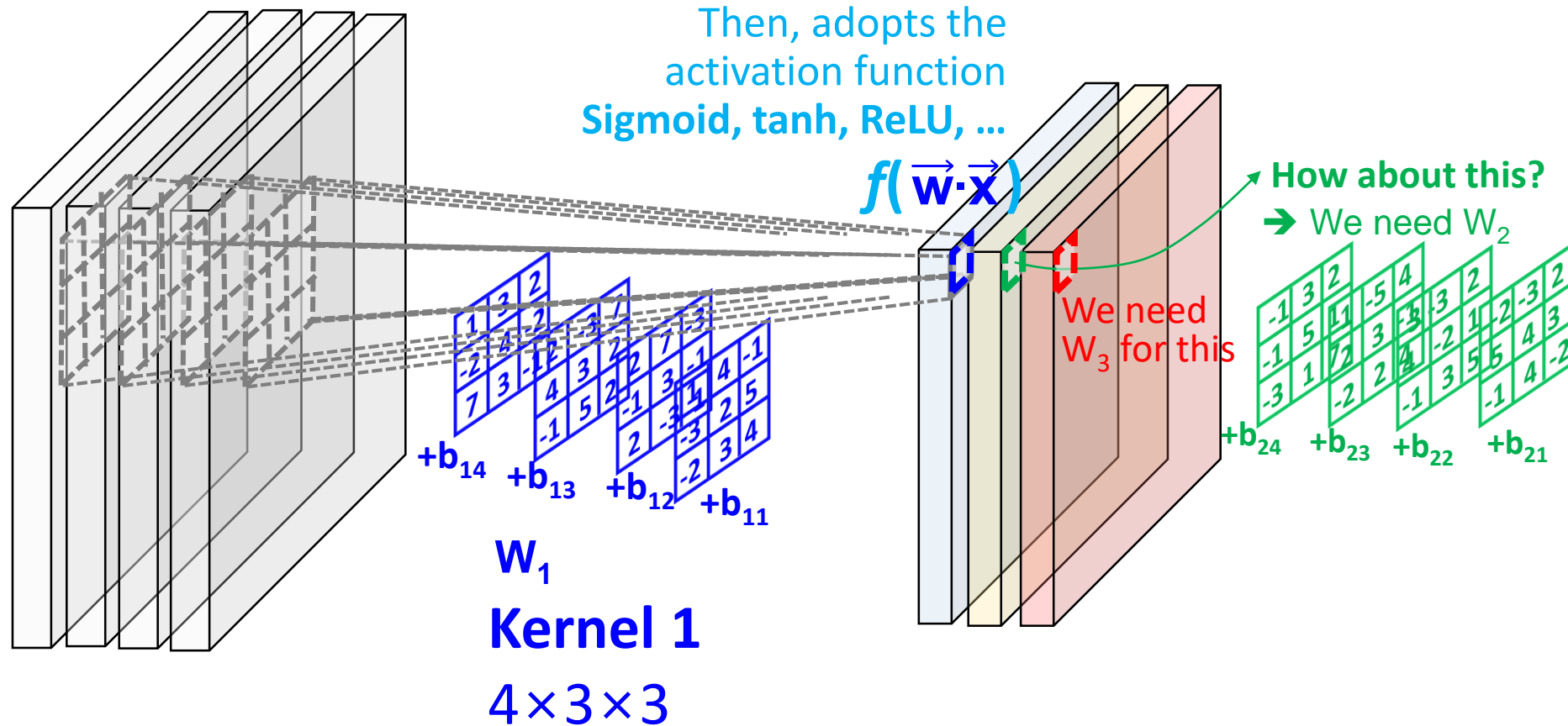


# Revisit the Convolution Layer

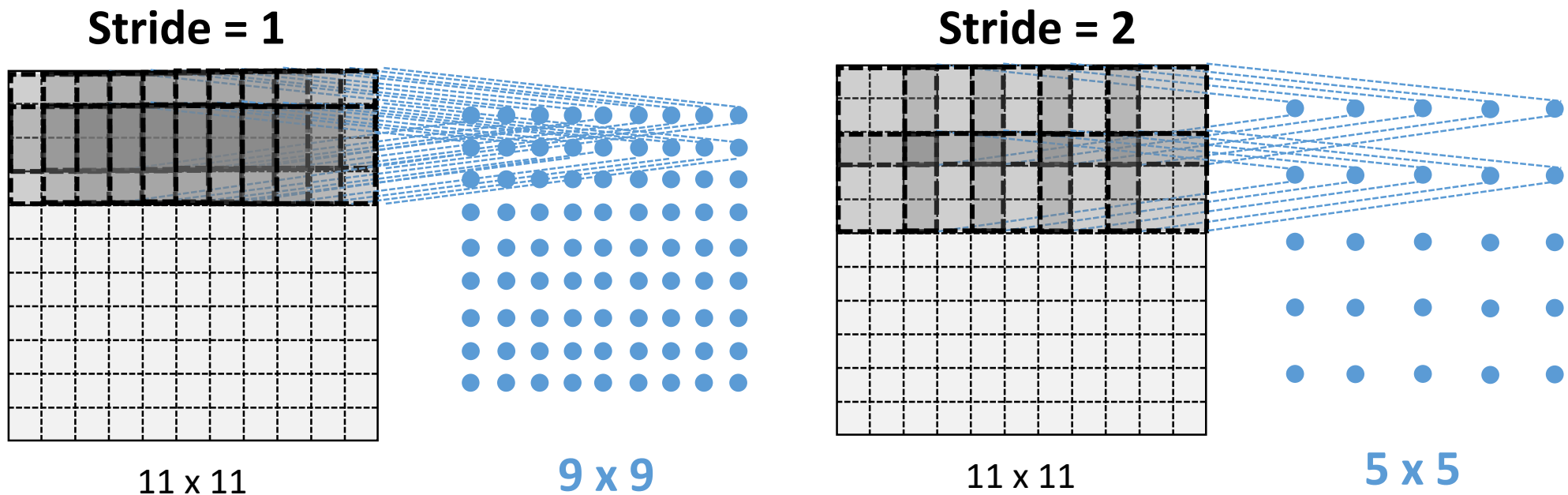
## Multi-Channel Input

Multi-channel Input  
(e.g., RGB)



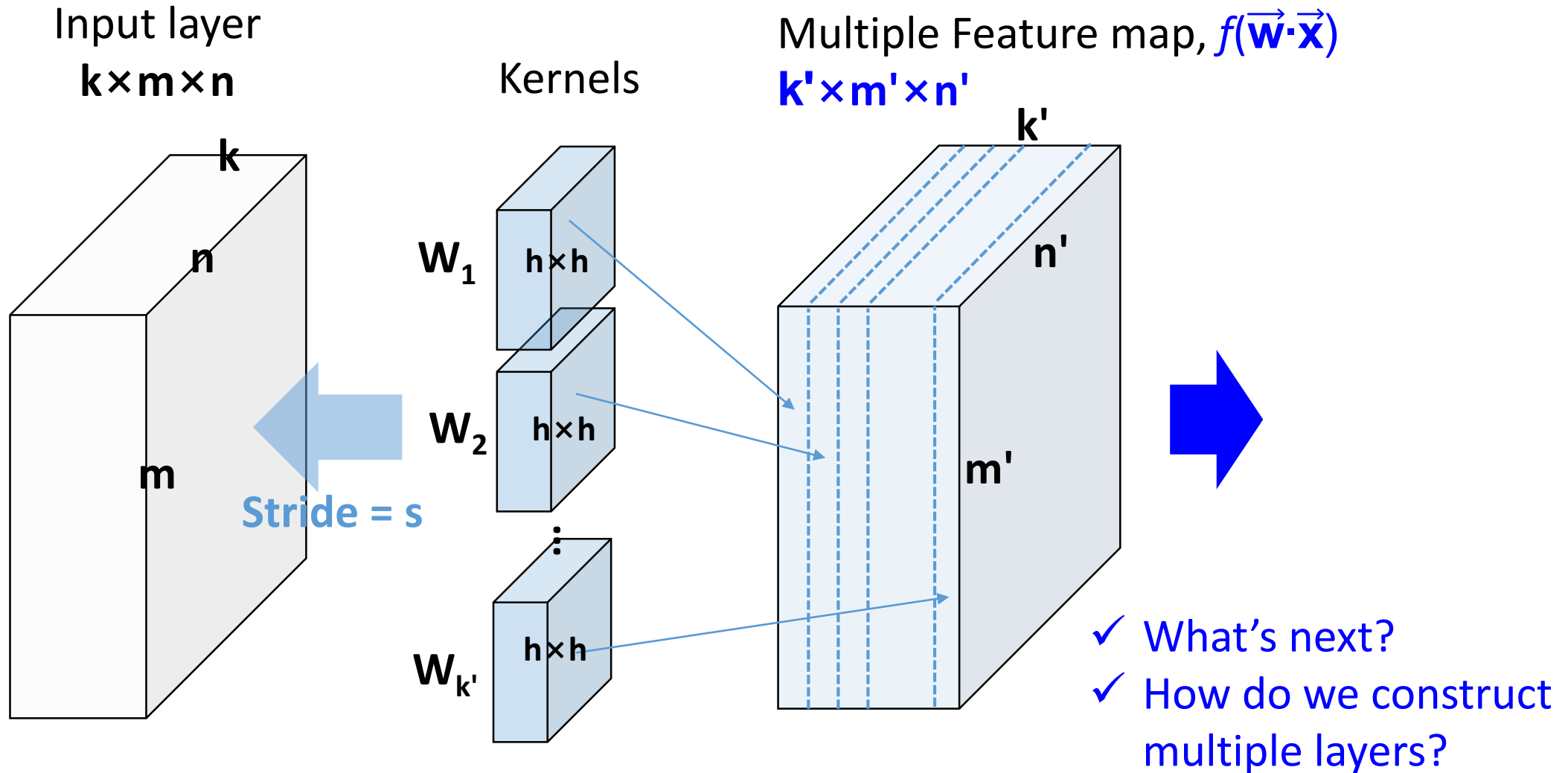
# Key Hyper-parameters in Convolution Layer

- Kernel or filter size? If input layer has  $k$  channel,
  - $W$  can be  $k \times h \times h$ , where  $h = 2, 3, 4, 5, \dots$
- Stride; degree of overlap



You see down-sampling effect?

# Generalized Convolution Layer for CNN



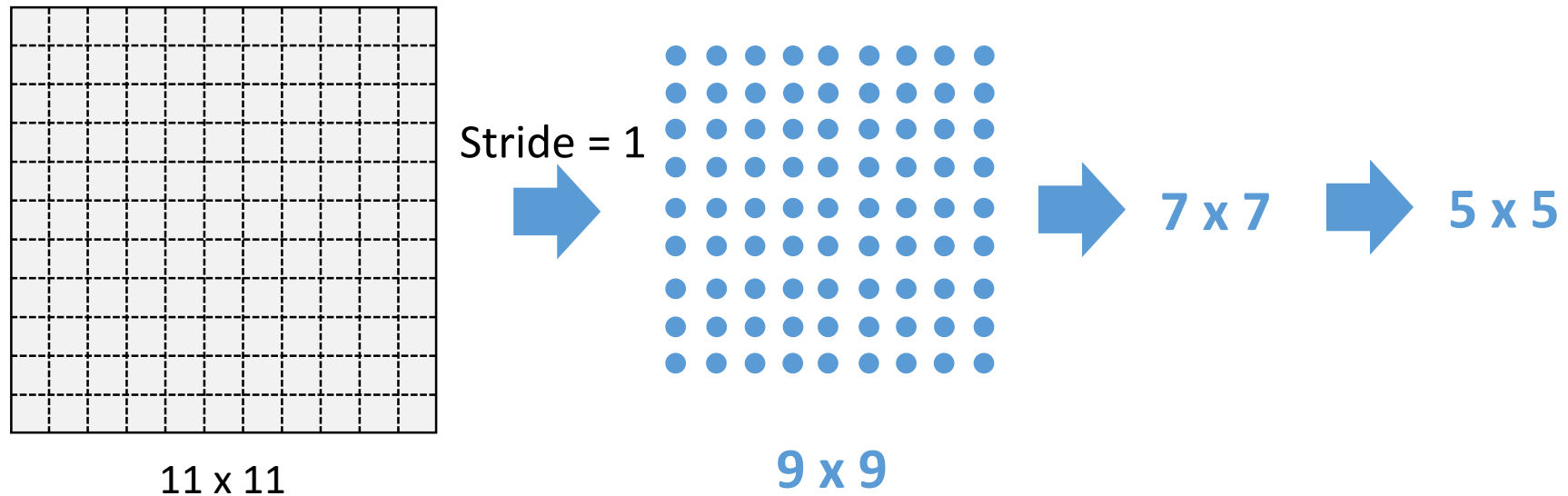
# Convolutional Neural Network (2)

Hanwool Jeong

[hwjeong@kw.ac.kr](mailto:hwjeong@kw.ac.kr)

# Data Loss in CNN

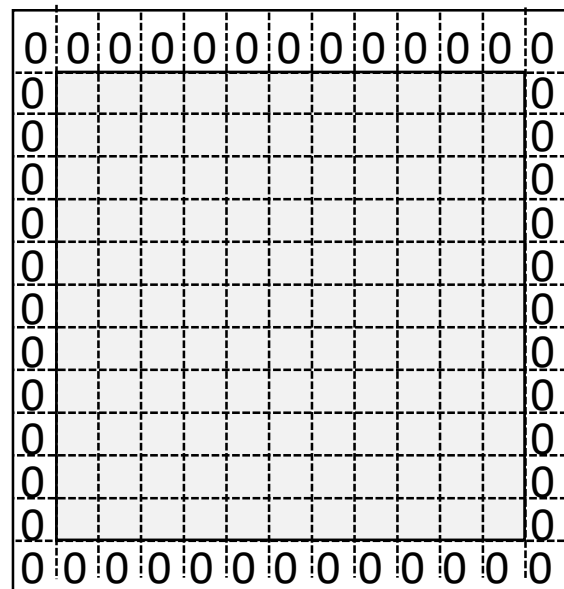
- Edge data component may have less portion



- To prevent this data size reduction, the padding can be performed.

# Padding in CNN

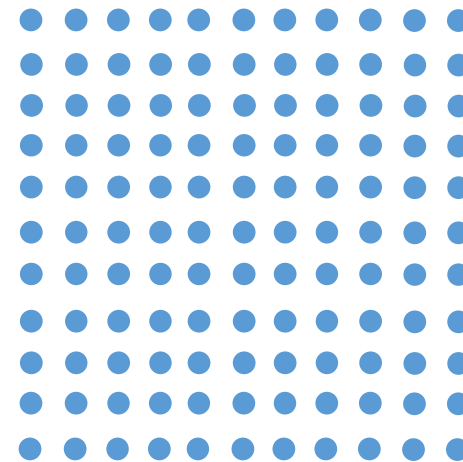
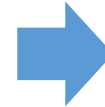
- Besides the zero padding, copy padding exists.
- Can you imagine different p value?



13 x 13

**p=2**

Stride = 1



**11 x 11**

**We can retain the data size**

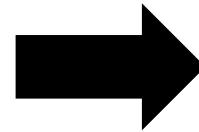
# Pooling or Subsampling Layer

- To extract summary statistics, pooling can be used.  
→ Accelerate the speed, reduce the noise effect, overfitting..
- Besides the max pooling, average, weighted average pooling or  $L_2$  norm pooling.

0	5	4	3	0	0
8	2	0	0	6	9
9	0	0	6	4	0
8	6	0	8	9	6
4	0	6	9	0	2
0	7	6	4	10	7

**s=2**

**Max pooling**

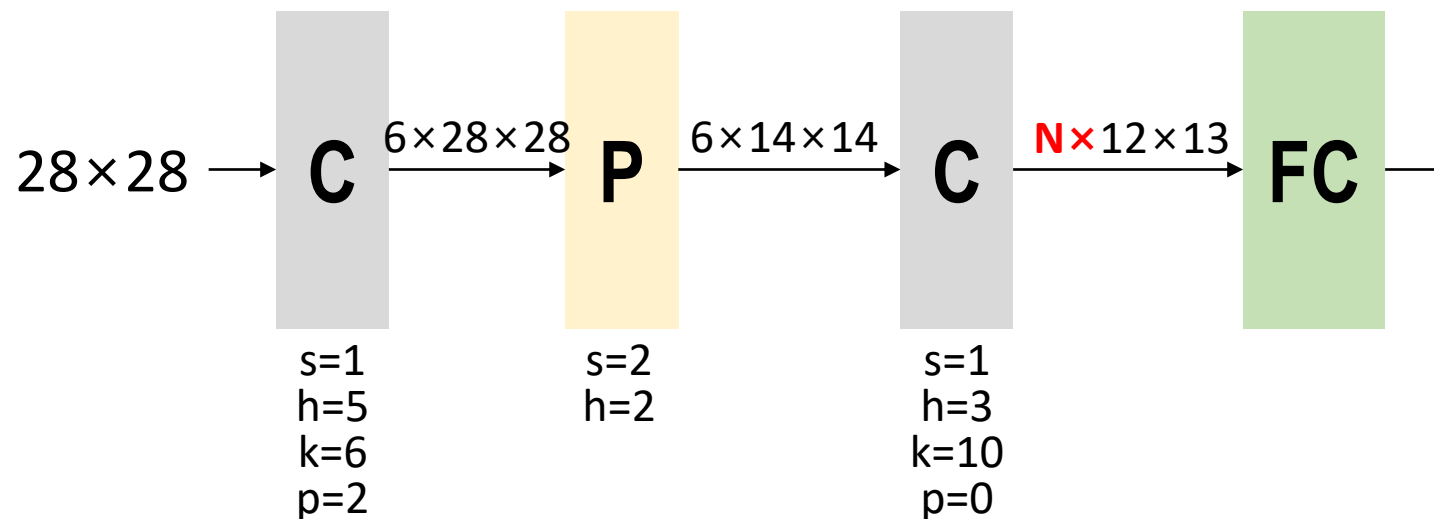


8	4	9
9	8	9
7	9	10

# Now, We have Various Layers

- Fully connected layer (dense layer)
- Convolution layer
- Pooling layer

By combining above layers, we can construct multiple layers for certain goal





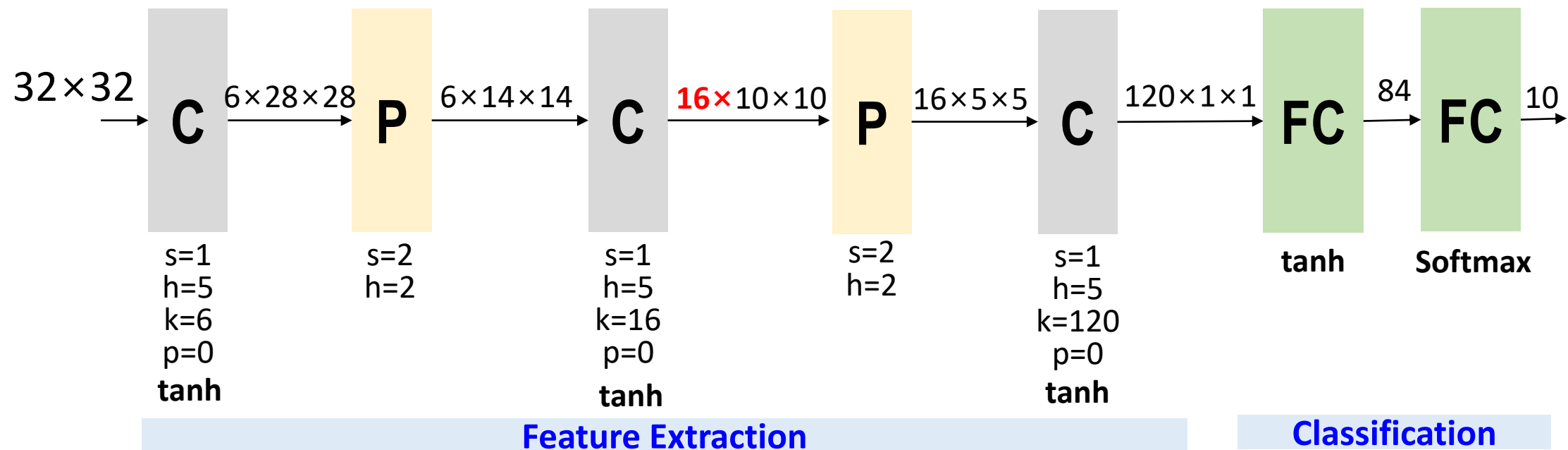
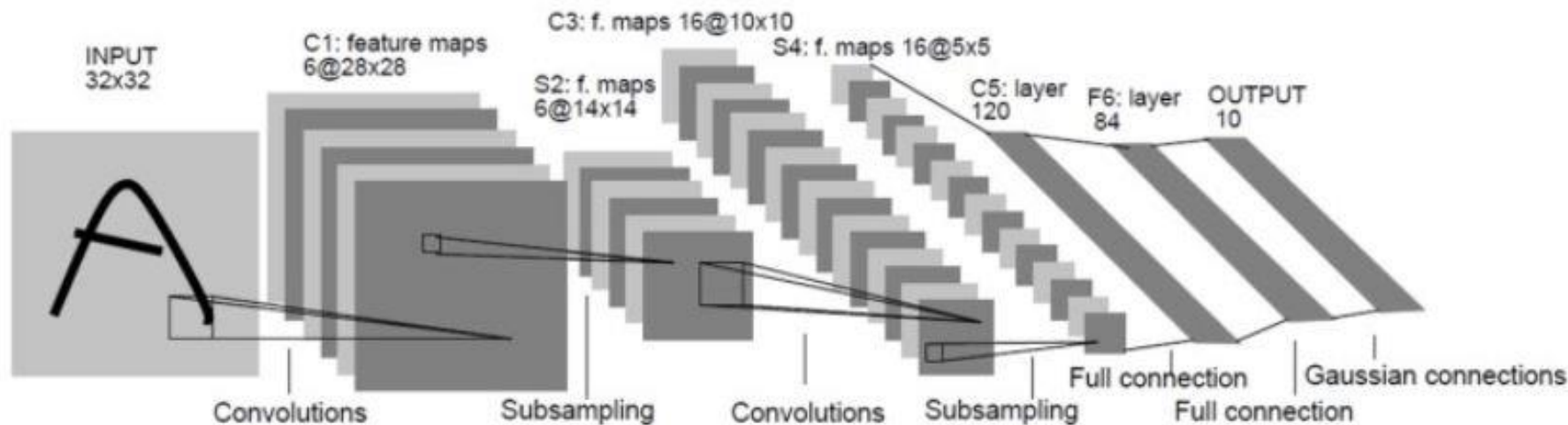
# LeNet-5 (1998)

Gradient-based learning applied to document recognition

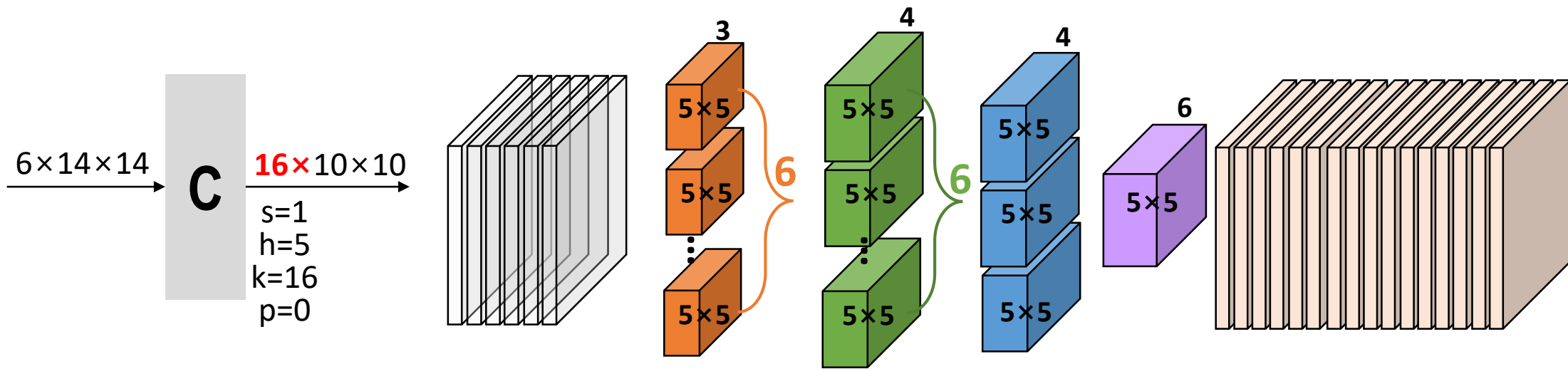
Y LeCun, L Bottou, Y Bengio... - Proceedings of the ..., 1998 - ieeexplore.ieee.org

Multilayer neural networks trained with the back-propagation algorithm constitute the best example of a successful gradient based learning technique. Given an appropriate network architecture, gradient-based learning algorithms can be used to synthesize a complex ...

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# 6 → 16?

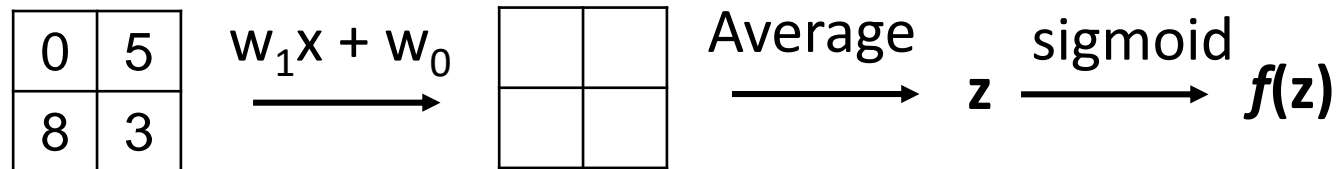
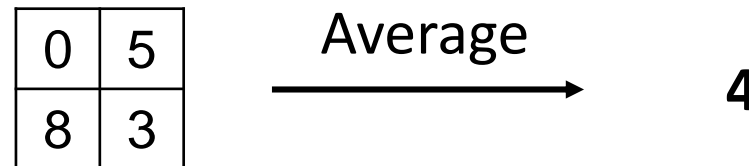
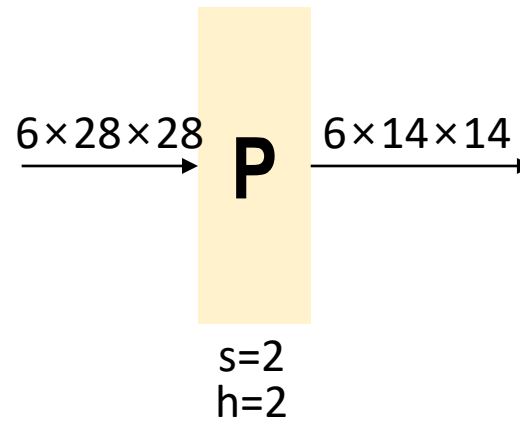


**OUT**

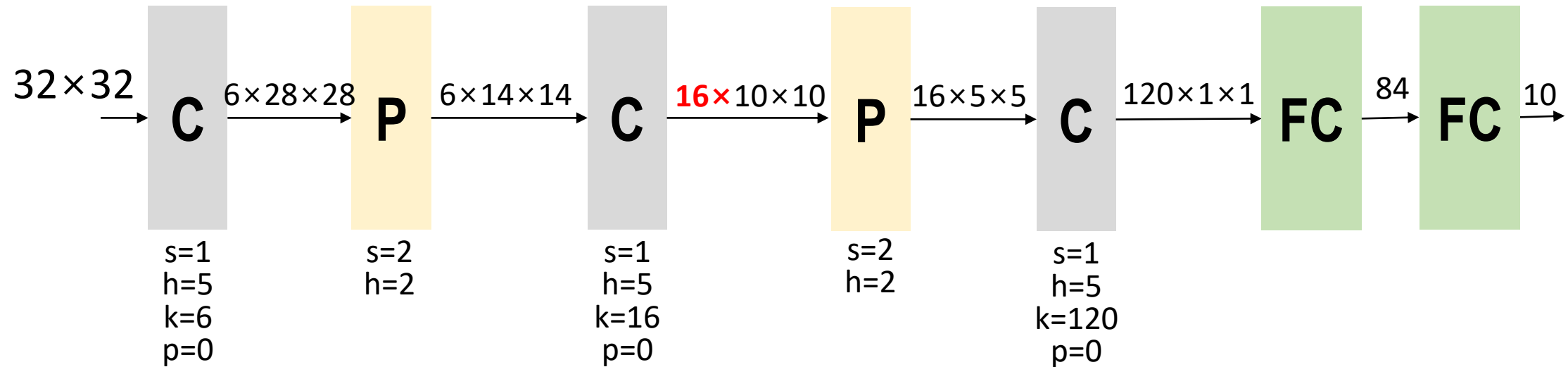
**IN**

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	Orange				Orange	Orange	Green			Green	Green	Green	Blue		Blue	Purple
1	Orange	Orange				Orange	Green	Green			Green	Green	Blue	Blue		Purple
2	Orange	Orange	Orange				Green	Green	Green			Green		Blue	Blue	Purple
3		Orange	Orange	Orange			Green	Green	Green				Blue		Blue	Purple
4			Orange	Orange	Orange			Green	Green	Green			Blue	Blue		Purple
5				Orange	Orange	Orange			Green	Green	Green	Green		Blue	Blue	Purple

# Enhancing Flexibility & Utility in Average Pooling Layer

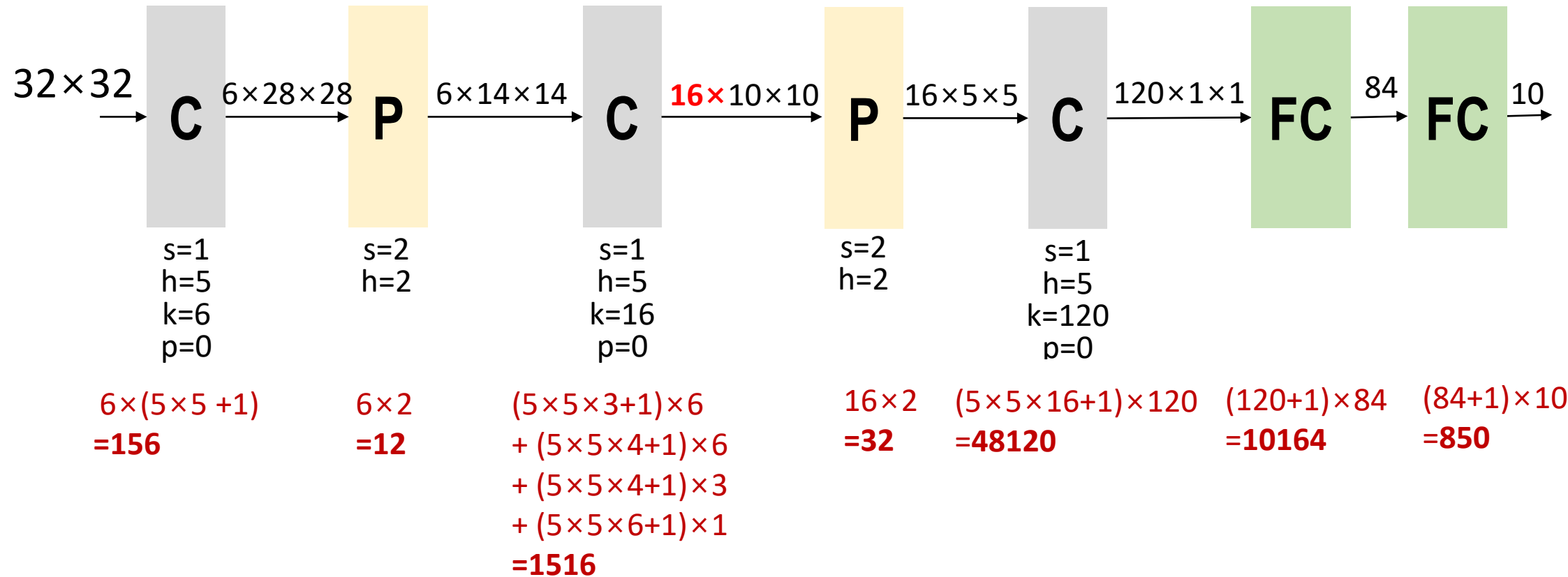


# How Can You Train This?



- We already study this!
- Nothing but with the proper optimizer & cost function!
- Then we can perform back-propagation

# How Many Parameters to be Trained?

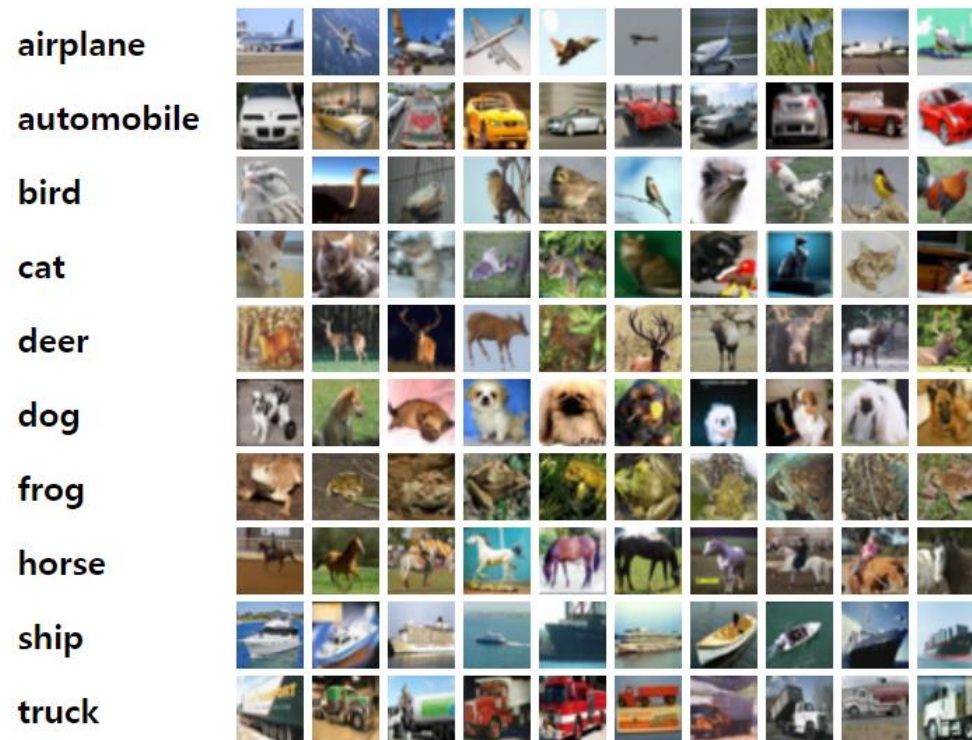


# Application Cases of LeNet-5

- Recognizing the simple digit images
- Successfully applied to the recognition of handwritten zip code digits provided by the U.S. Postal Service.
- Contributes to the automating classifying the price of the bank check.

# Famous Datasets

- MNIST:  $28 \times 28$  handwritten 0-9 digits (60000 training + 10000 test)
- CIFAR-10:  $32 \times 32$  color images in 10 classes (50000 training + 10000 test)



# ImageNet & ILSVRC

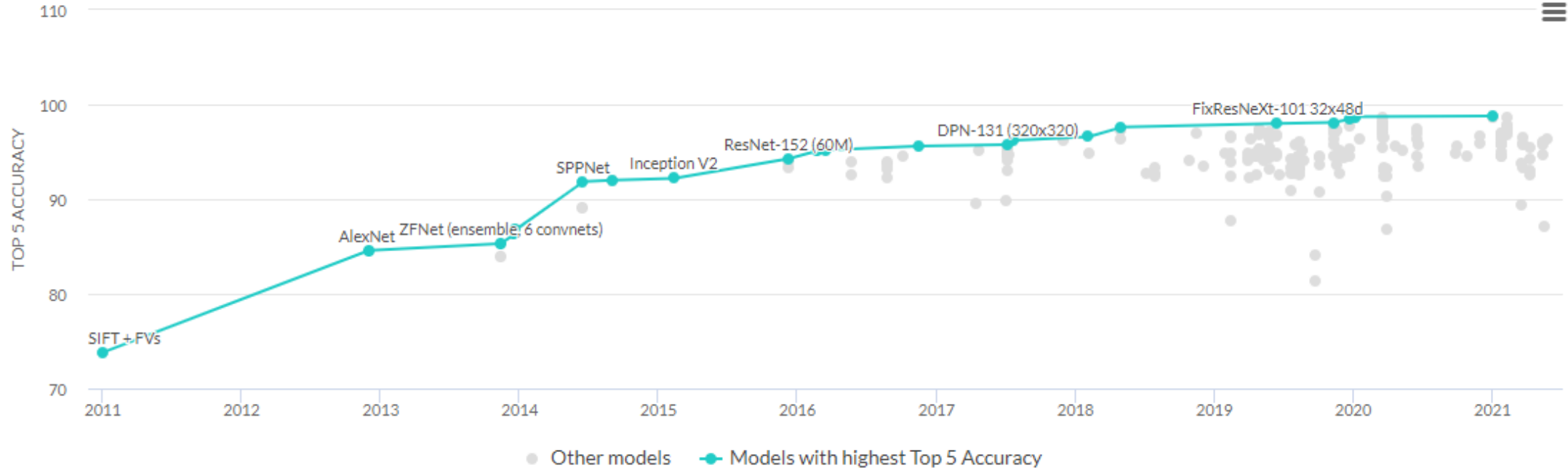
- ImageNet: More than 14 million images have been hand-annotated by MTurk(the Amazon Mechanical Turk) into more than 20,000 categories
- ILSVRC (ImageNet Large Scale Visual Recognition Challenge)





# ILSVRC

- <https://paperswithcode.com/sota/image-classification-on-imagenet>



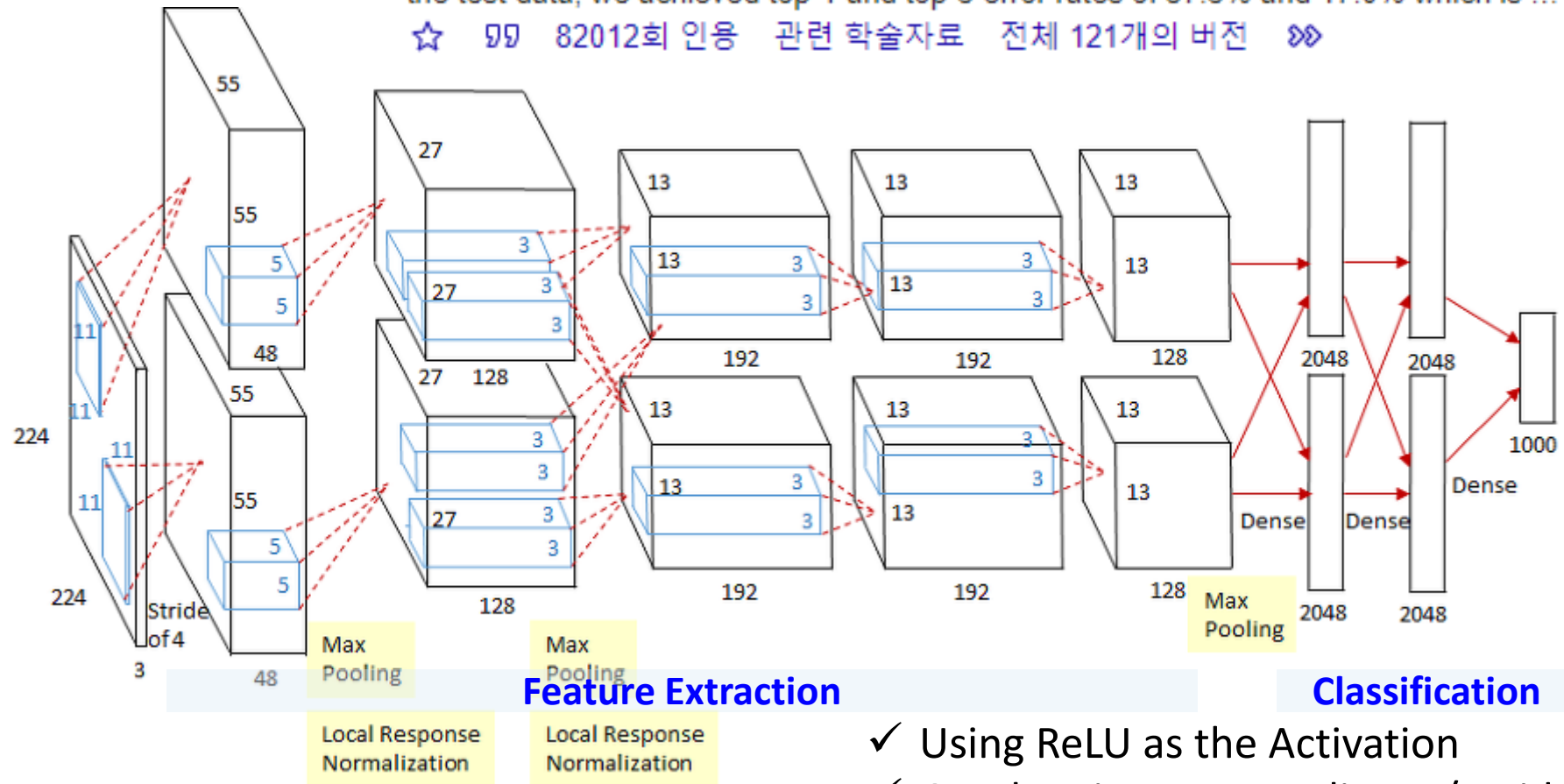
# AlexNet

[PDF] **Imagenet classification with deep convolutional neural networks**

[A Krizhevsky, I Sutskever, GE Hinton](#) - Advances in neural information ..., 2012 - kr.nvidia.com

We trained a large, deep convolutional neural network to classify the 1.2 million high-resolution images in the ImageNet LSVRC-2010 contest into the 1000 different classes. On the test data, we achieved top-1 and top-5 error rates of 37.5% and 17.0% which is ...

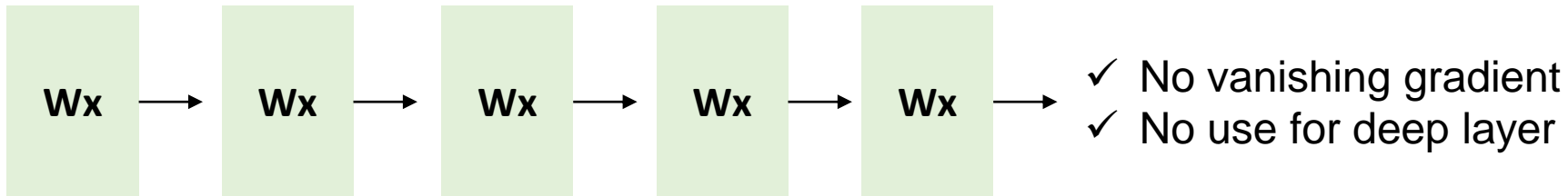
☆ 99 82012회 인용 관련 학술자료 전체 121개의 버전 99



- ✓ Using ReLU as the Activation
- ✓ Overlapping max-pooling w/ stride =2
- ✓ Using local response normalization
- ✓ Using drop-out

# Why is Deep Layer Good?

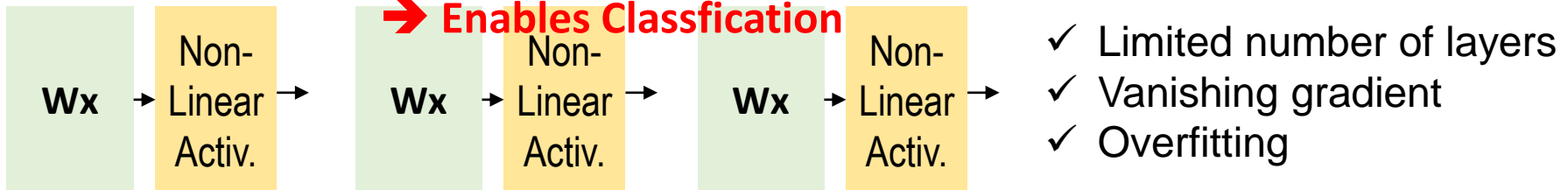
Multiple layers of linear combination:



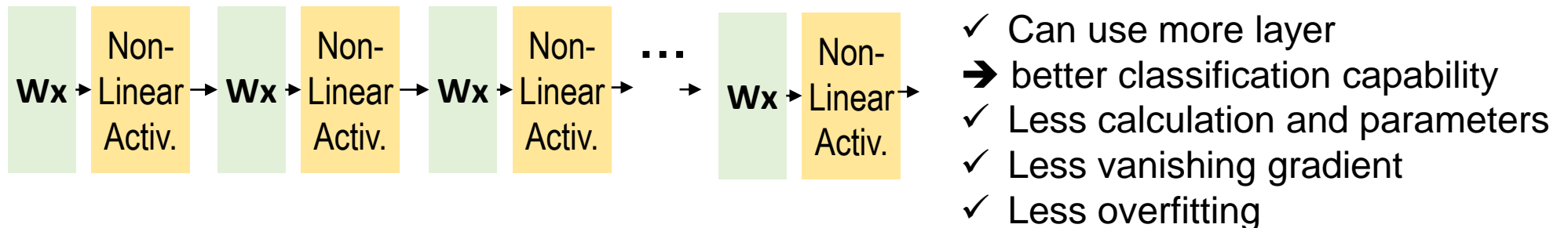
Deep MLP:

**Non-linear function + Many layer**

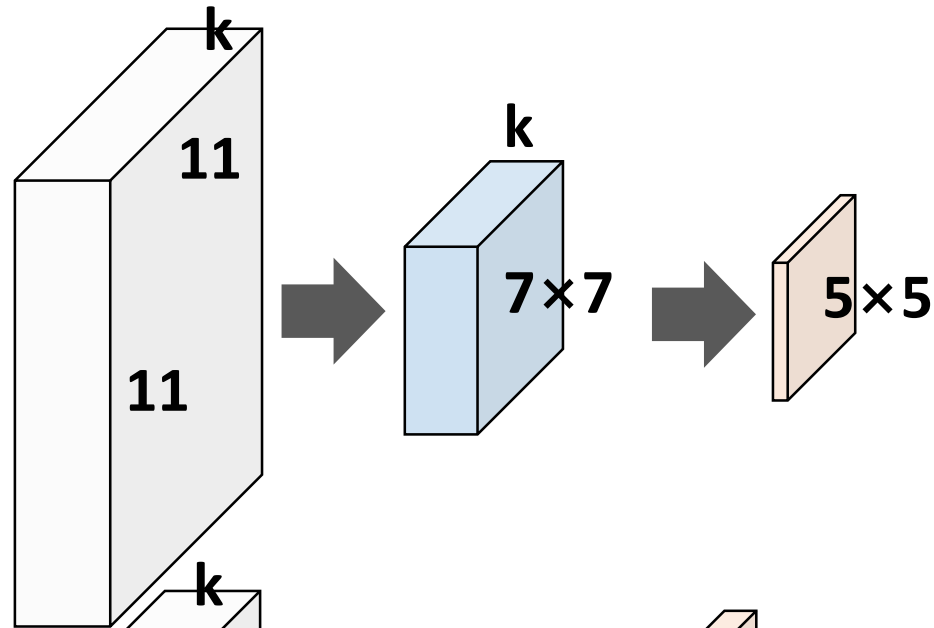
**→ Enables Classification**



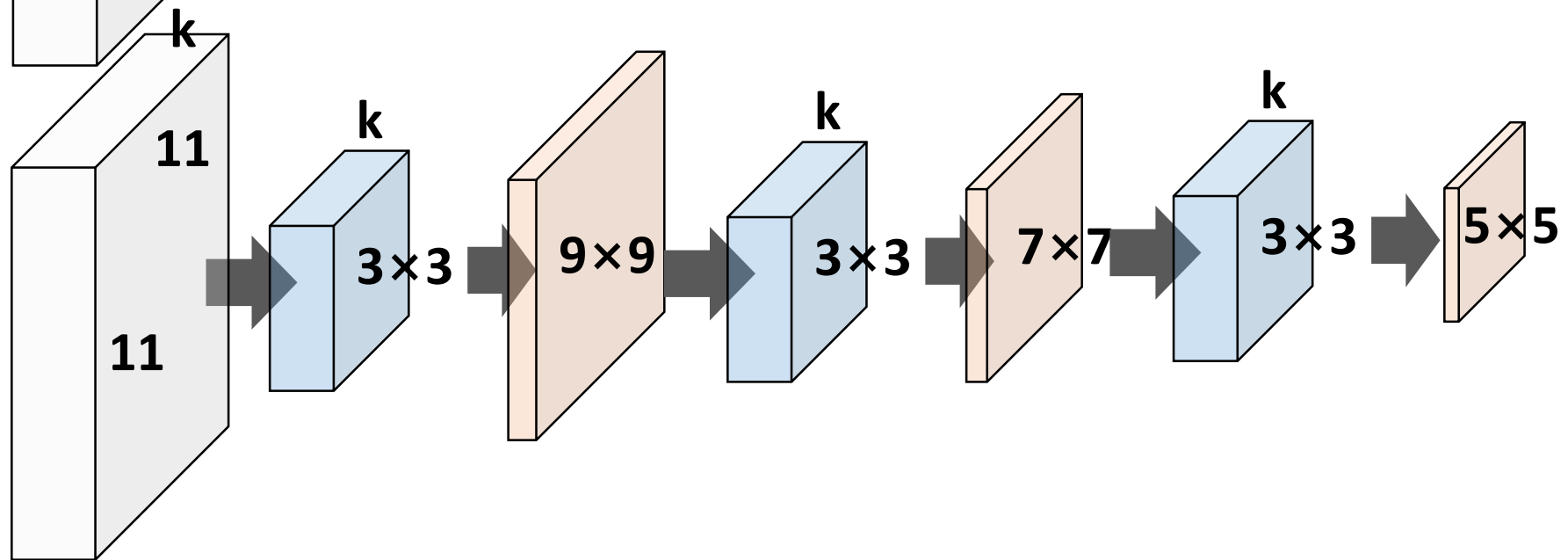
CNN: Partial connection + Down sampling + Drop-out + ReLU



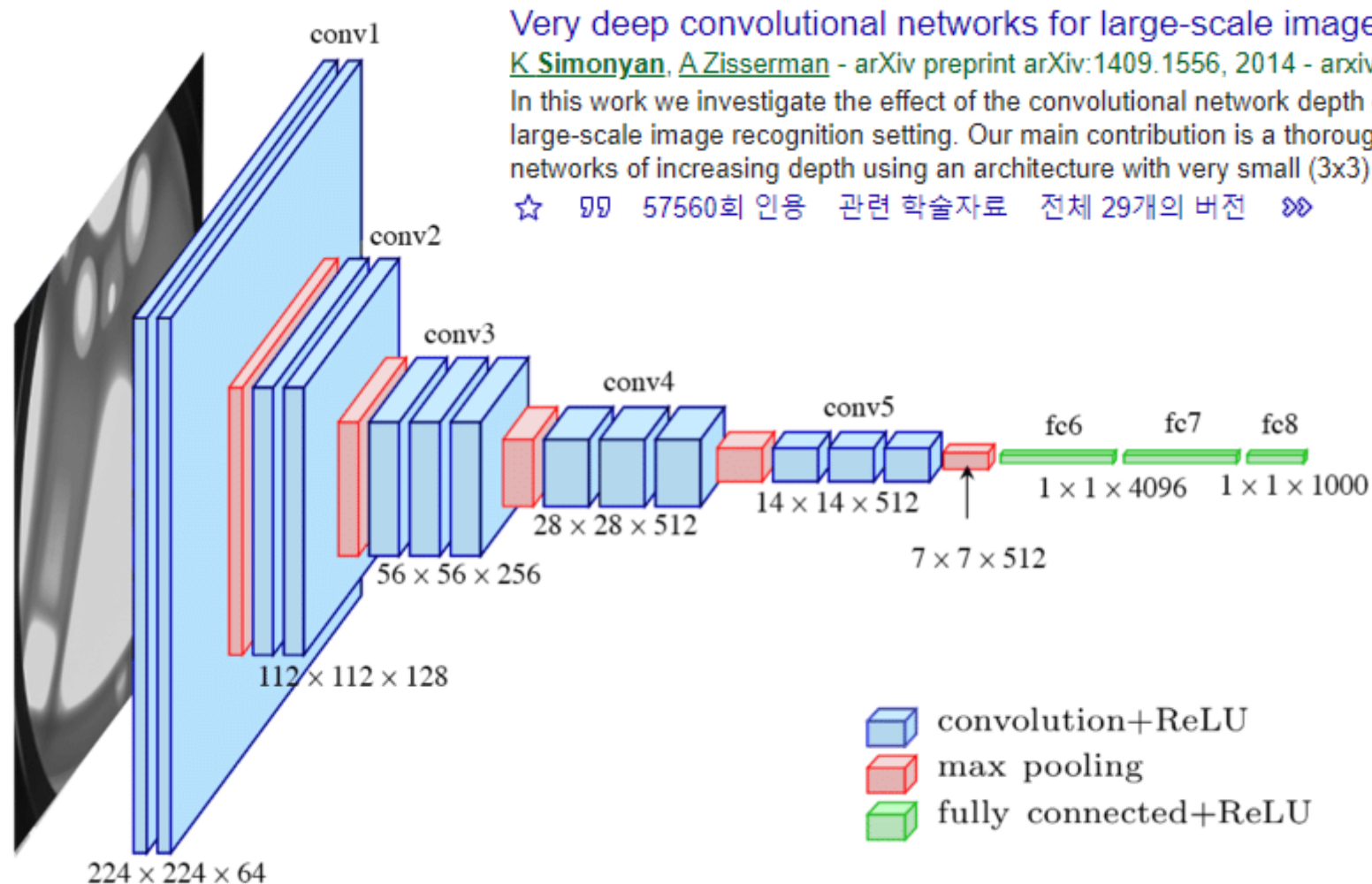
# 7×7 Kernel vs. 3×3 Kernel



Same effect on  
7×7 one time vs. 3×3 three times  
Except more non-linear activations  
can be applied in the latter  
→ Better accuracy in 3×3 three times



# VGGNet; VGG-16



Very deep convolutional networks for large-scale image recognition

[K Simonyan, A Zisserman - arXiv preprint arXiv:1409.1556, 2014 - arxiv.org](#)

In this work we investigate the effect of the convolutional network depth on its accuracy in the large-scale image recognition setting. Our main contribution is a thorough evaluation of networks of increasing depth using an architecture with very small (3x3) convolution filters ...

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Feature Extraction

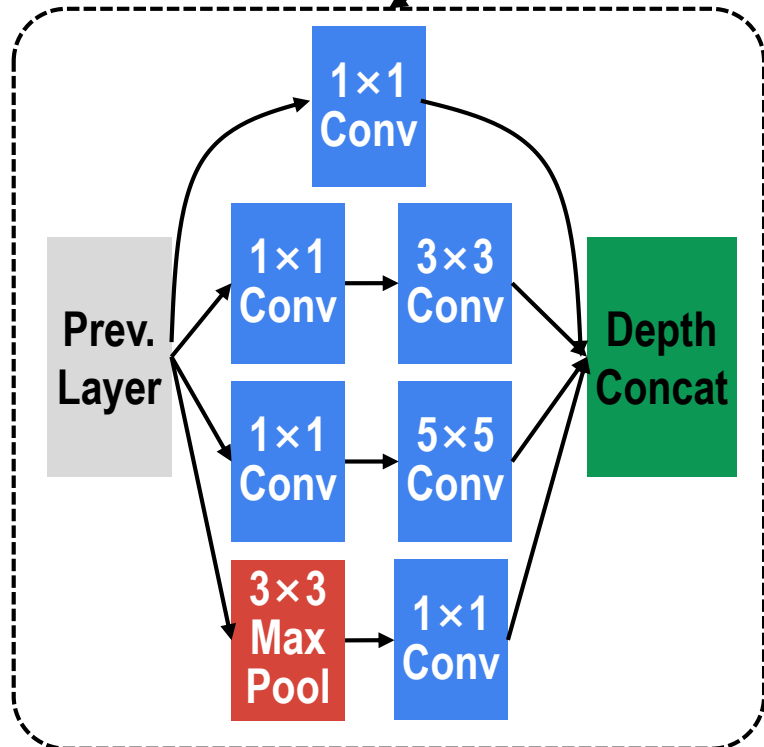
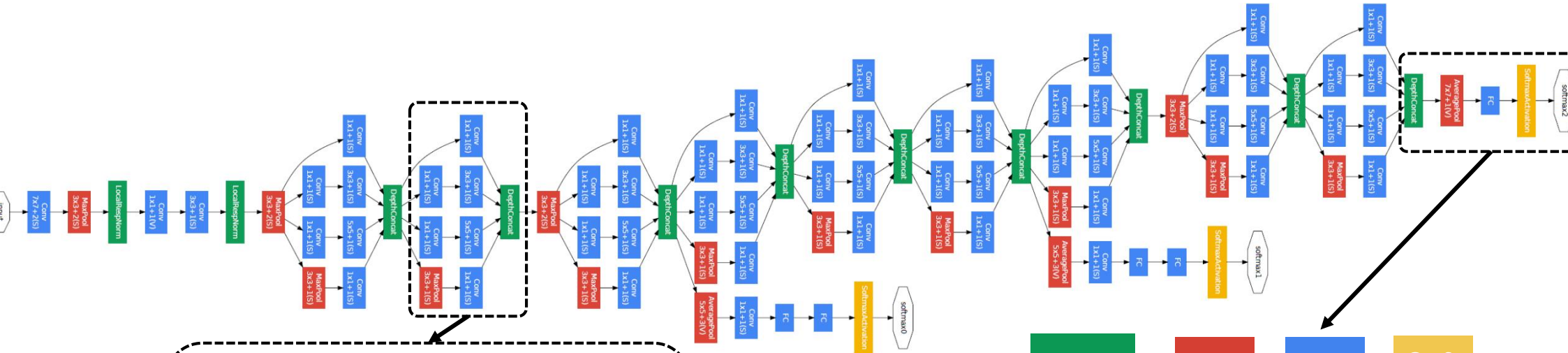
Classification

# VGG Variations

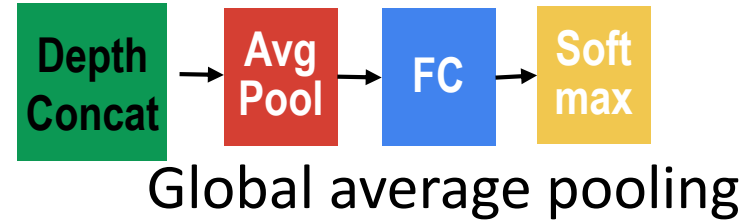
Architecture	Number of Parameters (millions)	Top-5 Error Rate (%)
<p>VGG-11</p>	133	10.4
<p>VGG-11 (LRN)</p>	133	10.5
<p>VGG-13</p>	133	9.9
<p>VGG-16 (Conv1)</p>	134	9.4
<p>VGG-16</p>	138	8.8
<p>VGG-19</p>	144	9.0

# GoogLeNet

Convolution  
 Pooling  
 Softmax  
 Concatenation Reshape



Inception module

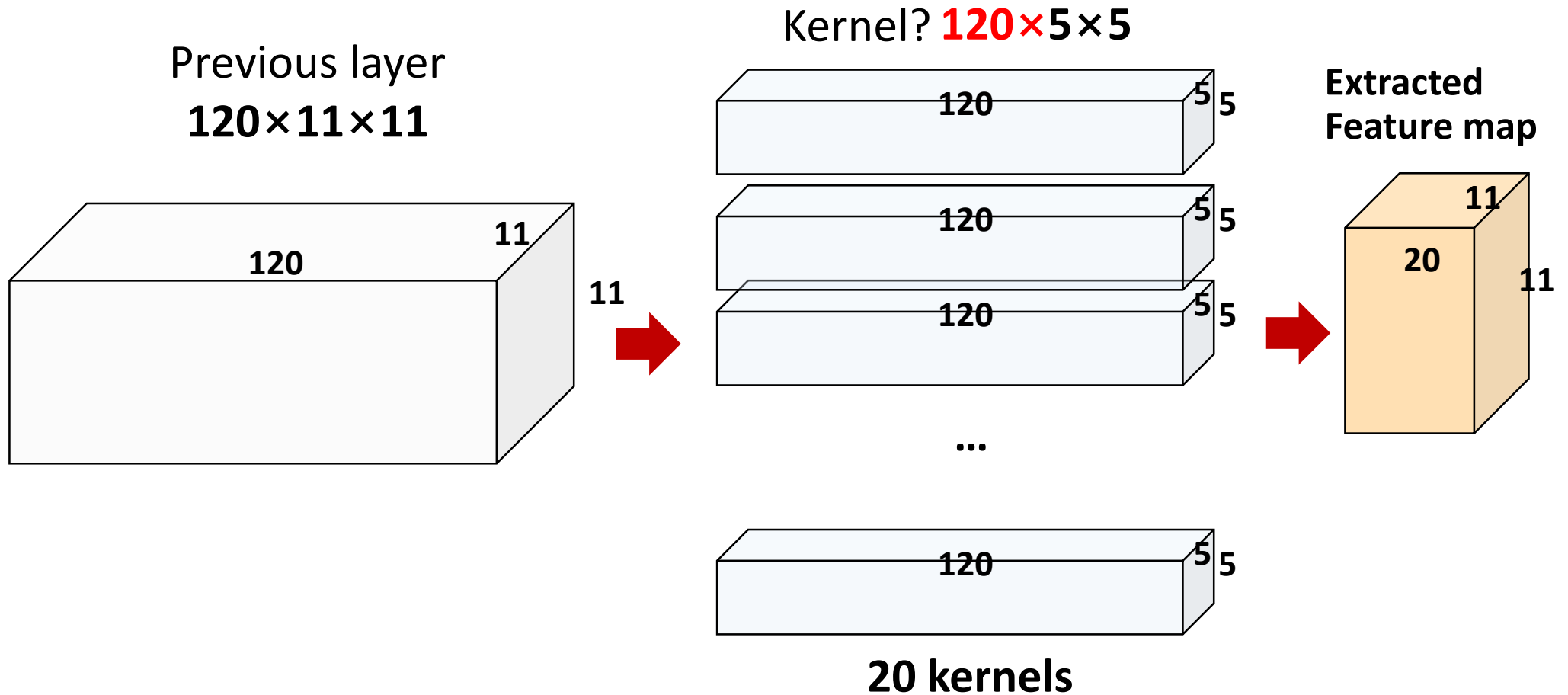


Global average pooling

**Three key noticeable techniques:**

- 1) 1×1 Convolution kernel
- 2) Global average pooling
- 3) Inception module

# 1) $1 \times 1$ Convolution kernel; Required Number of Calculations in Conv

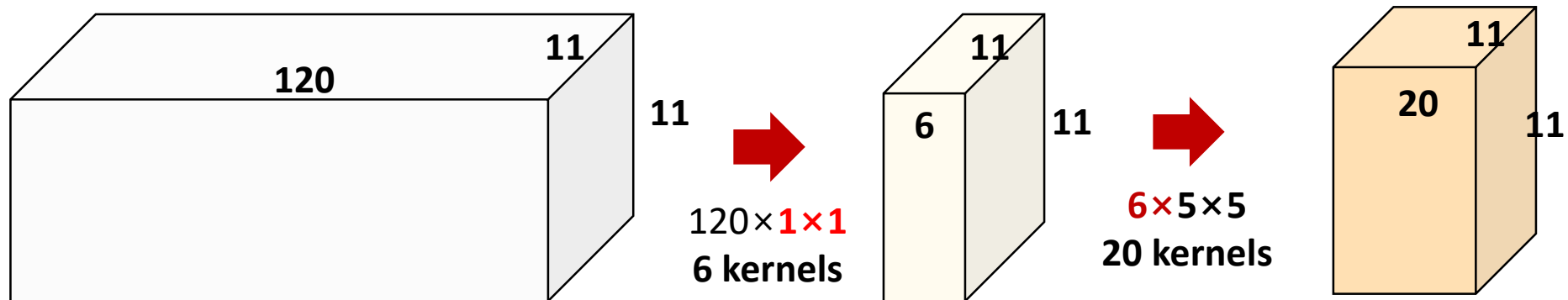


Number of calculations :  $20 \times 11 \times 11 \times (120 \times 5 \times 5) = 7260k$



# 1) 1×1 Convolution kernel; How About This? Advantage of 1×1 Kernel Convolution

By using 1×1 kernel, we can reduce the required calculation numbers

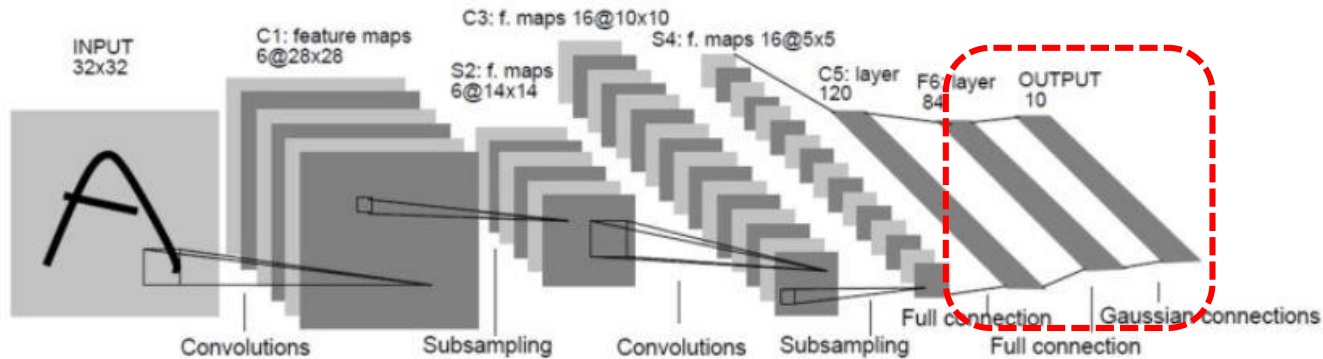


Same results,

**Number of calculations :**

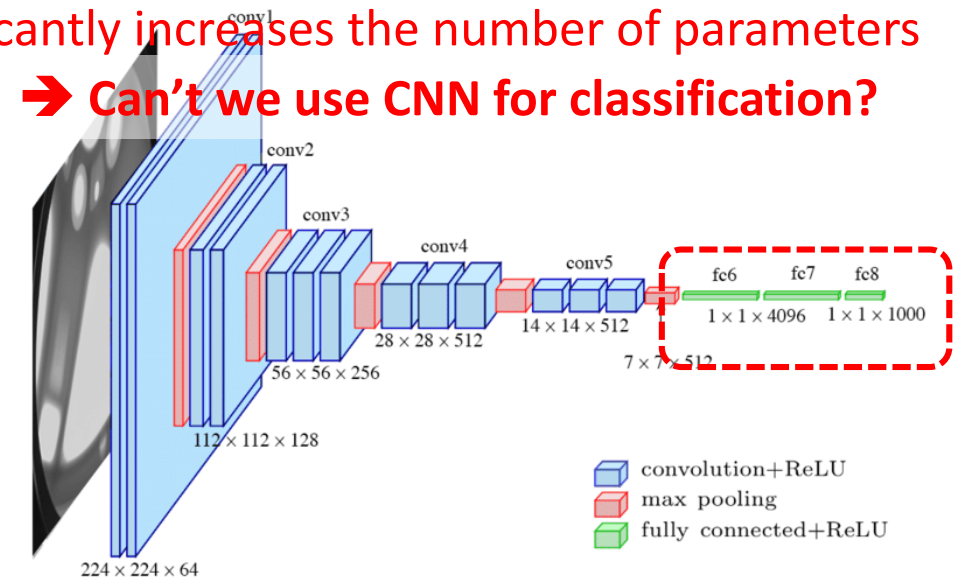
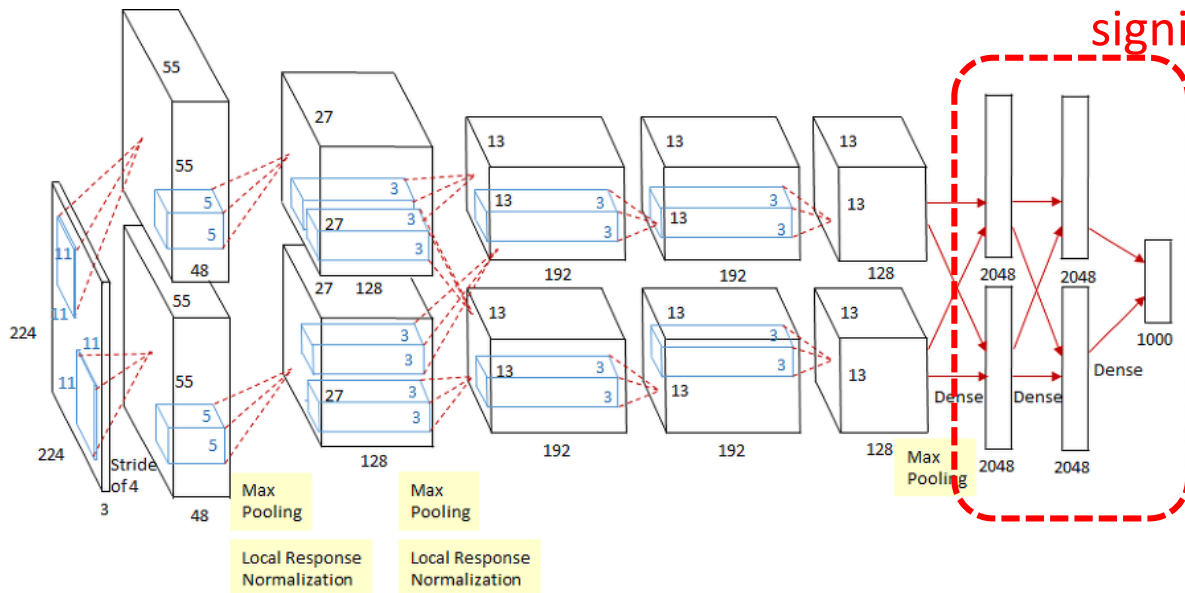
$$6 \times 11 \times 11 \times (120 \times 1 \times 1) + 20 \times 11 \times 11 \times (6 \times 5 \times 5) = 450k$$

# 2) Global Average Pooling; Cause of Large Parameters in Prev. CNN



Fully connected layers for classification significantly increases the number of parameters

→ Can't we use CNN for classification?

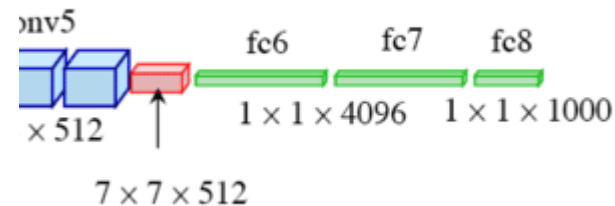


■ convolution+ReLU  
■ max pooling  
■ fully connected+ReLU

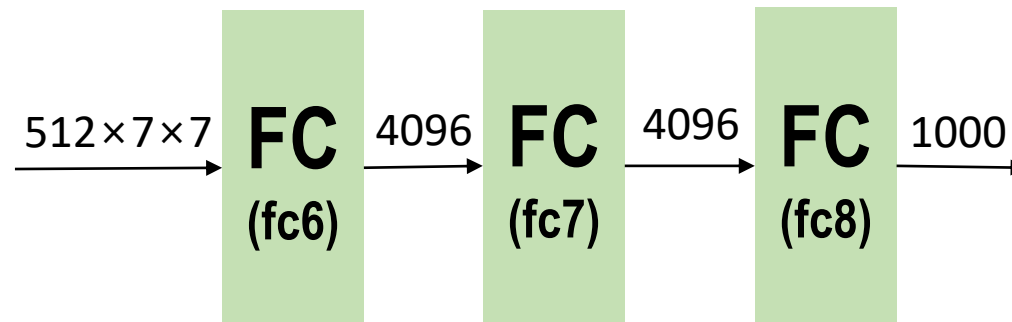
## 2) Global Average Pooling; Parameters of FC in VGGNet

- Classification with 1000 categories for ImageNet

### VGGNet



- ✓ Large computation
- ✓ Sensitive to overfitting



<b>Parameter Number</b>	$512 \times 7 \times 7 \times 4096$ =102,760,448	$4096 \times 4096$ =16,777,216	$4096 \times 1000$ =4,096,000
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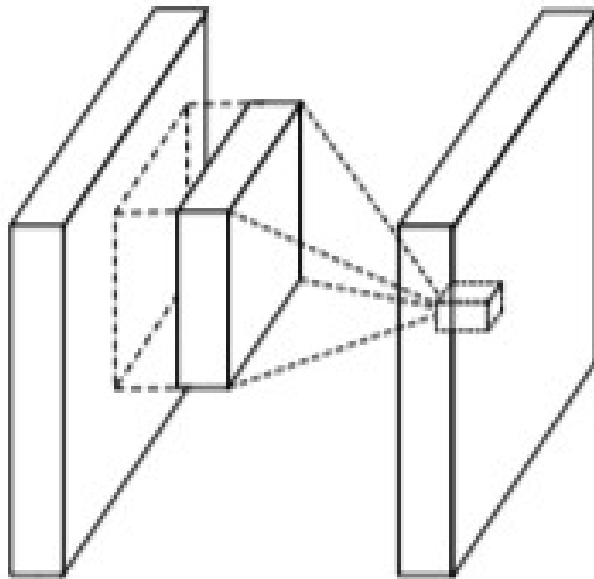
## 2) Global Average Pooling; MLP Convolution in NIN

### Network in network

[M Lin](#), [Q Chen](#), [S Yan](#) - arXiv preprint arXiv:1312.4400, 2013 - arxiv.org

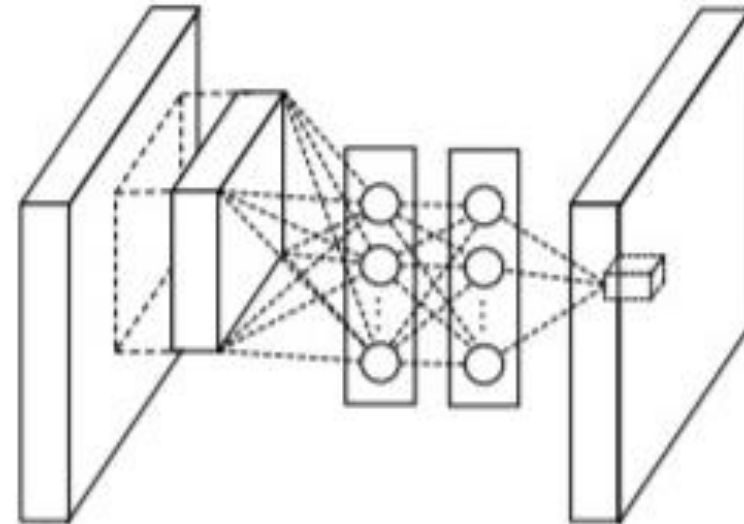
We propose a novel deep network structure called "Network In Network" (NIN) to enhance model discriminability for local patches within the receptive field. The conventional convolutional layer uses linear filters followed by a nonlinear activation function to scan the ...

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Convolution layer in CNN

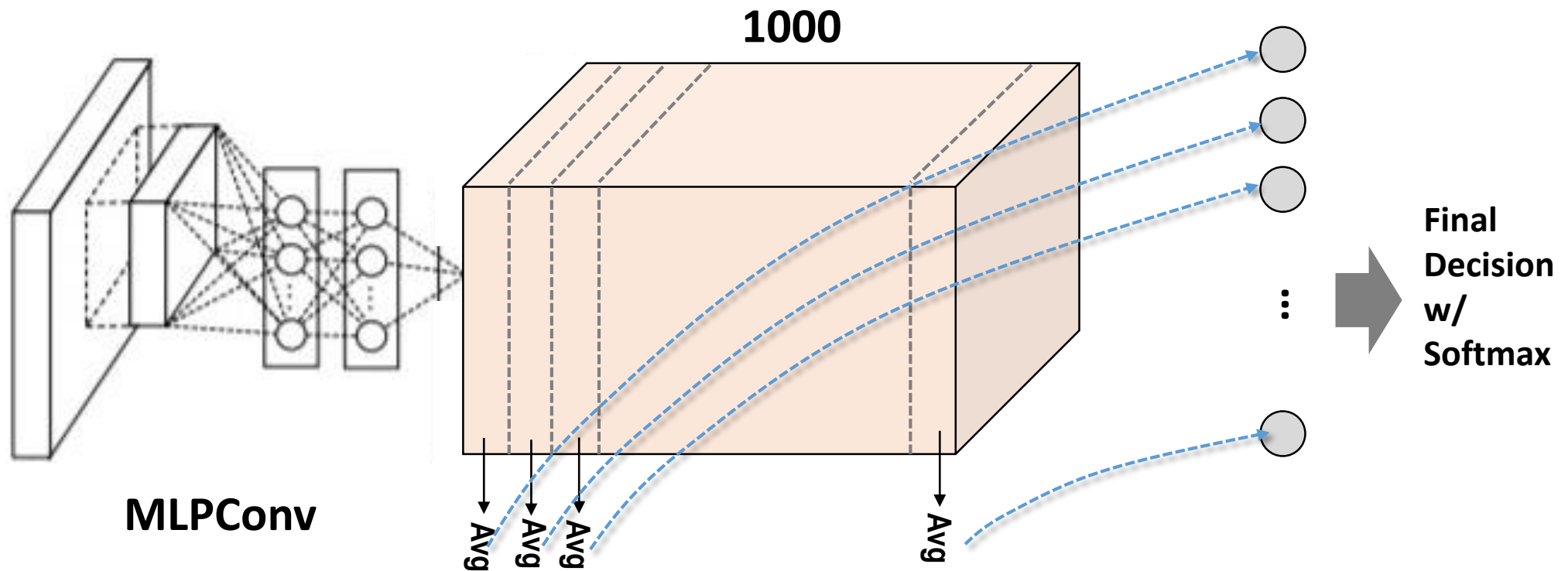
vs.



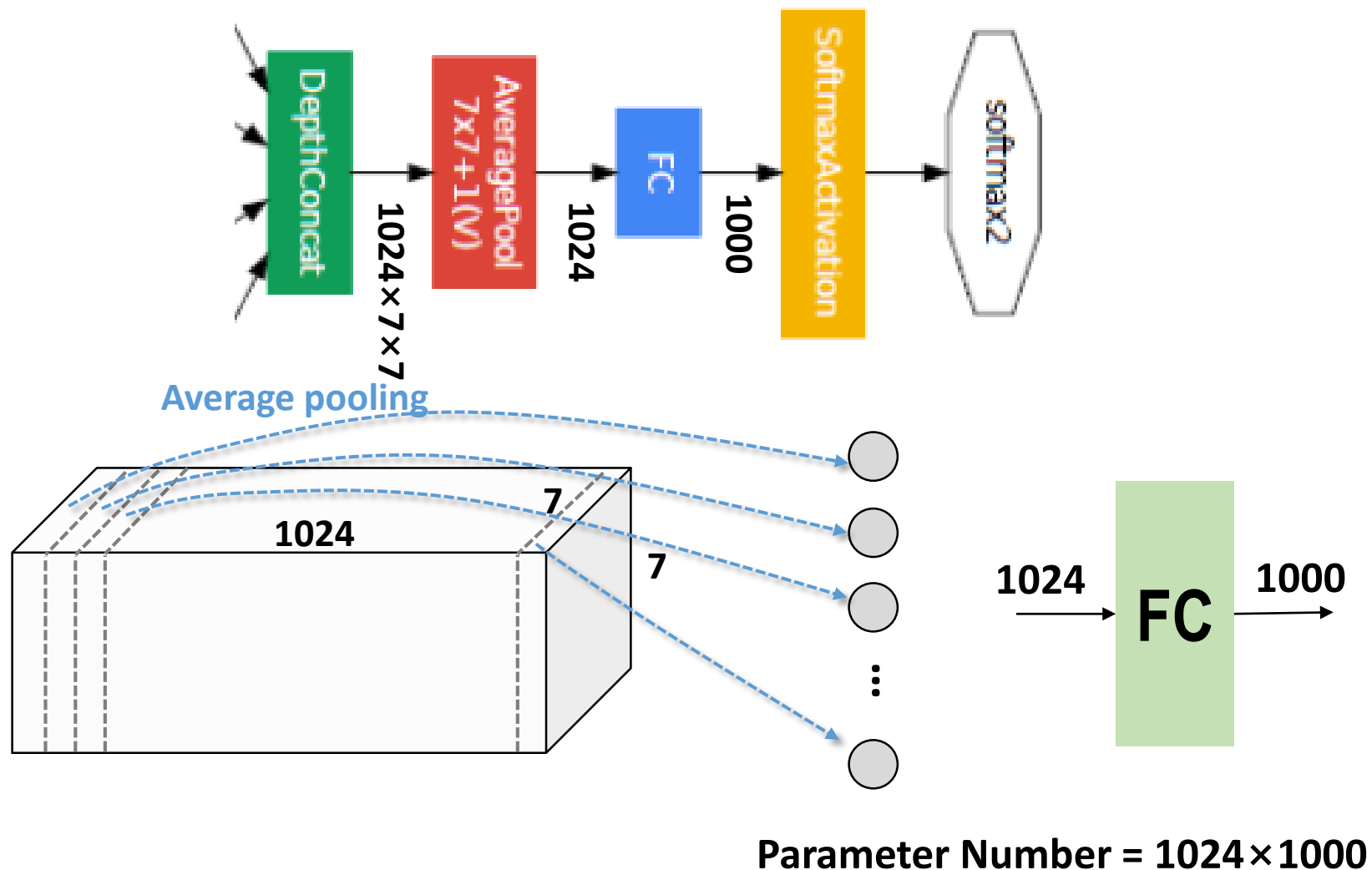
MLP-Convolution layer

## 2) Global Average Pooling; Global Average Pooling w/ MLPConv

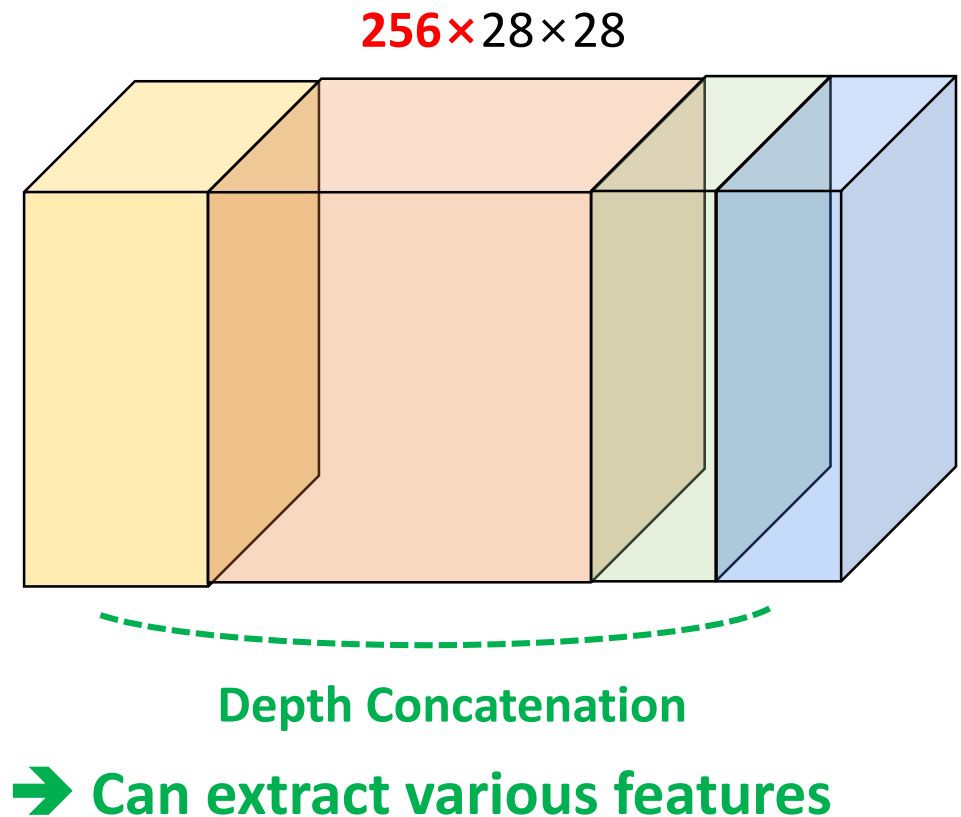
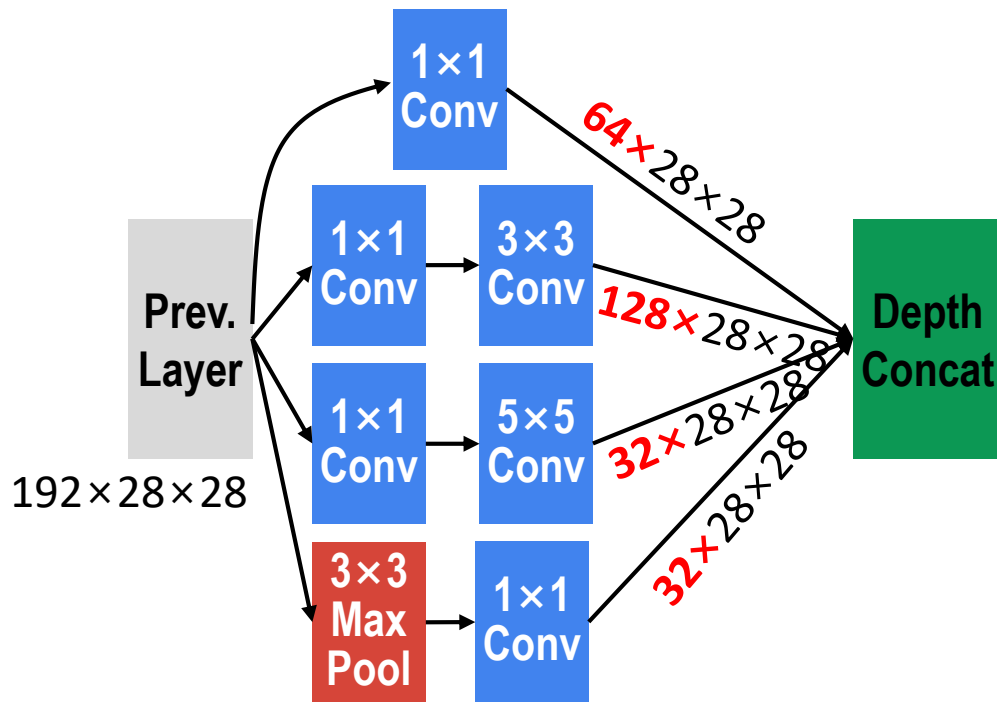
- For 1000 categories,



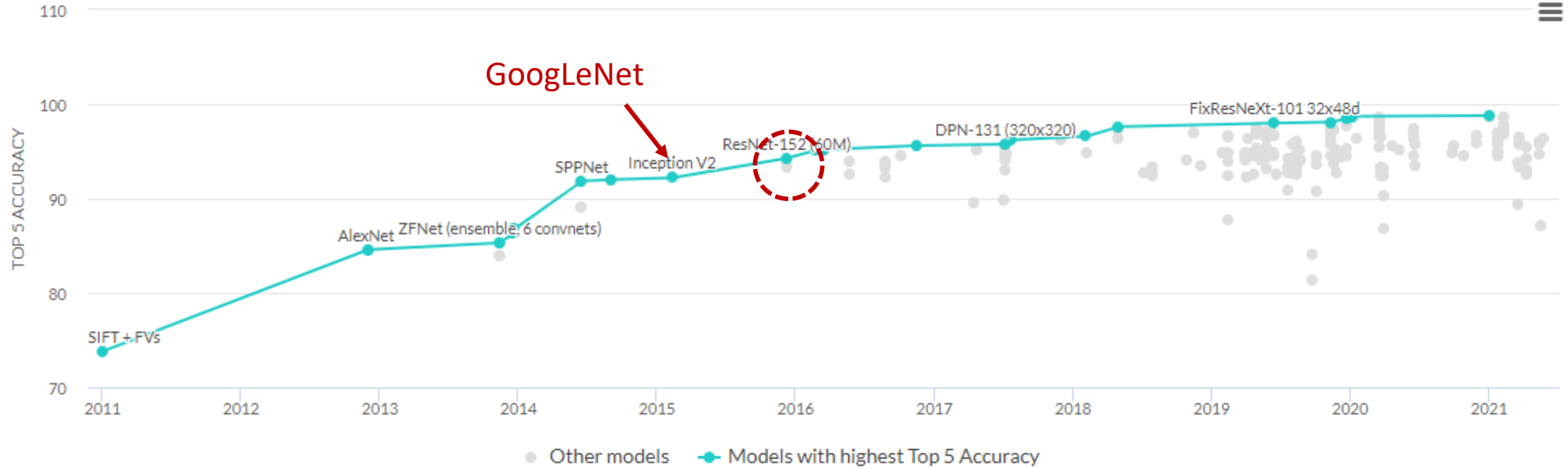
## 2) Global Average Pooling; Classification in GoogLeNet



# 3) Inception Module

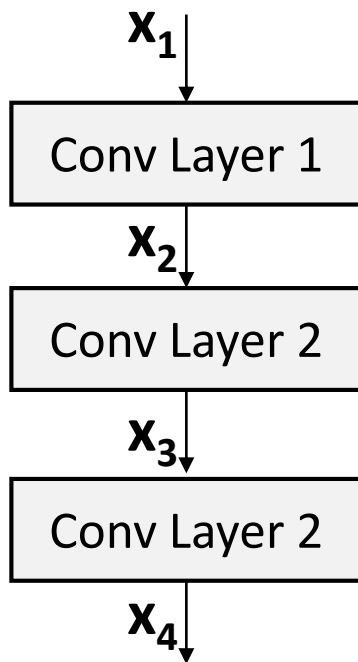


# Revisit IRSVRC Results



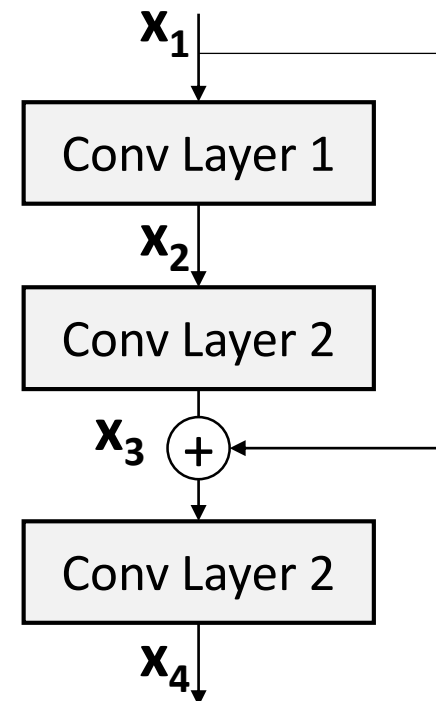


# Resolving Vanishing Gradient Problem



$$\nabla J(\mathbf{x}) = \frac{\partial J(\mathbf{x}_1)}{\partial \mathbf{x}_1} = \frac{\partial \mathbf{x}_4}{\partial \mathbf{x}_1} = \frac{\partial \mathbf{x}_4}{\partial \mathbf{x}_3} \times \frac{\partial \mathbf{x}_3}{\partial \mathbf{x}_2} \times \frac{\partial \mathbf{x}_2}{\partial \mathbf{x}_1}$$

Is there any method to  $x_1$  more directly affect to  $x_4$ ?  
So the gradient is not vanishing



$$\frac{\partial \mathbf{x}_4}{\partial \mathbf{x}_1} = \frac{\partial \mathbf{x}_4}{\partial \mathbf{x}_3} \times \frac{\partial \mathbf{x}_3}{\partial \mathbf{x}_2} \times \frac{\partial \mathbf{x}_2}{\partial \mathbf{x}_1} + \frac{\partial \mathbf{x}_4}{\partial \mathbf{x}_1}$$

**Formation of short-cut path**  
**Prevents the vanishing gradient problem**

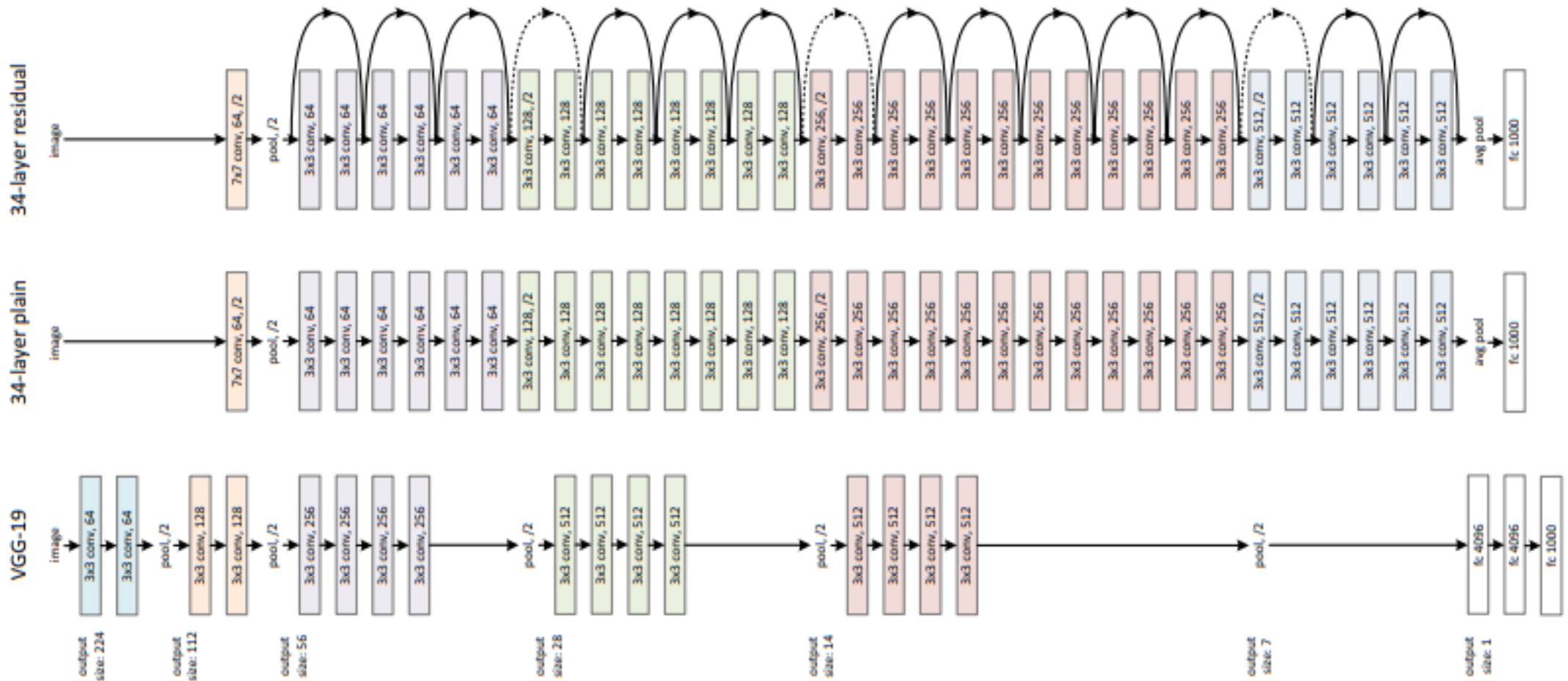
# ResNet

Deep residual learning for image recognition

[K He](#), [X Zhang](#), [S Ren](#), [J Sun](#) - Proceedings of the IEEE ..., 2016 - openaccess.thecvf.com

Deeper neural networks are more difficult to train. We present a residual learning framework to ease the training of networks that are substantially deeper than those used previously. We explicitly reformulate the layers as learning residual functions with reference to the layer ...

☆ 99 79599회 인용 관련 학술자료 전체 55개의 버전 >>



# Checkpoints

- Padding & Pooling
- Various CNNs
  - LeNet (
  - AlexNet
  - VGGNet
  - GoogLeNet
  - ResNet