

# Today: CNN Architectures

## Case Studies

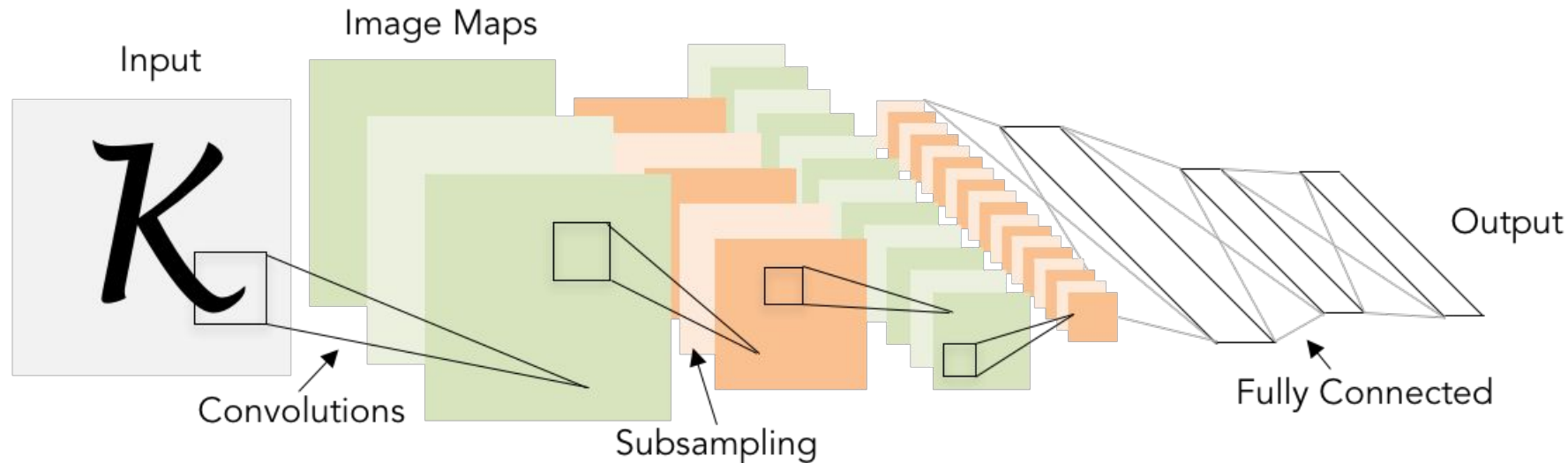
- AlexNet
- VGG
- GoogLeNet
- ResNet

## Also....

- NiN (Network in Network)
- Wide ResNet
- ResNeXT
- Stochastic Depth
- DenseNet
- FractalNet
- SqueezeNet

# Review: LeNet-5

[LeCun et al., 1998]



Conv filters were 5x5, applied at stride 1  
Subsampling (Pooling) layers were 2x2 applied at stride 2  
i.e. architecture is [CONV-POOL-CONV-POOL-FC-FC]

# Case Study: AlexNet

[Krizhevsky et al. 2012]

## Architecture:

CONV1

MAX POOL1

NORM1

CONV2

MAX POOL2

NORM2

CONV3

CONV4

CONV5

Max POOL3

FC6

FC7

FC8

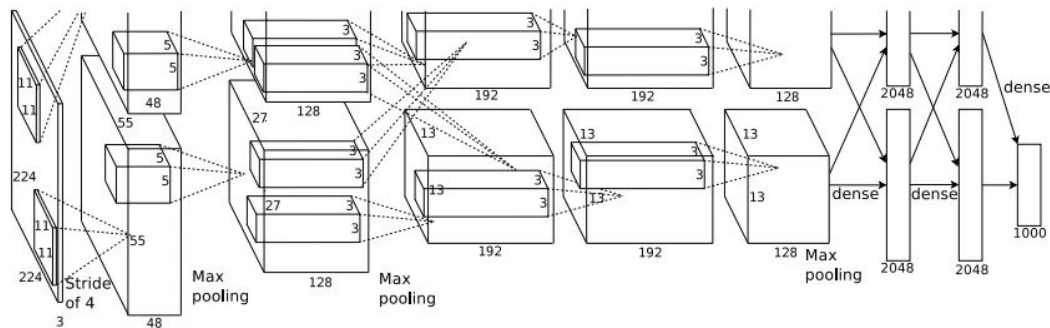
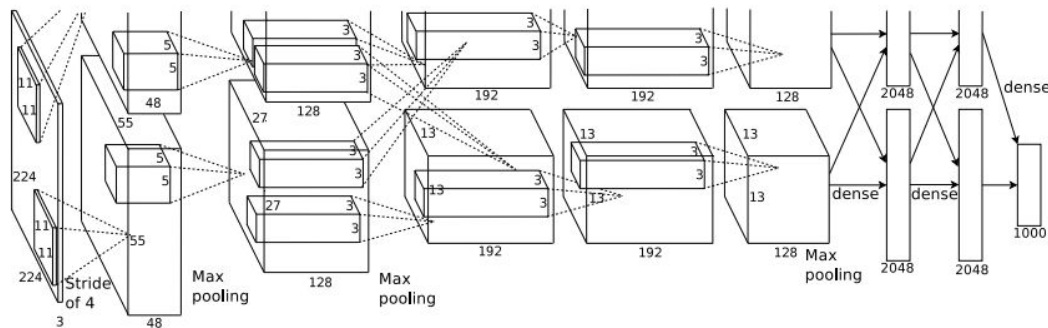


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# Case Study: AlexNet

[Krizhevsky et al. 2012]



Input: 227x227x3 images

**First layer (CONV1):** 96 11x11 filters applied at stride 4

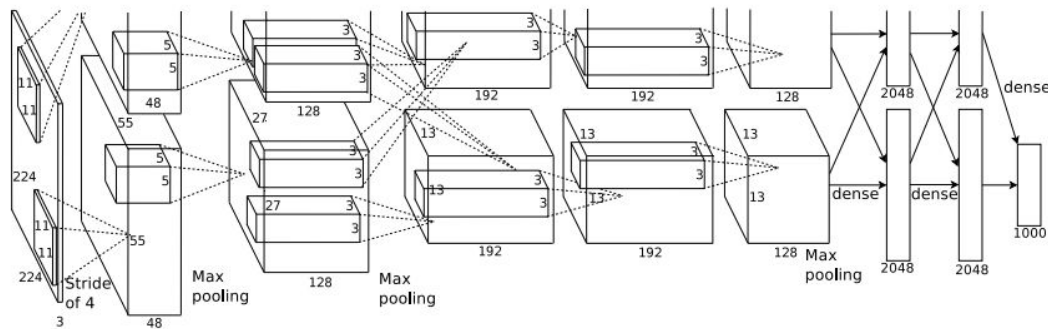
=>

Q: what is the output volume size? Hint:  $(227-11)/4+1 = 55$

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# Case Study: AlexNet

[Krizhevsky et al. 2012]



Input: 227x227x3 images

**First layer (CONV1):** 96 11x11 filters applied at stride 4

=>

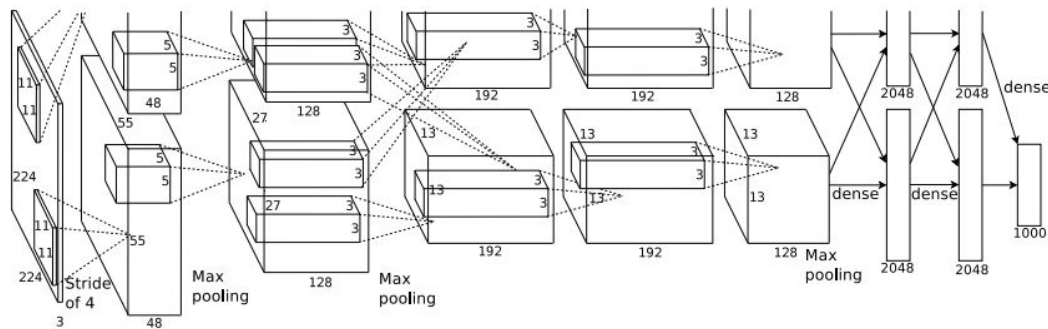
Output volume **[55x55x96]**

Q: What is the total number of parameters in this layer?

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# Case Study: AlexNet

[Krizhevsky et al. 2012]



Input: 227x227x3 images

**First layer (CONV1):** 96 11x11 filters applied at stride 4

=>

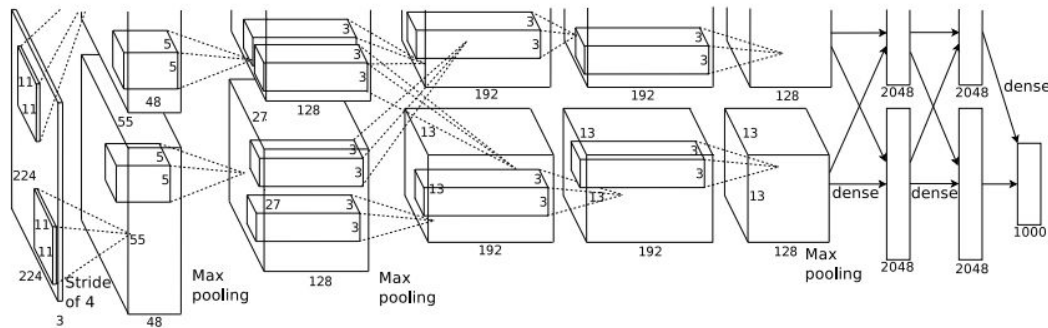
Output volume **[55x55x96]**

Parameters:  $(11*11*3)*96 = \mathbf{35K}$

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# Case Study: AlexNet

[Krizhevsky et al. 2012]



Input: 227x227x3 images

After CONV1: 55x55x96

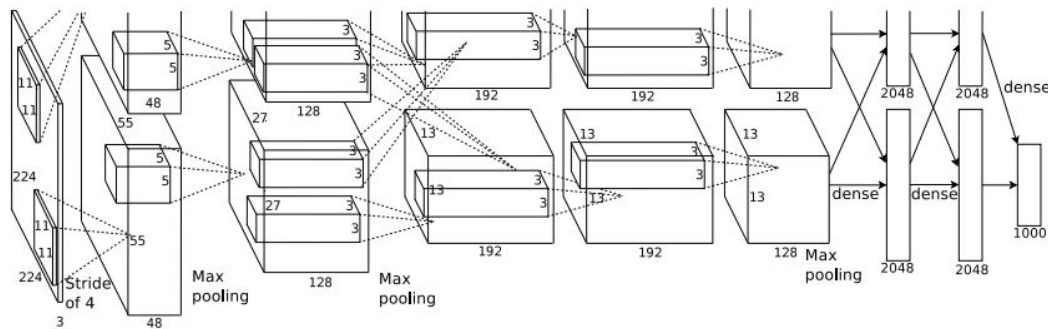
**Second layer (POOL1):** 3x3 filters applied at stride 2

Q: what is the output volume size? Hint:  $(55-3)/2+1 = 27$

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# Case Study: AlexNet

[Krizhevsky et al. 2012]



Input: 227x227x3 images

After CONV1: 55x55x96

**Second layer (POOL1):** 3x3 filters applied at stride 2

Output volume: 27x27x96

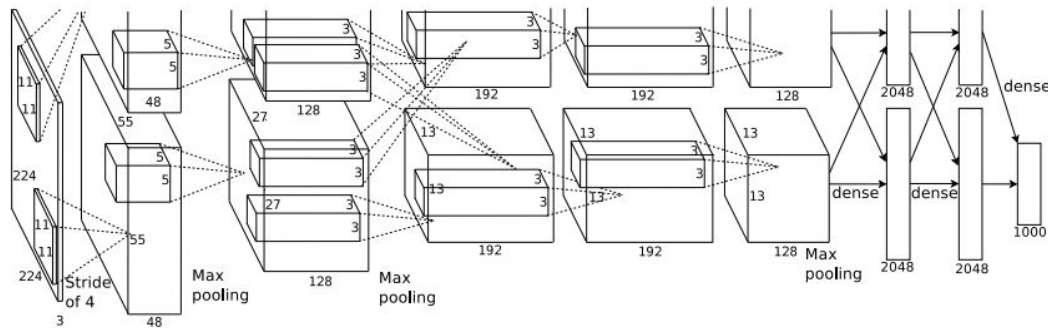
Q: what is the number of parameters in this layer?

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# Case Study: AlexNet

[Krizhevsky et al. 2012]



Input: 227x227x3 images

After CONV1: 55x55x96

**Second layer (POOL1):** 3x3 filters applied at stride 2

Output volume: 27x27x96

Parameters: 0!

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# Case Study: AlexNet

[Krizhevsky et al. 2012]

Input: 227x227x3 images

After CONV1: 55x55x96

After POOL1: 27x27x96

...

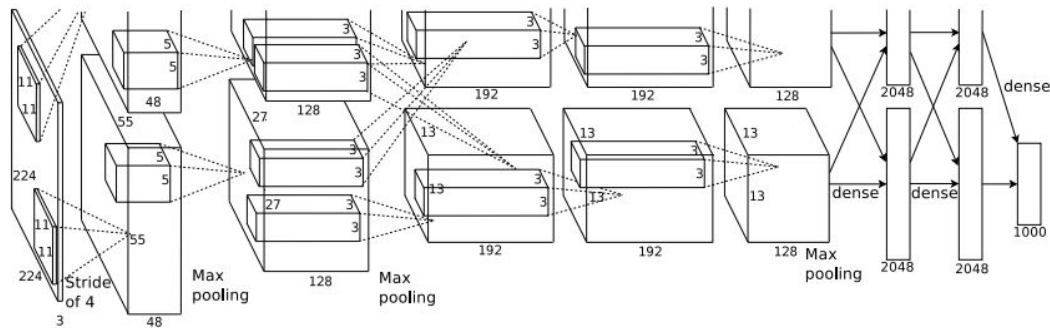


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# Case Study: AlexNet

[Krizhevsky et al. 2012]

Full (simplified) AlexNet architecture:

[227x227x3] INPUT

[55x55x96] **CONV1**: 96 11x11 filters at stride 4, pad 0

[27x27x96] **MAX POOL1**: 3x3 filters at stride 2

[27x27x96] **NORM1**: Normalization layer

[27x27x256] **CONV2**: 256 5x5 filters at stride 1, pad 2

[13x13x256] **MAX POOL2**: 3x3 filters at stride 2

[13x13x256] **NORM2**: Normalization layer

[13x13x384] **CONV3**: 384 3x3 filters at stride 1, pad 1

[13x13x384] **CONV4**: 384 3x3 filters at stride 1, pad 1

[13x13x256] **CONV5**: 256 3x3 filters at stride 1, pad 1

[6x6x256] **MAX POOL3**: 3x3 filters at stride 2

[4096] **FC6**: 4096 neurons

[4096] **FC7**: 4096 neurons

[1000] **FC8**: 1000 neurons (class scores)

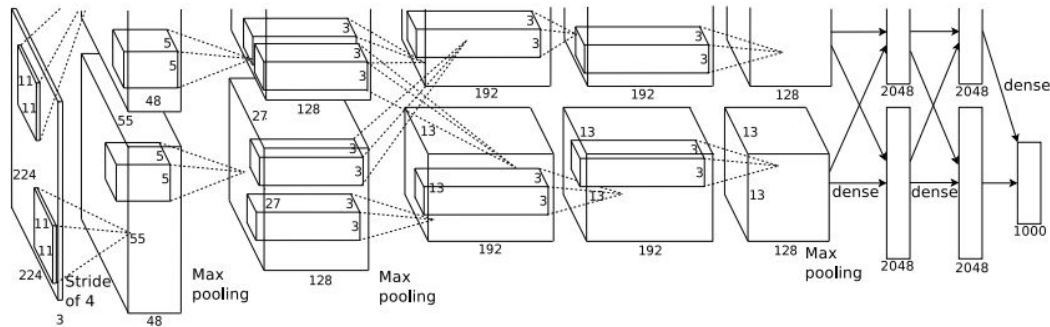


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[13x13x256] **NORM2**: Normalization layer

[13x13x384] **CONV3**: 384 3x3 filters at stride 1, pad 1

[13x13x384] **CONV4**: 384 3x3 filters at stride 1, pad 1

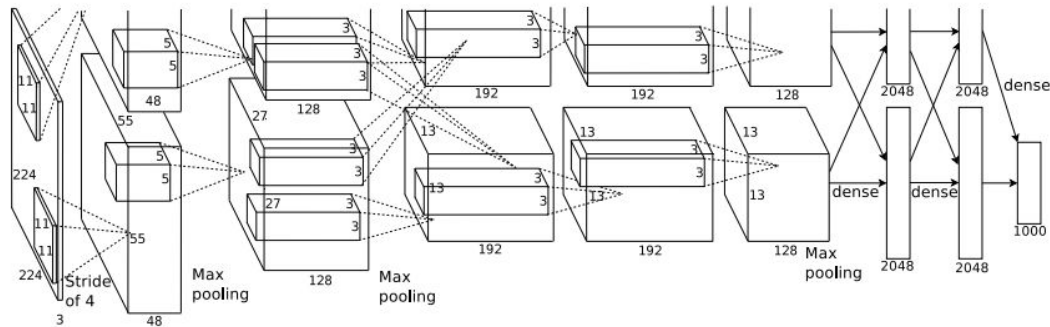
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[6x6x256] **MAX POOL3**: 3x3 filters at stride 2

[4096] **FC6**: 4096 neurons

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## Details/Retrospectives:

- first use of ReLU
- used Norm layers (not common anymore)
- heavy data augmentation
- dropout 0.5
- batch size 128
- SGD Momentum 0.9
- Learning rate 1e-2, reduced by 10 manually when val accuracy plateaus
- L2 weight decay 5e-4
- 7 CNN ensemble: 18.2% -> 15.4%

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# Case Study: AlexNet

[Krizhevsky et al. 2012]

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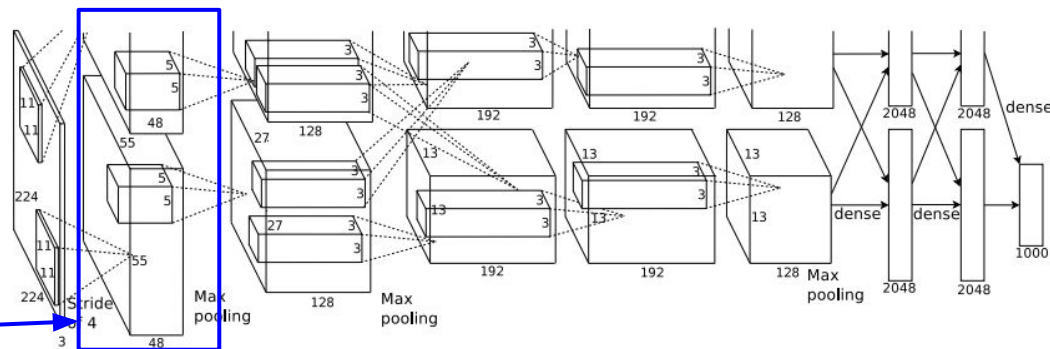
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[1000] **FC8**: 1000 neurons (class scores)



[55x55x48] x 2

Historical note: Trained on GTX 580 GPU with only 3 GB of memory. Network spread across 2 GPUs, half the neurons (feature maps) on each GPU.

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[Krizhevsky et al. 2012]

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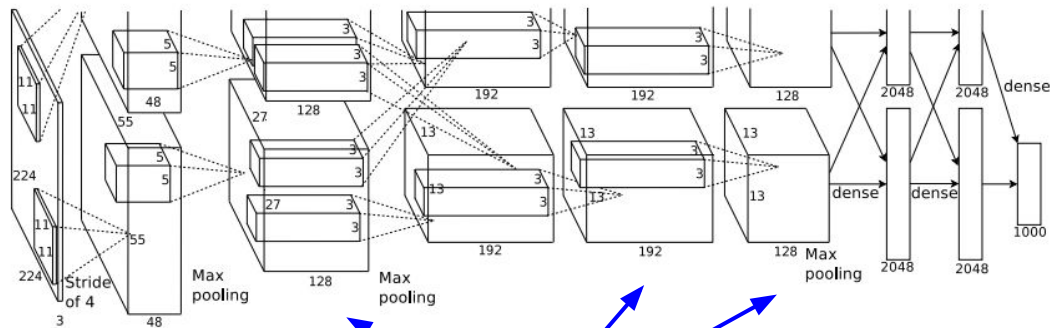
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[1000] **FC8**: 1000 neurons (class scores)



**CONV1, CONV2, CONV4, CONV5:**  
Connections only with feature maps  
on same GPU

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# Case Study: AlexNet

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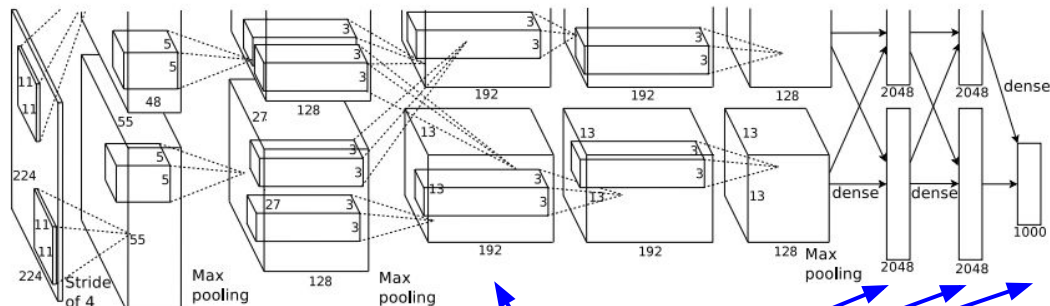
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[6x6x256] **MAX POOL3**: 3x3 filters at stride 2

[4096] **FC6**: 4096 neurons

[4096] **FC7**: 4096 neurons

[1000] **FC8**: 1000 neurons (class scores)



**CONV3, FC6, FC7, FC8:**

Connections with all feature maps in preceding layer, communication across GPUs

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# ImageNet Large Scale Visual Recognition Challenge (ILSVRC) winners

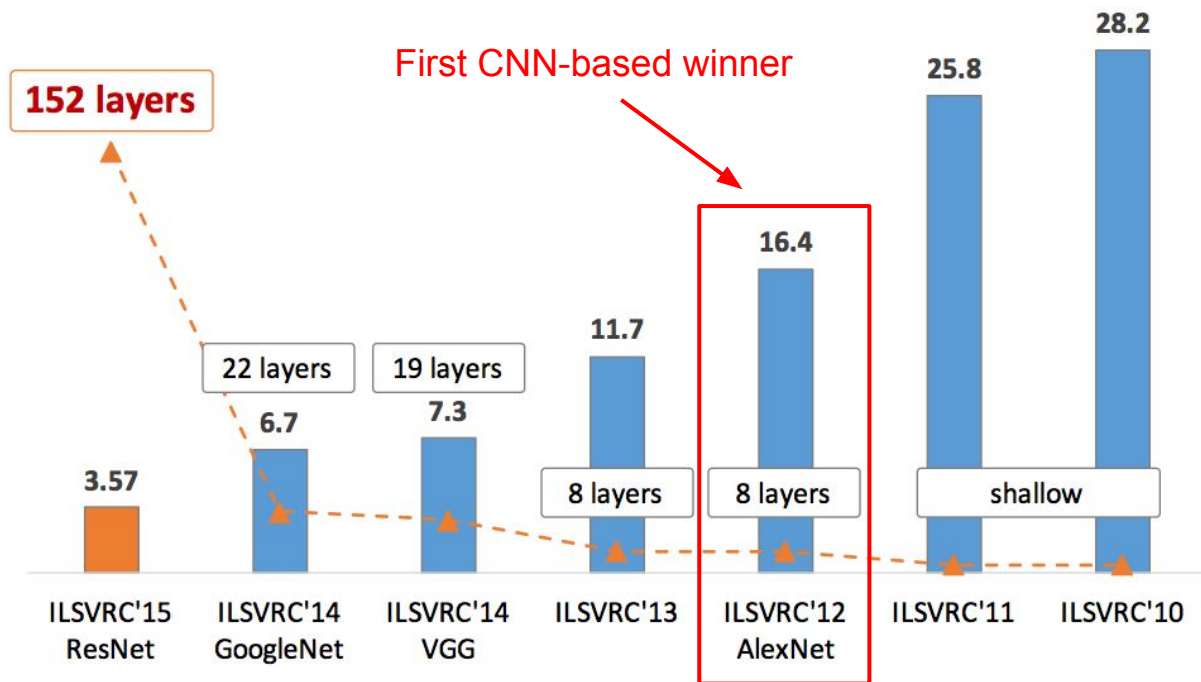


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# ImageNet Large Scale Visual Recognition Challenge (ILSVRC) winners

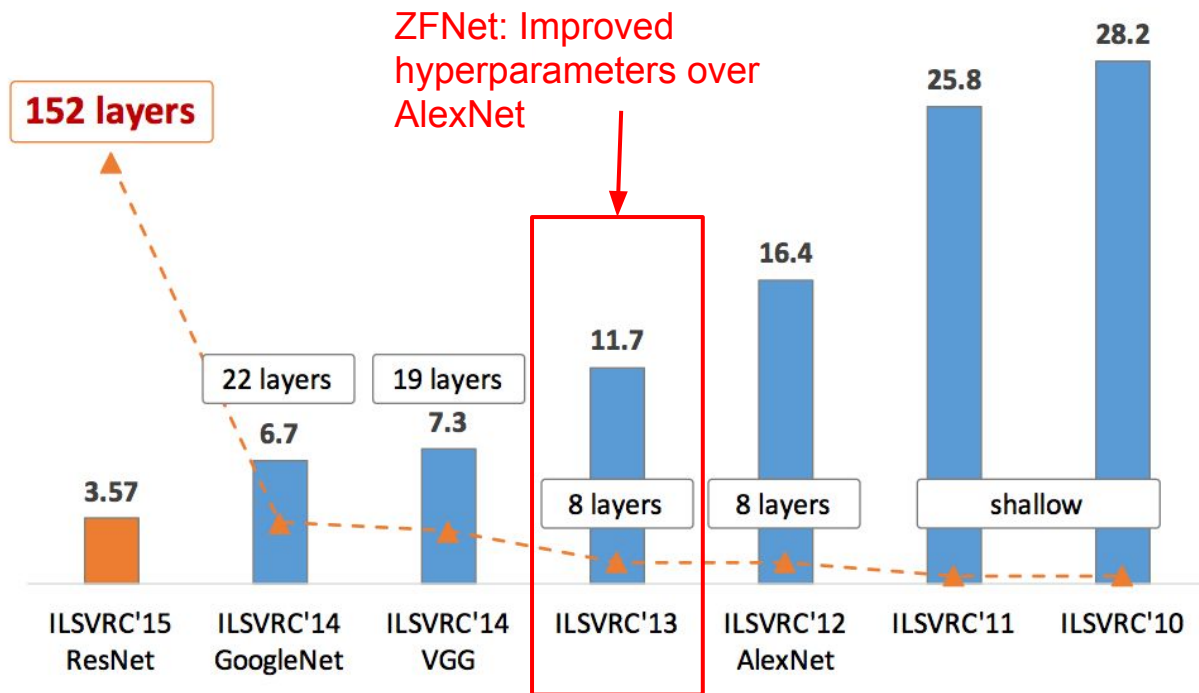
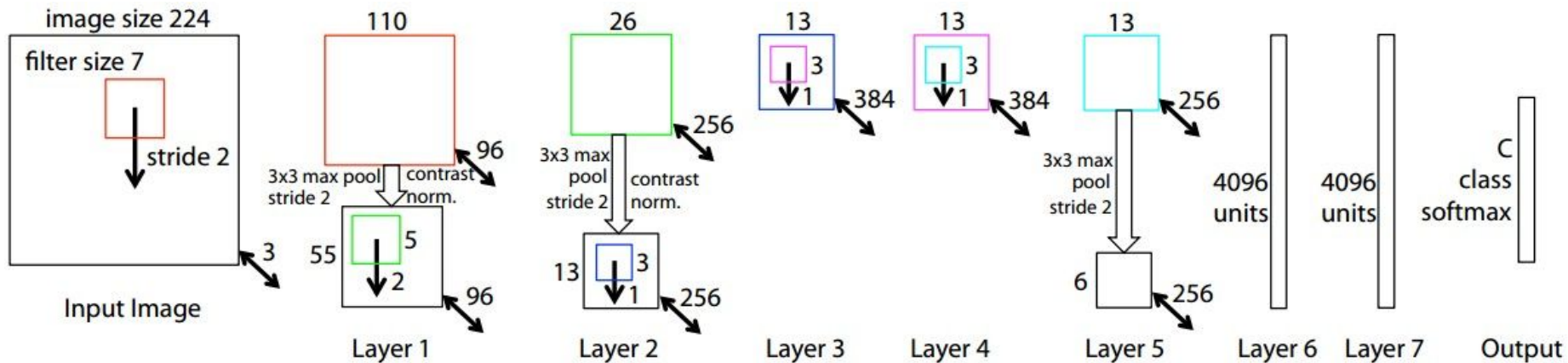


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# ZFNet

*[Zeiler and Fergus, 2013]*



TODO: remake figure

## AlexNet but:

## CONV1: change from (11x11 stride 4) to (7x7 stride 2)

CONV3,4,5: instead of 384, 384, 256 filters use 512, 1024, 512

ImageNet top 5 error: 16.4% -> 11.7%

# ImageNet Large Scale Visual Recognition Challenge (ILSVRC) winners

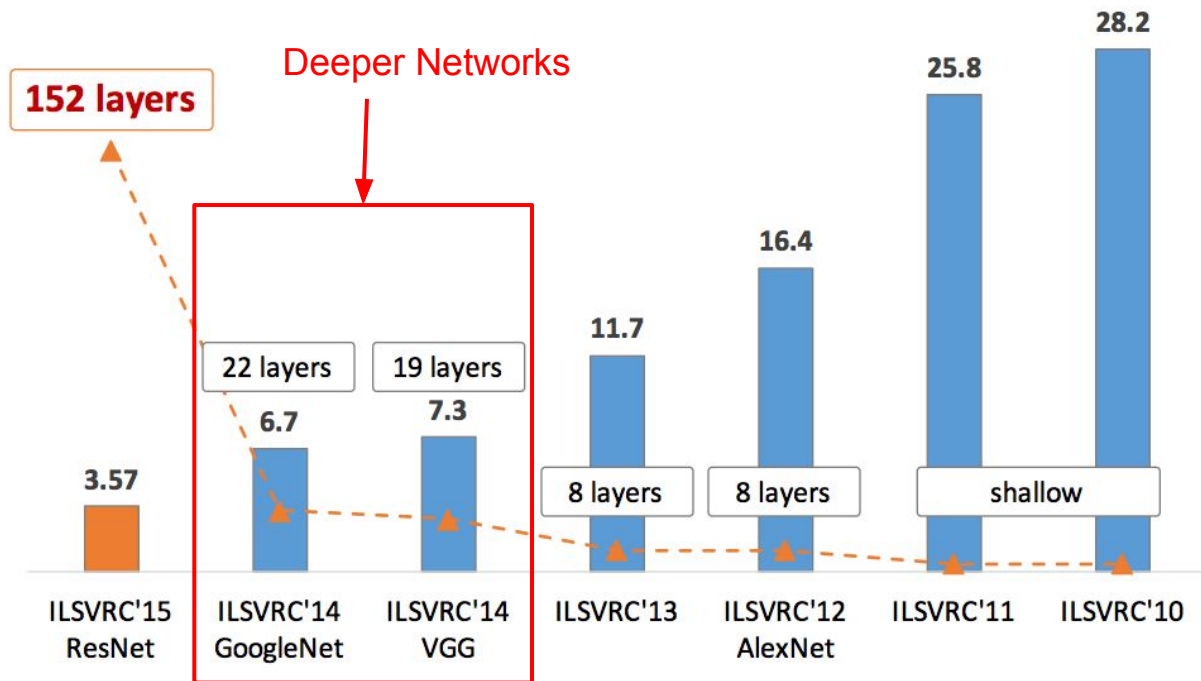


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# Case Study: VGGNet

[Simonyan and Zisserman, 2014]

Small filters, Deeper networks

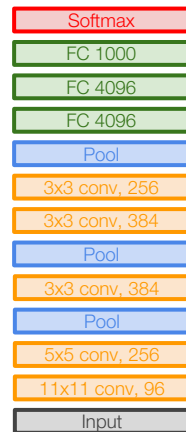
8 layers (AlexNet)

-> 16 - 19 layers (VGG16Net)

Only 3x3 CONV stride 1, pad 1  
and 2x2 MAX POOL stride 2

11.7% top 5 error in ILSVRC'13  
(ZFNet)

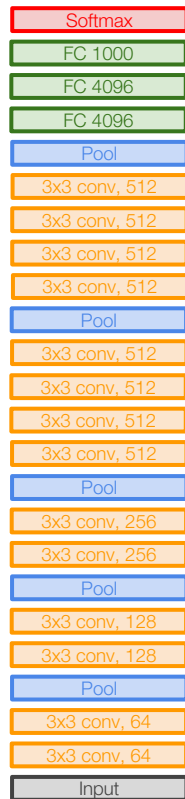
-> 7.3% top 5 error in ILSVRC'14



AlexNet



VGG16

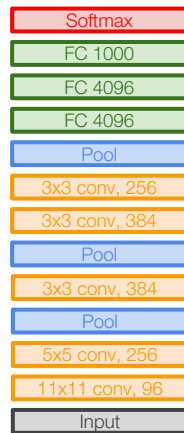


VGG19

# Case Study: VGGNet

[Simonyan and Zisserman, 2014]

Q: Why use smaller filters? (3x3 conv)



AlexNet



VGG16

VGG19

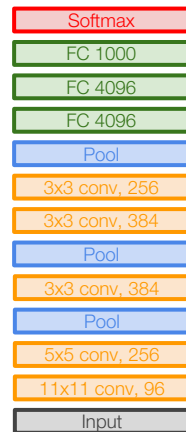
# Case Study: VGGNet

[Simonyan and Zisserman, 2014]

Q: Why use smaller filters? (3x3 conv)

Stack of three 3x3 conv (stride 1) layers has same **effective receptive field** as one 7x7 conv layer

Q: What is the effective receptive field of three 3x3 conv (stride 1) layers?



AlexNet



VGG16

VGG19

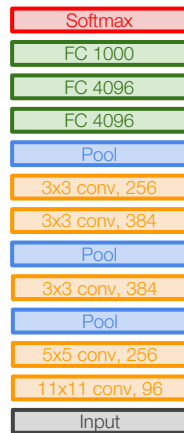
# Case Study: VGGNet

[Simonyan and Zisserman, 2014]

Q: Why use smaller filters? (3x3 conv)

Stack of three 3x3 conv (stride 1) layers has same **effective receptive field** as one 7x7 conv layer

[7x7]



AlexNet



VGG16

VGG19

# Case Study: VGGNet

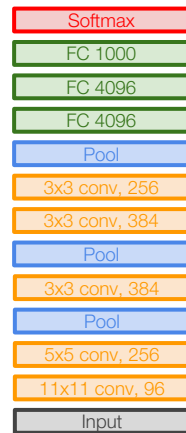
[Simonyan and Zisserman, 2014]

Q: Why use smaller filters? (3x3 conv)

Stack of three 3x3 conv (stride 1) layers has same **effective receptive field** as one 7x7 conv layer

But deeper, more non-linearities

And fewer parameters:  $3 * (3^2 C^2)$  vs.  $7^2 C^2$  for C channels per layer



AlexNet



VGG16

VGG19



INPUT: [224x224x3] memory: 224\*224\*3=150K params: 0 (not counting biases)

CONV3-64: [224x224x64] memory: 224\*224\*64=3.2M params:  $(3*3*3)*64 = 1,728$

CONV3-64: [224x224x64] memory: 224\*224\*64=3.2M params:  $(3*3*64)*64 = 36,864$

POOL2: [112x112x64] memory: 112\*112\*64=800K params: 0

CONV3-128: [112x112x128] memory: 112\*112\*128=1.6M params:  $(3*3*64)*128 = 73,728$

CONV3-128: [112x112x128] memory: 112\*112\*128=1.6M params:  $(3*3*128)*128 = 147,456$

POOL2: [56x56x128] memory: 56\*56\*128=400K params: 0

CONV3-256: [56x56x256] memory: 56\*56\*256=800K params:  $(3*3*128)*256 = 294,912$

CONV3-256: [56x56x256] memory: 56\*56\*256=800K params:  $(3*3*256)*256 = 589,824$

CONV3-256: [56x56x256] memory: 56\*56\*256=800K params:  $(3*3*256)*256 = 589,824$

POOL2: [28x28x256] memory: 28\*28\*256=200K params: 0

CONV3-512: [28x28x512] memory: 28\*28\*512=400K params:  $(3*3*256)*512 = 1,179,648$

CONV3-512: [28x28x512] memory: 28\*28\*512=400K params:  $(3*3*512)*512 = 2,359,296$

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POOL2: [14x14x512] memory: 14\*14\*512=100K params: 0

CONV3-512: [14x14x512] memory: 14\*14\*512=100K params:  $(3*3*512)*512 = 2,359,296$

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CONV3-512: [14x14x512] memory: 14\*14\*512=100K params:  $(3*3*512)*512 = 2,359,296$

POOL2: [7x7x512] memory: 7\*7\*512=25K params: 0

FC: [1x1x4096] memory: 4096 params:  $7*7*512*4096 = 102,760,448$

FC: [1x1x4096] memory: 4096 params:  $4096*4096 = 16,777,216$

FC: [1x1x1000] memory: 1000 params:  $4096*1000 = 4,096,000$



VGG16

INPUT: [224x224x3] memory:  $224*224*3=150\text{K}$  params: 0 (not counting biases)

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POOL2: [7x7x512] memory:  $7*7*512=25\text{K}$  params: 0

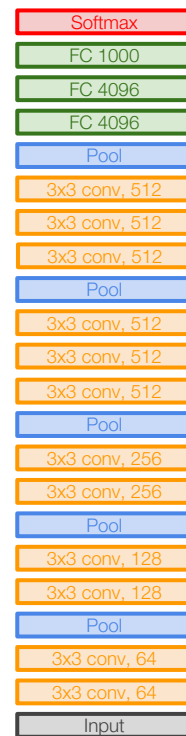
FC: [1x1x4096] memory: 4096 params:  $7*7*512*4096 = 102,760,448$

FC: [1x1x4096] memory: 4096 params:  $4096*4096 = 16,777,216$

FC: [1x1x1000] memory: 1000 params:  $4096*1000 = 4,096,000$

TOTAL memory:  $24\text{M} * 4 \text{ bytes} \sim 96\text{MB}$  / image (only forward!  $\sim 2$  for bwd)

TOTAL params: 138M parameters



VGG16

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CONV3-512: [28x28x512] memory:  $28*28*512=400\text{K}$  params:  $(3*3*512)*512 = 2,359,296$

POOL2: [14x14x512] memory:  $14*14*512=100\text{K}$  params: 0

CONV3-512: [14x14x512] memory:  $14*14*512=100\text{K}$  params:  $(3*3*512)*512 = 2,359,296$

CONV3-512: [14x14x512] memory:  $14*14*512=100\text{K}$  params:  $(3*3*512)*512 = 2,359,296$

CONV3-512: [14x14x512] memory:  $14*14*512=100\text{K}$  params:  $(3*3*512)*512 = 2,359,296$

POOL2: [7x7x512] memory:  $7*7*512=25\text{K}$  params: 0

FC: [1x1x4096] memory: 4096 params:  $7*7*512*4096 = 102,760,448$

FC: [1x1x4096] memory: 4096 params:  $4096*4096 = 16,777,216$

FC: [1x1x1000] memory: 1000 params:  $4096*1000 = 4,096,000$

TOTAL memory:  $24\text{M} * 4 \text{ bytes} \sim 96\text{MB}$  / image (only forward!  $\sim 2$  for bwd)

TOTAL params: 138M parameters

Note:

Most memory is in  
early CONV

Most params are  
in late FC

INPUT: [224x224x3] memory: 224\*224\*3=150K params: 0 (not counting biases)

CONV3-64: [224x224x64] memory: 224\*224\*64=3.2M params:  $(3*3*3)*64 = 1,728$

CONV3-64: [224x224x64] memory: 224\*224\*64=3.2M params:  $(3*3*64)*64 = 36,864$

POOL2: [112x112x64] memory: 112\*112\*64=800K params: 0

CONV3-128: [112x112x128] memory: 112\*112\*128=1.6M params:  $(3*3*64)*128 = 73,728$

CONV3-128: [112x112x128] memory: 112\*112\*128=1.6M params:  $(3*3*128)*128 = 147,456$

POOL2: [56x56x128] memory: 56\*56\*128=400K params: 0

CONV3-256: [56x56x256] memory: 56\*56\*256=800K params:  $(3*3*128)*256 = 294,912$

CONV3-256: [56x56x256] memory: 56\*56\*256=800K params:  $(3*3*256)*256 = 589,824$

CONV3-256: [56x56x256] memory: 56\*56\*256=800K params:  $(3*3*256)*256 = 589,824$

POOL2: [28x28x256] memory: 28\*28\*256=200K params: 0

CONV3-512: [28x28x512] memory: 28\*28\*512=400K params:  $(3*3*256)*512 = 1,179,648$

CONV3-512: [28x28x512] memory: 28\*28\*512=400K params:  $(3*3*512)*512 = 2,359,296$

CONV3-512: [28x28x512] memory: 28\*28\*512=400K params:  $(3*3*512)*512 = 2,359,296$

POOL2: [14x14x512] memory: 14\*14\*512=100K params: 0

CONV3-512: [14x14x512] memory: 14\*14\*512=100K params:  $(3*3*512)*512 = 2,359,296$

CONV3-512: [14x14x512] memory: 14\*14\*512=100K params:  $(3*3*512)*512 = 2,359,296$

CONV3-512: [14x14x512] memory: 14\*14\*512=100K params:  $(3*3*512)*512 = 2,359,296$

POOL2: [7x7x512] memory: 7\*7\*512=25K params: 0

FC: [1x1x4096] memory: 4096 params:  $7*7*512*4096 = 102,760,448$

FC: [1x1x4096] memory: 4096 params:  $4096*4096 = 16,777,216$

FC: [1x1x1000] memory: 1000 params:  $4096*1000 = 4,096,000$

TOTAL memory: 24M \* 4 bytes ~= 96MB / image (only forward! ~\*2 for bwd)

TOTAL params: 138M parameters



VGG16

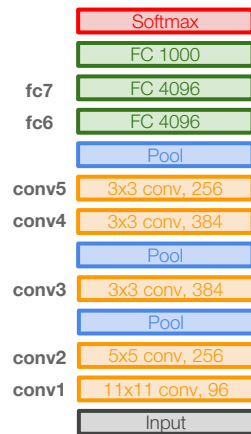
Common names

# Case Study: VGGNet

[Simonyan and Zisserman, 2014]

## Details:

- ILSVRC'14 2nd in classification, 1st in localization
- Similar training procedure as Krizhevsky 2012
- No Local Response Normalisation (LRN)
- Use VGG16 or VGG19 (VGG19 only slightly better, more memory)
- Use ensembles for best results
- FC7 features generalize well to other tasks



AlexNet



VGG16

VGG19

# ImageNet Large Scale Visual Recognition Challenge (ILSVRC) winners

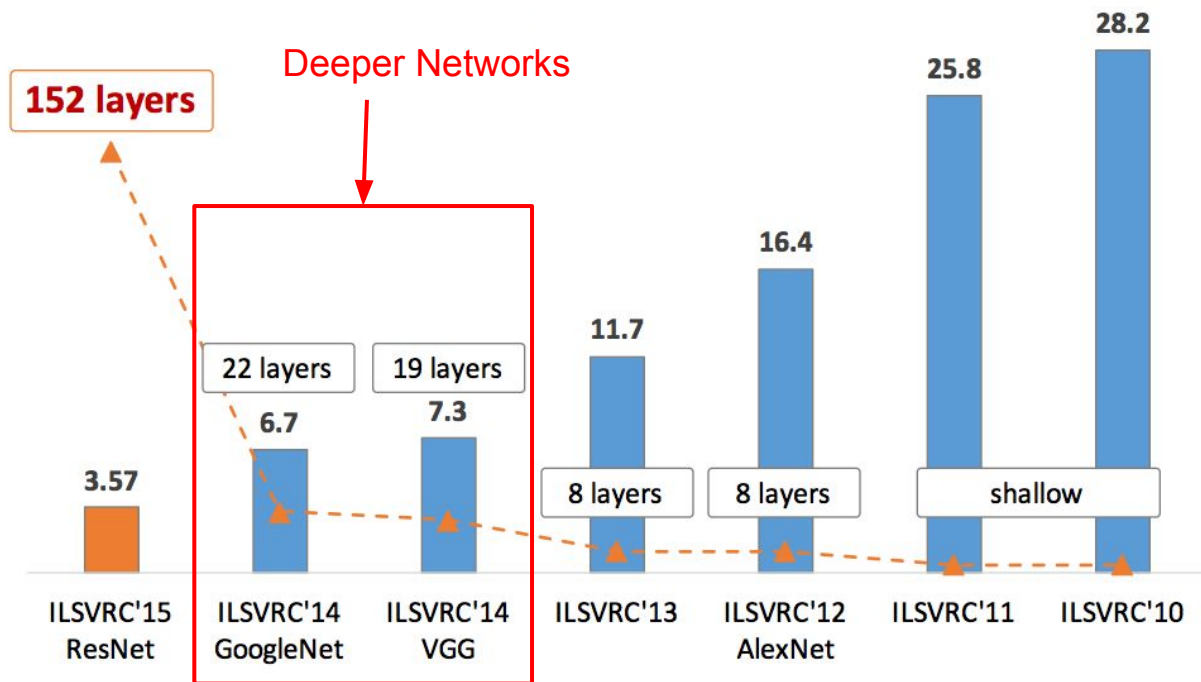


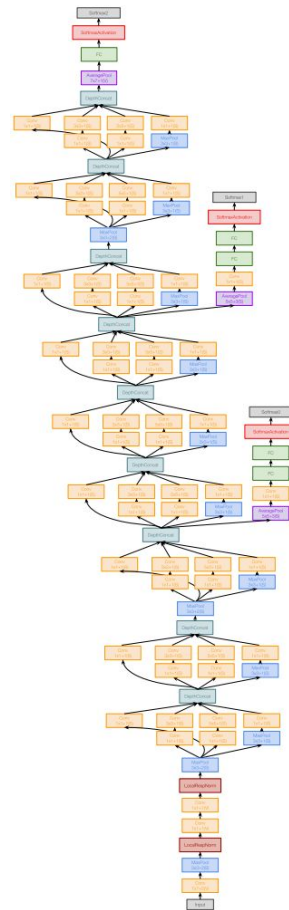
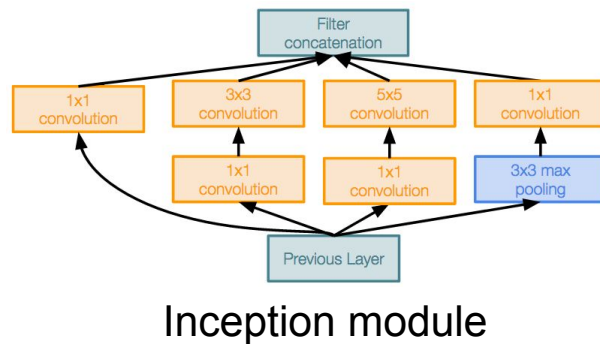
Figure copyright Kaiming He, 2016. Reproduced with permission.

# Case Study: GoogLeNet

[Szegedy et al., 2014]

Deeper networks, with computational efficiency

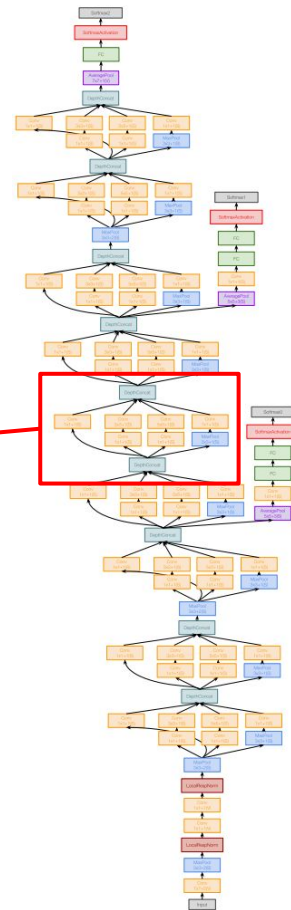
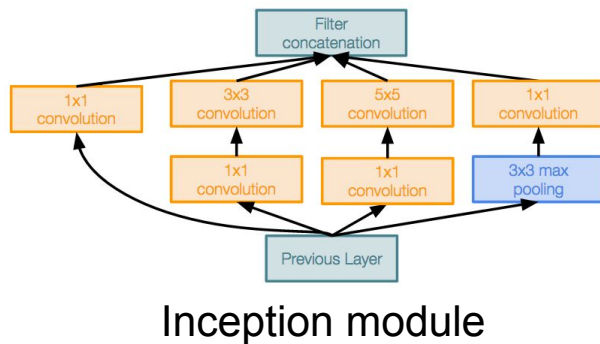
- 22 layers
- Efficient “Inception” module
- No FC layers
- Only 5 million parameters!  
12x less than AlexNet
- ILSVRC’14 classification winner  
(6.7% top 5 error)



# Case Study: GoogLeNet

[Szegedy et al., 2014]

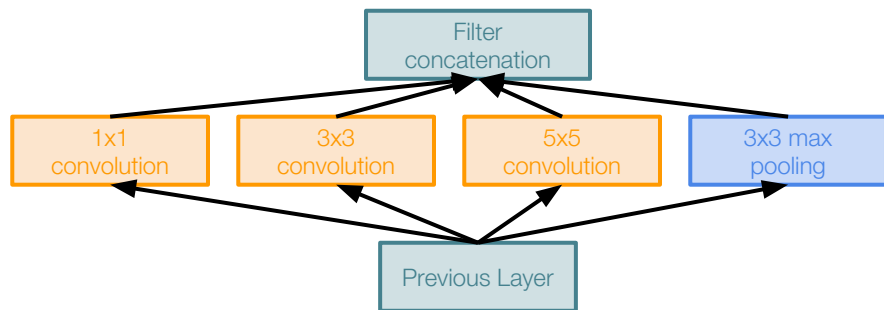
“Inception module”: design a good local network topology (network within a network) and then stack these modules on top of each other





# Case Study: GoogLeNet

[Szegedy et al., 2014]



Naive Inception module

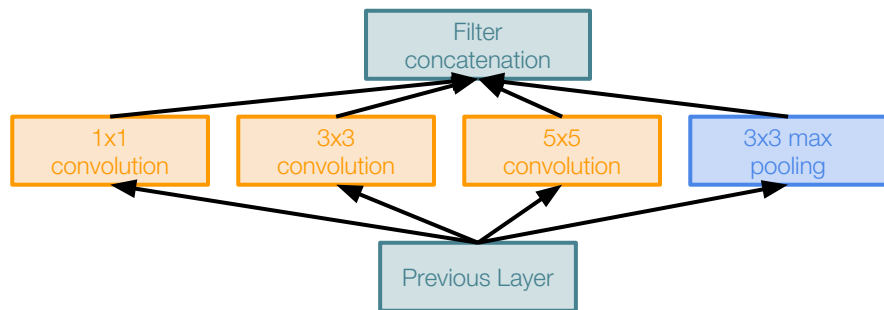
Apply parallel filter operations on the input from previous layer:

- Multiple receptive field sizes for convolution (1x1, 3x3, 5x5)
- Pooling operation (3x3)

Concatenate all filter outputs together depth-wise

# Case Study: GoogLeNet

[Szegedy et al., 2014]



Naive Inception module

Apply parallel filter operations on the input from previous layer:

- Multiple receptive field sizes for convolution (1x1, 3x3, 5x5)
- Pooling operation (3x3)

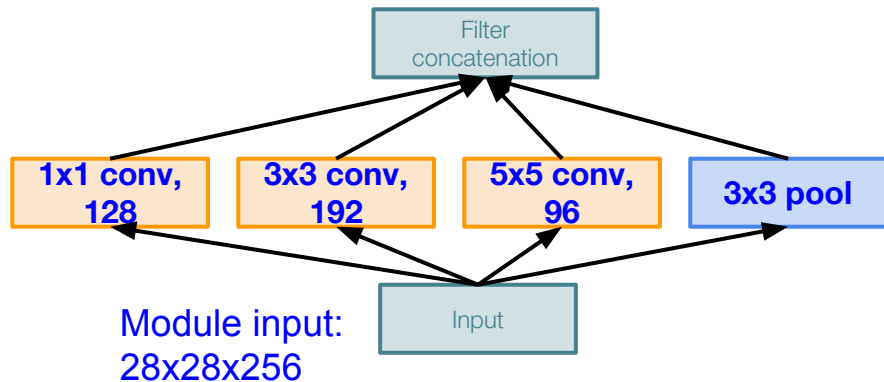
Concatenate all filter outputs together depth-wise

Q: What is the problem with this?  
[Hint: Computational complexity]

# Case Study: GoogLeNet

[Szegedy et al., 2014]

Example:



Naive Inception module

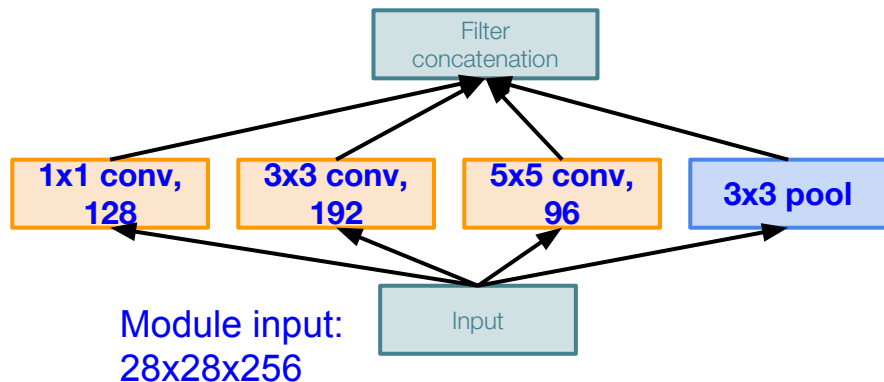
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# Case Study: GoogLeNet

[Szegedy et al., 2014]

Example:

Q1: What is the output size of the  
1x1 conv, with 128 filters?



Naive Inception module

Q: What is the problem with this?  
[Hint: Computational complexity]

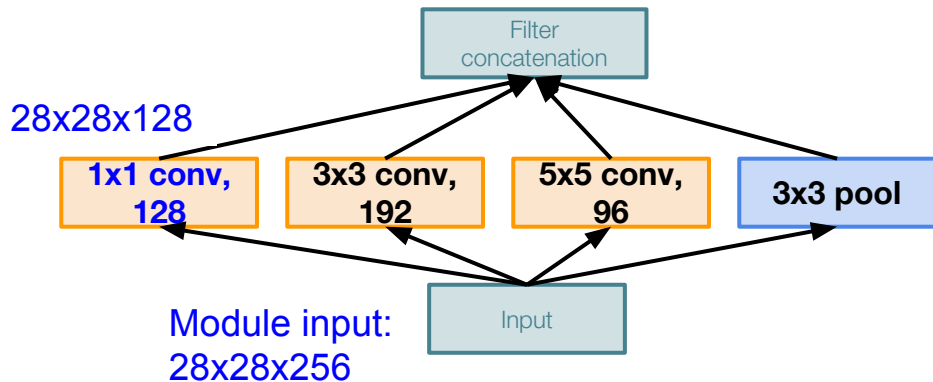
# Case Study: GoogLeNet

[Szegedy et al., 2014]

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[Hint: Computational complexity]

Example:

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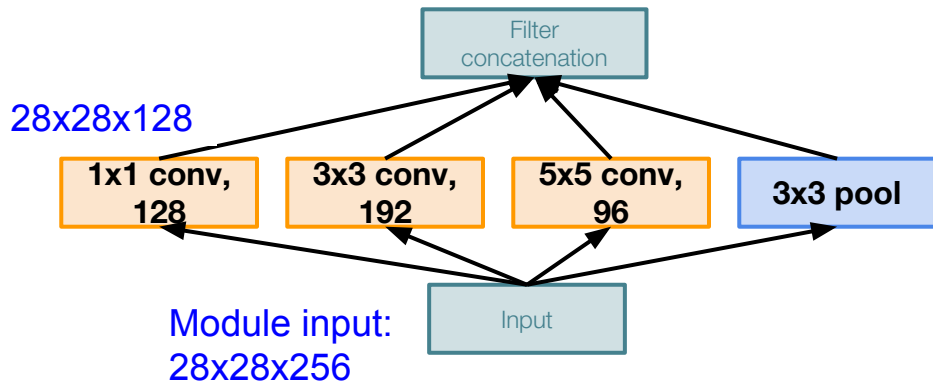
Naive Inception module

# Case Study: GoogLeNet

[Szegedy et al., 2014]

Example:

Q2: What are the output sizes of all different filter operations?



Naive Inception module

Q: What is the problem with this?  
[Hint: Computational complexity]

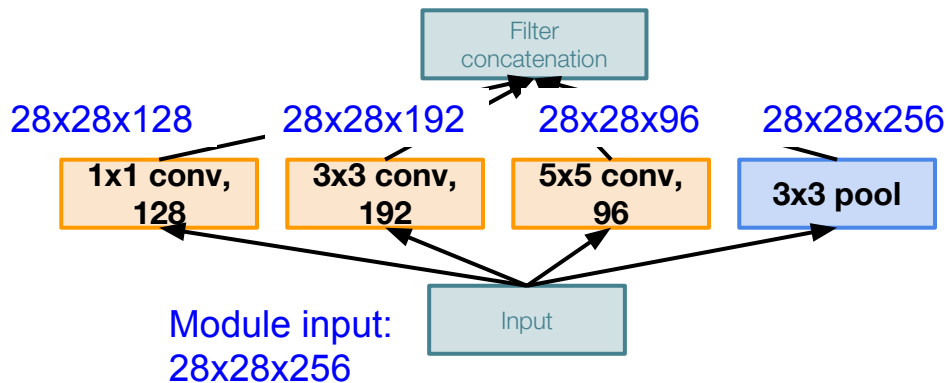
# Case Study: GoogLeNet

[Szegedy et al., 2014]

Q: What is the problem with this?  
[Hint: Computational complexity]

Example:

Q2: What are the output sizes of all different filter operations?



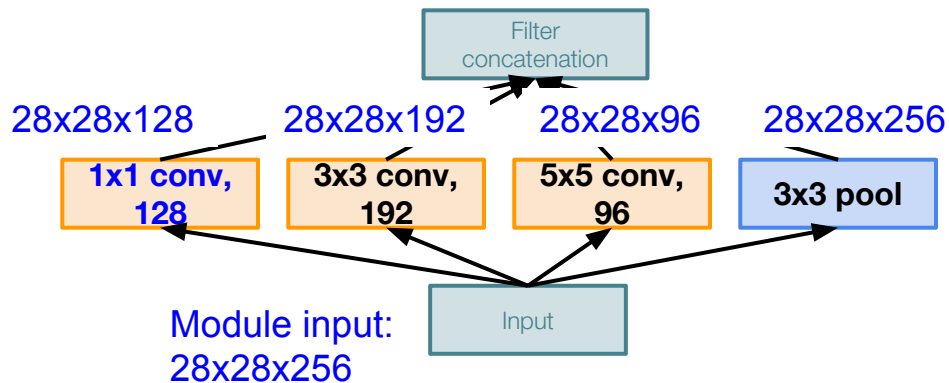
Naive Inception module

# Case Study: GoogLeNet

[Szegedy et al., 2014]

Q: What is the problem with this?  
[Hint: Computational complexity]

Example: Q3: What is output size after filter concatenation?



Naive Inception module



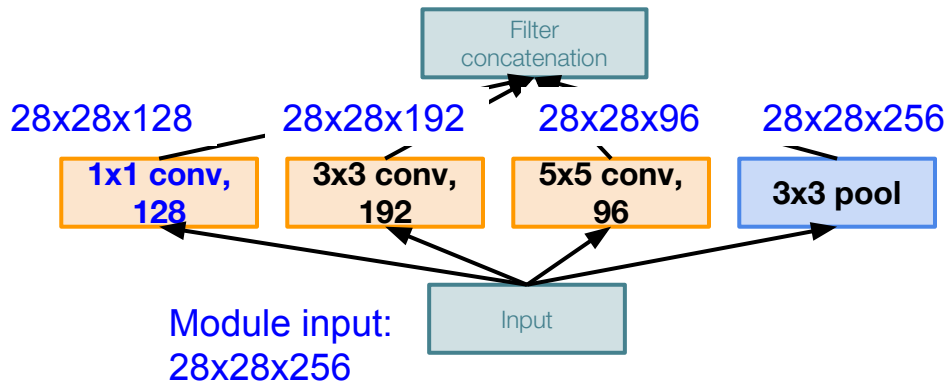
# Case Study: GoogLeNet

[Szegedy et al., 2014]

Q: What is the problem with this?  
[Hint: Computational complexity]

Example: Q3: What is output size after filter concatenation?

$$28 \times 28 \times (128 + 192 + 96 + 256) = 28 \times 28 \times 672$$



Naive Inception module

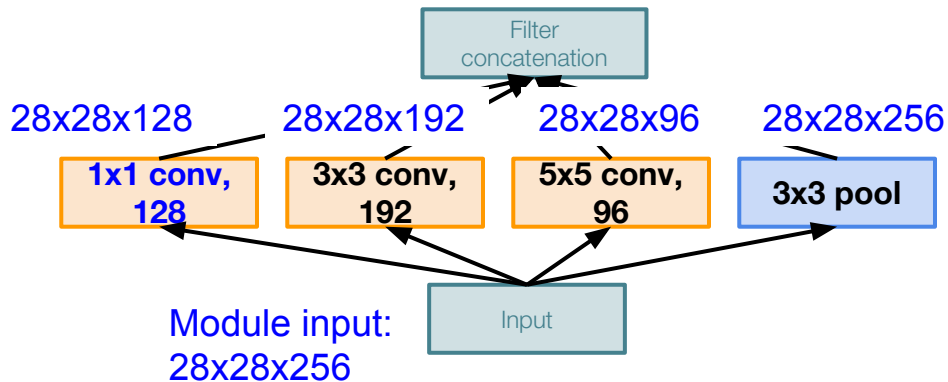
# Case Study: GoogLeNet

[Szegedy et al., 2014]

Example:

Q3: What is output size after filter concatenation?

$$28 \times 28 \times (128 + 192 + 96 + 256) = 28 \times 28 \times 672$$



Naive Inception module

Q: What is the problem with this?  
[Hint: Computational complexity]

**Conv Ops:**

[1x1 conv, 128]  $28 \times 28 \times 128 \times 1 \times 1 \times 256$

[3x3 conv, 192]  $28 \times 28 \times 192 \times 3 \times 3 \times 256$

[5x5 conv, 96]  $28 \times 28 \times 96 \times 5 \times 5 \times 256$

**Total: 854M ops**

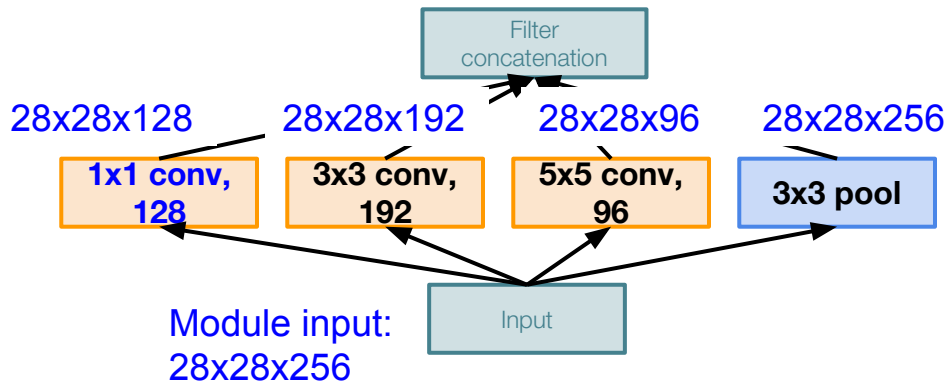
# Case Study: GoogLeNet

[Szegedy et al., 2014]

Example:

Q3: What is output size after filter concatenation?

$$28 \times 28 \times (128 + 192 + 96 + 256) = 28 \times 28 \times 672$$



Naive Inception module

Q: What is the problem with this?  
[Hint: Computational complexity]

**Conv Ops:**

[1x1 conv, 128]  $28 \times 28 \times 128 \times 1 \times 1 \times 256$

[3x3 conv, 192]  $28 \times 28 \times 192 \times 3 \times 3 \times 256$

[5x5 conv, 96]  $28 \times 28 \times 96 \times 5 \times 5 \times 256$

**Total: 854M ops**

Very expensive compute

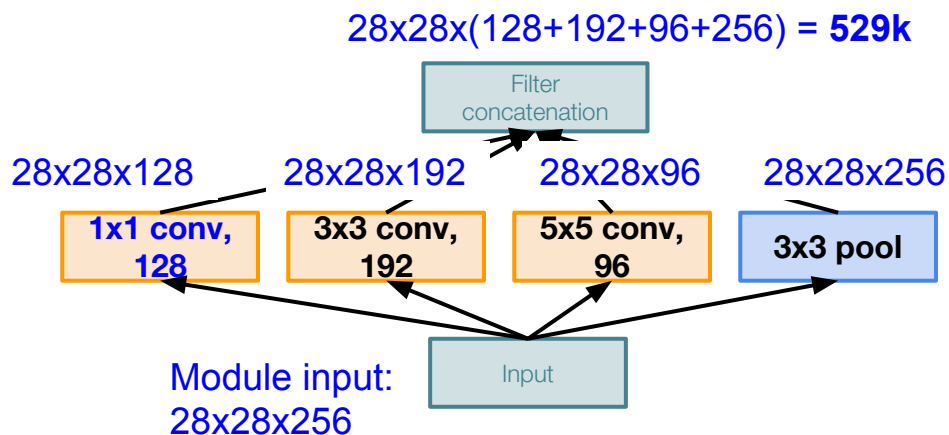
Pooling layer also preserves feature depth, which means total depth after concatenation can only grow at every layer!

# Case Study: GoogLeNet

[Szegedy et al., 2014]

Example:

Q3: What is output size after filter concatenation?

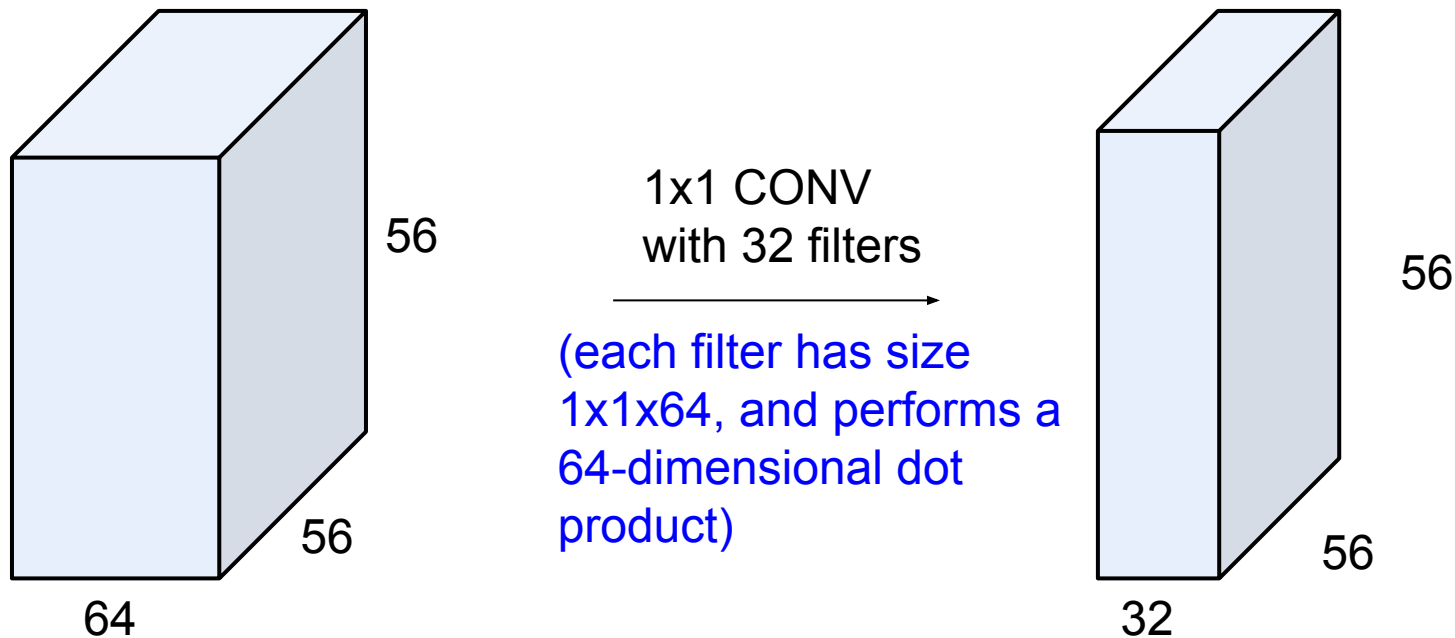


Naive Inception module

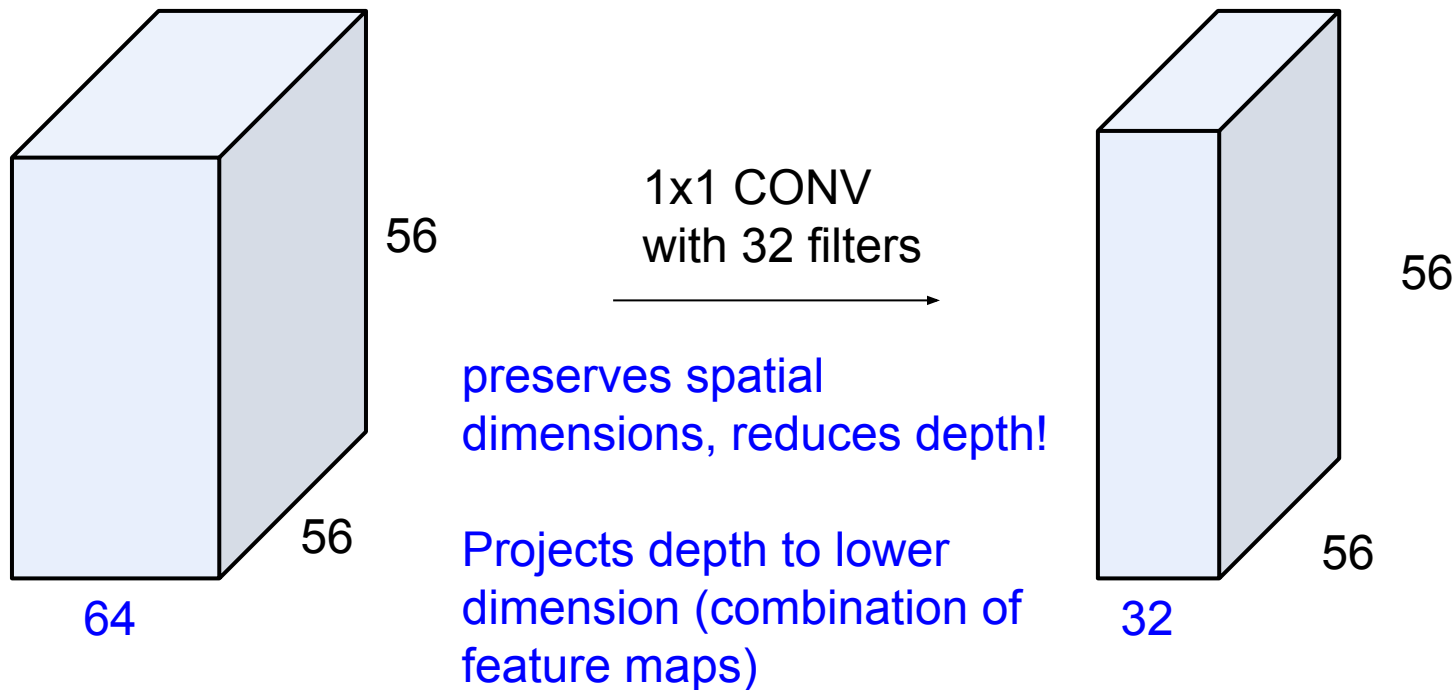
Q: What is the problem with this?  
[Hint: Computational complexity]

Solution: “bottleneck” layers that use  $1 \times 1$  convolutions to reduce feature depth

# Reminder: 1x1 convolutions

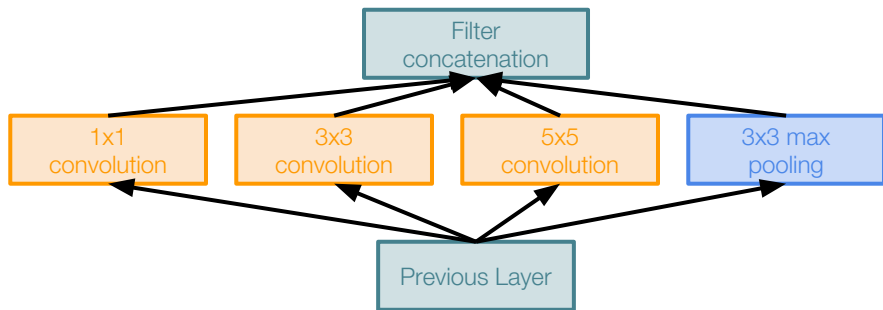


# Reminder: 1x1 convolutions

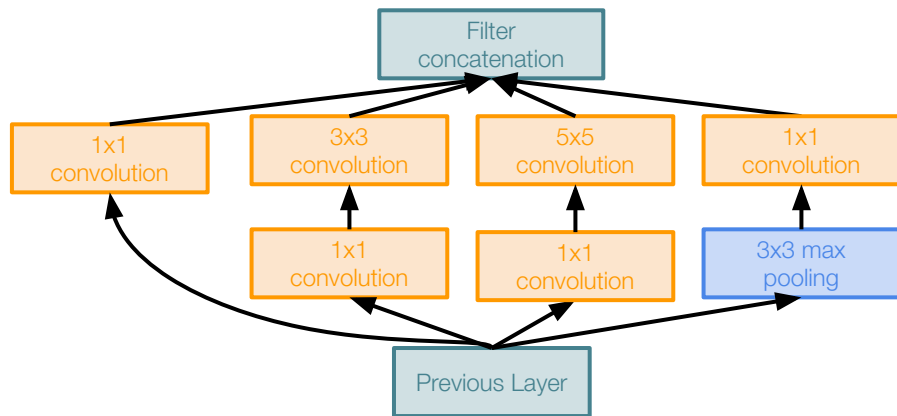


# Case Study: GoogLeNet

[Szegedy et al., 2014]



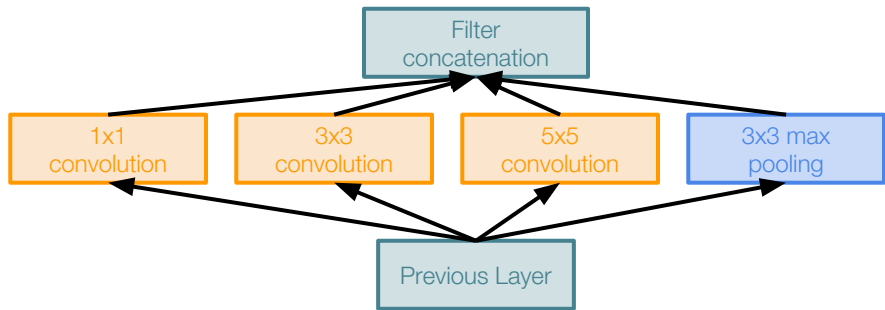
Naive Inception module



Inception module with dimension reduction

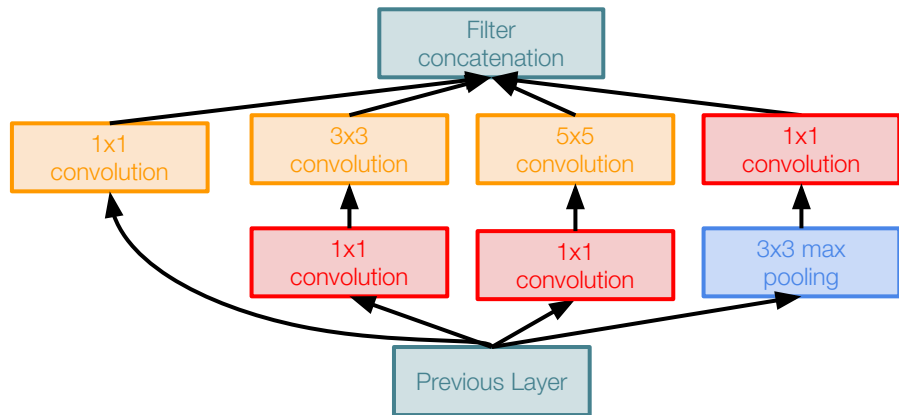
# Case Study: GoogLeNet

[Szegedy et al., 2014]



Naive Inception module

1x1 conv “bottleneck”  
layers

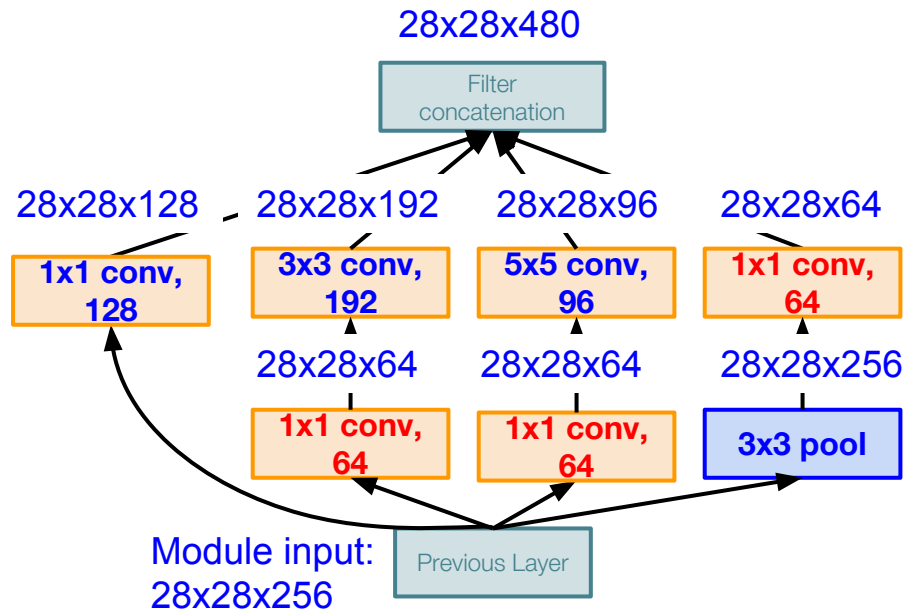


Inception module with dimension reduction



# Case Study: GoogLeNet

[Szegedy et al., 2014]



Inception module with dimension reduction

Using same parallel layers as naive example, and adding “1x1 conv, 64 filter” bottlenecks:

## Conv Ops:

[1x1 conv, 64] 28x28x64x1x1x256  
[1x1 conv, 64] 28x28x64x1x1x256  
[1x1 conv, 128] 28x28x128x1x1x256  
[3x3 conv, 192] 28x28x192x3x3x64  
[5x5 conv, 96] 28x28x96x5x5x64  
[1x1 conv, 64] 28x28x64x1x1x256

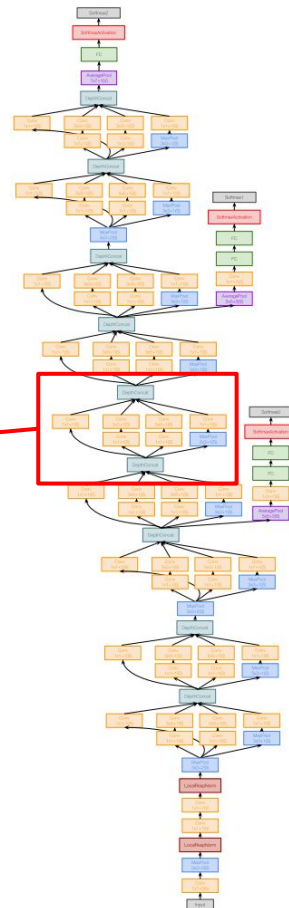
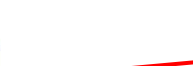
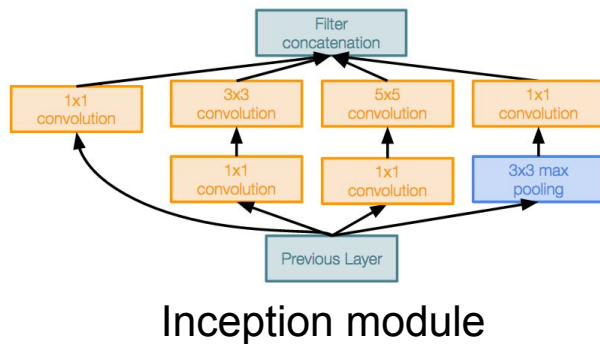
**Total: 358M ops**

Compared to 854M ops for naive version  
Bottleneck can also reduce depth after pooling layer

# Case Study: GoogLeNet

[Szegedy et al., 2014]

Stack Inception modules  
with dimension reduction  
on top of each other

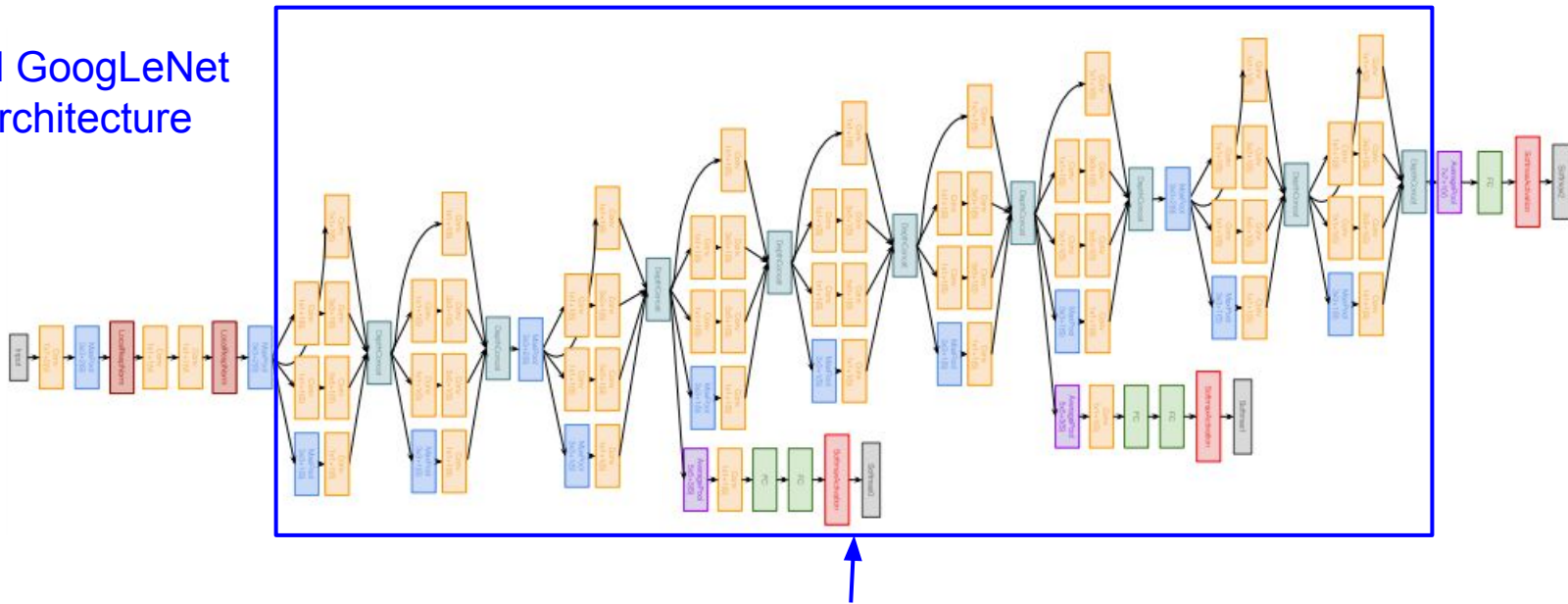




# Case Study: GoogLeNet

[Szegedy et al., 2014]

Full GoogLeNet  
architecture

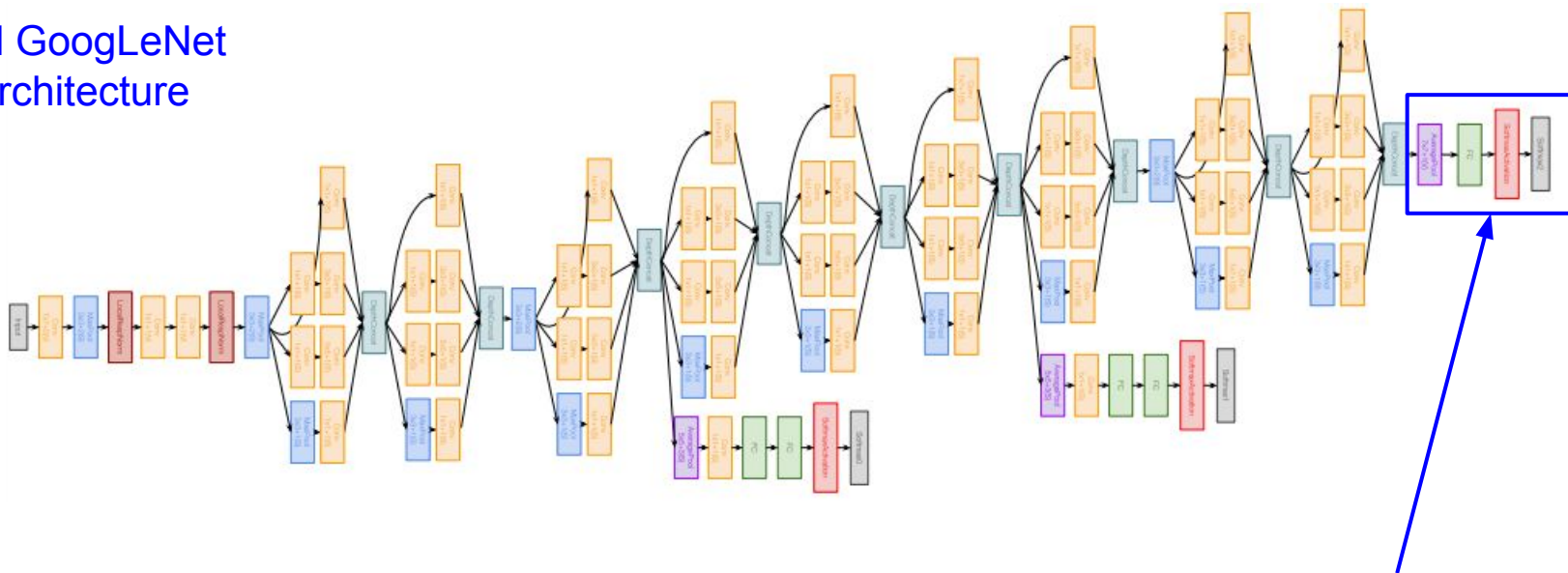


Stacked Inception  
Modules

# Case Study: GoogLeNet

[Szegedy et al., 2014]

Full GoogLeNet  
architecture

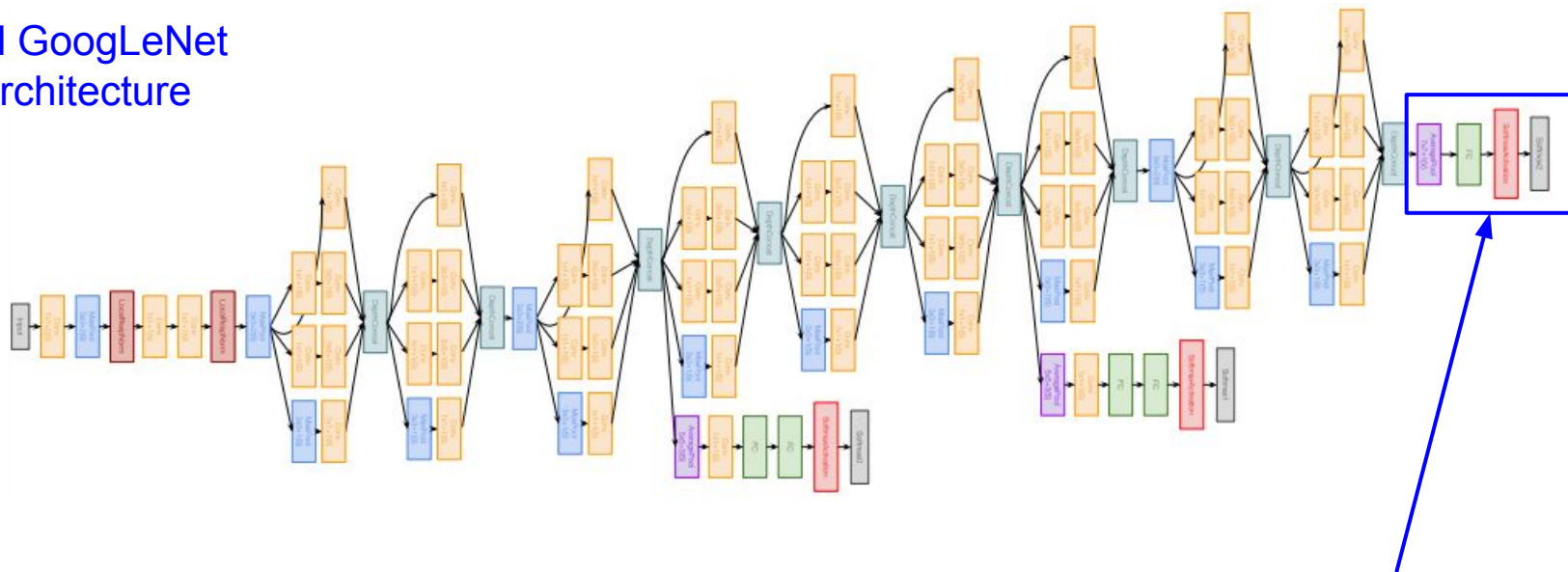


Classifier output

# Case Study: GoogLeNet

[Szegedy et al., 2014]

Full GoogLeNet  
architecture

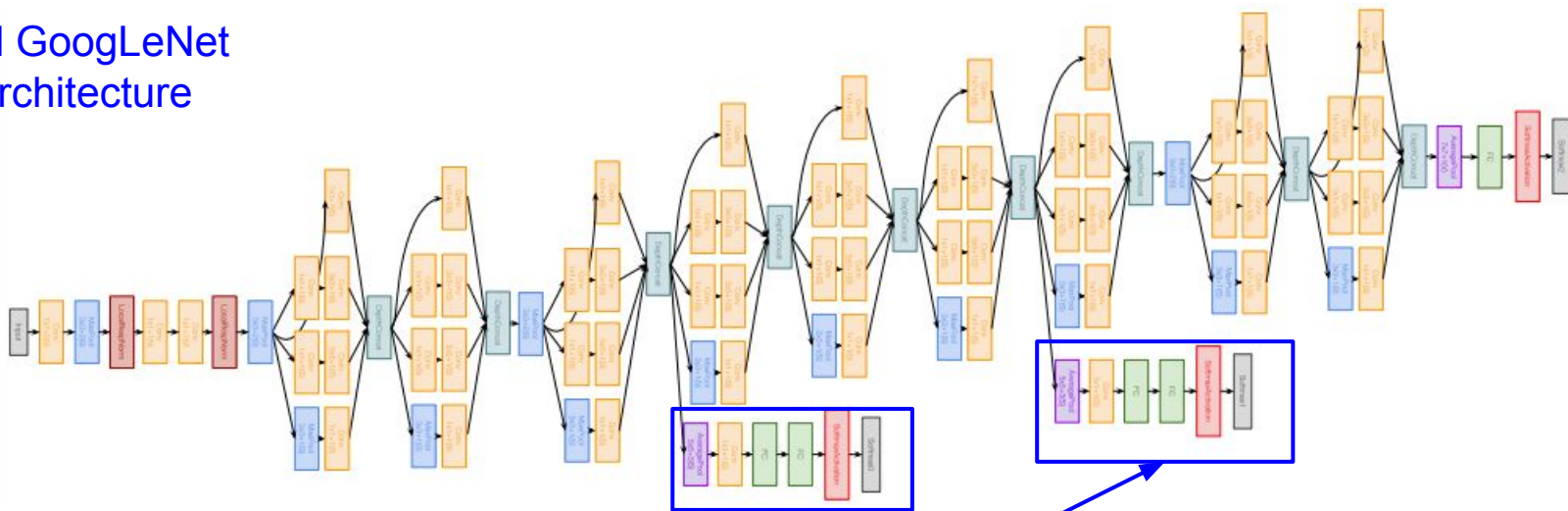


Classifier output  
(removed expensive FC layers!)

# Case Study: GoogLeNet

[Szegedy et al., 2014]

Full GoogLeNet  
architecture



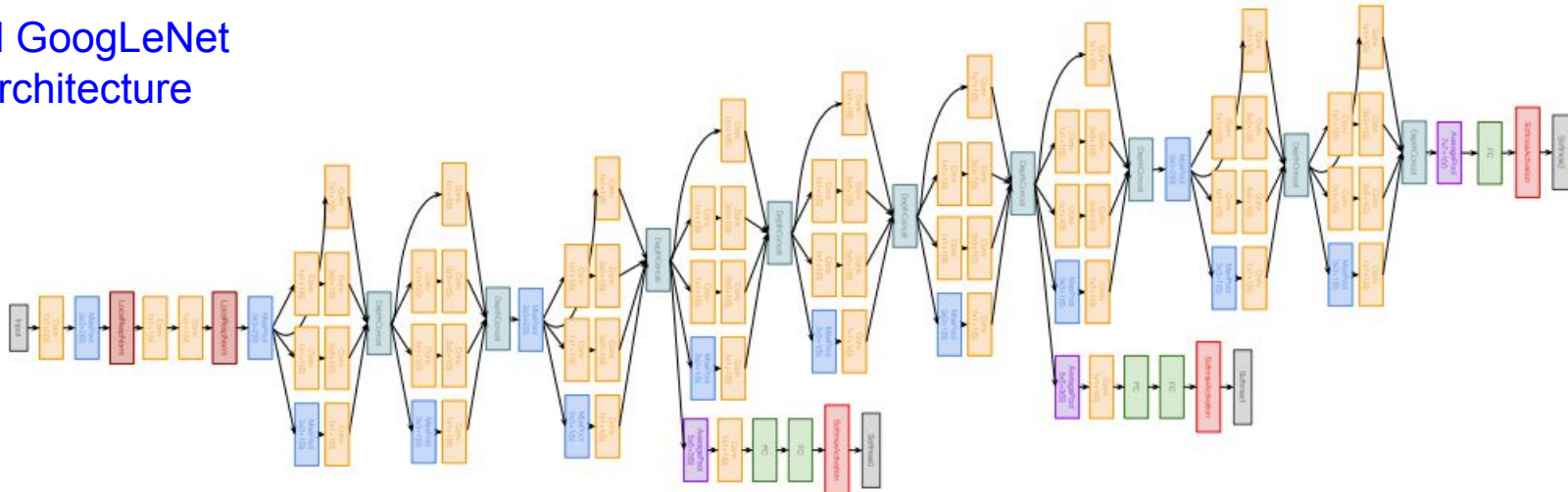
Auxiliary classification outputs to inject additional gradient at lower layers  
(AvgPool-1x1Conv-FC-FC-Softmax)



# Case Study: GoogLeNet

[Szegedy et al., 2014]

## Full GoogLeNet architecture



22 total layers with weights (including each parallel layer in an Inception module)

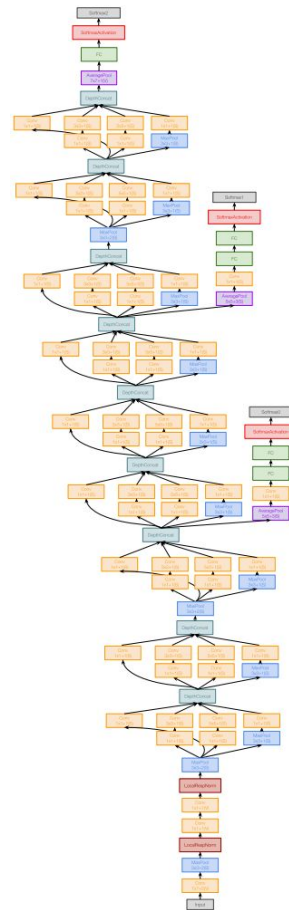
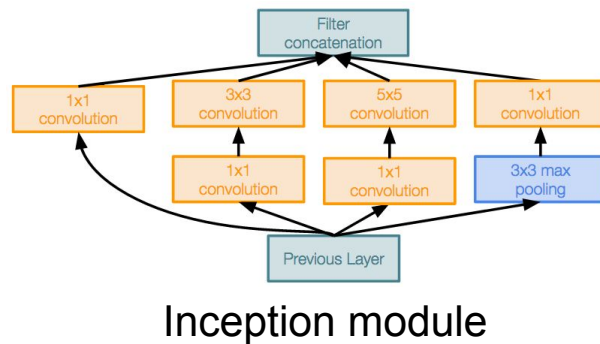


# Case Study: GoogLeNet

[Szegedy et al., 2014]

Deeper networks, with computational efficiency

- 22 layers
- Efficient “Inception” module
- No FC layers
- 12x less params than AlexNet
- ILSVRC’14 classification winner (6.7% top 5 error)



# ImageNet Large Scale Visual Recognition Challenge (ILSVRC) winners

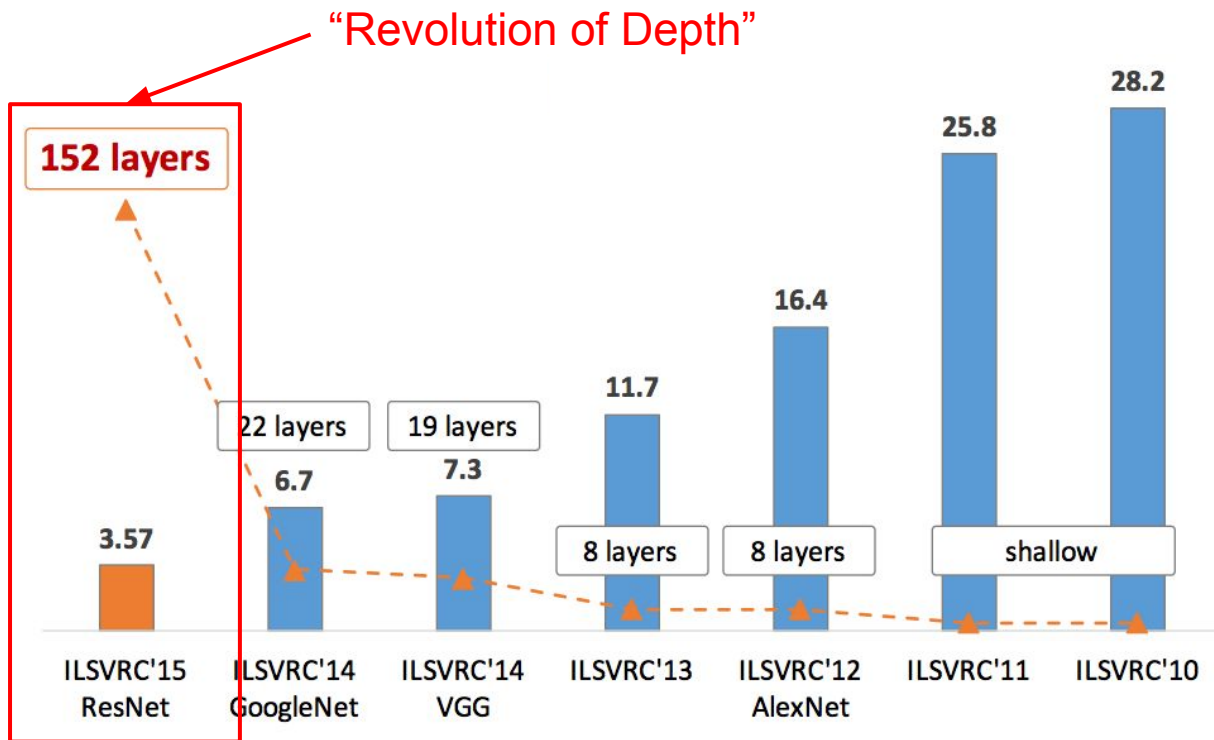


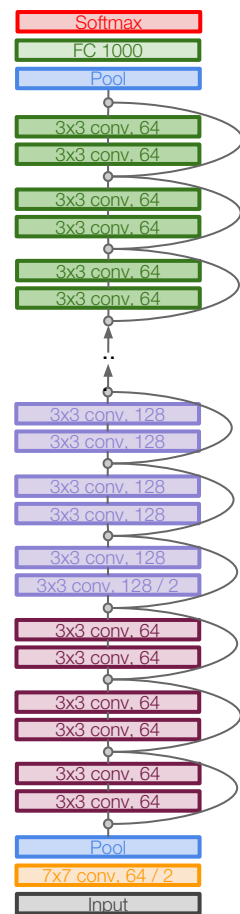
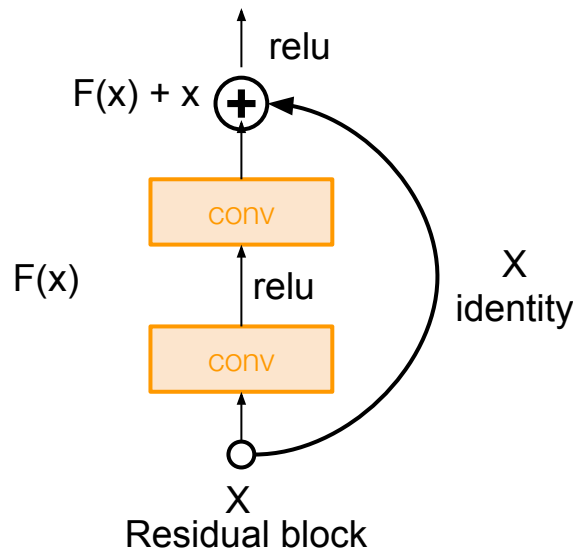
Figure copyright Kaiming He, 2016. Reproduced with permission.

# Case Study: ResNet

[He et al., 2015]

Very deep networks using residual connections

- 152-layer model for ImageNet
- ILSVRC'15 classification winner (3.57% top 5 error)
- Swept all classification and detection competitions in ILSVRC'15 and COCO'15!



# Case Study: ResNet

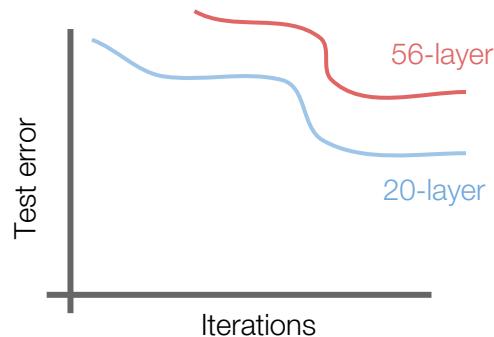
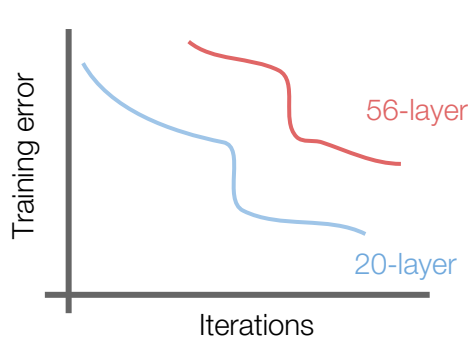
*[He et al., 2015]*

What happens when we continue stacking deeper layers on a “plain” convolutional neural network?

# Case Study: ResNet

[He et al., 2015]

What happens when we continue stacking deeper layers on a “plain” convolutional neural network?

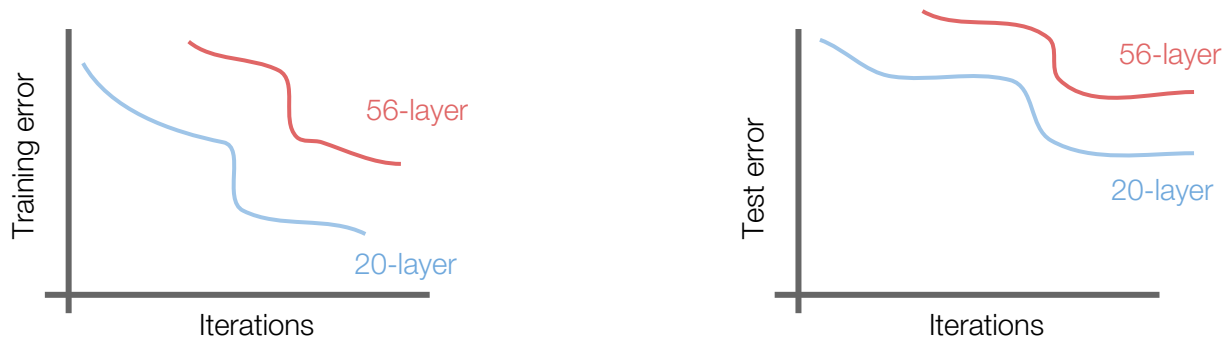


Q: What's strange about these training and test curves?  
[Hint: look at the order of the curves]

# Case Study: ResNet

[He et al., 2015]

What happens when we continue stacking deeper layers on a “plain” convolutional neural network?



56-layer model performs worse on both training and test error  
-> The deeper model performs worse, but it's not caused by overfitting!

# Case Study: ResNet

[He et al., 2015]

Hypothesis: the problem is an *optimization* problem, deeper models are harder to optimize

# Case Study: ResNet

[He et al., 2015]

Hypothesis: the problem is an *optimization* problem, deeper models are harder to optimize

The deeper model should be able to perform at least as well as the shallower model.

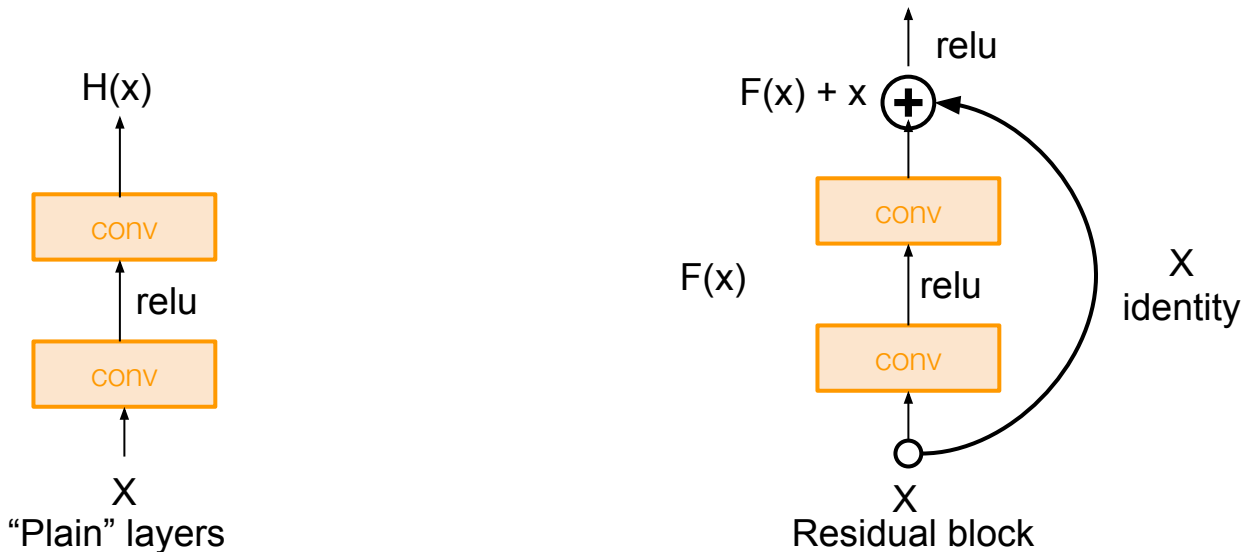
A solution by construction is copying the learned layers from the shallower model and setting additional layers to identity mapping.



# Case Study: ResNet

[He et al., 2015]

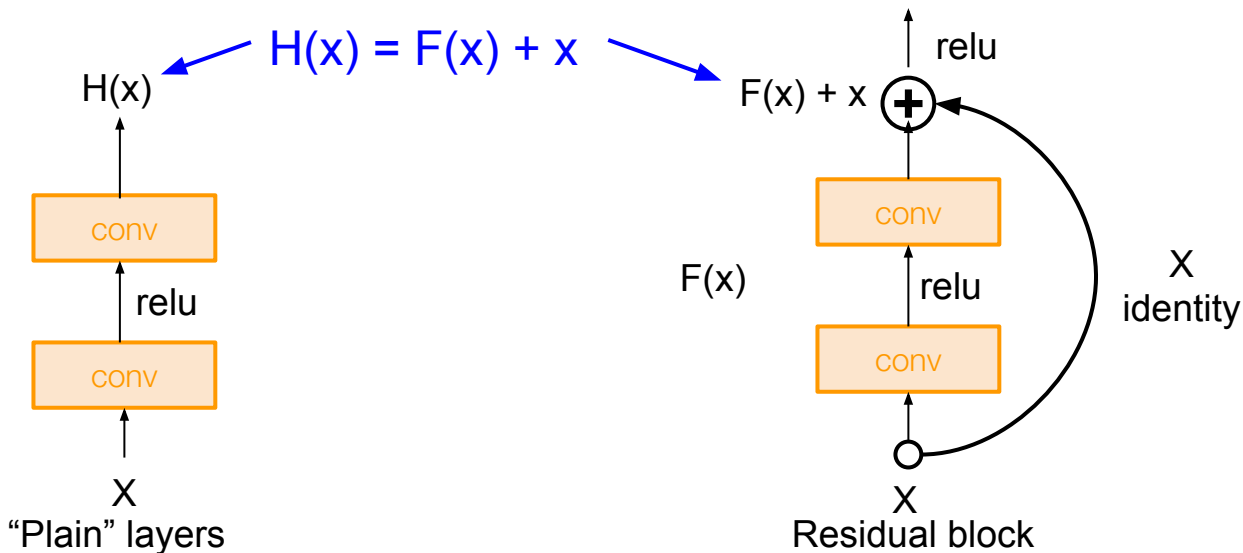
Solution: Use network layers to fit a residual mapping instead of directly trying to fit a desired underlying mapping



# Case Study: ResNet

[He et al., 2015]

Solution: Use network layers to fit a residual mapping instead of directly trying to fit a desired underlying mapping



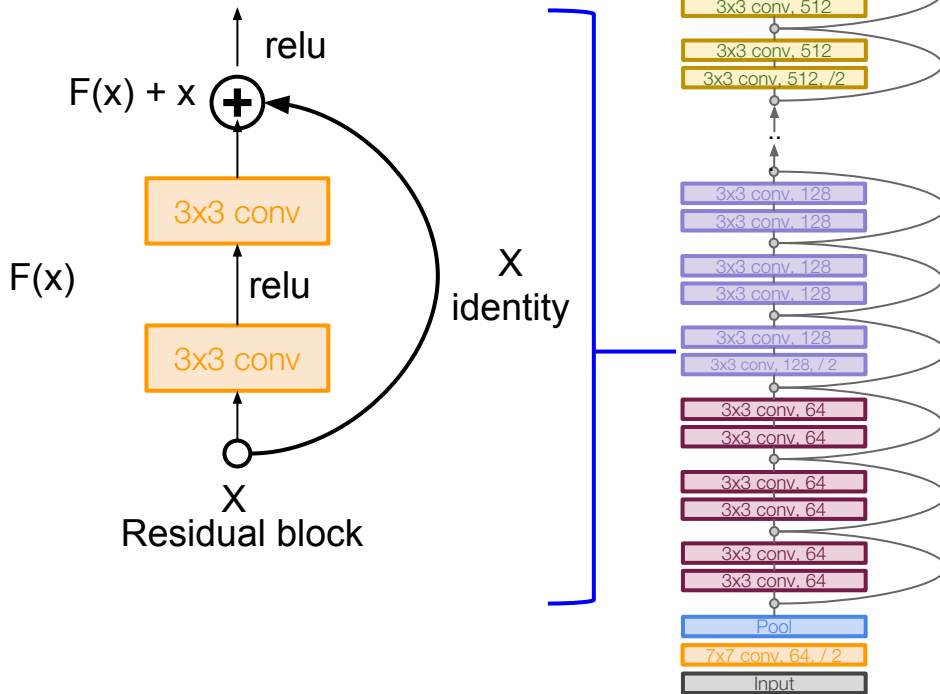
Use layers to  
fit residual  
 $F(x) = H(x) - x$   
instead of  
 $H(x)$  directly

# Case Study: ResNet

[He et al., 2015]

Full ResNet architecture:

- Stack residual blocks
- Every residual block has two 3x3 conv layers

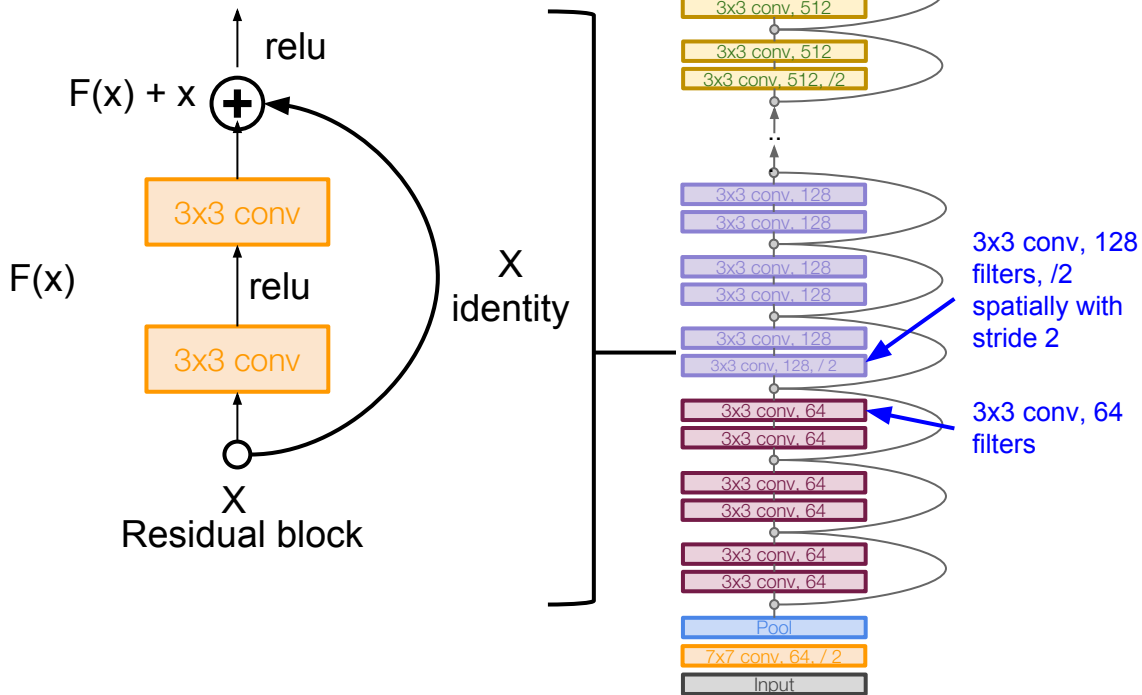


# Case Study: ResNet

[He et al., 2015]

Full ResNet architecture:

- Stack residual blocks
- Every residual block has two 3x3 conv layers
- Periodically, double # of filters and downsample spatially using stride 2 (/2 in each dimension)

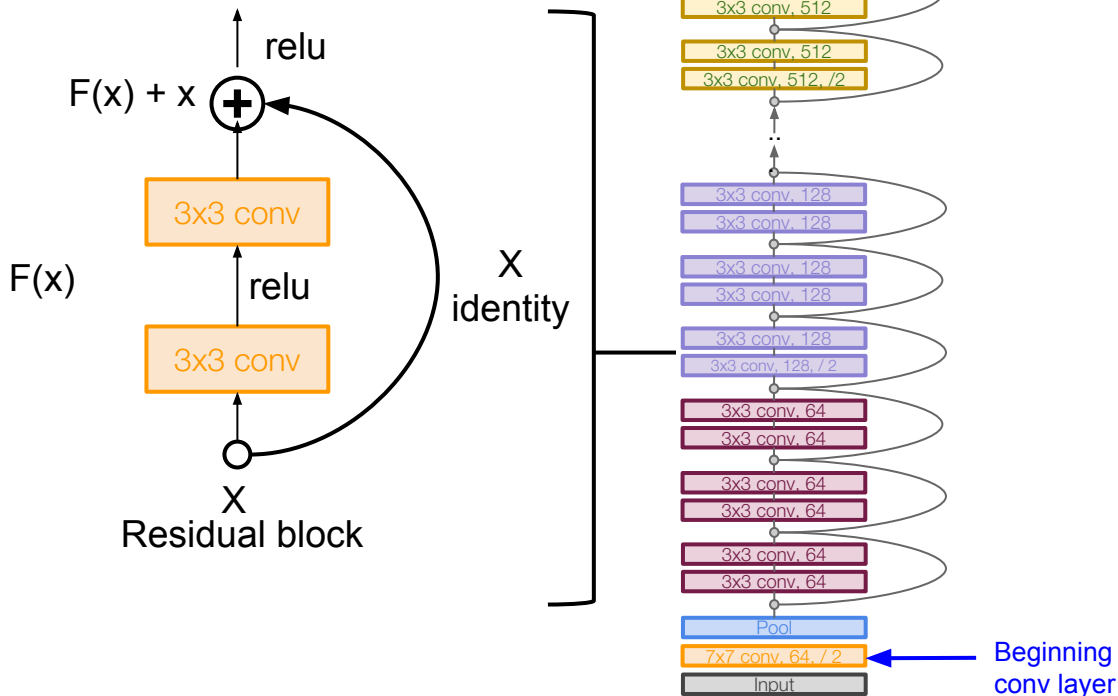


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[He et al., 2015]

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- Every residual block has two 3x3 conv layers
- Periodically, double # of filters and downsample spatially using stride 2 (/2 in each dimension)
- Additional conv layer at the beginning

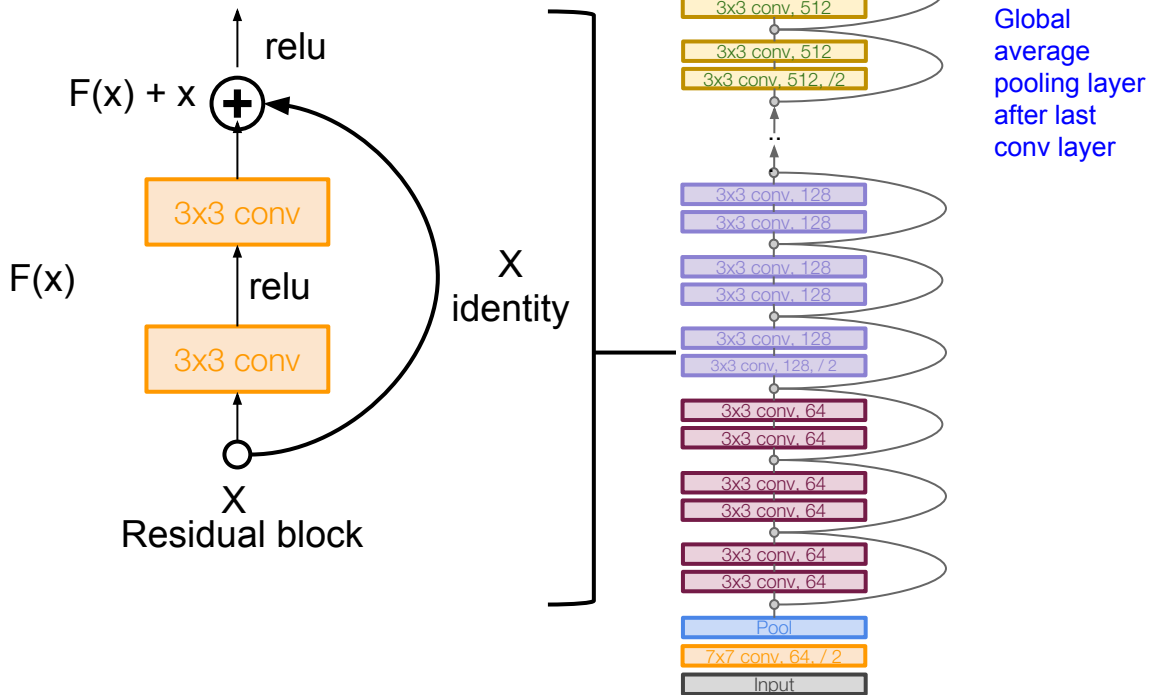


# Case Study: ResNet

[He et al., 2015]

Full ResNet architecture:

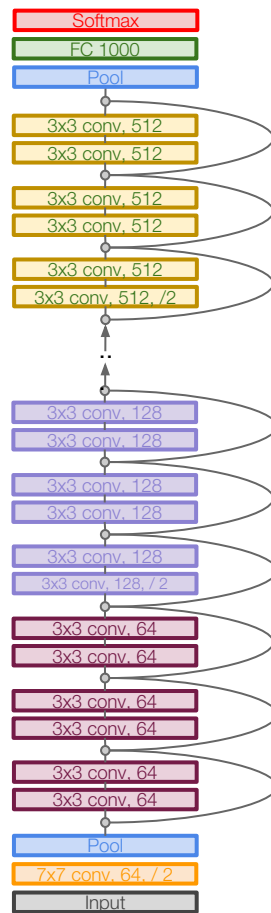
- Stack residual blocks
- Every residual block has two 3x3 conv layers
- Periodically, double # of filters and downsample spatially using stride 2 (/2 in each dimension)
- Additional conv layer at the beginning
- No FC layers at the end (only FC 1000 to output classes)



# Case Study: ResNet

[He et al., 2015]

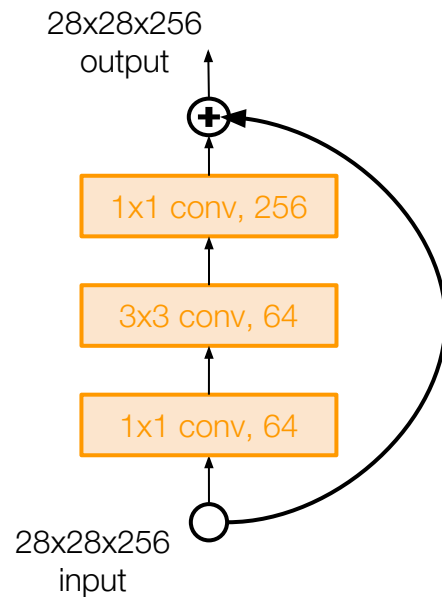
Total depths of 34, 50, 101, or  
152 layers for ImageNet



# Case Study: ResNet

[He et al., 2015]

For deeper networks  
(ResNet-50+), use “bottleneck”  
layer to improve efficiency  
(similar to GoogLeNet)

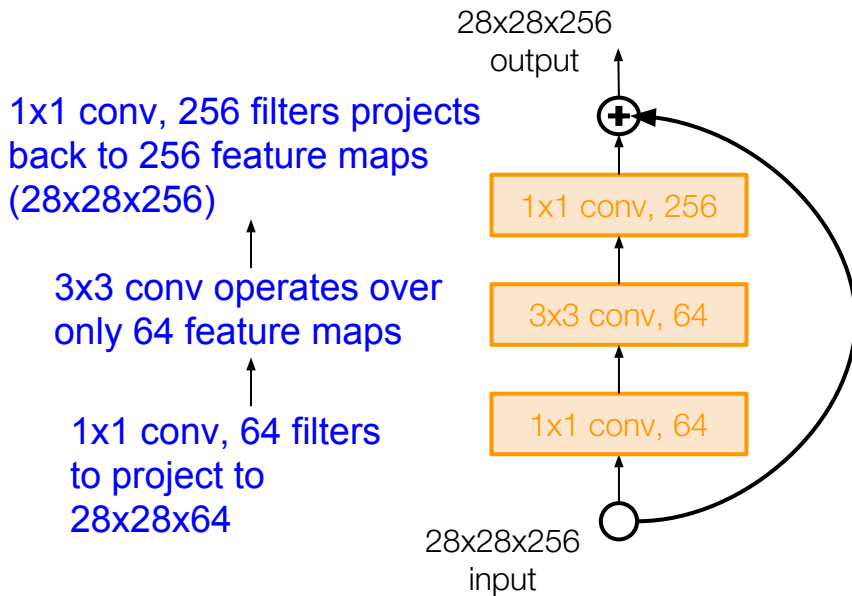




# Case Study: ResNet

[He et al., 2015]

For deeper networks  
(ResNet-50+), use “bottleneck”  
layer to improve efficiency  
(similar to GoogLeNet)



# Case Study: ResNet

*[He et al., 2015]*

Training ResNet in practice:

- Batch Normalization after every CONV layer
- Xavier/2 initialization from He et al.
- SGD + Momentum (0.9)
- Learning rate: 0.1, divided by 10 when validation error plateaus
- Mini-batch size 256
- Weight decay of  $1e-5$
- No dropout used

# Case Study: ResNet

[He et al., 2015]

## Experimental Results

- Able to train very deep networks without degrading (152 layers on ImageNet, 1202 on Cifar)
- Deeper networks now achieve lowering training error as expected
- Swept 1st place in all ILSVRC and COCO 2015 competitions

## MSRA @ ILSVRC & COCO 2015 Competitions

- **1st places in all five main tracks**

- ImageNet Classification: “Ultra-deep” (quote Yann) **152-layer** nets
- ImageNet Detection: **16%** better than 2nd
- ImageNet Localization: **27%** better than 2nd
- COCO Detection: **11%** better than 2nd
- COCO Segmentation: **12%** better than 2nd

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[He et al., 2015]

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ILSVRC 2015 classification winner (3.6% top 5 error) -- better than “human performance”! (Russakovsky 2014)

# ImageNet Large Scale Visual Recognition Challenge (ILSVRC) winners

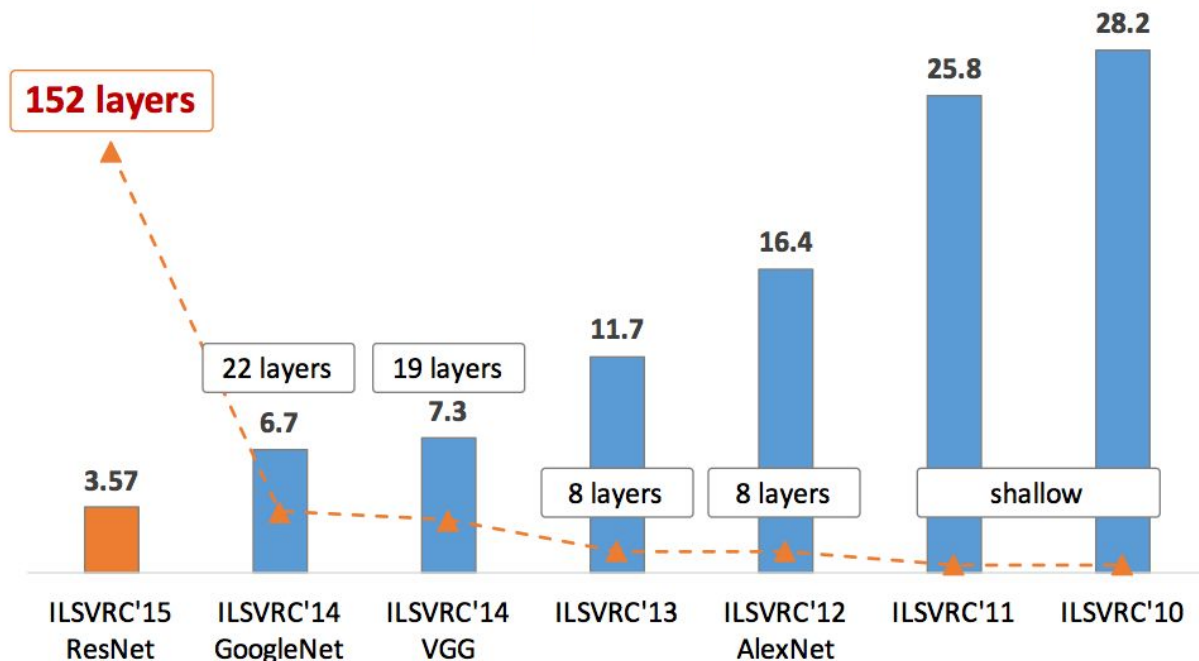
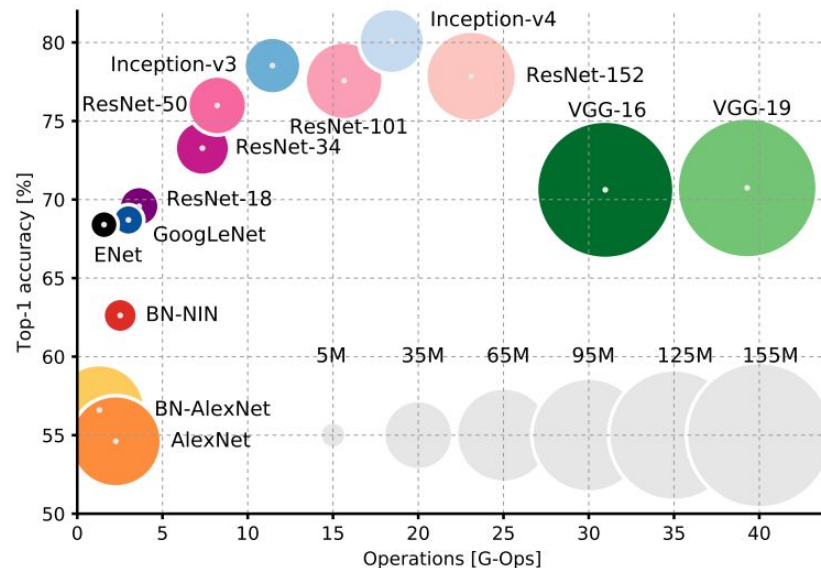
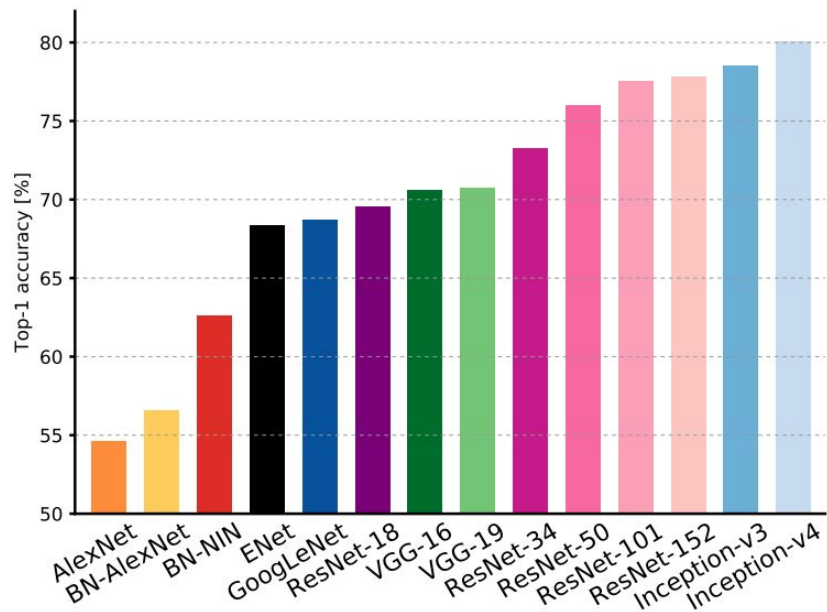


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# Comparing complexity...

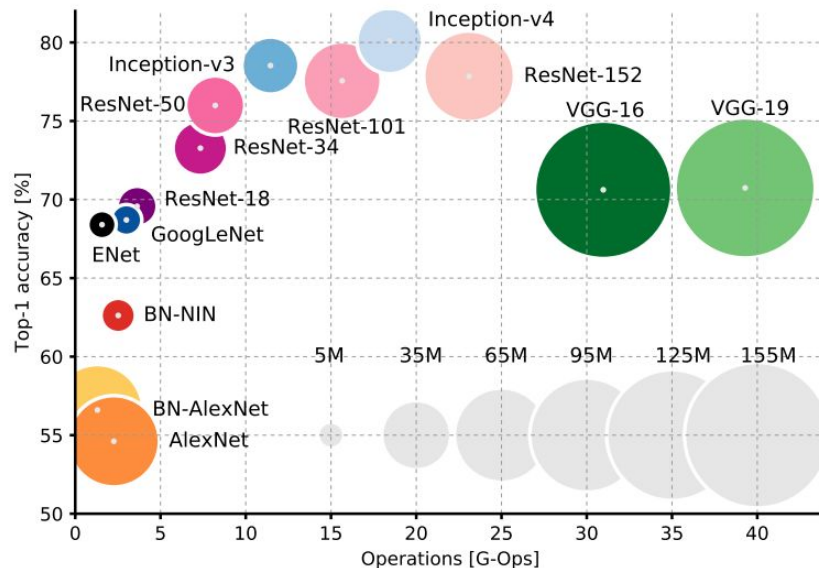
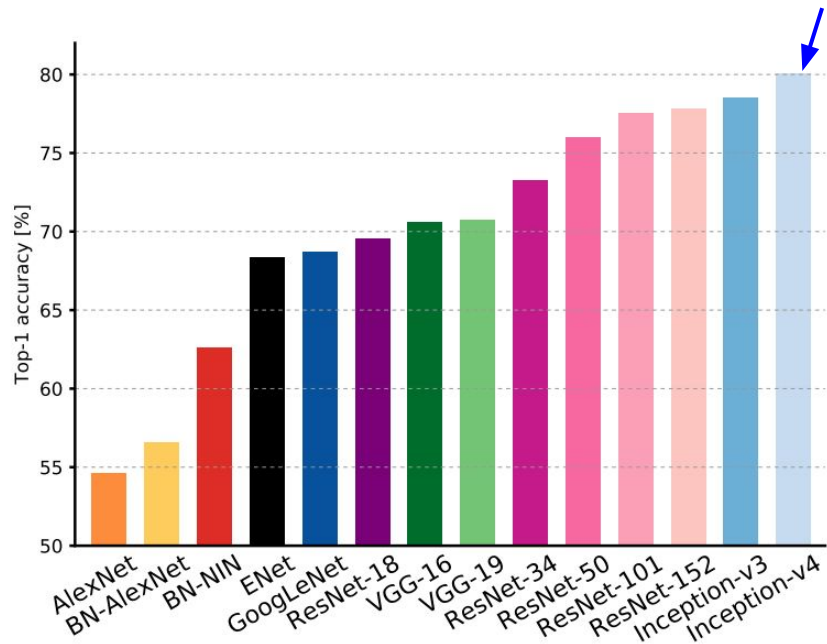


An Analysis of Deep Neural Network Models for Practical Applications, 2017.

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# Comparing complexity...

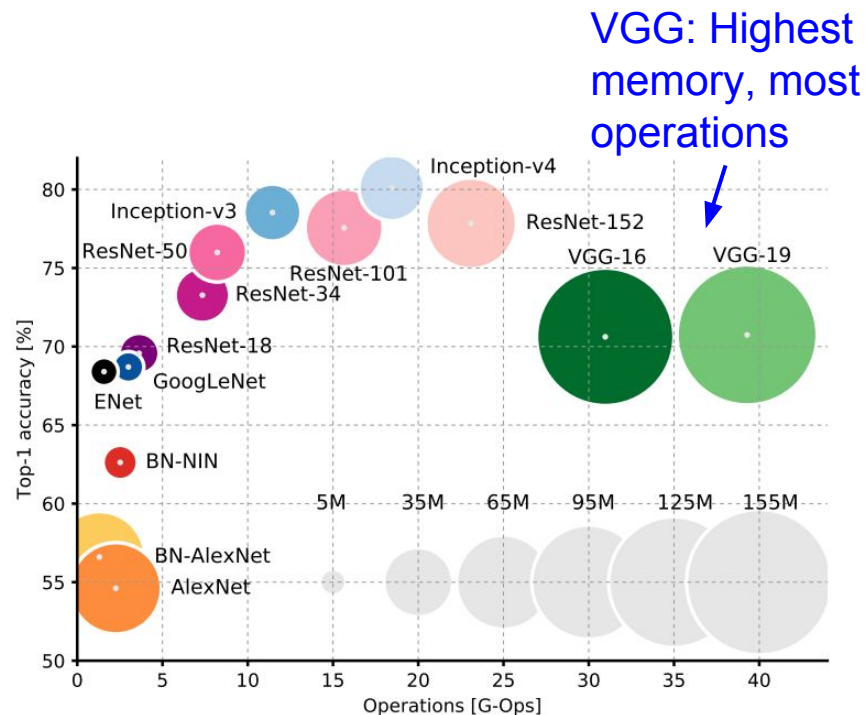
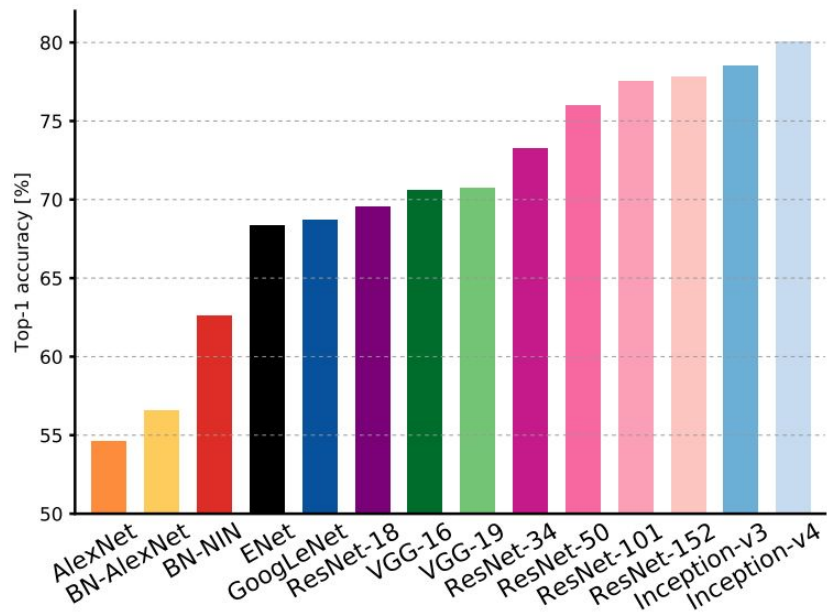
Inception-v4: Resnet + Inception!



An Analysis of Deep Neural Network Models for Practical Applications, 2017.

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# Comparing complexity...



An Analysis of Deep Neural Network Models for Practical Applications, 2017.

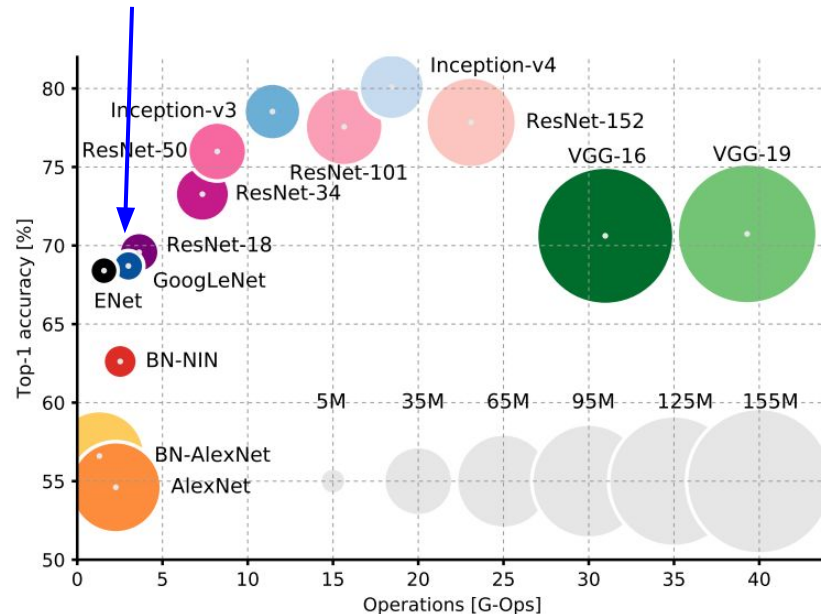
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# Comparing complexity...



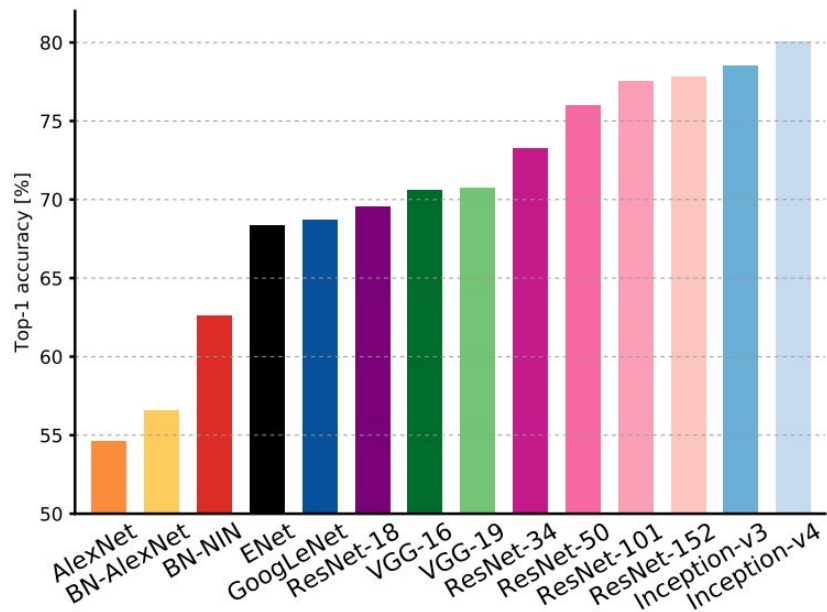
GoogLeNet:  
most efficient



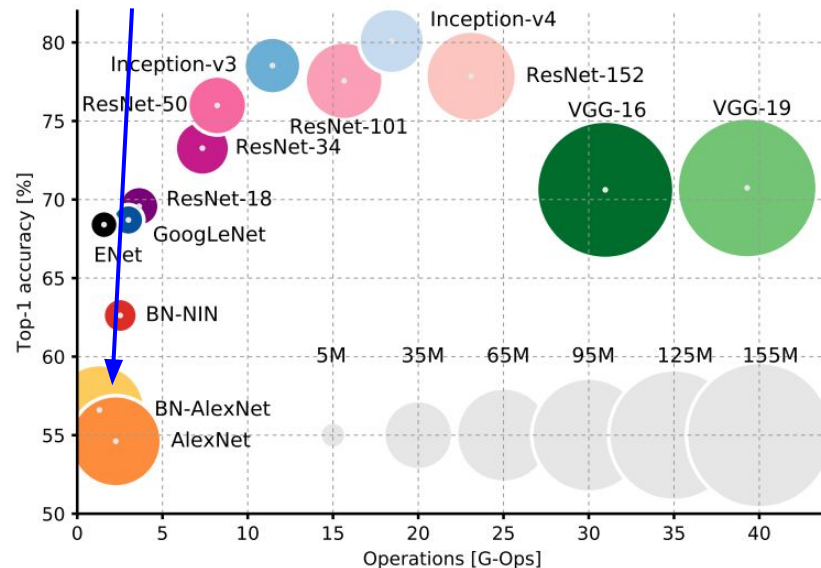
An Analysis of Deep Neural Network Models for Practical Applications, 2017.

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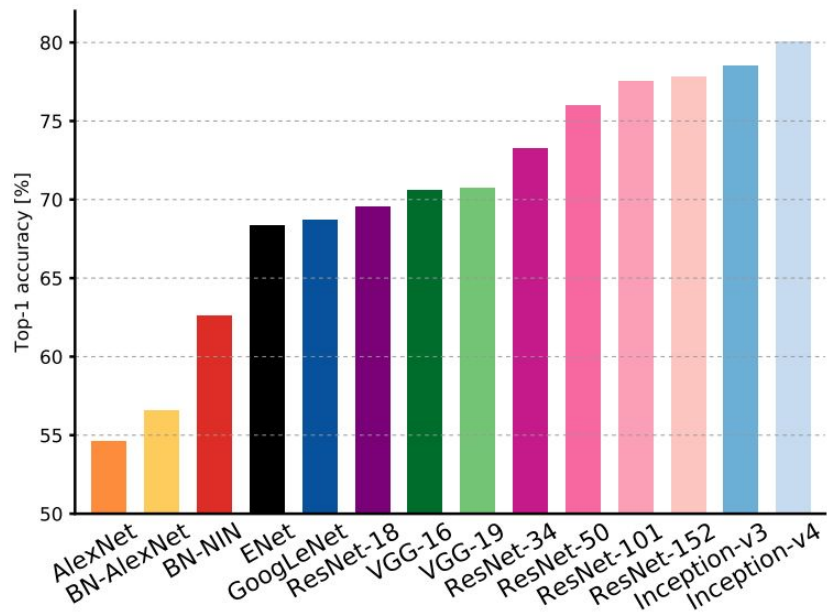
AlexNet:  
Smaller compute, still memory  
heavy, lower accuracy



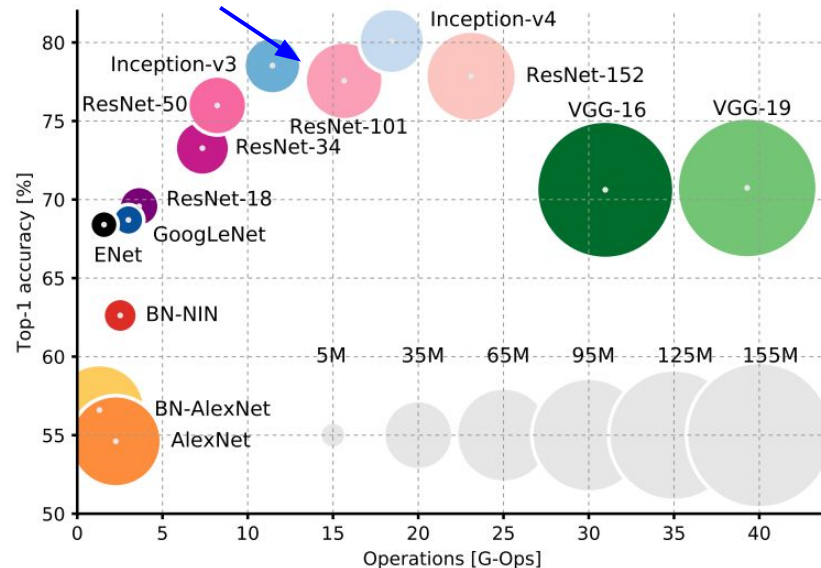
An Analysis of Deep Neural Network Models for Practical Applications, 2017.

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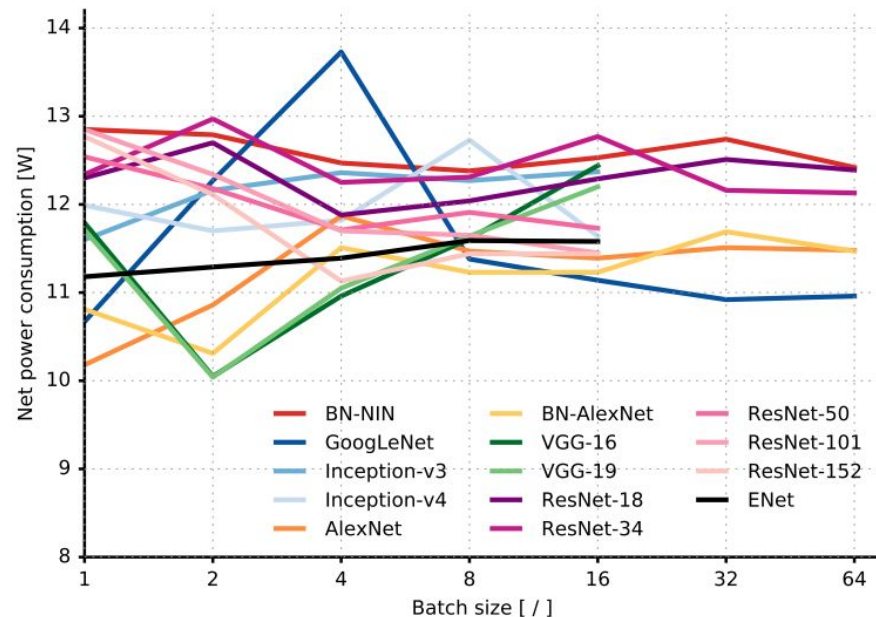
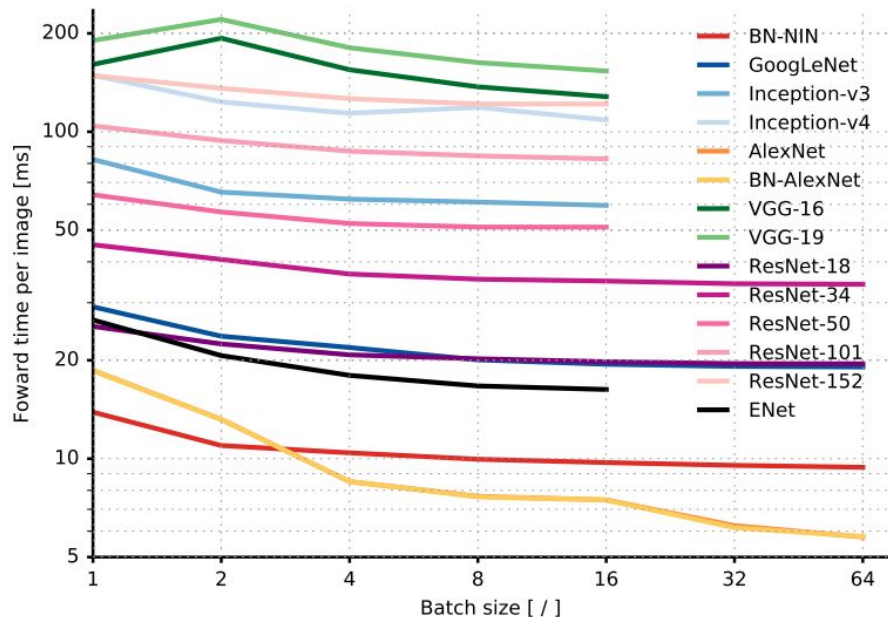
ResNet:  
Moderate efficiency depending on  
model, highest accuracy



An Analysis of Deep Neural Network Models for Practical Applications, 2017.

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# Forward pass time and power consumption



An Analysis of Deep Neural Network Models for Practical Applications, 2017.

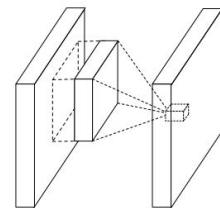
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Other architectures to know...

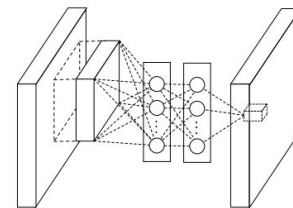
# Network in Network (NiN)

[Lin et al. 2014]

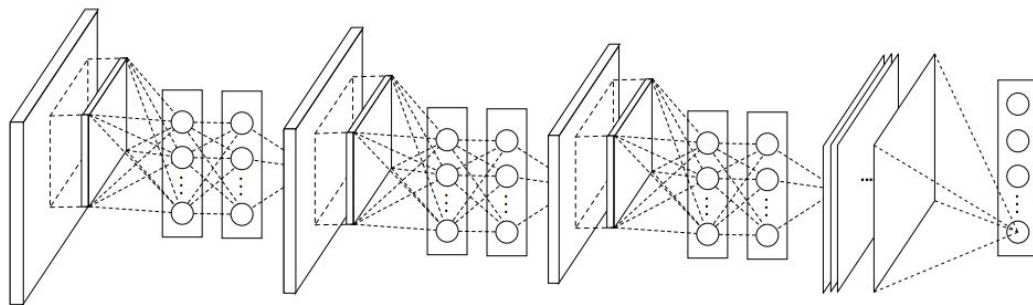
- Mlpconv layer with “micronetwork” within each conv layer to compute more abstract features for local patches
- Micronetwork uses multilayer perceptron (FC, i.e. 1x1 conv layers)
- Precursor to GoogLeNet and ResNet “bottleneck” layers
- Philosophical inspiration for GoogLeNet



(a) Linear convolution layer



(b) Mlpconv layer



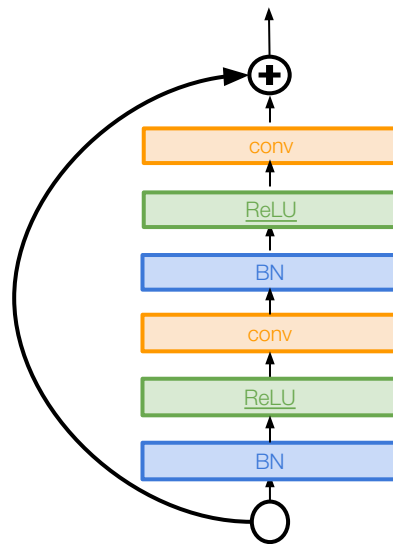
Figures copyright Lin et al., 2014. Reproduced with permission.

# Improving ResNets...

## Identity Mappings in Deep Residual Networks

[He et al. 2016]

- Improved ResNet block design from creators of ResNet
- Creates a more direct path for propagating information throughout network (moves activation to residual mapping pathway)
- Gives better performance

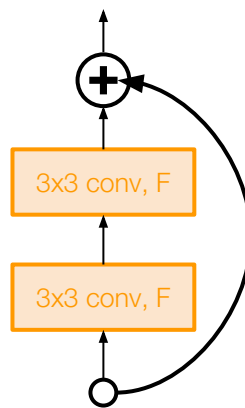


# Improving ResNets...

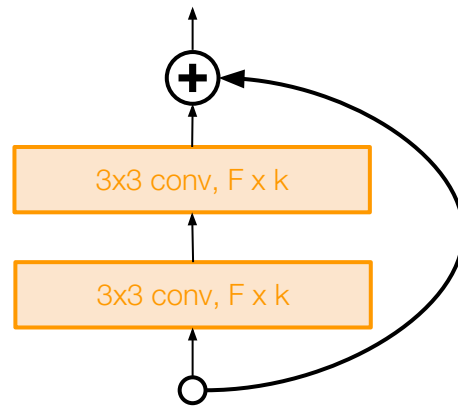
## Wide Residual Networks

[Zagoruyko et al. 2016]

- Argues that residuals are the important factor, not depth
- Use wider residual blocks ( $F \times k$  filters instead of  $F$  filters in each layer)
- 50-layer wide ResNet outperforms 152-layer original ResNet
- Increasing width instead of depth more computationally efficient (parallelizable)



Basic residual block



Wide residual block

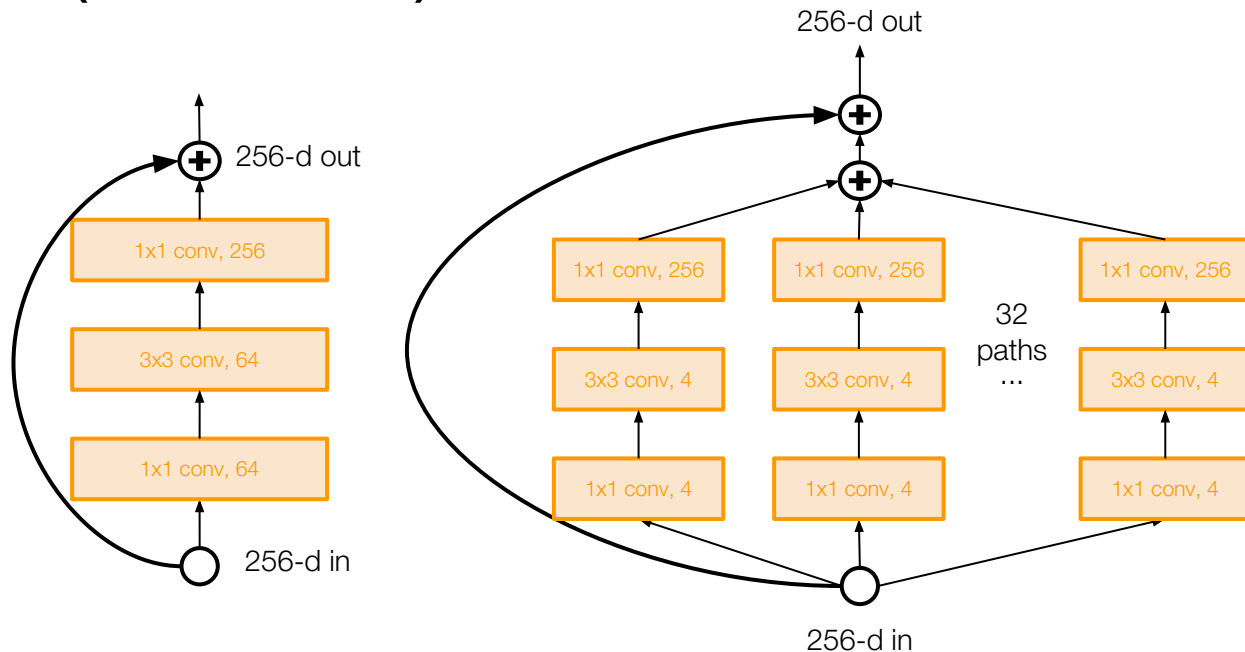


# Improving ResNets...

## Aggregated Residual Transformations for Deep Neural Networks (ResNeXt)

[Xie et al. 2016]

- Also from creators of ResNet
- Increases width of residual block through multiple parallel pathways (“cardinality”)
- Parallel pathways similar in spirit to Inception module

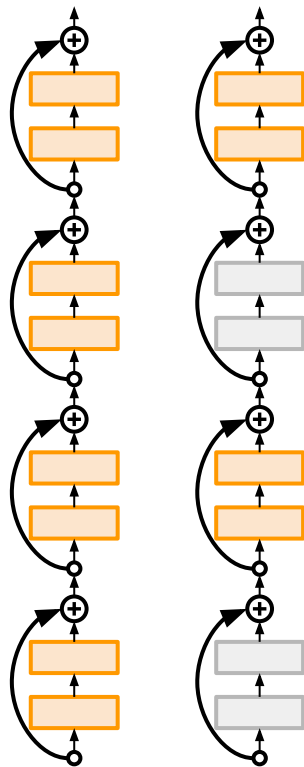


# Improving ResNets...

## Deep Networks with Stochastic Depth

[Huang et al. 2016]

- Motivation: reduce vanishing gradients and training time through short networks during training
- Randomly drop a subset of layers during each training pass
- Bypass with identity function
- Use full deep network at test time

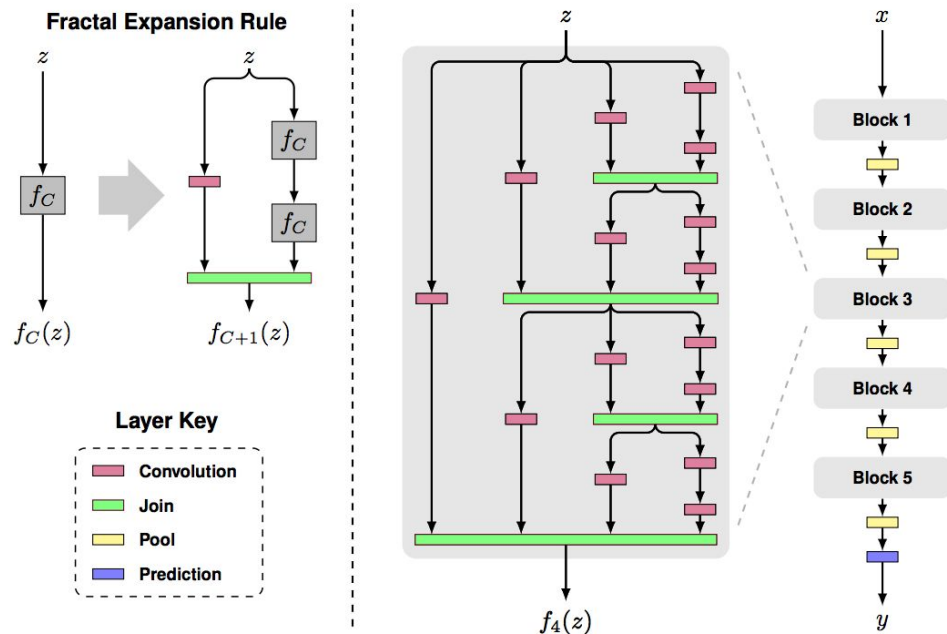


# Beyond ResNets...

## FractalNet: Ultra-Deep Neural Networks without Residuals

[Larsson et al. 2017]

- Argues that key is transitioning effectively from shallow to deep and residual representations are not necessary
- Fractal architecture with both shallow and deep paths to output
- Trained with dropping out sub-paths
- Full network at test time



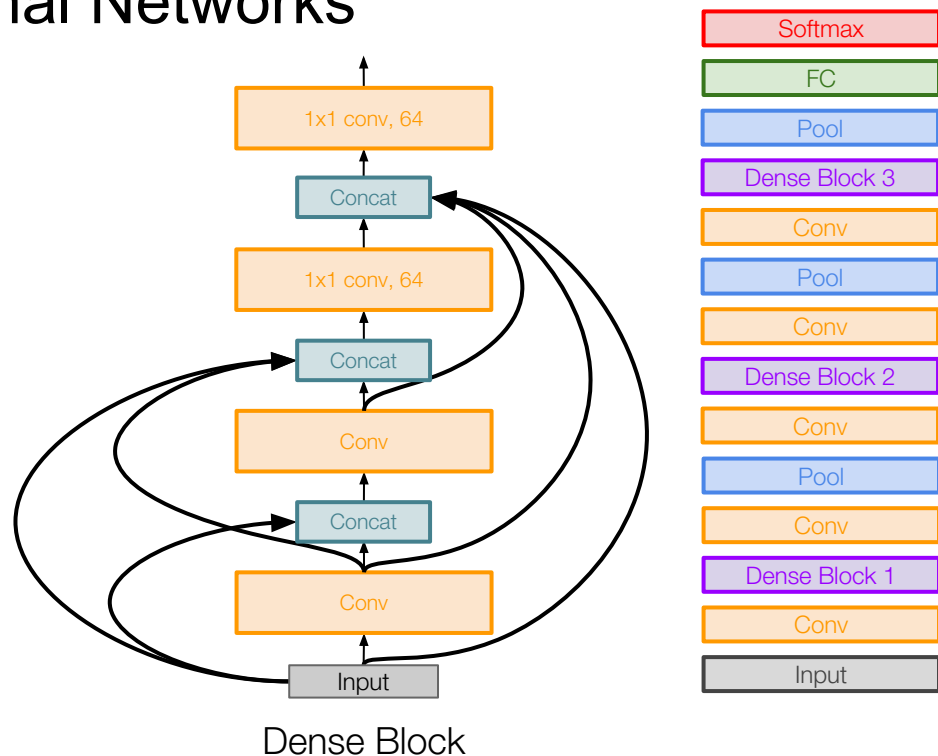
Figures copyright Larsson et al., 2017. Reproduced with permission.

# Beyond ResNets...

## Densely Connected Convolutional Networks

[Huang et al. 2017]

- Dense blocks where each layer is connected to every other layer in feedforward fashion
- Alleviates vanishing gradient, strengthens feature propagation, encourages feature reuse



# Efficient networks...

## SqueezeNet: AlexNet-level Accuracy With 50x Fewer Parameters and <0.5Mb Model Size

[Iandola et al. 2017]

- Fire modules consisting of a 'squeeze' layer with 1x1 filters feeding an 'expand' layer with 1x1 and 3x3 filters
- AlexNet level accuracy on ImageNet with 50x fewer parameters
- Can compress to 510x smaller than AlexNet (0.5Mb)

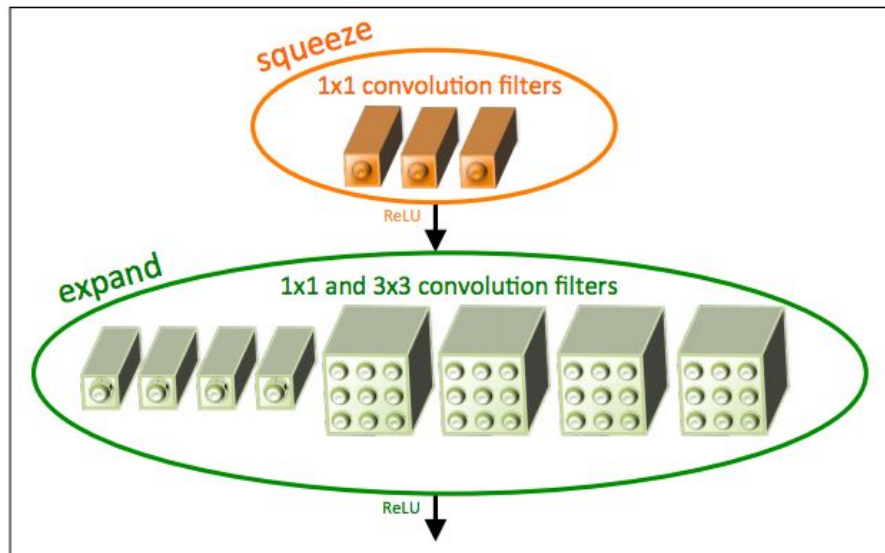


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# Summary: CNN Architectures

## Case Studies

- AlexNet
- VGG
- GoogLeNet
- ResNet

## Also....

- NiN (Network in Network)
- Wide ResNet
- ResNeXT
- Stochastic Depth
- DenseNet
- FractalNet
- SqueezeNet

# Summary: CNN Architectures

- VGG, GoogLeNet, ResNet all in wide use, available in model zoos
- ResNet current best default
- Trend towards extremely deep networks
- Significant research centers around design of layer / skip connections and improving gradient flow
- Even more recent trend towards examining necessity of depth vs. width and residual connections
- Next time: Recurrent neural networks