

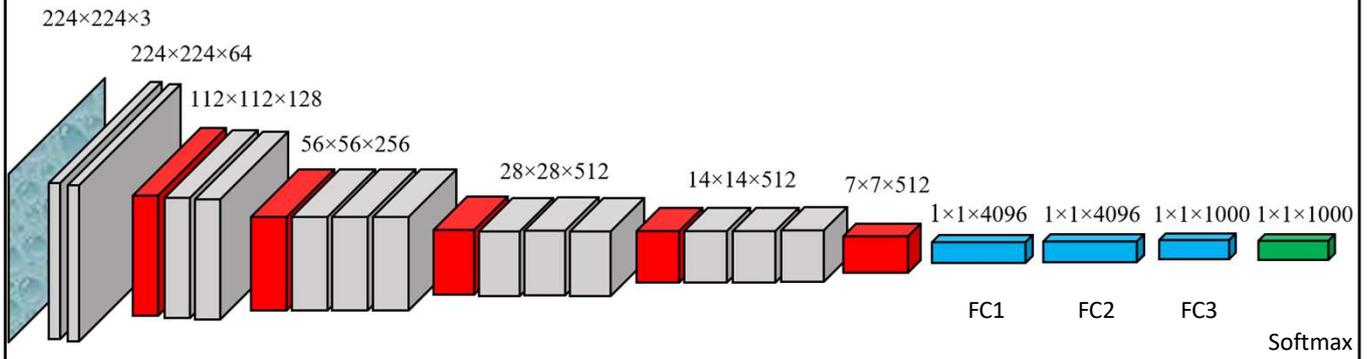
Deep Learning – VGG

Bernhard Kainz

Lecture inspired by Alex Smola with add-ons

Deep Learning – Bernhard Kainz

VGG



Deep Learning – Bernhard Kainz

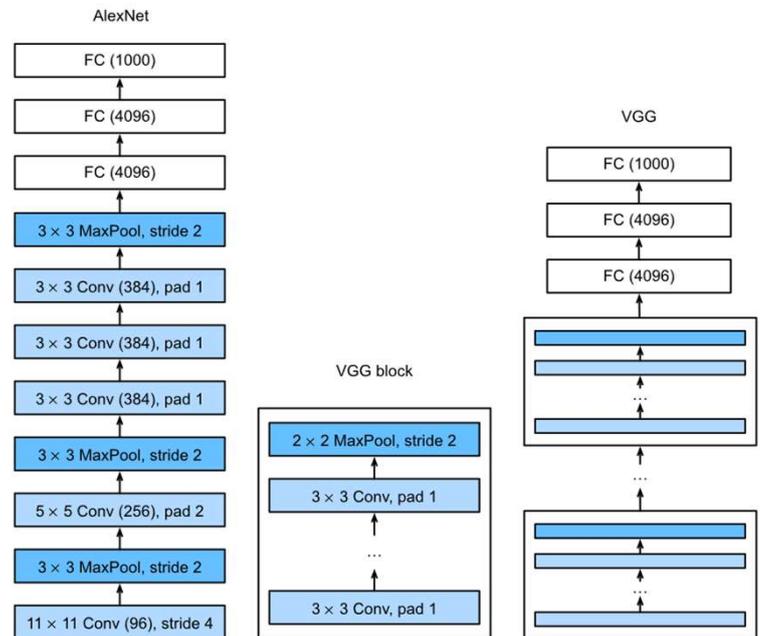
Let's talk about a network architecture that you'll probably use in practice as a backbone for feature extraction.

The next step in the evolution of design came in the form of VGG.

VGG stands for the visual geometry group in Oxford

They read the Alexnet paper and learned that apparently bigger is better so they decided to go even bigger.

- AlexNet = bigger than LeNet
- Bigger = better?
- Options
 - **More** dense layers (too expensive)
 - **More** convolutions
 - Group into **blocks**



Deep Learning – Bernhard Kainz http://d2l.ai/chapter_convolutional-modern/vgg.html

let's have a look at how this looks like in detail

If we compare this to Alexnet and Lenet

To make it bigger you can add even more dense layers.

well maybe not really because that's too expensive.

or you add more convolutions

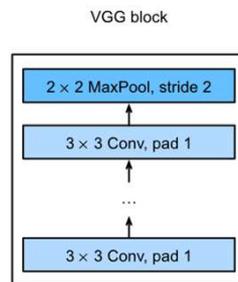
You can do that but then at some point you start getting tired of having to define every convolution separately so you might as well group them into blocks

once you go to 20 30 40 layers it gets quite annoying having to specify by hand

so the key innovation in VGG is actually this grouping into blocks which then turns into parametretisable repeated blocks that we can use for learning tasks.

VGG blocks

- Deeper vs. wider?
 - 13x13?
 - 5x5?
 - 3x3?
 - Deep and narrow = better
- VGG block
 - 3x3 convolutions (pad 1)
(n layers, m channels)
 - 2x2 max-pooling
(stride 2)



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VERY DEEP CONVOLUTIONAL NETWORKS FOR LARGE-SCALE IMAGE RECOGNITION

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ABSTRACT

In this work we investigate the effect of the convolutional network depth on its accuracy in the large-scale image recognition setting. Our main contribution is a thorough evaluation of networks of increasing depth using an architecture with very small (3×3) convolution filters, which shows that a significant improvement on the prior-art configurations can be achieved by pushing the depth to 16–19 weight layers. These findings were the basis of our ImageNet Challenge 2014 submission, where our team secured the first and the second places in the localisation and classification tracks respectively. We also show that our representations generalise well to other datasets, where they achieve state-of-the-art results. We have made our two best-performing ConvNet models publicly available to facilitate further research on the use of deep visual representations in computer vision.

Deep Learning – Br

Let's look at the VGG blocks

the first thing they had to solve is whether you should use fewer wide convolutions or more narrow ones

[paper] did a good comprehensive analysis and it showed that more layers of narrow convolutions were more powerful than a smaller number of wide convolutions

this tends to be a trend overall in the network designs that a larger number of compositions of simple functions turns out to be more expressive and more able to fit meaningful models than a small number of shallower and more complicated functions.

The VGG block has a bunch of 3×3 convolutions
if you padded them by one it didn't change the size of the input relative to the output
and then in the end you have max pooling of two by two with a stride of two which halves the resolution.

now if you stack several of those things together and combine it with the same dense layers as we had in Alexnet, then you get VGG.

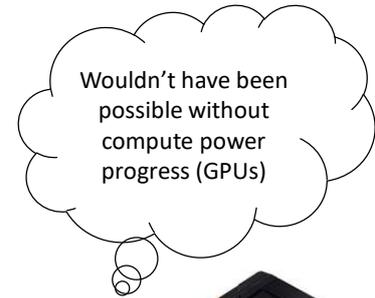
you get actually entire family of different such architectures simply by varying the number of such blocks that you will combine.

so you get eg VGG-16 or VGG-19 and so on.

If you think about the overall progress so far it basically boils down to bigger and deeper.

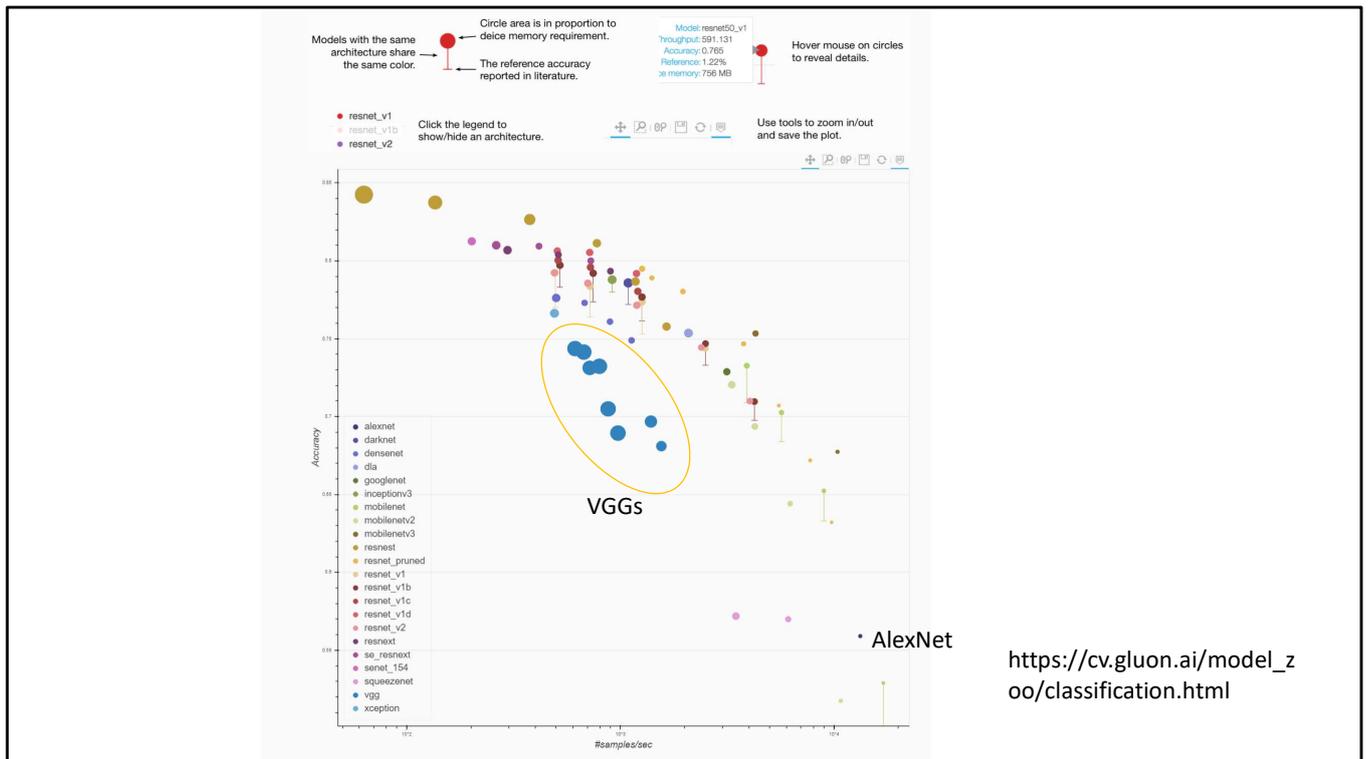
progress

- LeNet (1995)
 - 2 convolution + pooling layers
 - 2 hidden dense layers
- AlexNet
 - Bigger and deeper LeNet
 - ReLu, Dropout, preprocessing
- VGG
 - Bigger and deeper AlexNet (repeated VGG blocks)



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In LeNet you had 2 convolution and pooling layers
In AlexNet everything became bigger
Followed by VGG



Here is a block of throughput vs. accuracy.

VGG is a lot slower but also more accurate than AlexNet

following one people move back to smaller networks but with higher accuracy

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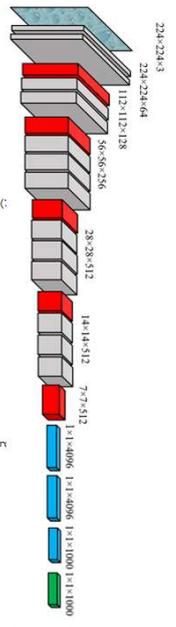
148
149 def vgg16(pretrained: bool = False, progress: bool = True, **kwargs: Any) -> VGG:
150     r"""VGG 16-layer model (configuration "D")
151     `Very Deep Convolutional Networks For Large-Scale Image Recognition` <https://arxiv.org/pdf/1409.1556.pdf>_
152
153     Args:
154         pretrained (bool): If True, returns a model pre-trained on ImageNet
155         progress (bool): If True, displays a progress bar of the download to stderr
156     """
157     return _vgg('vgg16', 'D', False, pretrained, progress, **kwargs)
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25 class VGG(nn.Module):
26
27     def __init__(
28         self,
29         features: nn.Module,
30         num_classes: int = 1000,
31         init_weights: bool = True
32     ) -> None:
33         super(VGG, self).__init__()
34         self.features = features
35         self.avgpool = nn.AdaptiveAvgPool2d((
36             nn.Linear(512 * 7 * 7, 4096),
37             nn.ReLU(True),
38             nn.Dropout(),
39             nn.Linear(4096, 4096),
40             nn.ReLU(True),
41             nn.Dropout(),
42             nn.Linear(4096, num_classes),
43         ))
44
45         if init_weights:
46             self._initialize_weights()
47
48     def forward(self, x: torch.Tensor) -> torch.Tensor:
49         x = self.features(x)
50         x = self.avgpool(x)
51         x = torch.flatten(x, 1)
52         x = self.classifier(x)
53         return x

```



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<https://github.com/pytorch/vision/blob/master/torchvision/models/vgg.py>