

# Network in Network

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Zachary Jen

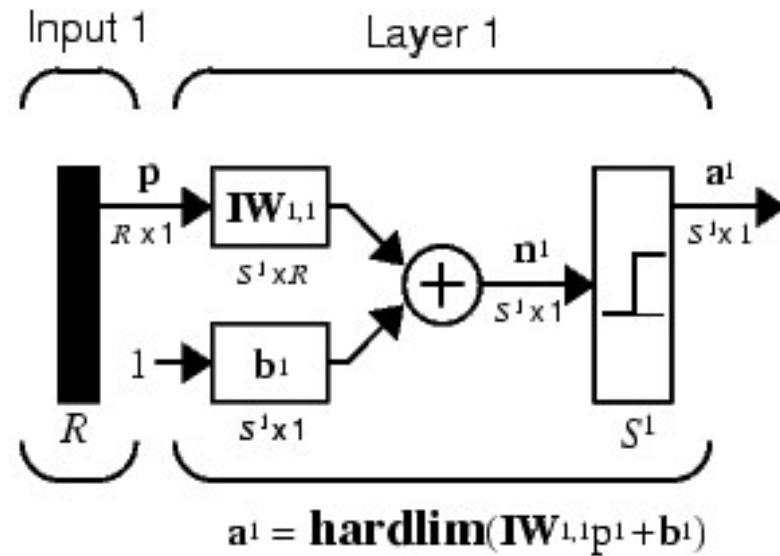
# Abstract

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- Introduction
  - MLP
  - CNN
- Network in Network
  - $1 \times 1$  convolution kernel
  - Global Average Pooling
- Experiments
- Conclusion

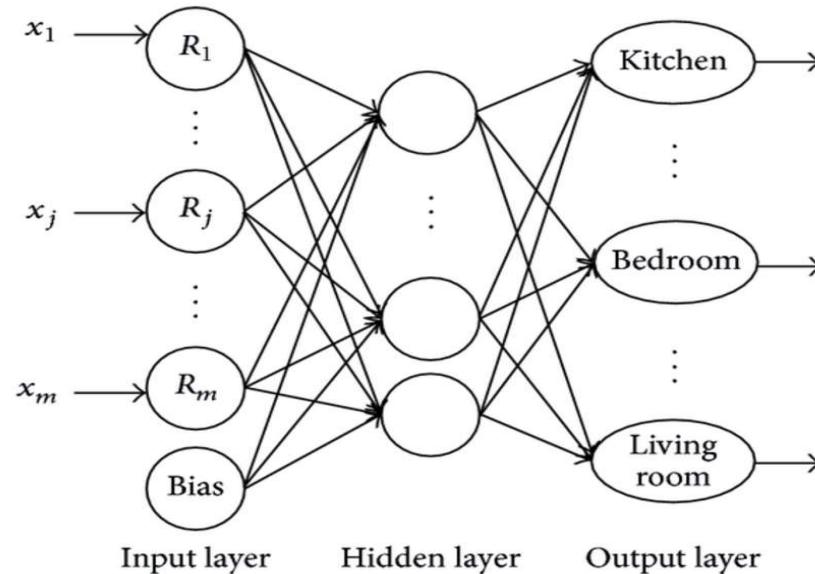
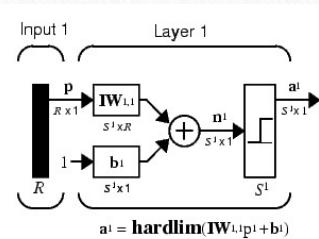
# Introduction

- Perceptron



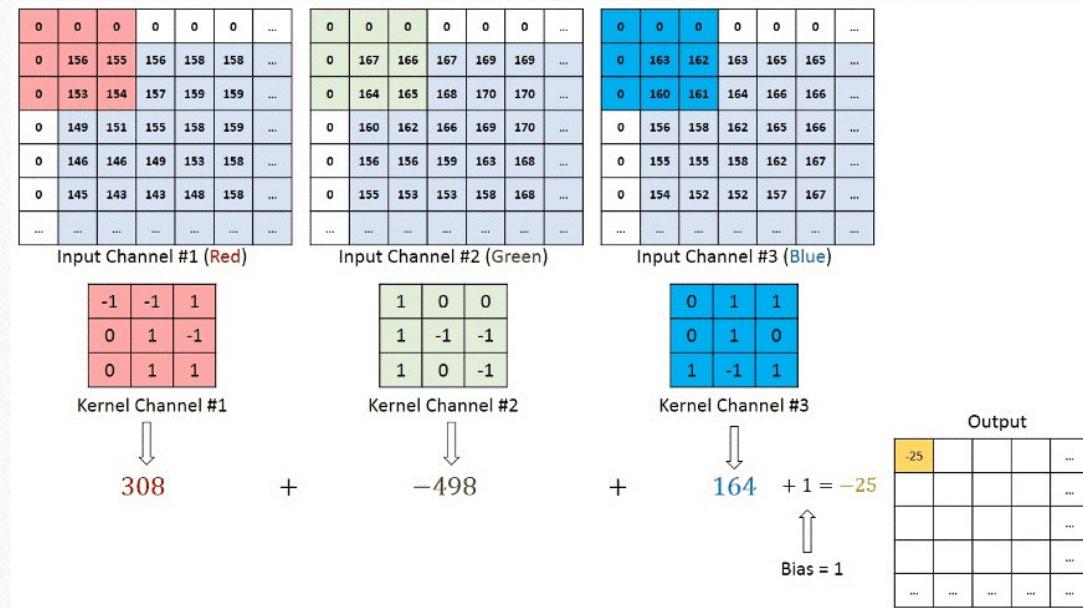
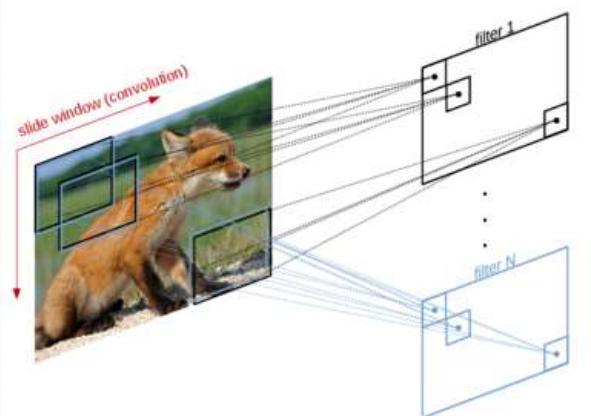
# Introduction (cont.)

- From Perceptron to MLP



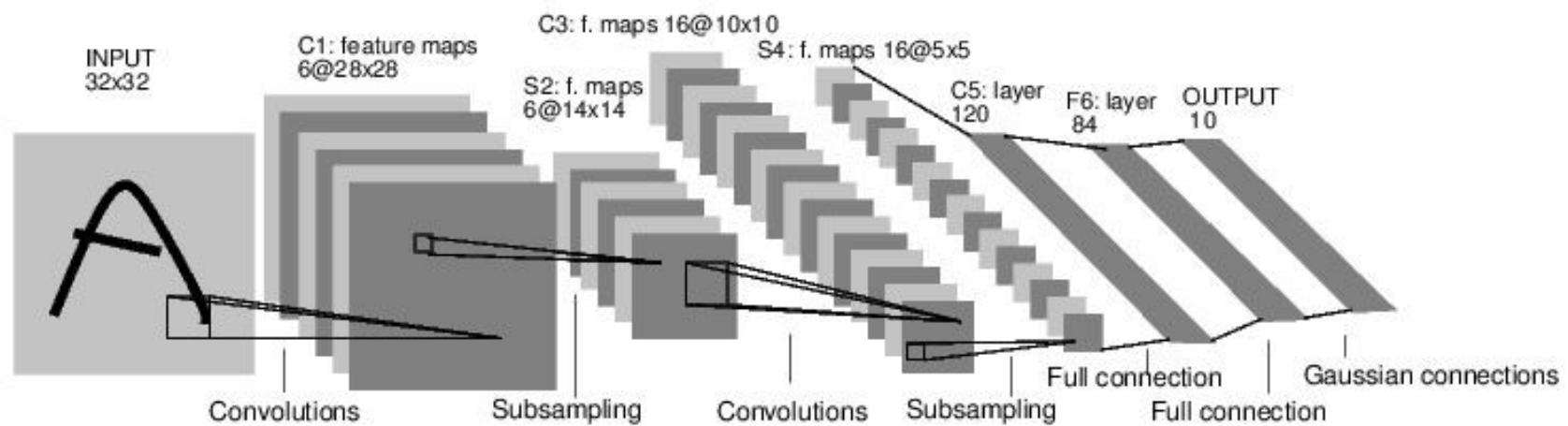
# Introduction (cont.)

- Convolution



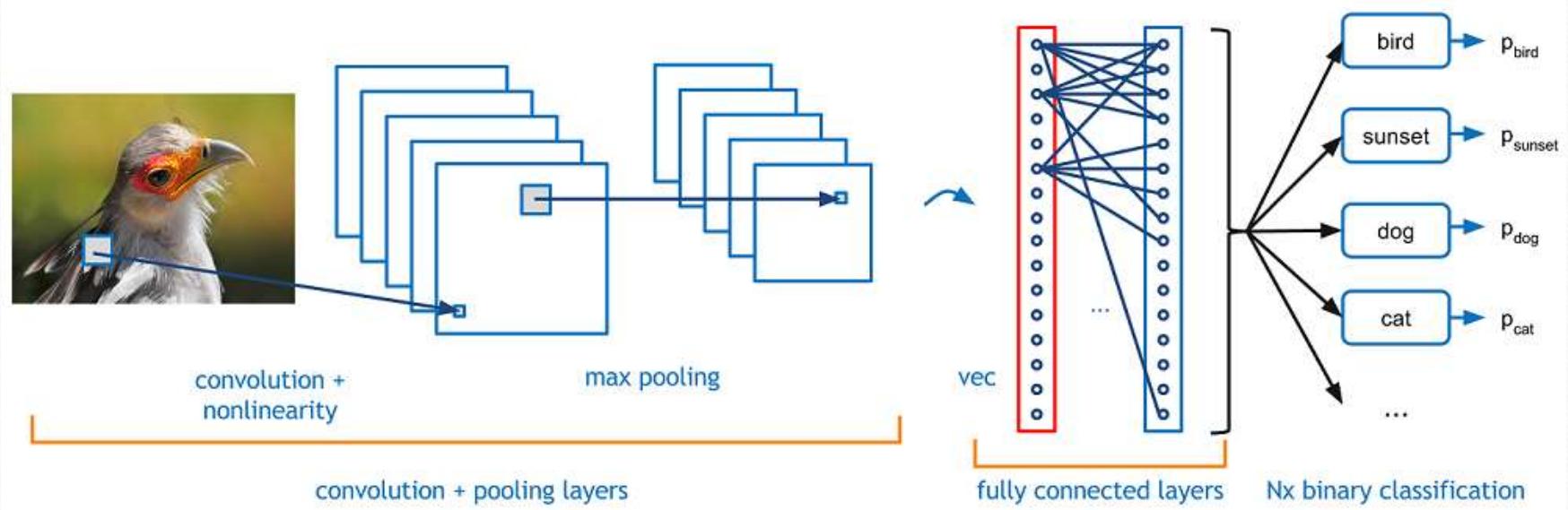
# Introduction (cont.)

- CNN

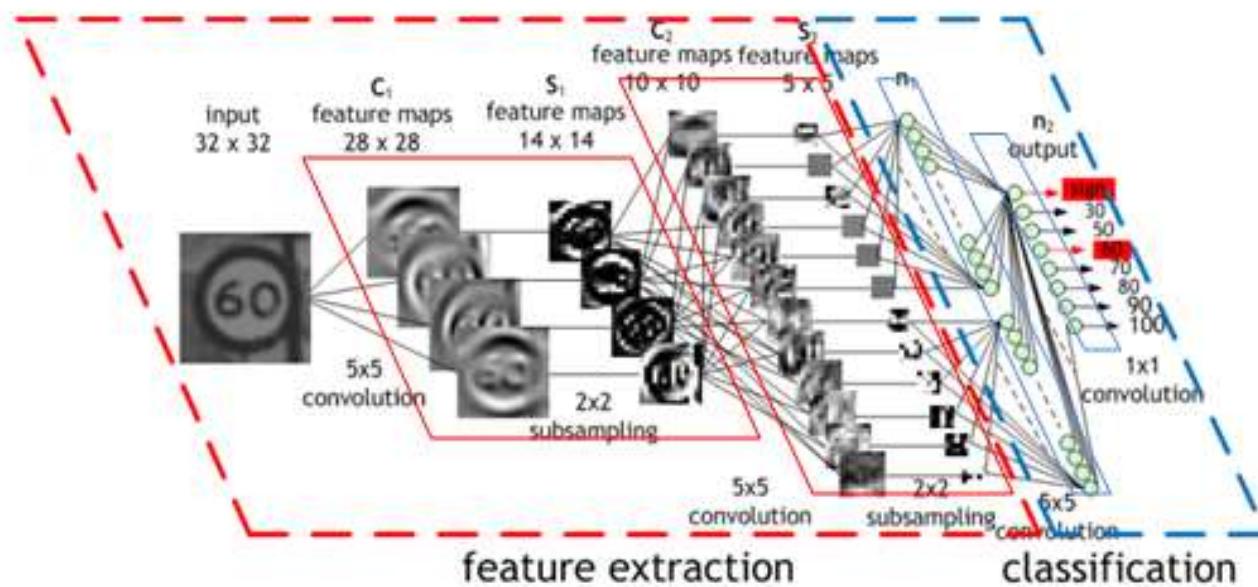


# Introduction (cont.)

- CNN Model

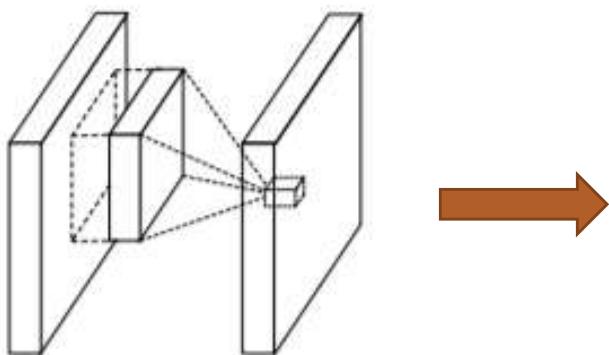


# Introduction (cont.)

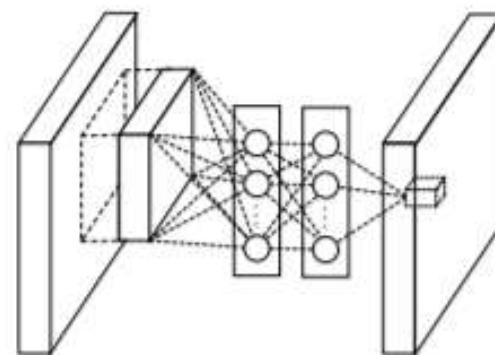


# Network in Network

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(a) Linear convolution layer

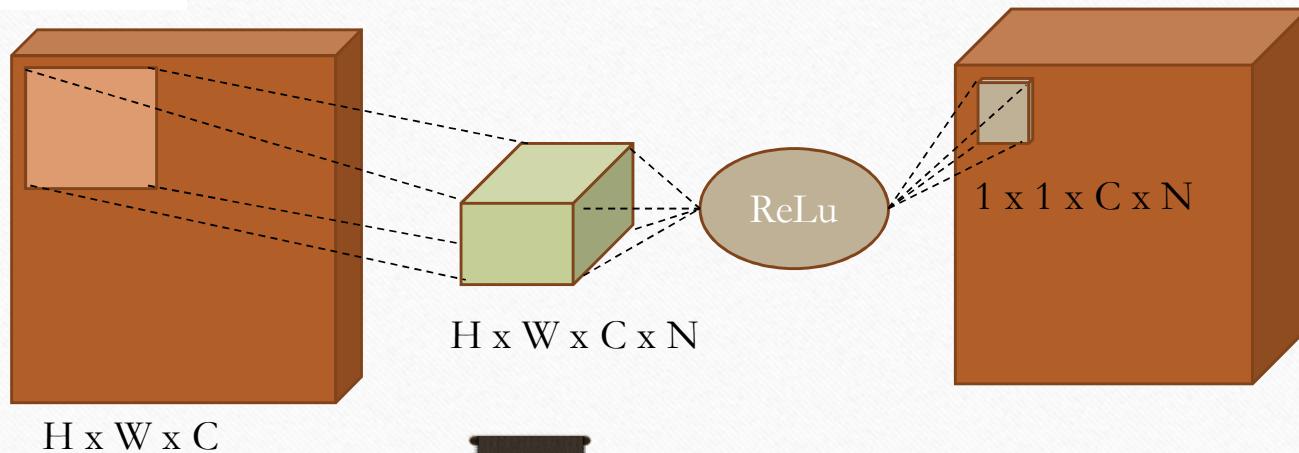


(b) Mlpconv layer

# Network in Network (cont.)

- Mathematical function in Convolution Layer

$$f_{i,j,k} = \max(w_k^T x_{i,j}, 0).$$



# Network in Network (cont.)

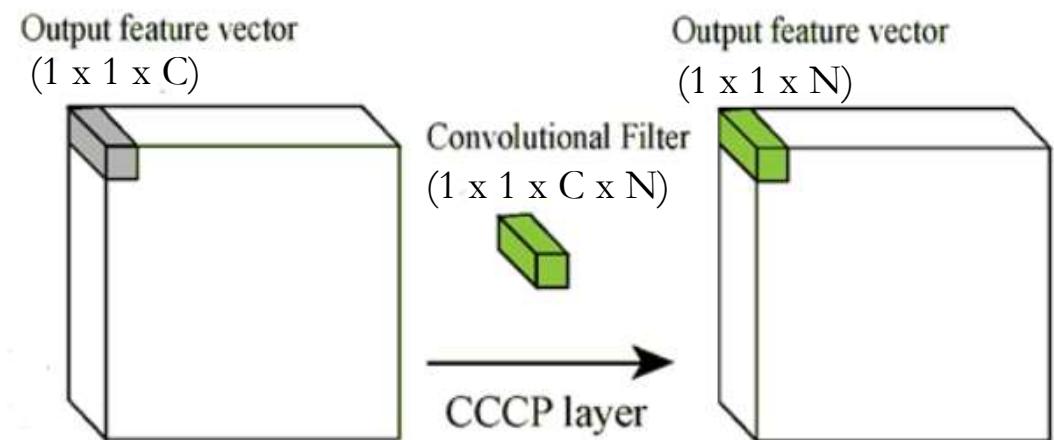
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- Motivation for MLP Convolution Layer
  - Individual linear filters can be learned to detect different variations of a same concept
  - Too many filters for a single concept imposes extra burden on the next layer
    - > Needs to consider all combinations of variations from the previous layer
- Expectation
  - It would be beneficial to do a better abstraction on each local patch, before combining them into higher level concepts

# Network in Network (cont.)

- MLP Convolution Layer

$$\begin{aligned} f_{i,j,k_1}^1 &= \max(w_{k_1}^1{}^T x_{i,j} + b_{k_1}, 0). \\ &\vdots \\ f_{i,j,k_n}^n &= \max(w_{k_n}^n{}^T f_{i,j}^{n-1} + b_{k_n}, 0). \end{aligned}$$

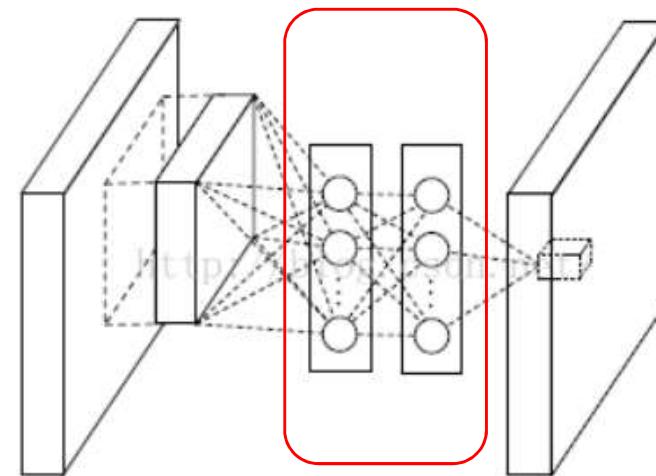


# Network in Network (cont.)

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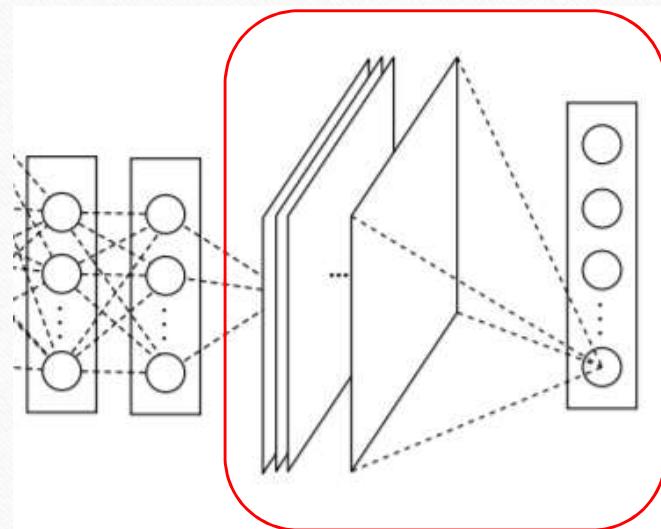
- Cascaded Cross Channel parametric Pooling layer

The cross channel parametric pooling layer  
is also equivalent to a convolution layer  
with 1x1 convolution kernel



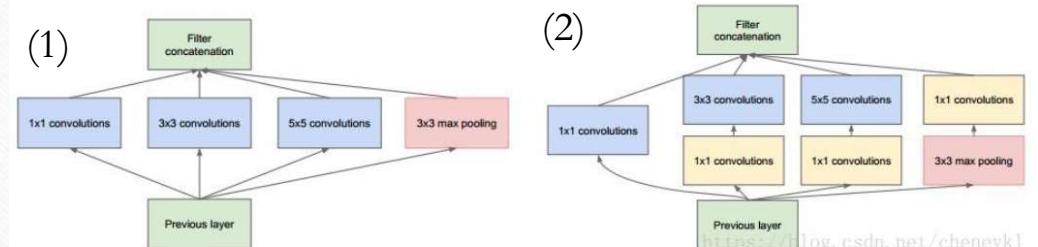
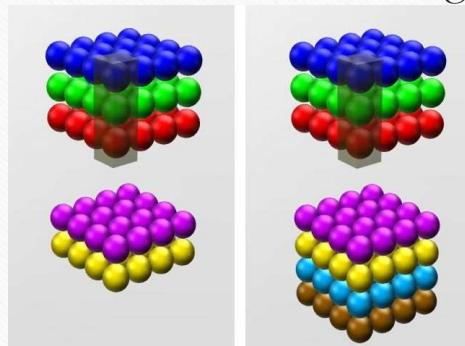
# Network in Network (cont.)

- Global Average Pooling



# Network in Network (cont.)

- Benefits on 1 x 1 kernel
  - Easy to change the dimension of output
  - Low down the counting cost



Cost:

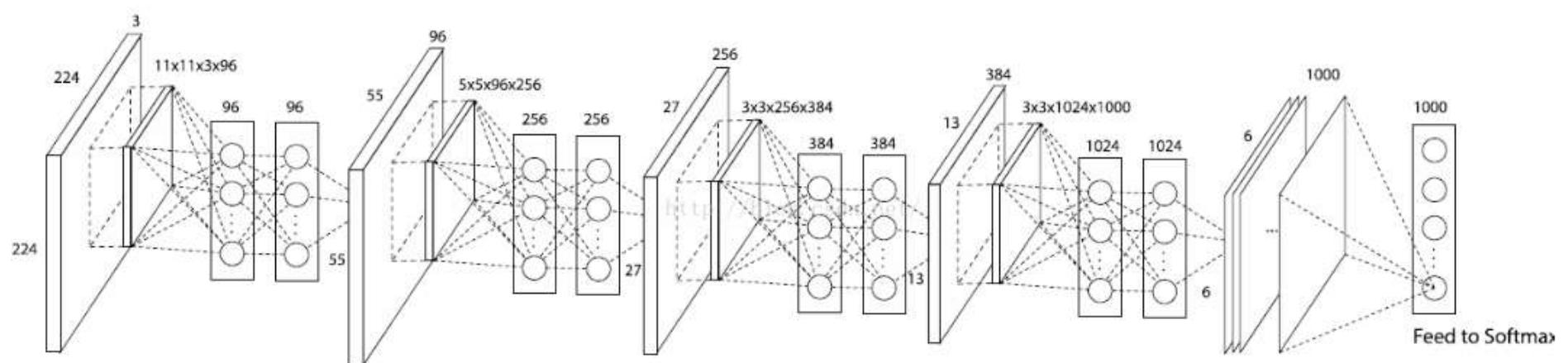
$$(1) \quad 192 \times (1 \times 1 \times 64) + 192 \times (3 \times 3 \times 128) + 192 \times (5 \times 5 \times 32) = 387072$$

$$(2) \quad 192 \times (1 \times 1 \times 64) + (192 \times 1 \times 1 \times 96 + 96 \times 3 \times 3 \times 128) + (192 \times 1 \times 1 \times 16 + 16 \times 5 \times 5 \times 32) = 157184$$

<https://blog.csdn.net/cheneyk1>

# Network in Network (cont.)

- NIN example

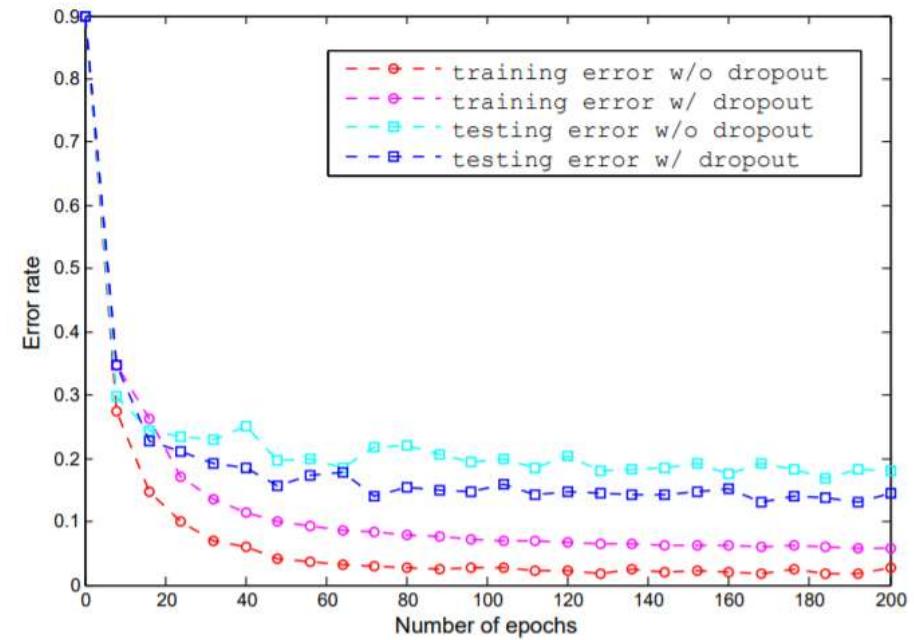


# Experiments

- CIFAR-10

Table 1: Test set error rates for CIFAR-10 of various methods.

Method	Test Error
Stochastic Pooling [11]	15.13%
CNN + Spearmint [14]	14.98%
Conv. maxout + Dropout [8]	11.68%
<b>NIN + Dropout</b>	<b>10.41%</b>
CNN + Spearmint + Data Augmentation [14]	9.50%
Conv. maxout + Dropout + Data Augmentation [8]	9.38%
DropConnect + 12 networks + Data Augmentation [15]	9.32%
<b>NIN + Dropout + Data Augmentation</b>	<b>8.81%</b>



# Experiments (cont.)

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- CIFAR-100

Table 2: Test set error rates for CIFAR-100 of various methods.

Method	Test Error
Learned Pooling [16]	43.71%
Stochastic Pooling [11]	42.51%
Conv. maxout + Dropout [8]	38.57%
Tree based priors [17]	36.85%
<b>NIN + Dropout</b>	<b>35.68%</b>

# Experiments (cont.)

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- SVHN (Street View House Numbers)

Table 3: Test set error rates for SVHN of various methods.

Method	Test Error
Stochastic Pooling [11]	2.80%
Rectifier + Dropout [18]	2.78%
Rectifier + Dropout + Synthetic Translation [18]	2.68%
Conv. maxout + Dropout [8]	2.47%
NIN + Dropout	2.35%
Multi-digit Number Recognition [19]	2.16%
<b>DropConnect [15]</b>	<b>1.94%</b>

# Experiments (cont.)

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- MNIST

Table 4: Test set error rates for MNIST of various methods.

Method	Test Error
2-Layer CNN + 2-Layer NN [11]	0.53%
Stochastic Pooling [11]	0.47%
NIN + Dropout	0.47%
<b>Conv. maxout + Dropout [8]</b>	<b>0.45%</b>

# Experiments (cont.)

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- Global Average Pooling as a Regularizer

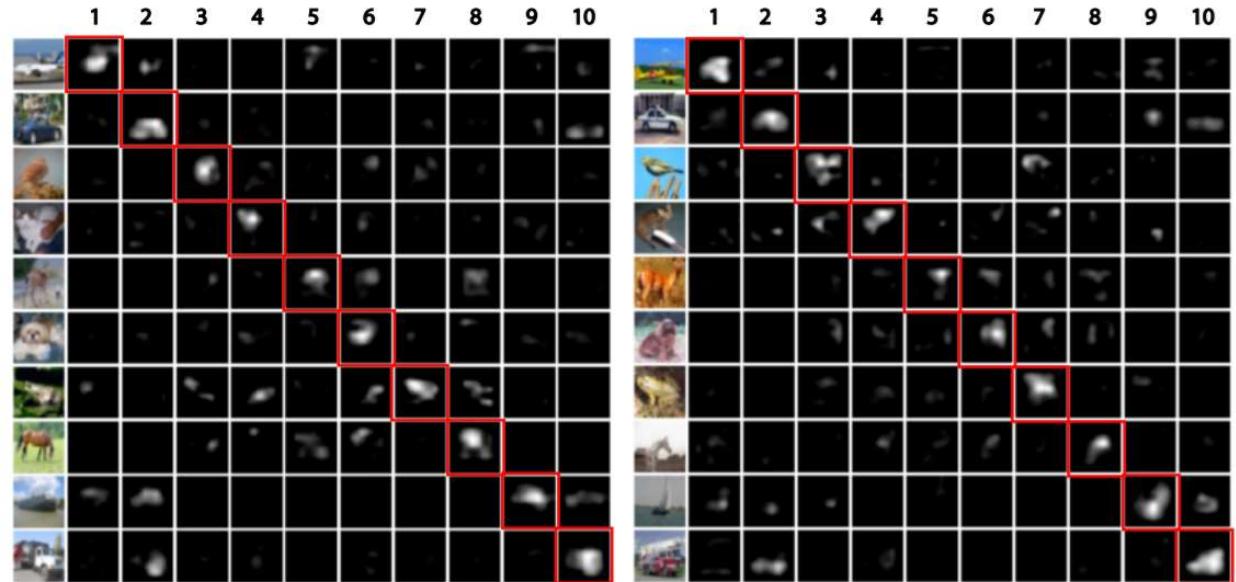
Table 5: Global average pooling compared to fully connected layer.

Method	Testing Error
mlpconv + Fully Connected	11.59%
mlpconv + Fully Connected + Dropout	10.88%
mlpconv + Global Average Pooling	10.41%

# Experiments (cont.)

- Visualization of NIN

Figure 4: Visualization of the feature maps from the last mlpconv layer. Only top 10% activations in the feature maps are shown. The categories corresponding to the feature maps are: 1. airplane, 2. automobile, 3. bird, 4. cat, 5. deer, 6. dog, 7. frog, 8. horse, 9. ship, 10. truck. Feature maps corresponding to the ground truth of the input images are highlighted. The left panel and right panel are just different exemplars.



# Conclusions

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- New structure : NIN
  - Use multilayer perceptrons to convolve the input and a global average pooling layer as a replacement for the fully connected layers in conventional CNN
- Function contributes
  - MLPconv layers model
    - 1) make the local patches better
  - Global average pooling
    - 1) acts as a structural regularizer
    - 2) prevents overfitting globally

# Q & A

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**Thanks for your**

**Attention**

[meme-arsenal.ru](http://meme-arsenal.ru)