

Convolutional Neural Networks for Beginners

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Abstract—Artificial Intelligence (AI) and its subfields: Machine Learning (ML) and Deep Learning (DL), have triggered a revolution in the world. Convolutional Neural Networks (CNNs) are the Deep Learning models that have gained widespread popularity due to excellent performance in image classification, object detection, image segmentation, image captioning, action recognition, audio processing, video and text analysis, etc. This paper presents a fresh and all-inclusive tutorial on CNNs for beginners — at both “macro” and “micro” levels. It starts with explaining basic terminologies: Biological Neural Networks (BNNs), Artificial Neural Networks (ANNs), Convolutional Neural Networks (CNNs), neurons, types of ANNs and CNNs, and their “learning” mechanisms. A generic CNN pipeline is then dissected into 6 layers (input layer, convolutional layer, pooling layer, flattening layer, fully connected layer, output layer) and each related part and concept is described with its function, need, types, advantages, disadvantages, etc. Rich information is provided about: neurons, convolutions, filters or kernels, weights, biases, gradients, activation functions, pooling, neural receptive fields, parameters, hyper-parameters, loss functions, optimization algorithms, etc. In the end, a comparison of 13 CNNs (LeNet, AlexNet, VGGNet, ZFNet, GoogLeNet, MobileNets, ResNets, EfficientNet, DenseNet, etc.) is presented. Readers will gain strong foundational knowledge through this article and it will empower them to do advanced research by providing answers to many important, critical, basic questions.

Keywords—Artificial Neural Networks, ANNs, Convolutional Neural Networks, CNNs, ConvNets, Convolutions, Gradient Descent, Loss Function, Activation Function, Backpropagation, LeNet, AlexNet, VGG16, MobileNet, GoogLeNet, ResNet-34, ResNet-152, ResNeXt-101, EfficientNetB0, DenseNet-169.

I. INTRODUCTION

A. Neural Networks (NNs)

Human body contains a network of billions of neurons, called Neural Network (NN), Biological Neural Network (BNN), or Neural Circuit [1]. “Neurons” are the building blocks of BNNs, used to learn information. They are present in the Central Nervous System (brain & spinal cord) and Peripheral Nervous System (nerves & ganglia). BNNs enable humans and animals to learn **consciously** and **subconsciously** using different stimuli received from their senses [1]. Humans have diverse types of senses including: vision, hearing, touch, taste, smell, balance (equilibrioception), body awareness (proprioception), movement (kinaesthesia), temperature (thermoception), conscience (morality), pain (nociception), consciousness, hunger, thirst, and suffocation. All senses work in a collaborative, collective manner through a process called **multisensory perception** and assist learning [1].

B. Learning in Biological Neural Networks (BNNs)

Learning in brain happens through a process called “**neural plasticity**” that strengthens or weakens neural connections in

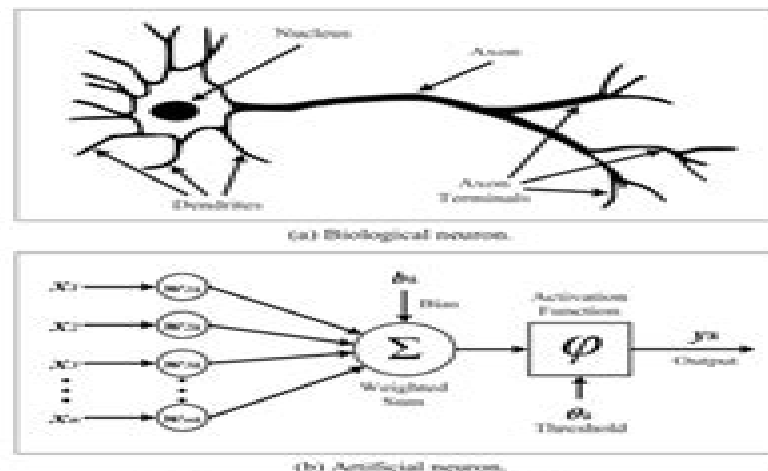


Fig. 1. Structure of biological and artificial neurons.

BNNs on the basis of neural activity [1]. Signals reach neural network through sensory nerves in the form of “**electrical impulses**” and travel in between when the pertinent neurons are “**activated**” (or fired). A neuron is said to be activated when it passes its energy (or signal) to other neuron(s). Based on these activated neural paths or patterns, the connections between relevant neurons keep on evolving by forming new connections, strengthening the most active connections, and eliminating the inactive connections over time [1] e.g. if a task is repeated, the unique activation path of neurons related to the task becomes stronger. Finally “**learning**” occurs when the neural pattern solidifies and the task is “**learned**” [1].

C. Artificial Neural Networks (ANNs)

Artificial Neural Networks (ANNs), also called Neural Nets or Neural Networks, are learnable “**computational models**” related to Artificial Intelligence (AI) [2]. They are developed after inspiration from BNNs, however, both are significantly different [2]. BNNs are vast, complex, diverse, adaptable, and intricate [1]. They exist in the form of “**amorphous**” mesh of neurons. Whereas, ANNs are relatively small and simple, comprised of “**artificial neurons**” (also called nodes) which are “**efficiently arranged**” in the form of “**layers**”. Artificial neurons are individual “**processing units**” that perform computations and activations [2] (as shown in Fig. 1). Layers in ANNs are primarily categorized as **input layer**, **hidden**

Neural Computation A Beginners Guide

James M. Conrad, Jonathan W. Mills



Neural Computation A Beginners Guide:

Neural Computation G. A. Orchard, W. A. Phillips, 1991 *A Beginner's Guide to Generative AI* Deepshikha Bhati, Fnu Neha, Angela Guercio, Md Amiruzzaman, Aloysius Bathi Kasturiarachi, 2025-08-22 This book is the essential guide for anyone curious about AI's creative power. In the rapidly evolving landscape of artificial intelligence, generative AI stands out as one of the most transformative technologies of our time. Designed for beginners and requiring no prior knowledge of AI, this book breaks down the fundamentals of generative AI from text and image generation to the workings of models like ChatGPT and Google Bard. The authors provide step-by-step coverage of the essential concepts and techniques that power generative AI. From the basics of how machines learn to generate text and images to the intricate workings of models like Transformers, ChatGPT and Google Bard, readers will gain a solid foundation in AI's most cutting-edge tools. Rather than focusing on a single method, the authors introduce a spectrum of generative modeling techniques including diffusion models, variational autoencoders, and transformers. This comprehensive exposure ensures readers will be well-prepared to understand and adapt to the rapidly evolving AI landscape. In addition, real-world applications of generative AI across various industries are explored, including healthcare innovations, business analytics, and legal technology, and the authors provide practical insights and examples that show how generative AI is revolutionizing these fields.

A Beginner's Guide to Image Preprocessing Techniques Jyotismita Chaki, Nilanjan Dey, 2018-10-25 For optimal computer vision outcomes, attention to image pre-processing is required so that one can improve image features by eliminating unwanted falsification. This book emphasizes various image pre-processing methods which are necessary for early extraction of features from the image. Effective use of image pre-processing can offer advantages and resolve complications that finally results in improved detection of local and global features. Different approaches for image enrichments and improvements are conferred in this book that will affect the feature analysis depending on how the procedures are employed.

Key Features: Describes the methods used to prepare images for further analysis which includes noise removal, enhancement, segmentation, local and global feature description. Includes image data pre-processing for neural networks and deep learning. Covers geometric, pixel brightness filtering, mathematical morphology transformation and segmentation pre-processing techniques. Illustrates a combination of basic and advanced pre-processing techniques essential to computer vision pipeline. Details complications to resolve using image pre-processing.

Managing Knowledge with Artificial Intelligence Kevin C. Desouza, 2002-07-30 In clear, readable language, consultant and researcher Kevin Desouza accomplishes an unlikely feat: explaining artificial intelligence to nonspecialists in a way that experts will recognize and accept as correct and immediately applicable. Workers in knowledge management are relatively isolated from each other; businesspeople are still unconvinced that artificial intelligence has much to offer; and engineers creating the latest algorithm or device seldom consider its value for businesspeople. Desouza seeks to change all that. He maintains that knowledge will be traded like physical goods and that businesses must leverage knowledge

resources within its organizations to survive in a highly competitive marketplace Introducing us the concepts and significance of knowledge management he shows that incorporating artificial intelligence computer based techniques into business settings can provide truly significant gains in productivity This book is among the first of its kind to provide a comprehensive one stop guide to the basics of knowledge management plus a lucid explanation of A I and how to use it in almost all types of organizational settings

A Beginner's Guide to Image Shape Feature Extraction Techniques

Jyotismita Chaki,Nilanjan Dey,2019-07-25 This book emphasizes various image shape feature extraction methods which are necessary for image shape recognition and classification Focussing on a shape feature extraction technique used in content based image retrieval CBIR it explains different applications of image shape features in the field of content based image retrieval Showcasing useful applications and illustrating examples in many interdisciplinary fields the present book is aimed at researchers and graduate students in electrical engineering data science computer science medicine and machine learning including medical physics and information technology

Handbook of HydroInformatics Saeid Eslamian,Faezeh

Eslamian,2022-11-30 Classic Soft Computing Techniques is the first volume of the three in the Handbook of HydroInformatics series Through this comprehensive 34 chapters work the contributors explore the difference between traditional computing also known as hard computing and soft computing which is based on the importance given to issues like precision certainty and rigor The chapters go on to define fundamentally classic soft computing techniques such as Artificial Neural Network Fuzzy Logic Genetic Algorithm Supporting Vector Machine Ant Colony Based Simulation Bat Algorithm Decision Tree Algorithm Firefly Algorithm Fish Habitat Analysis Game Theory Hybrid Cuckoo Harmony Search Algorithm Honey Bee Mating Optimization Imperialist Competitive Algorithm Relevance Vector Machine etc It is a fully comprehensive handbook providing all the information needed around classic soft computing techniques This volume is a true interdisciplinary work and the audience includes postgraduates and early career researchers interested in Computer Science Mathematical Science Applied Science Earth and Geoscience Geography Civil Engineering Engineering Water Science Atmospheric Science Social Science Environment Science Natural Resources and Chemical Engineering Key insights from global contributors in the fields of data management research climate change and resilience insufficient data problem etc Offers applied examples and case studies in each chapter providing the reader with real world scenarios for comparison Introduces classic soft computing techniques necessary for a range of disciplines

The Irish Journal of Psychology

,1995 **Learning to Play** Aske Plaat,2020-11-21 In this textbook the author takes as inspiration recent breakthroughs in game playing to explain how and why deep reinforcement learning works In particular he shows why two person games of tactics and strategy fascinate scientists programmers and game enthusiasts and unite them in a common goal to create artificial intelligence AI After an introduction to the core concepts environment and communities of intelligence and games the book is organized into chapters on reinforcement learning heuristic planning adaptive sampling function approximation

and self play The author takes a hands on approach throughout with Python code examples and exercises that help the reader understand how AI learns to play He also supports the main text with detailed pointers to online machine learning frameworks technical details for AlphaGo notes on how to play and program Go and chess and a comprehensive bibliography The content is class tested and suitable for advanced undergraduate and graduate courses on artificial intelligence and games It s also appropriate for self study by professionals engaged with applications of machine learning and with games development Finally it s valuable for any reader engaged with the philosophical implications of artificial and general intelligence games represent a modern Turing test of the power and limitations of AI **Analele Științifice Ale**

Universității "Al. I. Cuza" Din Iași ,1992 Natural Language Processing in the Real World Jyotika

Singh,2023-07-03 Natural Language Processing in the Real World is a practical guide for applying data science and machine learning to build Natural Language Processing NLP solutions Where traditional academic taught NLP is often accompanied by a data source or dataset to aid solution building this book is situated in the real world where there may not be an existing rich dataset This book covers the basic concepts behind NLP and text processing and discusses the applications across 15 industry verticals From data sources and extraction to transformation and modelling and classic Machine Learning to Deep Learning and Transformers several popular applications of NLP are discussed and implemented This book provides a hands on and holistic guide for anyone looking to build NLP solutions from students of Computer Science to those involved in large scale industrial projects *Teaching Psychology* British Psychological Society,1993 A resource book for teachers of

psychology which gives up to date and comprehensive information on the resources psychology teachers and laboratory technicians need It provides databases and commentaries that are aimed at teachers of psychology at all levels Psychology has become an integral part of the curriculum for a diverse number of professions and the third edition of *Teaching Psychology* reflects this growing trend with the inclusion of a new chapter **Subject Guide to Books in Print** ,2001

Clever Algorithms Jason Brownlee,2011 This book provides a handbook of algorithmic recipes from the fields of Metaheuristics Biologically Inspired Computation and Computational Intelligence that have been described in a complete consistent and centralized manner These standardized descriptions were carefully designed to be accessible usable and understandable Most of the algorithms described in this book were originally inspired by biological and natural systems such as the adaptive capabilities of genetic evolution and the acquired immune system and the foraging behaviors of birds bees ants and bacteria An encyclopedic algorithm reference this book is intended for research scientists engineers students and interested amateurs Each algorithm description provides a working code example in the Ruby Programming Language

Neural Computation Orchard, *Texas Instruments Technical Journal* ,1991 *Innovative Applications in Computing* E. Balagurusamy,B. Sushila,1993 Selection of papers presented at the Third Indian Computing Congress **STIQUITO for Beginners** James M. Conrad,Jonathan W. Mills,1999 Stiquito has already successfully been used to teach in primary

secondary high school and college curricula BOOK JACKET *New Developments in Neural Computing*, John Gerald Taylor, C. L. T. Mannion, Institute of Physics (Great Britain), London Mathematical Society, 1989 Research in neural computing is advancing rapidly at present with important developments being made constantly In such a fast moving field it is important for workers to have access to the most up to date results and this book containing new information from researchers from all over the world fulfills that need *New Developments in Neural Computing* comprises the proceedings of a workshop on neural computing held in London in April 1989 The book begins with four tutorials intended for beginners in the field giving an introduction to some of the major topics in neural computing There follow fifteen contributed papers on a wide variety of topics of current interest and four invited papers by acknowledged world experts in particular areas Eduardo Caianello Italy one of the founding fathers of the subject writes on synthesising nets made up of binary decision elements John Daugman USA discusses visual coding and Gabor functions Rolfe Eckmiller Germany covers visuo motor control in robots and Patrick Gallinari France discusses feedforward nets and their learning rules *New Developments in Neural Computing* presents the state of the art in neural net research and so is an important book for anyone interested in the mathematics and physics of the brain computer science neurophysiology and brain science in general It will also be of interest to undergraduate students studying this new field *Advanced Methods in Neural Computing* Philip D. Wasserman, 1993 This is the engineer's guide to artificial neural networks the advanced computing innovation which is posed to sweep into the world of business and industry The author presents the basic principles and advanced concepts by means of high performance paradigms which function effectively in real world situations Artificial Neural Networks K. Mäkisara, O. Simula, J. Kangas, T. Kohonen, 1991-06-20 This two volume proceedings compiles a selection of research papers presented at the ICANN 91 The scope of the volumes is interdisciplinary ranging from mathematics and engineering to cognitive sciences and biology European research is well represented Volume 1 contains all the orally presented papers including both invited talks and submitted papers Volume 2 contains the plenary talks and the poster presentations

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