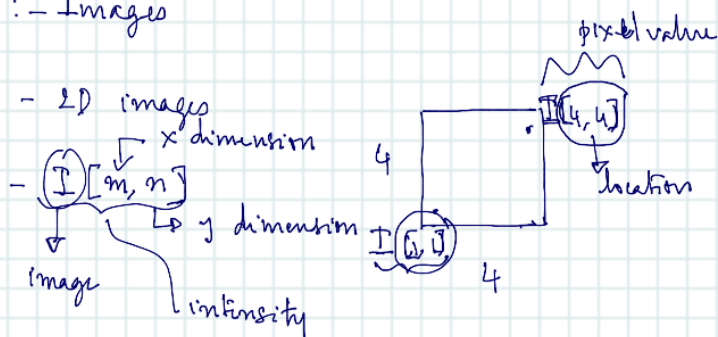


29/10/22

The Convolution Operation

• Signals and Systems

• Signal :- Images



- 1D Signals

- Ball index

1	2	3	4	5	6
4	0	0	1	0	2

- $r[n]$, $r[3] = 1$ (assuming index starts at 0)

$$r[5] = 2$$

- How is run rate calculated? R.P.O

$$\underline{rpo} = \frac{\sum_{i=0}^{19} r[i]}{20} \quad \text{--- (1) global average}$$

overs 0 1 - - - 19

runs 10 2 - - - 5

$\sum_{i=0}^{19} r[i] = \text{total}$

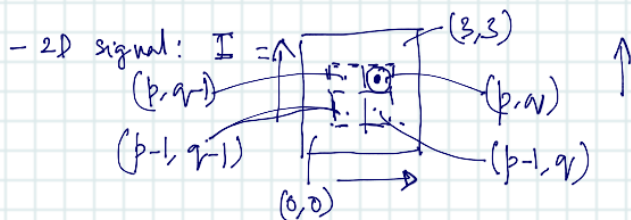
- digital system

$$rpo - \text{past-fire}[N] = \frac{1}{5} \sum_{i=0}^4 r[N-i]$$

← Averaging system & moving average

- Digital system: A mapping from an input sequence to a desired output

digital / discrete



- The average pixel intensity of I ?

$$I_{\text{average}} = \frac{1}{16} \sum_{m=0}^3 \sum_{n=0}^3 I[m, n] \quad \text{← global average}$$

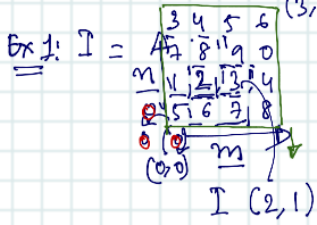
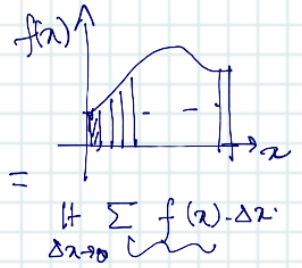
$$I_{\text{local average}}[p, q] = \frac{1}{4} \sum_{m=0}^3 \sum_{n=0}^3 I[p-m, q-n] \quad \text{← local average}$$

$$= \left(\frac{1}{4}\right) I[p, q] + \left(\frac{1}{4}\right) I[p-1, q] + \left(\frac{1}{4}\right) I[p, q-1] + \left(\frac{1}{4}\right) I[p-1, q-1]$$

genl. local avg. $I_{g, local} = w[0,0] \cdot I[p-0, q-0] + w[1,0] \cdot I[p-1, q-0] + \dots + w[1,1] \cdot I[p-1, q-1]$

$$I_{g, local} = \sum_{m=0}^1 \sum_{n=0}^1 \underbrace{w[m,n]}_{\text{conv. kernel / filter}} I[p-m, q-n] \leftarrow \text{convolution sum.} \quad I * W$$

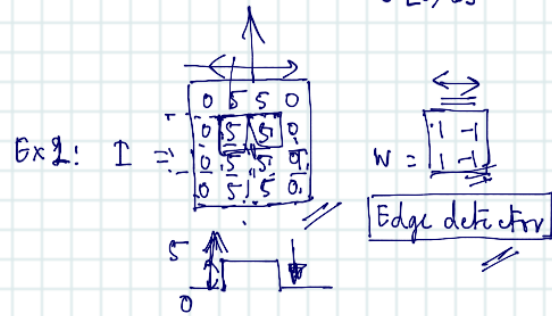
In a CNN $w[m,n]$ is learned during training \Rightarrow



$W = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}$
 $J = I * W$
 $J[2,1] = \sum_{m=0}^1 \sum_{n=0}^1 I[2-m, 1-n]$
 $= \frac{1}{4} [8 + 2 + 6 + 7] = 5.25$

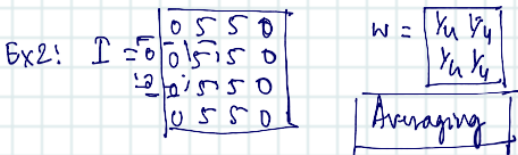
$J[2,0] = \frac{1}{4} [2] = 0.5$

$J[0,0] = \frac{1}{4} [5 + 0 + 0 + 0] = 1.25$



$J[0,2] = 0$
 $J[1,2] = -10$
 $J[2,2] = 5 \cdot 1 + 5 \cdot 1 + 5 \cdot (-1) + 5 \cdot (-1) = 0$
 $J[3,2] = 10$

$\frac{d f(x)}{dx} = \lim_{\Delta x \rightarrow 0} \frac{f(x+\Delta x) - f(x)}{\Delta x}$



$J[0,2] = 0$
 $J[1,2] = \frac{10}{4}$
 $J[2,2] = \frac{20}{4}$
 $J[3,2] = \frac{10}{4}$

Let's plot the third row of J in Ex 2 and 3

