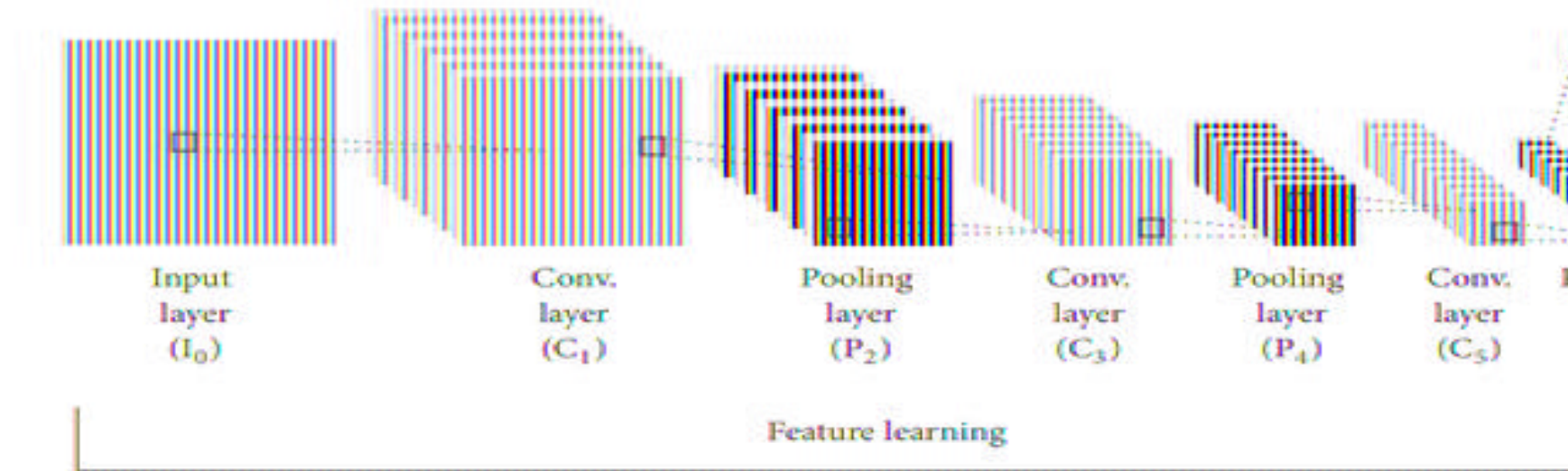


# Building the first CNN Architecture & Parameters Calculations



--- Ramendra Kumar ---

## Convolution Operation : Input with one channel

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

Input

1	0	1
0	1	0
1	0	1

Kernel/Filter

Stride?

1x1	1x0	1x1	0	0
0x0	1x1	1x0	1	0
0x1	0x0	1x1	1	1
0	0	1	1	0
0	1	1	0	0

4		

Output

## Convolution Operation : Input with three channel

0	0	0	0	0	0	...
0	156	155	156	158	158	...
0	153	154	157	159	159	...
0	149	151	155	158	159	...
0	146	146	149	153	158	...
0	145	143	143	148	158	...
...	...	...	...	...	...	...

Input Channel #1 (Red)

0	0	0	0	0	0	...
0	167	166	167	169	169	...
0	164	165	168	170	170	...
0	160	162	166	169	170	...
0	156	156	159	163	168	...
0	155	153	153	158	168	...
...	...	...	...	...	...	...

Input Channel #2 (Green)

0	0	0	0	0	0	...
0	161	162	163	165	165	...
0	160	161	164	166	166	...
0	156	158	162	165	166	...
0	155	155	158	162	167	...
0	154	152	152	157	167	...
...	...	...	...	...	...	...

Input Channel #3 (Blue)

-1	-1	1
0	1	-1
0	1	1

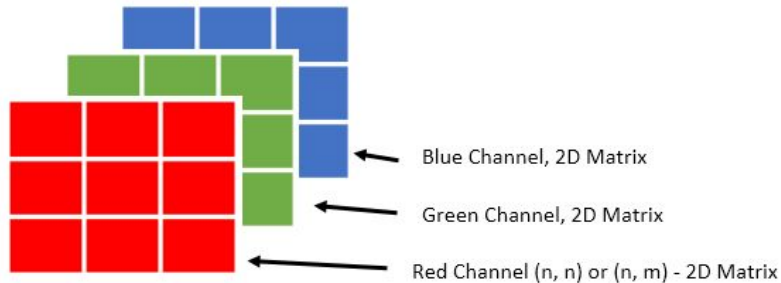
Kernel Channel #1

1	0	0
1	-1	-1
1	0	-1

Kernel Channel #2

0	1	1
0	1	0
1	-1	1

Kernel Channel #3



+

-498

+

164

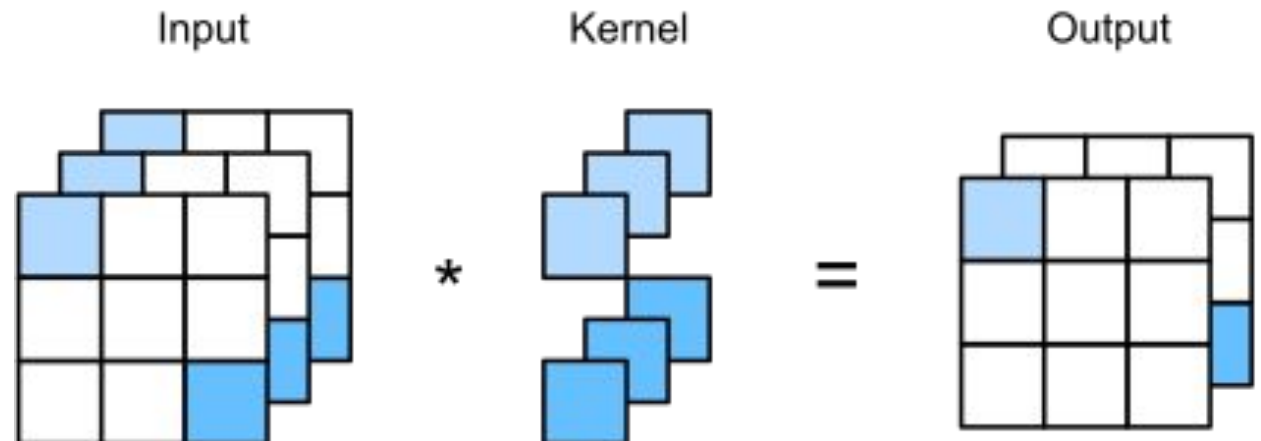
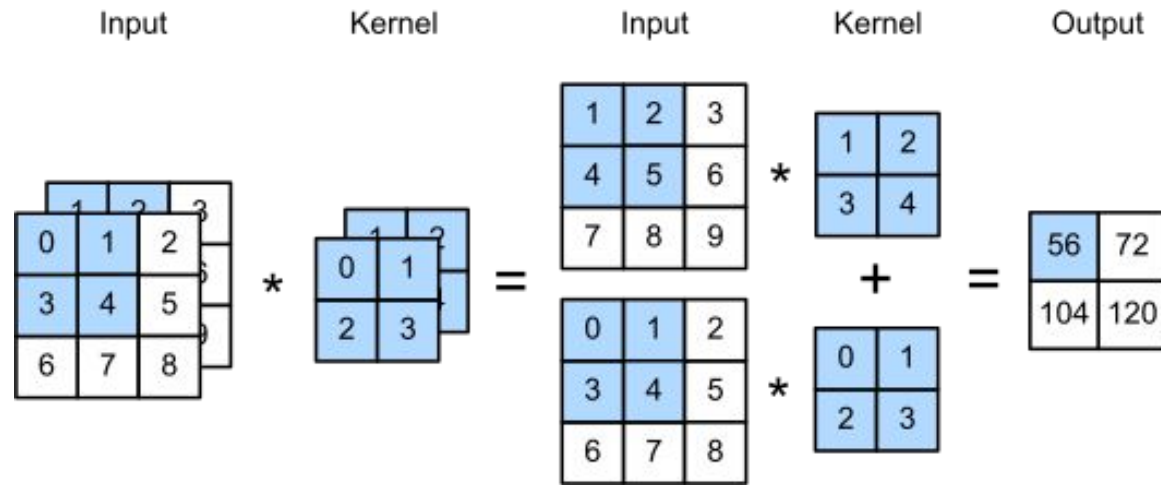
+ 1 = -25

Bias = 1

Output

-25				...
				...
				...
				...
...	...	...	...	...

## Convolution Operation : Single / Multiple Kernel



## Pooling Operation

### Max Pool

2	3	1	9
4	7	3	5
8	2	2	2
1	3	4	5



7	9
8	5

Max-Pool with a 2 by 2 filter and stride 2.

### Average Pool

2	3	1	9
4	7	3	5
8	2	2	2
1	3	4	5



4	4.5
3.25	3.25

Average Pool with a 2 by 2 filter and stride 2.

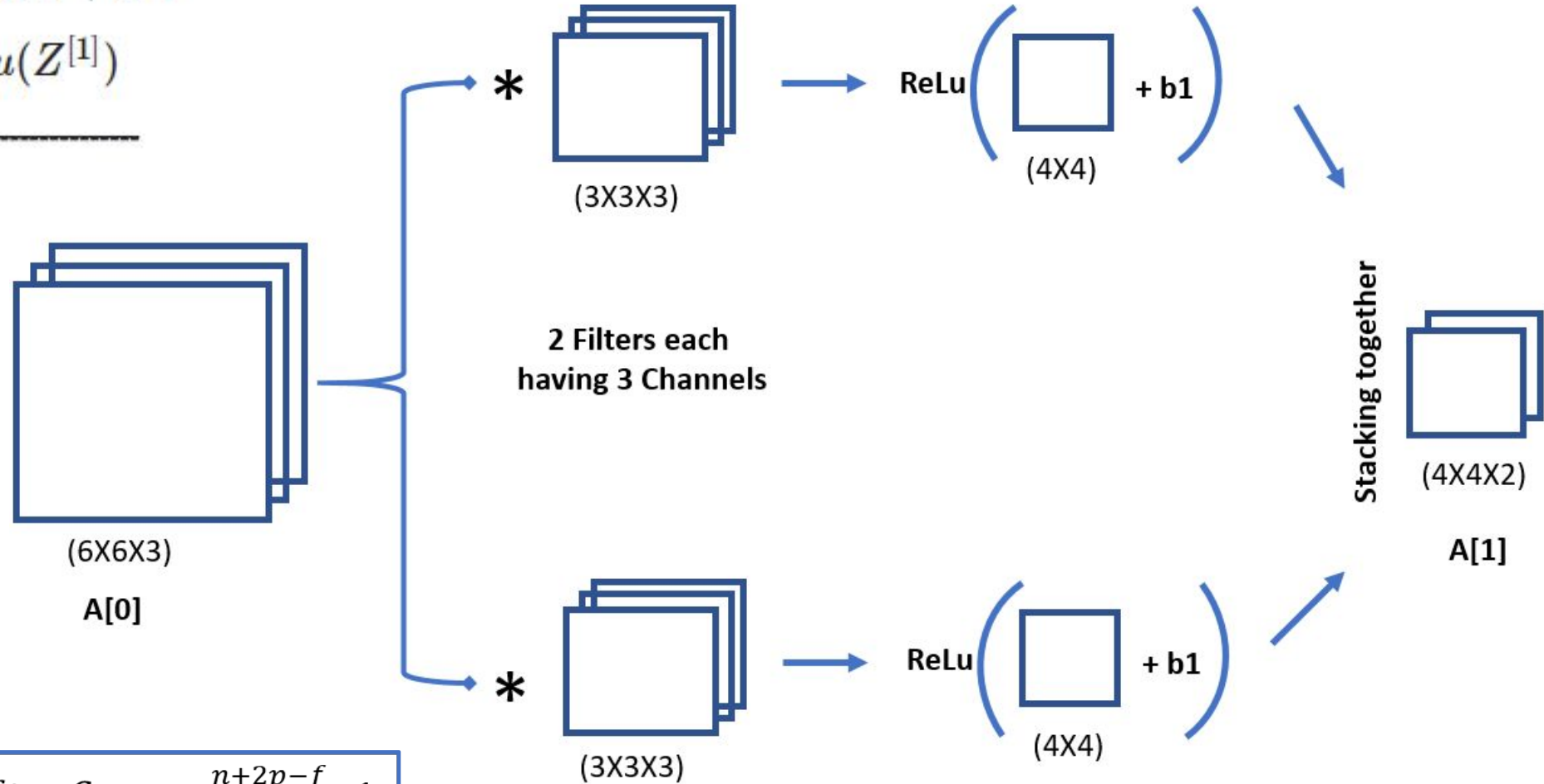
## Zero Padding

0	0	0	0	0	0
0	35	19	25	6	0
0	13	22	16	53	0
0	4	3	7	10	0
0	9	8	1	3	0
0	0	0	0	0	0

## Deeper look into One Layer of a Convolution

$$Z^{[1]} = W^{[1]} \circledast A^{[0]} + b^{[1]}$$

$$A^{[1]} = \text{ReLU}(Z^{[1]})$$



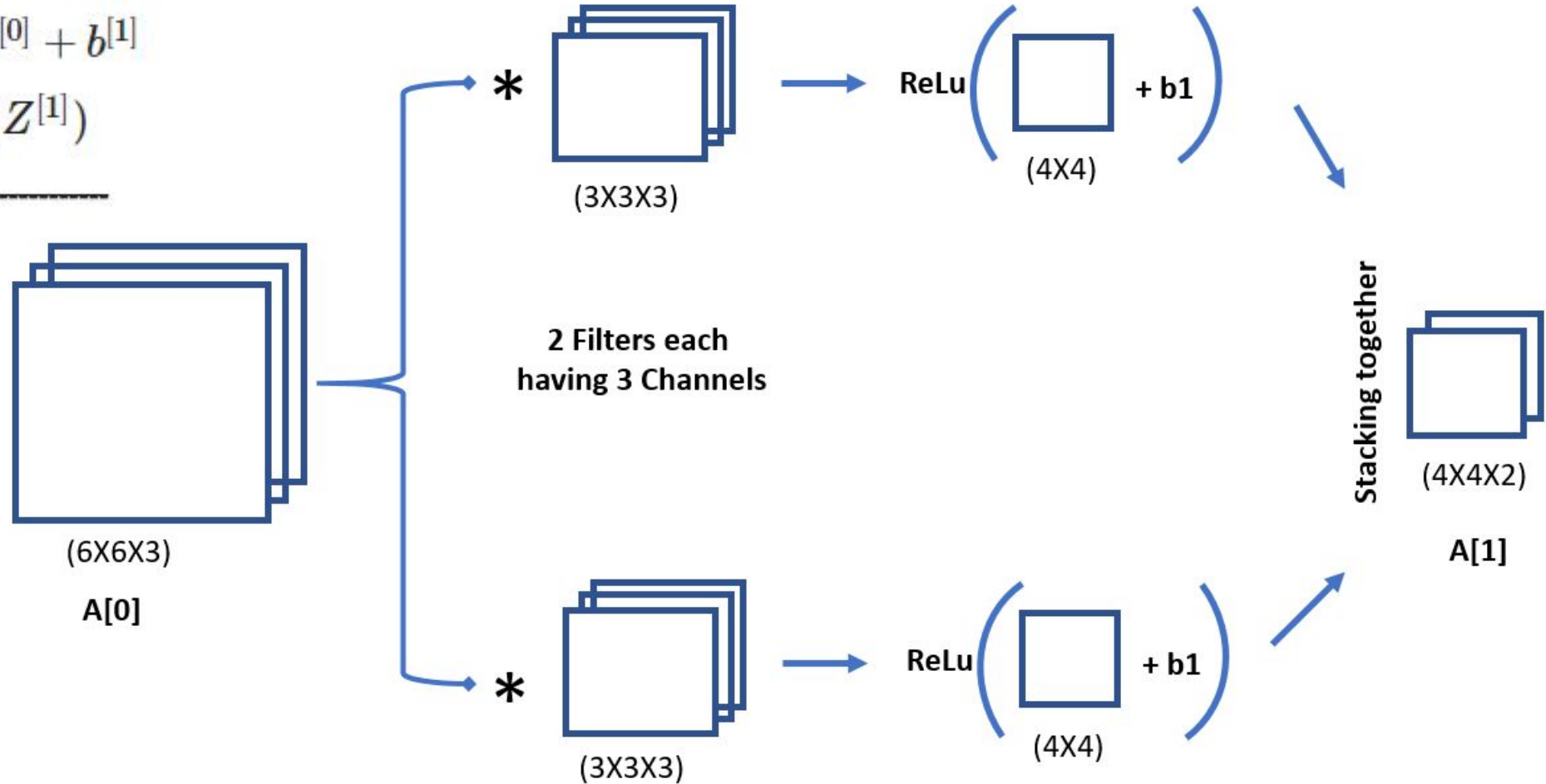
$$\text{Output shape after Conv} = \frac{n+2p-f}{s} + 1$$

$n$ = size of input (6),  $p$ =padding (0),  $f$ =size of filter(3),  $s$ =stride(1)

## Deeper look into One Layer of a Convolution

$$Z^{[1]} = W^{[1]} \circledast A^{[0]} + b^{[1]}$$

$$A^{[1]} = \text{ReLU}(Z^{[1]})$$



$$\text{Output shape after Conv} = \frac{n+2p-f}{s} + 1$$

$$\text{Calculating Parameters} = (f^l \times f^l \times n_c^{l-1} + 1) \times n_f^l$$

$f^l$  = size of filter in layer 'L' : (3),  $n_c^{l-1}$  = number of channel in layer 'L-1' : (3),  $n_f^l$  = number of filter in layer 'L' : (2)

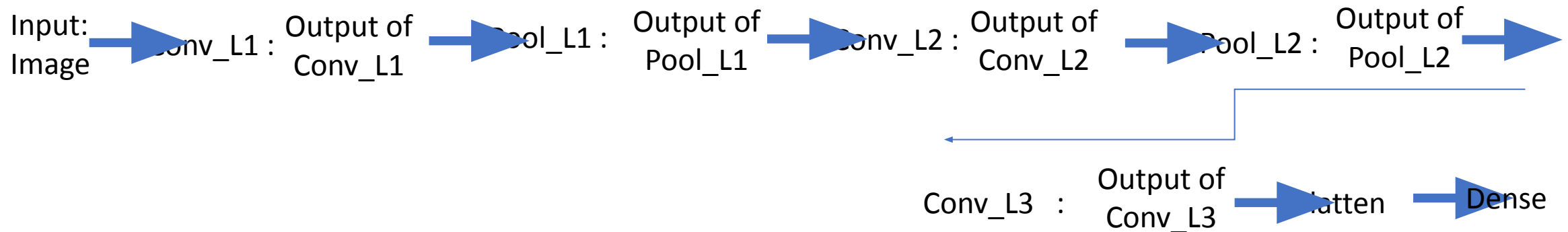


## Building the architecture

### LeNet-5: Example of an early ConvNet

```

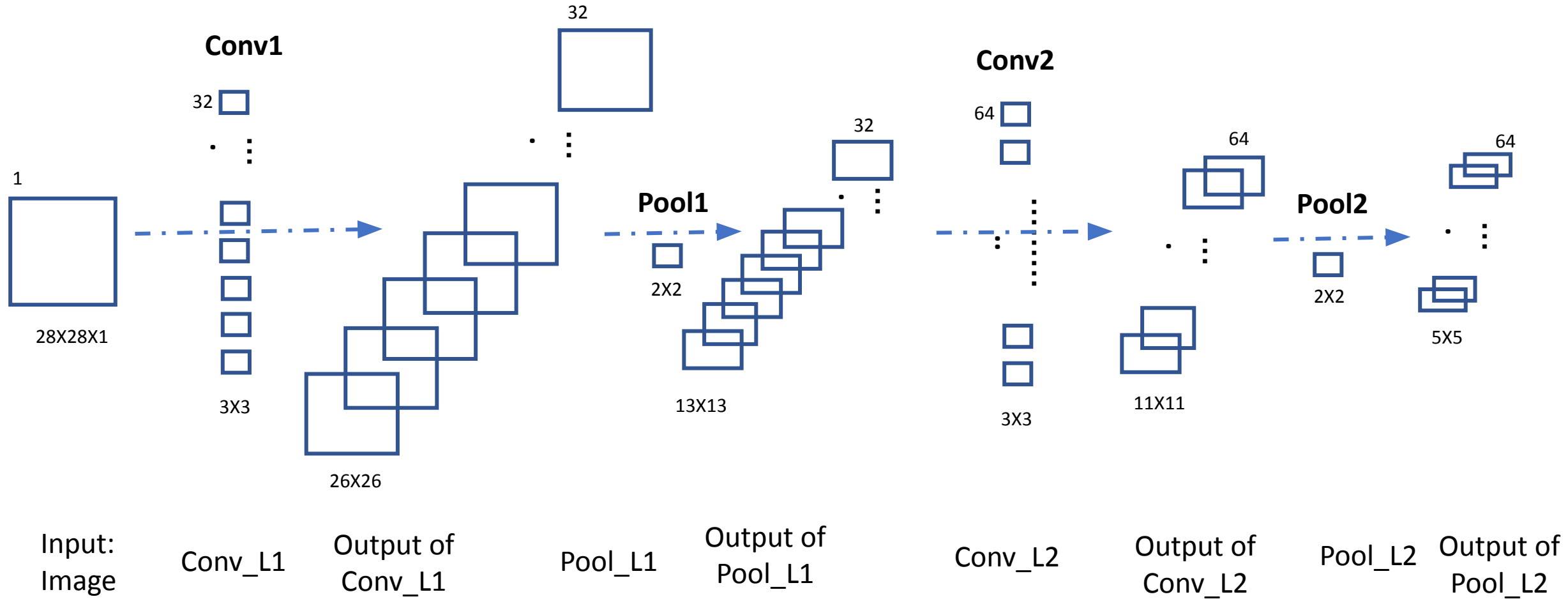
# Define convnet
# Q: Which API are we using? A: Functional API
inputs = keras.Input(shape=(28, 28, 1)) ... # Q: How many channels does the input image have? A: 1
x = layers.Conv2D(filters=32, kernel_size=3, activation="relu")(inputs) ... # Q: Meaning of each argument?
x = layers.MaxPooling2D(pool_size=2)(x) ... # Q: What is the height and width of feature maps after this layer? A: 13x13
x = layers.Conv2D(filters=64, kernel_size=3, activation="relu")(x)
x = layers.MaxPooling2D(pool_size=2)(x)
x = layers.Conv2D(filters=128, kernel_size=3, activation="relu")(x)
x = layers.Flatten()(x)
outputs = layers.Dense(10, activation="softmax")(x) ... # Need Dense layer at the end for classification
model = keras.Model(inputs=inputs, outputs=outputs)
    
```



# CNN Example 1:

$$\text{P1: } (3 \times 3 \times 1 + 1) \times 32 = 320$$

$$\text{P2: } (3 \times 3 \times 32 + 1) \times 64 = 18496$$



$$\text{Output shape after Conv} = \frac{n+2p-f}{s} + 1$$

$$\text{Output shape after Pool} = \frac{n-f}{s} + 1$$

$$\text{Calculating Parameters} = (f^l \times f^l \times n_c^{l-1} + 1) \times n_f^l$$

$$P3 : (3 \times 3 \times 64 + 1) \times 128 = 73856$$

**P3**

128

•

•

•

•

•

3X3

Conv\_L3

128

•

•

•

•

•

3X3

Output of  
Conv\_L3

$$P4 : [10, 1152] + b(10) = ((10 \times 1152) + 10) = 11,530$$

**P4**

1152

•

•

•

•

•

•

•

•

Flatten

10

•

•

•

•

•

•

Dense\_L1 : FC1

SoftMax

Pred

Ground  
Truth

Loss function

Comparison of Pred vs GT

Output of  
Pool\_L2

64

•

•

•

•

5X5

Thanks !