Convolutional Neural Networks

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Computer vision

Computer Vision Problems

Image Classification

64x64

Cat? (0/1)

Neural Style Transfer

Object detection

Deep Learning on large images

64x64 × 3

→ Cat? (0/1)

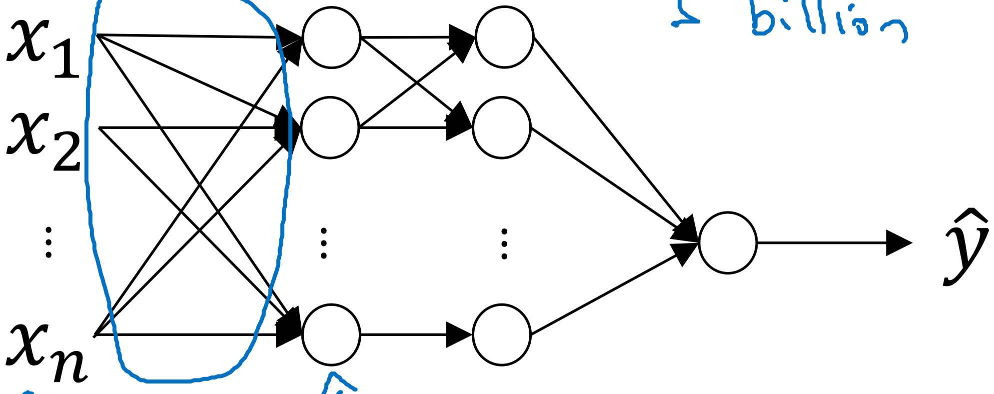
12288

1000×1000×3
= 3 million

$x \in \mathbb{R}^{3M}$

$W^{[1]}$ (1000, 3M)

3 billion



3M

1000

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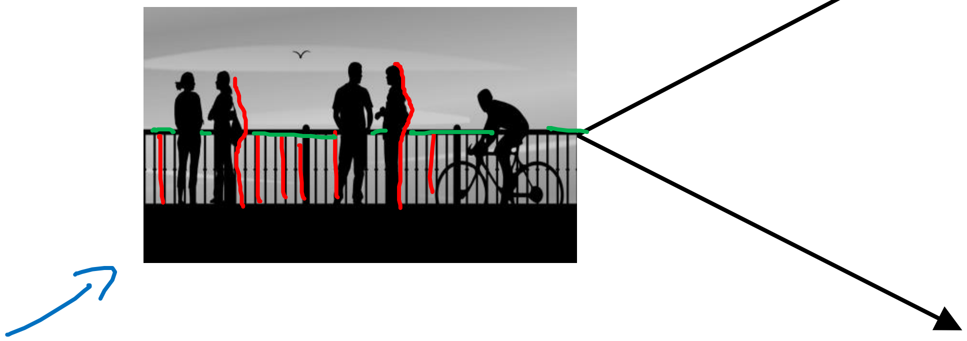
Convolutional Neural Networks

Edge detection example

Computer Vision Problem



vertical edges

horizontal edges

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Vertical edge detection

$3\times1 + 1\times1 + 2\times1 + 0\times0 + 5\times0 + 7\times0 + 1\times-1 + 8\times-1 + 2\times-1 = -5$

3	0	1	2	7	4
1	5	8	9	3	1
2	7	2	5	1	3
0	1	3	1	7	8
4	2	1	6	2	8
2	4	5	2	3	9

6×6

"convolution"

$*$

1	0	-1
1	0	-1
1	0	-1

3×3

filter
kernel

$=$

-5	-4	0	8
-10	-2	2	3
0	-2	-4	-7
-3	-2	-3	-16

4×4

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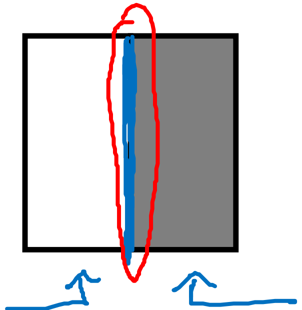
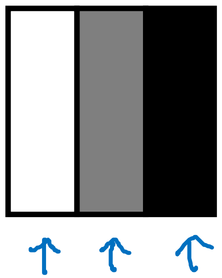
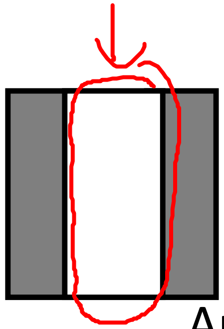
Vertical edge detection

$$\underset{6\times 6}{\begin{bmatrix} 10 & 10 & 10 & 0 & 0 & 0 \\ 10 & 10 & 10 & 0 & 0 & 0 \\ 10 & 10 & 10 & 0 & 0 & 0 \\ 10 & 10 & 10 & 0 & 0 & 0 \\ 10 & 10 & 10 & 0 & 0 & 0 \\ 10 & 10 & 10 & 0 & 0 & 0 \end{bmatrix}} * \underset{3\times 3}{\begin{bmatrix} 1 & 0 & -1 \\ 1 & 0 & -1 \\ 1 & 0 & -1 \end{bmatrix}} = \underset{4\times 4}{\begin{bmatrix} 0 & 30 & 30 & 0 \\ 0 & 30 & 30 & 0 \\ 0 & 30 & 30 & 0 \\ 0 & 30 & 30 & 0 \end{bmatrix}}$$



*





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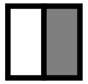
More edge detection

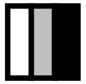
Vertical edge detection examples

10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0



*

1	0	-1
1	0	-1
1	0	-1



=

0	30	30	0
0	30	30	0
0	30	30	0
0	30	30	0

0	0	0	10	10	10
0	0	0	10	10	10
0	0	0	10	10	10
0	0	0	10	10	10
0	0	0	10	10	10
0	0	0	10	10	10

*

1	0	-1
1	0	-1
1	0	-1

=

0	-30	-30	0
0	-30	-30	0
0	-30	-30	0
0	-30	-30	0

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Vertical and Horizontal Edge Detection

1	0	-1
1	0	-1
1	0	-1

Vertical

1	1	1
0	0	0
-1	-1	-1

Horizontal

10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
0	0	0	10	10	10
0	0	0	10	10	10
0	0	0	10	10	10

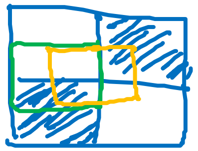
6 x 6

*

1	1	1
0	0	0
-1	-1	-1

=

0	0	0	0
30	10	-10	-30
30	10	-10	-30
0	0	0	0



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Learning to detect edges

1	0	-1
1	0	-1
1	0	-1

1	0	-1
2	0	-2
1	0	-1

Sobel filter

3	0	-3
10	0	-10
3	0	-3

Scharr filter

3	0	1	2	7	4
1	5	8	9	3	1
2	7	2	5	1	3
0	1	3	1	7	8
4	2	1	6	2	8
2	4	5	2	3	9

convolution

$*$

w_1	w_2	w_3
w_4	w_5	w_6
w_7	w_8	w_9

3x3

=

45°
70°
73°

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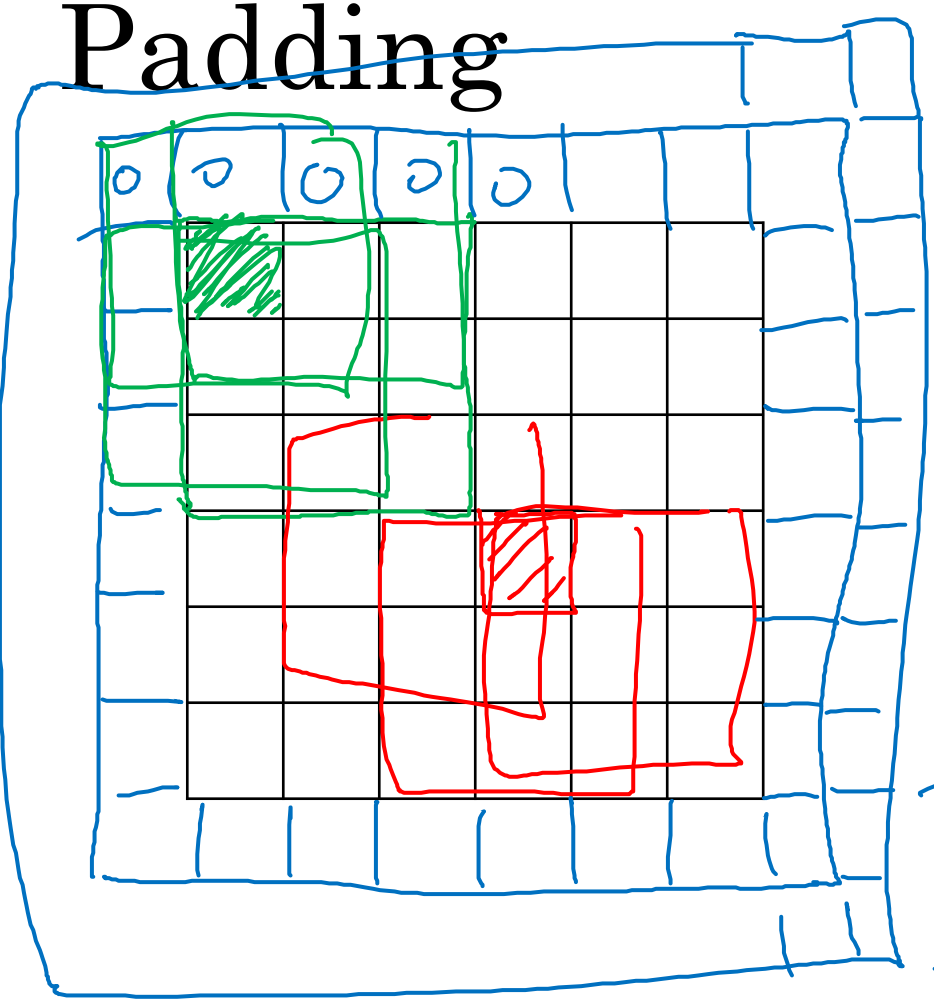
Convolutional Neural Networks

Padding

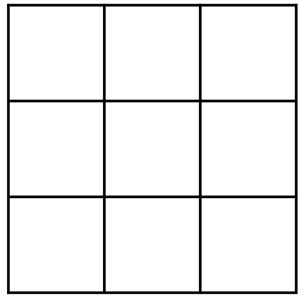
Padding

- shrinky output
- throw away info from edge



p=2

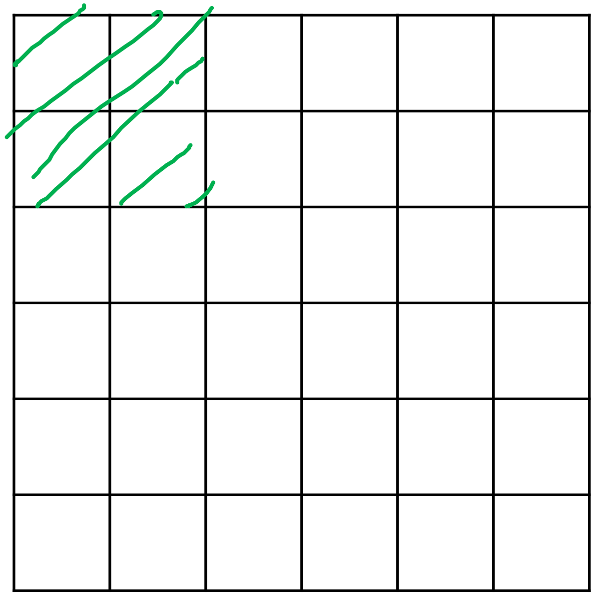
$*$



3×3

f×f

$=$



6×6

~~4×4~~

$6 \times 6 \rightarrow 8 \times 8$

$n \times n$

$n-f+1 \times n-f+1$

$6-3+1=4$

p = padding = 1

$n+2p-f+1 \times n+2p-f+1$

$6+2-3+1 \times \_\_ = 6 \times 6$

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Valid and Same convolutions

→ no padding

"Valid": $n \times n \quad * \quad f \times f \longrightarrow n-f+1 \times n-f+1$

$6 \times 6 \quad * \quad 3 \times 3 \longrightarrow 4 \times 4$

"Same": Pad so that output size is the same as the input size.

$n+2p-f+1 \times n+2p-f+1$

$\cancel{n}+2p-f+1 = \cancel{n} \Rightarrow \boxed{p = \frac{f-1}{2}}$

$3 \times 3 \quad p = \frac{3-1}{2} = 1 \quad | \quad 5 \times 5 \quad p = 2$

$f=5$

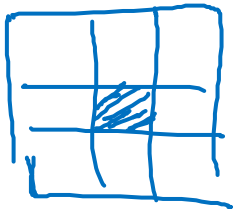
f is usually odd

1×1

3×3

5×5

7×7



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Convolutional Neural Networks

Strided convolutions

Strided convolution

2 3	3 4	7 3	4 4	6 3	2 4	9 4
6 1	6 0	9 1	8 0	7 1	4 0	3 2
3 -3	4 4	8 3	3 4	8 3	9 4	7 4
7 1	8 0	3 1	6 0	6 1	3 0	4 2
4 -3	2 4	1 3	8 4	3 3	4 4	6 4
3 1	2 0	4 1	1 0	9 1	8 0	3 2
0 -1	1 0	3 -1	9 0	2 -1	1 0	4 3

7×7

*

3	4	4
1	0	2
-1	0	3

3×3

=

91	100	83
69	91	127
44	72	74

3×3

stride = 2

$\lfloor z \rfloor = \text{floor}(z)$

$n \times n \quad * \quad f \times f$

padding p $\quad$ stride s

$s = 2$

$$\left\lfloor \frac{n+2p-f}{s} + 1 \right\rfloor \times \left\lfloor \frac{n+2p-f}{s} + 1 \right\rfloor$$

$$\frac{7+0-3}{2} + 1 = \frac{4}{2} + 1 = 3$$

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Summary of convolutions

$n \times n$ image $\quad\quad f \times f$ filter

padding $p \quad\quad$ stride s

Output size:

$$\left\lfloor \frac{n+2p-f}{s} + 1 \right\rfloor \quad \times \quad \left\lfloor \underbrace{\frac{n+2p-f}{s}}_{} + 1 \right\rfloor$$

Technical note on cross-correlation vs. convolution

Convolution in math textbook:

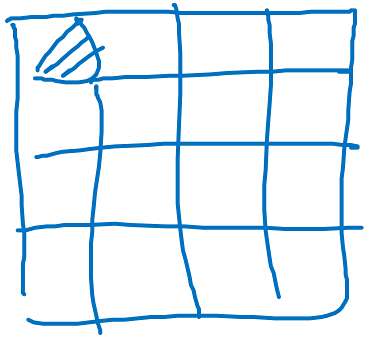
2 7	3 2	7 5	4	6	2
6 9	6 0	9 4	8	7	4
3 -1	4 1	8 3	3	8	9
7	8	3	6	6	3
4	2	1	8	3	4
3	2	4	1	9	8

*

3	4	5
1	0	2
-1	9	7

7	2	5
9	0	4
-1	1	3

=



$$(A*B)*C = A*(B*C)$$

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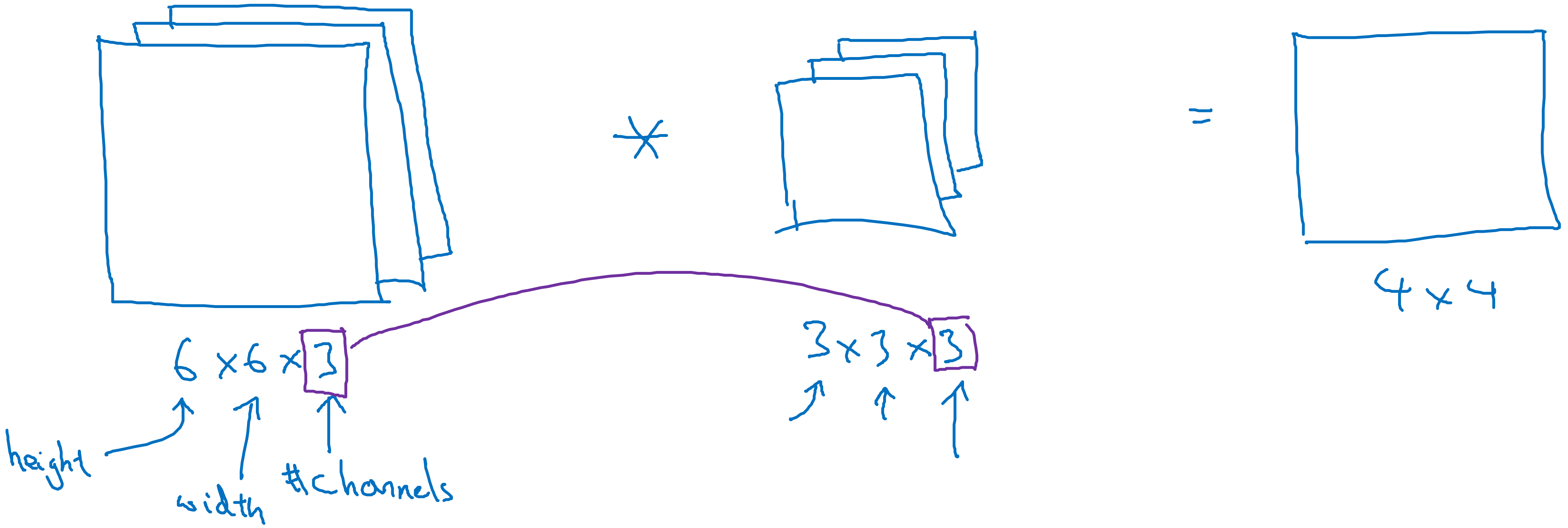
Convolutional Neural Networks

Convolutions over volumes

Convolutions on RGB images



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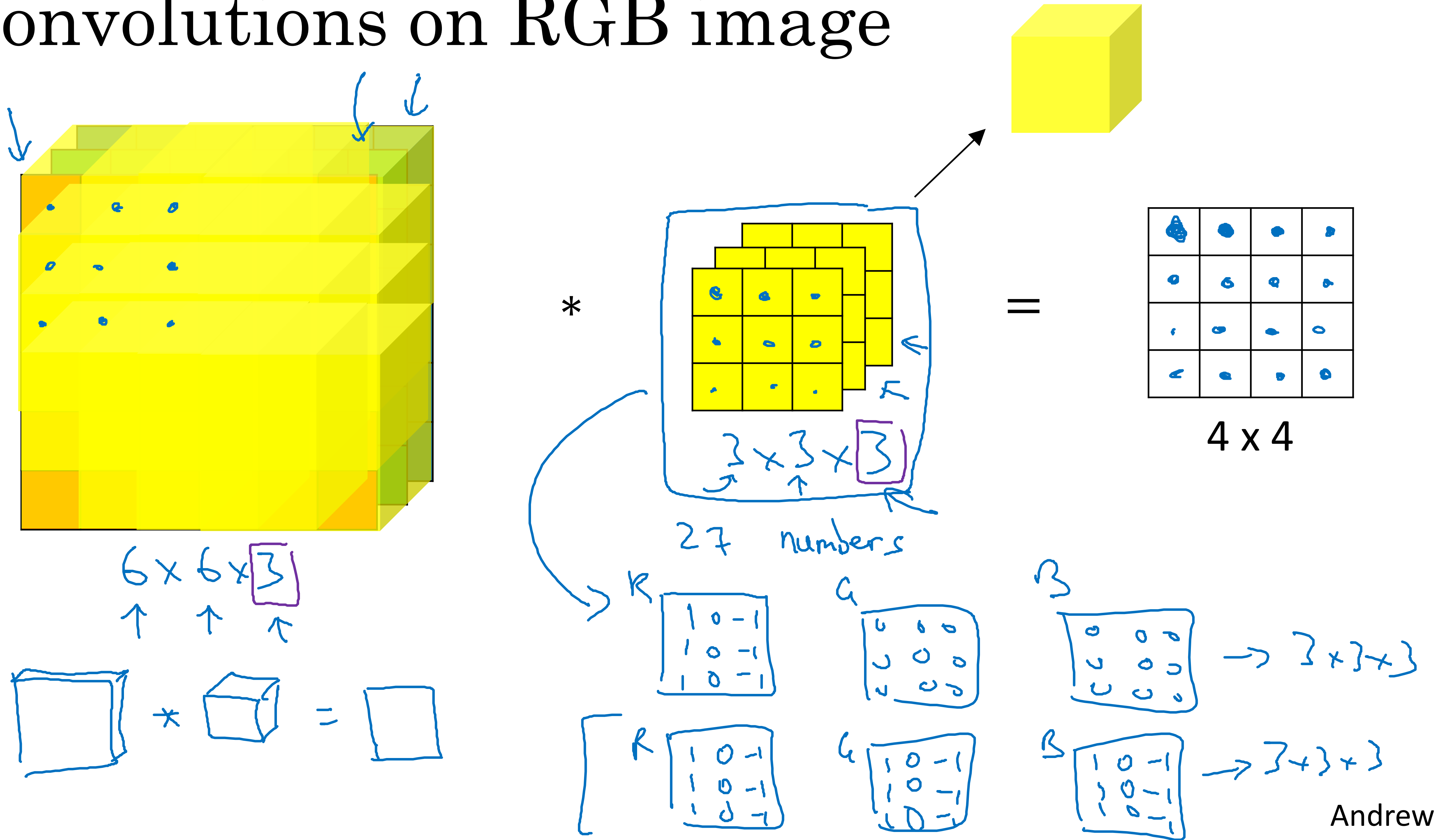
Convolutions on RGB image



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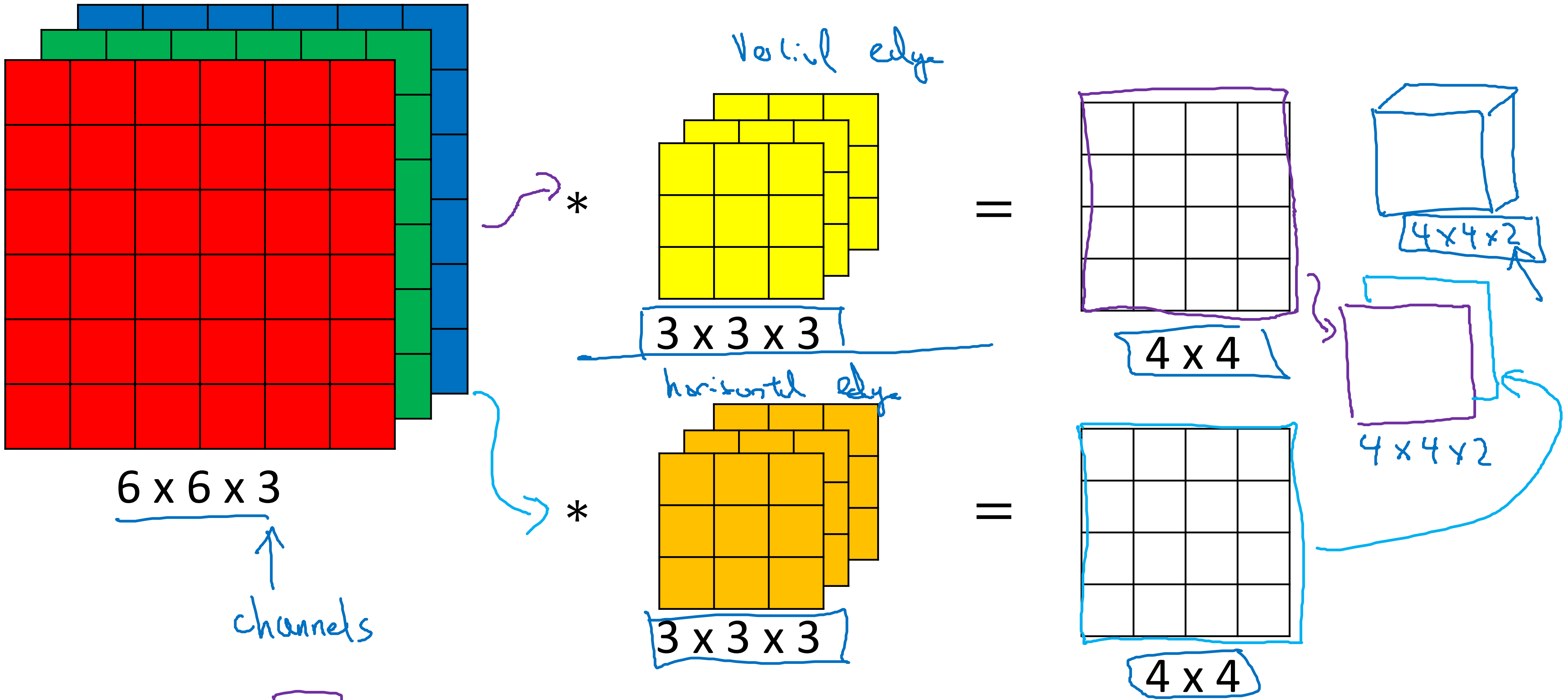
Multiple filters



Summary: $n \times n \times \boxed{n_c} \;*\; f \times f \times \boxed{n_c} \longrightarrow n-f+1 \times n-f+1 \times n_c'$

$6 \times 6 \times 3 \qquad 3 \times 3 \times 3 \qquad 4 \times 4 \times 2$ ← # filters

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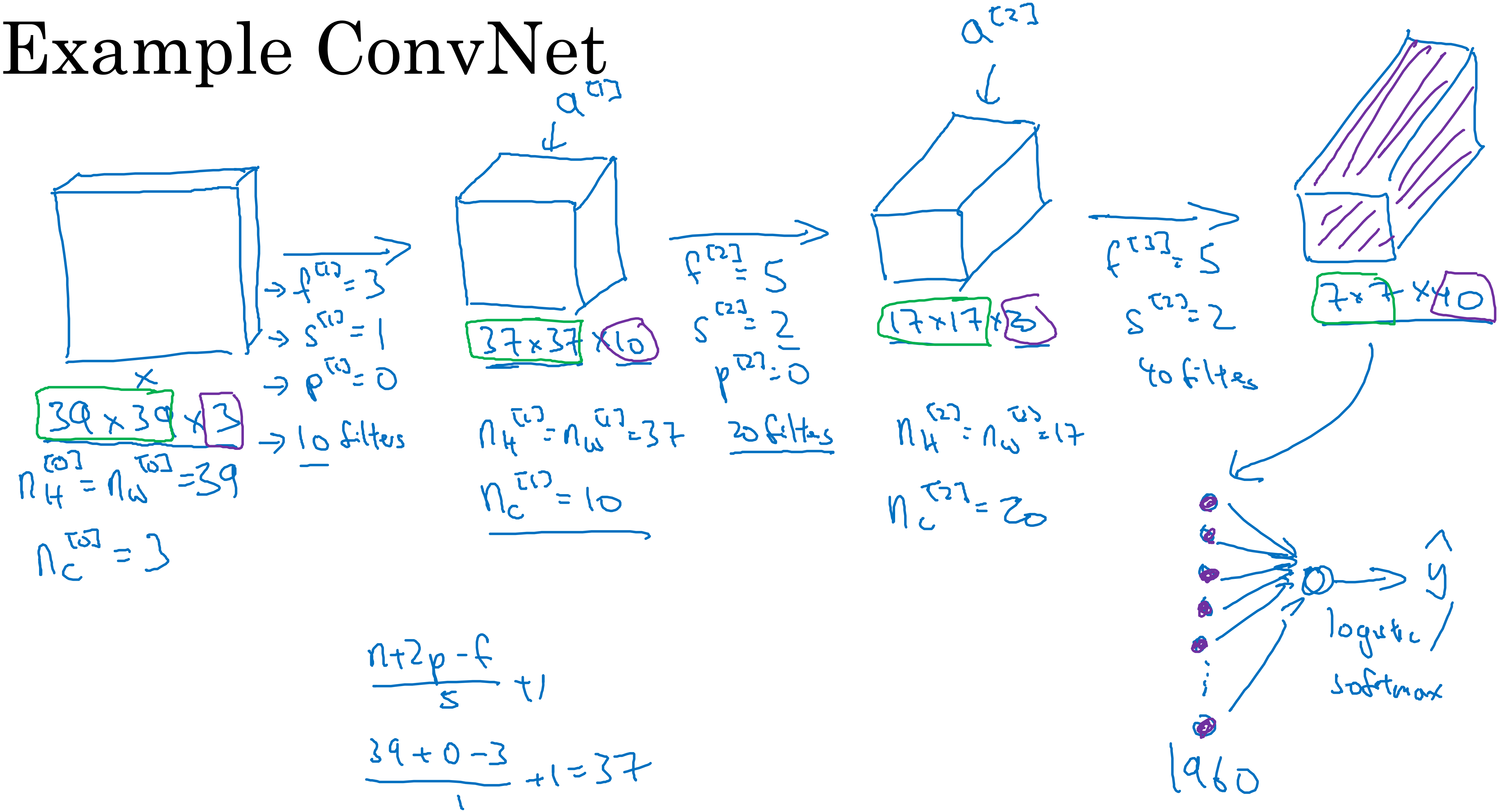
Convolutional Neural Networks

A simple convolution network example

Example ConvNet



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Types of layer in a convolutional network:

- Convolution (CONV)
- Pooling (POOL)
- Fully connected (FC)

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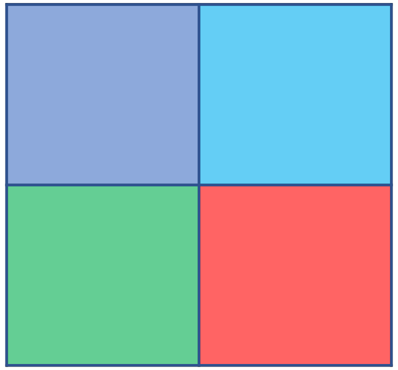
Pooling layers

Pooling layer: Max pooling

1	3	2	1
2	9	1	1
1	3	2	3
5	6	1	2



Pooling layer: Max pooling

1	3	2	1	3
2	9	1	1	5
1	3	2	3	2
8	3	5	1	0
5	6	1	2	9

$5 \times 5 \times \cancel{1}\ n_c$

9	9	5
9	9	5
8	6	9

$3 \times 3 \times \cancel{1}\ n_c$

$\boxed{f = 3 \quad s = 1}$

$$\left\lfloor \frac{n+2p-f}{s} + 1 \right\rfloor$$

Pooling layer: Average pooling

1	3	2	1
2	9	1	1
1	4	2	3
5	6	1	2

$\longrightarrow$

3.75	1.25
4	2

$f = 2$

$s = 2$

$7 \times 7 \times 1000 \longrightarrow 1 \times 1 \times 1000$

Summary of pooling

Hyperparameters:

f : filter size

s : stride

Max or average pooling

$f=2, s=2$

$f=3, s=2$

→ ~~p: padding.~~

No parameters to learn!

$$n_H \times n_W \times n_c$$

$$\downarrow$$

$$\left\lfloor \frac{n_H - f}{s} + 1 \right\rfloor \times \left\lfloor \frac{n_W - f}{s} + 1 \right\rfloor$$

$$\times n_c$$

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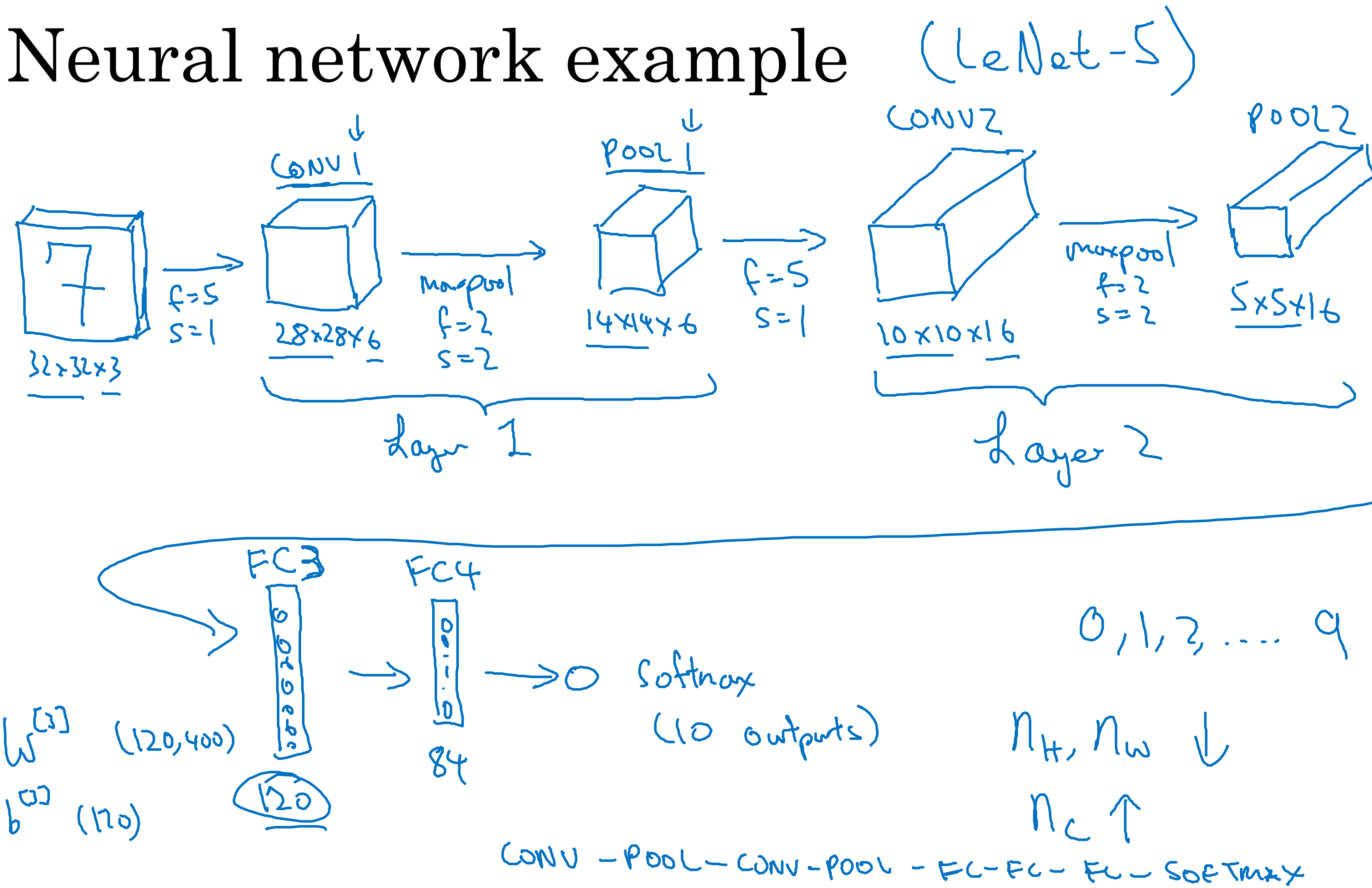
Convolutional Neural Networks

Convolutional neural network example

Neural network example



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Neural network example

	Activation shape	Activation Size	# parameters
Input:	(32,32,3)	3,072 $a^{[0]}$	0

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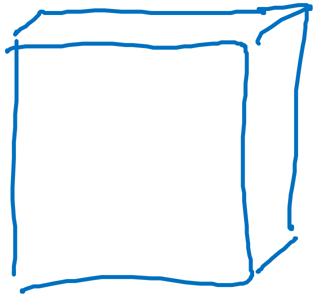
Convolutional Neural Networks

Why convolutions?

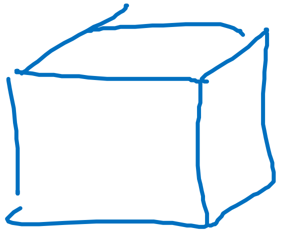
Why convolutions



32×32×3

$\xrightarrow{\;f=5\;}$

6 filters



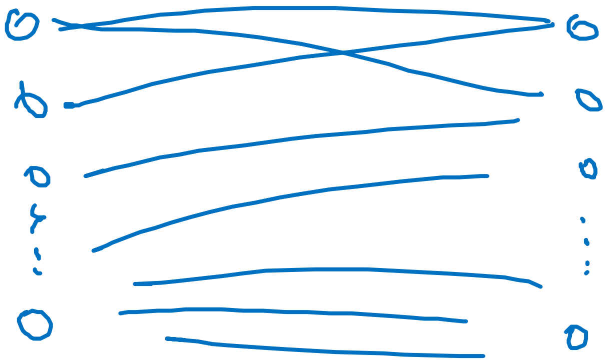
28×28×6

3,072 4,704

$5 \times 5 - 25$

26

$6 \times 26 = 156$ parameters



3072 4704

$3{,}072 \times 4{,}704 \approx \underline{14M}$

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Why convolutions

translation invariance

10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0

*

1	0	-1
1	0	-1
1	0	-1

3x3

=

0	30	30	0
0	30	30	0
0	30	30	0
0	30	30	0

Parameter sharing: A feature detector (such as a vertical edge detector) that's useful in one part of the image is probably useful in another part of the image.

→ **Sparsity of connections:** In each layer, each output value depends only on a small number of inputs.

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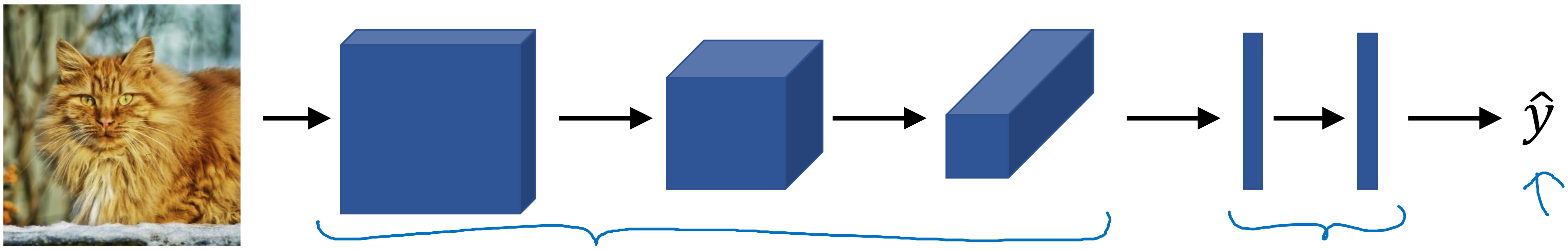
Putting it together

Training set $(x^{(1)}, y^{(1)}) \dots (x^{(m)}, y^{(m)})$.

$\boxed{w, b}$



Cost $J = \frac{1}{m} \sum_{i=1}^{m} \mathcal{L}(\hat{y}^{(i)}, y^{(i)})$

Use gradient descent to optimize parameters to reduce J

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