

Convolution Operation

Convolution Operation

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

(6 x 6) image



Convolution Operation

Kernel / Filter
3 x 3

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

(6 x 6) image

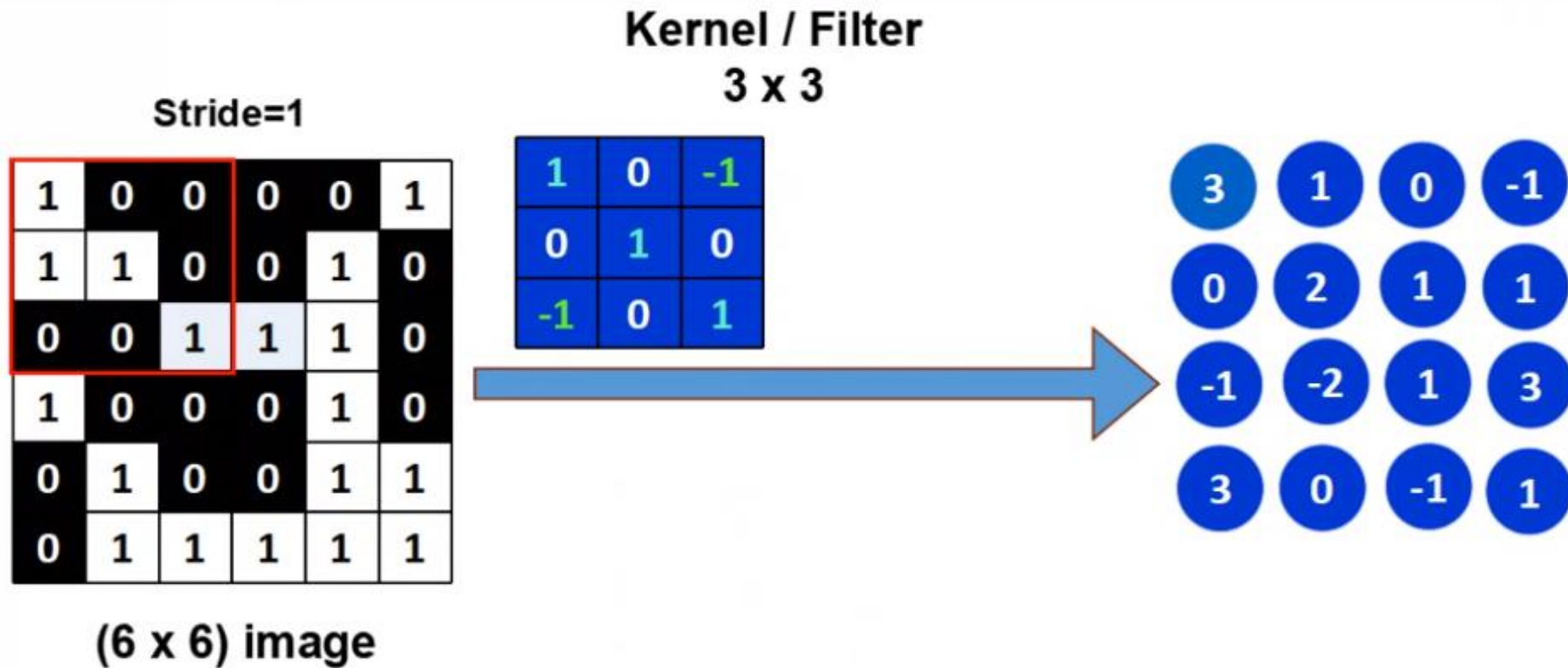
1	0	-1
0	1	0
-1	0	1



1	0	0
0	1	0
0	0	1

$$(1+0+0)+(0+1+0)+(0+0+1)=3$$

Convolution Operation



Convolution Operation

Kernel / Filter
3 x 3

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

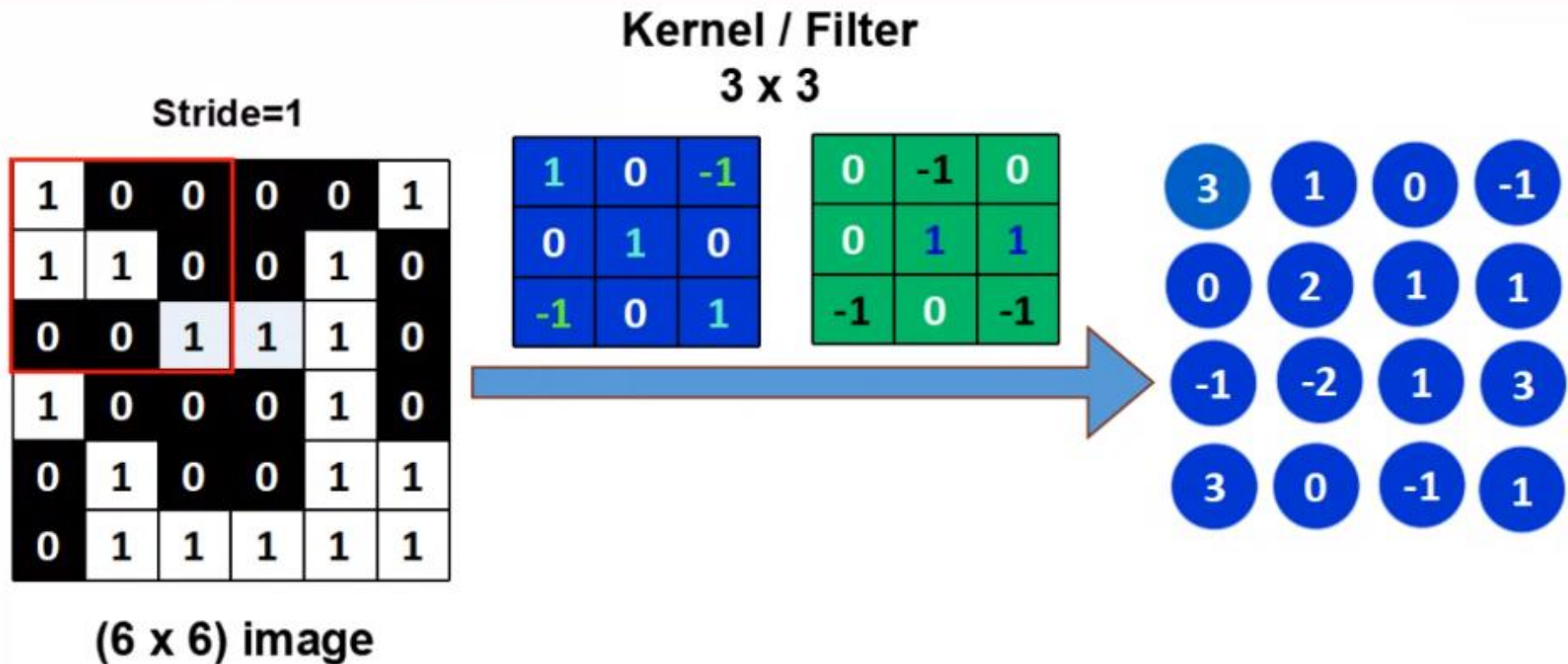
(6 x 6) image

1	0	-1
0	1	0
-1	0	1

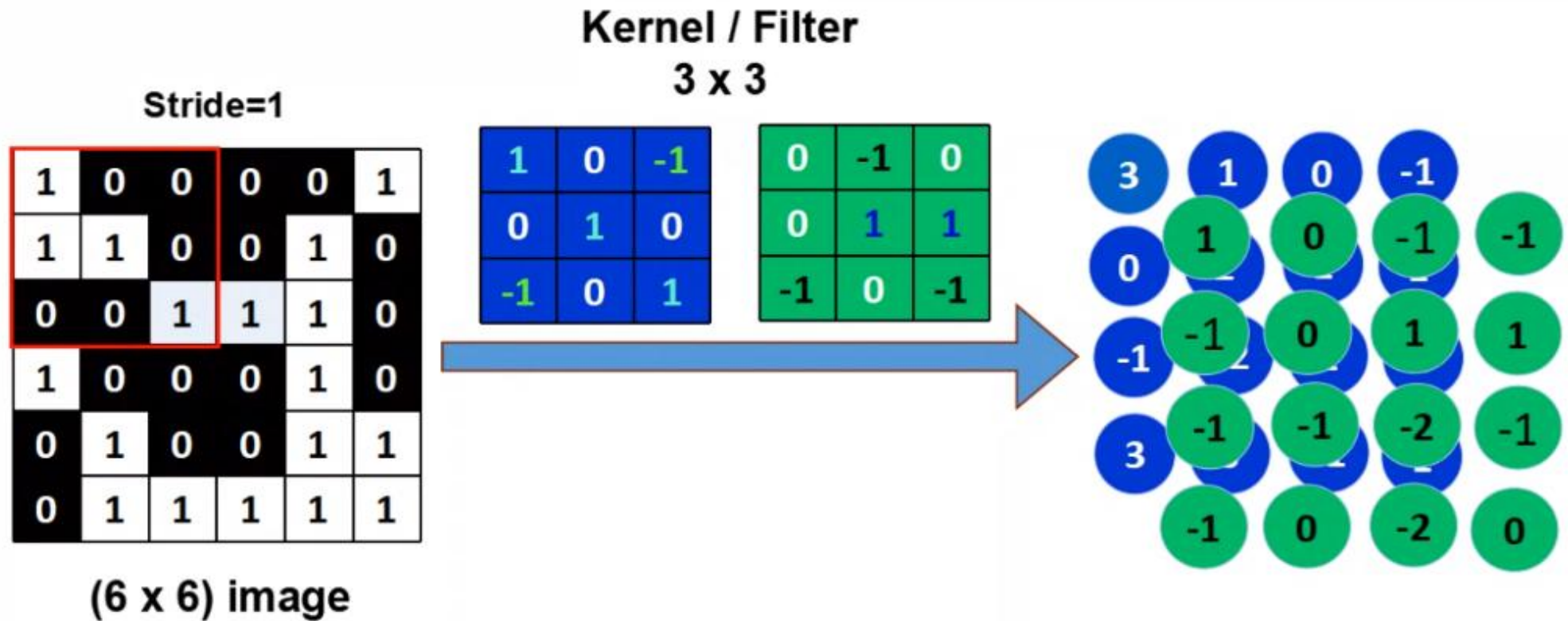


3	1	0	-1
0	2	1	1
-1	-2	1	3
3	0	-1	1

Convolution Operation

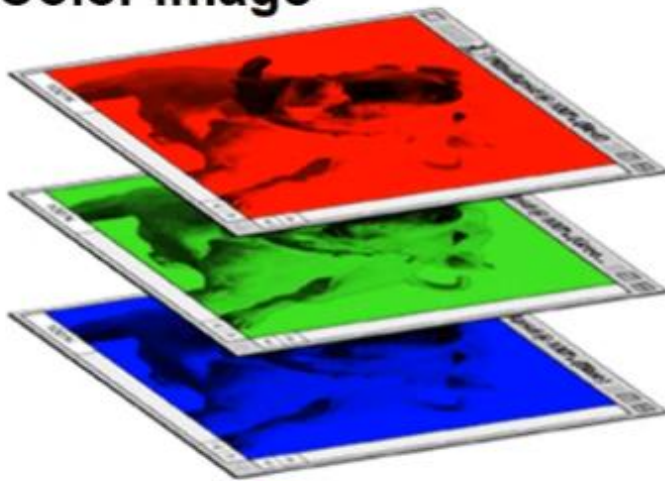


Convolution Operation

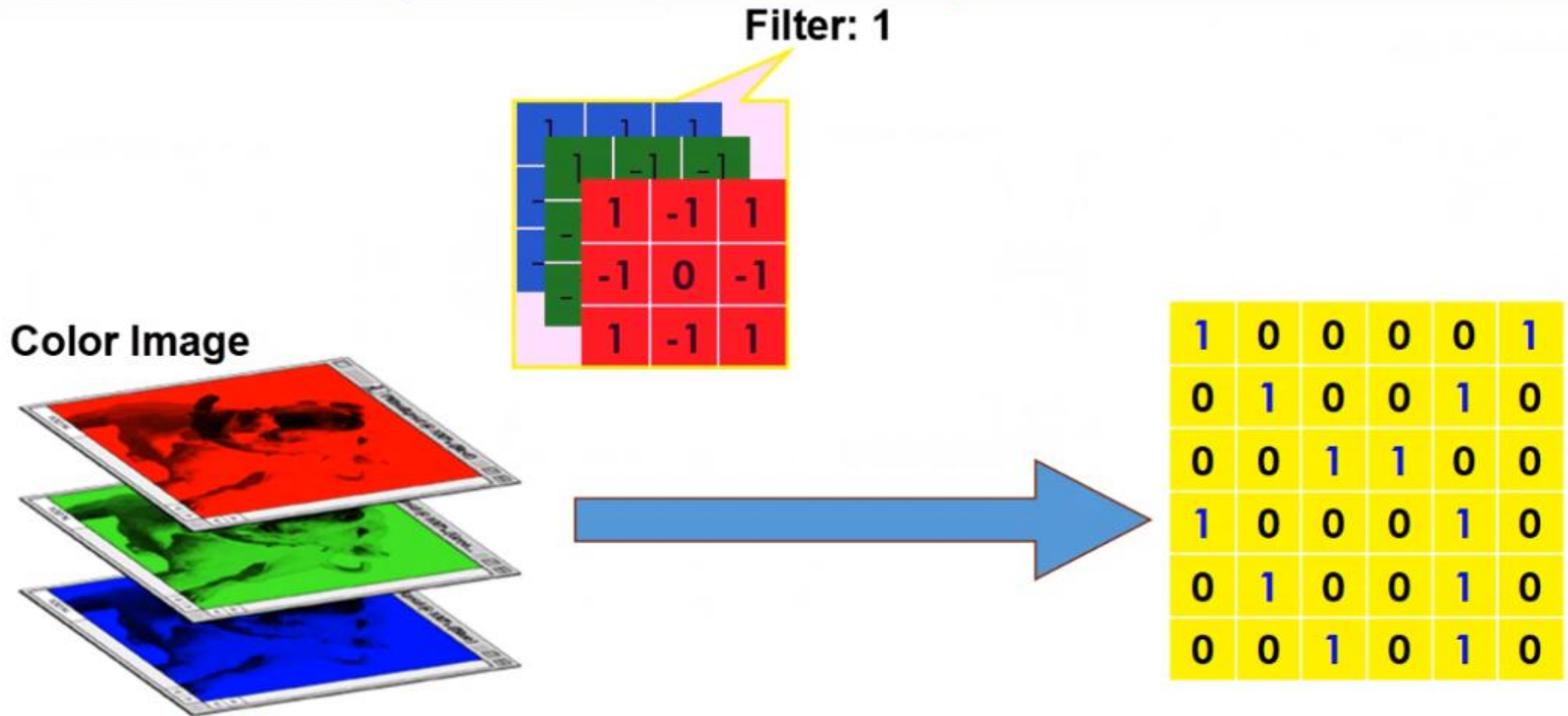


Convolution Operation: Color Image

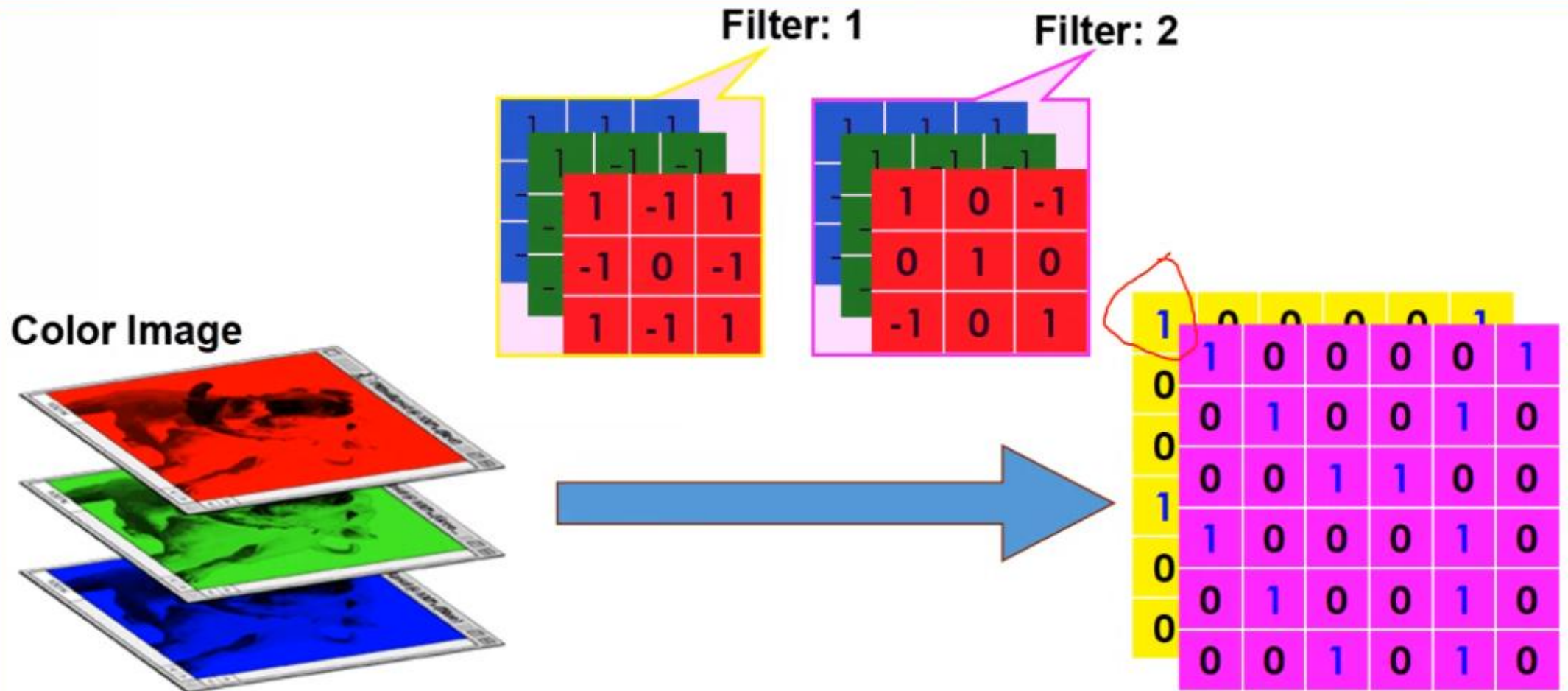
Color Image



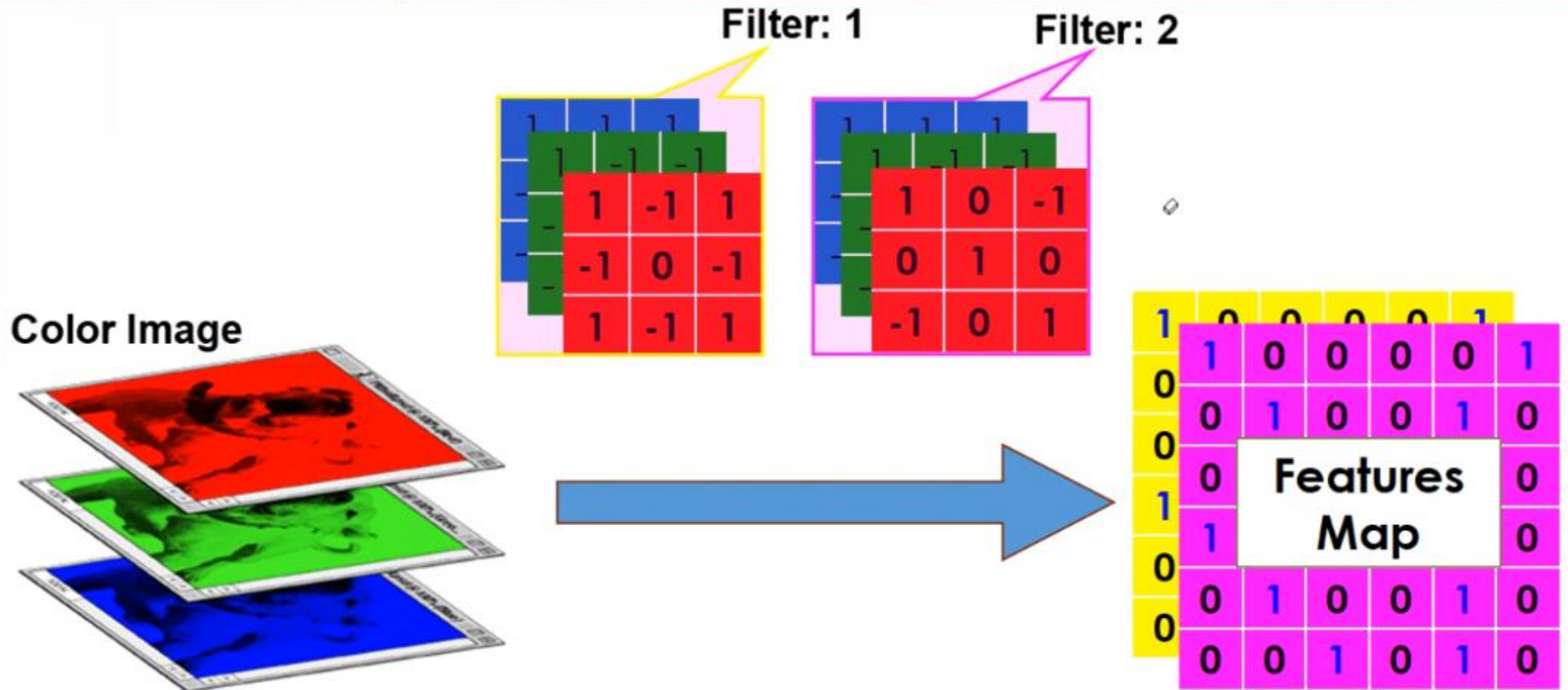
Convolution Operation: Color Image



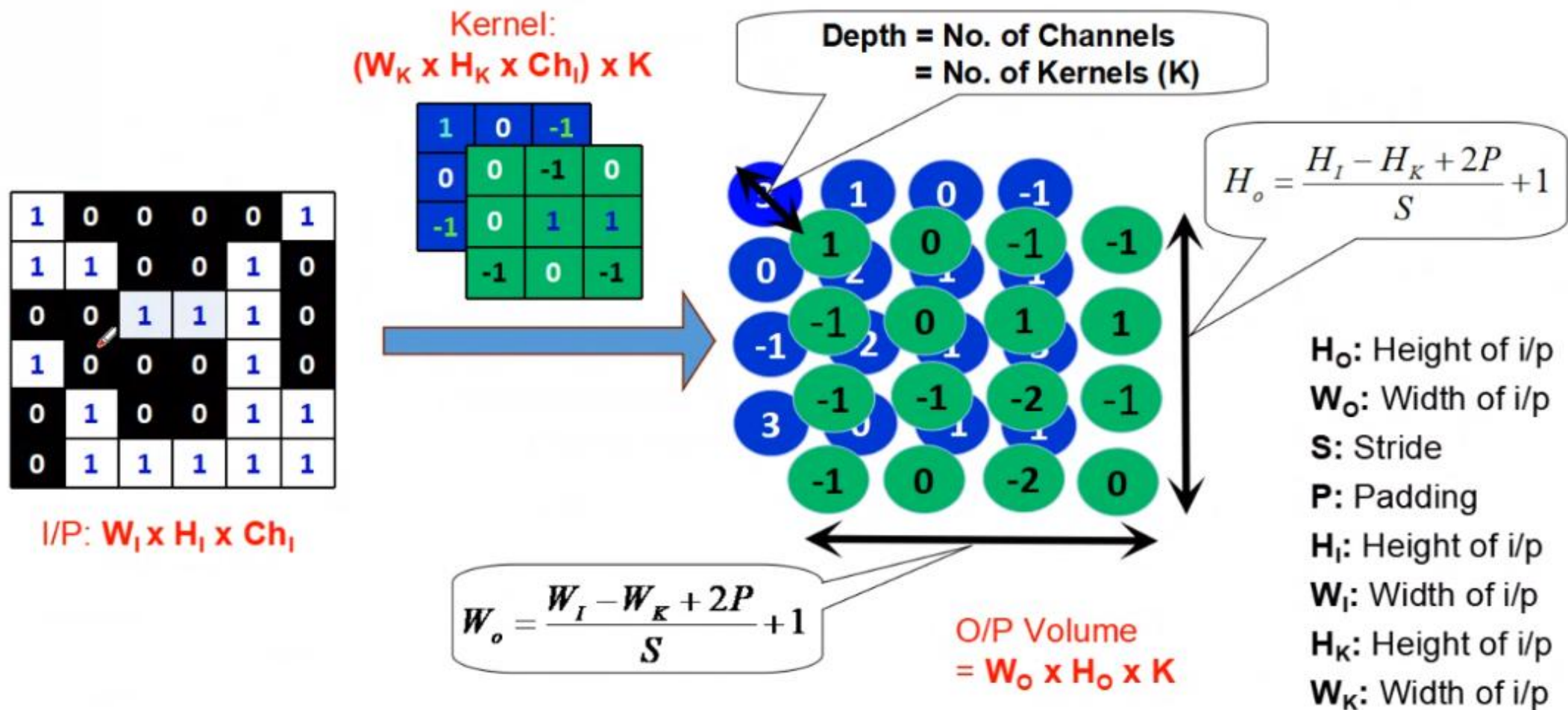
Convolution Operation: Color Image



Convolution Operation: Color Image



Convolutional Operation: Output Volume



Output Volume: Examples

Input: **64x64x3**

Volume of the convolutional kernels: **(3x3x3)x16** (a four dimensional tensor)

Case: 01

Stride (**S**)= 1, Padding (**P**)= 0

Volume of the output/activations: **62x62x16**

Case: 02

Stride (**S**)= 2, Padding (**P**)= 0

Volume of the output/activations: **32x32x16**

Case: 03

Stride (**S**)= 1, Padding (**P**)= 1

Volume of the output/activations: **64x64x16**