Deep learning episode 3, 2022 Convolutional Neural Networks

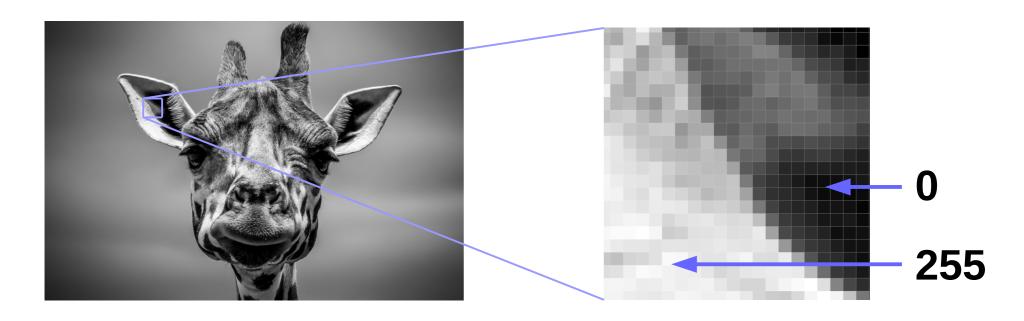






Images

- Grayscale image is a matrix of pixels [H x W]
 - Pixels = **pic**ture **el**ements
- Each pixel stores number [0,255] for brightness



Images

- RGB image is a 3d array [HxWx3] or [3xHxW]
 - Each pixel stores Red, Green & Blue color values [0,255]

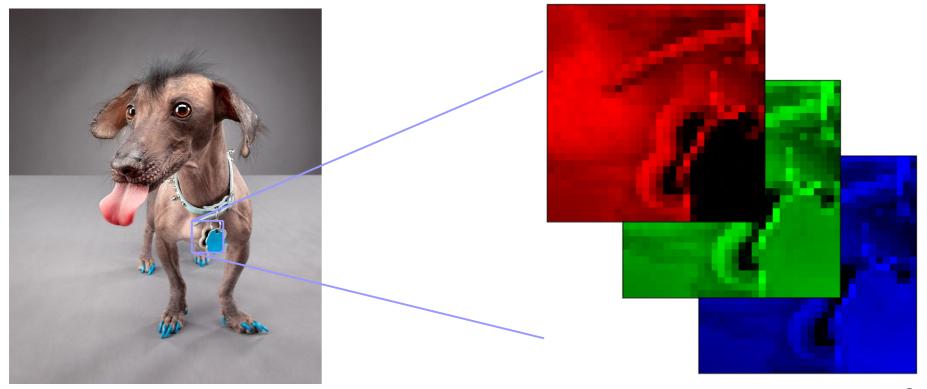


Image recognition

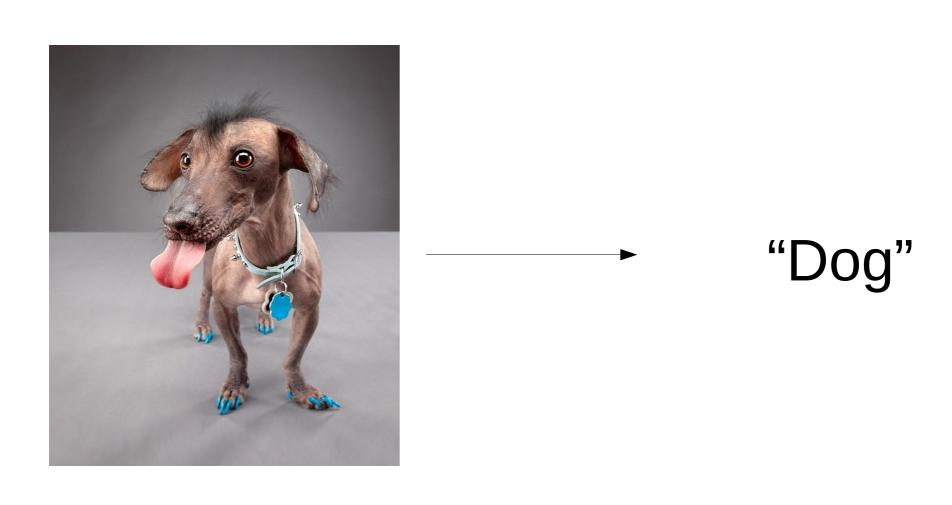


Image recognition



"Gray wall"

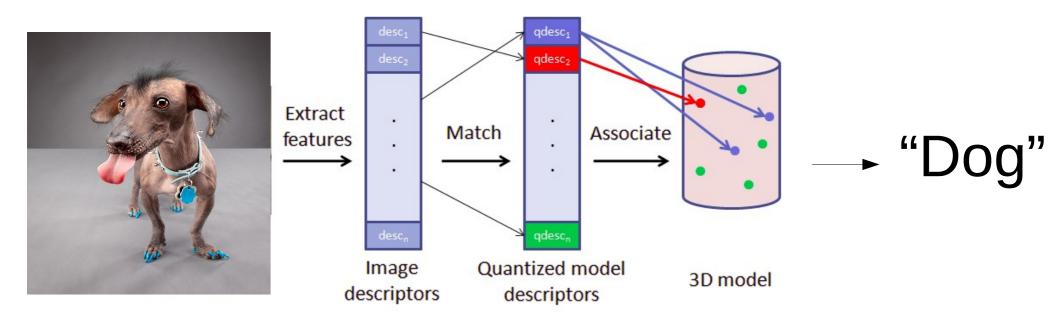
"Dog tongue"

"Dog"

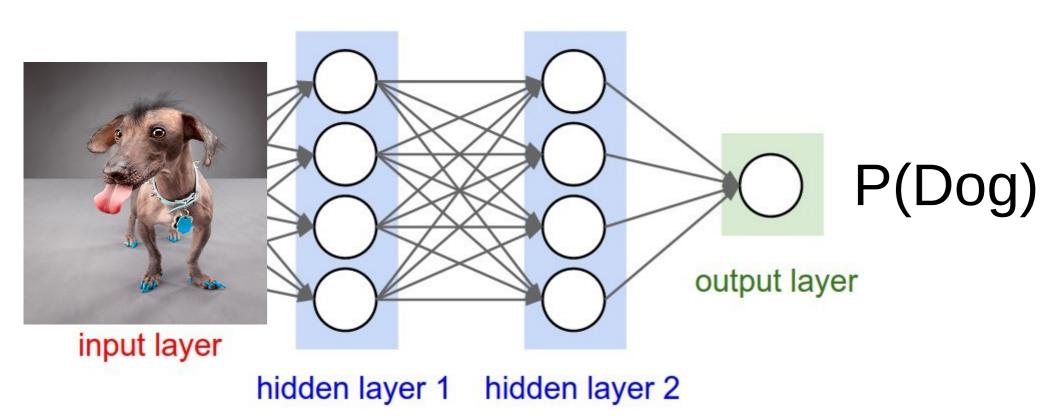
<a particular kind of dog>

"Animal sadism"

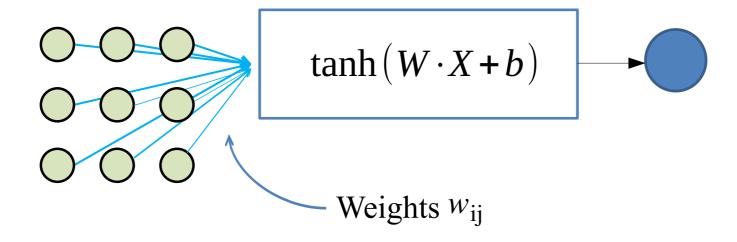
Classical approach

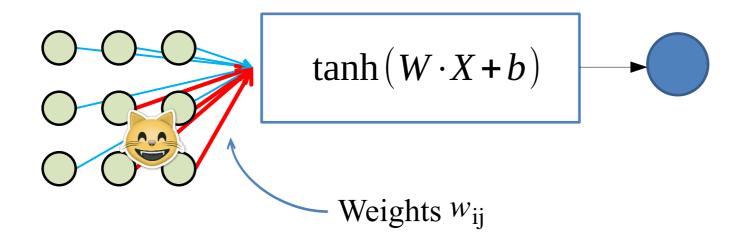


NN approach

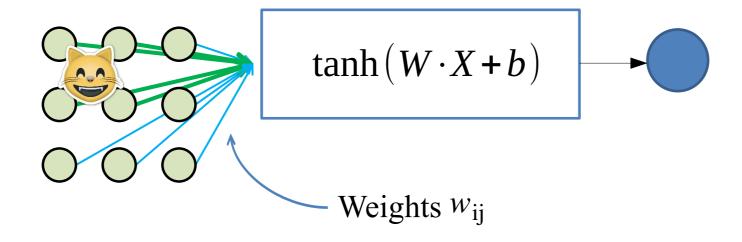


7

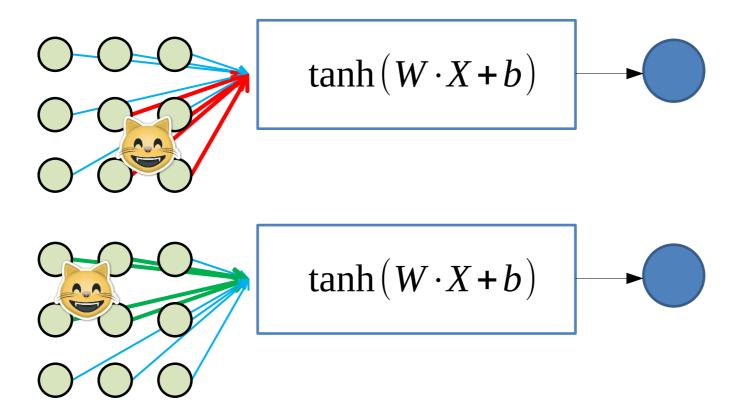




On this object, you will train red weights to react on cat face



On this object, you will train green weights to react on cat face



You network will have to learn those two cases separately!

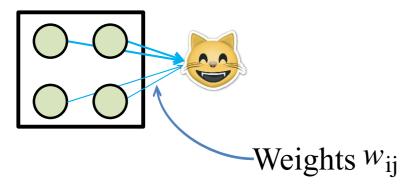
Worst case: one neuron per position.

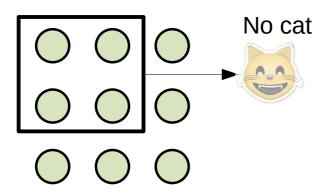
11

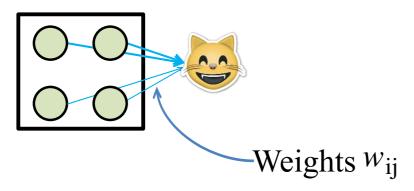
Slide from Andrey Zimovnov's "Deep learning for computer vision"

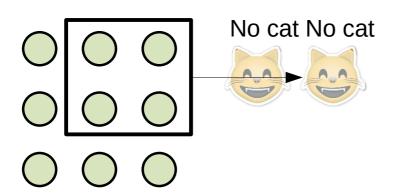
Problem

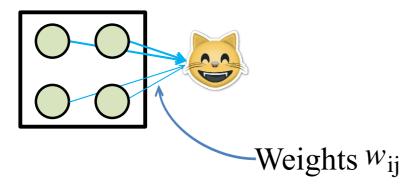
Idea: force all these "cat face" features to use **exactly same weights**, shifting weight matrix each time.

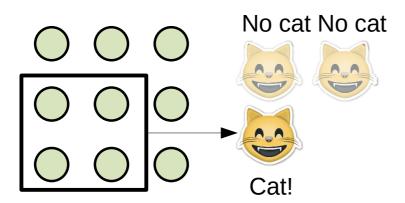


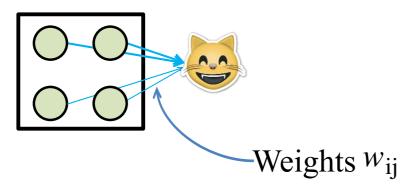


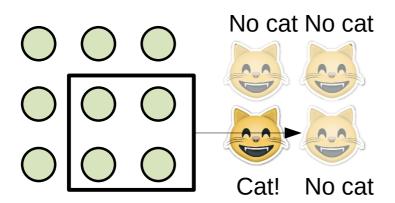


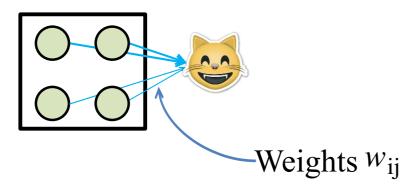


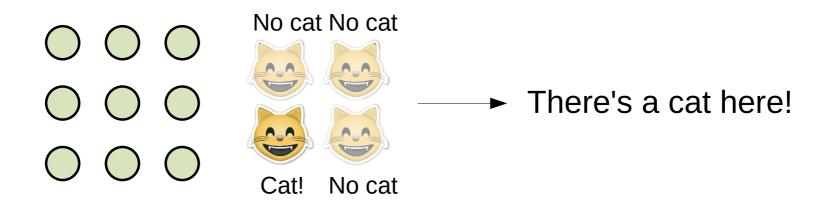












Input image



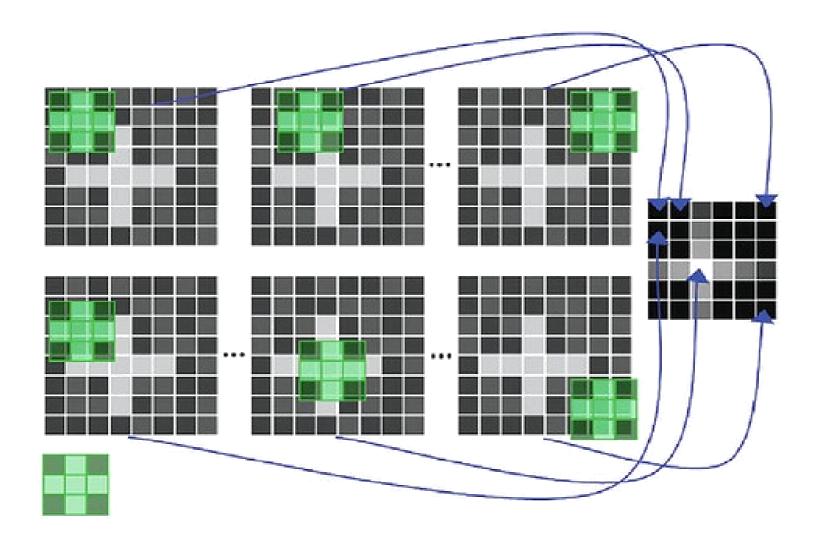
Convolution Kernel

$$\begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix}$$

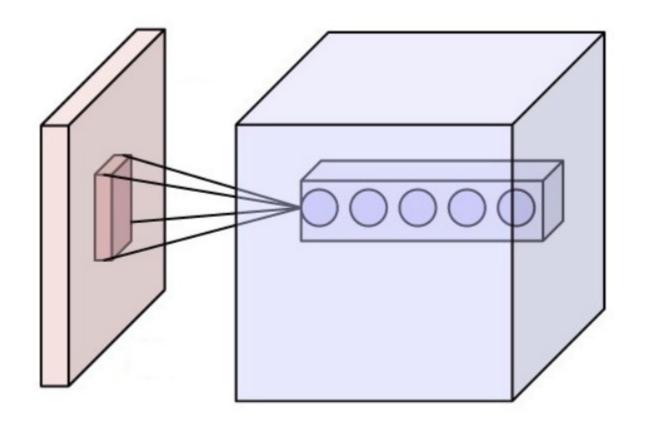
Feature map



Intuition: how edge-like is this square?

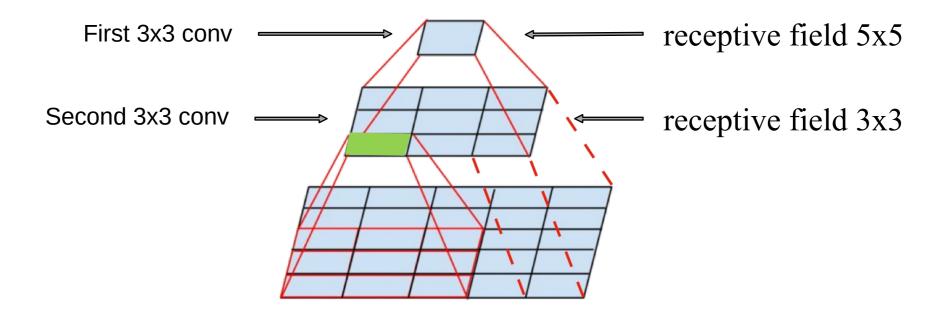


apply same filter to all patches



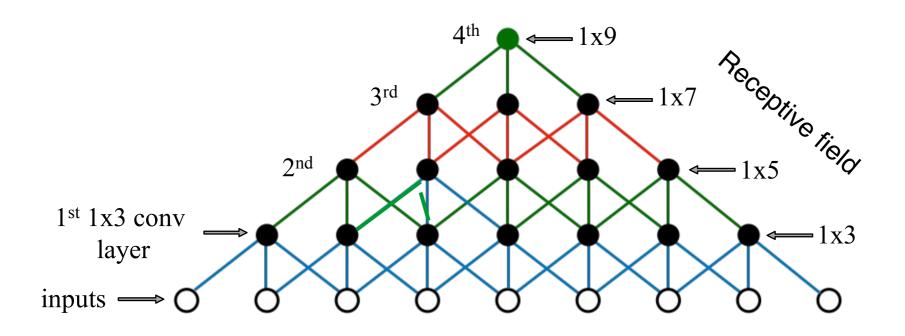
Intuition: how cat-like is this square?

Receptive field



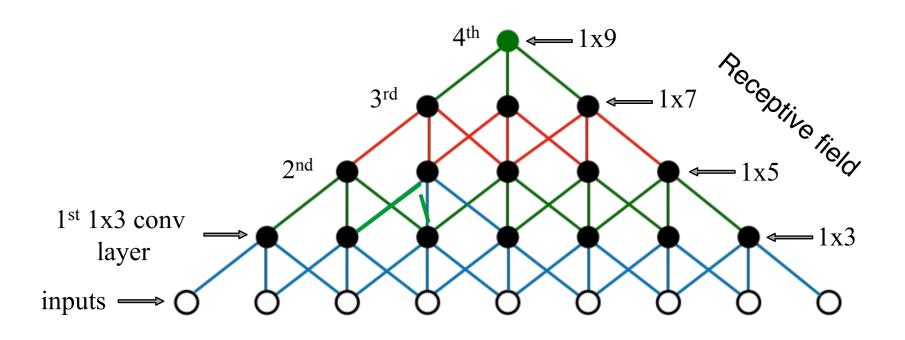
We can recognize larger objects by stacking several small convolutions!

Receptive field



Q: how many 3x3 convolutions we should use to recognize a 100x100px cat

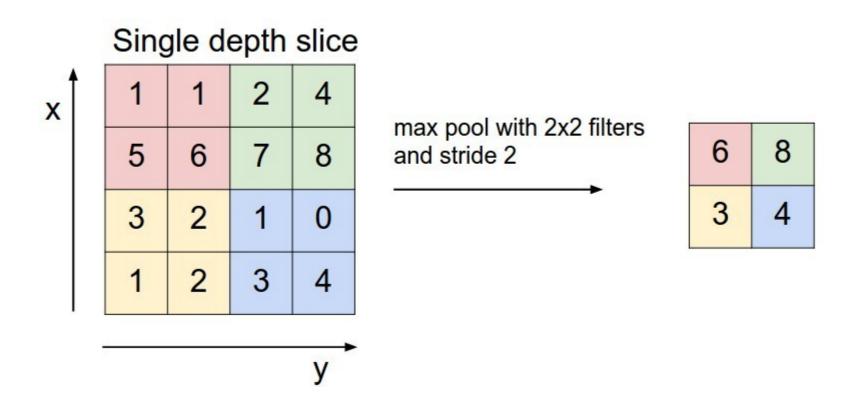
Receptive field



Q: how many 3x3 convolutions we should use to recognize a 100x100px cat

A: around 50... we need to increase receptive field faster!

Pooling



Intuition: What is the max catlikelihood over this area?

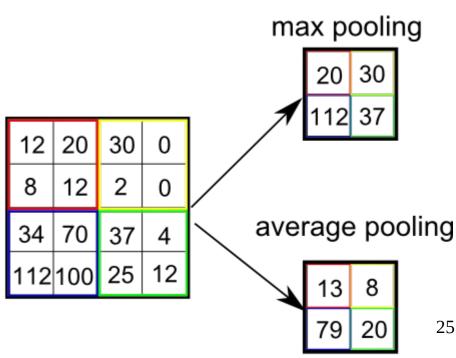
Pooling

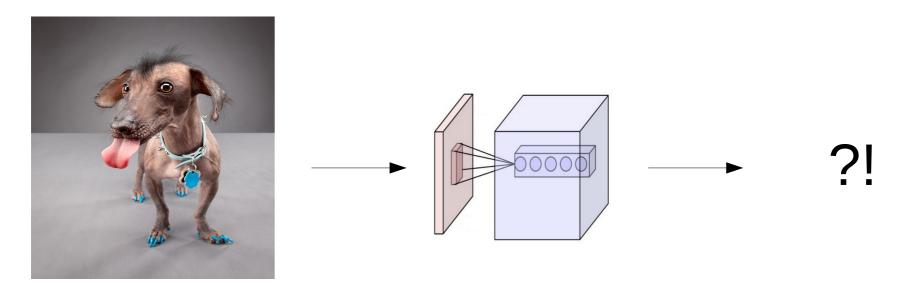
Motivation:

- Reduce layer size by a factor
- Make NN less sensitive to small image shifts

Popular types:

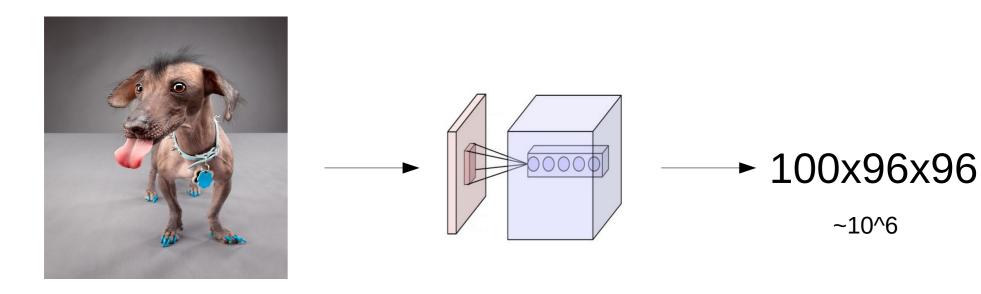
- Max
- Mean(average)





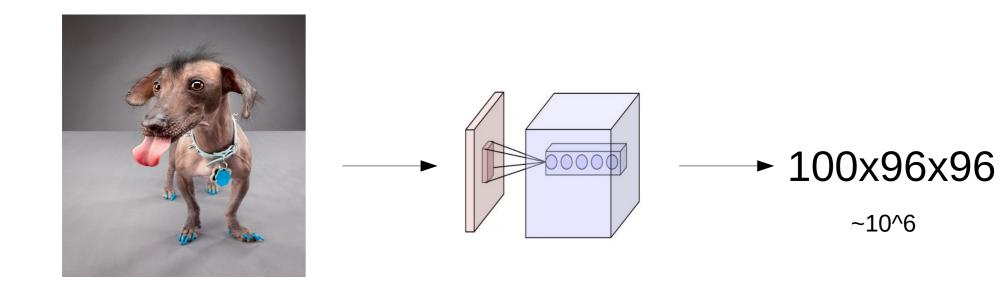
Filters: 100x(3x5x5)

Image: 3 (RGB) x 100 px x 100 px



Filters: 100x(3x5x5)

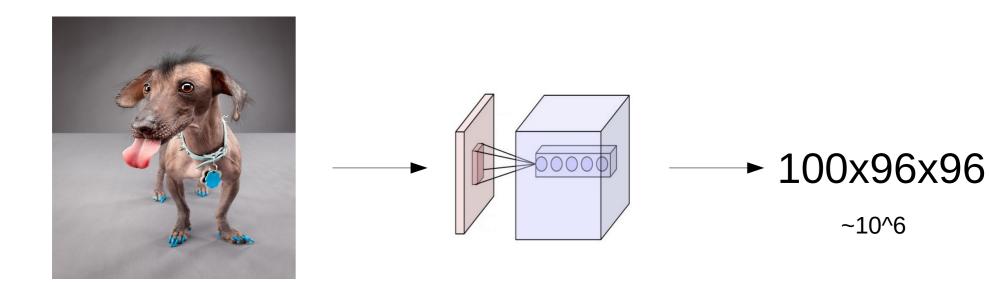
Image: 3 (RGB) x 100 px x 100 px



Filters: 100x(3x5x5)

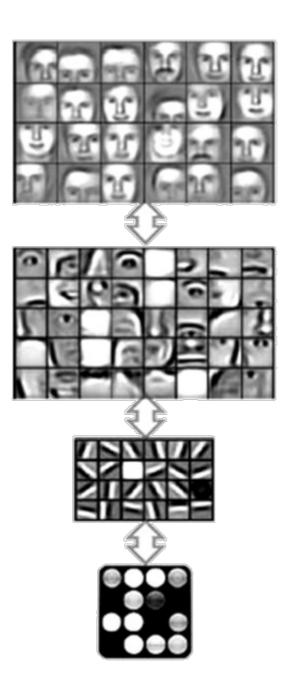
Image: 3 (RGB) x 100 px x 100 px

$$100x96x96 \longrightarrow \begin{array}{c} pool \\ 3x4 \end{array} \longrightarrow \begin{array}{c} ???$$



Filters: 100x(3x5x5) Image: 3 (RGB) x 100 px x 100 px

pool 3x4 100x96x96 100x32x32 ~10^5



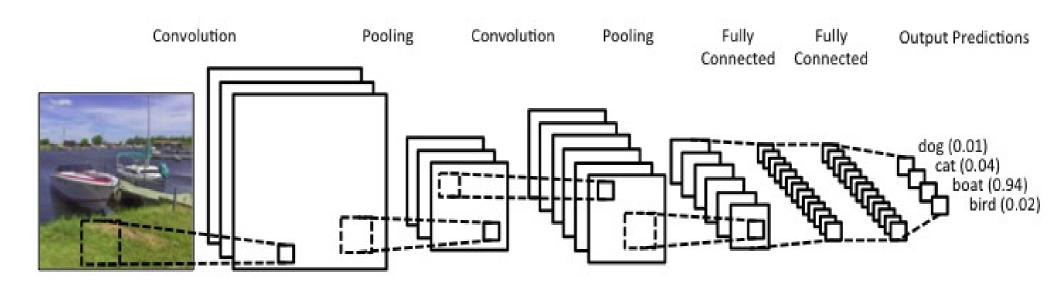
Discrete Choices

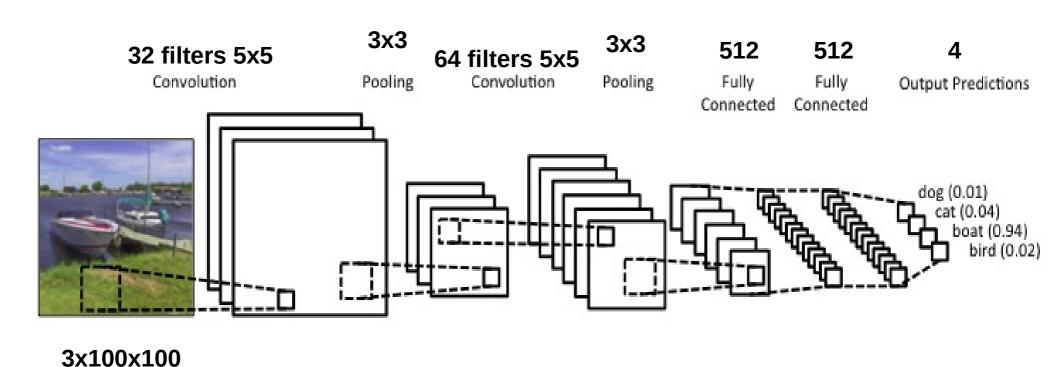
:

Layer 2 Features

Layer 1 Features

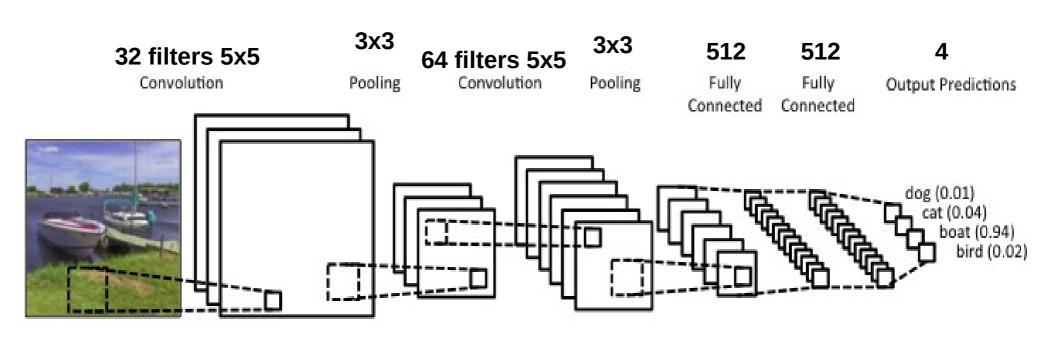
Original Data





Quiz:

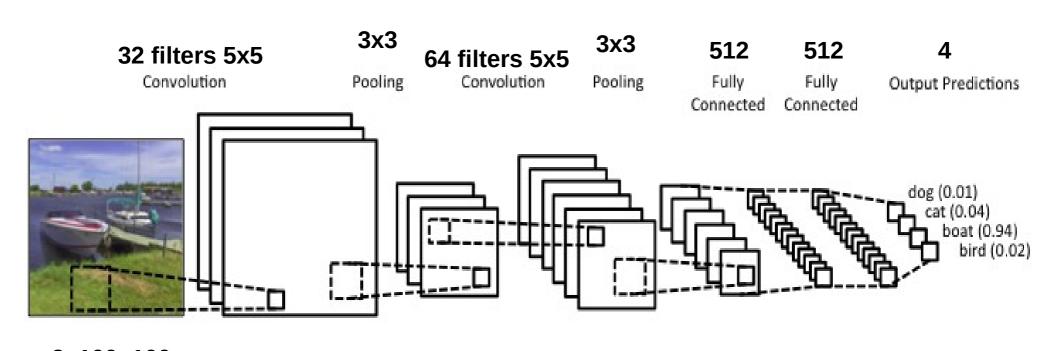
1) What is the output shape after second pooling



3x100x100

Quiz:

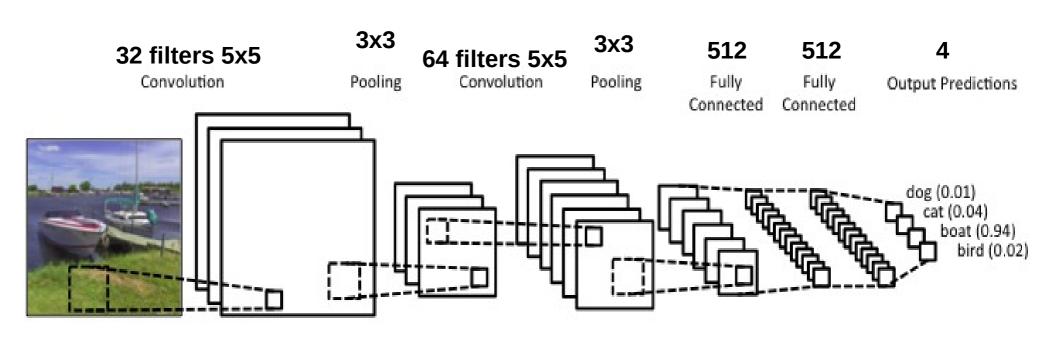
2) How many image pixels does **one cell** after **second convolution** depend on?



3x100x100

Quiz:

- 3) Which layer is hardest to compute?
- 4) Which layer has most independent parameters?



3x100x100

Quiz:

- 3) Which layer is hardest to compute?: first conv
- 4) Which layer has most independent parameters?

first dense

Problem with large networks

What you sign for if you stack 1000 layers:

- MemoryError(0x...)
- Gradients can vanish
- Gradients can explode
- Activations can vanish
- Activations can explode
- Overfits like crazy

Problem with large networks

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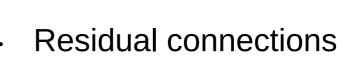
Q: How do we fix these?

Problem with large networks

What you sign for if you stack 1000 layers:

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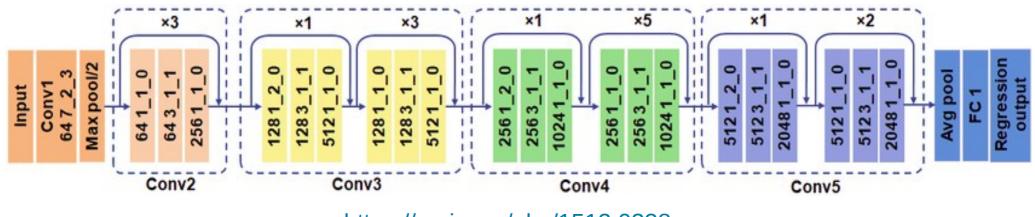
Overfits like crazy



Batch normalization or similar

ResNet & DenseNet

ResNet: add up activations



https://arxiv.org/abs/1512.0338

DenseNet: concatenate activations

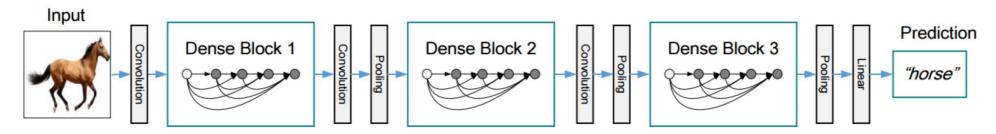


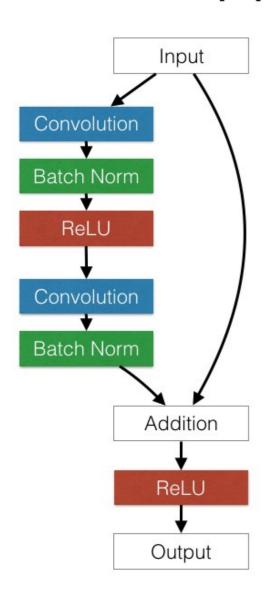
Figure 2. A deep DenseNet with three dense blocks. The layers between two adjacent blocks are referred to as transition layers and change feature map sizes via convolution and pooling.

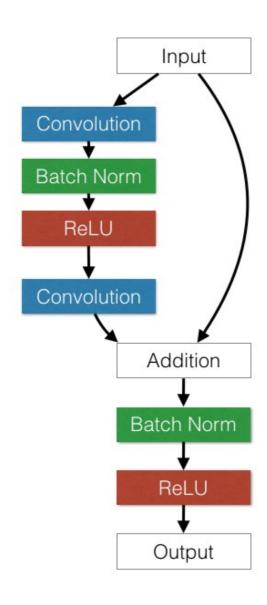
ResNet architectures

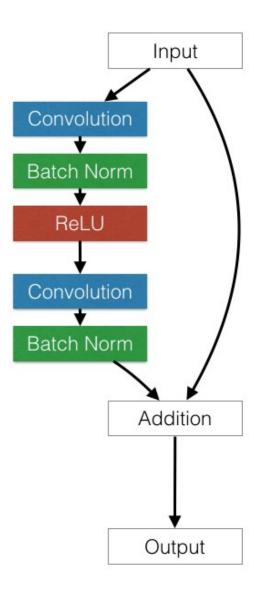
Reference paper

Batch Norm after add

No ReLU





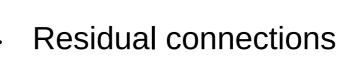


Problem with large networks

What you sign for if you stack 1000 layers:

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Overfits like crazy



Batch normalization or similar

Data augmentation

















- Idea: we can get N times more data by tweaking images.
- If you rotate cat image by 15°, it's still a cat

- Rotate, crop, zoom, flip horizontally, add noize, etc.
- Sound data: add background noizes

Modern stuff

Architectures:

EfficientNetV2 https://arxiv.org/abs/2104.00298 CNN for 2020 https://arxiv.org/abs/2201.03545

Interpretability

https://distill.pub/2018/building-blocks

Other CV applications

Real computer vision starts when image classification is no longer enough.

Bounding box regression

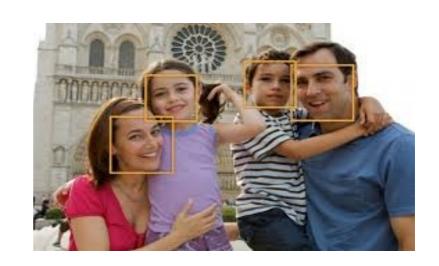
Predict object bounding box

(x0,y0,w,h)

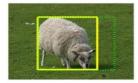
or several bounding boxes for multiple objects.

Applications examples:

- Face detection @ cameras
- Surveillance cameras
- Self-driving cars



IM:"005194" Conf=0.835223



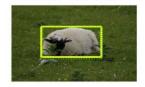
IM:"004522" Conf=0.799045



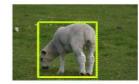
IM:"002306" Conf=0.789123



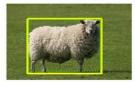
IM:"003538" Conf=0.829488



IM: "001064" Conf=0.797061



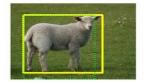
IM:"001956" Conf=0.788438



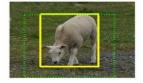
IM:"002810" Conf=0.801748



IM:"000819" Conf=0.794456



IM:"004285" Conf=0.782058



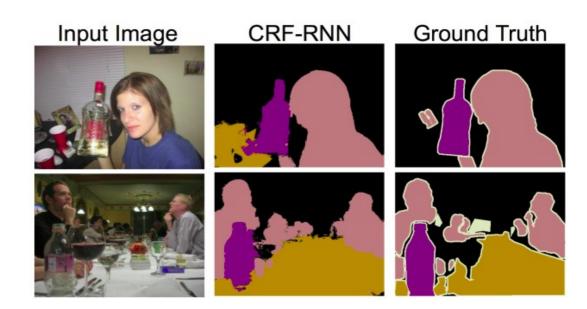
Segmentation

Predict class for each pixel

(fully-convolutional networks)

Applications examples:

- Moar surveillance
- Brain scan labeling
- Map labeling



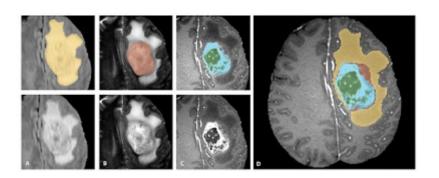
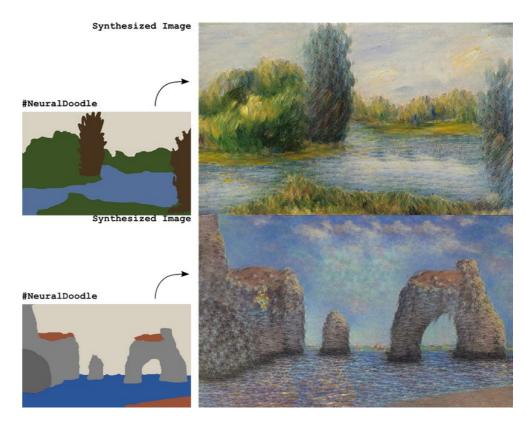


Image generation/transformation

- Generation: Given a set of reference images, learn to generate new images, resembling those you were given.
- Transformation: Given a set of reference images, learn to convert other images into ones resembling the reference set.



Neural Doodle (D. Ulyanov et al.)

Image tagging Image captioning Image retrieval Image encoding Image morphing Image encoding Image upscaling Object tracking on video Video processing Video interpolation

Fine-tuning **Adversarial Networks** Variational Autoencoders Knowledge transfer Domain adaptation Online learning **Explaining predictions** Soft targets Scene reconstruction 3D object retrieval Classifier optimization

Nuff

Let's train some CNNs!

