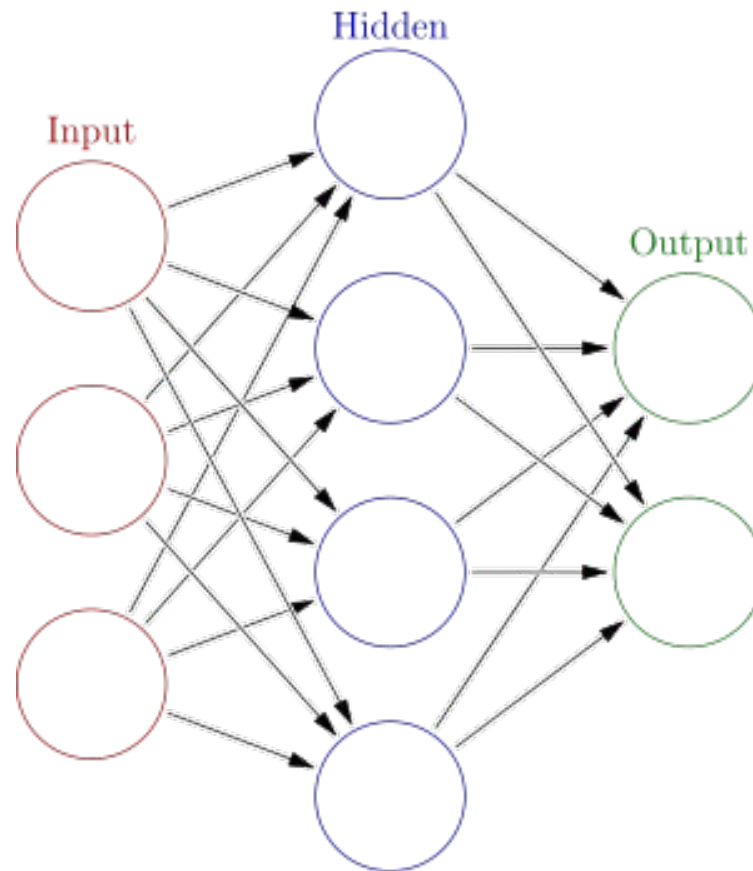


# Convolutional Neural Networks

November 17, 2015

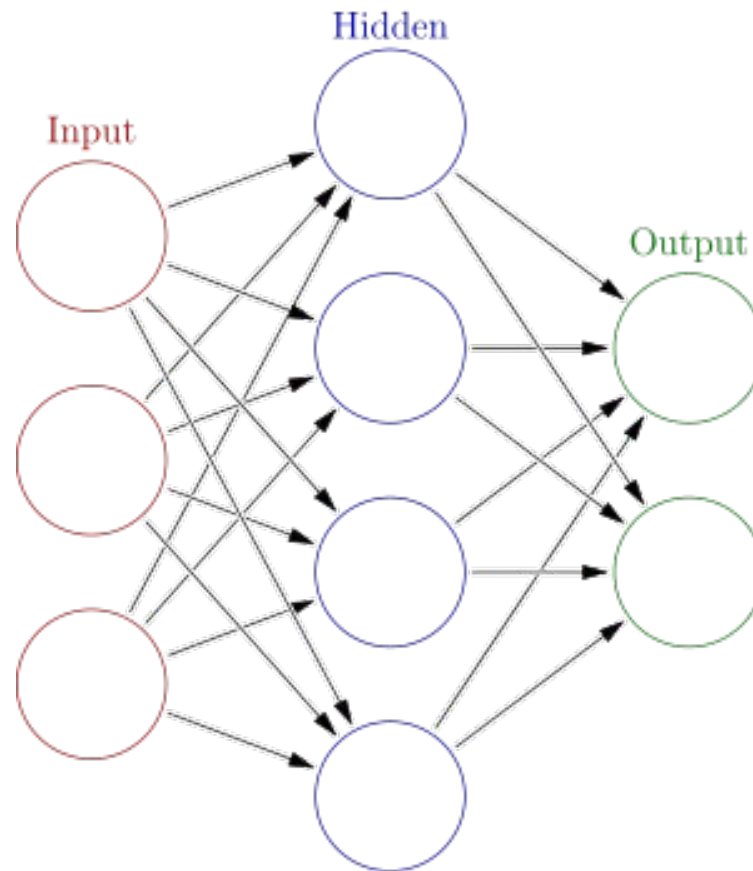
# Artificial Neural Networks

- Feedforward neural networks



# Artificial Neural Networks

- Feedforward, *fully-connected* neural networks



# Artificial Neural Networks

- Feedforward, *fully-connected* neural networks
  - Large modeling capacity

# Artificial Neural Networks

- Feedforward, *fully-connected* neural networks
  - Large modeling capacity
  - Require large amounts of data

# Artificial Neural Networks

- Feedforward, *fully-connected* neural networks
  - Large modeling capacity
  - Require large amounts of data
  - Work fairly well for handwritten digits



Natural images? ...not so much.





# Natural Images

# Natural Images

- Much more detail

# Natural Images

- Much more detail
  - Intricate spatial relationships



# Natural Images

- Much more detail
  - Intricate spatial relationships
- More variety within a class of examples

# Natural Images

- Much more detail
  - Intricate spatial relationships
- More variety within a class of examples



# Natural Images

- Much more detail
  - Intricate spatial relationships
- More variety within a class of examples
  - Natural variations
  - Color
  - Viewing angle
  - Lighting
  - Size
  - Position

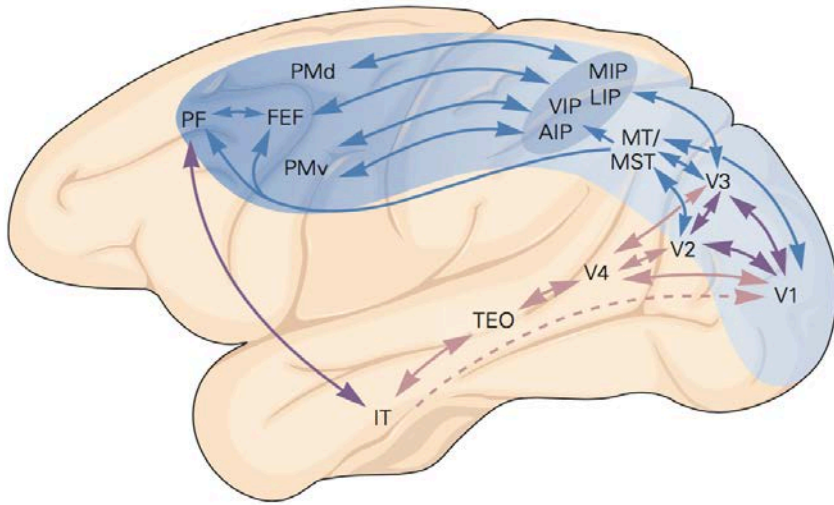
Can we build a better network?



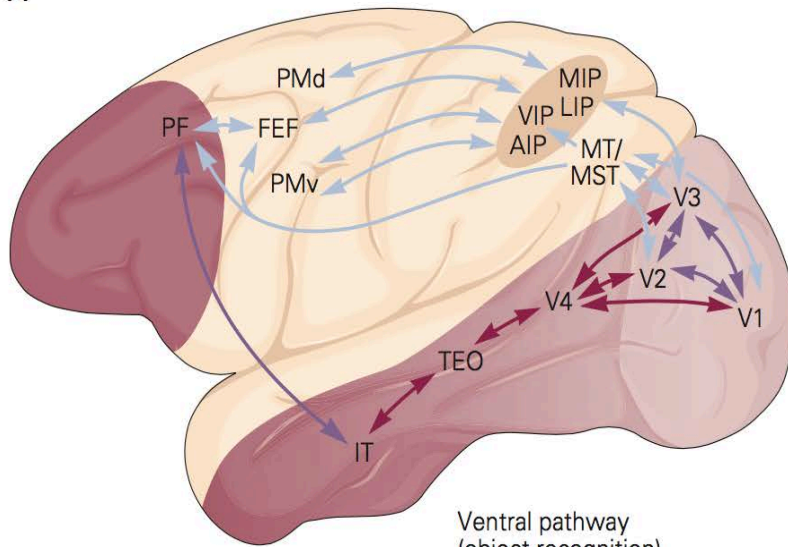
Take inspiration from neuroscience

# Biological Vision

# Biological Vision

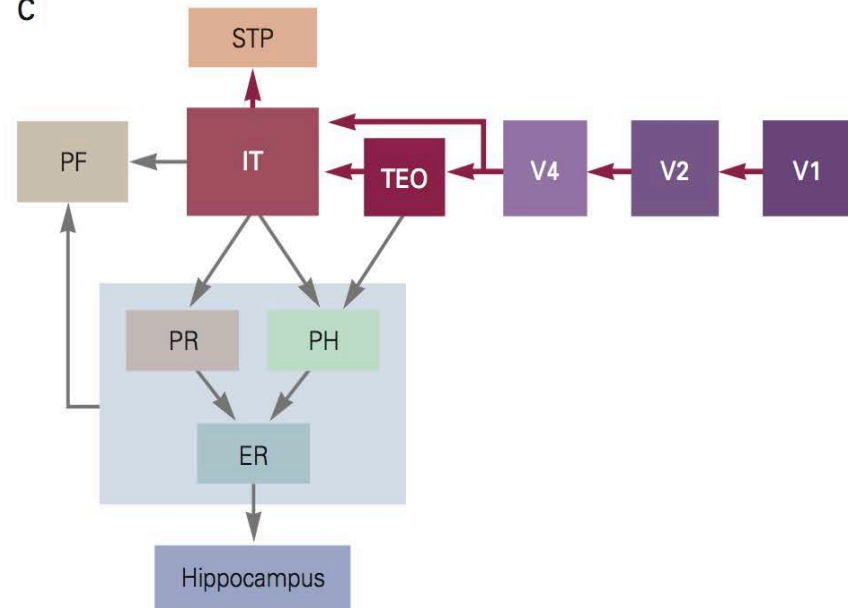


A



Ventral pathway  
(object recognition)

C



# Biological Vision

- Hubel & Wiesel (1950s)

# Biological Vision

- Hubel & Wiesel (1950s)

**RECEPTIVE FIELDS OF SINGLE NEURONES IN  
THE CAT'S STRIATE CORTEX**

**BY D. H. HUBEL\* AND T. N. WIESEL\***

*From the Wilmer Institute, The Johns Hopkins Hospital and  
University, Baltimore, Maryland, U.S.A.*

*(Received 22 April 1959)*

# Biological Vision

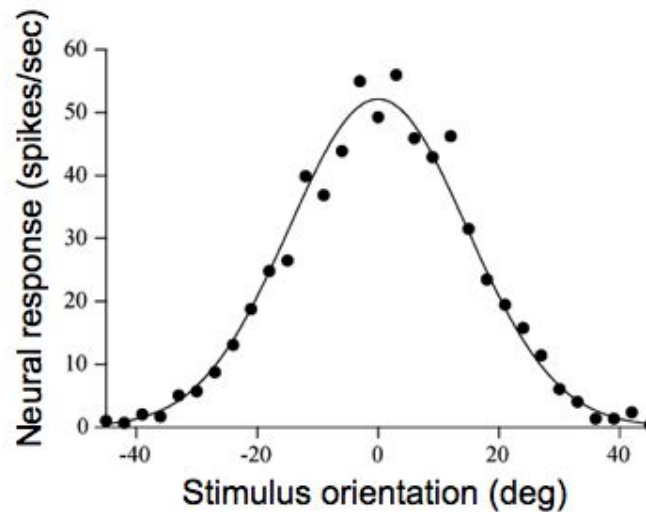
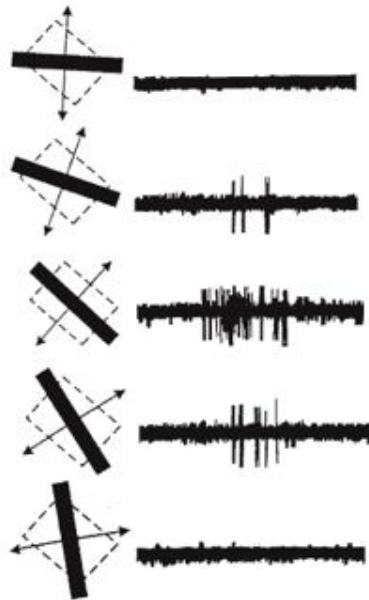
- Hubel & Wiesel (1950s)
  - Record from neurons in V1

# Biological Vision

- Hubel & Wiesel (1950s)
  - Record from neurons in V1
  - Present moving gratings

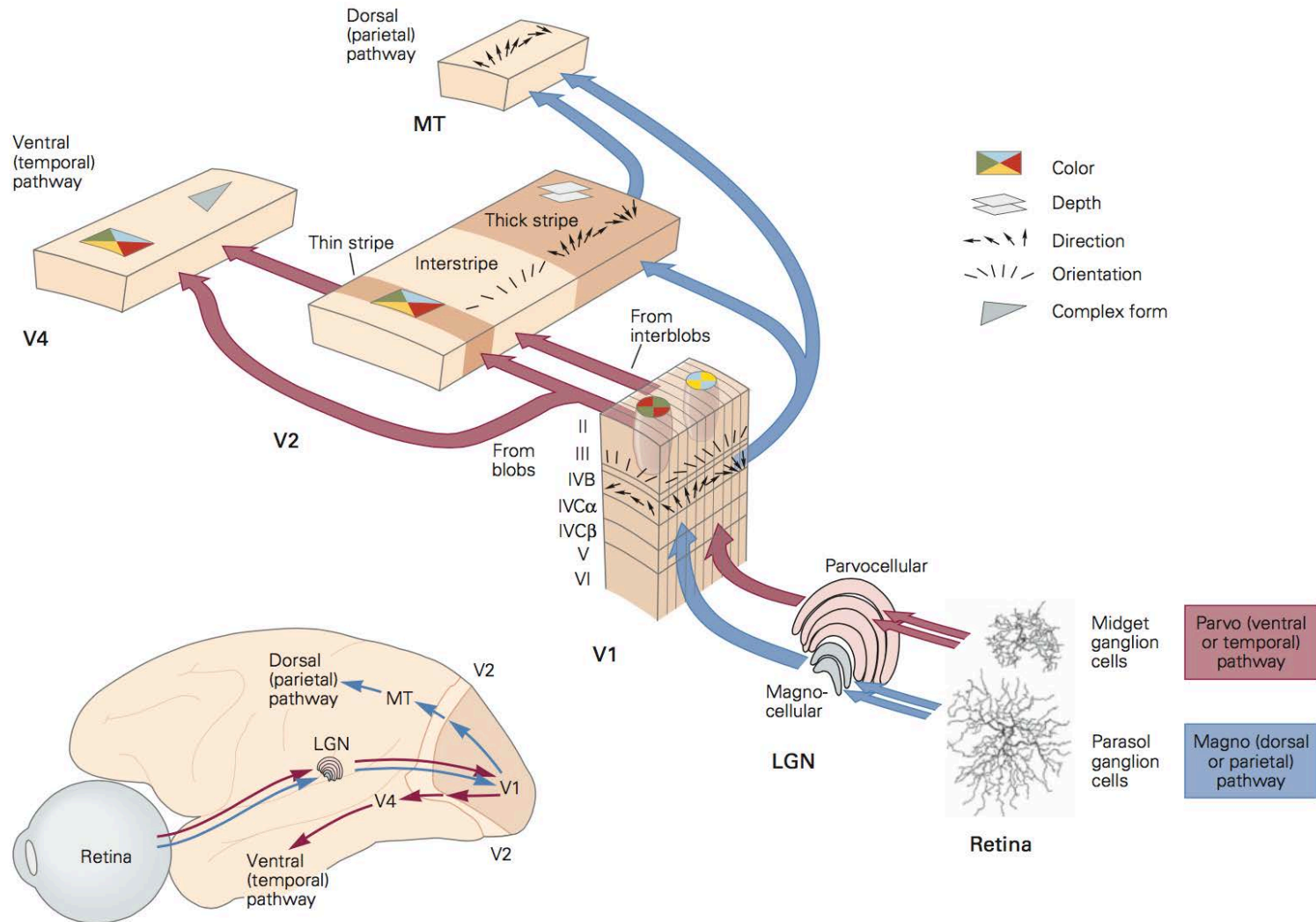
# Biological Vision

- Hubel & Wiesel (1950s)
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# Biological Vision

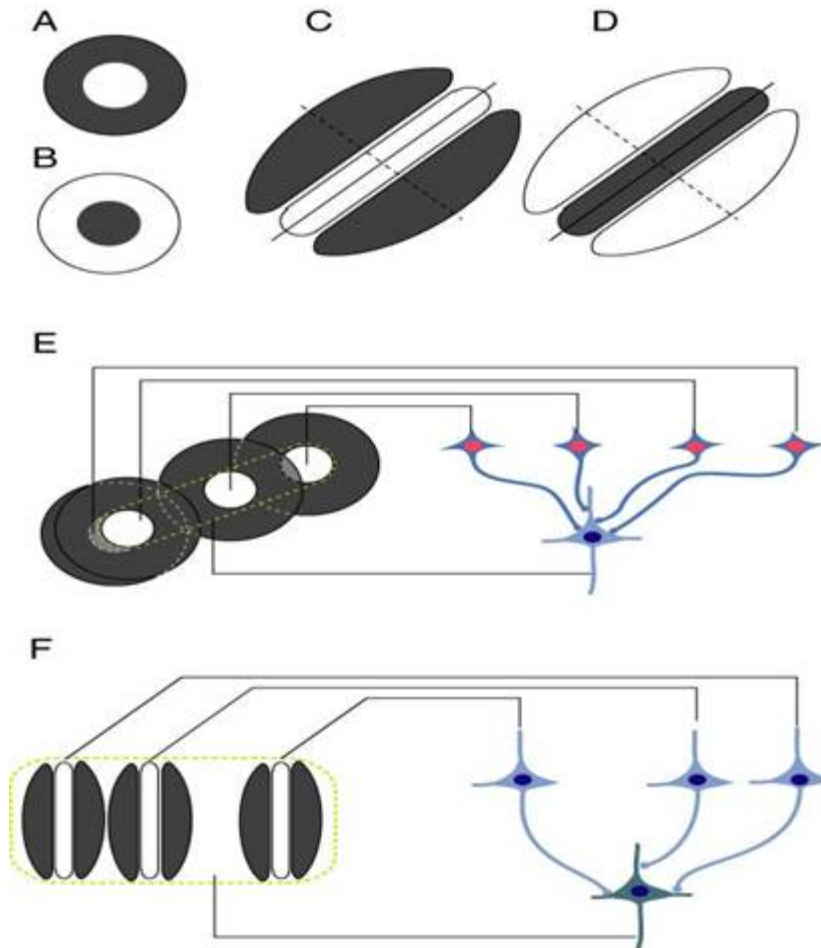


# Biological Vision

- Simple and complex cells

# Biological Vision

- Simple and complex cells



# Biological Vision

- Higher visual areas

# Biological Vision

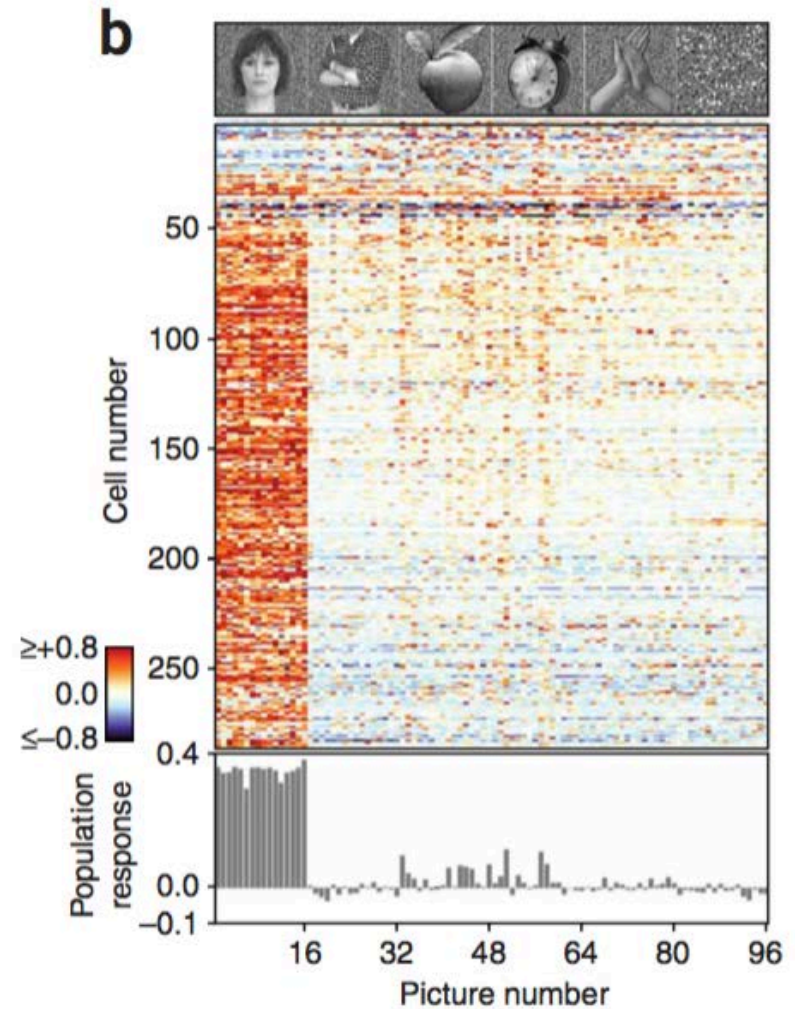
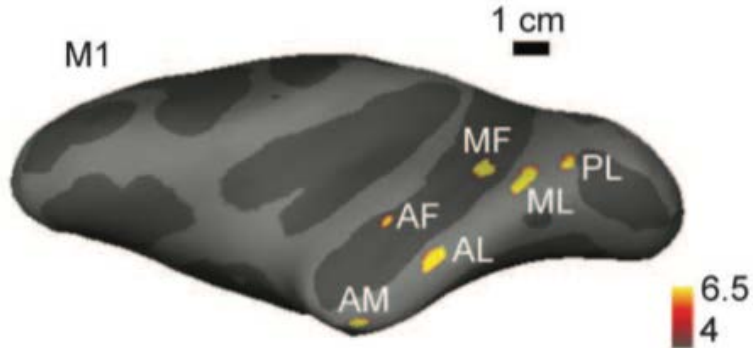
- Higher visual areas
  - Encode complex stimuli

# Biological Vision

- Higher visual areas
  - Encode complex stimuli
    - Professor Doris Tsao, Caltech



# Biological Vision



# Biological Vision



# Biological Vision

- Hierarchical representation

# Biological Vision

- Hierarchical representation
- Map of visual space at lower levels

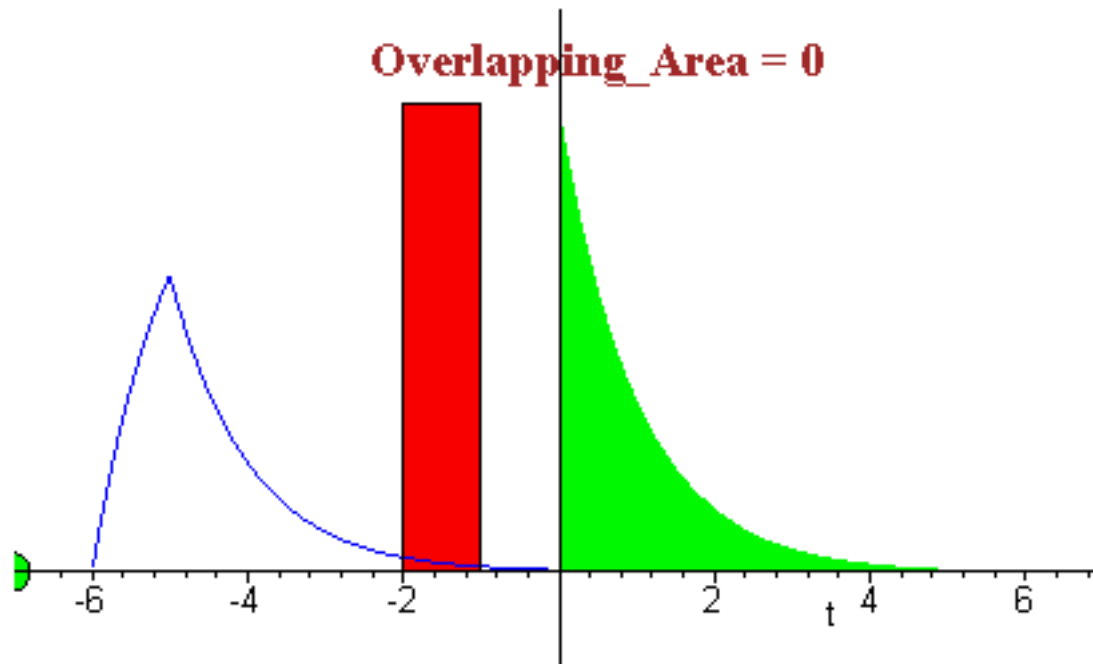
# Biological Vision

- Hierarchical representation
- Map of visual space at lower levels
- Highly connected at upper levels of the hierarchy

How do we turn this into a model?

# Convolution & Pooling

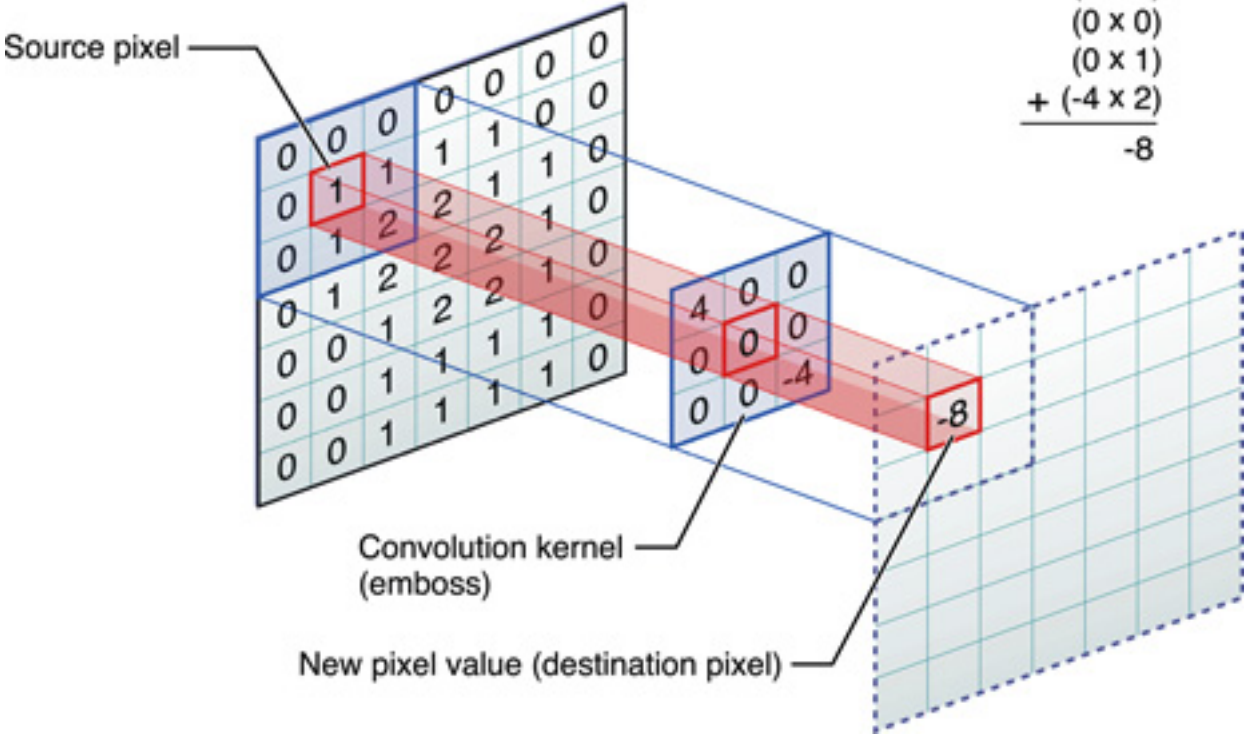
# Convolutional Operation



# Convolutional Operation

Center element of the kernel is placed over the source pixel. The source pixel is then replaced with a weighted sum of itself and nearby pixels.

$$\begin{array}{r}
 (4 \times 0) \\
 (0 \times 0) \\
 (0 \times 0) \\
 (0 \times 0) \\
 (0 \times 1) \\
 (0 \times 1) \\
 (0 \times 0) \\
 (0 \times 1) \\
 \hline
 + (-4 \times 2) \\
 \hline
 -8
 \end{array}$$



# Pooling Operation

1	1	2	4
5	6	7	8
3	2	1	0
1	2	3	4

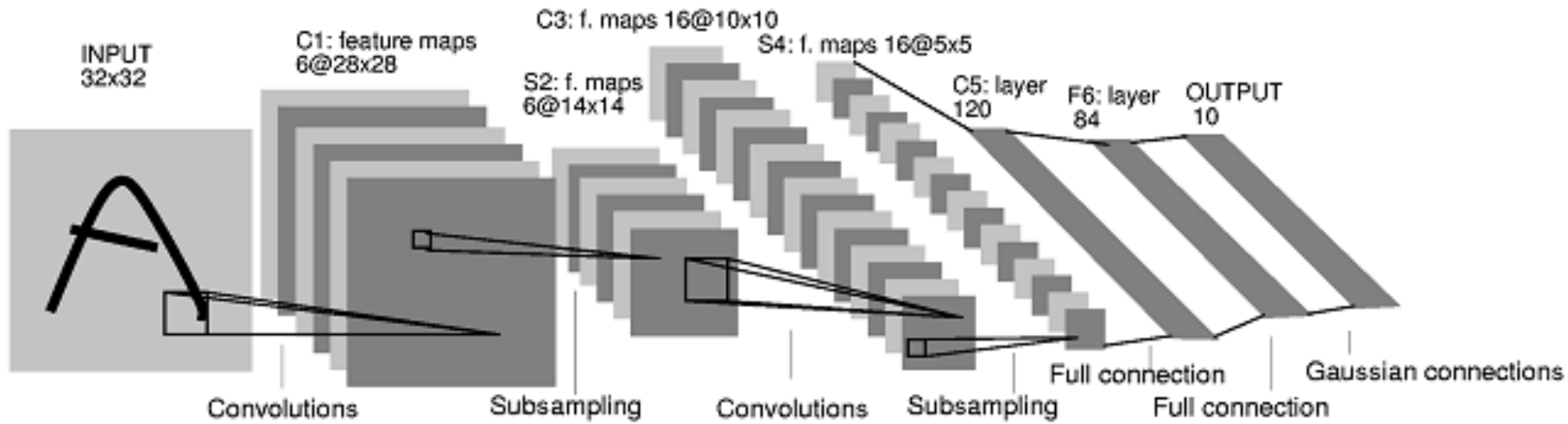
max pool with 2x2 filters  
and stride 2



6	8
3	4



# LeNet



# AI Winter

# AI Winter



# AI Winter

- Convolutional neural networks are great, but...

# AI Winter

- Convolutional neural networks are great, but...
  - They are hard to train

# AI Winter

- Convolutional neural networks are great, but...
  - They are hard to train
  - They take a long time to train

# AI Winter

- Convolutional neural networks are great, but...
  - They are hard to train
  - They take a long time to train
  - We don't have enough data to train them

GPUs



# GPU

- Graphics Processing Unit

# GPU

- Graphics Processing Unit
  - Rendering images is computationally intensive

# GPU

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  - Rendering images is computationally intensive
  - Parallel processing architecture to handle this task

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- Can also handle matrix multiplication operations

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# Big Data

# Big Data

- Cameras

# Big Data

- Cameras
  - Digital cameras, smartphones



# Big Data

- Cameras
  - Digital cameras, smartphones
- Internet

# Big Data

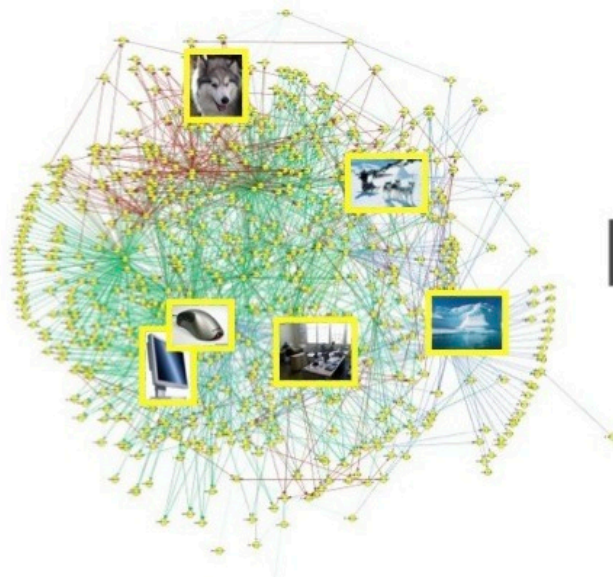
- Cameras
  - Digital cameras, smartphones
- Internet
  - Anyone can upload a picture

# Big Data

- Cameras
  - Digital cameras, smartphones
- Internet
  - Anyone can upload a picture
  - Crowdsourcing

# Big Data

- Cameras
  - Digital cameras, smartphones
- Internet
  - Anyone can upload a picture
  - Crowdsourcing
- ImageNet



IMGENET

# ImageNet Large Scale Visual Recognition Challenge

# ImageNet Large Scale Visual Recognition Challenge

- Object recognition task

# ImageNet Large Scale Visual Recognition Challenge

- Object recognition task
  - 1.2 million images

# ImageNet Large Scale Visual Recognition Challenge

- Object recognition task
  - 1.2 million images
  - 1,000 classes of objects



# ILSVRC 2012

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- Krizhevsky, et al. use a deep convolutional network

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- Krizhevsky, et al. use a deep convolutional network
  - Nearly halve the best error rate of the previous year

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- Krizhevsky, et al. use a deep convolutional network
  - Nearly halve the best error rate of the previous year
  - Trained using GPUs and a few other tricks

# Rectified Linear Units (ReLUs)

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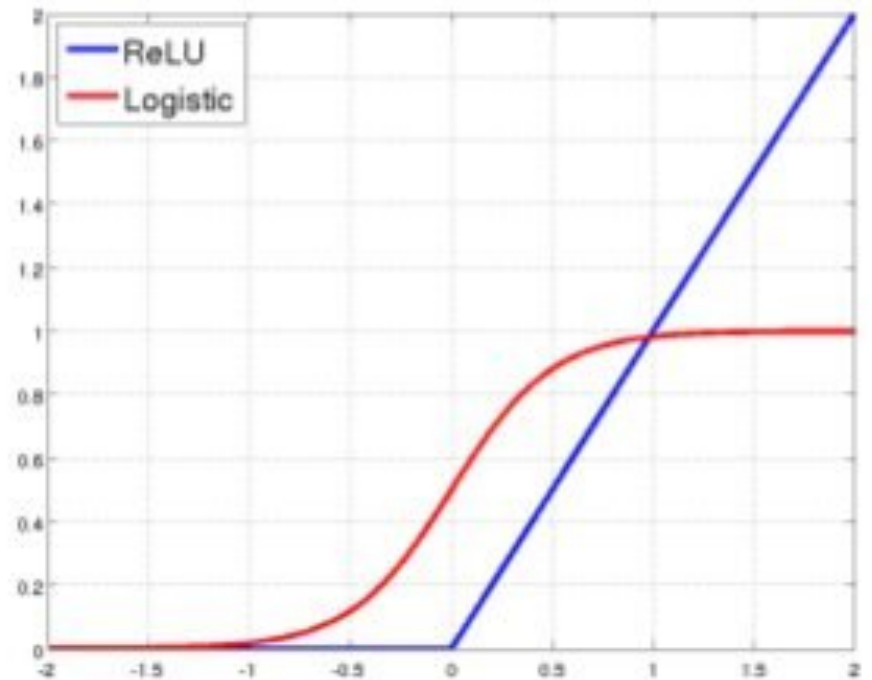
# Rectified Linear Units (ReLUs)

- Researchers had primarily been using sigmoid non-linearities
  - Vanishing gradient, saturation
- Instead, use ReLU



# Rectified Linear Units (ReLU)

- Researchers had primarily been using sigmoid non-linearities
  - Vanishing gradient, saturation
- Instead, use ReLU
  - Works much better!



# Dropout

# Dropout

- Unreliable connections between layers

# Dropout

- Unreliable connections between layers
  - Randomly have connections ‘drop out’

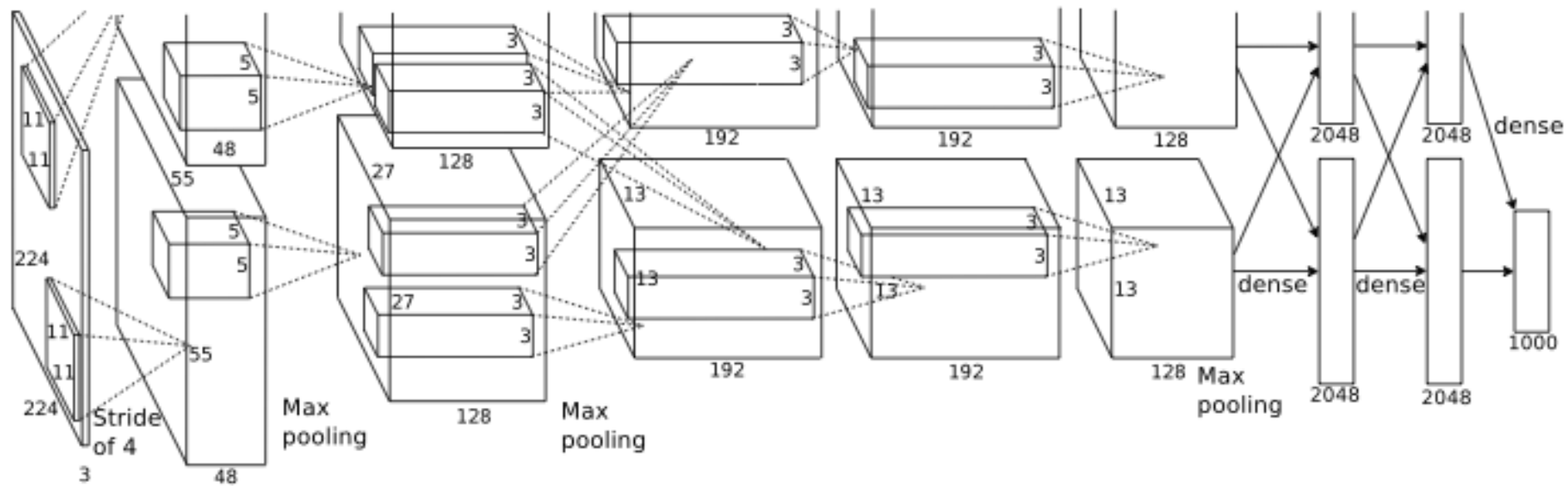
# Dropout

- Unreliable connections between layers
  - Randomly have connections ‘drop out’
- Acts as a regularizer

# Dropout

- Unreliable connections between layers
  - Randomly have connections ‘drop out’
- Acts as a regularizer
  - Forces the network to learn general features

# AlexNet



Image

Convolution and Max Pooling Layers

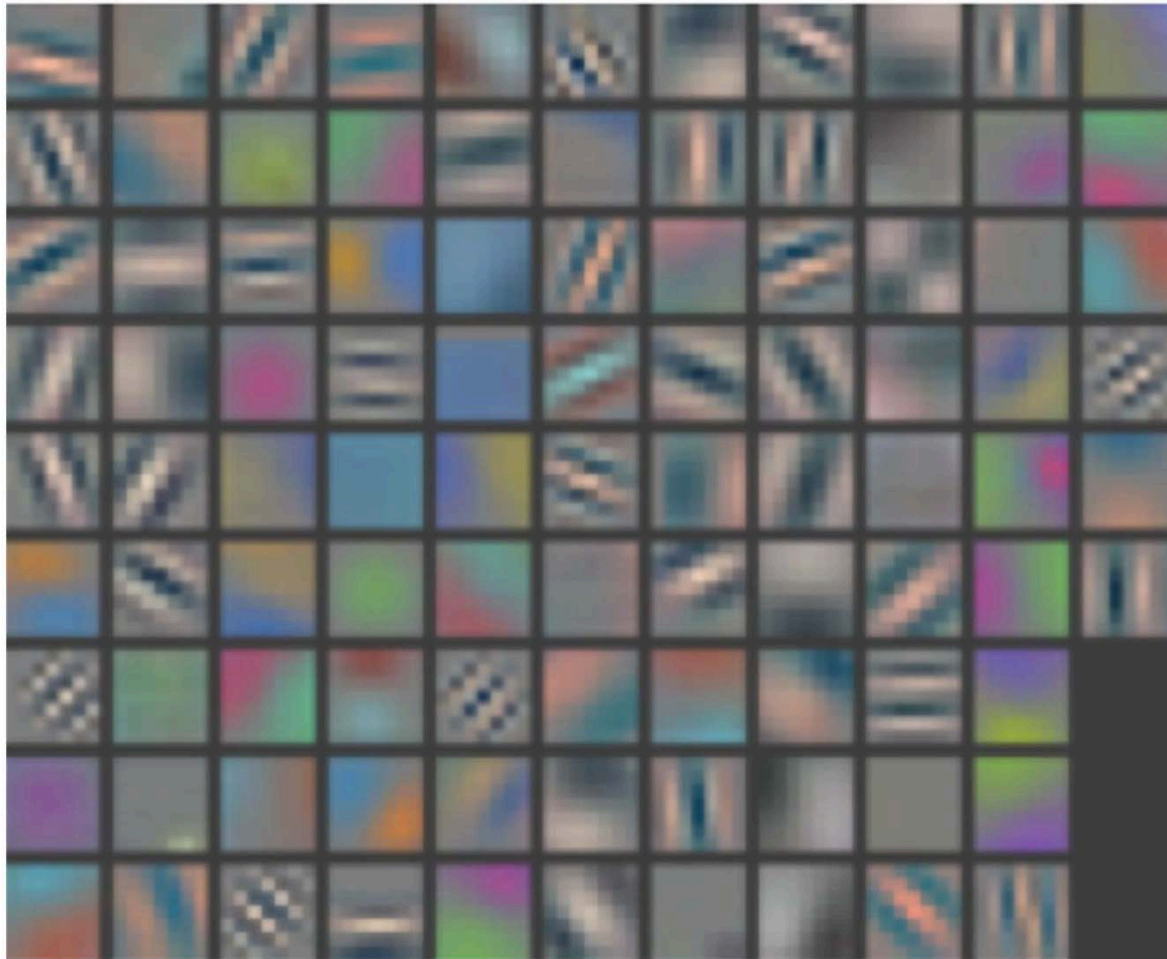
Fully Connected Layers

# Features



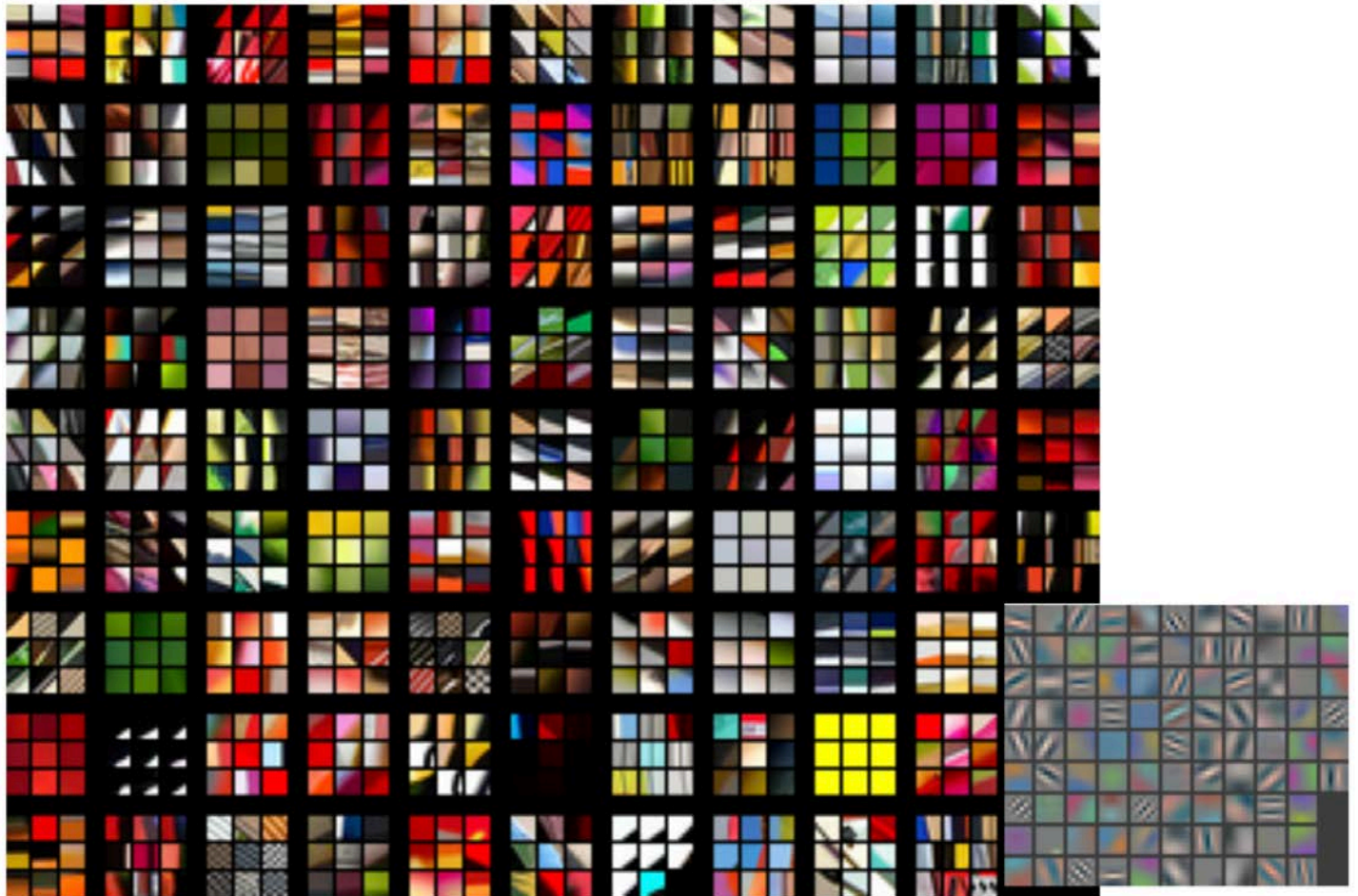
# Features

- Conv1

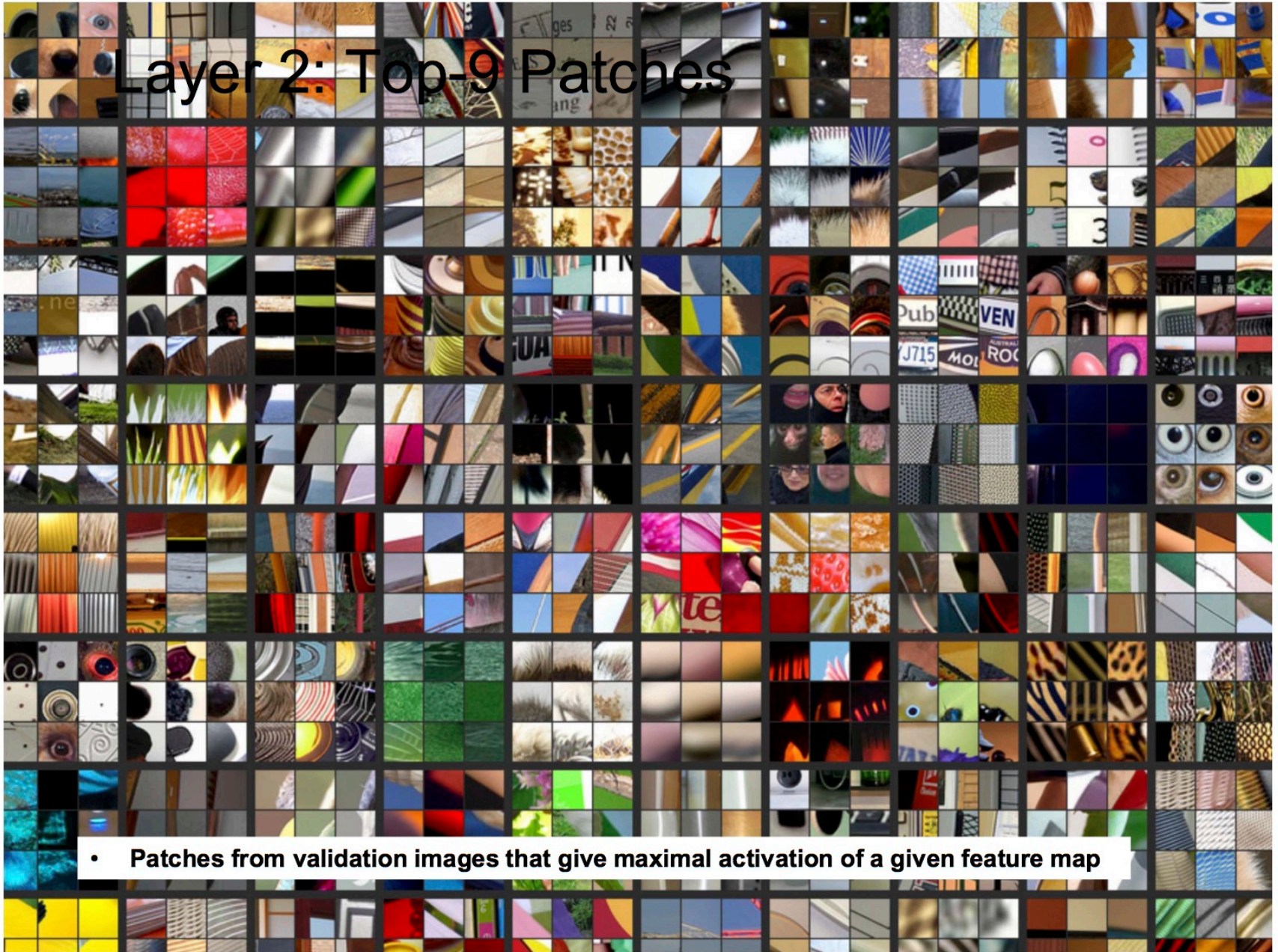


# Features

- Top Image Patches



# Layer 2: Top-9 Patches

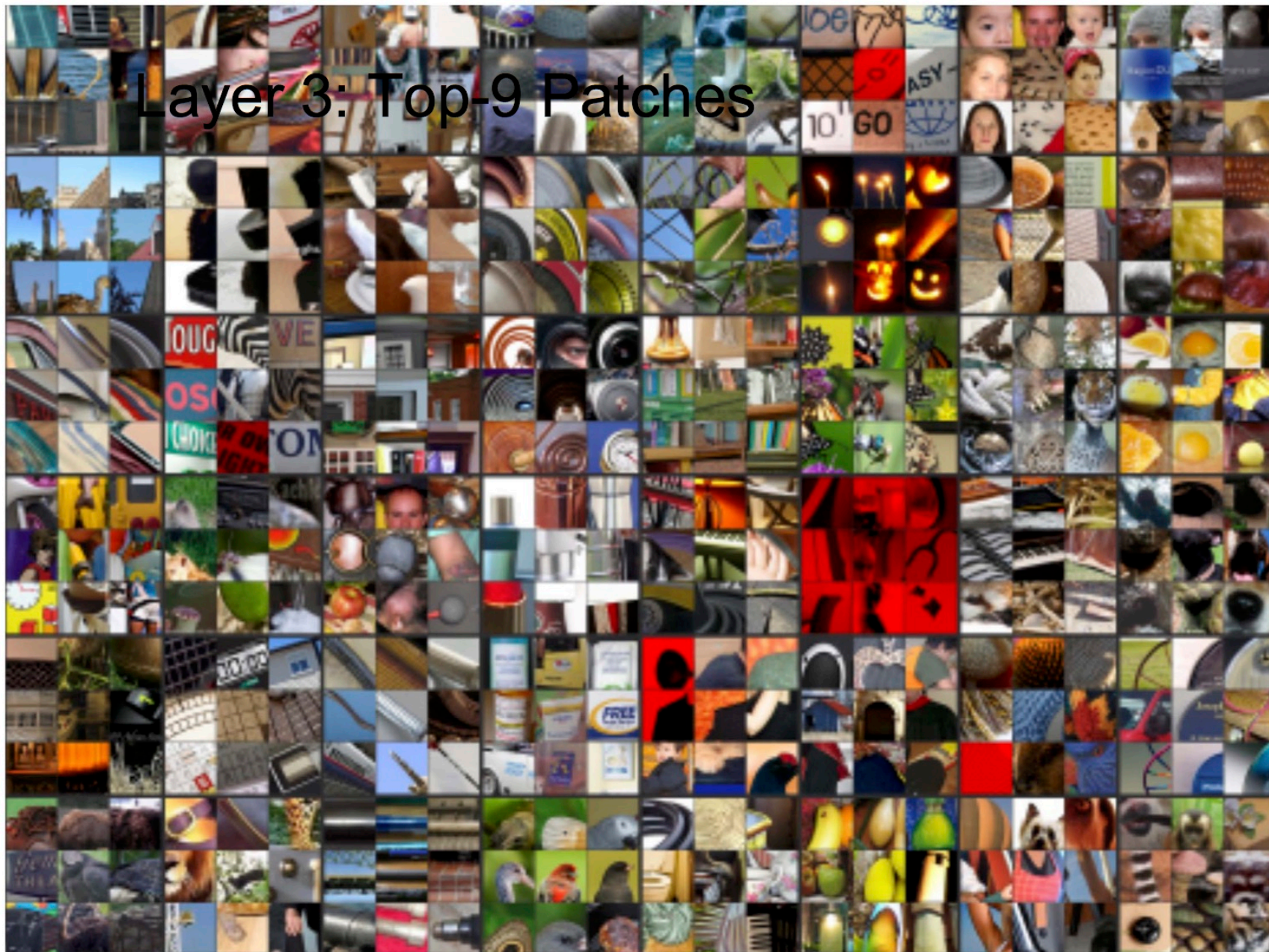


- Patches from validation images that give maximal activation of a given feature map

# Layer 2: Top-9 Patches



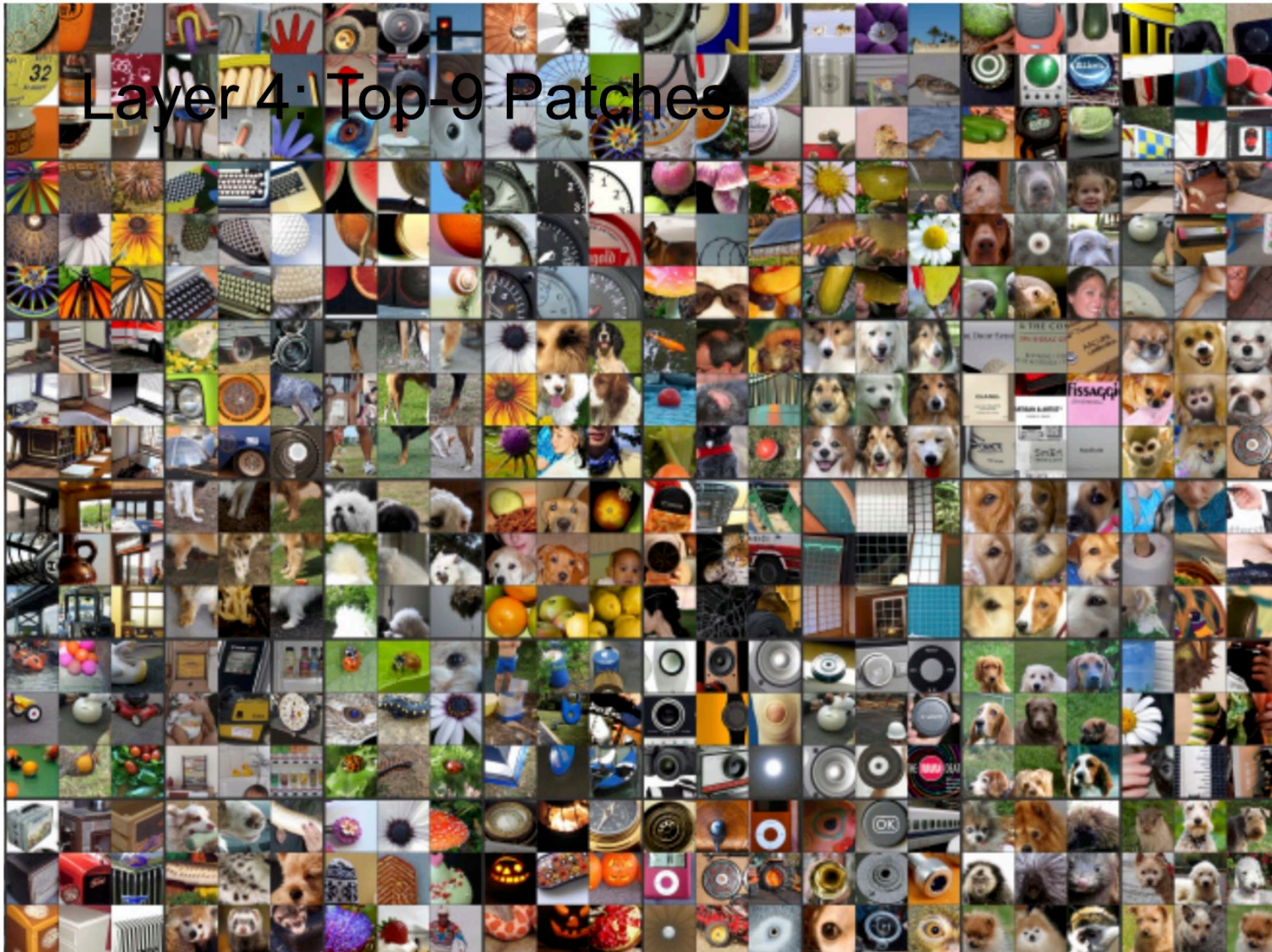
# Layer 3: Top-9 Patches



# Layer 3: Top-9 Patches



# Layer 4: Top-9 Patches

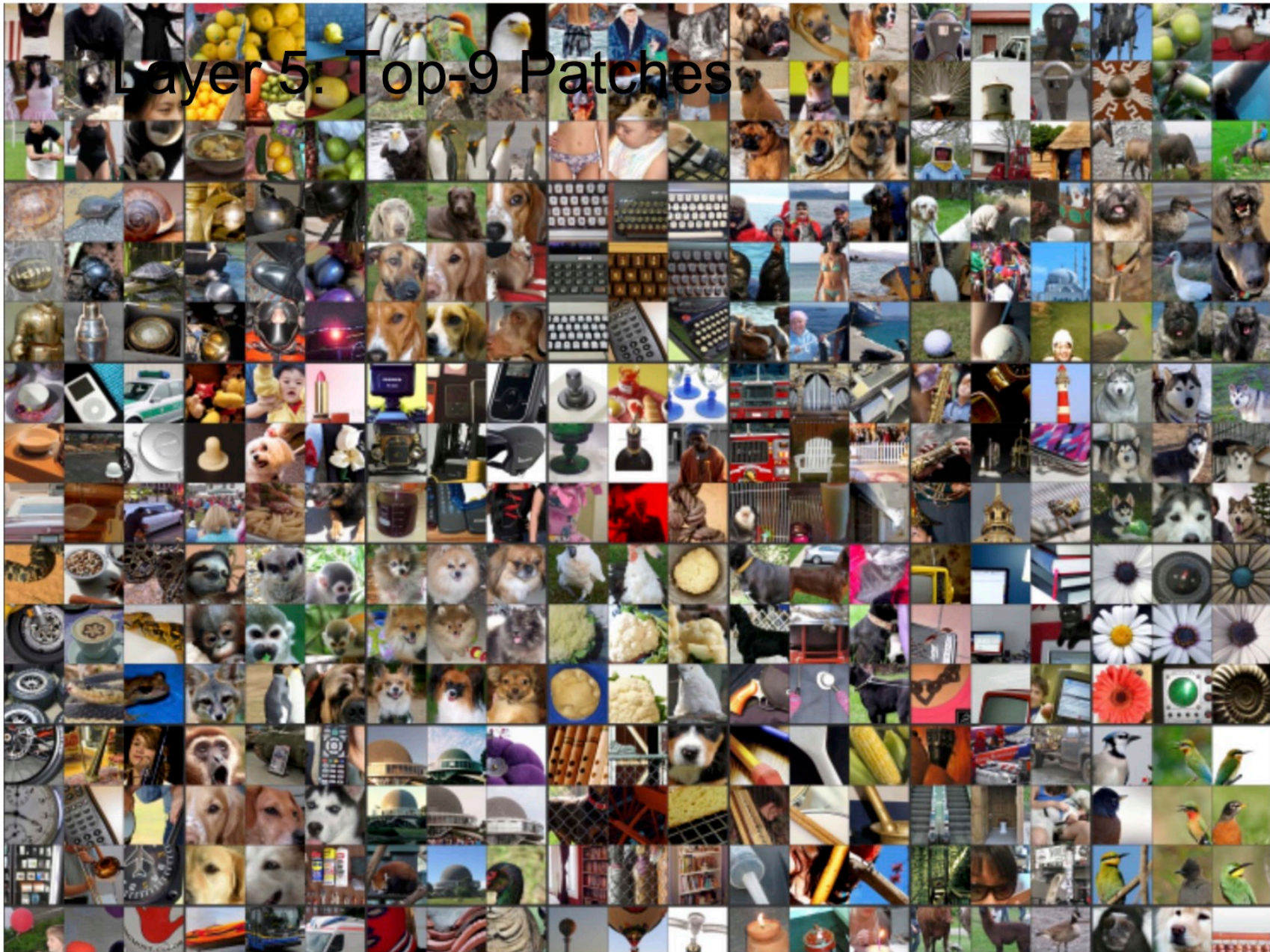


# Layer 4: Top-9 Patches





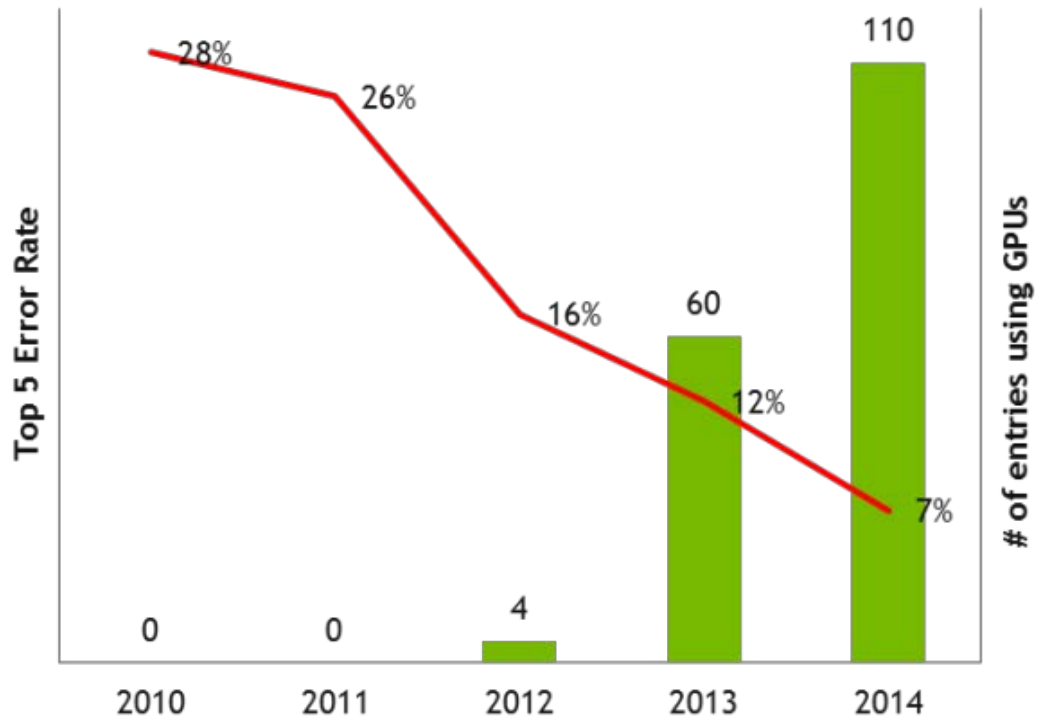
# Layer 5: Top-9 Patches



# Layer 5: Top-9 Patches



# IM GENET



2014

# 2014

- GoogLeNet

# 2014

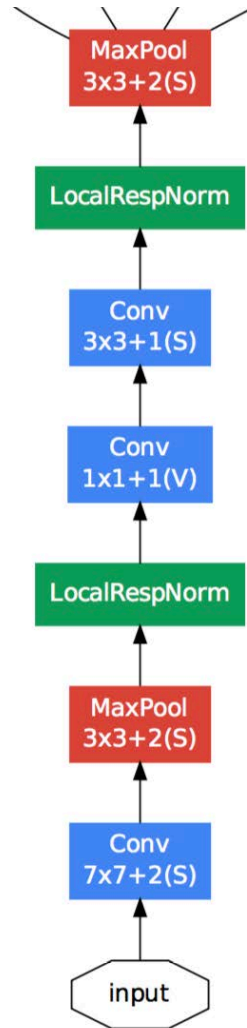
- GoogLeNet



**Convolution**  
**Pooling**  
**Softmax**  
**Other**

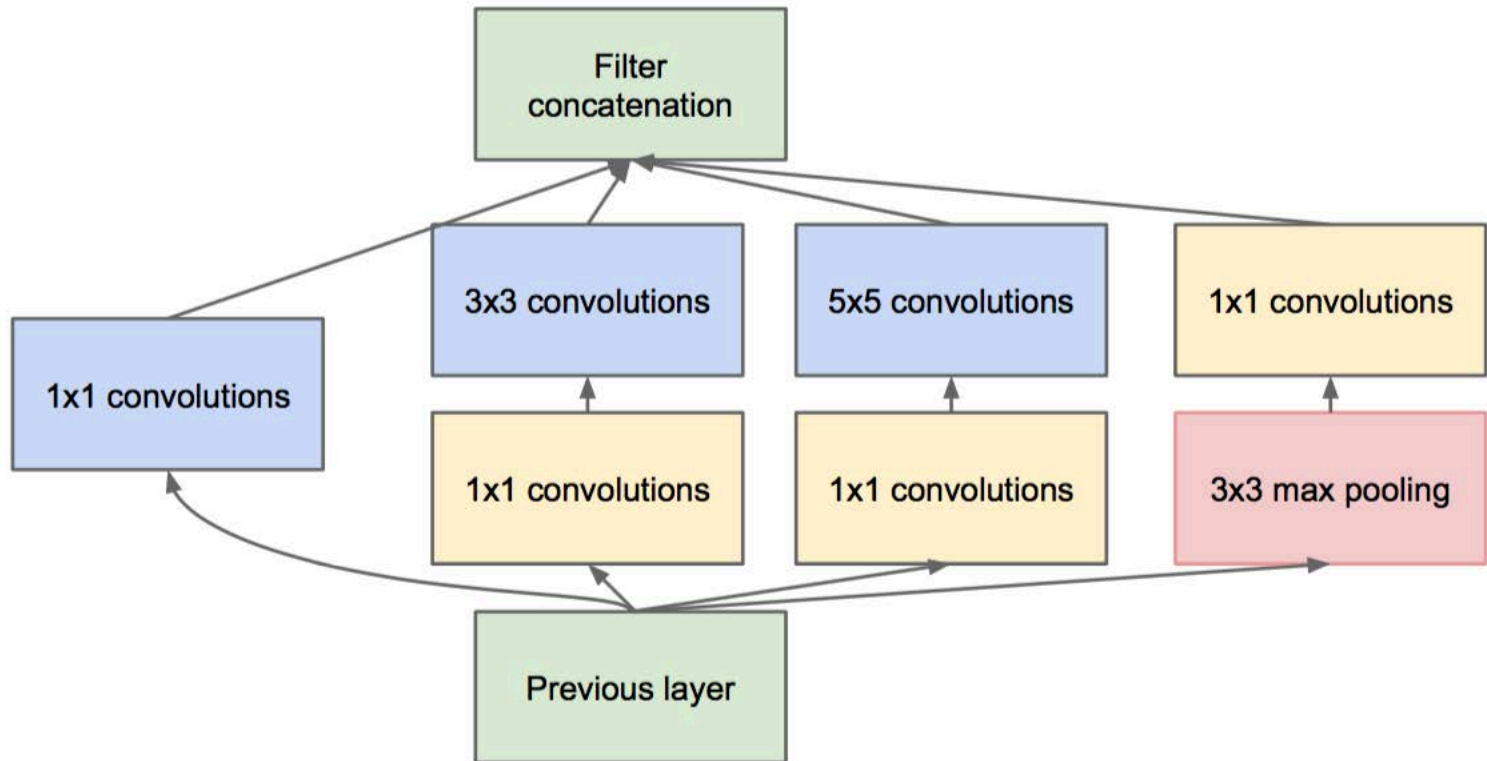
# 2014

- GoogLeNet



# 2014

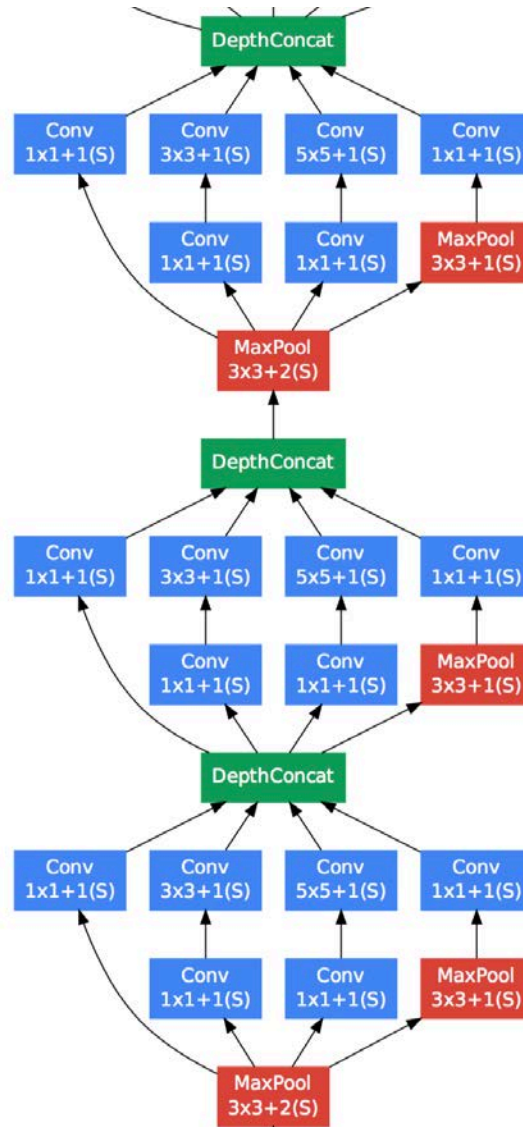
- GoogLeNet





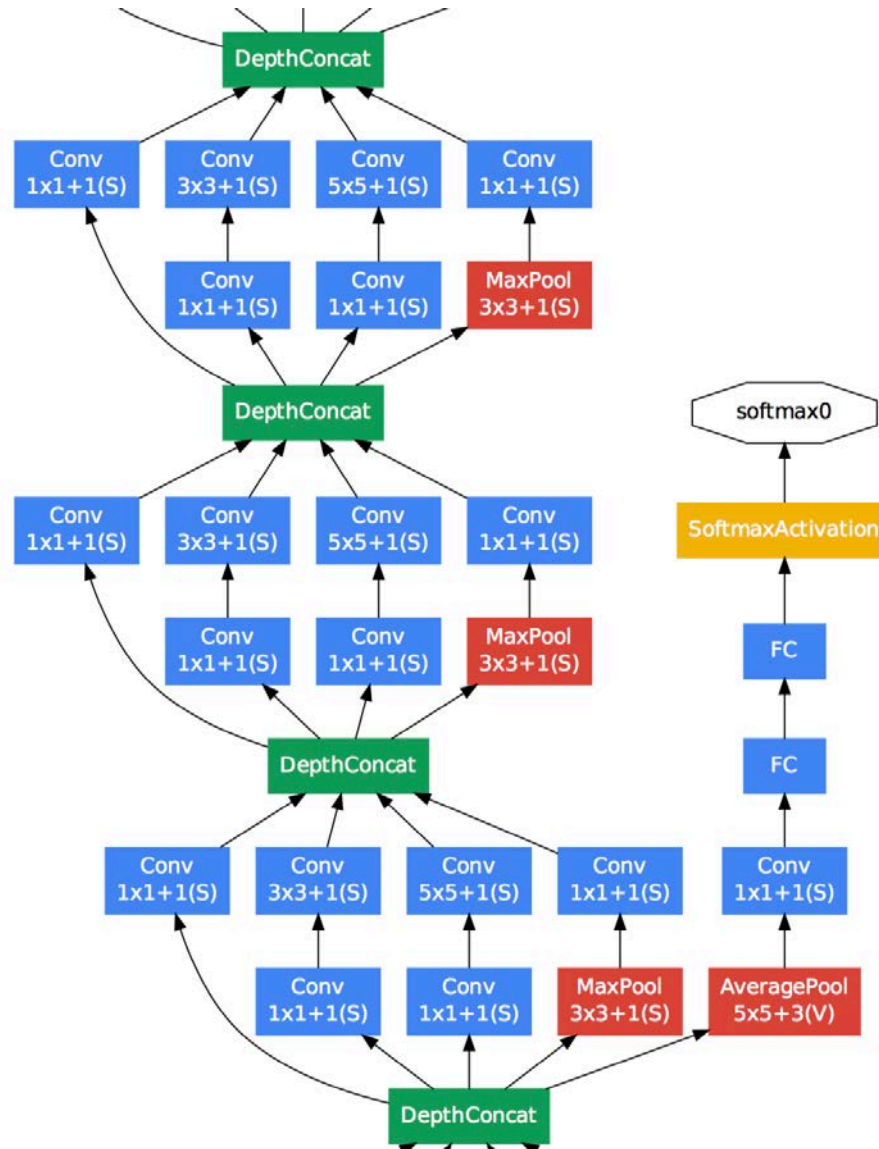
# 2014

- GoogLeNet



# 2014

- GoogLeNet



# 2014

- GoogLeNet
  - 7% top-5 error

# 2015

- Microsoft

# 2015

- Microsoft
  - 5% top-5 accuracy

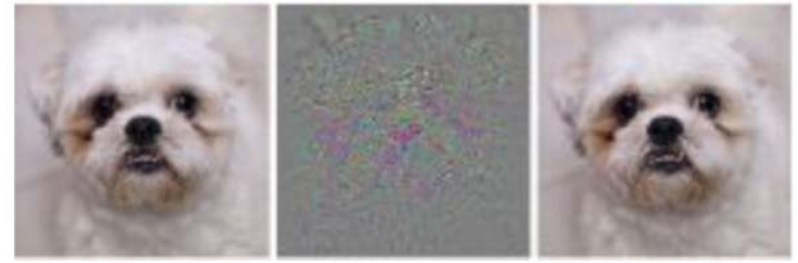
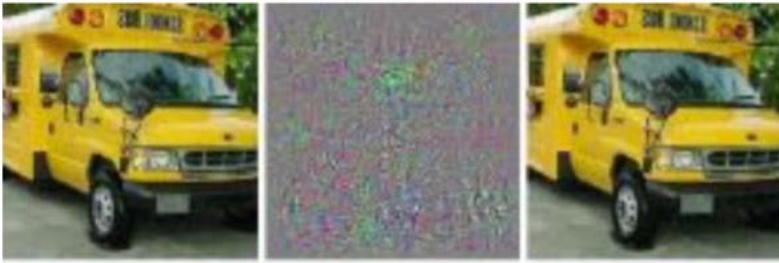
# 2015

- Microsoft
  - 5% top-5 accuracy
  - Surpassed human level performance

# Issues

# Issues

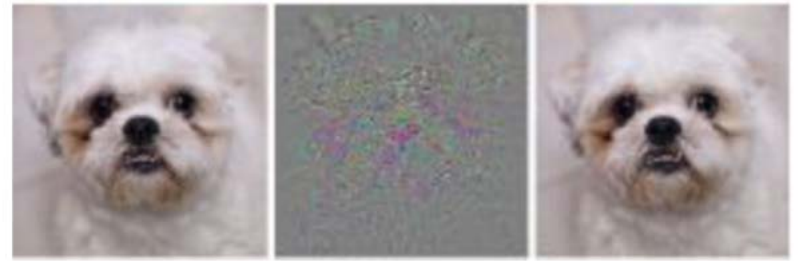
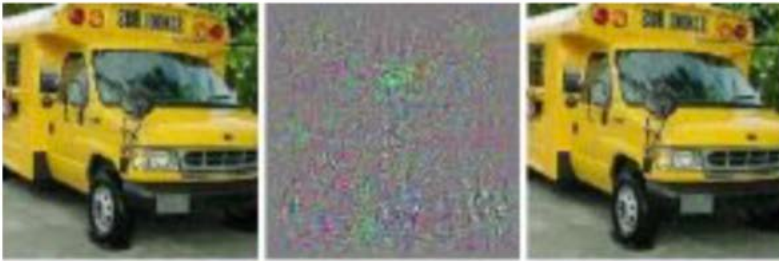
- Adversarial examples





# Issues

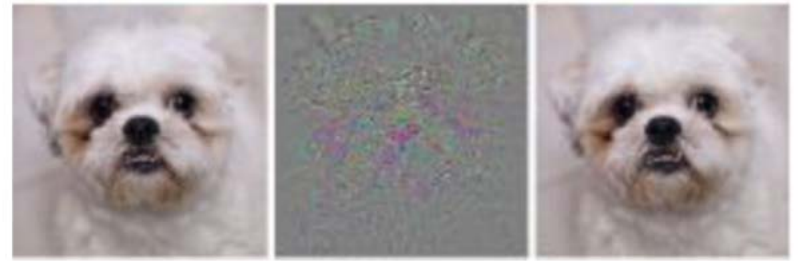
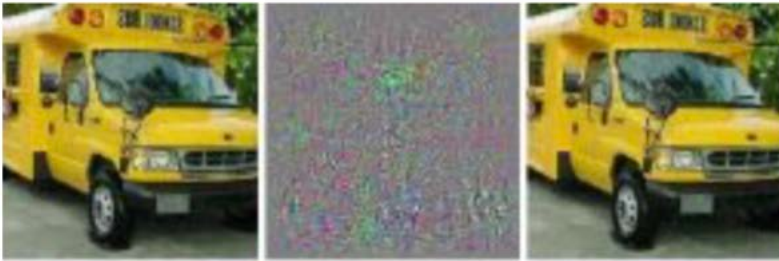
- Adversarial examples



- Lacking a theoretical understanding of these models

# Issues

- Adversarial examples



- Lacking a theoretical understanding of these models
- Learning is dependent on class labels.  
Unsupervised deep learning is less developed.

# Software Packages

- Caffe - <https://github.com/BVLC/caffe>
- Torch - <https://github.com/torch/torch7>
- Theano - <https://github.com/Theano/Theano>
- Neon - <https://github.com/NervanaSystems/neon>
- TensorFlow - <https://github.com/tensorflow/tensorflow>

# Resources

**LeNet:** Y. LeCun, B. Boser, J. S. Denker, D. Henderson, R. E. Howard, W. Hubbard, and L. D. Jackel. Handwritten digit recognition with a back-propagation network. *Advances in Neural Information Processing Systems*. 1990.

**ImageNet:** Olga Russakovsky\*, Jia Deng\*, Hao Su, Jonathan Krause, Sanjeev Satheesh, Sean Ma, Zhiheng Huang, Andrej Karpathy, Aditya Khosla, Michael Bernstein, Alexander C. Berg and Li Fei-Fei. (\* = equal contribution) ImageNet Large Scale Visual Recognition Challenge. *arXiv:1409.0575*, 2014.

**AlexNet:** Krizhevsky, Alex, Ilya Sutskever, and Geoffrey E. Hinton. "Imagenet classification with deep convolutional neural networks." *Advances in neural information processing systems*. 2012.

**Network Visualization:** Zeiler, Matthew D., and Rob Fergus. "Visualizing and understanding convolutional networks." *Computer Vision—ECCV 2014*. Springer International Publishing, 2014. 818-833.

**GoogLeNet:** Szegedy, Christian, et al. "Going deeper with convolutions." *arXiv preprint arXiv:1409.4842* (2014).

**Microsoft Network:** He, Kaiming, et al. "Delving deep into rectifiers: Surpassing human-level performance on imagenet classification." *arXiv preprint arXiv:1502.01852* (2015).

**Adversarial Examples:** Szegedy, Christian, et al. "Intriguing properties of neural networks." *arXiv preprint arXiv:1312.6199* (2013).