

卷积神 经网络

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碉堡的图像识别

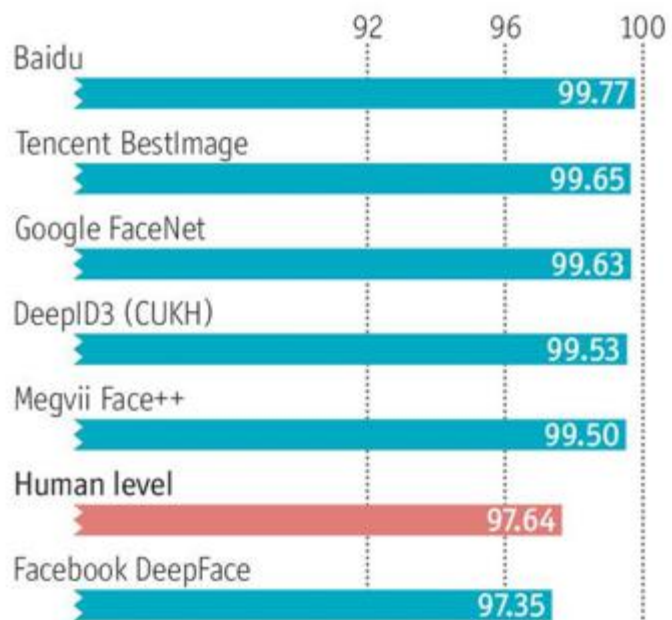


碉堡的图像识别



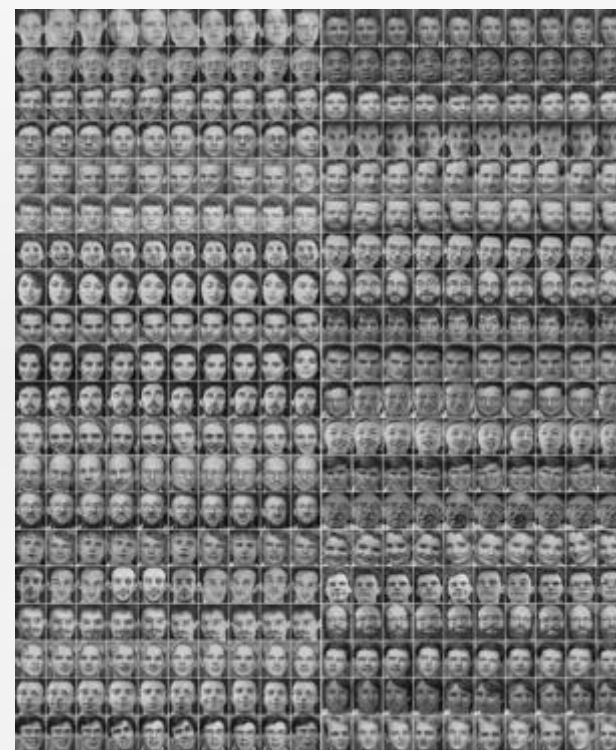
我刚看到了一张脸

各大公司人脸识别算法的准确率
2014年, %

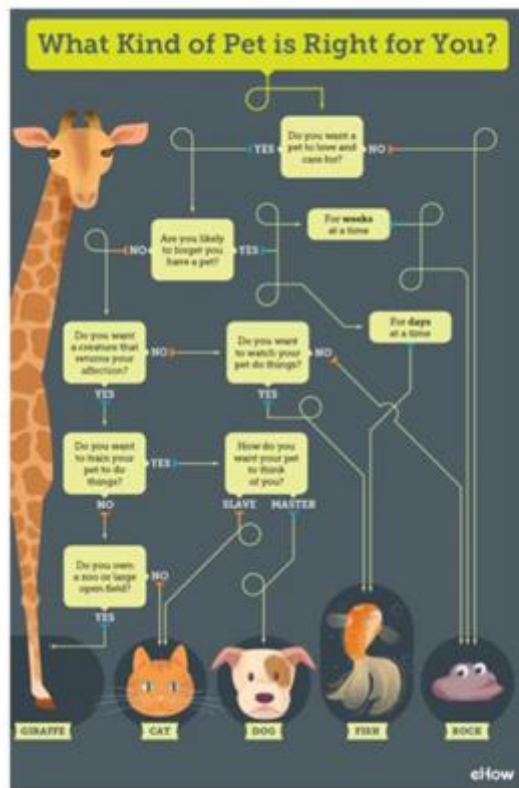


Source: University of Massachusetts Amherst

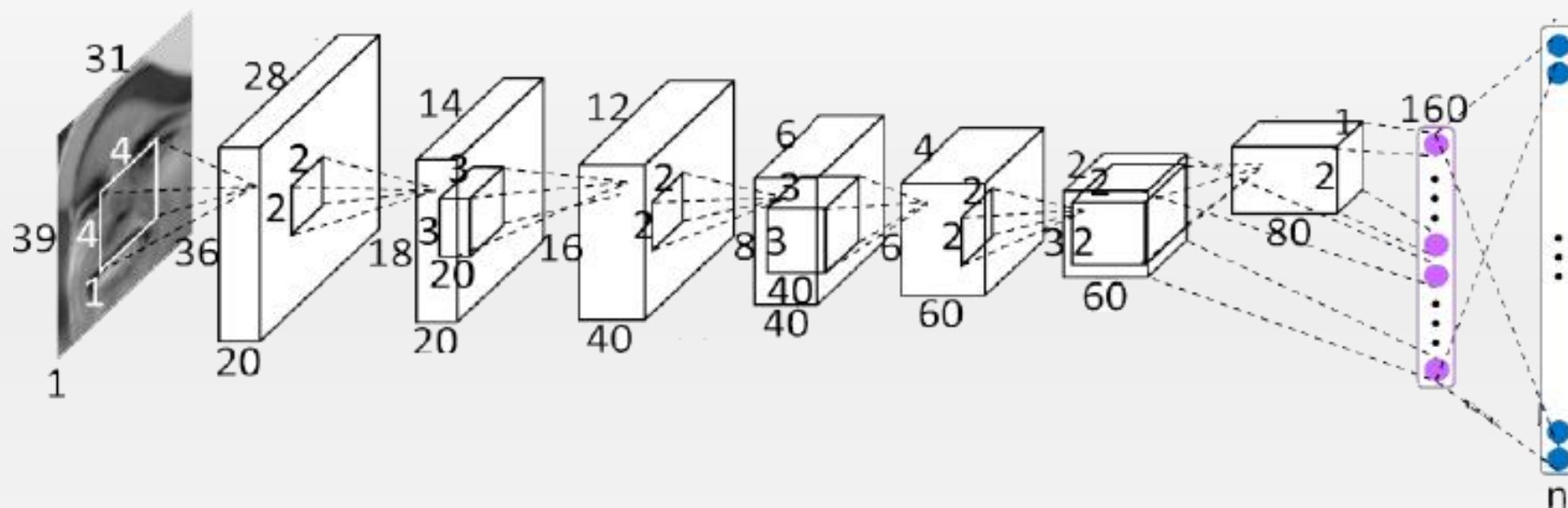
Economist.com



甚至图像理解……

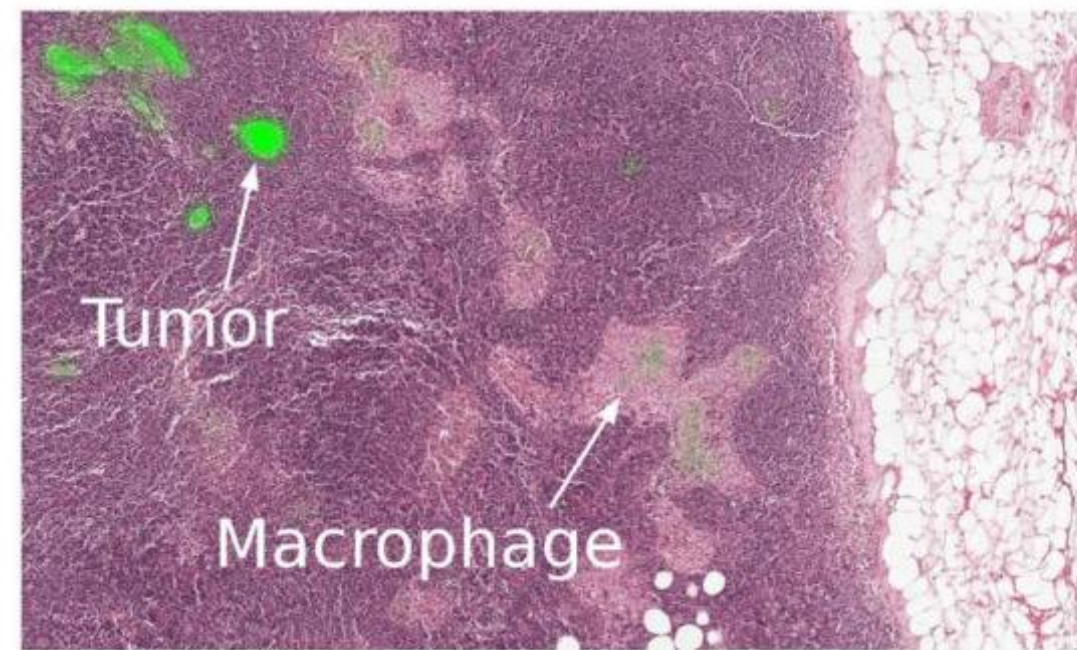
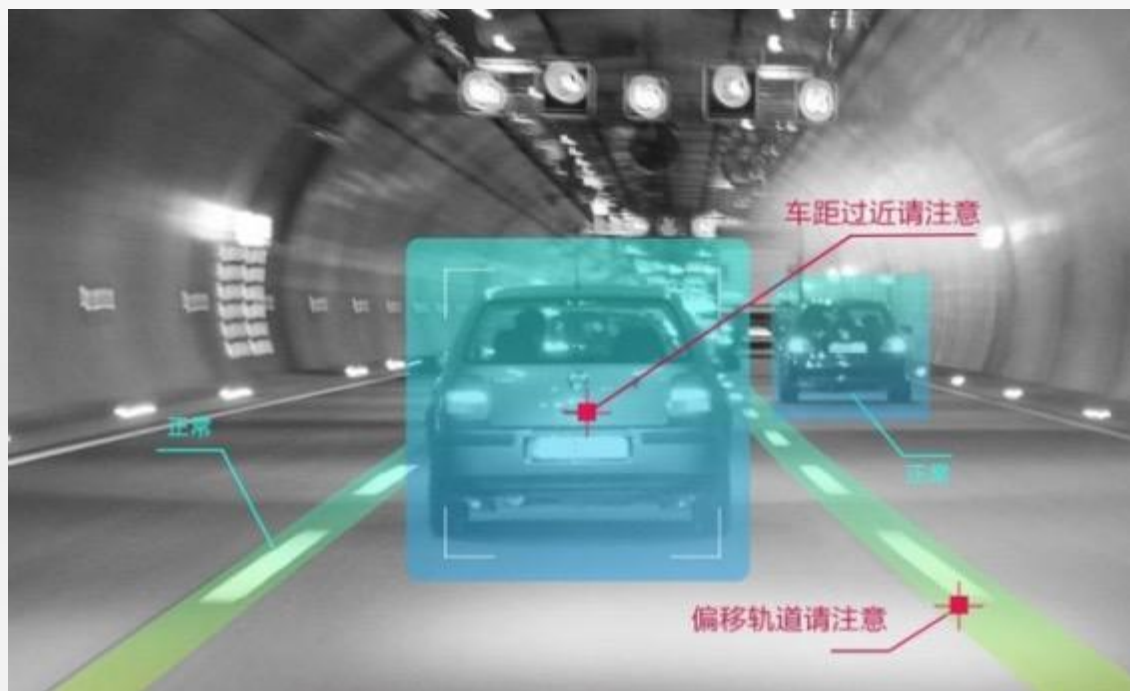


卷积神经网络 (CNN)：处理图像数据

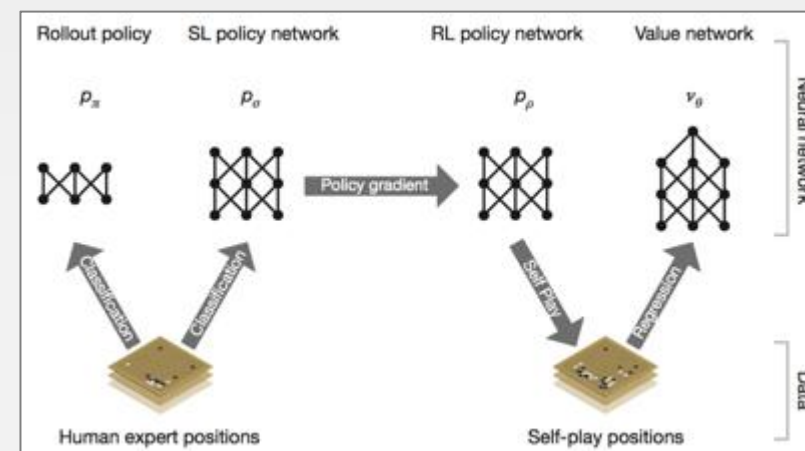
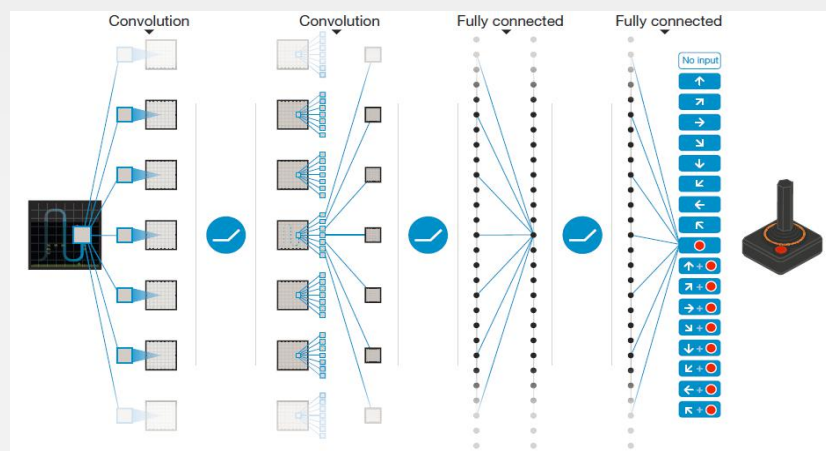
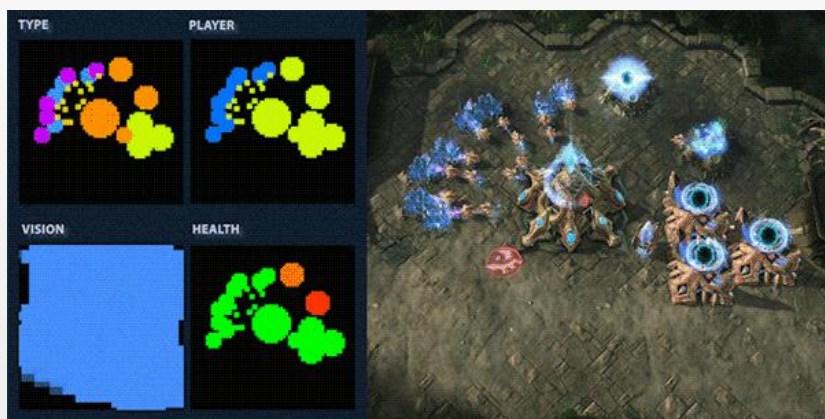


CNN可以应付图像数据中的平移、旋转等空间不变性

大量应用场景

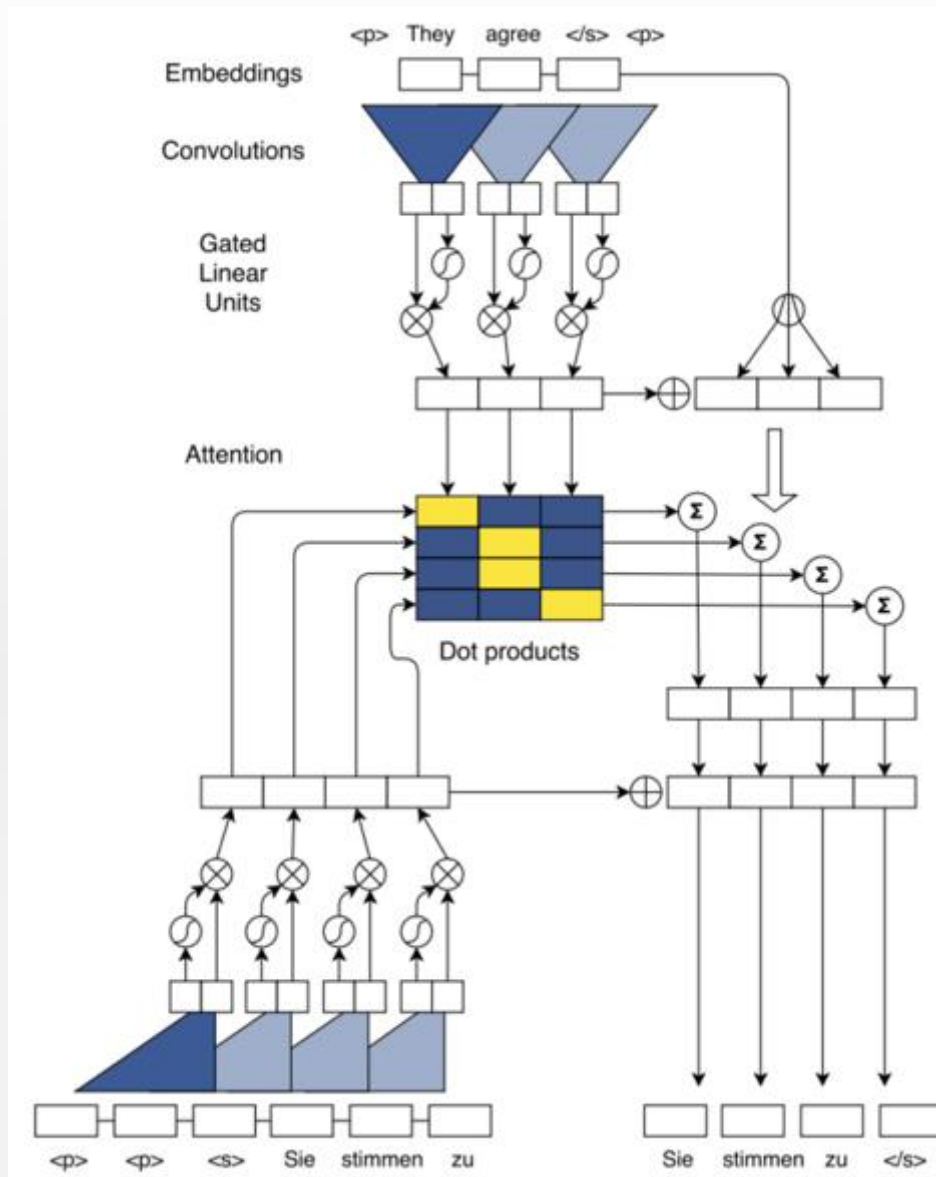
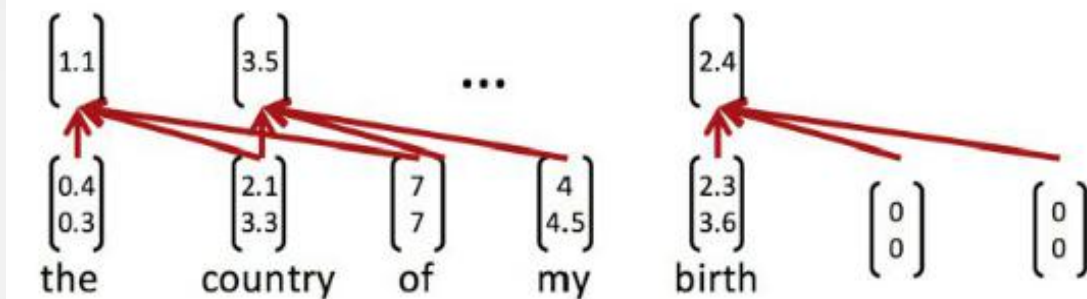
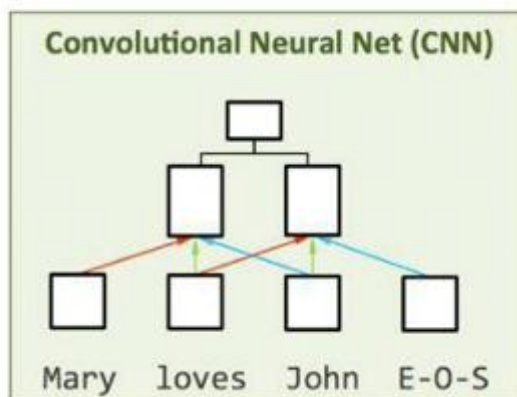
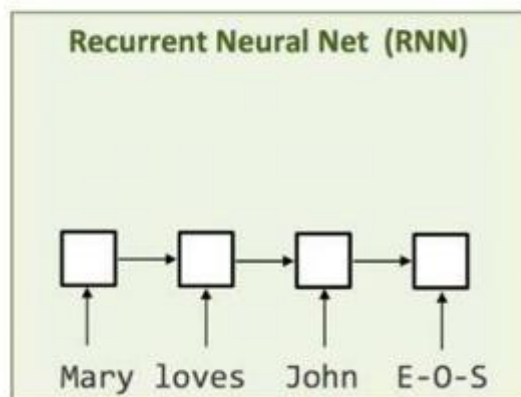


重大突破的基础

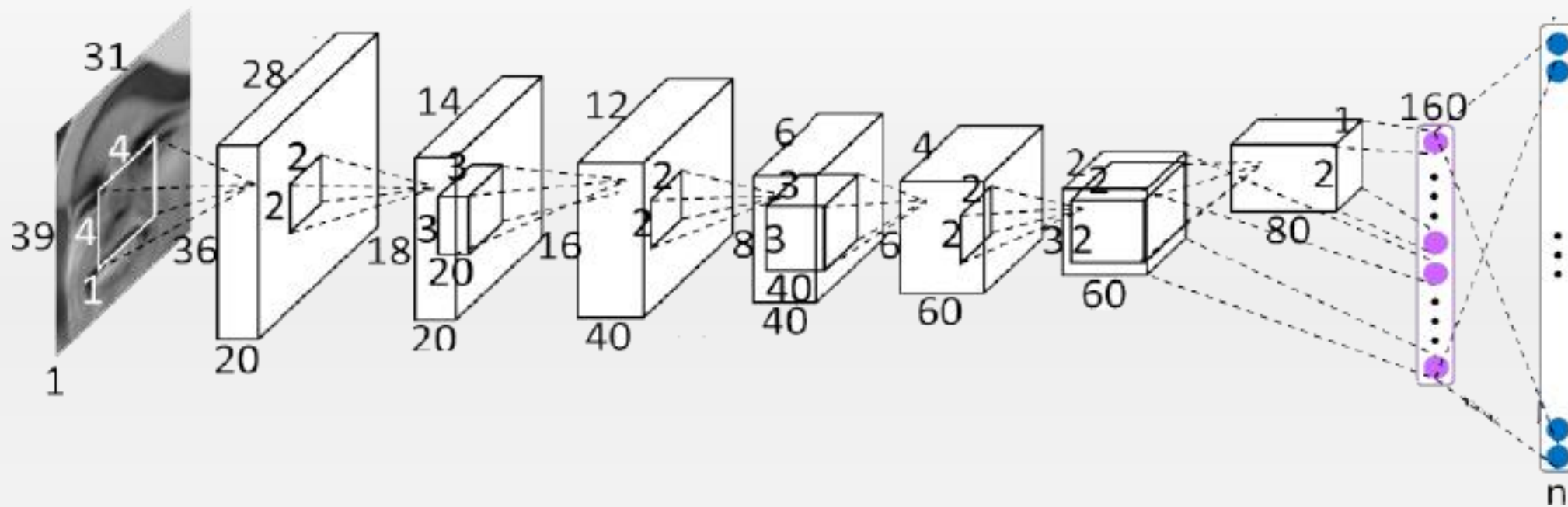


甚至抢了RNN的饭碗

Two basic architectures

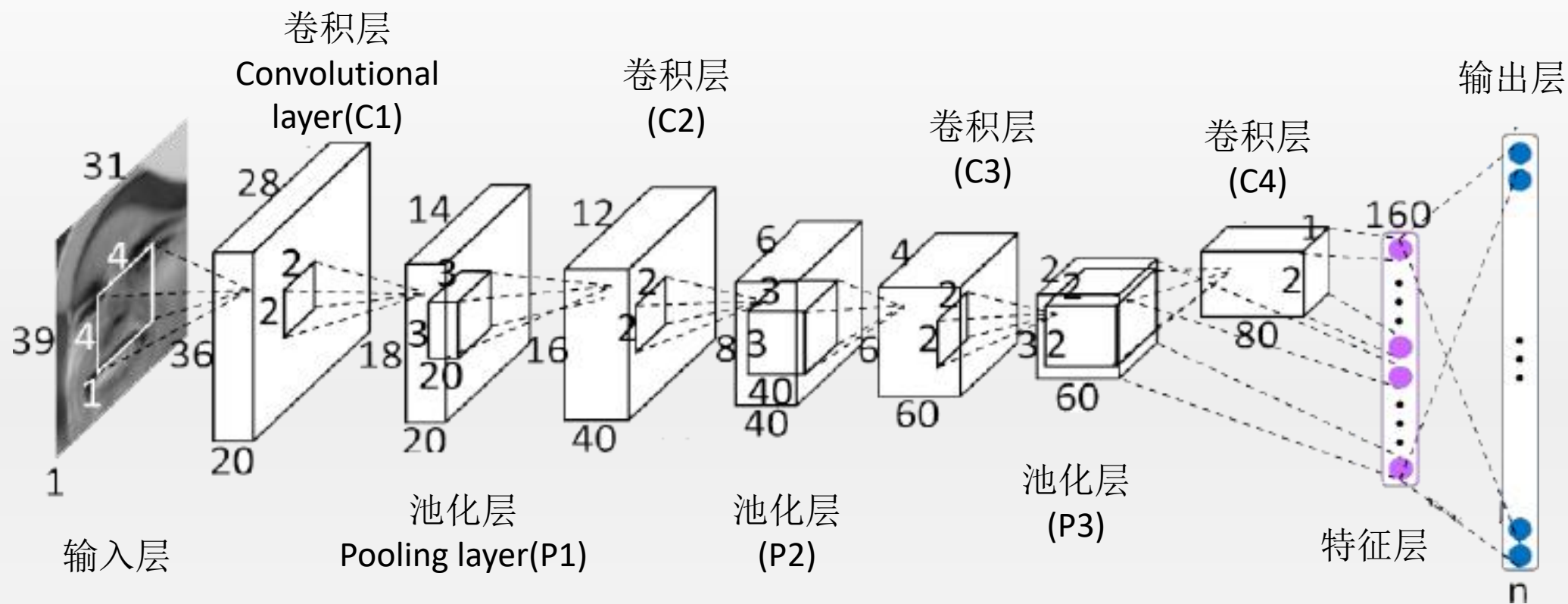


卷积神经网络



- 卷积神经网络包含多个层，每层的神经元都会排布成三维的立方体

卷积神经网络



- 卷积神经网络包含多个层，每层的神经元都会排布成三维的立方体



昵图网 www.nipic.com

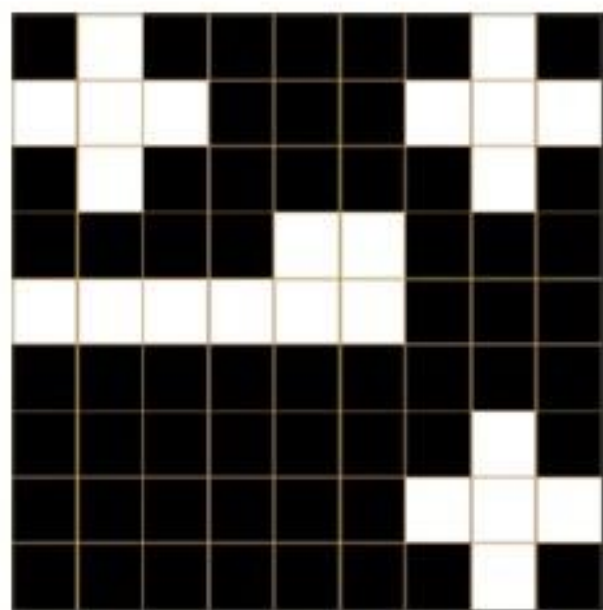
By:swzhen No.20130824095410415348







卷积核与特征图

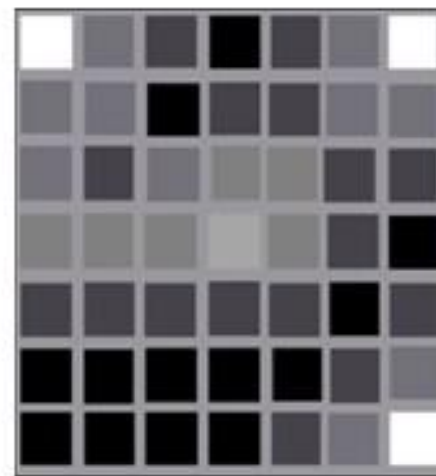


原始图像

*



卷积核



特征图

- 卷积就是在寻找与卷积核相似的区域，并将搜索结果映射到特征图上

数学上如何操作？

0 _{×0}	1 _{×1}	0 _{×0}	0	0
1 _{×1}	1 _{×0}	1 _{×1}	0	0
0 _{×0}	1 _{×1}	0 _{×0}	0	0
0	0	0	0	1
1	1	1	1	1

原始图像

0	1	0
1	0	1
0	1	0

卷积核

4		

特征图

$$(f * g)(x, y) = \sum_u \sum_v f(u, v) g(x - u, y - v)$$

数学上如何操作？

0	1 _{x0}	0 _{x1}	0 _{x0}	0
1	1 _{x1}	1 _{x0}	0 _{x1}	0
0	1 _{x0}	0 _{x1}	0 _{x0}	0
0	0	0	0	1
1	1	1	1	1

原始图像

0	1	0
1	0	1
0	1	0

卷积核

4	1	

特征图

数学上如何操作？

0	1	0	0	0
1	1	1	0	0
0	1	0 _{x0}	0 _{x1}	0 _{x0}
0	0	0 _{x1}	0 _{x0}	1 _{x1}
1	1	1 _{x0}	1 _{x1}	1 _{x0}

原始图像

0	1	0
1	0	1
0	1	0

卷积核

4	1	1
1	2	0
2	1	2

特征图

数学上如何操作？

0	1	0	0	0
1	1	1	0	0
0	1	0 _{x0}	0 _{x1}	0 _{x0}
0	0	0 _{x1}	0 _{x0}	1 _{x1}
1	1	1 _{x0}	1 _{x1}	1 _{x0}

原始图像

0	1	0
1	0	1
0	1	0

卷积核

4	1	1
1	2	0
2	1	2

特征图

$$n \times n \rightarrow (n - w + 1) \times (n - w + 1)$$

补齐技术

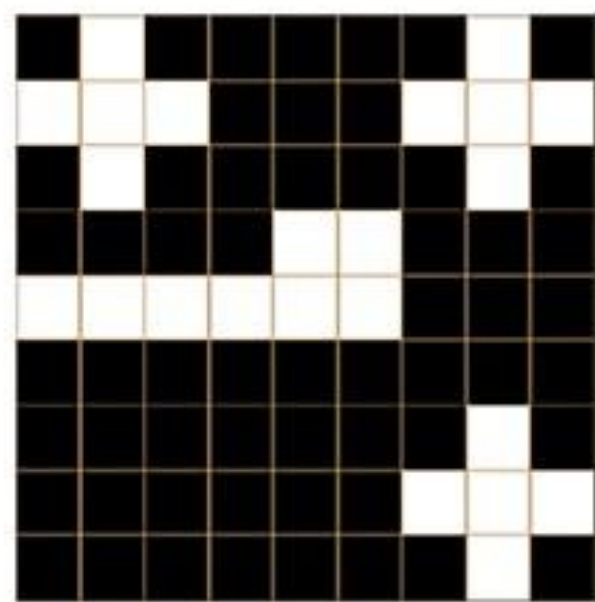
0	0	0	0	0	0	0
0	1	1	1	0	0	0
0	0	1	1	1	0	0
0	0	0	1	1	1	0
0	0	0	1	1 _{x1}	0 _{x0}	0 _{x1}
0	0	1	1	0 _{x0}	0 _{x1}	0 _{x0}
0	0	0	0	0 _{x1}	0 _{x0}	0 _{x1}

1	0	1
0	1	0
1	0	1

2	2	3	1	1
1	4	3	4	1
1	2	4	3	3
1	2	3	4	1
1	2	2	1	1

卷积以后
得到的特征图

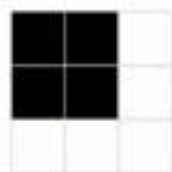
多个卷积核



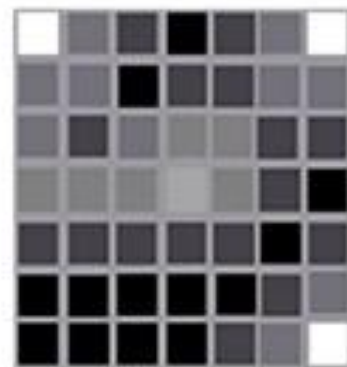
原始图像

*

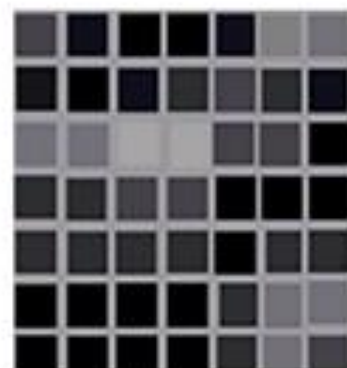
卷积核1



卷积核2

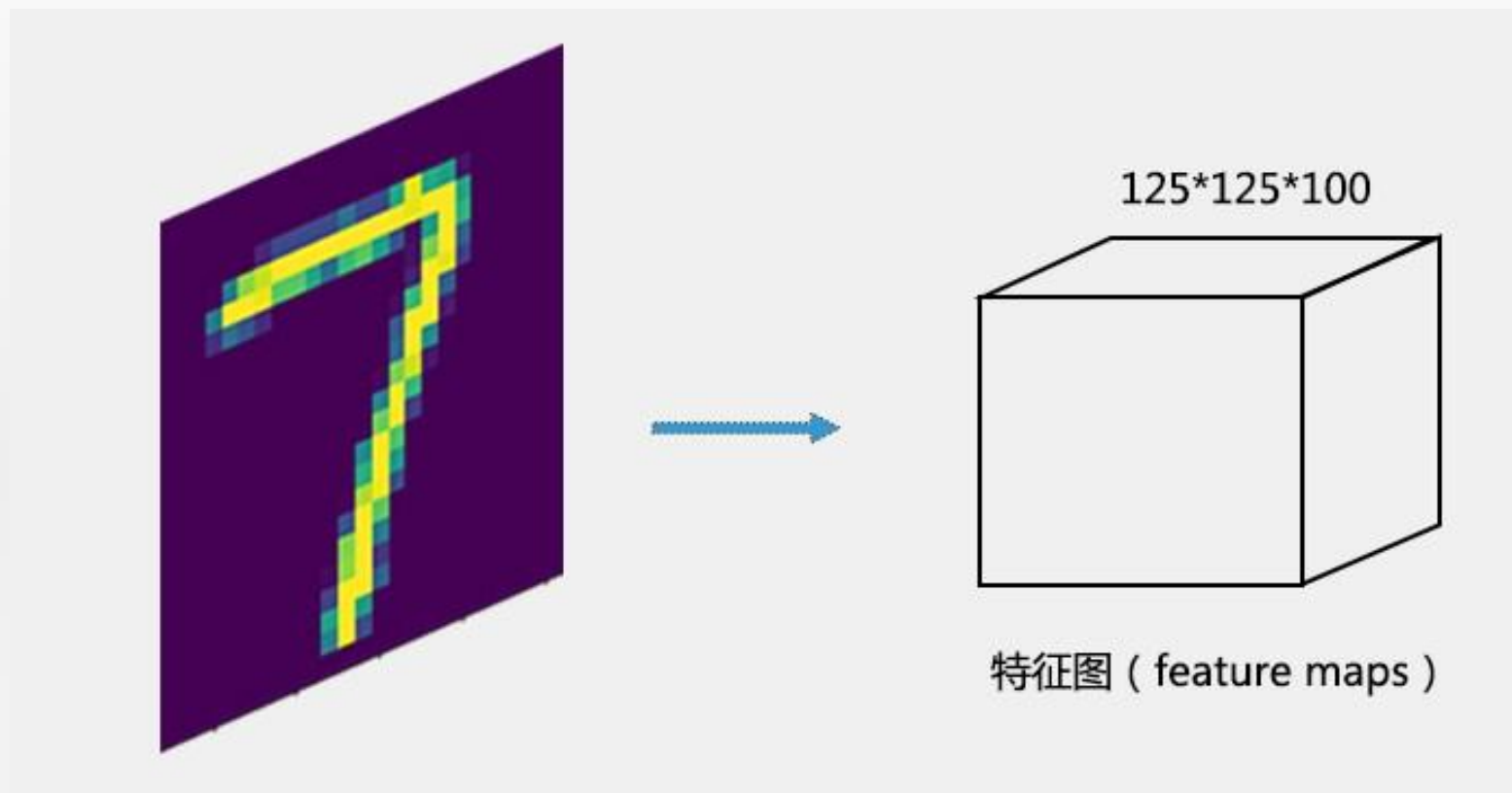


特征图1



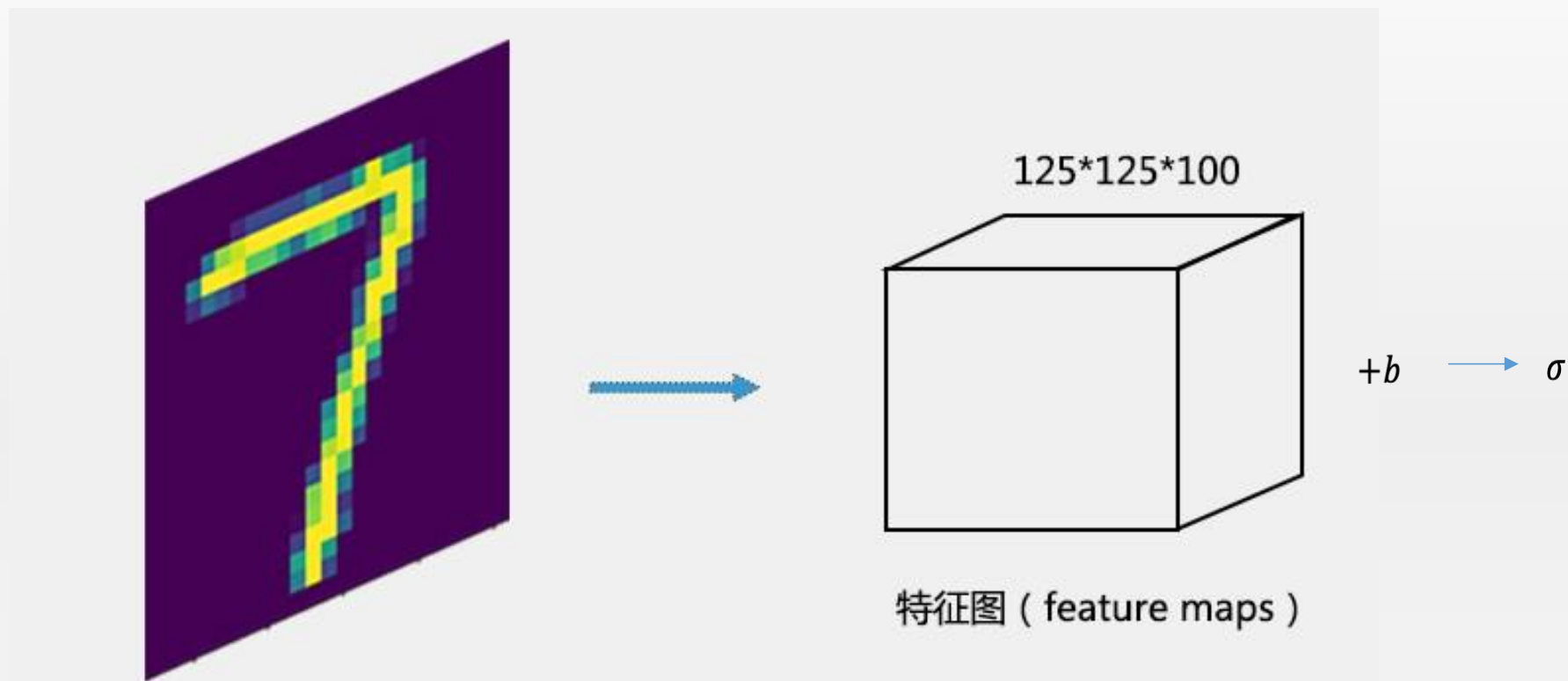
特征图2

多个卷积核



- 在表示的时候，我们可以将多个特征图拼在一起组成立方体

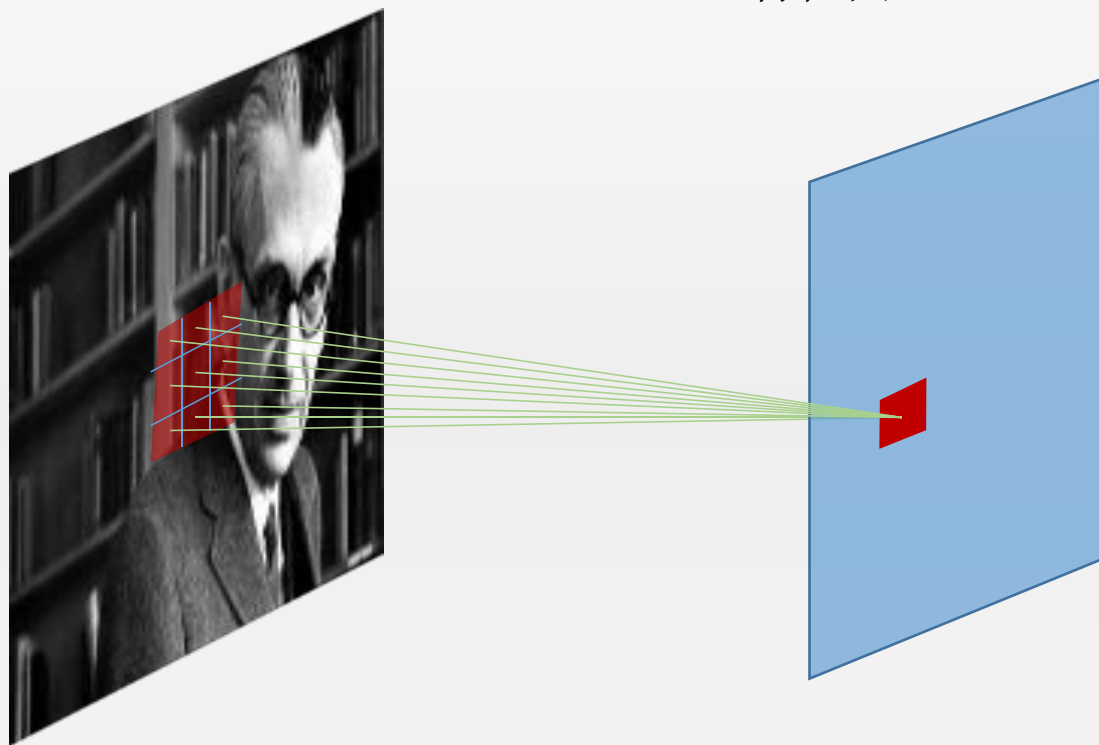
完整的卷积操作



- 在表示的时候，我们可以将多个特征图拼在一起组成立方体

神经网络怎么实现？

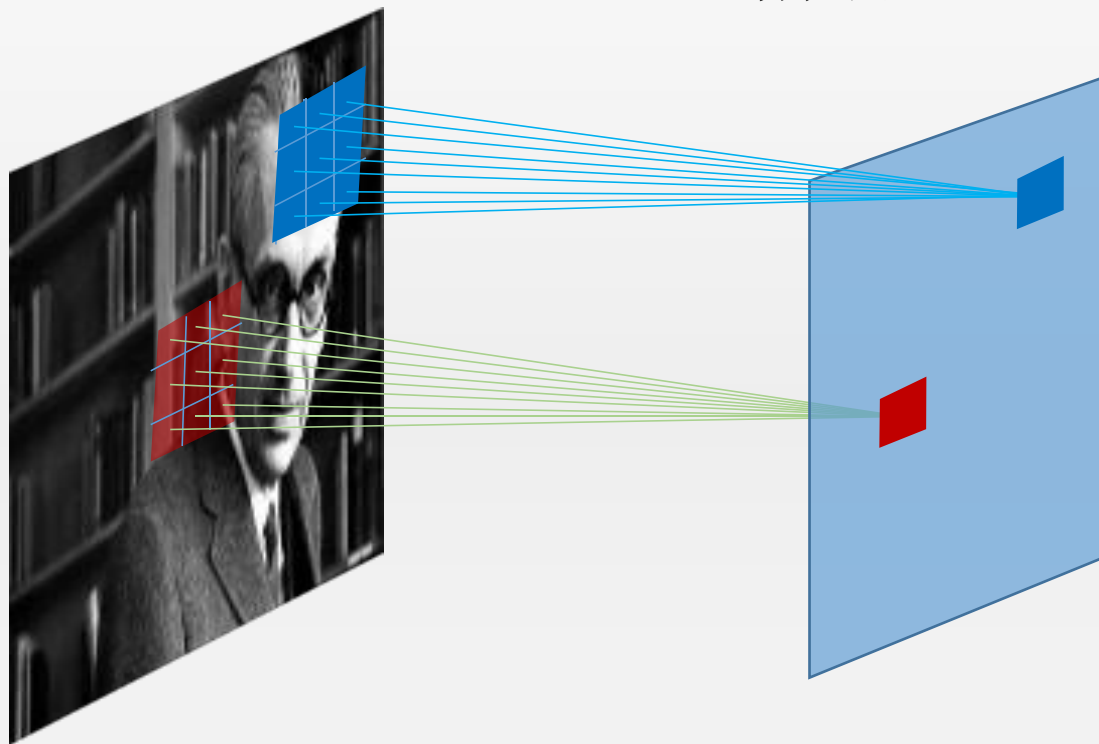
特征图（feature map）



- 特征图上的每一个像素都和原图上的 3×3 大小的一个方形区域的像素相连（即9个链接）
- 每条连边都有一个数字，称为权重值

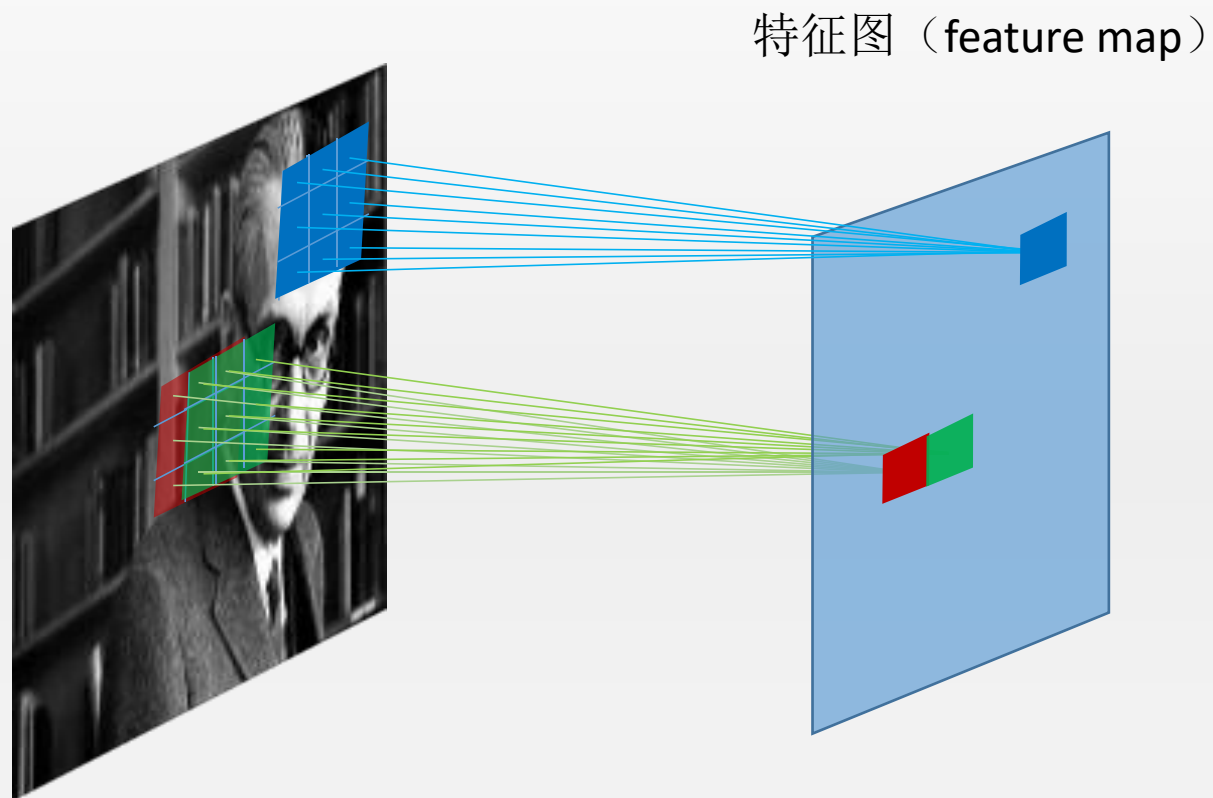
神经网络怎么实现？

特征图（feature map）



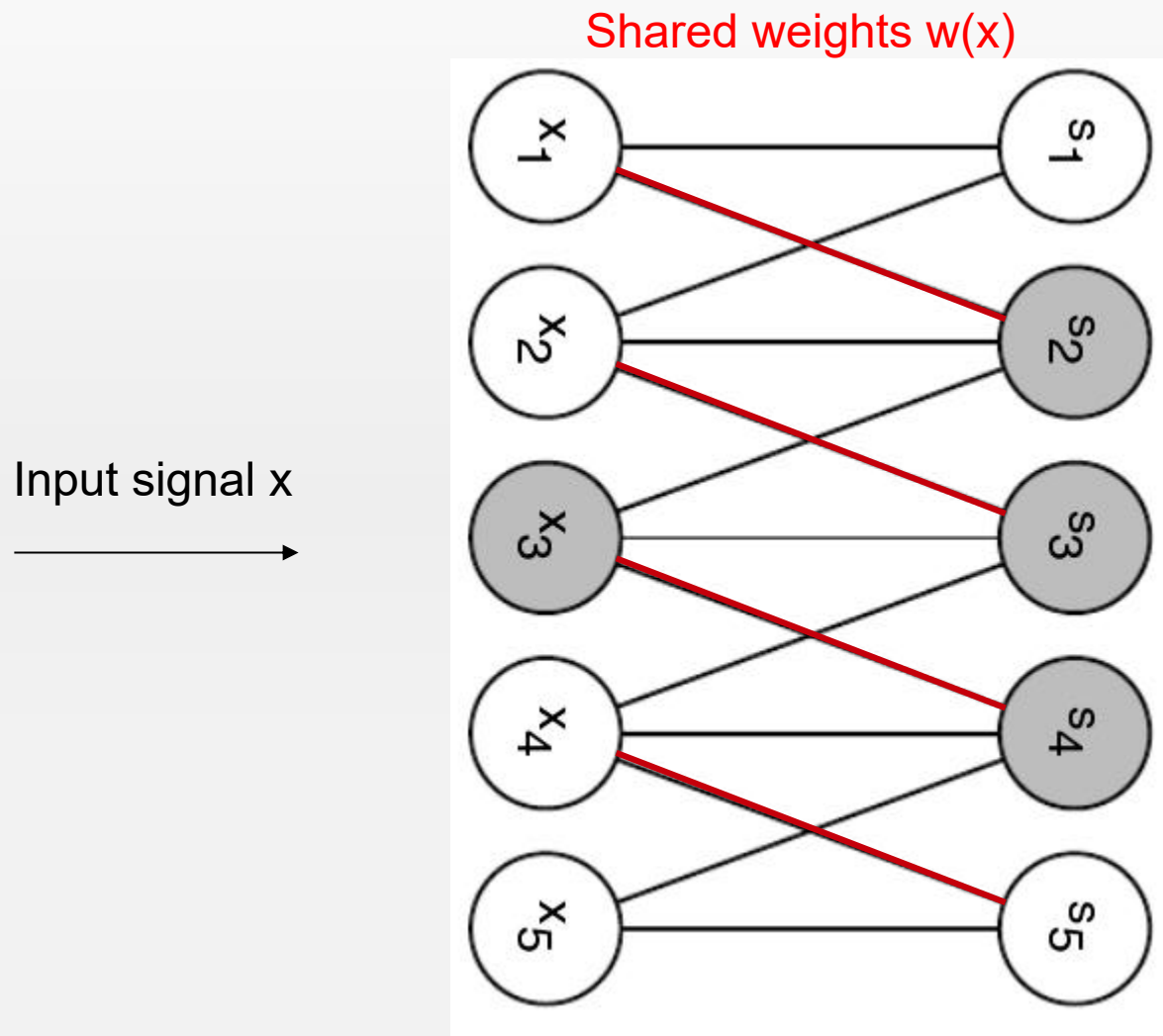
- 蓝色像素对应了原图上的蓝色3*3大小的一个方形区域的像素，每个像素1个链接，一共有9条蓝色链接
- **权值共享：**粉红色的每一条链接上面的权重值都与对应的蓝色链接权重值相等

神经网络怎么实现？



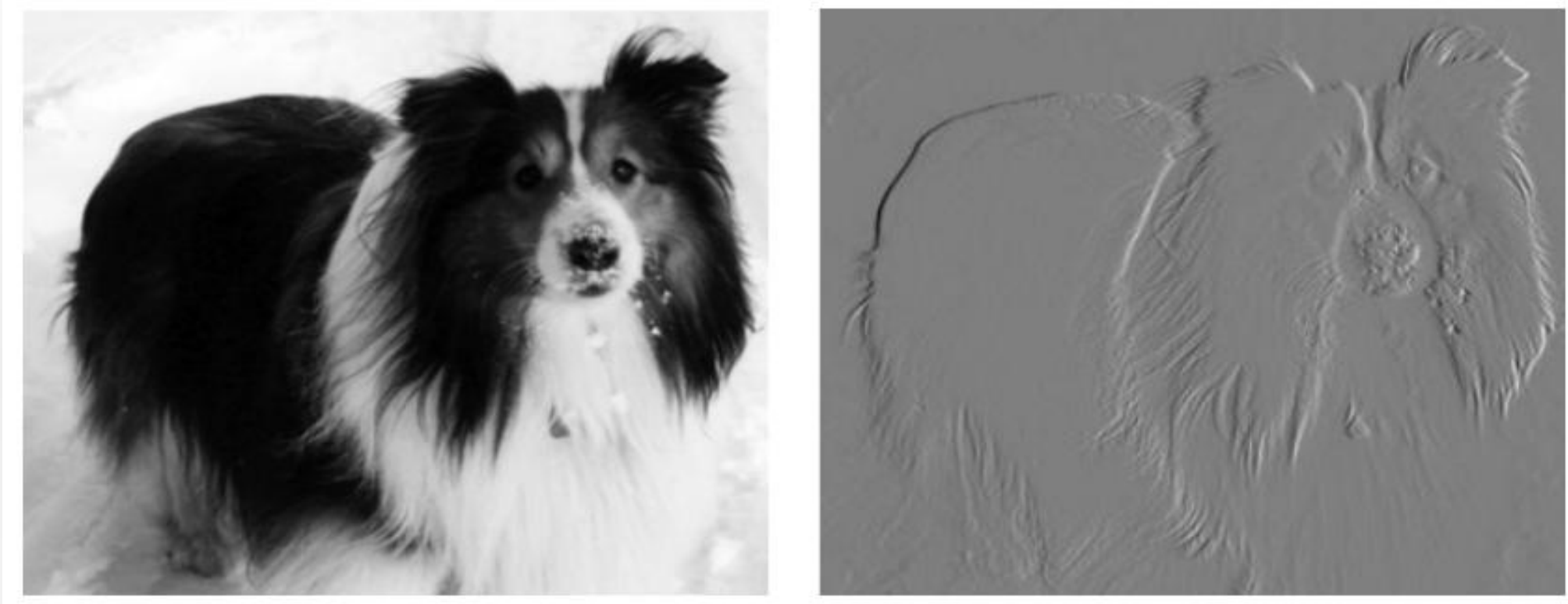
- 特征图上的绿色像素与红色相邻，它链接了原图绿色的像素，与红色区域相邻且有重叠

从一维的神经网络角度来看



边缘检测

$$f(x,y)-f(x-1,y)$$



卷积核

$$g(x,y) = \begin{cases} 1, & x=y \\ -1, & x=y+1 \\ 0, & \text{otherwise} \end{cases}$$

1	-1	0
0	1	-1
0	0	1

锐化



*

-1	-1	-1	-1	-1
-1	2	2	2	-1
-1	2	8	2	-1
-1	2	2	2	-1
-1	-1	-1	-1	-1

=



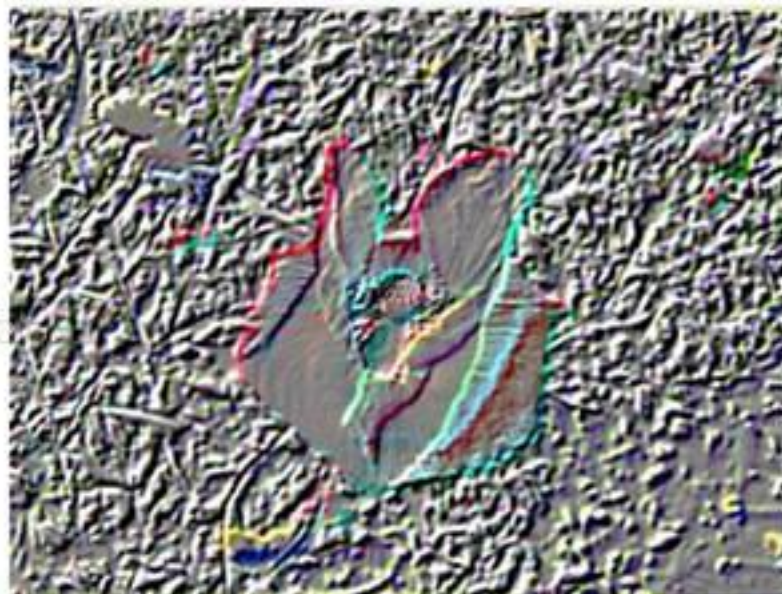
浮雕



*

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

=



模糊



*

0	0	1	0	0
0	1	1	1	0
1	1	1	1	1
0	1	1	1	0
0	0	1	0	0

=



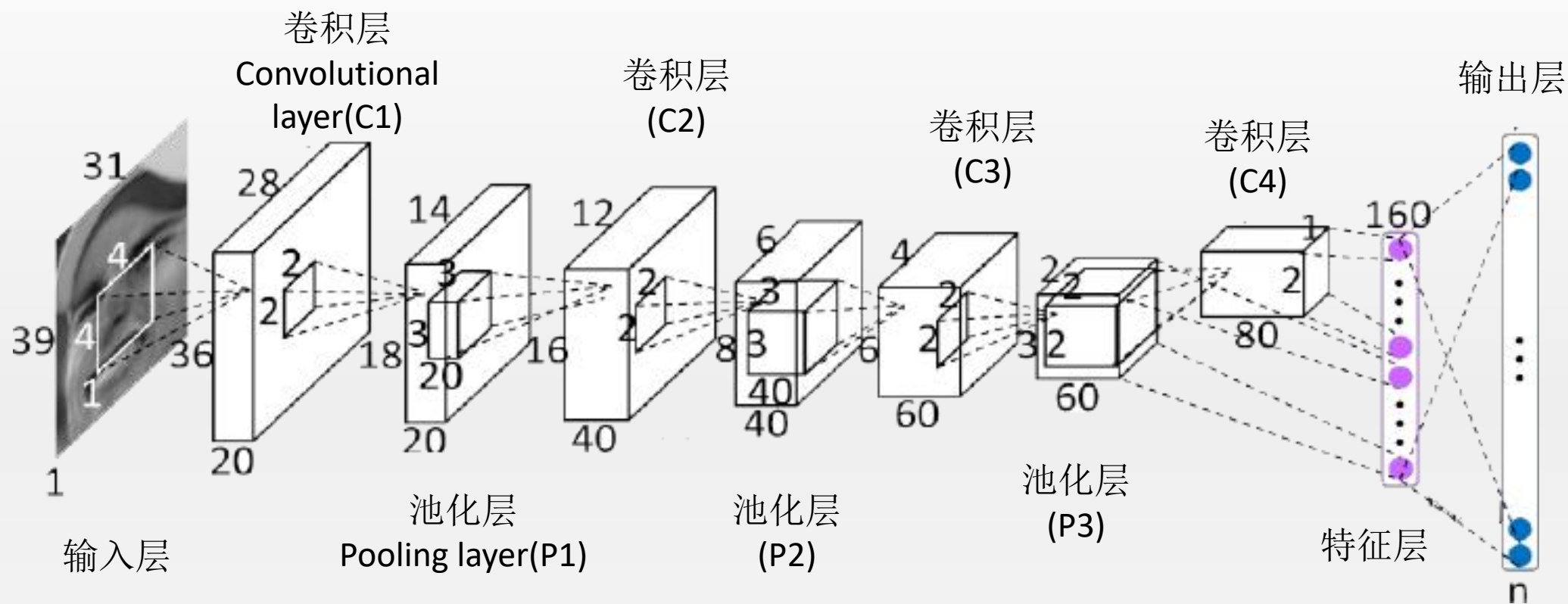
运动模糊

```
1, 0, 0, 0, 0, 0, 0, 0, 0
0, 1, 0, 0, 0, 0, 0, 0, 0
0, 0, 1, 0, 0, 0, 0, 0, 0
0, 0, 0, 1, 0, 0, 0, 0, 0
0, 0, 0, 0, 1, 0, 0, 0, 0
0, 0, 0, 0, 0, 1, 0, 0, 0
0, 0, 0, 0, 0, 0, 1, 0, 0
0, 0, 0, 0, 0, 0, 0, 1, 0
0, 0, 0, 0, 0, 0, 0, 0, 1
```



<http://blog.csdn.net/>

卷积神经网络



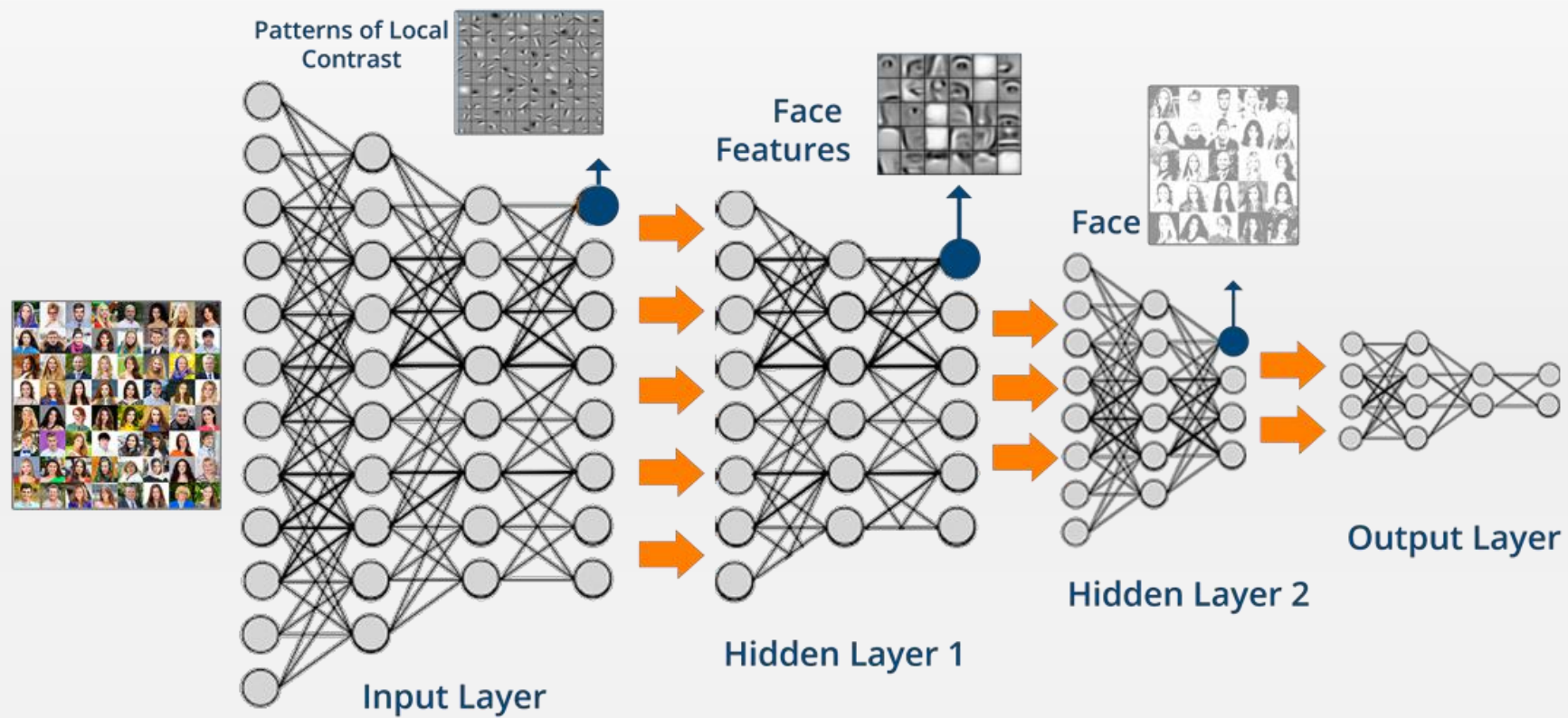
- 卷积神经网络包含多个层，每层的神经元都会排布成三维的立方体

池化操作

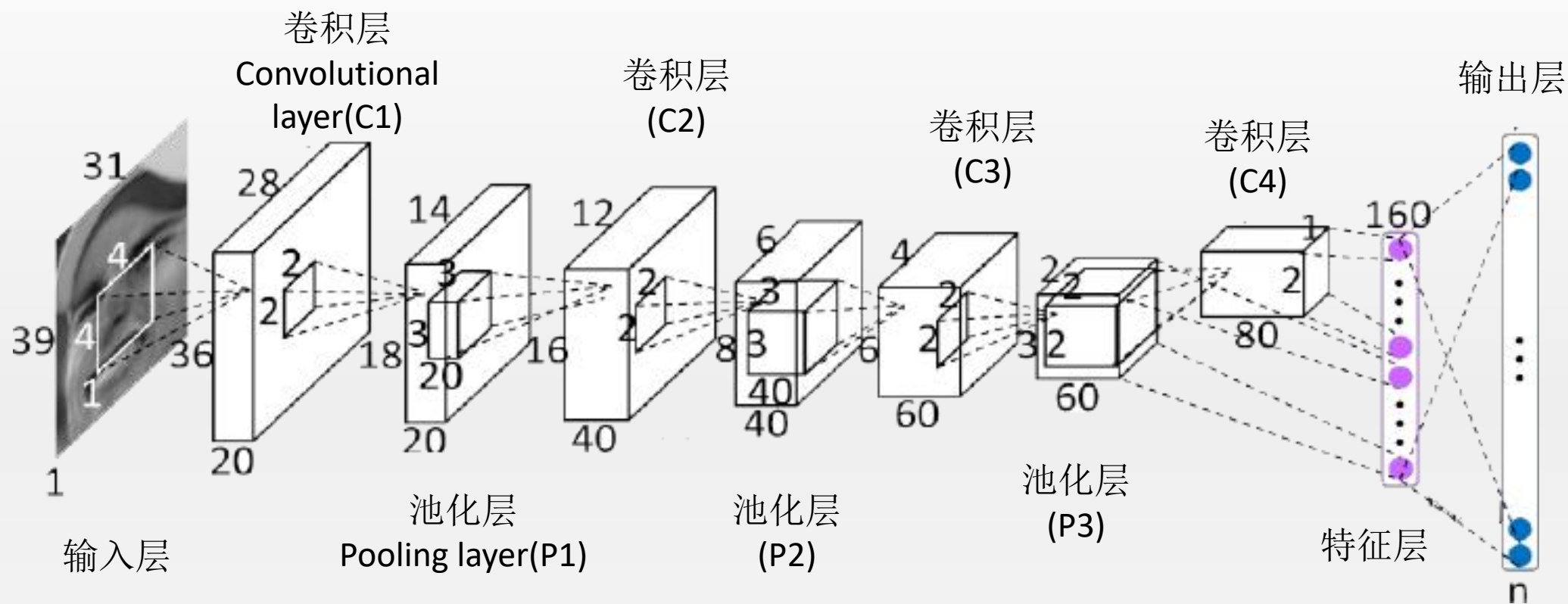


- 将原始图像划分成3*3的不重叠区域，每一个求最大值得到一个新图像

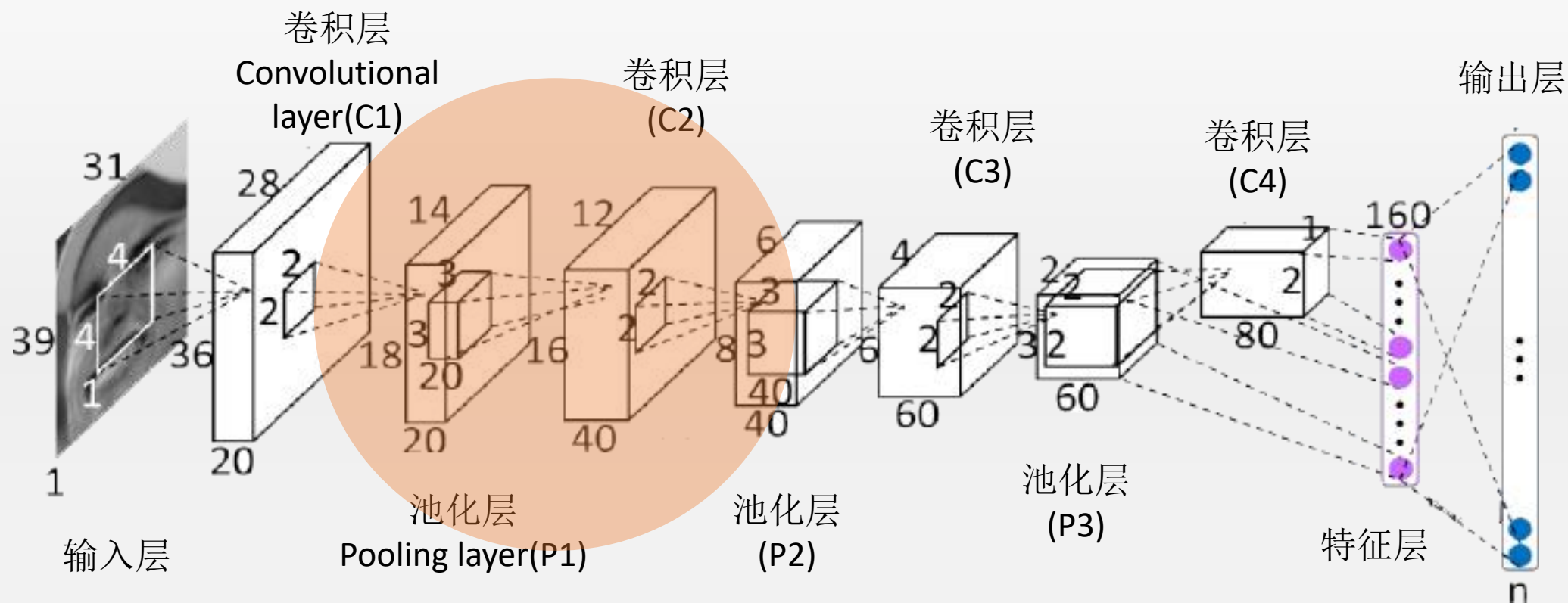
池化操作



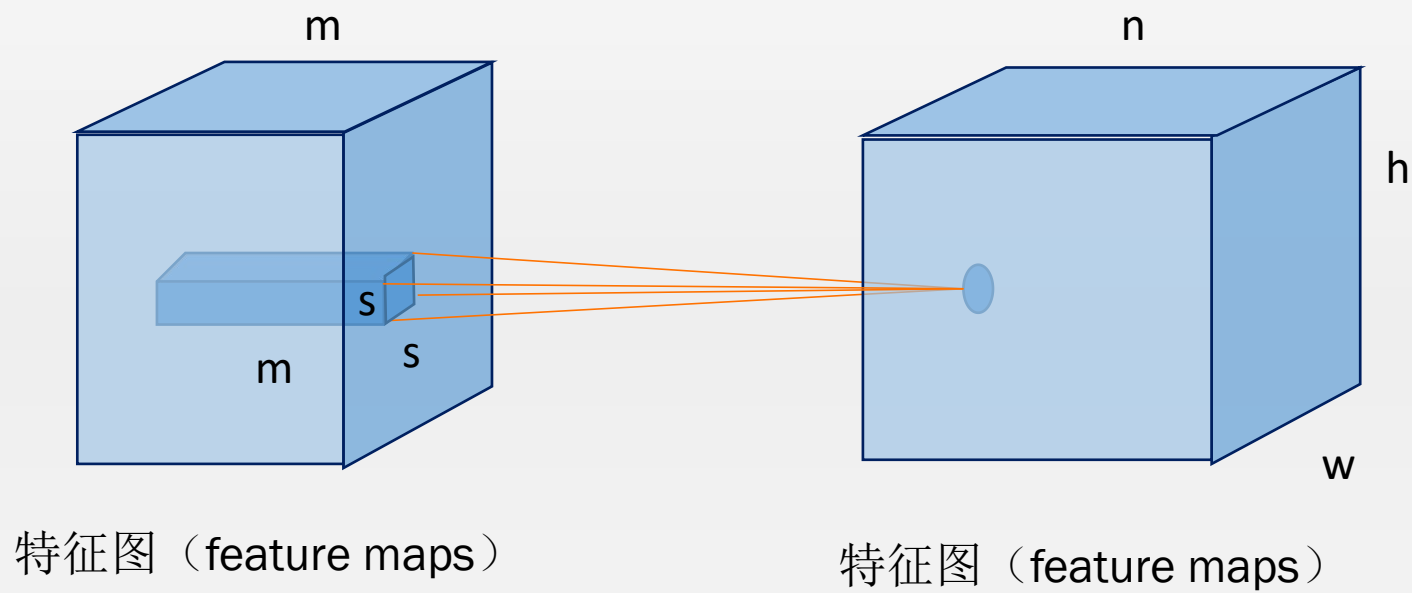
卷积神经网络



整体的卷积神经网络架构



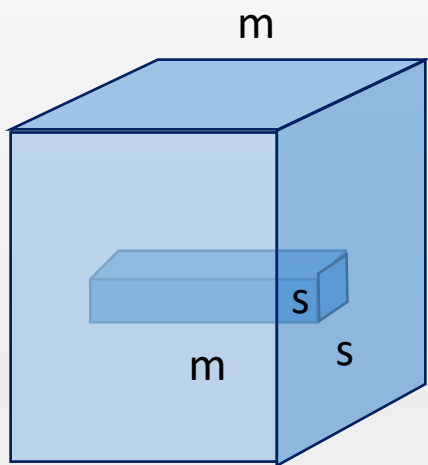
立体卷积核



对于多个特征图的卷积，要注意卷积核的维度。
共有 n 个卷积核，一个卷积核有 $m*s*s$ 个权重

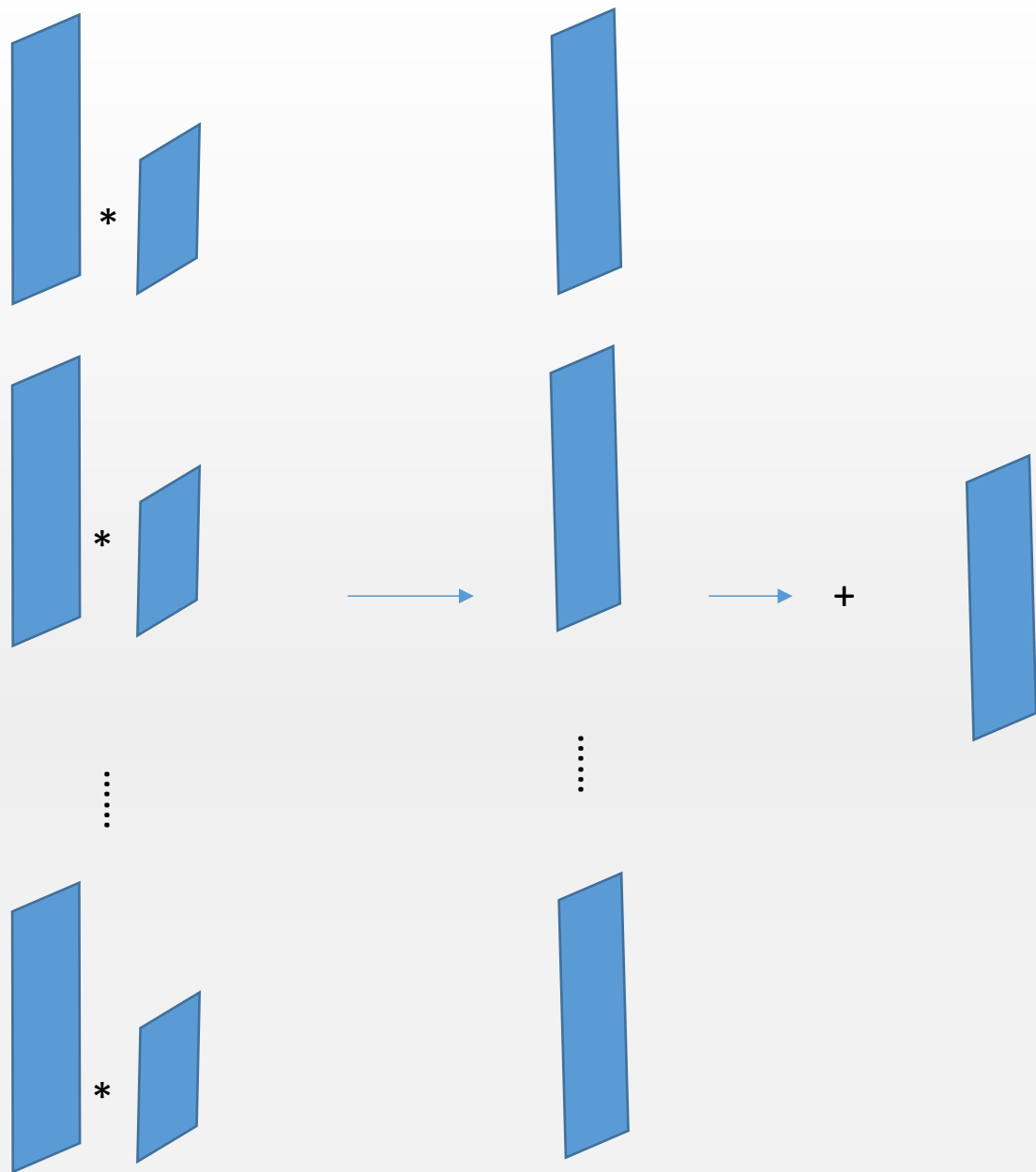
立体卷积如何运算？

输入特征图 (feature maps)

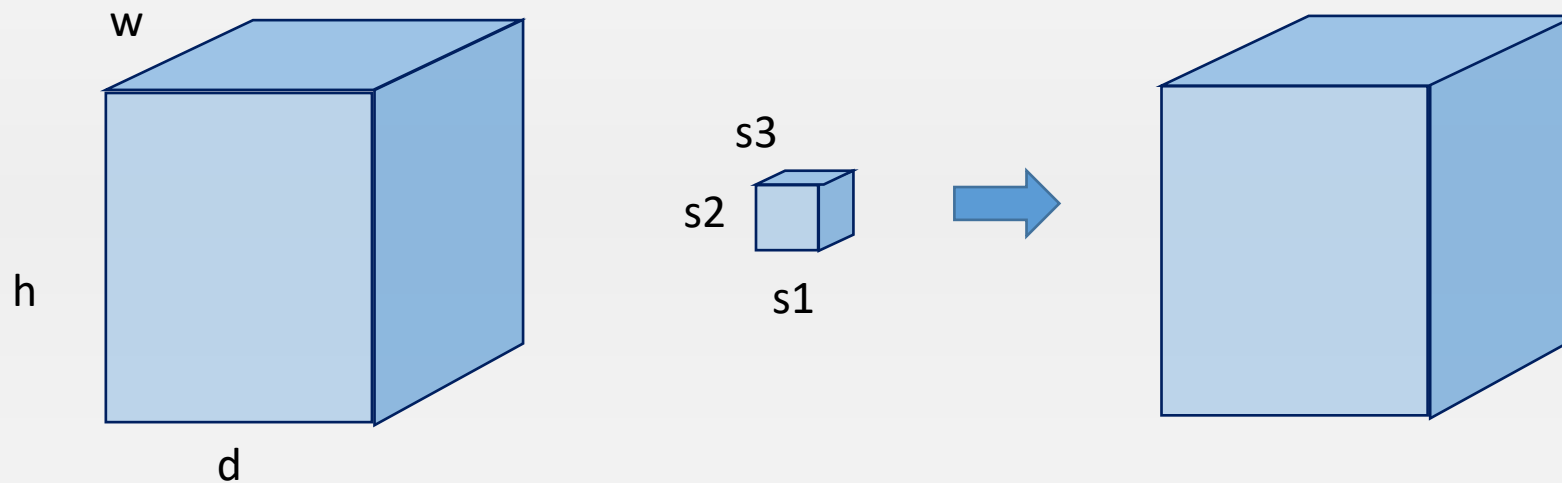


三维的卷积核和三维的输入特征图做卷积：

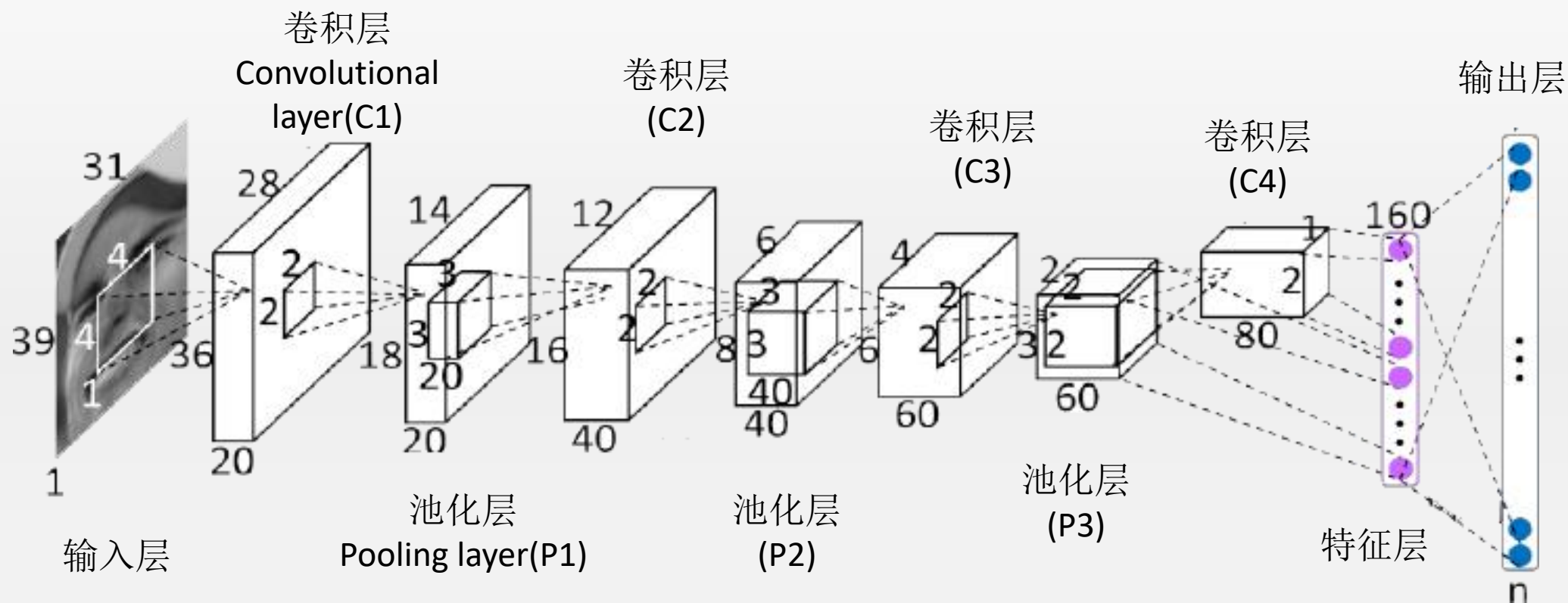
- 1、按照厚度一片输入特征图与一片卷积核做一个对应；
- 2、用二维的方式，用每一个二维的核在输入特征图上做卷积，结果会输出一张二维的特征图
- 3、把这些特征图加起来就得到一片输出的特征图



真正的3D卷积呢？

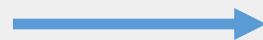
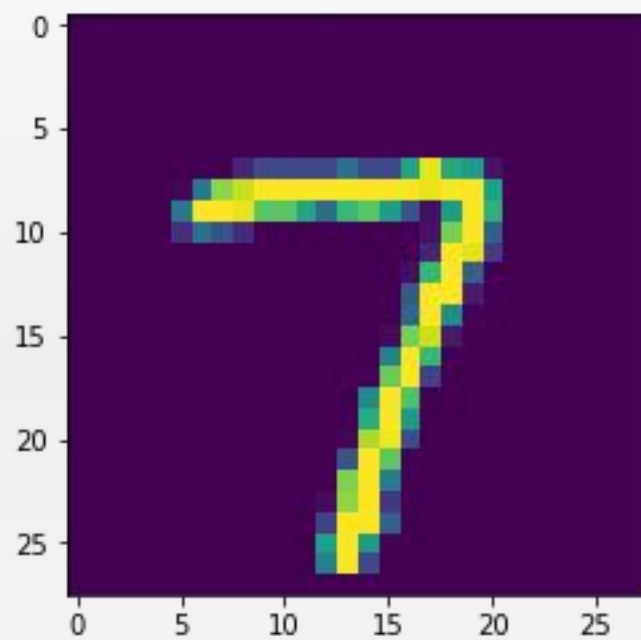


整体的卷积神经网络架构

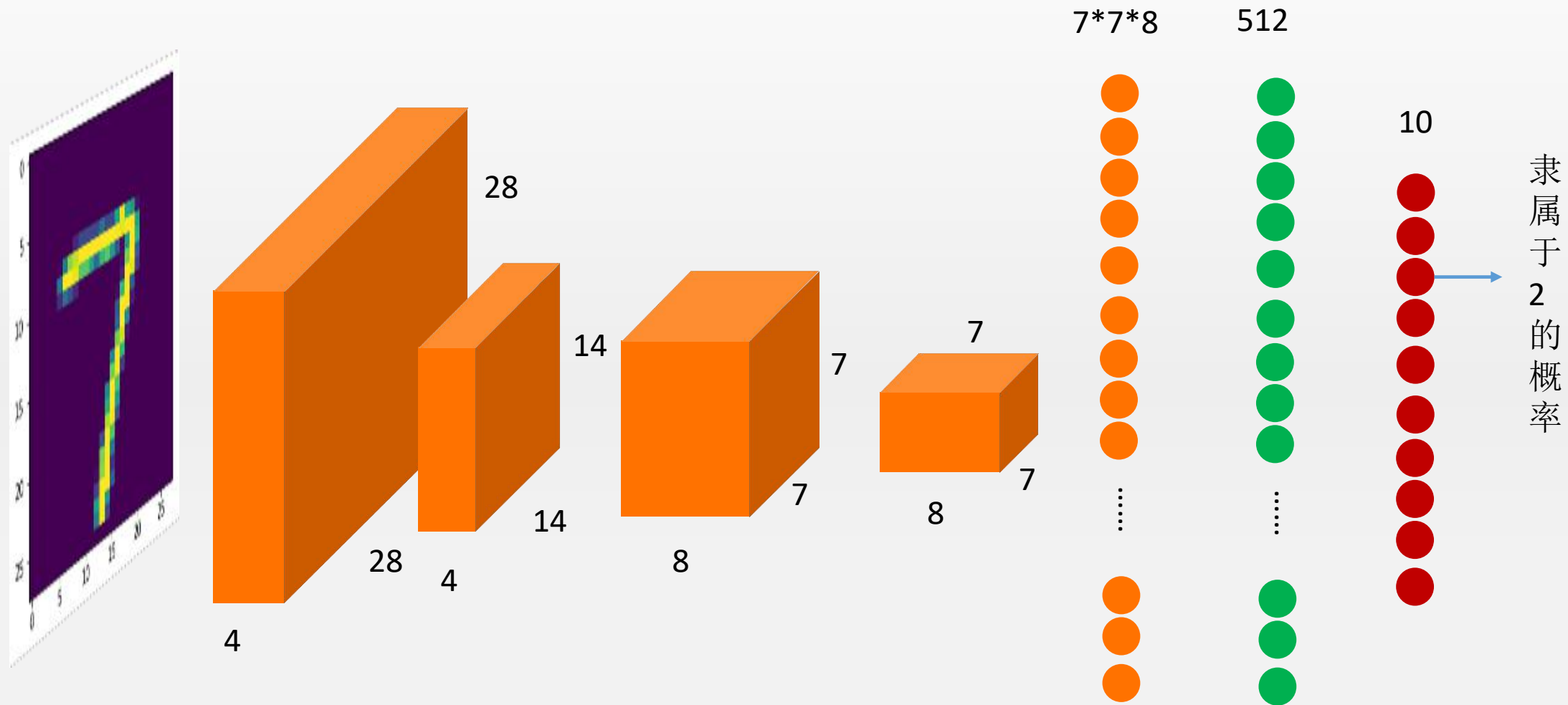


要学习调整的就是网络中的所有卷积核

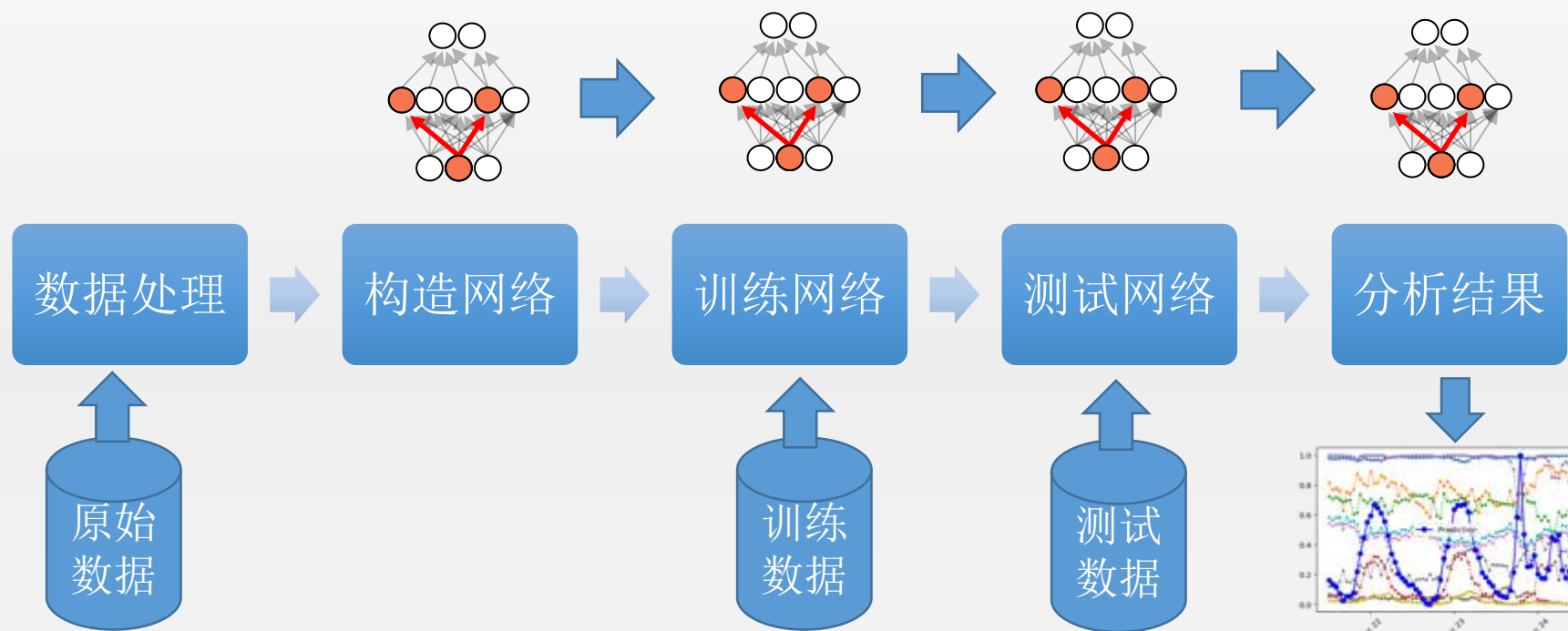
一个具体的例子：MINST



网络架构



数据准备



torchvision包



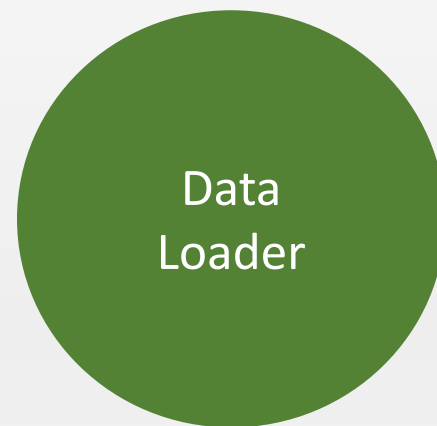
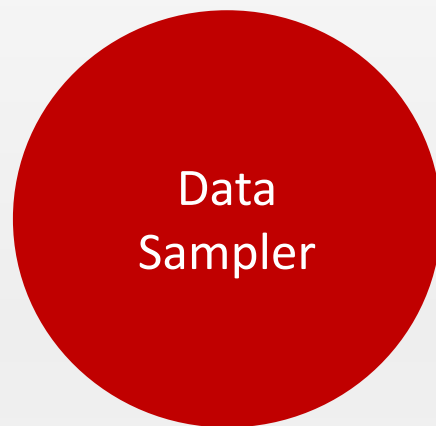
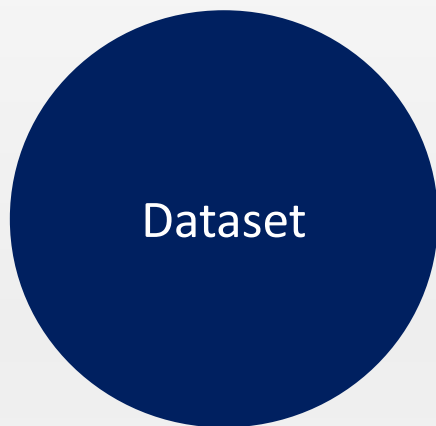
dataset

models

transforms

utils

数据集对象 torch.util.data



数据集的使用

可以像访问数组一样，对数据集中的元素进行下标索引

In [1]:

```
train_dataset[0]
```

out[1]:

```
.....  
.....  
.....  
[torch.FloatTensor of size 1x28x28], 5)
```

返回一个二元组，前为特征，后为标签

In [2]:

```
len(train_dataset)
```

out[2]:

```
60000
```

返回train_dataset中数据的数量

对数据集的访问

可以像循环列表一样，从加载器中不断地抽取数据

```
In [1]: for (x,y) in train_loader:  
        print(x)  
        print(y)
```

```
out[1]: .....  
        .....  
        .....  
        [torch.FloatTensor of size 1x28x28]  
  
        5  
        .....
```

顺序打印train_loader中的元素

```
In [2]: len(train_loader)
```

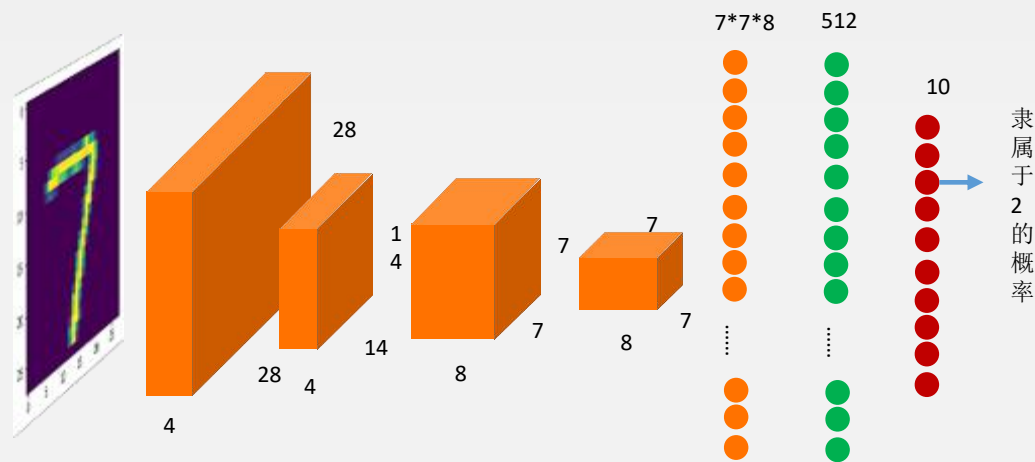
```
out[2]: 60000
```

返回train_dataset中数据的数量

卷积神经网络的实现

In [3]:

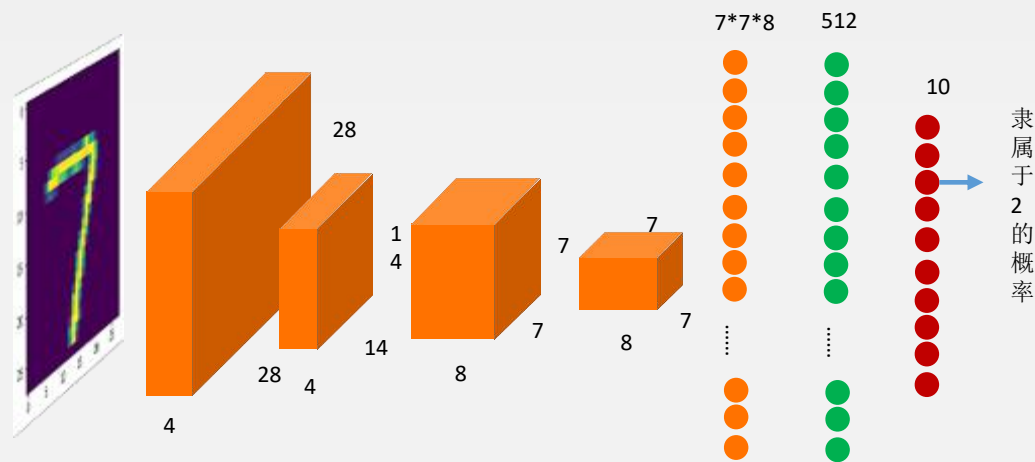
```
depth = [4, 8]
class ConvNet(nn.Module):
    def __init__(self):
        super(ConvNet, self).__init__()
        self.conv1 = nn.Conv2d(1, 4, 5, padding = 2)
        self.pool = nn.MaxPool2d(2, 2)
        self.conv2 = nn.Conv2d(depth[0], depth[1], 5, padding = 2)
        self.fc1 = nn.Linear(image_size // 4 * image_size // 4 * depth[1], 512)
        self.fc2 = nn.Linear(512, num_classes)
```



卷积神经网络的实现

In [3]:

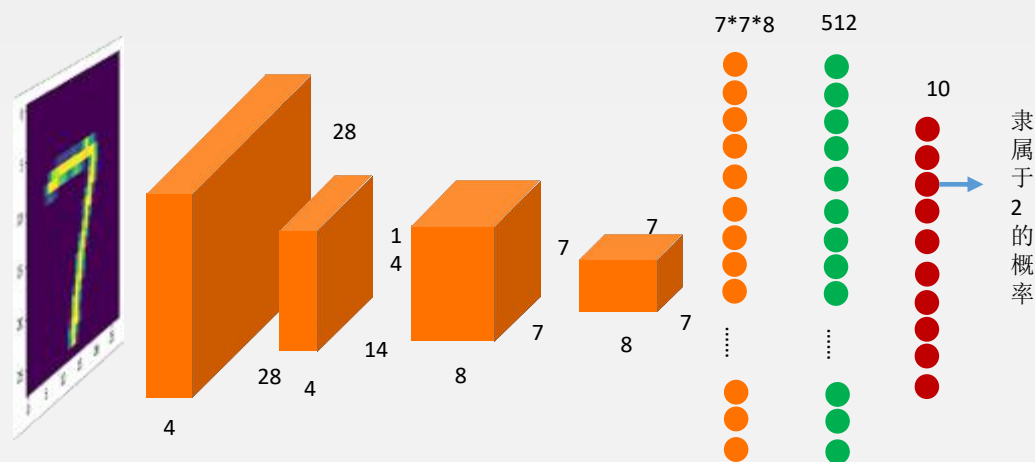
```
depth = [4, 8]
class ConvNet(nn.Module):
    def __init__(self):
        super(ConvNet, self).__init__()
        self.conv1 = nn.Conv2d(1, 28, 5, padding = 2)
        self.pool = nn.MaxPool2d(2, 2)
        self.conv2 = nn.Conv2d(depth[0], depth[1], 5, padding = 2)
        self.fc1 = nn.Linear(image_size // 4 * image_size // 4 * depth[1], 512)
        self.fc2 = nn.Linear(512, num_classes)
```



卷积神经网络的实现

In [3]:

```
depth = [4, 8]
class ConvNet(nn.Module):
    def __init__(self):
        super(ConvNet, self).__init__()
        self.conv1 = nn.Conv2d(1, 4, 5, padding = 2)
        self.pool = nn.MaxPool2d(width,height)
        self.conv2 = nn.Conv2d(depth[0], depth[1], 5, padding = 2)
        self.fc1 = nn.Linear(image_size // 4 * image_size // 4 * depth[1] , 512)
        self.fc2 = nn.Linear(512, num_classes)
```



卷积神经网络的实现

In [3]:

```
depth = [4, 8]
class ConvNet(nn.Module):
    def __init__(self):
        super(ConvNet, self).__init__()
```

nn.Module的一个子类

nn.Module中包含了绝大部分关于神经网络的通用计算，如初始化、前传等

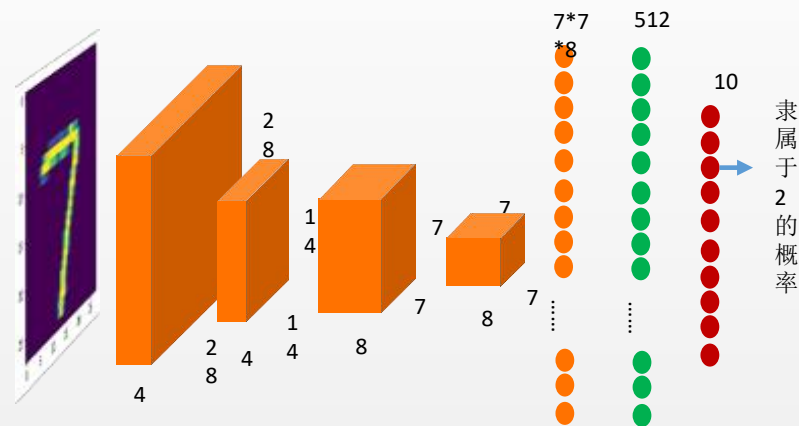
用户可以重写nn.Module中的部分函数，以实现定制化，如__init__(), 创建对象的时候调用，即：

```
net = ConvNet()
```

卷积神经网络的实现

In [3]:

```
depth = [4, 8]
class ConvNet(nn.Module):
    def __init__(self):
        super(ConvNet, self).__init__()
        self.conv1 = nn.Conv2d(1, 4, 5, padding = 2)
        self.pool = nn.MaxPool2d(2, 2)
        self.conv2 = nn.Conv2d(depth[0], depth[1], 5, padding = 2)
        self.fc1 = nn.Linear(image_size // 4 * image_size // 4 * depth[1], 512)
        self.fc2 = nn.Linear(512, num_classes)
    def forward(self, x):
        x = F.relu(self.conv1(x))
        x = self.pool(x)
        x = F.relu(self.conv2(x))
        x = self.pool(x)
        x = x.view(-1, image_size // 4 * image_size // 4 * depth[1])
        x = F.relu(self.fc1(x))
        x = F.dropout(x, training=self.training)
        x = self.fc2(x)
        x = F.log_softmax(x)
    return x
```

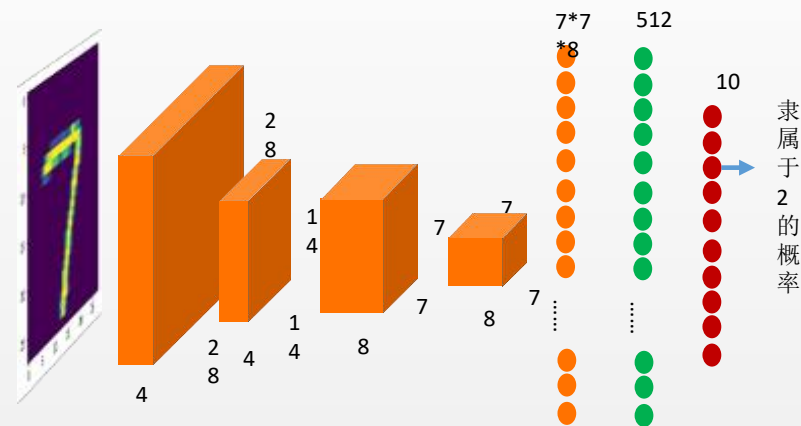


Forward在执行网络的前向传播的时候调用

卷积神经网络的实现

In [3]:

```
depth = [4, 8]
class ConvNet(nn.Module):
    def __init__(self):
        super(ConvNet, self).__init__()
        self.conv1 = nn.Conv2d(1, 4, 5, padding = 2)
        self.pool = nn.MaxPool2d(2, 2)
        self.conv2 = nn.Conv2d(depth[0], depth[1], 5, padding = 2)
        self.fc1 = nn.Linear(image_size // 4 * image_size // 4 * depth[1], 512)
        self.fc2 = nn.Linear(512, num_classes)
    def forward(self, x):
        x = F.relu(self.conv1(x))
        x = self.pool(x)
        x = F.relu(self.conv2(x))
        x = self.pool(x)
        x = x.view(-1, image_size // 4 * image_size // 4 * depth[1])
        x = F.relu(self.fc1(x))
        x = F.dropout(x, training=self.training)
        x = self.fc2(x)
        x = F.log_softmax(x)
        return x
```



在这里把张量展开一维的向量

卷积神经网络的实现

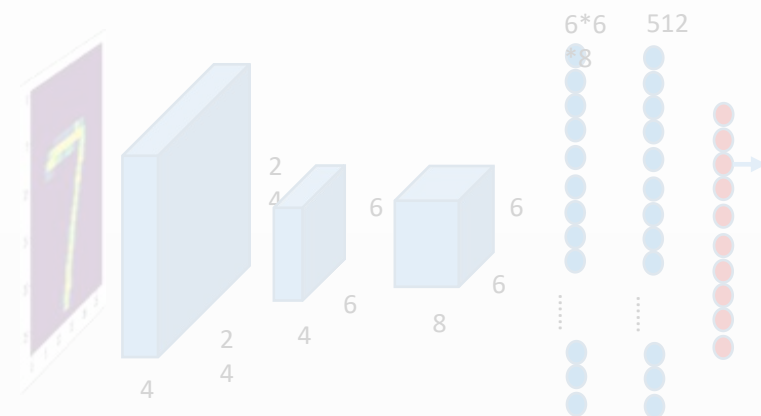
In [3]:

```
depth = [4, 8]
class ConvNet(nn.Module):
    def __init__(self):
        super(ConvNet, self).__init__()
        self.conv1 = nn.Conv2d(1, 4, 5, 1, 1)
        self.pool = nn.MaxPool2d(2, 2)
        self.conv2 = nn.Conv2d(4, 8, 5, 1, 1)
        self.fc1 = nn.Linear(128, 512)
        self.fc2 = nn.Linear(512, 10)

    def forward(self, x):
        x = F.relu(self.pool(self.conv1(x)))
        x = F.relu(self.pool(self.conv2(x)))
        x = x.view(-1, 128)
        x = F.relu(self.fc1(x))
        x = F.log_softmax(x)
        return x
```

view(*args), 将张量转换为想要的形状

```
>>> x = torch.randn(4, 4)
>>> x.size()
torch.Size([4, 4])
>>> y = x.view(16)
>>> y.size()
torch.Size([16])
>>> z = x.view(-1, 8)
# 8对应的维度被锁死, 其它维度尺寸会自动推断
>>> z.size()
torch.Size([2, 8])
```



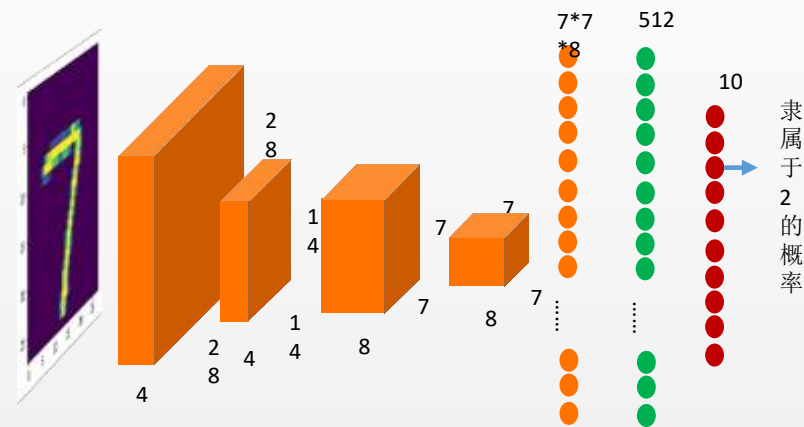
在这里把张量展开一维的向量

卷积神经网络的实现

In [3]:

```
depth = [4, 8]
class ConvNet(nn.Module):
    def __init__(self):
        super(ConvNet, self).__init__()
        self.conv1 = nn.Conv2d(1, 4, 5, padding = 2)
        self.pool = nn.MaxPool2d(2, 2)
        self.conv2 = nn.Conv2d(depth[0], depth[1], 5, padding = 2)
        self.fc1 = nn.Linear(image_size // 4 * image_size // 4 * depth[1], 512)
        self.fc2 = nn.Linear(512, num_classes)
    def forward(self, x):
        x = F.relu(self.conv1(x))
        x = self.pool(x)
        x = F.relu(self.conv2(x))
        x = self.pool(x)
        x = x.view(-1, image_size // 4 * image_size // 4 * depth[1])
        x = F.relu(self.fc1(x))
        x = F.dropout(x, training=self.training)
        x = self.fc2(x)
        x = F.log_softmax(x)
    return x
```

—————→ 一种防止过



Dropout

In [3]:

```
depth = [4, 8]
```

```
class Conv1
```

```
def __ini
```

```
super()
```

```
self.co
```

```
self.po
```

```
self.co
```

```
self.fc1
```

```
self.fc2
```

```
def forw
```

```
x = F.re
```

```
x = self
```

```
x = F.re
```

```
x = self
```

```
x = x.vi
```

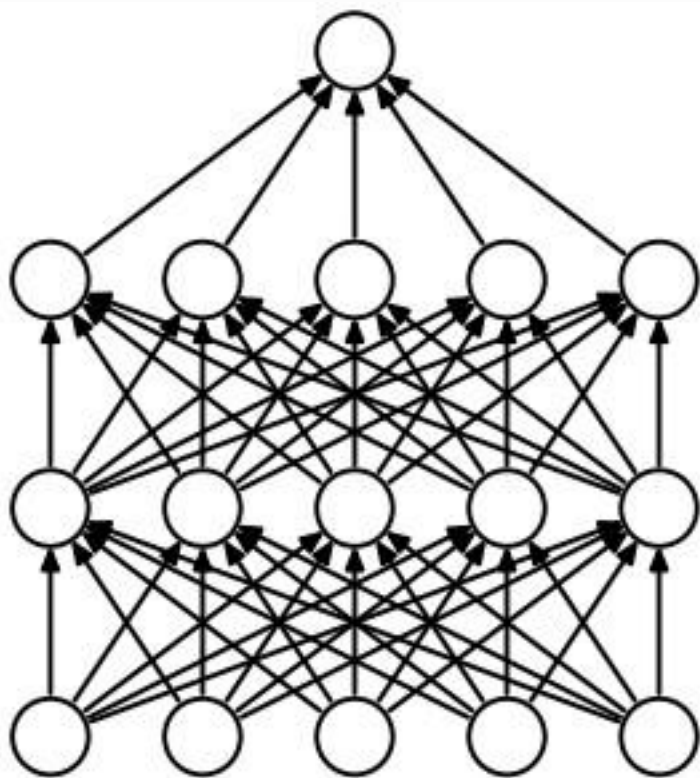
```
x = F.re
```

```
x = F.dropout(x, training=self.training)
```

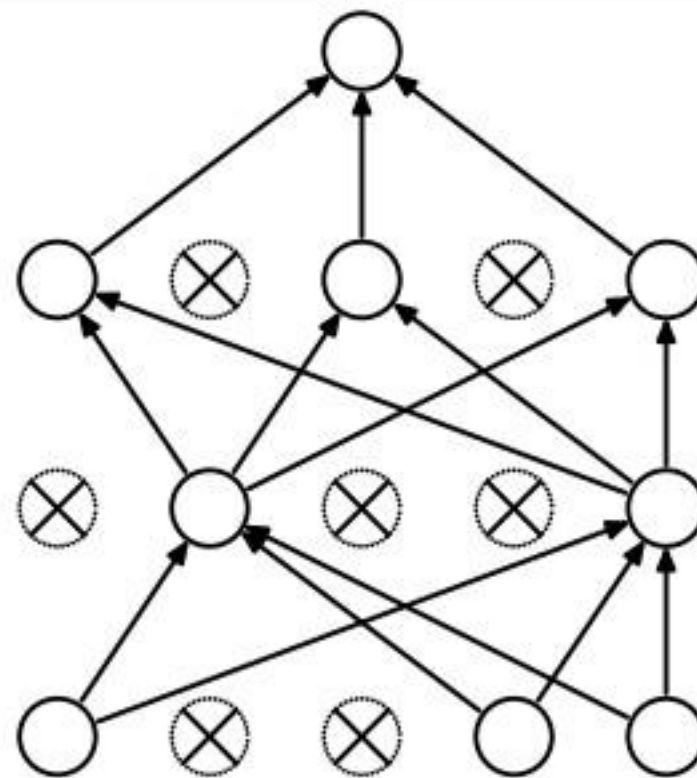
```
x = self.fc2(x)
```

```
x = F.log_softmax(x)
```

```
return x
```

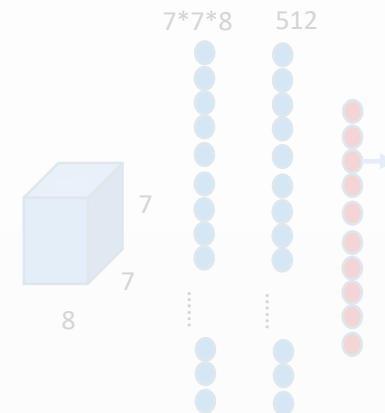


这是一个标准的神经网络



使用了dropout(0.5)之后的神经网络

一种防止过拟合的技术



注意，dropout只在训练的时候使用，测试的时候不使用

训练循环 / 测试

```
# 训练循环
for epoch in range(num_epochs):
    for batch_idx, (data, target) in enumerate(train_loader):
        data, target = Variable(data), Variable(target)
        # 模型在训练集上训练
        net.train()
        output = net(data)
        loss = criterion(output, target)
        optimizer.zero_grad()
        loss.backward()
        optimizer.step()
        if batch_idx % 100 == 0:
            # 打印和记录数据
```

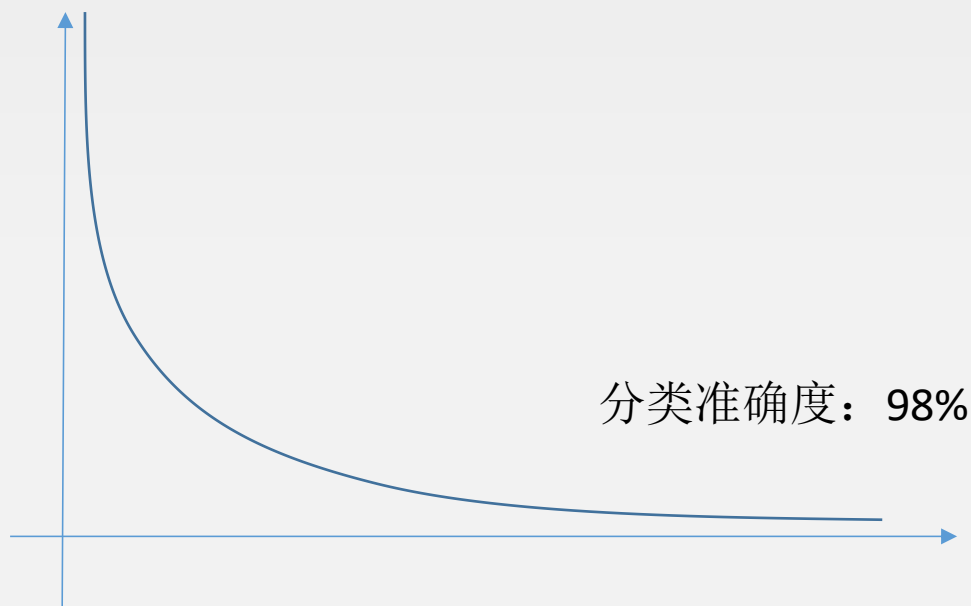
```
# 在测试集上运行
```

```
net.eval()
test_loss = 0
correct = 0
for data, target in test_loader:
    data, target = Variable(data), Variable(target)
    output = net(data)
    val = rightness(output, target)
```

```
def forward(self, x):
    x = F.relu(self.conv1(x))
    x = self.pool(x)
    x = F.relu(self.conv2(x))
    x = self.pool(x)
    x = x.view(-1, image_size // 4 * image_size // 4 * depth[1])
    x = F.relu(self.fc1(x))
    x = F.dropout(x, training=self.training)
    x = self.fc2(x)
    x = F.log_softmax(x)
    return x
```


存在问题

- 我们是否还能进一步提高分类的准确程度？
- 如何验证当前的网络是否已经过拟合？
- 训练应该到什么时候停止？



训练集 / 校验集 (validation/develop) / 测试集

训练集

测试集



校验集

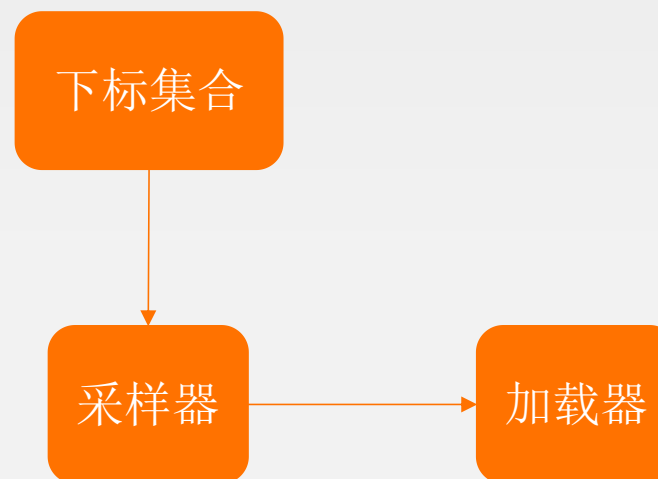
构建数据集

```
# 首先，我们定义下标数组indices，它相当于对所有test_dataset中数据的编码
# 然后定义下标indices_val来表示校验集数据的那些下标，indices_test表示测试集的下标
indices = range(len(test_dataset))
indices_val = indices[:5000]
indices_test = indices[5000:]

# 根据这些下标，构造两个数据集的SubsetRandomSampler采样器，它会对下标进行采样
sampler_val = torch.utils.data.sampler.SubsetRandomSampler(indices_val)
sampler_test = torch.utils.data.sampler.SubsetRandomSampler(indices_test)

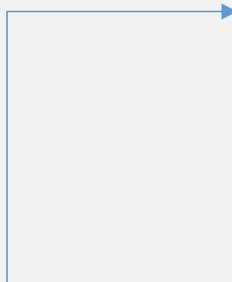
# 根据两个采样器来定义加载器，注意将sampler_val和sampler_test分别赋值给了validation_loader和test_loader
validation_loader = torch.utils.data.DataLoader(dataset=test_dataset,
                                                batch_size=batch_size,
                                                shuffle=True,
                                                sampler=sampler_val
                                                )
test_loader = torch.utils.data.DataLoader(dataset=test_dataset,
                                          batch_size=batch_size,
                                          shuffle=True,
                                          sampler=sampler_test
                                          )
```

val test



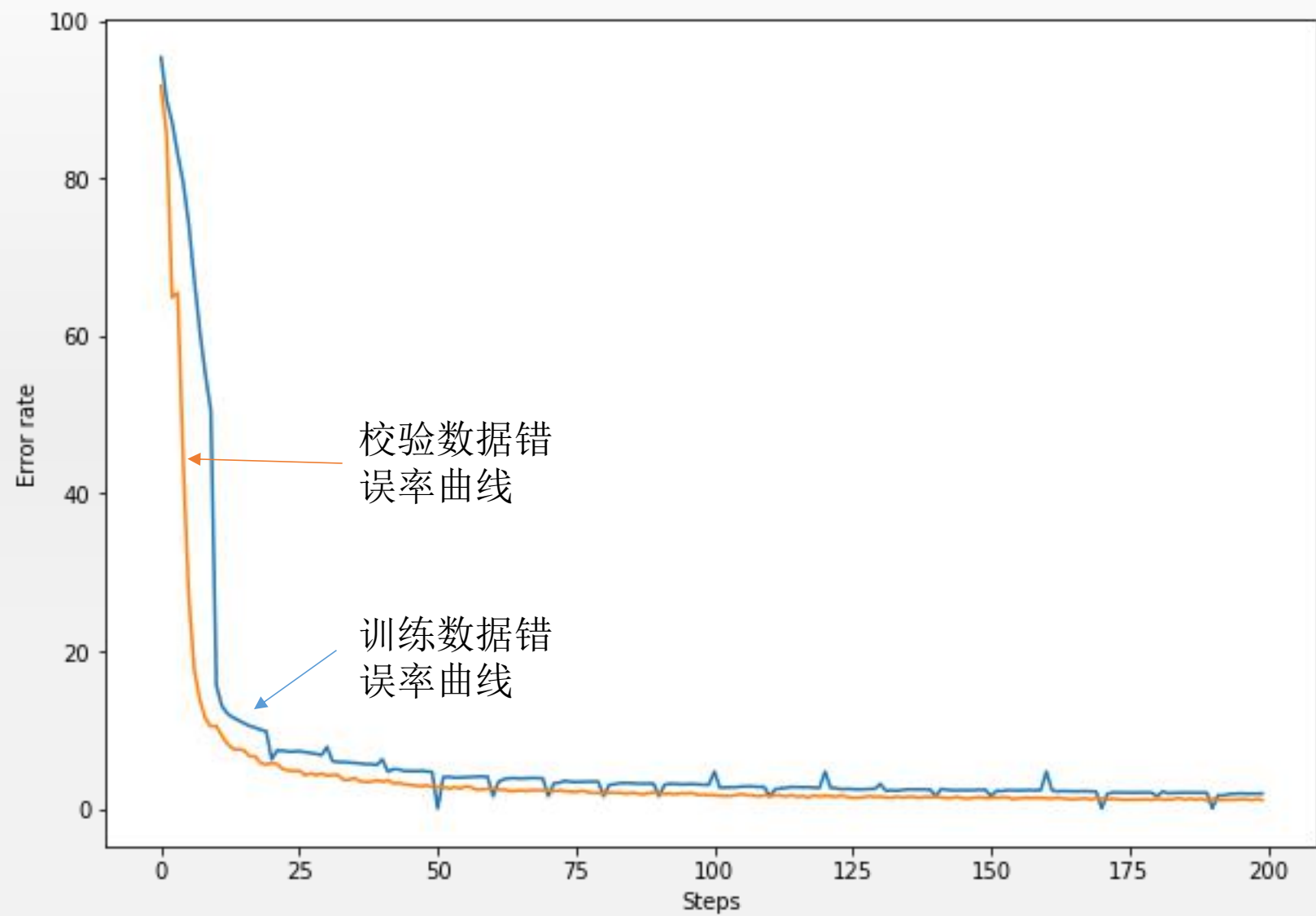
训练 / 校验循环

```
for epoch in range(num_epochs):
    for batch_idx, (data, target) in enumerate(train_loader):
        data, target = Variable(data), Variable(target)
        # 模型在训练集上训练
        net.train()
        output = net(data)
        loss = criterion(output, target)
        optimizer.zero_grad()
        loss.backward()
        optimizer.step()
        if batch_idx % 100 == 0:
            # 校验集上测试
            net.eval()
            val_rights = []
            for (data, target) in validation_loader:
                data, target = Variable(data), Variable(target)
                output = net(data) # 完成一次预测
                right = rightness(output, target)
```

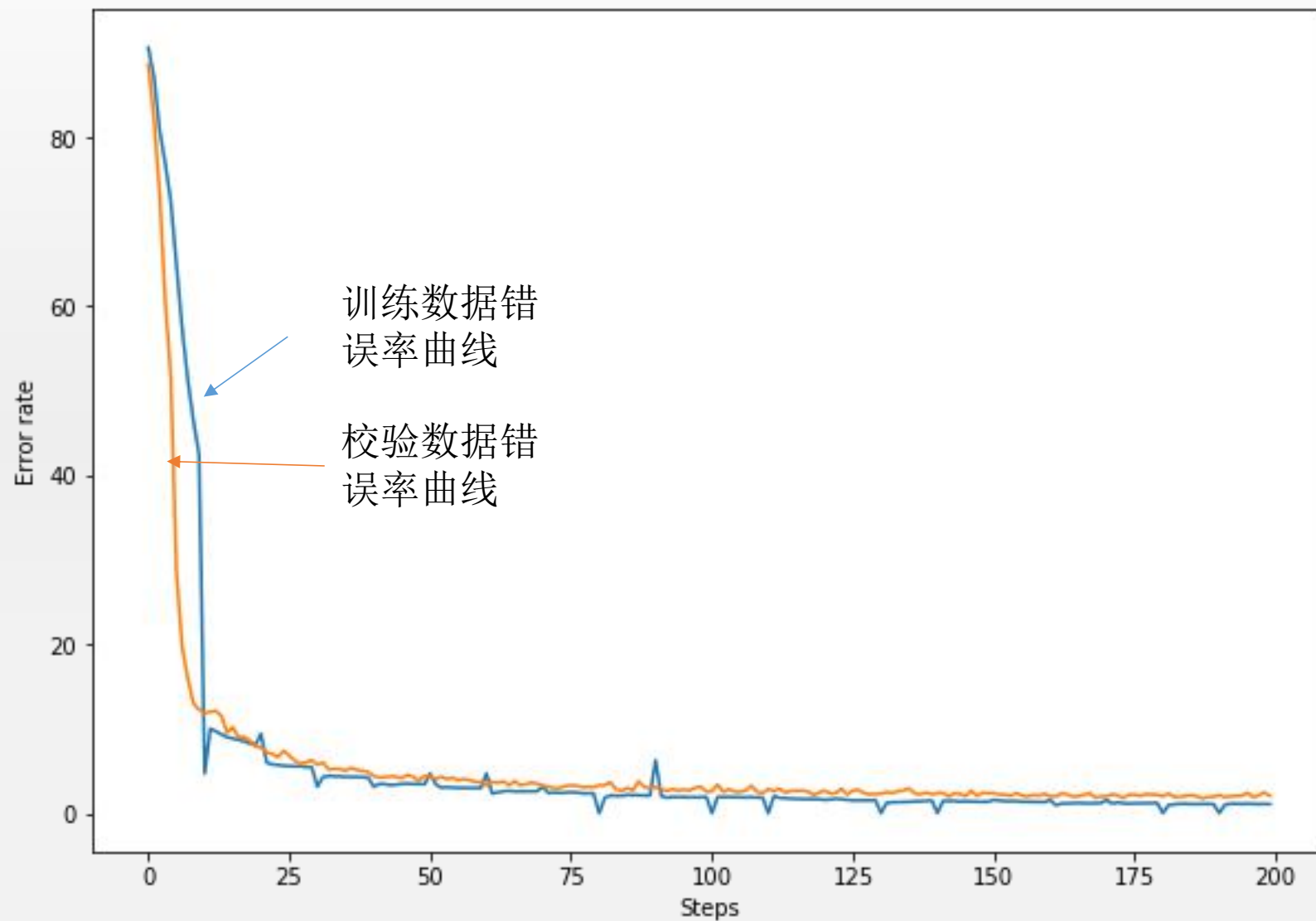


```
sampler_val = torch.utils.data.sampler.SubsetRandomSampler(indices_val)
validation_loader = torch.utils.data.DataLoader(dataset=train_dataset,
                                                batch_size=batch_size,
                                                shuffle=False,
                                                sampler=sampler_val
                                                )
```

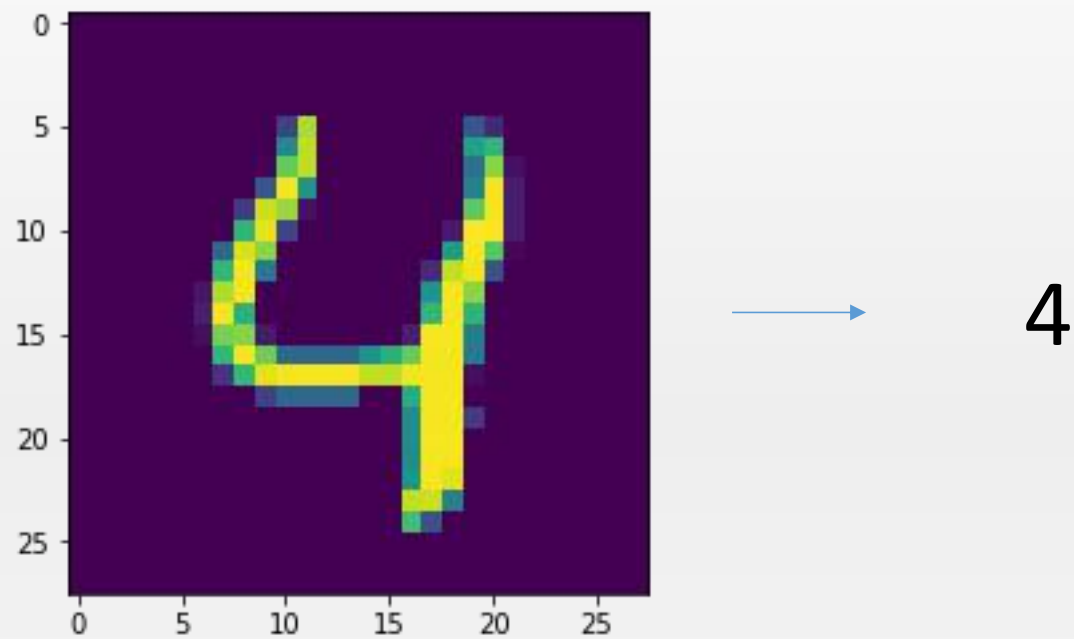
训练结果



训练结果—关闭dropout



测试结果



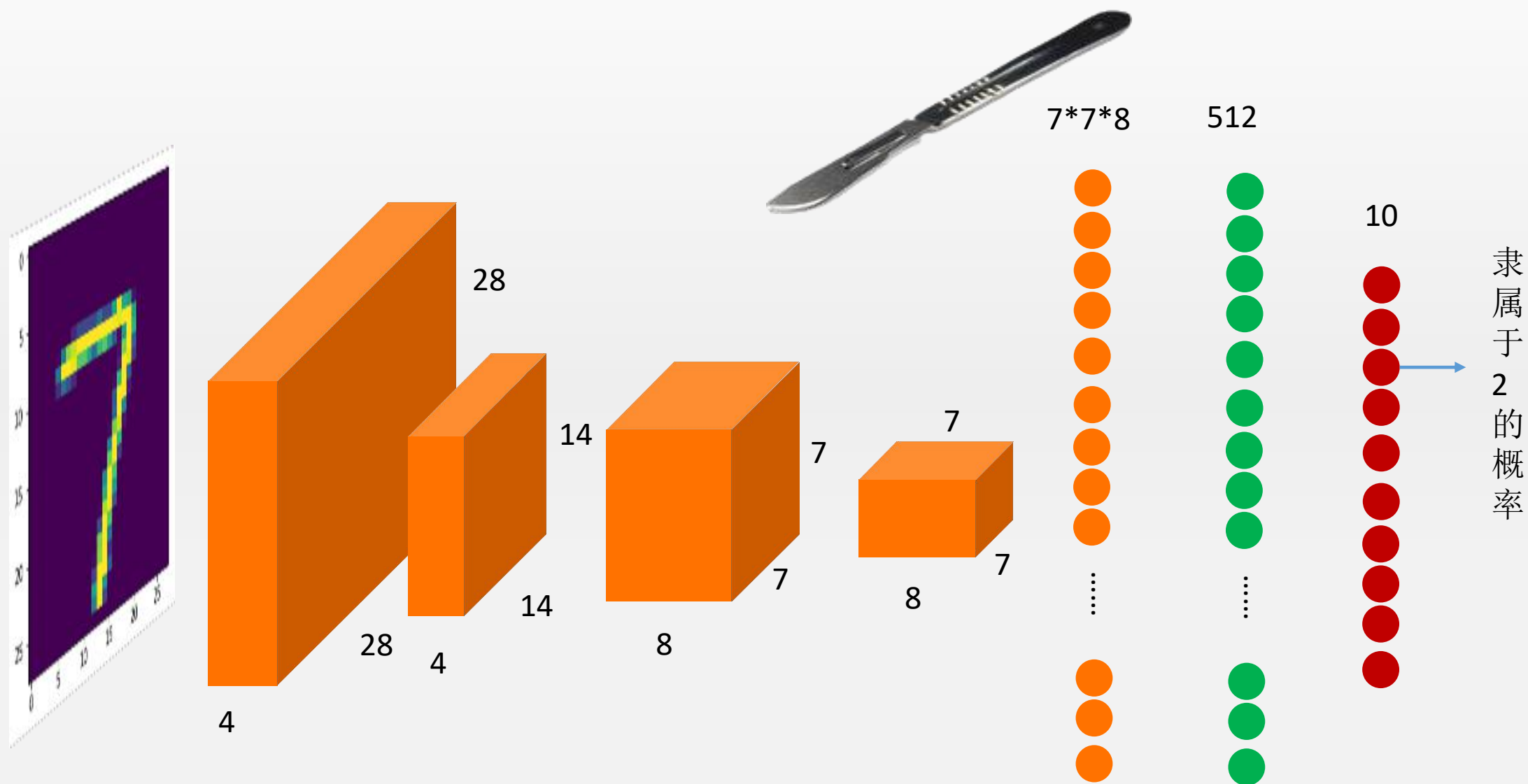
输入

- 测试准确度: 0.986

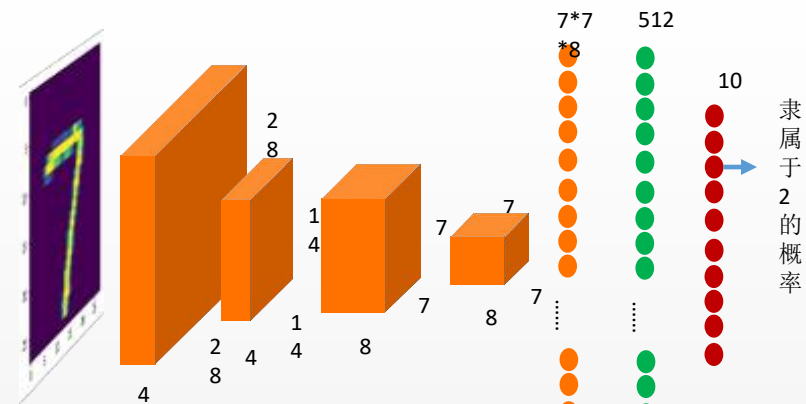
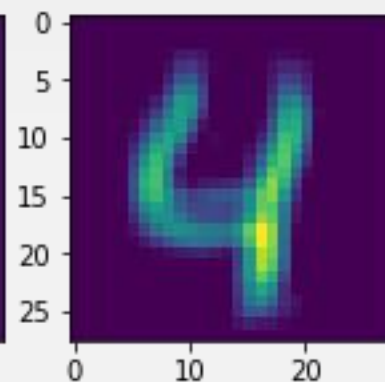
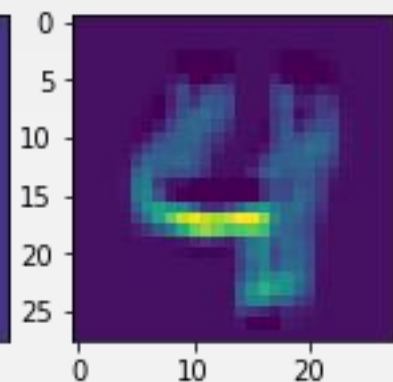
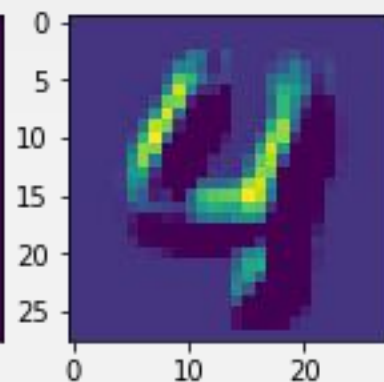
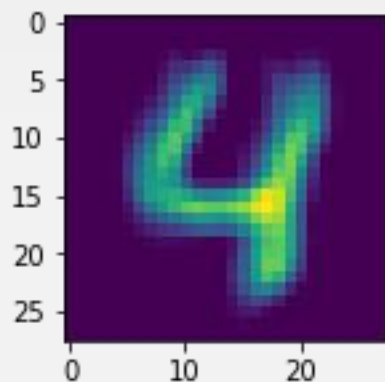
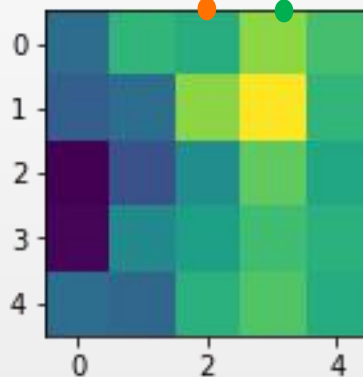
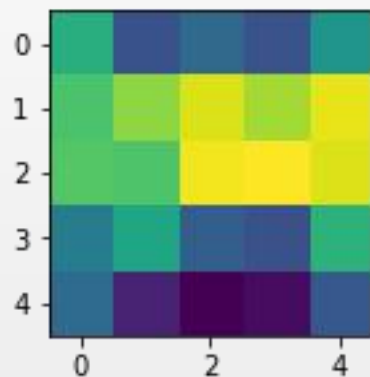
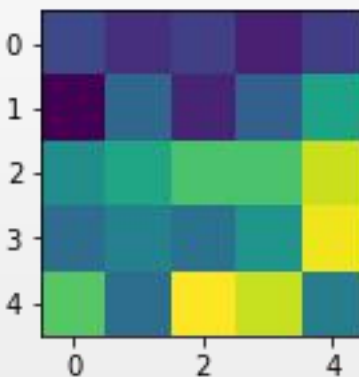
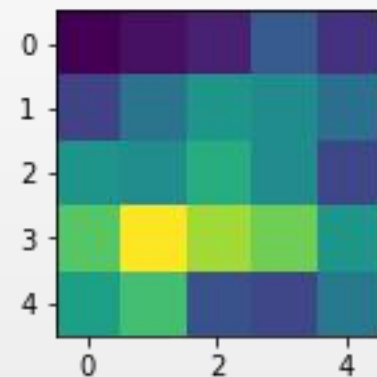
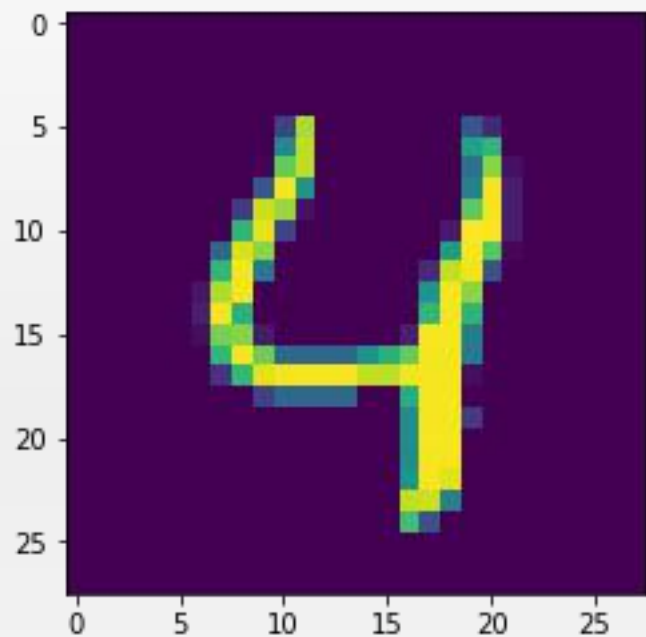
存在问题

- 我们是否还能进一步提高分类的准确程度？ 可以，增加层数！
- 如何验证当前的网络是否已经过拟合？ 没有，因为校验曲线的误差率仍大于训练数据的误差率。
- 训练应该到什么时候停止？ 当校验和训练曲线相交的时候

解剖卷积神经网络



她学到了什么？卷积核与特征图



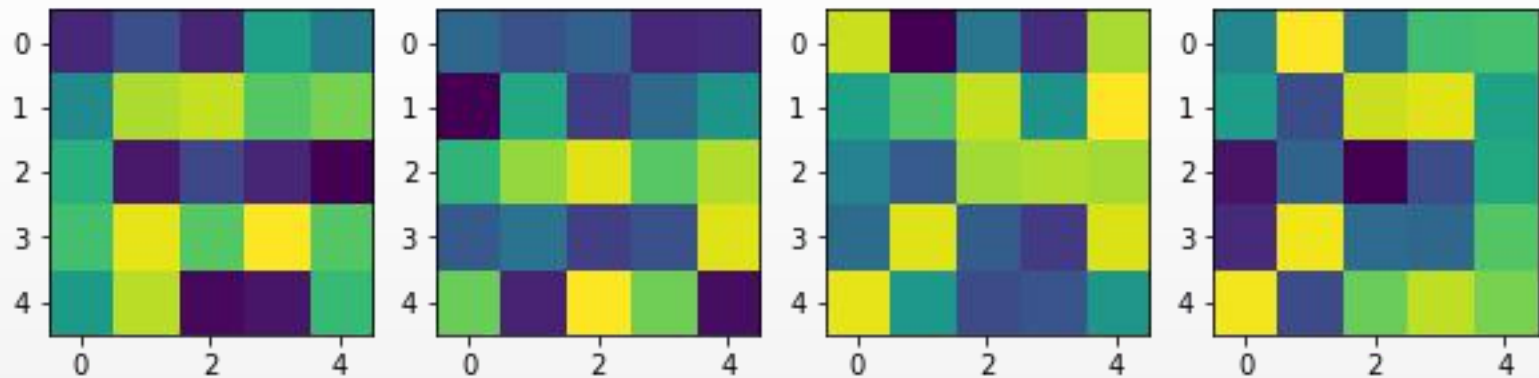
提取特征图的代码

```
def retrieve_features(self, x):  
    feature_map1 = F.relu(self.conv1(x))  
    x = self.pool(feature_map1)  
    feature_map2 = F.relu(self.conv2(x))  
    return (feature_map1, feature_map2)
```

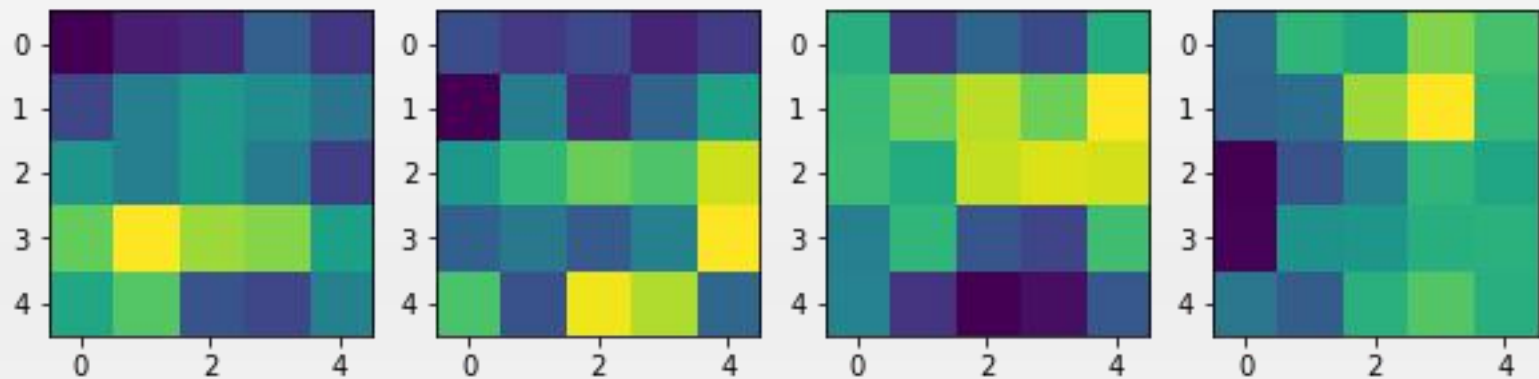
```
feature_maps = net.retrieve_features(Variable(test_dataset[idx][0].unsqueeze(0)))
```

学习过程

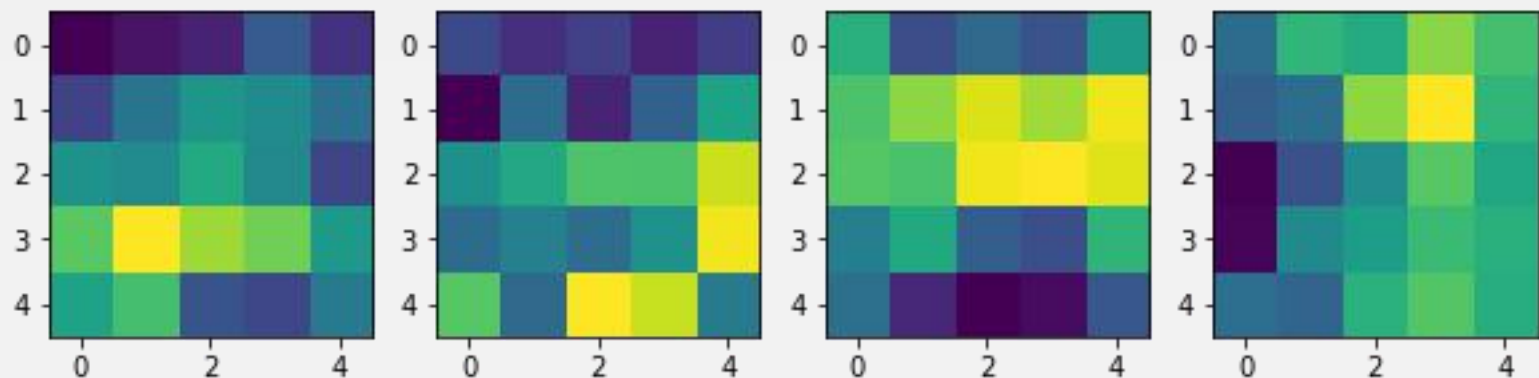
0



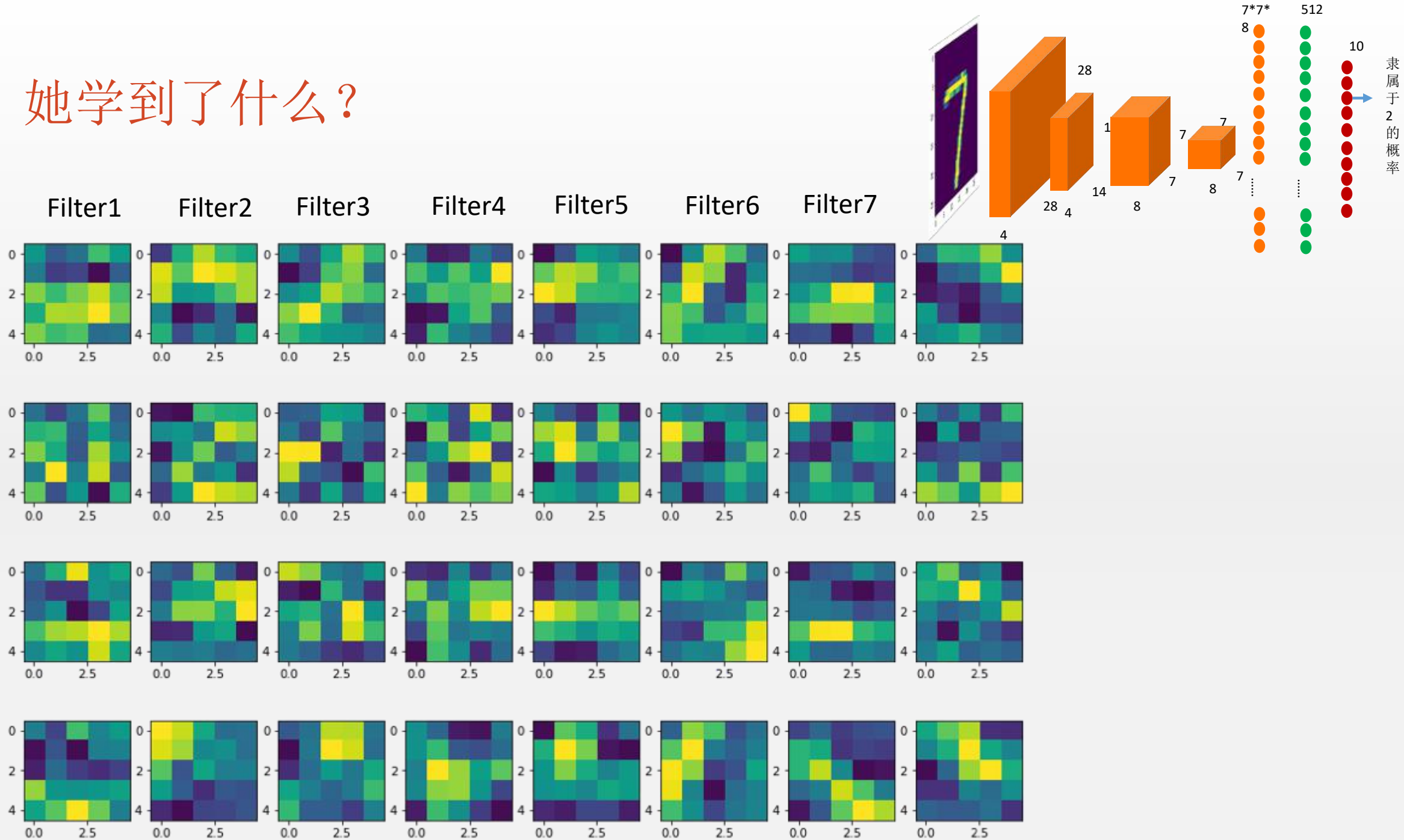
6000



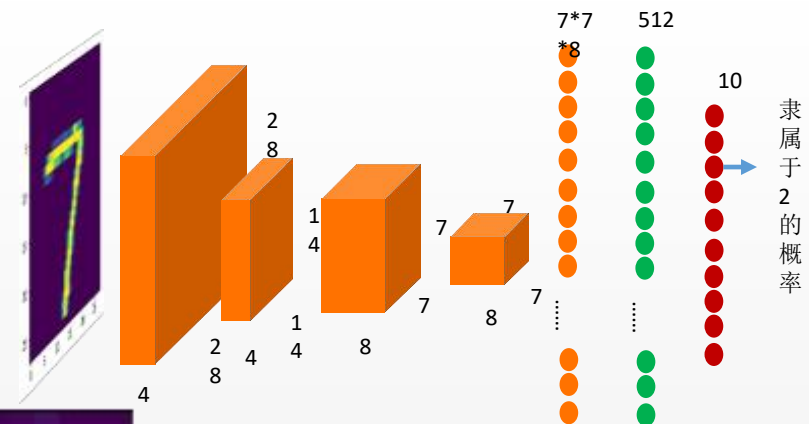
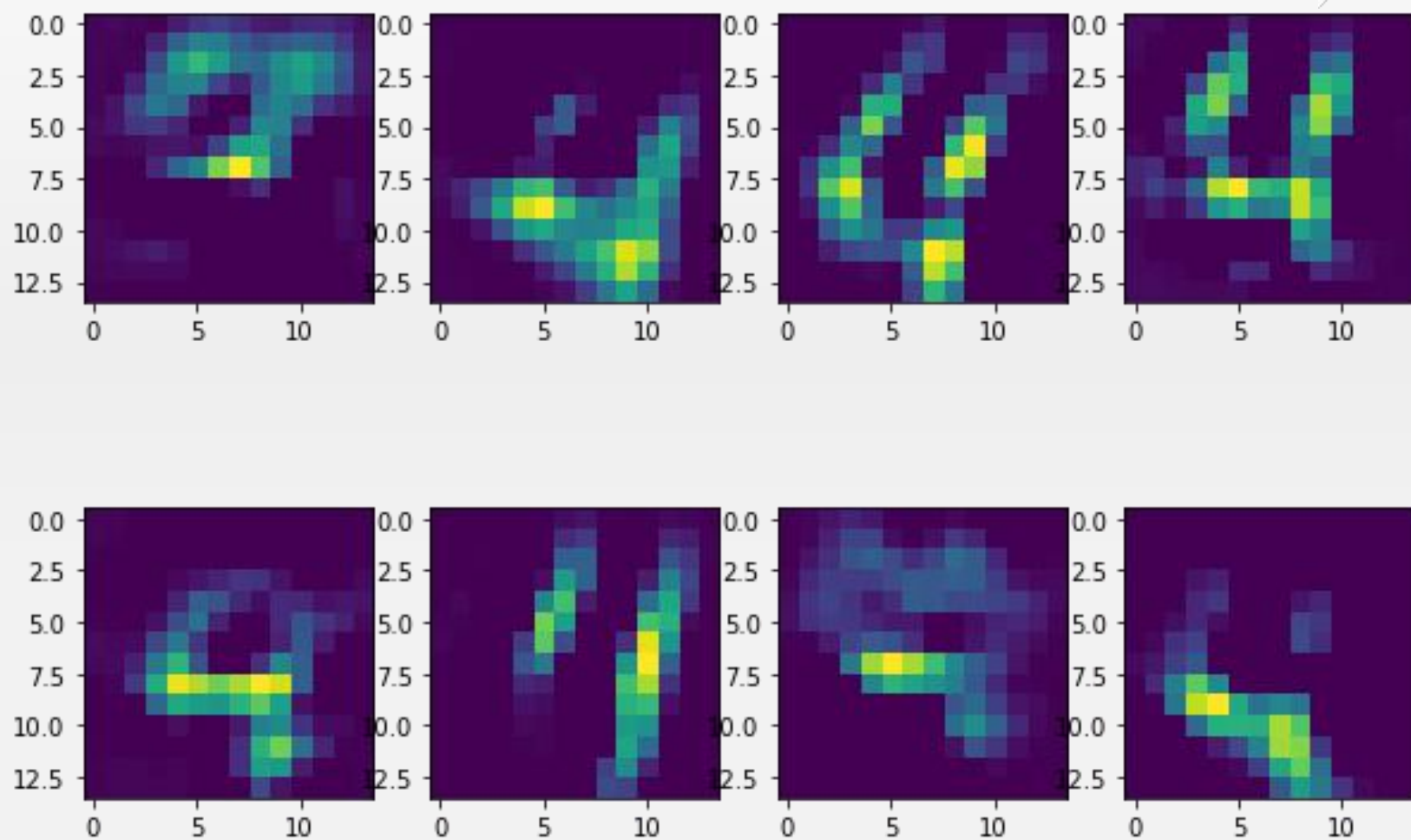
20000



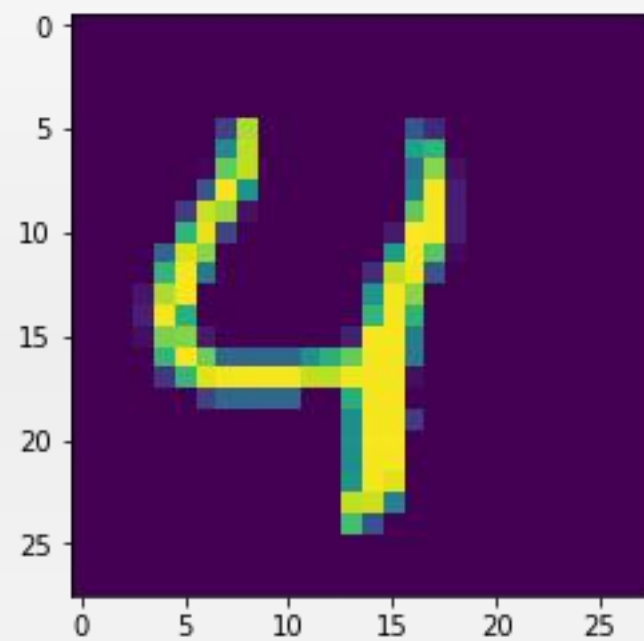
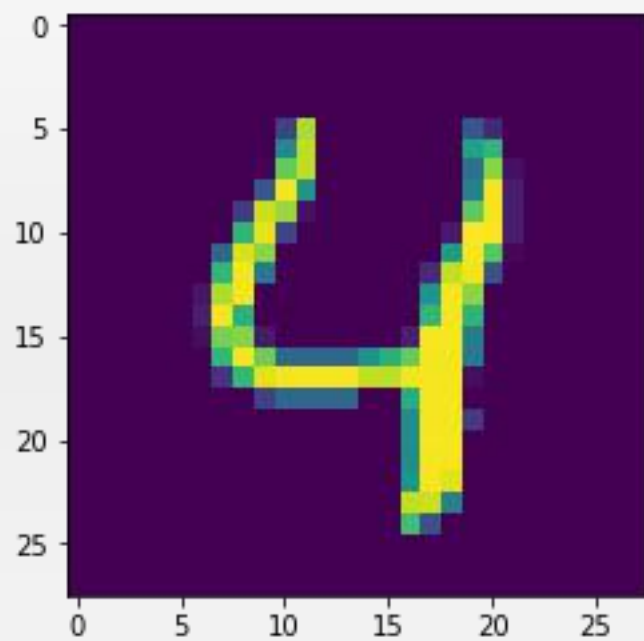
她学到了什么？



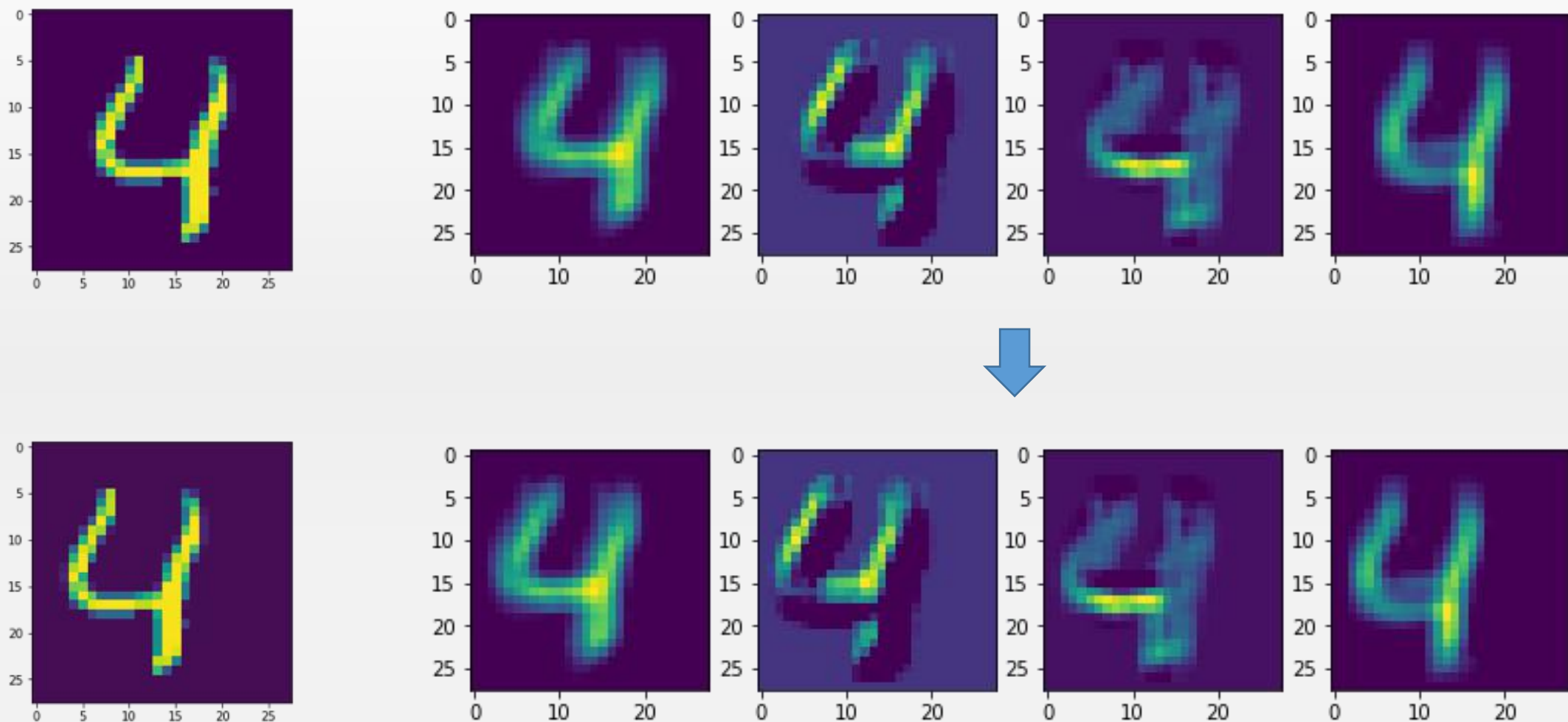
第二层特征图



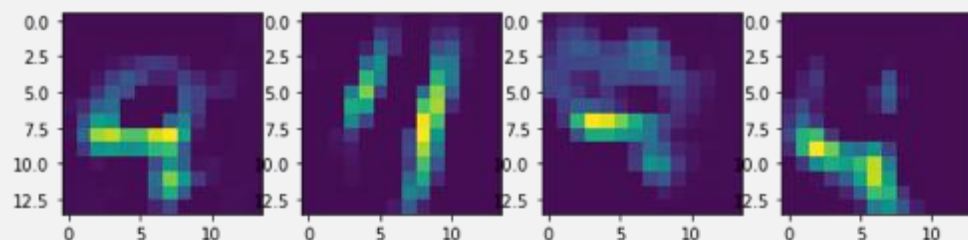
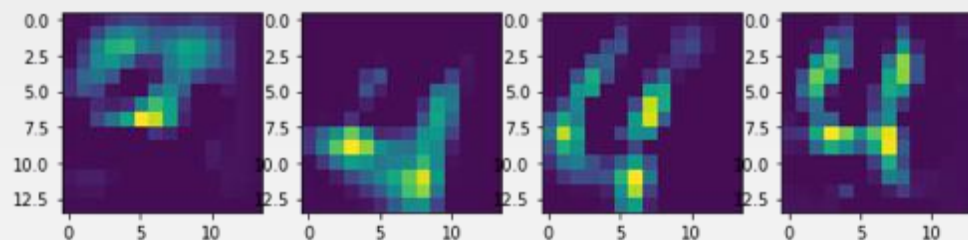
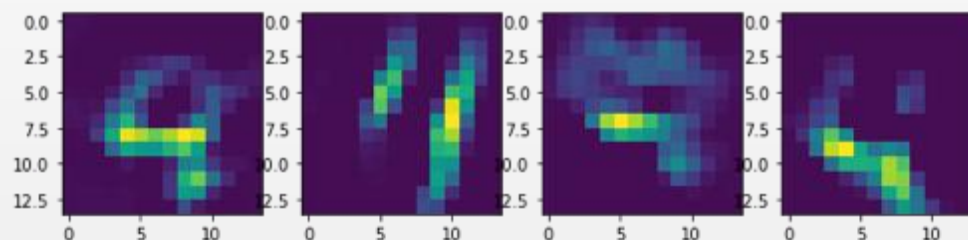
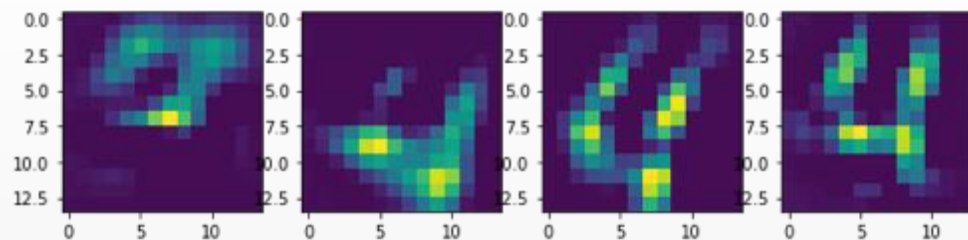
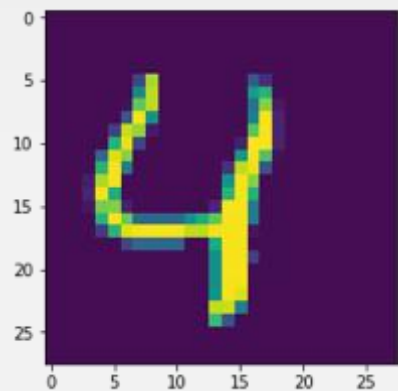
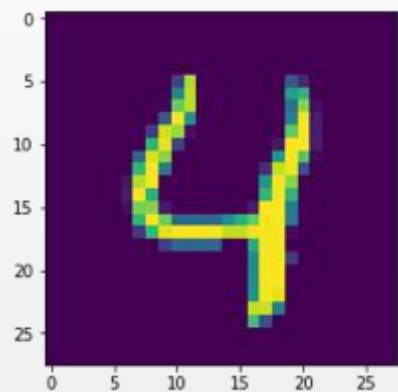
平移图像的鲁棒性



相应特征图的变化



相应特征图的变化

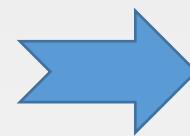
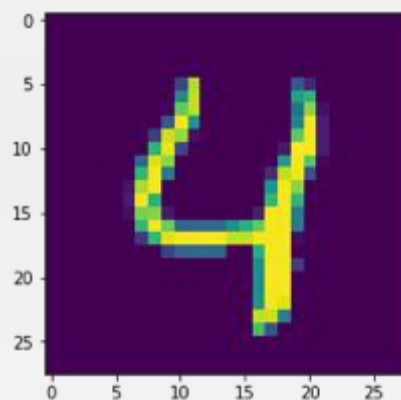
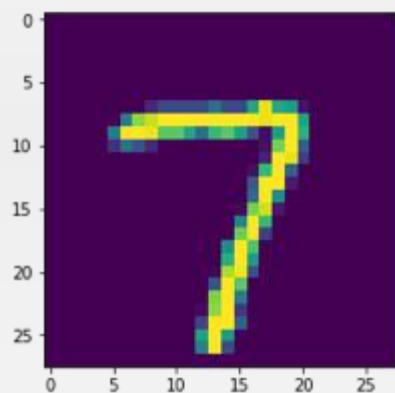


要点重述

- 可以将卷积过程理解为模板匹配
- 卷积核与特征图的对应
- 池化操作是一个粗糙的过程
- Dropout：防止过拟合的一种方法
- 数据集：训练、校验、测试
- 卷积神经网络的代码实现

作业：手写数字加法机

- 构造一个神经网络，和相应的数据集，实现：输入任意给定的两张手写数字图像对，输出一个数字为这两个数字的和



11