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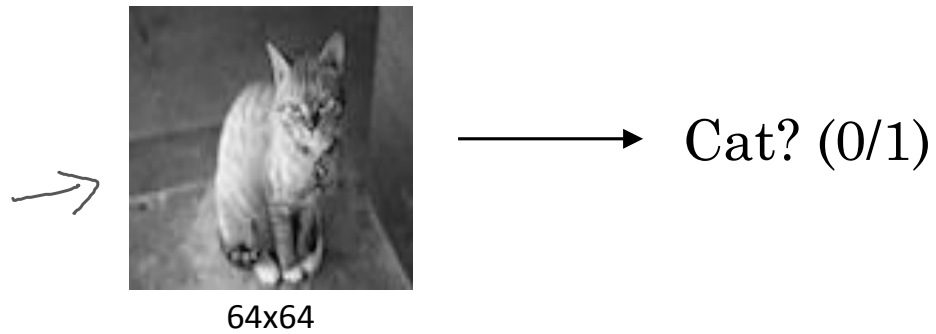
# Convolutional Neural Networks

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## Computer vision

# Computer Vision Problems

## Image Classification



## Object detection

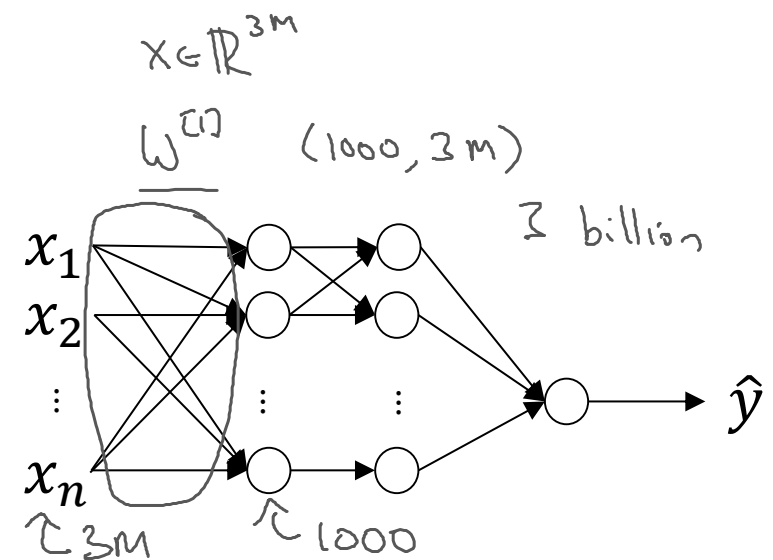
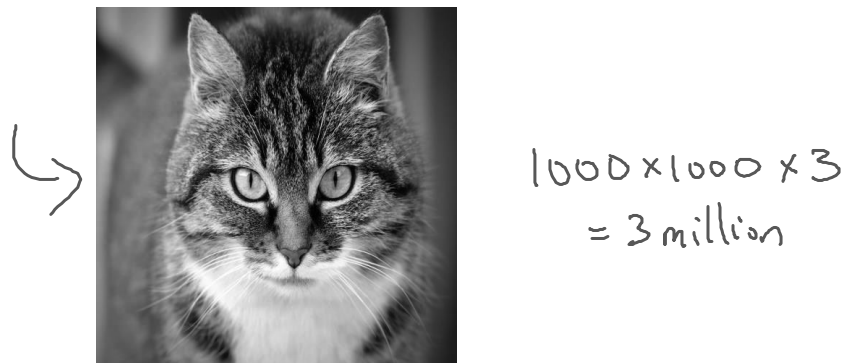
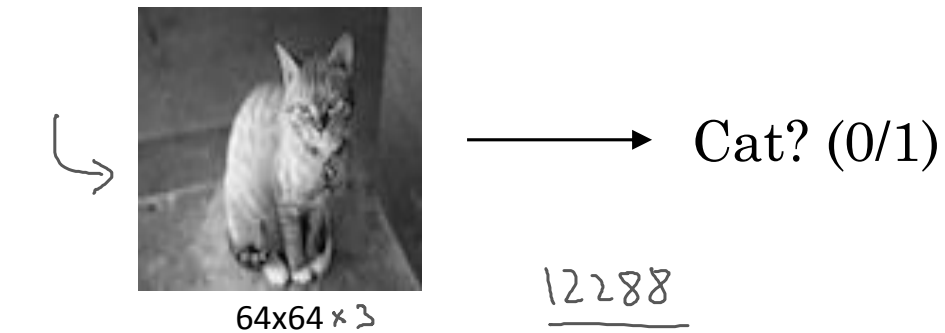


## Neural Style Transfer ↘



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# Deep Learning on large images



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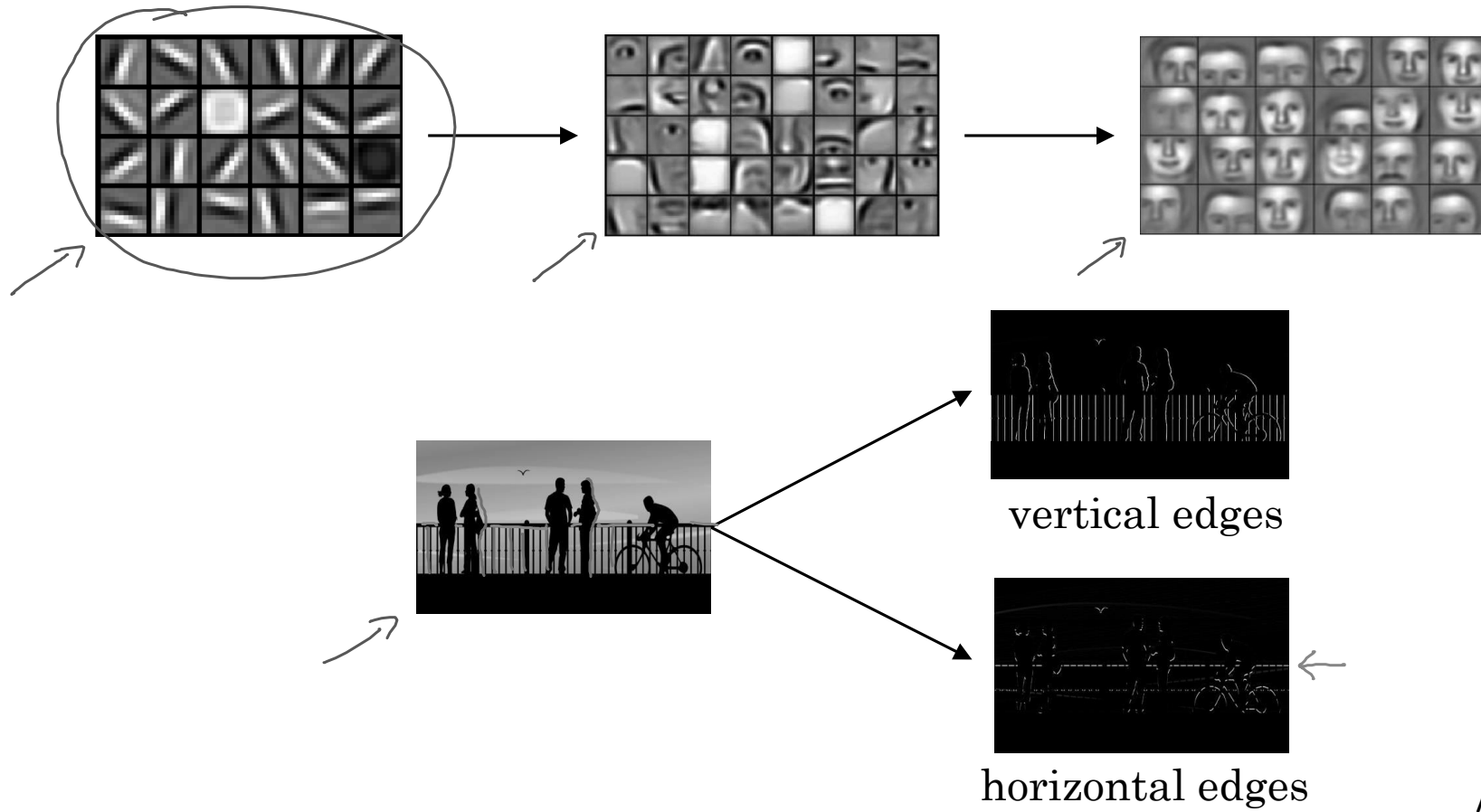
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# Convolutional Neural Networks

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## Edge detection example

# Computer Vision Problem



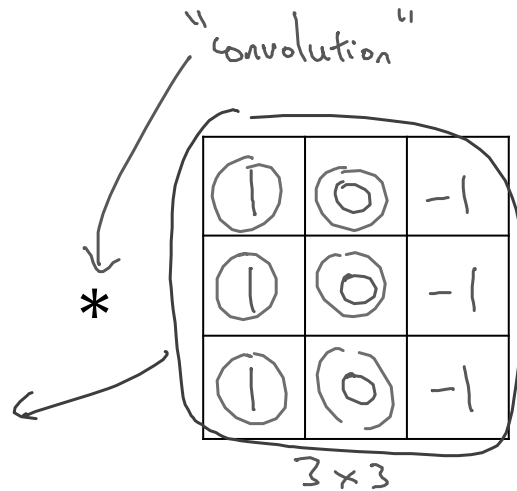
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# Vertical edge detection

$$\rightarrow 3 \times 1 + 1 \times 1 + 2 \times 1 + 0 \times 0 + 5 \times 0 + 7 \times 0 + 1 \times -1 + 8 \times -1 + 2 \times -1 = -5$$

3 <sup>1</sup>	0 <sup>0</sup>	1 <sup>-1</sup>	2 <sup>-1</sup>	7 <sup>-0</sup>	4 <sup>-1</sup>
1 <sup>1</sup>	5 <sup>0</sup>	8 <sup>-1</sup>	9 <sup>-1</sup>	3 <sup>-0</sup>	1 <sup>-1</sup>
2 <sup>1</sup>	7 <sup>0</sup>	2 <sup>-1</sup>	5 <sup>-1</sup>	1 <sup>-0</sup>	3 <sup>-1</sup>
0 <sup>1</sup>	1 <sup>0</sup>	3 <sup>-1</sup>	1 <sup>-1</sup>	7 <sup>-0</sup>	8 <sup>-1</sup>
4	2	1	6	2	8
2	4	5	2	3	9

6x6



=

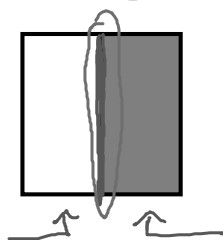
-5	-4	0	8
-10	-2	2	3
0	-2	-4	-7
-3	-2	-3	-16

4x4

# Vertical edge detection

$$\begin{array}{|c|c|c|c|c|c|} \hline \downarrow & & & & & \\ \hline 10 & 10 & 10 & 0 & 0 & 0 \\ \hline 10 & 10 & 10 & 0 & 0 & 0 \\ \hline 10 & 10 & 10 & 0 & 0 & 0 \\ \hline 10 & 10 & 10 & 0 & 0 & 0 \\ \hline 10 & 10 & 10 & 0 & 0 & 0 \\ \hline 10 & 10 & 10 & 0 & 0 & 0 \\ \hline \end{array}$$

6x6



\*

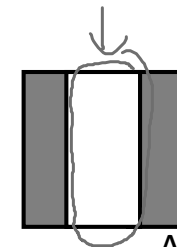
$$\begin{array}{|c|c|c|} \hline \downarrow & & \\ \hline 1 & 0 & -1 \\ \hline 1 & 0 & -1 \\ \hline 1 & 0 & -1 \\ \hline \end{array}$$

3x3

=

$$\begin{array}{|c|c|c|c|} \hline \downarrow & & & \\ \hline 0 & 30 & 30 & 0 \\ \hline 0 & 30 & 30 & 0 \\ \hline 0 & 30 & 30 & 0 \\ \hline 0 & 30 & 30 & 0 \\ \hline \end{array}$$

4x4



\*



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# Convolutional Neural Networks

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More edge  
detection



# Vertical edge detection examples

10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0



\*

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



=

0	30	30	0
0	30	30	0
0	30	30	0
0	30	30	0



0	0	0	10	10	10
0	0	0	10	10	10
0	0	0	10	10	10
0	0	0	10	10	10
0	0	0	10	10	10
0	0	0	10	10	10



\*

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



=

0	-30	-30	0
0	-30	-30	0
0	-30	-30	0
0	-30	-30	0



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$w_1$	$w_2$	$w_3$
$w_4$	$w_5$	$w_6$
$w_7$	$w_8$	$w_9$

= general filter

# Vertical and Horizontal Edge Detection

→

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

Vertical

filters

→

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

Horizontal

10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
0	0	0	10	10	10
0	0	0	10	10	10
0	0	0	10	10	10

6x6

\*



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

=

0	0	0	0
30	10	-10	-30
30	10	-10	-30
0	0	0	0

# Learning to detect edges

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



3	0	1	2	7	4
1	5	8	9	3	1
2	7	2	5	1	3
0	1	3	1	7	8
4	2	1	6	2	8
2	4	5	2	3	9

→

1	0	-1
2	0	-2
1	0	-1

Sobel filter



convolution  
\*

$w_1$	$w_2$	$w_3$
$w_4$	$w_5$	$w_6$
$w_7$	$w_8$	$w_9$

} × 3

=

45°  
70°  
73°

3	0	-3
10	0	-10
3	0	-3

Scharr filter



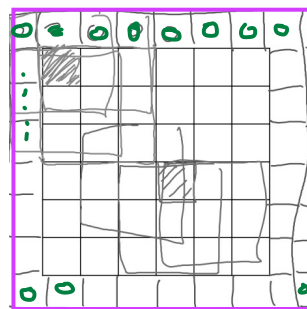

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# Convolutional Neural Networks

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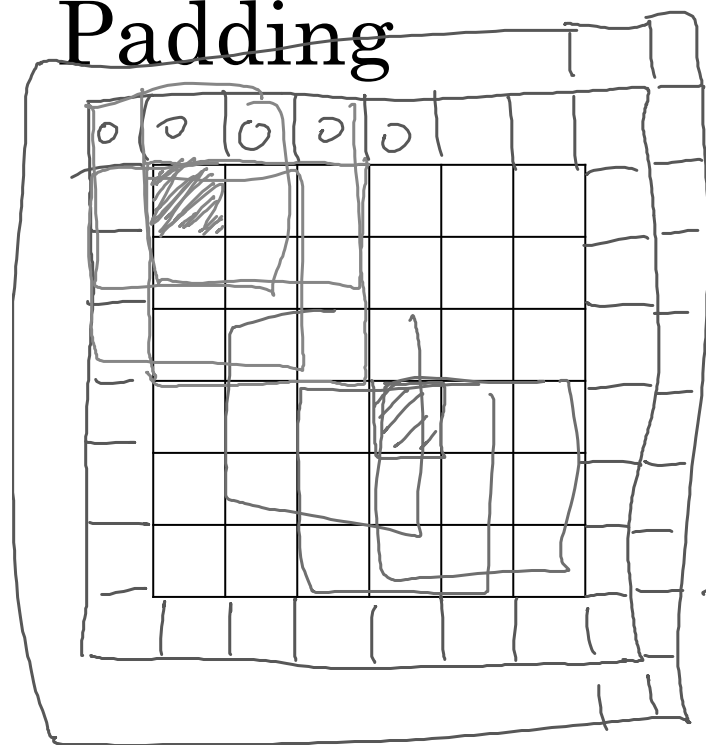
$\Rightarrow p=1$

**Padding**

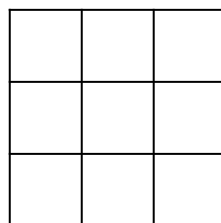
$$(n \times n) * (f \times f) \xrightarrow{P} (n+2P - f + 1) * (n+2P - f + 1)$$

اثر یکسره‌ای حائز برای ۱ معادله (۱) می‌کند.

# Padding



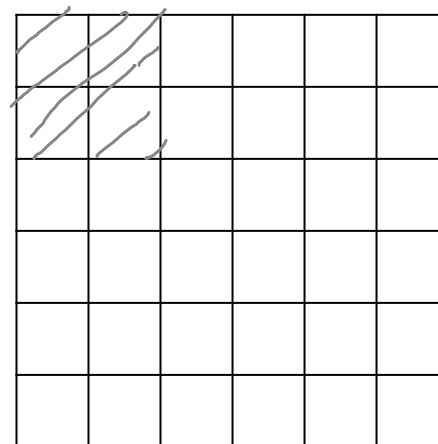
- shrinky output
- throw away info from edge



3x3  
f x f

\*

=



6x6

$\frac{6 \times 6}{n \times n} \rightarrow 8 \times 8$

$$n - f + 1 \times n - f + 1$$

$$6 - 3 + 1 = 4$$

$p = \text{padding} = 1$

$$n + 2p - f + 1 \times n + 2p - f + 1$$

$$6 + 2 - 3 + 1 \times \underline{\quad} = 6 \times 6$$

~~4x4~~

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# Valid and Same convolutions

→ no padding

“Valid”:  $n \times n \quad * \quad f \times f \quad \rightarrow \quad \frac{n-f+1}{1} \times \frac{n-f+1}{1}$   
 $6 \times 6 \quad * \quad 3 \times 3 \quad \rightarrow \quad 4 \times 4$

“Same”: Pad so that output size is the same as the input size.

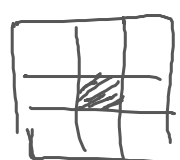
$$n + 2p - f + 1 \times n + 2p - f + 1$$

$$\cancel{n + 2p - f + 1} = \cancel{n} \Rightarrow \boxed{p = \frac{f-1}{2}}$$

$3 \times 3 \quad p = \frac{3-1}{2} = 1 \quad \left| \quad \begin{matrix} 5 \times 5 \\ f=5 \end{matrix} \right. \quad p=2$

$f$  is usually odd

$1 \times 1$   
 $3 \times 3$   
 $5 \times 5$   
 $7 \times 7$



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# Convolutional Neural Networks

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**Strided**  
convolutions

$$(n \times n) * (f \times f) \xRightarrow{f, s} \left\lfloor \frac{n+2p-f}{s} + 1 \right\rfloor \times \left\lfloor \frac{n+2p-f}{s} + 1 \right\rfloor$$

# Strided convolution

2 <sup>3</sup>	3 <sup>4</sup>	7 <sup>3</sup>	4 <sup>4</sup>	6 <sup>3</sup>	2 <sup>4</sup>	9 <sup>4</sup>
6 <sup>1</sup>	6 <sup>0</sup>	9 <sup>1</sup>	8 <sup>0</sup>	7 <sup>1</sup>	4 <sup>0</sup>	3 <sup>2</sup>
3 <sup>3</sup>	4 <sup>4</sup>	8 <sup>3</sup>	3 <sup>4</sup>	8 <sup>3</sup>	9 <sup>4</sup>	7 <sup>4</sup>
7 <sup>1</sup>	8 <sup>0</sup>	3 <sup>1</sup>	6 <sup>0</sup>	6 <sup>1</sup>	3 <sup>0</sup>	4 <sup>2</sup>
4 <sup>3</sup>	2 <sup>4</sup>	1 <sup>3</sup>	8 <sup>4</sup>	3 <sup>3</sup>	4 <sup>4</sup>	6 <sup>4</sup>
3 <sup>1</sup>	2 <sup>0</sup>	4 <sup>1</sup>	1 <sup>0</sup>	9 <sup>1</sup>	8 <sup>0</sup>	3 <sup>2</sup>
0 <sup>-1</sup>	1 <sup>0</sup>	3 <sup>-1</sup>	9 <sup>0</sup>	2 <sup>-1</sup>	1 <sup>0</sup>	4 <sup>3</sup>

7x7

3	4	4
1	0	2
-1	0	3

3x3

stride = 2

=

91	100	83
69	91	127
44	72	74

3x3

$\lfloor z \rfloor = \text{floor}(z)$

$n \times n$  \*  $f \times f$   
 padding  $p$       stride  $s$   
 $s = 2$

$$\left\lfloor \frac{n + 2p - f}{s} + 1 \right\rfloor \times \left\lfloor \frac{n + 2p - f}{s} + 1 \right\rfloor$$

$$\frac{7 + 0 - 3}{2} + 1 = \frac{4}{2} + 1 = 3$$

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# Summary of convolutions

$n \times n$  image       $f \times f$  filter

padding  $p$       stride  $s$

Output Size:

$$\left\lfloor \frac{n+2p-f}{s} + 1 \right\rfloor \times \left\lfloor \underbrace{\frac{n+2p-f}{s}} + 1 \right\rfloor$$

# Technical note on cross-correlation vs. convolution

## Convolution in math textbook:

2 <sup>7</sup>	3 <sup>2</sup>	7 <sup>5</sup>	4	6	2
6 <sup>9</sup>	6 <sup>0</sup>	9 <sup>4</sup>	8	7	4
3 <sup>-1</sup>	4 <sup>1</sup>	8 <sup>3</sup>	3	8	9
7	8	3	6	6	3
4	2	1	8	3	4
3	2	4	1	9	8

A 3x3 matrix with the top row elements (3, 4, 5) circled. A vertical double-headed arrow on the left is labeled with a circled 3, and a horizontal double-headed arrow at the bottom is labeled with a circled 3.

7	2	5
9	0	4
-1	1	3

A hand-drawn 4x4 grid. The top-left square is shaded with diagonal lines. The grid is drawn with thick black lines on a white background.

$$(A * B) * C = A * (B * C)$$



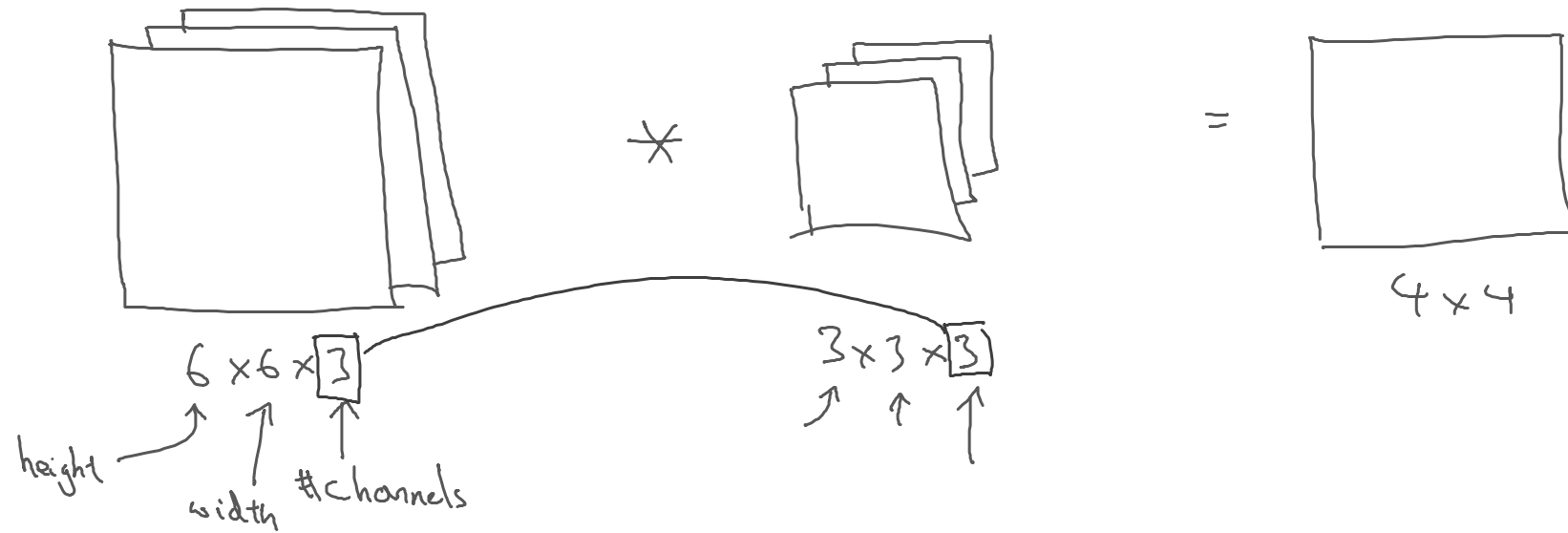
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# Convolutional Neural Networks

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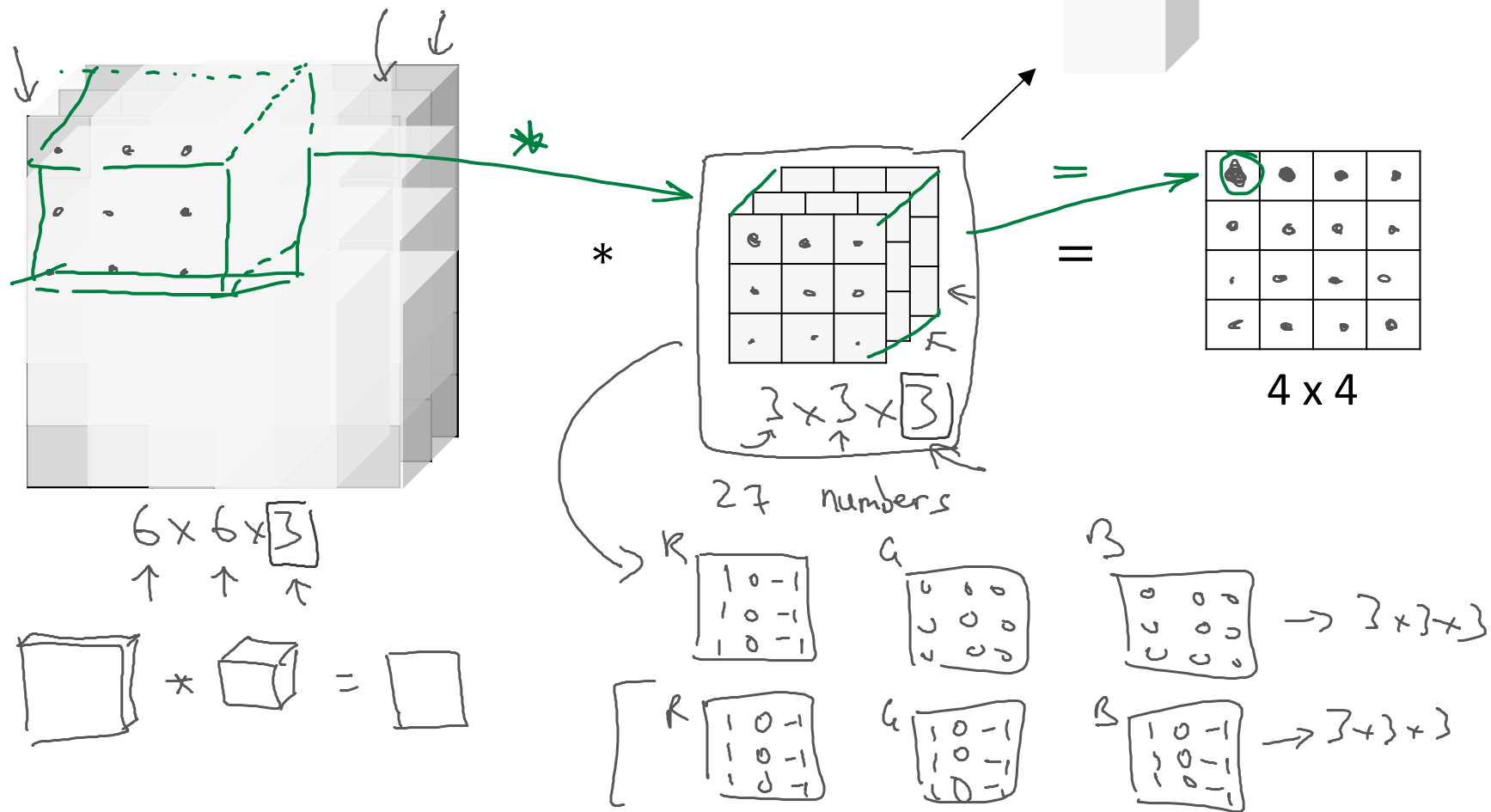
## Convolutions over volumes

# Convolutions on RGB images



یک عکس RGB ابعاد  $3 \times 6 \times 6$  دارد که  $\text{color channel} = 3$  است و فیلترهایی که با ماتریسهای سه رنگ زیر نمایش داده می شوند، از طریق اعمال محاسبات جبری انجام می شوند.  $\text{Conv over volume}$  مع به آن می گویند.

## Convolutions on RGB image

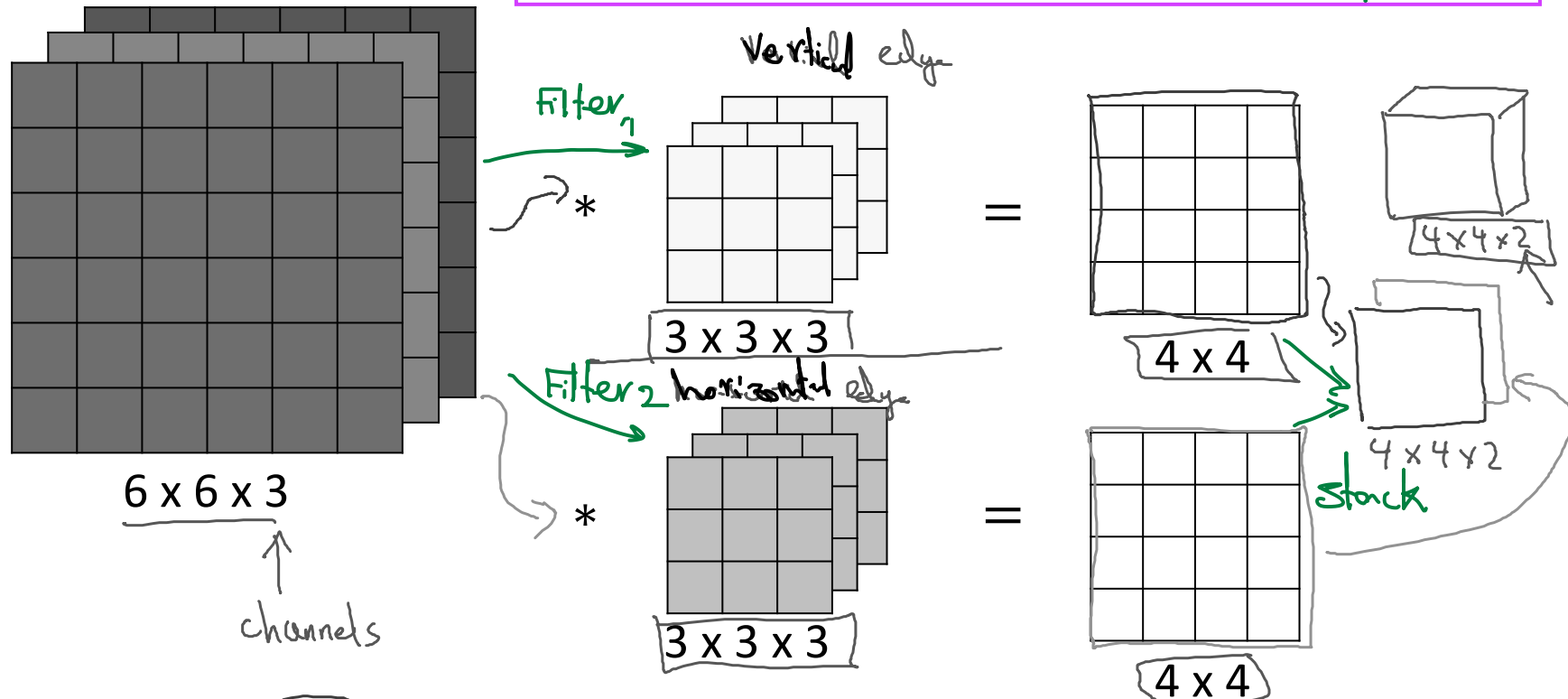


می‌توان همزمان چندین فیلتر را اعمال کرد و سپس نتایج را  $stack_{up}$  کرد.

## Multiple filters

$$(n \times n \times n_c) * (f \times f \times n_c) \rightarrow (n-f+1 \times n-f+1 \times n'_c)$$

$\underbrace{\hspace{10em}}_{\text{جایه برابر جاست}}$ 
 $\underbrace{\hspace{10em}}_{\text{\# filters}}$



Summary:

$$n \times n \times \boxed{n_c} * f \times f \times \boxed{n_c} \rightarrow \frac{n-f+1}{4} \times \frac{n-f+1}{4} \times \frac{n'_c}{2}$$

$6 \times 6 \times 3$ 
 $3 \times 3 \times 3$ 
 $4 \times 4 \times 2$ 
 $\uparrow$  # filters



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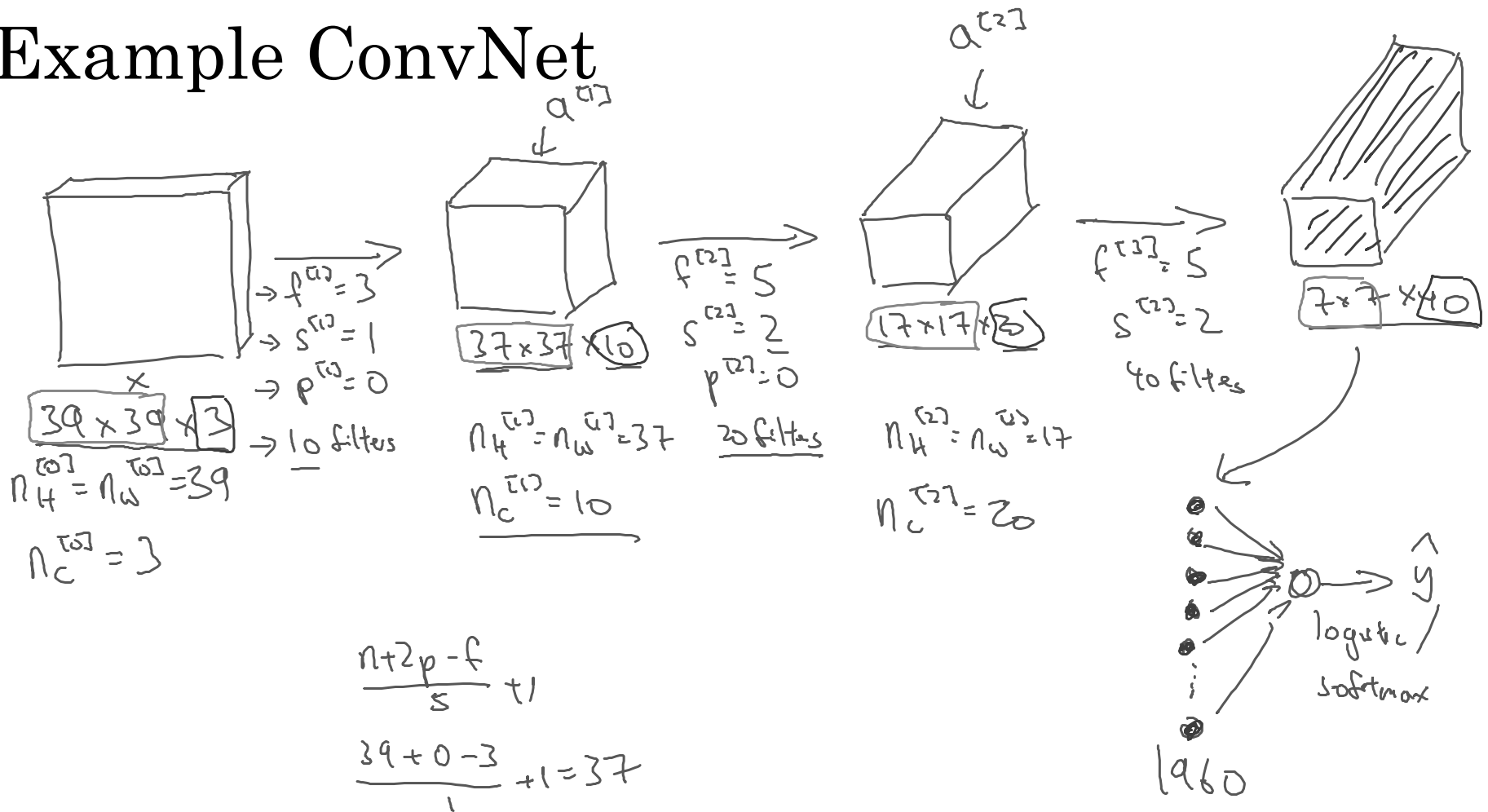
# Convolutional Neural Networks

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## A simple convolution network example

If 10 filters each  $3 \times 3 \times 3 \Rightarrow \# \text{parameters} = 10( \underbrace{3 \times 3 \times 3}_w + \underbrace{1}_b ) = 280$

# Example ConvNet





# Types of layer in a convolutional network:

- Convolution (CONV) ←
- Pooling (POOL) ←
- Fully connected (FC) ←

$f^{[l]}$  = filter size

$p^{[l]}$  = padding

$s^{[l]}$  = stride

$n_c^{[l]}$  = number of filters

Input:  $n_H^{[l-1]} \times n_W^{[l-1]} \times n_C^{[l-1]}$

Output:  $n_H^{[l]} \times n_W^{[l]} \times n_C^{[l]}$

$$n_W^{[l]} = \left\lfloor \frac{n_W^{[l-1]} + 2p^{[l]} - f^{[l]}}{s^{[l]}} + 1 \right\rfloor$$

weights:  $f^{[l]} \times f^{[l]} \times n_C^{[l-1]} \times n_C^{[l]}$

bias:  $1 \times 1 \times 1 \times n_C^{[l]}$

activations  $a = n_H^{[l]} \times n_W^{[l]} \times n_C^{[l]}$

Vectorized  $A^{[l]} = m \times n_H^{[l]} \times n_W^{[l]} \times n_C^{[l]}$   
 $\downarrow$  # samples  $m$

Each filter:  $f^{[l]} \times f^{[l]} \times n_C^{[l-1]}$

Notation  
Summary



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# Convolutional Neural Networks

Pooling layers

max ← مرسوم  
average

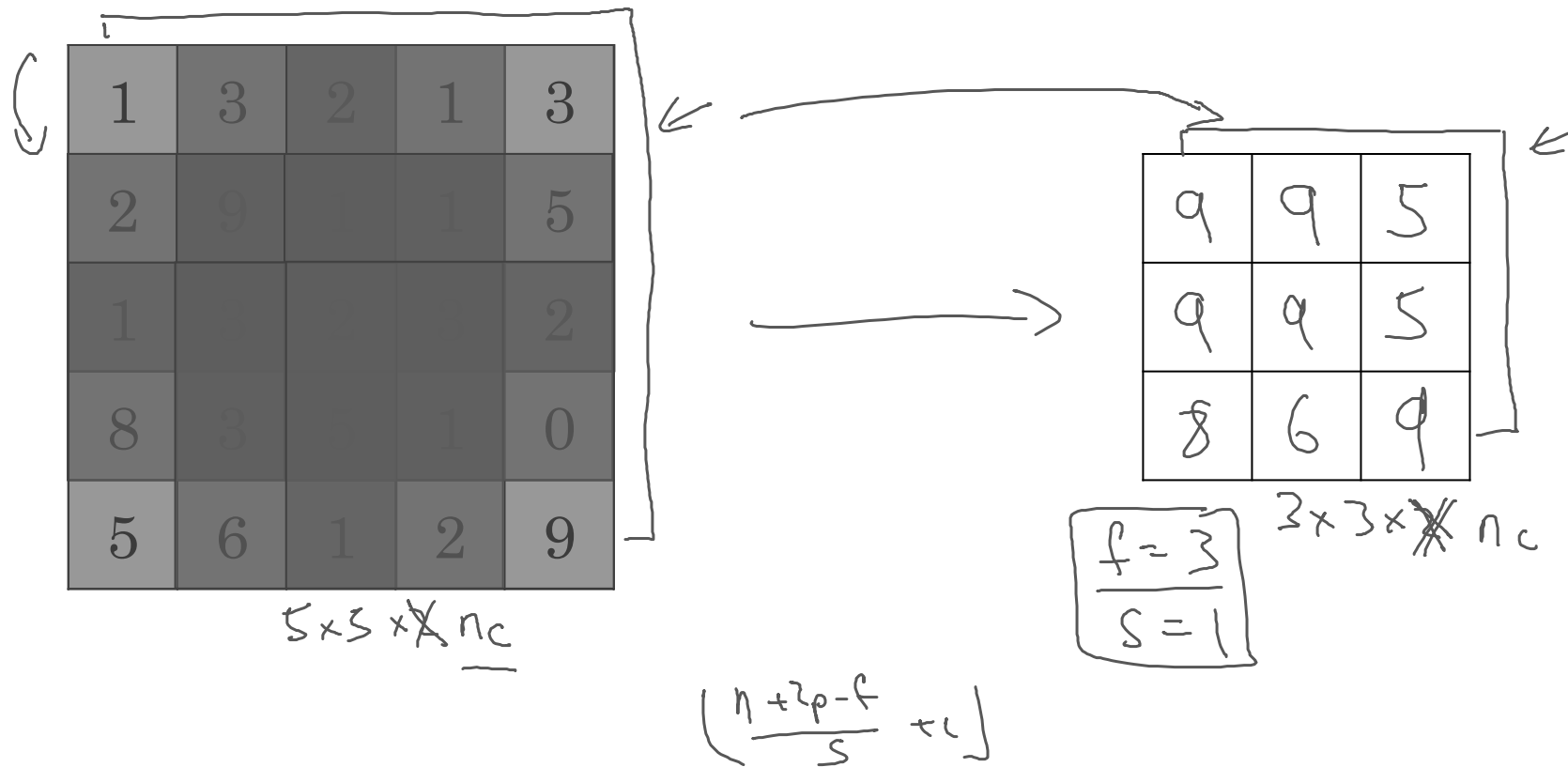
#Parameters = 0

#Hyperparameter =  $f, s$  (usually  $p=0$ )

باعث کاهش  $n_w^{[l]}$  و  $n_h^{[l]}$  می شود و افزایش عمق  $n_c^{[l]}$  می شود. ← کاربرد Pool و FC: ساینز represent، سگت ↑ می دهند.

$$n_H \times n_W \times n_C \rightarrow \left\lfloor \frac{n_H - f}{s} + 1 \right\rfloor \times \left\lfloor \frac{n_W - f}{s} + 1 \right\rfloor \times n_C$$

# Pooling layer: Max pooling



# Pooling layer: Average pooling

1	3	2	1
2	9	1	1
1	4	2	3
5	6	1	2



3.75	1.25
4	2

$$f=2$$
$$s=2$$

$$\underline{7 \times 7 \times 1000} \rightarrow 1 \times 1 \times 1000$$

# Summary of pooling

Hyperparameters:

f : filter size  
s : stride  
Max or average pooling

f=2, s=2  
f=3, s=2

~~⇒ p: padding.~~

No parameters to learn!

$$\begin{array}{c} n_H \times n_W \times \underline{n_C} \\ \downarrow \\ \left\lfloor \frac{n_H - f}{s} + 1 \right\rfloor \times \left\lfloor \frac{n_W - f}{s} + 1 \right\rfloor \\ \times \underline{n_C} \end{array}$$



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# Convolutional Neural Networks

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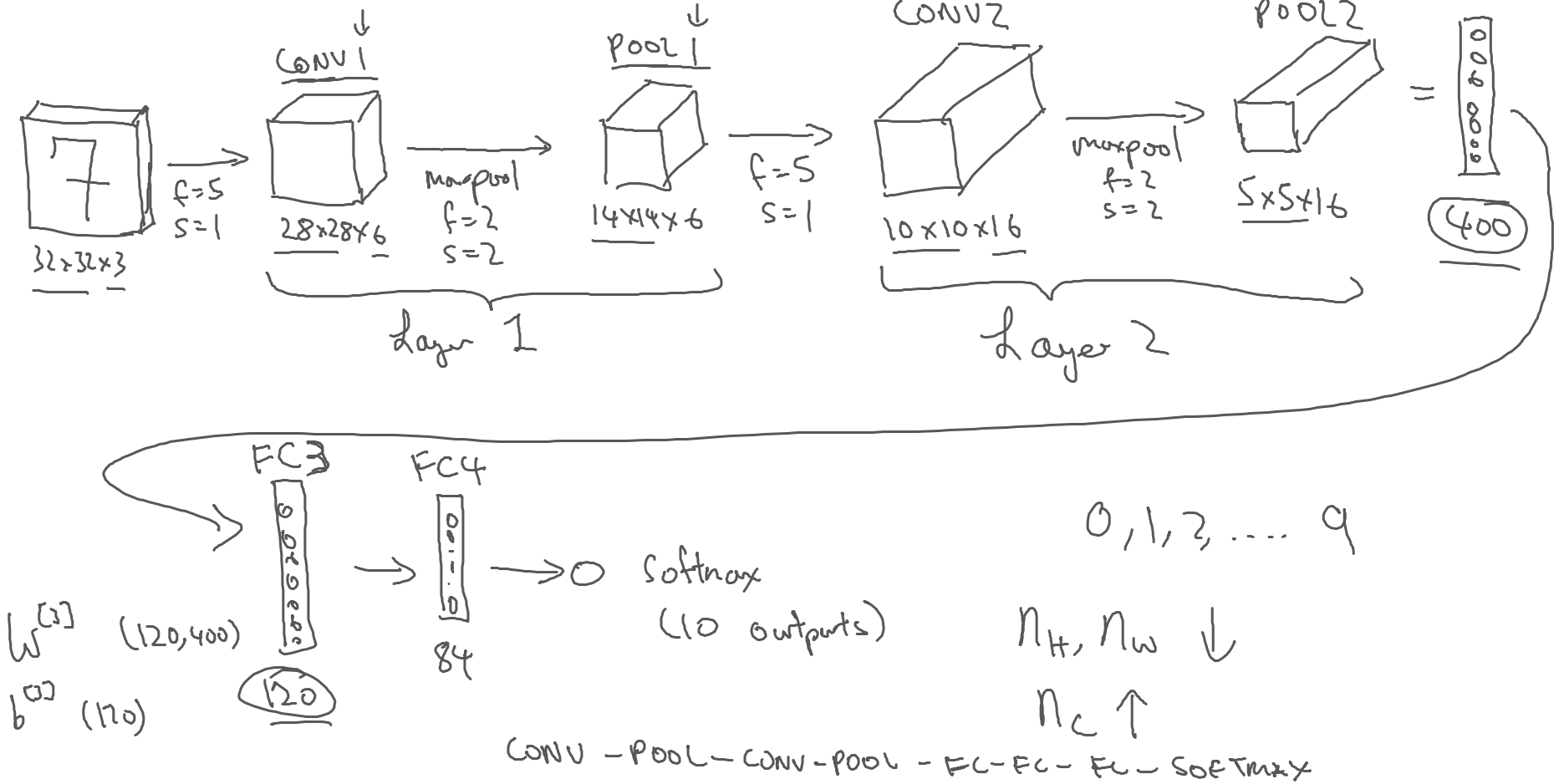
## Convolutional neural network example

$\text{LeNet-5} = \underbrace{\text{conv} - \text{pool}}_{\text{layer}_1} - \underbrace{\text{conv} - \text{pool}}_{\text{layer}_2} - \underbrace{\text{FC}}_{l_3} - \underbrace{\text{FC}}_{l_4} - \underbrace{\text{FC}}_{l_5} - \text{softmax}$

flattening

# Neural network example

(LeNet-5)



# Neural network example

	Activation shape	Activation Size	# parameters
Input:	(32,32,3)	— 3,072 $a^{[0]}$	0
Conv1 ( $f=5, s=1$ )	(28, 28, 8)	<u>6272</u> $8 \times (5 \times 5 \times 3 + 1) = 608 \leftarrow$	
Pool1	(14, 14, 8)	<u>1568</u>	0 $\leftarrow$
Conv2 ( $f=5, s=1$ )	(10, 10, 16)	<u>1600</u> $16 \times (5 \times 5 \times 8 + 1) = 3216 \leftarrow$	
Pool2	(5, 5, 16)	<u>400</u>	0 $\leftarrow$
Fc3	(120, 1)	<u>120</u> $400 \times 120 + 120 = 48120$	
Fc4	(84, 1)	<u>84</u> $120 \times 84 + 84 = 10164$	
Softmax	(10, 1)	<u>10</u> $84 \times 10 + 10 = 850$	





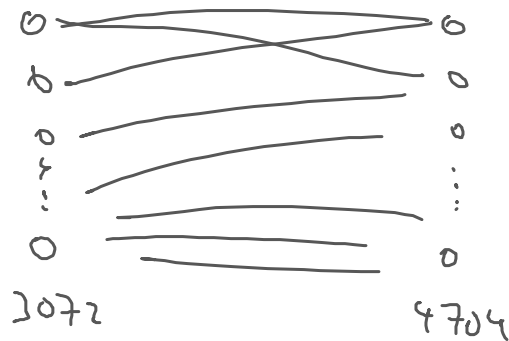
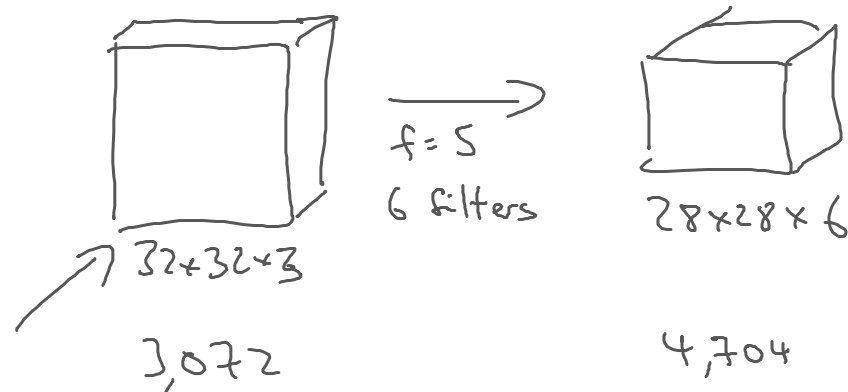
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# Convolutional Neural Networks

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## Why convolutions?

# Why convolutions



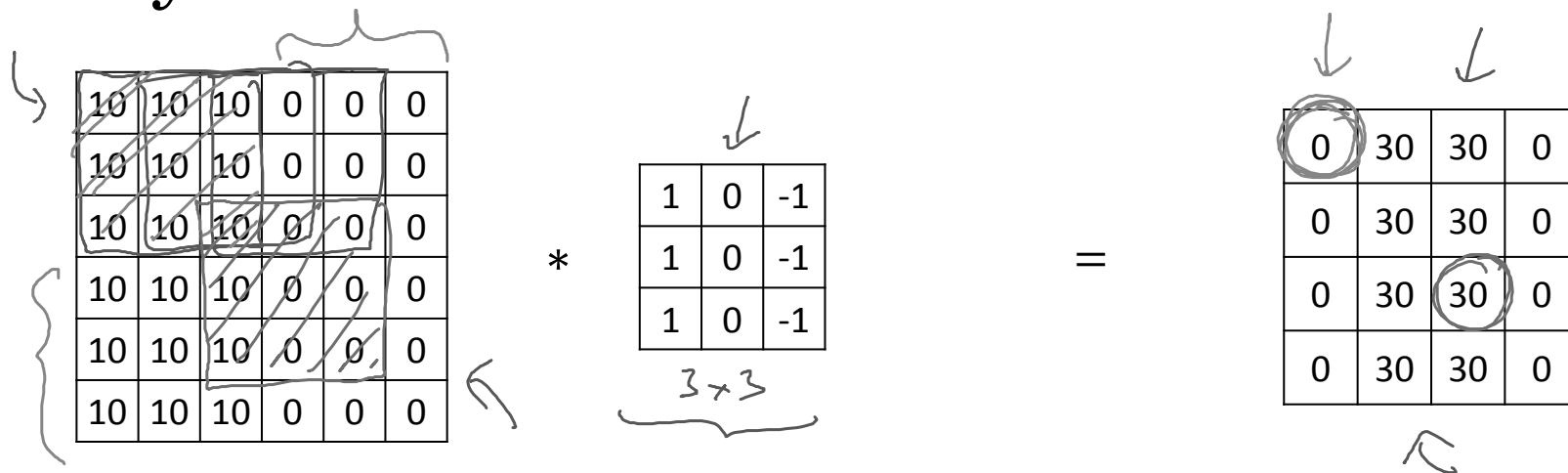
$$5 \times 5 = 25$$

$$26$$

$$6 \times 26 = 156 \text{ parameters}$$

$$3,072 \times 4,704 \approx \underline{14M}$$

# Why convolutions



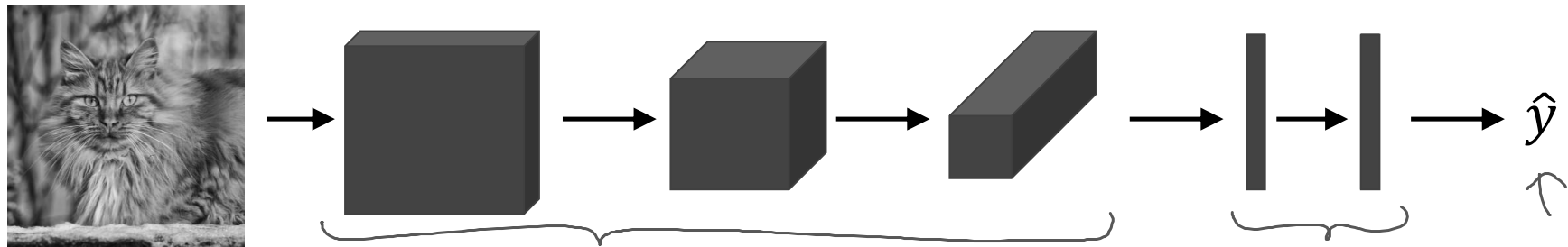
در برداری Convnet  
برای کار با همگی

**Parameter sharing:** A feature detector (such as a vertical edge detector) that's useful in one part of the image is probably useful in another part of the image.

→ **Sparsity of connections:** In each layer, each output value depends only on a small number of inputs.

# Putting it together

Training set  $(x^{(1)}, y^{(1)}) \dots (x^{(m)}, y^{(m)})$ .



$$\text{Cost } J = \frac{1}{m} \sum_{i=1}^m \mathcal{L}(\hat{y}^{(i)}, y^{(i)})$$

Use gradient descent to optimize parameters to reduce  $J$