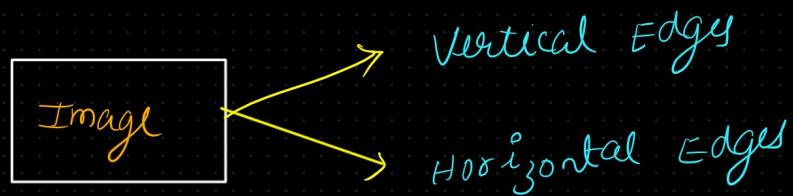


# Convolutional Neural Networks (CNN)

## Convolution Operation

→ Detect the edges from an Image.



$6 \times 6 \rightarrow$  grayscale Image

3	0	1	2	7	4
1	5	8	9	3	1
2	7	2	5	1	3
0	1	3	1	2	8
4	2	1	6	2	8
2	4	5	2	3	8

$6 \times 6$  Image

\*

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

$3 \times 3$   
filter

[Vertical]

①  $6 \times 6$  Image \* Filter ( $3 \times 3$ )

$\Downarrow$   
 $4 \times 4$  Image

$3 \times 1$	$0 \times 0$	$1 \times -1$	2	7	1
$1 \times 1$	$5 \times 0$	$8 \times -1$	9	3	1
$2 \times 1$	$7 \times 0$	$2 \times -1$	5	1	3
0	1	3	1	7	8
4	2	1	6	2	8
2	4	5	2	3	8

$$\begin{aligned}
 &= 3 \times 1 + 0 + 1(-1) + 1(1) + 5(0) + 8(-1) + 2(1) + 7(0) + 2(-1) \\
 &= 3 + 0 - 1 + 1 + 0 - 8 + 2 + 0 - 2 = -5
 \end{aligned}$$

$3$	$0^{\text{A}}$	$1^{\text{B}}$	$2^{\text{C-1}}$	7	1
1	$5^{\text{A}}$	$8^{\text{B}}$	$9^{\text{C-1}}$	3	1
2	$7^{\text{A}}$	$2^{\text{B}}$	$5^{\text{C-1}}$	1	3
0	1	3	1	7	8
4	2	1	6	2	8
2	4	5	2	3	8

Output  $\equiv 4 \times 4$  matrix  $x$

-5	-4	0	8
-10	-2	2	3
0	-2	-4	-2
-3	-2	-3	-16

$\equiv 4 \times 4$

Formula:  $n \times n * (f \times f) \rightarrow (n-f+1)(n-f+1)$   
(Input)

$$6 \times 6 * (3 \times 3) = (6 - 3 + 1)(6 - 3 + 1)$$

Horizontal =  $4 \times 4$

Vertical

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

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

10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0
10	10	10	0	0	0

\*

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

0	30	30	0
0	30	30	0
0	30	30	0
0	30	30	0

Note:- Higher pixel  $\rightarrow$  Brighter portion of the Image

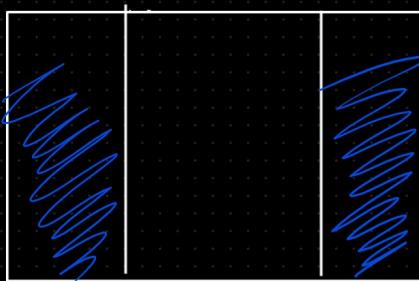
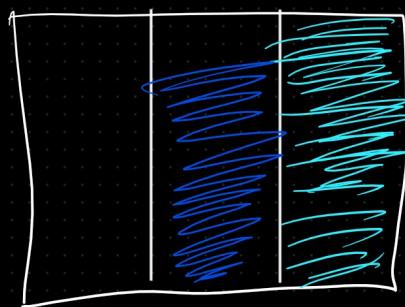
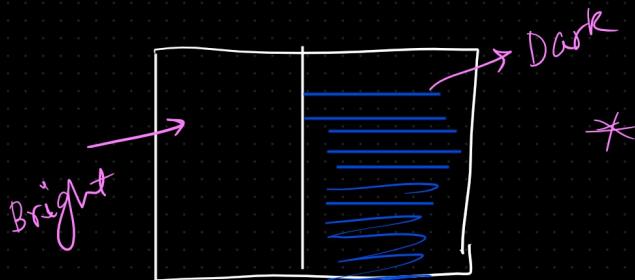
Lower pixel  $\rightarrow$  Darker portion of the Image

$\begin{array}{r} 255 \\ + \\ \hline \end{array}$

White



Black



Some commonly filters -

1	0	-1
2	0	-2
1	0	-1

Sobel filter



3	0	-3
10	0	-10
3	0	-3

Scharr filter

It puts a little more weight on the central pixels

## Padding

Input :  $(n \times n)$   $\rightarrow 6 \times 6$

Filter size :  $(f \times f)$   $\rightarrow 3 \times 3$

Output :  $(n - f + 1) \quad (n - f + 1) \rightarrow 4 \times 4$

two primarily disadvantage

1 → The size of the image shrinks

2 →

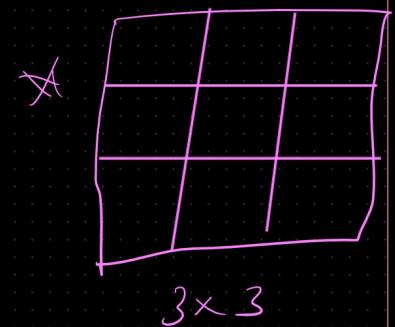
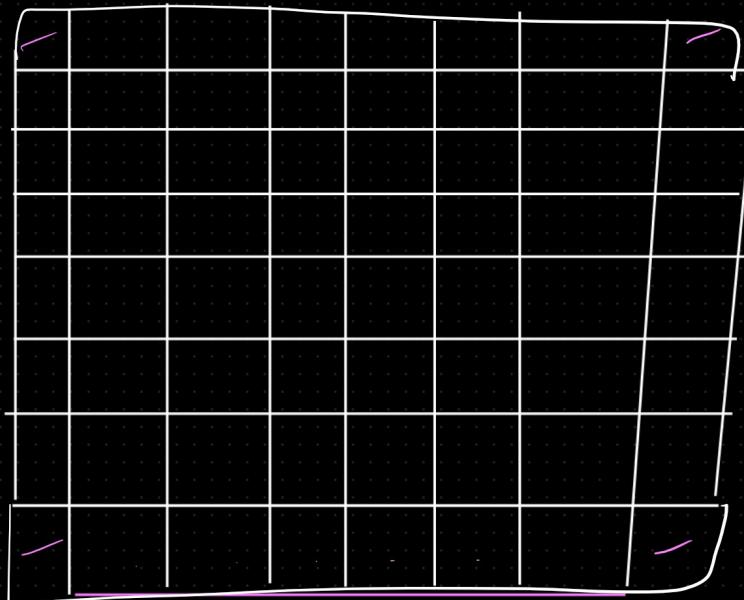
Pixels present in the corner of the image are used only a few number of times during convolution as compared to the central pixels. Hence, we do not focus too much on the corners since that can lead to information loss

Padding → To overcome this issue

$6 \times 6 \rightarrow$  original image

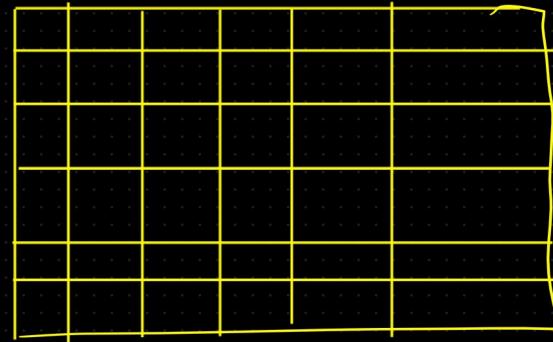


padding  $\rightarrow 8 \times 8$



$8 \times 8$

padding



$6 \times 6$

Input:  $\rightarrow n \times n$

padding  $\rightarrow p$

filter  $\rightarrow f \times f$

Output  $\rightarrow (n + 2p - f + 1) \times (n + 2p - f + 1)$

Valid  $\rightarrow$  No padding

Same  $\rightarrow$  when we apply padding

Same as the input size

$$\therefore n + 2p - f + 1 = n$$

$$p = (f - 1)^2$$

way we don't lose a lot of information and the image does not shrink  $\rightarrow$  Same

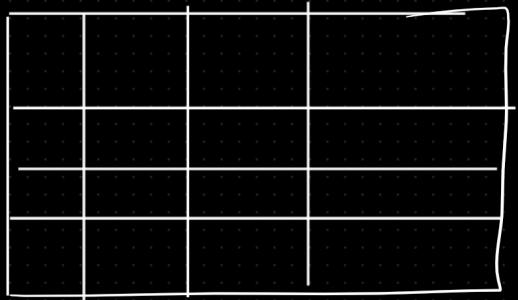
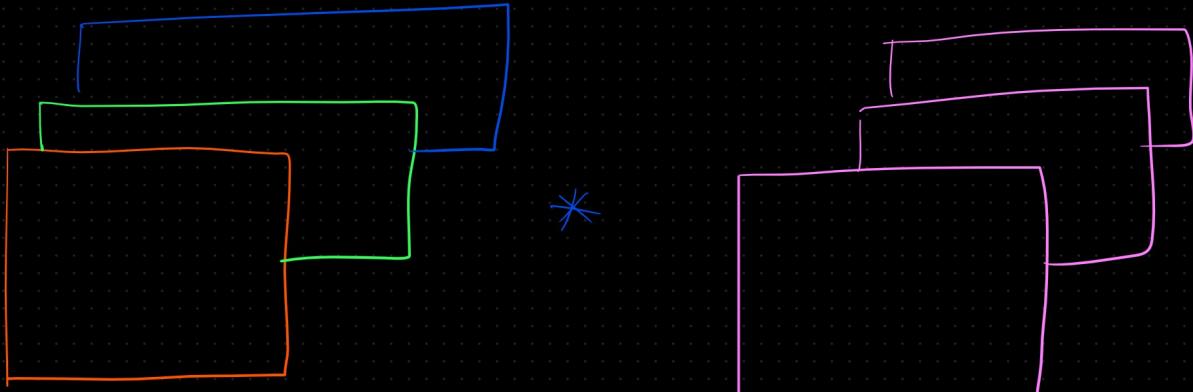
### Strided Convolution

when we want to choose a step

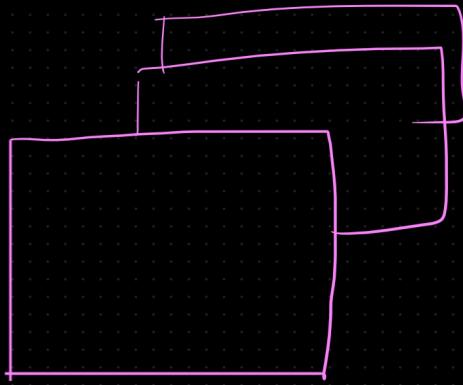
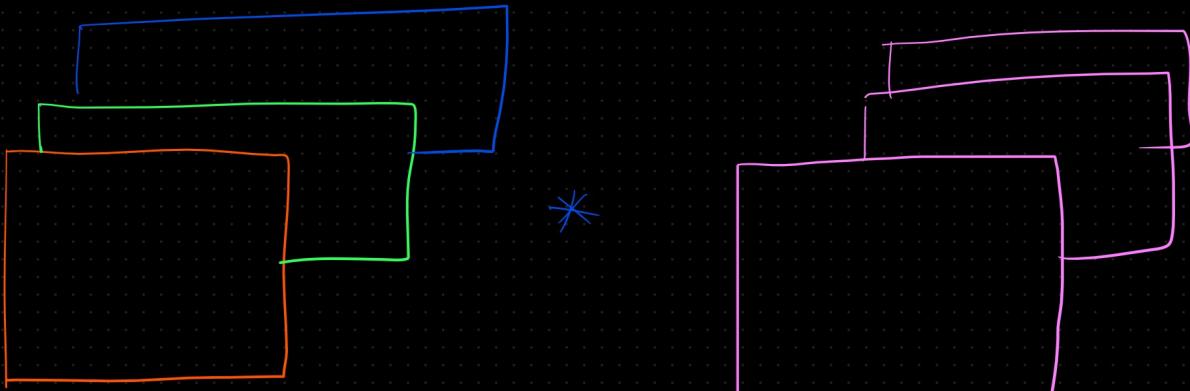
stride = 2

$\rightarrow$  It will take two steps  
both in the horizontal and  
vertical separately

$\rightarrow$  It helps to reduce the size of Image



Multiple filter



$4 \times 4 \times 2$