

CMPE258
Spring 2023 (Part III)

1/

April 20 (Thursday).
Note 1. Final Exam.

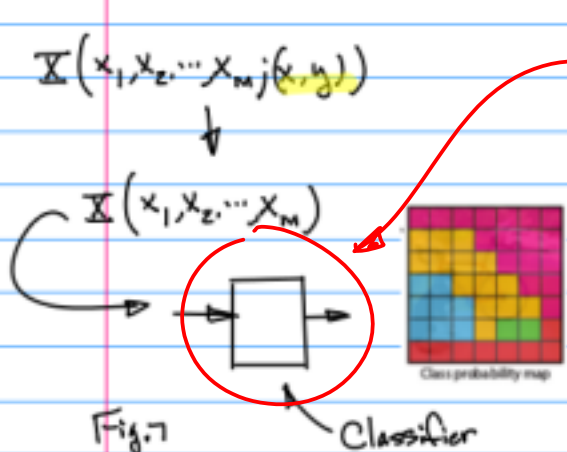
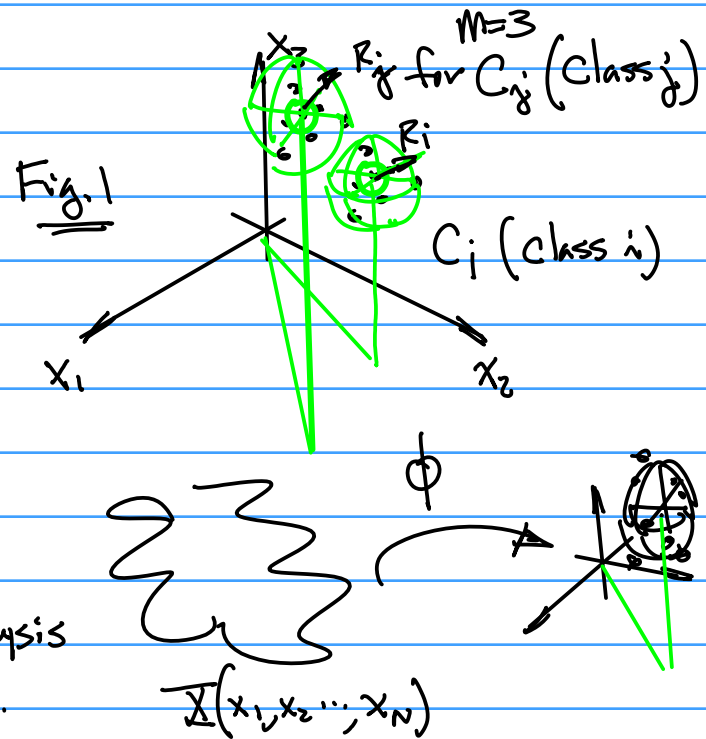
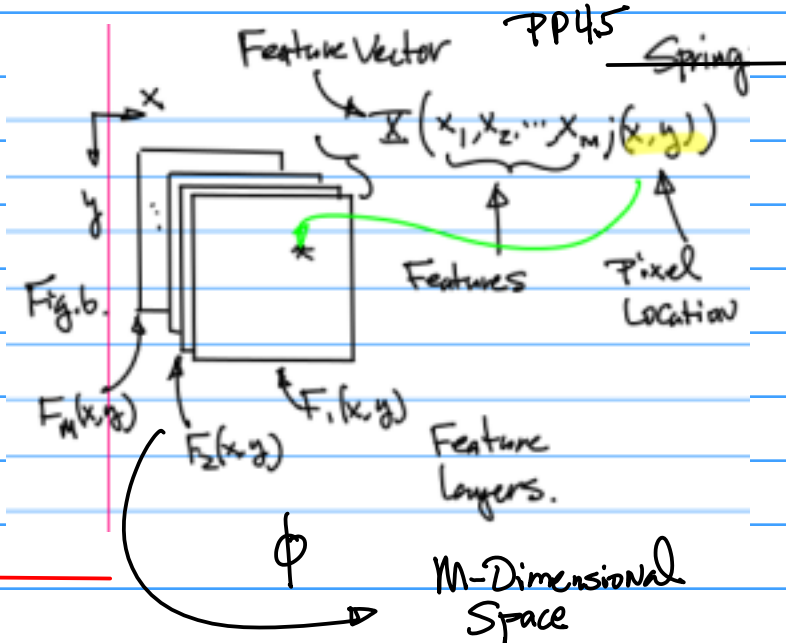
Cluster Analysis: Mapping

Group II Classes

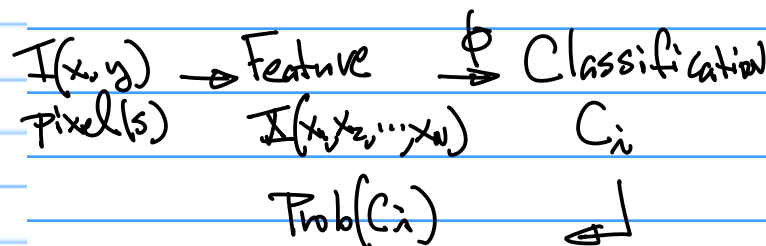
Group II classes are those classes which meet TR, T, R, TWR, MTR, TRF, MTW, MTWR, TWR, RF, TF, TRS.

Regular Class Start Times	Final Examination Days	Final Examination
7:00 through 8:25 AM	Monday, May 22	7:15-9:30 AM
8:30 through 9:25 AM	Wednesday, May 17	7:15-9:30 AM
9:30 through 10:25 AM	Friday, May 19	9:45 AM-12:00 PM
10:30 through 11:25 AM	Tuesday, May 23	9:45 AM-12:00 PM
11:30 AM through 12:25 PM	Thursday, May 18	9:45 AM-12:00 PM
12:30 through 1:25 PM	Monday, May 22	12:15-2:30 PM
1:30 through 2:25 PM	Wednesday, May 17	12:15-2:30 PM
2:30 through 3:25 PM	Friday, May 19	2:45-5:00 PM
3:30 through 4:25 PM*	Tuesday, May 23	2:45-5:00 PM
4:30* through 5:25 PM*	Thursday, May 18	2:45-5:00 PM

From Notes Part II, PP.45



Cluster Analysis Technique.



Note: $\sum_{i=1}^N \text{Prob}(C_i) = 1$
(Previously M)
Number of Classes.
from "Heuristics" Expert Knowledge.

Consider K-mean Cluster Algorithm.

github.
2022S-114c-Kmean-handCalculation...
PPT
2022S-114c-KmeanCluster-v3-2022-...

Note 1.

Note 2.

$$\arg \min_S \sum_{i=1}^k \sum_{x \in S_i} \|x - \mu_i\|^2 = \arg \min_S \sum_{i=1}^k |S_i| \text{Var } S_i$$

a. "Argmin" minimization ... (3)
b. "S" Domain, "Scope" of the minimization

Example for $\|\vec{x} - \vec{\mu}_i\|^2$
if $\vec{x} = (x_1, x_2)$, $\vec{\mu}_i = (\mu_{i1}, \mu_{i2})$

Then

$$\|\vec{x} - \vec{\mu}_i\|^2 = \sqrt{(x_1 - \mu_{i1})^2 + (x_2 - \mu_{i2})^2}^2$$

$$= (x_1 - \mu_{i1})^2 + (x_2 - \mu_{i2})^2 \dots (4)$$

Example: K-mean Cluster Algorithm.

First, Notation.

Note 1. Vectors

Note 3. $\sum_{x \in S_i}$

Notation $\sum_{i=1}^M x_i$

Given a set of observations (x_1, x_2, \dots, x_n)

e.g. $\vec{x}_1 = (x_{11}, x_{12}, \dots, x_{1n})$
first observation ... (1)

Summation for each & every x
as long as it is from the set S_i

Note 4: from Eqn (3), we have

S_i : Collection of vectors \vec{x}
belonging to Class i

Note: if for d-dimensional Vector,
then Eqn (1) has its $N = d$

Note 5: $\sum_{i=1}^k \rightarrow$ to cover the
Collection of all
Classes.

K-mean

partition the n observations into k ($k \leq n$) sets $S = \{S_1, S_2, \dots, S_k\}$

$\{\vec{x}_i | i=1, 2, \dots, N\}$... (2)

K-Classes.

S_i for Class i

Note 6: $\vec{\mu}_i$
(1) $\vec{\mu}_i = (\mu_{i1}, \mu_{i2}, \dots, \mu_{id})$
(2) Cluster for the
Class i

April 25 (Tue)

Note 1. Quick update on
Project Progress Report. (Next
Lecture)

Example: Continuation of K-mean
Cluster Algorithm.

$1 \leq j \leq K$ covers all the
different classes.

Hand Calculation Example

Given the following feature vectors
Use Kmean Algorithm to find the
clusters.

$$\begin{array}{llll} X_1 = \begin{bmatrix} 0 \\ 0 \end{bmatrix} & X_2 = \begin{bmatrix} 1 \\ 0 \end{bmatrix} & X_3 = \begin{bmatrix} 0 \\ 1 \end{bmatrix} & X_4 = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \\ X_5 = \begin{bmatrix} 2 \\ 1 \end{bmatrix} & X_6 = \begin{bmatrix} 1 \\ 2 \end{bmatrix} & X_7 = \begin{bmatrix} 2 \\ 2 \end{bmatrix} & X_8 = \begin{bmatrix} 3 \\ 2 \end{bmatrix} \\ X_9 = \begin{bmatrix} 6 \\ 6 \end{bmatrix} & X_{10} = \begin{bmatrix} 7 \\ 6 \end{bmatrix} & X_{11} = \begin{bmatrix} 8 \\ 6 \end{bmatrix} & X_{12} = \begin{bmatrix} 6 \\ 7 \end{bmatrix} \\ X_{13} = \begin{bmatrix} 7 \\ 7 \end{bmatrix} & X_{14} = \begin{bmatrix} 8 \\ 7 \end{bmatrix} & X_{15} = \begin{bmatrix} 9 \\ 7 \end{bmatrix} & X_{16} = \begin{bmatrix} 7 \\ 8 \end{bmatrix} \\ X_{17} = \begin{bmatrix} 8 \\ 8 \end{bmatrix} & X_{18} = \begin{bmatrix} 9 \\ 8 \end{bmatrix} & X_{19} = \begin{bmatrix} 8 \\ 9 \end{bmatrix} & X_{20} = \begin{bmatrix} 9 \\ 9 \end{bmatrix} \end{array}$$

$$S_i^{(t)} = \{x_p : \|x_p - m_i^{(t)}\|^2 \leq \|x_p - m_j^{(t)}\|^2 \forall j, 1 \leq j \leq k\}$$

... (1)

20225-114c-Kmean-handCalculation 1-

Note 1: A Set of Feature vectors
 $S_i^{(*)}$ — Captured at Step t
 i — Class id: i-th Class

$$S_i^{(*)} = \{ \vec{x}_p \}$$

index, $p=1, 2, \dots$
just like Notation i, j , or k

$$S_i^{(*)} = \{ \vec{x}_p : \}$$

Condition

$$\| \vec{x}_p - \vec{m}_i^{(t)} \|^2$$

Distance (squared) at time t
to the Cluster of class i

$$\| \vec{x}_p - \vec{m}_j^{(t)} \|^2$$

... to the
Cluster class j

" j " for Any j , such as

Sol: Step 1. Define $K=2$ per Heuristics.

Expert Knowledge

Note: "0" Initial step.

Let Cluster

$$\vec{m}_1^0 = \vec{x}_1 = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \dots (1)$$

$$\vec{m}_2^0 = \vec{x}_2 = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \dots (2)$$

Initial Arbitrary Values

"1" Class 1

And Arbitrarily assign Feature
Vectors into 2 Classes.

Step 2. Use Eqn (1) To Compute
the distance

$$\| \vec{x}_p - \vec{m}_i^{(t)} \|^2$$

and $\| \vec{x}_p - \vec{m}_j^{(t)} \|^2$

To Evaluate the Grouping of \vec{x}_p to
the Class i per Eqn (1).

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Spring 2023

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If Eqn (1) holds good, then \vec{x}_p stays in the Class i .
o/w Re-assign \vec{x}_p to the Class j .

Step 3. Update the Cluster (When New Grouping is formed)

$$m_i^{(t)} = \frac{1}{N} \sum_{\vec{x}_p \in S_i} \vec{x}_p$$

$$m_i^{(t+1)} = \frac{1}{|S_i^{(t+1)}|} \sum_{x_j \in S_i^{(t+1)}} x_j \quad \dots (2)$$

Total Number of Feature Vectors in the Class i

Step 4. Carry out the Computation with the New Cluster.

(To Decide if the grouping is final or to Continue updating Cluster Values)

Note: "Stop" if No Regrouping
o/w. Continue By Repeating the process, e.g. update Cluster Values, then Evaluate the grouping.

Step 5. Perform the Computation as Described in Step 4. which Leads to

$$C_1 (\text{Class 1}): S_1 = \{\vec{x}_1, \vec{x}_2, \dots, \vec{x}_8\}$$

$$S_2 = \{\vec{x}_9, \vec{x}_{10}, \dots, \vec{x}_{20}\}$$

then, Update the Cluster $m_1^{(t)}, m_2^{(t)}$.

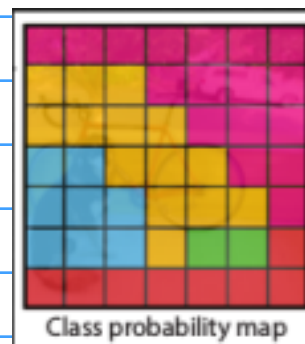
Check, No New Grouping

$m_1^{(t+1)}, m_2^{(t+1)}$ are the same.

\therefore Stop. (Converged).

Discussion On Probability Distribution Map.

(a)



Feature Vector Map.

(b)



Boundary for the Classification

Regular K-mean Cluster Algorithm

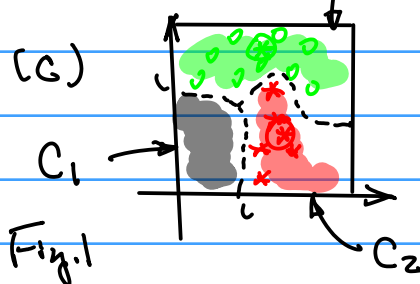


Fig. 1

$$\text{Prob}(C_1) = \frac{\text{Area of Black Pixels}}{\text{Area of } S_2 (\text{Image Plane})}$$

$\dots (3a)$

Where Area of Black Pixels
Can be computed.

Area of $\Omega(\text{Image Plane}) = \text{Resolution}$
of the image plane.

For Example, 448×448

Similarly, find

$$\text{Prob}(C_2) = \frac{\text{Area of Red Pixels}}{\text{Area of } \Omega(\text{Image Plane})} \quad \dots (3b)$$

$$\text{Prob}(C_3) = \frac{\text{Area of green Pixels}}{\text{Area of } \Omega(\text{Image Plane})} \quad \dots (3c)$$

then

$$\sum_{i=1}^N \text{Prob}(C_i) = 1 \quad \dots (4)$$

Since

$$\sum_{i=1}^3 \text{Prob}(C_i) = \text{Prob}(C_1) + \text{Prob}(C_2) + \text{Prob}(C_3) \quad \dots (4-b)$$

$$= \frac{\text{Area of Black Pixels}}{\text{Area of } \Omega(\text{Image Plane})}$$

$$+ \frac{\text{Area of Red Pixels}}{\text{Area of } \Omega(\text{Image Plane})}$$

$$+ \frac{\text{Area of green Pixels}}{\text{Area of } \Omega(\text{Image Plane})}$$

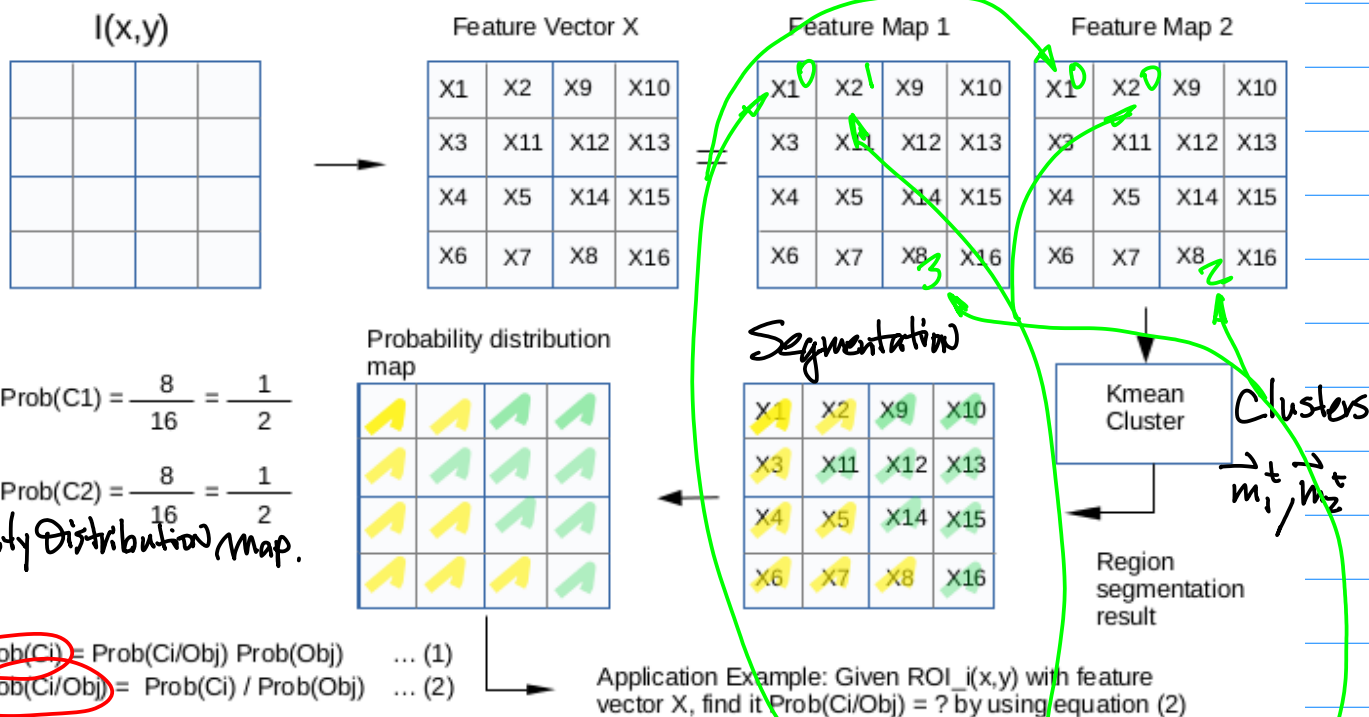
$$= \frac{\text{Area of } \Omega(\text{Image Plane})}{\text{Area of } \Omega(\text{Image Plane})} = 1.$$

(The following Notes were added
After the Class After Recovering
from the Laptop Computer Shut
down. For Additional Lecture Notes
Check the Class Zoom Recording).

2022S-114c-Kmean-prob-map-hl-2023-4-26.pdf

Step 1. Feature Vectors

Probability Distribution Map and Kmean Cluster Technique



$$\text{Prob}(C_i) = \text{Prob}(C_i/\text{Obj}) \text{Prob}(\text{Obj}) \quad \dots (1)$$

$$\text{Prob}(C_i/\text{Obj}) = \text{Prob}(C_i) / \text{Prob}(\text{Obj}) \quad \dots (2)$$

Harry Li, Ph.D., SJSU

Detected

Objective: To find the Probability of an object
Belonging to Class i .

Requirements: 1^o Hand Calculation of
K-mean Cluster Algorithm;

2^o Use K-mean Algorithm to Perform Image
Segmentation, then Find Probability Distribution
Map.

$$\begin{aligned} X_1 &= \begin{bmatrix} 0 \\ 0 \end{bmatrix} & X_2 &= \begin{bmatrix} 1 \\ 0 \end{bmatrix} & X_3 &= \begin{bmatrix} 0 \\ 1 \end{bmatrix} & X_4 &= \begin{bmatrix} 1 \\ 1 \end{bmatrix} \\ X_5 &= \begin{bmatrix} 2 \\ 1 \end{bmatrix} & X_6 &= \begin{bmatrix} 1 \\ 2 \end{bmatrix} & X_7 &= \begin{bmatrix} 2 \\ 2 \end{bmatrix} & X_8 &= \begin{bmatrix} 3 \\ 2 \end{bmatrix} \\ X_9 &= \begin{bmatrix} 6 \\ 6 \end{bmatrix} & X_{10} &= \begin{bmatrix} 7 \\ 6 \end{bmatrix} & X_{11} &= \begin{bmatrix} 8 \\ 6 \end{bmatrix} & X_{12} &= \begin{bmatrix} 6 \\ 7 \end{bmatrix} \\ X_{13} &= \begin{bmatrix} 7 \\ 7 \end{bmatrix} & X_{14} &= \begin{bmatrix} 8 \\ 7 \end{bmatrix} & X_{15} &= \begin{bmatrix} 9 \\ 7 \end{bmatrix} & X_{16} &= \begin{bmatrix} 7 \\ 8 \end{bmatrix} \\ X_{17} &= \begin{bmatrix} 8 \\ 8 \end{bmatrix} & X_{18} &= \begin{bmatrix} 8 \\ 8 \end{bmatrix} & X_{19} &= \begin{bmatrix} 8 \\ 8 \end{bmatrix} & X_{20} &= \begin{bmatrix} 9 \\ 9 \end{bmatrix} \end{aligned}$$

Note 1: Loss function Composition: $f_{\text{loss}} = \sum_{i=1}^K \lambda_i f_{\text{loss},i} \dots (1)$

No. of Bounding Boxes on a grid S

where $\sum_{i=1}^K \lambda_i = 1$.

Entire Image

$$\lambda_{\text{coord}} \sum_{i=0}^{S^2} \sum_{j=0}^B \mathbb{1}_{ij}^{\text{obj}} [(x_i - \hat{x}_i)^2 + (y_i - \hat{y}_i)^2] \text{ Location}$$

$$+ \lambda_{\text{coord}} \sum_{i=0}^{S^2} \sum_{j=0}^B \mathbb{1}_{ij}^{\text{obj}} [(\sqrt{w_i} - \sqrt{\hat{w}_i})^2 + (\sqrt{h_i} - \sqrt{\hat{h}_i})^2] \text{ Shape}$$

$$+ \lambda' \sum_{i=0}^{S^2} \sum_{j=0}^B \mathbb{1}_{ij}^{\text{obj}} (C_i - \hat{C}_i)^2 \leftarrow \text{Confidence}$$

$$+ \lambda_{\text{noobj}} \sum_{i=0}^{S^2} \sum_{j=0}^B \mathbb{1}_{ij}^{\text{noobj}} (C_i - \hat{C}_i)^2$$

$$+ \lambda'' \sum_{i=0}^{S^2} \mathbb{1}_i^{\text{obj}} \sum_{c \in \text{classes}} (p_i(c) - \hat{p}_i(c))^2 \text{ Probability Distribution}$$

Note 2:

Unit function

$$\mathbb{1}_{ij}^{\text{obj}} = \begin{cases} 1 & \text{if Object exists} \\ 0 & \text{o/w} \end{cases} \dots (2)$$

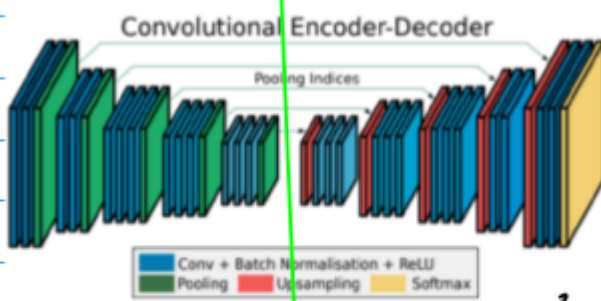
Location 50%, Shape 20%, ... etc.
Semantic Segmentation

Ref:

2022F-109-semantic-seg-part1-HL-2022

PPT.

PP52 Fig.3



Deep Convolutional Neural Network:

Encoder:

Feature Extraction — Convolutions
Classification — Feedforward NN

Decoder:

To get Pixel by pixel

Recognition of Object

May 2nd (Tue)

Example: Super Sampling. A Technique to project Lower Resolution Feature Map/Image to A Higher Resolution Feature/Image.

Ref: PPT. PP3.

2022F-109-semantic-seg-part1-HL-2022-11-10.pdf

Notes & Examples. PP53

2022F-101-cmpe258-note-part2-2022-12-6.pdf

Techniques 1° Nearest Neighbour Technique

1. Nearest Neighbor

Nearest Neighbor

1	2
3	4

Input: 2 x 2

1	1	2	2
1	1	2	2
3	3	4	4
3	3	4	4

Output: 4 x 4

Bi-Linear Interpolation Technique

Step 1. Project "Anchor" Points

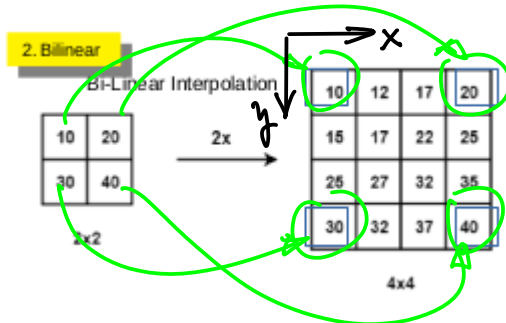


Fig. 1

Step 2. Bi-Linear Interpolation
With 4 Anchor Points
to fill up the rest of the
feature points.

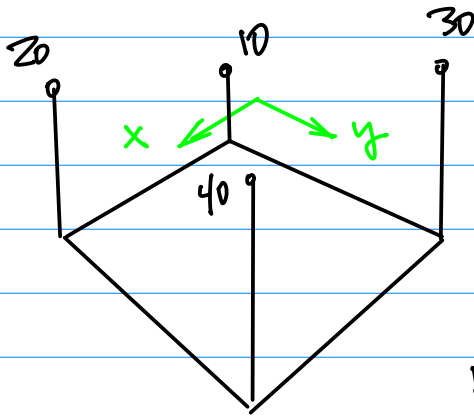


Fig. 2-a

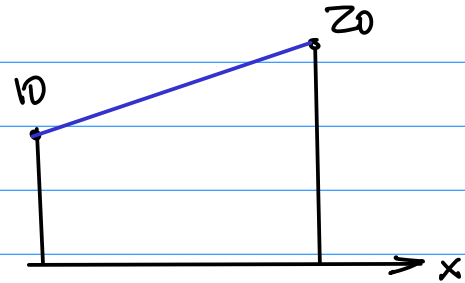


Fig. 2-c

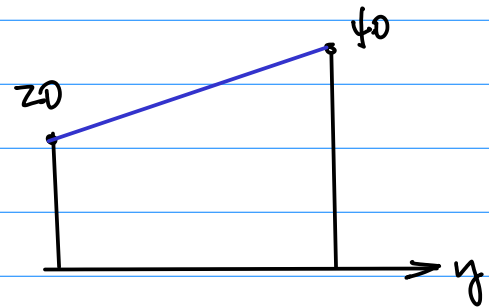


Fig. 2-d

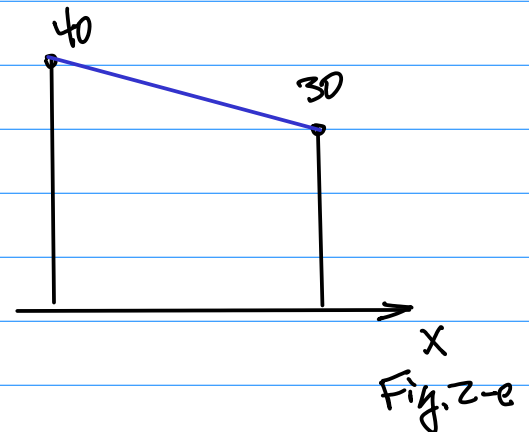


Fig. 2-e

"Right Hand" System

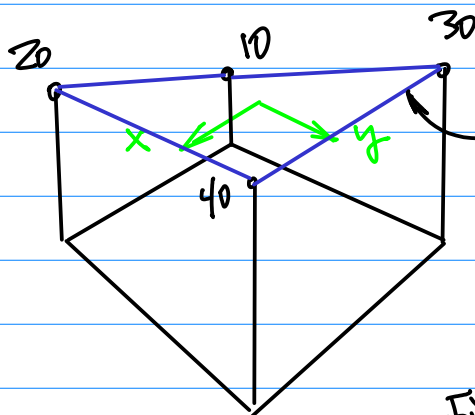


Fig. 2-b

Straight Line
↓
Linear
↓
 $y = ax + b$
... (1)

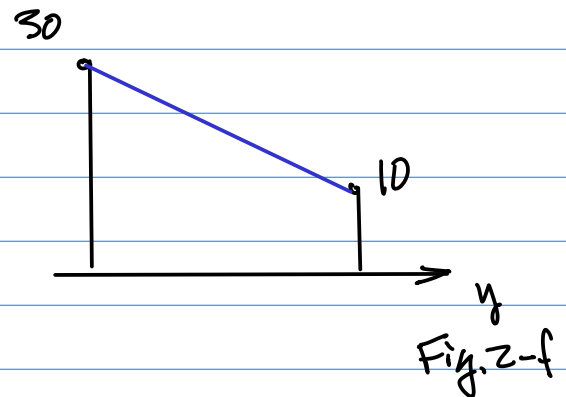
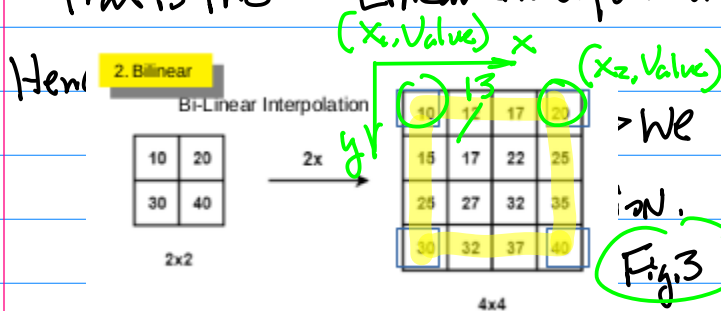


Fig. 2-f

From Fig. 2-c ~ Fig. 2-e,

The Interpolation is performed
Linear w.r.t. x Variable;
that is the 1st Linear Interpolation;
From Fig 2d ~ 2f.

The Interpolation is performed
Linear w.r.t. y Variable;
that is the 2nd Linear Interpolation;



Background: Given (x_1, y_1) , (x_2, y_2)
and x_3 , Find $y_3 = ?$

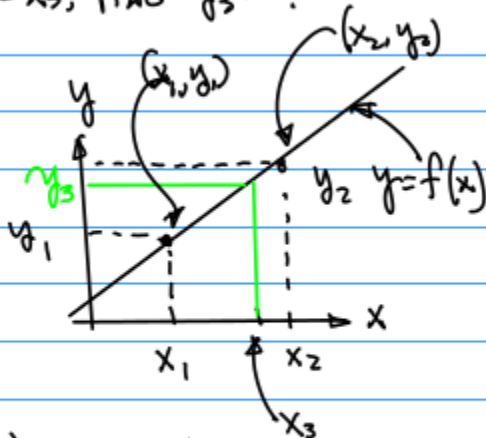


Fig. 7

$y = f(x)$, $y = ax + b$... (1)

Which is a linear function, (since x is
Not in 2nd, 3rd, or higher order).

$\frac{y_2 - y_1}{x_2 - x_1} = \frac{y - y_1}{x - x_1}$... (2)

Solve for a and b in the Above equation

$y - y_1 = \frac{y_2 - y_1}{x_2 - x_1} (x - x_1)$

$y = \underbrace{\frac{y_2 - y_1}{x_2 - x_1}}_a x - \underbrace{\frac{y_2 - y_1}{x_2 - x_1} x_1 + y_1}_b \dots (3)$

$a = \frac{y_2 - y_1}{x_2 - x_1} \dots (3-a)$

$b = -\frac{y_2 - y_1}{x_2 - x_1} x_1 + y_1 \dots (3-b)$

Note: $y = ax + b$ whose a & b
are derived in Eqn (3), (3-b)
(3-a).

on.

Fig. 3

PP53.

Example: Hand Calculation, PP55

From the given Condition

Coordinates $(x_1, y_1) = (0, 10)$ \rightarrow Feature Value \rightarrow See Fig. 5-b.

$(x_2, y_2) = (3, 20)$

Here $a = \frac{y_2 - y_1}{x_2 - x_1} = \frac{20 - 10}{3 - 0} = \frac{10}{3}$

and

$b = -\frac{y_2 - y_1}{x_2 - x_1} x_1 + y_1$

$= -\frac{20 - 10}{3 - 0} \cdot 0 + 10 = 10$

Therefore, from Eqn (3), we have

$y = ax + b = \frac{10}{3} \cdot x + 10 \Big|_{x=1} = \frac{10}{3} + 10$
 $\cong 3.3 + 10 = 13.$

Please Carry out the Calculation for
the Next Feature Value using the
Same Linear interpolation w.r.t. x .

Now, Consider the 2nd Linear Interpolation w.r.t y .

From Ref. TP 55

B.

$$(x_1, y_1) = (0, 10)$$

$$(x_2, y_2) = (3, 30)$$

Feature Value (Function) from the feature map.

Independent Variable $\rightarrow "y"$
Along the y -axis of the feature map.

Then use Eqn (3.6) & (3.9) to find Slope and offset b ; as follows

$$a = \frac{30-10}{3-0} = \frac{20}{3} \quad \text{From Ref. TP.55}$$

$$y'_2 \quad y'_1$$

$$b = -\frac{y_2 - y_1}{x_2 - x_1} x_1 + y_1$$

$$= -\frac{30-10}{3-0} \cdot y'_1 + 10 \quad | \quad y'_1 = 0$$

$$= 10$$

Therefore, we have

TP55

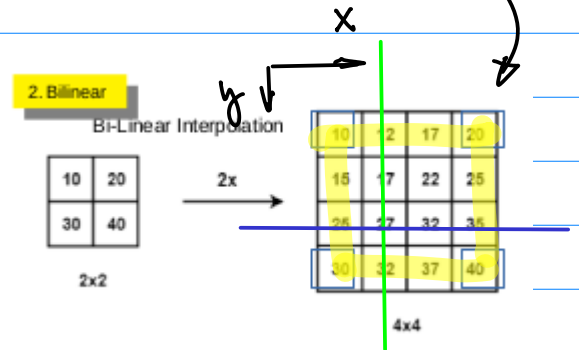
$$y = ax + b$$

$$= \frac{20}{3} \cdot x + 10 = \frac{20}{3} \cdot y' + 10$$

$$\approx 17$$

See the illustration below.

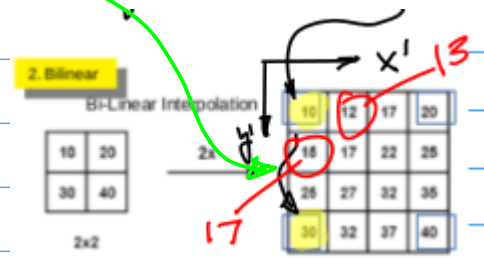
Carry out the Calculations, we can have all Boundary points fixed as illustrated below



then, for the interior May 4 (Th). Example: Bi-Interpolation for Up-Sampling / Super Sampling. Continuation of finding the interior feature point. (Green Line, Blue Line in the Figure Above)

Use "Green" Line, interpolation w.r.t y See "B" on this page;

OR, equivalently, use "Blue", the interpolation w.r.t x . See A on TP.9.



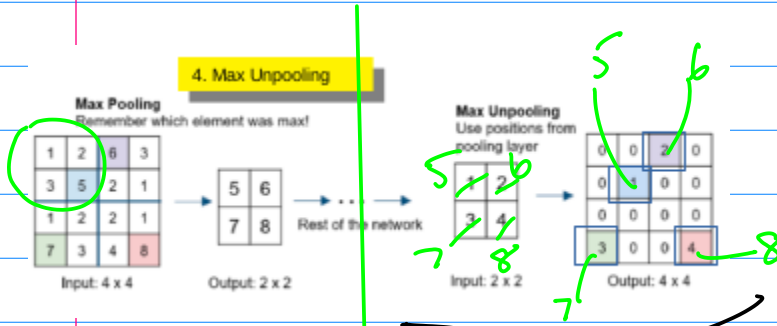


Fig.1.

1^o Locations (Registered During Max-Pooling).
2^o Values go to the Registered Location.

Note: for up-Sampling.

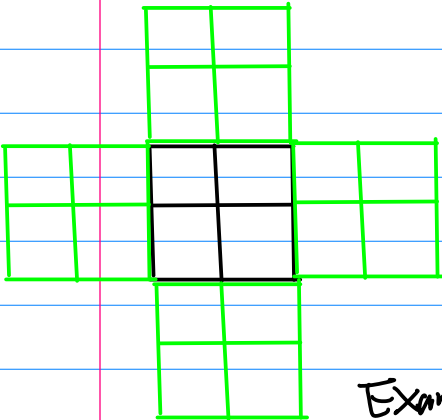


Fig.2

2022F-109-semantic-seg-part1-HL-2022-11-10.pdf

Example: Ref. pp. 5

Note 2: 4 Convolved Results

Fig.3

Note 3:
Result
Summation
of 4 ~

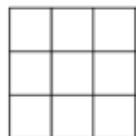
Transposed Convolution Up-sampling

Credit of the example illustration:
<https://towardsdatascience.com/transposed-convolution-demystified-84ca81b4baba>

<https://naokishibuya.medium.com/up-sampling-with-transposed-convolution-9ae4f2df52d0>

1. Consider a 2x2 encoded feature map which needs to be upsampled to a 3x3 feature map.

Input image Feature map: 2x2



kernel of size 2x2 with unit stride and zero padding.

Example:

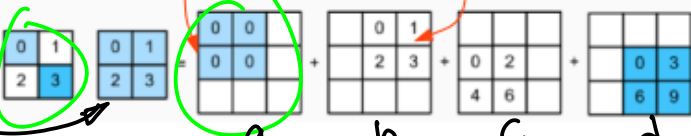


Step 1. Feature map and the kernel

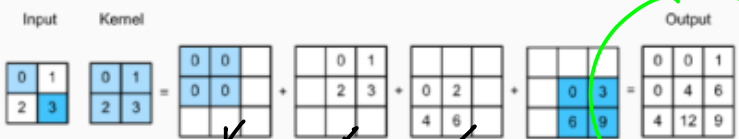
Note 1:
I(x,y)

Kernel

Step 2. Transposed convolution for each pixel in the feature map: take 0 from the image, then multiply each coefficient of the kernel and place the result back to its corresponding location in the bigger output map, so 0x0, 0x1, 0x2, 0x3, then next take 1 from the image, repeat the process



Step 3. Add output at each pixel location together to form upsampled image



Animated tutorial on transpose convolution
<https://medium.com/@marxiong/convolution-s-transposed-and-deconvolution-6430c358a5b6>

```
>>> # 4th square kernels and equal stride
>>> m = nn.ConvTranspose2d(16, 32, 3, stride=2)
>>> # non-square kernels and unequal stride and with padding
>>> m = nn.ConvTranspose2d(16, 32, (3, 5), stride=(2, 1), padding=(4, 2))
>>> input = torch.randn(1, 16, 16, 16)
>>> output = m(input)
>>> # exact output size can be also specified as an argument
>>> input = torch.randn(1, 16, 12, 12)
```

Step 1. Take a coefficient at the top left corner from the kernel, which is 0; then multiply it for each & every pixel of the image, then,

$$0 * 0 = 0, \quad 0 * 1 = 0$$

$\nwarrow \quad \nearrow$
 $I(x,y)|_{x=0,y=0} \quad I(x,y)|_{x=1,y=0}$

$$0 * 2 = 0, \quad 0 * 3 = 0$$

$\nwarrow \quad \nearrow$
 $I(x,y)|_{x=0,y=1} \quad I(x,y)|_{x=1,y=1}$

To place the results back to the processed feature plane with matching to their locations.

Step 2. Take the 2nd Coef. from the kernel, which is equal to 1.

Repeat the Computation with this coefficient, so

$$1 * 0 = 0, \quad 1 * 1 = 1$$

$\nwarrow \quad \nearrow$
 $I(x,y)|_{x=0,y=0} \quad I(x,y)|_{x=1,y=0}$

$$1 * 2 = 2, \quad 1 * 3 = 3$$

$\nwarrow \quad \nearrow$
 $I(x,y)|_{x=0,y=1} \quad I(x,y)|_{x=1,y=1}$

place the Results to their corresponding locations. see Fig. 3. b.

Step 3. Then take Coefficient = 2,
Repeat the Computation.

$$2 * 0 = 0, \quad 2 * 1 = 2$$

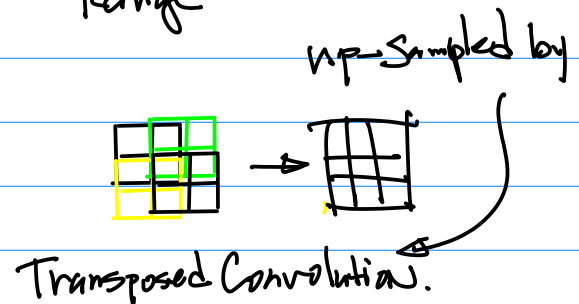
$$2 * 2 = 4, \quad 2 * 3 = 6$$

So, we have c in Fig. 3

Step 4. Similarly, we have the Result d in Fig. 3.

Step 5. Combine the 4 Computation Results together to form a feature map.

Note: Scaling factor $\frac{1}{4}$ is applied to keep the final Result in the Same dynamic Range



Note: Team Project Presentation Starting on Tue (May the 9th). Please check the Name List, identify your presentation Schedule.

First 25 people on the List \rightarrow if your Coordinator on the List \rightarrow presentation on the 9th.

10 min. Time Slot for Each team; 7 min for ppt, then Demo; 1~2 min. for Q&A.

Final Exam:

1° 3~4 Questions. 2 hr. 15 mins.

4:30* through 5:25 PM* Thursday, May 18 2:45-5:00 PM

Thurs. May 18, 2:45-5:00 pm.

Same format as the Midterm Exam;

2° Video Cam ON All the time,
Video Recording is ON:

3° Please make sure Laptop/Desktop
Computer is Ready; Homework Code
Projects Code Ready. You will Need
to Run the Code;

85%~90% Newer Material Since
the midterm;

4° One page formula is allowed,
No Notebook/Notes Allowed;

5° Time Limit → Submission
ON CANVAS only, No Exceptions.

6° Scopes of the Questions:

Architecture(s); Math Formulation
and Analysis; Hand Calculation,
Examples in the lectures; Coding in
Homeworks & Projects.