

1. Figure Q1 depicts a block that consists of three convolutional layers. The input volume has a size of  $256 \times 32 \times 32$  and the second layer has 32 convolution filters each with a size of  $64 \times 3 \times 3$ , stride = 1 and padding = 1.

Provide the values of  $n_1$ ,  $d_1$ ,  $F_1$ ,  $n_2$ ,  $d_2$ , and  $F_2$  to form a valid block. Explain your design.

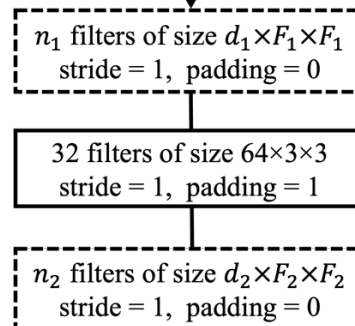
Output size =  $(W - F_1 + 1)$   
since  $\text{stride}=1$  and  $\text{padding}=0$

to match the output of the  
third layer,  $n_2 = 256$

to find  $F_2$ ,  $(32 - F_2)/1 + 1 = 32$   
Thus,  $F_2$  is 1

Setting  $F_1 = 1$  is common i  
ResNet design

256x32x32 feature maps



For  $W=32$ , set  $F_1$  to 1 so that the  
output size is still  $32 \times 32$ .  
 $(32 - 1)/1 + 1$   
Output =  $(n_1, 32, 32)$

After second layer,  
Output size =  $(32, 32)$  due to  
padding, stride and input size  
 $(32 - 3 + 2(1))/1 + 1$

$n_1 = 64$  to match second layer  
input depth = 64

32 filters for second layer  
means input depth = 32  
for third layer

Output =  $(32, 32, 32)$

**Figure Q1**

2. Study and try the tutorial t7q2.ipynb on transfer learning. In particular,
- Understand how to data augmentation is performed
  - Review the transfer learning steps
  - Try the code to perform transfer learning on the classification of bees vs. ants

$d_1 = 256$   
 $d_2 = 32$

$d_1$  and  $d_2$  are chosen to match the depth of their corresponding input.