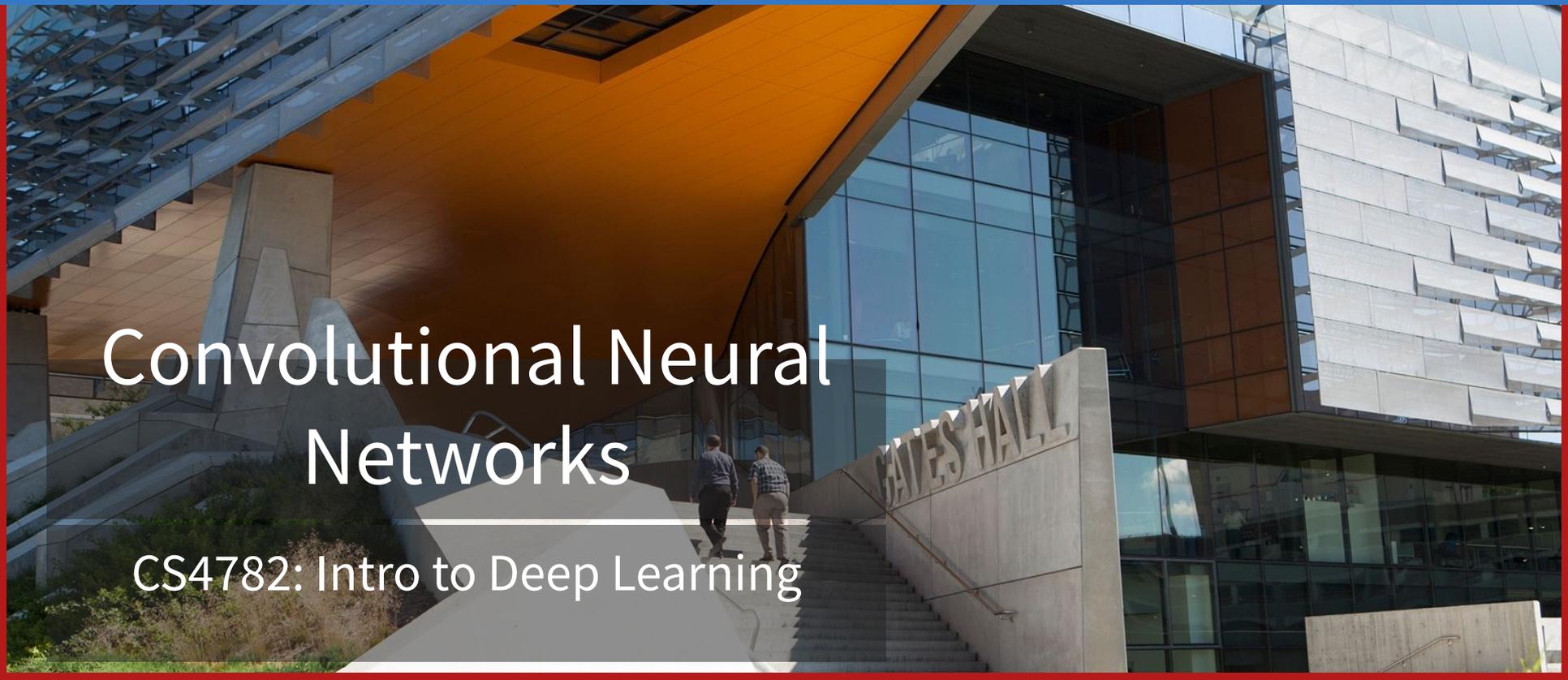


When poll is active respond at [PollEv.com/weichiuma](https://PollEv.com/weichiuma) Send **weichiuma** to **22333**



# Convolutional Neural Networks

CS4782: Intro to Deep Learning



# Thanks to:

Varsha Kishore  
Justin Lovelace  
Anissa Dallmann  
Stephanie Ginting  
Alexander Scotte

# Image Classification



input image



“dog”

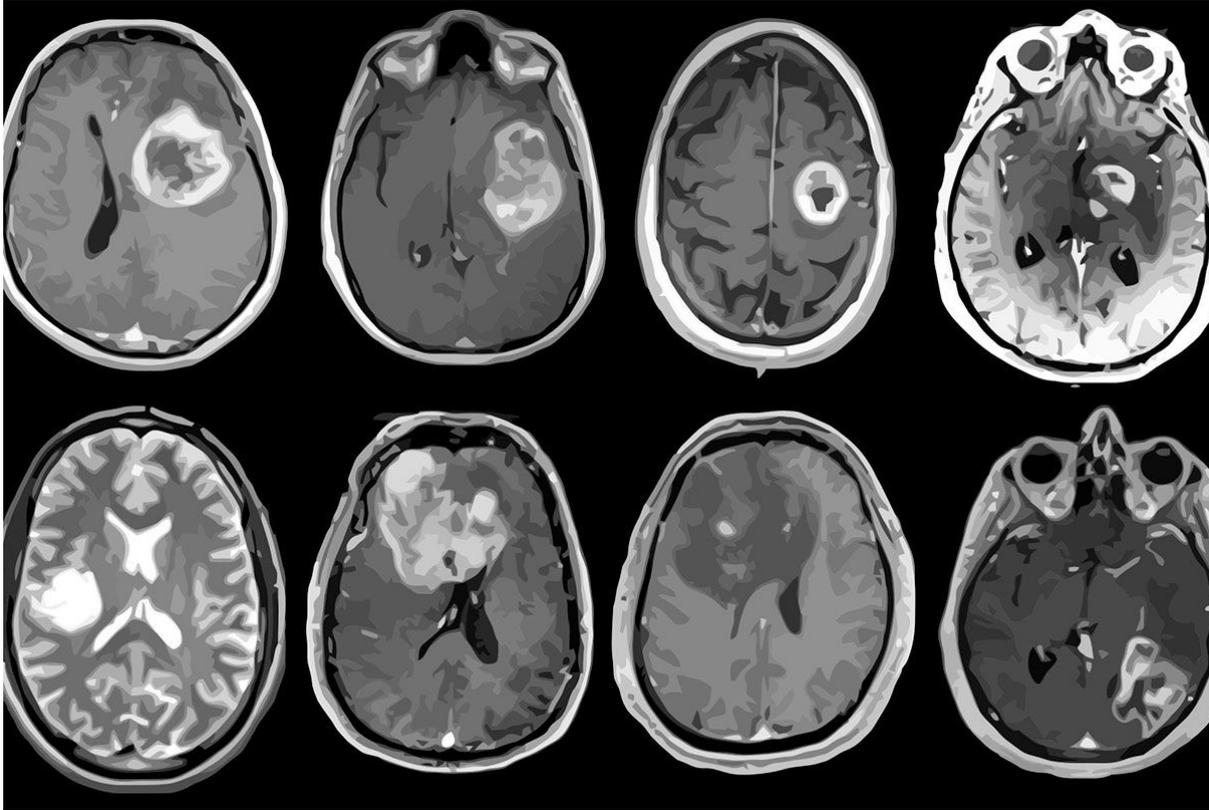


input image



“cat”

# Applications in Medicine





# Image Classification



input image



“dog”

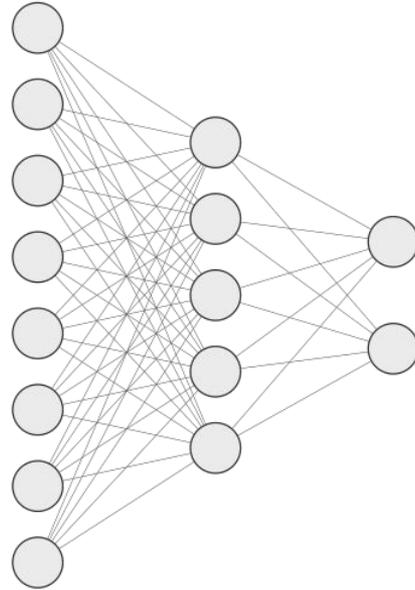


input image



“cat”

# How to use Multi-Layer Perceptron for image classification?



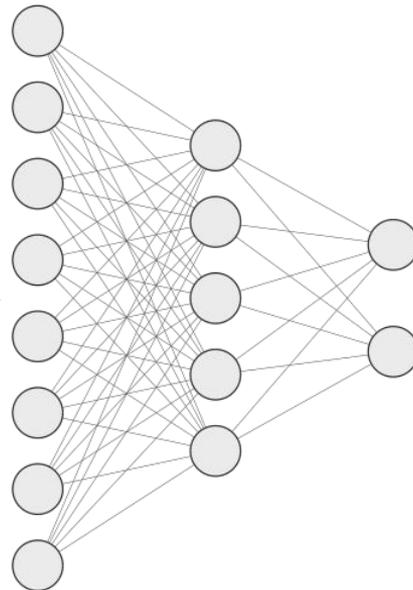
# How to use Multi-Layer Perceptron for image classification?



flatten →



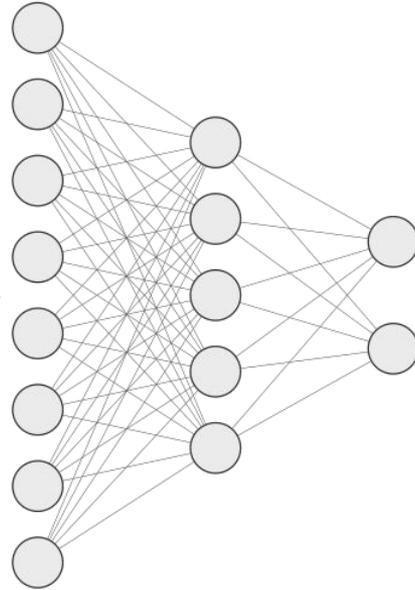
→



# Why not use a Multi-Layer Perceptron?

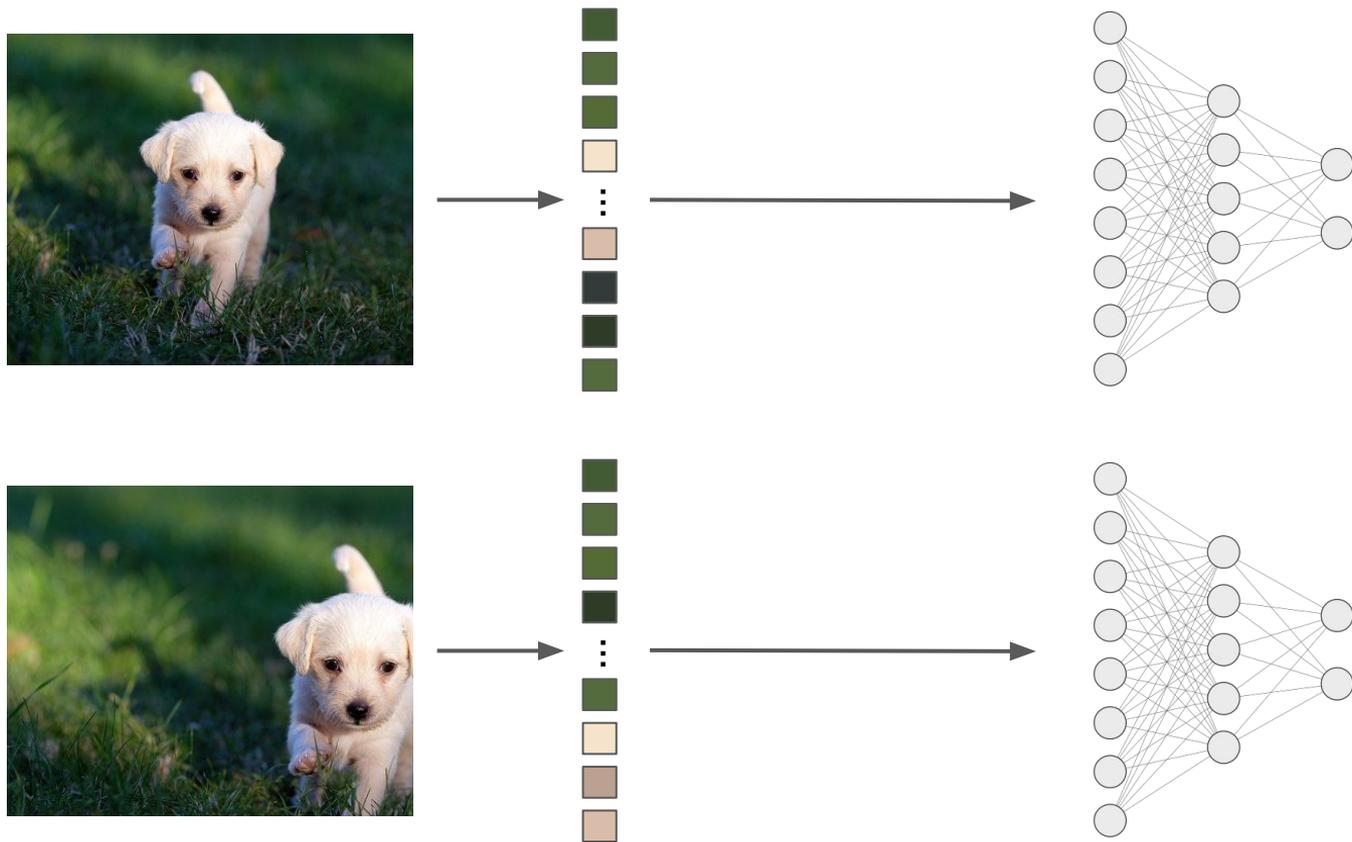


flatten →

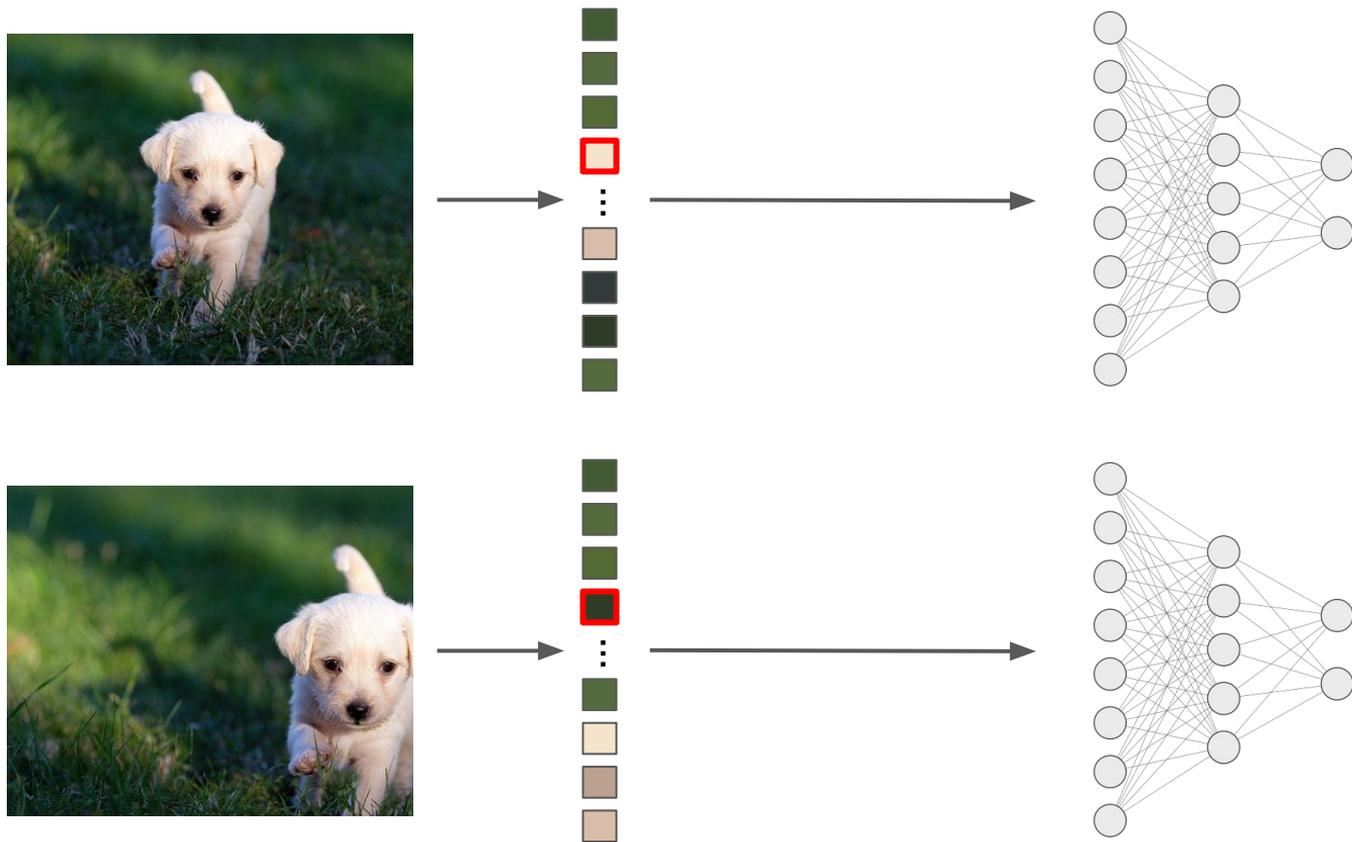


Which pixels were next to each other?

# Why not use a Multi-Layer Perceptron?



# Why not use a Multi-Layer Perceptron?



# Why not use a Multi-Layer Perceptron?



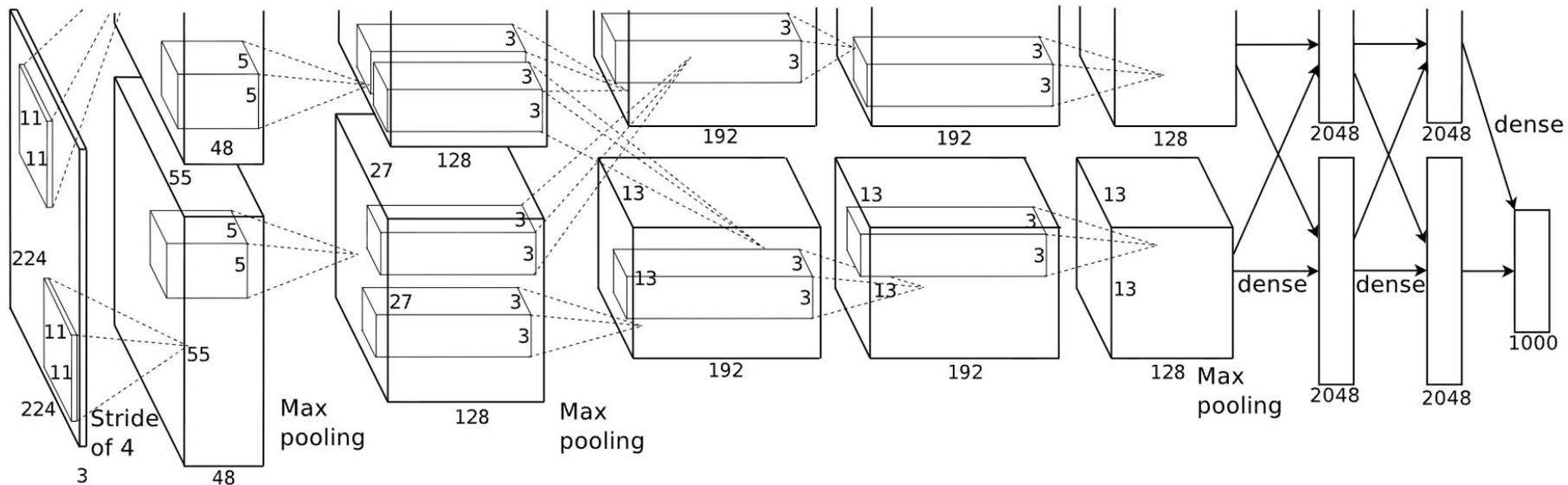
Our goal today

## Conv2d

```
class torch.nn.Conv2d(in_channels, out_channels, kernel_size, stride=1, padding=0,  
dilation=1, groups=1, bias=True, padding_mode='zeros', device=None, dtype=None) \[source\]
```



# Our goal today



# Convolutional Filters

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

“image”

\*

0	1	0
1	0	1
0	1	0

convolutional filter

# Convolutional Filters

1 x0	1 x1	1 x0	0	0
0 x1	0 x0	1 x1	1	0
0 x0	1 x1	0 x0	1	1
1	1	0	0	0
1	0	0	1	1

“image”

\*

0	1	0
1	0	1
0	1	0

convolutional filter

=

3		

# Convolutional Filters

1	1 <sub>x0</sub>	1 <sub>x1</sub>	0 <sub>x0</sub>	0
0	0 <sub>x1</sub>	1 <sub>x0</sub>	1 <sub>x1</sub>	0
0	1 <sub>x0</sub>	0 <sub>x1</sub>	1 <sub>x0</sub>	1
1	1	0	0	0
1	0	0	1	1

“image”

\*

0	1	0
1	0	1
0	1	0

convolutional filter

=

3	2	

# Convolutional Filters

1	1	1 <sub>x0</sub>	0 <sub>x1</sub>	0 <sub>x0</sub>
0	0	1 <sub>x1</sub>	1 <sub>x0</sub>	0 <sub>x1</sub>
0	1	0 <sub>x0</sub>	1 <sub>x1</sub>	1 <sub>x0</sub>
1	1	0	0	0
1	0	0	1	1

“image”

\*

0	1	0
1	0	1
0	1	0

convolutional filter

=

3	2	2

# Convolutional Filters

1	1	1	0	0
0 <sub>x0</sub>	0 <sub>x1</sub>	1 <sub>x0</sub>	1	0
0 <sub>x1</sub>	1 <sub>x0</sub>	0 <sub>x1</sub>	1	1
1 <sub>x0</sub>	1 <sub>x1</sub>	0 <sub>x0</sub>	0	0
1	0	0	1	1

“image”

\*

0	1	0
1	0	1
0	1	0

convolutional filter

=

3	2	2
1		

# Convolutional Filters

1	1	1	0	0
0	0 <sub>x0</sub>	1 <sub>x1</sub>	1 <sub>x0</sub>	0
0	1 <sub>x1</sub>	0 <sub>x0</sub>	1 <sub>x1</sub>	1
1	1 <sub>x0</sub>	0 <sub>x1</sub>	0 <sub>x0</sub>	0
1	0	0	1	1

“image”

\*

0	1	0
1	0	1
0	1	0

convolutional filter

=

3	2	2
1	3	

# Convolutional Filters

1	1	1	0	0
0	0	1 <sub>x0</sub>	1 <sub>x1</sub>	0 <sub>x0</sub>
0	1	0 <sub>x1</sub>	1 <sub>x0</sub>	1 <sub>x1</sub>
1	1	0 <sub>x0</sub>	0 <sub>x1</sub>	0 <sub>x0</sub>
1	0	0	1	1

“image”

\*

0	1	0
1	0	1
0	1	0

convolutional filter

=

3	2	2
1	3	2

# Convolutional Filters

1	1	1	0	0
0	0	1	1	0
0 <sub>x0</sub>	1 <sub>x1</sub>	0 <sub>x0</sub>	1	1
1 <sub>x1</sub>	1 <sub>x0</sub>	0 <sub>x1</sub>	0	0
1 <sub>x0</sub>	0 <sub>x1</sub>	0 <sub>x0</sub>	1	1

“image”

\*

0	1	0
1	0	1
0	1	0

convolutional filter

=

3	2	2
1	3	2
2		

# Convolutional Filters

1	1	1	0	0
0	0	1	1	0
0	1 <sub>x0</sub>	0 <sub>x1</sub>	1 <sub>x0</sub>	1
1	1 <sub>x1</sub>	0 <sub>x0</sub>	0 <sub>x1</sub>	0
1	0 <sub>x0</sub>	0 <sub>x1</sub>	1 <sub>x0</sub>	1

“image”

\*

0	1	0
1	0	1
0	1	0

convolutional filter

=

3	2	2
1	3	2
2	1	

# Convolutional Filters

1	1	1	0	0
0	0	1	1	0
0	1	0 <sub>x0</sub>	1 <sub>x1</sub>	1 <sub>x0</sub>
1	1	0 <sub>x1</sub>	0 <sub>x0</sub>	0 <sub>x1</sub>
1	0	0 <sub>x0</sub>	1 <sub>x1</sub>	1 <sub>x0</sub>

"image"

\*

0	1	0
1	0	1
0	1	0

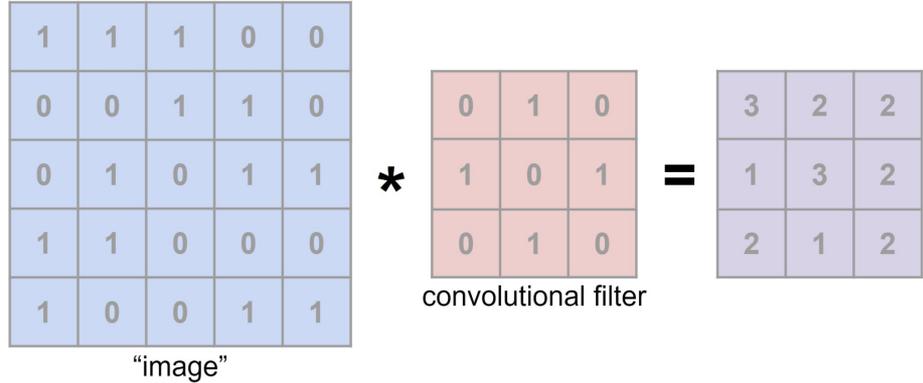
convolutional filter

=

3	2	2
1	3	2
2	1	2

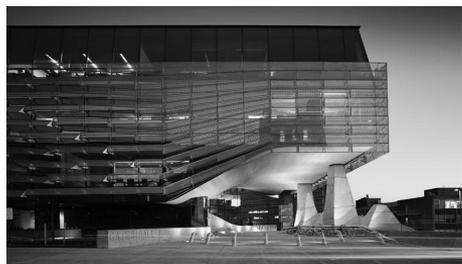
# Convolutional Filters

- ❖ Aggregates information from local window around pixel
- ❖ Translational invariance
- ❖ Reduce number of parameters needed to be learned



# Discuss with your Neighbor!

Match the following convolutional filters with the output they produce.

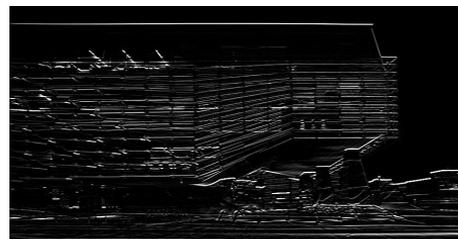
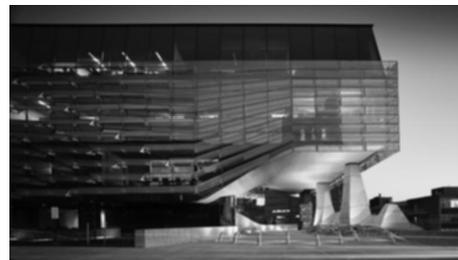
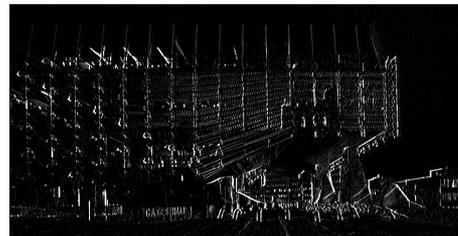


input image

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

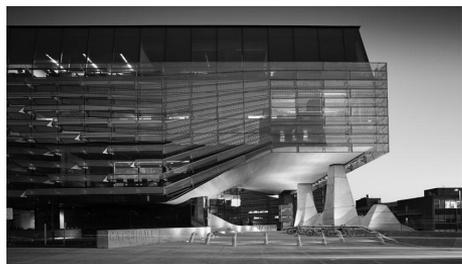
-1	0	1
-1	0	1
-1	0	1

$1/9$	$1/9$	$1/9$
$1/9$	$1/9$	$1/9$
$1/9$	$1/9$	$1/9$



# Discuss with your Neighbor!

Match the following convolutional filters with the output they produce.

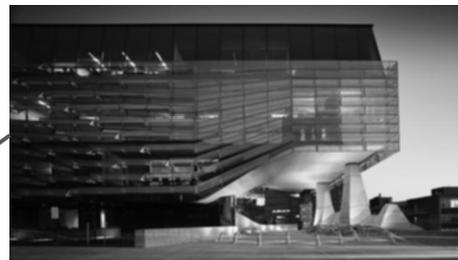


input image

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

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

$1/9$	$1/9$	$1/9$
$1/9$	$1/9$	$1/9$
$1/9$	$1/9$	$1/9$



# Convolutional Filters

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

"image"

\*

0	1	0
1	0	1
0	1	0

convolutional filter

=

3	2	2
1	3	2
2	1	2



can learn this!

# Convolutional Filters

1 x0	1 x1	1 x0	0	0
0 x1	0 x0	1 x1	1	0
0 x0	1 x1	0 x0	1	1
1	1	0	0	0
1	0	0	1	1

“image”

\*

0	1	0
1	0	1
0	1	0

convolutional filter

=

3		

# Convolutional Filters

1	1	1	0	0
0	0	1	1	0
0	1	0 <sub>x0</sub>	1 <sub>x1</sub>	1 <sub>x0</sub>
1	1	0 <sub>x1</sub>	0 <sub>x0</sub>	0 <sub>x1</sub>
1	0	0 <sub>x0</sub>	1 <sub>x1</sub>	1 <sub>x0</sub>

"image"

\*

0	1	0
1	0	1
0	1	0

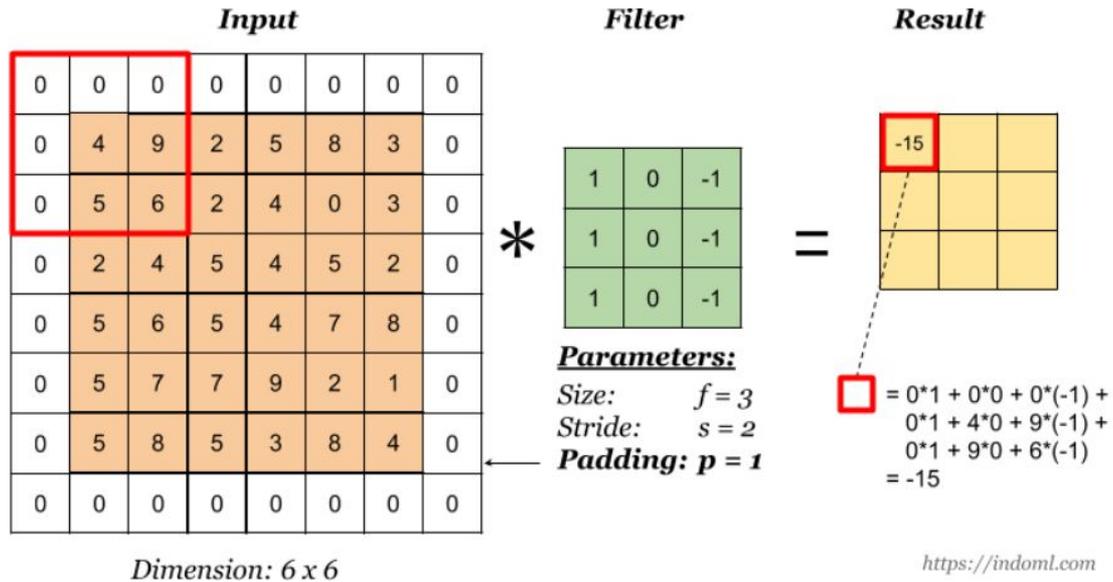
convolutional filter

=

3	2	2
1	3	2
2	1	2

# CNNs - Padding

- ❖ Padding adds layers of zeros (or other number) around image border
- ❖ Prevents image shrinking and loss of information from image boundary



# CNNs - Padding

◀ mode : *{'full', 'valid', 'same'}, optional*

'full':

By default, mode is 'full'. This returns the convolution at each point of overlap, with an output shape of  $(N+M-1,)$ . At the end-points of the convolution, the signals do not overlap completely, and boundary effects may be seen.

'same':

Mode 'same' returns output of length  $\max(M, N)$ . Boundary effects are still visible.

'valid':

Mode 'valid' returns output of length  $\max(M, N) - \min(M, N) + 1$ . The convolution product is only given for points where the signals overlap completely. Values outside the signal boundary have no effect.

# CNNs - Padding

mode : *{'full', 'valid', 'same'}, optional*

'full':

By default, mode is 'full'. This returns the convolution at each point of the input with an output shape of  $(N+M-1,)$ . At the end-points of the convolution signals do not overlap completely, and boundary effects may be seen.

'same':

Mode 'same' returns output of length  $\max(M, N)$ . Boundary effects are visible.

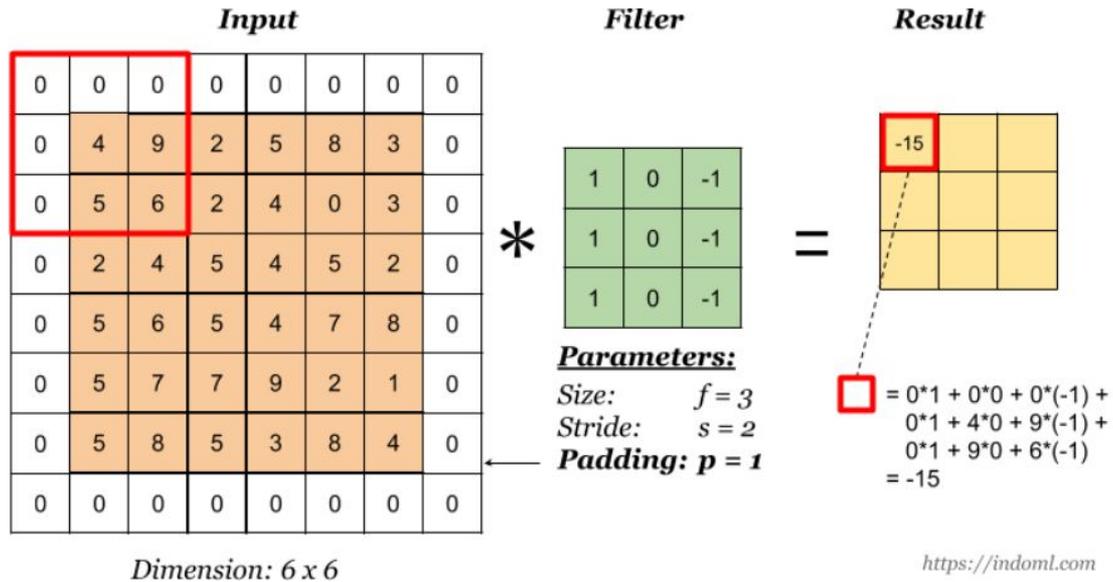
'valid':

Mode 'valid' returns output of length  $\max(M, N) - \min(M, N) + 1$ . The convolution product is only given for points where the signals overlap completely. Values outside the signal boundary have no effect.

x0	x1	x0				
x1	x0	x1				
x0	x1	1	1	1	0	0
		0	0	1	1	0
		0	1	0	1	1
		1	1	0	0	0
		1	0	0	1	1

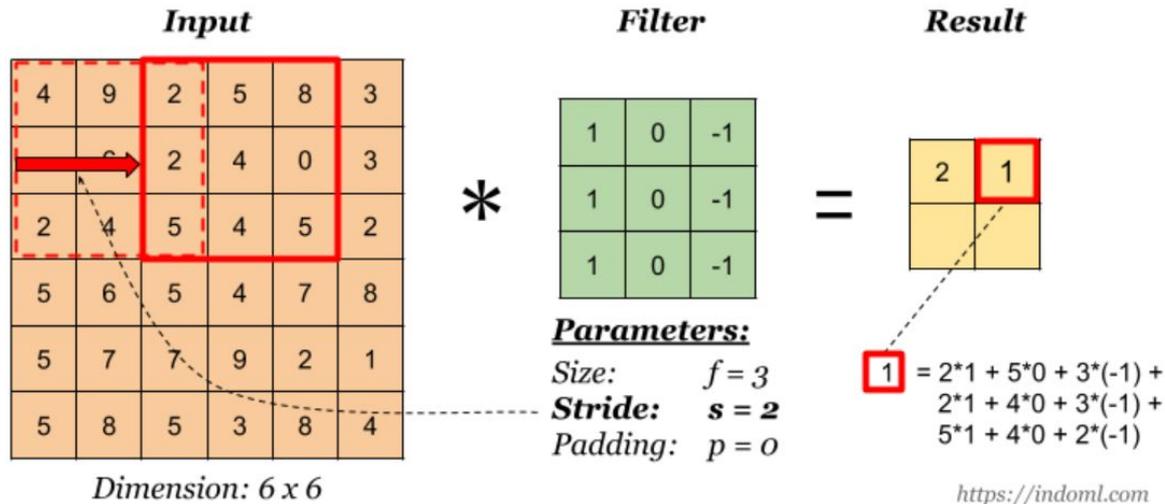
# CNNs - Padding

- padding** controls the amount of padding applied to the input. It can be either a string {'valid', 'same'} or an int / a tuple of ints giving the amount of implicit padding applied on both sides.

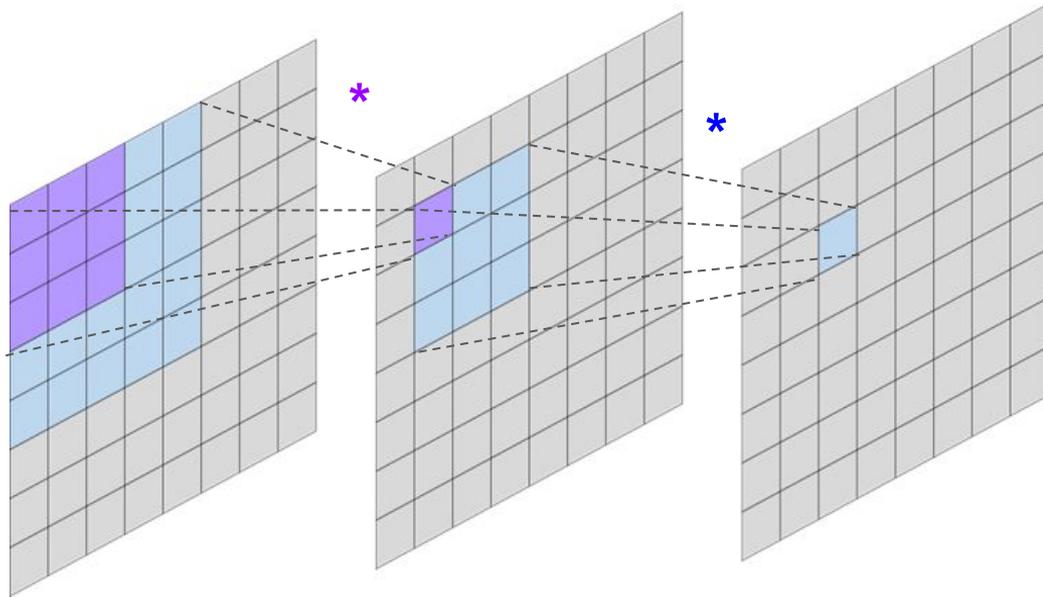


# CNNs - Stride

- ❖ Stride controls how many units the filter / the receptive field shift at a time
- ❖ The size of the output image shrinks more as the stride becomes larger
- ❖ The receptive fields overlap less as the stride becomes larger

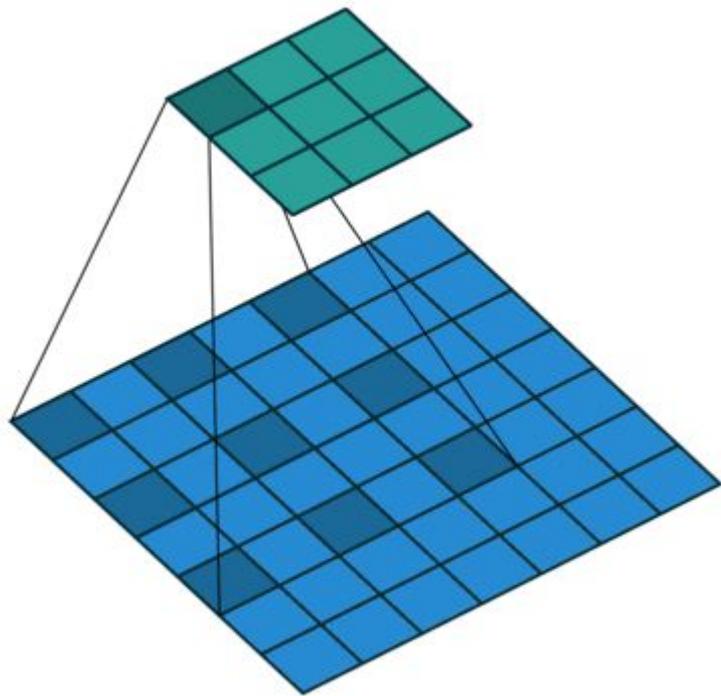
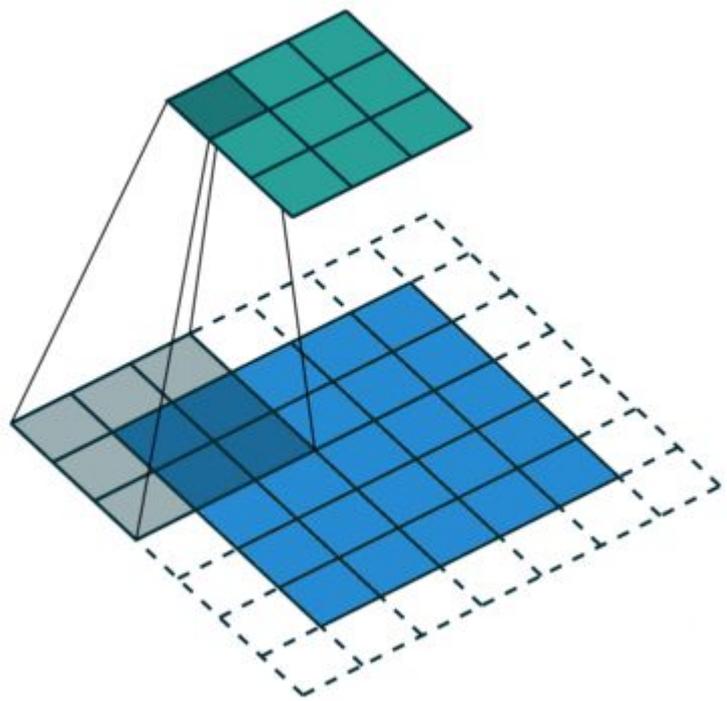


# Stacking Convolutions



- ❖ Size of receptive field increases with each layer
- ❖ Capture more complex features

# Dilated Convolutions



# Dilated convolution or Atrous convolution?

## SEMANTIC IMAGE SEGMENTATION WITH DEEP CONVOLUTIONAL NETS AND FULLY CONNECTED CRFS

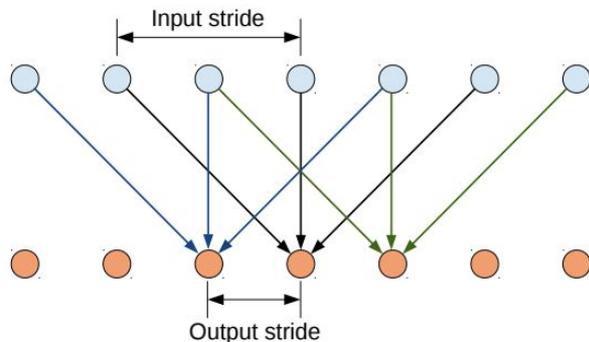
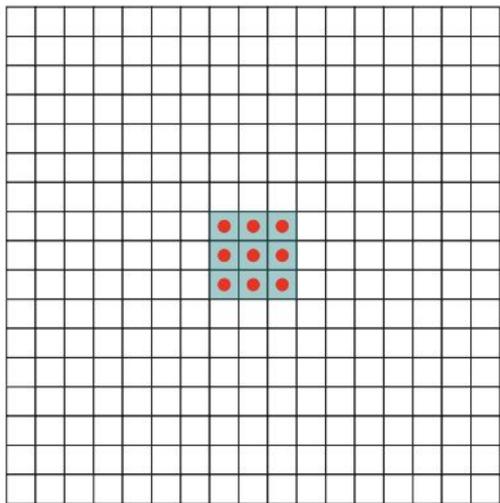


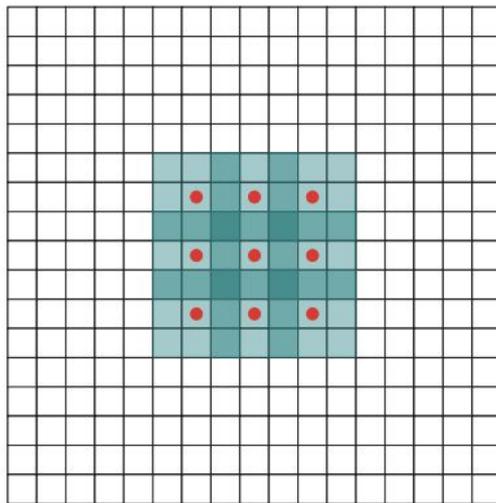
Figure 1: Illustration of the hole algorithm in 1-D, when  $kernel\_size = 3$ ,  $input\_stride = 2$ , and  $output\_stride = 1$ .

# Dilated convolution or Atrous convolution?

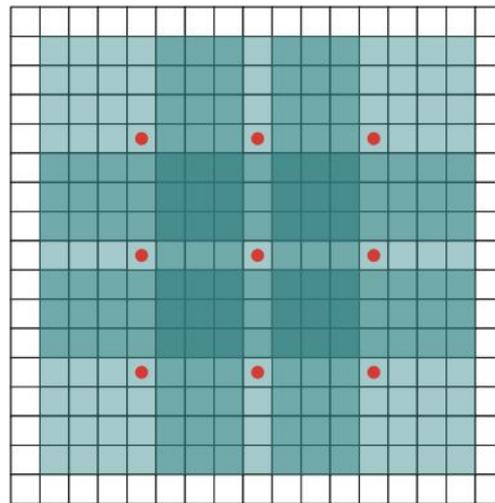
## MULTI-SCALE CONTEXT AGGREGATION BY DILATED CONVOLUTIONS



(a)

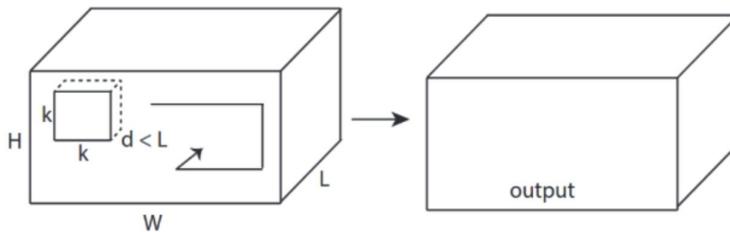
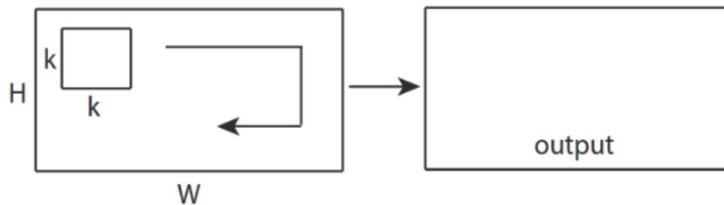


(b)



(c)

# 1D and 3D Convolutions



# Convolutional Filters

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

"image"

\*

0	1	0
1	0	1
0	1	0

convolutional filter

=

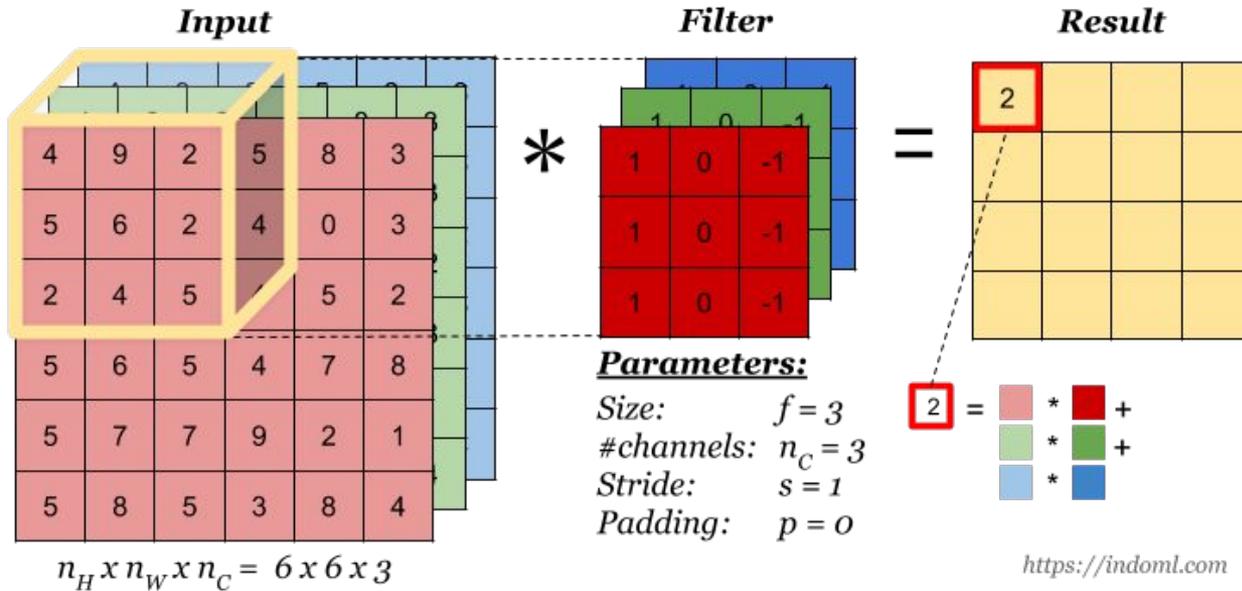
3	2	2
1	3	2
2	1	2



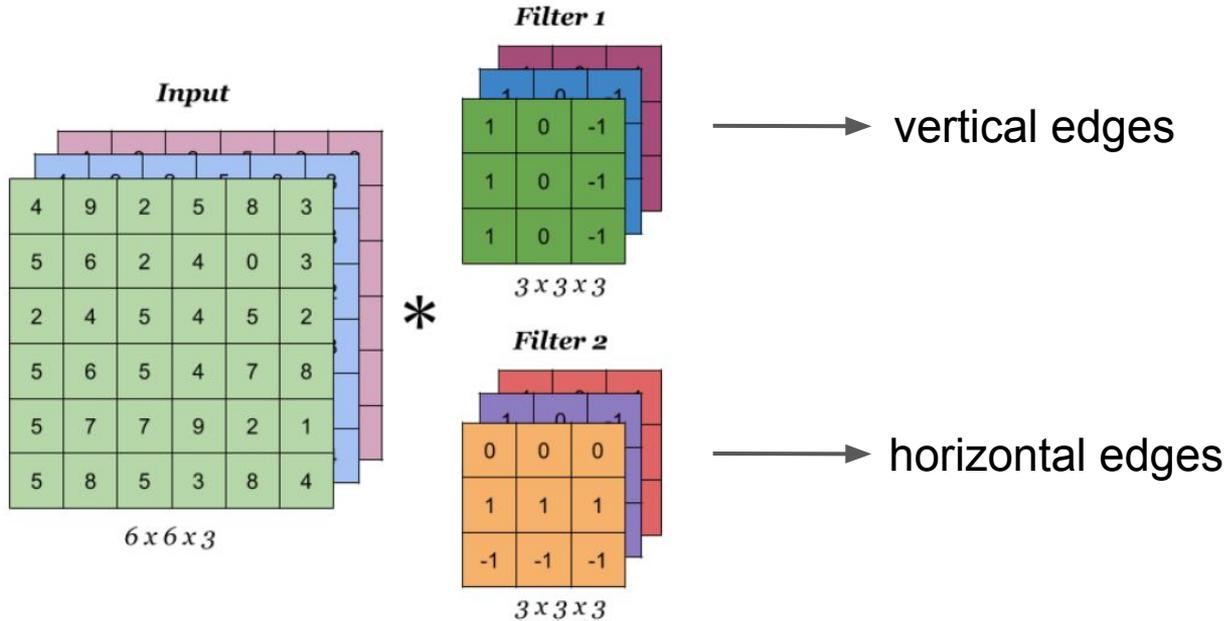
can learn this!

# Multiple Input Channels: Convolution Over Volumes

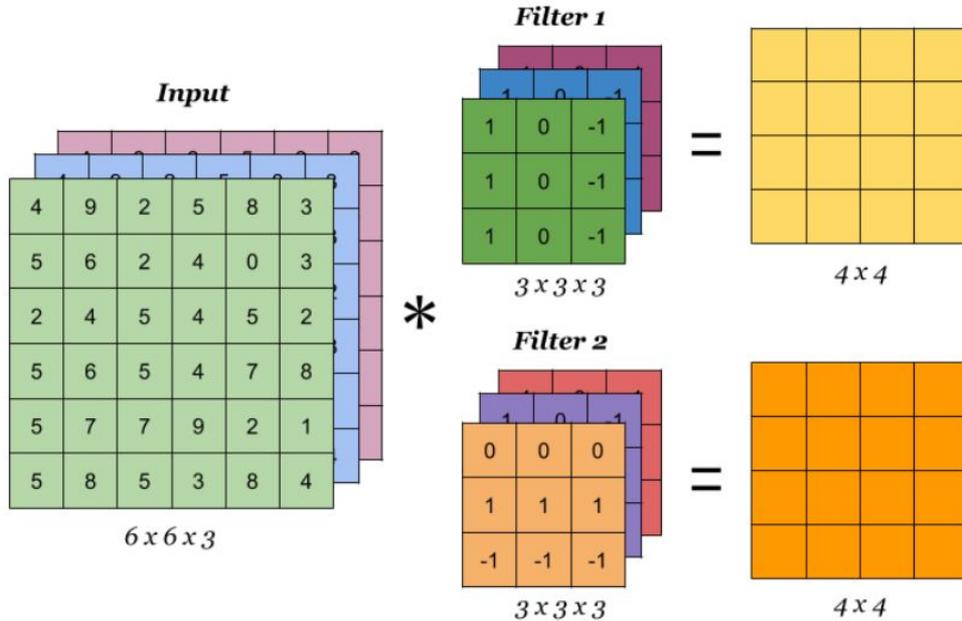
What if our input image has more than one channel?



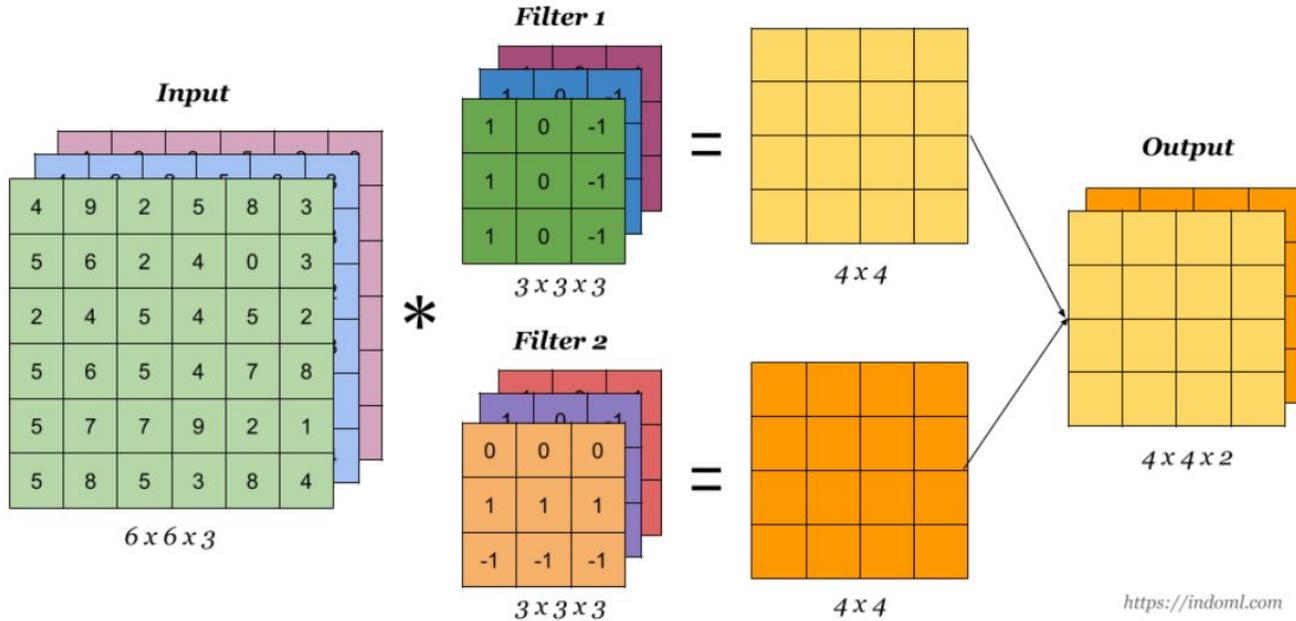
# Multiple Output Channels: Multiple Filters



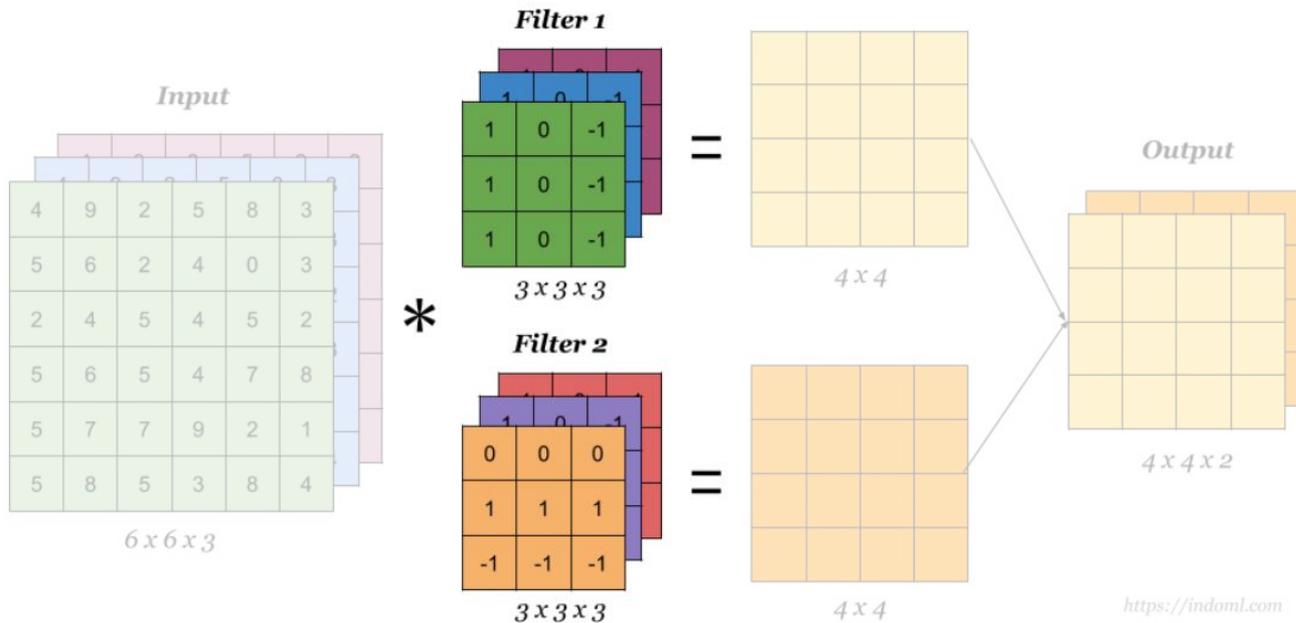
# Multiple Output Channels: Multiple Filters



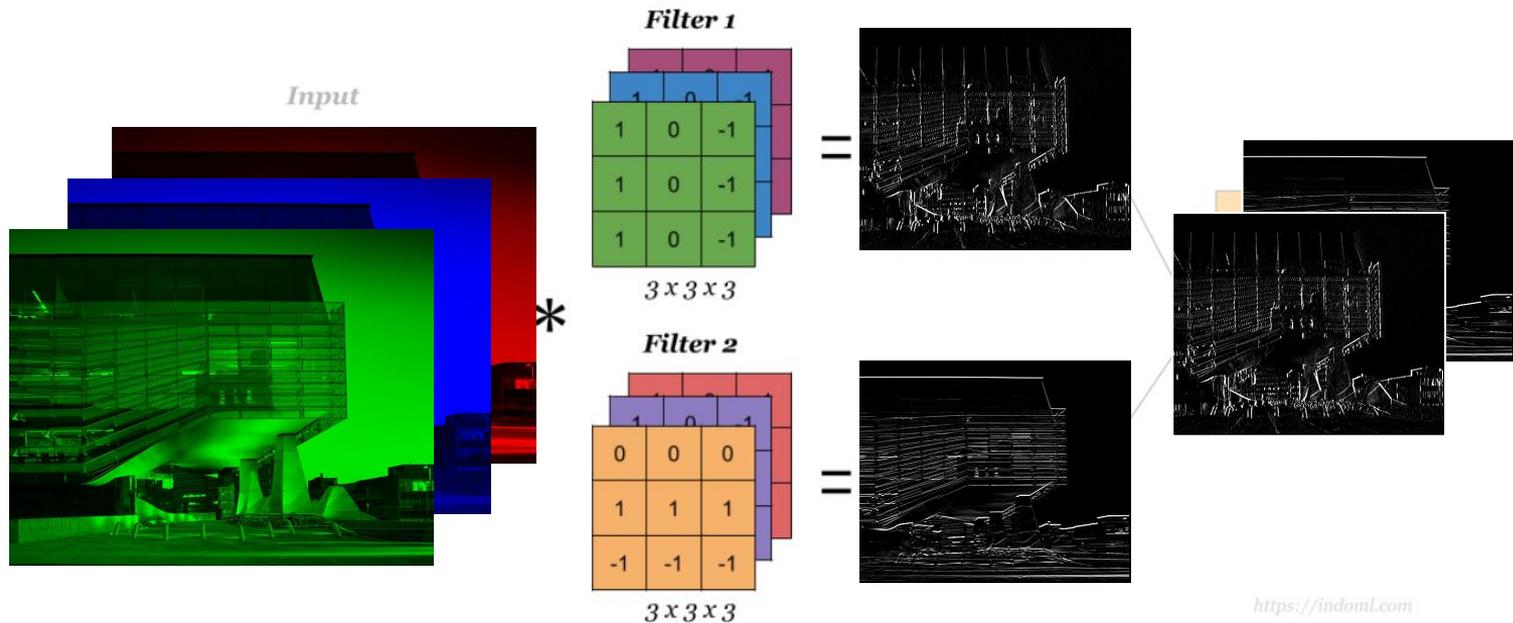
# Multiple Output Channels: Multiple Filters



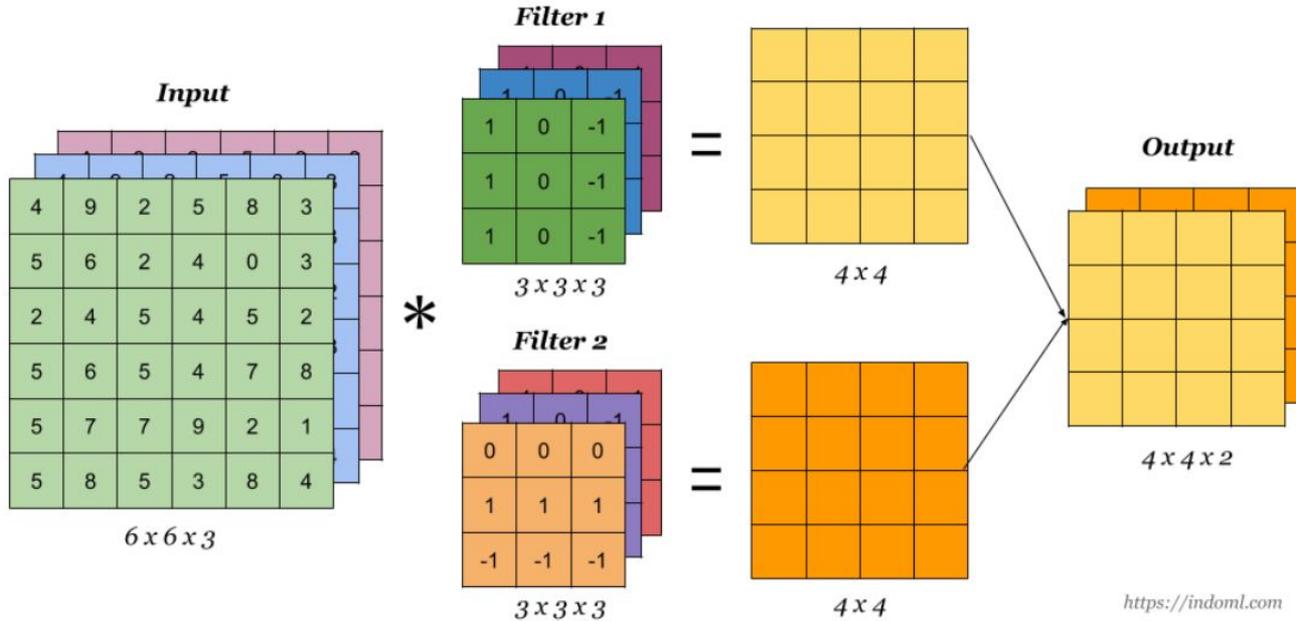
# Multiple Output Channels: Multiple Filters



# Multiple Output Channels: Multiple Filters

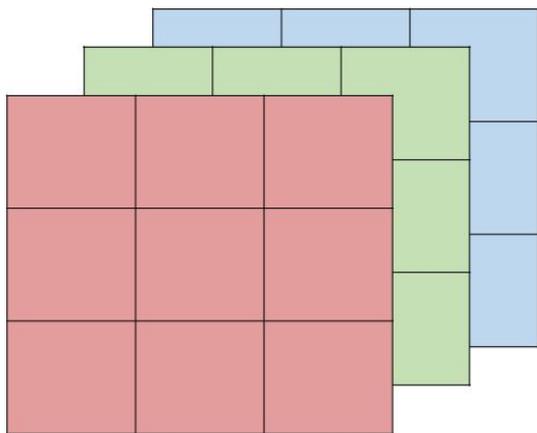


# Multiple Output Channels: Multiple Filters

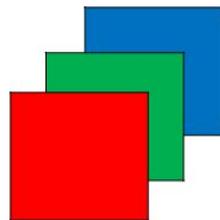


# Slight Detour: 1x1 convolutions

input



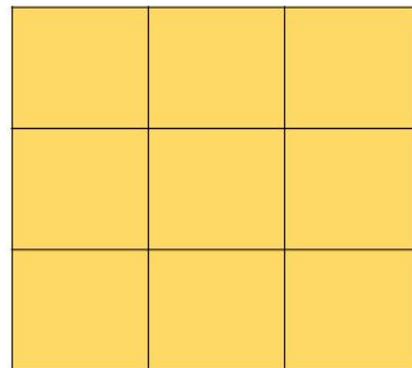
filter



\*

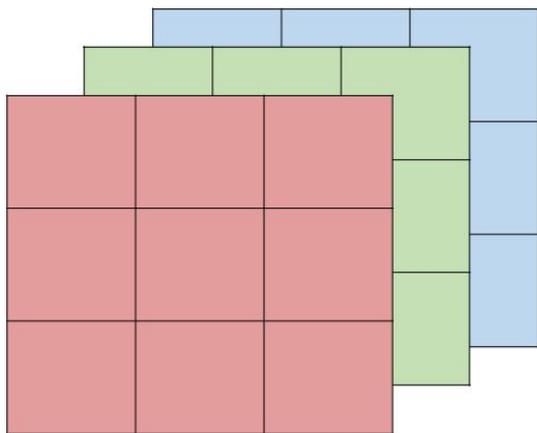
=

output



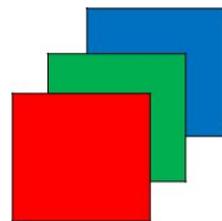
# Slight Detour: 1x1 convolutions

input



$3 \times 3 \times 3$

filter

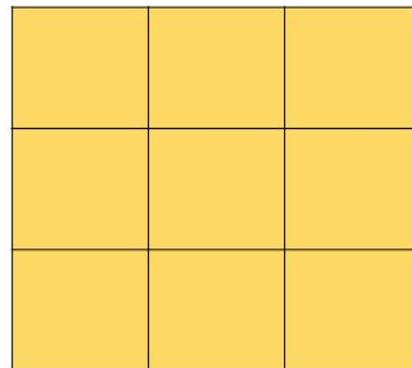


$1 \times 1 \times 3$

\*

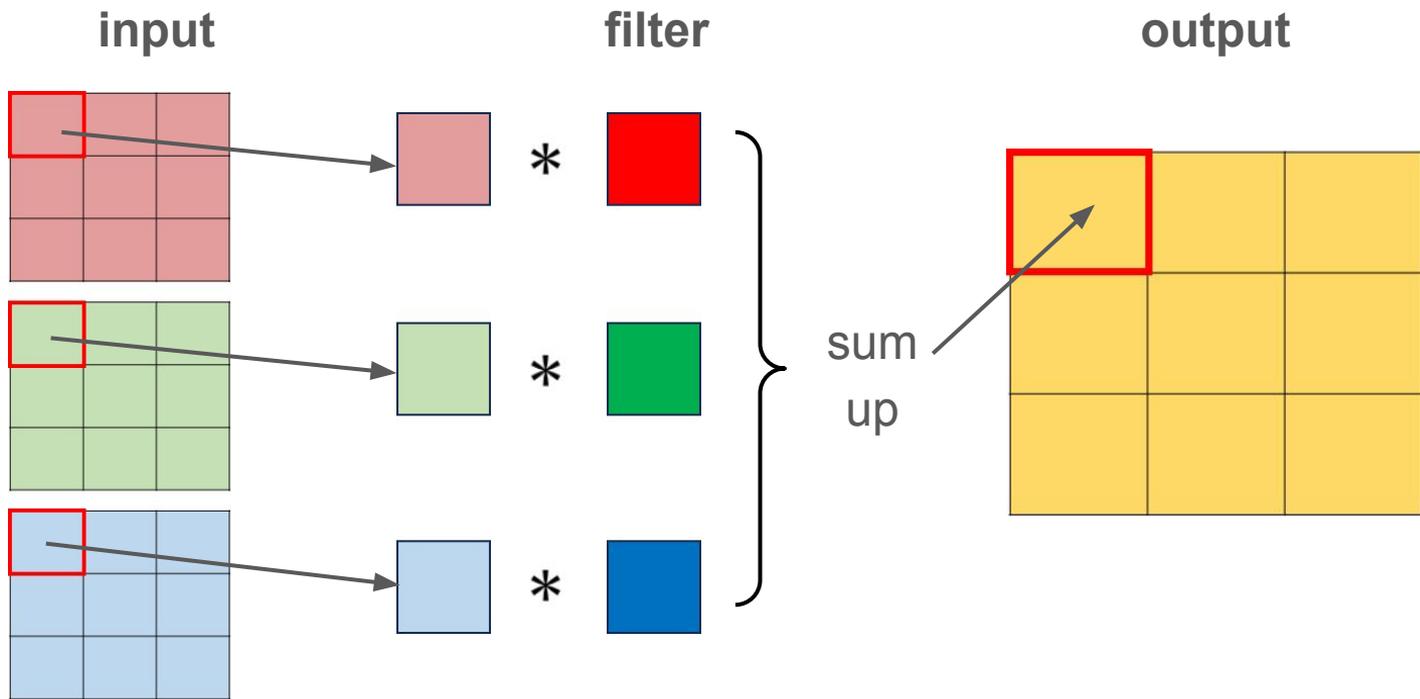
=

output

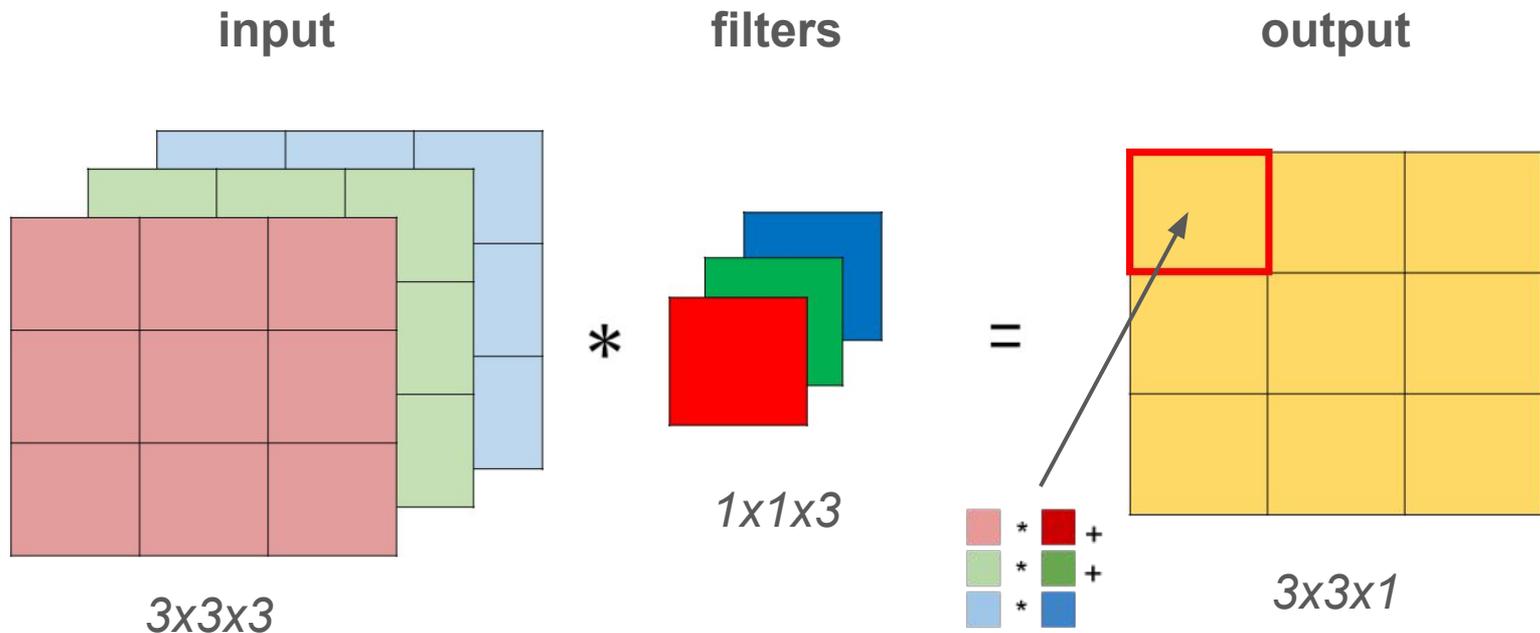


$3 \times 3 \times 1$

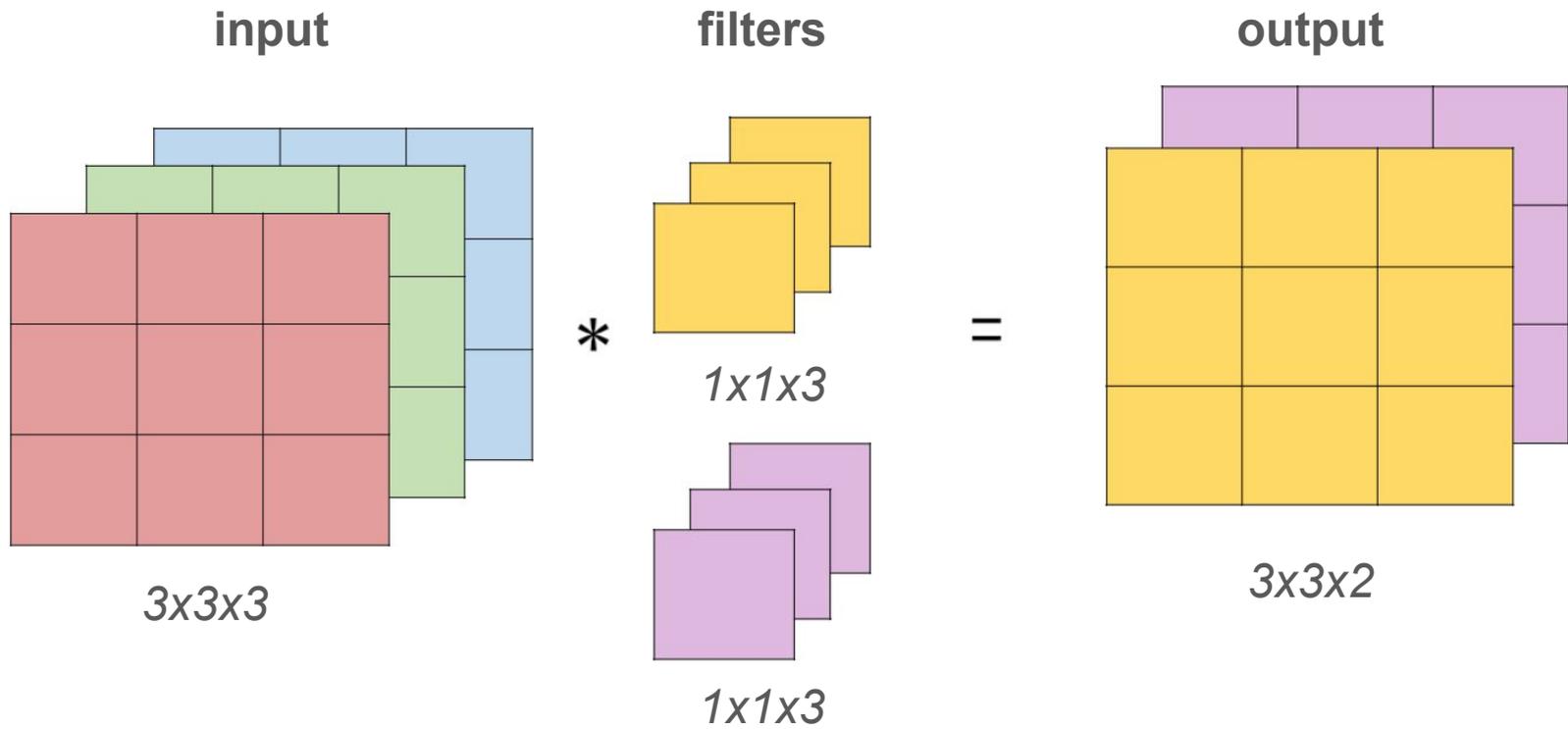
# Slight Detour: 1x1 convolutions



# Slight Detour: 1x1 convolutions

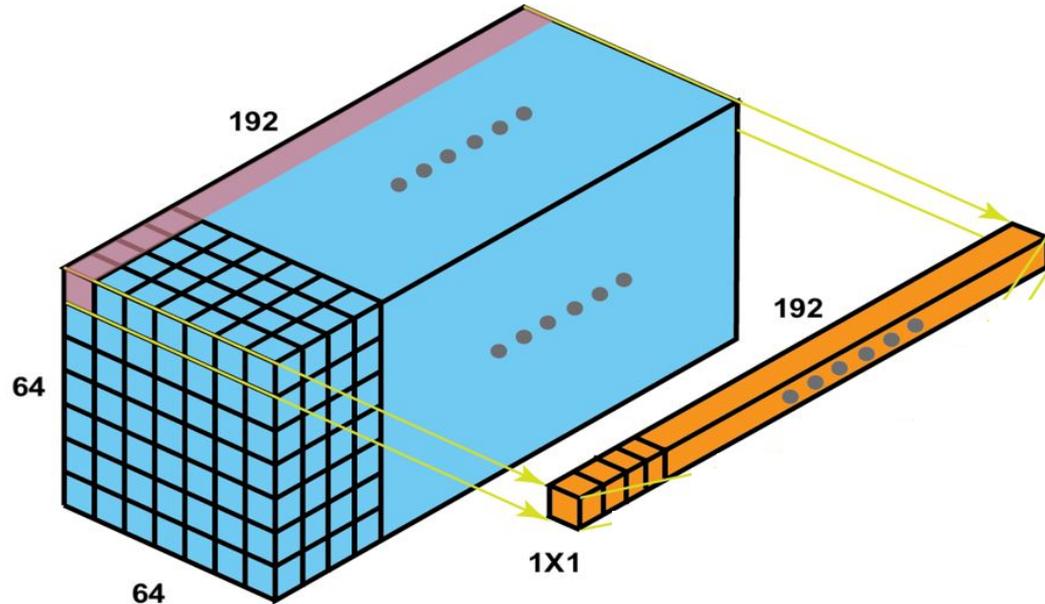


# Slight Detour: 1x1 convolutions

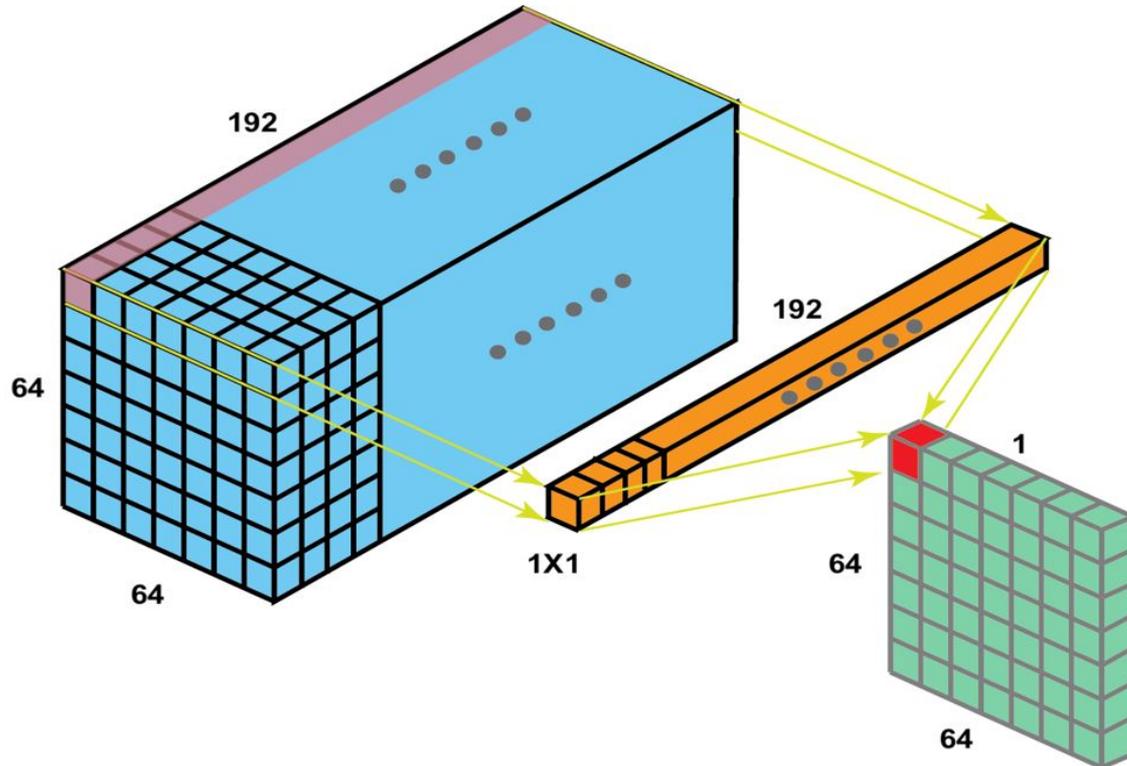


## Discuss: 1x1 Convolutions

What is the result of convolving a 64x64x192 dimensional cube with a 1x1 filter?

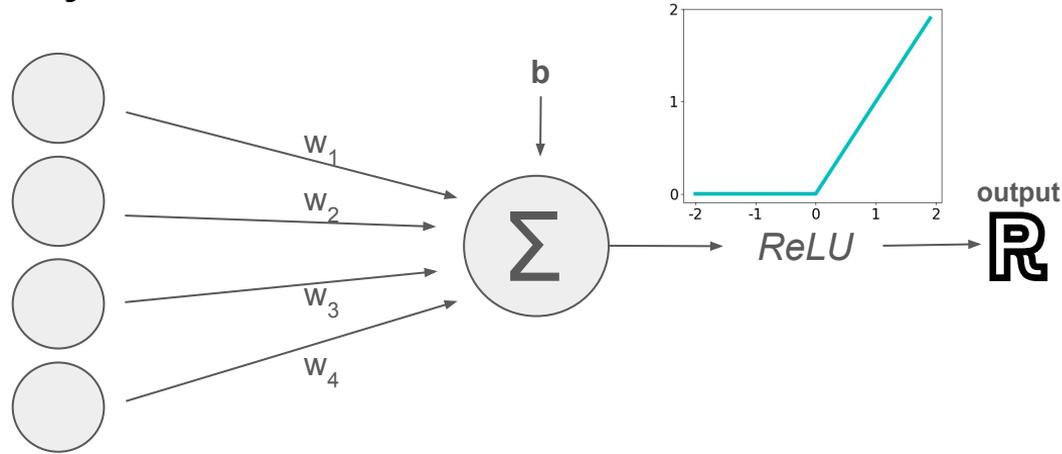


# 1x1 Convolutions

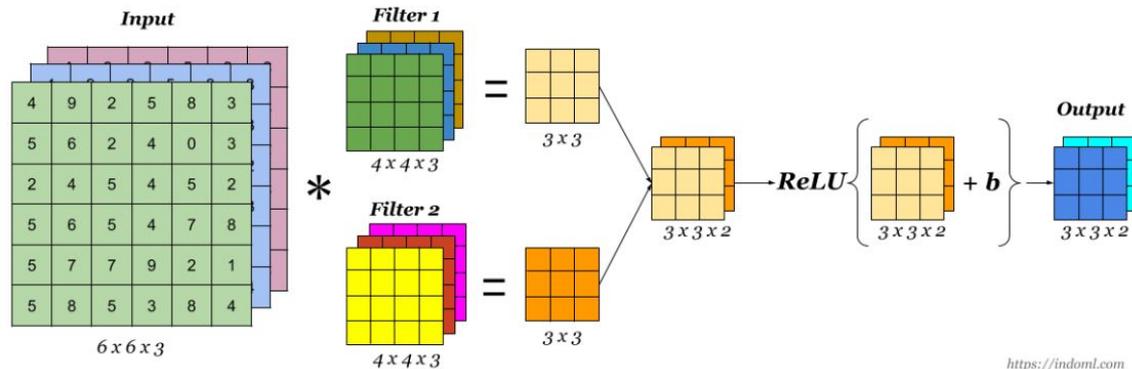


# Convolution Layer

MLP Layer



Convolution Layer

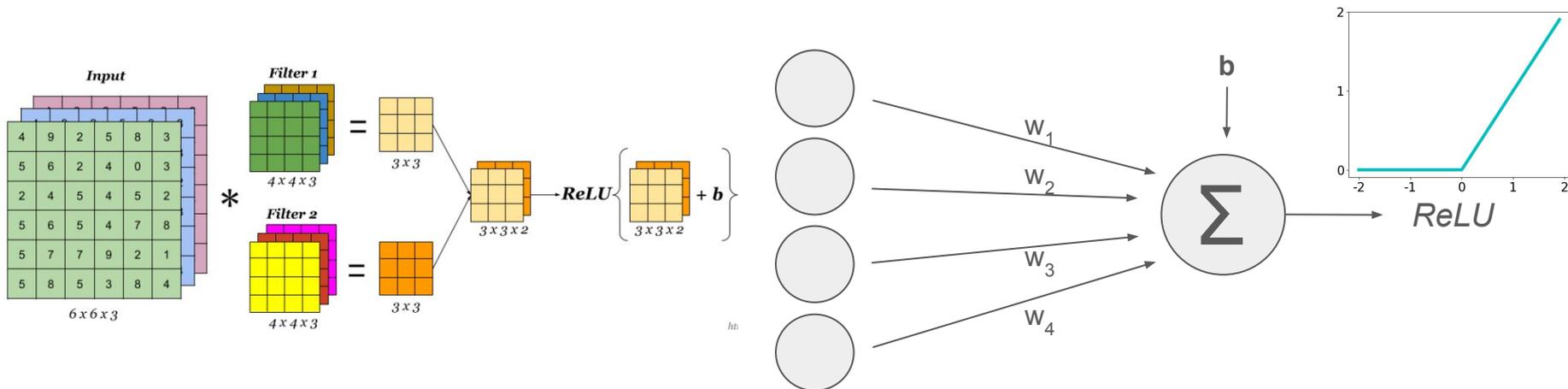


# CNN/MLP Equivalence

Differences in a convolution layer:

- neurons are connected to a local region
- Weights are shared across multiple parameters

CONV layers can be converted to Fully connected layers and vice versa!



# Convolutional Filters

1	1	1	0	0
0	0	1	1	0
0	1	0 <sub>x0</sub>	1 <sub>x1</sub>	1 <sub>x0</sub>
1	1	0 <sub>x1</sub>	0 <sub>x0</sub>	0 <sub>x1</sub>
1	0	0 <sub>x0</sub>	1 <sub>x1</sub>	1 <sub>x0</sub>

"image"

\*

0	1	0
1	0	1
0	1	0

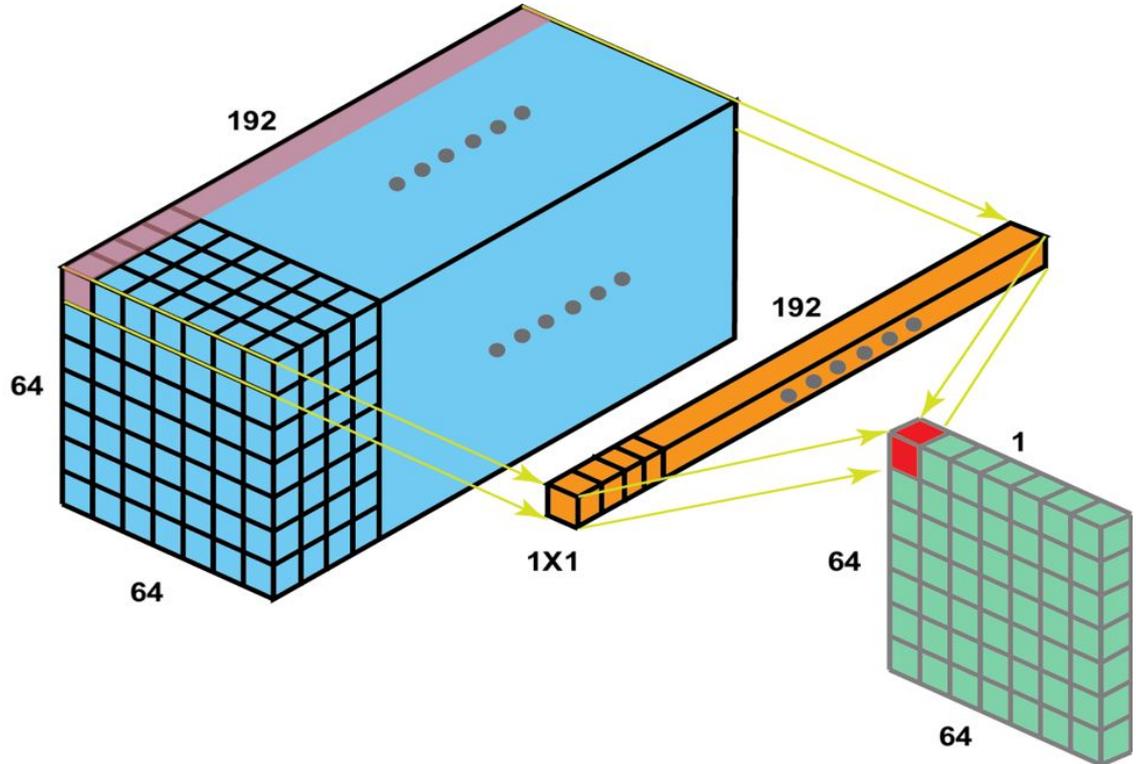
convolutional filter

=

3	2	2
1	3	2
2	1	2

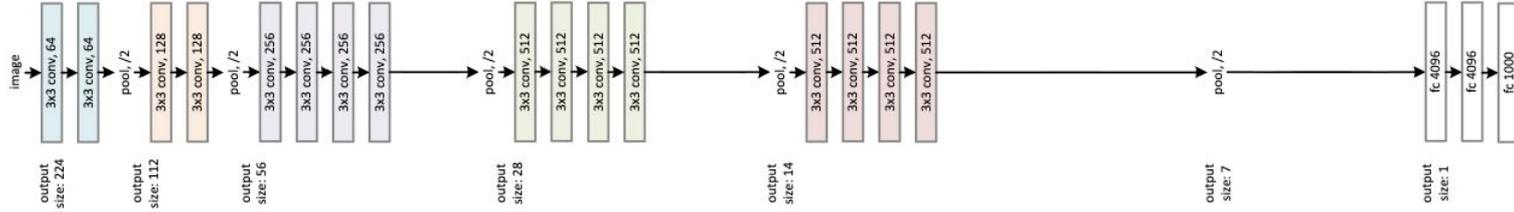
# Discuss: Trade-offs between CNNs and MLPs

How would this image change if you used an MLP instead of a  $1 \times 1$  convolution filter to produce a  $(64 \times 64 \times 1)$  feature map? Hint: think about parameter counts and feature interactions.

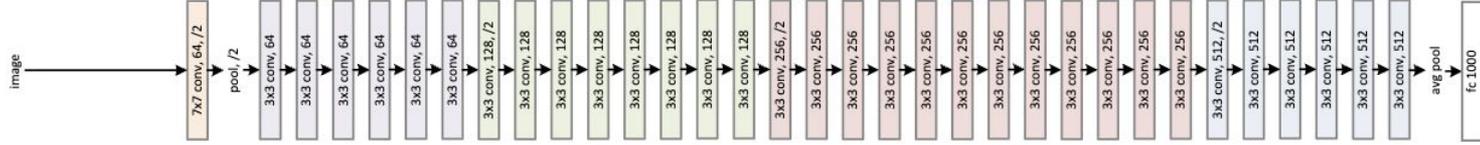


# Our goal today

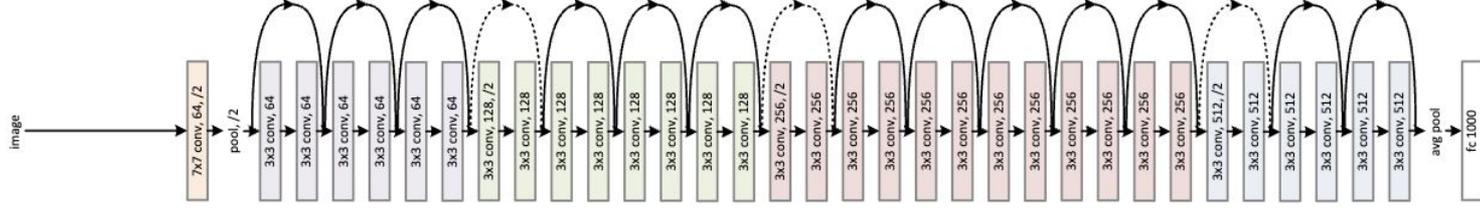
VGG-19



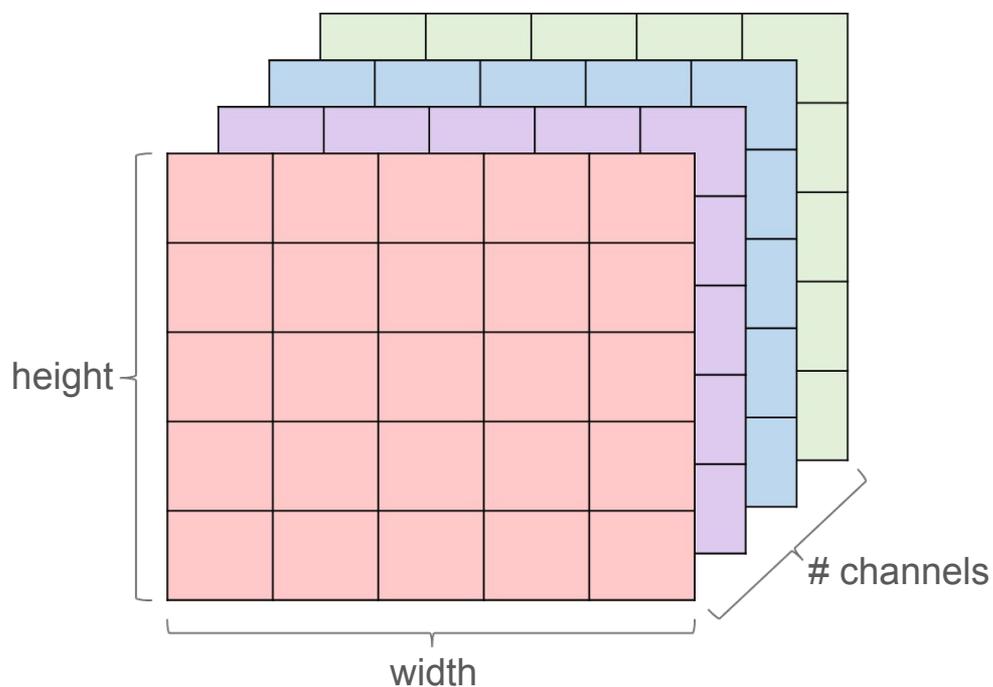
34-layer plain



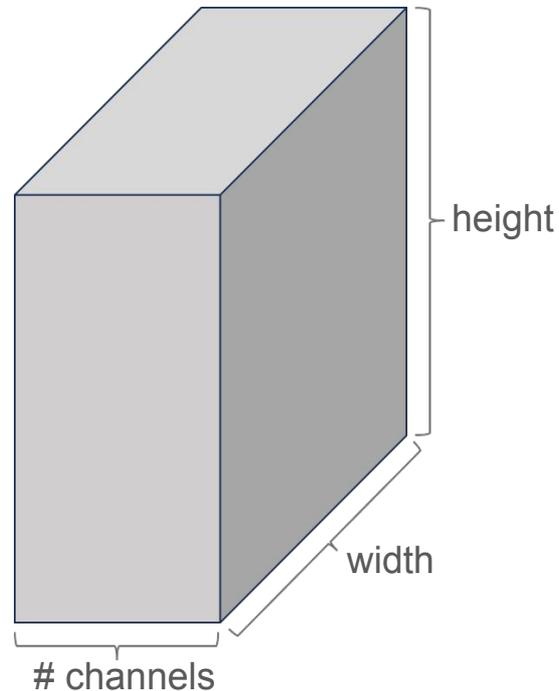
34-layer residual



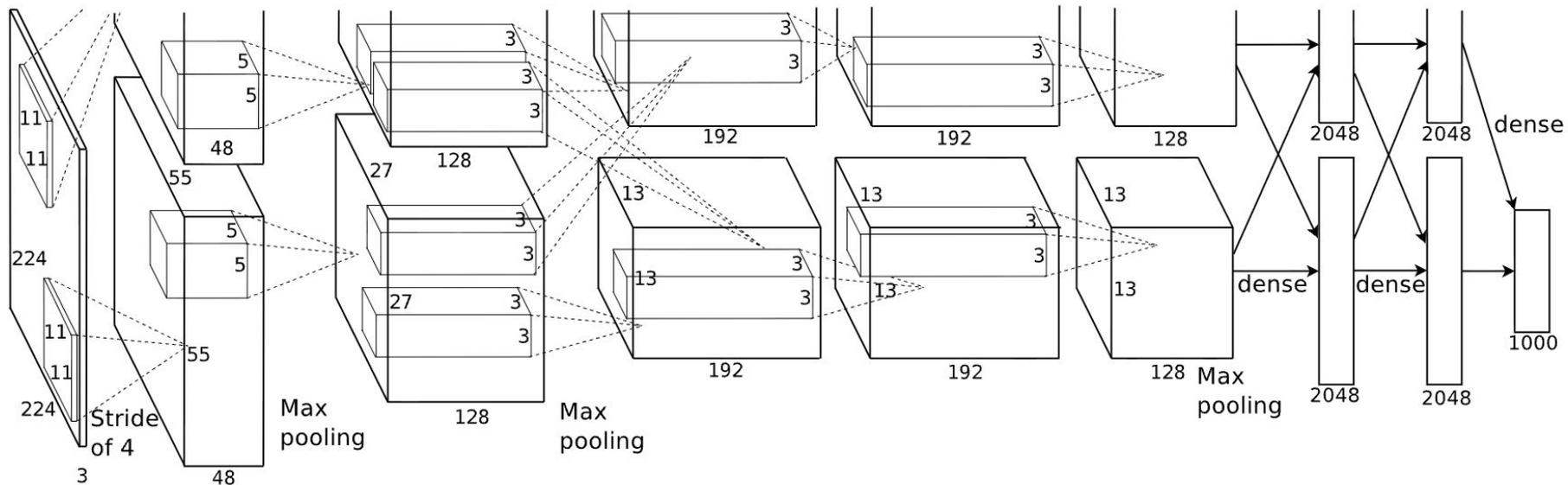
# CNN Layer Output Visualization



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# Our goal today



# Convolutional Neural Networks (CNNs)

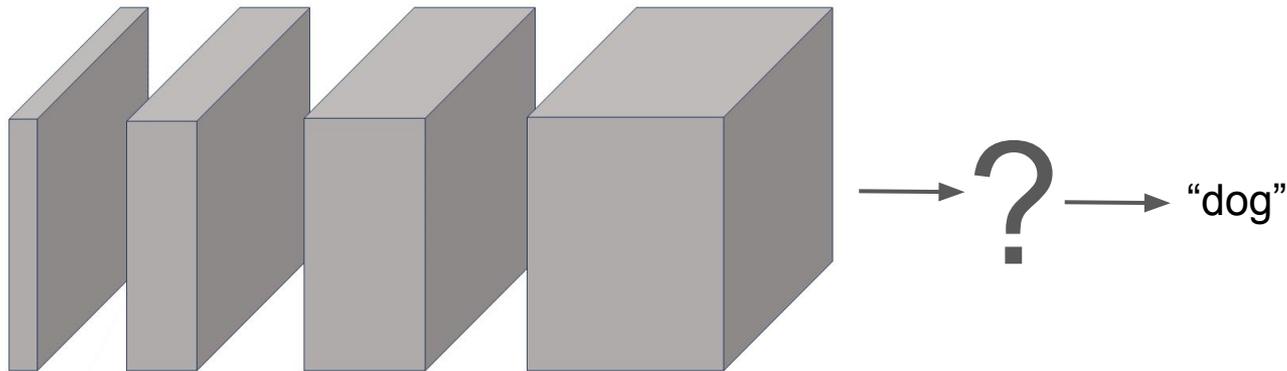
## ✓ Convolutions

Maintain spatial relation between pixels

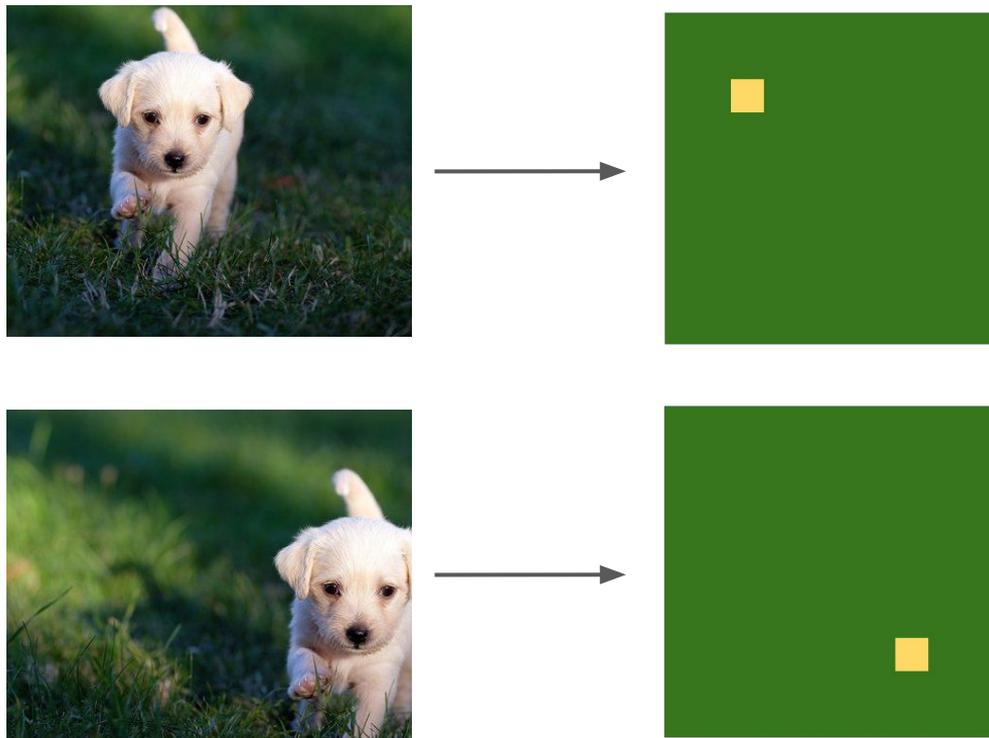
Reduce number of parameters through weight sharing



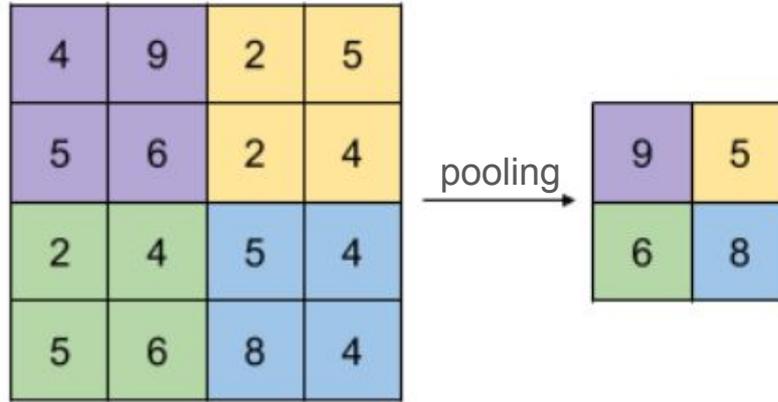
input image



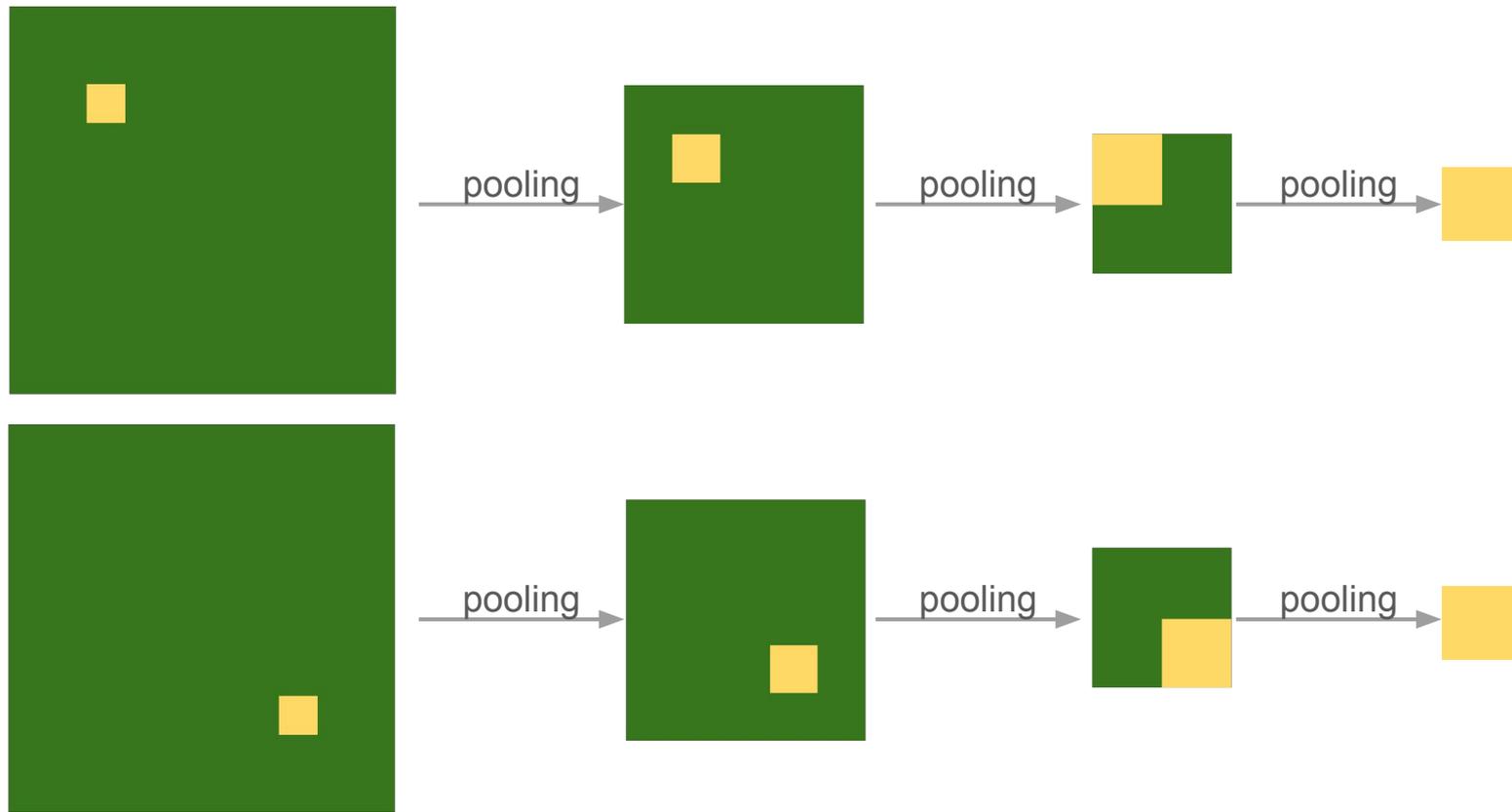
# Ensuring translational invariance



# Max Pooling



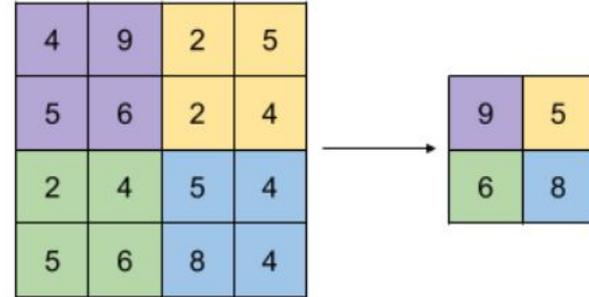
# CNNs - Pooling



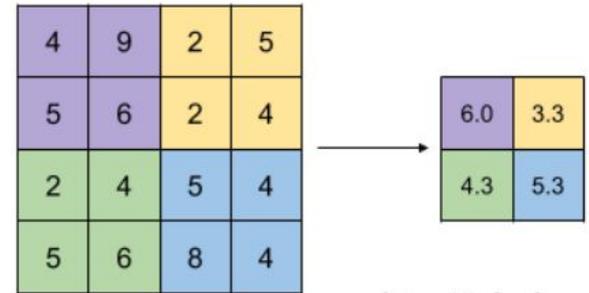
# CNNs - Pooling

- ❖ Down sample feature maps that highlight the most present feature in the patch
- ❖ Improve efficiency by reducing computations with downsampling
- ❖ Increase receptive field size

**Max Pooling**



**Avg Pooling**



# Convolutional Neural Networks (CNNs)

✓ Convolutions

Maintain spatial relation between pixels

Reduce number of parameters through weight sharing

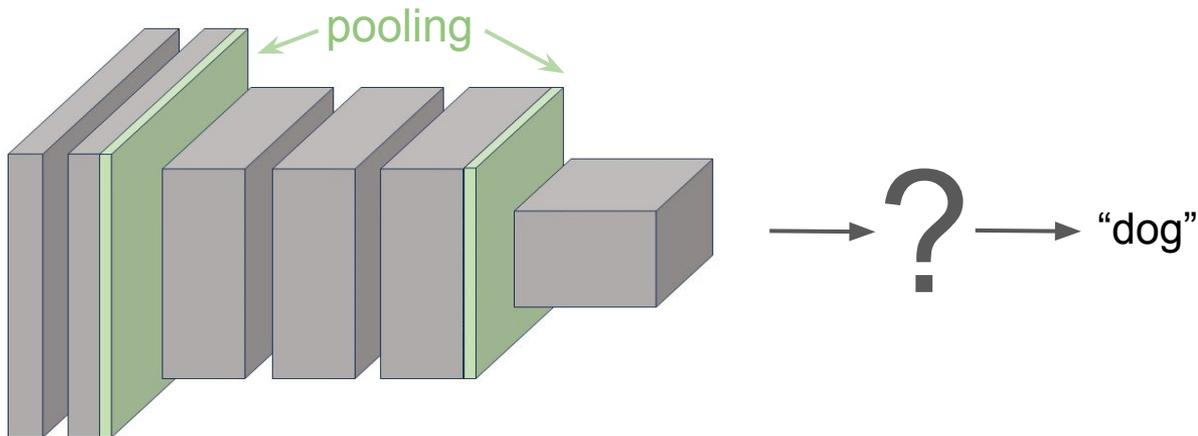
✓ Pooling

Captures key information from across different areas of the feature maps

Together with convolutions allows for translational invariance

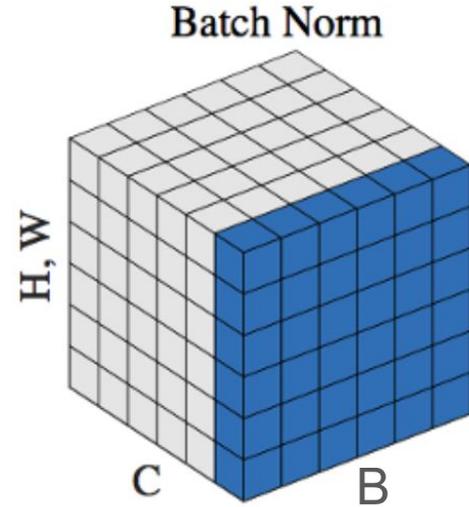


input image



# Normalization

- ❖ Normalize channels to mean 0 and variance 1 across each training batch
- ❖ Increases speed of training by enabling the use of larger learning rates
- ❖ Improves stability of training



# The Batch Normalization Algorithm

**Input:** Values of  $x$  over a mini-batch:  $\mathcal{B} = \{x_{1\dots m}\}$ ;

Parameters to be learned:  $\gamma, \beta$

**Output:**  $\{y_i = \text{BN}_{\gamma,\beta}(x_i)\}$

$$\mu_{\mathcal{B}} \leftarrow \frac{1}{m} \sum_{i=1}^m x_i \quad // \text{ mini-batch mean}$$

$$\sigma_{\mathcal{B}}^2 \leftarrow \frac{1}{m} \sum_{i=1}^m (x_i - \mu_{\mathcal{B}})^2 \quad // \text{ mini-batch variance}$$

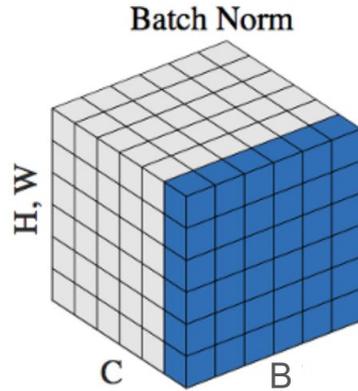
$$\hat{x}_i \leftarrow \frac{x_i - \mu_{\mathcal{B}}}{\sqrt{\sigma_{\mathcal{B}}^2 + \epsilon}} \quad // \text{ normalize}$$

$$y_i \leftarrow \gamma \hat{x}_i + \beta \equiv \text{BN}_{\gamma,\beta}(x_i) \quad // \text{ scale and shift}$$

**Algorithm 1:** Batch Normalizing Transform, applied to activation  $x$  over a mini-batch.

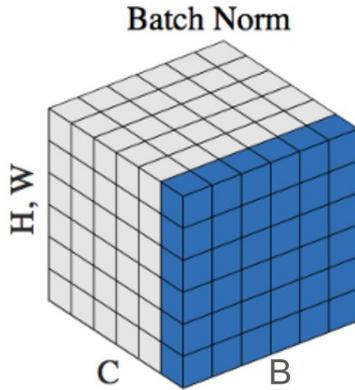
# Discuss!

What is the dimension of the mean when you compute the batch norm of a volume of dimension  $(b \times c \times h \times w)$ ?



# Discuss!

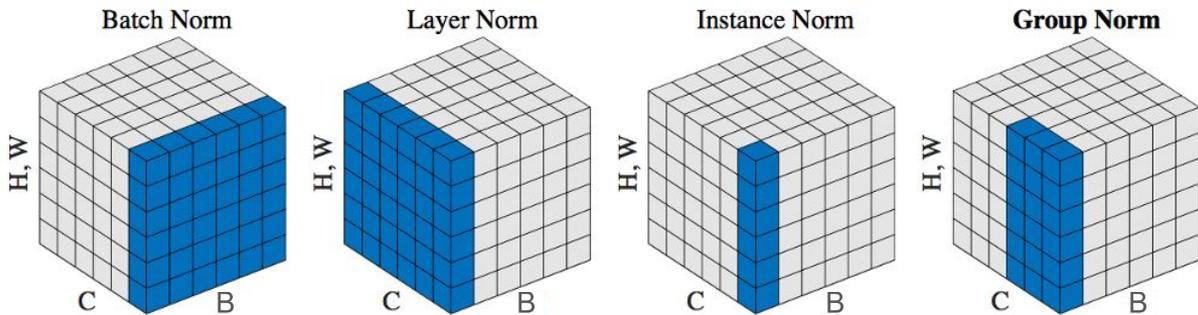
What is the dimension of the mean when you compute the batch norm of a volume of dimension  $(b \times c \times h \times w)$ ?



**The mean should be  $(1 \times c \times 1 \times 1)$ !**

# Normalization Layers

- Normalization layers improve training stability
- Can train with larger learning rates
  - Faster training
- A large learning rate acts as an implicit regularizer
  - Better generalization
- Normalization can also be applied across different dimensions for different use cases



# Convolutional Neural Networks (CNNs)

✓ Convolutions

Maintain spatial relation between pixels  
Reduce number of parameters through weight sharing

✓ Pooling

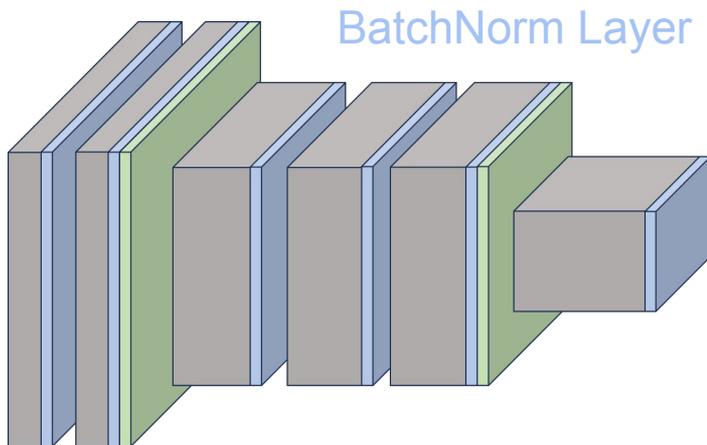
Captures key information from across different areas of the feature maps  
Together with convolutions allows for translational invariance

✓ BatchNorm

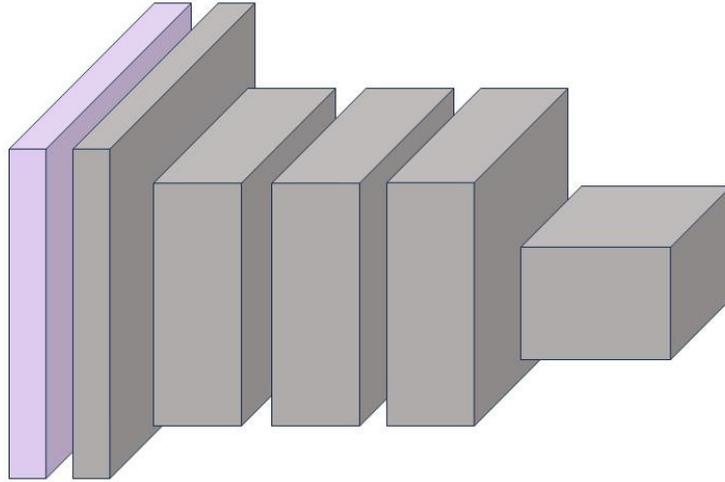
Increases speed and stability of training



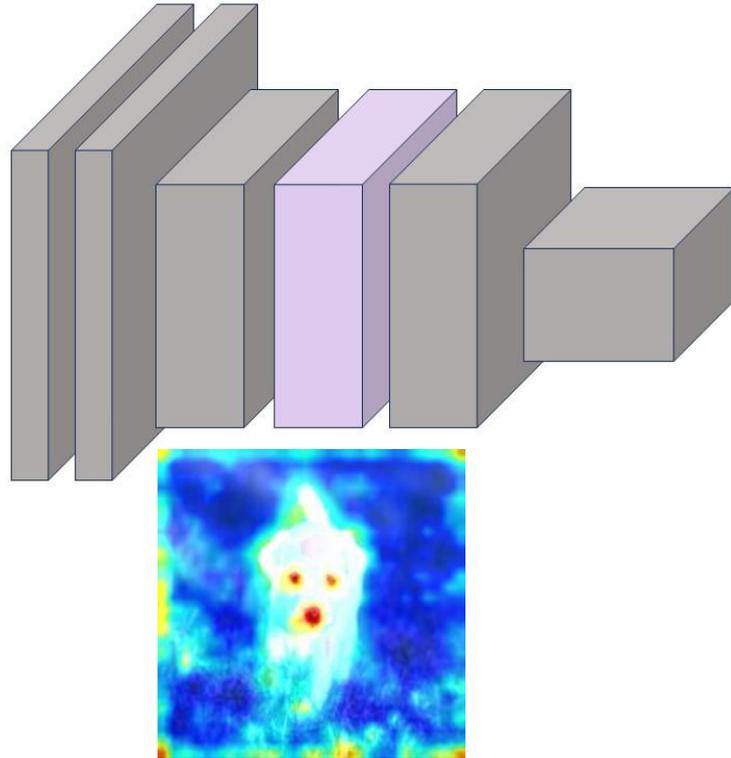
input image



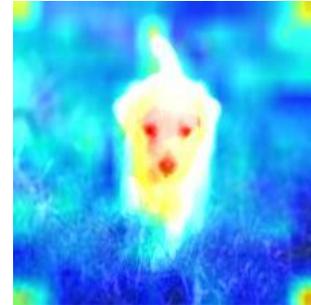
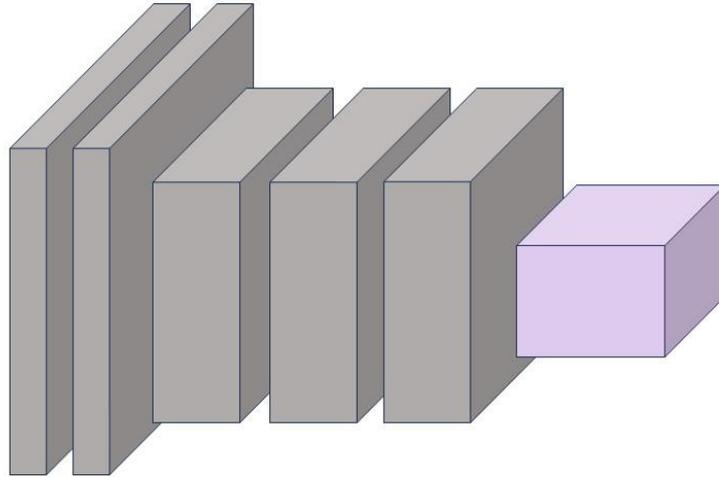
# Convolutional Neural Networks (CNNs)



# Convolutional Neural Networks (CNNs)



# Convolutional Neural Networks (CNNs)



# Convolutional Neural Networks (CNNs)

✓ Convolutions

Maintain spatial relation between pixels  
Reduce number of parameters through weight sharing

✓ Pooling

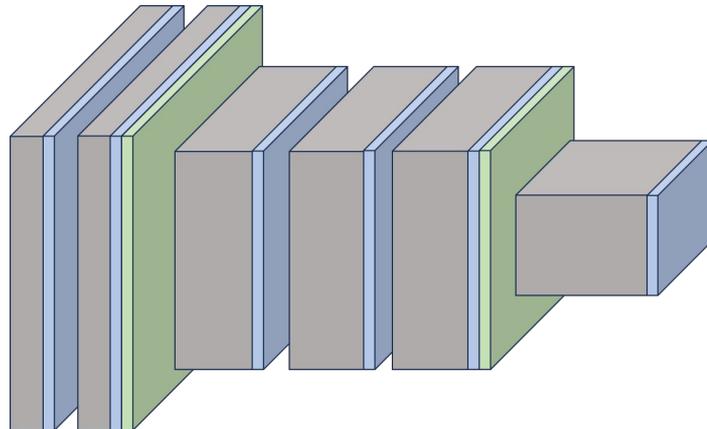
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✓ BatchNorm

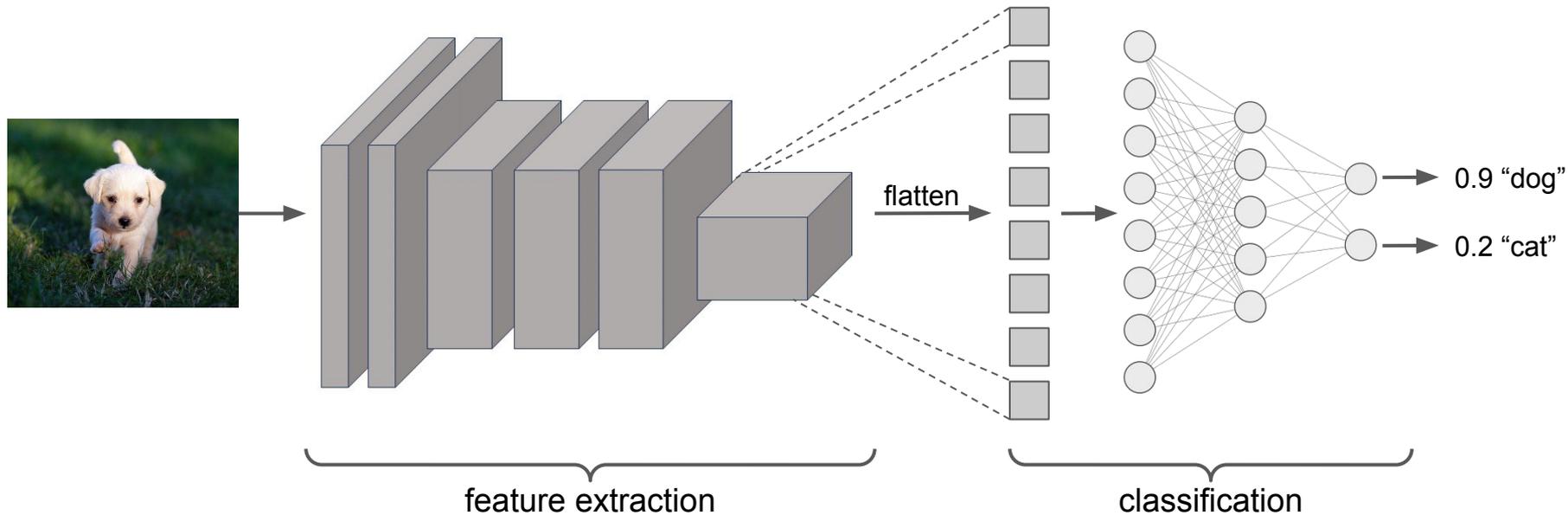
Increases speed and stability of training



input image



# Image Classification



# Practical Guide

- Input image dimensions is divisible by 2
- Small conv filters (3x3 or 5x5)
- Zero padding is used to maintain spatial resolution
- Max pooling for downsampling
- Pooling layers have a receptive field of 2 and stride of 2

# Summary

- CNNs are primarily designed to process and analyze visual data, such as images and videos.
- Key components: convolution layers, pooling layers, activation functions, normalization layers
- Advantages:
  - Translational Invariance
  - Parameter sharing
  - Feature learning
- Can be trained with backprop
- Used for tasks such as segmentation, classification, object detection, etc.