

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.

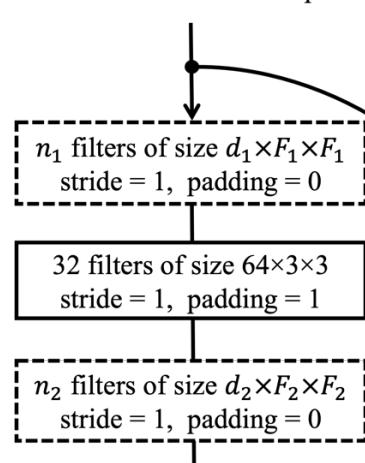
Output size = $(W - F_1 + 1)$
since stride=1 and padding=0

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 in
ResNet design

256x32x32 feature maps



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