

fully-convolutional Network with L layers ($l=1, 2, \dots, L$).
 feature map $f_l \in \mathbb{R}^{h_l \times w_l \times d_l}$ to denote output of l^{th} layer
 of dimension $(h_l \times w_l \times d_l)$.

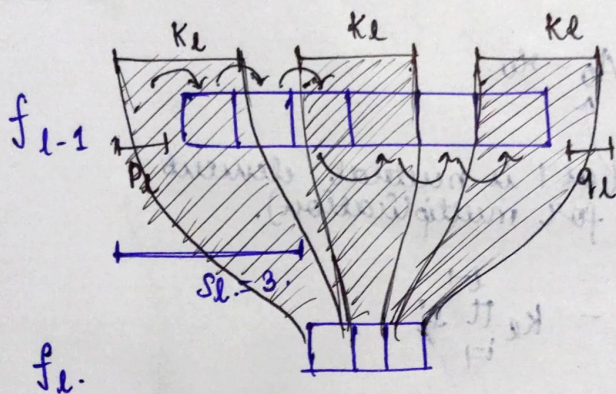
Each layer l 's spatial configuration is parametrised
 by 4 variables:

k_l = kernel size ($k_l \geq 0$) \cup ($k_l \in \mathbb{Z}$)

s_l = stride ($s_l \geq 0$) \cup ($s_l \in \mathbb{Z}$).

p_l = padding to left side of input feature
 map.

q_l = " right side

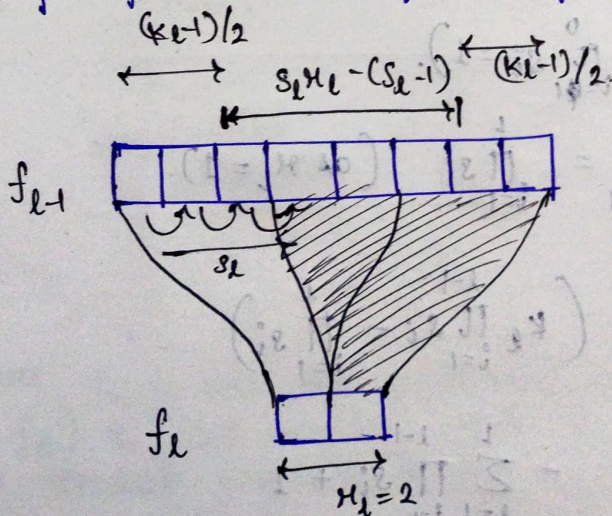


let

$$\begin{cases} k_l = 2 \\ p_l = q_l = 1 \\ s_l = 3 \end{cases}$$

* k_l features from f_{l-1} can influence one feature
 from f_l

* Define h_l as the receptive field size of the final
 output feature map f_l with feature map f_l .



let

$$\begin{cases} k_l = 5 \\ p_l = q_l = 0 \\ s_l = 3 \end{cases}$$

We obtain a general recurrence equation of first order, non-homogeneous with variable coefficients.

$$x_{l+1} = s_l x_l + (k_l - s_l)$$

Note $x_1 = 1$.

compute $x_0 = ?$

$$\left\{ \begin{aligned} x_{l+1} \prod_{i=1}^{l+1} s_i &= s_l \cdot x_l \prod_{i=1}^l s_i + (k_l - s_l) \prod_{i=1}^l s_i \\ &= x_l \prod_{i=1}^l s_i + k_l \prod_{i=1}^l s_i - \prod_{i=1}^l s_i \end{aligned} \right\}$$

let $A_l = x_l \prod_{i=1}^l s_i$, $A_0 = x_0$.

NOTE: $\prod_{i=1}^0 s_i = 1$ (as 1 is neutral element for multiplication).

$$A_l - A_{l-1} = \prod_{i=1}^l s_i - k_l \prod_{i=1}^{l-1} s_i$$

$$\begin{aligned} \sum_{l=1}^L (A_l - A_{l-1}) &= (A_L - A_0) \\ &= \sum_{l=1}^L \left(\prod_{i=1}^l s_i - k_l \prod_{i=1}^{l-1} s_i \right) \end{aligned}$$

substitute $A_0 = x_0$ ($\because \prod_{i=1}^0 s_i = 1$).

$$A_L = x_L \prod_{i=1}^L s_i = \prod_{i=1}^L s_i \quad (\text{as } x_L = 1).$$

$$\begin{aligned} x_0 &= \prod_{i=1}^L s_i + \sum_{l=1}^L \left(k_l \prod_{i=1}^{l-1} s_i - \prod_{i=1}^l s_i \right) \\ &= \sum_{l=1}^L k_l \prod_{i=1}^{l-1} s_i - \sum_{l=1}^L \prod_{i=1}^{l-1} s_i + 1 \end{aligned}$$

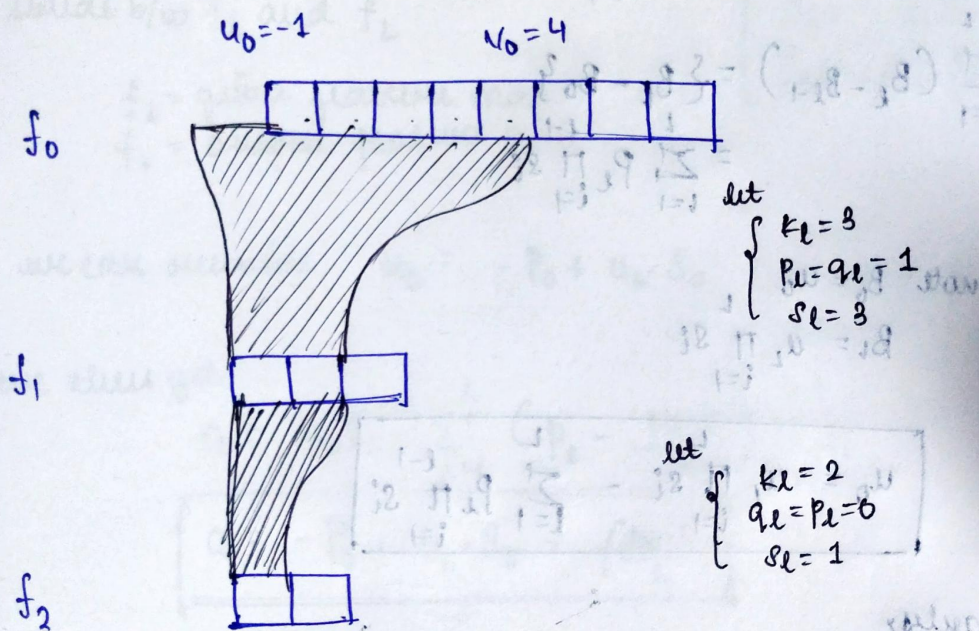
$$u_0 = \sum_{l=1}^L \left((c_{k_l} - 1) \prod_{i=1}^{l-1} s_i \right) + 1$$

defined jump (effective stride) that tells how far apart two adjacent units in layer L are,

$$s_L = \prod_{i=1}^L s_i$$

Assuming pixel coordinate start at 0, $(c_0 = \frac{1}{2}) (c_0)$.

centre position $c_L(n)$ [input - space coordinate of the centre of the receptive field for unit n in layer L ,



recurrence forms:

$$u_{l-1} = -p_l + u_l \cdot s_l$$

$$v_{l-1} = -p_l + v_l \cdot s_l + k_{l-1}$$

where u_l, v_l are left-most and right-most coordinates (in f_l) of the region which is used to compute the desired feature in f_l .

u₀

$$u_{l-1} = \left(u_l \cdot s_l (1 - p_l) \right) \sum_{i=1}^L s_i = 0^L$$

similar process:

$$u_{l-1} \prod_{i=1}^{l-1} s_i = u_l \cdot s_l \prod_{i=1}^{l-1} s_i - p_l \prod_{i=1}^{l-1} s_i$$
$$= u_l \prod_{i=1}^l s_i \left[1 - p_l \prod_{i=1}^{l-1} s_i \right]$$

(a) let $B_l = u_l \prod_{i=1}^l s_i$

$$B_l - B_{l-1} = p_l \prod_{i=1}^{l-1} s_i$$

$$\sum_{l=1}^L (B_l - B_{l-1}) = \{ B_L - B_0 \}$$
$$= \sum_{l=1}^L p_l \prod_{i=1}^{l-1} s_i$$

note $B_0 = u_0$

$$B_1 = u_1 \prod_{i=1}^1 s_i$$

$$u_0 = u_L \prod_{i=1}^L s_i - \sum_{l=1}^L p_l \prod_{i=1}^{l-1} s_i$$

similarly,

$$V_0 = V_L \prod_{i=1}^L s_i - \sum_{l=1}^L (1 + p_l - k_l) \prod_{i=1}^{l-1} s_i$$

$$1 - s^1 + s^2 \cdot V + s^3 - \dots = 1 - s^1$$

where V is the left-most and right-most coordinate of the region where it is to be placed. The desired feature in the

Centre of receptive field region:

$$c_0 = u_L$$

$$c_l = \frac{u_l + v_l}{2}$$

intuitive

and

$$v_0 = u_0 + v_0 - 1$$

intuitive

$$c_0 = u_L \prod_{i=1}^L s_i - \sum_{l=1}^L \left(p_l - \frac{k_l - 1}{2} \right) \prod_{i=1}^{l-1} s_i$$

define effective stride; $s_l = \prod_{i=l+1}^L s_i$

effective padding;

padding b/w f_L and f_L

$$p_l = \sum_{m=l+1}^L p_m \prod_{i=l+1}^{m-1} s_i$$

stride b/w f_L and f_L

$$\begin{cases} s_{l+1} = s_l s_l \\ p_{l+1} = s_l \cdot p_l + p_l \end{cases}$$

f_L = given feature map
 f_L = output feature map.

we can rewrite $u_0 = -p_0 + u_L \cdot s_0$

we then get,

$$c_0 = u_L s_0 - \sum_{l=1}^L \left(p_l - \frac{k_l - 1}{2} \right) \prod_{i=1}^{l-1} s_i$$

$$c_0 = -p_0 + u_L \cdot s_0 + \left(\frac{v_0 - 1}{2} \right)$$