



第十四章：基于深度学习的图像分析

中国科学技术大学
电子工程与信息科学系



基于深度学习的图像分析

- 深度学习基础
 - 深度前馈网络
 - 卷积神经网络
 - 循环神经网络
- 现代深度学习技术实例
 - 图像识别
 - 目标检测
 - 语义分割
 - 视频理解
 - 目标跟踪
 - 注意力机制及Transformer
 - 生成式模型
 - 自监督学习



深度学习基础

□ 深度学习基础

■ 深度前馈网络

- ✓ 基本结构
- ✓ 非线性激活函数
- ✓ 反向传播算法
- ✓ 优化算法

■ 卷积神经网络

- ✓ 卷积操作
- ✓ 汇聚操作
- ✓ 实例：LeNet
- ✓ 批量归一化

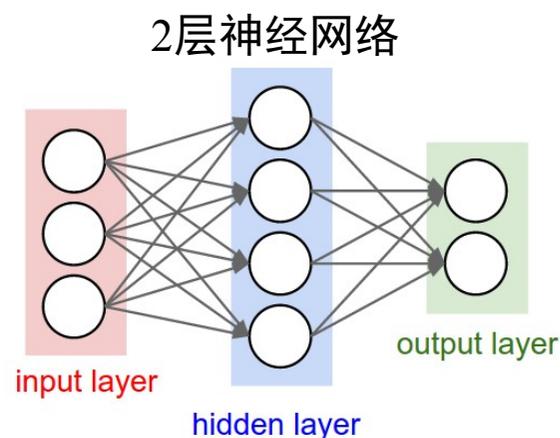
■ 循环神经网络

- ✓ RNN
- ✓ LSTM
- ✓ GRU

深度前馈网络

□ 深度前馈网络（多层感知机）

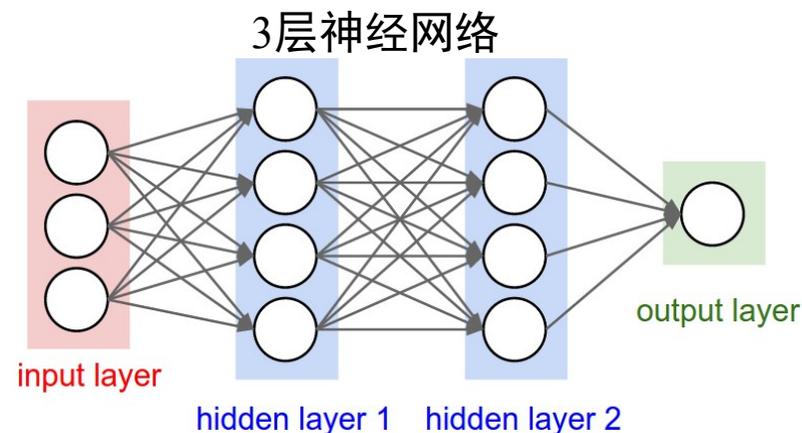
- 深度前馈网络由输入层，隐藏层，输出层组成
- 深度前馈网络本质上是在学习函数映射
- 假设输入 $x_i \in \mathbb{R}^{D_{in}}$ ，输出 $y_i \in \mathbb{R}^{D_{out}}$



$$g(\mathbf{x}, W_1, W_2) = f(W_2 f(W_1 \mathbf{x}))$$

$$W_1 \in \mathbb{R}^{H \times D_{in}}$$

$$W_2 \in \mathbb{R}^{D_{out} \times H}$$



$$g(\mathbf{x}, W_1, W_2, W_3) = f(W_3 f(W_2 f(W_1 \mathbf{x})))$$

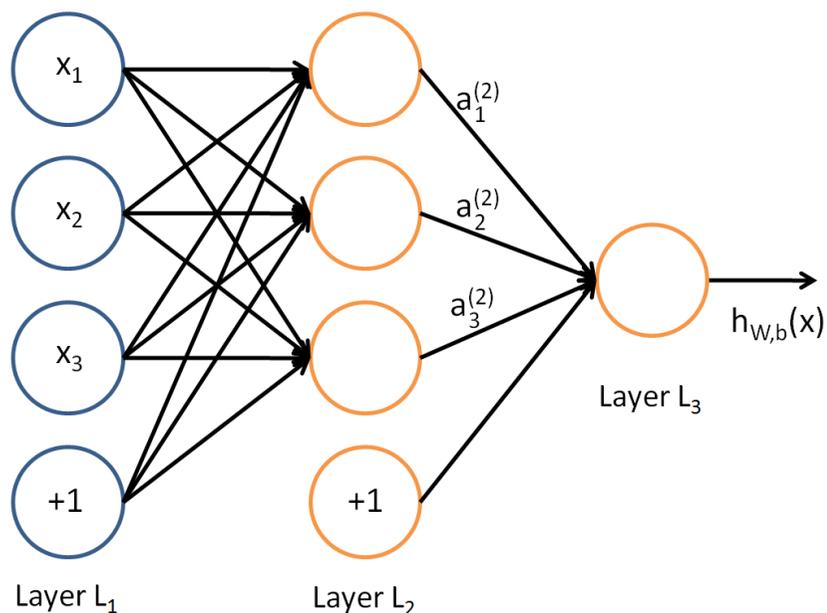
$$W_1 \in \mathbb{R}^{H_1 \times D_{in}}$$

$$W_2 \in \mathbb{R}^{H_2 \times H_1}$$

$$W_3 \in \mathbb{R}^{D_{out} \times H_2}$$

前馈网络：示例

□ 神经网络模型



$a_i^{(l)}$ ：第 l 层第 i 单元的输出值

$z_i^{(l)}$ ：第 l 层第 i 单元的输入加权和

$$\begin{aligned} a_1^{(2)} &= f(z_1^{(2)}) \\ &= f(W_{11}^{(1)}x_1 + W_{12}^{(1)}x_2 + W_{13}^{(1)}x_3 + b_1^{(1)}) \end{aligned}$$

$$\begin{aligned} a_2^{(2)} &= f(z_2^{(2)}) \\ &= f(W_{21}^{(1)}x_1 + W_{22}^{(1)}x_2 + W_{23}^{(1)}x_3 + b_2^{(1)}) \end{aligned}$$

$$\begin{aligned} a_3^{(2)} &= f(z_3^{(2)}) \\ &= f(W_{31}^{(1)}x_1 + W_{32}^{(1)}x_2 + W_{33}^{(1)}x_3 + b_3^{(1)}) \end{aligned}$$

$f(\cdot)$: 激活函数 (activation function)

$$\begin{aligned} h_{W,b}(\mathbf{x}) &= a_1^{(3)} = f(z_1^{(3)}) \\ &= f(W_{11}^{(2)}a_1^{(2)} + W_{12}^{(2)}a_2^{(2)} + W_{13}^{(2)}a_3^{(2)} + b_1^{(2)}) \end{aligned}$$



激活函数

□ 激活函数作用

- 引入非线性，增强网络的表达能力

□ 激活函数的性质

- 非线性，连续可导（允许少数点上不可导）
 - ✓ 可以用数值优化的方法学习网络参数
- 激活函数及其导数尽可能简单
 - ✓ 有利于提高网络计算效率
- 激活函数的导函数的值域在一个合适的区间内
 - ✓ 太大或太小可能影响训练的效率和稳定性



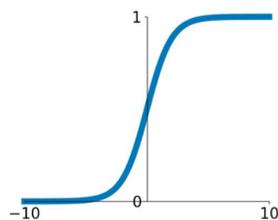
激活函数

□ 常见激活函数

■ S型函数

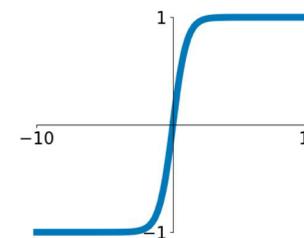
Sigmoid

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

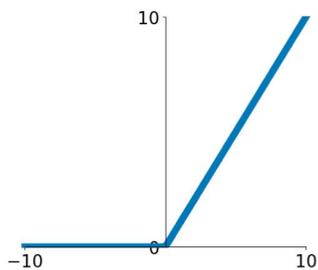


Tanh

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

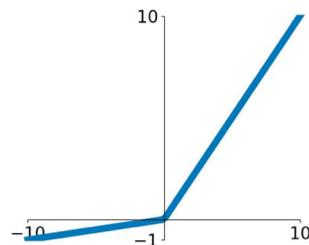


■ 斜坡函数



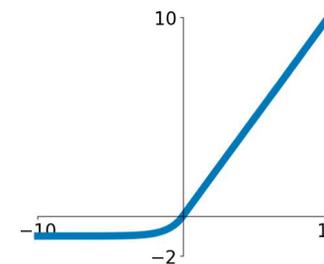
ReLU

$$\max(0, x)$$



Leaky ReLU

$$\max(\beta x, x)$$



ELU

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



激活函数

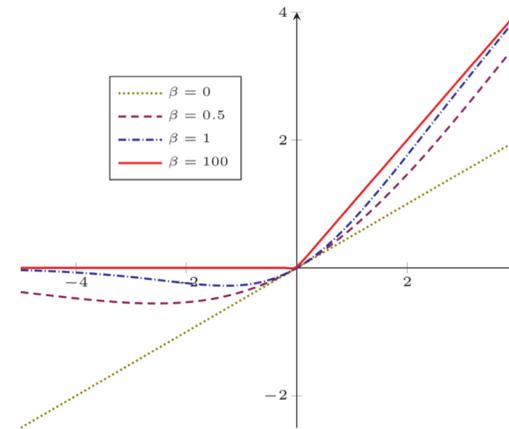
□ 常见激活函数

■ 复合函数

Swish

$$\text{Swish}(x) = x\sigma(\beta x)$$

- 一种自门控激活函数



GELU

$$\text{GELU}(x) = xP(X \leq x)$$

- $P(X \leq x)$ 是高斯分布的累积分布函数
- 由于 $P(X \leq x)$ 是S型函数，可以用Sigmoid或Tanh函数近似

$$\text{GELU}(x) \approx x\sigma(1.702x)$$

或

$$\text{GELU}(x) \approx 0.5x(1 + \tanh(\sqrt{\frac{2}{\pi}}(x + 0.044715x^3)))$$



万能近似定理

□ 万能近似定理 (universal approximation theorem)

一个前馈神经网络如果具有线性输出层和至少一层具有任何一种“挤压”性质的激活函数（例如sigmoid激活函数）的隐藏层，只要给予网络足够数量的隐藏单元，它可以近似任何一个有限维空间到另一个有限维空间的Borel可测函数。

（定义在 \mathbf{R}^n 的有界闭集上的任意连续函数是Borel可测的，因此可以用神经网络来近似）



训练前馈网络

□ 有监督学习

■ 损失函数

- ✓ 平方损失: $\frac{1}{2} \|h_{\mathbf{W},b}(\mathbf{x}) - y\|^2$
- ✓ Hinge损失: $\sum_{j \neq y} \max(0, s_j - s_y + 1)$
- ✓ 交叉熵损失: $-\log\left(\frac{e^{s_y}}{\sum_j e^{s_j}}\right)$

■ 给定训练样本集 $\{(\mathbf{x}^{(1)}, y^{(1)}), \dots, (\mathbf{x}^{(m)}, y^{(m)})\}$

$$J(\mathbf{W}, b; \mathbf{x}, y) = \frac{1}{m} \sum_{i=1}^m J(\mathbf{W}, b; \mathbf{x}^{(i)}, y^{(i)}) + \frac{\lambda}{2} \sum_{l=1}^{n_l-1} \sum_{i=1}^{H_l} \sum_{j=1}^{H_{l+1}} (W_{ji}^{(l)})^2$$

公式中第一项为数据项，第二项为正则化项（也叫权重衰减weight decay项），其目的是减小权重的幅度，防止过拟合。



反向传播算法

□ 反向传播算法（BP算法）

- 参数随机初始化
- 进行前馈传导计算，利用前向传导公式，得到 L_2, L_3, \dots, L_{n_l} 的输出值

$$a_i^{(n_l)} = f(z_i^{(n_l)})$$

- 对于第 n_l 层（输出层）的每个输出单元 i ，由预测值 $h_{\mathbf{W},b}(\mathbf{x})$ 和标签 y 计算网络预测的误差，并计算 J 对 $z_i^{(n_l)}$ 的偏导数（误差项）

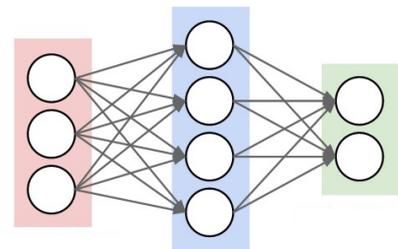
$$\begin{aligned}\delta_i^{(n_l)} &= \frac{\partial}{\partial z_i^{(n_l)}} J(\mathbf{W}, b; \mathbf{x}, y) \\ &= \frac{\partial}{\partial z_i^{(n_l)}} \frac{1}{2} \|y - h_{\mathbf{W},b}(\mathbf{x})\|^2 && \text{以平方误差为例} \\ &= \frac{\partial}{\partial z_i^{(n_l)}} \frac{1}{2} \|y - f(z_i^{(n_l)})\|^2 \\ &= -(y - a_i^{(n_l)}) \cdot f'(z_i^{(n_l)})\end{aligned}$$

反向传播算法

□ 反向传播算法 (BP)

- 由求导的链式法则，第 $n_l - 1$ 层中的第 i 个节点的误差项可由第 n_l 层的误差项计算得到

$$\begin{aligned}
 \delta_i^{(n_l-1)} &= \frac{\partial}{\partial z_i^{(n_l-1)}} J(\mathbf{W}, b; \mathbf{x}, y) = \sum_j \frac{\partial}{\partial z_j^{(n_l)}} J(\mathbf{W}, b; \mathbf{x}, y) \cdot \frac{\partial z_j^{(n_l)}}{\partial z_i^{(n_l-1)}} \\
 &= \sum_j \delta_j^{(n_l)} \cdot \frac{\partial}{\partial z_i^{(n_l-1)}} \left[\sum_k W_{jk}^{(n_l-1)} f(z_k^{(n_l-1)}) \right] \\
 &= \sum_j \delta_j^{(n_l)} \cdot \frac{\partial}{\partial z_i^{(n_l-1)}} \left[W_{ji}^{(n_l-1)} f(z_i^{(n_l-1)}) \right] \\
 &= \sum_j \delta_j^{(n_l)} \cdot W_{ji}^{(n_l-1)} \cdot f'(z_i^{(n_l-1)}) \\
 &= f'(z_i^{(n_l-1)}) \cdot \sum_j (W_{ji}^{(n_l-1)} \cdot \delta_j^{(n_l)})
 \end{aligned}$$



上式可以一般化地表示为: $\delta_i^{(l)} = (\sum_{j=1}^{s_{l+1}} W_{ji}^{(l)} \delta_j^{(l+1)}) f'(z_i^{(l)})$



反向传播算法

□ 反向传播算法（BP）

- 根据误差计算网络参数的梯度

$$\frac{\partial}{\partial W_{ij}^{(l)}} J(\mathbf{W}, b; \mathbf{x}, y) = a_j^{(l)} \delta_i^{(l+1)}$$

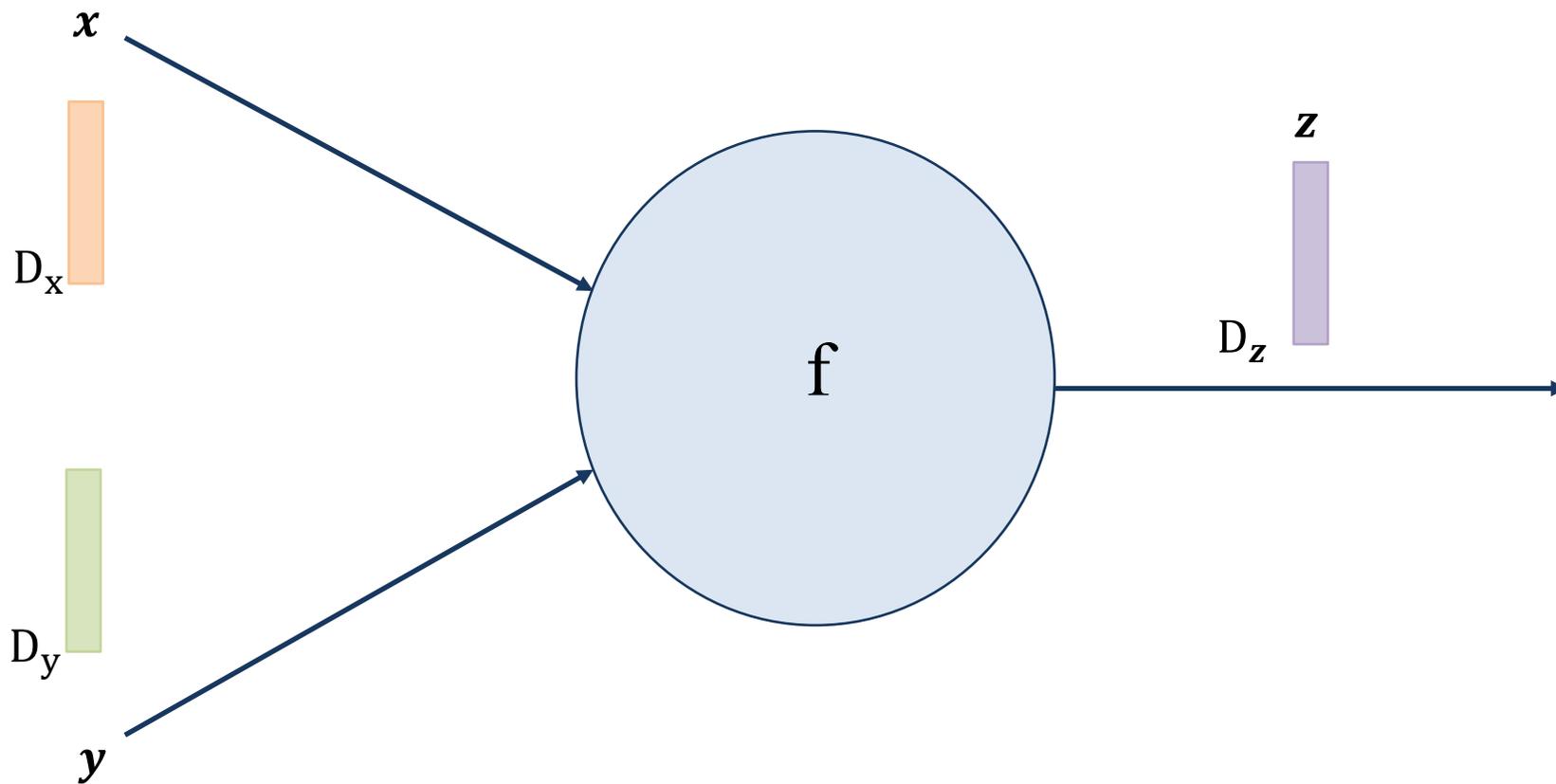
$$\frac{\partial}{\partial b_i^{(l)}} J(\mathbf{W}, b; \mathbf{x}, y) = \delta_i^{(l+1)}$$

- 使用梯度下降进行参数更新



反向传播算法

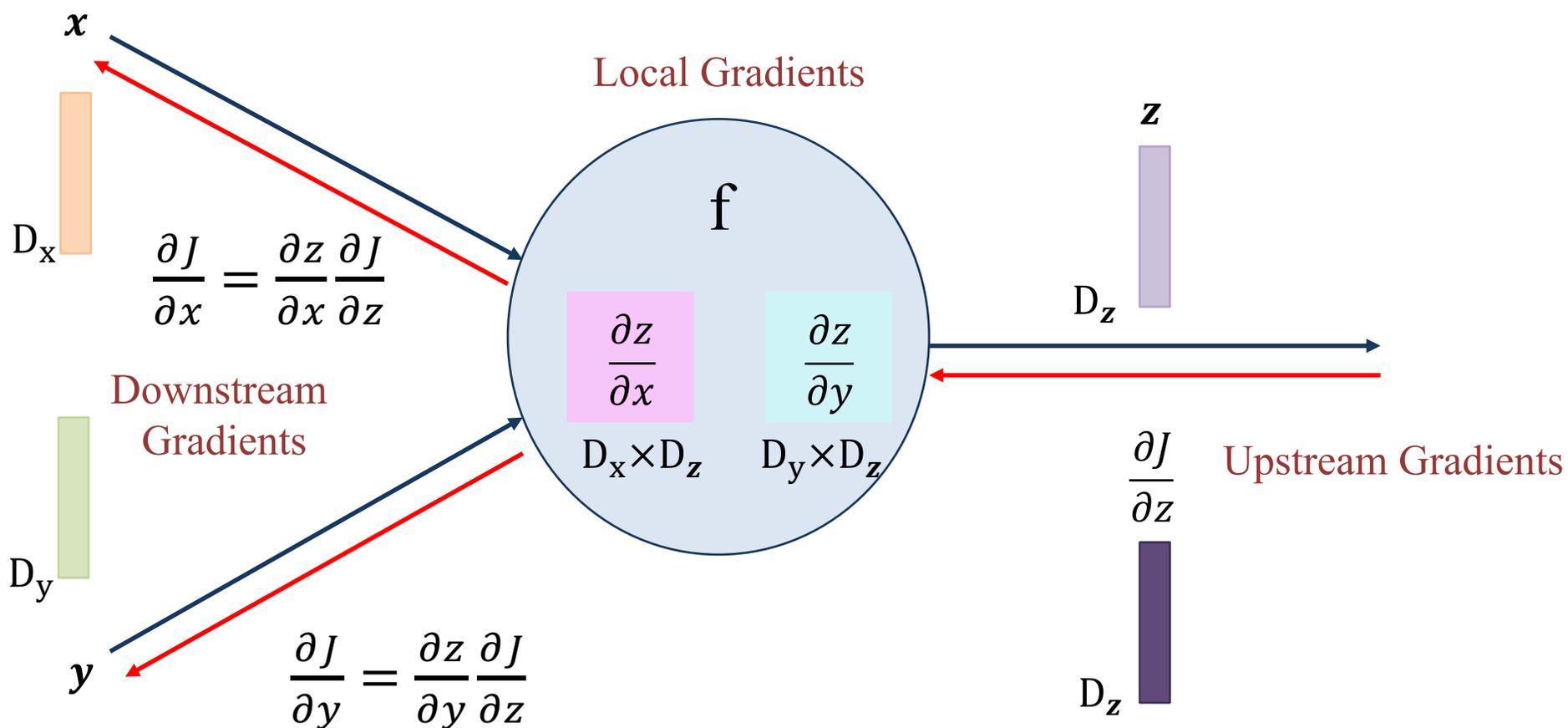
□ 计算图





反向传播算法

□ 计算图





神经网络优化算法

□ 梯度下降法

- Batch Gradient Descent
- Stochastic Gradient Descent
- Mini-Batch Gradient Descent

□ 梯度下降法的改进

- Momentum
 - AdaGrad
 - RMSProp
 - Adam
- } 自适应的学习率



梯度下降法

□ 梯度的概念

■ 梯度的定义

- 梯度是一个矢量
- 梯度对应的方向上的方向导数最大
- 梯度的大小即为最大的方向导数的值

$$\text{grad}f(x_0, x_1, \dots, x_n) = \left(\frac{\partial f}{\partial x_0}, \dots, \frac{\partial f}{\partial x_j}, \dots, \frac{\partial f}{\partial x_n} \right)$$

- 函数沿梯度方向有最大的变化率，因此在优化神经网络的目标损失函数时，根据负梯度方向进行，即**梯度下降法**

想象自己置身在山谷之中，想要尽快找到山谷中的最低点，梯度告诉我们山坡的高度在什么方向变化最快。



批量梯度下降法

□ Batch Gradient Descent

$$\theta = \theta - \eta \cdot \nabla_{\theta} \mathcal{L}(\theta)$$

```
for in range(total_epochs):  
    params_grad = evaluate_gradient(loss_function, data, params)  
    params = params - learning_rate * params_grad
```

- 收敛性：在凸问题上可保证收敛到全局最优解，在非凸问题上可能收敛到局部最优解
- 劣势：需要根据整个数据集计算梯度，对每个Epoch更新一次参数，不适用于在大数据集上使用



随机梯度下降法

□ Stochastic Gradient Descent

- 对每一个训练样本上进行一次模型更新

$$\theta = \theta - \eta \cdot \nabla_{\theta} \mathcal{L}(\theta; x^i, y^i)$$

```
for i in range(total_epochs):  
    random_shuffle(data)  
    for example in data:  
        params_grad = evaluate_gradient(loss_function, example,  
params)
```

```
params = params - learning_rate * params_grad
```

- 相比于Batch Gradient Descent收敛更快，并且由于损失函数的波动，可能有利于发现新的局部最优解
- 劣势：收敛结果非常不稳定



小批量随机梯度下降法

□ Mini-Batch Gradient Descent

- 前两个方法的结合，兼顾收敛稳定性和模型一定范围的波动

$$\theta = \theta - \eta \cdot \nabla_{\theta} \mathcal{L}(\theta; x^{i:i+n}, y^{i:i+n})$$

```
for i in range(total_epochs):
    random_shuffle(data)
    for batch in get_batches(data, batch_size=n):
        params_grad = evaluate_gradient(loss_function, batch, params)
        params = params - learning_rate * params_grad
```

注意： 尽管SGD是Stochastic Gradient Descent的简称，但现在大多数论文中出现的SGD实质上是Mini-Batch Gradient Descent



梯度下降法的改进

□ Momentum

- 改善SGD方法中的高方差振荡导致的收敛不稳定问题
- 使用最近一段时间内梯度的加权平均值，加强当前更新时在相关方向的梯度下降，削弱在振荡方向的梯度下降

$$v_t = \gamma \cdot v_{t-1} + \eta \cdot \nabla_{\theta} \mathcal{L}(\theta)$$

$$\theta = \theta - v_t$$

式中 γ 为上一步更新向量对当前步骤的影响，通常取0.9

当我们在之前一段时间一直趋向于从某个方向往下走，而当前时刻梯度告诉我们要进行很大的变化时，我们通常会有所迟疑，并根据之前的经验与当前时刻的情况作出调整。



梯度下降法的改进

□ AdaGrad

- 自适应地调整每个参数的学习率

计算梯度：
$$g = \nabla_{\theta} \mathcal{L}(\theta)$$

优势： 不需要手工调整学习率

累计平方梯度：
$$r = r + g \odot g$$

劣势： 从训练开始时积累梯度平方会导致有效学习率过早和过量的减小（学习率过快接近0）

计算更新量：
$$\Delta\theta = -\frac{\eta}{\epsilon + \sqrt{r}} \odot g$$

参数更新：
$$\theta = \theta + \Delta\theta$$

式中 r 为梯度累计变量，训练开始时初始化为0
 ϵ 为一个极小的常数



梯度下降法的改进

□ RMSProp

- 在计算累计平方梯度时加入关于历史信息的衰减系数（平方梯度的指数衰减平均值）

计算梯度：
$$g = \nabla_{\theta} \mathcal{L}(\theta)$$

平方梯度的指数衰减平均值：
$$r = \rho \cdot r + (1 - \rho) \cdot g \odot g$$

计算更新量：
$$\Delta\theta = -\frac{\eta}{\epsilon + \sqrt{r}} \odot g$$

参数更新：
$$\theta = \theta + \Delta\theta$$

Hinton建议历史信息衰减系数 ρ 取0.9，学习率取0.001



梯度下降法的改进

□ Adam (Adaptive Moment Estimation)

- 不仅记录平方梯度的指数衰减平均值，还记录先前梯度的指数衰减平均值，在RMSProp的基础上加入了Momentum的思想

计算梯度：
$$g = \nabla_{\theta} \mathcal{L}(\theta)$$

计算指数衰减平均值：
$$m_t = \beta_1 \cdot m_{t-1} + (1 - \beta_1) \cdot g_t$$

$$v_t = \beta_2 \cdot v_{t-1} + (1 - \beta_2) \cdot g_t \odot g_t$$

一阶矩和二阶矩估计：
$$\hat{m}_t = \frac{m_t}{1 - \beta_1^t} \quad \hat{v}_t = \frac{v_t}{1 - \beta_2^t}$$

参数更新：
$$\theta_{t+1} = \theta_t - \frac{\eta}{\epsilon + \sqrt{\hat{v}_t}} \hat{m}_t$$

通常 β_1 取0.9， β_2 取0.999



深度学习基础

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- ✓ 非线性激活函数
- ✓ 万能近似定理 (universal approximation theorem)
- ✓ 反向传播算法
- ✓ 优化算法

■ 卷积神经网络

- ✓ 卷积层
- ✓ 池化层
- ✓ 实例: LeNet-5
- ✓ 批量归一化

■ 循环和递归神经网络

- ✓ RNN
- ✓ LSTM
- ✓ GRU

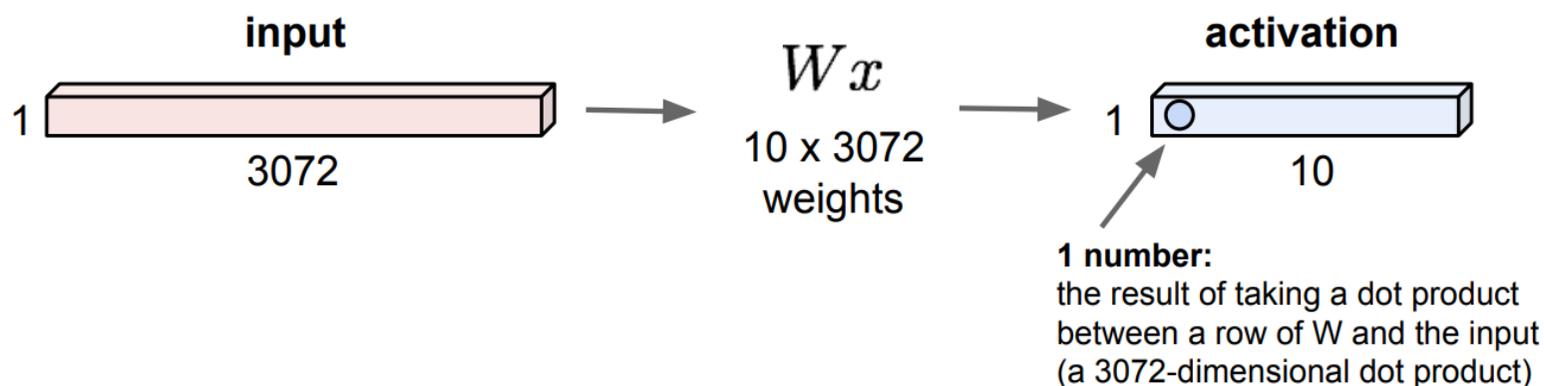


卷积神经网络

□ 全连接层回顾

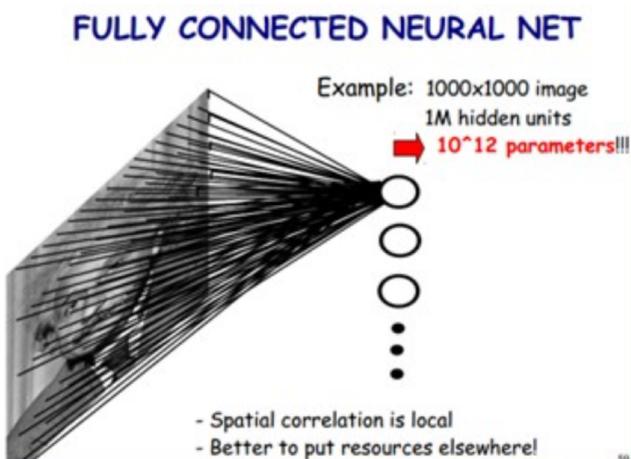
- 在全连接下，输出层的每一个值和输入的所有值都有关系
- 存在问题：当输入层和输出层维度较高，则参数规模庞大

32x32x3 image -> stretch to 3072 x 1

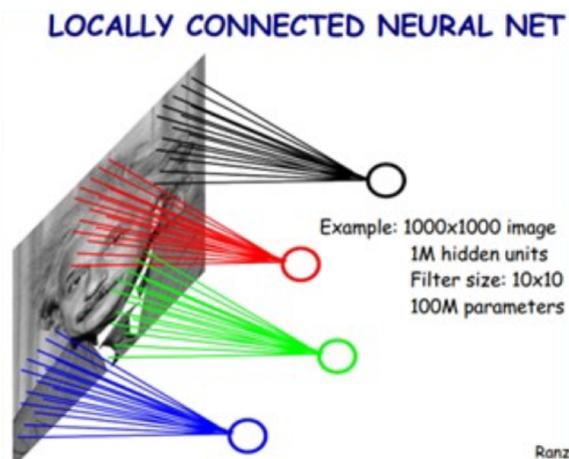


卷积神经网络

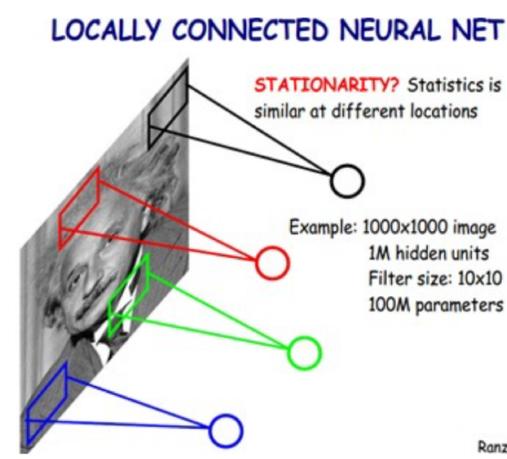
- 局部感受野 (local receptive field)
- 权值共享 (weight sharing)



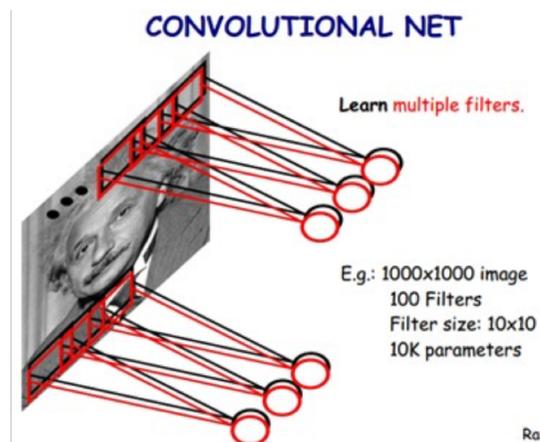
59



Ranz



Ranz



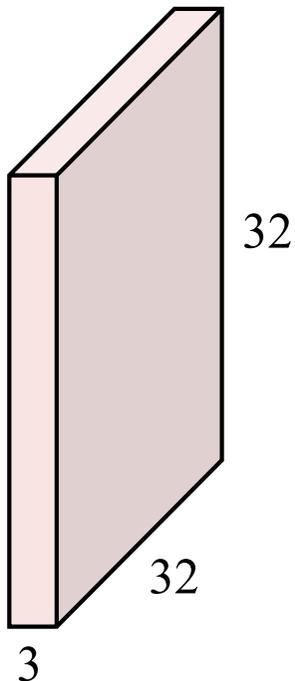
Rar



卷积神经网络

□ 卷积层

32x32x3 image



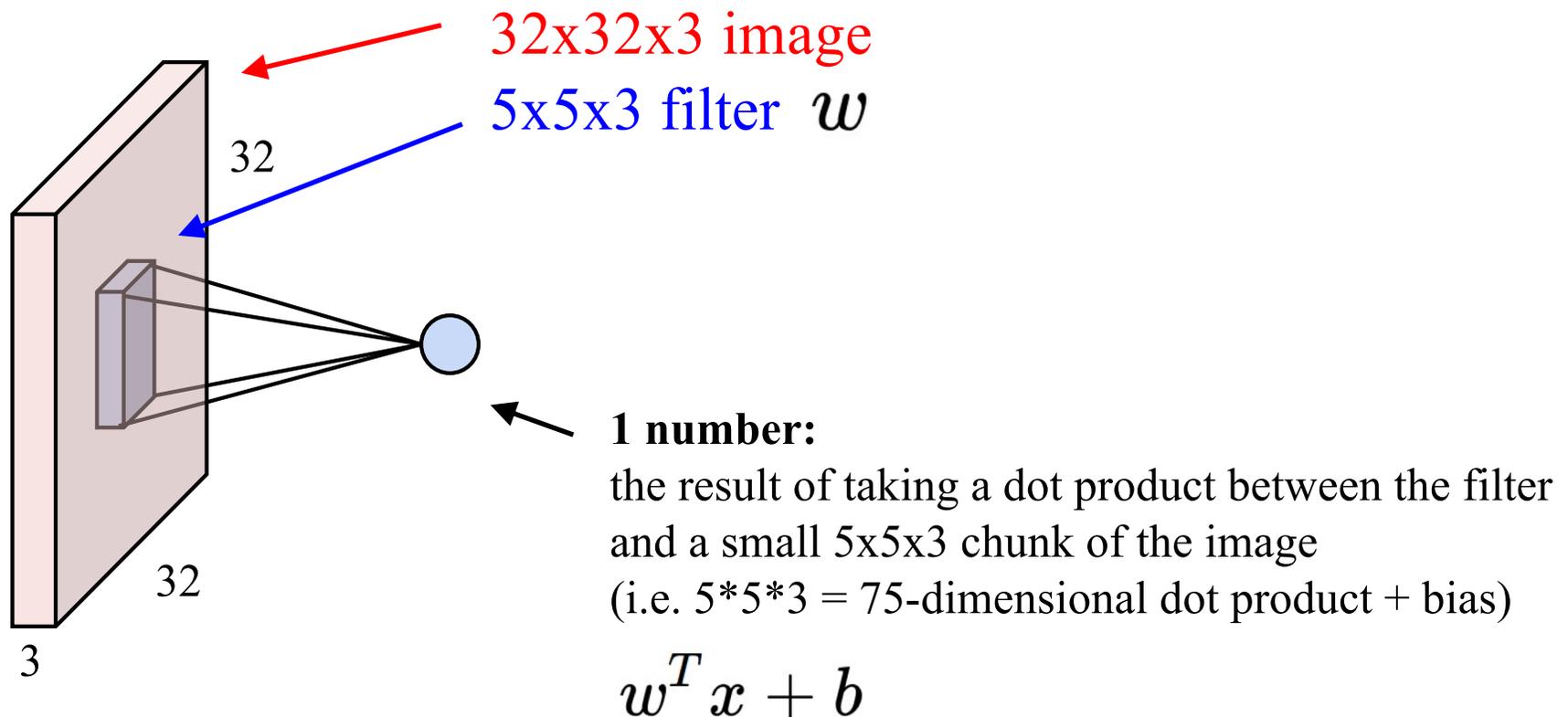
5x5x3 filter



Convolve the filter with the image
i.e. “slide over the image spatially,
computing dot products”

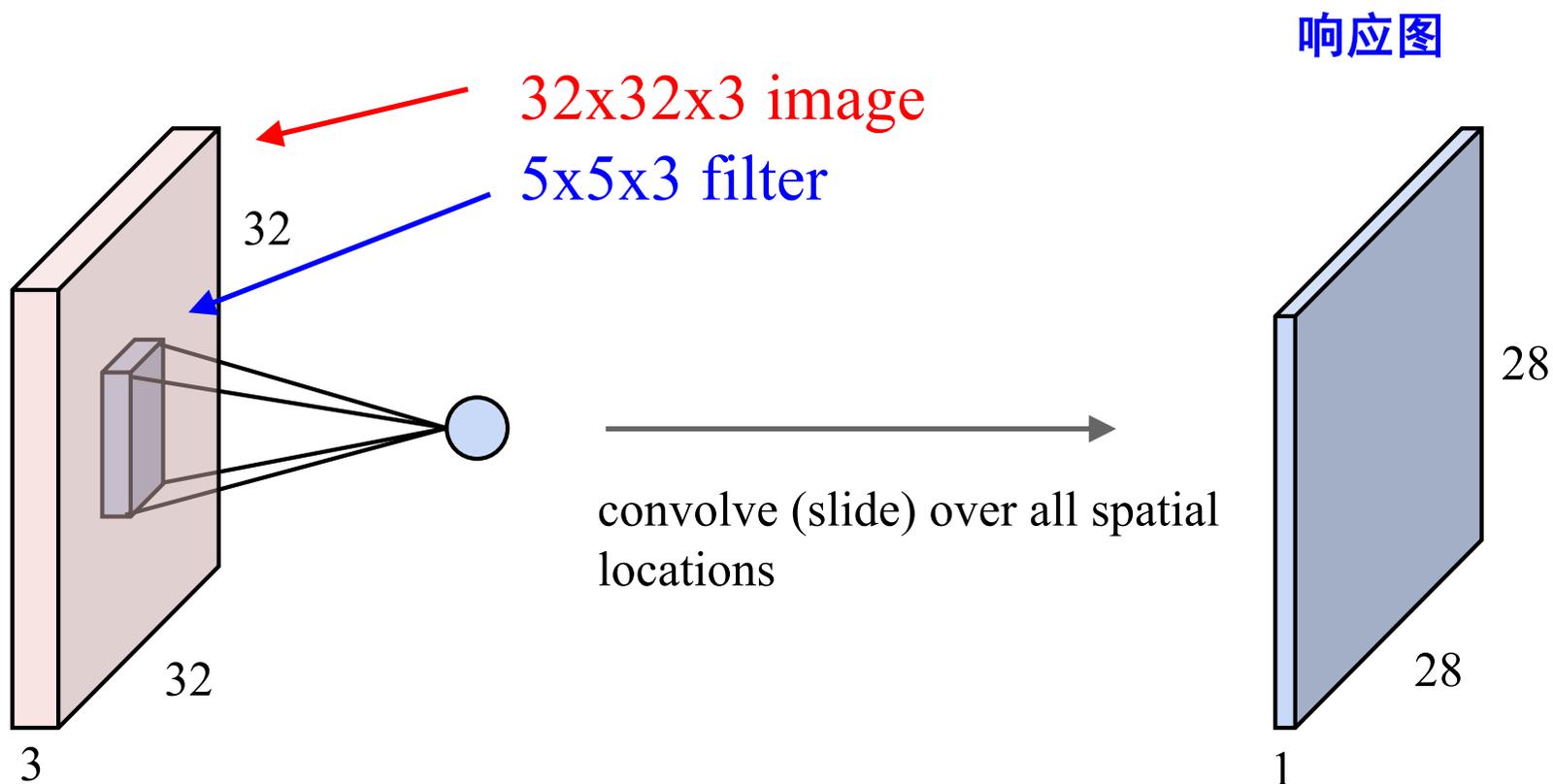
卷积神经网络

□ 卷积层



卷积神经网络

□ 卷积层

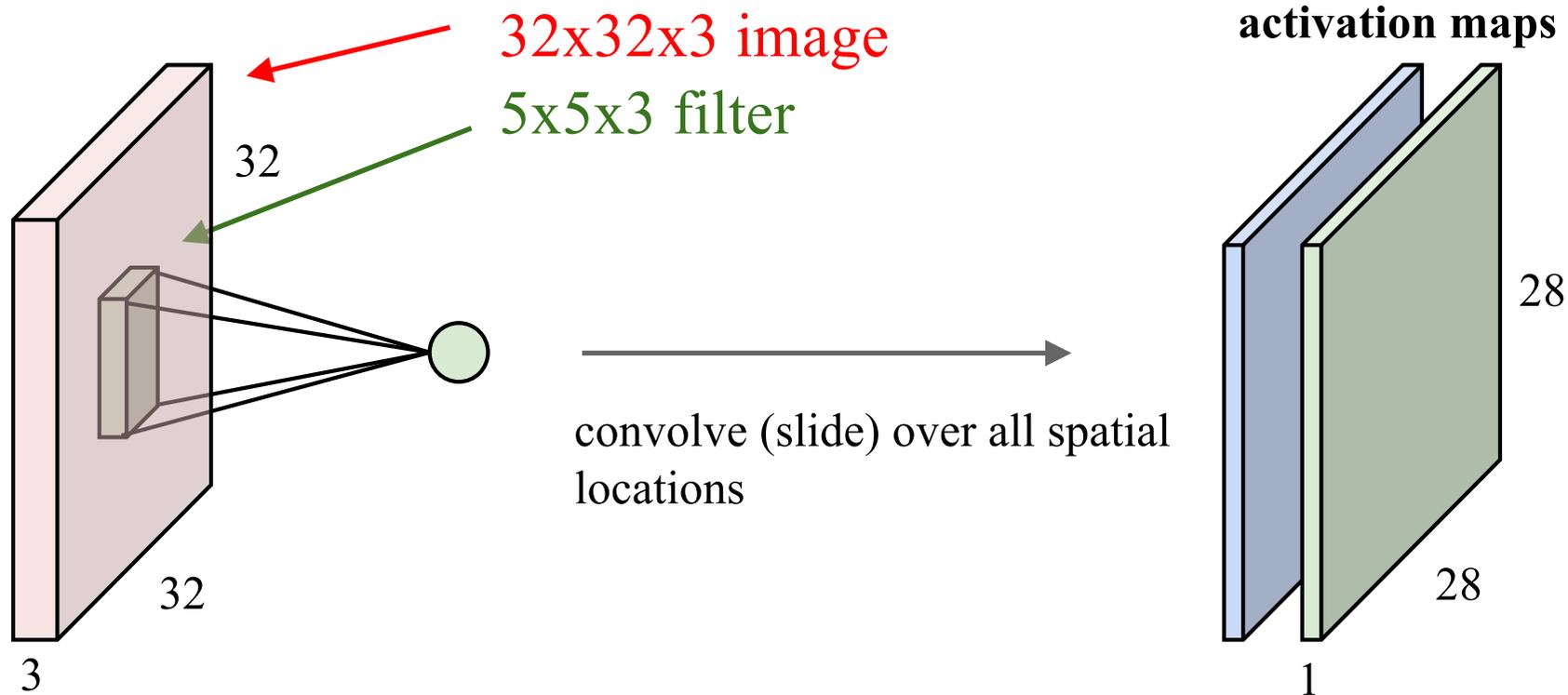


Translation Invariance!

卷积神经网络

□ 卷积层

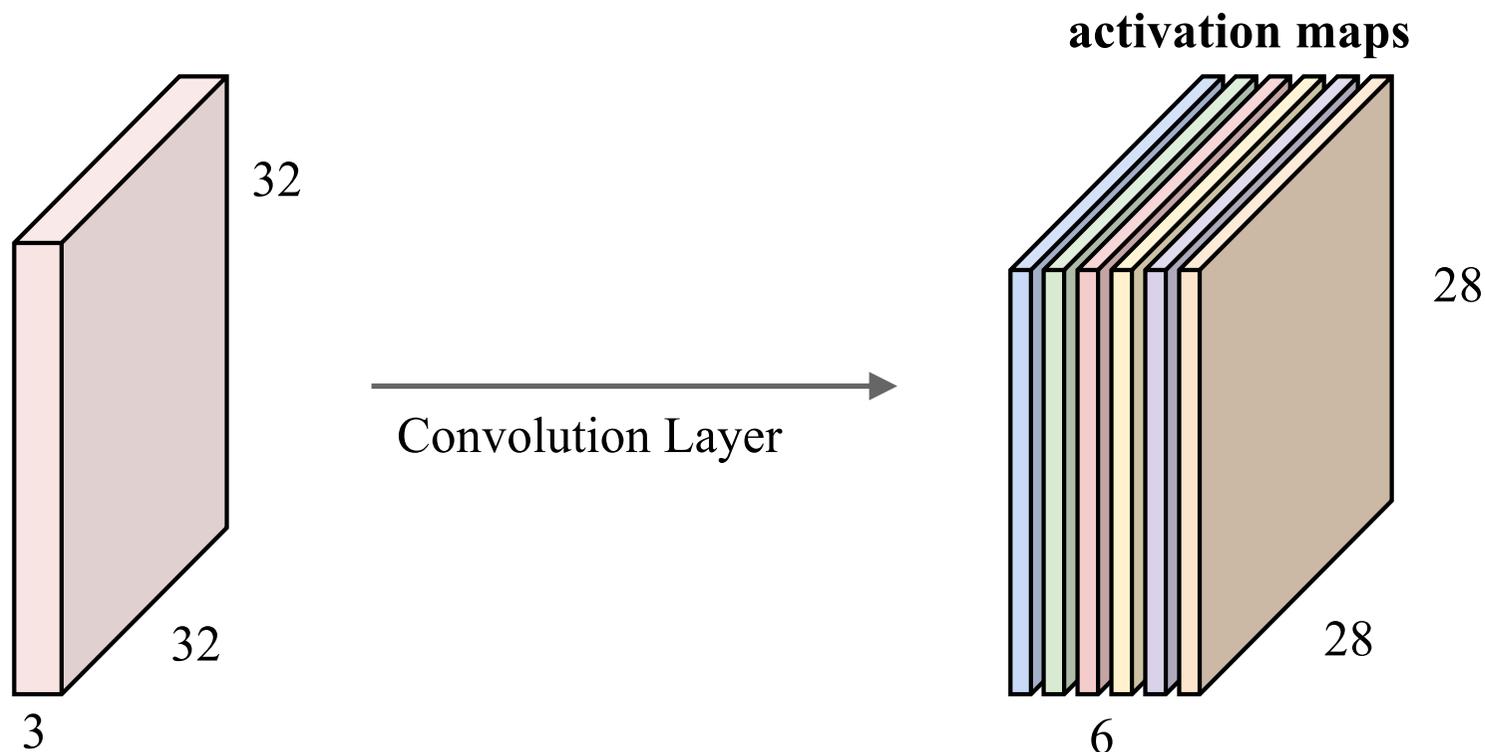
考虑第二个滤波器（绿色）



卷积神经网络

□ 卷积层

如果我们有6个5x5的滤波器, 则可以得到6个不同的响应图



We stack these up to get a “new image” of size 28x28x6!

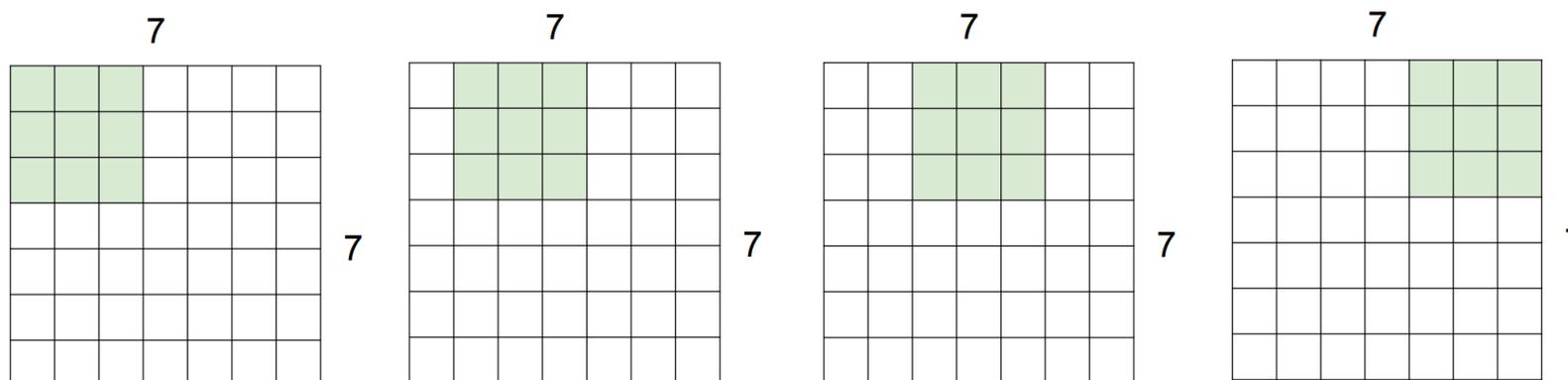
Number of parameters: F^2CK and K biases



卷积神经网络

□ 卷积操作

7x7 input (spatially)
assume 3x3 filter



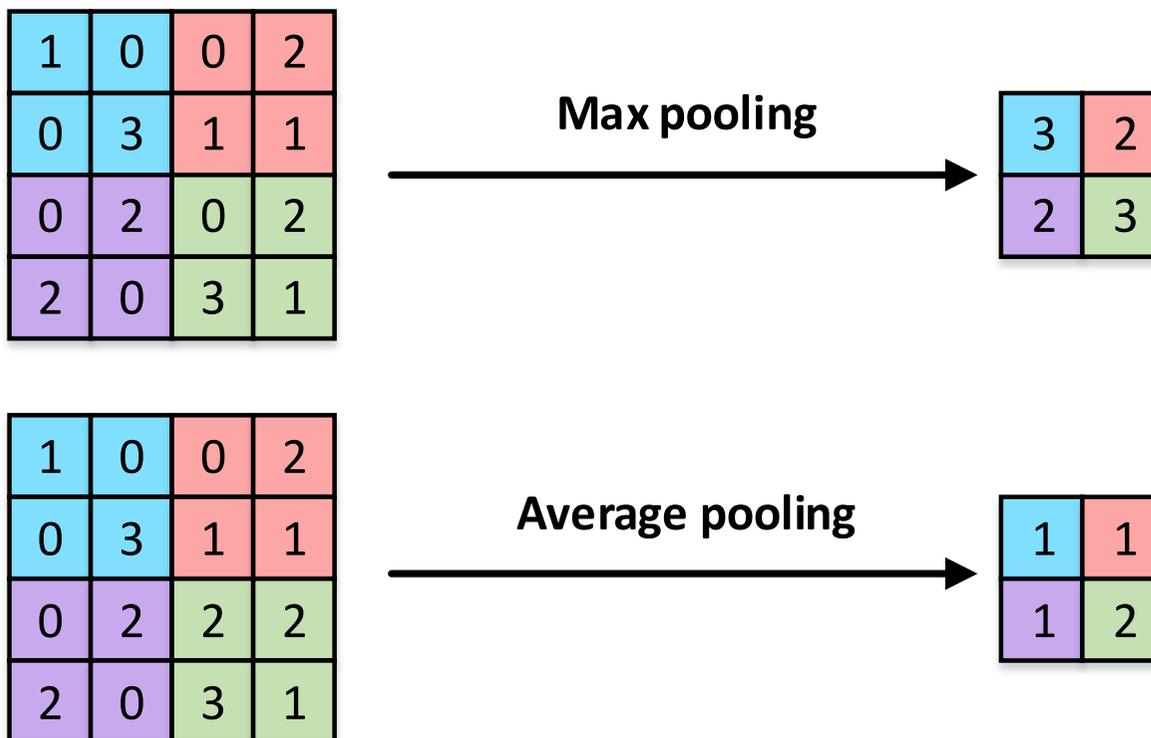
当stride为1，不做padding时，得到5×5的feature map

Output size: $(N+2P-F) / \text{stride} + 1$



卷积神经网络

□ 汇聚层（池化层）

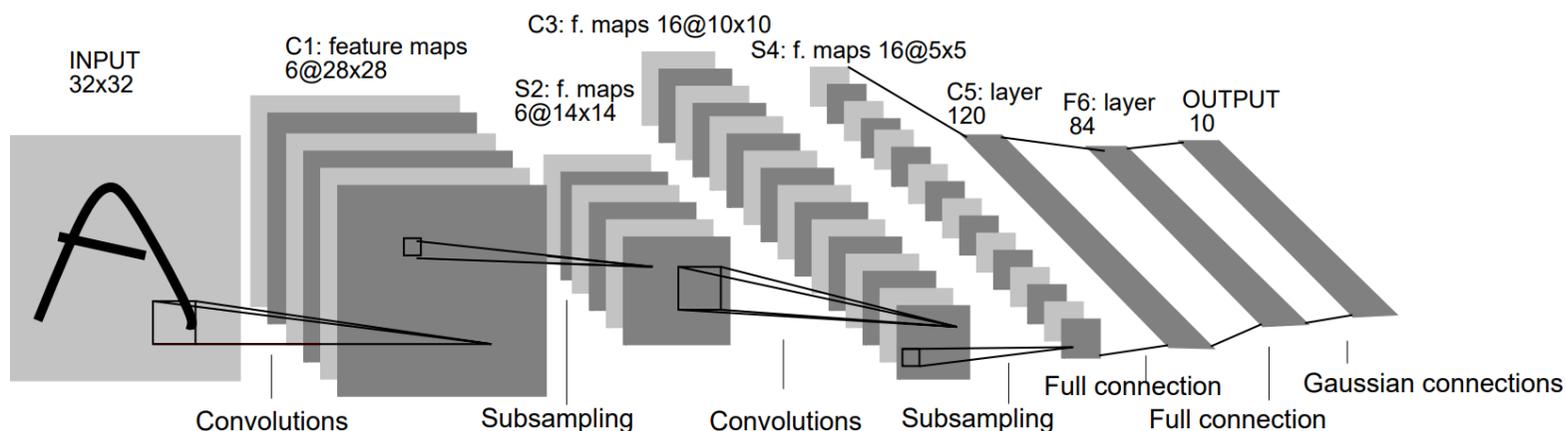


卷积神经网络

□ 实例：LeNet-5

Gradient-based learning applied to document recognition

[LeCun, Bottou, Bengio, Haffner 1998]



与现在常见的卷积神经网络结构不同，LeNet-5的**下采样层**不是用池化层实现，而是先将 2×2 的窗口中的4个输入相加，乘以一个可训练参数，再加上一个可训练偏置，输出的结果通过sigmoid激活

- Y. LeCun, L. Bottou, Y. Bengio, and P. Haffner, “Gradient-based learning applied to document recognition”. In Proceedings of the IEEE, 86(11):2278–2324, 1998.



批量归一化

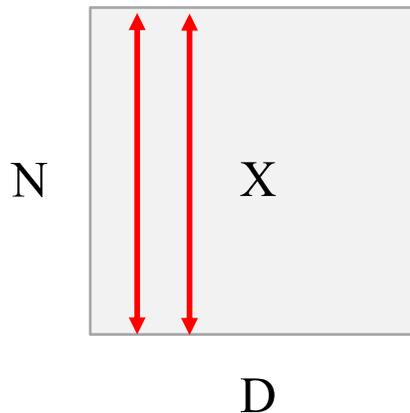
□ 问题

中间层输出数值的不稳定性，给深度神经网络的训练带来困难

□ 解决办法

利用小批量上的均值和标准差，调整中间层输出

□ 假设输入 $x \in \mathbb{R}^{N \times D}$



$$\mu_j = \frac{1}{N} \sum_{i=1}^N x_{i,j}$$

$$\hat{x}_{i,j} = \frac{x_{i,j} - \mu_j}{\sqrt{\sigma_j^2 + \varepsilon}}$$

$$\sigma_j^2 = \frac{1}{N} \sum_{i=1}^N (x_{i,j} - \mu_j)^2$$

$$y_{i,j} = \gamma_j \hat{x}_{i,j} + \beta_j$$

γ 、 β 为可学习的参数



批量归一化

□ 全连接层的批量归一化

$$x : N \times D$$

归一化 \downarrow

$$\mu, \sigma : 1 \times D$$
$$\gamma, \beta : 1 \times D$$
$$y = \frac{(x - \mu)}{\sqrt{\sigma^2 + \varepsilon}} \gamma + \beta$$

□ 卷积层的批量归一化

$$x : N \times C \times H \times W$$

归一化 $\downarrow \quad \downarrow \quad \downarrow$

$$\mu, \sigma : 1 \times C \times 1 \times 1$$
$$\gamma, \beta : 1 \times C \times 1 \times 1$$
$$y = \frac{(x - \mu)}{\sqrt{\sigma^2 + \varepsilon}} \gamma + \beta$$



层归一化

- 全连接层的批量归一化

$$x : N \times D$$

归一化



$$\mu, \sigma : 1 \times D$$

$$\gamma, \beta : 1 \times D$$

$$y = \frac{(x - \mu)}{\sqrt{\sigma^2 + \varepsilon}} \gamma + \beta$$

- 层归一化
(RNN, Transformers)

$$x : N \times D$$

归一化



$$\mu, \sigma : N \times 1$$

$$\gamma, \beta : 1 \times D$$

$$y = \frac{(x - \mu)}{\sqrt{\sigma^2 + \varepsilon}} \gamma + \beta$$



实例归一化

□ 卷积层的批量归一化

$$x : N \times C \times H \times W$$

归一化

$$\mu, \sigma : 1 \times C \times 1 \times 1$$
$$\gamma, \beta : 1 \times C \times 1 \times 1$$

$$y = \frac{(x - \mu)}{\sqrt{\sigma^2 + \varepsilon}} \gamma + \beta$$

□ 卷积层的实例归一化

$$x : N \times C \times H \times W$$

归一化

$$\mu, \sigma : N \times C \times 1 \times 1$$
$$\gamma, \beta : 1 \times C \times 1 \times 1$$

$$y = \frac{(x - \mu)}{\sqrt{\sigma^2 + \varepsilon}} \gamma + \beta$$



深度学习基础

□ 深度学习基础

■ 深度前馈网络

- ✓ 基本结构
- ✓ 非线性激活函数
- ✓ 反向传播算法
- ✓ 优化算法

■ 卷积神经网络

- ✓ 卷积层
- ✓ 池化层
- ✓ 实例：LeNet-5
- ✓ 批量归一化

■ 循环神经网络

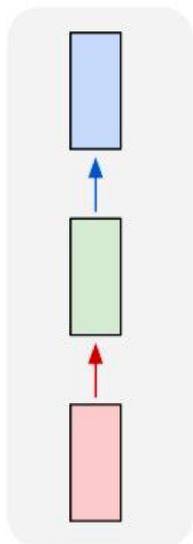
- ✓ RNN
- ✓ LSTM
- ✓ GRU



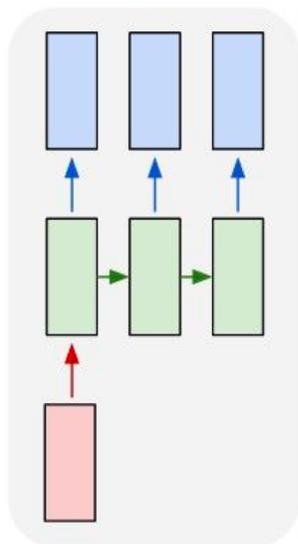
循环神经网络

□ 序列处理

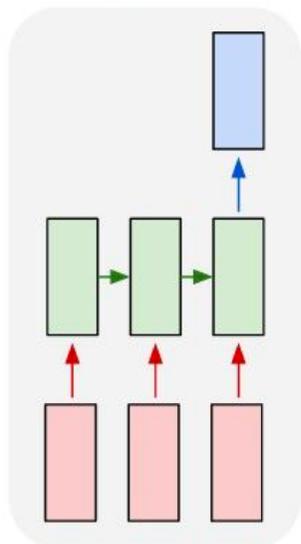
one to one



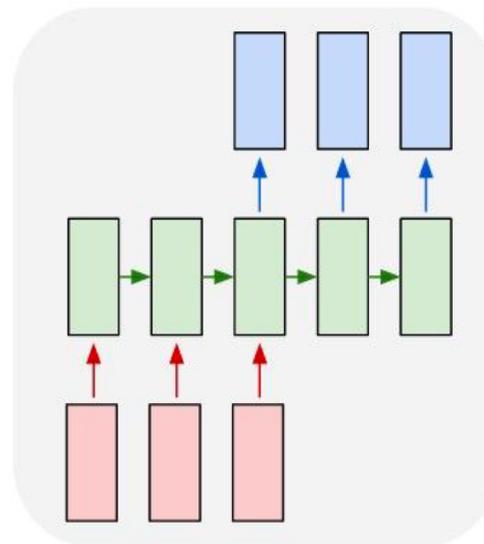
one to many



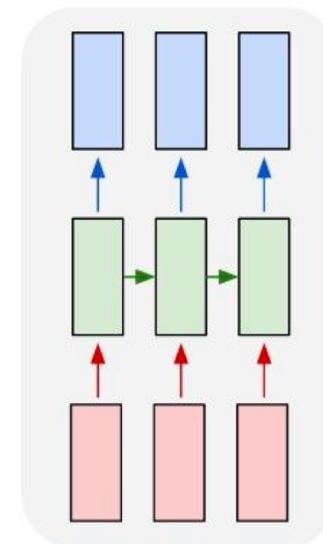
many to one



many to many



many to many

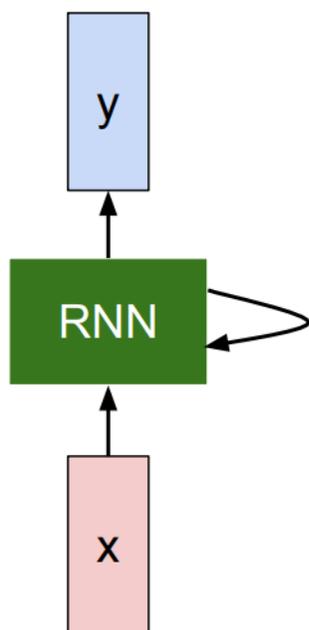




循环神经网络

□ Recurrent neural network (RNN)

- 输入 $x = \{x_1, x_2, \dots, x_N\}$ 是一个序列
- RNN 递归地处理输入信号



$$h_t = f_W(h_{t-1}, x_t)$$

new state some function with parameters W old state input vector at some time step

$$y_t = f_{W_{hy}}(h_t)$$

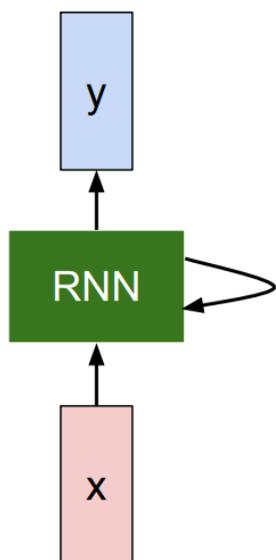
output another function with parameters W_o new state



循环神经网络

□ Vanilla RNN

- RNN的一种最简单的形式，具有单个隐藏单元
- 存在的问题
 - ✓ 梯度消失和梯度爆炸
 - RNN的权值矩阵循环相乘导致的
 - ✓ 长期依赖
 - 之前比较长的时间片的特征被覆盖/遗忘
 - ✓ 难并行



$$h_t = f_W(h_{t-1}, x_t)$$



$$h_t = \tanh(W_{hh}h_{t-1} + W_{xh}x_t)$$

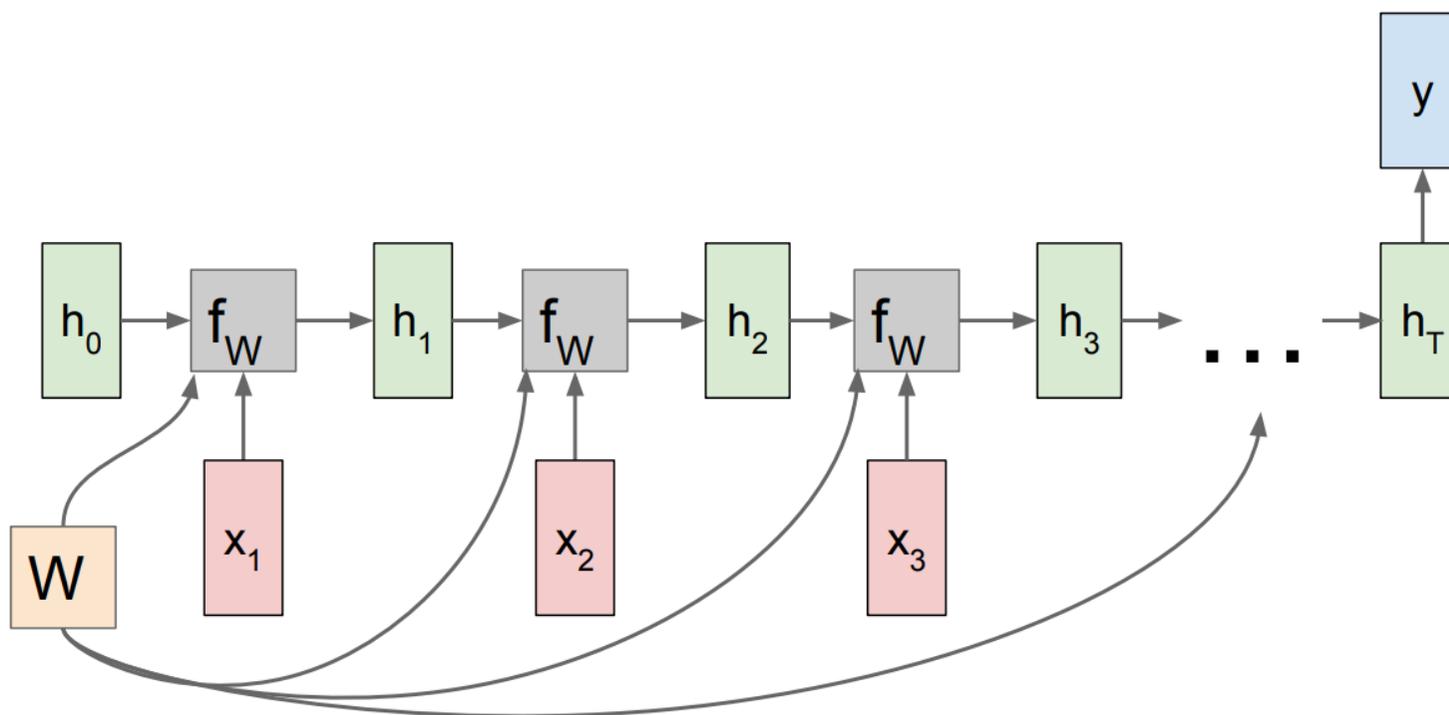
$$y_t = W_{hy}h_t$$



循环神经网络

□ Vanilla RNN的计算图

- 序列输入，单个输出的形式

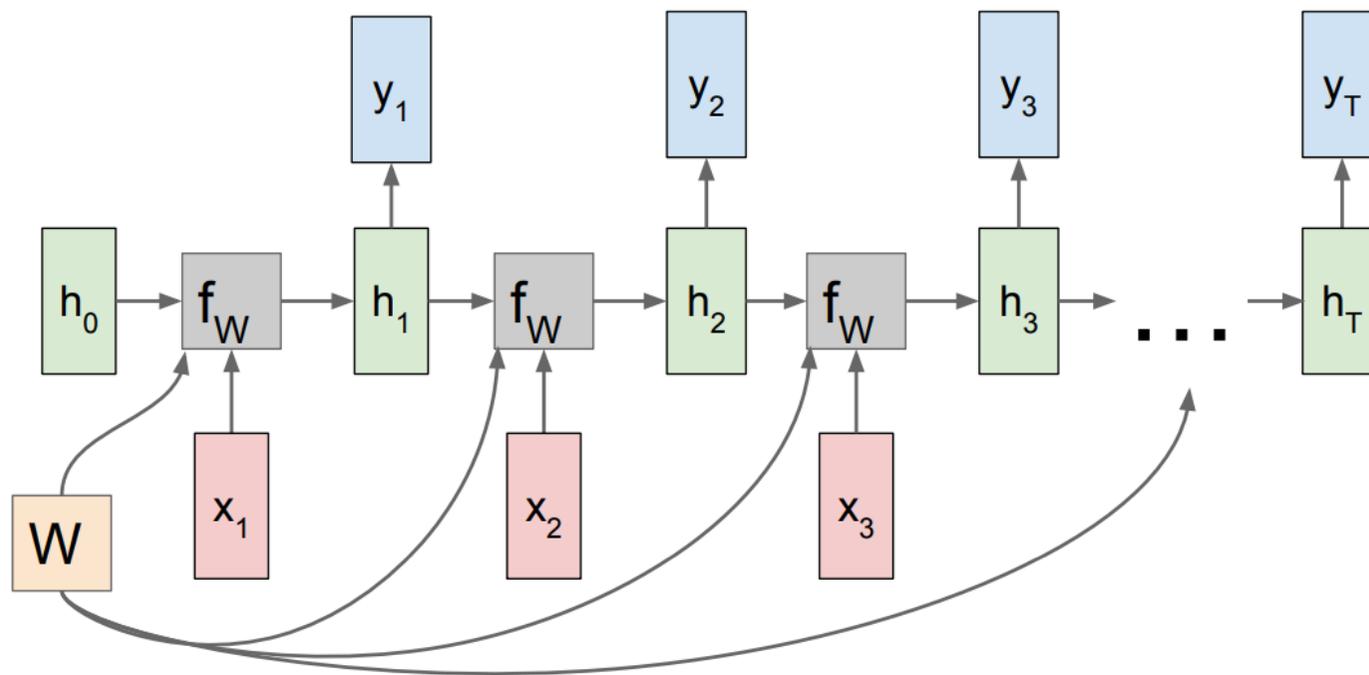




循环神经网络

□ Vanilla RNN的计算图

- 序列输入，序列输出的形式



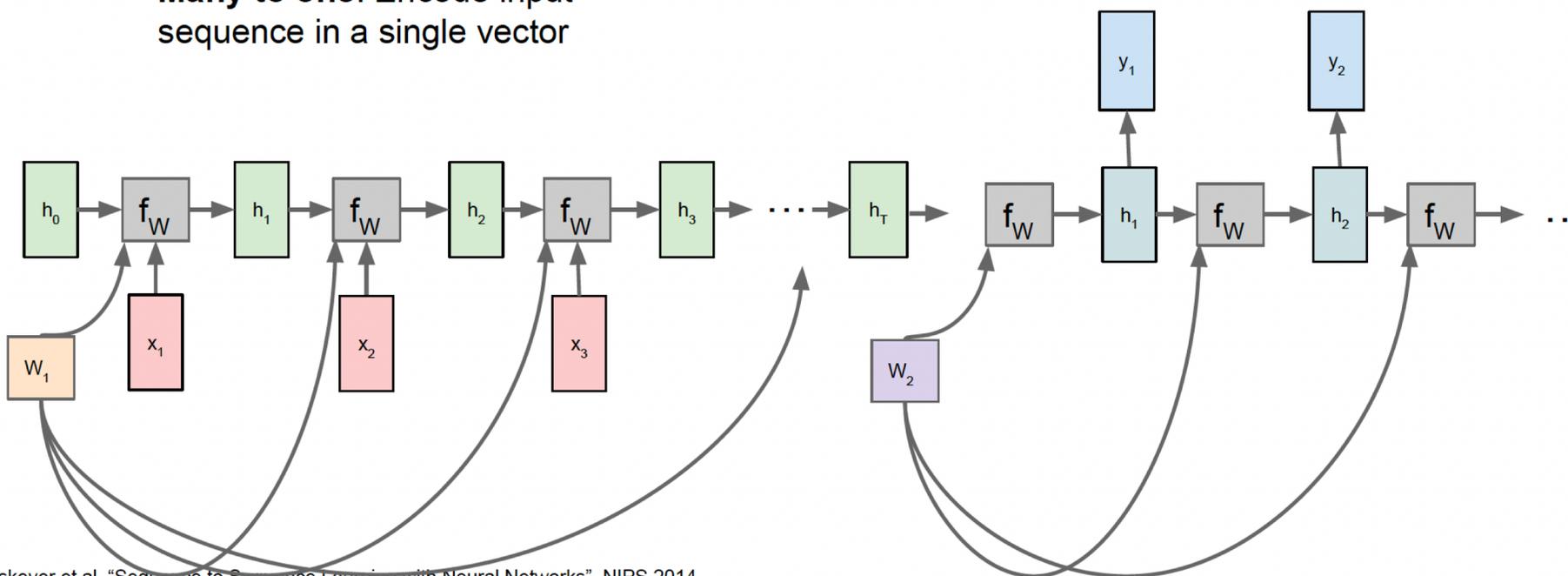
网络参数 W 在每个时刻都是共享的

循环神经网络

- Sequence to Sequence:
 - Many-to-one + One-to-many

Many to one: Encode input sequence in a single vector

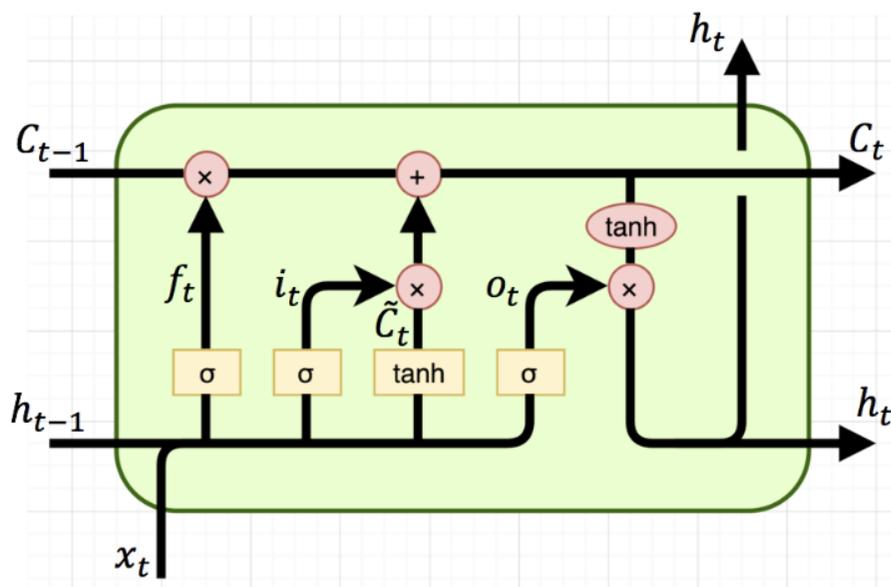
One to many: Produce output sequence from single input vector



循环神经网络

□ Variants of RNN: LSTM

- 可以解决长序列训练过程中的**梯度消失**和**梯度爆炸**问题，并缓解**长时依赖**问题
- Cell state（**单元状态**）：用于“记忆”当前的状态，上面包含记忆的删除、更新等
- 遗忘门 f_t ，输入门 i_t ，输出门 o_t



$$f_t = \sigma(W_f \cdot [h_{t-1}, x_t] + b_f)$$

$$i_t = \sigma(W_i \cdot [h_{t-1}, x_t] + b_i)$$

$$o_t = \sigma(W_o \cdot [h_{t-1}, x_t] + b_o)$$

$$\tilde{C}_t = \tanh(W_c \cdot [h_{t-1}, x_t] + b_c)$$

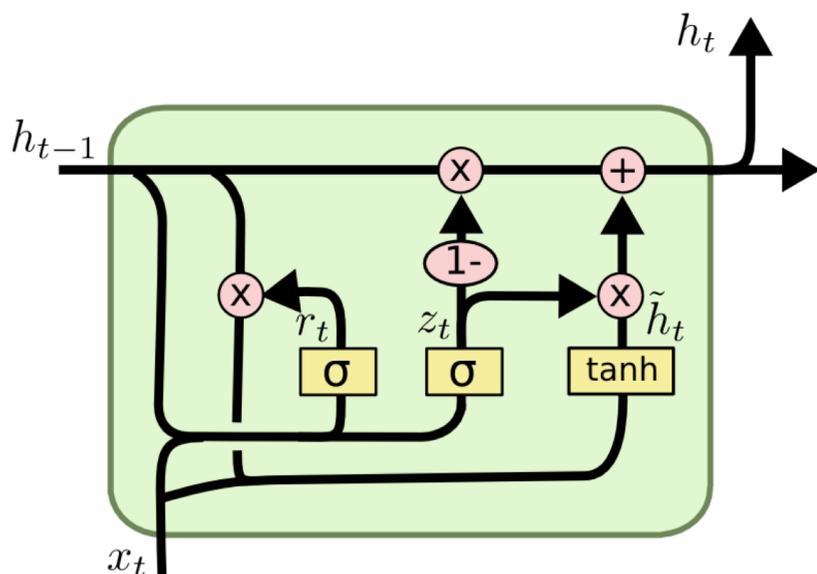
$$C_t = f_t \odot C_{t-1} + i_t \odot \tilde{C}_t$$

$$h_t = o_t \odot \tanh(C_t)$$



循环神经网络

□ Variants of RNN: GRU



$$z_t = \sigma(W_z \cdot [h_{t-1}, x_t])$$

$$r_t = \sigma(W_r \cdot [h_{t-1}, x_t])$$

$$\tilde{h}_t = \tanh(W \cdot [r_t * h_{t-1}, x_t])$$

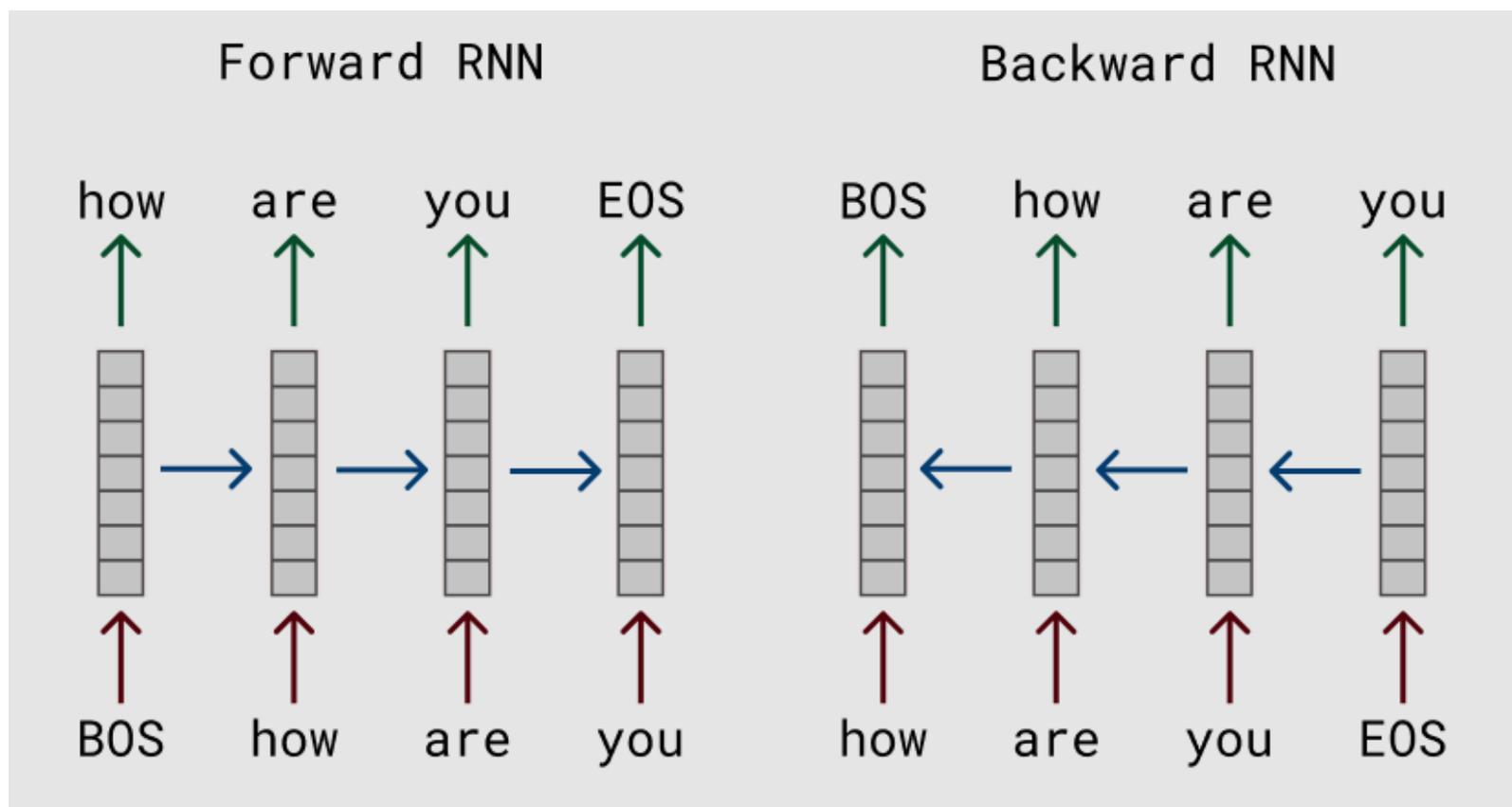
$$h_t = (1 - z_t) * h_{t-1} + z_t * \tilde{h}_t$$



循环神经网络

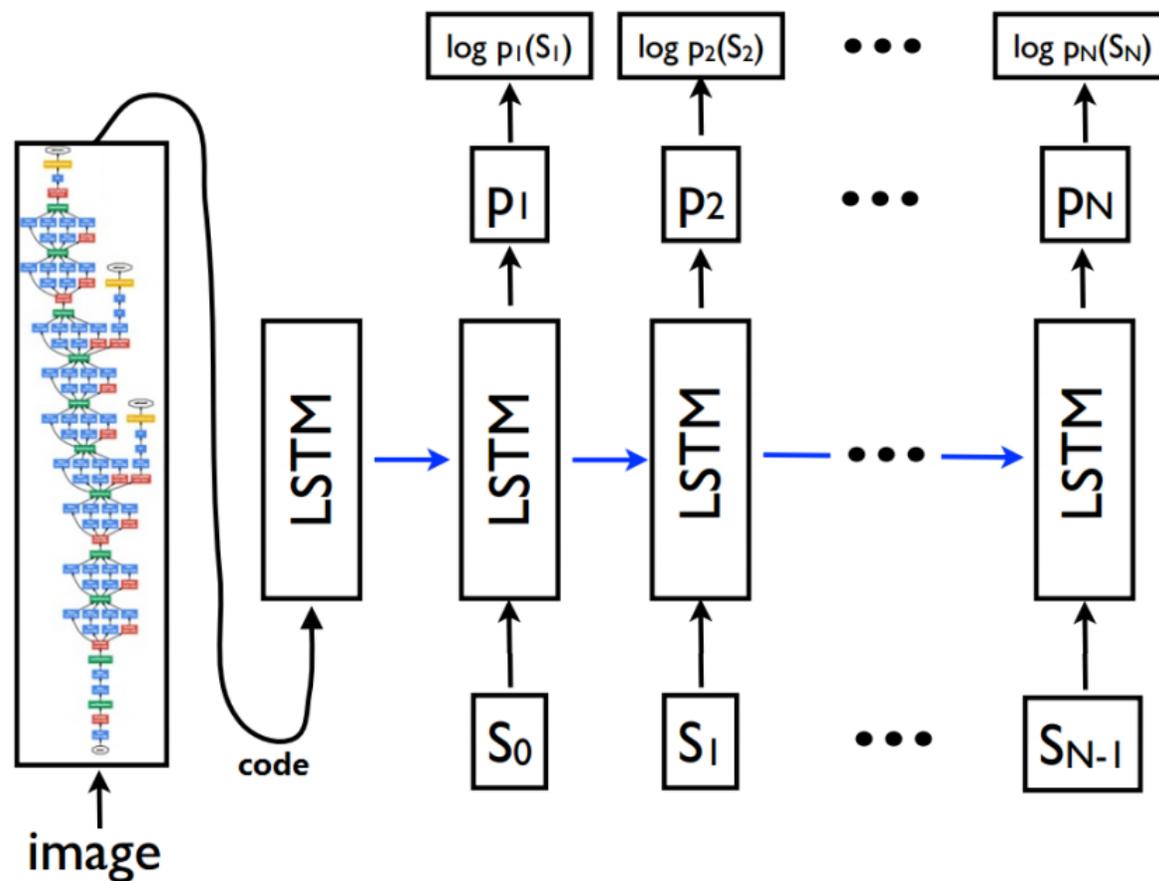
- Application of RNN
 - Language model

BOS: begin of sentence



循环神经网络

- Application of RNN
 - 图像描述生成 (Image caption)





基于深度学习的图像分析技术

□ 现代深度学习技术实例

■ 图像识别

- ✓ AlexNet
- ✓ VGGNet
- ✓ GoogLeNet
- ✓ ResNet
- ✓ DenseNet

■ 目标检测

■ 语义分割

■ 视频理解

■ 目标跟踪

■ 注意力机制及Transformer

■ 生成式模型

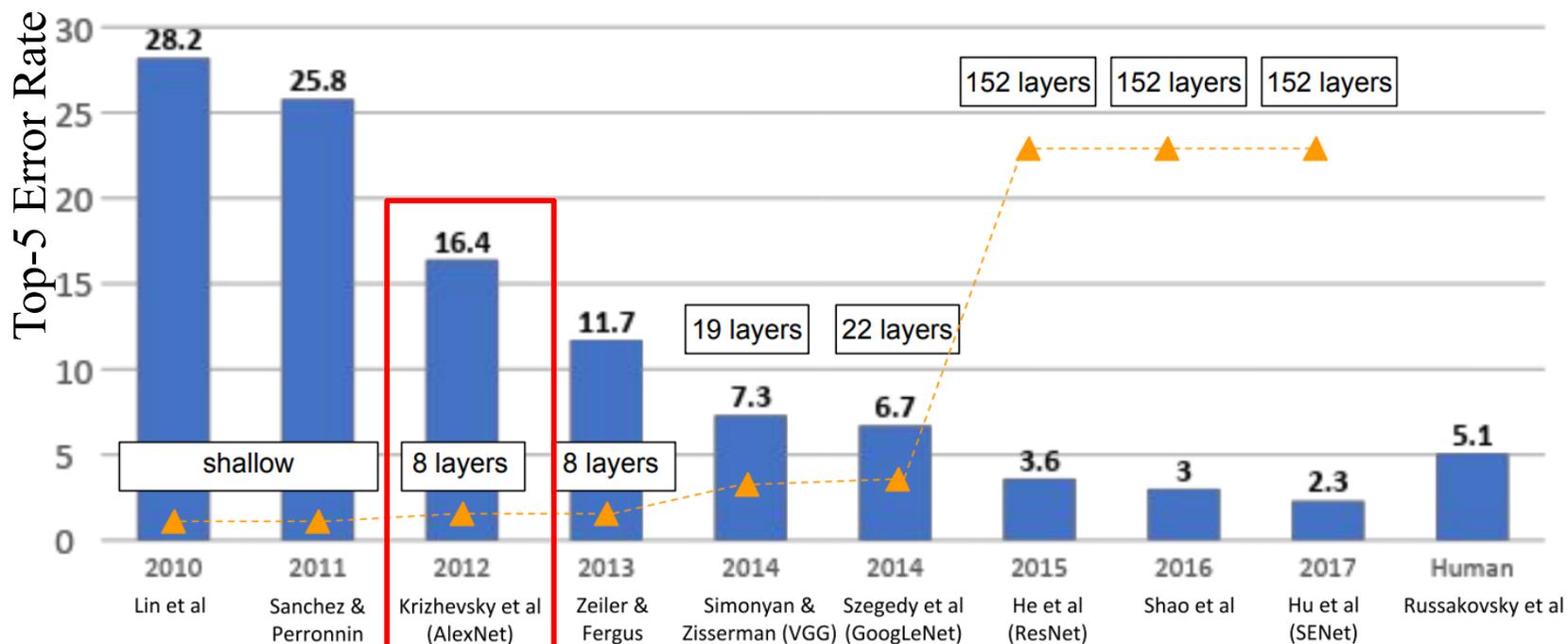
■ 自监督学习



图像分类任务的巨大进展

- 随着深度卷积神经网络的发展，图像分类的准确率得到了极大的提升
 - 核心因素：数据、算力、算法
 - 对人工设计特征造成的巨大冲击

ImageNet Large Scale Visual Recognition Challenge (ILSVRC) winners



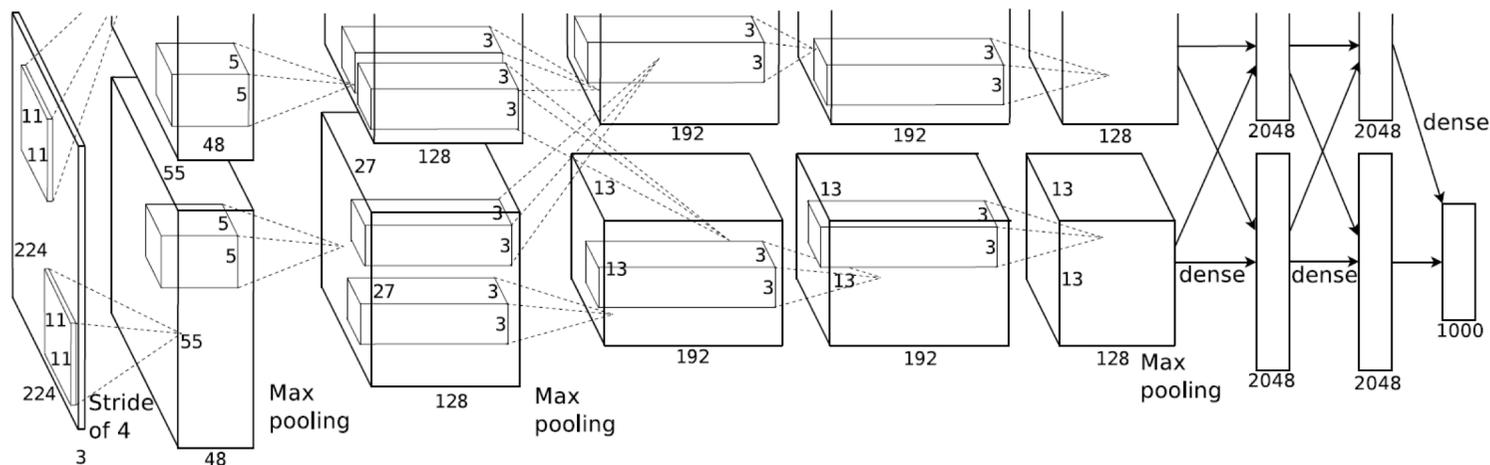
图像分类: AlexNet

□ AlexNet

- 首次在ImageNet比赛中使用深度卷积神经网络
- 引入的一些技术被现代卷积神经网络设计一直沿用
 - ✓ ReLU
 - ✓ Data Augmentation
 - ✓ Dropout

Architecture:

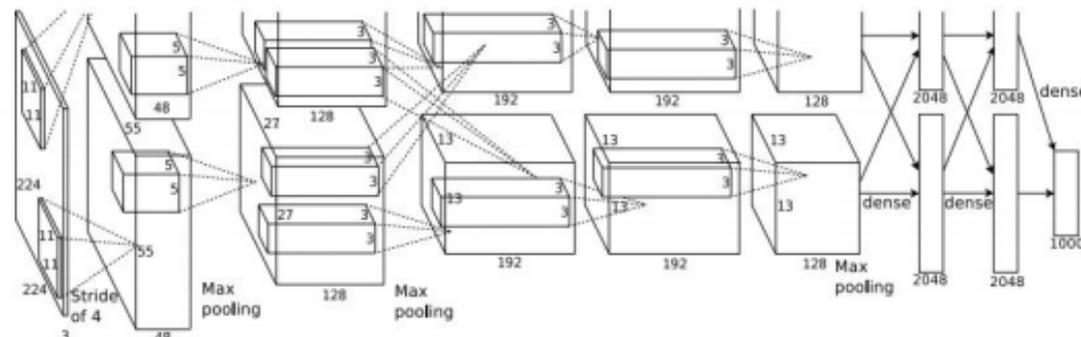
CONV1
MAX POOL1
NORM1
CONV2
MAX POOL2
NORM2
CONV3
CONV4
CONV5
Max POOL3
FC6
FC7
FC8



- A. Krizhevsky, I. Sutskever, and G. Hinton, “ImageNet classification with deep convolutional neural networks”. In NeurIPS, 2012.

图像分类: AlexNet

□ AlexNet详细信息



Full (simplified) AlexNet architecture:

[227x227x3] INPUT

[55x55x96] **CONV1**: 96 11x11 filters at stride 4, pad 0

[27x27x96] **MAX POOL1**: 3x3 filters at stride 2

[27x27x96] **NORM1**: Normalization layer

[27x27x256] **CONV2**: 256 5x5 filters at stride 1, pad 2

[13x13x256] **MAX POOL2**: 3x3 filters at stride 2

[13x13x256] **NORM2**: Normalization layer

[13x13x384] **CONV3**: 384 3x3 filters at stride 1, pad 1

[13x13x384] **CONV4**: 384 3x3 filters at stride 1, pad 1

[13x13x256] **CONV5**: 256 3x3 filters at stride 1, pad 1

[6x6x256] **MAX POOL3**: 3x3 filters at stride 2

[4096] **FC6**: 4096 neurons

[4096] **FC7**: 4096 neurons

[1000] **FC8**: 1000 neurons (class scores)

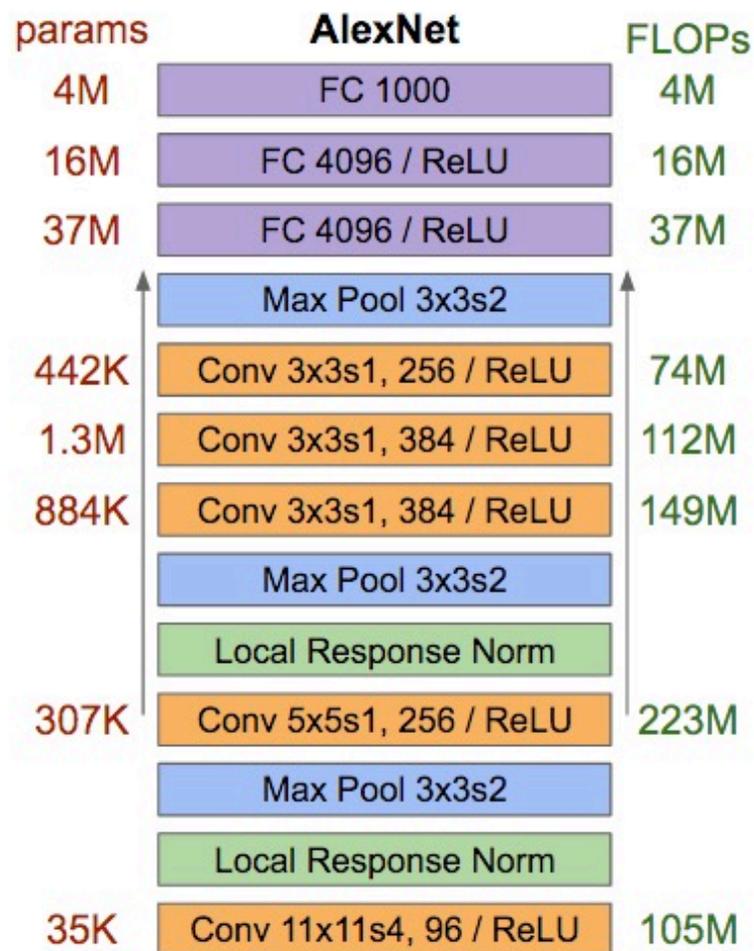
Details/Retrospectives:

- first use of ReLU
- used Norm layers (not common anymore)
- heavy data augmentation
- dropout 0.5
- batch size 128
- SGD Momentum 0.9
- Learning rate 1e-2, reduced by 10 manually when val accuracy plateaus
- L2 weight decay 5e-4
- 7 CNN ensemble: 18.2% -> 15.4%



图像分类: AlexNet

□ 参数规模与计算复杂度



图像分类: AlexNet

□ AlexNet中使用的学习策略

- Weight decay

$$\tilde{E}(w) = E(w) + \frac{\lambda}{2} w^T w$$

- Data augmentation

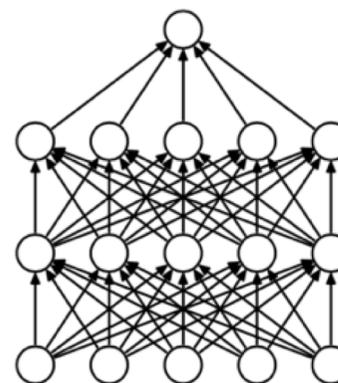
目的: 扩充训练样本库

方法: 水平翻转, crop图中部分区域

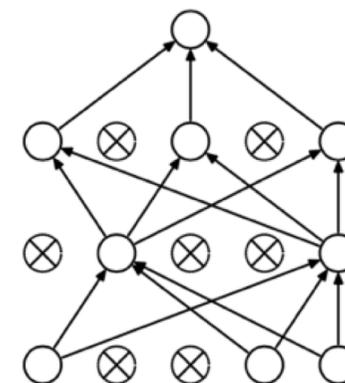
- Dropout

目的: 防止过拟合, 相当于指数级倍网络的组合

方法: 在每次训练的迭代中, 只会激活部分神经元



(a) Standard Neural Net



(b) After applying dropout.

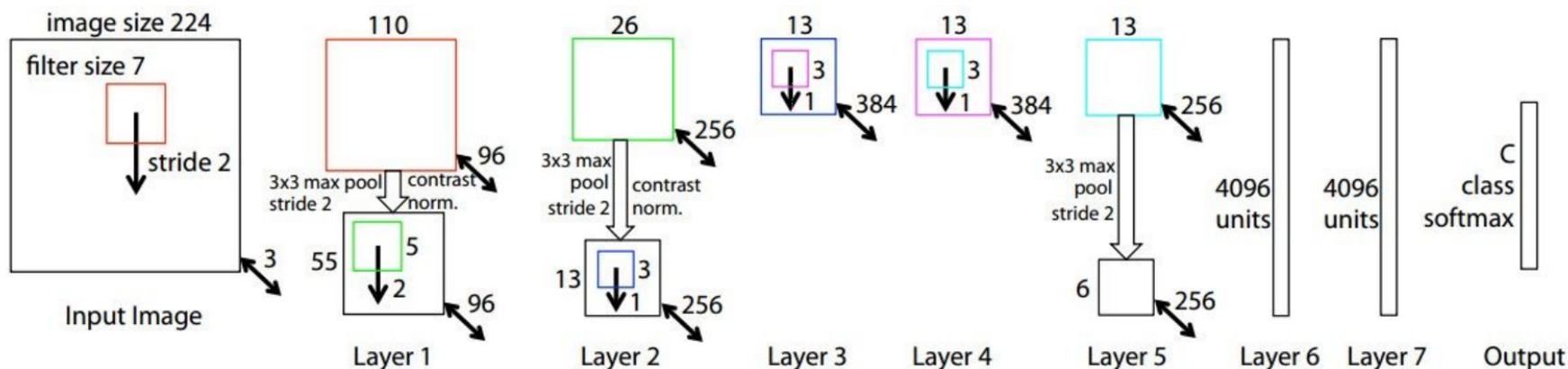
AlexNet网络结构改进

□ AlexNet改进的主要方向

- 更深：增加网络的层数
- 更宽：增加每一级网络的卷积单元

□ ZFNet：微调AlexNet结构参数

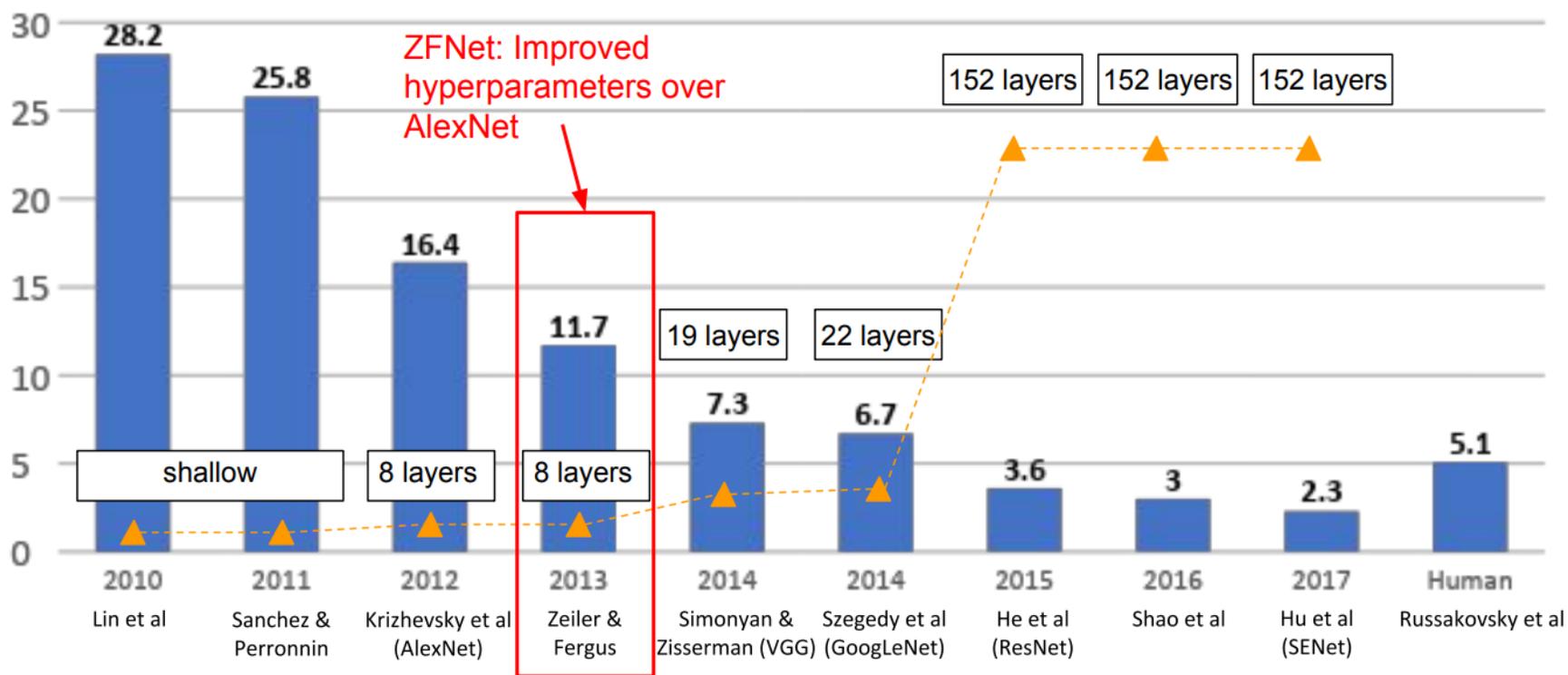
- 将AlexNet中第一个 11×11 ，stride为4的卷积层，换成 7×7 ，stride为2的卷积层
- 将Conv3,4,5中的channel数增加到512,1024,512



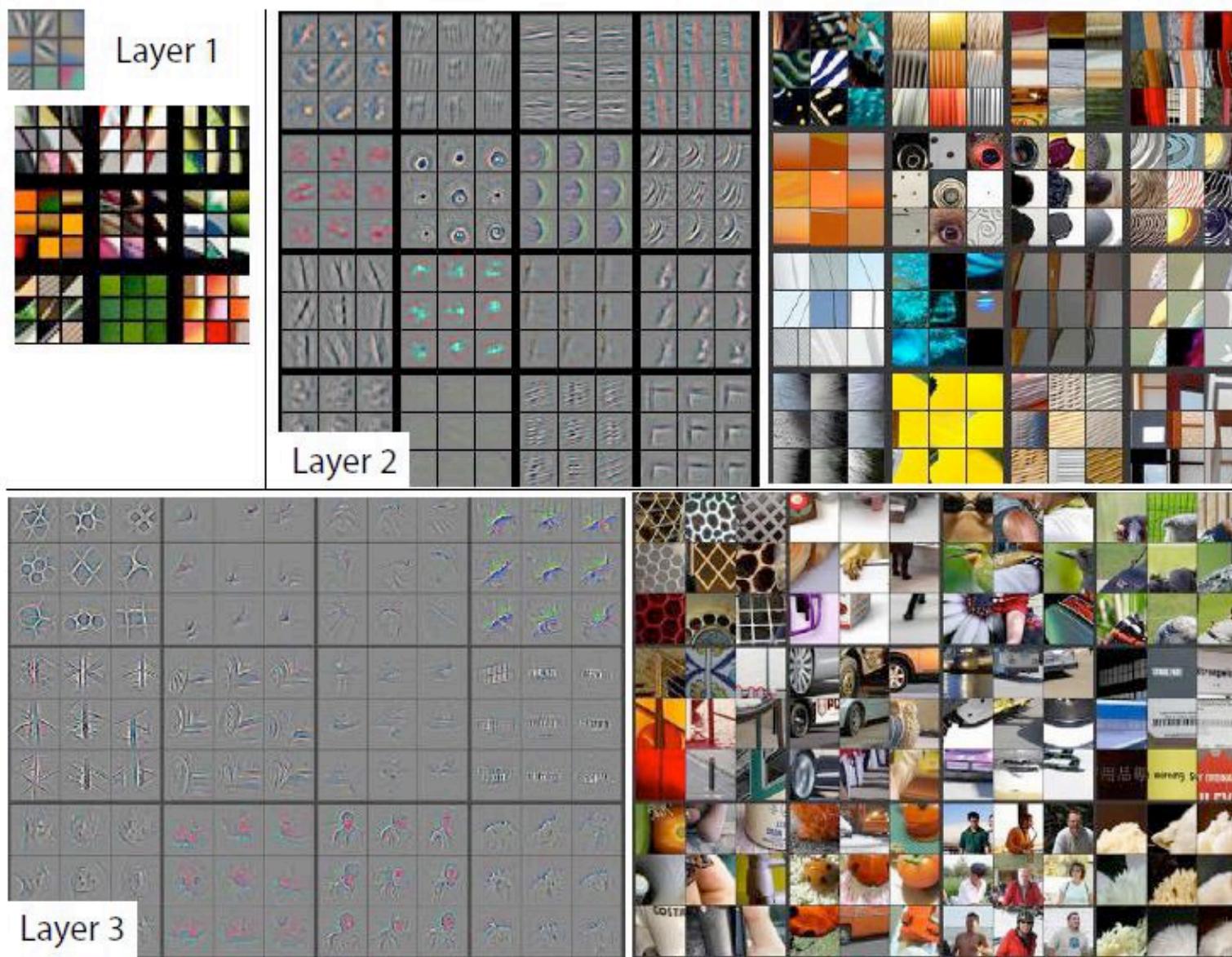


图像分类: ZFNet

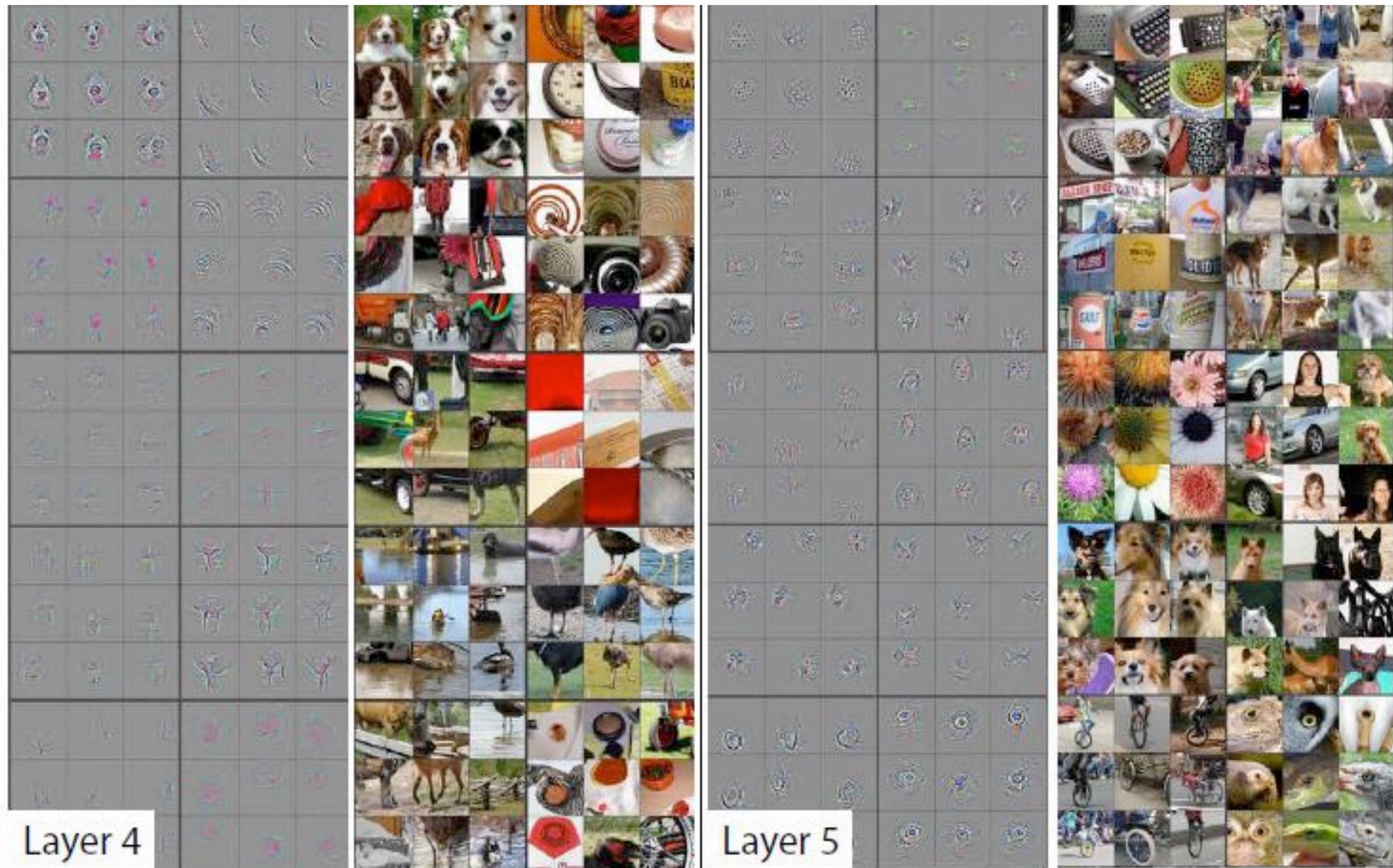
- 超参数的改进在效果上得到了明显的体现



卷积神经网络特征可视化



卷积神经网络特征可视化





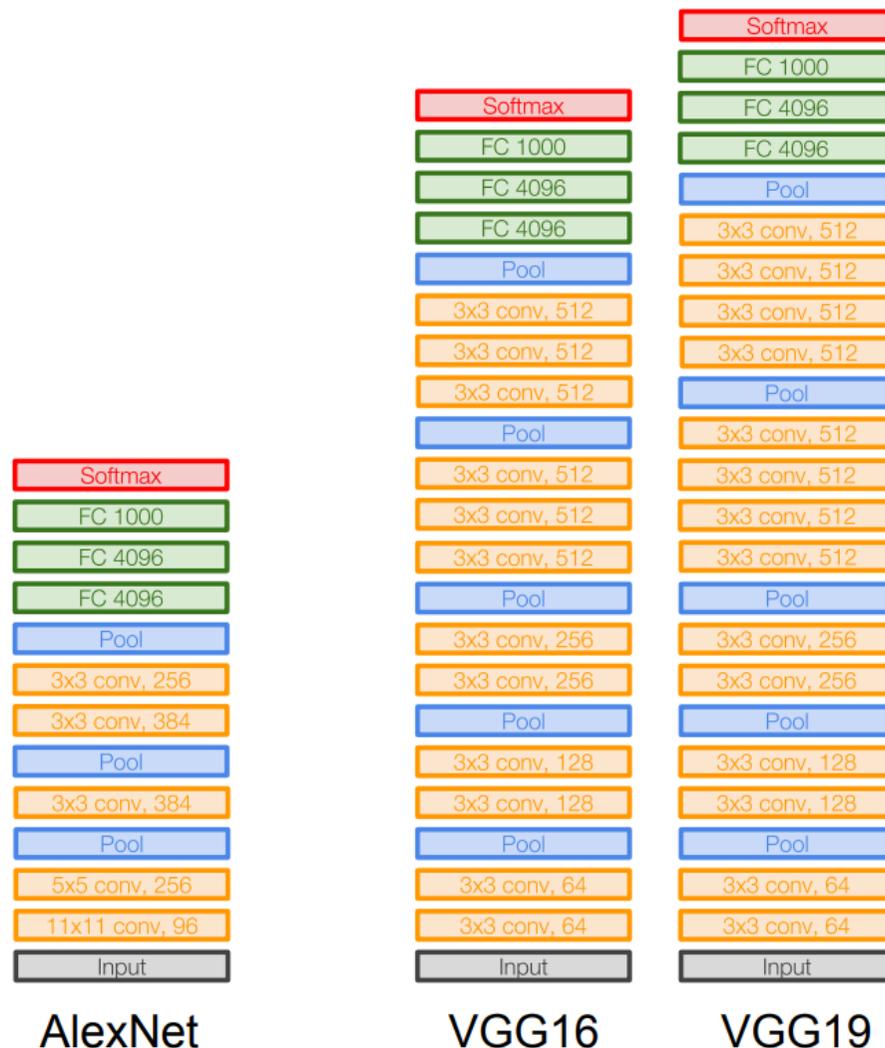
图像分类: VGGNet

□ 主要思想

- 更小的卷积核
- 更深的网络结构

□ 与AlexNet的差异

- 从8层变为16-19层
- 卷积层大小均为 3×3 , stride均为1
- 下采样用 2×2 的 max pooling



- K. Simonyan and A. Zisserman, “Very Deep Convolutional Networks for Large-Scale Image Recognition”. In ICLR, 2015.



图像分类: VGGNet

□ 为什么使用更小的卷积层

■ 感受野的等效性

- ✓ 3个stride为1的 3×3 的卷积层对应的感受野，等效于1个 7×7 大小的卷积层

■ 等效感受野的情况下更少的参数（假设输入和输出的channel数量均为1）

- ✓ 3个 3×3 的卷积层的参数量： $3 \times 3^2 = 27$
- ✓ 1个 7×7 的卷积层的参数量： $1 \times 7^2 = 49$

■ 更深的结构与更多的非线性激活层带来更好的特征表达的能力



图像分类: VGGNet

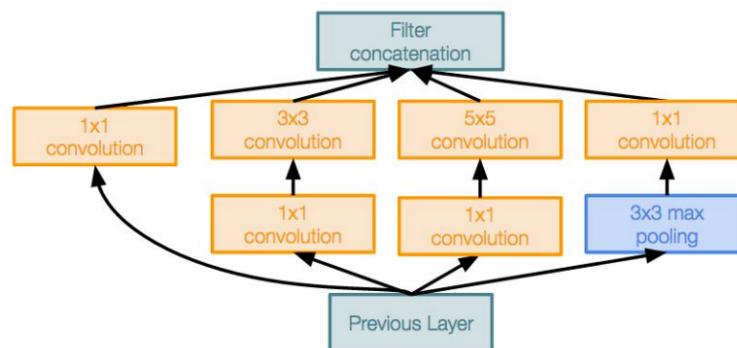
□ VGGNet的各种变种（D和E较为常用）

ConvNet Configuration					
A	A-LRN	B	C	D	E
11 weight layers	11 weight layers	13 weight layers	16 weight layers	16 weight layers	19 weight layers
input (224 × 224 RGB image)					
conv3-64	conv3-64 LRN	conv3-64 conv3-64	conv3-64 conv3-64	conv3-64 conv3-64	conv3-64 conv3-64
maxpool					
conv3-128	conv3-128	conv3-128 conv3-128	conv3-128 conv3-128	conv3-128 conv3-128	conv3-128 conv3-128
maxpool					
conv3-256 conv3-256	conv3-256 conv3-256	conv3-256 conv3-256	conv3-256 conv3-256 conv1-256	conv3-256 conv3-256 conv3-256	conv3-256 conv3-256 conv3-256 conv3-256
maxpool					
conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512 conv1-512	conv3-512 conv3-512 conv3-512	conv3-512 conv3-512 conv3-512 conv3-512
maxpool					
conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512 conv1-512	conv3-512 conv3-512 conv3-512	conv3-512 conv3-512 conv3-512 conv3-512
maxpool					
FC-4096					
FC-4096					
FC-1000					
soft-max					



图像分类: GoogLeNet

- 更深的网络结构，更高的计算效率
 - 有22层，远深于AlexNet
 - Inception module (network within a network)
 - ✓ 不同大小的卷积层和池化层使inception结构具备不同的感受野



Inception module

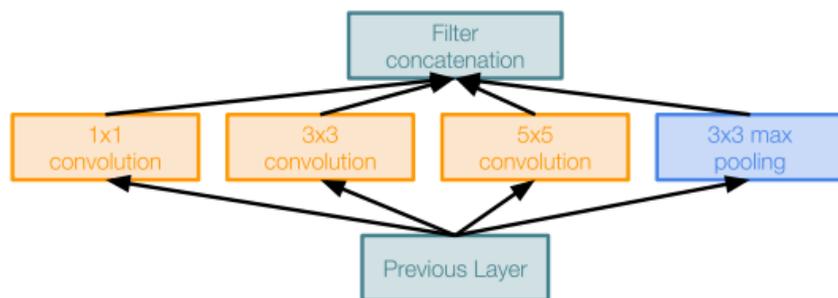
- 没有全连接层，网络参数总量比AlexNet小12倍

GoogLeNet, VGGNet, AlexNet的对比让大家意识到，网络的学习能力不是主要取决于参数的多少，而是网络的深度

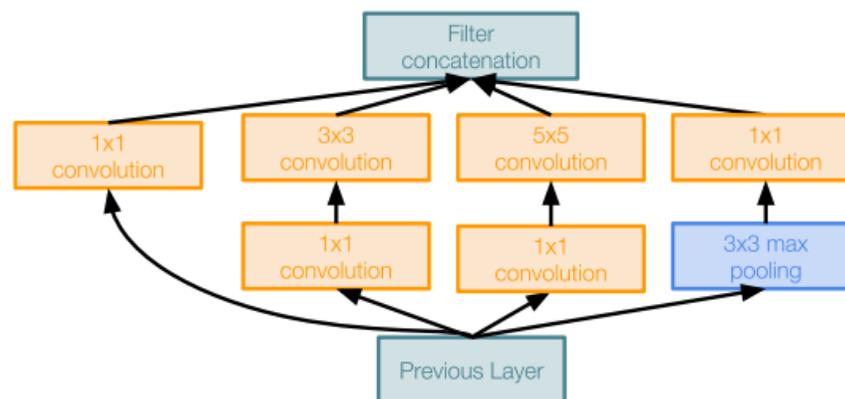


图像分类: GoogLeNet

- Inception module中的 1×1 卷积与bottleneck
 - 直接使用下面左图的结构会带了大量的计算量
 - Inception module的实际实现中, 先通过 1×1 卷积进行降维, 再通过不同感受野的卷积核, 并把结果拼接到一起
 - 这样子先通过降维进行操作, 再还原回原来维度的结构我们称为bottleneck



Naive Inception module



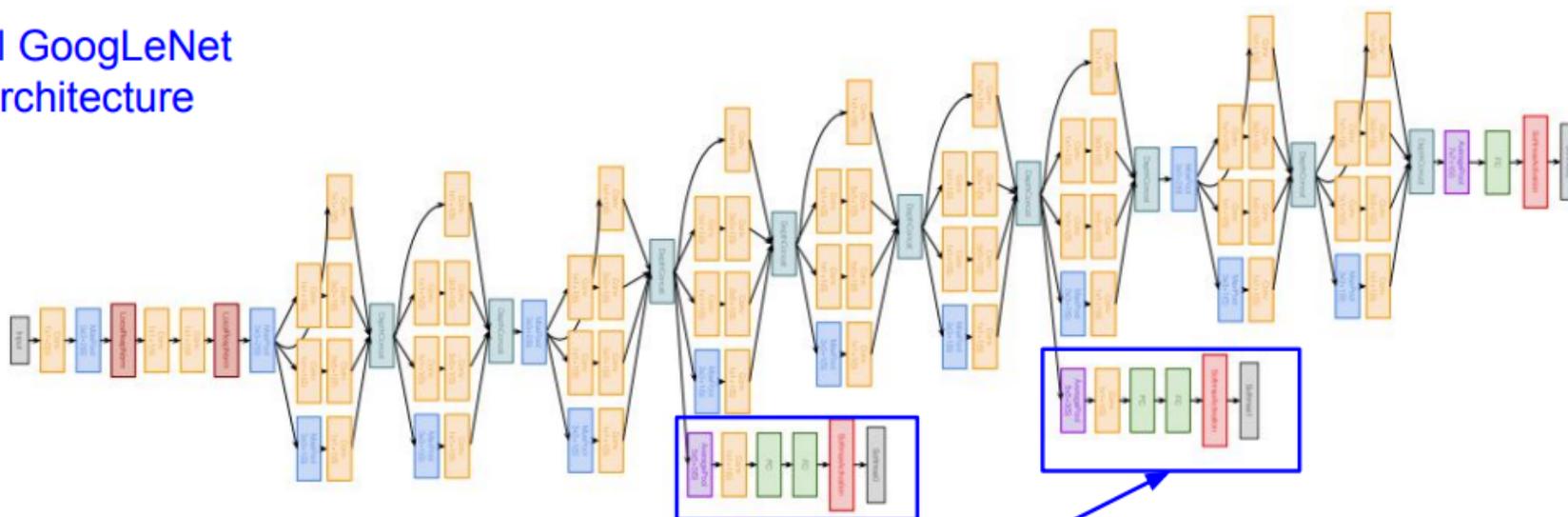
Inception module with dimension reduction

图像分类: GoogLeNet

□ Auxiliary classification head

- 网络结构太深造成底层难以得到有效的训练，通过加入 auxiliary classification head 缓解这个问题

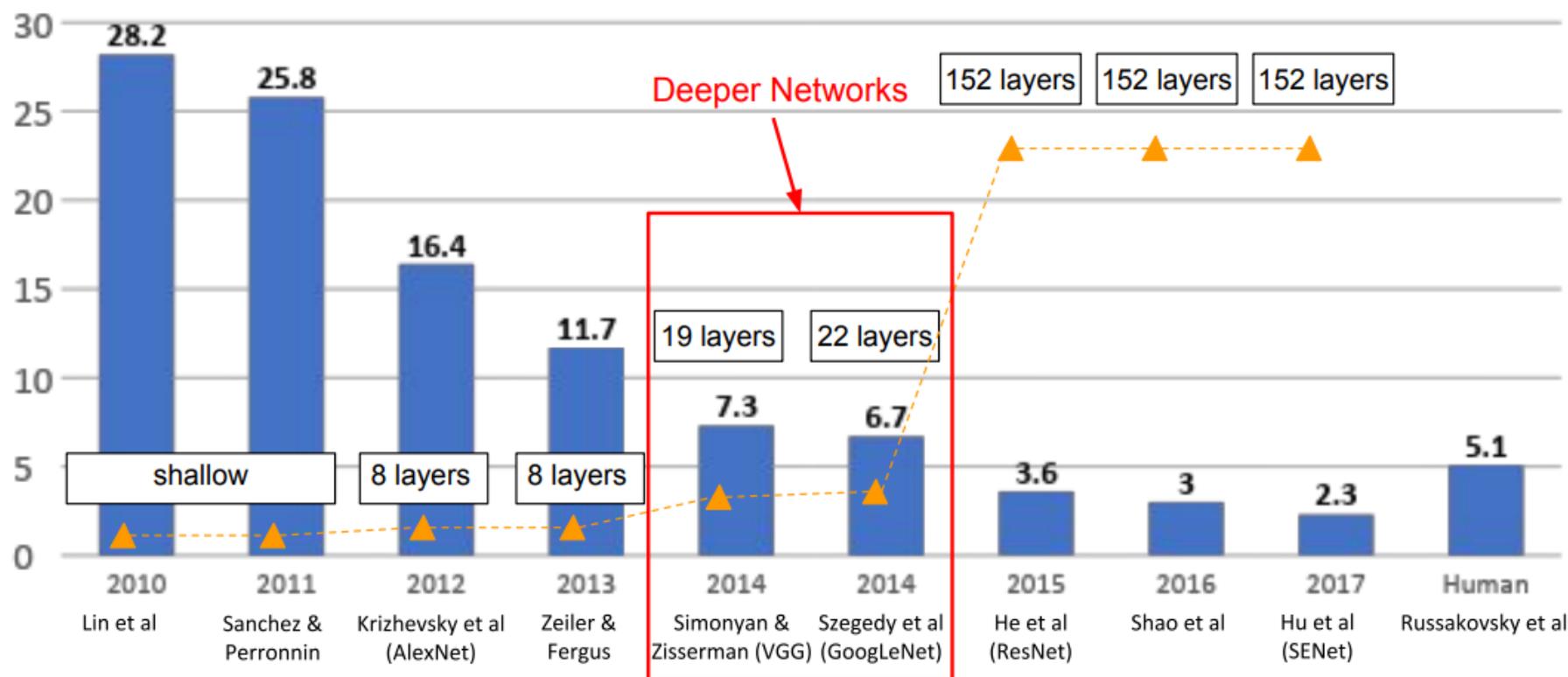
Full GoogLeNet architecture



Auxiliary classification outputs to inject additional gradient at lower layers (AvgPool-1x1Conv-FC-FC-Sigmoid)



VGGNet与GoogLeNet的性能



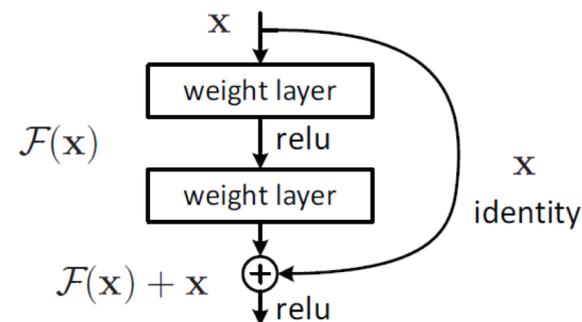
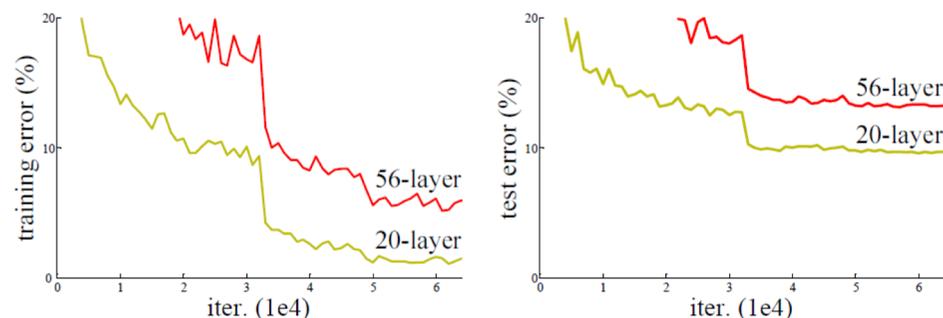


图像分类: ResNet

□ Motivation

- Simply stacking more layers leads to higher training error
- Not all systems are similarly easy to optimize
- Hypothesis

It is easier to optimize the residual mapping than to optimize the original, unreferenced mapping.



$$y = \mathcal{F}(x, \{W_i\}) + x.$$

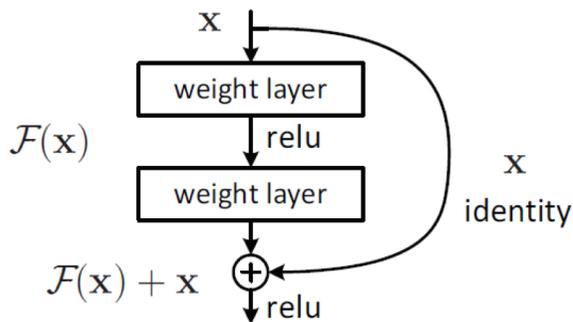
$$y = \mathcal{F}(x, \{W_i\}) + W_s x.$$

- Kaiming He, Xiangyu Zhang, Shaoqing Ren, and Jian Sun. "Deep Residual Learning for Image Recognition". In CVPR, 2016.

图像分类: ResNet

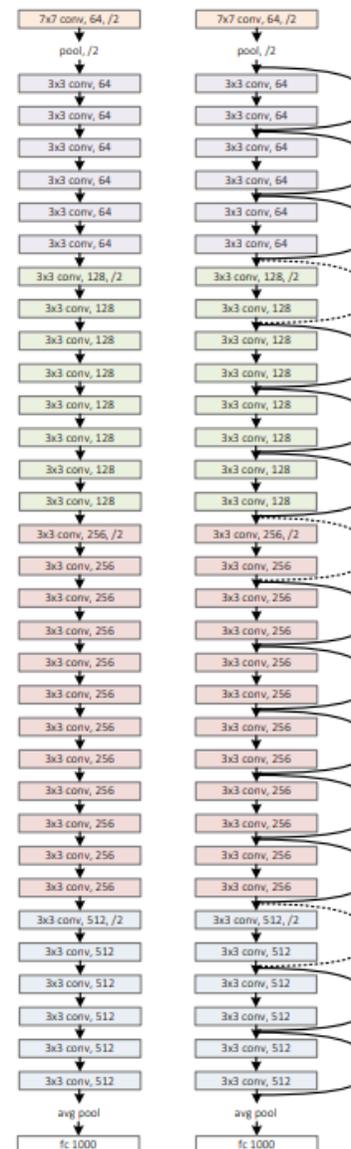
□ Plain net 与 ResNet

- ResNet整体结构非常简洁
- 在不同层之间加入 "shortcut"



- 除stem cell (7×7卷积) 外均采用3×3卷积层
- 每当特征的空间分辨率减半时, filter的数量翻倍

plain net



ResNet



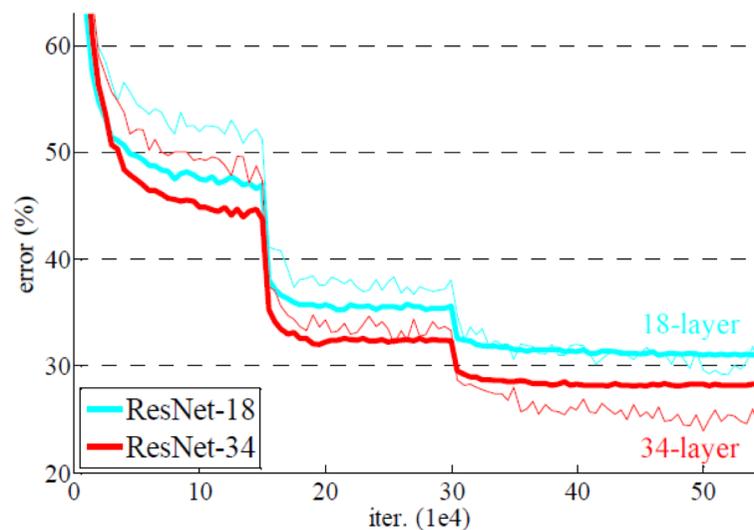
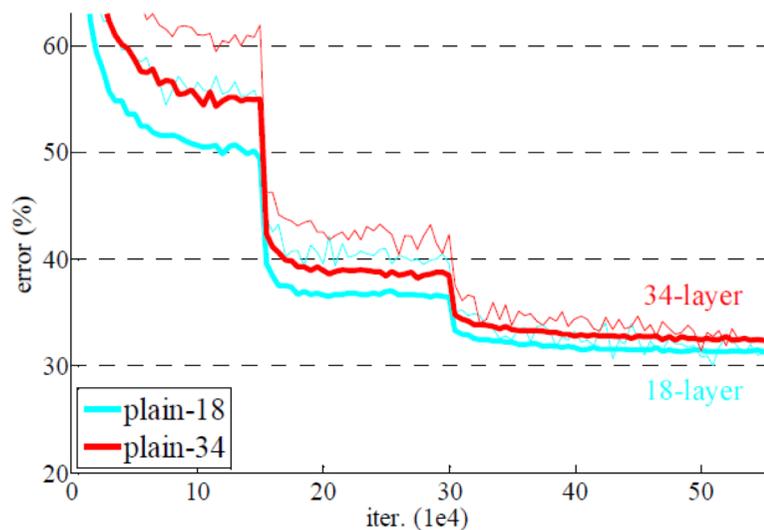
图像分类: ResNet

□ ResNet不同深度的网络结构

layer name	output size	18-layer	34-layer	50-layer	101-layer	152-layer
conv1	112×112	7×7, 64, stride 2				
		3×3 max pool, stride 2				
conv2_x	56×56	$\begin{bmatrix} 3 \times 3, 64 \\ 3 \times 3, 64 \end{bmatrix} \times 2$	$\begin{bmatrix} 3 \times 3, 64 \\ 3 \times 3, 64 \end{bmatrix} \times 3$	$\begin{bmatrix} 1 \times 1, 64 \\ 3 \times 3, 64 \\ 1 \times 1, 256 \end{bmatrix} \times 3$	$\begin{bmatrix} 1 \times 1, 64 \\ 3 \times 3, 64 \\ 1 \times 1, 256 \end{bmatrix} \times 3$	$\begin{bmatrix} 1 \times 1, 64 \\ 3 \times 3, 64 \\ 1 \times 1, 256 \end{bmatrix} \times 3$
conv3_x	28×28	$\begin{bmatrix} 3 \times 3, 128 \\ 3 \times 3, 128 \end{bmatrix} \times 2$	$\begin{bmatrix} 3 \times 3, 128 \\ 3 \times 3, 128 \end{bmatrix} \times 4$	$\begin{bmatrix} 1 \times 1, 128 \\ 3 \times 3, 128 \\ 1 \times 1, 512 \end{bmatrix} \times 4$	$\begin{bmatrix} 1 \times 1, 128 \\ 3 \times 3, 128 \\ 1 \times 1, 512 \end{bmatrix} \times 4$	$\begin{bmatrix} 1 \times 1, 128 \\ 3 \times 3, 128 \\ 1 \times 1, 512 \end{bmatrix} \times 8$
conv4_x	14×14	$\begin{bmatrix} 3 \times 3, 256 \\ 3 \times 3, 256 \end{bmatrix} \times 2$	$\begin{bmatrix} 3 \times 3, 256 \\ 3 \times 3, 256 \end{bmatrix} \times 6$	$\begin{bmatrix} 1 \times 1, 256 \\ 3 \times 3, 256 \\ 1 \times 1, 1024 \end{bmatrix} \times 6$	$\begin{bmatrix} 1 \times 1, 256 \\ 3 \times 3, 256 \\ 1 \times 1, 1024 \end{bmatrix} \times 23$	$\begin{bmatrix} 1 \times 1, 256 \\ 3 \times 3, 256 \\ 1 \times 1, 1024 \end{bmatrix} \times 36$
conv5_x	7×7	$\begin{bmatrix} 3 \times 3, 512 \\ 3 \times 3, 512 \end{bmatrix} \times 2$	$\begin{bmatrix} 3 \times 3, 512 \\ 3 \times 3, 512 \end{bmatrix} \times 3$	$\begin{bmatrix} 1 \times 1, 512 \\ 3 \times 3, 512 \\ 1 \times 1, 2048 \end{bmatrix} \times 3$	$\begin{bmatrix} 1 \times 1, 512 \\ 3 \times 3, 512 \\ 1 \times 1, 2048 \end{bmatrix} \times 3$	$\begin{bmatrix} 1 \times 1, 512 \\ 3 \times 3, 512 \\ 1 \times 1, 2048 \end{bmatrix} \times 3$
	1×1	average pool, 1000-d fc, softmax				
FLOPs		1.8×10^9	3.6×10^9	3.8×10^9	7.6×10^9	11.3×10^9

图像分类: ResNet

在ImageNet上的训练过程



Error rates on ImageNet validation

method	top-1 err.	top-5 err.
VGG [41] (ILSVRC'14)	-	8.43 [†]
GoogLeNet [44] (ILSVRC'14)	-	7.89
VGG [41] (v5)	24.4	7.1
PReLU-net [13]	21.59	5.71
BN-inception [16]	21.99	5.81
ResNet-34 B	21.84	5.71
ResNet-34 C	21.53	5.60
ResNet-50	20.74	5.25
ResNet-101	19.87	4.60
ResNet-152	19.38	4.49

Error rates (%) of ensembles

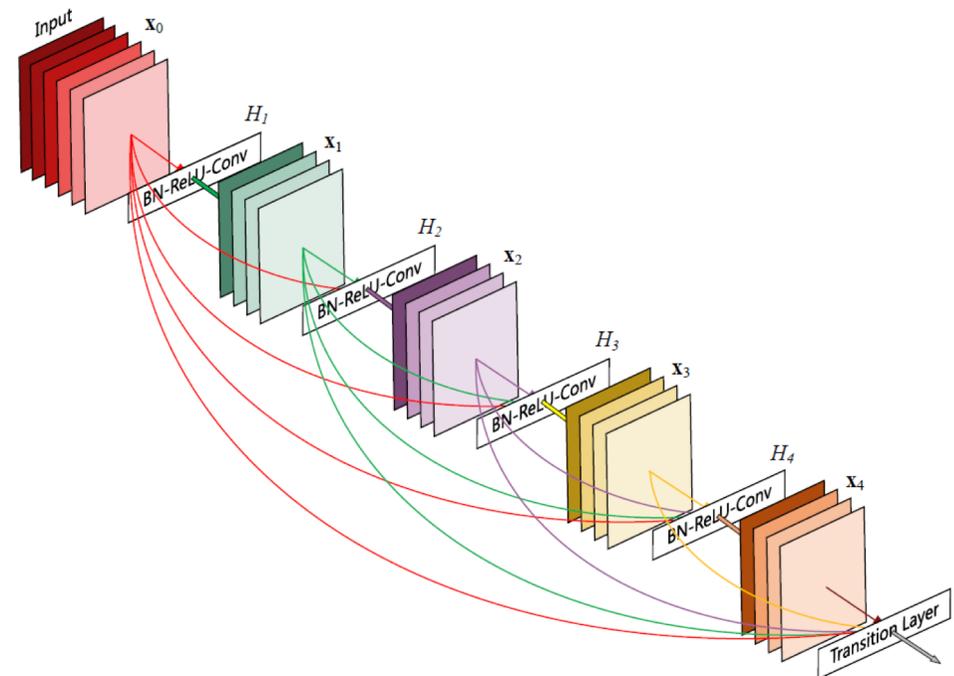
method	top-5 err. (test)
VGG [41] (ILSVRC'14)	7.32
GoogLeNet [44] (ILSVRC'14)	6.66
VGG [41] (v5)	6.8
PReLU-net [13]	4.94
BN-inception [16]	4.82
ResNet (ILSVRC'15)	3.57

图像分类: DenseNet

- Key idea
 - Introduce direct connections from any layer to all subsequent layers
- The l -th layer receives the feature-maps of all preceding layers

$$\mathbf{x}_l = H_l([\mathbf{x}_0, \mathbf{x}_1, \dots, \mathbf{x}_{l-1}])$$

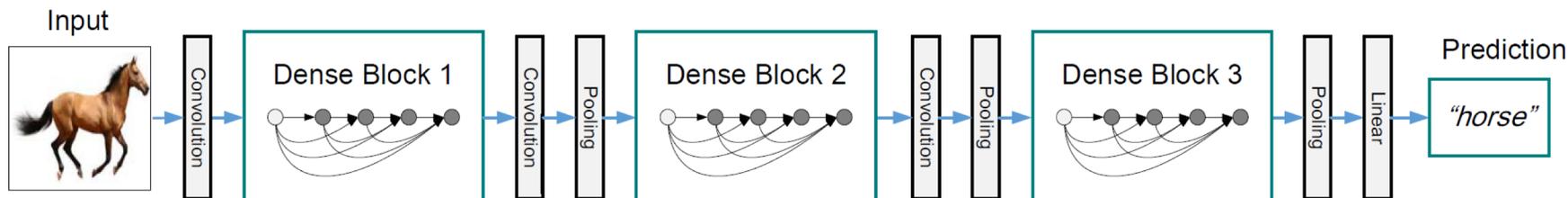
$[\mathbf{x}_0, \mathbf{x}_1, \dots, \mathbf{x}_{l-1}]$: the concatenation of the feature-maps produced in layers



- G. Huang, Z. Liu, L. Maaten, and K. Q. Weinberger. "Densely Connected Convolutional Networks". In CVPR, 2017.

图像分类: DenseNet

□ Framework illustration: a deep DenseNet with three dense blocks



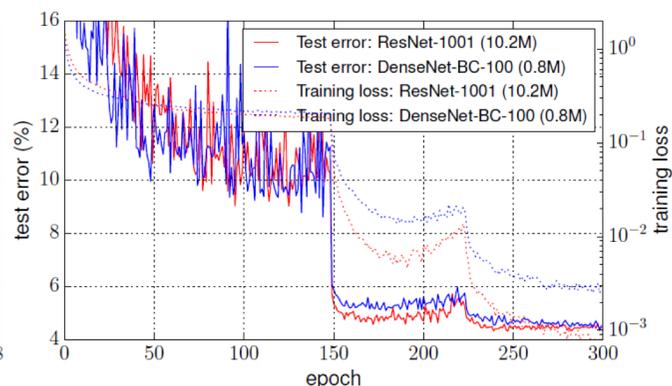
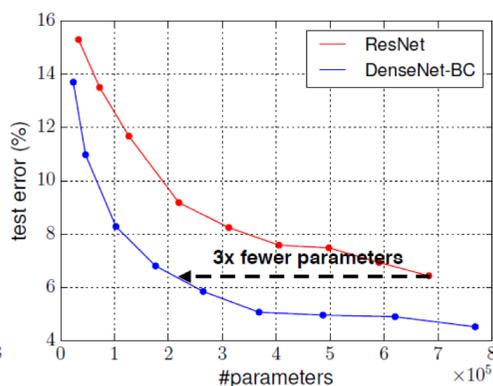
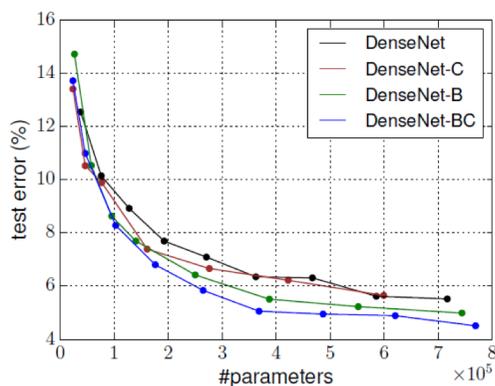
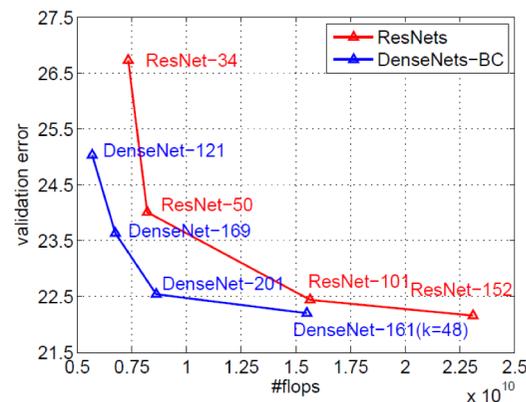
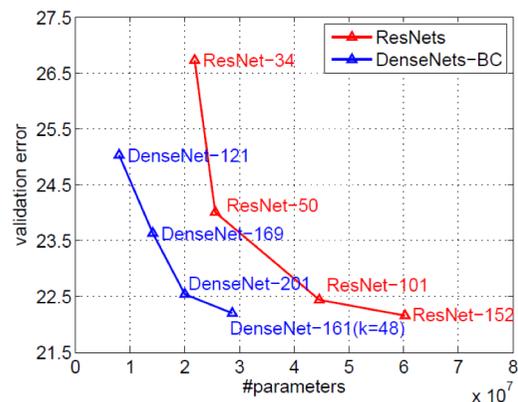
DenseNet architectures for ImageNet

Layers	Output Size	DenseNet-121 ($k = 32$)	DenseNet-169 ($k = 32$)	DenseNet-201 ($k = 32$)	DenseNet-161 ($k = 48$)
Convolution	112×112	7×7 conv, stride 2			
Pooling	56×56	3×3 max pool, stride 2			
Dense Block (1)	56×56	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 6$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 6$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 6$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 6$
Transition Layer (1)	56×56	1×1 conv			
	28×28	2×2 average pool, stride 2			
Dense Block (2)	28×28	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 12$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 12$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 12$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 12$
Transition Layer (2)	28×28	1×1 conv			
	14×14	2×2 average pool, stride 2			
Dense Block (3)	14×14	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 24$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 32$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 48$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 36$
Transition Layer (3)	14×14	1×1 conv			
	7×7	2×2 average pool, stride 2			
Dense Block (4)	7×7	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 16$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 32$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 32$	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 24$
Classification Layer	1×1	7×7 global average pool			
		1000D fully-connected, softmax			

图像分类: DenseNet

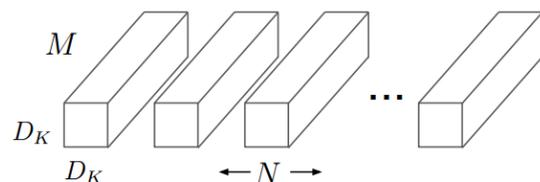
Comparison with ResNet

- 参数少，计算复杂度低，但精度相当
- 对前面层的响应图的concatenate的操作非常消耗显存
- 泛化能力不好且缺少相应code base的支撑

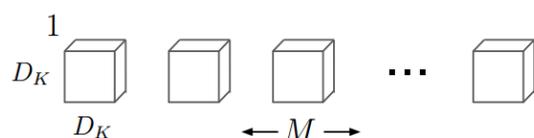


图像分类: MobileNet

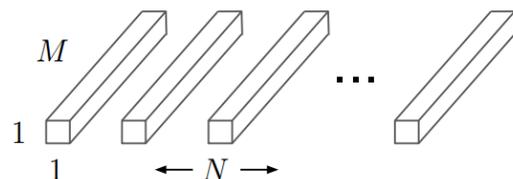
- Goal: *efficiently trade off between latency and accuracy*
 - Build very small, low latency models that can be easily matched to the design requirements for mobile and embedded vision applications
- Depthwise Separable Convolution



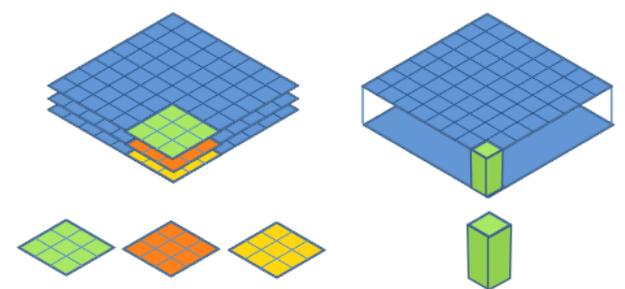
(a) Standard Convolution Filters



(b) Depthwise Convolutional Filters



(c) 1×1 Convolutional Filters called Pointwise Convolution in the context of Depthwise Separable Convolution



Depthwise Convolutional Filters Pointwise Convolutional Filters

Figure 2. Depthwise separable convolution.

$$\begin{aligned}
 & \frac{D_K \cdot D_K \cdot M \cdot D_F \cdot D_F + M \cdot N \cdot D_F \cdot D_F}{D_K \cdot D_K \cdot M \cdot N \cdot D_F \cdot D_F} \\
 &= \frac{1}{N} + \frac{1}{D_K^2}
 \end{aligned}$$

Figure 1. Standard convolution vs separable convolution.



图像分类: MobileNet

□ Architecture

Table 1. MobileNet Body Architecture

Type / Stride	Filter Shape	Input Size	
Conv / s2	$3 \times 3 \times 3 \times 32$	$224 \times 224 \times 3$	
Conv dw / s1	$3 \times 3 \times 32$ dw	$112 \times 112 \times 32$	
Conv / s1	$1 \times 1 \times 32 \times 64$	$112 \times 112 \times 32$	
Conv dw / s2	$3 \times 3 \times 64$ dw	$112 \times 112 \times 64$	
Conv / s1	$1 \times 1 \times 64 \times 128$	$56 \times 56 \times 64$	
Conv dw / s1	$3 \times 3 \times 128$ dw	$56 \times 56 \times 128$	
Conv / s1	$1 \times 1 \times 128 \times 128$	$56 \times 56 \times 128$	
Conv dw / s2	$3 \times 3 \times 128$ dw	$56 \times 56 \times 128$	
Conv / s1	$1 \times 1 \times 128 \times 256$	$28 \times 28 \times 128$	
Conv dw / s1	$3 \times 3 \times 256$ dw	$28 \times 28 \times 256$	
Conv / s1	$1 \times 1 \times 256 \times 256$	$28 \times 28 \times 256$	
Conv dw / s2	$3 \times 3 \times 256$ dw	$28 \times 28 \times 256$	
Conv / s1	$1 \times 1 \times 256 \times 512$	$14 \times 14 \times 256$	
5×	Conv dw / s1	$3 \times 3 \times 512$ dw	$14 \times 14 \times 512$
	Conv / s1	$1 \times 1 \times 512 \times 512$	$14 \times 14 \times 512$
Conv dw / s2	$3 \times 3 \times 512$ dw	$14 \times 14 \times 512$	
Conv / s1	$1 \times 1 \times 512 \times 1024$	$7 \times 7 \times 512$	
Conv dw / s2	$3 \times 3 \times 1024$ dw	$7 \times 7 \times 1024$	
Conv / s1	$1 \times 1 \times 1024 \times 1024$	$7 \times 7 \times 1024$	
Avg Pool / s1	Pool 7×7	$7 \times 7 \times 1024$	
FC / s1	1024×1000	$1 \times 1 \times 1024$	
Softmax / s1	Classifier	$1 \times 1 \times 1000$	

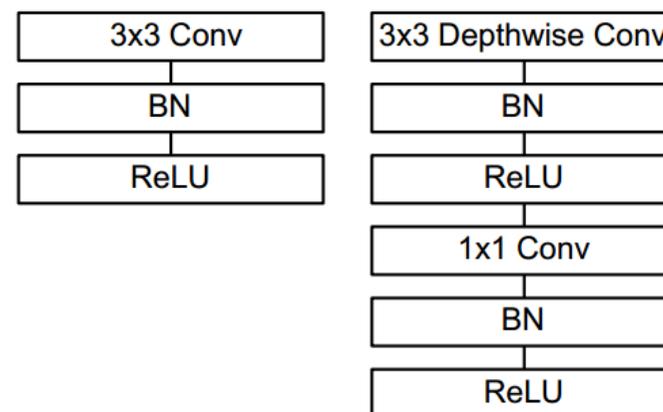


Figure 3. Left: Standard convolutional layer with batchnorm and ReLU. Right: Depthwise Separable convolutions with Depthwise and Pointwise layers followed by batchnorm and ReLU.

Table 4. Depthwise Separable vs Full Convolution MobileNet

Model	ImageNet Accuracy	Million Mult-Adds	Million Parameters
Conv MobileNet	71.7%	4866	29.3
MobileNet	70.6%	569	4.2



图像分类: MobileNet

□ Performance

Table 8. MobileNet Comparison to Popular Models

Model	ImageNet Accuracy	Million Mult-Adds	Million Parameters
1.0 MobileNet-224	70.6%	569	4.2
GoogleNet	69.8%	1550	6.8
VGG 16	71.5%	15300	138

Table 9. Smaller MobileNet Comparison to Popular Models

Model	ImageNet Accuracy	Million Mult-Adds	Million Parameters
0.50 MobileNet-160	60.2%	76	1.32
Squeezenet	57.5%	1700	1.25
AlexNet	57.2%	720	60



基于深度学习的图像分析技术

□ 现代深度学习技术实例

■ 图像识别

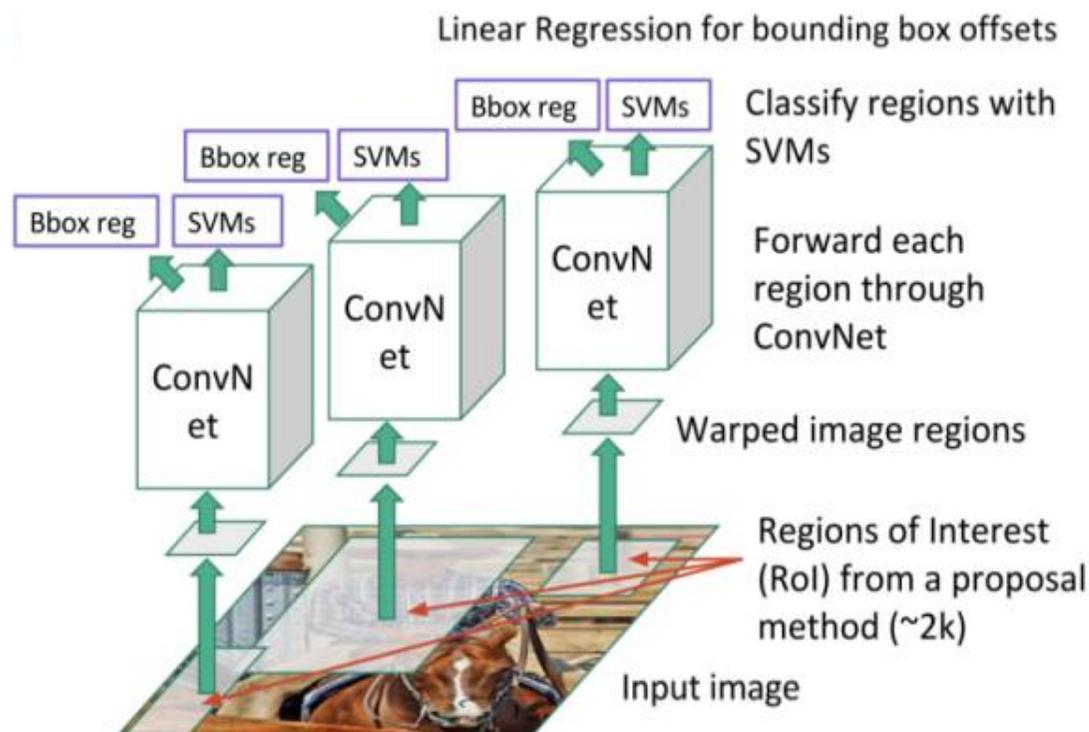
- ✓ AlexNet
- ✓ GoogLeNet
- ✓ VGG
- ✓ ResNet
- ✓ DenseNet
- ✓ MobileNet

■ 目标检测

- ✓ R-CNN
- ✓ Fast R-CNN
- ✓ Faster R-CNN
- ✓ SSD

目标检测: R-CNN

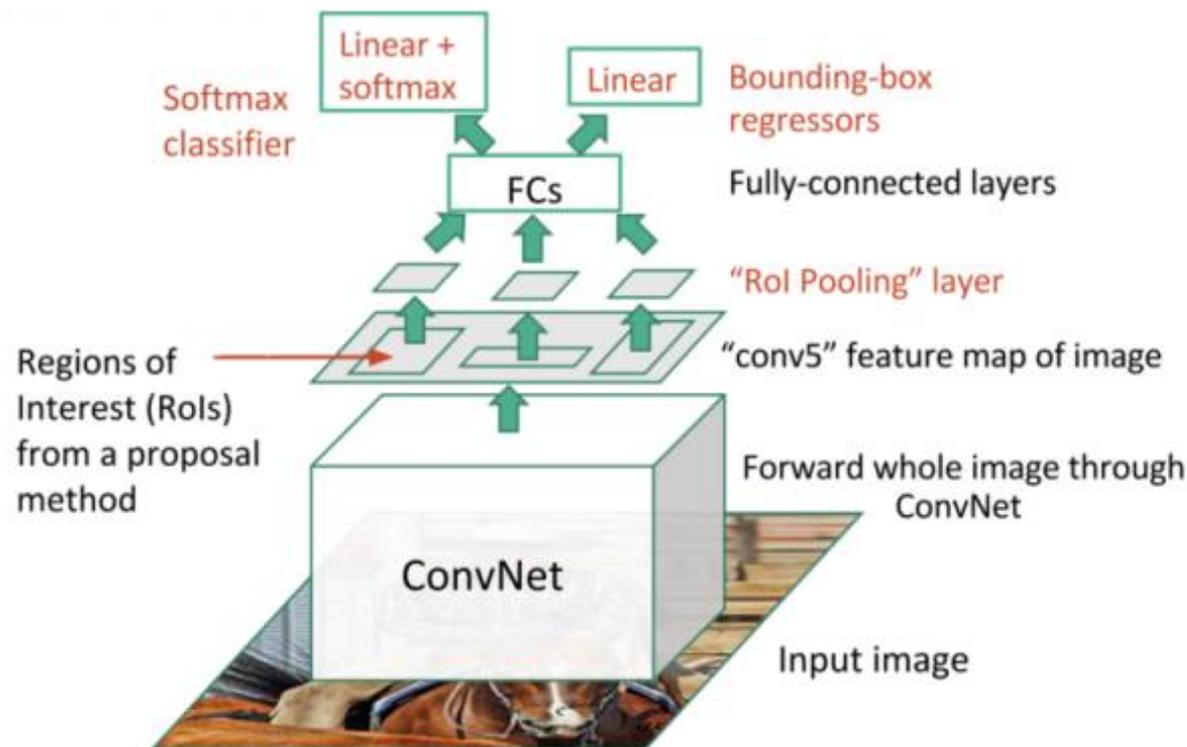
- R-CNN: regional CNN
 - Region proposal generation (~2K) by selective search algorithm
 - CNN feature extraction for each region proposal
 - Object classification for each region with SVM
 - Bounding box regression to the expected object border



- R. Girshick et al, “Rich feature hierarchies for accurate object detection and semantic segmentation”. In CVPR, 2014.

目标检测: Fast R-CNN

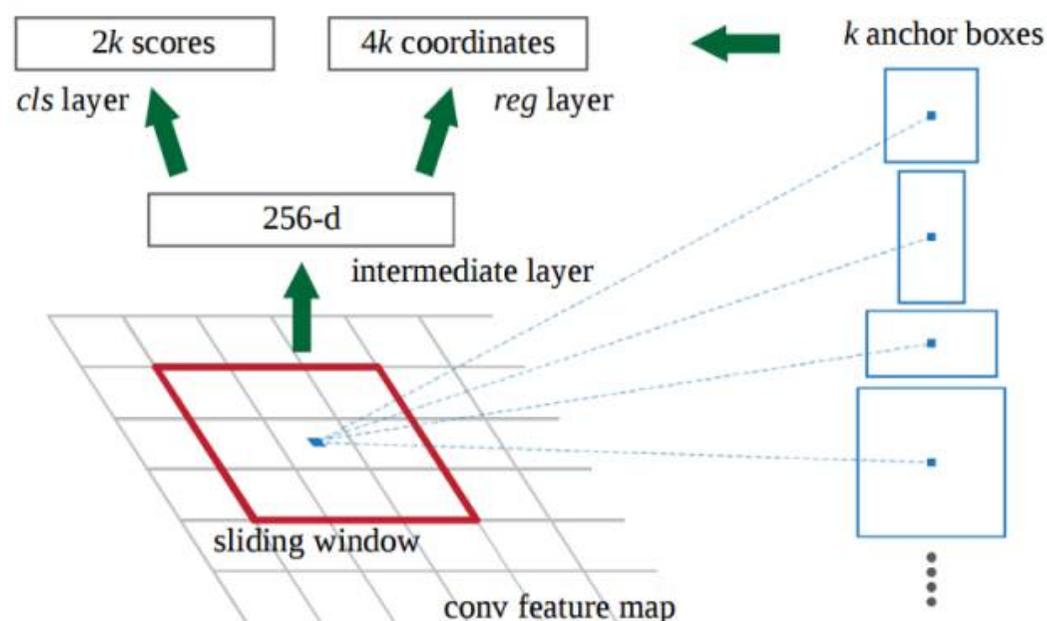
- Extract CNN feature over input image before region proposal generation
 - Run ConvNet once instead of over 2000 times for each region
- Replace SVM with softmax layer, which is learnt jointly with ConvNet
 - No need to learn individual SVM for each object
- **Computational bottleneck**: region proposal generation by selective search



- R. Girshick et al, "Fast R-CNN". In ICCV, 2015.

目标检测: Faster R-CNN

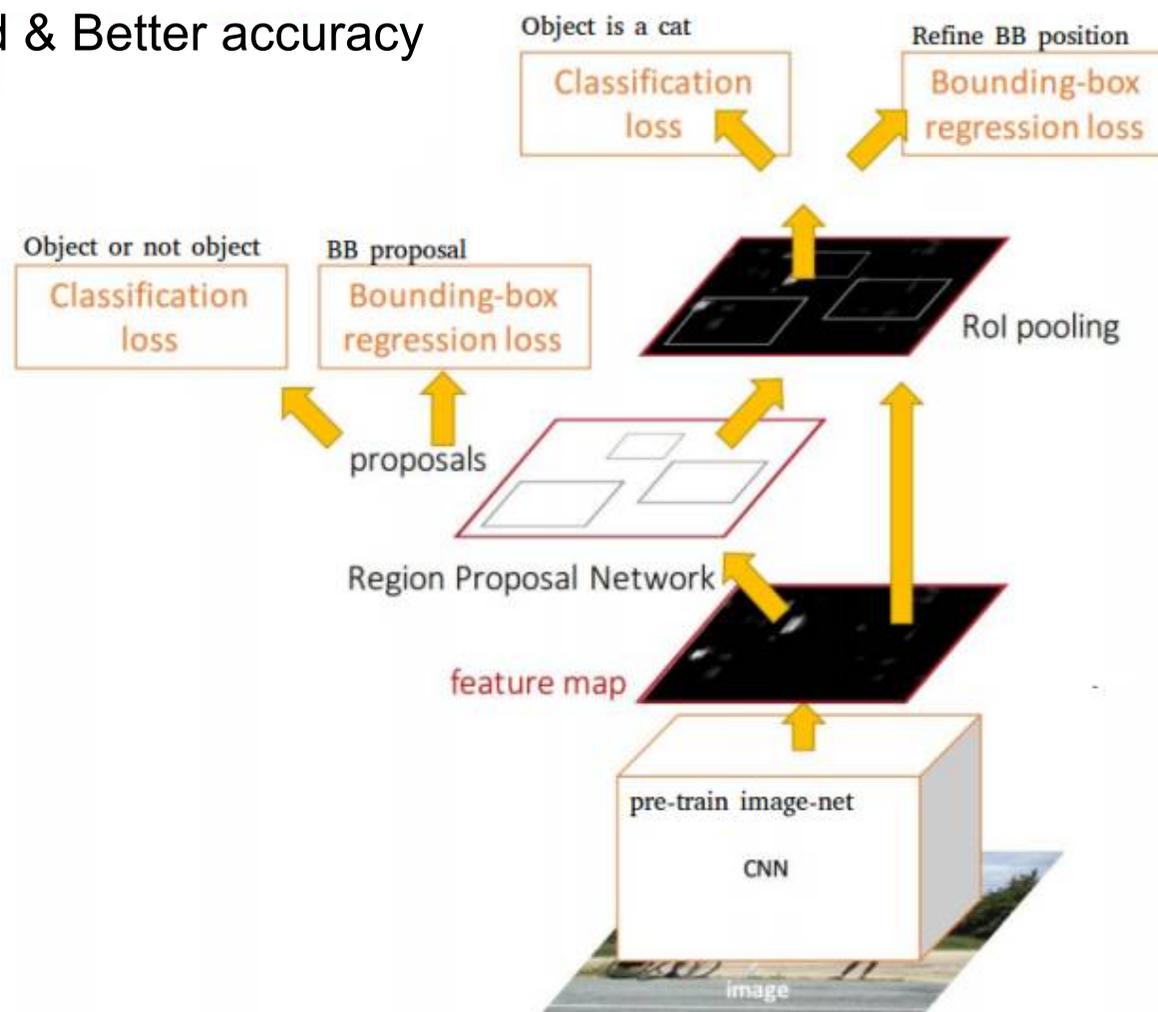
- Generate region proposals by region proposal network (RPN)
 - 在经过卷积层提取到的feature map上，用一个3x3的slide window遍历整个feature map
 - 在遍历过程中每个window中心按scale和aspect ratio (1:2,1:1,2:1)生成9个anchors
 - 然后再利用全连接对每个anchors做二分类（是前景还是背景）和初步bbox regression



- X. Ren, K. He, R. Girshick and J. Sun. “Faster R-CNN: Towards Real-Time Object Detection with Region Proposal Networks”. In NeurIPS, 2015.

目标检测: Faster R-CNN

- Faster R-CNN = **RPN** + Fast R-CNN
 - Jointly learn region proposal generator and object region classifier
 - Better speed & Better accuracy



Object Detection: SSD

- 同时预测 region proposal and object category
 - Eliminate bounding box proposals and the subsequent pixel or feature resampling stage.
 - Use multiple layers for prediction at different scales
 - Simple end-to-end training

