

Machine Learning EE514 – CS535

Introduction to Deep Learning and Convolutional Neural Networks



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https://www.zubairkhalid.org/ee514 2022.html



Outline

- Deep Learning Overview
- Convolutional Neural Networks



Reference: https://cs231n.github.io/convolutional-networks/

Overview:

- We have already studied deep learning
- Deep Learning = Deep Neural Network
 - Using a neural network with several layers of nodes
- Deep: high number of hidden layers

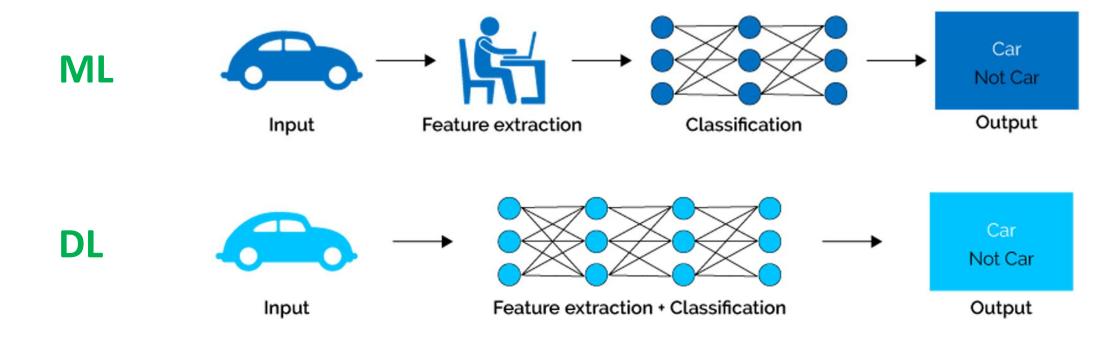
Simple Neural Network Deep Learning Neural Network

Deep neural network – generalize very well as they are capable of learning the true underlying features.



Difference between ML and DL:

- High number of layers in deep neural network enables
 - feature identification
 - processing in a series of stages



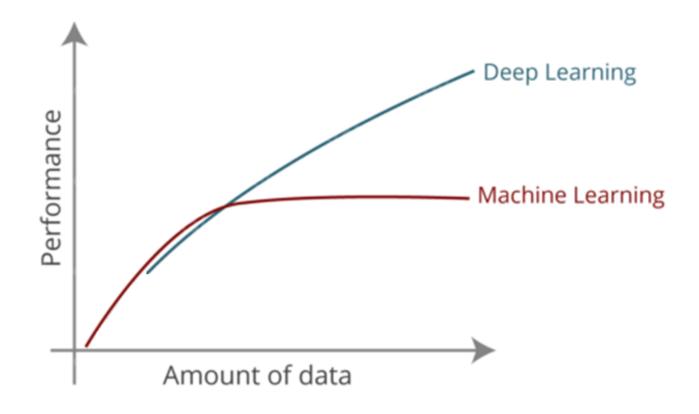


Multi-layer networks have been around but what has changed recently?

Difference between ML and DL:

Now we have more

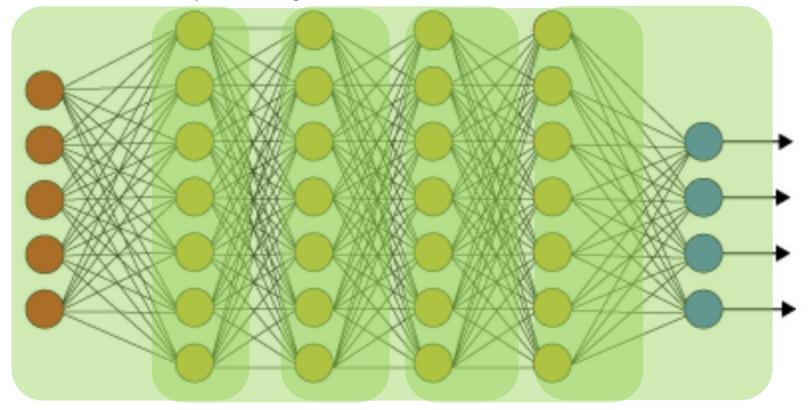
- Data; deep learning needs more data
- Computing power (availability of GPUs, parallel processing)
- New tricks to learn the weights of the network





New way to train Deep Neural Networks:

We train layers of the network sequentially



First, train this layer Then this layer

Then this layer

Then this layer Then this layer



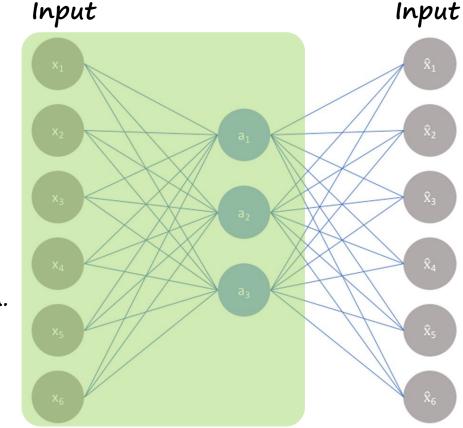
We train each of the non-output layer to act as an autoencoder.

AutoEncoders:

- A type of neural network that is used to learn data encodings (unsupervised).
- In general, autoencoder has three parts;
 - Encoder
 - bottleneck (code, latent representation)
 - Decoder
- A simple example:

An auto-encoder (one hidden layer network) is trained to reproduce the input using standard learning algorithm. Idea:

- Learn a lower-dimensional representation (encoding) for a higher-dimensional data.
- Capture the most important parts of the input.

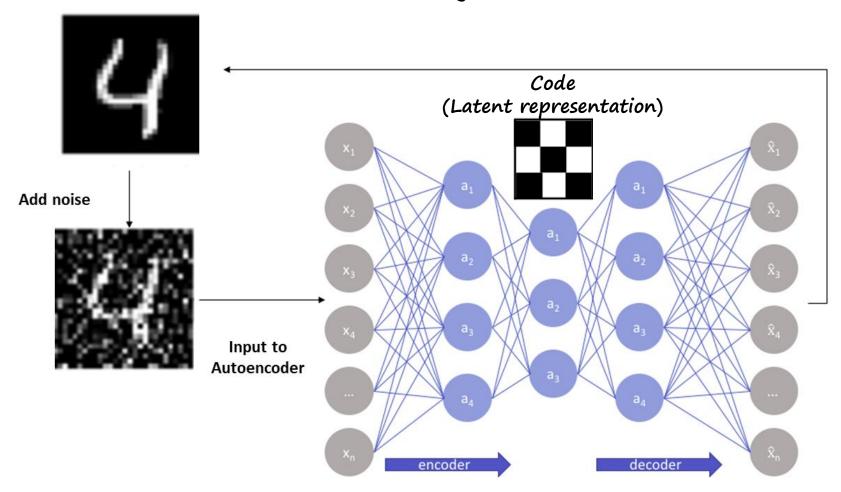




In other words, training autoencoder forces the 'hidden layer' units to become good feature detectors.

Denoising AutoEncoders:

Idea: The denoising autoencoder gets rid of noise by learning a representation of the input where the noise can be filtered out easily.



Compare reconstructed image with original image



Overview:

- This is the overall idea!
- There are many types of deep neural networks, different architectures, different types of autoencoder, and different training algorithms
- Fast growing research in the area!



Overview:

Motivation:

Consider an object detection (classification) problem from images using neural network.

For example: CIFAR-10 dataset

- 10 classes, Input image is 32x32x3 = 3072



Fully connected neural network

- Treats input as a vector
- Each neuron in the first layer will have 3072 weights

For 400x400x3 image, each neuron has 480,000 weights

Very large number of parameters!

Why? Regular Neural Network treats input as a vector

Solution: Exploit the structure in the input data

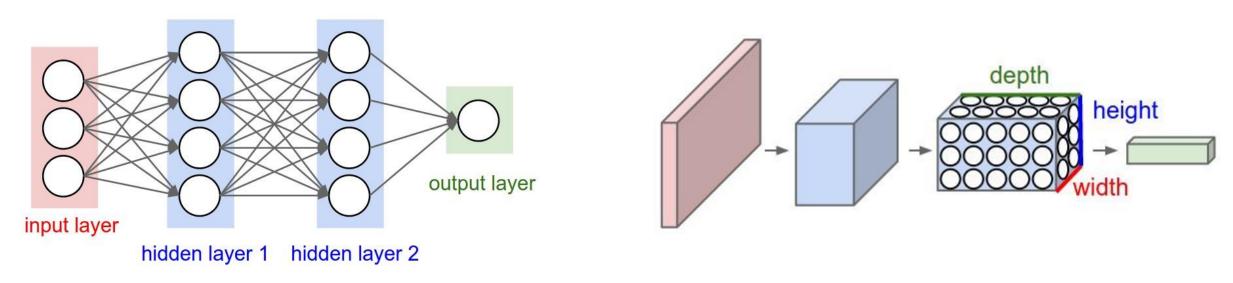


Overview:

- Convolutional Neural Networks exploits the structure in the input, that is, a fact that the input consists of images.
- Instead of treating image as an input vector and each layer as a column of neurons, we
 - take image as an input
 - arrange neurons in 3 dimensions: width, height and depth in each layer
- Each layer transforms an input volume (3D) to an output 3D volume.



Overview:



Regular Neural Network

Convolutional Neural Network (CNN)

In CNNs, the structure of image is exploited, and each layer transforms a volume of activations to an output volume through differentiable function that may or may not have parameters.

In CNN, we use three main types of layers to build network architecture:

- Convolutional layer - Pooling layer - Fully-connected layer



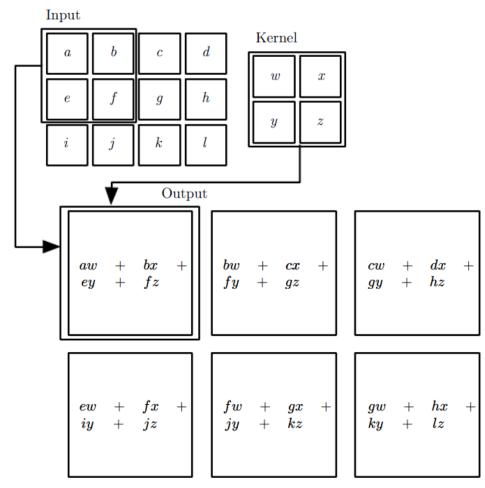
Convolutional Layer:

- Convolution Operation:



Convolutional Layer:

- Convolution in 2D:



Convolution leverages three important ideas that can help improve a machine learning system:

- Sparse interactions
 - Kernel smaller than the input
- Parameter sharing
- Equivariant Representations
 - Equivariance to translations

Convolutional Layer:

- Convolutional layer parameters consists of a set of learnable filters.
- Intuitively, network learn filters that activate when they see some type of visual feature e.g.,
 - an edge of some orientation or boundary of the shape on the first layer
 - wheel like patterns on higher layers of network
- Each filter in a set of filters produces a separate 2-dimensional activation map.
- These 2D maps are stacked along the depth dimension to produce output volume.



Convolutional Layer:

- Instead of connecting each neuron to all the neurons in the previous volume, CNN connects the neuron to a local region in the input volume controlled by hyperparameter referred to as **receptive field** (denoted by F).
- Extent of this connectivity is always equal to the depth of input volume.
 - Connections are local along height and depth but always full along the depth of input volume.



Convolutional Layer:

Example:

Input: 32x32x3 image

Receptive field: 5x5

Each neuron in the convolutional layer will connect to 5x5x3 region in input volume.

Total weights: 76 = 5x5x3 weights + 1 bias parameter



Convolutional Layer:

Spatial Arrangement of Neurons in the Output Volume:

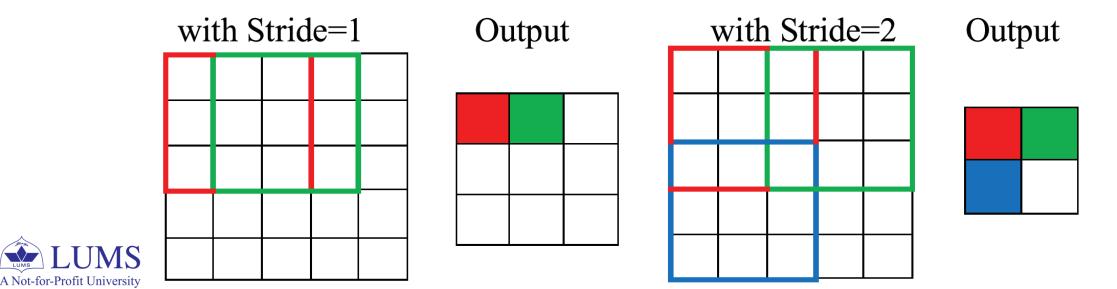
- 3 hyper-parameters control the arrangement of neurons in the output volume
 - Depth
 - Stride
 - Zero-padding
- Depth (denoted by k):
 - It is equal to the number of filters we want to use.
 - Each filter is assumed to reveal something different in the input.
 - The neurons that are all looking at the same region of the input as a depth column.



Convolutional Layer:

Spatial Arrangement of Neurons in the Output Volume:

- Stride (denoted by S):
 - Controls the amount of translation in the convolution operation.
 - Stride=1: filter is translated (moved) one pixel when we slide the filter.
 - Stride=2: filter is translated (moved) two pixel when we slide the filter.
 - Stride=2 produces smaller output volume as compared to stride=1.

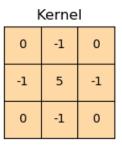


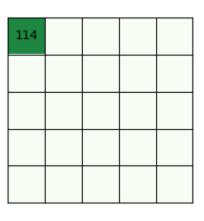
Convolutional Layer:

Spatial Arrangement of Neurons in the Output Volume:

- Zero-padding (denoted by P):
 - To handle the convolution along the boundary points, we zero-pad input around the borders. The amount of zero-padding controls the spatial size of the output volume.

0	0	0	0	0	0	0
0	60	113	56	139	85	0
0	73	121	54	84	128	0
0	131	99	70	129	127	0
0	80	57	115	69	134	0
0	104	126	123	95	130	0
0	0	0	0	0	0	0







Convolutional Layer:

Spatial Arrangement of Neurons in the Output Volume:

For

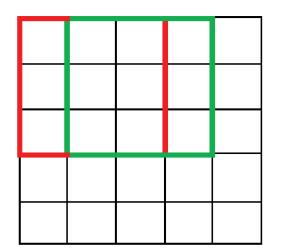
- F receptive field size, S stride, P amount of zero padding and W Input volume size
 - Output volume slice size: 1 + (W-F+2P)/S
- Example:
- 7x7 input, 3x3 filter, 0 padding and 1 stride
 - -1 + (W-F+2P)/S = 5
 - 5x5 output
- With 2 stride
 - -1 + (W-F+2P)/S = 3
 - 3x3 output

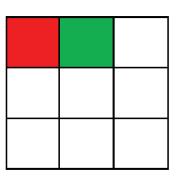


Convolutional Layer:

Parameter Sharing

- Number of parameters can be further reduced by parameter sharing.
- Idea:
 - Neurons at each depth slice share the same weights and a bias.
 - At each depth level, we have a 2D slice and we use same parameters for every neuron at each depth level.







Convolutional Layer:

Parameter Sharing - Example

- Input: 227x227x3
- First convolutional layer: F=11, S=4, P=0, depth=96
- Output slice size: 1+(W-F+2P)/S = 55
- Without parameters sharing:
 - Number of parameters per depth slice: 55x55x(11x11x3+1)
- With parameters sharing:
 - Number of parameters per depth slice: 11x11x3+1



Convolutional Layer:

Parameter Sharing

- Q: What is the benefit of parameter sharing?
- A: 1) Significant reduction in the number of parameters.
 - 2) Convolutional layer output can be computed by simply convolving filter with an input.

- Each neuron of the depth slice has same parameters which means
 - Shared weights can be interpreted as a filter.
 - The depth slice output is simply a convolution of the filter and the input.
- Parameter sharing is also intuitive because if the filter is detecting an edge at some spatial position, we also want to detect the edge in a similar way at all other positions.



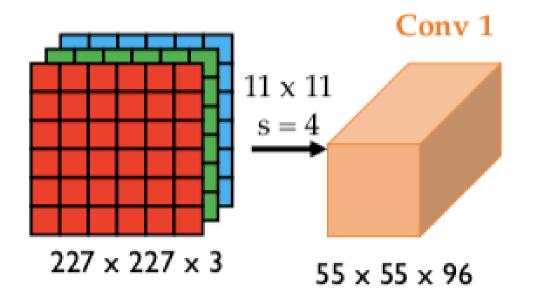
Convolutional Layer:

Summary:

- Accepts a volume of size W1XH1XD1
- 4 Hyper-parameters define the convolutional layer
 - Number of filters, k Spatial extent of each filter, F
 - Stride, S Zero-padding, P
- Produces a volume of size W2XH2XD2
 - $-W_2 = 1 + (W_1 F + 2P)/S$ $-H_2 = 1 + (H_1 F + 2P)/S$
 - $-D_2 = k (depth)$
- With parameters sharing, the number of parameters are $FxFxD_1$ weights and 1 bias per depth slice and $FxFxD_1xk$ weights and k biases overall
- The d-th depth slice output is given by the convolution of d-th filter and the input volume.

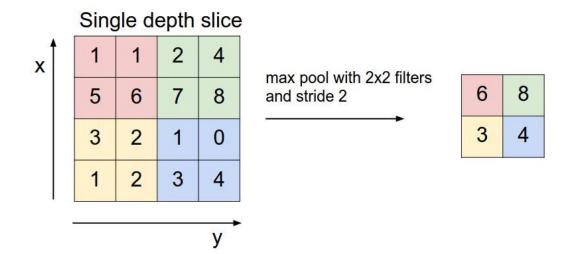


AlexNet:



Pooling Layer:

- We usually use pooling layer between the convolutional layers in CNNs.
- The role of pooling layer is to progressively reduce the spatial size of the volume to reduce
 - the number of parameters
 - computation time
- Idea: The pooling layer operates independently on every depth slice of the input and resizes it spatially using the 'Max' operation.
- Example:





Pooling Layer:

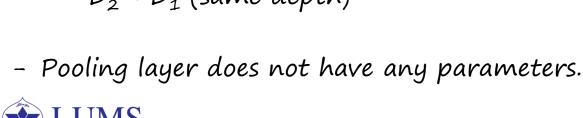
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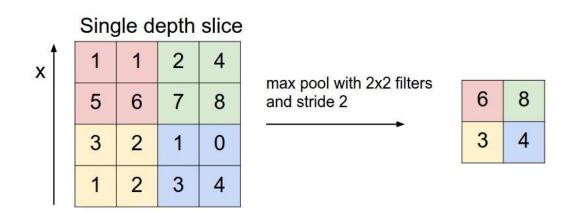
- Pooling layer is defined by two hyper-parameters
 - Spatial extent F
 - Stride S
- In the example, F=2 and S=2
- Input: a volume of size $W_1XH_1XD_1$
- Output: a volume of size W2XH2XD2

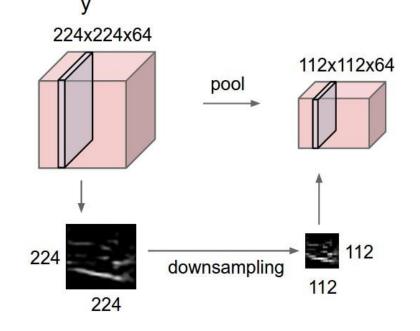
$$-W_2 = 1 + (W_1 - F)/S$$

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

- $D_2 = D_1$ (same depth)







Pooling Layer:

- Instead of Max-Pooling, other pooling techniques are also adopted such as
 - average pooling
 - L₂ norm pooling
- These days, research has suggested to use bigger strides at the convolutional layer level instead of frequent pooling layers.



AlexNet:

