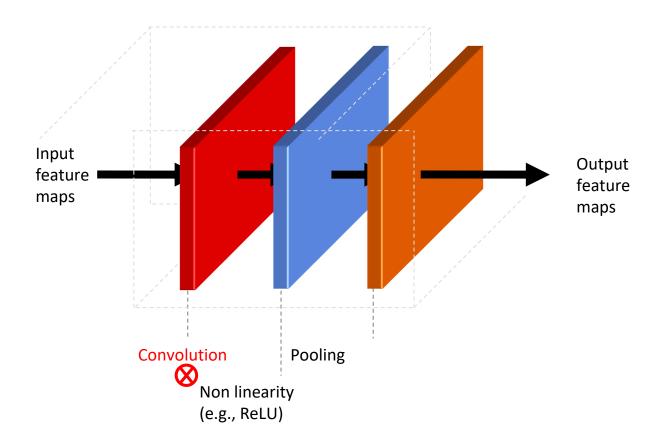


**Convolutional NN (CNN)** 



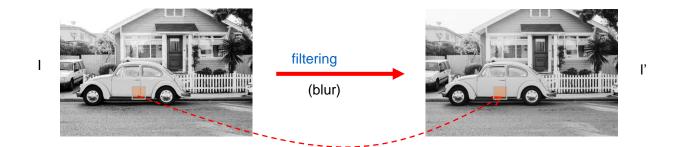
#### **Convolutional NN (CNN)**

- A typical CNN is made of multiple layers
- ✓ Early ones are most demanding (convolution filters)

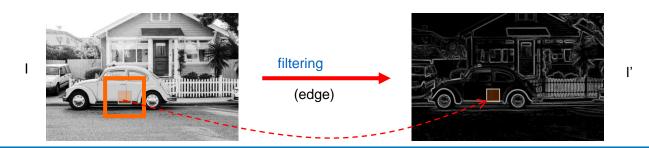


#### Image filtering and convolutions

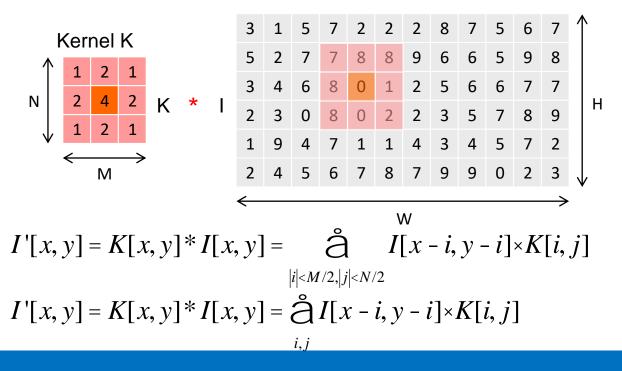
✓ Given an input image I, filtering aims at replacing it with a more meaningful representation I'



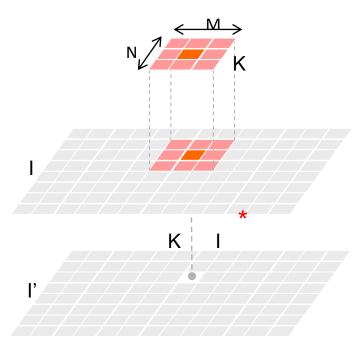
✓ Often (e.g., CNN), I'[x,y] is obtained by processing a patch (<<I) centered in I[x,y]</p>

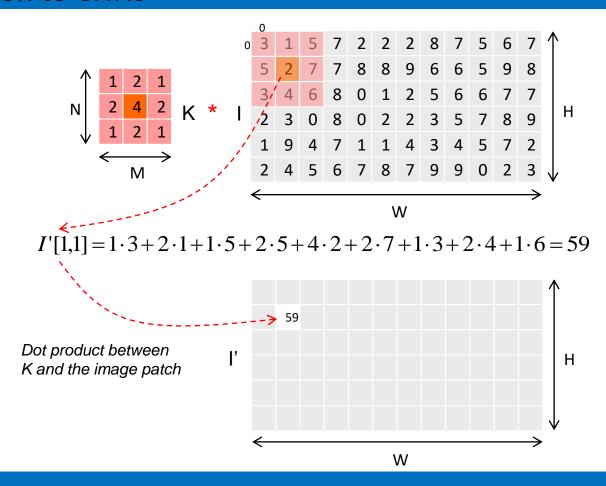


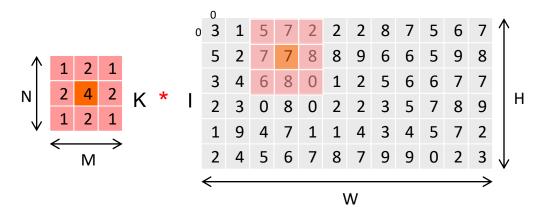
- ✓ Often, I'[x,y] is a linear combination, according to kernel coefficients/weights, of pixels within a patch
- ✓ This operation is known as convolution (operator \*)



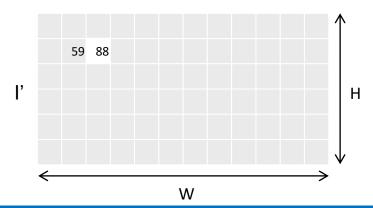
✓ The output image I', convolution between K and I, is obtained by sliding the kernel window K over all the input image I

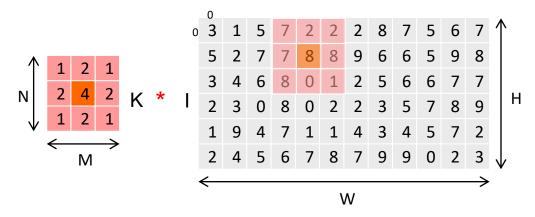




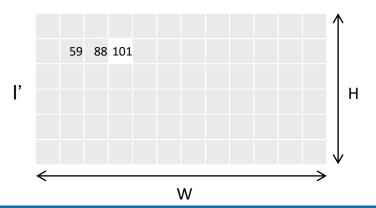


$$I'[1,2] = 1 \cdot 1 + 2 \cdot 5 + 1 \cdot 7 + 2 \cdot 2 + 4 \cdot 7 + 2 \cdot 7 + 1 \cdot 4 + 2 \cdot 6 + 1 \cdot 8 = 88$$

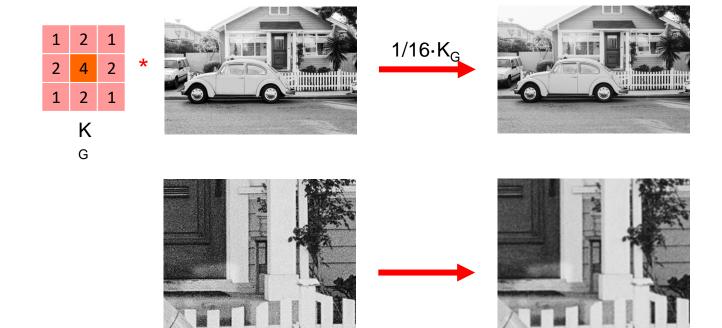




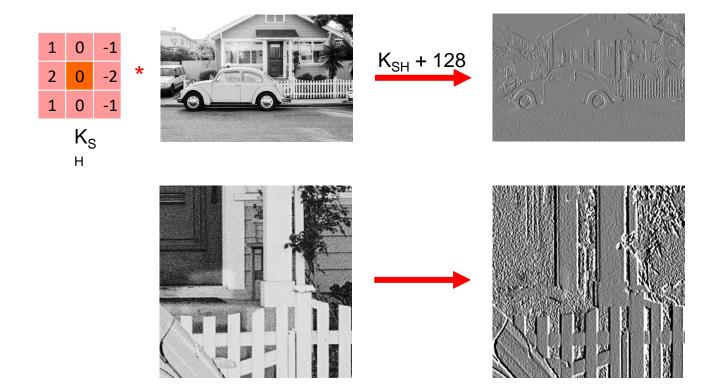
$$I'[1,3] = 1.5 + 2.7 + 1.2 + 2.7 + 4.7 + 2.8 + 1.6 + 2.8 + 1.0 = 101$$



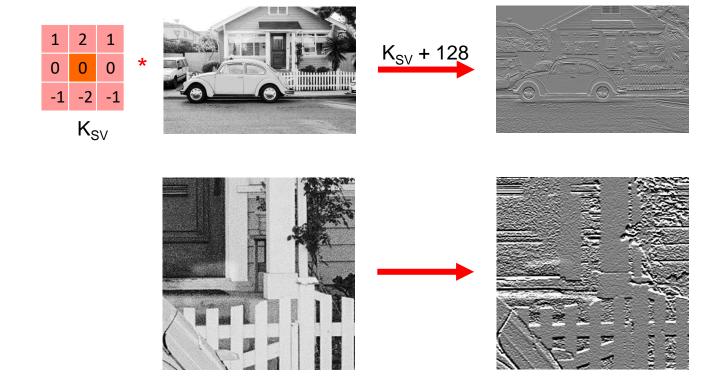
#### **Gaussian Filter**



#### **Sobel (Horizontal) filter**

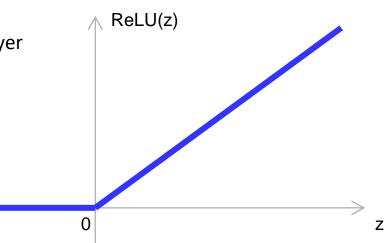


#### Sobel (vertical) filter



#### **Activation function (non-linearity)**

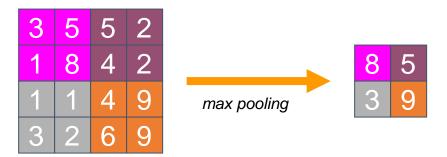
- Typically, an activation function (remember σ?) that is non-linear
- ✓ In this case, z is the output of a convolution operation
- ✓ A popular activation function used after a conv. Layer inside CNNs is the Rectified Linear Unit (ReLU)



#### **Pooling**

- ✓ After a convolution + non-linearity, a pooling layer is often deployed
- ✓ The main purpose of this function is to compact features, keeping the most important ones.

  It reduces the image resolution
- ✓ Several strategies exist. For instance, keeping the maximum value in a window (max pooling)



✓ Activations and pooling are not computationally expensive, compared to convolutions

