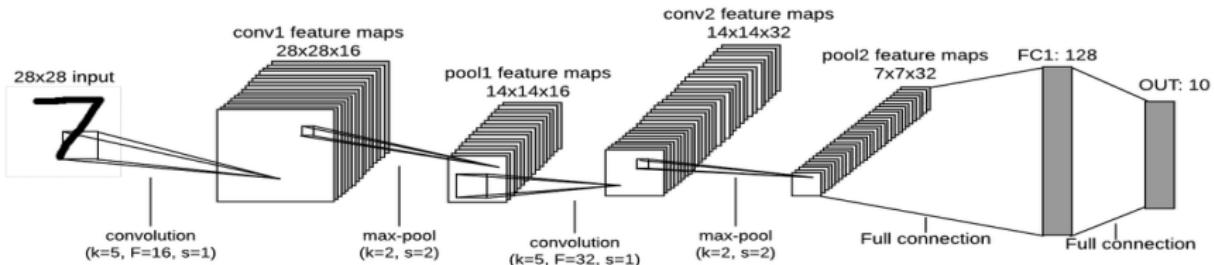


# Redes convolucionales

## nociónes básicas para su aplicación

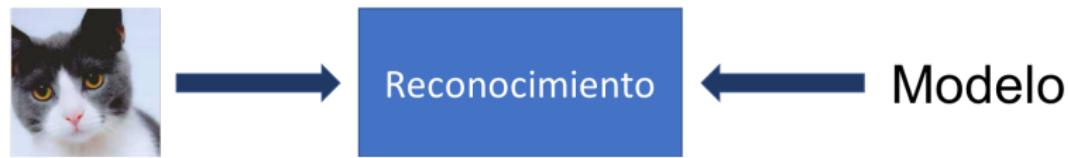
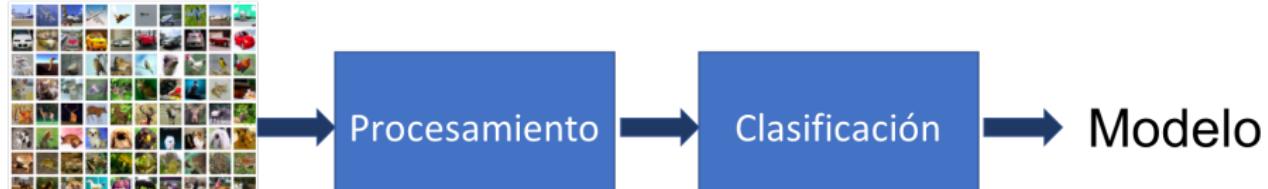
Julio Waissman



# Plan de la presentación

- ① Información local vs información global
- ② ¿Cómo son las redes neuronales convolucionales?
- ③ ¿Cómo funciona esto?
- ④ Consideraciones finales

# ¿Qué es el reconocimiento de imágenes



Imagen

Imagen original



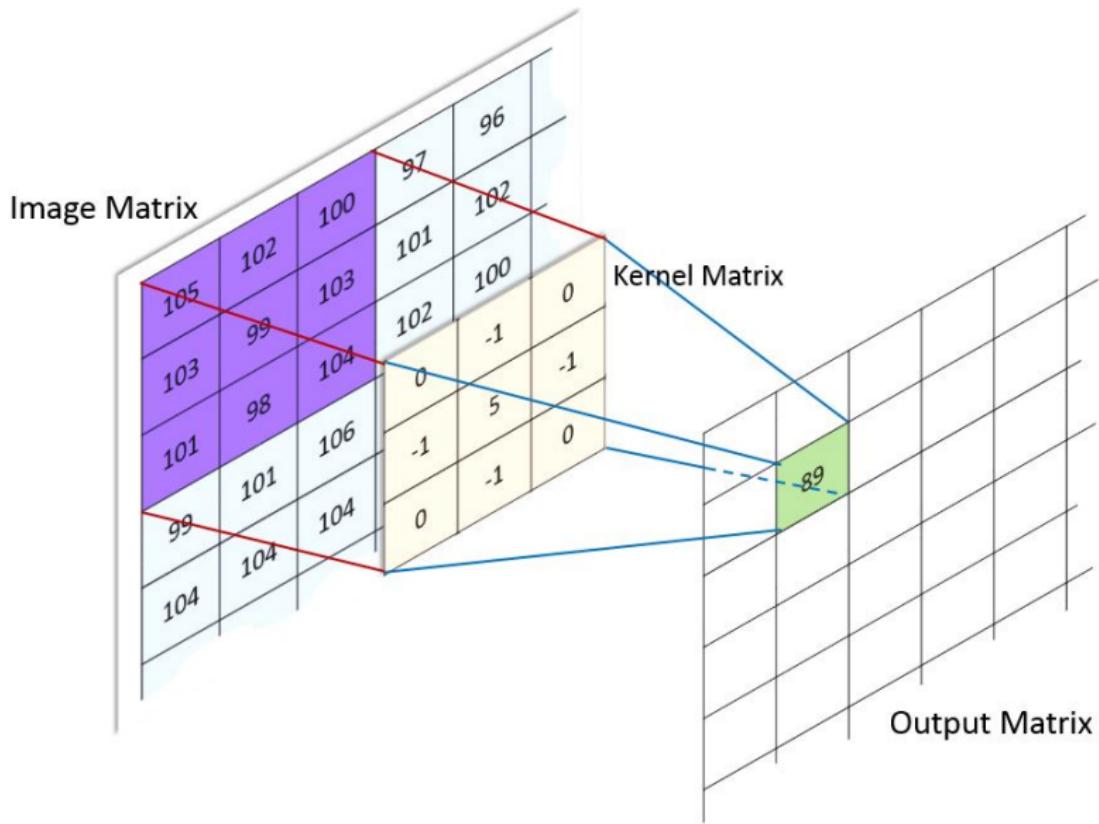
# Imagen como matriz de números

## Detalle

105	102	100	97	96	
103	99	103	101	102	
101	98	104	102	100	
99	101	106	104	99	
104	104	104	100	98	



# Filtro convolucional



# Filtro convolucional

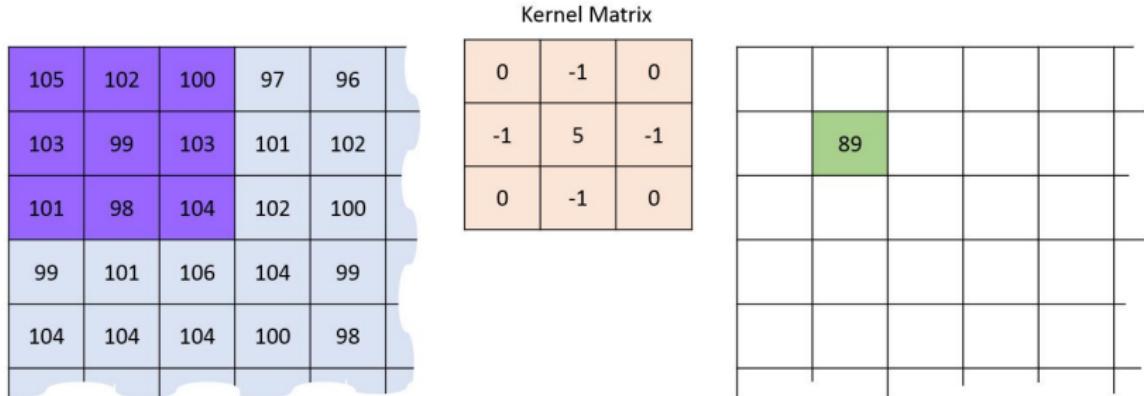


Image Matrix

$$\begin{aligned} & 105 * 0 + 102 * -1 + 100 * 0 \\ & + 103 * -1 + 99 * 5 + 103 * -1 \\ & + 101 * 0 + 98 * -1 + 104 * 0 = 89 \end{aligned}$$

Output Matrix

# Filtro convolucional

105	102	100	97	96	
103	99	103	101	102	
101	98	104	102	100	
99	101	106	104	99	
104	104	104	100	98	

Image Matrix

Kernel Matrix

0	-1	0
-1	5	-1
0	-1	0

		89	111	

Output Matrix

$$\begin{aligned} & 102 * 0 + 100 * -1 + 97 * 0 \\ & + 99 * -1 + 103 * 5 + 101 * -1 \\ & + 98 * 0 + 104 * -1 + 102 * 0 = 111 \end{aligned}$$

# Filtro convolucional

0	0	0	0	0	0
0	105	102	100	97	96
0	103	99	103	101	102
0	101	98	104	102	100
0	99	101	106	104	99
0	104	104	104	100	98

Image Matrix

Kernel Matrix

0	-1	0
-1	5	-1
0	-1	0

210	89	111		

Output Matrix

$$\begin{aligned} & 0 * 0 + 105 * -1 + 102 * 0 \\ & + 0 * -1 + 103 * 5 + 99 * -1 \\ & + 0 * 0 + 101 * -1 + 98 * 0 = 210 \end{aligned}$$

# Filtro convolucional

0	0	0	0	0	0	
0	105	102	100	97	96	
0	103	99	103	101	102	
0	101	98	104	102	100	
0	99	101	106	104	99	
0	104	104	104	100	98	

Image Matrix

Kernel Matrix

0	-1	0
-1	5	-1
0	-1	0

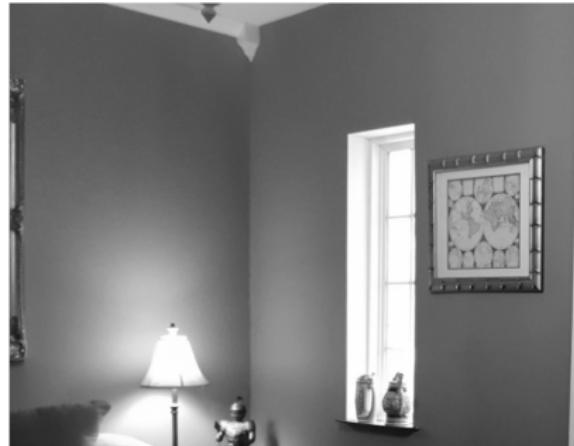
320				
210	89	111		

Output Matrix

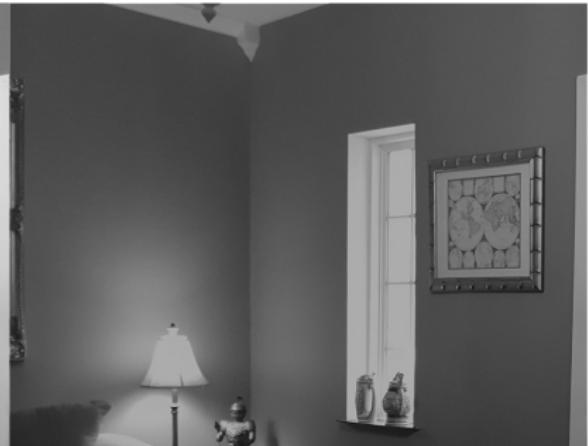
$$\begin{aligned} & 0 * 0 + 0 * -1 + 0 * 0 \\ & + 0 * -1 + 105 * 5 + 102 * -1 \\ & + 0 * 0 + 103 * -1 + 99 * 0 = 320 \end{aligned}$$

# Resultado

Original



Filtrada



# Los filtros pueden ser extremos

$$Kernel = \begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix}$$



## Y el procesamiento de imágenes de hace así...

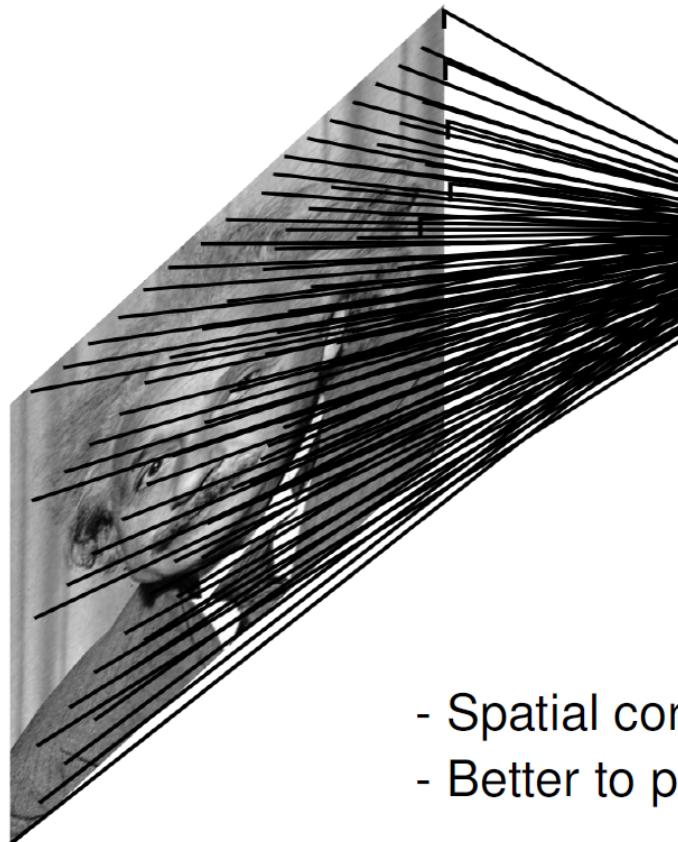
- Primero se seleccionan muchos filtros, dependiendo de lo que queremos
- Se ajustan los filtros para representar las características principales
- Se pueden aplicar filtros a las imágenes filtradas
- Se utilizan otras técnicas (submuestreo, histograma, ...)
- Se convierte la imagen en un enorme vector de características

# ¿Y porqué nos interesaría el reconocimiento de imágenes?

- Una imagen es información organizada en varias dimensiones
- La información temporal se puede organizar en dimensiones (días/años, etc.)
- La información adyacente a un dato se asume más importante que la información más lejana
- Muchos problemas se pueden representar de esta forma (¿Cómo podrían representarse como imágenes los datos de demanda de energía?)

# CNNs – key ideas

## FULLY CONNECTED NEURAL NET



Example: 1000x1000 image

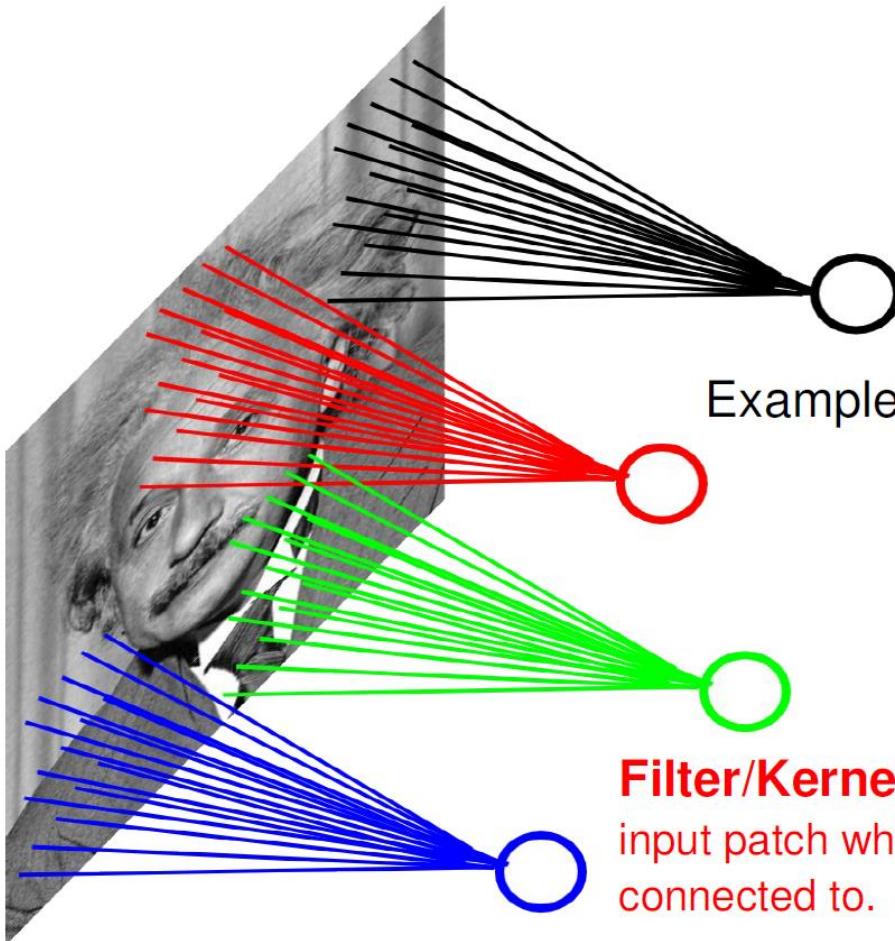
1M hidden units

→ **10<sup>12</sup> parameters!!!**

- Spatial correlation is local
- Better to put resources elsewhere!

# CNNs – key ideas

## LOCALLY CONNECTED NEURAL NET

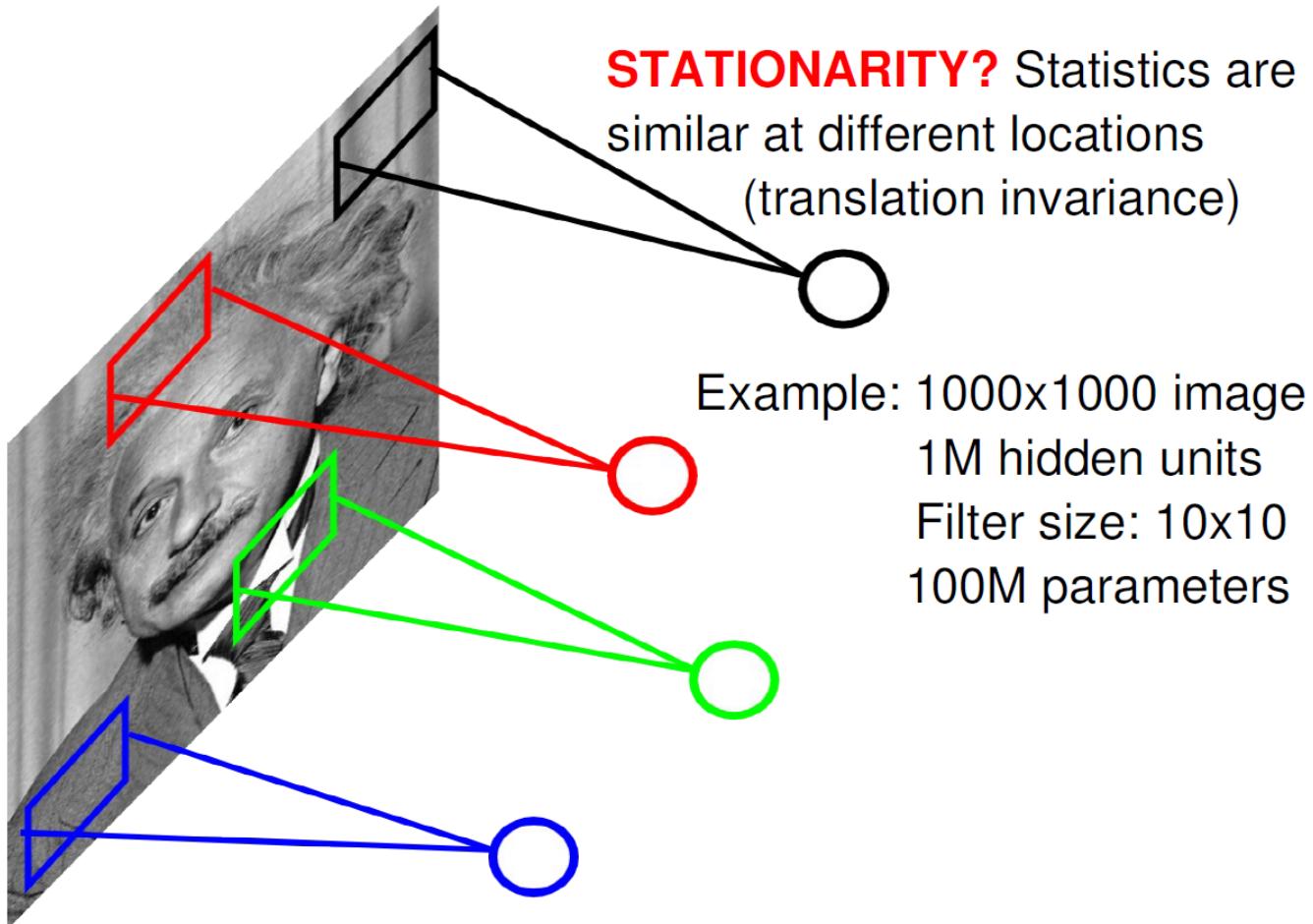


Example: 1000x1000 image  
1M hidden units  
Filter size: 10x10  
100M parameters

**Filter/Kernel/Receptive field:**  
input patch which the hidden unit is  
connected to.

# CNNs – key ideas

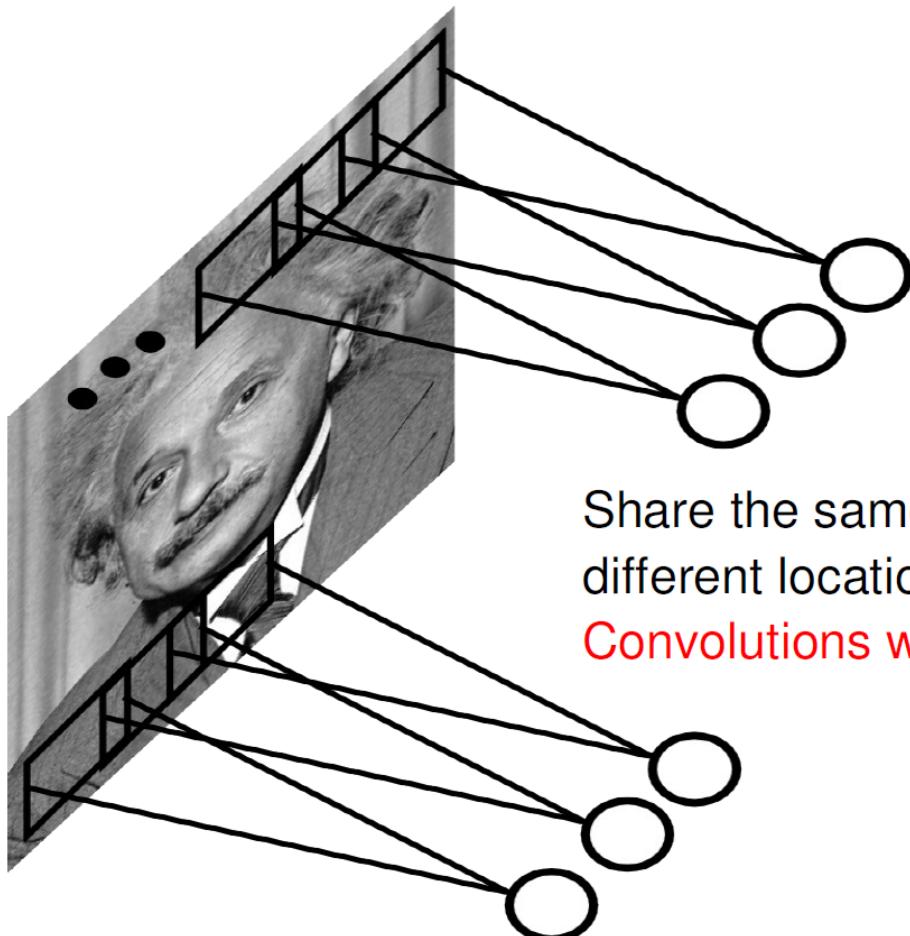
## LOCALLY CONNECTED NEURAL NET



# CNNs – key ideas

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## CONVOLUTIONAL NET

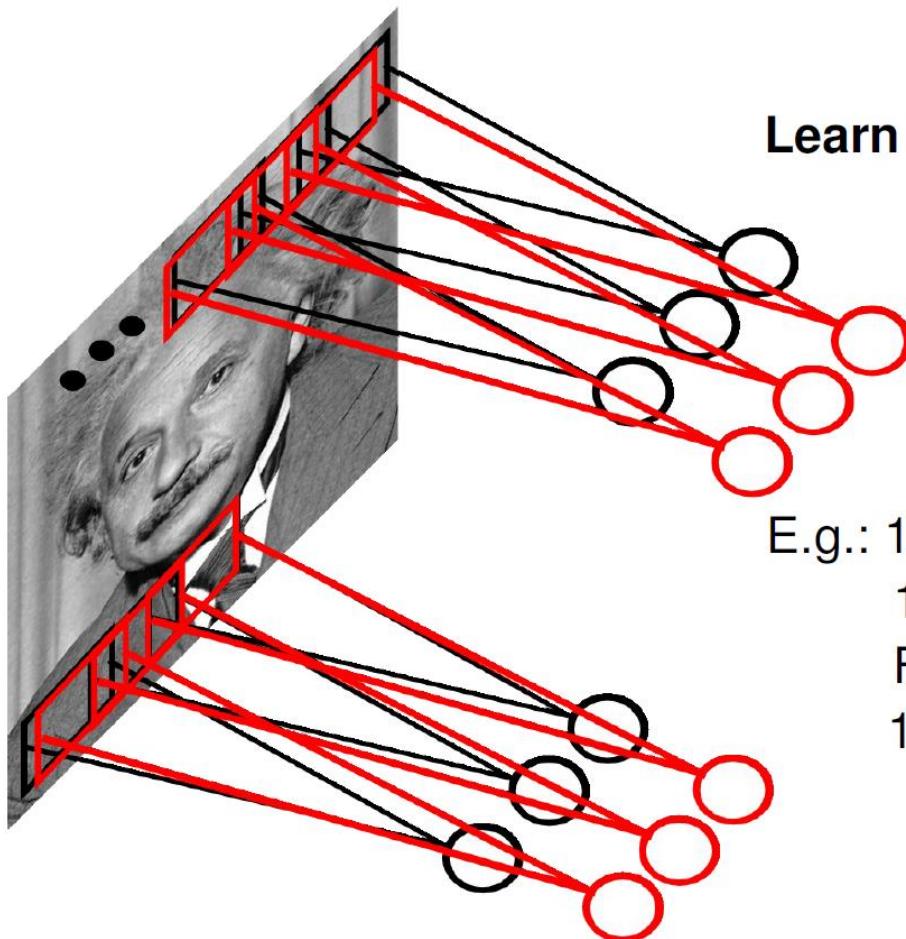


Share the same parameters across  
different locations:

Convolutions with learned kernels

# CNNs – key ideas

## CONVOLUTIONAL NET



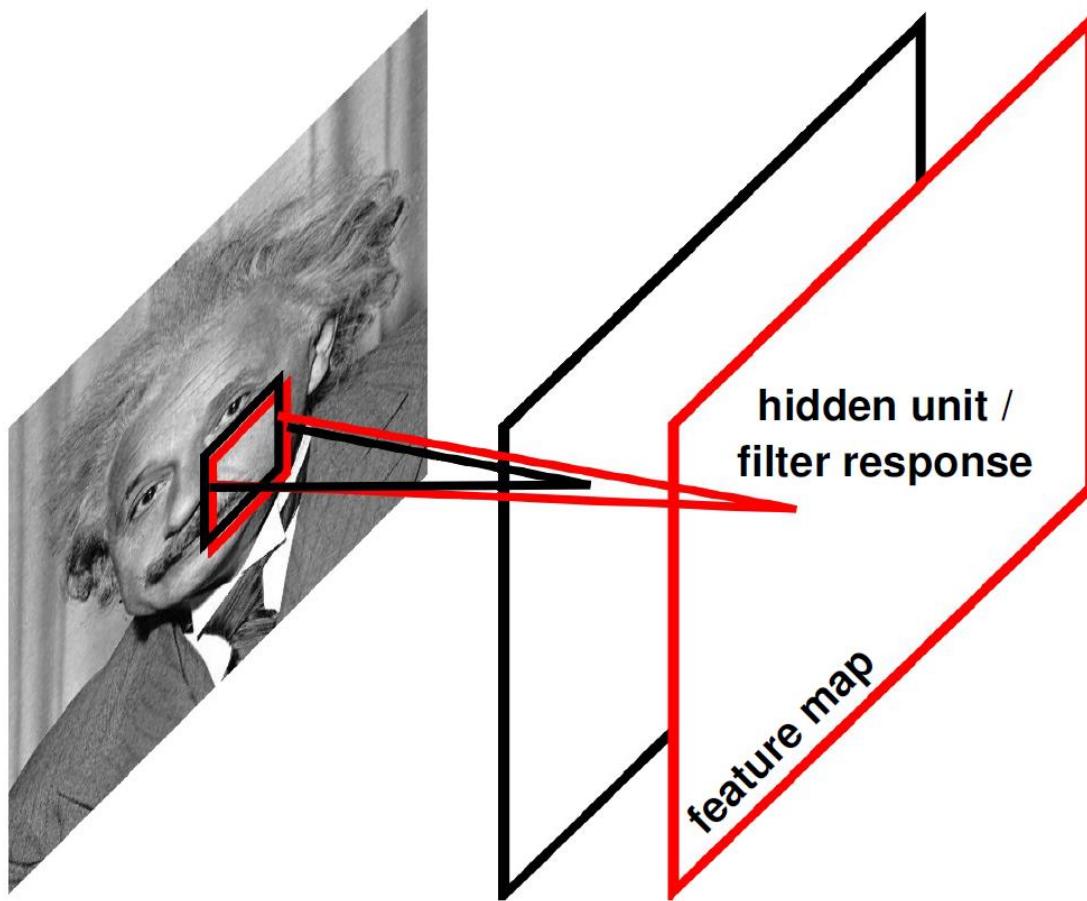
Learn multiple filters.

E.g.: 1000x1000 image  
100 Filters  
Filter size: 10x10  
10K parameters

# CNNs – key ideas

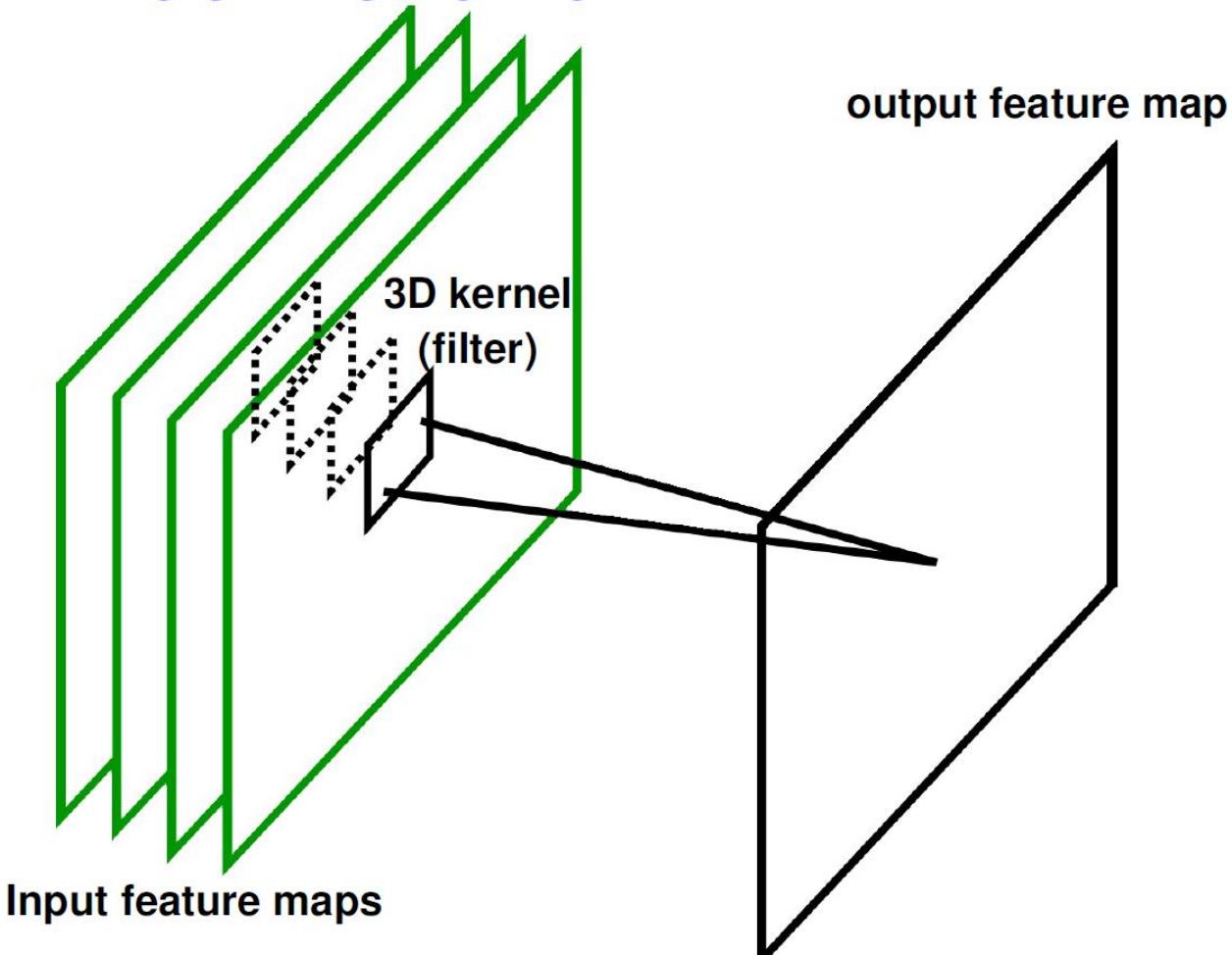
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## CONVOLUTIONAL NET



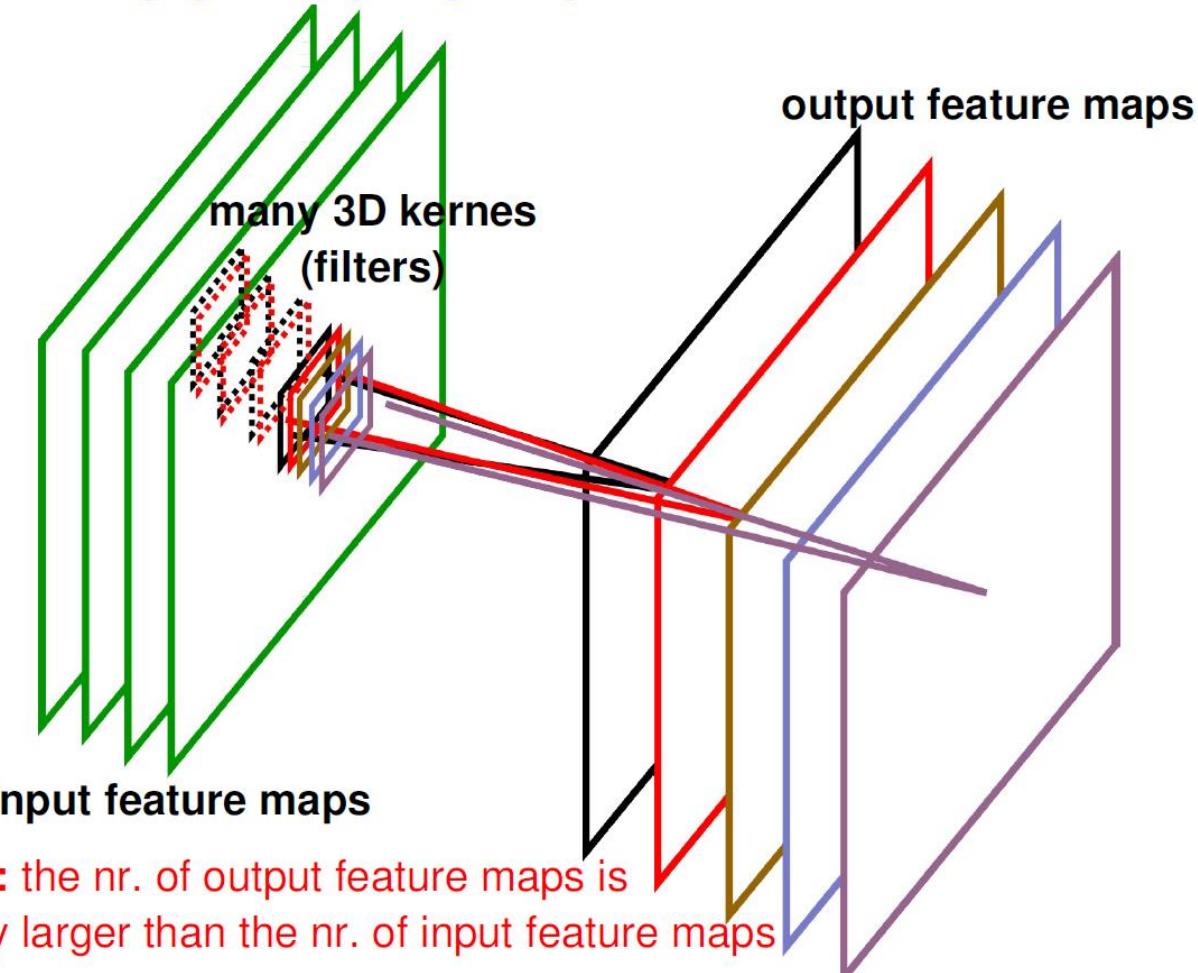
# CNNs – key ideas

## CONVOLUTIONAL LAYER



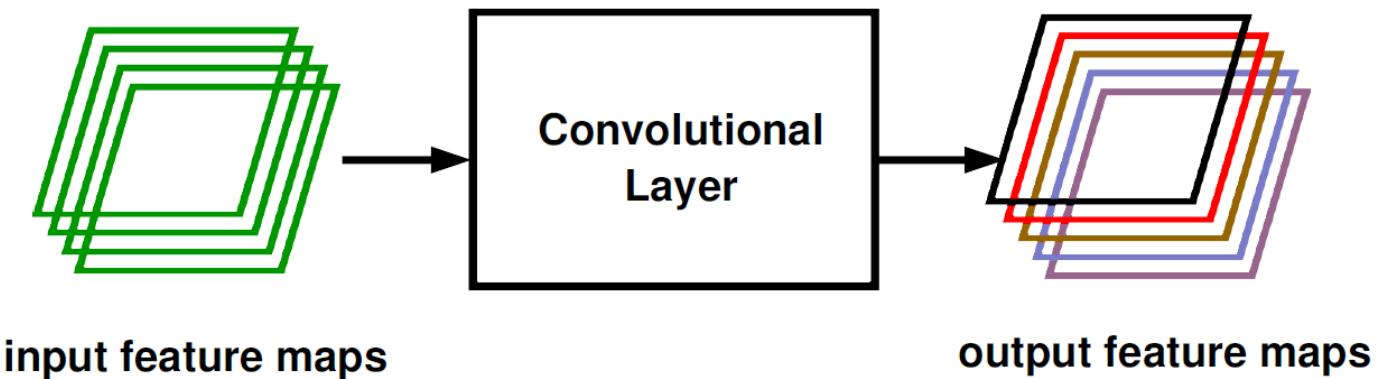
# CNNs – key ideas

## CONVOLUTIONAL LAYER



# CNNs – key ideas

## CONVOLUTIONAL LAYER



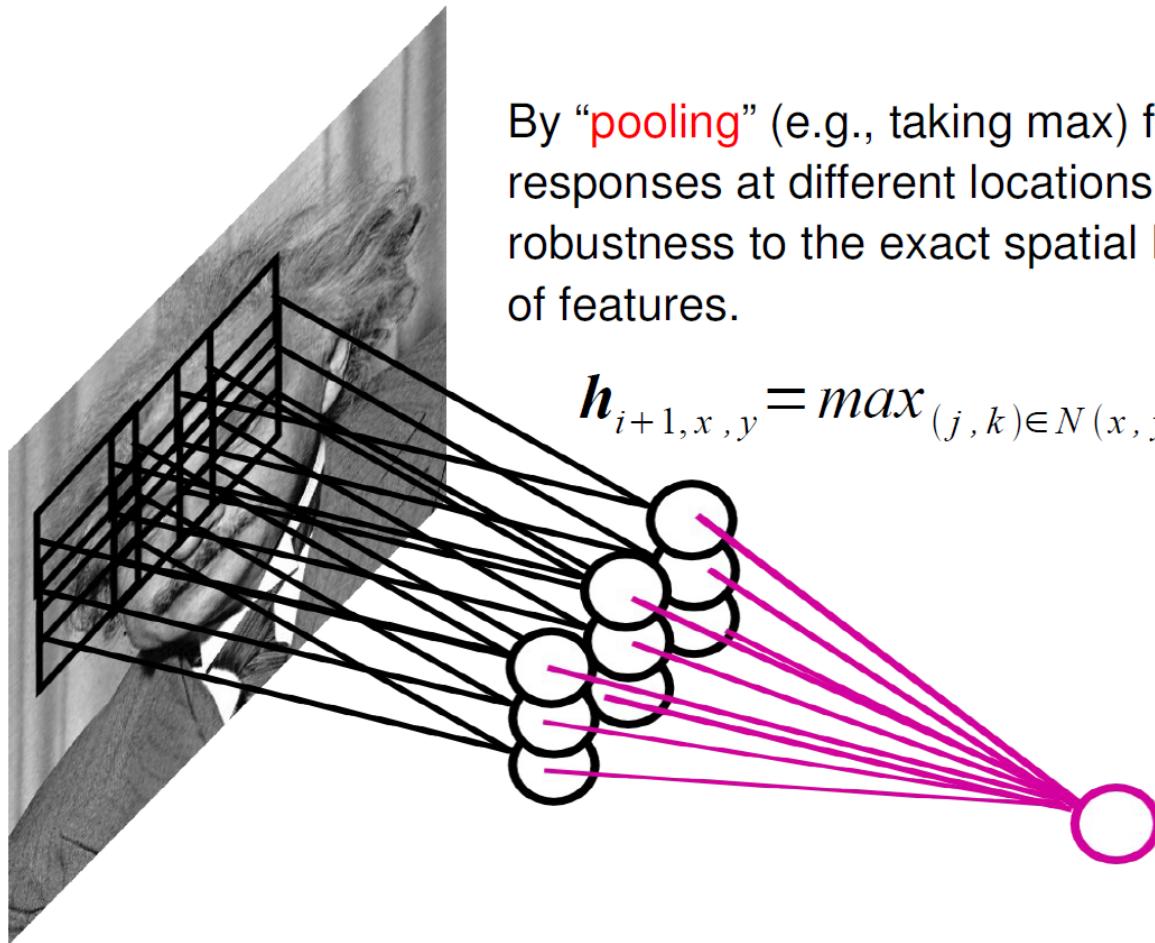
**NOTE:** the nr. of output feature maps is  
usually larger than the nr. of input feature maps

# CNNs – key ideas

---

## POOLING

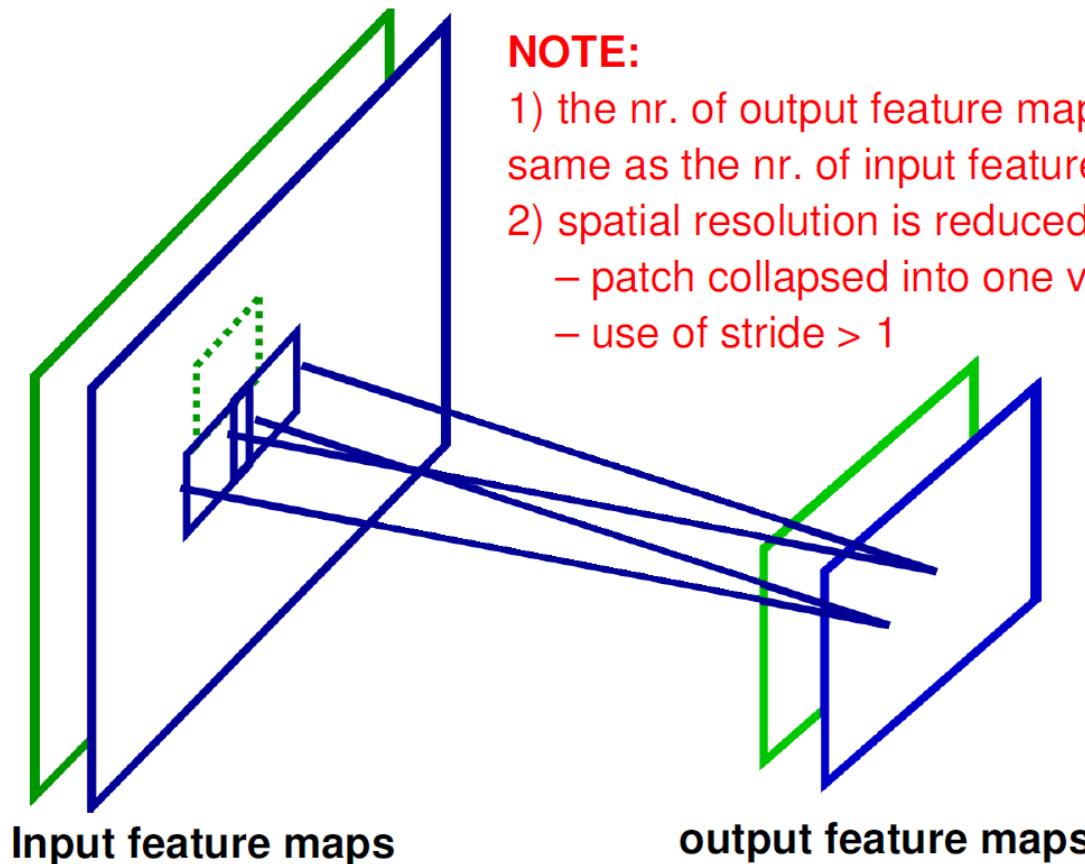
By “pooling” (e.g., taking max) filter responses at different locations we gain robustness to the exact spatial location of features.



# CNNs – key ideas

---

## POOLING LAYER

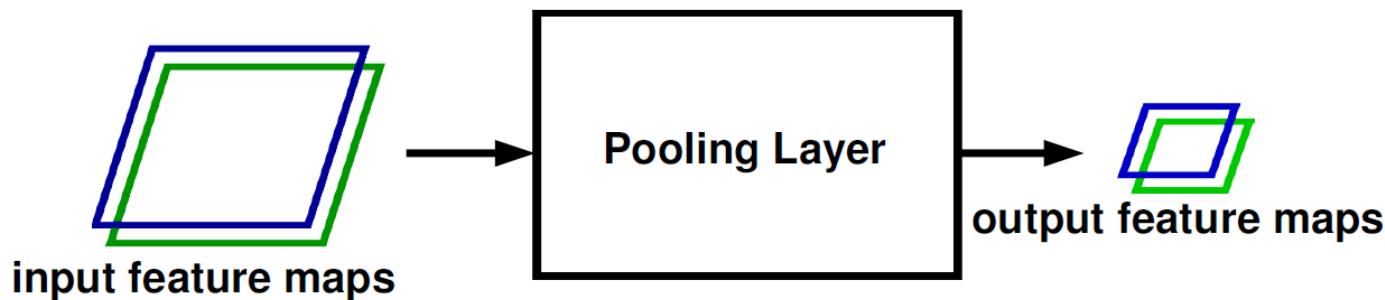


# CNNs – key ideas

## POOLING LAYER

### NOTE:

- 1) the nr. of output feature maps is the same as the nr. of input feature maps
- 2) spatial resolution is reduced
  - patch collapsed into one value
  - use of stride > 1



# CNNs – typical architecture

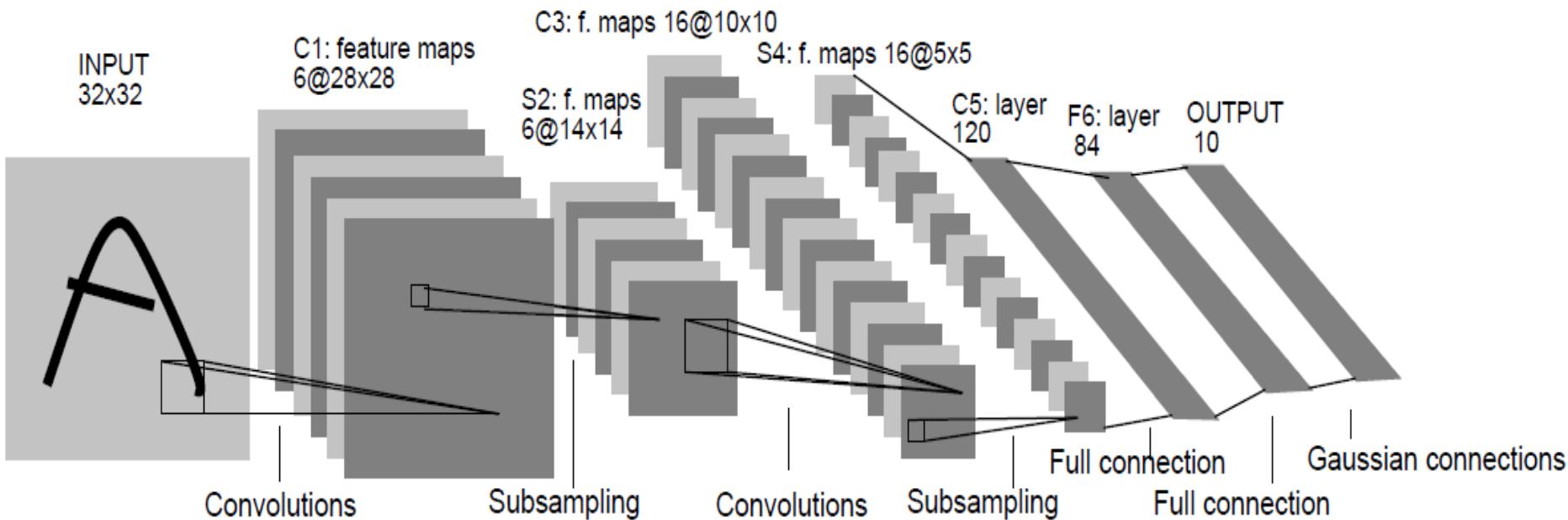
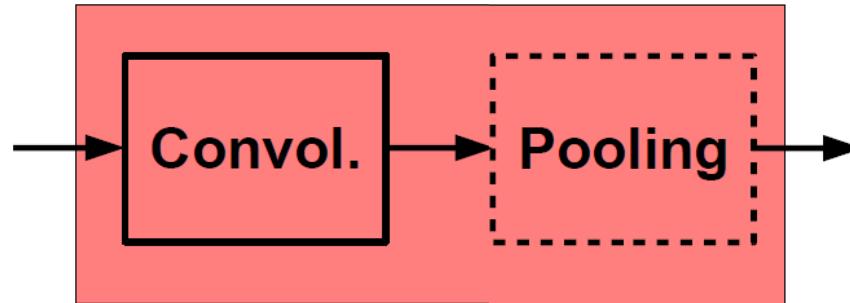


Fig. 2. Architecture of LeNet-5, a Convolutional Neural Network, here for digits recognition. Each plane is a feature map, i.e. a set of units whose weights are constrained to be identical.

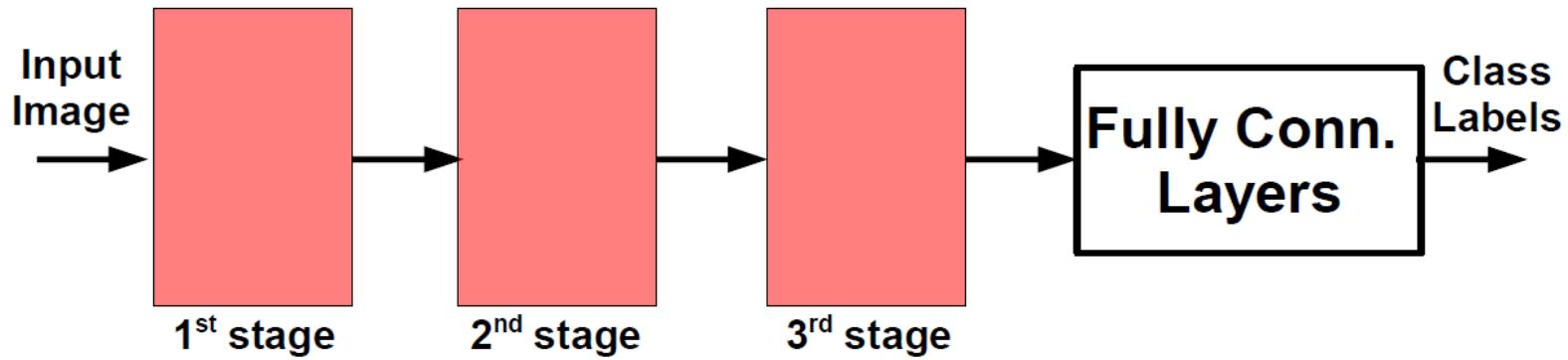
# CNNs – typical architecture

---

One stage (zoom)



Whole system



# CNNs – conclusion

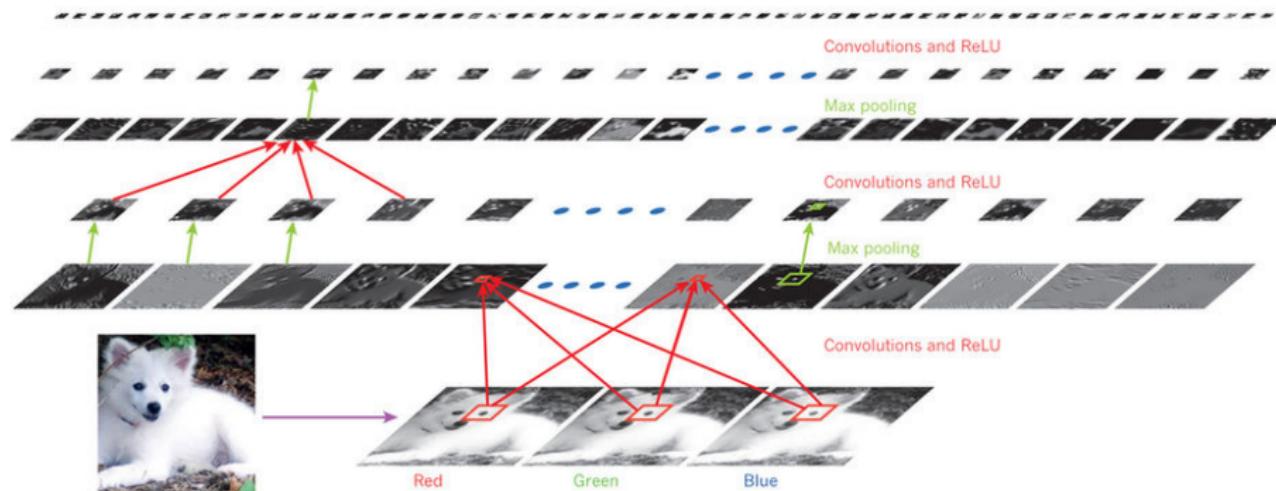
---

- Connect each hidden unit to a small patch of the input.
- Share the weight across hidden units.
- Subsampling layers are useful to reduce computational burden and increase invariance.

# Redes convolucionales (CNN)

## Arquitectura general

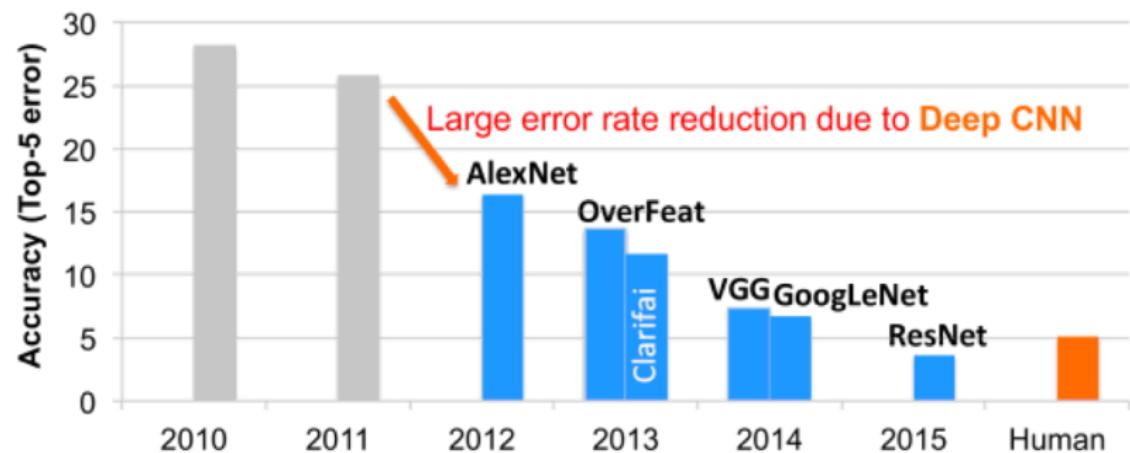
Samoyed (16); Papillon (5.7); Pomeranian (2.7); Arctic fox (1.0); Eskimo dog (0.6); white wolf (0.4); Siberian husky (0.4)



# Redes convolucionales (CNN)

Desempeño en tratamiento de imágenes

Resultados aplicados al conjunto de datos *ImageNet*



... y colorín colorado ...

*Muchas gracias por su atención*