

## Questions

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## Question 1

What is the output size after applying 64 convolution filters of size 7x7 with a stride of 1 and no padding to an input image of size 224x224x3? Also calculate the number of parameters, number of computations, and total amount of memory required?

## Solution

**Formula for calculating the output size**

$$\text{Output height} = \left\lfloor \frac{N+2P-F}{S} \right\rfloor + 1$$

where N = Input height

P = Padding height

F = Filter height

S = Stride

$$\text{Output height} = \left\lfloor \frac{224+2*0-7}{1} \right\rfloor + 1$$

$$\text{Output height} = 218$$

Since there are 64 such filters therefore the final output of this convolution operation will be **218x218x64**.

**For simplicity we are assuming that there are no biases**

**Number of parameters**

$$\text{Number of parameters in one filter} = (7 \times 7 \times 3) = 147$$

$$\text{Number of parameters in 64 filters} = 147 \times 64 = 9408$$

**Number of computations**

$$\text{Number of additions due to one filter} = \text{Output size} \times \text{Number of parameters in one filter}$$

$$\text{Number of additions due to one filter} = 218 \times 218 \times 147$$

$$\text{Number of multiplications due to one filter} = \text{Output size} \times \text{Number of parameters in one filter}$$

$$\text{Number of multiplications due to one filter} = 218 \times 218 \times 147$$

$$\text{Total number of computations due to one filter} = 218 \times 218 \times 147 \times 2$$

$$\text{Total number of computations due to 64 filters} = 218 \times 218 \times 147 \times 2 \times 64$$

**Assuming each value is stored in float of 4 bytes**

**Number of gradients = Number of parameters**

**Total amount of memory required**

= Memory required for input + Memory required for output + Memory required for parameters + Memory required for gradients

= Input size x 4 + Output size x 4 + Number of parameters x 4 + Number of gradients x 4

=  $224 \times 224 \times 3 \times 4 + 218 \times 218 \times 64 \times 4 + 9472 \times 4 + 9472 \times 4$

= 12844032

## Question 2

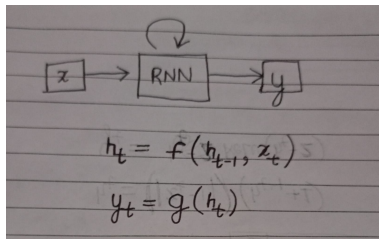
Design an RNN to detect the following pattern in the input

(a) More than two consecutive 0.

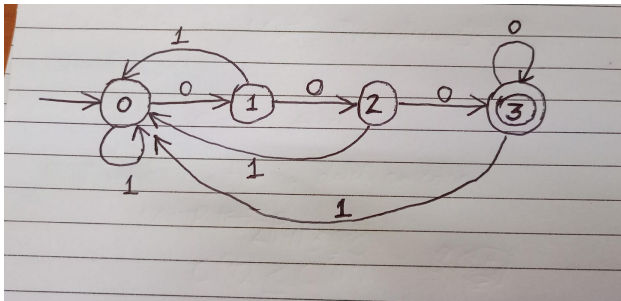
(b) More than two consecutive crossing of  $x_t$  above a predefined threshold  $\tau$  within  $\Delta$  interval.

## Solution

A general RNN has the following structure.



(a) Drawing the state machine that will detect more than two consecutive zeros in the input sequence



Converting this state machine in the form of an RNN

Function takes current state and input character and tells

the next state		
$h_{t-1}$	$x_t$	$h_t = f(h_{t-1}, x_t)$
0	0	1
1	0	2
2	0	3
3	0	3
0	1	0
1	1	0
2	1	0
3	1	0

Function takes current state and gives the output character

$h_t$	$y_t = g(h_t)$
0	0
1	0
2	0
3	1

**Final RNN**

$$h_t = f(h_{t-1}, x_t) = \min(3, (1 - x_t)(h_{t-1} + 1))$$

$$y_t = g(h_t) = \text{ReLU}(h_t - 2)$$

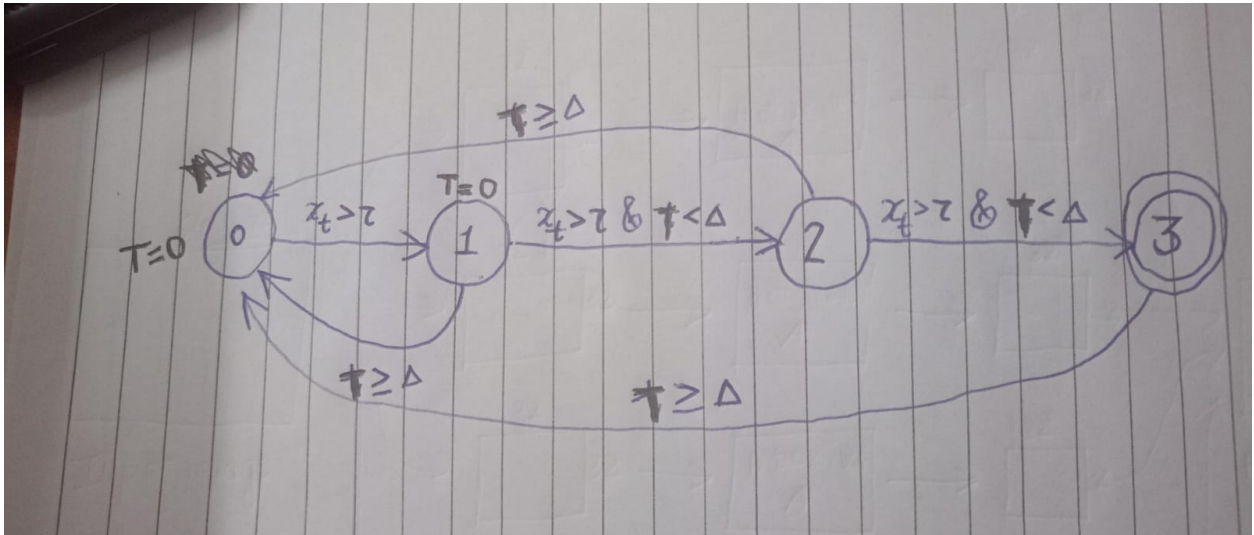
$h_{t-1}$  is the previous hidden state

$x_t$  is the current input character

$h_t$  is the current hidden state

$y_t$  is the output character

(b) Drawing the state machine that detects more than two consecutive crossing of  $x_t$  above a predefined threshold  $\tau$  within  $\Delta$  interval.



Converting this state machine in the form of an RNN

Function takes current state, input character and current time and tells the next state

$h_{t-1}$	$a_t = x_t > \tau$	$b = T > \Delta$	$h_t = f(h_{t-1}, x_t)$
0	0	0	0
1	0	0	1
2	0	0	2
3	0	0	3
0	0	1	0
1	0	1	0
2	0	1	0
3	0	1	0
0	1	0	1
1	1	0	2
2	1	0	3
3	1	0	0
0	1	1	0
1	1	1	0
2	1	1	0
3	1	1	0

Function takes current state and gives the output character

$h_t$	$y_t = g(h_t)$
0	0
1	0
2	0
3	1

### Final RNN

$$h_t = f(h_{t-1}, x_t, T) = (1 - b)((1 - a_t)(h_t) + (a_t(\min(h_t + 1, 3))))$$

$$y_t = g(h_t) = \text{ReLU}(h_t - 2)$$

$h_{t-1}$  is the previous hidden state

$x_t$  is the current input character

$h_t$  is the current hidden state

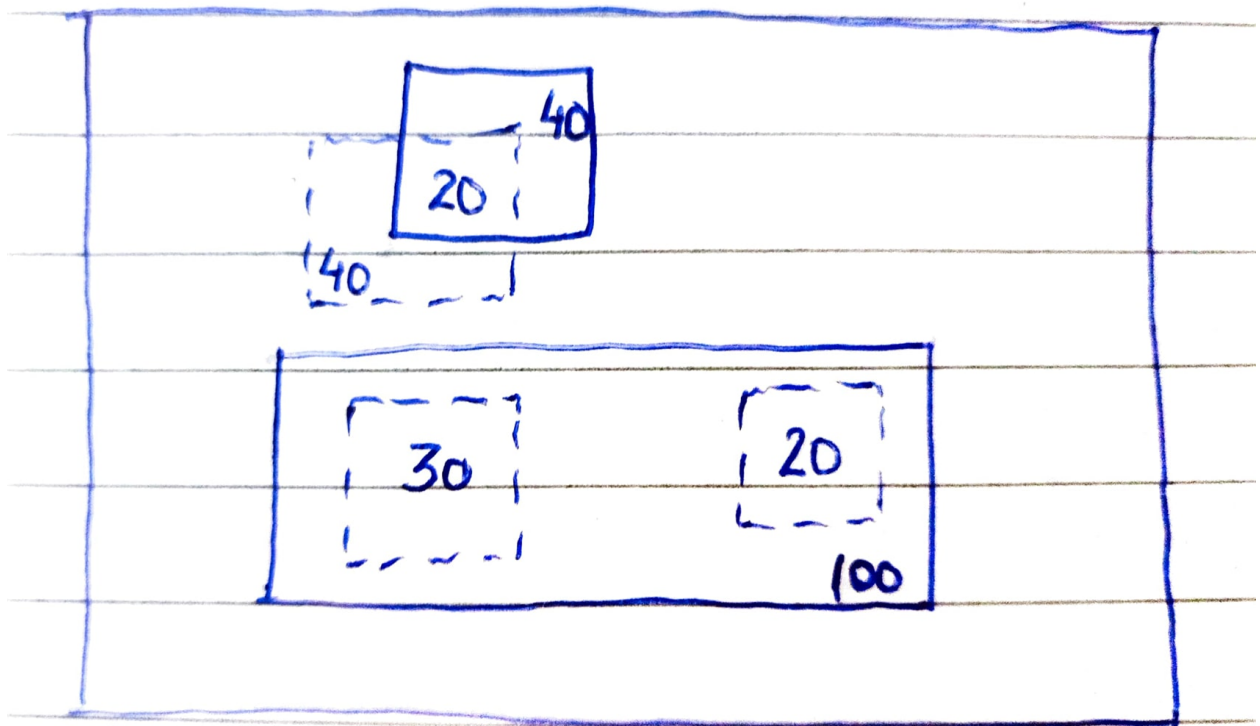
$y_t$  is the output character

$a_t$  is a boolean telling whether  $x_t > \tau$  or not

$T$  is the current time (setted to zero after reaching state 0 and state 1 every time.)

$b$  is a boolean telling whether the  $T > \Delta$  or not

## Question 3



**Find the IoU for each predictions and also calculate the mAP. Provided that there is only one class**

For the first prediction:

$$\text{IoU} = \frac{\text{Area of Union}}{\text{Area of Intersection}} = \frac{20}{40+40-20} = \frac{20}{60} = 0.333$$

For the second prediction:

$$\text{IoU} = \frac{\text{Area of Union}}{\text{Area of Intersection}} = \frac{30}{100} = 0.3$$

For the third prediction:

$$\text{IoU} = \frac{\text{Area of Union}}{\text{Area of Intersection}} = \frac{20}{100} = 0.2$$

### Calculating mAP

Since all the predictions have IoU values less than 0.5 therefore all of them will be marked as negative.

So when we will plot the Precision versus Recall curve it will be on X-axis as the precision will be 0 and recall will also be 0. So the average precision = Area under the Precision-Recall curve = 0.

Since there is only one class, mAP = Average Precision of this class = 0.

### Question 4

A is an autoencoder for input image of size  $32 \times 32$ . Design an autoencoder for input image of size of  $64 \times 64$  using A.

### Solution

**Task:** Transform a  $64 \times 64$  image using an existing autoencoder A built for  $32 \times 32$  images.

**Approach:**

**Splitting:** Divide the  $64 \times 64$  image into four  $32 \times 32$  regions.

**Usage of Autoencoder A:** Apply the  $32 \times 32$  autoencoder A to each of these smaller regions separately.

**Encoding:** Get encodings for each of the four regions using A's encoding part.

**Combination:** Combine these four smaller region encodings to create a final encoding for the entire  $64 \times 64$  image.

**Image explaining the flow**

