

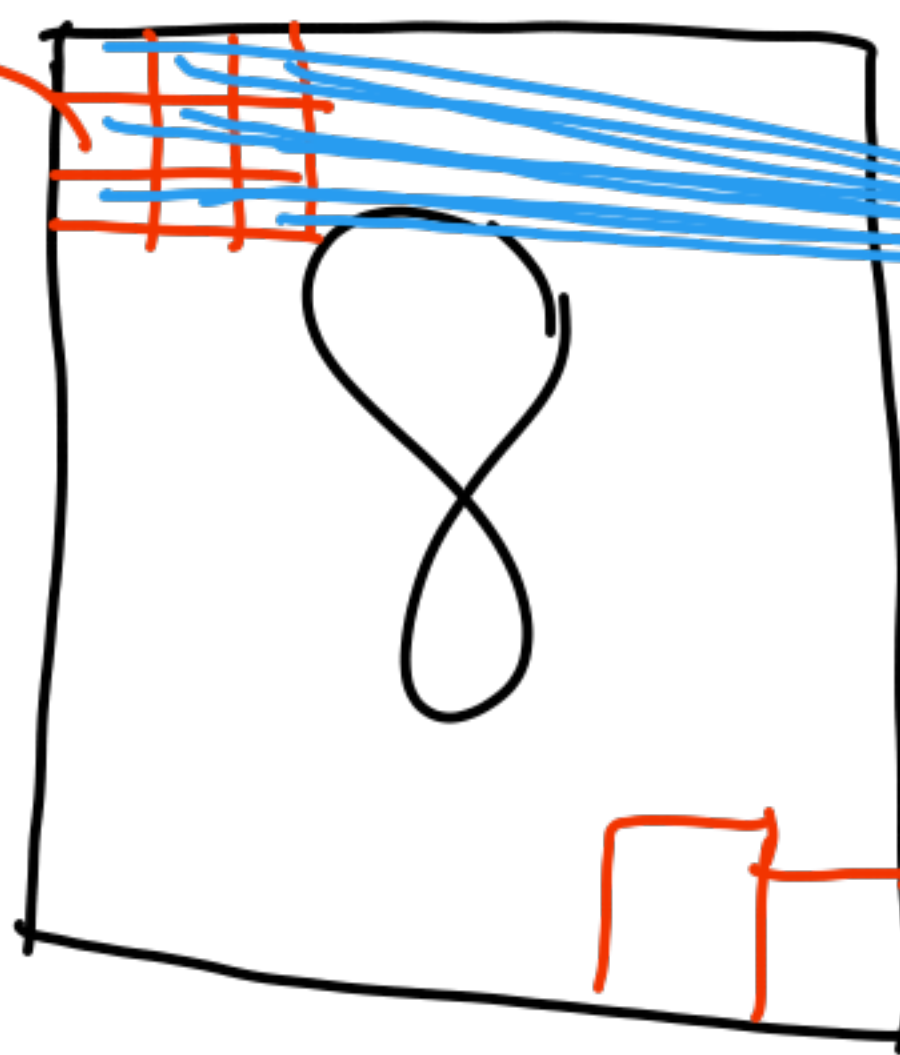
CS725

<u>Property</u>		<u>FFNs</u>	<u>CNNs</u>
Recap:	① Locality	X	✓
	② Translation Invariance	X	✓
	③ Parameter-efficient	X	✓

CONVOLUTION is an operation that involves a sliding dot-product between a kernel or a filter and an input image.

KERNEL of size 3×3

K



FEATURE
MAP

$F[i, j]$

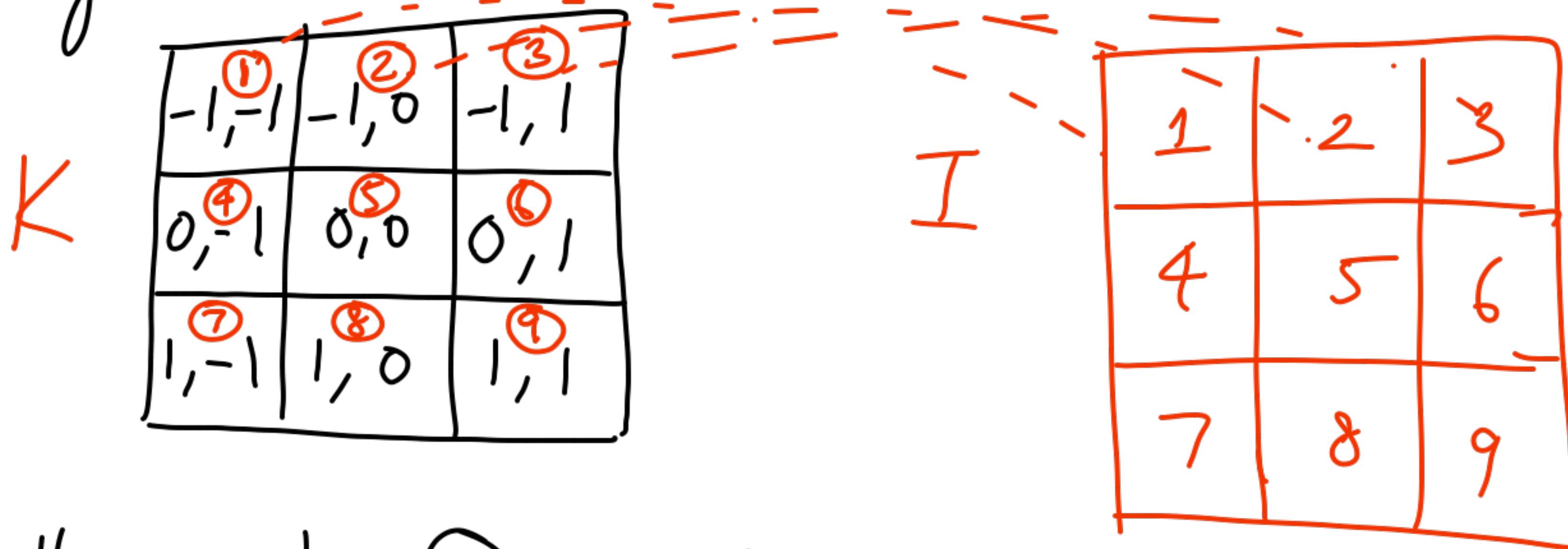
IMAGE

$I[i, j]$

$$F[i, j] = \sum_{u=-k}^k \sum_{v=-k}^k K[u, v] I[i+u, j+v]$$

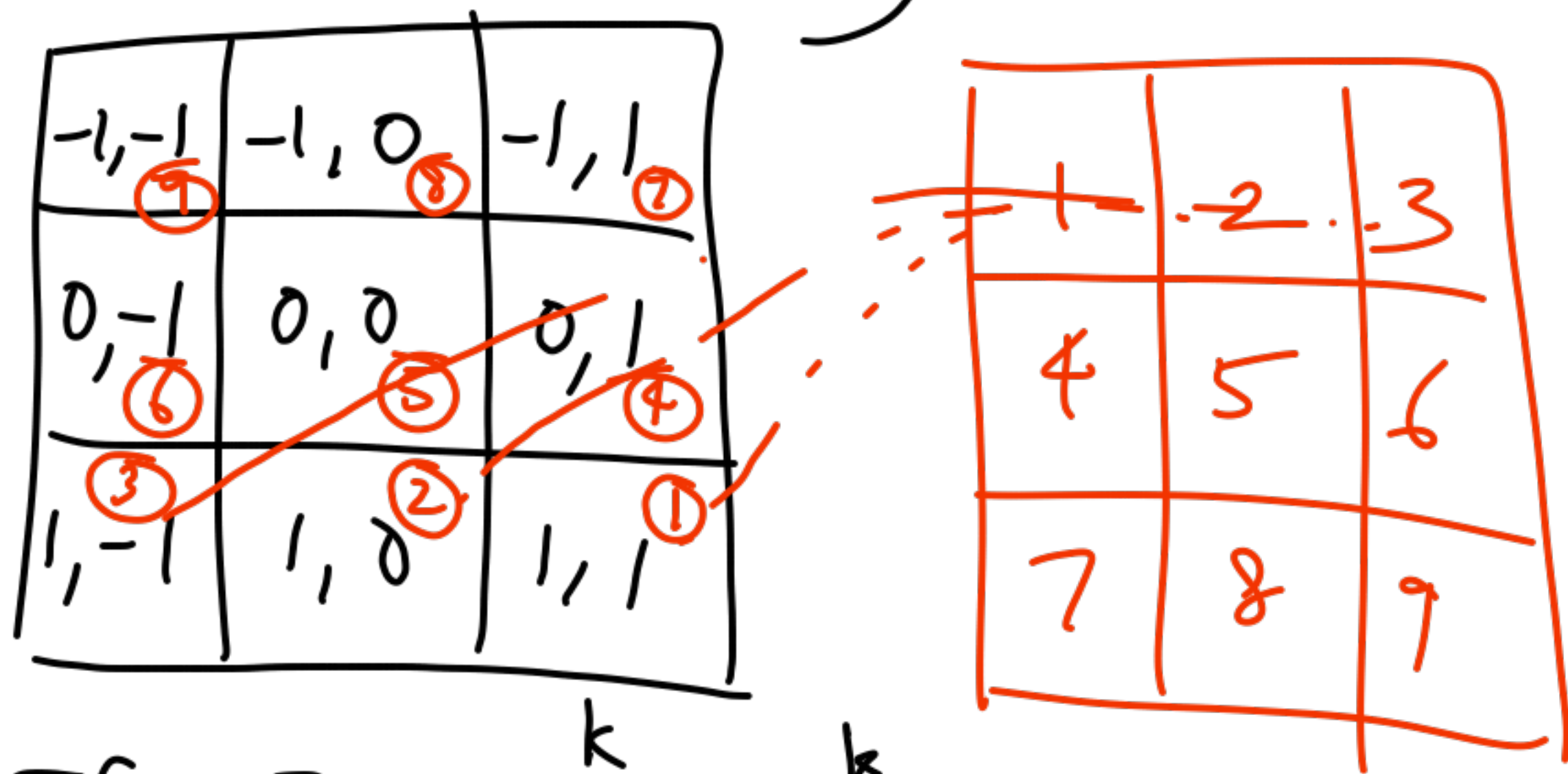
→ A

Say you have a 3×3 kernel.



Technically, equation (A) is called CROSS-CORRELATION.

With convolution, flip the kernel both horizontally and vertically



Convolution gives
$$F[i, j] = \sum_{u=-k}^k \sum_{v=-k}^k K[u, v] I[i-u][j-v]$$

(B)

In deep learning with convolutions, operation (A) [cross-correlation] is used.

Consider the following kernels. What would be the effect of convolving these kernels with an input image

①

$$K = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

Identity kernel

②

$$K = \begin{bmatrix} 1/9 & 1/9 & 1/9 \\ 1/9 & 1/9 & 1/9 \\ 1/9 & 1/9 & 1/9 \end{bmatrix}$$

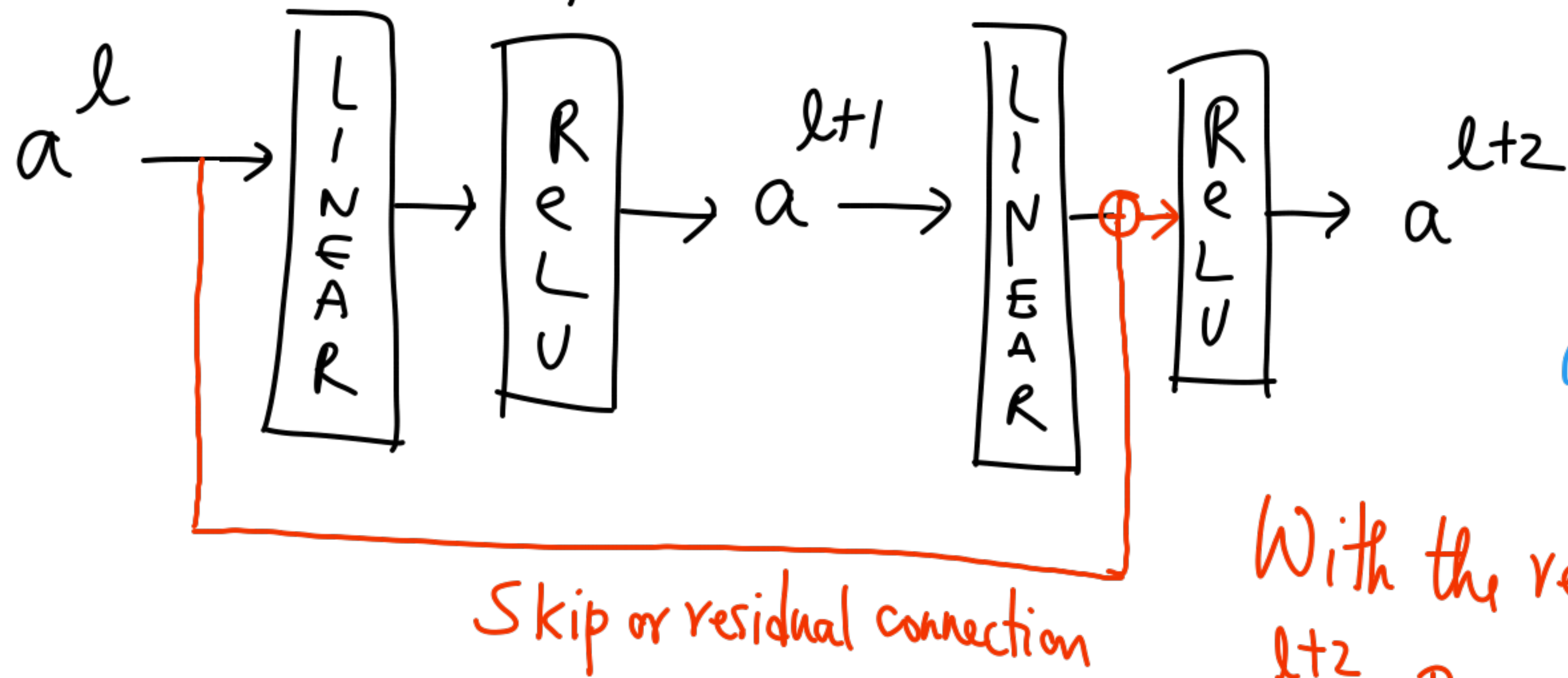
Blur filter or a mean filter
"blurring effect"

©

$$K = \begin{bmatrix} -1 & 0 & 1 \\ -2 & 0 & 2 \\ -1 & 0 & 1 \end{bmatrix}$$

"SOBEL" filter
which detects
vertical edges

Resnet uses the idea of residual blocks or skip connections



Earlier,

$$a^{l+1} = \text{ReLU}(W^{l+1} a^l + b^{l+1})$$

$$a^{l+2} = \text{ReLU}(W^{l+2} a^{l+1} + b^{l+2})$$

With the residual connection,

$$a^{l+2} = \text{ReLU}(W^{l+2} a^{l+1} + b^{l+2} + a^l)$$

Adding the residual or skip connections makes it easier to learn the identity mapping from $a^{l+2} \rightarrow a^l$.

$$a^{l+2} = \text{ReLU}(W^{l+2} a^{l+1} + b^{l+2} + a^l)$$

$\approx \text{ReLU}(a^l)$ if the weights and biases in W^{l+2}, b^{l+2} go to zero
 $= a^l$

