

ImageNet Classification with Deep Convolutional Neural Networks

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Outline

- Basis of CNN
- Design of the Network
- Training of the Network
- Performance of the Network
- Why it works

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Basis of CNN

- ◆ CNN: abbreviation of Convolutional Neural Network
- ◆ feed-forward network, layer by layer
- ◆ special connectivity pattern
 - convolutional layer
 - pooling layer
 - ReLU layer
 - fully connected layer

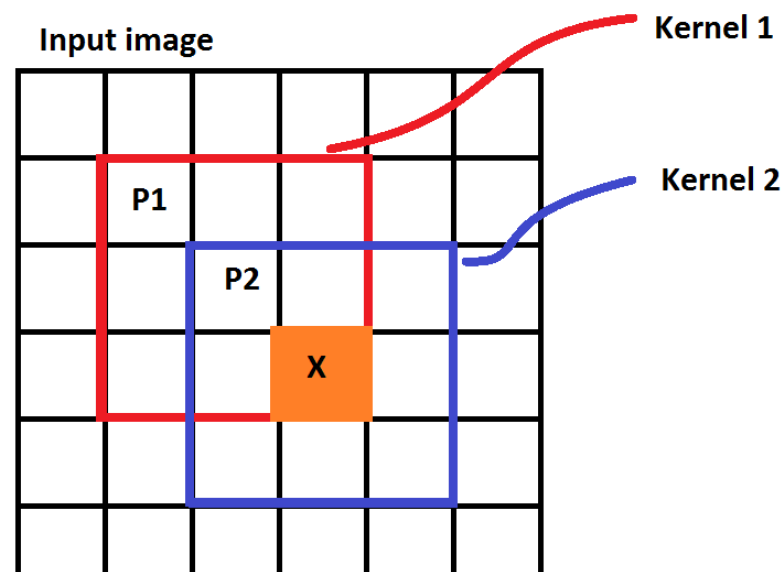
Basis of CNN – Convolutional Layer

- ◆ kernel/filter
- ◆ convolution: dot product between kernel and input
- ◆ activation map: result of convolution
- ◆ feature extraction
- ◆ multiple kernels

1 _{x1}	1 _{x0}	1 _{x1}	0	0
0 _{x0}	1 _{x1}	1 _{x0}	1	0
0 _{x1}	0 _{x0}	1 _{x1}	1	1
0	0	1	1	0
0	1	1	0	0

4		

Convolved
Feature

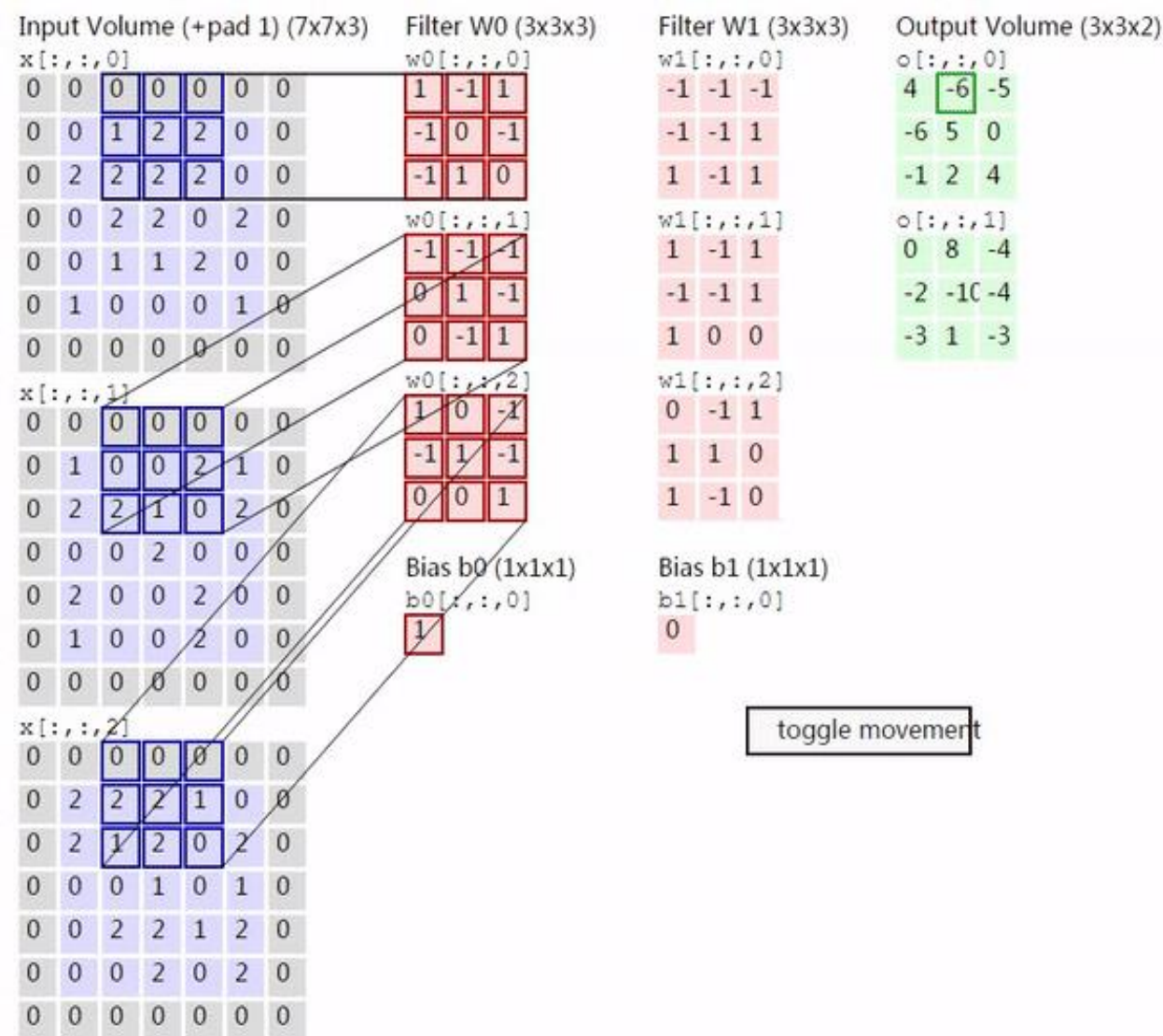


Basis of CNN – Convolutional Layer

◆ channels of RGB image

◆ 3 channels, 2 kernels

◆ one kernel -> one activation map



Source: <http://cs231n.github.io/convolutional-networks/#conv>

Basis of CNN – Pooling Layer

- ◆ pooling : a form of non-linear down-sampling
- ◆ different ways: max pooling, average pooling....
- ◆ reduce the number of parameters and amount of computation
- ◆ control overfitting
- ◆ overlapping pooling

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

Diagram illustrating overlapping pooling. A 4x4 input grid is shown. A 2x2 kernel (red box) is applied with a stride of 1, moving from left to right (indicated by a red arrow). The kernel covers the top-left 2x2 region (values 1, 2, 0, 0) and the top-middle 2x2 region (values 2, 1, 0, 3).

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

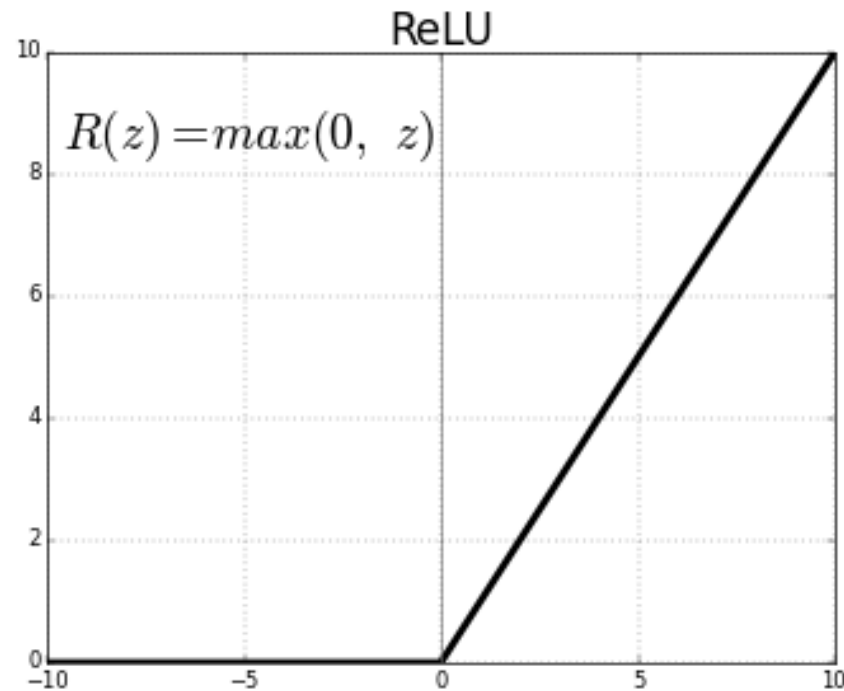
2	4
2	0

max pooling with a 2x2 kernel and stride = 2

max pooling with a 2x2 kernel and stride = 1

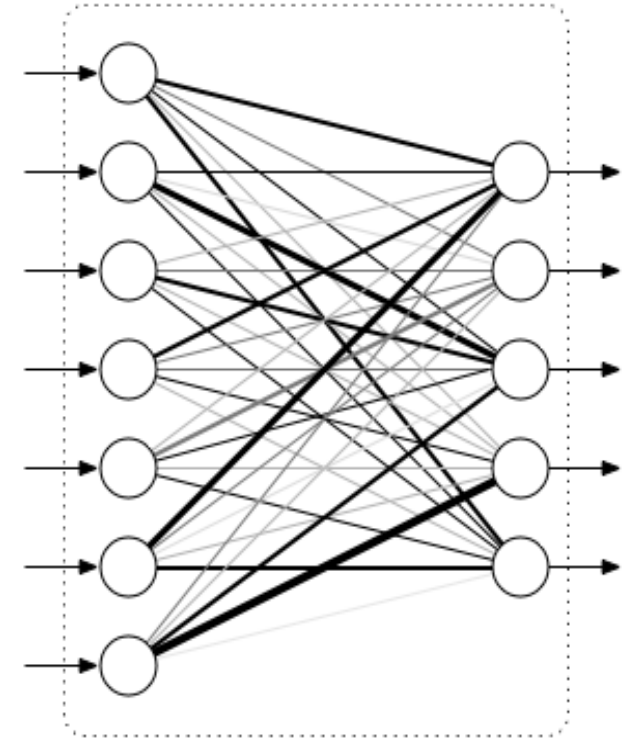
Basis of CNN – ReLU Layer

- ◆ ReLU : abbreviation of Rectified Linear Units
- ◆ one kind of activation function
- ◆ increases the nonlinear properties of the decision function



Basis of CNN – Fully Connected Layer

- ◆ regular neural network
- ◆ full connections to all neurons in the previous layer
- ◆ usually at the last layer of the network as output

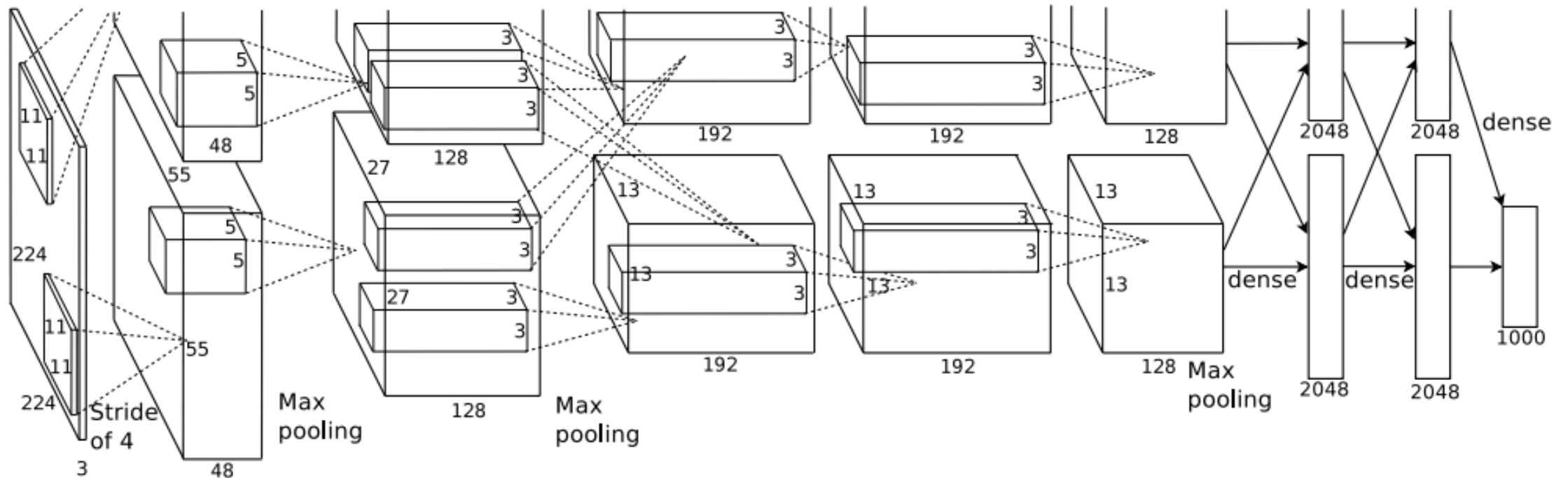


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Overview of the Network

- ◆ 5 convolutional layers + 3 fully connected layers, train on two GPUs
- ◆ max pooling after the 1st, 2nd, 5th convolutional layer
- ◆ ReLU activation after each convolutional layer and fully connected layer
- ◆ also called Alexnet

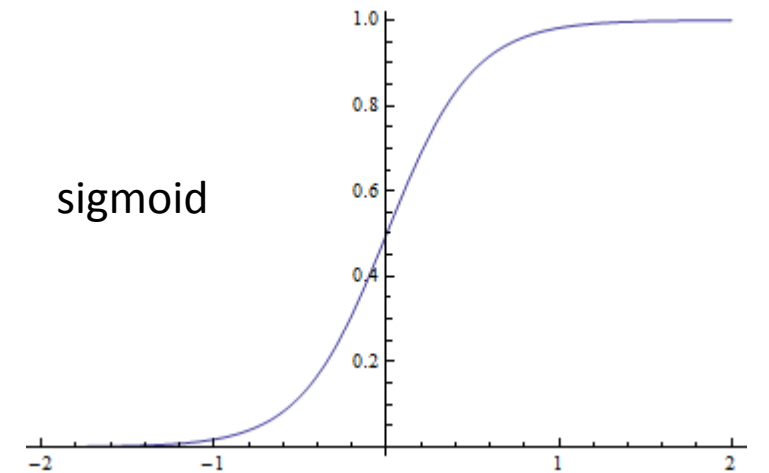
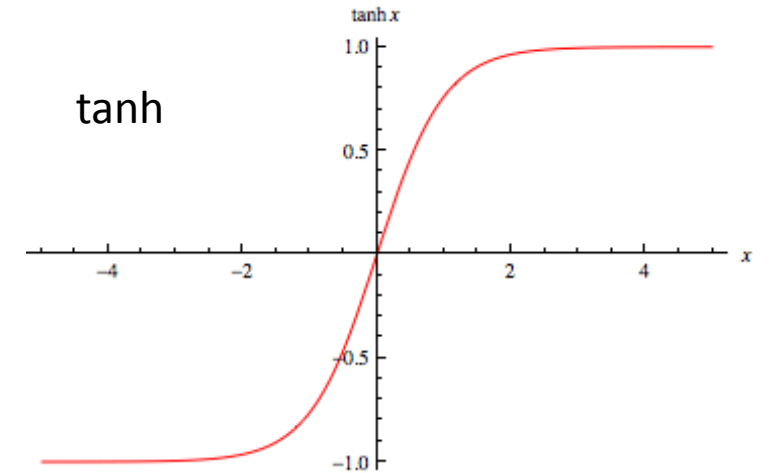
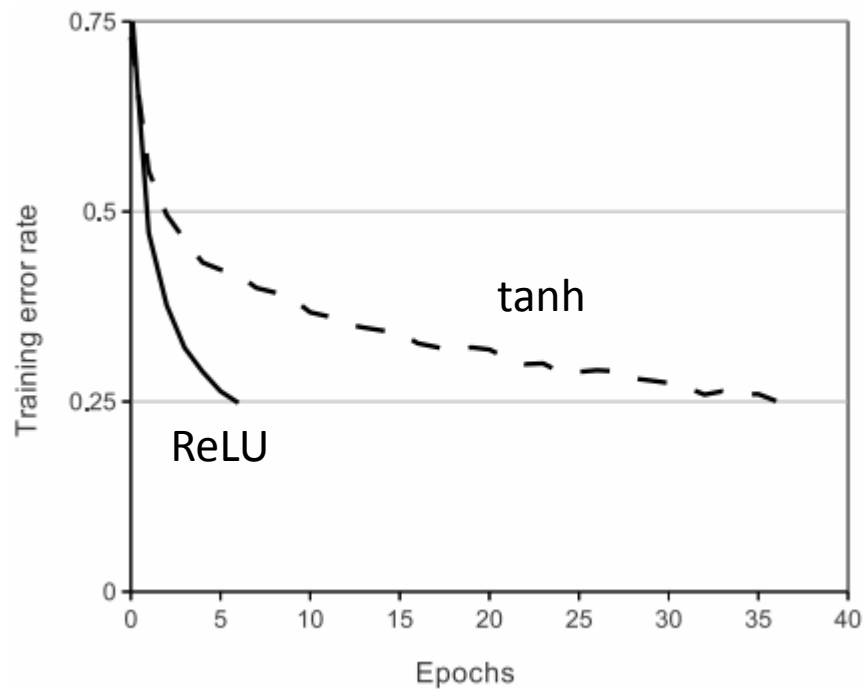


Important Features of the Network

- ◆ ReLU Nonlinearity
- ◆ Local Response Normalization
- ◆ Overlapping Pooling

ReLU Nonlinearity

- ◆ comparison of activation function: tanh, sigmoid, ReLU
- ◆ ReLU converges faster than the other two
- ◆ sigmoid, tanh suffers from vanishing gradient



Local Response Normalization

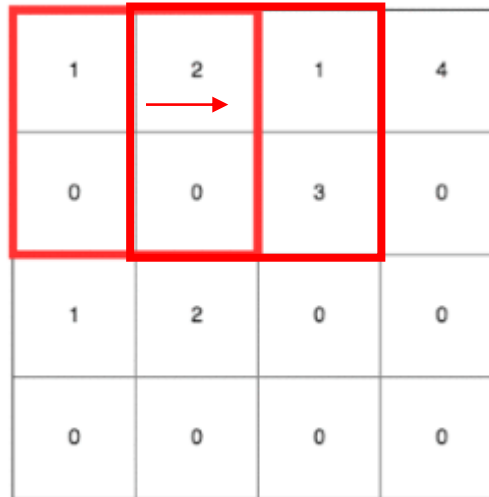
- ◆ normalize the output after ReLU
- ◆ $a_{x,y}^i$: output of kernel i at position (x, y) after ReLU

$$b_{x,y}^i = a_{x,y}^i / \left(k + \alpha \sum_{j=\max(0, i-n/2)}^{\min(N-1, i+n/2)} (a_{x,y}^j)^2 \right)^\beta$$

- ◆ k, n, α, β are hyper-parameters determined by validation
- ◆ applied after the first two convolutional layers
- ◆ reduces top-1 and top-5 error rates by 1.4% and 1.2%, respectively

Overlapping Pooling

- ◆ reduces the top-1 and top-5 error rates by 0.4% and 0.3%, respectively;



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

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Training of the Network

- ◆ objective function
- ◆ training algorithm
- ◆ training on multiple GPUs
- ◆ reducing overfitting

Objective Function – Softmax

◆ target of the task : classification of 1000 categories

◆ multiple classification with softmax

- $\mathbf{z}$: K-dimensional vector of arbitrary real values

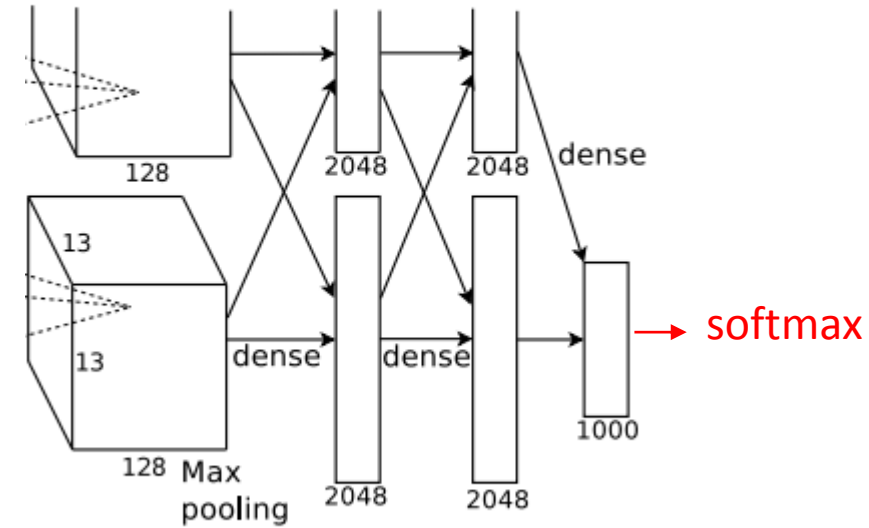


softmax

$$\sigma(\mathbf{z})_j = \frac{e^{z_j}}{\sum_{k=1}^K e^{z_k}} \quad \text{for } j = 1, \dots, K.$$

- $\sigma(\mathbf{z})$: K-dimensional vector of real values in the range (0, 1) that **add up to 1**

◆ $\sigma(\mathbf{z})$ can be used to represent a probability distribution of categories



Objective Function – Maximum Likelihood

- ◆ $\sigma(z)$: probability distribution of categories
- ◆ maximum log likelihood(m samples, k categories)

$$\max \sum_{i=1}^m \sum_{j=1}^k 1\{y^{(i)} = j\} \log \frac{e^{z_j}}{\sum_{l=1}^k e^{z_l}}$$

$1\{\text{True}\} = 1, 1\{\text{False}\} = 0$
e.g. $1\{2=3\} = 0, 1\{3=3\} = 1$



$$\min - \sum_{i=1}^m \sum_{j=1}^k 1\{y^{(i)} = j\} \log \frac{e^{z_j}}{\sum_{l=1}^k e^{z_l}}$$



- ◆ cross-entropy error

$$\min - \frac{1}{m} \sum_{i=1}^m \sum_{j=1}^k 1\{y^{(i)} = j\} \log \frac{e^{z_j}}{\sum_{l=1}^k e^{z_l}}$$

unconstrained optimization problem

Training Algorithm – Stochastic Gradient Descent

- ◆ SGD with **momentum, weight decay and batch size**
- ◆ momentum: update the current total gradient with previous one
- ◆ weight decay: L2 regularization
- ◆ batch size: more than one sample at each update
- ◆ update rule

$$v_{i+1} := 0.9 \cdot v_i - 0.0005 \cdot \epsilon \cdot w_i - \epsilon \cdot \left\langle \frac{\partial L}{\partial w} \Big|_{w_i} \right\rangle_{D_i}$$

$$w_{i+1} := w_i + v_{i+1}$$

i - iteration index

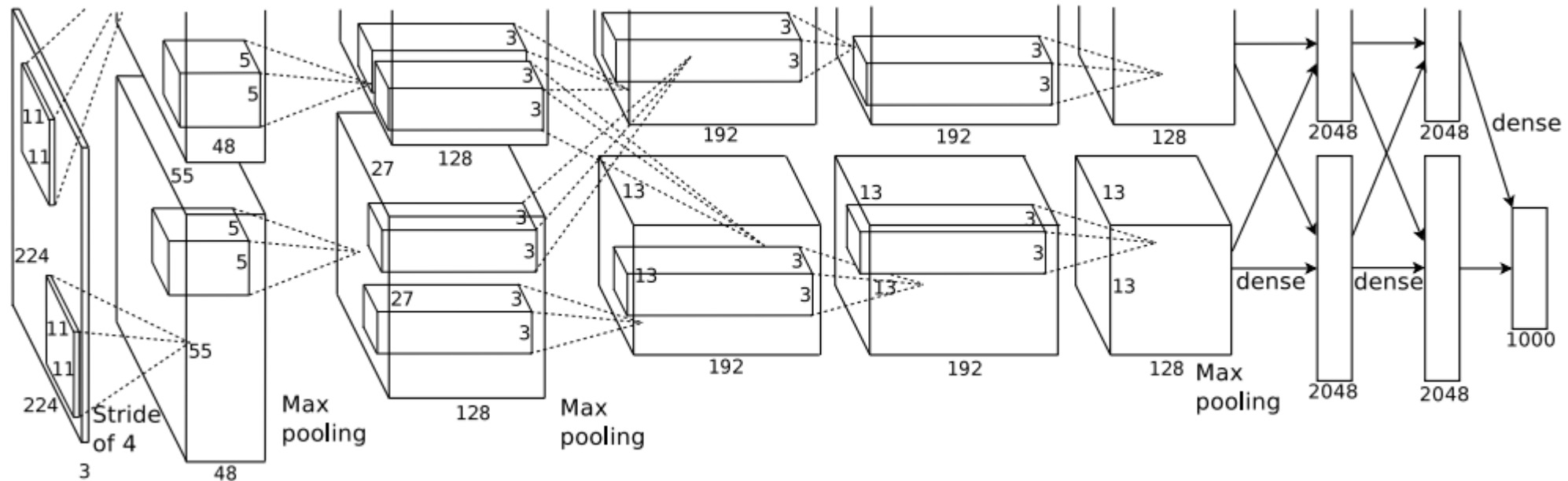
v_i - momentum variable/total gradient

ϵ - learning rate, step size

$\left\langle \frac{\partial L}{\partial w} \Big|_{w_i} \right\rangle_{D_i}$ average gradient over the batch D_i

Training on Multiple GPUs

- ◆ read and write on GPU's memory , independent of host machine memory
- ◆ single GPU limits the maximum size of the networks can be trained
- ◆ communicate only in certain layers for cross-validation
- ◆ compared to one GPU, reduces top-1 and top-5 error rates by 1.7% and 1.2%, respectively



Reducing Overfitting

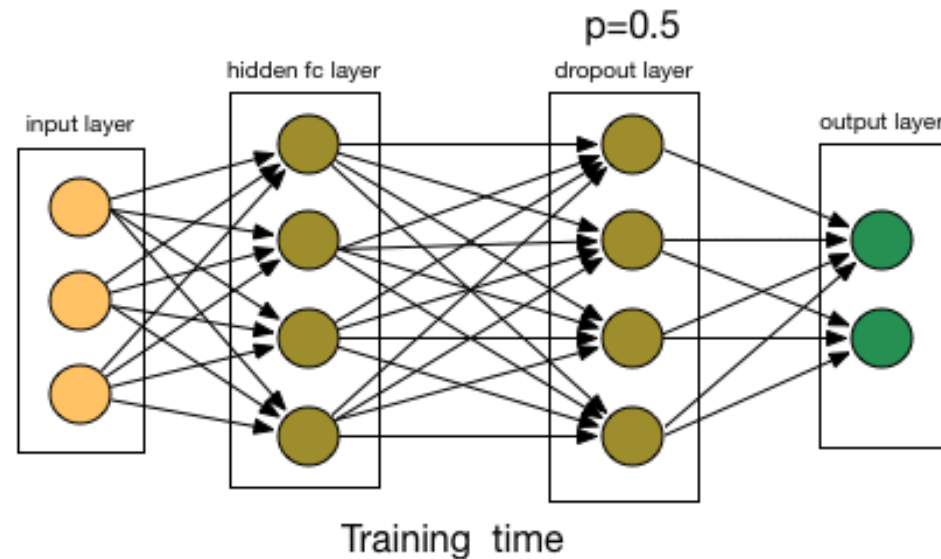
- ◆ data augmentation
- ◆ dropout

Reducing Overfitting – Data Augmentation

- ◆ extract multiple random 224×224 patches from the raw 256×256 images
- ◆ at each pixel, add extra information obtained from PCA on the image
- ◆ reduce the top-1 error rate by over 1%

Reducing Overfitting – Dropout

- ◆ setting the output of each hidden neuron to zero with probability 0.5
- ◆ reduces complex co-adaptations of neurons, more robust
- ◆ apply dropout in the first two fully-connected layers



Source: <https://chatbotslife.com/regularization-in-deep-learning-f649a45d6e0>

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Dataset

- ◆ ImageNet (<http://image-net.org/>)
- ◆ competition: ImageNet Large-Scale Visual Recognition Challenge(ILSVRC)
- ◆ offer 1000 images in each of 1000 categories
- ◆ roughly 1.2 million training images, 50,000 validation images, and
150,000 testing images

Result

◆ ILSVRC-2010

Model	Top-1	Top-5
<i>Sparse coding [2]</i>	47.1%	28.2%
<i>SIFT + FVs [24]</i>	45.7%	25.7%
CNN	37.5%	17.0%

◆ ILSVRC-2012

Model	Top-1 (val)	Top-5 (val)	Top-5 (test)
<i>SIFT + FVs [7]</i>	—	—	26.2%
1 CNN	40.7%	18.2%	—
5 CNNs	38.1%	16.4%	16.4%
1 CNN*	39.0%	16.6%	—
7 CNNs*	36.7%	15.4%	15.3%

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Why it works

- ◆ it works -> small generalization error
- ◆ theoretical guarantee about the error
- ◆ VC dimension (statistical machine learning)

good generalization performance requires the ratio of **the number of samples** to **the number of parameters** should be roughly greater than 10

$$\frac{\#samples}{\#parameters} \geq 10$$

- ◆ 60 million parameters, 1.25 million samples(training + validation)
- ◆ **VC dimension doesn't seem to work on the network**

Why it works

- ◆ ***Understanding Deep Learning Requires Rethinking Generalization*^[1]**, best paper in ICLR 2017
- ◆ bigger model, smaller $\frac{\#sample}{\#parameter}$, but smaller generalization error
- ◆ new theory need to be proposed to explain this problem



[1]: Zhang C, Bengio S, Hardt M, et al. Understanding deep learning requires rethinking generalization[J]. arXiv preprint arXiv:1611.03530, 2016.

Thank you for listening