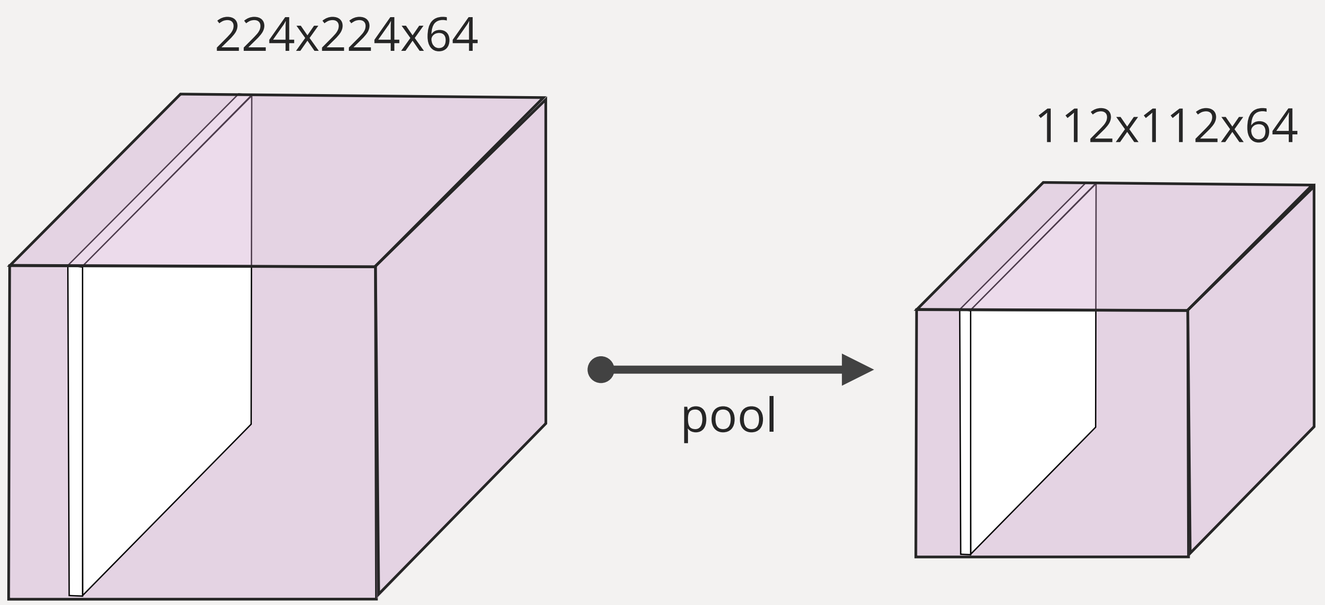
Pooling and Fully Connected Layers

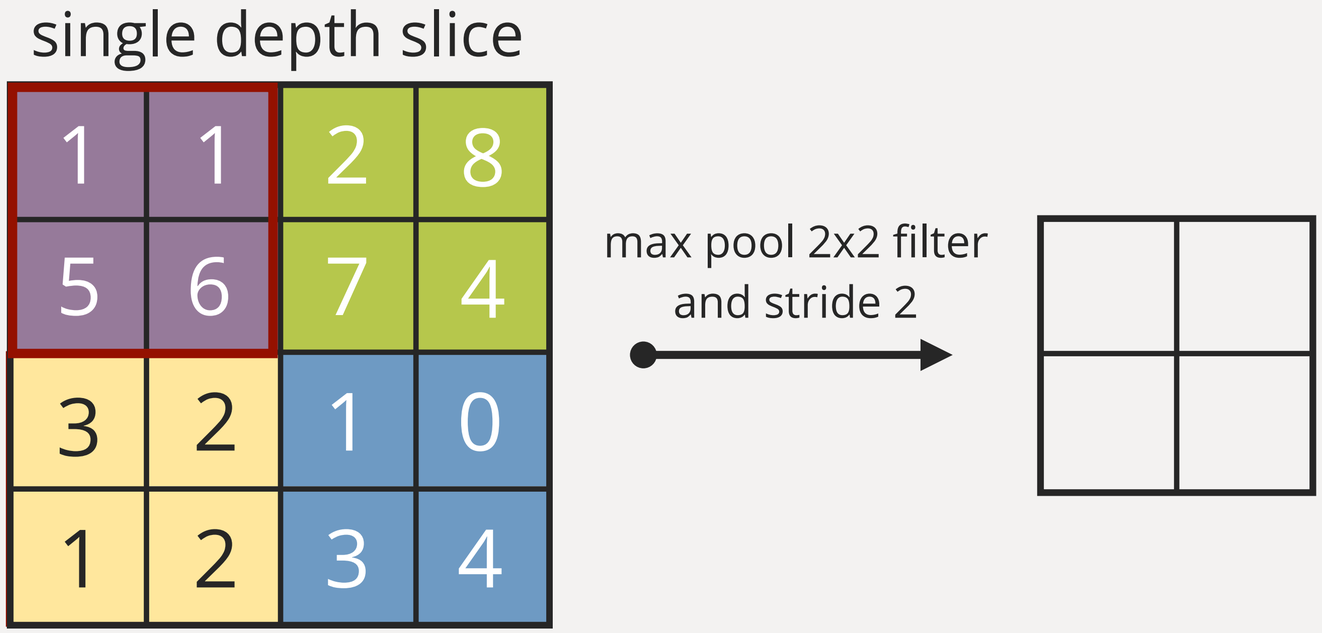


Pooling Layer

- Reduces computational complexity
- Combats overfitting
- Encourages translational invariance

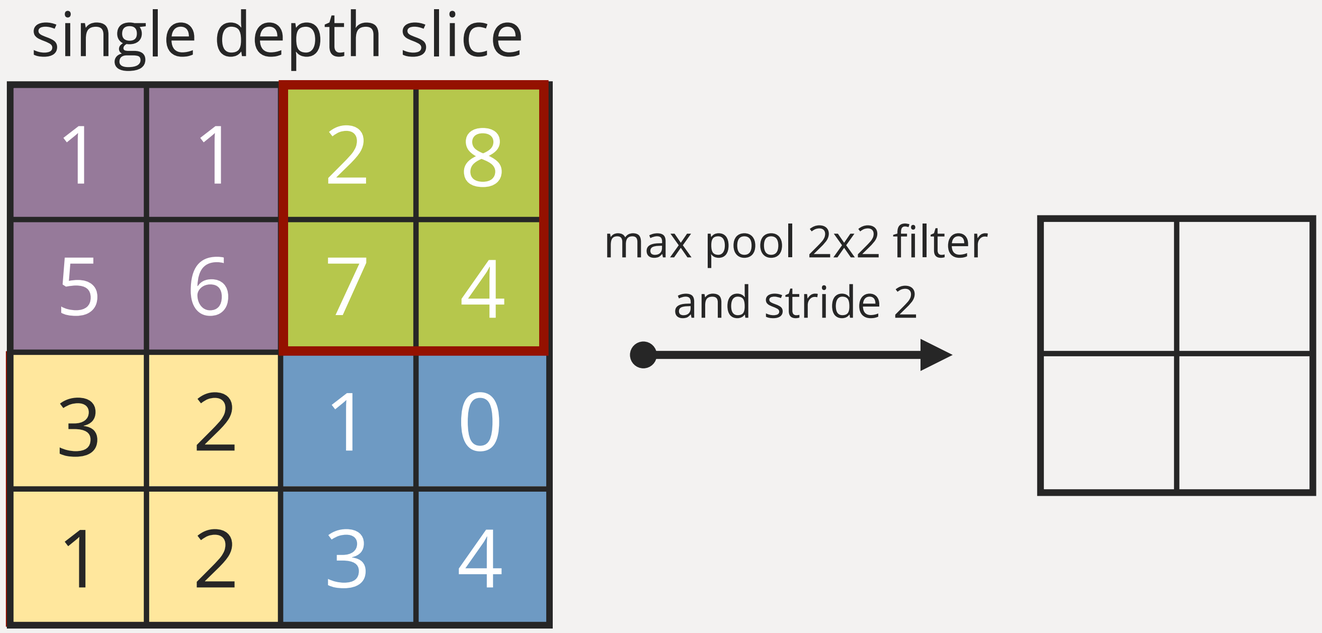
Pooling Layer

- Pooling layers also have filters with width and stride



Pooling Layer

- Pooling layers also have filters with width and stride



Pooling Layer

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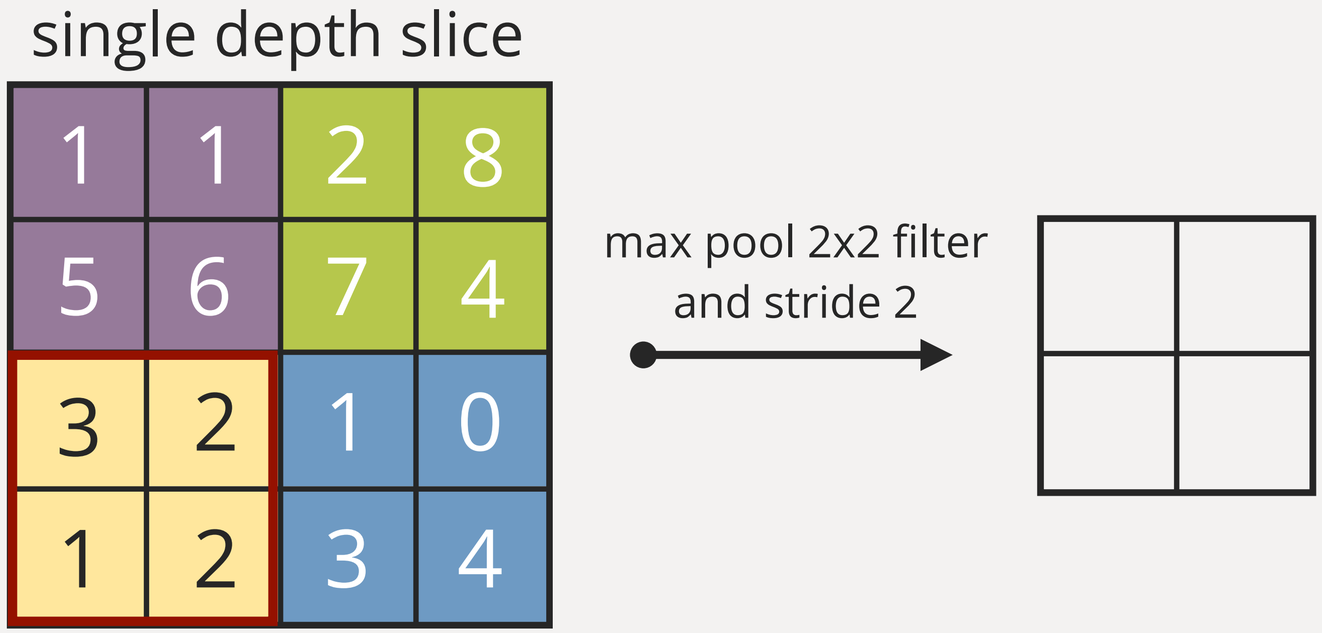

Pooling Layer

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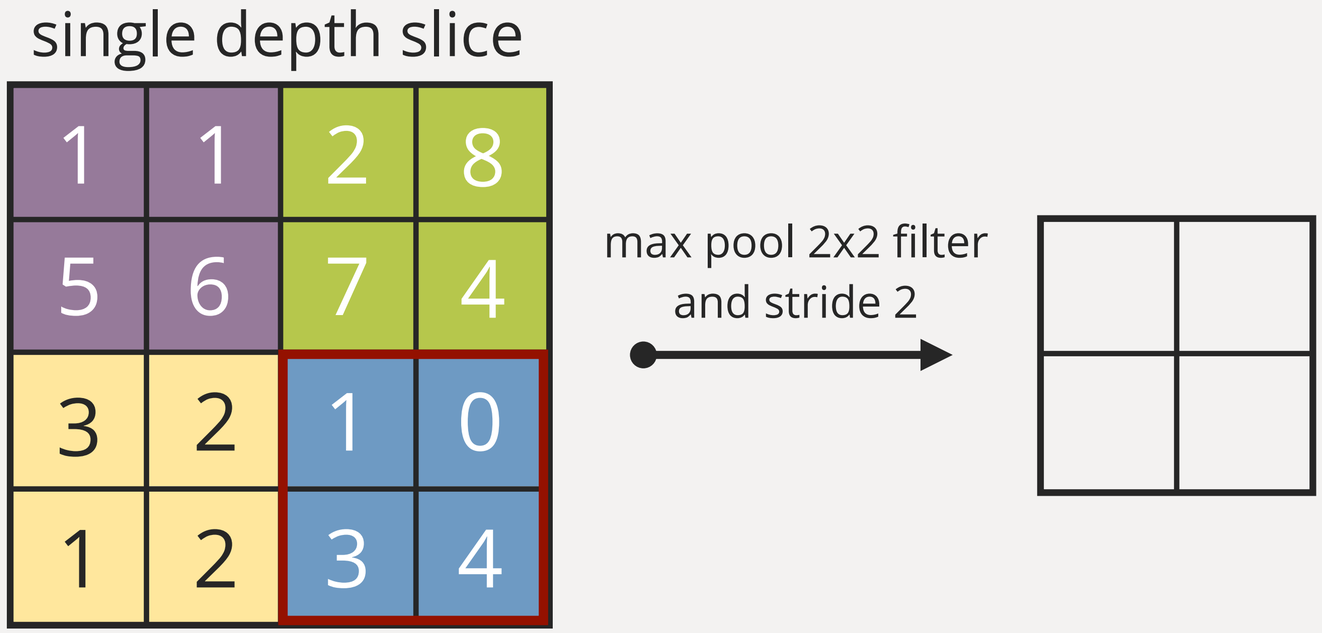

Pooling Layer

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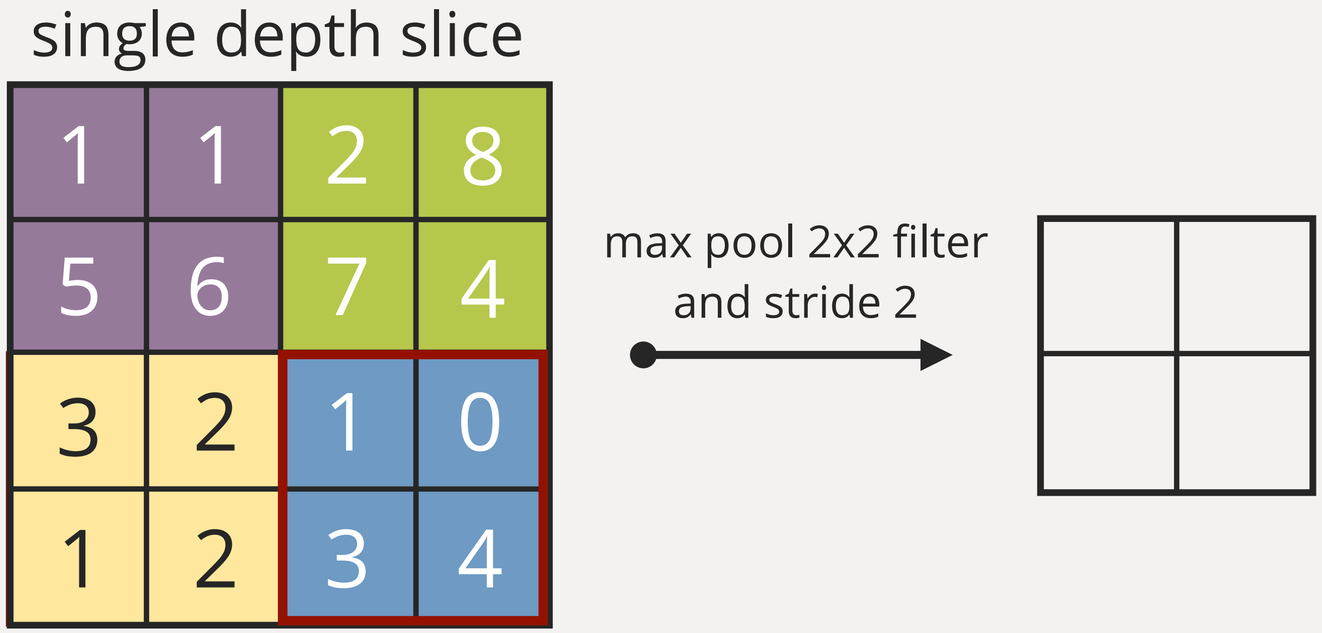

Pooling Layer

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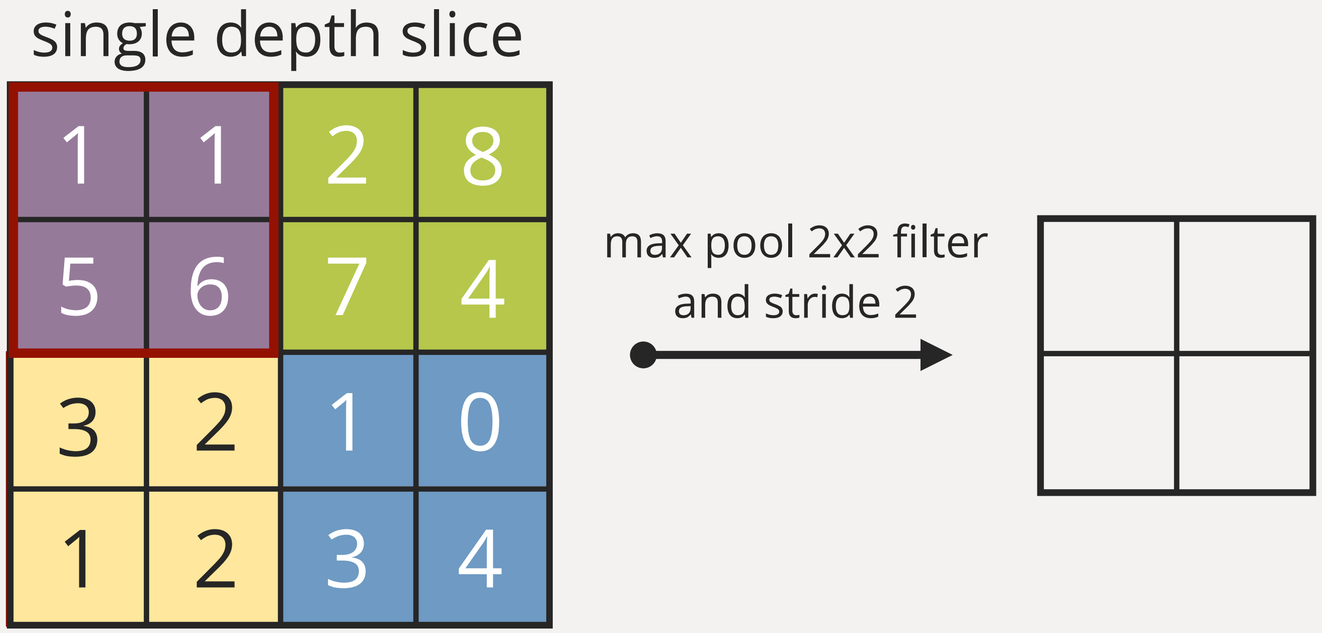

Pooling Layer

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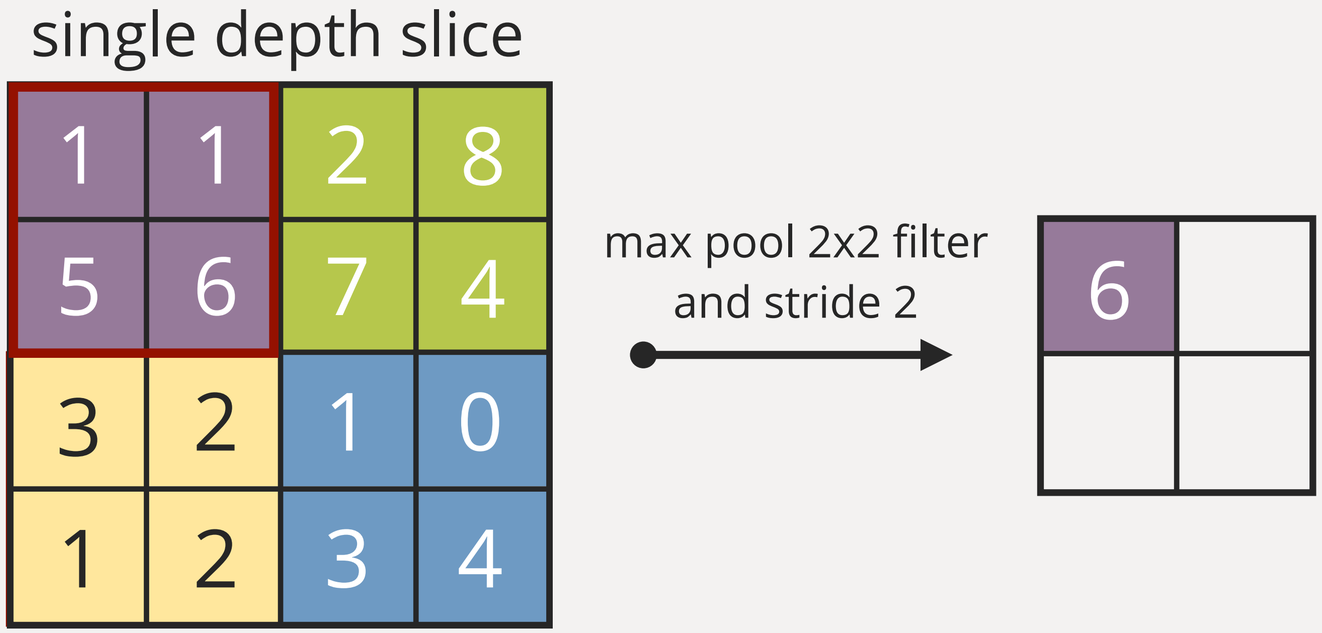
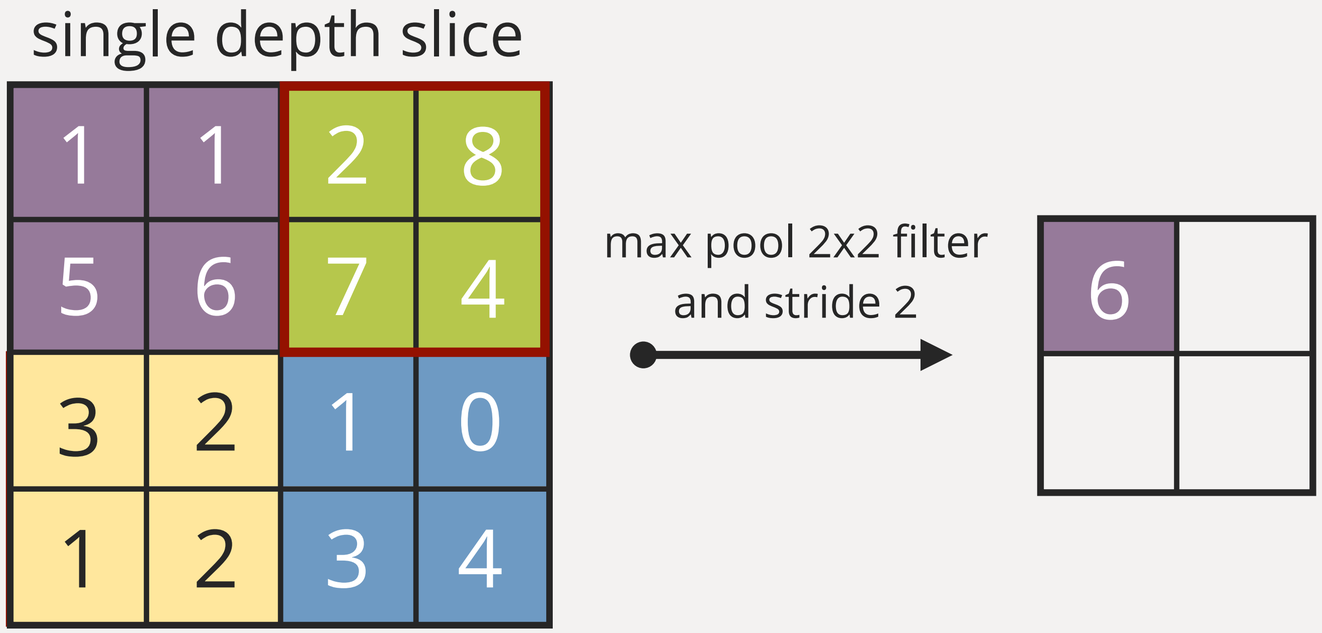


Pooling Layer

- Pooling layers also have filters with width and stride



Pooling Layer

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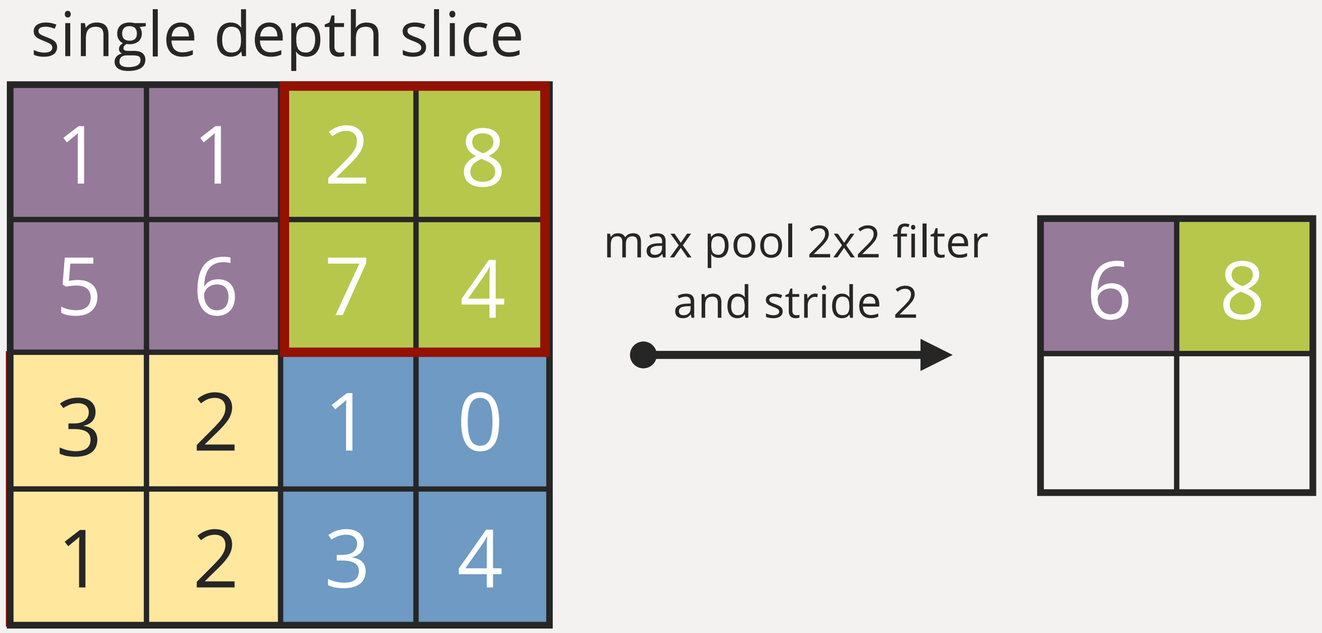
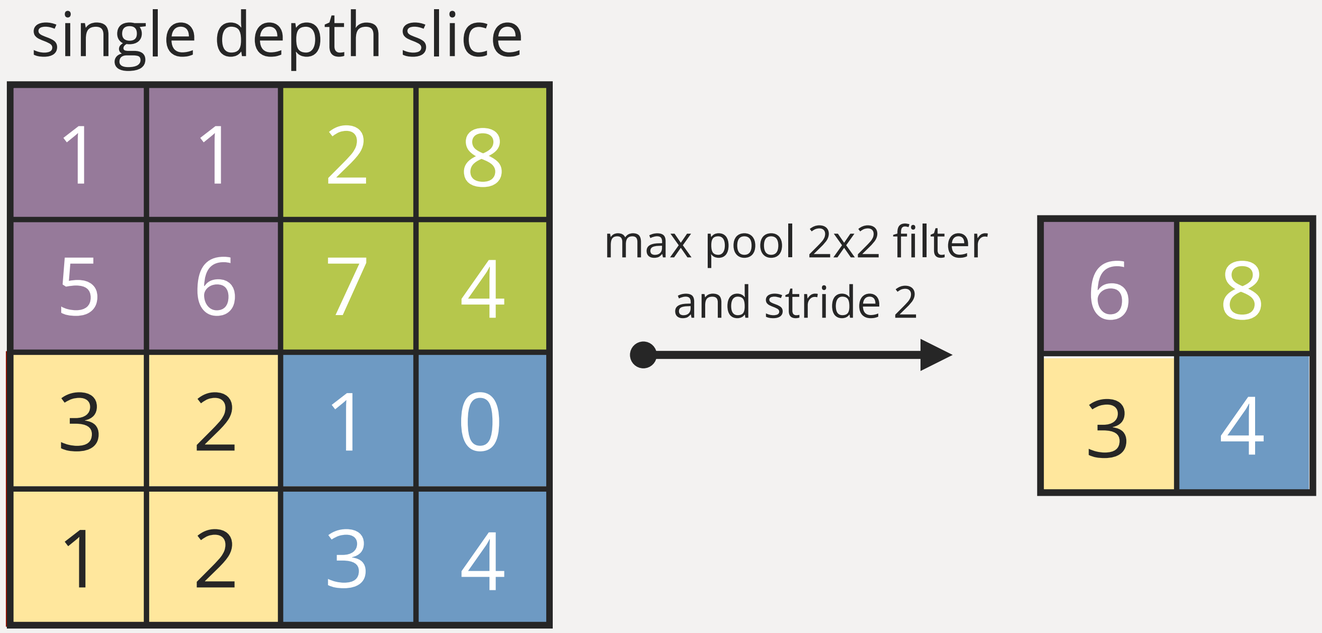
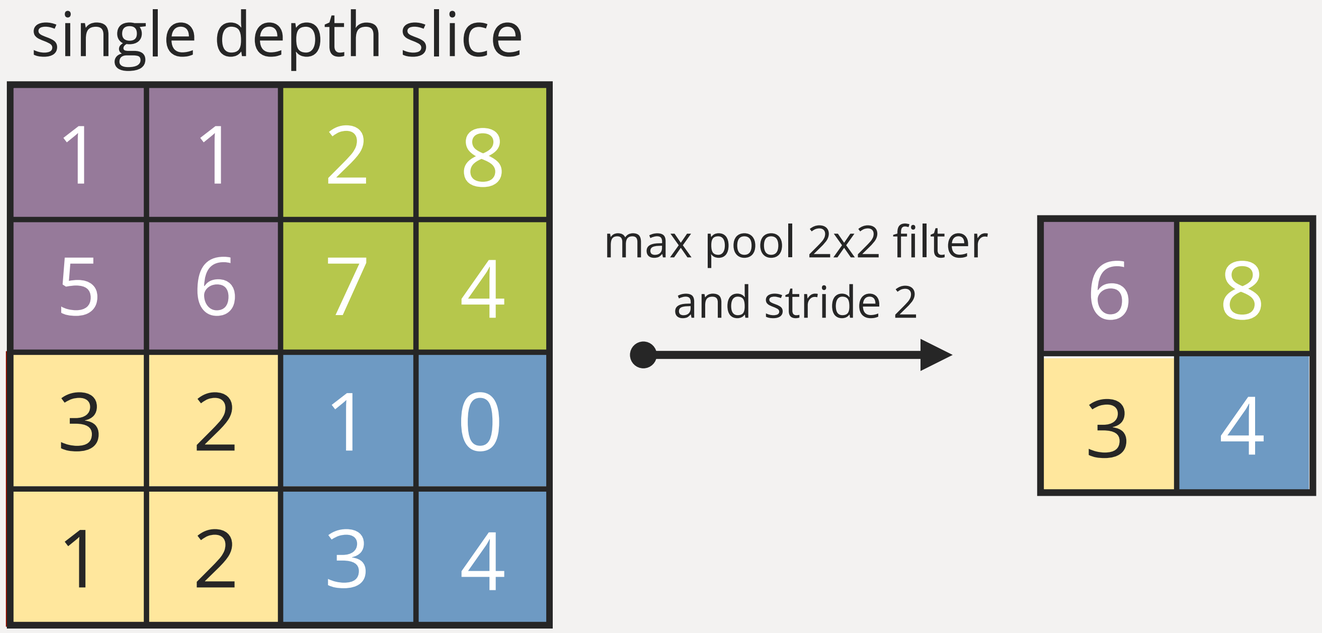


Pooling Layer

- Pooling layers also have filters with width and stride





Pooling Layer

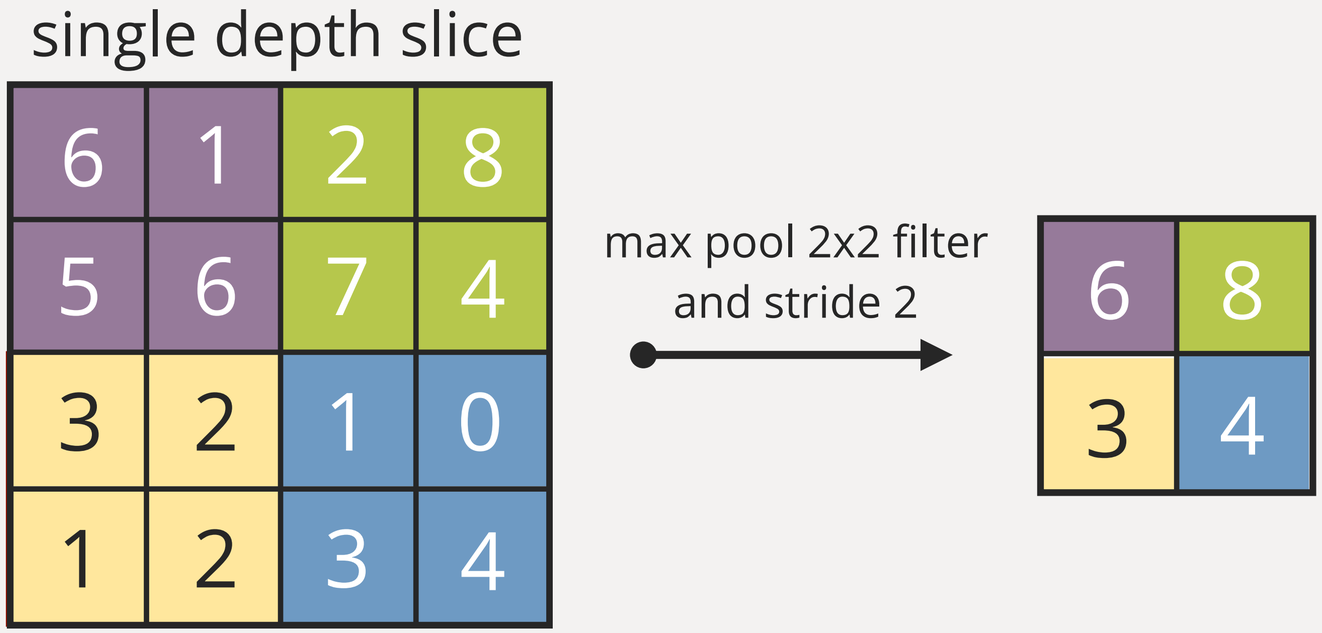
- Pooling layers also have filters with width and stride
- Pooling typically uses the max; could also use the mean

single depth slice

max pool 2x2 filter
and stride 2

Pooling Layer

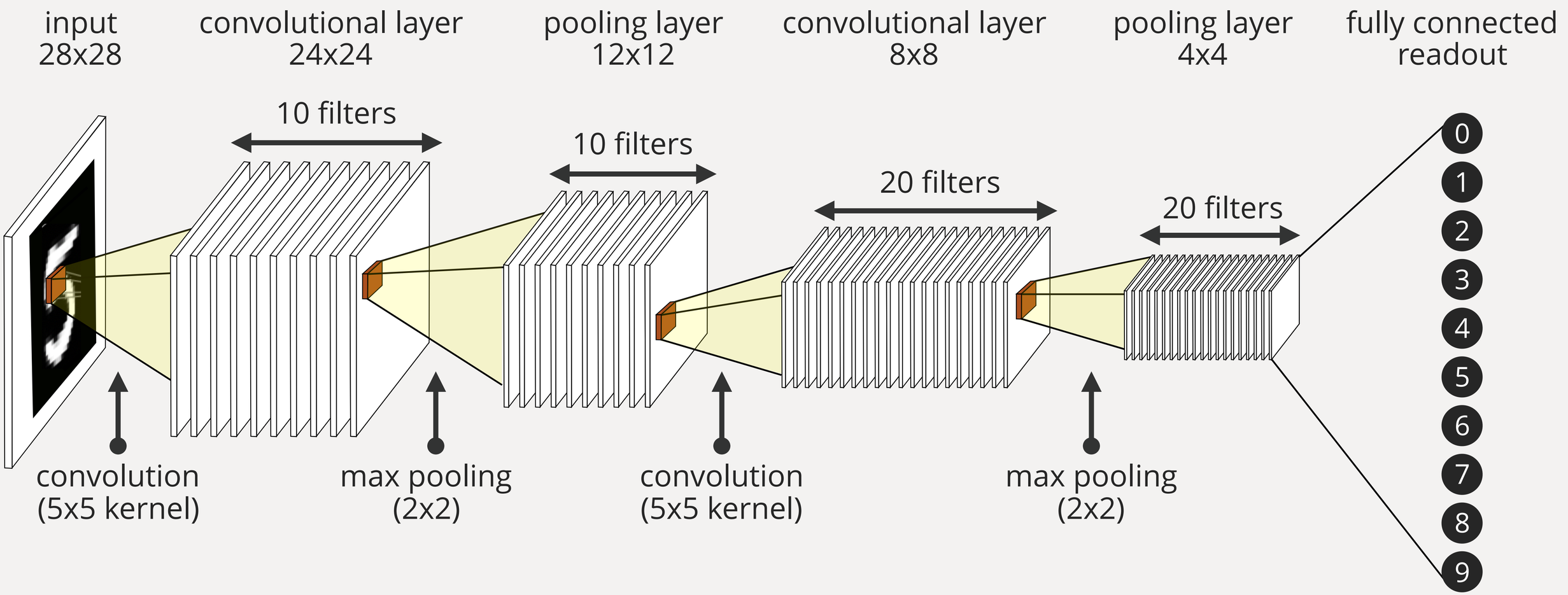
- Pooling layers also have filters with width and stride
- Pooling typically uses the max; could also use the mean



Pooling Layer

- Pooling layers also have filters with width and stride
- Pooling typically uses the max; could also use the mean
- Max pooling picks out strong activation with some position independence

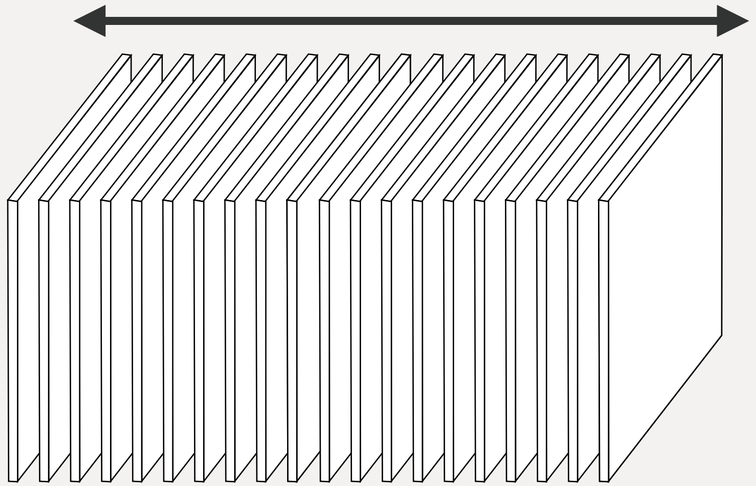
Fully Connected Layer



Fully Connected Layer

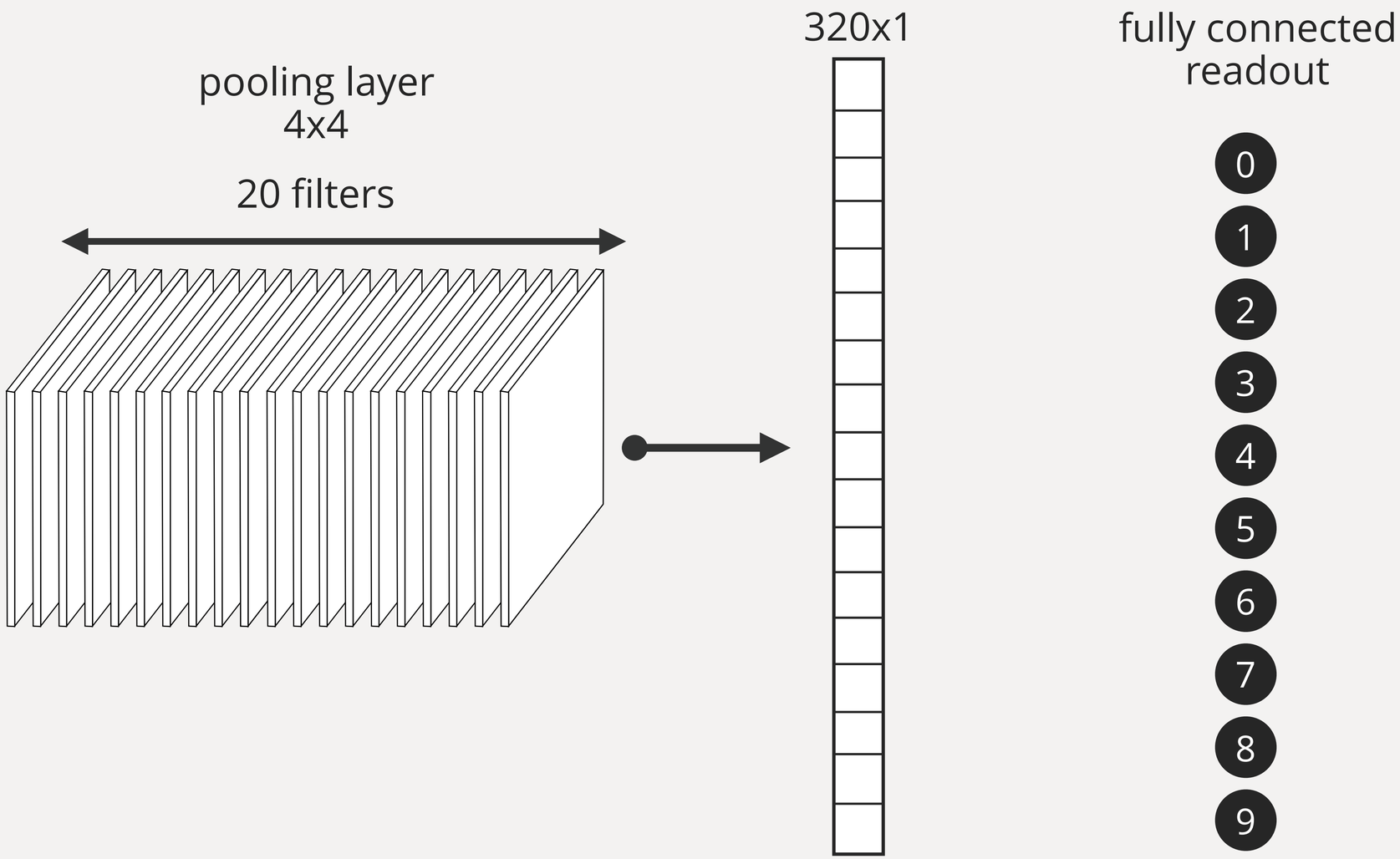
pooling layer
4x4

20 filters

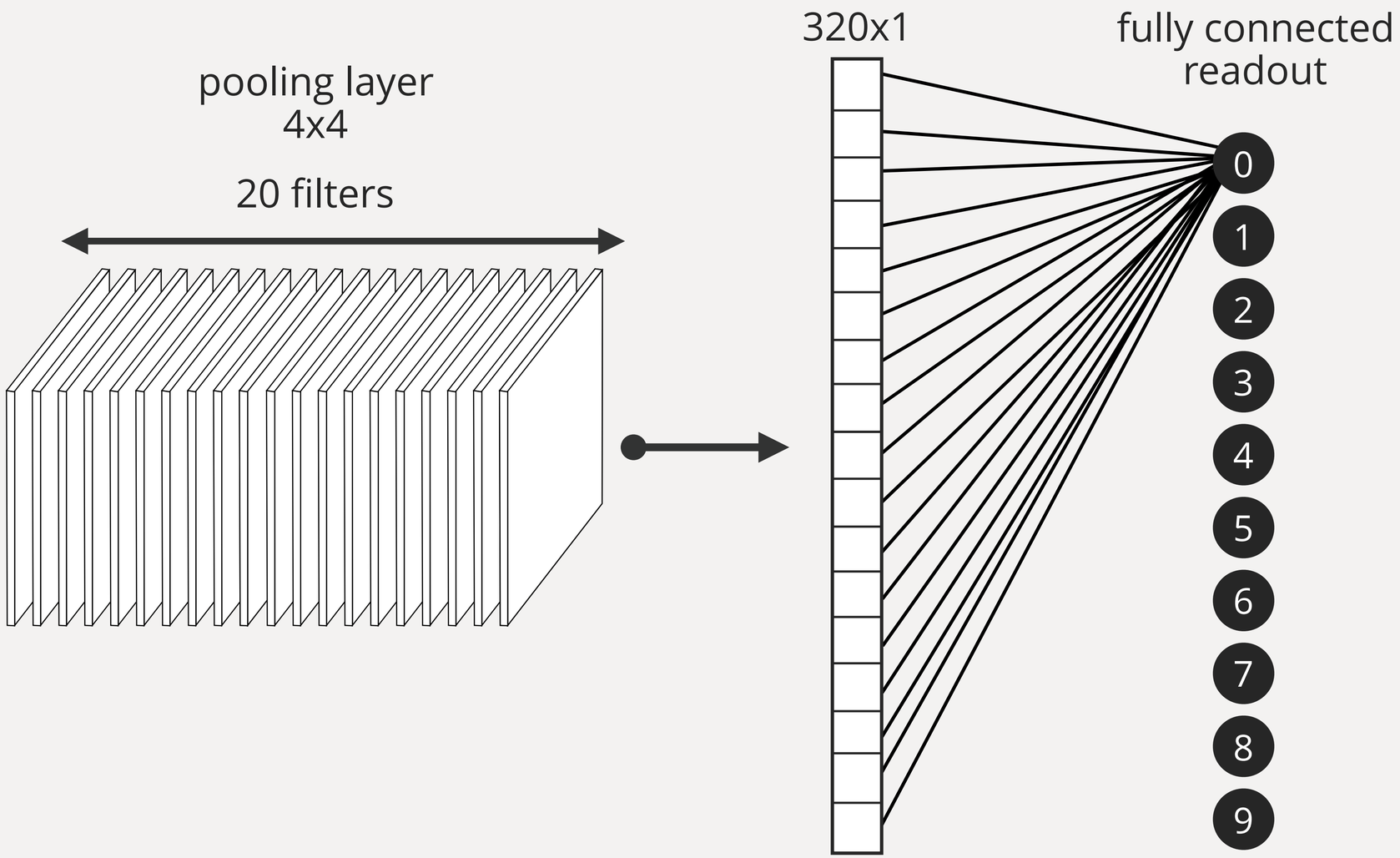


fully connected
readout

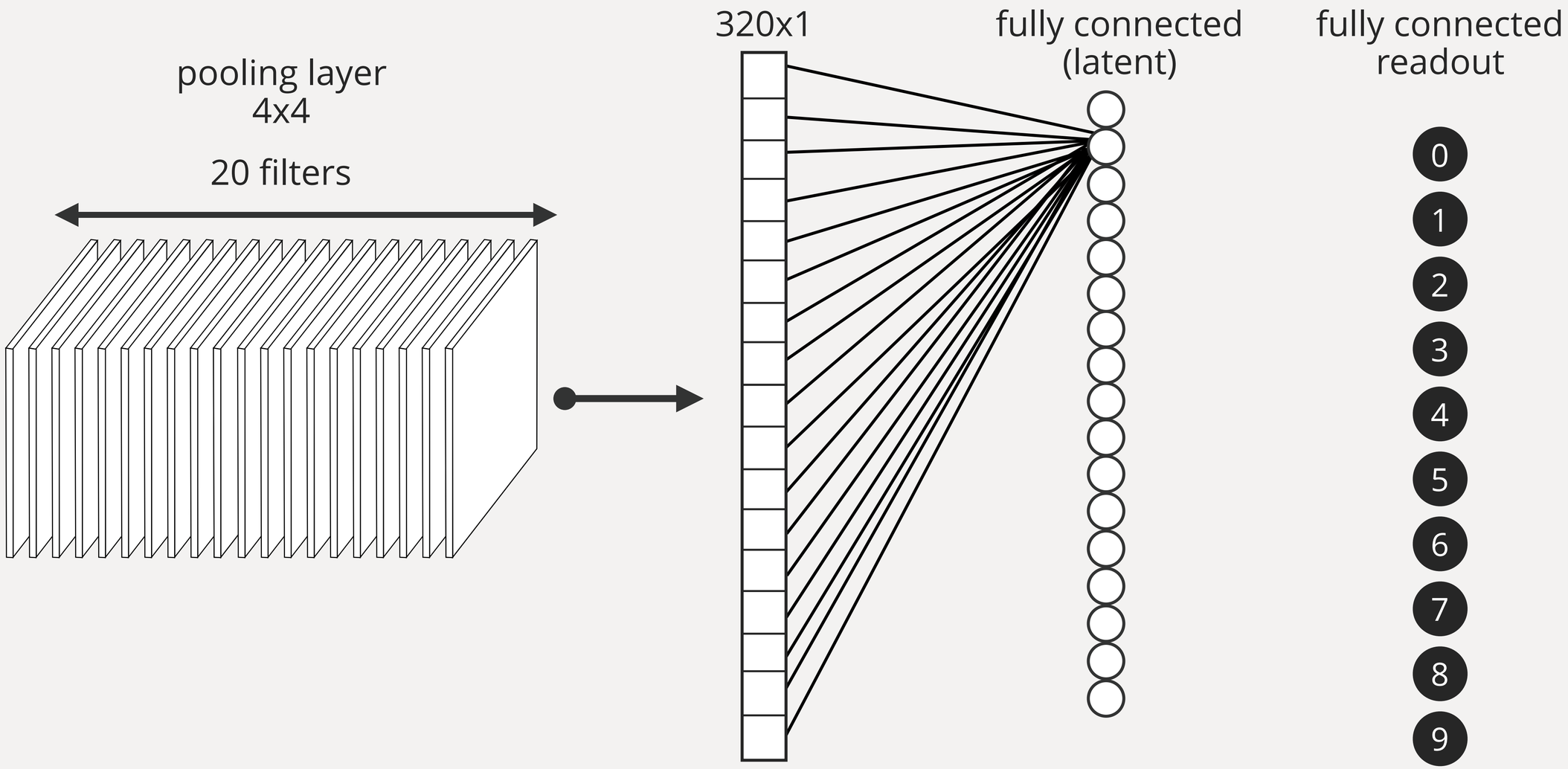
Fully Connected Layer



Fully Connected Layer



Fully Connected Layer



Fully Connected Layer