

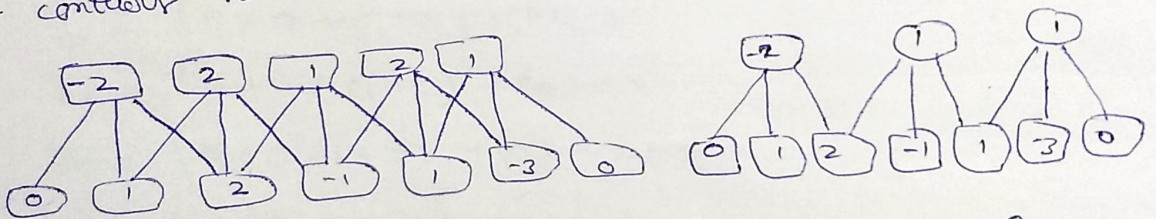
CNN

- ↳ allows deep network to learn func on structured spatial data - image, video, text
- ↳ CNN learns to exploit the natural coexistence structure in order to learn effectively.

Local Receptive Field

- ↳ Receptive field of a neuron is part of body's sensory perception that affects neuron's firing.
- ↳ Neurons have a certain "field of view" or they process sensory info that the brain sees. → local receptive field.
- ↳ a layer of such neuron → convolutional layer
- ↳ this layer can be viewed as transformation of one spatial region into another
- ↳ C.L. applies non-linear func to a local receptive field in its input.

What if we want to specify that local receptive fields should not overlap? → stride size
It controls how the receptive field is moved over the input.



What if we want more than one grid of no. o/p?

- ↳ we add more convolutional kernels
- collection of convolutional kernels → convolutional layer

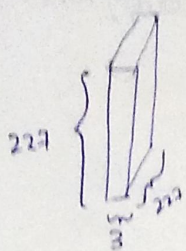
Pooling Layer

- ↳ Instead of learnable transformation, it's possible to instead use a fixed nonlinear transformation.

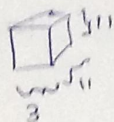
↳ to reduce computational cost

- we can have many such kernels, but the kernels will be shared by all locations in the image

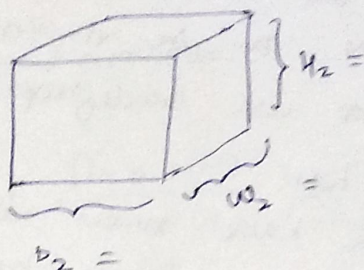
Wt. sharing ←



*



=



stride = 4

padding = 0

filters = 96

$$W_2 = \frac{W_1 - F + 2P}{S} + 1$$

$$H_2 = \frac{H_1 - F + 2P}{S} + 1$$

P = padding

S = stride

F = filter's spatial extent (11x11)

$D_2 = \text{depth of o/p} = \text{no. of filters} = 96 = K$

$$W_2 = \frac{227 - 96}{4} + 1 = 55$$

$$H_2 = \frac{227 - 96}{4} + 1 = 55$$

~~Parameters = vol of the filter~~

~~= (No. of filter) × (filter's height × width)~~

~~= (K) × (11 × 11)~~

~~= (K)~~

~~No parameters in pooling layer.~~

Parameters = (spatial extent) × (kernels) × (depth of o/p)

↳ there is no parameter in pooling layer

↳ fully connected layer has largest no. of parameters

How do we train CNN.

↳ A CNN can be implemented as a feedforward NN.
We also use backpropagation NN to learn wt.

• Shallow NN:

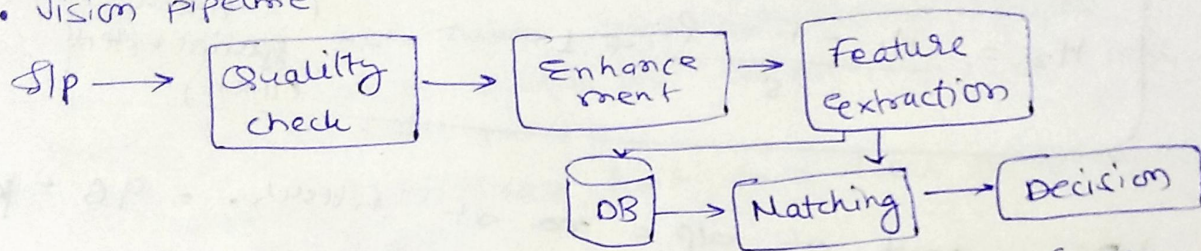
↳ which have small no. of layers

↳ usually a single hidden layer

↳ optimization is difficult for non-convex, non-linear

↳ freezing some deep layers makes it shallow

• Vision pipeline



Higher (deeper) layers represent abstraction of the features

$$S_t = \sum_{i=0}^{\infty} x_{t-i} w_i$$

$$S_{ij} = (I * K)_{ij} = \sum_{a=\lfloor -m/2 \rfloor}^{\lfloor m/2 \rfloor} \sum_{b=\lfloor -n/2 \rfloor}^{\lfloor n/2 \rfloor} I_{i-a, j-b} K_{m/2+a, n/2+b}$$

• Cross-entropy loss func: classification problem

MSE works better for regression problem*

$$L = -\frac{1}{C} \sum_{i=1}^C y_i \log \hat{y}_i$$

binary case

$$= -y_i \log \hat{y}_i + (1-y_i) \log (1-\hat{y}_i)$$

which measures probability distribution on the o/p layer labels in the ground truth vs. p.p. on the NN

\hat{y}_i = predicted value = $\sigma(z)$

$\sigma(x) = \frac{1}{1+e^{-x}} \rightarrow$ sigmoid activation

$$\frac{\partial L}{\partial w_j} = -\frac{1}{n} \sum_k \left(\frac{y}{\sigma(z)} + \frac{(1-y)(-1)}{1-\sigma(z)} \right) \frac{\partial \sigma}{\partial w_j}$$

\downarrow
 $\sigma'(z) x_j$

$$\left(\frac{\partial \sigma}{\partial z} \right) \frac{\partial z}{\partial w_j} \Rightarrow \sigma'(z) x_j$$

$$= \frac{1}{n} \sum_k \frac{\sigma'(z) x_j (\sigma(z) - y)}{\sigma(z) (1 - \sigma(z))}$$

w.k.t $\sigma'(z) = \sigma(z)(1 - \sigma(z))$

$y' = y(1-y)$

$\sigma(z) = \hat{y}$

$$\boxed{\frac{\partial L}{\partial w_j} = \frac{1}{n} \sum_k x_j (\sigma(z) - y)}$$

similar to MSE

$$\frac{1}{2} (\hat{y} - y)^2 \Rightarrow \frac{\partial}{\partial y} \rightarrow (\hat{y} - y)$$

softmax activation func.

$$a_j = \frac{e^{z_j}}{\sum_k e^{z_k}}$$

dp layer

probability score

o/p layer

$$\begin{bmatrix} 1.3 \\ 5.1 \\ 2.2 \end{bmatrix}$$

softmax A. func

$$\frac{e^{z_j}}{\sum_k e^{z_k}}$$

probability

$$\begin{bmatrix} 0.02 \\ 0.90 \\ 0.05 \end{bmatrix}$$