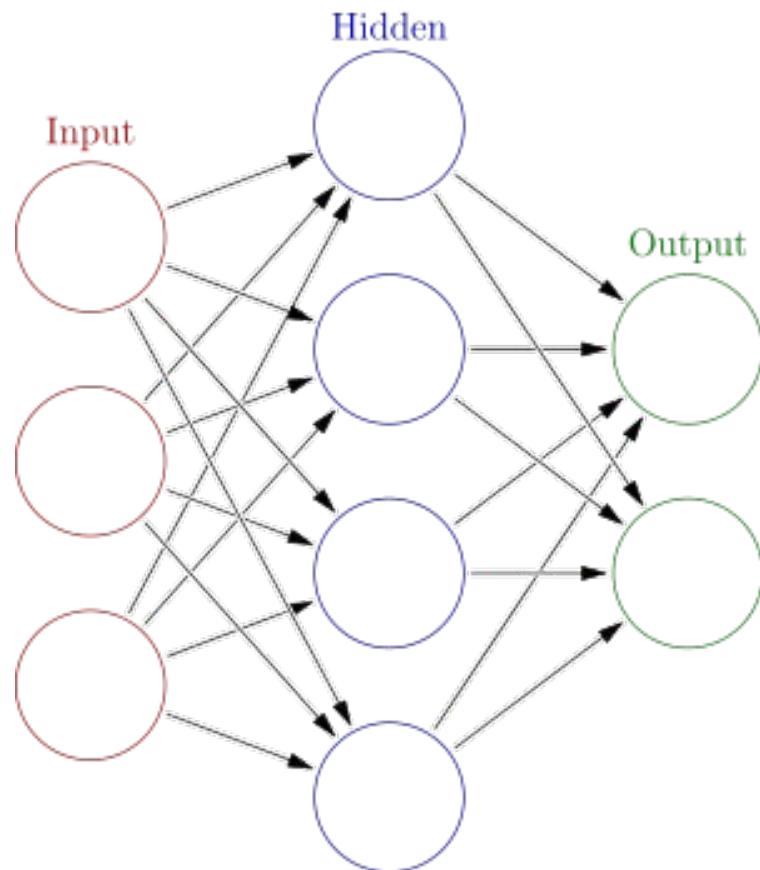


Convolutional Neural Networks

November 17, 2015

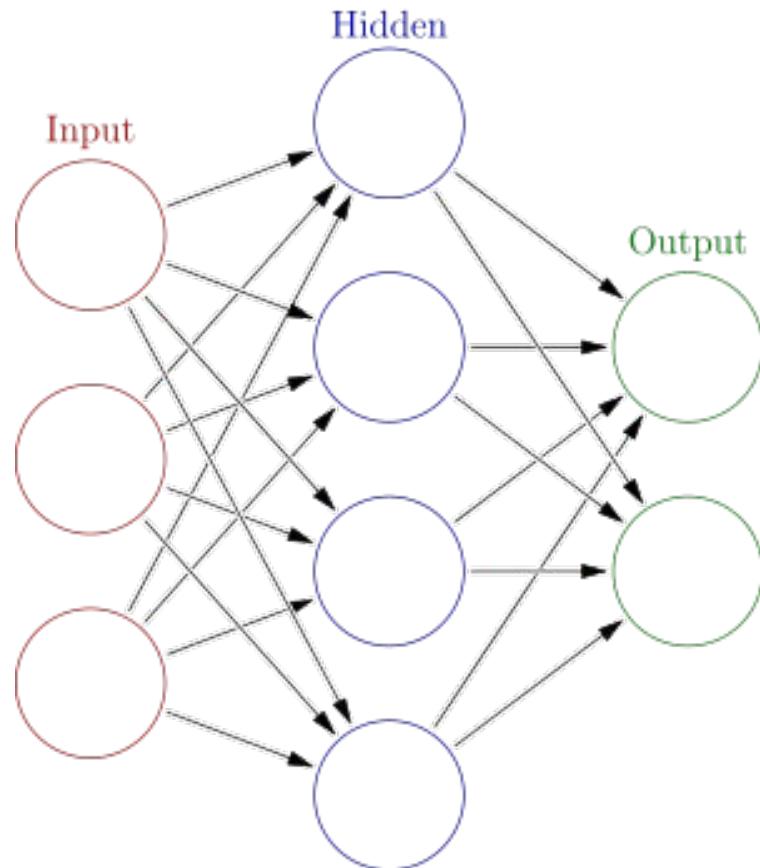
Artificial Neural Networks

- Feedforward neural networks



Artificial Neural Networks

- Feedforward, *fully-connected* neural networks



Artificial Neural Networks

- Feedforward, *fully-connected* neural networks
 - Large modeling capacity

Artificial Neural Networks

- Feedforward, *fully-connected* neural networks
 - Large modeling capacity
 - Require large amounts of data

Artificial Neural Networks

- Feedforward, *fully-connected* neural networks
 - Large modeling capacity
 - Require large amounts of data
 - Work fairly well for handwritten digits

0 0 0 0 0 0 0 0 0 0 0 0 0
1 1 1 1 1 1 1 1 1 1 1 1 1
2 2 2 2 2 2 2 2 2 2 2 2 3
3 3 3 3 3 3 3 3 3 3 3 3 3
4 4 4 4 4 4 4 4 4 4 4 4 4
5 5 5 5 5 5 5 5 5 5 5 5 5
6 6 6 6 6 6 6 6 6 6 6 6 6
7 7 7 7 7 7 7 7 7 7 7 7 7
8 8 8 8 8 8 8 8 8 8 8 8 8
9 9 9 9 9 9 9 9 8 9 9 9 9

Natural images? ...not so much.



Natural Images

Natural Images

- Much more detail

Natural Images

- Much more detail
 - Intricate spatial relationships



Natural Images

- Much more detail
 - Intricate spatial relationships
- More variety within a class of examples

Natural Images

- Much more detail
 - Intricate spatial relationships
- More variety within a class of examples

3 3 3 3



Natural Images

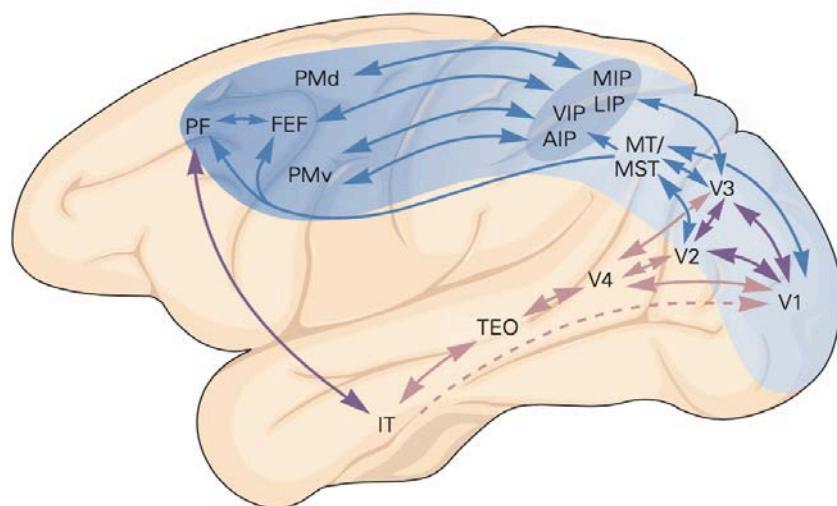
- Much more detail
 - Intricate spatial relationships
- More variety within a class of examples
 - Natural variations
 - Color
 - Viewing angle
 - Lighting
 - Size
 - Position

Can we build a better network?

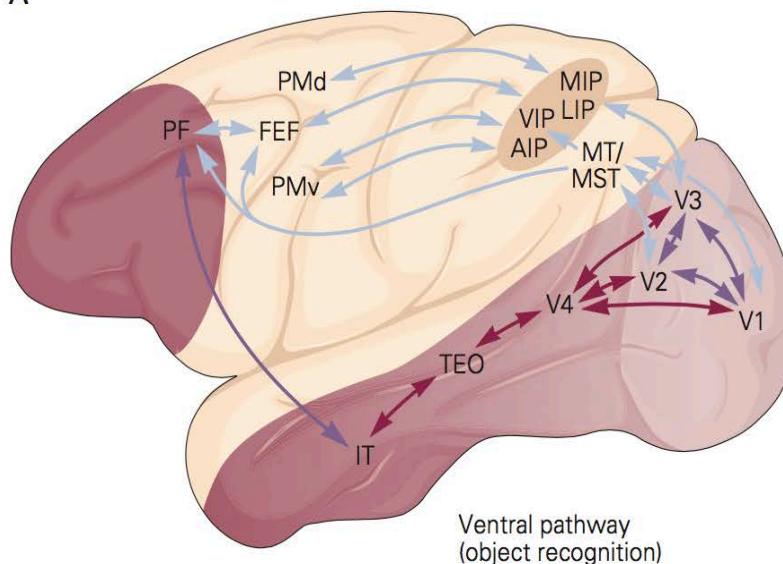
Take inspiration from neuroscience

Biological Vision

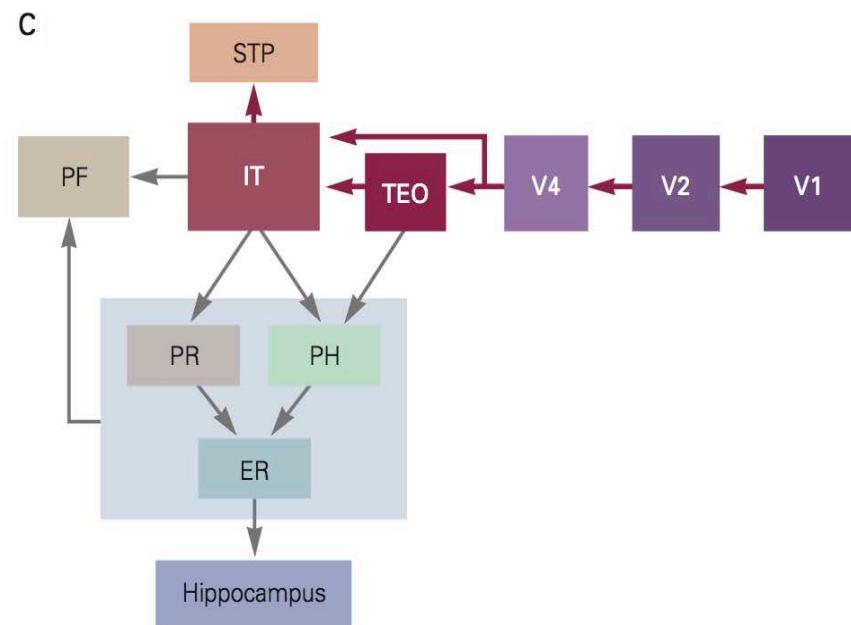
Biological Vision



A



Ventral pathway (object recognition)



Biological Vision

- Hubel & Wiesel (1950s)

Biological Vision

- Hubel & Wiesel (1950s)

RECEPTIVE FIELDS OF SINGLE NEURONES IN THE CAT'S STRIATE CORTEX

BY D. H. HUBEL* AND T. N. WIESEL*

*From the Wilmer Institute, The Johns Hopkins Hospital and
University, Baltimore, Maryland, U.S.A.*

(Received 22 April 1959)

Biological Vision

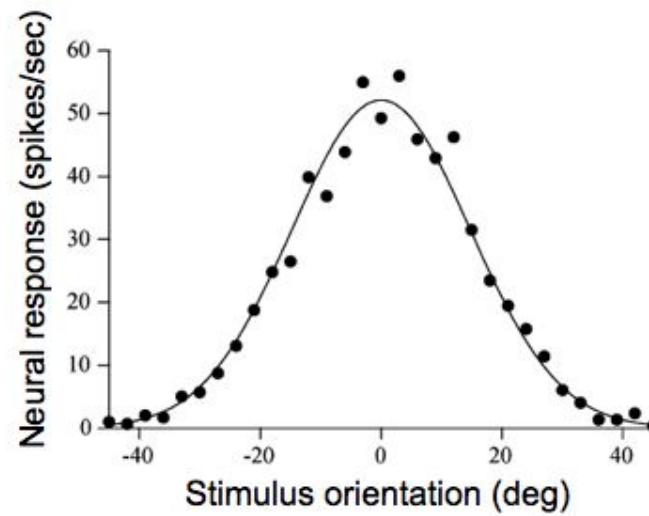
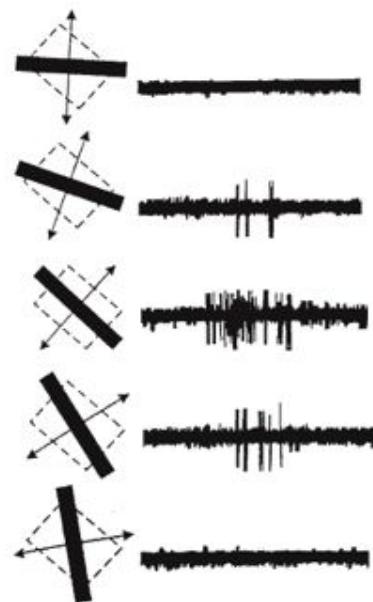
- Hubel & Wiesel (1950s)
 - Record from neurons in V1

Biological Vision

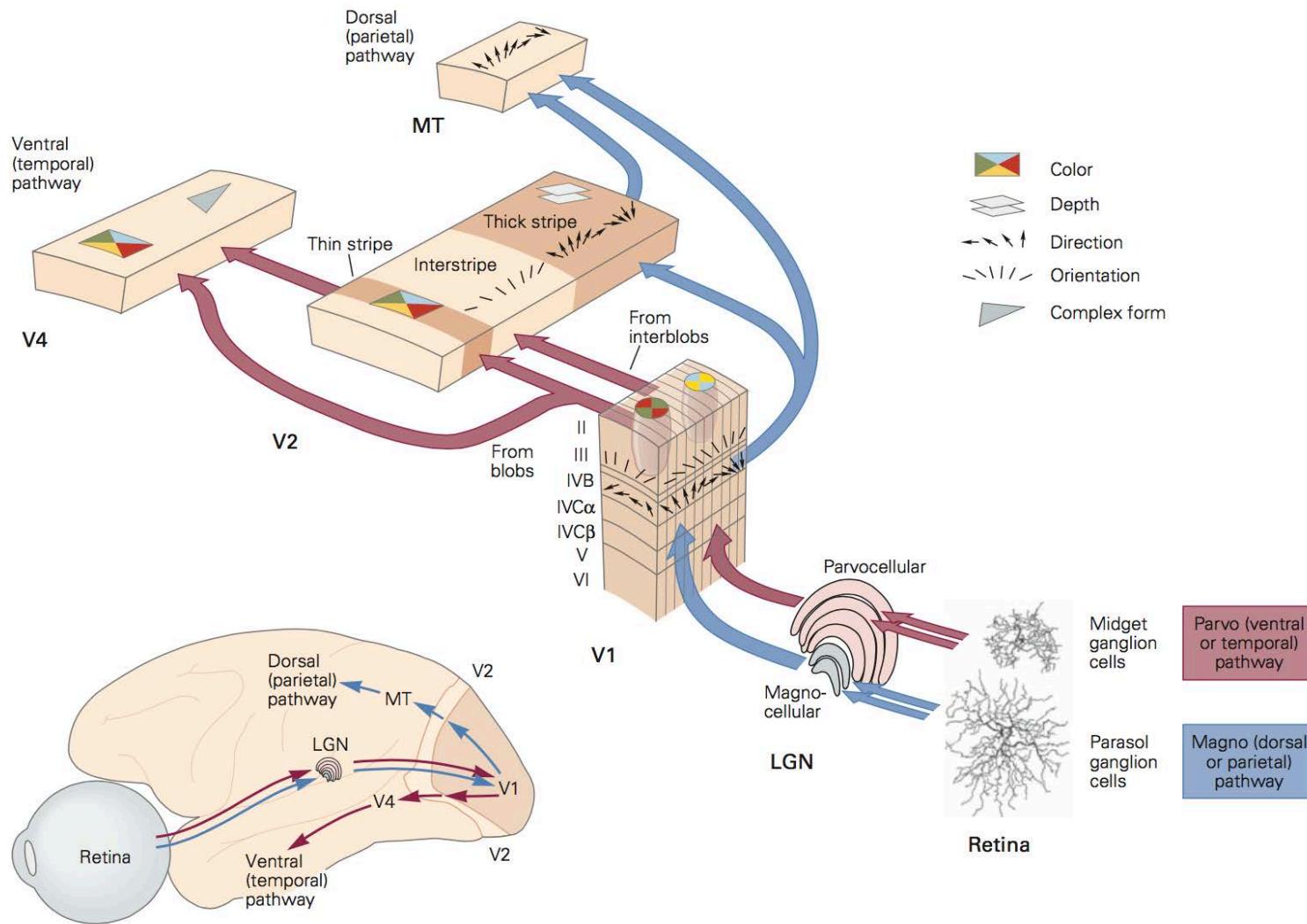
- Hubel & Wiesel (1950s)
 - Record from neurons in V1
 - Present moving gratings

Biological Vision

- Hubel & Wiesel (1950s)
 - Record from neurons in V1
 - Present moving gratings



Biological Vision

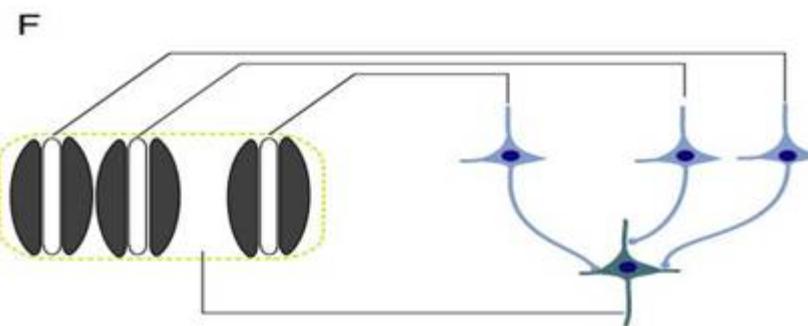
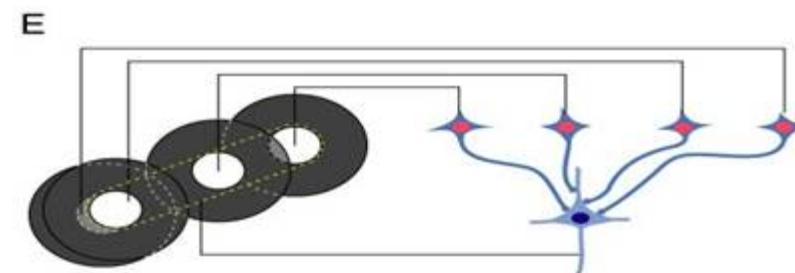
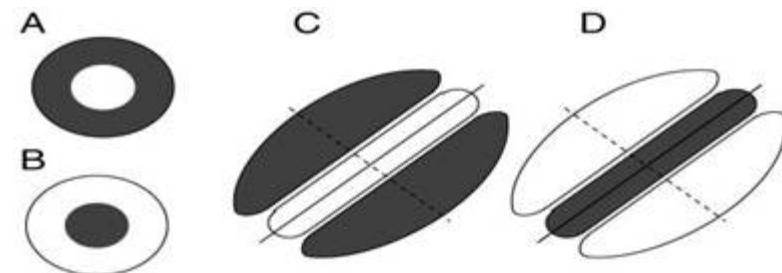


Biological Vision

- Simple and complex cells

Biological Vision

- Simple and complex cells



Biological Vision

- Higher visual areas

Biological Vision

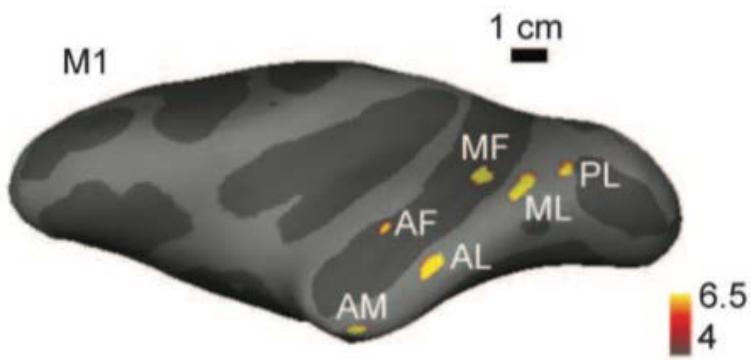
- Higher visual areas
 - Encode complex stimuli

Biological Vision

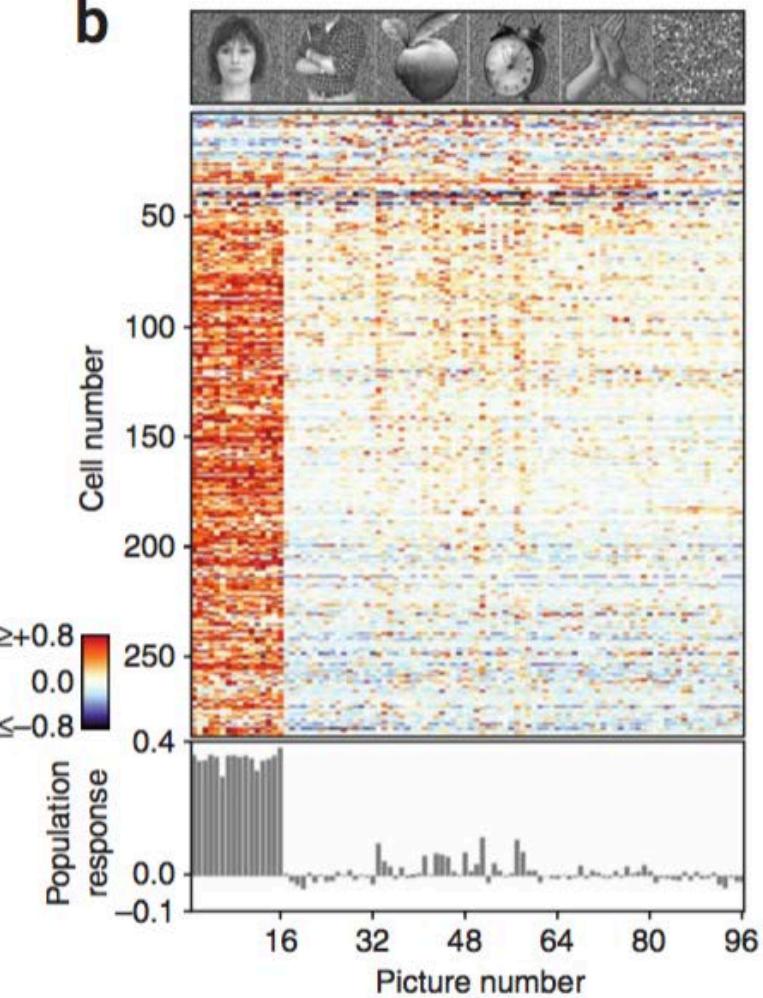
- Higher visual areas
 - Encode complex stimuli
 - Professor Doris Tsao, Caltech



Biological Vision



b



Friewald, 2009 & 2010

Biological Vision

Biological Vision

- Hierarchical representation

Biological Vision

- Hierarchical representation
- Map of visual space at lower levels

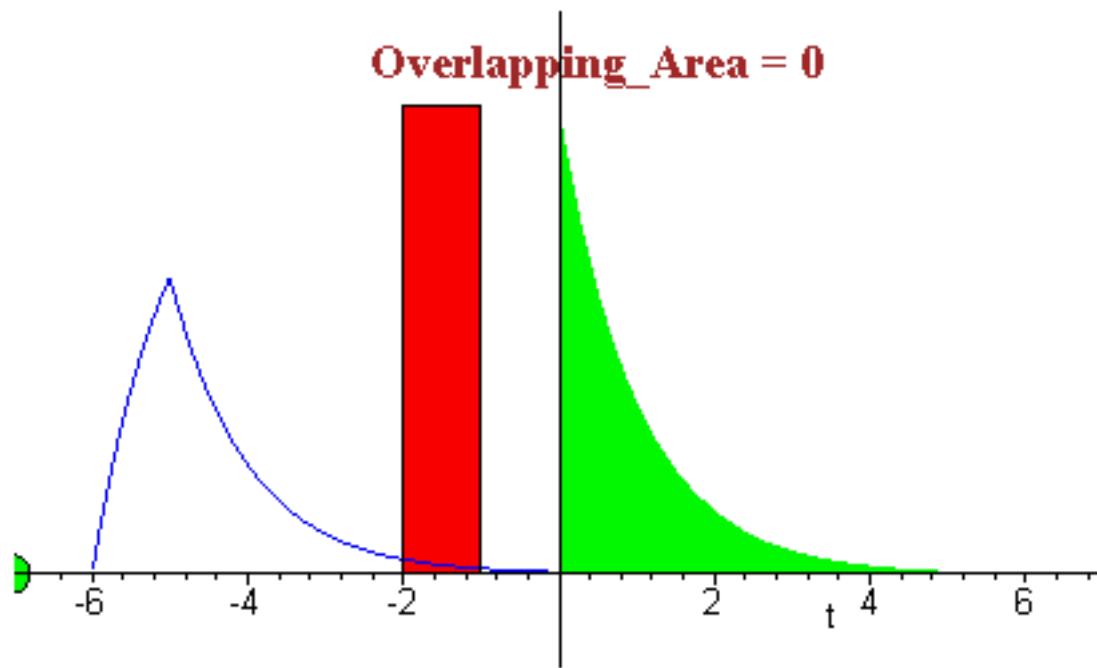
Biological Vision

- Hierarchical representation
- Map of visual space at lower levels
- Highly connected at upper levels of the hierarchy

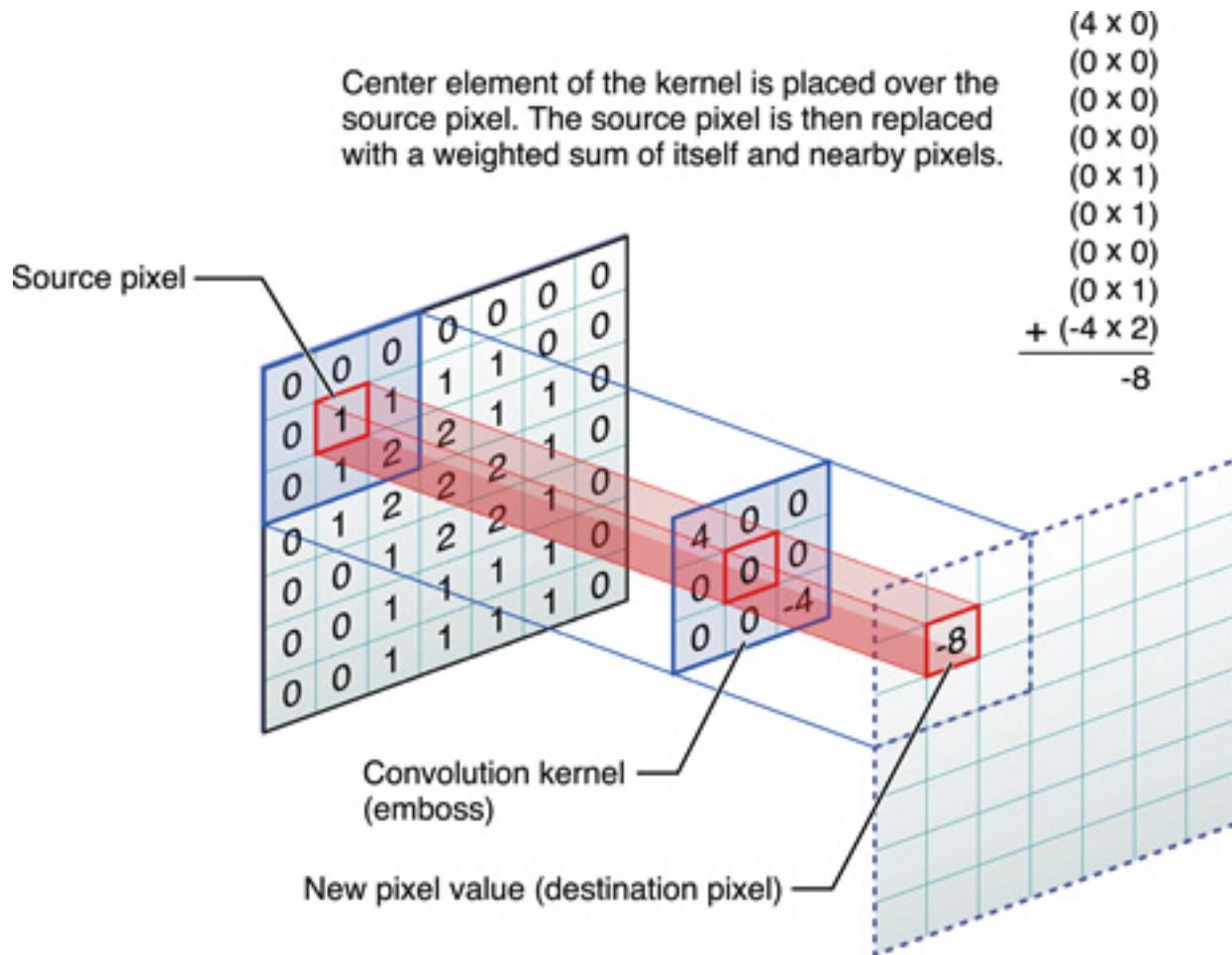
How do we turn this into a model?

Convolution & Pooling

Convolutional Operation



Convolutional Operation



Pooling Operation

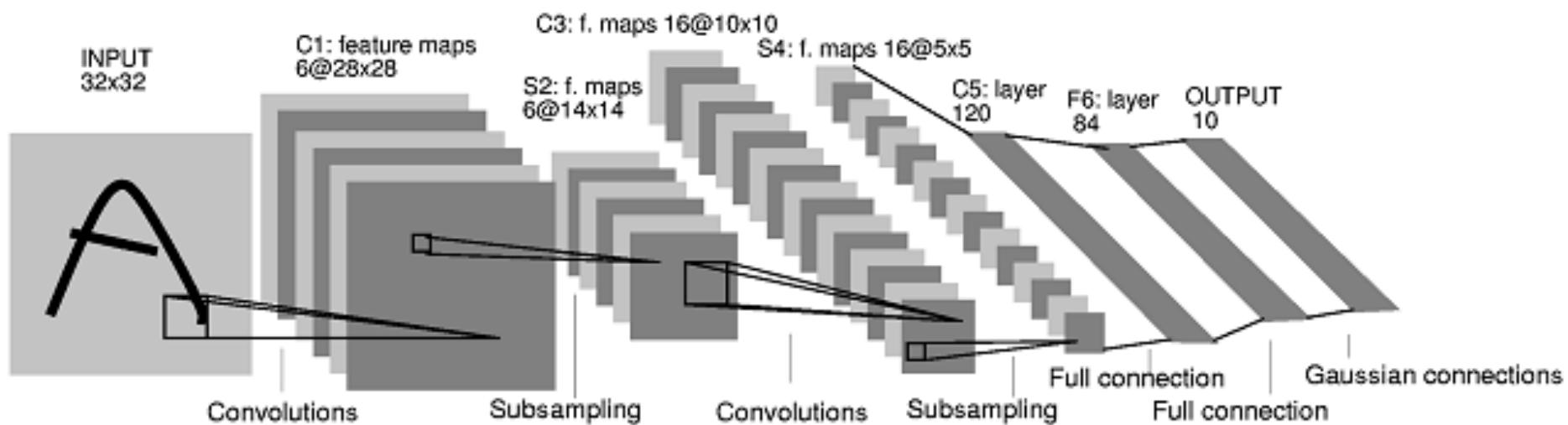
| | | | |
|---|---|---|---|
| 1 | 1 | 2 | 4 |
| 5 | 6 | 7 | 8 |
| 3 | 2 | 1 | 0 |
| 1 | 2 | 3 | 4 |

max pool with 2x2 filters
and stride 2



| | |
|---|---|
| 6 | 8 |
| 3 | 4 |

LeNet



LeCun, 1989

AI Winter

AI Winter



AI Winter

- Convolutional neural networks are great, but...

AI Winter

- Convolutional neural networks are great, but...
 - They are hard to train

AI Winter

- Convolutional neural networks are great, but...
 - They are hard to train
 - They take a long time to train

AI Winter

- Convolutional neural networks are great, but...
 - They are hard to train
 - They take a long time to train
 - We don't have enough data to train them

GPUs

GPU

- Graphics Processing Unit

GPU

- Graphics Processing Unit
 - Rendering images is computationally intensive

GPU

- Graphics Processing Unit
 - Rendering images is computationally intensive
 - Parallel processing architecture to handle this task

GPU

- Graphics Processing Unit
 - Rendering images is computationally intensive
 - Parallel processing architecture to handle this task
- Can also handle matrix multiplication operations

GPU

- Graphics Processing Unit
 - Rendering images is computationally intensive
 - Parallel processing architecture to handle this task
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Big Data

Big Data

- Cameras

Big Data

- Cameras
 - Digital cameras, smartphones

Big Data

- Cameras
 - Digital cameras, smartphones
- Internet

Big Data

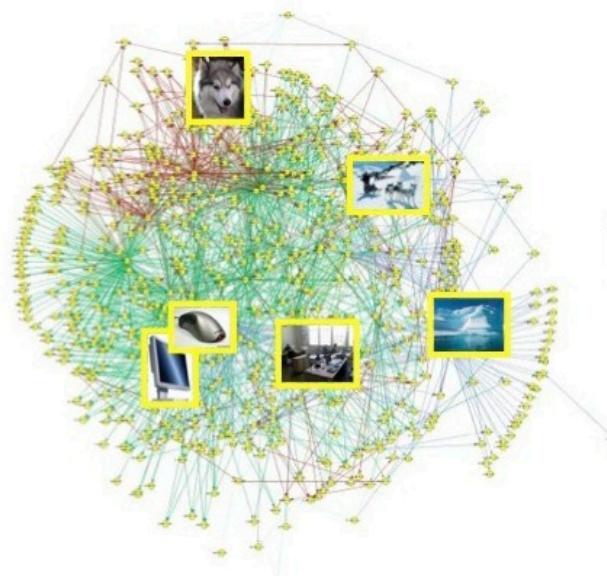
- Cameras
 - Digital cameras, smartphones
- Internet
 - Anyone can upload a picture

Big Data

- Cameras
 - Digital cameras, smartphones
- Internet
 - Anyone can upload a picture
 - Crowdsourcing

Big Data

- Cameras
 - Digital cameras, smartphones
- Internet
 - Anyone can upload a picture
 - Crowdsourcing
- ImageNet



IMAGENET

ImageNet Large Scale Visual Recognition Challenge

ImageNet Large Scale Visual Recognition Challenge

- Object recognition task

ImageNet Large Scale Visual Recognition Challenge

- Object recognition task
 - 1.2 million images

ImageNet Large Scale Visual Recognition Challenge

- Object recognition task
 - 1.2 million images
 - 1,000 classes of objects

ILSVRC 2012

ILSVRC 2012

- Krizhevsky, et al. use a deep convolutional network

ILSVRC 2012

- Krizhevsky, et al. use a deep convolutional network
 - Nearly halve the best error rate of the previous year

ILSVRC 2012

- Krizhevsky, et al. use a deep convolutional network
 - Nearly halve the best error rate of the previous year
 - Trained using GPUs and a few other tricks

Rectified Linear Units (ReLUs)

Rectified Linear Units (ReLUs)

- Researchers had primarily been using sigmoid non-linearities

Rectified Linear Units (ReLUs)

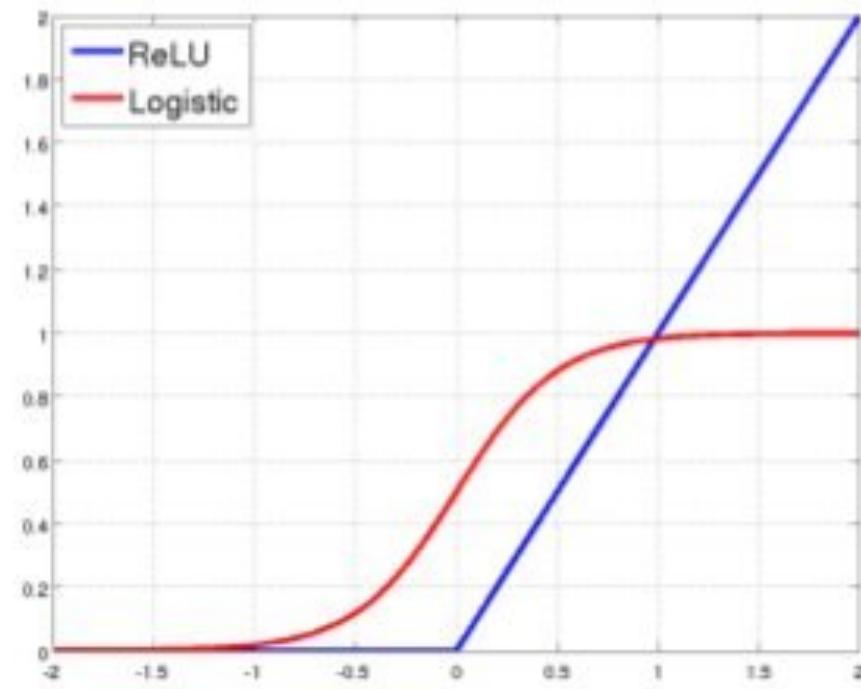
- Researchers had primarily been using sigmoid non-linearities
 - Vanishing gradient, saturation

Rectified Linear Units (ReLUs)

- Researchers had primarily been using sigmoid non-linearities
 - Vanishing gradient, saturation
- Instead, use ReLU

Rectified Linear Units (ReLUs)

- Researchers had primarily been using sigmoid non-linearities
 - Vanishing gradient, saturation
- Instead, use ReLU
 - Works much better!



Dropout

Dropout

- Unreliable connections between layers

Dropout

- Unreliable connections between layers
 - Randomly have connections ‘drop out’

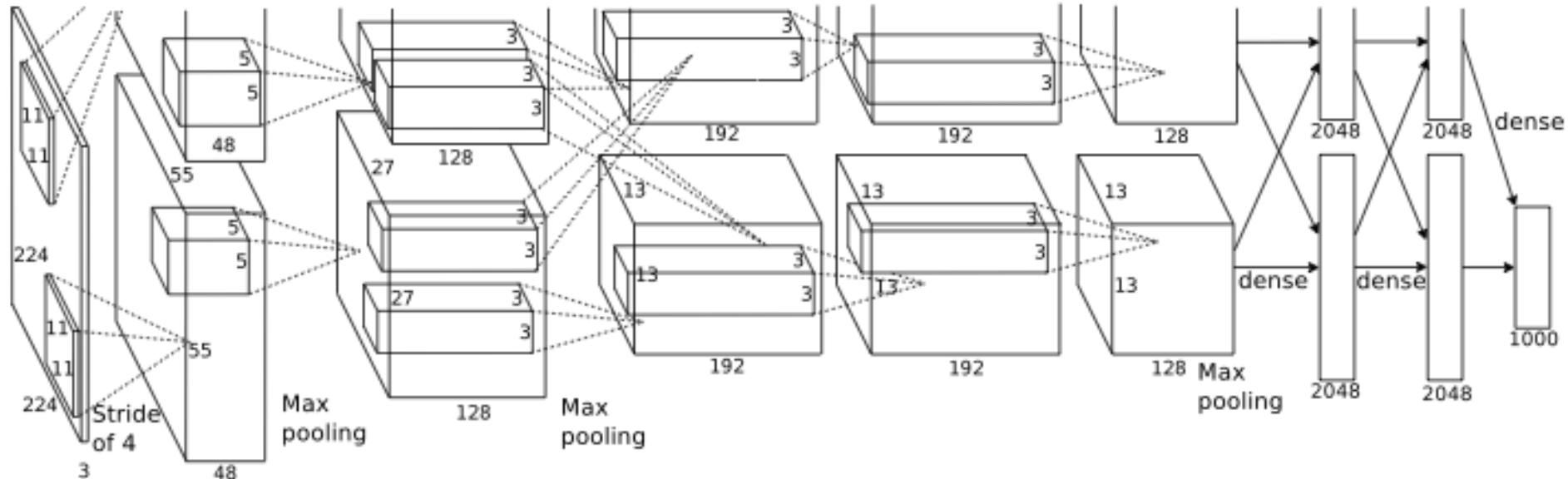
Dropout

- Unreliable connections between layers
 - Randomly have connections ‘drop out’
- Acts as a regularizer

Dropout

- Unreliable connections between layers
 - Randomly have connections ‘drop out’
- Acts as a regularizer
 - Forces the network to learn general features

AlexNet



Image

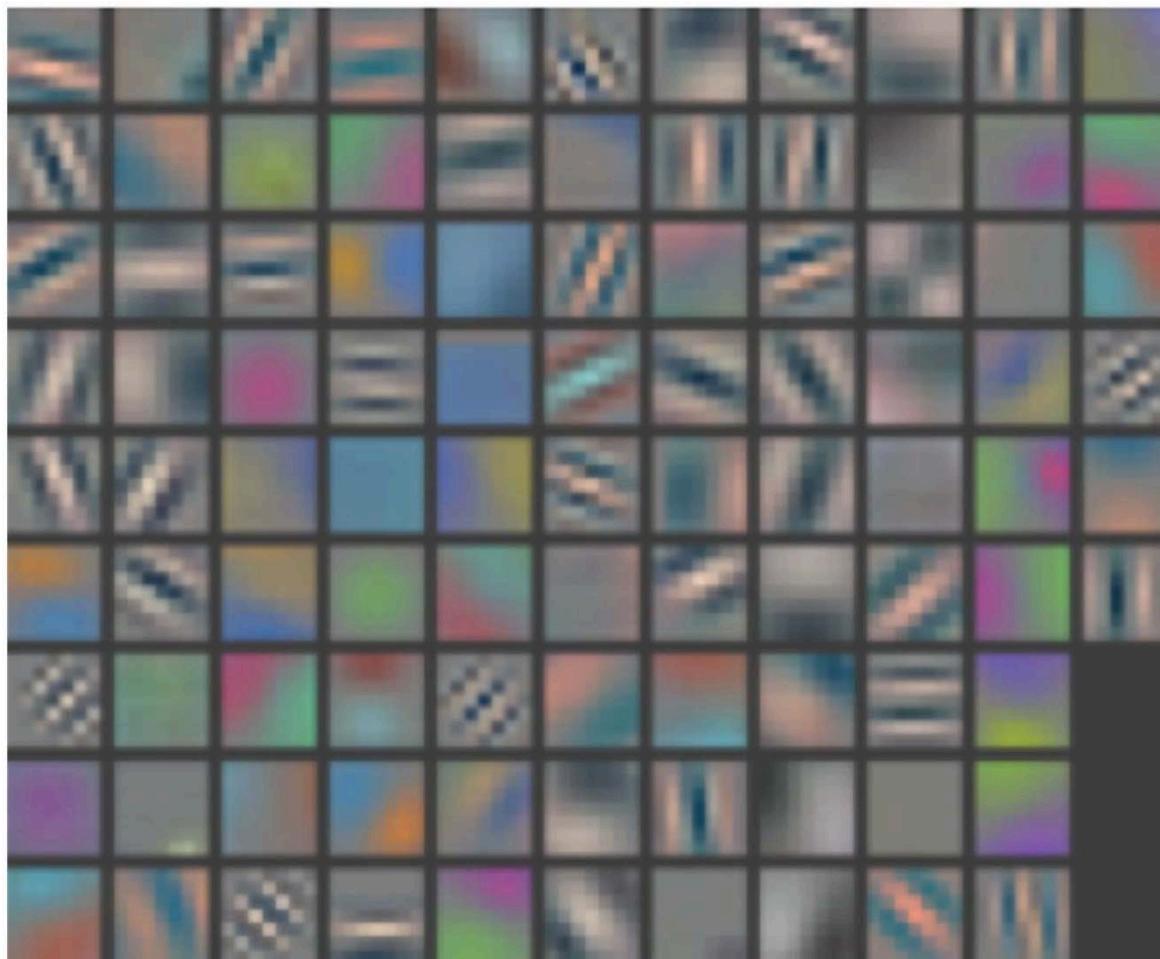
Convolution and Max Pooling Layers

Fully Connected
Layers

Features

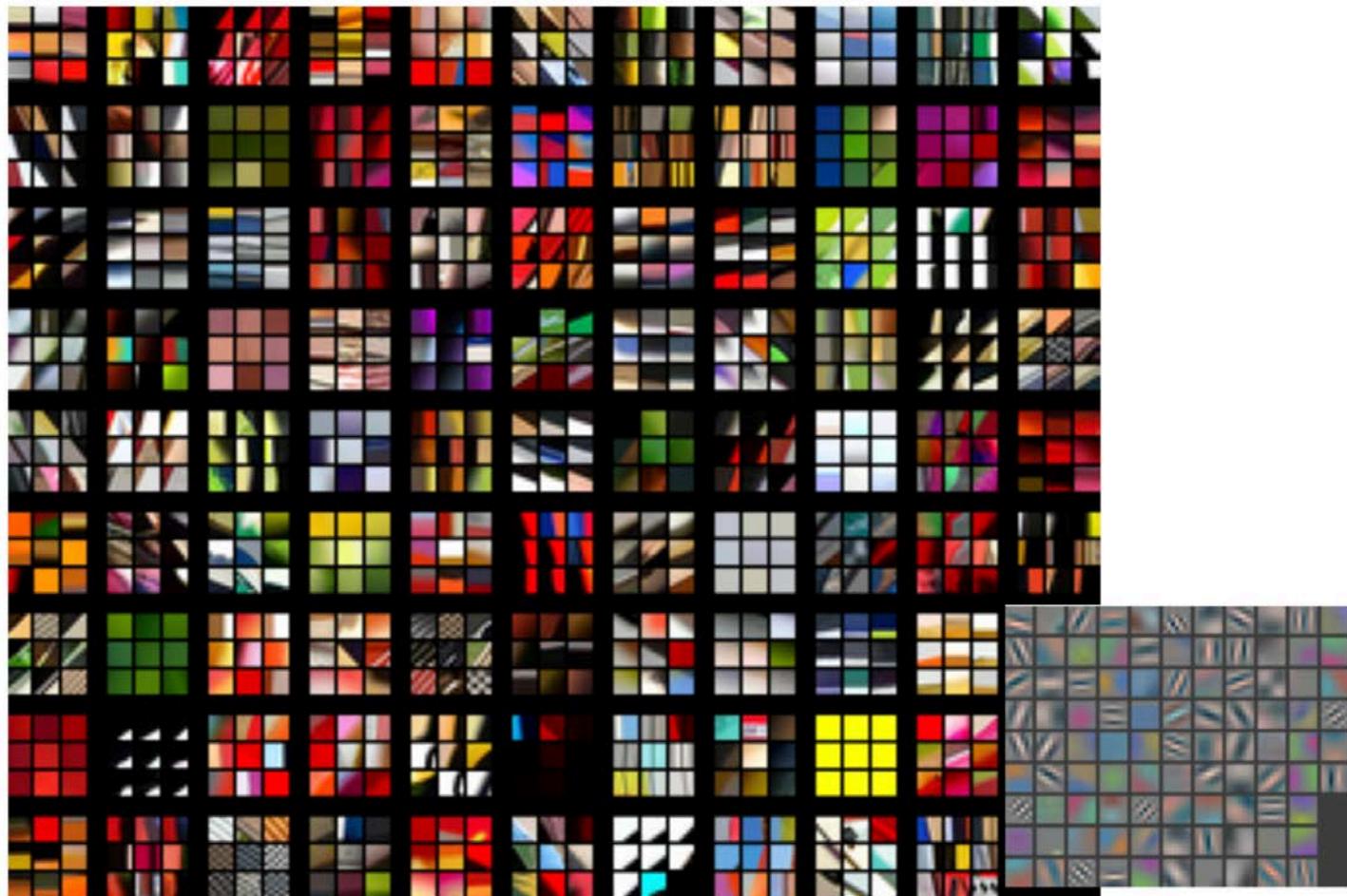
Features

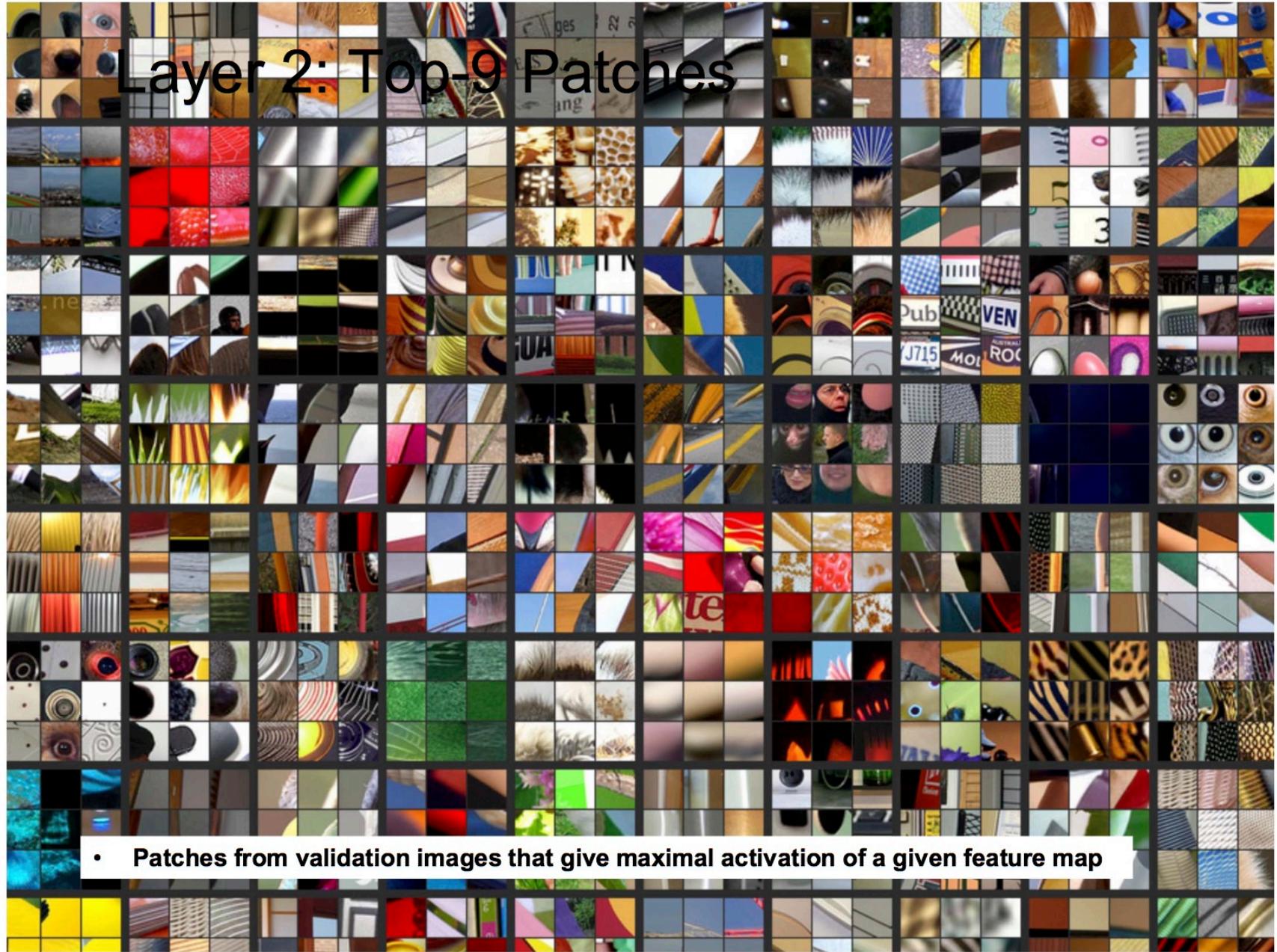
- Conv1



Features

- Top Image Patches



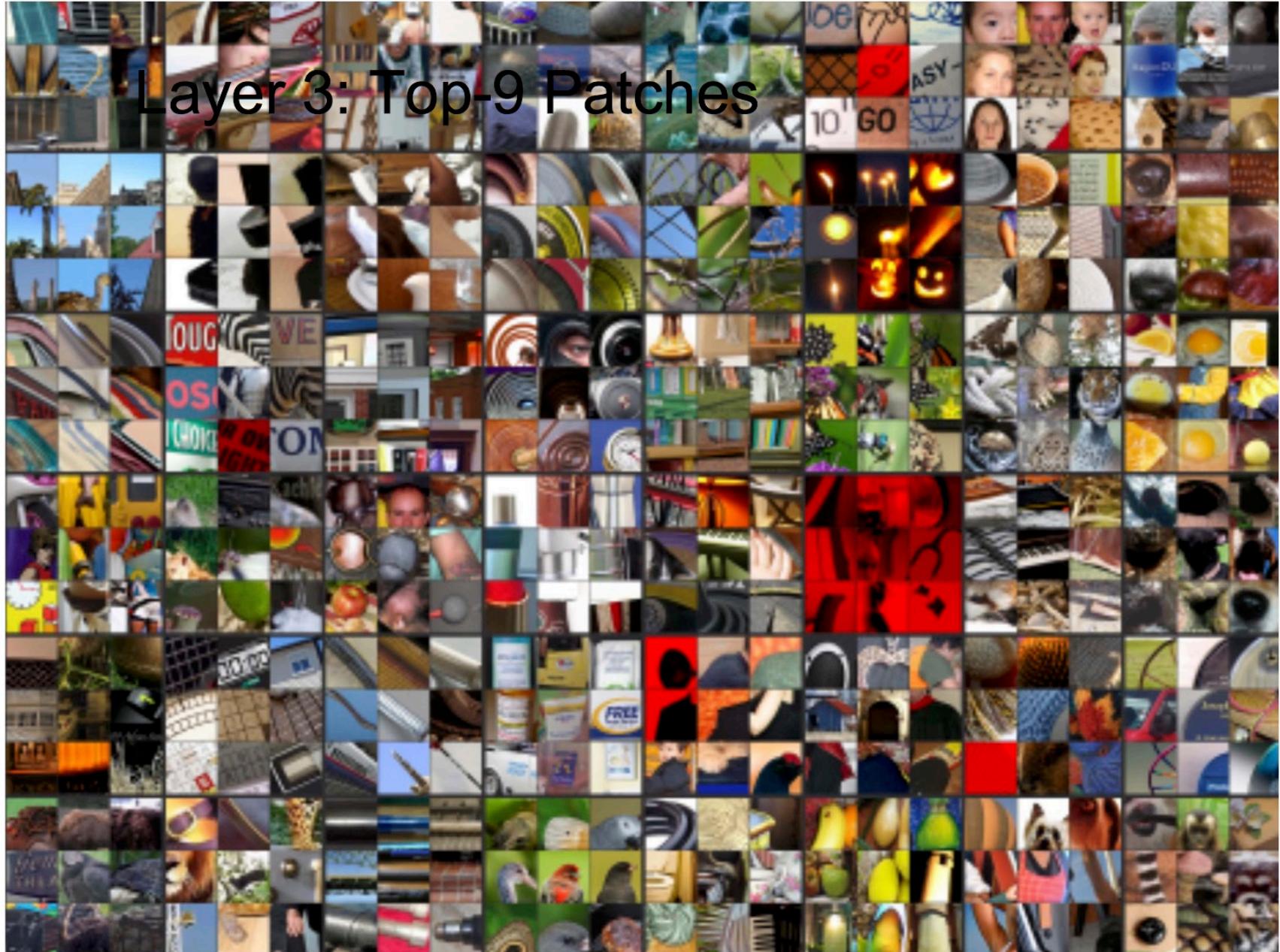


- Patches from validation images that give maximal activation of a given feature map

Layer 2: Top-9 Patches

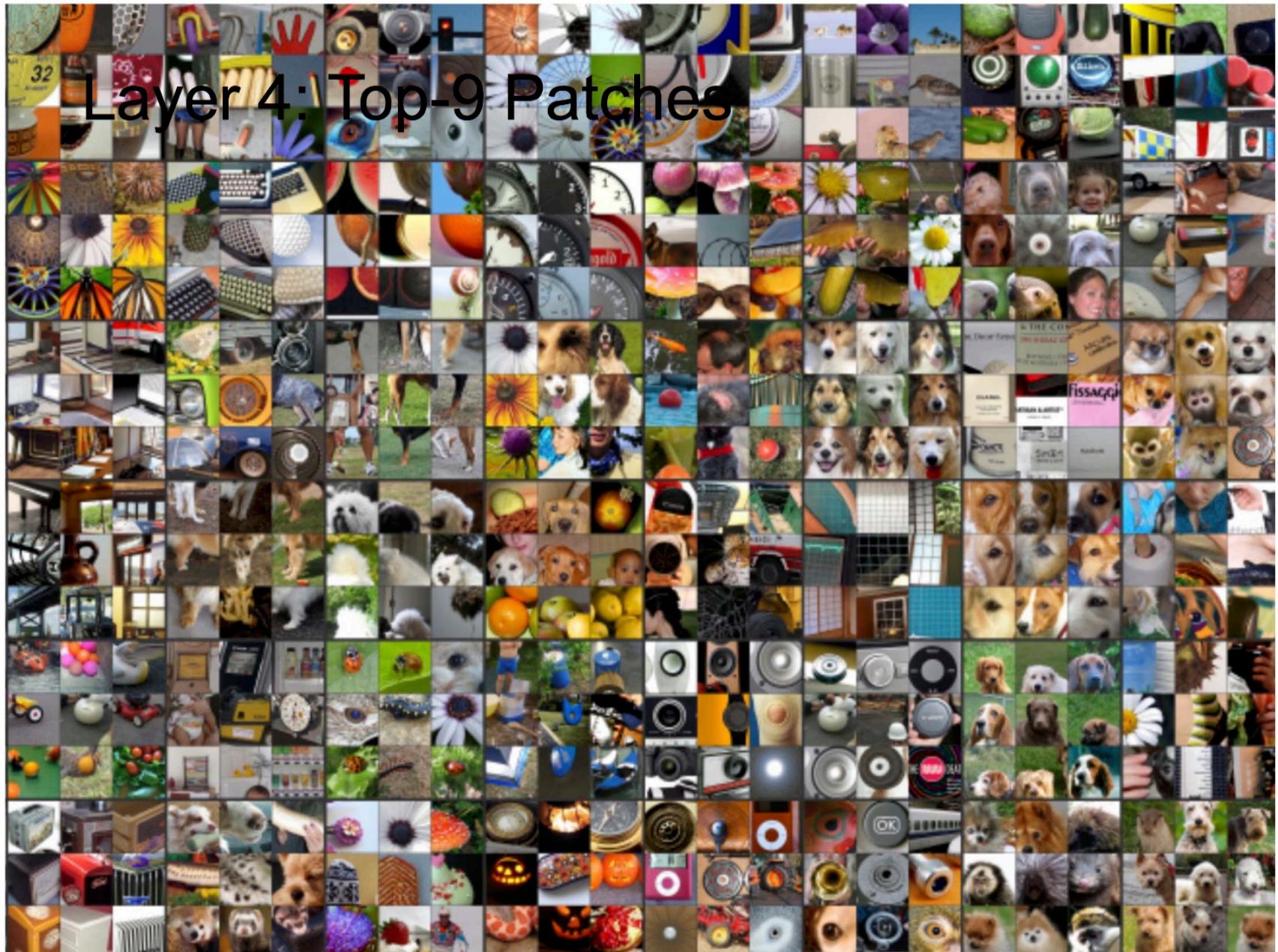


Layer 3: Top-9 Patches



Layer 3: Top-9 Patches

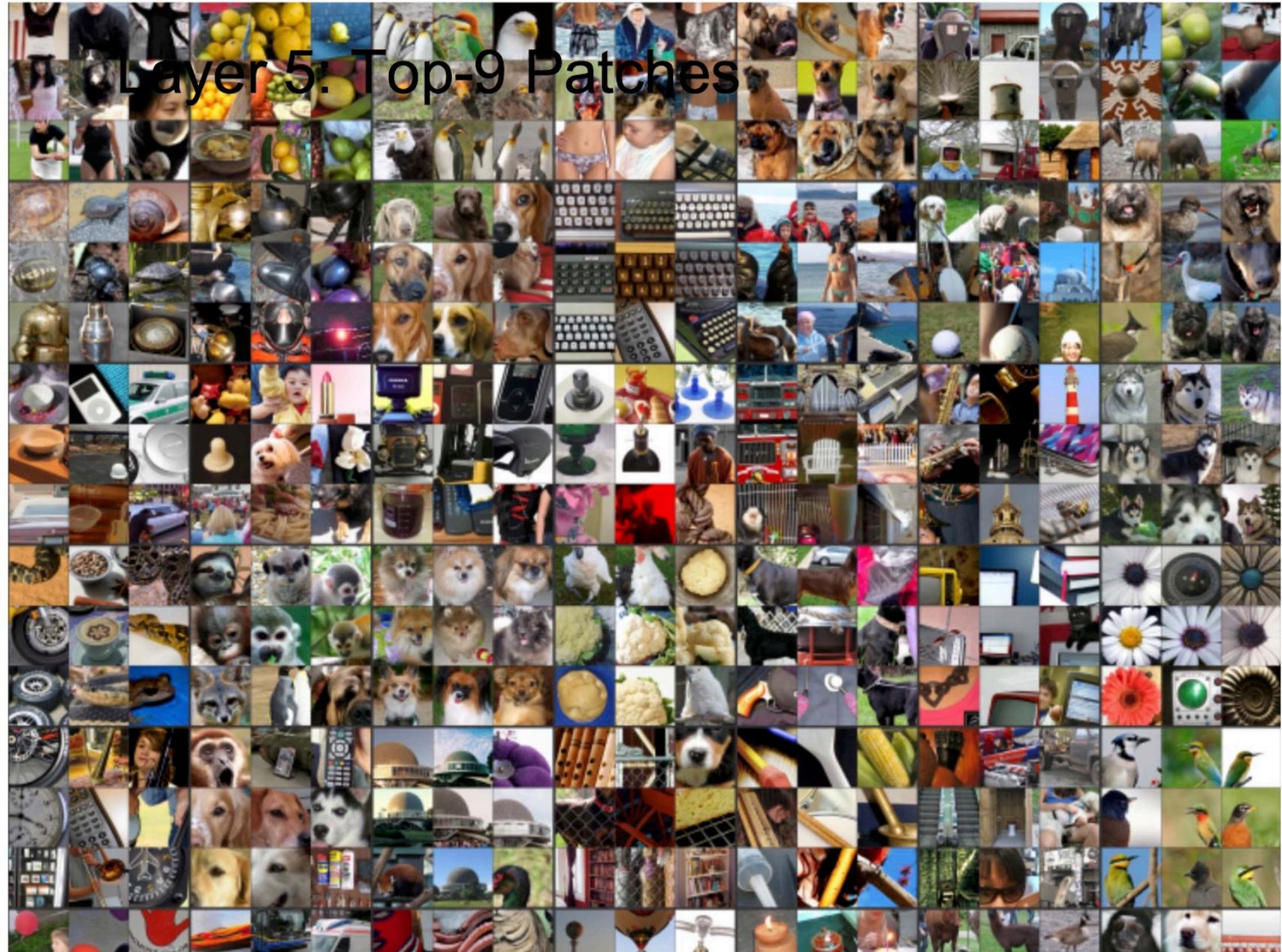




Layer 4: Top-9 Patches

Layer 4: Top-9 Patches



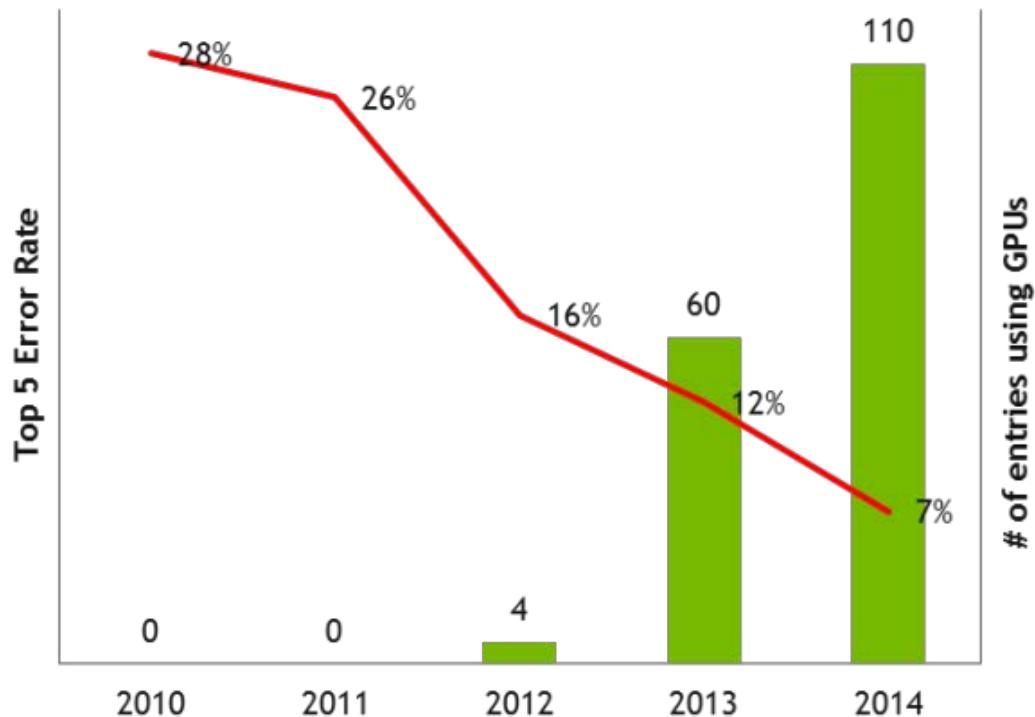


Layer 5: Top-9 Patches

Layer 5: Top-9 Patches



IMAGENET



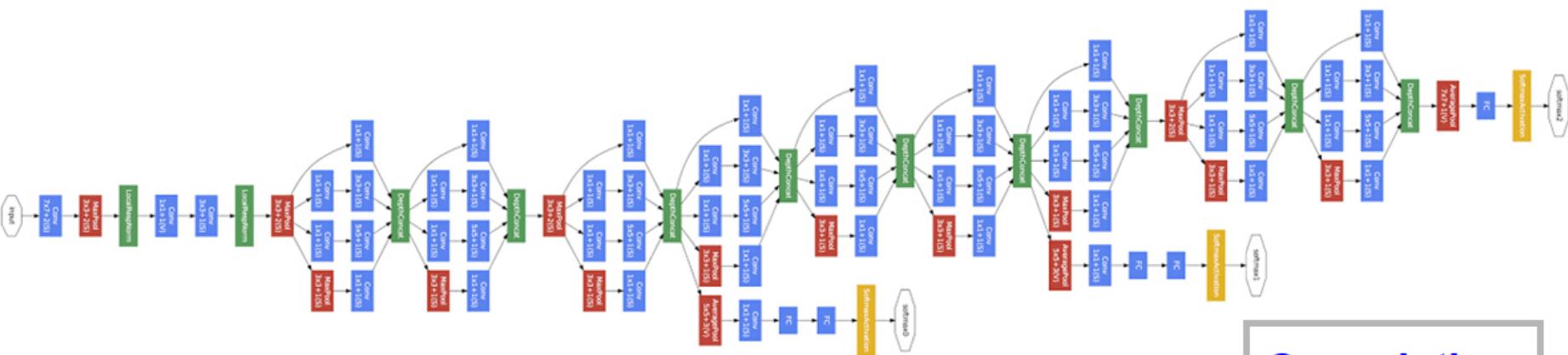
2014

2014

- GoogLeNet

2014

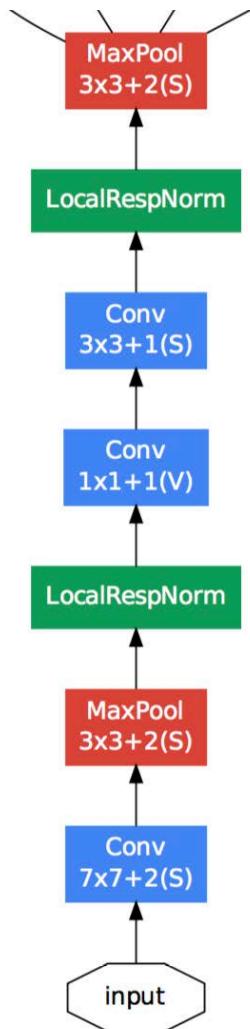
- GoogLeNet



Convolution
Pooling
Softmax
Other

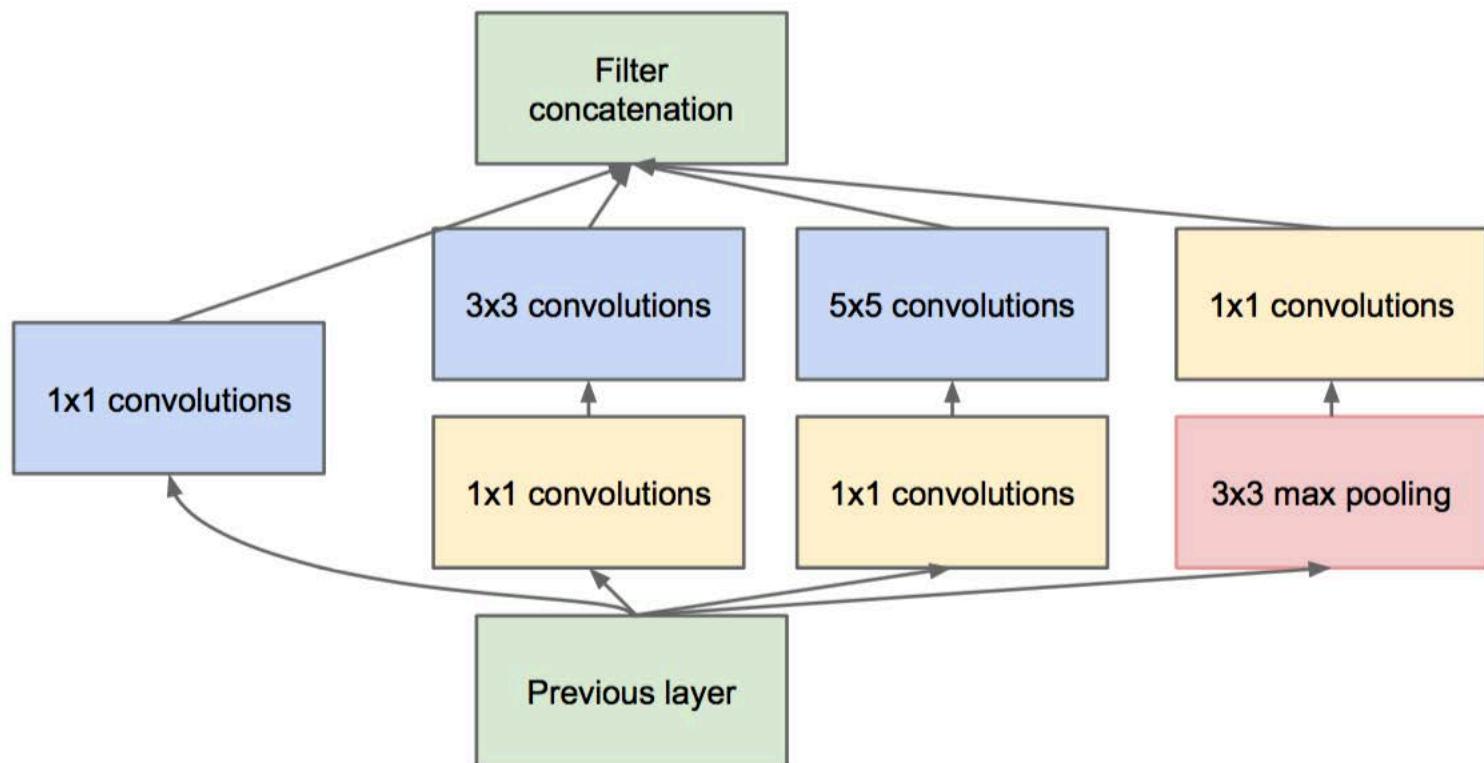
2014

- GoogLeNet



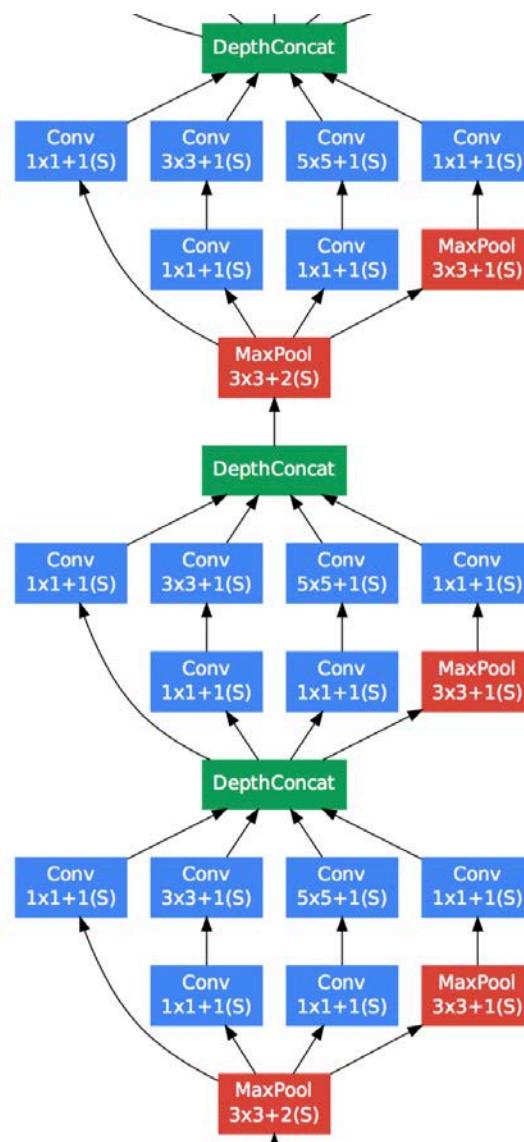
2014

- GoogLeNet



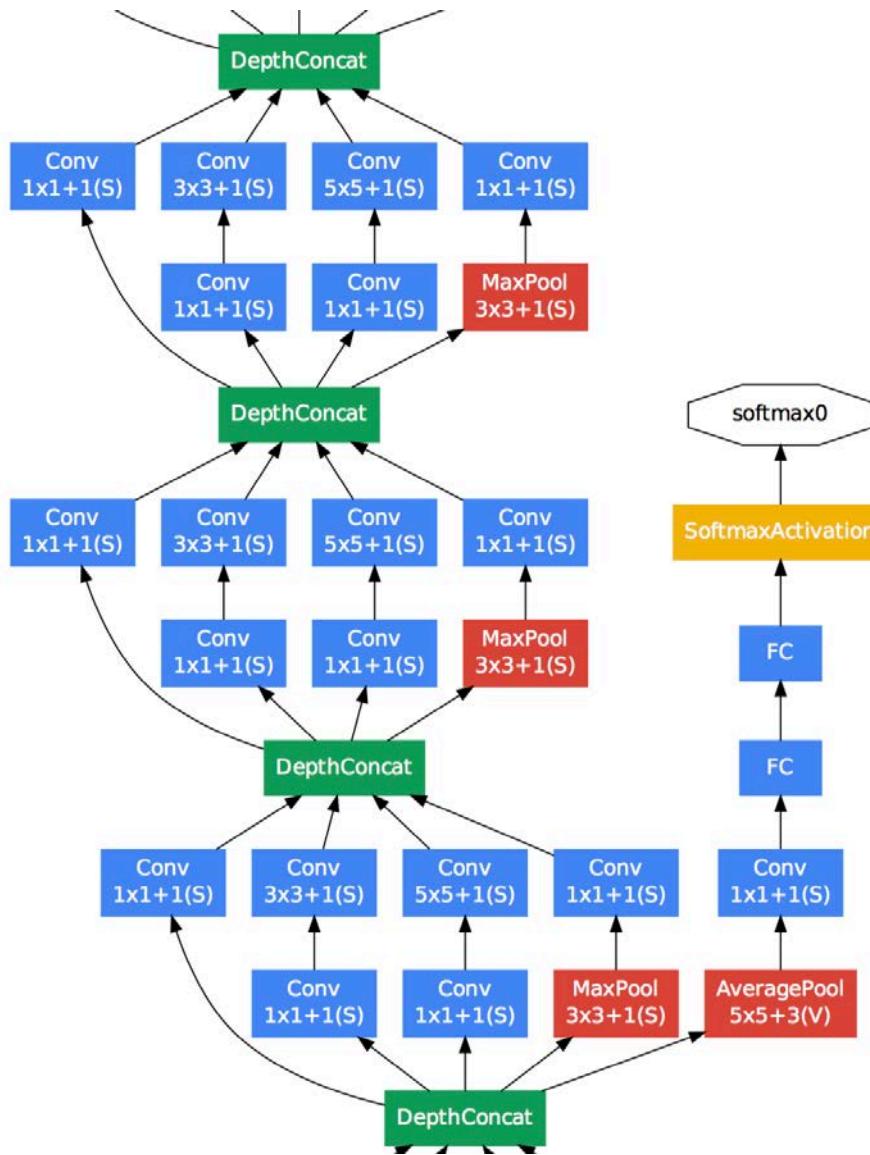
2014

- GoogLeNet



2014

- GoogLeNet



2014

- GoogLeNet
 - 7% top-5 error

2015

- Microsoft

2015

- Microsoft
 - 5% top-5 accuracy

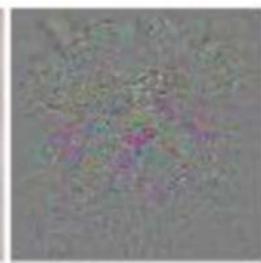
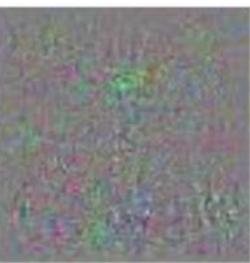
2015

- Microsoft
 - 5% top-5 accuracy
 - Surpassed human level performance

Issues

Issues

- Adversarial examples



Issues

- Adversarial examples



- Lacking a theoretical understanding of these models

Issues

- Adversarial examples



- Lacking a theoretical understanding of these models
- Learning is dependent on class labels.
Unsupervised deep learning is less developed.

Software Packages

- Caffe - <https://github.com/BVLC/caffe>
- Torch - <https://github.com/torch/torch7>
- Theano - <https://github.com/Theano/Theano>
- Neon - <https://github.com/NervanaSystems/neon>
- TensorFlow - <https://github.com/tensorflow/tensorflow>

Resources

LeNet: Y. LeCun, B. Boser, J. S. Denker, D. Henderson, R. E. Howard, W. Hubbard, and L. D. Jackel. Handwritten digit recognition with a back-propagation network. *Advances in Neural Information Processing Systems*. 1990.

ImageNet: Olga Russakovsky*, Jia Deng*, Hao Su, Jonathan Krause, Sanjeev Satheesh, Sean Ma, Zhiheng Huang, Andrej Karpathy, Aditya Khosla, Michael Bernstein, Alexander C. Berg and Li Fei-Fei. (* = equal contribution) ImageNet Large Scale Visual Recognition Challenge. *arXiv:1409.0575*, 2014.

AlexNet: Krizhevsky, Alex, Ilya Sutskever, and Geoffrey E. Hinton. "Imagenet classification with deep convolutional neural networks." *Advances in neural information processing systems*. 2012.

Network Visualization: Zeiler, Matthew D., and Rob Fergus. "Visualizing and understanding convolutional networks." *Computer Vision–ECCV 2014*. Springer International Publishing, 2014. 818-833.

GoogLeNet: Szegedy, Christian, et al. "Going deeper with convolutions." *arXiv preprint arXiv:1409.4842* (2014).

Microsoft Network: He, Kaiming, et al. "Delving deep into rectifiers: Surpassing human-level performance on imagenet classification." *arXiv preprint arXiv:1502.01852* (2015).

Adversarial Examples: Szegedy, Christian, et al. "Intriguing properties of neural networks." *arXiv preprint arXiv:1312.6199* (2013).