COMP9444 Neural Networks and Deep Learning
Session 2, 2018

Exercises 4: Image Processing

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1. **Softmax**

   Recall that the formula for Softmax is

   Prob(i) = exp(z_i)/Σ_j exp(z_j)

   Consider a classification task with three classes 1, 2, 3. Suppose a particular input is presented producing outputs z_1=1.0, z_2=2.0, z_3=3.0 and that the correct class for this input is Class 2. Compute the following, to two decimal places:

   a. Prob(i), for i = 1, 2, 3
   b. d(log Prob(2))/dz_j, for j = 1, 2, 3

2. **Convolutional Network Architecture**

   One of the early papers on Deep Q-Learning for Atari games (Mnih et al, 2013) contains this description of its Convolutional Neural Network:

   > "The input to the neural network consists of an 84 × 84 × 4 image. The first hidden layer convolves 16 8 × 8 filters with stride 4 with the input image and applies a rectifier nonlinearity. The second hidden layer convolves 32 4 × 4 filters with stride 2, again followed by a rectifier nonlinearity. The final hidden layer is fully-connected and consists of 256 rectifier units. The output layer is a fully-connected linear layer with a single output for each valid action. The number of valid actions varied between 4 and 18 on the games we considered."

   For each layer in this network, compute the number of

   a. weights per neuron in this layer (including bias)
   b. neurons in this layer
   c. connections into the neurons in this layer
   d. independent parameters in this layer

   You should assume the input images are gray-scale, there is no padding, and there are 18 valid actions (outputs).

Make sure you try answering the Exercises yourself, before checking the Sample Solutions