



32x32



152 CNN



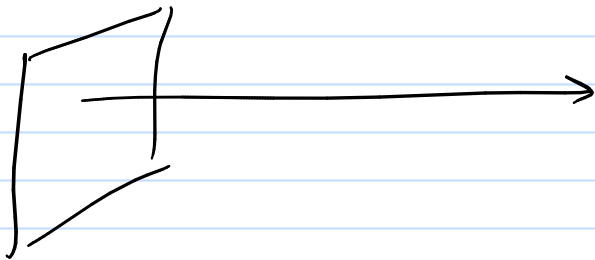
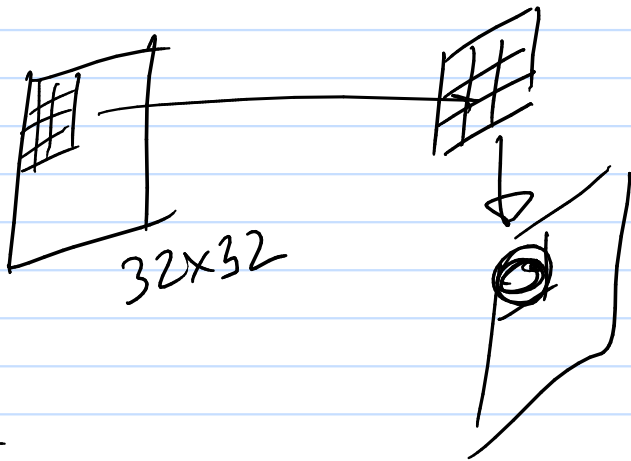
3x3x3



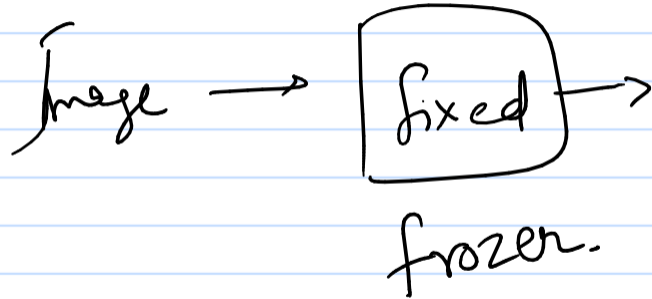
32x32x10

$$a = \max(0, z)$$

$$z = Wh + b$$



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



$$\begin{bmatrix} s_1 \\ s_2 \end{bmatrix} = Wx$$

4096×1

\downarrow

$$\begin{bmatrix} s_1 \\ s_2 \end{bmatrix} = Wx$$

$2 \times 4096 \quad 4096 \times 1$