

FaceNet Based on Triple Loss Functions

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1. [10-2020F-107-part1-backprop-2020-10-1.pdf](#)

Folder: [opencv/deep-learning-2020S/](#)

URL: <https://github.com/hualili/opencv/tree/master/deep-learning-2020S>

2. [10-2020F-107-part2-objective-function-2020-10-6.pdf](#)

Folder: [opencv/deep-learning-2020S/](#)

URL: <https://github.com/hualili/opencv/tree/master/deep-learning-2020S>

3. [10-2020F-107-part3-triple-loss-2020-10-6.pdf](#)

Folder: [opencv/deep-learning-2020S/](#)

URL: <https://github.com/hualili/opencv/tree/master/deep-learning-2020S>

Appendix A. The last lecture reference material

1. github Facenet

(1) github for the source code

<https://github.com/davidsandberg/facenet>

(2) Lecture notes

<https://github.com/hualili/opencv/blob/master/deep-learning-2020S/10-2020F-105b%23110-2-facenet-hl-v2-2020-9-22.pdf>

2. Revisit and review on 2D convolution

(1) Mathematical formulation

<https://github.com/hualili/opencv/blob/master/IP110-Deep-Learning/103-2DConvolution-v2-2017-9-20.pdf>

(2) Example of simple hand computation

Link: [https://github.com/hualili/opencv/blob/master/IP110-Deep-Learning/103-2-2DConvolution-lectureNotes-2017-9-20%20\(copy\).pdf](https://github.com/hualili/opencv/blob/master/IP110-Deep-Learning/103-2-2DConvolution-lectureNotes-2017-9-20%20(copy).pdf)

Link: <https://github.com/hualili/opencv/blob/master/IP110-Summer18/2-2018Summer-kernelDesign-2018-6-27.pdf>

(END)