Deep Learning Project – MobileNetv2

UCF101 dataset (https://www.crcv.ucf.edu/data/UCF101.php) Image Recognition

Content

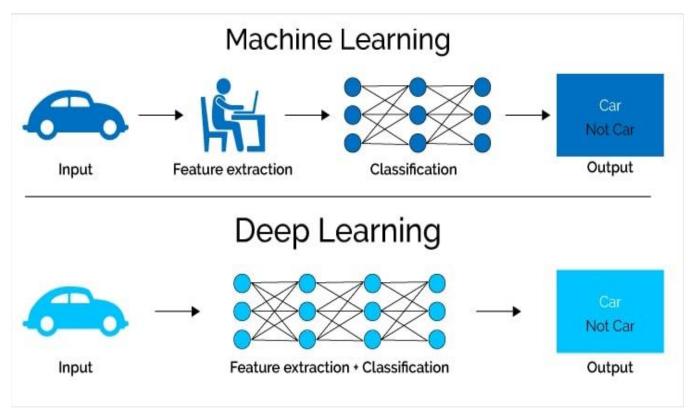
01 Introduction

O2 Preprocessing

⁰³ Modeling

04 Comments

What's Difference?



HOG (Histogram of oriented Gradients) feature Extractor and SVM (Support Vector Machine) model

Bag of features model

Examples of this are SIFT, MSER, etc.

Viola-Jones algorithm

The advantage of Viola-Jones is that it has a detection time of 2 fps which can be used in a real-time face recognition system

Convolution Neural Network (CNN) is one of the most popular ways of doing object recognition. It is widely used and most state-of-the-art neural networks used this method for various object recognition related tasks such as image classification. This CNN network takes an image as input and outputs the probability of the different classes. If the object present in the image then it's output probability is high else the output probability of the rest of classes is either negligible or low. The advantage of Deep learning is that we don't need to do feature extraction from data as compared to machine learning.

Object Recognition

001 Image Classification

Classification



CAT

Single Object

002 Object Localization

Classification + Localization



CAT

Bounding Box position, height, width

003 Object Detection

Object Detection



DOG, DOG, CAT

Multi-Objects

Bounding box = rectangle

Semantic vs Instance

004 Image Segmentation

Instance Segmentation



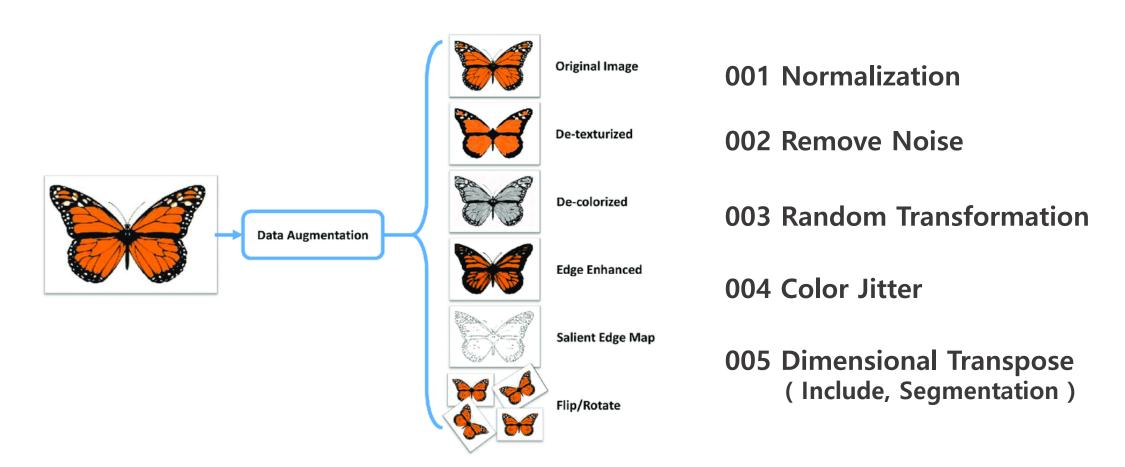
DOG, DOG, CAT

Pixel-wise masks

Mask R-CNN

Preprocessing

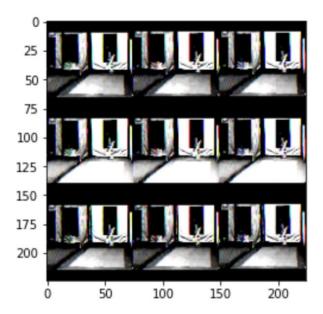
Original Image + = Data Augmentation



Normalization

```
_mean = video.mean() / 255
_std = video.std() / 255
print('shape :', video.shape)
print('RGB mean:', _mean)
print('RGB std :', _std)
```

shape : (20, 224, 224, 3) RGB mean: 0.30887114350948713 RGB std : 0.2780395522695637



Random Augmentation

OpenCV / Pytorch

Horizontal / Vertical Flip

Affine

Resized Crop

Gray Scale

Perspective

Rotation (expand=True)

Filtering

Bluring

Morphology (smoothing edges)

Segmentation

Morphology

GrabCut / Noise

Random Choice

Filtering

Gaussian Blur

cv2_imshow(image)
cv2_imshow(denoised_img2) # GaussianBlur





Median Blur

cv2_imshow(image)
cv2_imshow(denoised_img3) # MedianBlur





NIMeans

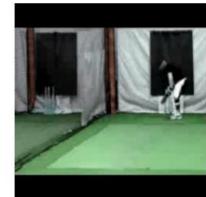
cv2_imshow(image)
cv2_imshow(denoised_img1) # NIMeans

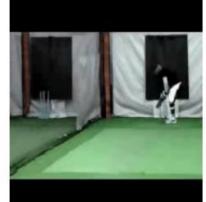




Bilateral

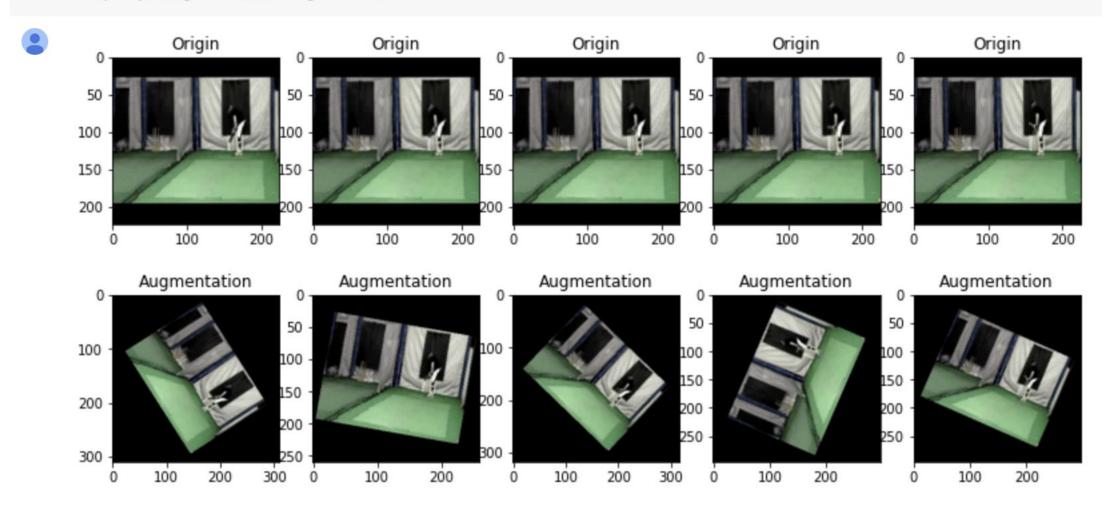
cv2_imshow(image)
cv2_imshow(denoised_img4) # Bilateral



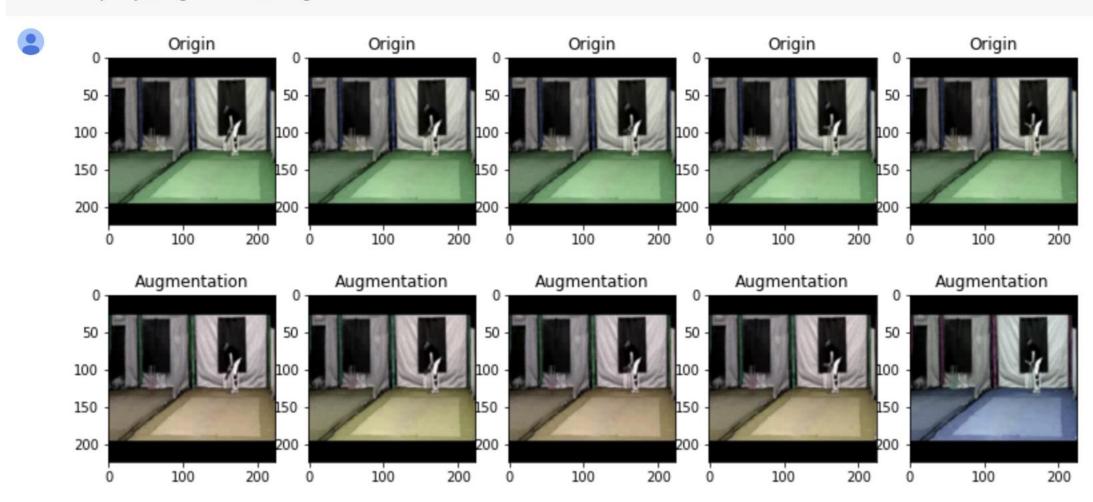


Random Transformation

af = transforms.RandomRotation(90, expand=True)
display_augmented_images(af)



af = transforms.ColorJitter(hue=(-0.5, 0.5))
display_augmented_images(af)



Modeling - MobileNet

What's MobileNet?



Figure 1. MobileNet models can be applied to various recognition tasks for efficient on device intelligence.

기존의 학습된 모델의 정확도를 유지하면서 크기가 작고, 연산을 간소화 하는

'경량 딥러닝 알고리즘'

MobileNet은 Accuracy와 tradeoff 관계를 가지는

'연산량을 줄여'

임베디드, 모바일 기기에서 동작시킬 수 있도록 만든 알고리즘이다.

〈표 1〉경량 딥러닝(Lightweight Deep Learning) 연구 동향

	접근방법	연구 방향
경량 알고리즘 연구	모델 구조 변경	잔여 블록, 병목 구조, 밀집 블록 등 다양한 신규 계층 구조를 이용하여 파라미터 축 소 및 보멜 성능을 개선하는 연구(ResNet, DenseNet, SqueezeNet)
	합성곱 필터 변경	합성곱 신경방의 가장 큰 제산량을 요구하는 합성곱 필터의 연산을 효율적으로 줄 이는 연구(MobileNet, ShuffleNet)
	자동 보멜 밤색	목정 요소(지연시간, 에너지 소모 등)가 주어진 경우, 강화 학습을 통해 최적 보멜을 자동 밤색하는 연구(NetAdapt, MNasNet)
알고리즘 경량화 연구	보멜 압축	가중치 가지치기, 양자화/이진화, 가중치 공유 기법을 통해 파라미터의 불필요한 표 현력을 줄이는 연구(Deep Compression, XNOR-Net)
	지식 증류	하습된 기본 모델을 통해 새로운 모델의 생성 시 파라미터값을 활용하여 하습시간 을 줄이는 연구(Knowledge Distillation, Transfer Learning)
	하드웨어 가속화	보바일 기기를 중심으로 뉴럴 프로세싱 유닛(NPU)을 통해 추론 속도를 향상시키는 연구
	보멜 압축 자동 밤색	알고리즘 경량화 연구 중 일반적인 보텔 압축 기법을 적용한 강화 하습 기반의 최적 보텔 자동 탐색 연구(PocketFlow, AMC)

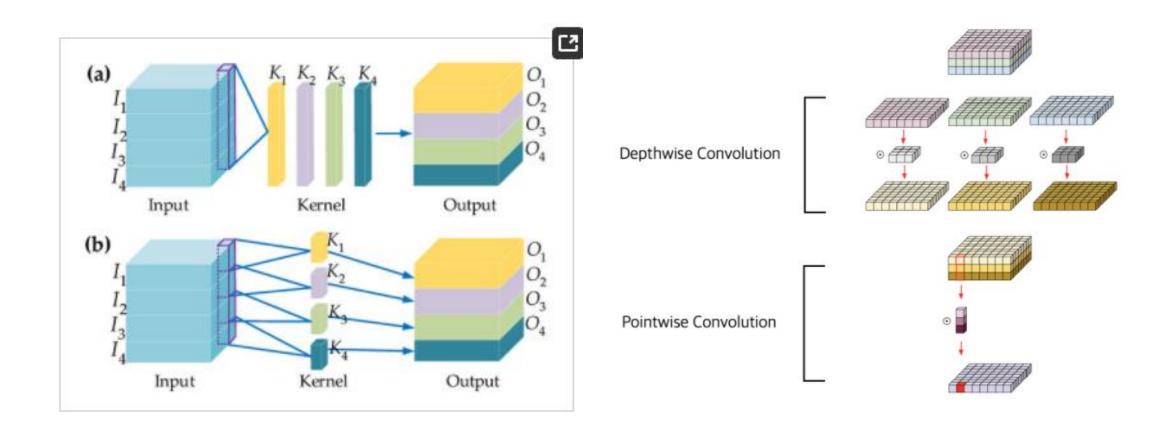
MobileNet v1

2017년 논문 "MobileNets: Efficient Convolutional Neural Networks for Mobile Vision Applications"에서 제시된 경량 딥러닝 알고리즘.

Depthwise Separable Convolution

Pointwise Separable Convolution Width, Resolution Multiplier

Key Point



Basic Convolution

 $D_K \cdot D_K \cdot M \cdot N \cdot D_F \cdot D_F$



Depthwise Separable Convolution

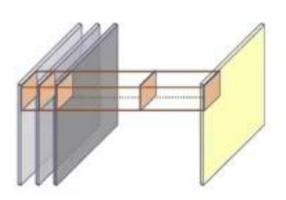
 $D_K \cdot D_K \cdot M \cdot D_F \cdot D_F$



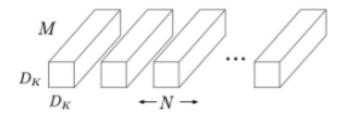
Pointwise Separable Convolution

 $M \cdot N \cdot D_F \cdot D_F$

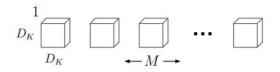




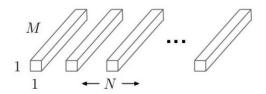
연산량 차이



(a) Standard Convolution Filters



(b) Depthwise Convolutional Filters



(c) 1 × 1 Convolutional Filters called Pointwise Convolution in the context of Depthwise Separable Convolution

그림 4. Convolution 방법 비교

Depthwise : (# of 입력 필터) * 입력데이터 * 1 (1 channel)

+ Pointwise : 입력데이터 * 채널 수 * 필터 수(1x1 Conv)

$$D_K \cdot D_K \cdot M \cdot D_F \cdot D_F + M \cdot N \cdot D_F \cdot D_F$$

$$D_K \cdot D_K \cdot M \cdot N \cdot D_F \cdot D_F$$

$$= \frac{1}{N} + \frac{1}{D_K^2}$$

기존연산 : (# of 입력 필터) * 입력데이터 * 채널 수

MobileNet Structure

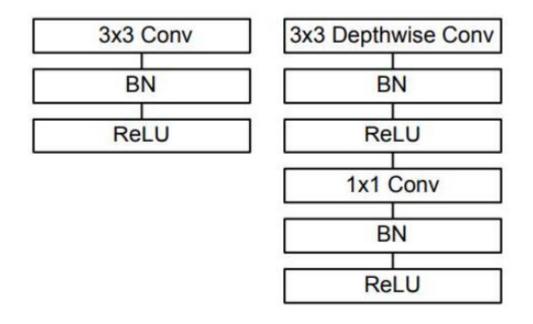


그림 5. MobileNet 기본 구조

BN(Batch Normalization)?

각 레이어마다 배치 정규화 과정을 통해 가중치의 차이를 완화하여 보다 안정적 학습을 추구

MobileNet Comparison to Popular Model

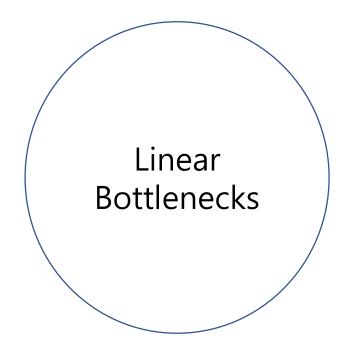
Table 8. MobileNet Comparison to Popular Models

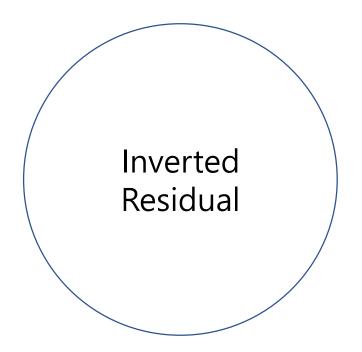
Model	ImageNet Accuracy	Million Mult-Adds	Million Parameters
1.0 MobileNet-224	70.6%	569	4.2
GoogleNet	69.8%	1550	6.8
VGG 16	71.5%	15300	138

표. 4 MobileNet과 유명 CNN 구조와 성능 비교

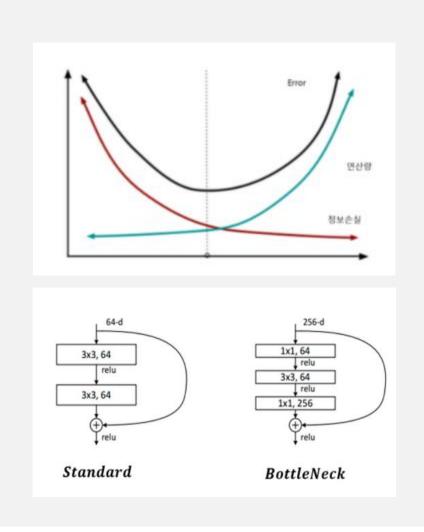
다른 유명한 CNN 알고리즘과 비교했을 경우에도 Parameter와 Multi-adds(연산량)가 더 적음에도 불구하고 성능에 큰 차이가 없음.

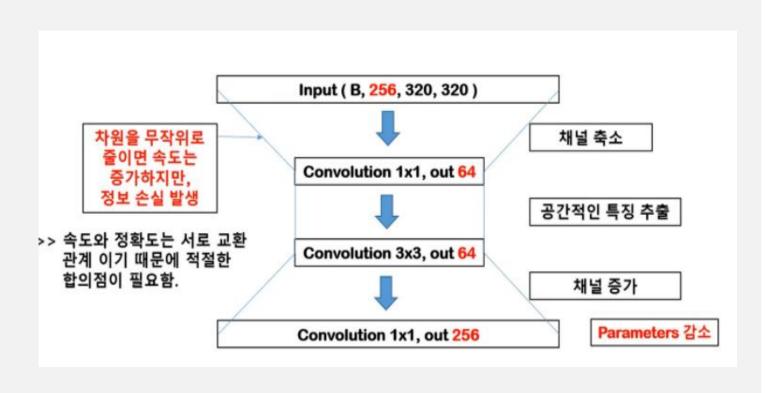
MobileNet v2



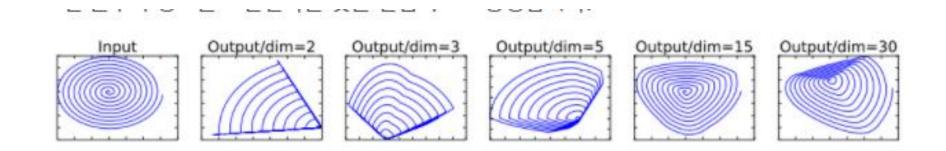


Bottlenecks layer

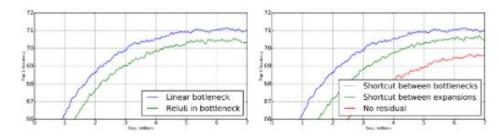




Linear Bottlenecks

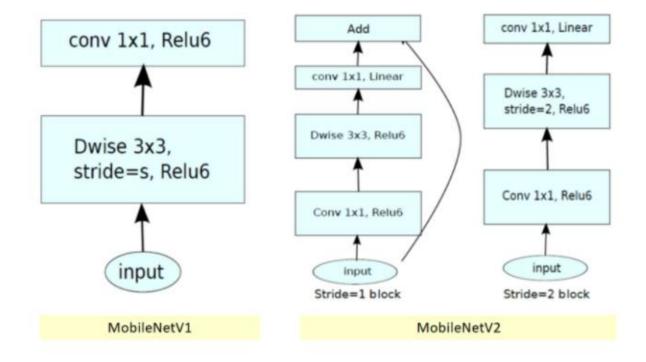


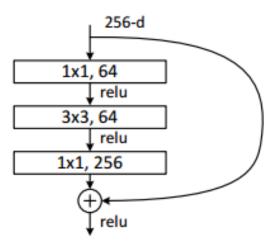
입력 값이 채널 수가 적은 ReLU 계층을 통과하게 되면 정보의 손실이 발생, 반면에 입력 값이 채널 수가 많은 레이어를 통과하는 경우 정보가 보존됩니다.



(a) Impact of non-linearity in (b) Impact of variations in the bottleneck layer. residual blocks.

Inverted Residual

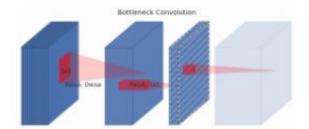




기존 BottleNeck

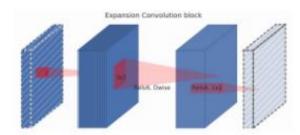
Inverted Residual

(c) Separable with linear bottleneck

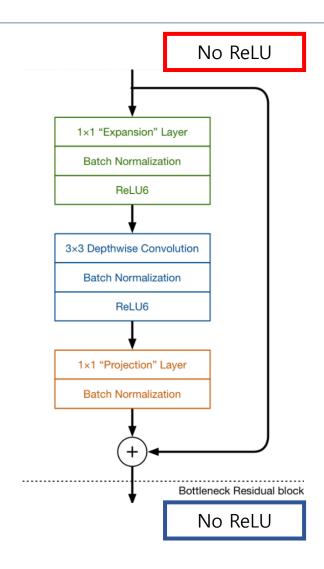


Wide -> Narrow -> Wide

(d) Bottleneck with expansion layer



Narrow -> Wide -> Narrow



MobileNet Comparison to Other Model

Size	MobileNetV1	MobileNetV2	ShuffleNet (2x,g=3)
112x112	64/1600	16/400	32/800
56x56	128/800	32/200	48/300
28x28	256/400	64/100	400/600K
14x14	512/200	160/62	800/310
7x7	1024/199	320/32	1600/156
1x1	1024/2	1280/2	1600/3
max	1600K	400K	600K

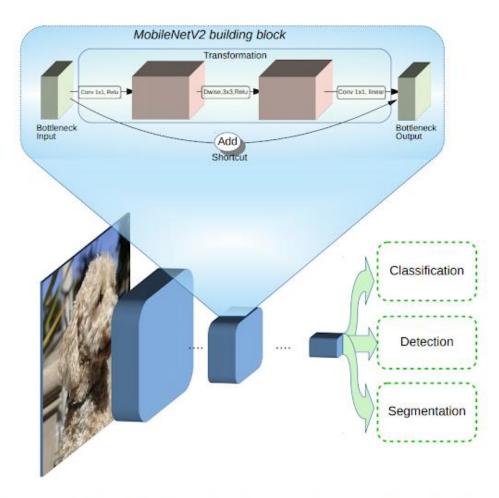
Table 5: Comparison of the size and the computational cost between SSD and SSDLite configured with MobileNetV2 and making predictions for 80 classes.

Network	mAP	Params	MAdd	CPU
SSD300[34]	23.2	36.1M	35.2B	-
SSD512[34]	26.8	36.1M	99.5B	-
YOLOv2[35]	21.6	50.7M	17.5B	-
MNet V1 + SSDLite	22.2	5.1M	1.3B	270ms
MNet V2 + SSDLite	22.1	4.3M	0.8B	200ms

** SSD?

사진의 변형 없이 그 한장으로 훈련, 검출

Modeling

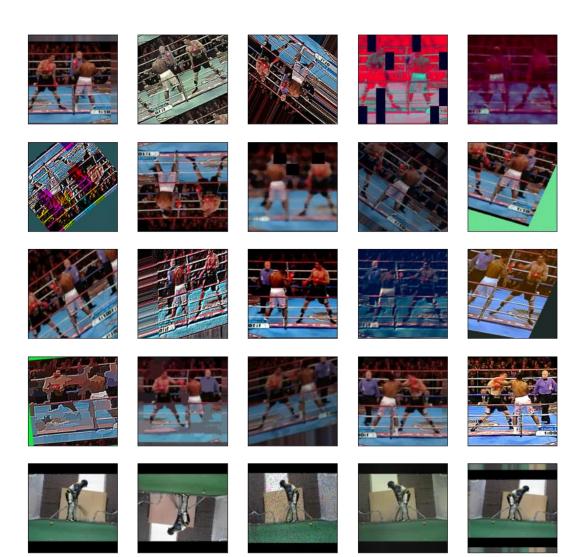


001 Image Augmentation - ImgAug

002 VGG16 vs MobileNet v1 vs v2

Overview of MobileNetV2 Architecture. Blue blocks represent composite convolutional building blocks as shown above.

Image Augmentation – ImgAug



```
# don't execute arr or them, as that woord often be way too strong
    iaa,SomeOf((0, 5),
            sometimes(iaa,Superpixels(p_replace=(0, 1.0), n_segments=(20, 200))), # convert images into their superpixel representation
                iaa,GaussianBlur((0, 3,0)), # blur images with a sigma between 0 and 3,0
                iaa,AverageBlur(k=(2, 7)), # blur image using local means with kernel sizes between 2 and 7
                iaa,MedianBlur(k=(3, 11)), # blur image using local medians with kernel sizes between 2 and 7
            1),
            iaa,Sharpen(alpha=(0, 1.0), lightness=(0,75, 1.5)), # sharpen images
            iaa,Emboss(alpha=(0, 1,0), strength=(0, 2,0)), # emboss images
           # search either for all edges or for directed edges,
           # blend the result with the original image using a blobby mask
            iaa,SimplexNoiseAlpha(iaa,OneOf([
                iaa, EdgeDetect (alpha=(0,5, 1,0)),
                iaa,DirectedEdgeDetect(alpha=(0,5, 1,0), direction=(0,0, 1,0)),
            iaa,AdditiveGaussianNoise(loc=0, scale=(0,0, 0,05±255), per_channel=0,5), # add gaussian noise to images
                iaa,Dropout((0,01, 0,1), per_channel=0,5), # randomly remove up to 10% of the pixels
                iaa,CoarseDropout((0,03, 0,15), size_percent=(0,02, 0,05), per_channel=0,2),
            iaa, Invert (0,05, per_channel=True), # invert color channels
            iaa,Add((-10, 10), per_channel=0.5), # change brightness of images (by -10 to 10 of original value)
            iaa,AddToHueAndSaturation((-20, 20)), # change hue and saturation
            # either change the brightness of the whole image (sometimes
           # per channel) or change the brightness of subareas
            iaa,OneOf([
                iaa, Multiply((0,5, 1,5), per_channel=0,5),
                iaa,FrequencyNoiseAlpha(
                    exponent = (-4, 0),
                   first=iaa,Multiply((0,5, 1,5), per_channel=True),
                    second=iaa,LinearContrast((0,5, 2,0))
            iaa,LinearContrast((0,5, 2,0), per_channel=0,5), # improve or worsen the contrast
           iaa,Grayscale(alpha=(0,0, 1,0)),
           # sometimes(iaa,ElasticTransformation(alpha=(0,5, 3,5), sigma=0,25)), # move pixels locally around (with random strengths)
           # sometimes(iaa,PiecewiseAffine(scale=(0,01, 0,05))), # sometimes move parts of the image around
           # sometimes(iaa,PerspectiveTransform(scale=(0,01, 0,1)))
        random_order=True
random_order=True
```

VGG16 Model

1 #생성된 모델 정보 출력

2 model.summary()

Model: "sequential"

Layer (type)	Output Shape	Param #
vgg16 (Functional)	(None, 7, 7, 512)	14714688
flatten (Flatten)	(None, 25088)	0
dense (Dense)	(None, 256)	6422784
dropout (Dropout)	(None, 256)	0
dense_1 (Dense)	(None, 3)	771

Total params: 21,138,243 Trainable params: 6,423,555

Non-trainable params: 14,714,688

VGG16 Evaluate Result

```
Epoch 1/10
223/223 [===
                   =] - 84s 329ms/step - Ioss: 0.8131 - acc: 0.6772
Epoch 2/10
                   ==] - 74s 333ms/step - Ioss: 0.4488 - acc: 0.8190
223/223 [======
Epoch 3/10
Epoch 4/10
Epoch 5/10
Epoch 6/10
Epoch 7/10
Epoch 8/10
223/223 [=======
                  ===] - 75s 338ms/step - Loss: 0.2473 - acc: 0.9053
Epoch 9/10
                  ===] - 74s 331ms/step - Ioss: 0.2348 - acc: 0.9135
223/223 [============================
Epoch 10/10
                   ==1 - 75s 337ms/step - Ioss: 0.2440 - acc: 0.9051
0:12:35.473479
실행시간: 0:12:35
```

MobileNet_v1 Model

1 #생성된 모델 정보 출력

2 model.summary()

Model: "sequential"

Layer (type)	Output Shape	Param #
mobilenet_1.00_224 (Functional)	(None, 7, 7, 1024)	3228864
flatten (Flatten)	(None, 50176)	0
dense (Dense)	(None, 256)	12845312
dropout (Dropout)	(None, 256)	0
dense_1 (Dense)	(None, 3)	771

Total params: 16,074,947 Trainable params: 12,846,083 Non-trainable params: 3,228,864

MobileNet_v1 Evaluate Result

```
Epoch 1/10
Epoch 2/10
Epoch 3/10
Epoch 4/10
Epoch 5/10
Epoch 6/10
Epoch 7/10
Epoch 8/10
Epoch 9/10
Epoch 10/10
0:13:02.523512
실행시간: 0:13:02
```

```
1 # 이미지 테스트 cost와 정확도 리턴
2 # batch_size = 64 : 한번에 64개씩 테스트 해서 cost와 정확도의 평균을 계산
3 model.evaluate(
4 X_test/255, y_test, batch_size = 64
5)
```

MobileNet_v2 Model

1 #생성된 모델 정보 출력

2 model.summary()

Model: "sequential"

Layer (type)	Output Shape	Param #
mobilenetv2_1.00_224 (Functional)	(None, 7, 7, 1280)	2257984
flatten (Flatten)	(None, 62720)	0
dense (Dense)	(None, 256)	16056576
dropout (Dropout)	(None, 256)	0
dense_1 (Dense)	(None, 3)	771

Total params: 18,315,331 Trainable params: 16,057,347 Non-trainable params: 2,257,984

MobileNet_v2 Evaluate Result

```
Epoch 1/10
Epoch 2/10
Epoch 3/10
223/223 [=======================] - 83s 371ms/step - loss: 0.4085 - acc: 0.8272
Epoch 4/10
        223/223 [===
Epoch 5/10
                       - 80s 359ms/step - loss: 0.3239 - acc: 0.8652
223/223 [===
Epoch 6/10
        223/223 [====
Epoch 7/10
223/223 [============= ] - 77s 345ms/step - loss: 0.3123 - acc: 0.8816
Epoch 8/10
                    =====] - 78s 352ms/step - Ioss: 0.2896 - acc: 0.8879
223/223 [======
Epoch 9/10
223/223 [============ ] - 79s 353ms/step - loss: 0.2739 - acc: 0.8890
Epoch 10/10
                       - 80s 359ms/step - loss: 0.2904 - acc: 0.8872
0:14:18.809453
실행시간: 0:14:18
```

Using ImageGenerator

Using ImgAug / Shuffle Image

Using ImgAug

Performance Comparison

Model	# of Parameters	Accuracy
VGG16	14714688	0.9288
MobileNet_v1	3228864	0.9672
MobileNet_v2	2257894	0.9737

Comments

Reference

https://ai.googleblog.com/2018/04/mobilenetv2-next-generation-of-on.html - mobilenet_v2

https://arxiv.org/abs/1704.04861 - mobilenet_v1 paper

https://arxiv.org/abs/1801.04381 - mobilenet v2 paper