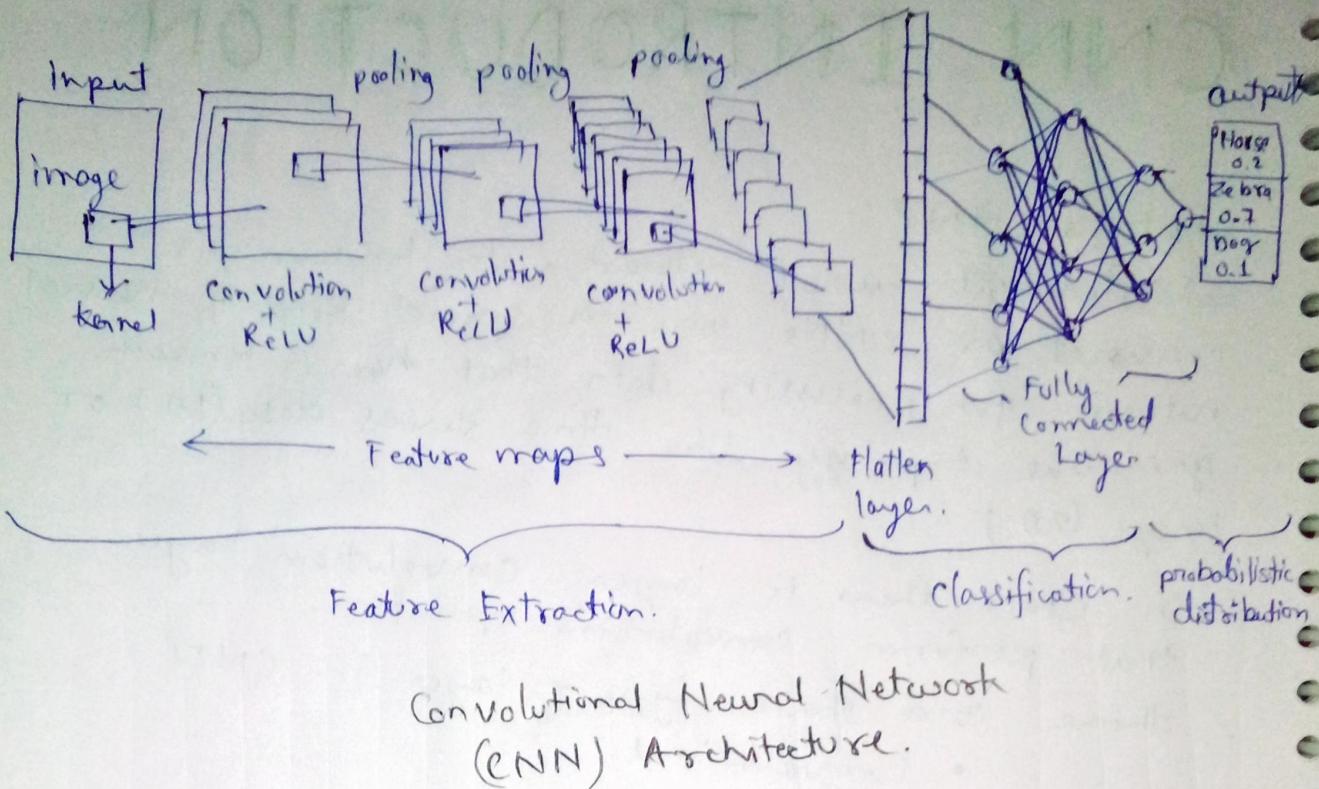


10 Oct 2024

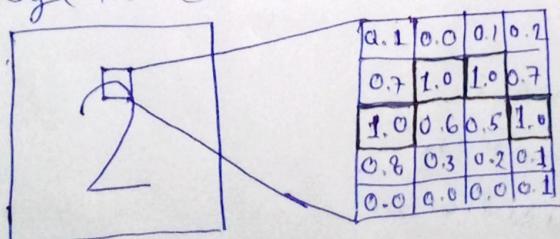


Convolutional Neural Network
(CNN) Architecture.

gray

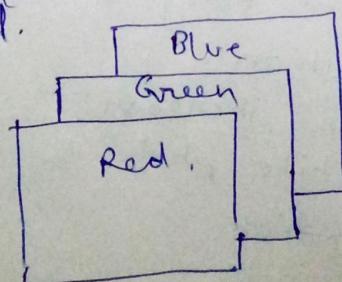
gray scale image:

- only one channel.
- values are 0-255 but in normalized 0-1
- if image . 28x28 pixel. in MNIST dataset
image is converted in 2D-array



color image. (RGB):

here 3 channel.



$28 \times 28 \times 3$

Edge Detection (Convolution Operation)

- edge where the intensity is changes

| | | | | | |
|-----|-----|-----|-----|-----|-----|
| 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 |
| 255 | 255 | 255 | 255 | 255 | 255 |
| 255 | 255 | 255 | 255 | 255 | 255 |
| 255 | 255 | 255 | 255 | 255 | 255 |

image (6x6)

*

| | | |
|----|---|---|
| -1 | 1 | 1 |
| 0 | 0 | 0 |
| 1 | 1 | 1 |

=

| | | | |
|-----|-----|-----|-----|
| 0 | 0 | 0 | 0 |
| 255 | 255 | 255 | 255 |
| 255 | 255 | 255 | 255 |
| 0 | 0 | 0 | 0 |

horizontal filter
edge detector
(3x3)

feature map
(4x4)

| | | |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 0 | 0 |
| 0 | 0 | 0 |

| | | |
|----|----|----|
| -1 | -1 | -1 |
| 0 | 0 | 0 |
| 1 | 1 | 1 |

$$= -1 \times 0 + -1 \times 0 + -1 \times 0 + 0 \times 0 + 0 \times 0 + 0 \times 0 \\ + 0 \times 1 + 0 \times 1 + 0 \times 1 = 0$$

- similarly for other boxes also to fill the feature map.
- based on filter type got different type of edge detector. example.

| | | |
|----|---|---|
| -1 | 0 | 1 |
| -1 | 0 | 1 |
| -1 | 0 | 1 |

vertical edge detector

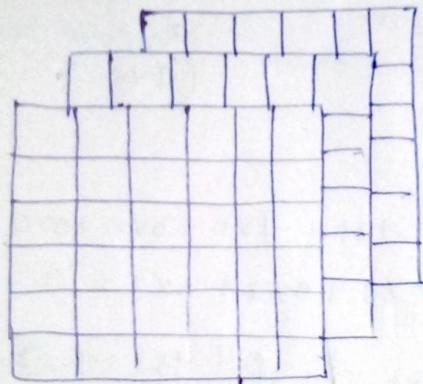
- the values inside the filter are randomly initialized by CNN them ~~then~~ CNN using back propagation. decide what values are present in the filter. here the value we can consider as a ~~as~~ similar in weights in ANN

Ques if the image is (28×28) and filter size is (3×3) then what is the size of feature maps.

Answer - (26×26)

$$\begin{matrix} \text{image} \\ (\text{n} \times \text{n}) \end{matrix} * \begin{matrix} \text{filter} \\ (\text{m} \times \text{m}) \end{matrix} = \begin{matrix} (\text{n}-\text{m}+1) \times (\text{n}-\text{m}+1) \\ \text{feature maps} \end{matrix}$$

working with color image:



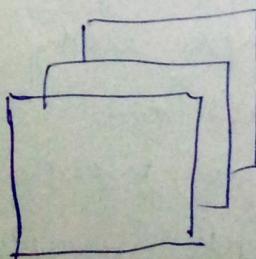
$6 \times 6 \times 3$
image.
(3 channel)

$$* \begin{matrix} \text{filter} \\ (3 \times 3 \times 3) \\ (3 \text{ channel}) \end{matrix} =$$

$$\begin{matrix} 4 \times 4 \\ \text{feature maps} \\ (\text{single channel}) \end{matrix}$$

$$\text{If } (\text{m} \times \text{m} \times \text{c}) * (\text{n} \times \text{n} \times \text{c}) = (\text{m}-\text{n}+1) \times (\text{m}-\text{n}+1) \text{ single channel feature map.}$$

what if multiple filters are used?



$$* \begin{matrix} \text{filters} \\ 3 \times 3 \times 3 \\ \text{vertical edge} \end{matrix} = \begin{matrix} 4 \times 4 \\ 4 \times 4 \end{matrix}$$

$$* \begin{matrix} \text{filters} \\ 3 \times 3 \times 3 \\ \text{horizontal edge} \end{matrix} = \begin{matrix} 4 \times 4 \\ 4 \times 4 \end{matrix}$$

number of filters used

PADDING AND STRIDES

why padding is required?

- if our image is small then we are not able to use the multiple convolutional operation (filtering)
- in convolutional operation the corners are less contribute in the operation as compared to centre one values.

Padding operation:

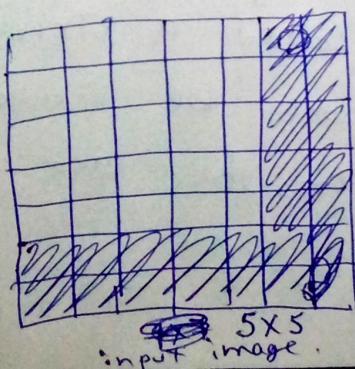
- the above two problem is solve by padding
- in padding, keeping all the features of the input image we add column and row in the input image before operation.

| | | | | |
|---|---|---|---|---|
| 7 | 2 | 3 | 3 | 8 |
| 4 | 5 | 3 | 8 | 4 |
| 3 | 3 | 2 | 8 | 4 |
| 2 | 8 | 7 | 2 | 7 |
| 5 | 4 | 4 | 5 | 4 |

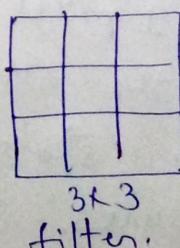
padding
or
zero padding

| | | | | | | |
|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 7 | 2 | 3 | 3 | 8 | 0 |
| 0 | 4 | 5 | 3 | 8 | 4 | 0 |
| 0 | 3 | 3 | 2 | 8 | 4 | 0 |
| 0 | 2 | 8 | 7 | 2 | 7 | 0 |
| 0 | 5 | 4 | 4 | 5 | 4 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |

Convolutional operation without padding.

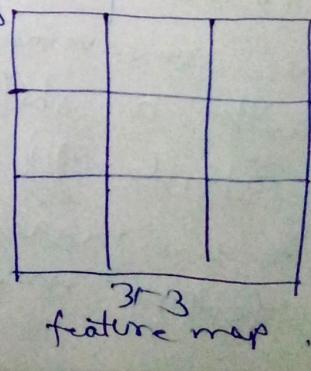


*



loss of
features

→



convolutional operation with padding:

| | | | | | | |
|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |

input image
with zero
padding

(7x7) input image



| | | |
|----|----|----|
| 0 | -1 | 0 |
| -1 | 5 | -1 |
| 0 | -1 | 0 |

3x3

filter (kernel)



| | | | | |
|---|--|--|--|--|
| 1 | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

~~5x5~~ 5x5
feature map

- * without padding the size of feature map is $(n-f+1) \times (n-f+1)$
- * with padding, the size of feature map is $(n+2p-f+1) \times (n+2p-f+1)$

In keras two type
of padding operation

Valid
(no padding is)
apply

Same
(padding is apply)

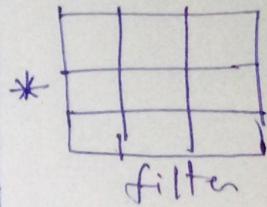
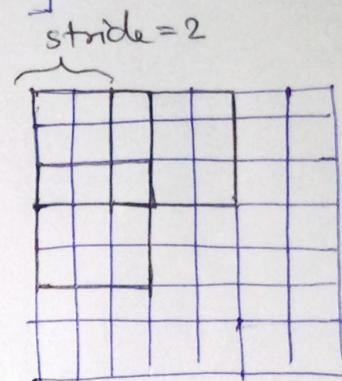
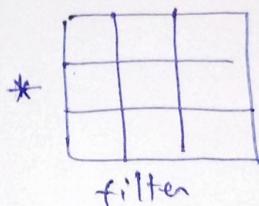
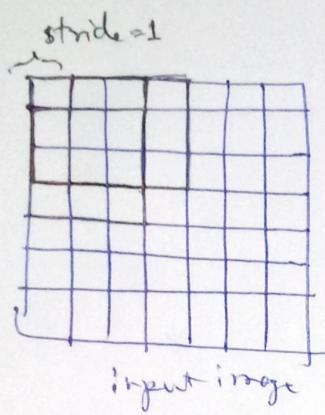
Strides:

- The convolution of filter in grid of input image with a shift of 1 pixel is called a stride (stride = $\frac{1}{2}, \frac{1}{3}$), here the stride can be $\text{stride}=(2,2)$. if we increase the stride then the size of feature map reduces.

- if we apply also then the size of feature map is $\left(\frac{n-f}{s} + 1\right)$

- if we consider the padding also then size of feature map is

$$\left[\frac{n+2p-f}{2} + 1 \right]$$



output feature map size
is $(\cancel{5 \times 5})$ 5×5

output feature size
is (3×3)

* if the stride is greater than 1 then it is called the strided convolution.

Ques if input image size is 6×7 and filter size is 3×3 with stride = 2 then what is the size of output image (feature map)

using row

$$\left[\frac{n-f}{s} + 1 \right] = \left[\frac{6-3}{2} + 1 \right] = 1.5 + 1 = 2$$

using column

$$\left[\frac{n-f}{s} + 1 \right] = \left[\frac{7-3}{2} + 1 \right] = 2 + 1 = 3$$

Hence feature map size is (2×3)

why strides are required?

- High level features requirement.
- computing power. (for fast training)