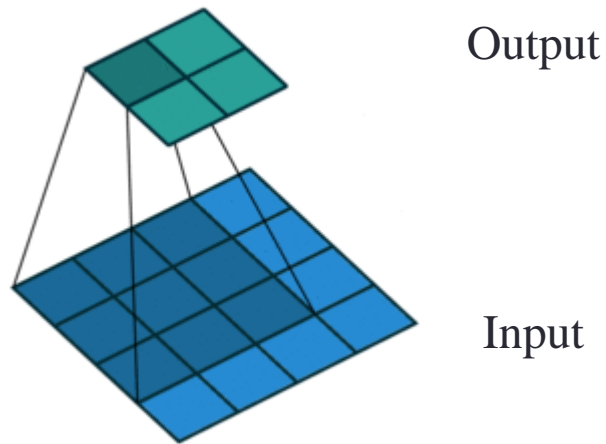


Convolution, De-convolution,  
Transposed convolution,  
Fractional-stride convolution

---

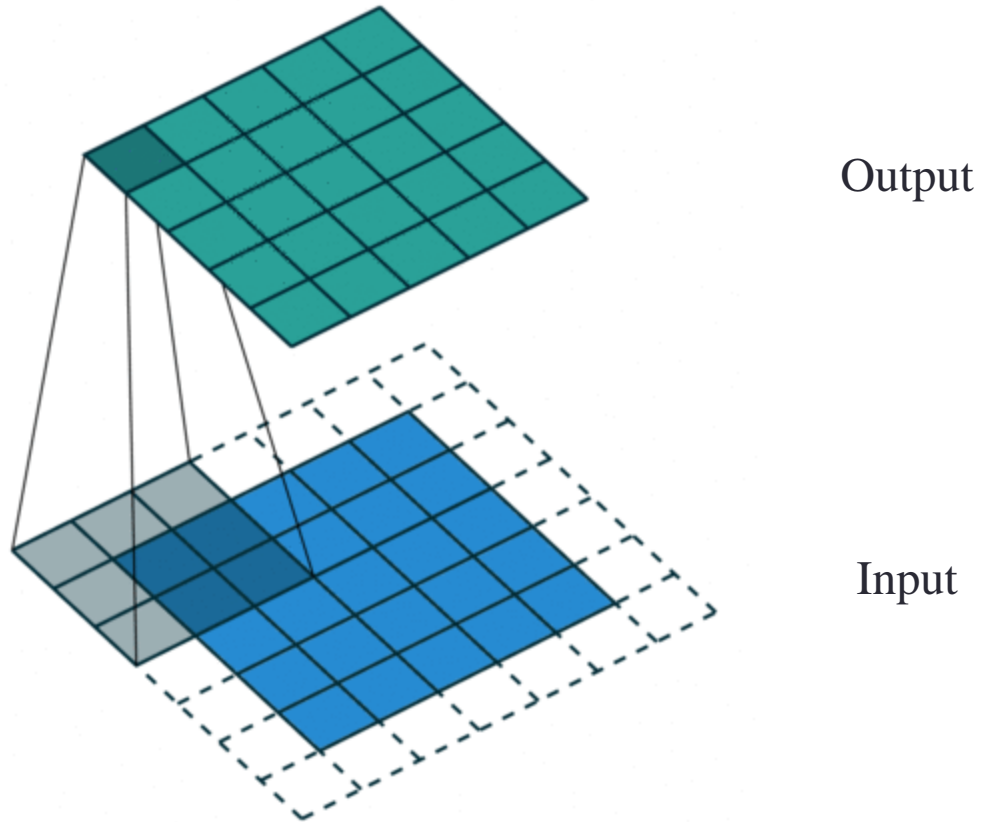
# Convolution (no padding, stride=1)

- Input: 4x4, Filter: 3x3, Output: 2x2 ( $2=4-3+1$ )



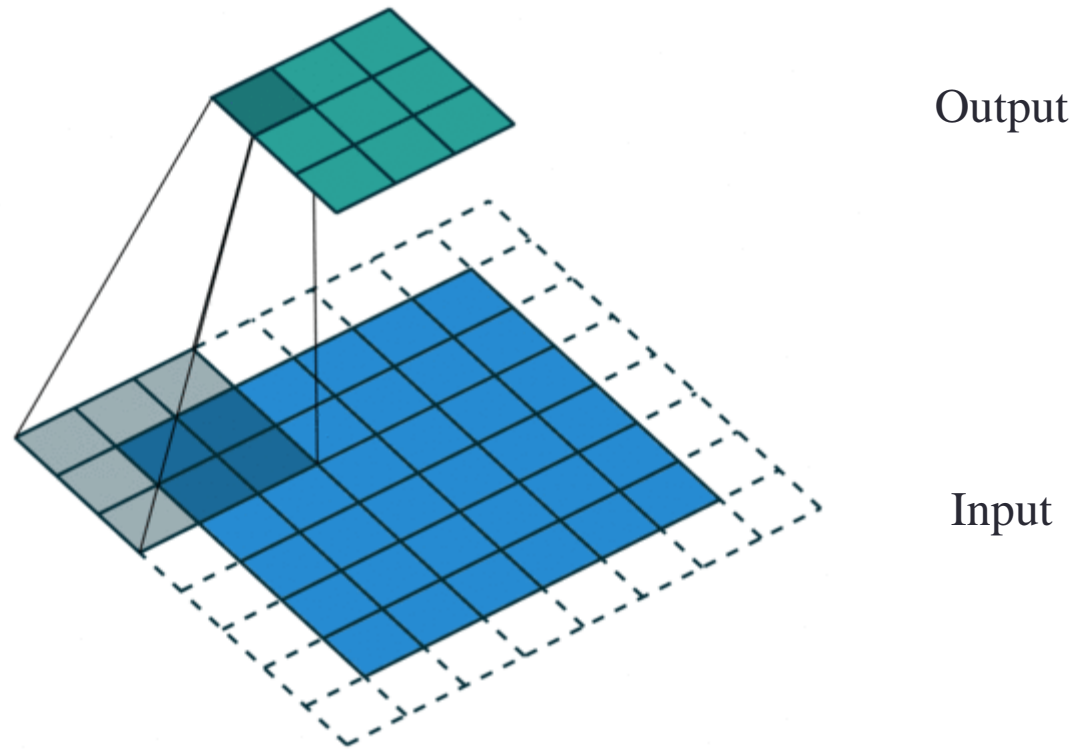
# Convolution (padding, stride=1)

- Input: 5x5, Filter: 3x3, Output: 5x5



# Convolution (padding, stride=2)

- Input: 6x6, Filter: 3x3, Output: 3x3

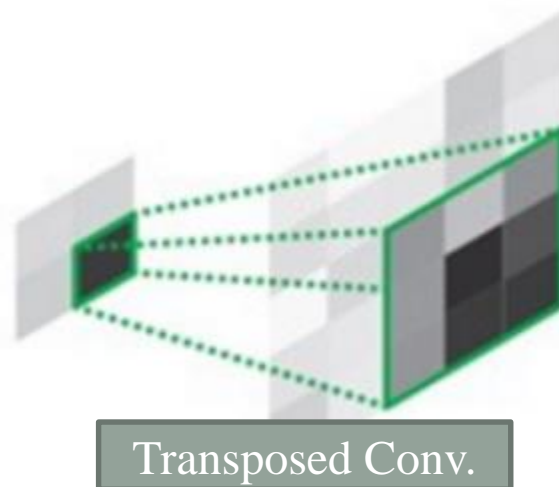
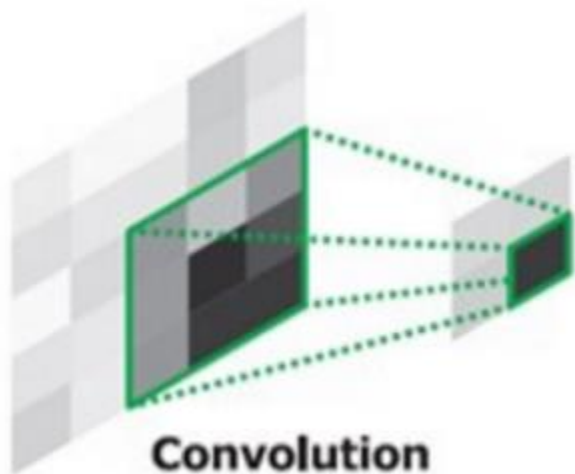


# TRANSPOSED CONVOLUTION

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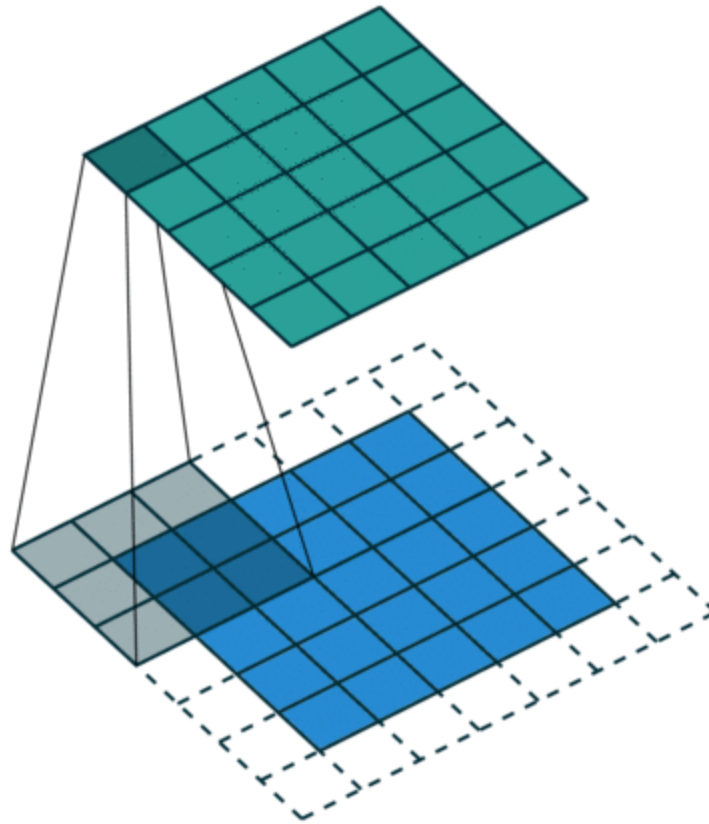
# Motivations

- Need to use a transformation going in the **opposite direction of a normal convolution**
  - Decoding layer of a convolutional auto-encoder
  - Project feature maps to a higher-dimensional space (up-sampling)



# Operation

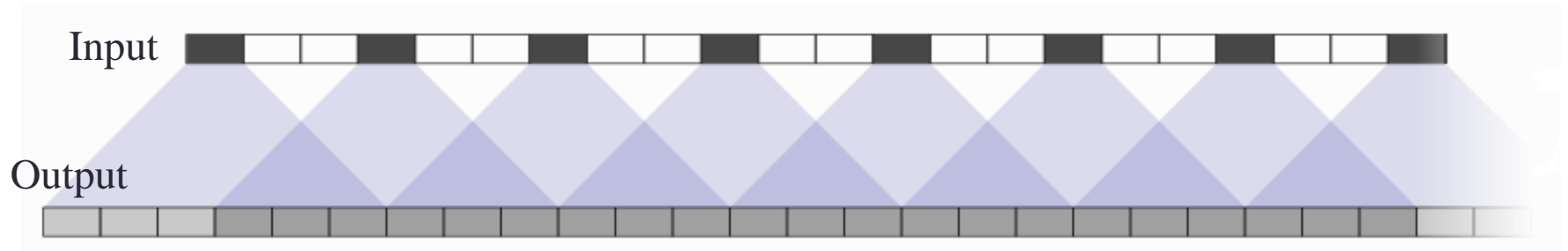
- Input: 5x5, Filter: 3x3, Output: 5x5, Stride=1



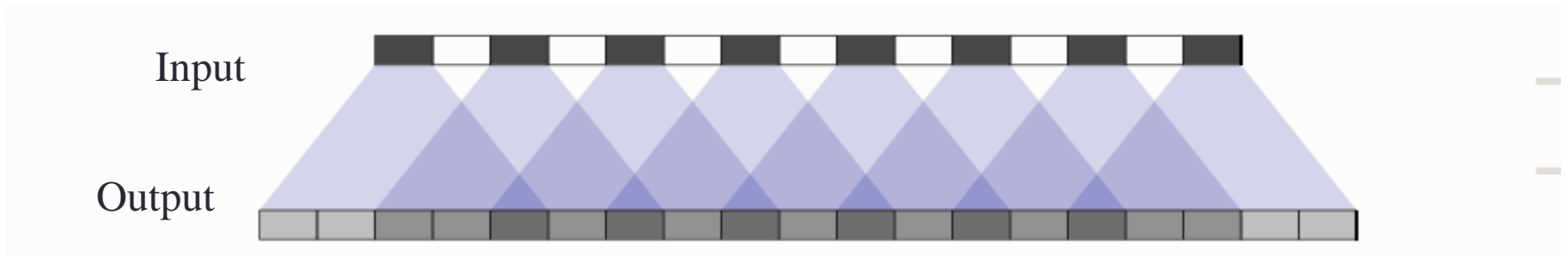
Input

Output

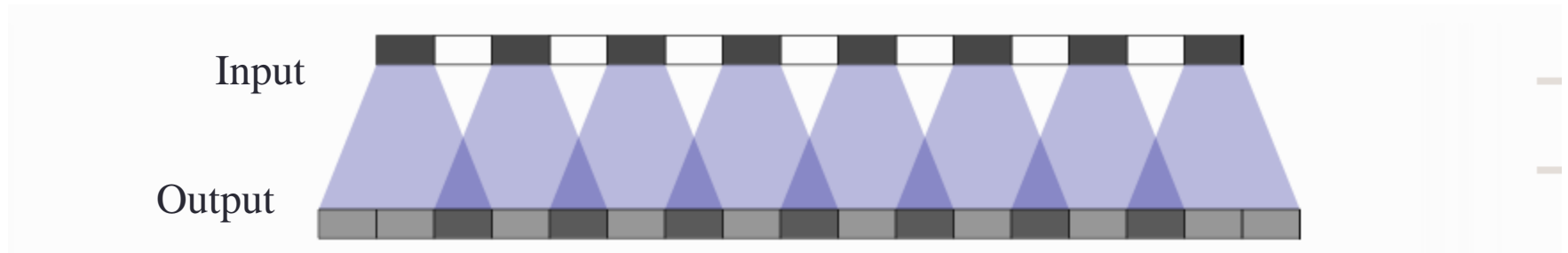
Stride=3, Filter=6



Stride=2, Filter=5



Stride=2, Filter=3

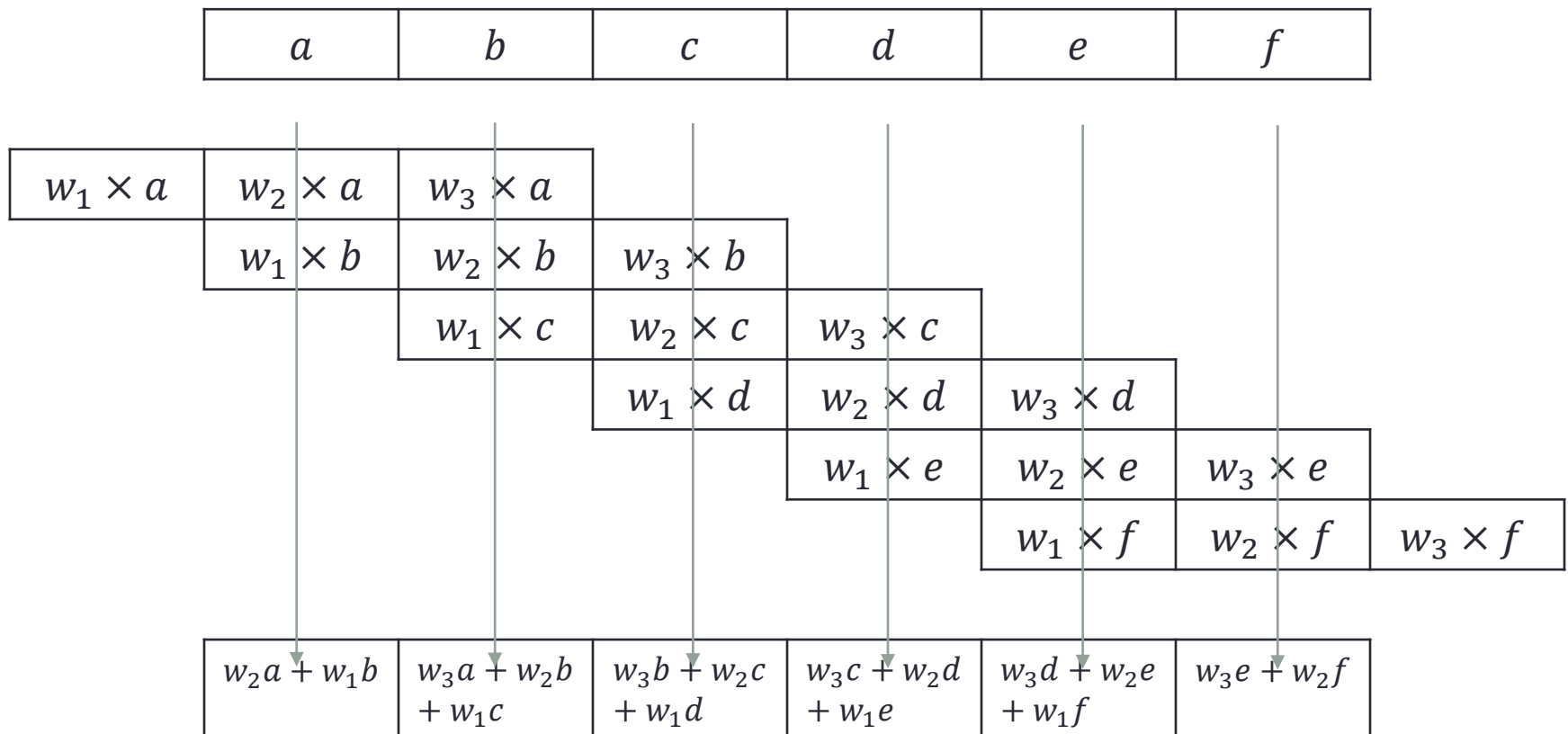




WHY IT IS CALLED  
TRANSPOSED CONV.  
FRACTIONAL-STRIDE CONV.

---

# Transposed convolution with stride



# Transposed convolution with stride

$a$	$b$	$c$	$d$	$e$	$f$
-----	-----	-----	-----	-----	-----

$w_3$	$w_2$	$w_1$
-------	-------	-------

: Transpose filter & Do the convolution!

$w_2a + w_1b$	$w_3a + w_2b + w_1c$	$w_3b + w_2c + w_1d$	$w_3c + w_2d + w_1e$	$w_3d + w_2e + w_1f$	$w_3e + w_2f$
---------------	----------------------	----------------------	----------------------	----------------------	---------------

# Transposed convolution with stride

$a$	$0$	$b$	$0$	$c$	$0$	$d$	$0$	$e$	$0$	$f$
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

$w_1 \times a$	$w_2 \times a$	$w_3 \times a$										
		$w_1 \times b$	$w_2 \times b$	$w_3 \times b$								
				$w_1 \times c$	$w_2 \times c$	$w_3 \times c$						
						$w_1 \times d$	$w_2 \times d$	$w_3 \times d$				
								$w_1 \times e$	$w_2 \times e$	$w_3 \times e$		
										$w_1 \times f$	$w_2 \times f$	$w_3 \times f$

$w_2a$	$w_3a + w_1b$	$w_2b$	$w_3b + w_1c$	$w_2c$	$w_3c + w_1d$	$w_2d$	$w_3d + w_1e$	$w_2e$	$w_3e + w_1f$	$w_2f$
--------	---------------	--------	---------------	--------	---------------	--------	---------------	--------	---------------	--------

# Transposed convolution with stride

$a$	$0$	$b$	$0$	$c$	$0$	$d$	$0$	$e$	$0$	$f$
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

$w_3$	$w_2$	$w_1$
-------	-------	-------

 : Transpose filter & Do the convolution!

$w_2a$	$w_3a + w_1b$	$w_2b$	$w_3b + w_1c$	$w_2c$	$w_3c + w_1d$	$w_2d$	$w_3d + w_1e$	$w_2e$	$w_3e + w_1f$	$w_2f$
--------	---------------	--------	---------------	--------	---------------	--------	---------------	--------	---------------	--------

# TRANSPOSED CONVOLUTION SIDE EFFECTS

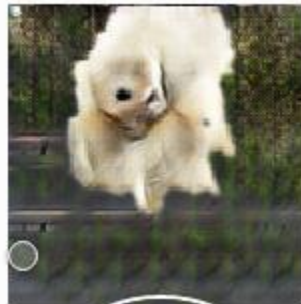
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<http://distill.pub/2016/deconv-checkerboard/>

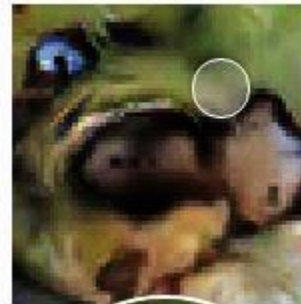
# Checkerboard Artifacts



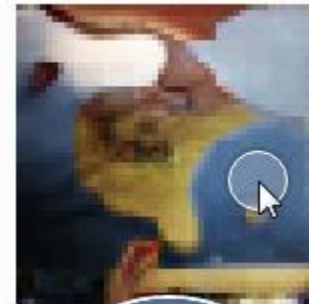
[Radford, et al., 2015](#)



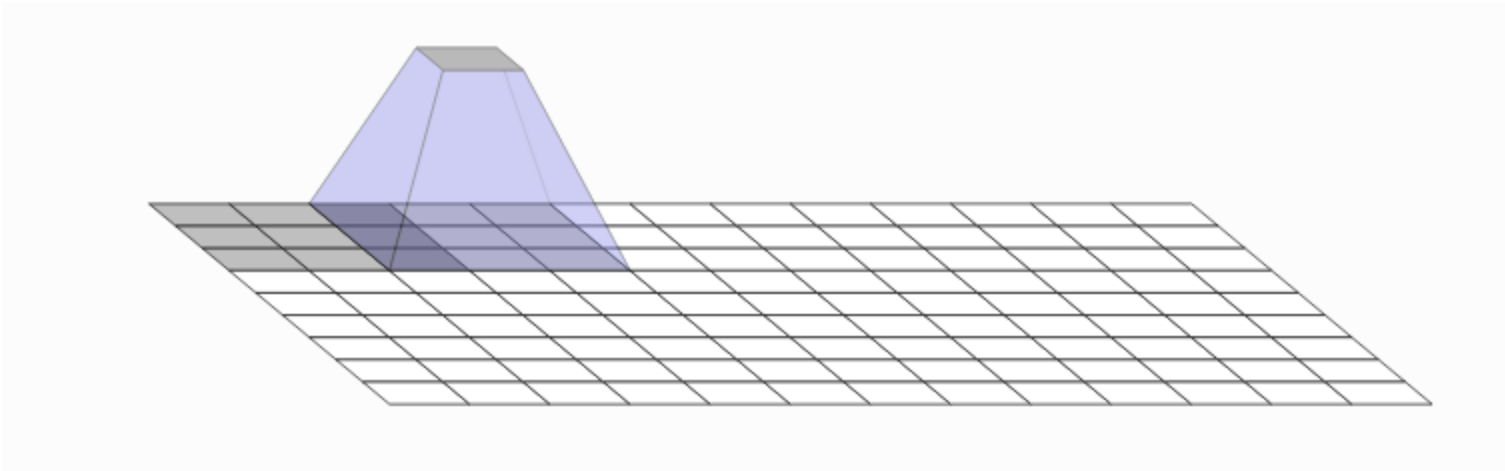
[Salimans et al., 2016](#)



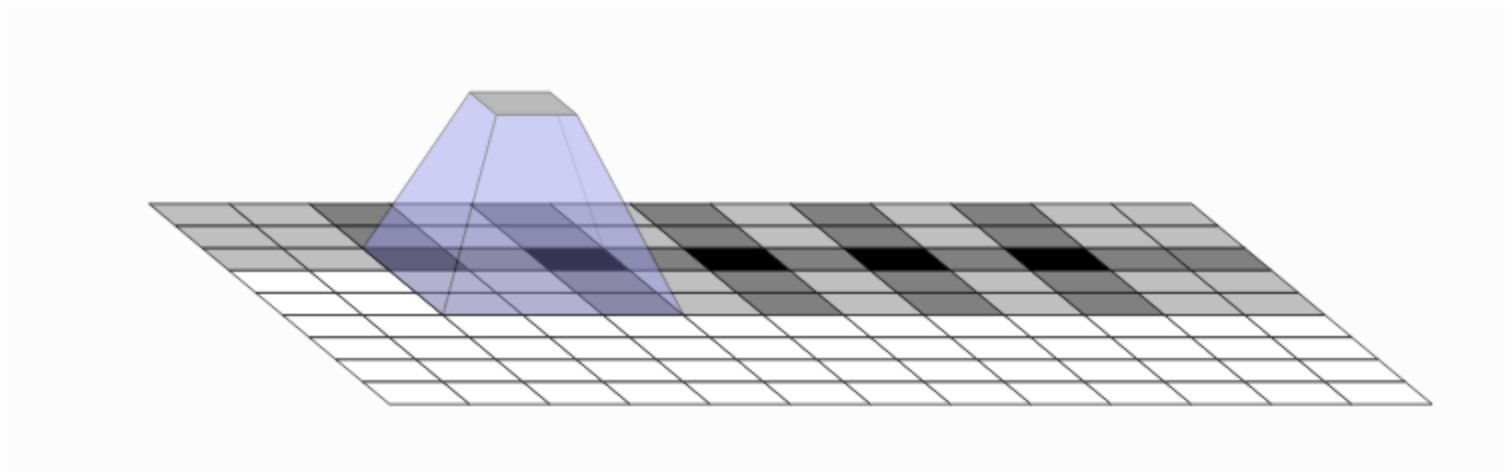
[Donahue, et al., 2016](#)

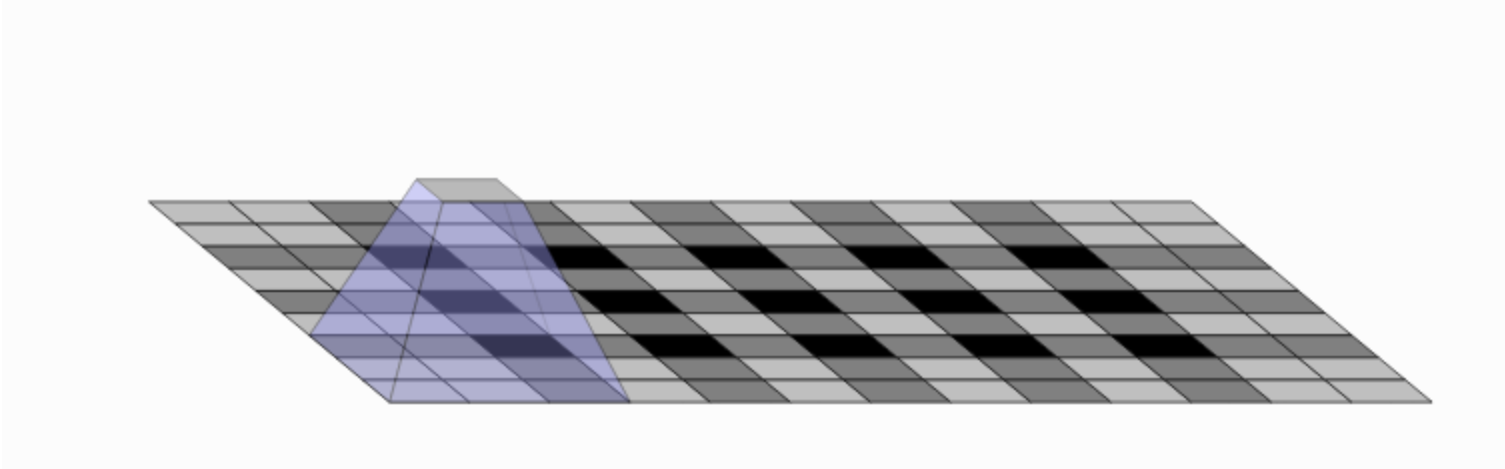


[Dumoulin, et al., 2016](#)









# Alternatives

- The same holds for
  - Back propagation
- Solutions
  - Transposed convolution → Resize convolution
  - Jittering



DeepDream only applying the neural network to a fixed position.  
*Severe artifacts.*



DeepDream applying the network to a different position each step.  
*Reduced artifacts.*

# IMPLEMENTATION

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# In TensorFlow

In tensorflow,

```
def deconv2d(value, filter, output_shape, strides, padding="SAME",
            name=None):
    ..
    ..
    ..
    return gen_nn_ops.conv2d_backprop_input(input_sizes=output_shape_,
                                            filter=filter,
                                            out_backprop=value,
                                            strides=strides,
                                            padding=padding,
                                            name=name)
```

- Performing transposed convolution, by putting input into the backpropagation operation.