

5. (a) $y_j^k = \sum_{i=1}^9 w_{ij} z_i^k + b_j$

(b) $W = \begin{bmatrix} w_{11} & w_{12} & \dots & w_{16} \\ w_{21} & w_{22} & \dots & w_{26} \\ \vdots & \vdots & \ddots & \vdots \\ w_{19} & w_{29} & \dots & w_{66} \\ b_1 & b_2 & \dots & b_6 \end{bmatrix}$ $y^k = W^T z^k$

(c) $z^k \rightarrow$ one pixel in X at (i, j)
 $x_{ij} \rightarrow z^{(i-1) \cdot 100 + j}$

let $z^k = W^0 * X$

for $W^0 =$

w_1^0	w_2^0	w_3^0
w_4^0	w_5^0	w_6^0
w_7^0	w_8^0	w_9^0

$\downarrow i$
 $\rightarrow j$

$z^k = [z^1 \ z^2 \ \dots \ z^{10000}]$

According to (a) and (b).

$y_j^k = \sum_{i=1}^9 w_{ij} z_i^k + b_j$

$W^k = [w_{11}^k \ w_{12}^k \ \dots \ w_{19}^k \ b_1^k]^T$

$y_j^k = (W^k)^T z^k$

where y_j^k is a pixel in Y_j at (i, j)

$j = \text{mod}(k, 100)$ $i = (k-j)/100$

y_j^k corresponds to z^k , then to x_{ij} .

We can calculate as $Y_j = (W^k)^T z^k = (W^k)^T (W^0 * X)$

(d) channel = 100

one W corresponds to one pixel in one channel.

hence, there are $100 \times 100 \times 100 = 10^6$ W ;

and 6×9 w_{ij} in one W , hence $6 \times 9 \times 10^6 = 5.4 \times 10^7$ w_{ij} ;

and 6 b_j in one W , hence 6×10^6 b_j .