

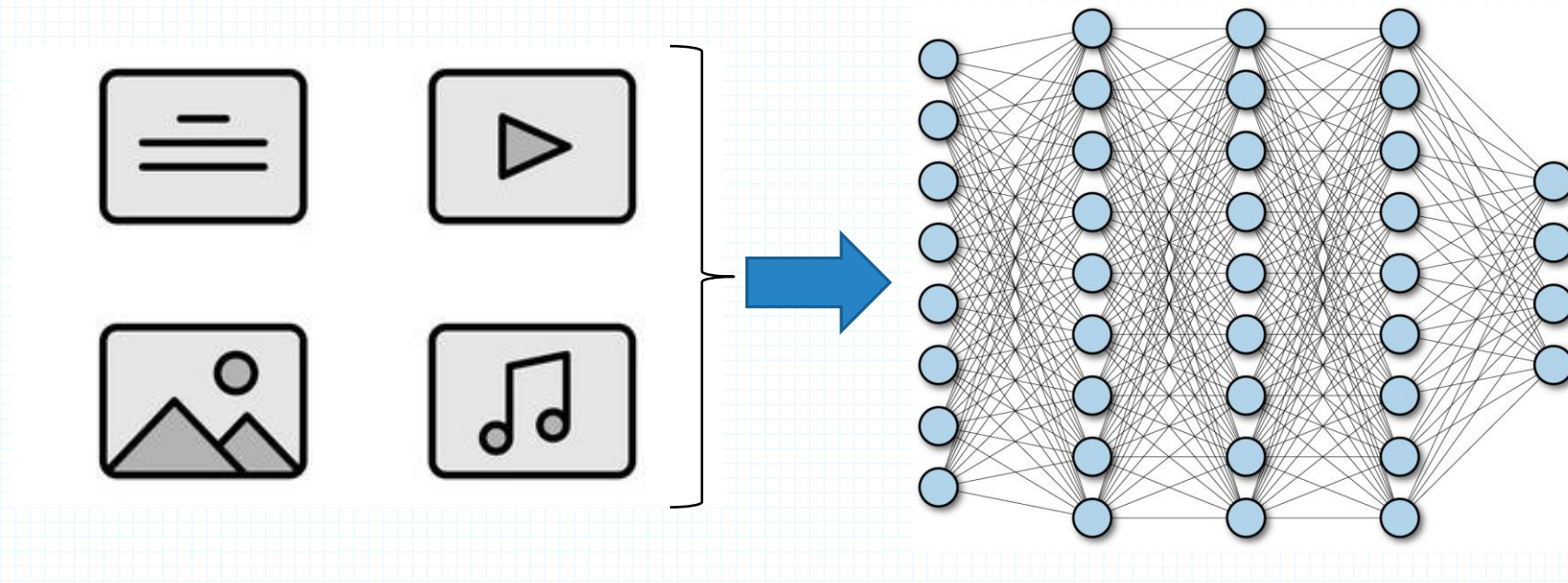
Topic 04

Well Known DL Architecture CNN

Dr. Riad Sonbol

Large networks

- What kind of neural networks can be used for large or variable length input vectors (e.g., time series)?
- Common networks:
 - CNN, RNN, etc



الشبكة العصبونية التلافيفية

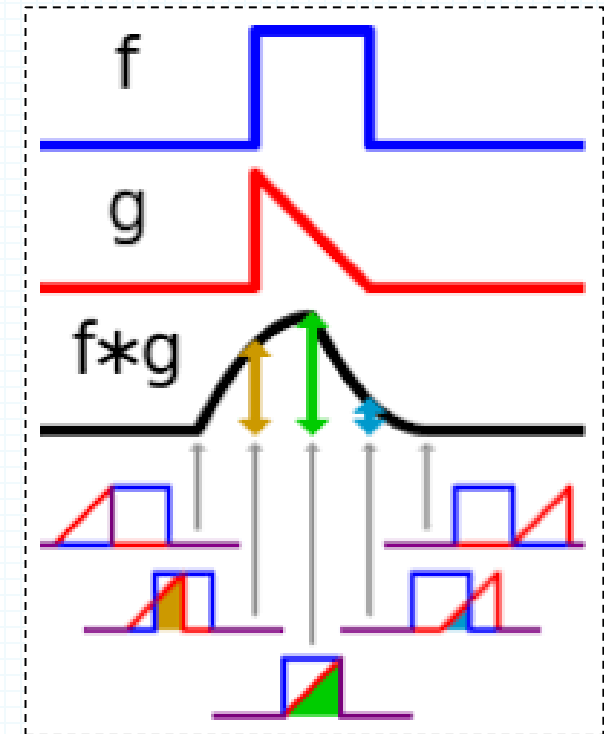
Convolutional Neural Network (CNN)

Convolution

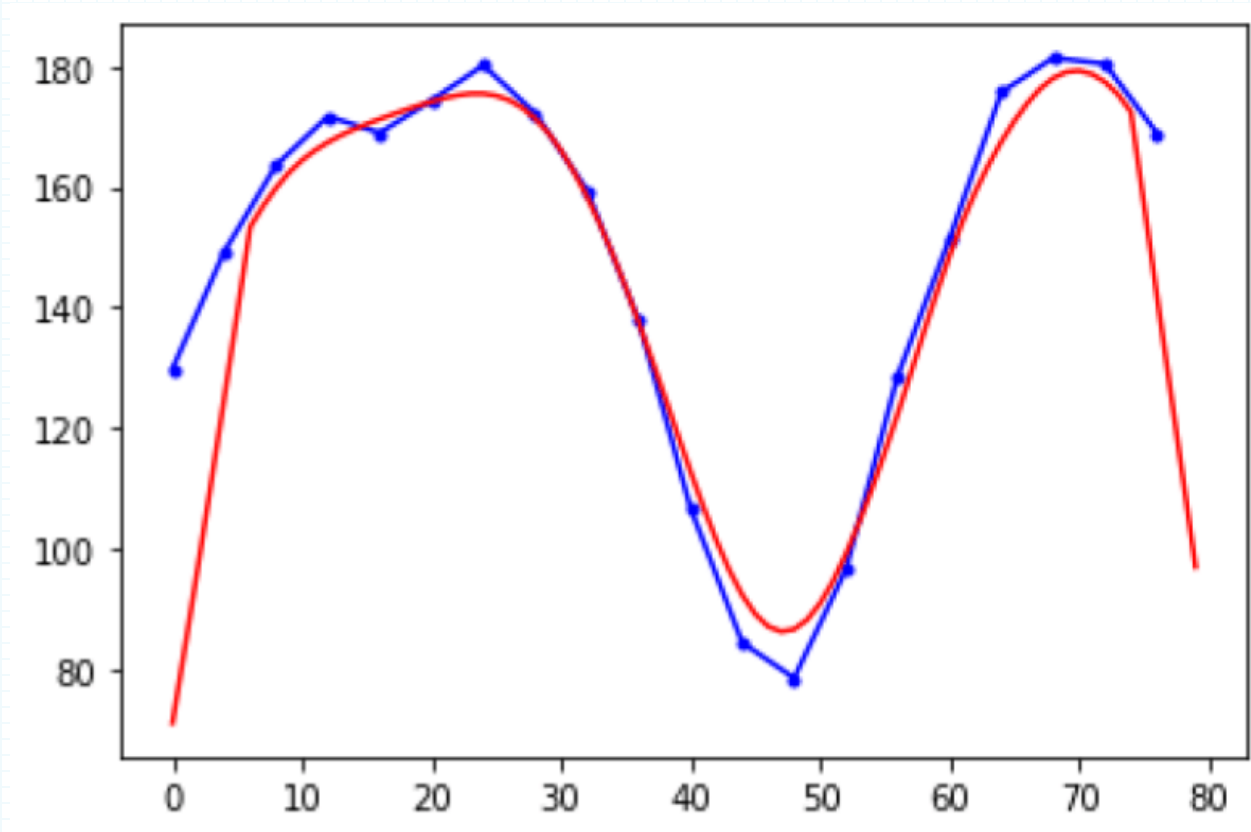
- **Convolution:** mathematical operation on two functions $x()$ and $w()$ that produces a third function $y()$ that can be viewed as a modified version of one of the original functions $x()$

$$(f * g)(t) \stackrel{\text{def}}{=} \int_{-\infty}^{\infty} f(\tau)g(t - \tau) d\tau$$

To convolve a kernel with an input signal:
flip the signal, move to the desired time,
and accumulate every interaction with the kernel



Example Smoothing



Discrete convolution

- Discrete convolution

$$y(i) = \sum_{t=-\infty}^{\infty} x(t)w(i-t)$$

- Multidimensional convolution

$$y(i, j) = \sum_{t_1=-\infty}^{\infty} \sum_{t_2=-\infty}^{\infty} x(t_1, t_2)w(i-t_1, j-t_2)$$

Example: Edge Detection

- Detect vertical edges in a grey scale image.

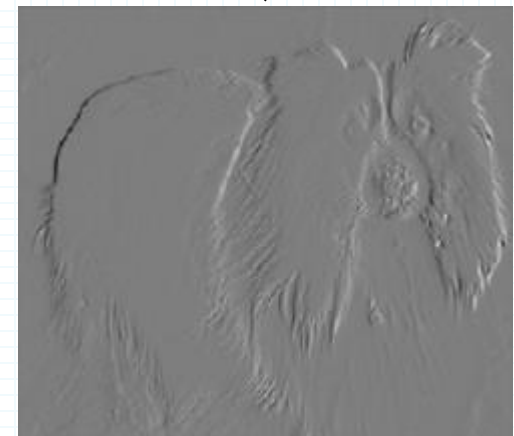
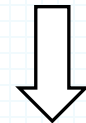
$$y(i, j) = x(i, j) - x(i - 1, j)$$

- This subtracts the pixel value **above** from the current pixel, capturing vertical changes (i.e., vertical edge)

$$w(i - t_1, j - t_2) = \begin{cases} 1 & t_1 = i, t_2 = j \\ -1 & t_1 = i - 1, t_2 = j \\ 0 & \text{otherwise} \end{cases} \quad \text{i.e.} \quad \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

- Hence:

$$y(i, j) = \sum_{t_1=-\infty}^{\infty} \sum_{t_2=-\infty}^{\infty} x(t_1, t_2) w(i - t_1, j - t_2)$$



Convolutions for feature extraction

- In neural networks:
 - A **convolution** denotes the linear combination of a **subset of units** based on a **specific pattern of weights**.

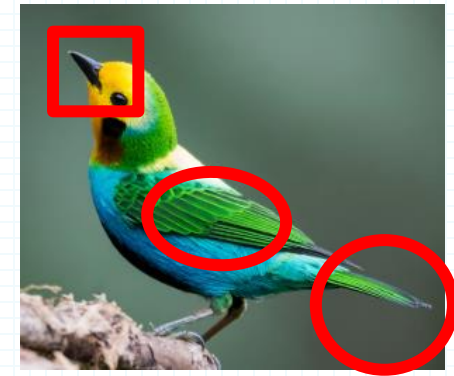
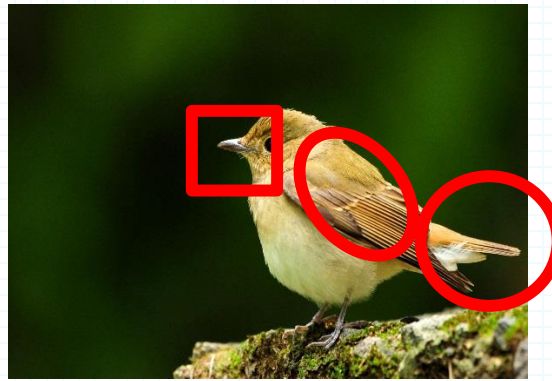
$$a_j = \sum_i w_{ji} z_i$$

- Convolutions are often combined with an activation function to produce a feature

$$z_j = h(a_j) = h\left(\sum_i w_{ji} z_i\right)$$

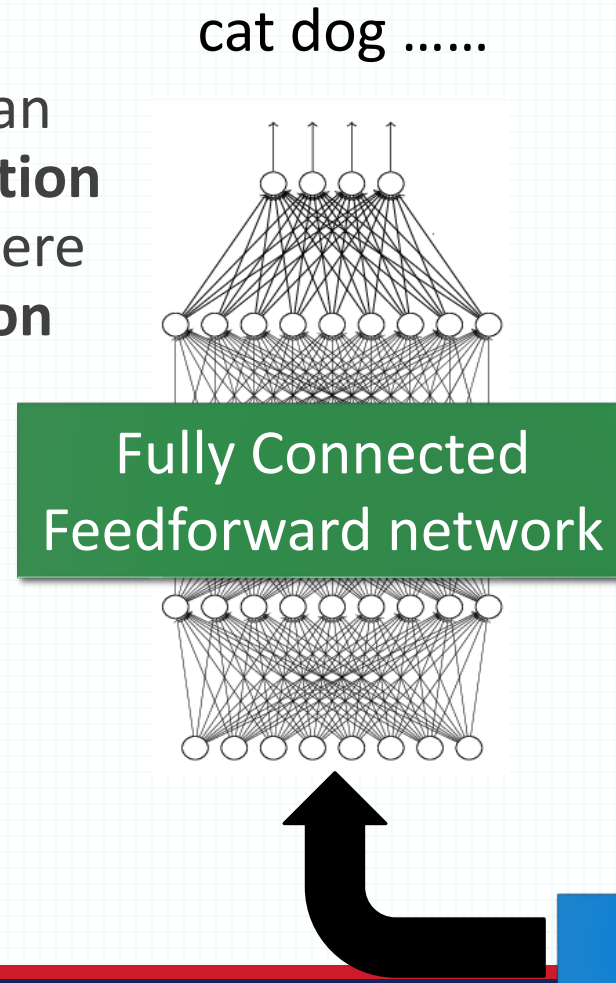
Convolutions for feature extraction

The same patterns appear in different regions.



Convolution Neural Network

- A **convolutional neural network** refers to any network that includes an **alternation of convolution and pooling layers**, where **some of the convolution weights are shared**.
- Architecture:



Convolution

Max Pooling

Convolution

Max Pooling

Flatten

Can repeat
many times

CNN – Convolution

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

Filter 1

stride=1

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

6 x 6 image

3	-1	-3	-1
-3	1	0	-3
-3	-3	0	1
3	-2	-2	-1

CNN – Convolution

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

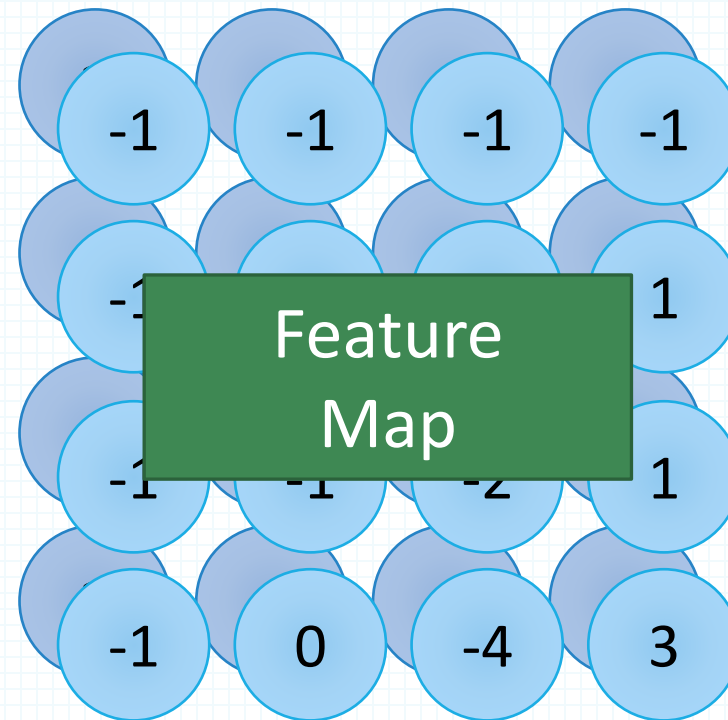
Filter 2

stride=1

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

6 x 6 image

Do the same process for every filter



4 x 4 image

CNN – Convolution

Those are the network parameters to be learned.

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

6 x 6 image

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

Filter 1

Matrix

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

Filter 2

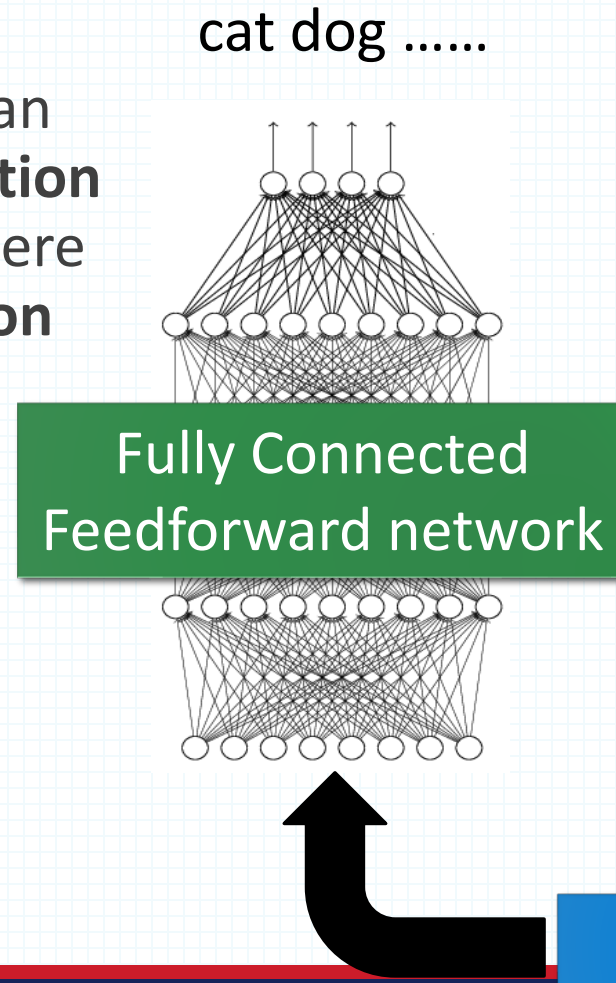
Matrix

⋮

Each filter detects a small pattern (3 x 3).

Convolution Neural Network

- A **convolutional neural network** refers to any network that includes an **alternation of convolution and pooling layers**, where **some of the convolution weights are shared**.
- Architecture:



Convolution

Max Pooling

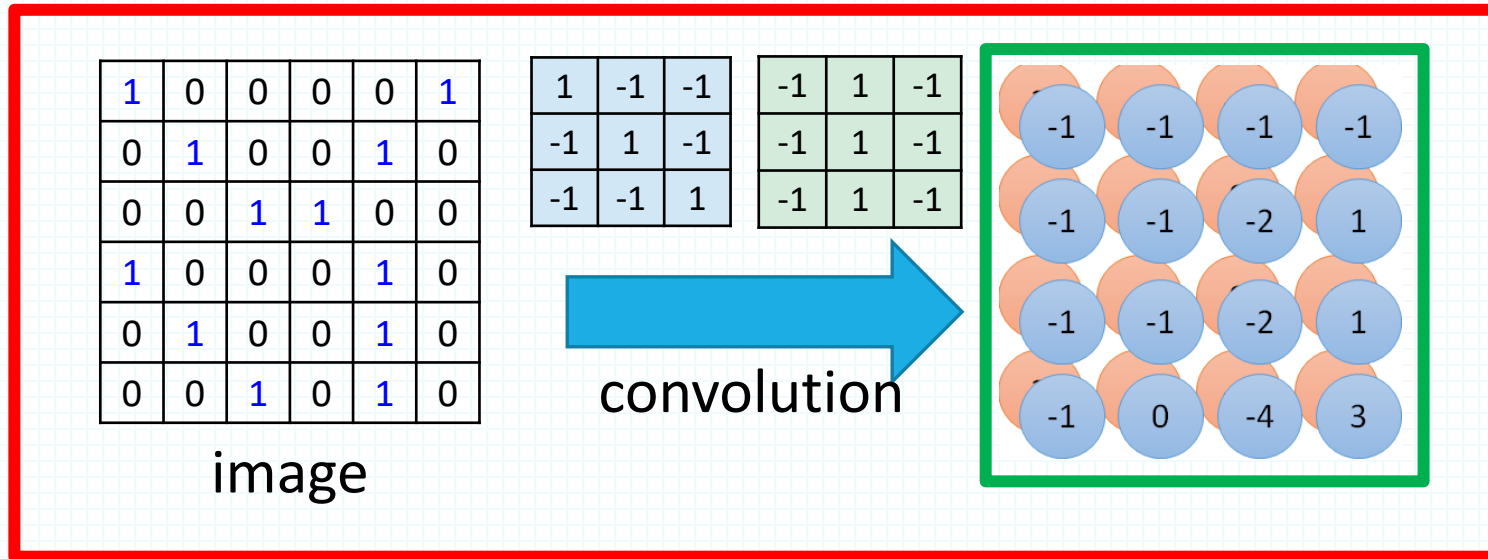
Convolution

Max Pooling

Flatten

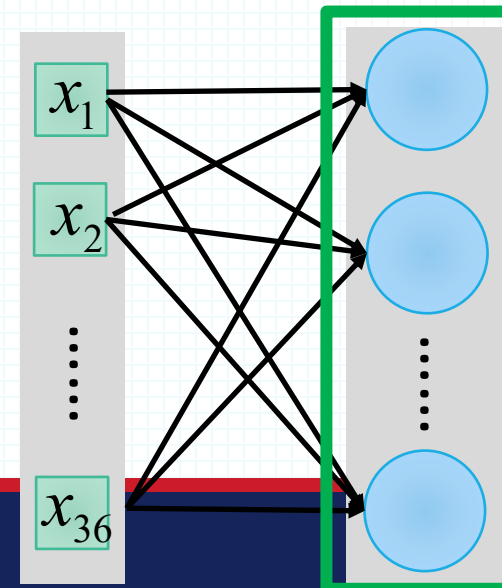
Can repeat
many times

Convolution v.s. Fully Connected



Fully-
connected

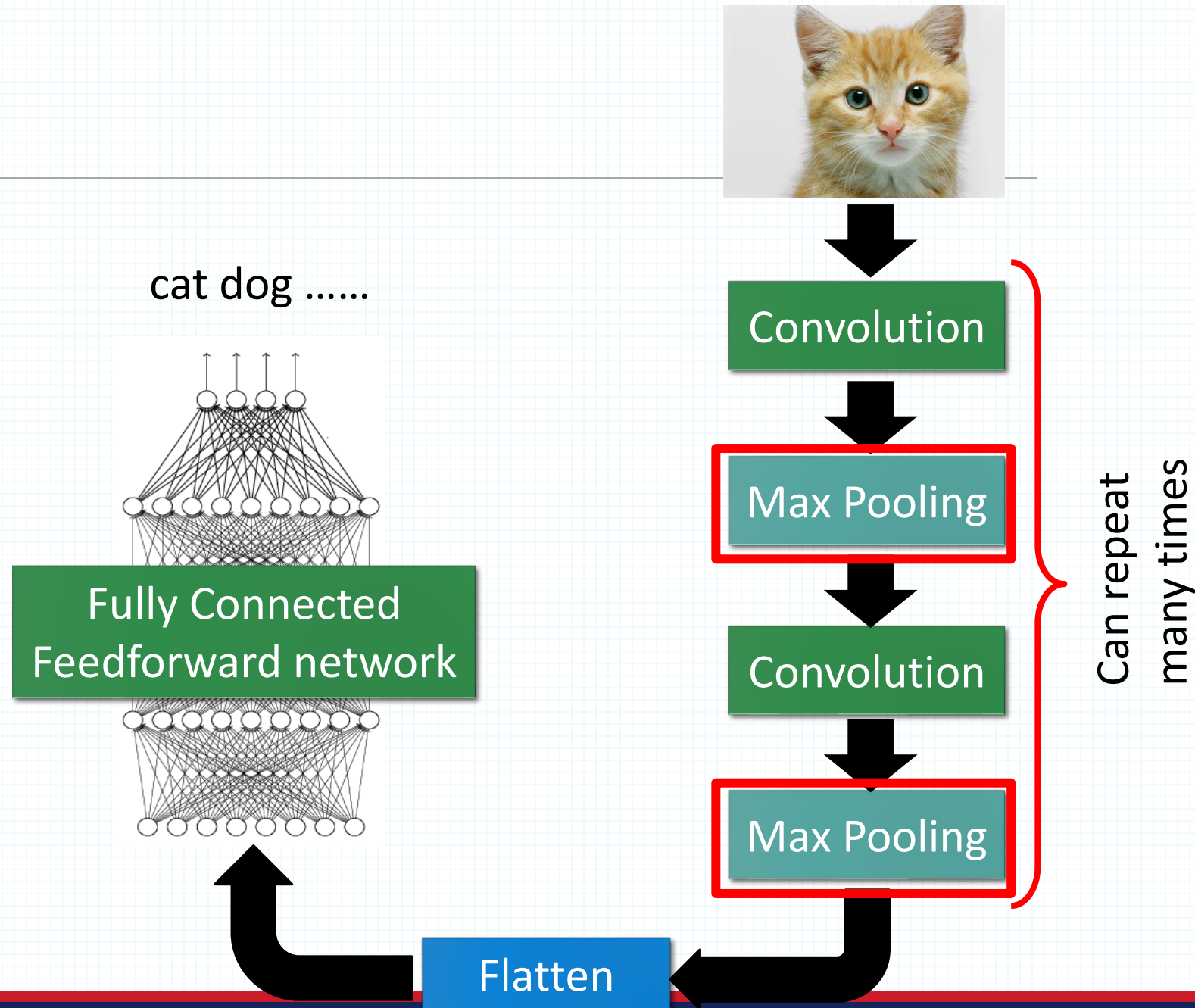
1	0	0	0	0	1
0	1	0	0	1	0
0	0	1	1	0	0
1	0	0	0	1	0
0	1	0	0	1	0
0	0	1	0	1	0



- Sparse interactions:
Fewer connections
- Parameter sharing:
Fewer weights
- Handle inputs of
varying length

Pooling

- Pooling: commutative mathematical operation that combines several units
- Examples:
 - max, sum, product, average, Euclidean norm, etc.
- Commutative property (order does not matter):
 - $\max a, b = \max(b, a)$



CNN – Max Pooling

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

Filter 1

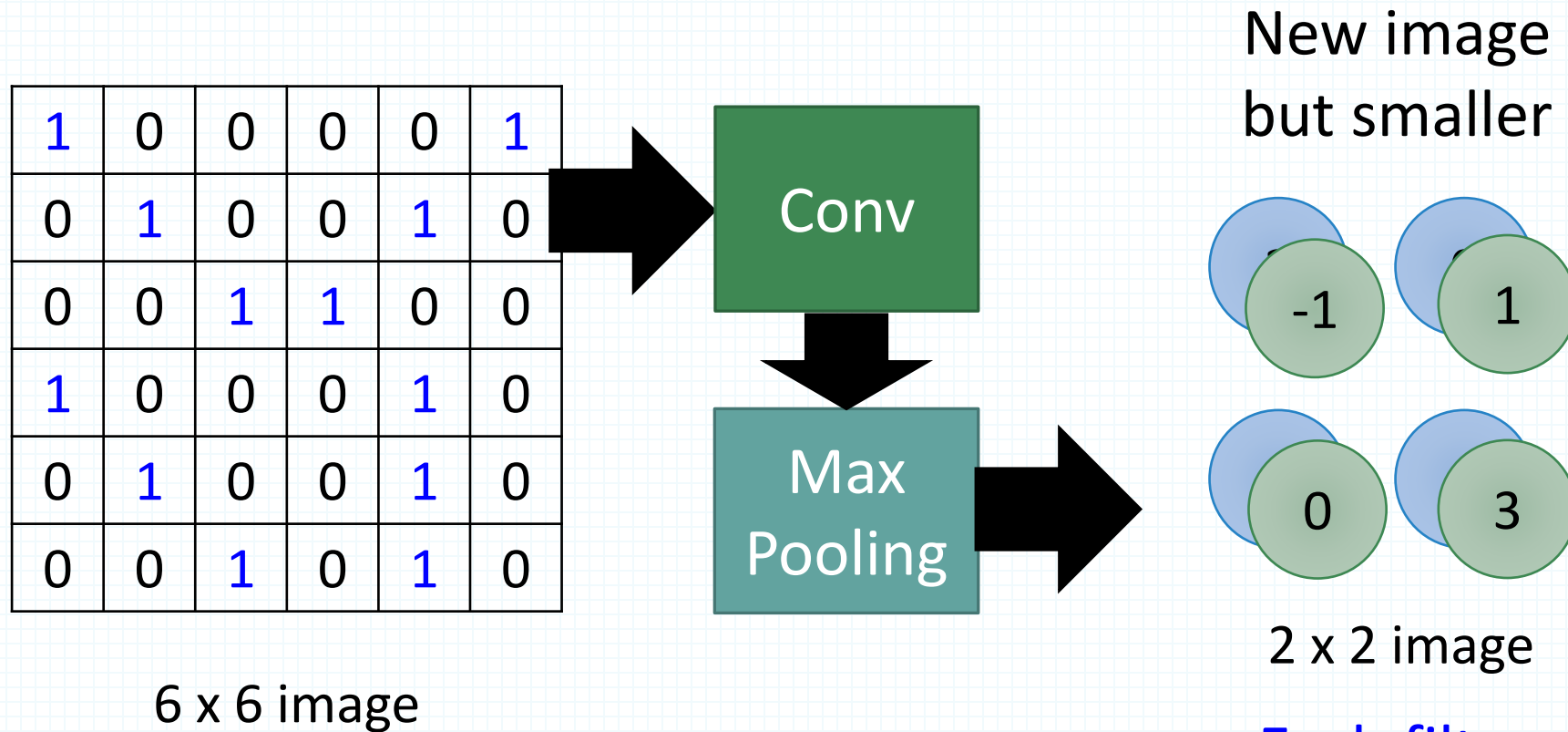
-1	1	-1
-1	1	-1
-1	1	-1

Filter 2

3	-1	-3	-1
-3	1	0	-3
-3	-3	0	1
3	-2	-2	-1

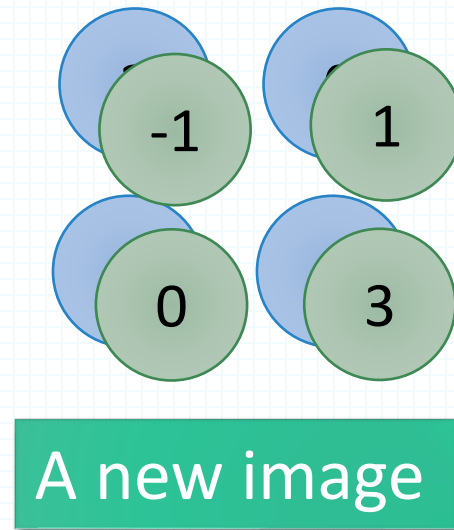
-1	-1	-1	-1
-1	-1	-2	1
-1	-1	-2	1
-1	0	-4	3

CNN – Max Pooling



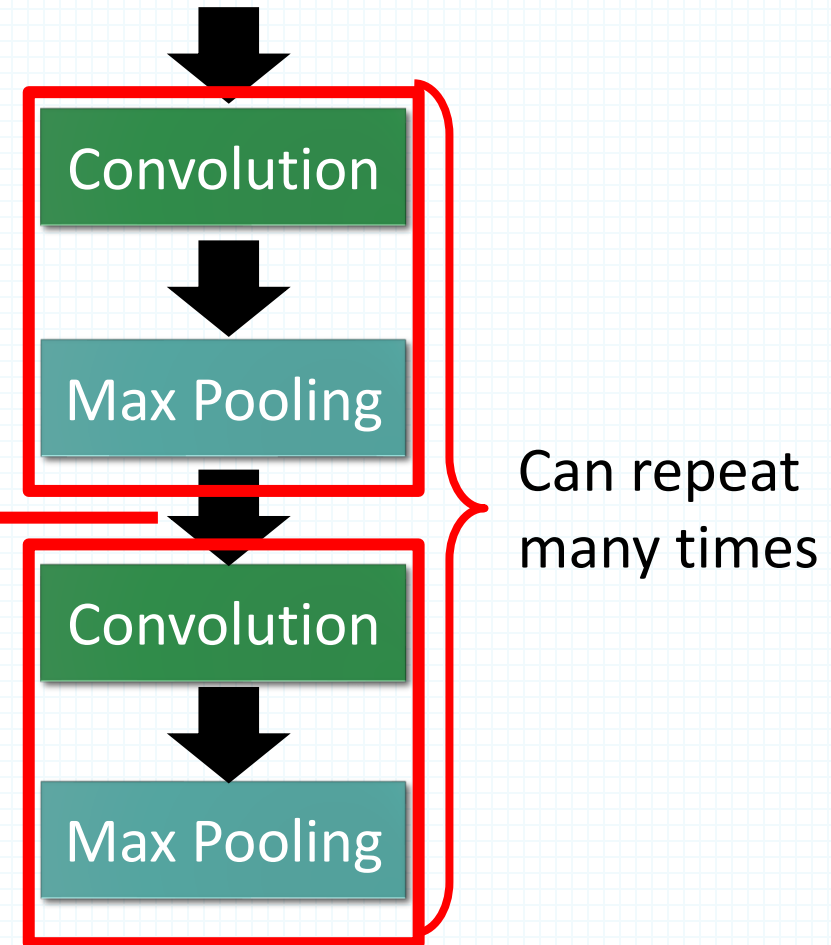
Each filter
is a channel

The whole CNN

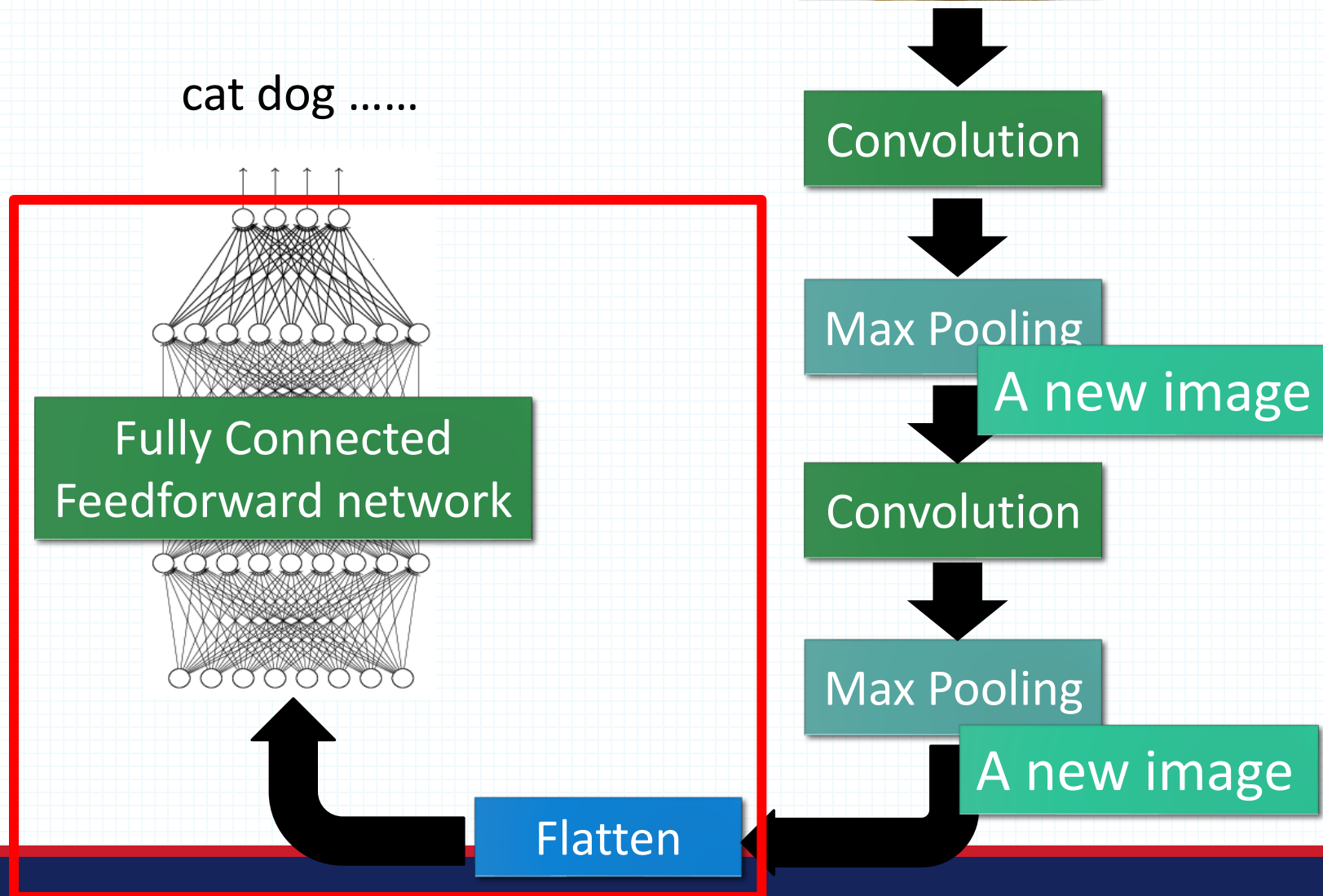


Smaller than the original image

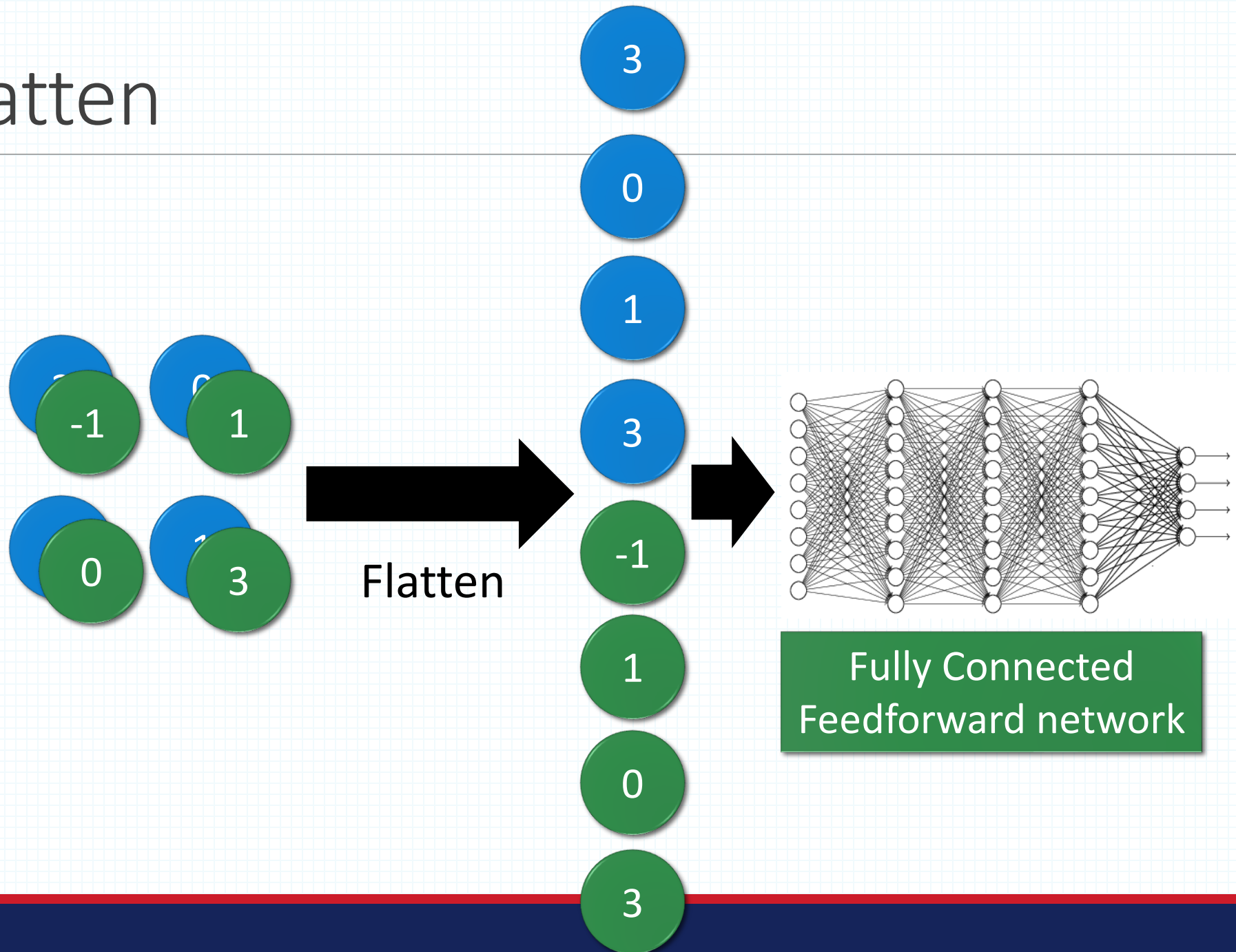
The number of the channel is the number of filters



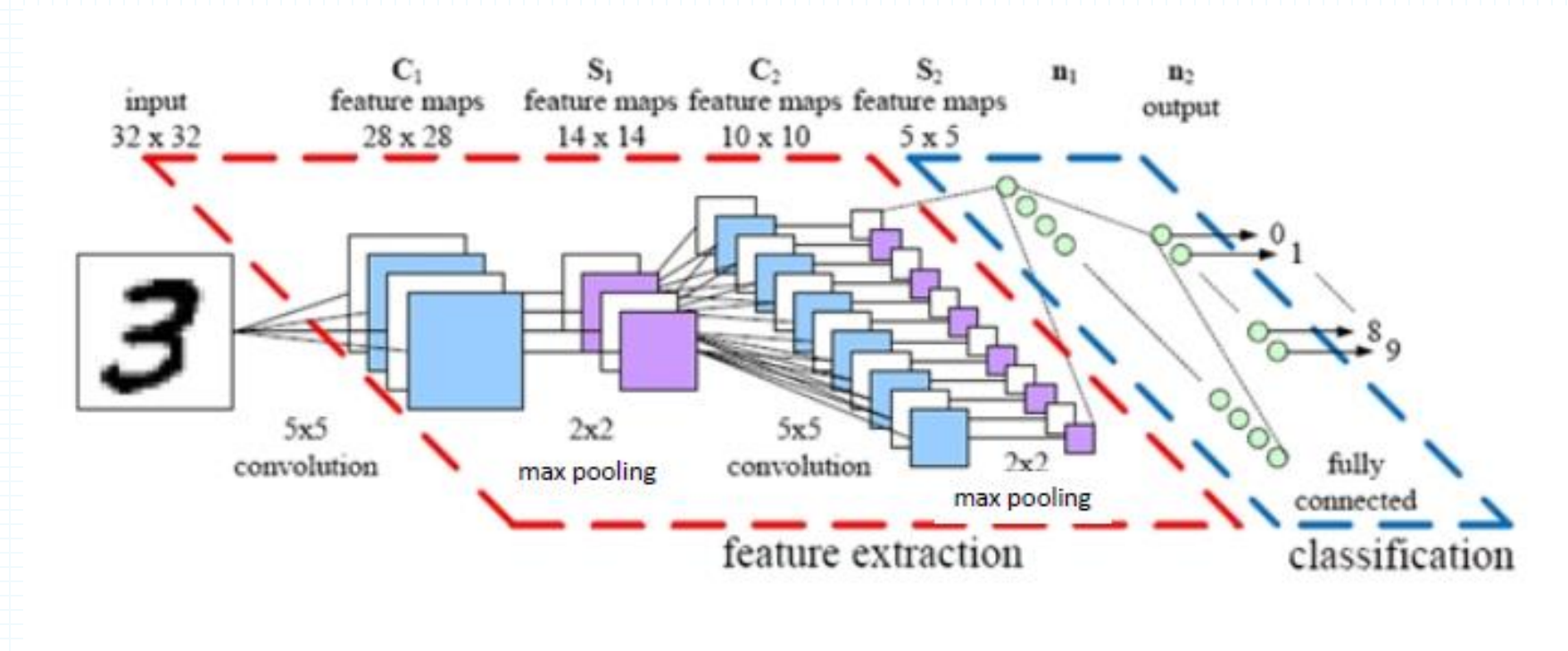
The whole CNN



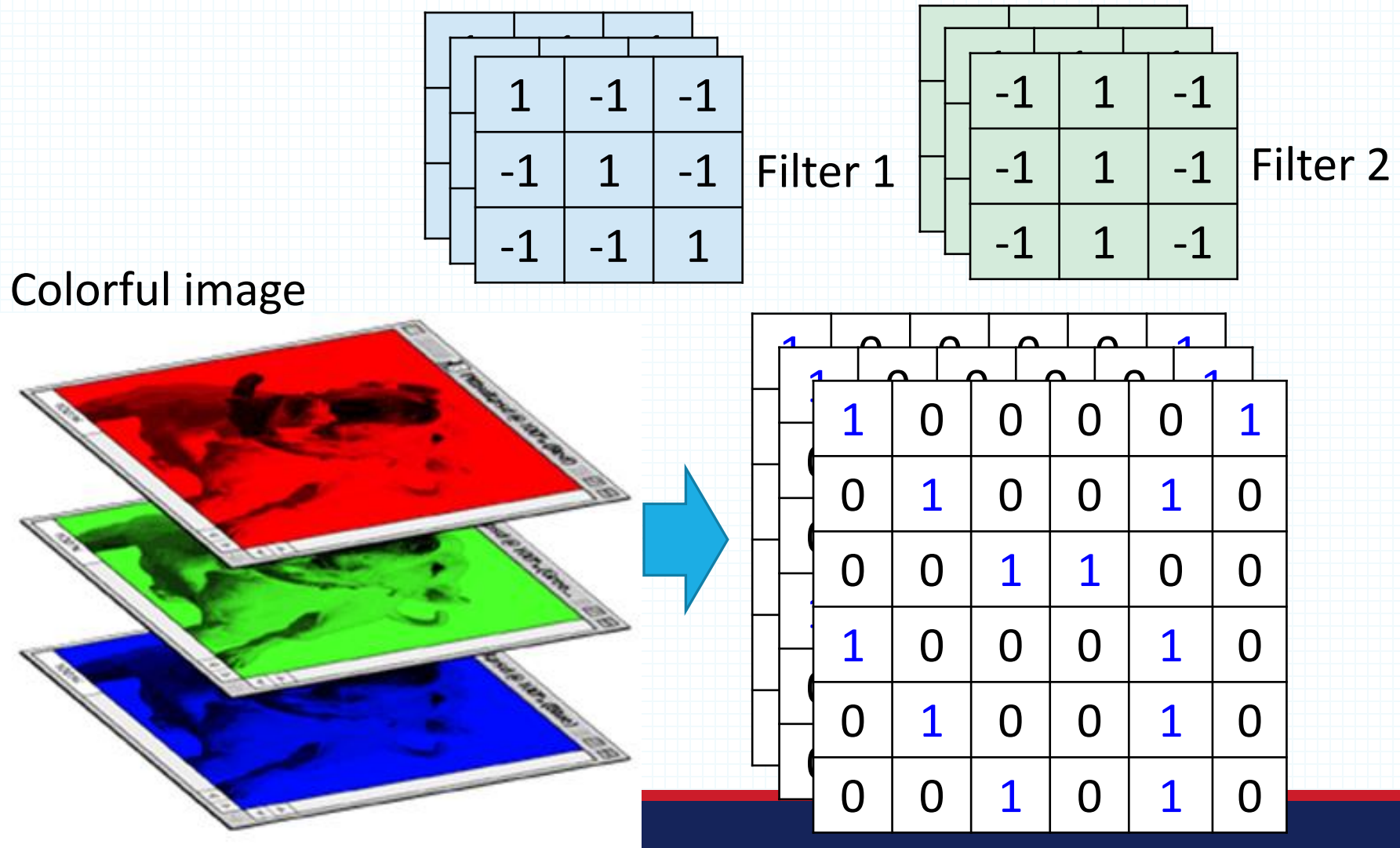
Flatten



Example



CNN – Colorful image



CNN – Zero Padding

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

Filter 1

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

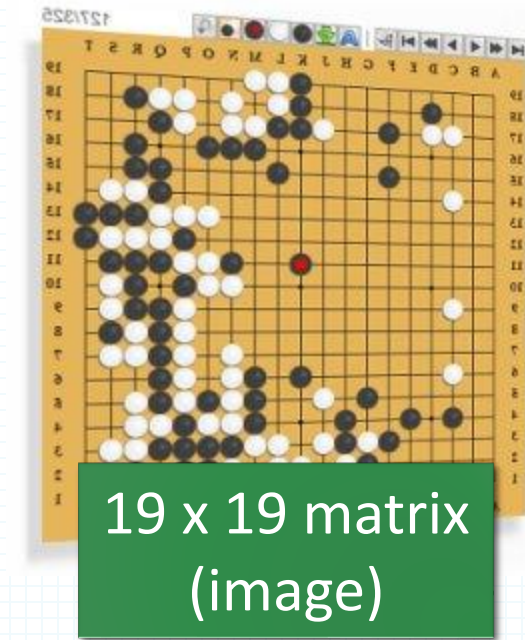
6 x 6 image

You will get another 6 x 6 images in this way



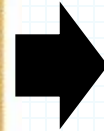
Zero padding

More Application: Playing Go

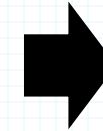


19 x 19 matrix
(image)

Black: 1
white: -1
none: 0



Network



Next move
(19 x 19
positions)

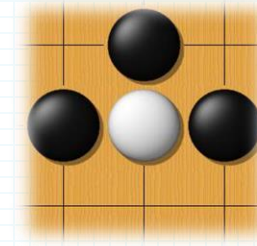
19 x 19 vector

Fully-connected feedforward
network can be used

But CNN performs much better.

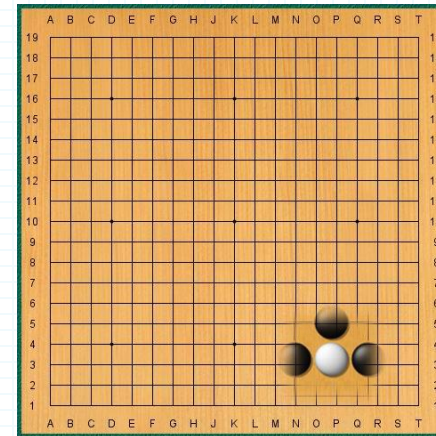
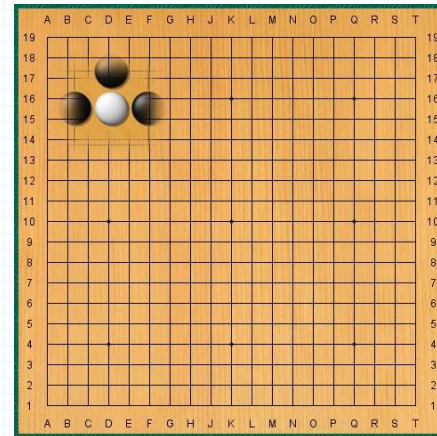
Why CNN for playing Go?

- Some patterns are much smaller than the whole image



- The same patterns appear in different regions.

Alpha Go uses 5 x 5 for first layer

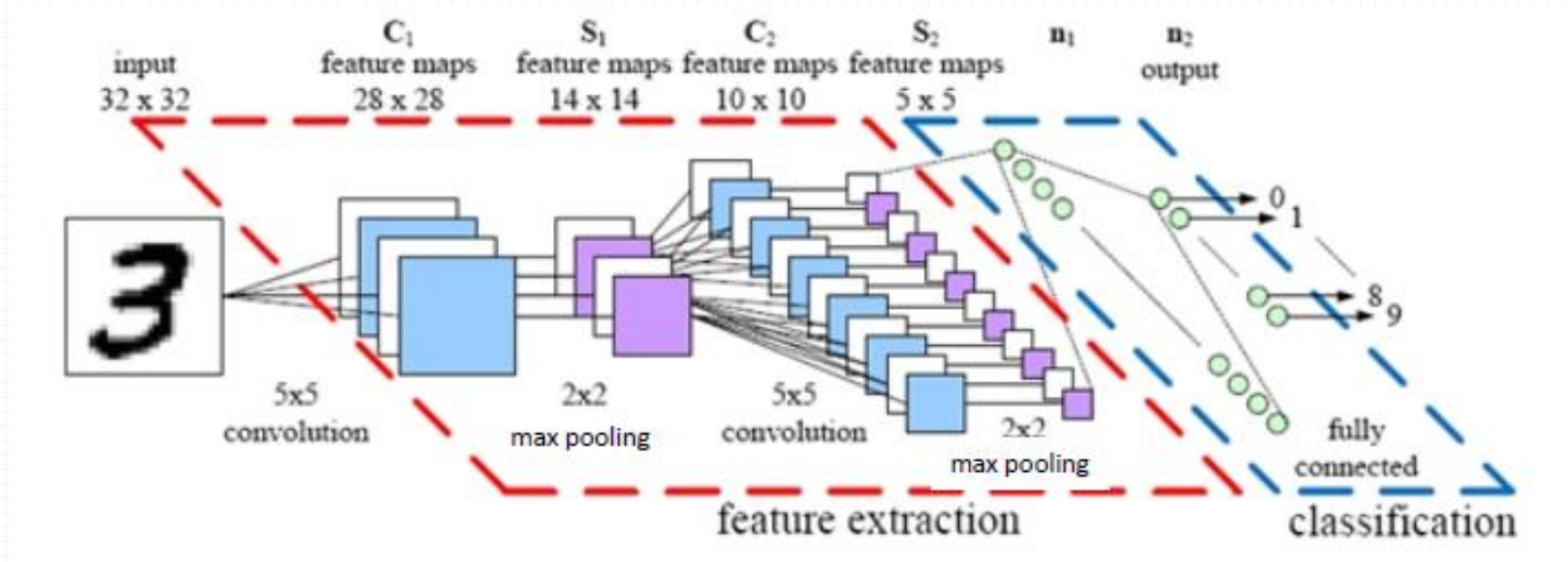


Parameters

- **# of filters:** integer indicating the # of filters applied to each window.
- **kernel size:** tuple (width, height) indicating the size of the window.
- **Stride:** tuple (horizontal, vertical) indicating the horizontal and vertical shift between each window.
- **Padding:** “valid” or “same”. Valid indicates no input padding. Same indicates that the input is padded with a border of zeros to ensure that the output has the same size as the input.

Training

- Convolutional neural networks are trained in the same way as other neural networks
 - backpropagation
- Weight sharing:
 - Combine gradients of shared weights into a single gradient



Architecture design: VGG

- What is the preferred filter size?
- VGG (Visual Geometry Group at Oxford, 2014): stack of small filters is often preferred to single large filter
 - Fewer parameters
 - Deeper network

