

Deep learning

Dr. Aissa Boulmerka
a.boulmerka@centre-univ-mila.dz

2023-2024

CHAPTER 8
CONVOLUTIONAL NEURAL NETWORKS (CNNs)
“FOUNDATIONS OF CNN”

Computer Vision Problems

Image Classification

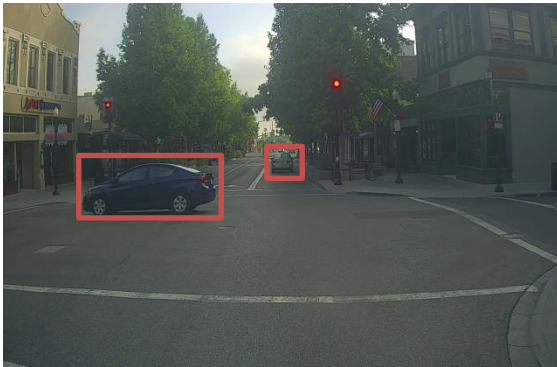


→ Cat? (0/1)

Neural Style Transfer



Object detection



Deep Learning on large images

Image Classification

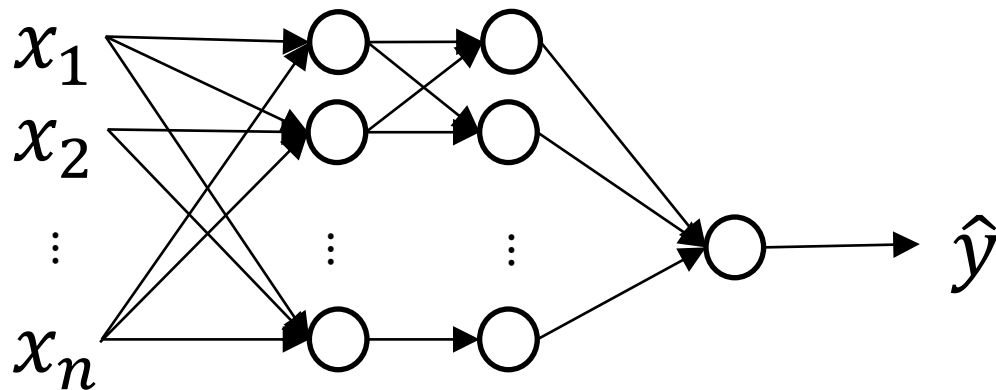


64x64x3

→ Cat? (0/1)



$1000 \times 1000 \times 3 = 3M$



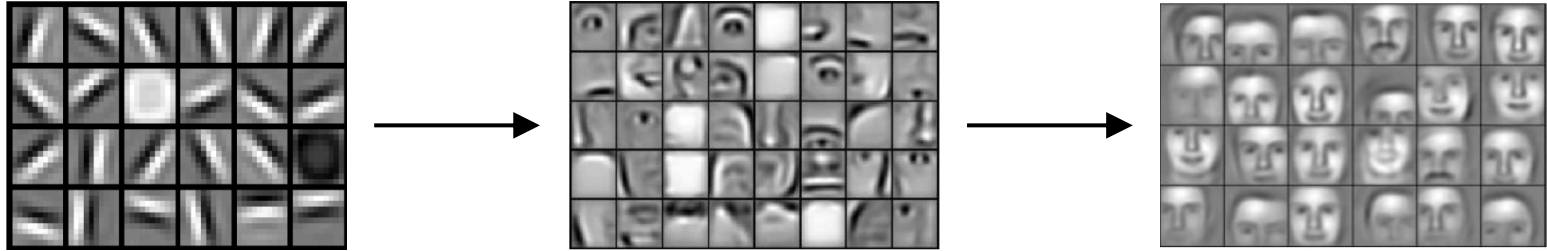
3M

1000

⇒

3B parameters!

Computer Vision Problem



vertical edges



horizontal edges

Vertical edge detection

3 ¹	0 ⁰	1 ⁻⁰	2 ⁻⁰	7 ⁻⁰	4 ⁻¹
1 ¹	5 ⁰	8 ⁻⁰	9 ⁻⁰	3 ⁻⁰	1 ⁻¹
2 ¹	7 ⁰	2 ⁻⁰	5 ⁻⁰	1 ⁻⁰	3 ⁻¹
0 ¹	1 ⁰	3 ⁻⁰	1 ⁻⁰	7 ⁻⁰	8 ⁻¹
4	2	1	6	2	8
2	4	5	2	3	9

6 × 6

Convolution

*

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

3 × 3

**Filter
Kernel**

=

-5	-4	0	8
-10	-2	2	3
0	-2	-4	-7
-3	-2	-3	-16

4 × 4

Vertical edge detection

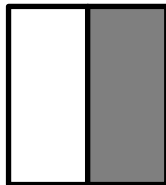
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0

*

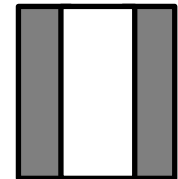
1	0	-1
1	0	-1
1	0	-1

=

0	30	30	0
0	30	30	0
0	30	30	0
0	30	30	0




*




Vertical edge detection examples

10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0




*

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




=

0	30	30	0
0	30	30	0
0	30	30	0
0	30	30	0




0	0	0	10	10	10
0	0	0	10	10	10
0	0	0	10	10	10
0	0	0	10	10	10
0	0	0	10	10	10
0	0	0	10	10	10




*

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



=

0	-30	-30	0
0	-30	-30	0
0	-30	-30	0
0	-30	-30	0



Vertical and Horizontal Edge Detection

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

Vertical

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

Horizontal

10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
0	0	0	10	10	10
0	0	0	10	10	10
0	0	0	10	10	10

*

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

=

0	0	0	0
30	10	-10	-30
30	10	-10	-30
0	0	0	0

Learning to detect edges

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

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

Sobel filter

3	0	-3
10	0	-10
3	0	-3

Scharr filter

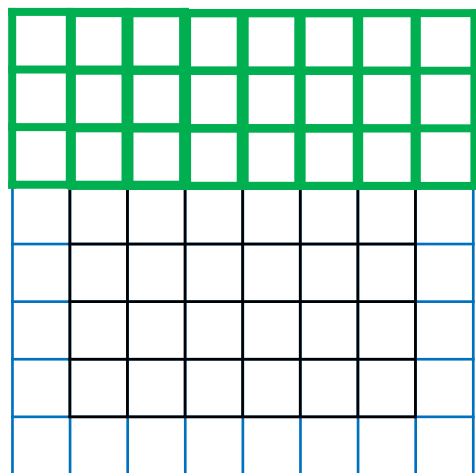
3	0	1	2	7	4
1	5	8	9	3	1
2	7	2	5	1	3
0	1	3	1	7	8
4	2	1	6	2	8
2	4	5	2	3	9

*

w_1	w_2	w_3
w_4	w_5	w_6
w_7	w_8	w_9

=

Padding

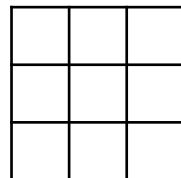


6×6

$n \times n$

$p = \text{padding} = 1$

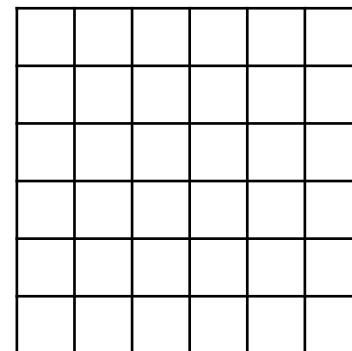
*



3×3

$f \times f$

=



6×6

with padding:

$$\begin{aligned} & (n + 2p - f + 1) \times (n + 2p - f + 1) \\ & (6 + 2 - 3 + 1) \times (6 + 2 - 3 + 1) \\ & = 6 \times 6 \end{aligned}$$

Valid and Same convolutions

“Valid” : No padding

$$n \times n * f \times f \rightarrow (n - f + 1) \times (n - f + 1)$$

$$6 \times 6 * 3 \times 3 \rightarrow 4 \times 4$$

“Same” : Pad so that output size is the same as the input size.

$$(n + 2p - f + 1) \times (n + 2p - f + 1)$$

$$p = \frac{f - 1}{2}$$

f is usually odd

$$3 \times 3 \Rightarrow p = 1$$

$$5 \times 5 \Rightarrow p = 2$$

$$7 \times 7 \Rightarrow p = 3$$

\vdots

Strided convolution

2	3	3	4	7	3	4	4	6	3	2	4	9	4
6	1	6	0	9	1	8	0	7	1	4	0	3	2
3	-3	4	4	8	3	3	4	8	3	9	4	7	4
7	1	8	0	3	1	6	0	6	1	3	0	4	2
4	-3	2	4	1	3	8	4	3	3	4	4	6	4
3	1	2	0	4	1	1	0	9	1	8	0	3	2
0	-1	1	0	3	-1	9	0	2	-1	1	0	4	3

7×7

*

3	4	4
1	0	2
-1	0	3

3×3

=

91	100	83
69	91	127
44	72	74

3×3

$n \times n$
Padding p

*

Stride s
 $s = 2$

$$\left\lfloor \frac{n+2p-f}{s} + 1 \right\rfloor \times \left\lfloor \frac{n+2p-f}{s} + 1 \right\rfloor$$

$\lfloor z \rfloor = \text{floor}(z)$

$$\frac{7 + 0 - 3}{2} + 1 = \frac{4}{2} + 1 = 3$$

Summary of convolutions

$n \times n$ image $f \times f$ filter

padding p stride s

Output size:

$$\left\lfloor \frac{n+2p-f}{s} + 1 \right\rfloor \times \left\lfloor \frac{n+2p-f}{s} + 1 \right\rfloor$$

Technical note on cross-correlation vs. convolution

Convolution in math textbook:

2	3	7	4	6	2
6	6	9	8	7	4
3	4	8	3	8	9
7	8	3	6	6	3
4	2	1	8	3	4
3	2	4	1	9	8

*

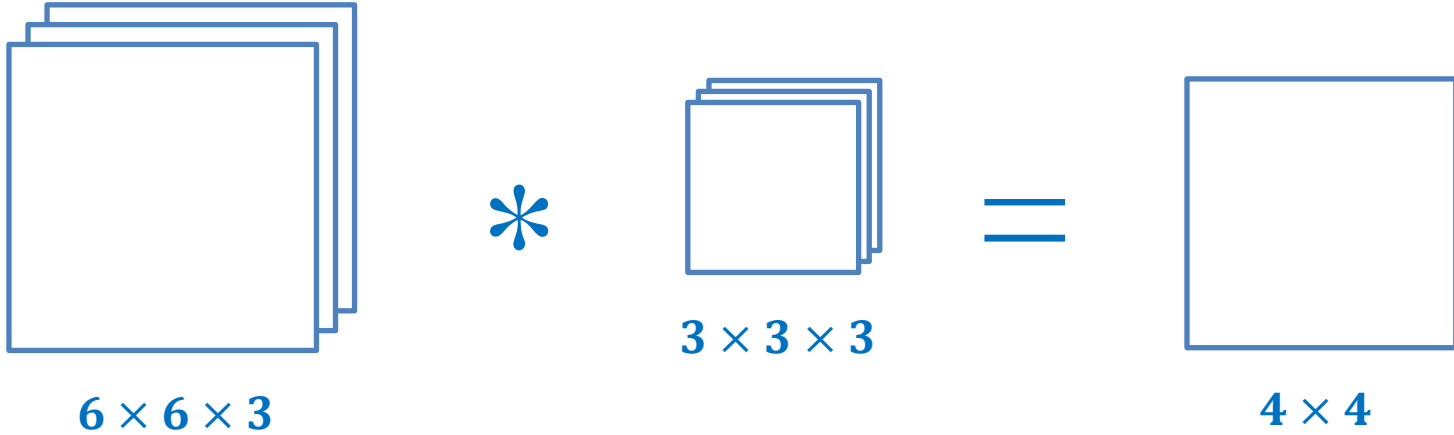
3	4	5
1	0	2
-1	9	7

7	2	5
9	0	4
-1	1	3

=

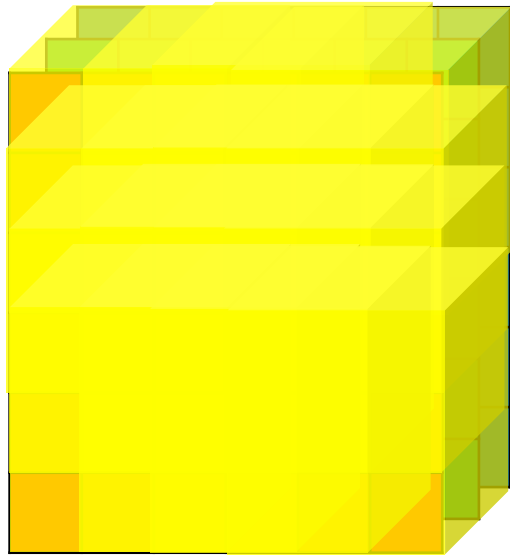
Associativity:
 $(A * B) * C = A * (B * C)$

Convolutions on RGB images



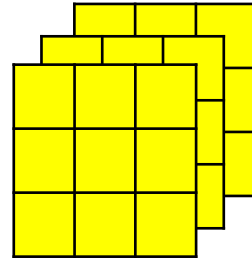
Height \times **Width** \times **#channels**

Convolutions on RGB image

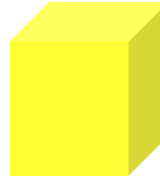


$6 \times 6 \times 3$

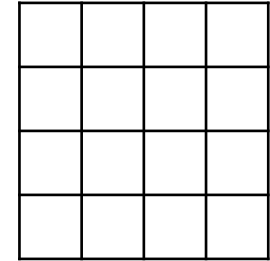
*



$3 \times 3 \times 3$

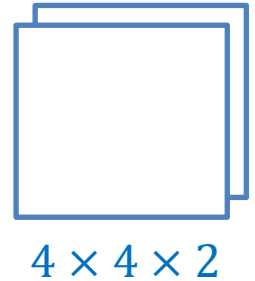
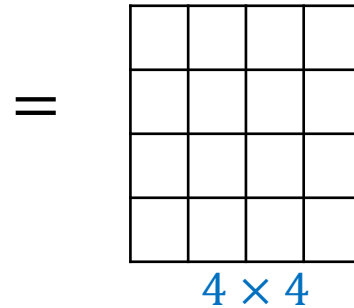
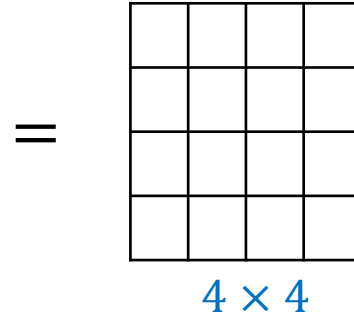
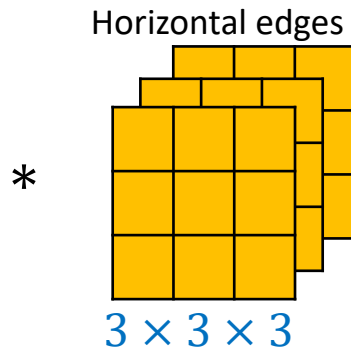
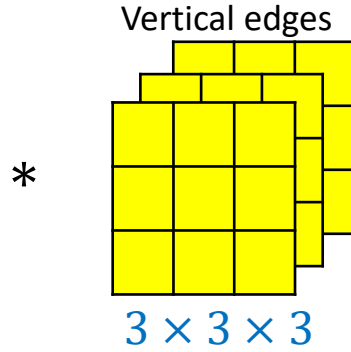
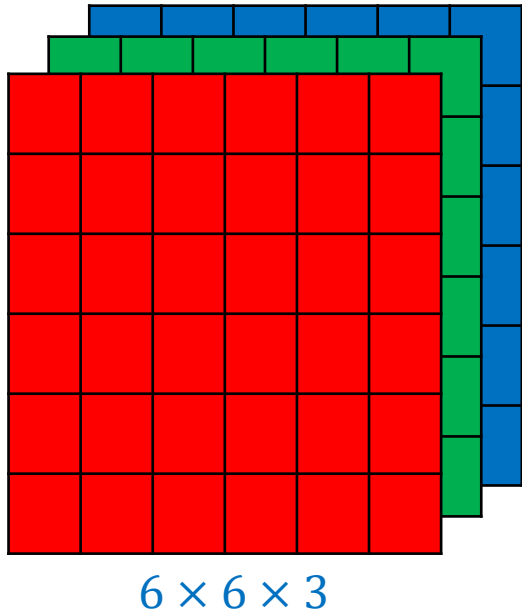


=



4×4

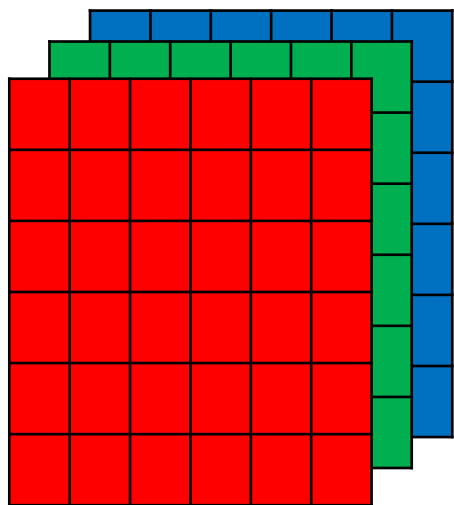
Multiple filters



Summary: $n \times n \times nc$ * $f \times f \times nc$ \rightarrow $(n - f + 1) \times (n - f + 1) \times nc$ ← # filters

$6 \times 6 \times 3$ * $3 \times 3 \times 3$ \rightarrow $4 \times 4 \times 2$

Example of a layer

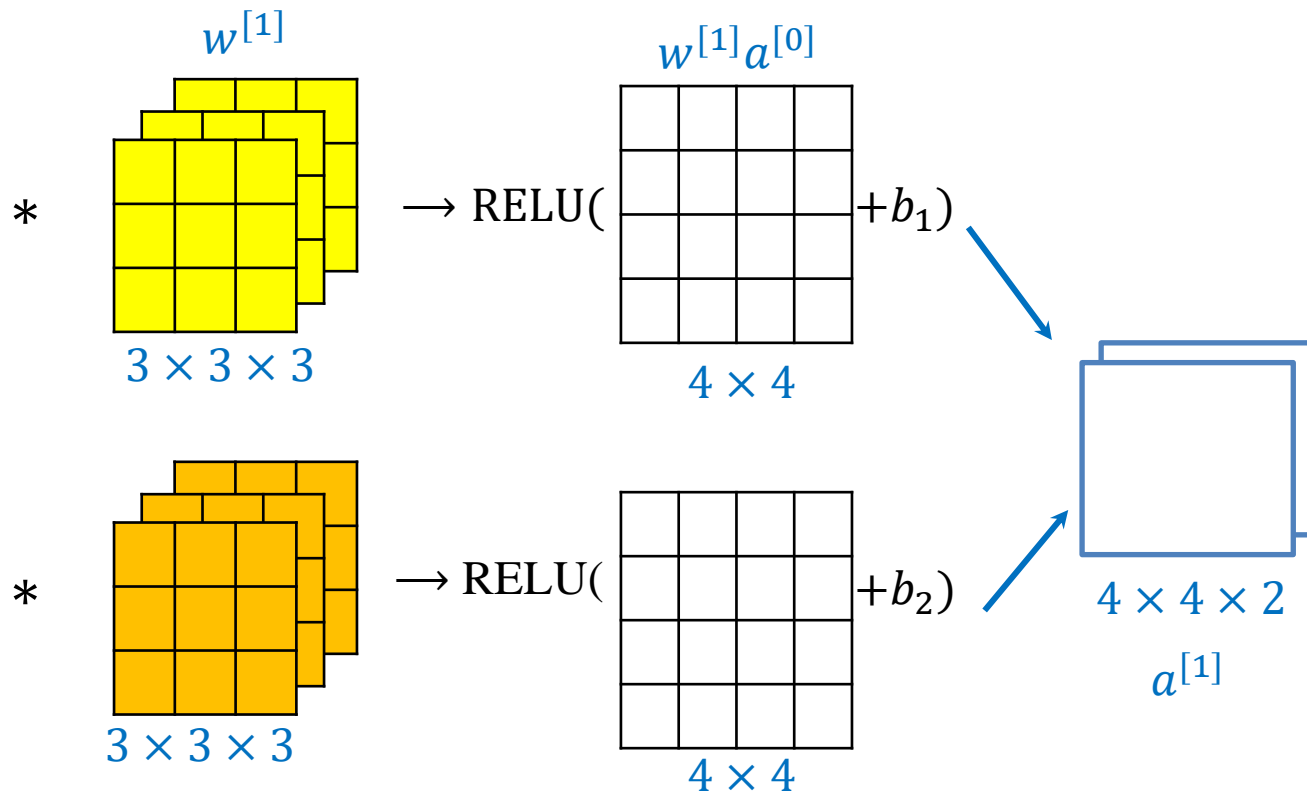


$6 \times 6 \times 3$

$a^{[0]}$

$$z^{[1]} = w^{[1]}a^{[0]} + b^{[1]}$$

$$a^{[1]} = g(z^{[1]})$$



$3 \times 3 \times 3$

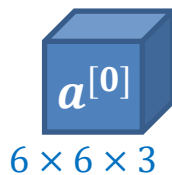
4×4

$3 \times 3 \times 3$

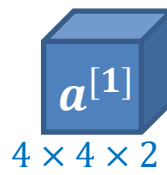
4×4

$4 \times 4 \times 2$

$a^{[1]}$



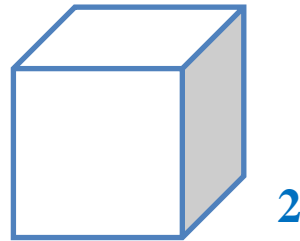
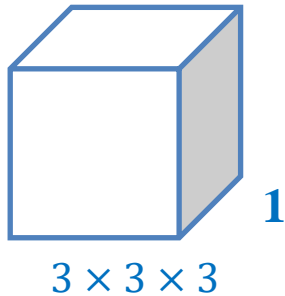
$6 \times 6 \times 3$



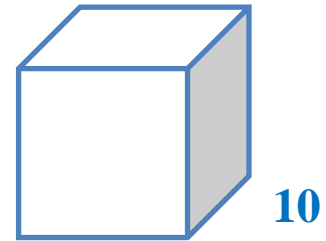
$4 \times 4 \times 2$

Number of parameters in one layer

- If you have **10 filters** that are $3 \times 3 \times 3$ in one layer of a neural network, how many **parameters** does that layer have?



...



27 parameters + 1 bias
=> **28 parameters**

280 parameters

Summary of notation

If layer l is a convolution layer:

$f^{[l]}$ = **filter size**

$p^{[l]}$ = **padding**

$s^{[l]}$ = **stride**

$n_c^{[l]}$ = **number of filters**

Each filter is : $f^{[l]} \times f^{[l]} \times n_c^{[l-1]}$

Activations : $a^{[l]} \rightarrow n_H^{[l]} \times n_W^{[l]} \times n_c^{[l]}$

$$A^{[l]} \rightarrow m \times n_H^{[l]} \times n_W^{[l]} \times n_c^{[l]}$$

Weights : $f^{[l]} \times f^{[l]} \times n_c^{[l-1]} \times n_c^{[l]}$

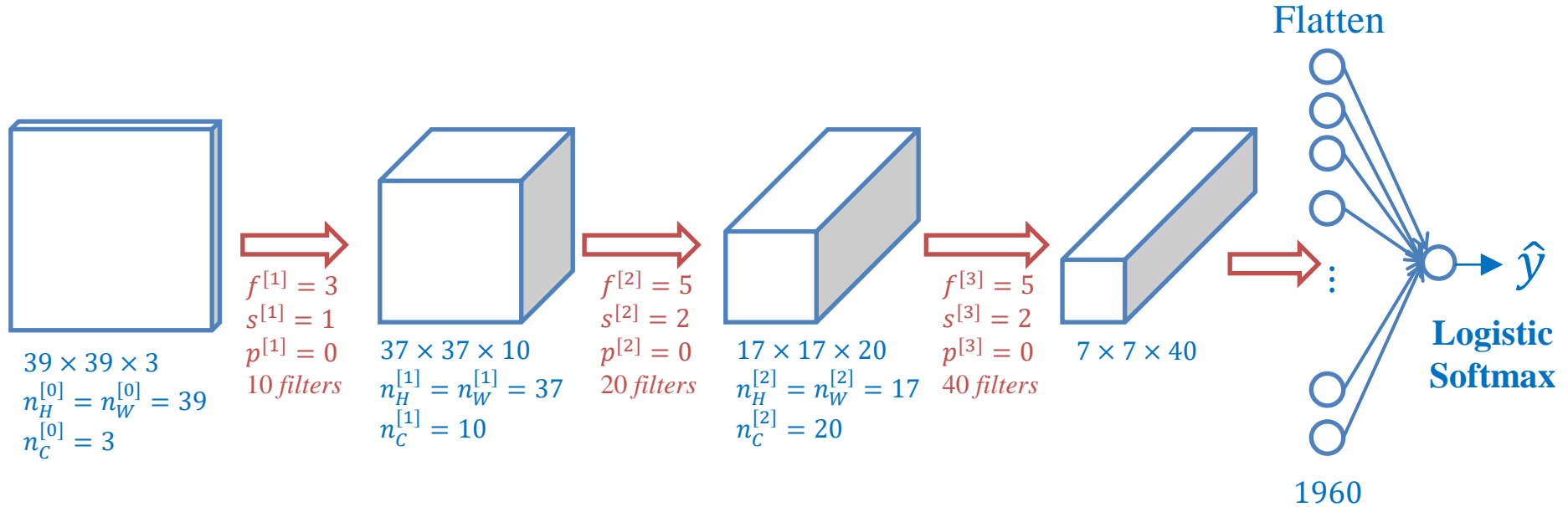
Bias : $n_c^{[l]}$

Input: $n_H^{[l-1]} \times n_W^{[l-1]} \times n_c^{[l-1]}$

Output: $n_H^{[l]} \times n_W^{[l]} \times n_c^{[l]}$

$$n_H^{[l]} = \left\lfloor \frac{n_H^{[l-1]} + 2p^{[l]} - f^{[l]}}{s^{[l]}} + 1 \right\rfloor$$

Example ConvNet



Types of layer in a convolutional network

- Convolution (CONV)
- Pooling (POOL)
- Fully connected (FC)

Pooling layer: Max pooling

1	3	2	1
2	9	1	1
1	3	2	3
5	6	1	2

4×4



9	2
6	3

2×2

Hyperparameters:

$$f = 2$$

$$s = 2$$

Pooling layer: Max pooling

1	3	2	1	3
2	9		1	5
1				2
8	3		1	0
5	6	1	2	9

$5 \times 5 \times 2$



9	9	5
9	9	5
8	6	9

$3 \times 3 \times 2$

$$\left\lfloor \frac{n - f}{s} + 1 \right\rfloor$$

Hyperparameters:

$$f = 3$$

$$s = 1$$

Pooling layer: Average pooling

1	3	2	1
2	9	1	1
1	4	2	3
5	6	1	2



3.75	1.25
4	2

$$\left\lfloor \frac{n - f}{s} + 1 \right\rfloor$$

Summary of pooling

Hyperparameters:

f : filter size

s : stride

Max or average pooling

$$n_H \times n_W \times n_C$$



$$\left\lfloor \frac{n_H - f}{s} + 1 \right\rfloor \times \left\lfloor \frac{n_W - f}{s} + 1 \right\rfloor \times n_C$$

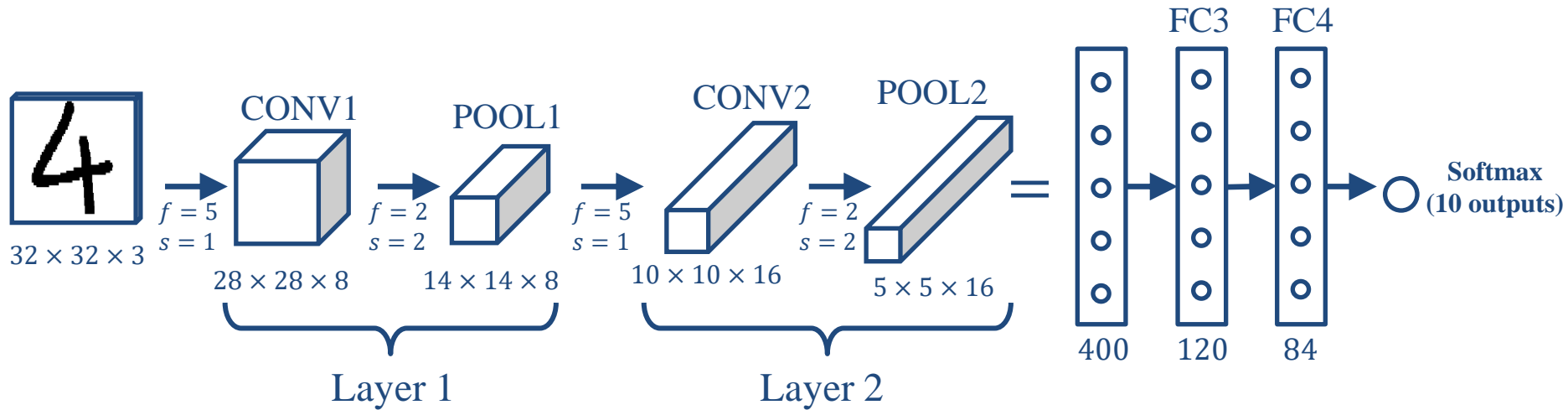
No parameters to learn!

Neural network example

(LeNet-5)

$$g_k(\tilde{x}) = \frac{\exp(-\tilde{\mathbf{w}}_k^T \tilde{x})}{\sum_j \exp(-\tilde{\mathbf{w}}_j^T \tilde{x})}$$

$$g_k(\tilde{x}) \in [0,1]$$



CONV-POOL-CONV-POOL-FC-FC-SOFTMAX

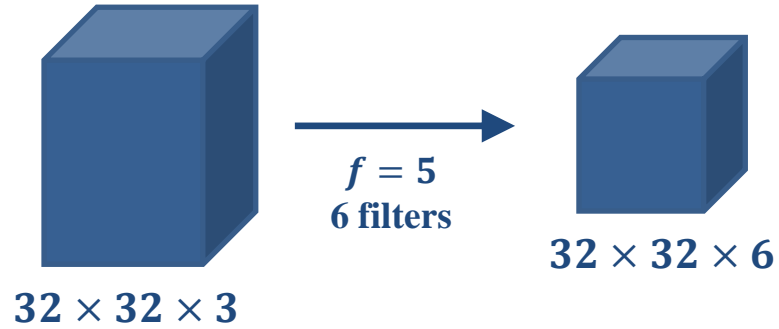
Neural network example

	Activation shape	Activation Size	# parameters
Input:	(32,32,3)	3,072	0

Neural network example

	Activation shape	Activation Size	# parameters
Input:	(32,32,3)	3,072	0
CONV1 (f=5, s=1)	(28,28,8)	6,272	608
POOL1	(14,14,8)	1,568	0
CONV2 (f=5, s=1)	(10,10,16)	1,600	3216
POOL2	(5,5,16)	400	0
FC3	(120,1)	120	48,120
FC4	(84,1)	84	10,164
Softmax	(10,1)	10	850

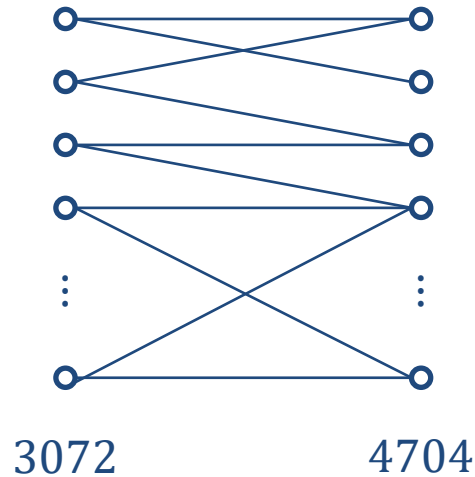
Why convolutions



$$5 \times 5 = 25 + 1$$

= 26 parameters per filter

$$6 \times 26 = 156 \text{ parameters}$$



$$3072 \times 4704 \approx 14M$$

Why convolutions

10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0

*

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

=

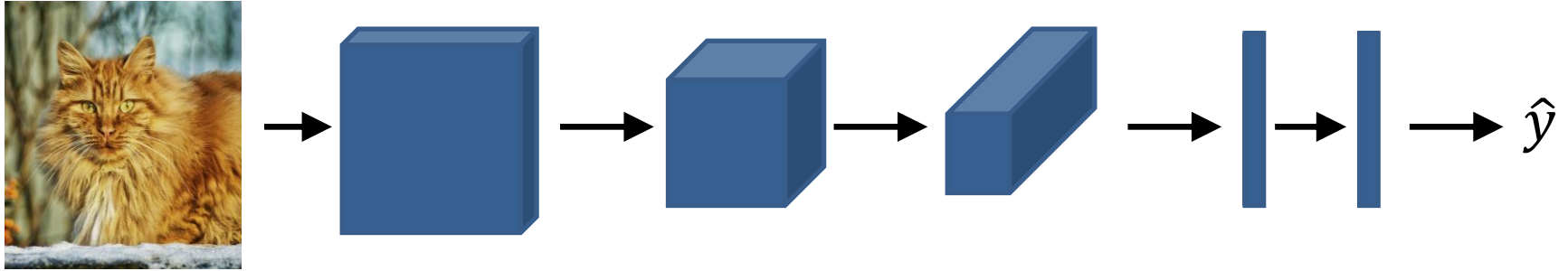
0	30	30	0
0	30	30	0
0	30	30	0
0	30	30	0

Parameter sharing: A feature detector (such as a vertical edge detector) that's useful in one part of the image is probably useful in another part of the image.

Sparsity of connections: In each layer, each output value depends only on a small number of inputs.

Putting it together

Training set $(x^{(1)}, y^{(1)}) \dots (x^{(m)}, y^{(m)})$.



$$\text{Cost } J = \frac{1}{m} \sum_{i=1}^m \mathcal{L}(\hat{y}^{(i)}, y^{(i)})$$

Use gradient descent to optimize parameters to reduce J

References

- Andrew Ng. Deep learning. Coursera.
- Geoffrey Hinton. Neural Networks for Machine Learning.
- Kevin P. Murphy. Probabilistic Machine Learning An Introduction. MIT Press, 2022.
- MIT Deep Learning 6.S191 (<http://introtodeeplearning.com/>)