Convolutional Neural Networks







Ahmed Hosny

Why do we need convolutions?

CNN specifics

CNN flavors

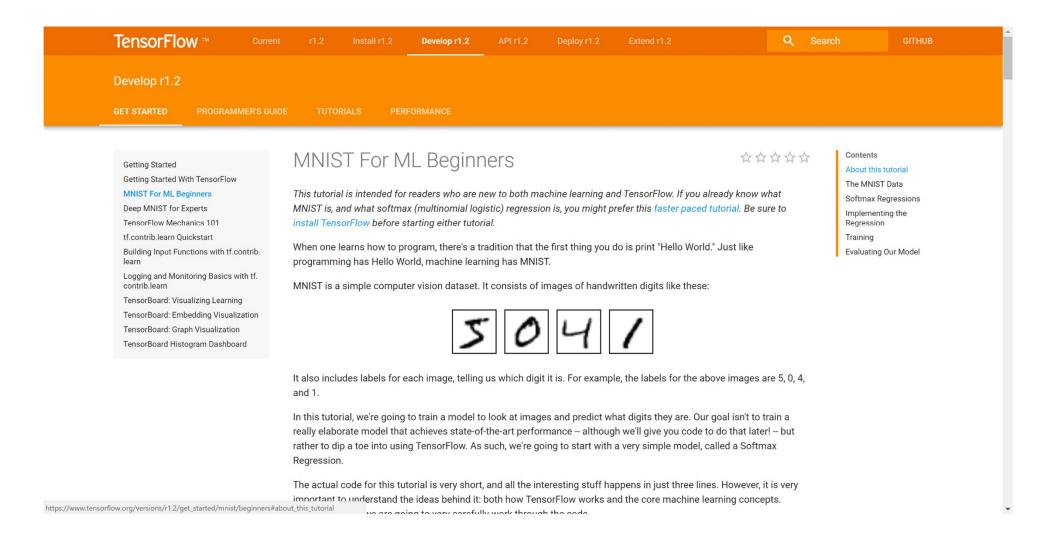
Resources

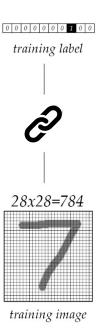
Why do we need convolutions?

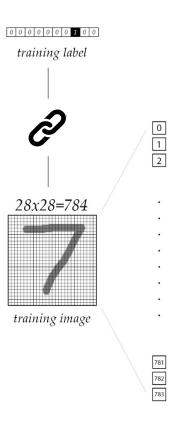
CNN specifics

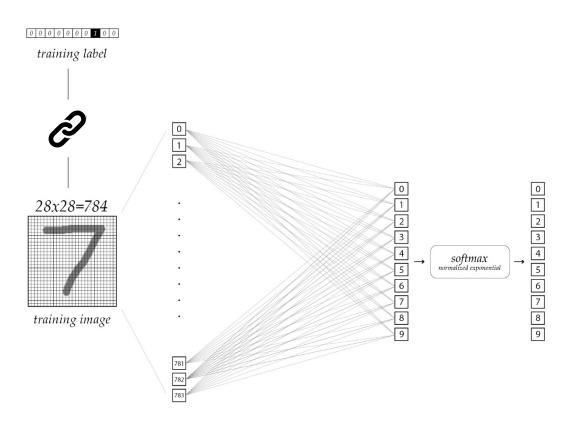
CNN flavors

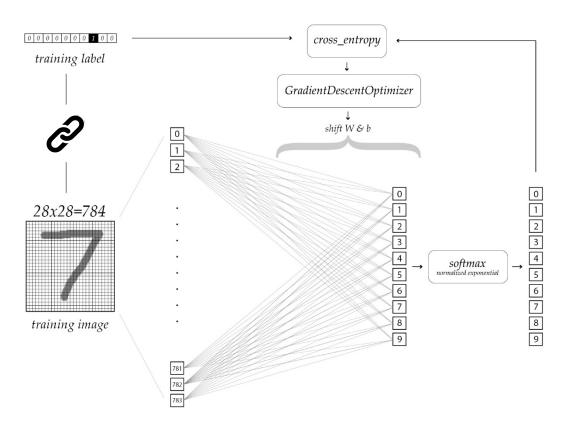
Resources

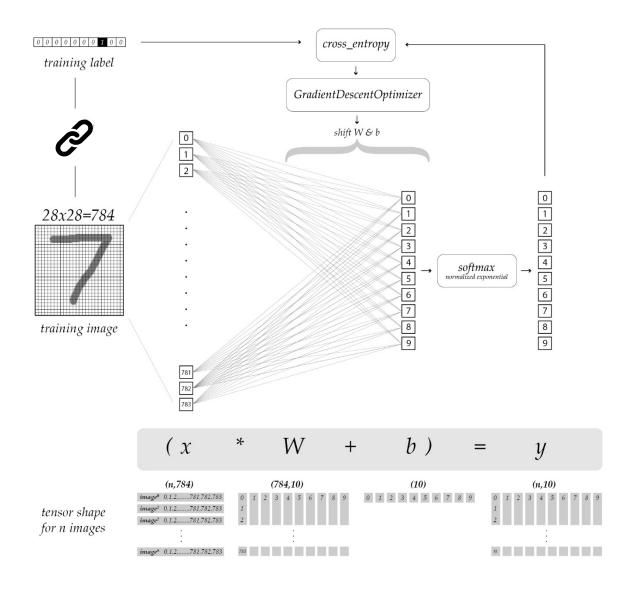


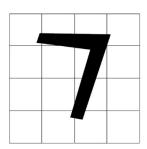


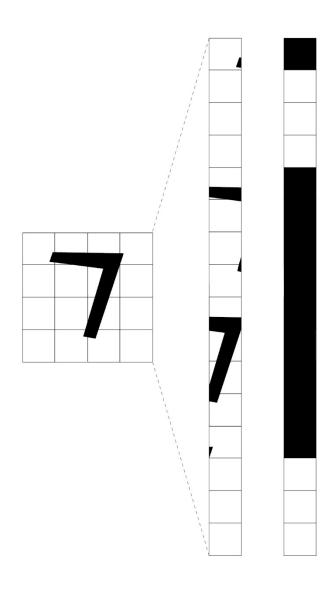


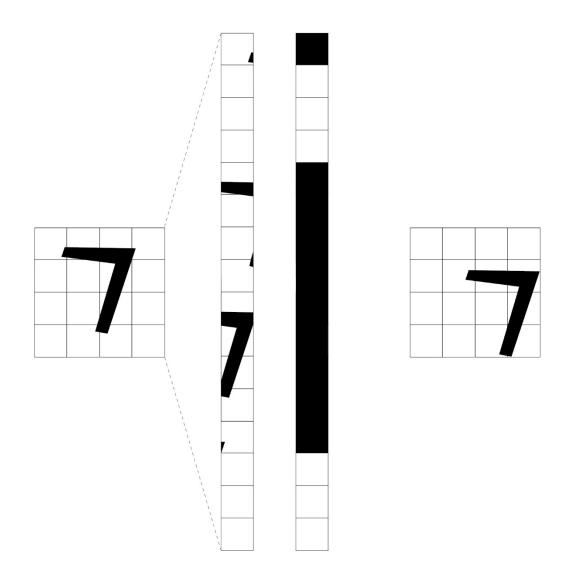


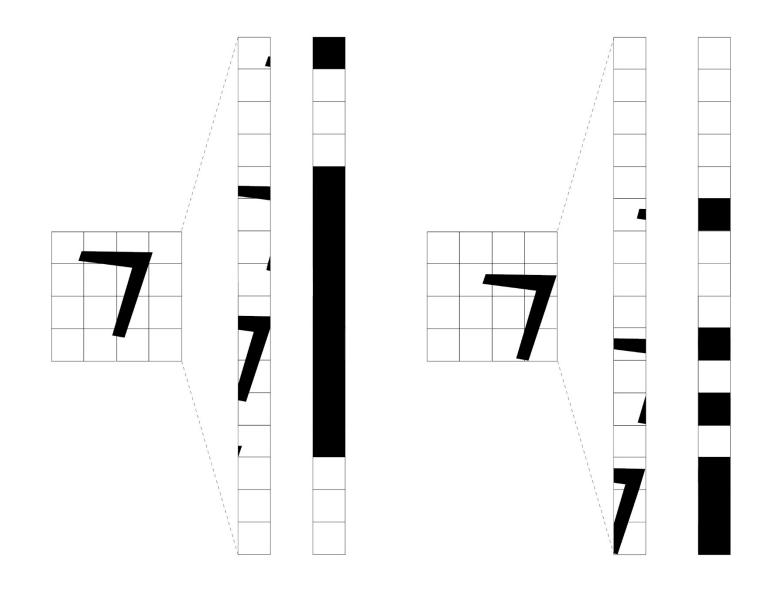




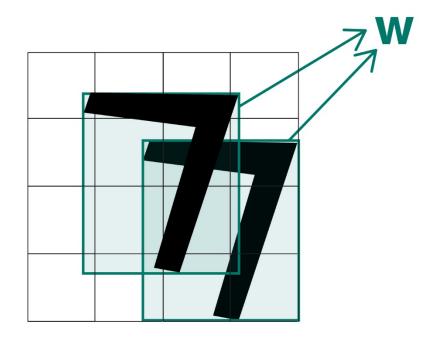


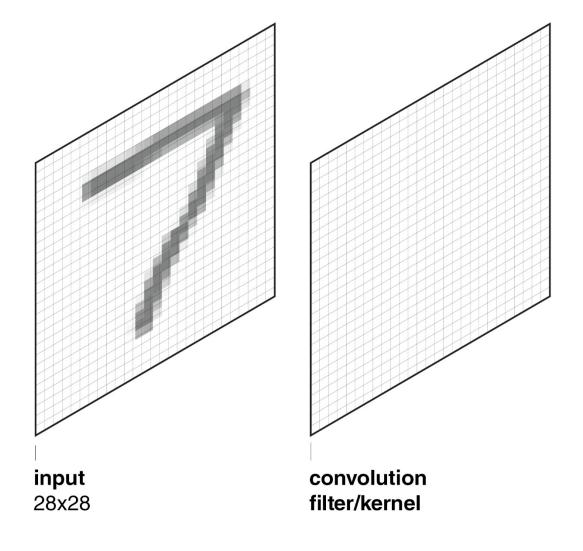


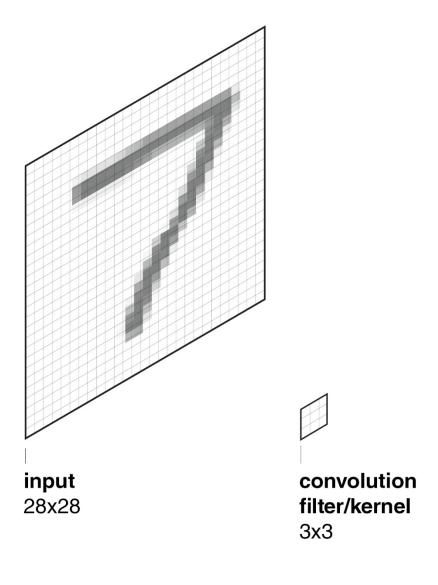


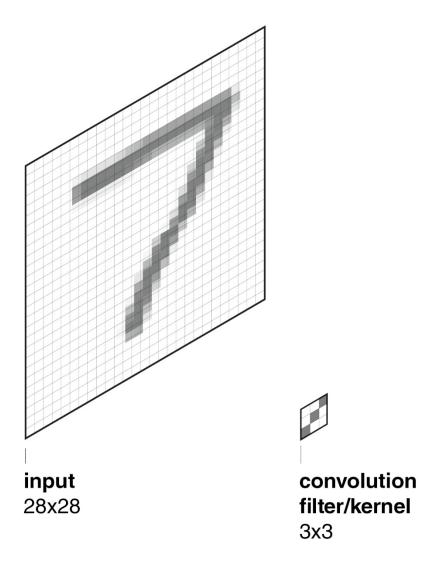


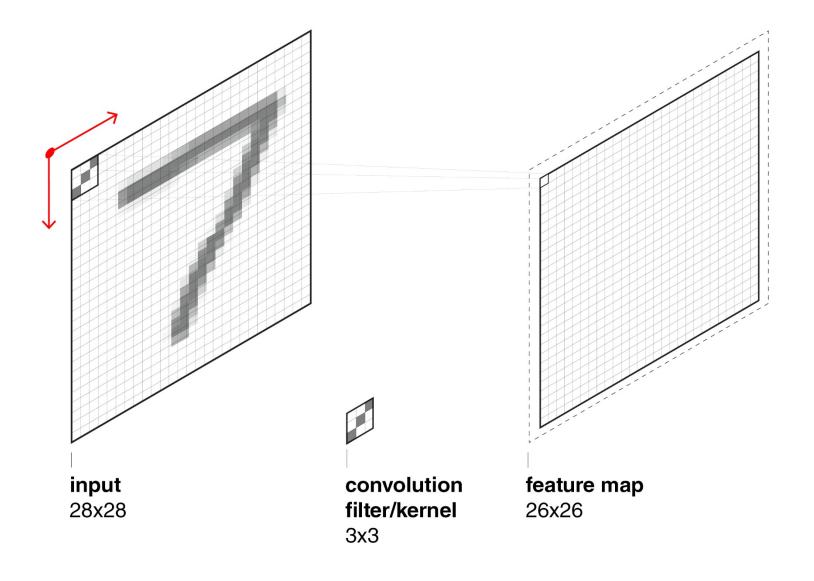
Weight Sharing

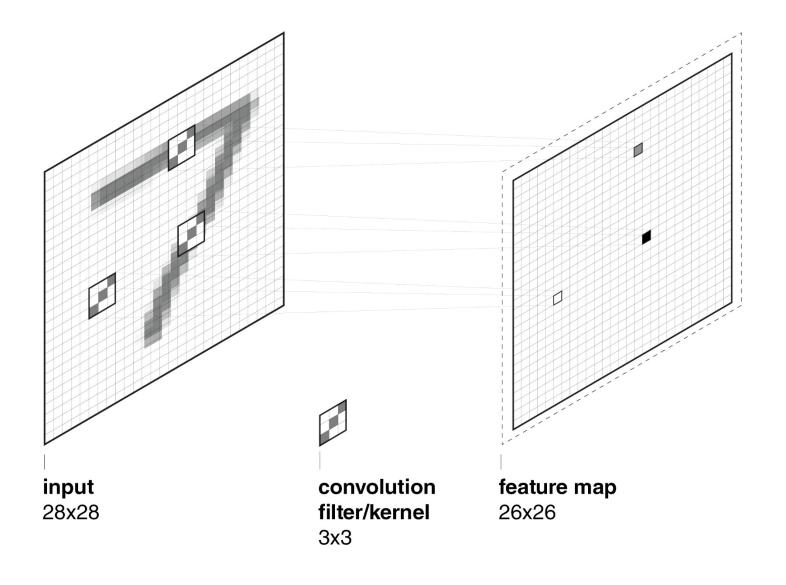


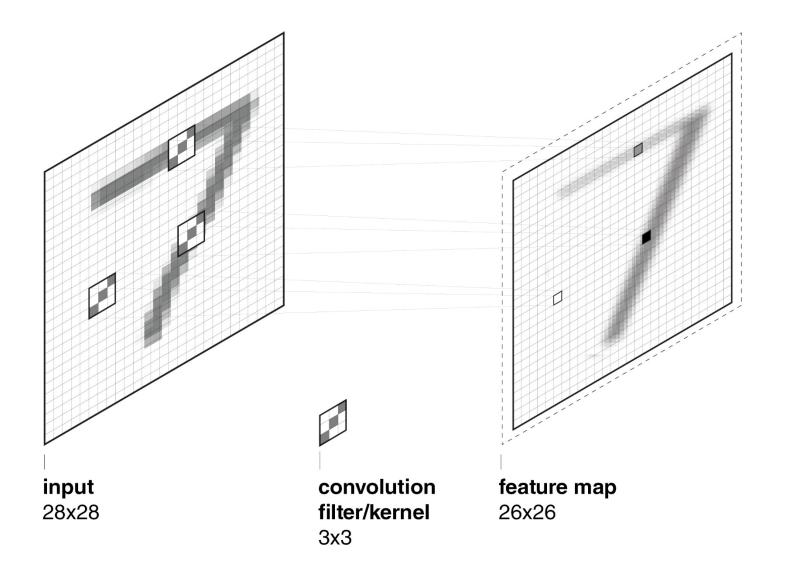


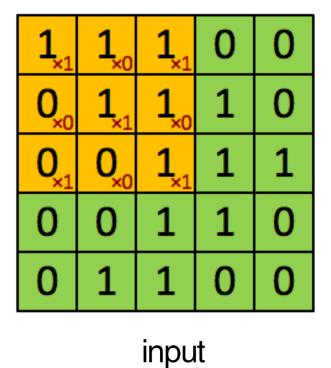




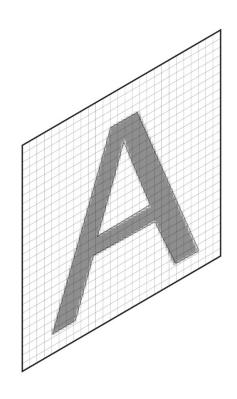


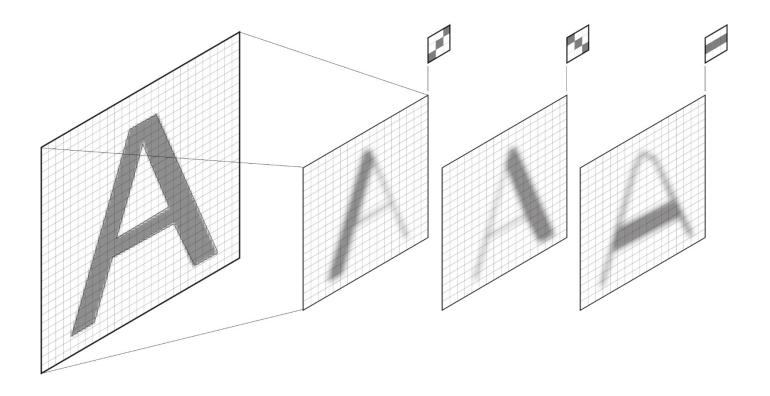


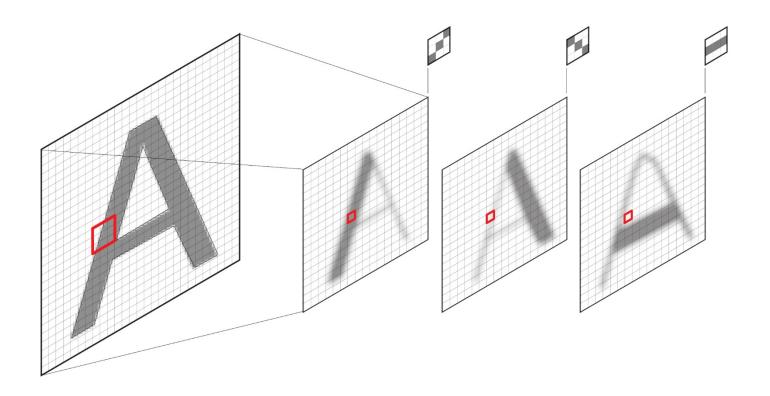


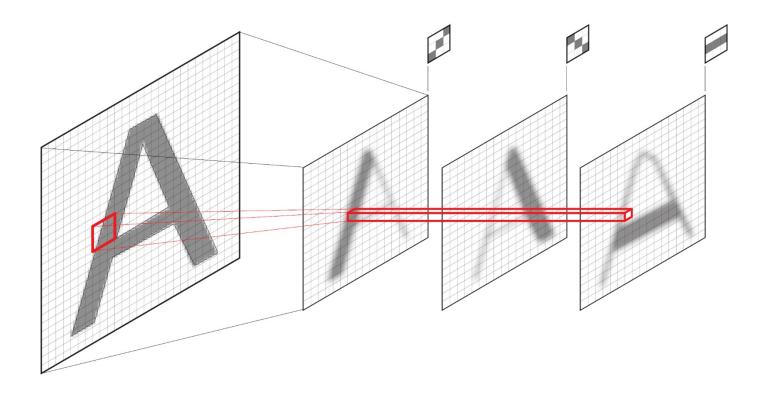


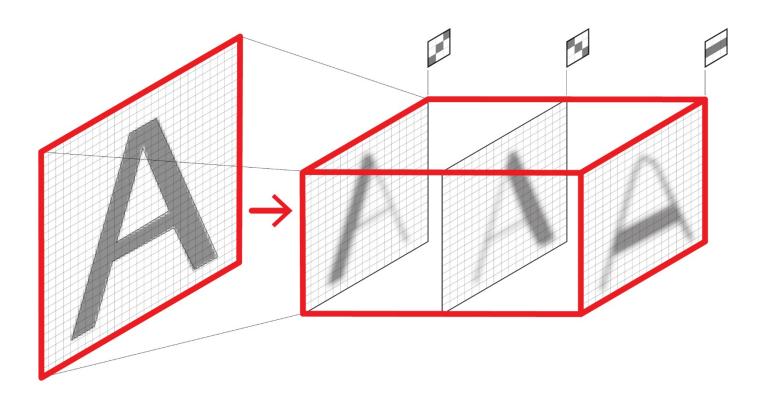
feature map

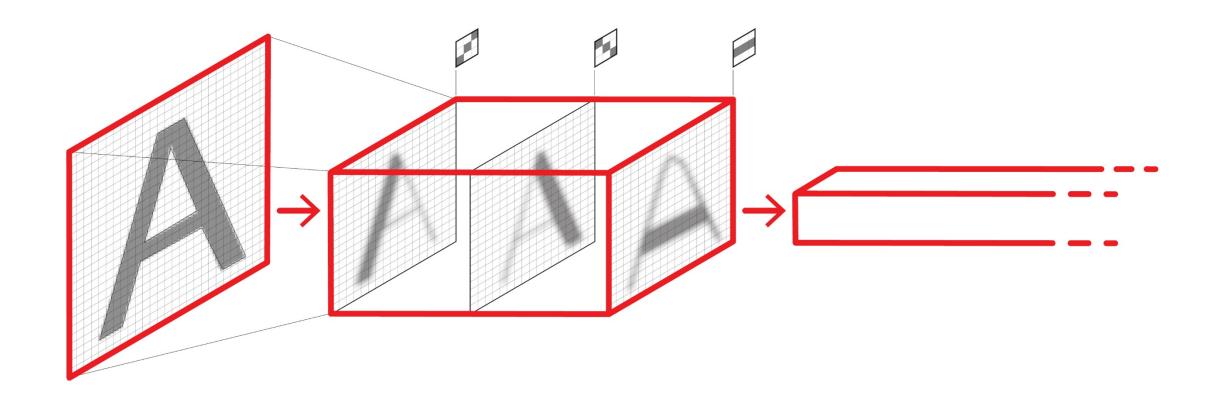


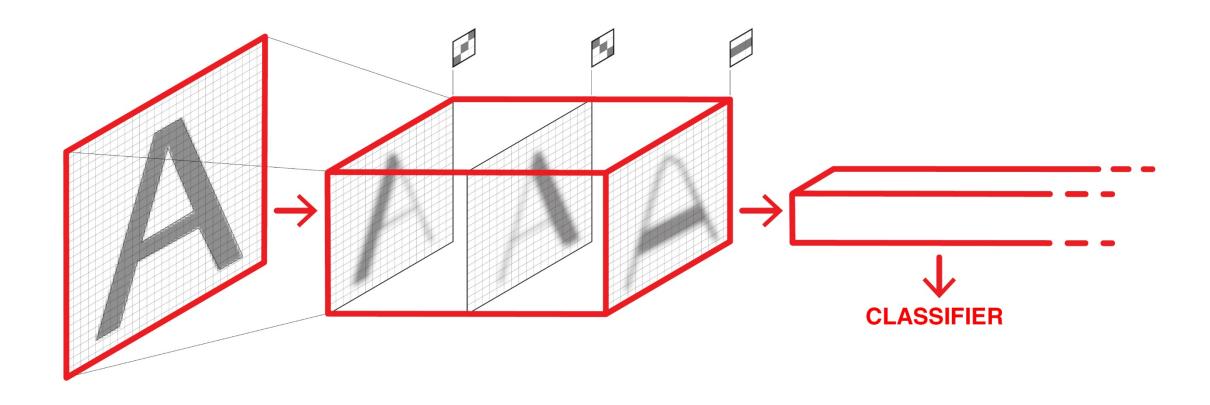












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Neocognitron

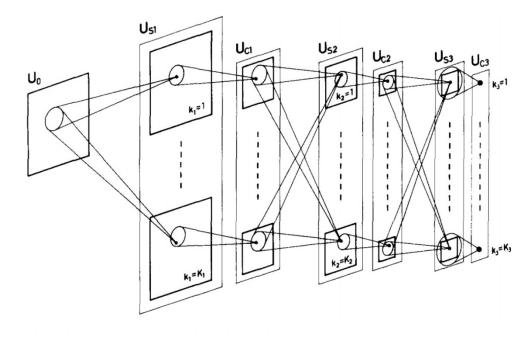


Fig. 2. Schematic diagram illustrating the interconnections between layers in the neocognitron

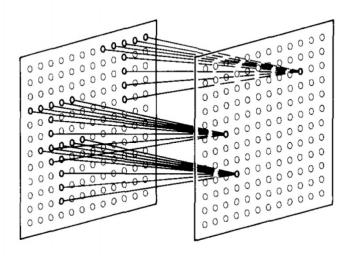


Fig. 3. Illustration showing the input interconnections to the cells within a single cell-plane

Kunihiko Fukushima

Neocognitron: A Self-organizing Neural Network Model for a Mechanism of Pattern Recognition Unaffected by Shift in Position **Biological Cybernetics - 1980**

LeNet-5

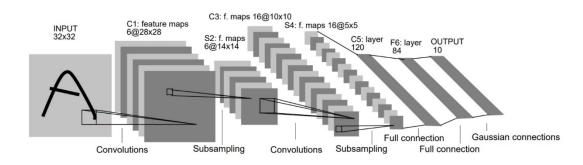


Fig. 1. Architecture of LeNet-5, a Convolutional Neural Network, here for digits recognition. Each plane is a feature map, i.e. a set of units whose weights are constrained to be identical.

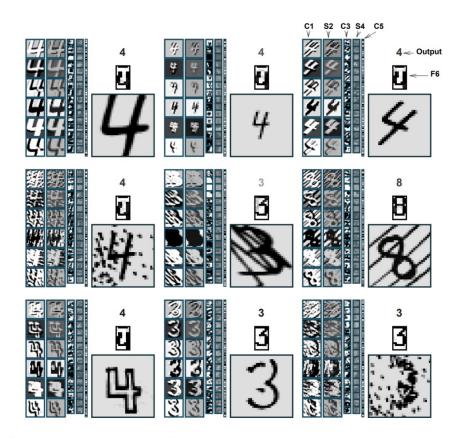


Fig. 4. Examples of unusual, distorted, and noisy characters correctly recognized by LeNet-5. The grey-level of the output label represents the penalty (lighter for higher penalties).

Yann LeCun, Patrick Haffner, Léon Bottou & Yoshua Bengio

AlexNet

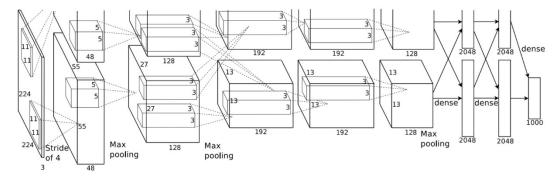


Figure 2: An illustration of the architecture of our CNN, explicitly showing the delineation of responsibilities between the two GPUs. One GPU runs the layer-parts at the top of the figure while the other runs the layer-parts at the bottom. The GPUs communicate only at certain layers. The network's input is 150,528-dimensional, and the number of neurons in the network's remaining layers is given by 253,440–186,624–64,896–64,896–43,264–4096–4096–1000.

Alex Krizhevsky, Ilya Sutskever & Geoffrey E. Hinton

AlexNet @ ImageNet

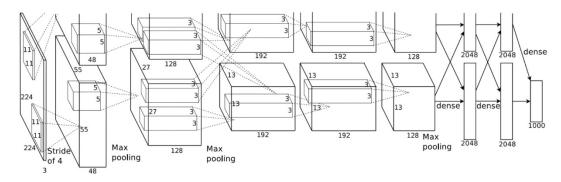
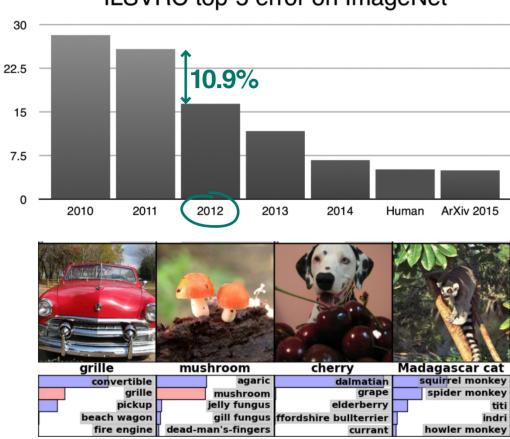


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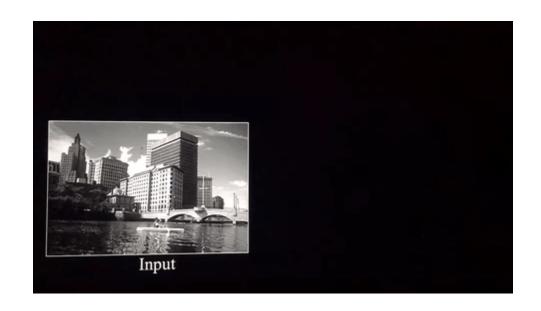
ILSVRC top-5 error on ImageNet



Hyperparameters

of filters

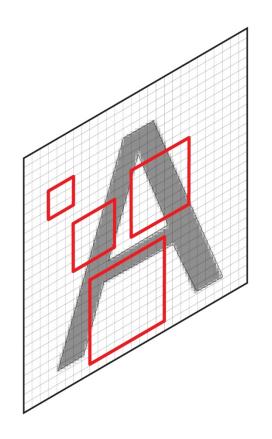
32, 64, 128 ...



Hyperparameters

filter size

11x11, 5x5, 3x3 ...



Hyperparameters

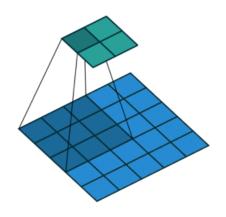
padding

pad the input image?

stride

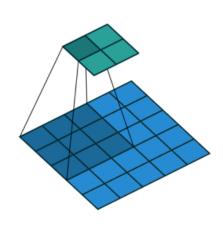
of pixels to shift the filter

Hyperparameters

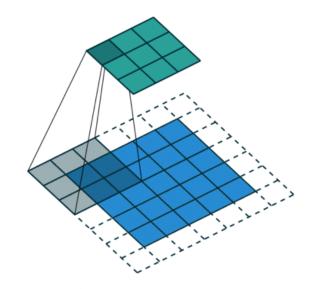


padding **no** stride **2**

Hyperparameters

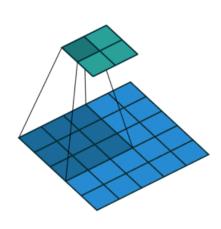


padding **no** stride **2**

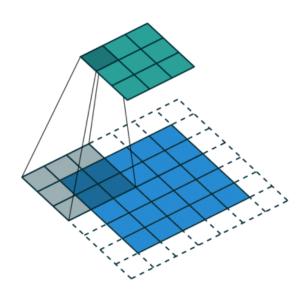


padding **yes** stride **2**

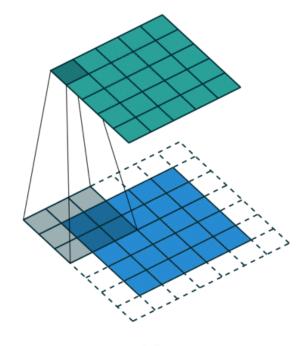
Hyperparameters



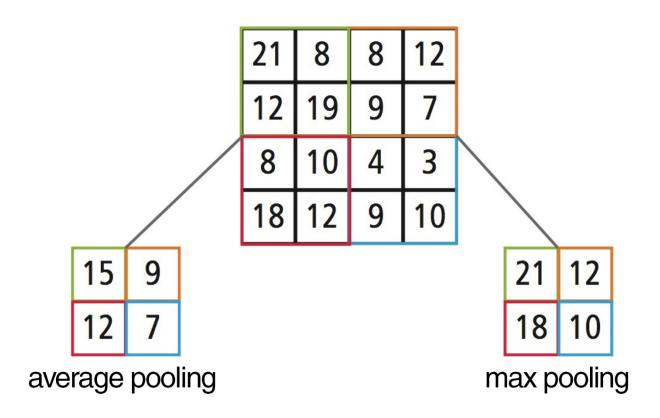
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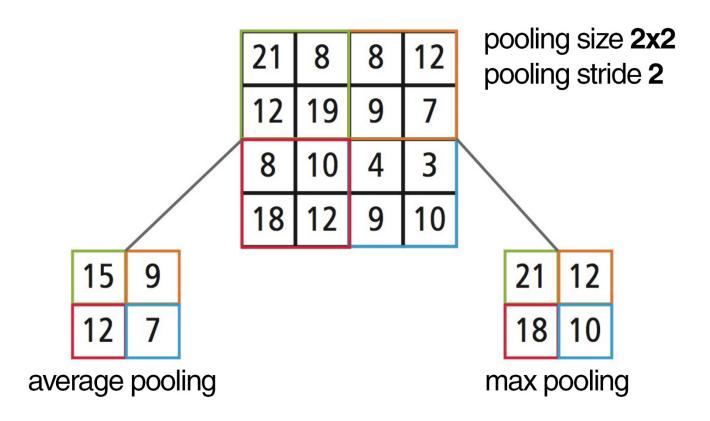


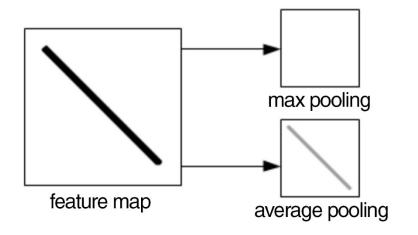
padding **yes** stride **2**

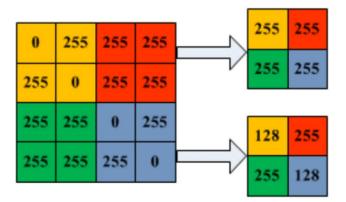


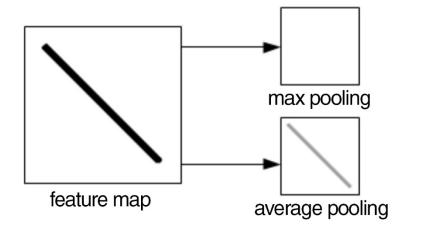
padding **yes** stride **1**

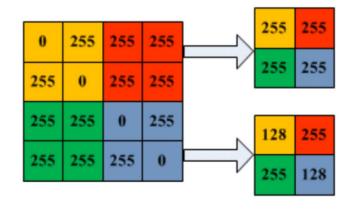


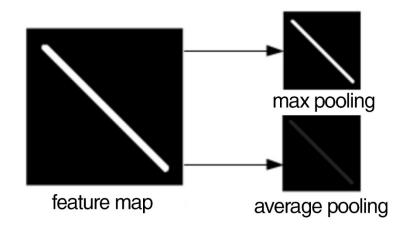


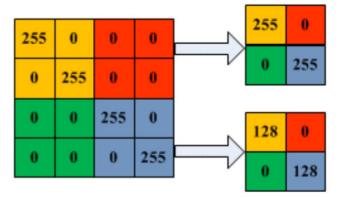






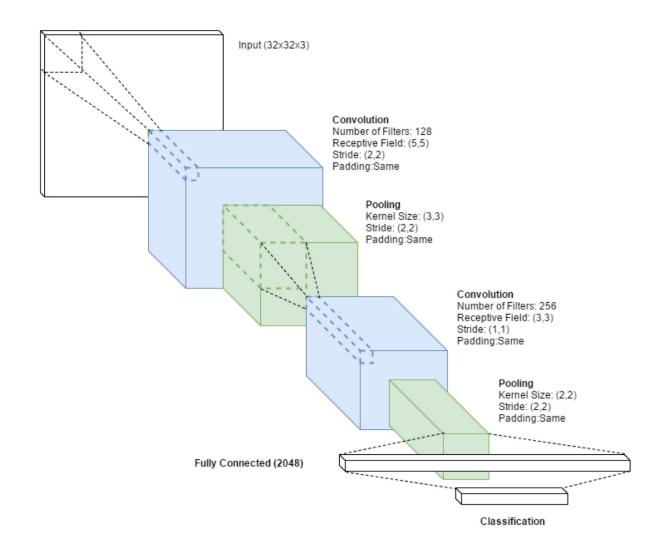






Dingjun Yu, Hanli Wang, Peiqiu Chen & Zhihua Wei

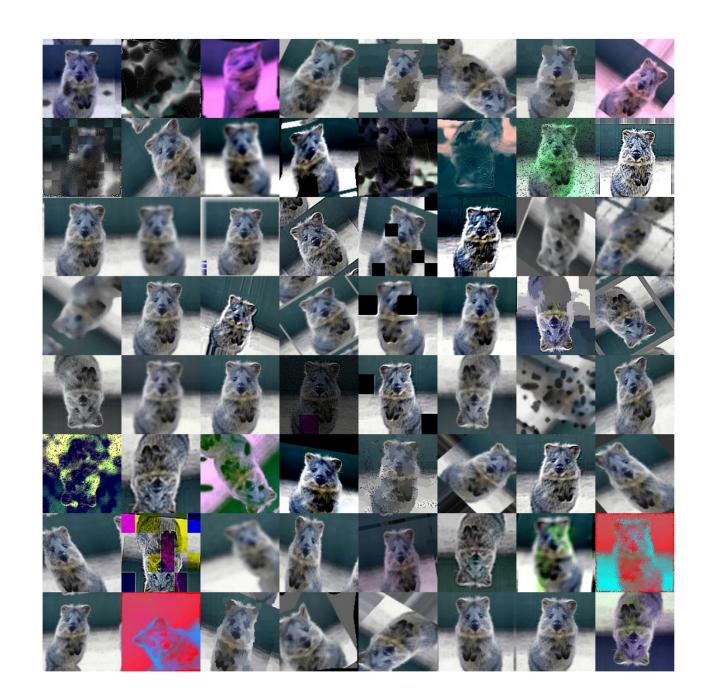
Convolutional Neural Networks

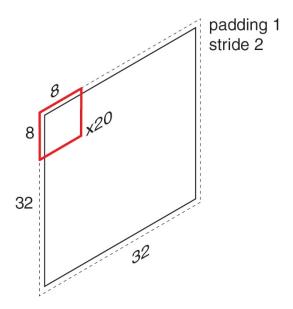


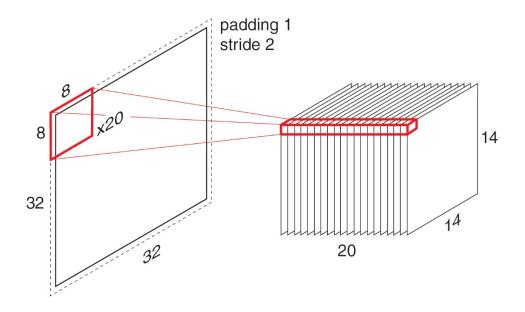
Data Augmentation

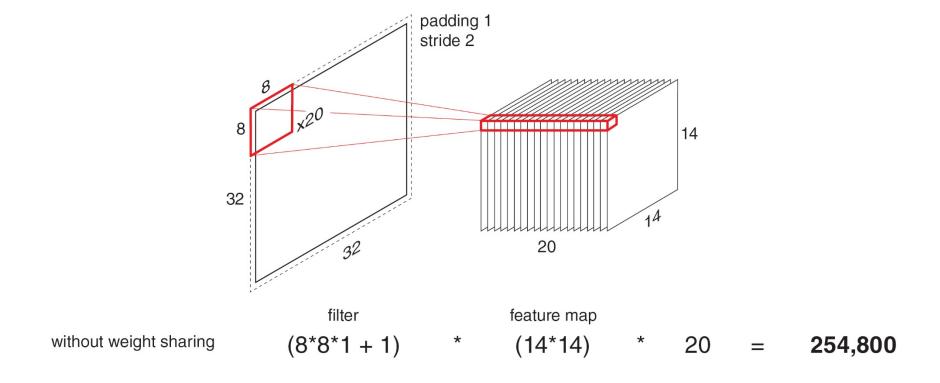
rotate translate shear flip scale/zoom crop apply whitening apply noise shift channel shift brightness/contrast blur

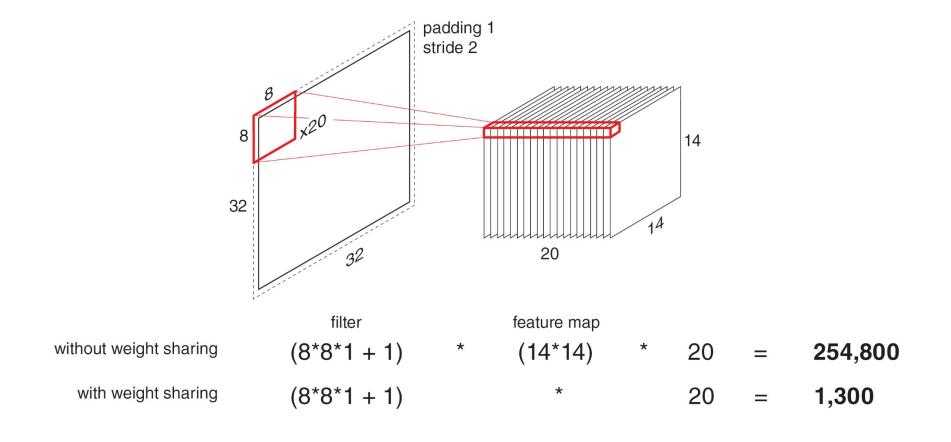
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Memory Management

INPUT: [224x224x3]	memory:	224*224*3=150K	weights: 0
CONV3-64: [224x224x64]	memory:	224*224*64=3.2M	weights: $(3*3*3)*64 = 1,728$
CONV3-64: [224x224x64]	memory:	224*224*64=3.2M	weights: $(3*3*64)*64 = 36,864$
POOL2: [112x112x64]	memory:	112*112*64=800K	weights: 0
CONV3-128: [112x112x128]	memory:	112*112*128=1.6M	weights: $(3*3*64)*128 = 73,728$
CONV3-128: [112x112x128]	memory:	112*112*128=1.6M	weights: $(3*3*128)*128 = 147,456$
POOL2: [56x56x128]	memory:	56*56*128=400K	weights: 0
CONV3-256: [56x56x256]	memory:	56*56*256=800K	weights: $(3*3*128)*256 = 294,912$
CONV3-256: [56x56x256]	memory:	56*56*256=800K	weights: $(3*3*256)*256 = 589,824$
CONV3-256: [56x56x256]	memory:	56*56*256=800K	weights: $(3*3*256)*256 = 589,824$
POOL2: [28x28x256]	memory:	28*28*256=200K	weights: 0
CONV3-512: [28x28x512]	memory:	28*28*512=400K	weights: $(3*3*256)*512 = 1,179,648$
CONV3-512: [28x28x512]	memory:	28*28*512=400K	weights: $(3*3*512)*512 = 2,359,296$
CONV3-512: [28x28x512]	memory:	28*28*512=400K	weights: $(3*3*512)*512 = 2,359,296$
POOL2: [14x14x512]	memory:	14*14*512=100K	weights: 0
CONV3-512: [14x14x512]	memory:	14*14*512=100K	weights: $(3*3*512)*512 = 2,359,296$
CONV3-512: [14x14x512]	memory:	14*14*512=100K	weights: $(3*3*512)*512 = 2,359,296$
CONV3-512: [14x14x512]	memory:	14*14*512=100K	weights: $(3*3*512)*512 = 2,359,296$
POOL2: [7x7x512]	memory:	7*7*512=25K	weights: 0
FC: [1x1x4096]	memory:	4096	weights: $7*7*512*4096 = 102,760,448$
FC: [1x1x4096]	memory:	4096	weights: 4096*4096 = 16,777,216
FC: [1x1x1000]	memory:	1000	weights: $4096*1000 = 4,096,000$

TOTAL memory: 24M * 4 bytes ~= 93MB TOTAL params: 138M parameters

Karen Simonyan & Andrew Zisserman

Memory Management

INPUT: [224x224x3] CONV3-64: [224x224x64] CONV3-64: [224x224x64] POOL2: [112x112x64] CONV3-128: [112x112x128] CONV3-128: [112x112x128] POOL2: [56x56x128] CONV3-256: [56x56x256] CONV3-256: [56x56x256] CONV3-256: [56x56x256] POOL2: [28x28x256] CONV3-512: [28x28x512] CONV3-512: [28x28x512] POOL2: [14x14x512] CONV3-512: [14x14x512]	memory: 224*224*3=150K memory: 224*224*64=3.2M memory: 224*224*64=3.2M memory: 112*112*64=800K memory: 112*112*128=1.6M memory: 112*112*128=1.6M memory: 56*56*128=400K memory: 56*56*256=800K memory: 56*56*256=800K memory: 56*56*256=800K memory: 28*28*256=200K memory: 28*28*512=400K memory: 28*28*512=400K memory: 28*28*512=400K memory: 14*14*512=100K	weights: 0 weights: (3*3*3)*64 = 1,728 weights: (3*3*64)*64 = 36,864 weights: 0 weights: (3*3*64)*128 = 73,728 weights: (3*3*128)*128 = 147,456 weights: 0 weights: (3*3*128)*256 = 294,912 weights: (3*3*256)*256 = 589,824 weights: 0 weights: 0 weights: (3*3*256)*512 = 1,179,648 weights: (3*3*512)*512 = 2,359,296 weights: 0 weights: (3*3*512)*512 = 2,359,296 weights: 0 weights: 0 weights: (3*3*512)*512 = 2,359,296
POOL2: [14x14x512]	memory: 14*14*512=100K	weights: 0

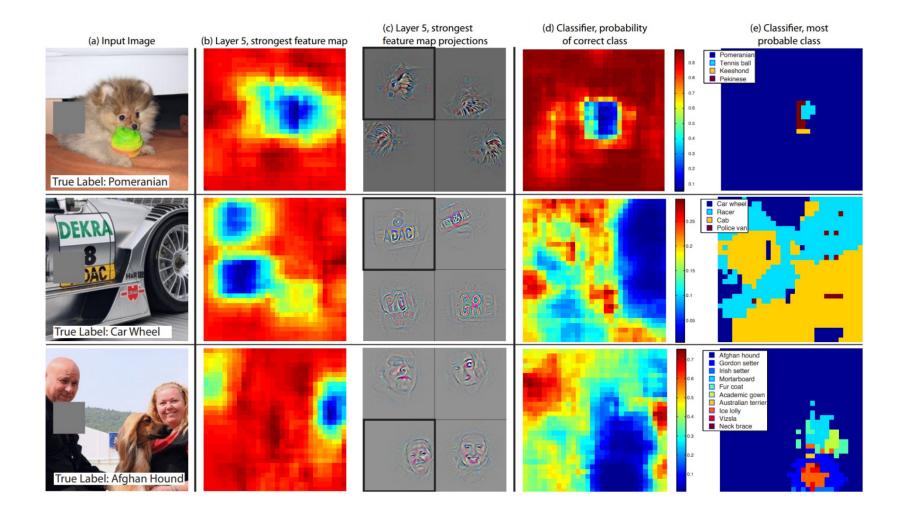


Nvidia GeForce GTX 980 4GB

TOTAL memory: 24M * 4 bytes ~= 93MB TOTAL params: 138M parameters

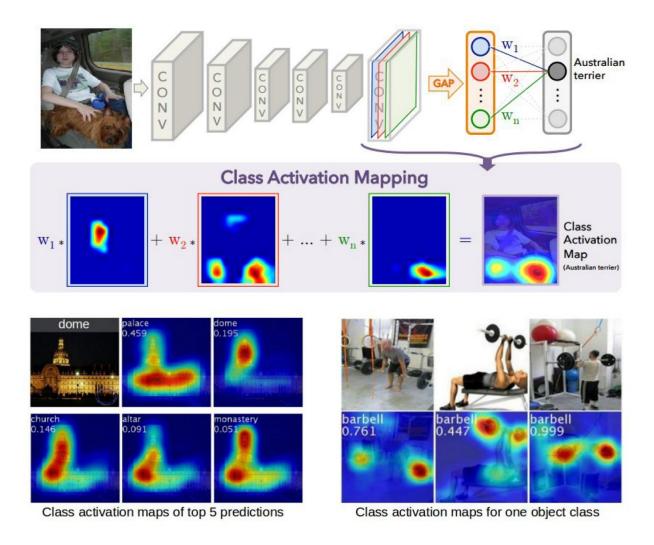
Karen Simonyan & Andrew Zisserman

Visualizing Attention



Matthew Zeiler & Rob Fergus

Visualizing Attention



Bolei Zhou, Aditya Khosla, Agata Lapedriza, Aude Oliva & Antonio Torralba

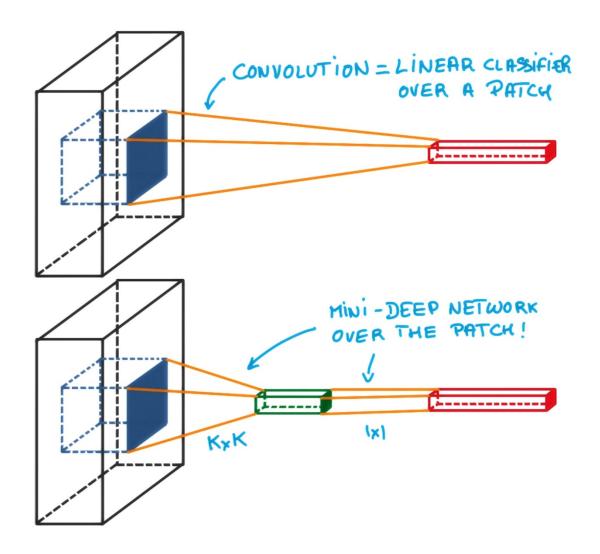
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1x1 Convolutions



Inception Module

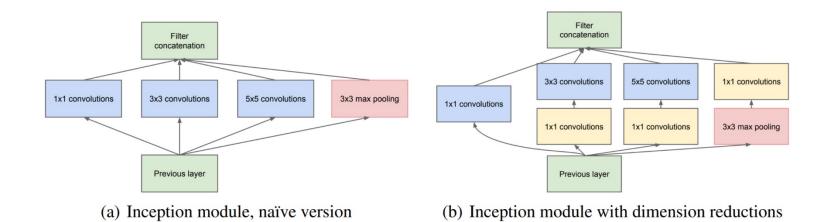
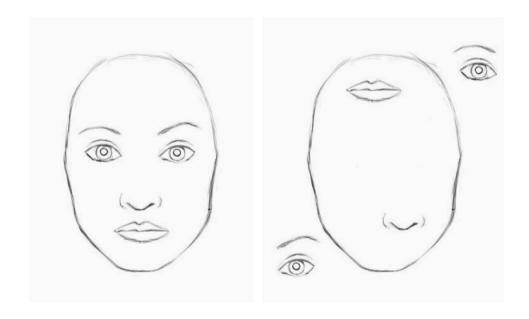
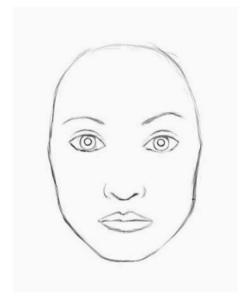
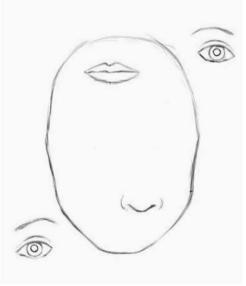


Figure 2: Inception module

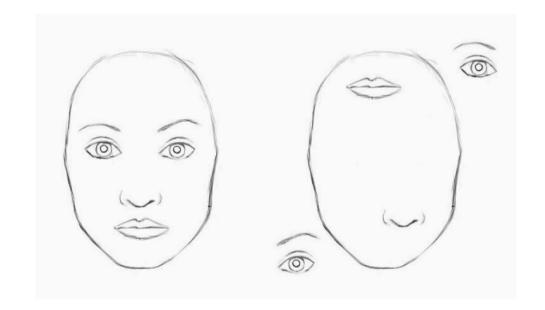
Christian Szegedy, Wei Liu, Yangqing Jia, et al.







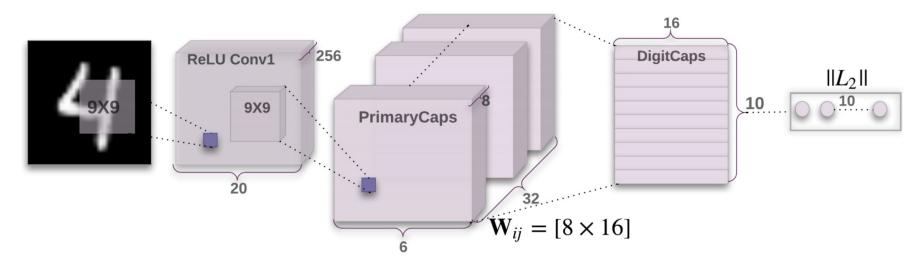




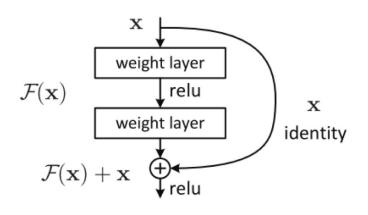


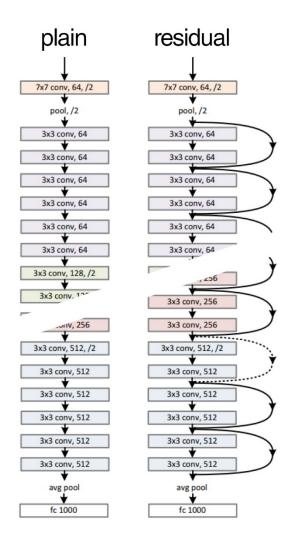
"The pooling operation used in convolutional neural networks is a big mistake and the fact that it works so well is a disaster." - Geoffrey Hinton

Figure 1: A simple CapsNet with 3 layers. This model gives comparable results to deep convolutional networks (such as Chang and Chen [2015]). The length of the activity vector of each capsule in DigitCaps layer indicates presence of an instance of each class and is used to calculate the classification loss. \mathbf{W}_{ij} is a weight matrix between each \mathbf{u}_i , $i \in (1, 32 \times 6 \times 6)$ in PrimaryCapsules and \mathbf{v}_j , $j \in (1, 10)$.



ResNets





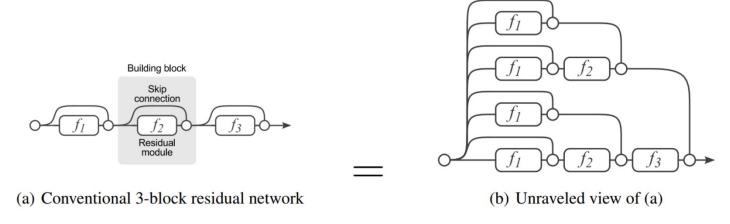


Figure 1: Residual Networks are conventionally shown as (a), which is a natural representation of Equation (1). When we expand this formulation to Equation (6), we obtain an *unraveled view* of a 3-block residual network (b). Circular nodes represent additions. From this view, it is apparent that residual networks have $O(2^n)$ implicit paths connecting input and output and that adding a block doubles the number of paths.

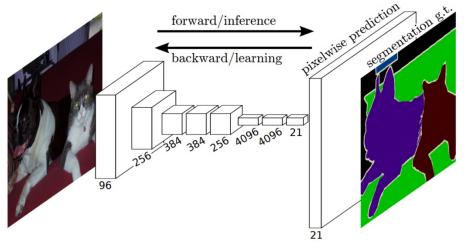


Figure 1. Fully convolutional networks can efficiently learn to make dense predictions for per-pixel tasks like semantic segmentation.

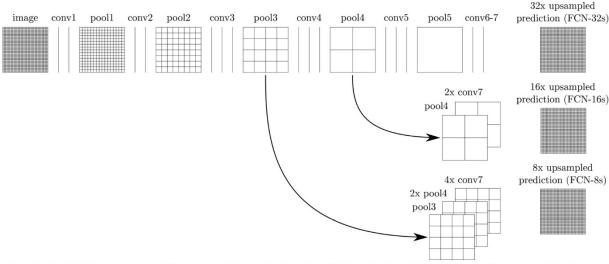


Figure 3. Our DAG nets learn to combine coarse, high layer information with fine, low layer information. Pooling and prediction layers are shown as grids that reveal relative spatial coarseness, while intermediate layers are shown as vertical lines. First row (FCN-32s): Our single-stream net, described in Section 4.1, upsamples stride 32 predictions back to pixels in a single step. Second row (FCN-16s): Combining predictions from both the final layer and the pool4 layer, at stride 16, lets our net predict finer details, while retaining high-level semantic information. Third row (FCN-8s): Additional predictions from pool3, at stride 8, provide further precision.

Jonathan Long, Evan Shelhamer & Trevor Darrell

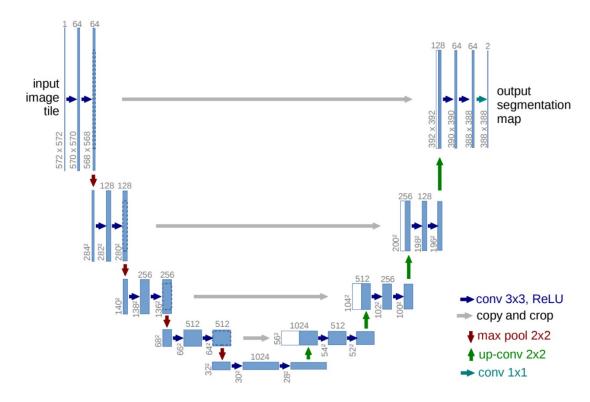


Fig. 1. U-net architecture (example for 32x32 pixels in the lowest resolution). Each blue box corresponds to a multi-channel feature map. The number of channels is denoted on top of the box. The x-y-size is provided at the lower left edge of the box. White boxes represent copied feature maps. The arrows denote the different operations.

Olaf Ronneberger, Philipp Fischer & Thomas Brox

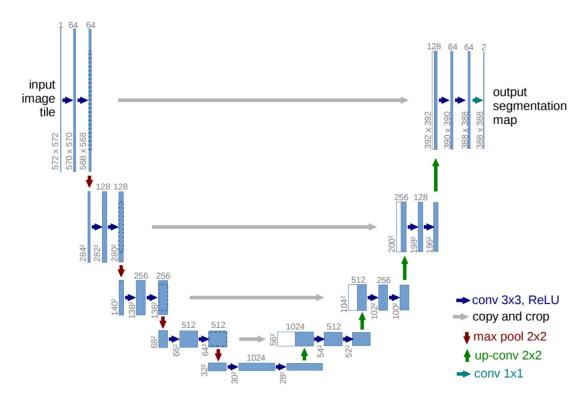


Fig. 1. U-net architecture (example for 32x32 pixels in the lowest resolution). Each blue box corresponds to a multi-channel feature map. The number of channels is denoted on top of the box. The x-y-size is provided at the lower left edge of the box. White boxes represent copied feature maps. The arrows denote the different operations.

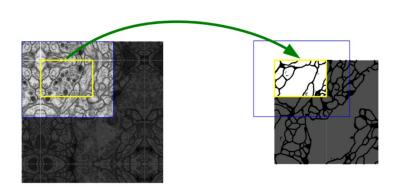
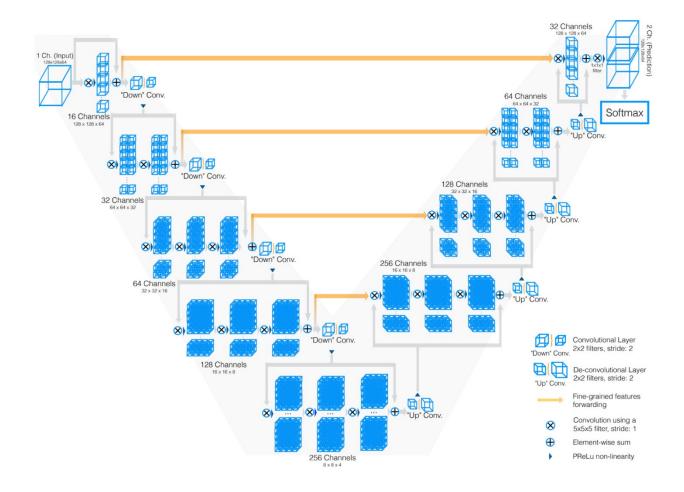


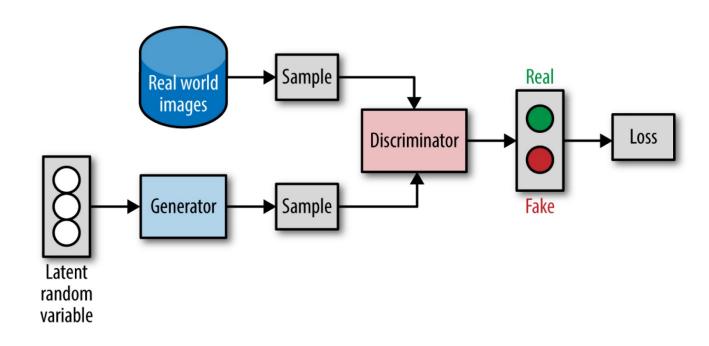
Fig. 2. Overlap-tile strategy for seamless segmentation of arbitrary large images (here segmentation of neuronal structures in EM stacks). Prediction of the segmentation in the yellow area, requires image data within the blue area as input. Missing input data is extrapolated by mirroring

Olaf Ronneberger, Philipp Fischer & Thomas Brox



Fausto Milletari, Nassir Navab & Seyed-Ahmad Ahmadi

Generative Adversarial Networks (GAN)



Generative Adversarial Networks (GAN)

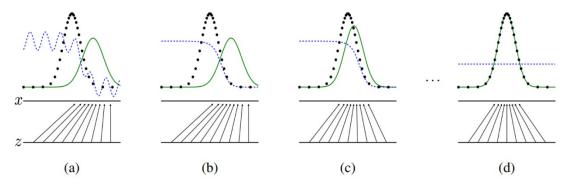


Figure 1: Generative adversarial nets are trained by simultaneously updating the **d**iscriminative distribution (D, blue, dashed line) so that it discriminates between samples from the data generating distribution (black, dotted line) p_x from those of the **g**enerative distribution p_g (G) (green, solid line). The lower horizontal line is the domain from which z is sampled, in this case uniformly. The horizontal line above is part of the domain of x. The upward arrows show how the mapping x = G(z) imposes the non-uniform distribution p_g on transformed samples. G contracts in regions of high density and expands in regions of low density of p_g . (a) Consider an adversarial pair near convergence: p_g is similar to p_{data} and p_{data} is a partially accurate classifier. (b) In the inner loop of the algorithm p_g is trained to discriminate samples from data, converging to p_g (a) $p_{\text{data}}(x) = p_{\text{data}}(x) = p_{\text{data}}(x)$

Ian Goodfellow, Jean Pouget-Abadie, Mehdi Mirza, Bing Xu, David Warde-Farley, Sherjil Ozair, Aaron Courville & Yoshua Bengio

Deep Convolutional Generative Adversarial Networks (DCGAN)

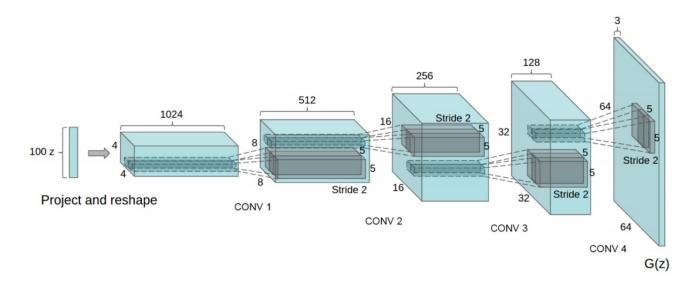
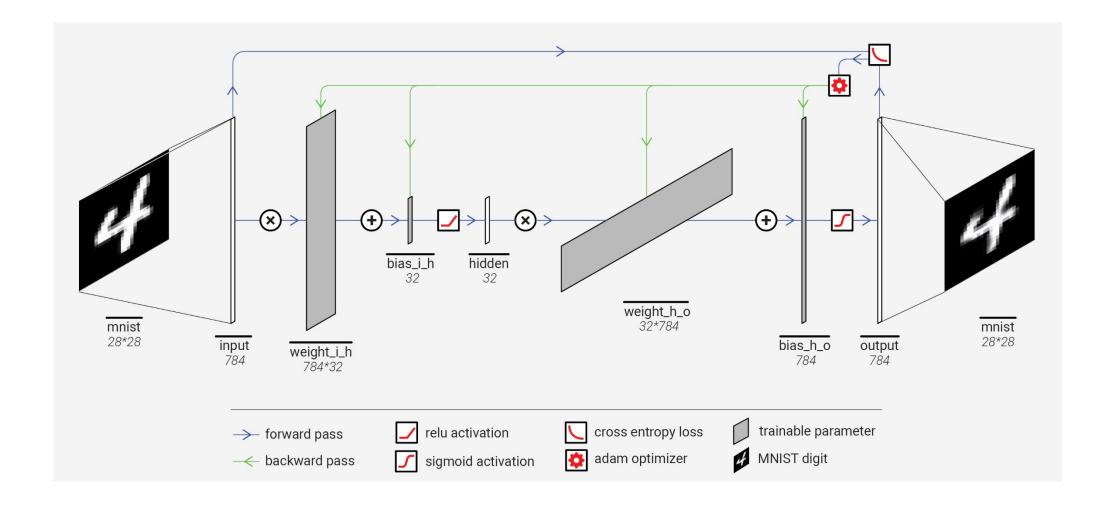


Figure 1: DCGAN generator used for LSUN scene modeling. A 100 dimensional uniform distribution Z is projected to a small spatial extent convolutional representation with many feature maps. A series of four fractionally-strided convolutions (in some recent papers, these are wrongly called deconvolutions) then convert this high level representation into a 64×64 pixel image. Notably, no fully connected or pooling layers are used.

Variational Autoencoders



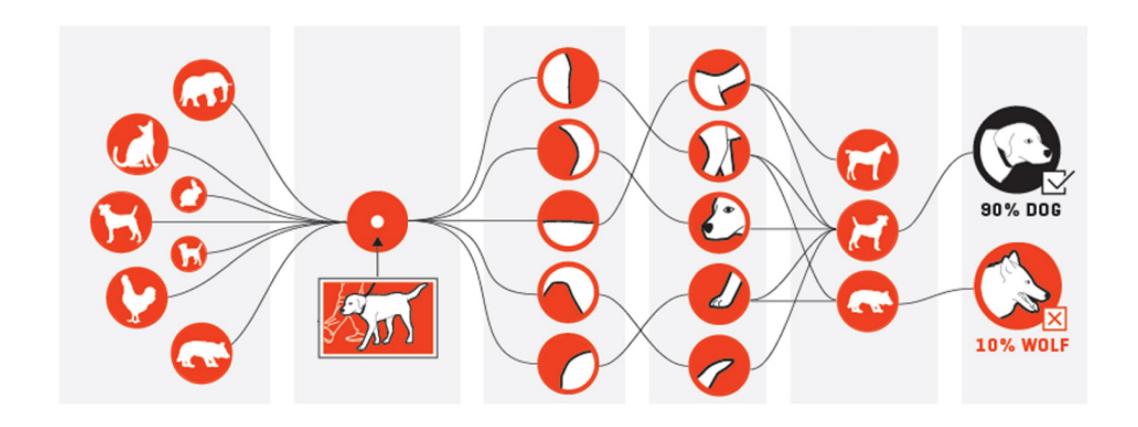
Why do we need convolutions?

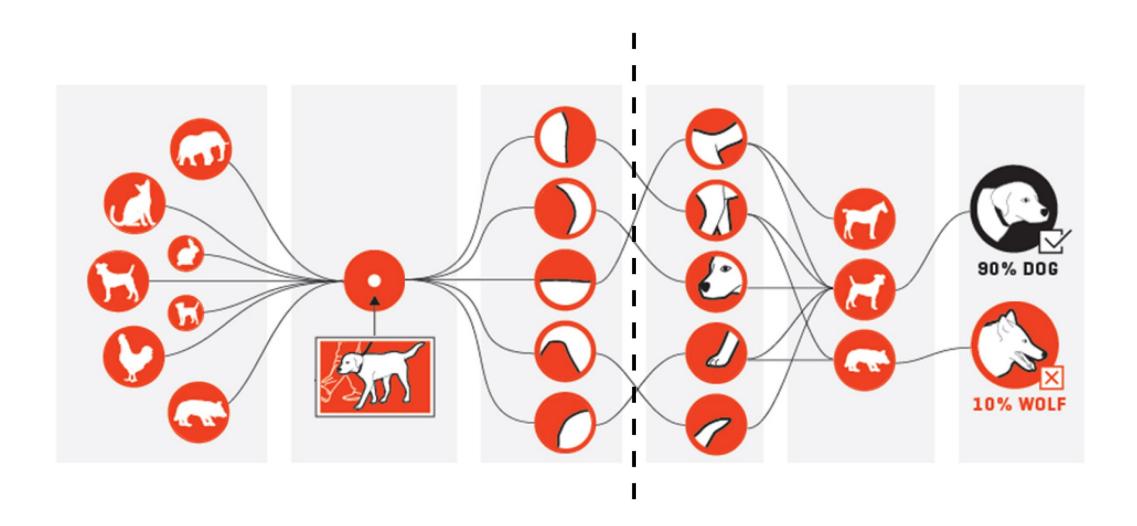
CNN specifics

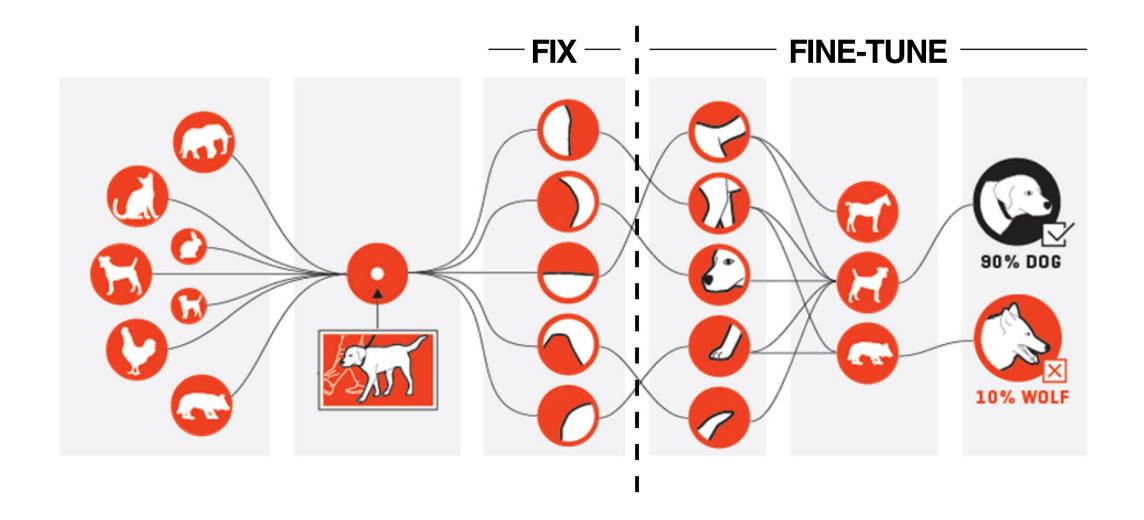
CNN flavors

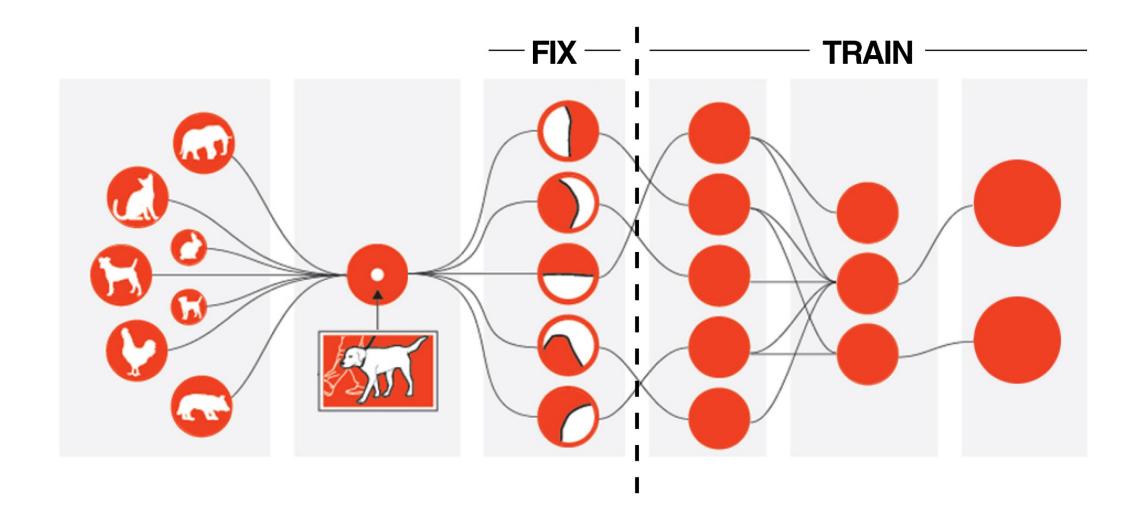
Resources

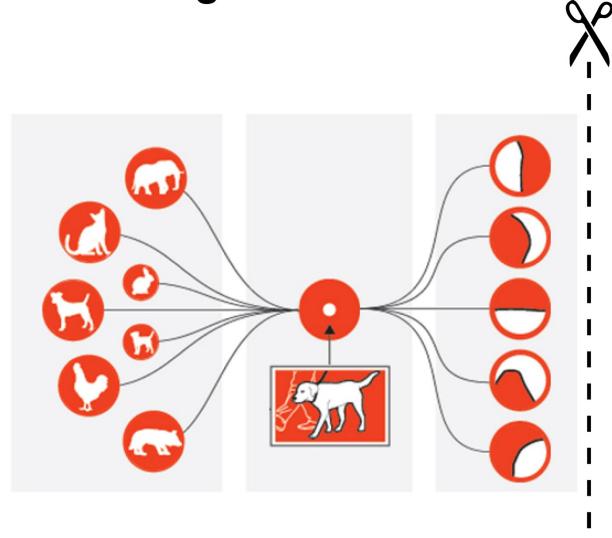
Transfer Learning











Year	CNN	Developed by	Place	Top-5 error rate	No. of parameters
1998	LeNet(8)	Yann LeCun et al			60 thousand
2012	AlexNet(7)	Alex Krizhevsky, Geoffrey Hinton, Ilya Sutskever	1st	15.3%	60 million
2013	ZFNet()	Matthew Zeiler and Rob Fergus	1st	14.8%	
2014	GoogLeNet(1 9)	Google	1st	6.67%	4 million
2014	VGG Net(16)	Simonyan, Zisserman	2nd	7.3%	138 million
2015	ResNet(152)	Kaiming He	1st	3.6%	

Online Resources



Deep Learning Book

Ian Goodfellow, Yoshua Bengio, Aaron Courville



Neural Networks and Deep Learning

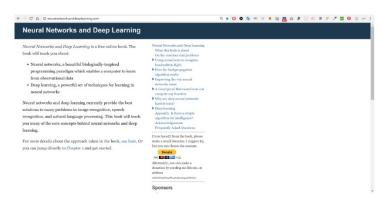
Michael Nielsen

Online Resources



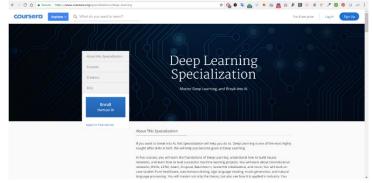
Deep Learning Book

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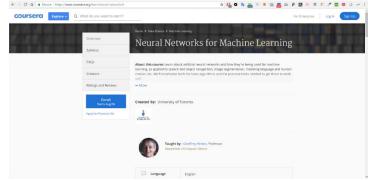
Neural Networks and Deep Learning

Michael Nielsen



Deep Learning Specialization

Andrew Ng @ Coursera



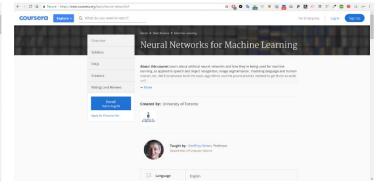
Neural Networks for Machine Learning

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Online Resources



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Deep Learning Book

Neural Networks and Deep Learning

Neural Networks and Deep Learning is a free online book. The

· Deep learning, a powerful set of techniques for learning in

recognition, and natural language processing. This book will teach you many of the core concepts behind neural networks and deep For more details about the approach taken in the book, see here. Or you can jump directly to Chapter 1 and get started.

 Neural networks, a beautiful biologically-inspired programming paradigm which enables a computer to learn

book will teach you about:

neural networks

from observational data

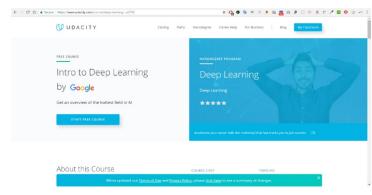
Ian Goodfellow, Yoshua Bengio, Aaron Courville



Deep Learning Specialization

Andrew Ng @ Coursera

Neural Networks for Machine Learning Geoffrey Hinton @ Coursera



Neural Networks and Deep Learning

Michael Nielsen

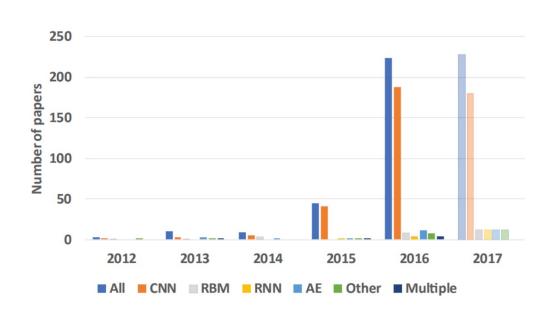


CS231n: CNNs for Visual Recognition Intro to Deep Learning

Misc.

Udacity

Reproducibility



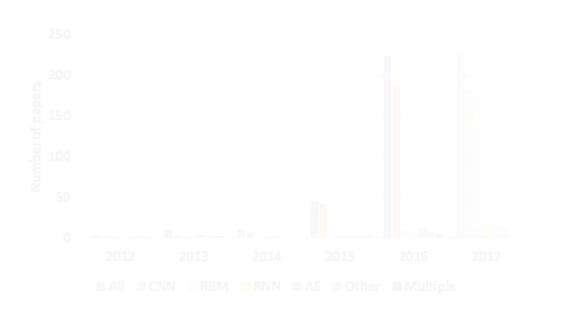


Geert Litjens, Thijs Kooi, Babak Ehteshami Bejnordi, et al.

Misc.

A Survey on Deep Learning in Medical Image Analysis Medical Image Analysis - 2017

Deep Learning





Geert Litjens, Thijs Kooi, Babak Ehteshami Bejnordi, et al

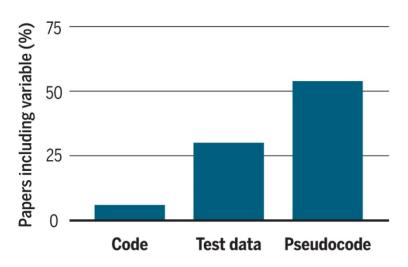
Misc.

A Survey on Deep Learning in Medical Image Analysis Medical Image Analysis - 2017 Open-Source Deep Learning Tools github.com

Reproducibility

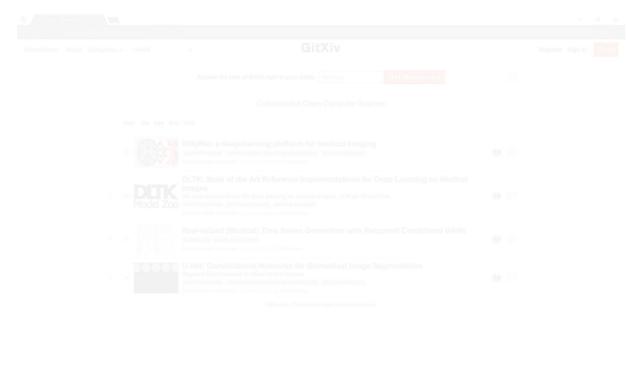
Code break

In a survey of 400 artificial intelligence papers presented at major conferences, just 6% included code for the papers' algorithms. Some 30% included test data, whereas 54% included pseudocode, a limited summary of an algorithm.



Existing Solutions

houseroad Rename ZFNet to ZFNet-5	Latest commit 3be4824 11 hours ago	
bvlc_alexnet	Update bvlc_alexnet model	4 months ago
bvlc_googlenet	Add the value_info.json for the remaining of the models except style \dots	3 months ag
bvlc_reference_caffenet	Add the value_info.json for the remaining of the models except style \dots	3 months ag
bvlc_reference_rcnn_ilsvrc13	Add the value_info.json for the remaining of the models except style \dots	3 months ag
densenet121	Add DenseNet-121 model	4 months ag
detectron	Add Detectron e2e_faster_rcnn_R-50-C4_2x model	3 months ag
inception_v1	Add Inception models	4 months ag
inception_v2	Add Inception models	4 months ag
resnet50	Add ResNet-50 model	4 months ag
scripts	Add Detectron e2e_faster_rcnn_R-50-C4_2x model	3 months ag
squeezenet	Correct SqueezeNet value_info to 227x227	3 months ag
style_transfer	Add other style transfer models	4 months ag
■ vgg19	Add VGG models	4 months ag
zfnet512	Rename ZFNet to ZFNet-512 (#36)	11 hours ag
gitattributes	Remove squeezenet-specific lines from .gitattributes.	4 months ag
LICENSE	Add Apache 2.0 license	4 months ag
README.md	Update README to describe subdirectory access	3 months ag



Yangqing Jia, Evan Shelhamer, Jeff Donahue, et al.

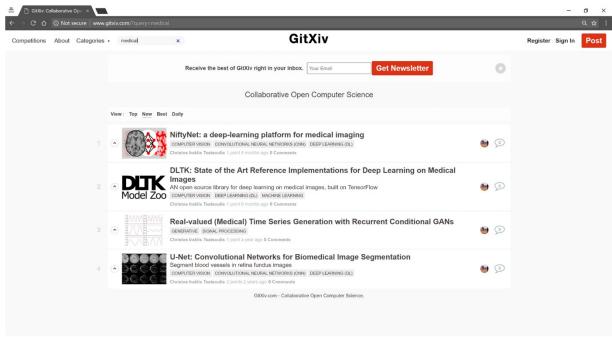
Caffe: Convolutional Architecture for Fast Feature Embedding arxiv.org/abs/1408.5093

Samim and Graphific

GitXiv—Collaborative Open Computer Science

Existing Solutions





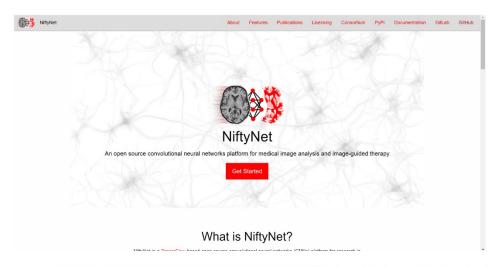
Yangqing Jia, Evan Shelhamer, Jeff Donahue, et au

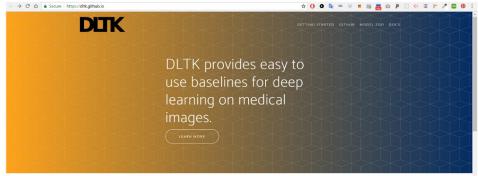
Caffe: Convolutional Architecture for Fast Feature Embedding arxiv.org/abs/1408.5093

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Existing Medical Imaging Solutions



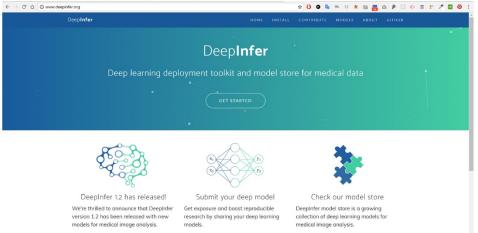


Getting Started.



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www.modelhub.ai

Components





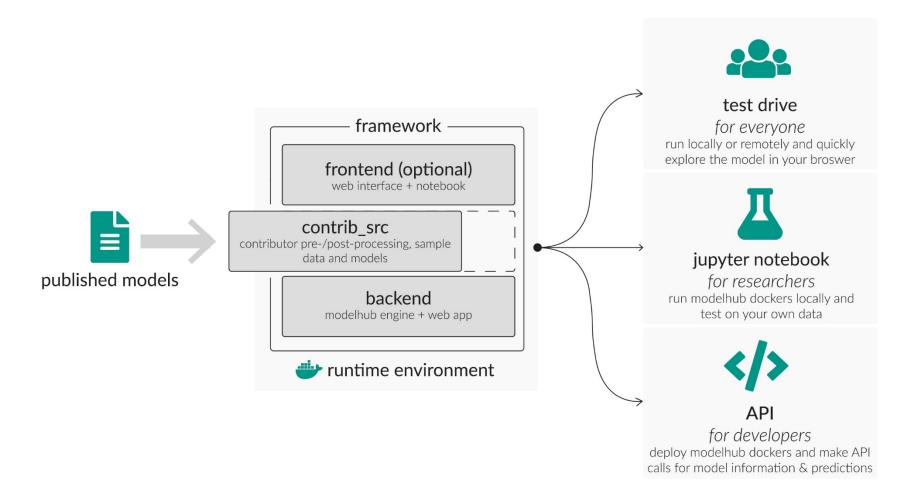






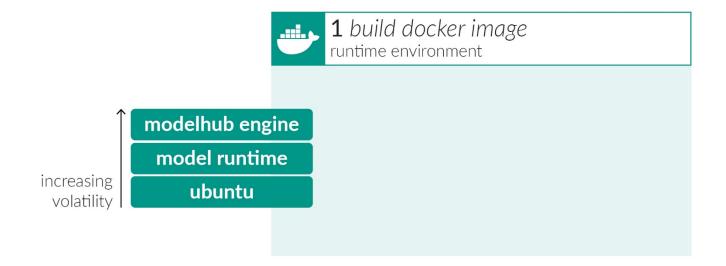


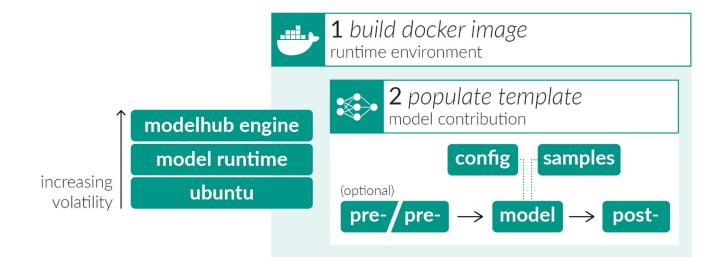
How it Works

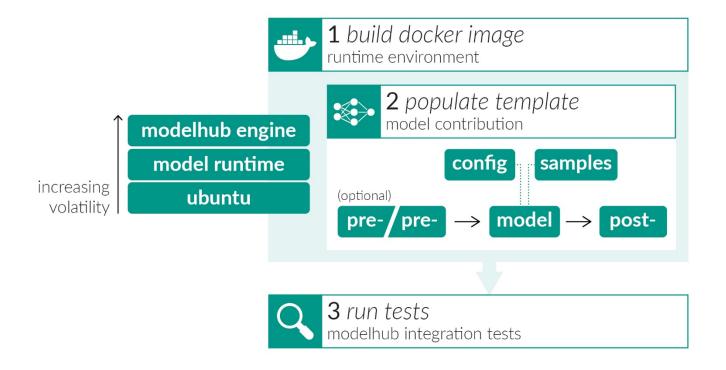


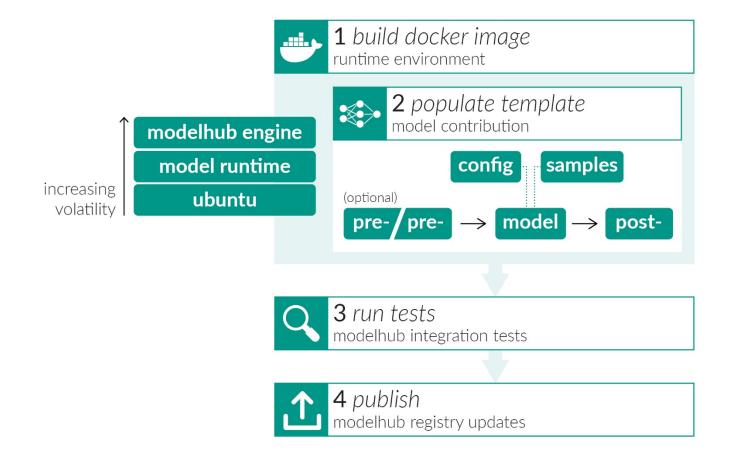
Ahmed Hosny, Michael Schwier, Andriy Y Fedorov and Hugo JWL Aerts

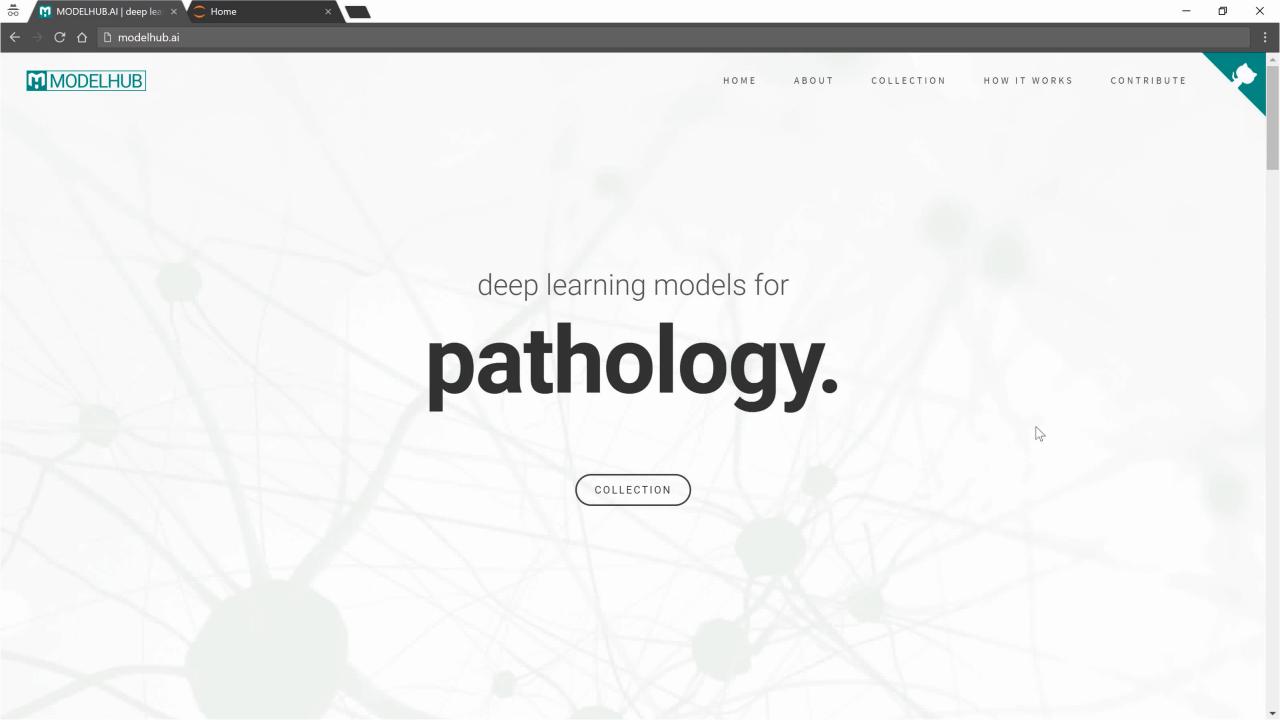
Modelhub: Plug & Predict Solutions for Reproducible AI Research modelhub.ai











Community Outreach



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co-authorship through model contributions

