

Lecture 6. Convolutional neural network

AI in Genetics

ZOO6927 / BOT6935 / ZOO4926

1. CNN intuitions

Lesson Overview

- Biology of Vision
- Image Basics
- Vocabulary



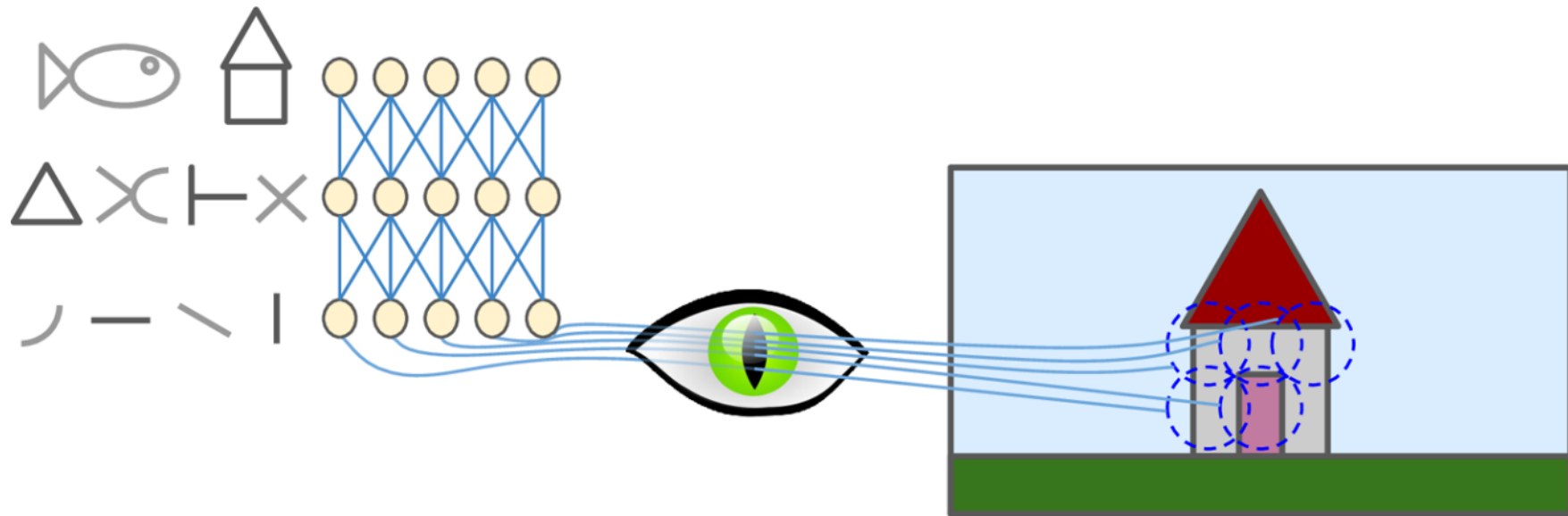


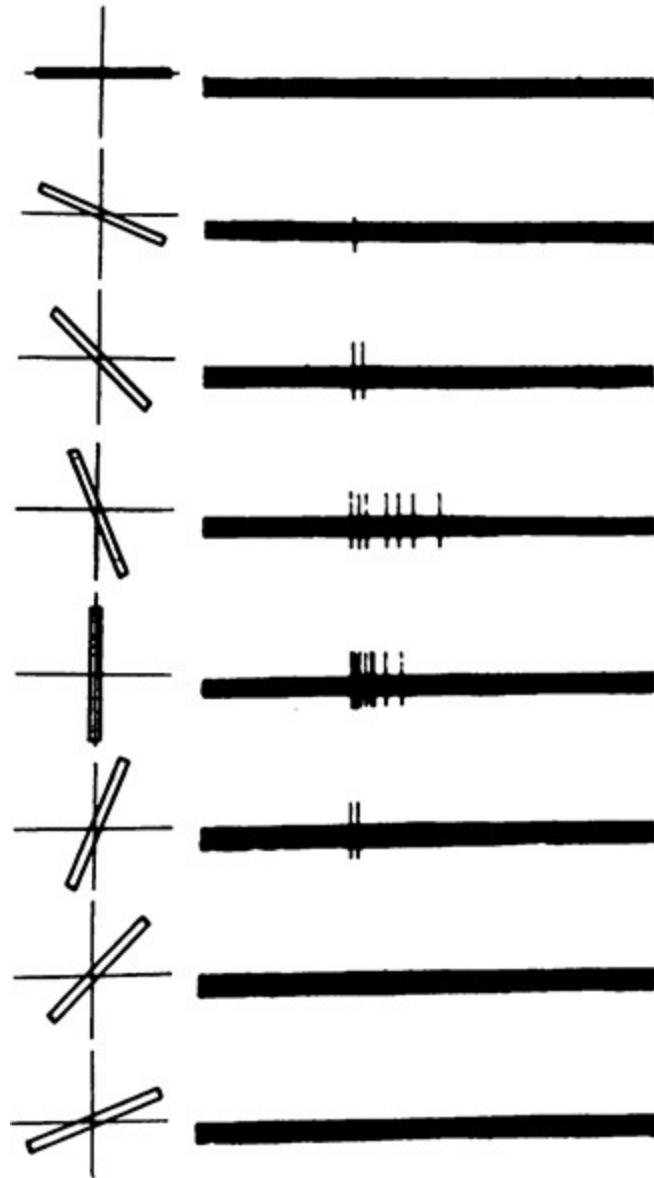
Torsten Wiesel



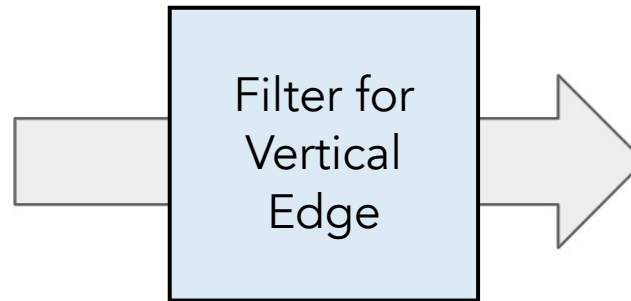
David Hubel



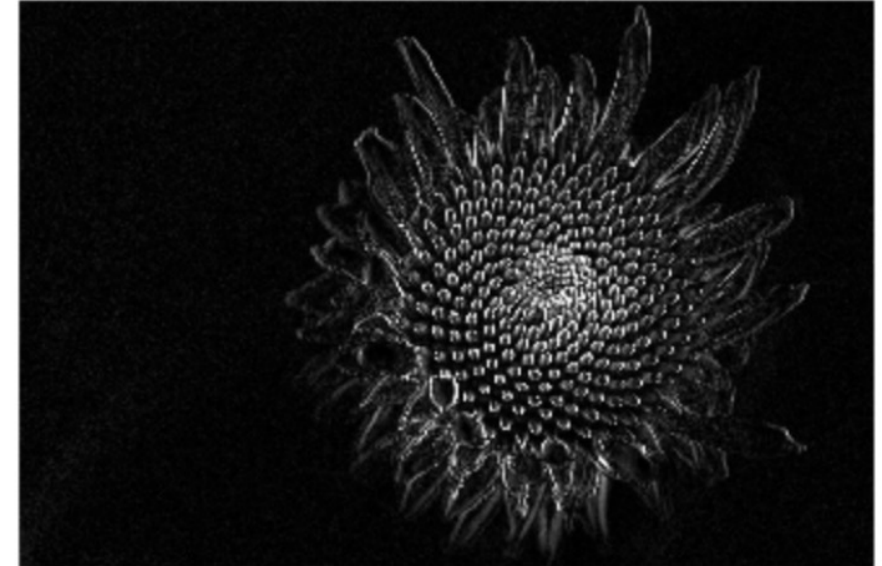




Original Image



Vertical Edge Detection



Why do we need Convolutional Neural Networks?



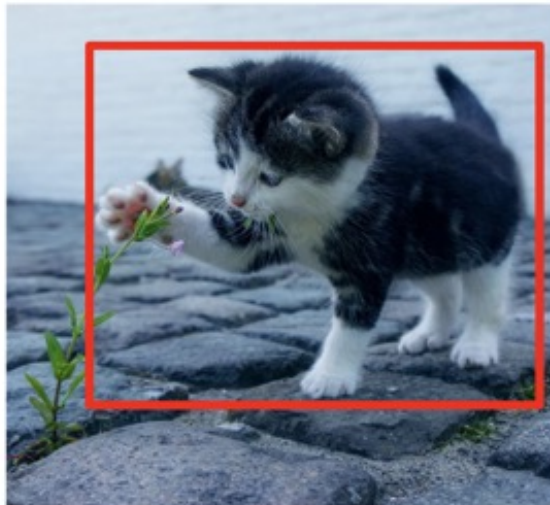
CNN Domains

Classification



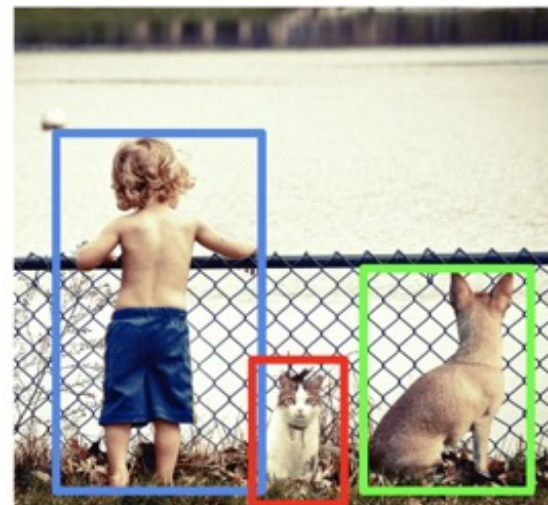
Cat

Classification and
Localization



Cat

Object Detection



Kid, cat, dog

Instance
Segmentation



Kid, cat, dog

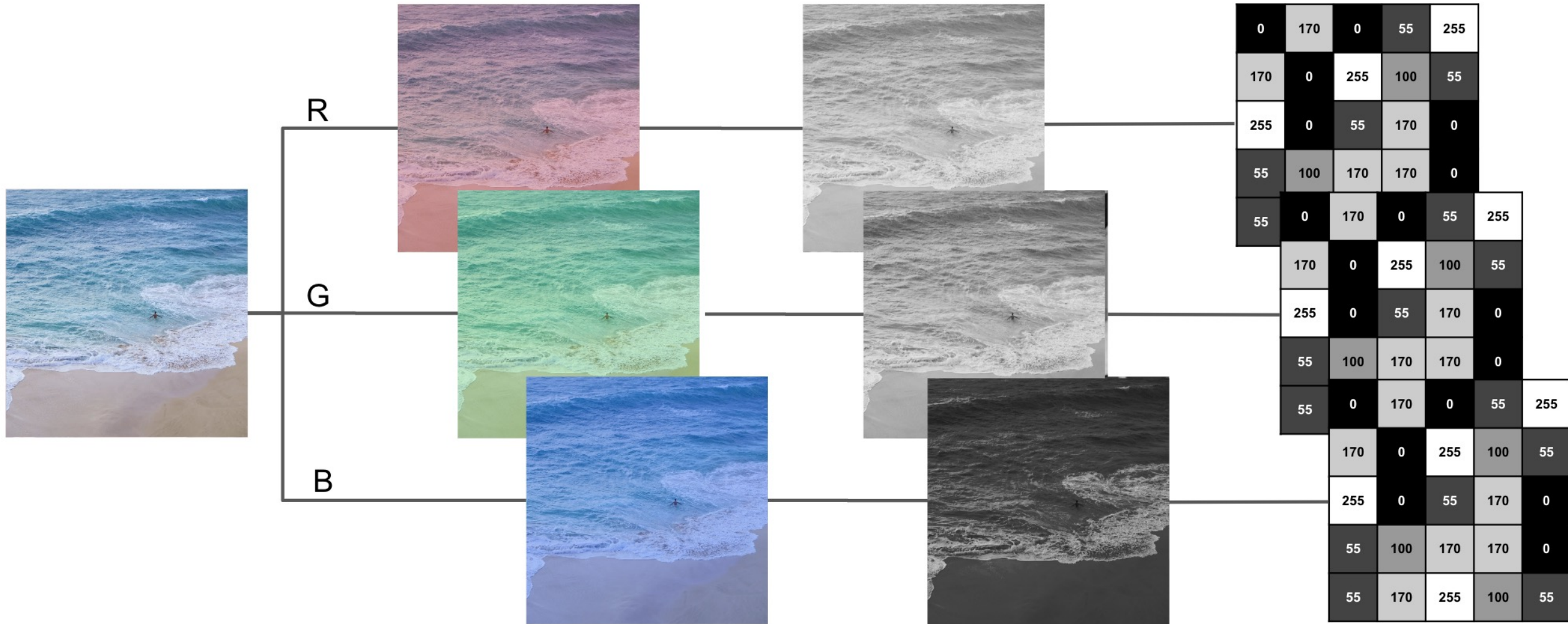


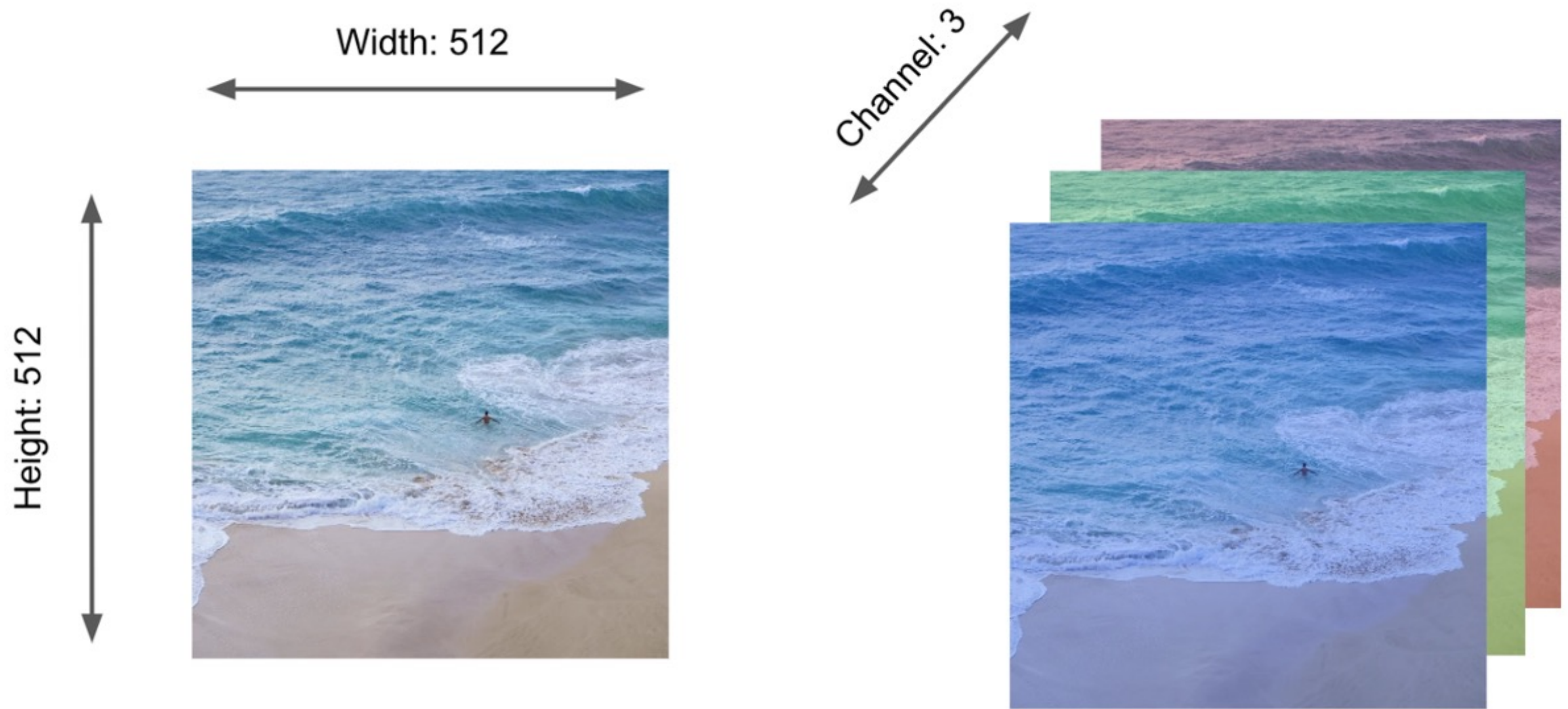
Image

Channel

Intensity

Pixel





Google AI Glossary



<https://developers.google.com/machine-learning/glossary>

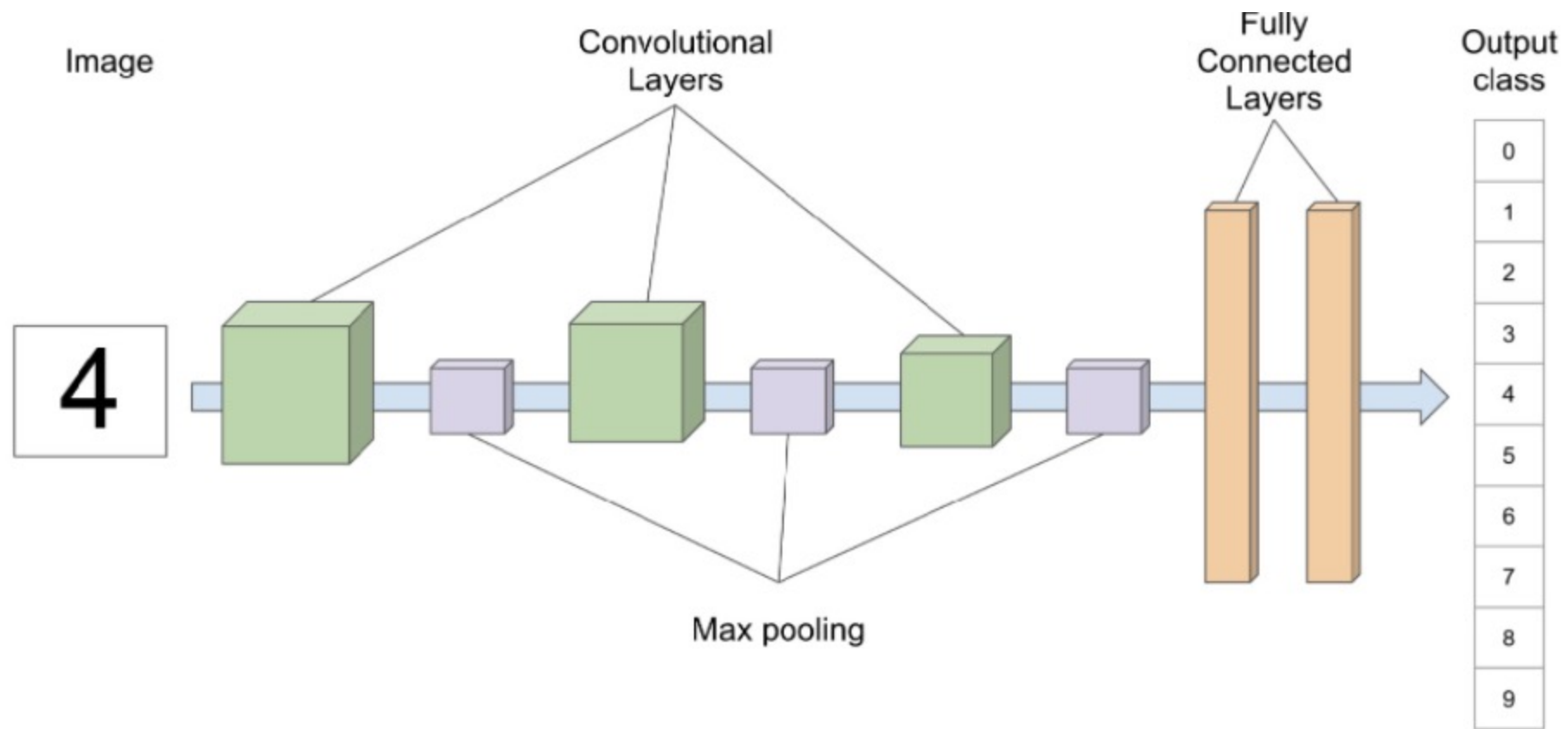


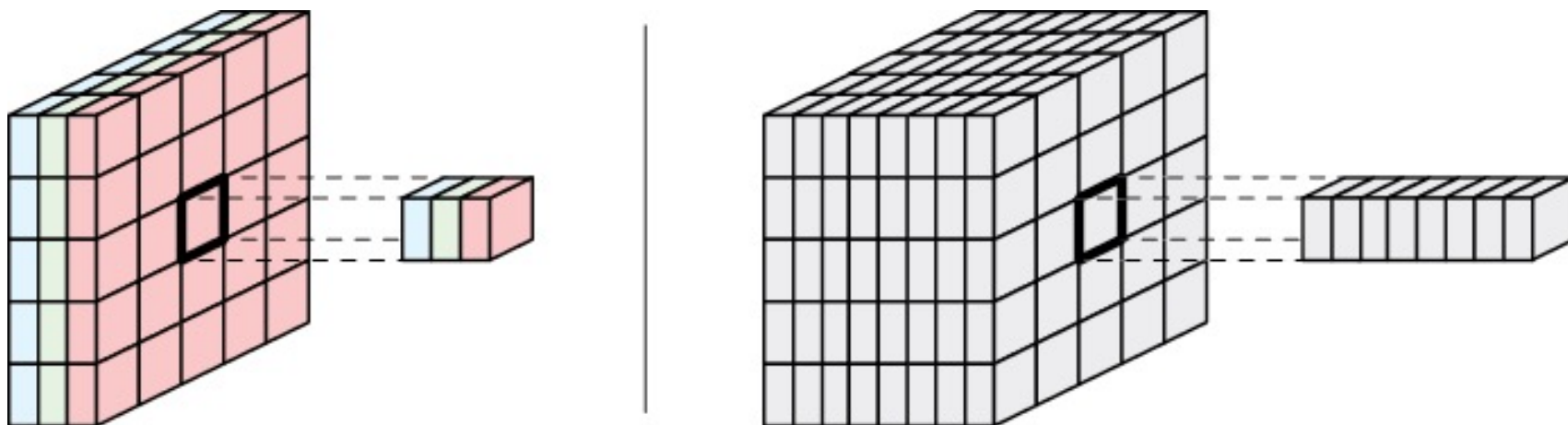
2. CNN anatomy

Lesson Overview

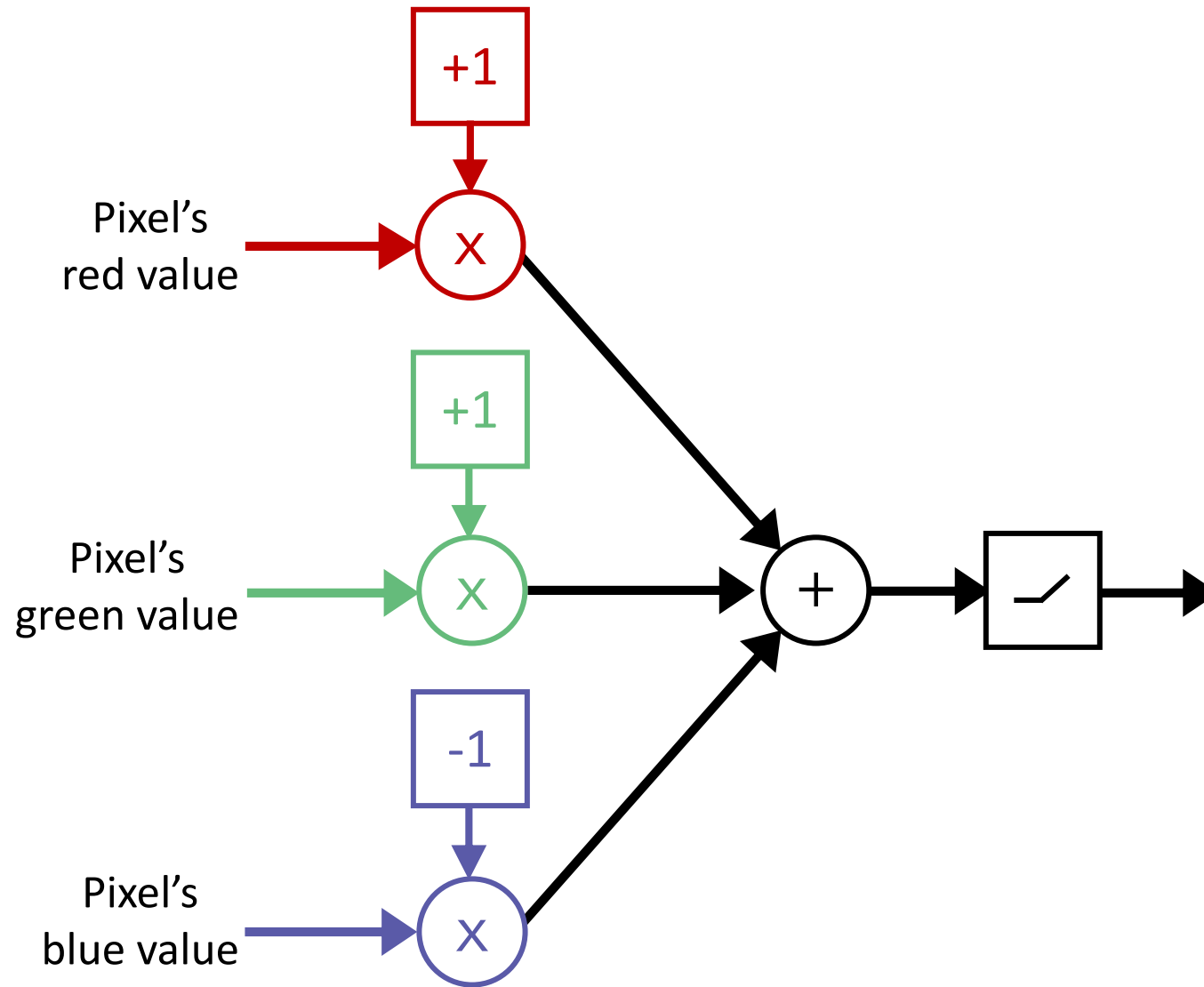
- Quick Review
- Filters and Images
- Convolution
- Stride, Padding, Pooling

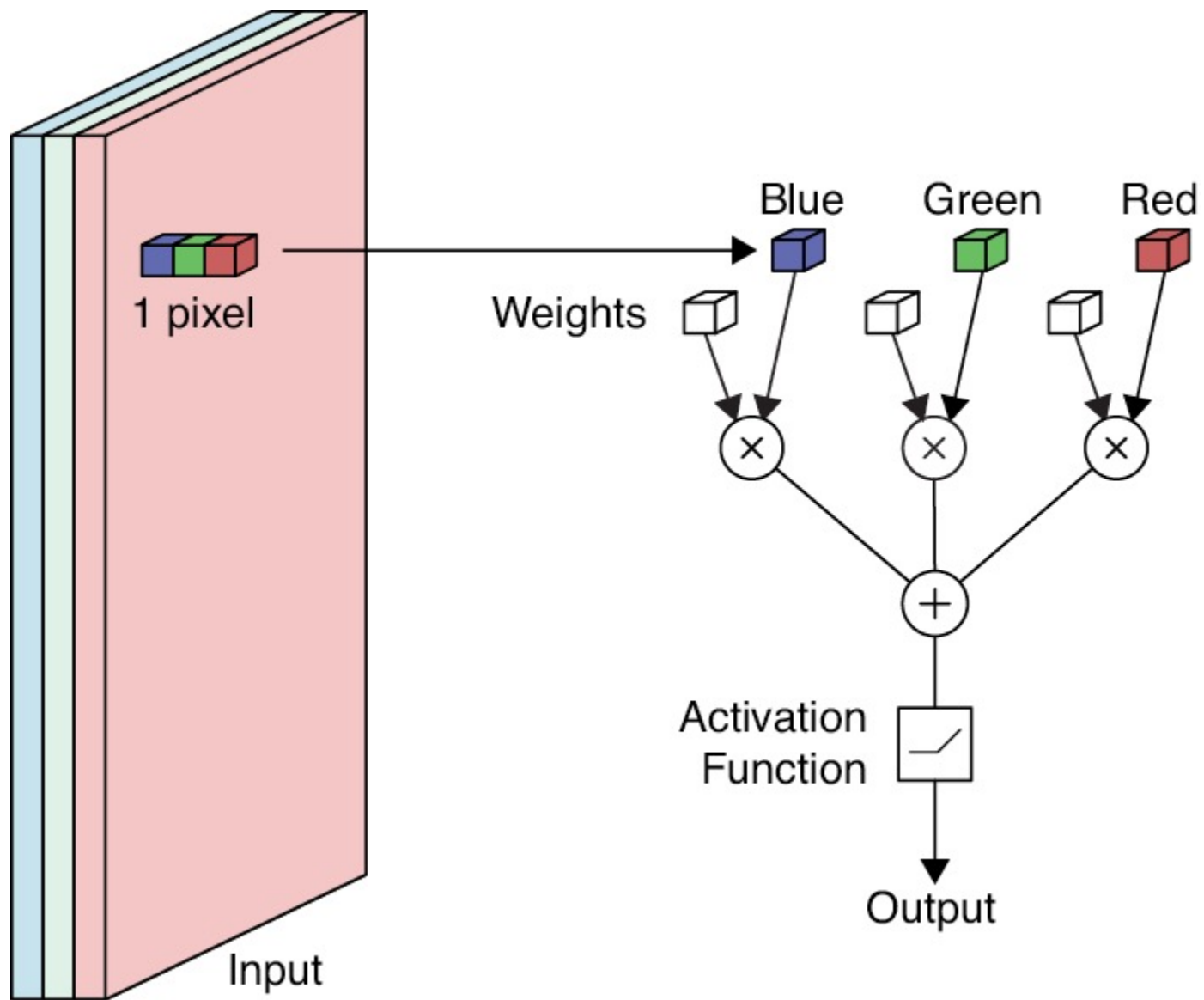


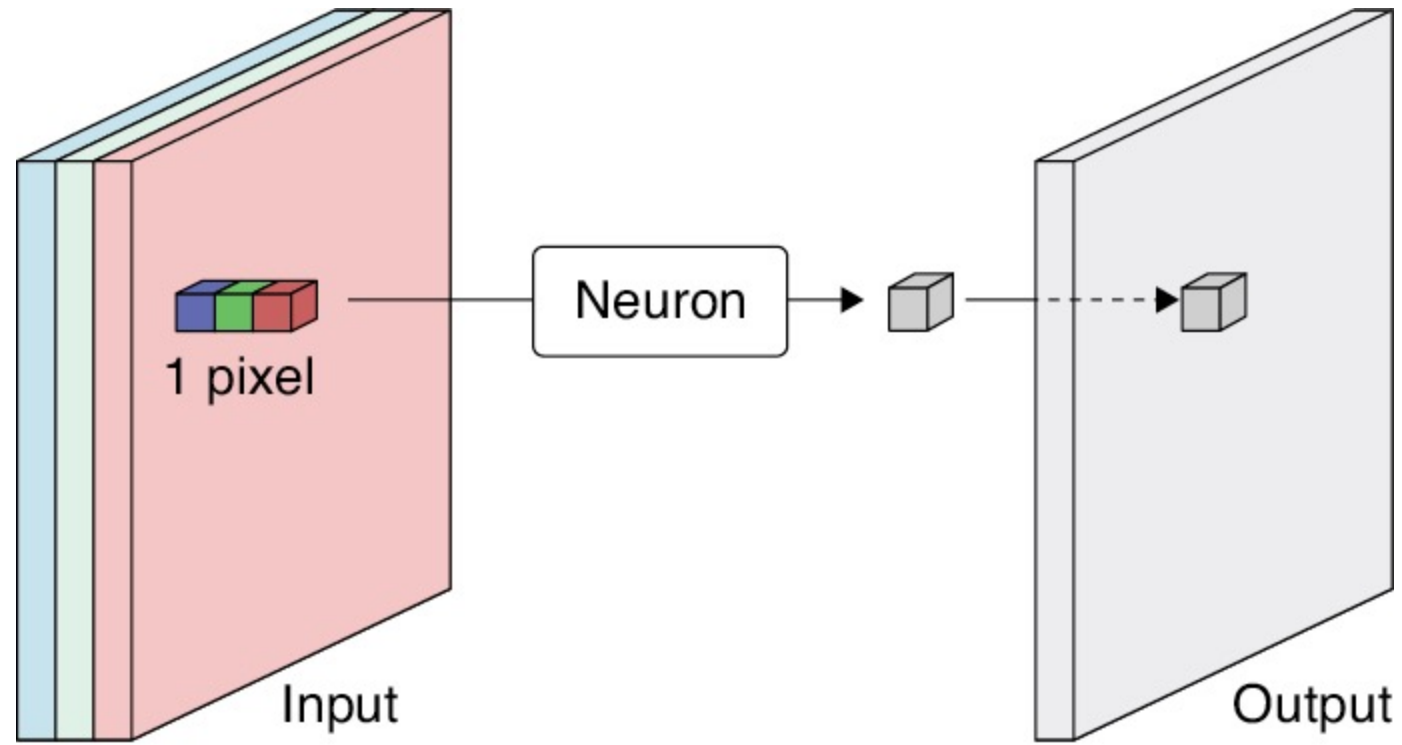




Simple filter for determining the yellowness of a pixel

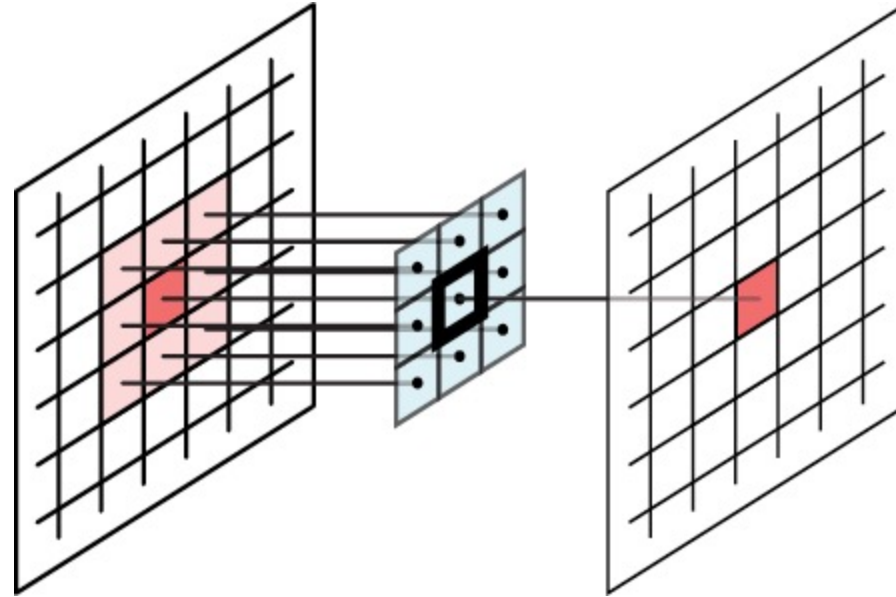








Using larger kernels



Convolution

Input

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

Filter or Kernel

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

*

=

Output

-5	-4		

$$0 \times 1 + 5 \times 1 + 2 \times 1 + 0 \times 0 + 8 \times 0 + 2 \times 0 + 2 \times -1 + 8 \times -1 + 5 \times -1$$



0	0	0	0	0	0	...
0	156	155	156	158	158	...
0	153	154	157	159	159	...
0	149	151	155	158	159	...
0	146	146	149	153	158	...
0	145	143	143	148	158	...
...

Input Channel #1 (Red)

0	0	0	0	0	0	...
0	167	166	167	169	169	...
0	164	165	168	170	170	...
0	160	162	166	169	170	...
0	156	156	159	163	168	...
0	155	153	153	158	168	...
...

Input Channel #2 (Green)

0	0	0	0	0	0	...
0	163	162	163	165	165	...
0	160	161	164	166	166	...
0	156	158	162	165	166	...
0	155	155	158	162	167	...
0	154	152	152	157	167	...
...

Input Channel #3 (Blue)

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

Kernel Channel #1



308

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

Kernel Channel #2



-498

0	1	1
0	1	0
1	-1	1

Kernel Channel #3



164

+

+



Bias = 1

+ 1 = -25

Output

-25				...
				...
				...
				...
...



1	1	1
1	1	1
1	1	1



Blurring

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



Horizontal Edges

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



Vertical Edges



Stride

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

Stride of 1

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

Stride of 2





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

6 x 6

-5			

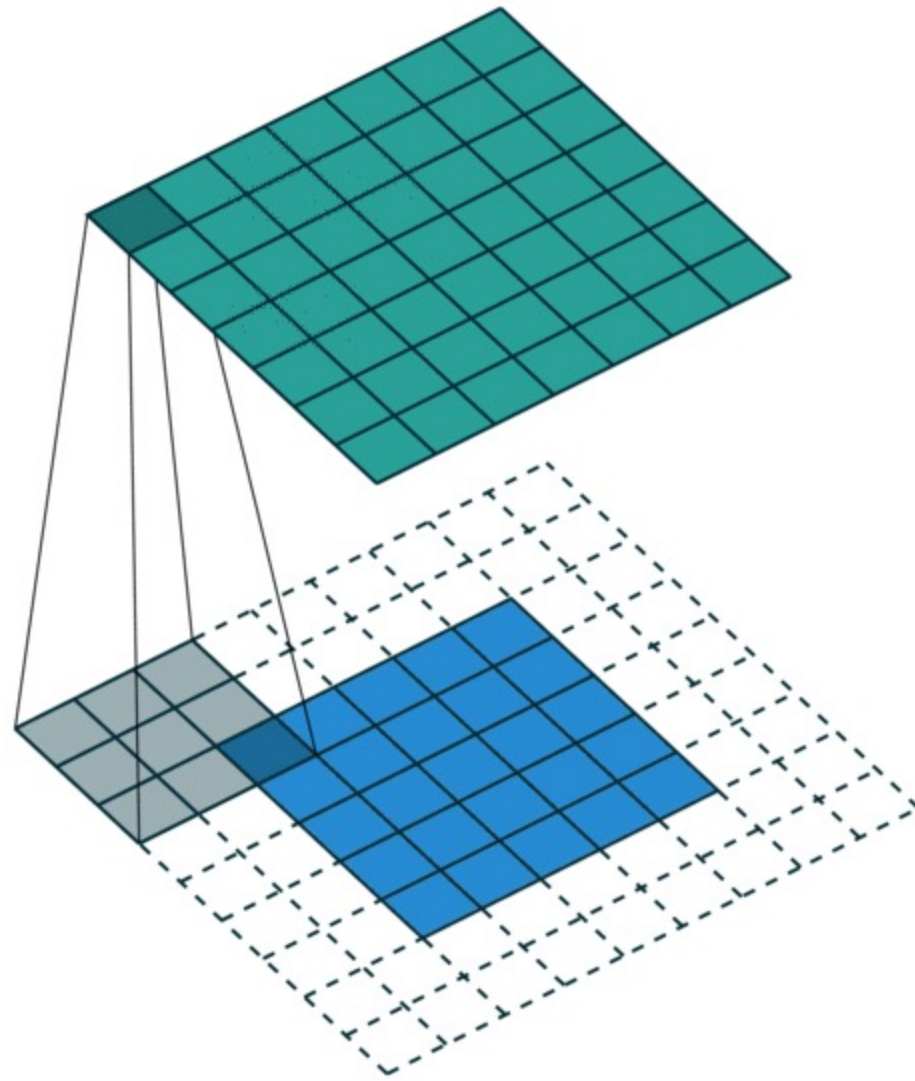
4 x 4

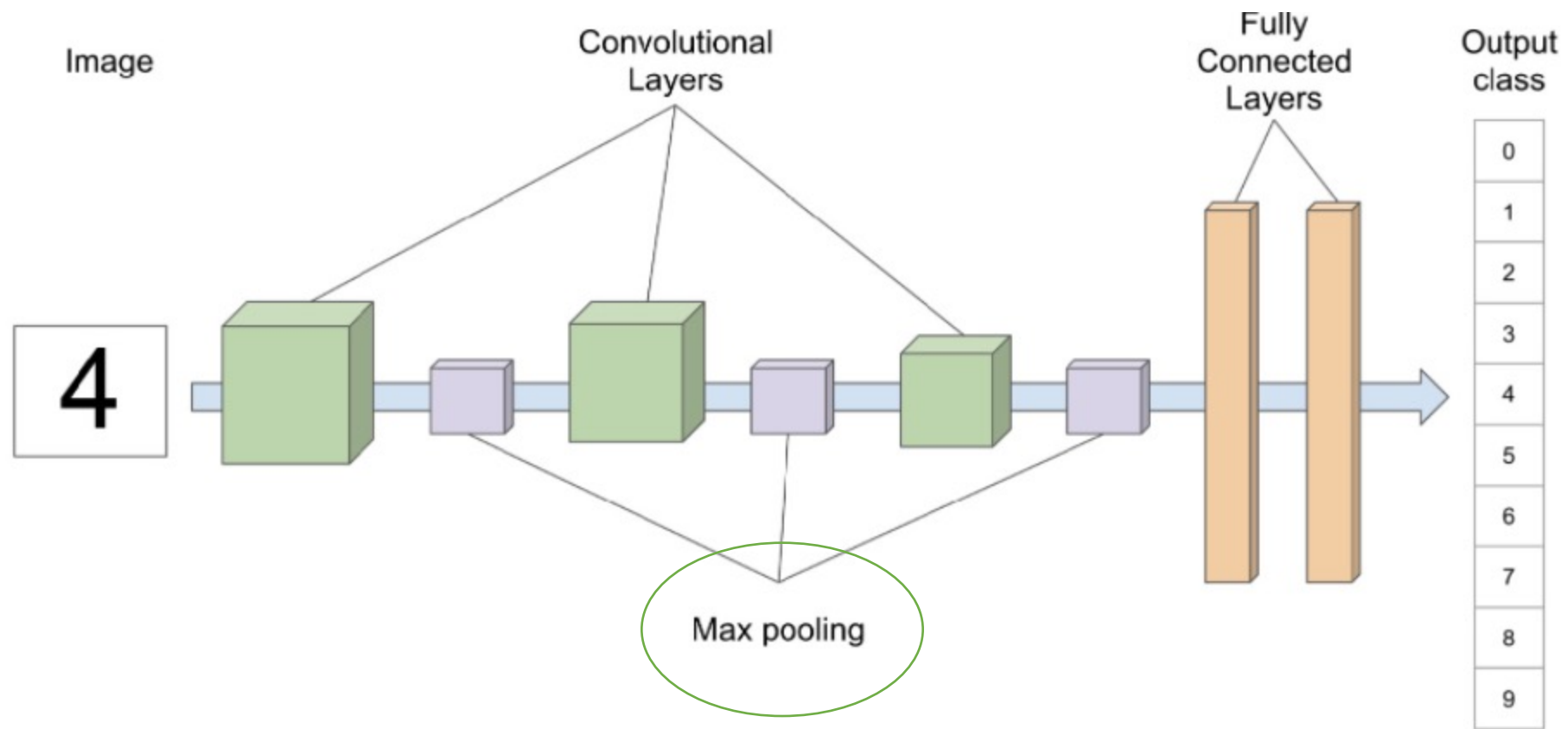


Padding

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







Max Pooling

Input Image

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

Max pooling with
Stride 2

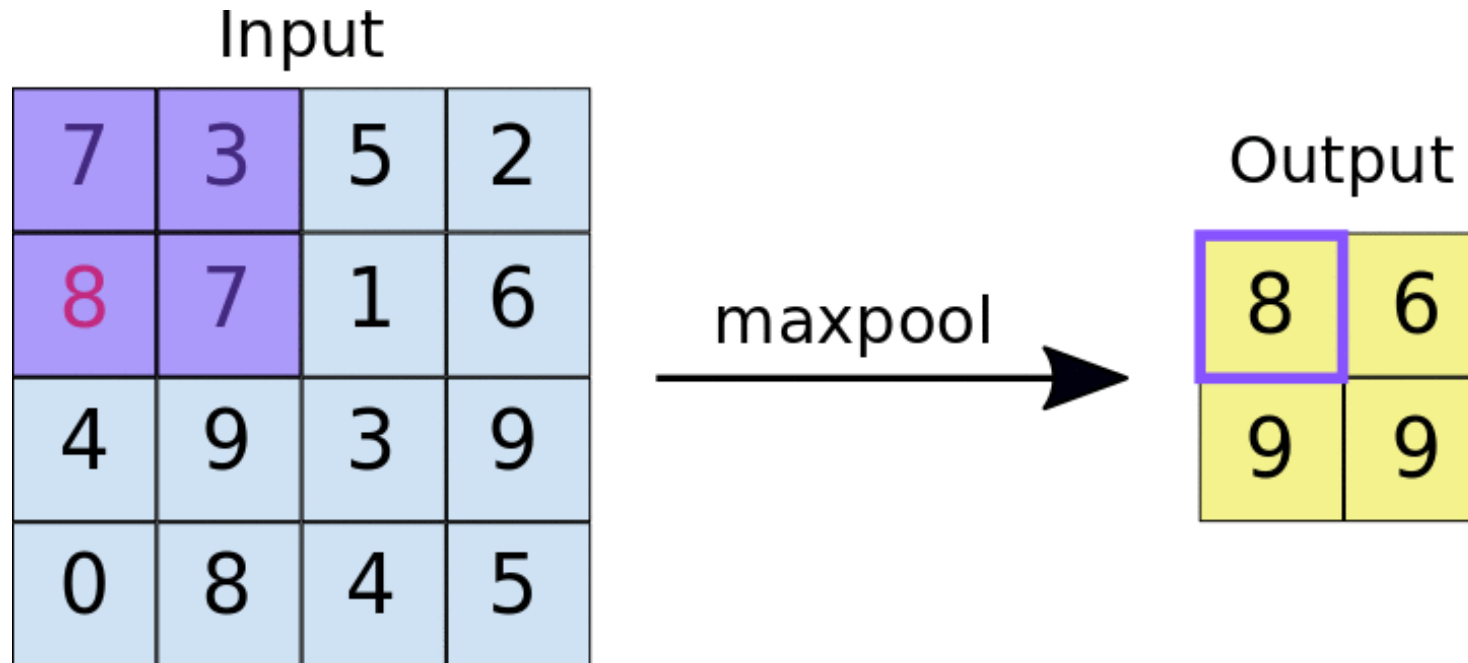


Result

8	7
9	3



Max Pooling

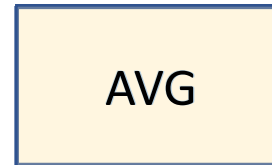


Average Pooling

Input Image

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

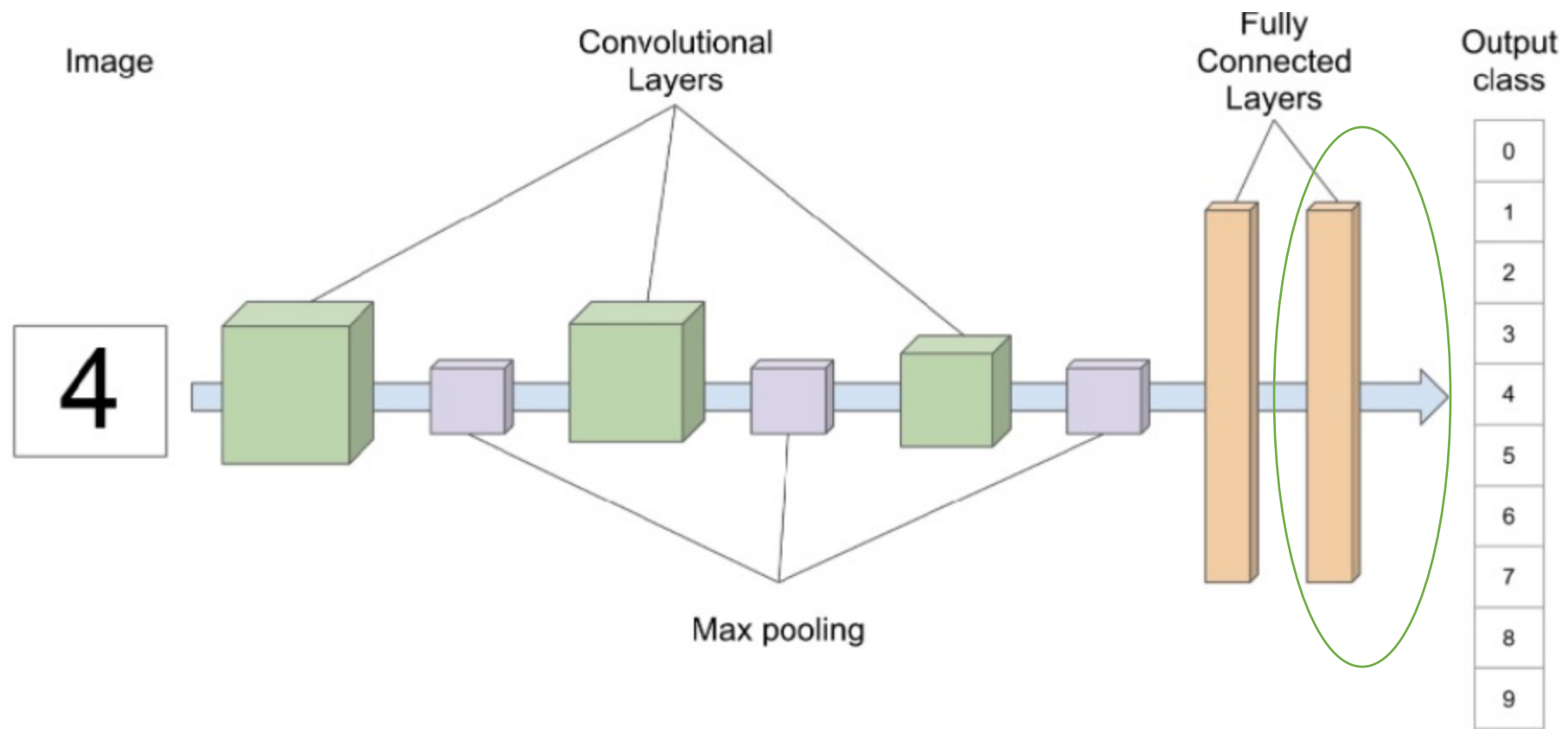
Max pooling with
Stride 2



Result

4.25	4.50
8.50	2.67





Problem Type	Activation Function for Last Layer	Output
Regression	None (or identity function)	A numerical number that can take any value
Binary classification	sigmoid	A numerical number ranging from 0 to 1 corresponding to the probability of the observation.
Multi-class classification	softmax	Multiple numerical numbers (depending on the number of classes) ranging from 0 to 1 corresponding to the probability of each class.

