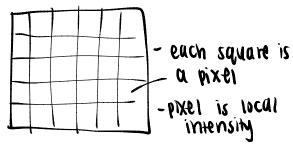
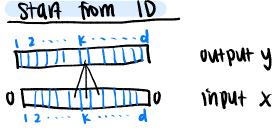
LECTURE 13

convolutional neural network



2D Image (100×100)



2 adja ant layers of network

born x \$ y are 1D maps k: index position of map

remel, filter > 3 linear parameters

snaved over all k=1,...,d

pattems can appear in different locations

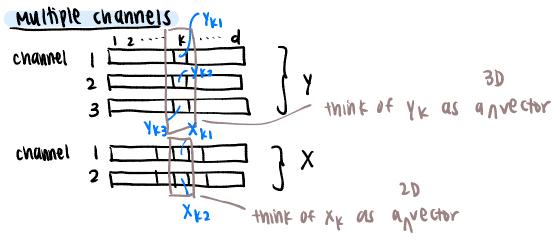
sliding window, translation invariant zero padding at boundary

to be followed by adding bias, rectification

pigger RHEN

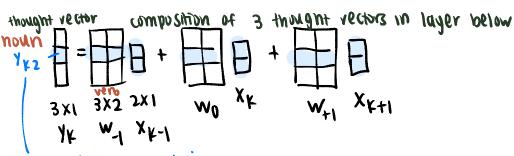
linear tains formation can happen birm any adjacent layer

1 = M-3 x k-3 + M-2 x k-2 + M-1 x k-1 + M0 x k + M1 x k+1 + M2 x k+2 + M3 x k+3



1/5= M-1 x x -1 + MO X x + M1 X x +1

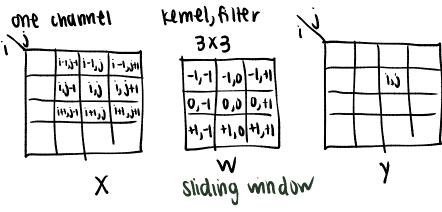
w is a 3x2 matrix



computed by combining all the channels below

Back to 2D

need to generalize tormula & sliding window to 20:

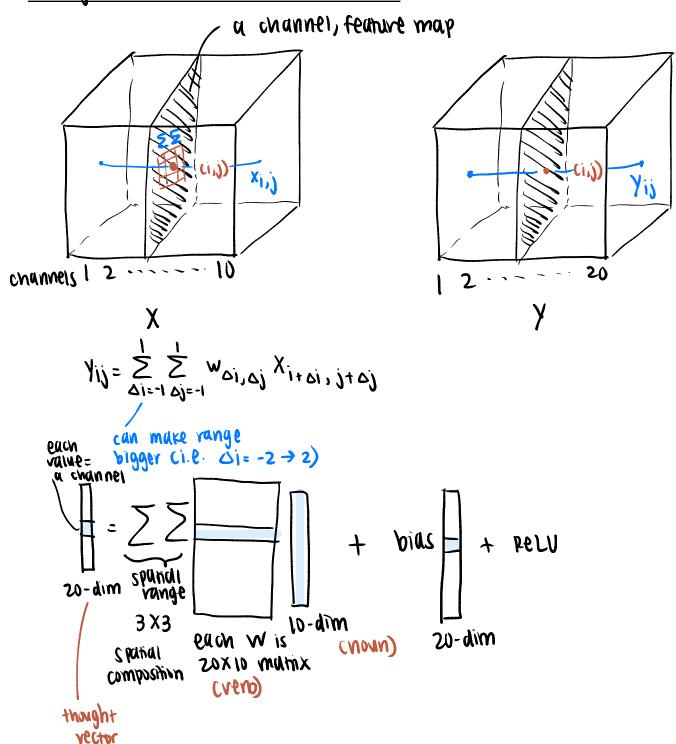


 $(ii^{X} \circ_{i} \circ^{W} + p_{i})^{X} = (i^{X} \circ_{i} \circ^{W} + p_{i})^{X} \circ_{i} \circ^{W} + p_{i})^{X} \circ_{i} \circ^{W} + p_{i})^{X} \circ_{i} \circ^{W} + p_{i})^{X} \circ_{i} \circ^{W} \circ^{W}$

+ bias, rectification

can make this bigger ci.e. 5x5,7x7...)

now generalize Multiple channels to 20

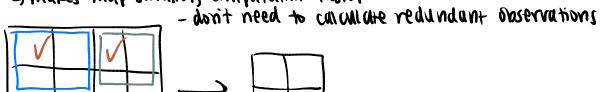


[X] CONV , NO SPARAL POOLING

network within network

SUNGAMPING

13 makes map smaller, computation faster



4x4 reduced to 2x2

Stride = 2

or max pooling cand maximum win each block)

OR 2X2 filter cmay be better than direct subsampling)

