



D&A

Deep Session 5차시

CNN 심화.

2022 / 04 / 07
D&A 운영진 윤경서



2022 빅데이터 분석 학회 D&A

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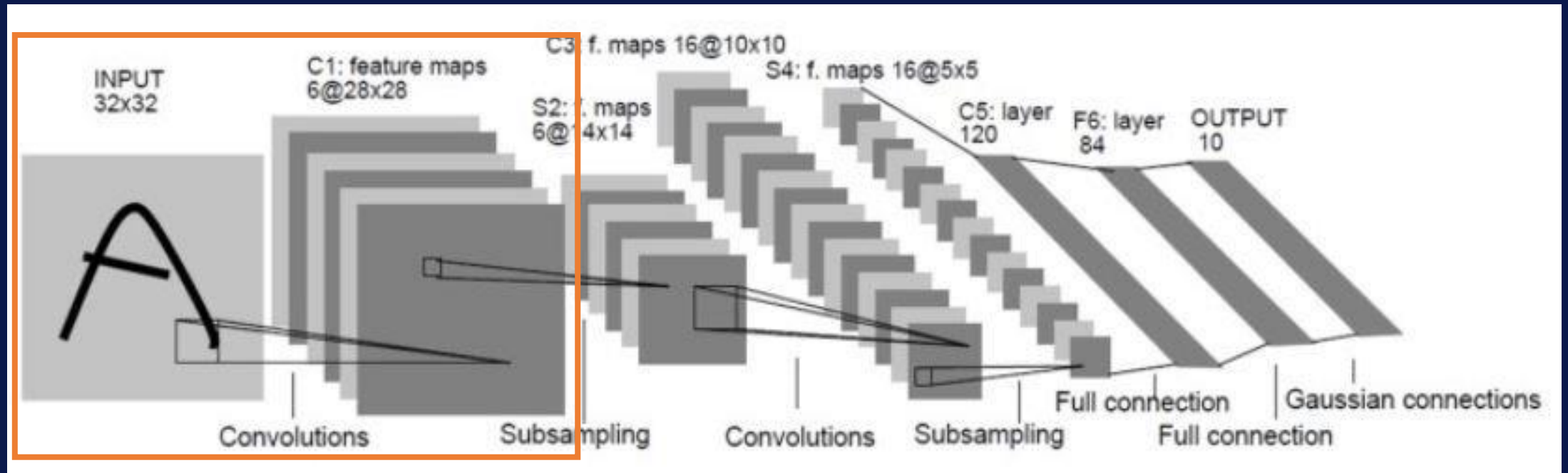
01. LeNet



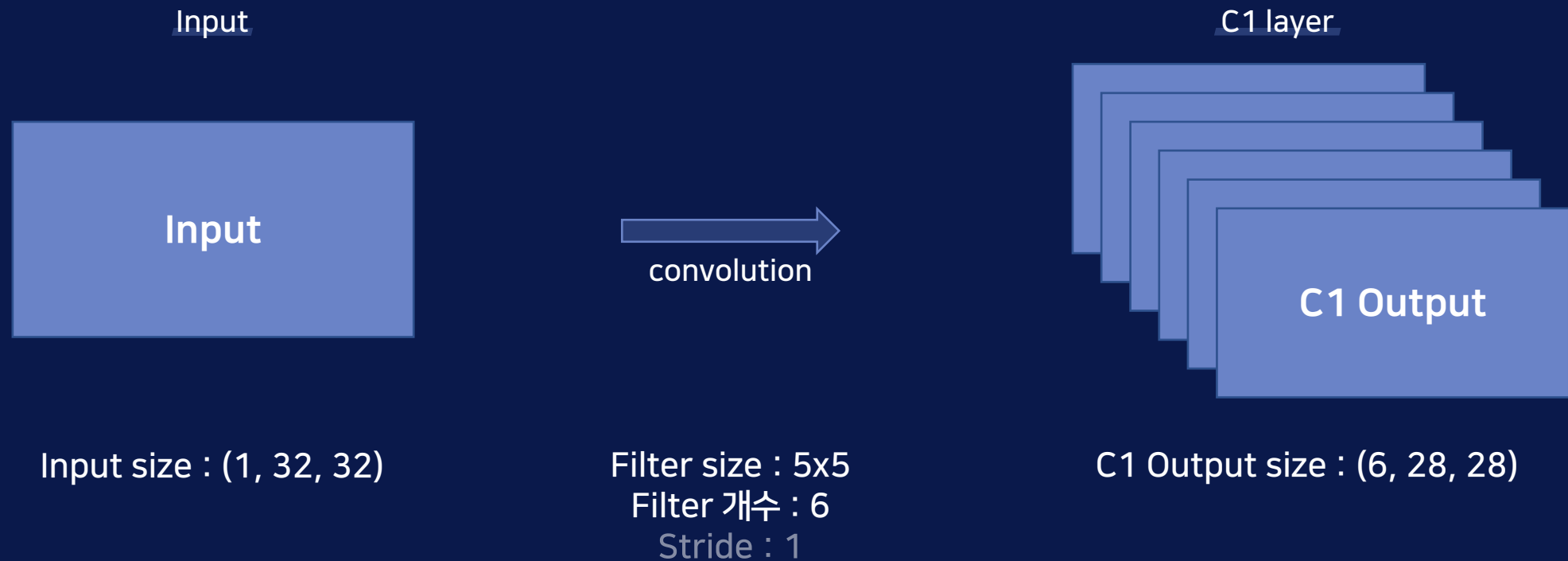
- 1998년 Yann Lecun 연구팀이 개발한 CNN 알고리즘이다.
- Yann Lecun 팀의 논문 'Gradient-Based Learning Applied to Document Recognition'에 수록되어 있는 LeNet-5가 대표적인 모델이다.
- LeNet-5는 32x32 크기의 흑백 이미지에서 학습된 7 layer CNN이다.
- [Input – Conv(C1) – Subsampling(S2) – Conv(C3) – Subsampling(S4) – Conv(C5) – FC6 – FC7(output)]

01. Lenet

LeNet Architecture

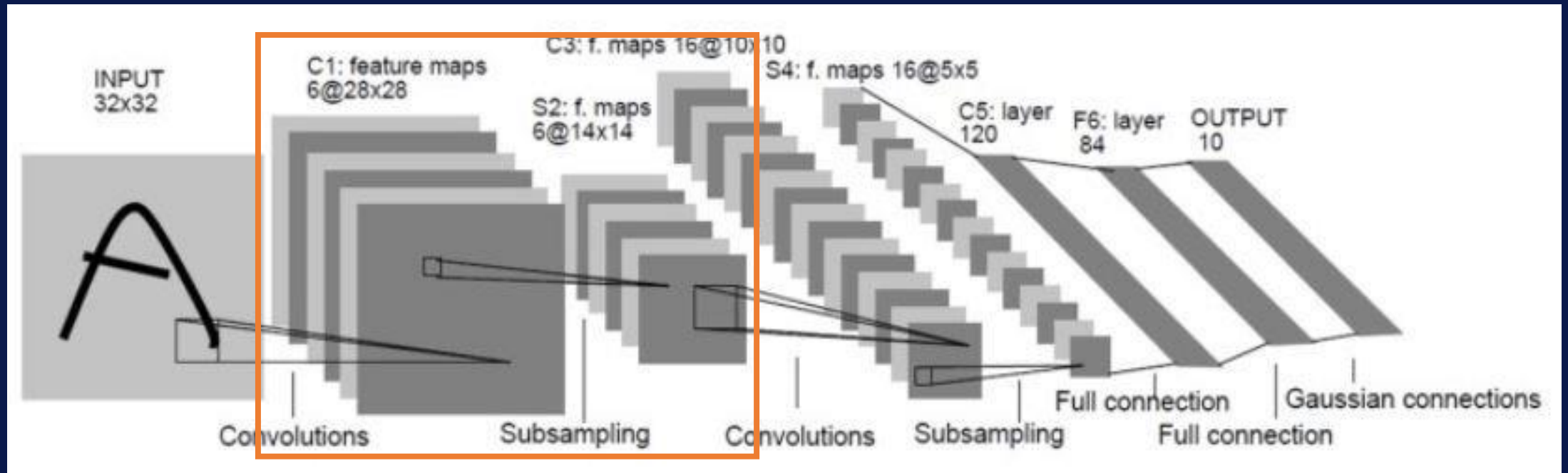


01. Lenet

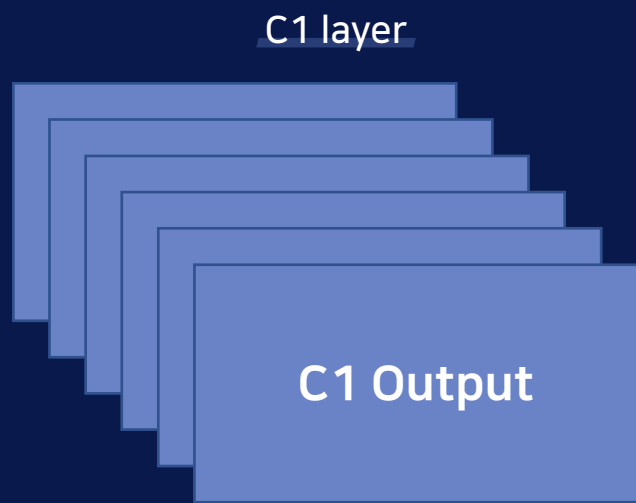


01. Lenet

LeNet Architecture



01. Lenet

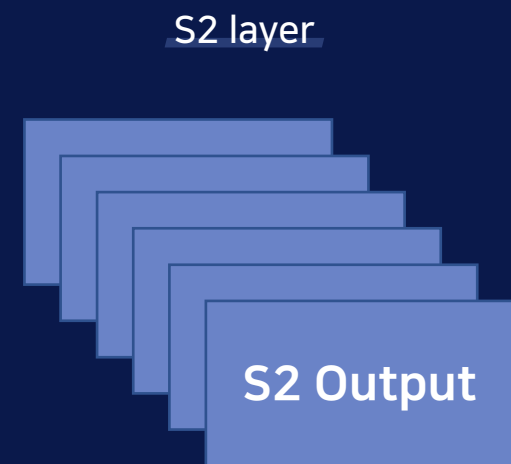


C1 Output size : (6, 28, 28)

Subsampling



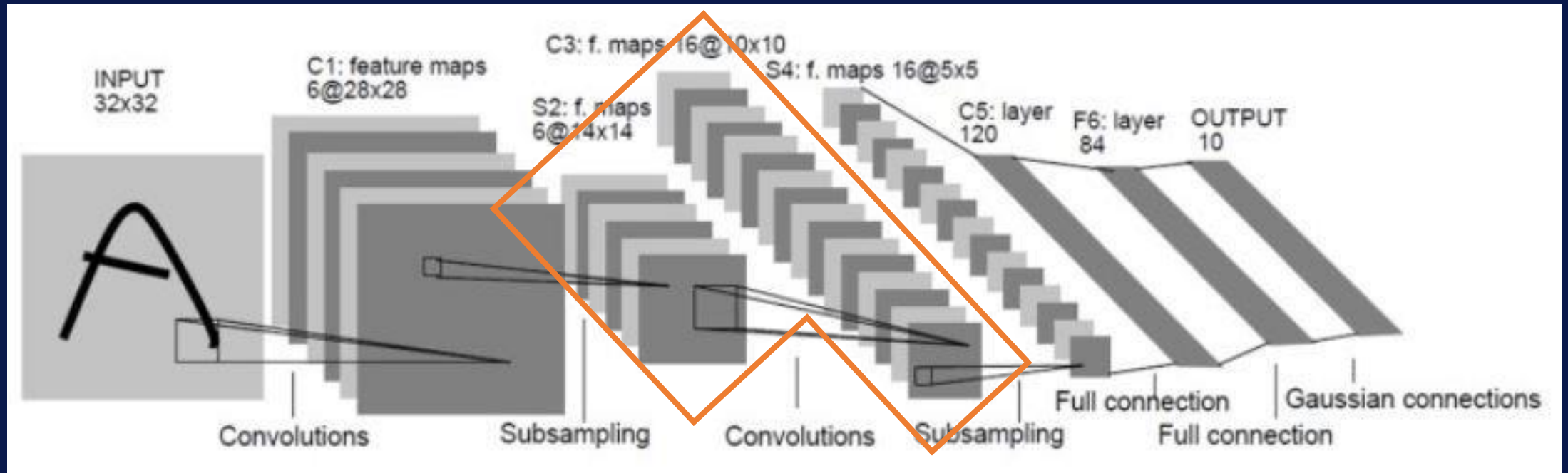
Pooling size : 2x2



S2 Output size : (6, 14, 14)

01. Lenet

LeNet Architecture



01. Lenet

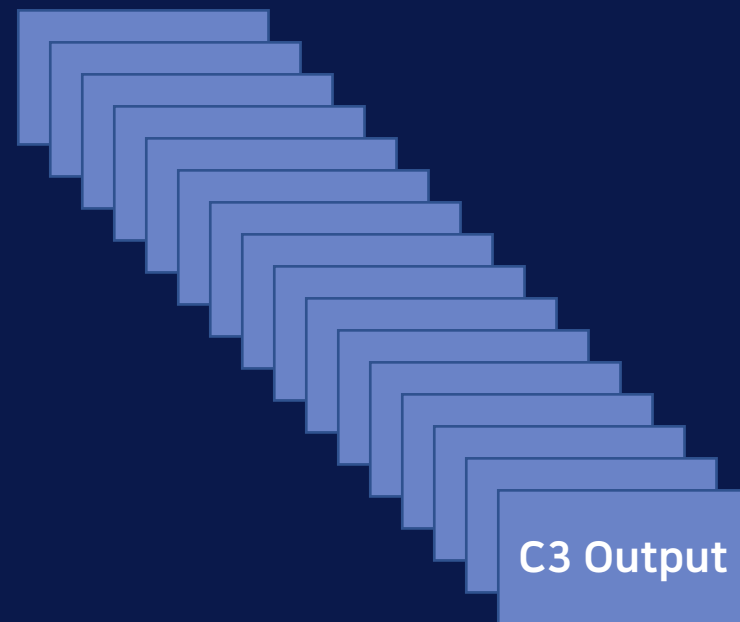
S2 layer



S2 Output size : (6, 14, 14)



C3 layer



C3 Output size : (16, 10, 10)

Filter size : 5x5
Filter 개수 : 16
Stride : 1

01. Lenet

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	X				X	X	X			X	X	X	X		X	X
1	X	X				X	X	X			X	X	X	X		X
2	X	X	X				X	X	X			X		X	X	X
3		X	X	X			X	X	X	X			X		X	X
4			X	X	X			X	X	X	X		X	X		X
5				X	X	X			X	X	X	X		X	X	X

TABLE I

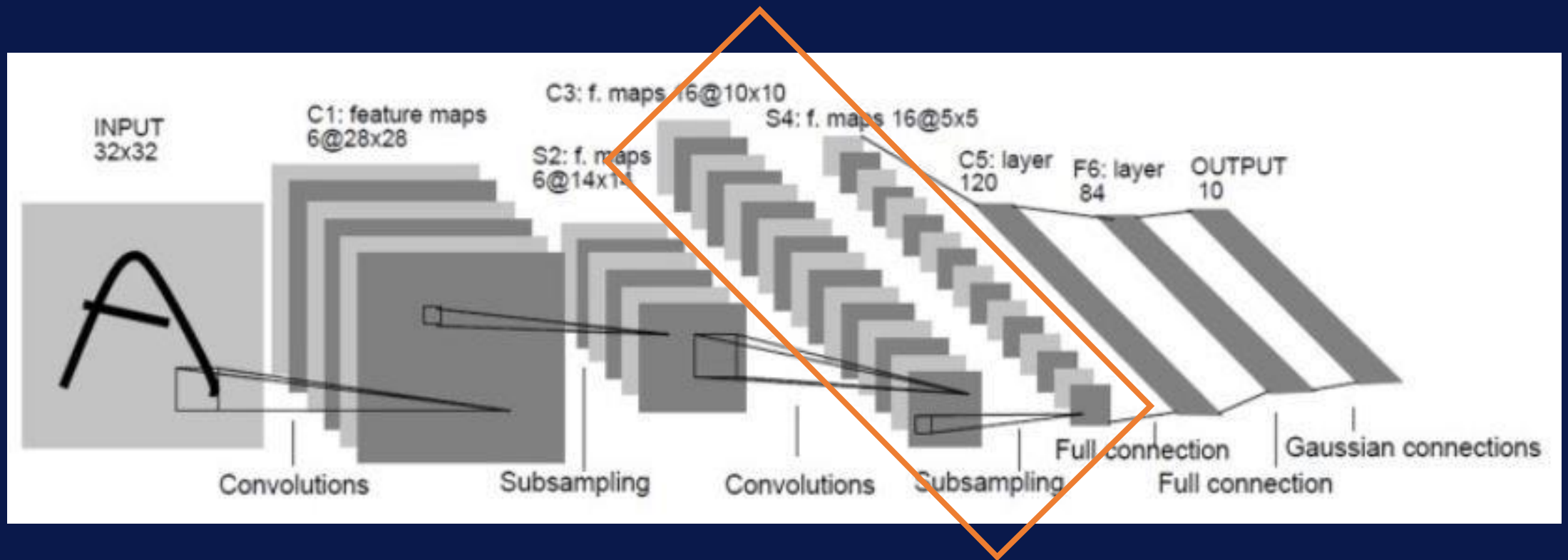
EACH COLUMN INDICATES WHICH FEATURE MAP IN S2 ARE COMBINED
BY THE UNITS IN A PARTICULAR FEATURE MAP OF C3.

- ① 연속된 3장을 모아 Convolution
→ 6장의 10x10 feature map 생성
- ② 연속된 4장을 모아 Convolution
→ 6장의 10x10 feature map 생성
- ③ 불연속한 4장을 모아 Convolution
→ 3장의 10x10 feature map 생성
- ④ 6장 모두 Convolution
→ 1장의 10x10 feature map 생성

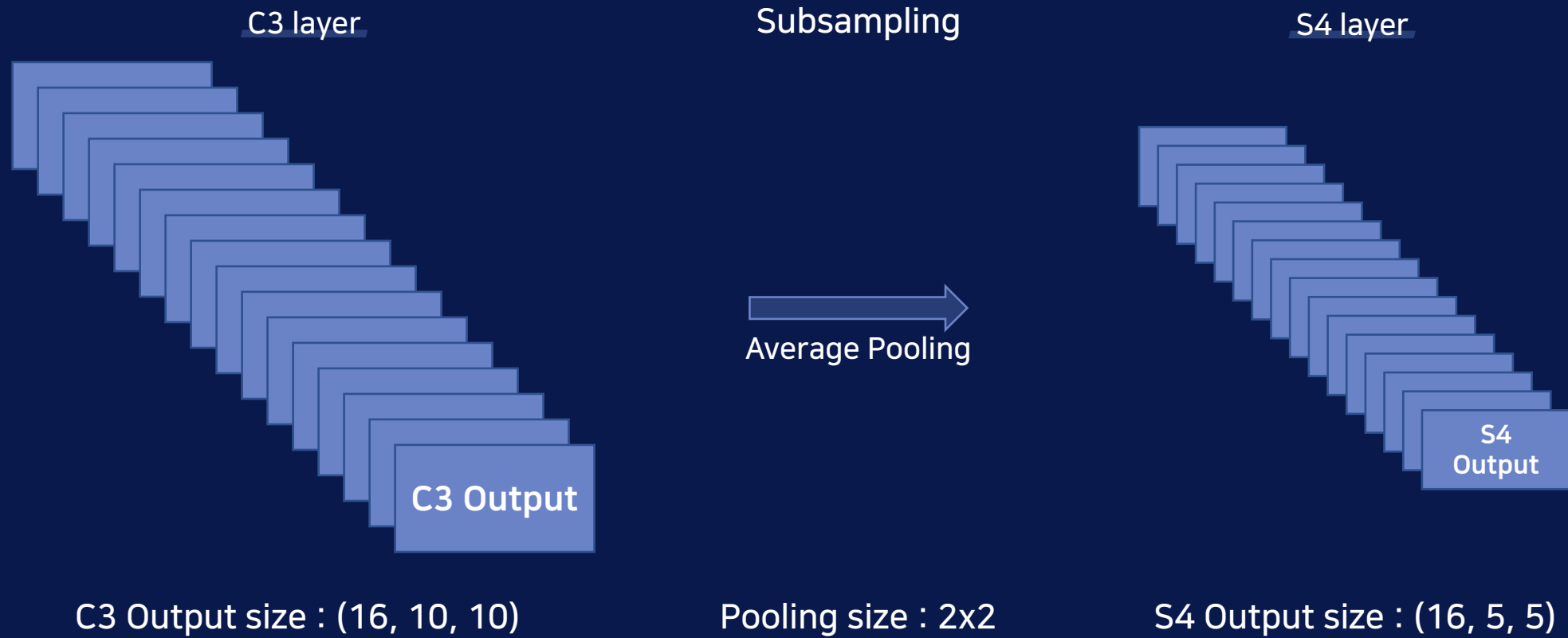
⇒ 16장(6장+6장+3장+1장) 의 10x10 feature map 생성

01. Lenet

LeNet Architecture

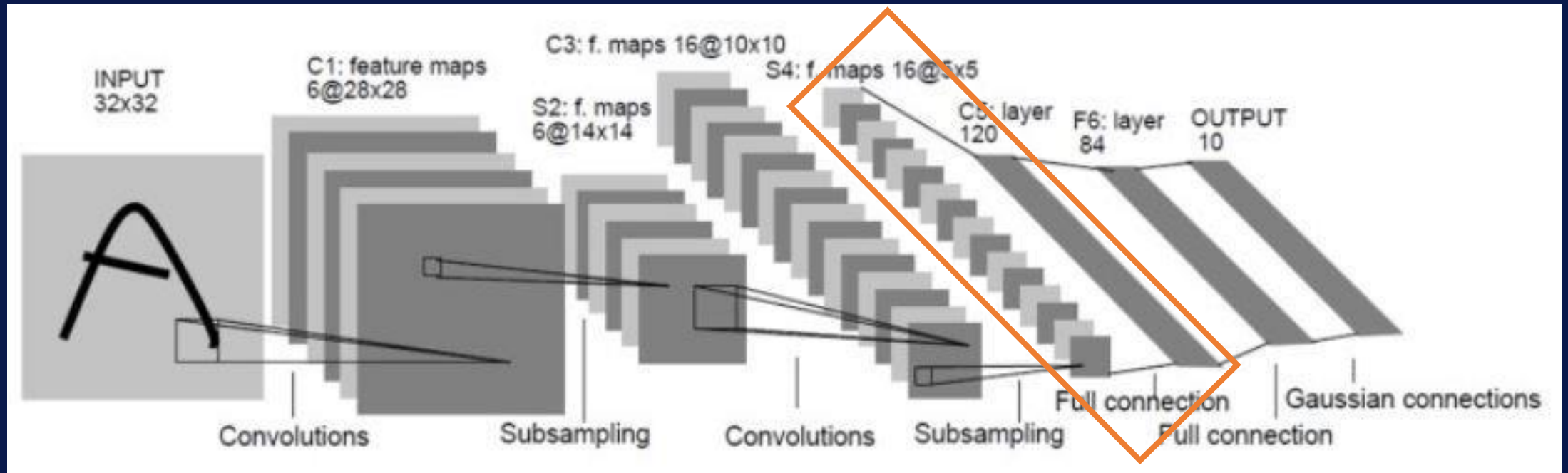


01. Lenet

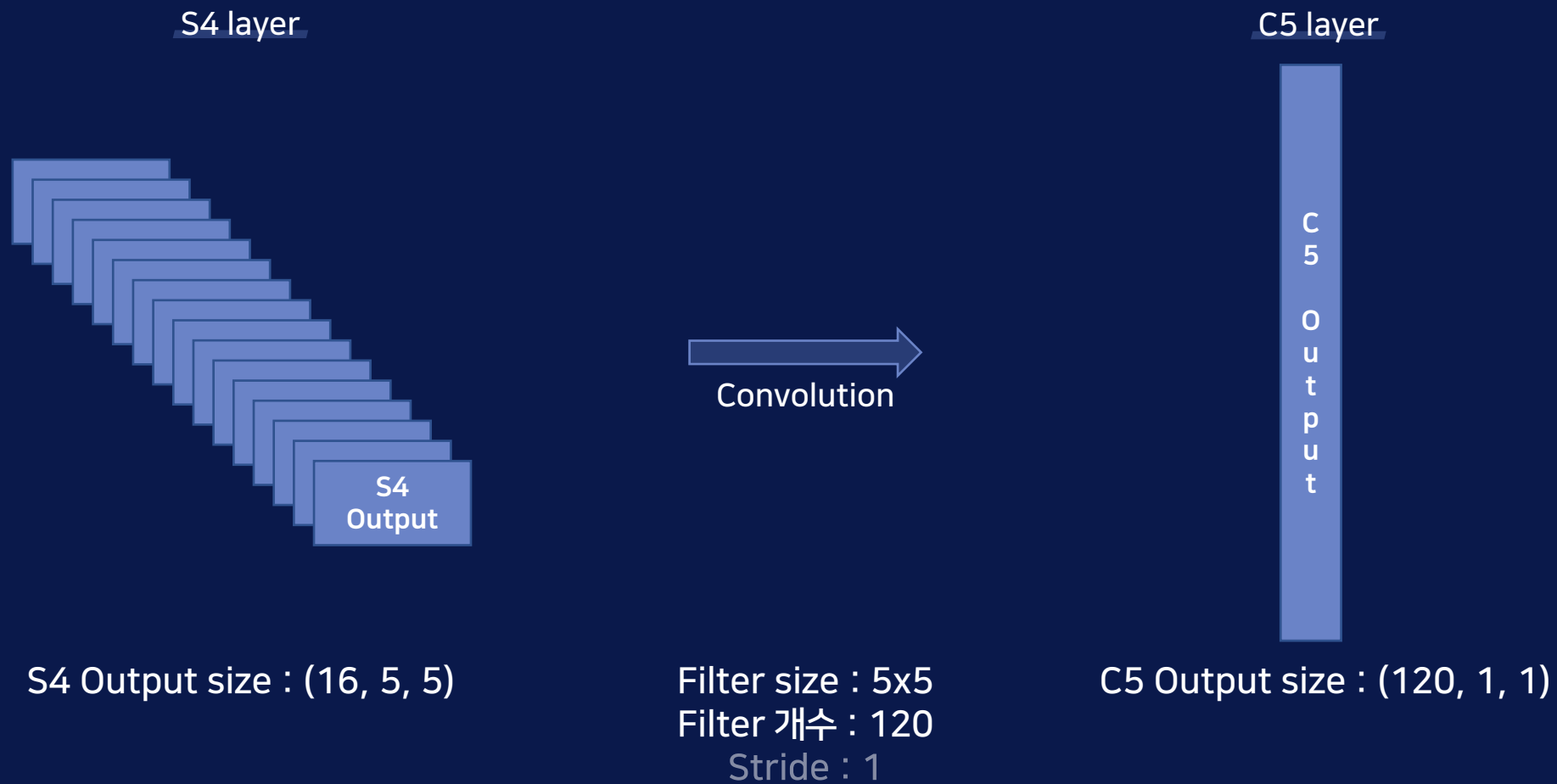


01. Lenet

LeNet Architecture

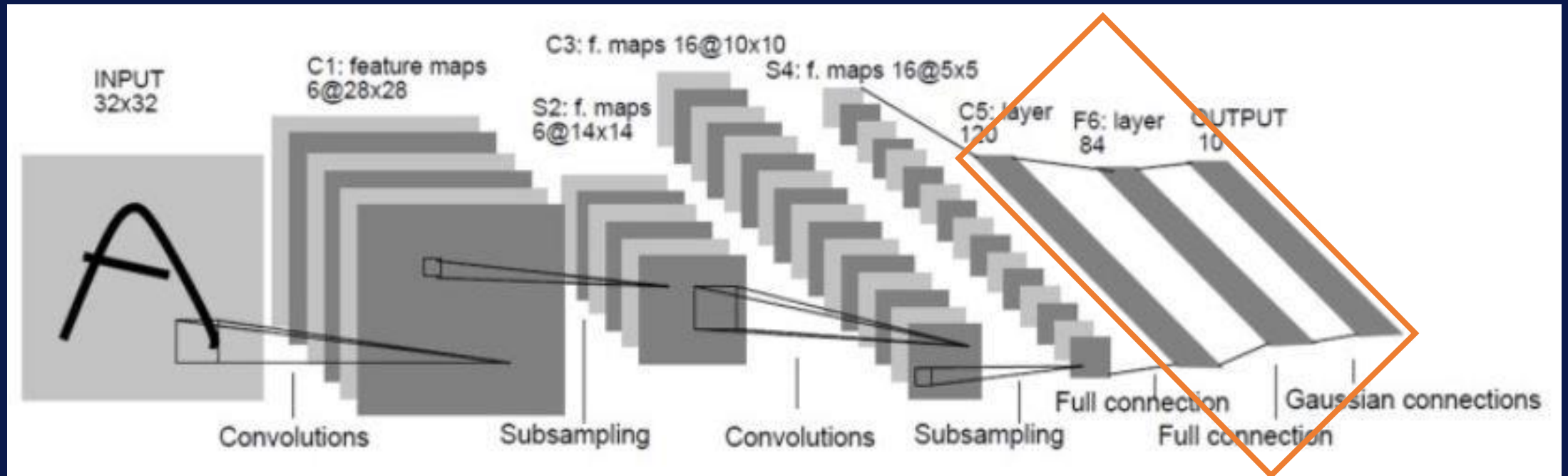


01. Lenet

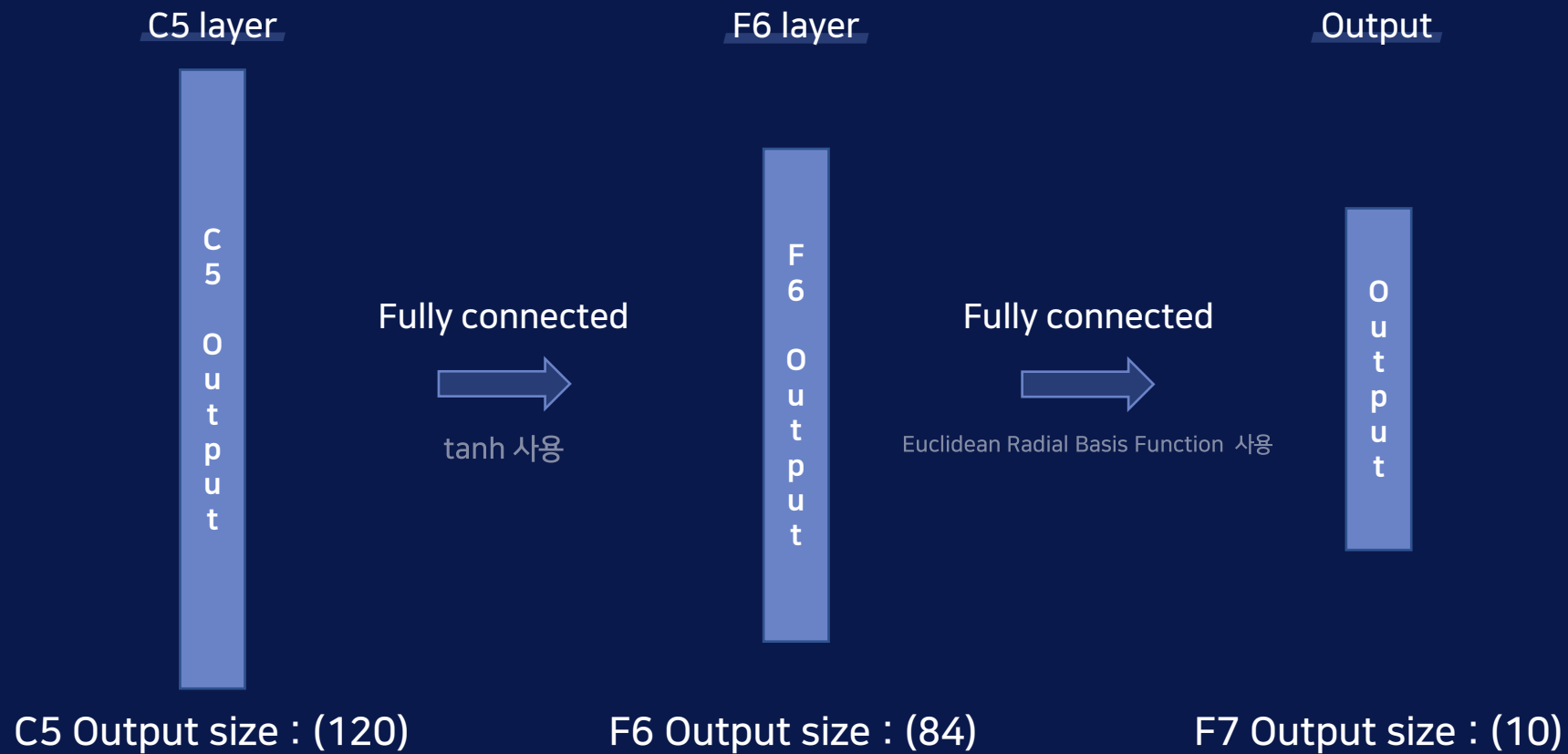


01. Lenet

LeNet Architecture



01. Lenet



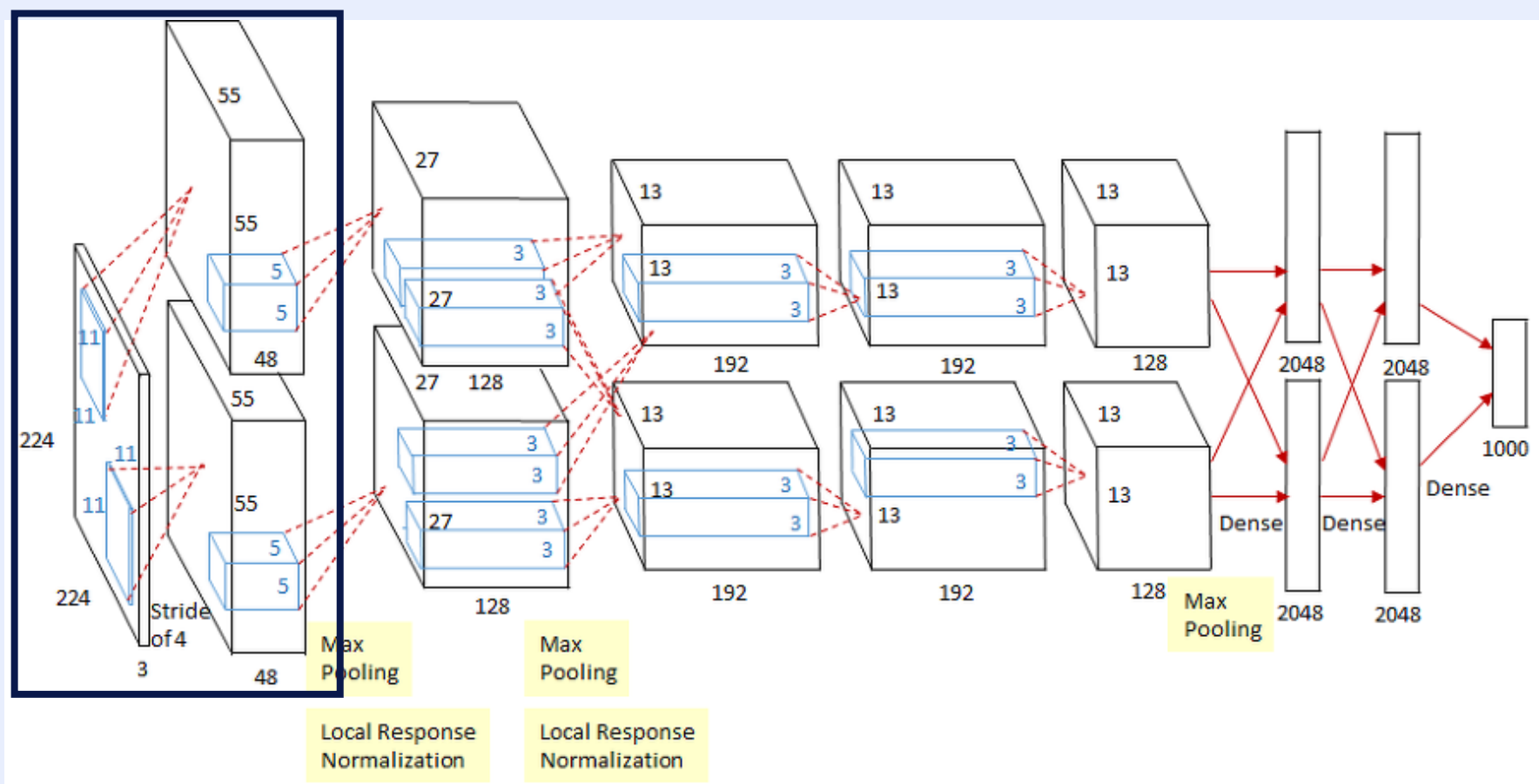
02. Alexnet



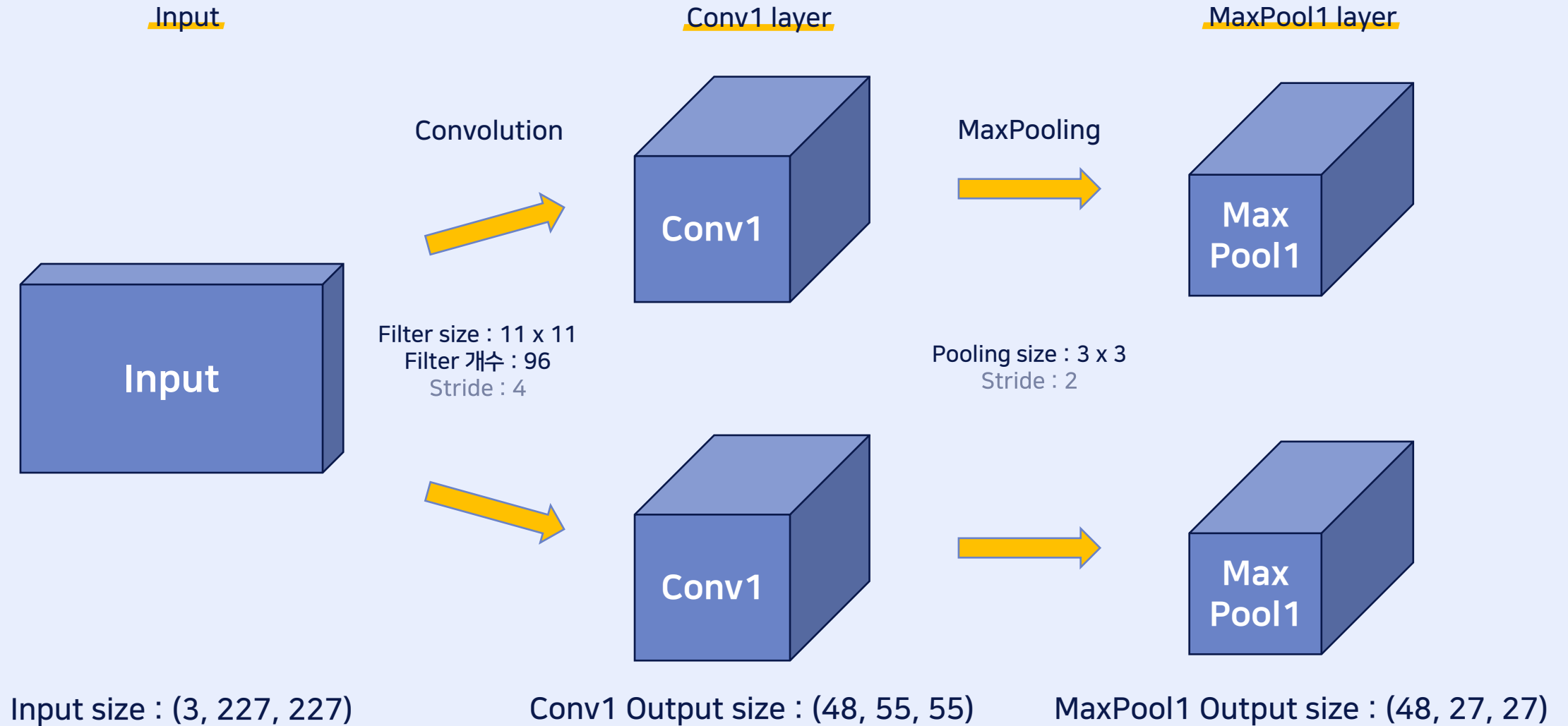
- ILSVRC(ImageNet Large-Scale Visual Recognition Challenge)의 2012년 대회에서 1위를 한 CNN 모델이다.
 - ILSVRC란?
이미지 인식(image recognition) 경진대회로 대용량의 이미지 데이터셋을 주고 이미지 분류 알고리즘의 성능을 평가한다.
- 논문 'ImageNet Classification with Deep Convolutional Neural Networks'에 수록되어 있다.
- 2개의 GPU로 병렬연산을 수행하기 위해 병렬적인 구조로 설계되었다.
- [Input – Conv1 – MaxPool1 – Norm1 – Conv2 – MaxPool2 – Norm2 – Conv3 – Conv4 – Conv5 – MaxPool5 – FC6- FC7- FC8(output)]

02. Alexnet

AlexNet Architecture



02. Alexnet



02. Alexnet

[Input. . .- **Conv1 - MaxPool1 - Norm1** - . . .Output]

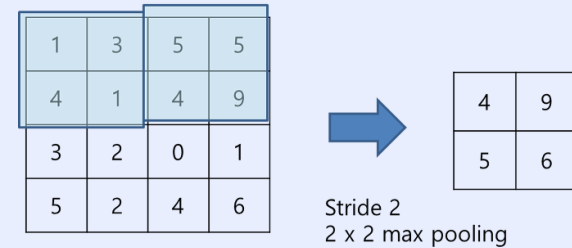
MaxPooling layer : overlapping maxpooling 사용

- LeNet-5의 경우, non-overlapping average pooling을 사용하며, 일반적으로 다른 CNN모델도 non-overlapping pooling을 사용한다.

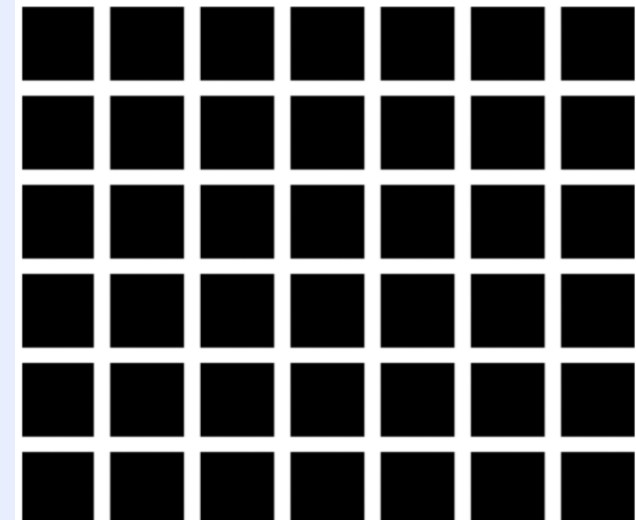
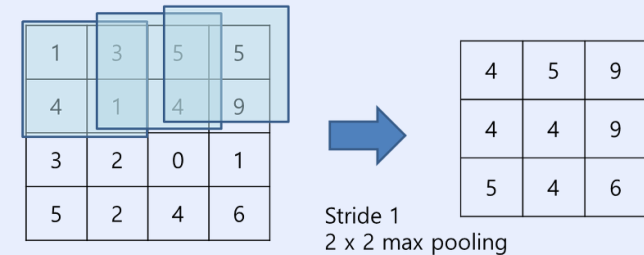
Normalization layer : LRN (local response normalization) 시행

- AlexNet에서 처음 도입했다.
- 인접 화소들을 억제시키고, 특징을 부각시키기 위한 방법이다.
- 신경생물학에서 원리를 가져온 것으로, 예를 들어 우측 그림의 검은 부분을 집중하여 보면 회색의 점이 보인다. 이는 강한 자극인 검정색이 약한 자극인 흰색의 인식을 막아 발생하는 '측면억제' 현상이다.
- 위 예시처럼 지역적인 현상을 약화하고 학습을 일반화 하기 위해 고안된 방법이다.

Non-overlapping pooling

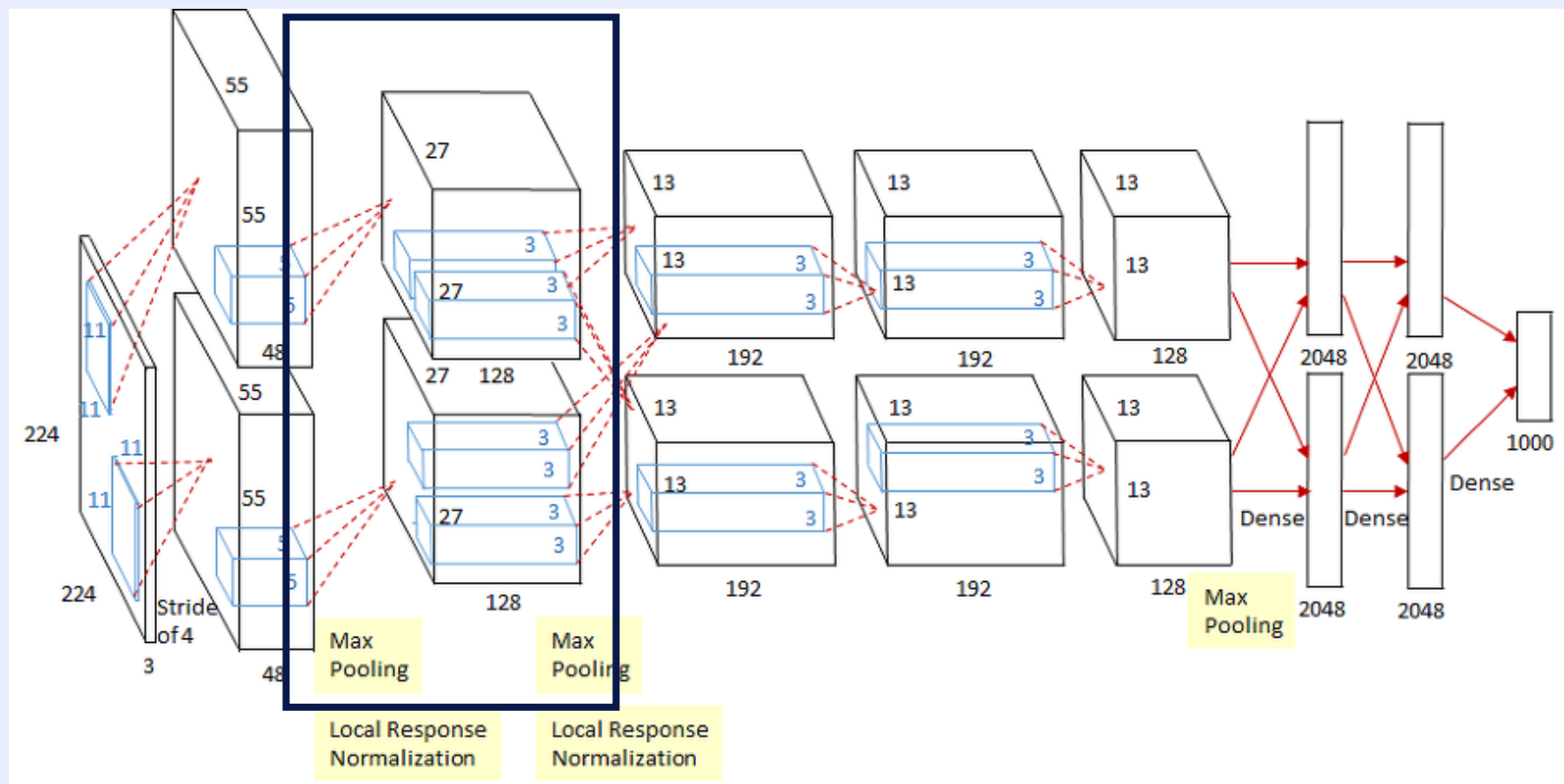


Overlapping pooling



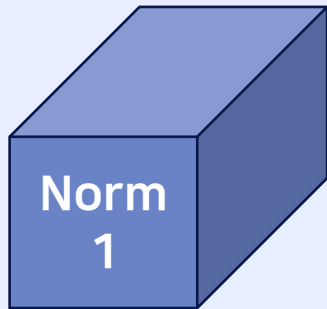
02. Alexnet

AlexNet Architecture



02. Alexnet

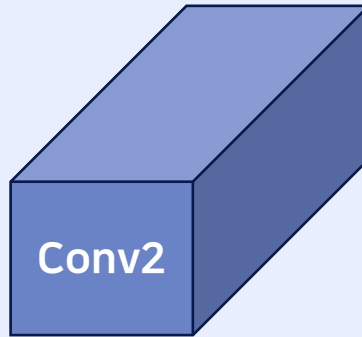
Norm1 layer



Convolution



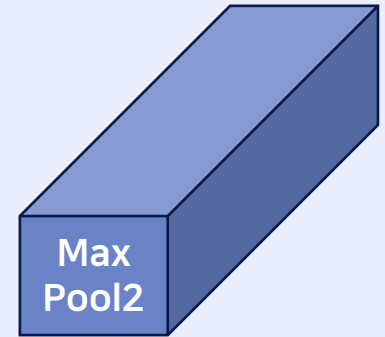
Conv2 layer



Maxpooling

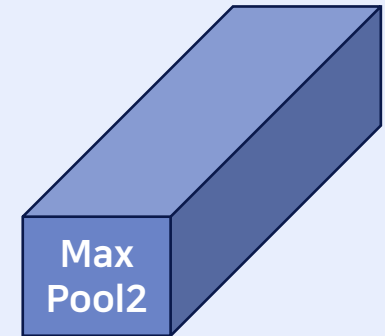
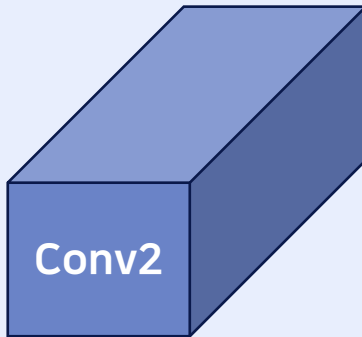
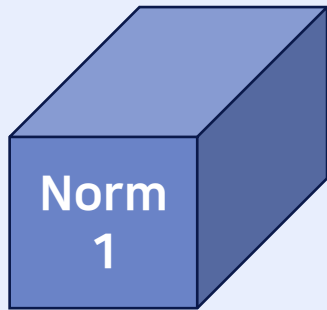


MaxPool2 layer



Filter size : 5 x 5
Filter 개수 : 256
Stride : 1
Padding : 2

Pooling size : 3 x 3
Stride : 2



Norm1 Output size : (48, 27, 27)

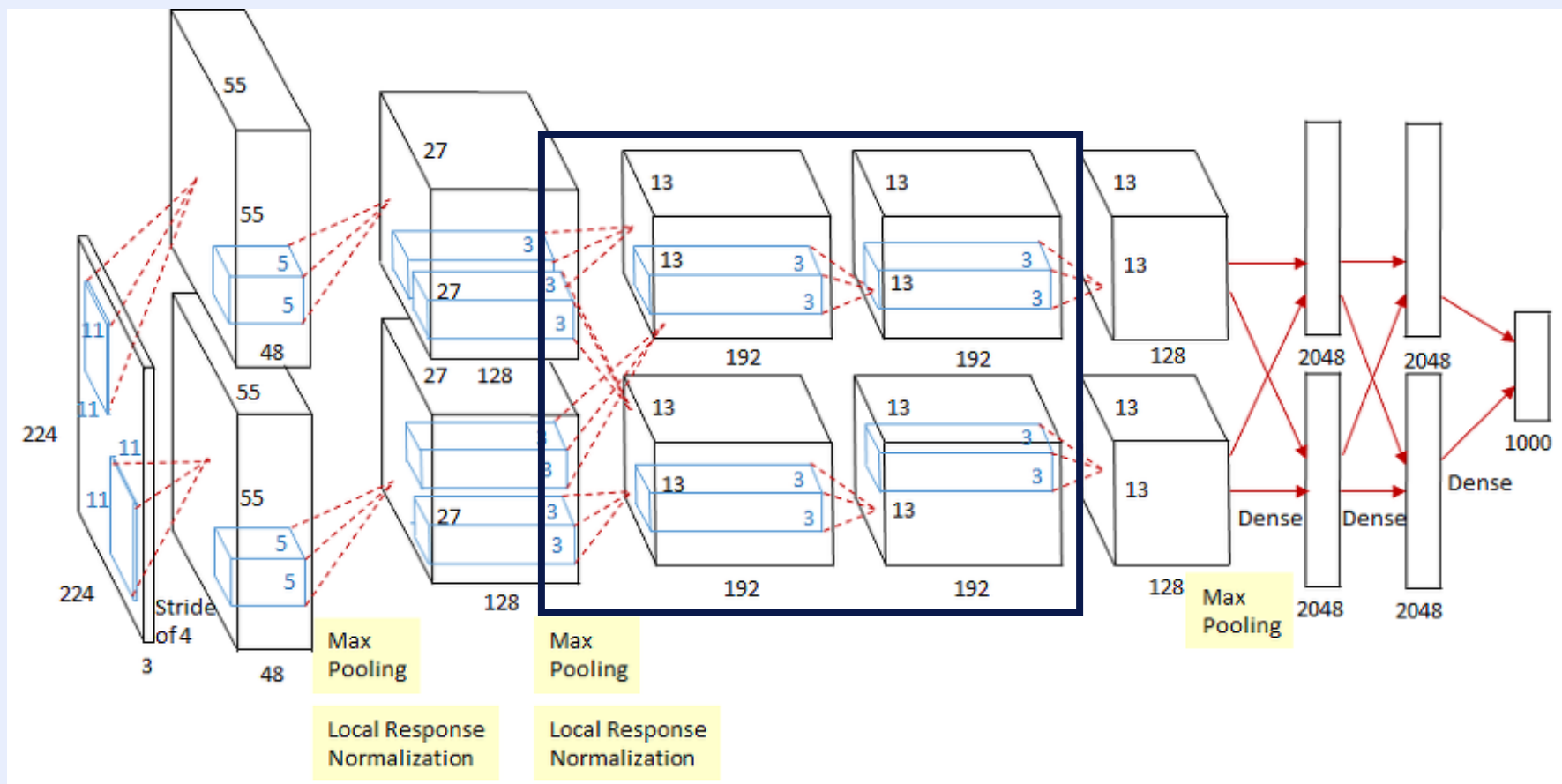
Conv2 Output size : (128, 27, 27)

MaxPool2 Output size : (128, 13, 13)



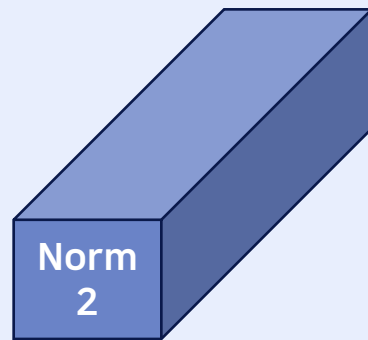
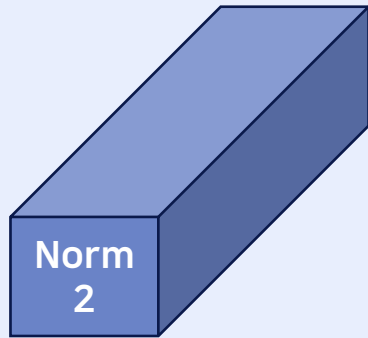
02. Alexnet

AlexNet Architecture



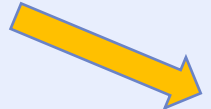
02. Alexnet

Norm2 layer



Norm2 Output size : (128, 13, 13)

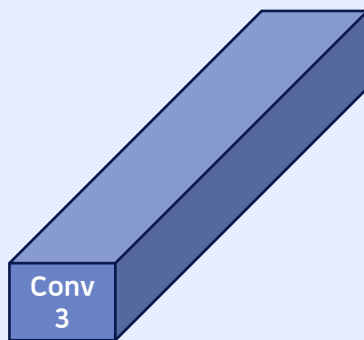
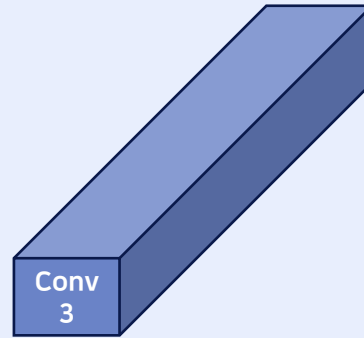
Convolution



Filter size : 3 x 3
Filter 개수 : 384
Stride : 1
Padding : 1



Conv3 layer



Conv3 Output size : (192, 13, 13)

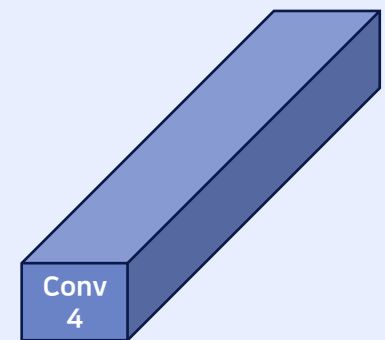
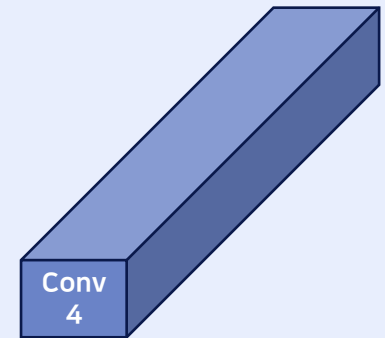
Convolution



Filter size : 3 x 3
Filter 개수 : 384
Stride : 1
Padding : 1



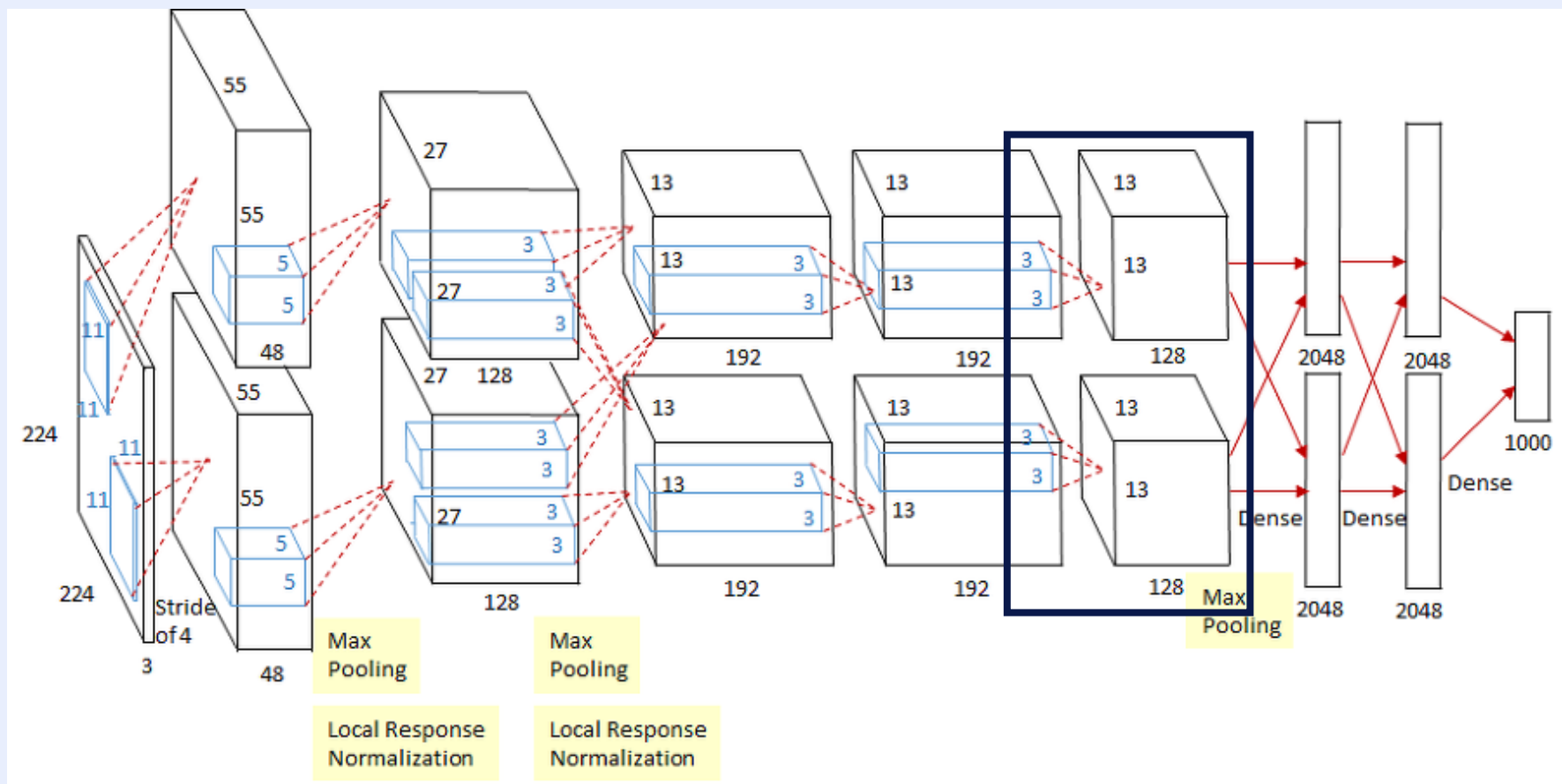
Conv4 layer



Conv4 Output size : (192, 13, 13)

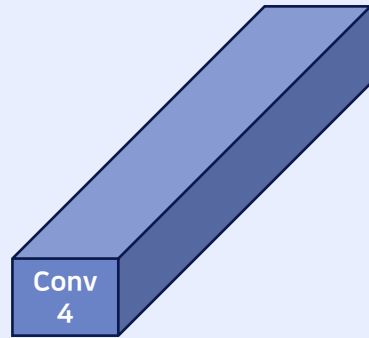
02. Alexnet

AlexNet Architecture



02. Alexnet

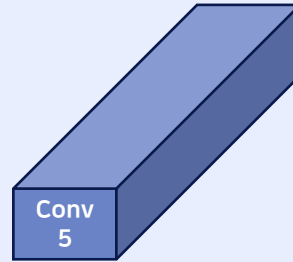
Conv4 layer



Convolution



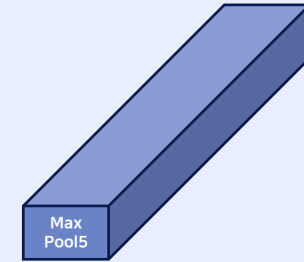
Conv5 layer



MaxPooling

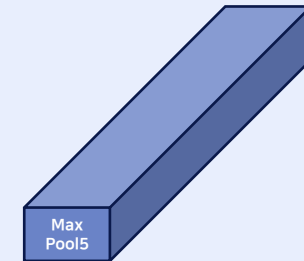
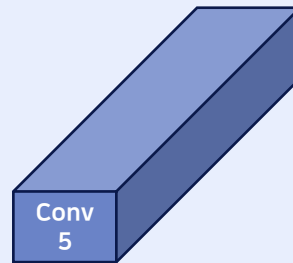
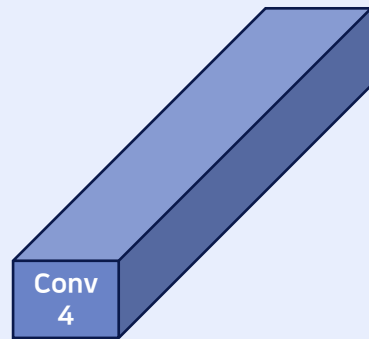


MaxPool5 layer



Filter size : 3 x 3
Filter 개수 : 256
Stride : 1
Padding : 1

Pooling size : 3 x 3
Stride : 2



Conv4 Output size : (192, 13, 13)

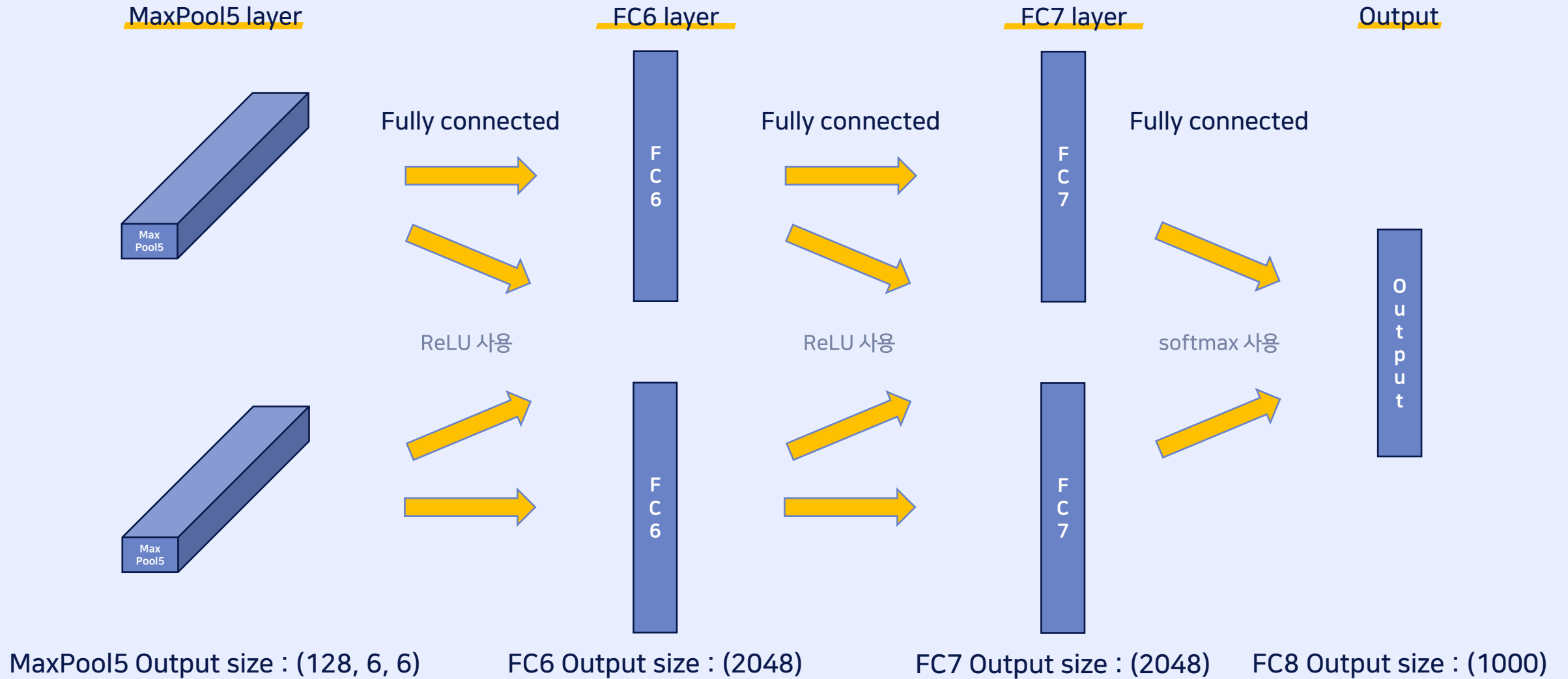
Conv5 Output size : (128, 13, 13)

MaxPool5 Output size : (128, 6, 6)

AlexNet Architecture



02. Alexnet

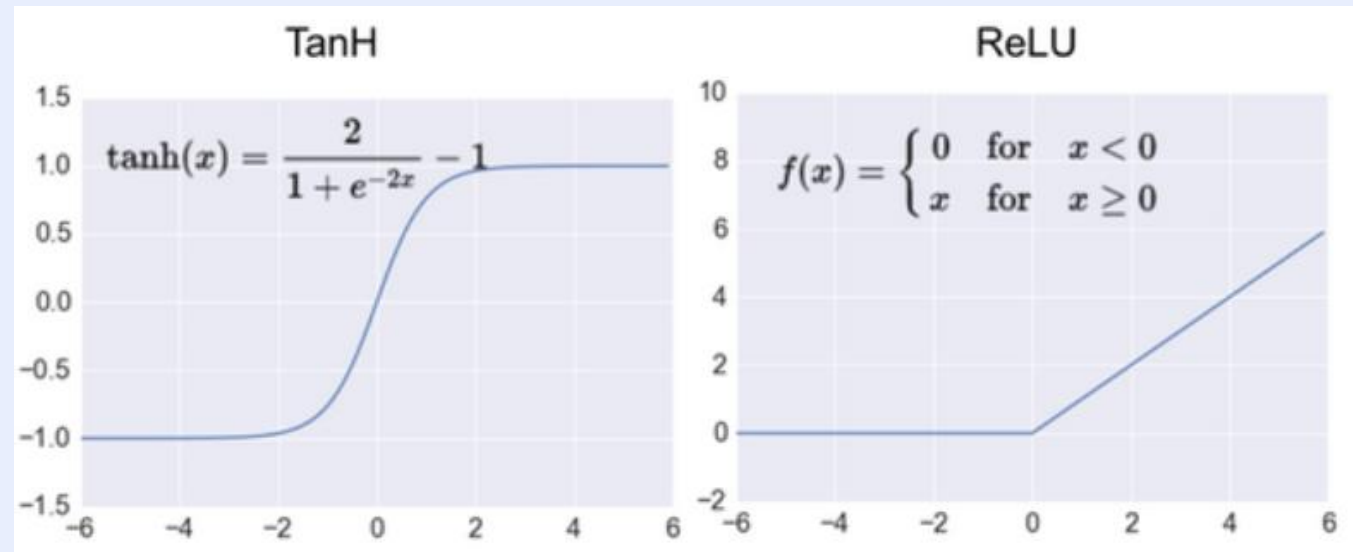


02. Alexnet

[Input. . . - **FC6** - **FC7** - Output]

Fully connected layer : ReLU function 사용

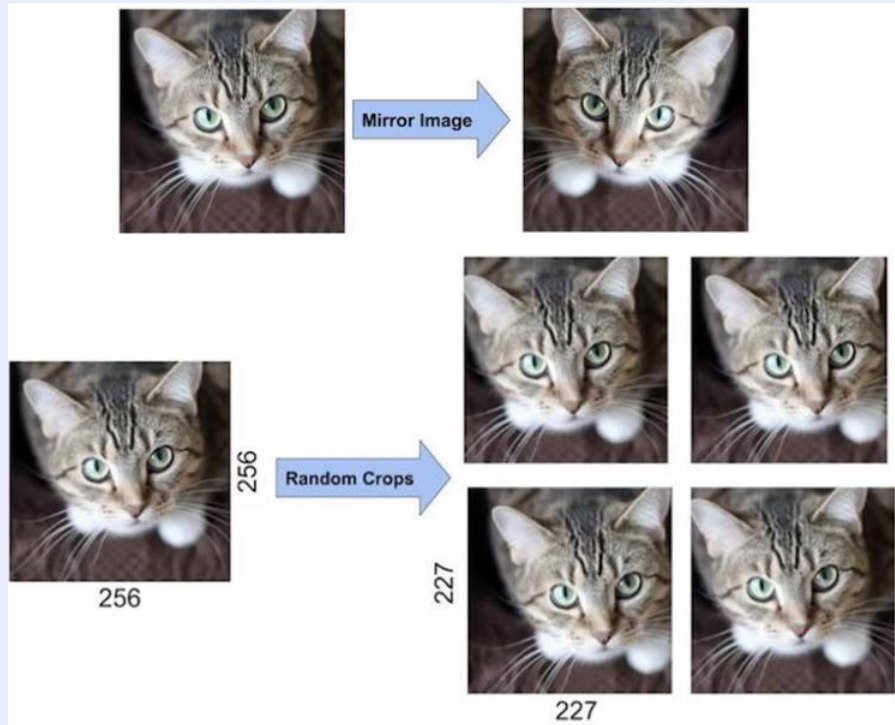
- LeNet-5에서는 tanh 사용
- ReLU를 사용하는 것이 같은 정확도를 유지하면서 tanh을 사용하는 것보다 6배나 빨라 AlexNet 이후로는 ReLU 함수 주로 사용했다.



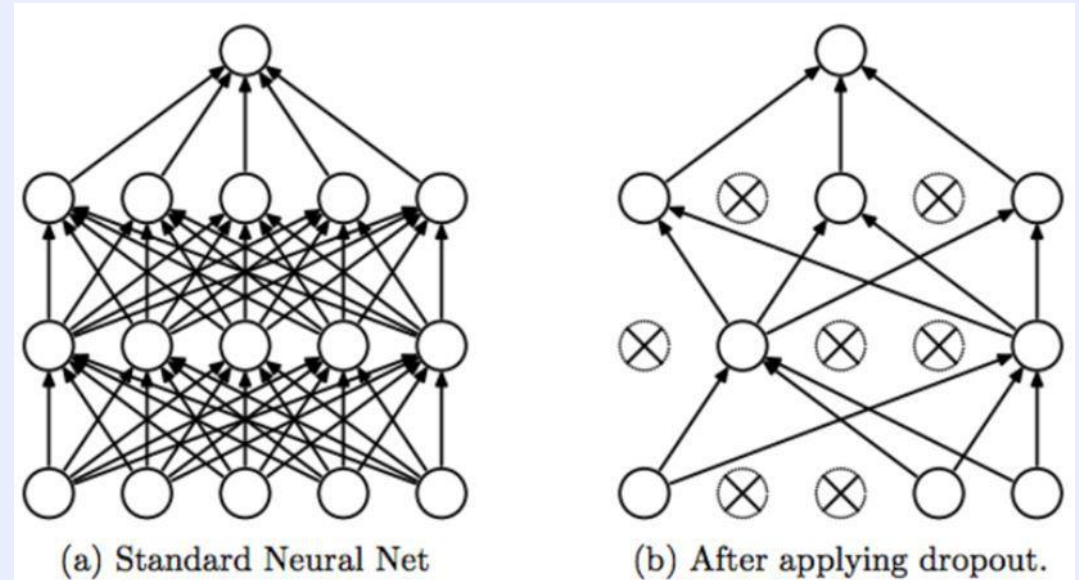
02. Alexnet

Overfitting을 막기위한 방법 2가지

1. Data Augmentation



2. Dropout



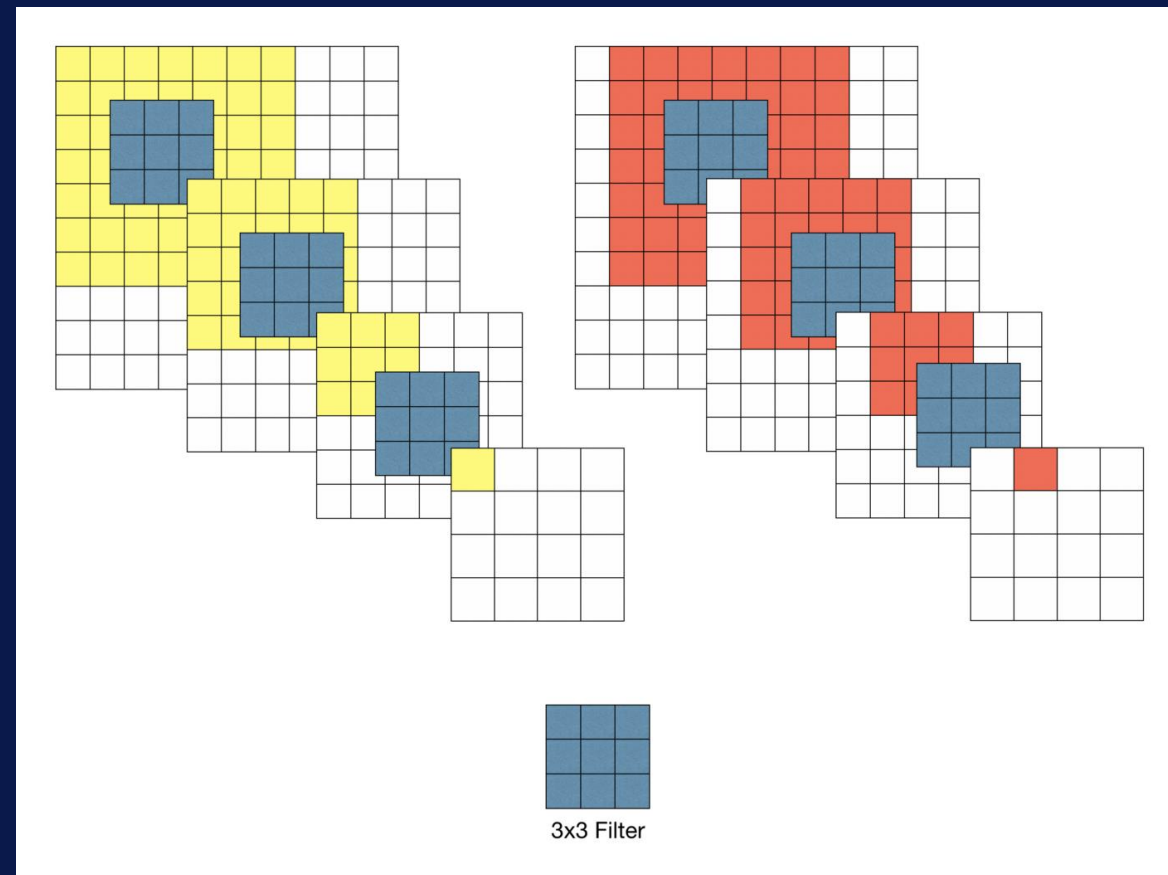
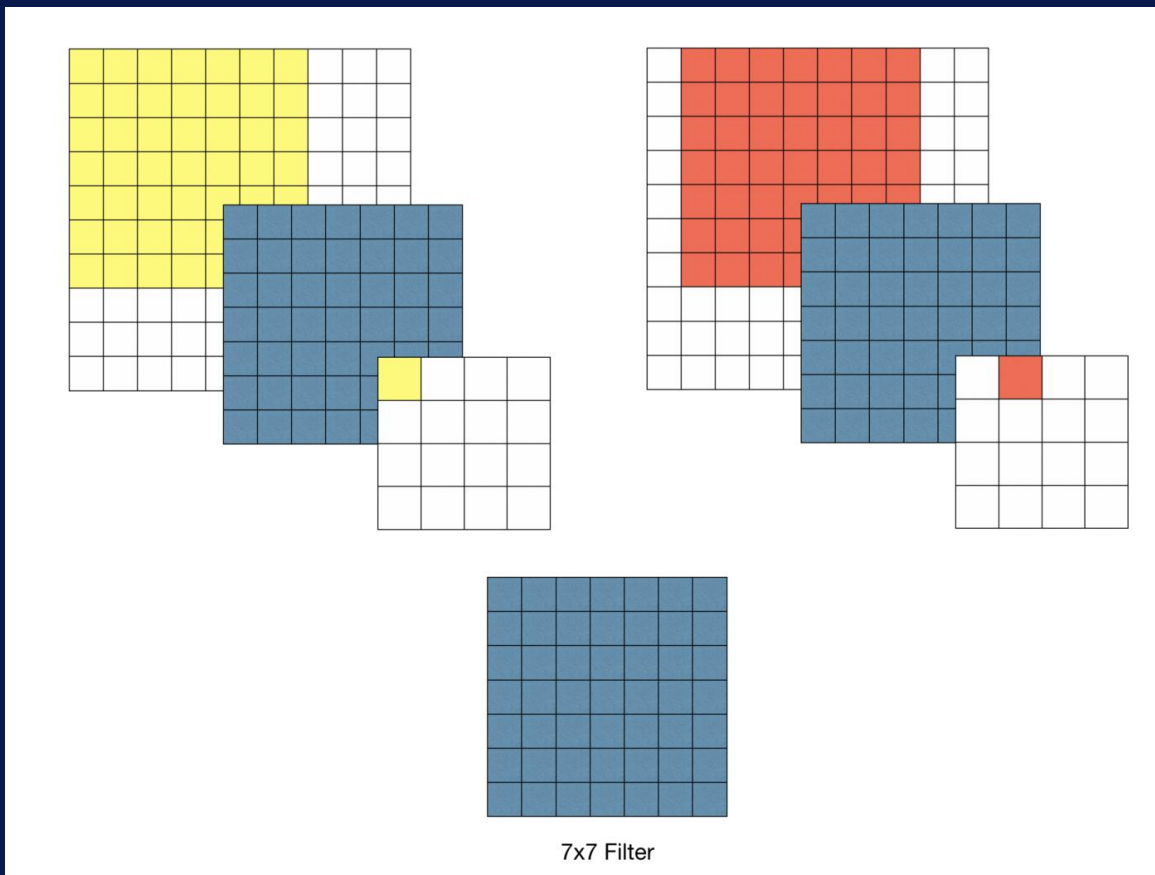
03. VGG



- ILSVRC(ImageNet Large-Scale Visual Recognition Challenge)의 2014년 대회에서 2위를 한 CNN 모델이다.
- 논문 'Very deep convolutional networks for large-scale image recognition'에 수록되어 있다.
- VGG부터 네트워크의 깊이가 확 깊어졌다. (VGG16 : 16개층, VGG19 : 19개층)
- [Input - C1 - C2 - MaxPool2 - C3 - C4 - MaxPool4 - C5 - C6 - C7 - MaxPool7 - C8 - C9 - C10 - MaxPool10 - C11 - C12 - C13 - MaxPool13 - FC14 - FC15 - FC16(Output)]

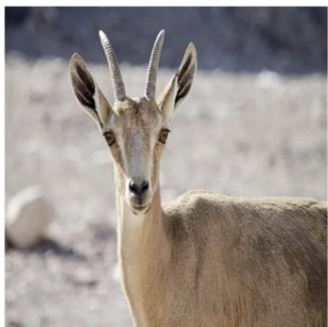
03. VGG

3*3 filter 사용



03. VGG

학습 이미지 data augmentation



256x256



224x224



224x224



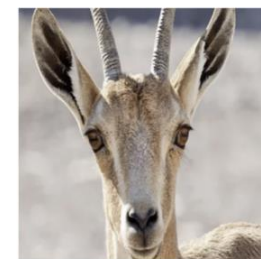
224x224



224x224



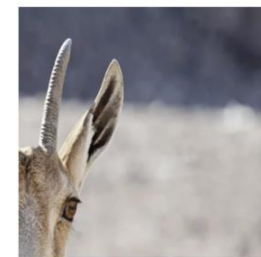
512x512



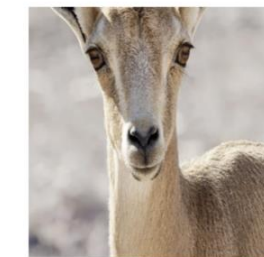
224x224



224x224



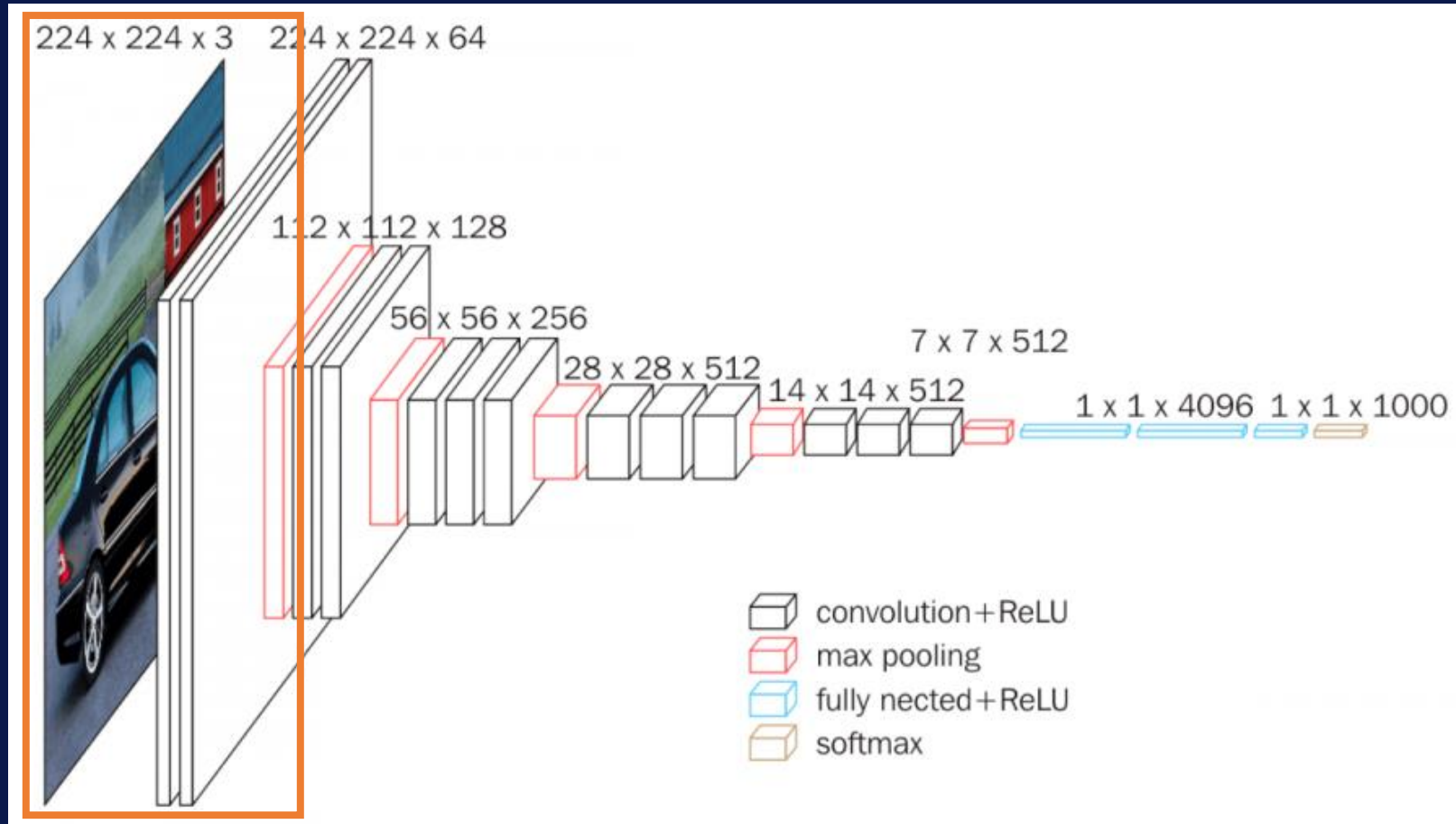
224x224



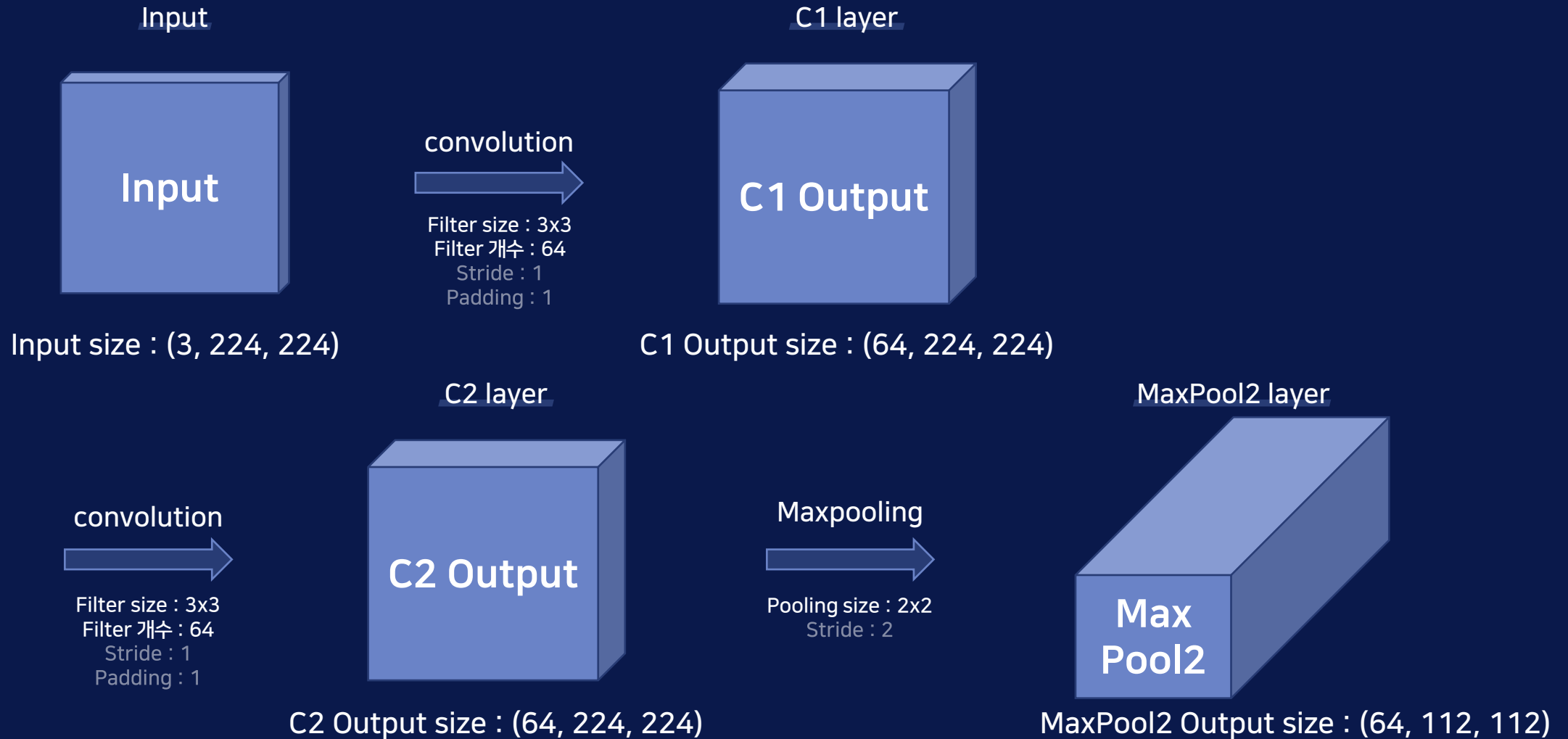
224x224

03. VGG

VGG Architecture

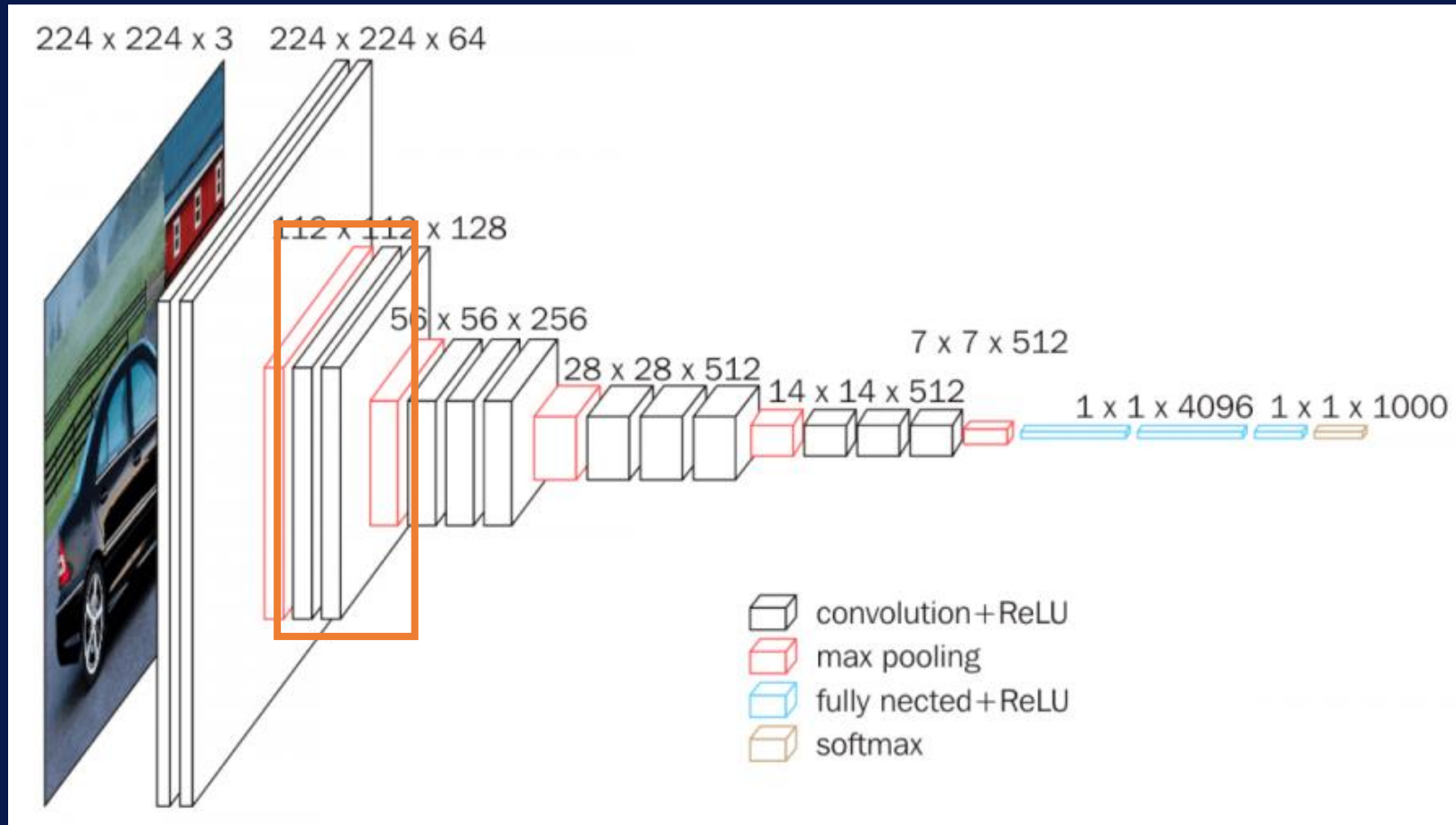


03. VGG

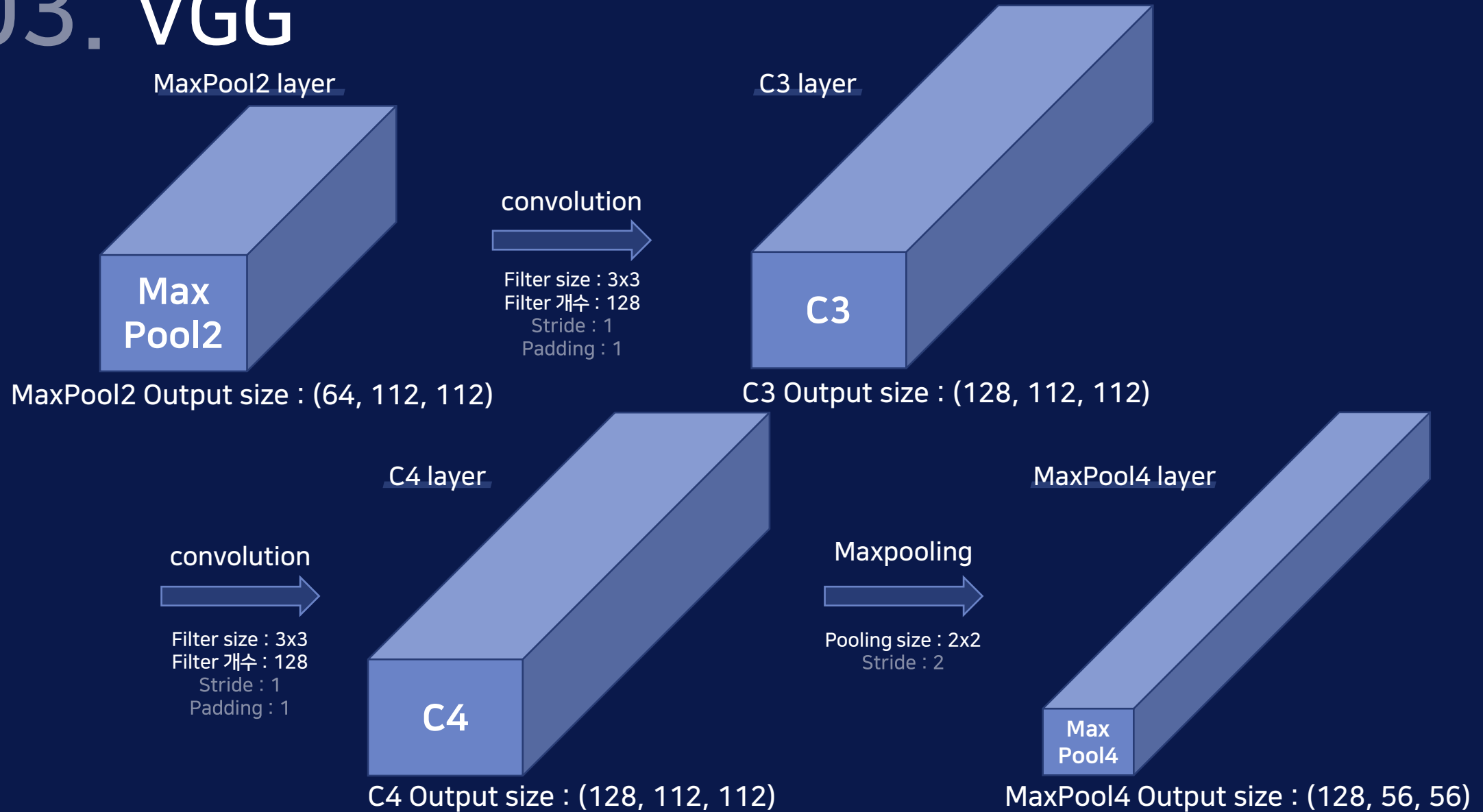


03. VGG

VGG Architecture

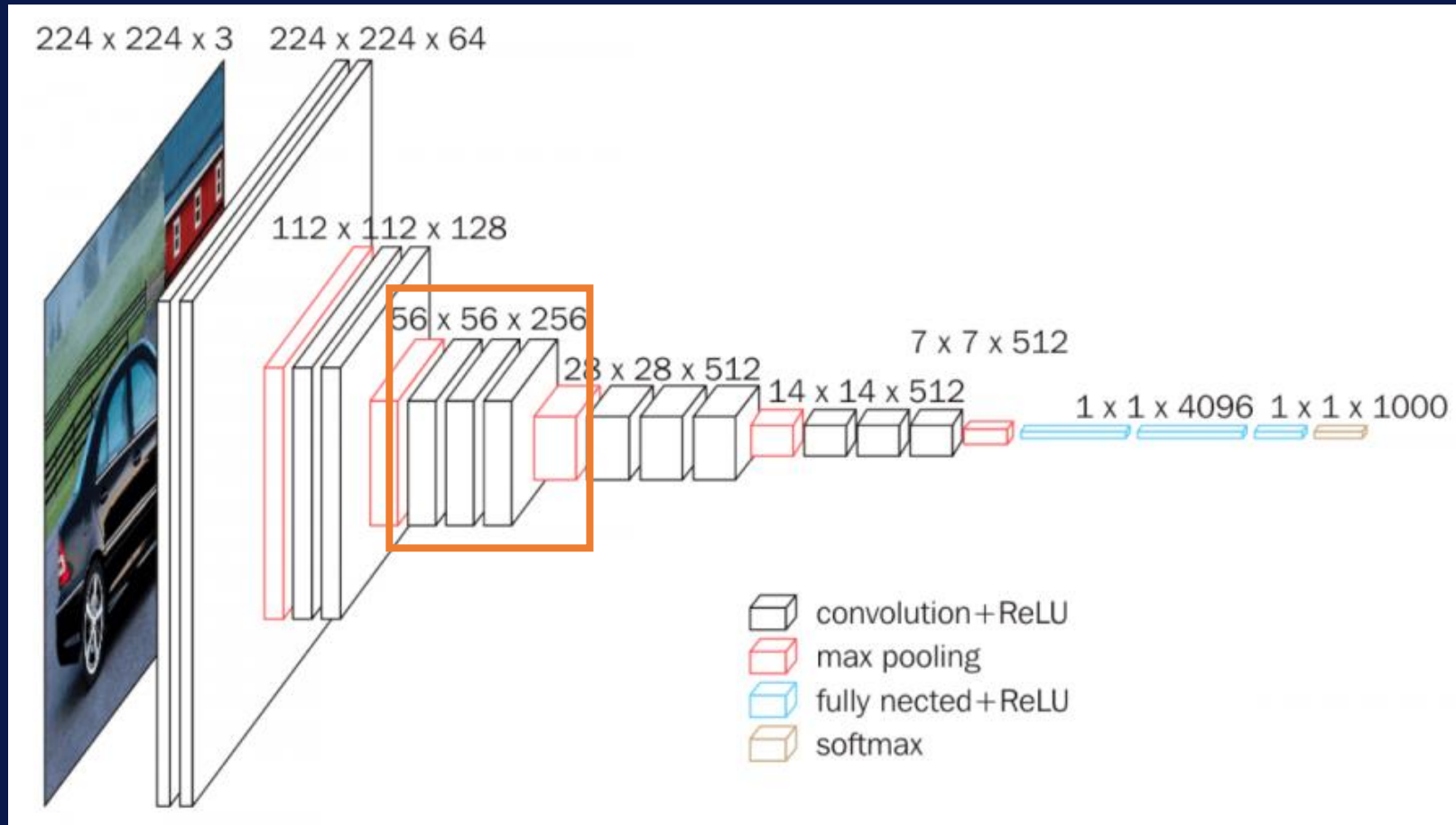


03. VGG

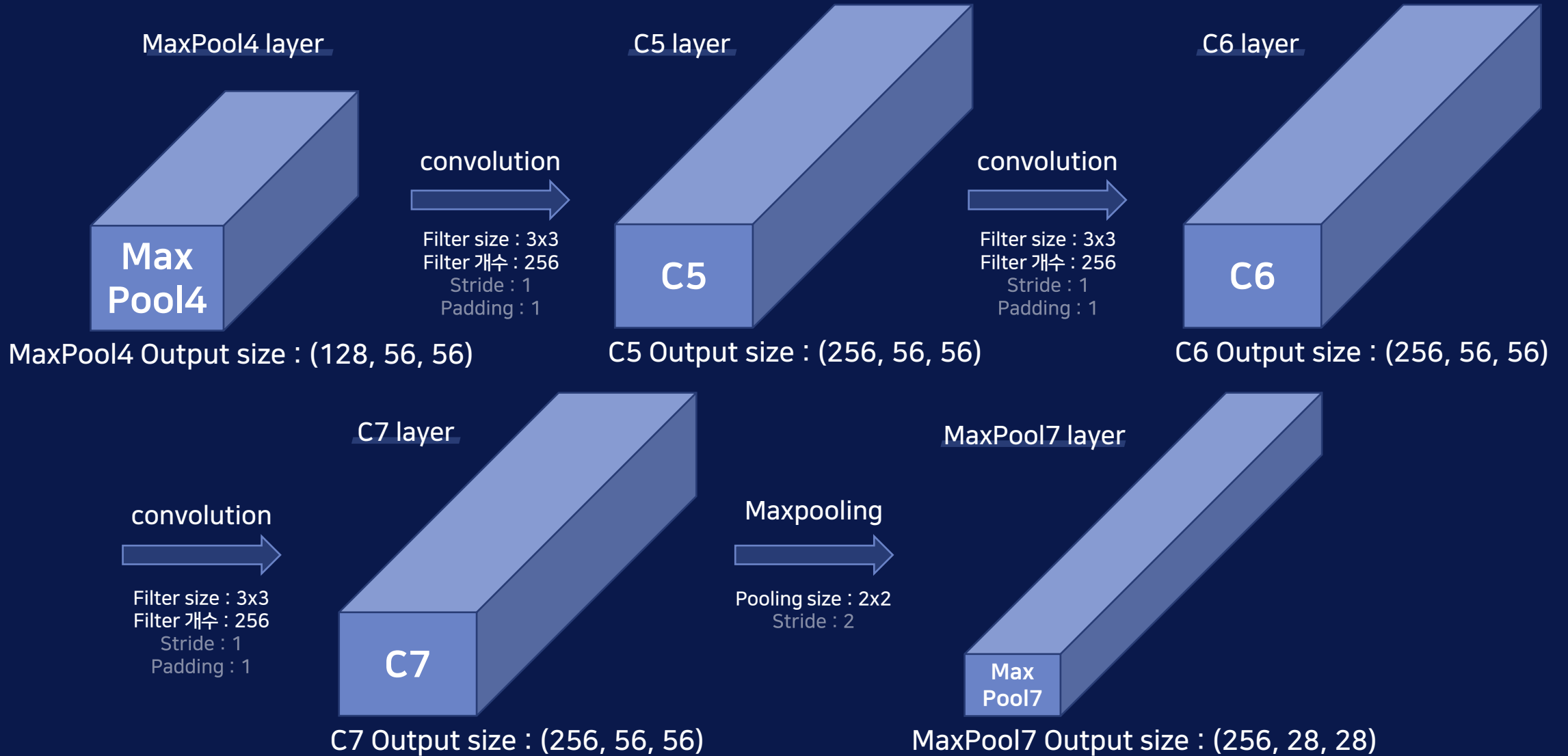


03. VGG

VGG Architecture

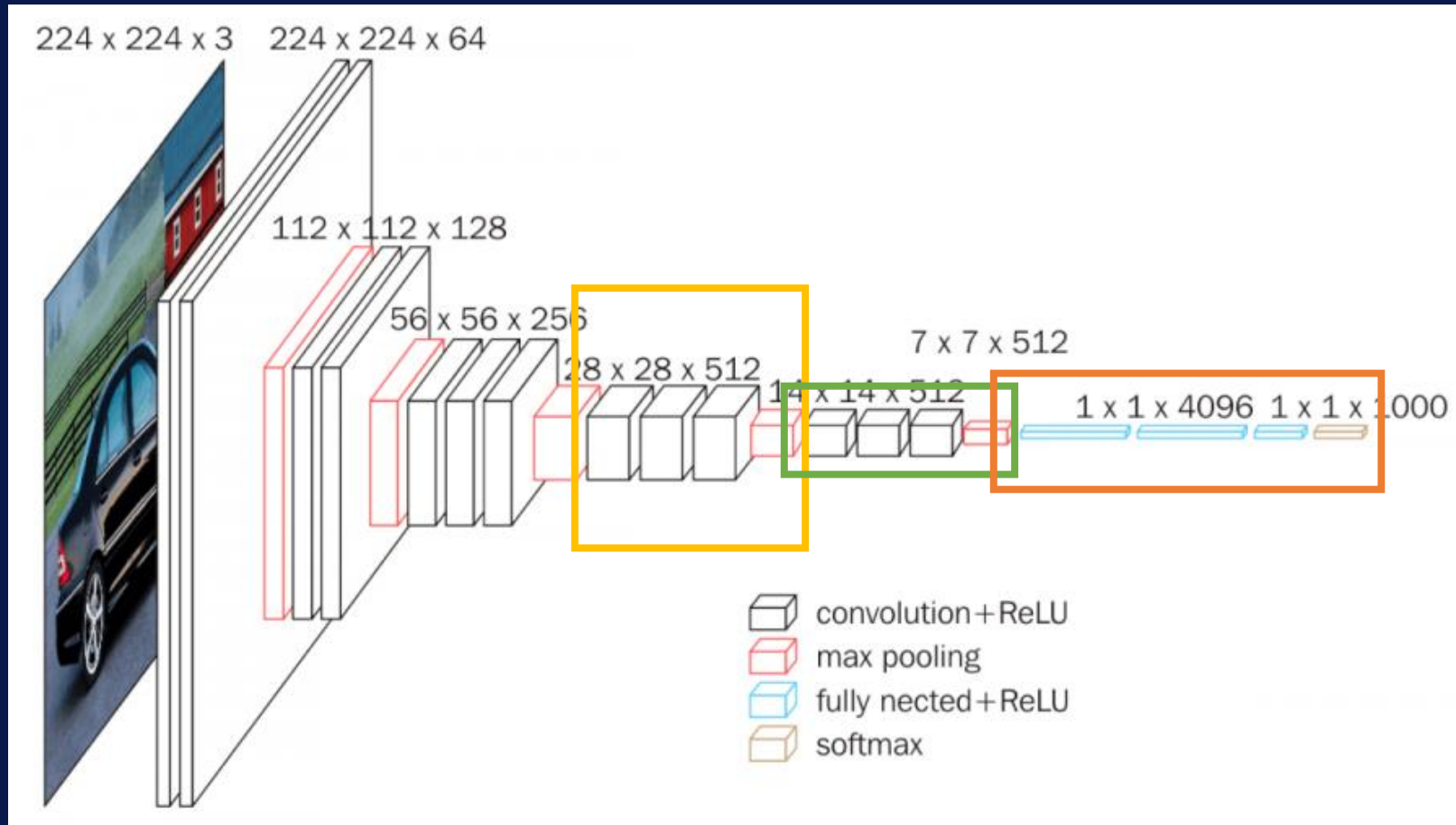


03. VGG

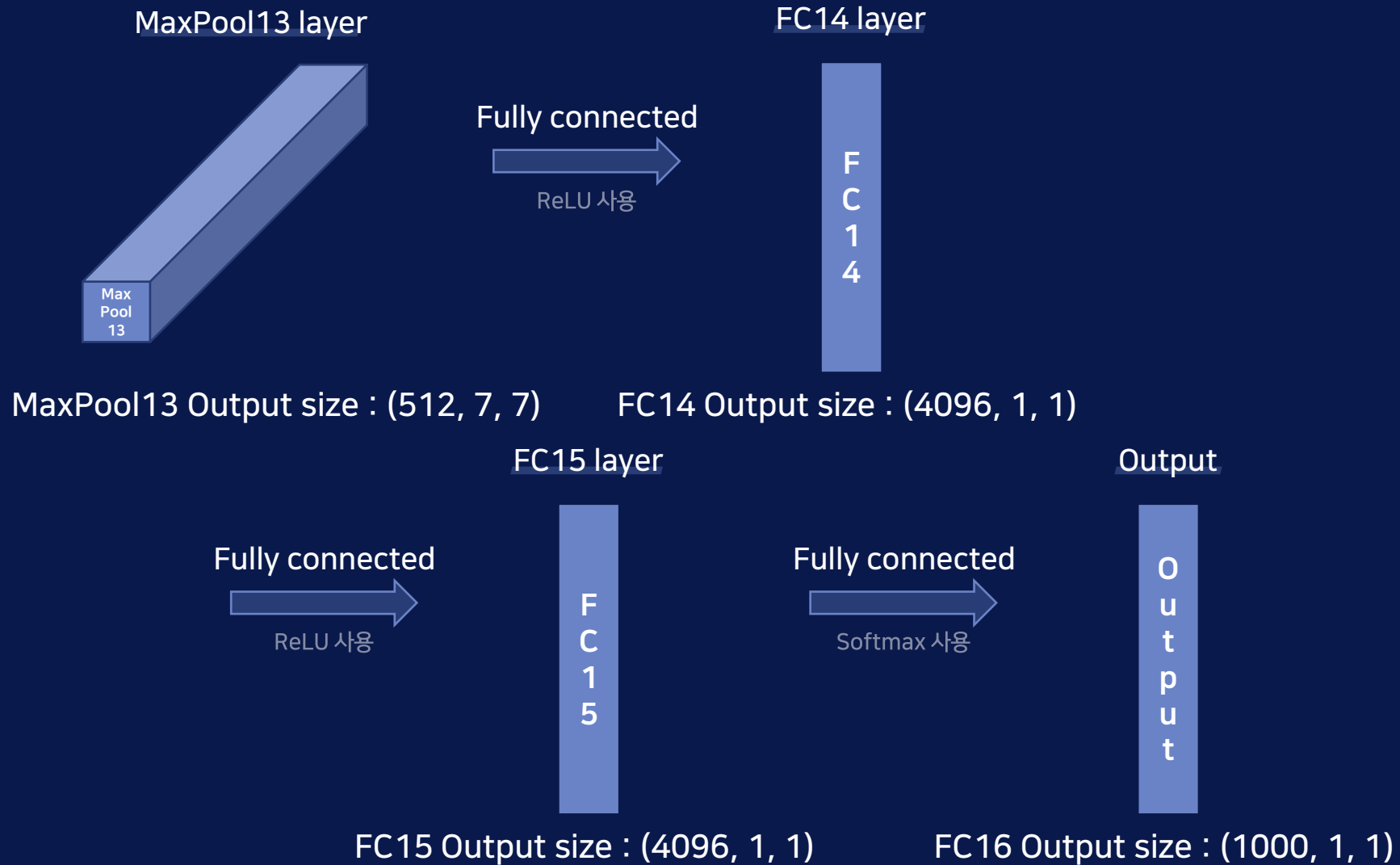


03. VGG

VGG Architecture



03. VGG



과제

1. Alexnet 주석달기
2. VGG 논문 리뷰하기

Reference

01. LeNet

- LeNet architecture
<https://deep-learning-study.tistory.com/368>
- Convolution layer Table
<https://deep-learning-study.tistory.com/368>
- 논문
<http://yann.lecun.com/exdb/publis/pdf/lecun-01a.pdf>

02. AlexNet

- Maxpooling layer
<https://bskyvision.com/421>
- Normalization layer
<https://daeun-computer-uneasy.tistory.com/33>
- Alexnet architecture
<https://wiserloner.tistory.com/1126>
- Relu function 사용
<https://daeun-computer-uneasy.tistory.com/33>
- Data augmentation / Drop out
<https://bskyvision.com/421>
- 논문
<https://proceedings.neurips.cc/paper/2012/file/c399862d3b9d6b76c8436e924a68c45b-Paper.pdf>

03. VGG

- 3*3 filter 사용
<https://medium.com/@msmapark2/vgg16-%EB%85%BC%EB%AC%B8-%EB%A6%AC%EB%B7%B0-very-deep-convolutional-networks-for-large-scale-image-recognition-6f748235242a>
- Data augmentation
<https://medium.com/@msmapark2/vgg16-%EB%85%BC%EB%AC%B8-%EB%A6%AC%EB%B7%B0-very-deep-convolutional-networks-for-large-scale-image-recognition-6f748235242a>
- VGG architecture
<https://hnsuk.tistory.com/30>
- 논문
<https://arxiv.org/pdf/1409.1556.pdf%20http://arxiv.org/abs/1409.1556.pdf>

04. 폰트

- 네이버 글꼴
<https://hangeul.naver.com/font>





D&A

Deep Session 5차시 CNN 심화

Thank You.

2022 / 04 / 07
D&A 운영진 윤경서



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