CS5670: Computer Vision

Noah Snavely

Neural networks and convolutional neural networks

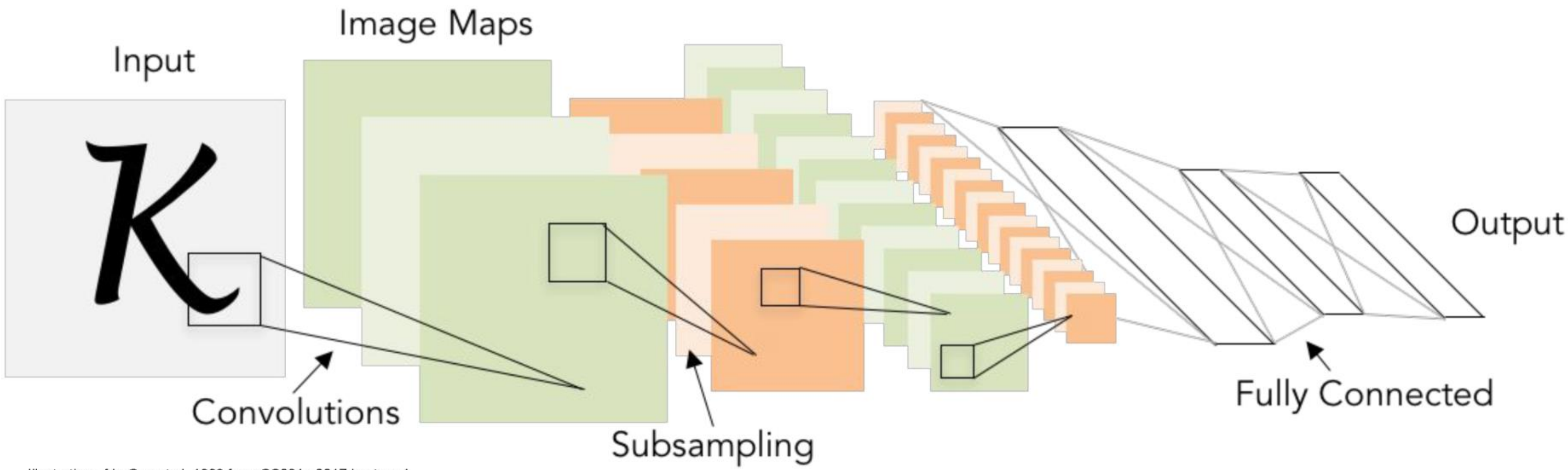


Illustration of LeCun et al. 1998 from CS231n 2017 Lecture 1

Slides from Fei-Fei Li, Justin Johnson, Serena Yeung
http://vision.stanford.edu/teaching/cs231n/

Readings

- Neural networks
  - http://cs231n.github.io/neural-networks-1/
  - http://cs231n.github.io/neural-networks-2/
  - http://cs231n.github.io/neural-networks-3/
  - http://cs231n.github.io/neural-networks-case-study/

- Convolutional neural networks
  - http://cs231n.github.io/convolutional-networks/

Announcements

- Project 4 (Stereo) due this Thursday, April 26, 2018, by 11:59pm

- Quiz 3 in class, Monday, 4/30, first 10 minutes of class

- Final exam in class, May 9
  - Will provide some study materials

Today

- Neural networks
- Convolutional neural networks

- Next time: how to train neural networks (stochastic gradient descent via *backpropagation*)

Neural networks

(**Before**) Linear score function: $f = Wx$

Neural networks

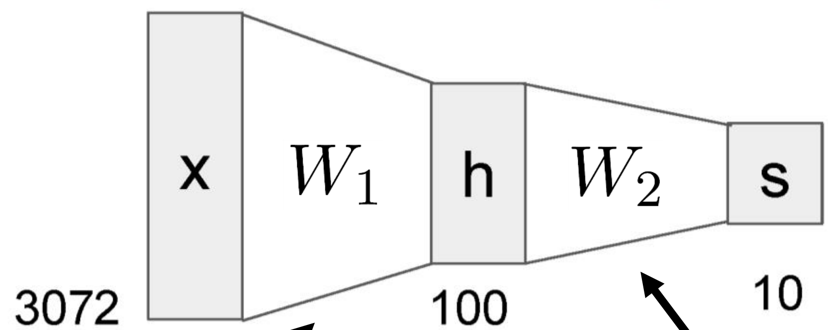
(**Before**) Linear score function: $f = Wx$

(**Now**) 2-layer Neural Network $f = W_2 \max(0, W_1 x)$

Neural networks

(**Before**) Linear score function: $f = Wx$

(**Now**) 2-layer Neural Network $f = W_2 \max(0, W_1 x)$



W_1

(100 x 3072 matrix)

h

100D intermediate vector

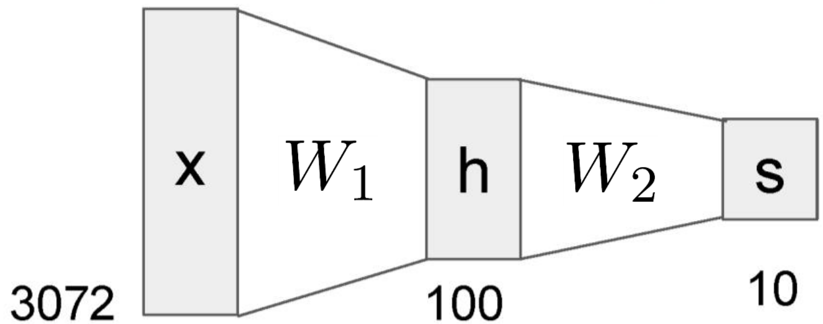
W_2

(10 x 100 matrix)

Neural networks

(**Before**) Linear score function: $f = Wx$

(**Now**) 2-layer Neural Network $f = W_2 \max(0, W_1 x)$



- Total number of weights to learn:

  3,072 x 100 + 100 x 10 = 308,200

Neural networks

(**Before**) Linear score function: $f = Wx$

(**Now**) 2-layer Neural Network $f = W_2 \max(0, W_1 x)$
or 3-layer Neural Network

$$f = W_3 \max(0, W_2 \max(0, W_1 x))$$

Writing a 2-layer neural net

```
# receive W1,W2,b1,b2 (weights/biases), X (data)
# forward pass:
h1 = #... function of X,W1,b1
scores = #... function of h1,W2,b2
loss = #... (several lines of code to evaluate Softmax loss)
# backward pass:
dscores = #...
dh1,dW2,db2 = #...
dW1,db1 = #...
```

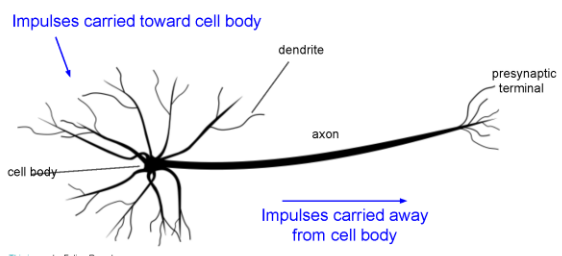
We'll talk about this **backwards pass** later. Involves pushing gradients backwards

Neural networks

- Very coarse generalization:
  - Linear functions chained together and separated by non-linearities (*activation functions*), e.g. “max”

$$f = W_3 \max(0, W_2 \max(0, W_1 x))$$

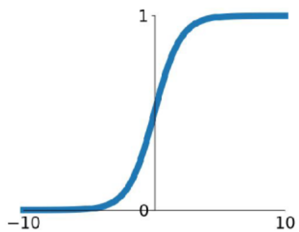
  - Why separate linear functions with non-linear functions?
  - *Very roughly* inspired by real neurons



Activation functions

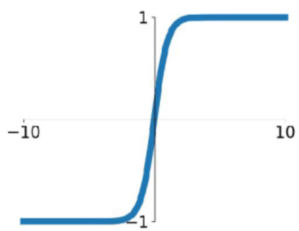
Sigmoid

$$\sigma(x) = \frac{1}{1+e^{-x}}$$



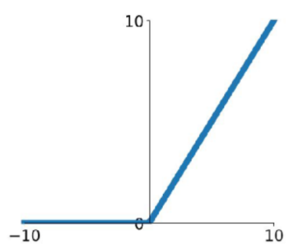
tanh

$$\tanh(x)$$



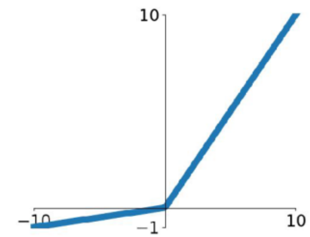
ReLU

$$\max(0, x)$$



Leaky ReLU

$$\max(0.1x, x)$$

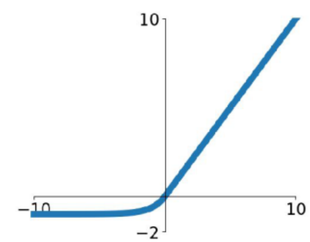


Maxout

$$\max(w_1^T x + b_1, w_2^T x + b_2)$$

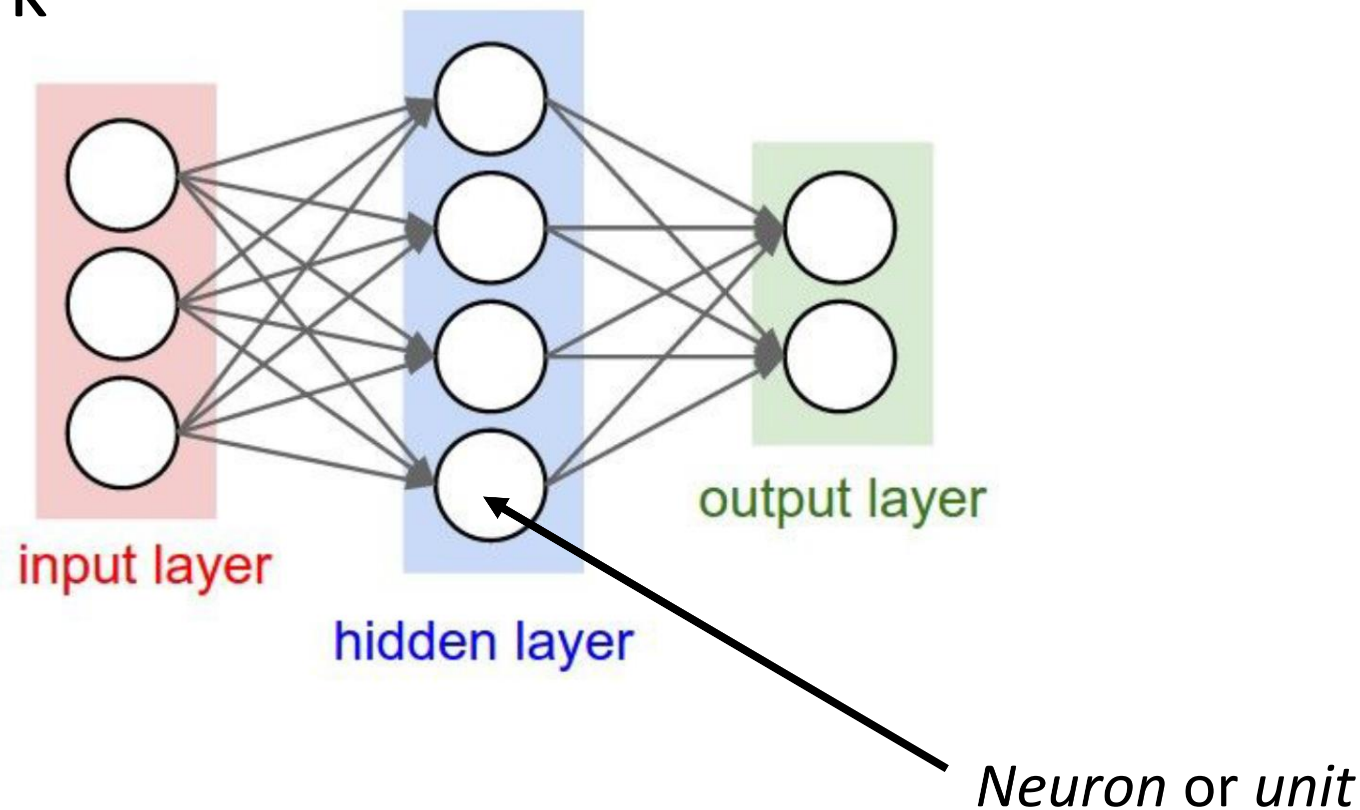
ELU

$$\begin{cases} x & x \geq 0 \\ \alpha(e^x - 1) & x < 0 \end{cases}$$

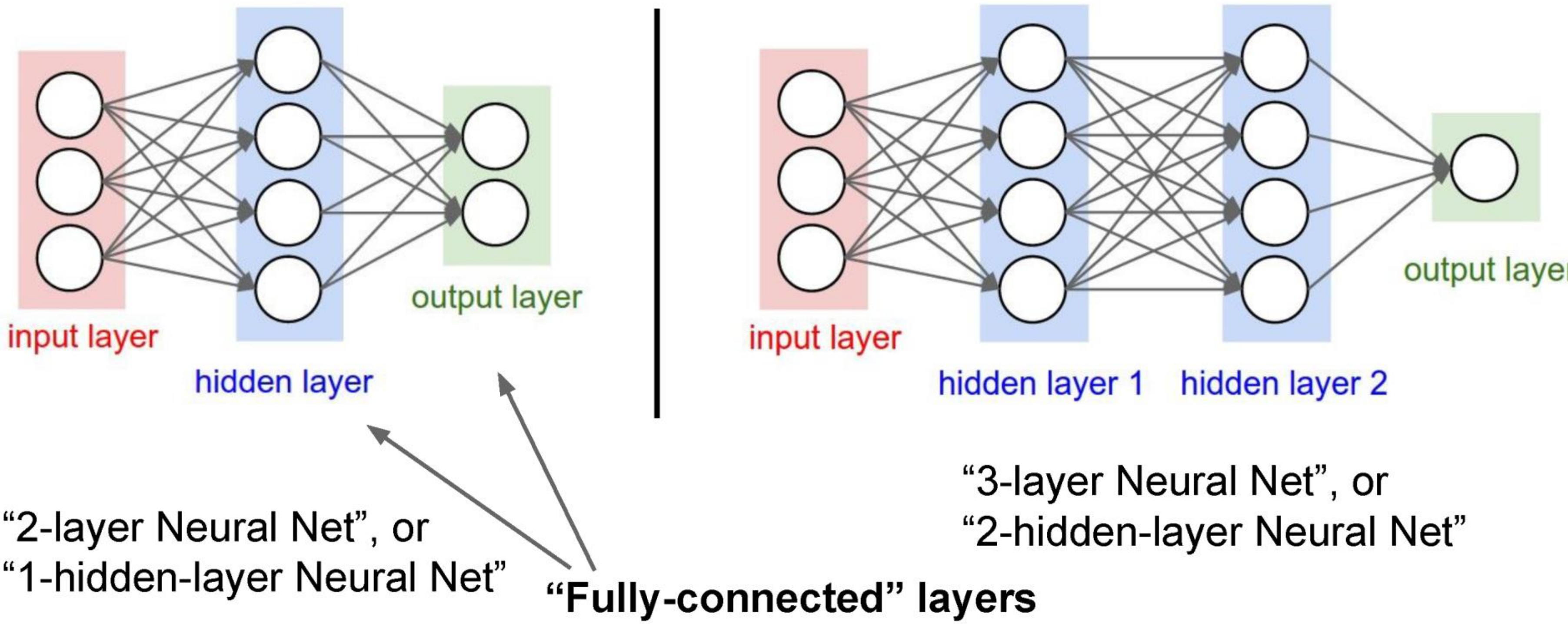


Neural network architecture

- Computation graph for a 2-layer neural network

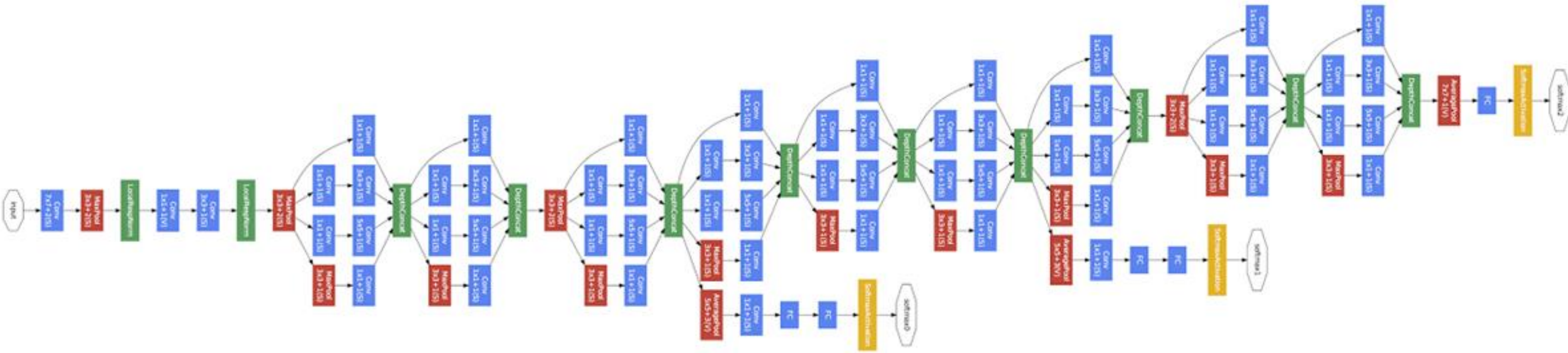


Neural networks: Architectures



- **Deep** networks typically have many layers and potentially millions of parameters

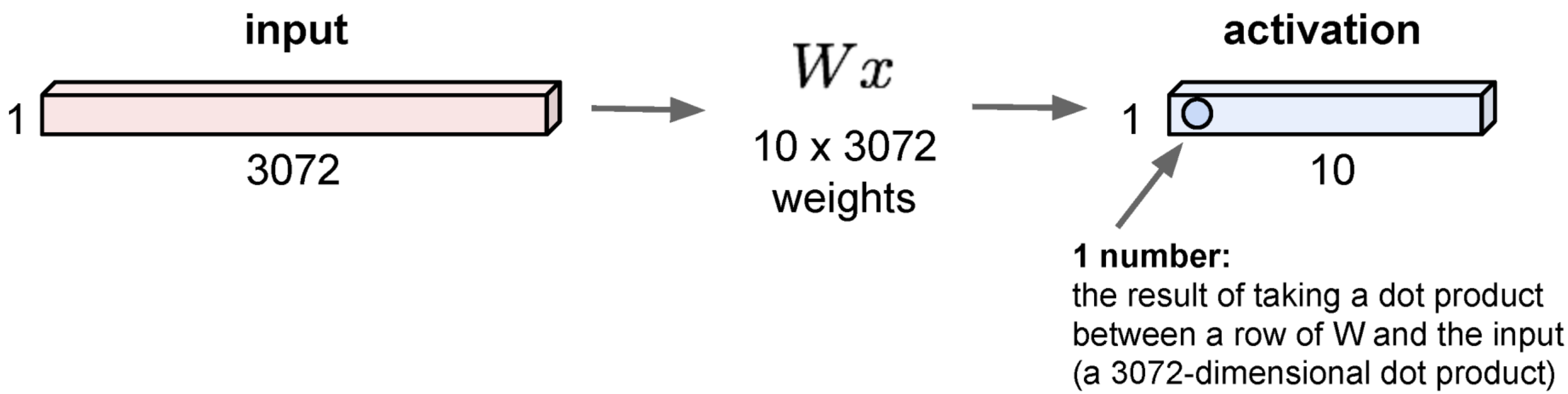
Deep neural network



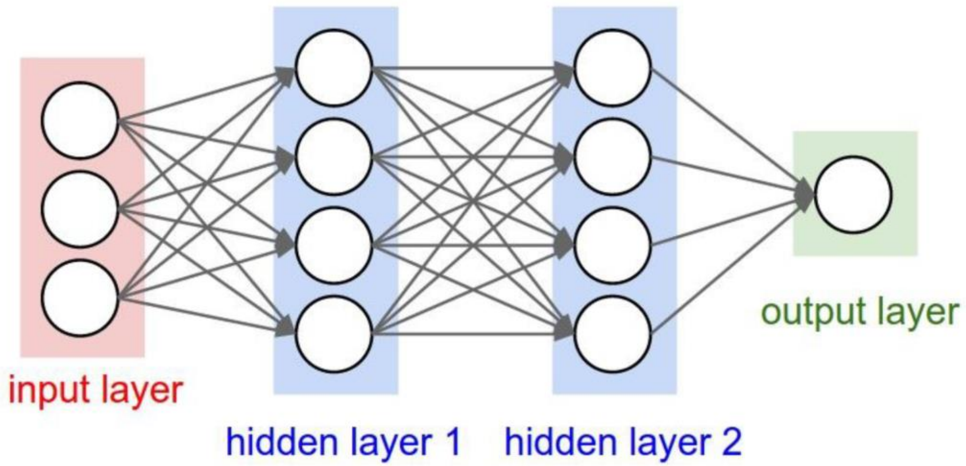
- *Inception* network (Szegedy et al, 2015)
- 22 layers

Fully Connected Layer

32x32x3 image -> stretch to 3072 x 1



Example feed-forward computation of a neural network




```python
# forward-pass of a 3-layer neural network:
f = lambda x: 1.0/(1.0 + np.exp(-x)) # activation function (use sigmoid)
x = np.random.randn(3, 1) # random input vector of three numbers (3x1)
h1 = f(np.dot(W1, x) + b1) # calculate first hidden layer activations (4x1)
h2 = f(np.dot(W2, h1) + b2) # calculate second hidden layer activations (4x1)
out = np.dot(W3, h2) + b3 # output neuron (1x1)
```

Summary

- We arrange neurons into fully-connected layers
- The abstraction of a **layer** has the nice property that it allows us to use efficient vectorized code (e.g. matrix multiplies)
- Neural networks are not really *neural*

Questions?

Convolutional neural networks

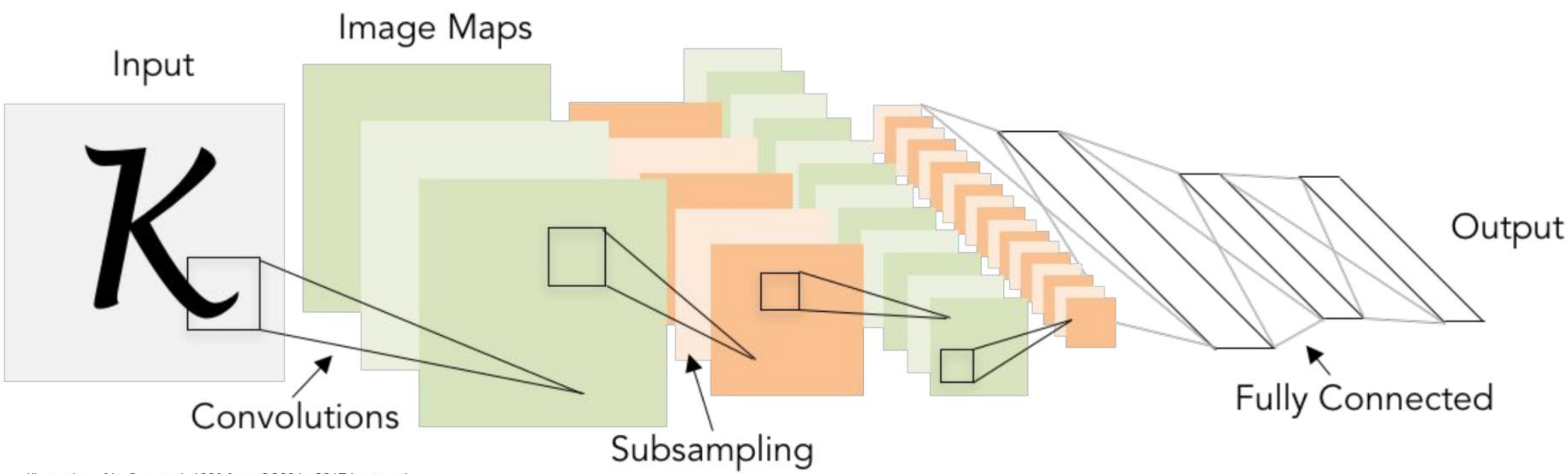


Illustration of LeCun et al. 1998 from CS231n 2017 Lecture 1

A bit of history...

The **Mark I Perceptron** machine was the first implementation of the perceptron algorithm.

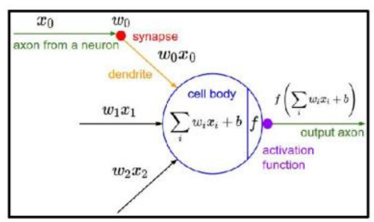
The machine was connected to a camera that used 20×20 cadmium sulfide photocells to produce a 400-pixel image.

recognized
letters of the alphabet

$$f(x) = \begin{cases} 1 & \text{if } w \cdot x + b > 0 \\ 0 & \text{otherwise} \end{cases}$$

update rule:

$$w_i(t+1) = w_i(t) + \alpha(d_j - y_j(t))x_{j,i},$$



Frank Rosenblatt, ~1957: Perceptron

A bit of history...

$$\frac{\partial E_p}{\partial w_{ji}} = \frac{\partial E_p}{\partial o_{pj}} \frac{\partial o_{pj}}{\partial w_{ji}}$$

recognizable math

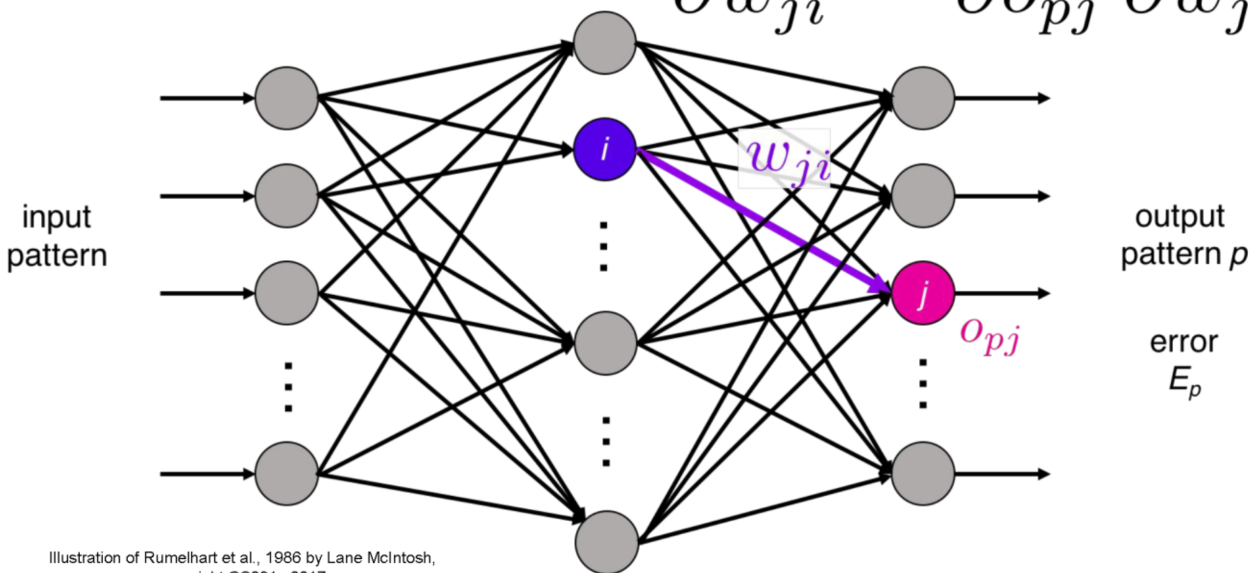


Illustration of Rumelhart et al., 1986 by Lane McIntosh, copyright CS231n 2017

Rumelhart et al., 1986: First time back-propagation became popular

A bit of history...

[Hinton and Salakhutdinov 2006]

Reinvigorated research in Deep Learning

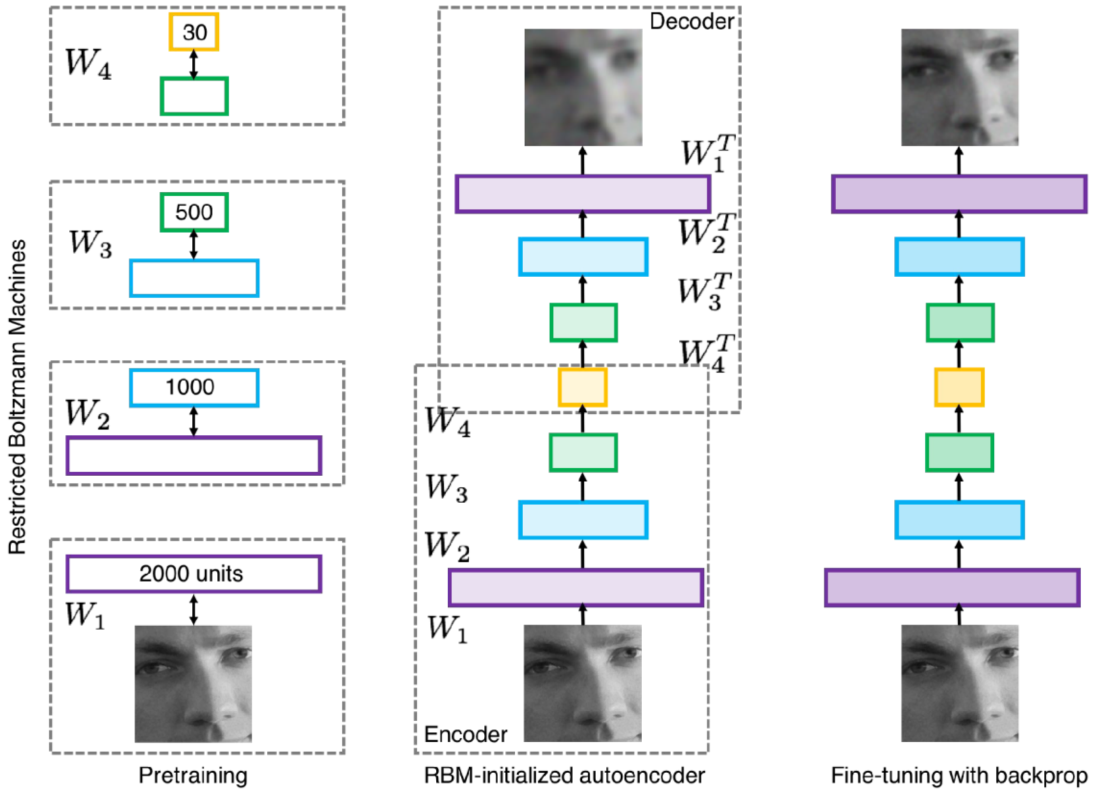


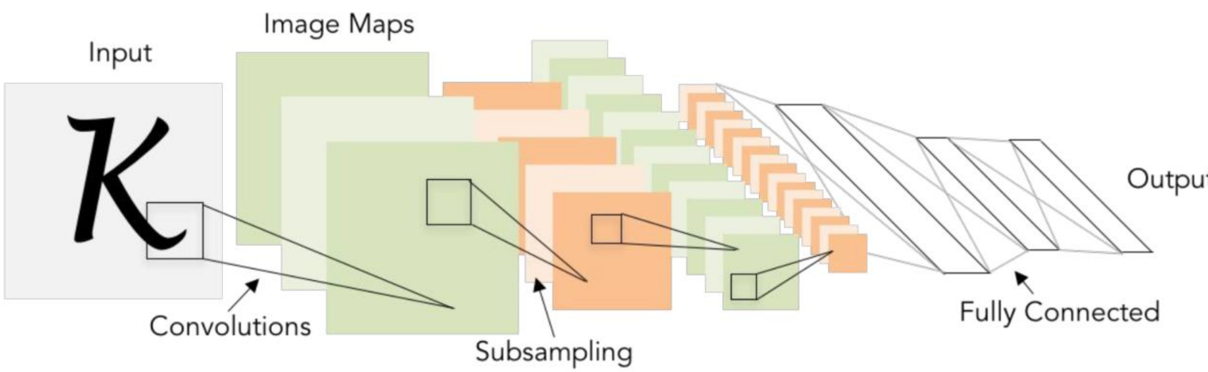
Illustration of Hinton and Salakhutdinov 2006 by Lane McIntosh, copyright CS231n 2017

Hinton and Salakhutdinov. Reducing the Dimensionality of Data with Neural Networks. *Science*, 2016.

A bit of history:

Gradient-based learning applied to document recognition

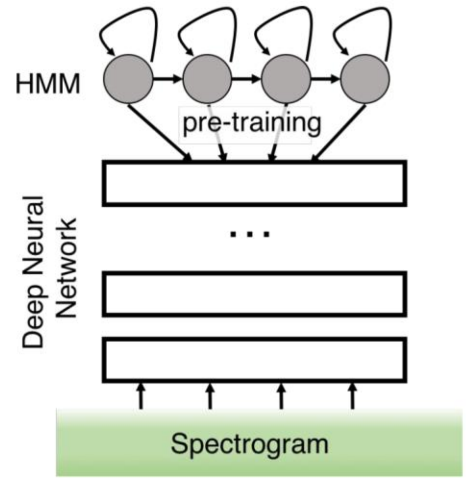
[LeCun, Bottou, Bengio, Haffner 1998]



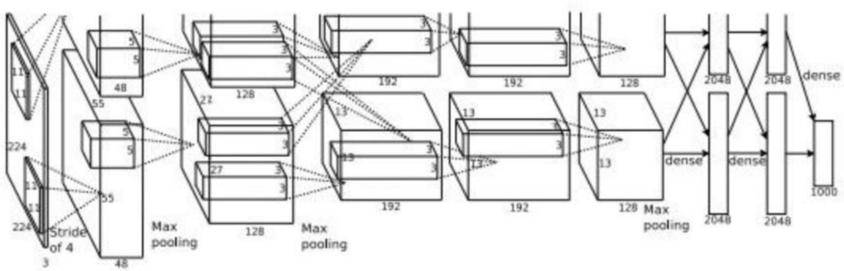
LeNet-5

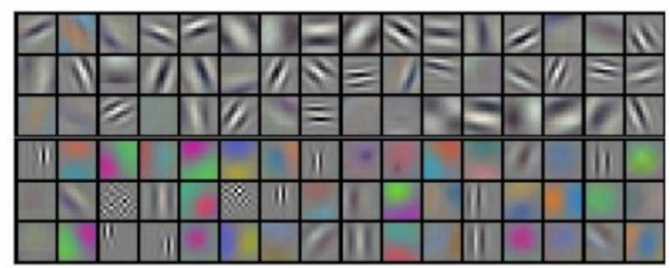
First strong results

Acoustic Modeling using Deep Belief Networks
Abdel-rahman Mohamed, George Dahl, Geoffrey Hinton, 2010
Context-Dependent Pre-trained Deep Neural Networks for Large Vocabulary Speech Recognition
George Dahl, Dong Yu, Li Deng, Alex Acero, 2012



Imagenet classification with deep convolutional neural networks
Alex Krizhevsky, Ilya Sutskever, Geoffrey E Hinton, 2012

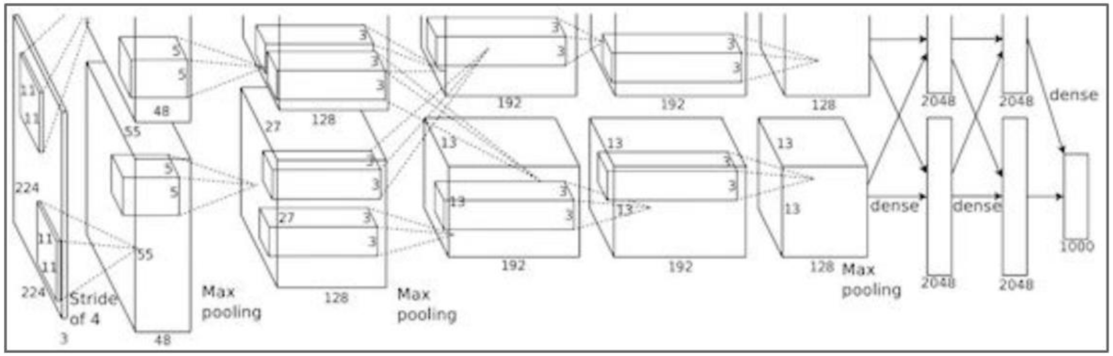




A bit of history:

ImageNet Classification with Deep Convolutional Neural Networks

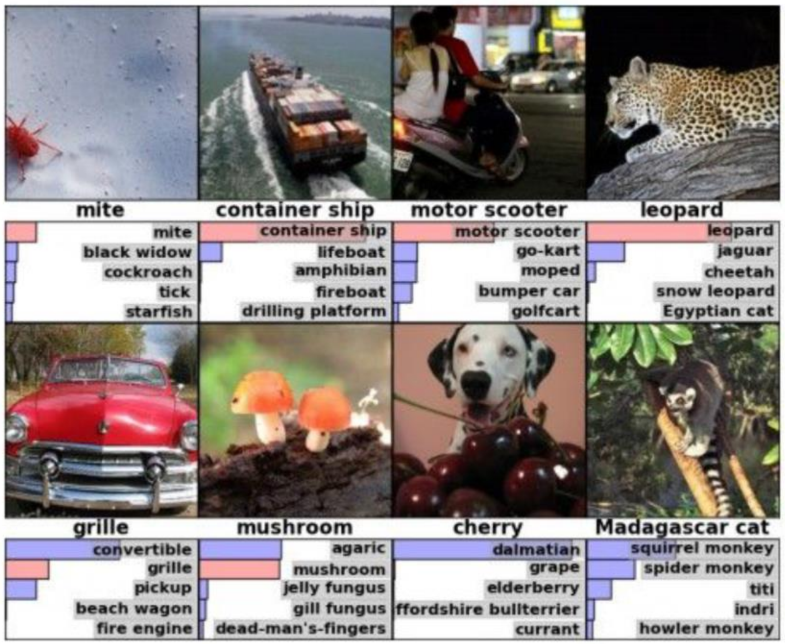
[Krizhevsky, Sutskever, Hinton, 2012]



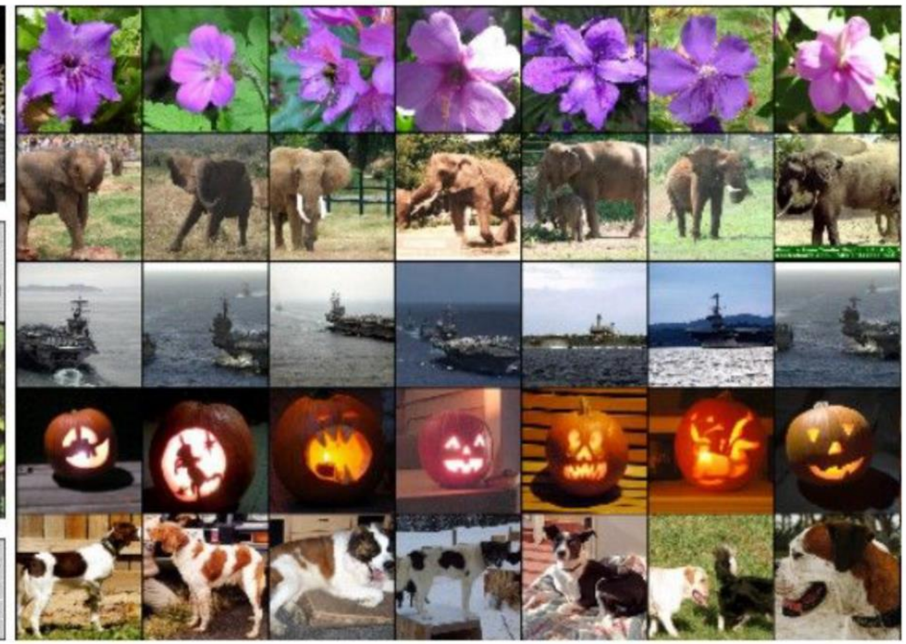
“AlexNet”

Fast-forward to today: ConvNets are everywhere

Classification

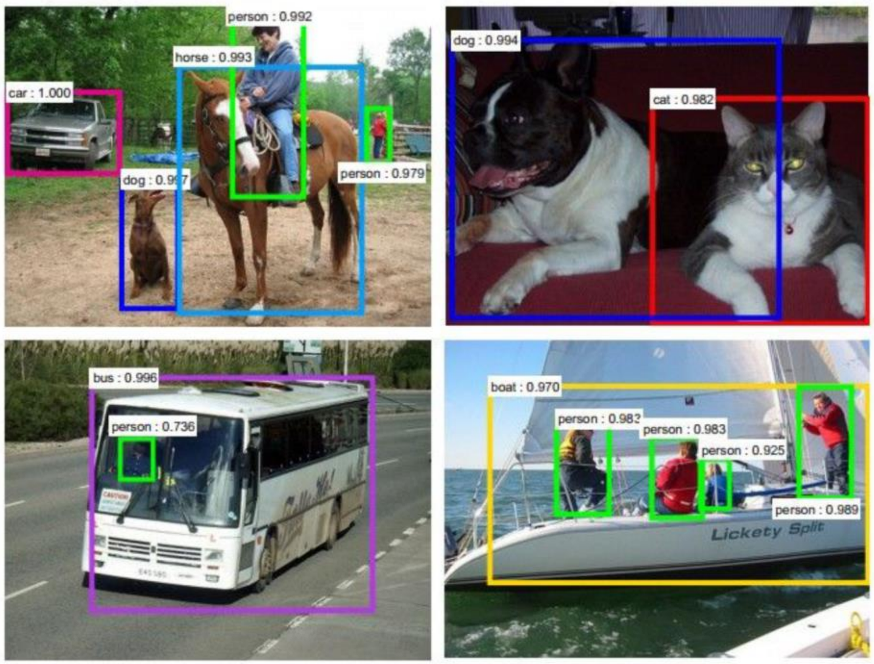


Retrieval



Fast-forward to today: ConvNets are everywhere

Detection



[Faster R-CNN: Ren, He, Girshick, Sun 2015]

Segmentation

[Farabet et al., 2012]

Fast-forward to today: ConvNets are everywhere

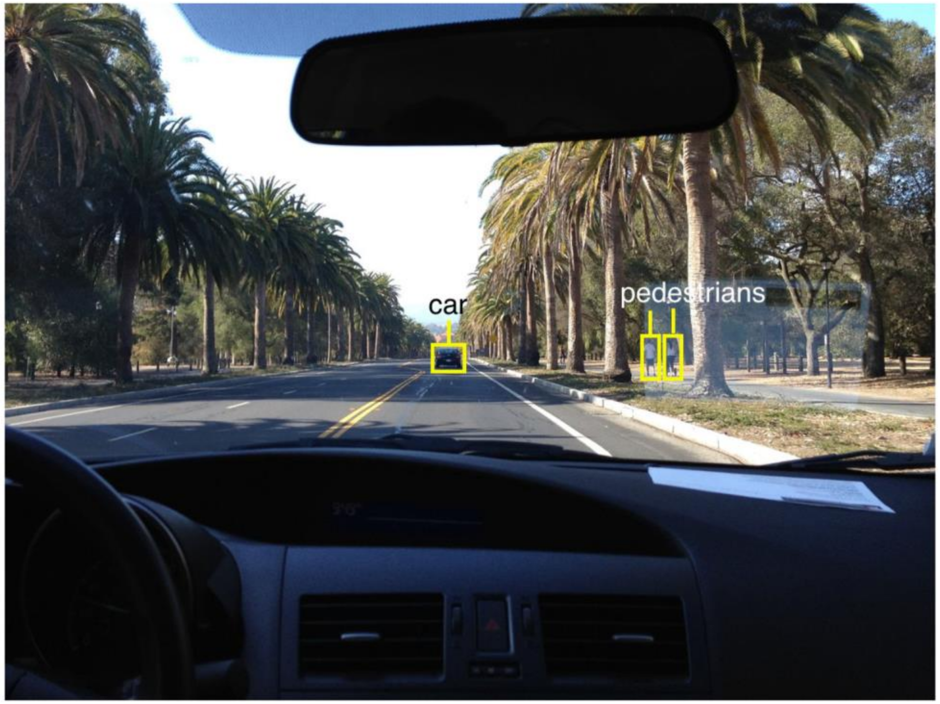


Photo by Lane McIntosh. Copyright CS231n 2017.

self-driving cars

NVIDIA Tesla line

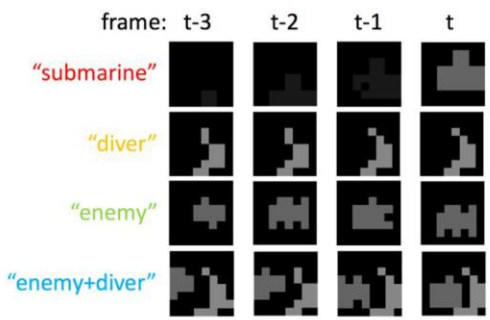
(these are the GPUs on rye01.stanford.edu)

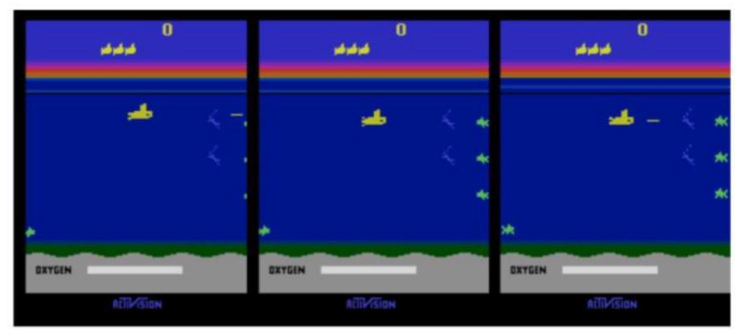
Note that for embedded systems a typical setup would involve NVIDIA Tegras, with integrated GPU and ARM-based CPU cores.

Fast-forward to today: ConvNets are everywhere

Images are examples of pose estimation, not actually from Toshev & Szegedy 2014. Copyright Lane McIntosh.

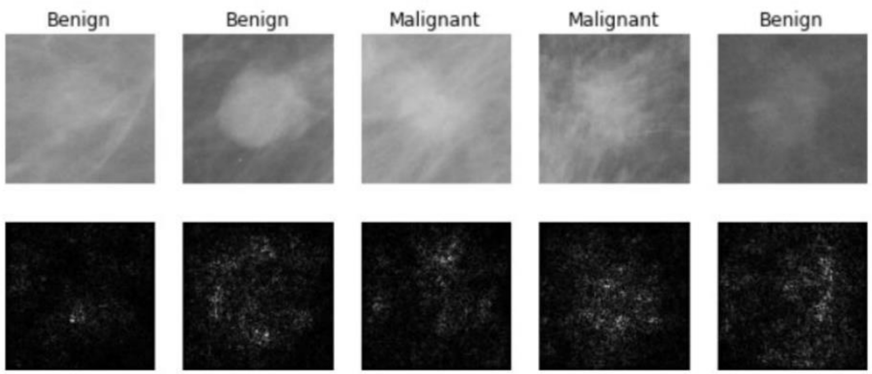
[Toshev, Szegedy 2014]





[Guo et al. 2014]

Fast-forward to today: ConvNets are everywhere



[Levy et al. 2016]

[Dieleman et al. 2014]

[Sermanet et al. 2011]
[Ciresan et al.]

Image Captioning

[Vinyals et al., 2015]
[Karpathy and Fei-Fei, 2015]

No errors

A white teddy bear sitting in the grass

A man riding a wave on top of a surfboard

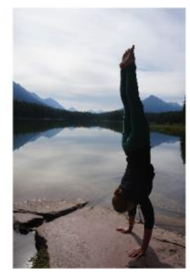
Minor errors

A man in a baseball uniform throwing a ball

A cat sitting on a suitcase on the floor

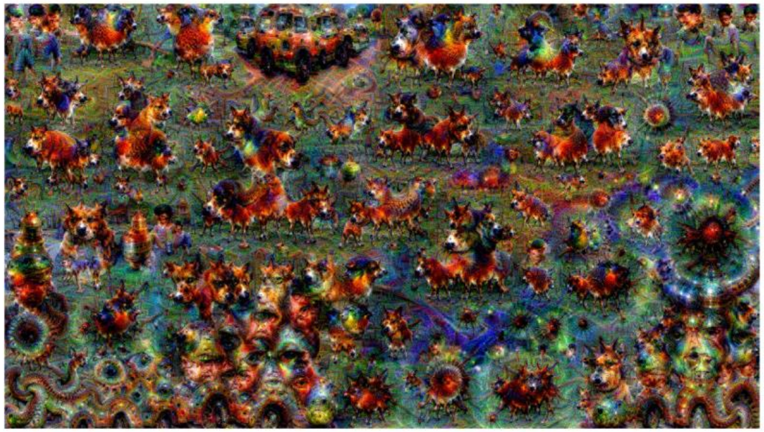
Somewhat related

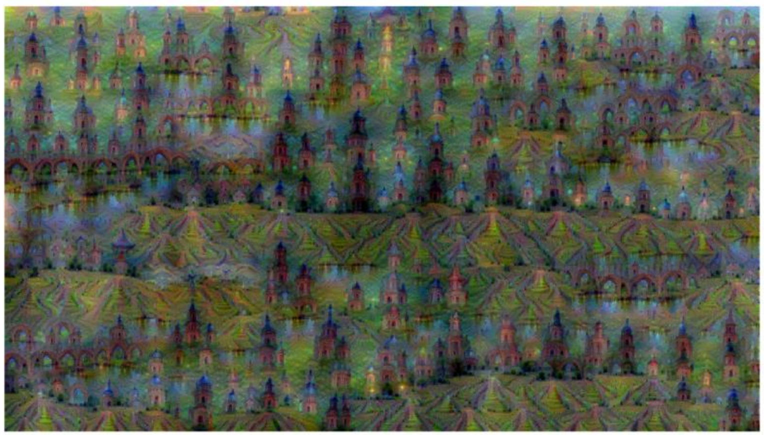
A woman is holding a cat in her hand

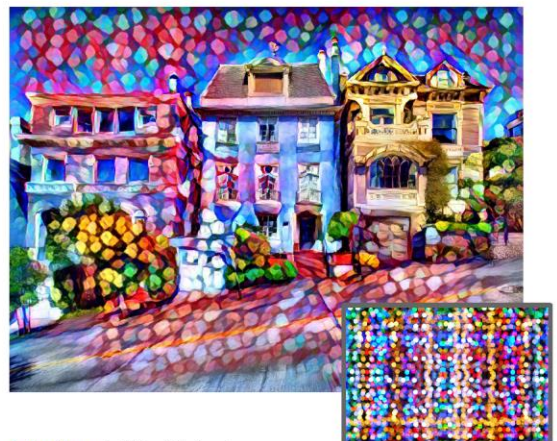


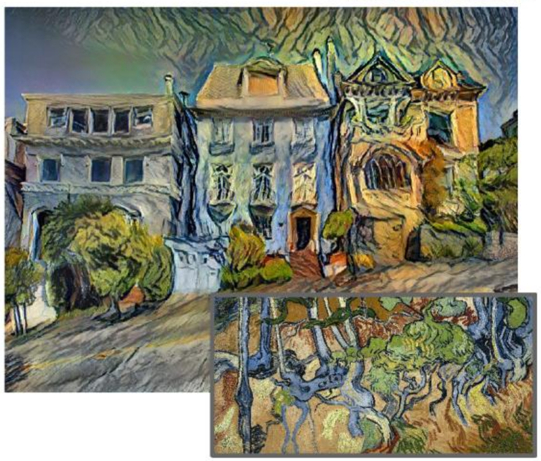
A woman standing on a beach holding a surfboard

Captions generated by Justin Johnson using Neuraltalk2





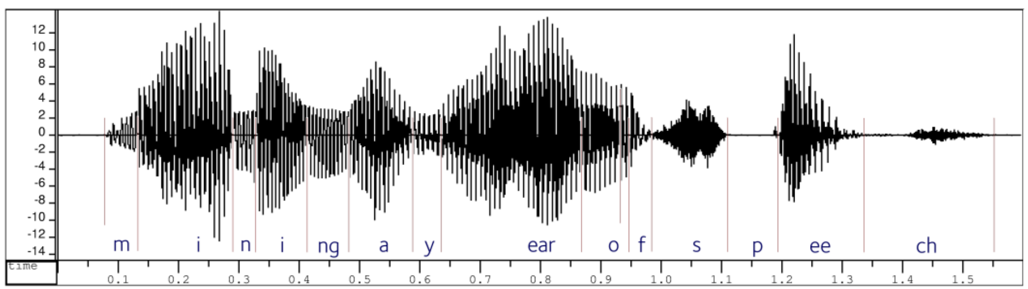




Gatys et al, "Image Style Transfer using Convolutional Neural Networks", CVPR 2016
Gatys et al, "Controlling Perceptual Factors in Neural Style Transfer", CVPR 2017

Convolutional neural networks

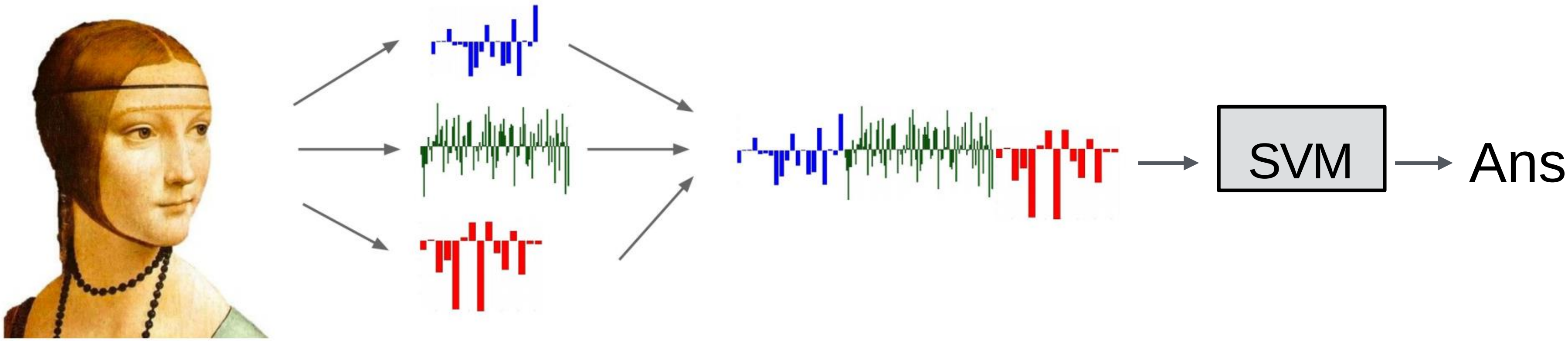
- Version of deep neural networks designed for signals
  - 1D signals (e.g., speech waveform)



  - 2D signals (e.g., image)

Motivation – Feature Learning

Recap: Life Before Deep Learning



Input Pixels

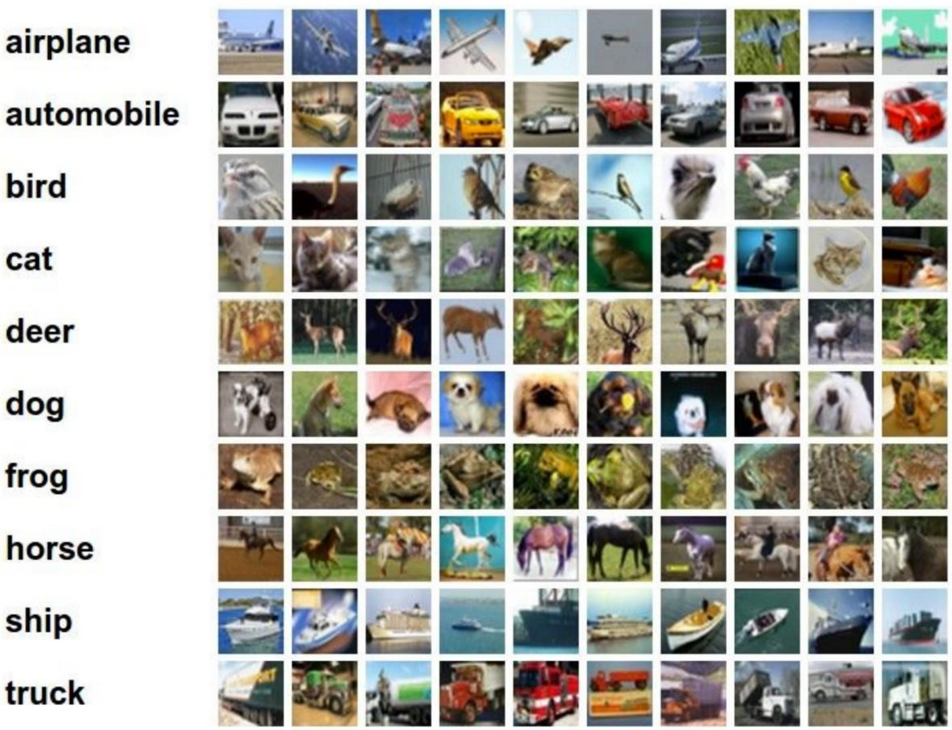
Extract Hand-Crafted Features

Concatenate into a vector ***x***

Linear Classifier

Figure: Karpathy 2016

Why use features?
Why not pixels?



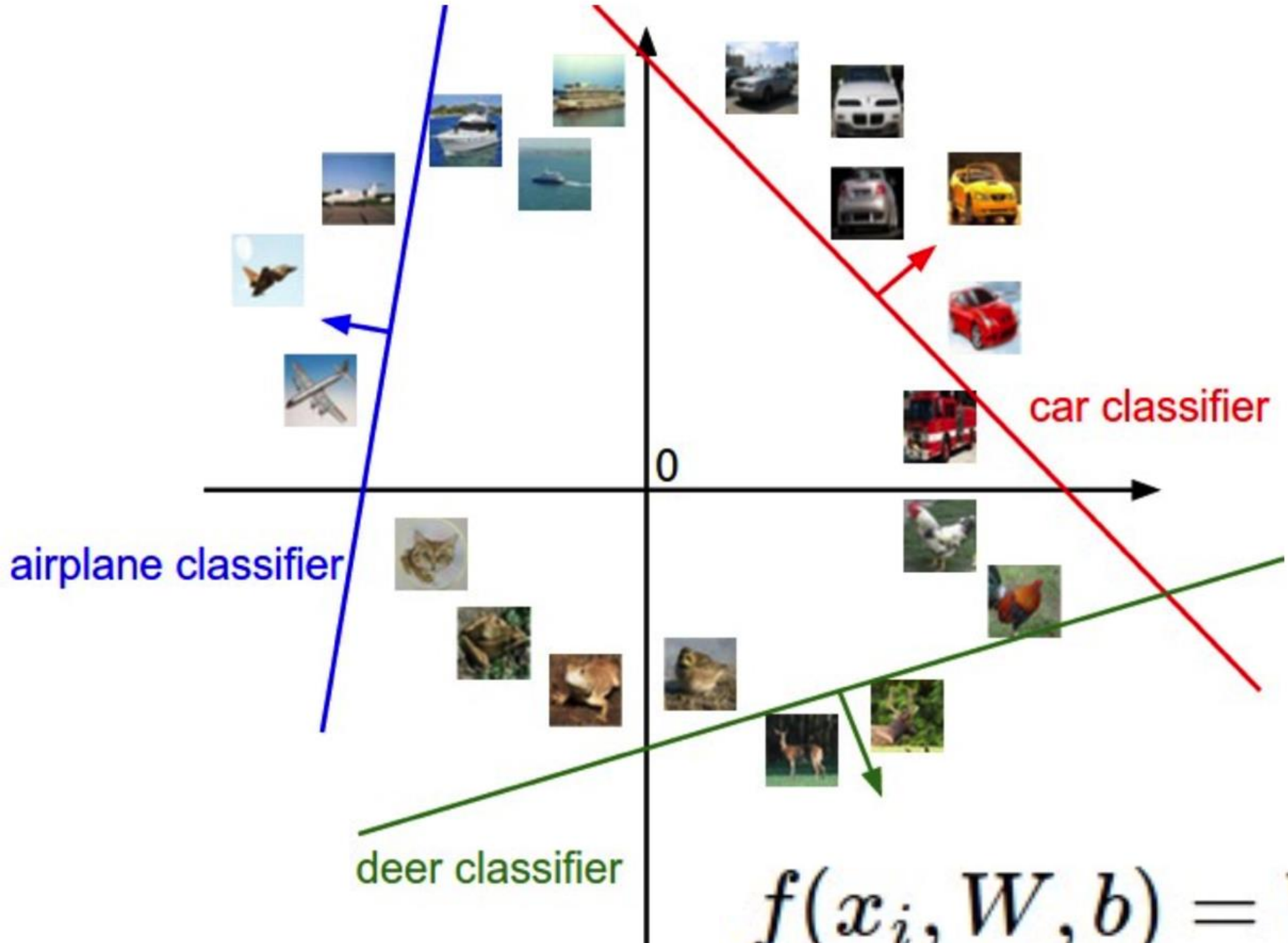
$$f(x_i, W, b) = Wx_i + b$$

Q: What would be a very hard set of classes for a linear classifier to distinguish?

(assuming x = pixels)

Slide from Karpathy 2016

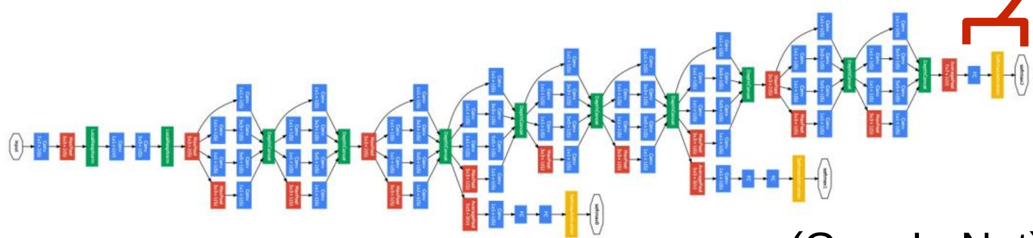
Linearly separable classes



$$f(x_i, W, b) = Wx_i + b$$

The last layer of (most) CNNs are linear classifiers

This piece is just a linear classifier



(GoogLeNet)

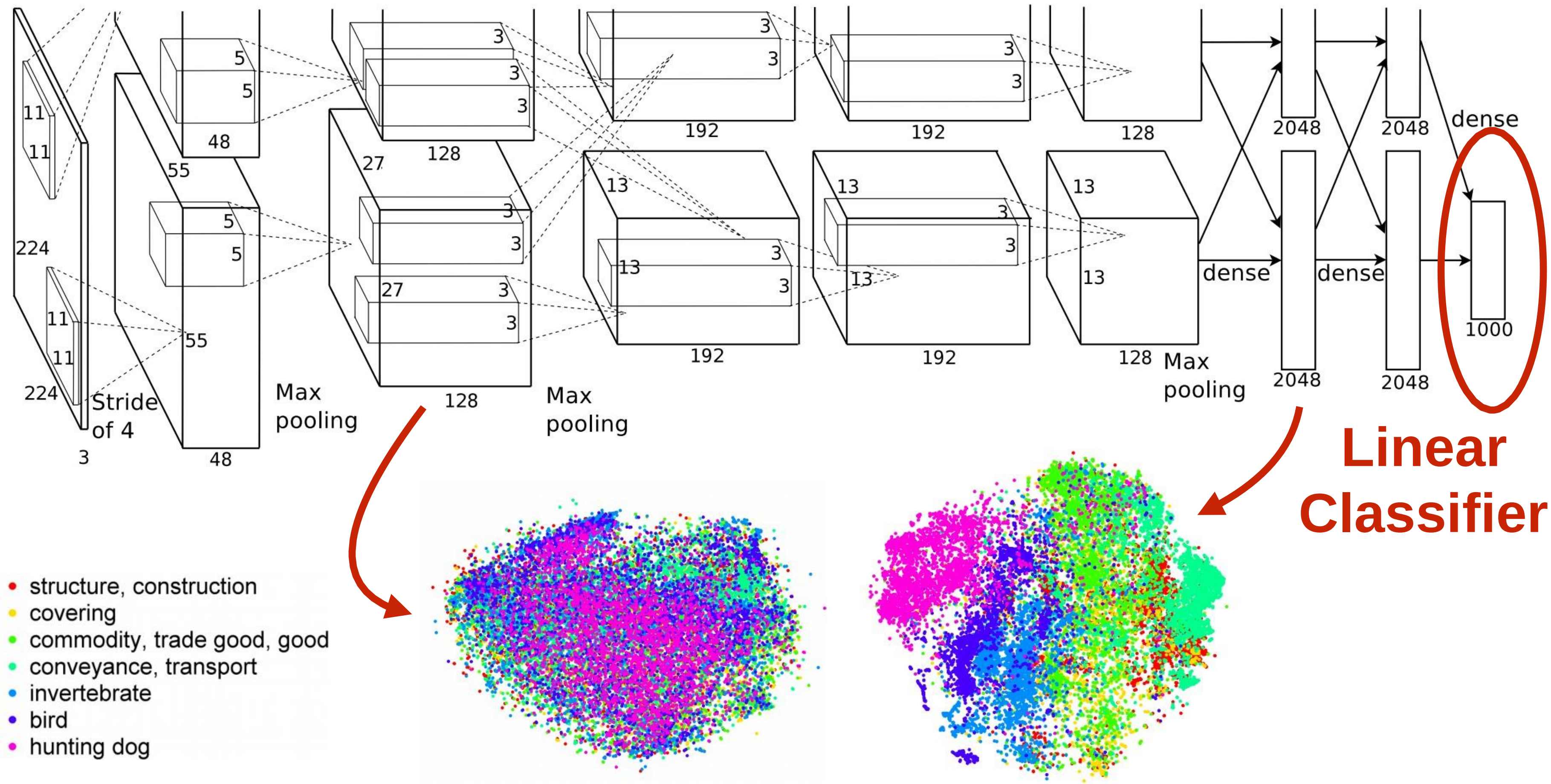
Ans

Input Pixels

Perform everything with a big neural network, trained end-to-end

Key: perform enough processing so that by the time you get to the end of the network, the classes are linearly separable

Example: Visualizing AlexNet in 2D with t-SNE



(c) DeCAF$_1$ (d) DeCAF$_6$

(2D visualization using t-SNE)

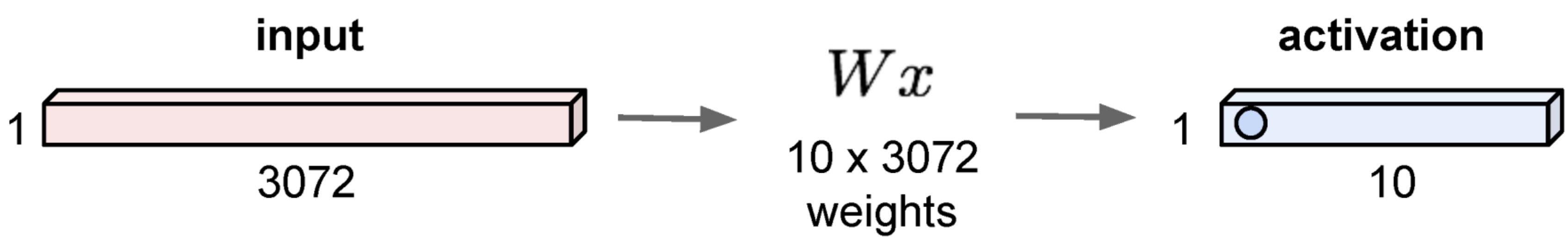
[Donahue, "DeCAF: DeCAF: A Deep Convolutional …", arXiv 2013]

Convolutional neural networks

- Layer types:
  - Fully-connected layer
  - *Convolutional layer*
  - Pooling layer

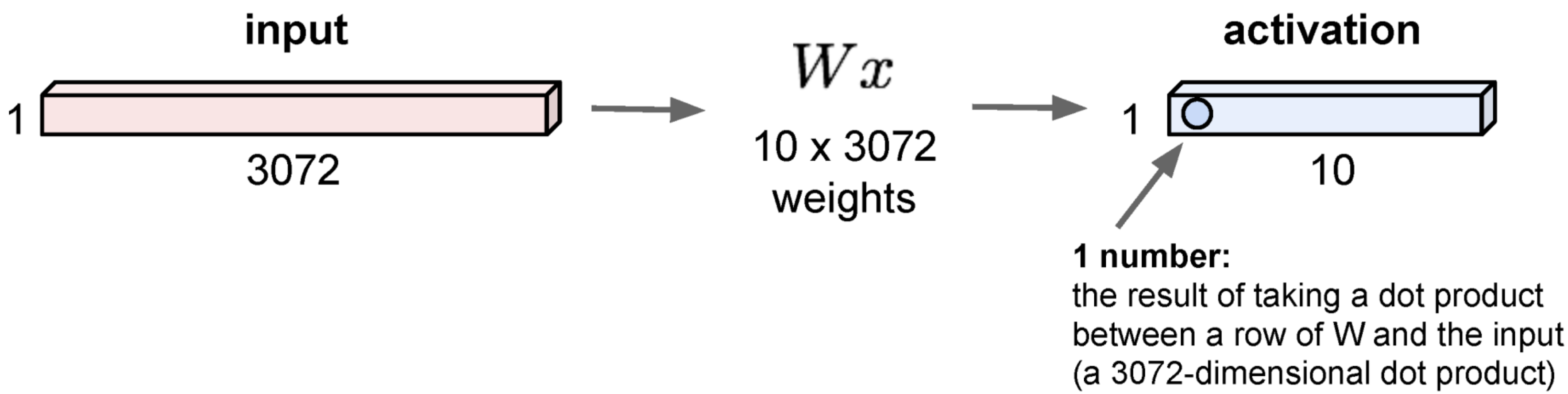
Fully Connected Layer

32x32x3 image -> stretch to 3072 x 1



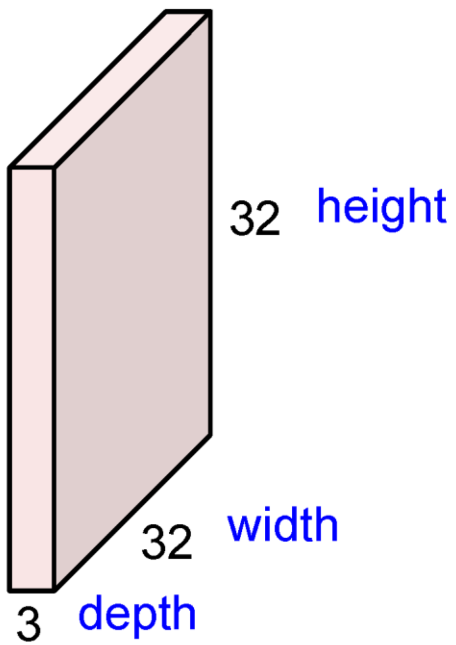
Fully Connected Layer

32x32x3 image -> stretch to 3072 x 1



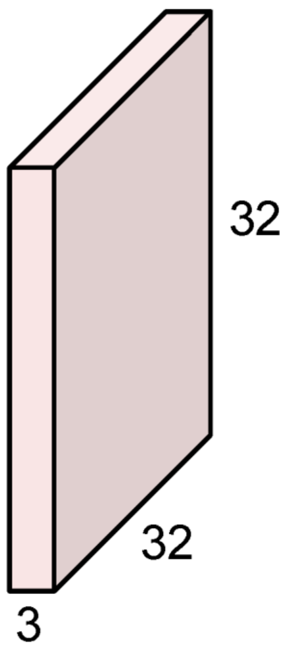
Convolution Layer

32x32x3 image -> preserve spatial structure

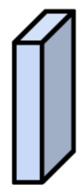


Convolution Layer

32x32x3 image



5x5x3 filter

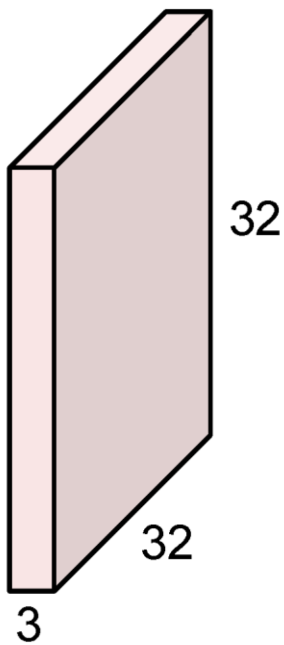


Convolve the filter with the image
i.e. “slide over the image spatially,
computing dot products”

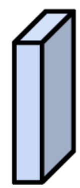
Convolution Layer

Filters always extend the full depth of the input volume

32x32x3 image



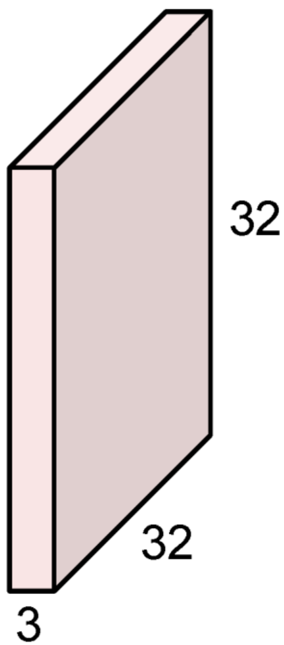
5x5x3 filter



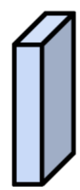
Convolve the filter with the image i.e. “slide over the image spatially, computing dot products”

Convolution Layer

32x32x3 image



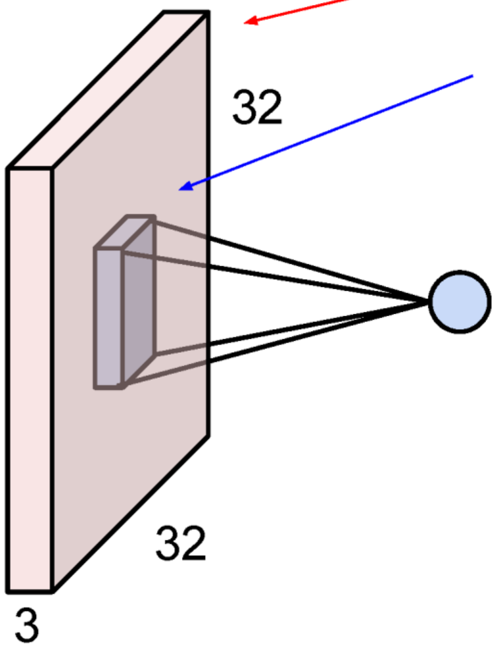
5x5x3 filter



Convolve the filter with the image
i.e. “slide over the image spatially, computing dot products”

Number of weights: 5 x 5 x 3 + 1 = **76**
(vs. 3072 for a fully-connected layer)
(+1 for bias)

Convolution Layer



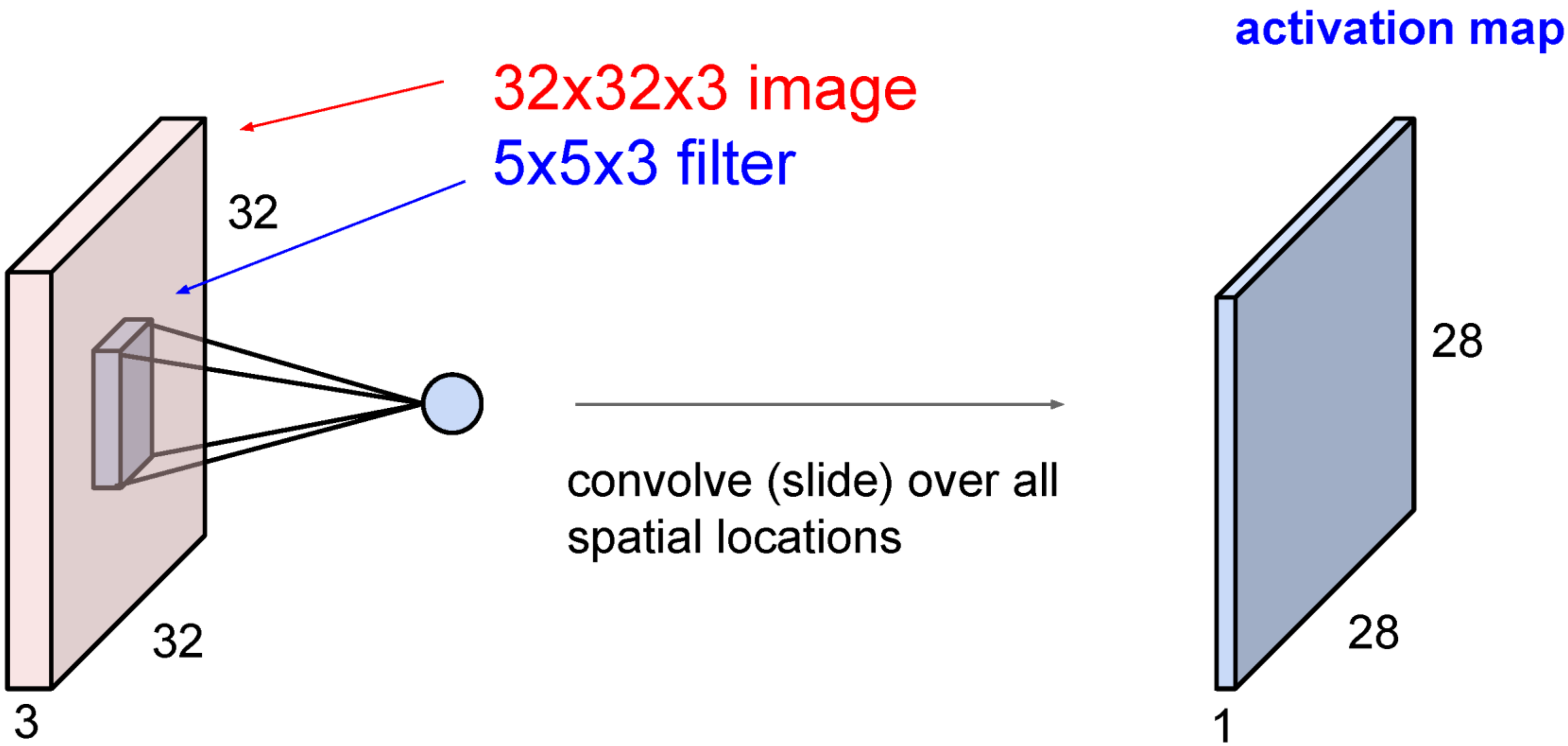
32x32x3 image

5x5x3 filter w

1 number:
the result of taking a dot product between the filter and a small 5x5x3 chunk of the image
(i.e. 5*5*3 = 75-dimensional dot product + bias)

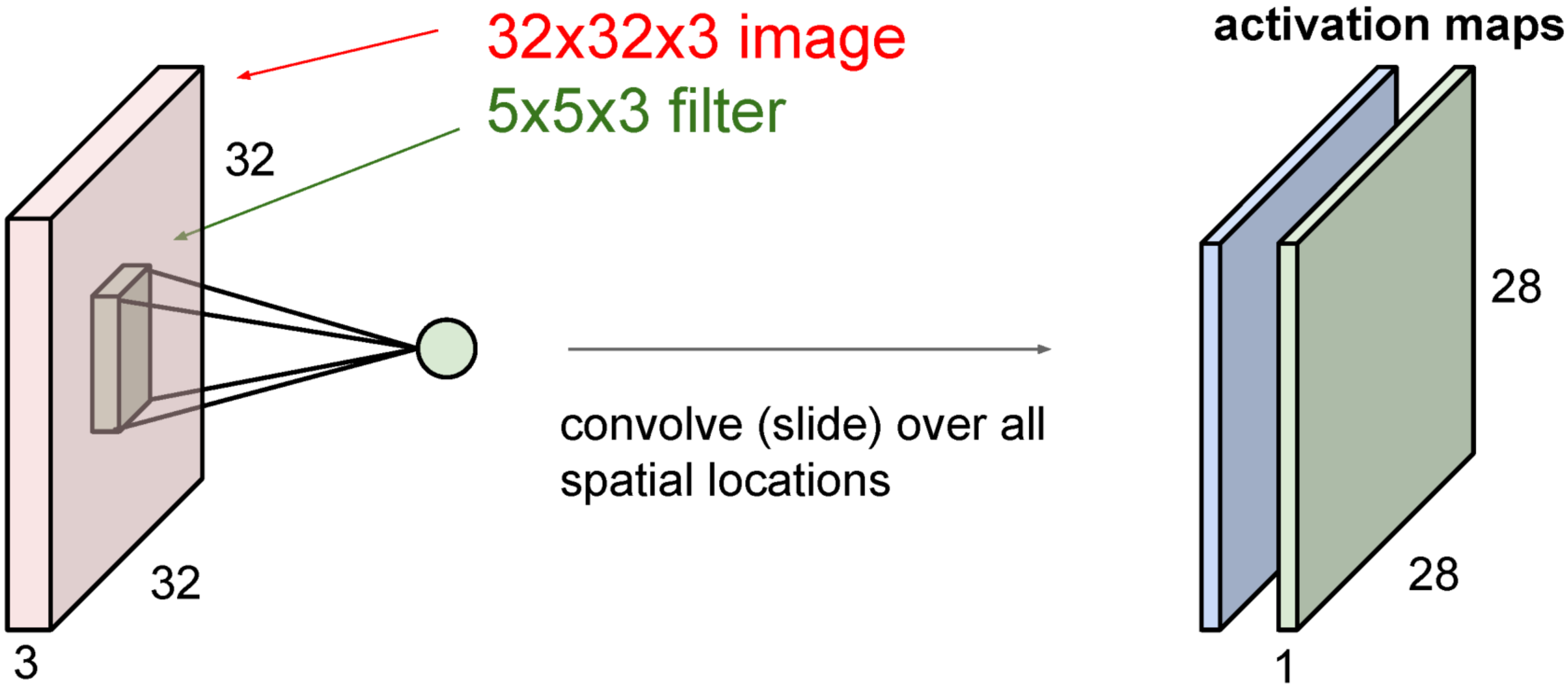
$$w^T x + b$$

Convolution Layer

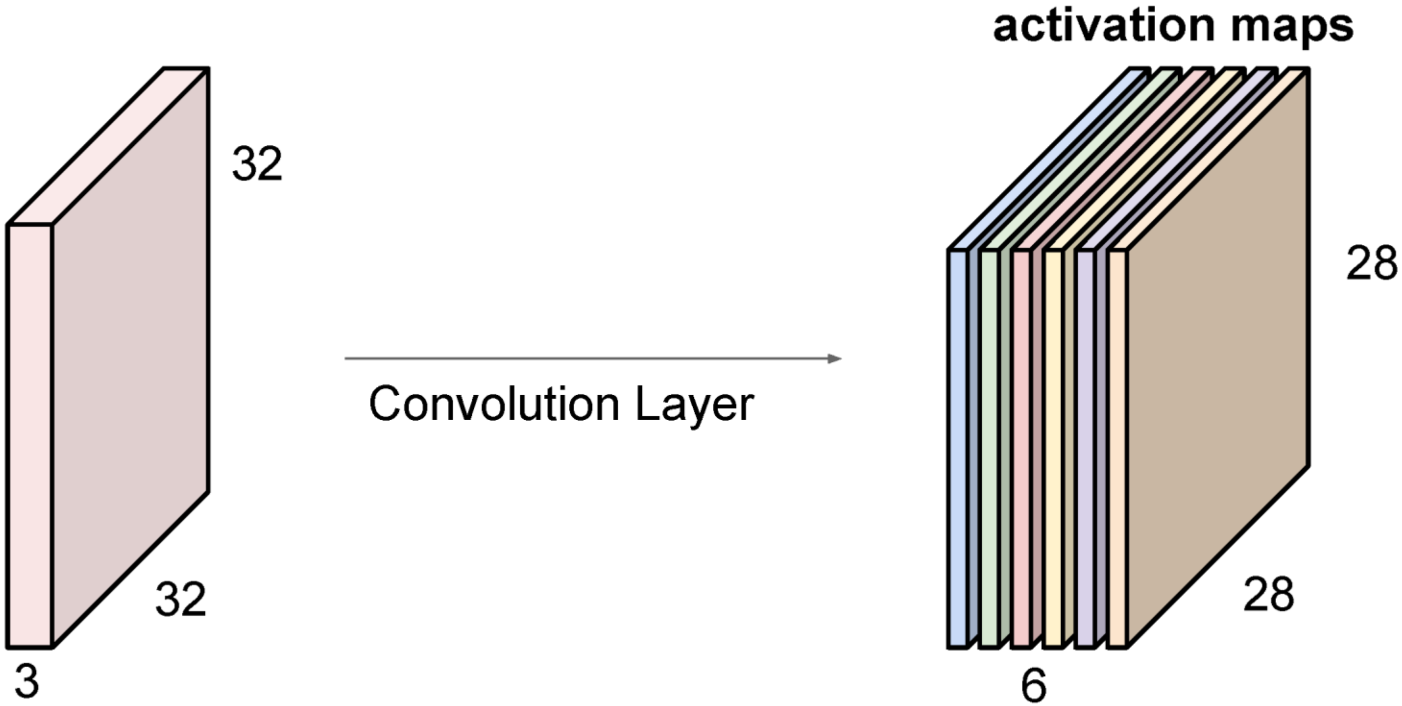


Convolution Layer

consider a second, green filter



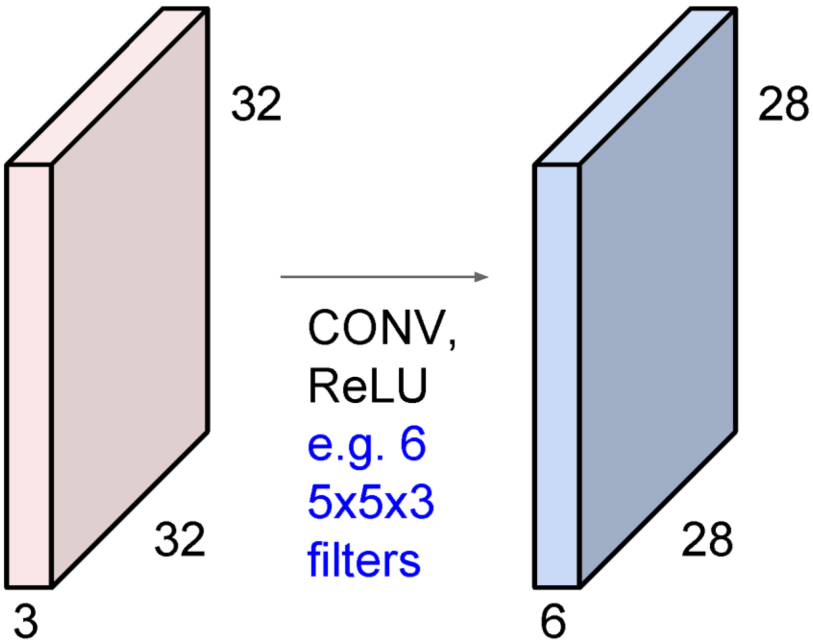
For example, if we had 6 5x5 filters, we'll get 6 separate activation maps:



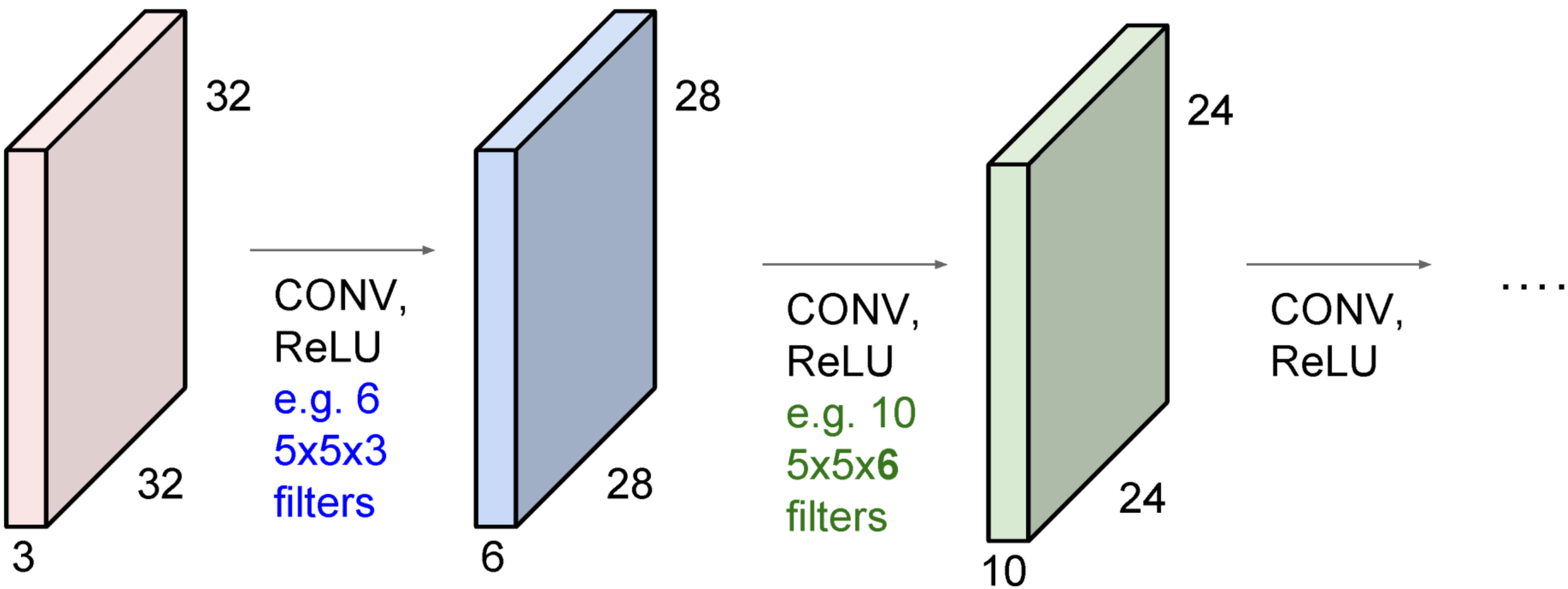
We stack these up to get a "new image" of size 28x28x6!

(total number of parameters: 6 x (75 + 1) = **456**)

Preview: ConvNet is a sequence of Convolution Layers, interspersed with activation functions



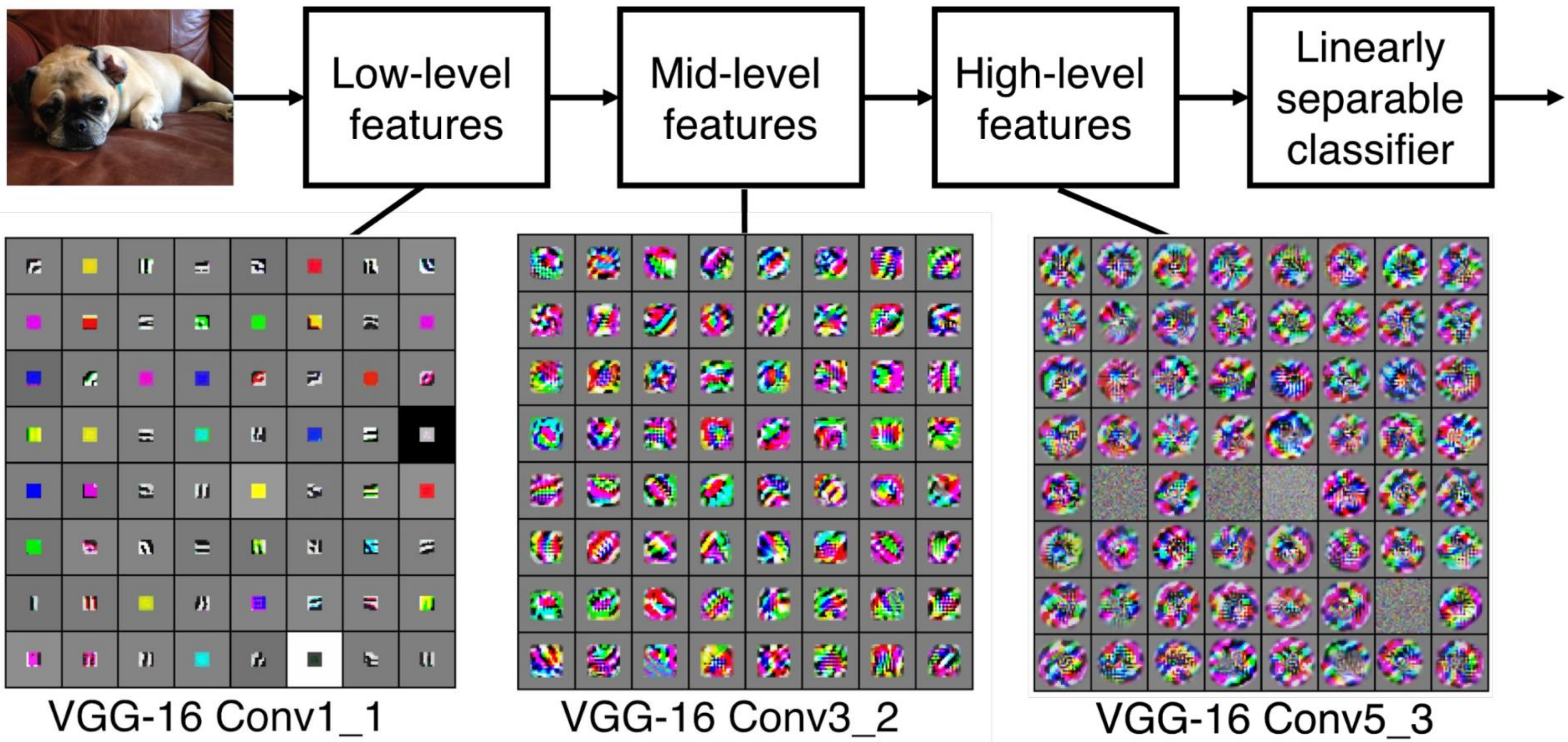
Preview: ConvNet is a sequence of Convolution Layers, interspersed with activation functions

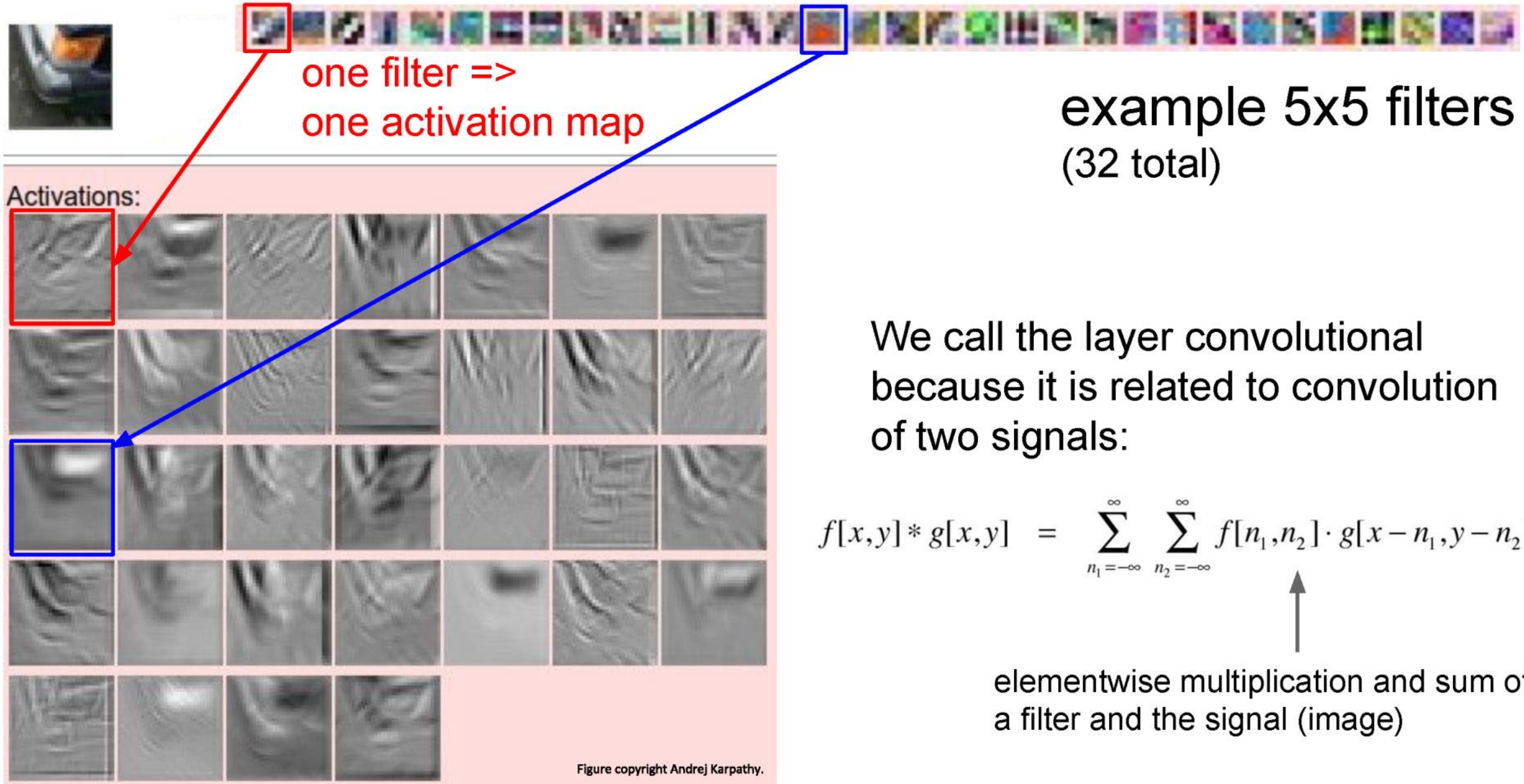


Preview

[Zeiler and Fergus 2013]

Visualization of VGG-16 by Lane McIntosh. VGG-16 architecture from [Simonyan and Zisserman 2014].



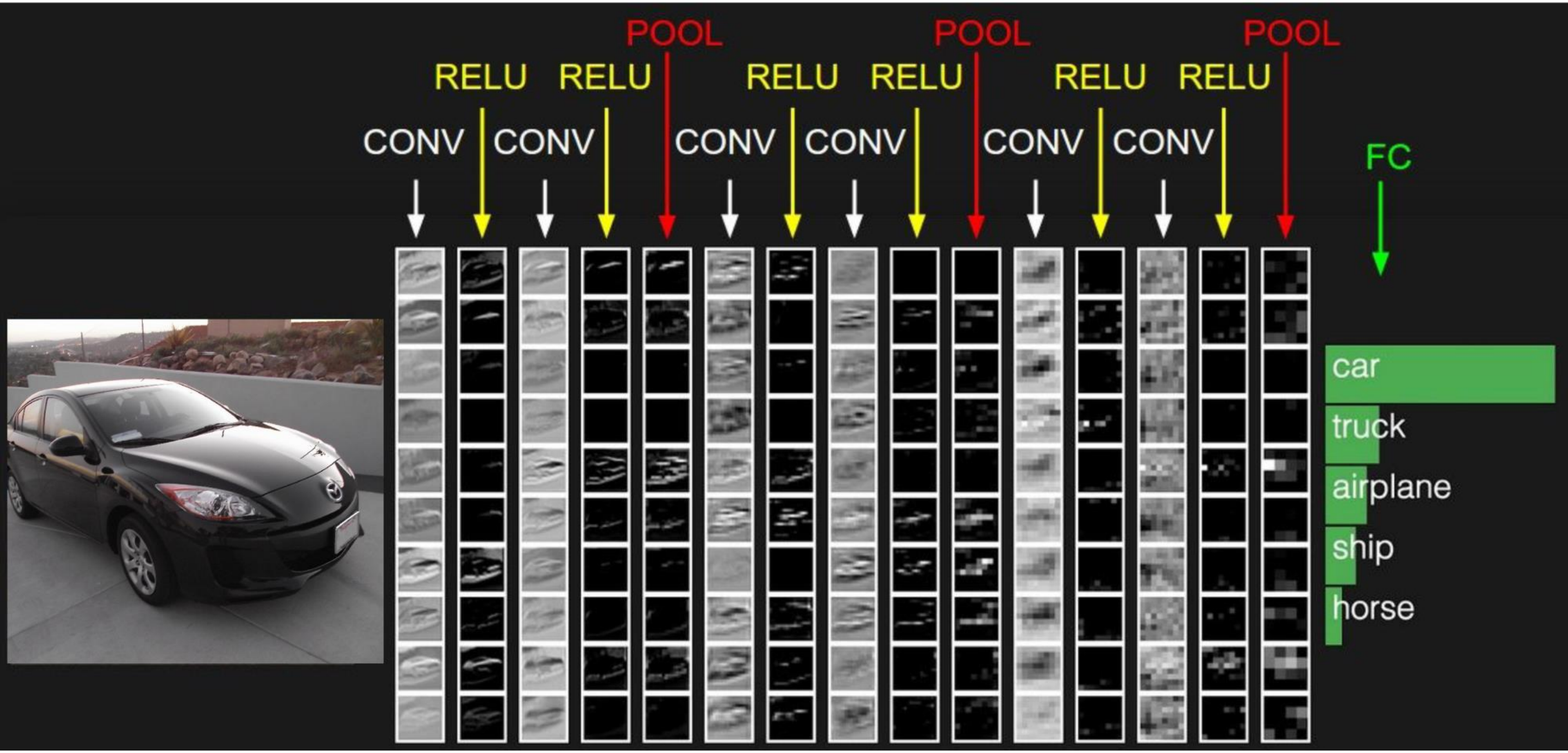


example 5x5 filters
(32 total)

We call the layer convolutional because it is related to convolution of two signals:

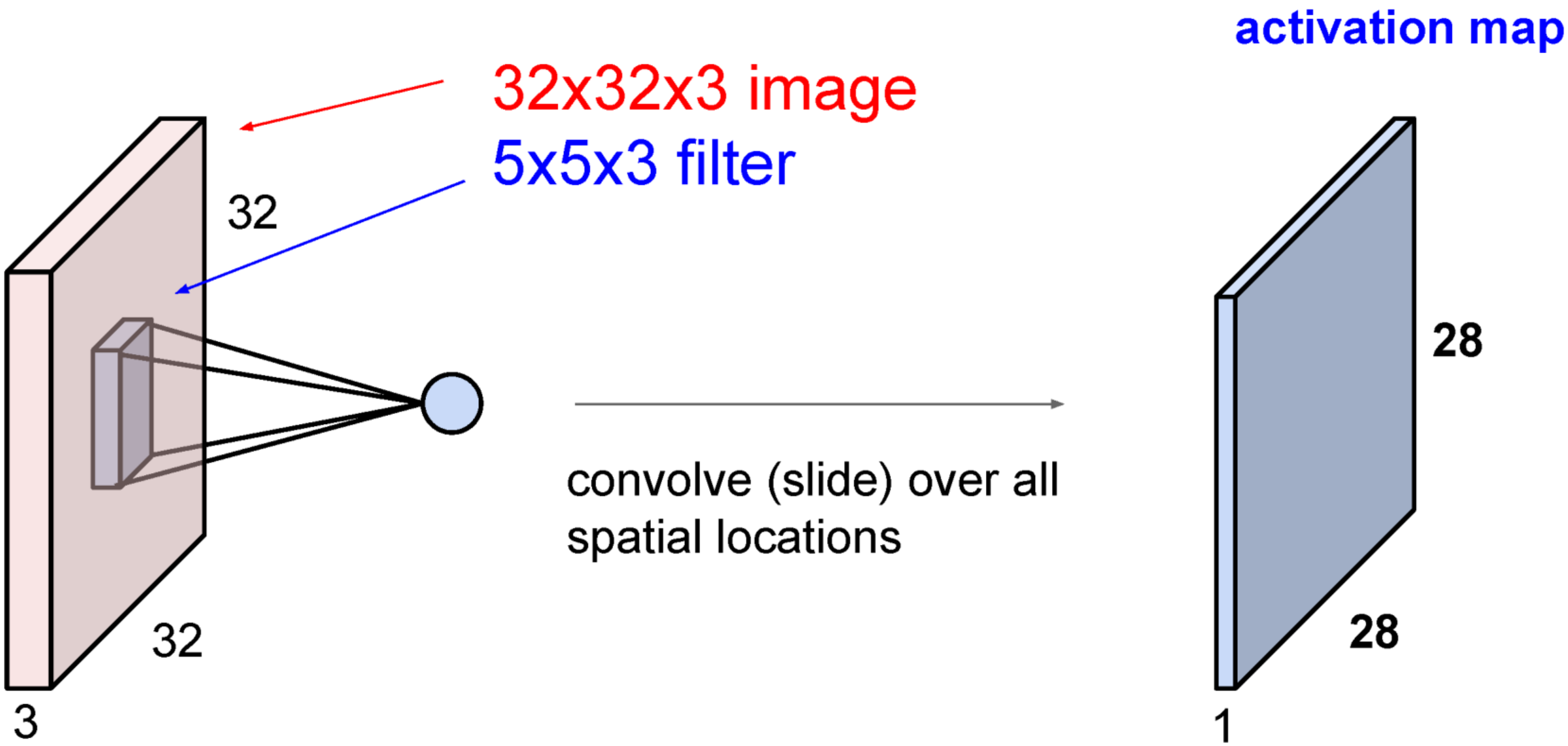
$$f[x,y] * g[x,y] = \sum_{n_1=-\infty}^{\infty} \sum_{n_2=-\infty}^{\infty} f[n_1,n_2] \cdot g[x-n_1, y-n_2]$$

elementwise multiplication and sum of a filter and the signal (image) preview:

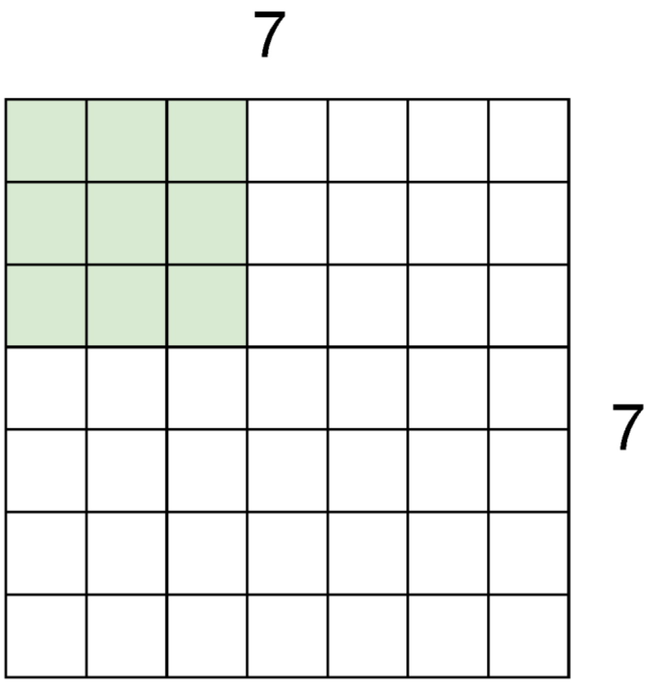


POOL
POOL
POOL
RELU
RELU
RELU
RELU
RELU
RELU
CONV
CONV
CONV
CONV
CONV
CONV
FC
car
truck
airplane
ship
horse

A closer look at spatial dimensions:

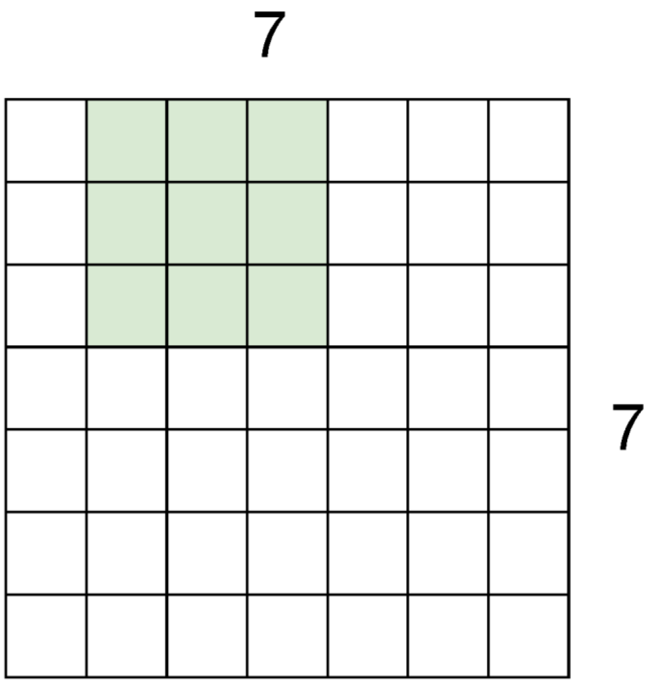


A closer look at spatial dimensions:



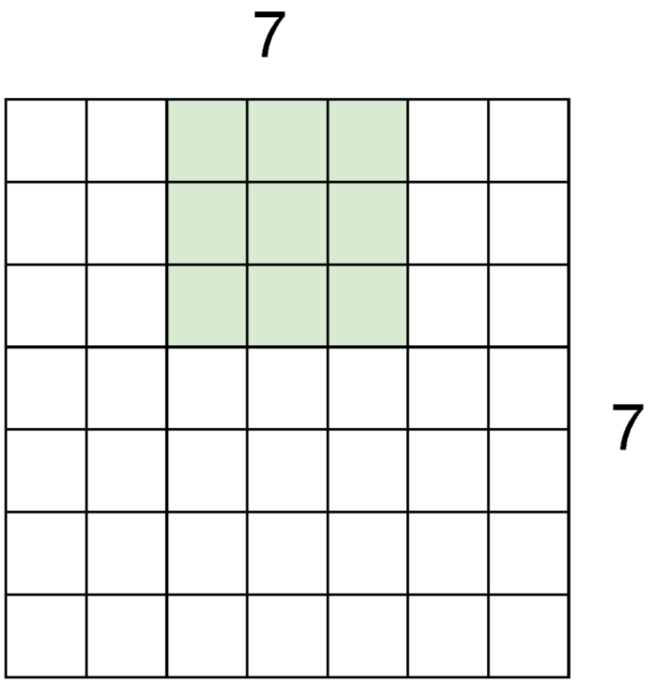
7x7 input (spatially)
assume 3x3 filter

A closer look at spatial dimensions:



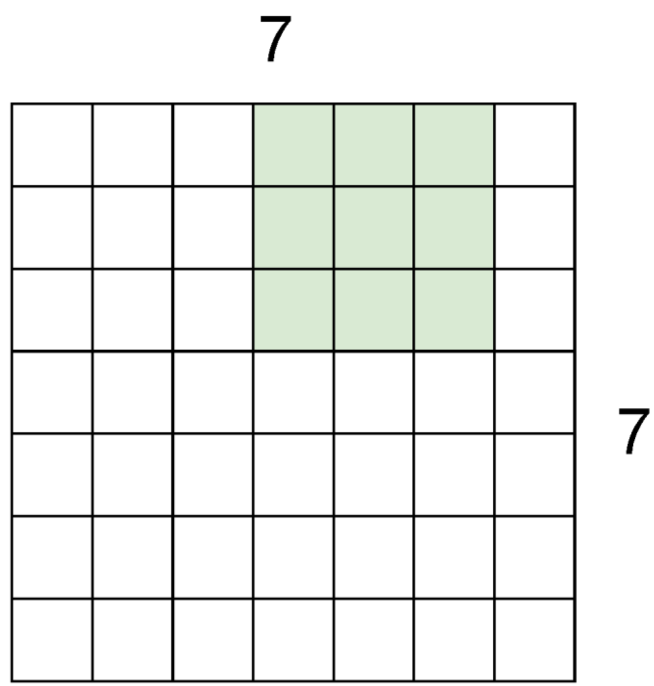
7x7 input (spatially)
assume 3x3 filter

A closer look at spatial dimensions:



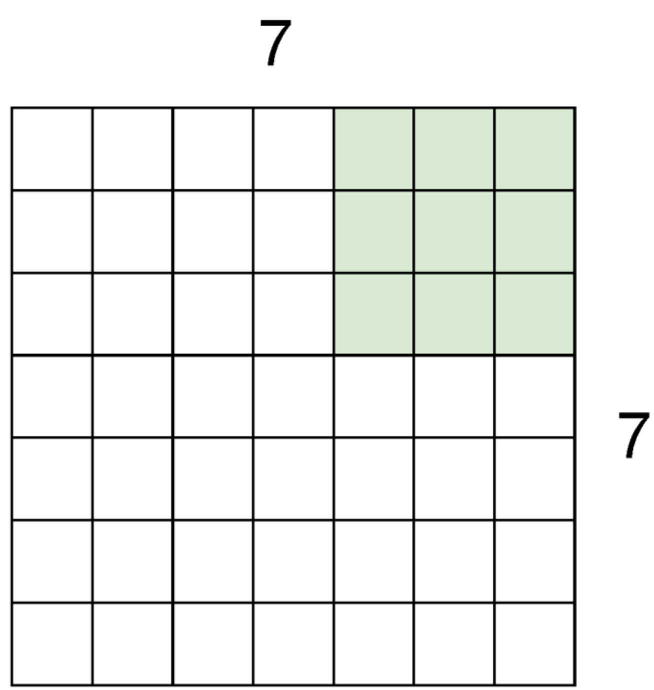
7x7 input (spatially)
assume 3x3 filter

A closer look at spatial dimensions:



7x7 input (spatially)
assume 3x3 filter

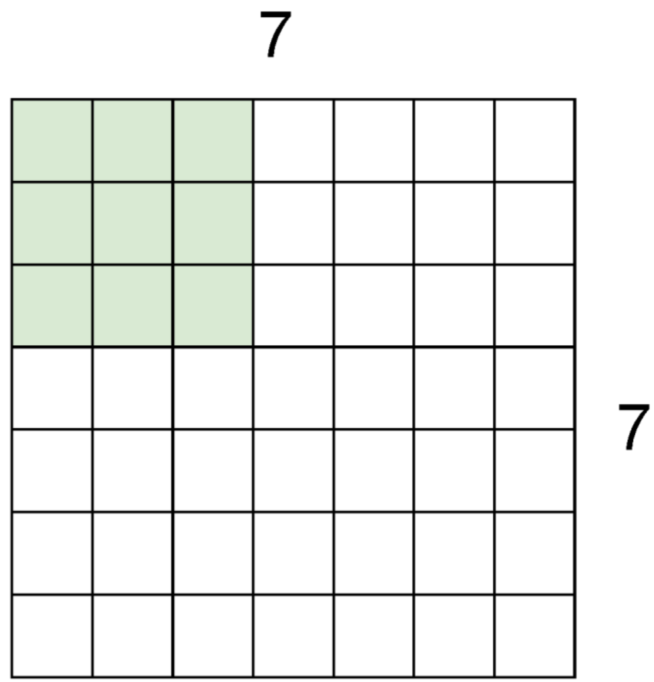
A closer look at spatial dimensions:



7x7 input (spatially)
assume 3x3 filter

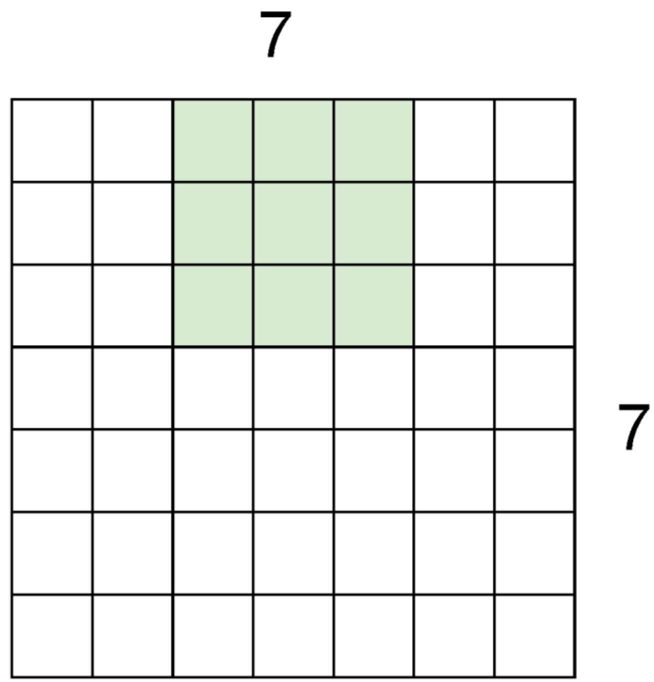
=> 5x5 output

A closer look at spatial dimensions:



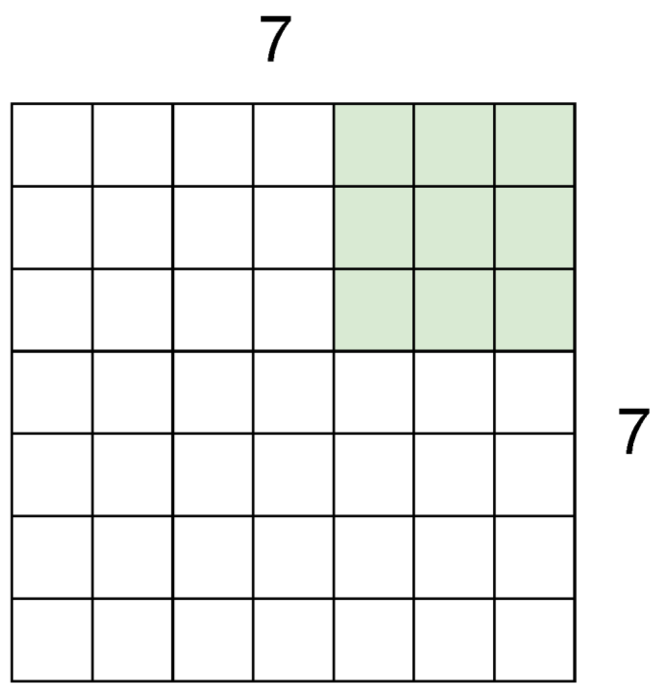
7x7 input (spatially)
assume 3x3 filter
applied **with stride 2**

A closer look at spatial dimensions:



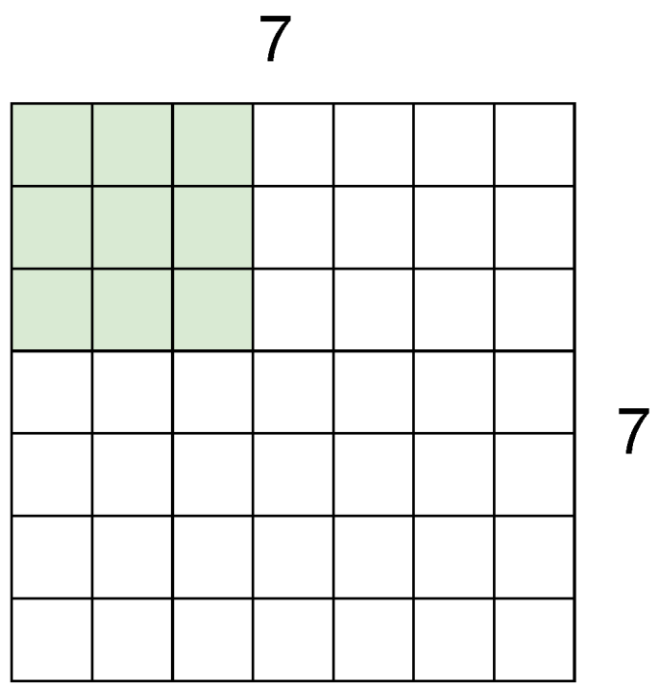
7x7 input (spatially)
assume 3x3 filter
applied **with stride 2**

A closer look at spatial dimensions:



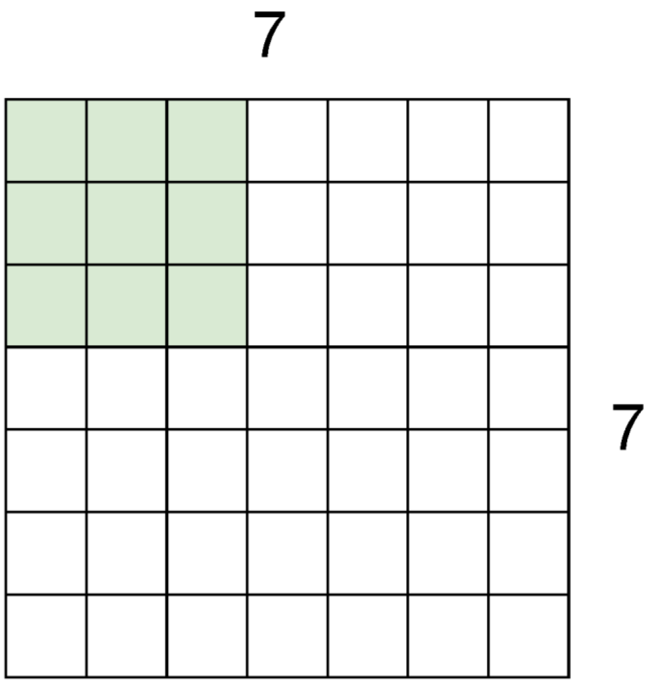
7x7 input (spatially)
assume 3x3 filter
applied **with stride 2**
=> 3x3 output!

A closer look at spatial dimensions:



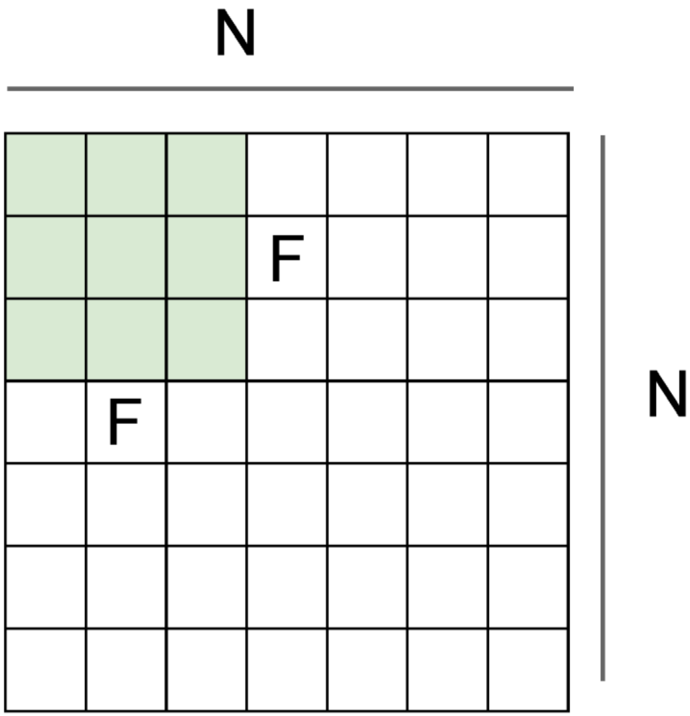
7x7 input (spatially)
assume 3x3 filter
applied **with stride 3?**

A closer look at spatial dimensions:



7x7 input (spatially)
assume 3x3 filter
applied **with stride 3?**

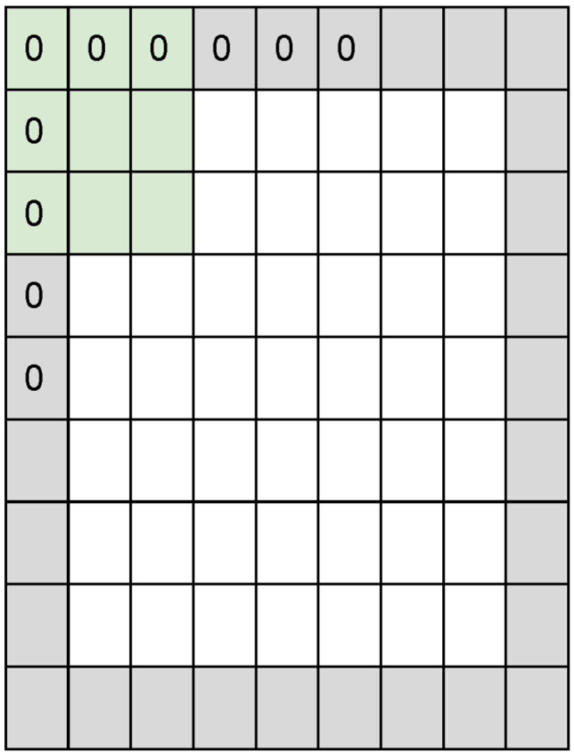
doesn't fit!
cannot apply 3x3 filter on
7x7 input with stride 3.



Output size:
(N - F) / stride + 1

e.g. N = 7, F = 3:
stride 1 => (7 - 3)/1 + 1 = 5
stride 2 => (7 - 3)/2 + 1 = 3
stride 3 => (7 - 3)/3 + 1 = 2.33 :\

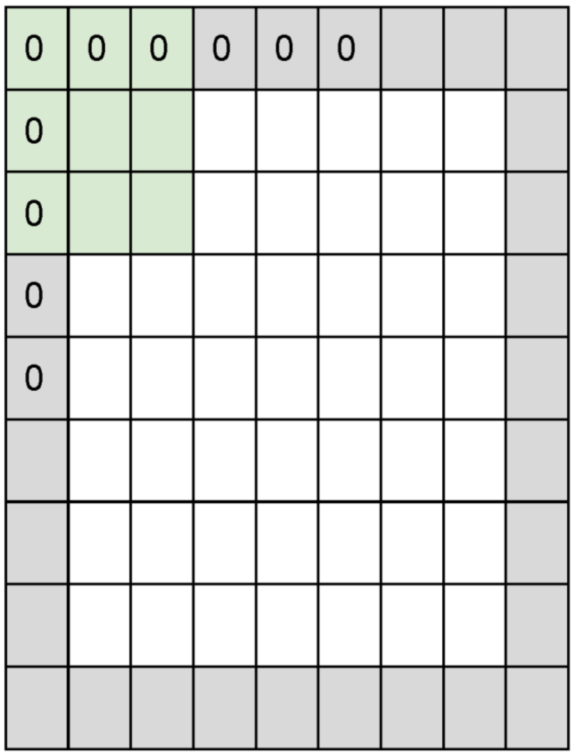
In practice: Common to zero pad the border



e.g. input 7x7
3x3 filter, applied with **stride 1**
pad with 1 pixel border => what is the output?

(recall:)
(N - F) / stride + 1

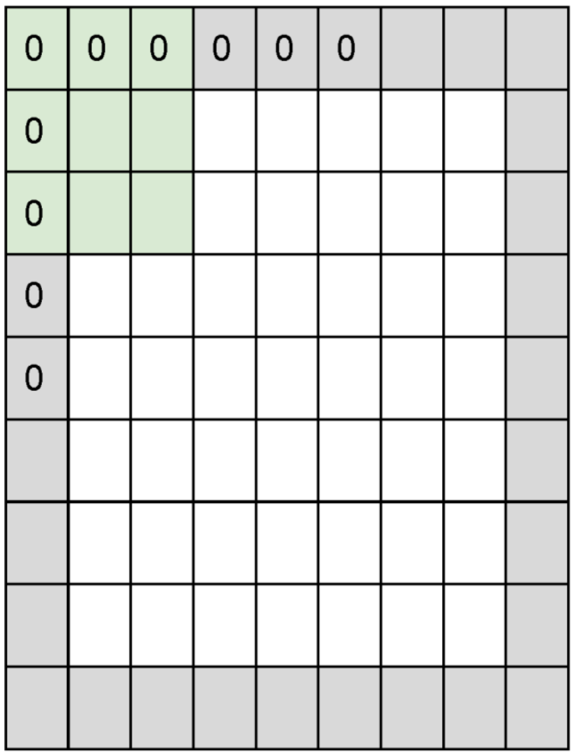
In practice: Common to zero pad the border



e.g. input 7x7
3x3 filter, applied with **stride 1**
pad with 1 pixel border => what is the output?

7x7 output!

In practice: Common to zero pad the border

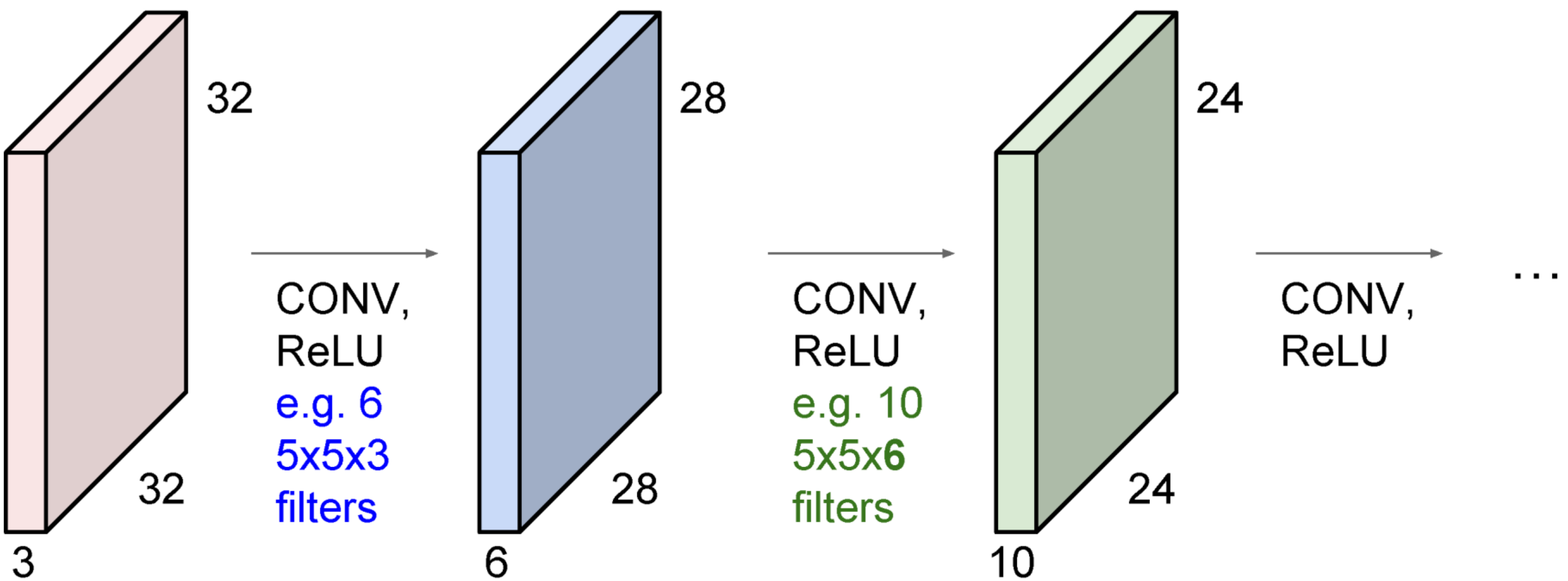


e.g. input 7x7
3x3 filter, applied with **stride 1**
pad with 1 pixel border => what is the output?

7x7 output!
in general, common to see CONV layers with stride 1, filters of size FxF, and zero-padding with (F-1)/2. (will preserve size spatially)
e.g. F = 3 => zero pad with 1
F = 5 => zero pad with 2
F = 7 => zero pad with 3

Remember back to…

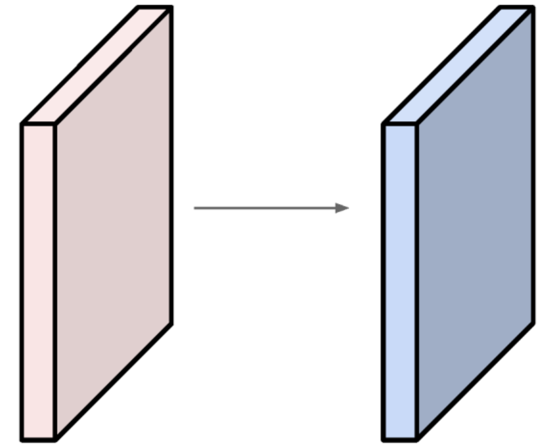
E.g. 32x32 input convolved repeatedly with 5x5 filters shrinks volumes spatially! (32 -> 28 -> 24 ...). Shrinking too fast is not good, doesn’t work well.



Examples time:

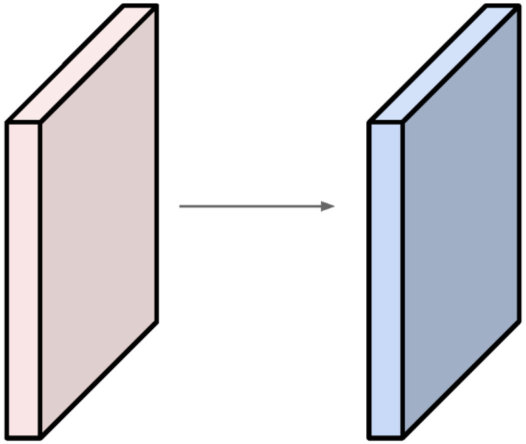
Input volume: **32x32x3**
10 5x5 filters with stride 1, pad 2

Output volume size: ?



Examples time:

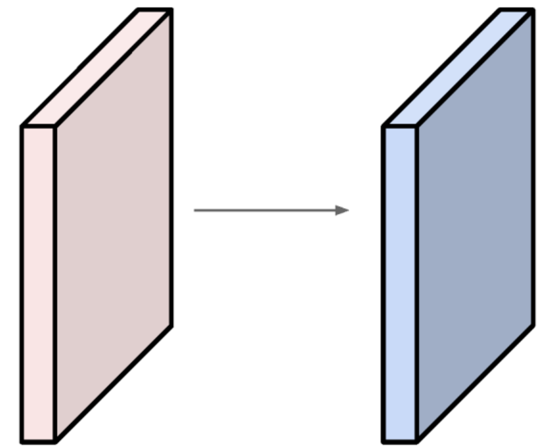
Input volume: **32x32x3**
10 5x5 filters with stride 1, pad 2



Output volume size:
(32+2*2-5)/1+1 = 32 spatially, so
32x32x10

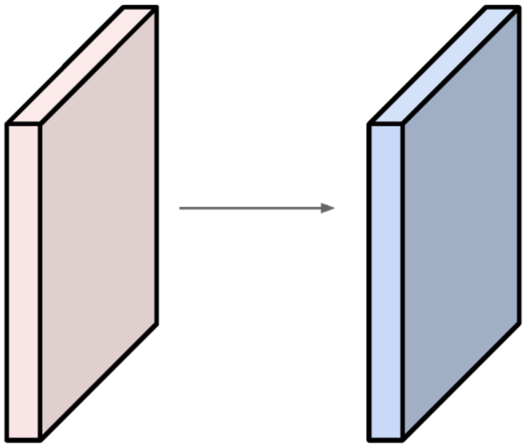
Examples time:

Input volume: **32x32x3**
10 5x5 filters with stride 1, pad 2



Number of parameters in this layer?

Examples time:



Input volume: **32x32x3**

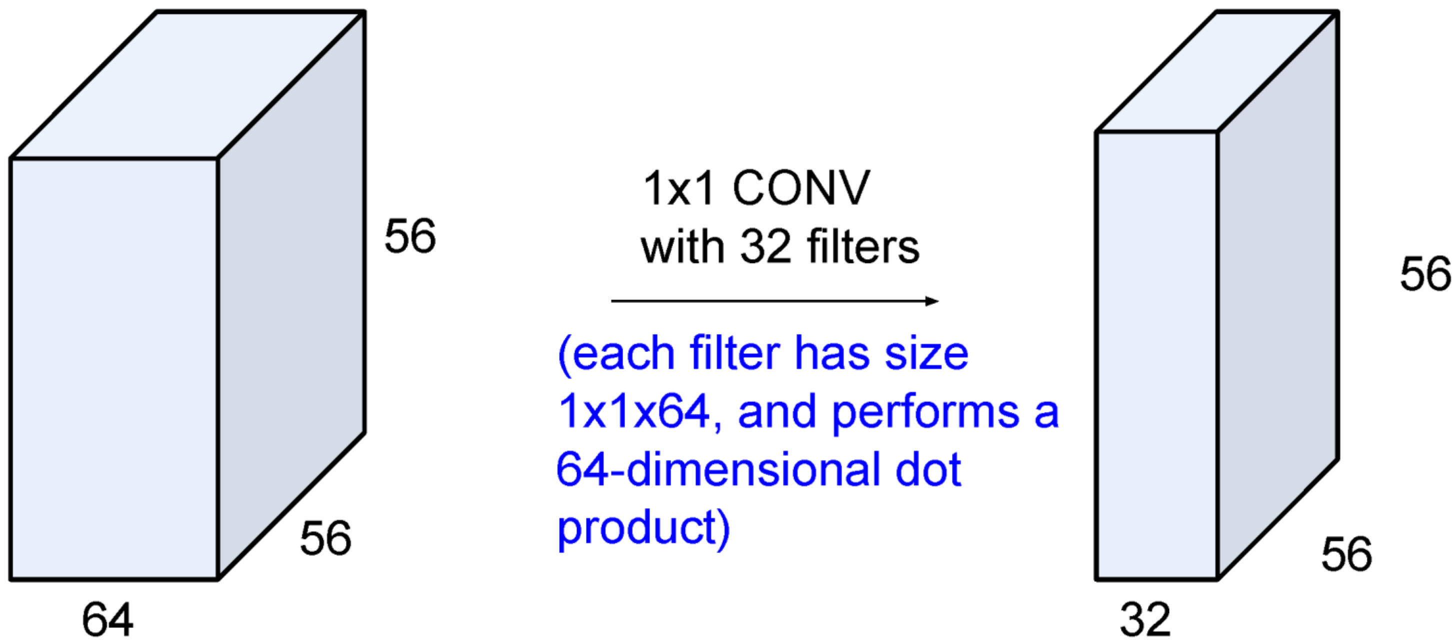
10 5x5 filters with stride 1, pad 2

Number of parameters in this layer?

each filter has 5*5*3 + 1 = 76 params (+1 for bias)

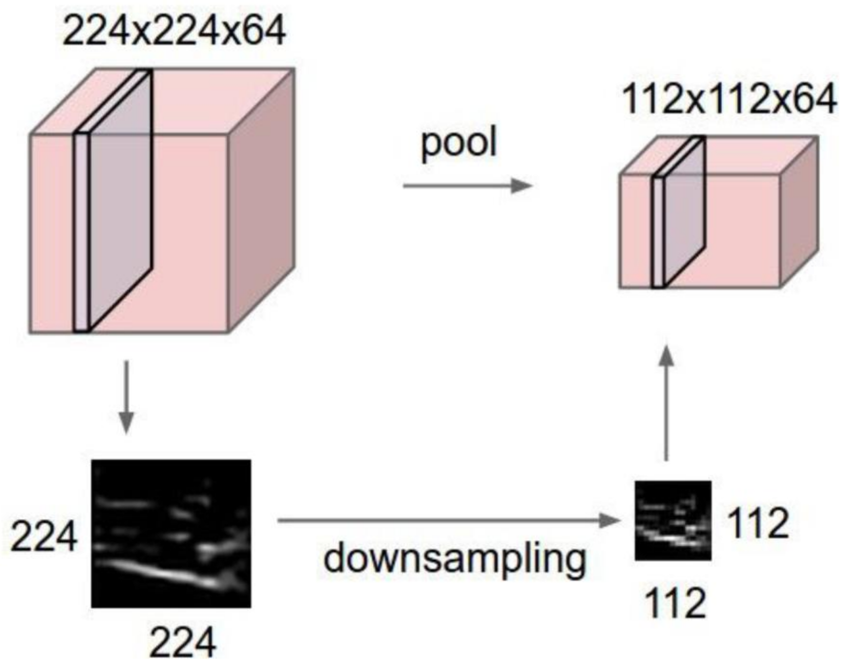
=> 76*10 = **760**

(btw, 1x1 convolution layers make perfect sense)

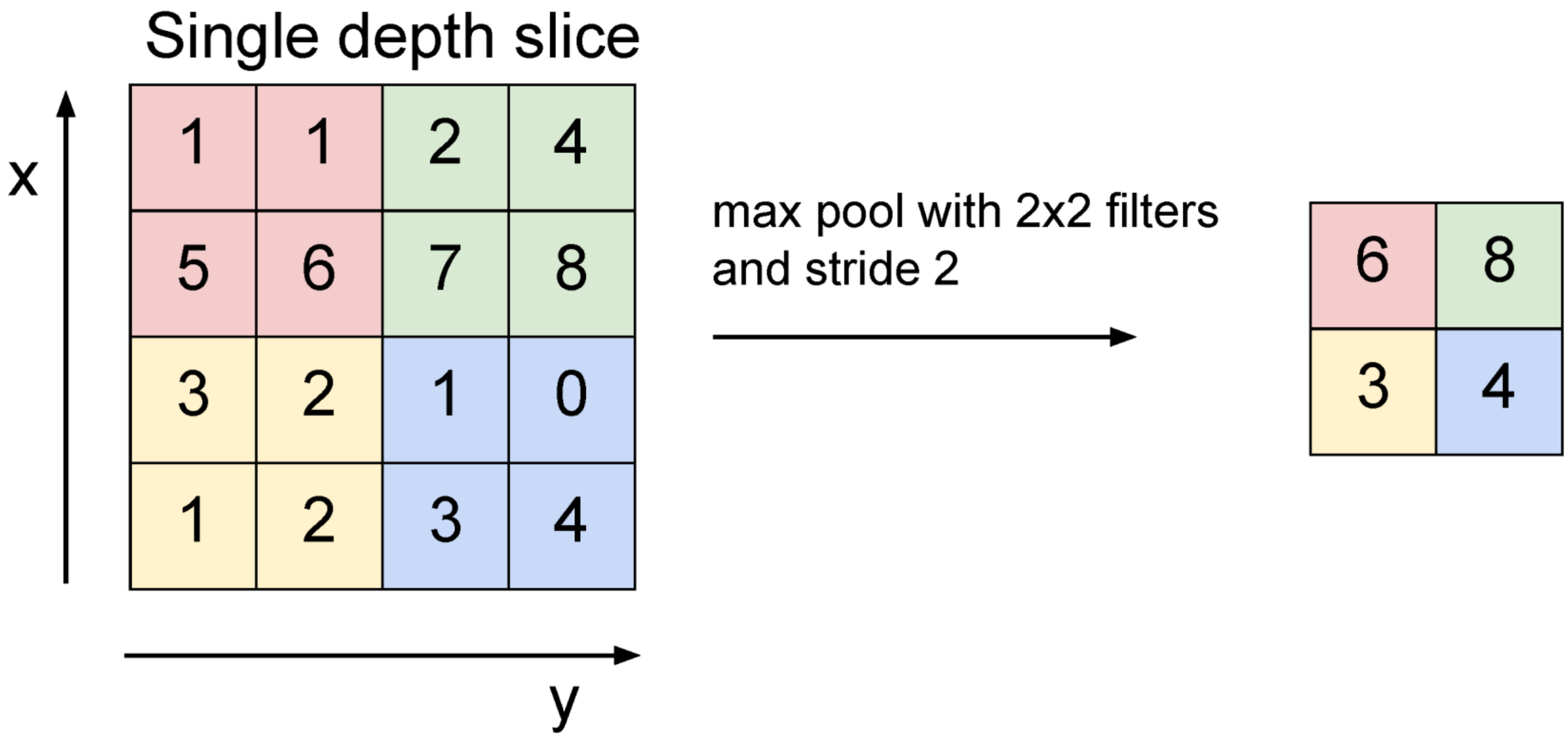


Pooling layer

- makes the representations smaller and more manageable
- operates over each activation map independently:

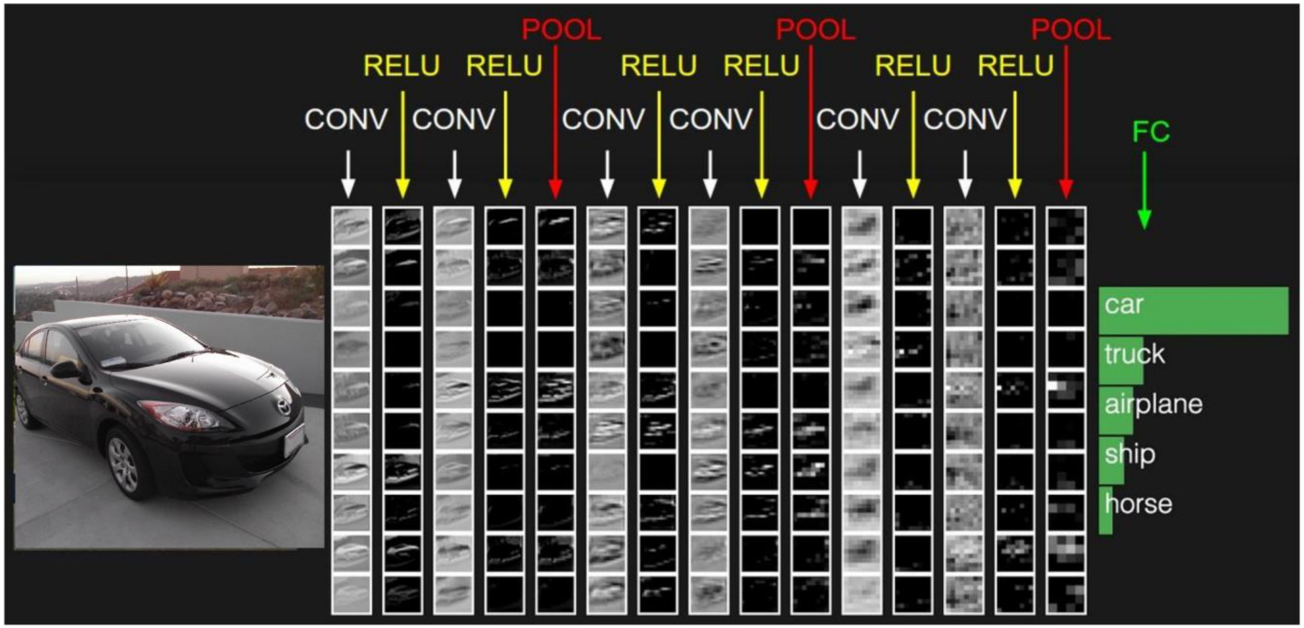


MAX POOLING


Single depth slice
x
1 1 2 4
5 6 7 8
3 2 1 0
1 2 3 4
y
max pool with 2x2 filters
and stride 2
6 8
3 4

Fully Connected Layer (FC layer)

- Contains neurons that connect to the entire input volume, as in ordinary Neural Networks



[ConvNetJS demo: training on CIFAR-10]

ConvNetJS CIFAR-10 demo

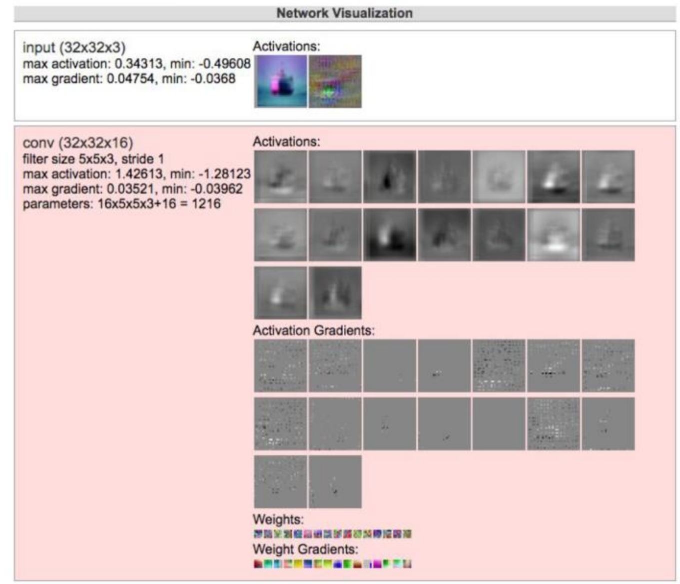
Description

This demo trains a Convolutional Neural Network on the CIFAR-10 dataset in your browser, with nothing but Javascript. The state of the art on this dataset is about 90% accuracy and human performance is at about 94% (not perfect as the dataset can be a bit ambiguous). I used this python script to parse the original files (python version) into batches of images that can be easily loaded into page DOM with img tags.

This dataset is more difficult and it takes longer to train a network. Data augmentation includes random flipping and random image shifts by up to 2px horizontally and verically.

By default, in this demo we're using Adadelta which is one of per-parameter adaptive step size methods, so we don't have to worry about changing learning rates or momentum over time. However, I still included the text fields for changing these if you'd like to play around with SGD+Momentum trainer.

Report questions/bugs/suggestions to @karpathy.



https://cs.stanford.edu/people/karpathy/convnetjs/demo/cifar10.html

Summary

- ConvNets stack CONV,POOL,FC layers
- Trend towards smaller filters and deeper architectures
- Trend towards getting rid of POOL/FC layers (just CONV)
- Typical architectures look like

  [(CONV-RELU)*N-POOL?]*M-(FC-RELU)*K,SOFTMAX

  where N is usually up to ~5, M is large, 0 <= K <= 2.

  - but recent advances such as ResNet/GoogLeNet challenge this paradigm

Next time: Backpropagation

```
# receive W1,W2,b1,b2 (weights/biases), X (data)
# forward pass:
h1 = #... function of X,W1,b1
scores = #... function of h1,W2,b2
loss = #... (several lines of code to evaluate Softmax loss)
# backward pass:
dscores = #...
dh1,dW2,db2 = #...
dW1,db1 = #...
```

This is the **backwards pass**. We compute it with *backpropagation*

Questions?