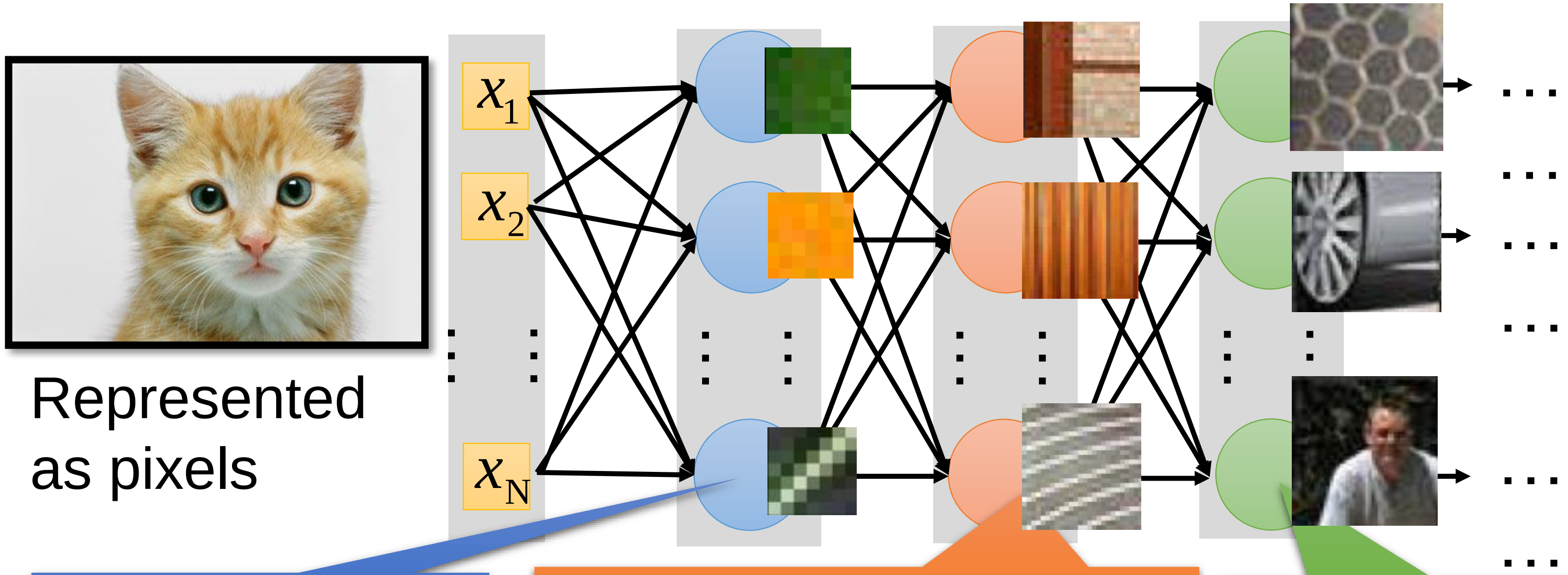
Deep learning
-- Convolutional Neural Network (CNN)

Junjie Cao @ DLUT

Spring 2018

Why CNN for Image?

[Zeiler, M. D., *ECCV 2014*]



The most basic classifiers

Use 1st layer as module to build classifiers

Use 2nd layer as module ……

Can the network be simplified by considering the properties of images?

Why CNN for Image

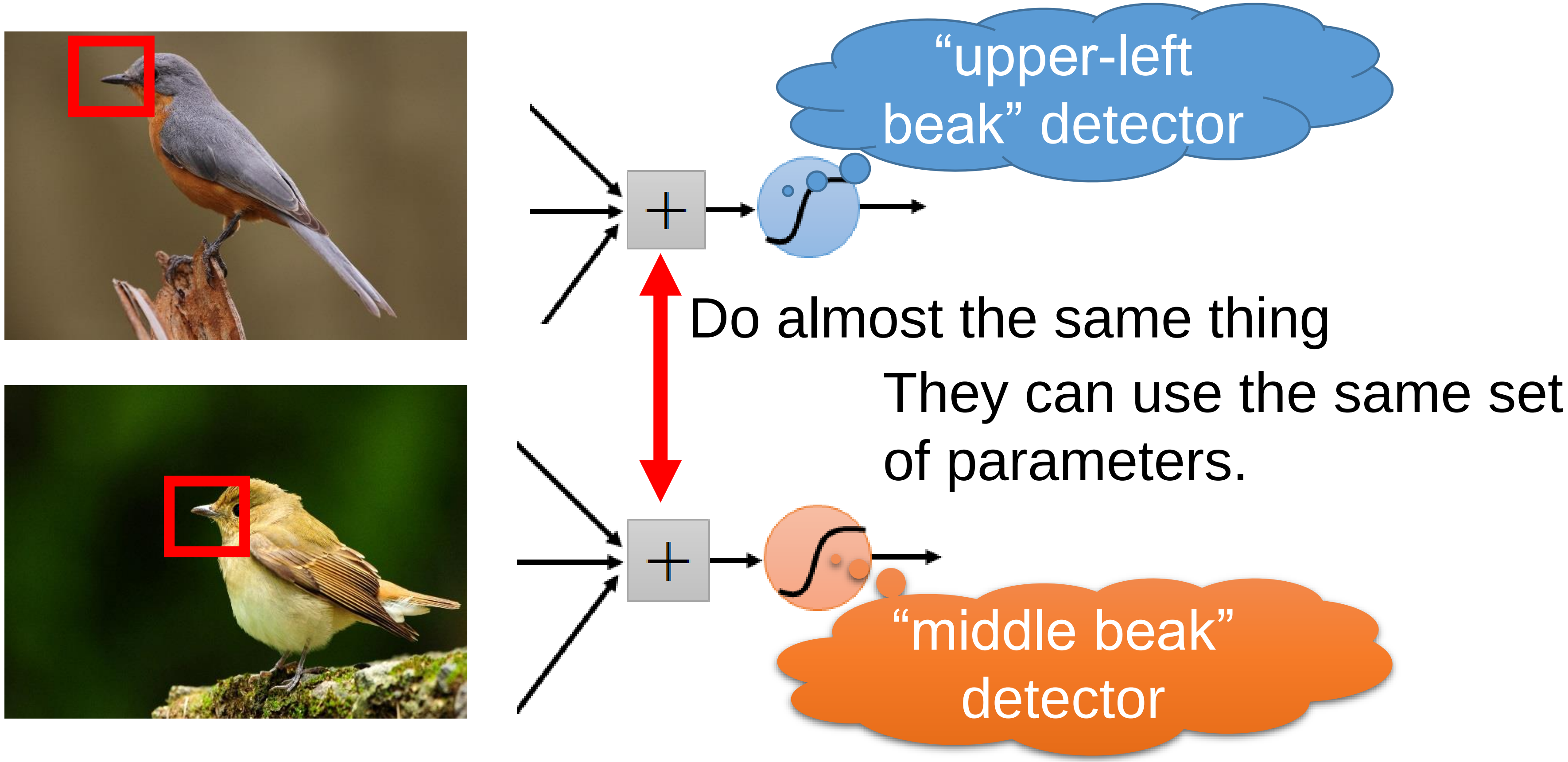
- Some patterns are much smaller than the whole image

A neuron does not have to see the whole image to discover the pattern.

Connecting to small region with less parameters

Why CNN for Image

- The same patterns appear in different regions.



Why CNN for Image

- Subsampling the pixels will not change the object

bird

subsampling

bird

We can subsample the pixels to make image smaller

Less parameters for the network to process the image

Three Steps for Deep Learning

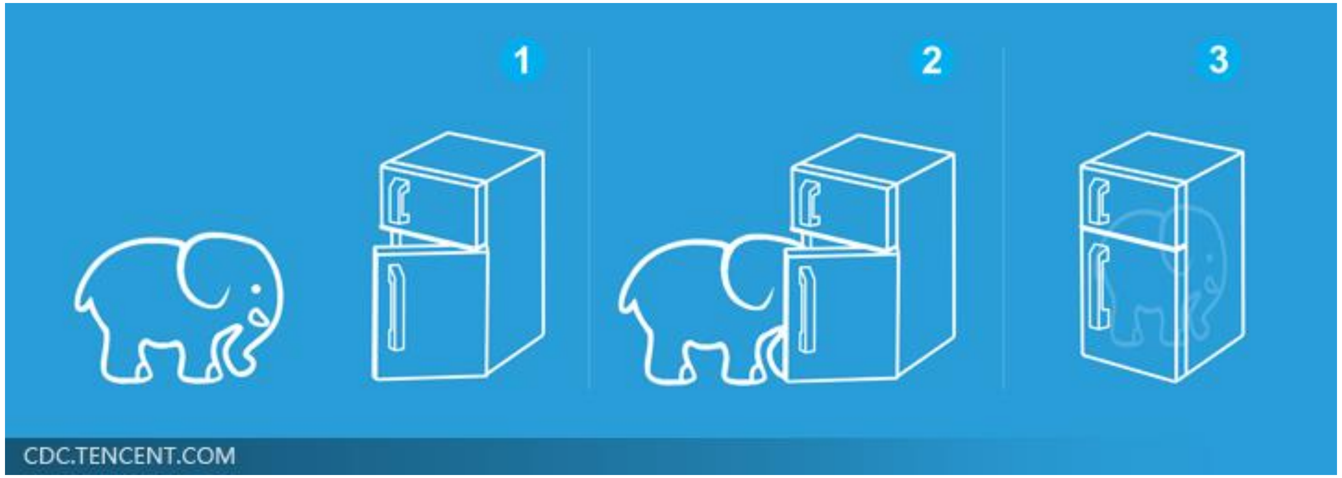
Step 1: define a

Convolutional Neural Network

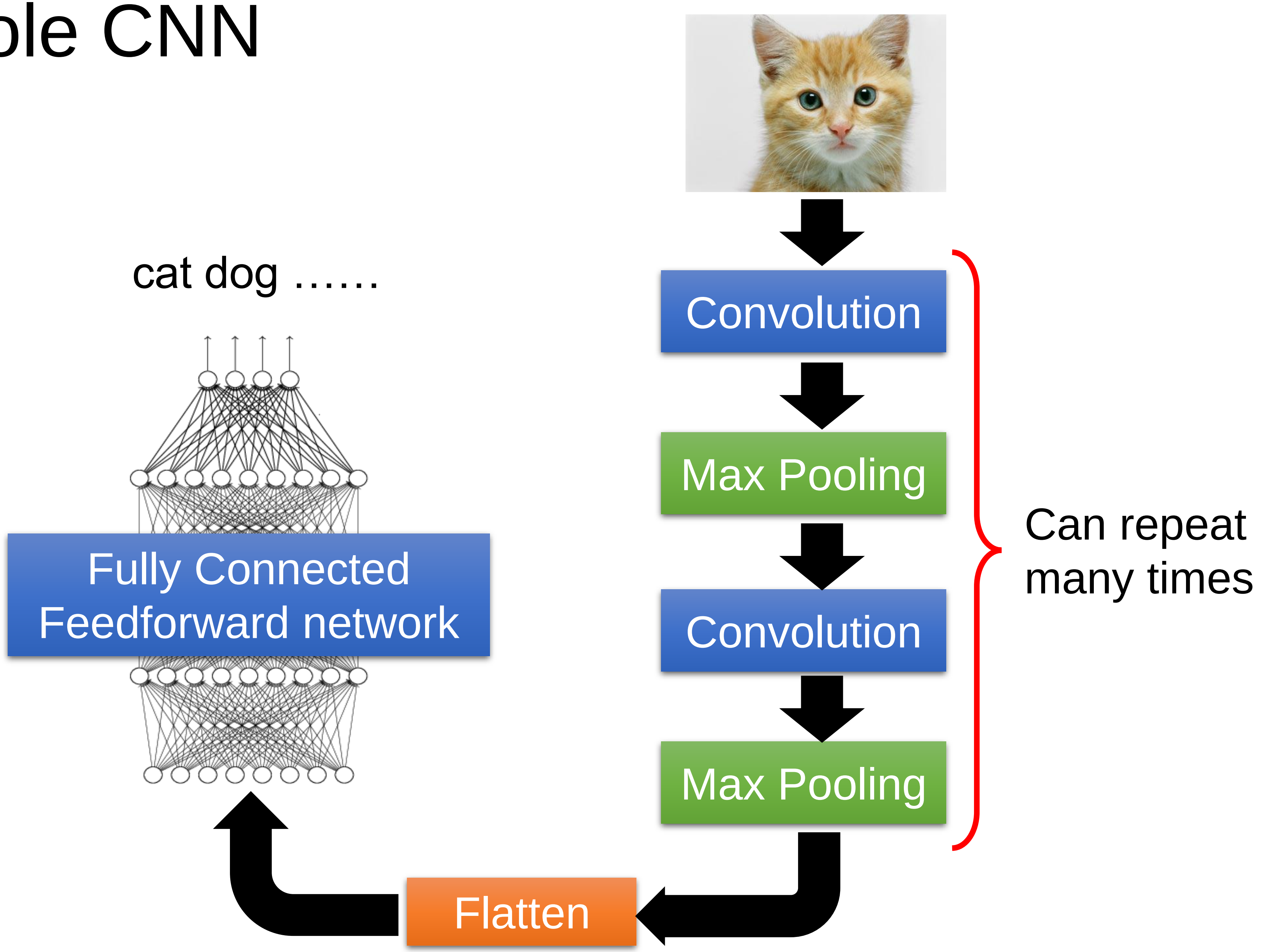
Step 2: goodness of function

Step 3: pick the best function

Deep Learning is so simple ……



The whole CNN



The whole CNN

Convolution

Max Pooling

Convolution

Max Pooling

Can repeat many times

Flatten

Property 1

- Some patterns are much smaller than the whole image

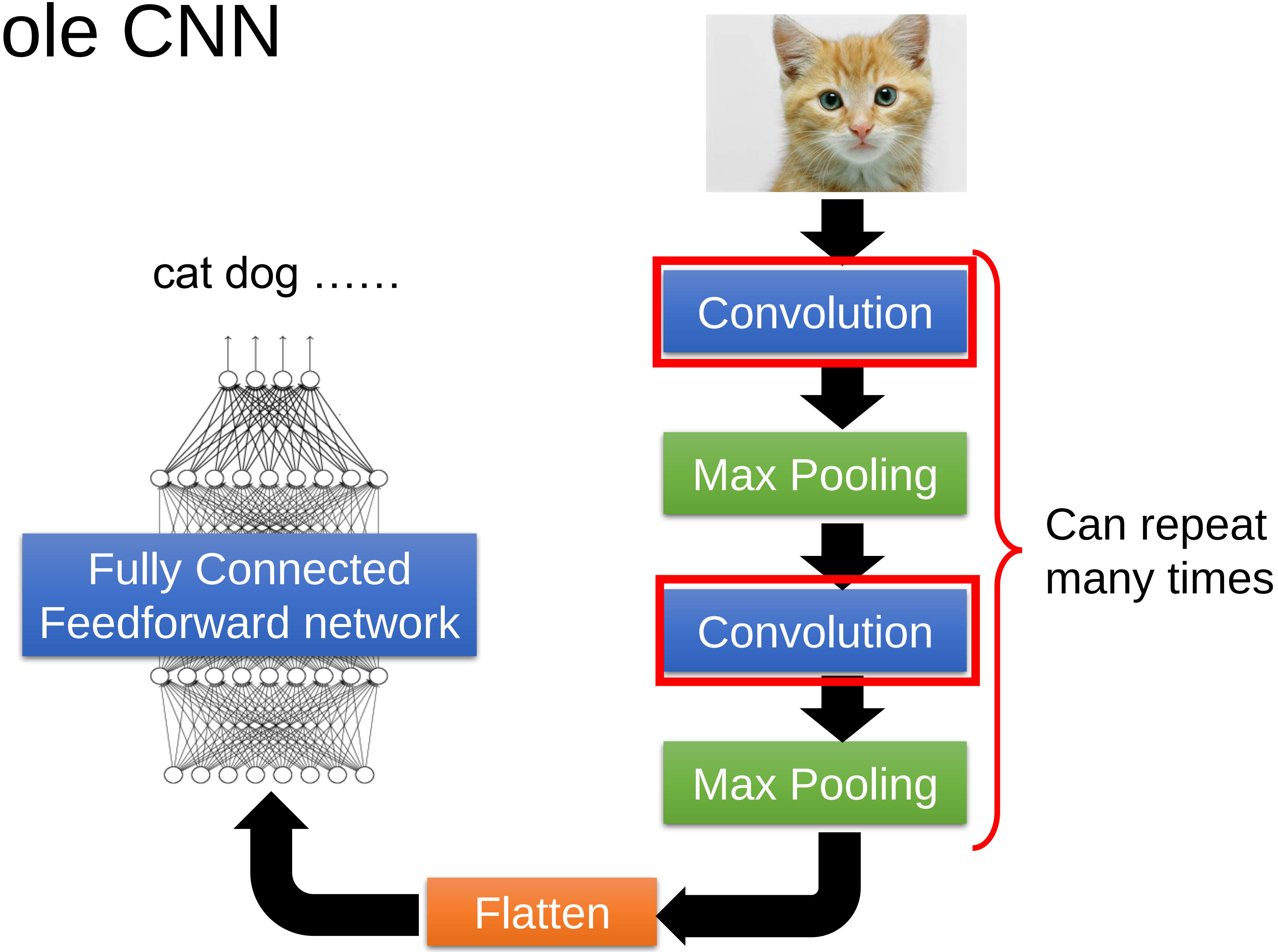
Property 2

- The same patterns appear in different regions.

Property 3

- Subsampling the pixels will not change the object

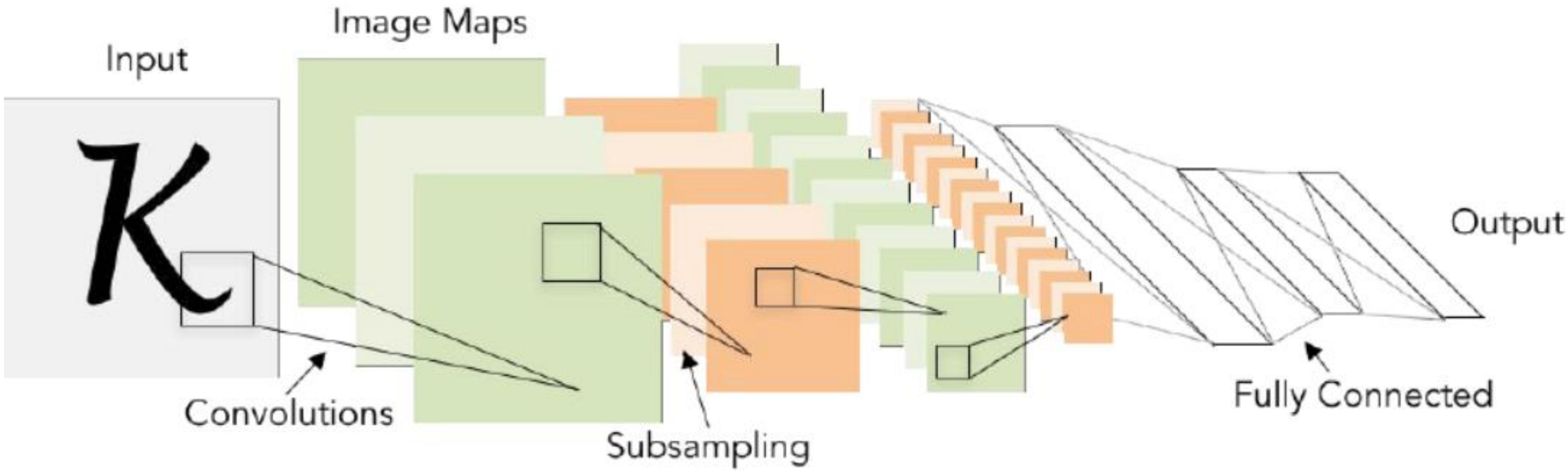
The whole CNN



A bit of history: LeNet-5

- **Gradient-based learning applied to document recognition**

[LeCun, Bottou, Bengio, Haffner 1998]



A bit of history: AlexNet

- **ImageNet Classification with Deep Convolutional Neural Networks**

[Krizhevsky, Sutskever, Hinton, 2012]

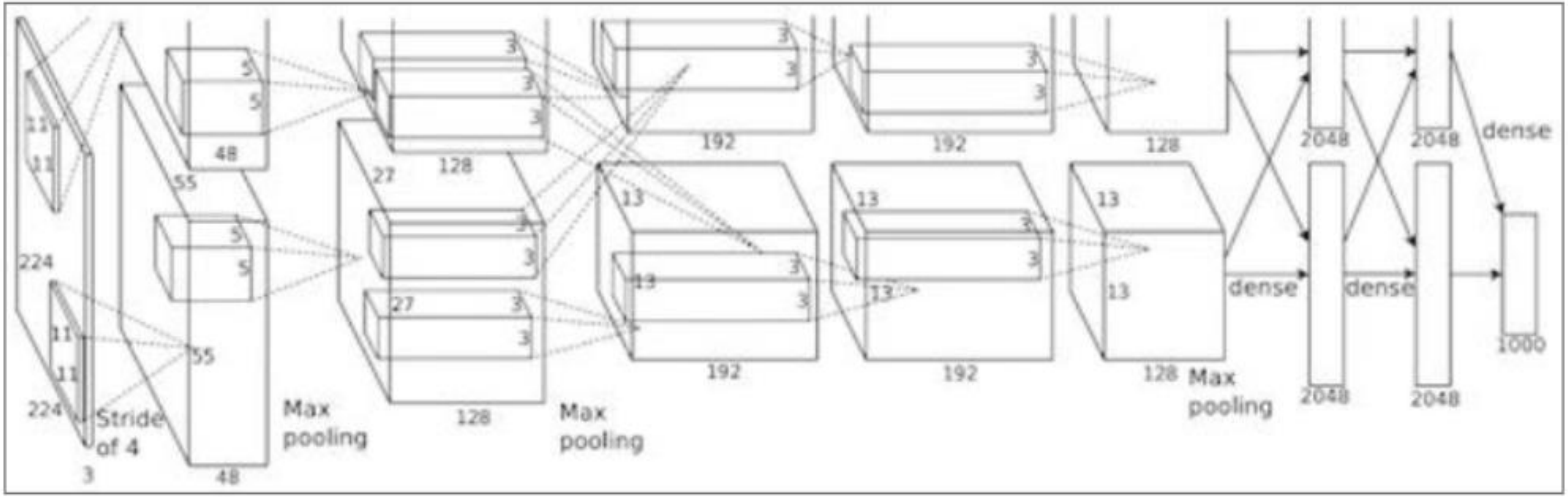
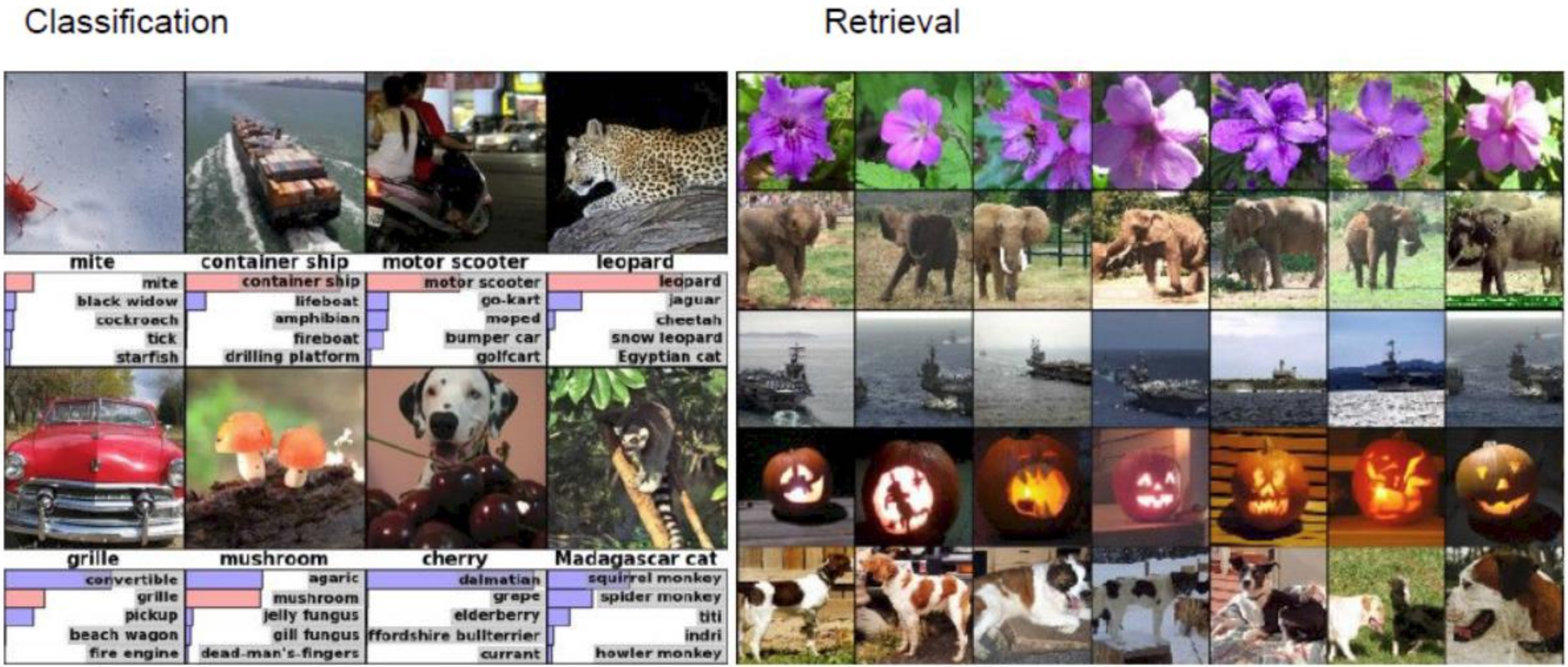


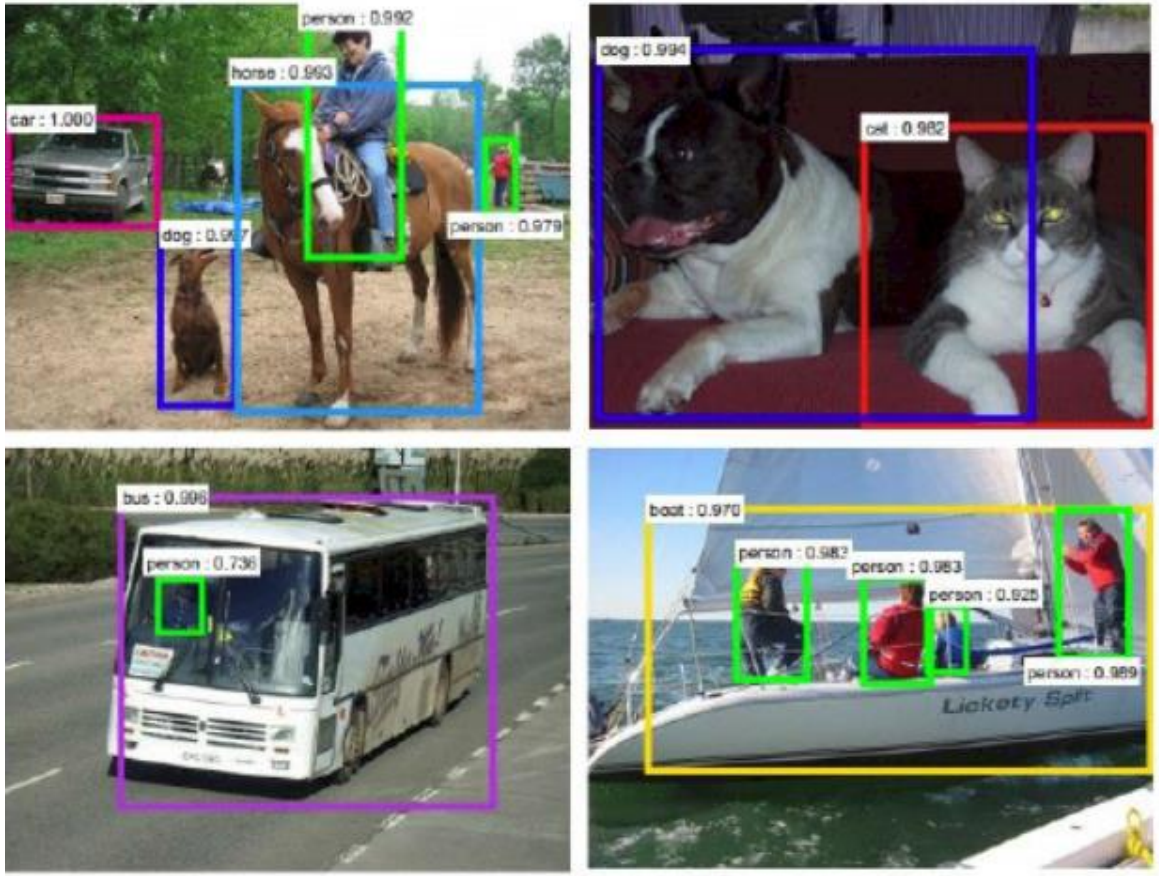
Figure copyright Alex Krizhevsky, Ilya Sutskever, and Geoffrey Hinton, 2012. Reproduced with permission.

Fast-forward to today: ConvNets are everywhere



Fast-forward to today: ConvNets are everywhere

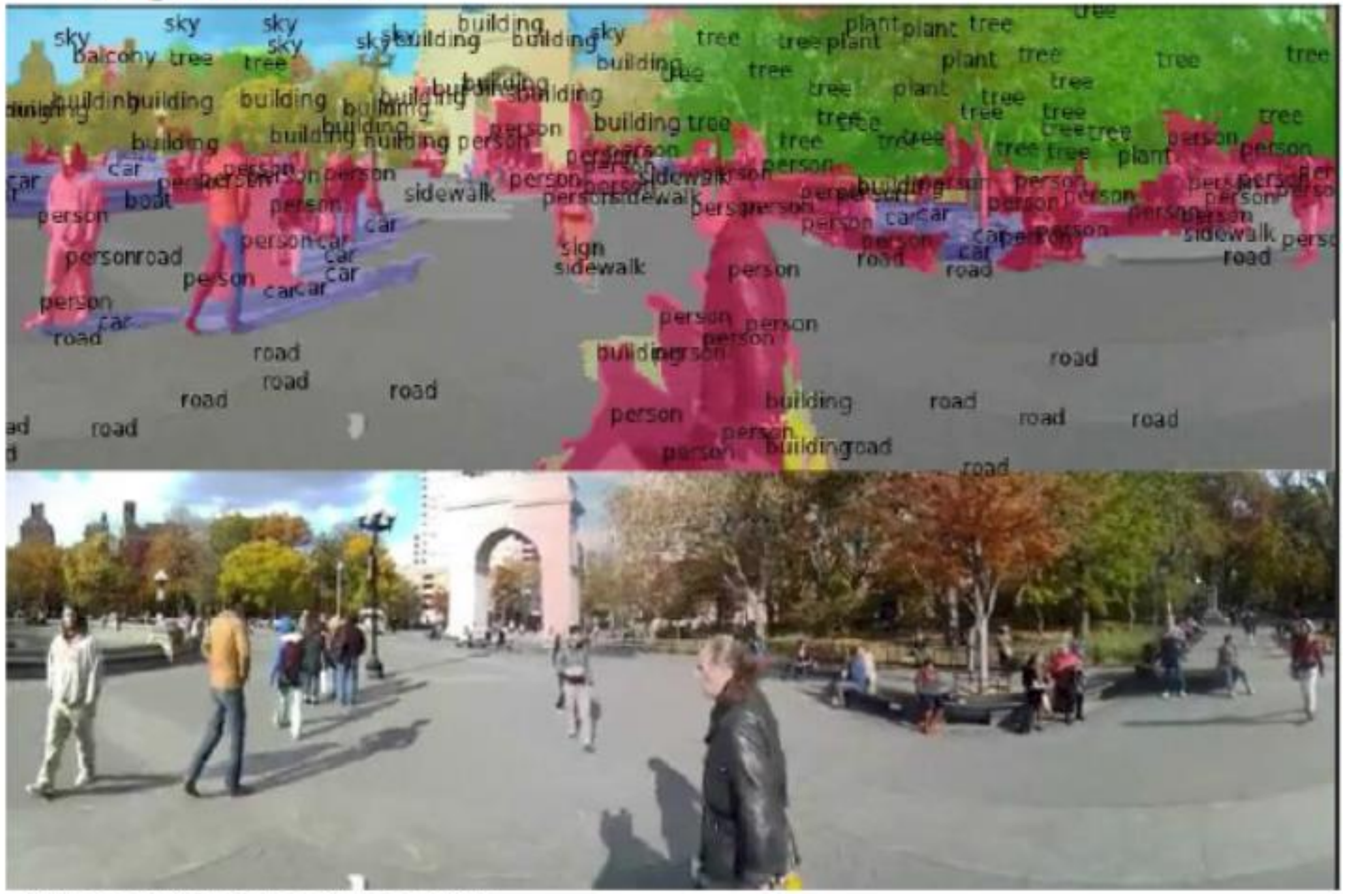
Detection



Figures copyright Shaoqing Ren, Kaiming He, Ross Girschick, Jian Sun, 2015. Reproduced with permission.

[Faster R-CNN: Ren, He, Girshick, Sun 2015]

Segmentation



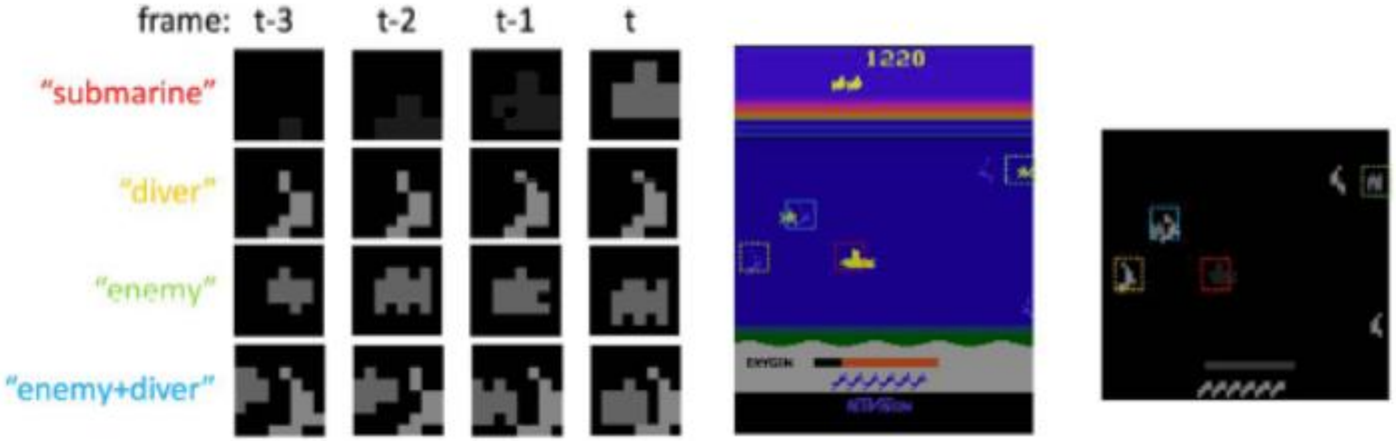
Figures copyright Clement Farabet, 2012. Reproduced with permission.

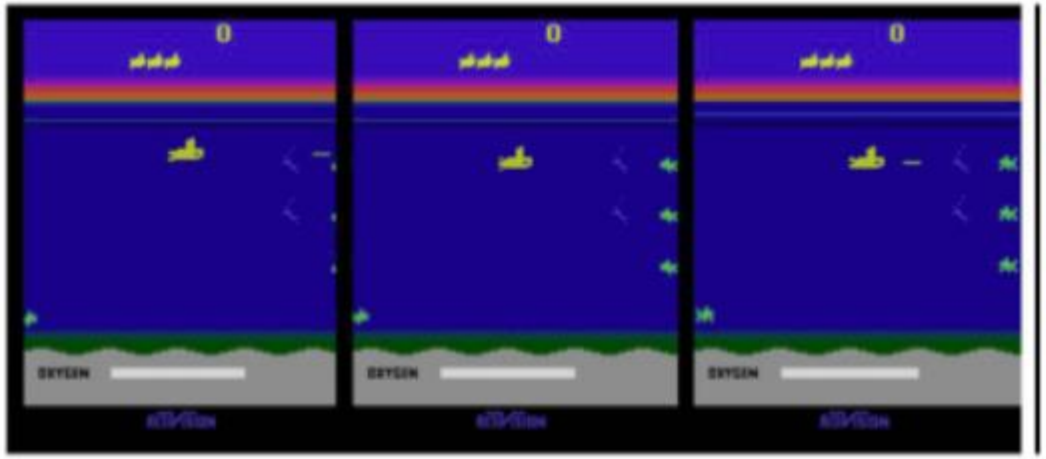
[Farabet et al., 2012]

Fast-forward to today: ConvNets are everywhere

Images are examples of pose estimation, not actually from Toshev & Szegedy 2014. Copyright Lane McIntosh.

[Toshev, Szegedy 2014]





[Guo et al. 2014]

Figures copyright Xiaoxiao Guo, Satinder Singh, Honglak Lee, Richard Lewis, and Xiaoshi Wang, 2014. Reproduced with permission.

Fast-forward to today: ConvNets are everywhere

No errors | Minor errors | Somewhat related

A white teddy bear sitting in the grass

A man in a baseball uniform throwing a ball

A woman is holding a cat in her hand

A man riding a wave on top of a surfboard

A cat sitting on a suitcase on the floor

A woman standing on a beach holding a surfboard

Image Captioning

[Vinyals et al., 2015]
[Karpathy and Fei-Fei, 2015]

Captions generated by Justin Johnson using Neuraltalk2

CNN – Convolution

Those are the network parameters to be learned.

1	0	0	0	0	1
0	1	0	0	1	0
0	0	1	1	0	0
1	0	0	0	1	0
0	1	0	0	1	0
0	0	1	0	1	0

6 x 6 image

1	-1	-1
-1	1	-1
-1	-1	1

Filter 1

Matrix

-1	1	-1
-1	1	-1
-1	1	-1

Filter 2

Matrix

⋮ ⋮

Property 1

Each filter detects a small pattern (3 x 3).

CNN – Convolution

1	-1	-1
-1	1	-1
-1	-1	1

Filter 1

stride=1

1	0	0	0	0	1
0	1	0	0	1	0
0	0	1	1	0	0
1	0	0	0	1	0
0	1	0	0	1	0
0	0	1	0	1	0

6 x 6 image

3 -1

CNN – Convolution

1	-1	-1
-1	1	-1
-1	-1	1

Filter 1

If stride=2

1	0	0	0	0	1
0	1	0	0	1	0
0	0	1	1	0	0
1	0	0	0	1	0
0	1	0	0	1	0
0	0	1	0	1	0

6 x 6 image

3 -3

We set stride=1 below

CNN – Convolution

1	-1	-1
-1	1	-1
-1	-1	1

Filter 1

stride=1

1	0	0	0	0	1
0	1	0	0	1	0
0	0	1	1	0	0
1	0	0	0	1	0
0	1	0	0	1	0
0	0	1	0	1	0

6 x 6 image

3	-1	-3	-1
-3	1	0	-3
-3	-3	0	1
3	-2	-2	-1

Property 2

CNN – Convolution

-1	1	-1
-1	1	-1
-1	1	-1

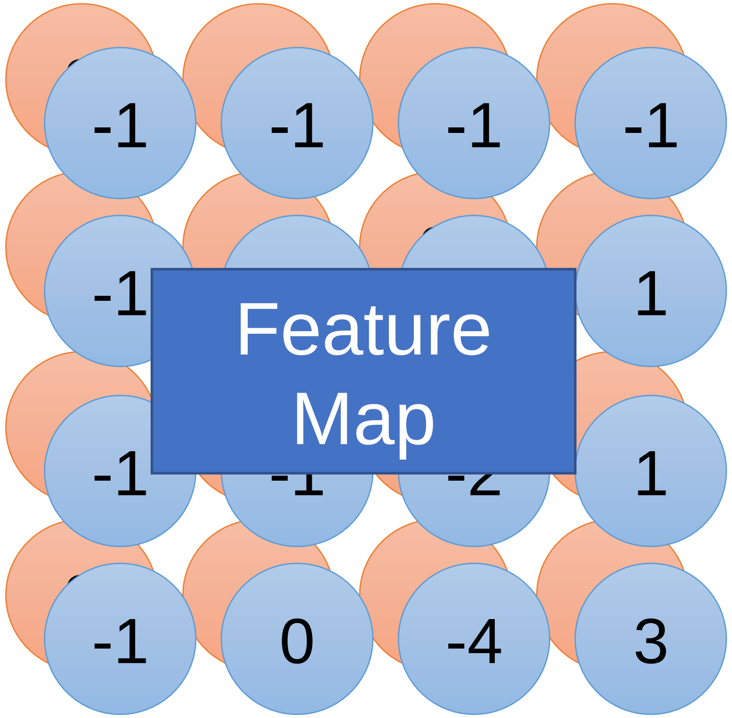
Filter 2

stride=1

1	0	0	0	0	1
0	1	0	0	1	0
0	0	1	1	0	0
1	0	0	0	1	0
0	1	0	0	1	0
0	0	1	0	1	0

6 x 6 image

Do the same process for every filter



4 x 4 image

CNN – Zero Padding

1	-1	-1
-1	1	-1
-1	-1	1

Filter 1

1	0	0	0	0	1
0	1	0	0	1	0
0	0	1	1	0	0
1	0	0	0	1	0
0	1	0	0	1	0
0	0	1	0	1	0

6 x 6 image

You will get another 6 x 6 images in this way

Zero padding

CNN – Colorful image

- 2d convolution => 3d convolution

Filter 1

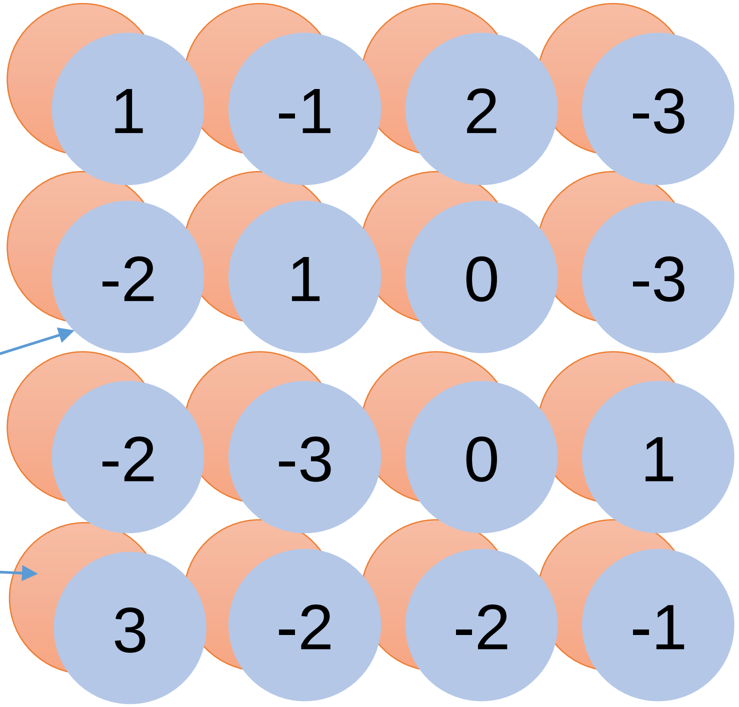
0	0	-1
-1	1	-1
-1	-1	1

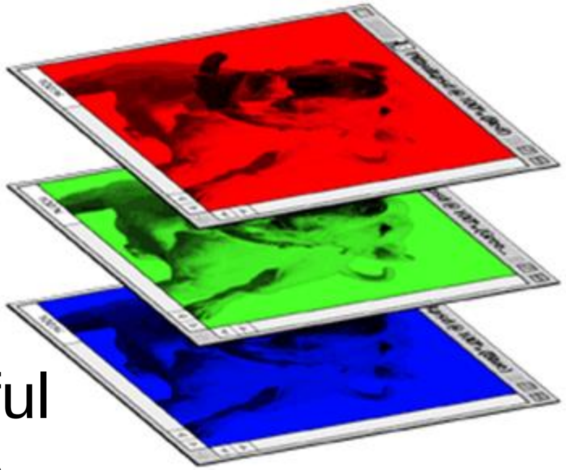
1	-1	-1
0	0	-1
-1	-1	1

1	-1	-1
3	1	-1
2	0	0

Filter 2

-1	1	-1
-1	1	-1
-1	1	-1





Colorful image

1	0	0	0	0	1
0	1	0	0	1	0
0	0	1	1	0	0
1	0	0	0	1	0
0	1	0	0	1	0
0	0	1	0	1	0

Examples time:

- **Input volume: 32x32x3**
- **10 5x5 filters with stride 1, pad 2**

- Output volume size: ?

(32+2*2-5)/1+1 = 32 spatially, so

32x32x10

Examples time:

- **Input volume: 32x32x3**
- **10 5x5 filters with stride 1, pad 2**

- **Number of parameters in this layer?**

each filter has 5*5*3 + 1 = 76 params (+1 for bias)

=> 76*10 = 760

Summary. To summarize, the Conv Layer:

- Accepts a volume of size $W_1 \times H_1 \times D_1$
- Requires four hyperparameters:
  - Number of filters K,
  - their spatial extent F,
  - the stride S,
  - the amount of zero padding P.
- Produces a volume of size $W_2 \times H_2 \times D_2$ where:
  - $W_2 = (W_1 - F + 2P)/S + 1$
  - $H_2 = (H_1 - F + 2P)/S + 1$ (i.e. width and height are computed equally by symmetry)
  - $D_2 = K$
- With parameter sharing, it introduces $F \cdot F \cdot D_1$ weights per filter, for a total of $(F \cdot F \cdot D_1) \cdot K$ weights and K biases.
- In the output volume, the d-th depth slice (of size $W_2 \times H_2$) is the result of performing a valid convolution of the d-th filter over the input volume with a stride of S, and then offset by d-th bias.

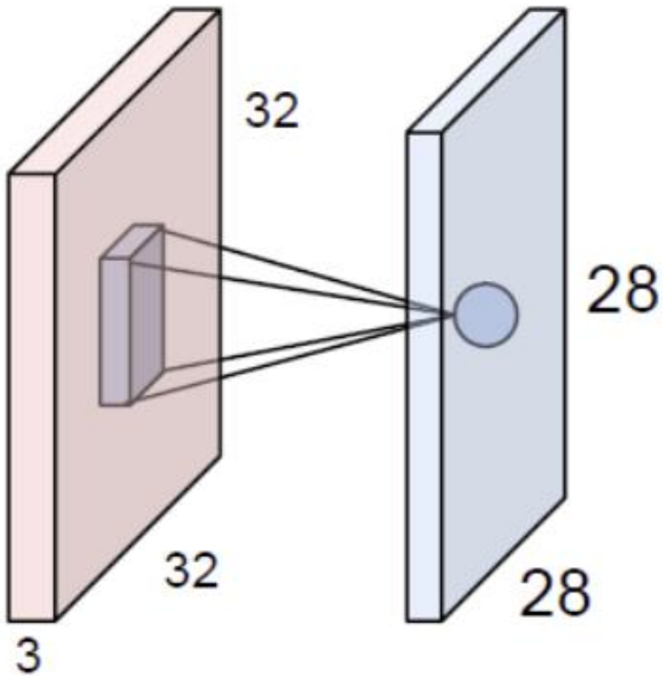
Common settings:

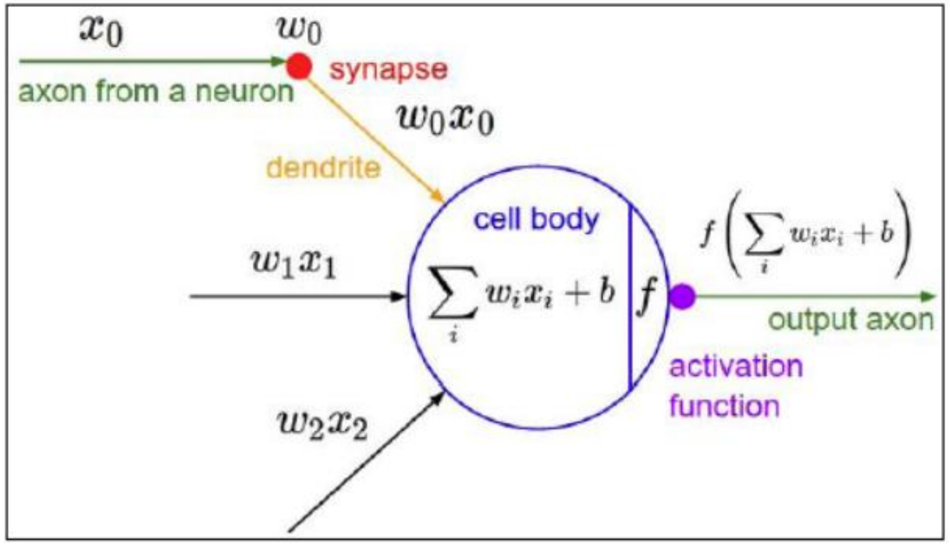
K = (powers of 2, e.g. 32, 64, 128, 512)

- F = 3, S = 1, P = 1
- F = 5, S = 1, P = 2
- F = 5, S = 2, P = ? (whatever fits)
- F = 1, S = 1, P = 0

(btw, 1x1 convolution layers make perfect sense)

The brain/neuron view of CONV Layer





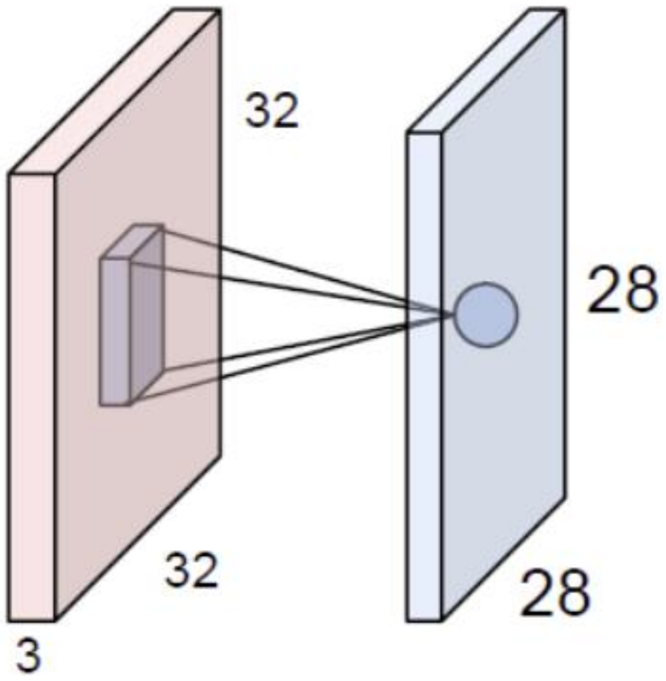
It’s just a neuron with local connectivity...

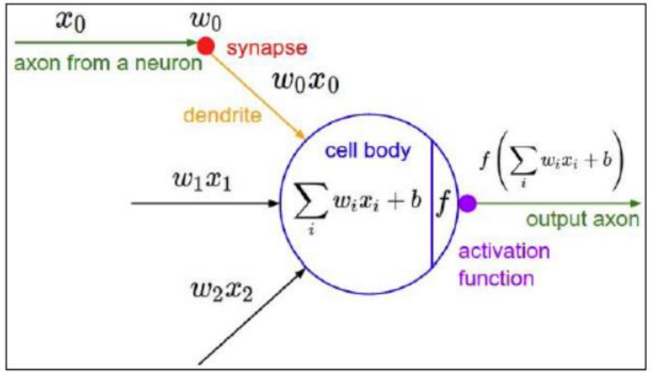
1 number:

a dot product between the filter and this part of the image

(i.e. 5*5*3 = 75-dimensional dot product)

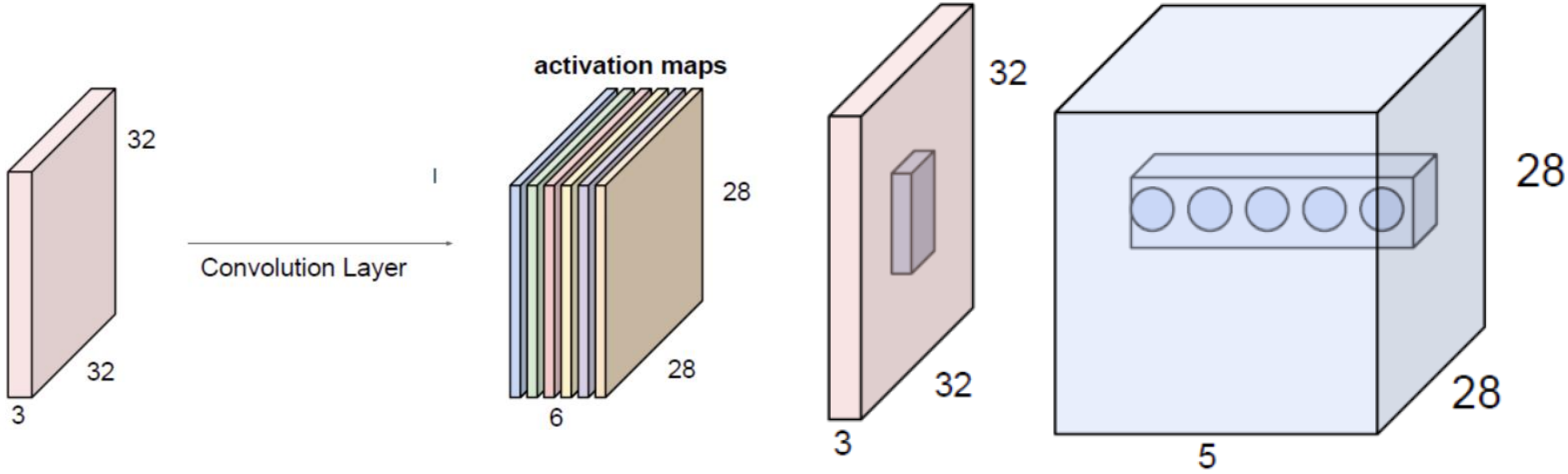
The brain/neuron view of CONV Layer





- An activation map is a 28x28 sheet of neuron outputs:
  1. Each is connected to a small region in the input
  2. All of them share parameters
- “5x5 filter” -> “5x5 receptive field for each neuron”

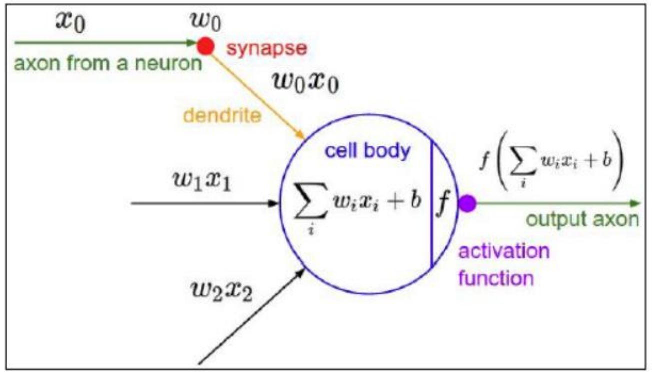
The brain/neuron view of CONV Layer

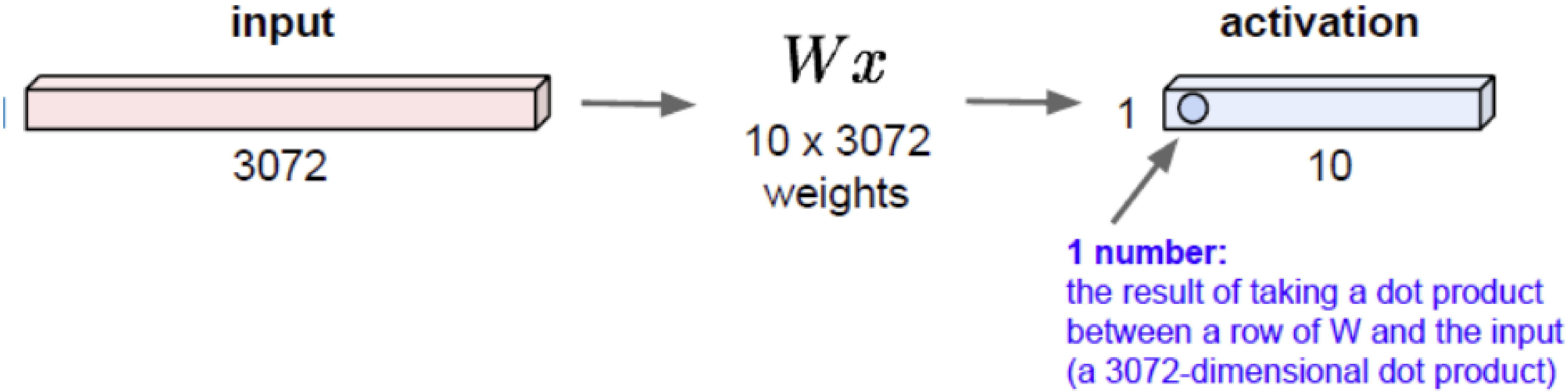


- **E.g. with 5 filters,**
- **CONV layer consists of neurons arranged in a 3D grid (28x28x5)**
- **There will be 5 different neurons all looking at the same region in the input volume**

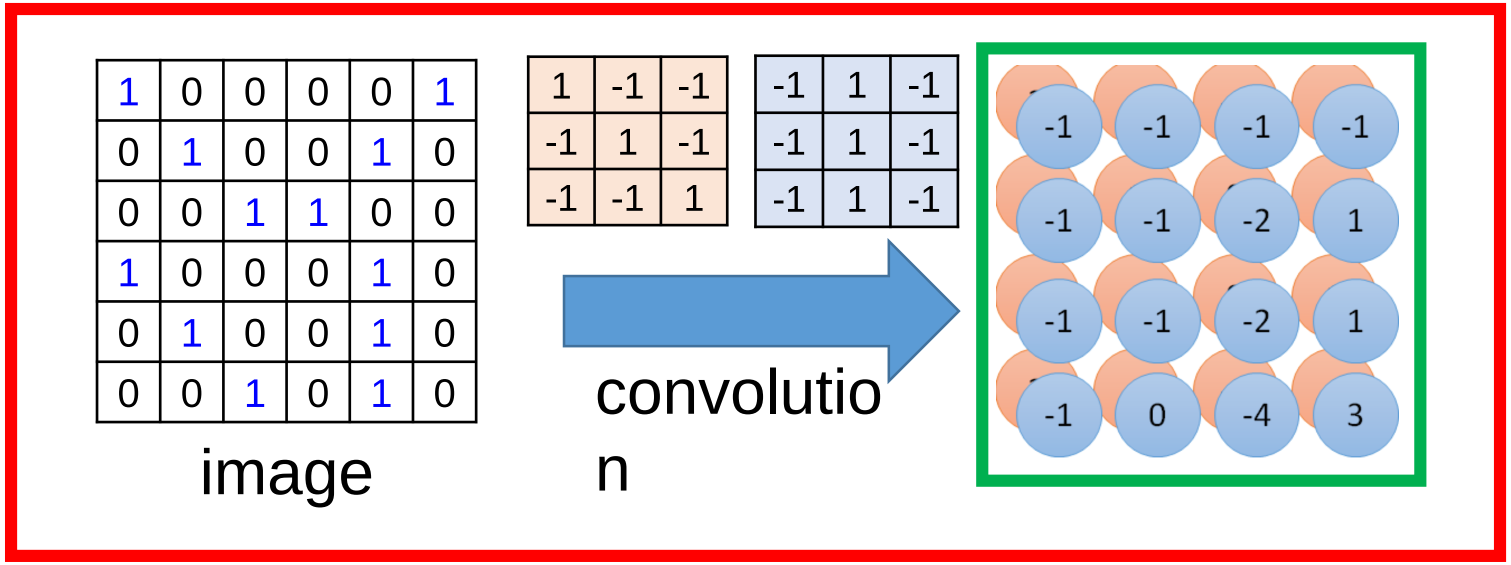
Reminder: Fully Connected Layer

- 32x32x3 image -> stretch to 3072 x 1
- **Each neuron looks at the full input volume**

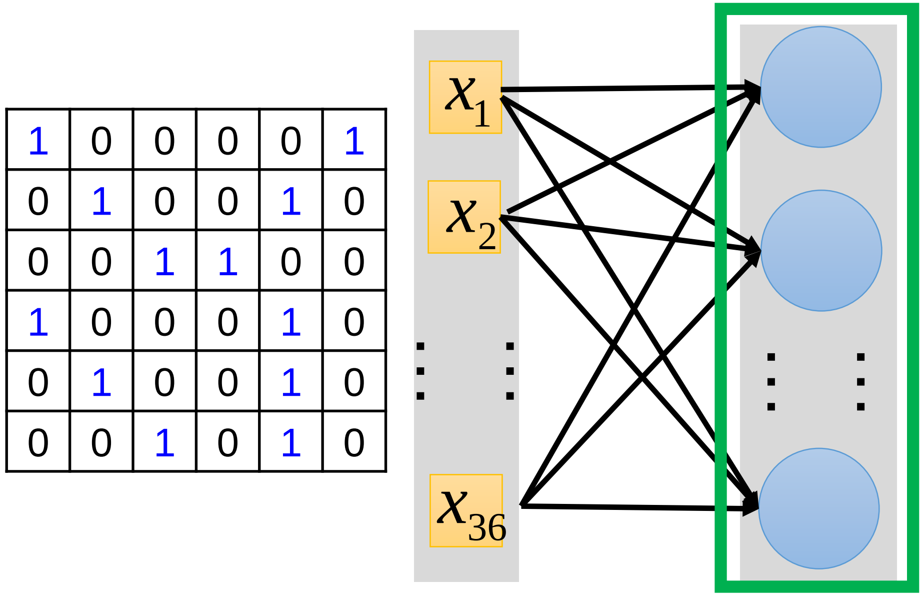


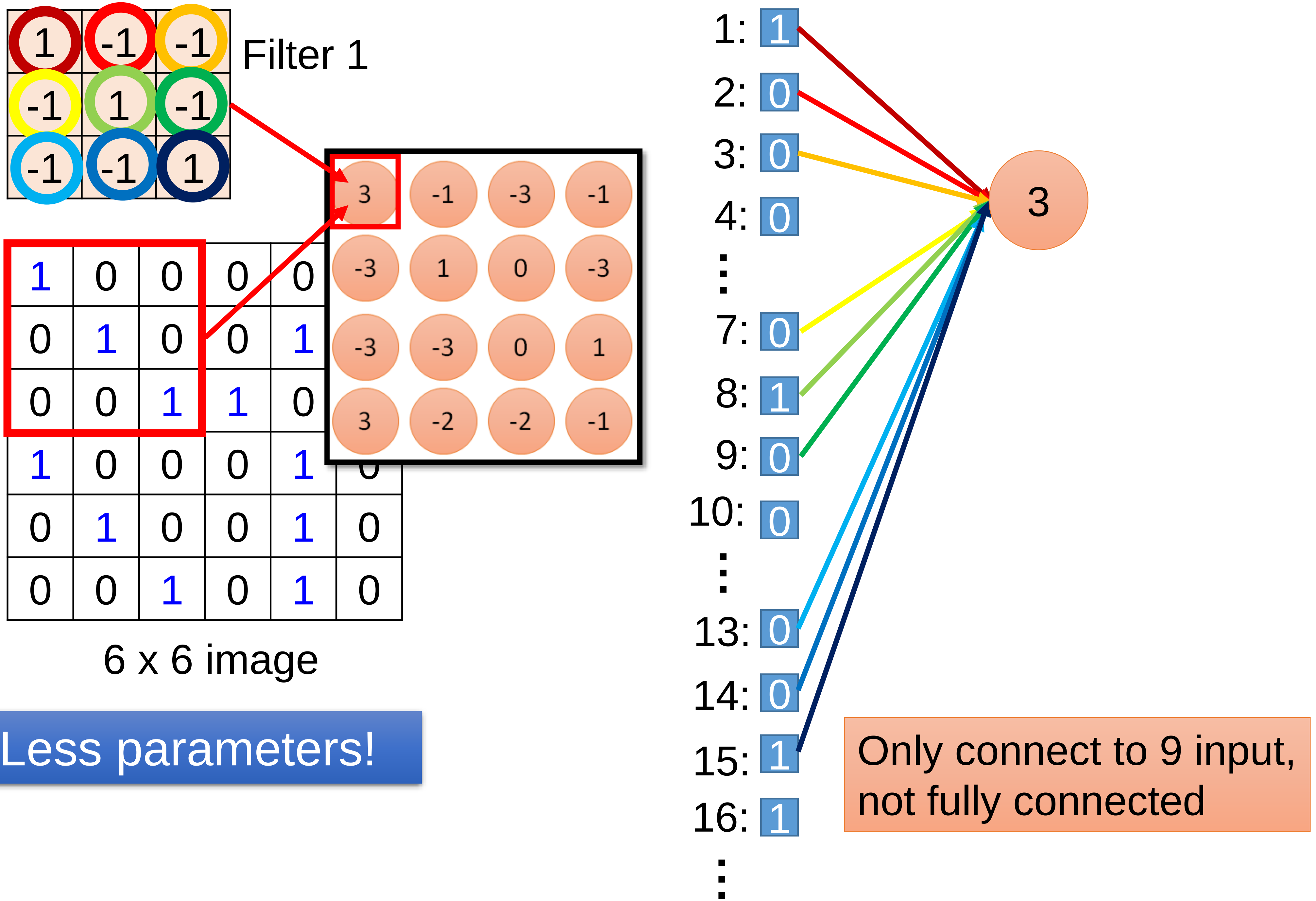


Convolution v.s. Fully Connected

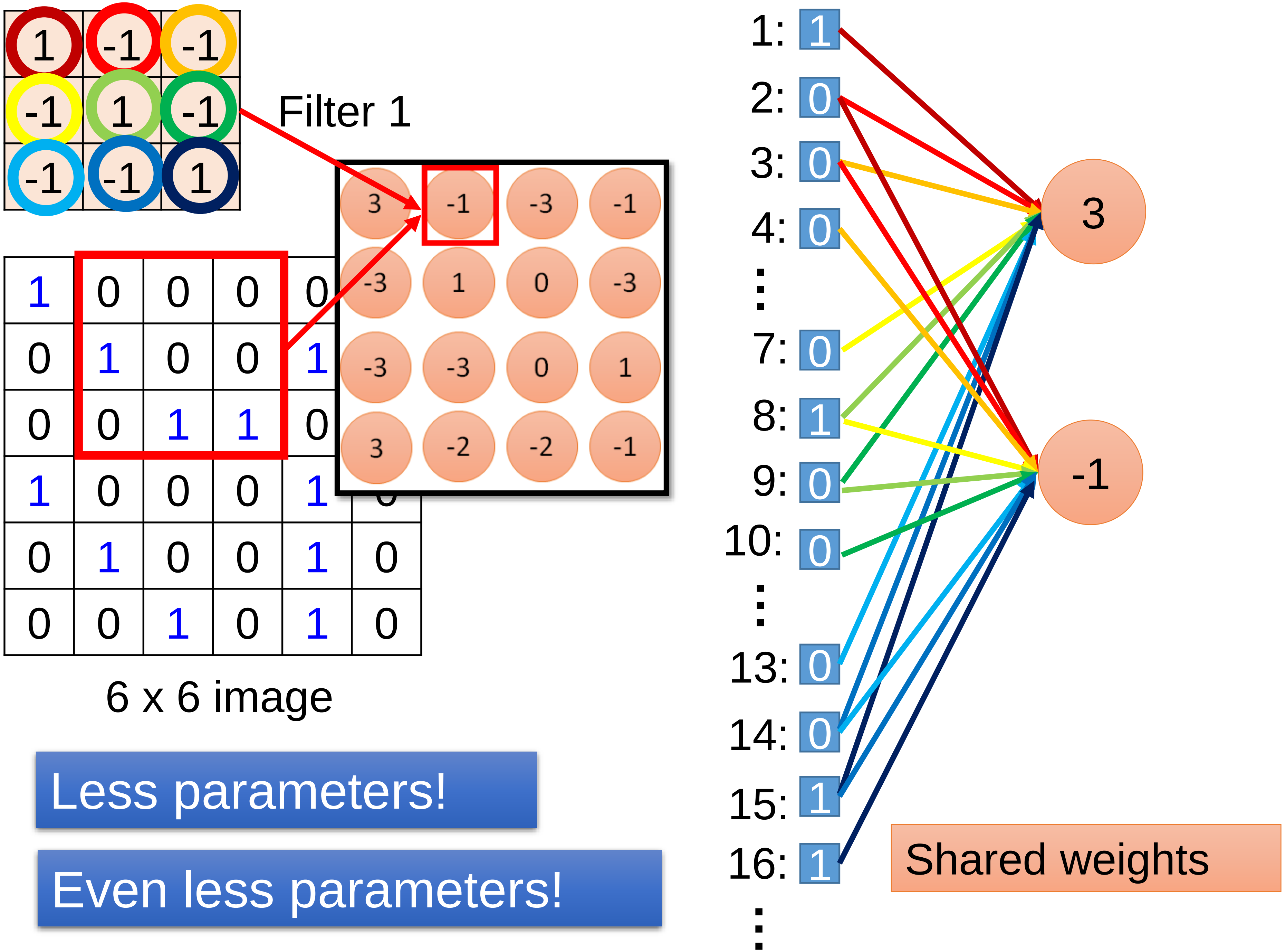


Fully-connected



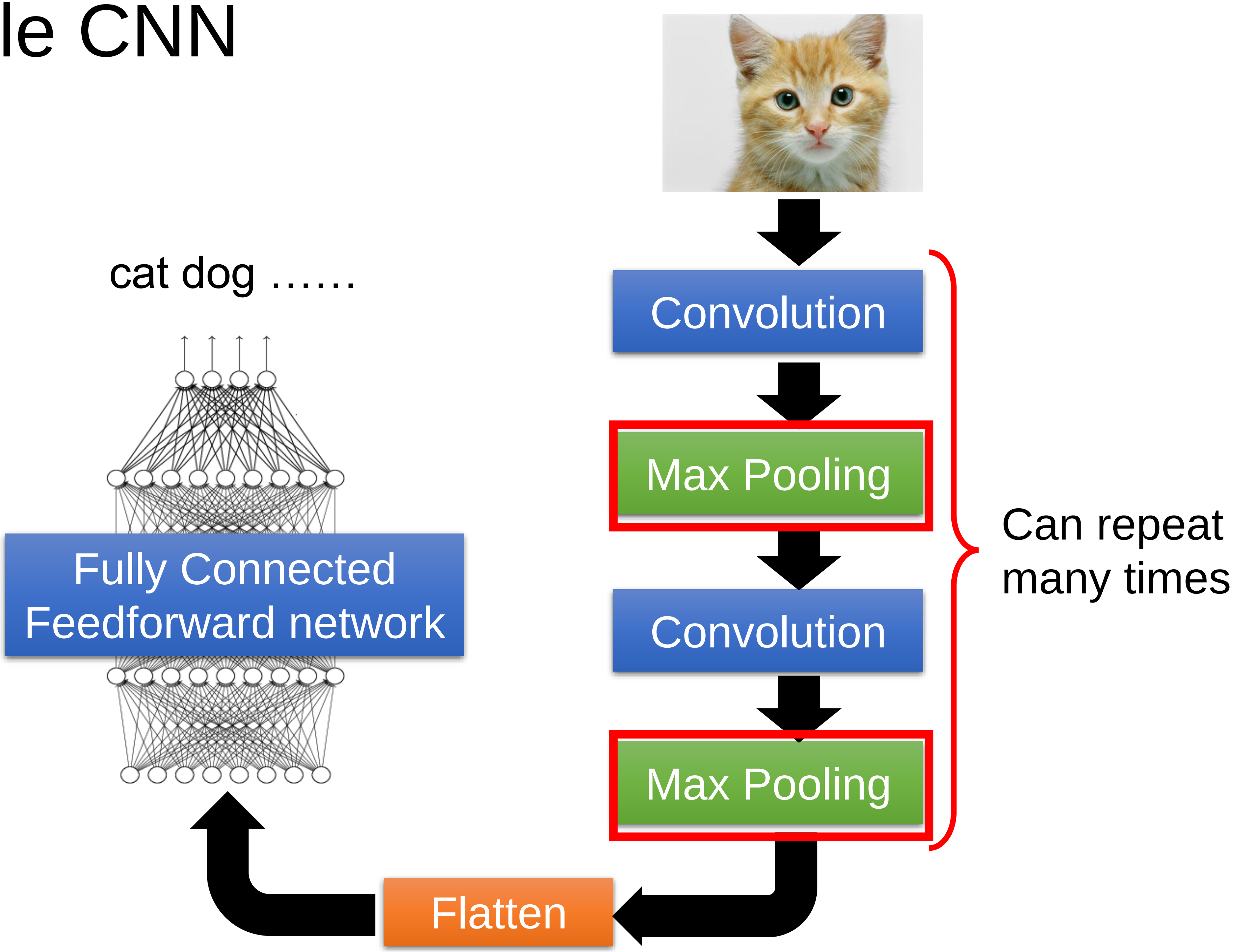


Less parameters!



1 -1 -1
-1 1 -1
-1 -1 1
Filter 1
1 0 0 0 0
0 1 0 0 1
0 0 1 1 0
1 0 0 0 1
0 1 0 0 1 0
0 0 1 0 1 0
6 x 6 image
3 -1 -3 -1
-3 1 0 -3
-3 -3 0 1
3 -2 -2 -1
Less parameters!
Even less parameters!
1: 1
2: 0
3: 0
4: 0
7: 0
8: 1
9: 0
10: 0
13: 0
14: 0
15: 1
16: 1
3
-1
Shared weights

The whole CNN



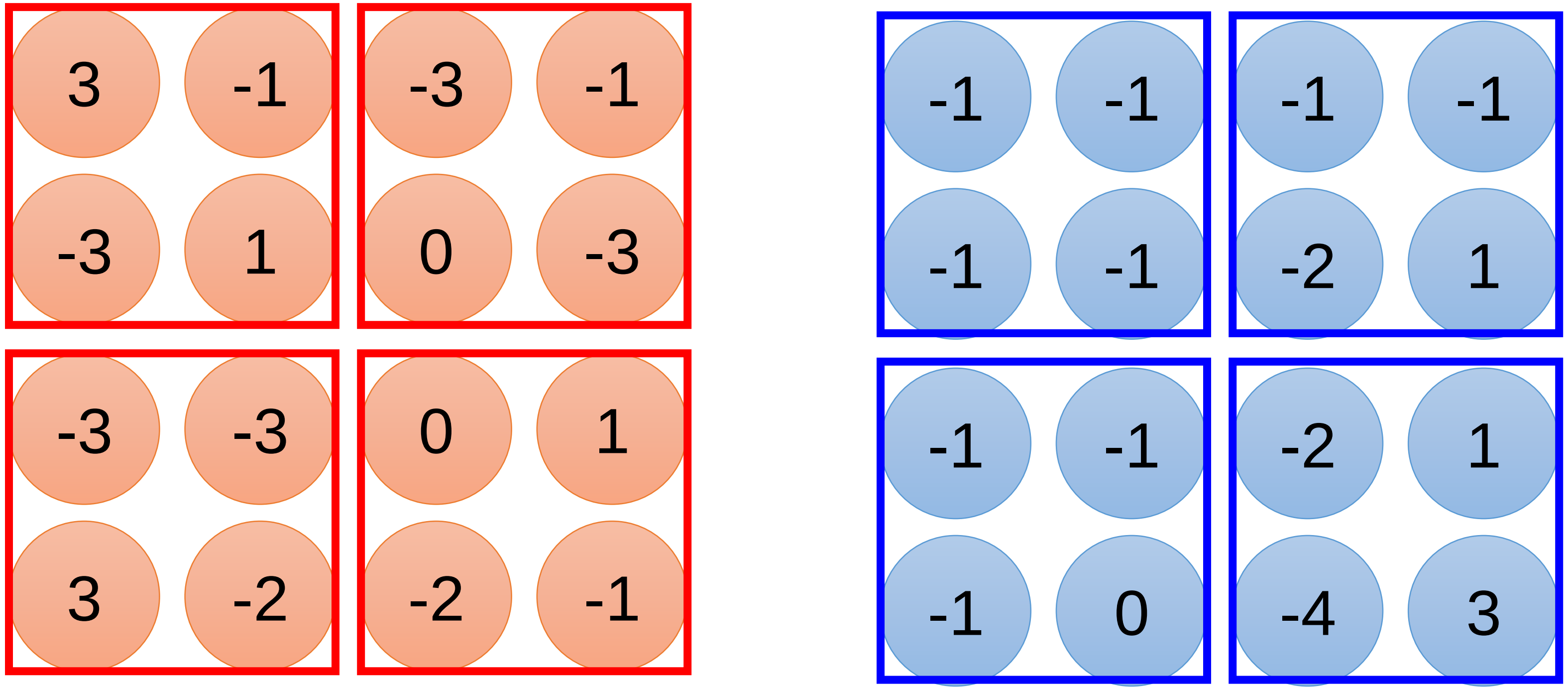
CNN – Max Pooling

1	-1	-1
-1	1	-1
-1	-1	1

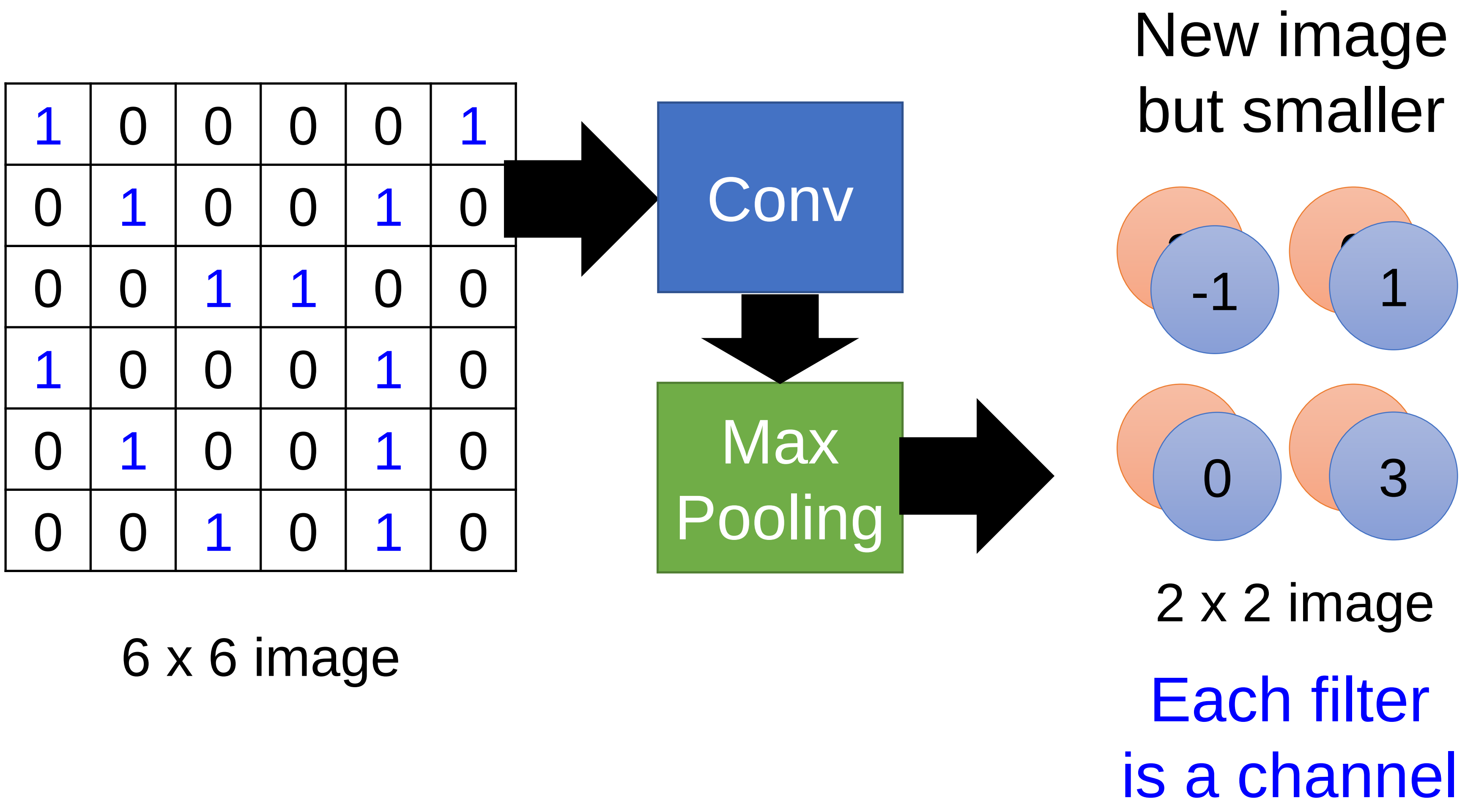
Filter 1

-1	1	-1
-1	1	-1
-1	1	-1

Filter 2



CNN – Max Pooling



The whole CNN

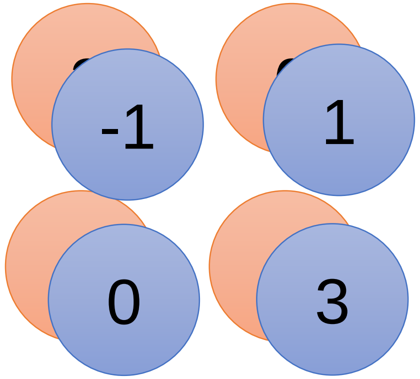
Convolution

Max Pooling

Convolution

Max Pooling

Can repeat many times

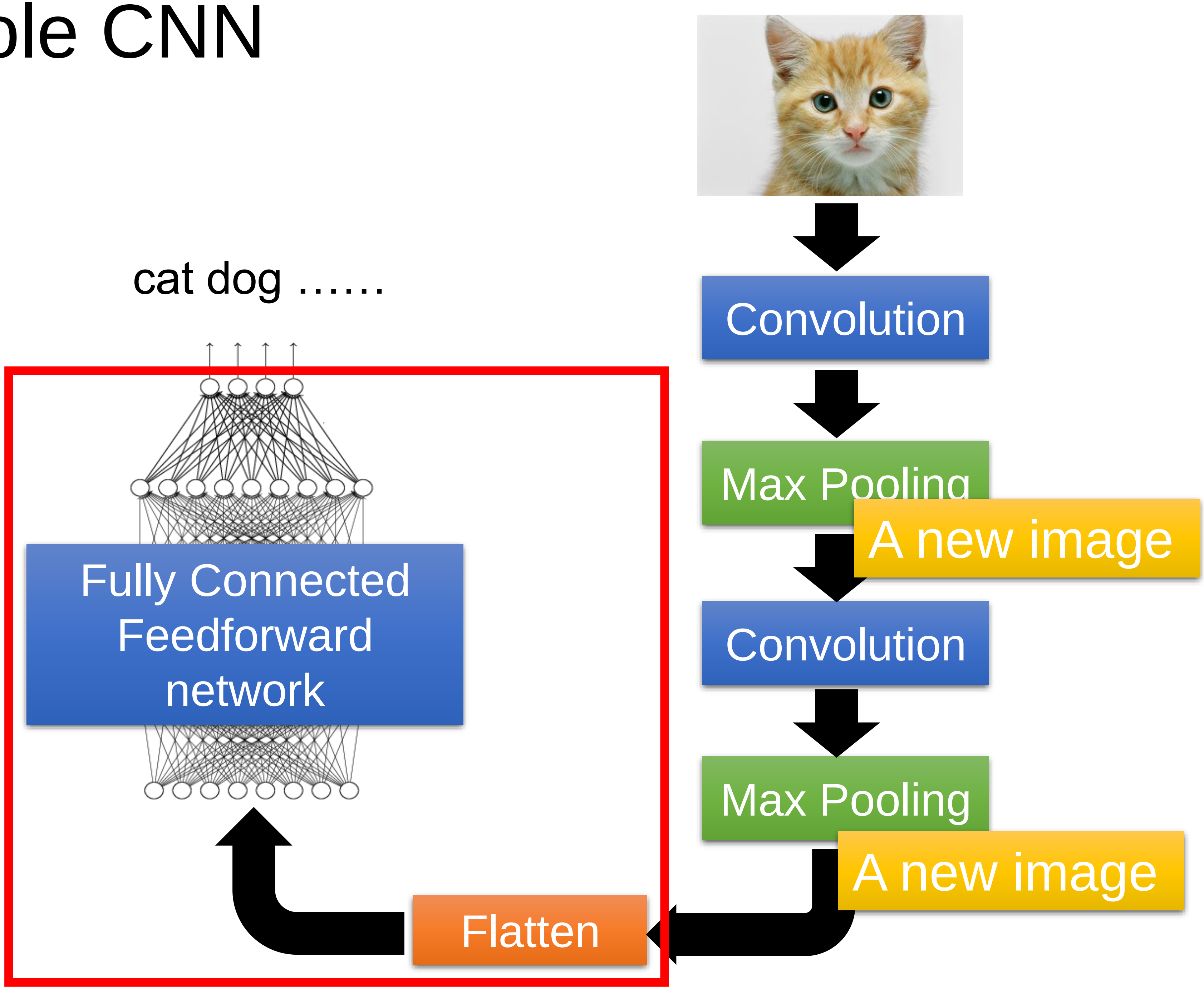


A new image

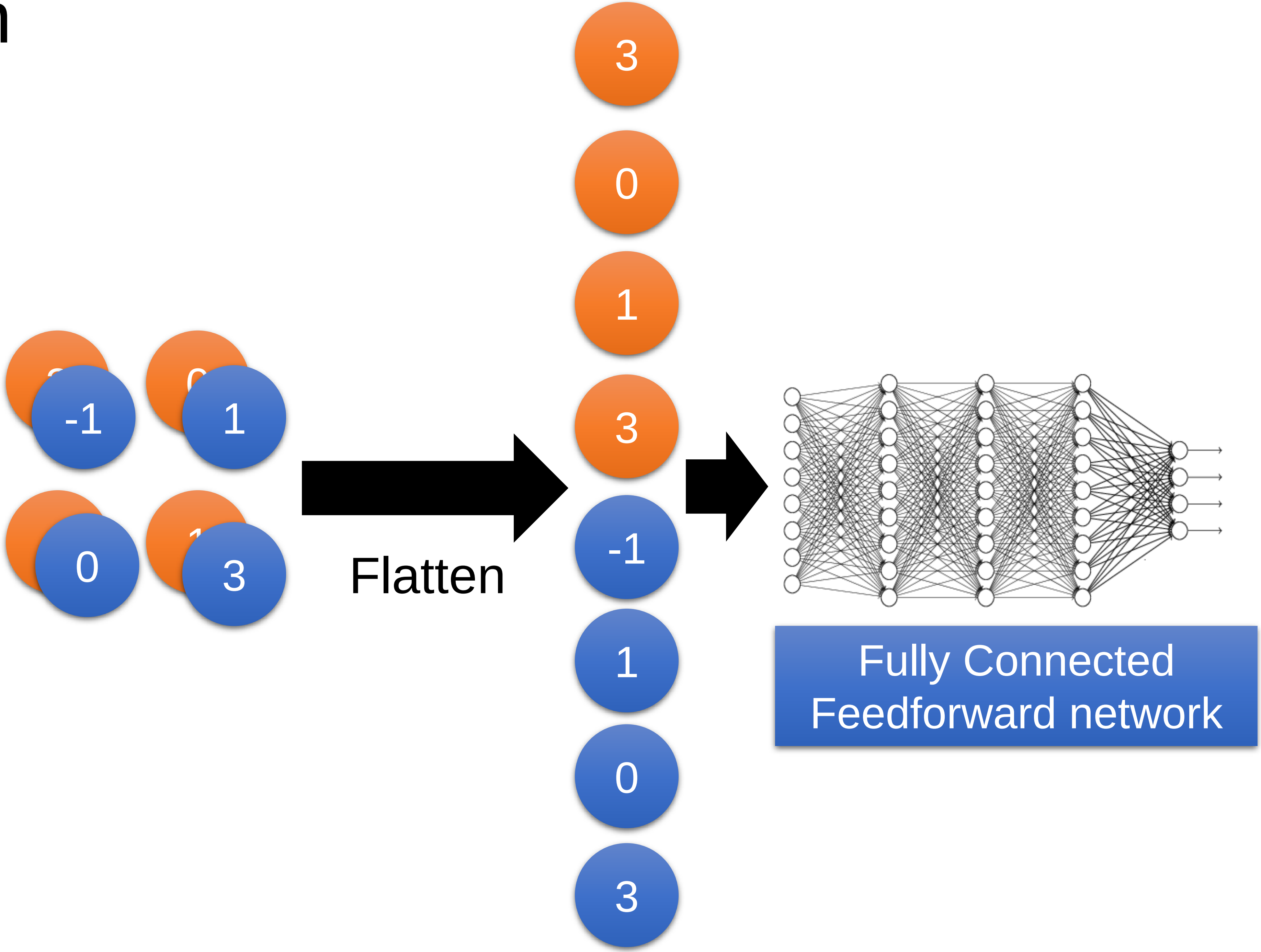
Smaller than the original image

The number of the channel is the number of filters

The whole CNN

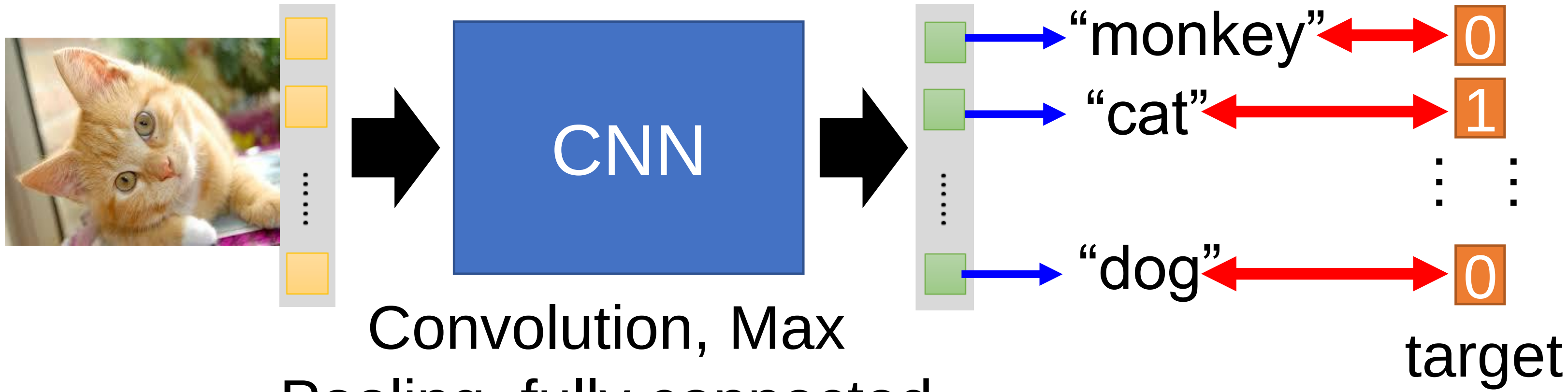


Flatten


-1
1
0
3
Flatten
3
0
1
3
-1
1
0
3
Fully Connected
Feedforward network

Convolutional Neural Network

Step 1: Convolutional Neural Network → Step 2: goodness of function → Step 3: pick the best function



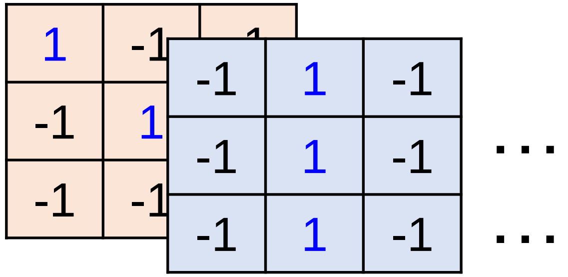
Convolution, Max Pooling, fully connected

Learning: Nothing special, just gradient descent ……

CNN in Keras

Only modified the ***network structure*** and ***input format (vector -> 3-D tensor)***

```
model2.add( Convolution2D( 25,3,3,
            input_shape=(1,28,28) ) )
```



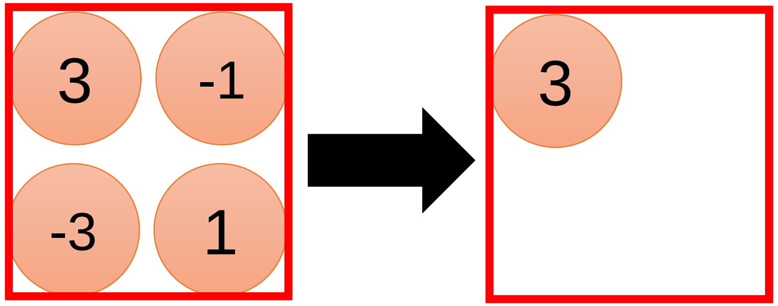
There are 25 3x3 filters.

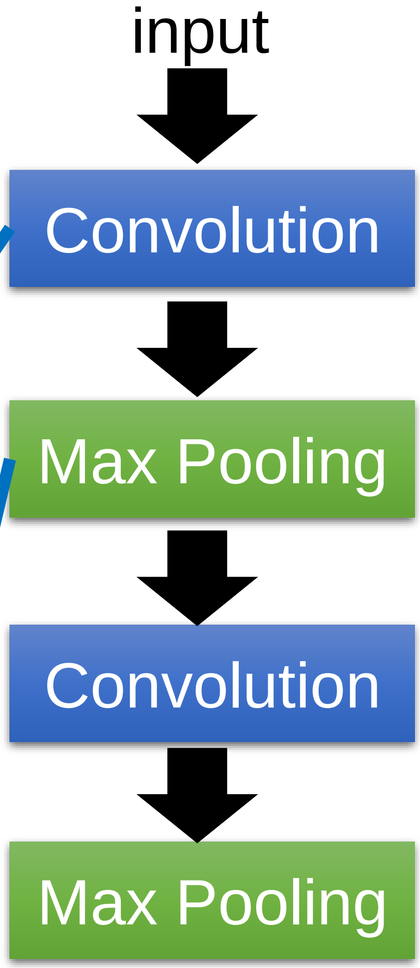
Input_shape = (1 , 28 , 28)

1: black/weight, 3: RGB

28 x 28 pixels

```
model2.add(MaxPooling2D((2,2)))
```





CNN in Keras

Only modified the ***network structure*** and ***input format (vector -> 3-D tensor)***

input

1 x 28 x 28

Convolution

```
model2.add( Convolution2D( 25,3,3,
            input_shape=(1,28,28) ) )
```

How many parameters for each filter? 9

25 x 26 x 26

Max Pooling

```
model2.add(MaxPooling2D((2,2)))
```

25 x 13 x 13

Convolution

```
model2.add(Convolution2D(50,3,3))
```

How many parameters for each filter? 225

50 x 11 x 11

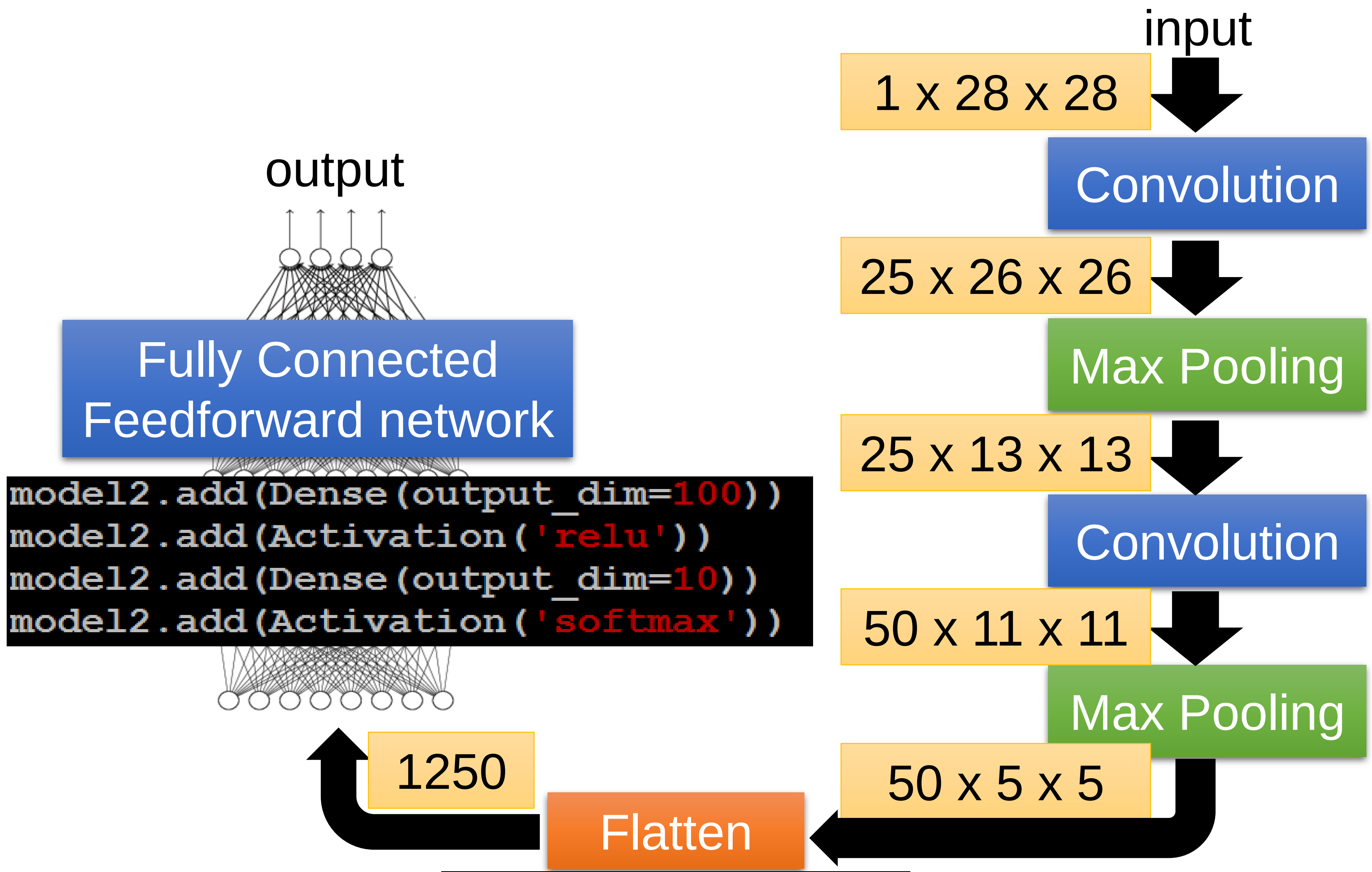
Max Pooling

```
model2.add(MaxPooling2D((2,2)))
```

50 x 5 x 5

CNN in Keras

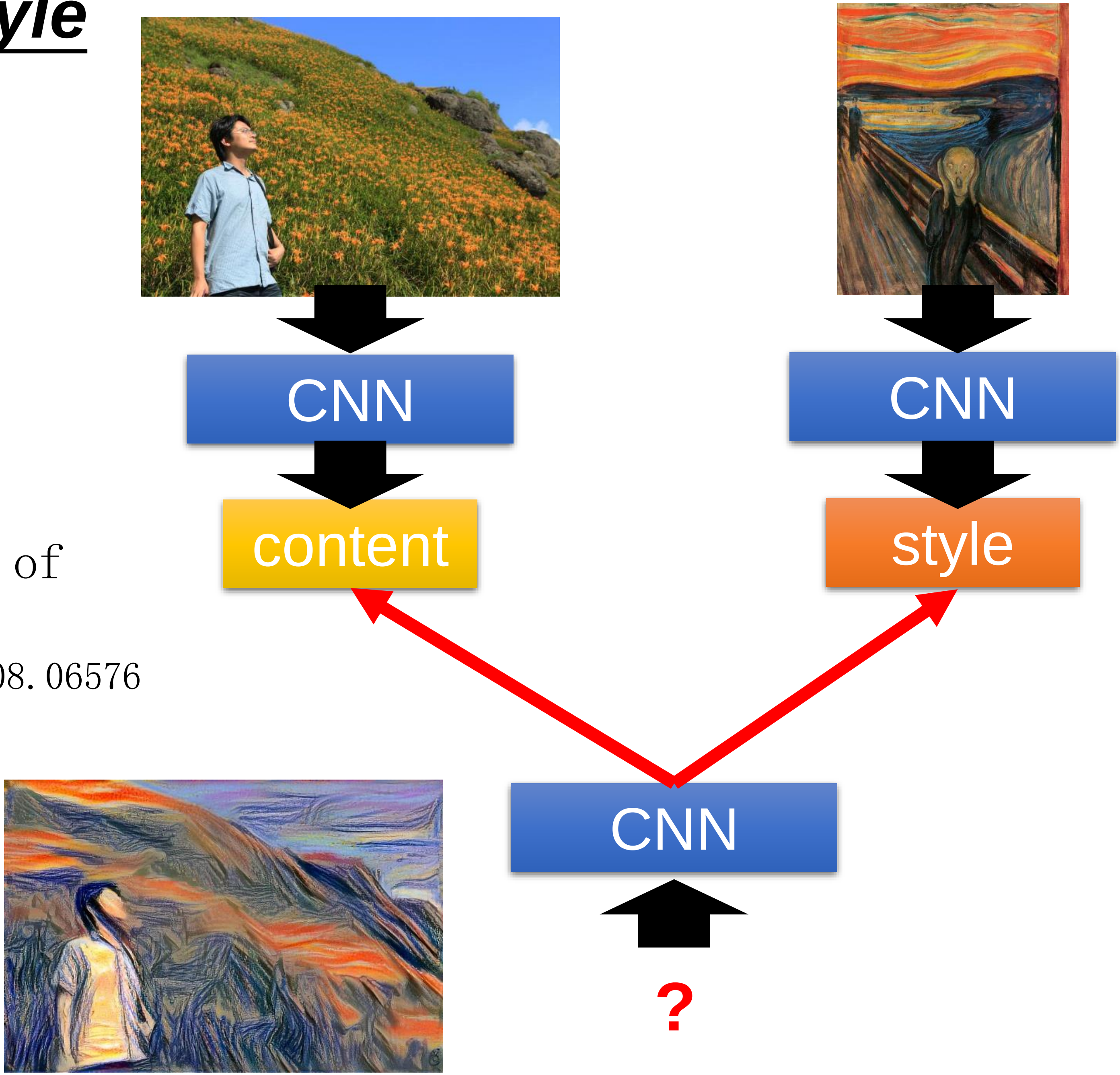
Only modified the ***network structure*** and ***input format (vector -> 3-D tensor)***




```
model2.add(Dense(output_dim=100))
model2.add(Activation('relu'))
model2.add(Dense(output_dim=10))
model2.add(Activation('softmax'))
```

```
model2.add(Flatten())
```

Deep Style



A Neural Algorithm of Artistic Style
https://arxiv.org/abs/1508.06576

More Application: Playing Go

19 x 19 matrix (image)

Network

Next move (19 x 19 positions)

19 x 19 vector

Black: 1

white: -1

none: 0

Fully-connected feedforward network can be used

But CNN performs much better.

More Application: Playing Go

Training: record of previous plays 黑: 5之五 → 白: 天元 → 黑: 五之 5 …

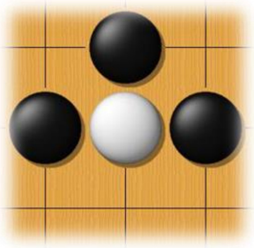
→ CNN → Target: “天元” = 1 else = 0

→ CNN → Target: “五之 5” = 1 else = 0

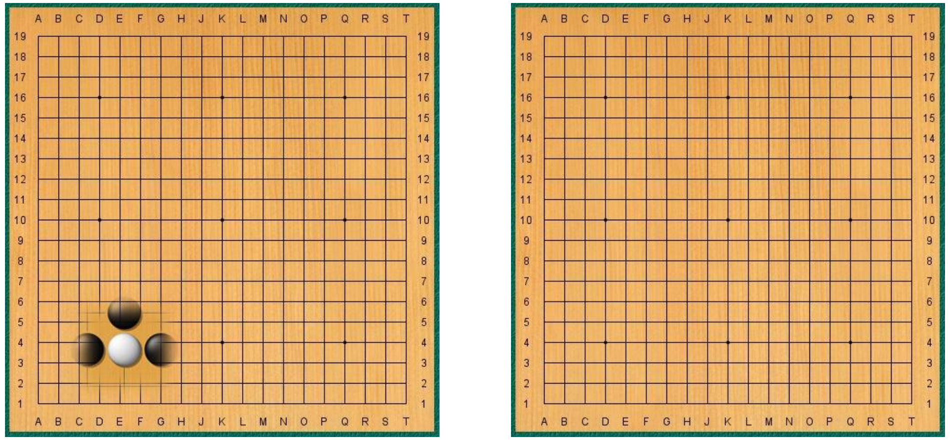
Why CNN for playing Go?

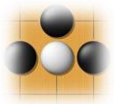
- Some patterns are much smaller than the whole image

Alpha Go uses 5 x 5 for first layer



- The same patterns appear in different regions.





Why CNN for playing Go?

- Subsampling the pixels will not change the object

Max Pooling How to explain this???

Neural network architecture. The input to the policy network is a $19 \times 19 \times 48$ image stack consisting of 48 feature planes. The first hidden layer zero pads the input into a 23×23 image, then convolves k filters of kernel size 5×5 with stride 1 with the input image and applies a rectifier nonlinearity. Each of the subsequent hidden layers 2 to 12 zero pads the respective previous hidden layer into a 21×21 image, then convolves k filters of kernel size 3×3 with stride 1, again followed by a rectifier nonlinearity. The final layer convolves 1 filter of kernel size 1×1 with stride 1, with a different bias for each position, and applies a softmax function. The match version of AlphaGo used $k = 192$ filters; Fig. 2b and Extended Data Table 3 additionally show the results of training with $k = 128$, 256 and 384 filters.

Alpha Go does not use Max Pooling ……

Summary

- ConvNets stack CONV,POOL,FC layers

- Trend towards smaller filters and deeper architectures
- Trend towards getting rid of POOL/FC layers (just CONV)
- Typical architectures look like

[(CONV-RELU)*N-POOL?]*M - (FC-RELU)*K, SOFTMAX

where N is usually up to ~5, M is large, 0 <= K <= 2.

- but recent advances such as ResNet/GoogLeNet challenge this paradigm

Thanks