



SNS COLLEGE OF ENGINEERING



Kurumbapalayam(Po), Coimbatore – 641 107

Accredited by NAAC-UGC with 'A' Grade

Approved by AICTE, Recognized by UGC & Affiliated to Anna University, Chennai

Department of AI &DS

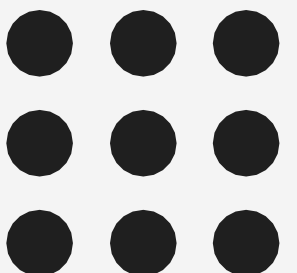
Course Name – 19AD602 DEEP LEARNING

III Year / VI Semester

Unit 3-DIMENSIONALITY REDUCTION

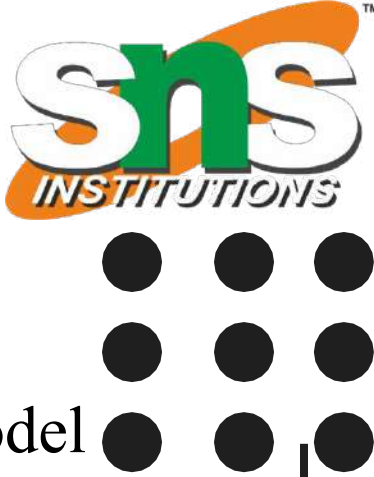
Topic: Introduction to Convnet-VGG

GULSHAN BANU.A/ AP/AI AND DS / Introduction to Convnet-VGG/SNSCE





Introduction to Convnet-VGG



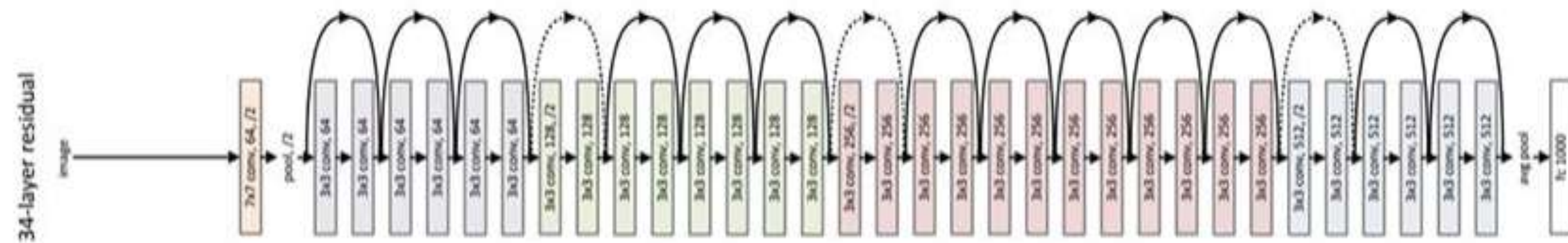
Case Study: Application of VGG in Image Classification

A company uses the **VGG-16 architecture** to develop an advanced image recognition system for e-commerce. The model accurately classifies product images into categories like "electronics," "fashion," and "home goods." Despite being computationally intensive, the simplicity and uniform convolutional layers of VGG enable superior feature extraction, improving the customer shopping experience.

Activity: Fine-Tuning VGG for a Custom Dataset

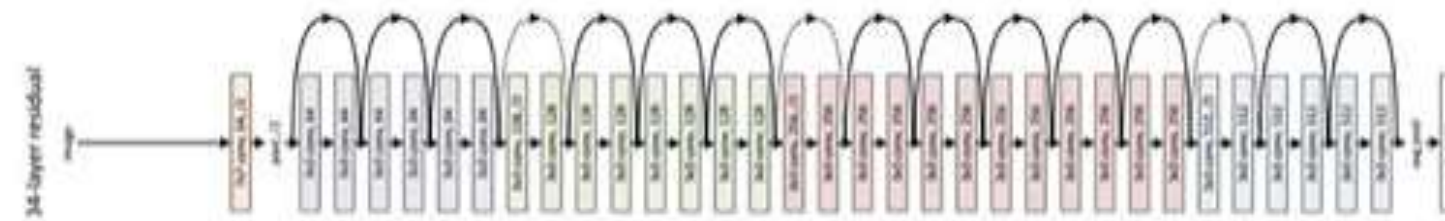
1. **Task:** Fine-tune a pre-trained VGG-16 model for classifying flower species using the "Flowers 102" dataset.
2. **Steps:**
 - Import the pre-trained VGG-16 model without the top fully connected layers.
 - Add a custom classifier head specific to the flower dataset.
 - Train the model, keeping the initial convolutional layers frozen to utilize learned features effectively.
3. **Goal:** Achieve an accuracy of 85% or higher on the test set.

Depth in Neural Network

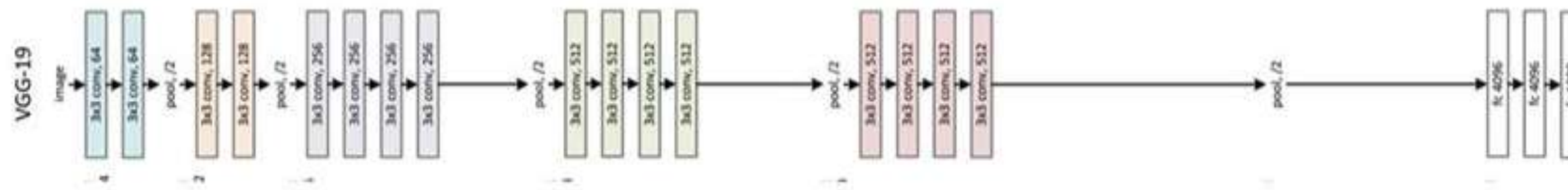


ResNet improved performance
by training very deep network at
the time (2016)

Depth in Neural Network

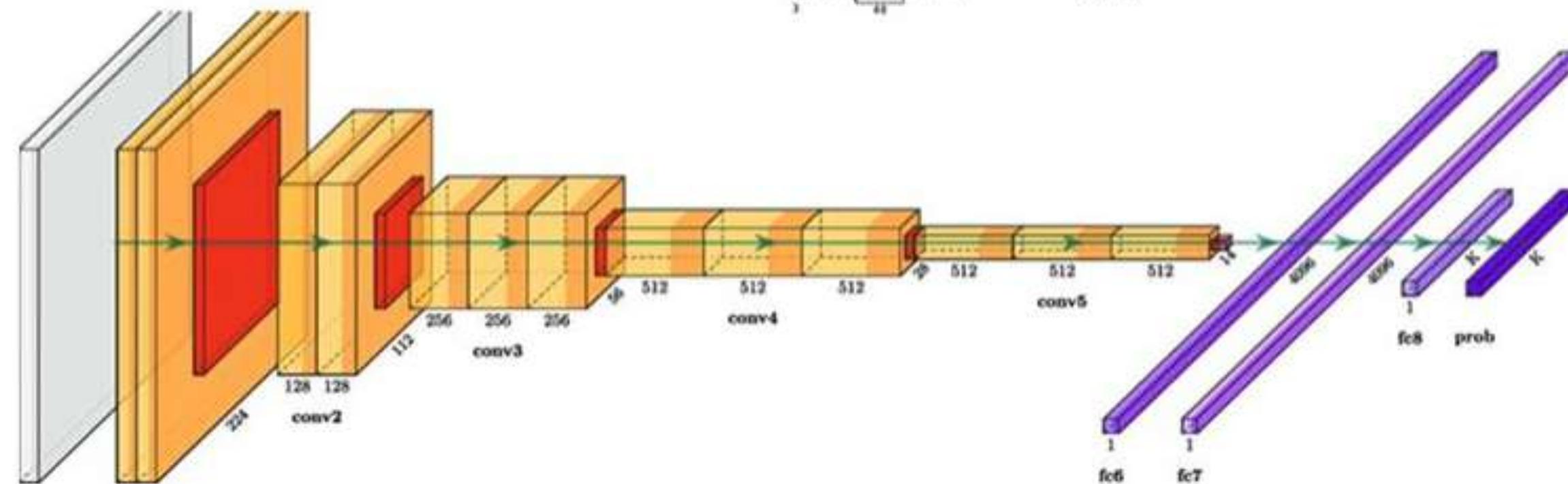
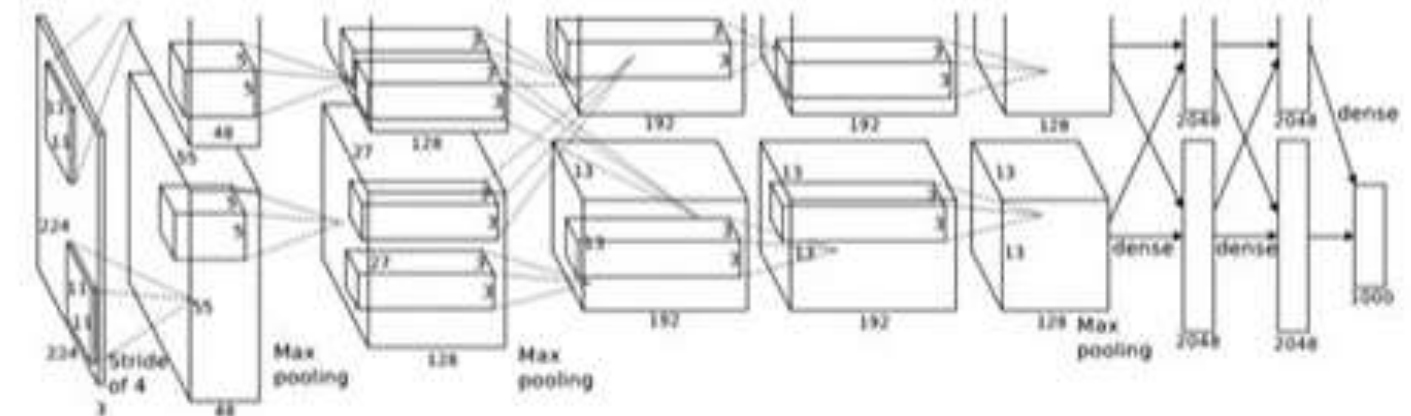


Resnets were inspired by the VGG architecture



Depth in Neural Network

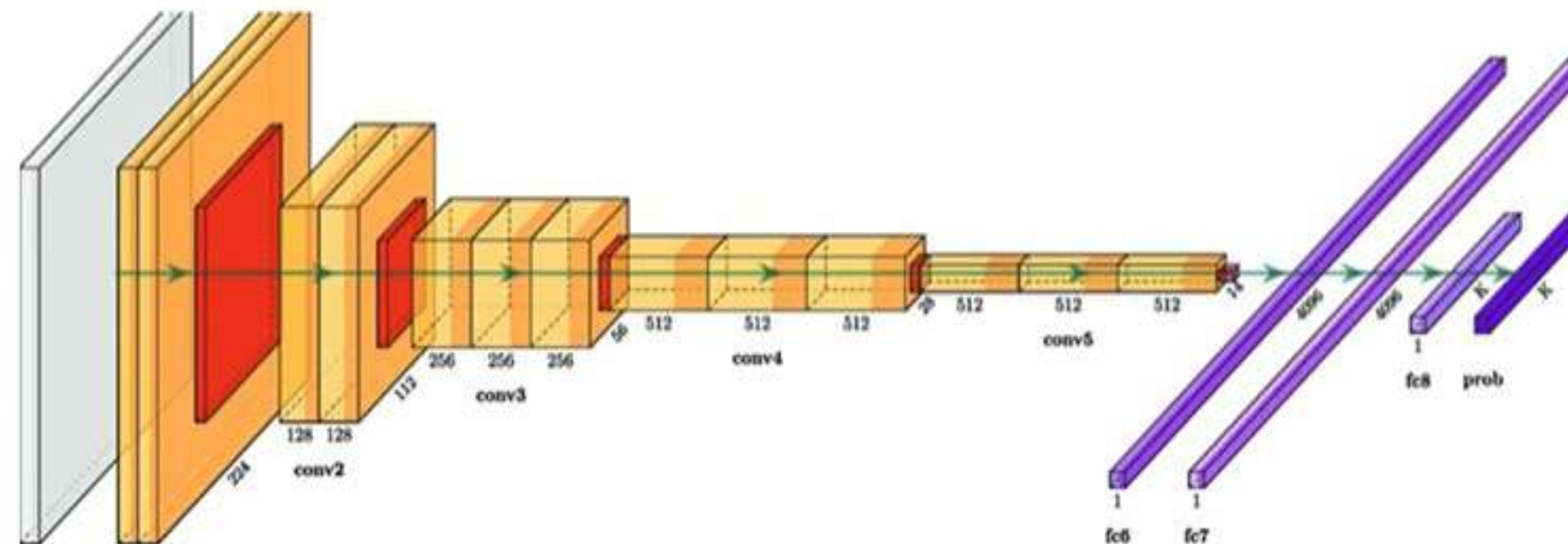
VGG was very deep at the time
(compared to AlexNet)



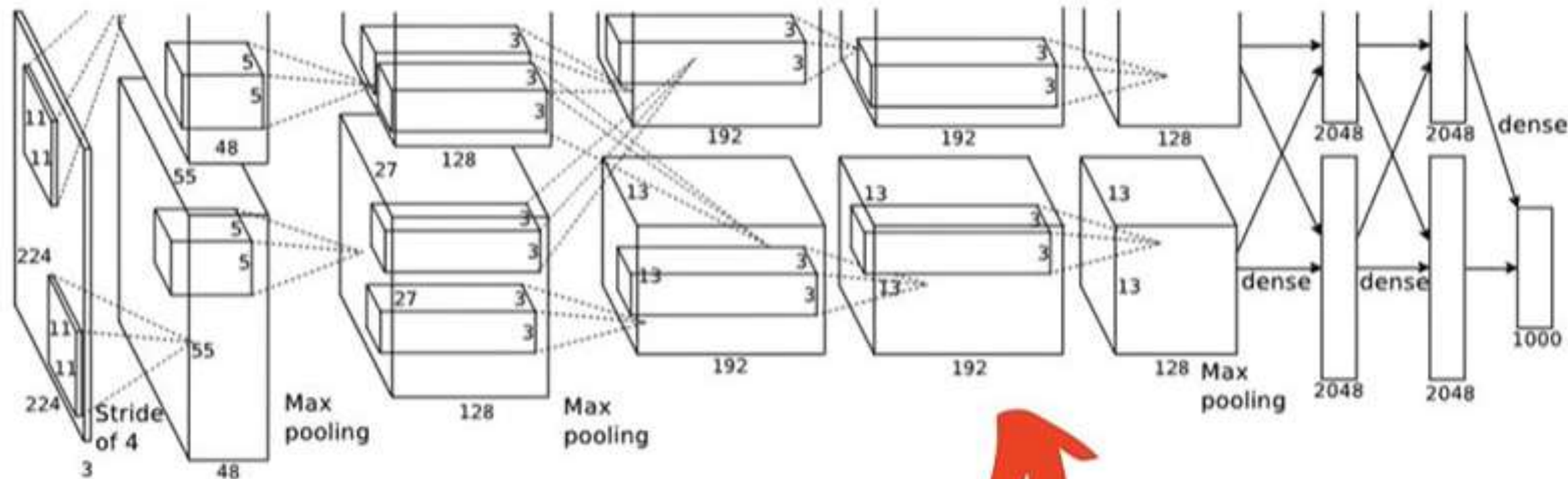
Depth in Neural Network

The main difference from the previous networks is:

- Deeper (16-19 layers)
- Smaller Convolutional Filters (3x3)



VGG Network Architecture



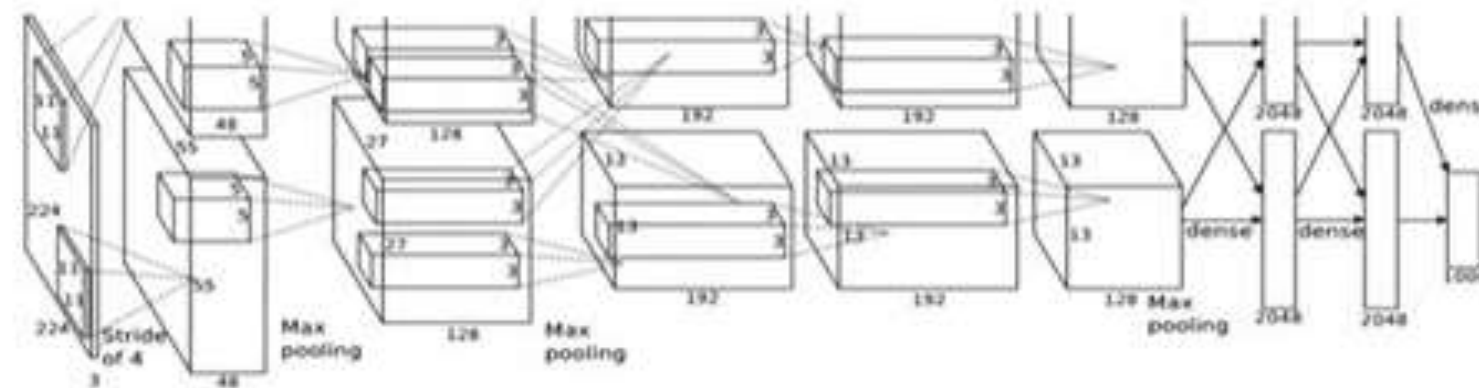
AlexNet looks like this



VGG Network Architecture

Not too deep (5 layers)

Use local response normalization



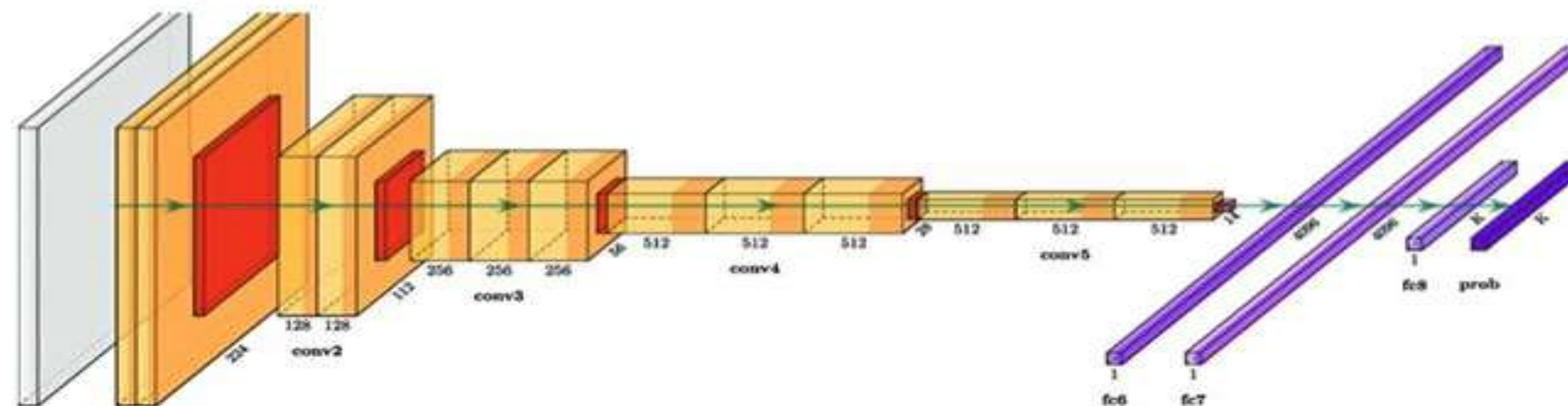
60M parameters

11x11, 5x5 and 3x3 filters

VGG Network Architecture

Overview:

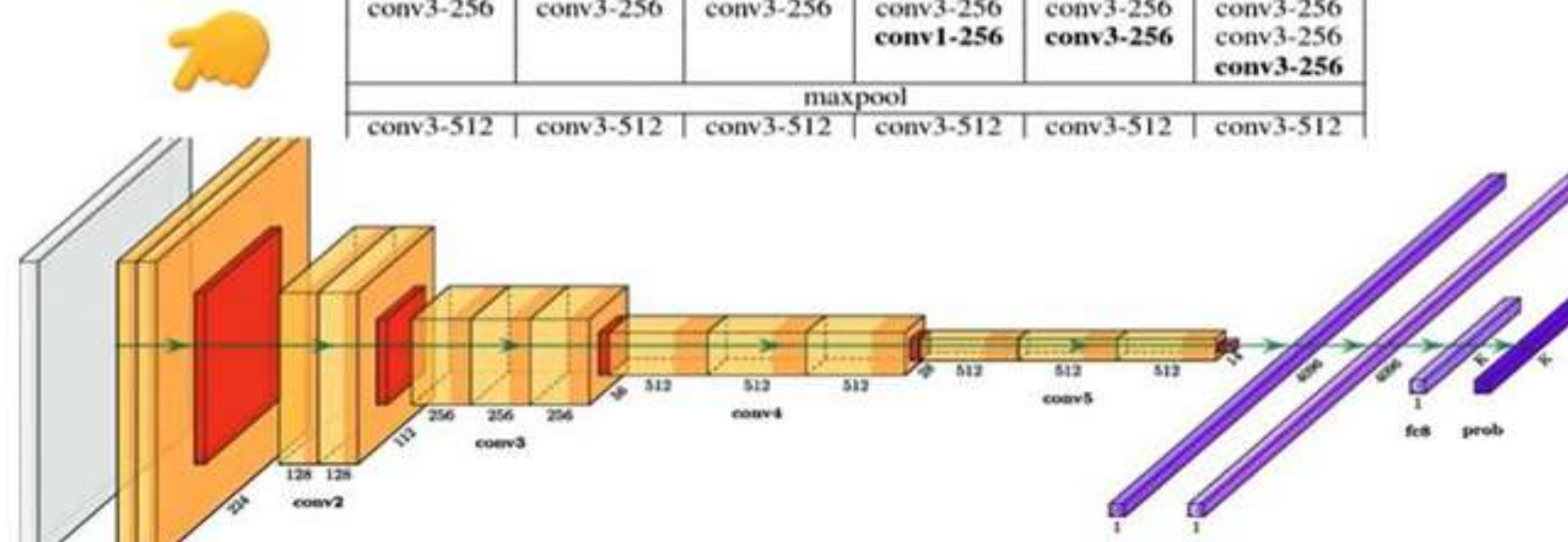
- Input is 224 x 224 RGB image
- Conv layers 3x3 (also 1x1 sometime*)
- Max Pooling (2x2 with stride 2) at a few spots
- Fully connected layers at the end
- ReLU activation units
- Local Response Normalization not



VGG Network Architecture

Input layer all the same all config.

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	conv3-64	conv3-64	conv3-64	conv3-64
	LRN	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	conv3-256	conv3-256	conv3-256	conv3-256
			conv1-256	conv3-256	conv3-256
				conv3-256	conv3-256
					conv3-256
maxpool					
conv3-512	conv3-512	conv3-512	conv3-512	conv3-512	conv3-512



Output all the same for all config.

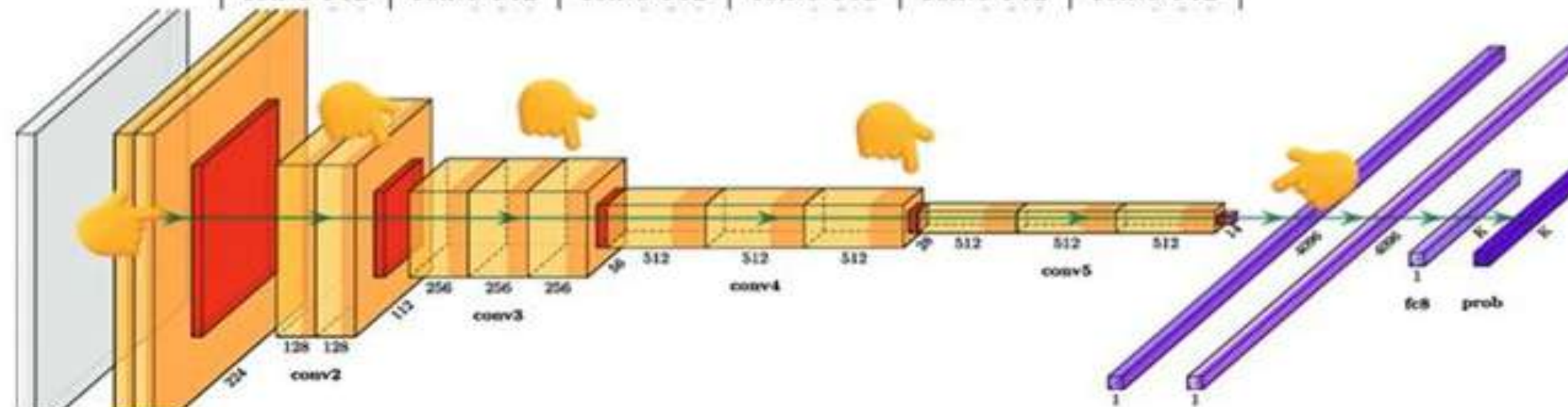
VGG Network Architecture

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					

Max pooling
layers a bit
everywhere

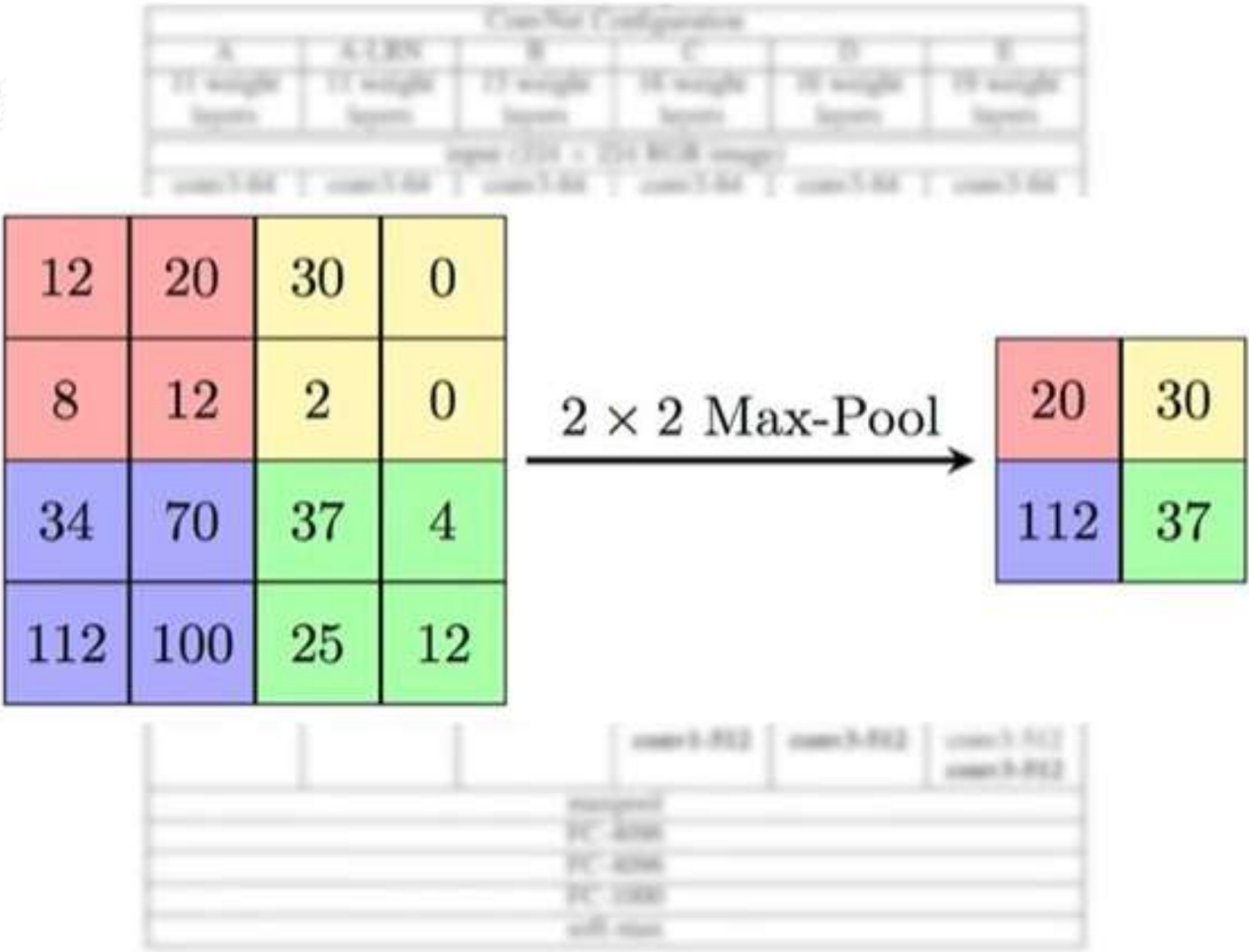
VGG Network Architecture

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



VGG Network Architecture

Max Pooling
looks like this
btw



In code looks like this:

VGG Network Architecture

ConvNet Configuration					
A	A (BN)	B	C	D	E
11 weights System	11 weights System	11 weights System	11 weights System	11 weights System	11 weights System
Input: 224 x 224 x 3 images					
conv 3x64	conv 3x64 1.87%	conv 3x64	conv 3x64	conv 3x64	conv 3x64
Maxpool					
conv 3x128	conv 3x128	conv 3x128	conv 3x128	conv 3x128	conv 3x128
Maxpool					
if v == "M": layers += [nn.MaxPool2d(kernel_size=2, stride=2)]					
Maxpool					
conv 3x512	conv 3x512	conv 3x512	conv 3x512	conv 3x512	conv 3x512
conv 3x512	conv 3x512	conv 3x512	conv 3x512	conv 3x512	conv 3x512
Maxpool					
conv 3x512	conv 3x512	conv 3x512	conv 3x512	conv 3x512	conv 3x512
conv 3x512	conv 3x512	conv 3x512	conv 3x512	conv 3x512	conv 3x512
Maxpool					
FC: 4096					
FC: 4096					
FC: 1000					
Soft max					

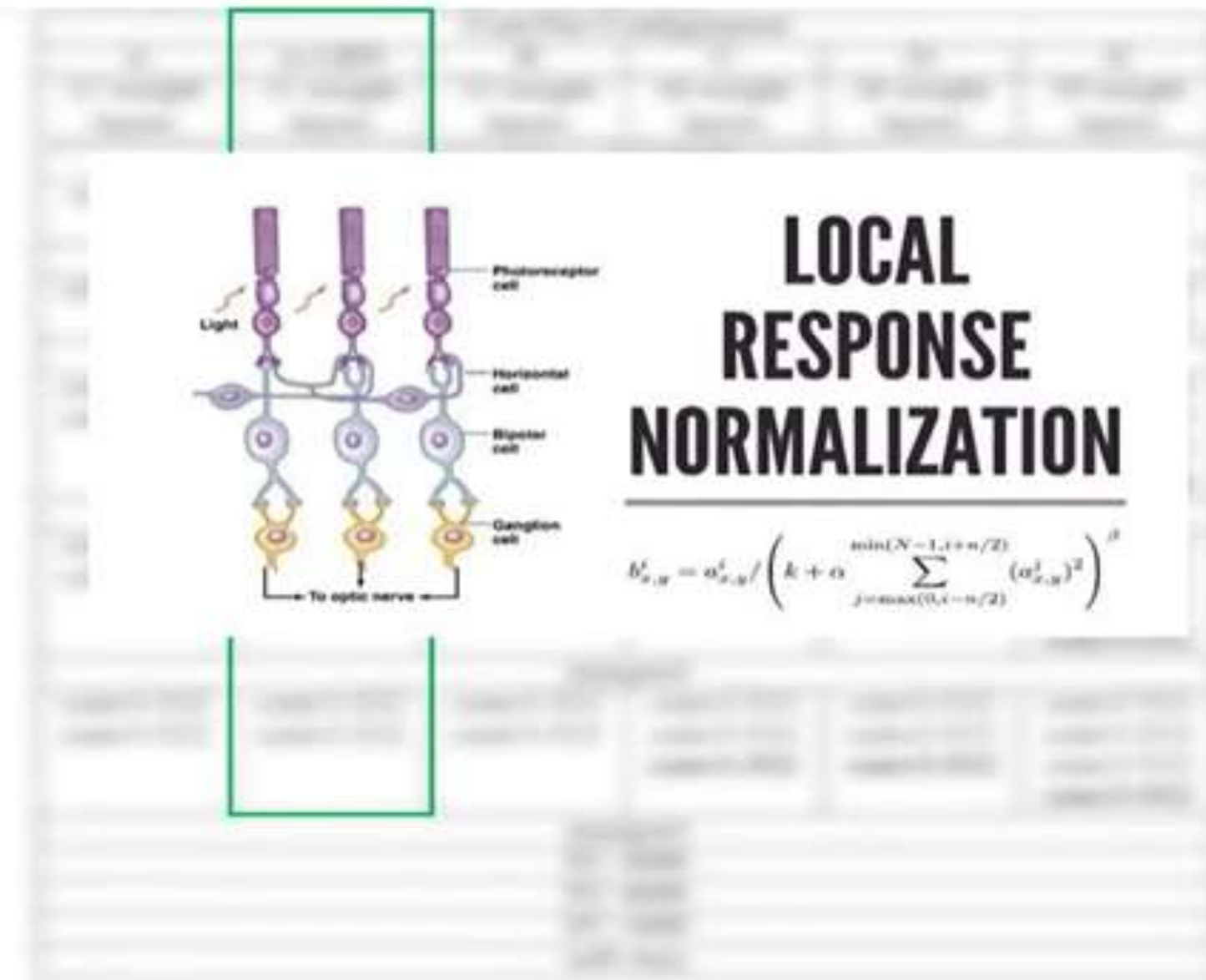
Config A-LRN is VGG-11 with Local Response Normalization

VGG Network Architecture

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					

VGG Network Architecture

Check it out!



VGG Network Architecture

Config B is VGG-13

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					

Introduction to Convnet-VGG

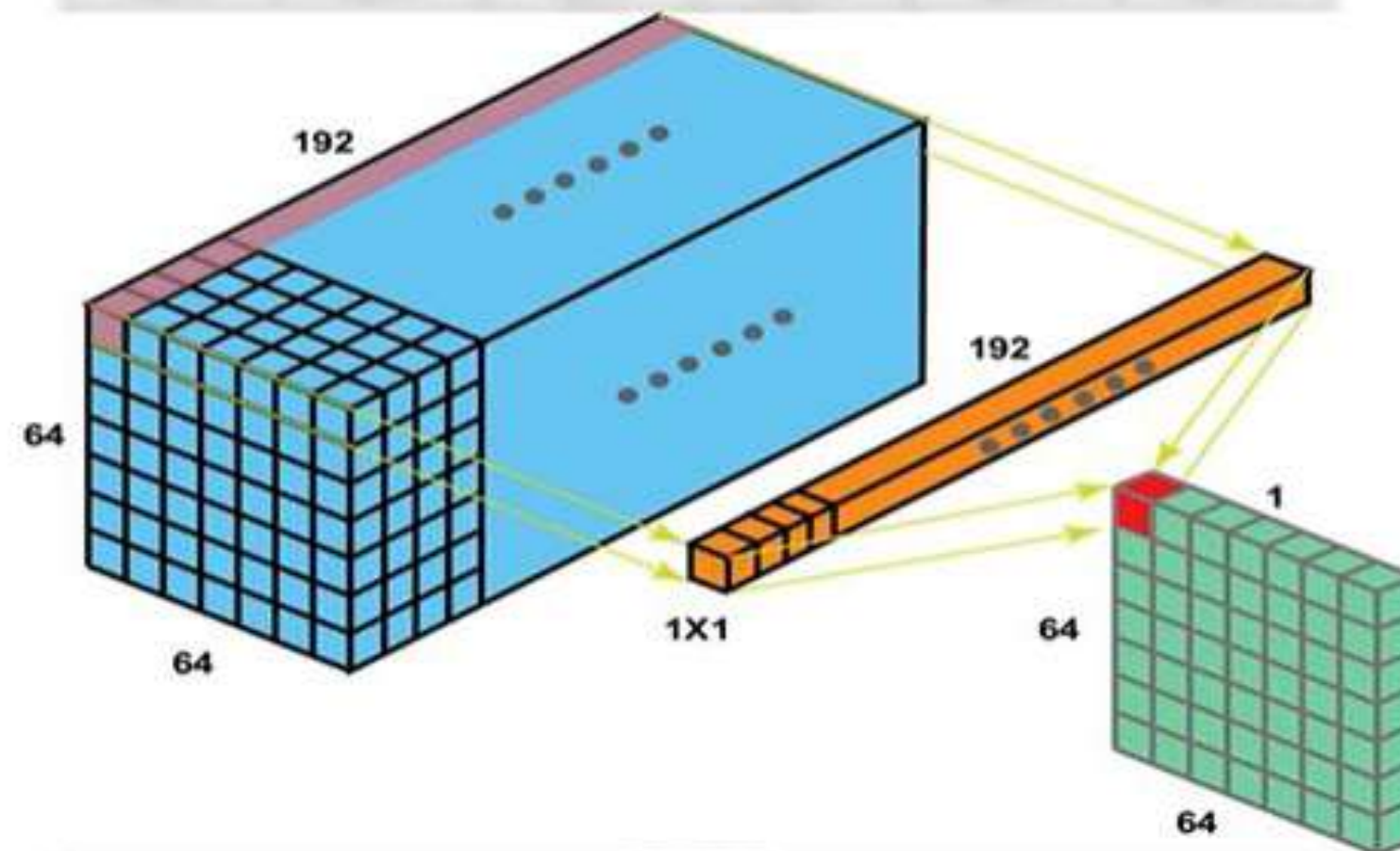
VGG Network Architecture

Config C is VGG-16 with 1x1 conv at the end.

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
max pool					
conv3-128	conv3-128	conv3-128 conv3-128	conv3-128 conv3-128	conv3-128 conv3-128	conv3-128 conv3-128
max pool					
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
max pool					
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
max pool					
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
max pool					
FC-4096					
FC-4096					
FC-1000					
soft-max					

VGG Network Architecture

1x1 conv works like this.



Config D is
VGG-16 no 1x1
conv

VGG Network Architecture

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					

VGG Network Architecture

Config E is VGG-19!

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					

VGG Network Architecture

Fairly similar amount of parameters



ConvNet Configuration					
A	A+LRN	B	C	D	E
11 weight layers	11 weight layers	11 weight layers	18 weight layers	18 weight layers	19 weight layers
input: 224 × 224 BGR images					
conv 3-64	conv 3-64 LRN	conv 3-64	conv 3-64	conv 3-64	conv 3-64
maxpool					
conv 3-128	conv 3-128	conv 3-128	conv 3-128	conv 3-128	conv 3-128

Table 2: Number of parameters (in millions).

Network	A,A-LRN	B	C	D	E
Number of parameters	133	133	134	138	144

maxpool					
conv 3-512	conv 3-512	conv 3-512	conv 3-512	conv 3-512	conv 3-512
conv 3-512	conv 3-512	conv 3-512	conv 3-512	conv 3-512	conv 3-512
maxpool					
conv 3-512	conv 3-512	conv 3-512	conv 3-512	conv 3-512	conv 3-512
conv 3-512	conv 3-512	conv 3-512	conv 3-512	conv 3-512	conv 3-512
maxpool					

VGG Network Architecture

We'll see A,B,D
and E in the
code!

```

cfgs: Dict[str, List[Union[str, int]]] = {
    "A": [64, "M", 128, "M", 256, 256, "M", 512, 512, "M", 512, 512, "M"],
    "B": [64, 64, "M", 128, 128, "M", 256, 256, "M", 512, 512, "M", 512, 512, "M"],
    "D": [64, 64, "M", 128, 128, "M", 256, 256, 256, "M", 512, 512, 512, "M", 512, 512, 512, "M"],
    "E": [64, 64, "M", 128, 128, "M", 256, 256, 256, 256, "M", 512, 512, 512, 512, "M", 512, 512, 512, 512, "M"],
}
    
```


VGG Network Architecture

ImageNet

14 million+ images
hand-annotated.

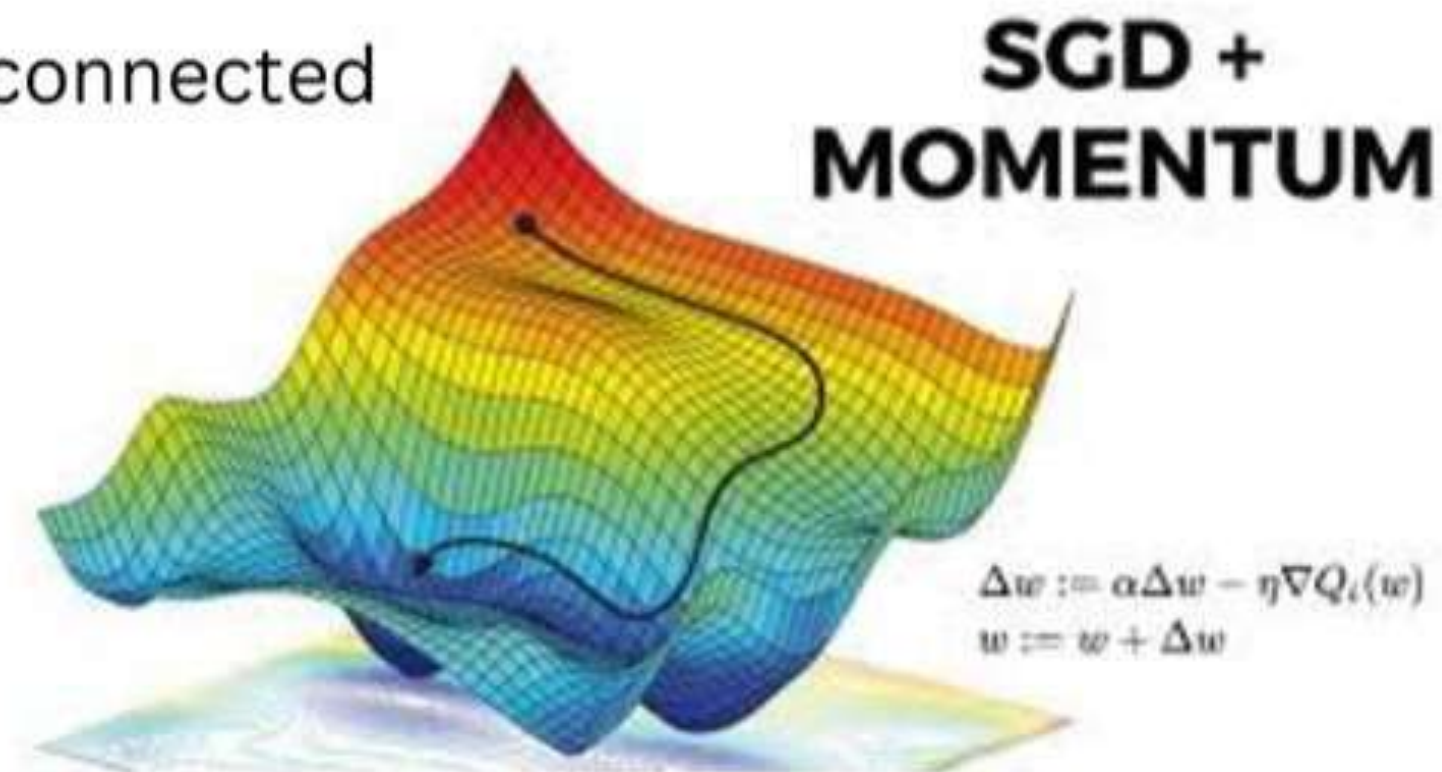


1000 classes

VGG Network Training

Training Overview:

1. batch gradient descent + momentum
2. L2 penalty
3. Drop out at 0.5 for fully connected layers.

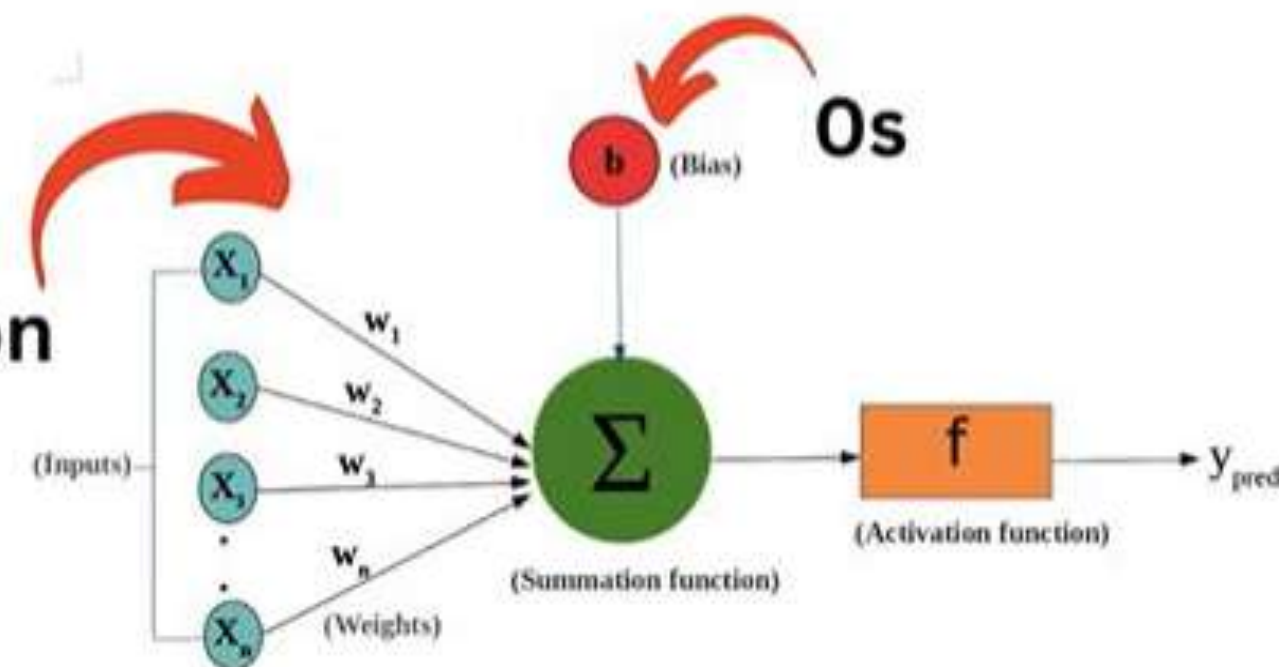


VGG Network Training

Initialization Overview:

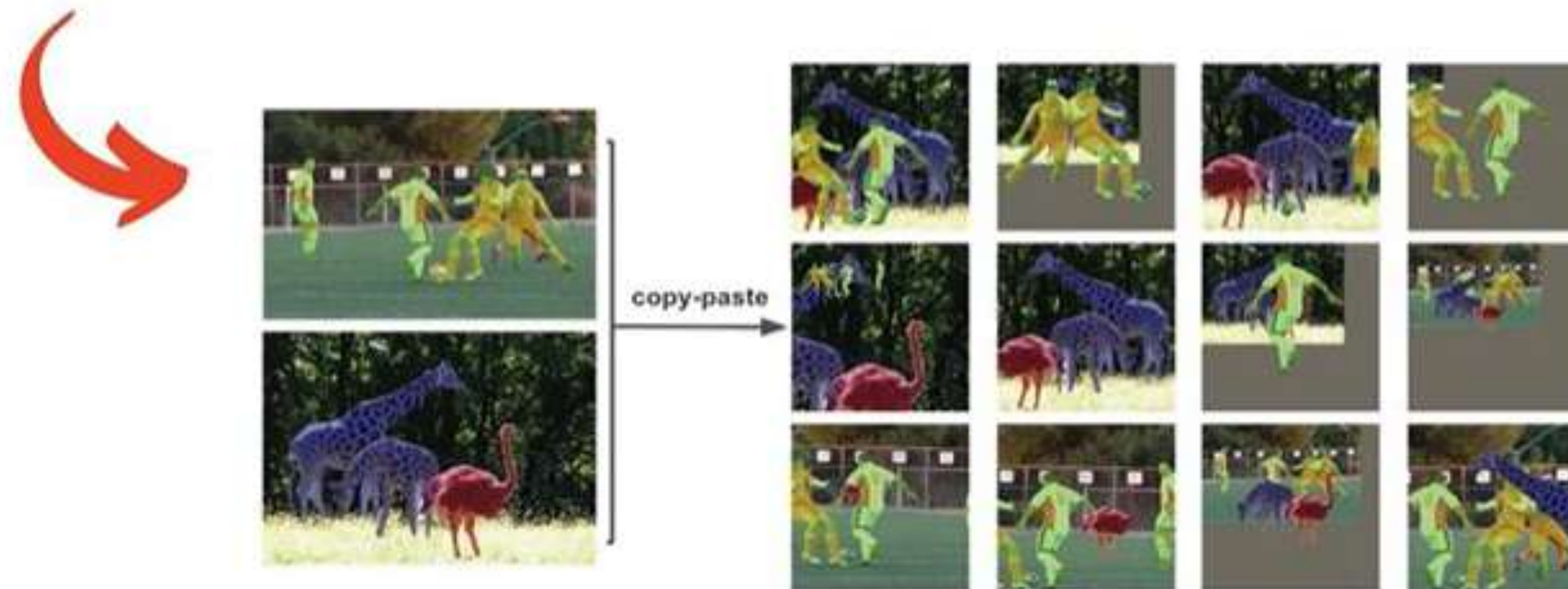
1. Randomly initialized config A.
2. Used trained config A as the base for deeper networks.

Normal Distribution



VGG Network Training

Data Augmented with Scale Jittering
aka Copy-Pasting



VGG Network Results

Table 3: ConvNet performance at a single test scale.

ConvNet config. (Table 1)	smallest image side		top-1 val. error (%)	top-5 val. error (%)
	train (S)	test (Q)		
A	256	256	29.6	10.4
A-LRN	256	256	29.7	10.5
B	256	256	28.7	9.9
C	256	256	28.1	9.4
	384	384	28.1	9.3
	[256;512]	384	27.3	8.8
D	256	256	27.0	8.8
	384	384	26.8	8.7
	[256;512]	384	25.6	8.1
E	256	256	27.3	9.0
	384	384	26.9	8.7
	[256;512]	384	25.5	8.0

VGG Network Results

Table 4: ConvNet performance at multiple test scales.

ConvNet config. (Table 1)	smallest image side		top-1 val. error (%)	top-5 val. error (%)
	train (S)	test (Q)		
B	256	224,256,288	28.2	9.6
C	256	224,256,288	27.7	9.2
	384	352,384,416	27.8	9.2
	[256; 512]	256,384,512	26.3	8.2
D	256	224,256,288	26.6	8.6
	384	352,384,416	26.5	8.6
	[256; 512]	256,384,512	24.8	7.5
E	256	224,256,288	26.9	8.7
	384	352,384,416	26.7	8.6
	[256; 512]	256,384,512	24.8	7.5

VGG Network Results

Table 5: **ConvNet evaluation techniques comparison.** In all experiments the training scale S was sampled from $[256; 512]$, and three test scales Q were considered: $\{256, 384, 512\}$.

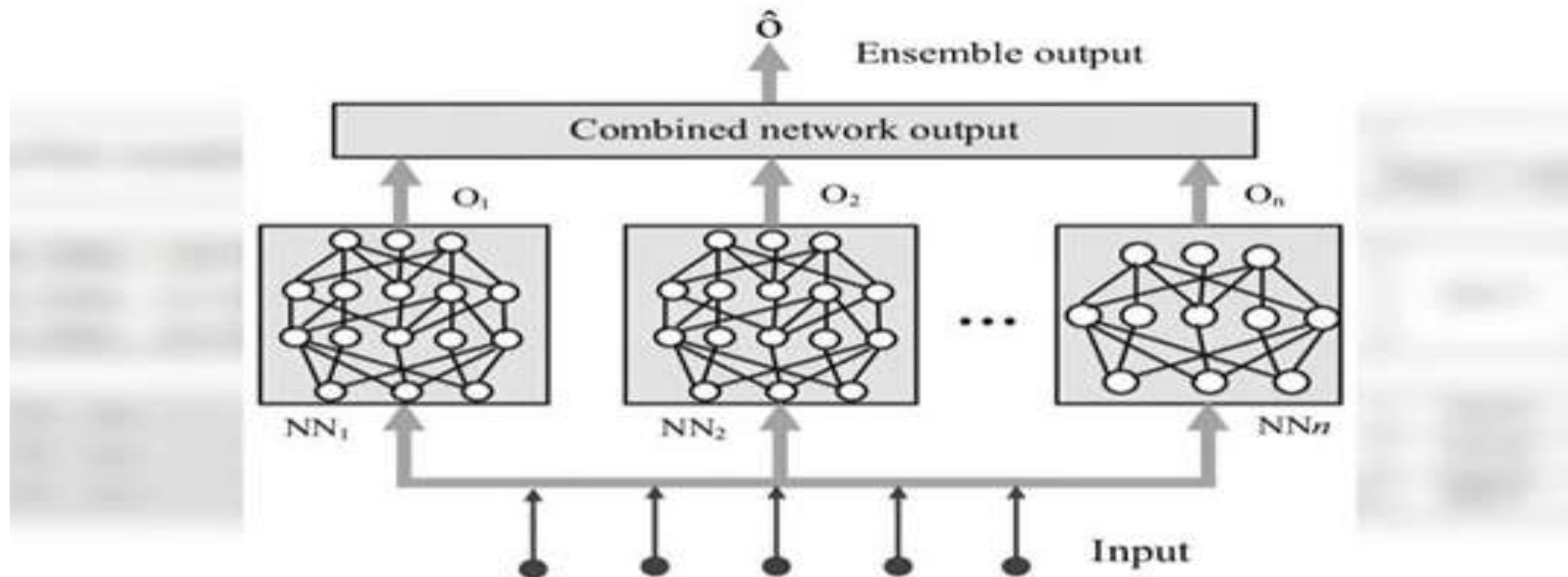
ConvNet config. (Table 1)	Evaluation method	top-1 val. error (%)	top-5 val. error (%)
D	dense	24.8	7.5
	multi-crop	24.6	7.5
	multi-crop & dense	24.4	7.2
E	dense	24.8	7.5
	multi-crop	24.6	7.4
	multi-crop & dense	24.4	7.1

VGG Network Results

Table 6: Multiple ConvNet fusion results.

Combined ConvNet models	Error		
	top-1 val	top-5 val	top-5 test
ILSVRC submission			
(D/256/224,256,288), (D/384/352,384,416), (D/[256;512]/256,384,512) (C/256/224,256,288), (C/384/352,384,416) (E/256/224,256,288), (E/384/352,384,416)	24.7	7.5	7.3
post-submission			
(D/[256;512]/256,384,512), (E/[256;512]/256,384,512), dense eval.	24.0	7.1	7.0
(D/[256;512]/256,384,512), (E/[256;512]/256,384,512), multi-crop	23.9	7.2	-
(D/[256;512]/256,384,512), (E/[256;512]/256,384,512), multi-crop & dense eval.	23.7	6.8	6.8

VGG Network Results



VGG Network Results

Table 7: **Comparison with the state of the art in ILSVRC classification.** Our method is denoted as “VGG”. Only the results obtained without outside training data are reported.

Method	top-1 val. error (%)	top-5 val. error (%)	top-5 test error (%)
VGG (2 nets, multi-crop & dense eval.)	23.7	6.8	6.8
VGG (1 net, multi-crop & dense eval.)	24.4	7.1	7.0
VGG (ILSVRC submission, 7 nets, dense eval.)	24.7	7.5	7.3
GoogLeNet (Szegedy et al., 2014) (1 net)	-	7.9	-
GoogLeNet (Szegedy et al., 2014) (7 nets)	-	6.7	-
MSRA (He et al., 2014) (11 nets)	-	-	8.1
MSRA (He et al., 2014) (1 net)	27.9	9.1	9.1
Clarifai (Russakovsky et al., 2014) (multiple nets)	-	-	11.7
Clarifai (Russakovsky et al., 2014) (1 net)	-	-	12.5
Zeiler & Fergus (Zeiler & Fergus, 2013) (6 nets)	36.0	14.7	14.8
Zeiler & Fergus (Zeiler & Fergus, 2013) (1 net)	37.5	16.0	16.1
OverFeat (Sermanet et al., 2014) (7 nets)	34.0	13.2	13.6
OverFeat (Sermanet et al., 2014) (1 net)	35.7	14.2	-
Krizhevsky et al. (Krizhevsky et al., 2012) (5 nets)	38.1	16.4	16.4
Krizhevsky et al. (Krizhevsky et al., 2012) (1 net)	40.7	18.2	-

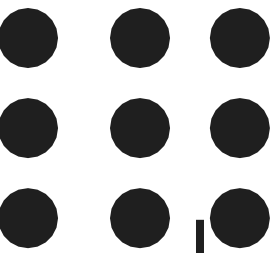
Introduction to Convnet-VGG

VGG Network Results





Introduction to Convnet-VGG



THANK YOU