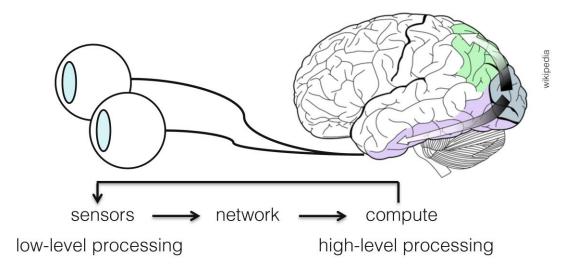
## Convolutional Neural Networks I

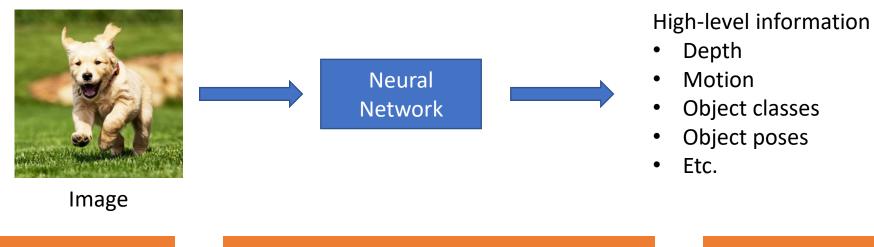
CS 4391 Introduction Computer Vision Professor Yu Xiang The University of Texas at Dallas

Some slides of this lecture are courtesy Stanford CS231n

NIN

#### Visual Perception vs. Computational Perception

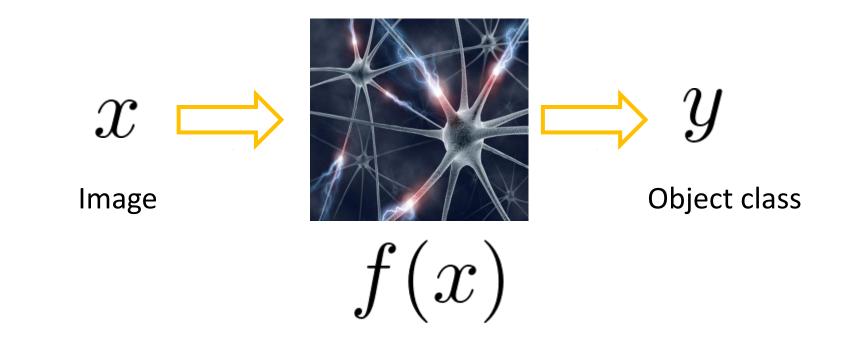




Yu Xiang

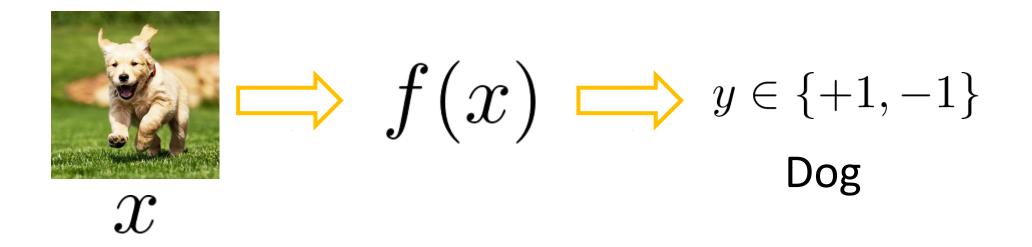
#### Mathematic Models

• Try to model the human brain with computational models, e.g., neural networks



#### Mathematic Models

- What is the form of the function f(x)?
  - No idea!
  - Concatenate simple functions (neurons)



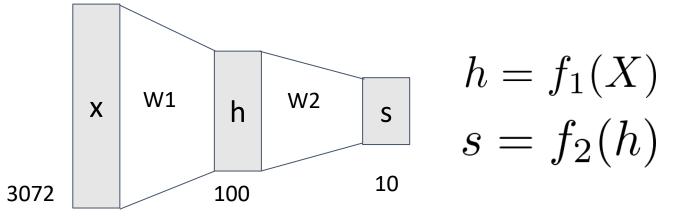
Neural Network: Concatenation of functions

Linear score function: 
$$\ f=Wx$$

2-layer Neural Network

$$f = f_2(f_1(x)) = W_2 \max(0, W_1 x)$$

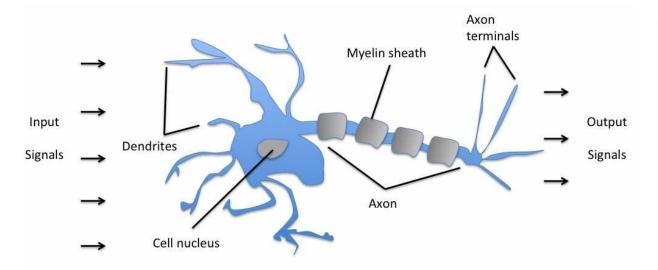
Non-linearity



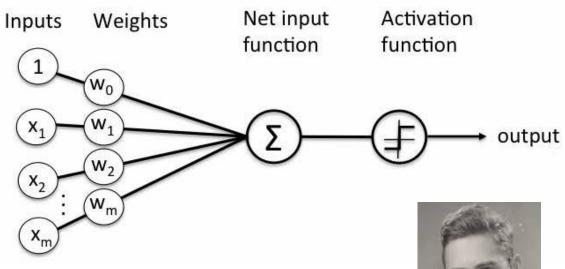
Need to learn the weights!

Yu Xiang

#### Frank Rosenblatt's Perceptron



Schematic of a biological neuron.



$$\sigma(\mathbf{w}^T \mathbf{x} + b) = \begin{cases} 1 \text{ if } \mathbf{w}^T \mathbf{x} + b \ge 0, \\ 0 \text{ otherwise.} \end{cases}$$

Frank Rosenblatt (1928-1971)

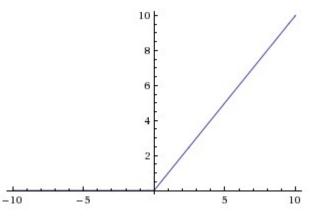
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#### **Activation Functions**

2-layer Neural Network

$$f = f_2(f_1(x)) = W_2 \max(0, W_1 x)$$

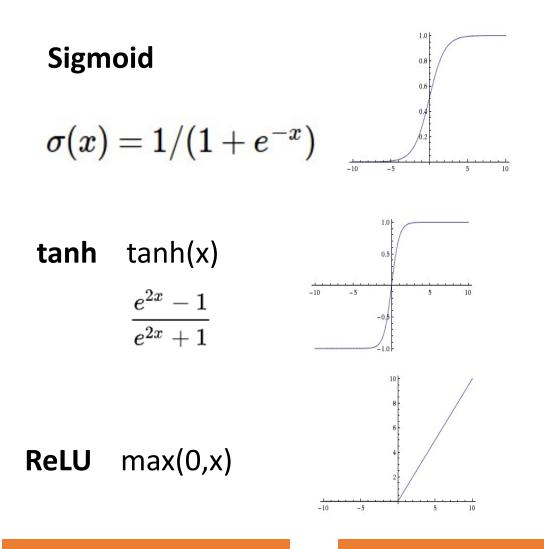
**Rectified Linear Unit (ReLU)** max(0,x)



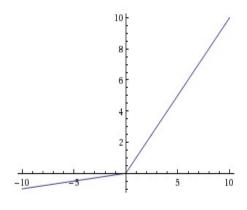
Introduce non-linearity to the network

4/1/2025

#### **Activation Functions**

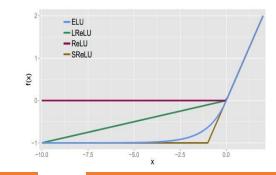


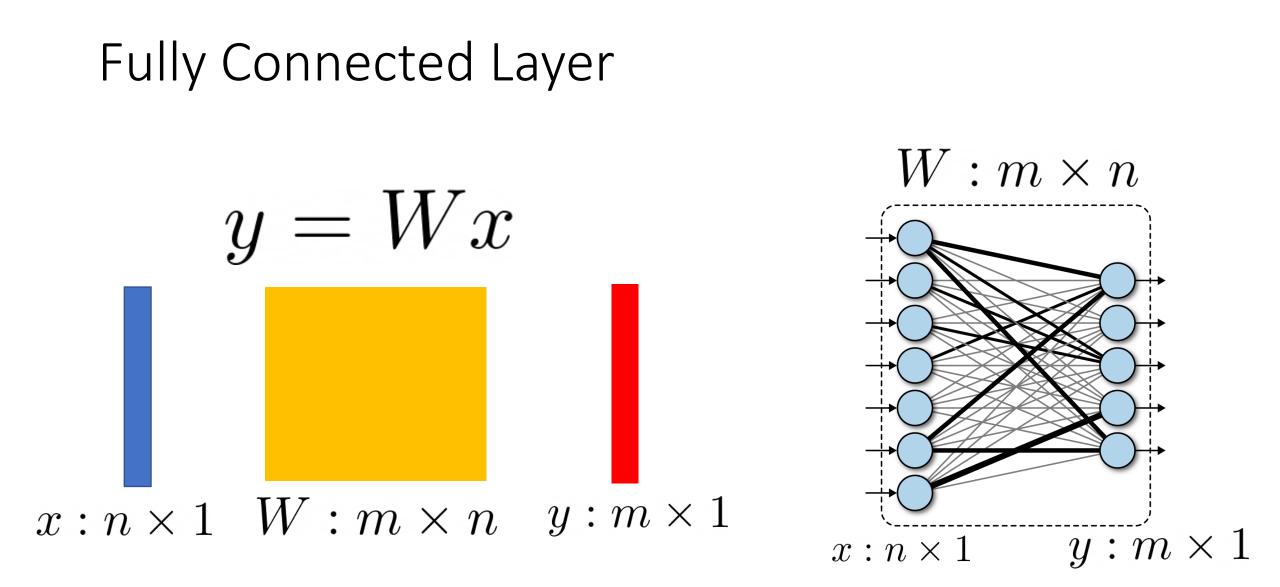
**Leaky ReLU** max(0.1x, x)



**Maxout**  $\max(w_1^Tx+b_1,w_2^Tx+b_2)$ 

**ELU** Exponential  $f(x) = \begin{cases} x & \text{if } x > 0 \\ \alpha (\exp(x) - 1) & \text{if } x \le 0 \end{cases}$ Linear Unit





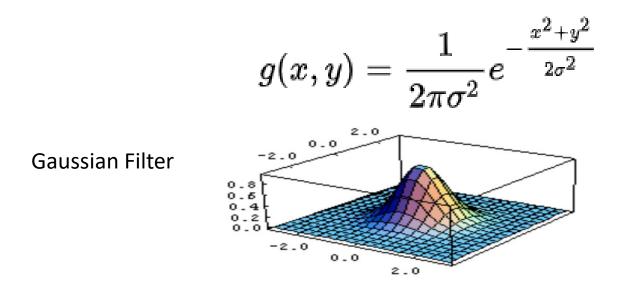
#### Fully Connected Layer

• What is the drawback of only using fully connected layers?

$$y = Wx$$

- Consider an image with 640 x 480
  - x is with dimension 307,200
  - The weight matrix of the fully connect layer is too large

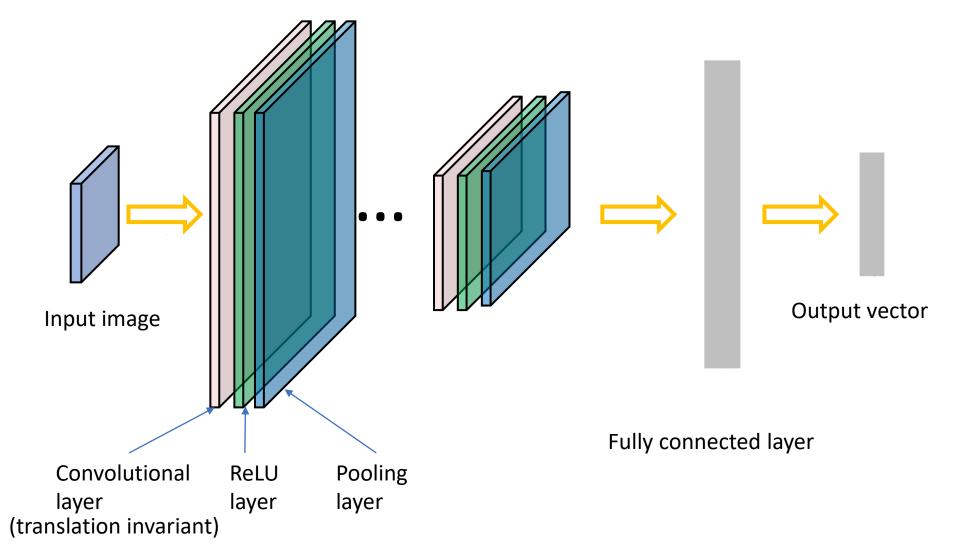
- Consist of convolutional filters
- Share weights among different image locations



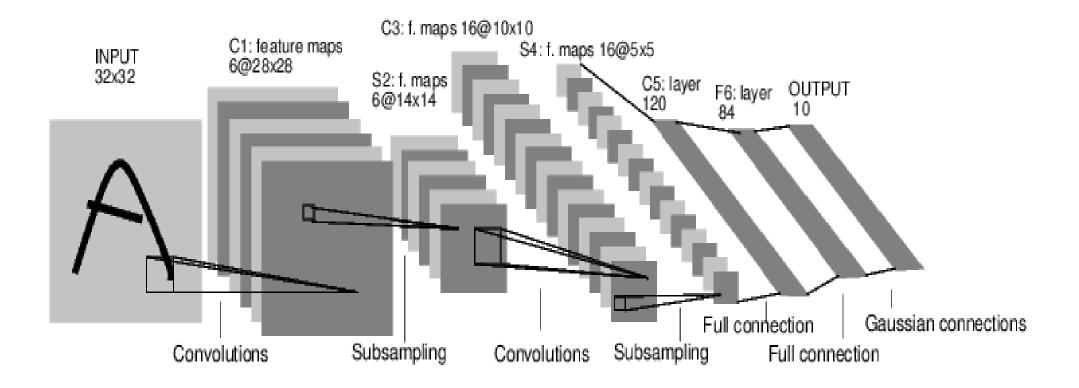
Learn the weights!



#### **Convolutional Neural Networks**

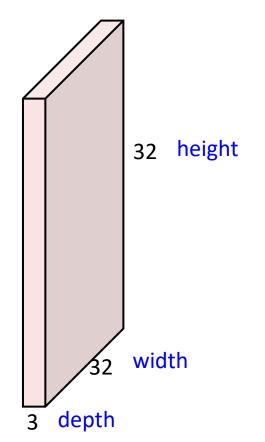


#### **Convolutional Neural Networks**

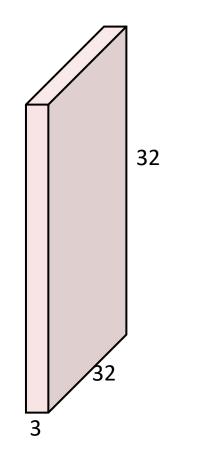


[LeNet-5, LeCun 1980]

#### 32x32x3 image

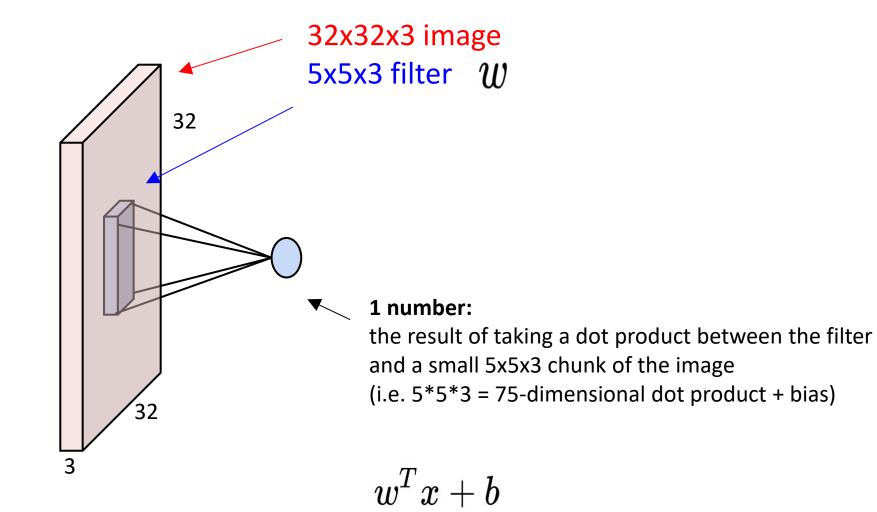


#### 32x32x3 image

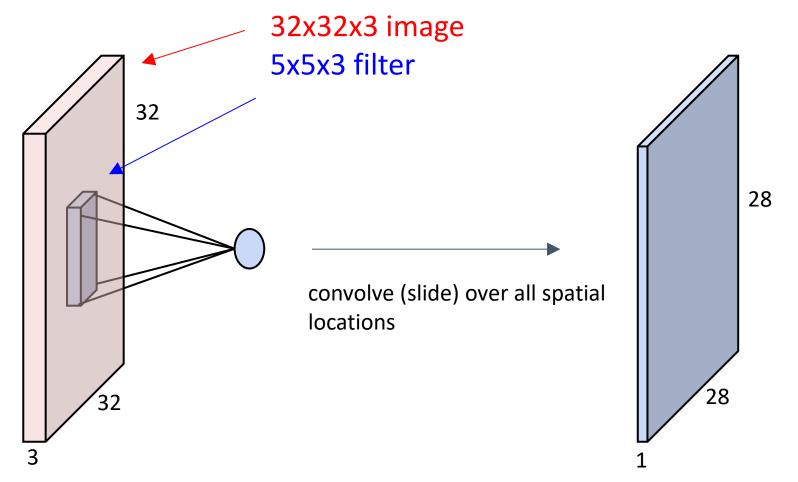


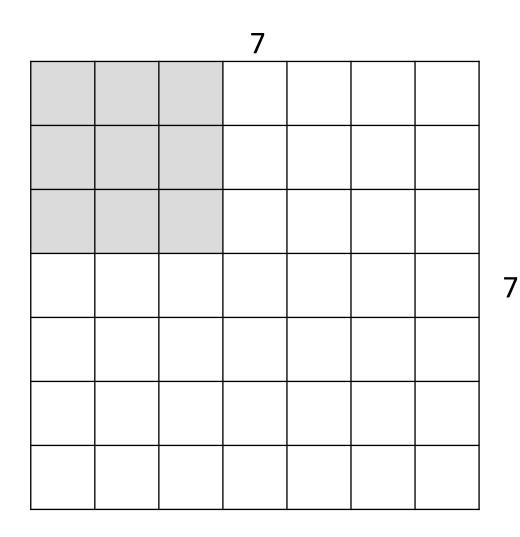
#### 5x5x3 filter

**Convolve** the filter with the image i.e. "slide over the image spatially, computing dot products"

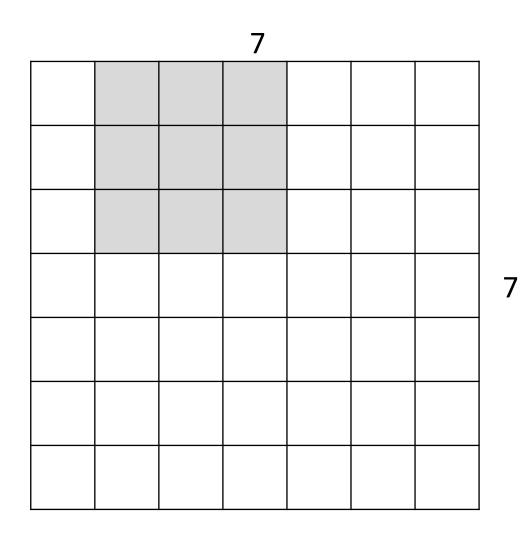




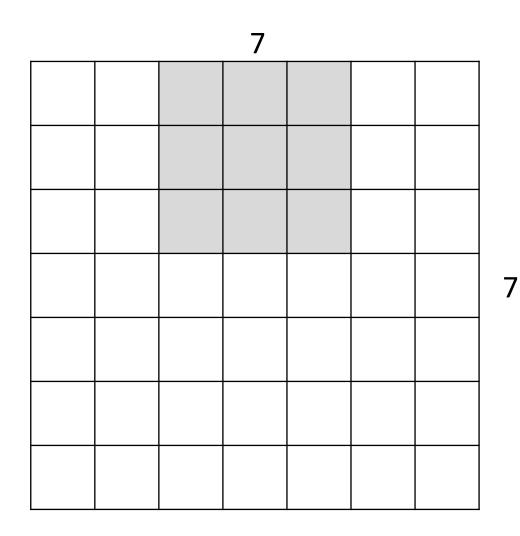




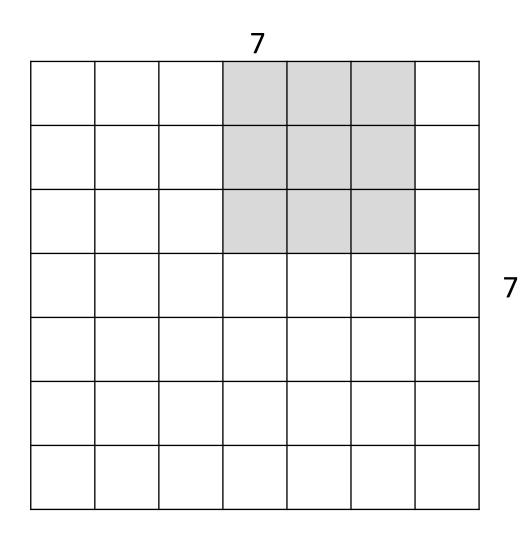
A closer look at spatial dimensions:



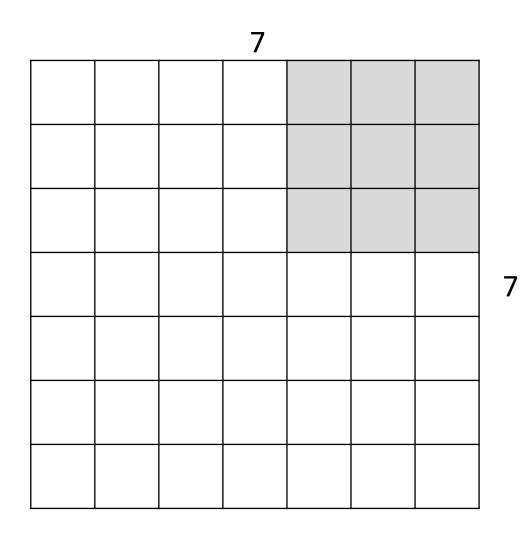
A closer look at spatial dimensions:



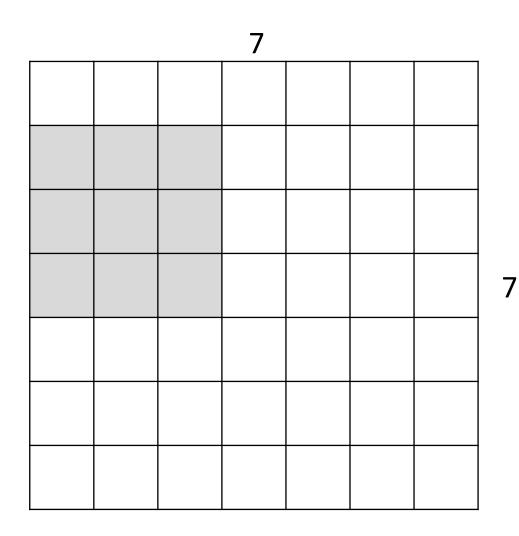
A closer look at spatial dimensions:



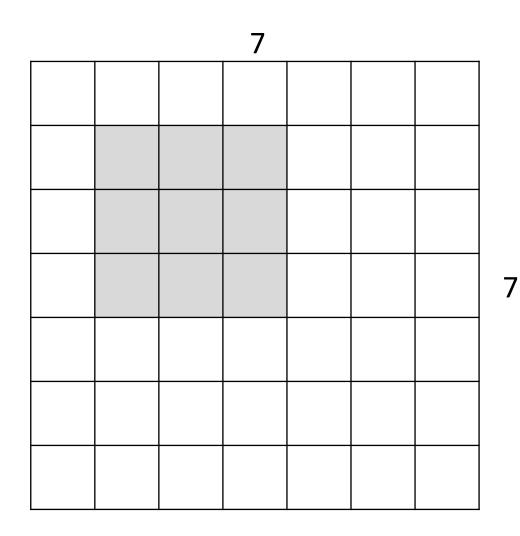
A closer look at spatial dimensions:



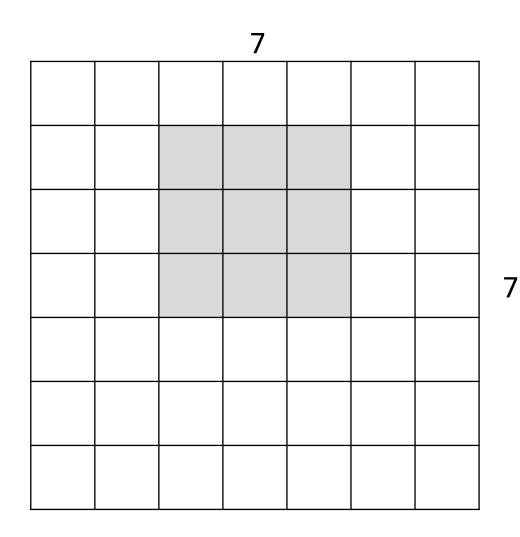
A closer look at spatial dimensions:



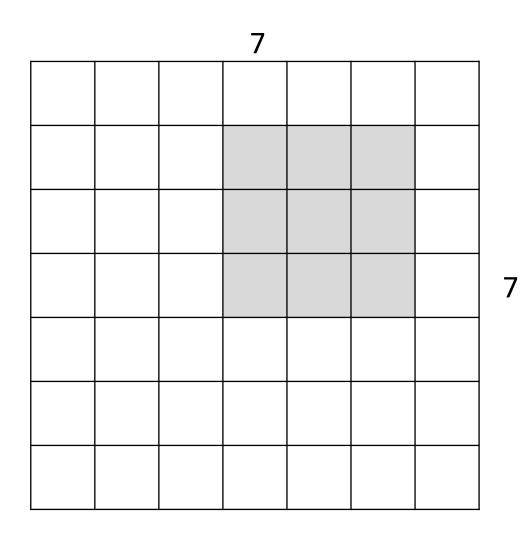
A closer look at spatial dimensions:



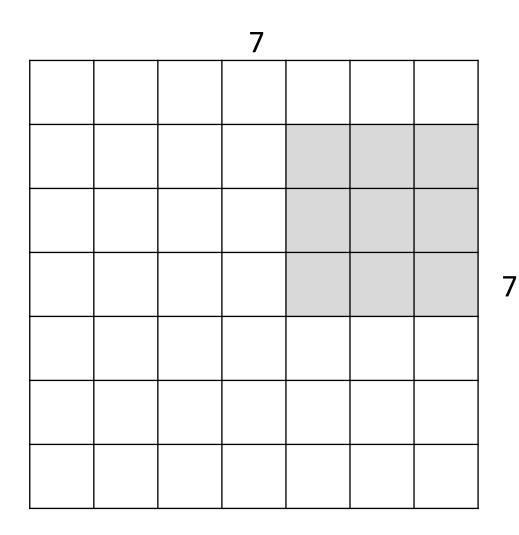
A closer look at spatial dimensions:



A closer look at spatial dimensions:



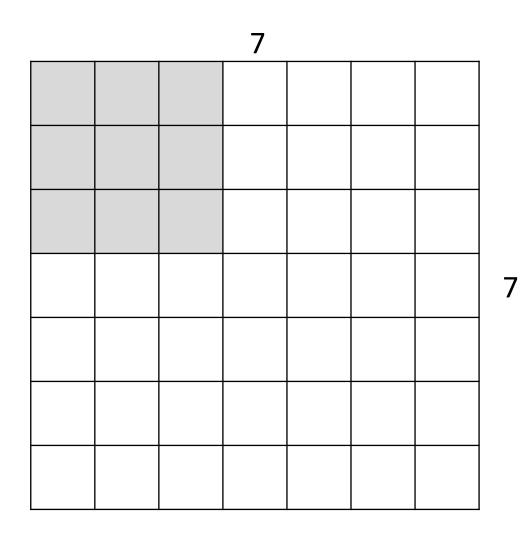
A closer look at spatial dimensions:



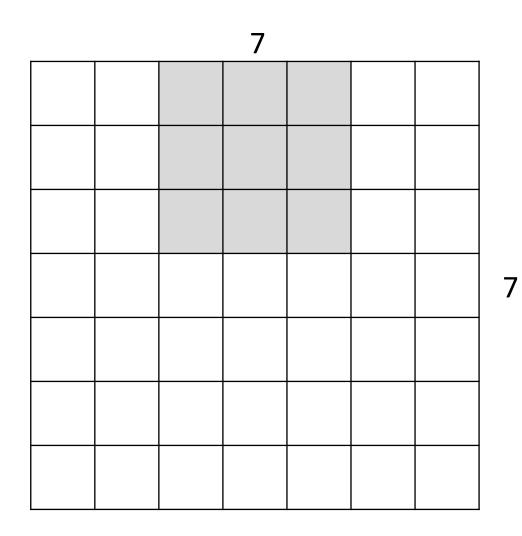
A closer look at spatial dimensions:

7x7 input (spatially) assume 3x3 filter, with stride 1

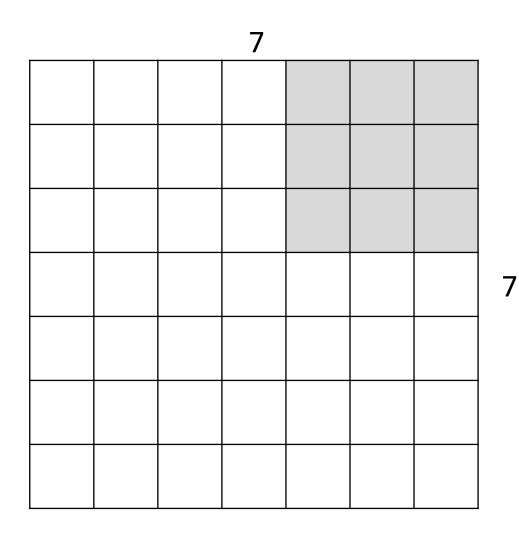
=> 5x5 output



A closer look at spatial dimensions:



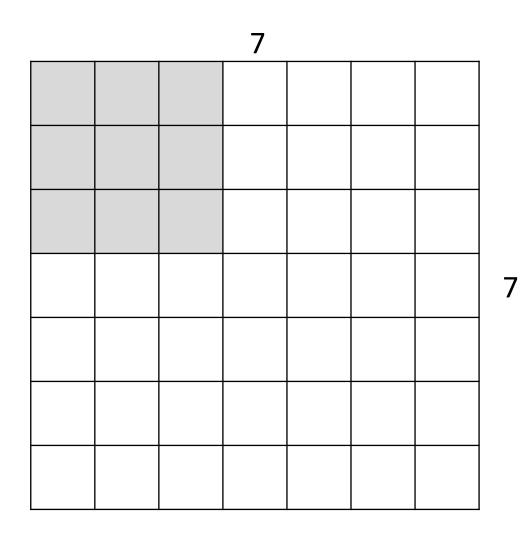
A closer look at spatial dimensions:



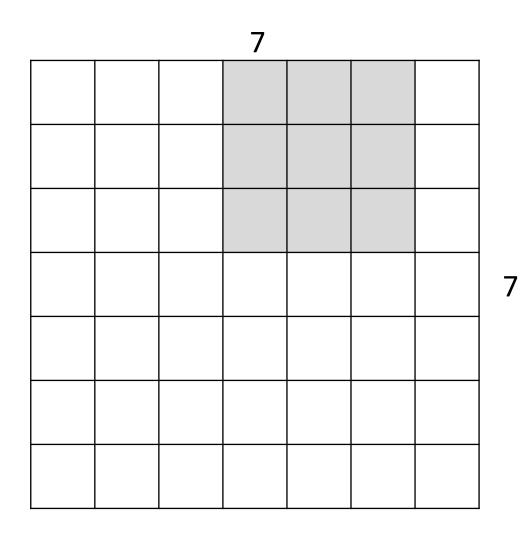
A closer look at spatial dimensions:

7x7 input (spatially) assume 3x3 filter, **with stride 2** 

=> 3x3 output!



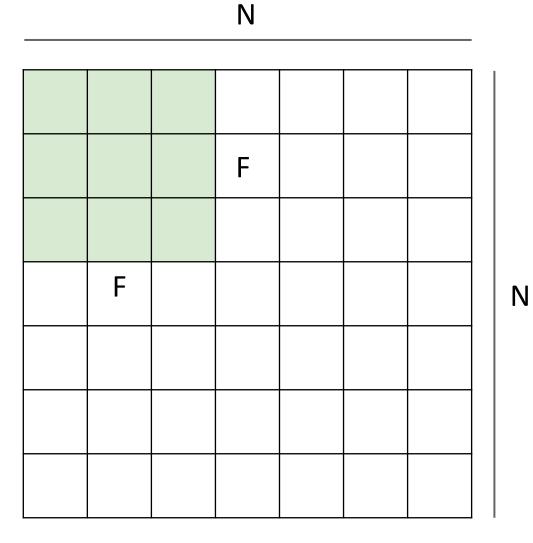
A closer look at spatial dimensions:



A closer look at spatial dimensions:

7x7 input (spatially) assume 3x3 filter, **with stride 3** 

**doesn't fit!** cannot apply 3x3 filter on 7x7 input with stride 3.



Output size: (N - F) / stride + 1

e.g. N = 7, F = 3: stride 1 => (7 - 3)/1 + 1 = 5 stride 2 => (7 - 3)/2 + 1 = 3 stride 3 => (7 - 3)/3 + 1 = 2.33

0	0	0	0	0	0		
0							
0							
0							
0							

# In practice: Common to zero pad the border

e.g. input 7x7
3x3 filter, applied with stride 1
pad with 1 pixel border => what is
the output?

(recall:) (N - F) / stride + 1

0	0	0	0	0	0		
0							
0							
0							
0							

## In practice: Common to zero pad the border

e.g. input 7x7
3x3 filter, applied with stride 1
pad with 1 pixel border => what is
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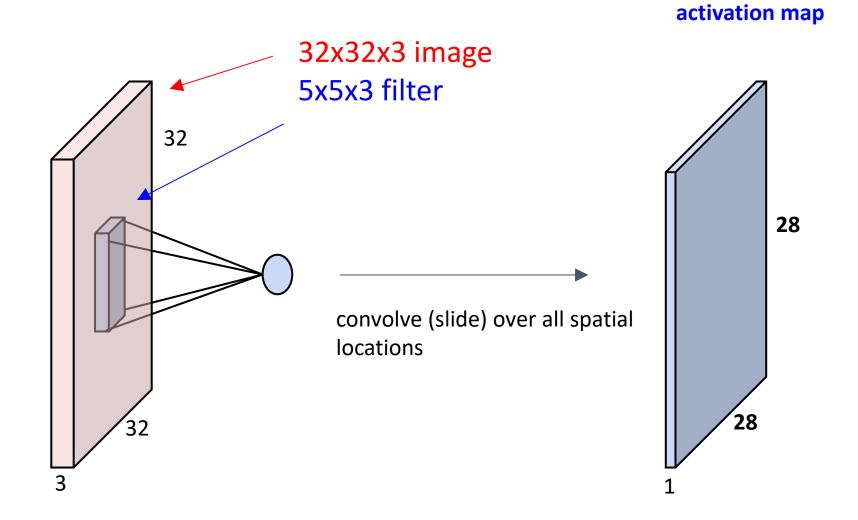
7x7 output!

0	0	0	0	0	0		
0							
0							
0							
0							

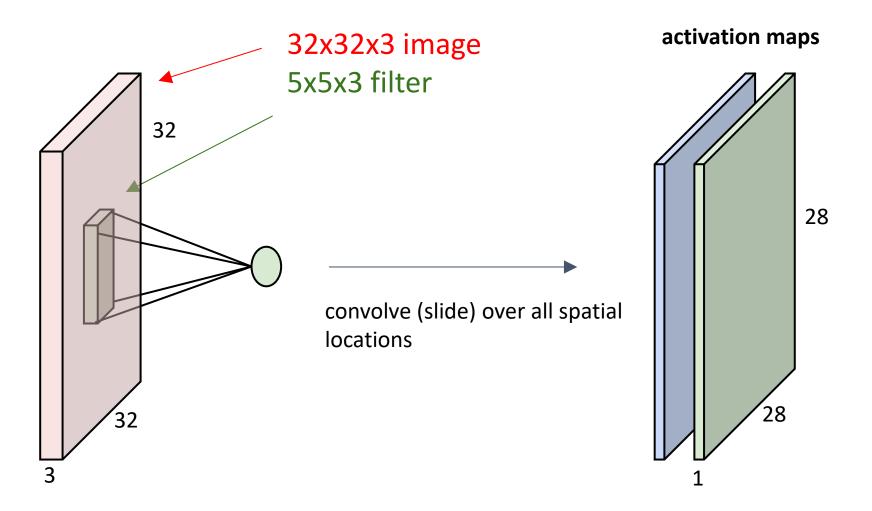
# In practice: Common to zero pad the border

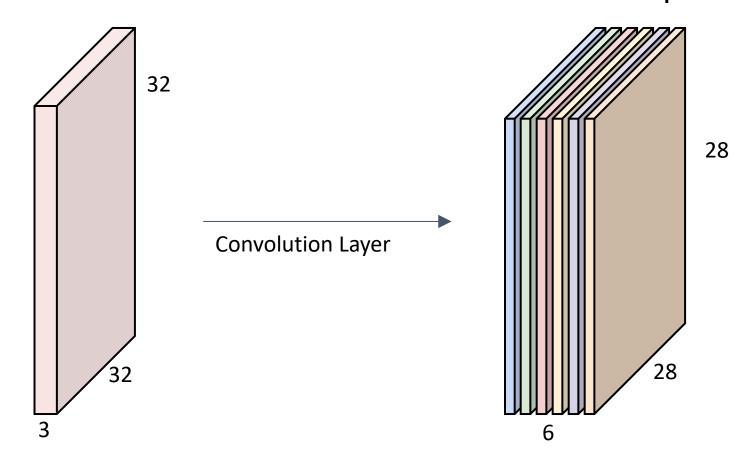
in general, common to see CONV layers with stride 1, filters of size FxF, and zero-padding with (F-1)/2. (will preserve size spatially)

e.g. F = 3 => zero pad with 1 F = 5 => zero pad with 2 F = 7 => zero pad with 3



#### consider a second, green filter



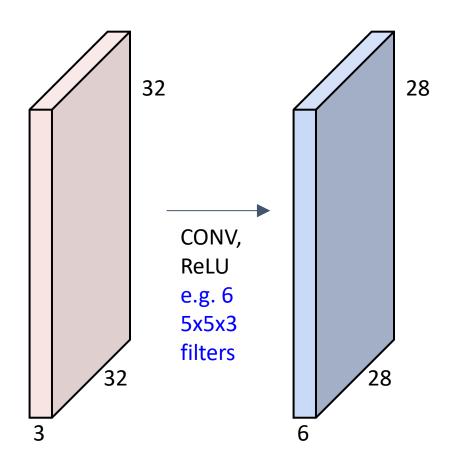


activation maps

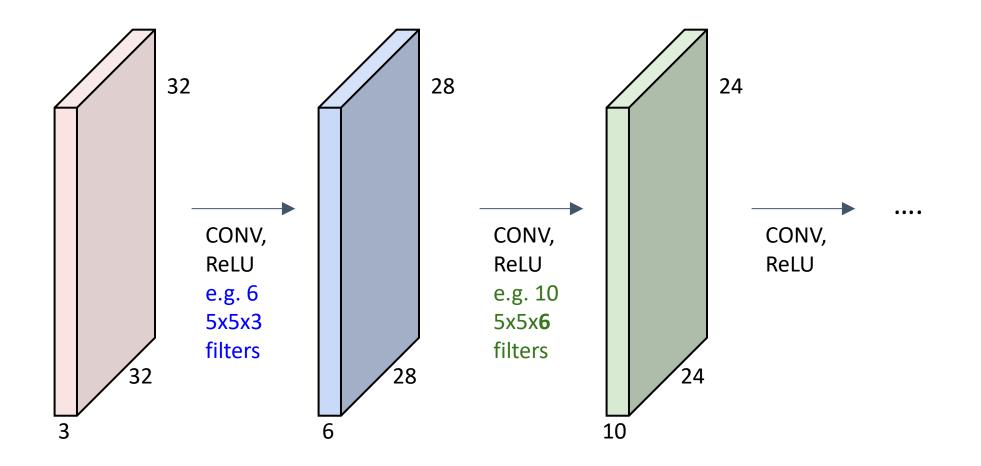
For example, if we had 6 5x5 filters, we'll get 6 separate activation maps

We stack these up to get a "new image" of size 28x28x6!

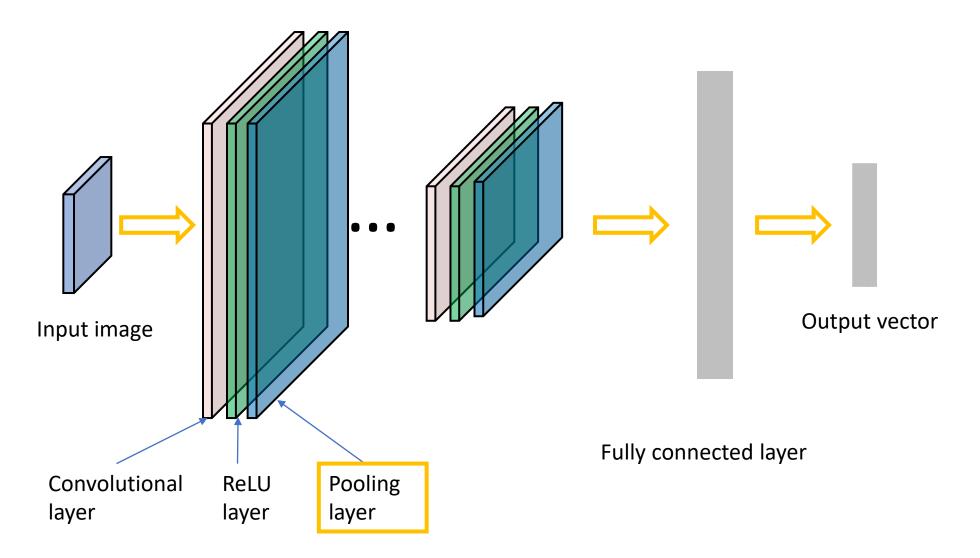
**Preview:** ConvNet is a sequence of Convolution Layers, interspersed with activation functions



**Preview:** ConvNet is a sequence of Convolutional Layers, interspersed with activation functions

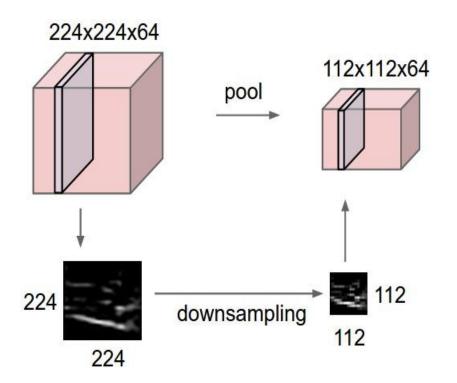


## **Convolutional Neural Networks**



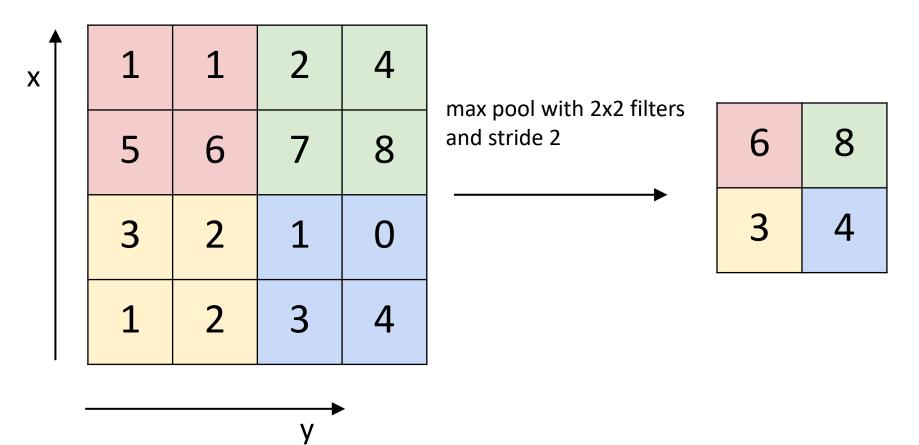
### Pooling Layer

- makes the representations smaller and more manageable
- operates over each activation map independently:



### Max Pooling Layer

Single depth slice



### Further Reading

- Stanford CS231n, lecture 5, Convolutional Neural Networks <u>http://cs231n.stanford.edu/schedule.html</u>
- Deep learning with PyTorch <u>https://pytorch.org/tutorials/beginner/deep\_learning\_60min\_blitz.html</u>
- AlexNet (2012): <u>https://papers.nips.cc/paper/2012/hash/c399862d3b9d6b76c8436e924a68c45b-Abstract.html</u>
- Vgg16 (2014): <u>https://arxiv.org/abs/1409.1556</u>
- GoogleNet (2014): <u>https://arxiv.org/abs/1409.4842</u>
- ResNet (2015): <u>https://arxiv.org/abs/1512.03385</u>