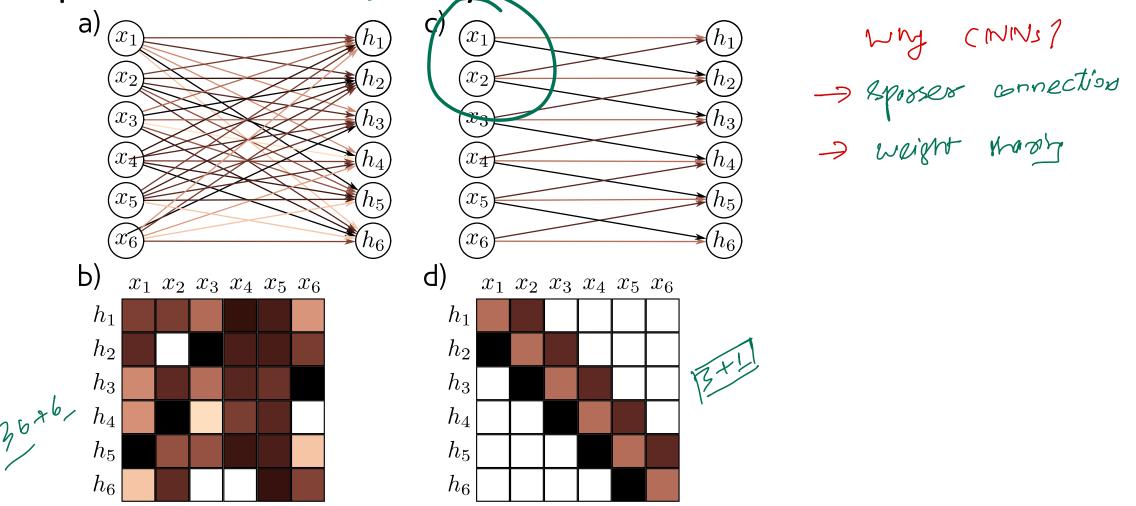
Special case of fully-connected network



Fully connected network

Convolution, kernel 3, stride 1, dilation 1

$$T-M+1$$

Paddy $M-1$

Zeros at either cide

 O/p size $T-M+2P+1$ (=1)

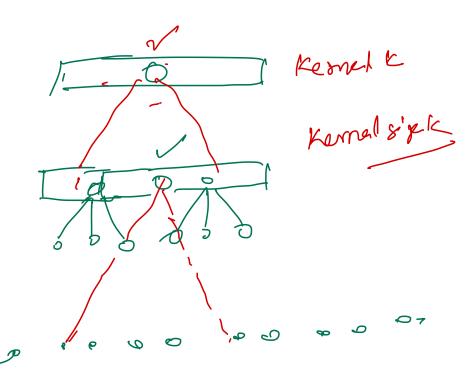
I = 11

I=12-16 0 Kumel 8/3 1 of channel Ci ile Channel

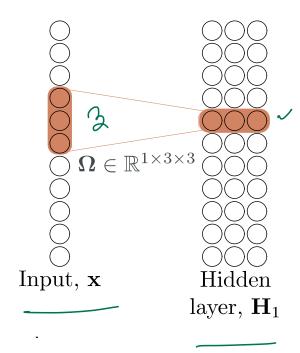
multiple feature maps he'gnts KXCixG

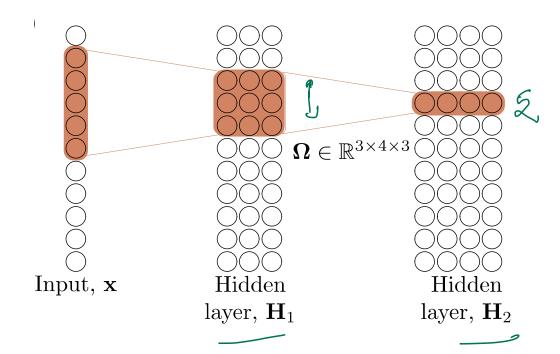
Convolutional networks

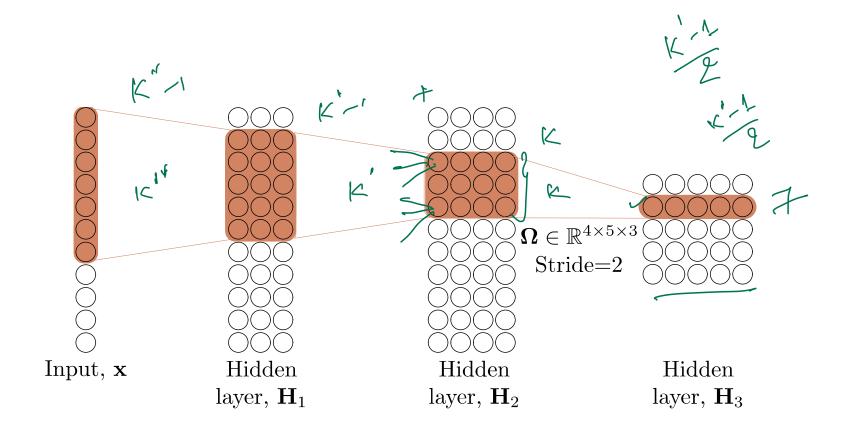
- Networks for images
- Invariance and equivariance
- 1D convolution
- Convolutional layers
- Channels
- Receptive fields
- Convolutional network for MNIST 1D

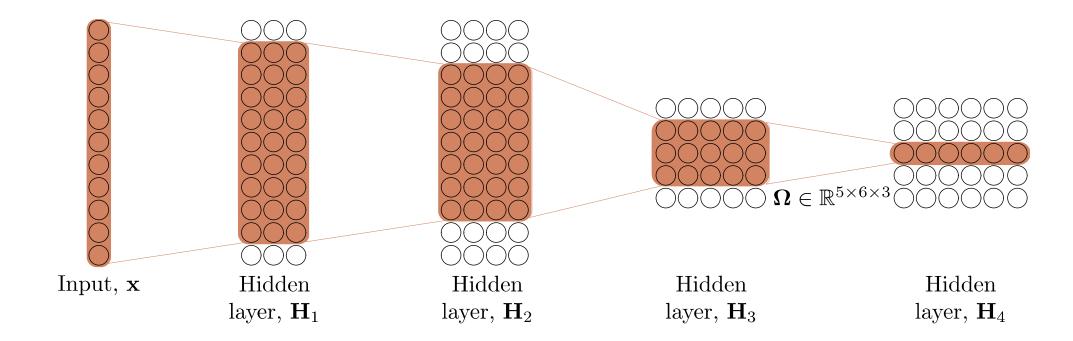








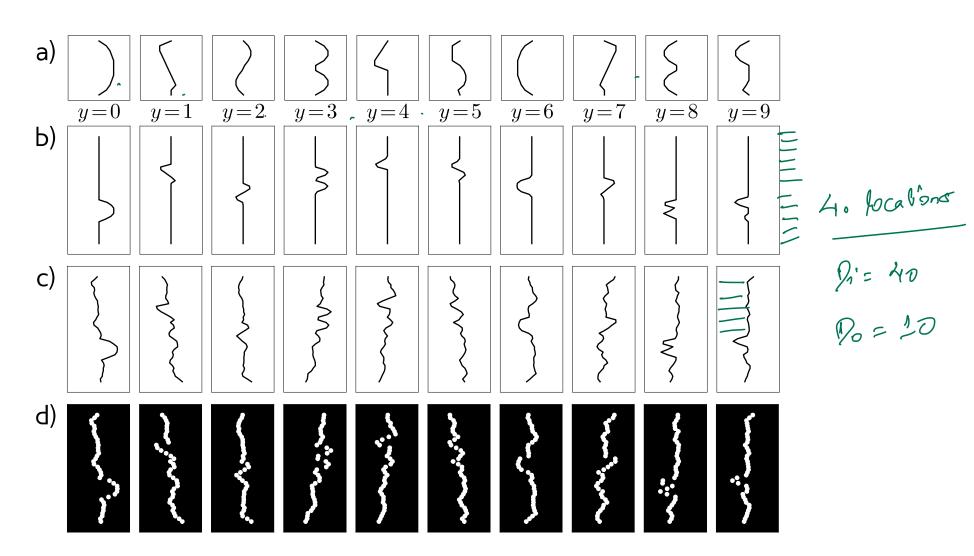




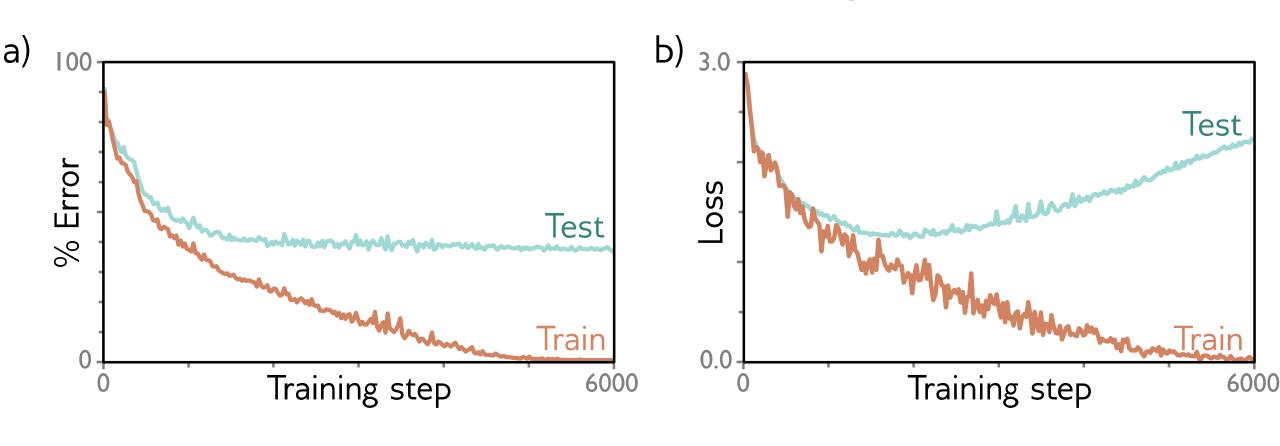
Convolutional networks

- Networks for images
- Invariance and equivariance
- 1D convolution
- Convolutional layers
- Channels
- Receptive fields
- Convolutional network for MNIST 1D

MNIST 1D Dataset



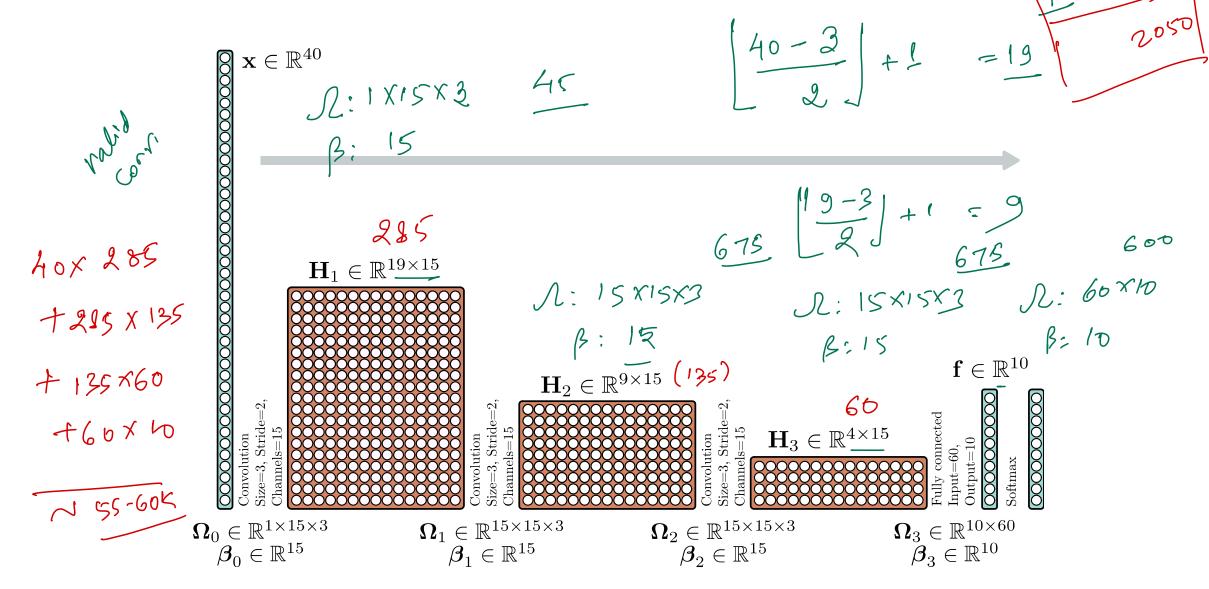
MNIST-1D results for fully-connected network



Convolutional network

- Four hidden layers
- Three convolutional layers
- One fully-connected layer _____
- Softmax at end
- Total parameters = 2050
- Trained for 100,000 steps with SGD, LR = 0.01, batch size 100

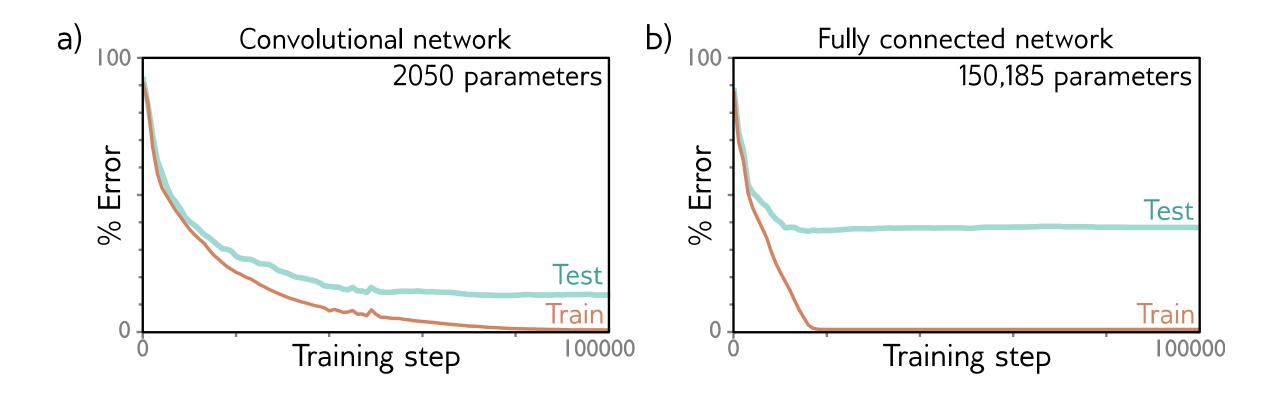
MNIST-1D convolutional network



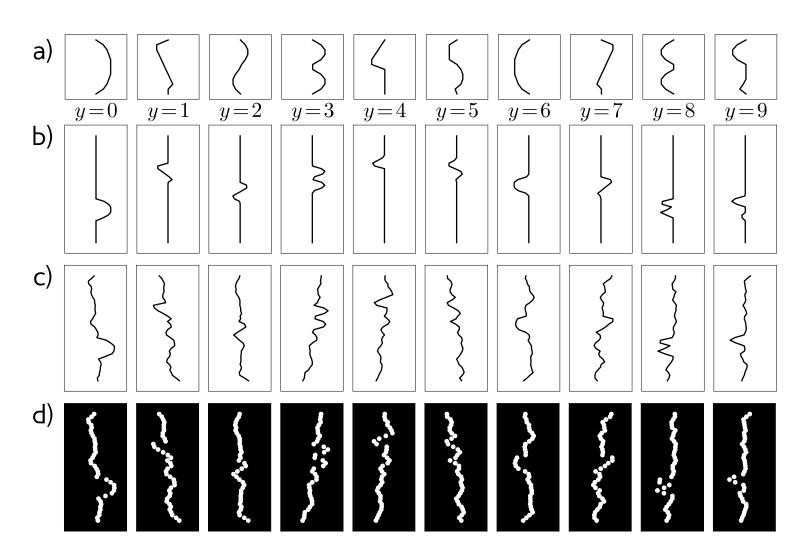
Fully connected network

- Exactly same number of layers and hidden units
- All fully-connected layers
- Total parameters = 150,185

Performance



MNIST 1D Dataset



Why?

- Better inductive bias
- Forced the network to process each location similarly
- Shares information across locations
- Search through a smaller family of input/ouput mappings, all of which are plausible

Convolution #2

- 2D Convolution
- Downsampling and upsampling, 1x1 convolution
- Image classification
- Object detection
- Semantic segmentation
- Residual networks
- U-Nets and hourglass networks

2D Convolution

- Convolution in 2D

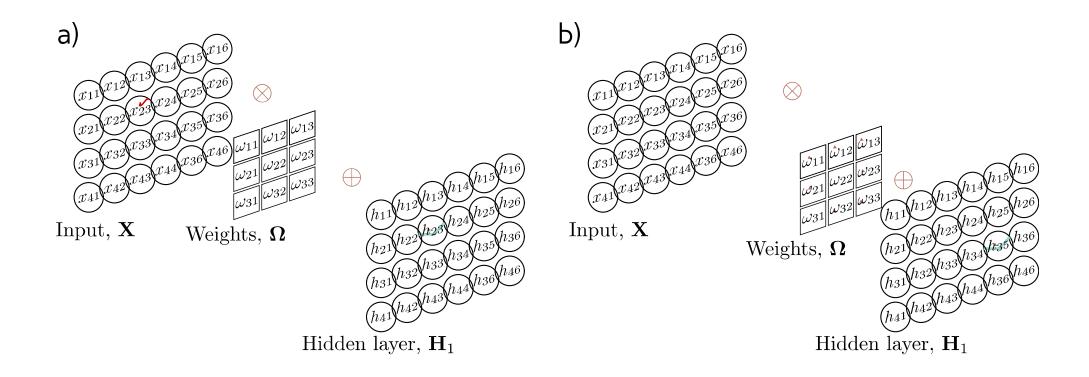
 - K x K weights



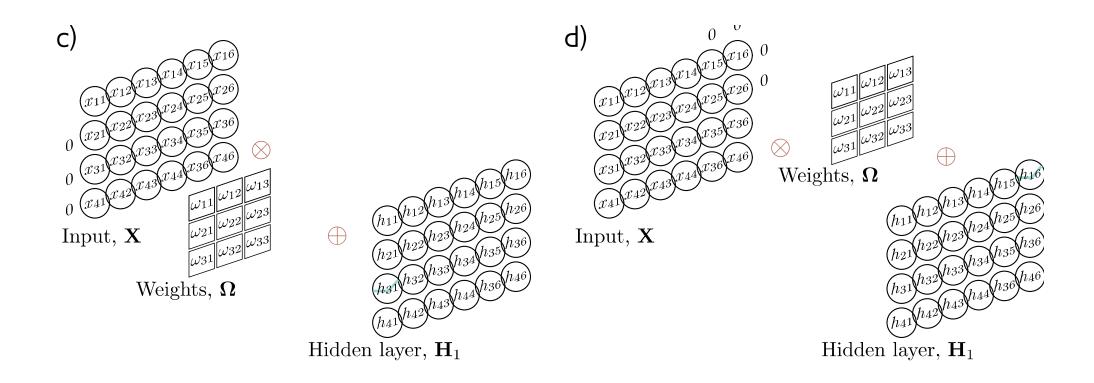
 Build into a convolutional layer by adding bias and passing through activation function

$$h_{i,j} = a \left[\beta + \sum_{m=1}^{3} \sum_{n=1}^{3} \omega_{m,n} x_{i+m-2,j+n-2} \right]$$

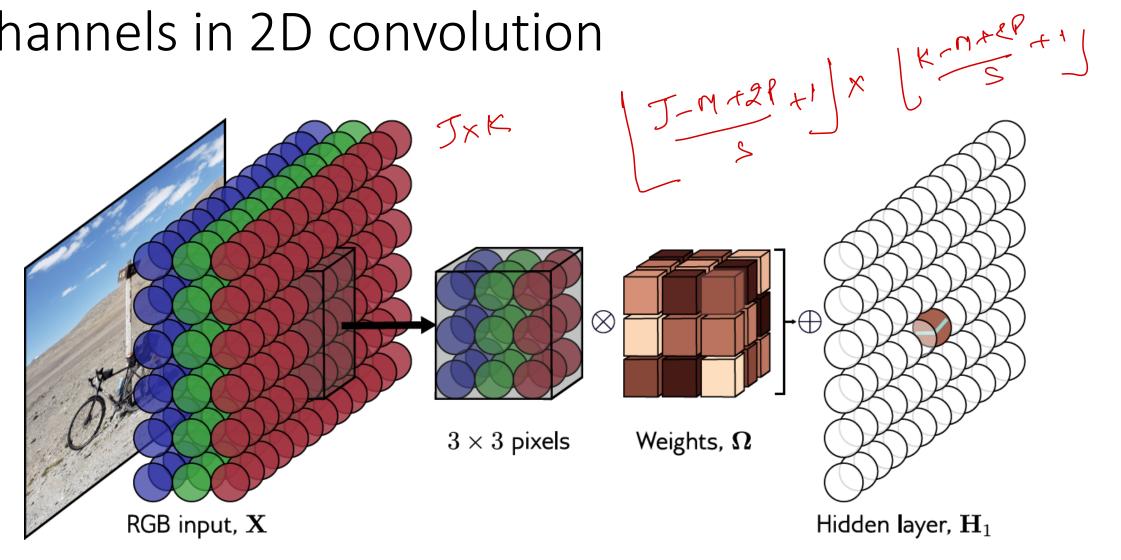
2D Convolution



2D Convolution



Channels in 2D convolution



Kernel size, stride, dilation all work as you would expect