

1. Convolution

$$\begin{bmatrix} 3 & 0 & 1 & 2 \\ 1 & 5 & 8 & 9 \\ 2 & 7 & 2 & 5 \\ 0 & 1 & 3 & 1 \end{bmatrix} * \begin{bmatrix} 1 & 0 & -1 \\ 1 & 0 & -1 \\ 1 & 0 & -1 \end{bmatrix} = \begin{bmatrix} A & B \\ C & D \end{bmatrix}$$

↑
filter

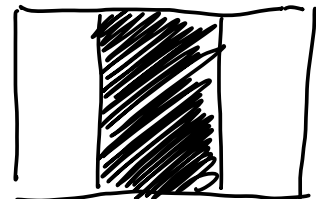
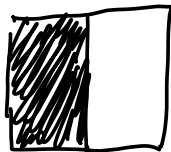
$$A = \begin{bmatrix} 3 & 0 & 1 \\ 1 & 5 & 8 \\ 2 & 7 & 2 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & -1 \\ 1 & 0 & -1 \\ 1 & 0 & -1 \end{bmatrix}$$

$$= 3 \times 1 + 0 \times 0 + 1 \times -1 \\ + 1 \times 1 + 5 \times 0 + 8 \times -1 \\ + 2 \times 1 + 7 \times 0 + 2 \times -1$$

$$= -5$$

Intuition: Edge detection

$$\begin{bmatrix} 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 \end{bmatrix} * \begin{bmatrix} 1 & 0 & -1 \\ 1 & 0 & -1 \\ 1 & 0 & -1 \end{bmatrix} = \begin{bmatrix} 0 & -3 & -3 & 0 \\ 0 & -3 & -3 & 0 \\ 0 & -3 & -3 & 0 \\ 0 & -3 & -3 & 0 \\ 0 & -3 & -3 & 0 \end{bmatrix}$$



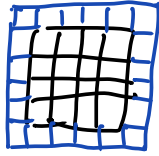
① object A v. object B \Rightarrow edge(A,B)

② vertical edge

$$\textcircled{3} \quad n \times n * f \times f = n-f+1 \times n-f+1$$

2. Padding.

$\left\{ \begin{array}{ll} \text{Valid conv} & : p=0 \\ \text{Same conv} & : \text{input size} = \text{output size} \end{array} \right.$



4x4

5x5 $p=1$

$$\begin{bmatrix} 3 & 0 & 1 & 2 \\ 1 & 5 & 8 & 9 \\ 2 & 7 & 2 & 5 \\ 0 & 1 & 3 & 1 \end{bmatrix} * \begin{bmatrix} 1 & 0 & 1 \\ 1 & 0 & 1 \\ 1 & 0 & 1 \end{bmatrix} = \begin{bmatrix} A & B \\ C & D \end{bmatrix}$$

\uparrow
 filter

```

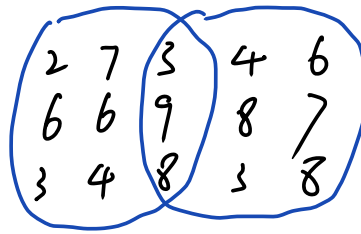
0 0 0 0 0 0
0 3 0 1 2 0
0 1 5 8 9 0
0 2 7 2 5 0
0 0 1 3 1 0
0 0 0 0 0 0
  
```

Intuition : ① image shrinks

② margin only used once

→ Output : $n+2p-f+1 \times n+2p-f+1$

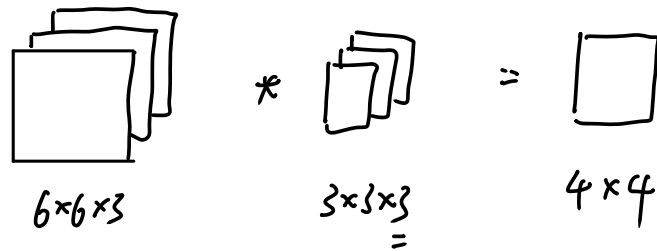
3. Stride. Move by more than 1 step.



Stride = 2

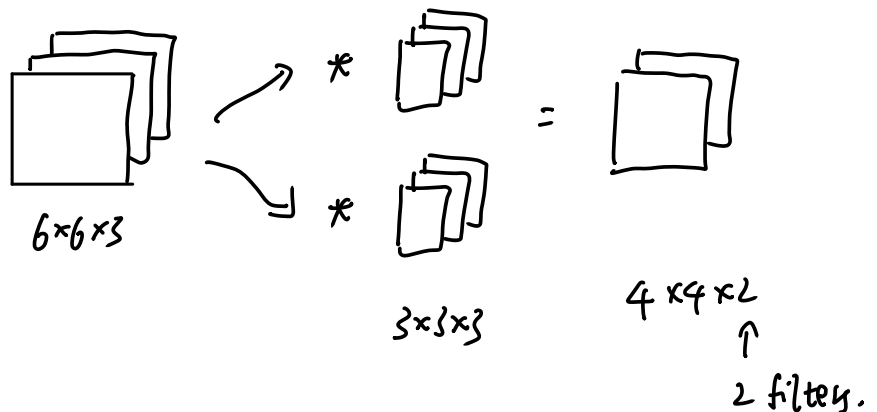
$$\Rightarrow \text{output: } \left\lfloor \frac{n+2p-f}{s} \right\rfloor + 1 \times \left\lfloor \frac{n+2p-f}{s} \right\rfloor + 1$$

4. Convolution on volume



RGB

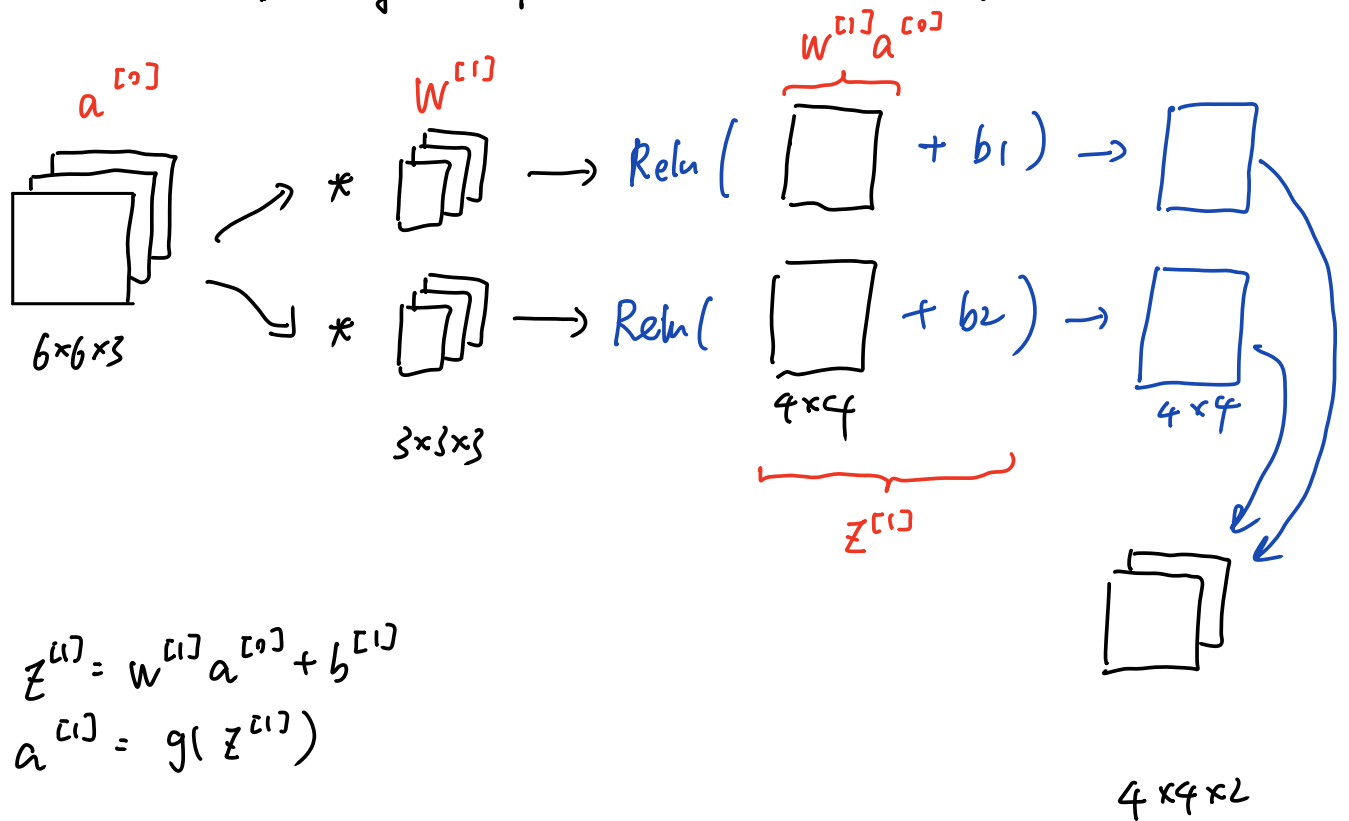
5. Apply multiple filters



Recap: Convolution $1 \rightarrow N_c$ Number of channels

↓
padding
stride

6 Toy example of CNN Conv Layer



$$z^{[1]} = W^{[1]} a^{[0]} + b^{[1]}$$

$$a^{[1]} = g(z^{[1]})$$

① 3-dim. Not flat

② 3x3x3 filter \rightarrow 27 params
10 filters \Rightarrow 270 params
b1, b2 \Rightarrow 280 params

Recall:

0	0	=)	6x6x3 = 108	4x4x2 = 32
0	0			
0	0			
0	0			

4x4 = 16

108x32 \approx 3000

$$\begin{array}{ccc}
 \mathcal{X} & \rightarrow & A^{[1]} & \rightarrow & A^{[3]} \\
 39 \times 39 \times 3 & & 37 \times 37 \times 10 & & 17 \times 17 \times 5 \\
 f^{[1]} = 3 & & f^{[2]} = 5 & & \\
 s^{[1]} = 1 & & s^{[2]} = 2 & & \\
 p^{[1]} = 0 & & p^{[2]} = 0 & & \\
 10 \text{ filters} & & 5 \text{ filters} & &
 \end{array}$$

$$\approx 480$$

$$\approx 2000$$

$$n^{[l]} = \left\lfloor \frac{n^{[l-1]} + 2p^{[l]} - f^{[l]}}{s^{[l]}} \right\rfloor + 1$$

Recap: Convolution $\rightarrow N_c$ Number of channels
 \downarrow
padding
stride

7. Types of layer in CNN

Convolution
Pooling
Fully Connected (dense)

$X \rightarrow \text{conv1} \rightarrow \text{pool1} \rightarrow \text{conv2} \rightarrow \text{pool2} \rightarrow \text{FC1} \rightarrow \text{FC2} \rightarrow \text{FC3} \rightarrow \hat{y} \text{ v. } y$

8. Pooling : Max pooling

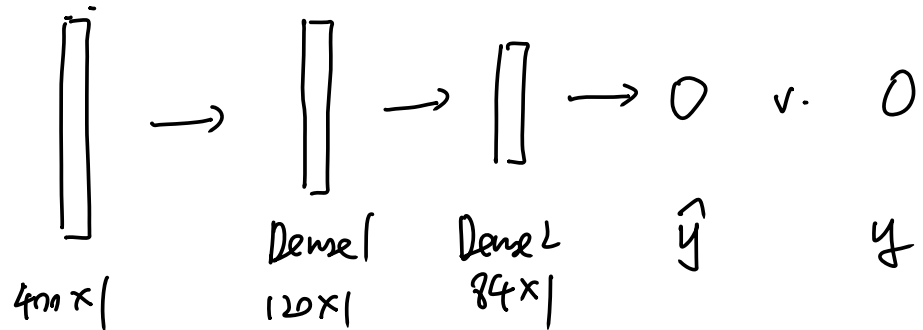
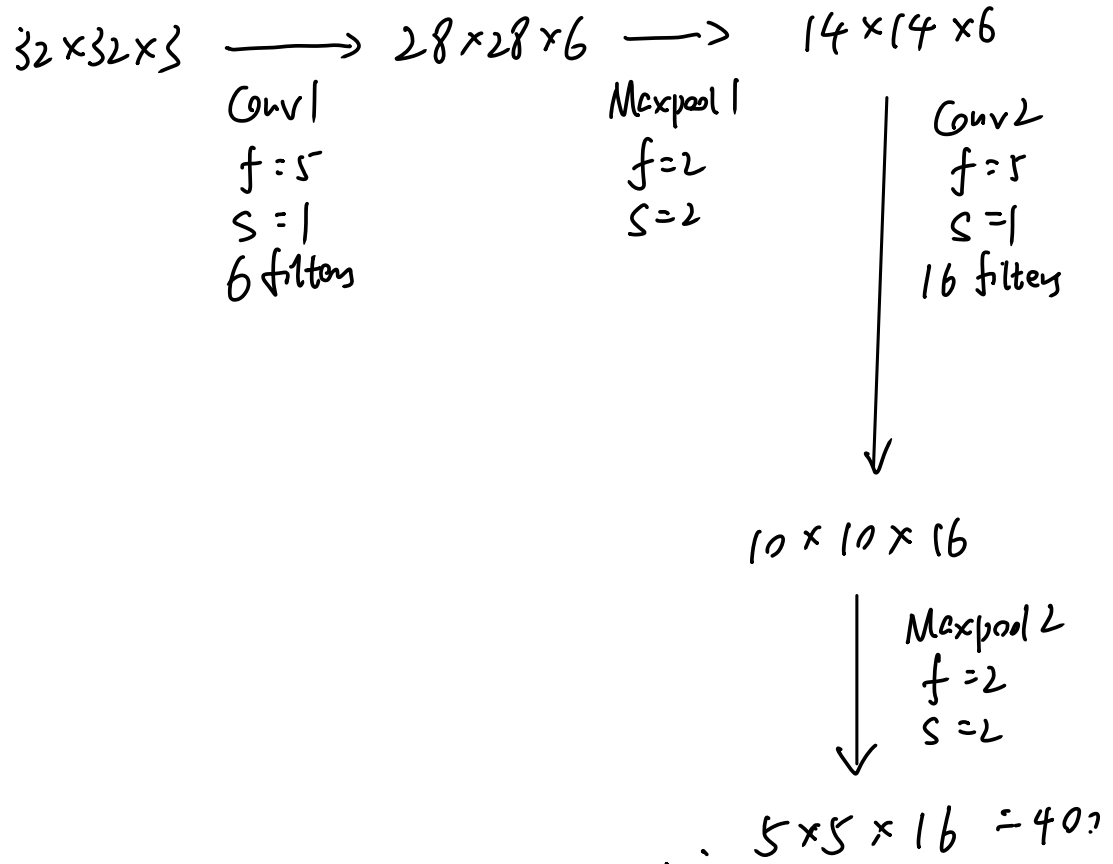
$$\begin{bmatrix} \begin{bmatrix} 1 & 3 \\ 2 & 9 \end{bmatrix} & \begin{bmatrix} 2 & 1 \\ 1 & 1 \end{bmatrix} \\ \begin{bmatrix} 1 & 3 \\ 5 & 6 \end{bmatrix} & \begin{bmatrix} 2 & 3 \\ 1 & 2 \end{bmatrix} \end{bmatrix} \rightarrow \begin{bmatrix} 9 & 2 \\ 6 & 3 \end{bmatrix}$$

$f=2, s=2$

① speed up

② No params to Learn

9. Full example



Recap :

1. Conv \rightarrow padding, stride
 \downarrow
 pooling.

2. $X \rightarrow \text{conv1} \rightarrow \text{pool1} \rightarrow \text{conv2} \rightarrow \text{pool2} \rightarrow \text{FC1} \rightarrow \text{FC2} \rightarrow \text{FC3} \rightarrow \hat{y} \text{ v. } y$

3. Why?

(1) parameter sharing

$32 \times 32 \times 3 \xrightarrow{\text{Conv1}} 28 \times 28 \times 6$
 $f=5$
 $s=1$
 6 filters