

# Assignment Project Exam Help

## Announcements

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**Reminder:** ps3 due Thursday 10/8 at midnight (Boston)

### Assignment Project Exam Help

- ps4 out Thursday, due 10/15 (1 week)
- Lab this week – neural network learning
- ps3 self-grading form out Monday, due 10/19

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# Neural Networks III

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## Today: Outline

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- **Neural networks cont'd**

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- **Types of networks:** Feed-forward networks, convolutional networks, recurrent networks  
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- **ConvNets:** multiplication vs convolution; filters (or kernels); convolutional layers; 1D and 2D convolution; pooling layers; LeNet, CIFAR10Net





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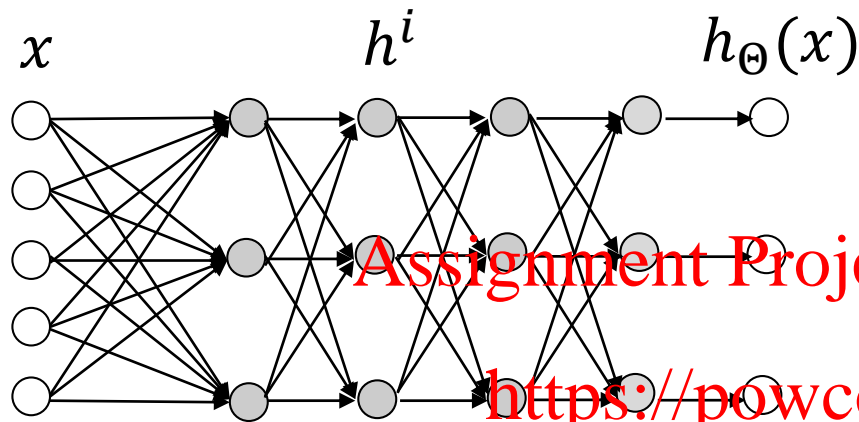
# Neural Networks III

Network Architectures

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## Neural networks: recap

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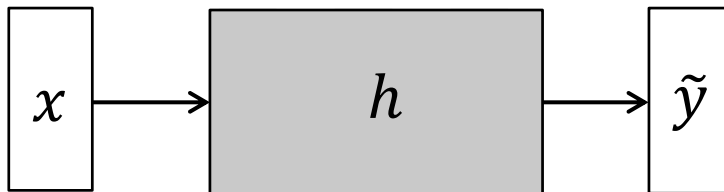


Learn parameters via gradient descent

$$\min_{\Theta} J(\Theta)$$

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Backpropagation efficiently computes cost (forward pass) and gradient (backward pass)

$$\frac{\partial}{\partial \Theta_{ij}^{(l)}} J(\Theta)$$

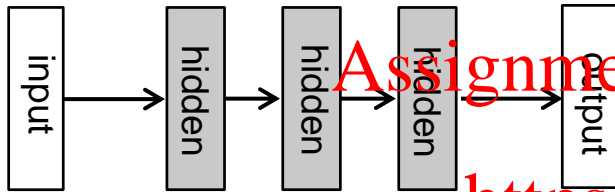
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## Network architectures

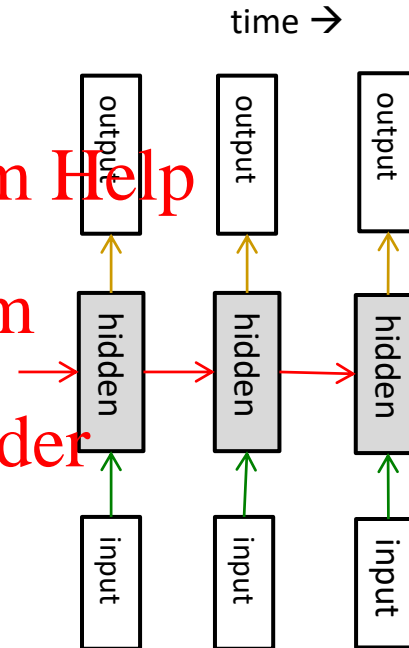
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### Feed-forward

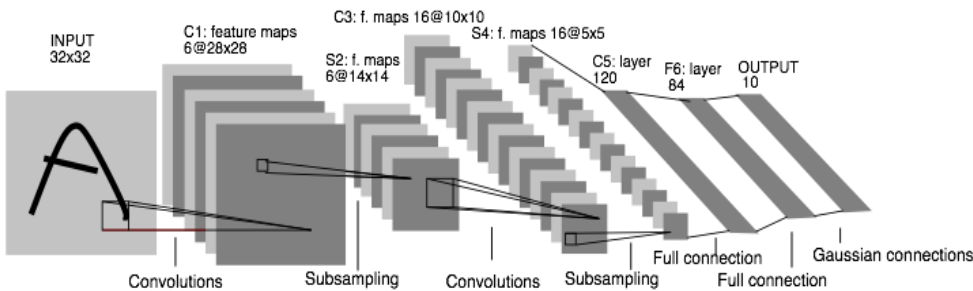
Fully connected



### Recurrent



### Convolutional







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# Neural Networks III

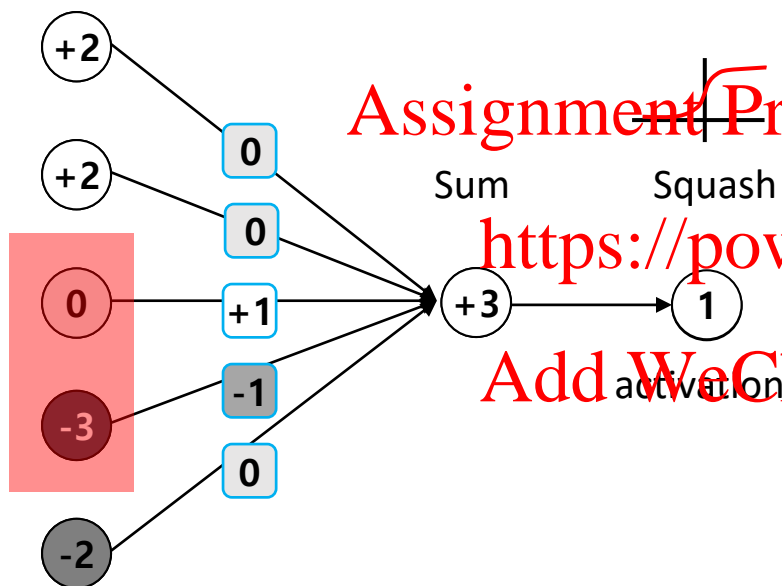
Convolutional Architectures

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## Multiplication vs convolution

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Input



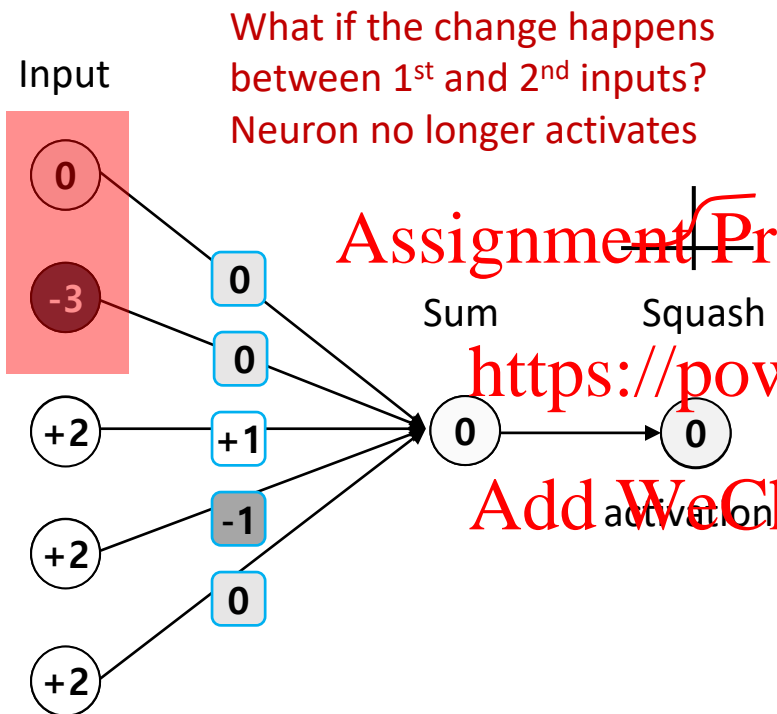
- Recall, a neuron can be thought of as learning to spot certain features in the input
- E.g., this neuron detects change from high to low (light to dark) between 3<sup>rd</sup> and 4<sup>th</sup> inputs



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## Multiplication vs convolution

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- Must have a new neuron for each new location of pattern???

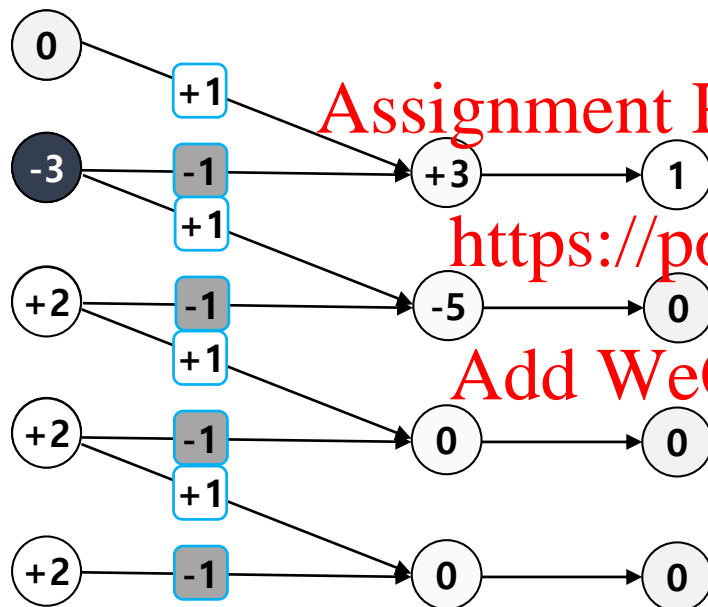
- This is not efficient
- Solution: use convolution instead of multiplication

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## Multiplication vs convolution

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Input



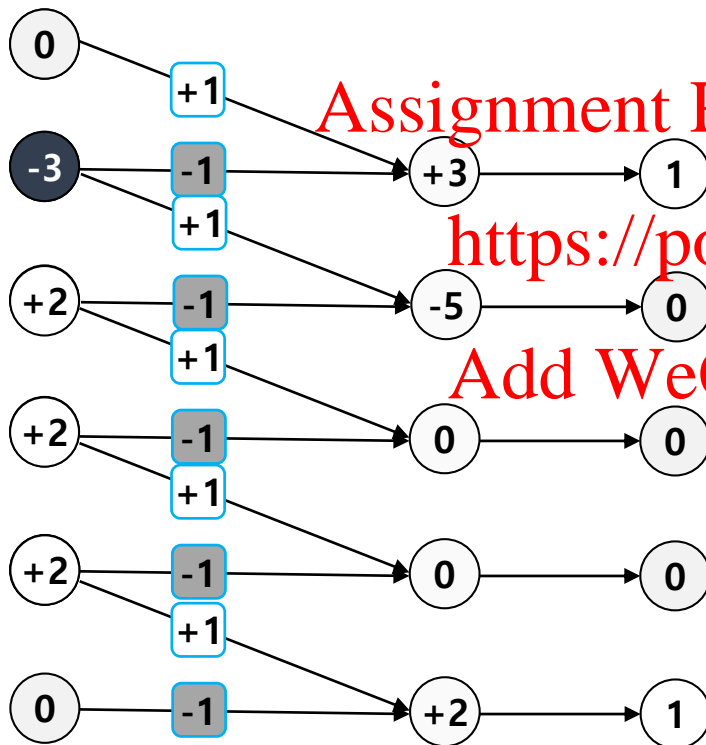
- New weights are of size  $2 \times 1$ ; called **filter**, or **kernel**
- New output is the size of input minus 1 because of **boundary**
- New convolutional neurons all share the same weights! This is much more efficient; we learn the weights once instead of many times for each position

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## Multiplication vs convolution

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Padded  
Input



- New output is the size of input minus 1 because of **boundary**
- We can fix the boundary effect by padding the input with 0 and adding one more neuron

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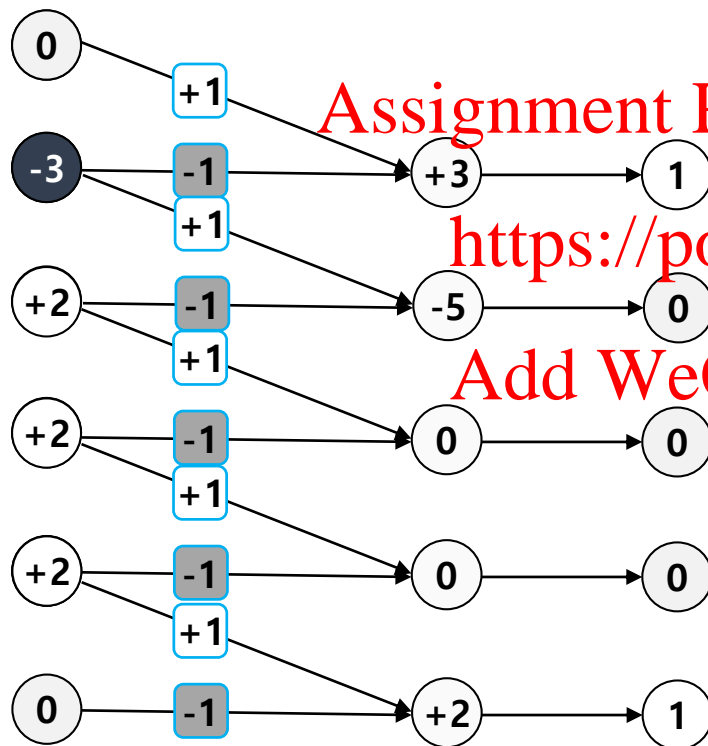
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# Multiplication vs convolution

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Padded  
Input



- Note, we move the filter by 1 each time, this is called **stride**

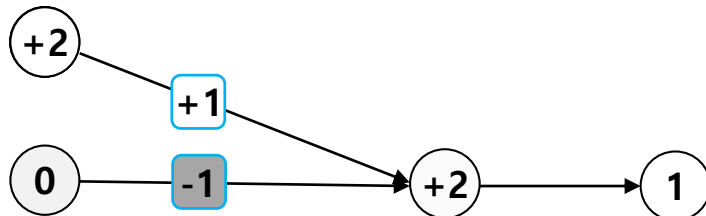
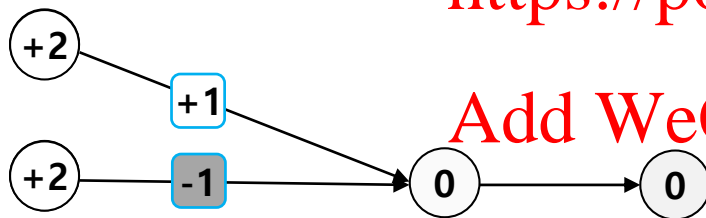
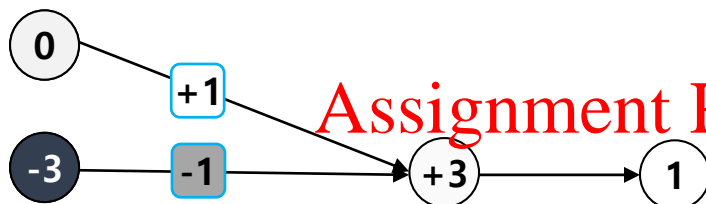


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# Multiplication vs convolution

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Padded  
Input



- Note, we move the filter by 1 each time, this is called **stride**
- Stride can be larger, e.g. here is stride 2

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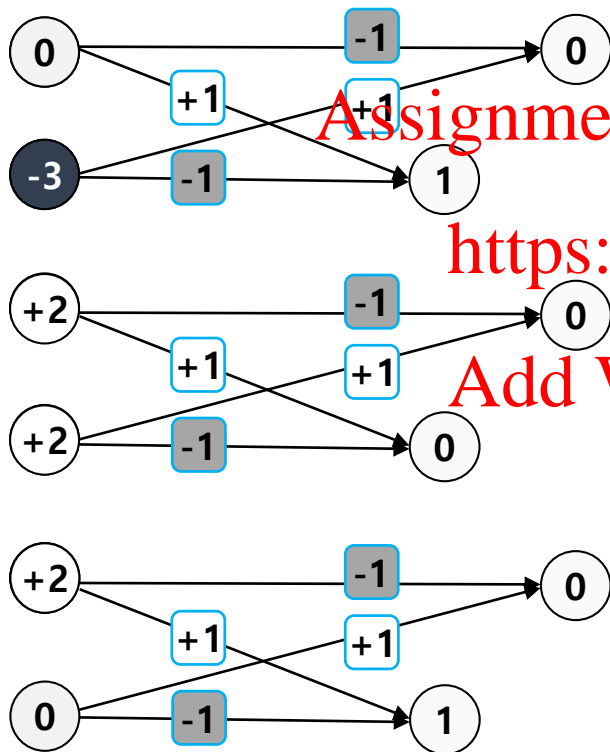
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# Assignment Project Exam Help

## Multiplication vs convolution

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Padded  
Input



- We can add another filter, this time to detect opposite change with weights  $\begin{bmatrix} -1 & 1 \end{bmatrix}$
- Unique filters are called **channels**

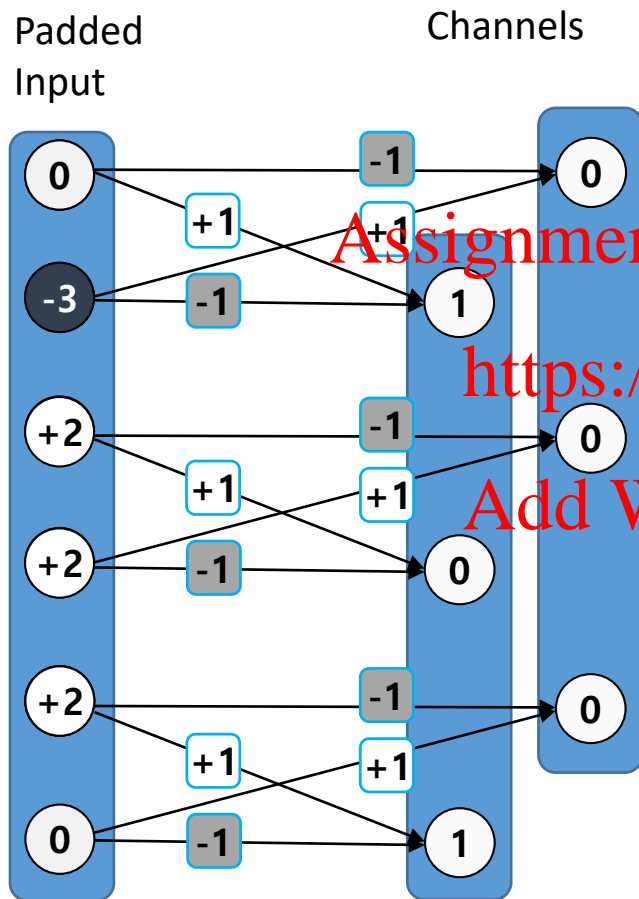
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## Multiplication vs convolution

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- We can add another filter, this time to detect opposite change with weights  $[-1 \ +1]$
- Unique filters are called **channels**

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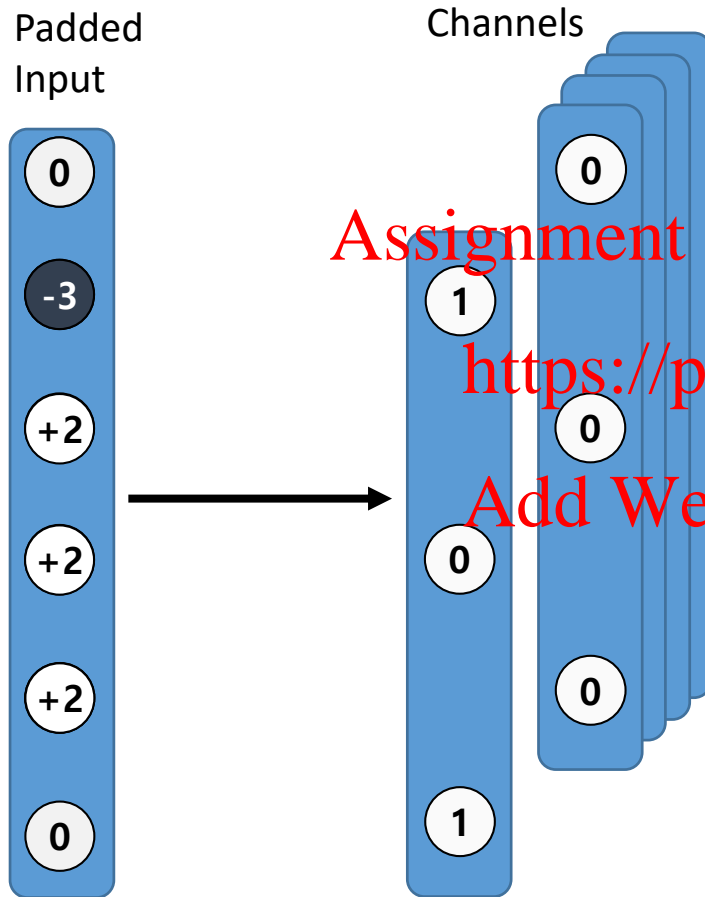
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## Multiplication vs convolution

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simplified view



To summarize, this layer has

- Input  $5 \times 1$ , padded to  $6 \times 1$
- Kernel  $2 \times 1$  with weights  $[+1, -1]$
- Stride 2
- Output  $3 \times 1$
- No. channels K





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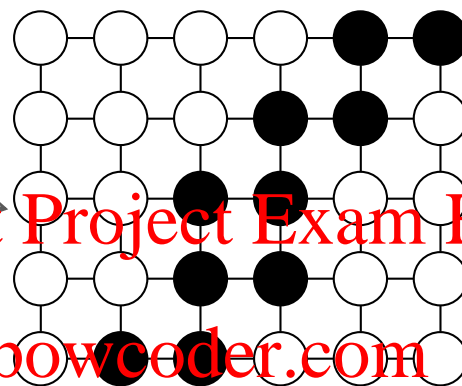
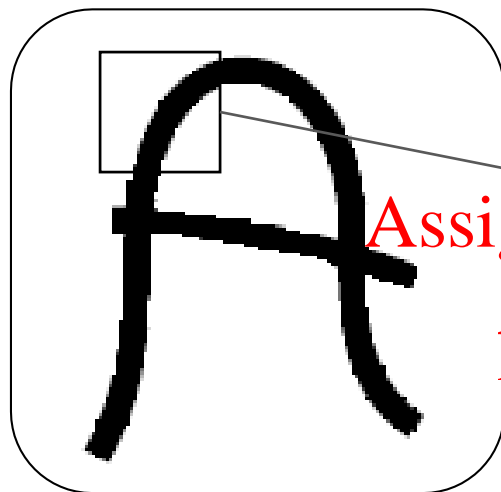
# Convolutional Neural Networks

For images and other 2-D signals

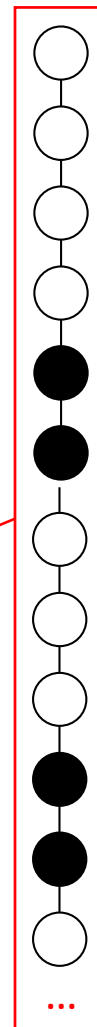
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## Representing images

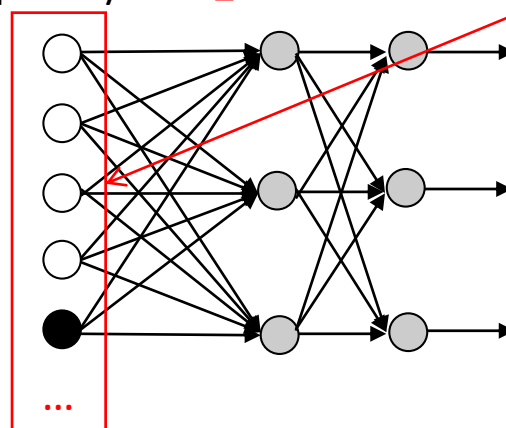
Fully connected



Reshape into a vector



Input Layer



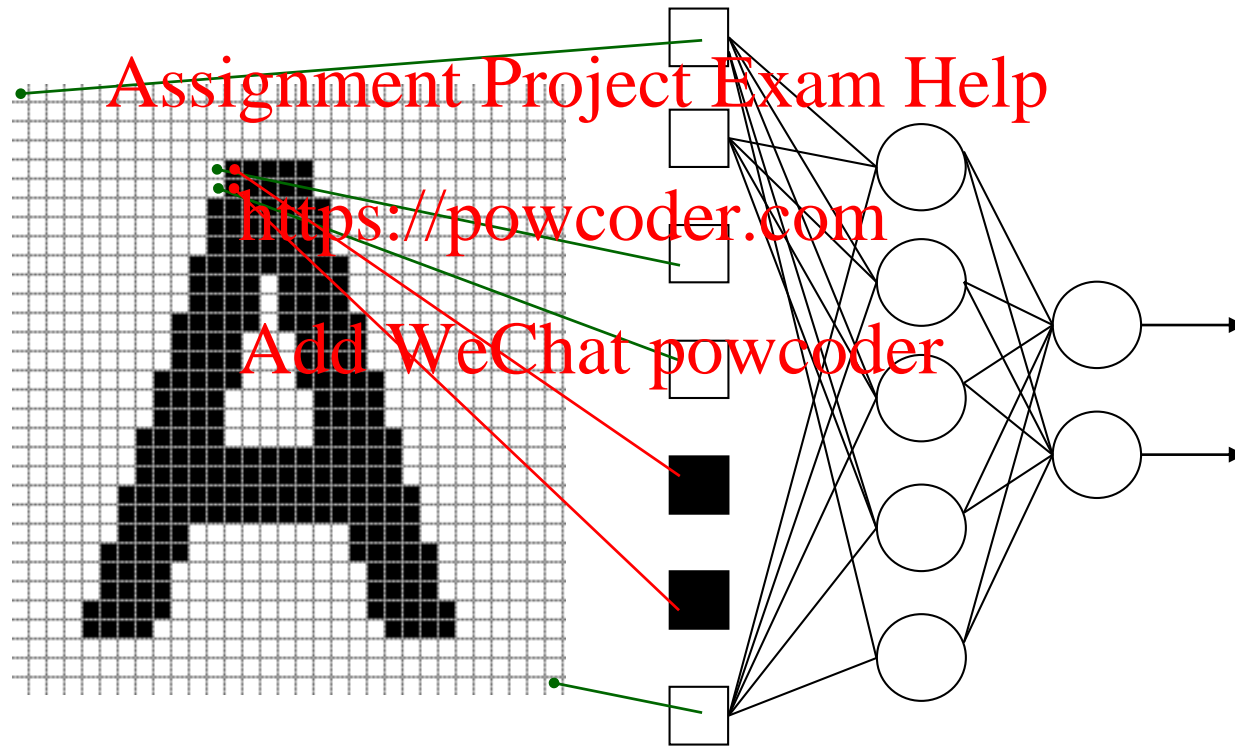


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## 2D Input: fully connected network

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Vectorize input by copying rows into a single column

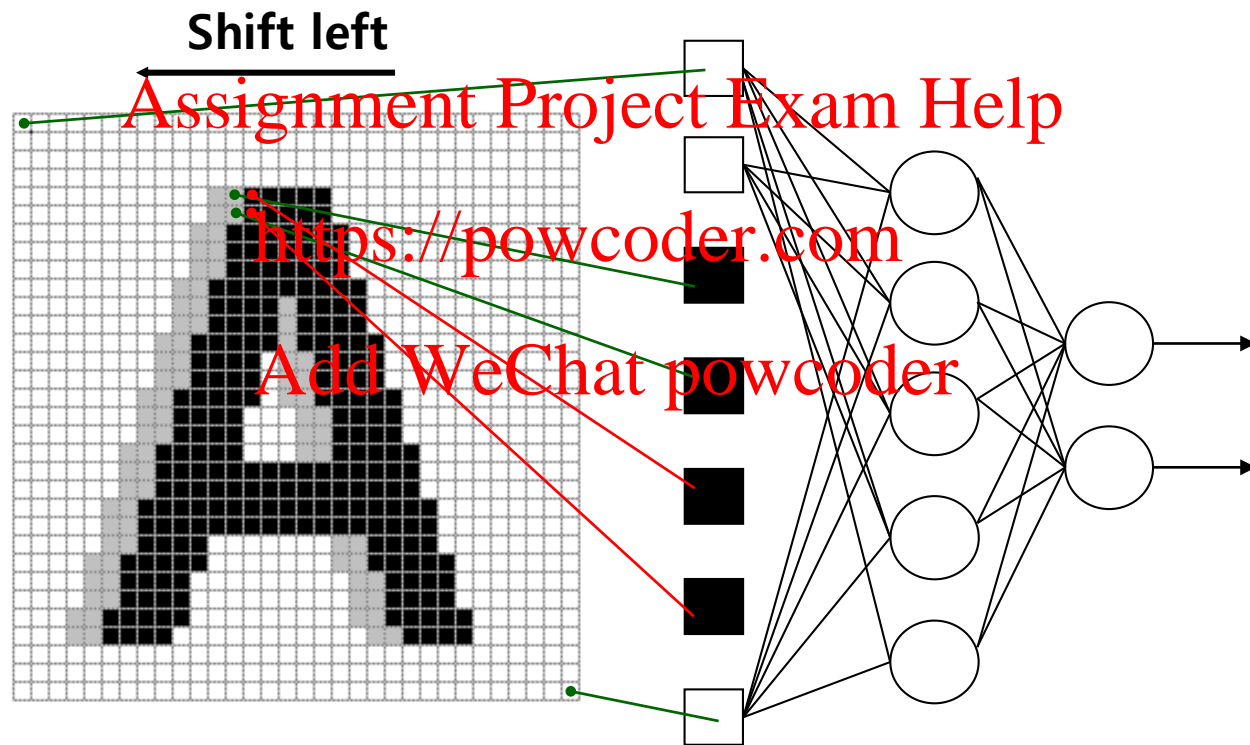


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## 2D Input: fully connected network

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Problem: shifting, scaling, and other distortion changes location of features



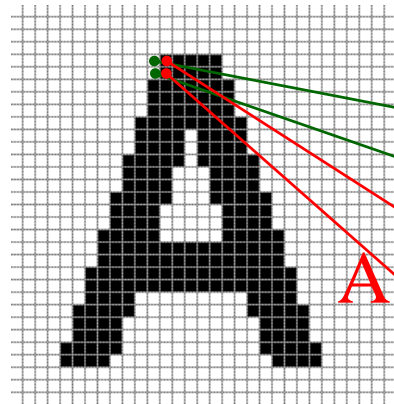


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## 2D Input: fully connected network

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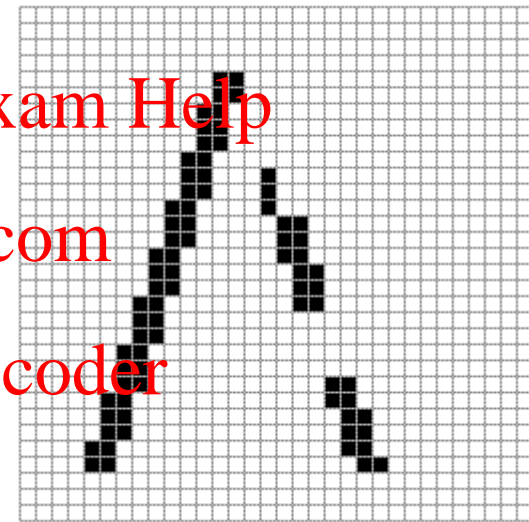
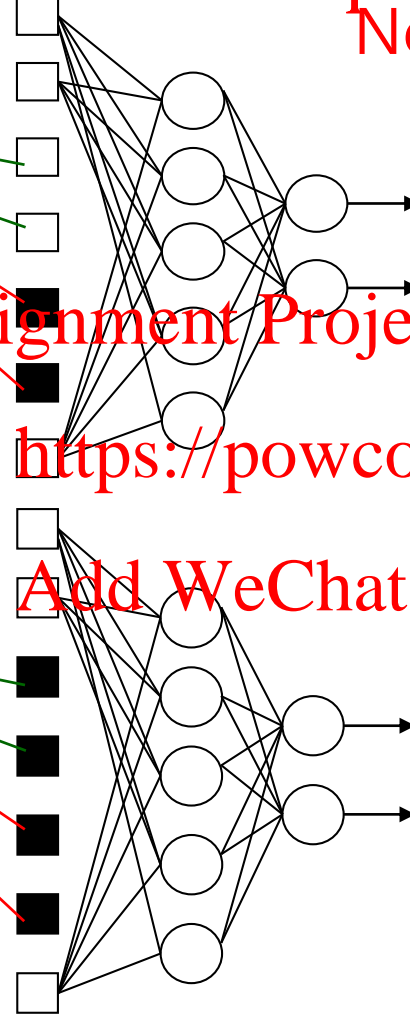
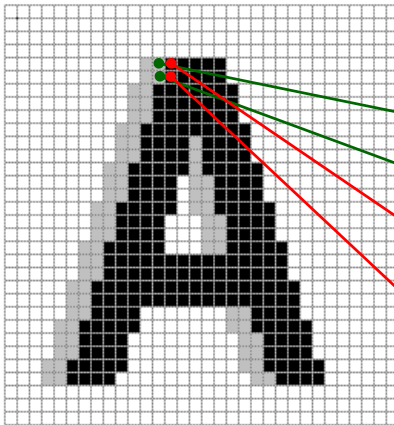
Not invariant to translation!



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154 input change  
from 2 shift left  
77 : black to white  
77 : white to black

# Convolution layer in 2D

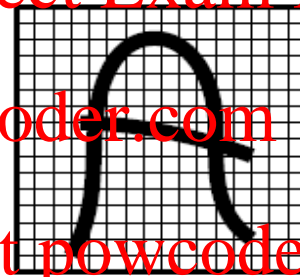
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- detect the same feature at different positions in the input, e.g. image
- preserve input topology

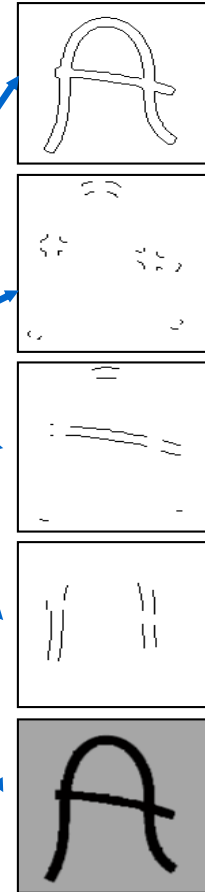
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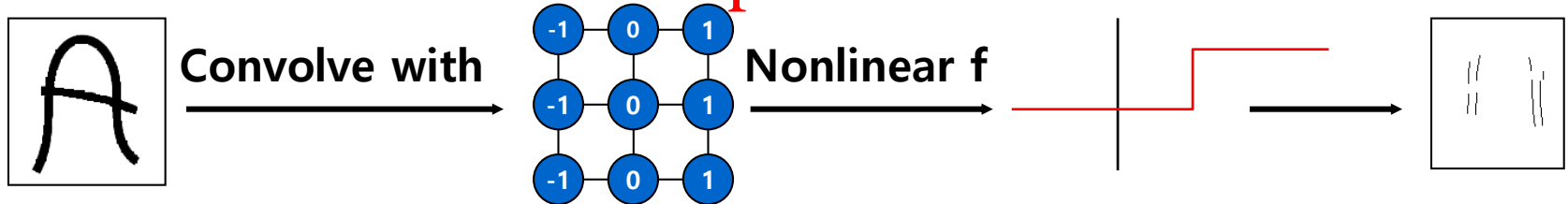


features



# Convolution layer in 2D

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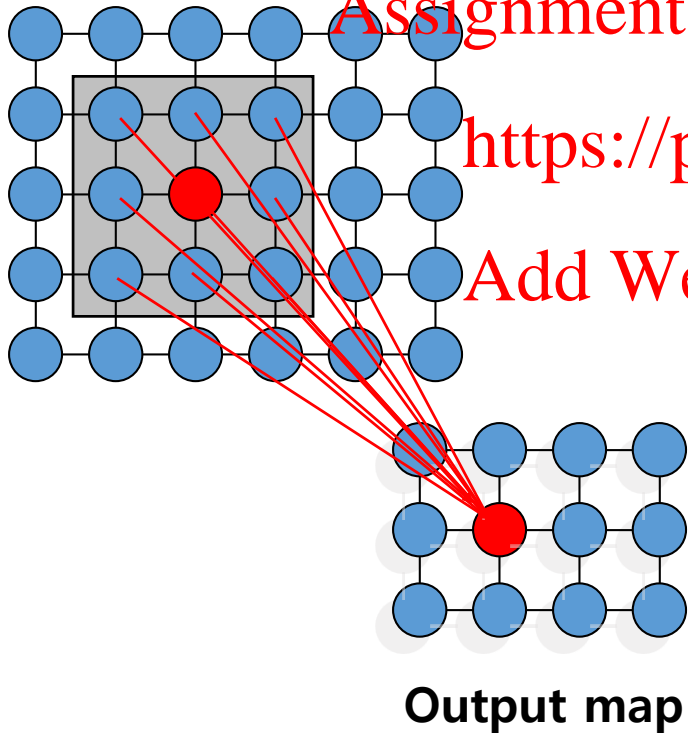


Input image

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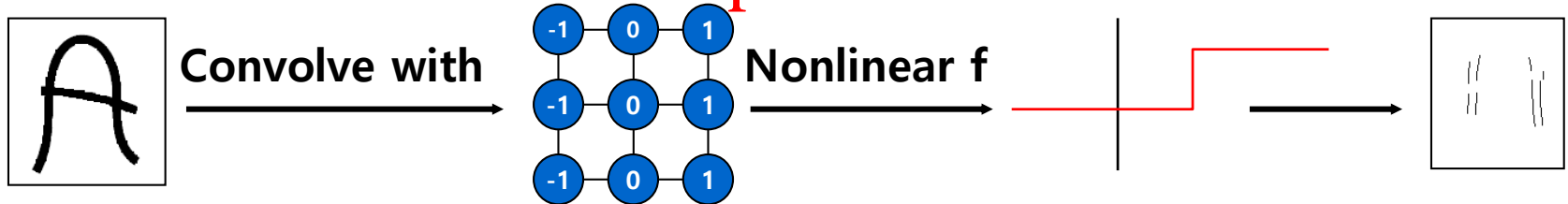
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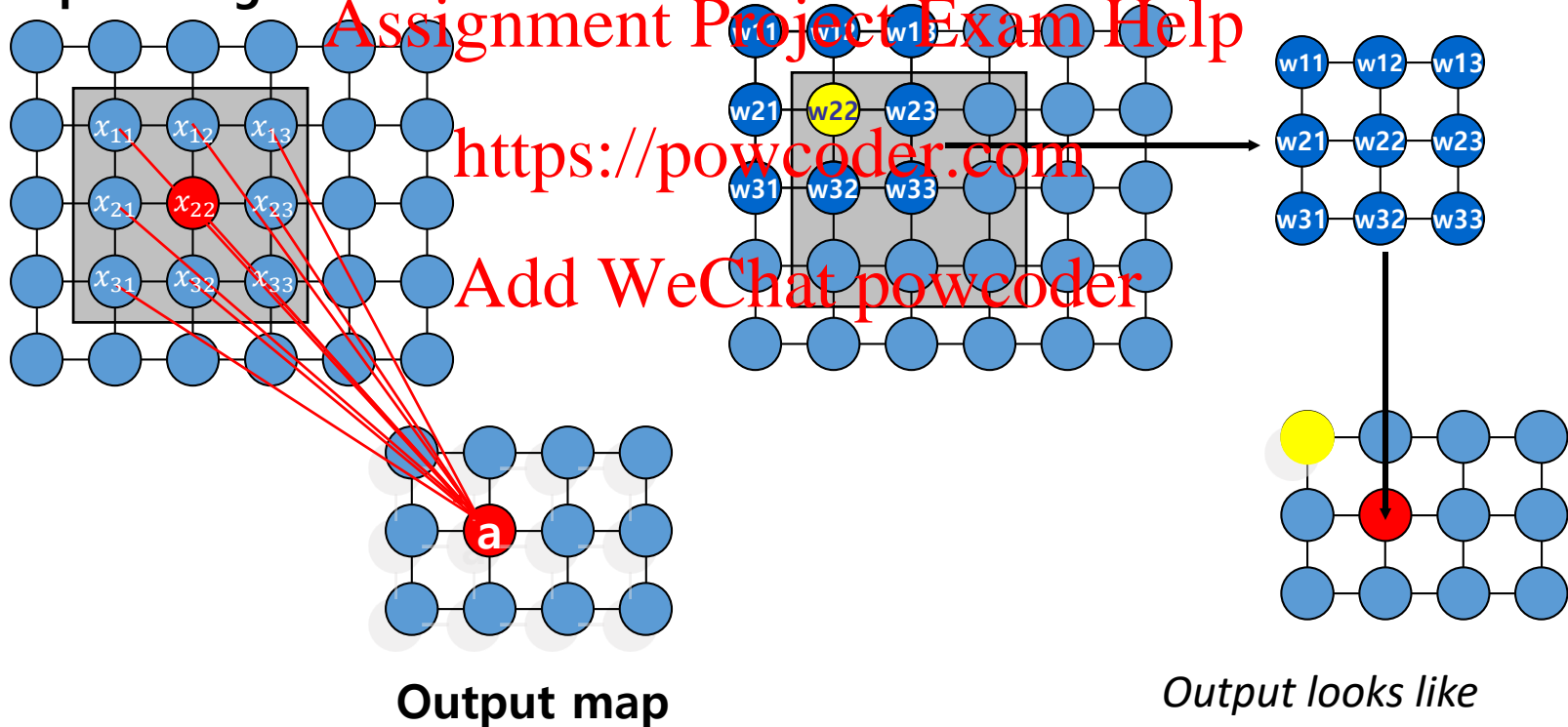


# Convolution layer in 2D

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Input image



$$a = f(w_{11}x_{11} + w_{12}x_{12} + w_{13}x_{13} + \cdots w_{33}x_{33})$$



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What weights correspond to these output maps?

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*These are output maps  
before thresholding*

*Hint: filters look like the  
input they fire on*

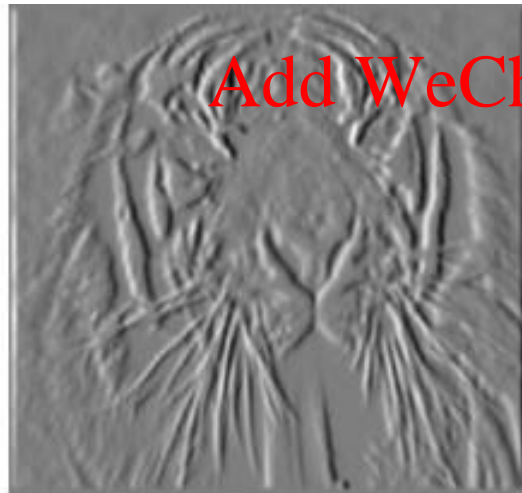
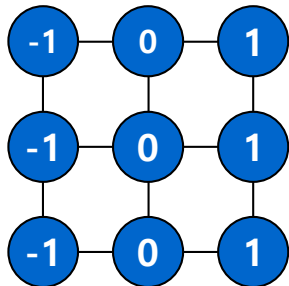


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$$\frac{\partial f}{\partial x}(x, y)$$

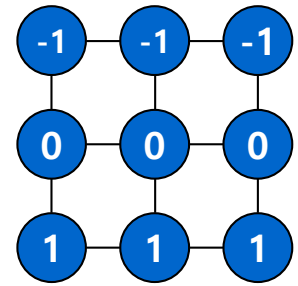
$\partial x$



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$$\frac{\partial f}{\partial y}(x, y)$$

$\partial y$



# What will the output map look like?

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filter

Input



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What will the output map look like?

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Here is Waldo 😊

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filter

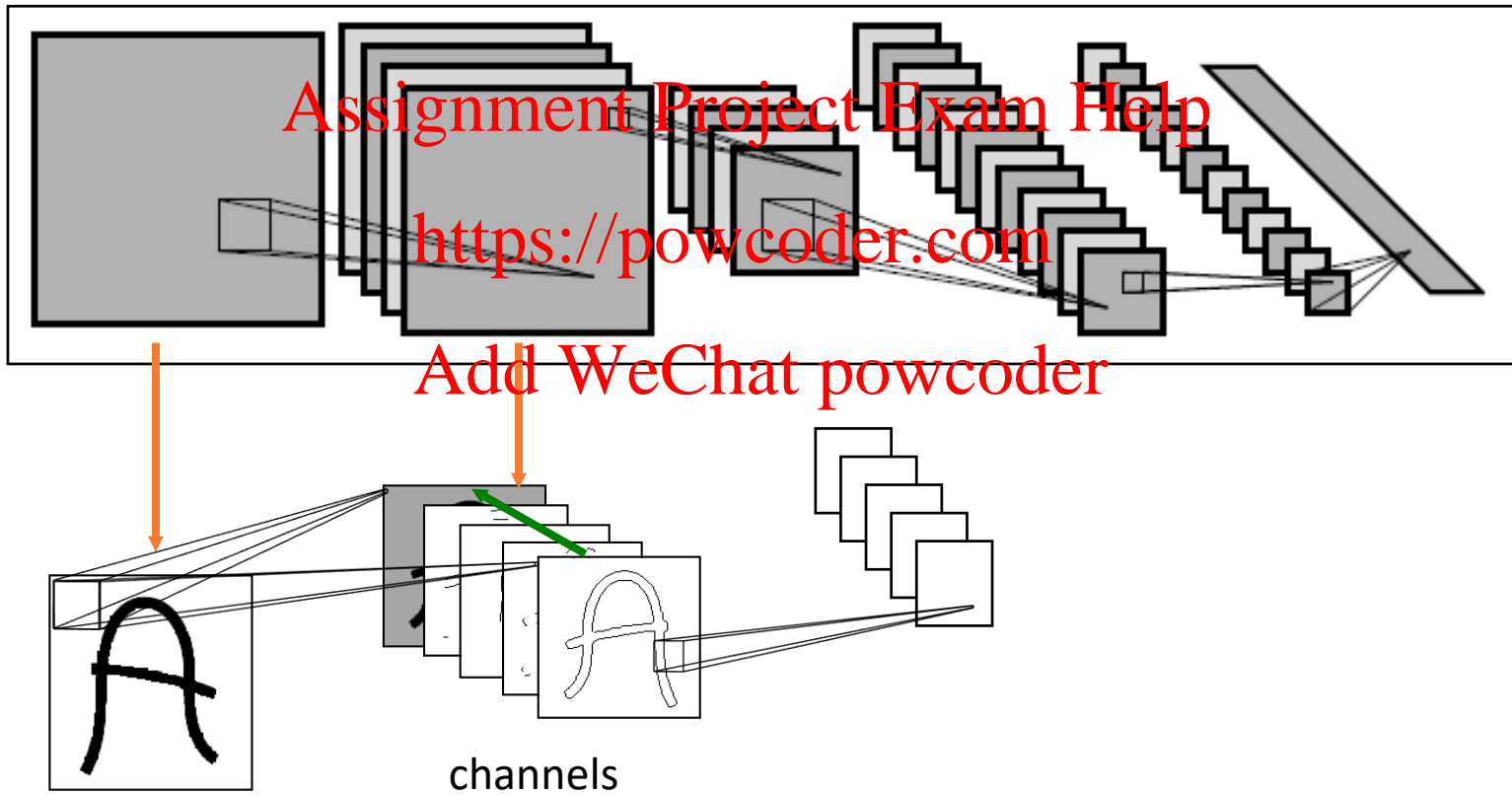
Output

# Stacking convolutional layers

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- Each layer outputs multi-channel feature maps (like images)
- Next layer learns filters on previous layer's feature maps



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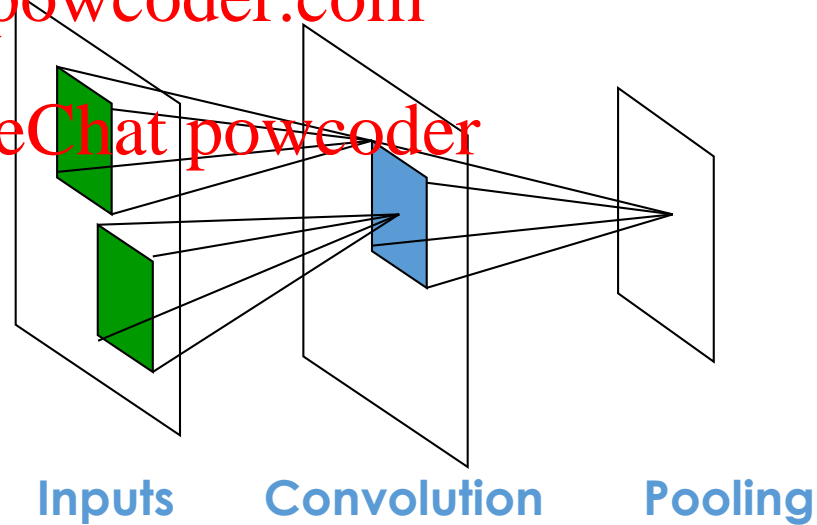
## Pooling layers

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- Convolution with stride  $> 1$  reduces the size of the input
- Another way to downsize the feature map is with **pooling**
- A pooling layer subsamples the input in each sub-window
  - **max-pooling**: chose the max in a window
  - **mean-pooling**: take the average

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# Pooling layer

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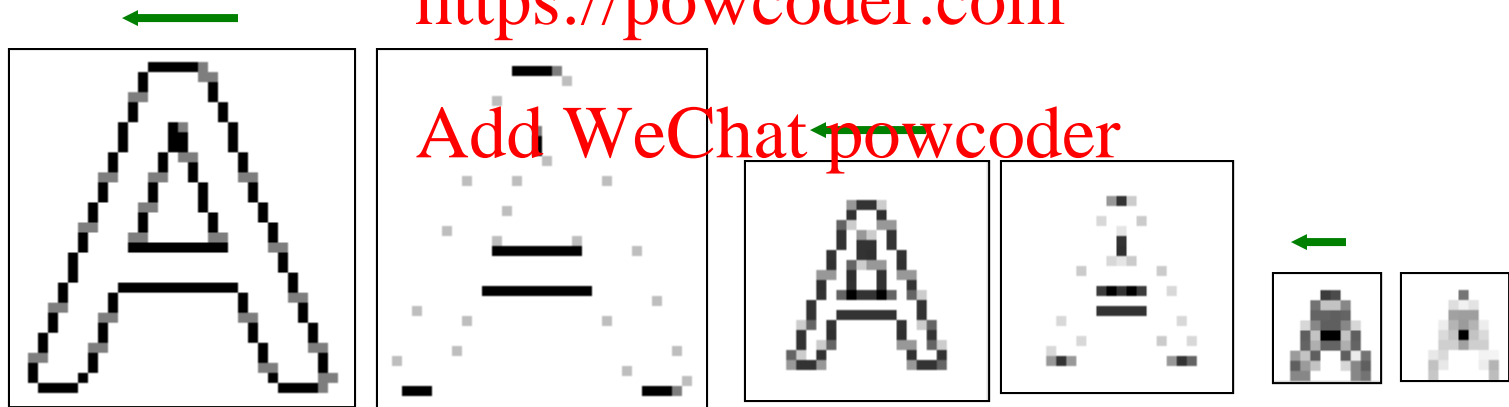
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- the **pooling** layers reduce the spatial resolution of each feature map
- Goal is to get a **certain degree** of **shift** and **distortion invariance**

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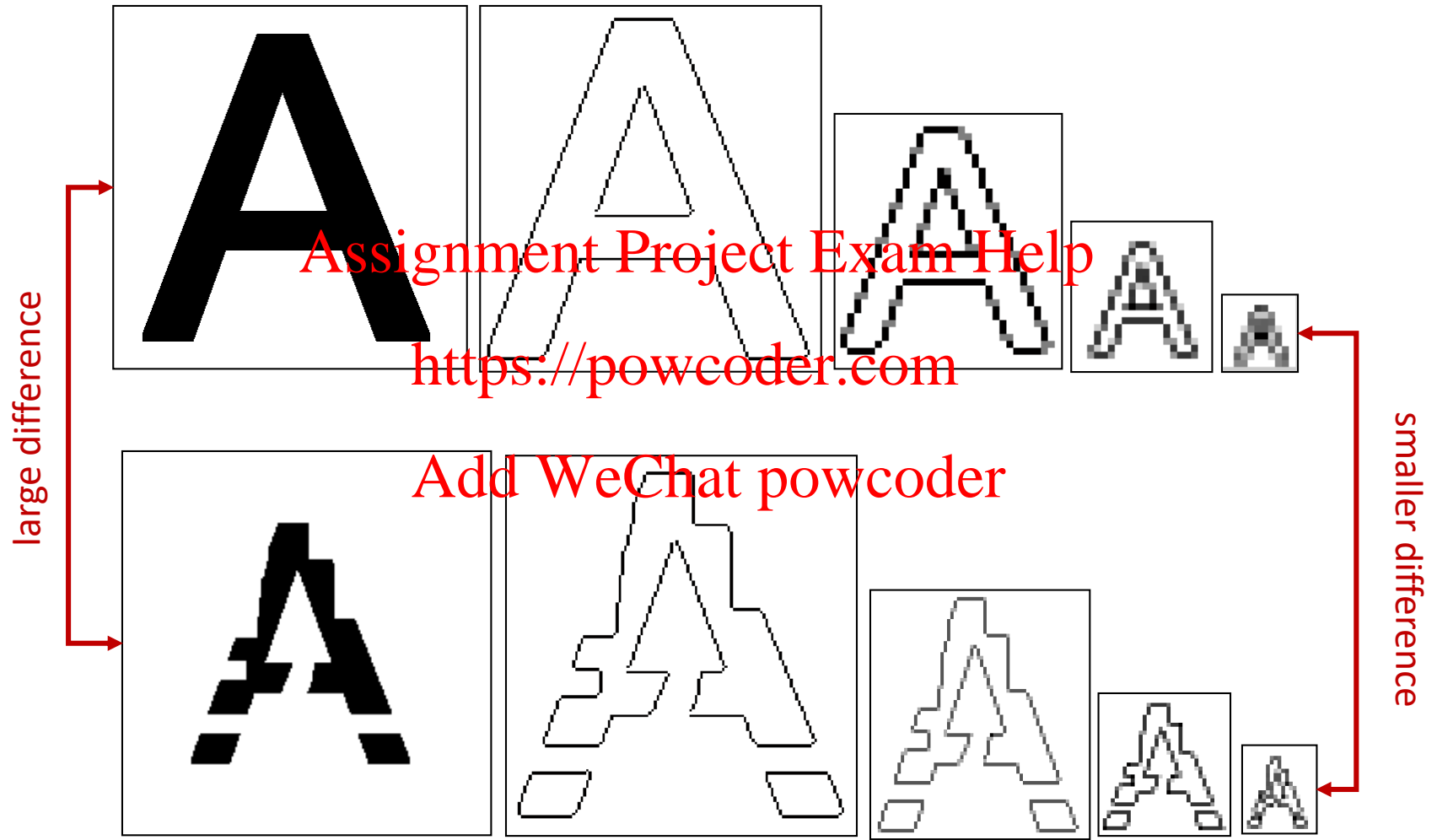
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# Distortion Invariance

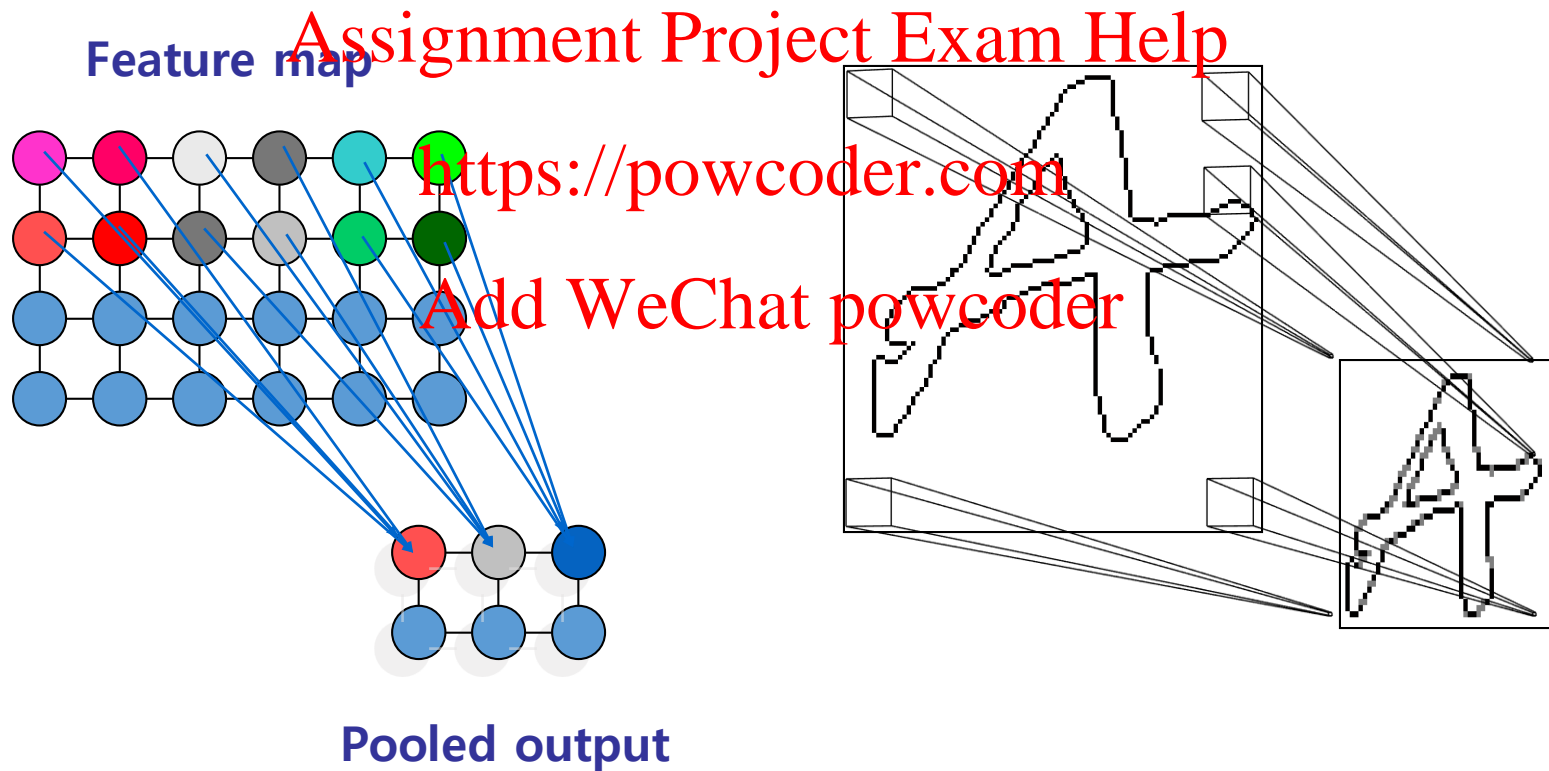
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# Pooling layer

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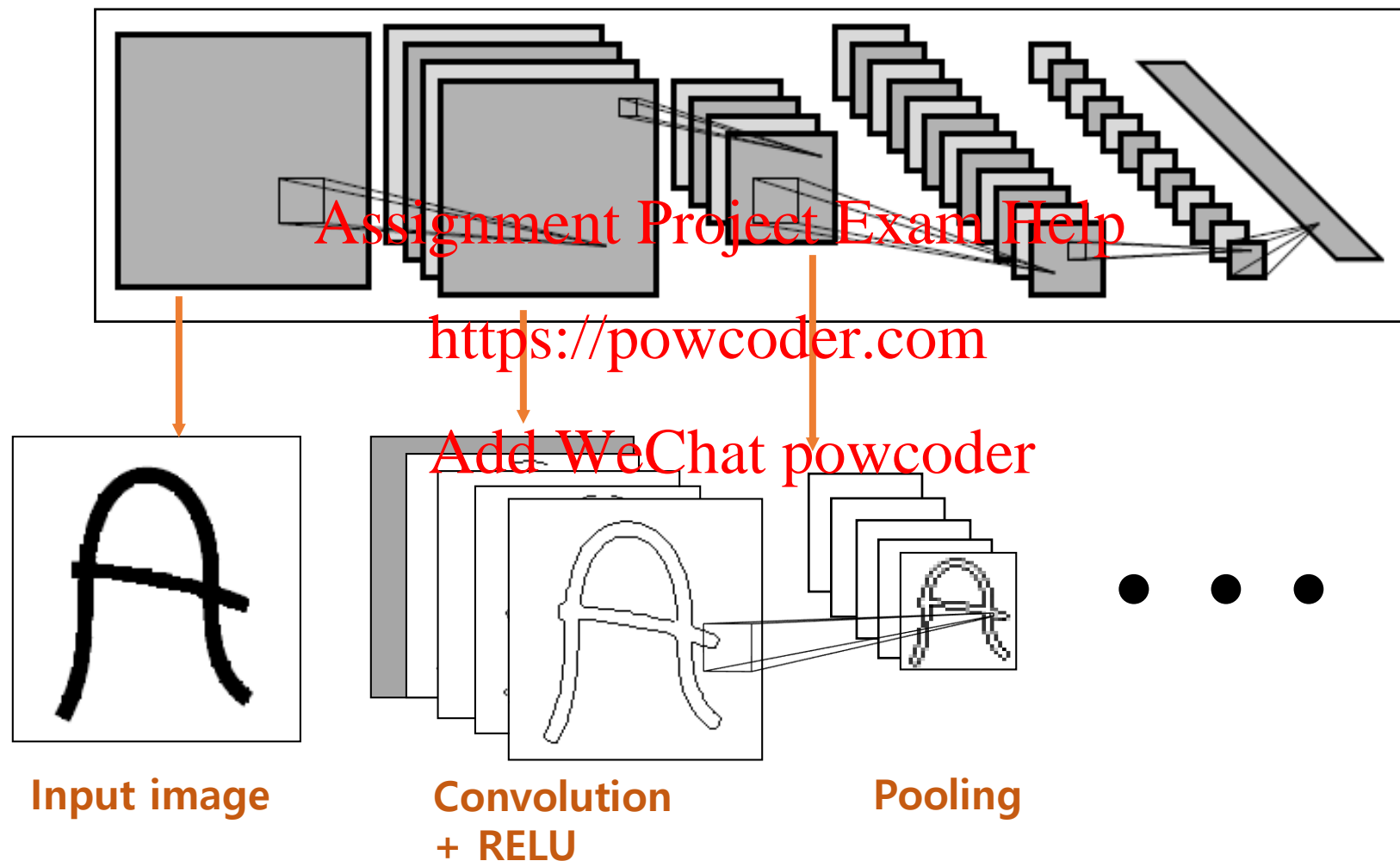
- the **weight sharing** is also applied in pooling layers
- for mean/max pooling, no weights are needed



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## Putting it all together...

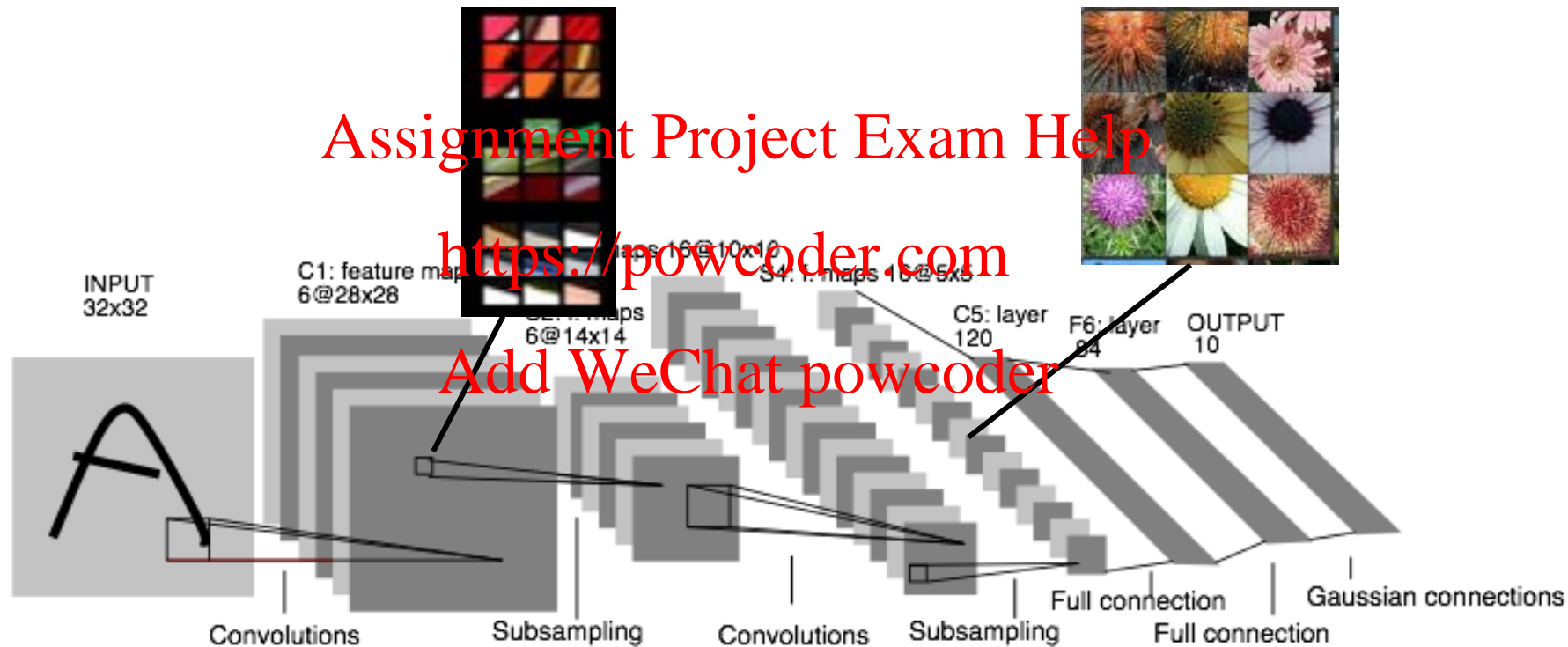
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# Convolutional Neural Network

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A better architecture for 2d signals



LeNet

# Deep Convolutional Networks

## The Unreasonable Effectiveness of Deep Features



Maximal activations of  $\text{pool}_5$  units

[R-CNN]

Rich visual structure of features deep in hierarchy.



$\text{conv}_5$  DeConv visualization  
[Zeiler-Fergus]





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# Convolutional Neural Nets

Why they rule

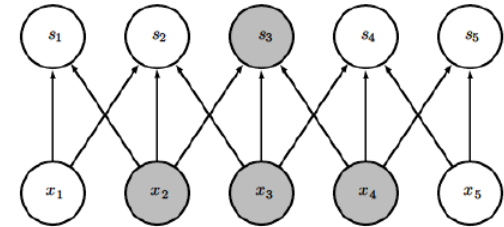


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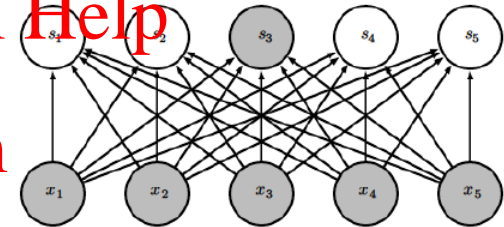
## Why CNNs rule: Sparsity

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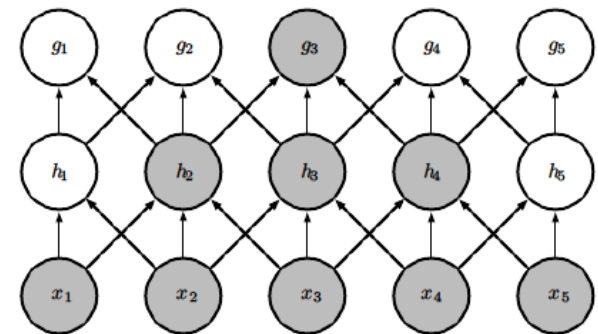
- CNNs have sparse interactions, because the kernel is smaller than the input



- E.g. in thousands or millions pixel image, can detect small meaningful features such as edges



- Very efficient computation!
  - For  $m$  inputs and  $n$  outputs, matrix multiplication requires  $O(m \times n)$  runtime (per example)
  - For  $k$  connections to each output, need only  $O(k \times n)$  runtime
- Deep layers have larger effective inputs, or **receptive fields**

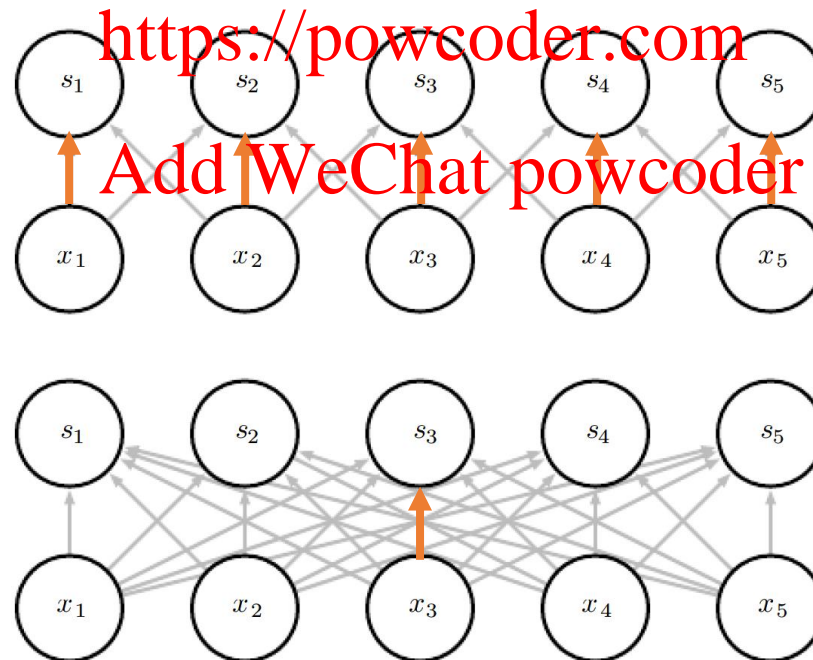


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## Why CNNs rule: Parameter sharing

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- Kernel weights are shared across all locations
- Statistically efficient – learn from more data
- Memory efficient – store only  $k$  parameters, since  $k \ll m$ , this is much smaller than  $m \times n$ .



*parameter used  
multiple times*

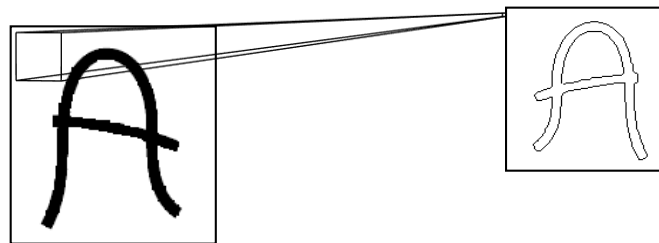
*parameter used  
only once*

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## Why CNNs rule: Translation invariance

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- Output is invariant to translation of input
  - spatial translation for images
  - temporal translation for time sequences
- useful when some function of a small local window is useful when applied to multiple input locations
- Note, not invariant to other transformations of input, such as large image rotation
- Pooling provides additional invariance to distortions







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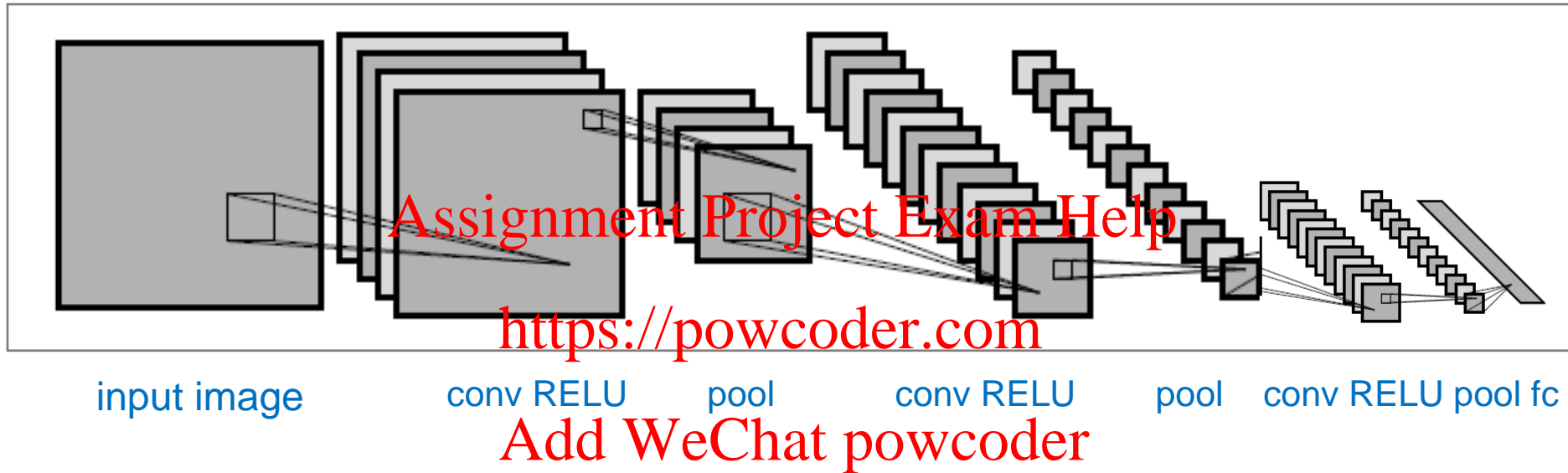
# Convolutional Neural Nets

Example



# CIFAR-10 Demo ConvJS Network

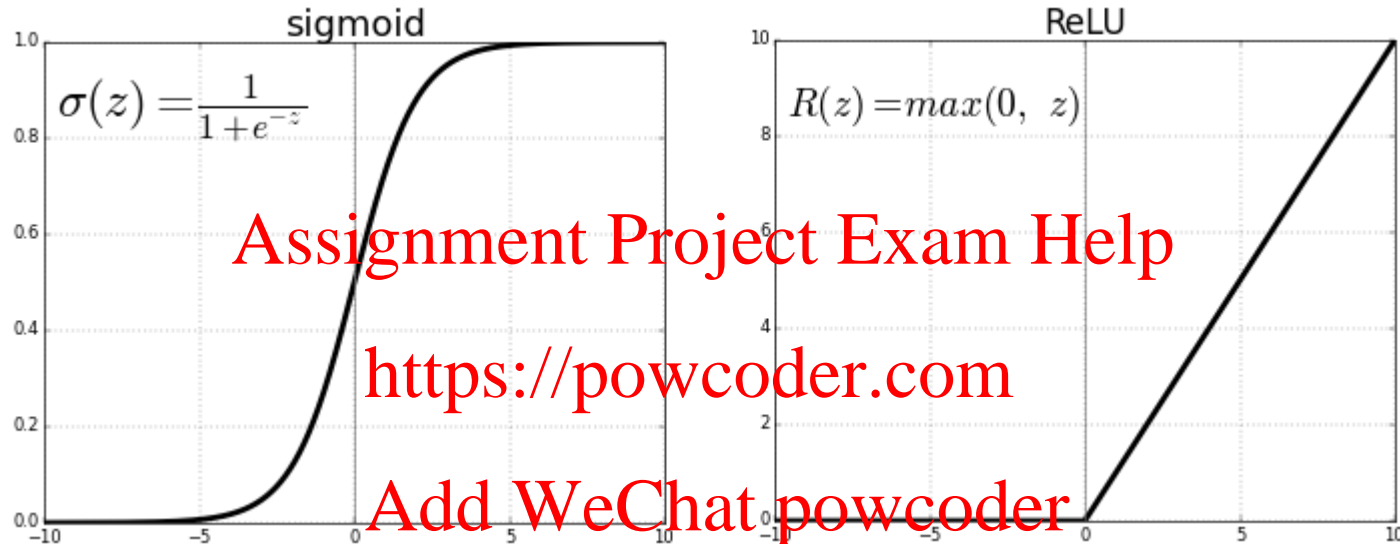
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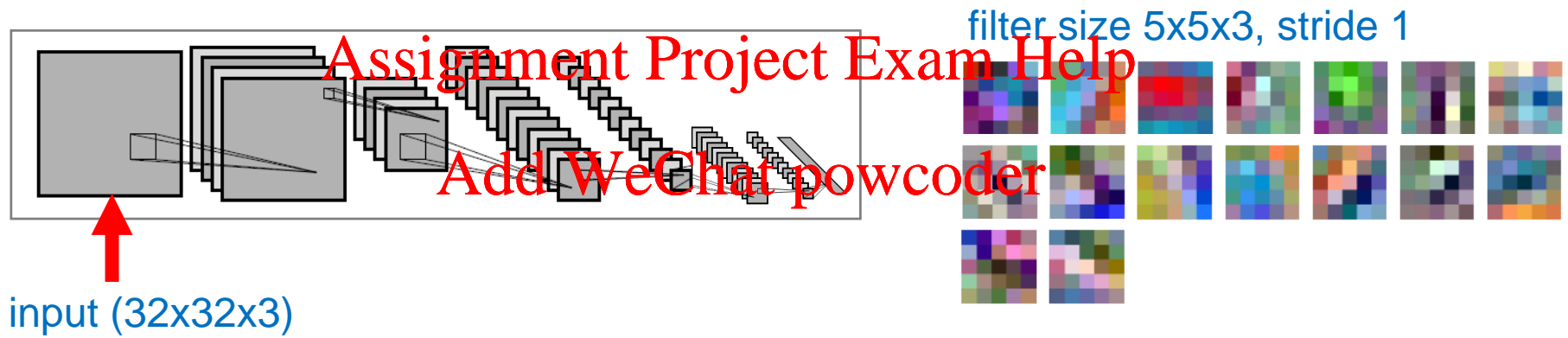
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## ReLU: rectified linear unit

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ReLU function  $g(x) = \max(0, x)$



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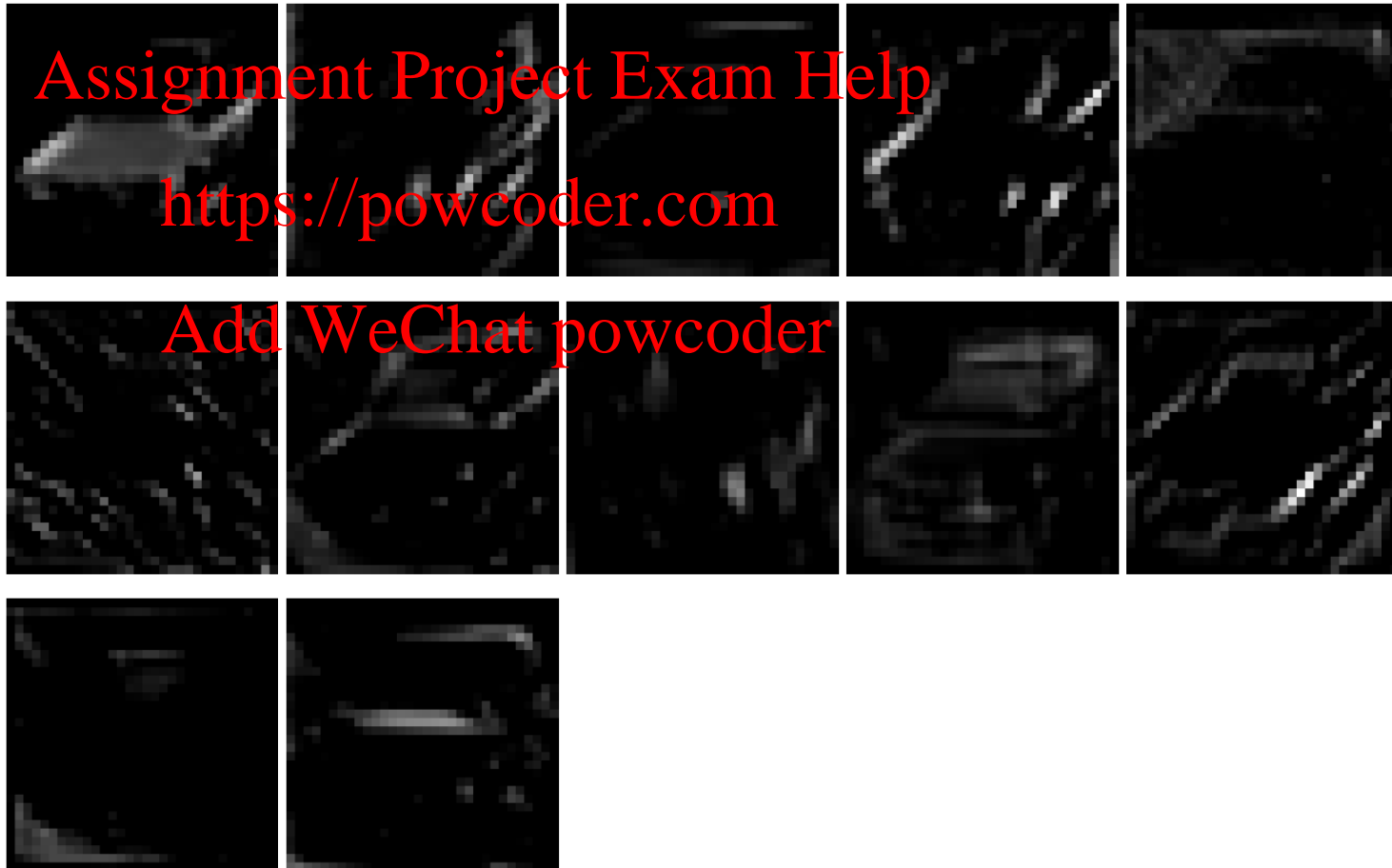
filter size 5x5x3, stride 1



input (32x32x3)

RELU

conv (32x32x16) params:  $16 \times 5 \times 5 \times 3 + 16 = 1216$



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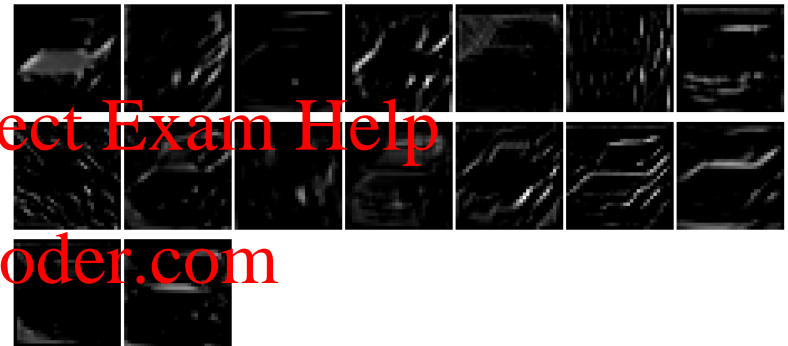
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filter size  $5 \times 5 \times 3$ , stride 1



conv ( $32 \times 32 \times 16$ ) params:  $16 \times 5 \times 5 \times 3 + 16 = 1216$



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input ( $32 \times 32 \times 3$ )



pool ( $16 \times 16 \times 16$ )  
pooling size  $2 \times 2$ , stride 2

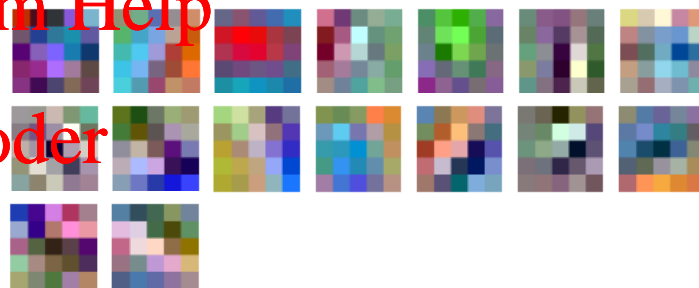


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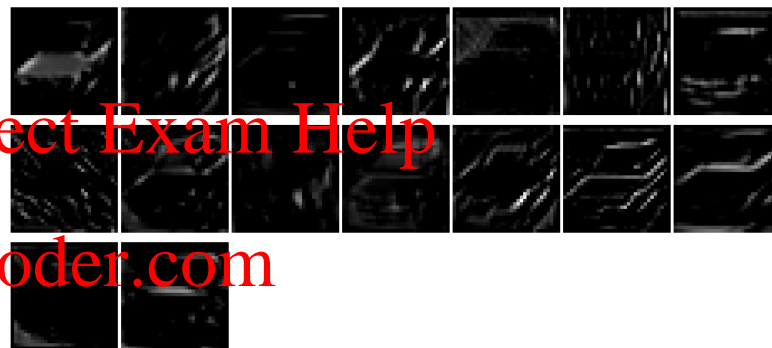
filter size 5x5x3, stride 1



input (32x32x3)



conv (32x32x16) params:  $16 \times 5 \times 5 \times 3 + 16 = 1216$



pool (16x16x16)  
pooling size 2x2, stride 2

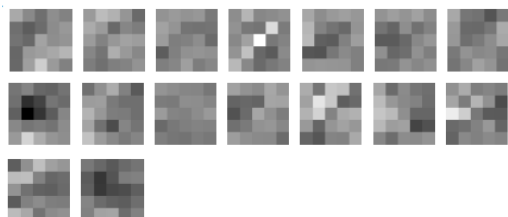
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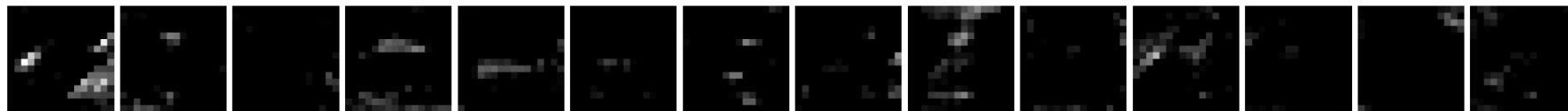
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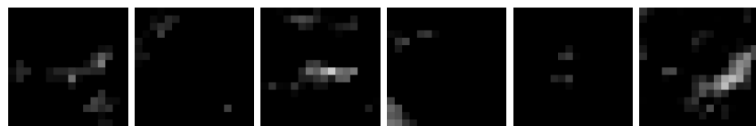
filter size 5x5x16, stride 1



RELU



conv (16x16x20) params:  $20 \times 5 \times 5 \times 16 + 20 = 8020$



pool (8x8x20)  
pooling size 2x2, stride 2

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One more conv+RELU+pool:

conv (8x8x20)

filter size 5x5x20, stride 1

relu (8x8x20)

pool (4x4x20)

pooling size 2x2, stride 2

parameters:  $20 \times 5 \times 5 \times 20 + 20 = 10020$

input (32x32x3)



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fc (10x320), parameters  $10 \times 320 + 10 = 3210$

<https://powcoder.com>

softmax (1x1x10)

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dog

car

cat

⋮

# Assignment Project Exam Help

## Testing the network

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- Show top three most likely classes



<http://cs.stanford.edu/people/karpathy/convnetjs/demo/cifar10.html>

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Next Class  
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## **Neural Networks IV: Recurrent Nets:**

recurrent networks; training strategies

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