



# Aprendizaje Automático Profundo (Deep Learning)

---

**Dr. Facundo Quiroga - Dr. Franco Ronchetti**



# Visualización de Filtros

---

# Visualización de Filtros

```
from keras.applications.vgg16 import VGG16
model = VGG16()
print(model.summary())
```

Layer (type)	Output Shape	Param #
=====		
input_1 (InputLayer)	(None, 224, 224, 3)	0
-----		
<b>block1_conv1 (Conv2D)</b>	<b>(None, 224, 224, 64)</b>	<b>1792</b>
<b>block1_conv2 (Conv2D)</b>	<b>(None, 224, 224, 64)</b>	<b>36928</b>
-----		
<b>block1_pool (MaxPooling2D)</b>	<b>(None, 112, 112, 64)</b>	<b>0</b>
-----		
block2_conv1 (Conv2D)	(None, 112, 112, 128)	73856
block2_conv2 (Conv2D)	(None, 112, 112, 128)	147584
-----		
block2_pool (MaxPooling2D)	(None, 56, 56, 128)	0
-----		
<b>block3_conv1 (Conv2D)</b>	<b>(None, 56, 56, 256)</b>	<b>295168</b>
<b>block3_conv2 (Conv2D)</b>	<b>(None, 56, 56, 256)</b>	<b>590080</b>
<b>block3_conv3 (Conv2D)</b>	<b>(None, 56, 56, 256)</b>	<b>590080</b>
-----		
<b>block3_pool (MaxPooling2D)</b>	<b>(None, 28, 28, 256)</b>	

<b>block4_conv1 (Conv2D)</b>	<b>(None, 28, 28, 512)</b>	<b>1180160</b>
-----		
<b>block4_conv2 (Conv2D)</b>	<b>(None, 28, 28, 512)</b>	<b>2359808</b>
-----		
<b>block4_conv3 (Conv2D)</b>	<b>(None, 28, 28, 512)</b>	<b>2359808</b>
-----		
<b>block4_pool (MaxPooling2D)</b>	<b>(None, 14, 14, 512)</b>	<b>0</b>
-----		
block5_conv1 (Conv2D)	(None, 14, 14, 512)	2359808
block5_conv2 (Conv2D)	(None, 14, 14, 512)	2359808
block5_conv3 (Conv2D)	(None, 14, 14, 512)	2359808
-----		
block5_pool (MaxPooling2D)	(None, 7, 7, 512)	0
-----		
<b>flatten (Flatten)</b>	<b>(None, 25088)</b>	<b>0</b>
-----		
<b>fc1 (Dense)</b>	<b>(None, 4096)</b>	<b>102764544</b>
-----		
<b>fc2 (Dense)</b>	<b>(None, 4096)</b>	<b>16781312</b>
-----		
<b>predictions (Dense)</b>	<b>(None, 1000)</b>	<b>4097000</b>
=====		
Total params: 138,357,544		
Trainable params: 138,357,544		
Non-trainable params: 0		



# Acceso a los filtros. Verificación de su tamaño

```
for layer in model.layers:  
    if 'conv' not in layer.name:  
        continue  
    filters, biases = layer.get_weights()  
    print(layer.name, filters.shape)
```

- 64 filtros de 3x3x3
- 64 filtros de 3x3x64
- 128 filtros de 3x3x64
- 128 filtros de 3x3x128
- ...
- 512 filtros de 3x3x512

## **Filter (h,w,cin,cout)**

```
block1_conv1 (3, 3, 3, 64)  
block1_conv2 (3, 3, 64, 64)  
block2_conv1 (3, 3, 64, 128)  
block2_conv2 (3, 3, 128, 128)  
block3_conv1 (3, 3, 128, 256)  
block3_conv2 (3, 3, 256, 256)  
block3_conv3 (3, 3, 256, 256)
```

## **Filter (h,w,cin,cout)**

```
block4_conv1 (3, 3, 256, 512)  
block4_conv2 (3, 3, 512, 512)  
block4_conv3 (3, 3, 512, 512)  
block5_conv1 (3, 3, 512, 512)  
block5_conv2 (3, 3, 512, 512)  
block5_conv3 (3, 3, 512, 512)
```

# Selección de la capa en base al nombre

```
def layer_by_name(model, layer_name):  
    for layer in model.layers:  
        if layer.name==layer_name:  
            return layer  
    raise ValueError(f"Invalid layer name {layer_name}")  
  
#Elegir capa convolucional y nro de filtro  
layer_name="block1_conv2"  
filter_index=0  
#dibujar filtro  
layer = layer_by_name(model, layer_name)  
filters, biases = layer.get_weights()  
plot_conv_weight(layer.name, filters[:, :, :, filter_index])
```

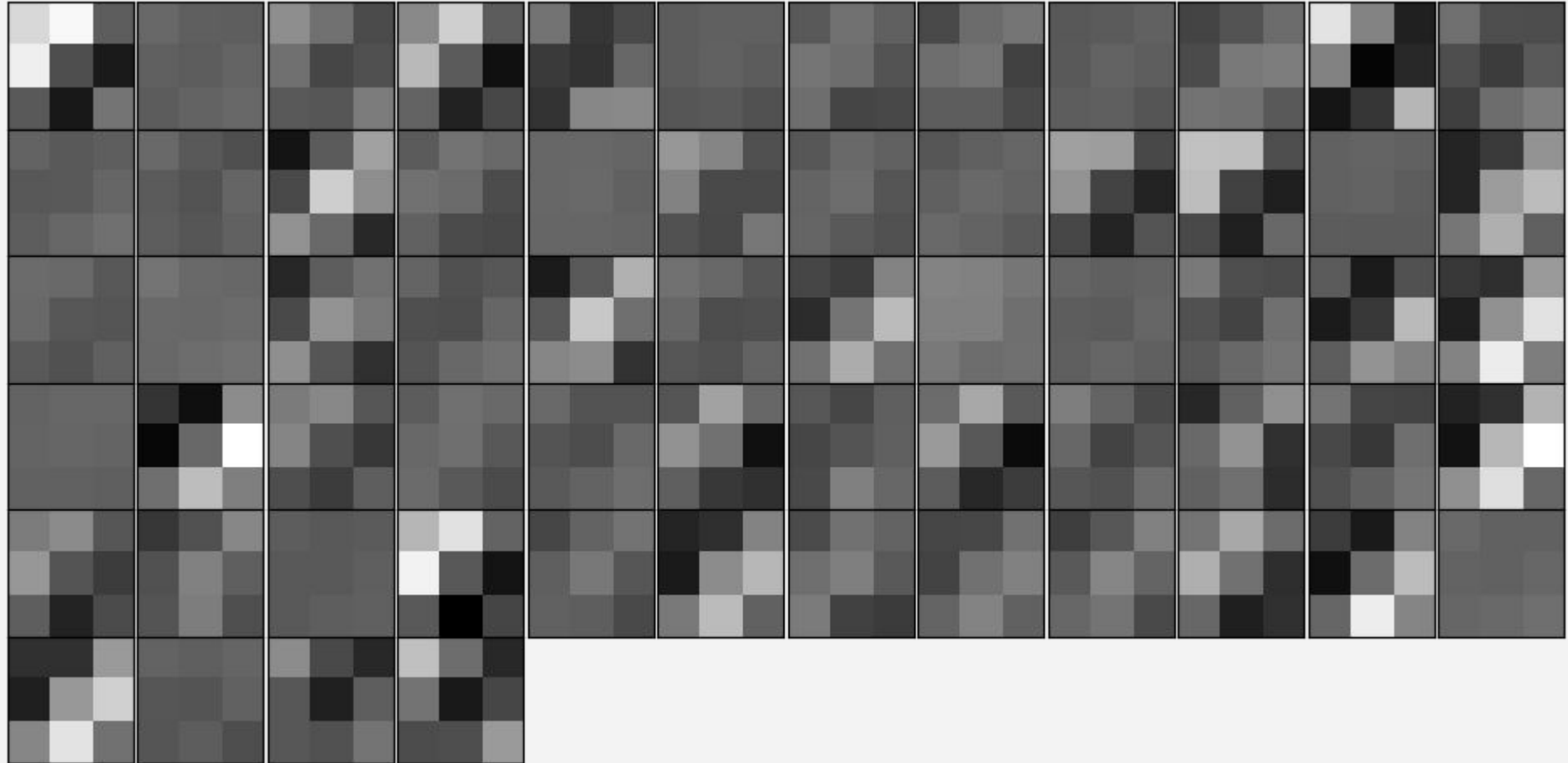
# Visualización de Filtros

```
def plot_conv_weight(layer_name, filters, cols=32):  
    h,w,c=filters.shape  
    rows=( c // cols ) + int((c % cols)>0)  
    gs = gridspec.GridSpec(rows, cols, wspace=0.1, hspace=0.1)  
    # maximo y minimo para dibujar todos en la misma escala  
    mi,ma=filters.min(),filters.max()  
    for i in range(c):  
        ax = plt.subplot(gs[i])  
        ax.imshow(filters[:, :, i], cmap="gray", vmin=mi, vmax=ma)  
        ax.set_xticks([])  
        ax.set_yticks([])  
    # poner en blanco los ax que sobran  
    for i in range(c, cols*rows):  
        ax = plt.subplot(gs[i])  
        ax.axis("off")
```

[Ejemplo Completo](#)

# Verificación de aprendizaje correcto

- Capa `block1_conv2`
- `block1_conv2` (3, 3, 64, 64)
- Primer filtro (`filter_index = 0`)
- `shape = (3,3,64)`
- 64 cuadrados de 3x3
- c/u: pesos sobre el Feature Map anterior



Importante: No son todos 0 (filtros muertos)