Deep Learning

Perceptron

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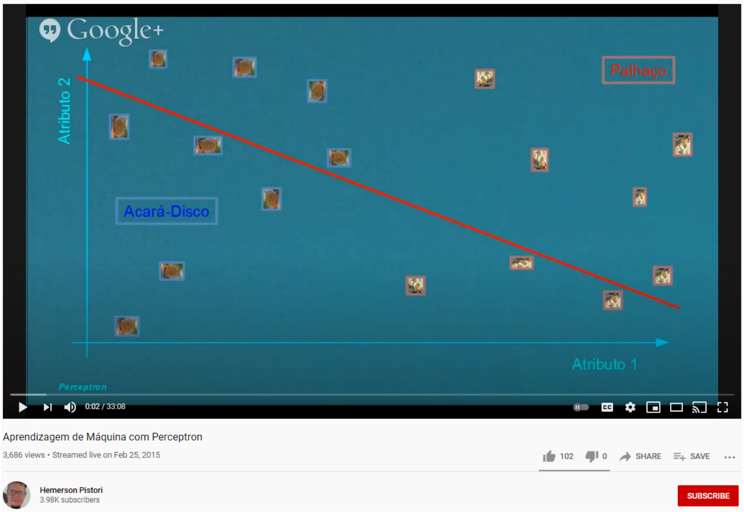
February 26, 2021

Motivation



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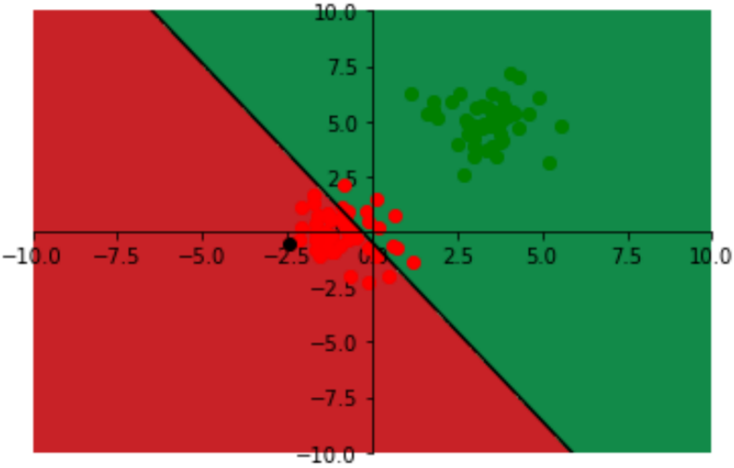
[1] Aprendizagem de máquina com o Perceptron.

Motivation



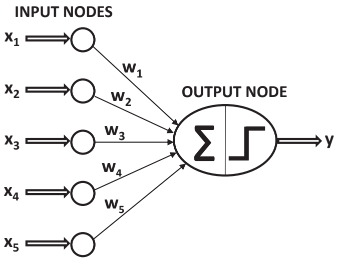
[2]

[2] Simple perceptron example using NumPy

Binary Classification and Linear Regression Problems

- In the binary classification problem, each training pair $(\overline{X}, y)$ contains feature variables $\overline{X} = (x_1, \ldots x_d)$, and label y drawn from $\{-1, +1\}$.
  - Example: Feature variables might be frequencies of words in an email, and the class variable might be an indicator of spam.
  - Given labeled emails, recognize incoming spam.
- In linear regression, the *dependent* variable y is real-valued.
  - Feature variables are frequencies of words in a Web page, and the dependent variable is a prediction of the number of accesses in a fixed period.
- Perceptron is designed for the binary setting.

The Perceptron: Earliest Historical Architecture



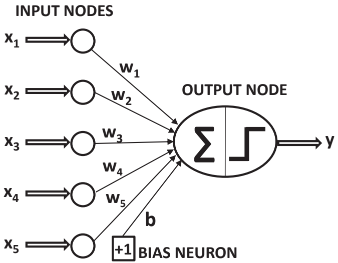
- The d nodes in the input layer only transmit the d features $\overline{X} = [x_1 \dots x_d]$ without performing any computation.
- Output node multiplies input with weights $\overline{W} = [w_1 \dots w_d]$ on incoming edges, aggregates them, and applies *sign activation*:

$$\hat{y} = \text{sign}\{\overline{W} \cdot \overline{X}\} = \text{sign}\{\sum_{j=1}^{d} w_j x_j\}$$

What is the Perceptron Doing?

- Tries to find a *linear separator* $\overline{W} \cdot \overline{X} = 0$ between the two classes.
- Ideally, all positive instances $(y = 1)$ should be on the side of the separator satisfying $\overline{W} \cdot \overline{X} > 0$.
- All negative instances $(y = -1)$ should be on the side of the separator satisfying $\overline{W} \cdot \overline{X} < 0$.

Bias Neurons



- In many settings (e.g., skewed class distribution) we need an invariant part of the prediction with bias variable b:

$$\hat{y} = \text{sign}\{\overline{W} \cdot \overline{X} + b\} = \text{sign}\{\sum_{j=1}^{d} w_j x_j + b\} = \text{sign}\{\sum_{j=1}^{d+1} w_j x_j\}$$

- On setting $w_{d+1} = b$ and x_{d+1} as the input from the bias neuron, it makes little difference to learning procedures $\Rightarrow$ Often implicit in architectural diagrams

Training a Perceptron

- Go through the input-output pairs $(\overline{X}, y)$ one by one and make updates, if predicted value $\hat{y}$ is different from observed value $y \Rightarrow$ Biological readjustment of synaptic weights.

$$\overline{W} \Leftarrow \overline{W} + \alpha \underbrace{(y - \hat{y})}_{\text{Error}} \overline{X}$$

$$\overline{W} \Leftarrow \overline{W} + (2\alpha) y \overline{X} \text{ [For misclassified instances } y - \hat{y} = 2y\text{]}$$

- Parameter α is the learning rate $\Rightarrow$ Turns out to be irrelevant in the special case of the perceptron
- One cycle through the entire training data set is referred to as an *epoch* $\Rightarrow$ Multiple epochs required
- How did we derive these updates?

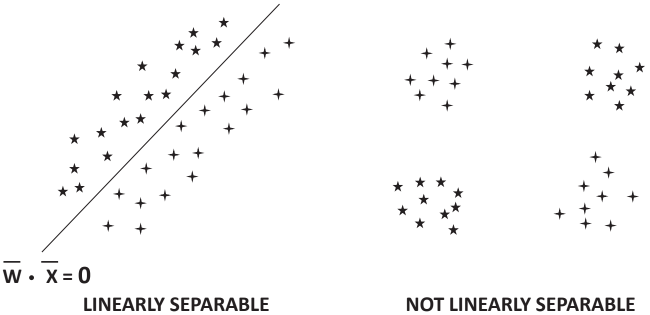
What Objective Function is the Perceptron Optimizing?

- At the time, the perceptron was proposed, the notion of loss function was not popular $\Rightarrow$ Updates were heuristic
- Perceptron optimizes the perceptron criterion for ith training instance:

$$L_i = \text{max}\{-y_i(\overline{W} \cdot \overline{X_i}), 0\}$$

  - Loss function tells us how far we are from a desired solution $\Rightarrow$ Perceptron criterion is 0 when $\overline{W} \cdot \overline{X_i}$ has same sign as y_i.
- Perceptron updates use *stochastic gradient descent* to optimize the loss function and reach the desired outcome.
  - Updates are equivalent to $\overline{W} \Leftarrow \overline{W} - \alpha \left(\frac{\partial L_i}{\partial w_1} \dots \frac{\partial L_i}{\partial w_d} \right)$

Where does the Perceptron Fail?



- The perceptron fails at similar problems as a linear SVM
  - **Classical solution:** Feature engineering with Radial Basis Function network ⇒ Similar to kernel SVM and good for noisy data
  - **Deep learning solution:** Multilayer networks with nonlinear activations ⇒ Good for data with a lot of structure

Historical Origins

- The first model of a computational unit was the *perceptron* (1958).
  - Was roughly inspired by the biological model of a neuron.
  - Was implemented using a large piece of hardware.
  - Generated great excitement but failed to live up to inflated expectations.
- Was not any more powerful than a simple linear model that can be implemented in a few lines of code today.

Thank you!

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