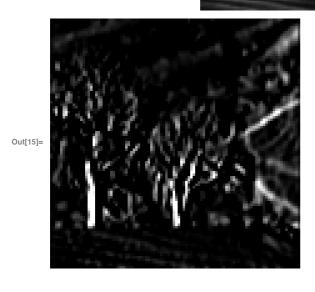
# 卷积 / MaxPooling的直观理解

## 竖直的卷积核可以找到竖直的结构



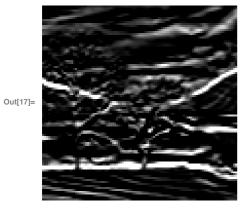
 $\left(\begin{array}{cccc}
-1 & 0 & 1 \\
-2 & 0 & 2 \\
-1 & 0 & 1
\end{array}\right)$ 



## 横向的卷积核可以找到水平的结构

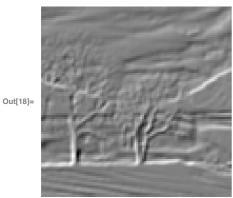
In[17]:= img2 = ImageConvolve[





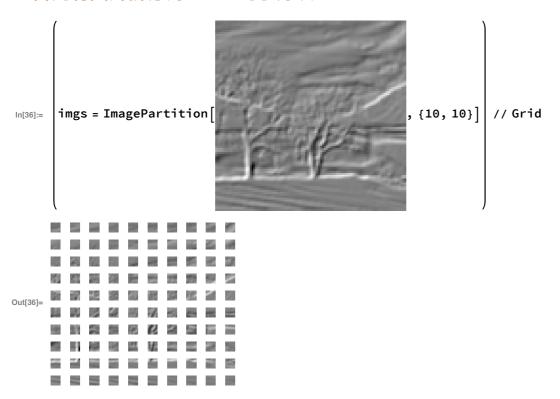
## 将两个方向的信息组合在一起

In[18]:= img3 = ImageAdd[img1, img2] // ImageAdjust



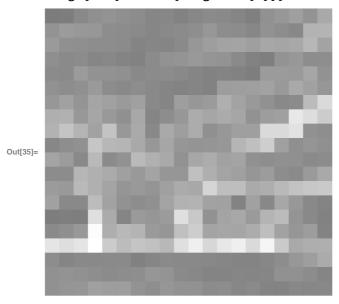
# **MaxPooling**

## 首先将图片拆分为10x10的小方块

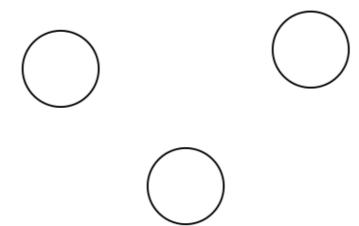


## 再用方块中最大的值代表这一方块,得到一个缩小的图形

In[35]:= Image[Max[Flatten[ImageData[#]]] & /@# & /@ imgs]



# 使用卷积寻找图中的圆圈:

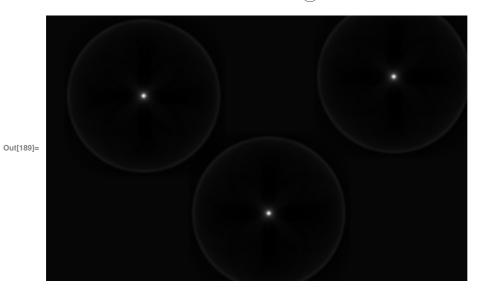


## 卷积核:

core = ImageData@ColorConvert[core, "Grayscale"];

## 进行卷积:

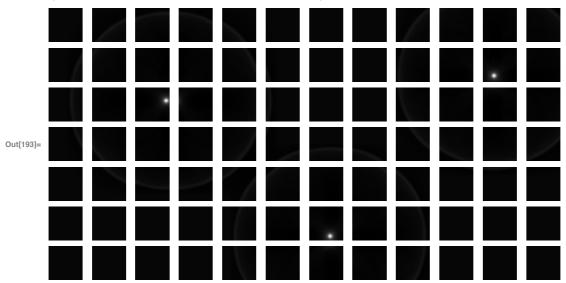
In[189]:= img5 =



#### **MaxPooling**

#### 先将图像拆分为方格

In[193]:= (imgs = ImagePartition[img5, {35, 35}]) // Grid



#### 然后提取其中最大的值:

In[195]:= imgAfterPooling = Image[Max[Flatten[ImageData[#]]] & /@# & /@imgs]



#### 将图像拉平:

In[198]:= l = Flatten[ImageData[imgAfterPooling]]

 $Out[198] = \{0.0263307, 0.0947724, 0.0896073, 0.0941797, 0.0935628, 0.0263307, 0.026307, 0.026507, 0.0$ 0.0263307, 0.0940246, 0.0908309, 0.0289735, 0.0923369, 0.0940246, 0.0935675, 0.0330057, 0.0287039, 0.092849, 0.0841416, 0.0263307, 0.0263307, 0.0883505, 0.0390547, 1., 0.0289504, 0.0875218, 0.034599, 1., 0.199015, 0.0514218, 0.0833606, 0.0263307, 0.0263307, 0.0935795, 0.0348749, 0.0762309, 0.0365897, 0.0935795, 0.0932113, 0.0286615, 0.0278614, 0.092458, 0.0947723, 0.0850353, 0.0941797, 0.0932113, 0.0934347, 0.0799232, 0.0928331, 0.0263307, 0.0934347, 0.0885952, 0.092833, 0.0940246, 0.092614, 0.030735, 0.092297, 0.092849, 0.0800288, 0.0822998, 0.0263307, 0.0263307, 0.0263307, 0.0263307, 0.0263307, 0.0889687, 0.0295959, 1., 0.0303754, 0.0876425, 0.0263307, 0.0263307, 0.0263307, 0.0263307, 0.0263307, 0.0263307, 0.0263307, 0.0935795,  $0.0322923, \, 0.135576, \, 0.0276302, \, 0.092458, \, 0.0263307, \, 0.0263307, \, 0.0263307 \}$ 

#### 根据数据计数(大于0.9的元素个数):

#### 6 卷积的直观理解.nb

In[210]:= Count[l, x\_/; x > 0.9]
Out[210]= 3