

0	1	1	1	0	0	0
0	0	1	1	1	0	0
0	0	0	1	1	1	0
0	0	0	1	1	0	0
0	0	1	1	0	0	0
0	1	1	0	0	0	0
1	1	0	0	0	0	0

**I**

1	0	1
0	1	0
1	0	1

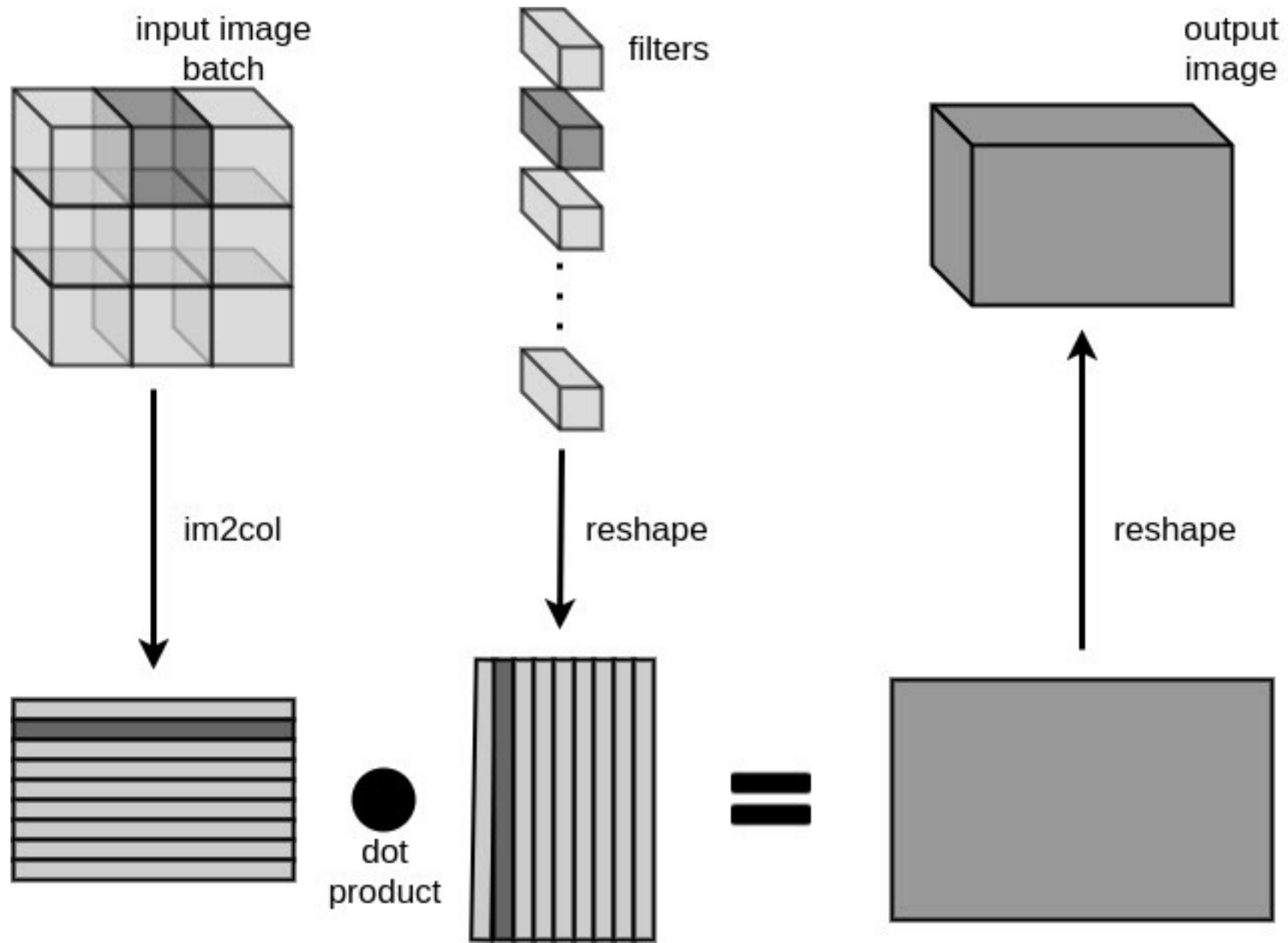
**K**

1	4	3	4	1
1	2	4	3	3
1	2	3	4	1
1	3	3	1	1
3	3	1	1	0

**I \* K**

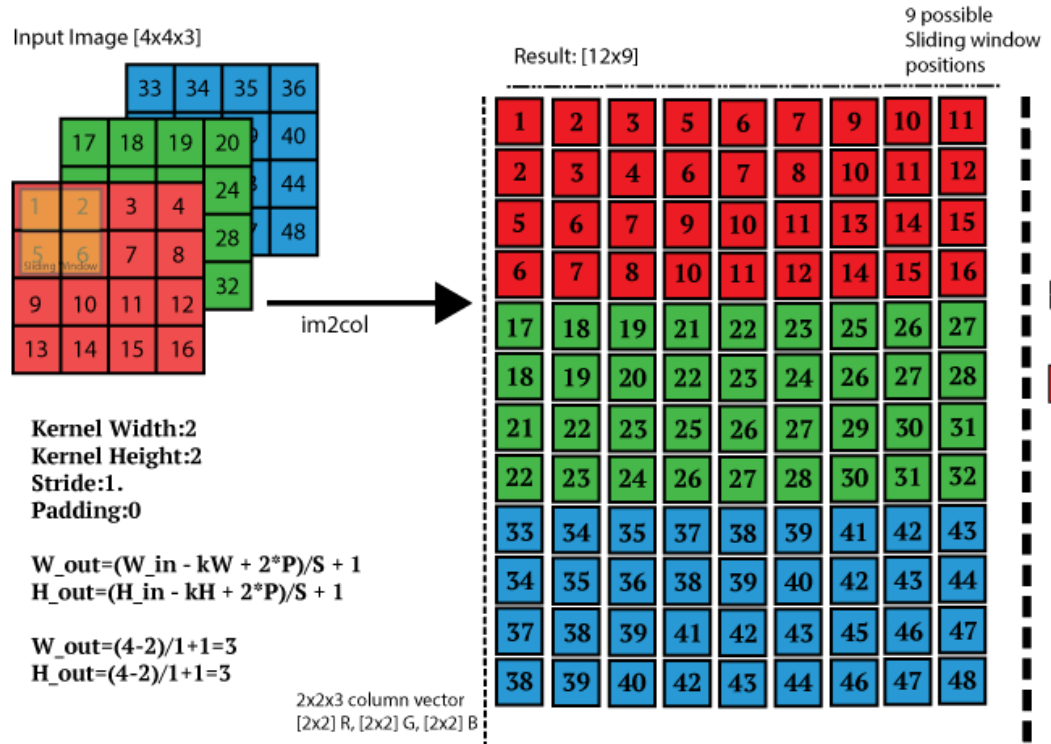
\*

=

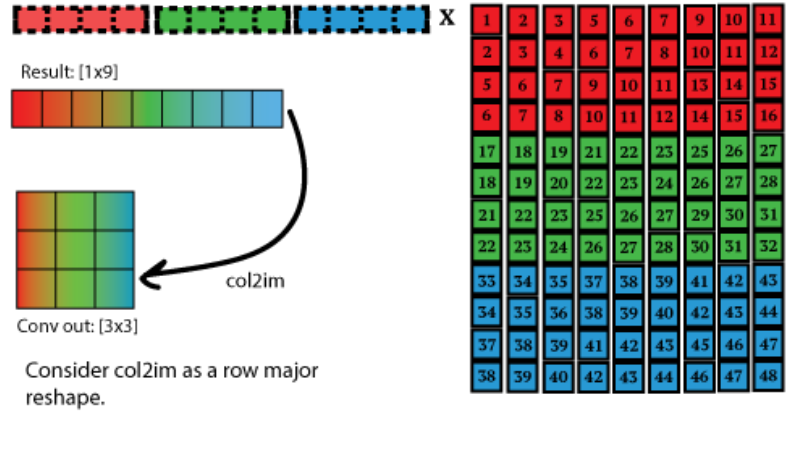


# Image to column operation (im2col)

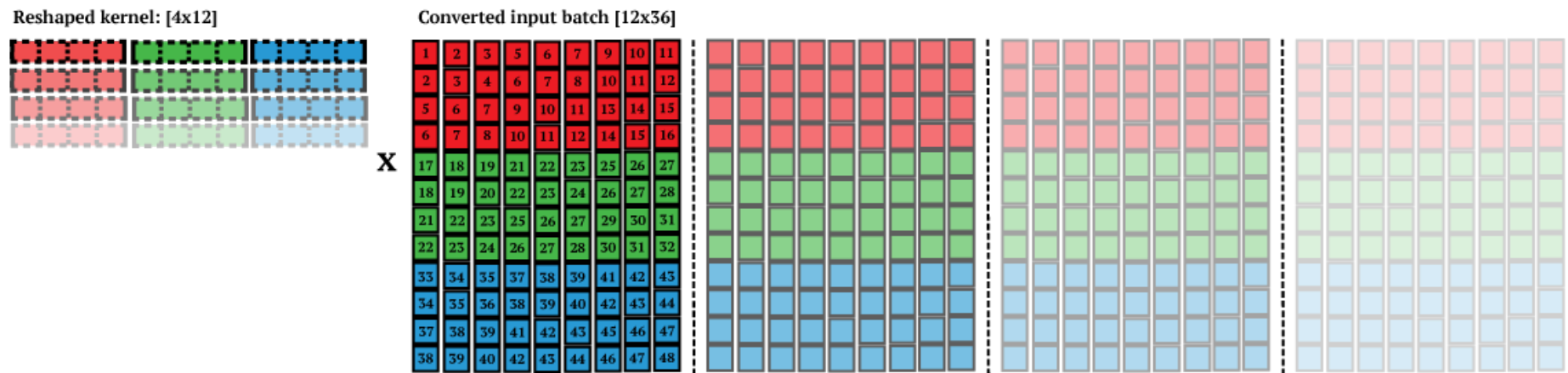
Slide the input image like a convolution but each patch become a column vector.



We can multiply this result matrix [12x9] with a kernel [1x12].  
result = kernel x matrix  
The result would be a row vector [1x9].  
We need another operation that will convert this row vector into a image [3x3].



We get true performance gain when the kernel has a large number of filters, ie: F=4 and/or you have a batch of images (N=4). Example for the input batch [4x4x3x4], convolved with 4 filters [2x2x3x2]. The only problem with this approach is the amount of memory



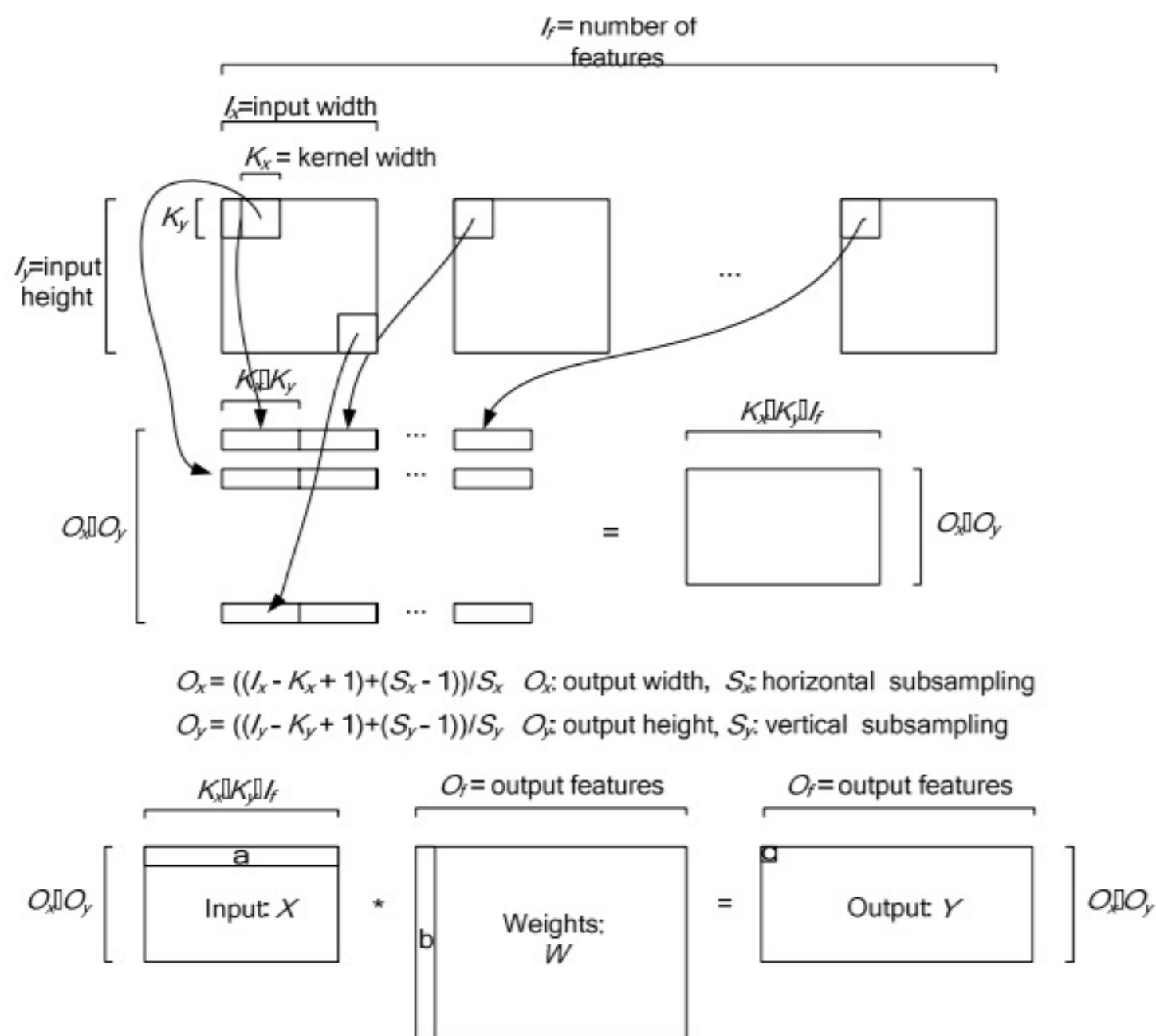
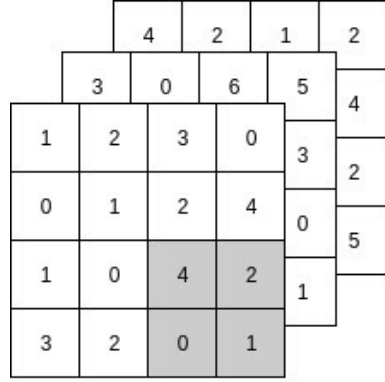
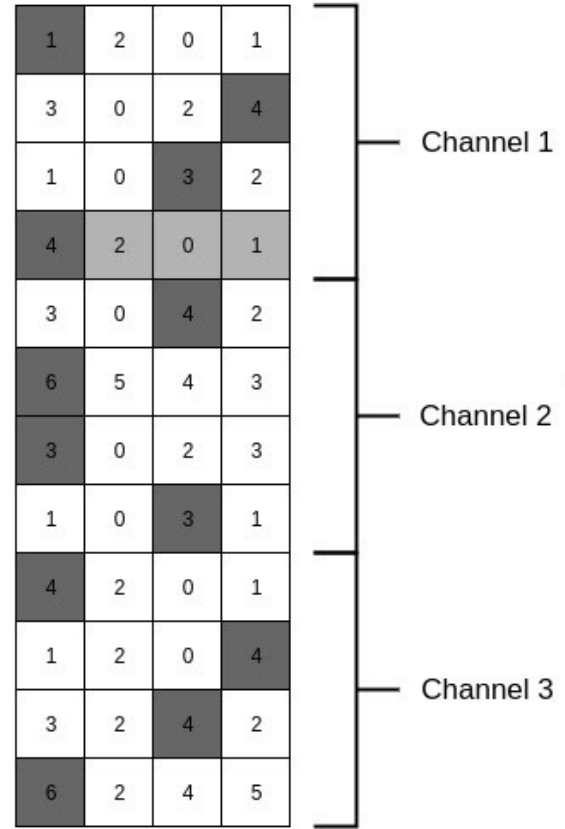


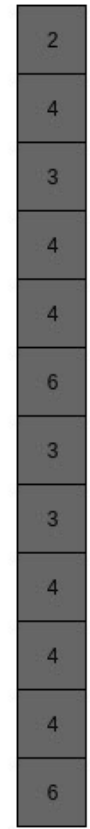
Figure 3. Unrolling the convolution operations in a convolutional layer (biases, sub-sampling, and non-linearity omitted), to produce a matrix-matrix product version.



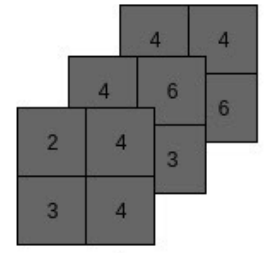
↓ im2col



→ Max



↑ reshape



# Unsupervised Feature Learning

- Can apply any feature extraction method where labels are not used
  - “Learn features” from patches

