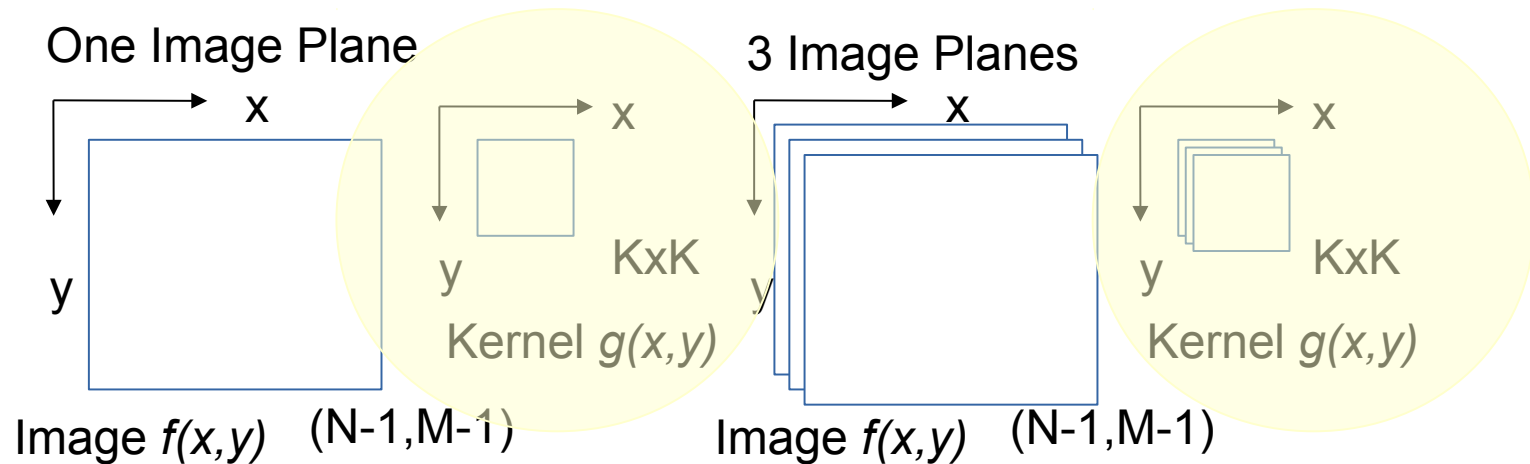




# Kernel Design for Convolution and Convolutional Neural Networks CNN

Example: Given the following two convolutions, one is with image depth = 1, kernel depth = 1, and the other is with image depth (layer) = 3, and kernel layers = 3.



Now, design methodology can be classified in 2 categories:

1

1. Derived Kernel: Its design is based on mathematical formulation, which is limited to what we know in theory, and

2

2. Learned Kernel: its design is based on learning via neural networks, which is based on learning but often poses challenges of having lack of fully explanation and understanding of how and why the kernel is like the way it is after the training.

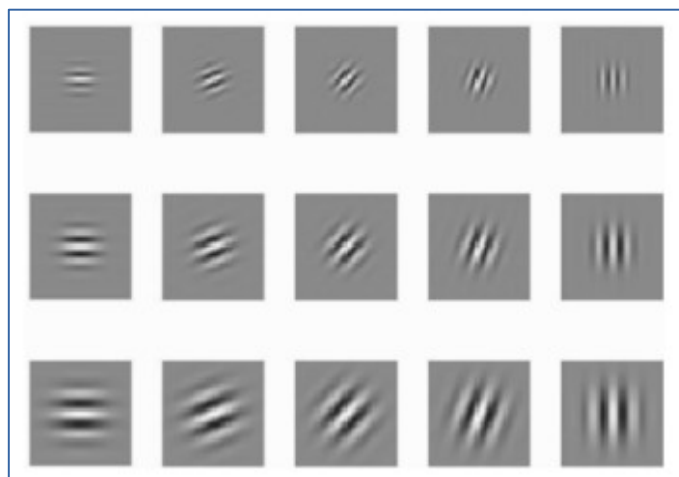
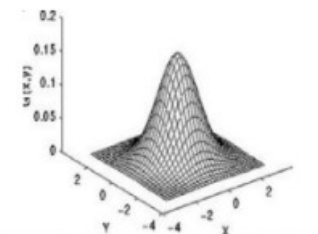


# Comparison of Kernel Design Methodology

## Derived Kernel

1

$$g(x, y; \lambda, \theta, \psi, \sigma, \gamma) = \exp\left(-\frac{x'^2 + \gamma^2 y'^2}{2\sigma^2}\right) \exp\left(i\left(2\pi\frac{x'}{\lambda} + \psi\right)\right)$$



2

## Learned Kernel

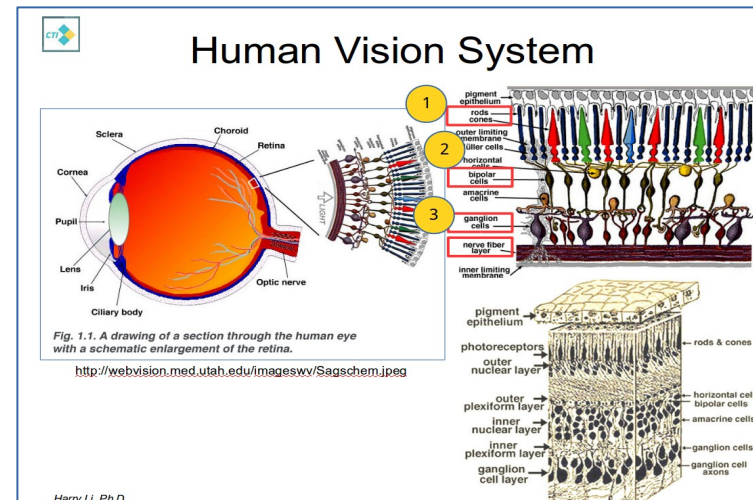


Figure 3: 96 convolutional kernels of size 11×11×3 learned by the first convolutional layer on the 224×224×3 input images. The top 48 kernels were learned on GPU 1 while the bottom 48 kernels were learned on GPU 2.

Ref:  
 ImageNet Classification with Deep Convolutional Neural Networks, pp. 6.

# Kernel Design for Derived Kernels

Example:

1) Given a digital image  $f(x, y)$ , design 4 edge detectors to pick up vertical edge components.

Sol

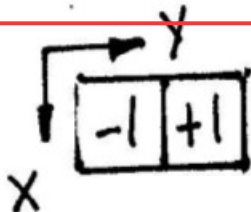
First, use forward difference technique,

$f(x, y)$

0	100	100
0	100	100
0	100	100

$\begin{matrix} & \rightarrow y \\ \downarrow x & \end{matrix}$

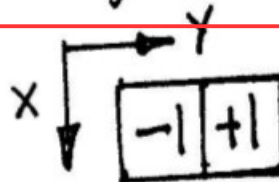
$$\frac{\partial f(x, y)}{\partial y} \approx f(x, y+1) - f(x, y)$$



forwards difference

Backwards difference

$$\frac{\partial}{\partial y} f(x, y) \approx f(x, y) - f(x, y-1)$$

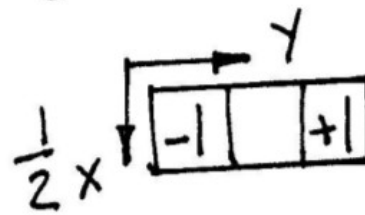


Central difference

$$\frac{\partial}{\partial y} f(x, y) = \frac{1}{2} \left[ \frac{\partial f(x, y)}{\partial y} \Big|_{\text{Forward}} + \frac{\partial f(x, y)}{\partial y} \Big|_{\text{Back}} \right]$$

$$= \frac{1}{2} [f(x, y+1) - f(x, y) + f(x, y) - f(x, y-1)]$$

$$= \frac{1}{2} [f(x, y+1) - f(x, y-1)] \dots (3)$$





# Derive LoG Kernel

Example: LoG stands for Laplace of Gaussian  
First, Laplace operator is given as:

$$\nabla^2 = \frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2} \quad \dots (1)$$

First, 1D Gaussian function

$$G(x) = \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$$

Then, 2D Gaussian function,

$$G(x, y) = \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{(x-\mu_x)^2 + (y-\mu_y)^2}{2\sigma^2}} \quad \dots (5)$$

Assume  $\mu_x = \mu_y = 0$

$$\frac{\partial}{\partial x} G(x, y) = -\frac{x}{\sqrt{2\pi}\sigma^3} e^{-\frac{x^2+y^2}{2\sigma^2}} \quad \dots (3)$$

Hence

$$\frac{\partial^2}{\partial x^2} G(x, y) = -\frac{1}{\sqrt{2\pi}\sigma^3} e^{-\frac{x^2+y^2}{2\sigma^2}} + \frac{x^2}{\sqrt{2\pi}\sigma^5} e^{-\frac{x^2+y^2}{2\sigma^2}} \quad \dots (4)$$

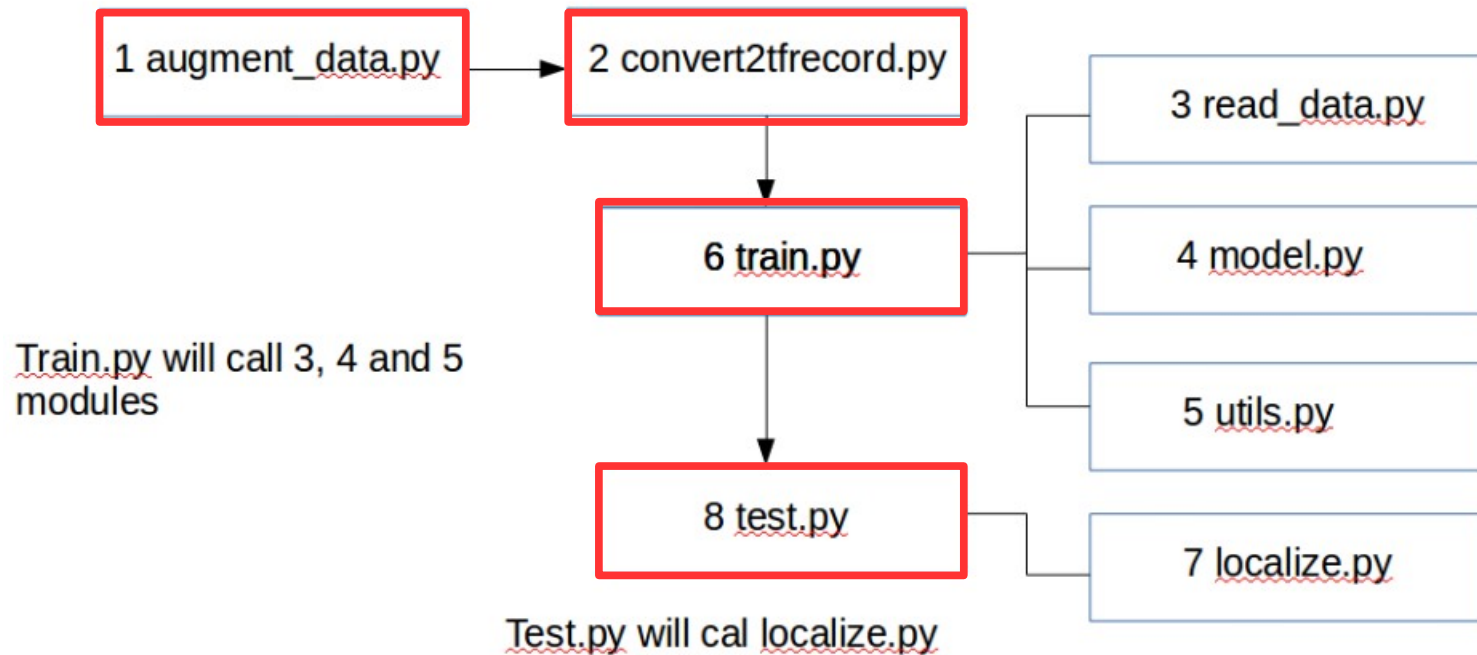
$$\frac{\partial^2}{\partial y^2} G(x, y) = -\frac{1}{\sqrt{2\pi}\sigma^3} e^{-\frac{x^2+y^2}{2\sigma^2}} + \frac{y^2}{\sqrt{2\pi}\sigma^5} e^{-\frac{x^2+y^2}{2\sigma^2}} \quad \dots (5)$$

$$\nabla^2 G(x, y) = \frac{x^2+y^2-2\sigma^2}{\sqrt{2\pi}\sigma^5} e^{-\frac{x^2+y^2}{2\sigma^2}}$$



# CTI One Sample Code

## Deep Learning Modules







# Preprocessing for Deep Learning

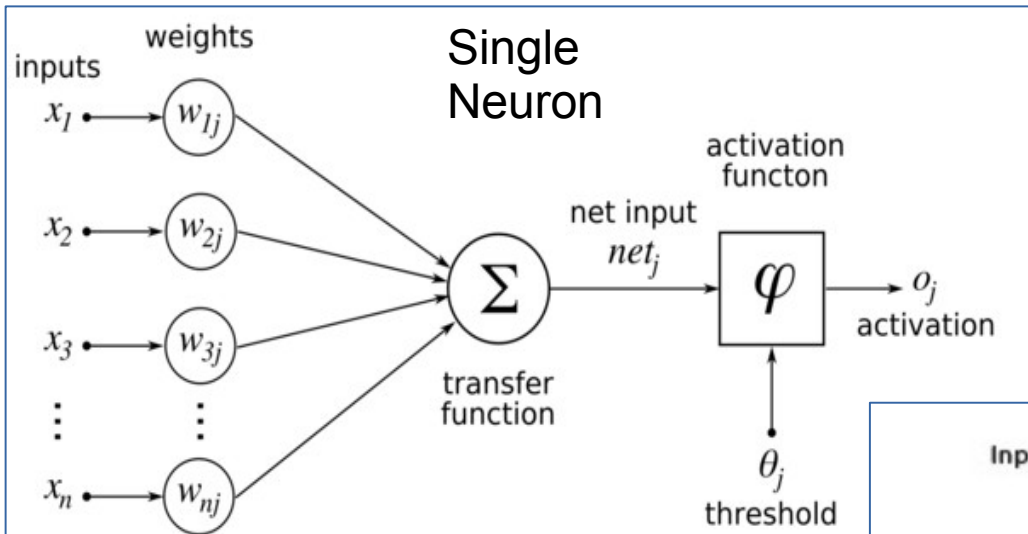
## augment.py

```
# Augment the image dataset with rotation and blurring
for f in file_names:
    img = cv2.imread(f)
    if img is not None:
        print("Processing" + f)
        M = cv2.getRotationMatrix2D((img.shape[1] / 2, img.shape[0] / 2),
                                     10, 1) # rotation matrix by 10 degree
        rotate1 = cv2.warpAffine(img, M, (img.shape[1], img.shape[0]))
                                     # rotate image and assign it back
        M = cv2.getRotationMatrix2D((img.shape[1] / 2, img.shape[0] / 2),
                                     -10, 1) # rotation matrix counterwise
        rotate2 = cv2.warpAffine(img, M, (img.shape[1], img.shape[0]))
                                     # rotate image and assign it back

        blur1 = cv2.GaussianBlur(img, (5, 5), 3) # 5 by 5 kernel, sigma 3
        blur2 = cv2.GaussianBlur(img, (7, 7), 5)
        blur3 = cv2.GaussianBlur(img, (9, 9), 7)
```



# Feed Forward Neural Networks

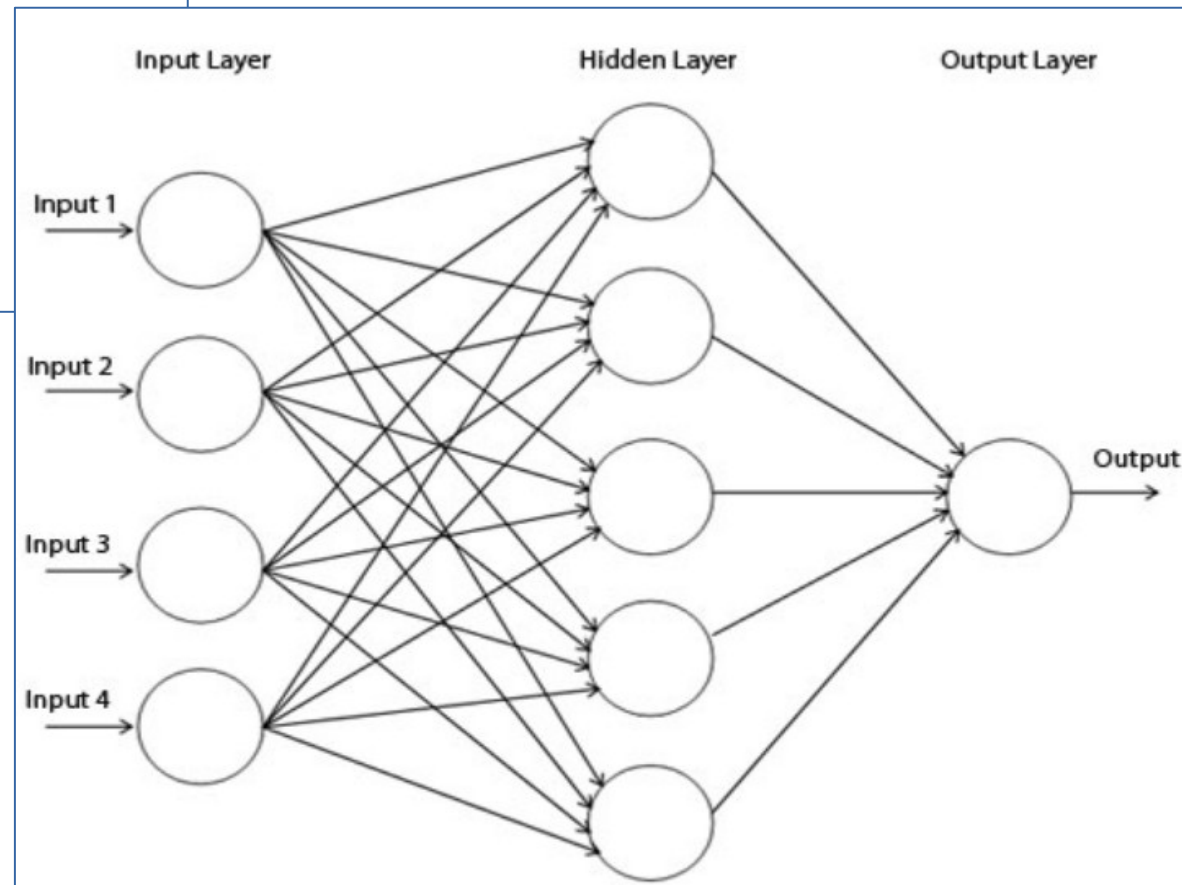


<https://d4datascience.wordpress.com/2016/09/29/fbf/>

$$d(\vec{x}) = \vec{w}^t \vec{x} \quad \dots (1)$$

Assume  $\phi = 0$

Multi-layer feed forward neural networks

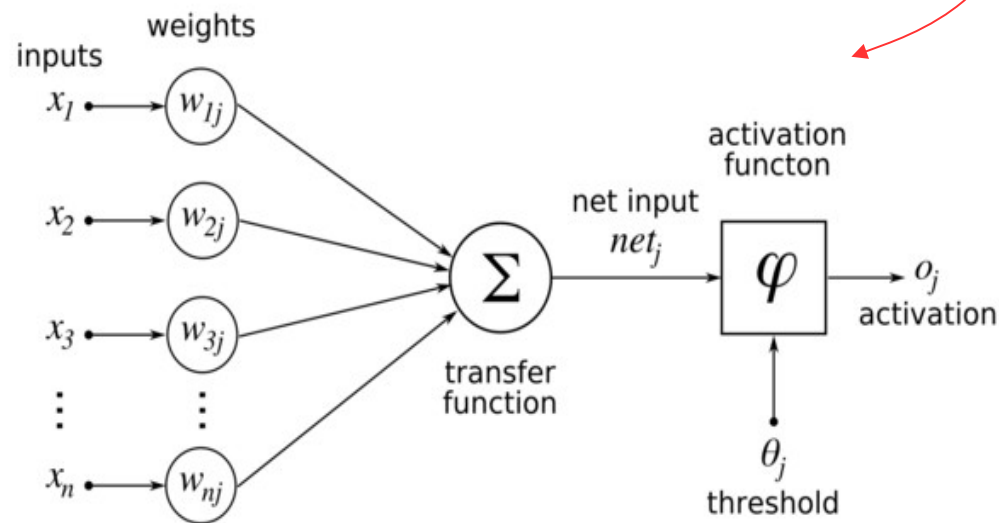
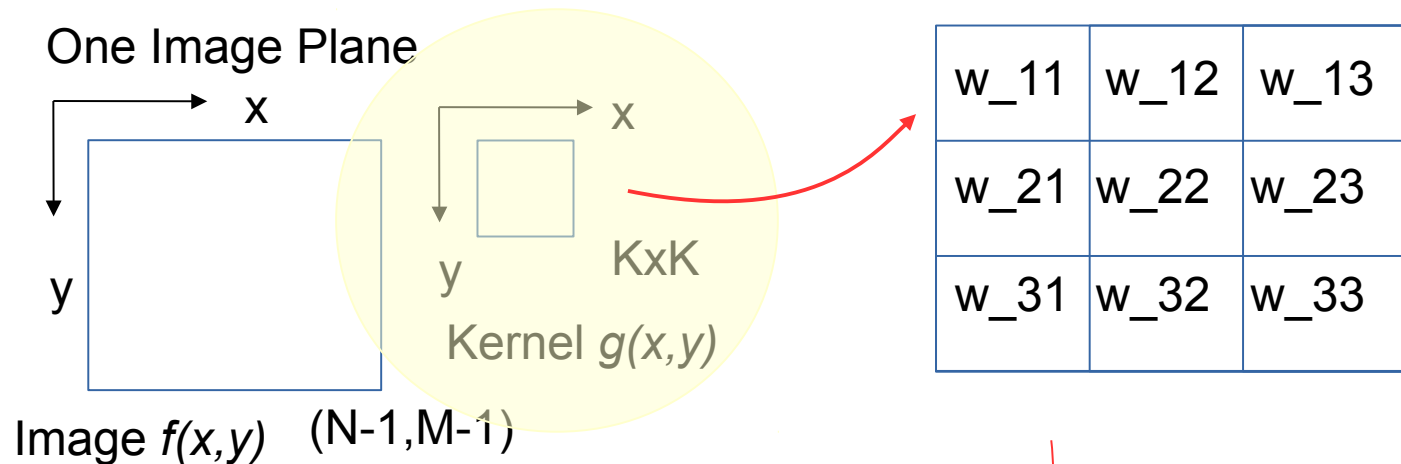


where  $\vec{w}^t = (w_1, w_2, \dots, w_{n+1})$

$$\vec{x} = \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \\ 1 \end{pmatrix}$$



# Kernel Coefficients to Neural Nets



## Neural Nets: Biological Inspirations

**Biologically Inspired Techniques**

Rod, cone, bipolar cells and ganglion cells

Joint edited book with Professor Koch and myself

VISION CHIPS  
Implementing Vision Algorithms with Analog VLSI Circuits  
Chunhui Kuo and Hui Li

Analog VLSI and Neural Systems  
Carver Mead

色觉上皮层 pigment epithelium  
视杆 rods  
视锥 cones  
外界膜 outer limiting membrane  
Müller cells  
水平细胞 horizontal cells  
双极细胞 bipolar cells  
无长细胞 amacrine cells  
神经节细胞 ganglion cells  
神经纤维层 nerve fiber layer  
神经节细胞层 inner limiting membrane  
内界膜

Prof. Mead

Prof. Koch

Prof. H. Li

VLSI Implementation

Harry Li, Ph.D.