

Pooling: (A.K.A Downsampling)

Max:  $\text{Max}(x)$

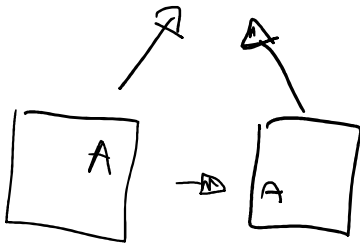
|    |   |  |
|----|---|--|
| 5  | 8 |  |
| 12 | 9 |  |
|    |   |  |

Avg:  $\sum_{i=1}^n x_i$

|    |   |  |
|----|---|--|
| 5  | 8 |  |
| 12 | 9 |  |
|    |   |  |

Advantage:

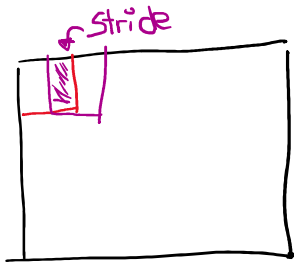
- Translational Invariance



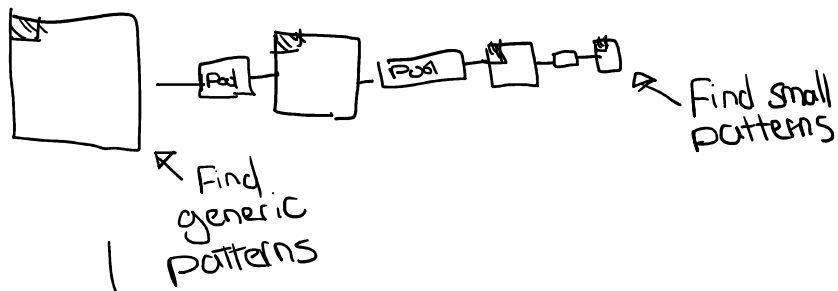
Location doesn't matter

- Pools can have a non-squared window

- Boxes can overlap



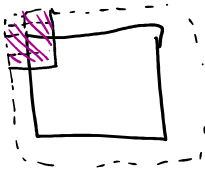
Conv. followed by pooling:



We lose data but we gain features

Note:

- We can use conv. stride instead of Pooling



- An image often has large patches of stuffs: Eg.

- If we downsample image, we lose neighbors that could be high correlated but that info doesn't give us useful information. At

all. we do this to make calculations fast.



High correlation between neighbors

- CNN's can handle images of different sizes:

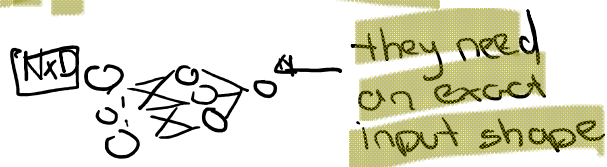
Eg. CNN  $32 \times 32$ , 2 stride

$$32 \times 32 \rightarrow 16 \times 16 \rightarrow 8 \times 8 \rightarrow 4 \times 4 \rightarrow 2 \times 2$$

Input:  $64 \times 64$

$64 \times 64 \rightarrow \dots \rightarrow 4 \times 4$

- ANN's can't do that:



~ We use **Global Max Pooling :**

