



# Les architectures CNN en Computer Vision

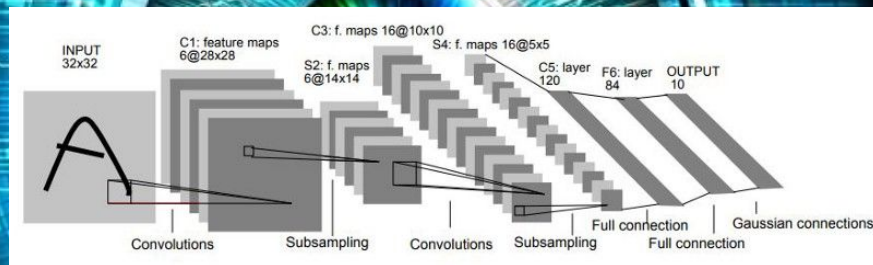
AlexNet, VGG, GoogLeNet, and ResNet

# Introduction

## LeNet-5

- Application du Deep Learning à la Computer Vision
- Reconnaissance de chiffres manuscrits avec des CNN

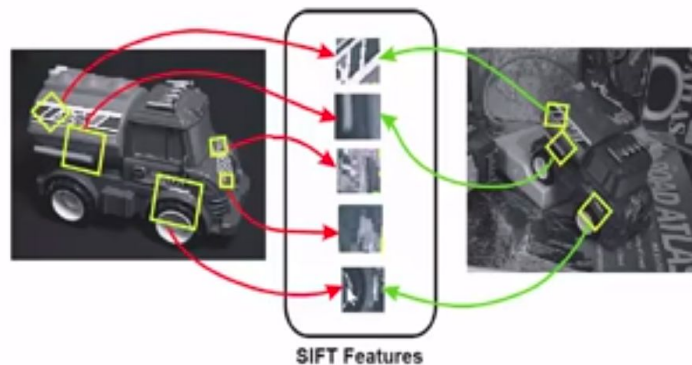
*Gradient-based learning applied to document recognition (1998)*



# Introduction

## SIFT (Scale-Invariant Feature Transform)

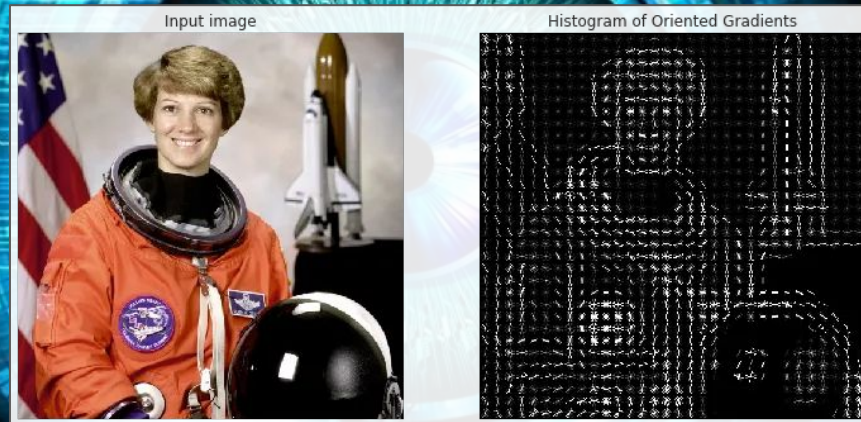
*Distinctive image features from scale-invariant keypoints (2004)*



# Introduction

## HOG (Histogram of Oriented Gradients)

*Histograms of oriented gradients for human detection (2005)*



# Introduction

## ImageNet

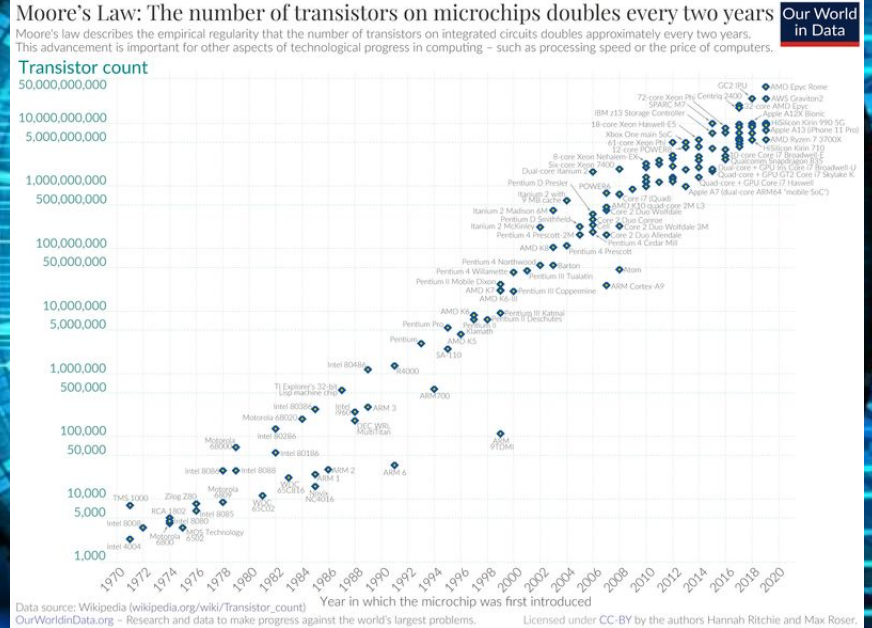
- Conçu en 2009 par Fei-Fei Li et son équipe de Stanford
- 3,2 millions d'images, en moyenne 500 à 1000 images par classes

*ImageNet: A Large-Scale Hierarchical Image Database (2009)*



# Introduction

Loi de Moore

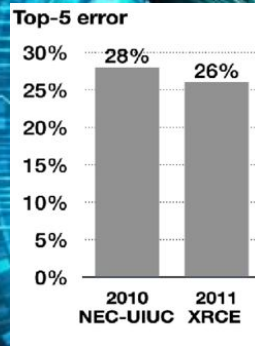


# Introduction

## ILSVRC

- 2010 : ImageNet Large Scale Visual Recognition Challenge

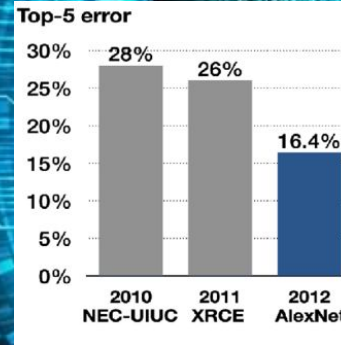
*ImageNet: A Large-Scale Hierarchical Image Database (2009)*



# AlexNet

2012 : AlexNet remporte le challenge ImageNet (ILSVRC), 1er réseau de neurones profond à gagner le challenge

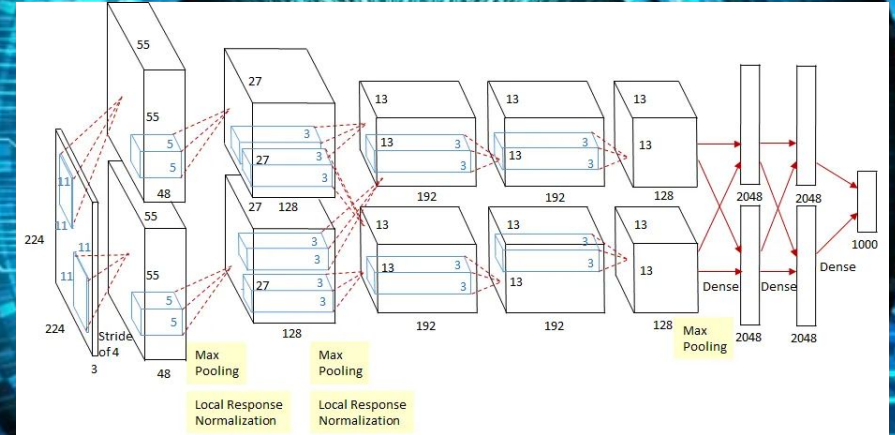
*ImageNet Classification with Deep Convolutional Neural Networks (2012)*





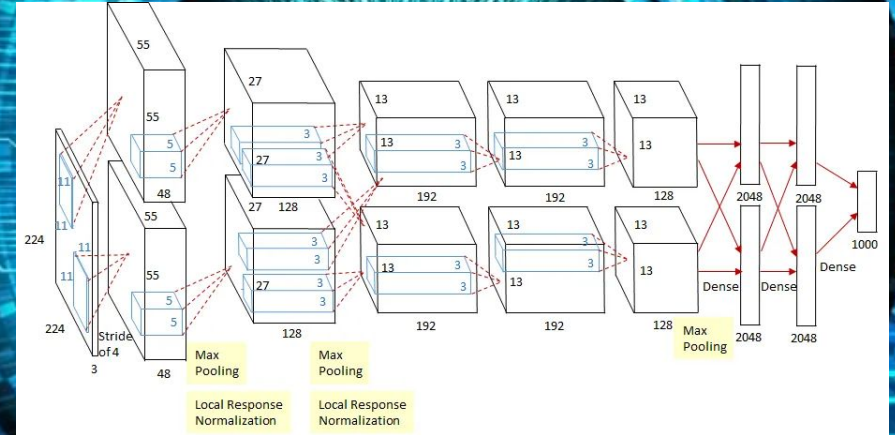
# AlexNet

Architecture :  
5 couches convolutives  
+ 3 couches fully connected  
= 8 couches



# AlexNet

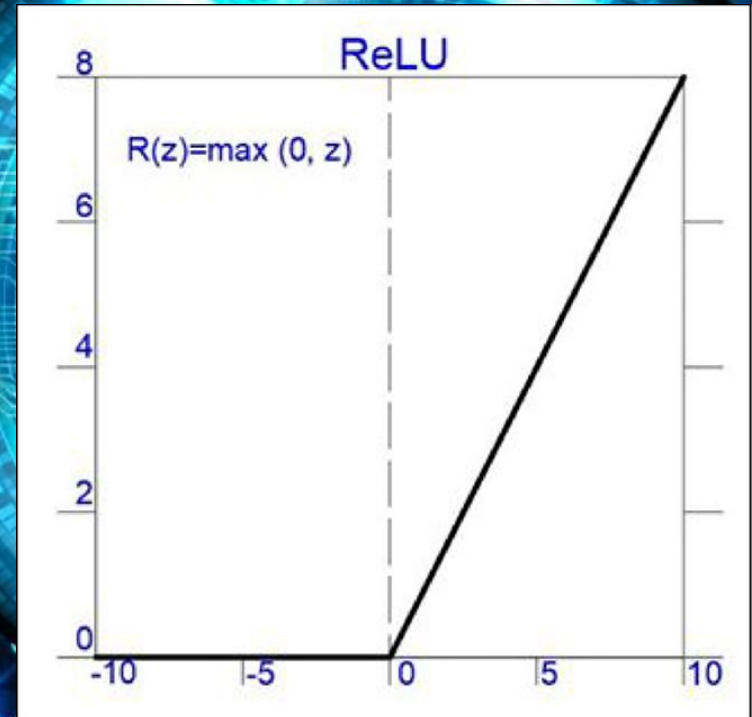
Parallélisation GPU



# AlexNet

Rectified Linear Units (ReLU) :

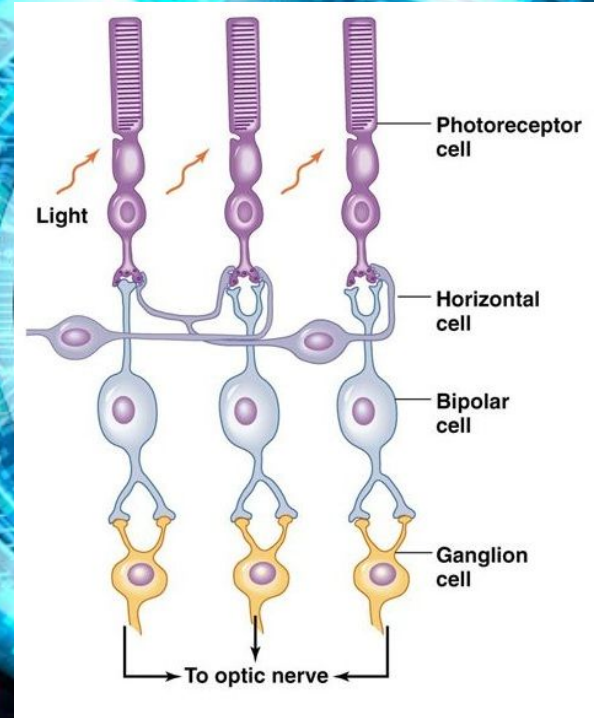
Fonctions d'activation ReLU pour  
introduire la non-linéarité sans gradient  
vanishing



# AlexNet

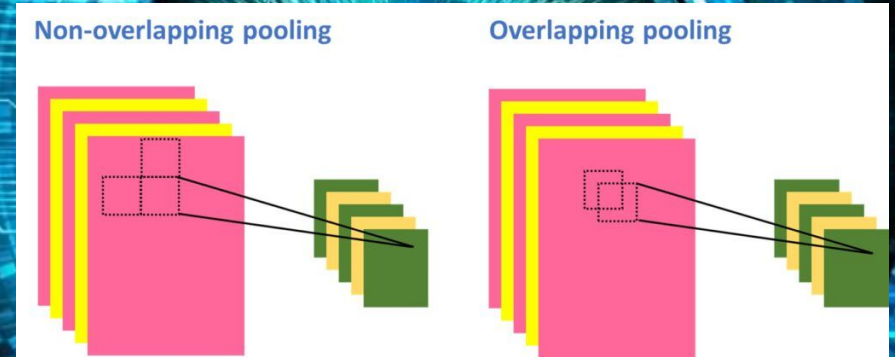
Local Response Normalization (LRN) :

Normalisation des neurones par rapport  
aux neurones voisins : améliore la  
sélectivité des neurones



# AlexNet

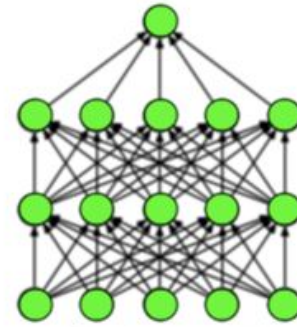
Overlapping pooling :  
taille des filtres > taille du stride



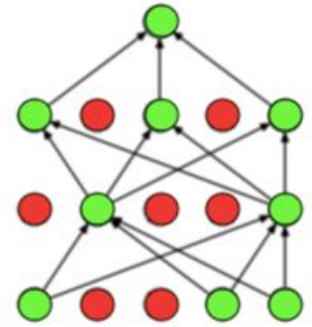
# AlexNet

Régularisation dropout :

Dropout dans les couches fully connected pour éviter l'overfitting



(a) Standard Neural Net

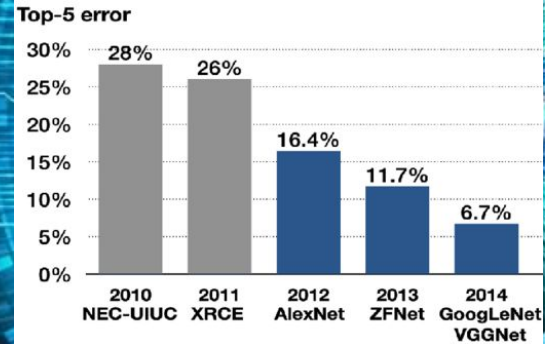


(b) After applying dropout.

# VGG

2014 : VGGNet est classé parmi les meilleurs au challenge ImageNet (ILSVRC)

Very Deep Convolutional Networks for Large-Scale Image Recognition (2014)

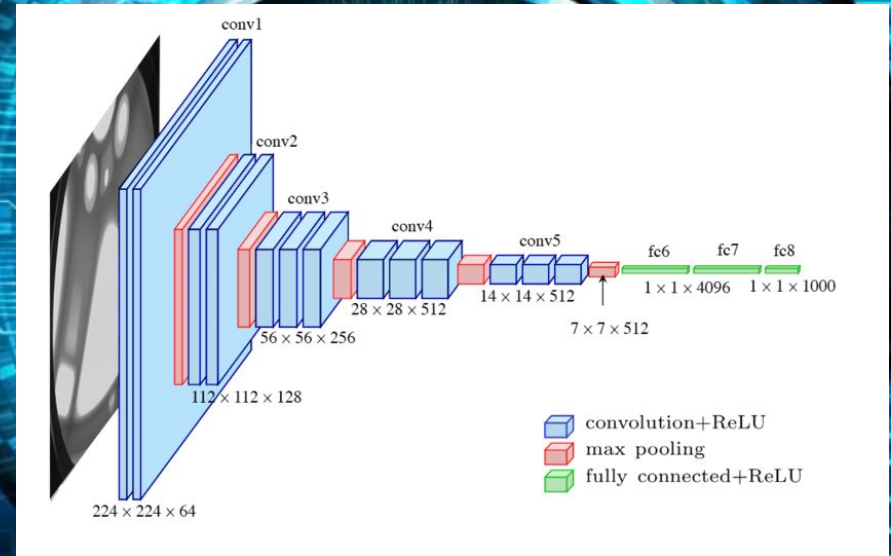


# VGG

Exploration en profondeur :

Augmenter la profondeur du réseau  
augmente la précision : jusqu'à 16-19  
couches de poids

Very Deep Convolutional Networks for Large-Scale Image Recognition (2014)

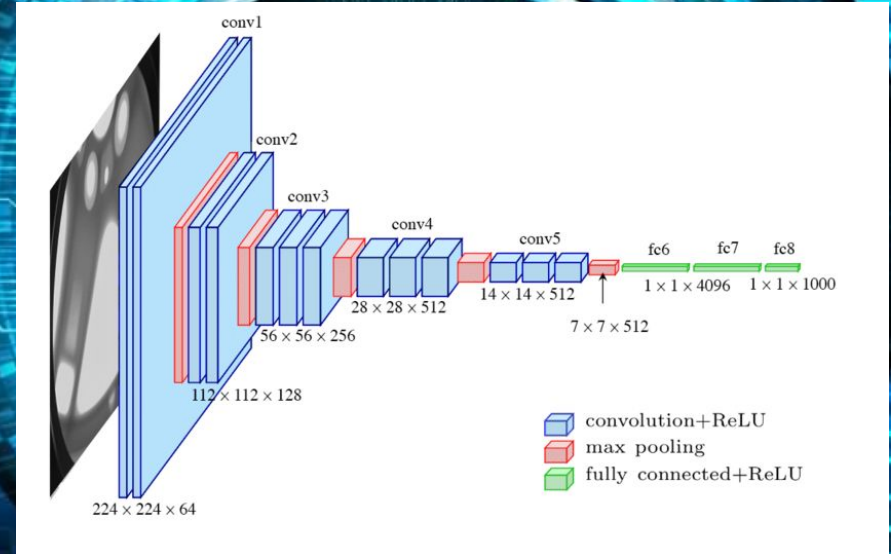




# VGG

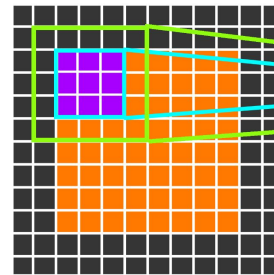
Max-Pooling pour le sous-échantillonnage :

Couches de max-pooling avec une fenêtre 2x2 et un stride de 2 pour sous-échantillonner

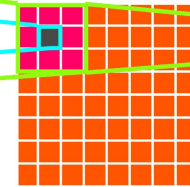


# VGG

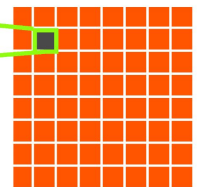
Petits filtres convolutifs (3x3)



original image with padding



convolution1 result

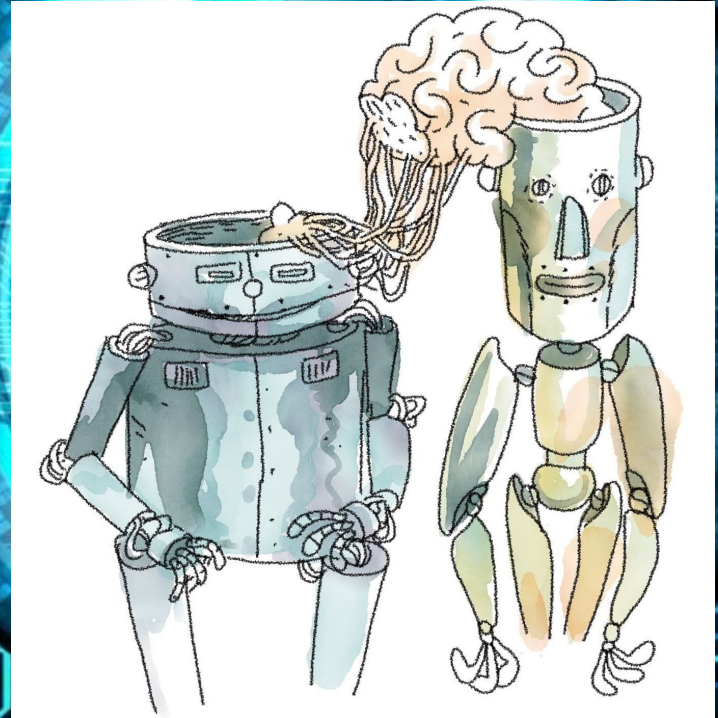


convolution2 result

# VGG

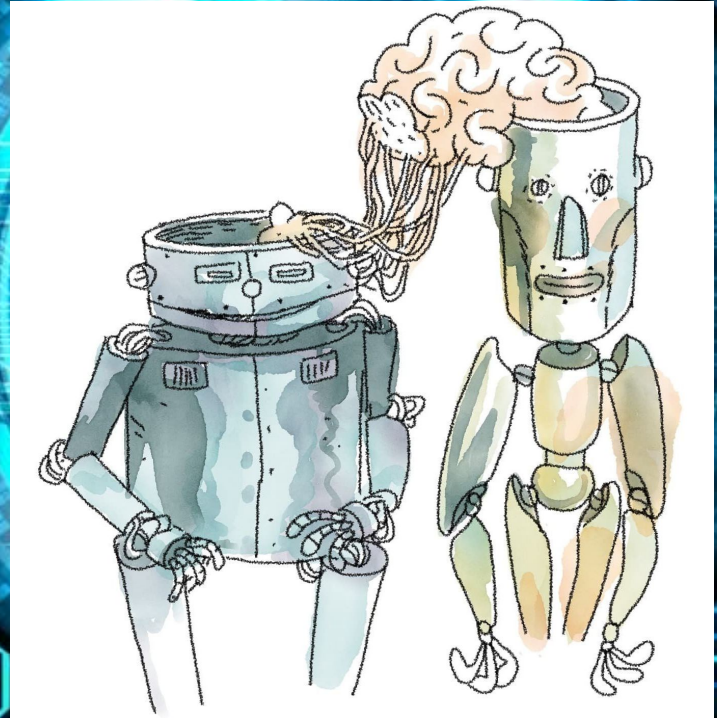
Transfert learning :

L'architecture simple et polyvalente permet l'apprentissage par transfert



# VGG

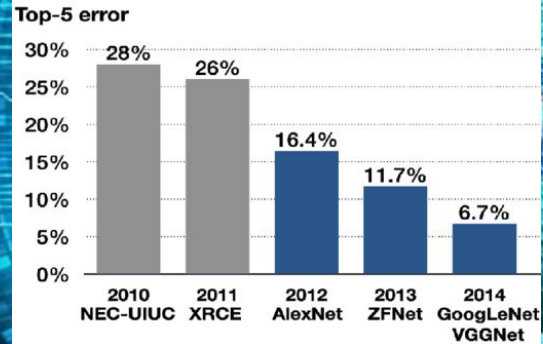
Modèles ConvNet de VGG  
disponibles en open source



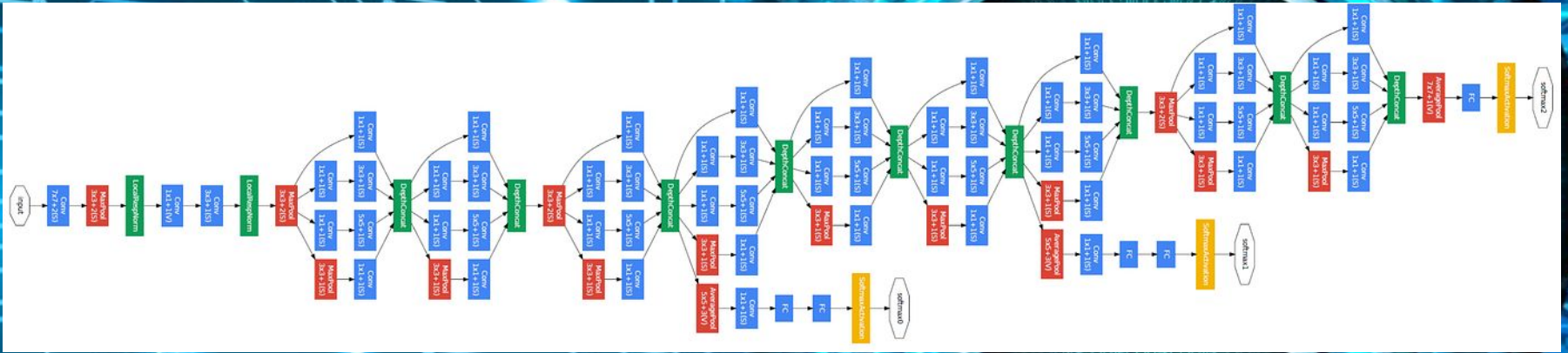
# GoogleNet

2014 : GoogleNet est classé 1er au  
challenge ImageNet (ILSVRC)

Going Deeper with Convolutions (2014)



# GoogleNet

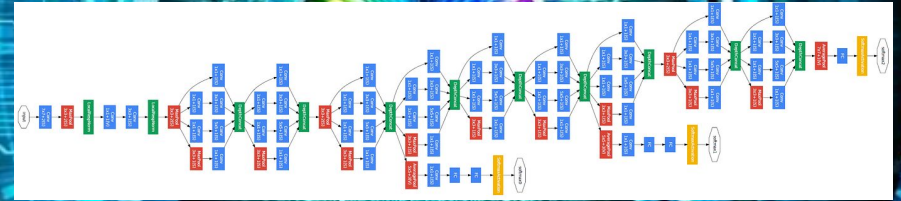


# GoogleNet

Modules inception :

couches convolutives parallèles avec  
des filtres de différentes tailles dans  
chaque module

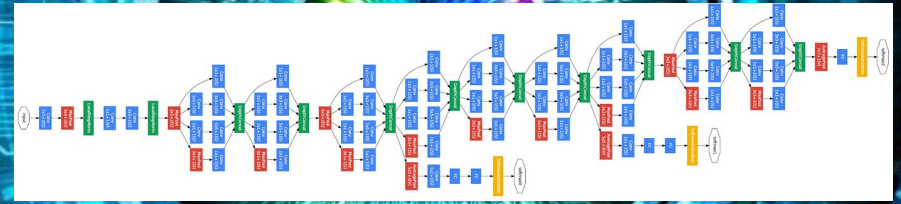
Going Deeper with Convolutions (2014)



# GoogleNet

Global average pooling :

réduit l'overfitting  
améliore l'invariance spatiale

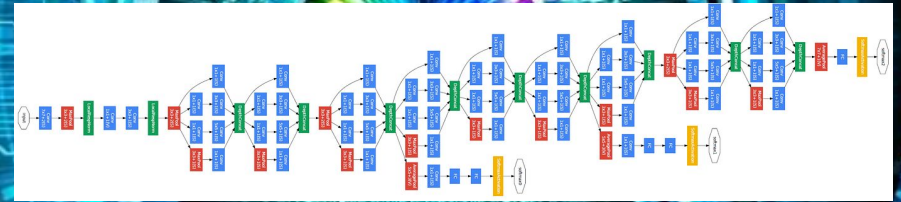




# GoogleNet

Classificateurs auxiliaires :

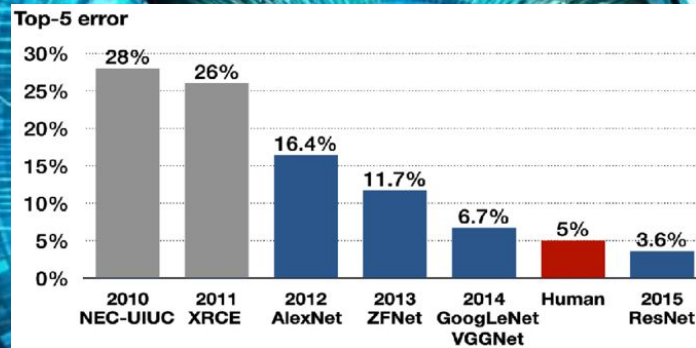
Classificateurs auxiliaires dans les couches intermédiaires réduit le vanishing gradient



# ResNet

2015 : ResNet est classé 1er au  
challenge ImageNet (ILSVRC)

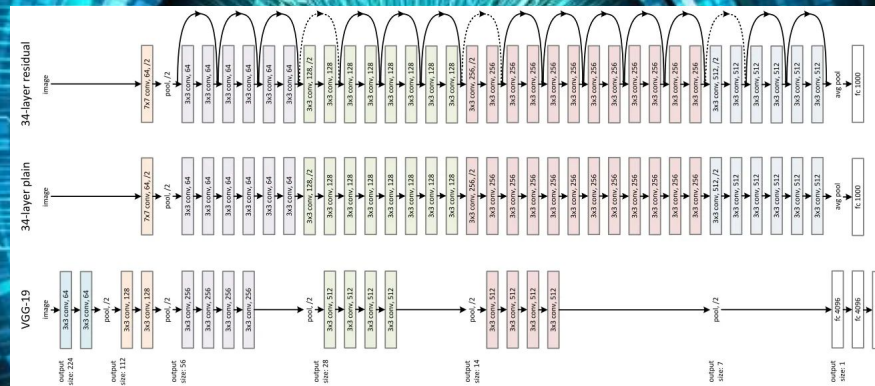
Deep Residual Learning for Image Recognition (2016)



# ResNet

Blocs résiduels :

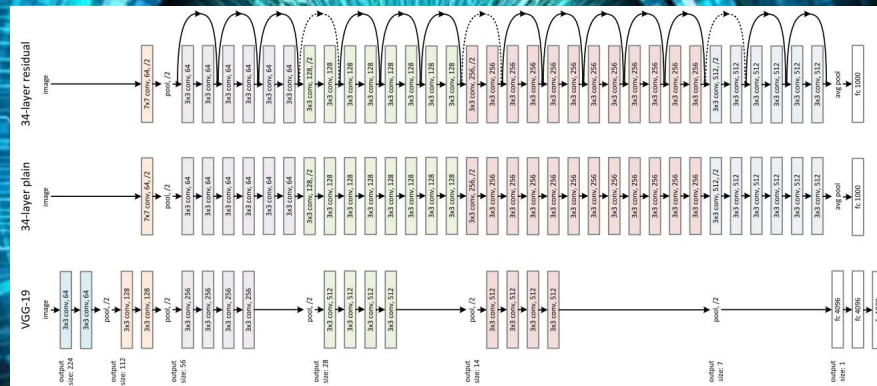
Skip connexions pour améliorer  
l'apprentissage des fonctions  
résiduelles



# ResNet

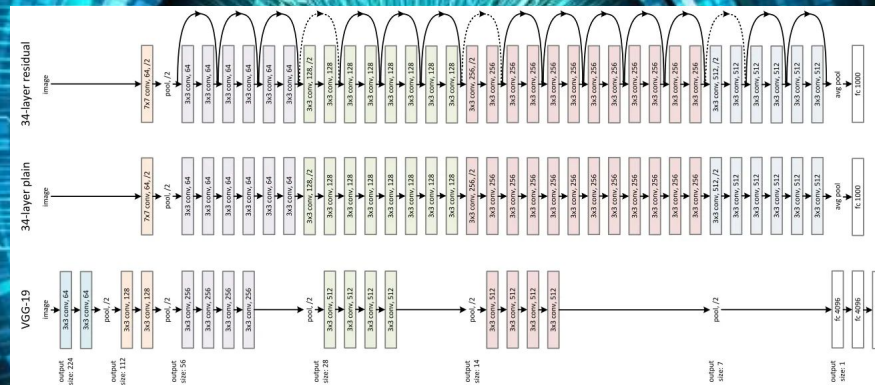
Solution au gradient vanishing :

Les skip connections facilitent la conservation du gradient lors de la backpropagation



# ResNet

Global average pooling :  
régularise contre l'overfitting  
améliore l'invariance spatiale

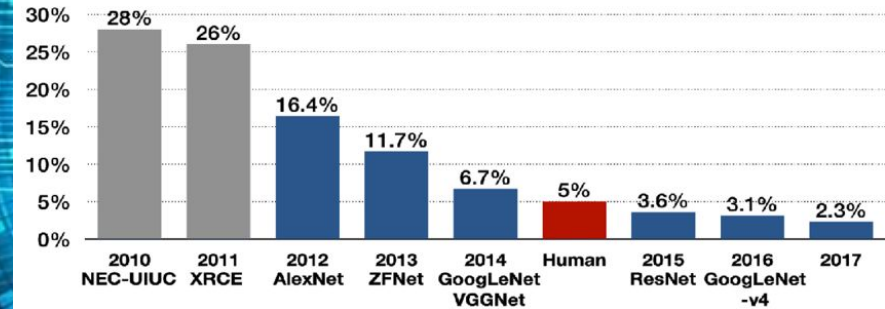


# Future evolution

Apprentissage de l'architecture,  
portabilité, ...

Attention (2017)

Top-5 error



Merci !

