



# Fundamentals of Deep Learning

Part 3: Convolutional Neural Networks





# Agenda

- Part 1: An Introduction to Deep Learning

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- Part 2: How a Neural Network Trains

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- Part 3: Convolutional Neural Networks
- Part 4: Data Augmentation and Deployment

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- Part 5: Pre-Trained Models

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- Part 6: Advanced Architectures

## Recap of the exercise

Trained a dense neural network model

Training accuracy was high

Validation accuracy was low

Evidence of overfitting





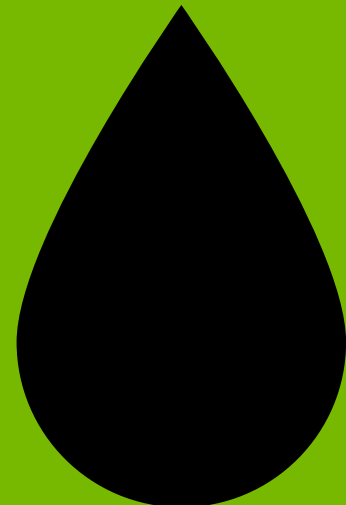
# Kernels and Convolution




# Kernels and Convolution




Original Image




Blur



Sharpen



Brighten



Darken

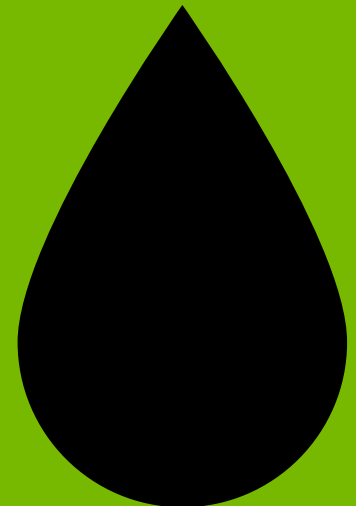




# Kernels and Convolution

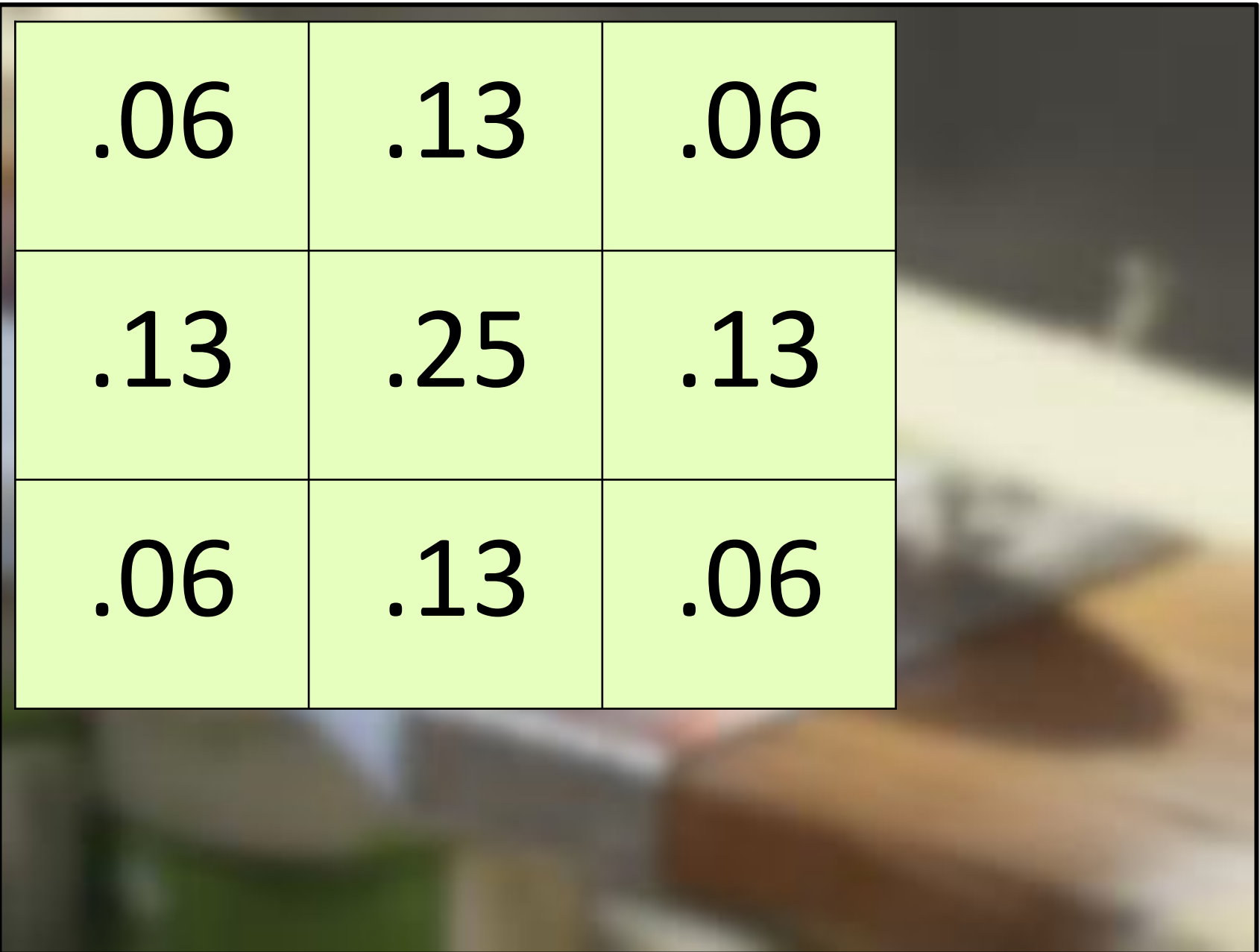



Original Image



Blur

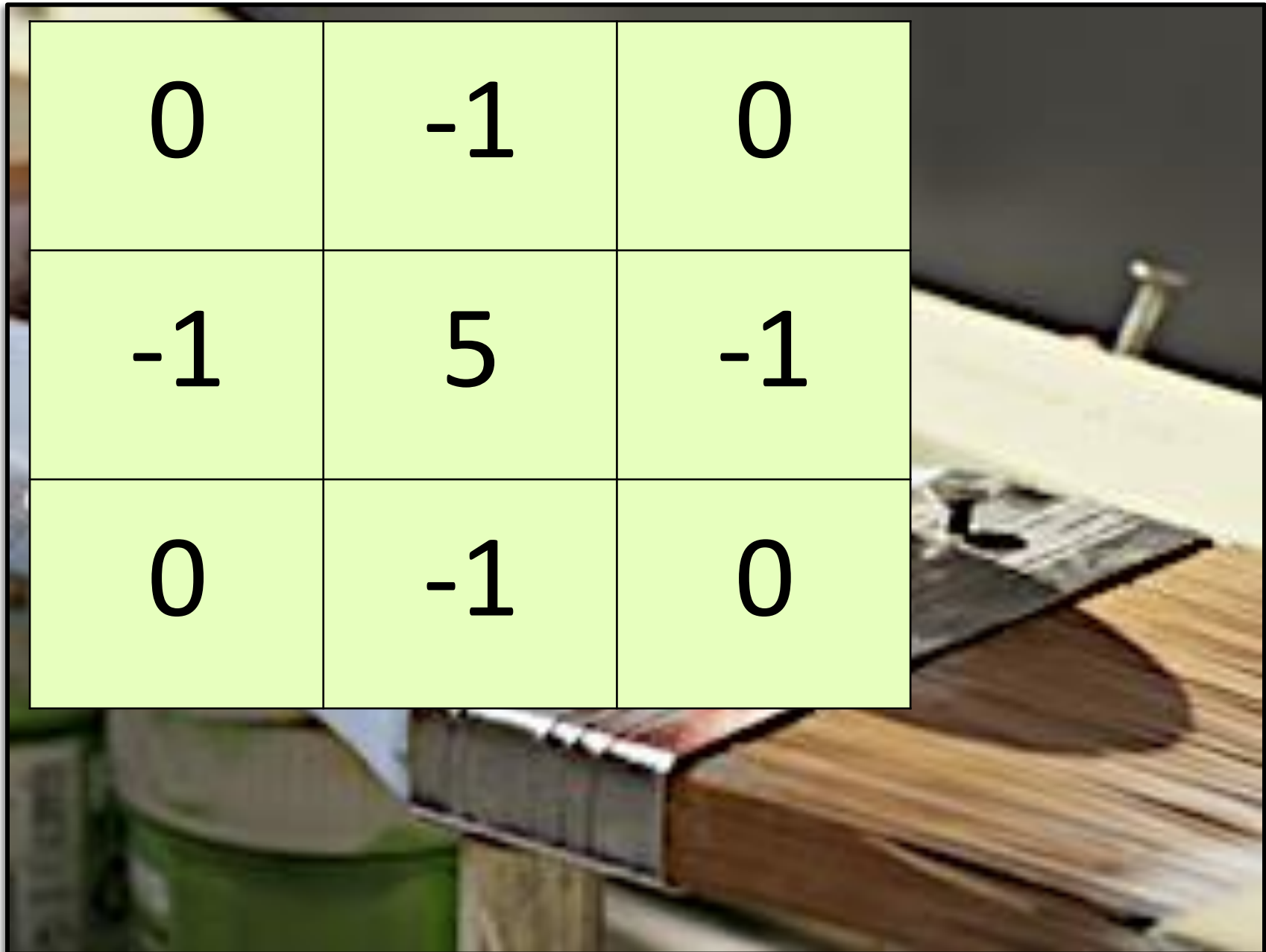
.06	.13	.06
.13	.25	.13
.06	.13	.06

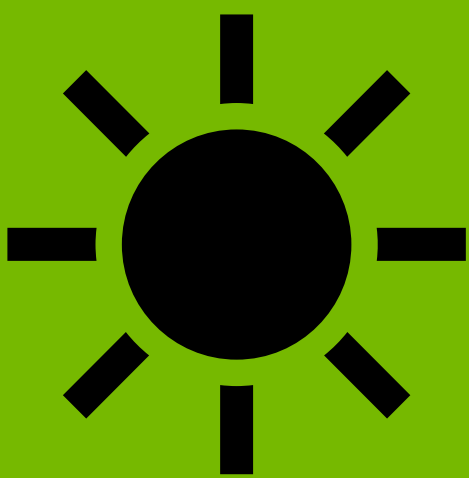




Sharpen

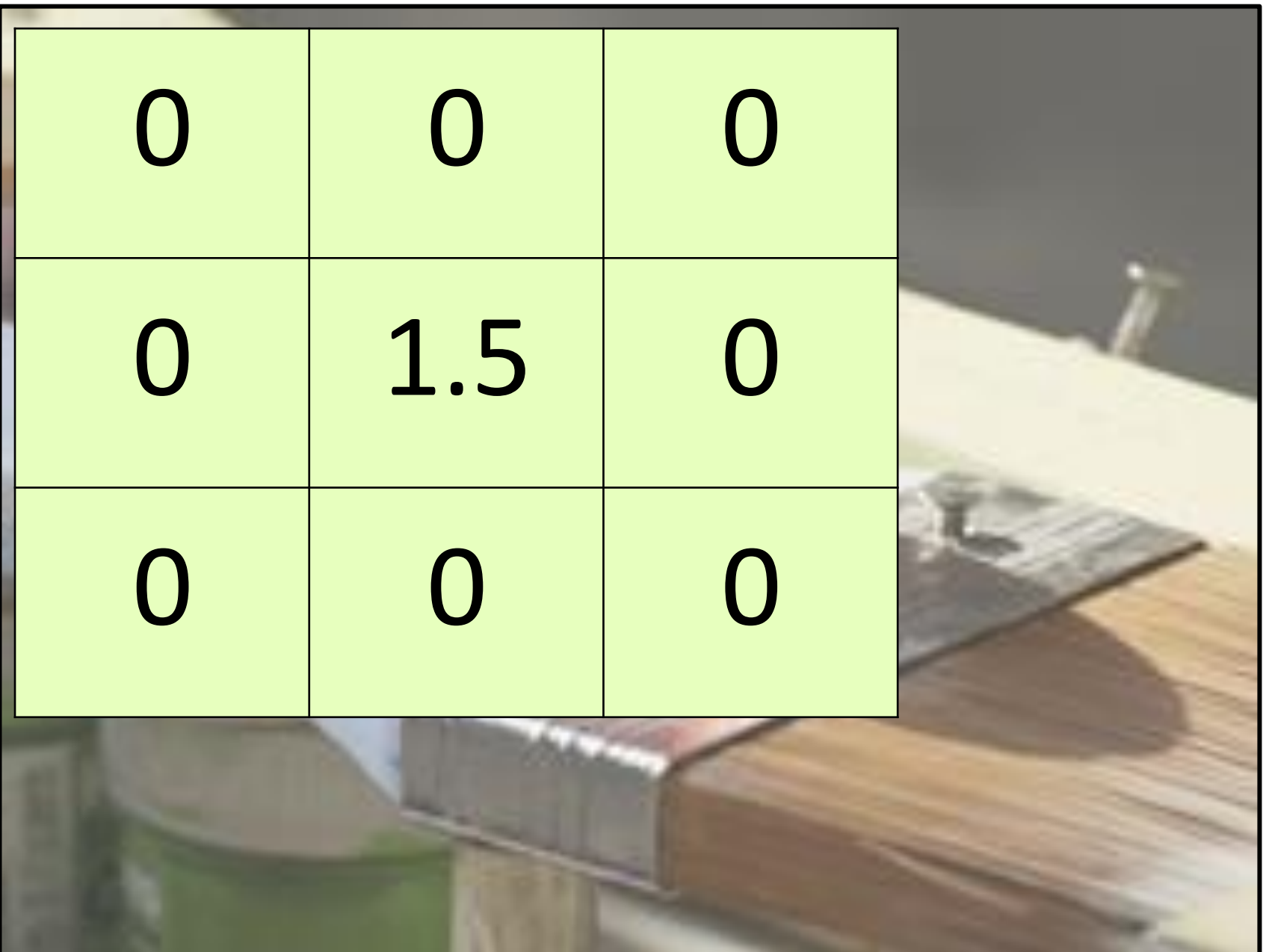
0	-1	0
-1	5	-1
0	-1	0






Brighten

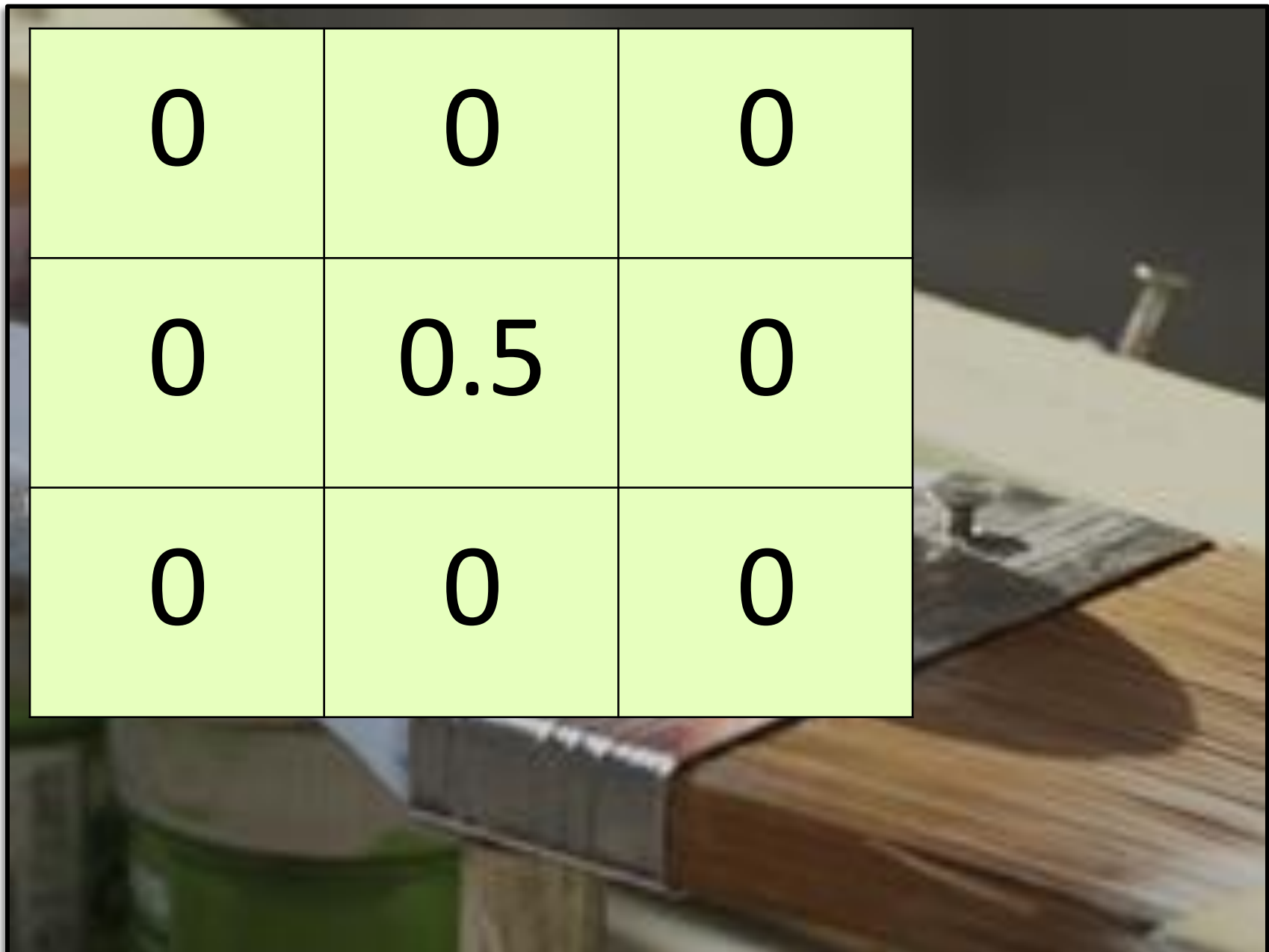
0	0	0
0	1.5	0
0	0	0





Darken

0	0	0
0	0.5	0
0	0	0



# Kernels and Convolution

Blur Kernel

.06	.13	.06
.13	.25	.13
.06	.13	.06

\*

Original Image

1	0	1	1	0	1
0	1	0	0	1	0
0	1	1	1	1	0
0	1	1	1	1	0
1	0	1	1	0	1
1	1	0	0	1	1

=

Convolved Image


# Kernels and Convolution

Blur Kernel

.06	.13	.06
.13	.25	.13
.06	.13	.06

\*

Original Image

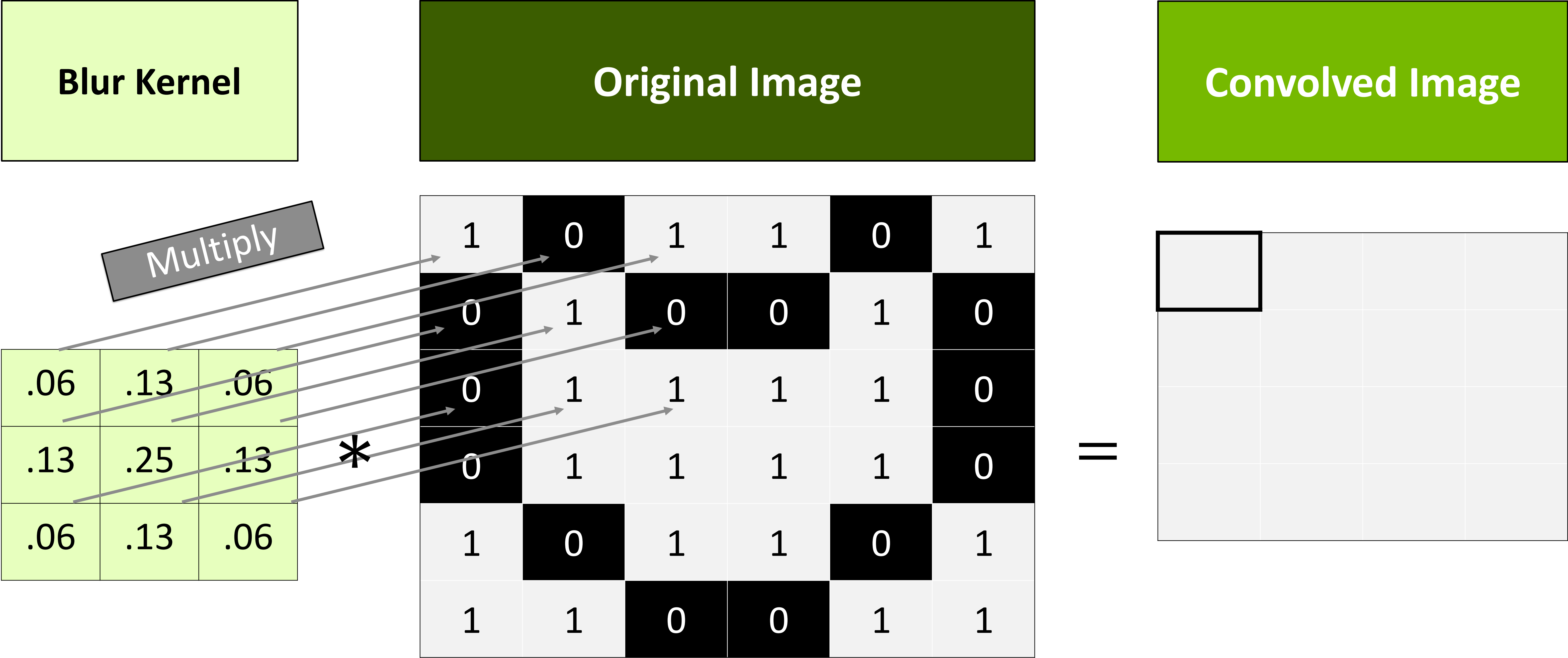
1	0	1	1	0	1
0	1	0	0	1	0
0	1	1	1	1	0
0	1	1	1	1	0
1	0	1	1	0	1
1	1	0	0	1	1

=

Convolved Image




# Kernels and Convolution





# Kernels and Convolution

Blur Kernel

Original Image

Convolved Image

.06	.13	.06
.13	.25	.13
.06	.13	.06

\*

.06	0	.06	1	0	1
0	.25	0	Total		0
0	.13	.06	1	1	0
0	1	1	1	1	0
1	0	1	1	0	1
1	1	0	0	1	1

=

.56			



# Kernels and Convolution

Blur Kernel

.06	.13	.06
.13	.25	.13
.06	.13	.06

\*

Original Image

1	0	.13	.06	0	1
0	.13	0	0	1	0
0	.06	.13	.06	1	0
0	1	1	1	1	0
1	0	1	1	0	1
1	1	0	0	1	1

=

Convolved Image

.56	.57		



# Kernels and Convolution

Blur Kernel

.06	.13	.06
.13	.25	.13
.06	.13	.06

\*

Original Image

1	0	1	1	0	1
0	1	0	0	1	0
0	1	1	1	1	0
0	1	1	1	1	0
1	0	1	1	0	1
1	1	0	0	1	1

=

Convolved Image

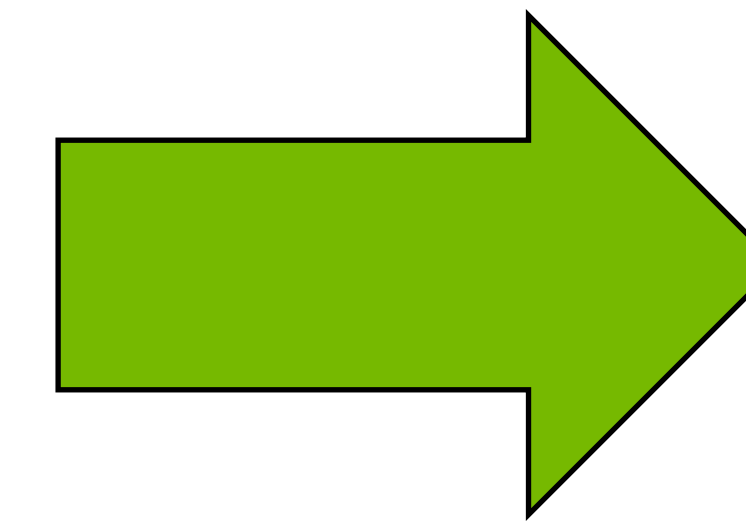
.56	.57	.57	.56
.7	.82	.82	.7
.69	.95	.95	.69
.64	.69	.69	.64



# Stride

Stride 1

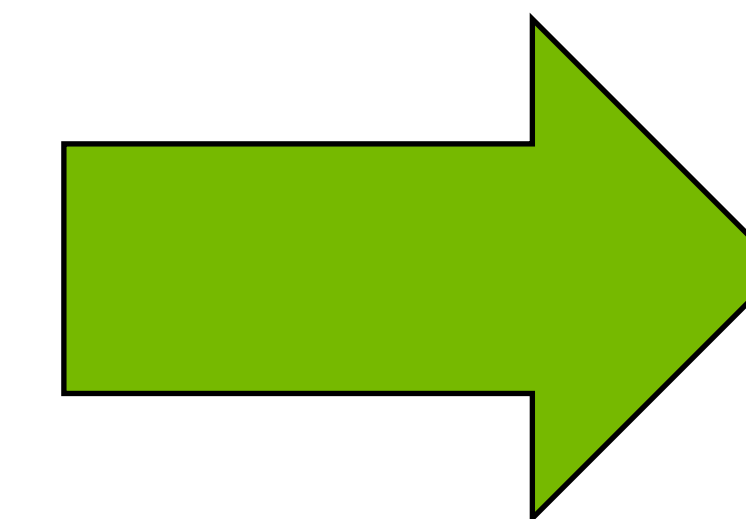
1	0	1	1	0	1
0	1	0	0	1	0
0	1	1	1	1	0



.56	.57	.57	.56
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Stride 2

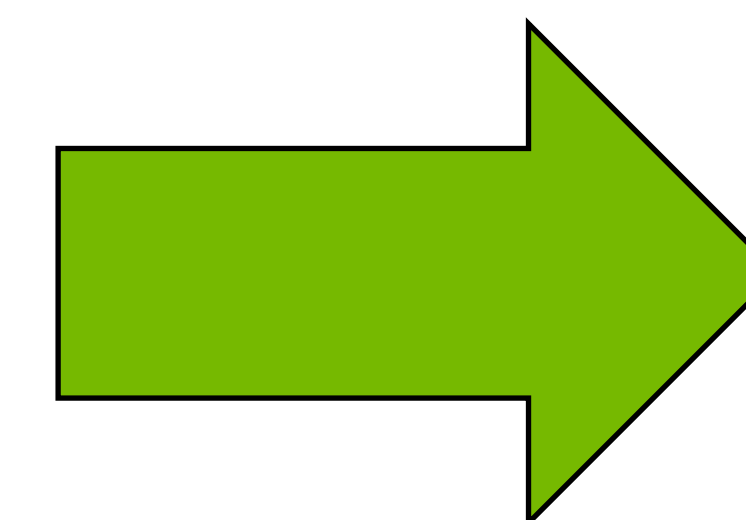
1	0	1	1	0	1
0	1	0	0	1	0
0	1	1	1	1	0



.56	.57
-----	-----

Stride 3

1	0	1	1	0	1
0	1	0	0	1	0
0	1	1	1	1	0



.56	.56
-----	-----



# Padding

Original Image

1	0	1	1	0	1
0	1	0	0	1	0
0	1	1	1	1	0
0	1	1	1	1	0
1	0	1	1	0	1
1	1	0	0	1	1

Zero Padding

0	0	0	0	0	0	0	0
0	1	0	1	1	0	1	0
0	0	1	0	0	1	0	0
0	0	1	1	1	1	0	0
0	0	1	1	1	1	0	0
0	1	0	1	1	0	1	0
0	1	1	0	0	1	1	0
0	0	0	0	0	0	0	0



# Padding


Original Image

1	0	1	1	0	1
0	1	0	0	1	0
0	1	1	1	1	0
0	1	1	1	1	0
1	0	1	1	0	1
1	1	0	0	1	1

Mirror Padding

1	1	0	1	1	0	1	1
1	1	0	1	1	0	1	1
0	0	1	0	0	1	0	0
0	0	1	1	1	1	0	0
0	0	1	1	1	1	0	0
1	1	0	1	1	0	1	1
1	1	1	0	0	1	1	1
1	1	1	0	0	1	1	1





# Kernels and Neural Networks



# Kernels and Neural Networks

Kernel

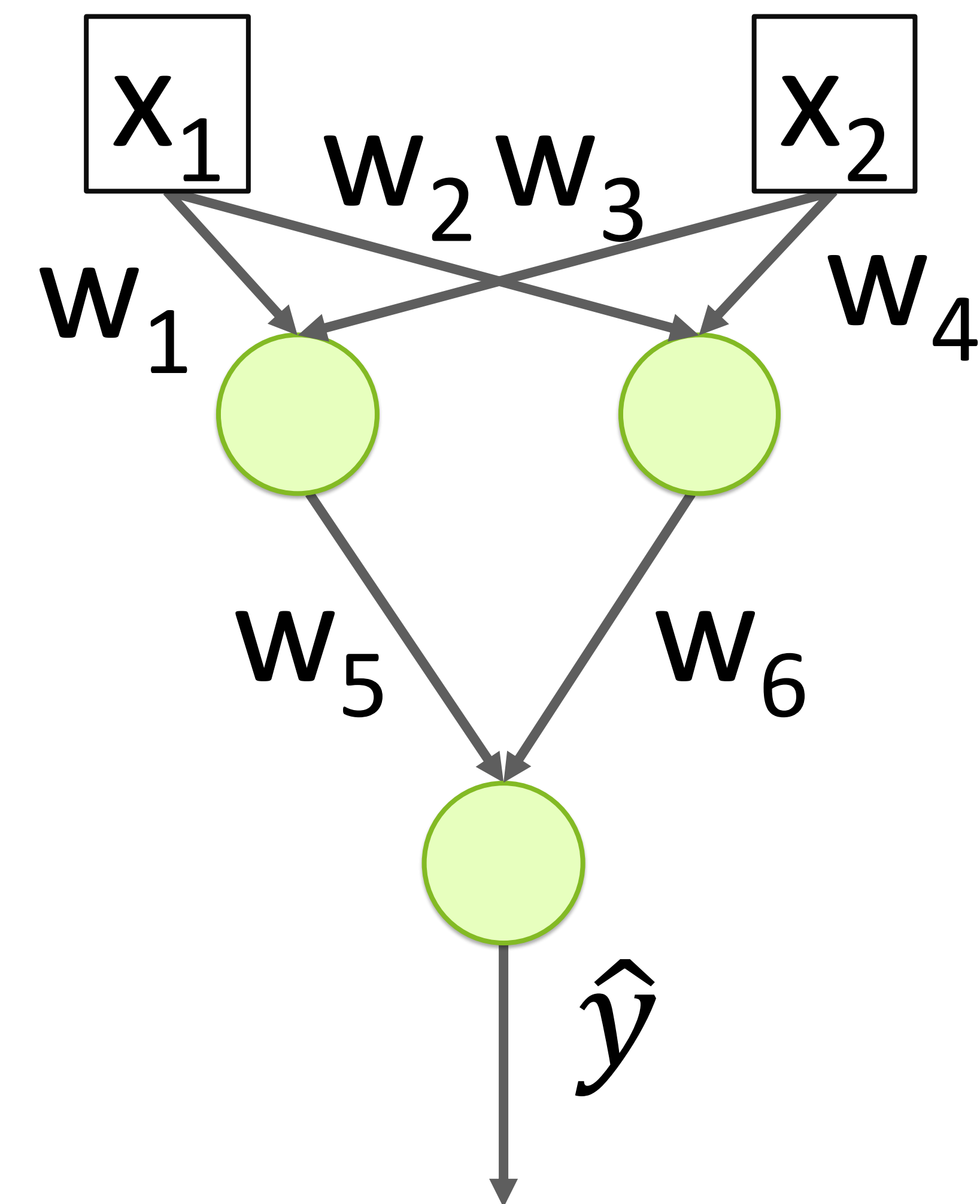
$W_1$	$W_2$	$W_3$
$W_4$	$W_5$	$W_6$
$W_7$	$W_8$	$W_9$

# Kernels and Neural Networks

Kernel

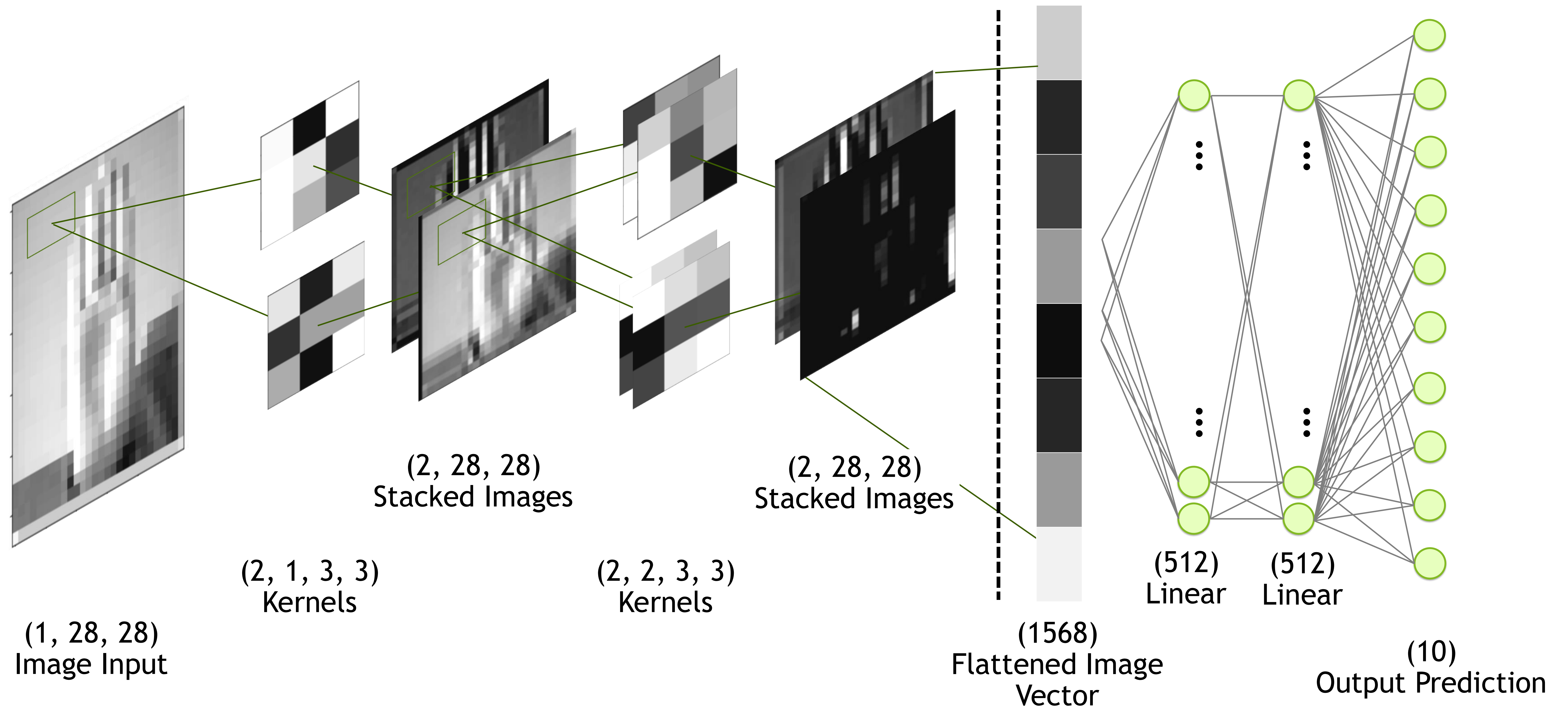
$w_1$	$w_2$	$w_3$
$w_4$	$w_5$	$w_6$
$w_7$	$w_8$	$w_9$

Neuron





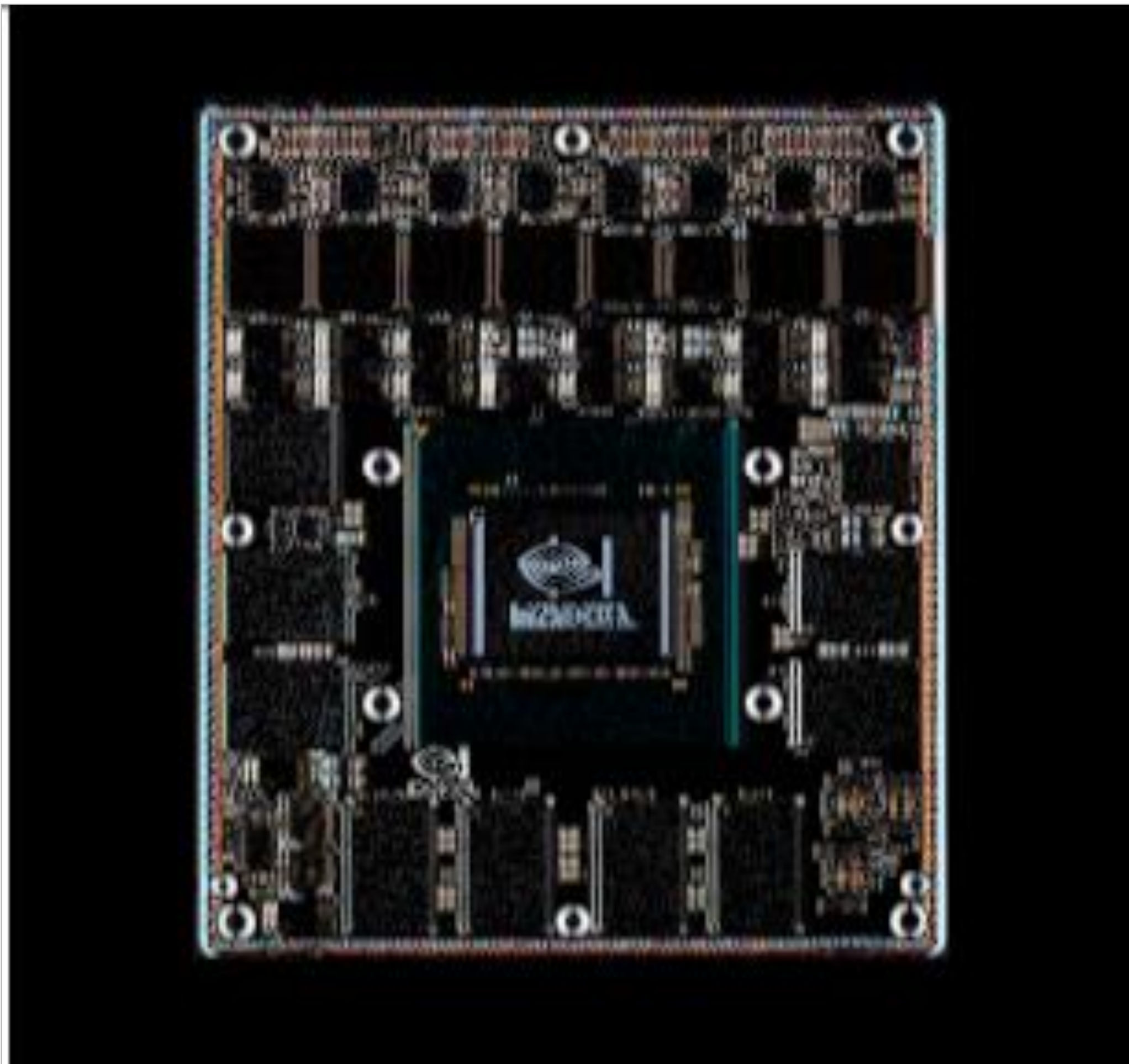
# Kernels and Neural Networks





Finding Edges

Vertical Edges



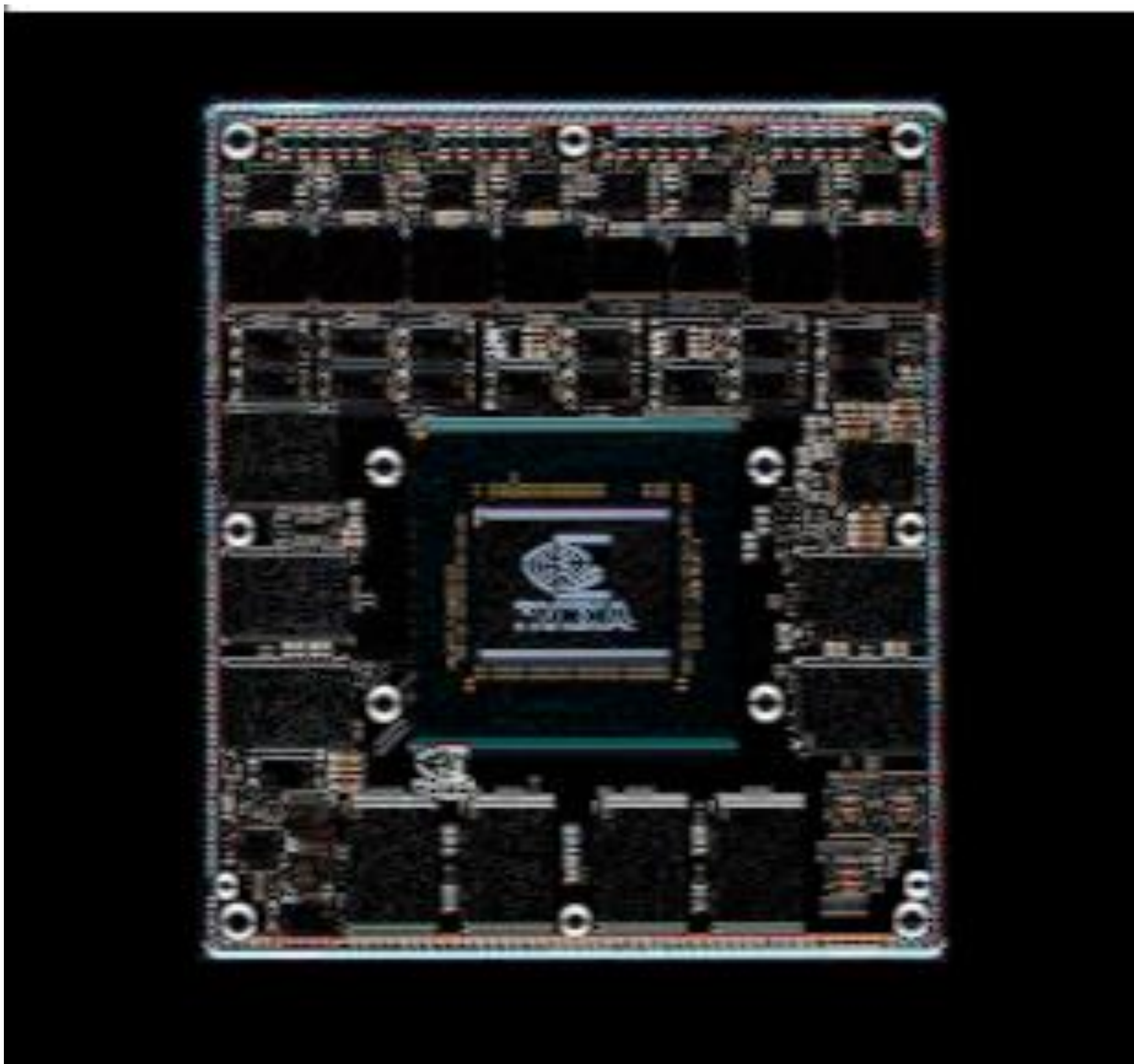
1	0	-1
2	0	-2
1	0	-1

Original Image



0	0	0
0	1	0
0	0	0

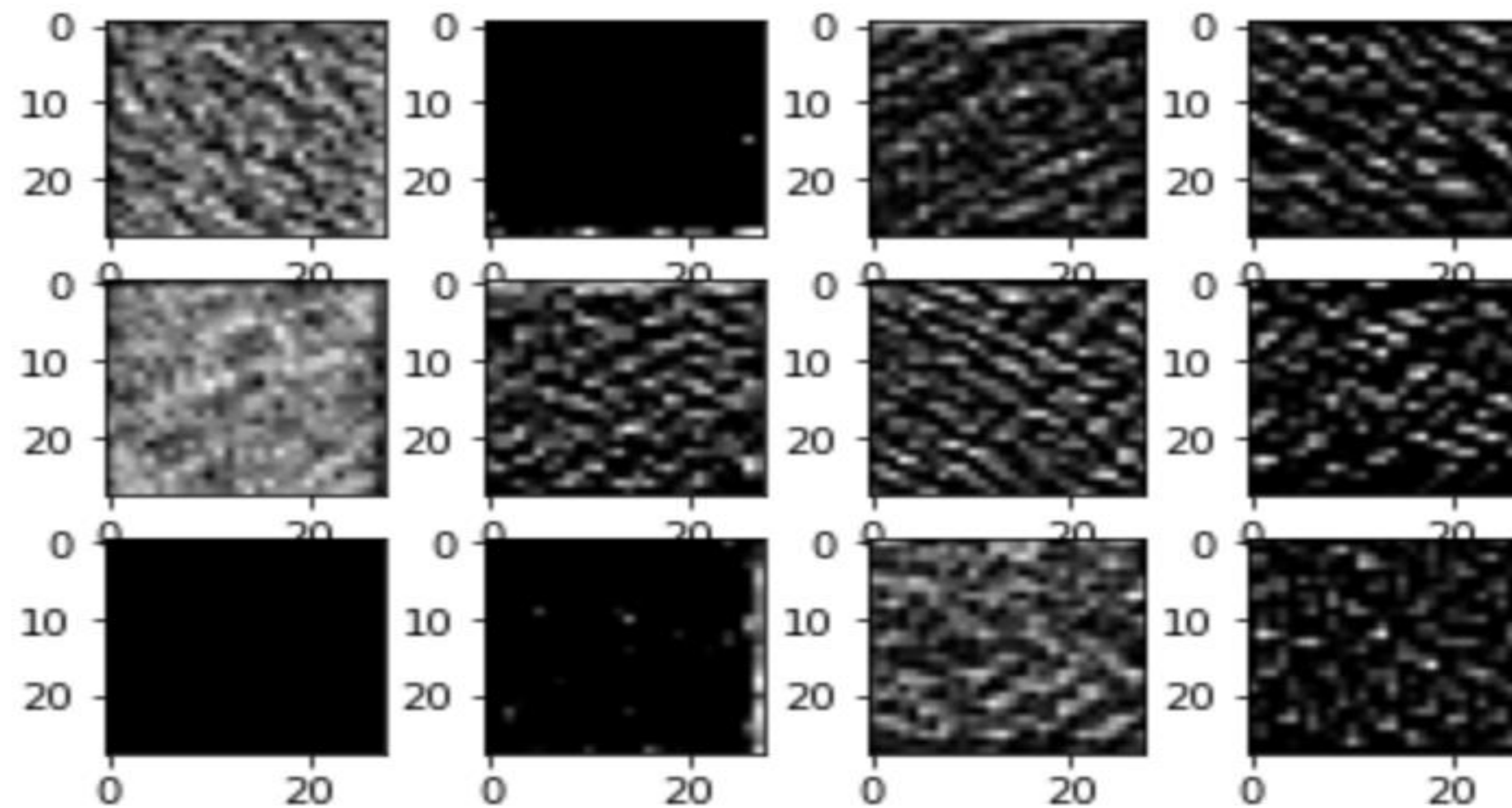
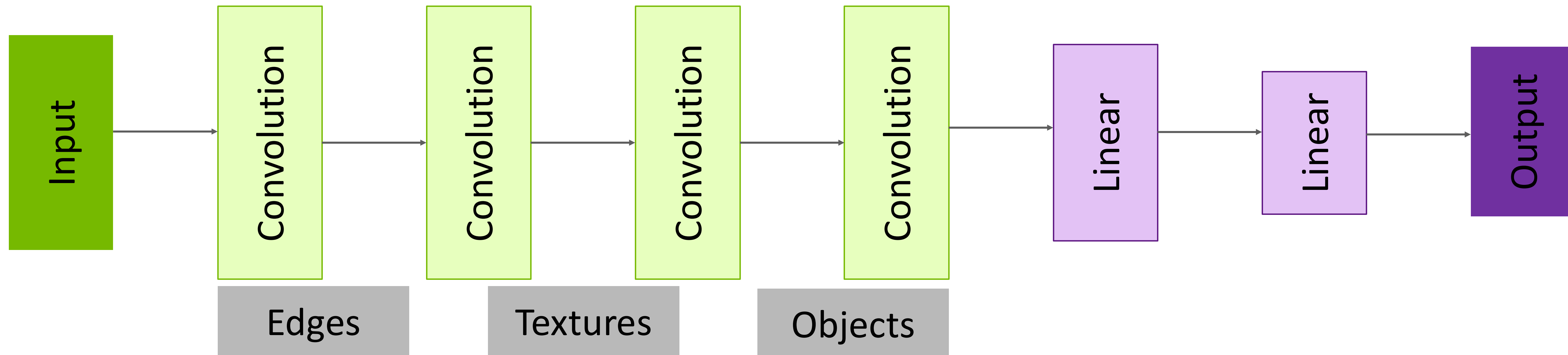
Horizontal Edges



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



# Neural Network Perception





# Neural Network Perception





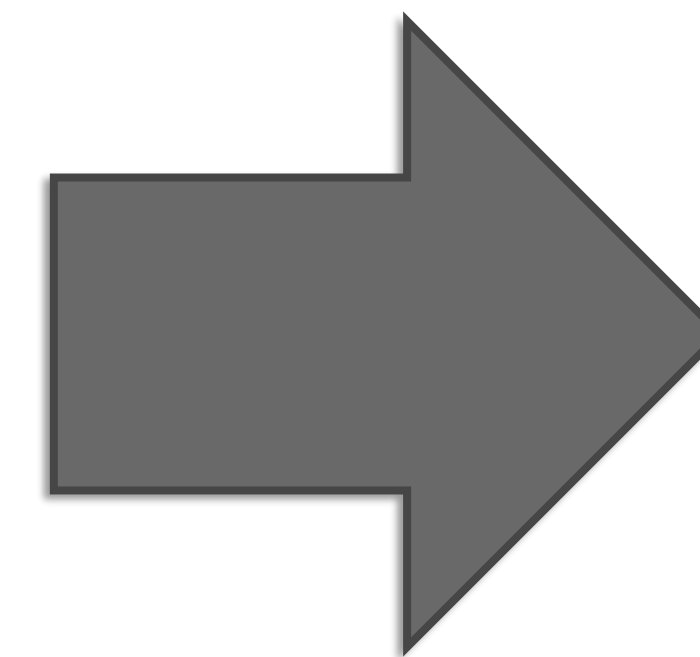


## **Other Layers in the Model**



# Max Pooling

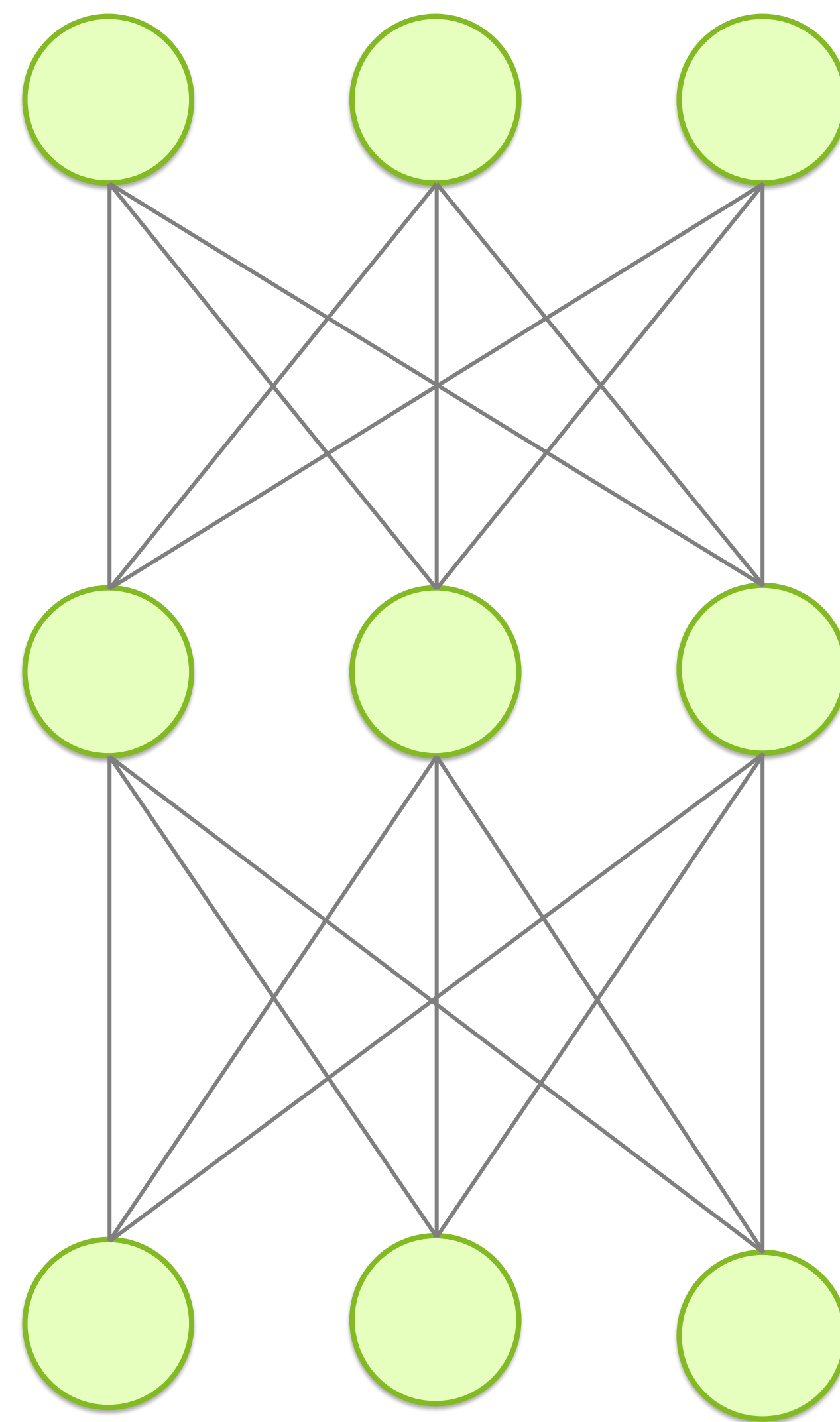
110	256	153	67
12	89	88	43
10	15	50	55
23	9	49	23



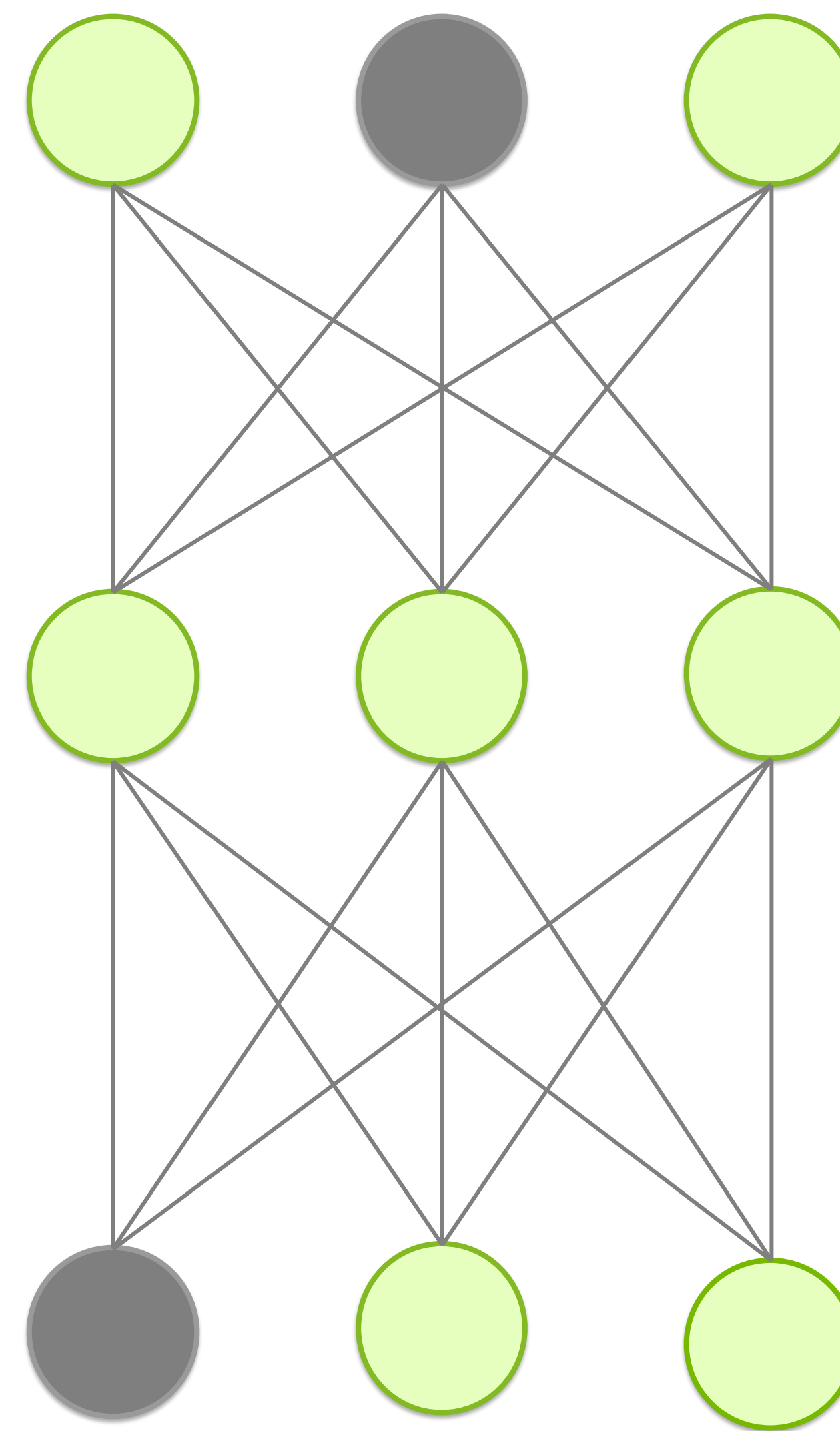
256	153
23	55



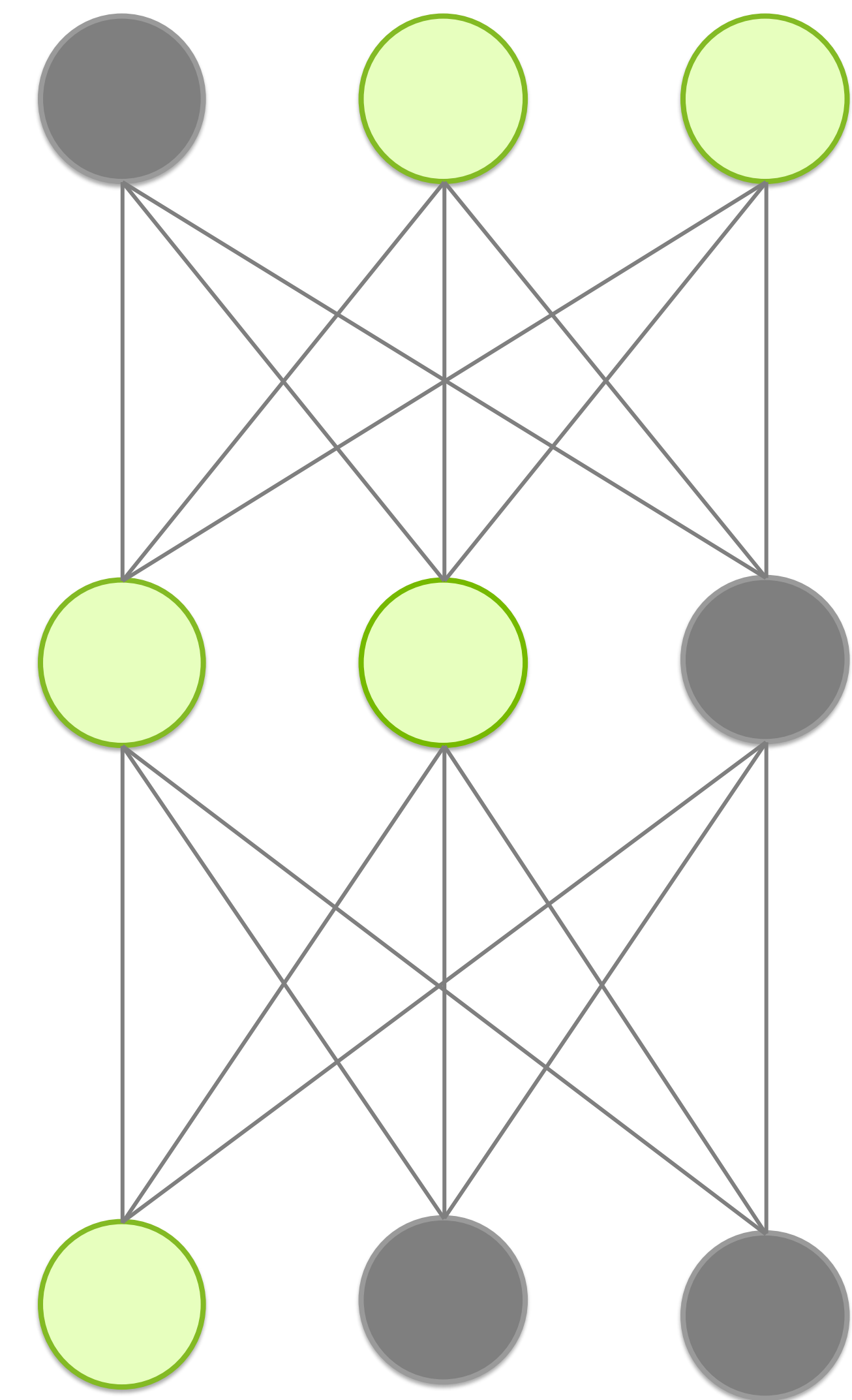
# Dropout



rate = 0

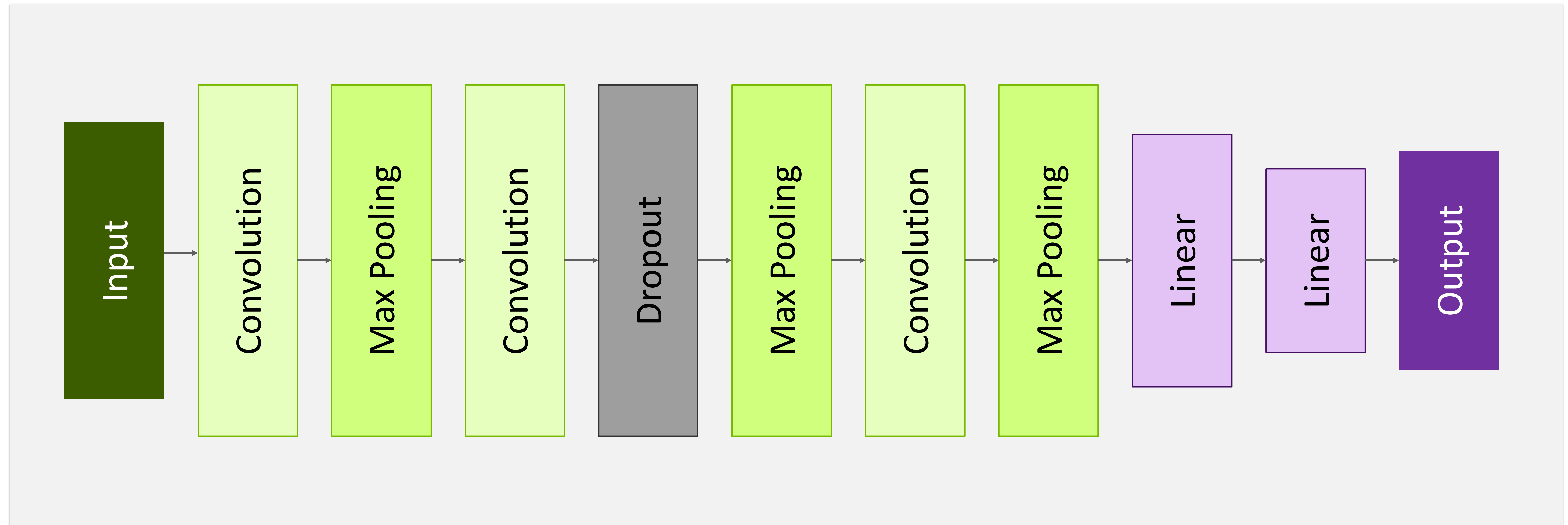


rate = .2



rate = .4

# Whole Architecture







**Let's go!**



