

Overview

- Introduction
 - o What is a "representation"?
 - Extracting vs. Learning Representations
- Convolutional Neural Networks (CNNs)
 - Basic components and architectures
 - Pytorch example
- Training Convolutional Neural Networks
 - Loss function and regularization
 - Important tips for training image models
- Fine-grained recognition
 - Best practices for fine-grained Recognition
 - Tackling small and imbalanced datasets

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What is a "representation"?

ICLR | 2020

Eighth International Conference on Learning Representations

ICLR 2020:

The first major ML conference to take place in Africa (Addis Ababa, Ethiopia, April 2020) during the last decades

What is a "representation"?

"Representation" or "feature" in Machine Learning:

(usually) a **compact** vector that describes the input data

$$x = [x^1, \dots, x^d], x \in \mathbb{R}^d$$

What is an image/visual representation?

in Computer Vision

(usually) a compact vector that describes the visual content of an image

A **global** image representation

- a high-dimensional vector
- a set of classes present

What is an image/visual representation?

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A **global** image representation

- a high-dimensional vector
- a set of classes present

But can also be **multiple** *local* **features**

- a histogram of edges or gradients
- a set of regions of interest and their features

Comparing visual representations

• Measure similarity/distance between images. Let $x_i, x_i \in \mathbb{R}^d$

$$d(x_i, x_j) = ||x_i - x_j||^2$$

$$= \sum_{k=1}^{d} (x_i^k - x_j^k)^2$$

What are visual representations useful for?

Classification

Given a set of classes/labels and an unseen image, classify the image

Detection/Segmentation

Use multiple features, usually from a set of regions

Video understanding

Tracking and spatio-temporal localization

Cross-modal search and generation

Image captioning and description

Image Classification

- Given a set of classes/labels and an unseen image, classify the image
- Datasets: ImageNet (meh) ...or <u>identify snake species</u> [1], <u>crops from space</u> [2] or <u>cassava leaf diseases</u> [3]

We need to learn a *classifier* on top of the representations

$$f(x_i; W) = Wx_i$$

[1] Snake species classification challenge [2] Farm Pin Crop Detection Challenge @ zindi.africa [3] iCassava Challenge 2019

Image Classification: iCassava 2019

iCassava 2019 Fine-Grained Visual Categorization Challenge

Ernest Mwebaze, Timnit Gebru, Andrea Frome Google Research

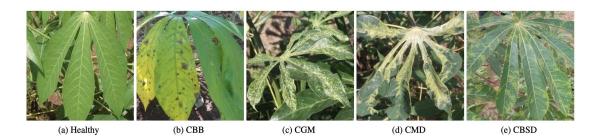
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Chris Omongo National Crops Resources Research Institute P.O. Box 7084 Kampala, Uganda.

chrisomongo@gmail.com





(a) Background effects

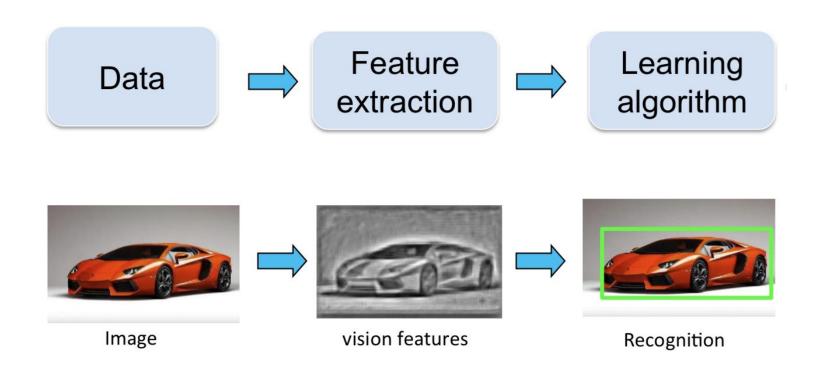
(b) Time of day effects



(c) Multiple disease

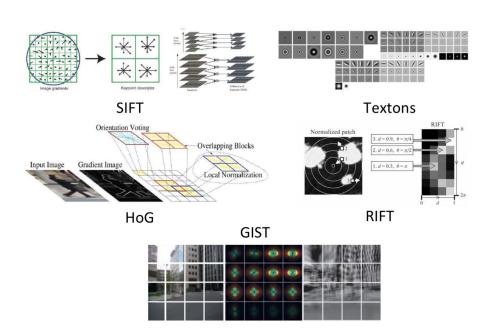
(d) Poor focus effects

Paper: https://arxiv.org/pdf/1908.02900.pdf



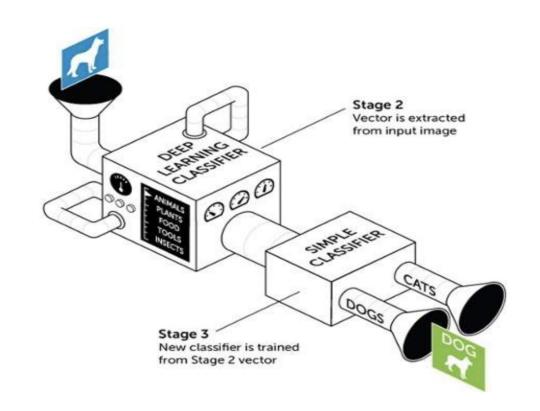
Feature Extraction: "hand-crafted" representations

- Utilizes domain knowledge
- Requires domain expertise
- Most common approach for decades



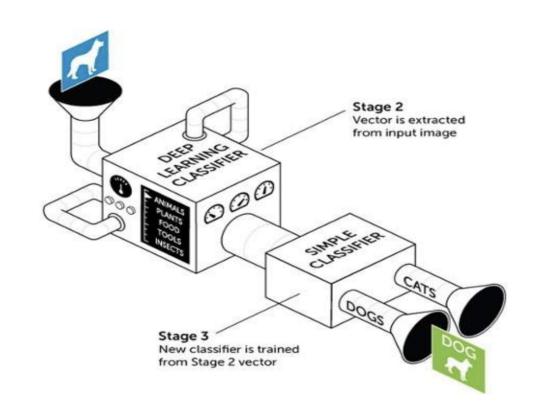
Representation Learning

- Don't design features
- Design models that output representations and predictions
- Don't tell the model how to solve your task; tell the model what result you want to get



Representation Learning

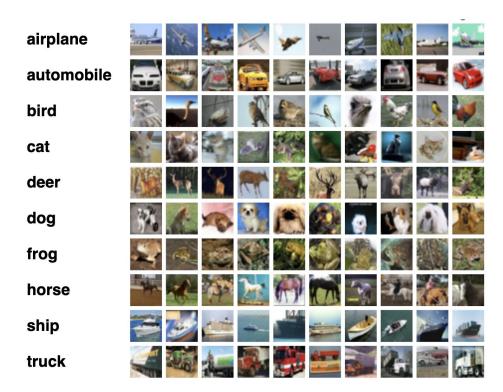
- Collect a dataset of images and labels
- Use machine learning to train a model and classifier
- 3) Evaluate on new images



Learning Image Representations

Dataset

- Images
- Labels/Annotations



Learning Image Representations

Model

- Use dataset to learn the parameters of a model that gives you a representation and a classifier
- Given the model and classifier, predict the label for a new image

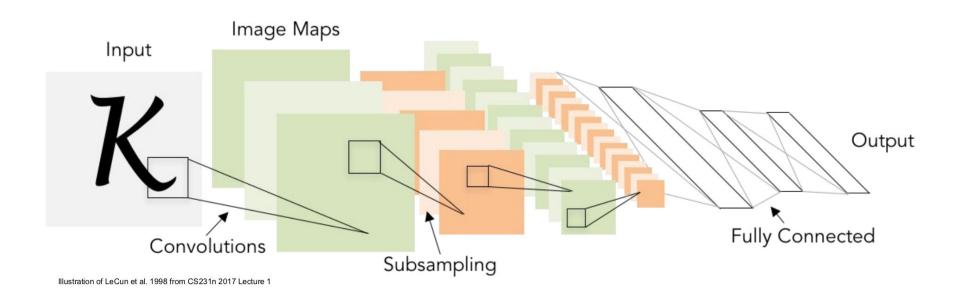
Which model to use?

Deep Convolutional Neural Networks

Overview

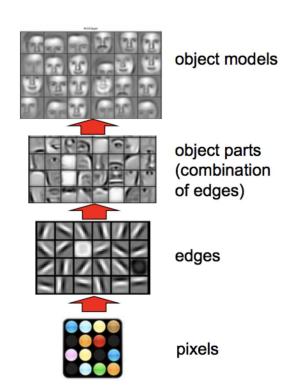
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Convolutional Neural Networks (CNNs)

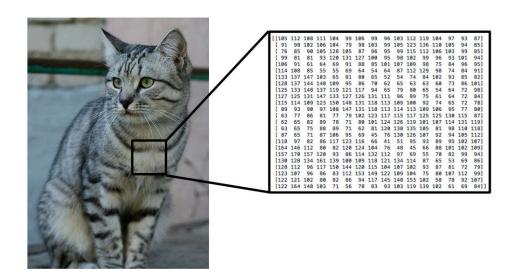


Why "Deep" Networks?

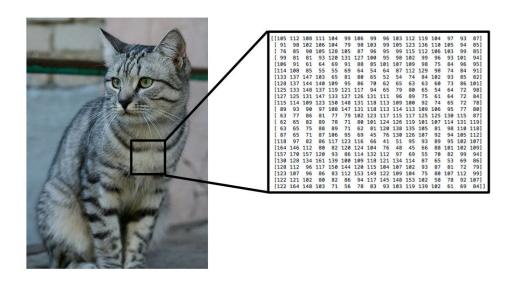
- Inspiration from mammal brains
 - o [Rumelhart et al 1986]
- Train each layer with the representations of the previous layer to learn a higher level abstraction
- Pixels → Edges → Contours →
 Object parts → Object categories
- Local Features → Global Features

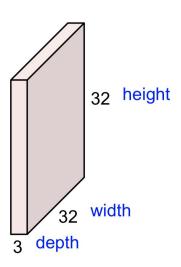


Data/Input representation: Pixel intensities



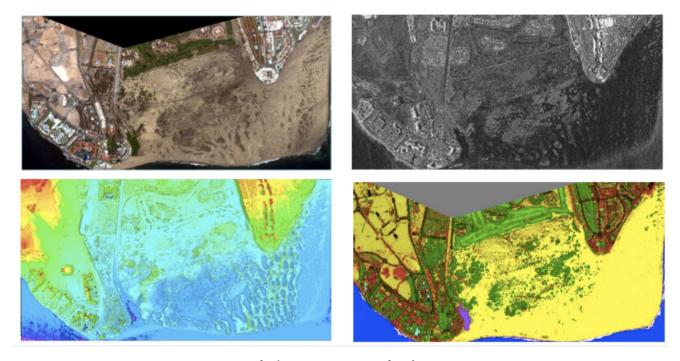
Data/Input representation: Pixel intensities





RGB data **tensor**

Data/Input representation: Pixel intensities

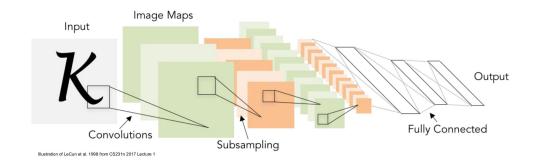


Multi-spectral data

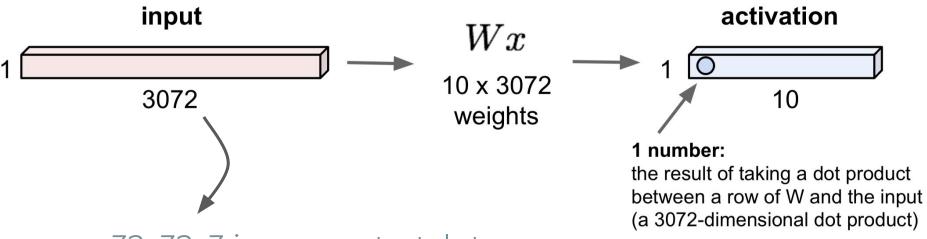
Convolutional Neural Networks (CNNs)

Basic components:

- Fully Connected layer
- Convolutions
- Activation Functions (non-linearities)
- Subsampling/Pooling
- Residual Connections

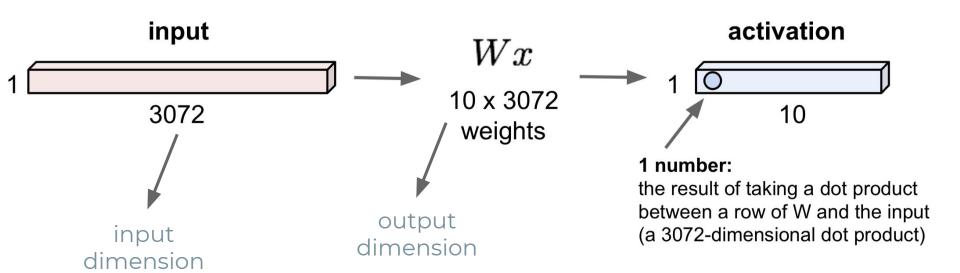


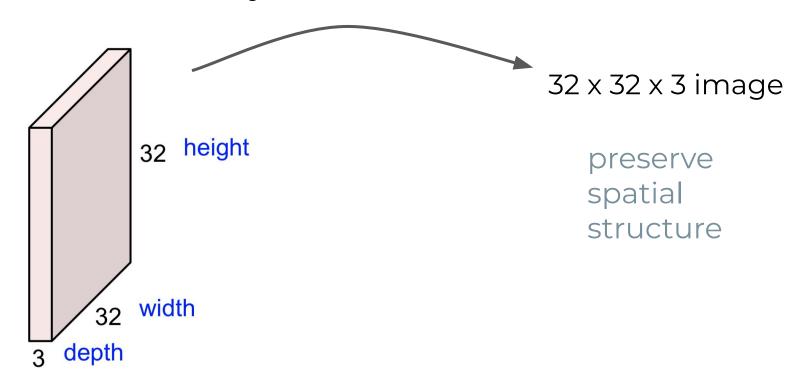
Fully Connected Layer

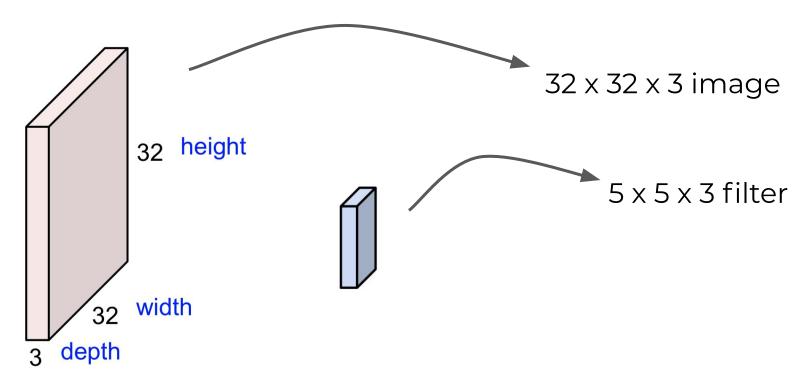


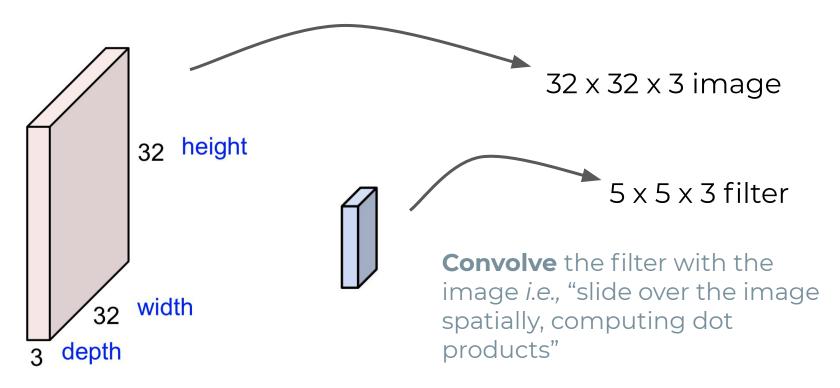
e.g. a 32x32x3 image → stretch to 3072 x 1 (spatial structure is lost)

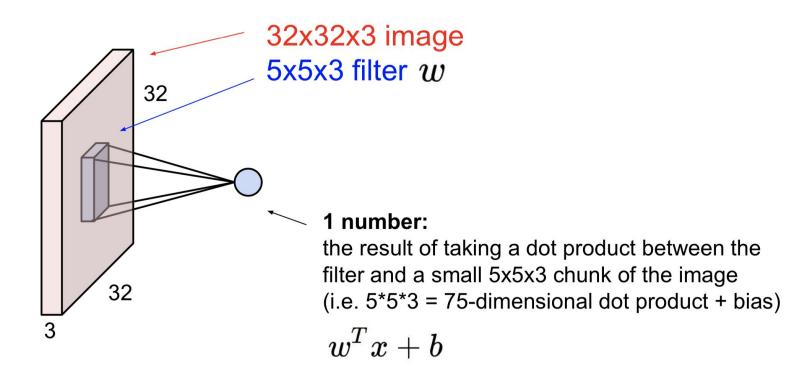
Fully Connected Layer

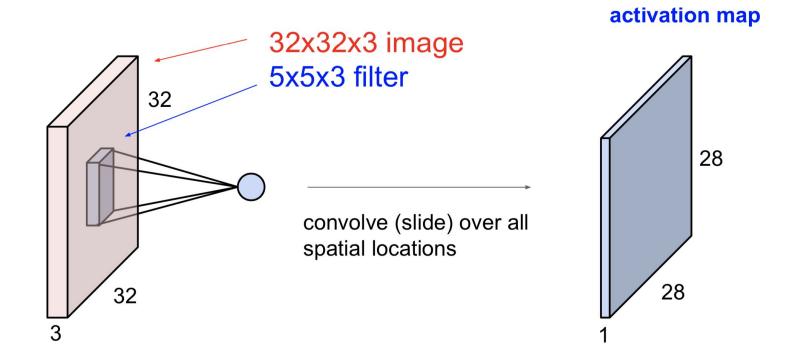


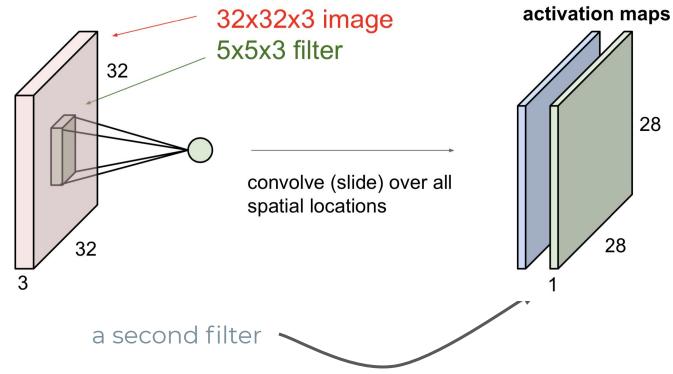


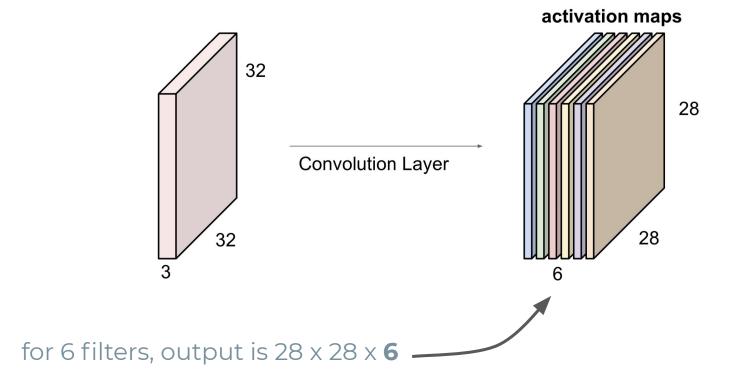




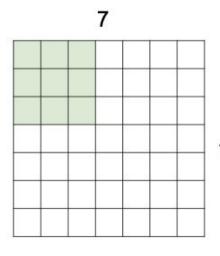






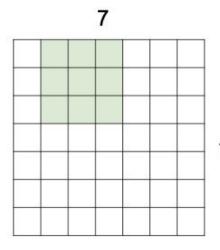


A closer look at spatial dimensions:



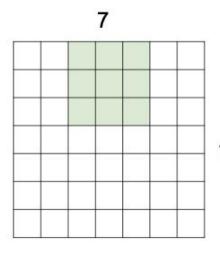
7x7 input (spatially) assume 3x3 filter

A closer look at spatial dimensions:



7x7 input (spatially) assume 3x3 filter

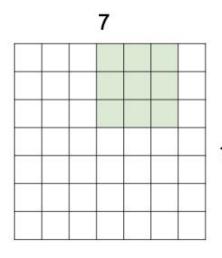
A closer look at spatial dimensions:



7x7 input (spatially) assume 3x3 filter

Convolution Layer

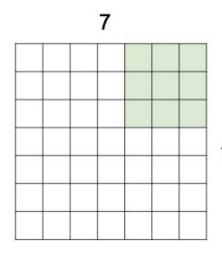
A closer look at spatial dimensions:



7x7 input (spatially) assume 3x3 filter

Convolution Layer

A closer look at spatial dimensions:

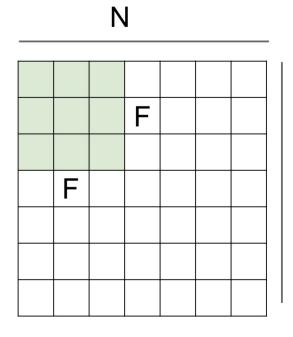


7x7 input (spatially) assume 3x3 filter

=> 5x5 output

Convolution Layer - stride

N

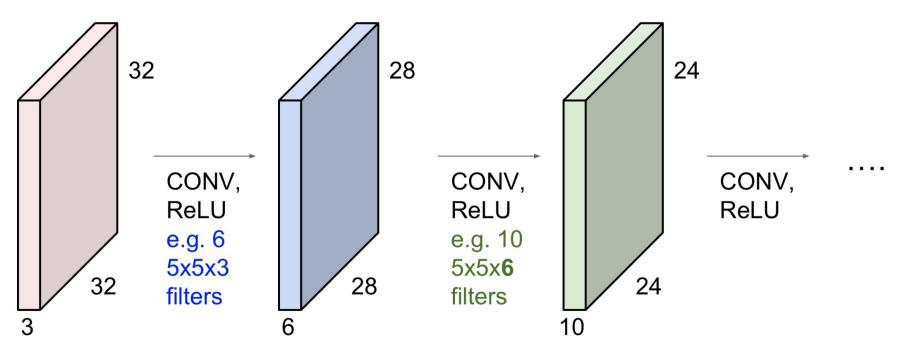


Output size: (N - F) / stride + 1

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

stride 2 => $(7 - 3)/2 + 1 = 3$
stride 3 => $(7 - 3)/3 + 1 = 2.33$:\

Convolution Layer - stride



shrinking too fast!

Convolution Layer - padding

| 0 | 0 | 0 | 0 | 0 | 0 | , | |
|---|---|---|---|---|---|---|--|
| 0 | | | | | | | |
| 0 | | | | | | | |
| 0 | | | | | | | |
| 0 | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |

- input 7x7
- 3x3 filter
- stride = 1
- pad with 1 pixel border

what is the output?

Convolution Layer - padding

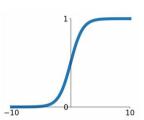
| 0 | 0 | 0 | 0 | 0 | 0 | | |
|---|---|---|---|---|---|--|--|
| 0 | | | | | | | |
| 0 | | | | | | | |
| 0 | | | | | | | |
| 0 | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |

- input 7x7
- 3x3 filter
- stride = 1
- pad with 1 pixel border
- 7x7 output
- It is common to see conv layers with stride 1, filters of size FxF, and zero-padding with (F-1)/2. (will preserve size spatially)

Activation Function: ReLU

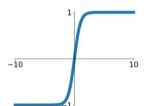
Sigmoid

$$\sigma(x) = \frac{1}{1 + e^{-x}}$$



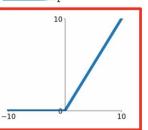
tanh

tanh(x)



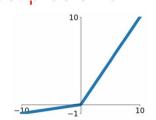
ReLU

 $\max(0, x)$



Leaky ReLU

 $\max(0.1x, x)$

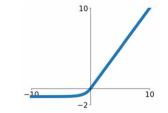


Maxout

 $\max(w_1^T x + b_1, w_2^T x + b_2)$

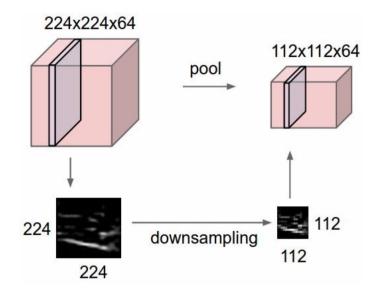
ELU

$$\begin{cases} x & x \ge 0 \\ \alpha(e^x - 1) & x < 0 \end{cases}$$

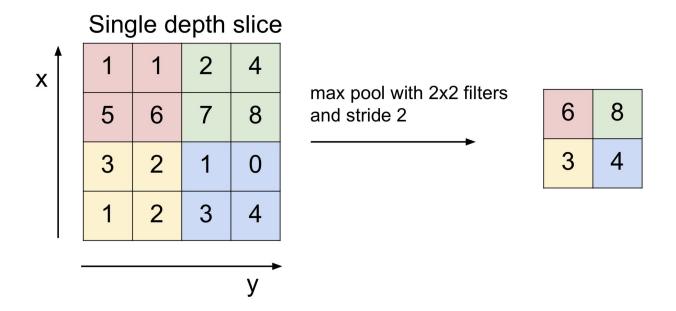


Pooling Layer

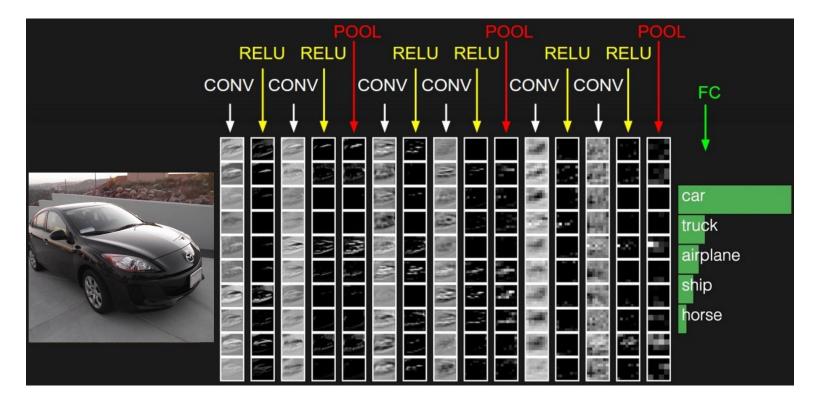
- Subsampling/downsampling
- operates on each activation map independently
- Typical pooling functions:
 - o max
 - average



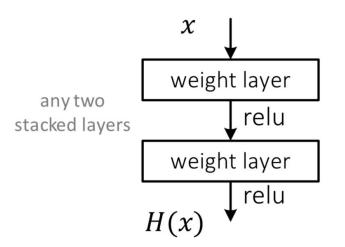
Pooling Layer: Max pooling

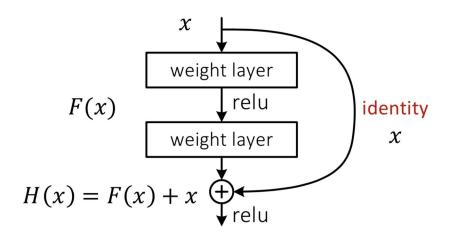


Putting it all together



Residual Connections [He et al. 2016]

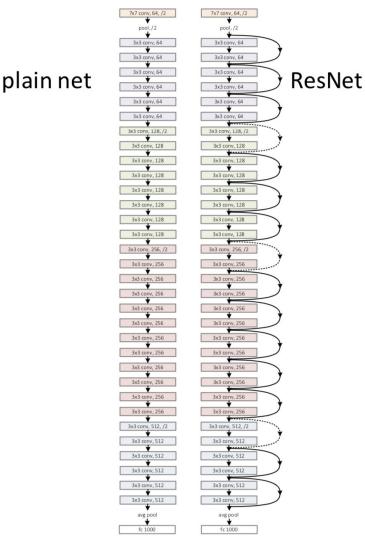




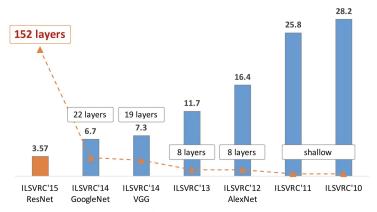
ResNet [He et al. 2016]

Simple but deep design:

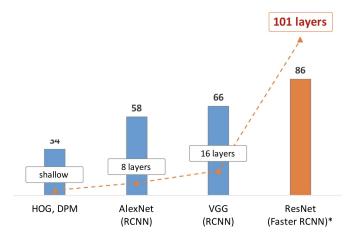
- all 3 x 3 conv
- spatial size / 2 ⇒ # filters x 2
 (same complexity per layer)
- Global Average Pooling (GAP)



ResNet [He et al. 2016]



ImageNet Classification top-5 error (%)



PASCAL VOC 2007 Object Detection mAP (%)

```
import torch
model = torch.hub.load('pytorch/vision', 'resnet18', pretrained=True)
# or any of these variants
# model = torch.hub.load('pytorch/vision', 'resnet34', pretrained=True)
# model = torch.hub.load('pytorch/vision', 'resnet50', pretrained=True)
# model = torch.hub.load('pytorch/vision', 'resnet101', pretrained=True)
# model = torch.hub.load('pytorch/vision', 'resnet152', pretrained=True)
model.eval()
```

```
# Download an example image from the pytorch website
import urllib
url, filename = ("https://github.com/pytorch/hub/raw/master/dog.jpg", "dog.jpg")
try: urllib.URLopener().retrieve(url, filename)
except: urllib.request.urlretrieve(url, filename)
```

```
# sample execution (requires torchvision)
from PIL import Image
from torchvision import transforms
input_image = Image.open(filename)
preprocess = transforms.Compose([
    transforms.Resize(256),
    transforms.CenterCrop(224),
    transforms.ToTensor(),
    transforms.Normalize(mean=[0.485, 0.456, 0.406], std=[0.229, 0.224, 0.225]),
1)
input_tensor = preprocess(input_image)
input_batch = input_tensor.unsqueeze(0) # create a mini-batch as expected by the model
```

```
# move the input and model to GPU for speed if available
if torch.cuda.is_available():
    input_batch = input_batch.to('cuda')
    model.to('cuda')
with torch.no_grad():
    output = model(input_batch)
# Tensor of shape 1000, with confidence scores over Imagenet's 1000 classes
print(output[0])
# The output has unnormalized scores. To get probabilities, you can run a softmax on it.
print(torch.nn.functional.softmax(output[0], dim=0))
```

Recent advances on (hand-crafted) Convolutional Neural Network architectures (*incomplete and biased list warning)

- ResNeXt [CVPR 2017]
- <u>Inception-v4</u> [AAAI 2017]
- Squeeze-Excitation Nets [CVPR 2018]
- Non-Local Networks [CVPR 2018]
- <u>EfficientNet</u> [ICML 2019]
- Global Reasoning Networks [CVPR 2019]
- Octave Convolutions [ICCV 2019]

all the approaches above come with open-source code and models

Recent advances in CNN architectures

Neural Architecture Search

- <u>AutoML NeurIPS 2018 Tutorial</u> [U. Freiburg, U. Eindhoven]
- Neural Architecture Search with Reinforcement Learning [Google]
- NAS state-of-the-art overview [Microsoft]

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(Mini-batch) Stochastic Gradient Descent (SGD)

Loop:

- 1. Sample a batch of data
- 2. Forward prop it through the model
- 3. Calculate loss function
- 4. Backprop to calculate the gradients
- 5. Update the parameters using the gradient

Loss function

Cross entropy loss

$$L(W) = \underbrace{\frac{1}{N} \sum_{i=1}^{N} L_i(f(x_i, W), y_i) + \lambda R(W)}_{i=1}$$

input data

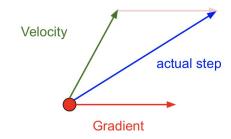
Data loss: Model predictions should match training data

Regularization: Prevent the model from doing *too* well on training data

(most commonly used) Optimizer

• Stochastic Gradient Descent (SGD) with momentum

$$v_t = \mu v_{t-1} + (1 - \mu) \nabla_W L$$
$$W' = W - v_t$$



Combine gradient at current point with velocity to get step used to update weights

Regularization

 λ = regularization strength (hyperparameter)

$$L(W) = \underbrace{\frac{1}{N} \sum_{i=1}^{N} L_i(f(x_i, W), y_i) + \lambda R(W)}_{i=1}$$

Data loss: Model predictions should match training data

Regularization: Prevent the model from doing *too* well on training data

Simple examples

L2 regularization: $R(W) = \sum_{k} \sum_{l} W_{k,l}^2$

a.k.a. Weight decay (see also [Zhang et al. ICLR 2019])

More complex:

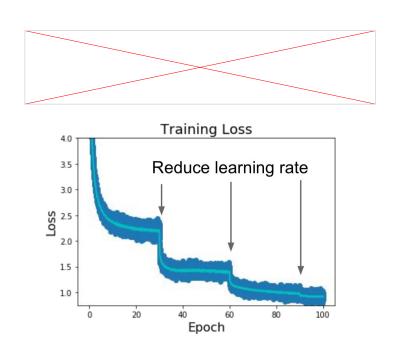
Dropout

Batch normalization

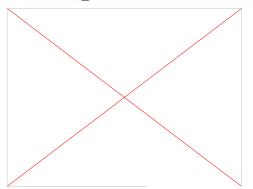
Stochastic depth, fractional pooling, etc

Learning Rate (LR)

• Which LR to use? a) Start large and decay; b) use warm-up.



Cosine: $\alpha_t = \frac{1}{2}\alpha_0\left(1+\cos(t\pi/T)\right)$



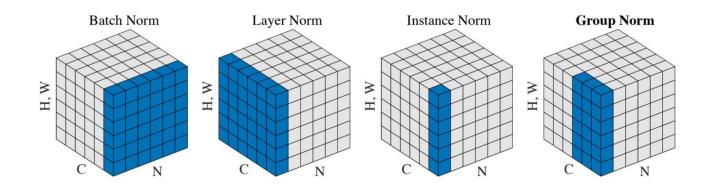
 $lpha_0$: Initial learning rate

 α_t : Learning rate at epoch t

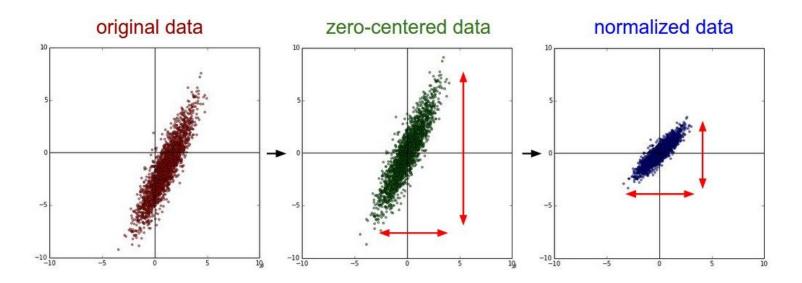
 $ec{T}$: Total number of epochs

- Batch Normalization [loffe & Szegedy 2015]
 - o make each dimension zero-mean unit-variance
 - o also <u>LayerNorm</u>, <u>GroupNorm</u>, and others

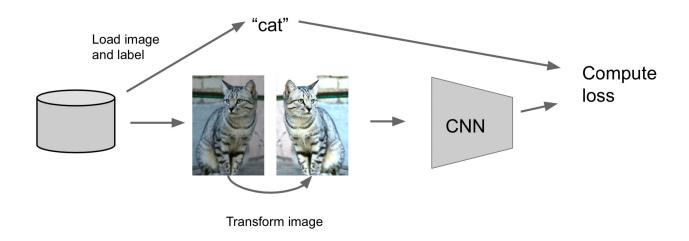
$$\widehat{x}^{(k)} = \frac{x^{(k)} - E[x^{(k)}]}{\sqrt{\text{Var}[x^{(k)}]}}$$



- Data preprocessing
 - Subtract per-channel mean and divide by per-channel std dev.



- Data preprocessing
 - Subtract per-channel mean and divide by per-channel std dev.
- Data Augmentation



- Data preprocessing
 - Subtract per-channel mean and divide by per-channel std dev.
- Data Augmentation
 - Auto Augment
 - o <u>Mixup</u>
 - Training: Train on random blends of images
 - Testing: Use Original images







CNN Target label: cat: 0.4 dog: 0.6

Randomly blend the pixels of pairs of training images, e.g. 40% cat, 60% dog

- Data preprocessing
 - Subtract per-channel mean and divide by per-channel std dev.
- Data Augmentation
 - Auto Augment
 - o Mixup
- Weight initialization
 - MSRA init (for ReLU nets): rand * sqrt(2 / d_{in})
 - Lottery ticket hypothesis [ICLR 2018]
 - <u>Deconstructing Lottery Ticket Hypothesis</u> [ICLR 2019]

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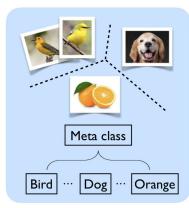
Fine-grained Recognition

Image Classification + Challenges

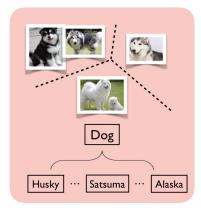
- Small inter-class variance
- Large intra-class variance

Plus possibly:

- Fewer data overall per class
- Large number of classes
- Imbalanced data per class



Traditional image recognition (Coarse-grained)



Fine-grained image recognition

6th Fine-Grained Visual Categorization (FGVC) Workshop at CVPR 2019

More realistic competitions:

- iNaturalist challenge
- fashion
- products
- wildlife camera traps
- butterflies & moths
- cassava leaf disease (iCassava)

Fine-Grained Recognition in two steps

- 1) Start from a state-of-the-art (possible pre-trained) model
- 2) Fine-tune depending on amount of available data & compute

Note: Lots of paper are lately proposing architectures, regularizations and tweaks specific for fine-grained recognition; the above recipe, however, if training is done "the right way", can empirically give results almost as good as the best of those.

Start from a state-of-the-art model

- Pick one of the best models wrt your resources
 - o small: Mobilenet, ShuffleNet, EfficientNet, etc
 - o medium: (SE-)/(Oct-)ResNe(X)t50, etc
 - large: SENet-154, Inception-v4, (SE-)/(Oct-)ResNe(X)t-152, etc.
- Start from a model pre-trained on a large dataset
 - Pre-train dataset as close to the target domain as possible [Ciu et al CVPR 2018]
 - Lots of publicly available models!
 - Check the github pages of the latest architectures
 - Models after training from 1 Billion images from FB

Pre-trained vs train from scratch

• **Train** a model *from scratch* with the data

• **Fine-tune** a *pre-trained* model

 Utilize representations learned from a pre-trained model

Expected

performance

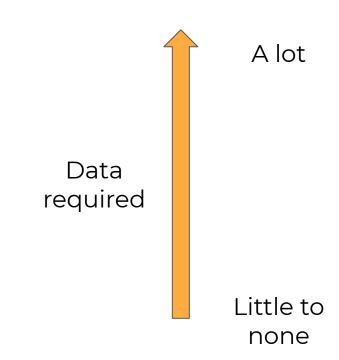
Lower

Pre-trained vs train from scratch

 Train a model from scratch with the data

• Fine-tune a pre-trained model

 Utilize representations learned from a pre-trained model



Fine-tune the model

How much data/computing power do you have?

- Lots
 - Consider training from scratch
 - Fine-tune the full model with a lower learning rate
- Moderate
 - Fine-tune the last few layers of the model with a lower learning rate
- Small
 - Train only the classifier
 - o consider a 1-NN classifier! (surprisingly competitive, no training needed)

Best practices for fine-grained recognition

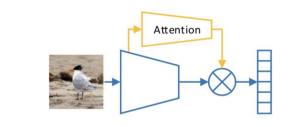
- Utilize all the "general" best practices
 - Data Preprocessing
 - Data Augmentation
 - Carefully tune Weight decay, Learning Rate and schedule
 - Also possibly helpful: Label smoothing, Test-time augmentation
- Utilize any extra domain knowledge (eg part annotations)
- Utilize unlabeled data from the target domain if available (semi-supervised learning)

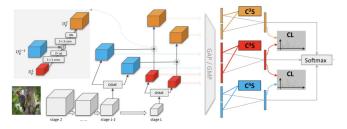
Dealing with small datasets or small inter-class variance

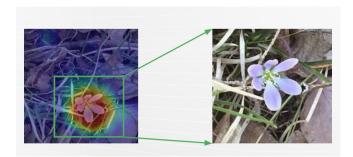
- Data augmentation is highly important
 - o auto augment, mixup, manifold-mixup, generate/hallucinate new data,
- Feature normalization is highly important
 - o try L2-norm, centering, PCA
- Test-time augmentations
 - multiple crops
 - Multi-resolution testing, model ensembles
- Train and test image resolution is very important
 - [Cui et al. CVPR 2018], [Touvron et al 2019]

Dealing with small datasets or small inter-class variance

- Weakly Supervised Localization with CAM
 - o [Zhou et al. CVPR 2016]
- Attention-based architectures
 - o [Fu et al. CVPR 2017], [Zheng et al. CVPR 2019]
 - simplest case: post-hoc add and learn an attention layer before the global average pooling
- GAP → Generalized mean pooling (GeM)
 - o [Radenovic et al PAMI 2018]
- Regularizers for multi-scale learning
 - [Luo et al. ICCV 2019]

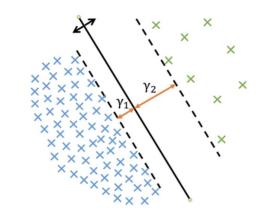






Dealing with imbalanced data ("long-tailed recognition")

- Label-Distribution-Aware Margin Loss
 [Cao et al., NeurIPS 2019]
- Class-balanced loss [Cui et al. CVPR 2019]
- Decouple representation from classifier learning [under review]
 - Learn representation without caring about imbalance, fine-tune using uniform sampling
 - ...or just re-balance the classifier



| Method | ResNet-50 | ResNet-152 | | |
|---------------|-------------------|-------------------|--|--|
| CB-Focal† | 61.1 | - | | |
| LDAM† | 64.6 | : - | | |
| LDAM+DRW† | 68.0 | - | | |
| Joint | 61.7/65.8 | 65.0/69.0 | | |
| NCM | 58.2/63.1 | 61.9/67.3 | | |
| cRT | 65.2/67.6 | 68.5/71.2 | | |
| au-normalized | 65.6/ 69.3 | 68.8/ 72.5 | | |

results on iNaturalist 2018 (8k species, long-tail)

Summary

- Introduction
 - o What is a "representation"?
 - Extracting vs. Learning Representations
- Convolutional Neural Networks (CNNs)
 - Basic components and architectures
 - Pytorch example
- Training Convolutional Neural Networks
 - Loss function and regularization
 - Important tips for training image models
- Fine-grained recognition
 - Best practices for fine-grained Recognition
 - Tackling small and imbalanced datasets

Resources

- All pytorch tutorials: https://pytorch.org/tutorials/
- Tutorials on <u>image classification</u>, <u>transfer learning</u> and <u>fine-tuning</u>
- Pre-trained models to start from:
 - ImageNet + iNaturalist pre-trained models (tensorflow) [Ciu et al CVPR 2018]
 - Models trained on ~1 Billion images from IG hashtags from Facebook:
 - WSL-Images models (pytorch) [Mahajan et al CVPR 2018]
 - SSL/SWSL models (pytorch) new! [Yalniz et al 2019]
- Great resource for going deeper (with video lectures): <u>Stanford CS231n</u>

Thank you! Questions?

