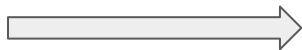


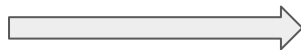
MIDS W207

Applied Machine Learning

Week 10
Live Session Slides



-1	1	1	1	-1
-1	1	-1	1	-1
-1	1	1	1	-1
-1	-1	-1	1	-1
-1	-1	-1	1	-1
-1	-1	-1	-1	-1
-1	1	-1	-1	-1



-1	1	1	1	-1
-1	1	-1	1	-1
-1	1	1	1	-1
-1	1	1	1	-1
-1	-1	-1	1	-1
-1	-1	-1	1	-1
-1	-1	1	-1	-1
-1	1	-1	-1	-1

Location shifted

2

1	1	1	-1	-1
1	-1	1	-1	-1
1	1	1	-1	-1
-1	-1	1	-1	-1
-1	-1	1	-1	-1
-1	1	-1	-1	-1
1	-1	-1	-1	-1



1	1	1	-1	-1
1	-1	1	-1	-1
1	1	1	-1	-1
-1	-1	1	-1	-1
-1	-1	1	-1	-1
-1	1	-1	-1	-1
1	-1	-1	-1	-1



-1	1	1	1	-1
-1	1	-1	1	-1
-1	1	1	1	-1
-1	-1	-1	1	-1
-1	-1	-1	1	-1
-1	-1	1	-1	-1
-1	1	-1	-1	-1



Image size = $1920 \times 1080 \times 3$

First layer neurons = $1920 \times 1080 \times 3 \sim 6 \text{ million}$



Hidden layer neurons = Let's say you keep it $\sim 4 \text{ million}$

Weights between input and hidden layer = $6 \text{ mil} * 4 \text{ mil}$
= 24 million



Koala's **eye**? = Y



Koala's **nose**? = Y



Koala's **ears**? = Y



Koala's **head**? = Y



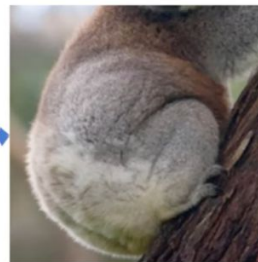
Koala's **hands**? = Y



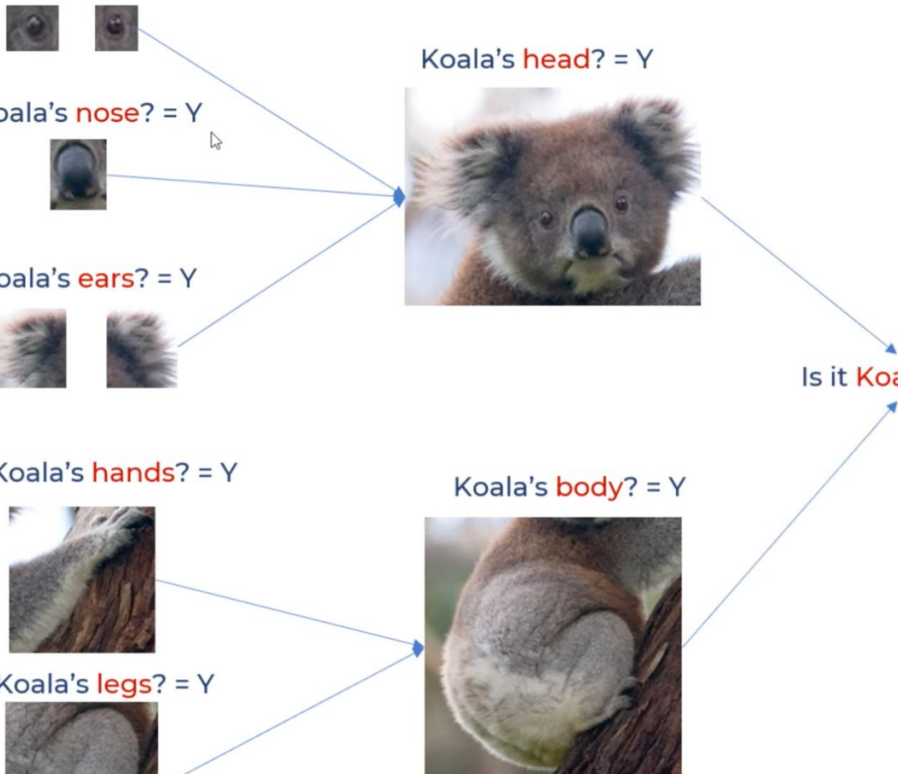
Koala's **legs**? = Y

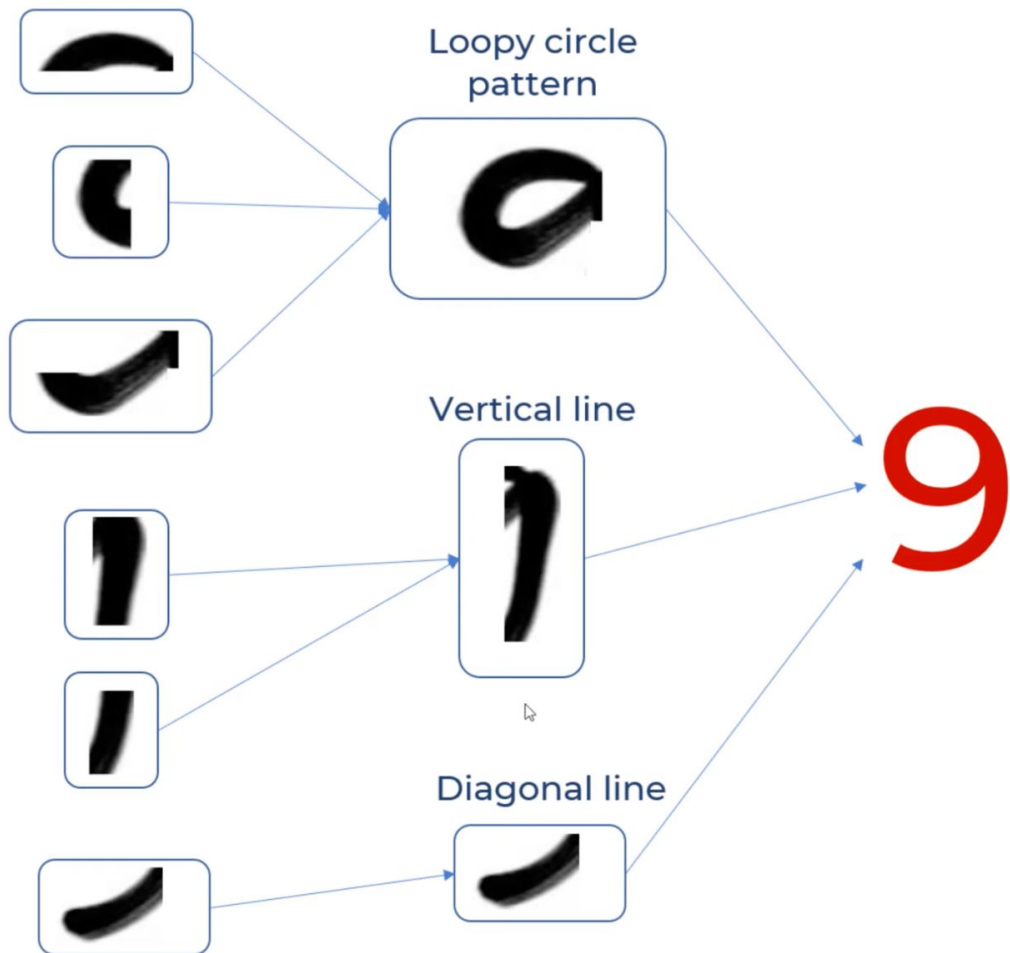


Koala's **body**? = Y



Is it **Koala**? = Y





Loopy pattern
filter

-1	1	1	1	-1
-1	1	-1	1	-1
-1	1	1	1	-1
-1	-1	-1	1	-1
-1	-1	-1	1	-1
-1	-1	1	-1	-1
-1	1	-1	-1	-1

-1	1	1	1	-1
-1	1	-1	1	-1
-1	1	1	1	-1
-1	-1	-1	1	-1
-1	-1	-1	1	-1
-1	-1	1	-1	-1
-1	1	-1	-1	-1

-1	1	1	1	-1
-1	1	-1	1	-1
-1	1	1	1	-1
-1	-1	-1	1	-1
-1	-1	-1	1	-1
-1	-1	1	-1	-1
-1	1	-1	-1	-1

-1	1	1	1	-1
-1	1	-1	1	-1
-1	1	1	1	-1
-1	-1	-1	1	-1
-1	-1	-1	1	-1
-1	-1	1	-1	-1
-1	1	-1	-1	-1

-1	1	1	1	-1
-1	1	-1	1	-1
-1	1	1	1	-1
-1	-1	-1	1	-1
-1	-1	-1	1	-1
-1	-1	1	-1	-1
-1	1	-1	-1	-1

Vertical line
filter

Diagonal line
filter

$$-1+1+1-1-1-1-1+1+1 = -1 \rightarrow -1/9 = -0.11$$

-1	1	1	1	-1
-1	1	-1	1	-1
-1	1	1	1	-1
-1	-1	-1	1	-1
-1	-1	-1	1	-1
-1	-1	1	-1	-1
-1	1	-1	-1	-1

*

1	1	1
1	-1	1
1	1	1

-0.11		

-1	1	1	1	-1
-1	1	-1	1	-1
-1	1	1	1	-1
-1	-1	-1	1	-1
-1	-1	-1	1	-1
-1	-1	1	-1	-1
-1	1	-1	-1	-1

*

1	1	1
1	-1	1
1	1	1

-0.11	1	-0.11
-0.55	0.11	-0.33



-1	1	1	1	-1
-1	1	-1	1	-1
-1	1	1	1	-1
-1	-1	-1	1	-1
-1	-1	-1	1	-1
-1	-1	1	-1	-1
-1	1	-1	-1	-1

*

1	1	1
1	-1	1
1	1	1

-0.11	1	-0.11
-0.55	0.11	-0.33
-0.33	0.33	-0.33
-0.22	-0.11	-0.22
-0.33	-0.33	-0.33

Feature Map

Loopy pattern detector

9 *

1	1	1
1	-1	1
1	1	1

 =

	1			

Loopy pattern detector

6 *

1	1	1
1	-1	1
1	1	1

 =

		1		

Loopy pattern detector

8 *

1	1	1
1	-1	1
1	1	1

 =

	1			
		1		

Loopy pattern detector

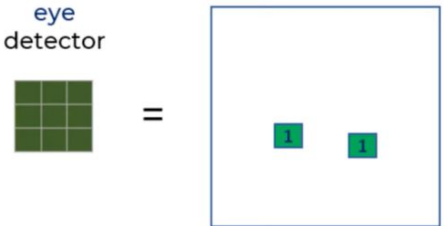
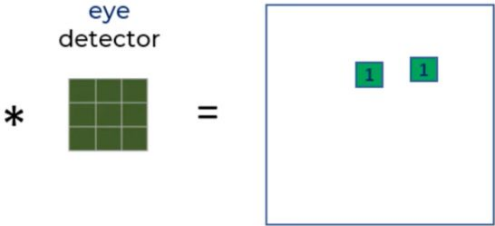
96 *

1	1	1
1	-1	1
1	1	1

 =

	1			
			1	

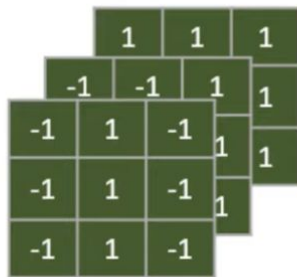
Location invariant: It can detect eyes in any location of the image





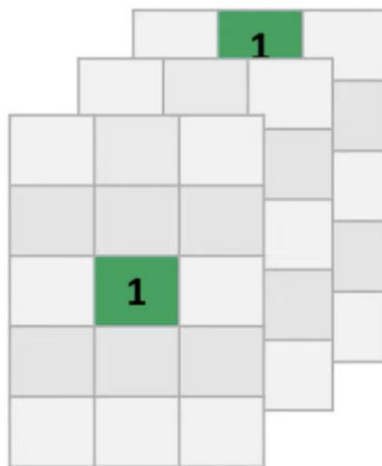
*

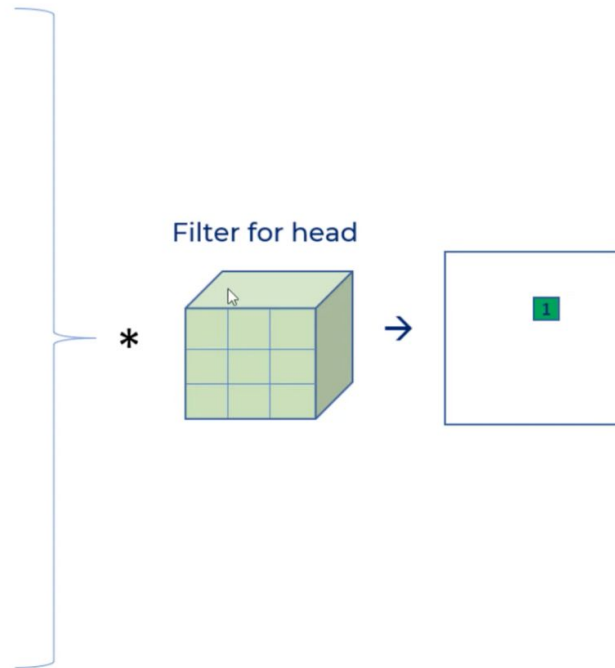
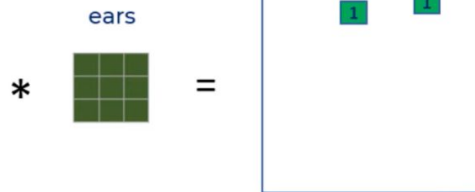
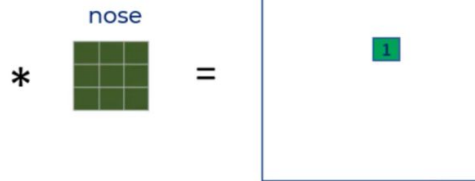
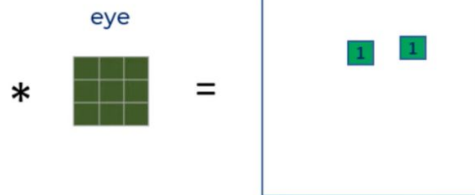
Filters



=

Feature Maps







eye

$$* \begin{bmatrix} \blacksquare & \blacksquare \\ \blacksquare & \blacksquare \end{bmatrix} = \begin{bmatrix} \blacksquare & \blacksquare \\ & \blacksquare \end{bmatrix}$$



nose

$$* \begin{bmatrix} \blacksquare & \blacksquare \\ \blacksquare & \blacksquare \end{bmatrix} = \begin{bmatrix} & \blacksquare \\ & \blacksquare \end{bmatrix}$$



ears

$$* \begin{bmatrix} \blacksquare & \blacksquare \\ \blacksquare & \blacksquare \end{bmatrix} = \begin{bmatrix} \blacksquare & \blacksquare \\ & \blacksquare \end{bmatrix}$$



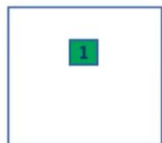
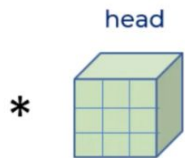
hands

$$* \begin{bmatrix} \blacksquare & \blacksquare \\ \blacksquare & \blacksquare \end{bmatrix} = \begin{bmatrix} & \blacksquare \\ & \blacksquare \end{bmatrix}$$

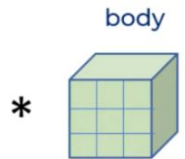


legs

$$* \begin{bmatrix} \blacksquare & \blacksquare \\ \blacksquare & \blacksquare \end{bmatrix} = \begin{bmatrix} & \blacksquare \\ & \blacksquare \end{bmatrix}$$

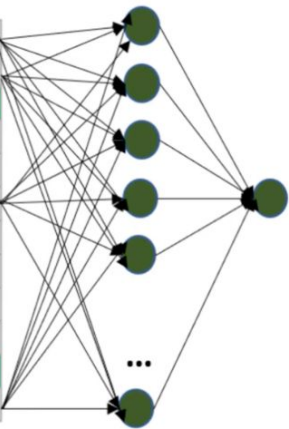


flatten

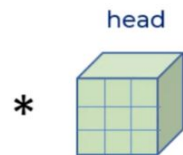
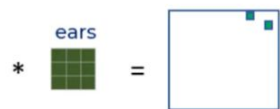


flatten

...



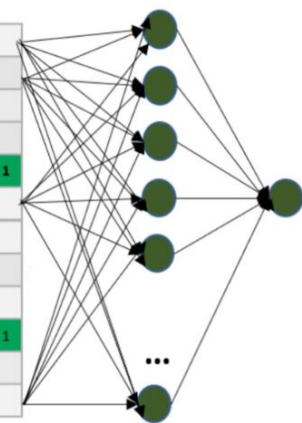
Is this Koala?



flatten



flatten



Is this
Koala?

-1	1	1	1	-1
-1	1	-1	1	-1
-1	1	1	1	-1
-1	-1	-1	1	-1
-1	-1	-1	1	-1
-1	-1	1	-1	-1
-1	1	-1	-1	-1

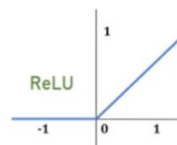
*

Loopy pattern
filter

1	1	1
1	-1	1
1	1	1



-0.11	1	-0.11
-0.55	0.11	-0.33
-0.33	0.33	-0.33
-0.22	-0.11	-0.22
-0.33	-0.33	-0.33



0	1	0
0	0.11	0
0	0.33	0
0	0	0
0	0	0



eye

$$\begin{matrix} * \\ \begin{matrix} \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \end{matrix} \\ = \end{matrix} \begin{matrix} 1920 \times 1080 \\ \begin{matrix} \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \end{matrix} \end{matrix}$$



nose

$$\begin{matrix} * \\ \begin{matrix} \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \end{matrix} \\ = \end{matrix} \begin{matrix} 1920 \times 1080 \\ \begin{matrix} \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \end{matrix} \end{matrix}$$



ears

$$\begin{matrix} * \\ \begin{matrix} \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \end{matrix} \\ = \end{matrix} \begin{matrix} 1920 \times 1080 \\ \begin{matrix} \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \end{matrix} \end{matrix}$$



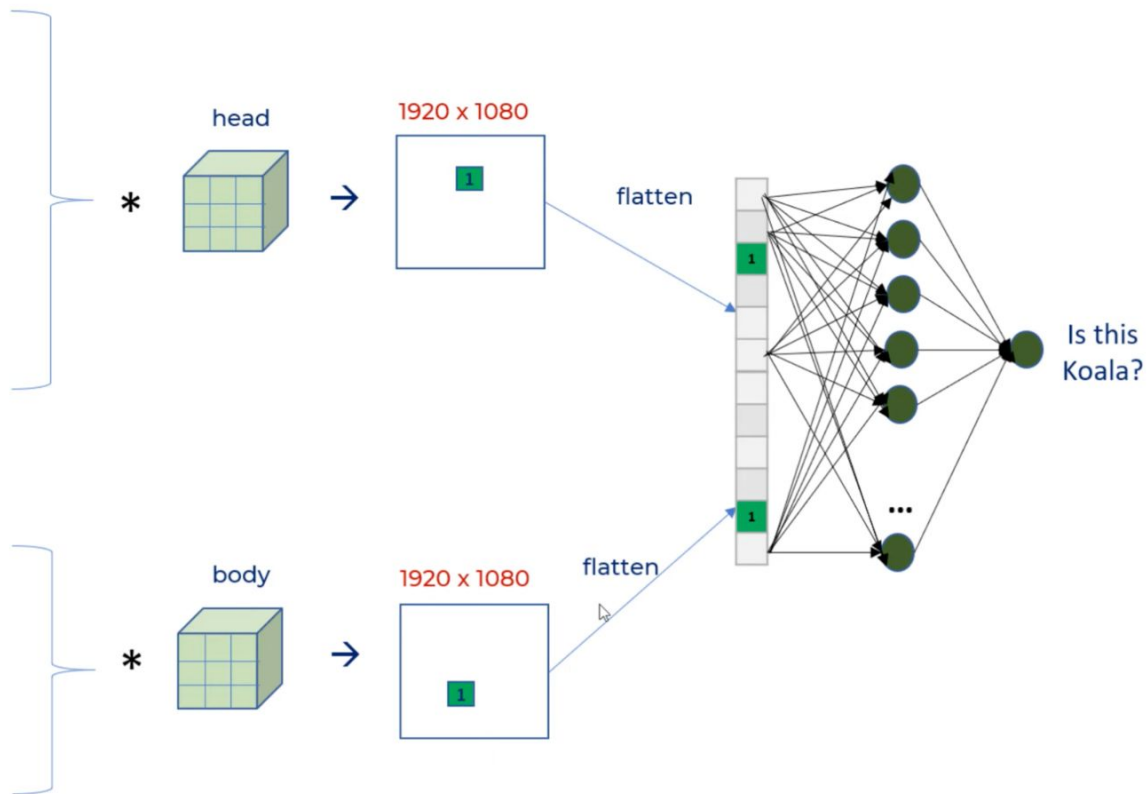
hands

$$\begin{matrix} * \\ \begin{matrix} \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \end{matrix} \\ = \end{matrix} \begin{matrix} 1920 \times 1080 \\ \begin{matrix} \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \end{matrix} \end{matrix}$$



legs

$$\begin{matrix} * \\ \begin{matrix} \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \end{matrix} \\ = \end{matrix} \begin{matrix} 1920 \times 1080 \\ \begin{matrix} \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \end{matrix} \end{matrix}$$



5	1	3	4
8	2	9	2
1	3	0	1
2	2	2	0

8	9
3	2

0	1	0
0	0.11	0
0	0.33	0
0	0	0
0	0	0

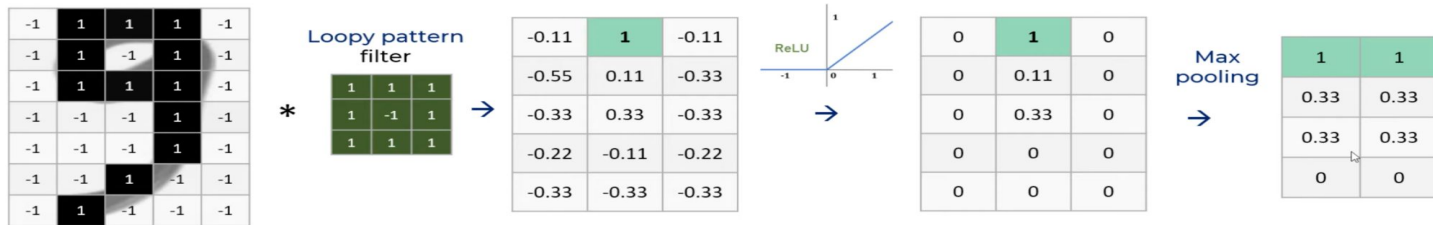
1	

2 by 2 filter with stride = 1

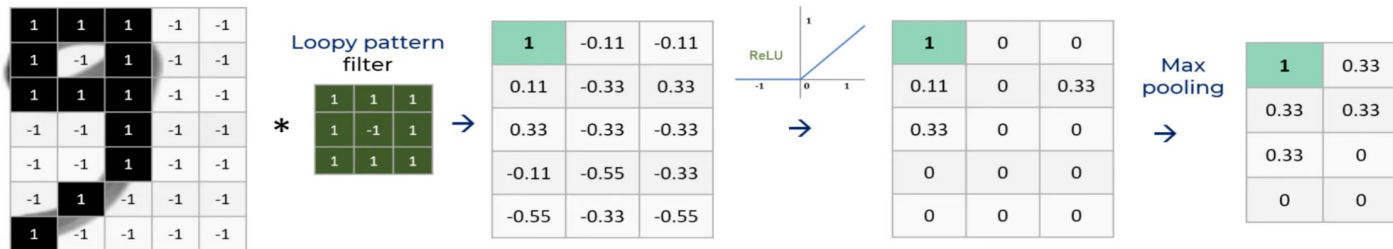
2 by 2 filter with stride = 2

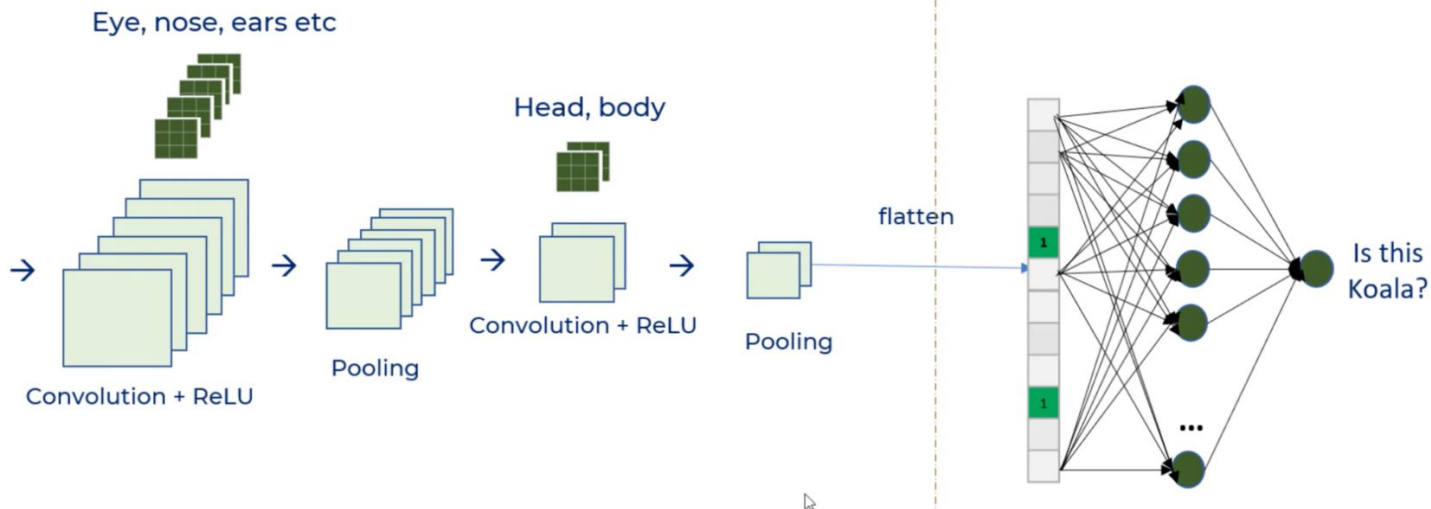
5	1	3	4
8	2	9	2
1	3	0	1
2	2	2	0

4	4.5
2	0.75



Shifted 9 at different position





Feature Extraction

Classification