

Artificial Neural Network - CSA4002

- History
- Rossmann proposed the perceptron in 1960s
- Werbos came up with multilayer perceptron in 1974 by the back-propagation algorithm for a three layered perceptron network.
- 1982 - self organising map was introduced by Kohonen
- Adaptive Resonance were termed 1987 by Stephen Grossberg and Gail Carpenter in 1987, which were ART-unsupervised learning technique which led to the discovery of the modified back-propagation perceptron (1980 - 1995). Since, then various

Neural Network -

- ANN or an Artificial Neural network is a collectively distributed network of parallelly processing units with a natural propensity (behavior) of storing information and making available to use later.
- Each processing unit of a ANN is a artificial neuron.
- It resembles human brains in 2 ways -
 - ⇒ acquiring knowledge through learning
 - ⇒ storing information and interconnection between neurons. This known as Synaptic Weights to store the acquired weights. (connections)
- Knowledge is acquired by the network from its environment through a learning process.
- a ANN contains a input layers of neurons(nodes), one or two hidden layers of neurons and a final layer of output neurons.
- Inspired by the functionality of human brain, to demonstrate intelligence via ANN used in various tasks such as Pattern-matching, approximation, language translation and pattern recognition, vector quantization

Computer Networks

- One CPUs
- Fast processing units
- Reliable units
- static Infrastructure

Neural Networks

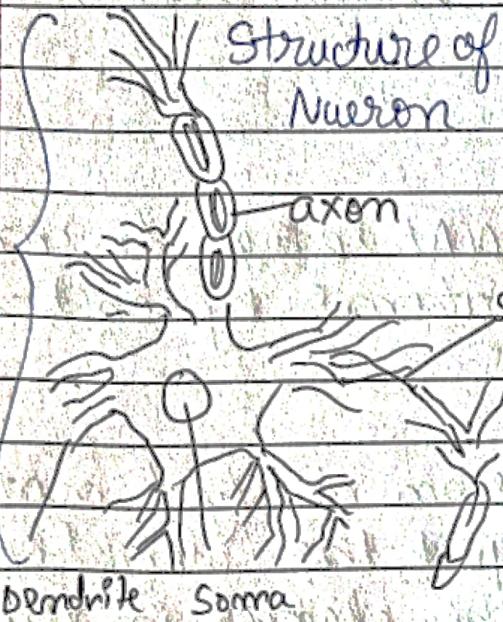
- Multiple CPUs
- slow processing units
- unreliable units
- Dynamic networks

Difference between Biological Neuron and Artificial Neuron -

Measures	Biological Neuron (Brain)	Artificial Neuron (ANN)
Axon		Output
Dendrites		Input
Cell-Soma		Processing Unit
Synapse		Interconnections
Speed	Few ms.	Few nano secs.
Size & Complexity	10^{11} neurons & 10^{18} connections	1 Billion bytes of RAM, trillion of bytes of disk space (depends upon use)
Storage Capacity	Stores memory in Synapse inter- connection, so data is never lost	Stores data in contiguous memory; Data loss may occur
Tolerance	No fault tolerance	No fault tolerance if disrupted
Energy Consumption	6~10 Joules per operation	10~16 Joules/ operation
Learning Capability		Programming Capability
Control Mechanism	Complicated involves chemicals in biological neurons	Simpler in ANN.

Human Brain

- The Brain the CPU of our body and contains huge networks of neurons. A brain has 10 billion neurons, each neuron has some basic elements that process the information.



Dendrite - receives the signals from other neurons

Synapse - point of interconnection b/w 2 neurons and carry the info.

Axon - transmits signals output of this neuron

Soma - processor

- Signals that electro-chemical travel through the dendrite network get propagated through the cell body.
- A neuron requires a threshold to response in a short period of time. A response received is evaluated by distributing the signal throughout the network by which the senses act as input feed and certain stimulus occurs. Each neuron performs certain tasks being divided in a parallel network.
- The strength of the signal depends upon the neuro-transmitter available at that moment as the response.

Properties of ANN -

① Non-Linearity -

a) Most problems have difficulty to be solved; but ANN solves the real-world non-linear problems by learning non-linear decision making functions.

② Input-Output Mapping

→ Just like the brain, the ANN learns to map the possible input-output outcomes by constructing them at hand

③ Adaptability - The ANN has an ability to not only learn but to re-adjust the weight of its synapse according to the changes in the environment, meaning the ANN can be re-trained for minor changes using environment conditions

④ Evidential Response - ANN can not only predict patterns and recognize them but also create a confidence about its outcomes and decisions

⑤ Fault tolerance - The ANN has a great inherently fault tolerant hardware implementation.

Thus it provides robust output in danger/failure situations as desired.

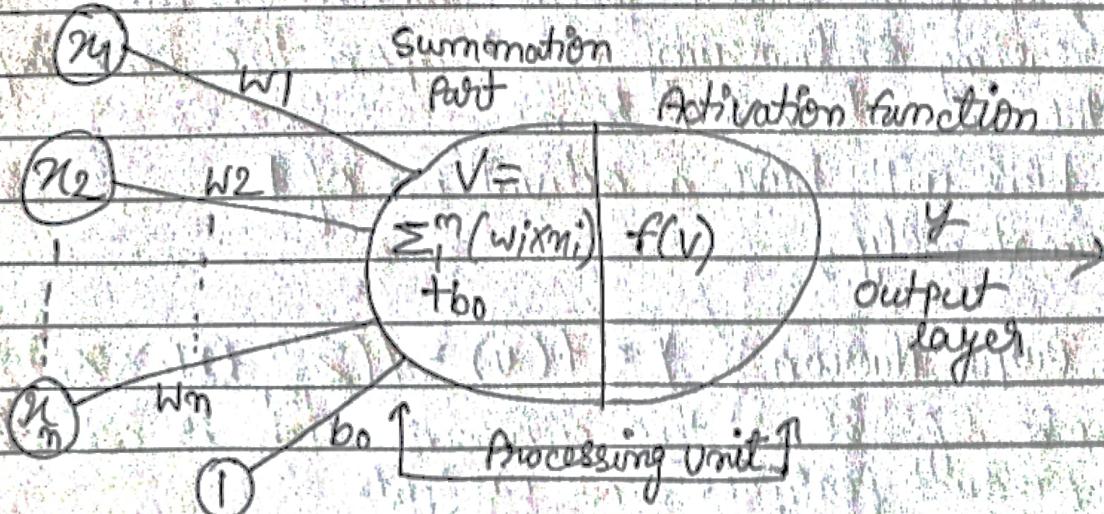
⑥ Uniformity of Analysis and Design

- ⑦ VLSI compatibility - The ANN has a great massive collection of parallel processing neurons at a high speeds which makes them suitable for the implementation of large scale integrated technology for certain tasks.
- ⑧ Contextual Information - The information that deals with information naturally.
- ⑨ Nero-Biology - The ANN analogy helped to iterate that the fault tolerant parallel processing can not just be possible but can be more powerful and fast.

Models of Artificial Neurons

- The models of ANN are specified by following entities
- 1) Model's Synaptic Interconnection
 - 2) Synaptic Interconnection weights
 - 3) Summation
 - 4) Activation Function
 - 5) Training / learning rules for updating and adjusting the connection weights.

System Architecture of Single Neuron



- Information acquired by neuron may certainly come from a single or multiple source
- Each information synapse with neuron is associated with a weight.
- The processing unit of neuron has 2 parts mainly →
 - 1) Information Accumulation Part Input layer
 - 2) Activation function

- 1) During the information accumulation the multiplication of input to the corresponding weights are formed.
- 2) Activation function → here m is the size of input
A neuron applies an activation function on the applied upon the summation
- It compares the input value to the threshold value, so if it's greater than the neuron is activated. It's disabled if the input value is not enough

$$v = w_1 x_1 + w_2 x_2 + \dots + w_m x_m + b_0 \quad \text{--- (1)}$$

$$V = \sum_{i=1}^m (w_i x_i) + b_0 \quad \rightarrow \text{Activation function}$$

Here, b_0 is a biased weight, which has an increasing or lowering effect upon the net input of the activation function.

- The bias will have an activation of 1 Mathematically,

$$\text{Output Neuron} \Rightarrow y = f(v) = f\left(\sum_{i=1}^m (w_i x_i) + b_0\right)$$

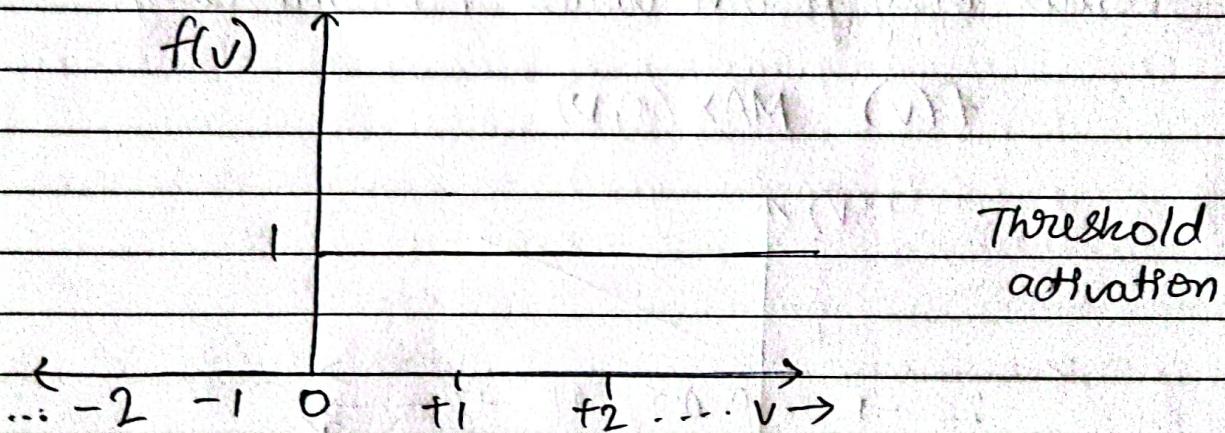
- It can be defined as the constant which is added to the product features and weights

Types of Activation functions-

① Threshold function

→ This activation function will result to 1 if the input summation to the neuron is greater than 0 or equal otherwise it will result 0.

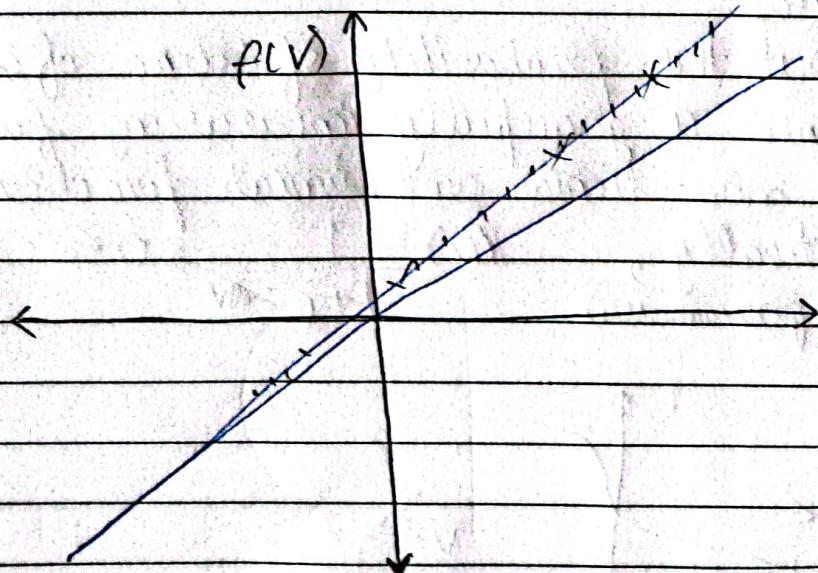
$$f(v) = \begin{cases} 0 & \text{if } v < 0 \\ 1 & \text{if } v \geq 0 \end{cases}$$



② Linear function-

It will provide the same output as the summation of the input to neuron.

$$f(v) = \{v, \forall v\}$$



3) Piecewise Linear Function

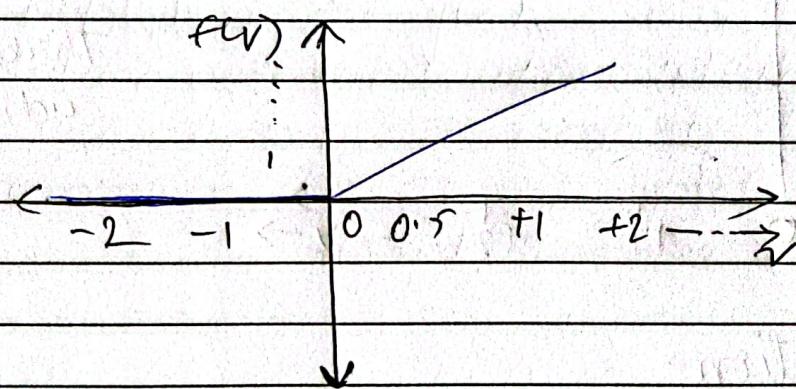
→ It is the variant of linear activation function which can be represented as -

$$f(v) = \begin{cases} 1, & v \geq 0.5 \\ v, & -0.5 < v < 0.5 \\ 0, & v \geq 0.25 \end{cases}$$

4) Rectified Linear Unit (ReLU)

→ It is a variant of linear activation function which results only positive values. Mathematically,

$$f(v) = \text{MAX}(0, v)$$



5) Sigmoid Function

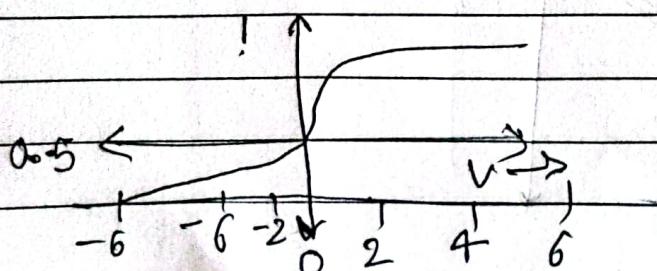
→ It is a logistic function where a S-shaped graph is obtained.

→ It maps out the probability of score of a neuron

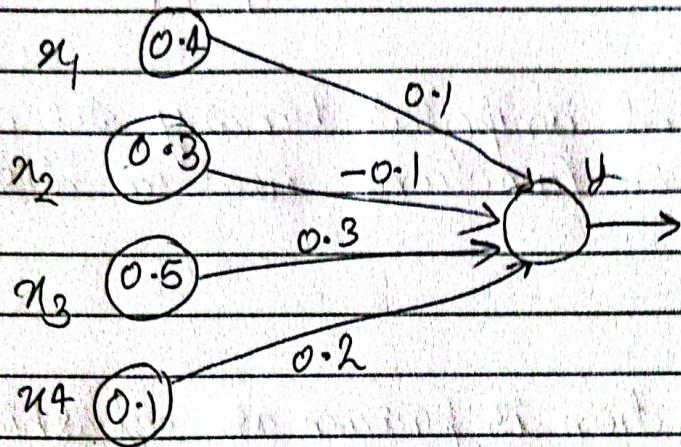
→ It is defined a gracefully increasing function about the non-linear and linear functions.

Mathematically,
(α is slope parameter)

$$f(v) = \frac{1}{1 + e^{-\alpha v}}, 0 < \alpha < 1$$



Ex-2 Find output of neural architecture, considering the activation function as linear, ReLU and sigmoid. Consider the slope parameter for sigmoid as 1.



\Rightarrow Summation function

$$\Rightarrow V = w_1 u_1 + w_2 u_2 + w_3 u_3 + w_4 u_4$$

$$= 0.4 \times 0.1 + 0.3 \times (-0.1) + 0.5 \times 0.3 + 0.1 \times 0.2$$

$\Rightarrow V = 0.10$, output of the neuron

$$y = f(V)$$

for different activation functions,

a) Linear $\Rightarrow y = f(V) = 0.10$

b) ReLU $\Rightarrow y = f(V) = \text{MAX}(0, V) = \text{MAX}(0, 0.10) = 0.10$

c) SIGMOID

$$\begin{aligned} \Rightarrow y &= f(V) = \frac{1}{1 + e^{-\alpha V}} \\ &= \frac{1}{1 + e^{-0.10}} \\ &= 0.54 \end{aligned}$$

Bipolar Sigmoid

$$f(x) = \frac{-1 + 2}{1 + e^{-x}}$$

Binary Sigmoid

$$f(x) = \frac{1}{1 + e^{-x}}$$

⇒ Bipolar binary and unipolar binary are called limiting activation functions used in discrete neuron model

Squashing Function

The sigmoid function is known as squashing function, as it maps the whole real range of z into $[0, 1]$ in the $g(z)$. It can be used as conditional probability distribution model as sigmoid function proposes the probability of the neuron source and probability always ranges from 0 to 1.