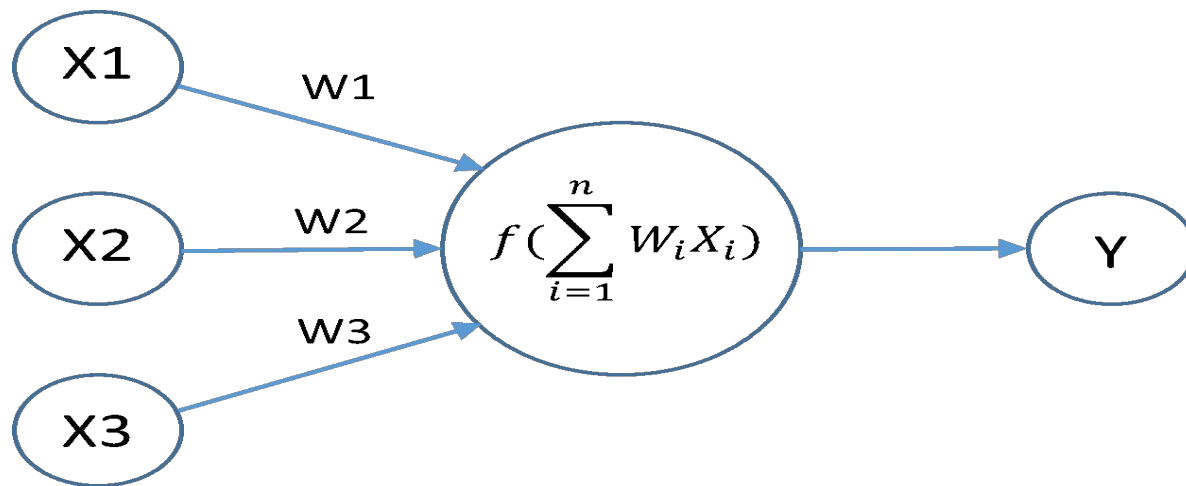
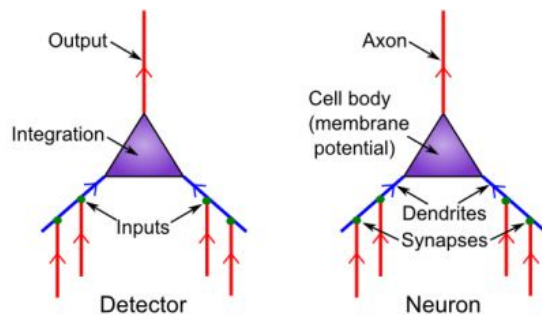


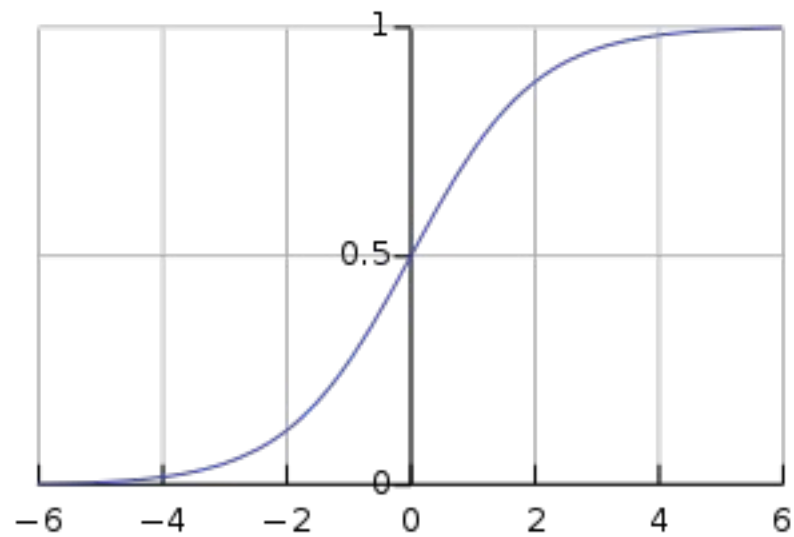
# Konwolucyjne sieci neuronowe

By Mateusz Macias

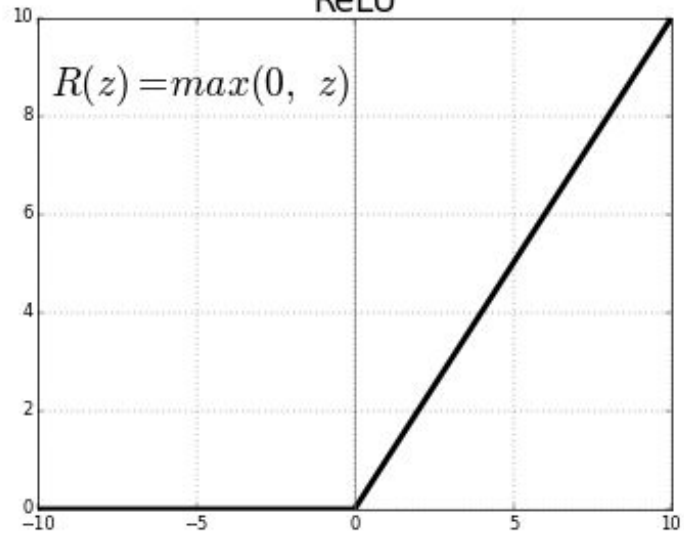
# Neuron



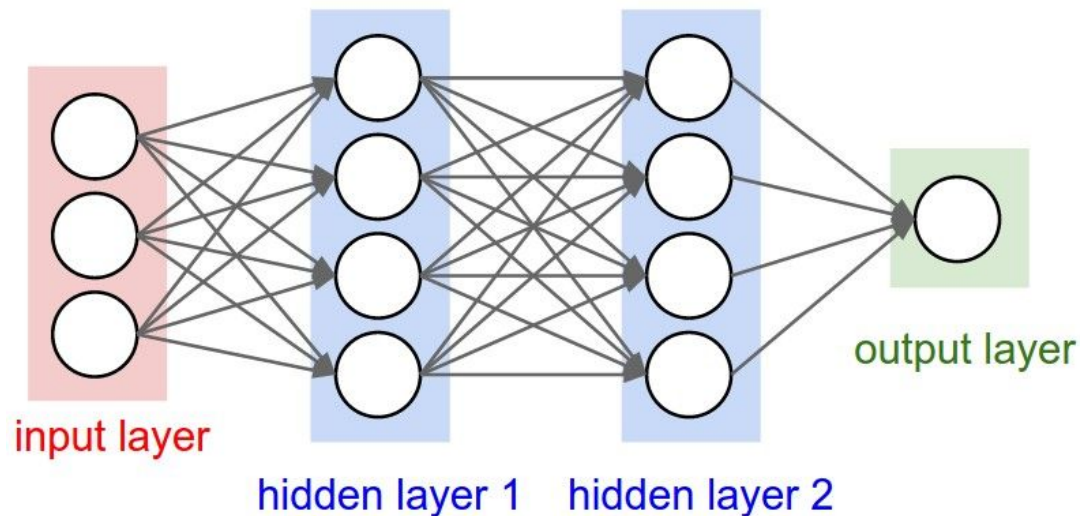
Sigmoid



ReLU



# Sieć neuronowa

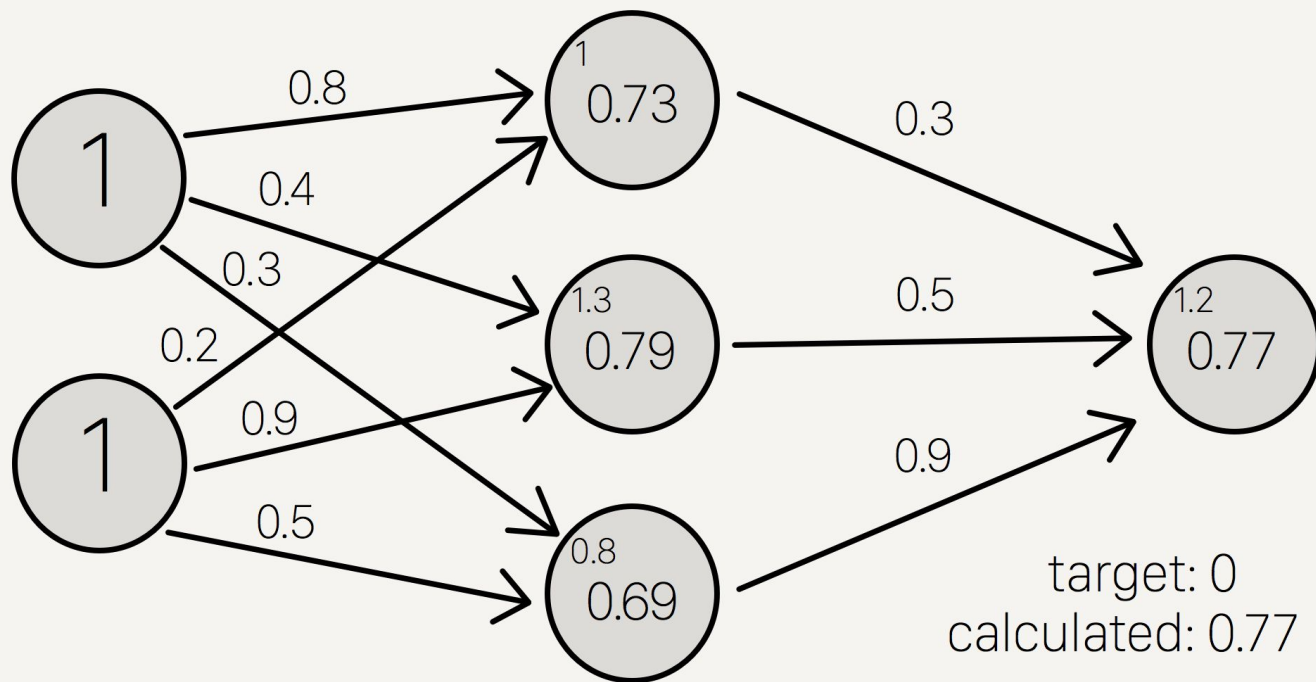


$$Y = f(W1 * f(W2 * f(W3 * X)))$$

INPUT

HIDDEN

OUTPUT



$$f = 1/(1+e^{(-x)})$$

# Softmax

$$p(C_k|x) = y_k = \frac{e^{a_k}}{\sum_{k'=1}^K e^{a_{k'}}}$$

# Proces uczenia

Funkcja straty może wyglądać np. tak:

$$\text{MSE} = \frac{1}{n} \sum_{i=1}^n (y_i - \tilde{y}_i)^2$$

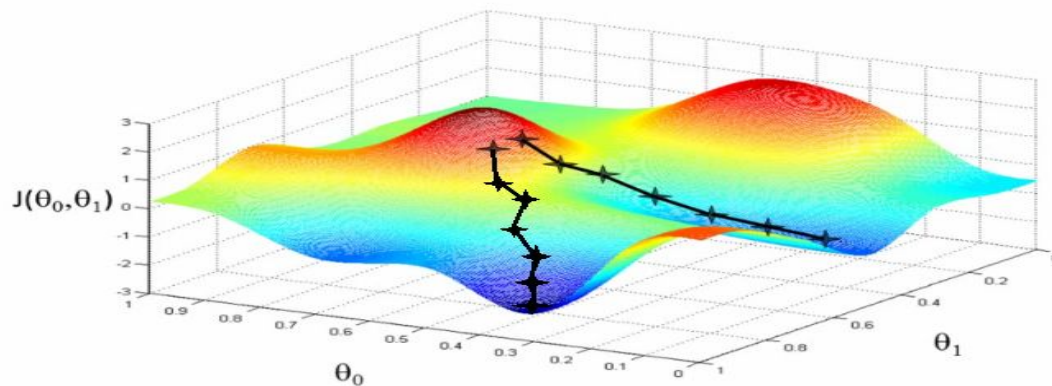
Założmy że  $F$  jest różniczkowalna i ciągła.

# Proces uczenia cz2

Repeat until convergence {

$$\theta_j \leftarrow \theta_j - \alpha \frac{\partial}{\partial \theta_j} J(\theta)$$

}

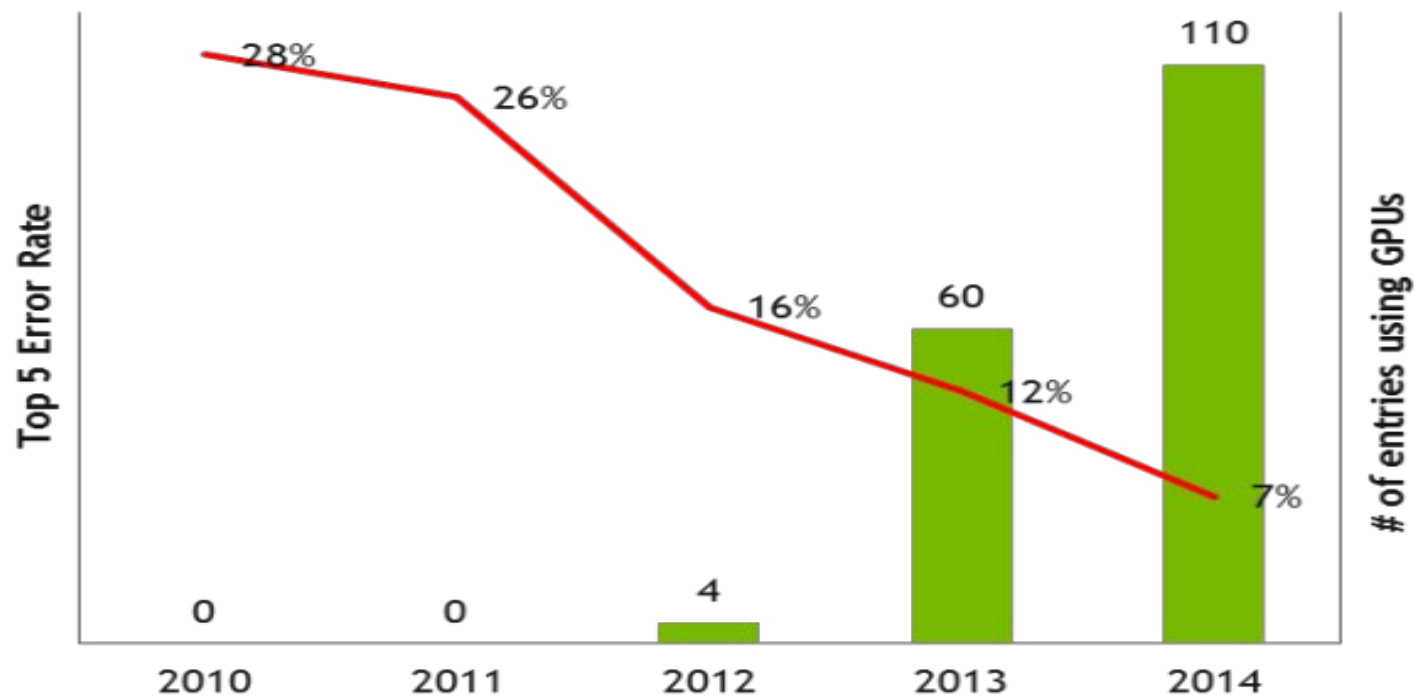




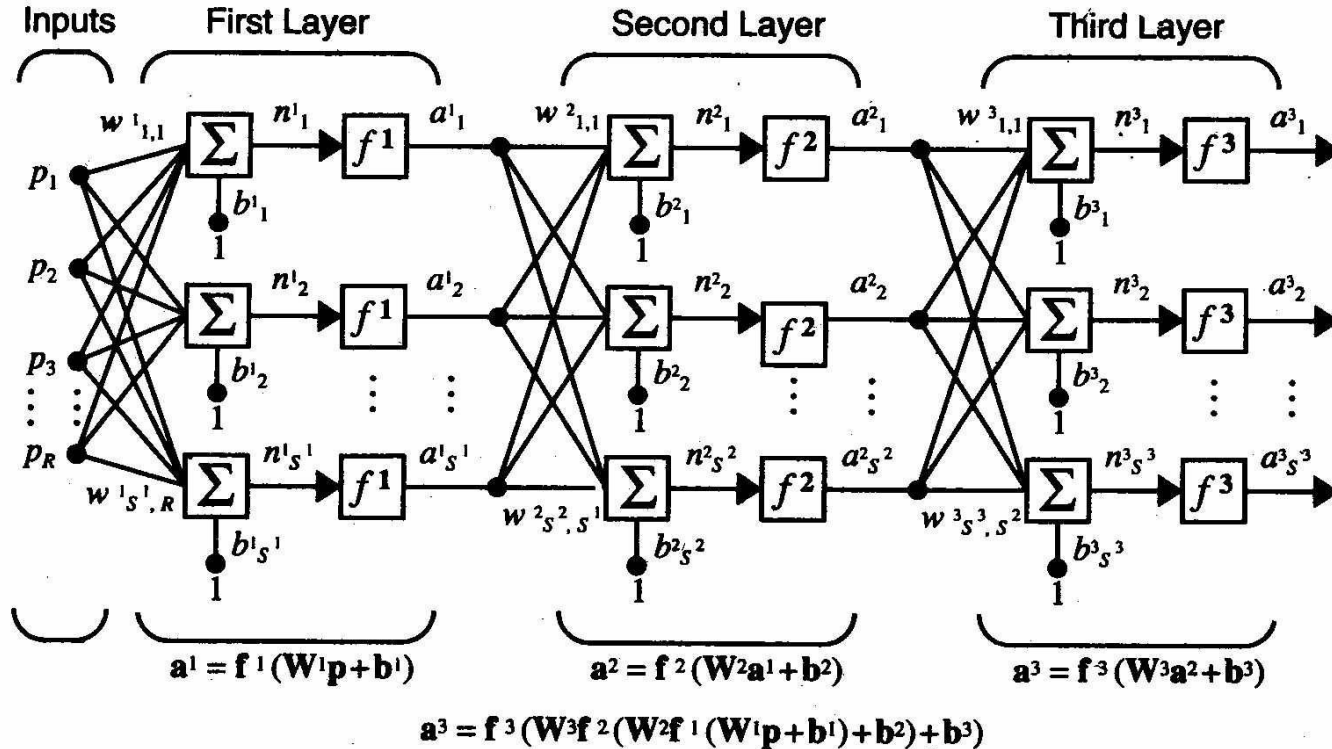
# Zadanie na dziś

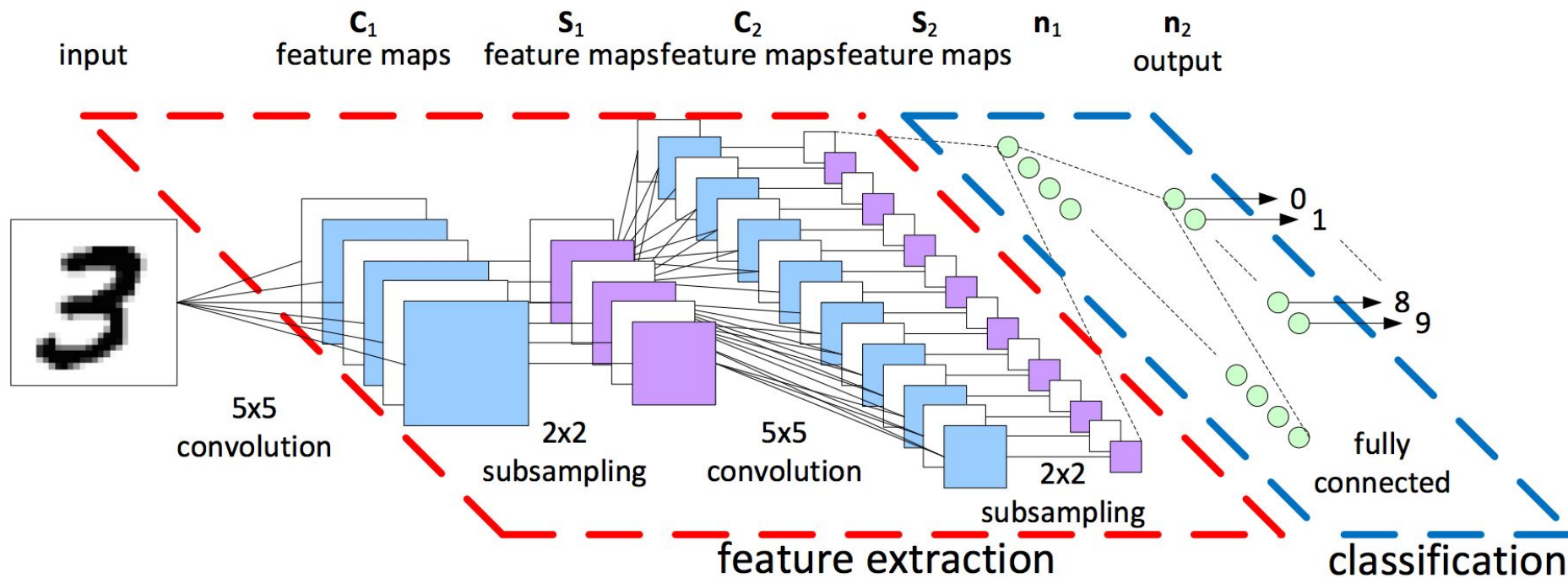
- Klasyfikacja obrazków N-klas
- Inputy: obrazki czyli macierze trójwymiarowe (width x height x 3 – bo kanały RGB)
- Outputy: wektory prawdopodobieństwa długości N

# IMGENET

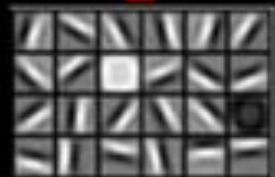


# Sieć fully connected?

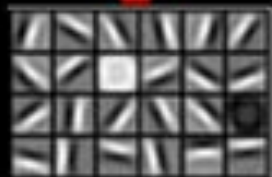




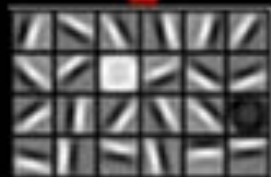
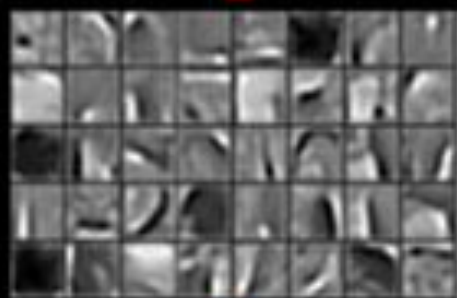
Faces



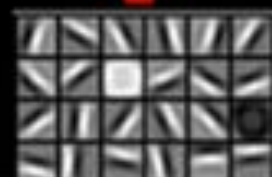
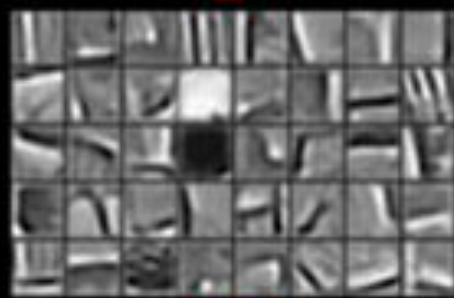
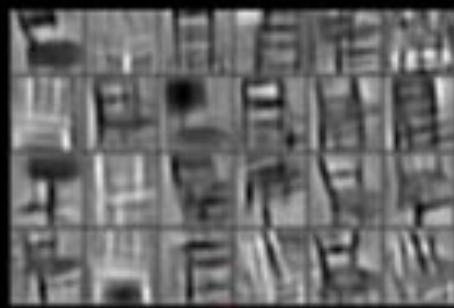
Cars



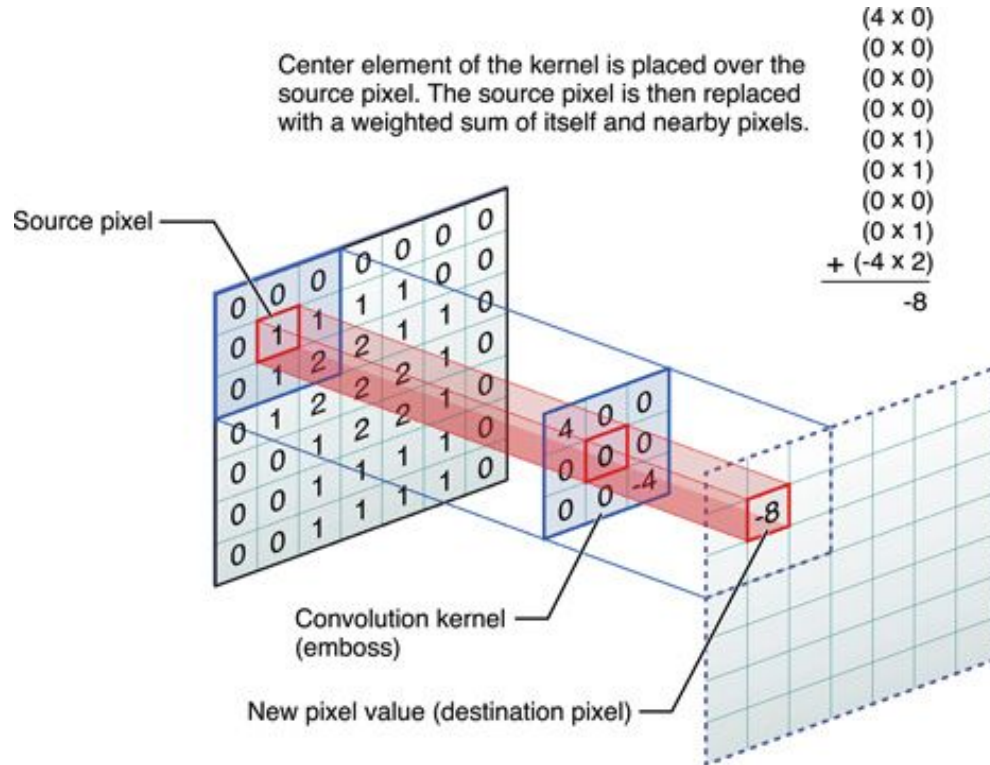
Elephants



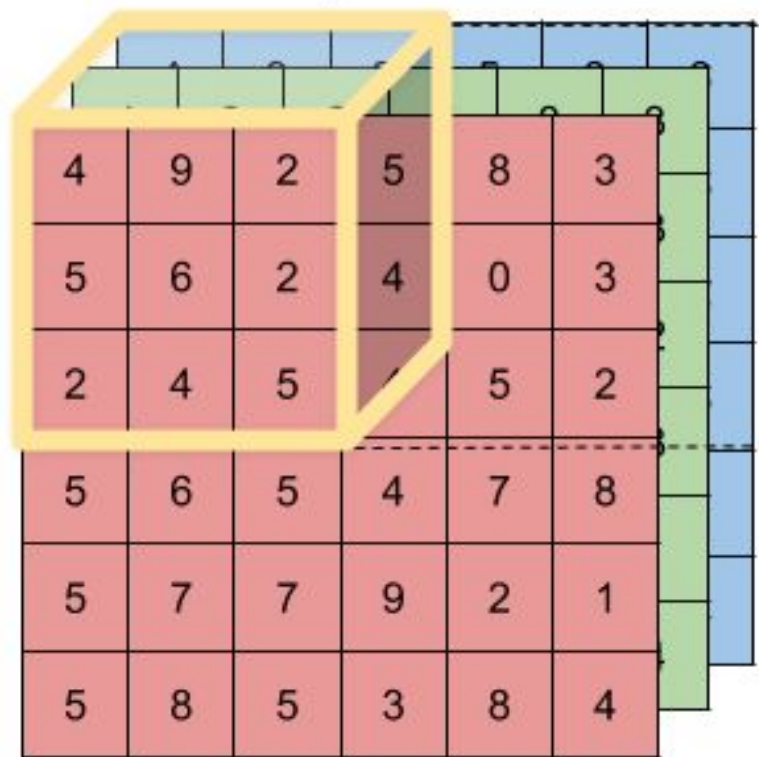
Chairs



# Jak rozwiązać te problemy? – konwolucja zamiast fully connected!

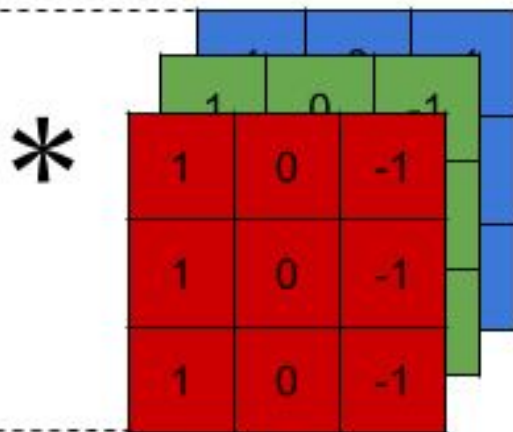


**Input**



$$n_H \times n_W \times n_C = 6 \times 6 \times 3$$

**Filter**



**Parameters:**

Size:  $f = 3$

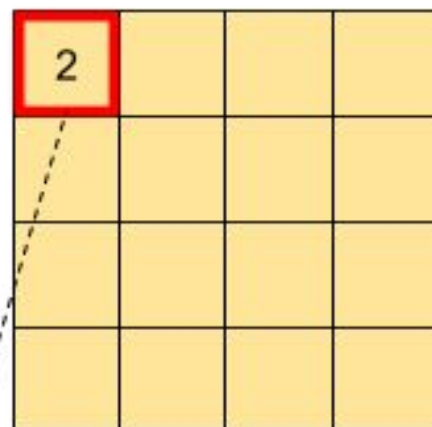
#channels:  $n_C = 3$

Stride:  $s = 1$

Padding:  $p = 0$

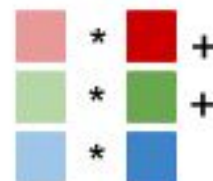
=

**Result**



2

=





Input Volume (+pad 1) (7x7x3)

 $x[:, :, 0]$ 

0	0	0	0	0	0	0
0	2	1	0	2	0	0
0	1	1	2	0	0	0
0	2	2	0	0	1	0
0	0	0	1	2	1	0
0	1	1	1	2	1	0
0	0	0	0	0	0	0

 $x[:, :, 1]$ 

0	0	0	0	0	0	0
0	2	1	2	1	0	0
0	2	1	2	1	2	0
0	2	2	2	2	1	0
0	0	1	0	0	1	0
0	1	2	1	2	0	0
0	0	0	0	0	0	0

 $x[:, :, 2]$ 

0	0	0	0	0	0	0
0	0	0	2	2	1	0
0	2	2	0	2	2	0
0	0	2	1	2	0	0
0	1	2	1	1	1	0
0	0	1	1	1	2	0
0	0	0	0	0	0	0

Filter W0 (3x3x3)

 $w0[:, :, 0]$ 

1	1	1
-1	-1	0
-1	-1	1

 $w0[:, :, 1]$ 

-1	-1	1
1	0	0
0	-1	-1

 $w0[:, :, 2]$ 

0	1	0
-1	0	-1
0	-1	1

Bias b0 (1x1x1)

 $b0[:, :, 0]$ 

1
---

Filter W1 (3x3x3)

 $w1[:, :, 0]$ 

0	-1	-1
0	1	-1
1	1	-1

 $w1[:, :, 1]$ 

0	0	0
0	1	1
0	-1	0

 $w1[:, :, 2]$ 

1	0	1
1	-1	-1
1	0	0

Bias b1 (1x1x1)

 $b1[:, :, 0]$ 

0
---

Output Volume (3x3x2)

 $o[:, :, 0]$ 

-4	-5	-6
0	-1	-6
1	2	2

 $o[:, :, 1]$ 

2	0	1
2	6	9
4	1	0

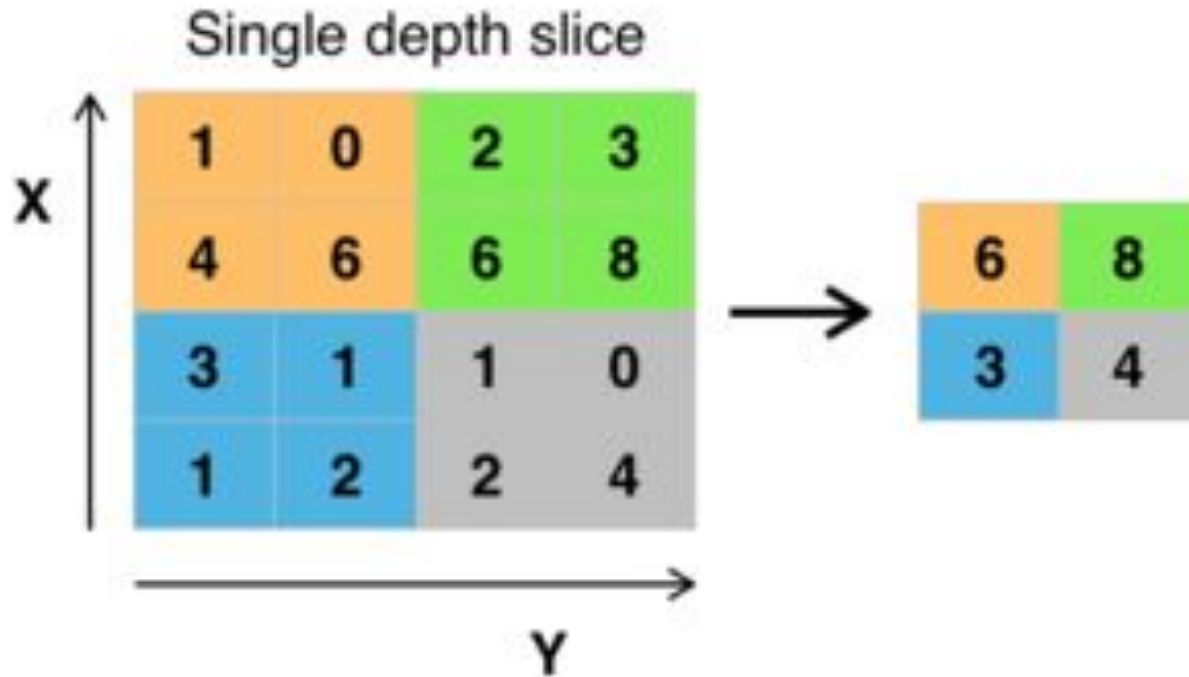
toggle movement



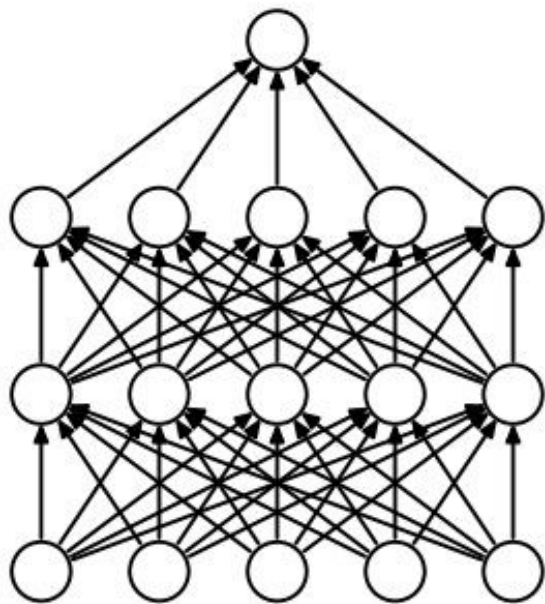
$0_2$	$0_0$	$0_1$	0	0	0	0
$0_1$	$2_0$	$2_0$	3	3	3	0
$0_0$	$0_1$	$1_1$	3	0	3	0
0	2	3	0	1	3	0
0	3	3	2	1	2	0
0	3	3	0	2	3	0
0	0	0	0	0	0	0

1	6	5
7	10	9
7	10	8

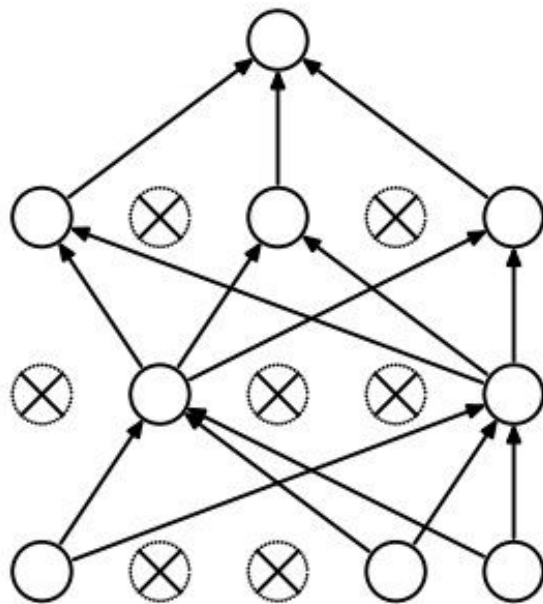
# Max pooling



# Dropout



(a) Standard Neural Net



(b) After applying dropout.

# Obrazki ze stron

[Hdimagegallery.net](http://Hdimagegallery.net)

[Developer.apple.com](http://Developer.apple.com)

[Deeplearning.net](http://Deeplearning.net)

[cs231n.github.io](http://cs231n.github.io)

[Aichengxu.com](http://Aichengxu.com)

[Blog.christianperone.com](http://Blog.christianperone.com)

[devblogs.nvidia.com](http://devblogs.nvidia.com)