



KERNELS AND CONVOLUTION

KERNELS AND CONVOLUTION



Original Image



Blur



Sharpen



Brighten



Darken



KERNELS AND CONVOLUTION

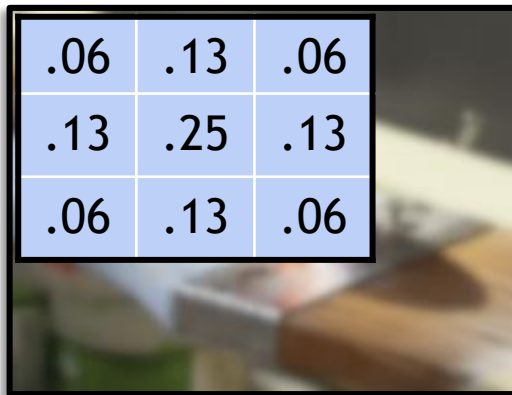


Original Image



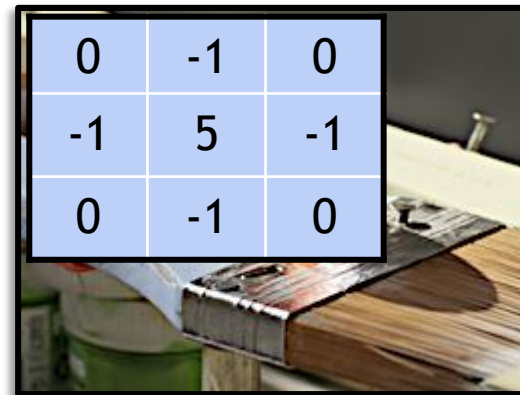
Blur

.06	.13	.06
.13	.25	.13
.06	.13	.06



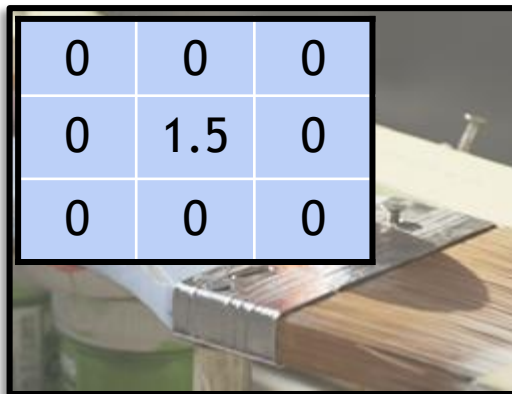
Sharpen

0	-1	0
-1	5	-1
0	-1	0



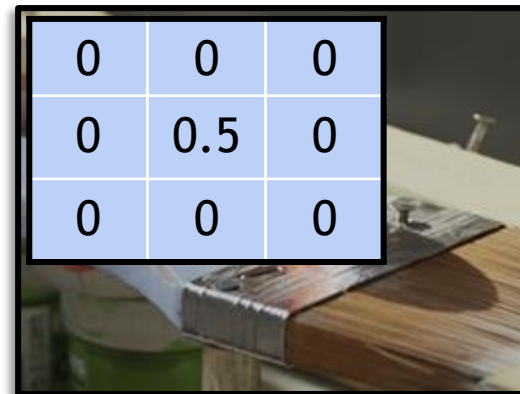
Brighten

0	0	0
0	1.5	0
0	0	0



Darken

0	0	0
0	0.5	0
0	0	0



KERNELS AND CONVOLUTION

Blur Kernel

.06	.13	.06
.13	.25	.13
.06	.13	.06

*

Original Image

1	0	1	1	0	1
0	1	0	0	1	0
0	1	1	1	1	0
0	1	1	1	1	0
1	0	1	1	0	1
1	1	0	0	1	1

=

Convolved Image

KERNELS AND CONVOLUTION

Blur Kernel

.06	.13	.06
.13	.25	.13
.06	.13	.06

*

Original Image

1	0	1	1	0	1
0	1	0	0	1	0
0	1	1	1	1	0
0	1	1	1	1	0
1	0	1	1	0	1
1	1	0	0	1	1

=

Convolved Image

KERNELS AND CONVOLUTION

Blur Kernel

Original Image

Convolved Image

Multiply

.06	.13	.06
.13	.25	.13
.06	.13	.06

.06	0	.06	1	0	1
0	.25	0	0	1	0
0	.13	.06	1	1	0
0	1	1	1	1	0
1	0	1	1	0	1
1	1	0	0	1	1

=

KERNELS AND CONVOLUTION

Blur Kernel

.06	.13	.06
.13	.25	.13
.06	.13	.06

*

Original Image

.06	0	.06	1	0	1
0	.25	0	0	1	0
0	.13	.06	1	1	0
0	1	1	1	1	0
1	0	1	1	0	1
1	1	0	0	1	1

Total

=

Convolved Image

.56

.56			

KERNELS AND CONVOLUTION

Blur Kernel

.06	.13	.06
.13	.25	.13
.06	.13	.06

*

Original Image

1	0	.13	.06	0	1
0	.13	0	0	1	0
0	.06	.13	.06	1	0
0	1	1	1	1	0
1	0	1	1	0	1
1	1	0	0	1	1

=

Convolved Image

.56	.57		

KERNELS AND CONVOLUTION

Blur Kernel

.06	.13	.06
.13	.25	.13
.06	.13	.06

*

Original Image

1	0	1	1	0	1
0	1	0	0	1	0
0	1	1	1	1	0
0	1	1	1	1	0
1	0	1	1	0	1
1	1	0	0	1	1

=

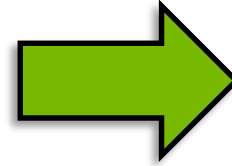
Convolved Image

.56	.57	.57	.56
.7	.82	.82	.7
.69	.95	.95	.69
.64	.69	.69	.64

STRIDE

Stride 1

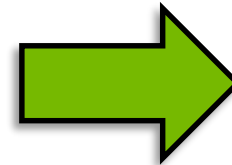
1	0	1	1	0	1
0	1	0	0	1	0
0	1	1	1	1	0



.56	.57	.57	.56
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Stride 2

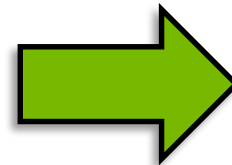
1	0	1	1	0	1
0	1	0	0	1	0
0	1	1	1	1	0



.56	.57
-----	-----

Stride 3

1	0	1	1	0	1
0	1	0	0	1	0
0	1	1	1	1	0



.56	.56
-----	-----

PADDING

Original Image

1	0	1	1	0	1
0	1	0	0	1	0
0	1	1	1	1	0
0	1	1	1	1	0
1	0	1	1	0	1
1	1	0	0	1	1

Zero Padding

0	0	0	0	0	0	0	0
0	1	0	1	1	0	1	0
0	0	1	0	0	1	0	0
0	0	1	1	1	1	0	0
0	0	1	1	1	1	0	0
0	1	0	1	1	0	1	0
0	1	1	0	0	1	1	0
0	0	0	0	0	0	0	0

PADDING

Original Image

1	0	1	1	0	1
0	1	0	0	1	0
0	1	1	1	1	0
0	1	1	1	1	0
1	0	1	1	0	1
1	1	0	0	1	1

Mirror Padding

1	1	0	1	1	0	1	1
1	1	0	1	1	0	1	1
0	0	1	0	0	1	0	0
0	0	1	1	1	1	0	0
0	0	1	1	1	1	0	0
1	1	0	1	1	0	1	1
1	1	1	0	0	1	1	1
1	1	1	0	0	1	1	1



KERNELS AND NEURAL NETWORKS

KERNELS AND NEURAL NETWORKS

Kernel

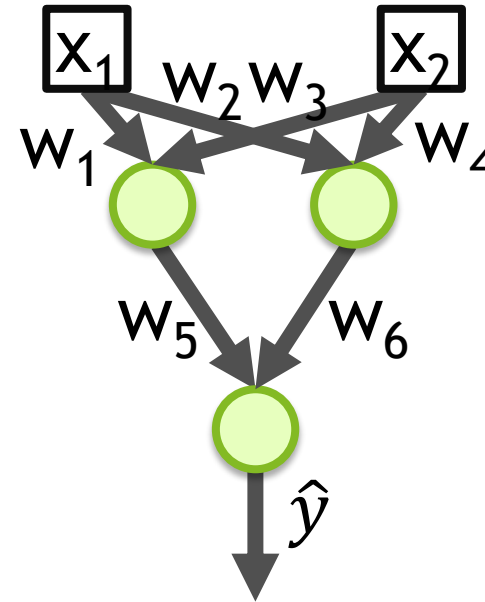
w_1	w_2	w_3
w_4	w_5	w_6
w_7	w_8	w_9

KERNELS AND NEURAL NETWORKS

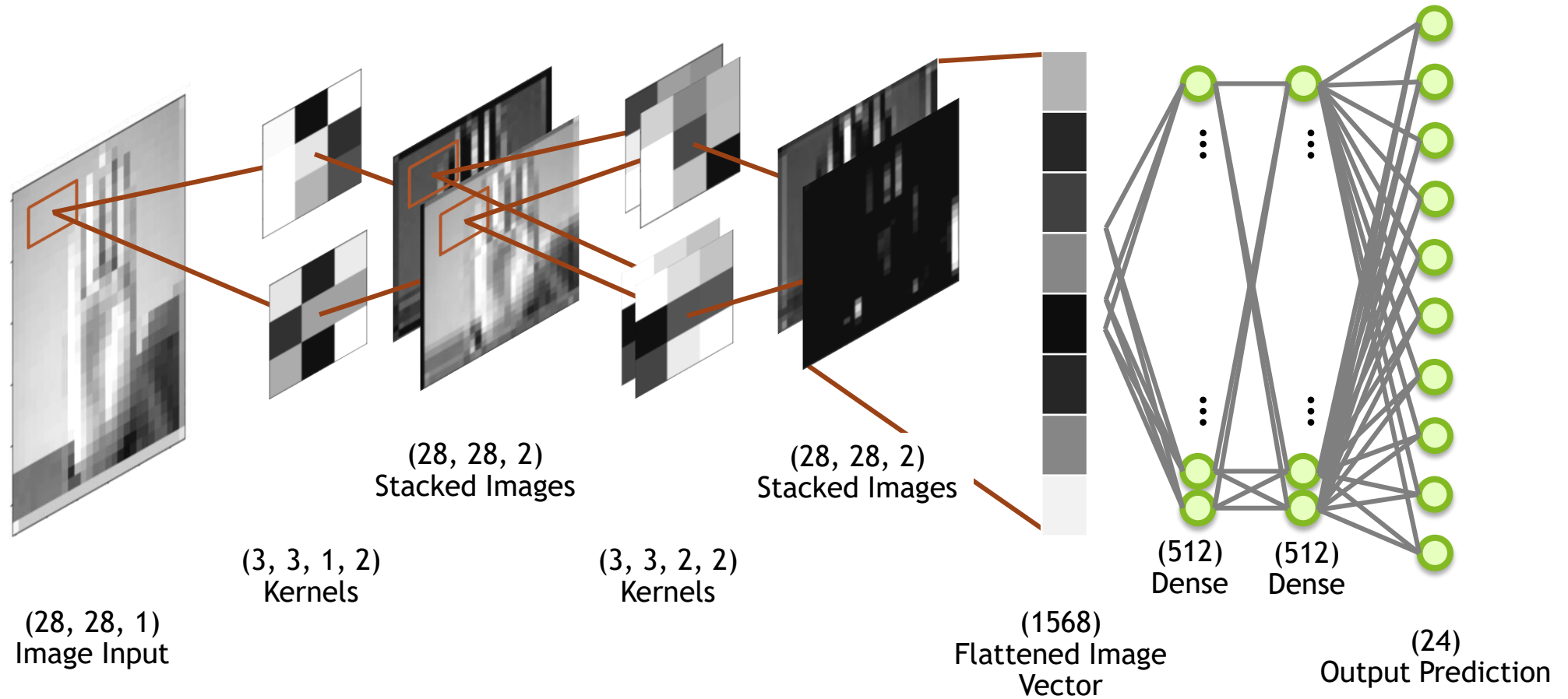
Kernel

w_1	w_2	w_3
w_4	w_5	w_6
w_7	w_8	w_9

Neuron

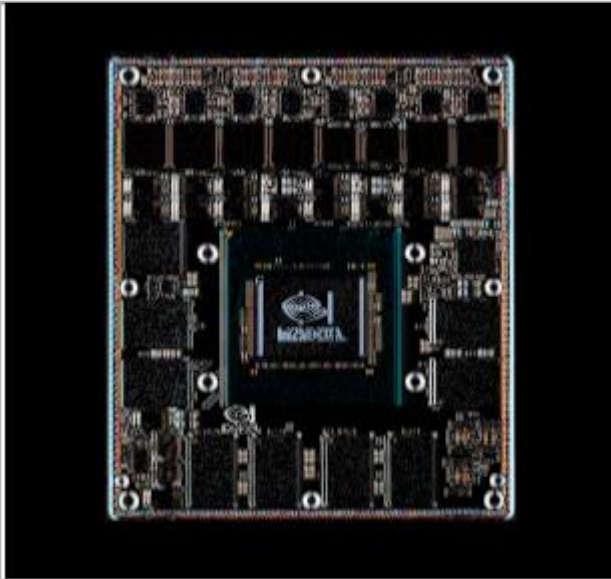


KERNELS AND NEURAL NETWORKS



FINDING EDGES

Vertical Edges



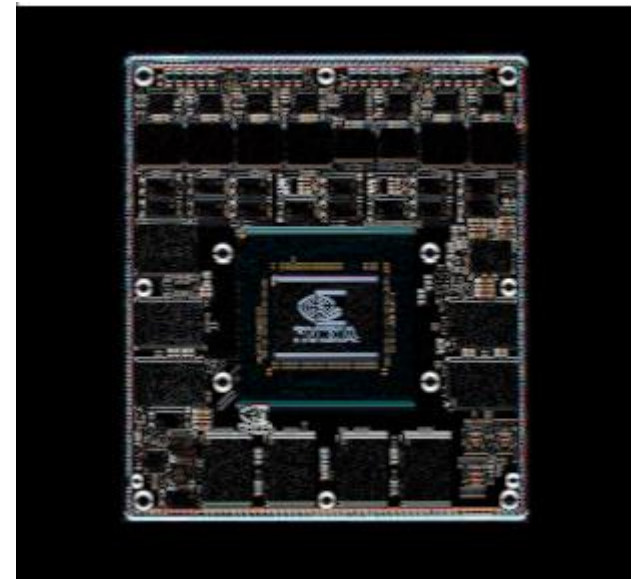
1	0	-1
2	0	-2
1	0	-1

Original Image



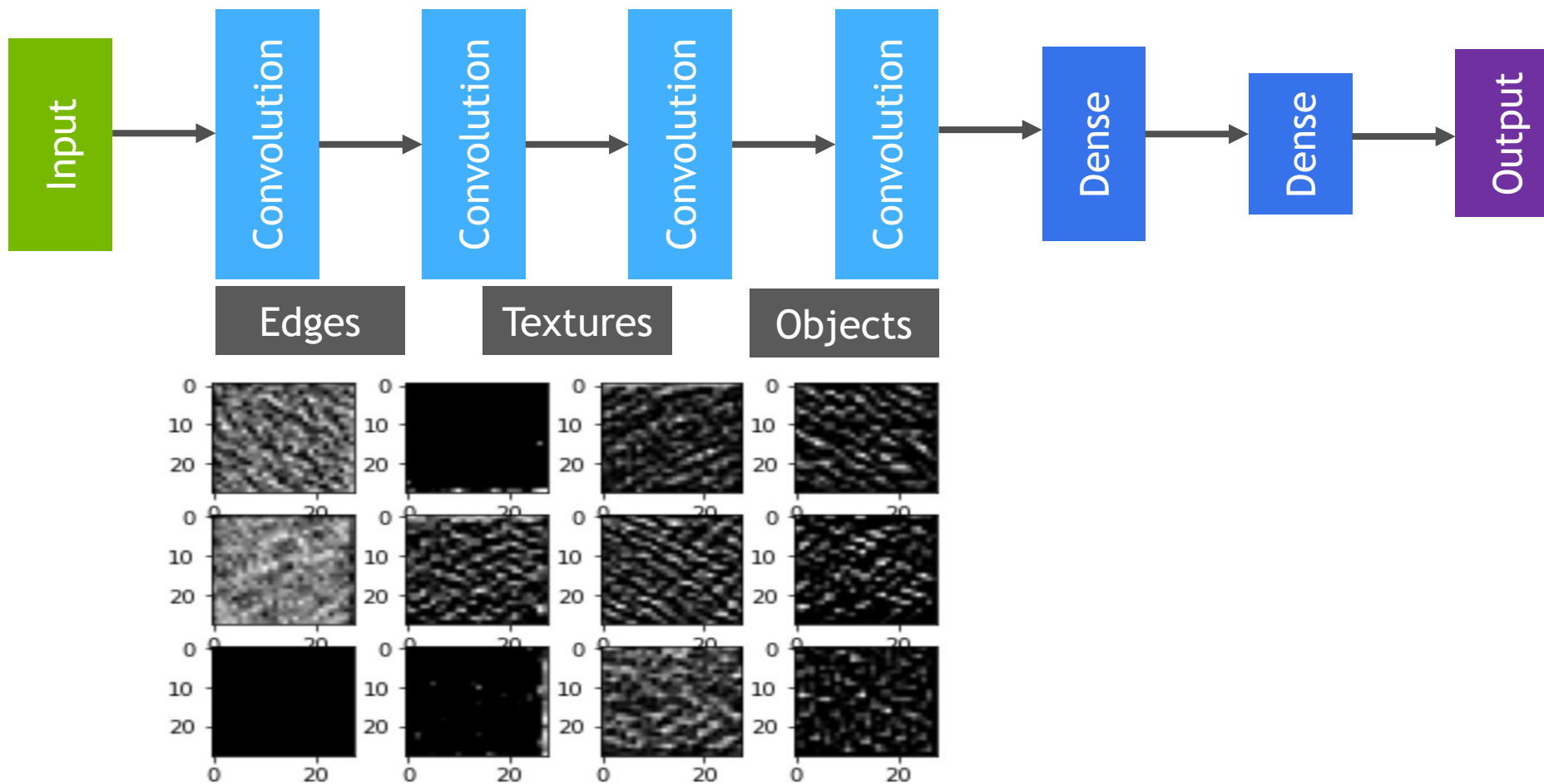
0	0	0
0	1	0
0	0	0

Horizontal Edges



1	2	1
0	0	0
-1	-2	-1

NEURAL NETWORK PERCEPTION



NEURAL NETWORK PERCEPTION

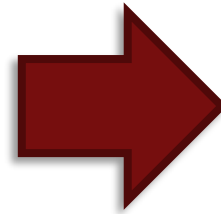




OTHER LAYERS IN THE
MODEL

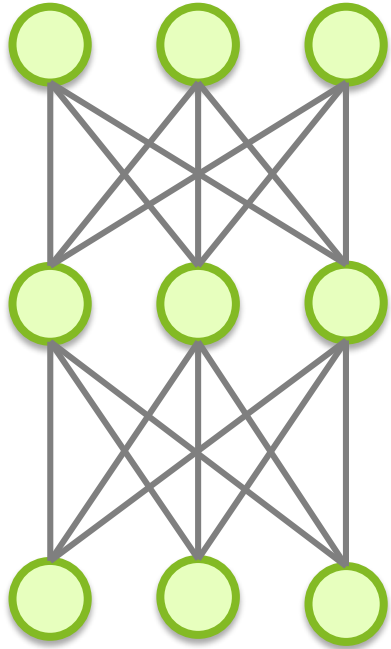
MAX POOLING

110	256	153	67
12	89	88	43
10	15	50	55
23	9	49	23

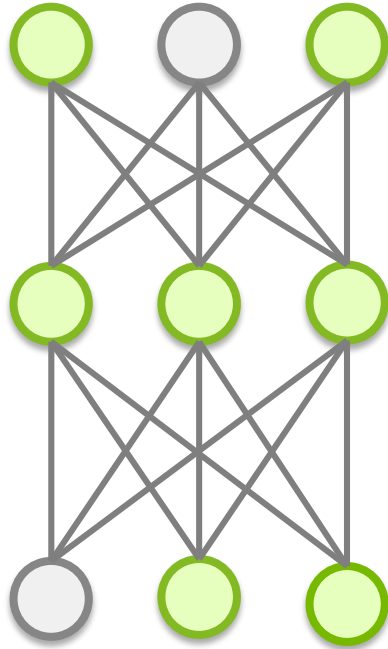


256	153
23	55

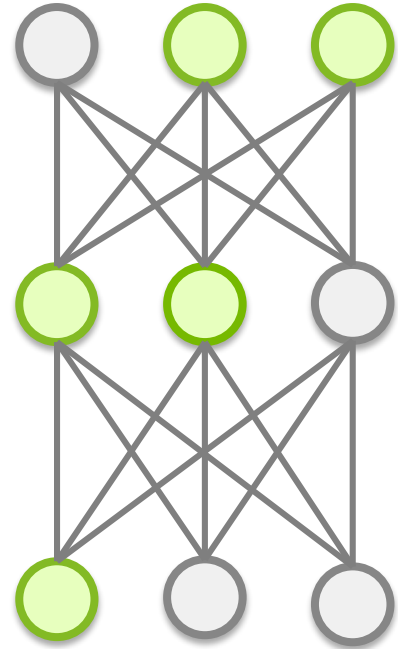
DROPOUT



rate = 0



rate = .2



rate = .4

WHOLE ARCHITECTURE

