



They are specially designed to processing. in image recognition and processing.

multilayer perception (MLP) are mostly used and provide very good result, further more, the training time remains resonable. However, for larger datasets with larger images the novot parameter for the model in creases exponentially, therefore, training becomes longer and performance

* The convolution algorithm:

of product operation of a filter - also called a kernel - with a matrix of images to entract from it some pre-determined characteristics.

Literally - speaking we use a convolution filter to "filter" the image to and display only what redly matter to us.



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	0	2	0
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0

* Deep Learning approach for convolution:

problem, we have two categories
namely dog & cat. classifying an
image, in one of these categories,
depends on singular characteristics
such as the shape of the skull, shape
of the ears, shapes of the eyes etc.
only these characteristics
matter to perform this classification
task, the other information is not
important to us.

starthing four an image, to be able to extract the main characteristic in teresting for the classification problem by using appropriate filters. In a peep Learning context, it will be the model to determine these filters by training on the doltaset.



* Padding and edge effect:

- lets take again

the example of the convolution

animated above and look of the

dimensions of the output image;

also couled feature map. The input

image is a matrix 6x6 PX sized,

the filter is a zx3 matrix we

can see that the feature map

is 4x4 PX sized. By the way

generally - specifying, the size of

the feature map is,

m = U - B + 7

a feature map with same size as the input image, we have to add zerous around the input image before the convolution, the input image is padded with zerous hence the name is of this operation padding.

we know that the coefficients

of filters are updated these can be



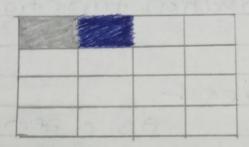
negative as we have seen above with the sobel filter, it then comes that the coefficient of the feature map can hold large negative value during travining. Since we know these values represents pixel levels and therefore positive, we can apply a function to replace the negative values with zeros and keep the positive values as they are. This is an activation function called rely.

* convolution layer:-

Convolution is to apply a filter or kernal to an input image, we then get a feature map that high lights characteristics or features of the input image: outline, spots, shapes etc. Fach filter has a simple and precise task to achieve. So, to solve our classification problem we will have to use several filters; and by combining the features highlighted by those filters, such as shape of ears, eyes and contours, our model

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Respective fields of neurons.



will be able to get trained to distinguish a dog from a cat.

* Advanced approve h of convolution;

- In the poevious description

it is said that convolution is to

multiply a stidling matrix with and

input matrix image. Although

this explanation is slightly different
but not much more complex. Tets

tot take the example of ours first

convolution with a 3x3 kernal

and a 6x6 Px matrix. we use

the formula above to predict the

size of the feature map, 4x4 Px.

Rosition top left of the Pixel at map directly depends both on the pixel values in the input image and the values of the convolution kernal. The value of this pixel is according to the con volution algorithm.

5 2e; w;



where the wi are the coefficients of the convolution kernal and the xi, the coefficients of the matrix in the gree Pencil box. Lets remind the convolution kernel.

2	2	0	
0	2	0	
0	7	7	

convolution kernel

conclusion i-

The purpose of this archicle was to introduce convolutional neurodl networks with their major interest. In general, these networks provide excellent secults for classification and secagnition tasks. If the problem to solve is to look for a pattern in a sequence then convolution networks will be guid candidates.