Artificial Intelligence & Neural Networks

CSE-351

Lecture-13

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Content

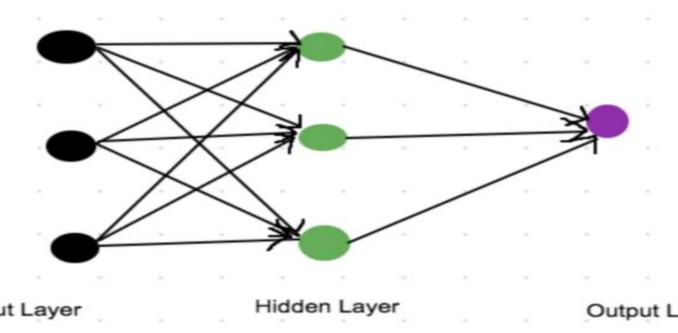
Artificial Neural Networks

Networks

Neural Network Basics

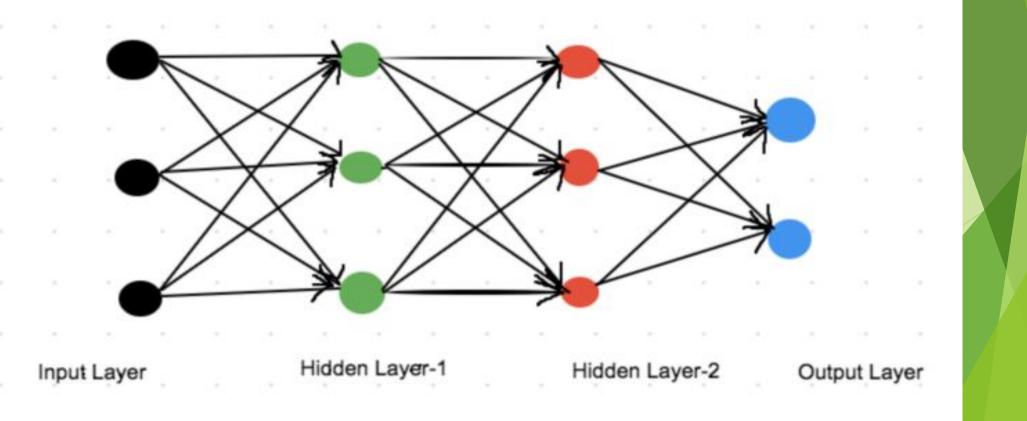
A general structure of a neural network will have three layers -

- 1. Input Layer, which has input nodes
- 2. Hidden Layer, which has hidden nodes
- 3 Output Lavor which has output nodes



Neural Network Basics

There could be multiple hidden layers and in that case it is known as Multi Layer Perceptron (MLPs) which look like this.



Neural Network

Before going to depth we should know....

- Forward-propagation
- Backward-propagation or Back propagation
- Error and Gradient-decent

As the name suggests, the input data is fed in the forward direction through the network.

Each hidden layer accepts the input data, processes it as per the activation function and passes to the successive layer.

In order to generate some output, the input data should be fed in the forward direction only.

The data should not flow in reverse direction during output generation otherwise it would form a cycle and the output could never be generated. Such network configurations are known as *feed-forward network*.

The feed-forward network helps in forward propagation.

During forward propagation at each node of hidden and output layer preactivation and activation takes place. h21 **Output layer** a21 b3 w6 Bias For example at the first node of the hidden läyer, al (preactivation) is calculated iand^{b2} then h1(activation) is calculated. 4 Bias Input layer

a1 is a weighted sum of inputs. Here, the weights are randomly generated.

a1 = w1*x1 + w2*x2 + b1 = 1.76* 0.88 + 0.40*(-0.49) + 0 = 1.37 approx. and h1 is the value of activation function applied on a1.

Similarly
$$h1 = \frac{1}{1 + e^{-a_1}} = 0.8 \text{ approx.}$$

a2 = w3*x1 + w4*x2 + b2 = 0.97*0.88 + 2.24*(-0.49) + 0 = -2.29 approx and

$$h2 = \frac{1}{1+e^{-a_2}} = 0.44 \text{ approx.}$$



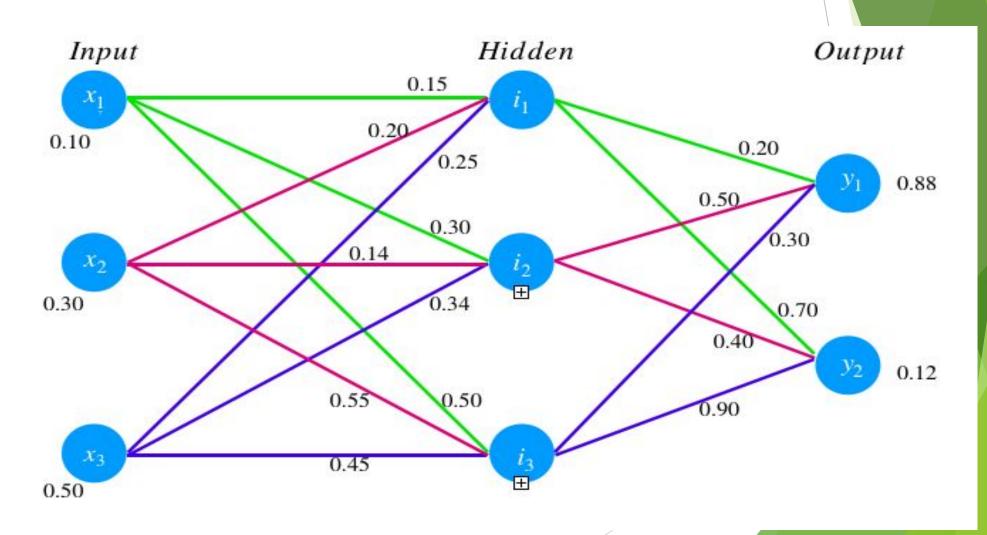
Back-propagation

Back-propagation is a supervised learning algorithm, for training Multi-layer Perceptron's (Artificial Neural Networks).

The Back-propagation algorithm looks for the minimum value of the error function in weight space using a technique called the delta rule or gradient descent. The weights that minimize the error function is then considered to be a solution to the learning problem.

Allows the information to go back from the cost backward through the network in order to compute the gradient. Therefore, loop over the nodes starting at the final node in reverse topological order to compute the derivative of the final node output with respect to each edge's node tail. Doing so will help us know who is responsible for the most error and change the parameters in that direction.

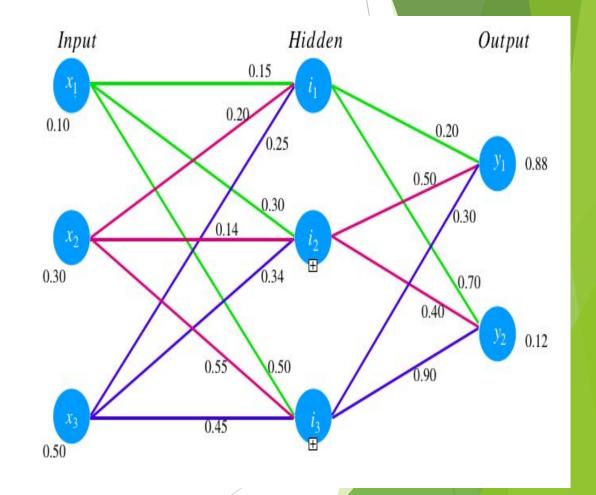
Suppose a neural network look like as-



Here,

$$X = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 0.10 \\ 0.30 \\ 0.50 \end{bmatrix}$$

$$W_1 = \begin{bmatrix} w_1 & w_2 & w_3 \\ w_4 & w_5 & w_6 \\ w_7 & w_8 & w_9 \end{bmatrix} = \begin{bmatrix} 0.15 & 0.20 & 0.25 \\ 0.30 & 0.14 & 0.34 \\ 0.50 & 0.55 & 0.45 \end{bmatrix}$$



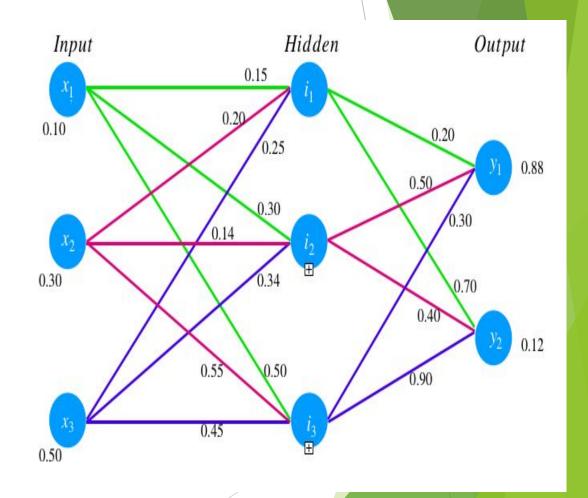
Here,

$$W_2 = \begin{bmatrix} w_{10} & w_{11} & w_{12} \\ w_{13} & w_{14} & w_{15} \end{bmatrix} = \begin{bmatrix} 0.20 & 0.50 & 0.30 \\ 0.70 & 0.40 & 0.90 \end{bmatrix}$$

$$b_1 = \begin{bmatrix} .25 \\ .25 \\ .25 \end{bmatrix}$$

$$b_2 = \begin{bmatrix} .12 \\ .12 \end{bmatrix}$$

$$Y = \begin{bmatrix} y_1 \\ y_2 \end{bmatrix} = \begin{bmatrix} 0.88 \\ 0.12 \end{bmatrix}$$



Logistic function:

$$Z = WX + b$$

Here,

W = weight matrix

X = input vector

b = bias vector

Logistic function:

$$a = \frac{1}{1 + e^{-z}}$$

Forward and Backward propagation by

Hidden Player calculation will be-

$$Z_{1} = \begin{bmatrix} w_{1} & w_{2} & w_{3} \\ w_{4} & w_{5} & w_{6} \\ w_{7} & w_{8} & w_{9} \end{bmatrix} * \begin{bmatrix} x_{1} \\ x_{2} \\ x_{3} \end{bmatrix} + \begin{bmatrix} b_{1} \\ b_{1} \\ b_{1} \end{bmatrix}$$

$$= \begin{bmatrix} 0.15 & 0.20 & 0.25 \\ 0.30 & 0.14 & 0.34 \\ 0.50 & 0.55 & 0.45 \end{bmatrix} * \begin{bmatrix} 0.10 \\ 0.30 \\ 0.50 \end{bmatrix} + \begin{bmatrix} 0.25 \\ 0.25 \\ 0.25 \end{bmatrix}$$

$$= \begin{bmatrix} z_1 \\ z_2 \\ z_3 \end{bmatrix} = \begin{bmatrix} w_1 x_1 + w_2 x_2 + w_3 x_3 + b_1 \\ w_4 x_1 + w_5 x_2 + w_6 x_3 + b_1 \\ w_7 x_1 + w_8 x_2 + w_9 x_3 + b_1 \end{bmatrix}$$

$$= \begin{bmatrix} 0.45 \\ 0.492 \\ 0.69 \end{bmatrix}$$

$$A_{1} = \begin{bmatrix} \frac{1}{1+e^{-z_{1}}} \\ \frac{1}{1+e^{-z_{2}}} \\ \frac{1}{1+e^{-z_{3}}} \end{bmatrix} = \begin{bmatrix} \frac{1}{1+e^{-0.45}} \\ \frac{1}{1+e^{-0.492}} \\ \frac{1}{1+e^{-0.69}} \end{bmatrix} = \begin{bmatrix} 0.61063923 \\ 0.62057747 \\ 0.66596693 \end{bmatrix}$$

Forward and Backward propagation by

Output Player calculation will be-

$$Z_{2} = W_{2}A_{1} + b_{2}$$

$$Z_{2} = \begin{bmatrix} w_{10} & w_{11} & w_{12} \\ w_{13} & w_{14} & w_{15} \end{bmatrix} * \begin{bmatrix} a_{1} \\ a_{2} \\ a_{3} \end{bmatrix} + \begin{bmatrix} b_{2} \\ b_{2} \end{bmatrix}$$

$$Z_{2} = \begin{bmatrix} 0.20 & 0.50 & 0.30 \\ 0.70 & 0.40 & 0.90 \end{bmatrix} * \begin{bmatrix} 0.61063923 \\ 0.62057747 \\ 0.66596693 \end{bmatrix} + \begin{bmatrix} 0.12 \\ 0.12 \end{bmatrix}$$

$$Z_{2} = \begin{bmatrix} z_{1} \\ z_{2} \end{bmatrix} = \begin{bmatrix} w_{10} a_{1} + w_{11} a_{2} + w_{12} a_{3} + b_{2} \\ w_{13} a_{1} + w_{14} a_{2} + w_{15} a_{3} + b_{2} \end{bmatrix}$$

$$Z_2 = \begin{bmatrix} 0.75220666 \\ 1.39504869 \end{bmatrix}$$

$$A_2 = \begin{bmatrix} \frac{1}{1 + e^{-z_1}} \\ \frac{1}{1 + e^{-z_2}} \end{bmatrix} = \begin{bmatrix} \frac{1}{1 + e^{-0.75220666}} \\ \frac{1}{1 + e^{-1.39504869}} \end{bmatrix} = \begin{bmatrix} 0.67965933 \\ 0.80139701 \end{bmatrix}$$

- Here original output is: [0.88, 0.12]
- but we got: [0.67965933, 0.80139713].
- Now we should calculate the error.

