

Convolutional Neural Networks

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Application

- Image recognition
- Completely dominated the machine vision space
- One of the hottest topics in AI today
- Tricky to understand

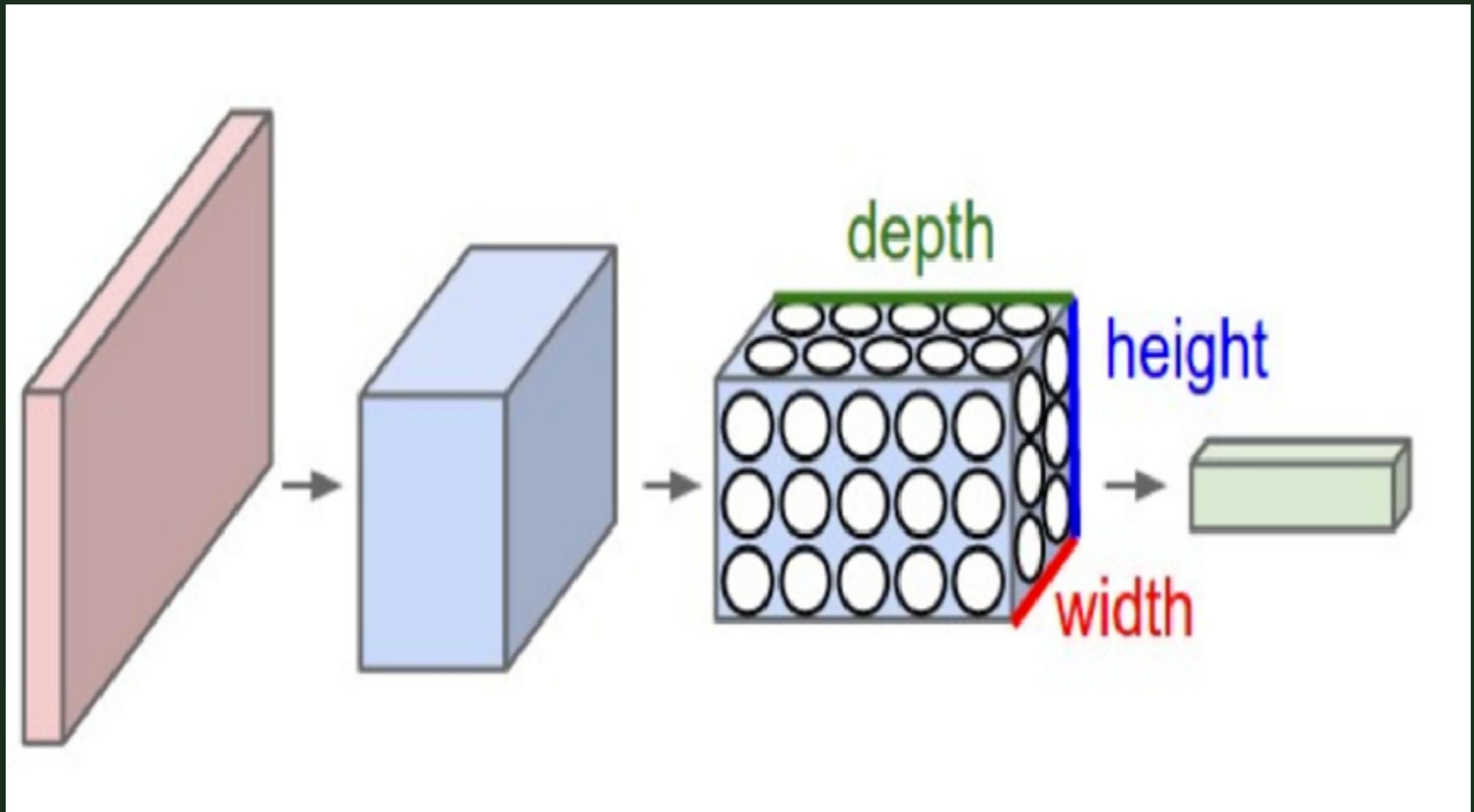
Why not Regular Neural Nets

- They don't scale well to full images.
- In CIFAR-10
 - Images of size $32 \times 32 \times 3 \Rightarrow 3072$ weights per neuron
- Larger images
 - $200 \times 200 \times 3 \Rightarrow 120,000$ weights

Why not Regular Neural Nets

- Input consists of images
- Neurons in layers arranged in three dimension:
 - Width, height, depth

Why not Regular Neural Nets



Historical Overview

- CNN's are inspired by organization of animals visual cortex
- In 1998, Yann LeCun et al. presented first CNN
- Between 10 thousands of images, it gave only 82 case errors



ImageNet Challenge

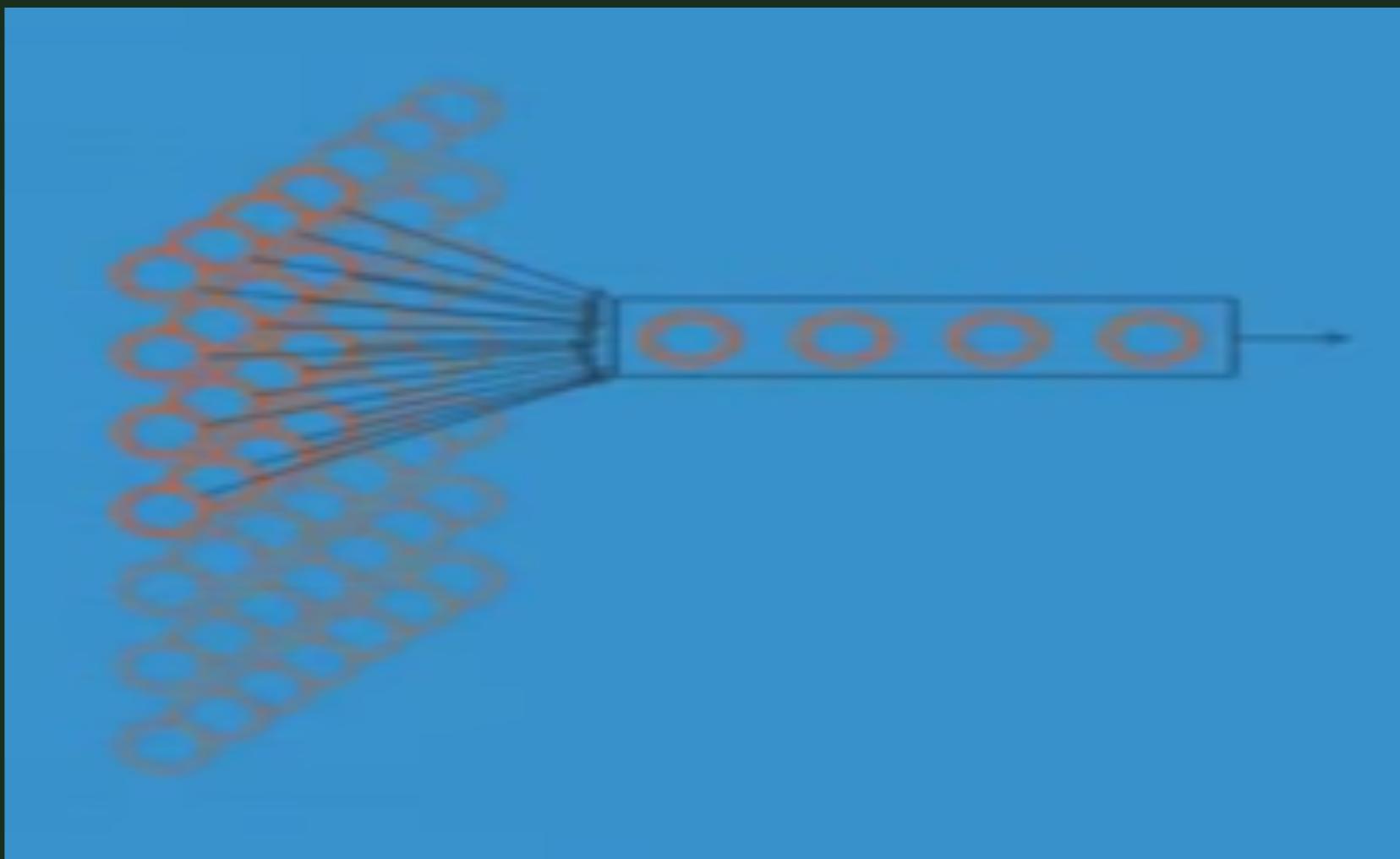
- ImageNet Large Scale Visual Recognition challenge(ILSVRC)
- As of 2016, over ten million of images have been hand-annotated
- Every year error rates fell to a few percent(25%, 16% ...)

ConvNet Architecture

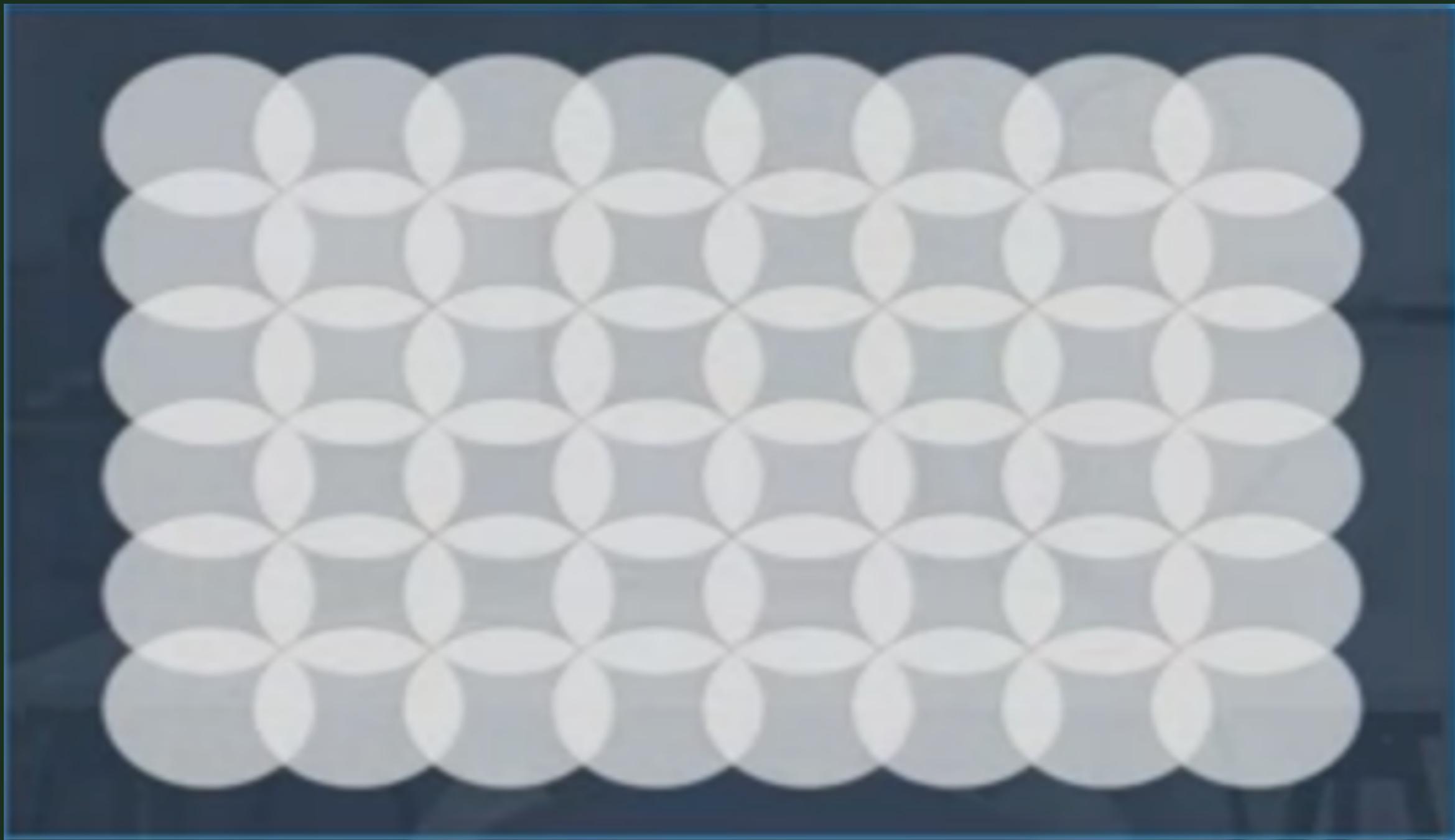
- Convolution Layer
- ReLU Layer
- Pooling Layer
- Fully-Connected Layer
- Softmax

Convolution Layer

- Neurons are not fully-connected
- Compute dot product

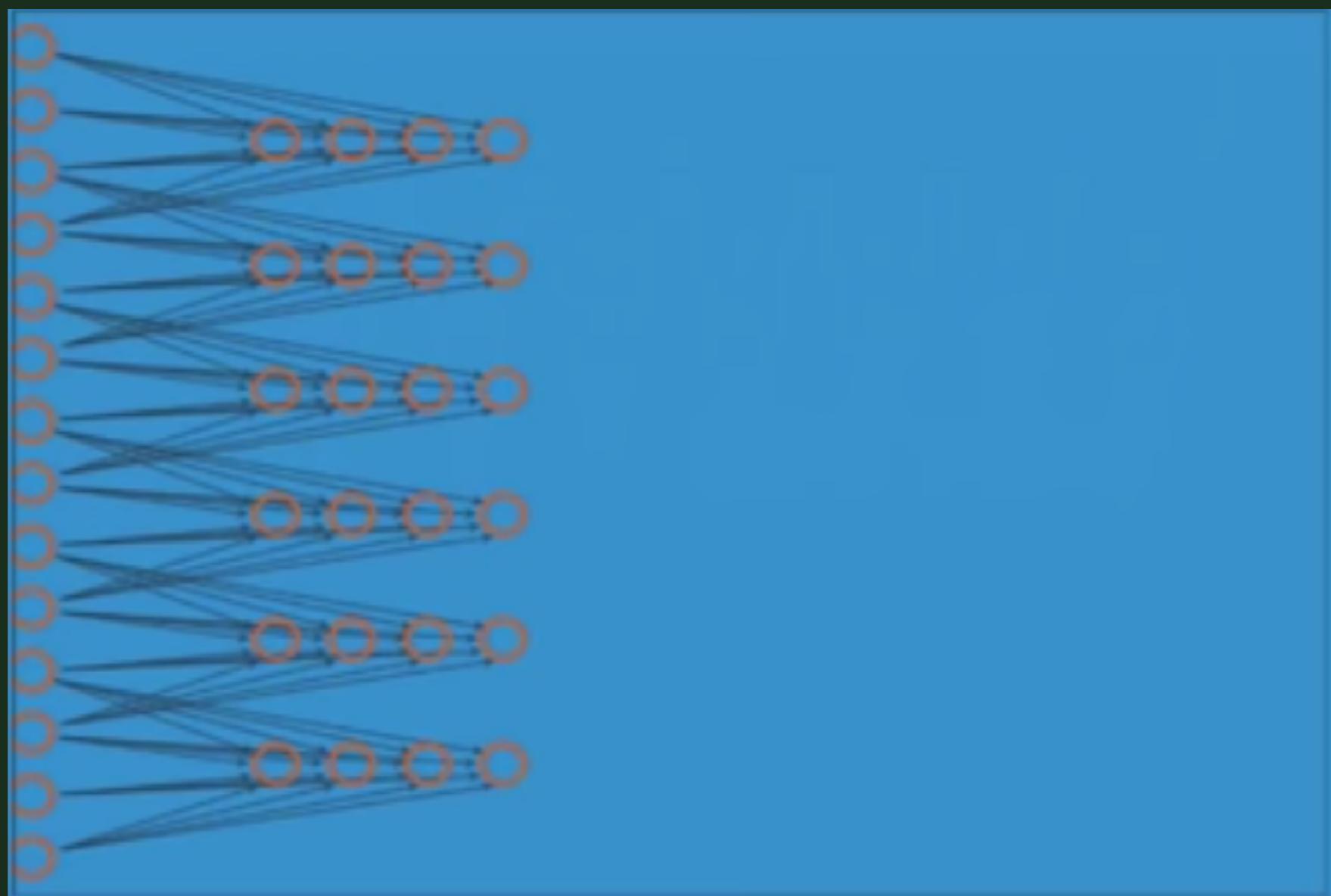


Convolution Layer



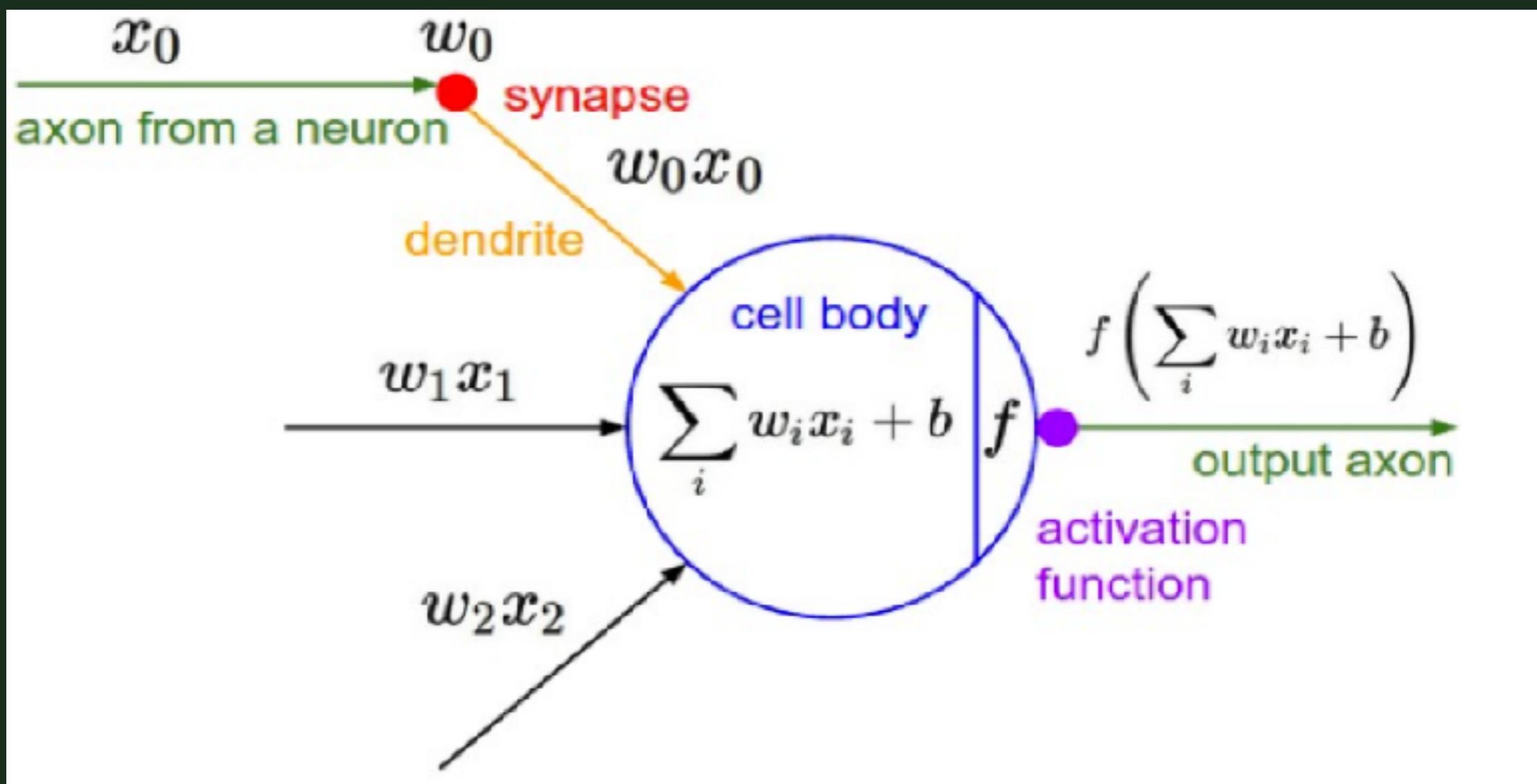
Convolution Layer

- Several filters



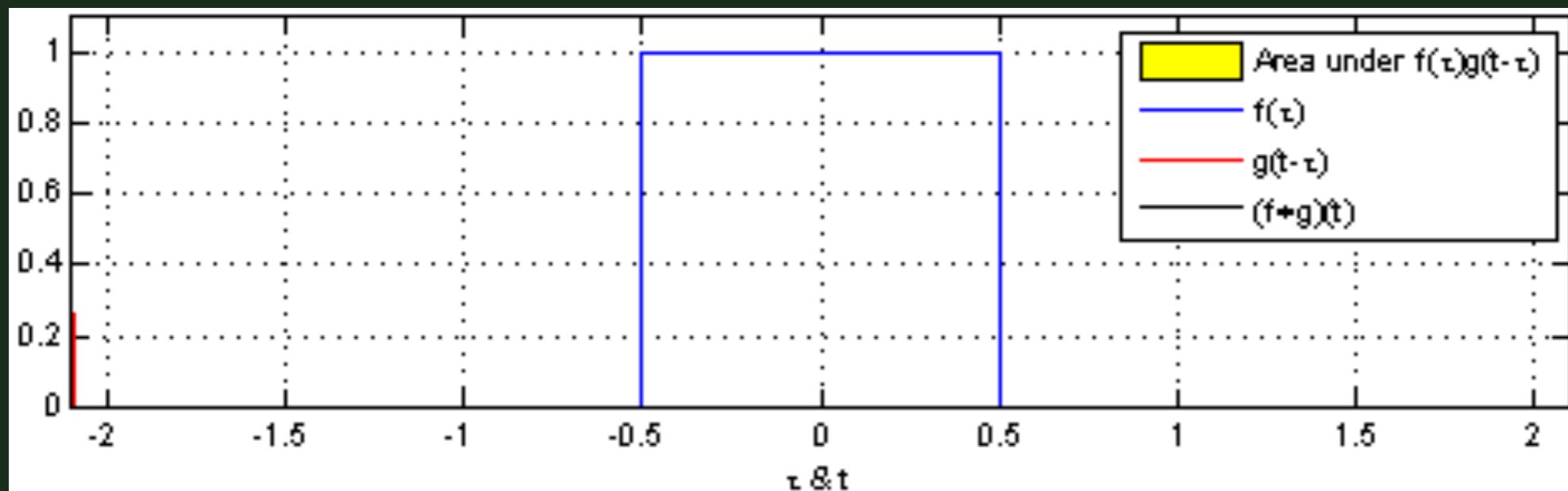
Convolution Layer

- Weights \Rightarrow Learnable Filter



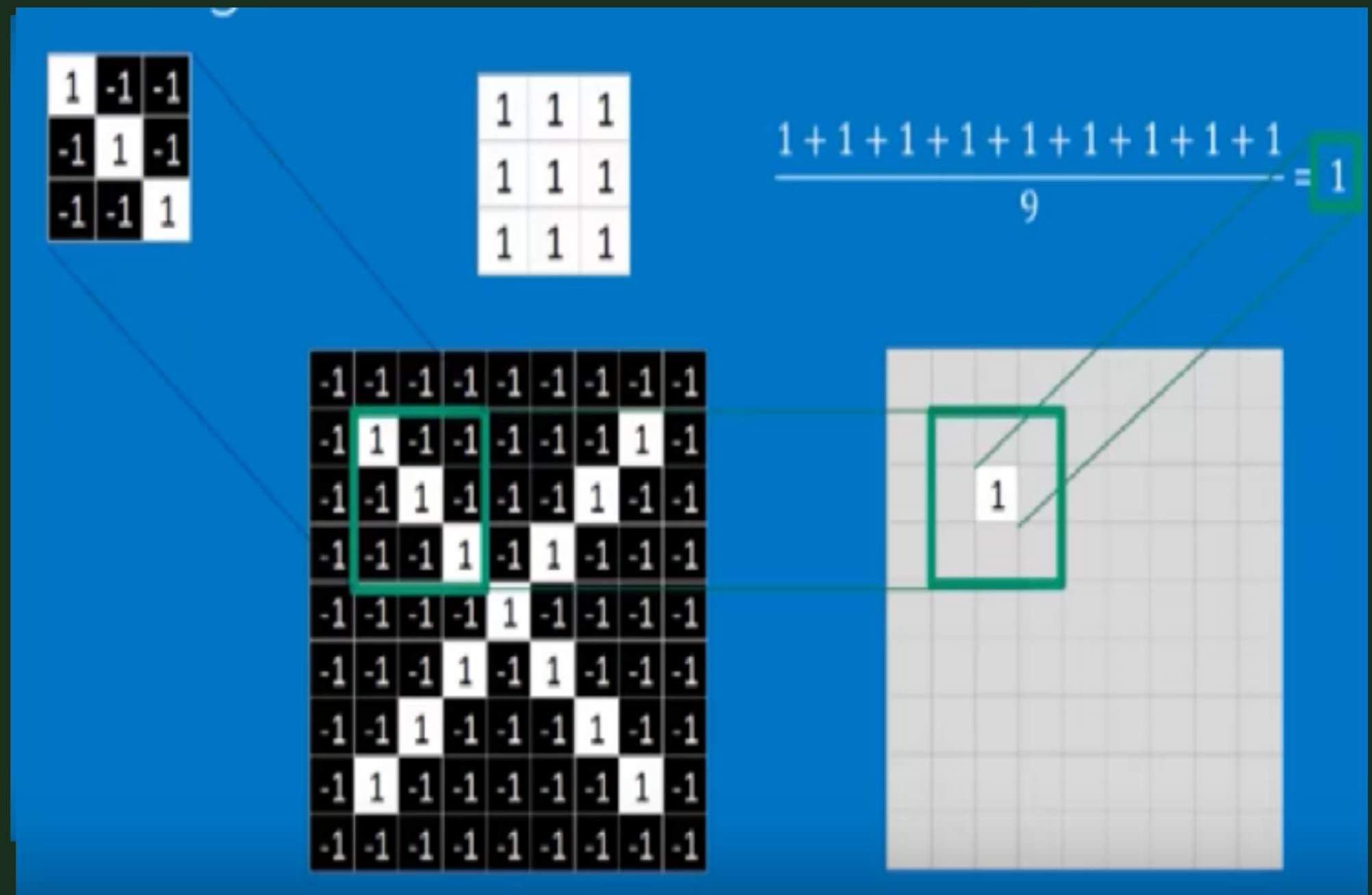
Convolution Layer

- Slide the filter over the width and height
- Like Convolution Operation
- Produces a 2-dimensional activation map



Convolution Layer

- Example



Convolution Layer

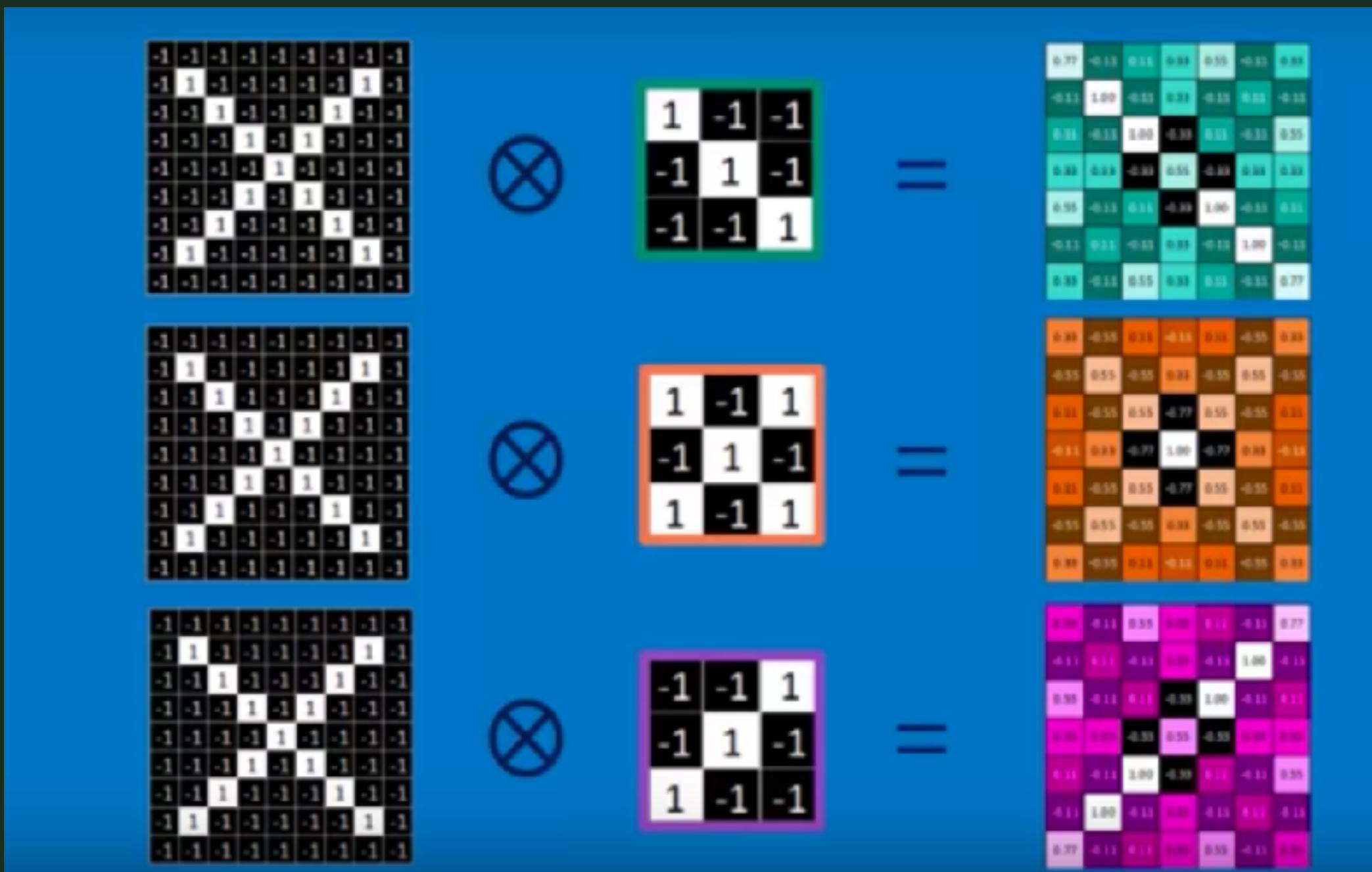
$$\begin{matrix} 1 & -1 & -1 \\ -1 & 1 & -1 \\ -1 & -1 & 1 \end{matrix}$$

$$\begin{matrix} -1 & -1 & -1 & -1 & -1 & -1 & -1 & -1 & -1 \\ -1 & 1 & -1 & -1 & -1 & -1 & -1 & 1 & -1 \\ -1 & -1 & 1 & -1 & -1 & -1 & 1 & -1 & -1 \\ -1 & -1 & -1 & 1 & -1 & 1 & -1 & -1 & -1 \\ -1 & -1 & -1 & -1 & 1 & -1 & -1 & -1 & -1 \\ -1 & -1 & -1 & -1 & 1 & -1 & -1 & -1 & -1 \\ -1 & -1 & -1 & 1 & -1 & 1 & -1 & -1 & -1 \\ -1 & -1 & 1 & -1 & -1 & -1 & 1 & -1 & -1 \\ -1 & 1 & -1 & -1 & -1 & -1 & -1 & 1 & -1 \\ -1 & -1 & -1 & -1 & -1 & -1 & -1 & -1 & -1 \end{matrix}$$

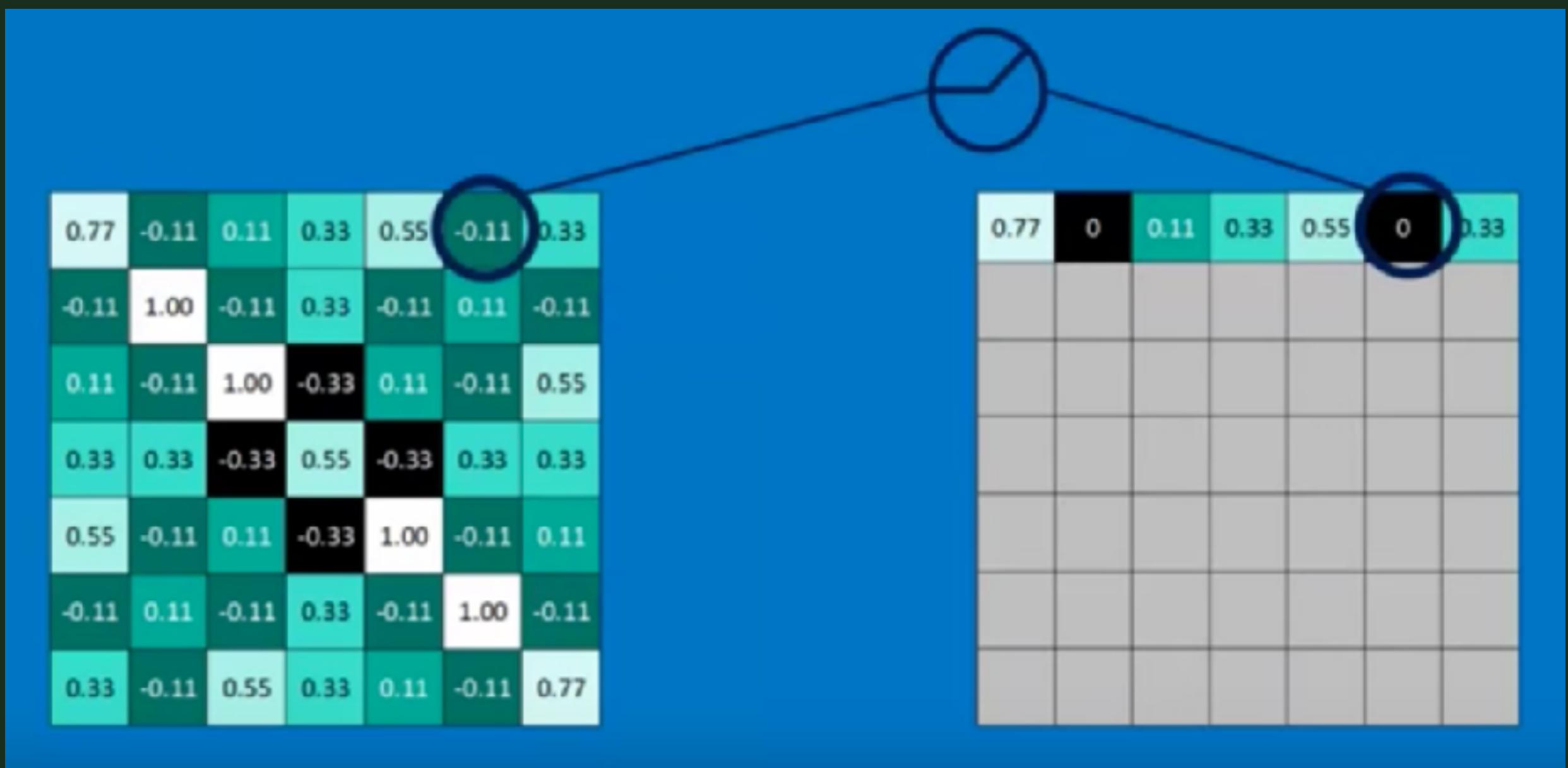


$$\begin{matrix} 0.77 & -0.11 & 0.11 & 0.33 & 0.55 & -0.11 & 0.33 \\ -0.11 & 1.00 & -0.11 & 0.33 & -0.11 & 0.11 & -0.11 \\ 0.11 & -0.11 & 1.00 & -0.33 & 0.11 & -0.11 & 0.55 \\ 0.33 & 0.33 & -0.33 & 0.55 & -0.33 & 0.33 & 0.33 \\ 0.55 & -0.11 & 0.11 & -0.33 & 1.00 & -0.11 & 0.11 \\ -0.11 & 0.11 & -0.11 & 0.33 & -0.11 & 1.00 & -0.11 \\ 0.33 & -0.11 & 0.55 & 0.33 & 0.11 & -0.11 & 0.77 \end{matrix}$$

Convolution Layer



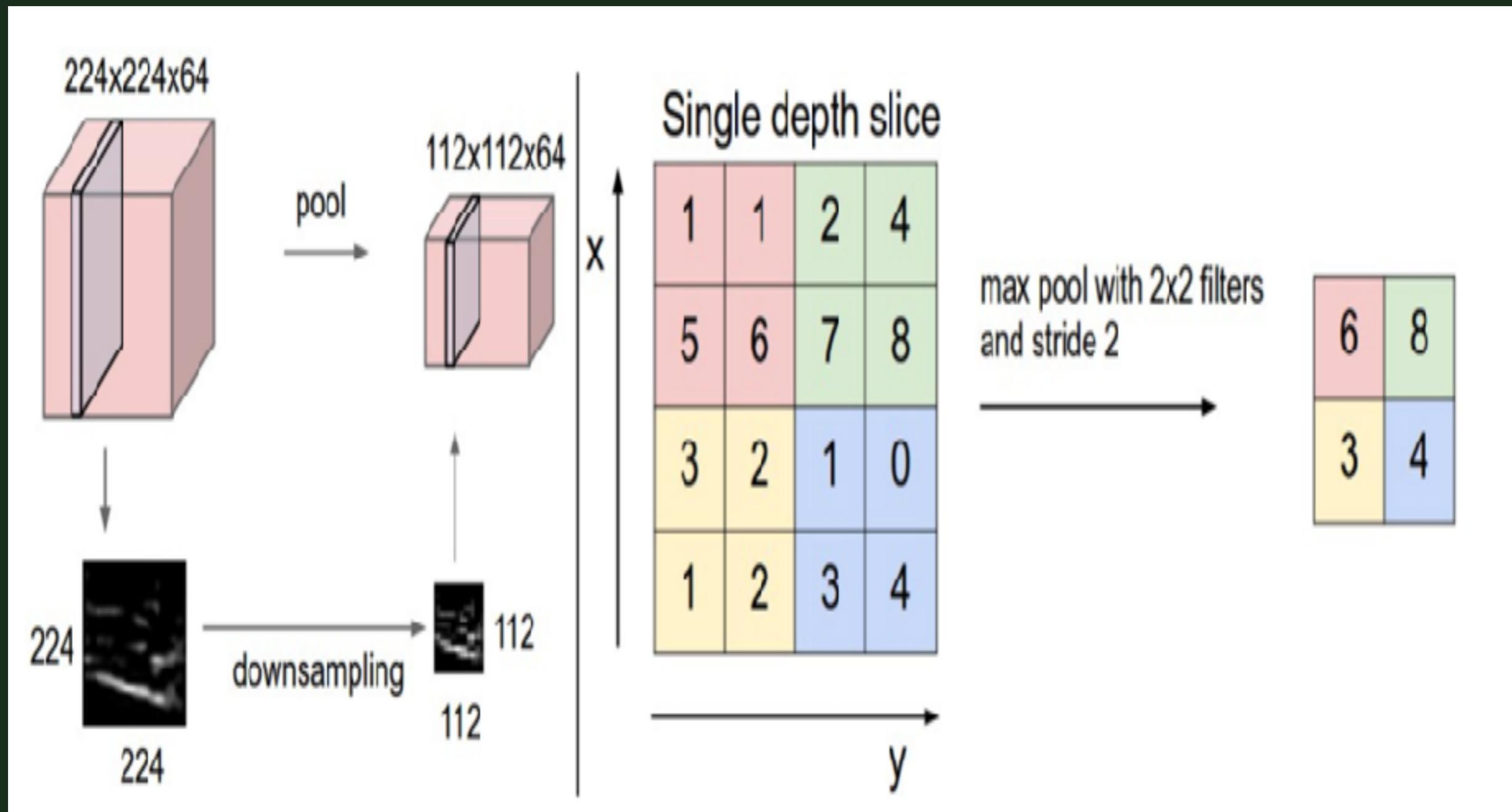
ReLU



Pooling Layer

- Performs a downsampling operation
- Progressively reduces the spatial size of activation maps
 - Shrinks the number of parameters & computation
 - Control overfitting
- Max pool with filters of size 2 and stride of 2
 - reduces the spatial extent by half

Pooling Layer



Fully-Connected Layer

- Fully-Connected
- No parameter sharing
- Using ReLU activation function instead of Sigmoid is common



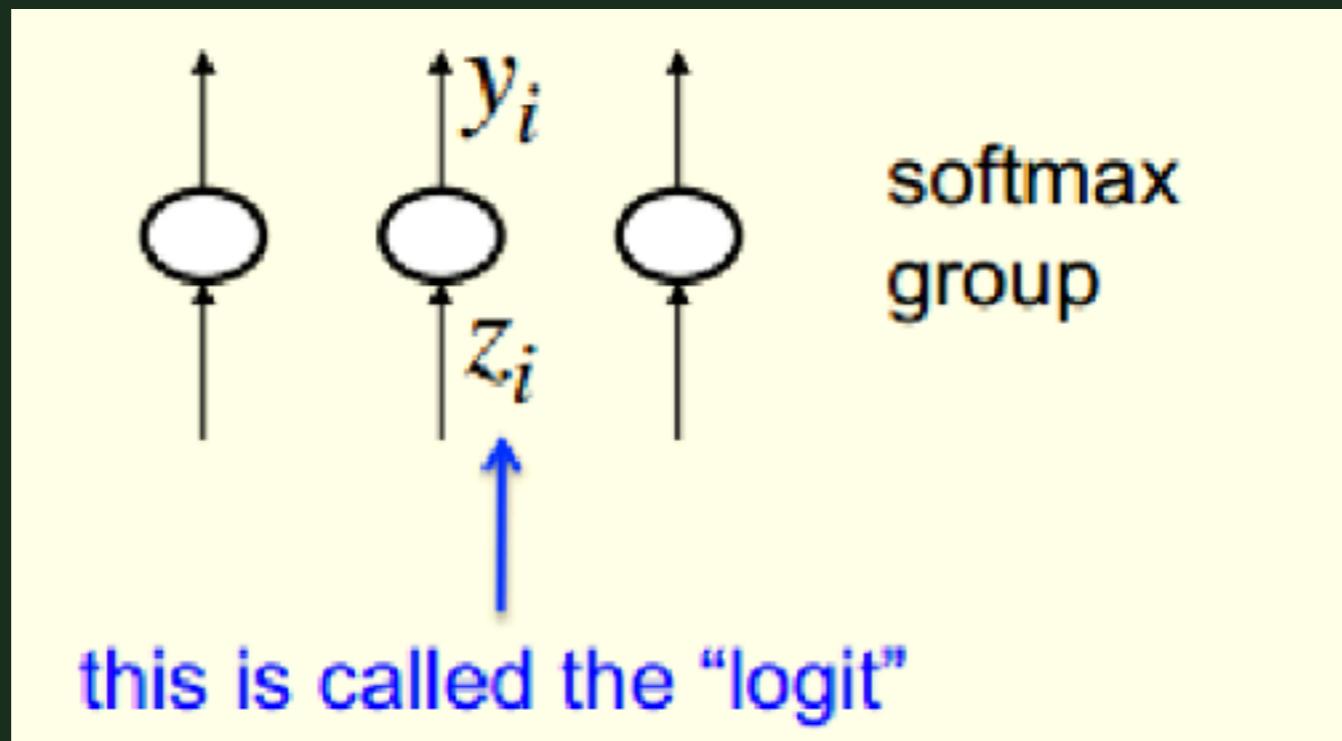
Fully-Connected Layer



Softmax

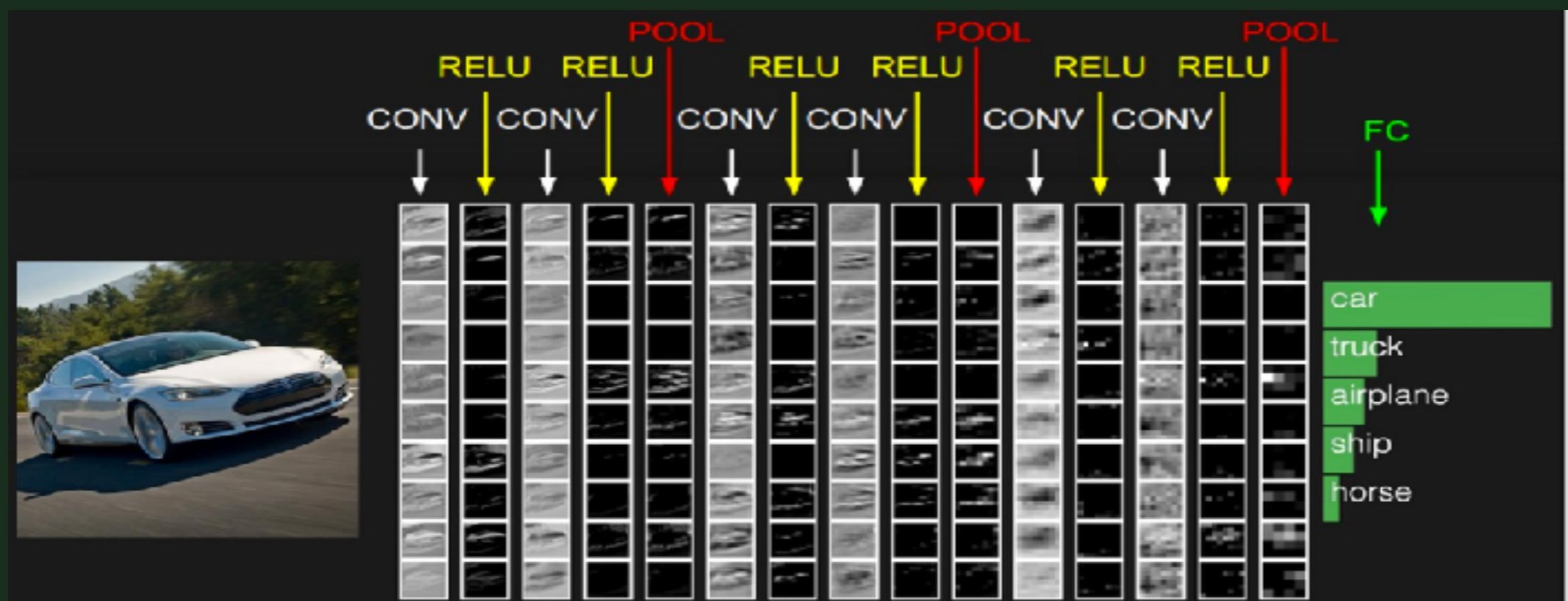
- Normalized exponential function
- Generalization of the logistic function

$$\sigma(\mathbf{z})_j = \frac{e^{z_j}}{\sum_{k=1}^K e^{z_k}} \quad \text{for } j = 1, \dots, K.$$



CNN Architecture

- Stack Conv/ReLU
- Periodically use Pool layers



CNN in Practice

VGGNet

- VGGNet (Simonyan and Zisserman 2014)
- 3×3 filters
- zero-padding of 1
- stride of 2
- 2×2 MAX POOLING with stride of 2
- 7.3% top five error

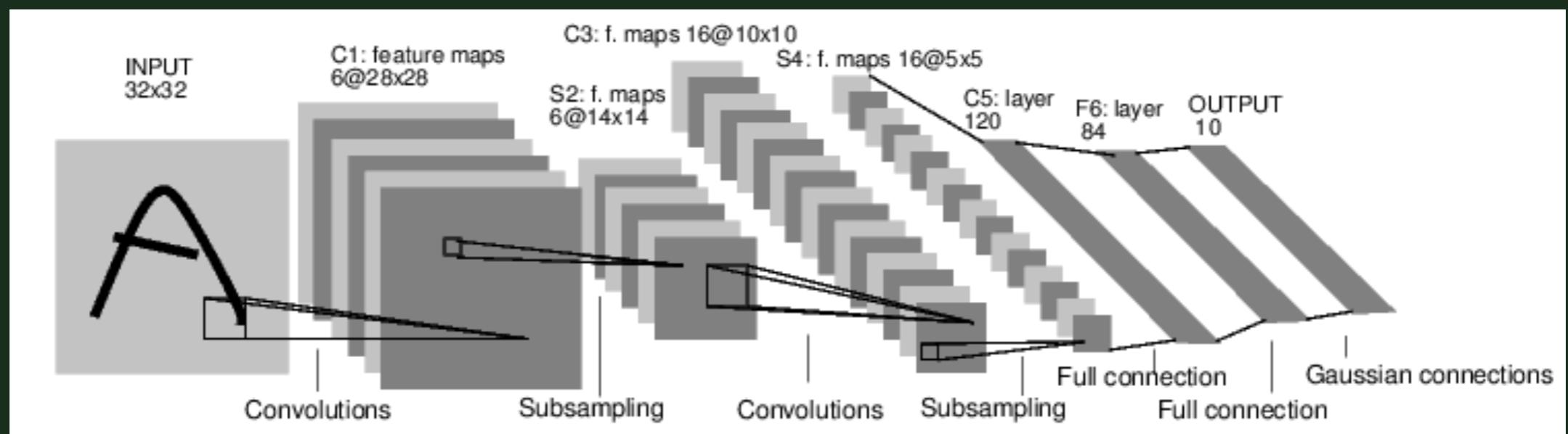
ConvNet Configuration					
A	A-LRN	B	C	D	E
weight yers	11 weight layers	13 weight layers	16 weight layers	16 weight layers	19 wei layers
input (224 × 224 RGB image)					
73-64	conv3-64 LRN	conv3-64 conv3-64	conv3-64 conv3-64	conv3-64 conv3-64	conv3-64 conv3-64
maxpool					
73-128	conv3-128	conv3-128 conv3-128	conv3-128 conv3-128	conv3-128 conv3-128	conv3-128 conv3-128
maxpool					
73-256	conv3-256	conv3-256	conv3-256 conv3-256	conv3-256 conv3-256	conv3-256 conv3-256
73-256	conv3-256	conv3-256	conv1-256	conv3-256	conv3-256
maxpool					
73-512	conv3-512	conv3-512	conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512
73-512	conv3-512	conv3-512	conv1-512	conv3-512	conv3-512
maxpool					
73-512	conv3-512	conv3-512	conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512
73-512	conv3-512	conv3-512	conv1-512	conv3-512	conv3-512
maxpool					
FC-4096					
FC-4096					
FC-1000					
soft-max					

VGGNet

INPUT: [224x224x3] memory: $224 \times 224 \times 3 = 150K$ params: 0 (not counting biases)
CONV3-64: [224x224x64] memory: $224 \times 224 \times 64 = 3.2M$ params: $(3 \times 3 \times 3) \times 64 = 1,728$
CONV3-64: [224x224x64] memory: $224 \times 224 \times 64 = 3.2M$ params: $(3 \times 3 \times 64) \times 64 = 36,864$
POOL2: [112x112x64] memory: $112 \times 112 \times 64 = 800K$ params: 0
CONV3-128: [112x112x128] memory: $112 \times 112 \times 128 = 1.6M$ params: $(3 \times 3 \times 64) \times 128 = 73,728$
CONV3-128: [112x112x128] memory: $112 \times 112 \times 128 = 1.6M$ params: $(3 \times 3 \times 128) \times 128 = 147,456$
POOL2: [56x56x128] memory: $56 \times 56 \times 128 = 400K$ params: 0
CONV3-256: [56x56x256] memory: $56 \times 56 \times 256 = 800K$ params: $(3 \times 3 \times 128) \times 256 = 294,912$
CONV3-256: [56x56x256] memory: $56 \times 56 \times 256 = 800K$ params: $(3 \times 3 \times 256) \times 256 = 589,824$
CONV3-256: [56x56x256] memory: $56 \times 56 \times 256 = 800K$ params: $(3 \times 3 \times 256) \times 256 = 589,824$
POOL2: [28x28x256] memory: $28 \times 28 \times 256 = 200K$ params: 0
CONV3-512: [28x28x512] memory: $28 \times 28 \times 512 = 400K$ params: $(3 \times 3 \times 256) \times 512 = 1,179,648$
CONV3-512: [28x28x512] memory: $28 \times 28 \times 512 = 400K$ params: $(3 \times 3 \times 512) \times 512 = 2,359,296$
CONV3-512: [28x28x512] memory: $28 \times 28 \times 512 = 400K$ params: $(3 \times 3 \times 512) \times 512 = 2,359,296$
POOL2: [14x14x512] memory: $14 \times 14 \times 512 = 100K$ params: 0
CONV3-512: [14x14x512] memory: $14 \times 14 \times 512 = 100K$ params: $(3 \times 3 \times 512) \times 512 = 2,359,296$
CONV3-512: [14x14x512] memory: $14 \times 14 \times 512 = 100K$ params: $(3 \times 3 \times 512) \times 512 = 2,359,296$
CONV3-512: [14x14x512] memory: $14 \times 14 \times 512 = 100K$ params: $(3 \times 3 \times 512) \times 512 = 2,359,296$
POOL2: [7x7x512] memory: $7 \times 7 \times 512 = 25K$ params: 0
FC: [1x1x4096] memory: 4096 params: $7 \times 7 \times 512 \times 4096 = 102,760,448$
FC: [1x1x4096] memory: 4096 params: $4096 \times 4096 = 16,777,216$
FC: [1x1x1000] memory: 1000 params: $4096 \times 1000 = 4,096,000$

LeNet

- 5 x 5 filter with stride of 1
- 2x2 MAX POOLING with stride of 2



Other Examples

- GoogleNet
- MSRA(Microsoft Research Asia)
- SqueezeNet
- And ...

Toolbox and frameworks

- Caffe
- Tensorflow
- CNTK(Microsoft)
- Theano
- and ...

Showtime

- [http://cs.stanford.edu/people/karpathy/
convnetjs/demo/cifar10.html](http://cs.stanford.edu/people/karpathy/convnetjs/demo/cifar10.html)
- <http://demo.caffe.berkeleyvision.org/>

DenseCap

- Fei-Fei Li
- Andrej Karpathy
- Justin Johnson
- Dense Captioning
- a Convolutional Network
- a dense localization layer
- Recurrent Neural Network language

DenseCap

“We introduce the dense captioning task, which requires a computer vision system to both localize and describe salient regions in images in natural language.”

Classification



Cat

Captioning



A cat
riding a
skateboard

Dense Captioning

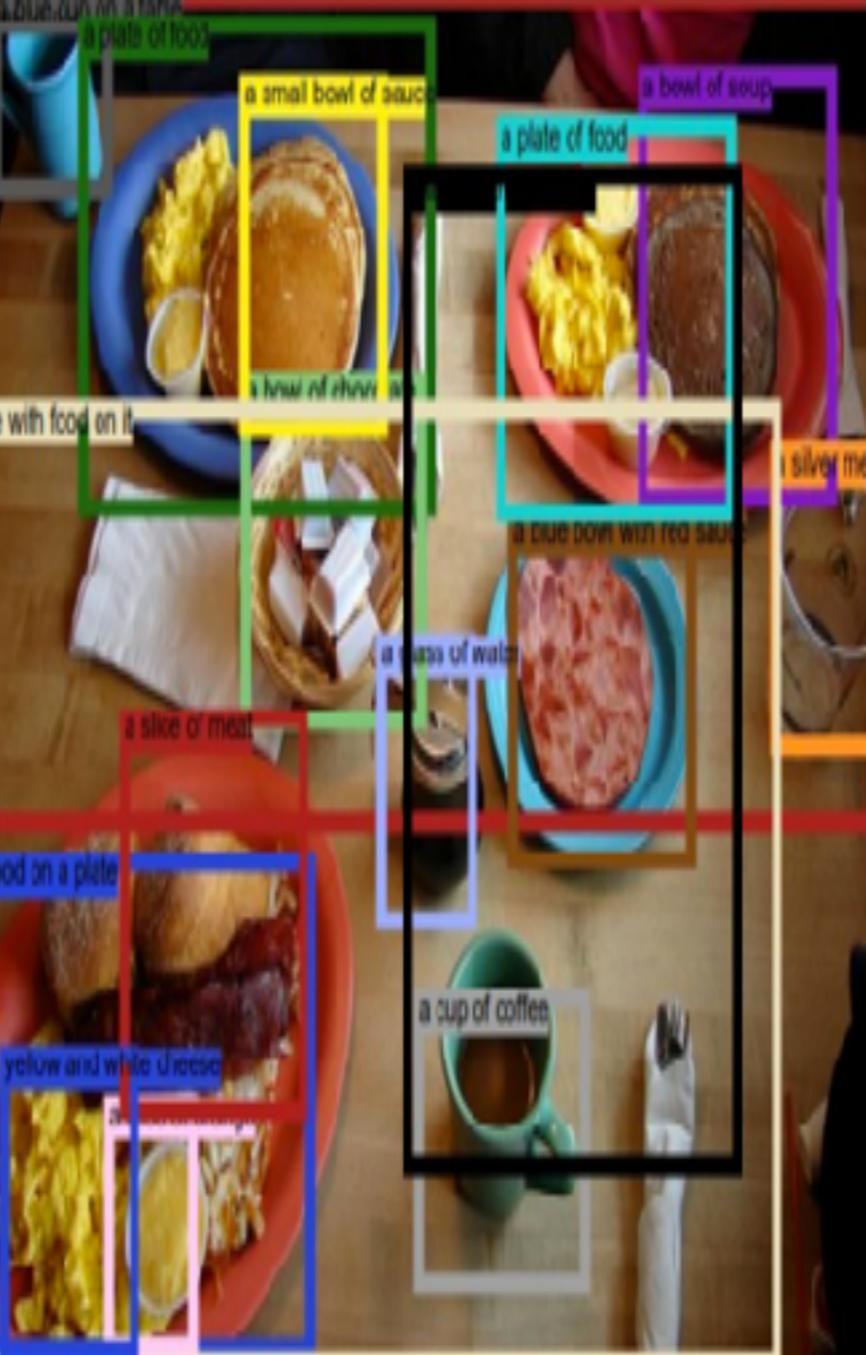


Orange spotted cat

Skateboard with
red wheels

Cat riding a
skateboard

Brown hardwood
flooring



bus parked on the street. a city street scene. front windshield of a bus. man walking on sidewalk. a silver car parked on the street. a city scene. a green traffic light. a building in the background. the bus has a number. a large building. a brick building. red brick building with windows. a blue sign with a white arrow. white lines on the road.

a plate of food. food on a plate. a blue cup on a table. a plate of food. a blue bowl with red sauce. a bowl of soup. a cup of coffee. a bowl of chocolate. a glass of water. a plate of food. a silver metal container. a small bowl of sauce. table with food on it. a slice of orange. a table with food on it. a slice of meat. yellow and white cheese.

a green jacket. a white horse. a man on a horse. two people riding horses. man wearing a green jacket. the helmet is black. brown horse with white mane. white van parked on the street. a paved sidewalk. green and yellow jacket. a helmet on the head. white horse with white face.

Other Researches and Applications

- FaceApp
- JibJab
- Soccer Activity Recognition
- and ...

Thanks everyone!

Any Question??!!