# ConvTranspose2d 포팅 Python ver.

염지현

#### \* ConvTranspose2d

```
(last_part): ConvTranspose2d(56, 1, kernel_size=(9, 9), stride=(2, 2), padding=(4, 4), output_padding=(1, 1))
```

- 1) Output size 연산
- 2) Padding을 추가한 input 만들기
  - 1) 모든 padding이 추가된 사이즈 연산
- 3) Kernel 상하좌우 반전 시키기
- 4) Convolution 연산 진행하기

#### 1) weight, bias 불러오기

```
(last_part): ConvTranspose2d(56, 1, kernel_size=(9, 9), stride=(2, 2), padding=(4, 4), output_padding=(1, 1))
```

```
|""" kernel 불러오기 """
 2 import os
 3 kernel_dir = ('./parameter/kernel/last')
 4 kernel = torch.zeros([56, 1, 9, 9]).numpy()
 5 for i in range(56):
       kernel_file = kernel_dir + '/kernel' + str(i) +'_0.txt'
       kernel_ = np.loadtxt(kernel_file)
       kernel[i][0] = kernel_
10 | kernel_T = torch.zeros([56, 1,9,9]).numpy()
11 for index in range(56):
        for i in range(9):
           for j in range(9):
                kernel_T[index][0][i][j] = kernel[index][0][9-1-i][9-1-j]
   """ bias 불러오기 """
| 17 | bias = torch.zeros([1]).numpy()
18 | bias_ = np.loadtxt('./parameter/bias/last/bias0_0.txt')
19 | bias = bias_
20 | bias = np.expand_dims(bias, axis = 1)
21 _bias = torch.zeros([1])
22 | _bias[0] = bias[0]
```

#### 2) Padding 추가

(last\_part): ConvTranspose2d(56, 1, kernel\_size=(9, 9), stride=(2, 2), padding=(4, 4), output\_padding=(1, 1))

```
""" padding 추가 """
   scale = 2
 4 | w = 1920
 5 \mid h = 1080
 6 kernel_size = 9
   pad = 4
 8 | _pad = 1 * (kernel_size - 1) - pad
9 | stride = 2
10 | input = mid.cpu().numpy()
| 11 | output = Variable(torch.zeros(56,1,h*scale, w*scale)).numpy()
13 padding = torch.zeros(56, 1, 2 * h - 1 + (_pad * 2) + 1, stride * w - 1 + (_pad * 2) + 1).numpy()
14 print(padding.shape)
15 def padding_init(input, padding, in_ch, out_ch, kernel_size, stride, pad, w,h):
        _pad = 1 * (kernel_size - 1) - pad
        for index in range(in_ch):
            px = \_pad
            py = \_pad
            for i in range(h):
                for j in range(w):
                    padding[index][0][py][px] = input[0][index][i][j]
                    px = px + stride
                px = \_pad
27
                py = py + stride
29 | padding_init(input, padding, 56, 1, 9, 2, 4, w, h)
```

#### 3) Convolution 연산 진행

```
(last_part): ConvTranspose2d(56, 1, kernel_size=(9, 9), stride=(2, 2), padding=(4, 4), output_padding=(1, 1))
```

```
""" convolution 연산 진행 """

for index in range(56):
    print('channel num:', index)
    for i in range(0, h * scale):
        h_start = i * 1
        h_end = h_start + kernel_size
        for j in range(0, w * scale):
        w_start = j * 1
        w_end = w_start + kernel_size
        output[index, 0, i, j] = np.sum(padding[index, 0, h_start:h_end, w_start:w_end] * kernel_T[index, 0])
```

#### 4) 후처리

```
(last_part): ConvTranspose2d(56, 1, kernel_size=(9, 9), stride=(2, 2), padding=(4, 4), output_padding=(1, 1))
```

```
- 1 | """ 채널별 output 값 하나의 채널로 합치기 """
 2 r = torch.zeros([1, 1, 2160, 3840]).numpy() # r: results
 3 for i in range(56):
        r = output[i] + r
1 | """ bias 추가하기 """
 2 a = r + bias
1 | """ tensor 변환하기 """
 2 b =torch.tensor(a)
 3 b.clamp(0.0, 1.0)
tensor([[[[0.2087, 0.2071, 0.2085, ..., 0.2776, 0.2835, 0.2788],
         [0.2065, 0.2090, 0.2096, \ldots, 0.2793, 0.2876, 0.2812],
         [0.2101, 0.2136, 0.2149, \ldots, 0.2785, 0.2889, 0.2815],
         [0.2476, 0.2504, 0.2534, ..., 0.3890, 0.3890, 0.3846],
         [0.2569, 0.2587, 0.2627, ..., 0.3868, 0.3877, 0.3819],
         [0.2682, 0.2650, 0.2679, ..., 0.3759, 0.3781, 0.3784]]]],
      dtype=torch.float64)
```

### 2. 결과 비교

\* torch.nn.ConvTraspose2d – jihyun's code 결과 비교

```
(last_part): ConvTranspose2d(56, 1, kernel_size=(9, 9), stride=(2, 2), padding=(4, 4), output_padding=(1, 1))
```

#### torch.nn.Convtranspose2d와 jihyun's python code 비교하기

### 3. 난관 봉착

### \* preds – jihyun's code 결과 비교

```
(last_part): ConvTranspose2d(56, 1, kernel_size=(9, 9), stride=(2, 2), padding=(4, 4), output_padding=(1, 1))
```

#### preds와 jihyun's python code 비교

## 4. 피드백