From Human Vision to Computer Vision: Rolling in the deep with an image



Submitted By :

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Content

- What is an Image, how does a computer perceives it?
- Intro Google Colab.
- Image Preprocessing.
- The algorithmic story of Convolution Neural Network.
- CNN architecture Models : Transfer Learning For Image Classification

What is an Image ?

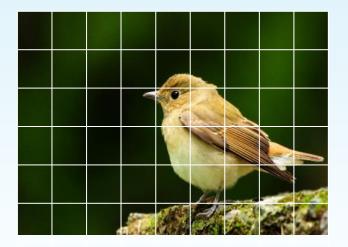
{What is difference in the vision of a human and a computer}

What a human sees





Color/RGB Image



6x9 pixels

28	34	32	30	29	30	31	33	30
31	33	32	31	34	31	35	34	31
32	31	28	29	90	88	79	33	32
32	30	27	31	99	75	64	48	33
32 31	30 32	27 29	31 30	99 45	75 68	64 54	48 50	33 36

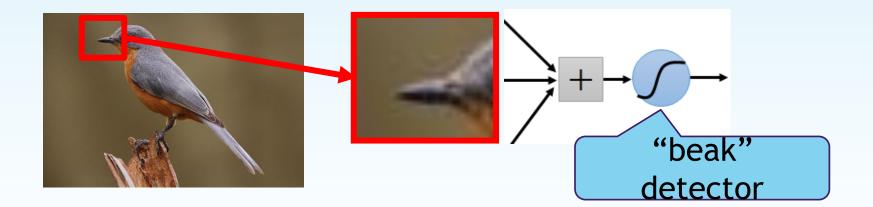
- 256 pixels
- 0 255
- Black 0
- White 255

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0 21 21 19 20 23 27 33 37 37 39 43 46 50 54 56 5	54 5	3 51	48	45 4	0 34	32	29	28	28	31	31	31 3	1 30	29	29	29	28	29 30	32	35	38	43 4	6 48	47	44	40	36 3	3 29
1 21 20 19 20 24 29 33 37 38 40 44 46 51 55 56 5	55 53	2 50	47	43 3	9 33	30	28	26	28	29 3	30	31 3	1 30	30	30	29	30	31 31	34	37	41	46 4	9 50	49	45	40	36 3	2 28
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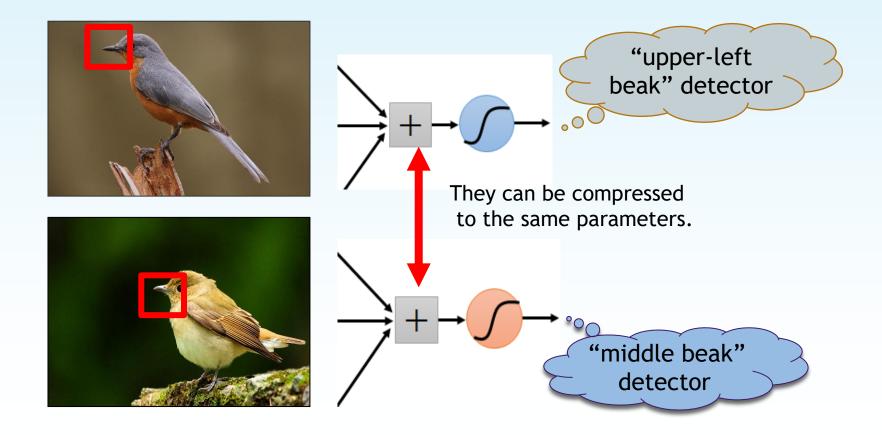
Consider learning an image:

• Some patterns are much smaller than the whole image

Can represent a small region with fewer parameters



Same pattern appears in different places: They can be compressed! What about training a lot of such "small" detectors and each detector must "move around".

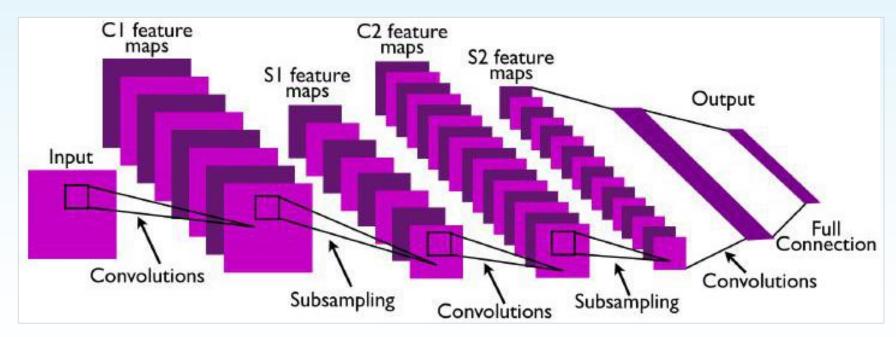


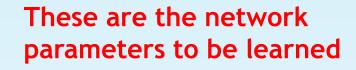
Convolution Neural Network

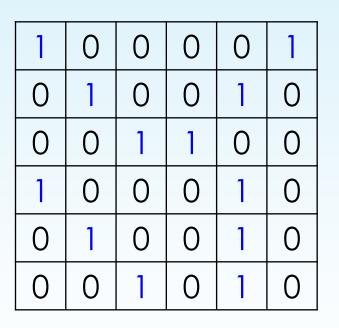
- Deep learning explores the possibility of learning features directly from input data, avoiding handcrafted features.
- A deep net is trained by feeding it input and letting it compute layer-by-layer to generate the final output for comparison with the correct answer.
- After computing the error at the output, this error flows backward through the net by backpropagation.
- At each step backward the model parameters are tuned in a direction that tries to reduce the error.
- helps in model improvement, training is an iterative process that involves multiple passes of the input data until the model converges.

Convolution Neural Network: CNN

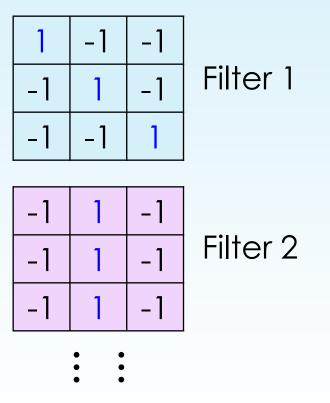
- There are three layers used to build CNN architectures:-
 - Convolutional layer,
 - Pooling layer, and
 - Fully connected layer.



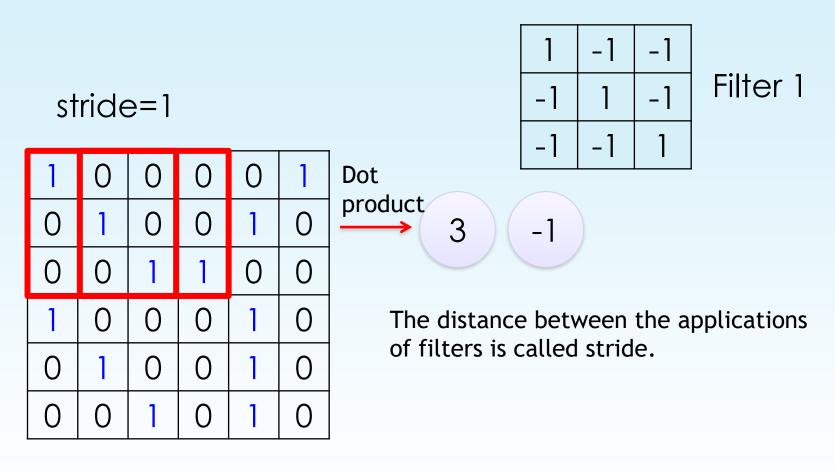




6 x 6 image

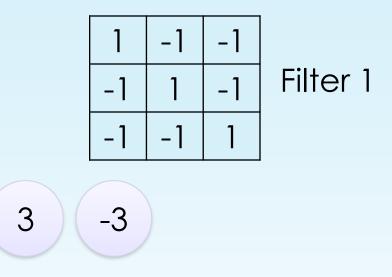


Each filter detects a small pattern (3×3) .



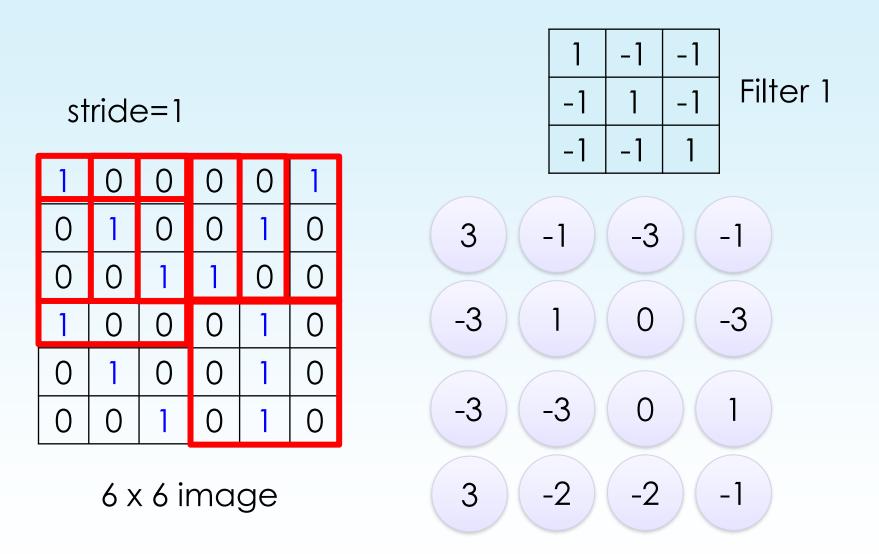
6 x 6 image

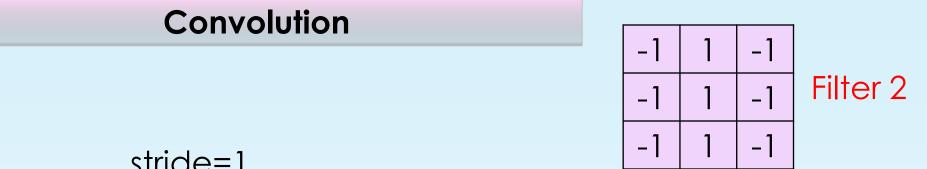
If stride=2 () ()



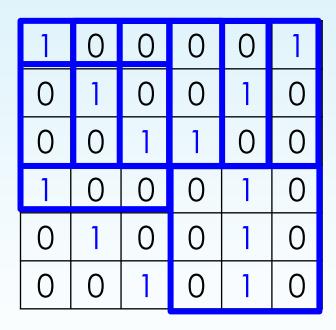
Stride hyper parameter is smaller than the filter size the convolution is applied in overlapping windows

6 x 6 image



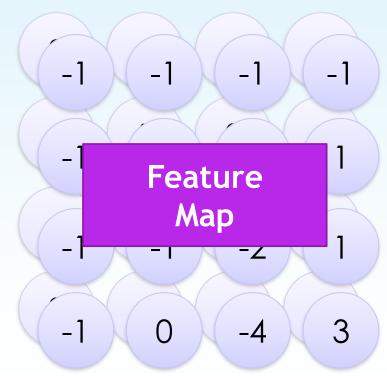


stride=1



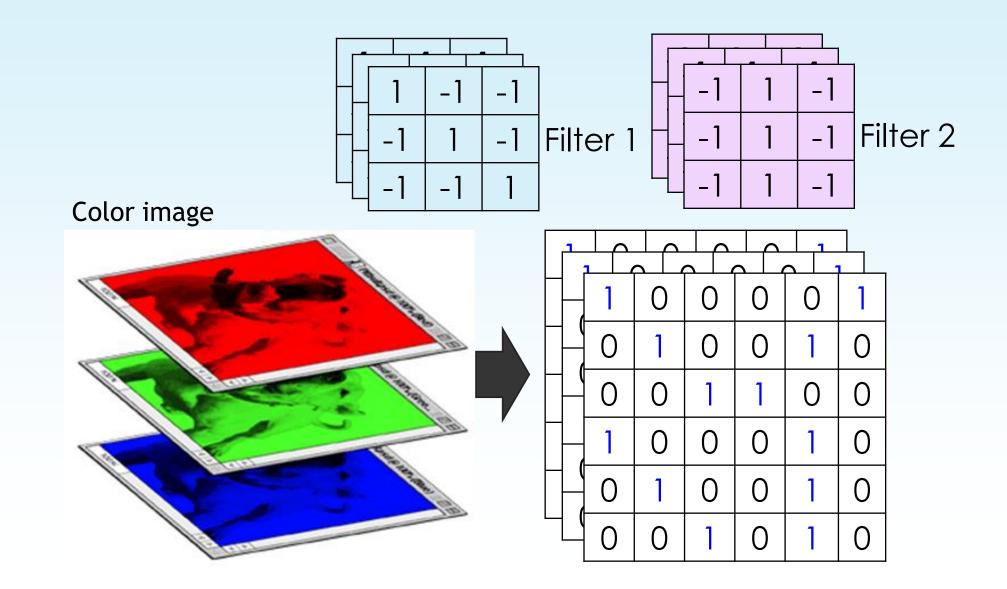
6 x 6 image

Repeat this for each filter

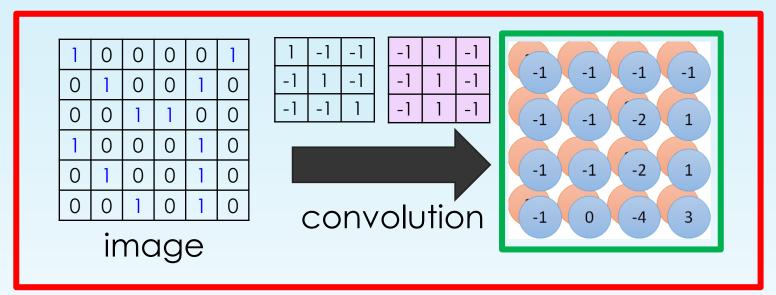


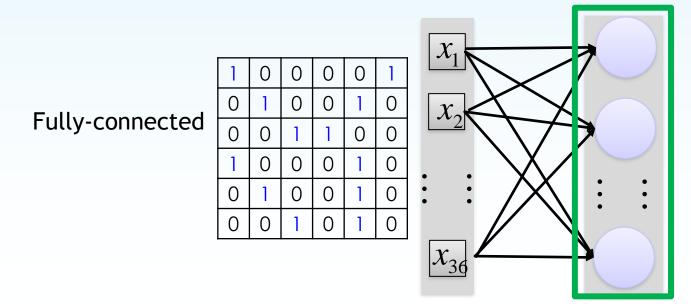
Two 4 x 4 images Forming 2 x 4 x 4 matrix

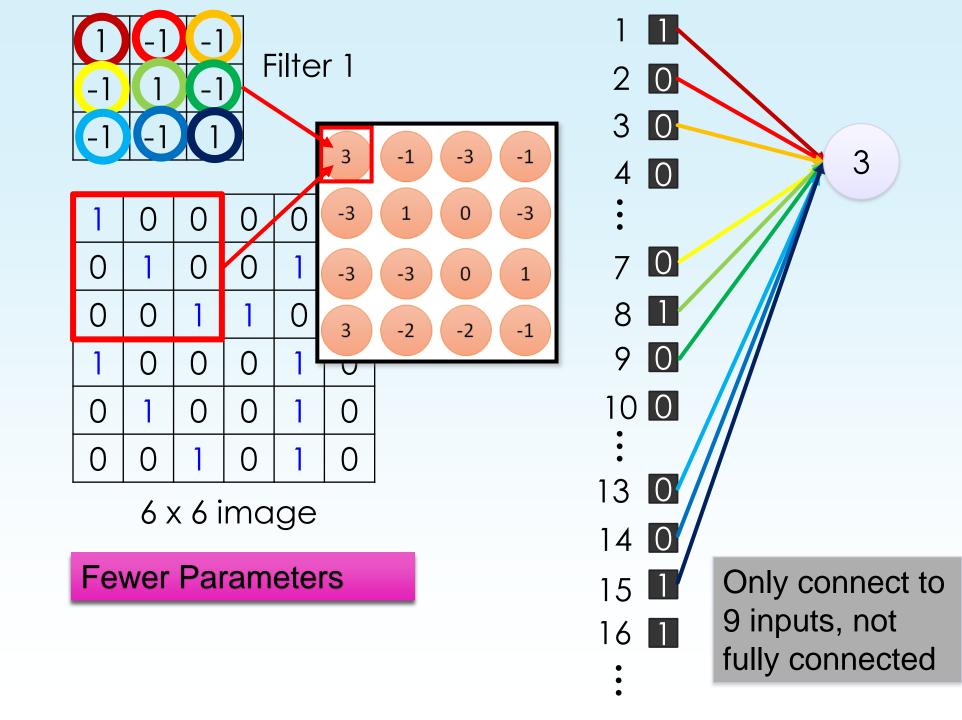
Color image: RGB 3 channels

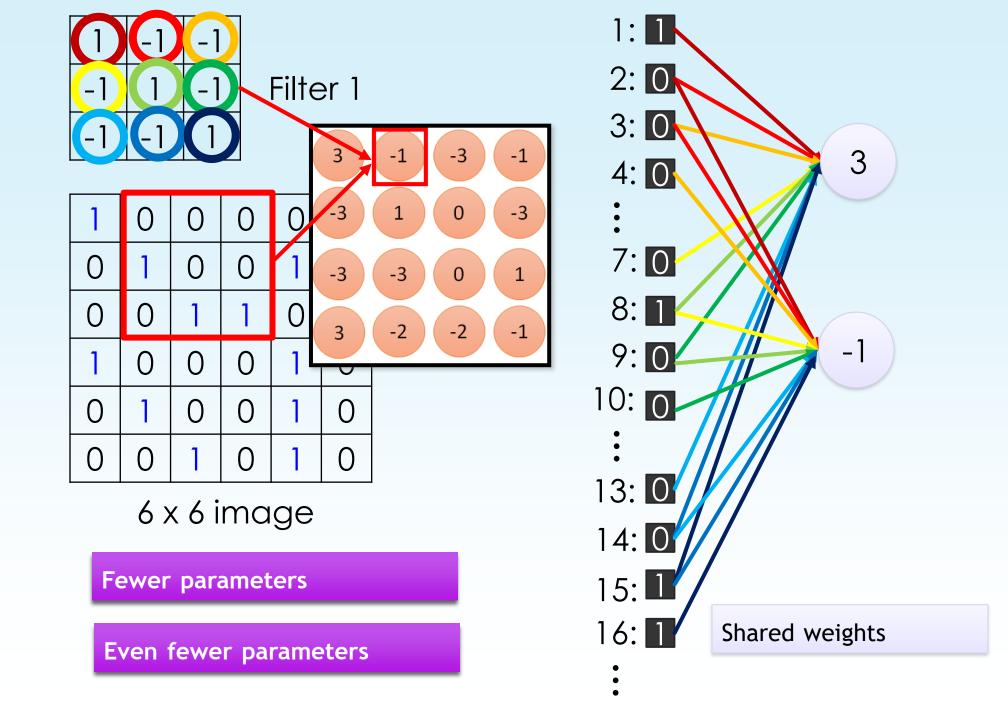


Convolution v.s. Fully Connected







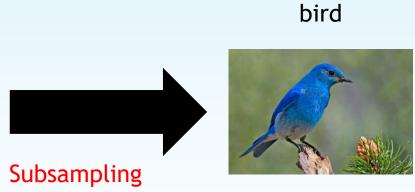




Subsampling pixels will not change the object



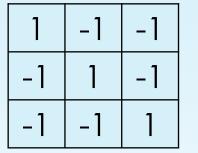




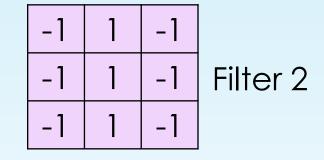
We can subsample the pixels to make image smaller

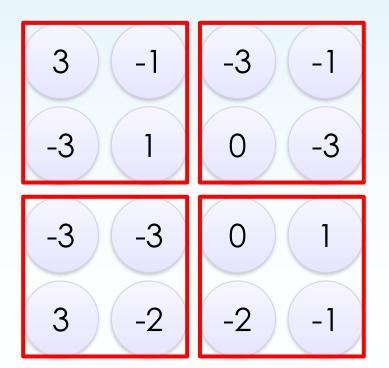
fewer parameters to characterize the image

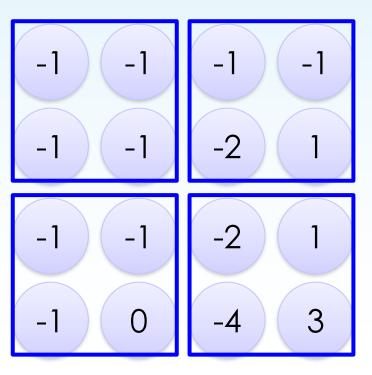
Max Pooling



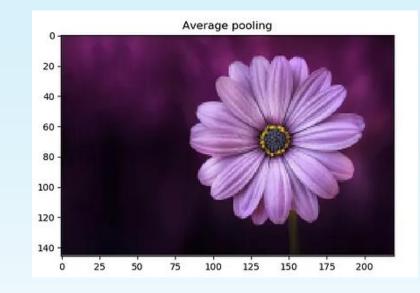


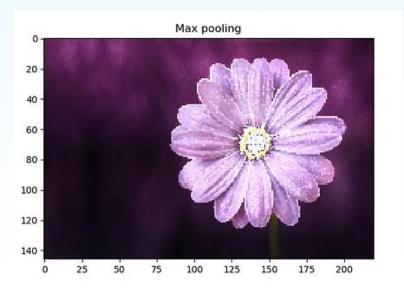


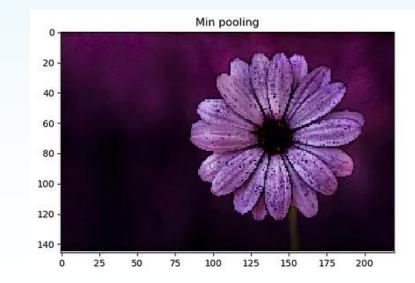




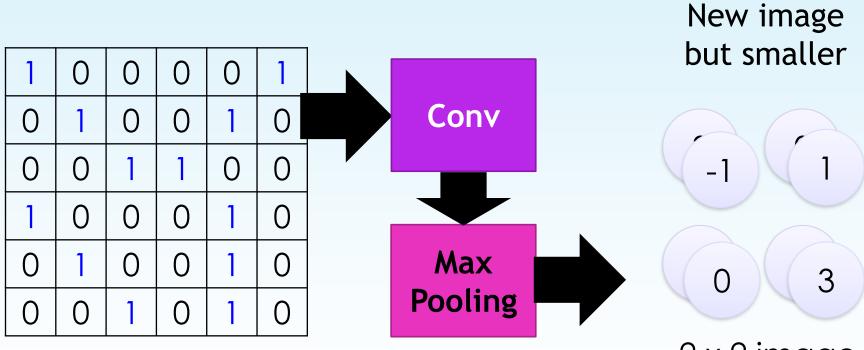






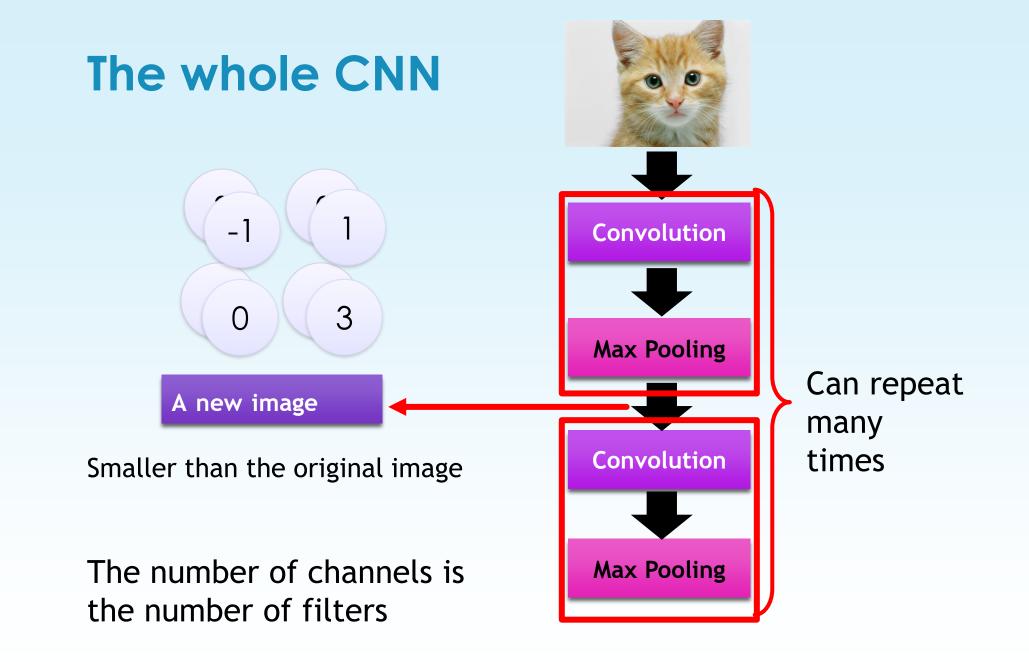


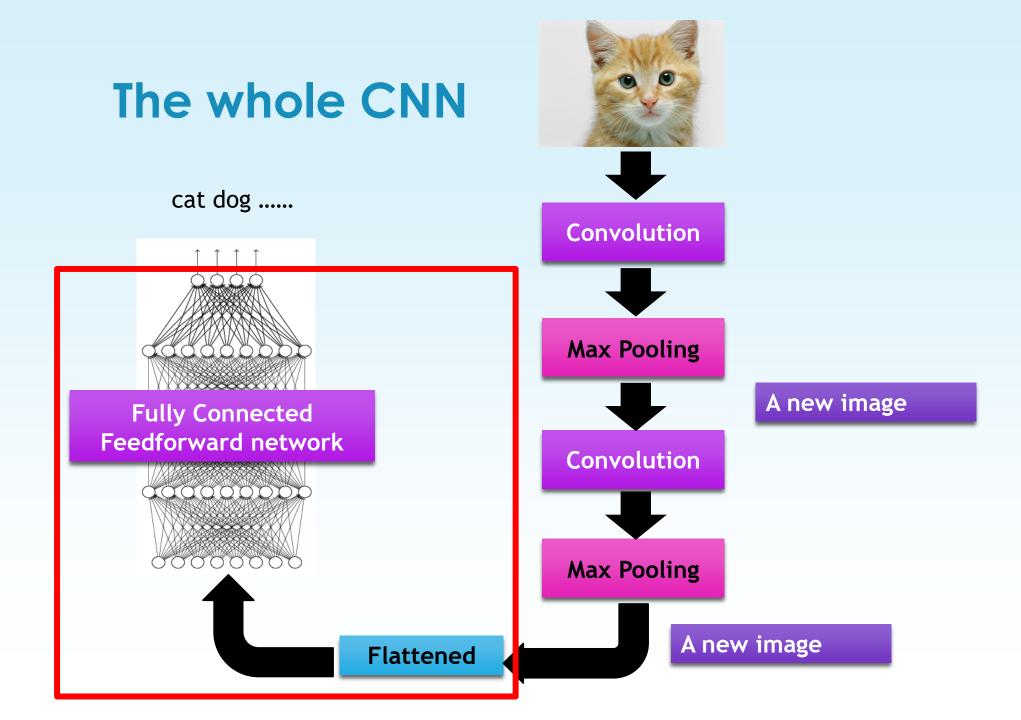
Max Pooling

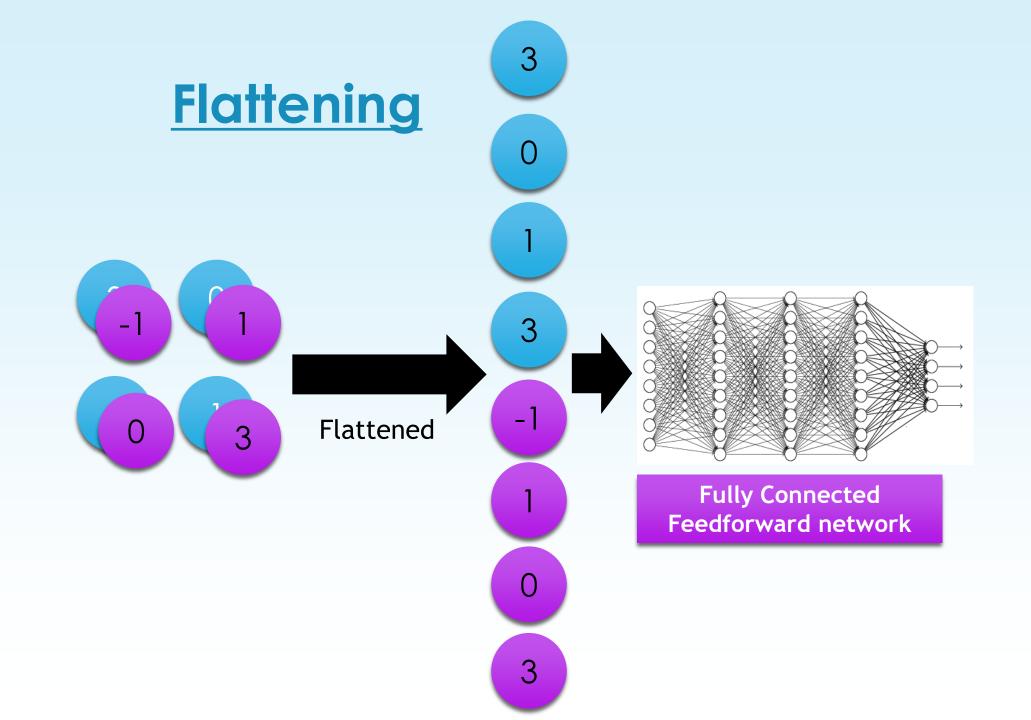


6 x 6 image

2 x 2 image Each filter is a channel

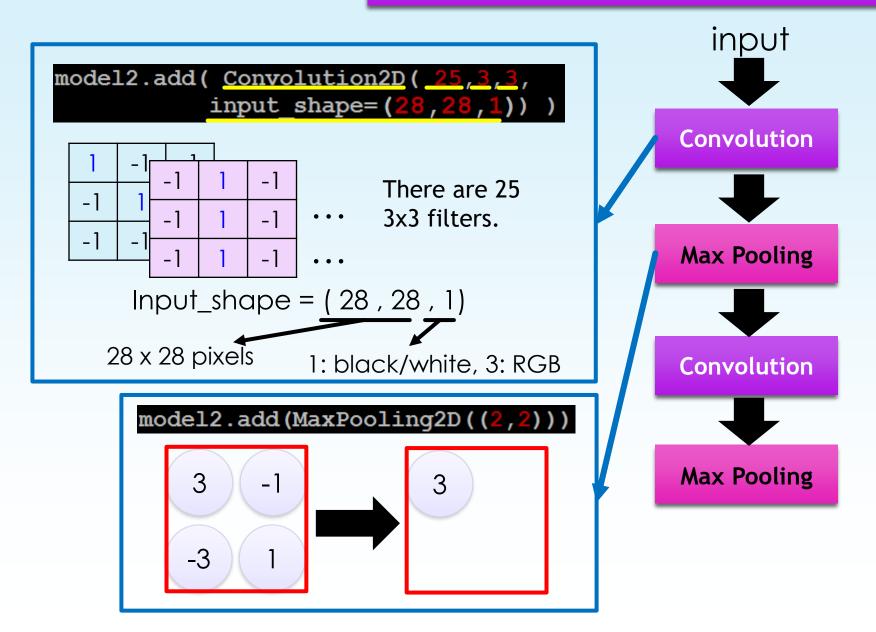




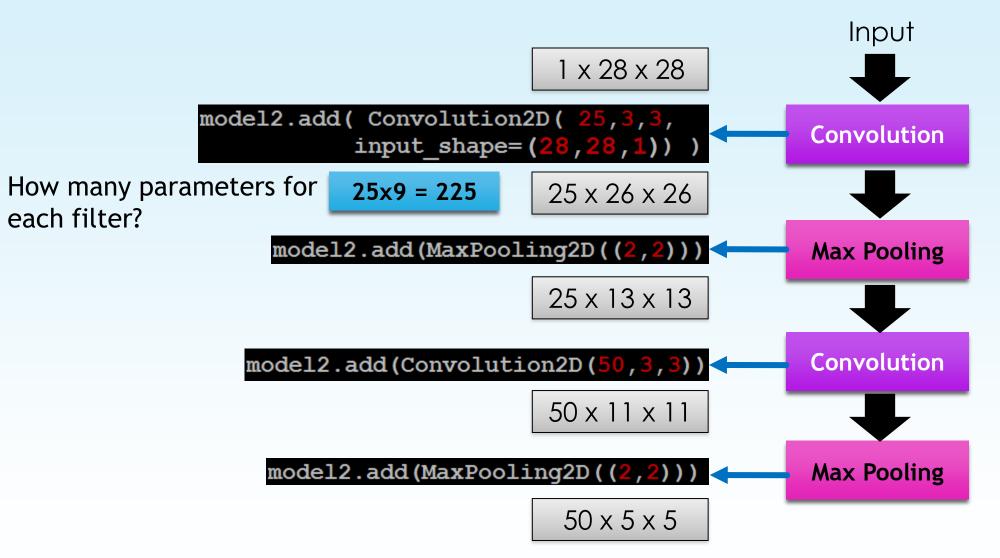


CNN in Keras

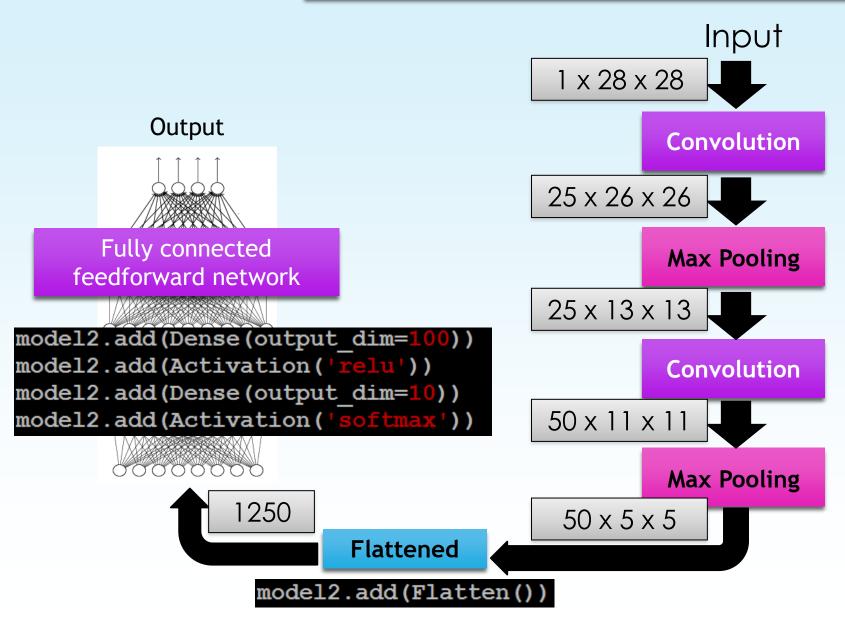
Only modified the *network structure* and *input format (vector -> 3-D tensor)*



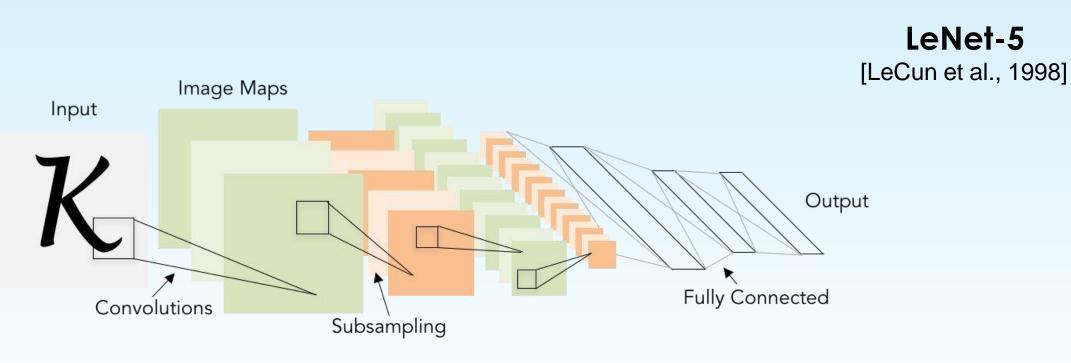
CNN in Keras Only modified the *network structure* and *input format (vector -> 3-D array)*



CNN in Keras Only modified the *network structure* and *input format (vector -> 3-D array)*



CNN Architectures

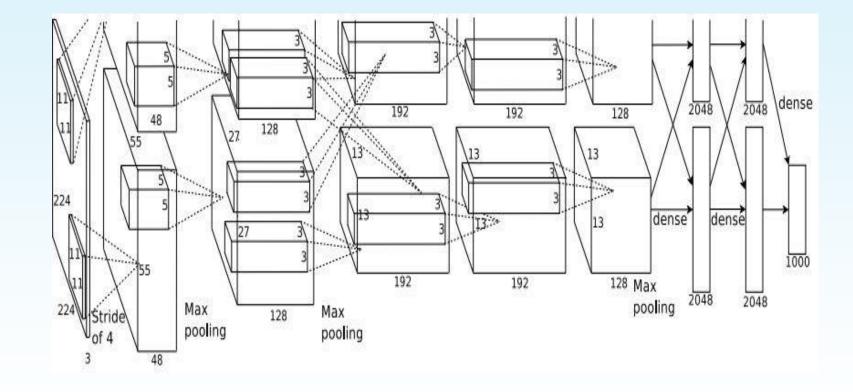


- Conv filters were 5x5, applied at stride 1
- Subsampling (Pooling) layers were 2x2 applied at stride 2
- i.e. architecture is [CONV-POOL-CONV-POOL-FC-FC]

AlexNet

[Krizhevsky et al. 2012]

Architecture: CONV1 MAX POOL1 NORM1 CONV2 MAX POOL2 NORM2 CONV3 CONV4 CONV5 Max POOL3 FC6 FC7 FC8



What is ImageNet DataSet

- It is a large dataset of annotated photographs.
- This dataset consists of about 14 million images, more than 21000 groups or classes and more than 1 million images that have bounding box annotation.

ImageNet large scale visual recognition Challenge (ILSVRC)

• ImageNet large scale visual recognition Challenge for short ILSVRC. The goal of this challenge is to train a model that can correctly classify an image into a class out of 1000 separate object categories.

ImageNet Large Scale Visual Recognition Challenge (ILSVRC) winners

- AlexNet
- GoogLeNet (e.g. InceptionN),
- VGGNet (e.g. VGG16 or VGG19),
- Residual Network (e.g. ResNetN)

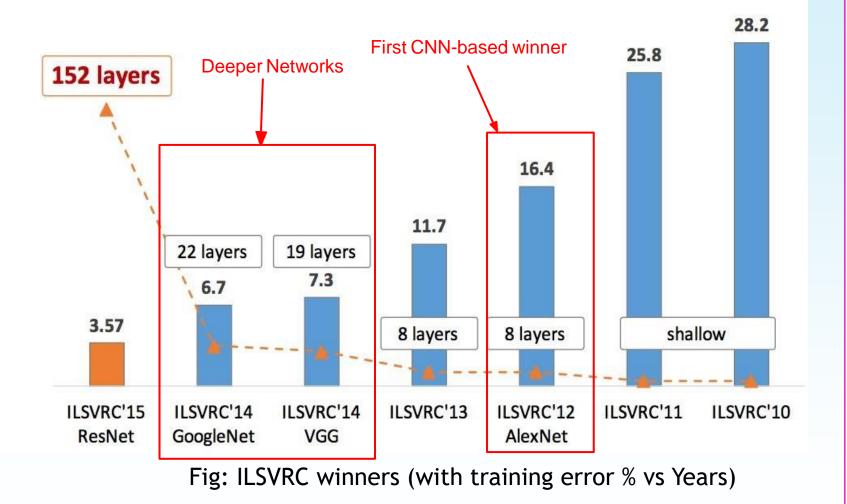
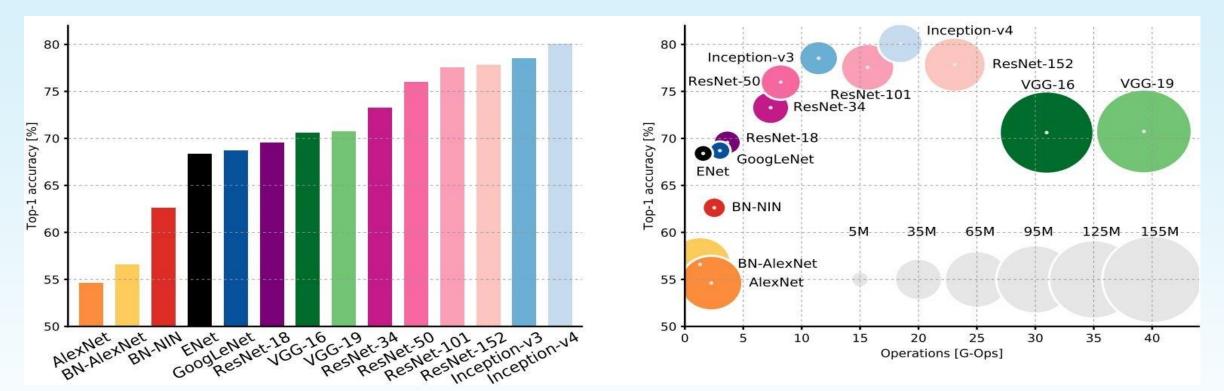


Figure copyright Kaiming He, 2016. Reproduced with permission.



An Analysis of Deep Neural Network Models for Practical Applications, 2017.

Figures copyright Alfredo Canziani, Adam Paszke, Eugenio Culurciello, 2017. Reproduced with permission.

VGG: Highest memory, most operations.

GoogLeNet: Most efficient.

AlexNet: Smaller compute, still memory heavy, lower accuracy. ResNet: Moderate efficiency depending on model, highest accuracy

Transfer Learning Model

- Transfer learning is a technique whereby a neural network model is first trained on a problem similar to the problem that is being solved.
- One or more layers from the trained model are then used in a new model hence, transfer learning is a method of reusing a pre-trained model knowledge for another task.
- There are perhaps a dozen or more top-performing models for image recognition that can be used. AlexNet, ResNet, VGG, and Inception etc. are some of the CNN based transfer learning model.

