

Manu Mathew Thomas Creative Coding Lab



A class of algorithms which learns to performs a specific task based on sample data and without any explicit instruction

Example: Classifying whether an email is a spam or not



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Example: Classifying whether an email is a spam or not

Traditional Algorithms

```
if mail contains "…"
{
    else if sender == ""
    else if …
    {
    }
}
```



A class of algorithms which learns to performs a specific task based on sample data and without any explicit instruction

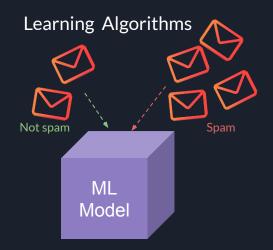
Example: Classifying whether an email is a spam or not

```
Traditional Algorithms

if mail contains "..."

else if sender == ""

else if ...
}
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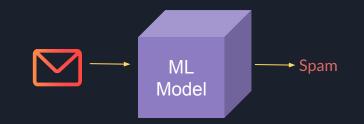
A class of algorithms which learns to performs a specific task based on sample data and without any explicit instruction

Example: Classifying whether an email is a spam or not





Learning Algorithms

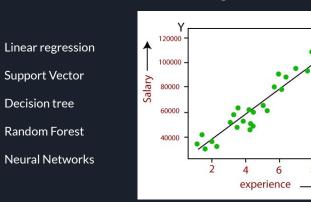




Types of Machine Learning

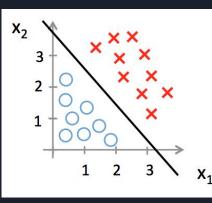
10 ×

Supervised learning - find patterns and insights from a labelled dataset



Regression

Classification

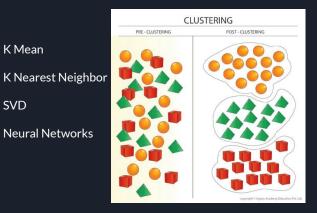


K Nearest Neighbor Naive Bayes Support Vector Machine Decision tree Random Forest Neural Networks



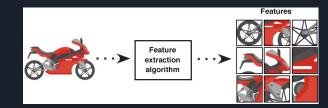
Types of Machine Learning

Unsupervised learning - find patterns and insights from an unlabelled dataset



Clustering

Feature Extraction



Principal Component Analysis

Gaussian Mixture Model

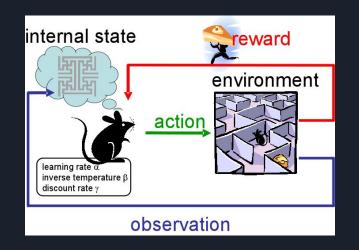
Hidden Markov Model

Neural Networks



Types of Machine Learning

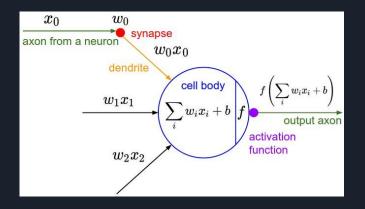
Reinforcement learning - agent does an action to increase the reward





NNs are a collection of small processing units (neurons) arranged in a hierarchical fashion

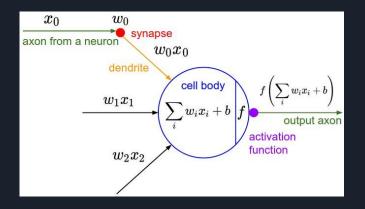
Each processing units is a combination of a linear function followed by a nonlinear function

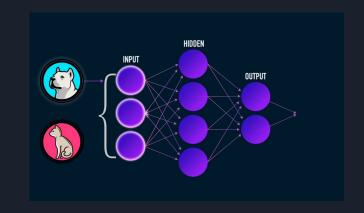




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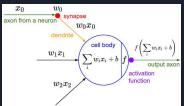


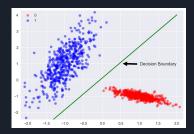




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Linear Function: Wx + b

Wx + b is the equation for a straight line (y = Mx+c) where M is the slope and c is the y-intercept

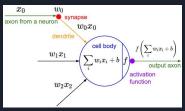
Wx+b is preferred because:

- Straight lines are useful to model decision boundaries
- It's easier to work with



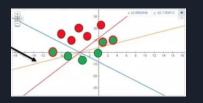
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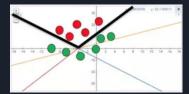
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Non-linear function or Activation function: $\sigma(Wx + b)$ σ activates neuron based on the output of the linear function

Creates non-linearity in the network

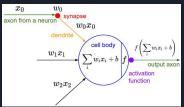


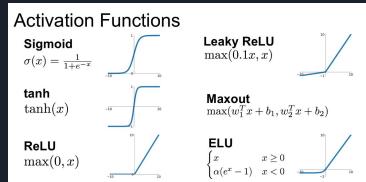




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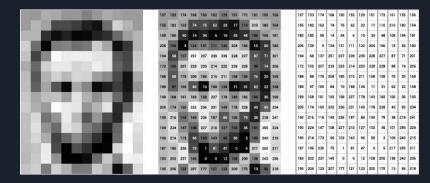


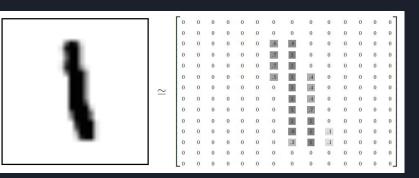




Images are just numbers (usually between 0 and 255)

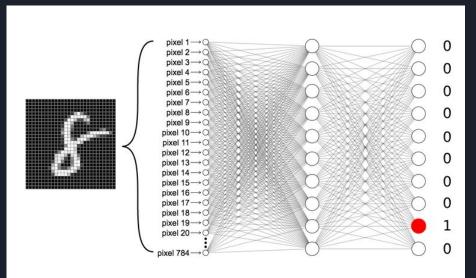
We scale the images in the range [0,1] as part of feature scaling







Fully Connected Network(FCN) - Each neuron in one layer is connected to every neuron in the next layer



No spatial information

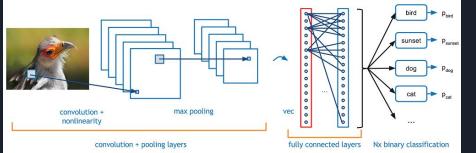
Need a large number of neuron (parameters)

Increases computations and memory footprint

Not commonly used anymore



Convolutional Neural Network - Each neuron is connected to a local region neurons of previous layer



Looks at spatial information

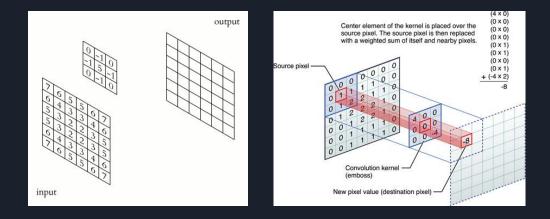
Reuse neurons (less # parameters)

Lower computations and memory footprint



Convolution in image processing

Kernel slides over the image and computes new pixel value as a sum/avg of element-wise multiplication





Convolution in image processing

Examples: http://setosa.io/ev/image-kernels/

Some other kernel examples



Unweighted 3x3 smoothing kernel



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

Kernel to make image sharper



Intensified sharper image



Weighted 3x3 smoothing

kernel with Gaussian blur

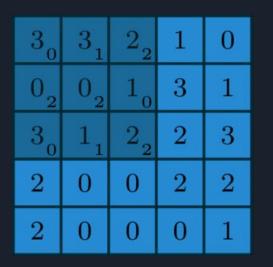
Gaussian Blur



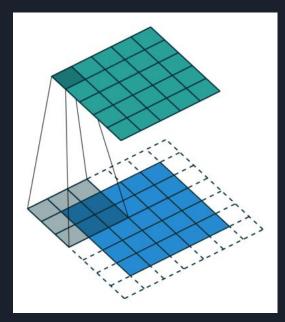
Sharpened image



Padding



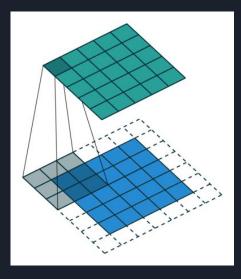
12.0	12.0	17.0
10.0	17.0	19.0
9.0	6.0	14.0

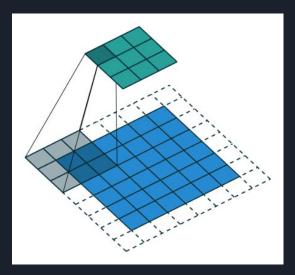


with padding, 5x5 -> 5x5



Stride



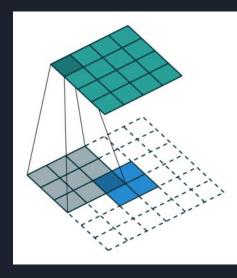


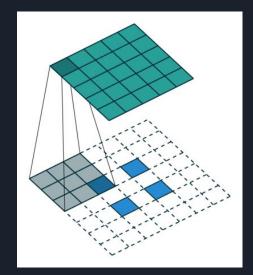
Stride - 1

Stride - 2



Deconvolution



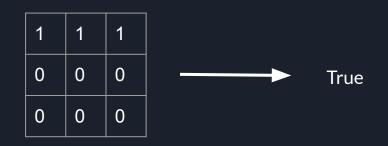




Classifying a number using hand-made image kernels



*

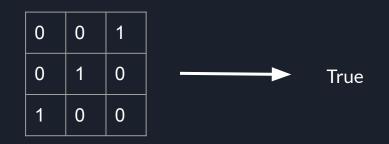




Classifying a number using hand-made image kernels





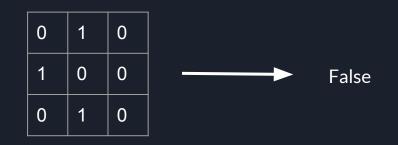




Classifying a number using hand-made image kernels



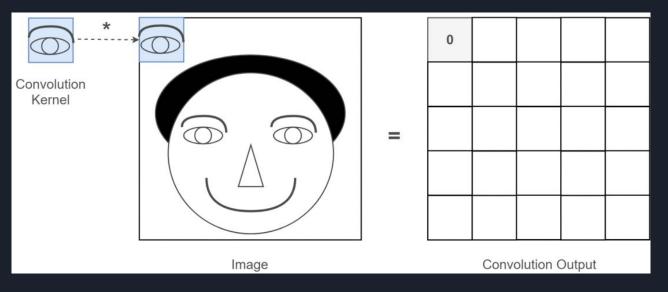
*





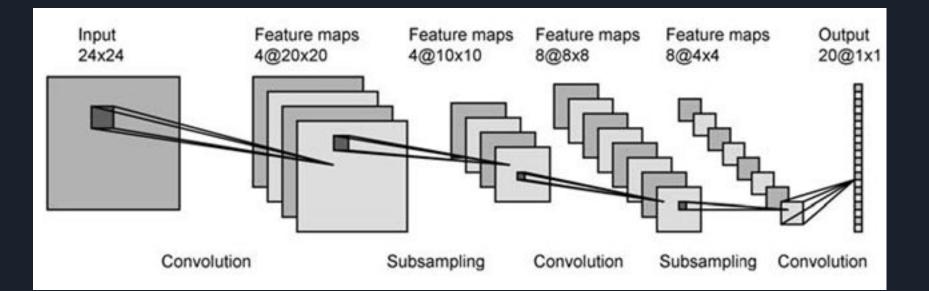
Classifying a face using hand-made image kernels

Hard to build complex kernels



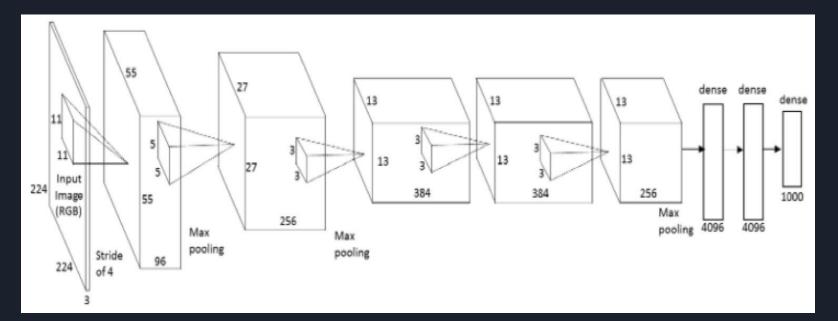


Kernels/Filters are learnable parameters in a CNN



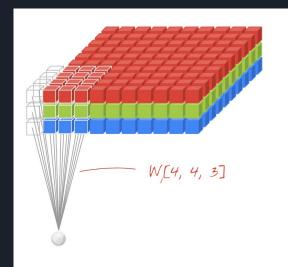


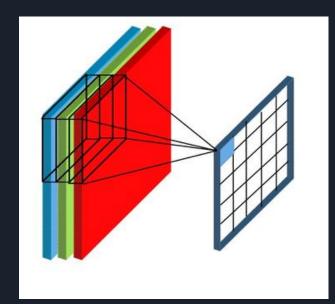
Kernels/Filters are learnable parameters in a CNN





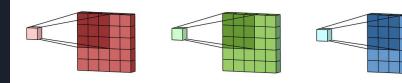
CNNs for RGB images







CNNs for RGB images

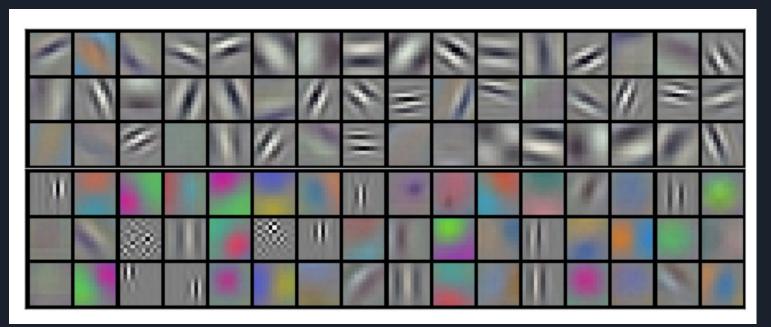


1	-	-	
			1
			-

	-	-	-
		-	Н
-			



Learned kernels/filters



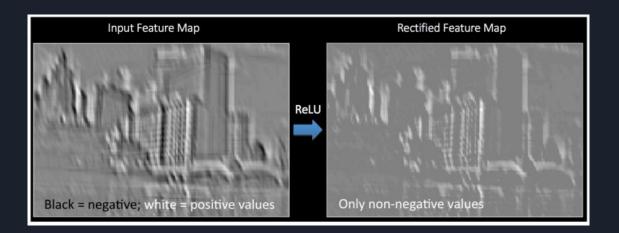


Feature maps - output of each convolution (linear function)



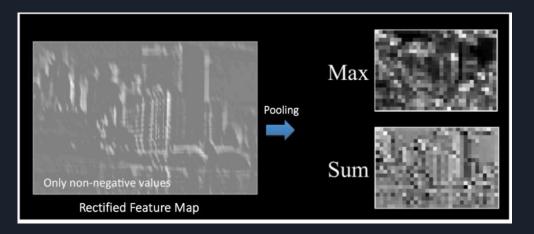


Activation function(nonlinear function)





Pooling/Downsampling



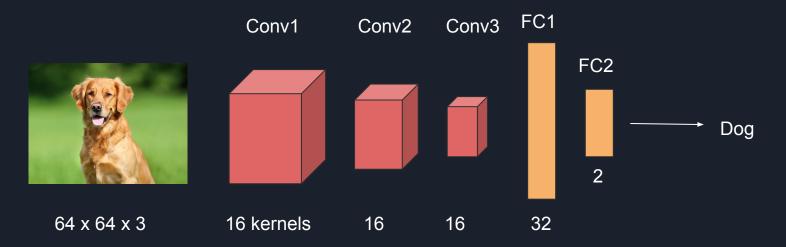
Pooling is good for extracting the most important features

Reduces the no. of parameters(weights) in the next layer

Another alternative is stride = 2 or 3



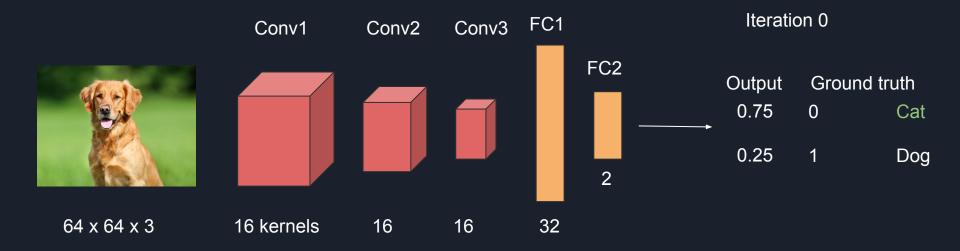
Our simple network



5 Layers are not deep enough (but CPU friendly)

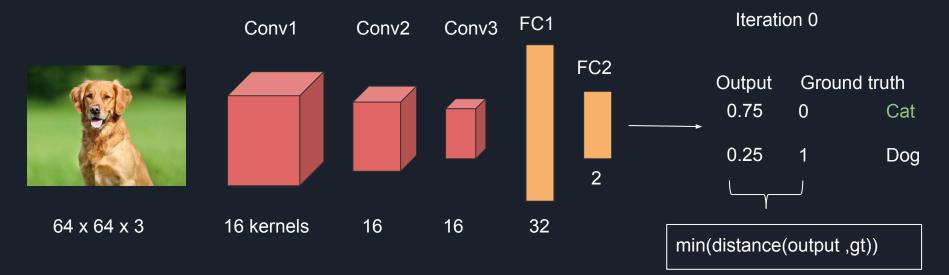


Our simple network - Training





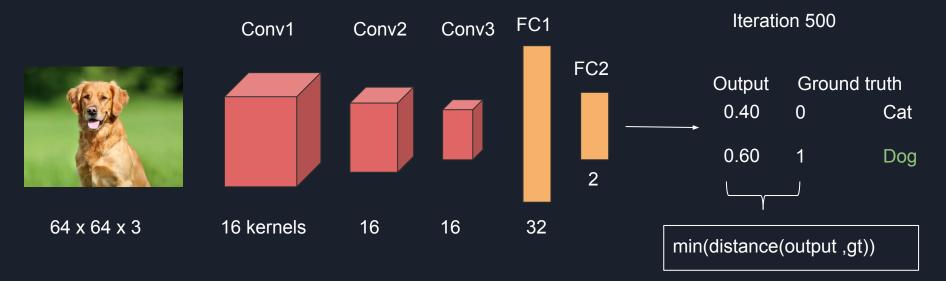
Our simple network - Training





Let's build an image classifier

Our simple network - Training

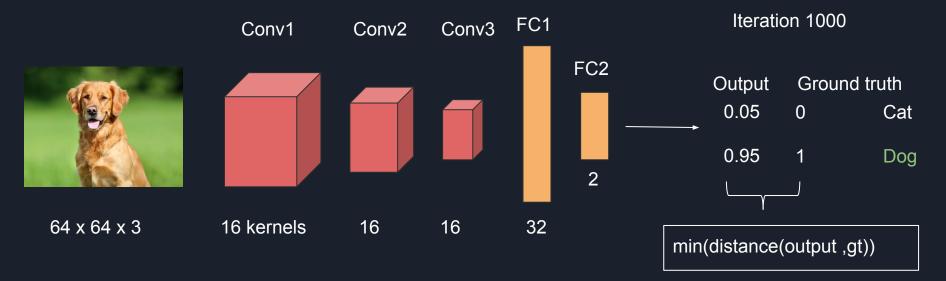


Cross entropy is a distance function(kind of) for probability distributions



Let's build an image classifier

Our simple network - Training



Cross entropy is a distance function(kind of) for probability distributions

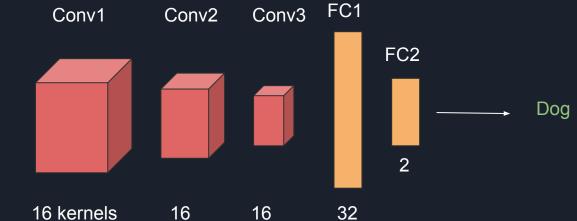


Let's build an image classifier

Our simple network - inference



64 x 64 x 3



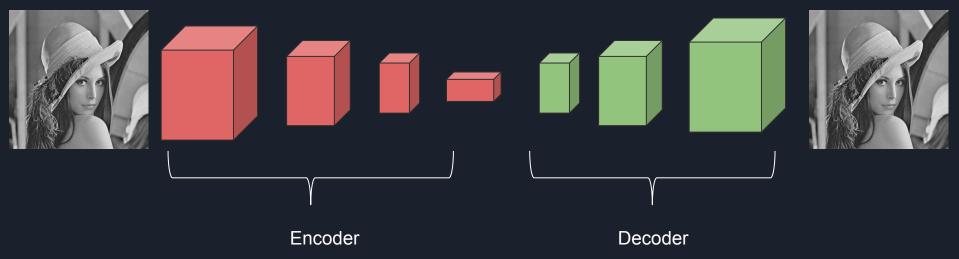


Conv1

Conv2 Conv3

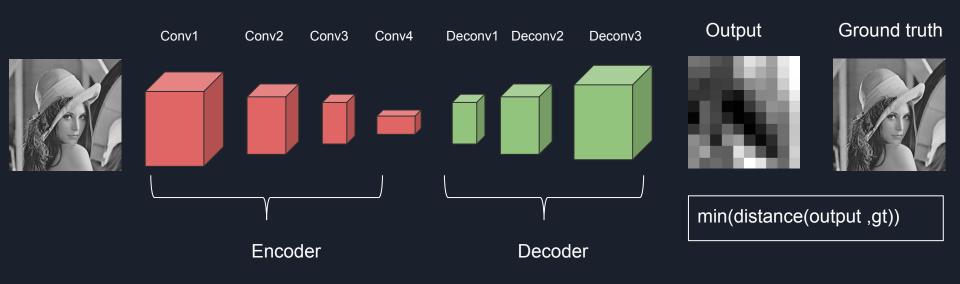
Conv4 De

Deconv1 Deconv2 Deconv3



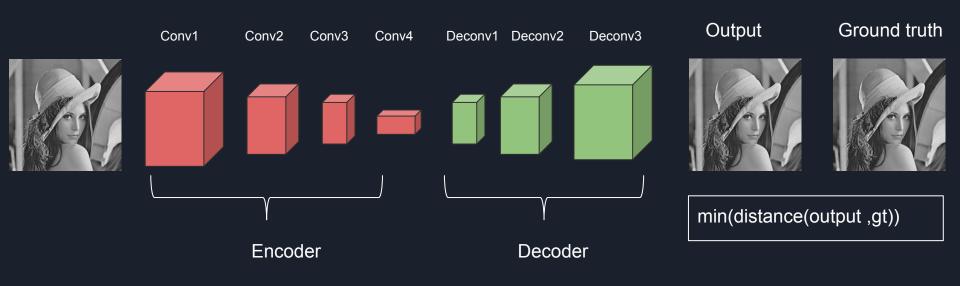
Convolution + Bottleneck extracts the most significant features from the input to reconstruct the output





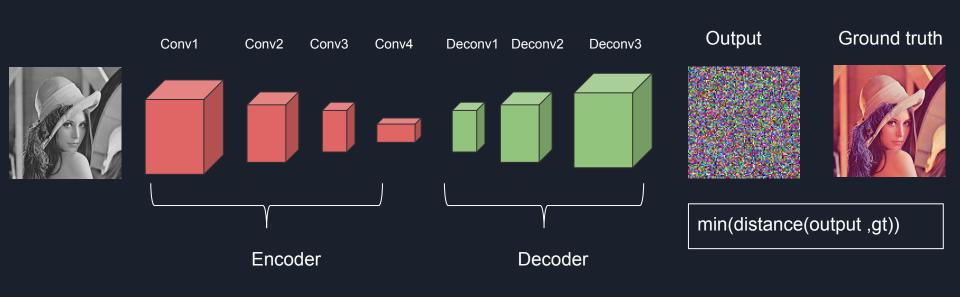
L1 and L2 norms are used for computing pixel distance





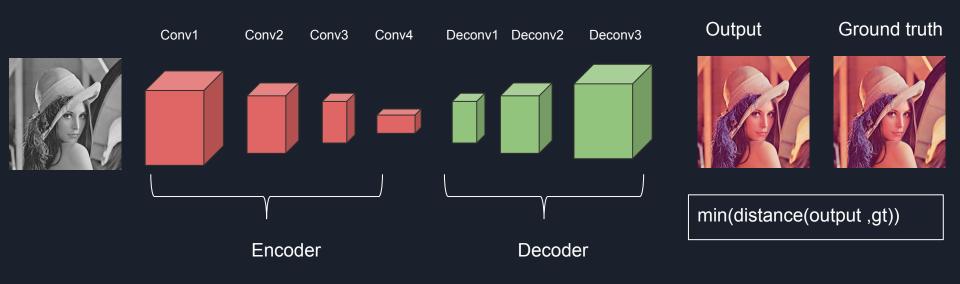
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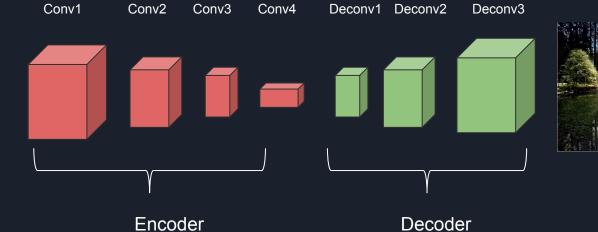




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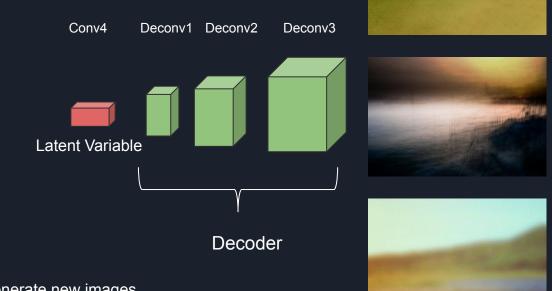




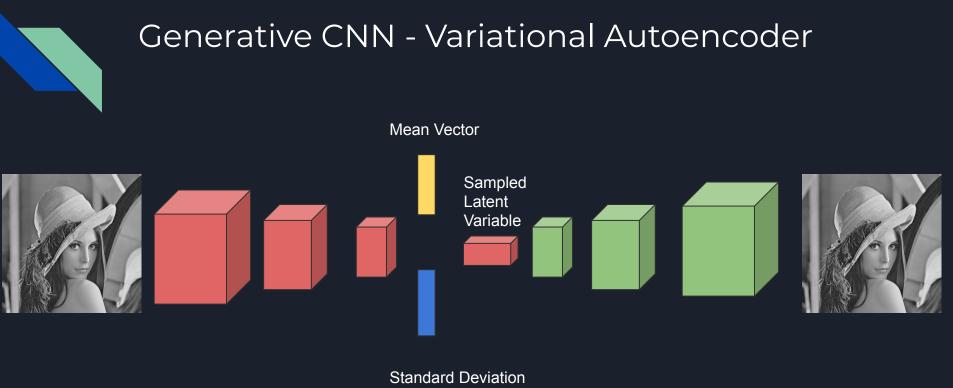
Ansel Adams, Yosemite Valley Brids

Dataset not used in training





Changing the latent variable randomly will generate new images



Vector



Next time

Setup tensorflow environment

Building a simple image classifier in tensorflow

Maybe Gans?