



# Introduction to Robotics

## CSE 461

Class Topic: Introduction to Convolutional Neural Network

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# Last Class

What is machine Learning

Neural Network

# Mother Law of Machine Learning

$$w_1 * x_1 + w_2 * x_2 + w_3 * x_3 = y$$

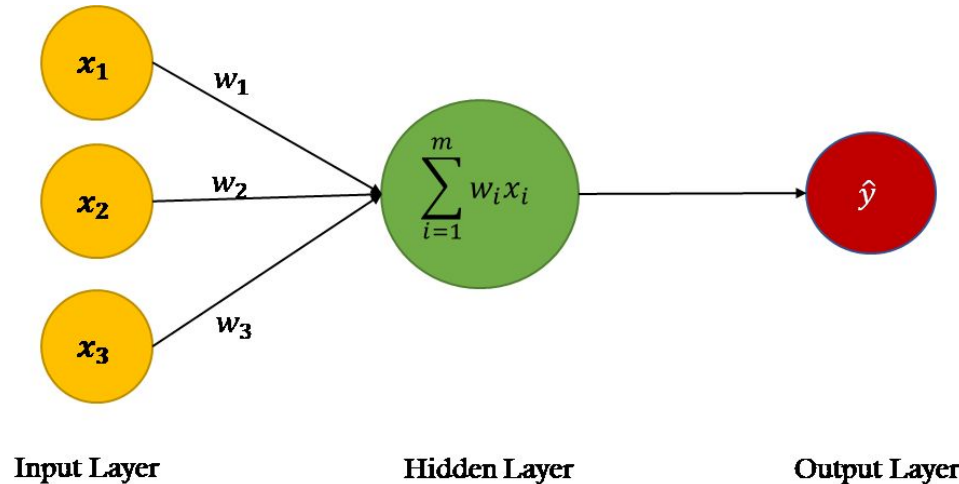
$x_1, x_2, \dots, x_n$  = Features

$w_1, w_2, \dots, w_n$  = Weights

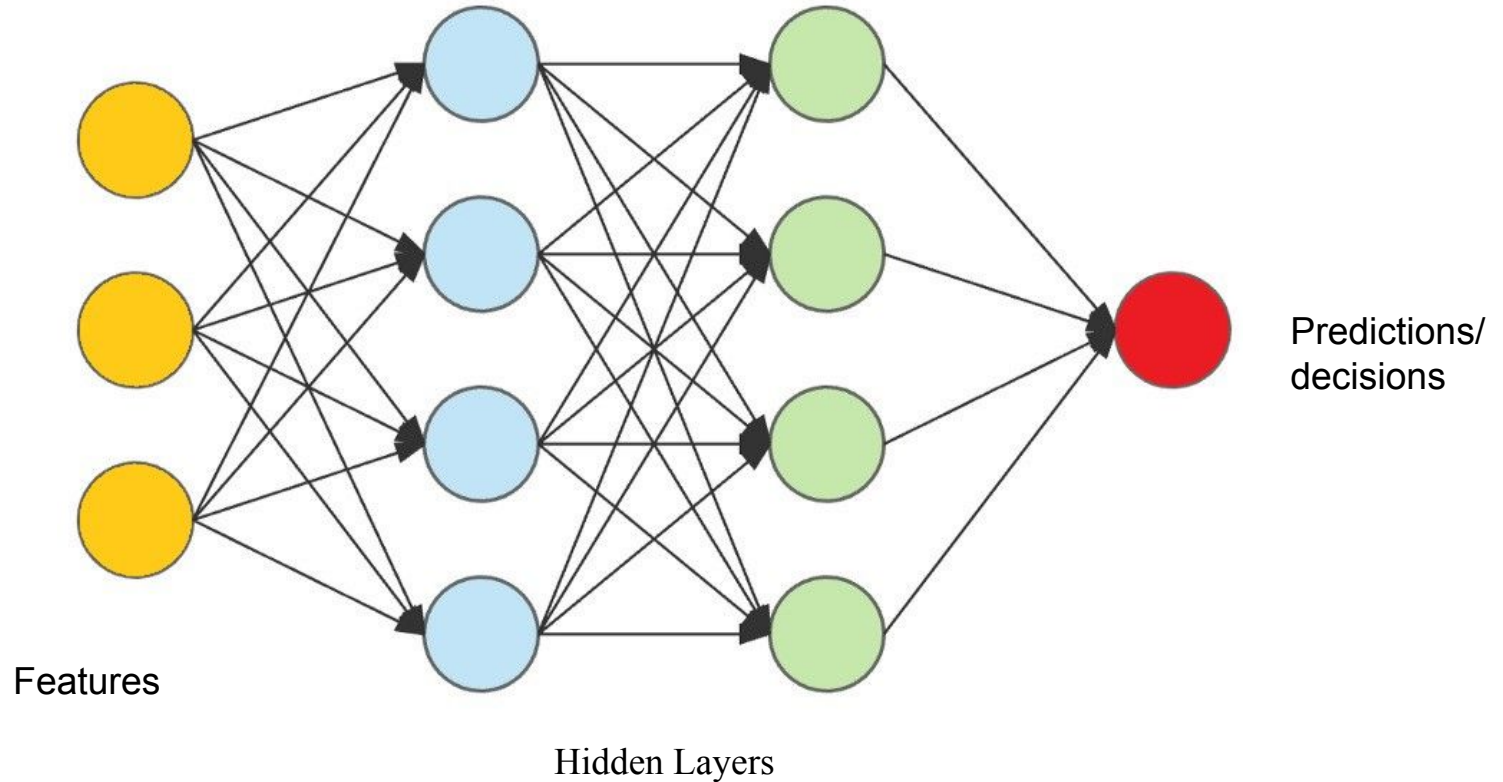
$y$  = output/ target

# Neural Network

$$w_1 * x_1 + w_2 * x_2 + w_3 * x_3 = y$$



# Neural Network



## Two types

1. Features are given (Handcrafted Features)
2. Raw Data is given not features

Out[33]=

Sepal.Length	Sepal.Width	Petal.Length	Petal.Width	Species
5.1	3.5	1.4	0.2	setosa
4.9	3.	1.4	0.2	setosa
4.7	3.2	1.3	0.2	setosa
4.6	3.1	1.5	0.2	setosa
5.	3.6	1.4	0.2	setosa
5.4	3.9	1.7	0.4	setosa
4.6	3.4	1.4	0.3	setosa
5.	3.4	1.5	0.2	setosa
4.4	2.9	1.4	0.2	setosa
4.9	3.1	1.5	0.1	setosa

1. Some data column may not a good feature.
2. Some data column may need to be transformed.

Out[33]=

Sepal.Length	Sepal.Width	Petal.Length	Petal.Width	Species
5.1	3.5	1.4	0.2	setosa
4.9	3.	1.4	0.2	setosa
4.7	3.2	1.3	0.2	setosa
4.6	3.1	1.5	0.2	setosa
5.	3.6	1.4	0.2	setosa
5.4	3.9	1.7	0.4	setosa
4.6	3.4	1.4	0.3	setosa
5.	3.4	1.5	0.2	setosa
4.4	2.9	1.4	0.2	setosa
4.9	3.1	1.5	0.1	setosa



1. Some data column may not a good feature.
2. Some data column may need to be transformed.

Out[33]=

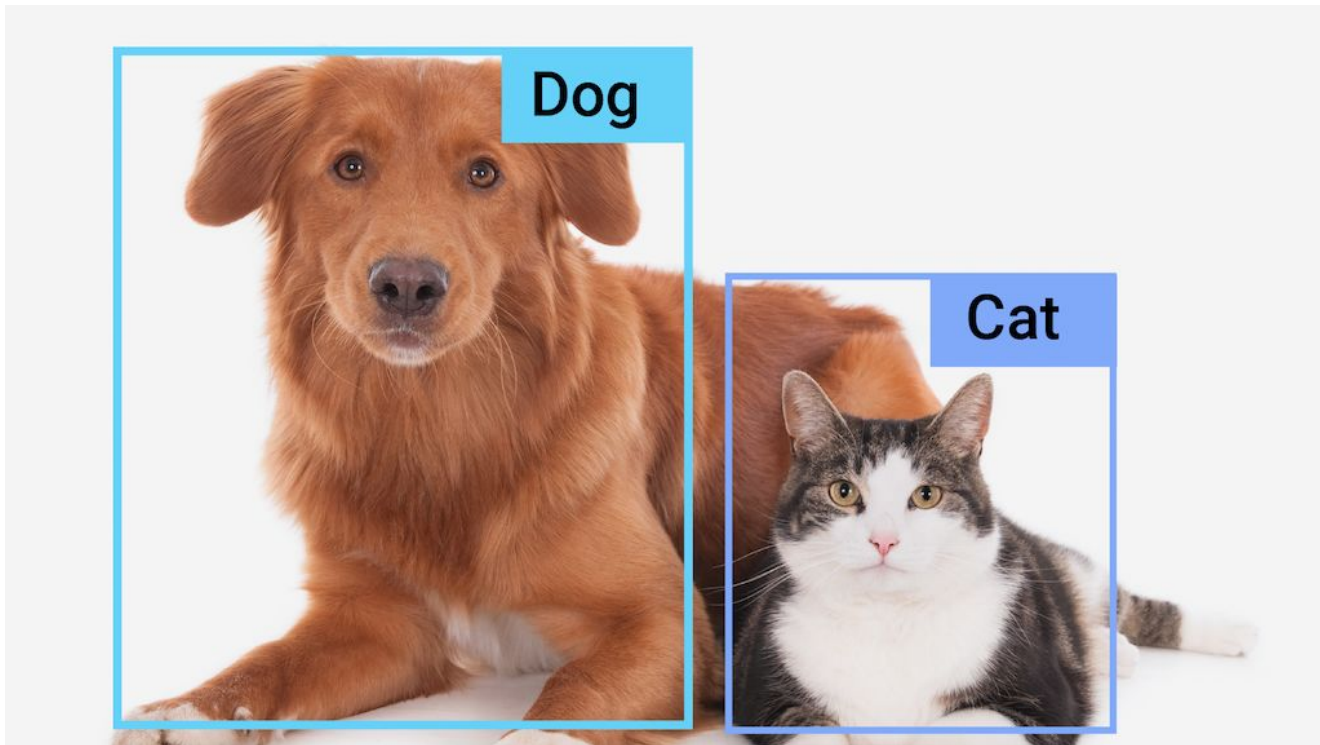
Sepal.Length	Sepal.Width	Petal.Length	Petal.Width	Species
5.1	3.5	1.4	0.2	setosa
4.9	3.	1.4	0.2	setosa
4.7	3.2	1.3	0.2	setosa
4.6	3.1	1.5	0.2	setosa
5.	3.6	1.4	0.2	setosa
5.4	3.9	1.7	0.4	setosa
4.6	3.4	1.4	0.3	setosa
5.	3.4	1.5	0.2	setosa
4.4	2.9	1.4	0.2	setosa
4.9	3.1	1.5	0.1	setosa

1. We can do it by our hand (Handcrafted)
2. Neural network does this automatically (Deep Learning)

# Deep Learning

Deep learning is a type of machine learning based on artificial neural networks in which multiple layers of processing are used to extract progressively higher level features from data.

# Let's Do object detection



Out[33]=

Sepal.Length	Sepal.Width	Petal.Length	Petal.Width	Species
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4.9	3.	1.4	0.2	setosa
4.7	3.2	1.3	0.2	setosa
4.6	3.1	1.5	0.2	setosa
5.	3.6	1.4	0.2	setosa
5.4	3.9	1.7	0.4	setosa
4.6	3.4	1.4	0.3	setosa
5.	3.4	1.5	0.2	setosa
4.4	2.9	1.4	0.2	setosa
4.9	3.1	1.5	0.1	setosa

Sepal.Length	Sepal.Width	Petal.Length	Petal.Width	Species
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4.9	3.	1.4	0.2	setosa
4.7	3.2	1.3	0.2	setosa
4.6	3.1	1.5	0.2	setosa
5.	3.6	1.4	0.2	setosa
5.4	3.9	1.7	0.4	setosa
4.6	3.4	1.4	0.3	setosa
5.	3.4	1.5	0.2	setosa
4.4	2.9	1.4	0.2	setosa
4.9	3.1	1.5	0.1	setosa

Out[33]=



Cat



Cat



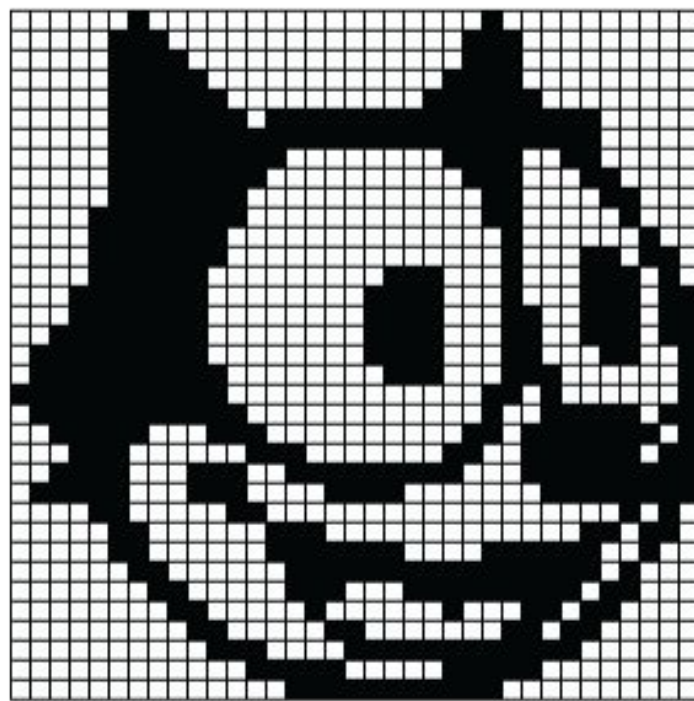
Dog



Dog

Features ??

Image?



```

1 1 1 1 1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 1 1 1 1 1 1 1 1
1 1 1 1 1 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 1 1 1 1 1 1 1
1 1 1 1 1 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 1 1 1 1 1 1
1 1 1 1 1 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 1 1 1 1 1
1 1 1 1 1 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 1 1 1 1
1 1 1 1 1 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1
1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1
1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 0 0 0 0 0 1 0 0 1 1 1
1 1 1 1 1 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 0 0 0 1 1 0 0 1 1
1 1 1 1 1 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 0 0 0 1 1 0 0 1 1
1 1 1 1 1 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 0 0 0 1 1 0 0 1 1
1 1 1 1 1 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 0 0 1 1 1 0 0 1
1 1 1 1 1 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 0 0 1 1 1 0 1
1 1 1 1 1 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 0 0 1 1 1 0 1
1 1 1 1 1 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 1 1 1 0
1 1 1 1 1 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 1 1 1 0
1 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 1 1 1 0
1 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 1 1 1 0
1 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 1 1 0
1 1 0 0 0 0 0 1 1 1 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 1 0
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1 1 1 1 0 0 1 1 1 1 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 1 1
1 1 1 1 1 0 0 1 1 1 1 1 1 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 1
1 1 1 1 1 0 0 1 1 1 1 1 1 0 0 0 0 0 0 1 1 1 1 1 0 0 0 0 0 1 0 1 1
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1 1 1 1 1 1 1 0 0 1 1 1 1 1 0 0 0 0 1 1 1 0 0 0 0 0 0 0 0 1 1 1 1
1 1 1 1 1 1 1 1 1 0 0 1 1 1 1 1 0 0 0 0 1 1 1 0 0 0 0 0 0 1 1 1 1
1 1 1 1 1 1 1 1 1 1 0 1 1 1 1 1 0 0 0 0 1 1 1 1 0 0 1 0 0 1 1 1
1 1 1 1 1 1 1 1 1 1 1 0 1 1 1 1 1 0 0 0 1 1 1 1 1 0 0 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 1 1 1 1 0 0 0 0 0 0 0 0 0 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 1 1 1 1 0 0 0 0 0 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1

```

35x35





3x3

1	1	0
4	2	1
0	2	1

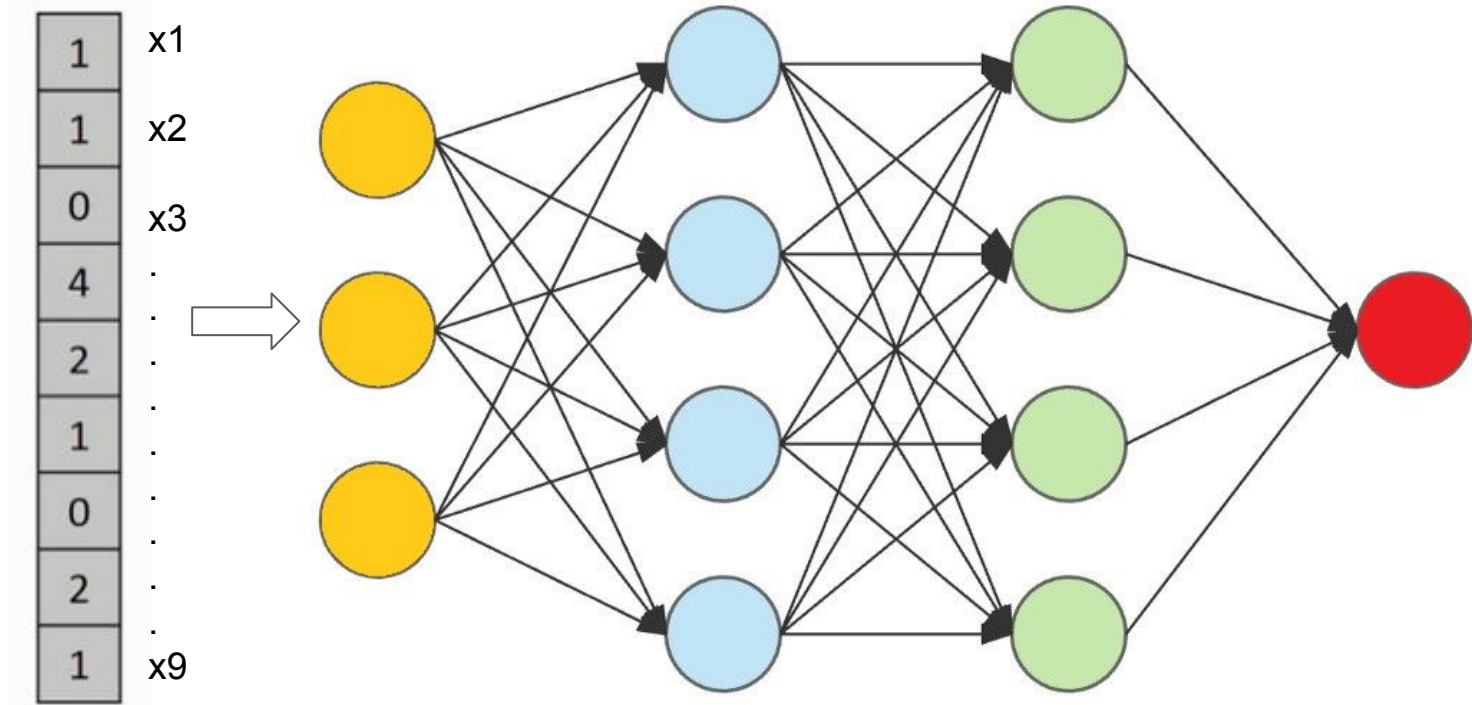
Image

Flattening



1	x1
1	x2
0	x3
4	.
2	.
1	.
0	.
2	.
1	x9

# Pixels as Features

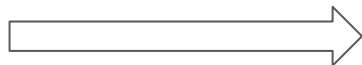




# Problem with “Pixels as features”

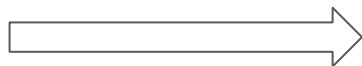
3x3

1	1	0
4	2	1
0	2	1



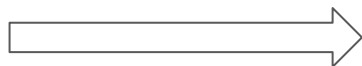
$$3*3 = 9$$

12x12



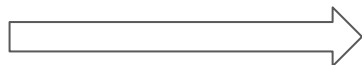
$$12*12 = 144$$

680x420



$$680*420 = 285,600$$

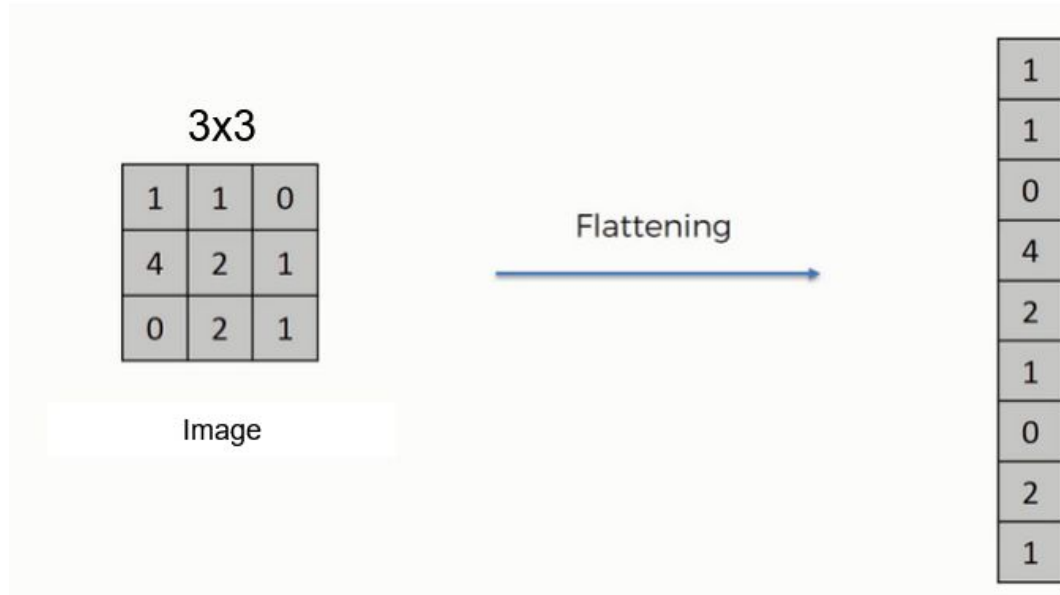
680x420x3



$$680*420*3 = 856,800$$

# Problem with “Pixels as features”

## No Structural Features



2	4	9	1	4
2	1	4	4	6
1	1	2	9	2
7	3	5	1	3
2	3	4	8	5

Image

X

1	2	3
-4	7	4
2	-5	1

Filter /  
Kernel

=

51	66	

Feature

# Convolution

3	3	2	1	0
0	0	1	3	1
3	1	2	2	3
2	0	0	2	2
2	0	0	0	1

1.7	1.7	1.7
1.0	1.2	1.8
1.1	0.8	1.3

3	3	2	1	0
0	0	1	3	1
3	1	2	2	3
2	0	0	2	2
2	0	0	0	1

1.7	1.7	1.7
1.0	1.2	1.8
1.1	0.8	1.3

3	3	2	1	0
0	0	1	3	1
3	1	2	2	3
2	0	0	2	2
2	0	0	0	1

1.7	1.7	1.7
1.0	1.2	1.8
1.1	0.8	1.3

3	3	2	1	0
0	0	1	3	1
3	1	2	2	3
2	0	0	2	2
2	0	0	0	1

1.7	1.7	1.7
1.0	1.2	1.8
1.1	0.8	1.3

3	3	2	1	0
0	0	1	3	1
3	1	2	2	3
2	0	0	2	2
2	0	0	0	1

1.7	1.7	1.7
1.0	1.2	1.8
1.1	0.8	1.3

3	3	2	1	0
0	0	1	3	1
3	1	2	2	3
2	0	0	2	2
2	0	0	0	1

1.7	1.7	1.7
1.0	1.2	1.8
1.1	0.8	1.3

3	3	2	1	0
0	0	1	3	1
3	1	2	2	3
2	0	0	2	2
2	0	0	0	1

1.7	1.7	1.7
1.0	1.2	1.8
1.1	0.8	1.3

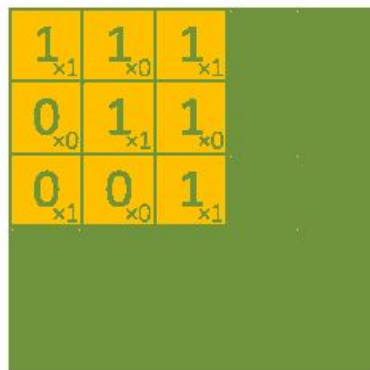
3	3	2	1	0
0	0	1	3	1
3	1	2	2	3
2	0	0	2	2
2	0	0	0	1

1.7	1.7	1.7
1.0	1.2	1.8
1.1	0.8	1.3

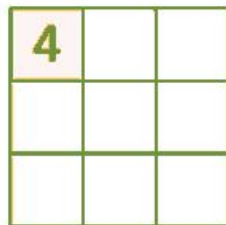
3	3	2	1	0
0	0	1	3	1
3	1	2	2	3
2	0	0	2	2
2	0	0	0	1

1.7	1.7	1.7
1.0	1.2	1.8
1.1	0.8	1.3

# Kernels



Image



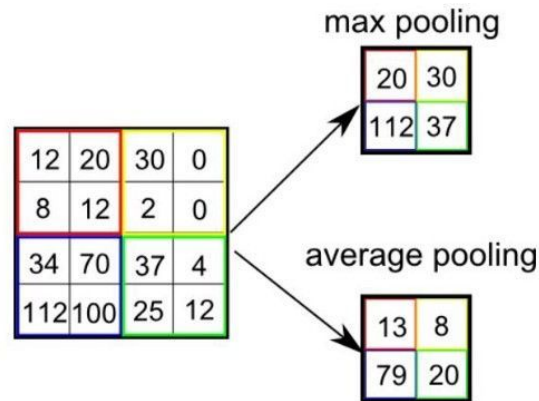
Convolved  
Feature

Operation	Filter	Convolved Image
Identity	$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$	
Edge detection	$\begin{bmatrix} 1 & 0 & -1 \\ 0 & 0 & 0 \\ -1 & 0 & 1 \end{bmatrix}$	
	$\begin{bmatrix} 0 & 1 & 0 \\ 1 & -4 & 1 \\ 0 & 1 & 0 \end{bmatrix}$	
	$\begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix}$	
Sharpen	$\begin{bmatrix} 0 & -1 & 0 \\ -1 & 5 & -1 \\ 0 & -1 & 0 \end{bmatrix}$	
Box blur (normalized)	$\frac{1}{9} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$	
Gaussian blur (approximation)	$\frac{1}{16} \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix}$	

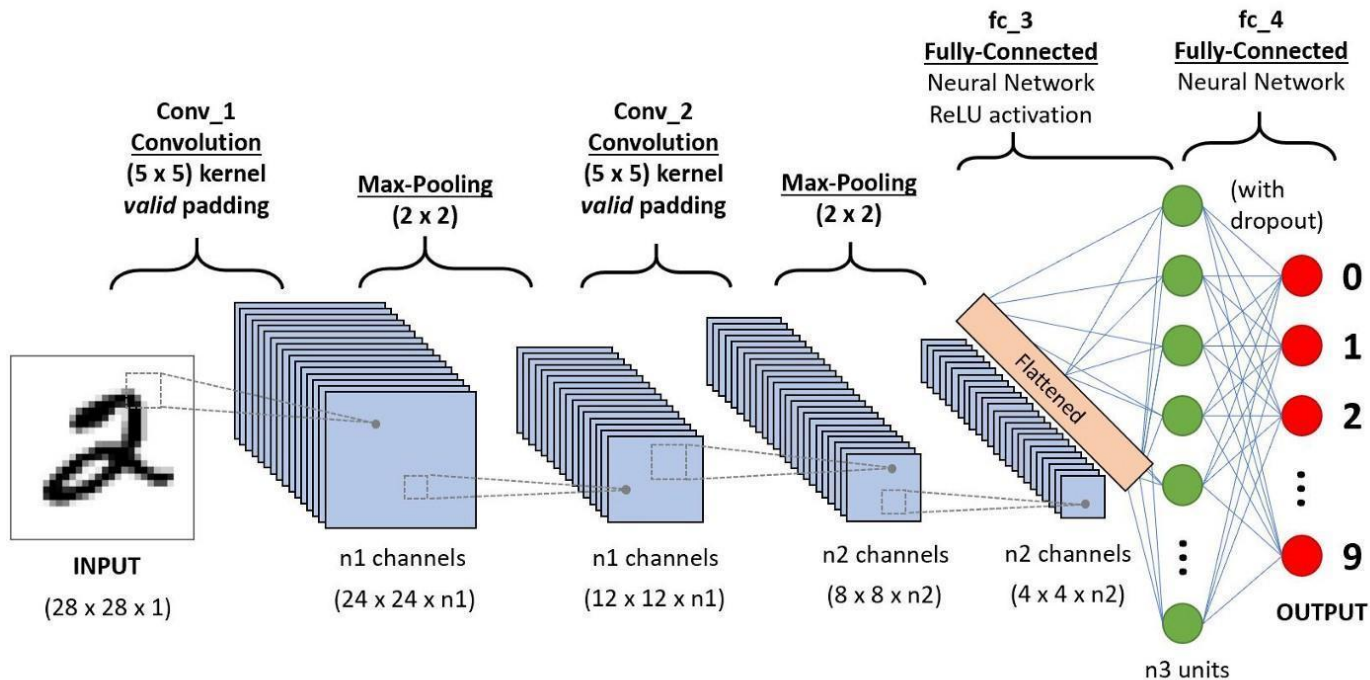


# Pooling Layer

- Used for reducing the number of parameters in case of large images
- Also called Subsampling or Down sampling
- Retains major information
- Max pooling and average pooling are two types of pooling that are used



# Architecture of CNNs



**Classification**



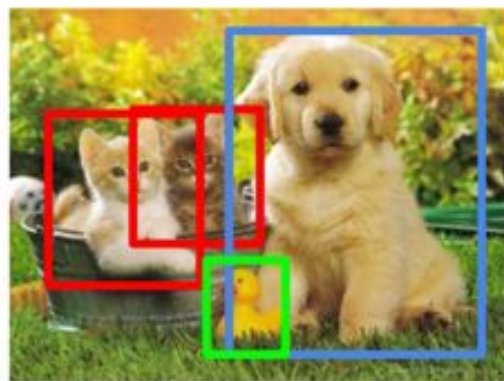
CAT

**Classification  
+ Localization**



CAT

**Object Detection**



CAT, DOG, DUCK