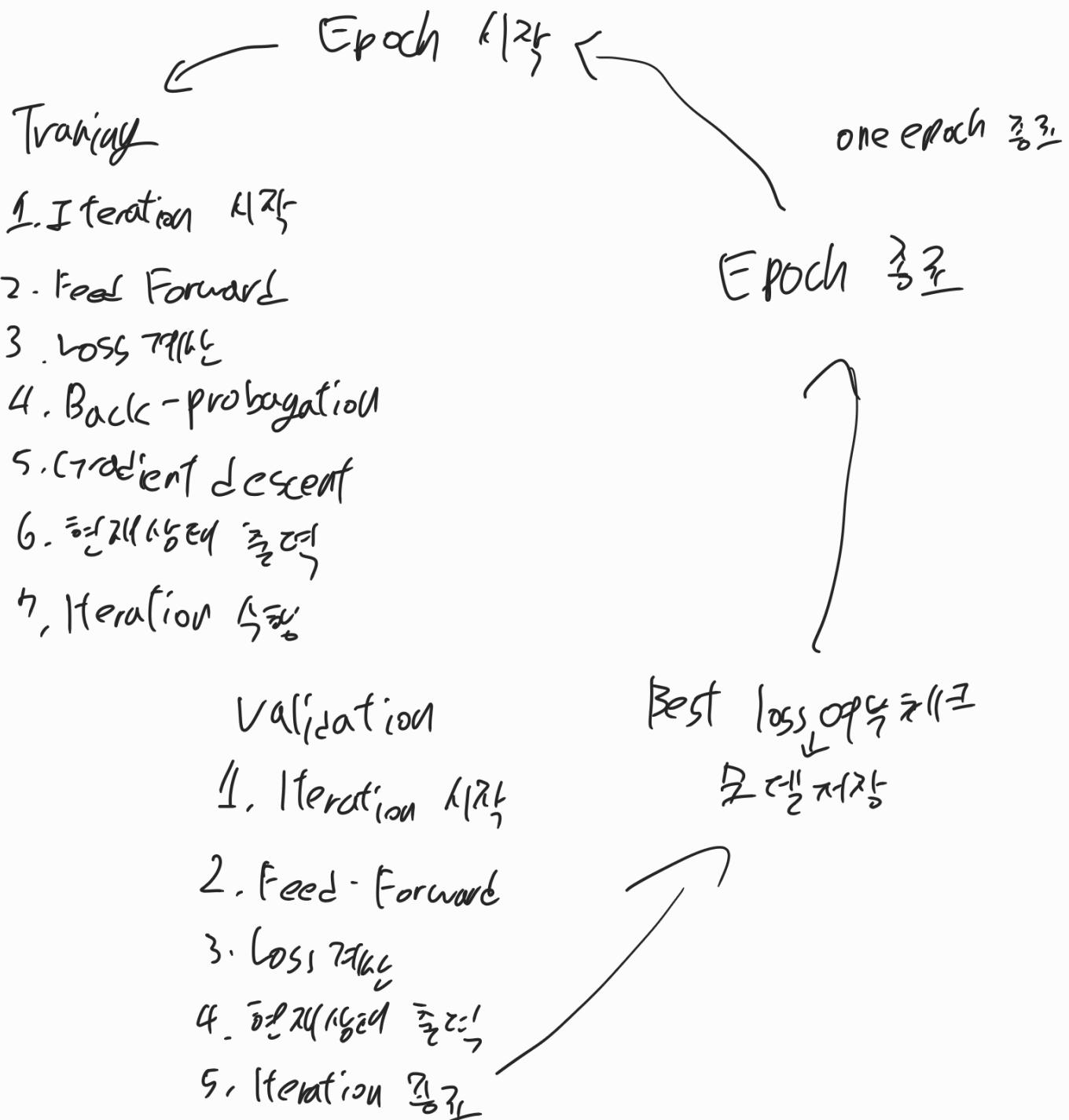
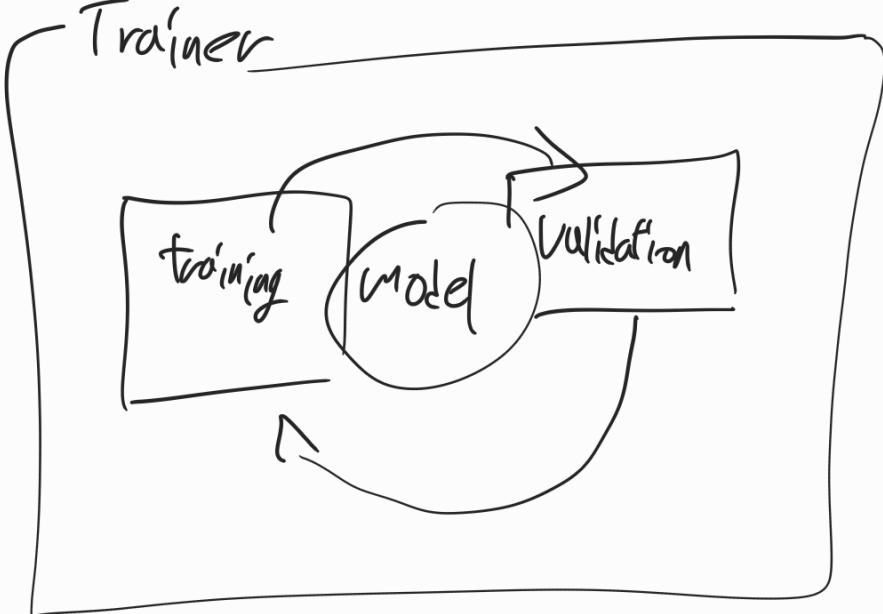


Boilerplate

- 텐서플로 같은 걸은 쓰겠지...?
- 학습 Scheme이 (이론적) 경우 모델과 dataset을 제작한 코드는 뭘까?





위의 것들을 Pytorch ignite를 통해 제공 + qdm

- pros
- Pytorch 공식 라이브러리
 - Call-back 함수를 위한 EVENT API - 잘 정의되어 있다.
 - 손쉽게 학습통계 logging

- cons
- 진입장벽 존재
 - 기본설계의 미숙함

tensorflow model.fit 느낌인가?

ignite . engine.Engine

+ training ← for 문을 통한
for loop

1. Iteration 시작

2. Feed Forward

3. Loss 퍼미션

4. Back-propagation

5. Gradient descent

6. 현재 손실 출력

7. Iteration 끝

process function

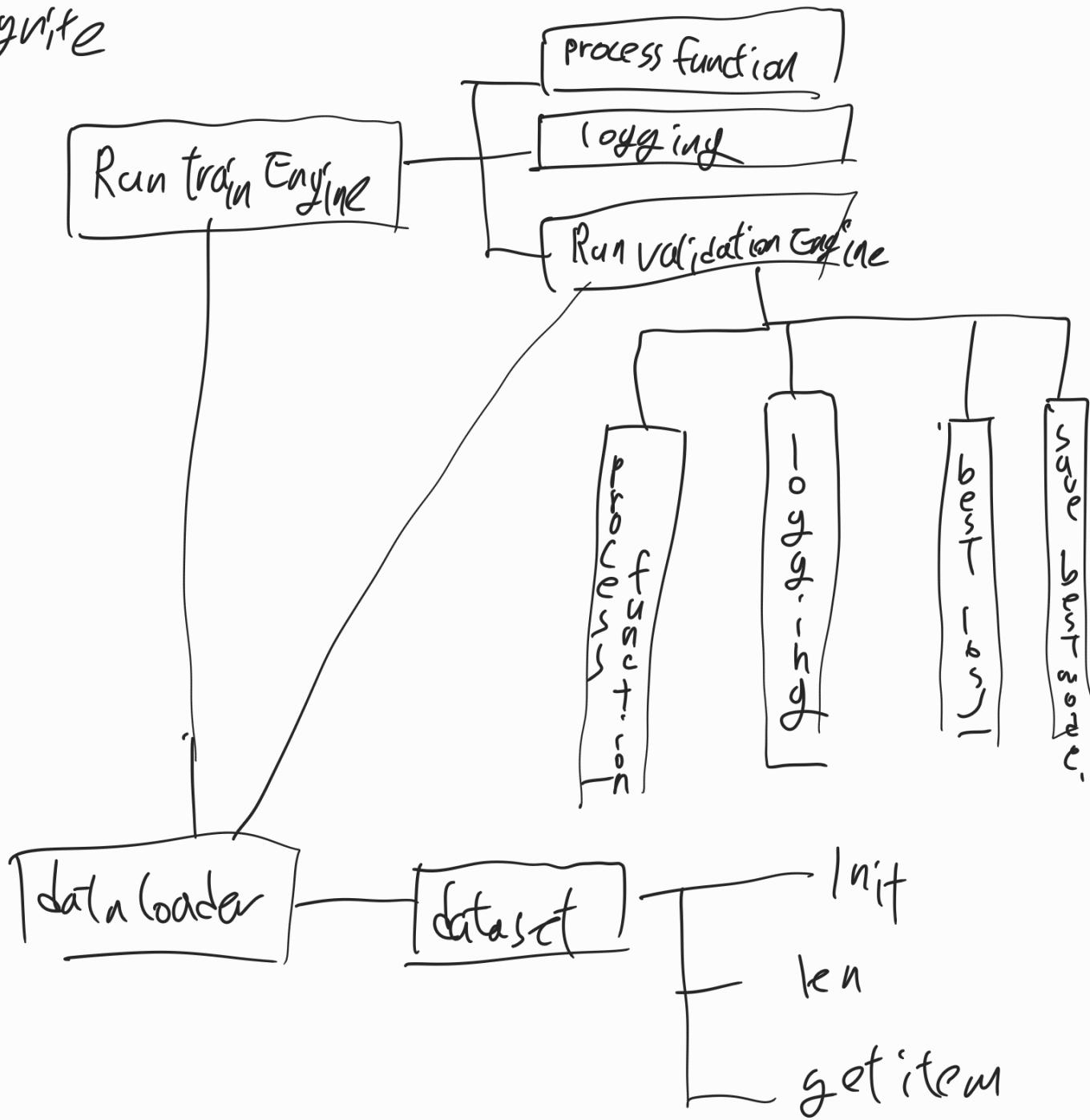
사용자나 코딩

process function return 값을 활용
(logging)

Add event handler

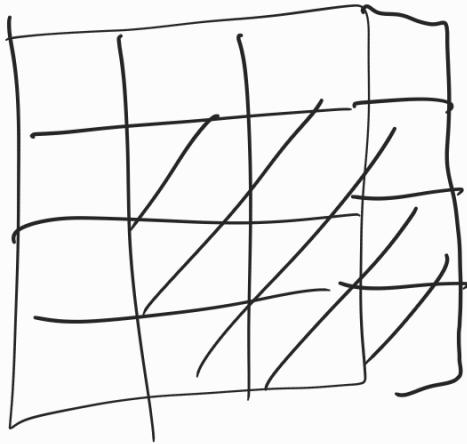
- decorator
- Add event handler

Ignite

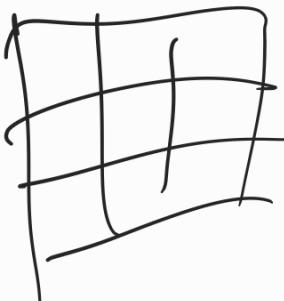


CNN - convolution Neural Network

input



kernel

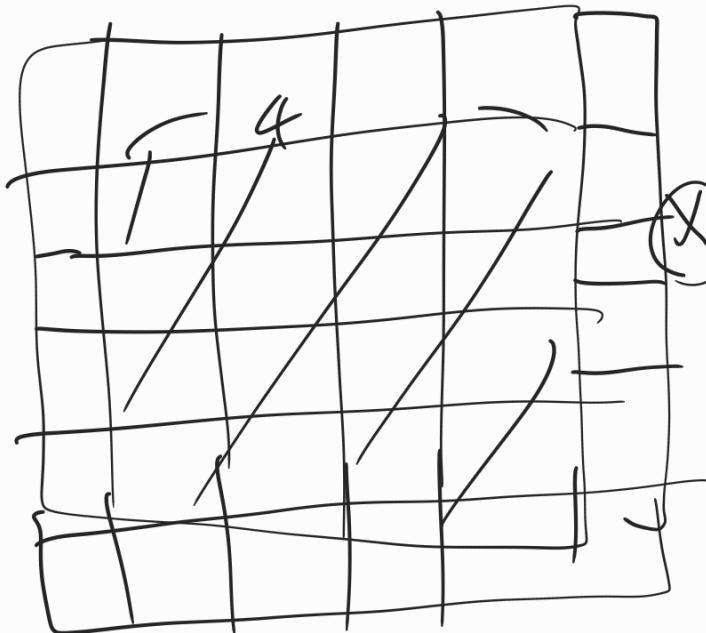


=

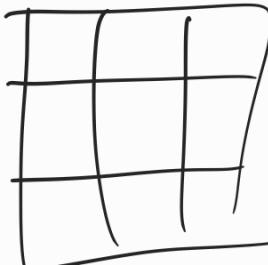


padding

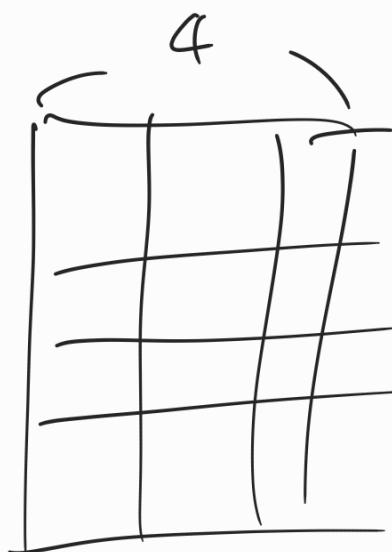
input + Pad

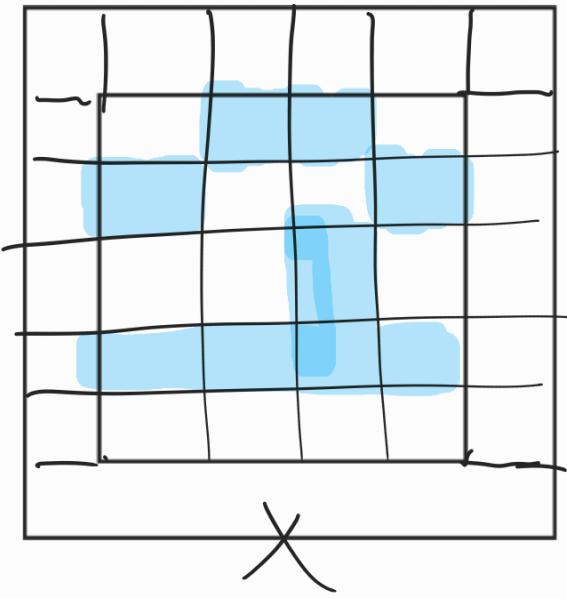


kernel

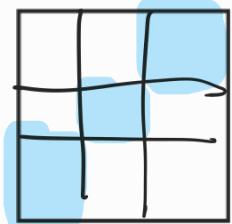


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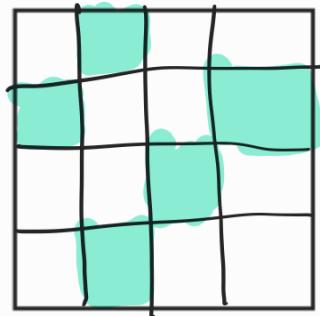




(X)



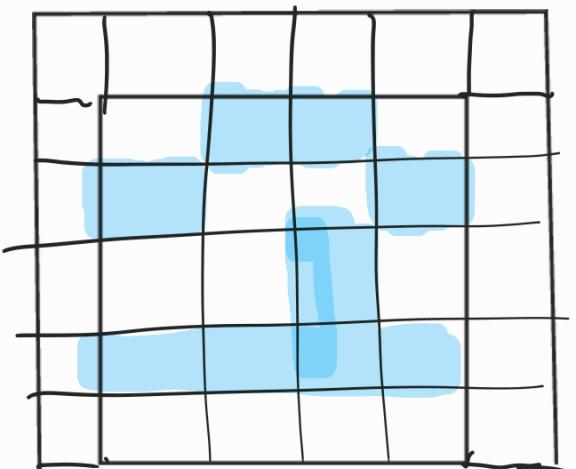
=



해당 패턴이 어디 있는지 추출

6

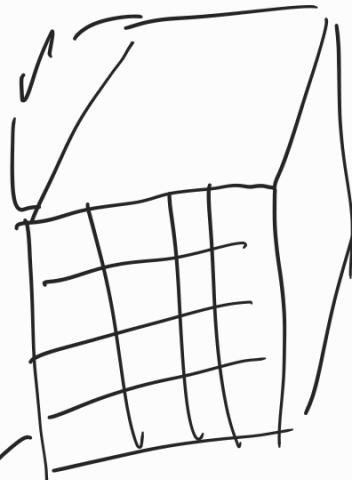
이것들이 여러개



X



=



0이거나 1이거나 2이다.

Input tensor shape [batchsize, channel, height, width]

greyscale channel = 1

RGB channel = 3

Output shape ?

b = batch size

(Xheight, Xwidth) = input size

Cin = input channels

Cout = output channels

(kheight, kwidth) = kernel size

(Yheight, Ywidth) = output size

$y = \text{conv}(x)$

$|x| = (b, Cin, Xheight, Xwidth)$

$|y| = (Yheight, Ywidth)$

$= (b, Cout, Xheight - kheight + 1, Xwidth - kwidth + 1)$

$$\begin{array}{c} 1 \\ | \\ \boxed{x} \\ | \\ 4 \end{array} \times \begin{array}{c} 1 \\ | \\ \boxed{3} \\ | \\ 3 \end{array} = \begin{array}{c} 2 \\ | \\ \boxed{1} \\ | \\ 2 \end{array}$$

tip 3x3 kernel 때 padding-input 은 입력의 크기보조

CNN 특징

- feature의 위치에 구애받지 않는다.
- FC layer의 경우 터미널 weight를 가진다.
- 봉출계(인 구조)이 푸드로 GPC에서의 연산이 매우 빠른다.
- 입출력계산이 빠르며 네트워크 구조가 쉽다.

MLP 및 드롭아웃 사용 가능

Dimension Reduction

특이한 공간의 sparse한 데이터를 저차원 공간에 mapping

여기서 중요한 것

인시간 CNN을 활용하는 것

$3 \times 3 + 1$ padding conv layer의 출력 tensor의 크기를
보기

017-(5) Dimension Reduction 7/12

- padding layer
- stride

Max pooling $3 \times 3 + (\text{pad} + 1 \times 2 \text{ max pool})$

The diagram illustrates a 4x4 input grid being processed by a 3x3 max pooling kernel with a stride of 2. The input grid contains the following values:

1	6	4	2
4	1	5	8
1	7	9	5
8	7	6	6

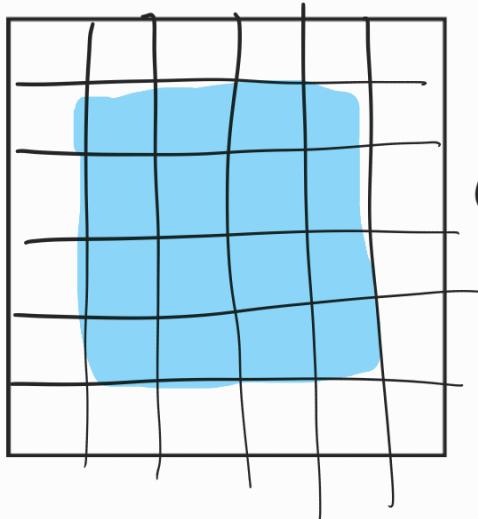
After applying a 3x3 max pooling kernel with a stride of 2, the output grid is:

6	8
8	9

An arrow points from the input grid to the output grid.

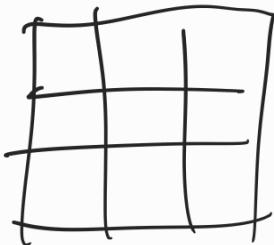
Stride

- 이동하는 거리

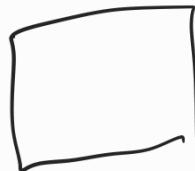


stride = 2

(X)



=



Stride가 같은 convolutional layer의 간단한 흥작률은 36%

근사로(좀 더 정밀)

$$(Pheight, Pwidth) = \text{Pad size}$$

$$(Sheight, Swidth) = \text{Stride size}$$

$$= (b, C_{in}, \frac{x^{weight} + 2 \times Pheight - (kheight - 1) - 1}{Sheight}, \frac{x^{width} + 2 \times Pwidth - (kwidth - 1) - 1}{Swidth})$$

