## Face Recognition

Outshot learning: learn from I example
- learn a similarity function (verify if some person)

## Siamese function

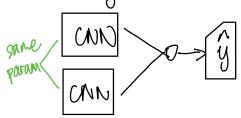
inn 2 identical CNNs on 2 example, then we the similarity function to compare the distance of the 2 encodings  $d(x''', x'^3) = 1/f(x'') - f(x'')/2$ { small if some person large if doft person

Triplet loss Anthor Positive Nypother  $\|f(A) - f(P)\|^2 \le \|f(A) - f(W)\|^2$   $d(A,P) \qquad d(A,N)$   $d(A,P) - d(A,N) + x \le 0$  experparam: margin to prevent d just to order to prevent d just

How to choose A, P, N: choose triplets that are hard to train improve the efficiency of the training algo.

$$d(A.P) + d \leq d(A.N) \Rightarrow d(A.P) \approx d(A.N)$$





game 
$$\left(\frac{CNN}{y}\right)$$
  $y = \sigma\left(\frac{c}{k=1}W; |f(x^{(i)})_{k} - f(x^{(i)})_{k}| + b\right)$ 

## Neural Style Transfer

(act function

content cost 
$$\int content (C,G) = \frac{1}{2} \|a^{(i)}(c) - a^{(i)}(G)\|^2$$

How correlated are

channel ?

channel 2

How correlated are

$$J(l)$$
 $J(l) = II G(l)(s) - G(l)(g)|_{F}^{2}$ 

where  $J(l) = II G(l)(s) - G(l)(g)|_{F}^{2}$ 
 $J(l) = II G(l)(s) - G(l)(g)|_{F}^{2}$ 
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Conv 3D (32, 32, 32, (6) -> 32 Ailters (3.3,3) output => (30,30,30,32)