

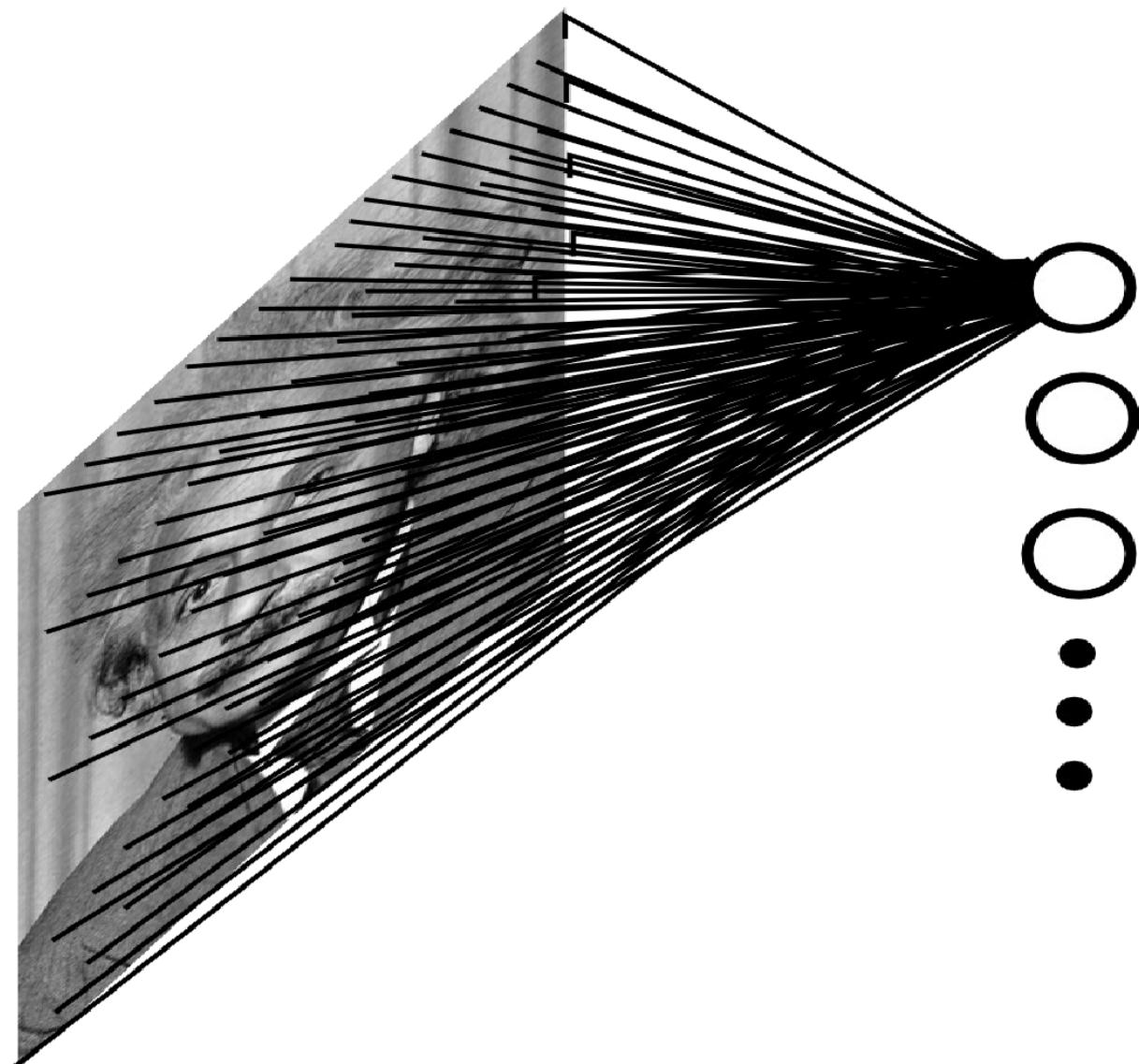
CSE 152: Computer Vision

Hao Su

Convolutional Neural Network

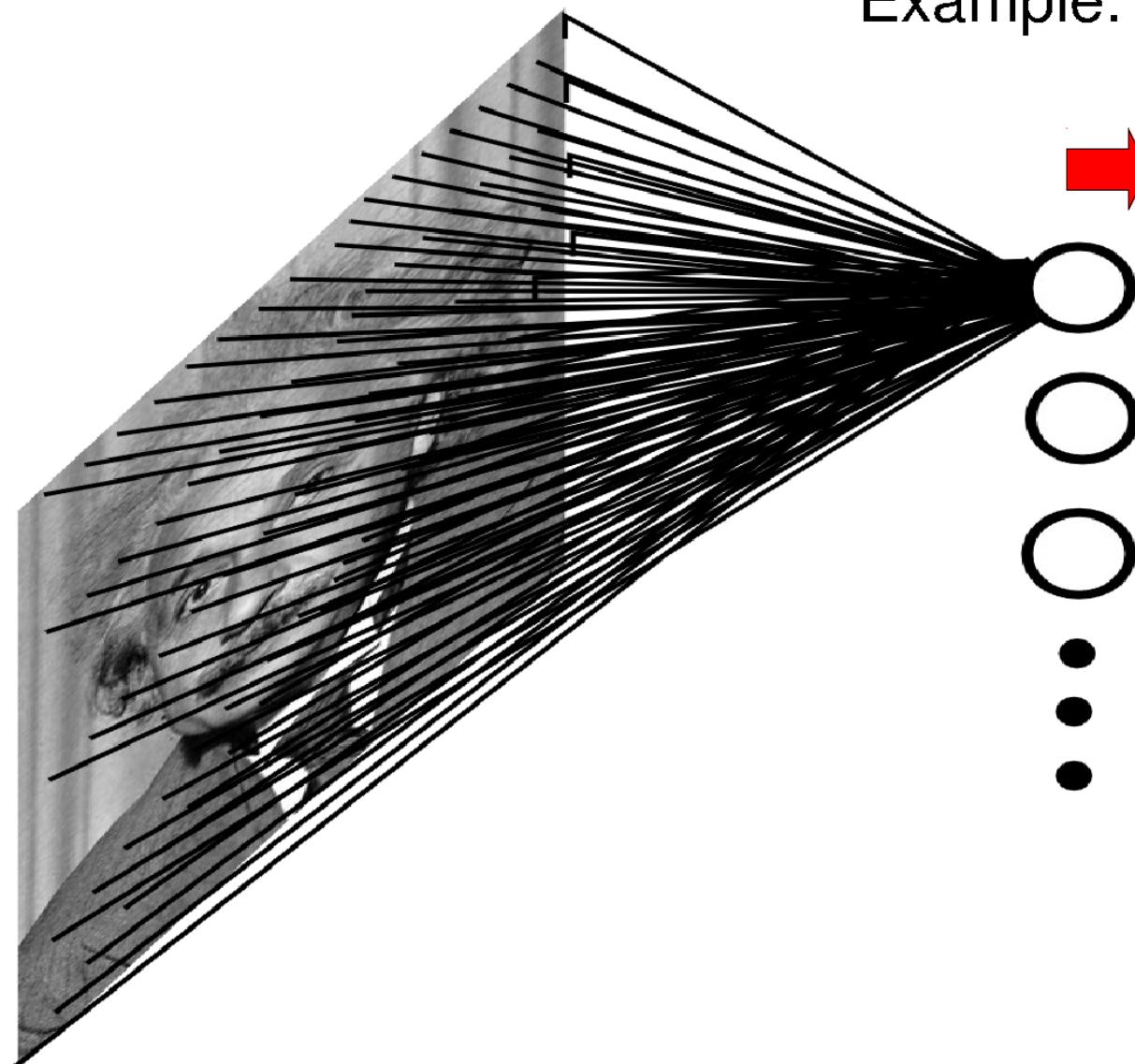


Images as input to neural networks



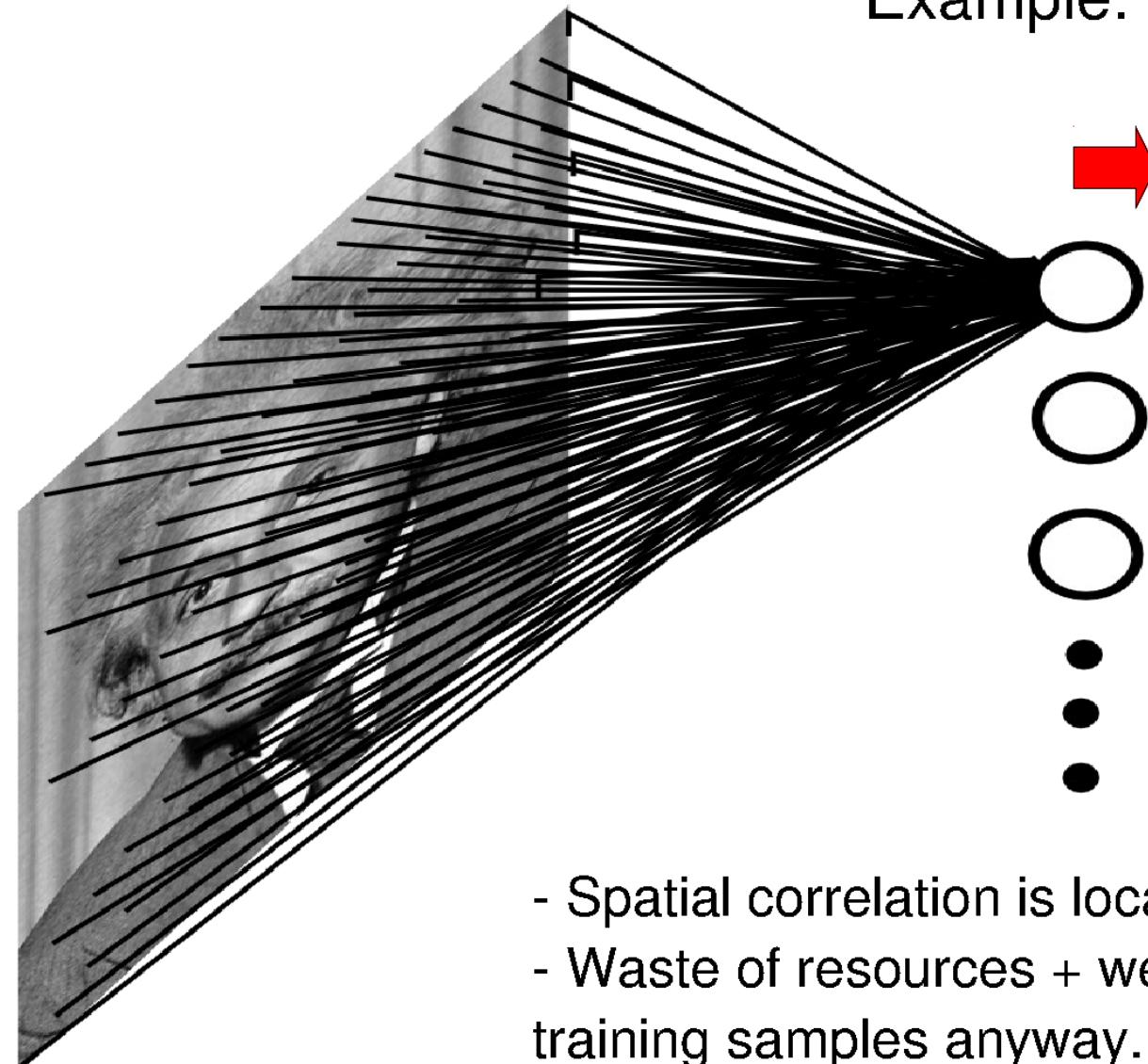
Images as input to neural networks

Example: 200x200 image
40K hidden units
→ ~2B parameters!!!



Images as input to neural networks

Example: 200x200 image
40K hidden units
→ ~2B parameters!!!



- Spatial correlation is local
- Waste of resources + we have not enough training samples anyway..

Convolutional Neural Networks

- CNN = a multi-layer neural network with
 - **Local** connectivity:
 - Neurons in a layer are only connected to a small region of the layer before it
 - **Share** weight parameters across spatial positions:
 - Learning shift-invariant filter kernels

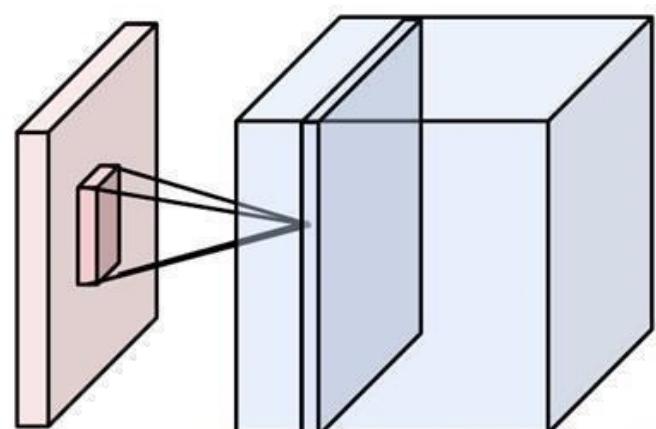
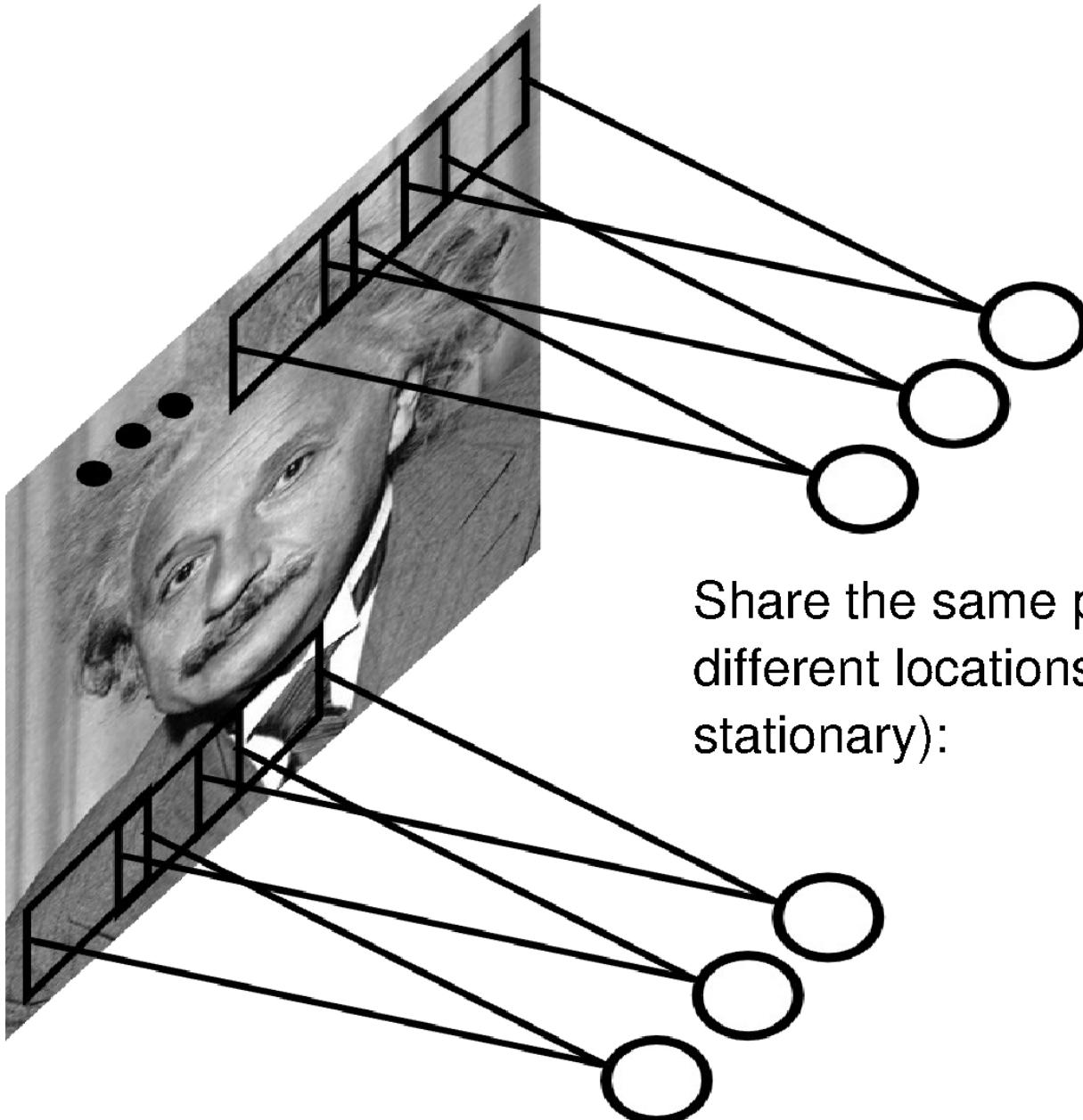
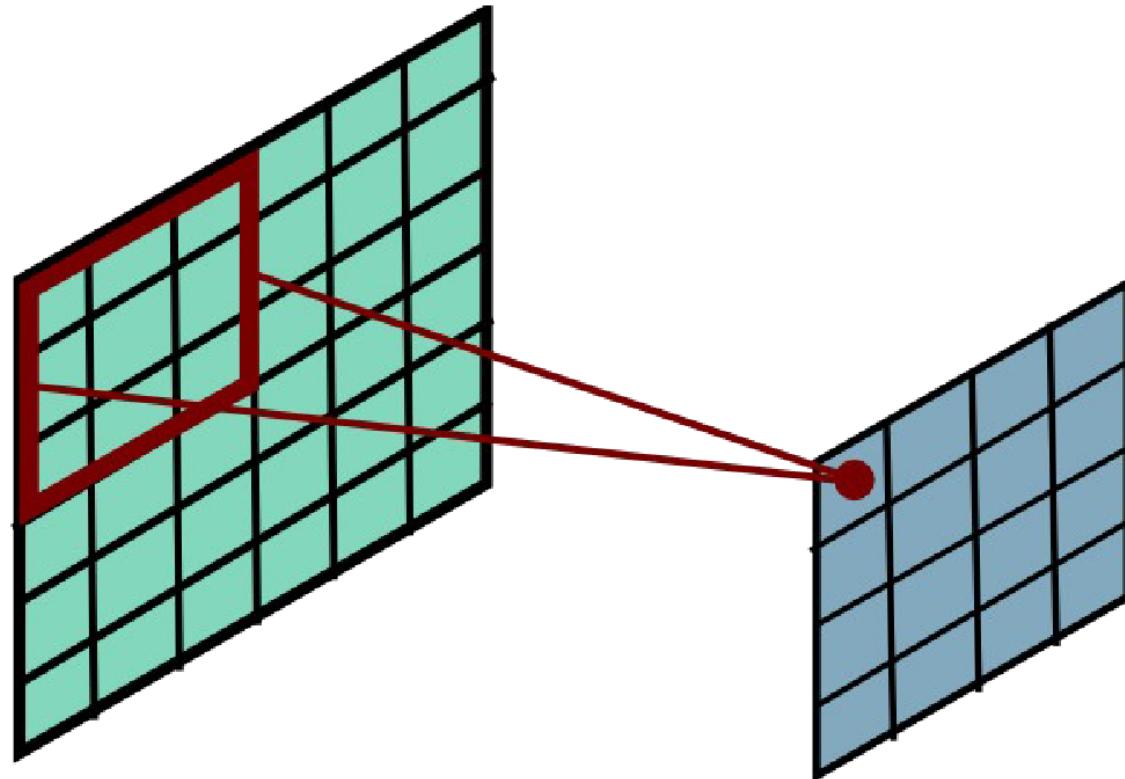


Image credit: A. Karpathy

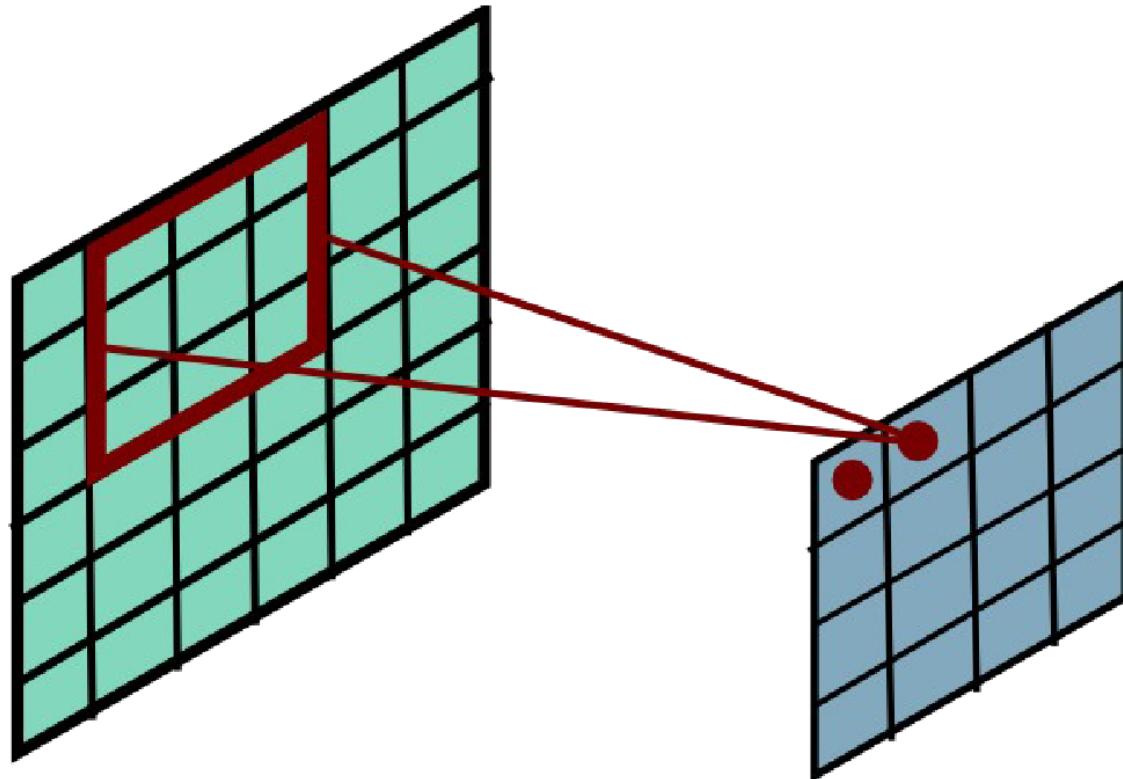


Share the same parameters across
different locations (assuming input is
stationary):

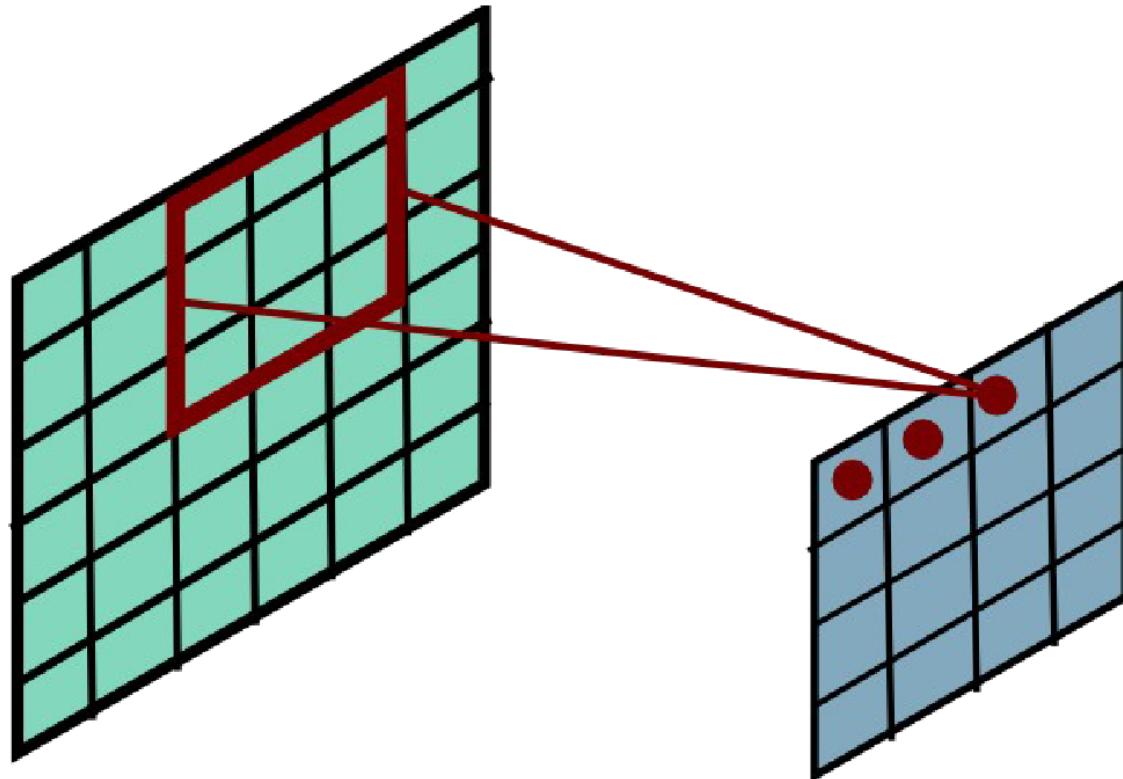
Convolutional Layer



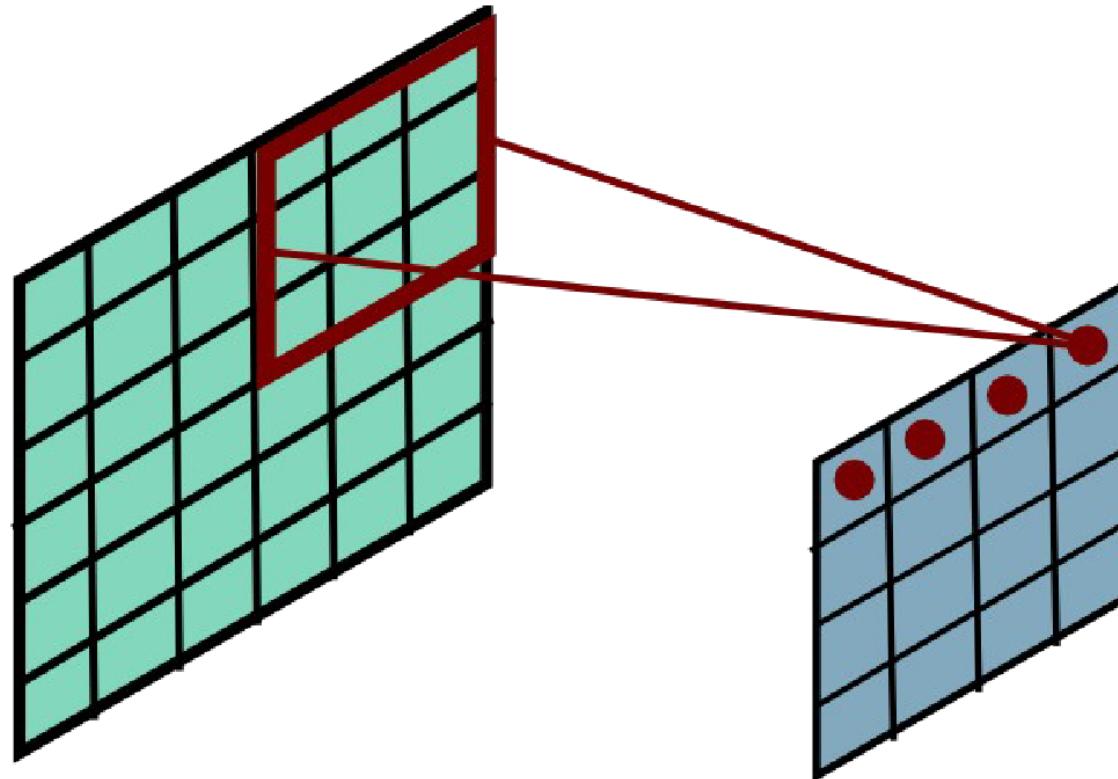
Convolutional Layer



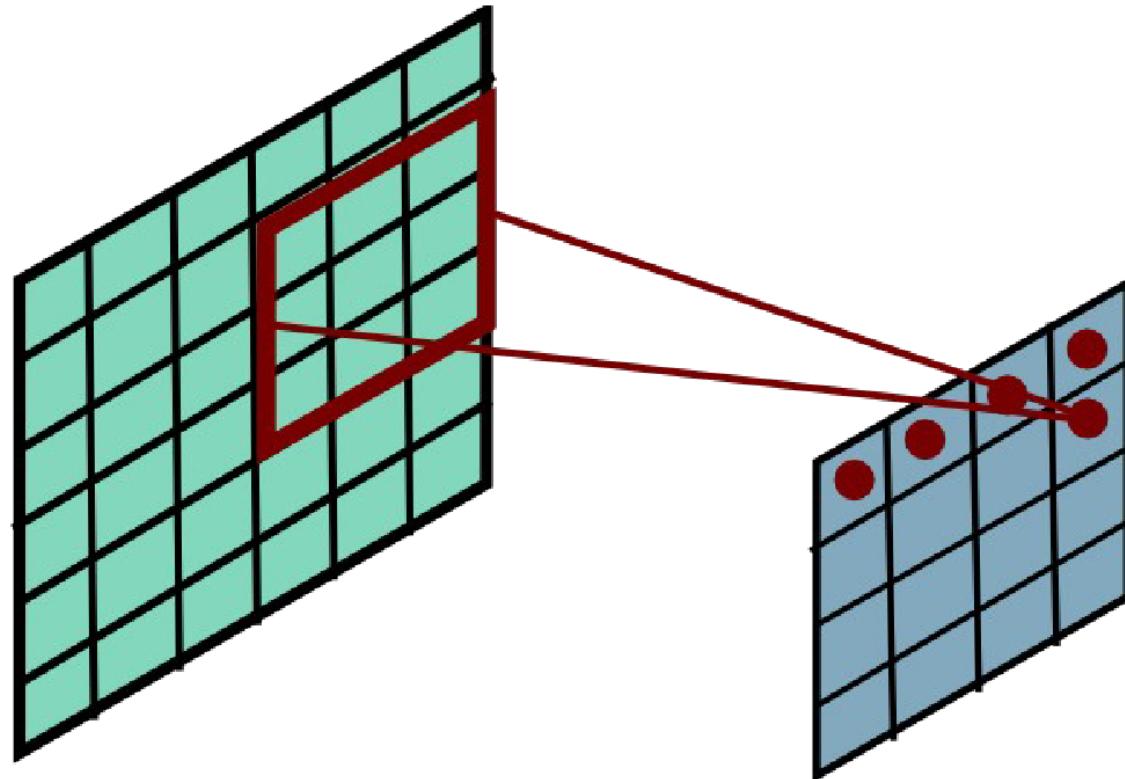
Convolutional Layer



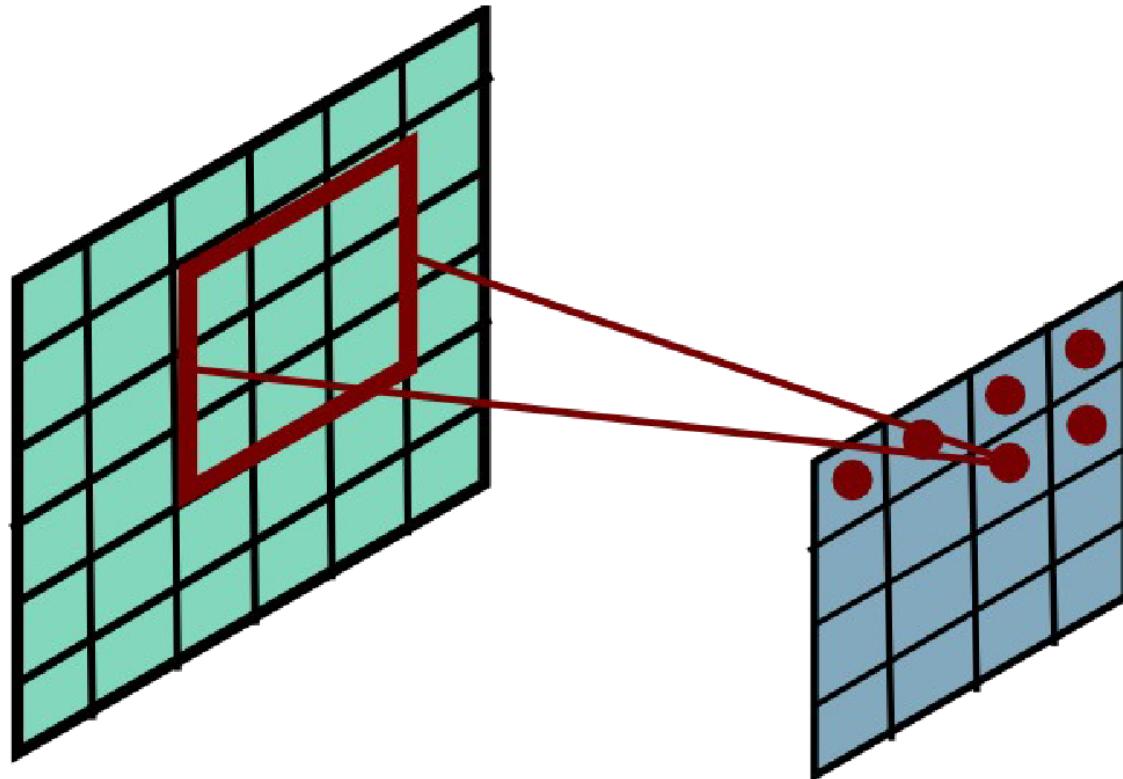
Convolutional Layer



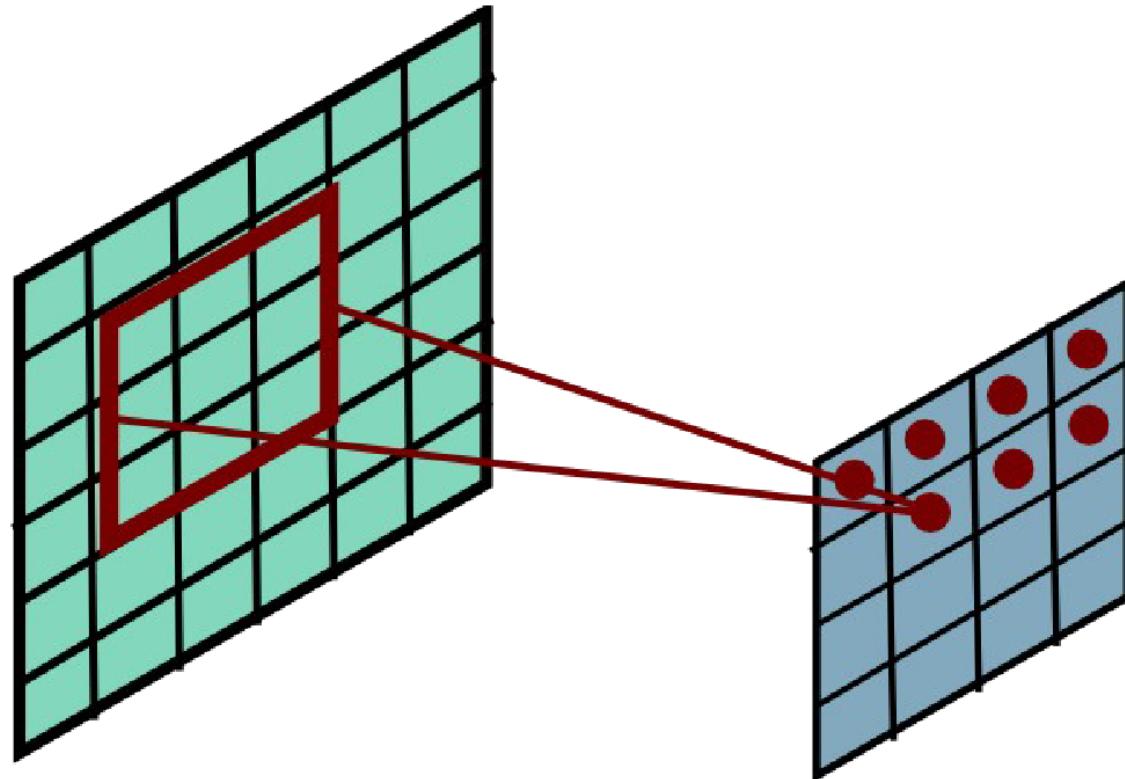
Convolutional Layer



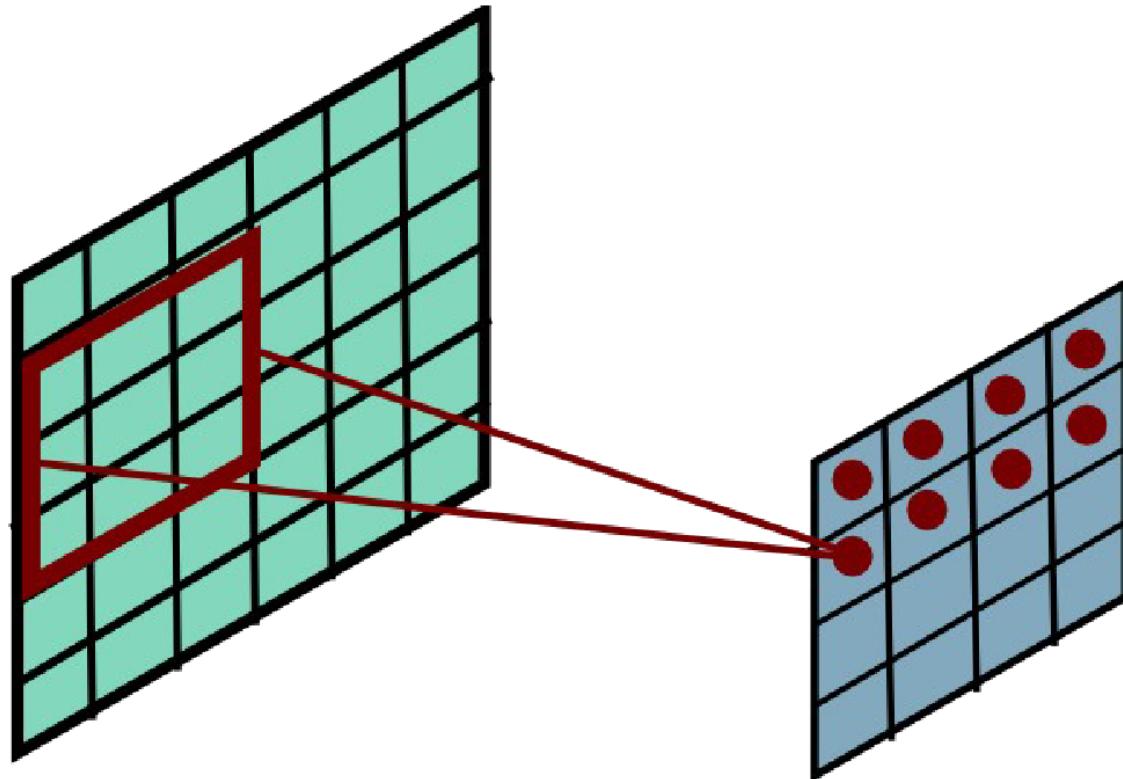
Convolutional Layer



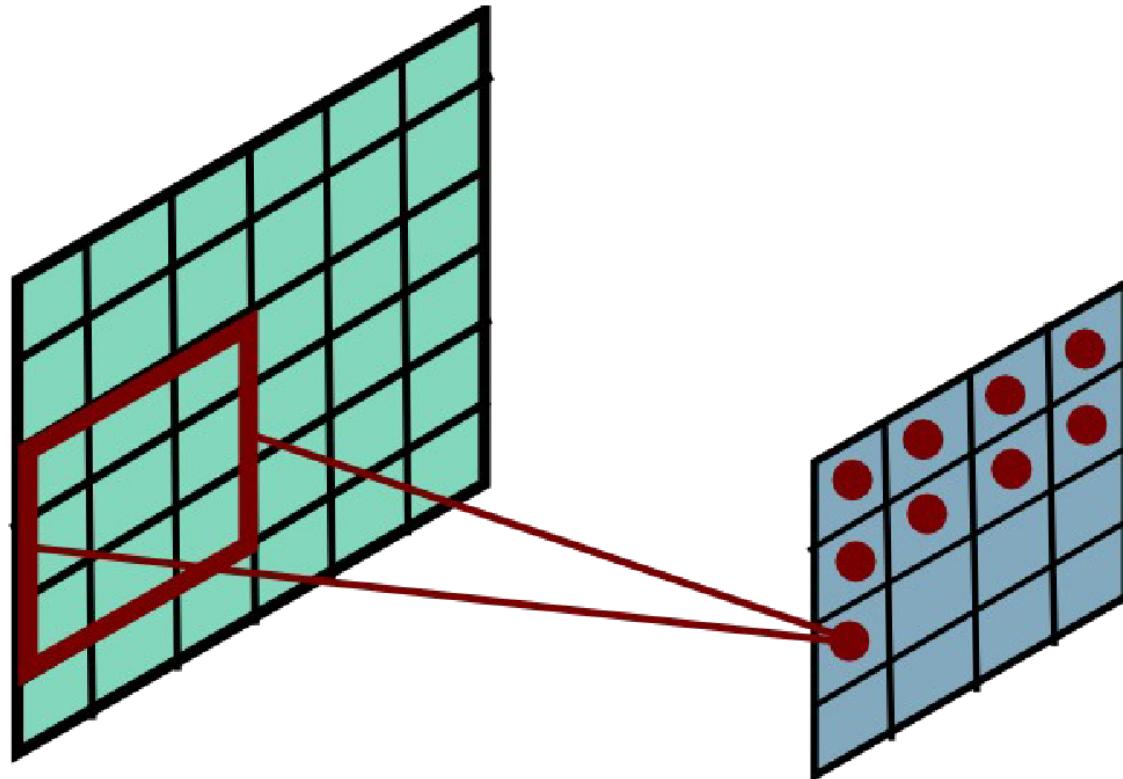
Convolutional Layer



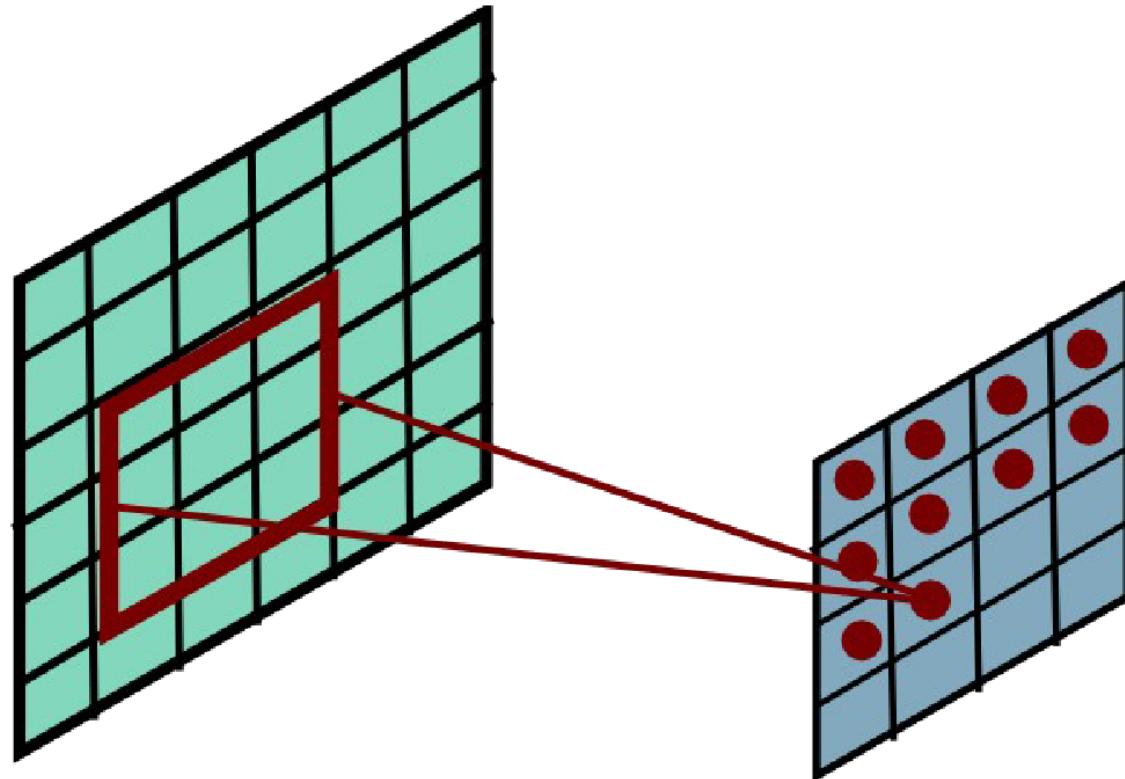
Convolutional Layer



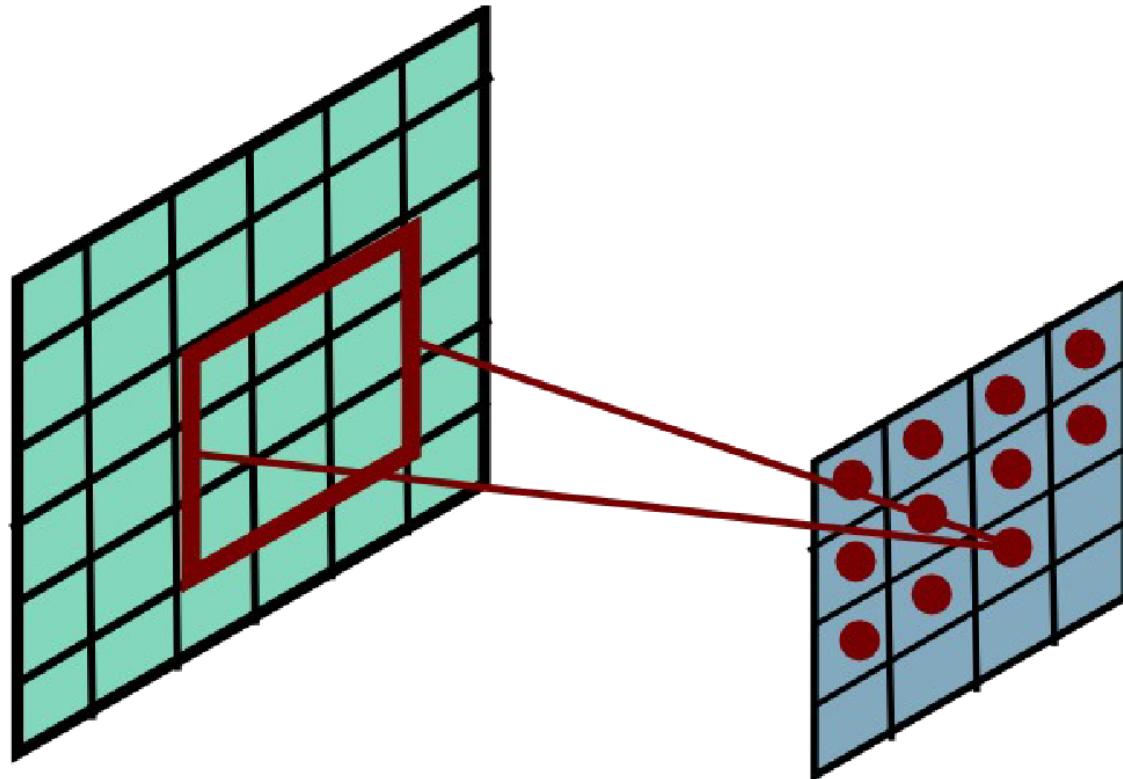
Convolutional Layer



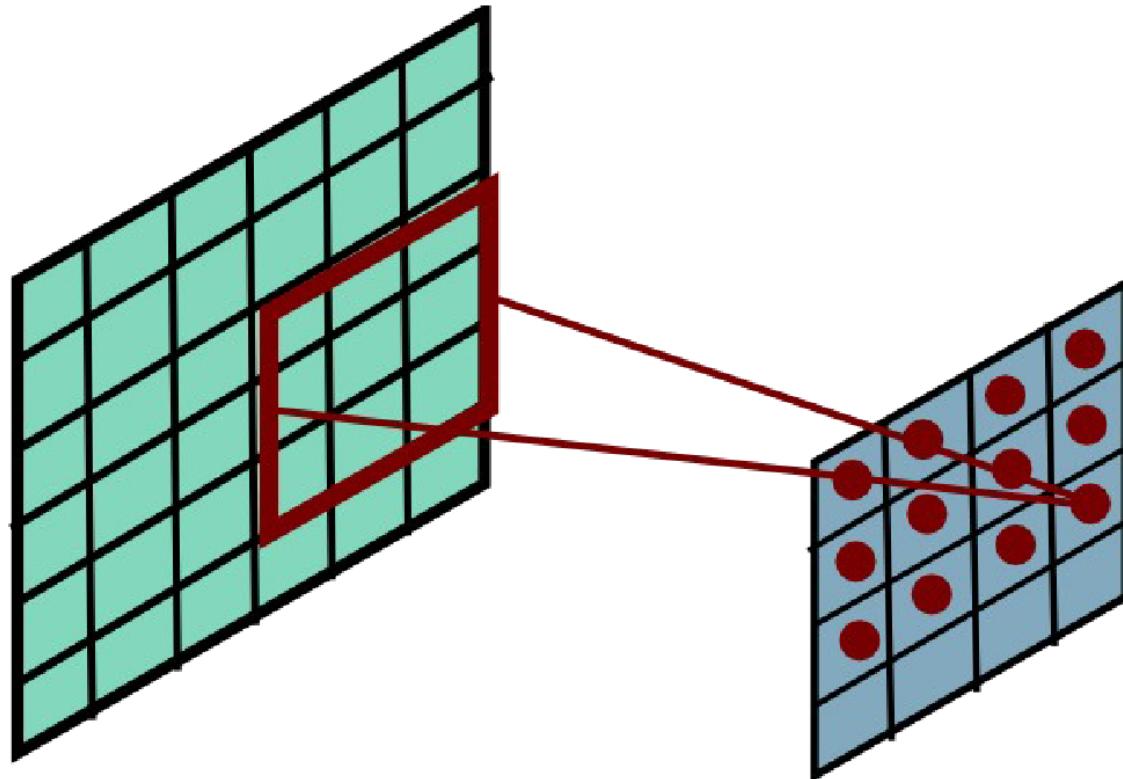
Convolutional Layer



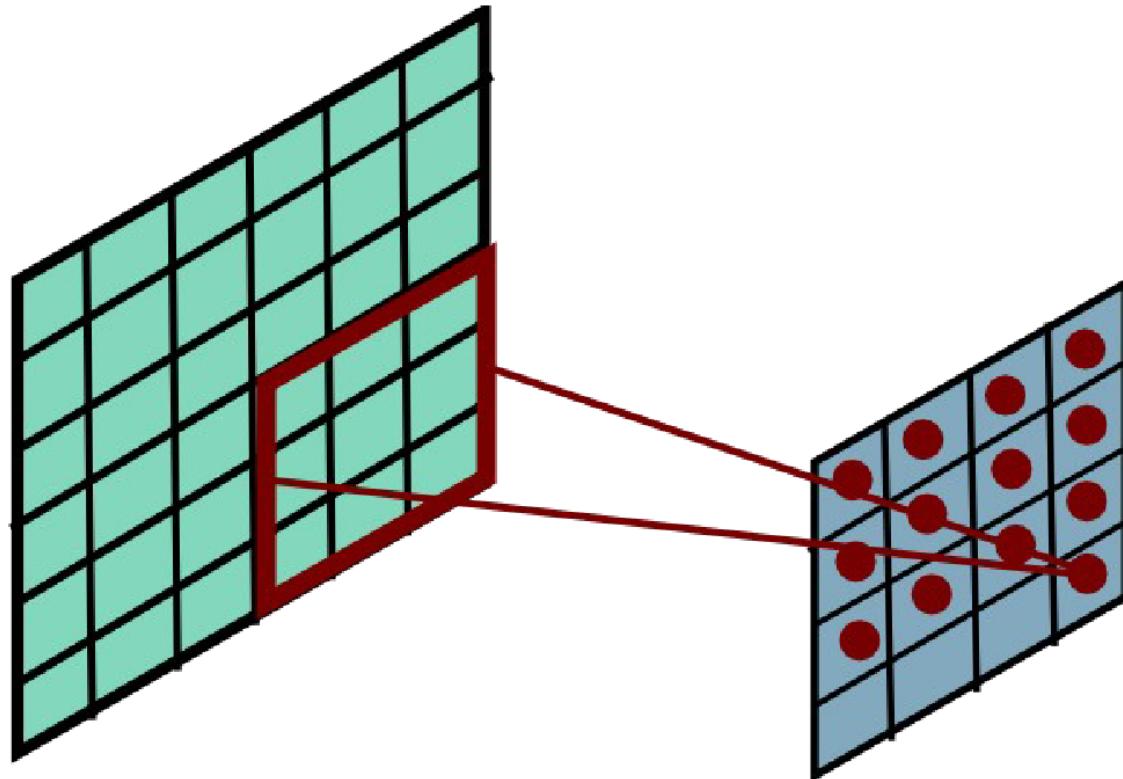
Convolutional Layer



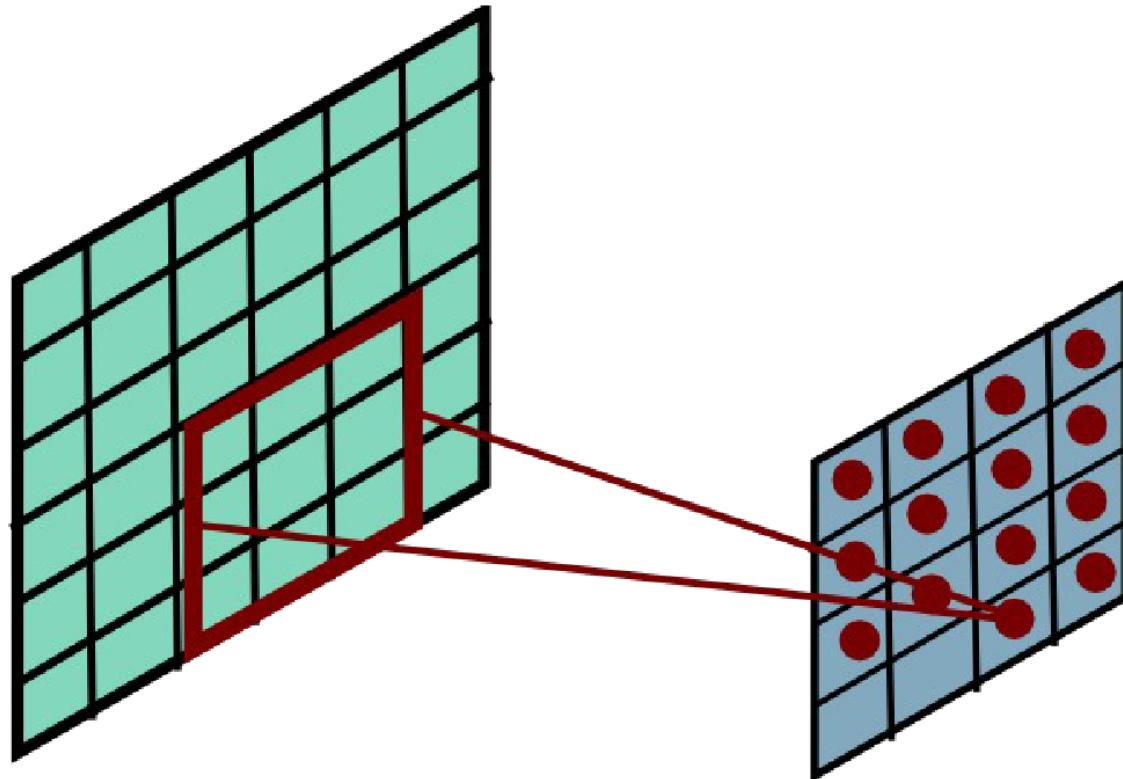
Convolutional Layer



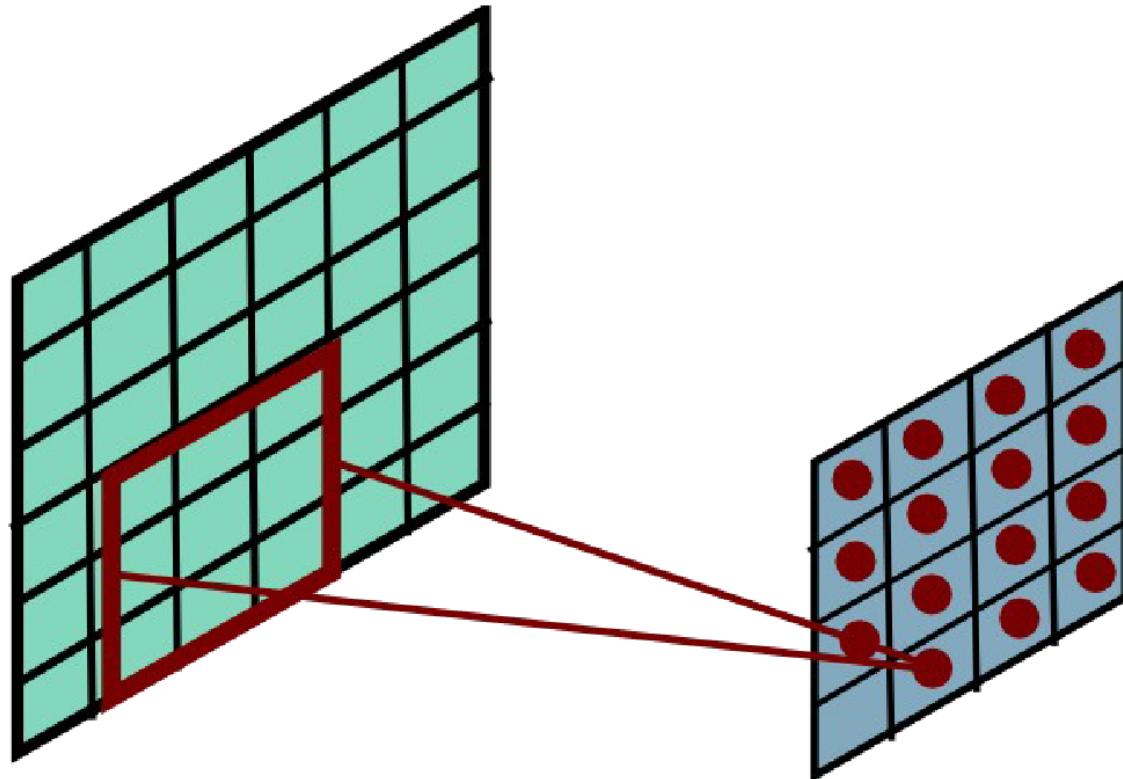
Convolutional Layer



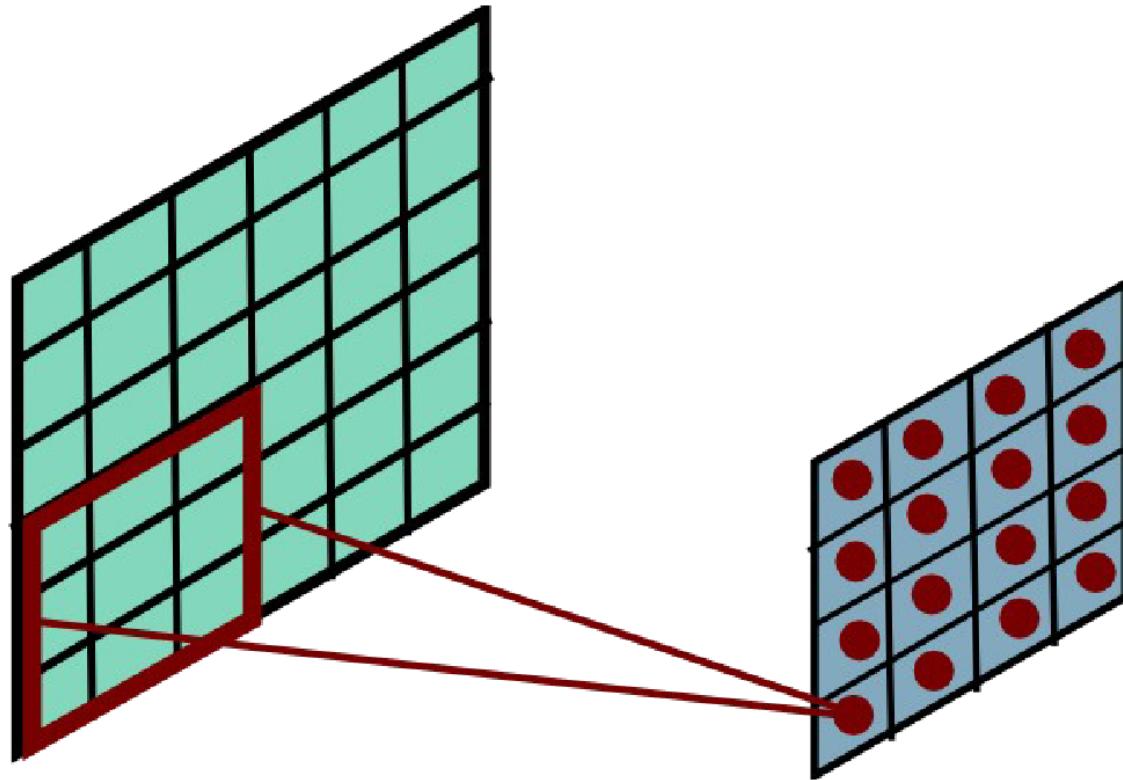
Convolutional Layer



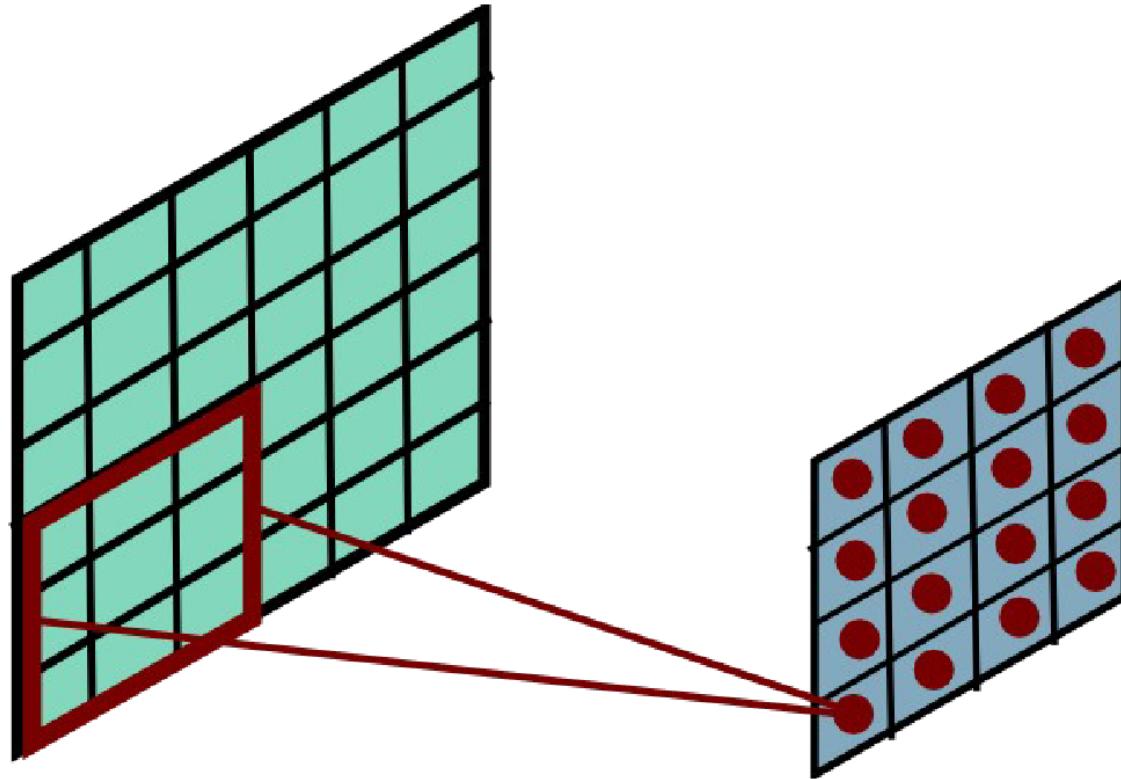
Convolutional Layer



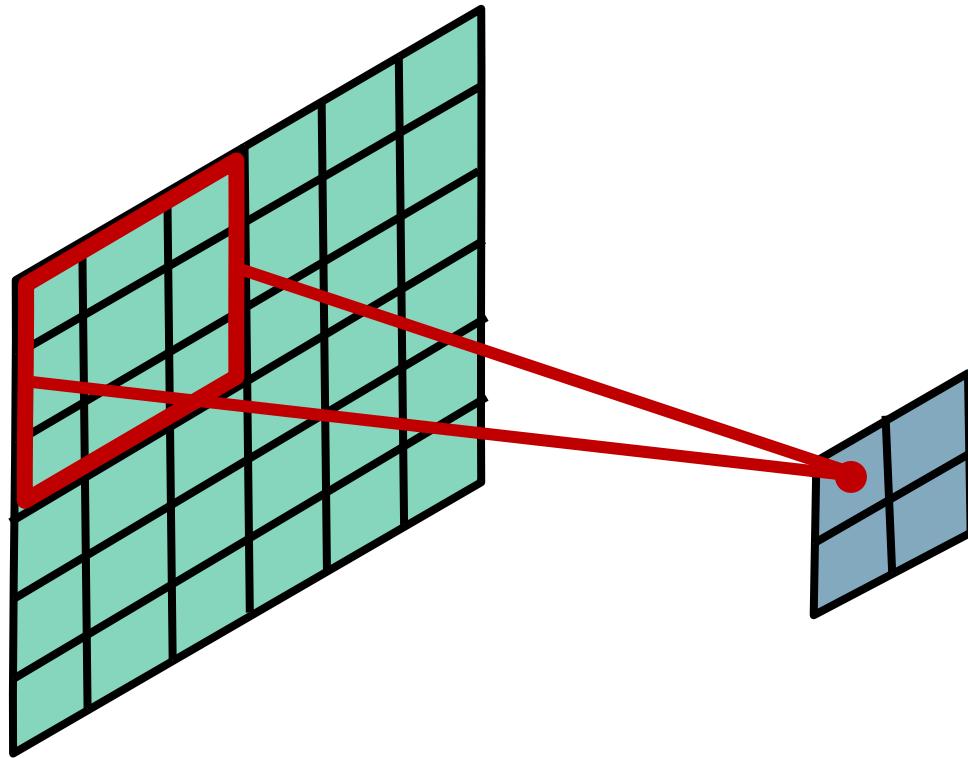
Convolutional Layer



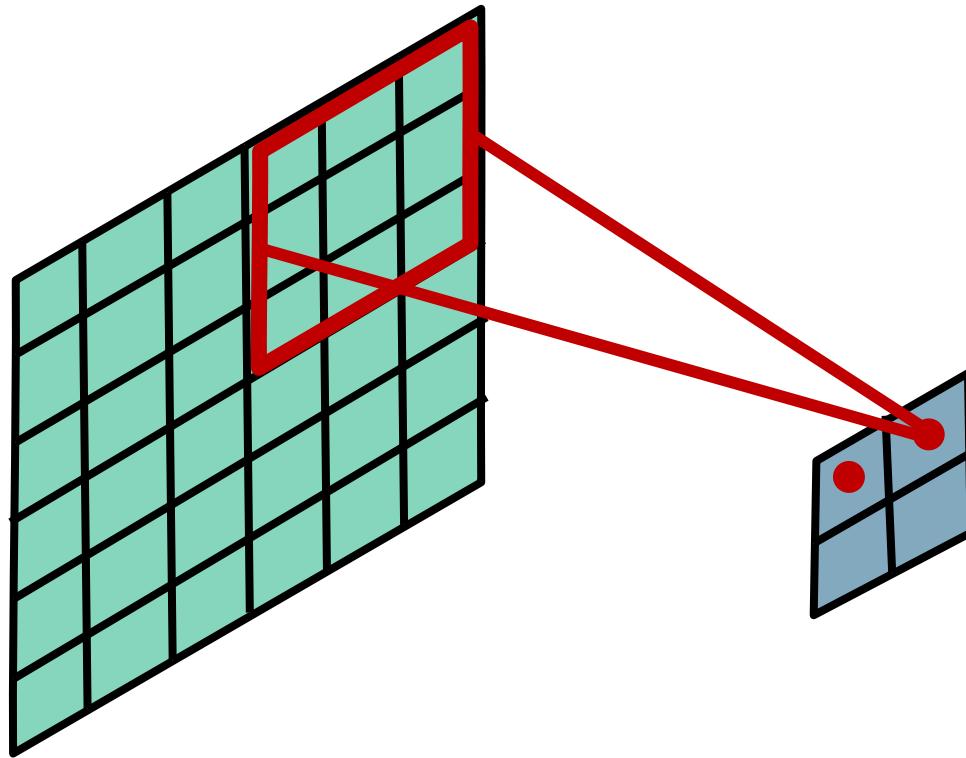
Stride = 3



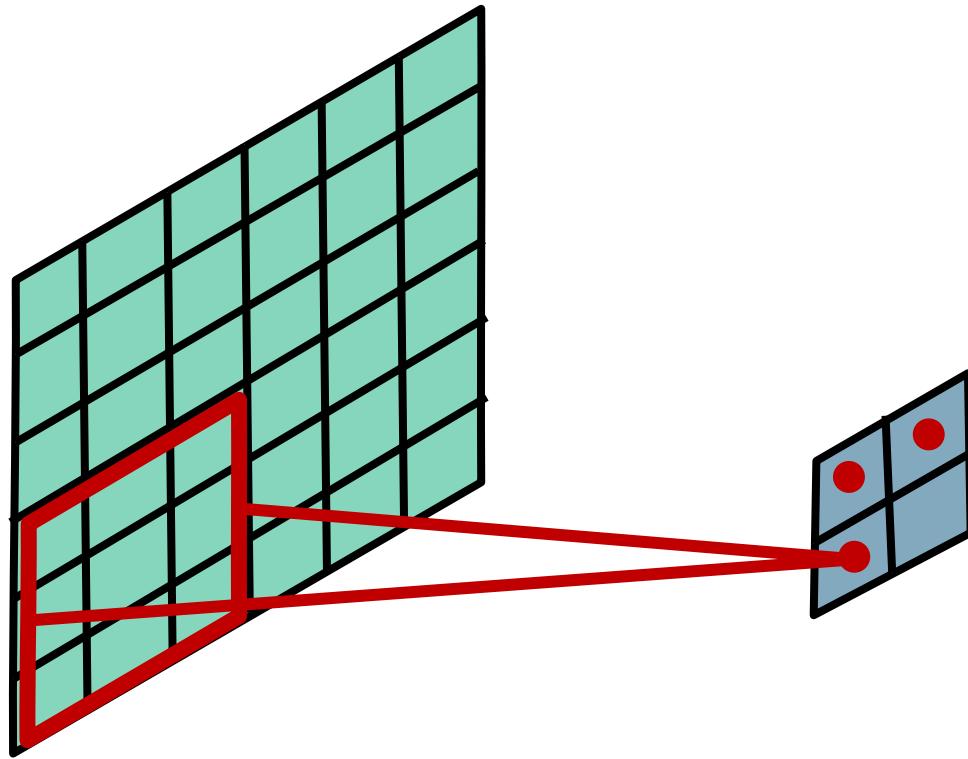
Stride = 3



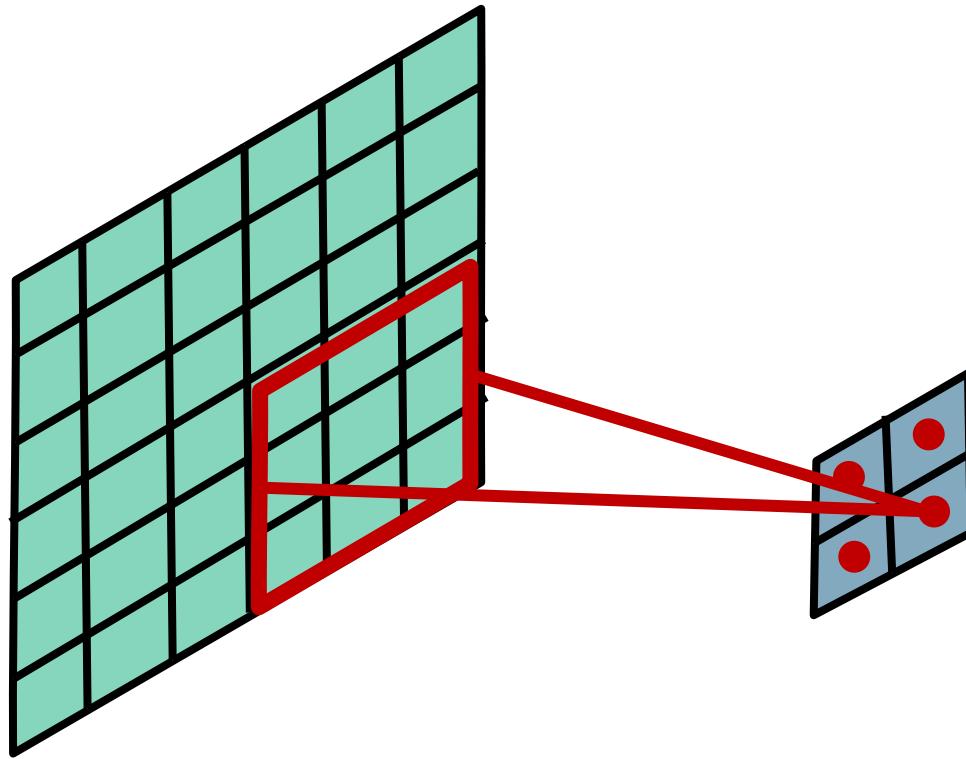
Stride = 3



Stride = 3

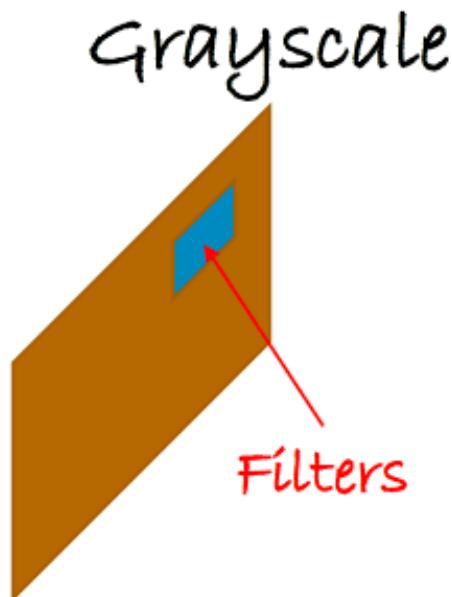


Stride = 3



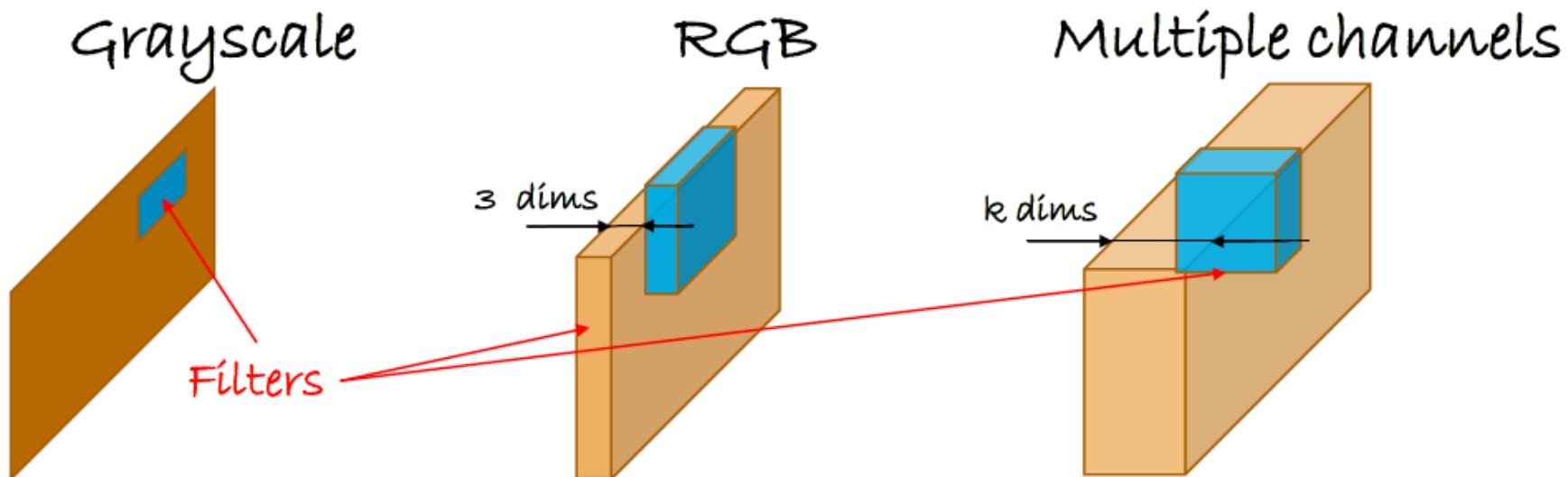
2D spatial filters

- If images are 2-D, parameters should also be organized in 2-D
 - That way they can learn the local correlations between input variables
 - That way they can “exploit” the spatial nature of images

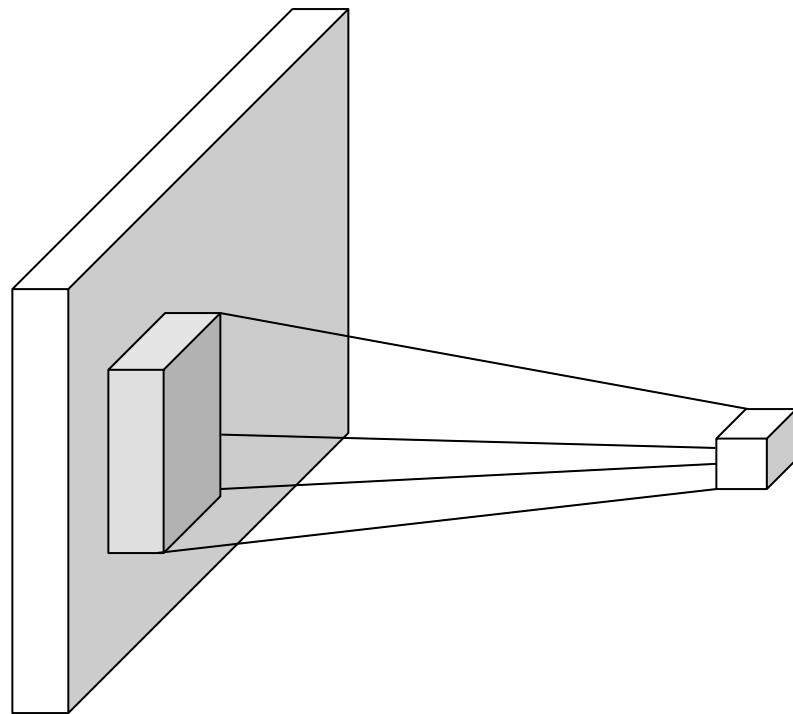


k-D spatial filters

- Similarly, if images are k-D, parameters should also be k-D



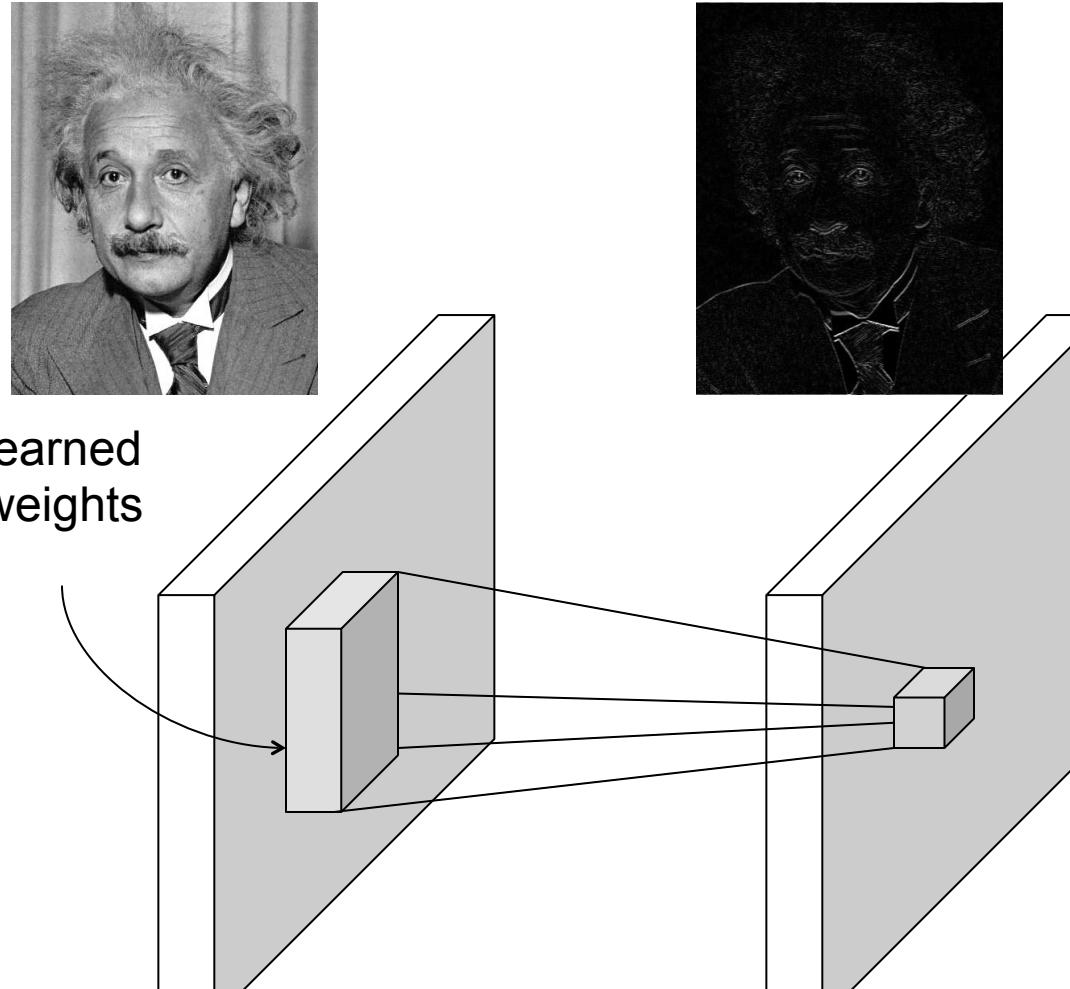
Dimensions of convolution



image

Convolutional layer

Dimensions of convolution

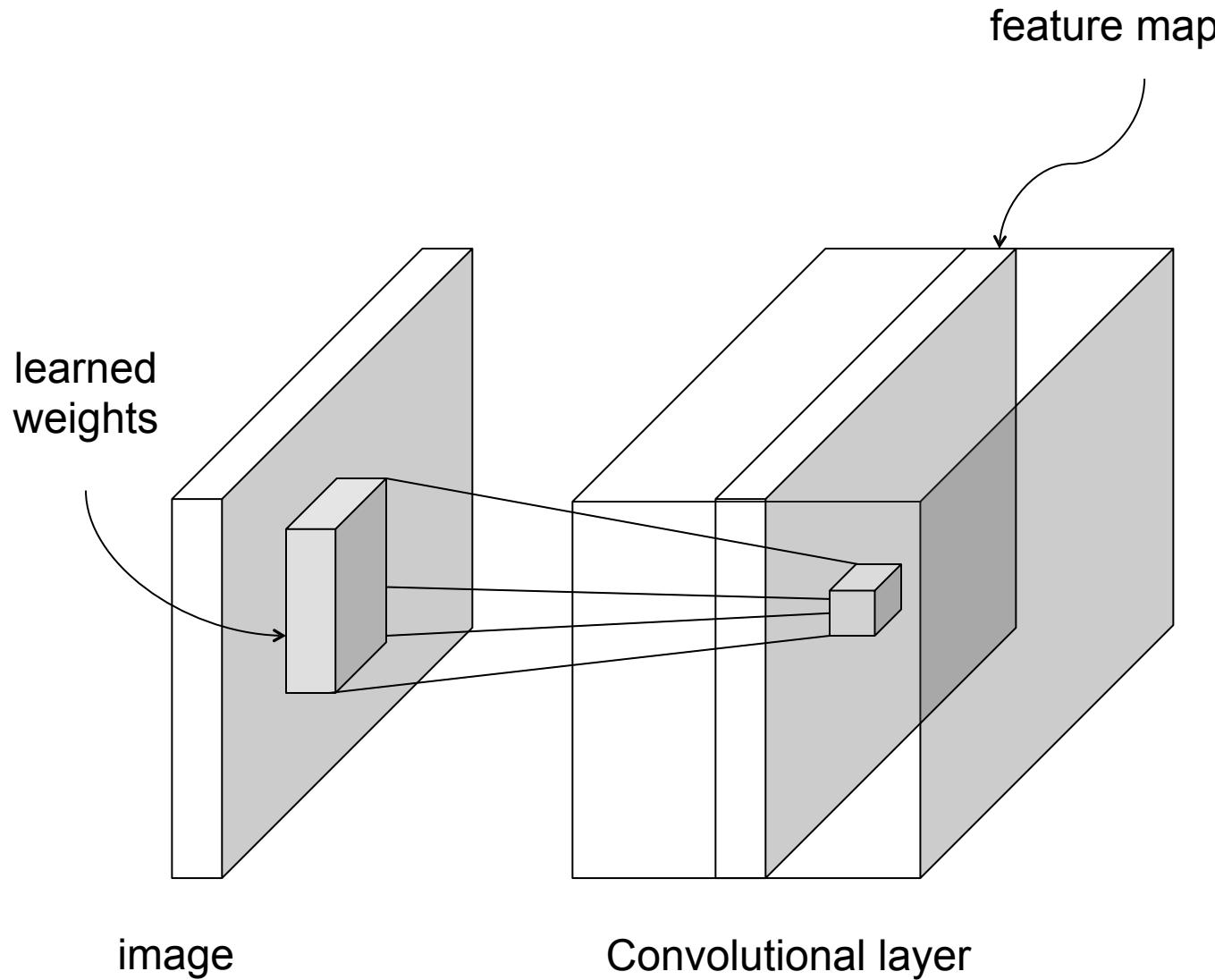


image

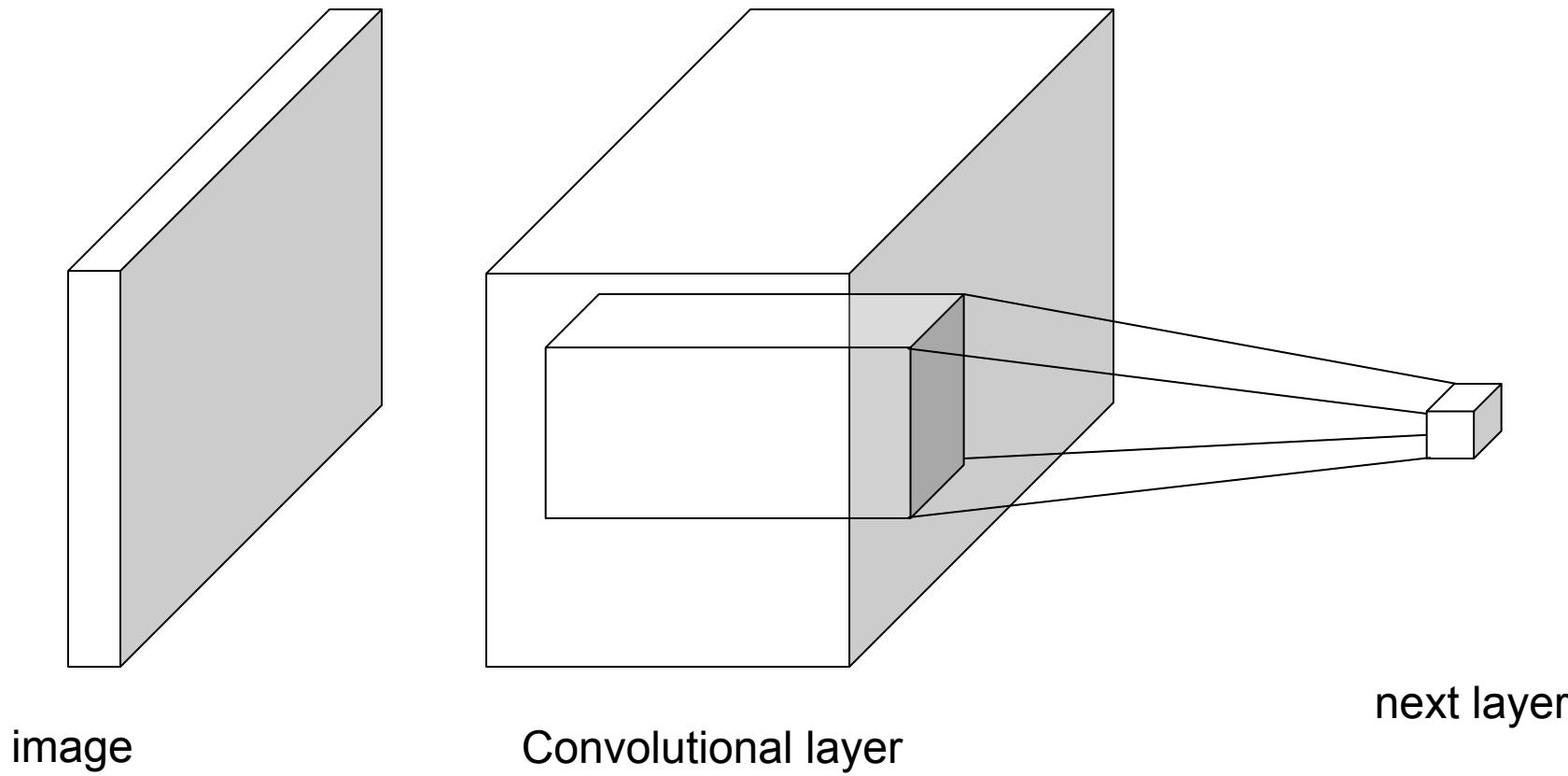
Convolutional layer

feature map

Dimensions of convolution



Dimensions of convolution

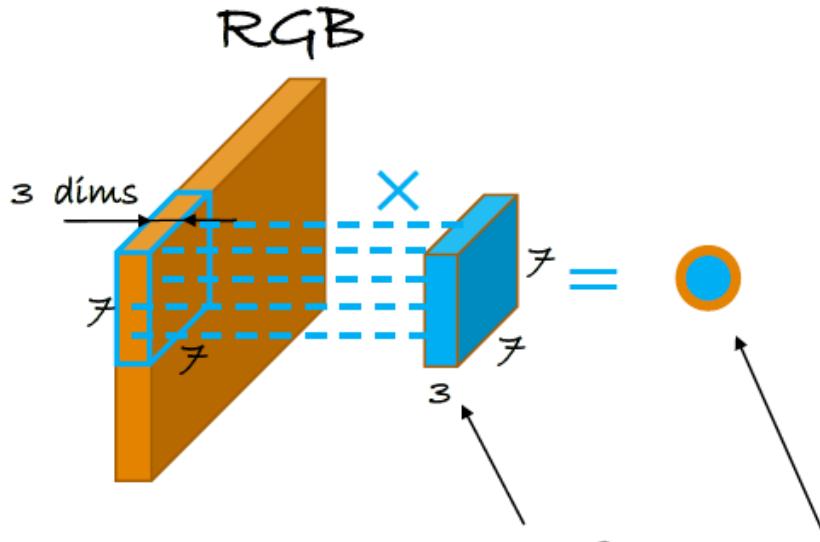


image

Convolutional layer

next layer

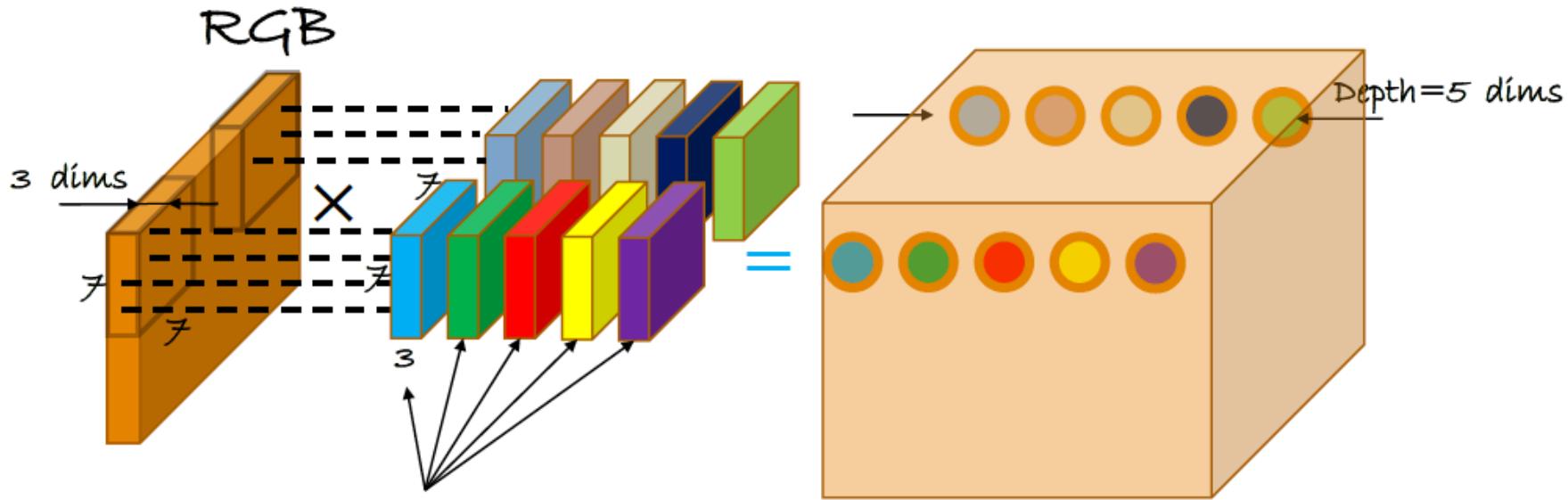
Number of weights



How many weights for this neuron?

$$7 \cdot 7 \cdot 3 = 147$$

Number of weights

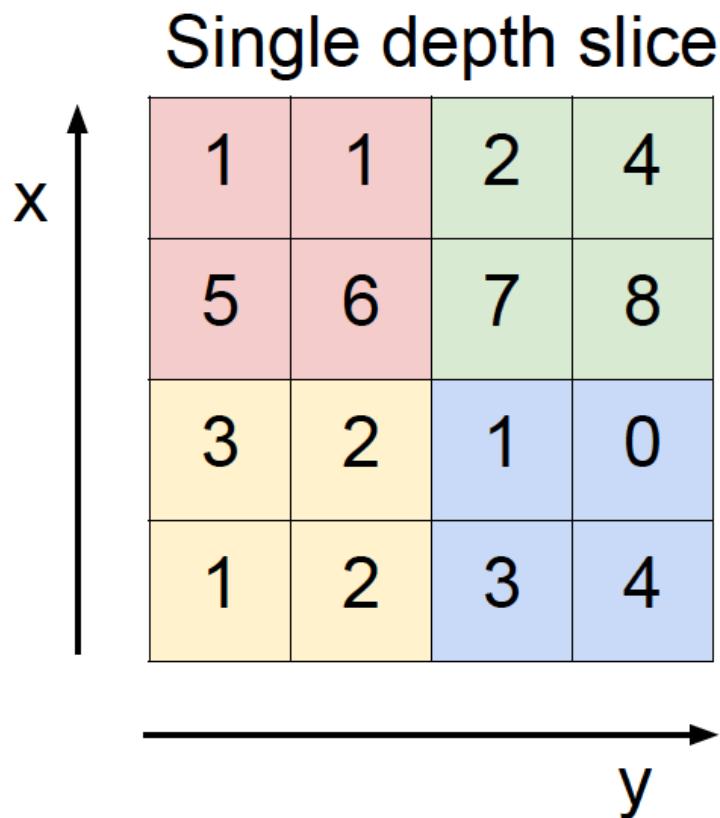


How many weights for these 5 neurons?

$$5 \cdot 7 \cdot 7 \cdot 3 = 735$$

Pooling: Downsample feature maps

- Aggregate multiple values into a single value



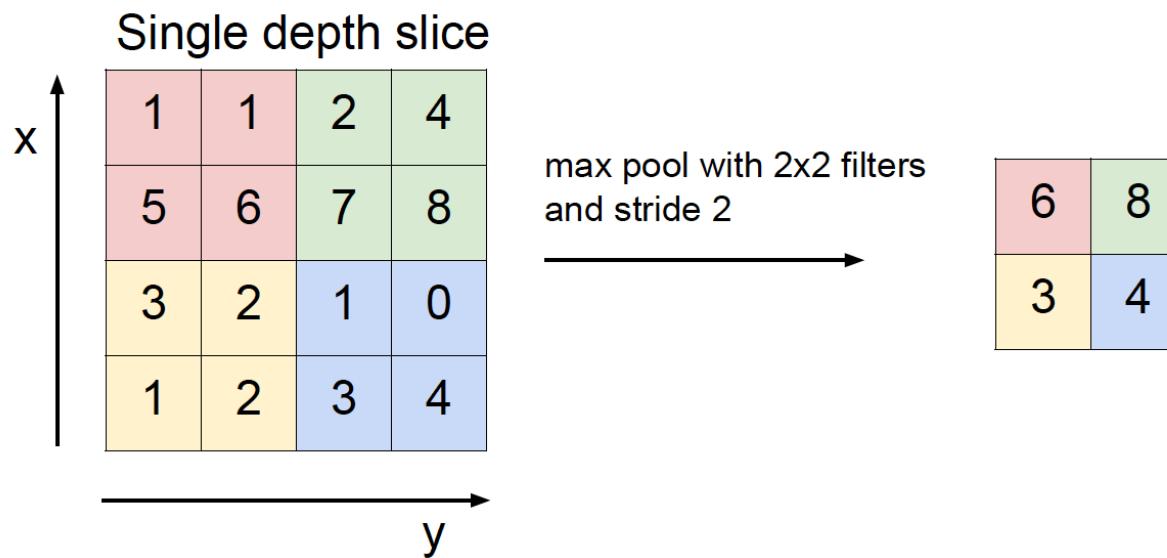
max pool with 2x2 filters
and stride 2



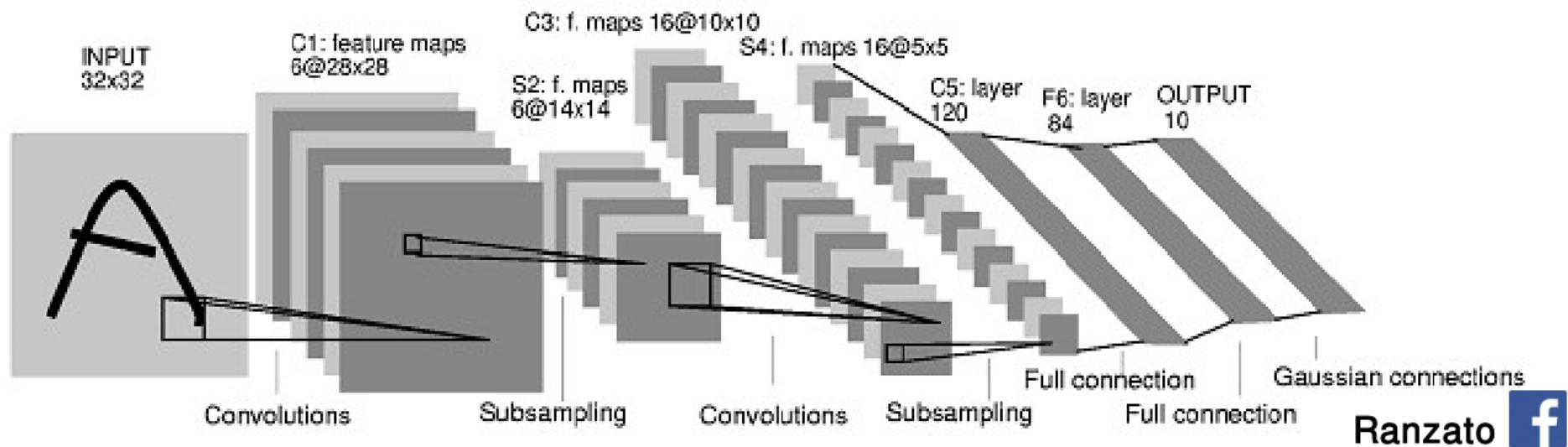
6	8
3	4

Pooling: Downsample feature maps

- Aggregate multiple values into a single value
- Invariance to small transformations
 - Keep only most important information for next layer
- Reduces the size of the next layer
 - Fewer parameters, faster computations
- Observe larger receptive field in next layer
 - Hierarchically extract more abstract features



Yann LeCun's MNIST CNN architecture



AlexNet for ImageNet

Layers

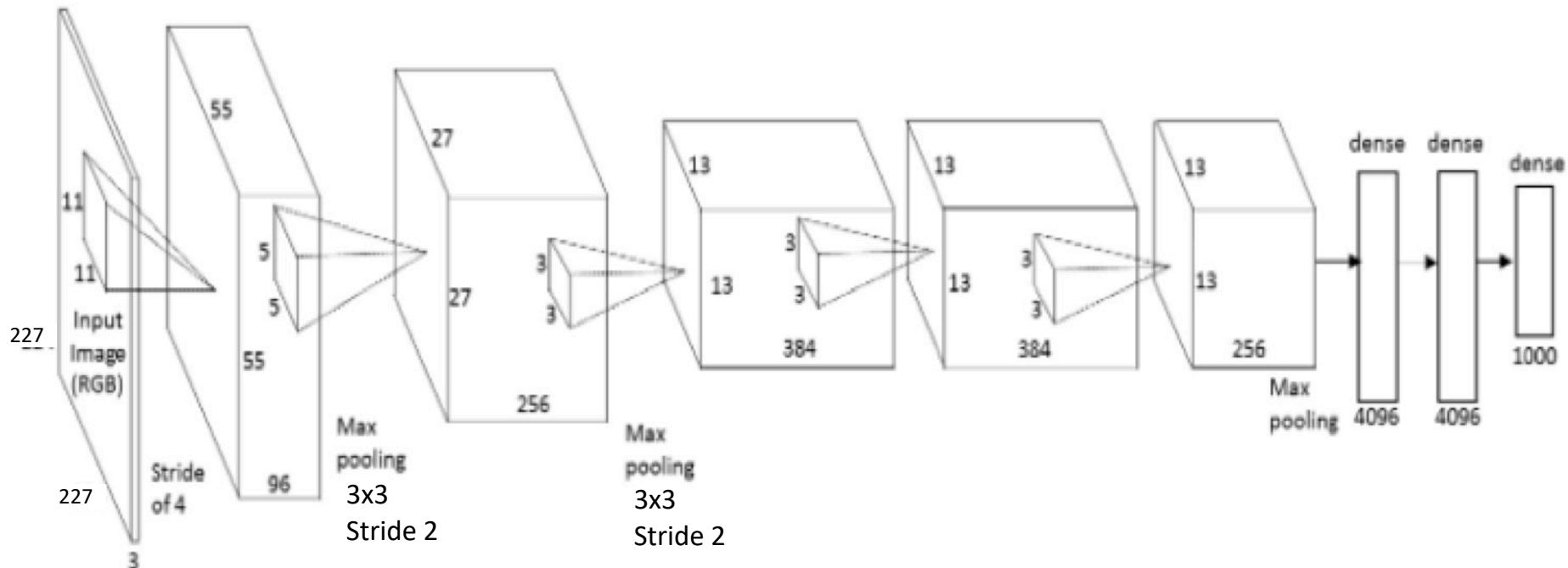
- Kernel sizes
- Strides
- # channels
- # kernels
- Max pooling

params	AlexNet	FLOPs
4M	FC 1000	4M
16M	FC 4096 / ReLU	16M
37M	FC 4096 / ReLU	37M
	Max Pool 3x3s2	
442K	Conv 3x3s1, 256 / ReLU	74M
1.3M	Conv 3x3s1, 384 / ReLU	112M
884K	Conv 3x3s1, 384 / ReLU	149M
	Max Pool 3x3s2	
	Local Response Norm	
307K	Conv 5x5s1, 256 / ReLU	223M
	Max Pool 3x3s2	
	Local Response Norm	
35K	Conv 11x11s4, 96 / ReLU	105M

AlexNet diagram (simplified)

Input size

227 x 227 x 3



Conv 1
 $11 \times 11 \times 3$
 Stride 4
 96 filters

Conv 2
 $5 \times 5 \times 48$
 Stride 1
 256 filters

Conv 3
 $3 \times 3 \times 256$
 Stride 1
 384 filters

Conv 4
 $3 \times 3 \times 192$
 Stride 1
 384 filters

Conv 4
 $3 \times 3 \times 192$
 Stride 1
 256 filters

Convolutional Neural Networks

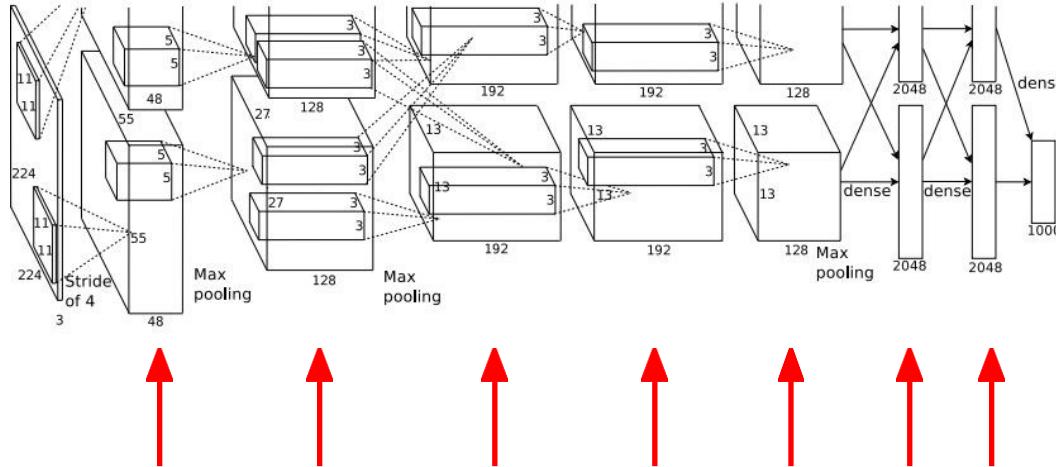
- Question: Spatial structure?
 - Answer: Convolutional filters
- Question: Huge input dimensionalities?
 - Answer: Parameters are shared between filters
- Question: Local variances?
 - Answer: Pooling

What's going on inside ConvNets?

This image is CC0 public domain



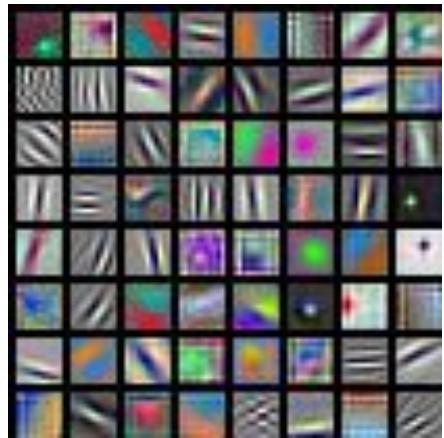
Input Image:
 $3 \times 224 \times 224$



What are the intermediate features
looking for?

Class Scores:
1000 numbers

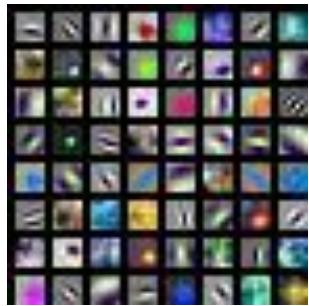
First Layer: Visualize Filters



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



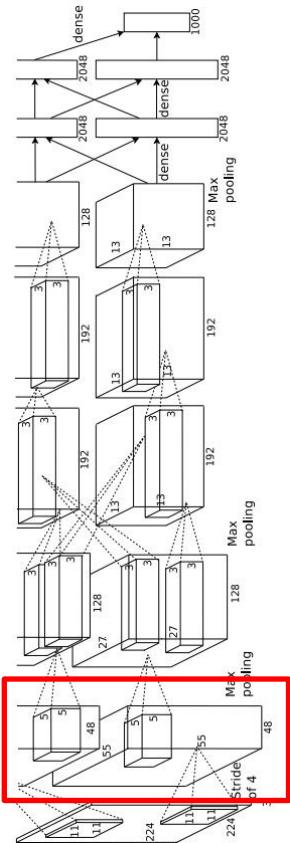
ResNet-
18: 64×3
 $\times 7 \times 7$



ResNet-1
01: 64×3
 $\times 7 \times 7$



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)

We can visualize filters at higher layers, but not that interesting

(these are taken from ConvNetJS
CIFAR-10 demo)



layer 1 weights

$16 \times 3 \times 7 \times 7$



layer 2 weights

$20 \times 16 \times 7 \times 7$

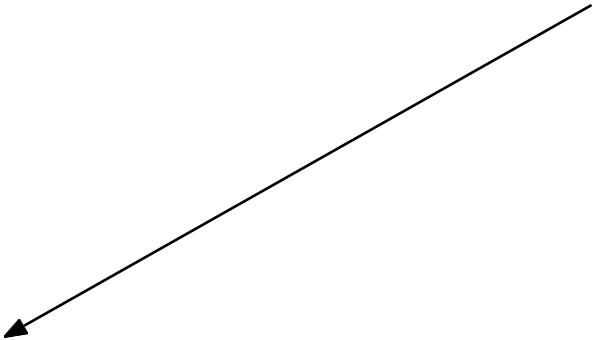


layer 3 weights

$20 \times 20 \times 7 \times 7$

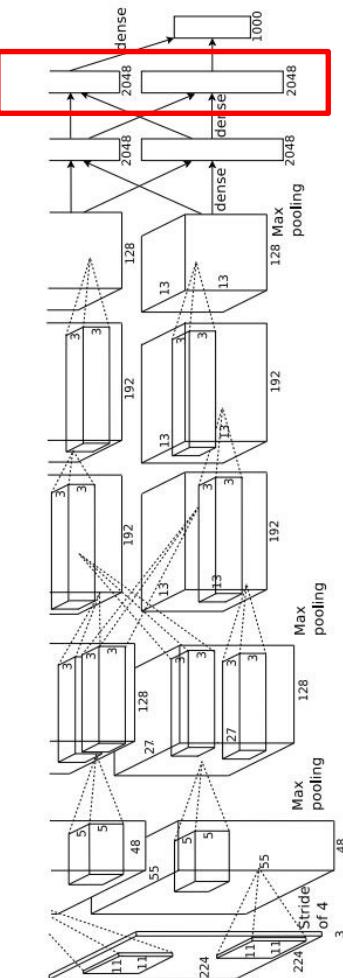
Last Layer

FC7
layer



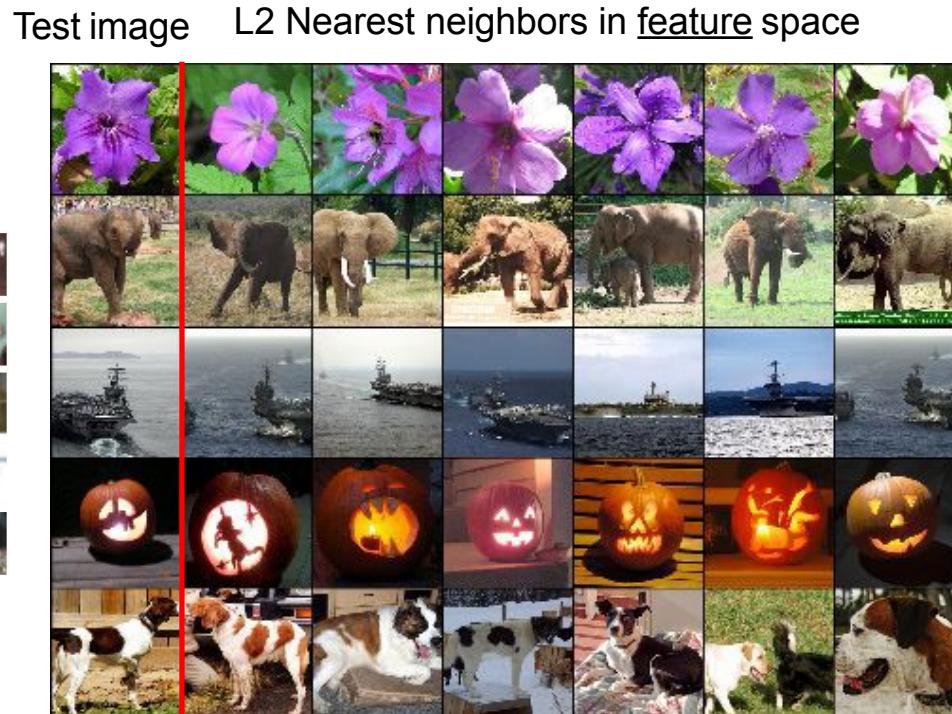
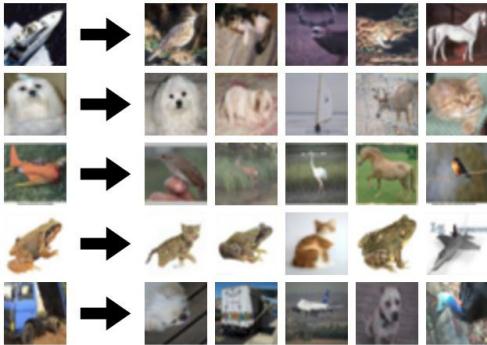
4096-dimensional feature vector for an image
(layer immediately before the classifier)

Run the network on many images, collect the
feature vectors

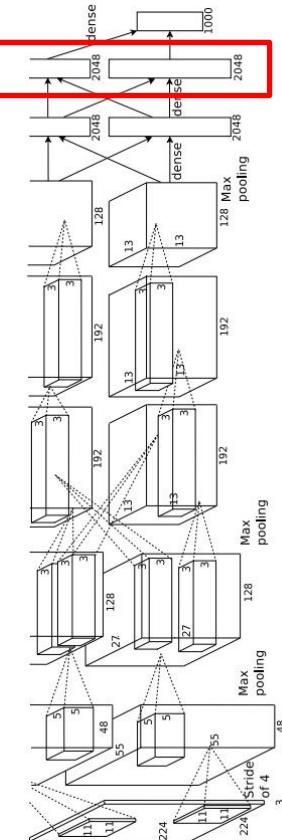


Last Layer: Nearest Neighbors

Recall: Nearest neighbors
in pixel space



4096-dim vector

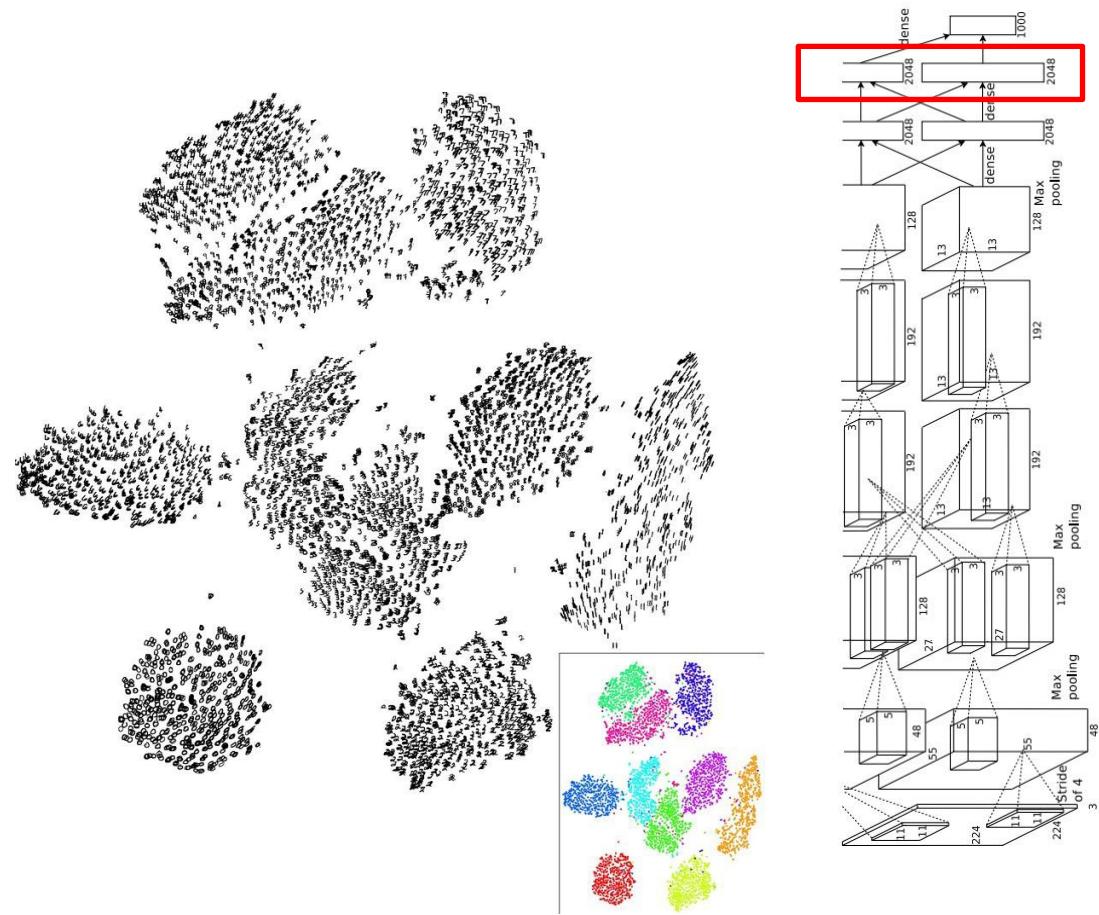


Last Layer: Dimensionality Reduction

Visualize the “space” of FC7 feature vectors by reducing dimensionality of vectors from 4096 to 2 dimensions

Simple algorithm: Principal Component Analysis (PCA)

More complex: t-SNE

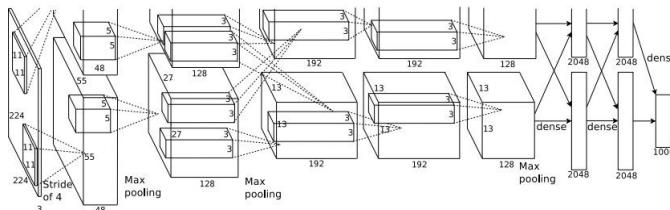
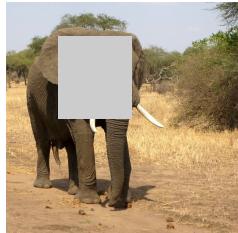
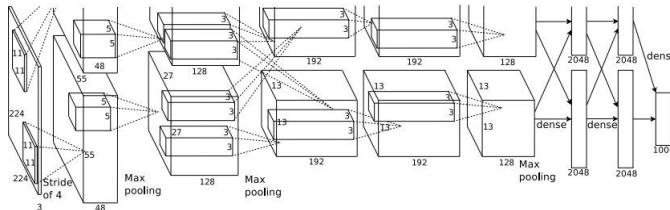


Van der Maaten and Hinton, “Visualizing Data using t-SNE”, JMLR 2008

Figure copyright Laurens van der Maaten and Geoff Hinton, 2008. Reproduced with permission.

Which pixels matter: Saliency vs Occlusion

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

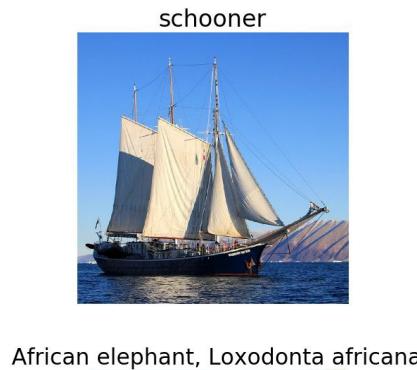
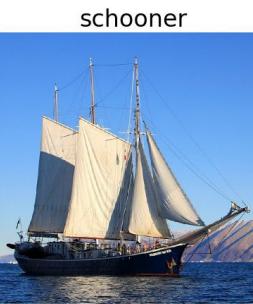
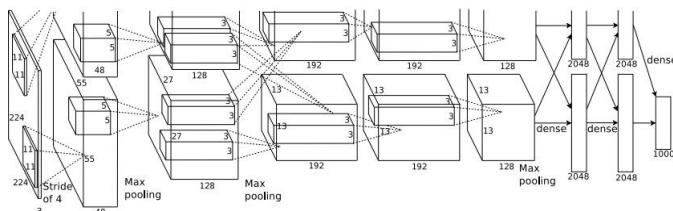
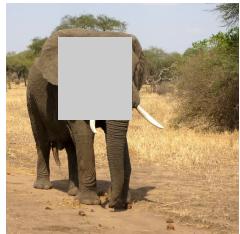
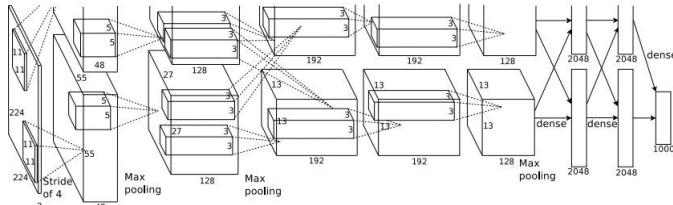


$$P(\text{elephant}) = 0.95$$

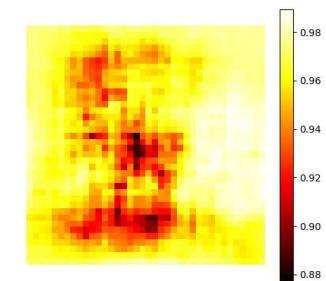
$$P(\text{elephant}) = 0.75$$

Which pixels matter: Saliency vs Occlusion

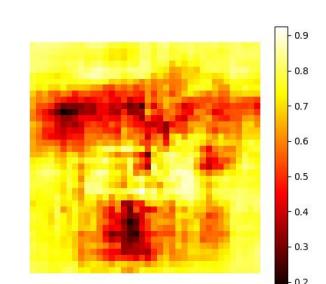
Mask part of the image before feeding to CNN,
check how much predicted probabilities change



schooner



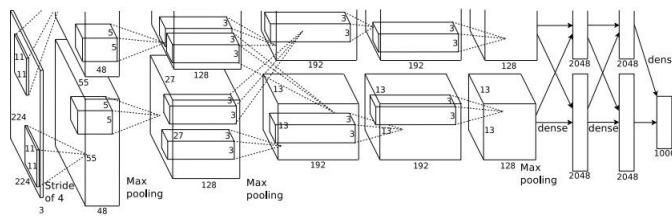
African elephant, *Loxodonta africana*



go-kart

Which pixels matter: Saliency via Backprop

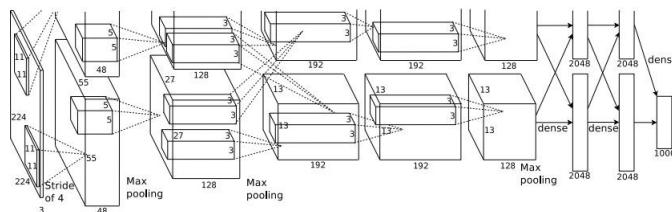
Forward pass: Compute probabilities



Dog

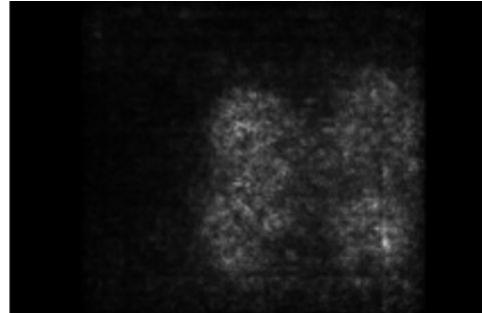
Which pixels matter: Saliency via Backprop

Forward pass: Compute probabilities

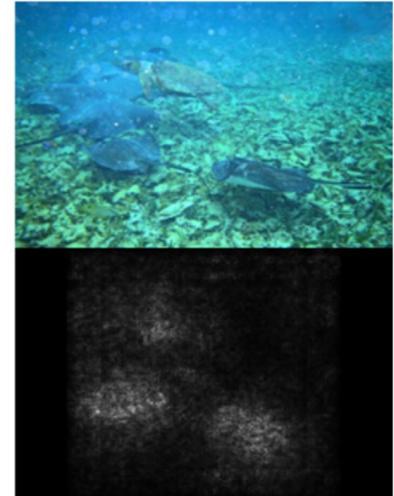
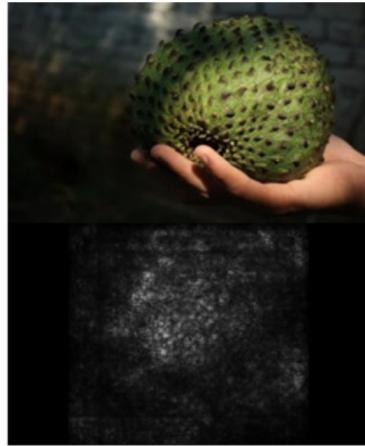
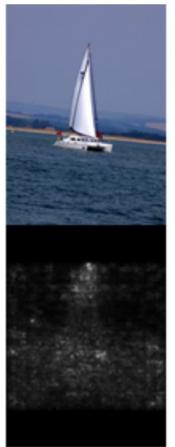


Dog

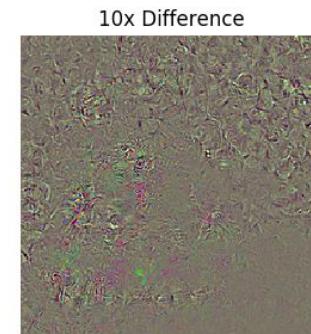
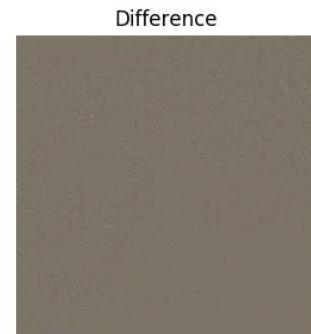
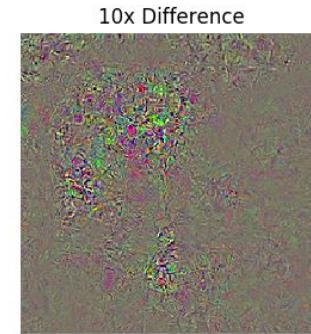
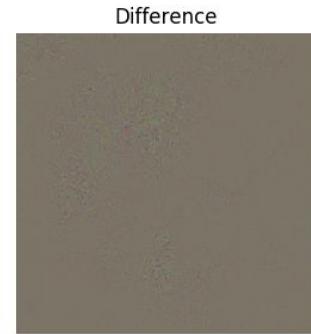
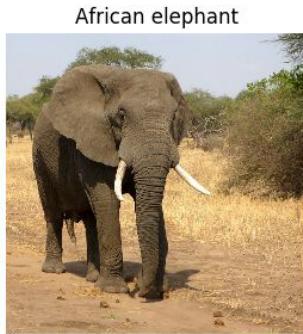
Compute gradient of (unnormalized) class score with respect to image pixels, take absolute value and max over RGB channels



Saliency Maps



Fooling Images / Adversarial Examples



Fooling Images / Adversarial Examples

- (1) Start from an arbitrary image
- (2) Pick an arbitrary class
- (3) Modify the image to maximize the class
- (4) Repeat until network is fooled

Optimization Formulation



$Score_c(\mathbf{I}; \theta)$: the confidence score of an image belonging to class c ,
using a network of parameters θ

Attack: Modify the image \mathbf{I} to increase $Score_{target\ class}(\mathbf{I}; \theta)$

$$\begin{array}{ll}\text{maximize}_{\mathbf{I}_{adv}} & Score_{target\ class}(\mathbf{I}_{adv}) \\ \text{subject to} & \|\mathbf{I}_{adv} - \mathbf{I}_{ori}\| \leq \epsilon\end{array}$$

Gradient-based Attack

Fast Gradient Sign Method:

$$\mathbf{I}^{adv} = \mathbf{I} + \epsilon \text{sign}(\nabla_{\mathbf{I}} Score_{target\ class}(\mathbf{I}))$$

African elephant



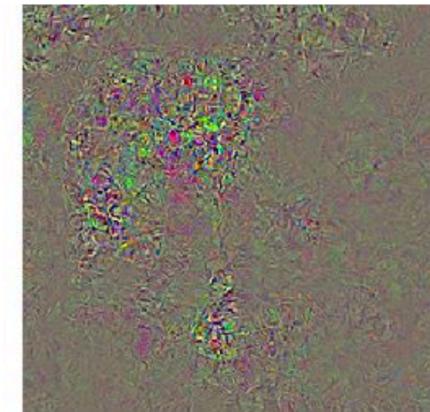
koala



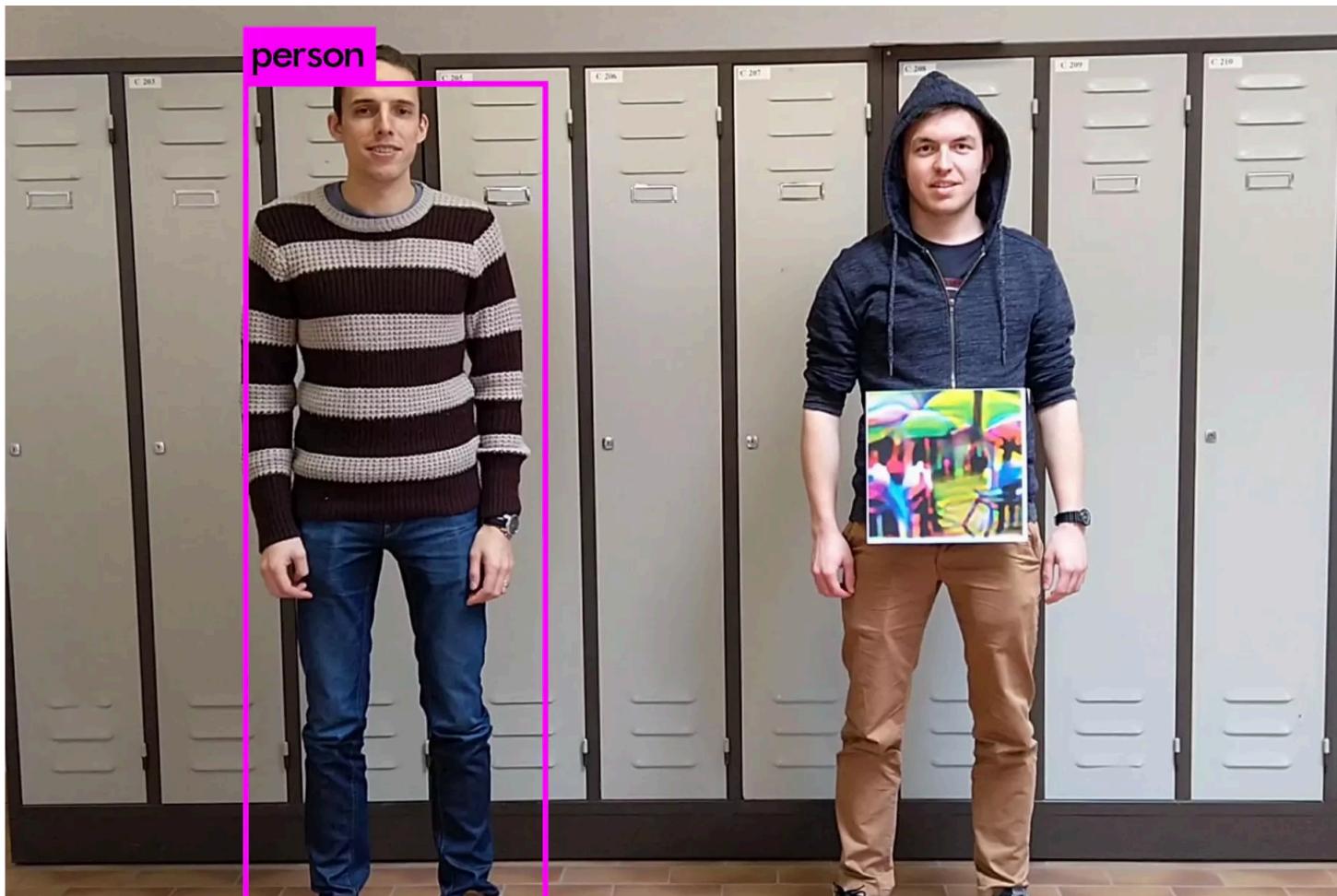
Difference



10x Difference



Patch-based Attack (Spatially Localized)



Dangerous!



(a)



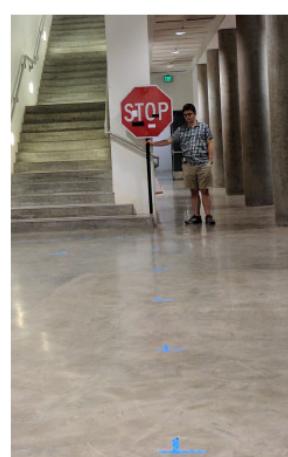
(b)



(c)



(d)



(e)

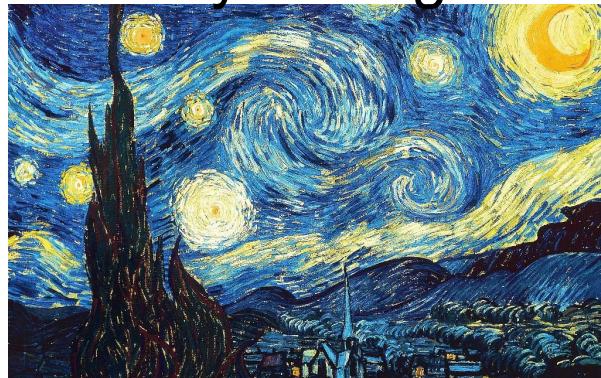
Neural Style Transfer

Content Image



+

Style Image



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Starry Night by Van Gogh is in the public domain

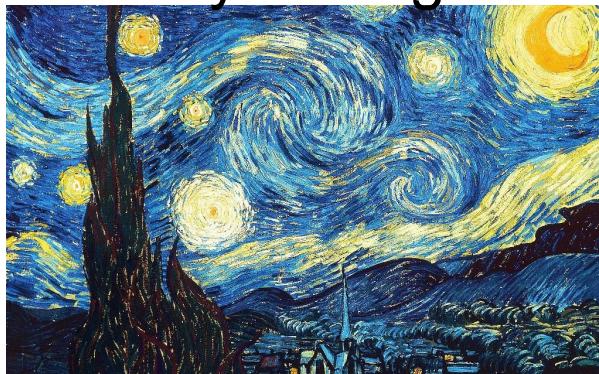
Neural Style Transfer

Content Image



+

Style Image



[Starry Night](#) by Van Gogh is in the public domain

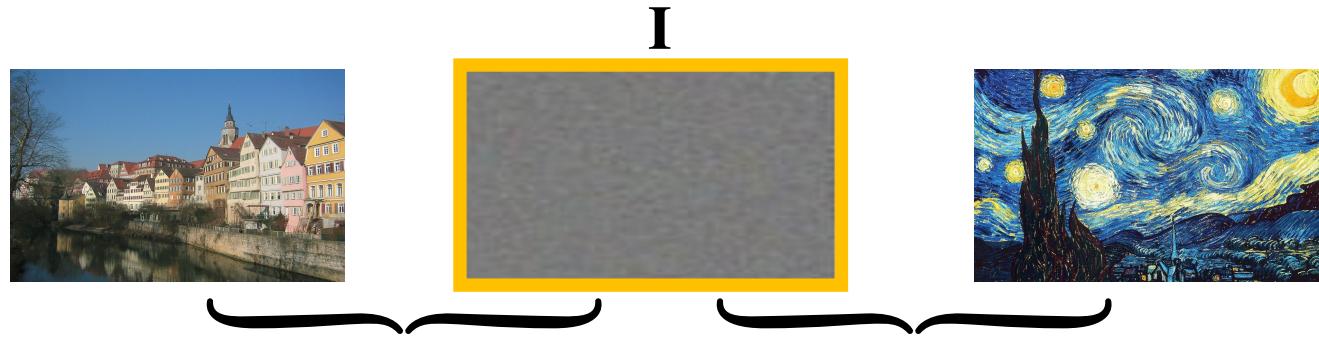
=

Style Transfer!



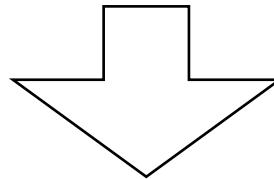
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Total Loss



$$\mathcal{L}_{total}(\mathbf{I}) = \alpha \mathcal{L}_{content}(\mathbf{I}) + \beta \mathcal{L}_{style}(\mathbf{I})$$

Minimize total loss



Neural Style Transfer

Example outputs



Neural Style Transfer



More weight to
content loss



More weight to
style loss