

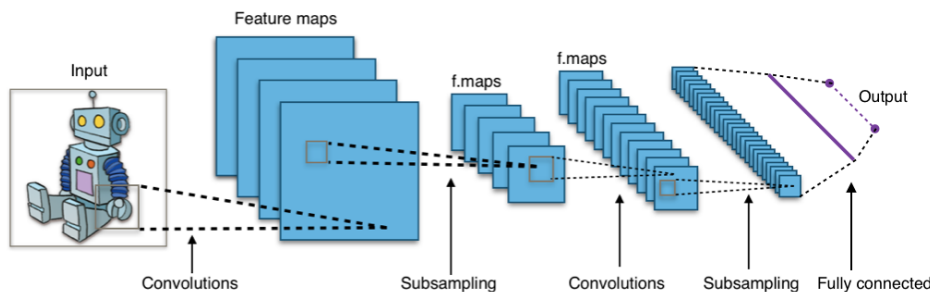
# | Convolution Neural Network



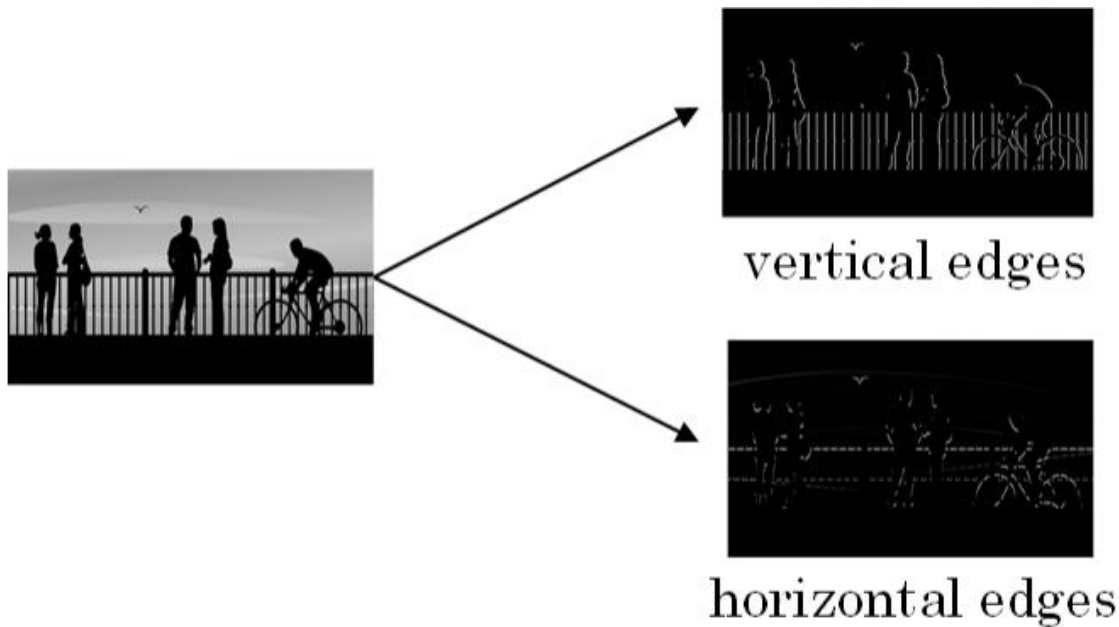
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# CNN

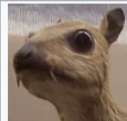


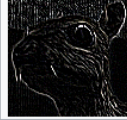
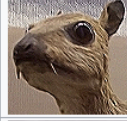
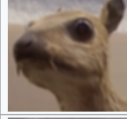
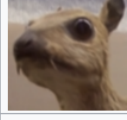
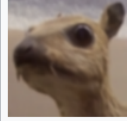
- ANN (Artificial Neural Network) : 은닉 계층이 주로 하나
- DNN (Deep Neural Network) : 은닉 계층을 많이 쌓아서 만든 인공지능 기술
- CNN (Convolution Neural Network) : 주로 영상처리에 많이 활용되는 합성곱을 이용하는 인공 신경망
  - 합성곱 (convolution filter)를 이용하여 신경망 동작
  - 여러 작은 이미지 필터가 이미지 위를 돌아 다니면서 특징점들을 찾아 그 합성곱 결과를 다음 계층으로 보냄
  - 적은 수의 가중치로 이미지 처리를 효율적으로 할 수 있음



# Convolution



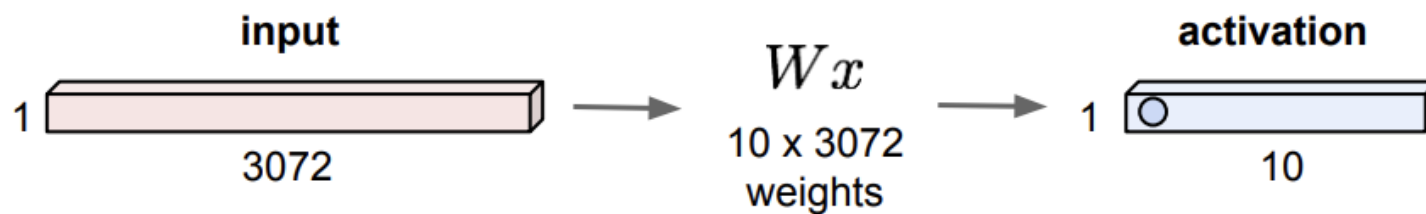
[https://en.wikipedia.org/wiki/Kernel\\_\(image\\_processing\)](https://en.wikipedia.org/wiki/Kernel_(image_processing))

Operation	Kernel $\omega$	Image result $g(x,y)$
Identity	$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$	
Edge detection	$\begin{bmatrix} 1 & 0 & -1 \\ 0 & 0 & 0 \\ -1 & 0 & 1 \end{bmatrix}$	
	$\begin{bmatrix} 0 & -1 & 0 \\ -1 & 4 & -1 \\ 0 & -1 & 0 \end{bmatrix}$	
	$\begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix}$	
Sharpen	$\begin{bmatrix} 0 & -1 & 0 \\ -1 & 5 & -1 \\ 0 & -1 & 0 \end{bmatrix}$	
Box blur (normalized)	$\frac{1}{9} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$	
Gaussian blur $3 \times 3$ (approximation)	$\frac{1}{16} \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix}$	
Gaussian blur $5 \times 5$ (approximation)	$\frac{1}{256} \begin{bmatrix} 1 & 4 & 6 & 4 & 1 \\ 4 & 16 & 24 & 16 & 4 \\ 6 & 24 & 36 & 24 & 6 \\ 4 & 16 & 24 & 16 & 4 \\ 1 & 4 & 6 & 4 & 1 \end{bmatrix}$	

# Fully connected layer

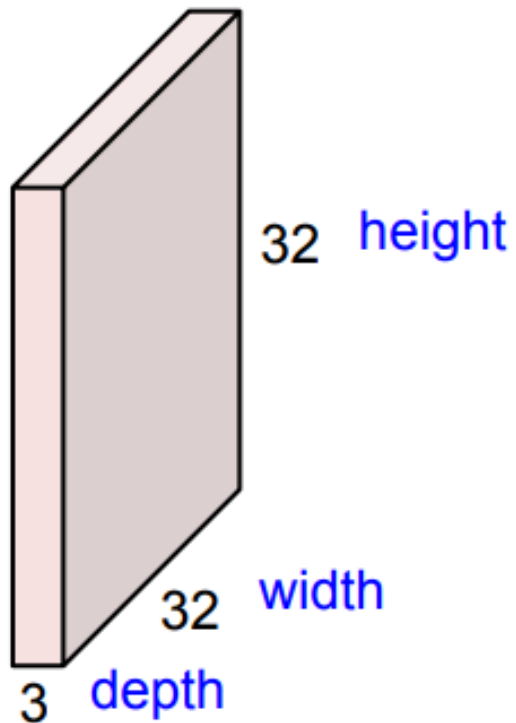
## Fully Connected Layer

32x32x3 image -> stretch to 3072 x 1



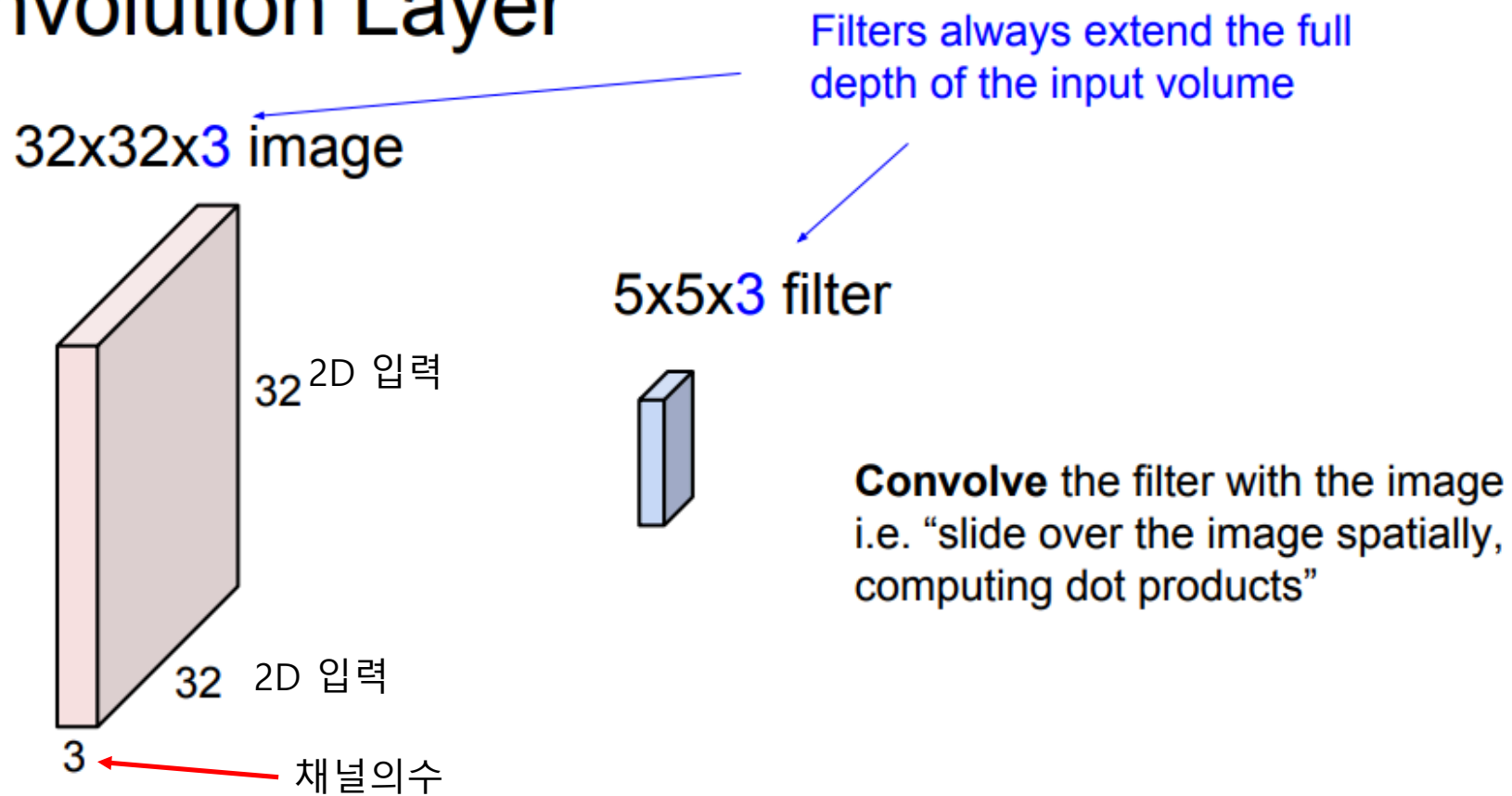
# Convolution Layer

32x32x3 image -> preserve spatial structure



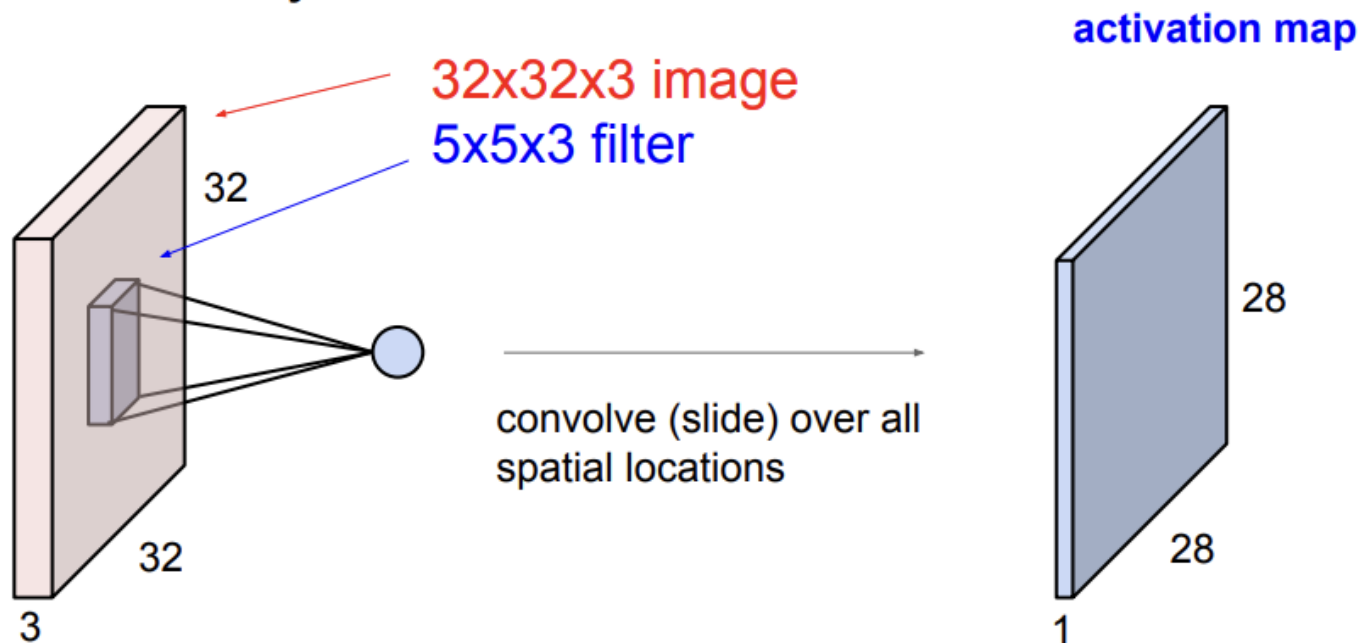
## 2D Convolution Layer

### Convolution Layer



# 2D Convolution Layer

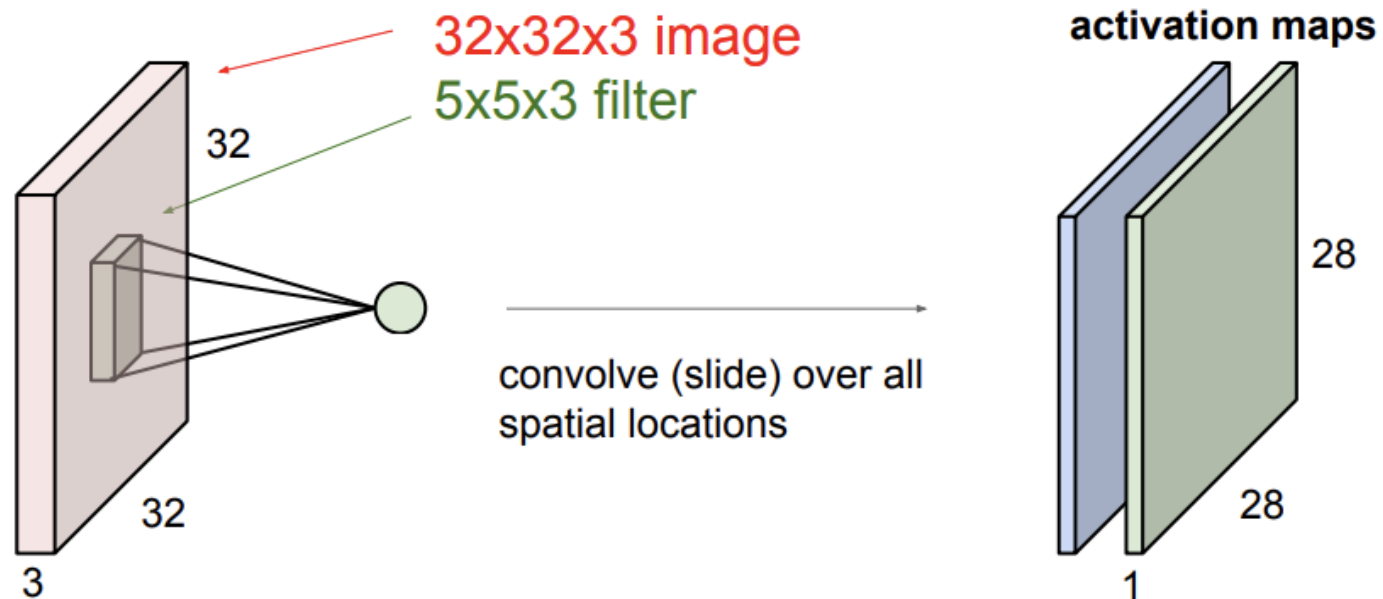
## Convolution Layer



# 2D Convolution Layer

## Convolution Layer

consider a second, **green** filter

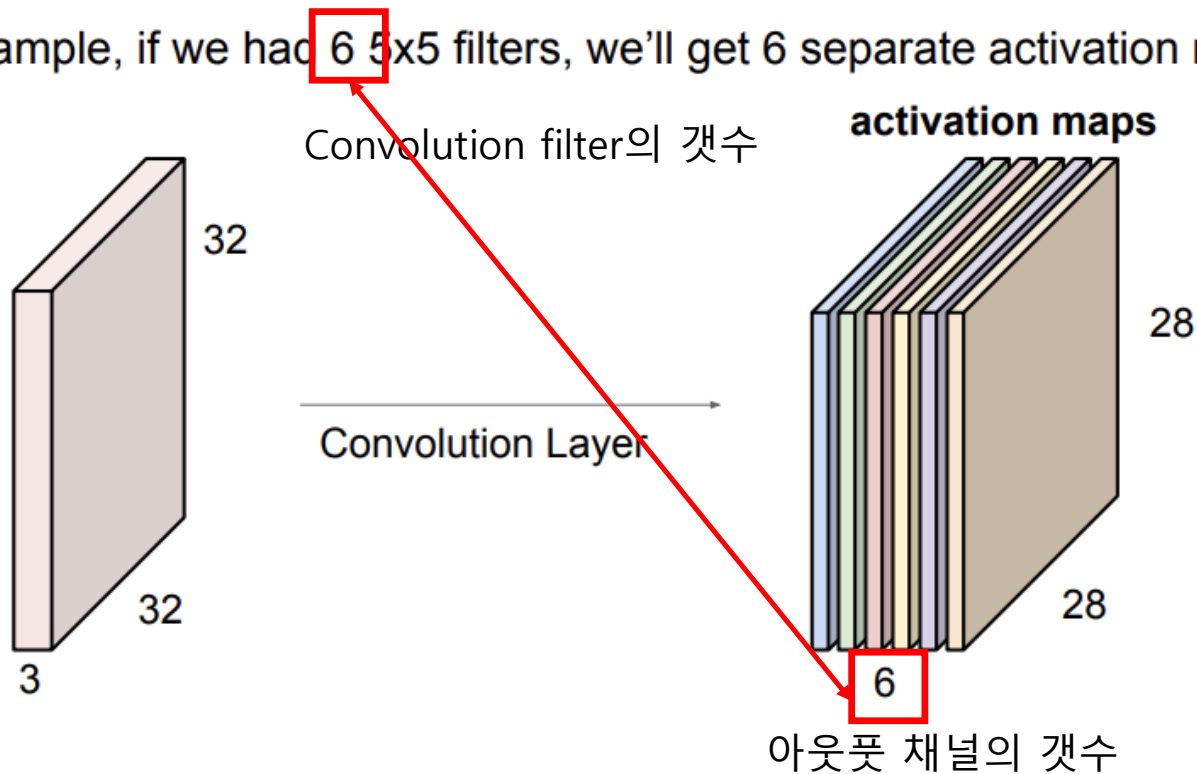




## 2D Convolution Layer

■ 아웃풋 채널의 개수는 convolution filter의 개수와 같다.

For example, if we had 6  $5 \times 5$  filters, we'll get 6 separate activation maps:

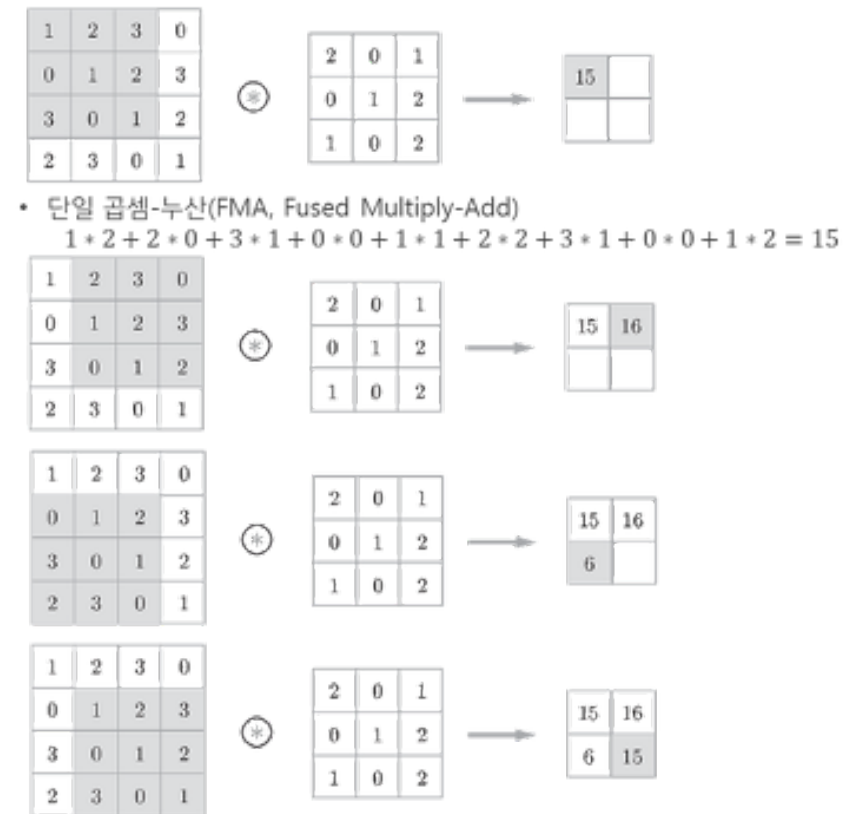
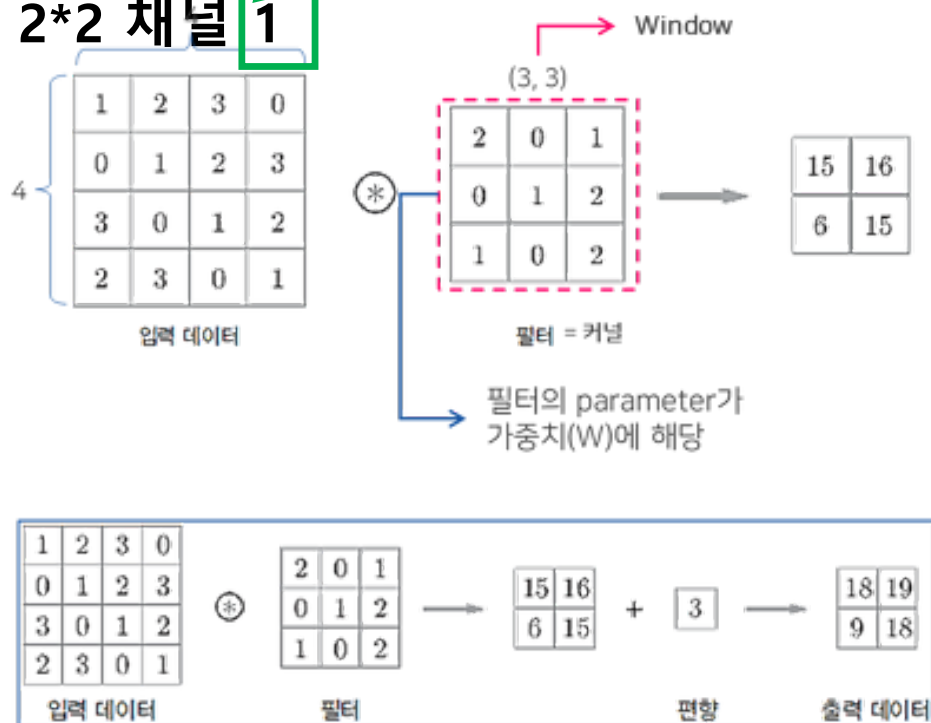


# 2D Convolution Layer 계산

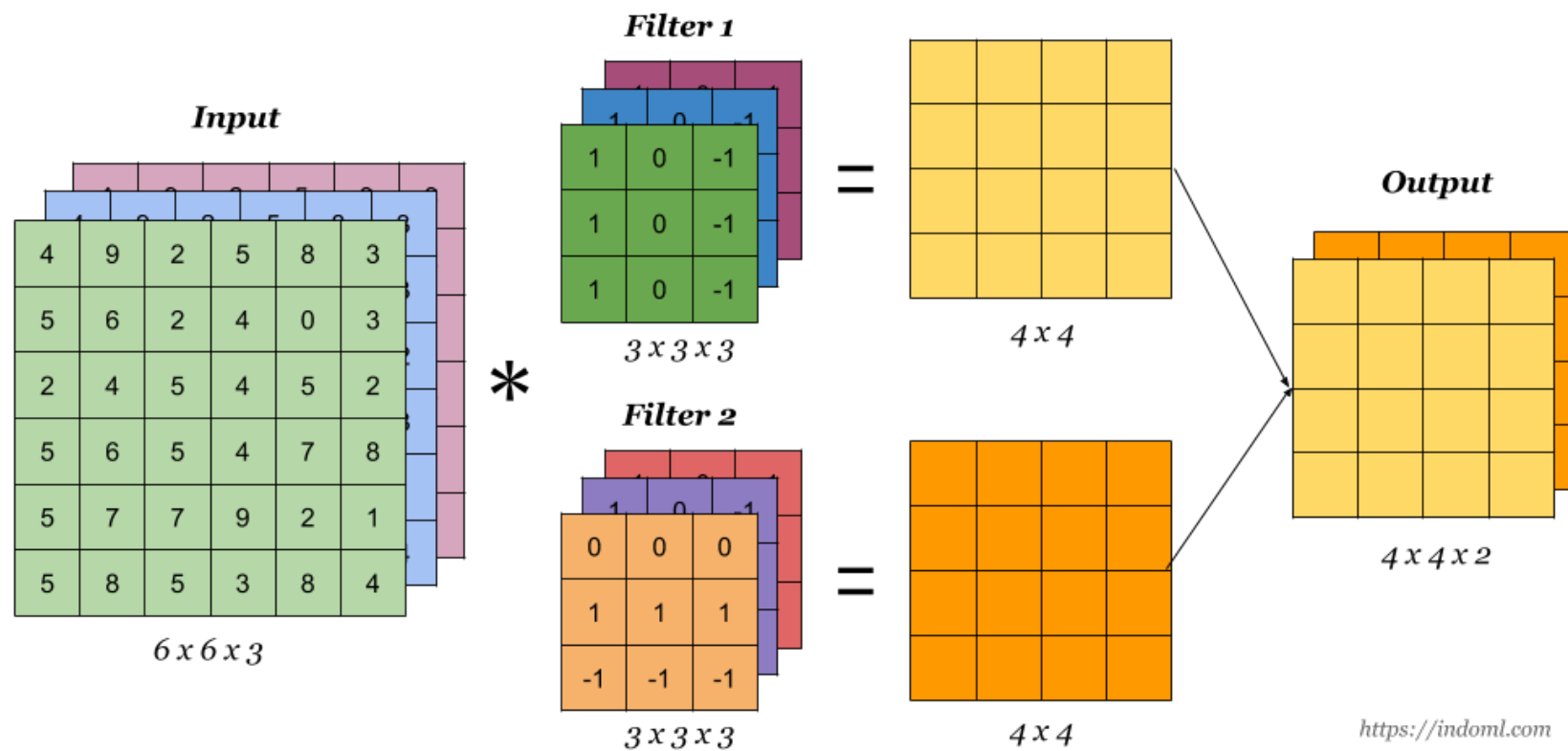
입력 4\*4 채널 1

1개의 필터 3 \* 3 채널 1

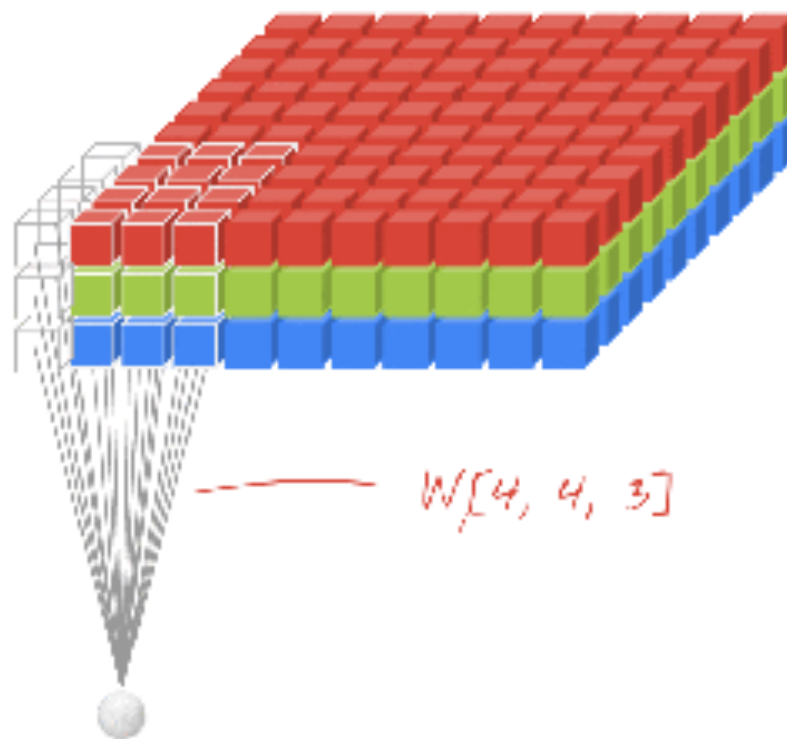
결과 2\*2 채널 1



# 2D Convolution Layer



## 2D Convolution Layer



<https://glassboxmedicine.files.wordpress.com/2020/04/martin-gorner-rgb-conv-animation.gif?w=371>

# | Convolution Neural Network 2

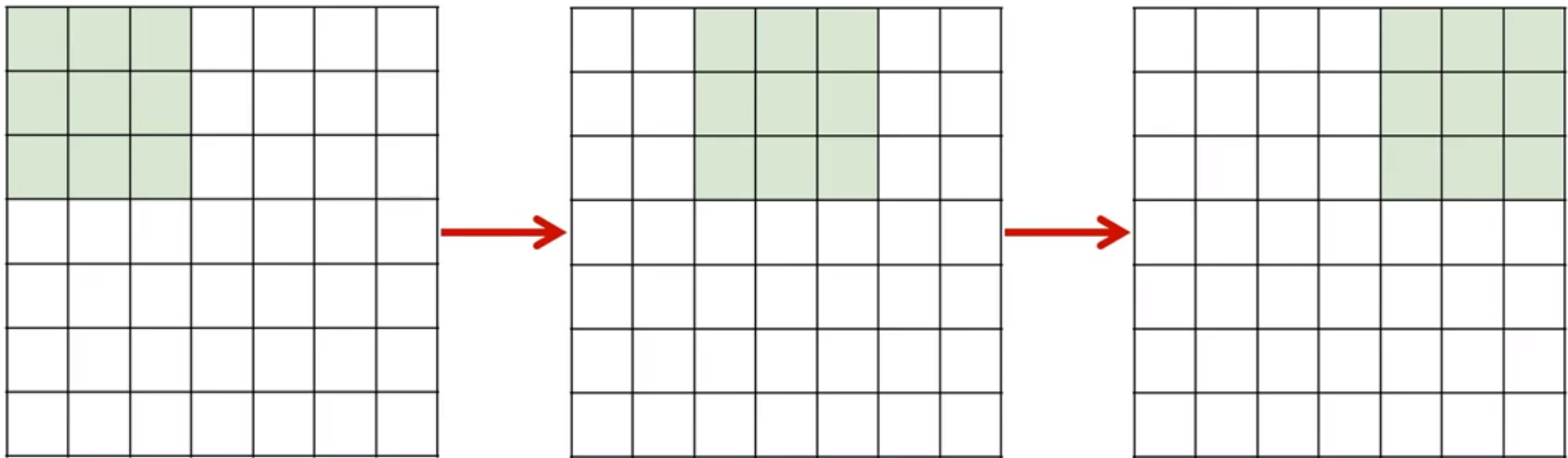


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## Convolution option - Stride

■ CNN filter 이동시 몇 칸씩 이동 한할 것인지?

■ 입력 7\*7 , 필터 3\*3, stride :2



# Convolution option – zero padding

## Filter를 통과하면 점점 사이즈가 줄어 듭니다

- 앞의 예에서 32x32 (입력) 5x5(필터) -> 출력 28x28 → 점점레이어를 깊게 쌓으면? 1X1만 남게 됨
- 필터를 통과하면서 사이즈가 줄어 드는 것을 방지 하기 위해 PADDING

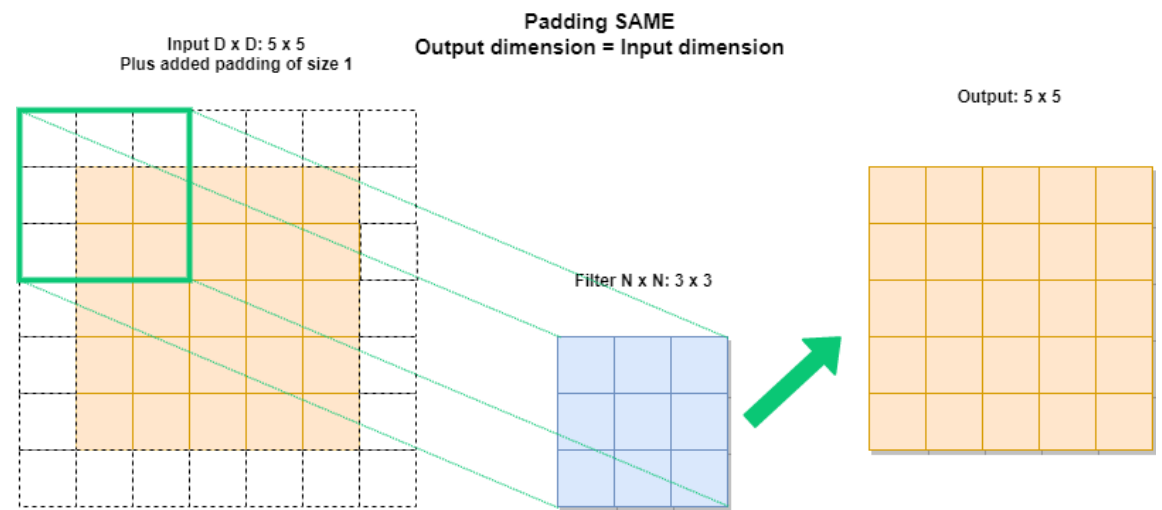
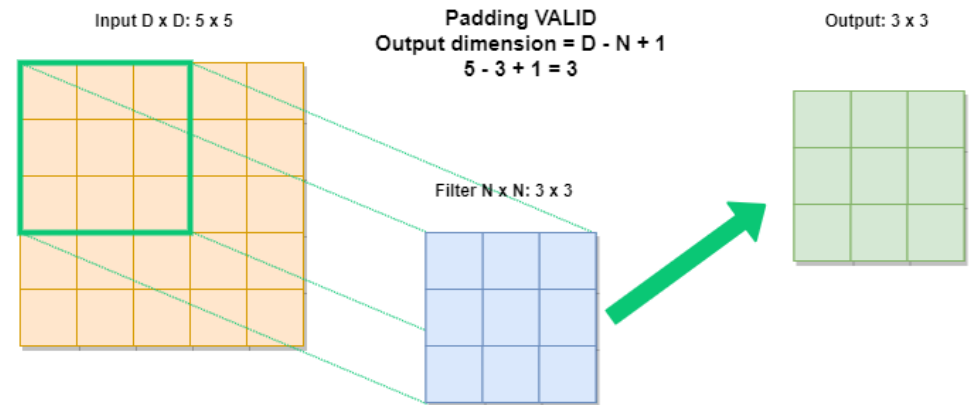
## 양 사방에 0을 임의적으로 넣음

- 옆의 예 7x7(입력) 3x3(필터) -> 출력 7x7

0	0	0	0	0	0			
0								
0								
0								
0								

# Convolution option – zero padding

- Same : convolution후에도 사이즈가 같도록 유지
- Valid : convolution후에 사이즈가 줄어듦





## 참고 : Tensorflow에서의 입력 채널

### ■ Data format NHWC기본 ex- (60000, 28, 28, 1)

- batch\_shape + [height, width, channels].
  - 첫번째 파라미터 : 배치 사이즈
  - 두번째 파라미터 : 가로
  - 세번째 파라미터 : 세로
  - 네번째 파라미터 : 아웃풋 채널
- 
- **N**: number of images in the batch
  - **H**: height of the image
  - **W**: width of the image
  - **C**: number of channels of the image (ex: 3 for RGB, 1 for grayscale...)
- NCHW도 있음

# Toy 이미지 Convolution

```
def make_toyimg():  
    image = np.array([[1.],[2.],[3.],  
                      [4.],[5.],[6.],  
                      [7.],[8.],[9.]])  
    image.astype(np.float)  
    print(image.shape)  
    plt.imshow(image.reshape((-1,3)), cmap='Greys')  
    plt.show()  
    # data format should be change to batch_shape + [height, width, channels].  
    image = image.reshape((1, 3, 3, 1))  
    image = tf.constant(image, dtype=tf.float64)  
    return image
```

## Toy 이미지 Convolution

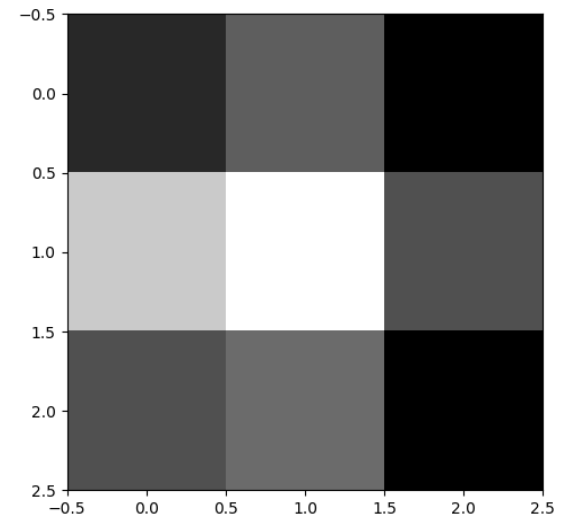
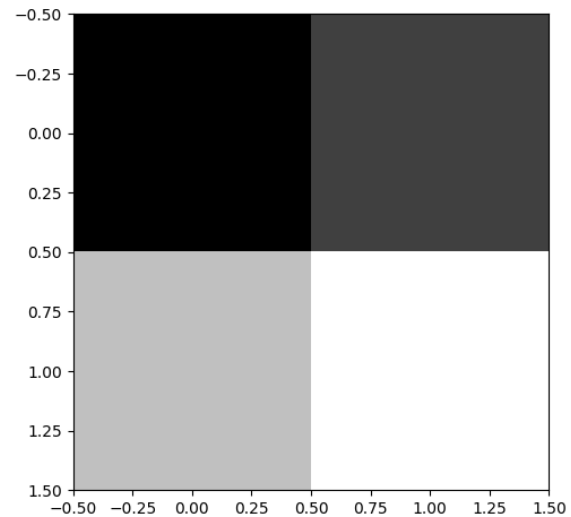
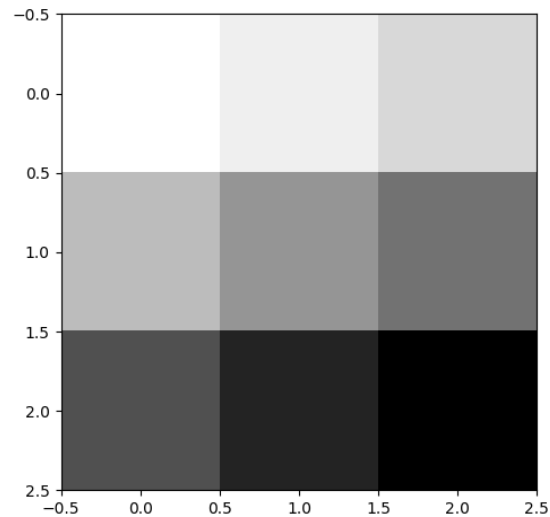
```
def make_toyfilter():  
    weight = np.array([[1.],[1.],  
                       [1.],[1.]])  
    weight=weight.reshape((1,2,2,1))  
    print(weight.shape)  
    print("weight.shape", weight.shape)  
    weight_init = tf.constant_initializer(weight)  
  
    return weight_init
```

## Toy 이미지 Convolution

```
def cnn_valid(image, weight, option, sizenhape):
    conv2d = keras.layers.Conv2D(filters=1, kernel_size=2, padding=option,
                                   kernel_initializer=weight)(image)
    print("conv2d.shape", conv2d.shape)
    print(conv2d.numpy().reshape(sizenhape,sizenhape))
    plt.imshow(conv2d.numpy().reshape(sizenhape,sizenhape), cmap='gray')
    plt.show()
```

```
def main():
    img = make_toyimg()
    filter = make_toyfilter()
    cnn_valid(img, filter, 'VALID',2)
    cnn_valid(img, filter, 'SAME',3)
    main()
```

# Toy image를 이용한 CNN 예

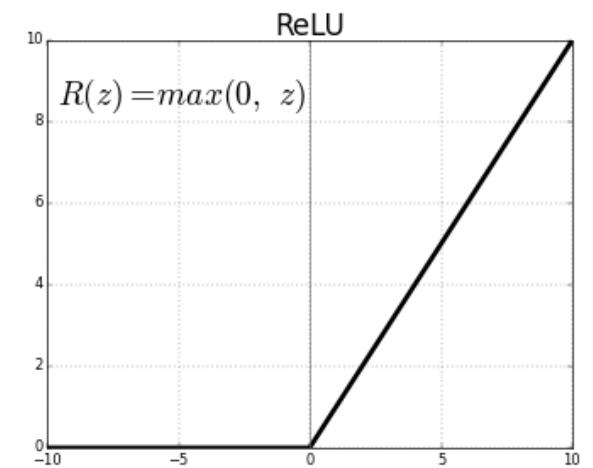


# Activation Function

1	14	-9	4
-2	-20	10	6
-3	3	11	1
2	54	-2	80

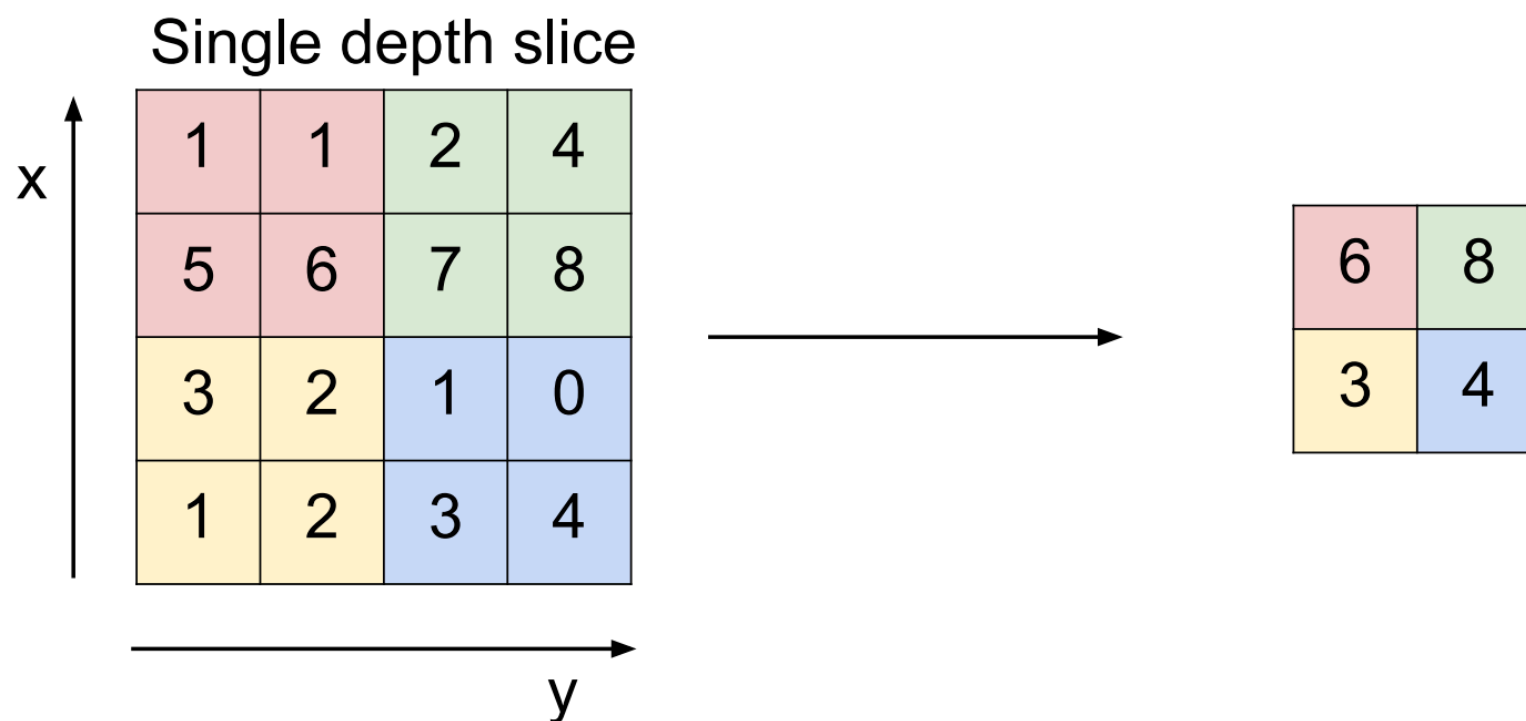


1	14	0	4
0	0	10	6
0	3	11	1
2	54	0	80

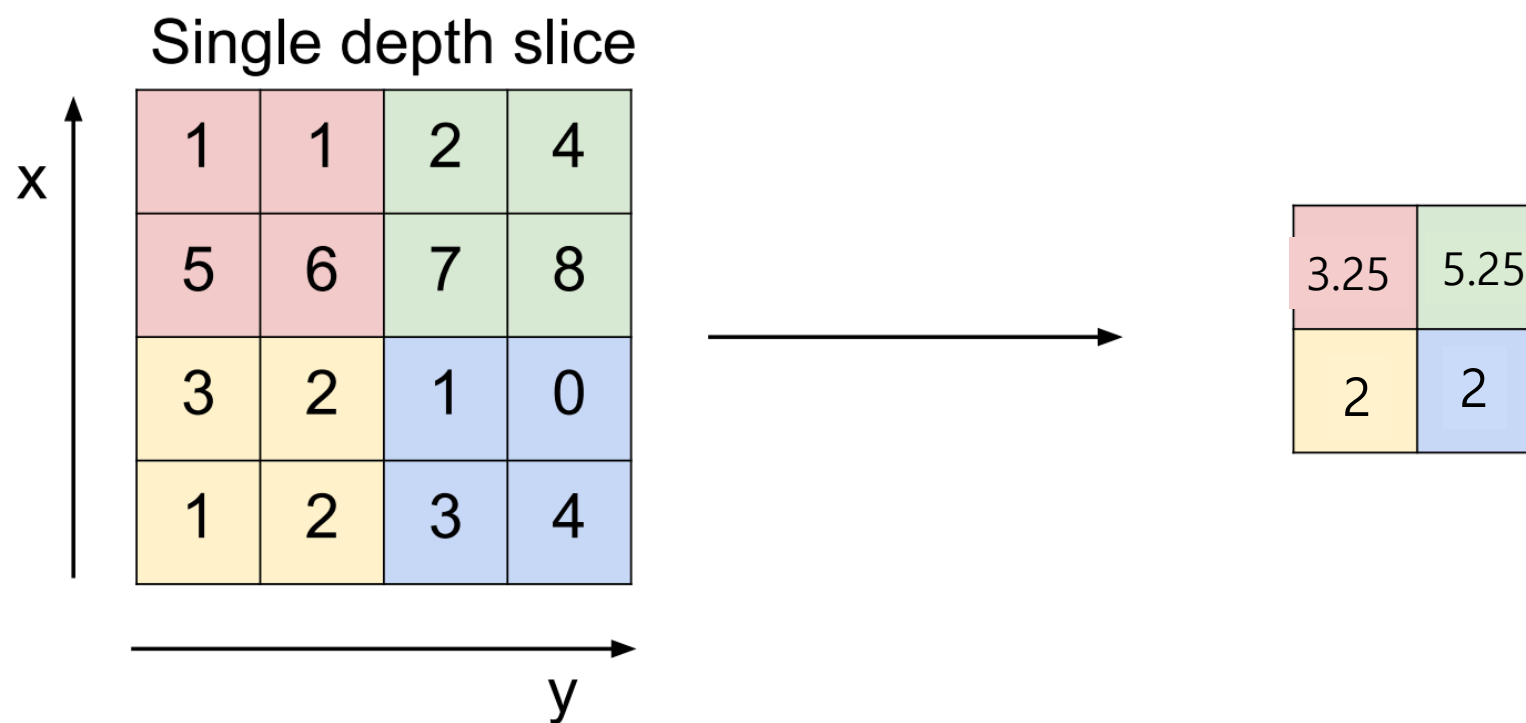


# Max pooling

## MAX POOLING



# Average pooling





# 참고 : Keras Maxpooling2D

## MaxPooling2D

[source]

```
keras.layers.MaxPooling2D(pool_size=(2, 2), strides=None, padding='valid', data_format=None)
```

공간적 데이터에 대한 최대값 풀링 작업.

### 인수

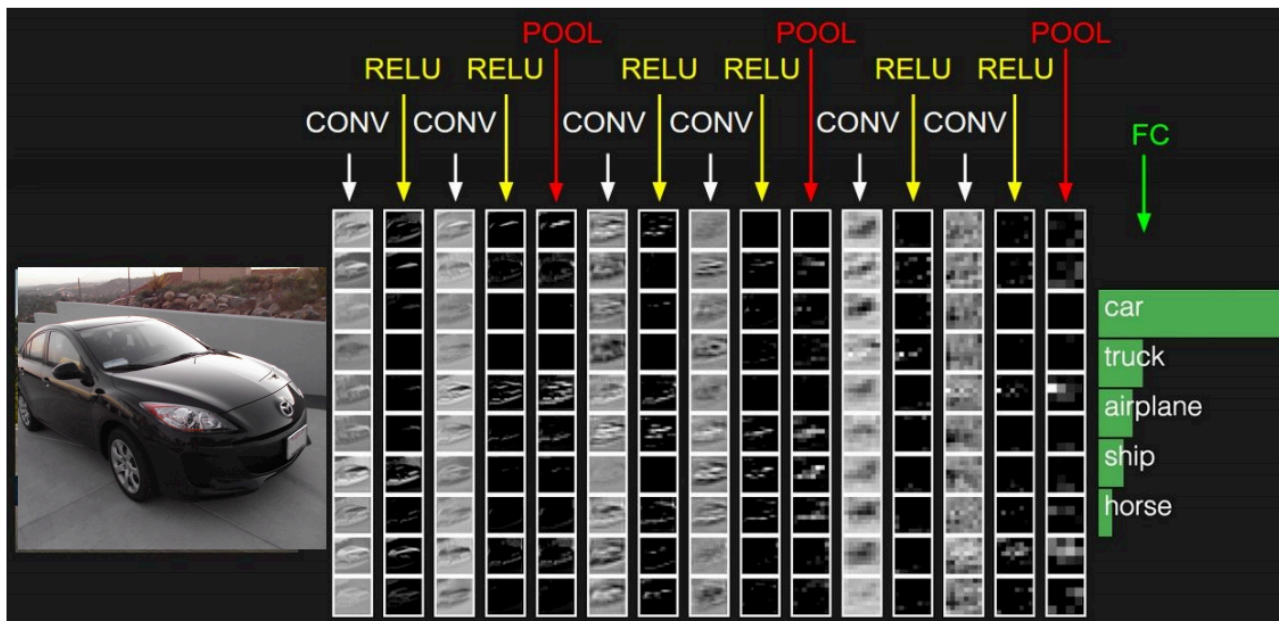
- **pool\_size**: 정수 혹은 2개 정수의 튜플, 축소 인수 (가로, 세로). (2, 2)는 인풋을 두 공간 차원에 대해 반으로 축소합니다. 한 정수만 특정된 경우, 동일한 윈도우 길이가 두 차원 모두에 대해 적용됩니다.
- **strides**: 정수, 2개 정수의 튜플, 혹은 None. 보폭 값. None일 경우, 디폴트 값인 `pool_size` 가 됩니다.
- **padding**: "valid" 혹은 "same" 중 하나 (대소문자 무시).
- **data\_format**: 문자열, `channels_last` (디폴트 값) 혹은 `channels_first` 중 하나. 인풋 차원의 순서. `channels_last` 는 (batch, height, width, channels) 형태의 인풋에 호응하고, `channels_first` 는 (batch, channels, height, width) 형태의 인풋에 호응합니다. 디폴트 값은 `~/.keras/keras.json` 에 위치한 케라스 구성 파일의 `image_data_format` 값으로 지정됩니다. 따로 설정하지 않으면, 이는 "channels\_last" 가 됩니다.

<https://keras.io/ko/layers/pooling/>

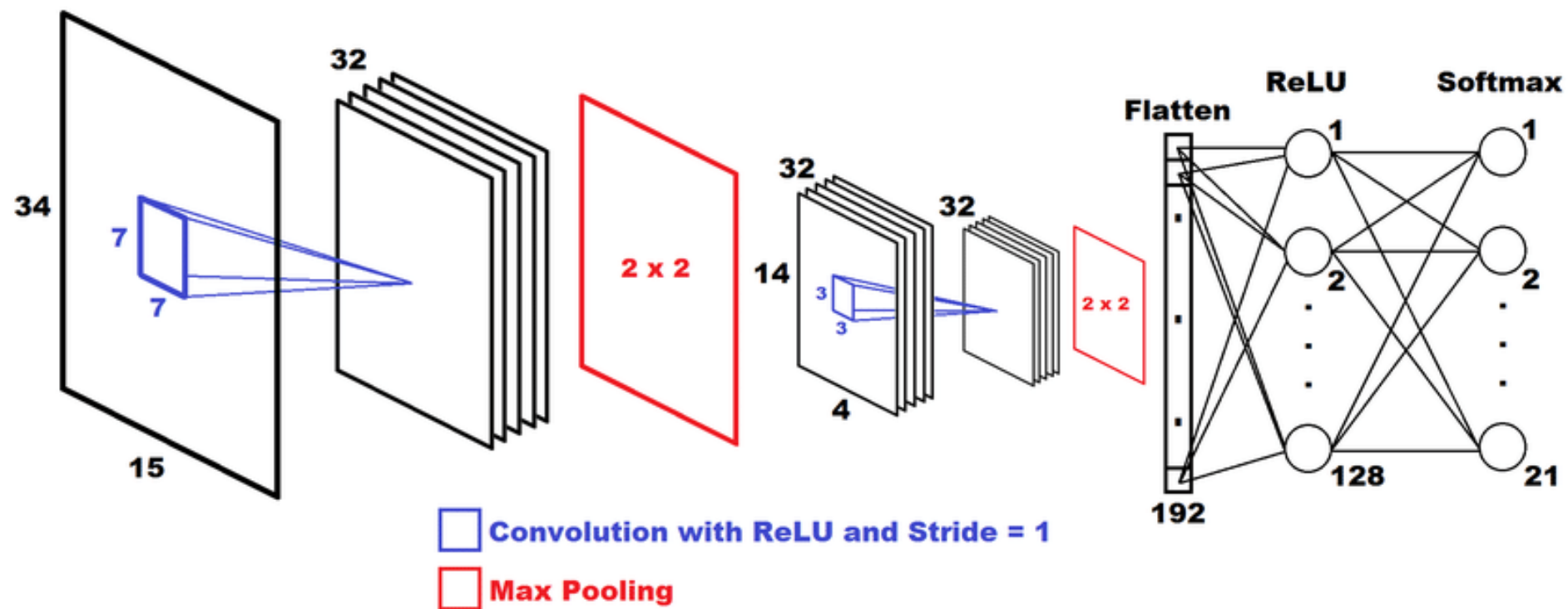
# Fully connected layer

## Fully Connected Layer (FC layer)

- Contains neurons that connect to the entire input volume, as in ordinary Neural Networks



# Fully connected layer



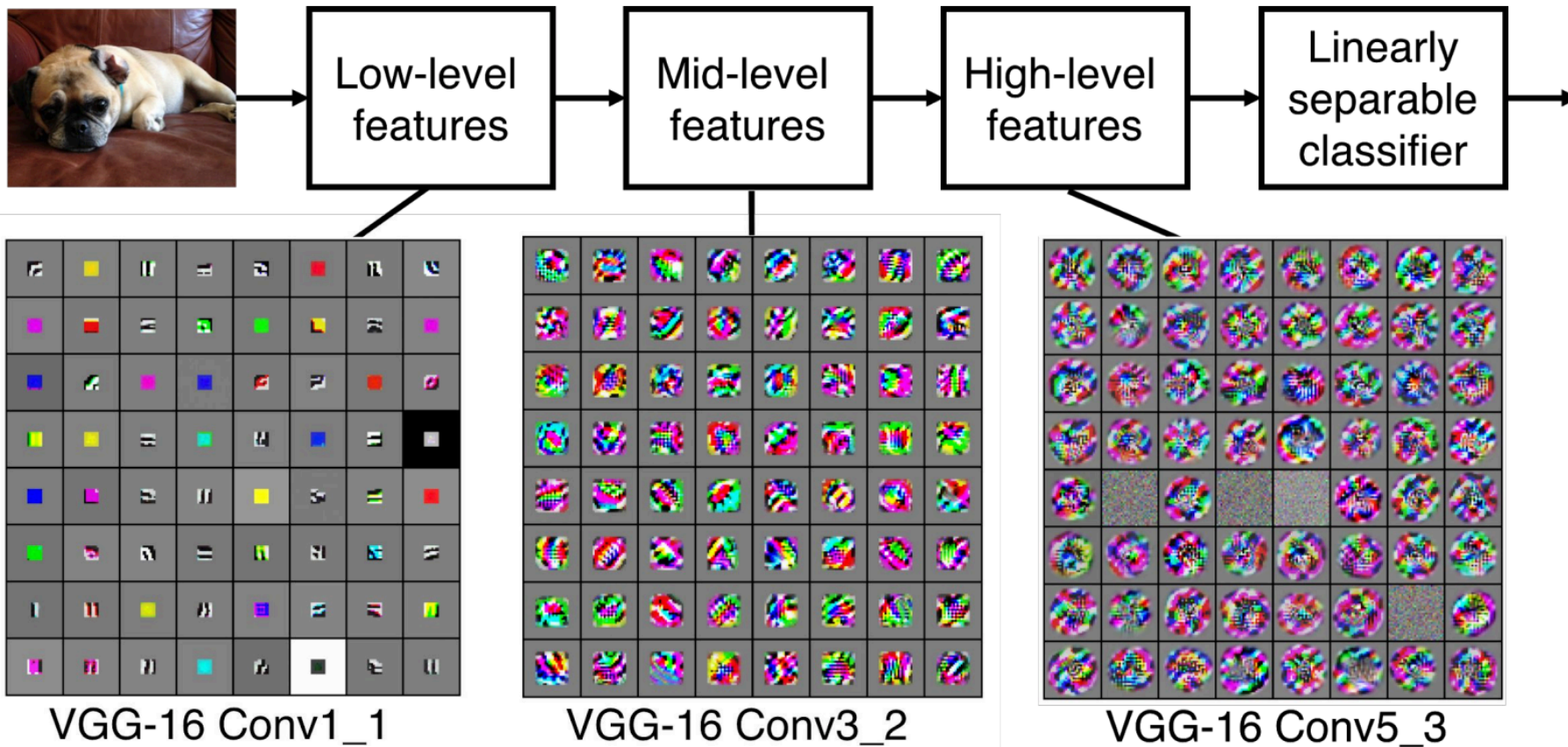
[https://www.researchgate.net/profile/Zohaib\\_Iqbal2/publication/321241655/figure/fig1/AS:563693125632000@1511406322490/The-structure-of-the-convolutional-neural-network-is-displayed-Initially-two.png](https://www.researchgate.net/profile/Zohaib_Iqbal2/publication/321241655/figure/fig1/AS:563693125632000@1511406322490/The-structure-of-the-convolutional-neural-network-is-displayed-Initially-two.png)

# Feature

## Preview

[Zeiler and Fergus 2013]

Visualization of VGG-16 by Lane McIntosh. VGG-16 architecture from [Simonyan and Zisserman 2014].



# 참고

## 참고 :

- [http://cs231n.stanford.edu/slides/2019/cs231n\\_2019\\_lecture05.pdf](http://cs231n.stanford.edu/slides/2019/cs231n_2019_lecture05.pdf)
- <https://github.com/deeplearningzerotoall/TensorFlow>

## Tensorflow

- [https://www.tensorflow.org/api\\_docs/python/tf/keras/layers/Conv2D](https://www.tensorflow.org/api_docs/python/tf/keras/layers/Conv2D)