# Day76 CNN Introduction

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## 1 Introduction to Convolutional Neural Networks - CNN

Welcome back to my Deep Learning documentation!

In this notebook, we begin our journey into Convolutional Neural Networks (CNNs), one of the most powerful models in deep learning for images, videos, and computer vision tasks.

## 2 What is CNN?

- CNN = Convolution Layer + Neural Network
- Unlike traditional ANNs, CNNs are designed to handle **spatial data** (images/videos).

#### Example:

- A CNN can look at a emoji and classify it as **Happy**.
- A CNN can look at a emoji and classify it as **Sad**.

**Key idea:** CNNs automatically detect patterns like edges, shapes, and colors in images, which then combine to recognize complex objects.

## 3 Data for CNNs

#### 3.1 Image Representation

- Every image is made of **pixels**.
- Each pixel has an intensity value between **0** and **255**.
  - $-0 \rightarrow \text{black} / \text{no intensity}.$
  - $-255 \rightarrow \text{maximum brightness of a color.}$

#### Example:

- A pure black pixel = 0.
- A pure white pixel = 255.
- A gray pixel = somewhere between (e.g., 128).

### 3.2 Channels in Images

- Grayscale (2D): Black & White images, only one channel.
- RGB (3D): Color images, 3 channels (Red, Green, Blue).

## Example:

- A grayscale photo of a handwritten digit (MNIST dataset).
- A color image of a cat/dog has 3 channels (R, G, B).

# 4 Prerequisites for CNN

Before learning CNNs, two areas are important:

## 4.1 Image Processing

- Deals with enhancing or transforming images.
- Tasks: resizing, filtering, edge detection, noise removal.

**Example:** Instagram filters = Image Processing.

### 4.2 Computer Vision

- Deals with making computers understand the content of images.
- Tasks: object detection, face recognition, image classification.

**Example:** Facebook automatically tagging people in photos = Computer Vision.

### 5 Architecture of CNN

A standard CNN has 4 key layers:

- 1. Convolution
- 2. Max Pooling
- 3. Flatten
- 4. Fully Connected (ANN)

Each plays a specific role in extracting features and making predictions.

# 6 Convolution Layer

#### 6.1 What is Convolution?

• Convolution = mathematical operation that combines two pieces of information:

- 1. **Input Image** (matrix of pixels).
- 2. Filter / Kernel (Feature Detector)  $\rightarrow$  a small matrix like  $3\times3$  or  $5\times5$ .

Output = Feature Map (convolved image).

### 6.2 Real-Life Analogy

Imagine looking at a photo through a magnifying glass with a pattern.

- If the pattern is horizontal lines  $\rightarrow$  the glass highlights horizontal edges.
- If the pattern is vertical lines  $\rightarrow$  the glass highlights vertical edges.

That's how convolution detects features like edges, curves, and textures.

### 6.3 Striding

- Stride = how many steps the filter moves across the image.
- Stride =  $1 \rightarrow$  moves one pixel at a time (more detail, larger output).
- Stride =  $2 \rightarrow$  skips more pixels (smaller output, faster computation).

### 6.4 Padding

- Problem: Each convolution reduces image size.
- Solution: **Padding** adds an extra border of 0s around the image.
- Helps preserve edge information.

#### Example:

- Input  $6 \times 6$  image  $\rightarrow$  Convolution  $\rightarrow 4 \times 4$  output.
- With padding  $\rightarrow$  size maintained (e.g.,  $6 \times 6$  stays  $6 \times 6$ ).

# 7 Max Pooling Layer

#### 7.1 What is Pooling?

- Pooling = reduces the size of the feature map.
- Default =  $2 \times 2$  Max Pooling  $\rightarrow$  picks the maximum value from each  $2 \times 2$  block.

### 7.2 Why Pooling?

- 1. Reduces computational load.
- 2. Keeps the most important features.

3. Makes the model more robust (ignores minor variations).

## 7.3 Example

Feature map section:

$$\begin{bmatrix} 1 & 3 \\ 2 & 4 \end{bmatrix}$$

After  $2\times 2$  max pooling  $\rightarrow 4$  (the maximum).

Think of it like taking the strongest signal and discarding the weaker ones.

## 8 Flatten Layer

- Takes the pooled feature maps (2D) and converts them into a 1D vector.
- This long vector acts as the input to the fully connected ANN layer.

#### Example:

• Pooled maps:  $5 \times 5 \to \text{Flatten} \to 25 \text{ values in a single row}$ .

# 9 Fully Connected Layer (ANN)

- Works just like a regular Artificial Neural Network.
- The flattened vector is input.
- Outputs predictions (e.g., cat, dog, happy, sad).

#### Example:

- Input photo  $\rightarrow$  CNN layers extract features  $\rightarrow$  ANN outputs:
  - Cat = 0.85 probability
  - Dog = 0.10
  - Other = 0.05

Prediction = Cat

# 10 ANN vs CNN (Key Difference)

- In **ANN**:
  - Training adjusts **weights** of connections.
- In **CNN**:
  - Training adjusts filter values (kernels).

This is why CNNs are much better at handling images — they learn **filters** that detect edges, colors, and shapes automatically.

# 11 Summary

- CNNs are specialized for **images & videos**.
- They use pixels (0–255 values) as input.
- Main layers:
  - 1. Convolution  $\rightarrow$  feature extraction
  - 2. Max Pooling  $\rightarrow$  dimensionality reduction
  - 3. Flatten  $\rightarrow$  converts into 1D vector
  - 4. Fully Connected Layer  $\rightarrow$  prediction
- ANN updates weights; CNN updates filters.

## 12 Conclusion

In this notebook, we:

- Learned why CNNs are important for images and videos.
- Understood image basics (pixels, grayscale vs RGB).
- Covered CNN layers: Convolution, Pooling, Flatten, Fully Connected.
- Compared ANN and CNN training.