

Convolutional Layers

Convolutions on RGB image

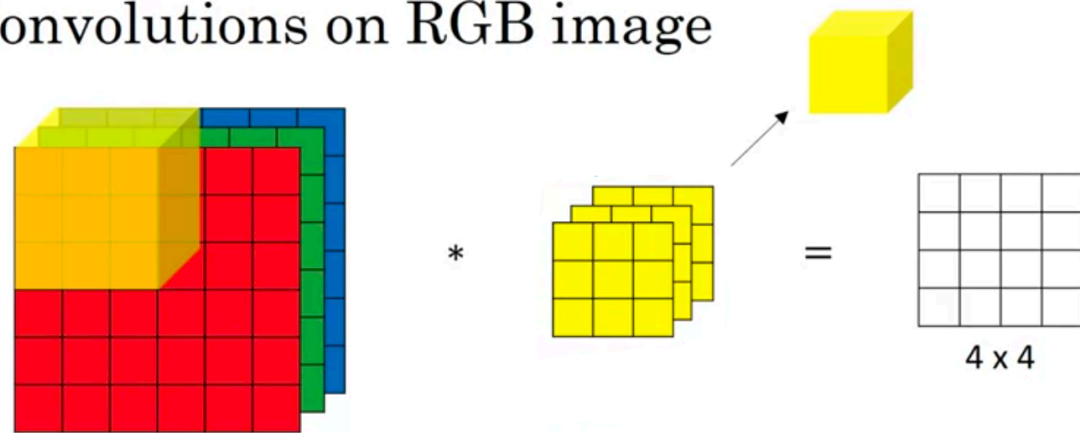


Figure from Andrew Ng

Convolutional layer:

- Apply filter at each location in input
 - Multiply all corresponding numbers
 - Sum results
- Input shape: $n_h \times n_w \times n_c$
- Output shape:

$$\left\lfloor \frac{n_h + 2p - f}{s} + 1 \right\rfloor \times \left\lfloor \frac{n_w + 2p - f}{s} + 1 \right\rfloor \times n_{filters}$$

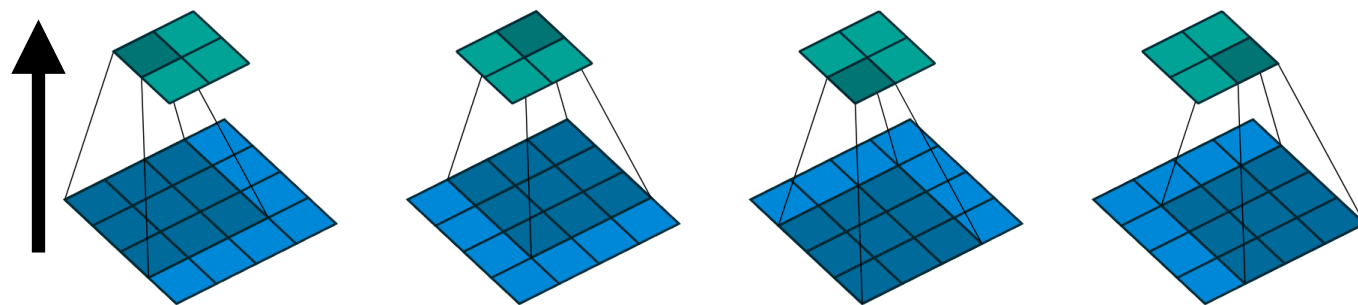


Figure from Dumoulin and Visin. "A guide to convolution arithmetic for deep learning" (2016)

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Convolutions on RGB image

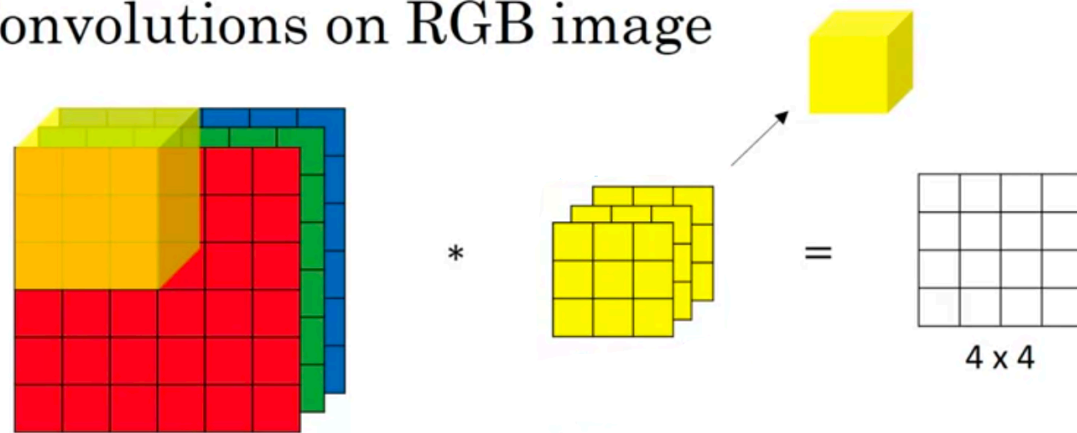
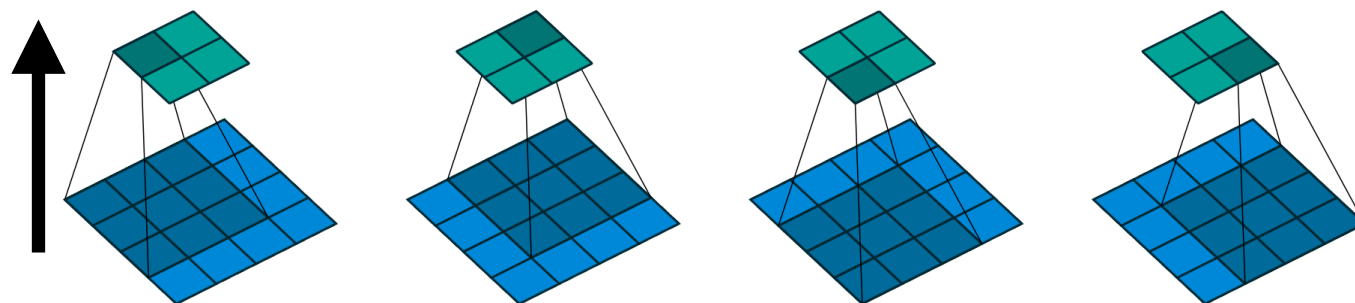


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$$\left\lfloor \frac{n_h + 2p - f}{s} + 1 \right\rfloor \times \left\lfloor \frac{n_w + 2p - f}{s} + 1 \right\rfloor \times n_{filters}$$



Can we go backwards?

Figure from Dumoulin and Visin. "A guide to convolution arithmetic for deep learning" (2016)

Algorithm for Convolutions

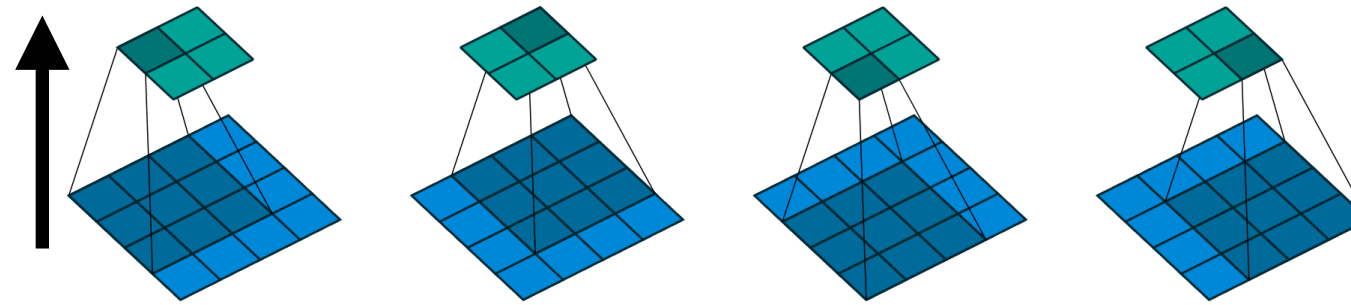


Figure from Dumoulin and Visin. “A guide to convolution arithmetic for deep learning” (2016)

Filter		
$w_{0,0}$	$w_{0,1}$	$w_{0,2}$
$w_{1,0}$	$w_{1,1}$	$w_{1,2}$
$w_{2,0}$	$w_{2,1}$	$w_{2,2}$

- For $i = 0, \dots, \left\lfloor \frac{n_H + 2p - f}{s} + 1 \right\rfloor$
 - For $j = 0, \dots, \left\lfloor \frac{n_W + 2p - f}{s} + 1 \right\rfloor$
 - * $\text{start_row} = i * s, \text{end_row} = \text{start_row} + f$
 - * $\text{start_col} = j * s, \text{end_col} = \text{start_col} + f$
 - * $\text{output}[i, j] = \text{np.sum}(W * A[\text{start_row}:\text{end_row}, \text{start_col}:\text{end_col}])$

Convolutions via Matrices

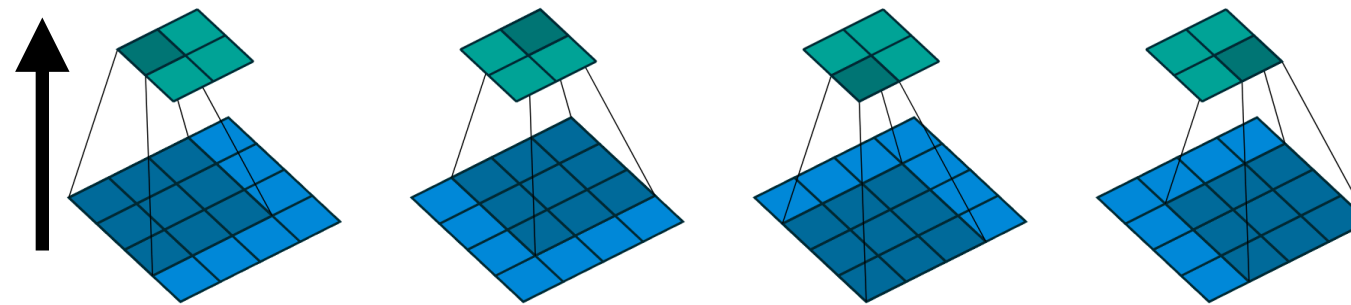


Figure from Dumoulin and Visin. "A guide to convolution arithmetic for deep learning" (2016)

Filter		
$w_{0,0}$	$w_{0,1}$	$w_{0,2}$
$w_{1,0}$	$w_{1,1}$	$w_{1,2}$
$w_{2,0}$	$w_{2,1}$	$w_{2,2}$

$$\begin{pmatrix} \text{4 green boxes} \end{pmatrix} = \left(\text{Large yellow rectangle} \right) \begin{pmatrix} \text{15 blue boxes} \end{pmatrix}$$

Convolutions via Matrices

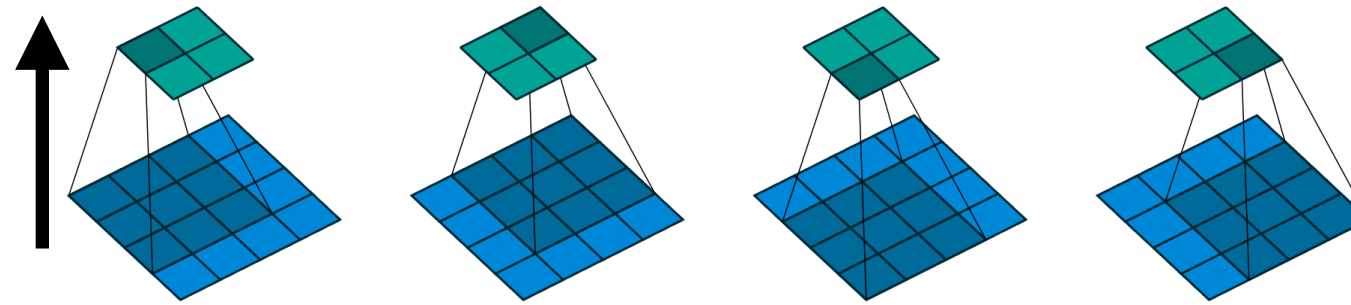


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Filter		
$w_{0,0}$	$w_{0,1}$	$w_{0,2}$
$w_{1,0}$	$w_{1,1}$	$w_{1,2}$
$w_{2,0}$	$w_{2,1}$	$w_{2,2}$

$$\begin{pmatrix} w_{0,0} & w_{0,1} & w_{0,2} & 0 & w_{1,0} & w_{1,1} & w_{1,2} & 0 & w_{2,0} & w_{2,1} & w_{2,2} & 0 & 0 & 0 & 0 & 0 \\ 0 & w_{0,0} & w_{0,1} & w_{0,2} & 0 & w_{1,0} & w_{1,1} & w_{1,2} & 0 & w_{2,0} & w_{2,1} & w_{2,2} & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & w_{0,0} & w_{0,1} & w_{0,2} & 0 & w_{1,0} & w_{1,1} & w_{1,2} & 0 & w_{2,0} & w_{2,1} & w_{2,2} & 0 \\ 0 & 0 & 0 & 0 & 0 & w_{0,0} & w_{0,1} & w_{0,2} & 0 & w_{1,0} & w_{1,1} & w_{1,2} & 0 & w_{2,0} & w_{2,1} & w_{2,2} \end{pmatrix}$$

Transposed Convolutions (aka “Deconvolutions”)

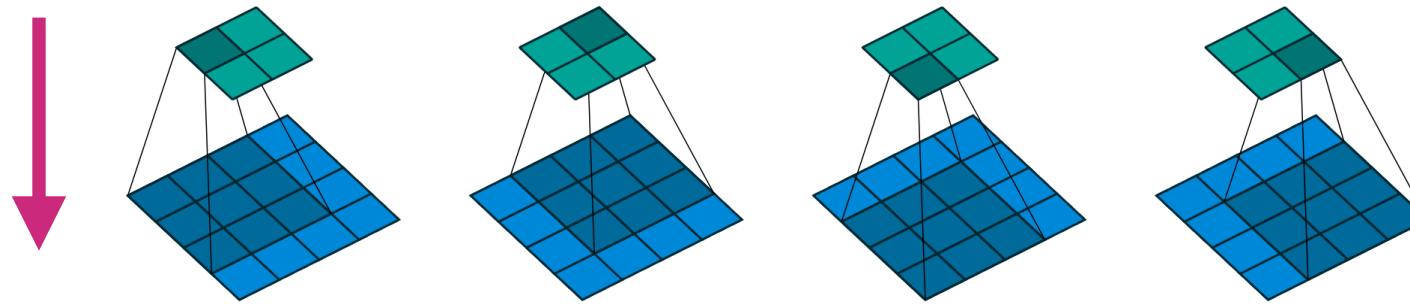
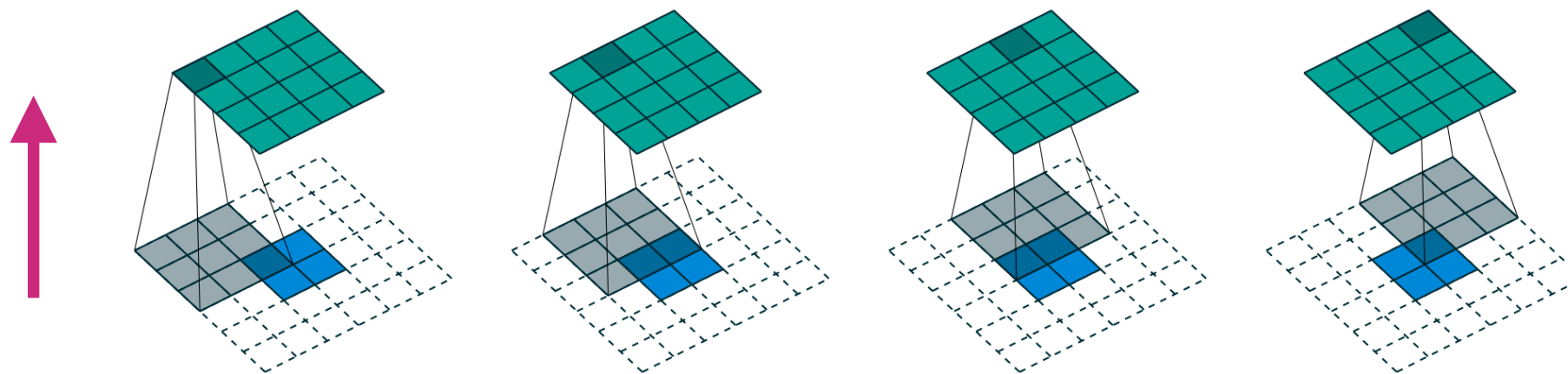


Figure from Dumoulin and Visin. “A guide to convolution arithmetic for deep learning” (2016)

$$\begin{array}{c} \text{4x4 grid} \end{array} = \begin{pmatrix} w_{0,0} & 0 & 0 & 0 \\ w_{0,1} & w_{0,0} & 0 & 0 \\ w_{0,2} & w_{0,1} & 0 & 0 \\ w_{0,0} & w_{0,2} & 0 & 0 \\ w_{1,0} & 0 & w_{0,0} & 0 \\ w_{1,1} & w_{1,0} & w_{0,1} & w_{0,0} \\ w_{1,2} & w_{1,1} & w_{0,2} & w_{0,1} \\ 0 & w_{1,2} & 0 & w_{0,2} \\ w_{2,0} & 0 & w_{1,0} & 0 \\ w_{2,1} & w_{2,0} & w_{1,1} & w_{1,0} \\ w_{2,2} & w_{2,1} & w_{1,2} & w_{1,1} \\ 0 & w_{2,2} & 0 & w_{1,2} \\ 0 & 0 & w_{2,0} & 0 \\ 0 & 0 & w_{2,1} & w_{2,0} \\ 0 & 0 & w_{2,2} & w_{2,1} \\ 0 & 0 & 0 & w_{2,2} \end{pmatrix} \begin{array}{c} \text{2x2 grid} \end{array}$$

Transposed Convolutions are Still Convolutions!



$$\begin{bmatrix} w_{0,0} & 0 & 0 & 0 \\ w_{0,1} & w_{0,0} & 0 & 0 \\ w_{0,2} & w_{0,1} & 0 & 0 \\ w_{0,0} & w_{0,2} & 0 & 0 \\ w_{1,0} & 0 & w_{0,0} & 0 \\ w_{1,1} & w_{1,0} & w_{0,1} & w_{0,0} \\ w_{1,2} & w_{1,1} & w_{0,2} & w_{0,1} \\ 0 & w_{1,2} & 0 & w_{0,2} \\ w_{2,0} & 0 & w_{1,0} & 0 \\ w_{2,1} & w_{2,0} & w_{1,1} & w_{1,0} \\ w_{2,2} & w_{2,1} & w_{1,2} & w_{1,1} \\ 0 & w_{2,2} & 0 & w_{1,2} \\ 0 & 0 & w_{2,0} & 0 \\ 0 & 0 & w_{2,1} & w_{2,0} \\ 0 & 0 & w_{2,2} & w_{2,1} \\ 0 & 0 & 0 & w_{2,2} \end{bmatrix}$$

Figure from Dumoulin and Visin.
“A guide to convolution arithmetic
for deep learning” (2016)

Transpose is not the Inverse!

Denote this matrix by C:

$$\begin{pmatrix} w_{0,0} & w_{0,1} & w_{0,2} & 0 & w_{1,0} & w_{1,1} & w_{1,2} & 0 & w_{2,0} & w_{2,1} & w_{2,2} & 0 & 0 & 0 & 0 & 0 \\ 0 & w_{0,0} & w_{0,1} & w_{0,2} & 0 & w_{1,0} & w_{1,1} & w_{1,2} & 0 & w_{2,0} & w_{2,1} & w_{2,2} & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & w_{0,0} & w_{0,1} & w_{0,2} & 0 & w_{1,0} & w_{1,1} & w_{1,2} & 0 & w_{2,0} & w_{2,1} & w_{2,2} & 0 \\ 0 & 0 & 0 & 0 & 0 & w_{0,0} & w_{0,1} & w_{0,2} & 0 & w_{1,0} & w_{1,1} & w_{1,2} & 0 & w_{2,0} & w_{2,1} & w_{2,2} \end{pmatrix}$$

- C is not a square matrix, so it is not invertible! (Does not have full column rank!)
- The transposed convolution C^T gets us back to the original dimensions
- The transposed convolution does not technically “undo” the original convolution