















# Convolution Neural Networks (CNNs)

## Simple CNN Architecture Layers:

- **Input Layer:** Receive raw image data, usually as tensors with dimensions width  $\times$  height  $\times$  channels (e.g.,  $224 \times 224 \times 3$ ).
- **Convolution Layers:** Small learnable matrices (e.g.,  $5 \times 5$ ) slide over the image input, automatically detecting features such as edges or textures or shapes.
- **Max Pooling Layer:** Downsampling operation to reduce feature map dimensions (width/height) by selecting the maximum value from sub-regions (e.g., 2-by-2 window).
- **Dense Layers:** After feature extraction, these layers make the final prediction based on the detected patterns.
- **Softmax Output:** Converts the network output into probabilities, showing the likelihood of each class.

# Convolution Neural Networks (CNNs)

**Deep Learning Conceptual Diagram:** Detect features in images, starting with edges and progressing to more complex patterns.

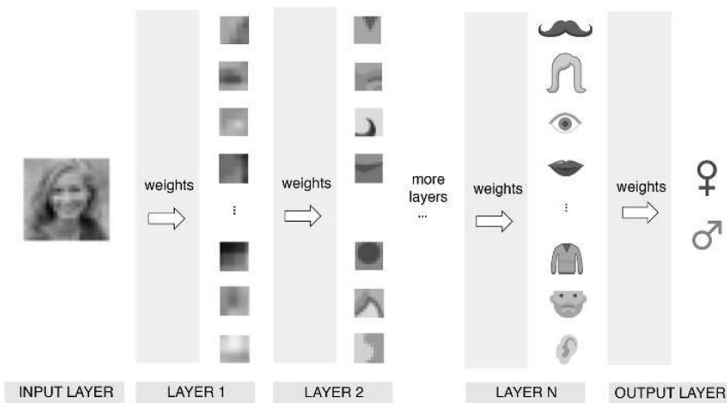


Figure 2-2. Deep learning conceptual diagram





# Vectors, Matrices, Tensors, Color Images

Vectors, matrices, tensors.

vector



$$\mathbf{v} \in \mathbb{R}^{64}$$

matrix



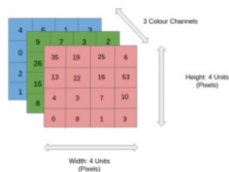
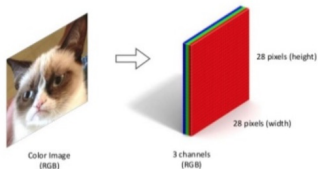
$$\mathbf{X} \in \mathbb{R}^{8 \times 8}$$

tensor



$$\mathbf{X} \in \mathbb{R}^{4 \times 4 \times 4}$$

Color images are three-dimensional tensors.





# Convolution Operations

## 1D Input Signals/Arrays:

- Applied to sequences or time series.
- Filter slides along the input signal and performs element-wise multiplication and accumulation at each position to produce output signal.

## 2D Input Signals/Arrays:

- Applied to greyscale/color images.
- Filter/kernel slides over the input array and performs element-wise multiplication and accumulation at each position.


## 3D Input Signals/Arrays:

- Applied to videos and/or volumetric data.



# 2D Convolutions

## Filter/Kernel Design:

Operation 	Kernel Matrix	Description
<b>Identity</b>	$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$	The central '1' preserves the original pixel value and the surrounding '0's ignore neighbors, leaving the image unchanged.
<b>Edge Detection</b>	$\begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix}$	Highlights edges by making areas with significant changes in pixel values very bright or dark, while uniform areas become black.
<b>Sharpening</b>	$\begin{bmatrix} 0 & -1 & 0 \\ -1 & 5 & -1 \\ 0 & -1 & 0 \end{bmatrix}$	Emphasizes differences between a central pixel and its neighbors, making the image features appear more distinct.
<b>Blurring/Box Blur</b>	$\begin{bmatrix} 1/9 & 1/9 & 1/9 \\ 1/9 & 1/9 & 1/9 \\ 1/9 & 1/9 & 1/9 \end{bmatrix}$	Averages the pixel values with its neighbors, smoothing the image. The values sum to 1 to maintain the overall image brightness.
<b>Sobel Edge Detection (Vertical)</b>	$\begin{bmatrix} 1 & 0 & -1 \\ 2 & 0 & -2 \\ 0 & -1 \end{bmatrix}$	Used to detect vertical edges by calculating the gradient in the x-direction. A related horizontal kernel ( $\begin{bmatrix} 1 & 2 & 1 \\ 0 & 0 & 0 \\ -1 & -2 & -1 \end{bmatrix}$ ) detects horizontal edges.













# Convolution Neural Network from Scratch

```
import numpy as np
from scipy.signal import correlate

def conv2d(input_matrix, kernel, bias=0):
    """Performs 2D cross-correlation."""
    h, w = input_matrix.shape
    kh, kw = kernel.shape
    oh, ow = h - kh + 1, w - kw + 1
    output = np.zeros((oh, ow))
    for i in range(oh):
        for j in range(ow):
            output[i, j] = np.sum(input_matrix[i:i+kh,
                j:j+kw] * kernel) + bias
    return output

def relu(x):
    """Applies ReLU activation."""
    return np.maximum(0, x)

def max_pool2d(x, pool_size=2):
    """Applies 2D max pooling."""
    h, w = x.shape
    ph, pw = pool_size, pool_size
    oh, ow = h // ph, w // pw
    output = np.zeros((oh, ow))
    for i in range(oh):
        for j in range(ow):
            output[i, j] = np.max(x[i*ph:(i+1)*ph, j*pw:(j+1)*pw])
    return output
```

```
# Example
# Input (5x5)
input_matrix = np.array([
    [1, 2, 0, 1, 2],
    [0, 1, 3, 1, 0],
    [2, 2, 1, 0, 1],
    [1, 0, 2, 1, 3],
    [2, 1, 0, 1, 2]
])
# Kernel (3x3)
kernel = np.array([
    [1, 0, -1],
    [1, 0, -1],
    [1, 0, -1]
])
bias = 0
```

↓

```
conv_output = conv2d(input_matrix, kernel, bias)
relu_output = relu(conv_output)
pool_output = max_pool2d(relu_output, pool_size=2)
print("Cross-Correlation Output:\n", conv_output)
print("ReLU Output:\n", relu_output)
print("Max Pooling Output:\n", pool_output)
Cross-Correlation Output:\n [ 2. -1. -3.]
                             [ 3. -3. -1.]
                             [ 0. -1.  1.]

ReLU Output:\n [[2.  0.  0.]
                [3.  0.  0.]
                [0.  0.  1.]]

Max Pooling Output:\n [[3.  0.]
                       [0.  1.]
```

# Recognition of Handwritten Digits

## Problem Statement

- Use CNNs to demonstrate **recognition of handwritten digits**.

## MNIST Handwritten Digit Dataset

- MNIST (Modified National Institute of Standards and Technology) is a database of handwritten digits provided by NIST.
- The database contains: 60,000 training images and 10,000 testing images.
- Each image is a scan of a handwritten image 0 through 9.
- Differences among images are due to variations in handwriting style.

# Recognition of Handwritten Digits

Source Code: [python-code-ai.d/cnn/TestCNN-Digit-Recognition02.py](https://github.com/robertkay/python-code-ai.d/cnn/TestCNN-Digit-Recognition02.py)

## Sample Digits



# Recognition of Handwritten Digits

## Model Summary

Model: "sequential"

Layer (type)	Output Shape	Param #
conv2d (Conv2D)	(None, 24, 24, 8)	208
max_pooling2d (MaxPooling2D)	(None, 12, 12, 8)	0
conv2d_1 (Conv2D)	(None, 8, 8, 16)	3,216
max_pooling2d_1 (MaxPooling2D)	(None, 4, 4, 16)	0
flatten (Flatten)	(None, 256)	0
dense (Dense)	(None, 128)	32,896
dropout (Dropout)	(None, 128)	0
dense_1 (Dense)	(None, 10)	1,290

Total params: 37,610 (146.91 KB)  
Trainable params: 37,610 (146.91 KB)  
Non-trainable params: 0 (0.00 B)

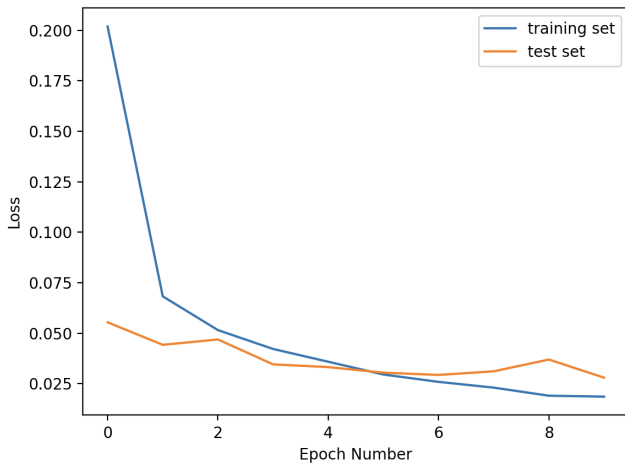
# Recognition of Handwritten Digits

## Training History:

```
Epoch 1/10
1875/1875 ————— 4s 2ms/step - accuracy: 0.9421 - loss: 0.1915 - val_accuracy: 0.9831 - val_loss: 0.0563
Epoch 2/10
1875/1875 ————— 4s 2ms/step - accuracy: 0.9809 - loss: 0.0632 - val_accuracy: 0.9878 - val_loss: 0.0375
Epoch 3/10
1875/1875 ————— 4s 2ms/step - accuracy: 0.9847 - loss: 0.0473 - val_accuracy: 0.9853 - val_loss: 0.0432
Epoch 4/10
1875/1875 ————— 4s 2ms/step - accuracy: 0.9883 - loss: 0.0379 - val_accuracy: 0.9883 - val_loss: 0.0332
Epoch 5/10
1875/1875 ————— 4s 2ms/step - accuracy: 0.9902 - loss: 0.0312 - val_accuracy: 0.9899 - val_loss: 0.0292
Epoch 6/10
1875/1875 ————— 4s 2ms/step - accuracy: 0.9918 - loss: 0.0265 - val_accuracy: 0.9893 - val_loss: 0.0331
Epoch 7/10
1875/1875 ————— 4s 2ms/step - accuracy: 0.9922 - loss: 0.0241 - val_accuracy: 0.9909 - val_loss: 0.0289
Epoch 8/10
1875/1875 ————— 4s 2ms/step - accuracy: 0.9928 - loss: 0.0208 - val_accuracy: 0.9900 - val_loss: 0.0343
Epoch 9/10
1875/1875 ————— 4s 2ms/step - accuracy: 0.9943 - loss: 0.0176 - val_accuracy: 0.9916 - val_loss: 0.0292
Epoch 10/10
1875/1875 ————— 4s 2ms/step - accuracy: 0.9942 - loss: 0.0171 - val_accuracy: 0.9916 - val_loss: 0.0284
```

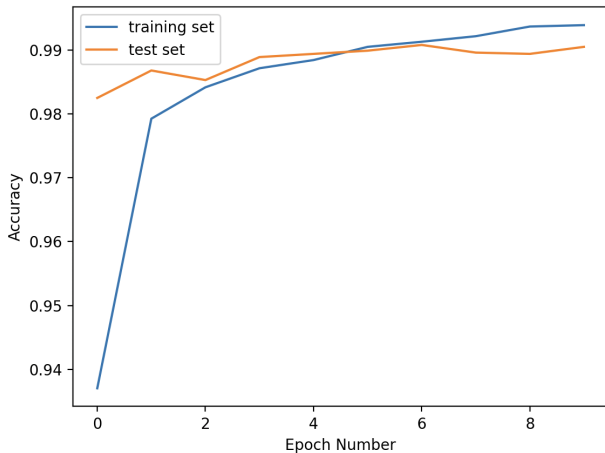
# Recognition of Handwritten Digits

## Training History:



# Recognition of Handwritten Digits

## Training History:



# Recognition of Handwritten Digits

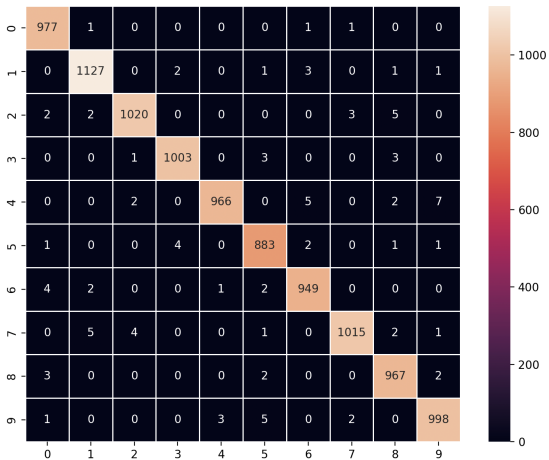
## Digit Predictions:

7 7	2 2	1 1	0 0	4 4	1 1	4 4	9 9	5 5	9 9	0 0	6 6	9 9	0 0
1 1	5 5	9 9	7 7	3 3	4 4	9 9	6 6	6 6	5 5	4 4	0 0	7 7	4 4
0 0	1 1	3 3	1 1	3 3	4 4	7 7	2 2	7 7	1 1	2 2	1 1	1 1	7 7
4 4	2 2	3 3	5 5	1 1	2 2	4 4	4 4	6 6	3 3	5 5	5 5	6 6	0 0
4 4	1 1	9 9	5 5	7 7	8 8	9 5	3 3	7 7	4 4	6 6	4 4	3 3	0 0
7 7	0 0	2 2	9 9	1 1	7 7	3 3	2 2	9 9	7 7	7 7	6 6	2 2	7 7
8 8	4 4	7 7	3 3	6 6	1 1	3 3	6 6	9 9	3 3	1 1	4 4	1 1	7 7
6 6	9 9	6 6	0 0	5 5	4 4	9 9	9 9	2 2	1 1	9 9	4 4	8 8	7 7
3 3	9 9	7 7	4 4	4 4	4 4	9 9	2 2	5 5	4 4	7 7	6 6	7 7	9 9

Legend: Prediction correct → green; Prediction incorrect → red.

# Recognition of Handwritten Digits

## Confusion Matrix:



# Recognition of Handwritten Sketches

## QuickDraw Dataset

The **QuickDraw Dataset** is a collection of **50 million drawings** across **345 categories**, contributed by the players of the game Quick Draw.

## Categories:

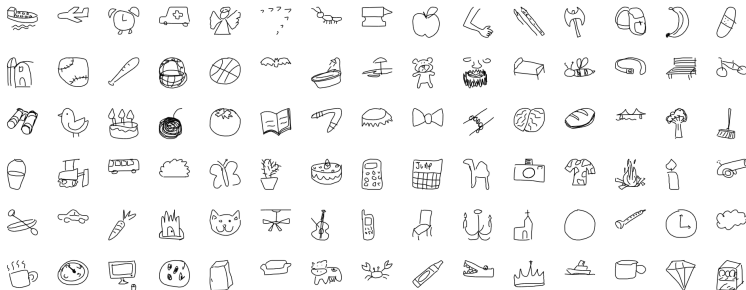
- |                     |                  |                   |                 |
|---------------------|------------------|-------------------|-----------------|
| 1. aircraft carrier | 16. barn         | 31. binoculars    | 46. bucket      |
| 2. airplane         | 17. baseball     | 32. bird          | 47. bulldozer   |
| 3. alarm clock      | 18. baseball bat | 33. birthday cake | 48. bus         |
| 4. ambulance        | 19. basket       | 34. blackberry    | 49. bush        |
| 5. angel            | 20. basketball   | 35. blueberry     | 50. butterfly   |
| 6. animal migration | 21. bat          | 36. book          | 51. cactus      |
| 7. ant              | 22. bathtub      | 37. boomerang     | ....            |
| 8. anvil            | 23. beach        | 38. bottlecap     | ....            |
| 9. apple            | 24. bear         | 39. bowtie        | ....            |
| 10. arm             | 25. beard        | 40. bracelet      | 342. wristwatch |
| 11. asparagus       | 26. bed          | 41. brain         | 343. yoga       |
| 12. axe             | 27. bee          | 42. bread         | 344. zebra      |
| 13. backpack        | 28. belt         | 43. bridge        | 345. zigzag     |
| 14. banana          | 29. bench        | 44. broccoli      |                 |
| 15. bandage         | 30. bicycle      | 45. broom         |                 |

# Recognition of Handwritten Sketches

## What do 50 million drawings look like?

Over 15 million players have contributed millions of drawings playing [Quick, Draw!](#) These doodles are a unique data set that can help developers train new neural networks, help researchers see patterns in how people around the world draw, and help artists create things we haven't begun to think of. That's why [we're open-sourcing them](#), for anyone to play with.

Select a drawing



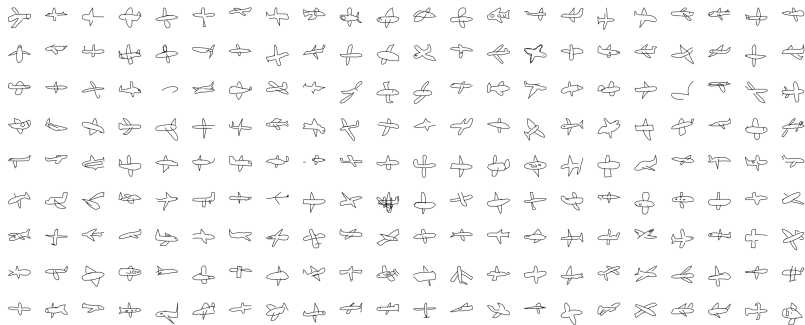
# Recognition of Handwritten Sketches

## Airplane Samples:

You are looking at 135,821 airplane drawings made by real people... on the internet.

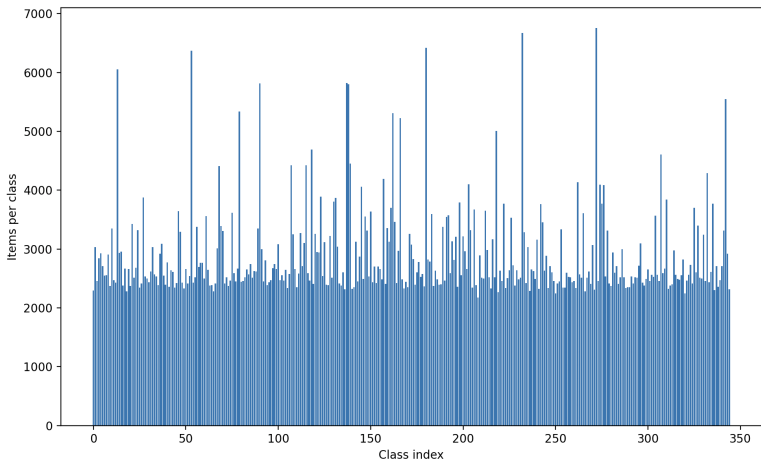
If you see something that shouldn't be here, simply select the drawing and click the flag icon.

It will help us make the collection better for everyone.



# Recognition of Handwritten Sketches

## Histogram of Drawing Categories:



# Recognition of Handwritten Sketches

## Dataset Format

Drawings are captured as **timestamped vectors**, tagged with **metadata** covering what the player was asked to draw and player location (country).

## Drawing Array Format:

```
[  
  [ // first stroke ...  
    [ x0, x1, x2, x3, x4, .... ],  
    [ y0, y1, y2, y3, y4, .... ],  
    [ t0, t1, t2, t3, t4, .... ] ],  
  [ // second stroke ...  
    [ x0, x1, x2, x3, x4, .... ],  
    [ y0, y1, y2, y3, y4, .... ],  
    [ t0, t1, t2, t3, t4, .... ] ], ...  
]
```

**Source Code:** [python-code-ai.d/cnn/TestCNN-Sketch-Recognition01.py](https://github.com/robertwilder/python-code-ai.d/cnn/TestCNN-Sketch-Recognition01.py)

# Recognition of Handwritten Sketches

## Dataset Preview:







# Recognition of Handwritten Sketches

## Model Summary

Model: "sequential"

Layer (type)	Output Shape	Param #
conv2d (Conv2D)	(None, 28, 28, 32)	832
max_pooling2d (MaxPooling2D)	(None, 14, 14, 32)	0
conv2d_1 (Conv2D)	(None, 14, 14, 32)	9,248
max_pooling2d_1 (MaxPooling2D)	(None, 7, 7, 32)	0
conv2d_2 (Conv2D)	(None, 7, 7, 64)	18,496
max_pooling2d_2 (MaxPooling2D)	(None, 3, 3, 64)	0
flatten (Flatten)	(None, 576)	0
dense (Dense)	(None, 512)	295,424
dense_1 (Dense)	(None, 345)	176,985

Total params: 500,985 (1.91 MB)

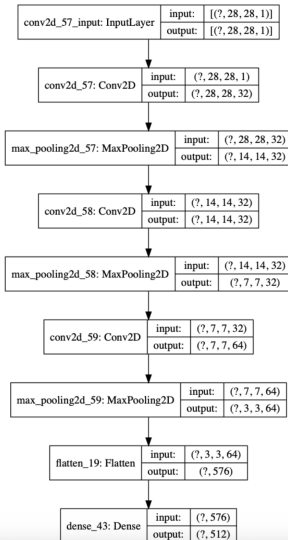
Trainable params: 500,985 (1.91 MB)

Non-trainable params: 0 (0.00 B)

# Recognition of Handwritten Sketches

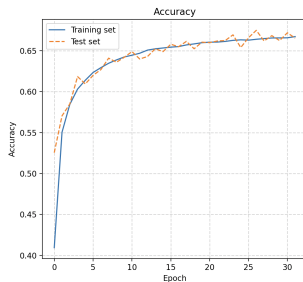
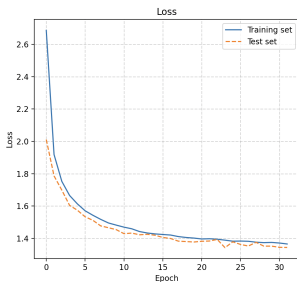
## Graphviz of Model

[388]:



# Recognition of Handwritten Sketches

## Training History



## Model Accuracy

Training Set Accuracy

---

Training loss: 1.36  
Training accuracy: 0.66

Validation Set Accuracy

---

Validation loss: 1.43  
Validation accuracy: 0.65

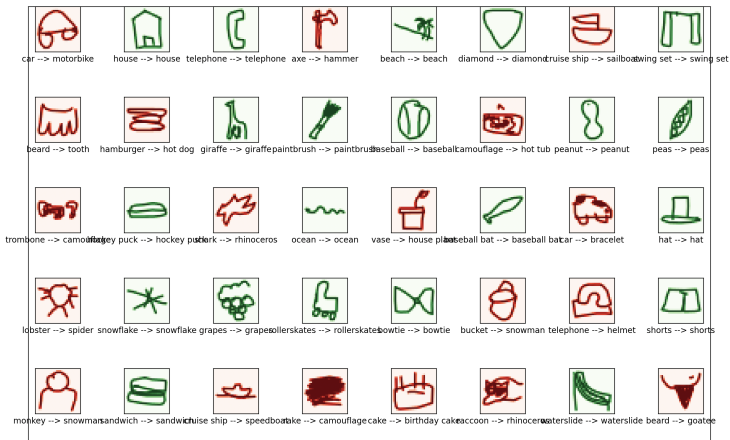
Test Set Accuracy

---

Test loss: 1.40  
Test accuracy: 0.67

# Recognition of Handwritten Sketches

## Visualize Predictions: Training dataset ...



**Legend:** Prediction correct → green; Prediction incorrect → red.

# Recognition of Handwritten Sketches

## Visualize Predictions: Test dataset ...



**Legend:** Prediction correct → green; Prediction incorrect → red.

# References

- Amidi A., and Amidi S., Cheatsheets on Machine Learning and Deep Learning, Various courses on ML at Stanford and MIT, 2018 – 2020.
- Foster D., Generative Deep Learning: Teaching Machines to Paint, Write, Compose and Play, O'Reilly, 2019.
- Hochreiter S., and Schmidhuber J., Long Short-Term Memory, Neural Computation, Vol. 9, No. 8, 1997, pp. 1735-1780.
- Nielsen A., Practical Time Series Analysis: Prediction with Statistics and Machine Learning, O'Reilly, 2020.