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| Layers | Description |
| Input | 32x32x3 RGB image |
| Convolution 5x5 | 1x1 stride, valid padding, outputs 28x28x6 |
| ReLU |  |
| Max pooling | 2x2 stride, valid padding outputs 14x14x6 |
| Convolution 5x5 | 1x1 stride, valid padding, outputs 10x10x16 |
| ReLU |  |
| Max Pooling | 2x2 stride, valid padding outputs 5x5x16 |
| Flatten | Output size 400 |
| Fully Connected | Output size 120 |
| ReLU |  |
| Fully Connected | Output size 84 |
| ReLU |  |
| Dropout | Keep probability 0.5 for training and 1.0 for validation and test |
| Fully Connected | Output size 43 |
| Softmax |  |

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| Image | Prediction |
| Roundabout mandatory | Roundabout mandatory |
| Wild animals crossing | Wild animals crossing |
| Bicycles crossing | Right-of-way at the next intersection (no top 5) |
| Slippery road | Slippery road |
| Beware of ice/snow | Children crossing (ice 2nd) |

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| Probability | Prediction |
| 0.2 | Roundabout mandatory |
| 0.05 | Keep right |
| 0.025 | Go straight or left |
| 0.02 | Turn right ahead |
| -0.02 | Keep left |

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| Probability | Prediction |
| 0.4 | Wild animals crossing |
| 0.15 | Double curve |
| 0.01 | Slippery road |
| -0.002 | Dangerous curve to the left |
| -0.04 | Speed limit (50km/h) |

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| Probability | Prediction |
| 0.11 | Right-of-way at the next intersection |
| 0.09 | Vehicles over 3.5 metric tons prohibited |
| 0.08 | Speed limit (100km/h) |
| 0.08 | Roundabout mandatory |
| 0.05 | Beware of ice/snow |

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| Probability | Prediction |
| 0.47 | Slippery road |
| 0.16 | Wild animals crossing |
| 0.15 | Dangerous curve to the left |
| 0.10 | Speed limit (60km/h) |
| -0.02 | Beware of ice/snow |

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| Probability | Prediction |
| 0.19 | Children crossing |
| 0.11 | Beware of ice/snow |
| 0.06 | Dangerous curve to the right |
| 0.04 | Pedestrians |
| 0.03 | Right-of-way at the next intersection |