

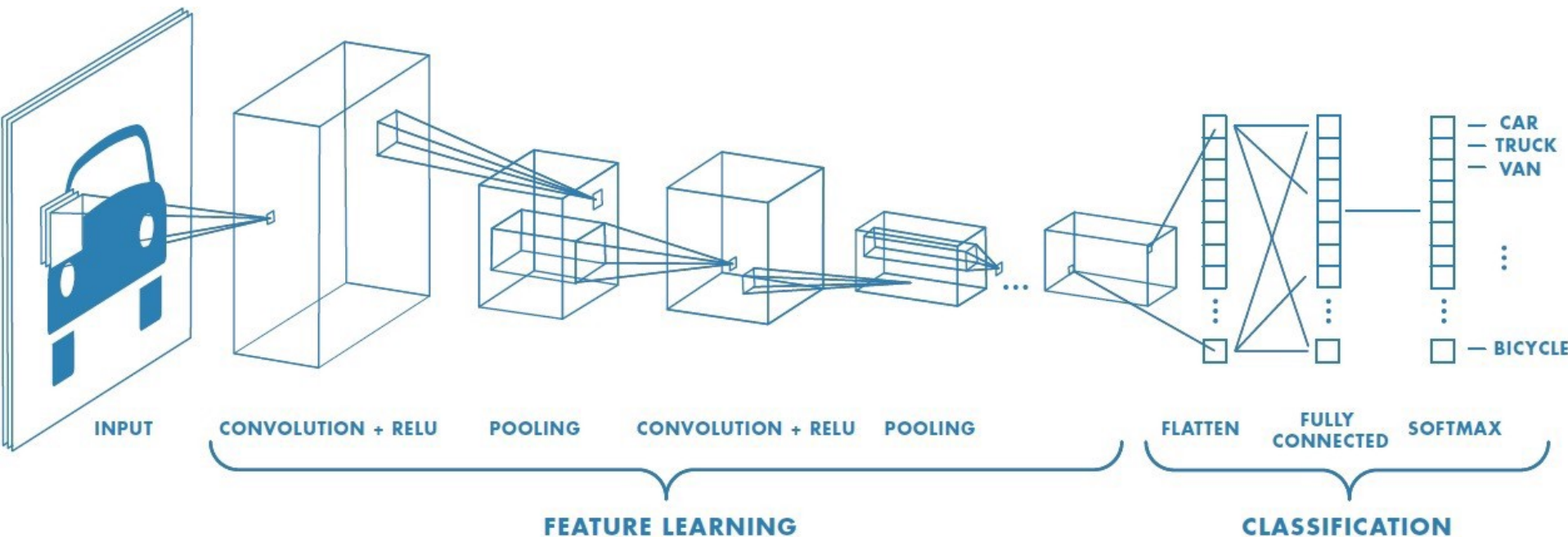


Grundlagen der Programmierung

Praktikum 3. Plenartermin

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Convolutional Neural Network



Convolutional Neural Network (CNN) is a class of deep neural networks, most commonly applied to analyzing visual imagery.

Image: $I \times J \times 3$

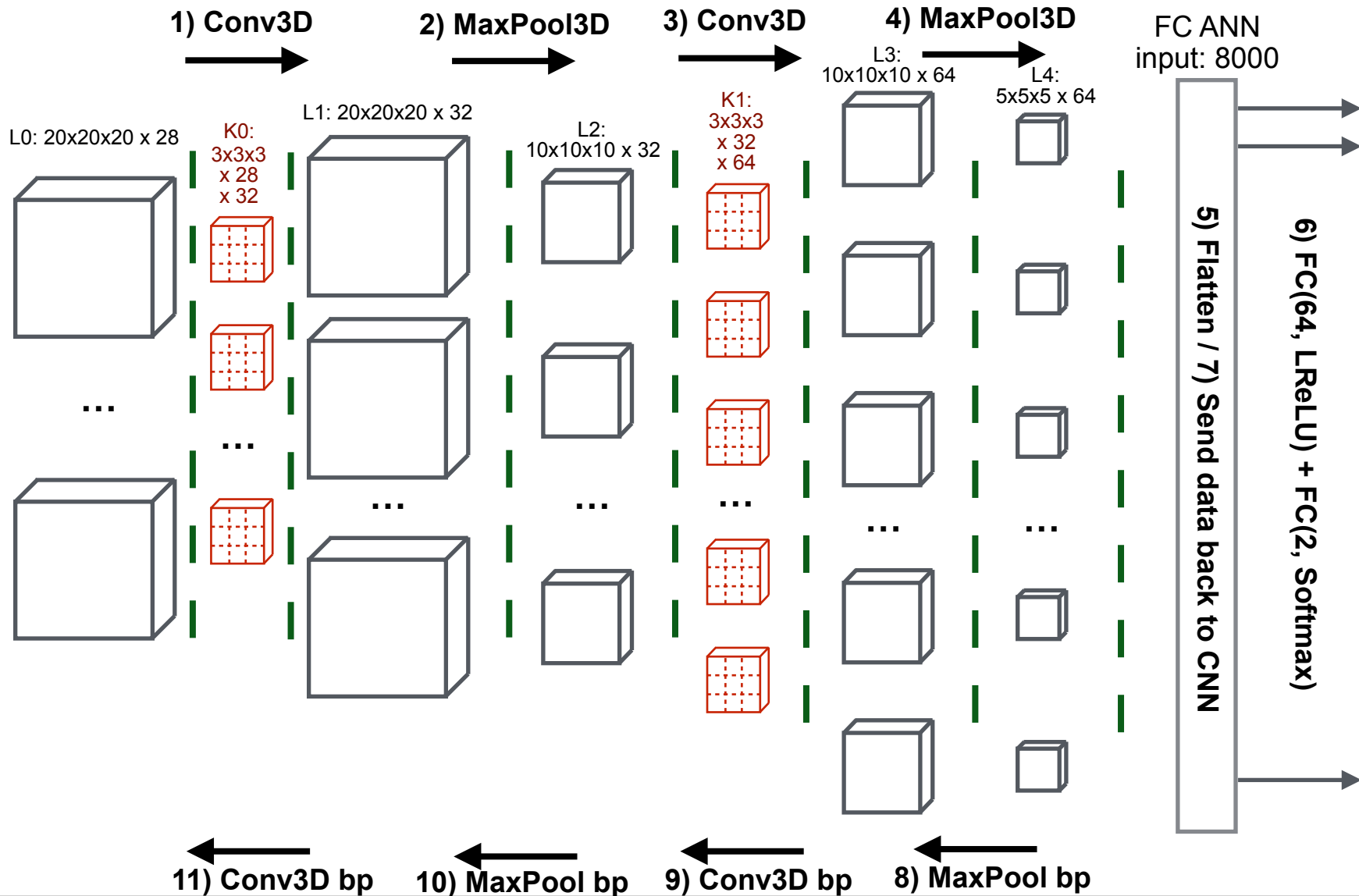
- I - Width;
- J - Height;
- 3 - RGB channels.



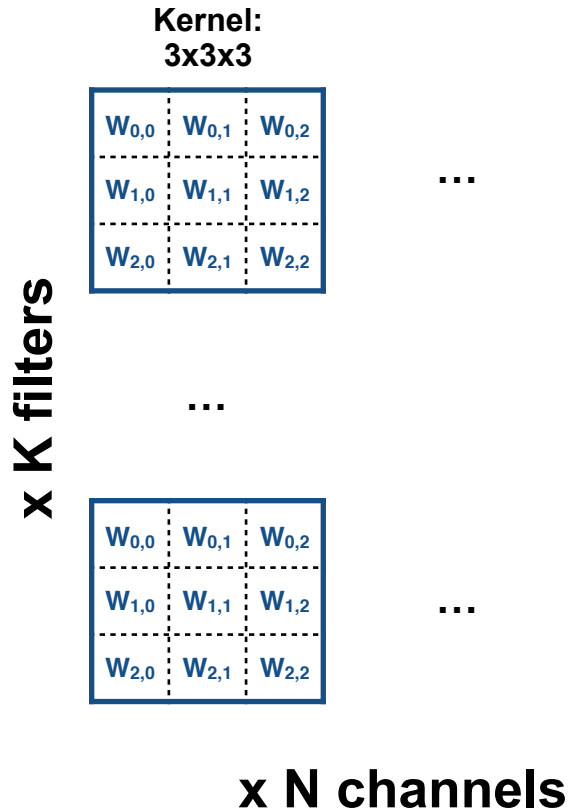
QGP: $20 \times 20 \times 20 \times 28$

- I - Momentum;
- J - Azimuth angle;
- K - Inclination angle;
- 3 - 28 particle types.

QGP CNN: full scheme



0) Initialization

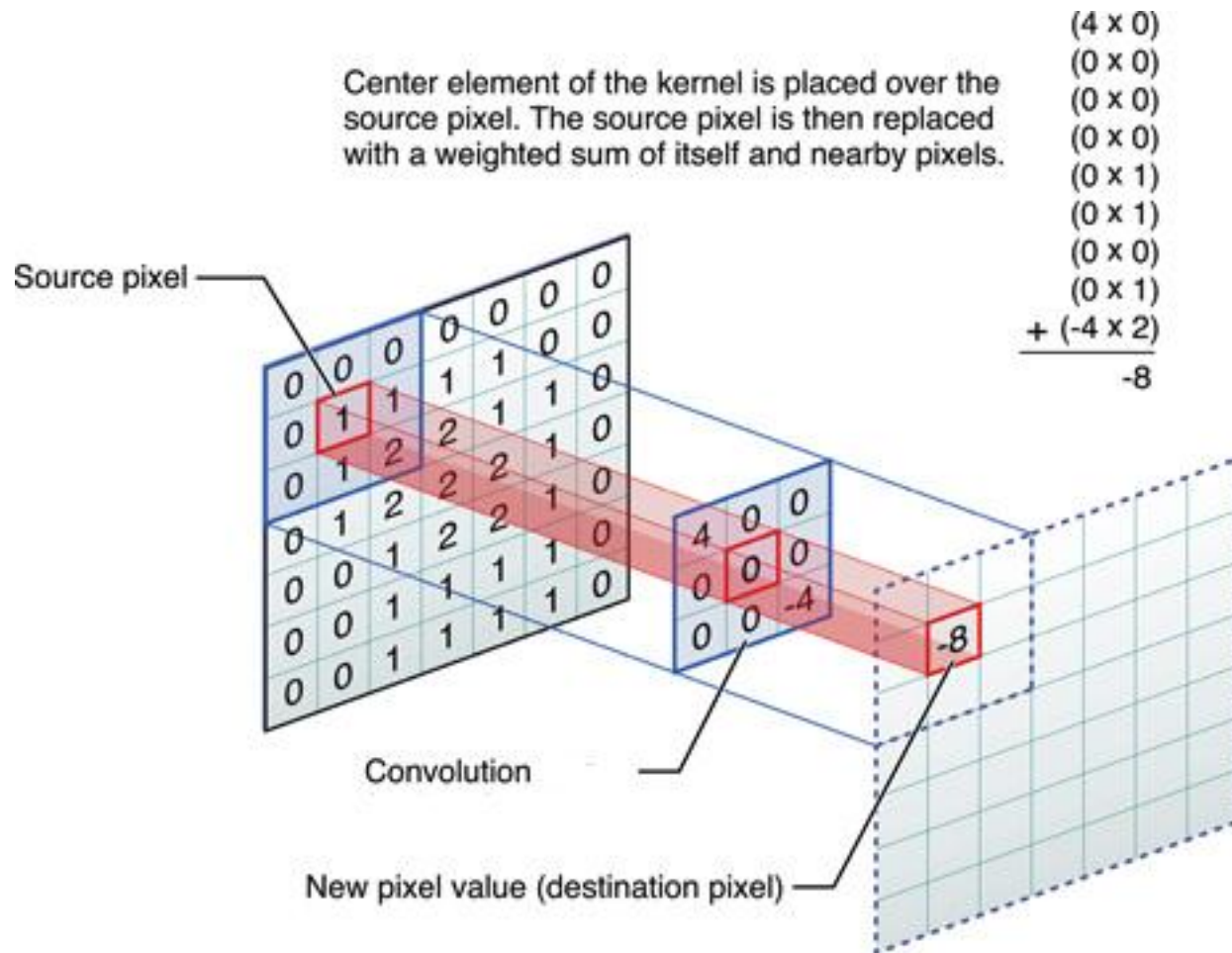


$$W_{i,j,k} = Rand[-1 : 1] \cdot \frac{1}{\sqrt{N_{channels} \cdot N_{bins}}}$$

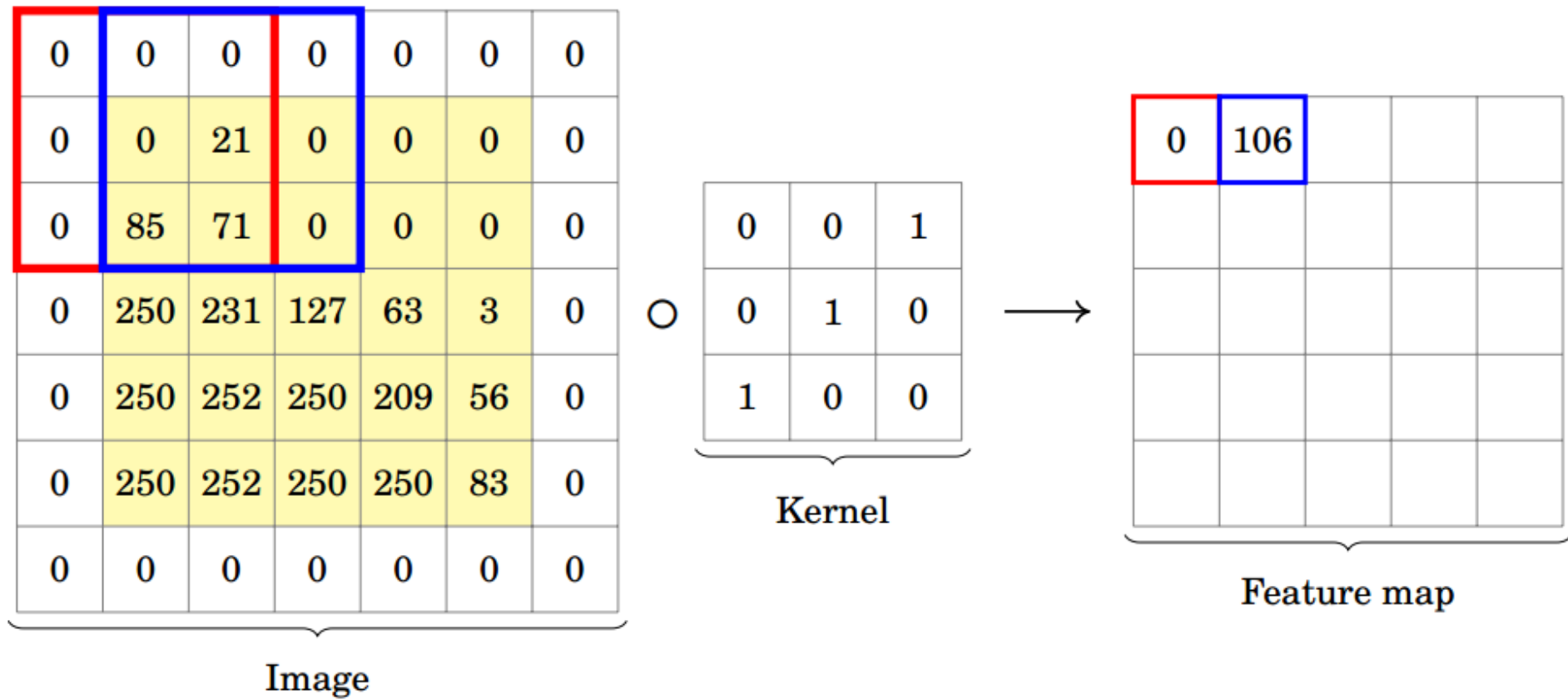
$$b = Rand[-1 : 1] \cdot \frac{1}{\sqrt{N_{channels} \cdot N_{bins}}}$$

$$\begin{aligned} N_{bins} &= 3 \cdot 3 \cdot 3 = 27 \\ N_{channels} &= 32 \text{ (Kernel}_0\text{)} \\ &= 64 \text{ (Kernel}^1\text{)} \end{aligned}$$

Matrix Convolution



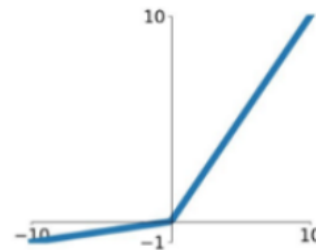
Matrix Convolution



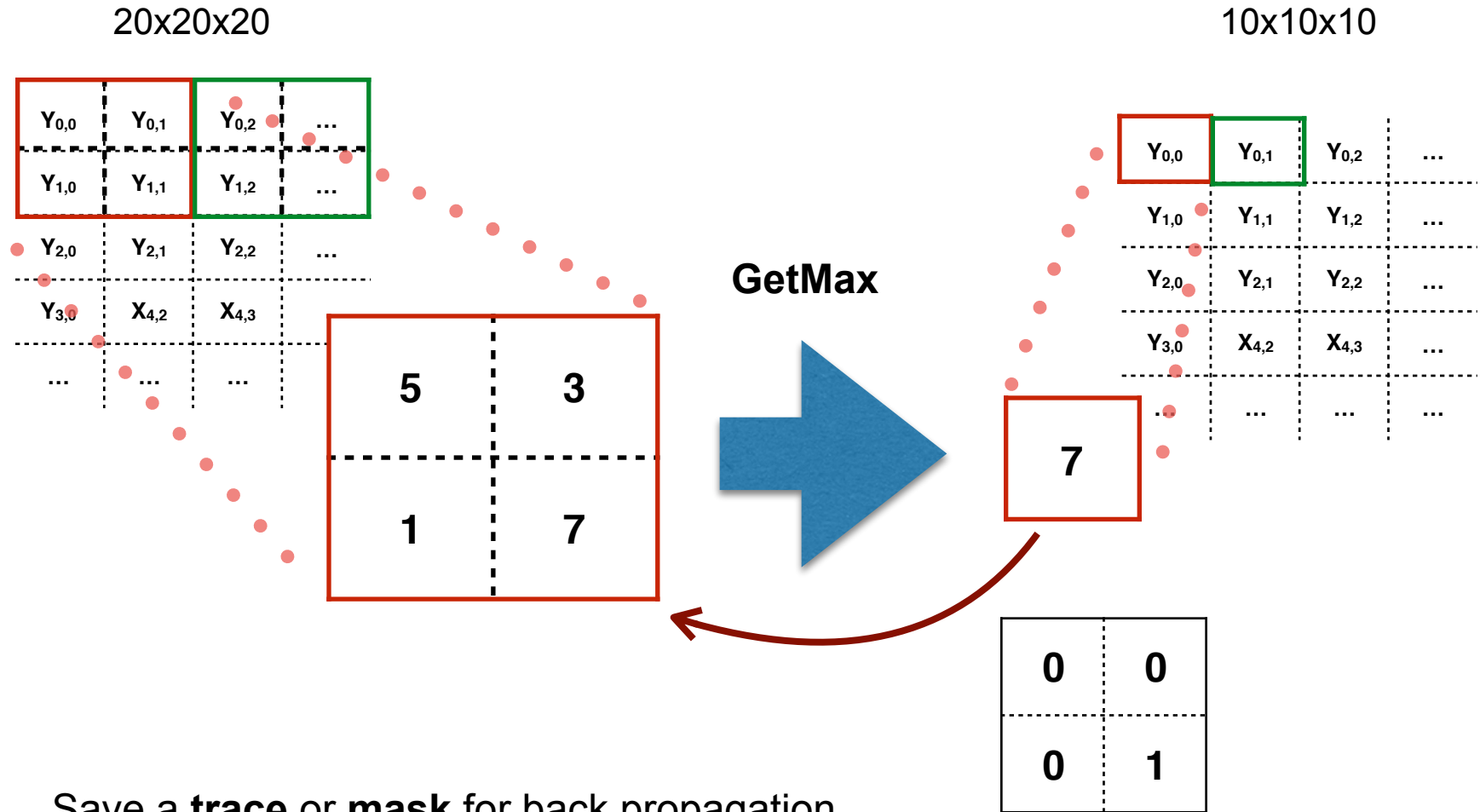


- Activate every cell of matrixes with Leaky ReLU

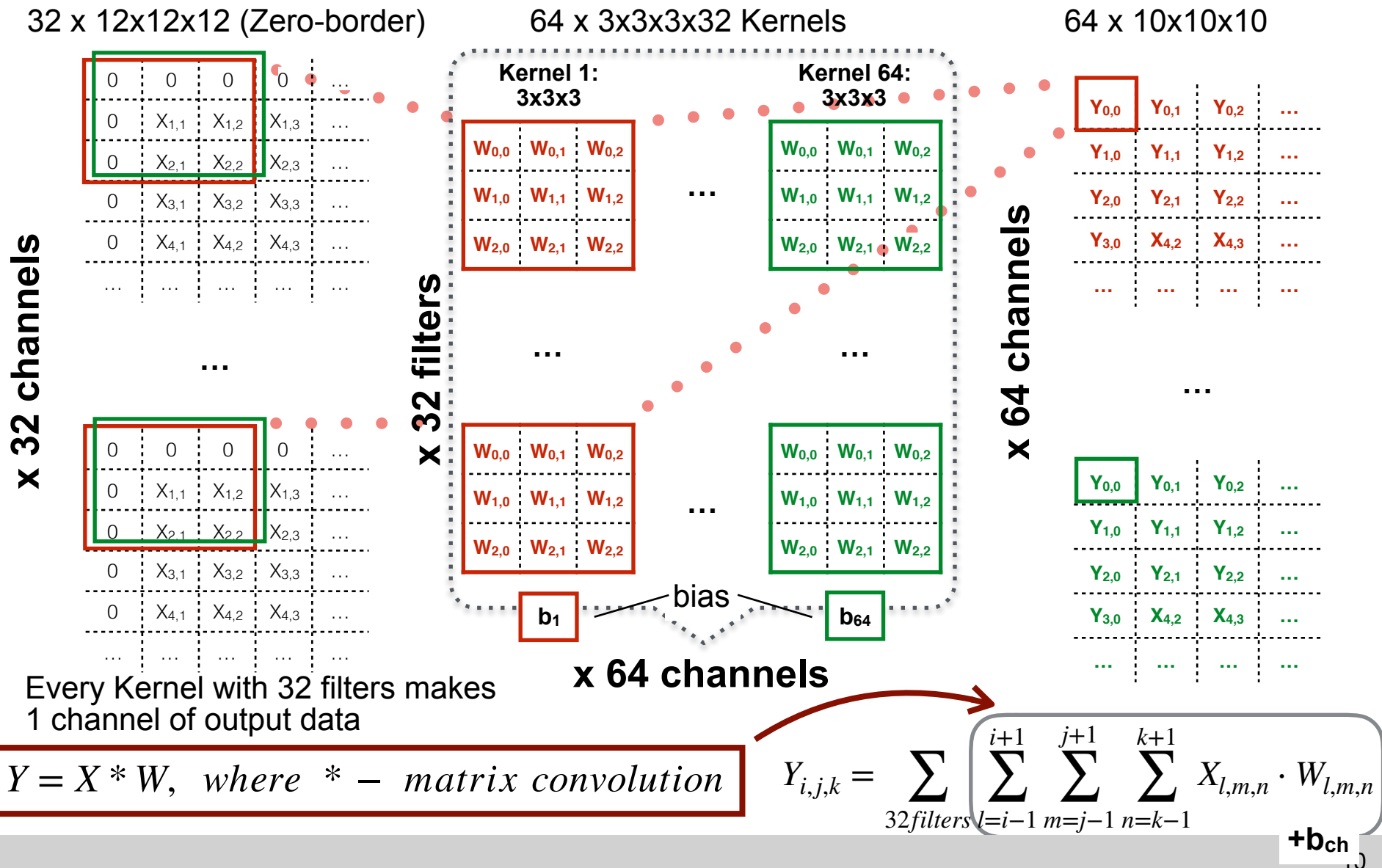
Leaky ReLU
 $\max(0.01x, x)$



2) MaxPool3D 20x20x20 to 10x10x10

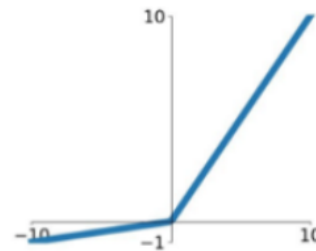


3) Conv3D 32to64

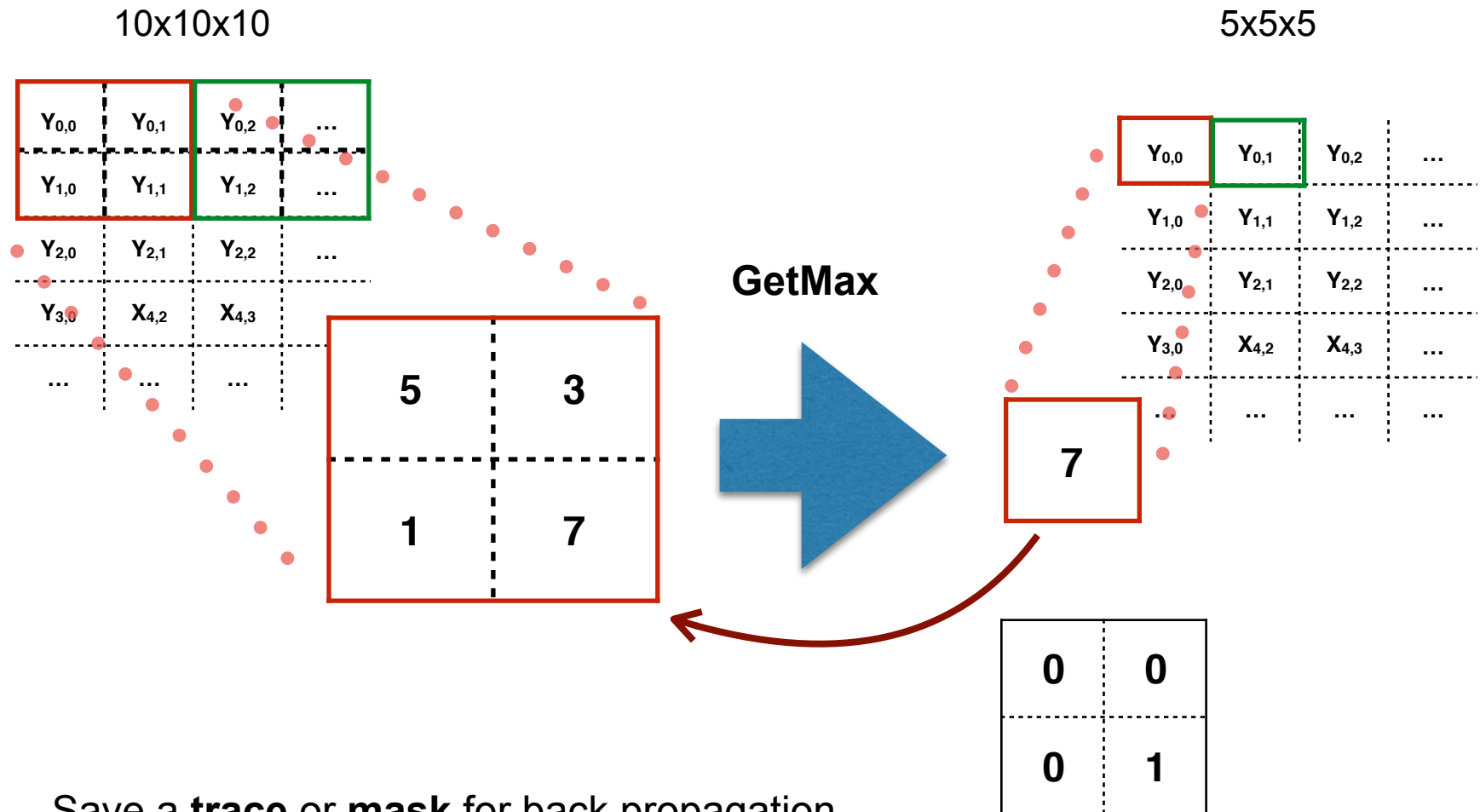


- Activate every cell of matrixes with Leaky ReLU

Leaky ReLU
 $\max(0.01x, x)$

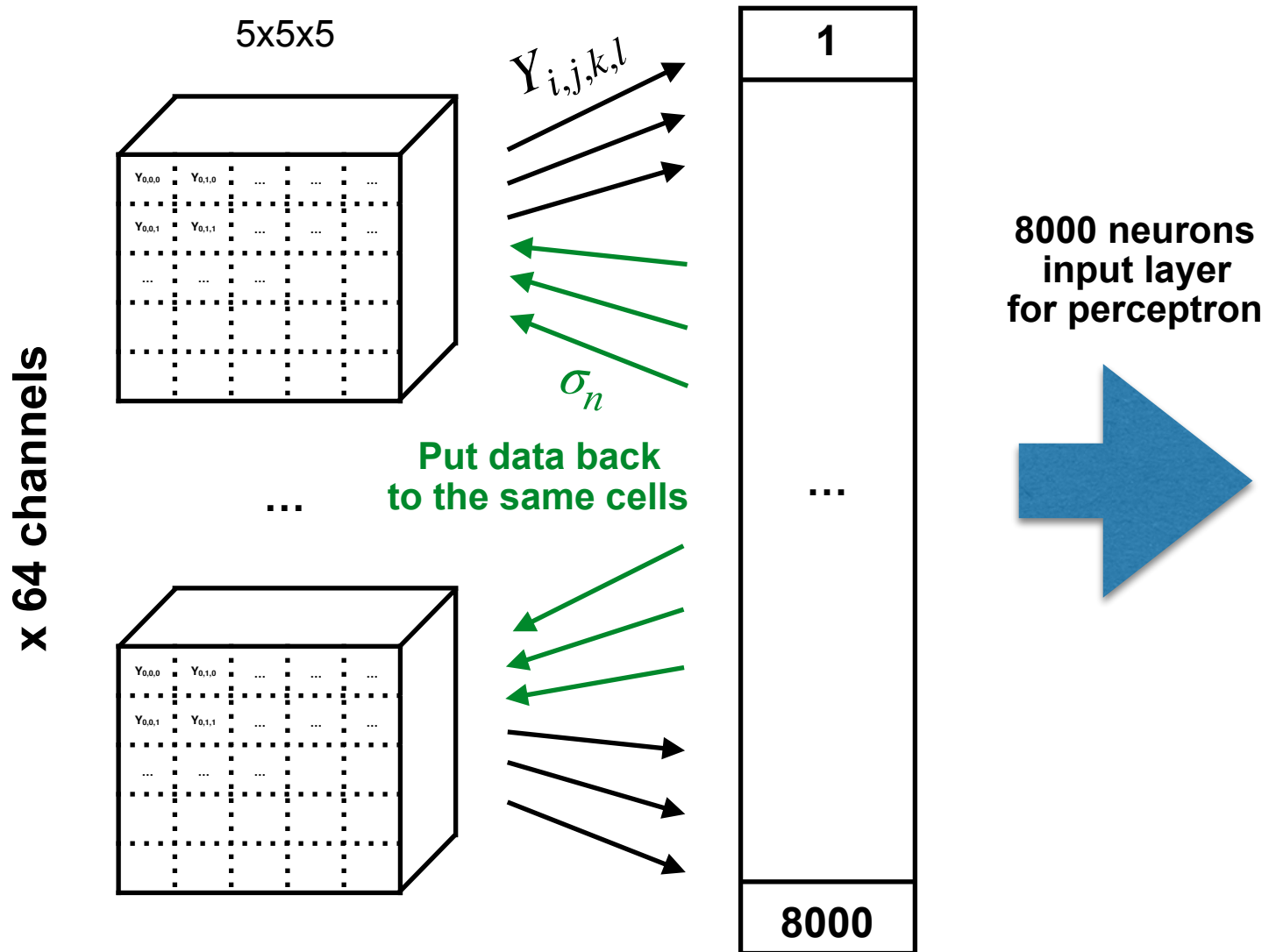


4) MaxPool3D 10x10x10 to 5x5x5

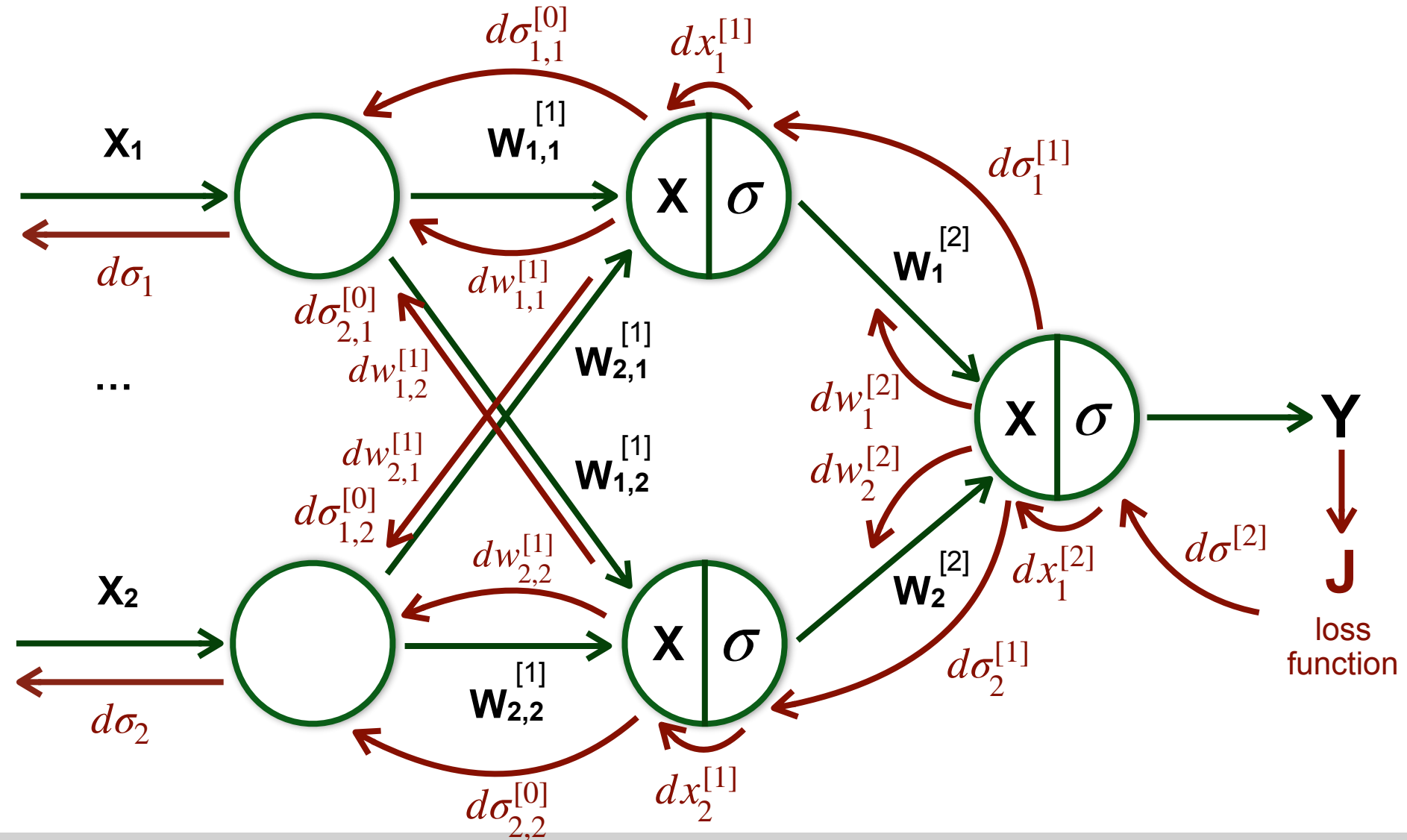


Save a **trace** or **mask** for back propagation

5) Flatten / 7) Send data back to CNN



6) FC(64, LReLU) + FC(2, Softmax)



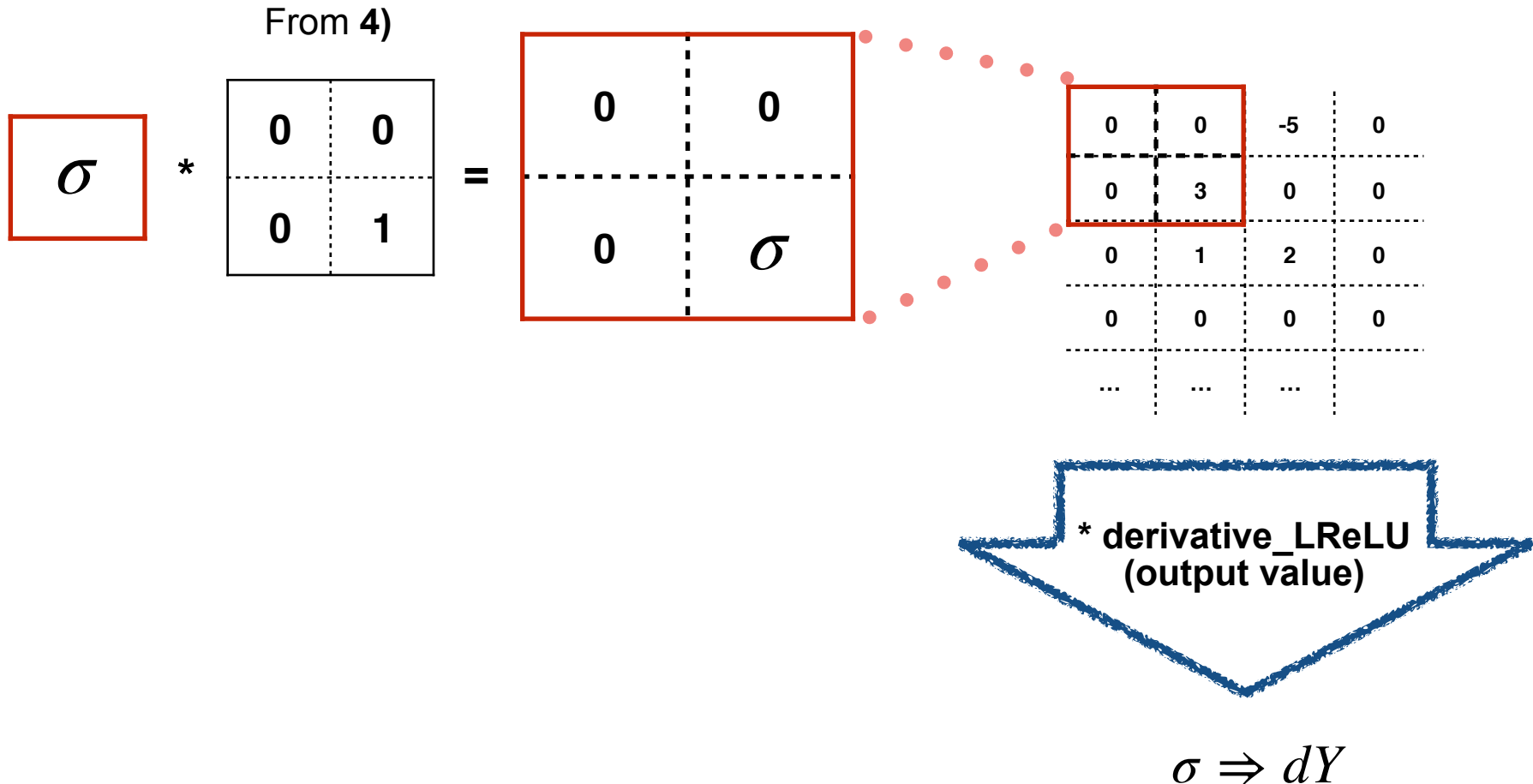
8) MaxPool3D 10x10x10to5x5x5 back propagation



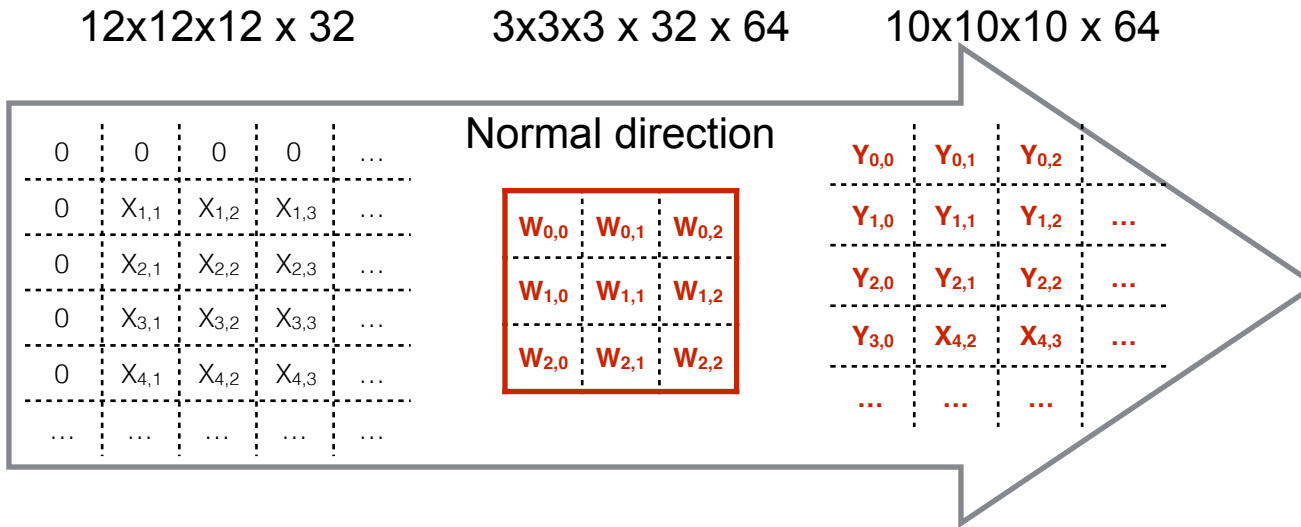
8000

5x5x5 x 64

10x10x10 x 64



9) Conv3D 32to64 back propagation



Need to calculate:
dW - to change weights;
dX - to provide it to 10).

$$dW = X * dY$$

$$dX = dY * W'$$

f - filters - [1; 32]

c - channels - [1; 64]

$$dW_{f,c} = X_f * dY_c$$

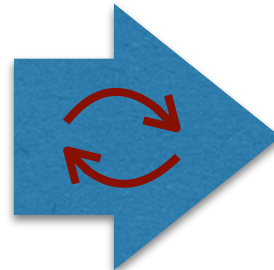
$$dX_f = \sum_{c=1}^{64} dY_c * W'_{f,c}$$

$$W_{new} = W + dW$$

W': matrix W rotated 180 degrees in three axes
(reflected relative to the center)

In 2D:

W _{0,0}	W _{0,1}	W _{0,2}
W _{1,0}	W _{1,1}	W _{1,2}
W _{2,0}	W _{2,1}	W _{2,2}



W _{2,2}	W _{2,1}	W _{2,0}
W _{1,2}	W _{1,1}	W _{1,0}
W _{0,2}	W _{0,1}	W _{0,0}

Bias:

$$b_{new\ ch} = b_{ch} + db_{ch}$$

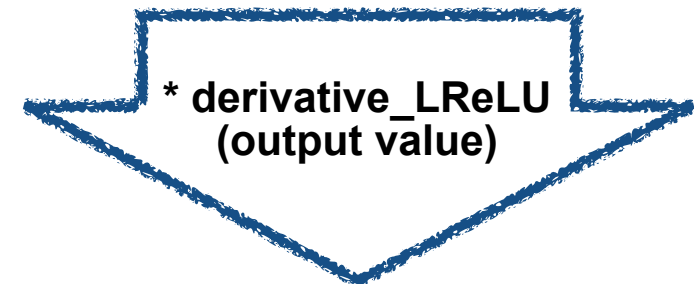
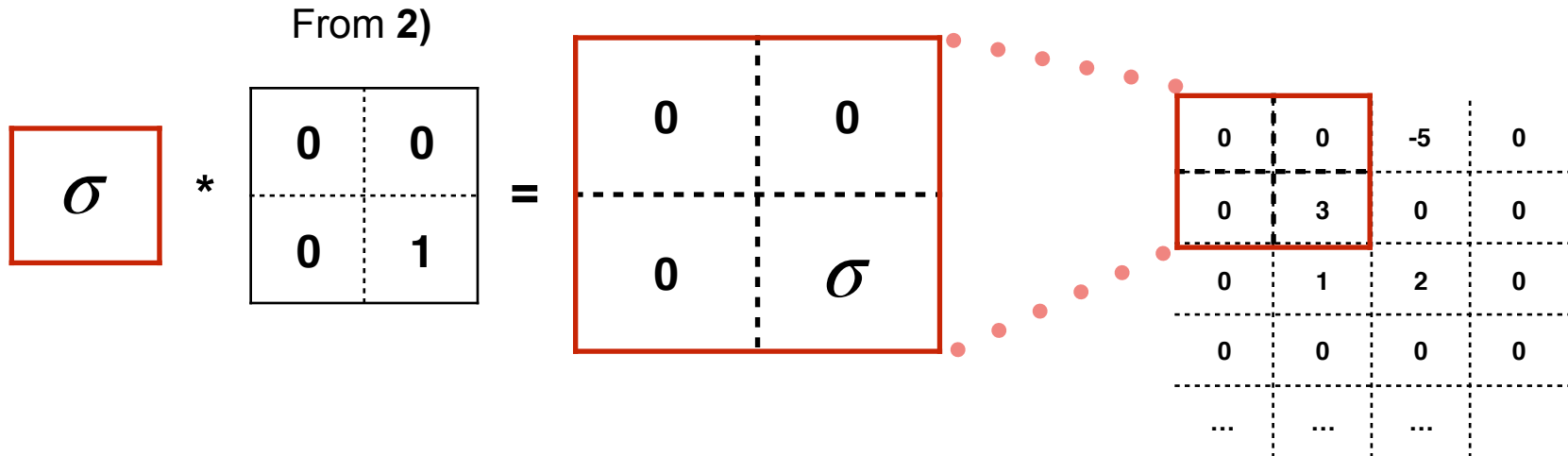
$$db_{ch} = \sum_{i,j,k} dY_{i,j,k\ ch}$$

10) MaxPool3D 20x20x20 to 10x10x10 back propagation



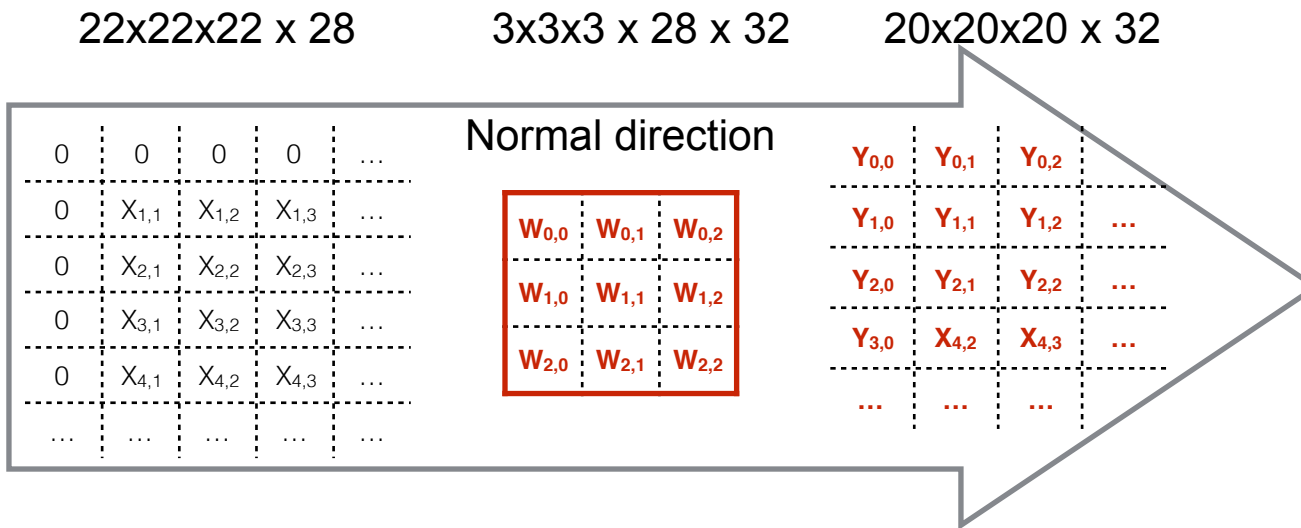
10x10x10 x 32

20x20x20 x 32



$$\sigma \Rightarrow dY$$

11) Conv3D 28to32 back propagation



Need to calculate:
dW - to change weights.

$$dW = X * dY$$

f - filters - [1; 28]
c - channels - [1; 32]

$$dW_{f,c} = X_f * dY_c$$

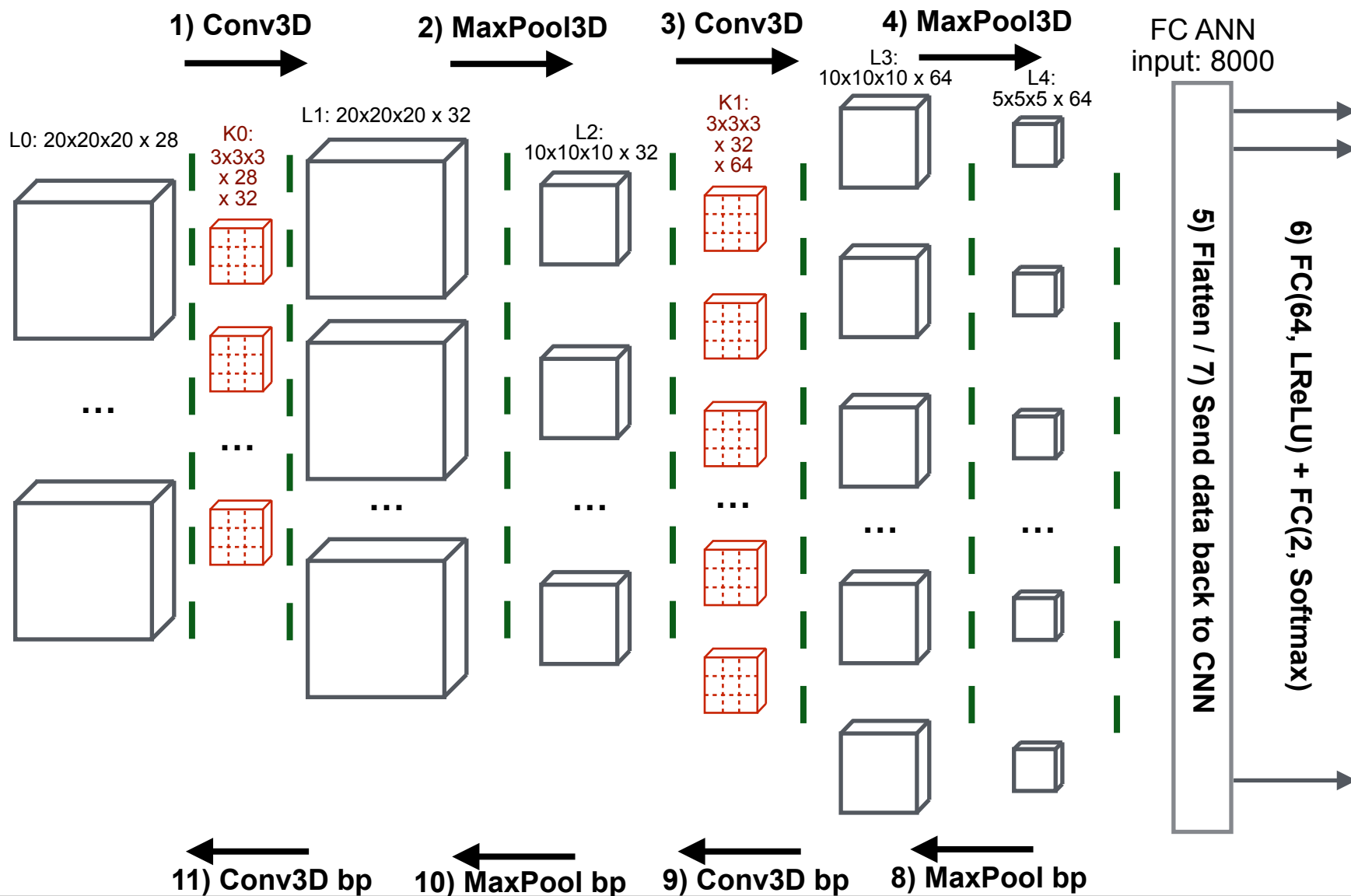
$$W_{new} = W + dW$$

Bias:

$$b_{new\ ch} = b_{ch} + db_{ch}$$

$$db_{ch} = \sum_{i,j,k} dY_{i,j,k\ ch}$$

Profit!!!





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