

# Administrative

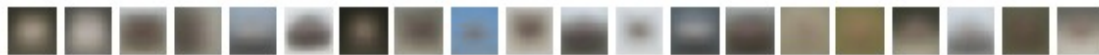
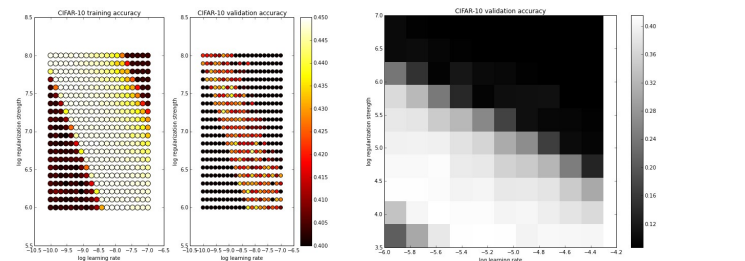
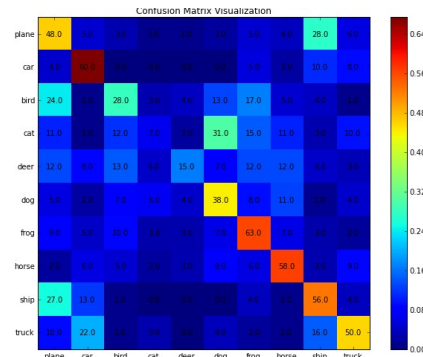
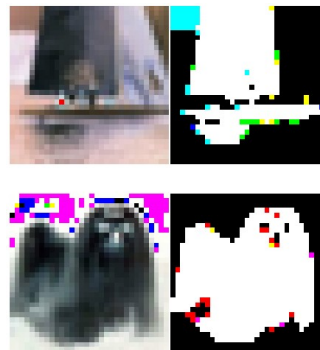
- In A1 we caught a small number of questionable cases of similar code. Keep the Honor Code in mind.
- Moving Project milestone to Monday Feb 16 (was Friday Feb 13 before)
- Terminal lets you use faster than **xlarge**, but don't use them. OpenBLAS is not configured optimally and you aren't seeing any improvements, just burning cash. We are fixing this for A3.

# Lecture 9:

## What makes ConvNets tick & Transfer Learning

# Assignment #1 Extra Credit: Cool submissions

- **Enhao**: HOG+Color Histogram+Spatial Pyramid Pooling+PCA, Hierarchical hyperparameter search
- **Amani**: A full Bag-of-words model, and implementation of all SVMs (One vs. All, One vs. One, Structured SVM)
- **Yilun**: LBP features, got 45%, nice!
- **Charles**: Confusion matrix
- **Rohit**: Prewitt filtering preprocessing (improves 43% -> 53%)
- **Pranav**: Similar idea with sobel filters, 50%
- **Vignesh**: Polynomial features  $[x, x^{**2}, x^{**3}]$ , boost to 51%.
- **John**: patch k-means features, 51%
- **Chris**: Nice CV plots
- **Albert**: F/B segmentation features, 53%



# Chain your gradients...

forward pass:

$$\begin{aligned}s_1 &= W_1 x + b_1 \\ a_1 &= \max(0, s_1) \\ s_2 &= W_2 a_1 + b_2 \\ L &= f(s_2)\end{aligned}$$

softmax loss

---

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softmax loss

backward pass:

$$\begin{aligned}ds_2 &= \dots \\ dW_2 &= \dots \\ db_2 &= \dots \\ da_1 &= \dots\end{aligned}$$

$$\begin{aligned}ds_1 &= \dots \\ dW_1 &= \dots \\ db_1 &= \dots\end{aligned}$$

short one-liners  
that implement  
small piece of  
chain rule:

local gradient \*  
chained gradient

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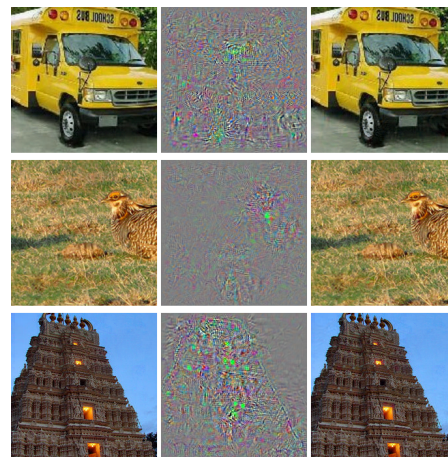
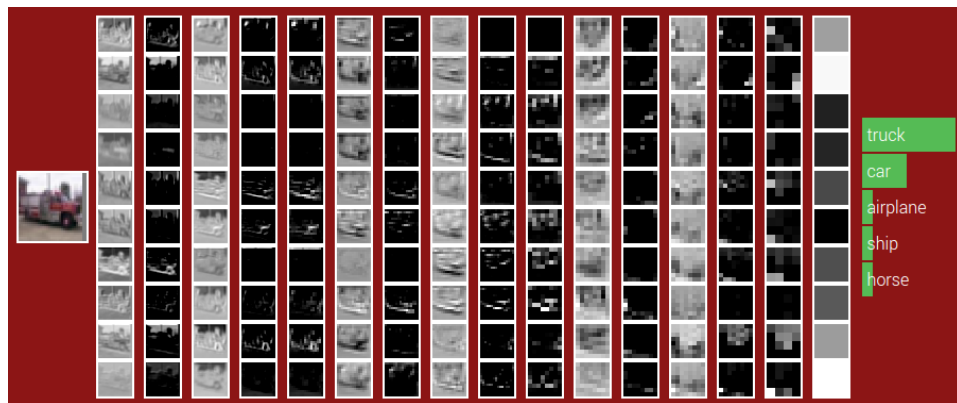
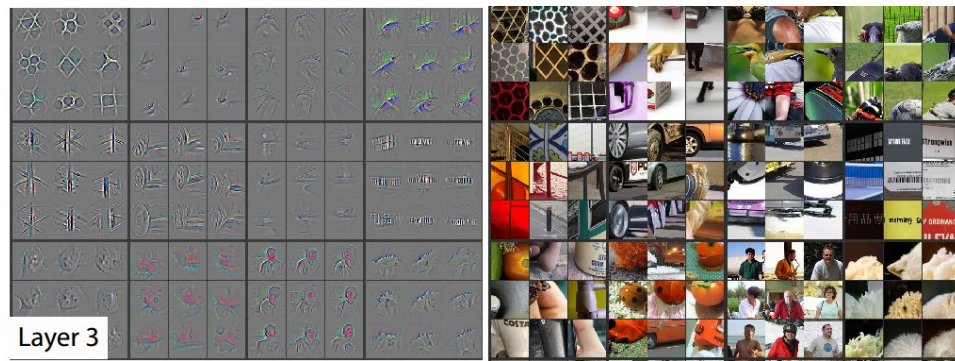
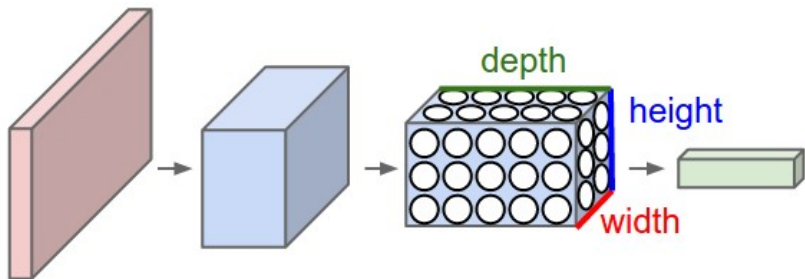
$$\begin{aligned}ds_1 &= \dots \\ dW_1 &= \dots \\ db_1 &= \dots\end{aligned}$$

short one-liners  
that implement  
small piece of  
chain rule:

local gradient \*  
chained gradient

very similar to  
assignment #1

# Where we are...



Left over from last class...

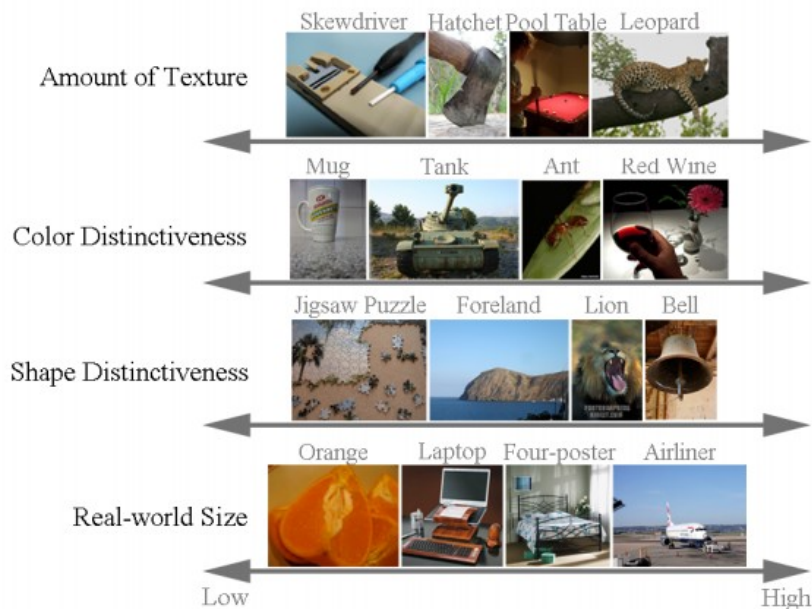
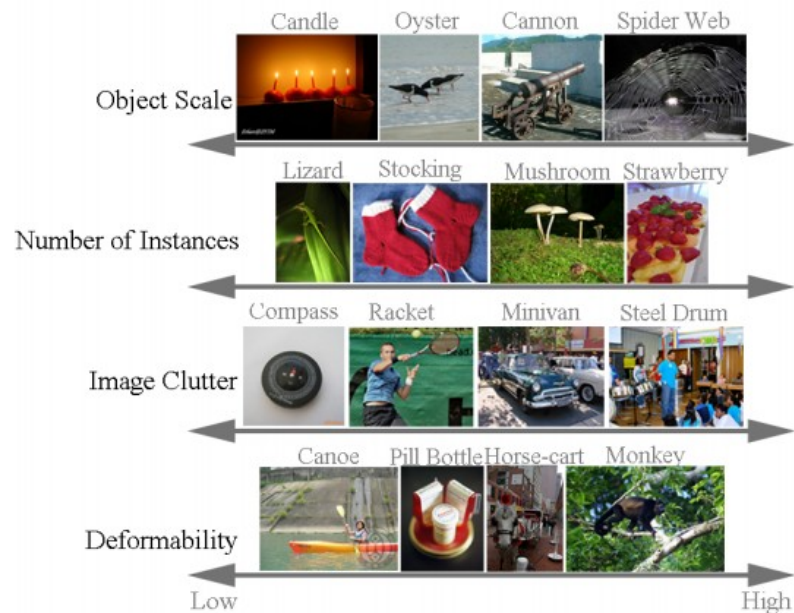
Question: When does CNN work well and when does it not?

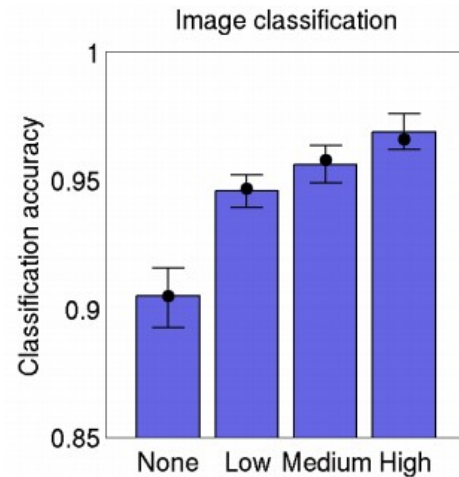
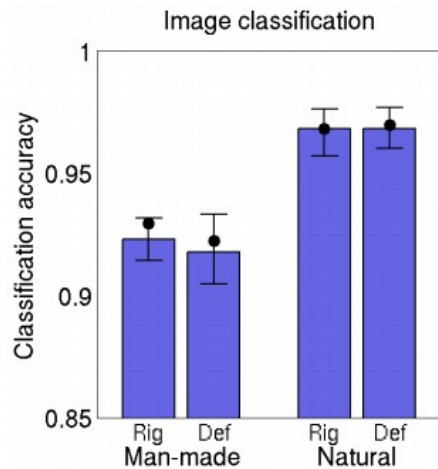
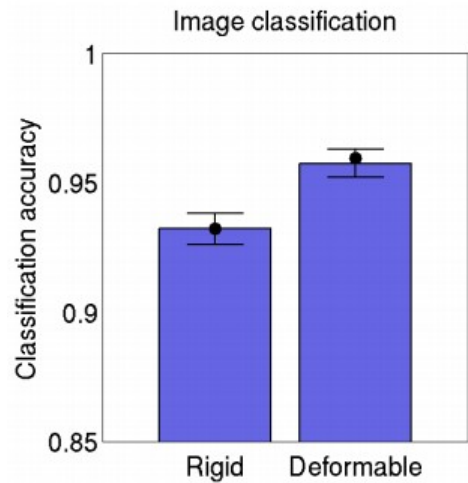
# ImageNet (ILSVRC competition) analysis

1. Detecting avocados to zucchinis: what have we done, and where are we going?

2. ImageNet Large Scale Visual Recognition Challenge

[Olga Russakovsky et al.]





(Amount of texture)

# Image classification

## Easiest classes

red fox (100) hen-of-the-woods (100) ibex (100) goldfinch (100) flat-coated retriever (100)



tiger (100)



hamster (100)



porcupine (100)



stingray (100)



Blenheim spaniel (100)



## Hardest classes

muzzle (71) hatchet (68) water bottle (68) velvet (68) loupe (66)



hook (66)



spotlight (66)



ladle (65)



restaurant (64)



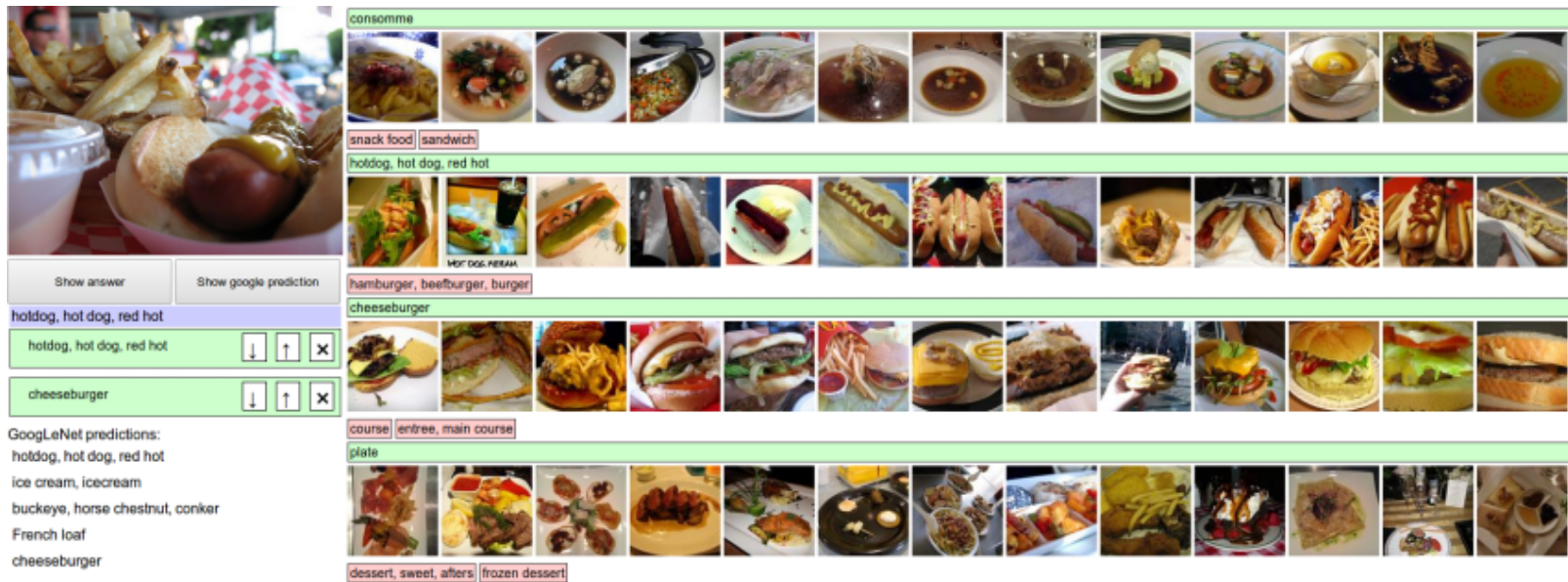
letter opener (59)



# CNN vs. Human

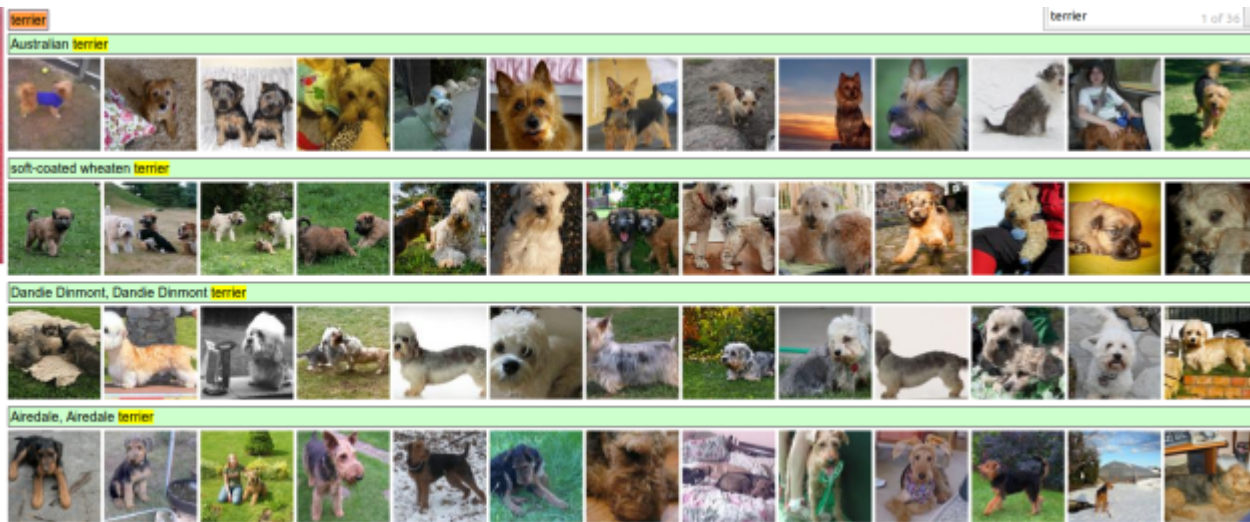
[What I learned from competing against a ConvNet on ImageNet]

Karpathy, 2014: <http://bit.ly/humanvsconvnet>



The screenshot displays the ImageNet Human vs. ConvNet competition interface. On the left, a large image of a hotdog in a bun is shown. Below it are buttons for 'Show answer' and 'Show google prediction'. The 'Show google prediction' button is active, displaying a list of predictions: 'hotdog, hot dog, red hot', 'hotdog, hot dog, red hot', 'cheeseburger', 'GoogLeNet predictions: hotdog, hot dog, red hot', 'ice cream, icecream', 'buckeye, horse chestnut, conker', 'French loaf', and 'cheeseburger'. To the right of the main image, there are several rows of smaller images, each representing a different CNN model's prediction. These predictions are categorized by labels: 'consomme', 'snack food', 'sandwich', 'hotdog, hot dog, red hot', 'hamburger, beefburger, burger', 'cheeseburger', 'course', 'entree, main course', 'plate', 'dessert, sweet, afters', and 'frozen dessert'.

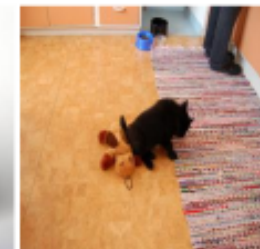
Try it out yourself: <http://cs.stanford.edu/people/karpathy/ilsvrc/>



:’(

|               |                                                                                                                                                         |                                                                                                                                                     |
|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|
| Human correct | GoogLeNet correct                                                                                                                                       | GoogLeNet wrong                                                                                                                                     |
|               | 1352/1500<br>                                                           | 72/1500 <ul style="list-style-type: none"> <li>• Objects very small or thin</li> <li>• Abstract representations</li> <li>• Image filters</li> </ul> |
| Human wrong   | 46/1500 <ul style="list-style-type: none"> <li>• Fine-grained recognition</li> <li>• Class unawareness</li> <li>• Insufficient training data</li> </ul> | 30/1500 <ul style="list-style-type: none"> <li>• Multiple objects</li> <li>• Incorrect annotations</li> </ul>                                       |

GoogLeNet: 6.7%  
Team Human: 5.1% phew...

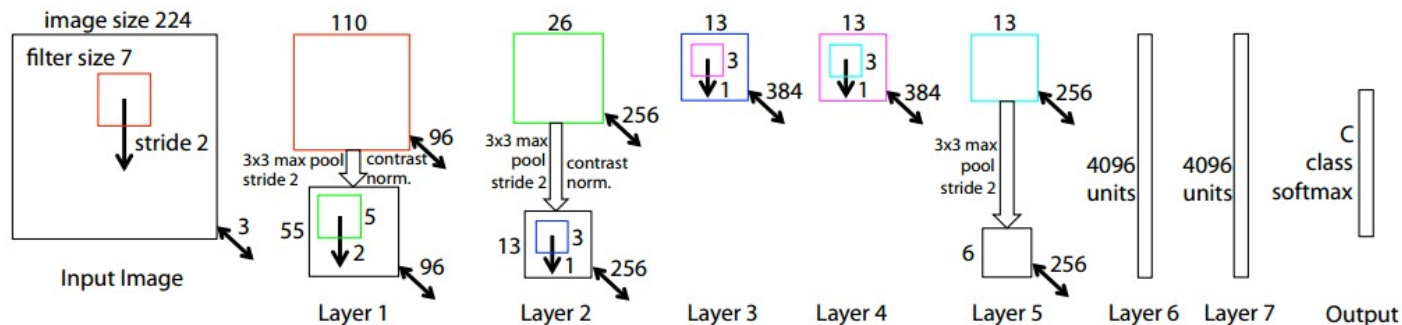
|                                                                                  |                                                                                   |                                                                                   |                                                                                    |                                                                                     |                                                                                     |                                                                                     |
|----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
|  |  |  |  |  |  |  |
| rule, ruler                                                                      | king crab, Alaska crab                                                            | sidewinder                                                                        | saltshaker, salt shaker                                                            | reel                                                                                | hatchet                                                                             | schipperke                                                                          |
| pencil box, pencil case                                                          | pizza, pizza pie                                                                  | maze, labyrinth                                                                   | pill bottle                                                                        | stethoscope                                                                         | vase                                                                                | schipperke                                                                          |
| rubber eraser, rubber                                                            | strawberry                                                                        | gar, garfish                                                                      | water bottle                                                                       | whistle                                                                             | pitcher, ewer                                                                       | groenendael                                                                         |
| ballpoint, ballpoint pen                                                         | orange                                                                            | valley, vale                                                                      | lotion                                                                             | ice lolly, lolly                                                                    | coffeepot                                                                           | doormat, welcome mat                                                                |
| pencil sharpener                                                                 | fig                                                                               | hammerhead                                                                        | hair spray                                                                         | hair spray                                                                          | mask                                                                                | teddy, teddy bear                                                                   |
| carpenter's kit, tool kit                                                        | ice cream, icecream                                                               | sea snake                                                                         | beer bottle                                                                        | maypole                                                                             | cup                                                                                 | jigsaw puzzle                                                                       |

# What makes a ConvNet tick?

# Understanding the source of ConvNet performance

*Visualizing and Understanding Convolutional Networks*

*[Zeiler and Fergus, 2013]*

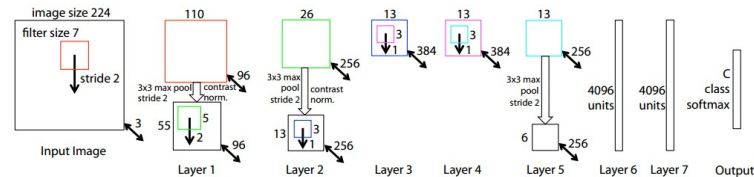


| Error %                                                 | Train Top-1 | Val Top-1 | Val Top-5 |
|---------------------------------------------------------|-------------|-----------|-----------|
| Our replication of (Krizhevsky et al., 2012), 1 convnet | 35.1        | 40.5      | 18.1      |
| Removed layers 3,4                                      | 41.8        | 45.4      | 22.1      |
| Removed layer 7                                         | 27.4        | 40.0      | 18.4      |
| Removed layers 6,7                                      | 27.4        | 44.8      | 22.4      |
| Removed layer 3,4,6,7                                   | 71.1        | 71.3      | 50.1      |
| Adjust layers 6,7: 2048 units                           | 40.3        | 41.7      | 18.8      |
| Adjust layers 6,7: 8192 units                           | 26.8        | 40.0      | 18.1      |

# Understanding the source of ConvNet performance

*Visualizing and Understanding Convolutional Networks*

[Zeiler and Fergus, 2013]



- Remove 2 FC layers (6,7): lose some small performance
- Remove 2 Conv layers (3,4): lose about equal performance
- Remove 2FC 2Conv (3,4,6,7): Very bad (71% error)

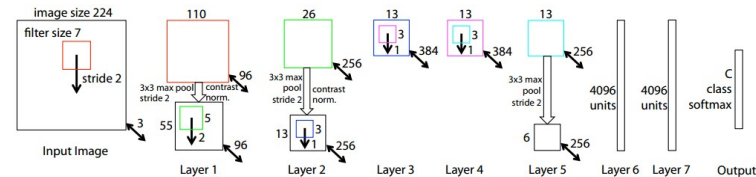
**=> Depth is important**

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**=> Depth is important**

- Changing size of FC layers: little to no improvement
- Changing size of Conv layers: **reasonable improvement!**

| Error %                                                 | Train Top-1 | Val Top-1 | Val Top-5 |
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|                                                                   |             |             |             |
|-------------------------------------------------------------------|-------------|-------------|-------------|
| Our Model (as per Fig. 3)                                         | 33.1        | 38.4        | 16.5        |
| Adjust layers 6,7: 2048 units                                     | 38.2        | 40.2        | 17.6        |
| Adjust layers 6,7: 8192 units                                     | 22.0        | 38.8        | 17.0        |
| Adjust layers 3,4,5: 512,1024,512 maps                            | 18.8        | <b>37.5</b> | <b>16.0</b> |
| Adjust layers 6,7: 8192 units and Layers 3,4,5: 512,1024,512 maps | <b>10.0</b> | 38.3        | 16.9        |

*Return of the Devil in the Details: Delving Deep into Convolutional Nets*  
[Chatfield et al. 2014]

(Finetuning on PASCAL VOC 2007)

|                |   |     |   |   |     | mAP (high = good) |
|----------------|---|-----|---|---|-----|-------------------|
| (p) CNN M      | — | (C) | f | s | 4K  | <b>79.89</b>      |
| (x) CNN M 2048 | — | (C) | f | s | 2K  | <b>80.10</b>      |
| (y) CNN M 1024 | — | (C) | f | s | 1K  | <b>79.91</b>      |
| (z) CNN M 128  | — | (C) | f | s | 128 | <b>78.60</b>      |

number of neurons in last FC layer

surprisingly small drop for 128 dimensions

## Normalization doesn't do anything

| 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 ( $224 \times 224$ RGB image) |                        |                               |                                            |                                            |                                                         |
| conv3-64                            | conv3-64<br><b>LRN</b> | conv3-64<br><b>conv3-64</b>   | conv3-64<br>conv3-64                       | conv3-64<br>conv3-64                       | conv3-64<br>conv3-64                                    |
| maxpool                             |                        |                               |                                            |                                            |                                                         |
| conv3-128                           | conv3-128              | conv3-128<br><b>conv3-128</b> | conv3-128<br>conv3-128                     | conv3-128<br>conv3-128                     | conv3-128<br>conv3-128                                  |
| maxpool                             |                        |                               |                                            |                                            |                                                         |
| conv3-256<br>conv3-256              | conv3-256<br>conv3-256 | conv3-256<br>conv3-256        | conv3-256<br>conv3-256<br><b>conv1-256</b> | conv3-256<br>conv3-256<br><b>conv3-256</b> | conv3-256<br>conv3-256<br>conv3-256<br><b>conv3-256</b> |
| maxpool                             |                        |                               |                                            |                                            |                                                         |
| conv3-512<br>conv3-512              | conv3-512<br>conv3-512 | conv3-512<br>conv3-512        | conv3-512<br>conv3-512<br><b>conv1-512</b> | conv3-512<br>conv3-512<br><b>conv3-512</b> | conv3-512<br>conv3-512<br>conv3-512<br><b>conv3-512</b> |
| maxpool                             |                        |                               |                                            |                                            |                                                         |
| conv3-512<br>conv3-512              | conv3-512<br>conv3-512 | conv3-512<br>conv3-512        | conv3-512<br>conv3-512<br><b>conv1-512</b> | conv3-512<br>conv3-512<br><b>conv3-512</b> | conv3-512<br>conv3-512<br>conv3-512<br><b>conv3-512</b> |
| maxpool                             |                        |                               |                                            |                                            |                                                         |
| FC-4096                             |                        |                               |                                            |                                            |                                                         |
| FC-4096                             |                        |                               |                                            |                                            |                                                         |
| FC-1000                             |                        |                               |                                            |                                            |                                                         |
| soft-max                            |                        |                               |                                            |                                            |                                                         |

| 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          | <b>25.5</b>          | <b>8.0</b>           |

Table 2: Number of parameters (in millions).

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

[Very Deep Convolutional Networks for Large-Scale Image Recognition, Simonyan et al., 2014]

| 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 ( $224 \times 224$ RGB image) |                        |                               |                                            |                                            |                                                         |
| conv3-64                            | conv3-64<br><b>LRN</b> | conv3-64<br><b>conv3-64</b>   | conv3-64<br>conv3-64                       | conv3-64<br>conv3-64                       | conv3-64<br>conv3-64                                    |
| maxpool                             |                        |                               |                                            |                                            |                                                         |
| conv3-128                           | conv3-128              | conv3-128<br><b>conv3-128</b> | conv3-128<br>conv3-128                     | conv3-128<br>conv3-128                     | conv3-128<br>conv3-128                                  |
| maxpool                             |                        |                               |                                            |                                            |                                                         |
| conv3-256<br>conv3-256              | conv3-256<br>conv3-256 | conv3-256<br>conv3-256        | conv3-256<br>conv3-256<br><b>conv1-256</b> | conv3-256<br>conv3-256<br><b>conv3-256</b> | conv3-256<br>conv3-256<br>conv3-256<br><b>conv3-256</b> |
| maxpool                             |                        |                               |                                            |                                            |                                                         |
| conv3-512<br>conv3-512              | conv3-512<br>conv3-512 | conv3-512<br>conv3-512        | conv3-512<br>conv3-512<br><b>conv1-512</b> | conv3-512<br>conv3-512<br><b>conv3-512</b> | conv3-512<br>conv3-512<br>conv3-512<br><b>conv3-512</b> |
| maxpool                             |                        |                               |                                            |                                            |                                                         |
| conv3-512<br>conv3-512              | conv3-512<br>conv3-512 | conv3-512<br>conv3-512        | conv3-512<br>conv3-512<br><b>conv1-512</b> | conv3-512<br>conv3-512<br><b>conv3-512</b> | conv3-512<br>conv3-512<br>conv3-512<br><b>conv3-512</b> |
| maxpool                             |                        |                               |                                            |                                            |                                                         |
| FC-4096                             |                        |                               |                                            |                                            |                                                         |
| FC-4096                             |                        |                               |                                            |                                            |                                                         |
| FC-1000                             |                        |                               |                                            |                                            |                                                         |
| soft-max                            |                        |                               |                                            |                                            |                                                         |

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| Network              | A,A-LRN | B   | C   | D   | E   |
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| ConvNet config. (Table 1) | smallest image side |              | top-1 val. error (%) | top-5 val. error (%) |
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| 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                  |

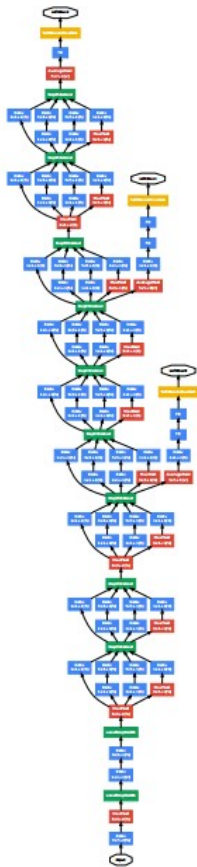
**More depth = better performance**  
 well almost, looks like D with 16  
 weight layers is a sweet spot

## GoogLeNet

12x less params than Krizhevsky et al.

=> ~5M params

Q: How to reduce the number of parameters?



## GoogLeNet

12x less params than Krizhevsky et al.

=> ~5M params

Q: How to reduce the number of parameters?

A: Throw away the FC layers (only part of their answer (Inception modules))

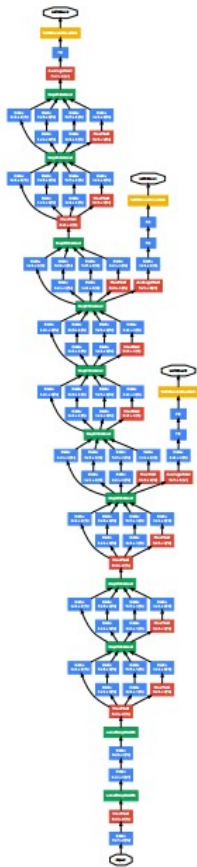
After last pooling layer, volume is of size **[7x7x1024]**

Normally you would place the first 4096-D FC layer here (Many M params)

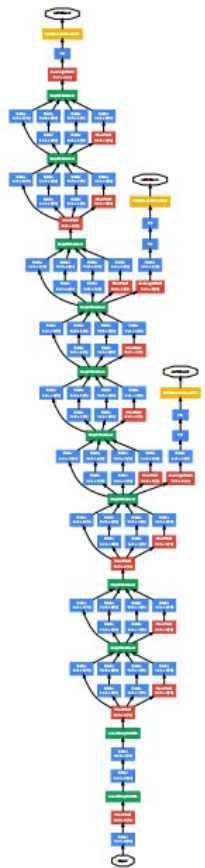
Instead: use Average pooling in each depth slice:

=> **[1x1x1024]**

performance actually improves 0.6% (less overfitting?)



# GoogLeNet



Fun feature: multiple Softmaxes along the way  
(Very experimental!)

# Summary: What makes ConvNets tick?

- depth
- small filter sizes
- Conv layers > FC layers

“You need a lot of a data if you want to  
train/use CNNs”

# Transfer Learning

“You need a lot of data if you want to train/use CNNs”

**BUSTED**

# Transfer Learning with CNNs

image

conv-64

conv-64

maxpool

conv-128

conv-128

maxpool

conv-256

conv-256

maxpool

conv-512

conv-512

maxpool

conv-512

conv-512

maxpool

FC-4096

FC-4096

FC-1000

softmax

1. Train on  
Imagenet

# Transfer Learning with CNNs



1. Train on  
Imagenet



2. If small dataset: fix  
all weights (treat CNN  
as fixed feature  
extractor), retrain only  
the classifier

i.e. swap the Softmax  
layer at the end

# Transfer Learning with CNNs



1. Train on ImageNet



2. If small dataset: fix all weights (treat CNN as fixed feature extractor), retrain only the classifier

i.e. swap the Softmax layer at the end



3. If you have medium sized dataset, “**finetune**” instead: use the old weights as initialization, train the full network or only some of the higher layers

retrain bigger portion of the network, or even all of it.

# Transfer Learning with CNNs



1. Train on  
Imagenet



2. If small dataset: fix  
all weights (treat CNN  
as fixed feature  
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i.e. swap the Softmax  
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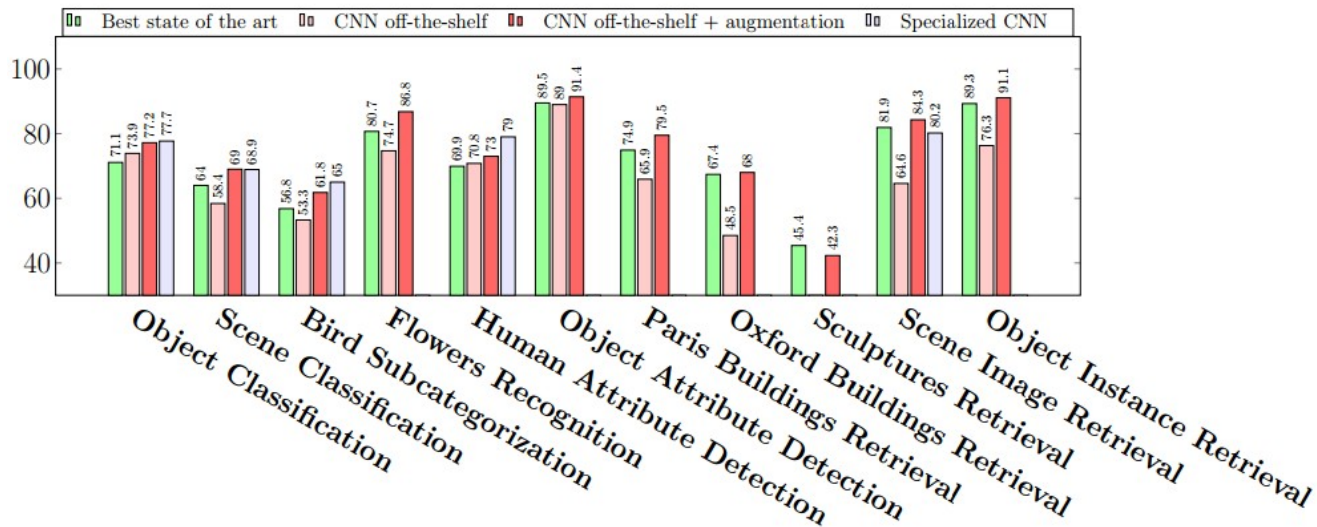
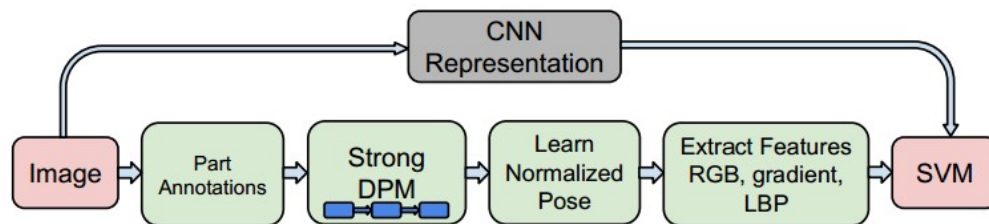
3. If you have medium sized  
dataset, “**finetune**” instead:  
use the old weights as  
initialization, train the full  
network or only some of the  
higher layers

retrain bigger portion of the  
network, or even all of it.

tip: use only ~1/10th of  
the original learning rate  
in finetuning to player,  
and ~1/100th on  
intermediate layers

# CNN Features off-the-shelf: an Astounding Baseline for Recognition

[Razavian et al, 2014]

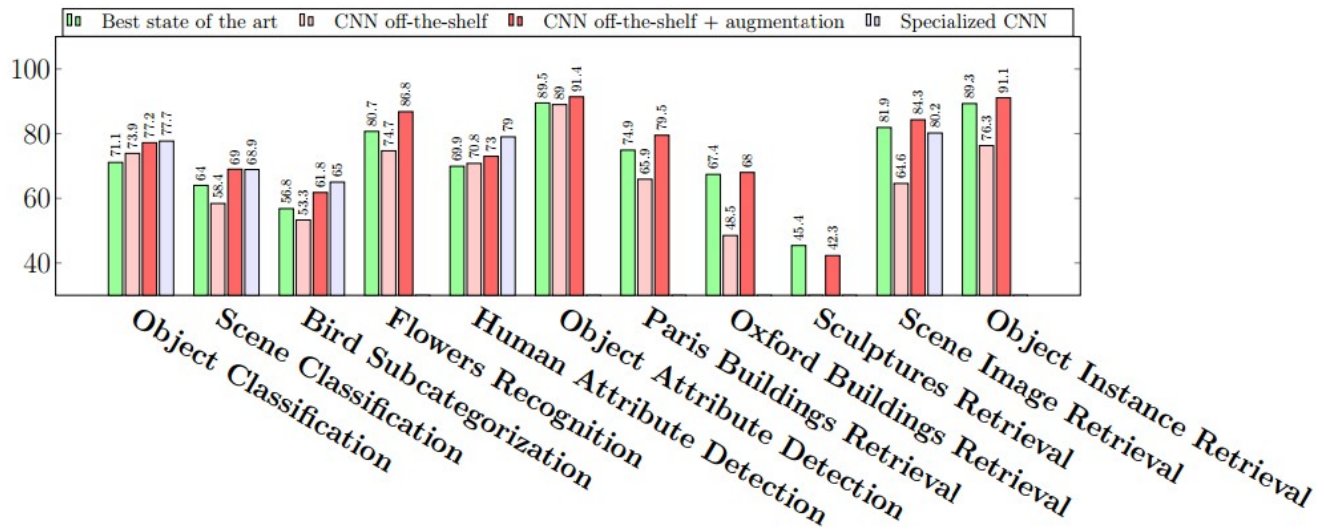
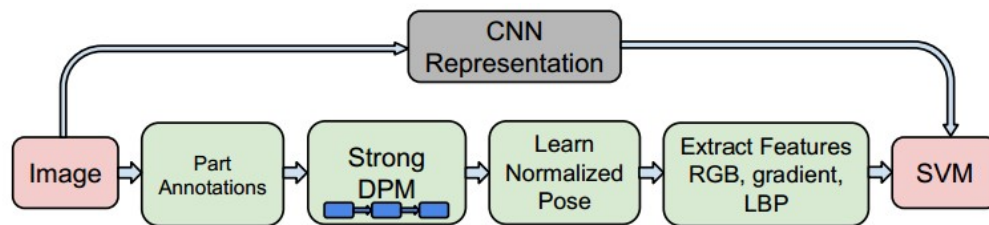


# CNN Features off-the-shelf: an Astounding Baseline for Recognition

[Razavian et al, 2014]

*DeCAF: A Deep Convolutional Activation Feature for Generic Visual Recognition*  
 [Donahue\*, Jia\*, et al., 2013]

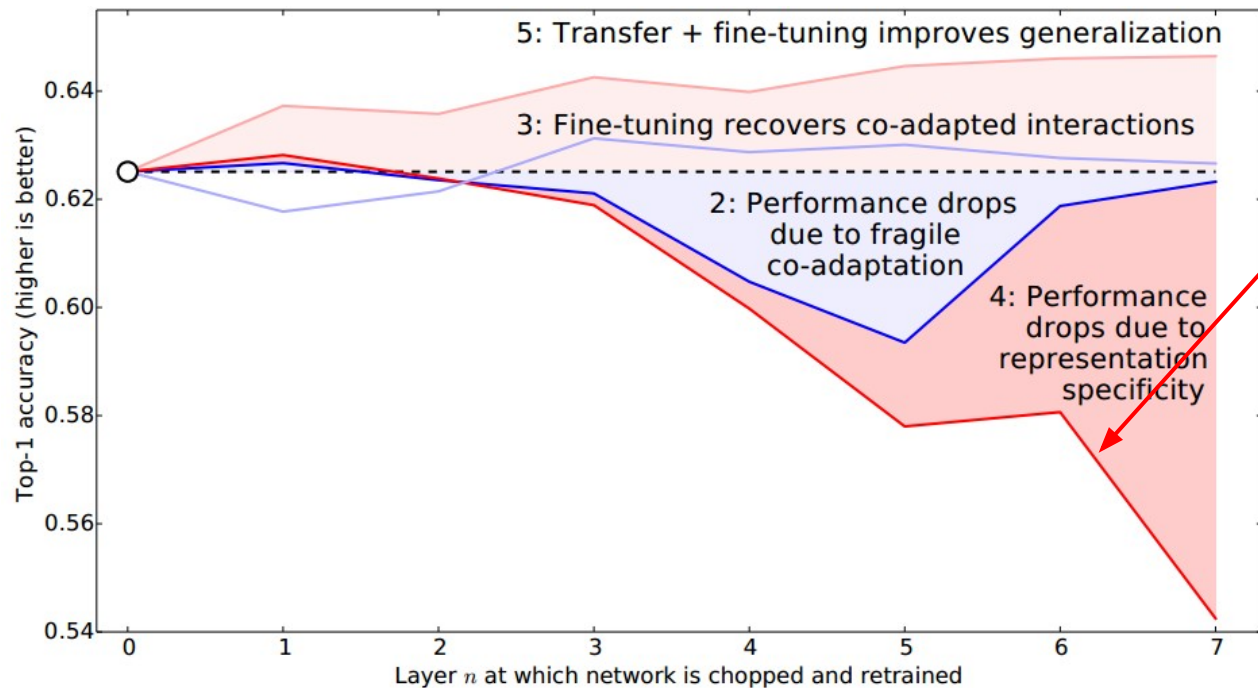
|                    | DeCAF <sub>6</sub> | DeCAF <sub>7</sub> |
|--------------------|--------------------|--------------------|
| LogReg             | 40.94 ± 0.3        | 40.84 ± 0.3        |
| SVM                | 39.36 ± 0.3        | 40.66 ± 0.3        |
| Xiao et al. (2010) | 38.0               |                    |



|             | Cal-101<br>(30/class)            | Cal-256<br>(60/class)            |
|-------------|----------------------------------|----------------------------------|
| SVM (1)     | 44.8 $\pm$ 0.7                   | 24.6 $\pm$ 0.4                   |
| SVM (2)     | 66.2 $\pm$ 0.5                   | 39.6 $\pm$ 0.3                   |
| SVM (3)     | 72.3 $\pm$ 0.4                   | 46.0 $\pm$ 0.3                   |
| SVM (4)     | 76.6 $\pm$ 0.4                   | 51.3 $\pm$ 0.1                   |
| SVM (5)     | <b>86.2 <math>\pm</math> 0.8</b> | 65.6 $\pm$ 0.3                   |
| SVM (7)     | <b>85.5 <math>\pm</math> 0.4</b> | <b>71.7 <math>\pm</math> 0.2</b> |
| Softmax (5) | 82.9 $\pm$ 0.4                   | 65.7 $\pm$ 0.5                   |
| Softmax (7) | <b>85.4 <math>\pm</math> 0.4</b> | <b>72.6 <math>\pm</math> 0.1</b> |

Q: If we were to use only one layer, which layer should we transfer from?

*How transferable are features in deep neural networks?*  
[Yosinski et al., 2014]

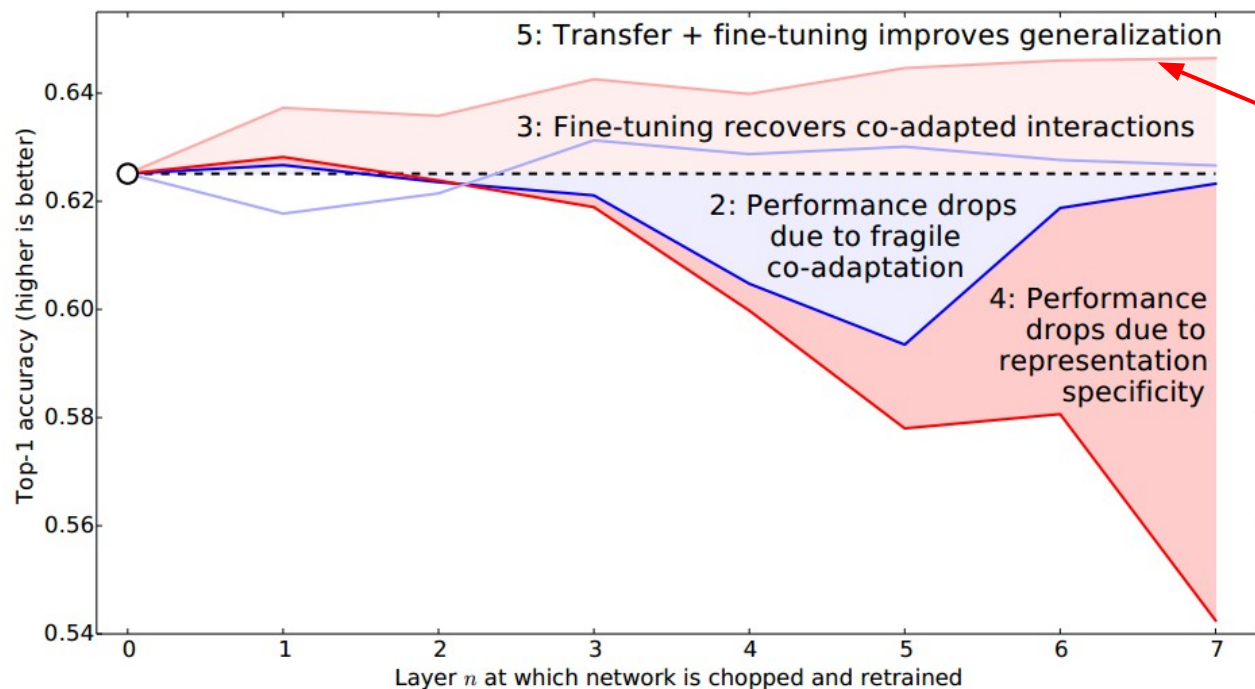


Split ImageNet classes in half to two sets: A/B.

Train on A, fix the first  $n$  layers, reinit layers  $n+$ , train on B, test on B val.

=> performance degrades because representation higher up is too A-specific

*How transferable are features in deep neural networks?*  
[Yosinski et al., 2014]

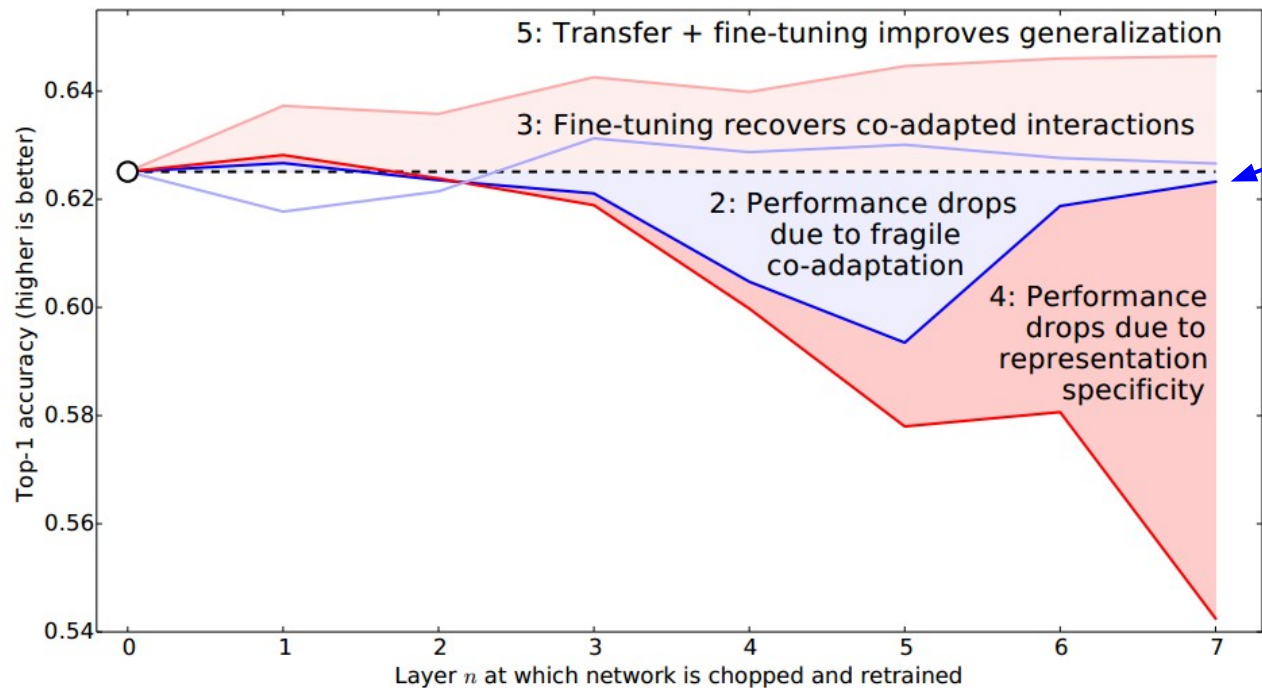


Split ImageNet classes in half to two sets: A/B.

Train on A, reinit layers  $n+$ , train on B, test on B val.

=> the information from once seeing data from A seems to linger, gives better generalization

*How transferable are features in deep neural networks?*  
[Yosinski et al., 2014]

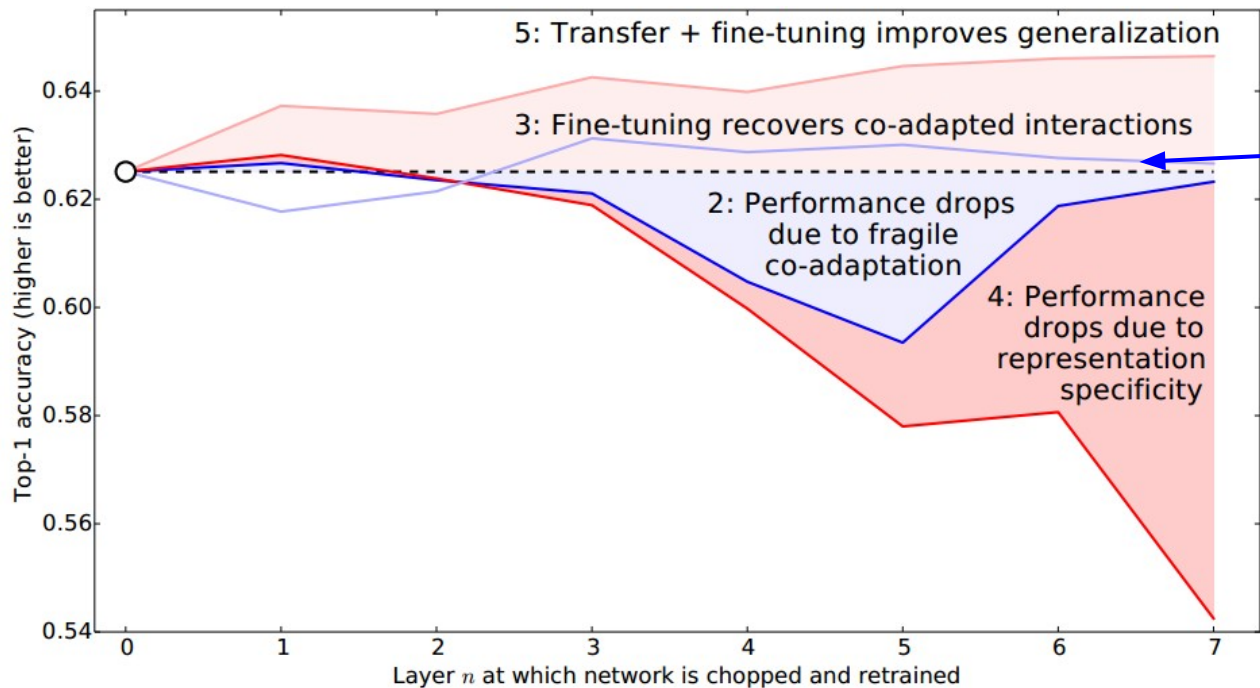


Split ImageNet classes in half to two sets: A/B.

Train on B, fix the first  $n$  layers, re-initialize layers  $n+$ , train on B again and test on B val

=> performance degrades when  $n = 4$ . wat.

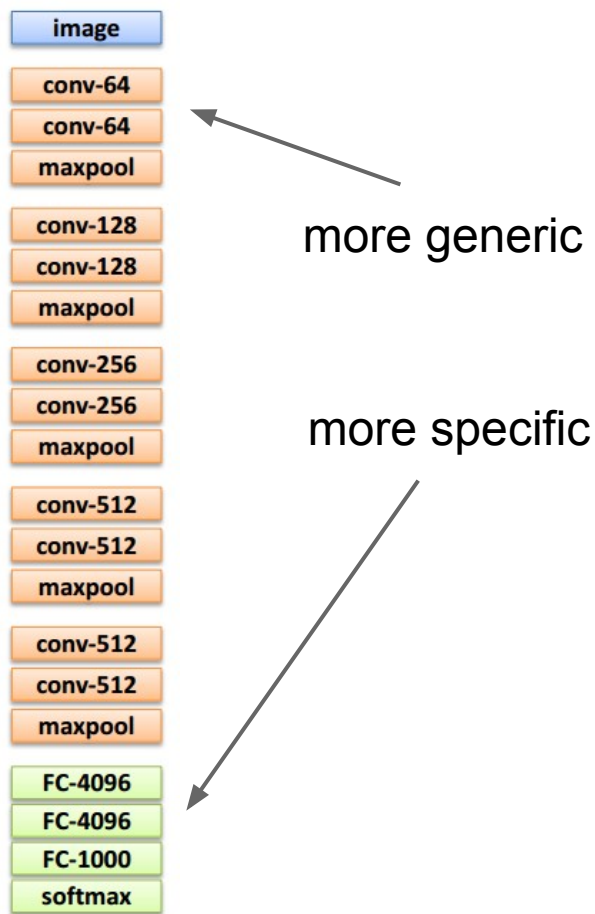
*How transferable are features in deep neural networks?*  
[Yosinski et al., 2014]



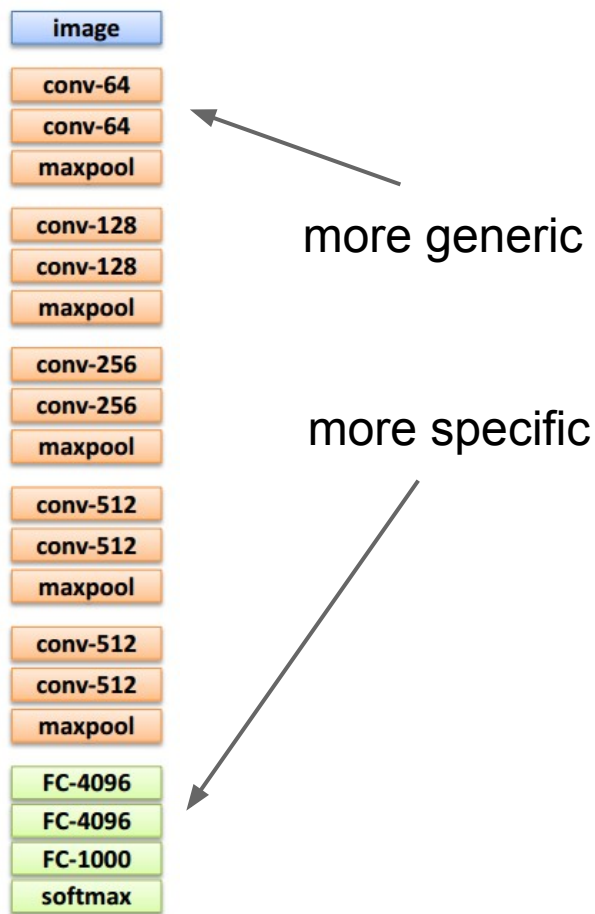
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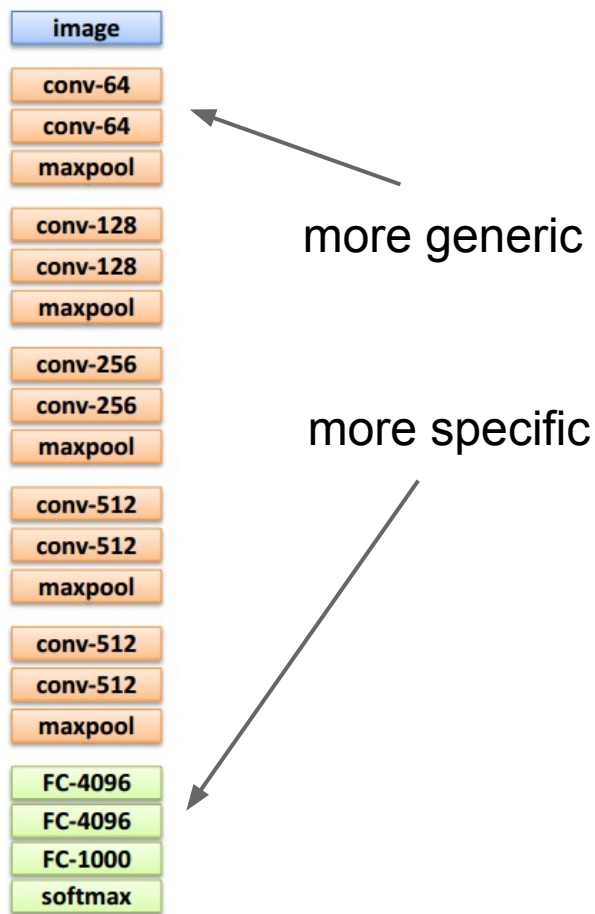
=> performance doesn't degrade anymore



|                     | very similar dataset | very different dataset |
|---------------------|----------------------|------------------------|
| very little data    | ?                    | ?                      |
| quite a lot of data | ?                    | ?                      |



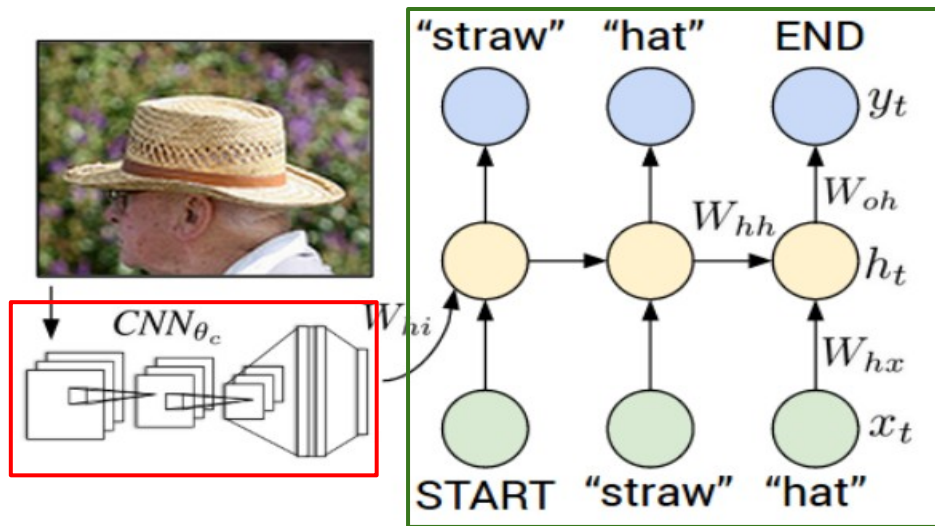
|                            | <b>very similar dataset</b>        | <b>very different dataset</b> |
|----------------------------|------------------------------------|-------------------------------|
| <b>very little data</b>    | Use Linear Classifier on top layer | ?                             |
| <b>quite a lot of data</b> | Finetune a few layers              | ?                             |



|                            | <b>very similar dataset</b>        | <b>very different dataset</b>                                    |
|----------------------------|------------------------------------|------------------------------------------------------------------|
| <b>very little data</b>    | Use Linear Classifier on top layer | You're in trouble... Try linear classifier from different stages |
| <b>quite a lot of data</b> | Finetune a few layers              | Finetune a larger number of layers                               |

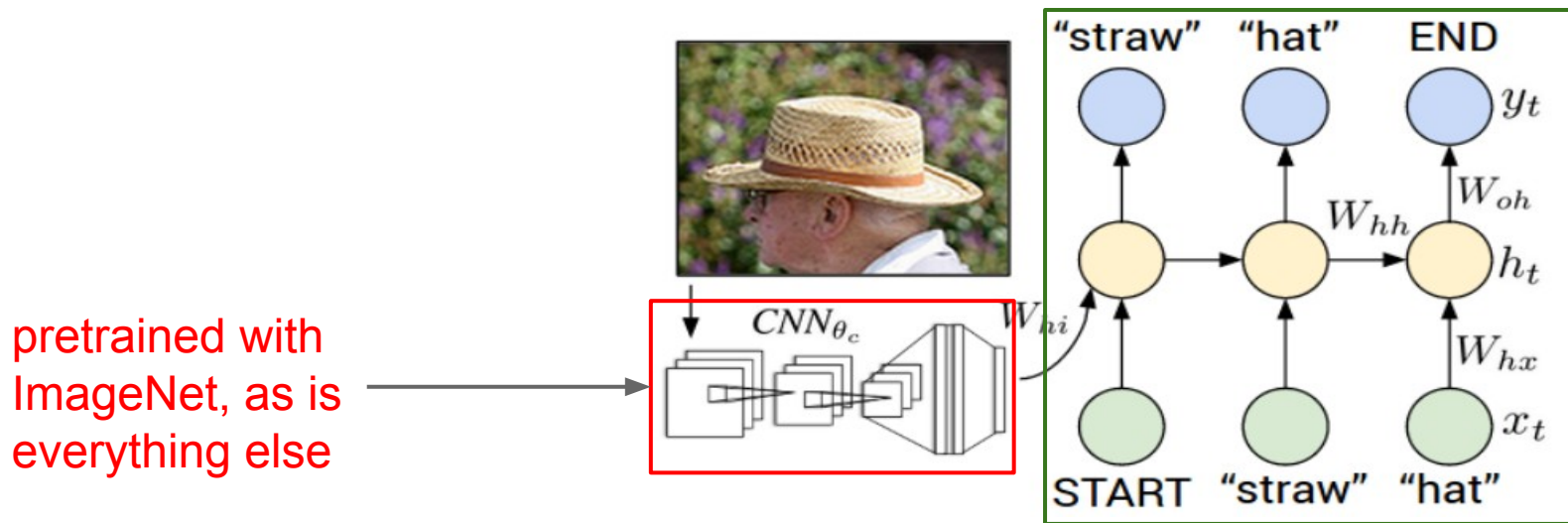
# Transfer learning with CNNs is pervasive...

(it's the norm, not an exception)



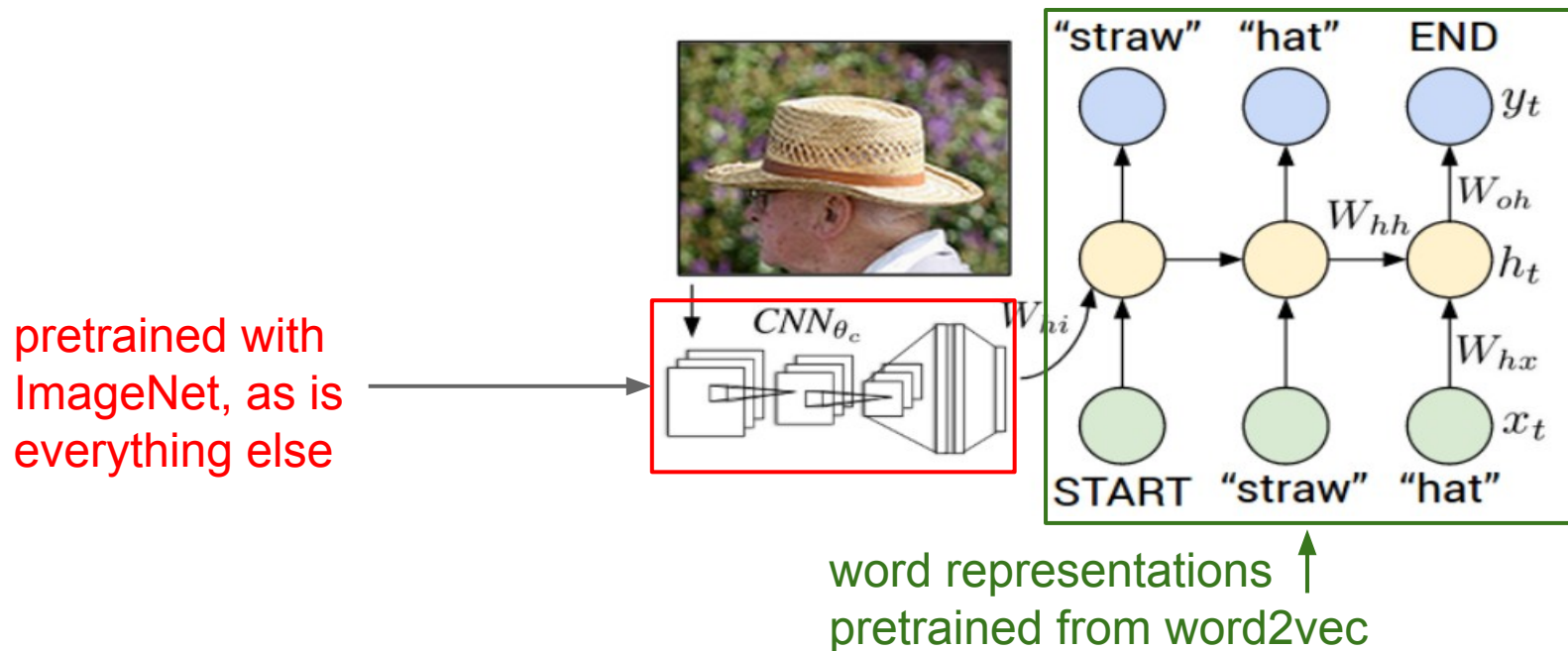
# Transfer learning with CNNs is pervasive...

(it's the norm, not an exception)



# Transfer learning with CNNs is pervasive...

(it's the norm, not an exception)



# Takeaway for your projects/beyond:

Have some dataset of interest but it has  $< \sim 1\text{M}$  images?

1. Find a very large dataset that has similar data, train a big ConvNet there.
2. Transfer learn to your dataset

Caffe ConvNet library has a “**Model Zoo**” of pretrained models:  
<https://github.com/BVLC/caffe/wiki/Model-Zoo>

# Summary:

- A lot of CNN's power comes from middle Conv layers, and depth seems to be important.
- Transfer Learning can be very helpful with small-medium data

Next Lecture:



**CNN Tips/Tricks:**  
squeezing out the last few percent