

# Comparing CNNs for Smile Detection

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# Motivation

- ▶ CNNs are not very explainable
- ▶ Try to gain insights into the performance of CNN by visualizing the trained kernels of the convolution network
- ▶ Aim to explain the inner workings/intuition of the model
- ▶ What happens when we vary kernel size?
- ▶ What happens when we vary number of filters?
- ▶ What happens if we do data augmentation?

# Dataset: CelebA

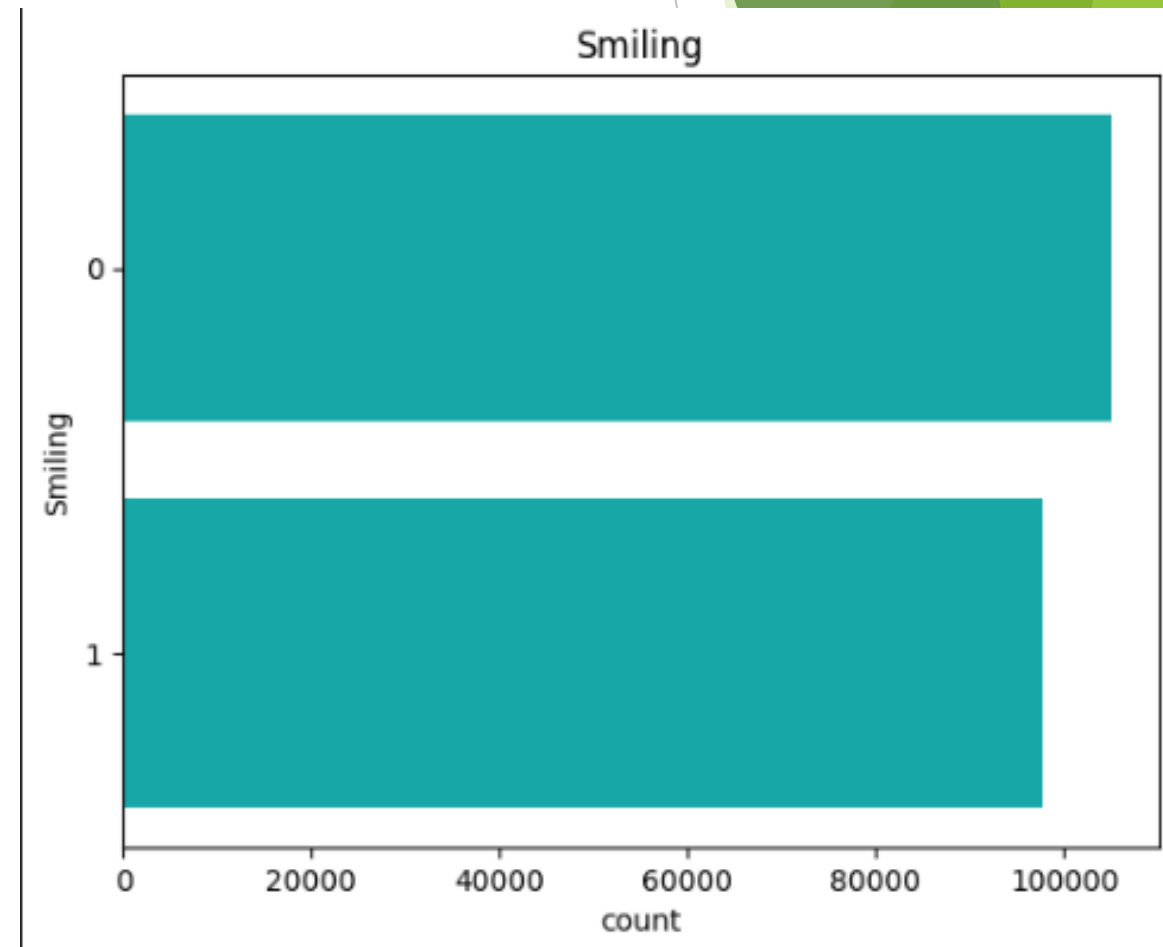
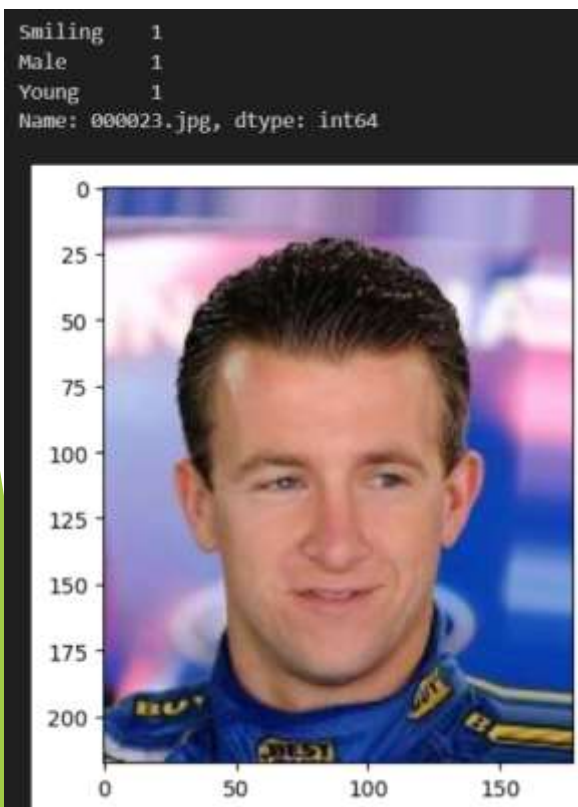
- ▶ 202,599 face images
- ▶ 10,177 unique identities
- ▶ 40 binary attributes:

- 30 Sideburns
- 31 Smiling
- 32 Straight\_Hair
- 33 Wavy\_Hair
- 34 Wearing\_Earrings
- 35 Wearing\_Hat
- 36 Wearing\_Lipstick
- 37 Wearing\_Necklace
- 38 Wearing\_Necktie
- 39 Young

- ▶ The dataset is partitioned into training, validation, and testing sets
  - ▶ 162,770 training images
  - ▶ 19,867 validation images
  - ▶ 19,962 testing images
- ▶ We pick a subset of images:
  - ▶ 10,000 training images
  - ▶ 2,000 validation images
  - ▶ 2,000 testing images

# The data

- Images are 178x218 pixels



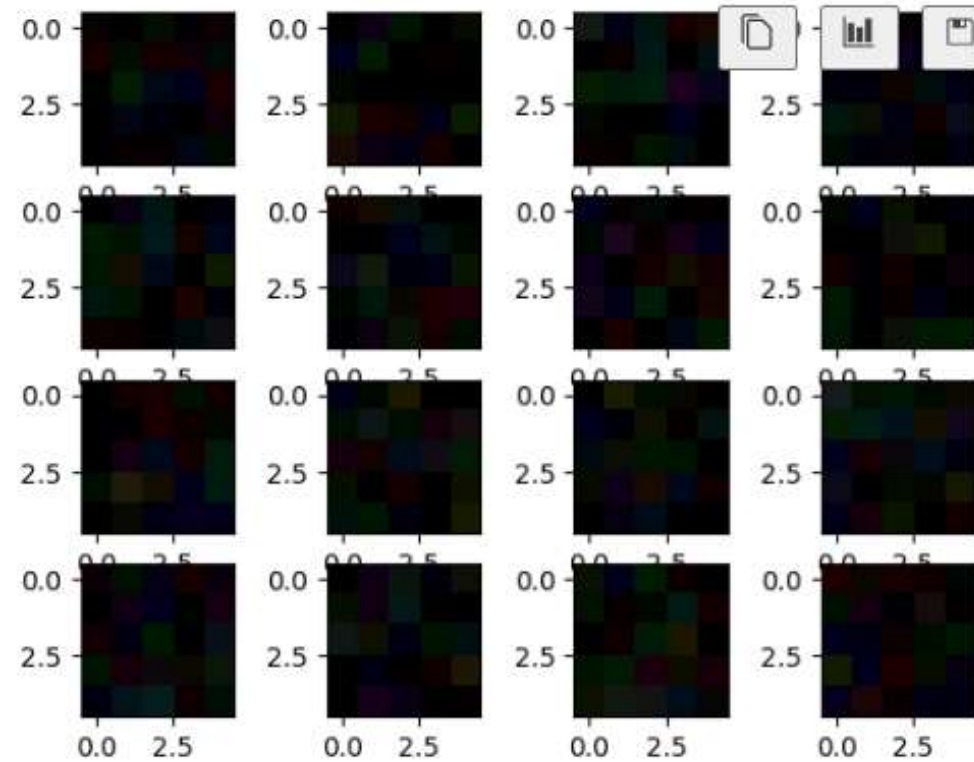
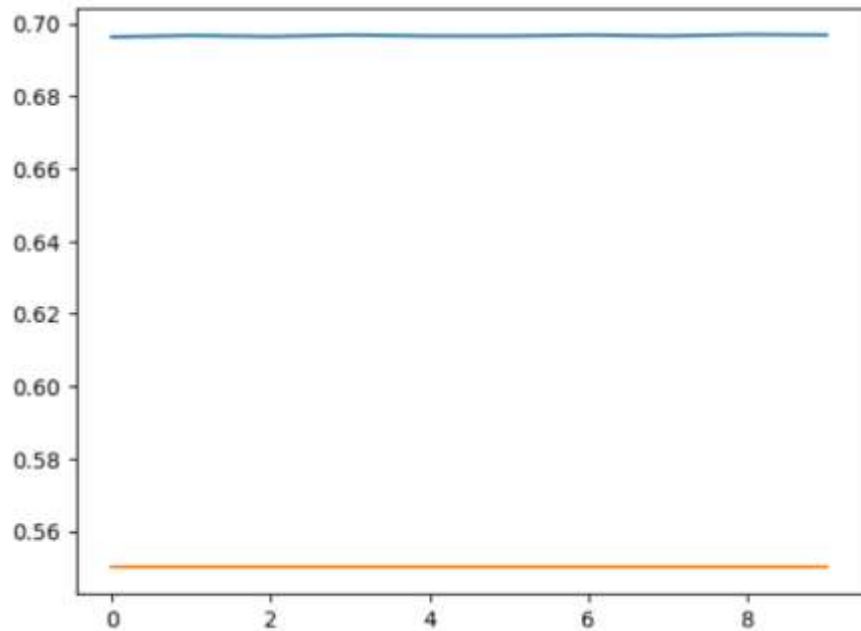
# Training

- ▶ 10 epochs, with early stopping
  - ▶ SGD optimizer,
    - ▶ Learning rate = 0.001
    - ▶ Momentum = 0.9
  - ▶ Two 2D convolution layers with ReLU activation
  - ▶ Followed by 2x2 max pooling
  - ▶ 3 fully connected linear layers
  - ▶ BCELoss()
- ▶ What happens when we vary kernel size?
  - ▶ What happens when we vary number of filters?
  - ▶ What happens if we do data augmentation?

# First model - 5x5 kernel

Layer (type:depth-idx)	Output Shape
Net	[16]
└─Conv2d: 1-1	[16, 16, 214, 174]
└─MaxPool2d: 1-2	[16, 16, 107, 87]
└─Conv2d: 1-3	[16, 64, 103, 83]
└─MaxPool2d: 1-4	[16, 64, 51, 41]
└─Linear: 1-5	[16, 128]
└─Linear: 1-6	[16, 64]
└─Linear: 1-7	[16, 1]

# First model

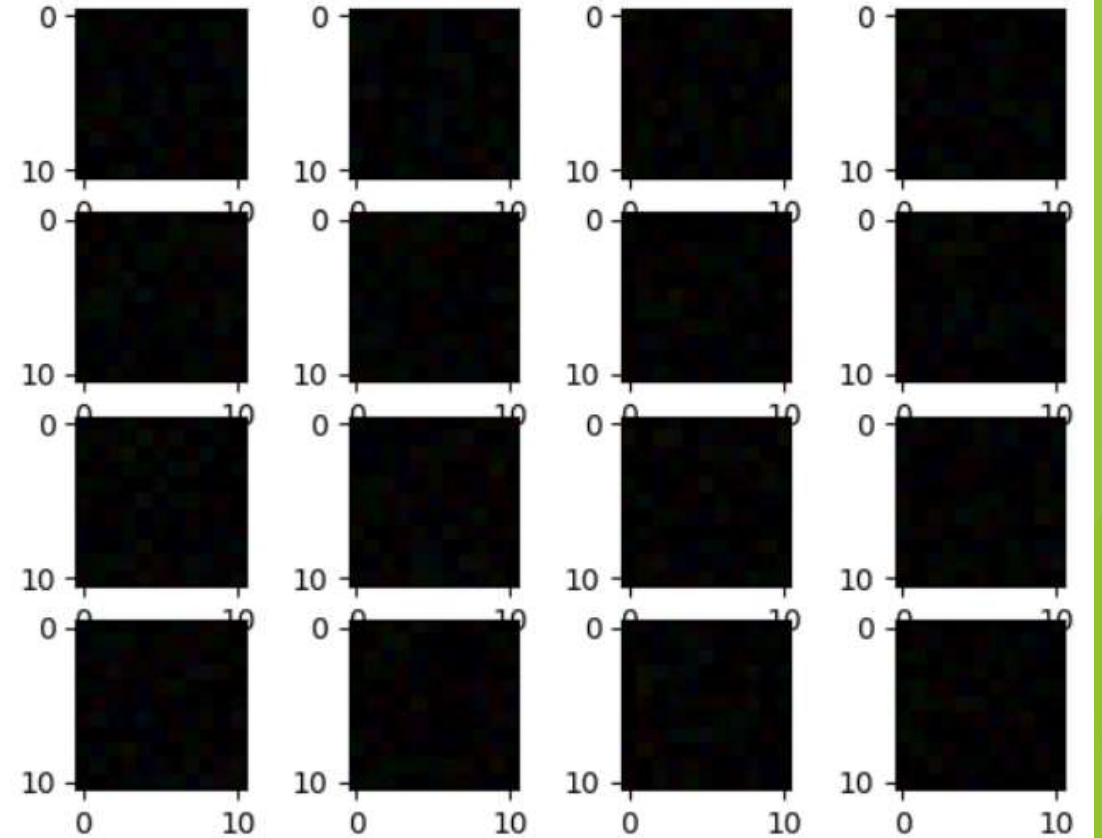
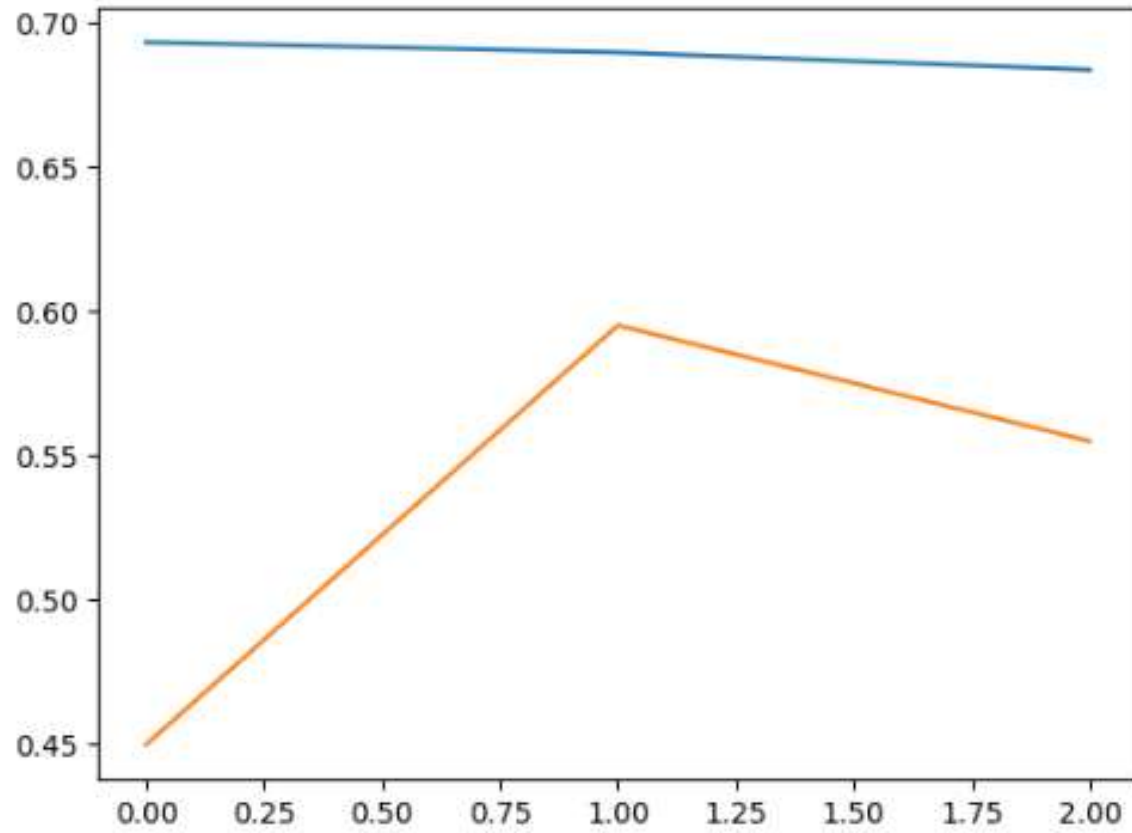


## Second model - 11x11 kernel

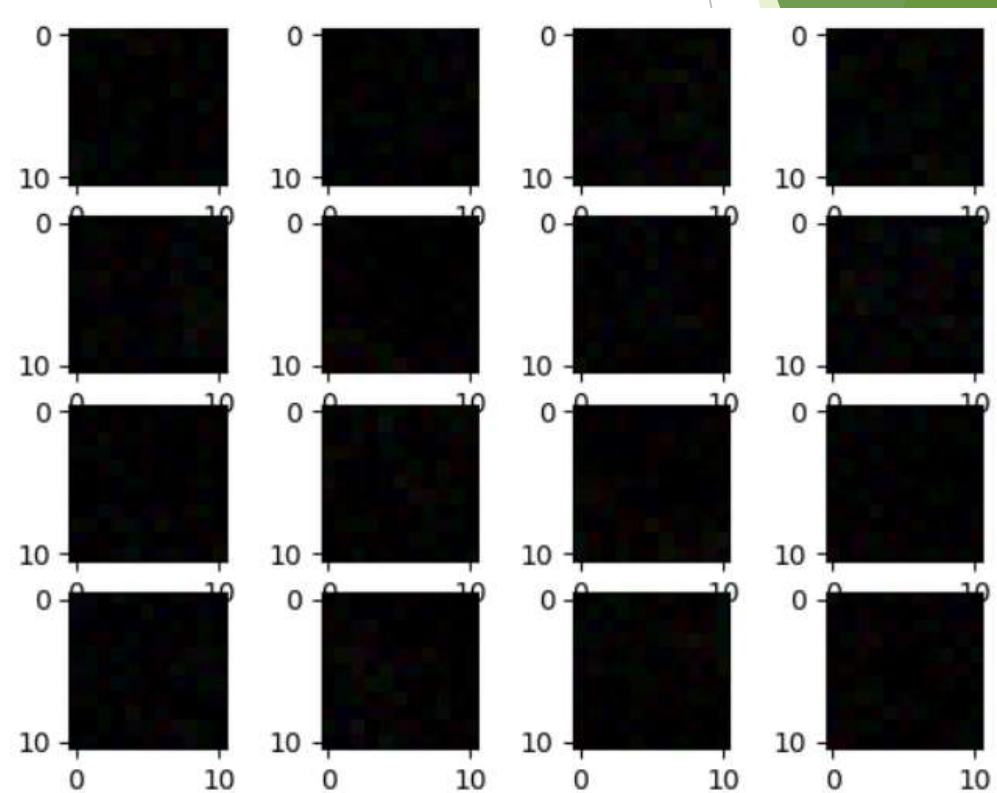
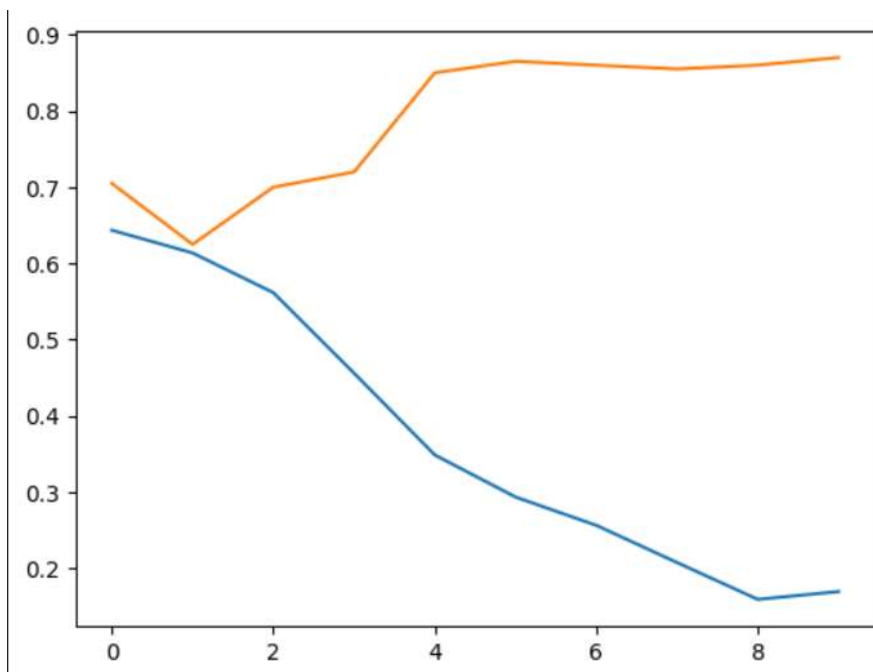
Layer (type:depth-idx)	Output Shape
Net	[16]
└─Conv2d: 1-1	[16, 16, 208, 168]
└─MaxPool2d: 1-2	[16, 16, 104, 84]
└─Conv2d: 1-3	[16, 32, 94, 74]
└─MaxPool2d: 1-4	[16, 32, 47, 37]
└─Linear: 1-5	[16, 128]
└─Linear: 1-6	[16, 64]
└─Linear: 1-7	[16, 1]



## Second model



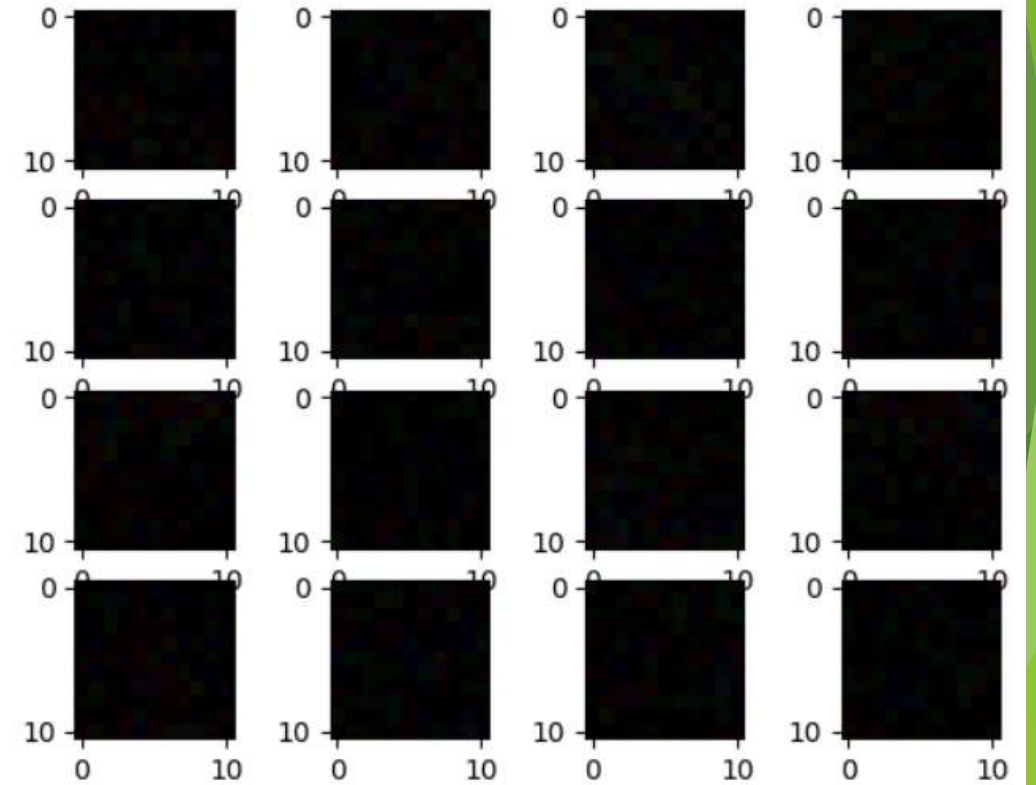
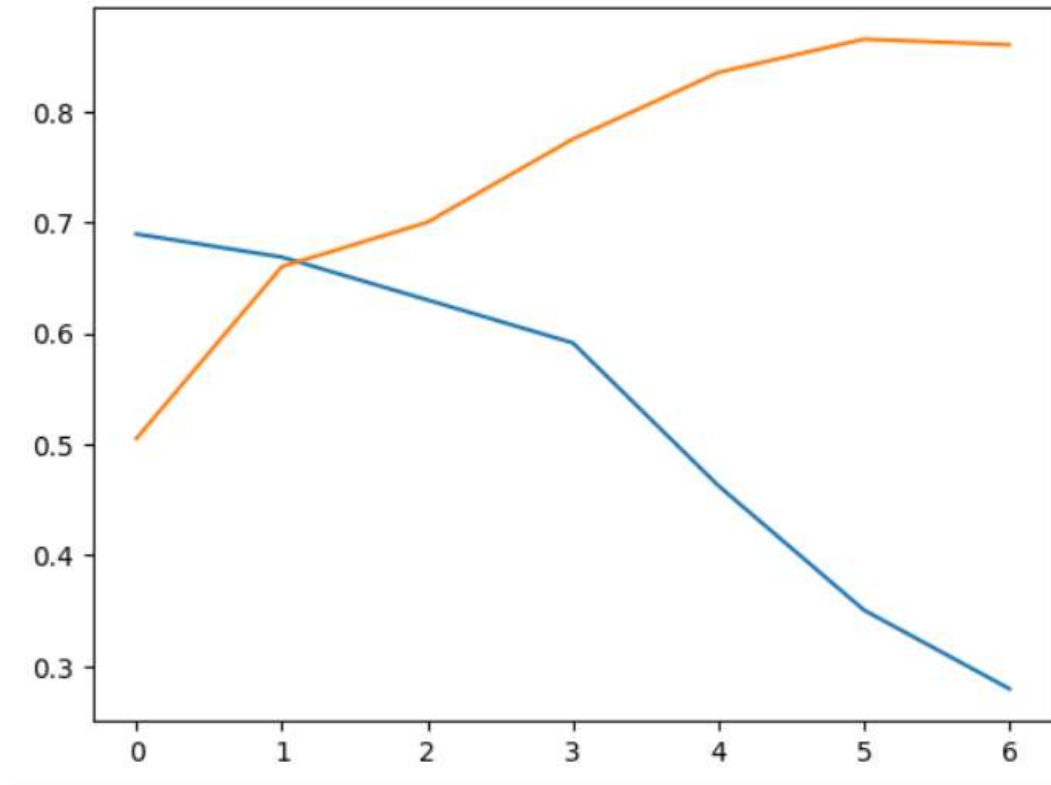
# Remove early stopping



## Third model: with normalization

Layer (type:depth-idx)	Output Shape
Net	[16]
└─Conv2d: 1-1	[16, 16, 208, 168]
└─MaxPool2d: 1-2	[16, 16, 104, 84]
└─Conv2d: 1-3	[16, 64, 94, 74]
└─MaxPool2d: 1-4	[16, 64, 47, 37]
└─Linear: 1-5	[16, 128]
└─Linear: 1-6	[16, 64]
└─Linear: 1-7	[16, 1]

# Third model: with normalization

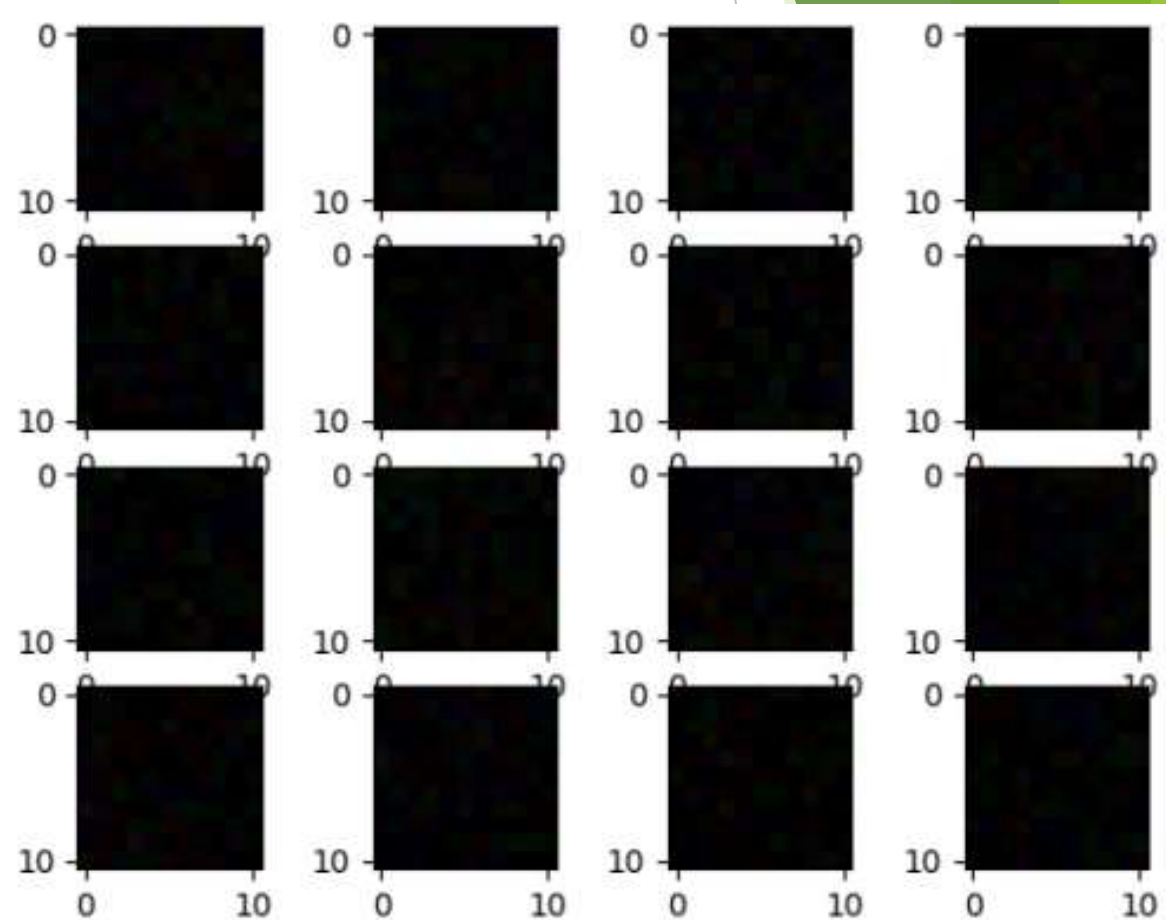
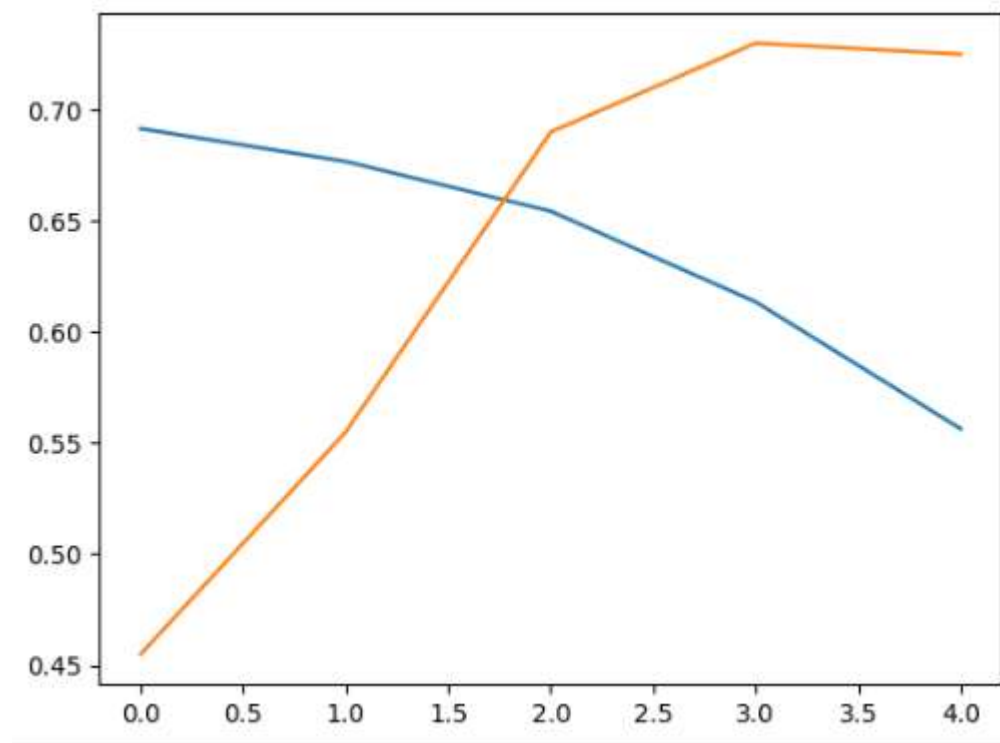


# Fourth model: data augmentation

- ▶ Random Affine
  - ▶ Rotation = 30 degrees
  - ▶ Translation = 20%
  - ▶ Scale = 70%
  - ▶ Shear = 20%
- ▶ Random Horizontal Flip

Layer (type:depth-idx)	Output Shape
Net	[16]
└─Conv2d: 1-1	[16, 16, 208, 168]
└─MaxPool2d: 1-2	[16, 16, 104, 84]
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# Fourth model: data augmentation



# Conclusion

- ▶ Kernel size improves accuracy
- ▶ The number of filters did not show a significant improvement
- ▶ Both kernel size and number of filters affect the training time significantly
- ▶ Normalization improves the performance of the model
- ▶ Random Affine transformation does not have much significant effect
- ▶ Issues:
  - ▶ Visualization of kernels is not very helpful
    - ▶ Need better way to examine kernels
    - ▶ Larger kernel size
  - ▶ Training time is high (requires lot of GPU resources)
  - ▶ Small model (use more convolution layers for a better performance)

The background features abstract, overlapping green geometric shapes, primarily triangles and polygons, in various shades of green, creating a modern and dynamic visual effect. The shapes are layered, with some appearing more prominent than others, and they extend from the edges of the frame towards the center.

Thank you!