

# COMPUTER VISION

## CONVOLUTION ON IMAGES

# AGENDA

This video lecture focuses on understanding:

- Why machine learning and simple neural networks are not best solution for extracting information out of images
- Concept of convolution
- How convolution helps to extract information our of images

# INDEX

1. CONCEPT OF CONVOLUTION
2. APPLICATION OF CONVOLUTION
3. PYTHON SIMULATION

## 1. CONCEPT OF CONVOLUTION

$$\text{CONVOLUTION} = (10 \times 0) + (20 \times 0) + (30 \times 1) + (0 \times 0) + (10 \times 1) + (20 \times 0) + (20 \times 1) + (80 \times 0) + (200 \times 0) = 60$$

10	20	30
0	10	20
20	80	200

$\times$

0	0	1
0	1	0
1	0	0

=

60
----

INPUT MATRIX

Size = 3 X 3

FILTER MATRIX

Size = 3 X 3

CONVOLUTED MATRIX

Size = 1 X 1

# 1. CONCEPT OF CONVOLUTION



INPUT IMAGE

10	20	30	20	80	120	50	60	70	80
0	10	20	80	0	20	0	170	190	200
20	80	200	90	100	200	190	180	10	20
200	90	255	255	255	255	255	60	70	100
150	0	255	255	255	255	255	80	70	90
170	0	0	40	40	30	0	50	20	90
180	190	10	20	60	0	120	40	10	10
1	100	0	60	0	50	100	50	60	30
20	110	110	60	20	40	80	60	30	10
60	60	0	230	0	20	200	70	180	200

INPUT IMAGE in pixels matrix

Size = 10 x 10 pixels

Channels = 1 channel

# 1. CONCEPT OF CONVOLUTION

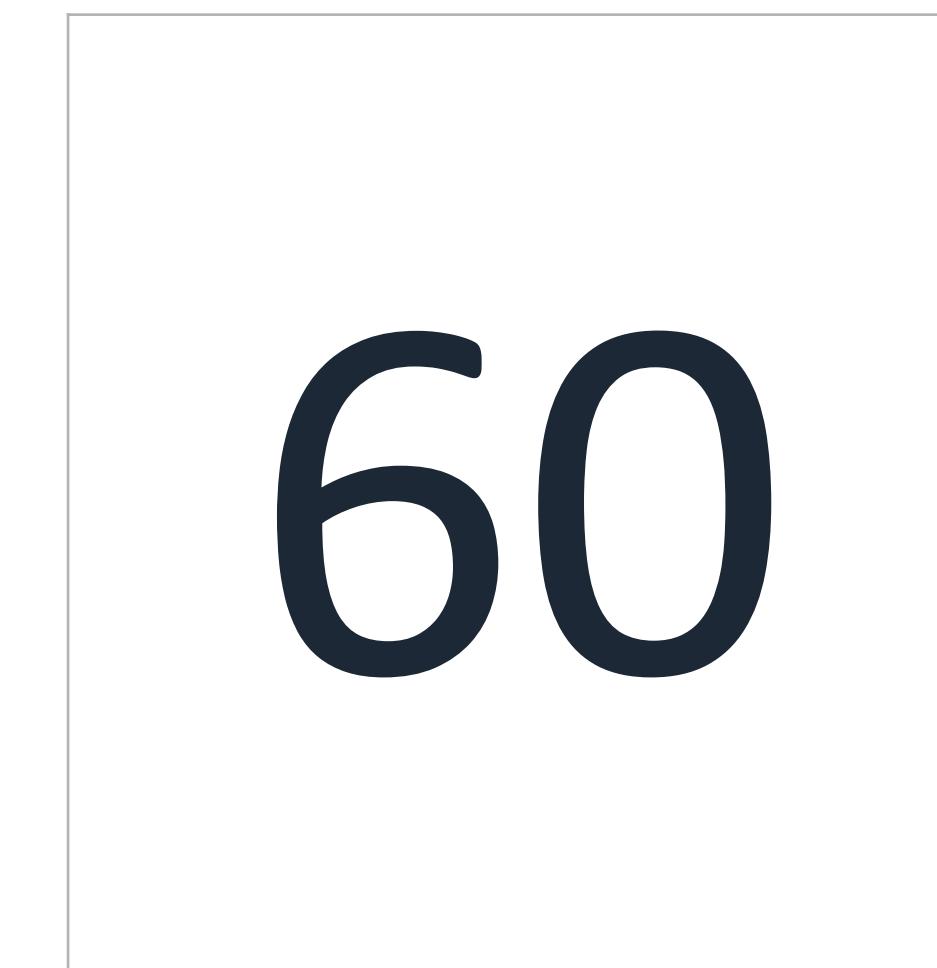
10	20	30	20	80	120	50	60	70	80
0	10	20	80	0	20	0	170	190	200
20	80	200	90	100	200	190	180	10	20
200	90	255	255	255	255	255	60	70	100
150	0	255	255	255	255	255	80	70	90
170	0	0	40	40	30	0	50	20	90
180	190	10	20	60	0	120	40	10	10
1	100	0	60	0	50	100	50	60	30
20	110	110	60	20	40	80	60	30	10
60	60	0	230	0	20	200	70	180	200

X

0	0	1
0	1	0
1	0	0

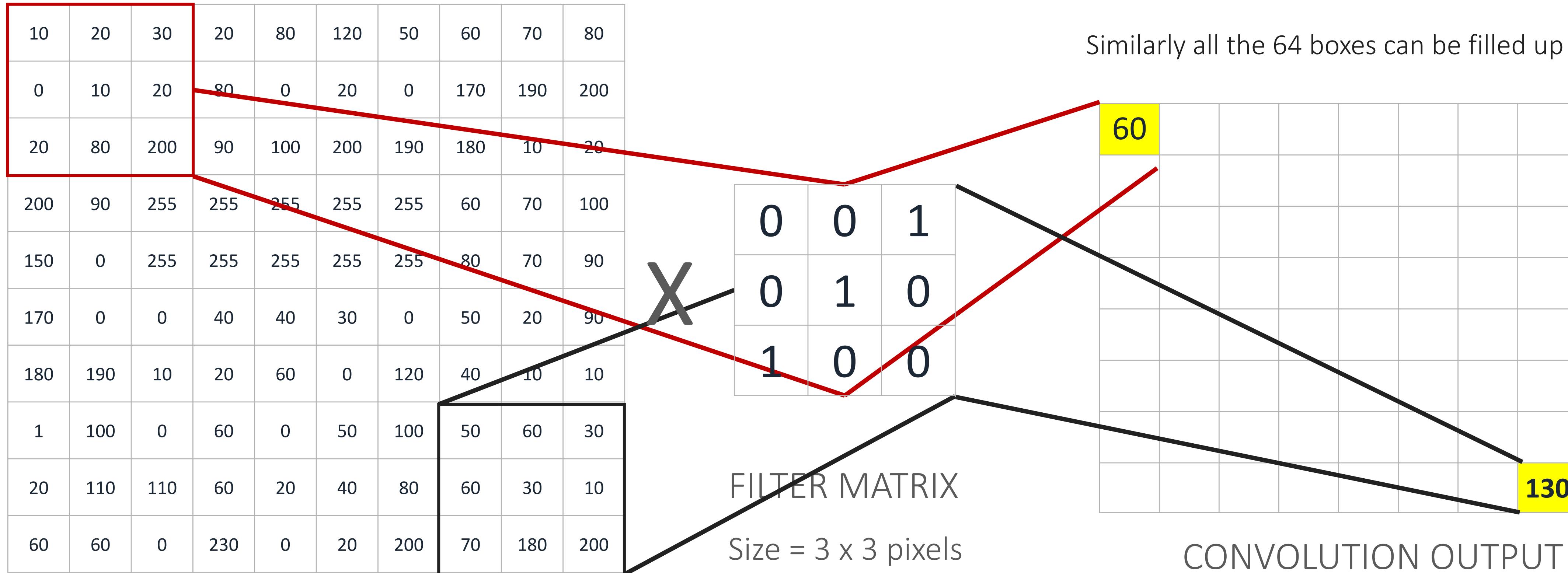
FILTER MATRIX  
Size = 3 x 3 pixels

=



CONVOLUTED VALUE  
Size = 1 X 1

# 1. CONCEPT OF CONVOLUTION



# 1. CONCEPT OF CONVOLUTION

10	20	30	20	80	120	50	60	70	80
0	10	20	80	0	20	0	170	190	200
20	80	200	90	100	200	190	180	10	20
200	90	255	255	255	255	255	60	70	100
150	0	255	255	255	255	255	80	70	90
170	0	0	40	40	30	0	50	20	90
180	190	10	20	60	0	120	40	10	10
1	100	0	60	0	50	100	50	60	30
20	110	110	60	20	40	80	60	30	10
60	60	0	230	0	20	200	70	180	200

X

0	0	1
0	1	0
1	0	0

FILTER MATRIX

Size = 3 x 3 pixels

INPUT IMAGE in pixels matrix

Size = 10 x 10 pixels

Channels = 1 channel

Similarly all the 64 boxes can be filled up

60	0	100	60	0	100	0	100
70	45	50	70	45	50	45	50
0	90	20	0	90	20	90	20
60	0	100	60	0	100	0	100
70	45	50	70	45	50	45	50
0	90	20	0	90	20	90	20
60	0	100	60	0	100	0	100
70	45	50	70	45	50	45	130

CONVOLUTION OUTPUT

Size = 8 x 8 pixels

Channel = 1 channel

# 1. CONCEPT OF CONVOLUTION

60	0	100	60	0	100	0	100
70	45	50	70	45	50	45	50
0	90	20	0	90	20	90	20
60	0	100	60	0	100	0	100
70	45	50	70	45	50	45	50
0	90	20	0	90	20	90	20
60	0	100	60	0	100	0	100
70	45	50	70	45	50	45	130

CONVOLUTION OUTPUT

Size = 8 x 8 pixels

Channel = 1 channel

The diagram illustrates a convolution operation. On the left is an 8x8 input matrix labeled "IMAGE MATRIX". It has a yellow box around its top-left corner containing the value 60. To the right of the input is a 3x3 filter matrix labeled "FILTER". Below the filter is a 1x1 output matrix labeled "OUTPUT". The output matrix contains a single value, 60. A red arrow points from the 60 in the input matrix to the 60 in the output matrix, indicating that the output value is the result of applying the filter to the input.

$$\begin{matrix} 60 & 0 & 100 & 60 & 0 & 100 & 0 & 100 \\ \vdots & \vdots \\ 0 & 90 & 20 & 0 & 90 & 20 & 90 & 20 \\ \vdots & \vdots \\ 60 & 0 & 100 & 60 & 0 & 100 & 0 & 100 \\ 70 & 45 & 50 & 70 & 45 & 50 & 45 & 50 \\ 0 & 90 & 20 & 0 & 90 & 20 & 90 & 20 \\ 60 & 0 & 100 & 60 & 0 & 100 & 0 & 100 \\ 70 & 45 & 50 & 70 & 45 & 50 & 45 & 130 \end{matrix} \times \begin{matrix} 0 & 0 & 1 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \end{matrix} = \begin{matrix} 60 \end{matrix}$$

IMAGE MATRIX

Size = 3 x 3 pixels

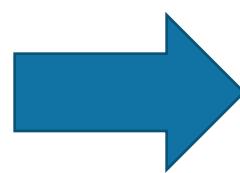
Channel = 1 channel

60 is a unique number that was obtained by combining some pixels from the image

**FILTERS** play a vital role in obtaining these unique features

**CONVOLUTION** helps to extract unique features/characteristics from an image

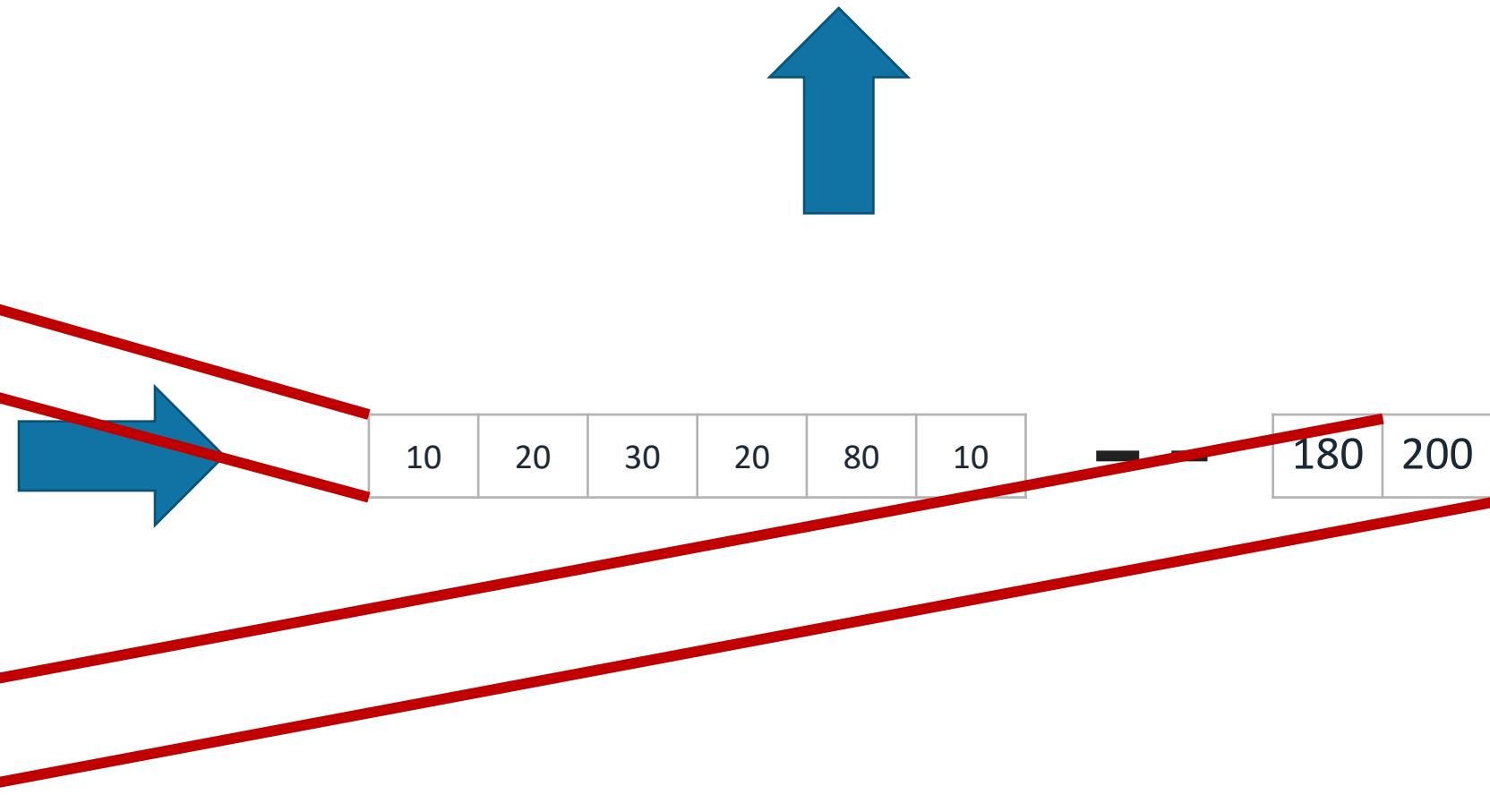
## 2. APPLICATION OF CONVOLUTION



10	20	30	20	80	120	50	60	70	80
0	10	20	80	0	20	0	170	190	200
20	80	200	90	100	200	190	180	10	20
200	90	255	255	255	255	255	60	70	100
150	0	255	255	255	255	255	80	70	90
170	0	0	40	40	30	0	50	20	90
180	190	10	20	60	0	120	40	10	10
1	100	0	60	0	50	100	50	60	30
20	110	110	60	20	40	80	60	30	10
60	60	0	230	0	20	200	70	180	200

INPUT IMAGE in pixels matrix  
Size = 10 x 10 pixels  
Channels = 1 channel

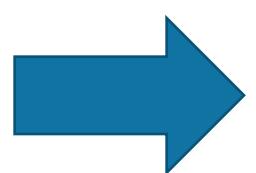
**NEURAL NETWORK CLASSIFIER**



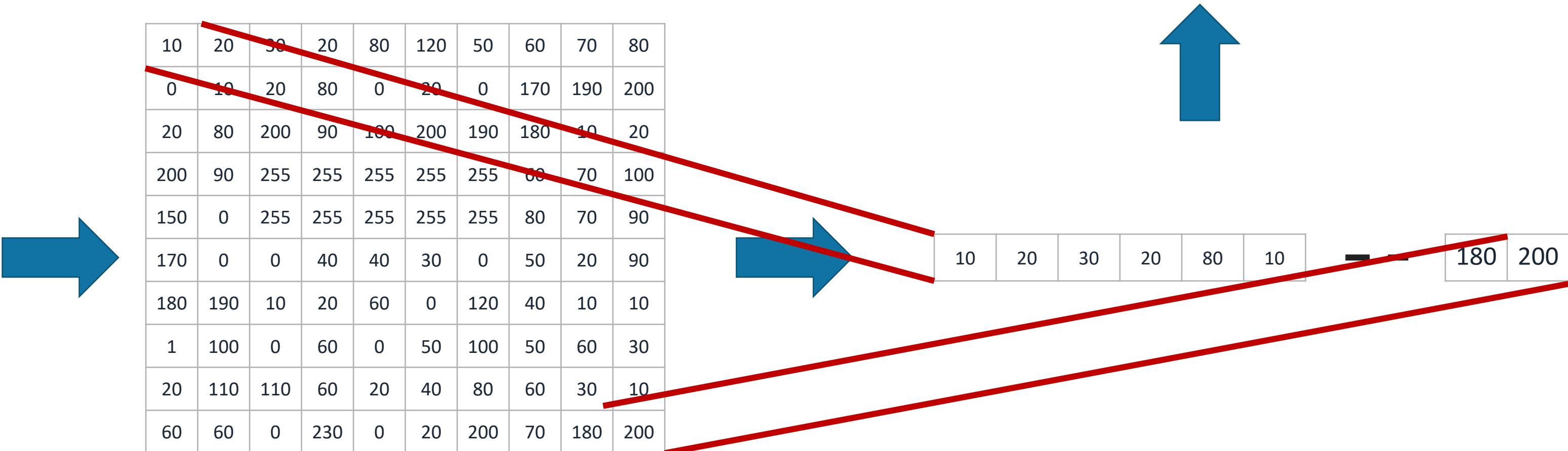
INPUT IMAGE  
Size = 10 x 10 pixels  
Channels = 1 channel

INPUT IMAGE pixel matrix flattened  
Size = 1 x 100 pixels  
Channels = 1 channel

## 2. APPLICATION OF CONVOLUTION



10	20	30	20	80	120	50	60	70	80
0	10	20	80	0	20	0	170	190	200
20	80	200	90	100	200	190	180	10	20
200	90	255	255	255	255	255	60	70	100
150	0	255	255	255	255	255	80	70	90
170	0	0	40	40	30	0	50	20	90
180	190	10	20	60	0	120	40	10	10
1	100	0	60	0	50	100	50	60	30
20	110	110	60	20	40	80	60	30	10
60	60	0	230	0	20	200	70	180	200



INPUT IMAGE

Size = 100 x 100 pixels

Channels = 1 channel

INPUT IMAGE in pixels matrix

Size = 100 x 100 pixels

Channels = 1 channel

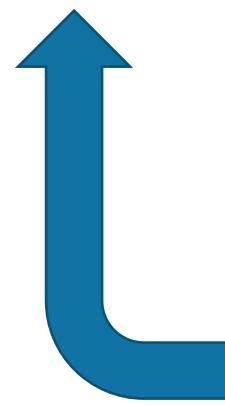
INPUT IMAGE pixel matrix flattened

Size = 1 x 10000 pixels

Channels = 1 channel

## 2. APPLICATION OF CONVOLUTION

### NEURAL NETWORK CLASSIFIER



180	200				
10	20	30	20	80	10

INPUT IMAGE pixel matrix flattened

Size = 1 x 100 pixels

Channels = 1 channel



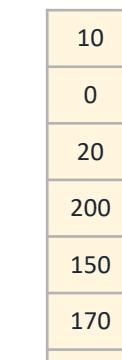
### INPUT IMAGE

Size = 100 x 100 pixels

Channels = 1 channel



10	20	30	20	80	120	50	60	70	80
0	10	20	80	0	20	0	170	190	200
20	80	200	90	100	200	190	180	10	20
200	90	255	255	255	255	60	70	100	
150	0	255	255	255	255	255	80	70	90
170	0	0	40	40	30	0	50	20	90
180	190	10	20	60	0	120	40	10	10
1	100	0	60	0	50	100	50	60	30
20	110	110	60	20	40	80	60	30	10
60	60	0	230	0	20	200	70	180	200



### INPUT IMAGE in pixels

Size = 100 x 100 pixels

Channels = 1 channel

### CONVOLUTED MATRIX

Size = 30 x 30 pixels

Channels = 1 channel

60	0	100	60
70	45	50	70
0	90	20	0
60	0	100	60
70	45	50	70
0	90	20	0
60	0	100	60
70	45	50	70



### FILTER MATRIX

Size = 3 x 3 pixels

0	0	1
0	1	0
1	0	0



### CONVOLUTED MATRIX

Size = 50 x 50 pixels

Channels = 1 channel

60	0	100	60
70	45	50	70
0	90	20	0
60	0	100	60
70	45	50	70
0	90	20	0
60	0	100	60
70	45	50	70



0	0	1
0	1	0
1	0	0



0	0	1
0	1	0
1	0	0



60	0	100	60	0	100
70	45	50	70	45	50
0	90	20	0	90	20
60	0	100	60	0	100
70	45	50	70	45	50
0	90	20	0	90	20
60	0	100	60	0	100
70	45	50	70	45	50

### INPUT IMAGE

Size = 100 x 100 pixels

Channels = 1 channel

### FILTER MATRIX

Size = 3 x 3 pixels

### CONVOLUTED MATRIX

Size = 80 x 80 pixels

Channels = 1 channel

### FILTER MATRIX

Size = 3 x 3 pixels

## FEATURE EXTRACTION

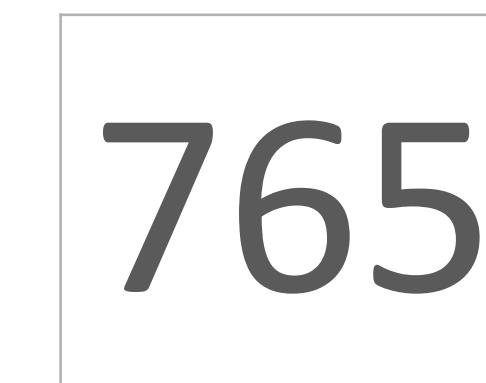


INPUT IMAGE 1

255	255	255
255	0	0
255	0	0

X

1	0	1
0	1	0
1	0	1



SQUARE SHAPE

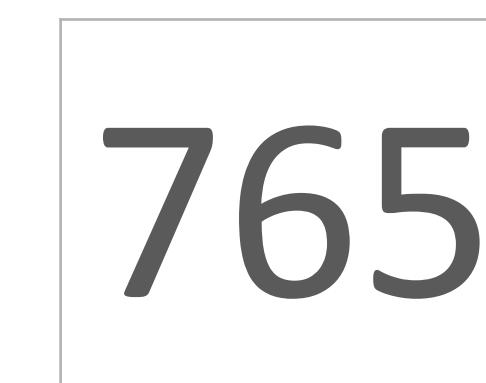


INPUT IMAGE 2

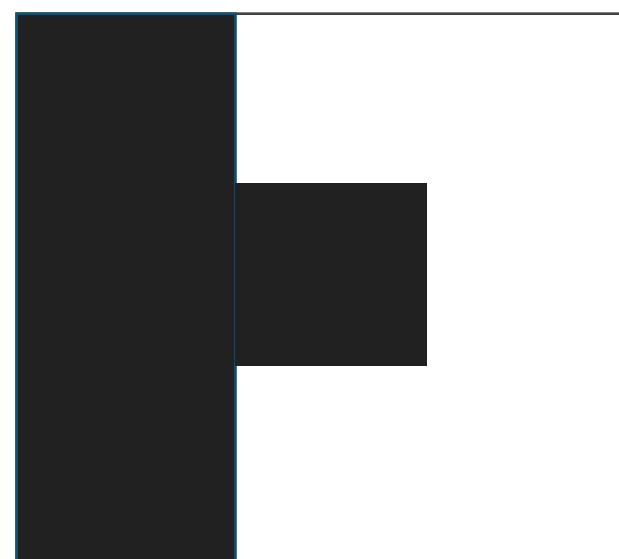
0	0	255
0	0	255
255	255	255

X

1	0	1
0	1	0
1	0	1



SQUARE SHAPE



INPUT IMAGE 3

0	255	255
0	0	255
0	255	255

X

1	0	1
0	1	0
1	0	1



NO SQUARE SHAPE

1

**CONVOLUTION** helps to extract unique features/characteristics from an image by producing a unique number as per the image pixels.

2

**CONVOLUTION** helps to reduce computation by reducing the dimension of the image which can be given as an input to simple neural networks to perform image classification.

# SUMMARY

## “FEATURE EXTRACTION”

Convolution helps to extract pixel features from the images and use the same as an input to a simple neural network classifier reducing the size of computation to perform image classification.

### 3. Python implementation



# COMPUTER VISION

## CONVOLUTION ON IMAGES