2. Input 102256 x 256 base stable 100 to to max pool (2x2)

filters + 6

5°2e → 8

stride → 2 no of Padding → 0

· 1st set of convolution and max pooling

width = $\int w + 2P - F + 1 = 256 + 2 \times 0 - 8 + 1$

#XH 125 = 25 / 25 x 3 = + Pailogg = 201 # XH Height + 2P-F +1 256+2x0-8 +1

= 125. 2-0x2+1-1 tensor = 125 x125

12x 12 - 105 UST 14

after conovlution, feature map value = 6 x 125 x 125

max pooling = $6 \times \frac{125}{2} \times \frac{125}{2} = 6 \times 62 \times 62$

is after con total map raise = 6xilvy

= 201 200 11 = 612 = 611555 =

2nd set of convolution and max Pooling.

Whath =
$$\frac{W+2P-F}{5}$$
 +1 = $\frac{G2+2\times0-8}{2}$ +1

= 28

Height = $\frac{H+2P-F}{5}$ +1 = $\frac{G2+2\times0-8}{2}$ +1

= 28

tensor = 28×28

after conv feature map value = $6\times28\times28$

H max Pooling = $6\times\frac{28}{2}\times\frac{28}{2}$ = $6\times M\times M$

. 3rd set of convolution and max Pooling

width = $\frac{W+2P-F}{5}$ +1 = $\frac{14+2\times0-8}{2}$ +1

Height = $\frac{W+2P-F}{5}$ +1 = $\frac{14+2\times0-8}{2}$ +1

Tensor = 4×4

after conv feature map value = 6×4×4

max pooling = 6×4×4 = 6×2×2.

Input 256×256 6x3x3 Convolution F 6×125 × 125 2×2 max Pooling 16x3x3 | Convolution_ 2x2 max poolings
6x28x28
6x28x28 [6x3x3] Convolution 6x4x4 2×2/4 mare pooling G x2x2 From 50 . & Afferd a line of a line of 24

$$\begin{bmatrix}
1 & 3 & 4 & 2 & 1 \\
2 & 5 & 6 & 3 & 4 \\
4 & 5 & 6 & 3 & 2 \\
5 & 5 & 2 & 5 & 3 \\
6 & 5 & 3 & 2 & 1
\end{bmatrix}
\begin{bmatrix}
1 & 3 & 4 & 2 & 1 \\
5 & 5 & 2 & 5 & 3 \\
2 & 5 & 6 & 3 & 4 \\
4 & 5 & 6 & 3 & 2 \\
4 & 5 & 6 & 3 & 2
\end{bmatrix}
\begin{bmatrix}
1 & 0 & 0 \\
1 & 1 & 1 \\
0 & 0 & 0
\end{bmatrix}
\begin{bmatrix}
7 & 13 & 16 \\
1 & 15 & 14 \\
1 & 0 & 0
\end{bmatrix}$$

$$\begin{bmatrix}
1 & 3 & 4 & 2 & 1 \\
2 & 5 & 6 & 3 & 4 \\
4 & 5 & 6 & 3 & 2 \\
4 & 5 & 6 & 3 & 2
\end{bmatrix}$$

$$\begin{bmatrix}
1 & 0 & 0 \\
1 & 0 & 0
\end{bmatrix}
\begin{bmatrix}
7 & 13 & 16 \\
1 & 15 & 14 \\
1 & 0 & 0
\end{bmatrix}$$

$$\begin{bmatrix}
1 & 3 & 4 & 2 & 1 \\
2 & 5 & 6 & 3 & 2 \\
4 & 5 & 6 & 3 & 2 \\
5 & 5 & 2 & 5 & 3 \\
6 & 5 & 3 & 2 & 1
\end{bmatrix}$$

Here by merging equation (1) and equation (1) we will get a metrix with the depth 2.