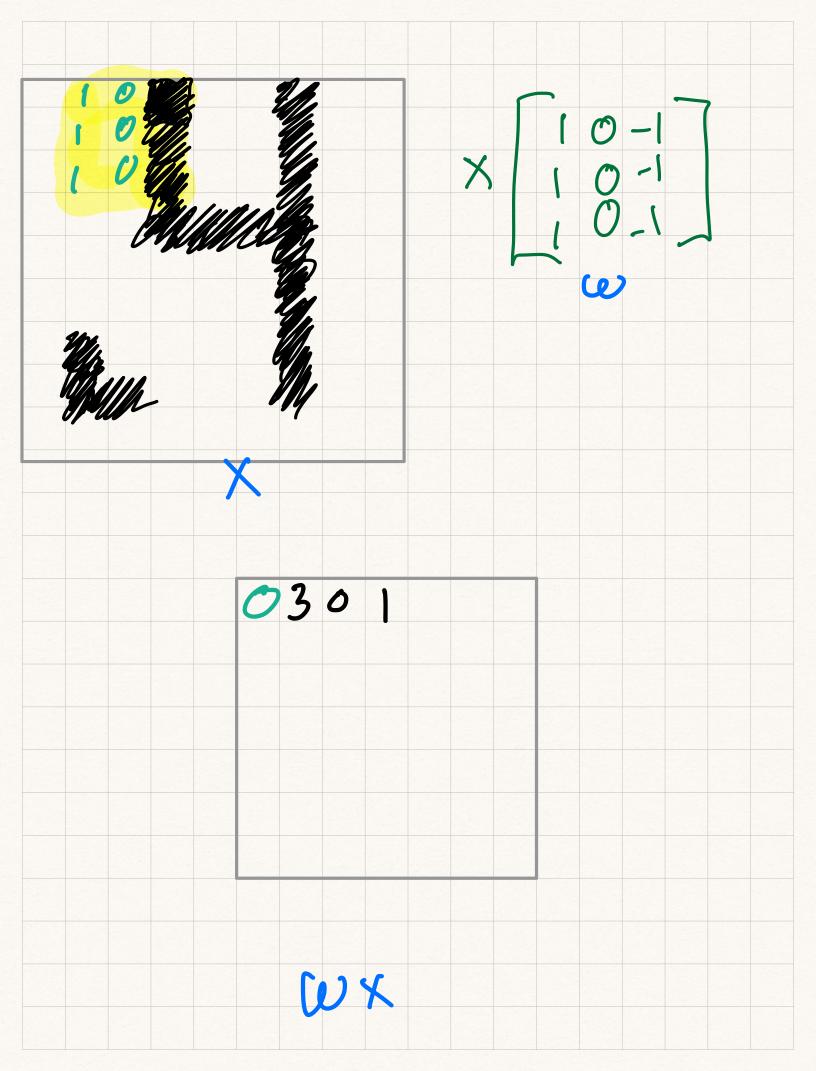
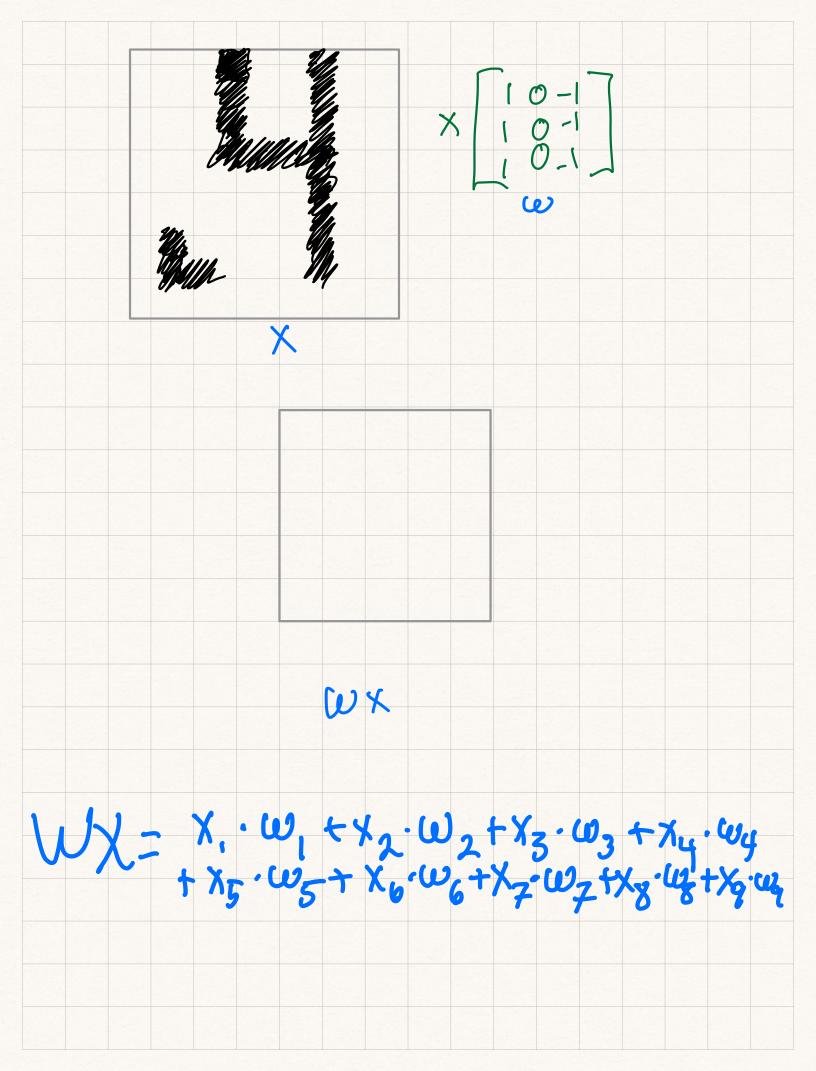
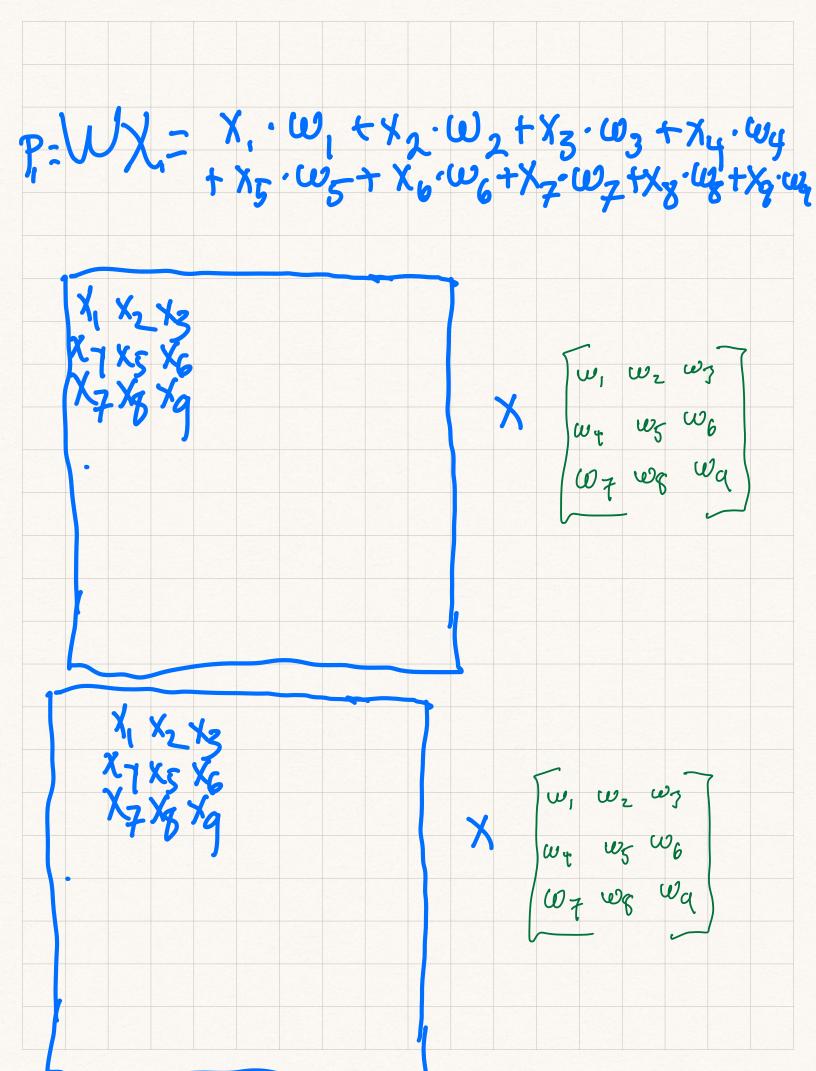
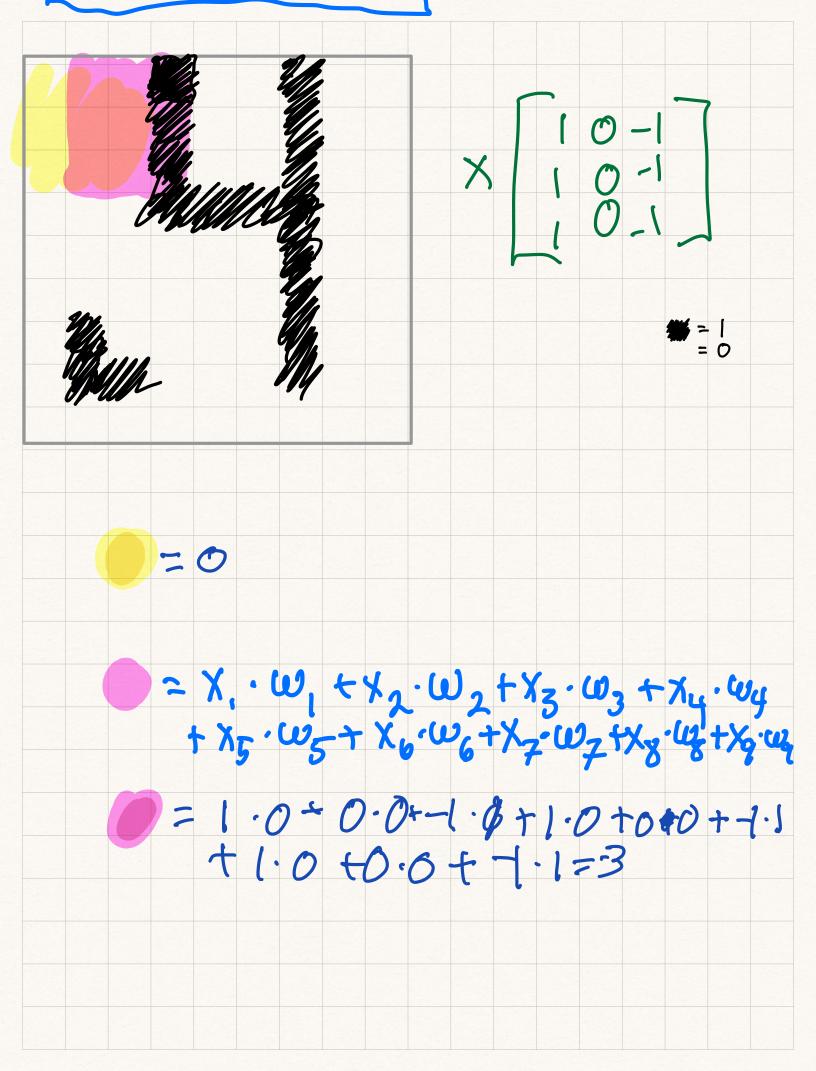


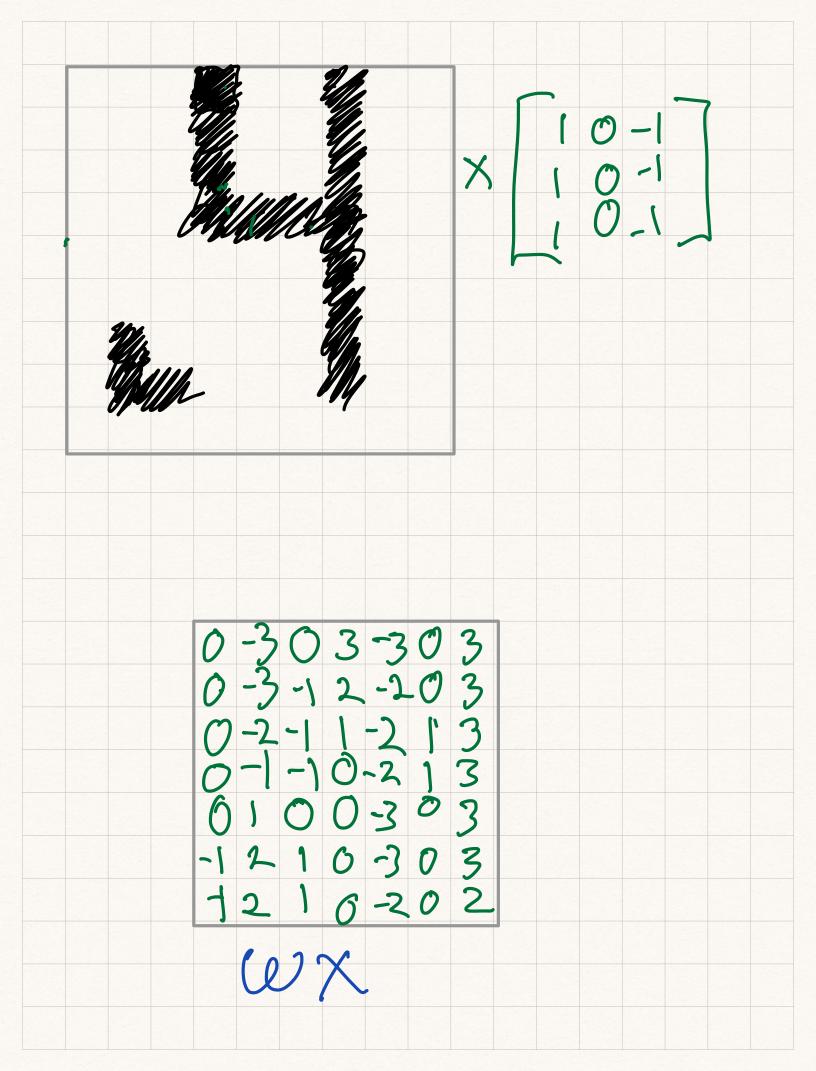
Vertical Edges $W_1 = \begin{bmatrix} w_1 & w_2 & w_3 \\ w_4 & w_5 & w_6 \end{bmatrix} = \begin{bmatrix} 0 & -1 \\ 0 & -1 \end{bmatrix}$ W7 w8 wa 3x3 filter Let & use no padding, stricke I (padding + stricke explained in labs)

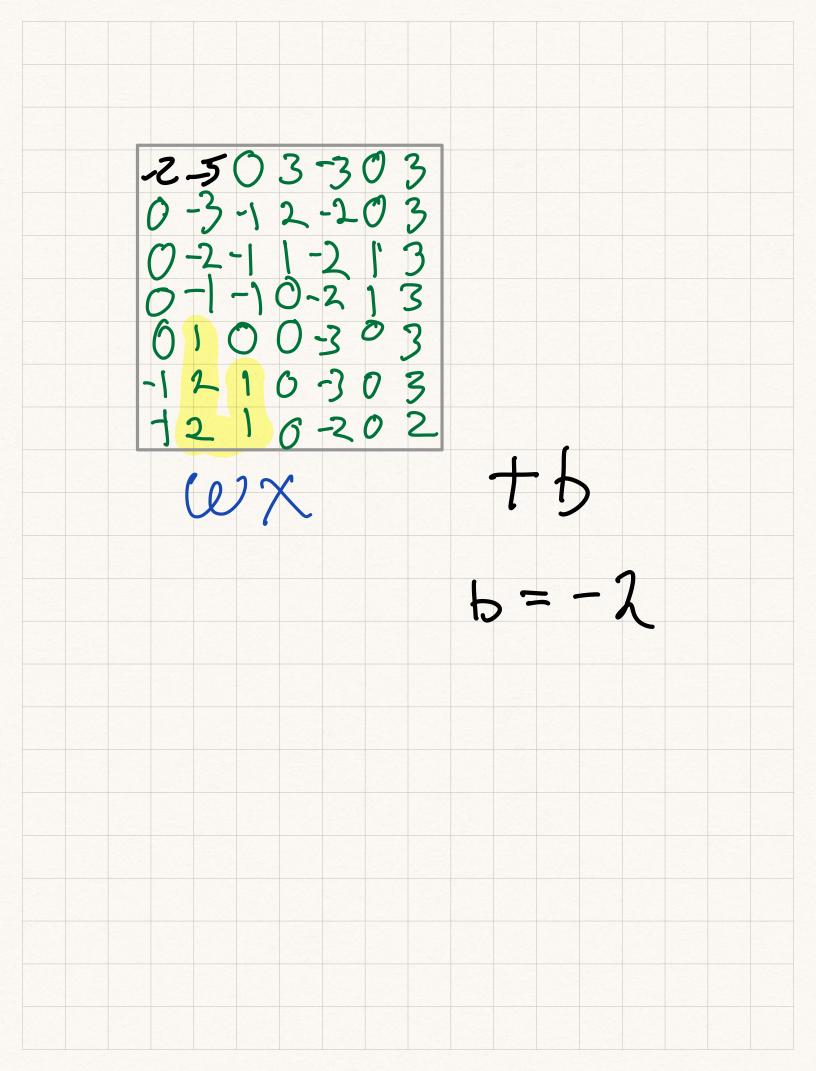


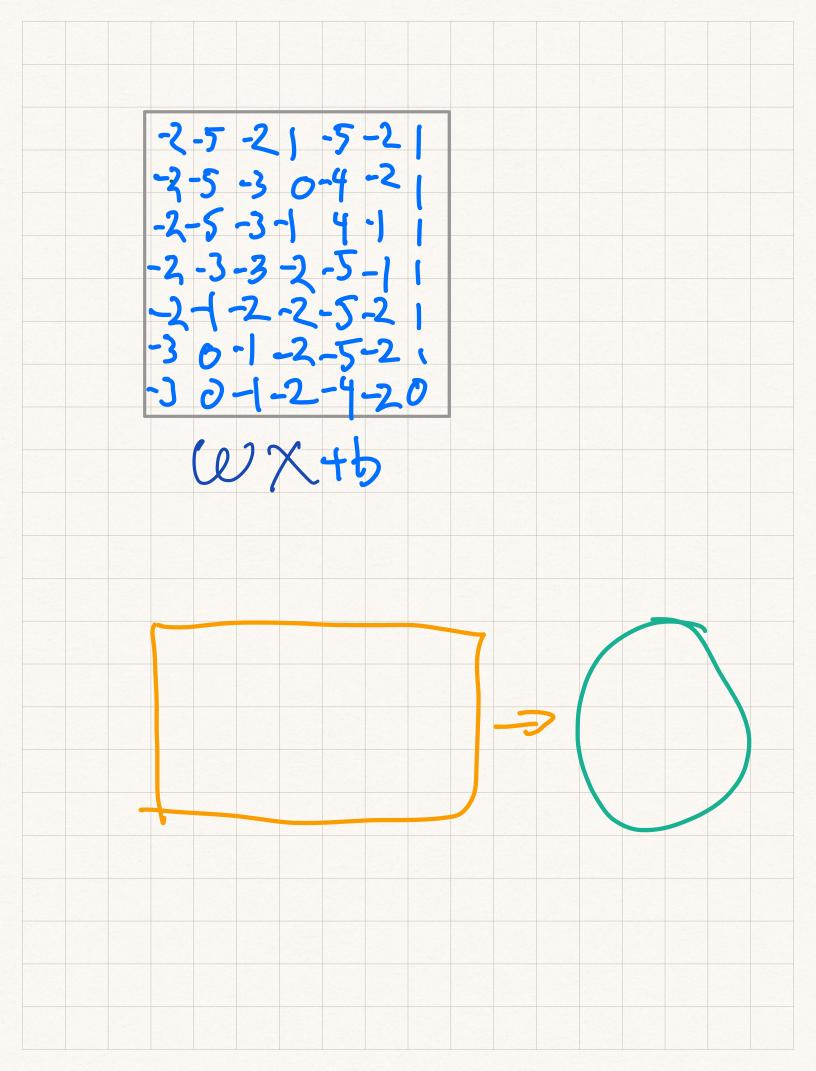


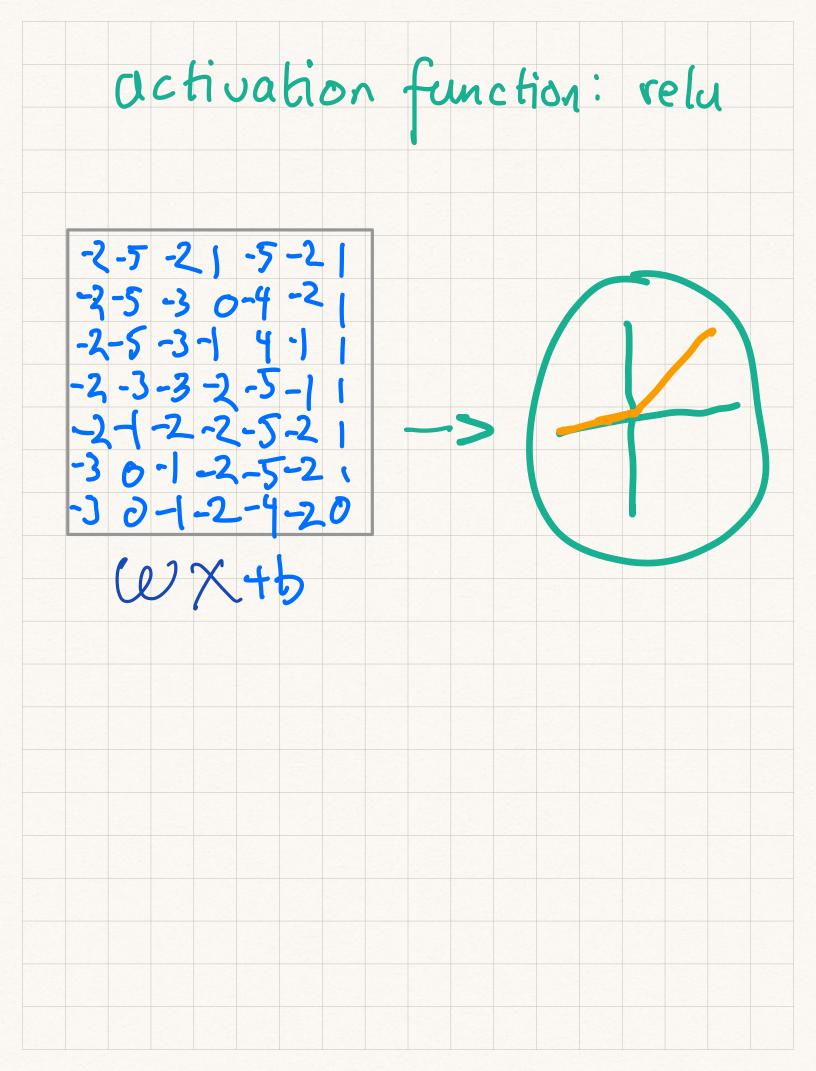


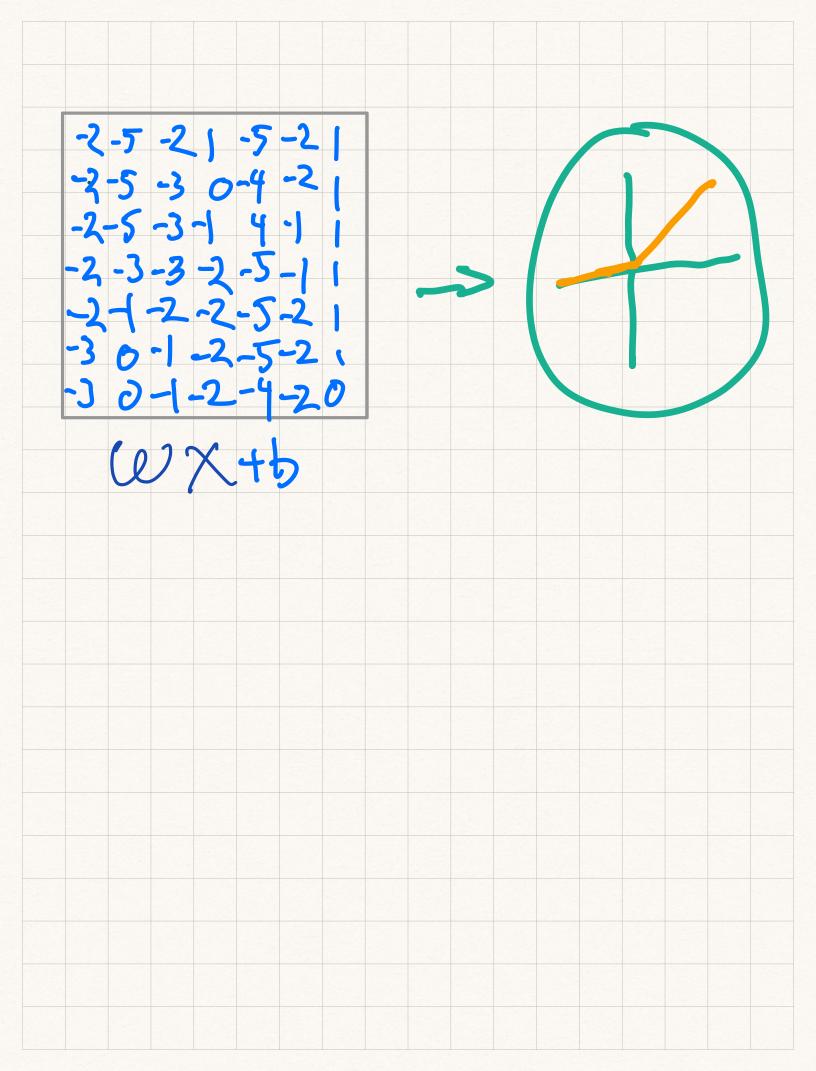


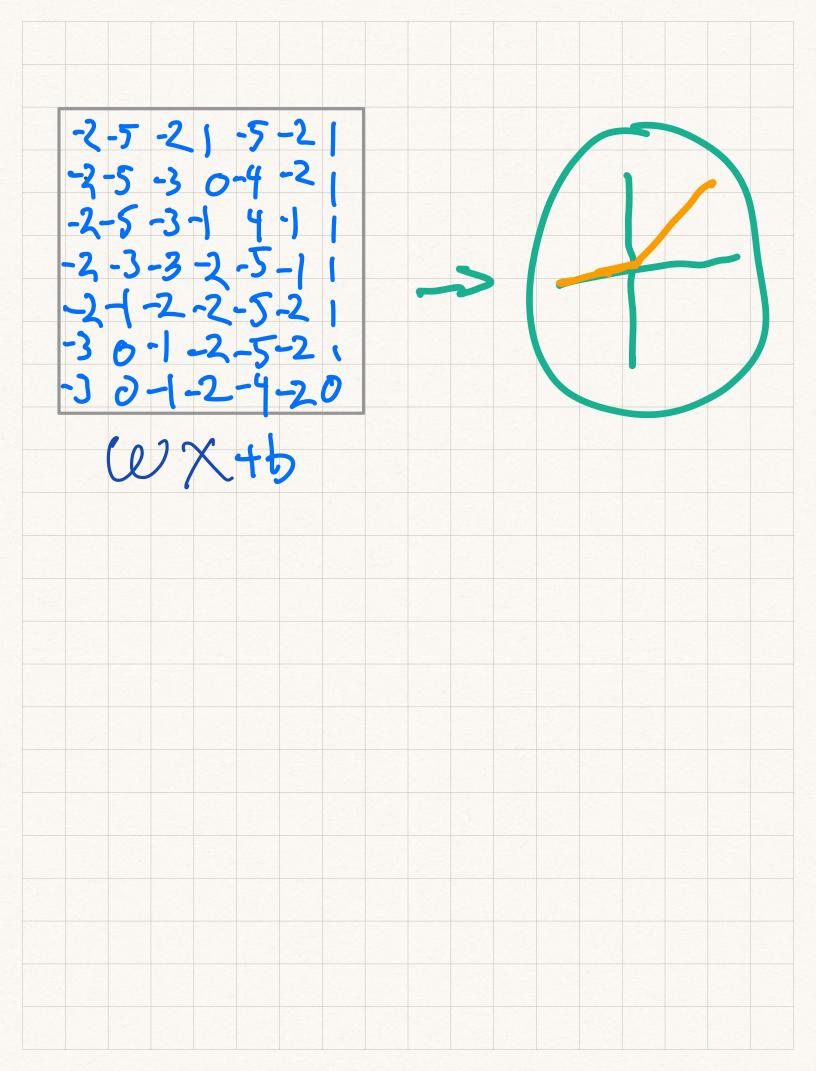


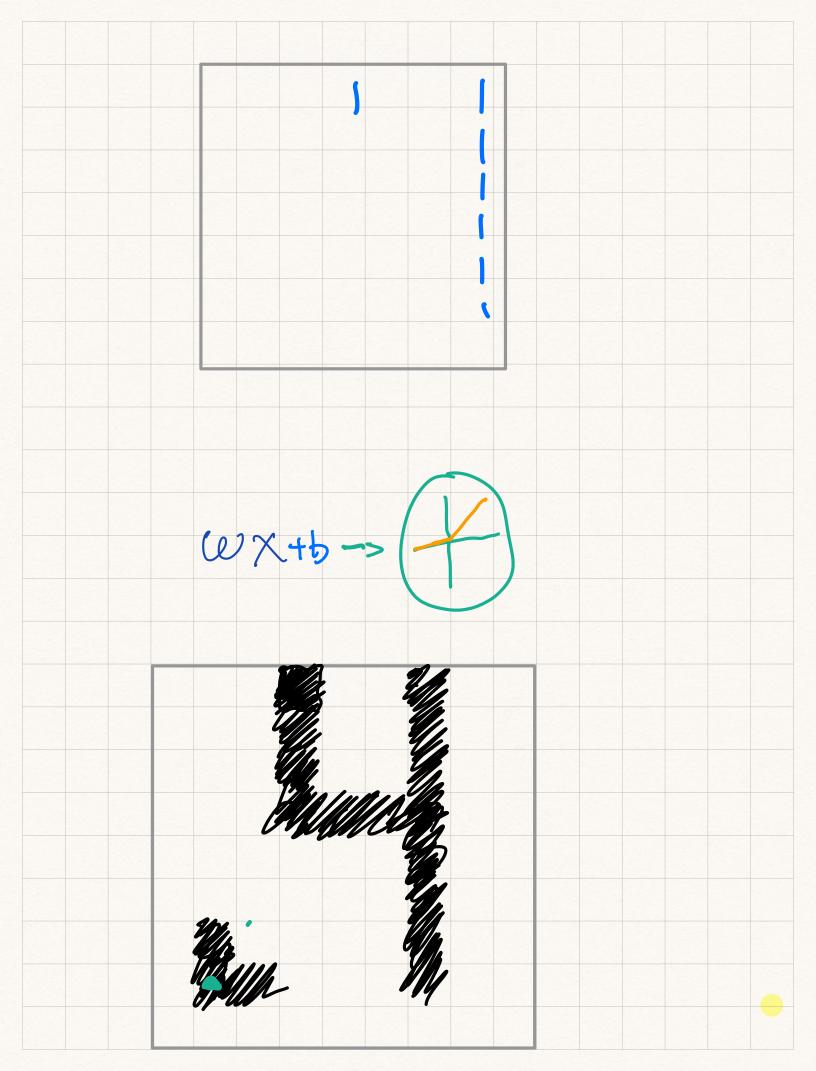




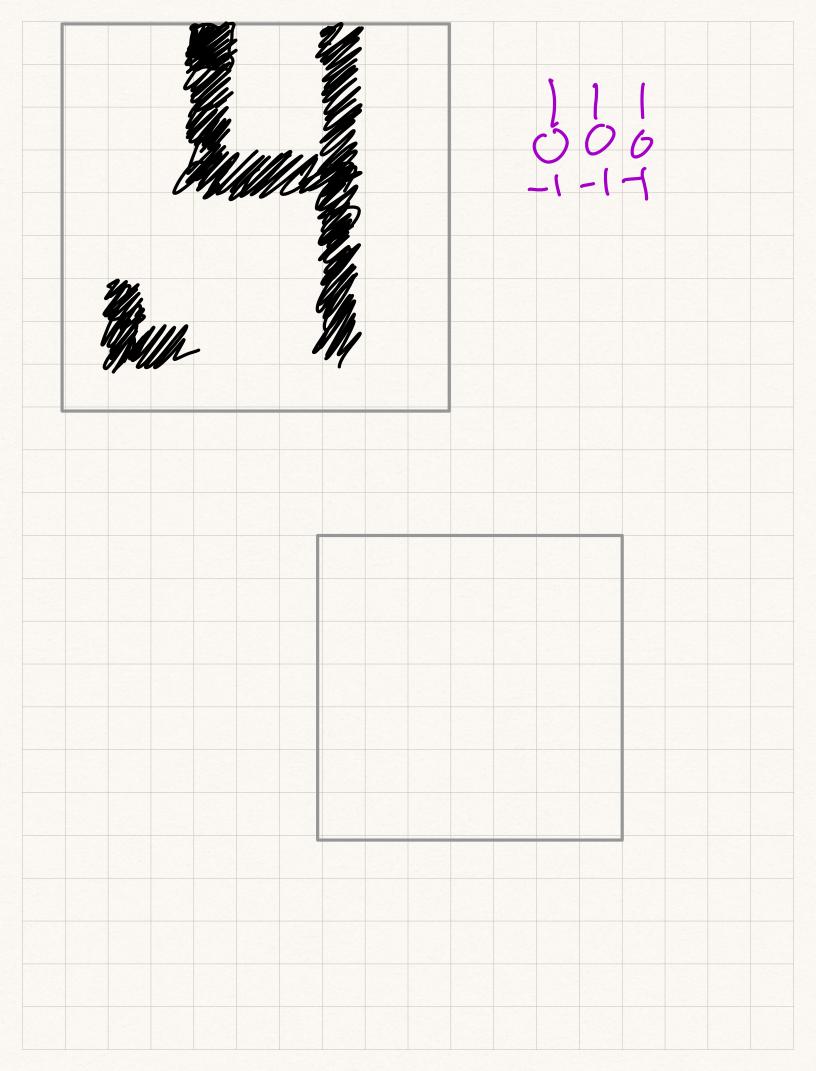


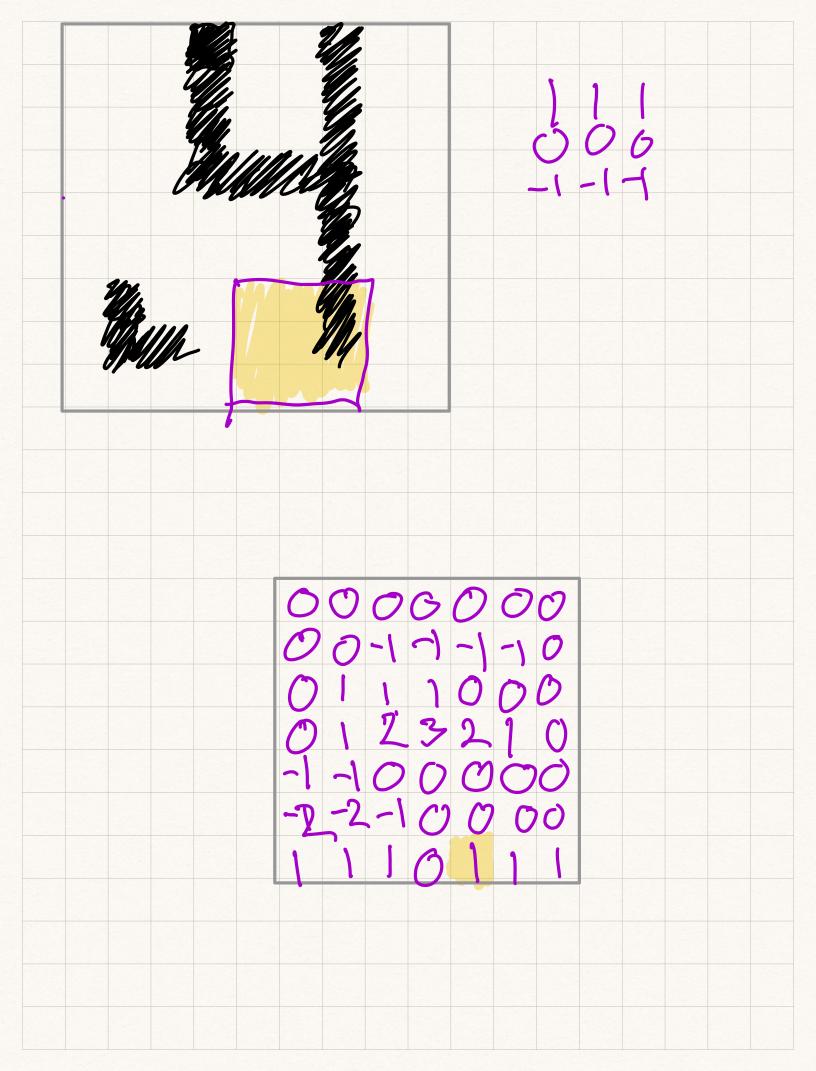




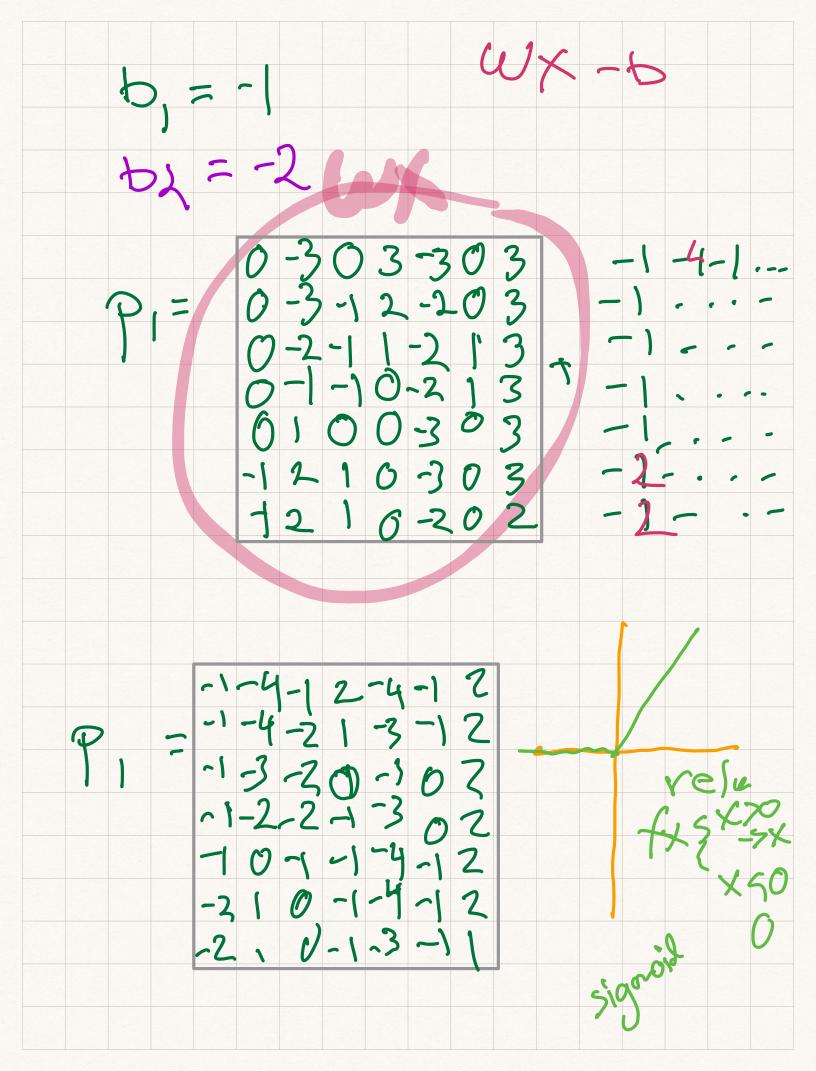


Horizontal Edges 006





So we have What's next? = Cex to z = f(p) = relu(p)



2 0,9 Lyon Can calculate

