

*Neural Networks and Deep Learning*

# Convolutional Neural Networks

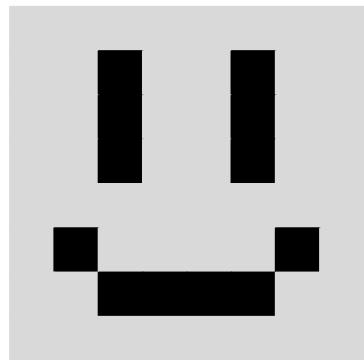
# Summary

1. Convolution
  - a. Kernel convolution
  - b. Convolutional layer
2. Pooling
  - a. Concept
  - b. Exemple

# Convolution

# Kernel convolution

*Intuition*



Original image



0	0	0	0	0	0	0	0	0
0	0	1	0	0	0	1	0	0
0	0	1	0	0	0	1	0	0
0	0	1	0	0	0	1	0	0
0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	0	1	0
0	0	1	1	1	1	1	0	0
0	0	0	0	0	0	0	0	0

Pixel values



0	0	0
0	0	1
0	0	1

0	0	0
0	1	0
0	1	0

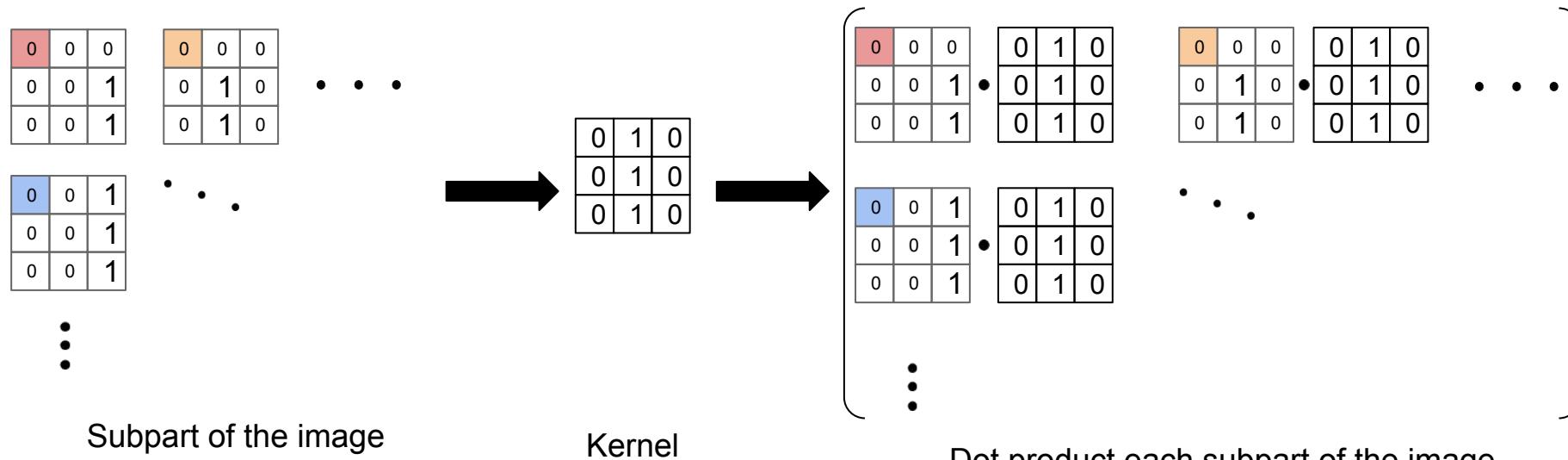
0	0	1
0	0	1
0	1	0

  
 • | • | • |

Subpart of the image  
multiplied by the kernel

# Kernel convolution

*Intuition*



Subpart of the image

Kernel

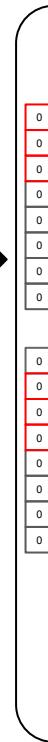
Dot product each subpart of the image with the kernel (also called filter). Each product gives a scalar, all those scalars give use a new matrix which will be the input of the next layer (after applying an activation function)

# Kernel convolution

Intuition

0	0	0	0	0	0	0	0	0
0	0	1	0	0	1	0	0	0
0	0	1	0	0	1	0	0	0
0	0	1	0	0	1	0	0	0
0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	1	0	0
0	0	1	1	1	1	0	0	0
0	0	0	0	0	0	0	0	0

0	1	0
0	1	0
0	1	0



0	0	0	0	0	0	0	0	0
0	0	1	0	0	1	0	0	0
0	0	1	0	0	1	0	0	0
0	0	1	0	0	1	0	0	0
0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	1	0	0
0	0	1	1	1	1	0	0	0
0	0	0	0	0	0	0	0	0

0	0	0	0	0	0	0	0	0
0	0	1	0	0	1	0	0	0
0	0	1	0	0	1	0	0	0
0	0	1	0	0	1	0	0	0
0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	1	0	0
0	0	1	1	1	1	0	0	0
0	0	0	0	0	0	0	0	0

0	0	0	0	0	0	0	0	0
0	0	1	0	0	1	0	0	0
0	0	1	0	0	1	0	0	0
0	0	1	0	0	1	0	0	0
0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	1	0	0
0	0	1	1	1	1	0	0	0
0	0	0	0	0	0	0	0	0

0	0	0	0	0	0	0	0	0
0	0	1	0	0	1	0	0	0
0	0	1	0	0	1	0	0	0
0	0	1	0	0	1	0	0	0
0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	1	0	0
0	0	1	1	1	1	0	0	0
0	0	0	0	0	0	0	0	0

0	0	0	0	0	0	0	0	0
0	0	1	0	0	1	0	0	0
0	0	1	0	0	1	0	0	0
0	0	1	0	0	1	0	0	0
0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	1	0	0
0	0	1	1	1	1	0	0	0
0	0	0	0	0	0	0	0	0

0	0	0	0	0	0	0	0	0
0	0	1	0	0	1	0	0	0
0	0	1	0	0	1	0	0	0
0	0	1	0	0	1	0	0	0
0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	1	0	0
0	0	1	1	1	1	0	0	0
0	0	0	0	0	0	0	0	0

0	0	0	0	0	0	0	0	0
0	0	1	0	0	1	0	0	0
0	0	1	0	0	1	0	0	0
0	0	1	0	0	1	0	0	0
0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	1	0	0
0	0	1	1	1	1	0	0	0
0	0	0	0	0	0	0	0	0

Each red highlighted submatrix represents the part that is being multiplied by the kernel, the result being a matrix.

# Kernel convolution

*Mathematical expression*

Let  $P$  be the matrix containing the image pixels and  $K$  the kernel matrix.

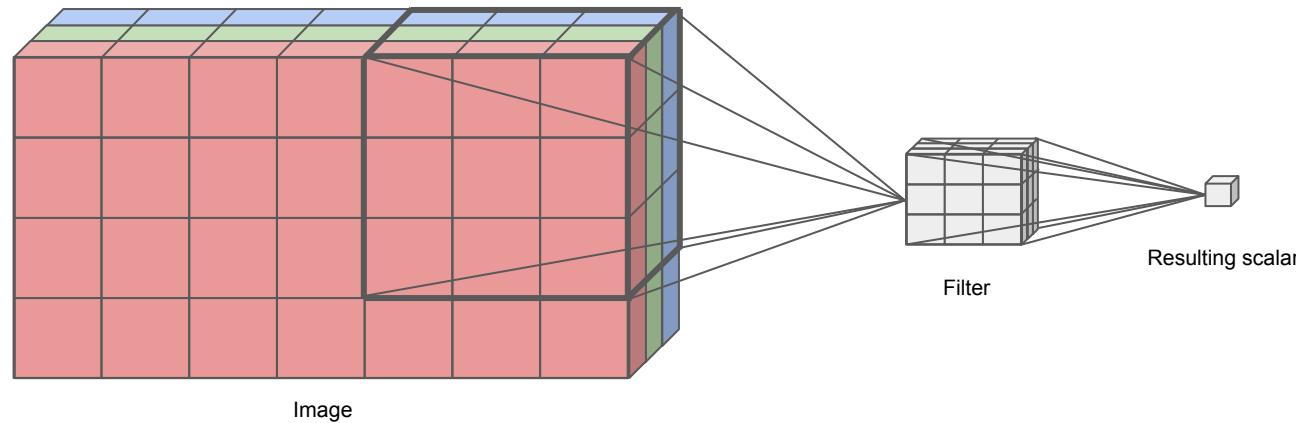
We can express the value  $(i,j)$  in the matrix resulting of the convolution of  $P$  by  $K$  thanks to the following formula:

$$Conv_{i,j}(P, K) = \langle P[i, i+k; j, j+k], K \rangle_F$$

Where  $\langle \rangle_F$  represents the [Frobenius inner product](#) and  $P[a,b;c,d]$  represents the submatrix of  $P$  composed of the intersections of the rows in  $[a,b]$  and the columns in  $[c,d]$ .

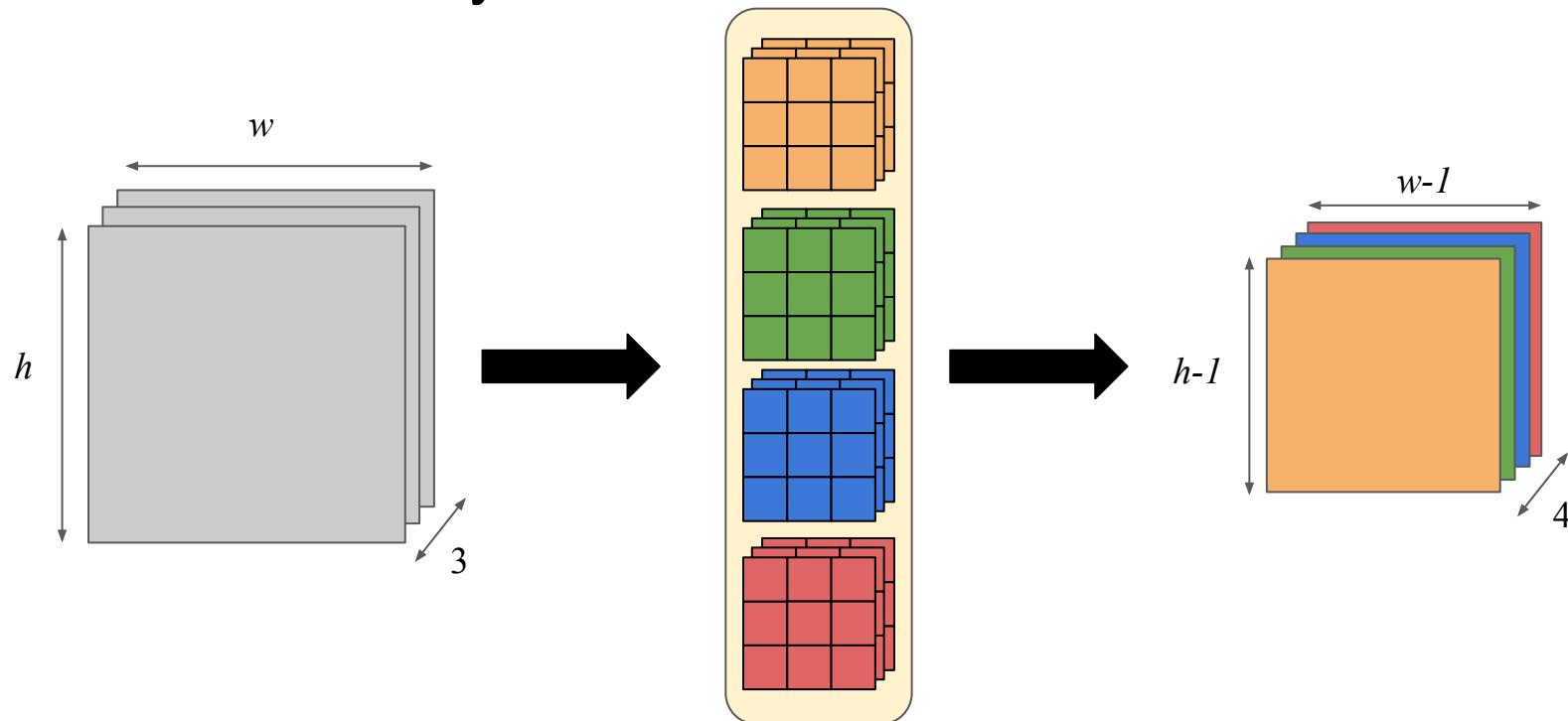
# Convolutional layer

A convolutional layer is a set of kernels. Such a layer takes as input a 3-dimensional array (width, height, depth) and output another 3-dimensional array resulting of the convolution of the input with all the kernel.



Result of applying a kernel of dimension  $3 \times 3$  (extended to  $3 \times 3 \times 3$  for the dot product) on a subpart of the image. This operation is done for all the image resulting in a 2-dimensional array, and for all the filters resulting in a 3-dimensional array

# Convolutional layer

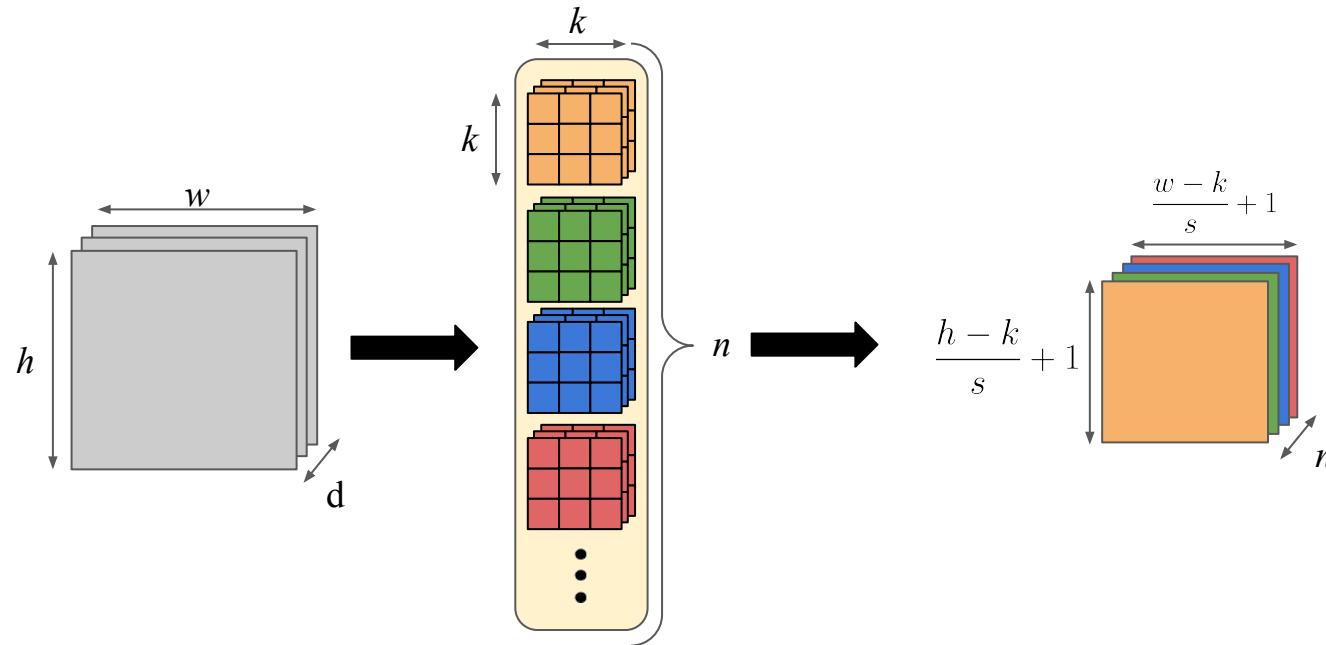


Example of convolutional layer with a stride of 1

# Convolutional layer

Let  $P$  be a matrix of dimension  $w \times h \times d$ ,  $C$  be a set of  $n$  filter each with a dimension of  $k \times k$  and  $s$  be the stride of those filters.

Then the dimension of the output is  $\left(\frac{w - k}{s} + 1, \frac{h - k}{s} + 1, n\right)$



# Pooling

# Concepts

A pooling layer that extract information about a submatrix. For example a max pooling layer will take the maximum value of all the designated submatrix and build a new matrix from it. This pooling is applied on each channel of the 3-dimensional array. So a pooling layer takes as input a 3-dimensional array and output another 3-dimensional with a (possible) different width and height but same depth.

The dimension of the output is:  $(\frac{w - p}{s} + 1, \frac{h - p}{s} + 1, d)$

with:

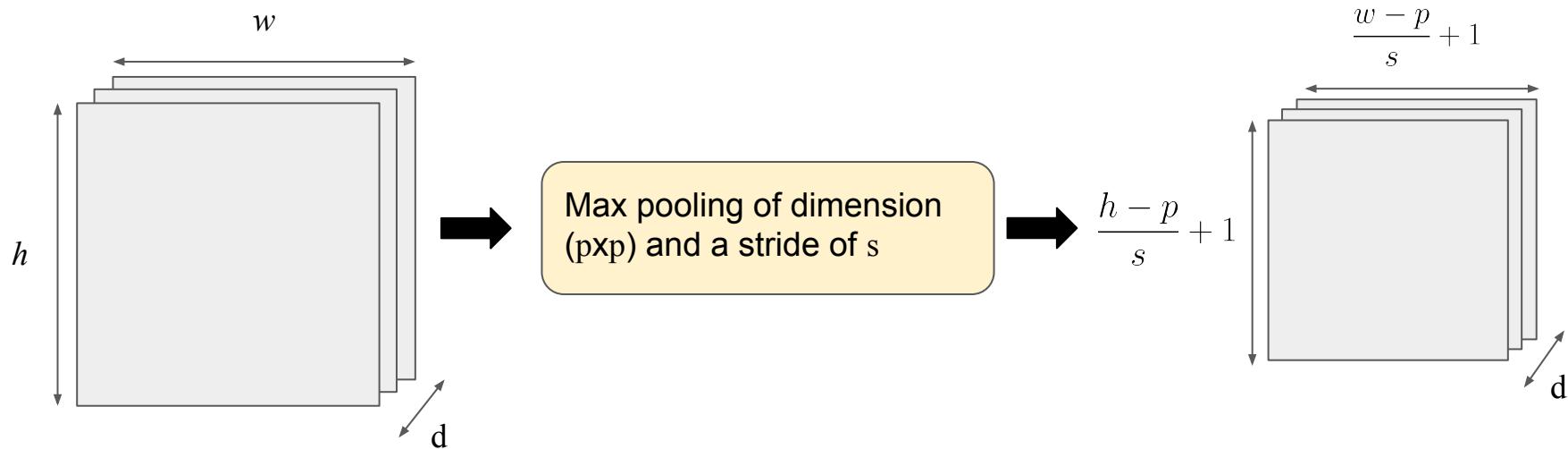
$w \rightarrow$  width of the input

$h \rightarrow$  height of the input

$(p \times p) \rightarrow$  dimensions of the pooling

$s \rightarrow$  stride of the pooling

# Concepts



# Example

