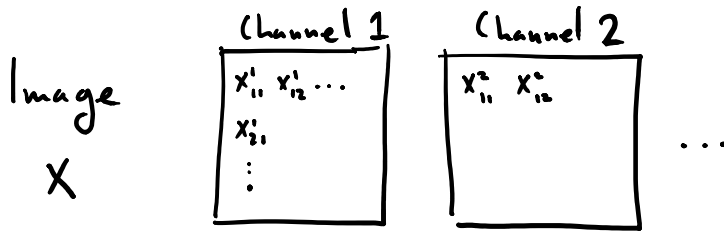


# Convolution and filters

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def Filter bank are predefined images (small) s.t.  
each element  $\varphi \in \Phi$  is applied to the image

$$\langle \varphi, X \rangle = \sum_{j,k} \varphi_{jk} X_{jk} \quad (\text{target channels})$$

$\uparrow$  pixels

ex Gabor filter, wavelength,  $\lambda$ , orientation,  $\theta$ , phase offset,  $\psi$ , bandwidth,  $\sigma$ , and aspect ratio,  $\gamma$

$$\tilde{x} = \begin{pmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{pmatrix} x$$

$\swarrow$  position in image

$$g(x; \lambda, \theta, \dots) = \exp\left(-\frac{\tilde{x}_1^2 + \gamma \tilde{x}_2^2}{2\sigma^2}\right) \cos\left(\frac{2\pi}{\lambda} \tilde{x}_1 + \psi\right)$$



Designed  
to  
detect  
edges

In 1D  $\varphi$   $\langle \varphi, X \rangle \rightarrow \dots$

$$\int_{-\infty}^{\infty} \varphi(x) \psi(x) dx \rightarrow \langle \varphi, \psi \rangle \gg 0$$

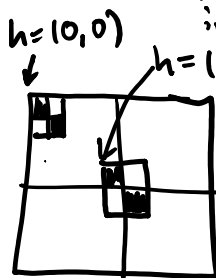
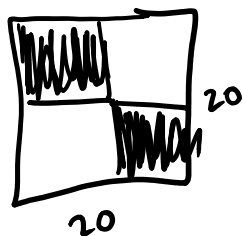
Given filter,  $g$ , can center anywhere  
by shifting  $(S_{\Delta x} g)(x) = g(x - \Delta x)$

$$\text{Apply } \langle S_h \varphi, X \rangle = \sum_z (S_h \varphi)_z X_z$$

$$= \sum_z \varphi_{z-h} X_z$$

↑  
pixel index ( $z = (j, k)$ )

$\varphi =$



def images  $G \star X$  is the convolution of  $G$  and  $X$

$$(G \star X)_h = \sum_z G_{h-z} X_z$$

(can define  $G_{h-z} = \varphi_{z-h}$ )

"full" convolution  $X_z = 0$  for  $z$  outside of bounding box  
makes image of same size

"valid" convolution  $(G \star X)_h$  is only defined when  
 $S_h G$  is contained in domain of  $X$

Gabor filters and SIFT filters (or wavelets)  
was the state of art w/ images

$X \rightarrow \text{Filter bank} \xrightarrow{\text{Vectorize}} \text{Classifier}$

Can we apply large filter banks?

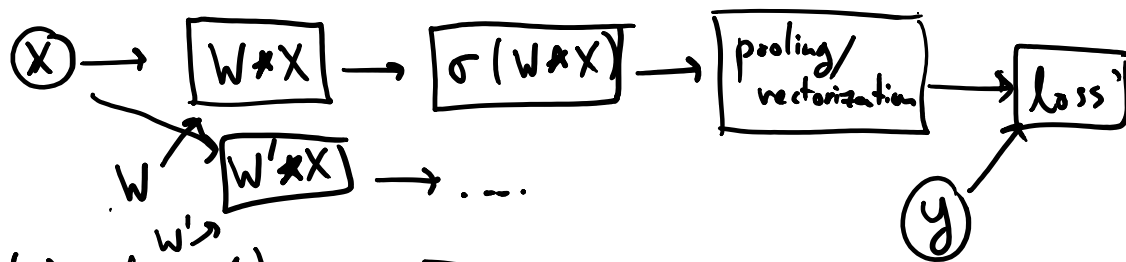
Then [Convolution Thm]

$$G * X = \text{DFT}^{-1}(\text{DFT}(G) \cdot \text{DFT}(X))$$

The fast Fourier transform (FFT) computes  $\text{DFT}, \text{DFT}^{-1}$   
in  $O(p \log p)$   
 $\uparrow$   
 $\#$  of pixels

# Convolutional NNets

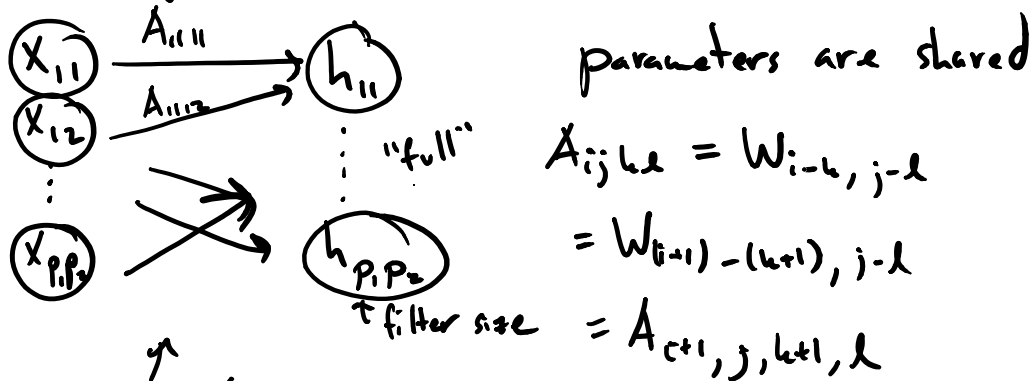
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$$(1) (W \star X)_{ij} = \sum_{k,l} W_{i-k, j-l} X_{k,l}$$

$$= \sum_{k,l} \underset{\substack{\parallel \\ W_{i-k, j-l}}}{A_{ij, k, l}} X_{k,l}$$

Convolution layer can be thought of as a 'fully' connected layer but



# of parameters in fully conn. is  $(p_1 p_2)^2$

$p_1 \times p_2$  image  $H_1 \times H_2$  filter

and interactions are sparse

$$A_{ij, k, l} = 0 \text{ if } |i-k|, |j-l| > H_1, H_2$$

Convolution is equivariant to translation

Convolution is equivariant to translation

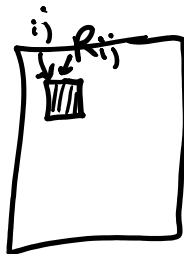
$$S_t(X \star W) = (S_t X) \star W \quad \text{for "full"}$$

def (Receptive field) of a unit are input pixels that it depends on



def  $\sum_{k,l} X_{i+k,j+l} W_{k,l}$  is called "cross-correlation"

pooling apply a fixed transformation to  $T(\gamma_{k_{ij}})$   
 $T = \max$  or average rectangle at  $i,j$



$\Delta$  strides only every  $k^{th} i / j$  are used

