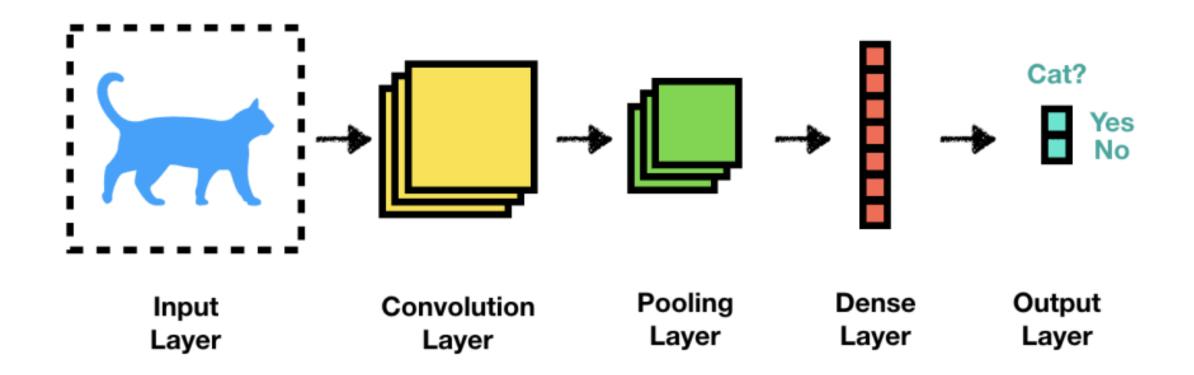
## Keras와 함께 하는 딥러닝기초

이정근

소프트웨어 융합 대학 (School of Software)

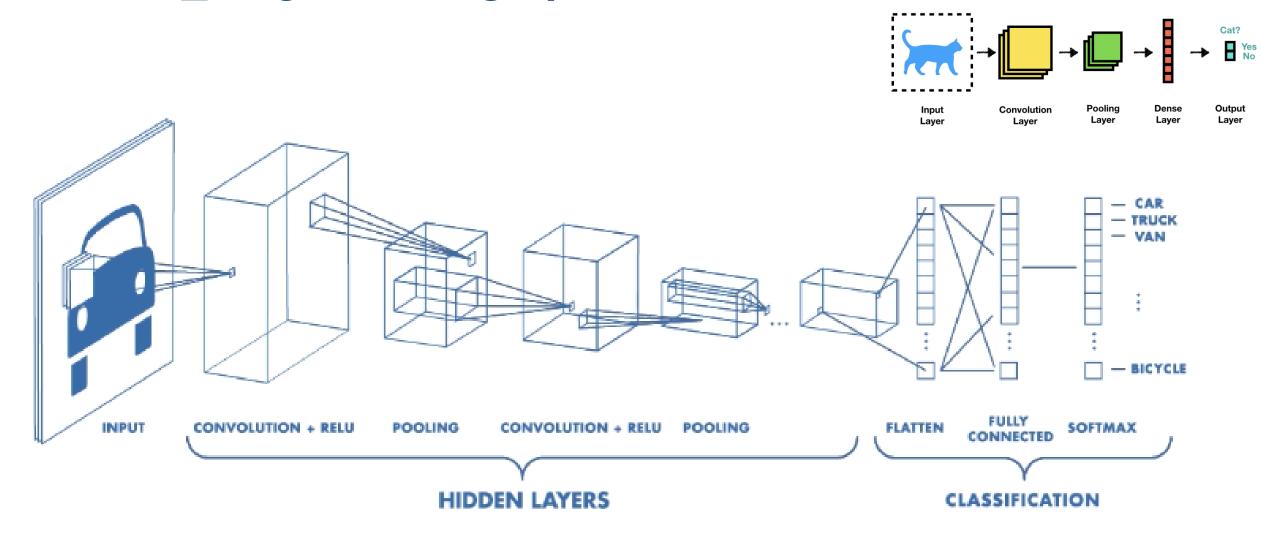
JeongGun.Lee@hallym.ac.kr / www.onchip.net

# Convolutional Neural Networks (CNN)



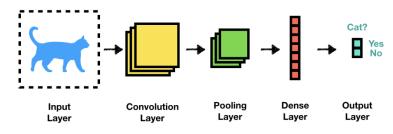
https://github.com/jeonggunlee/DeepLearningBasics/blob/master/Lab07\_introduction\_to\_convnets.ipynb

\* <a href="https://github.com/rickiepark/deep-learning-with-python-notebooks">https://github.com/rickiepark/deep-learning-with-python-notebooks</a>



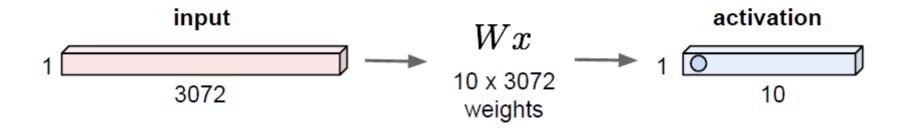
https://github.com/jeonggunlee/DeepLearningBasics/blob/master/Lab07 introduction to convnets.ipynb

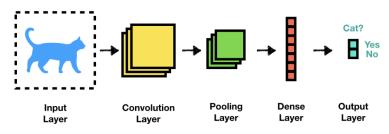
\* https://github.com/rickiepark/deep-learning-with-python-notebooks



#### Fully Connected Layer

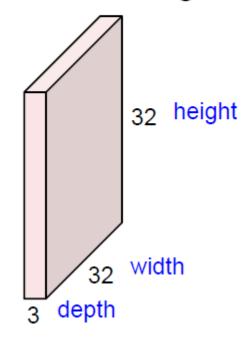
32x32x3 image -> stretch to 3072 x 1

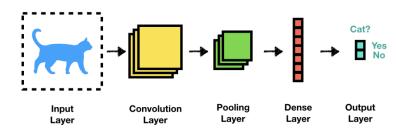




#### Convolution Layer

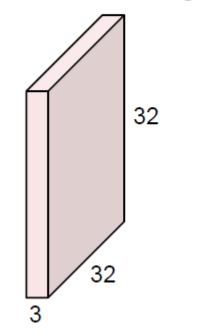
32x32x3 image -> preserve spatial structure



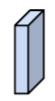


#### **Convolution Layer**

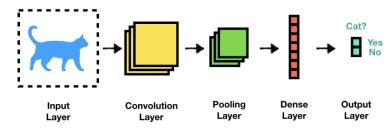
32x32x3 image

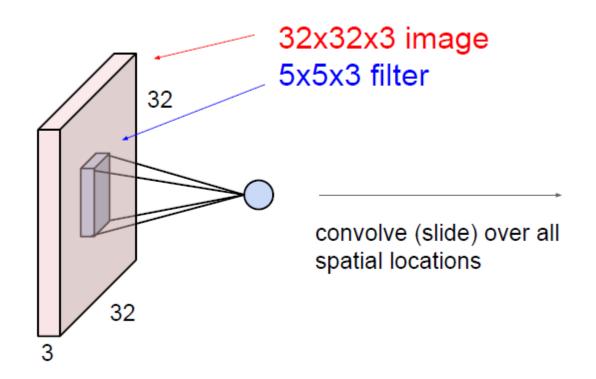


5x5x3 filter

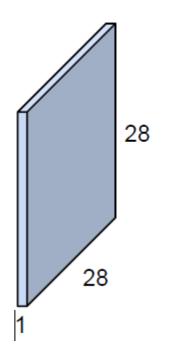


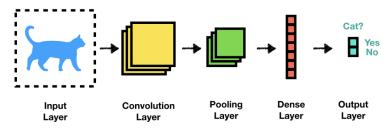
**Convolve** the filter with the image i.e. "slide over the image spatially, computing dot products"



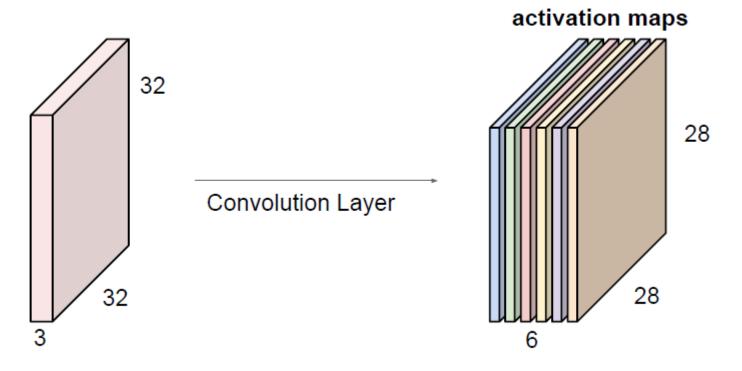


#### activation map

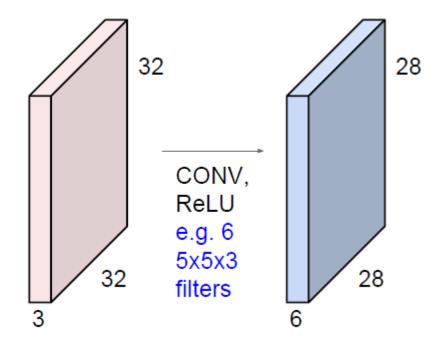


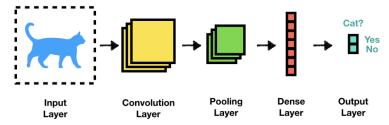


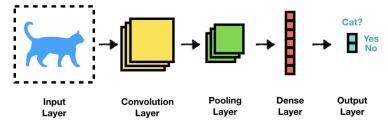
For example, if we had 6 5x5 filters, we'll get 6 separate activation maps:

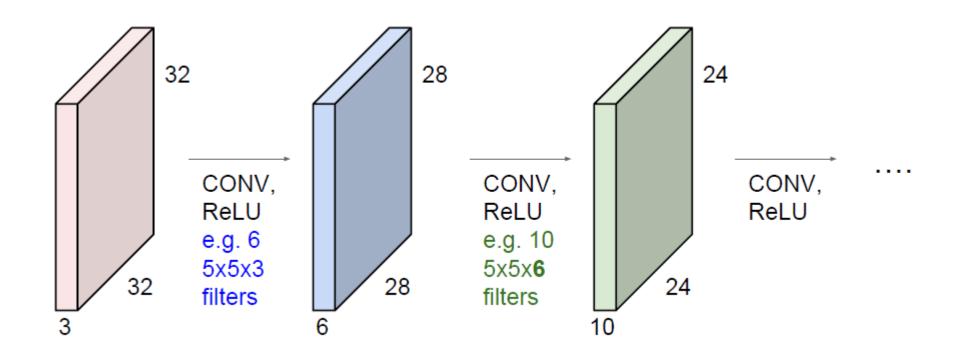


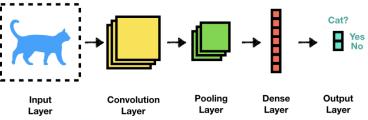
We stack these up to get a "new image" of size 28x28x6!

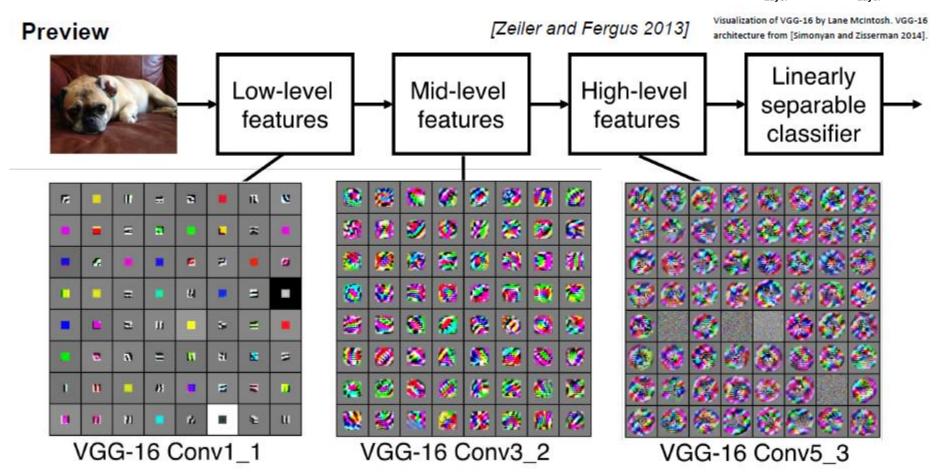


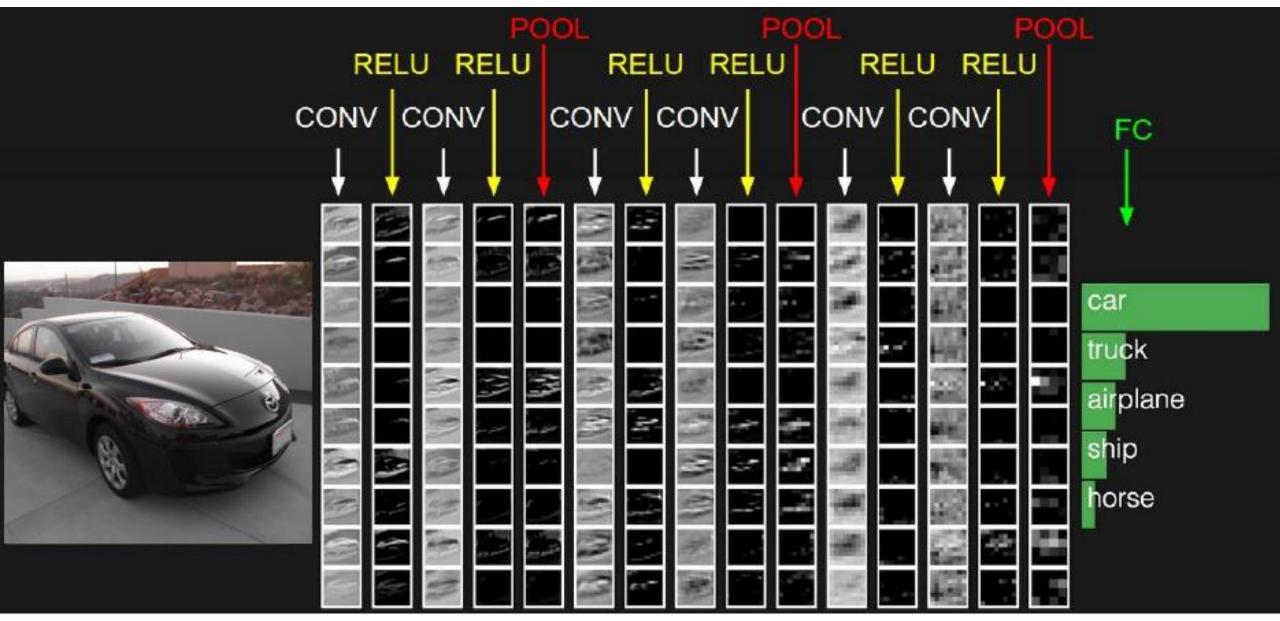




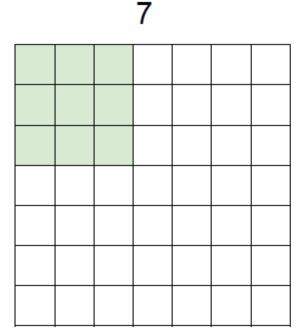




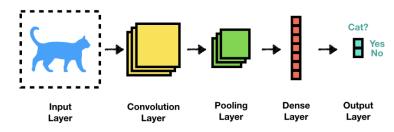




A closer look at spatial dimensions:



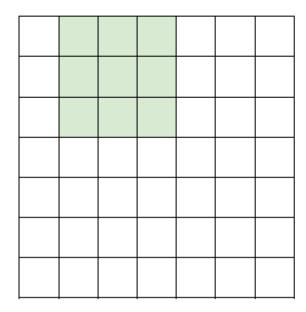
7x7 input (spatially) assume 3x3 filter



Input Layer Convolution Pooling Dense Layer Output Layer

A closer look at spatial dimensions:

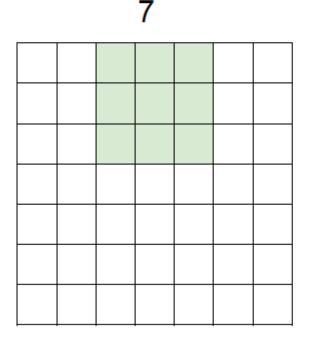
7



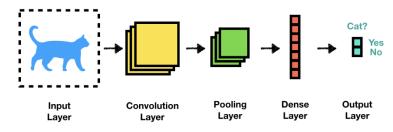
7x7 input (spatially) assume 3x3 filter

7

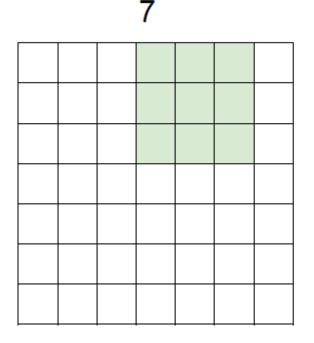
A closer look at spatial dimensions:



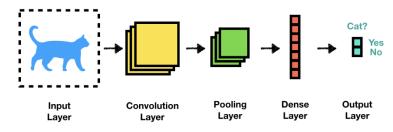
7x7 input (spatially) assume 3x3 filter



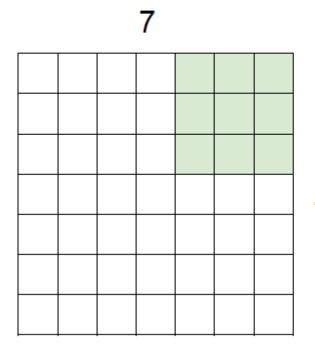
A closer look at spatial dimensions:



7x7 input (spatially) assume 3x3 filter

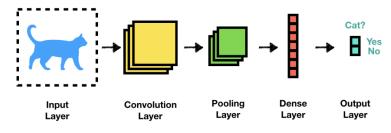


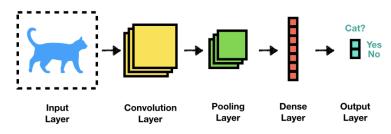
A closer look at spatial dimensions:



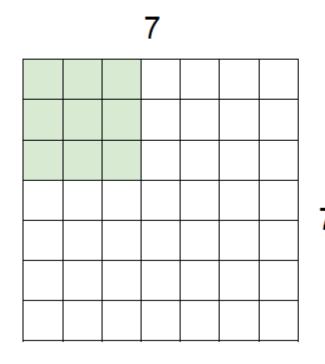
7x7 input (spatially) assume 3x3 filter

=> 5x5 output

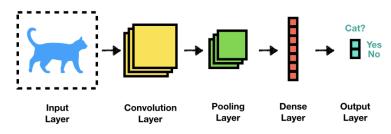




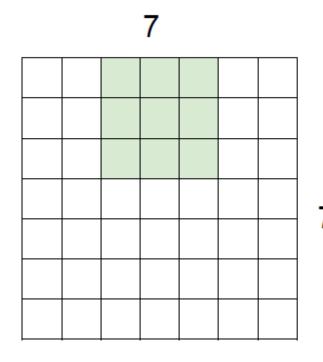
A closer look at spatial dimensions:



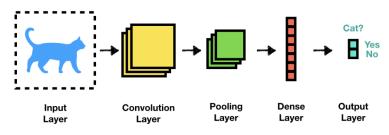
7x7 input (spatially) assume 3x3 filter applied with stride 2



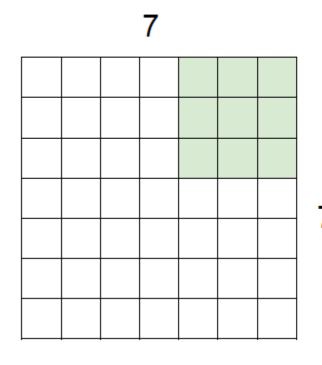
A closer look at spatial dimensions:



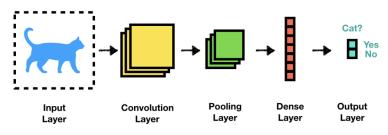
7x7 input (spatially) assume 3x3 filter applied with stride 2



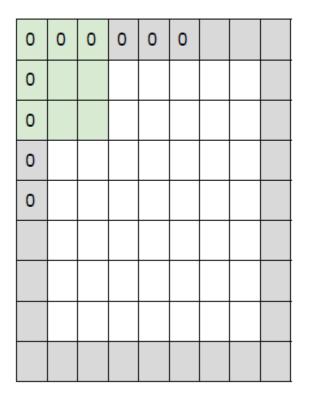
A closer look at spatial dimensions:



7x7 input (spatially)
assume 3x3 filter
applied with stride 2
=> 3x3 output!

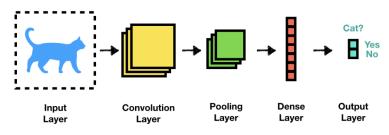


#### In practice: Common to zero pad the border



e.g. input 7x7
3x3 filter, applied with stride 1
pad with 1 pixel border => what is the output?

```
(recall:)
(N - F) / stride + 1
```



#### In practice: Common to zero pad the border

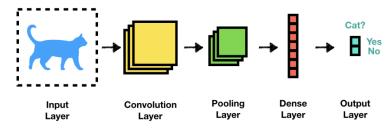
0	0	0	0	0	0		
0							
0							
0							
0							

e.g. input 7x7
3x3 filter, applied with stride 1
pad with 1 pixel border => what is the output?

#### 7x7 output!

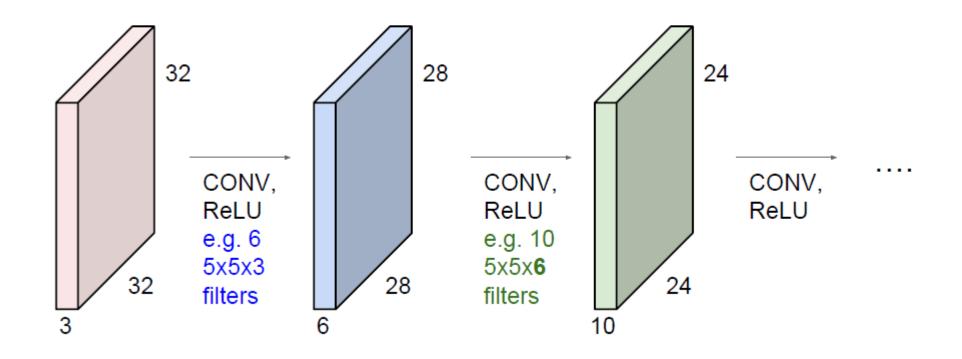
in general, common to see CONV layers with stride 1, filters of size FxF, and zero-padding with (F-1)/2. (will preserve size spatially)

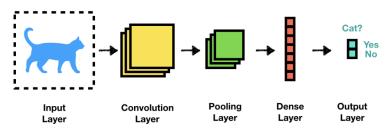
e.g.  $F = 3 \Rightarrow zero pad with 1$   $F = 5 \Rightarrow zero pad with 2$  $F = 7 \Rightarrow zero pad with 3$ 



#### Remember back to...

E.g. 32x32 input convolved repeatedly with 5x5 filters shrinks volumes spatially! (32 -> 28 -> 24 ...). Shrinking too fast is not good, doesn't work well.



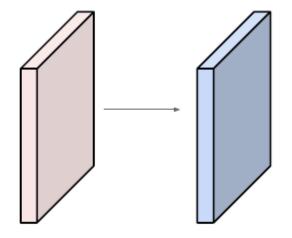


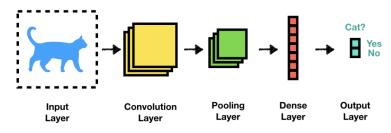
Examples time:

Input volume: 32x32x3

10 5x5 filters with stride 1, pad 2

Output volume size: ?

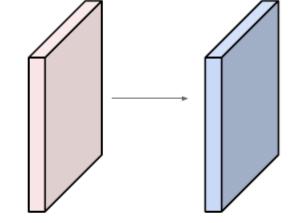




#### Examples time:

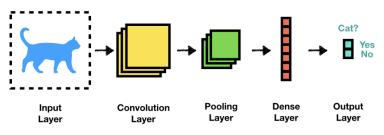
Input volume: 32x32x3

10 5x5 filters with stride 1, pad 2



#### Output volume size:

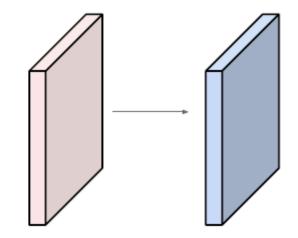
(32+2\*2-5)/1+1 = 32 spatially, so 32x32x10



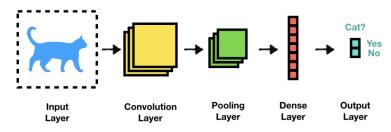
Examples time:

Input volume: 32x32x3

10 5x5 filters with stride 1, pad 2



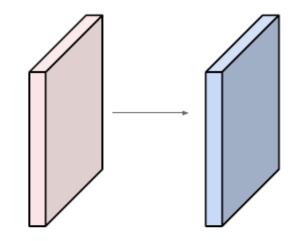
Number of parameters in this layer?



Examples time:

Input volume: 32x32x3

10 5x5 filters with stride 1, pad 2



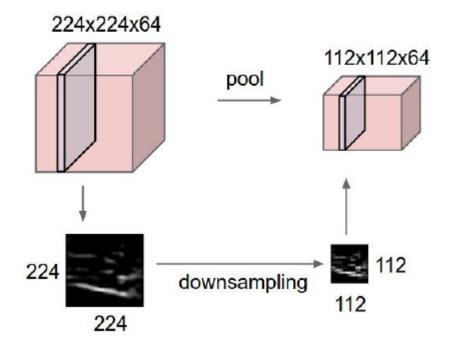
(+1 for bias)

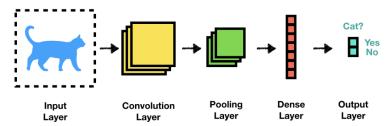
Number of parameters in this layer? each filter has 5\*5\*3 + 1 = 76 params

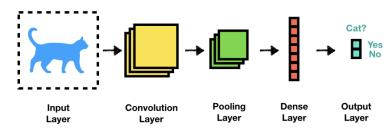
=> 76\*10 = **760** 

#### Pooling layer

- makes the representations smaller and more manageable
- operates over each activation map independently:







#### MAX POOLING



X	1	1	1	2	4
		5	6	7	8
		3	2	1	0
		1	2	3	4

max pool with 2x2 filters and stride 2

6	8		
3	4		