Convolutional neural networks Deep learning course for industry

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 $\triangleright$  Demonstrate how deep neural networks can be modified to be more suitable for image data.

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5×5 image



3 hidden neurons 1 output neurons



5×5 image



3 hidden neurons 1 output neurons



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The biases  $w_{i,0}$  are not shown.



5×5 image

neurons 1 output neurons

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## The number of parameters explodes with larger image sizes



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### The number of parameters explodes with larger image sizes



# parameters = (height  $\times$  width  $\times$  # channels + 1)  $\times$  # neurons The "+1" comes from the biases  $w_{i,0}$ .

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Example (1-D image for simplicity):  $5 \times 1$  input image, 3 hidden neurons.

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full connectivity: 15 parameters

Example (1-D image for simplicity):  $5 \times 1$  input image, 3 hidden neurons.





full connectivity: 15 parameters

sparse connectivity: 9 parameters

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Example (1-D image for simplicity):  $5 \times 1$  input image, 3 hidden neurons.



full connectivity: 15 parameters

sparse connectivity: 9 parameters

shared weights: 3 parameters

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Note: the poor biases are again, ignored, but there are three of them in each case

Let the outputs of the three neurons be  $\sigma(a_1), \sigma(a_2), \sigma(a_3)$ . Then:



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$$
[a_1, a_2, a_3] = [x_1, x_2, x_3, x_4, x_5] * [w_3, w_2, w_1]
$$

, where ∗ is the convolution operator, thus a convolutional layer.

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# Motivation (or rather a justification)



sparse connectivity motivation: the features appear locally



shared weights motivation: the features repeat throughout the image

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5×5 image 3×3 hidden layer



5×5 image 3×3 hidden layer

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5×5 image 3×3 hidden layer



5×5 image 3×3 hidden layer



5×5 image 3×3 hidden layer



5×5 image 3×3 hidden layer

## Adding a second feature map



5×5 image 3×3×2 hidden layer (2 feature maps)

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## Adding a second feature map



5×5 image 3×3×2 hidden layer (2 feature maps)

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## Adding a second feature map



5×5 image 3×3×2 hidden layer (2 feature maps)

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## Convolution with padding



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Figure source: https://github.com/vdumoulin/conv\_arithmetic

## Computing the output size



In this example: input size = 5, kernel size = 3, padding = 1, stride = 1. The output size is  $(5 - 3 + 2 \times 1)/1 + 1 = 5$ .

# Motivation (or rather justification) for CNNs

The features of interest can appear at different locations in the image.



## Kernels and feature maps



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## Kernels and feature maps



## Motivation (or rather a consequence) for deep CNNs

The network learns low-level features in the first layers, and builds up towards more complex features in the deeper layers: intensity  $\rightarrow$  edges and colour blobs  $\rightarrow$  junctions  $\rightarrow$  shapes  $\rightarrow$  etc.



 $A \equiv \mathbf{1} + \mathbf{1} \oplus \mathbf{1} + \mathbf{1} \oplus \mathbf{1} + \mathbf{1} \oplus \mathbf{1} + \cdots \oplus \mathbf{1}$ 

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Figure source: nvidia.com

The convolutional layers are equivariant with translation: as the input is translated, the output is translated in a predictable manner.

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A desired property of neural networks for classification is invariance: as the input is translated, the output remains the same.

Partial translational invariance of CNNs is achieved with the max-pooling operator.

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Note: there are other types of invariance e.g. rotational.

# Max-pooling



A max-pool with a  $2 \times 2$  kernel stride and size 2 (most common form) will reduce the image size by 2 in each dimension (a useful side-effect).

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## A "typical" CNN architecture for 2D image classification

Note that the convolution is a linear operation so non-linearities (such as ReLU) are still needed.



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# Summary

 $\triangleright$  Compared to fully connected neural networks, convolutional neural networks have sparse connectivity and weight sharing, which makes them suitable for image data.