|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

Исходное изображение-квадрат

Допустим имеем 2 признака квадрата:

|  |  |  |
| --- | --- | --- |
| 0 | 1 | 0 |
| 0 | 1 | 0 |
| 0 | 1 | 0 |

|  |  |  |
| --- | --- | --- |
| 0 | 0 | 0 |
| 1 | 1 | 1 |
| 0 | 0 | 0 |

По вертикали и горизонтали.

Проведём операцию свёртки по этим 2 признакам с исходной матрицей(изображением)

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

|  |  |  |
| --- | --- | --- |
| 0 | 1 | 0 |
| 0 | 1 | 0 |
| 0 | 1 | 0 |

X

|  |  |  |
| --- | --- | --- |
| 0\*0 | 1\*0 | 0\*0 |
| 0\*0 | 1\*0 | 0\*0 |
| 0\*0 | 1\*1 | 0\*0 |

= (0+0+0+0+0+0+1+0)/9=1/9=0.11