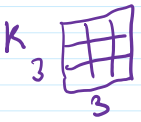
Convolution Layer :-

Accepts a volume of size W1 x H1 x D1



K → # of filters
S → stride
F → spacial extent
P → Amount of padding

Produces an output of size W2 x H2 x D2 (K)

$$W2 = \frac{W1 - F + 2P}{S} + 1$$

$$H2 = \frac{H1 - F + 2P}{S} + 1$$

Weights per filter :- F x F x D1

ImageNet Dataset (ILSVRC)

ReLU → 60 M

ZF Net → 61.5m parameters

ALEXNET :-

227 x 227 x 3

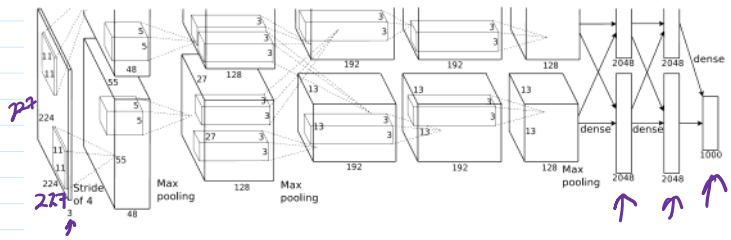


Figure 2: An illustration of the architecture of our CNN, explicitly showing the delineation of responsibilities between the two GPUs. One GPU runs the layer-parts at the top of the figure while the other runs the layer-parts at the bottom. The GPUs communicate only at certain layers. The network's input is 150,528-dimensional, and the number of neurons in the network's remaining layers is given by 253,440–186,624–64,896–64,896–43,264–4096–4096–1000.

$$\frac{227 - 11 + 2\times0}{4} + 1$$

(227x227x3) → Input
(55x55x96) → CONV 1 → 96 11x11 filters at stride 4, pad 0
(27x27x96) → MAX POOL 1 → 3x3 filters at stride 2
(") → NORM 1 ← Not common anymore
(27x27x256) → CONV 2 → 256 5x5 filters stride 1, pad 2

(13x13x256) → MAXPOOL2 → 3x3 stride 2
(") → NORM2
(13x13x384) → CONV3 → 384 3x3 filters, stride 1, pad 1
(13x13x384) → CONV4 → 384 3x3 filters, stride 1, pad 1
(13x13x256) → CONV5 → 256 3x3 filters stride 1, pad 1
(6x6x256) → MAXPOOL5 → 3x3 filters stride 2
(6x6x256x4096) (4096) → FC 6 → 4096 neurons
(4096) → FC 7 → 4096 neurons
(1000) → FC 8 → 1000 neurons ← softmax

L1	L2	L3	L4	L5	L6	L7	L8	
35K	307K	884K	663K	442K	37M	16M	4M	→ 60M

Details:-

1. First use of ReLU
2. Heavy data augmentation
3. Dropout 0.5
4. Batch size 128
5. SGD Momentum 0.9.
6. LR, 1e-2, reduced manually where val. accuracy had plateaus.

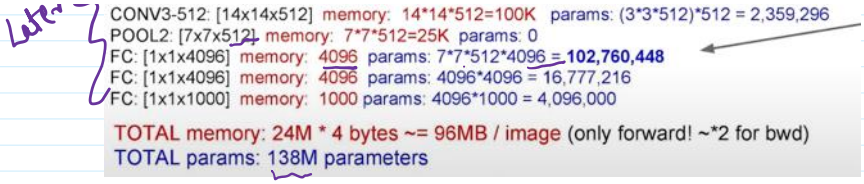
VGG Net :- (Visual Geometry Group) → Oxford University

Initial layers

```
INPUT: [224x224x3]        memory:  224*224*3=150K   params: 0
CONV3-64: [224x224x64]    memory:  224*224*64=3.2M  params: (3*3*3)*64 = 1,728
CONV3-64: [224x224x64]    memory:  224*224*64=3.2M  params: (3*3*64)*64 = 36,864
POOL2: [112x112x64]       memory:  112*112*64=800K  params: 0
CONV3-128: [112x112x128]  memory:  112*112*128=1.6M params: (3*3*64)*128 = 73,728
CONV3-128: [112x112x128]  memory:  112*112*128=1.6M params: (3*3*128)*128 = 147,456
POOL2: [56x56x128]        memory:  56*56*128=400K   params: 0
CONV3-256: [56x56x256]    memory:  56*56*256=800K   params: (3*3*128)*256 = 294,912
CONV3-256: [56x56x256]    memory:  56*56*256=800K   params: (3*3*256)*256 = 589,824
CONV3-256: [56x56x256]    memory:  56*56*256=800K   params: (3*3*256)*256 = 589,824
POOL2: [28x28x256]        memory:  28*28*256=200K   params: 0
CONV3-512: [28x28x512]    memory:  28*28*512=400K   params: (3*3*256)*512 = 1,179,648
CONV3-512: [28x28x512]    memory:  28*28*512=400K   params: (3*3*512)*512 = 2,359,296
CONV3-512: [28x28x512]    memory:  28*28*512=400K   params: (3*3*512)*512 = 2,359,296
POOL2: [14x14x512]        memory:  14*14*512=100K   params: 0
CONV3-512: [14x14x512]    memory:  14*14*512=100K   params: (3*3*512)*512 = 2,359,296
CONV3-512: [14x14x512]    memory:  14*14*512=100K   params: (3*3*512)*512 = 2,359,296
CONV3-512: [14x14x512]    memory:  14*14*512=100K   params: (3*3*512)*512 = 2,359,296
POOL2: [7x7x512]          memory:  7*7*512=25K      params: 0
FC: [1x1x4096]            memory:  4096             params: 7*7*512*4096 = 102,760,448
FC: [1x1x4096]            memory:  4096             params: 4096*4096 = 16,777,216
FC: [1x1x1000]            memory:  1000             params: 4096*1000 = 4,096,000
```

(not counting biases)

Later


Later
CONV3-512: [14x14x512] memory: 14*14*512=100K params: (3*3*512)*512 = 2,359,296
POOL2: [7x7x512] memory: 7*7*512=25K params: 0
FC: [1x1x4096] memory: 4096 params: 7*7*512*4096 = 102,760,448
FC: [1x1x4096] memory: 4096 params: 4096*4096 = 16,777,216
FC: [1x1x1000] memory: 1000 params: 4096*1000 = 4,096,000
TOTAL memory: 24M * 4 bytes ~= 96MB / image (only forward! ~*2 for bwd)
TOTAL params: 138M parameters