CISC 6000 Deep Learning Convolutional Neural Network

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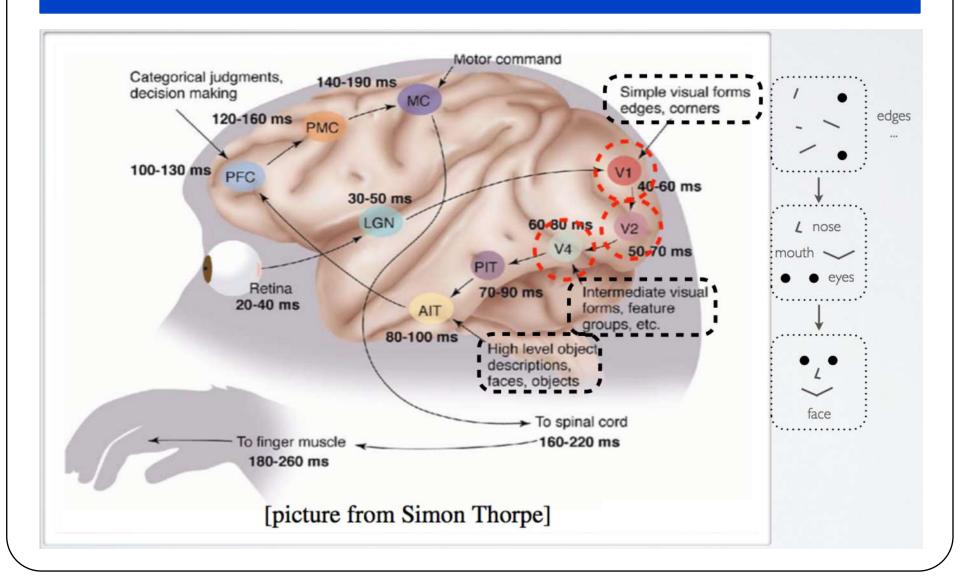
Slides adapted from Andrej Karpathy

Inspiration from Visual Cortex

504192

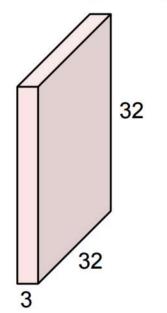
- Most people effortlessly recognize these digits
- This ease is deceptive
- In each hemisphere of our brain, a primary visual cortex (V1) contains 140 million neurons
- Tens of billions of connections between the neurons
- Human vision involves a series of visual cortices V2, V3, V4, and V5 - doing progressively more complex image processing

Inspiration from Visual Cortex



Convolution Layer

32x32x3 image



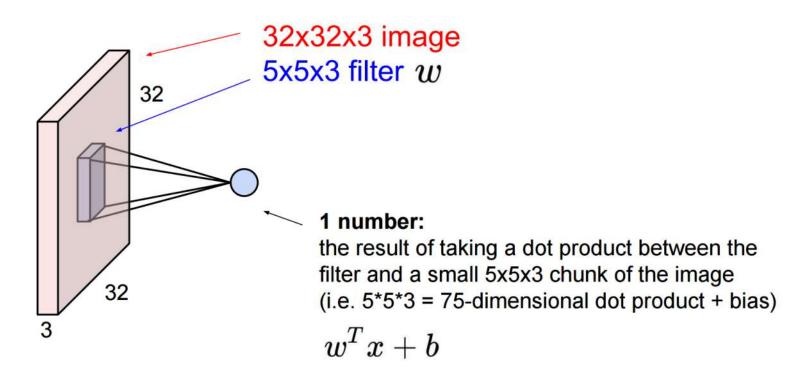
Filters always extend the full depth of the input volume

5x5x3 filter

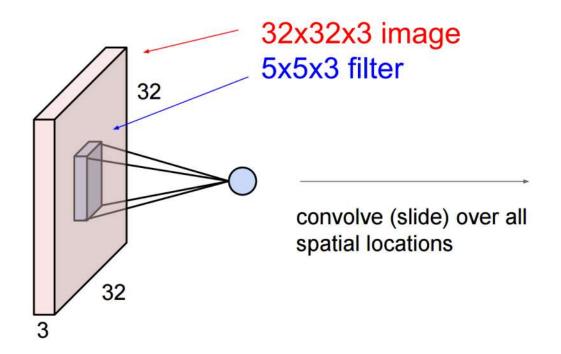


Convolve the filter with the image i.e. "slide over the image spatially, computing dot products"

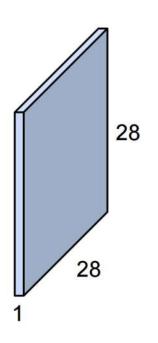
Convolution Layer



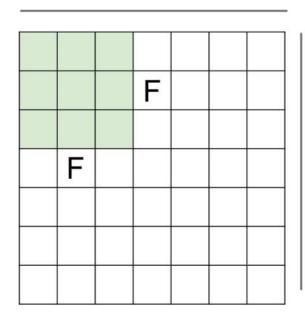
Convolution Layer



activation map



Ν



Output size:

(N - F) / stride + 1

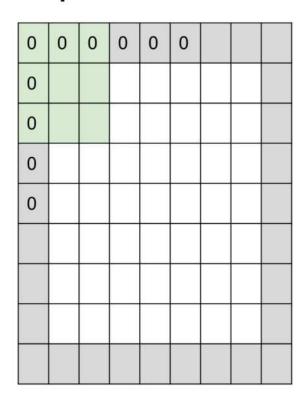
e.g. N = 7, F = 3:

stride $1 \Rightarrow (7 - 3)/1 + 1 = 5$

stride $2 \Rightarrow (7 - 3)/2 + 1 = 3$

stride $3 \Rightarrow (7 - 3)/3 + 1 = 2.33 : \$

In practice: Common to zero pad the border



e.g. input 7x7
3x3 filter, applied with stride 1
pad with 1 pixel border => what is the output?

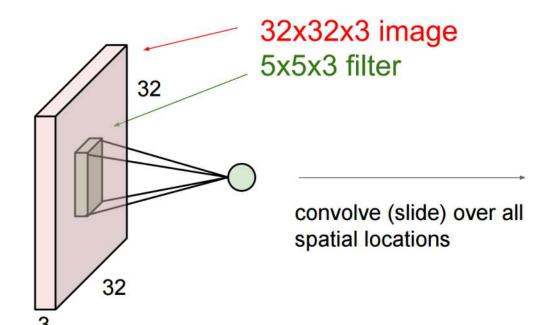
7x7 output!

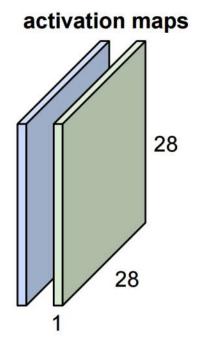
in general, common to see CONV layers with stride 1, filters of size FxF, and zero-padding with (F-1)/2. (will preserve size spatially)

```
e.g. F = 3 => zero pad with 1
F = 5 => zero pad with 2
F = 7 => zero pad with 3
```

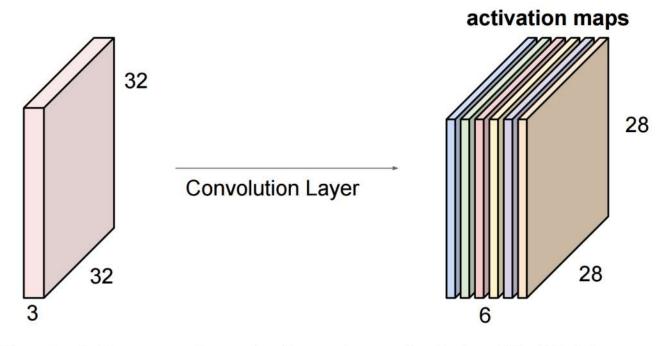
Convolution Layer

consider a second, green filter



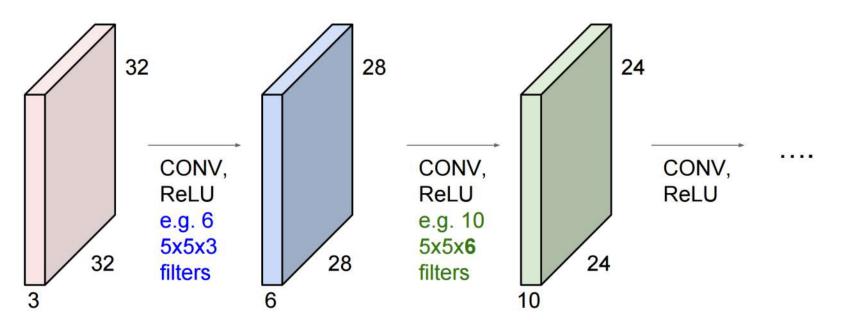


For example, if we had 6 5x5 filters, we'll get 6 separate activation maps:



We stack these up to get a "new image" of size 28x28x6!

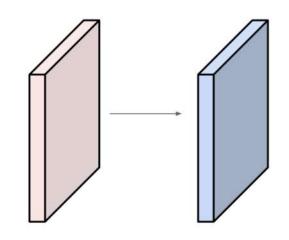
Preview: ConvNet is a sequence of Convolutional Layers, interspersed with activation functions



Examples time:

Input volume: 32x32x3

10 5x5 filters with stride 1, pad 2



Output volume size:

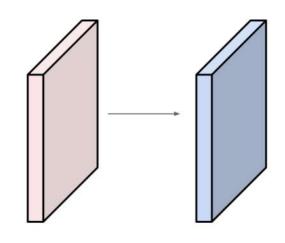
(32+2*2-5)/1+1 = 32 spatially, so

32x32x10

Examples time:

Input volume: 32x32x3

10 5x5 filters with stride 1, pad 2



Number of parameters in this layer? each filter has 5*5*3 + 1 = 76 params (+1 for bias)

=> 76*10 = **760**

Summary. To summarize, the Conv Layer:

- Accepts a volume of size $W_1 imes H_1 imes D_1$
- Requires four hyperparameters:
 - Number of filters K,
 - their spatial extent F,
 - the stride S,
 - the amount of zero padding P.

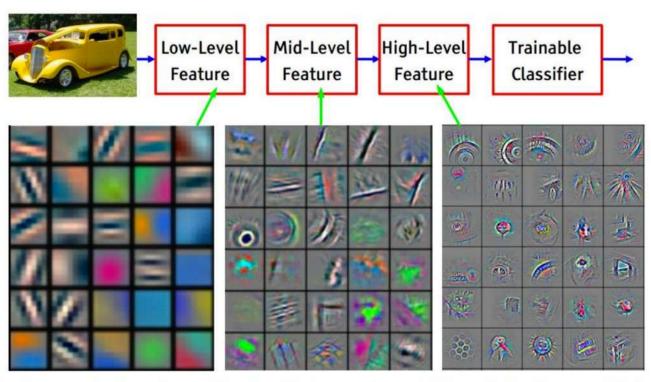
Common settings:

```
K = (powers of 2, e.g. 32, 64, 128, 512)
F = 3, S = 1, P = 1
F = 5, S = 1, P = 2
F = 5, S = 2, P = ? (whatever fits)
F = 1, S = 1, P = 0
```

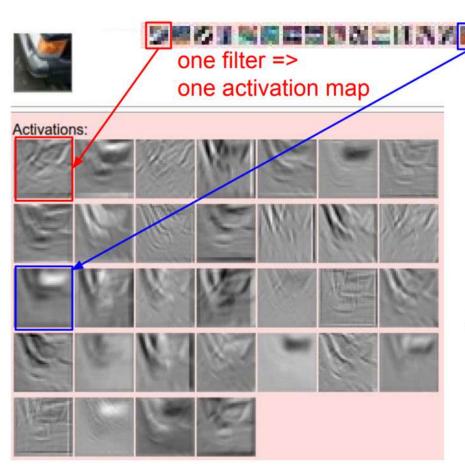
- Produces a volume of size $W_2 imes H_2 imes D_2$ where:
 - $W_2 = (W_1 F + 2P)/S + 1$
 - \circ $H_2=(H_1-F+2P)/S+1$ (i.e. width and height are computed equally by symmetry)
 - $D_2 = K$
- With parameter sharing, it introduces $F \cdot F \cdot D_1$ weights per filter, for a total of $(F \cdot F \cdot D_1) \cdot K$ weights and K biases.
- In the output volume, the d-th depth slice (of size $W_2 \times H_2$) is the result of performing a valid convolution of the d-th filter over the input volume with a stride of S, and then offset by d-th bias.

Preview

[From recent Yann LeCun slides]



Feature visualization of convolutional net trained on ImageNet from [Zeiler & Fergus 2013]



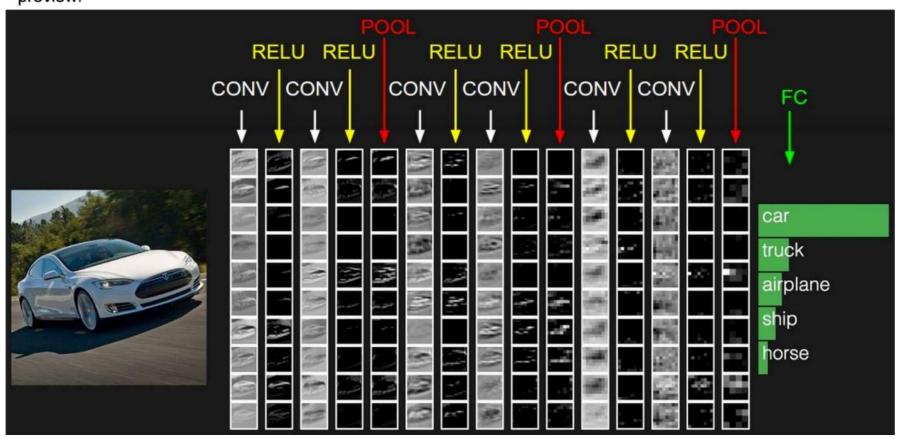
example 5x5 filters (32 total)

We call the layer convolutional because it is related to convolution of two signals:

$$f[x,y] * g[x,y] = \sum_{n_1 = -\infty}^{\infty} \sum_{n_2 = -\infty}^{\infty} f[n_1,n_2] \cdot g[x - n_1,y - n_2]$$

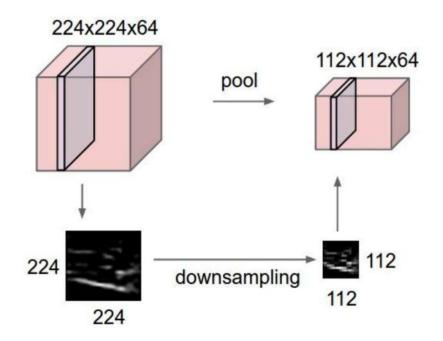
elementwise multiplication and sum of a filter and the signal (image)

preview:



Pooling layer

- makes the representations smaller and more manageable
- operates over each activation map independently:



MAX POOLING

Single depth slice

	<u> </u>	, u.	ор	000
x T	1	1	2	4
	5	6	7	8
	3	2	1	0
	1	2	3	4
		n y		(A.)
,				У

max pool with 2x2 filters and stride 2

6	8
3	4

Summarize the pooling layer:

- Accepts a volume of size $W_1 imes H_1 imes D_1$
- Requires three hyperparameters:
 - their spatial extent F,
 - the stride S,
- Produces a volume of size $W_2 imes H_2 imes D_2$ where:

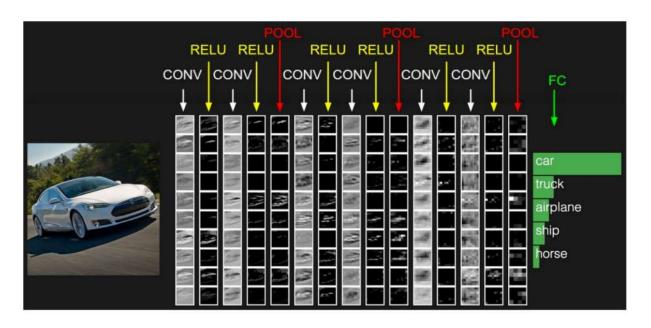
$$W_2 = (W_1 - F)/S + 1$$

$$H_2 = (H_1 - F)/S + 1$$

- $O_2 = D_1$
- Introduces zero parameters since it computes a fixed function of the input
- Note that it is not common to use zero-padding for Pooling layers

Fully Connected Layer (FC layer)

 Contains neurons that connect to the entire input volume, as in ordinary Neural Networks



```
def make_classifier(optimizer):
model = models.Sequential()
model.add(layers.Conv2D(filters=32, kernel_size=(3, 3), activation='relu',
padding='same', input_shape=(28, 28, 1)))
model.add(layers.MaxPooling2D(pool\_size=(2, 2)))
model.add(layers.Conv2D(filters=64, kernel_size=(3, 3), activation='relu',
padding='same'))
model.add(layers.MaxPooling2D(pool\_size=(2, 2)))
model.add(layers.Conv2D(filters=64, kernel_size=(3, 3), activation='relu',
padding='same'))
model.add(layers.Flatten())
model.add(layers.Dense(64, activation='relu'))
model.add(layers.Dense(10, activation='softmax'))
model.compile(optimizer='optimizer',
loss='categorical_crossentropy',
metrics=['accuracy'])
return model
```

model = make_classifier('rmsprop') model.summary()

Layer (type)	Output	Shape	Param #
conv2d_1 (Conv2D)	(None,	28, 28, 32)	320
max_pooling2d_1 (MaxPooling2	(None,	14, 14, 32)	0
conv2d_2 (Conv2D)	(None,	14, 14, 64)	18496
max_pooling2d_2 (MaxPooling2	(None,	7, 7, 64)	0
conv2d_3 (Conv2D)	(None,	7, 7, 64)	36928
flatten_1 (Flatten)	(None,	3136)	0
dense_1 (Dense)	(None,	64)	200768
activation_1 (Activation)	(None,	64)	0
dense_2 (Dense)	(None,	10)	650

Total params: 257,162

Trainable params: 257,162 Non-trainable params: 0

Fig: Model summary

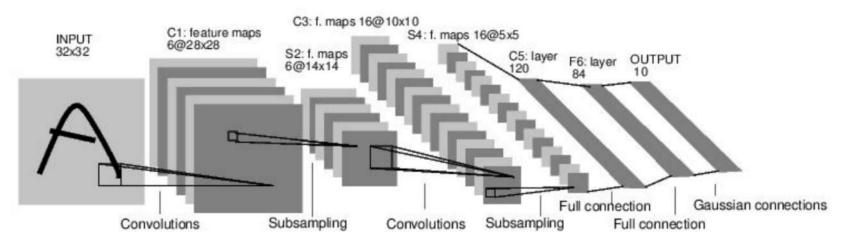
 $history = model.fit(train_images, train_labels, epochs = 10, batch_size = 200)$

```
Epoch 1/10
60000/60000 [=============== ] - 75s lms/step - loss: 0.2413 - acc: 0.9235
Epoch 2/10
Epoch 3/10
Epoch 4/10
Epoch 5/10
Epoch 6/10
60000/60000 [============== ] - 67s 1ms/step - loss: 0.0146 - acc: 0.9953
Epoch 7/10
Epoch 8/10
Epoch 9/10
Epoch 10/10
60000/60000 [=============== ] - 64s 1ms/step - loss: 0.0070 - acc: 0.9976
```

Fig: Model Training

Case Study: LeNet-5

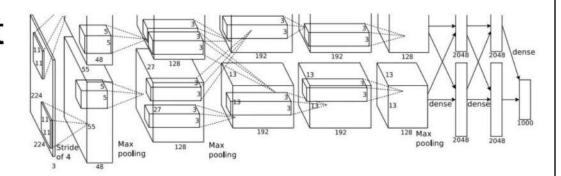
[LeCun et al., 1998]



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-CONV-FC]

Case Study: AlexNet

[Krizhevsky et al. 2012]



Input: 227x227x3 images

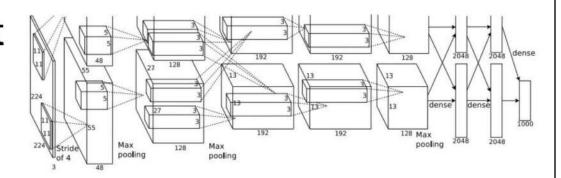
First layer (CONV1): 96 11x11 filters applied at stride 4

=>

Output volume [55x55x96]

Case Study: AlexNet

[Krizhevsky et al. 2012]



Input: 227x227x3 images

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

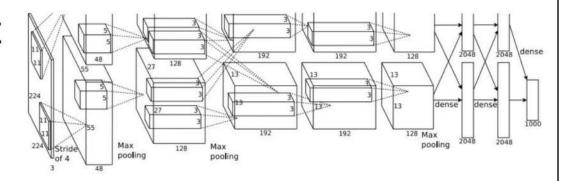
=>

Output volume [55x55x96]

Parameters: (11*11*3)*96 = **35K**

Case Study: AlexNet

[Krizhevsky et al. 2012]



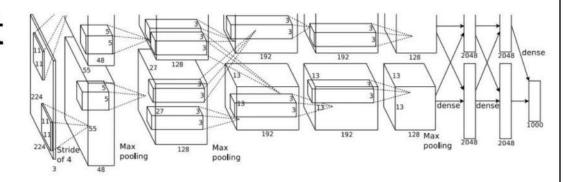
Input: 227x227x3 images After CONV1: 55x55x96

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

Output volume: 27x27x96

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!

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

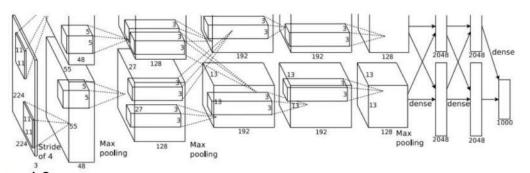
[13x13x256] CONV5: 256 3x3 filters at stride 1, pad 1

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

[4096] FC6: 4096 neurons

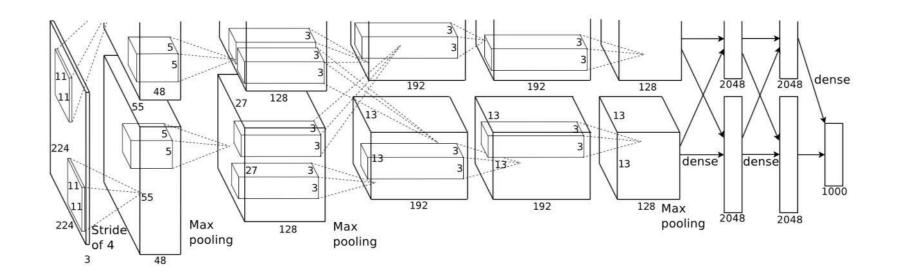
[4096] FC7: 4096 neurons

[1000] FC8: 1000 neurons (class scores)



Details/Retrospectives:

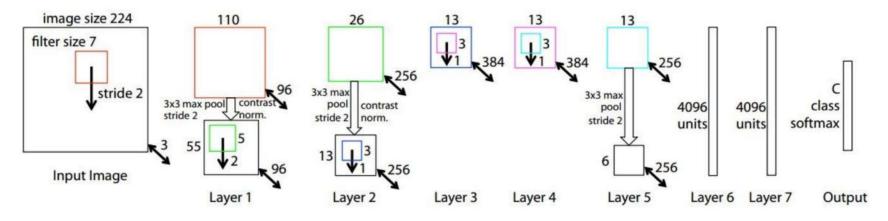
- first use of ReLU
- used Norm layers (not common anymore)
- heavy data augmentation
- dropout 0.5
- batch size 128
- SGD Momentum 0.9
- Learning rate 1e-2, reduced by 10 manually when val accuracy plateaus
- L2 weight decay 5e-4
- 7 CNN ensemble: 18.2% -> 15.4%



- 62.3 million parameters,
- 1.1 billion computation units in a forward pass.
- Trained on GTX 580 GPU with only 3 GB of memory
- The network spread across 2 GPUs, half the feature maps on each GPU.
- 5-6 days

Case Study: ZFNet

[Zeiler and Fergus, 2013]



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: 15.4% -> 14.8%

Case Study: VGGNet

[Simonyan and Zisserman, 2014]

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

best model

11.2% top 5 error in ILSVRC 2013

->

7.3% top 5 error

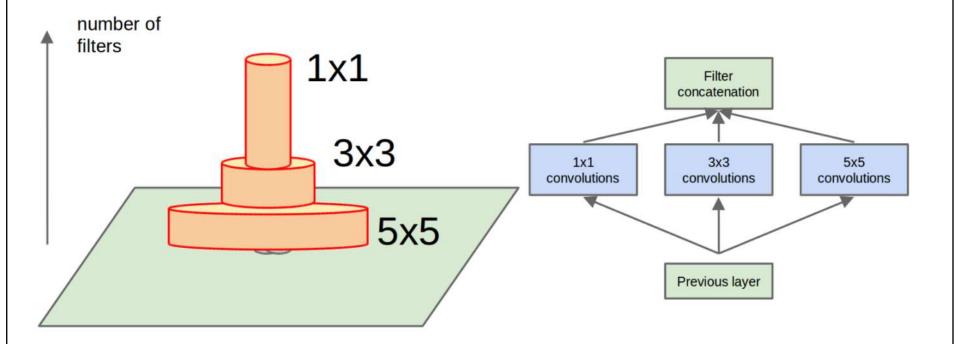
-		ConvNet C	onfiguration		
A	A-LRN	В	C	D	E
11 weight layers	11 weight layers	13 weight layers	16 weight layers	16 weight layers	19 weight layers
	i	nput (224×2	24 RGB imag)	
conv3-64	conv3-64 LRN	conv3-64 conv3-64	conv3-64 conv3-64	conv3-64 conv3-64	conv3-64 conv3-64
		max	pool		
conv3-128	conv3-128	conv3-128 conv3-128	conv3-128 conv3-128	conv3-128 conv3-128	conv3-128 conv3-128
		max	pool		
conv3-256 conv3-256	conv3-256 conv3-256	conv3-256 conv3-256	conv3-256 conv3-25 conv1-256	conv3-256 conv3-256 conv3-256	conv3-256 conv3-256 conv3-256
		max	pool		
conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512 conv1-512	conv3-512 conv3-512 conv3-512	conv3-512 conv3-512 conv3-512 conv3-512
		max	pool		
conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512 conv1-512	conv3-512 conv3-512 conv3-512	conv3-512 conv3-512 conv3-512 conv3-512
	•		pool		•
		1001000	4096		
			4096		
		0.000001	1000		
		soft-	-max		

Table 2: Number of parameters (in millions).

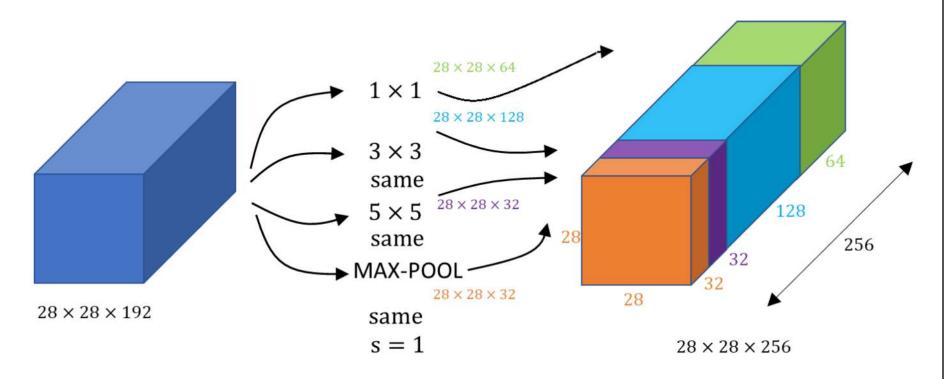
Network	A,A-LRN	В	C	D	E
Number of parameters	133	133	134	138	144

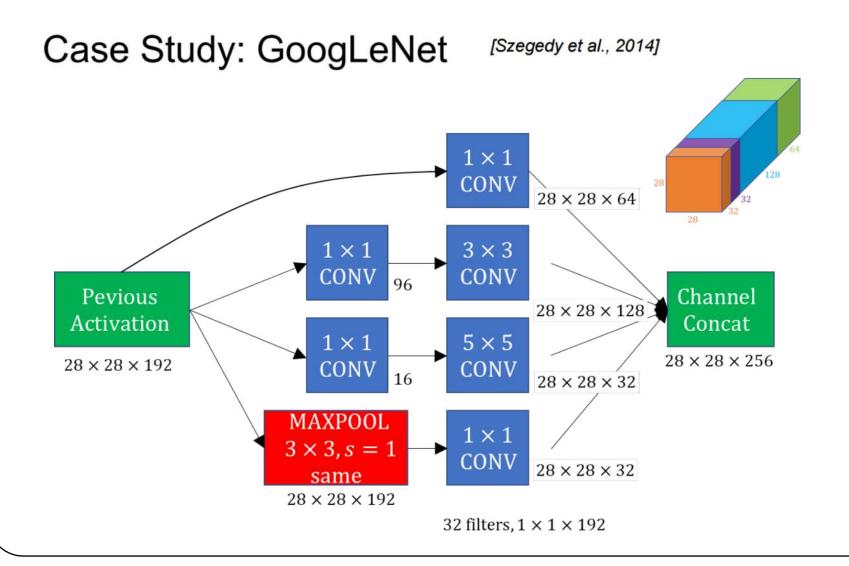
```
(not counting biases)
INPUT: [224x224x3]
                     memory: 224*224*3=150K params: 0
CONV3-64: [224x224x64] memory: 224*224*64=3.2M params: (3*3*3)*64 = 1.728
                                                                                         Note:
CONV3-64: [224x224x64] memory: 224*224*64=3.2M params: (3*3*64)*64 = 36,864
POOL2: [112x112x64] memory: 112*112*64=800K params: 0
                                                                                         Most memory is in
CONV3-128: [112x112x128] memory: 112*112*128=1.6M params: (3*3*64)*128 = 73,728
                                                                                         early CONV
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
                                                                                         Most params are
CONV3-512: [14x14x512] memory: 14*14*512=100K params: (3*3*512)*512 = 2,359,296
                                                                                         in late FC
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 ~= 93MB / image (only forward! ~*2 for bwd)
TOTAL params: 138M parameters
```

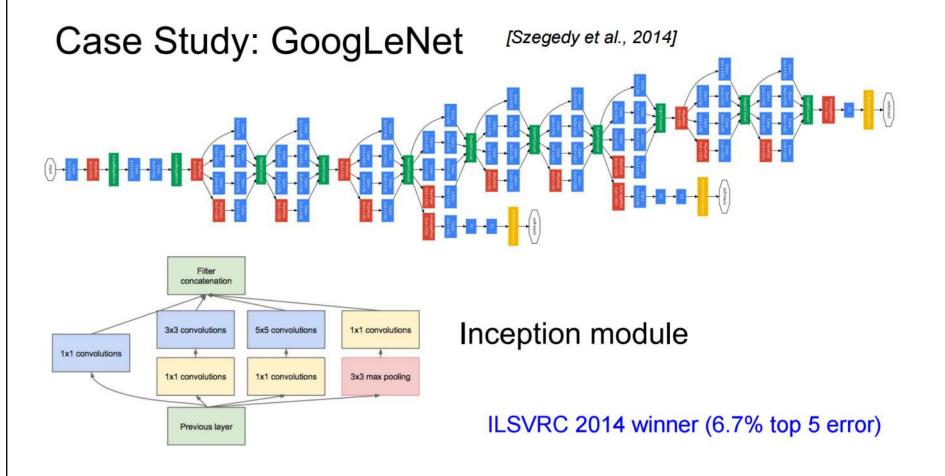
Case Study: GoogLeNet [Szegedy et al., 2014]



Case Study: GoogLeNet [Szegedy et al., 2014]







Case Study: GoogLeNet

type	patch size/ stride	output size	depth	#1×1	#3×3 reduce	#3×3	#5×5 reduce	#5×5	pool proj	params	ops
convolution	7×7/2	112×112×64	1							2.7K	34M
max pool	3×3/2	56×56×64	0								
convolution	3×3/1	56×56×192	2		64	192				112K	360M
max pool	3×3/2	28×28×192	0								
inception (3a)		28×28×256	2	64	96	128	16	32	32	159K	128M
inception (3b)		28×28×480	2	128	128	192	32	96	64	380K	304M
max pool	3×3/2	14×14×480	0								
inception (4a)		14×14×512	2	192	96	208	16	48	64	364K	73M
inception (4b)		14×14×512	2	160	112	224	24	64	64	437K	88M
inception (4c)		14×14×512	2	128	128	256	24	64	64	463K	100M
inception (4d)		14×14×528	2	112	144	288	32	64	64	580K	119M
inception (4e)		14×14×832	2	256	160	320	32	128	128	840K	170M
max pool	3×3/2	7×7×832	0								
inception (5a)		7×7×832	2	256	160	320	32	128	128	1072K	54M
inception (5b)		7×7×1024	2	384	192	384	48	128	128	1388K	71M
avg pool	7×7/1	1×1×1024	0								
dropout (40%)		1×1×1024	0								
linear		1×1×1000	1							1000K	1M
softmax		1×1×1000	0								

Fun features:

Only 5 million params!
 (Removes FC layers completely)

Compared to AlexNet:

- 12X less params
- 2x more compute
- 6.67% (vs. 16.4%)

Case Study: ResNet

[He et al., 2015]

ILSVRC 2015 winner (3.6% top 5 error)

Research

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

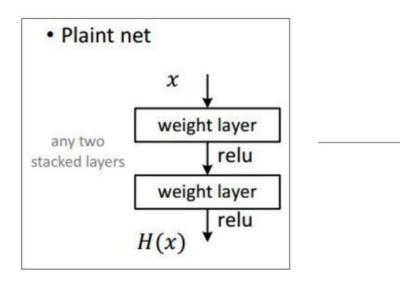
*improvements are relative numbers

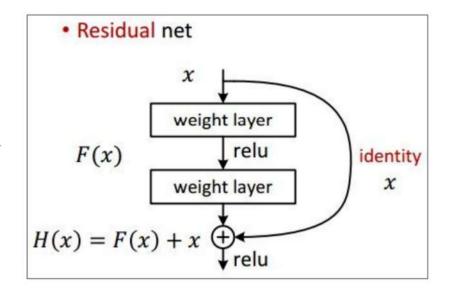


Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". arXiv 2015.

Slide from Kaiming He's recent presentation https://www.youtube.com/watch?v=1PGLj-uKT1w

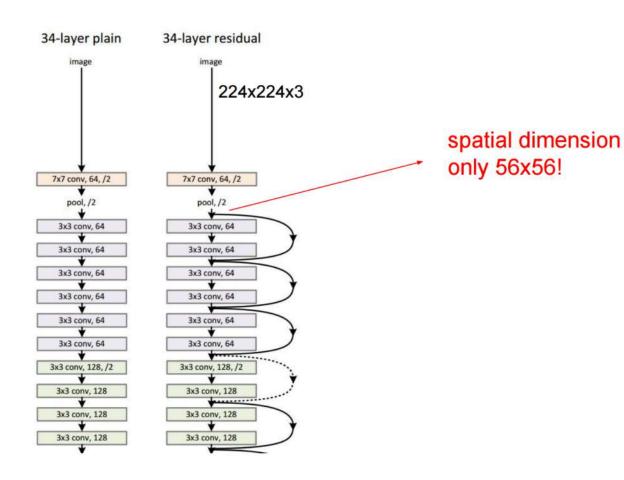
Case Study: ResNet [He et al., 2015]





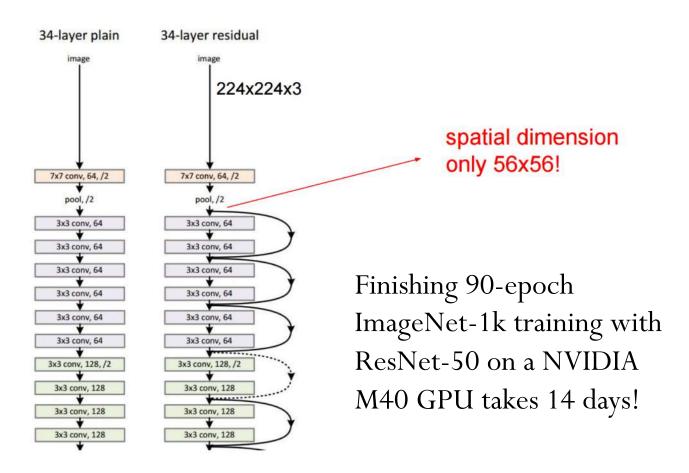
Case Study: ResNet

[He et al., 2015]



Case Study: ResNet

[He et al., 2015]



ImageNet Large Scale Visual Recognition Challenge (ILSVRC) winners

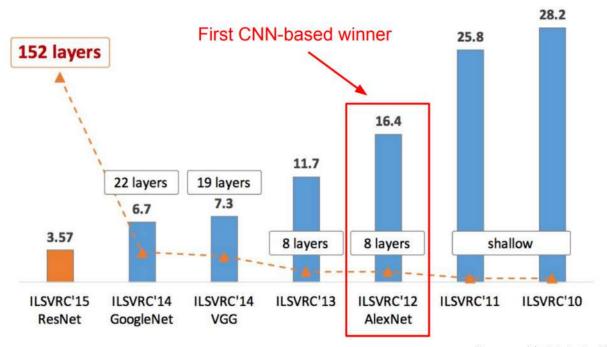


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DeepMind's AlphaGo





The input to the policy network is a $19 \times 19 \times 48$ image stack consisting of 48 feature planes. The first hidden layer zero pads the input into a 23×23 image, then convolves k filters of kernel size 5×5 with stride 1 with the input image and applies a rectifier nonlinearity. Each of the subsequent hidden layers 2 to 12 zero pads the respective previous hidden layer into a 21×21 image, then convolves k filters of kernel size 3×3 with stride 1, again followed by a rectifier nonlinearity. The final layer convolves 1 filter of kernel size 1×1 with stride 1, with a different bias for each position, and applies a softmax function. The match version of AlphaGo used k = 192 filters; Fig. 2b and Extended Data Table 3 additionally show the results of training with k = 128, 256 and 384 filters.

policy network:

[19x19x48] Input

CONV1: 192 5x5 filters , stride 1, pad 2 => [19x19x192]

CONV2..12: 192 3x3 filters, stride 1, pad $1 \Rightarrow [19x19x192]$

CONV: 1 1x1 filter, stride 1, pad 0 => [19x19] (probability map of promising moves)

Summary

- ConvNets stack CONV,POOL,FC layers
- Trend towards smaller filters and deeper architectures
- Trend towards getting rid of POOL/FC layers (just CONV)
- Typical architectures look like
 [(CONV-RELU)*N-POOL?]*M-(FC-RELU)*K,SOFTMAX
 where N is usually up to ~5, M is large, 0 <= K <= 2.
 - but recent advances such as ResNet/GoogLeNet challenge this paradigm