

# Convolutional Neural Networks

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# Application

- Image recognition
- Completely dominated the machine vision space
- One of the hottest topics in AI today
- Tricky to understand

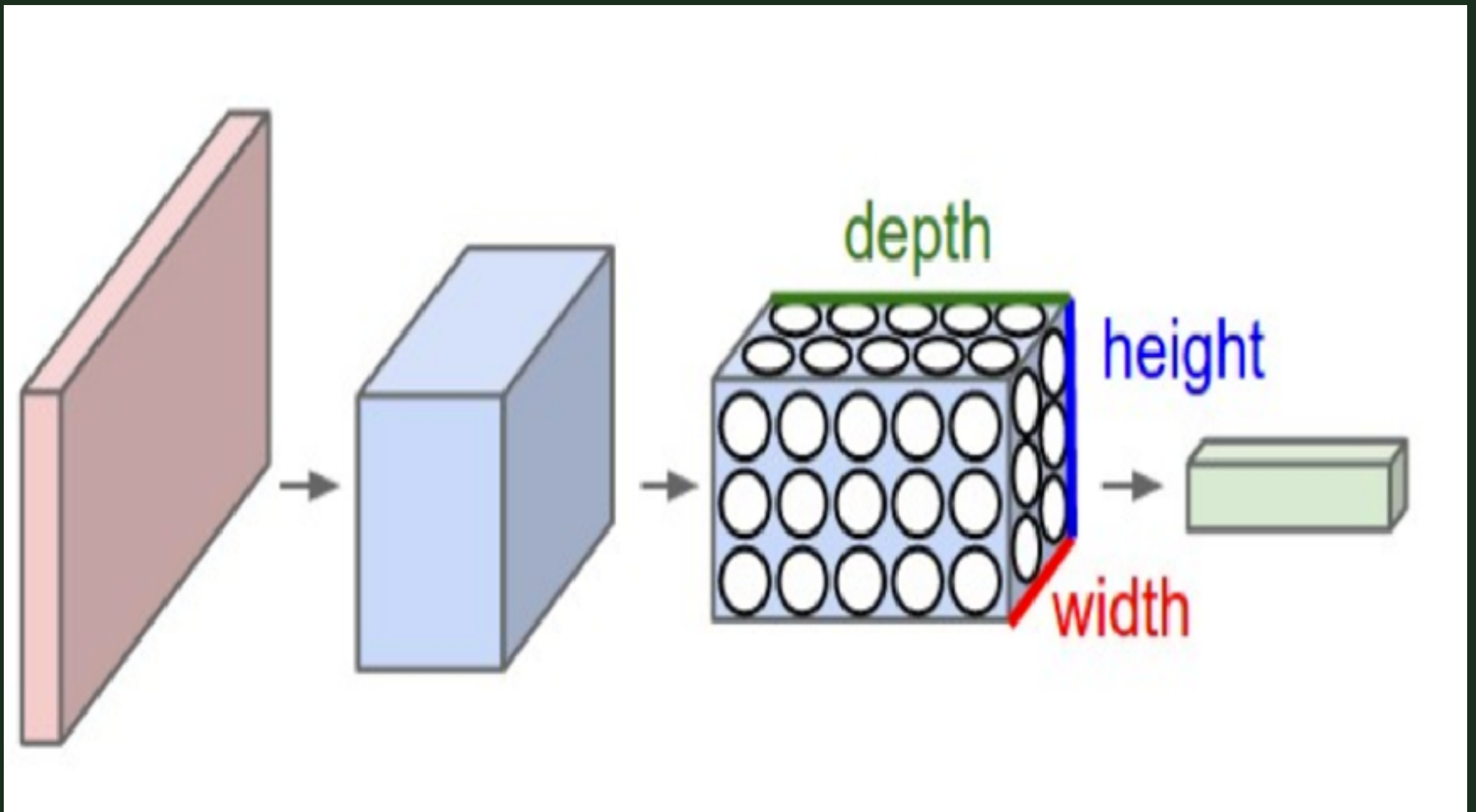
# Why not Regular Neural Nets

- They don't scale well to full images.
- In CIFAR-10
  - Images of size  $32 \times 32 \times 3 \Rightarrow 3072$  weights per neuron
- Larger images
  - $200 \times 200 \times 3 \Rightarrow 120,000$  weights

# Why not Regular Neural Nets

- Input consists of images
- Neurons in layers arranged in three dimension:
  - ◉ Width, height, depth

# Why not Regular Neural Nets



# Historical Overview

- CNN's are inspired by organization of animals visual cortex
- In 1998, Yann LeCun et al. presented first CNN
- Between 10 thousands of images, it gave only 82 case errors



# ImageNet Challenge

- ImageNet Large Scale Visual Recognition challenge(ILSVRC)
- As of 2016, over ten million of images have been hand-annotated
- Every year error rates fell to a few percent(25%, 16% ...)

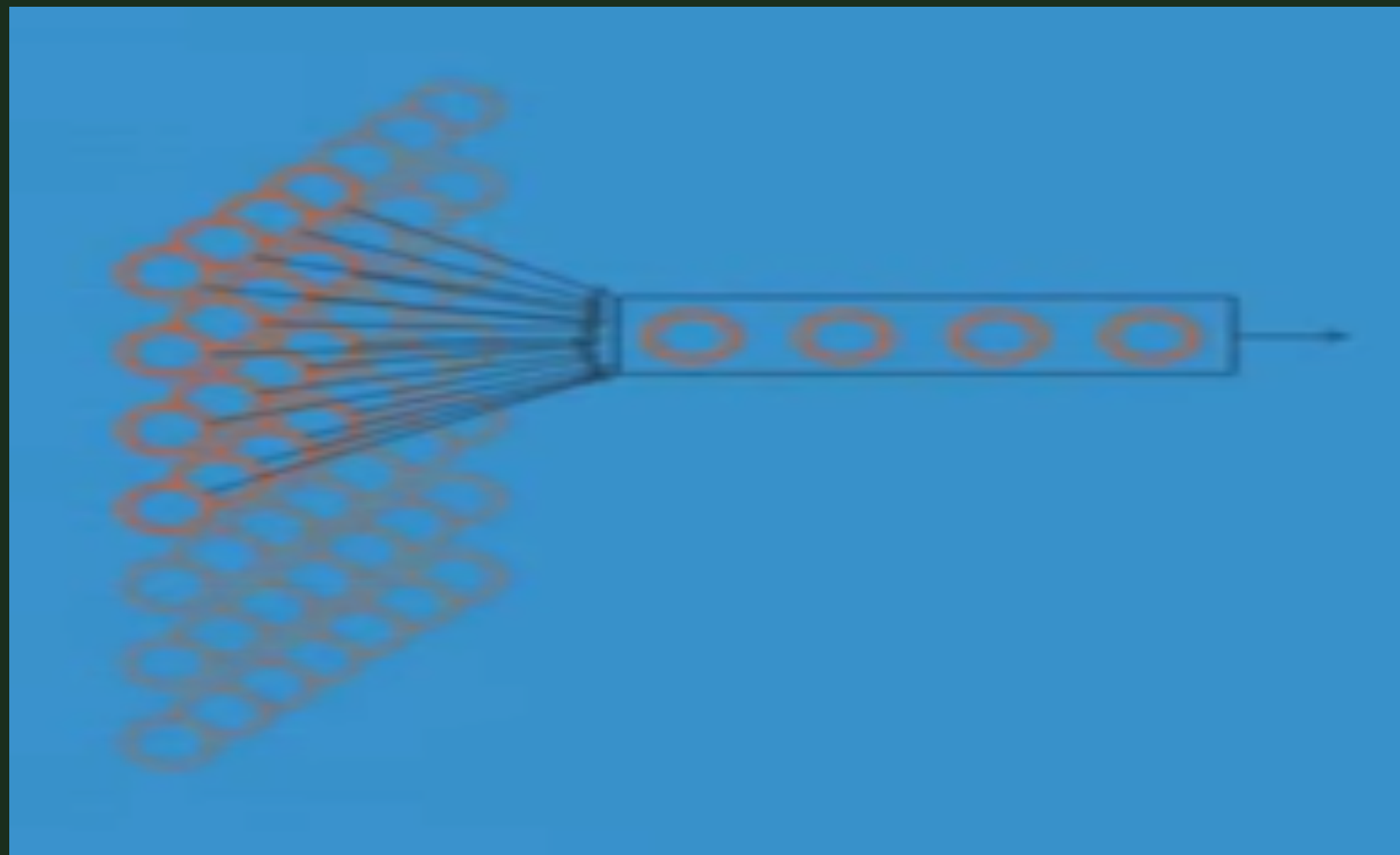
# ConvNet Architecture

- Convolution Layer
- ReLU Layer
- Pooling Layer
- Fully-Connected Layer
- Softmax

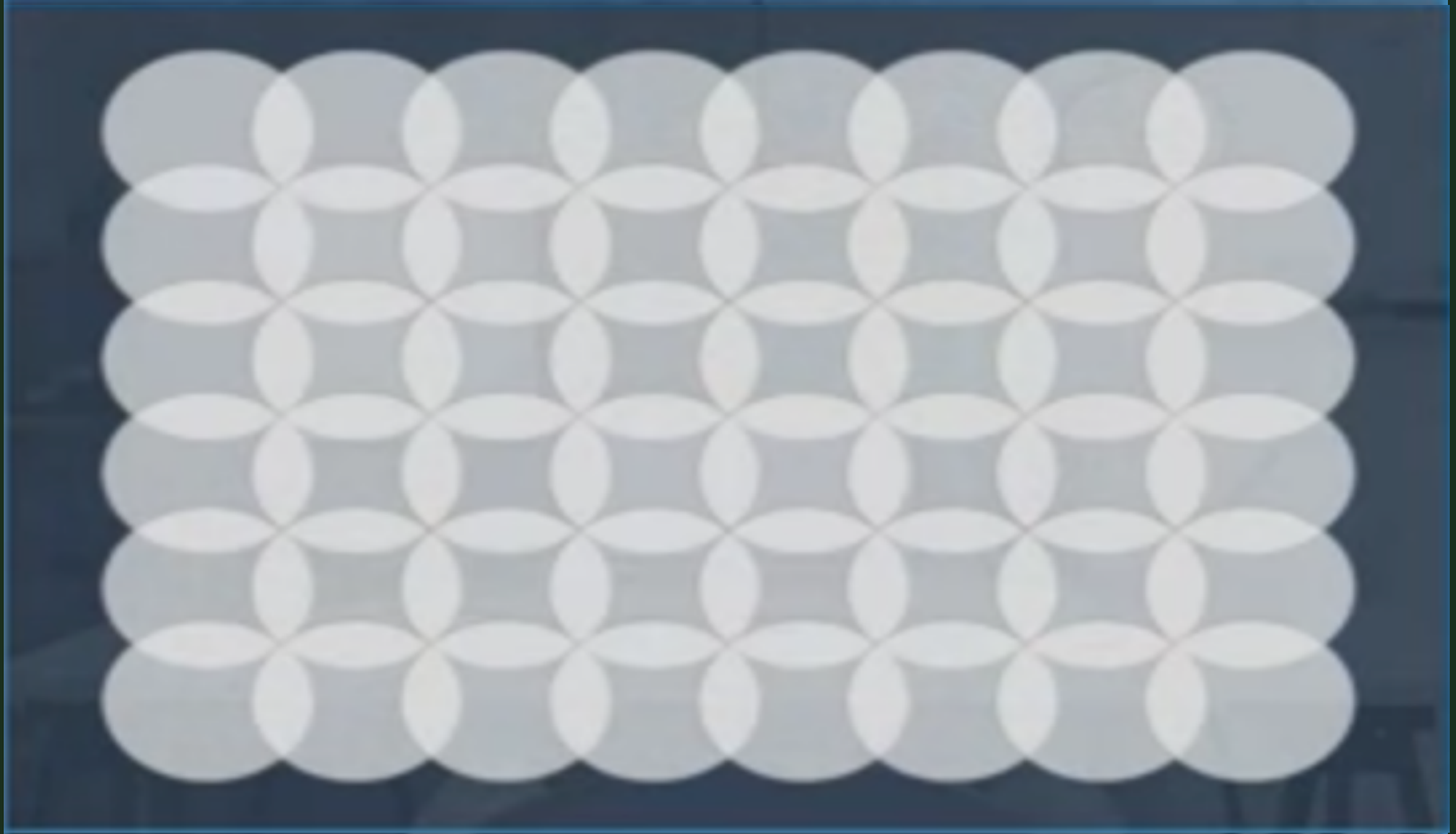


# Convolution Layer

- Neurons are not fully-connected
- Compute dot product

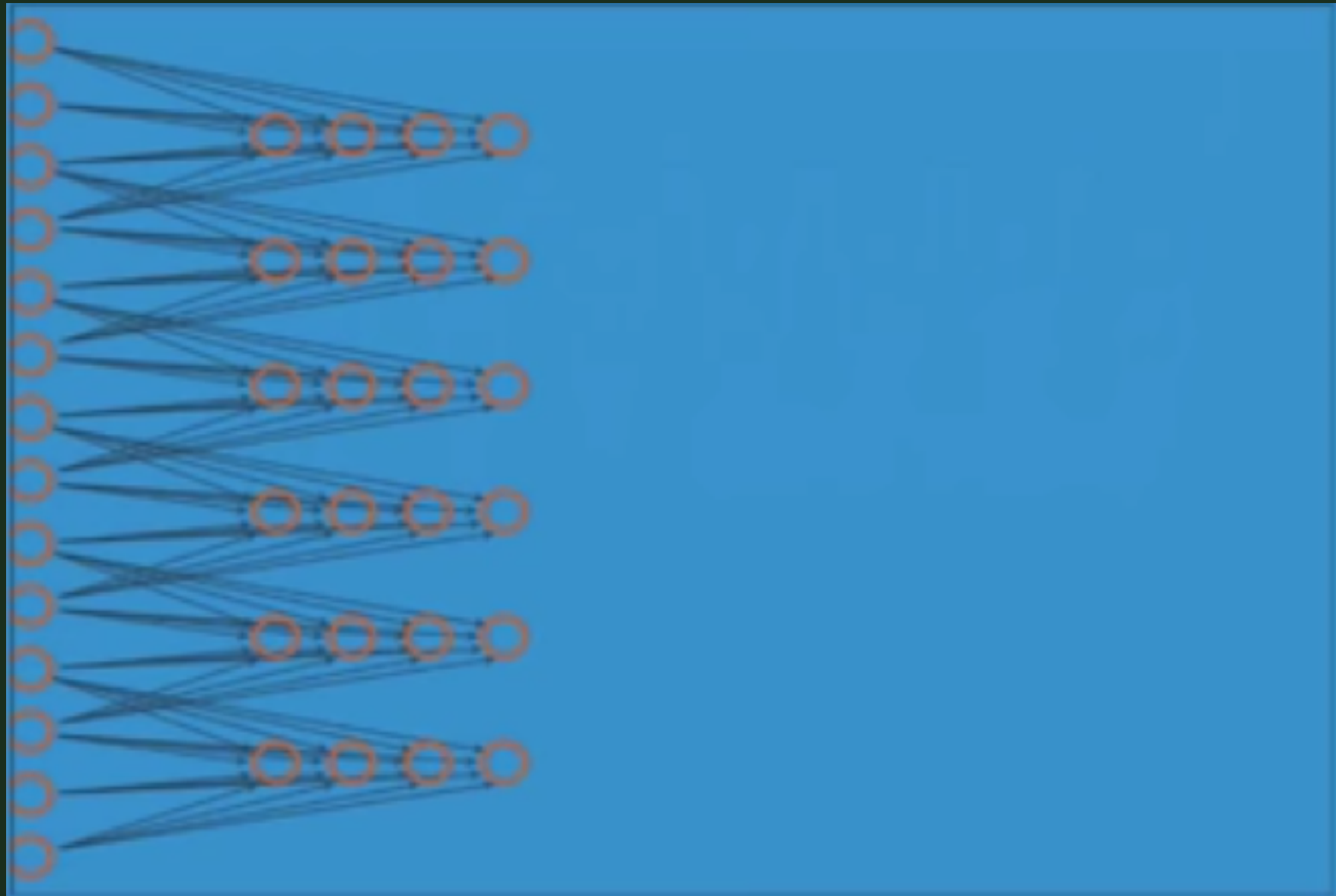


# Convolution Layer



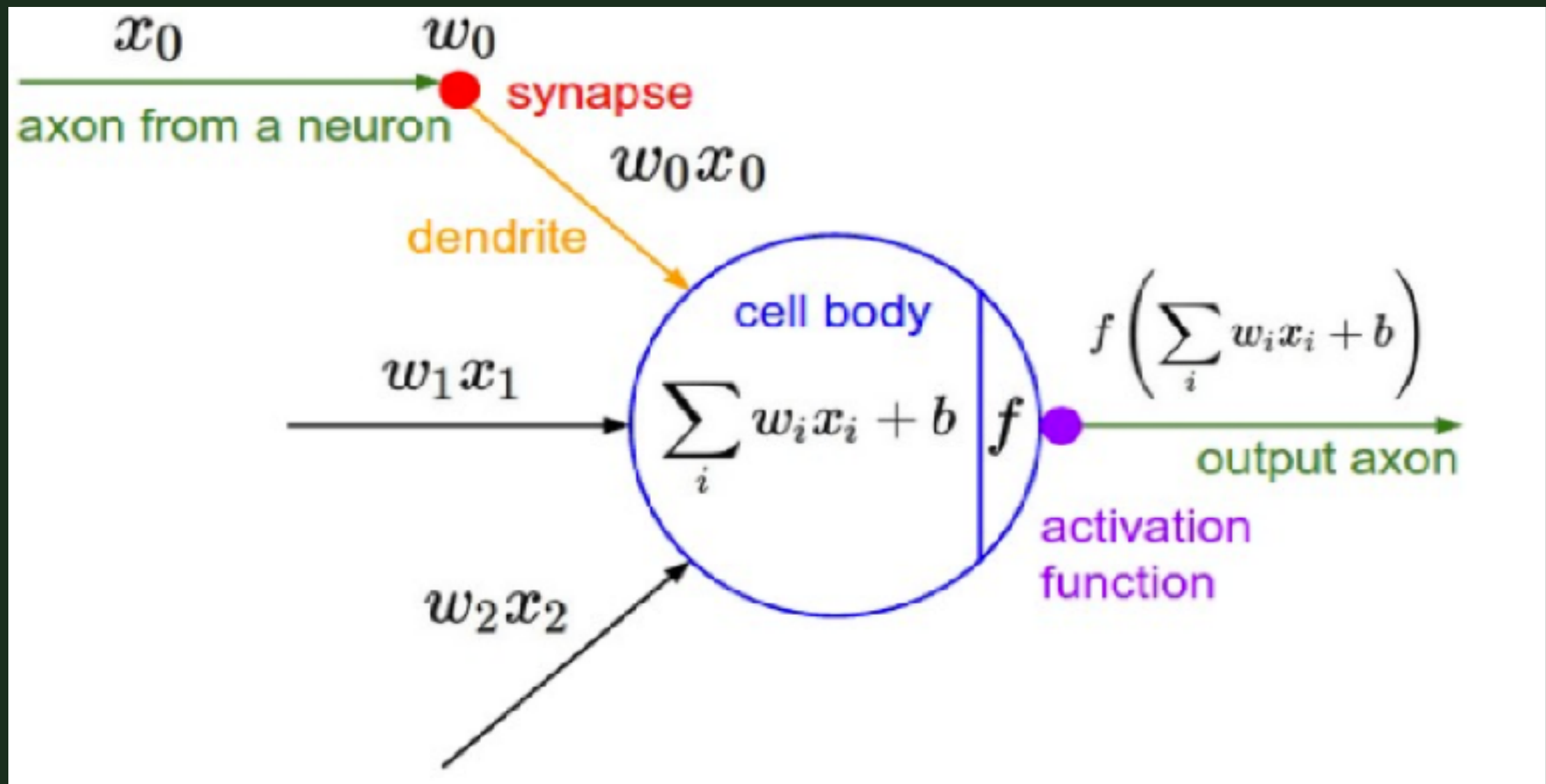
# Convolution Layer

- Several filters



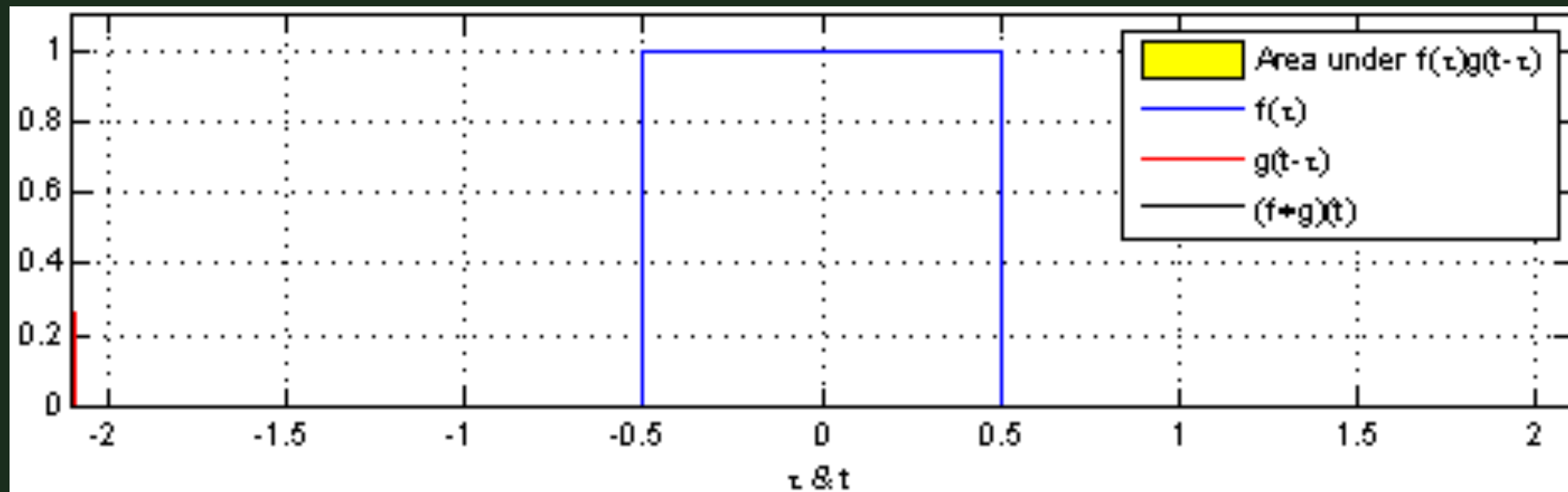
# Convolution Layer

- Weights  $\Rightarrow$  Learnable Filter



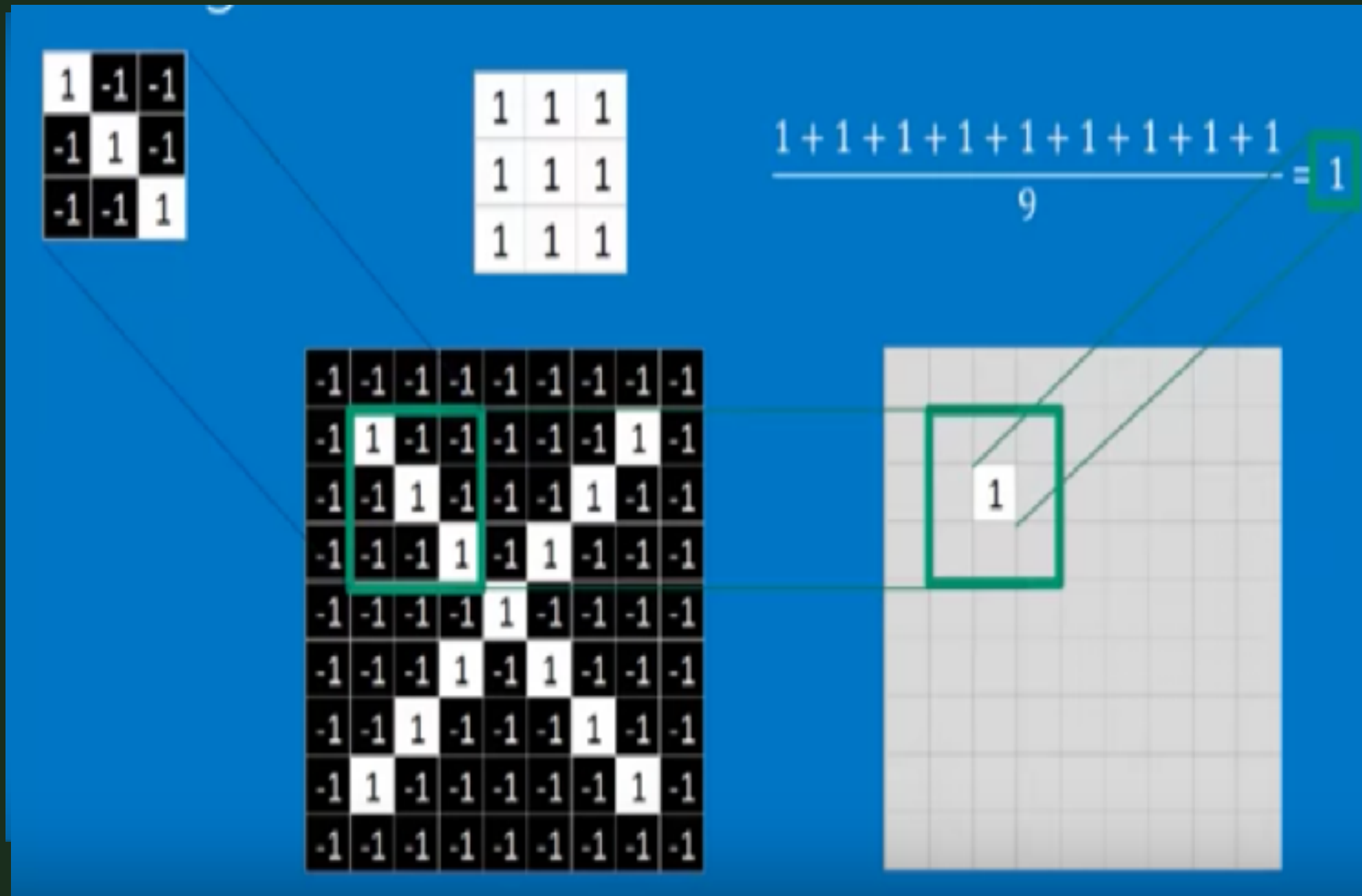
# Convolution Layer

- Slide the filter over the width and height
- Like Convolution Operation
- Produces a 2-dimensional activation map



# Convolution Layer

- Example



# Convolution Layer

1	-1	-1
-1	1	-1
-1	-1	1

-1	-1	-1	-1	-1	-1	-1	-1	-1
-1	1	-1	-1	-1	-1	-1	1	-1
-1	-1	1	-1	-1	-1	1	-1	-1
-1	-1	-1	1	-1	1	-1	-1	-1
-1	-1	-1	-1	1	-1	-1	-1	-1
-1	-1	-1	1	-1	1	-1	-1	-1
-1	-1	1	-1	-1	-1	1	-1	-1
-1	1	-1	-1	-1	-1	-1	1	-1
-1	-1	-1	-1	-1	-1	-1	-1	-1



0.77	-0.11	0.11	0.33	0.55	-0.11	0.33
-0.11	1.00	-0.11	0.33	-0.11	0.11	-0.11
0.11	-0.11	1.00	-0.33	0.11	-0.11	0.55
0.33	0.33	-0.33	0.55	-0.33	0.33	0.33
0.55	-0.11	0.11	-0.33	1.00	-0.11	0.11
-0.11	0.11	-0.11	0.33	-0.11	1.00	-0.11
0.33	-0.11	0.55	0.33	0.11	-0.11	0.77



# Convolution Layer

-1	-1	-1	-1	-1	-1	-1	-1	-1
-1	1	-1	-1	-1	-1	-1	1	-1
-1	-1	1	-1	-1	-1	1	-1	-1
-1	-1	-1	1	-1	1	-1	-1	-1
-1	-1	-1	-1	1	-1	-1	-1	-1
-1	-1	-1	1	-1	1	-1	-1	-1
-1	1	-1	-1	-1	-1	1	-1	-1
-1	-1	-1	-1	-1	-1	-1	-1	-1



1	-1	-1
-1	1	-1
-1	-1	1



0.77	-0.11	0.11	0.88	0.55	-0.11	0.88
-0.11	1.00	-0.11	0.33	-0.11	0.11	-0.11
0.11	-0.11	1.00	-0.33	0.11	-0.11	0.55
0.88	0.11	-0.33	0.55	-0.11	0.88	0.11
0.55	-0.11	0.11	-0.33	1.00	-0.11	0.11
-0.11	0.11	-0.11	0.33	-0.11	1.00	-0.11
0.88	-0.11	0.11	0.33	0.11	-0.11	0.77

-1	-1	-1	-1	-1	-1	-1	-1	-1
-1	1	-1	-1	-1	-1	-1	1	-1
-1	-1	1	-1	-1	-1	1	-1	-1
-1	-1	-1	1	-1	1	-1	-1	-1
-1	-1	-1	-1	1	-1	-1	-1	-1
-1	-1	-1	-1	1	-1	1	-1	-1
-1	1	-1	-1	-1	-1	1	-1	-1
-1	-1	-1	-1	-1	-1	-1	-1	-1



1	-1	1
-1	1	-1
1	-1	1



0.88	-0.55	0.11	-0.11	0.11	-0.55	0.88
-0.55	0.55	-0.55	0.33	-0.55	0.55	-0.55
0.11	-0.55	0.55	-0.77	0.55	-0.55	0.11
-0.11	0.33	-0.77	1.00	-0.77	0.33	-0.11
0.11	-0.55	0.55	-0.77	0.55	-0.55	0.11
-0.55	0.55	-0.55	0.33	-0.55	0.55	-0.55
0.88	-0.55	0.11	-0.11	0.11	-0.55	0.88

-1	-1	-1	-1	-1	-1	-1	-1	-1
-1	1	-1	-1	-1	-1	-1	1	-1
-1	-1	1	-1	-1	-1	1	-1	-1
-1	-1	-1	1	-1	1	-1	-1	-1
-1	-1	-1	-1	1	-1	-1	-1	-1
-1	-1	-1	-1	1	-1	1	-1	-1
-1	1	-1	-1	-1	-1	1	-1	-1
-1	-1	-1	-1	-1	-1	-1	-1	-1



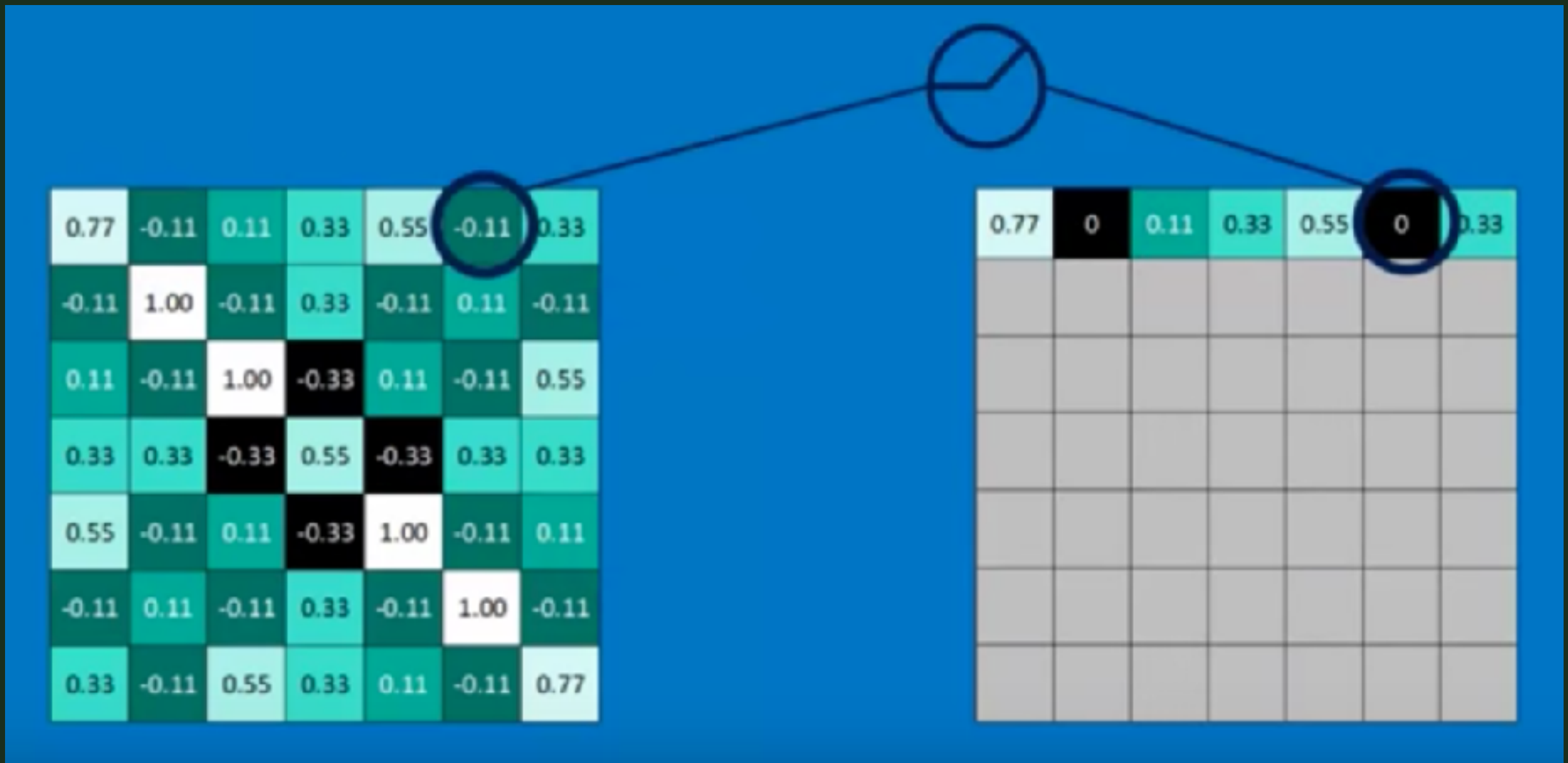
-1	-1	1
-1	1	-1
1	-1	-1



0.55	-0.11	0.55	0.55	0.11	-0.11	0.77
-0.11	0.11	-0.11	0.55	-0.11	1.00	-0.11
0.55	-0.11	0.11	-0.33	1.00	-0.11	0.11
0.55	0.55	-0.33	0.55	-0.33	0.55	0.55
0.11	-0.11	1.00	-0.33	0.11	-0.11	0.55
-0.11	1.00	-0.11	0.33	-0.11	0.11	-0.11
0.77	-0.11	0.11	0.55	0.55	-0.11	0.55



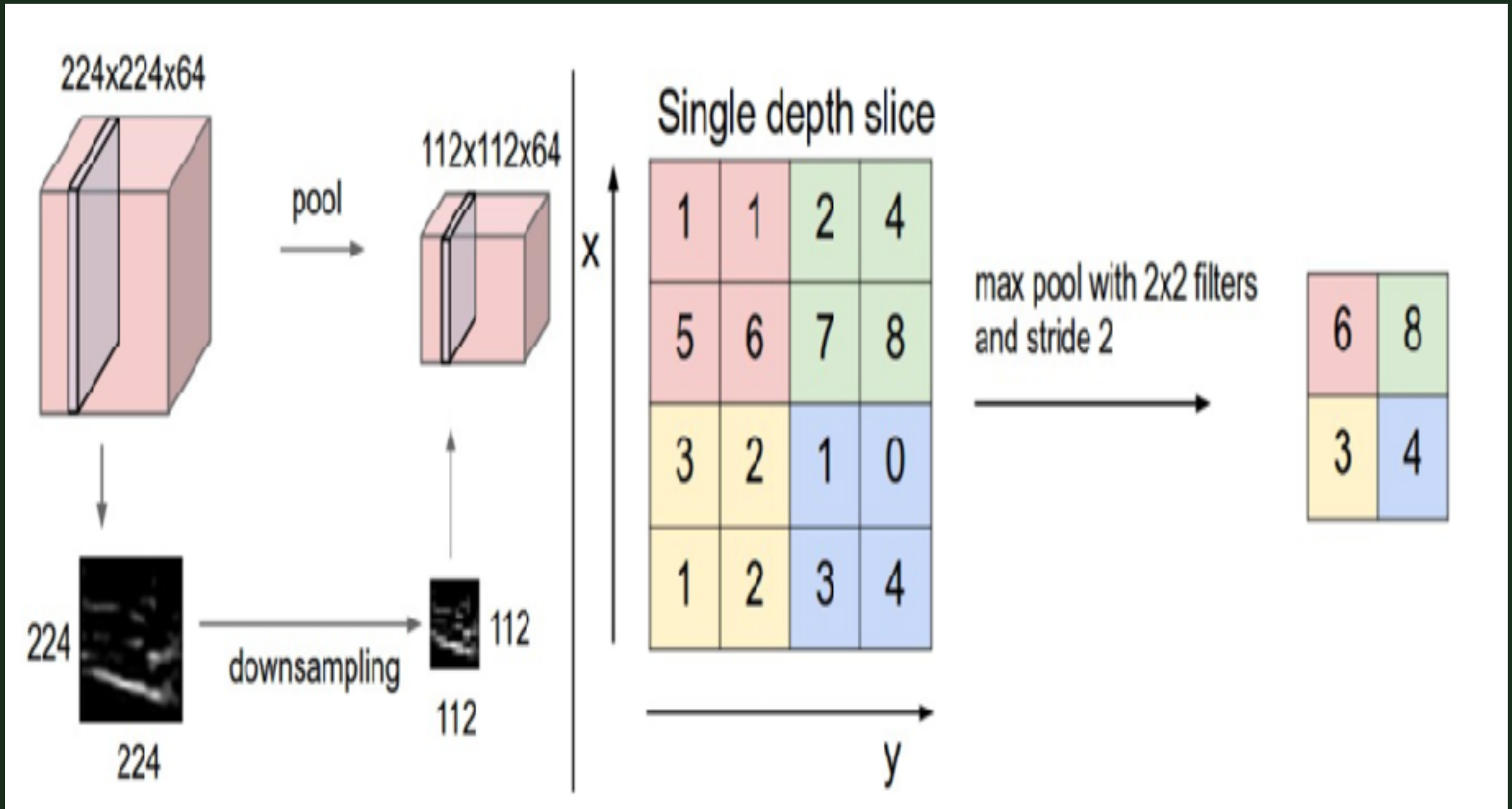
# ReLU



# Pooling Layer

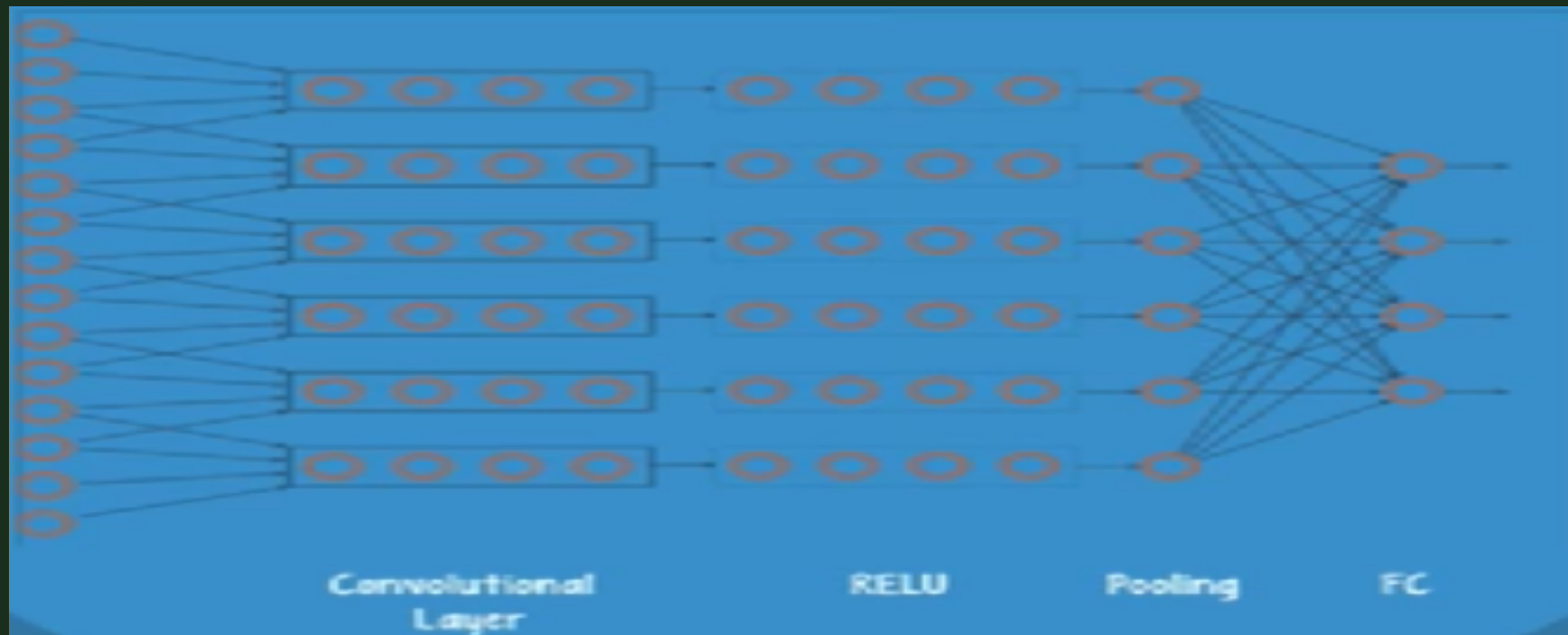
- Performs a downsampling operation
- Progressively reduces the spatial size of activation maps
  - Shrinks the number of parameters & computation
  - Control overfitting
- Max pool with filters of size 2 and stride of 2
  - reduces the spatial extent by half

# Pooling Layer



# Fully-Connected Layer

- Fully-Connected
- No parameter sharing
- Using ReLU activation function instead of Sigmoid is common



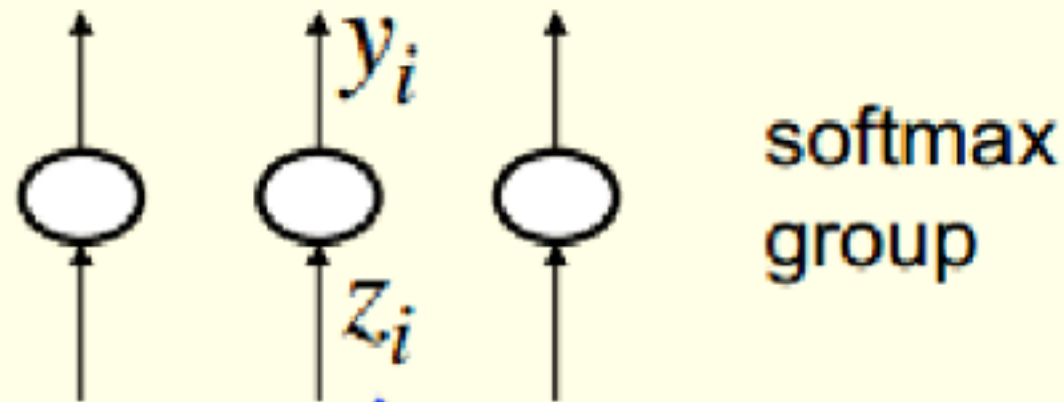
# Fully-Connected Layer



# Softmax

- Normalized exponential function
- Generalization of the logistic function

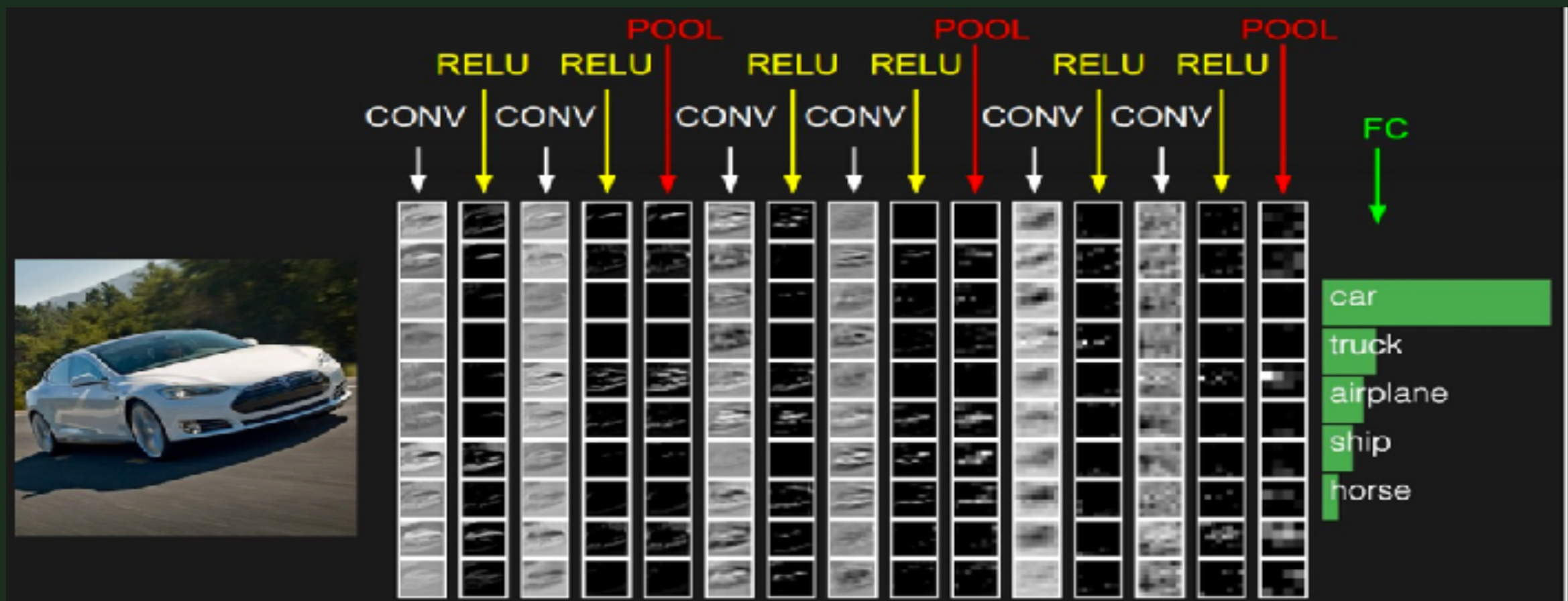
$$\sigma(\mathbf{z})_j = \frac{e^{z_j}}{\sum_{k=1}^K e^{z_k}} \quad \text{for } j = 1, \dots, K.$$



this is called the "logit"

# CNN Architecture

- Stack Conv/ReLU
- Periodically use Pool layers



# CNN in Practice



# VGGNet

- VGGNet (Simonyan and Zisserman 2014)
- 3x3 filters
- zero-padding of 1
- stride of 2
- 2x2 MAX POOLING with stride of 2
- 7.3% top five error

ConvNet Configuration					
A	A-LRN	B	C	D	E
weight layers	11 weight layers	13 weight layers	16 weight layers	16 weight layers	19 wei layer
input (224 × 224 RGB image)					
conv3-64	conv3-64 <b>LRN</b>	conv3-64 <b>conv3-64</b>	conv3-64 conv3-64	conv3-64 conv3-64	conv3- conv3-
maxpool					
conv3-128	conv3-128	conv3-128 <b>conv3-128</b>	conv3-128 conv3-128	conv3-128 conv3-128	conv3- conv3-
maxpool					
conv3-256 conv3-256	conv3-256 conv3-256	conv3-256 conv3-256	conv3-256 conv3-256 <b>conv1-256</b>	conv3-256 conv3-256 <b>conv3-256</b>	conv3- conv3- conv3- <b>conv3-</b>
maxpool					
conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512 <b>conv1-512</b>	conv3-512 conv3-512 <b>conv3-512</b>	conv3- conv3- conv3- <b>conv3-</b>
maxpool					
conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512 <b>conv1-512</b>	conv3-512 conv3-512 <b>conv3-512</b>	conv3- conv3- conv3- <b>conv3-</b>
maxpool					
FC-4096					
FC-4096					
FC-1000					
soft-max					

# VGGNet

INPUT: [224x224x3] memory:  $224*224*3=150\text{K}$  params: 0 (not counting biases)

CONV3-64: [224x224x64] memory:  $224*224*64=3.2\text{M}$  params:  $(3*3*3)*64 = 1,728$

CONV3-64: [224x224x64] memory:  $224*224*64=3.2\text{M}$  params:  $(3*3*64)*64 = 36,864$

POOL2: [112x112x64] memory:  $112*112*64=800\text{K}$  params: 0

CONV3-128: [112x112x128] memory:  $112*112*128=1.6\text{M}$  params:  $(3*3*64)*128 = 73,728$

CONV3-128: [112x112x128] memory:  $112*112*128=1.6\text{M}$  params:  $(3*3*128)*128 = 147,456$

POOL2: [56x56x128] memory:  $56*56*128=400\text{K}$  params: 0

CONV3-256: [56x56x256] memory:  $56*56*256=800\text{K}$  params:  $(3*3*128)*256 = 294,912$

CONV3-256: [56x56x256] memory:  $56*56*256=800\text{K}$  params:  $(3*3*256)*256 = 589,824$

CONV3-256: [56x56x256] memory:  $56*56*256=800\text{K}$  params:  $(3*3*256)*256 = 589,824$

POOL2: [28x28x256] memory:  $28*28*256=200\text{K}$  params: 0

CONV3-512: [28x28x512] memory:  $28*28*512=400\text{K}$  params:  $(3*3*256)*512 = 1,179,648$

CONV3-512: [28x28x512] memory:  $28*28*512=400\text{K}$  params:  $(3*3*512)*512 = 2,359,296$

CONV3-512: [28x28x512] memory:  $28*28*512=400\text{K}$  params:  $(3*3*512)*512 = 2,359,296$

POOL2: [14x14x512] memory:  $14*14*512=100\text{K}$  params: 0

CONV3-512: [14x14x512] memory:  $14*14*512=100\text{K}$  params:  $(3*3*512)*512 = 2,359,296$

CONV3-512: [14x14x512] memory:  $14*14*512=100\text{K}$  params:  $(3*3*512)*512 = 2,359,296$

CONV3-512: [14x14x512] memory:  $14*14*512=100\text{K}$  params:  $(3*3*512)*512 = 2,359,296$

POOL2: [7x7x512] memory:  $7*7*512=25\text{K}$  params: 0

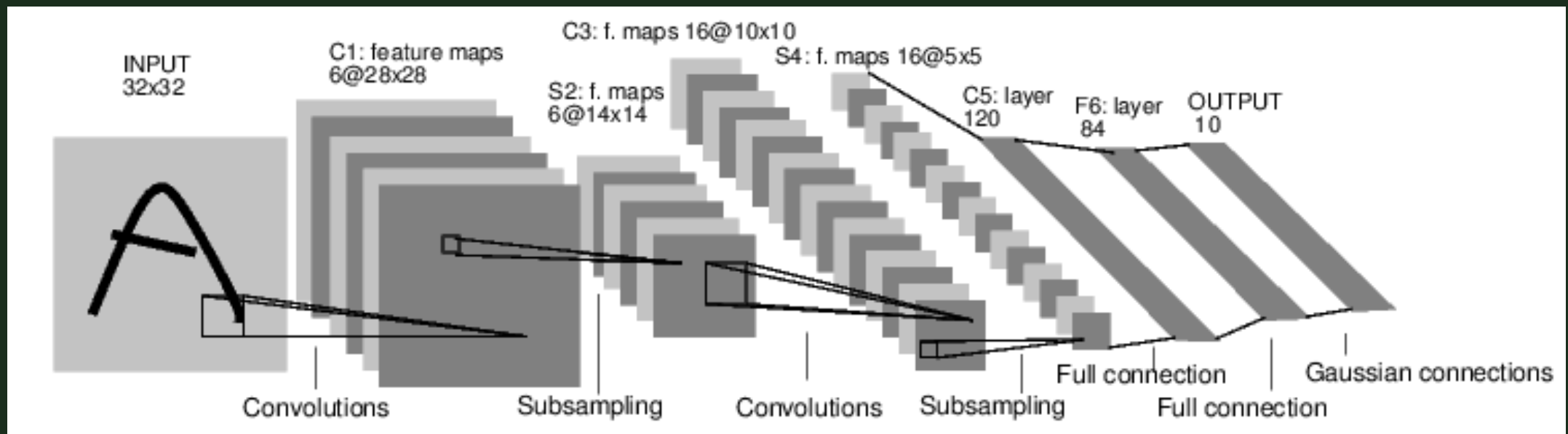
FC: [1x1x4096] memory: 4096 params:  $7*7*512*4096 = 102,760,448$

FC: [1x1x4096] memory: 4096 params:  $4096*4096 = 16,777,216$

FC: [1x1x1000] memory: 1000 params:  $4096*1000 = 4,096,000$

# LeNet

- 5 x 5 filter with stride of 1
- 2x2 MAX POOLING with stride of 2



# Other Examples

- GoogleNet
- MSRA(Microsoft Research Asia)
- SqueezeNet
- And ...

# Toolbox and frameworks

- Caffe
- Tensorflow
- CNTK(Microsoft)
- Theano
- and ...

# Showtime

- <http://cs.stanford.edu/people/karpathy/convnetjs/demo/cifar10.html>
- <http://demo.caffe.berkeleyvision.org/>

# DenseCap

- Fei-Fei Li
- Andrej Karpathy
- Justin Johnson
- Dense Captioning
- a Convolutional Network
- a dense localization layer
- Recurrent Neural Network language



# DenseCap

“We introduce the dense captioning task, which requires a computer vision system to both localize and describe salient regions in images in natural language.”

## Classification



Cat

## Captioning



A cat riding a skateboard

## Dense Captioning



Orange spotted cat

Skateboard with red wheels

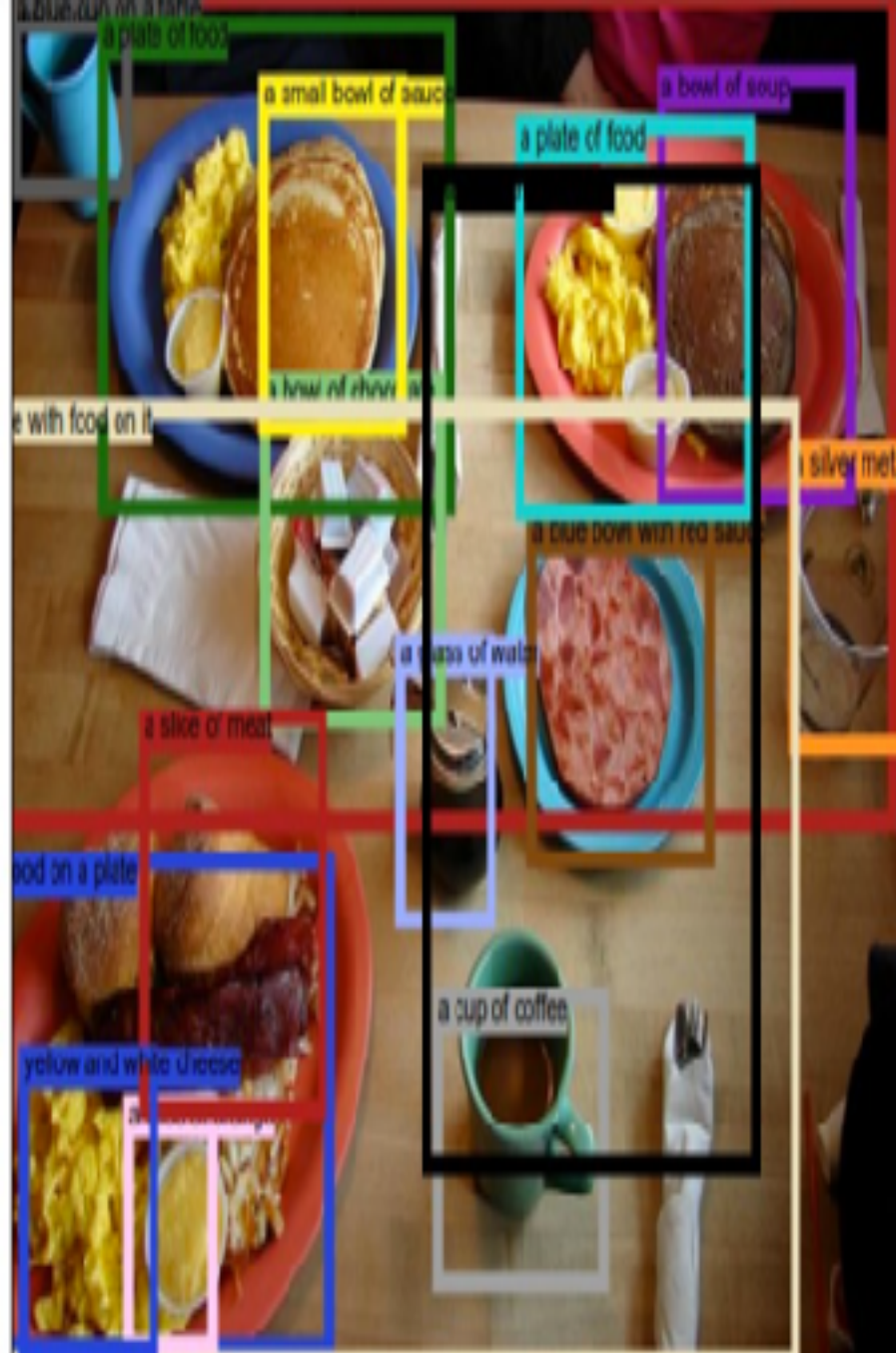
Cat riding a skateboard

Brown hardwood flooring





bus parked on the street. a city street scene. front windshield of a bus. man walking on sidewalk. a silver car parked on the street. a city scene. a green traffic light. a building in the background. the bus has a number. a large building. a brick building. red brick building with windows. a blue sign with a white arrow. white lines on the road.



a plate of food. food on a plate. a blue cup on a table. a plate of food. a blue bowl with red sauce. a bowl of soup. a cup of coffee. a bowl of chocolate. a glass of water. a plate of food. a silver metal container. a small bowl of sauce. table with food on it. a slice of orange. a table with food on it. a slice of meat. yellow and white cheese.



a green jacket. a white horse. a man on a horse. two people riding horses. man wearing a green jacket. the helmet is black. brown horse with white mane. white van parked on the street. a paved sidewalk. green and yellow jacket. a helmet on the head. white horse with white face.



# Other Researches and Applications

- FaceApp
- JibJab
- Soccer Activity Recognition
- and ...

Thanks everyone!

Any Question??!!