

Convolution Layer and Pooling Operation

Motivation and Architecture

x00	x01	x02
x10	x11	x12
x20	x21	x22

w00	w01	w02
w10	w11	w12
w20	w21	w22

y

$$y = x_{00} * w_{00} + x_{01} * w_{01} + \dots + x_{22} * w_{22}$$
$$y = \text{sum}(x_{ij} * w_{ij})$$

Base way

image

x_0	x_1	x_2	x_3	x_4
x_5	x_6	x_7	x_8	x_9
x_{10}	x_{11}	x_{12}	x_{13}	x_{14}
x_{15}	x_{16}	x_{17}	x_{18}	x_{19}
x_{20}	x_{21}	x_{22}	x_{23}	x_{24}

kernel/filter

w_0	w_1	w_2
w_3	w_4	w_5
w_6	w_7	w_8

*

=

output

image: $n \times n$

kernel: $f \times f$

output: $n-f+1 \times n-f+1$

image

x_0	x_1	x_2	x_3	x_4
x_5	x_6	x_7	x_8	x_9
x_{10}	x_{11}	x_{12}	x_{13}	x_{14}
x_{15}	x_{16}	x_{17}	x_{18}	x_{19}
x_{20}	x_{21}	x_{22}	x_{23}	x_{24}

kernel/filter

w_0	w_1	w_2
w_3	w_4	w_5
w_6	w_7	w_8

*

=

output

image

x_0	x_1	x_2	x_3	x_4
x_5	x_6	x_7	x_8	x_9
x_{10}	x_{11}	x_{12}	x_{13}	x_{14}
x_{15}	x_{16}	x_{17}	x_{18}	x_{19}
x_{20}	x_{21}	x_{22}	x_{23}	x_{24}

kernel/filter

w_0	w_1	w_2
w_3	w_4	w_5
w_6	w_7	w_8

*

=

output

image

x_0	x_1	x_2	x_3	x_4
x_5	x_6	x_7	x_8	x_9
x_{10}	x_{11}	x_{12}	x_{13}	x_{14}
x_{15}	x_{16}	x_{17}	x_{18}	x_{19}
x_{20}	x_{21}	x_{22}	x_{23}	x_{24}

kernel/filter

w_0	w_1	w_2
w_3	w_4	w_5
w_6	w_7	w_8

*

=

output

image

x_0	x_1	x_2	x_3	x_4
x_5	x_6	x_7	x_8	x_9
x_{10}	x_{11}	x_{12}	x_{13}	x_{14}
x_{15}	x_{16}	x_{17}	x_{18}	x_{19}
x_{20}	x_{21}	x_{22}	x_{23}	x_{24}

kernel/filter

w_0	w_1	w_2
w_3	w_4	w_5
w_6	w_7	w_8

*

=

output

red	blue	orange
green		

image

x_0	x_1	x_2	x_3	x_4
x_5	x_6	x_7	x_8	x_9
x_{10}	x_{11}	x_{12}	x_{13}	x_{14}
x_{15}	x_{16}	x_{17}	x_{18}	x_{19}
x_{20}	x_{21}	x_{22}	x_{23}	x_{24}

kernel/filter

w_0	w_1	w_2
w_3	w_4	w_5
w_6	w_7	w_8

*

=

output

red	blue	orange
green	purple	teal
yellow	white	white

image

x_0	x_1	x_2	x_3	x_4
x_5	x_6	x_7	x_8	x_9
x_{10}	x_{11}	x_{12}	x_{13}	x_{14}
x_{15}	x_{16}	x_{17}	x_{18}	x_{19}
x_{20}	x_{21}	x_{22}	x_{23}	x_{24}

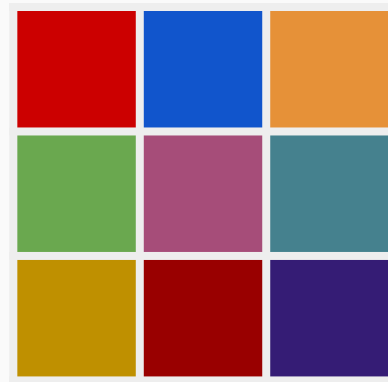
kernel/filter

w_0	w_1	w_2
w_3	w_4	w_5
w_6	w_7	w_8

*

=

output



Stride

image

x_0	x_1	x_2	x_3	x_4
x_5	x_6	x_7	x_8	x_9
x_{10}	x_{11}	x_{12}	x_{13}	x_{14}
x_{15}	x_{16}	x_{17}	x_{18}	x_{19}
x_{20}	x_{21}	x_{22}	x_{23}	x_{24}

stride=2

kernel/filter

w_0	w_1	w_2
w_3	w_4	w_5
w_6	w_7	w_8

*

=

output

image: $n \times n$

kernel: $f \times f$

output: $(n-f)/s+1 \times (n-f)/s+1$

image

x_0	x_1	x_2	x_3	x_4
x_5	x_6	x_7	x_8	x_9
x_{10}	x_{11}	x_{12}	x_{13}	x_{14}
x_{15}	x_{16}	x_{17}	x_{18}	x_{19}
x_{20}	x_{21}	x_{22}	x_{23}	x_{24}

kernel/filter

w_0	w_1	w_2
w_3	w_4	w_5
w_6	w_7	w_8

*

=

output

image

x_0	x_1	x_2	x_3	x_4
x_5	x_6	x_7	x_8	x_9
x_{10}	x_{11}	x_{12}	x_{13}	x_{14}
x_{15}	x_{16}	x_{17}	x_{18}	x_{19}
x_{20}	x_{21}	x_{22}	x_{23}	x_{24}

stride=2

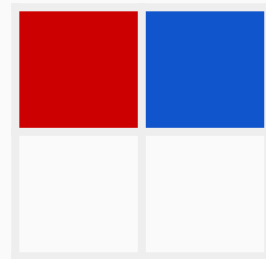
kernel/filter

w_0	w_1	w_2
w_3	w_4	w_5
w_6	w_7	w_8

*

=

output



image

x_0	x_1	x_2	x_3	x_4
x_5	x_6	x_7	x_8	x_9
x_{10}	x_{11}	x_{12}	x_{13}	x_{14}
x_{15}	x_{16}	x_{17}	x_{18}	x_{19}
x_{20}	x_{21}	x_{22}	x_{23}	x_{24}

stride=2

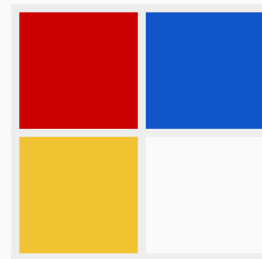
kernel/filter

w_0	w_1	w_2
w_3	w_4	w_5
w_6	w_7	w_8

*

=

output



image

x_0	x_1	x_2	x_3	x_4
x_5	x_6	x_7	x_8	x_9
x_{10}	x_{11}	x_{12}	x_{13}	x_{14}
x_{15}	x_{16}	x_{17}	x_{18}	x_{19}
x_{20}	x_{21}	x_{22}	x_{23}	x_{24}

stride=2

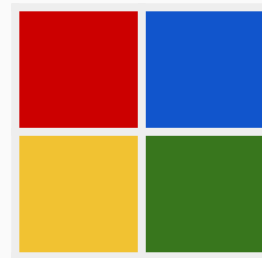
kernel/filter

w_0	w_1	w_2
w_3	w_4	w_5
w_6	w_7	w_8

*

=

output



Padding

image

0	0	0	0	0	0	0
0	x_0	x_1	x_2	x_3	x_4	0
0	x_5	x_6	x_7	x_8	x_9	0
0	x_1	x_1	x_1	x_1	x_1	0
0	0	1	2	3	4	0
0	x_1	x_1	x_1	x_1	x_1	0
0	5	6	7	8	9	0
0	x_2	x_2	x_2	x_2	x_2	0
0	0	1	2	3	4	0
0	0	0	0	0	0	0

stride=2
padding=1

kernel/filter

w_0	w_1	w_2
w_3	w_4	w_5
w_6	w_7	w_8

*

=

output

image: $n \times n$

kernel: $f \times f$

output: $(n+2p-f)/s+1 \times (n+2p-f)/s+1$

image

0	0	0	0	0	0	0
0	x_0	x_1	x_2	x_3	x_4	0
0	x_5	x_6	x_7	x_8	x_9	0
0	x_1	x_1	x_1	x_1	x_1	0
0	0	1	2	3	4	0
0	x_1	x_1	x_1	x_1	x_1	0
0	5	6	7	8	9	0
0	x_2	x_2	x_2	x_2	x_2	0
0	0	1	2	3	4	0
0	0	0	0	0	0	0

stride=2
padding=1

kernel/filter

w_0	w_1	w_2
w_3	w_4	w_5
w_6	w_7	w_8

*

=

output

image

0	0	0	0	0	0	0
0	x_0	x_1	x_2	x_3	x_4	0
0	x_5	x_6	x_7	x_8	x_9	0
0	x_1	x_1	x_1	x_1	x_1	0
0	x_1	x_1	x_1	x_1	x_1	0
0	x_2	x_2	x_2	x_2	x_2	0
0	0	0	0	0	0	0

stride=2
padding=1

kernel/filter

w_0	w_1	w_2
w_3	w_4	w_5
w_6	w_7	w_8

*

=

output

image

0	0	0	0	0	0	0
0	x_0	x_1	x_2	x_3	x_4	0
0	x_5	x_6	x_7	x_8	x_9	0
0	x_1	x_1	x_1	x_1	x_1	0
0	0	1	2	3	4	0
0	x_1	x_1	x_1	x_1	x_1	0
0	5	6	7	8	9	0
0	x_2	x_2	x_2	x_2	x_2	0
0	0	1	2	3	4	0
0	0	0	0	0	0	0

stride=2
padding=1

kernel/filter

w_0	w_1	w_2
w_3	w_4	w_5
w_6	w_7	w_8

*

=

output

image

0	0	0	0	0	0	0
0	x_0	x_1	x_2	x_3	x_4	0
0	x_5	x_6	x_7	x_8	x_9	0
0	x_1	x_1	x_1	x_1	x_1	0
0	0	1	2	3	4	0
0	x_1	x_1	x_1	x_1	x_1	0
0	x_1	x_1	x_1	x_1	x_1	0
0	x_2	x_2	x_2	x_2	x_2	0
0	0	1	2	3	4	0
0	0	0	0	0	0	0

stride=2
padding=1

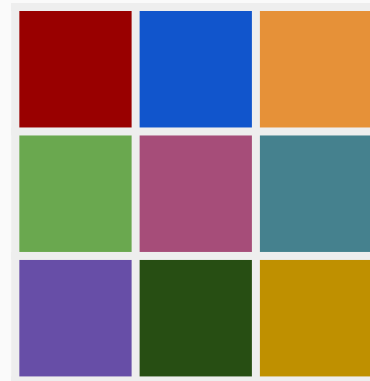
kernel/filter

w_0	w_1	w_2
w_3	w_4	w_5
w_6	w_7	w_8

*

=

output



Final “equation” of Convolution shapes

image: $n \times n$

kernel: $f \times f$

output: $(n+2p-f)/s+1 \times (n+2p-f)/s+1$

Filter is a collection of kernels. The term kernel and filter are interchangeable in one channel case, but when the input channels are more than one we need to use the term filter.

There being one kernel for every single input channel to the layer, and each kernel being unique.

Pooling

Popular types/operations of Pooling

Max pooling

Min pooling

Mean(Average) pooling

image

x_0	x_1	x_2	x_3
x_4	x_5	x_6	x_7
x_8	x_9	x_{10}	x_{11}
x_{12}	x_{13}	x_{14}	x_{15}

stride=2



output

image: $n \times n$

pooling: $m \times m$

output: $(n-m)/s + 1 \times (n-m)/s + 1$

image

x_0	x_1	x_2	x_3
x_4	x_5	x_6	x_7
x_8	x_9	x_{10}	x_{11}
x_{12}	x_{13}	x_{14}	x_{15}

stride=2

op(matrix)



output

image: $n \times n$

pooling: $m \times m$

output: $(n-m)/s + 1 \times (n-m)/s + 1$

image

x_0	x_1	x_2	x_3
x_4	x_5	x_6	x_7
x_8	x_9	x_{10}	x_{11}
x_{12}	x_{13}	x_{14}	x_{15}

stride=2

op(matrix)



output

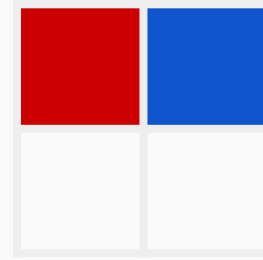


image: $n \times n$

pooling: $m \times m$

output: $(n-m)/s + 1 \times (n-m)/s + 1$

image

x_0	x_1	x_2	x_3
x_4	x_5	x_6	x_7
x_8	x_9	x_{10}	x_{11}
x_{12}	x_{13}	x_{14}	x_{15}

stride=2

op(matrix)



output



image: $n \times n$

pooling: $m \times m$

output: $(n-m)/s + 1 \times (n-m)/s + 1$

image

x_0	x_1	x_2	x_3
x_4	x_5	x_6	x_7
x_8	x_9	x_{10}	x_{11}
x_{12}	x_{13}	x_{14}	x_{15}

stride=2

op(matrix)



output



image: $n \times n$

pooling: $m \times m$

output: $(n-m)/s + 1 \times (n-m)/s + 1$

Final “equation” of Convolution shapes

image: $n \times n$

pooling: $m \times m$

output: $(n-m)/s + 1 \times (n-m)/s + 1$

Thank You