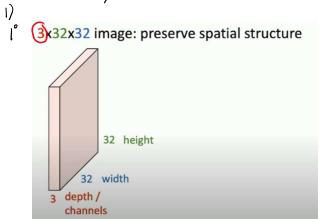
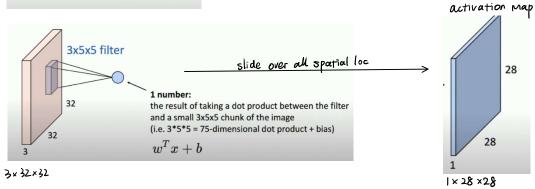
## Convolutional neural network

2024年9月12日 22:23

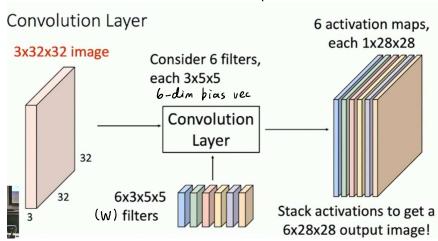
- 3 Components: Conv layers, Pooling, Normalization
- 1 Convolution Layers







2° す以有主多 filters, 提取不同符征→ act- maps, stack them together.



3° Batch of img  $2\times3\times32\times32$   $\xrightarrow{6\times3\times5\times5}$  filters  $2\times6\times28\times28$  Botch of out  $\times$   $C_{in}\times H\times W$   $\xrightarrow{C_{out}\times C_{in}\times K_b\times K_b}$   $N*C_{out}*H'*W'$ 

2) Stacking Convolutions

10 inp 
$$\longrightarrow$$
 Conv  $\longrightarrow$  1st hid  $\longrightarrow$  Conv  $\longrightarrow$  2nd hid  $\longrightarrow$  Conv  $\longrightarrow$  2nd hid  $\longrightarrow$  Conv  $\longrightarrow$  N×3×32×32 W<sub>2</sub>: 10×6×3×3 N×10×26×26 ... b<sub>1</sub>: 6 32-5+1 b<sub>2</sub>: 10 28-3+1 oriented edges, opposing colors

Stacking 2 conv -> another conv y=W2W1x linear classifier

2° Size

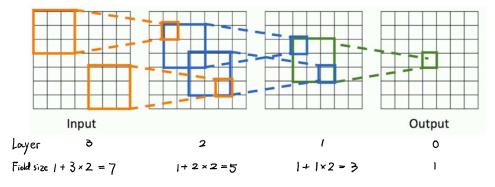
- ① In: W 7×7 Fil: K 3×3
  - Out W-K+1 5×5

Feature maps Shrink, lim #layers, sol:

- 2 Padding, + Os around +4 input
  - In: W
  - Fil: K
  - Pad: P
  - Out: W-K+1+2P

(common:  $\beta = (K-1)/2$  to make size in = out)

3° Receptive Fields



L Layer receptive field size = 
$$1 + L \times (K-1)$$
  
filsize

e.g. input 1000 x 1000, K=3, L=?

$$1000 = 1 + L \times (3-1)$$

$$L = 999 \div 2 = 499.5$$

Large imgs need many layers for each outps to "see" the whole img, sol:
(gloabal context)

4° Downsample inside the network

Controlling the stride: indirectly downsampling : fewer data pt are being processed.

@ Strided conv:

In W 
$$\frac{3}{3} \times \frac{32}{32}$$

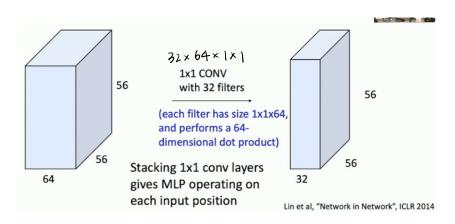
Fil K  $\frac{10 \times 5 \times 5}{5}$ 

Pad P 2

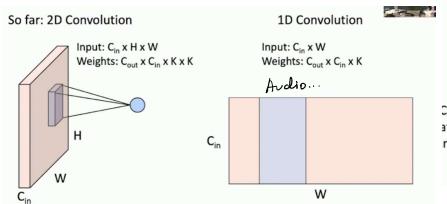
Str S  $\frac{1}{5}$ 

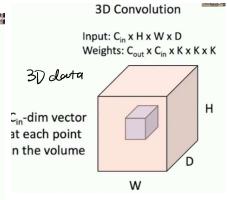
Out  $\frac{1}{5} \times \frac{1}{5} \times \frac{1}{5}$ 

Where  $\frac{1}{5} \times \frac{1}{5} \times \frac{1$ 

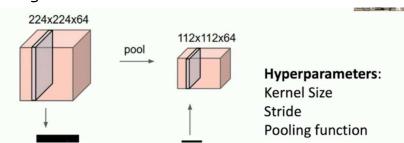


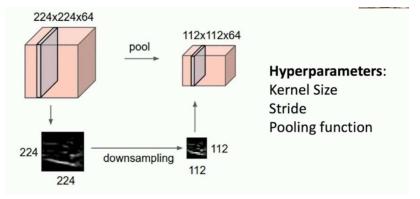
#### 5° Other conv



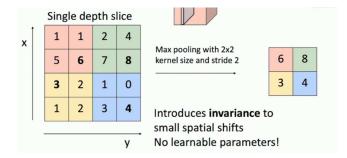


# 2 Pooling Layer: downsample 3-17

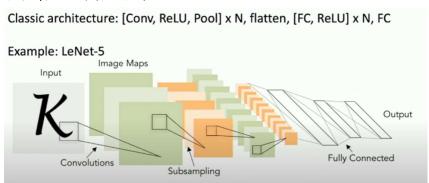




1° Max Pooling



## 3 Convolutional Networks



Layer	Output Size	Weight Size
Input	1 x 28 x 28	
Conv (C <sub>out</sub> =20, K=5, P=2, S=1)	20 x 28 x 28	20 x 1 x 5 x 5
ReLU	20 x 28 x 28	
MaxPool(K=2, S=2)	20 x 14 x 14	
Conv (C <sub>out</sub> =50, K=5, P=2, S=1)	50 x 14 x 14	50 x 20 x 5 x 5
ReLU	50 x 14 x 14	
MaxPool(K=2, S=2)	50 x 7 x 7	
Flatten	2450	
Linear (2450 -> 500)	500	2450 x 500
ReLU	500	

Spatial Size I (pl 2 strided)
# channels 7 (total volume is preserved)

ReLU 不一定需要.

Deep NN: hard to train (converge), sol:

### 4 Normalization

Butch Nor in fully connected
 Idea: "Normalize" the outputs of a layer so they have zero mean and unit variance
 Why? Helps reduce "internal covariate shift", improves optimization
 We can normalize a batch of activations like this:

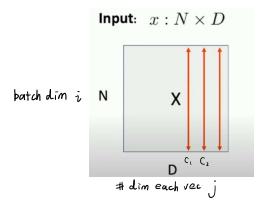
Why? Helps reduce "internal covariate shift", improves optimization

We can normalize a batch of activations like this:

$$\widehat{x}^{(k)} = \frac{x^{(k)} - \mathbf{E}[x^{(k)}]}{\sqrt{\text{Var}[x^{(k)}]}}$$

This is a differentiable function, so we can use it as an operator in our networks and backprop through it!

convert inp -> more standardized dist



per channel mean, shape 
$$D$$
  $\mu_j = \frac{1}{N} \sum_{i=1}^{N} \chi_{i,j}$ 

std, shape 
$$D$$
  $\sigma_j^2 = \frac{1}{N} \sum_{i=1}^N (x_{i,j} - \mu_j)^2$ 

Normalized X, 
$$N \times D$$
  $\hat{\chi}_{i,j} = \frac{\chi_{i,j} - \mu_j}{\sqrt{\sigma_j^2 + \epsilon}}$ 

What if  $\mu=0$ , unit vec: too hard of a constrained, sol:

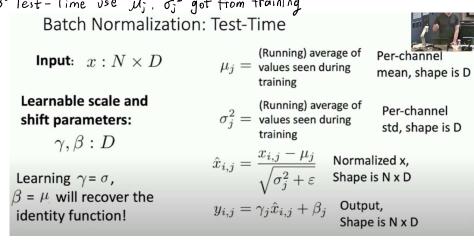
2° + Learnable scale & shift para: 
$$\delta$$
,  $\beta$ ;  $D$   
Learning  $\delta = \sigma$ ,  $\beta = \mu$ , recover identity func.

$$0 @ \boxed{3}$$

$$y_{i,j} = y_j \hat{x}_{i,j} + \beta_j \quad \textcircled{m} \quad N \times D$$

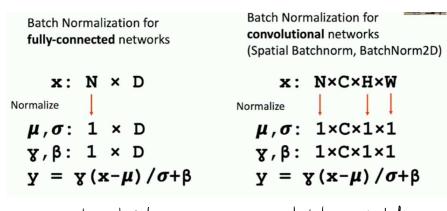
0~3 Estimated depend on minibatch; x do this at test-time! sol:

3° Test-Time use Uj, oj2 got from training



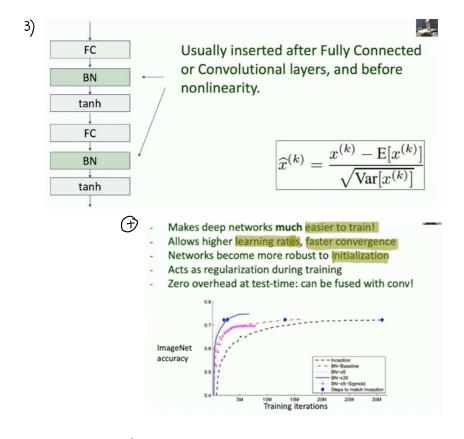
During testing batchnorm becomes a linear operator! Can be fused with the previous v. 海\$含. fully-connected or conv layer

2) Batch N- in Conv

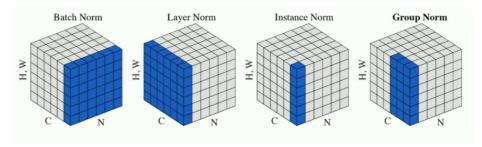


only on batch

on batch, spatial dims



4) Others Norm



Behaves differently during training and testing: this

Not well-understood theoretically (yet)

is a very common source of bugs!