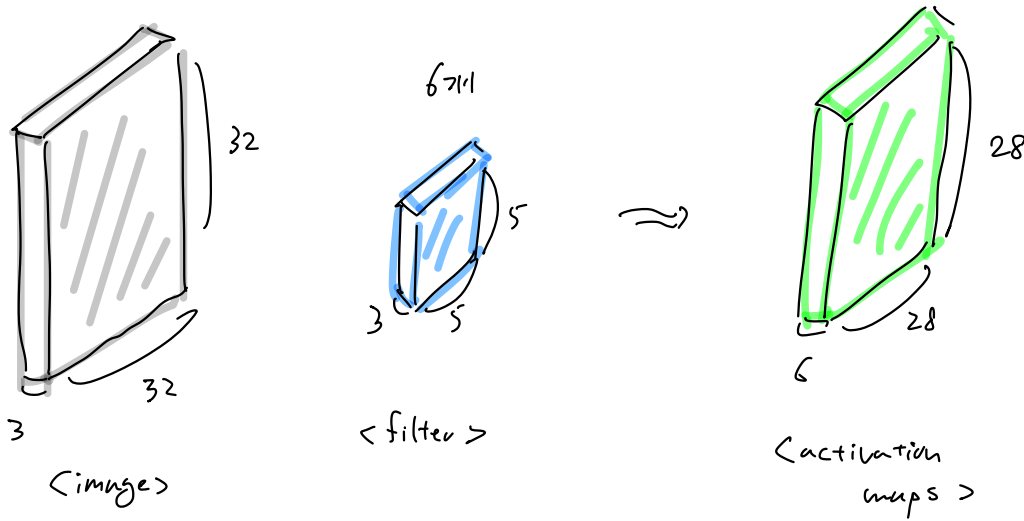


## < Convolution Layer >



Naive Conv

+ { padding  
stride

input :  $N \times N \times C$

filter :  $K \times K \times C \times D$

$\Rightarrow$  output  $N' \times N' \times C'$

$$N' = N - K + 2$$

$$C' = D$$

필터가  $(N'-1)$ 만큼 이동할 수 있는 거리

= 필터가 stride로 이동가능한 공간은 1 크기

1x1 Conv Layers

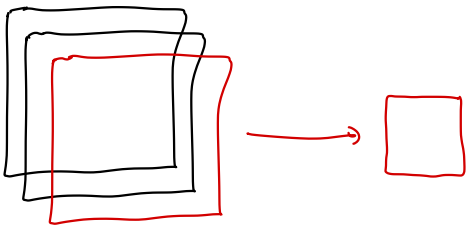
$56 \times 56 \times 64$

$\Rightarrow$

$56 \times 56 \times 32$

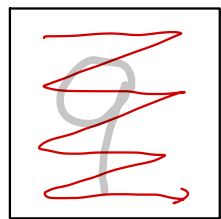
$1 \times 1 \times 64$  3271

pooling layer



- max sampling
- average sampling

필터: filter



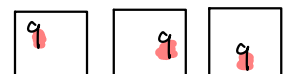
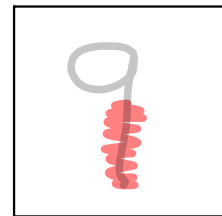
0	1	0
0	1	0
0	1	0
0	9	0

4x4  
filter

"element-wise  
multiplications & average"

$\forall$  locations

feature  
hitmap



translation  
invariance (이동 불변성)

# Convolution

translation invariance

equivariance는 가변적

$$f \circ g(x) = g \circ f(x)$$

↑ ↑                      ↑ ↑  
 Conv trans                      trans Conv

## AlexNet

227x227x3 Input

55x55x96

Conv 1 (kernel = 11x11, stride = 4, pad = 0) + ReLU

27x27x96

Max Pool 1 (kernel = 3x3, stride = 2)

27x27x96

~~Norm 1~~

27x27x256

Conv 2 (kernel = 5x5, stride = 1, pad = 2) + ReLU

13x13x256

Max Pool 2 (kernel = 3x3, stride = 2)

13x13x256

~~Norm 2~~

13x13x384

Conv 3 (kernel = 3x3, stride = 1, pad = 1) + ReLU

13x13x384

Conv 4 (kernel = 3x3, stride = 1, pad = 1) + ReLU

13x13x256

Conv 5 (kernel = 3x3, stride = 1, pad = 1) + ReLU

6x6x256

Max Pool 3 (kernel = 3x3, stride = 2)

[4096]

FC6

[4096]

FC7

[1000]

FC8

c.f. dropout

① ReLU

⇒ saturating gradient ↓

② first stride ↑

⇒ feature size & computation ↓

③ Normalization is not used

in recent CNNs

④ FC dropout 50% ⇒ overfitting ↓

신경망의 일부분  
무작위로 삭제/생성

• co-adaptation ↓

“특정 데이터가  
특수하다”

• ensemble ↑

## ZFNet

• Conv1 (~~11x11~~ stride ~~4~~)  
 $7 \times 7$   $2$

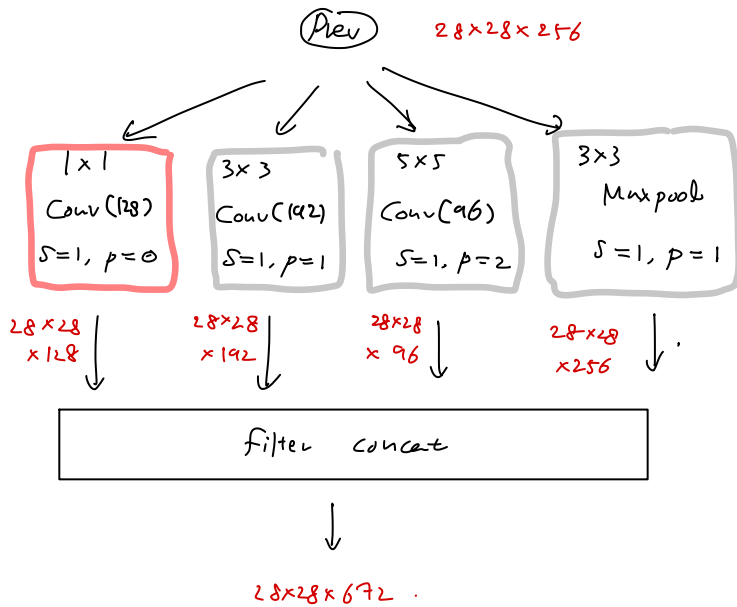
• Conv3,4,5 : ~~384~~, ~~384~~, ~~256~~ filters  
 $512$   $1024$   $512$

## GoogleNet

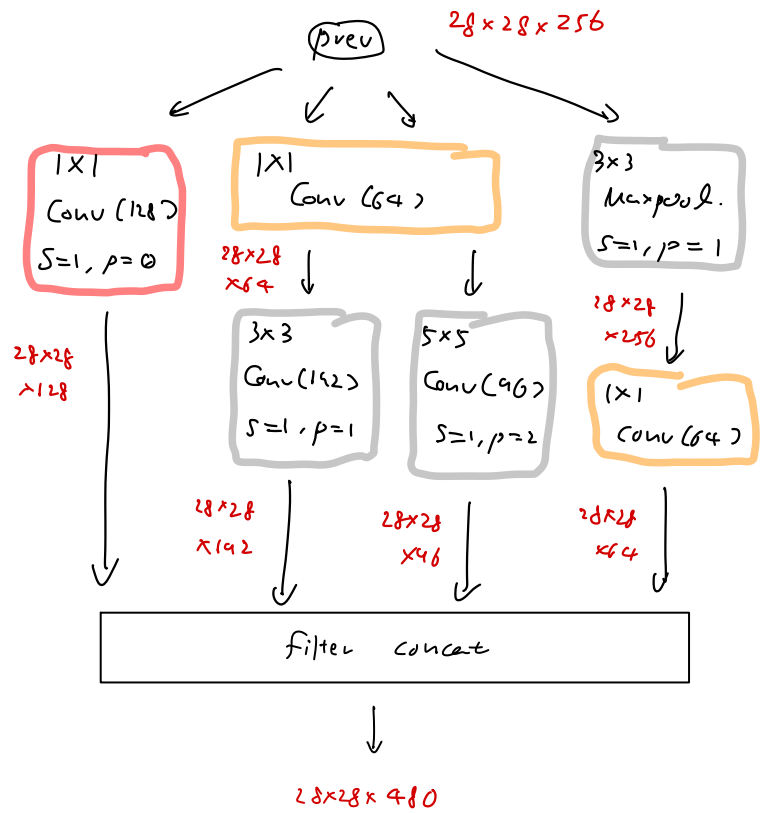
< Inception Modules >

parameter size (filter) ↓

< original >



< improved >



① Stem Network ( $\frac{1}{2}$ ) Conv + Pooling

② Inception Module Stack

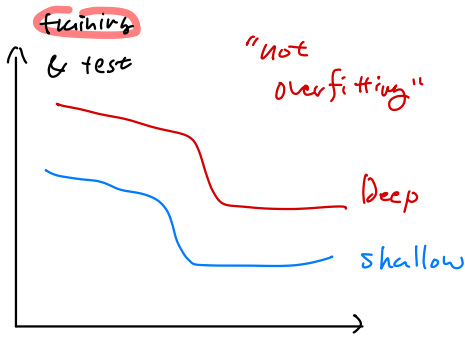
③ Classifier

(i)  $7 \times 7 \times 1024$   $\xrightarrow{\text{average pooling}}$   $1 \times 1 \times 1024$

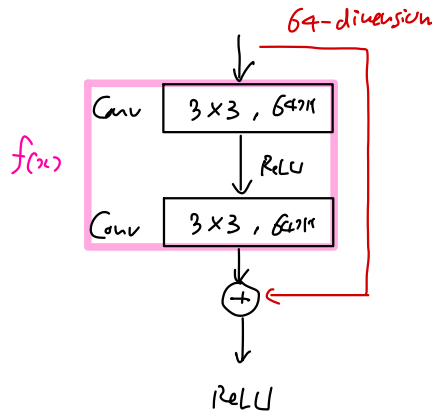
(ii) Auxiliary classifiers : 공간의 모든 분류기에 대해서도 그래디언트 주입

Deeper Network?

< Residual Connection >

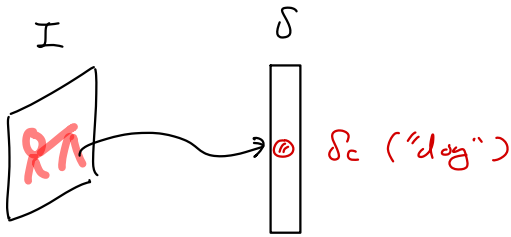
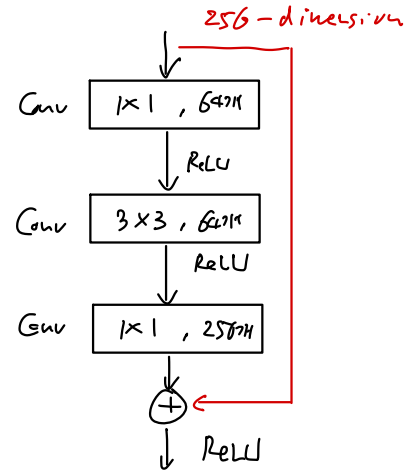


plain Res blocks



"bypass layers  
by setting  $f(x) = 0$ "

with Bottle Neck



Saliency

$$\frac{\partial S_c}{\partial I} = \frac{\partial F^{(L)}}{\partial F^{(L-1)}} \cdot \frac{\partial F^{(L-1)}}{\partial F^{(L-2)}} \cdots \frac{\partial F^{(1)}}{\partial I}$$