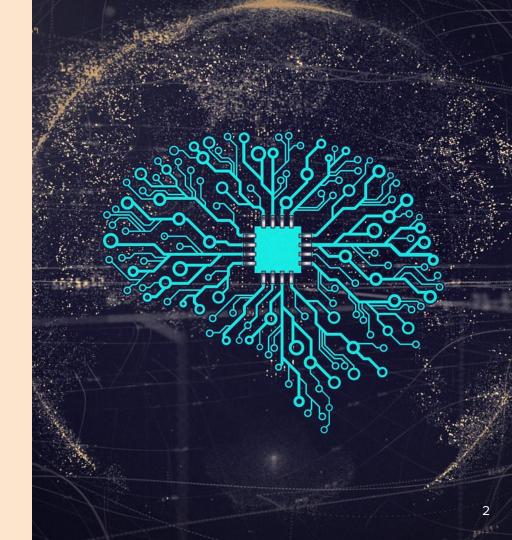
Introduction to Neural Network

Dr. Paisit Khanarsa

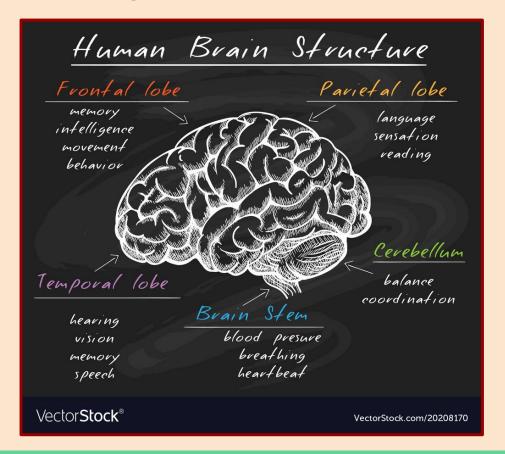
Outline

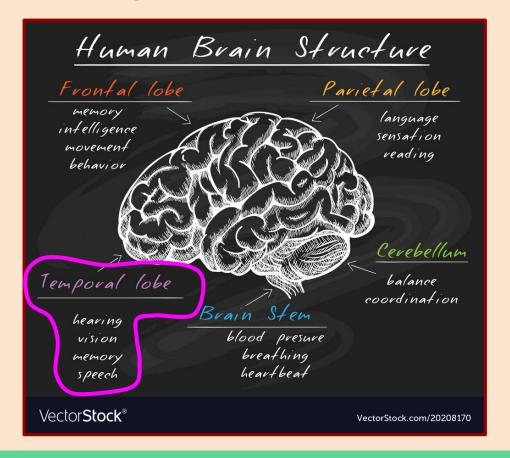
- Introduction to Neural Network
- Neuron and artificial neural network
- Neural network decision boundary

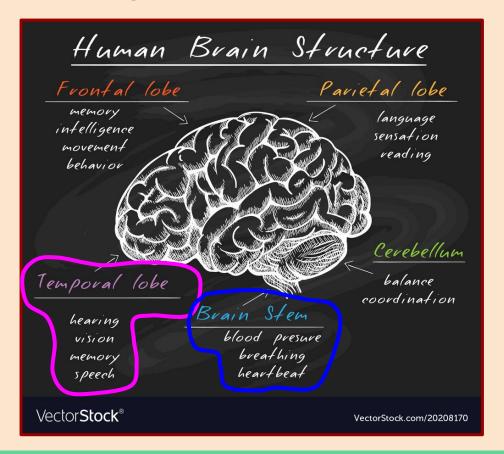


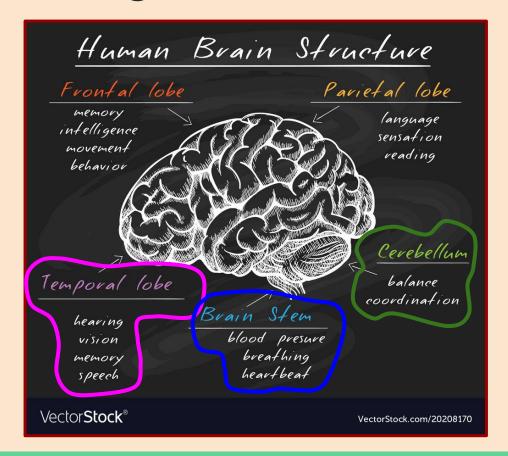
Introduction to Neural Network

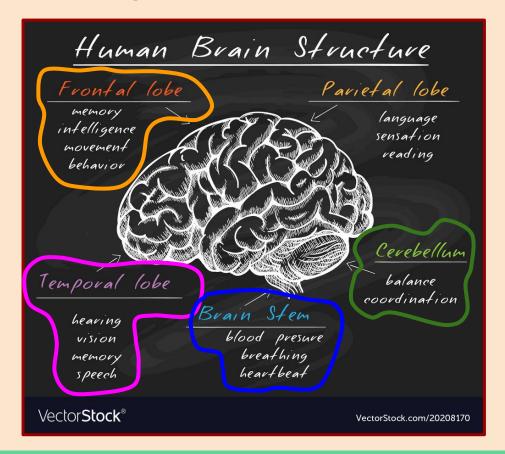


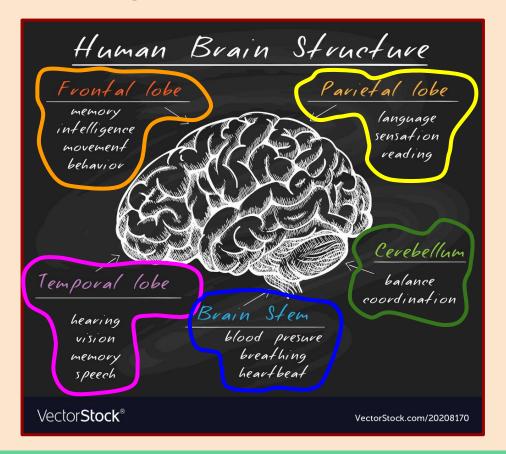






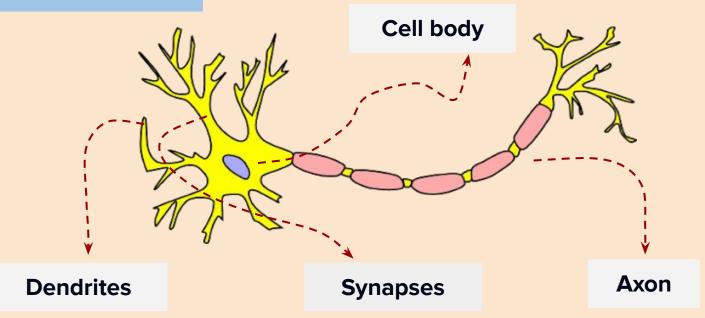






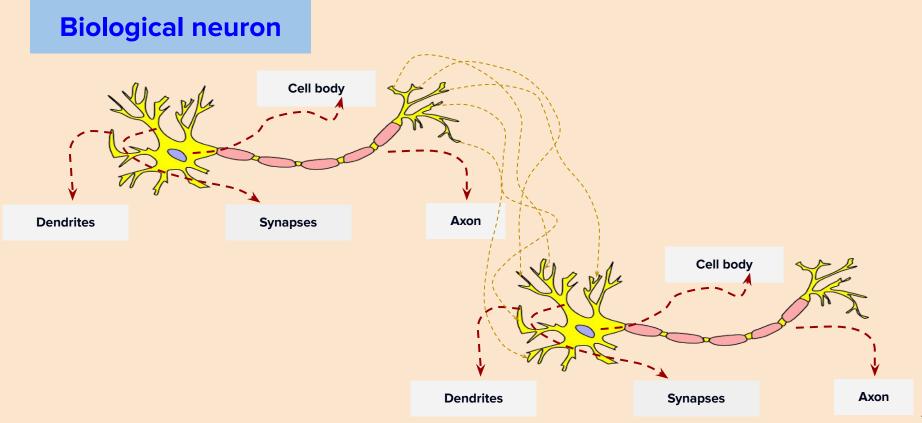
Human neuron cell

Biological neuron



Brain's computational unit

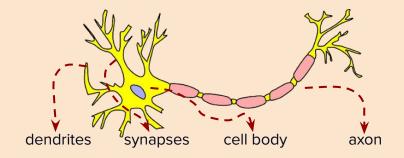
Human neuron interaction



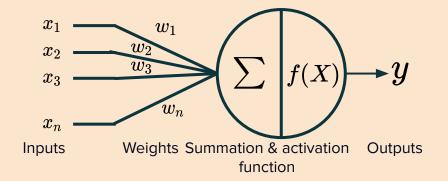
Neuron and artificial neural network

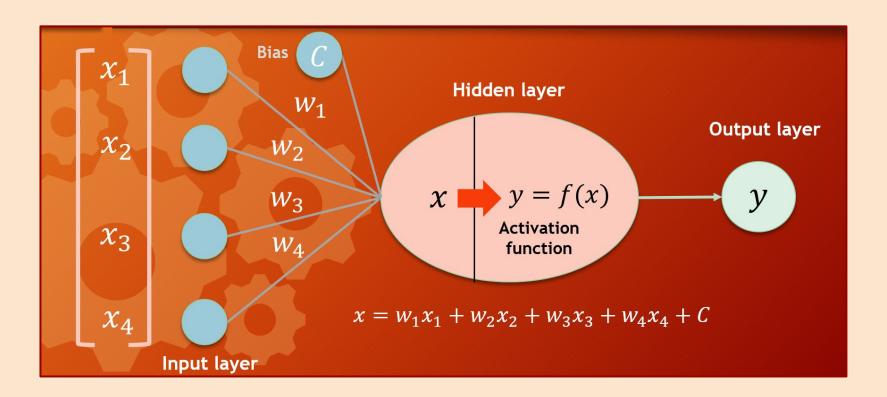


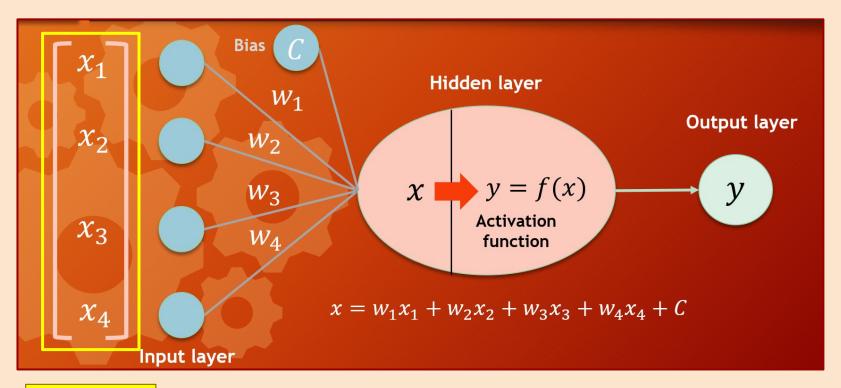
Biological neuron



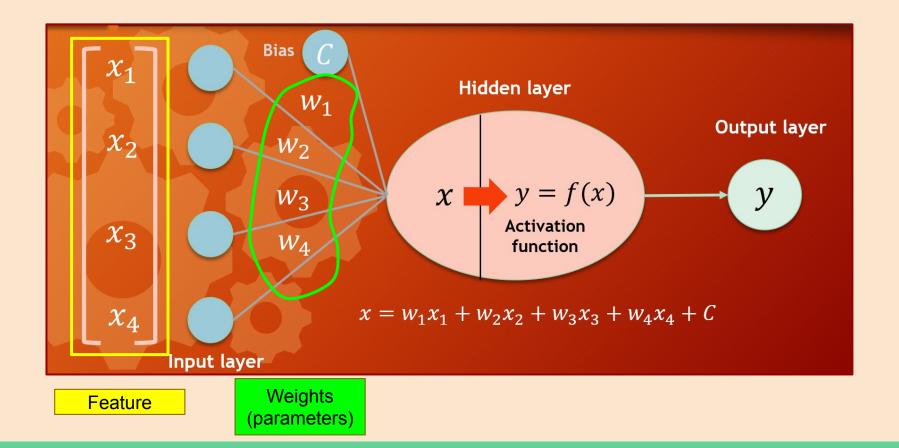
Artificial neuron

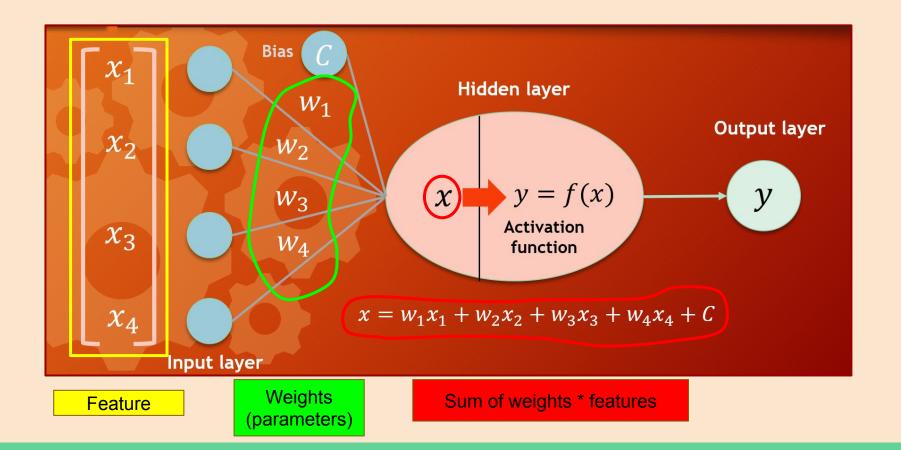




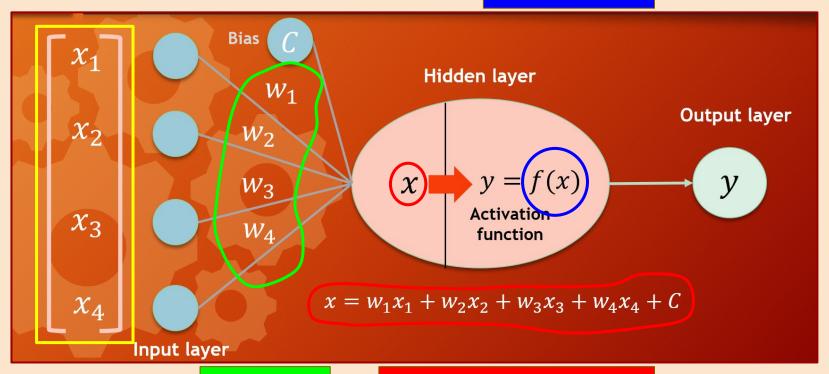


Feature





Activation function

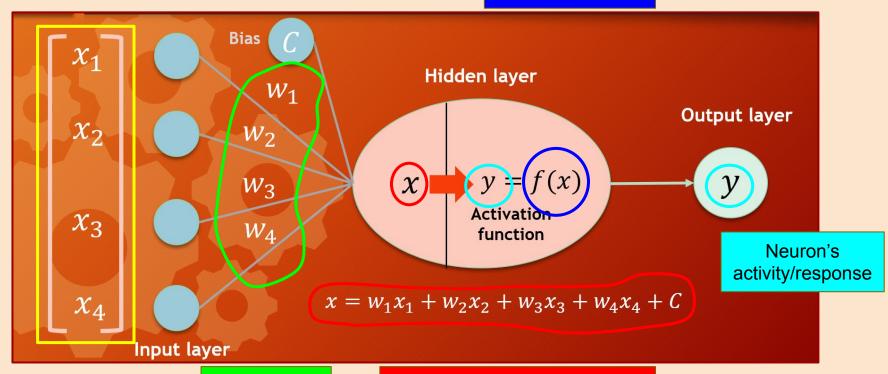


Feature

Weights (parameters)

Sum of weights * features

Activation function



Feature

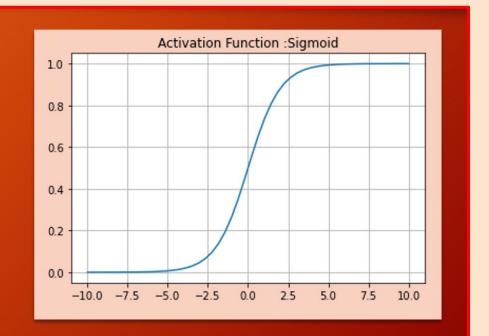
Weights (parameters)

Sum of weights * features

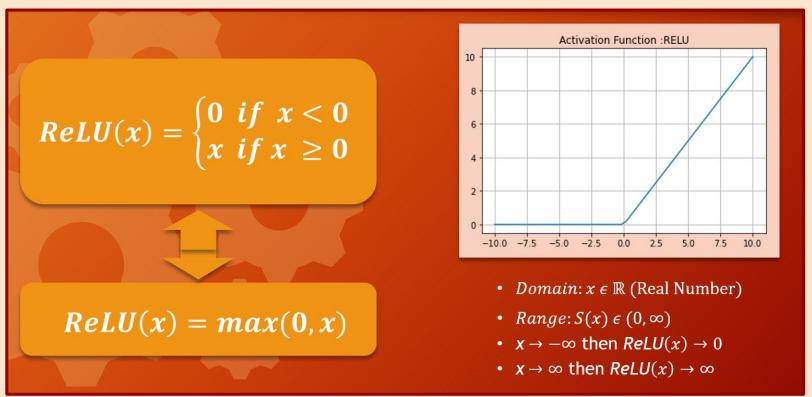
Sigmoid function

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

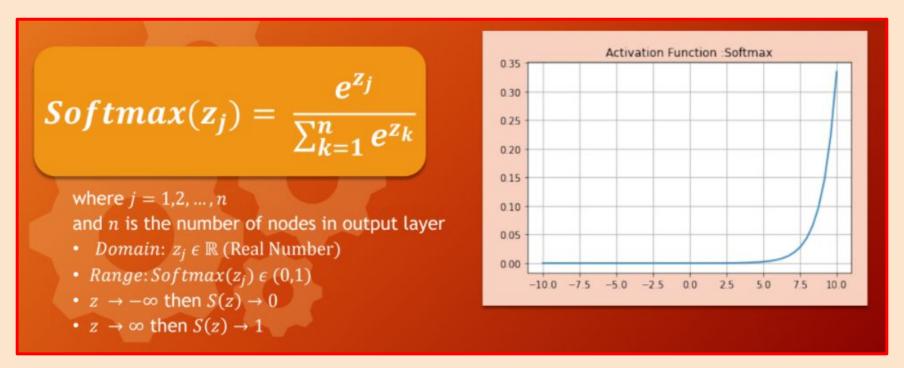
- *Domain*: $x \in \mathbb{R}$ (Real Number)
- $Range: S(x) \in (0,1)$
- $x \to -\infty$ then $S(x) \to 0$
- $x \to \infty$ then $S(x) \to 1$

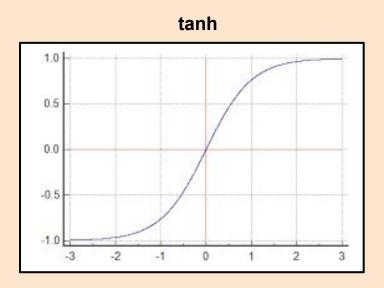


ReLu function

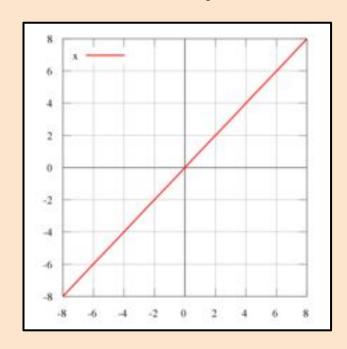


Softmax function



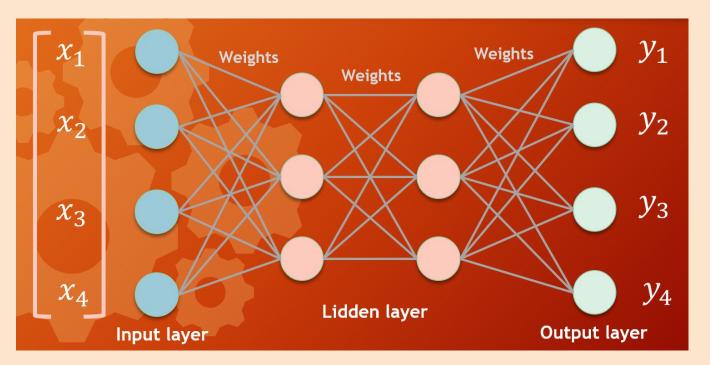


identity



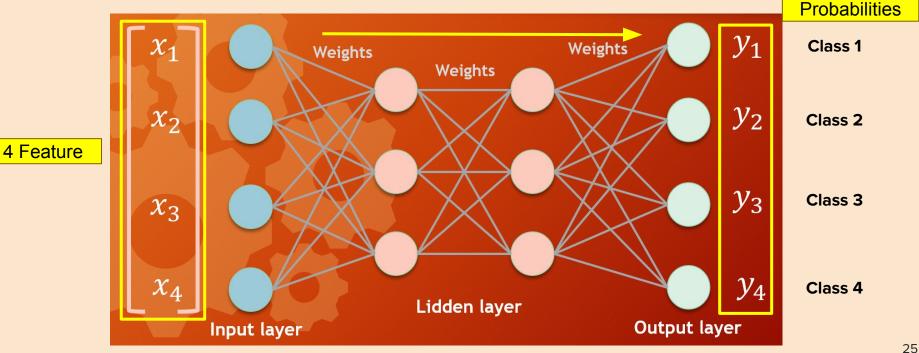
Neural network

A network of single neuron units. Engineers must define **network architecture** they want to use. How many layers the network will have and how units each layer will have



Neural network

A network of single neuron units. Engineers must define **network architecture** they want to use. How many layers the network will have and how units each layer will have

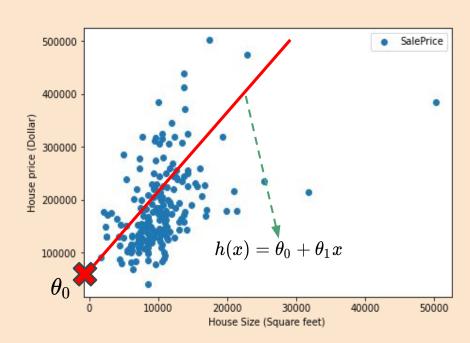


Bias units

Bias units allows us to add any constant to the computation of each layer.

In regression, this is similar to the term $heta_0$.

This provides a baseline for activity of neurons in each layer



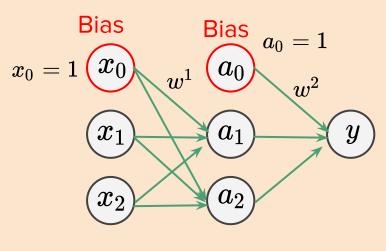
Linear regression

Bias units

Bias units allows us to add any constant to the computation of each layer.

In regression, this is similar to the term $heta_0$.

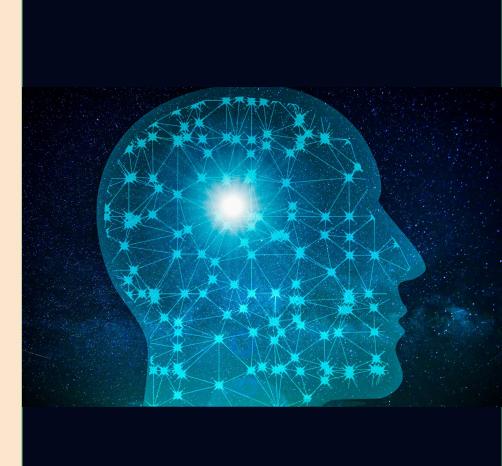
This provides a baseline for activity of neurons in each layer



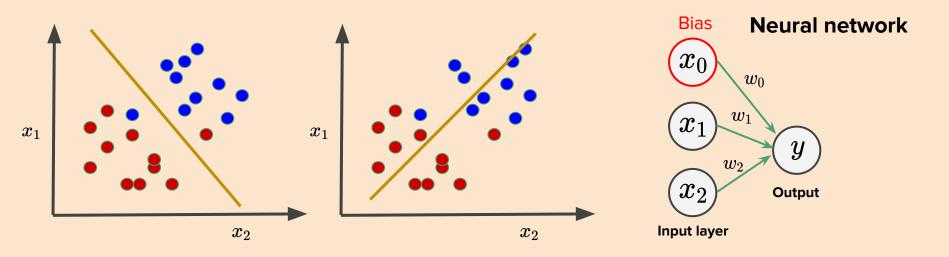
$$egin{aligned} a_1 &= f(w_{01}^1 x_0 + w_{11}^1 x_1 + w_{21}^1 x_2) \ a_2 &= f(w_{02}^1 x_0 + w_{12}^1 x_1 + w_{22}^1 x_2) \ y &= f(w_{01}^2 a_0 + w_{11}^2 a_1 + w_{21}^2 a_2) \end{aligned}$$

Neural network

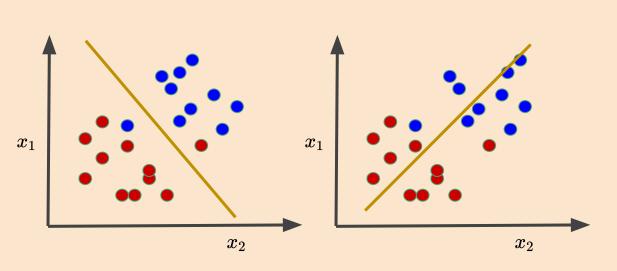
Neural network decision boundary

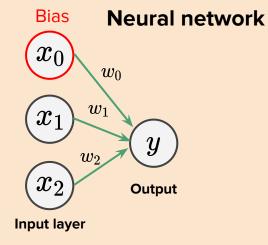


2-layer neural network fits a linear decision boundary. It is called "Linear Classifier". For high-dimension, you might think of it as a decision hyperplane.



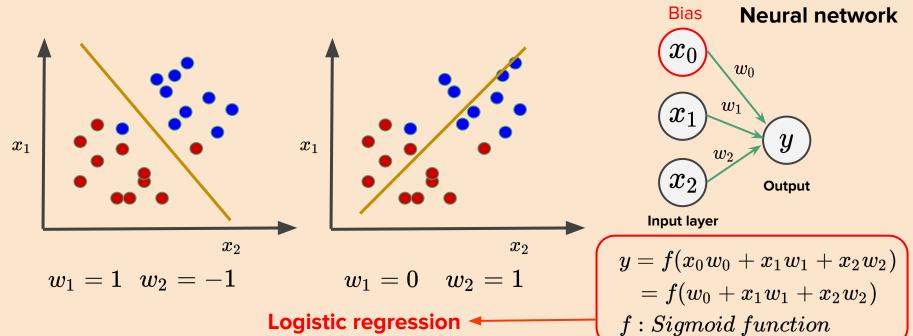
2-layer neural network fits a linear decision boundary. It is called "Linear Classifier". For high-dimension, you might think of it as a decision hyperplane.





$$egin{aligned} y &= f(x_0w_0 + x_1w_1 + x_2w_2) \ &= f(w_0 + x_1w_1 + x_2w_2) \ f: Sigmoid\ function \end{aligned}$$

2-layer neural network fits a linear decision boundary. It is called "Linear Classifier". For high-dimension, you might think of it as a decision hyperplane.



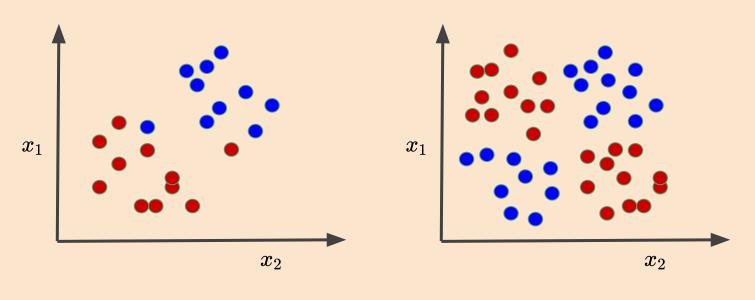
Live demo

2-layer perceptron cannot fit nonlinear decision boundary.

Live Demo: A Neural Network Playground

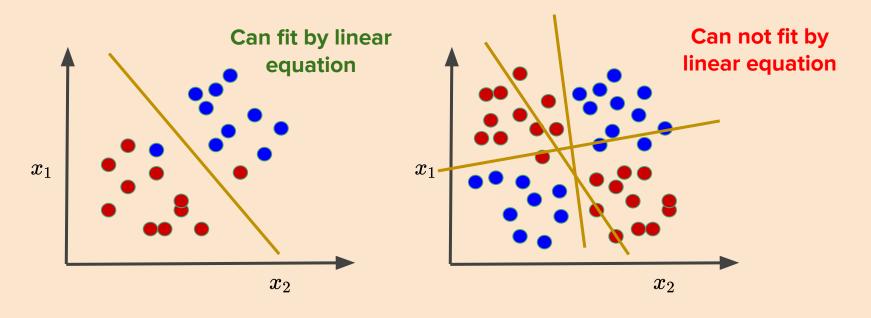
Exercise

- Try picking nonlinear model
- Try adding an extra with 2 neurons in the hidden layer
- Make hidden layer with 5 neurons
- Make two hidden layers



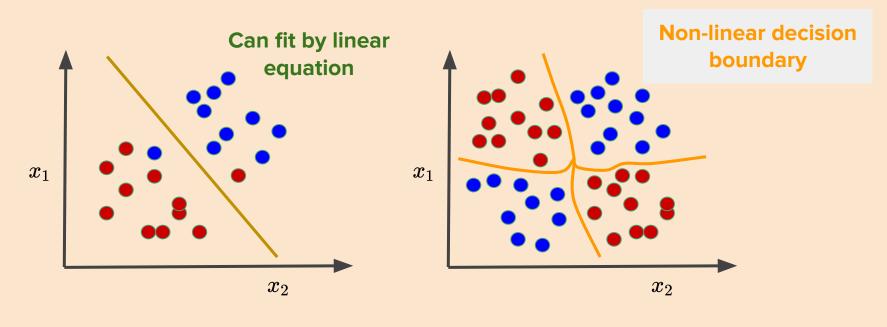
Linear Separable

Linear Non- Separable



Linear Separable

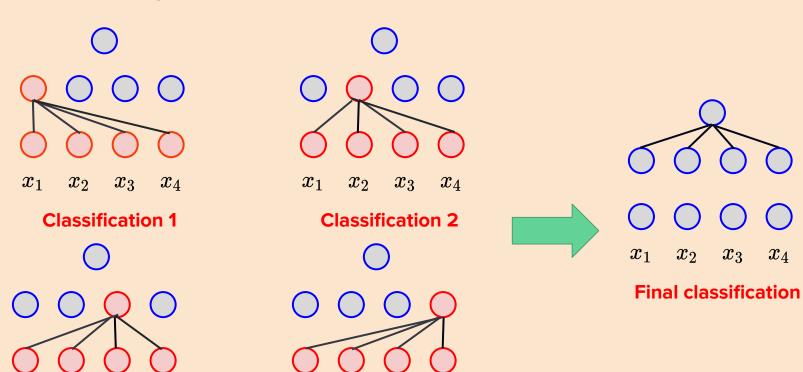
Linear Non- Separable



Linear Separable

Linear Non- Separable

Multilayer perceptron



Classification 3

 x_3

 x_4

 x_1

Classification 4

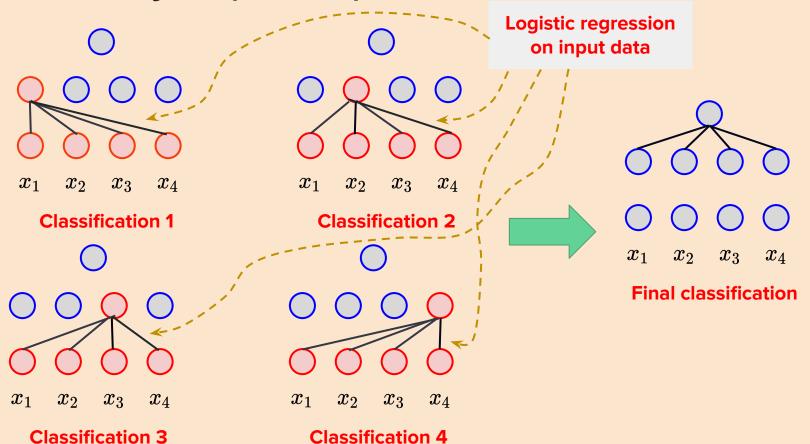
 x_3

 x_4

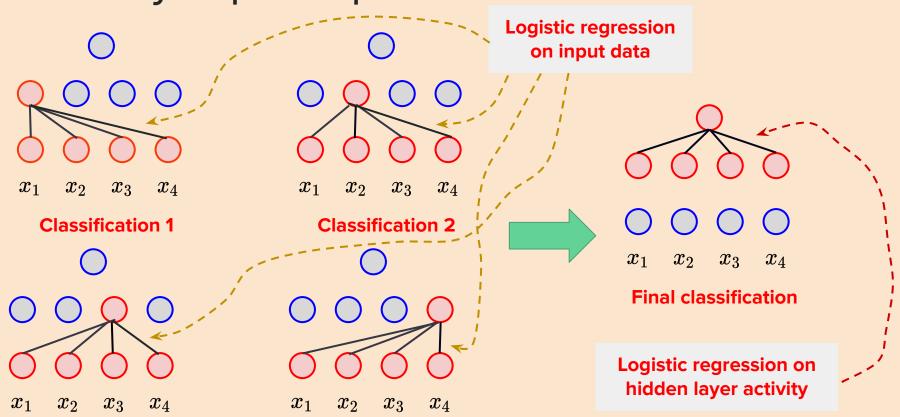
 x_1

 x_4

Multilayer perceptron



Multilayer perceptron

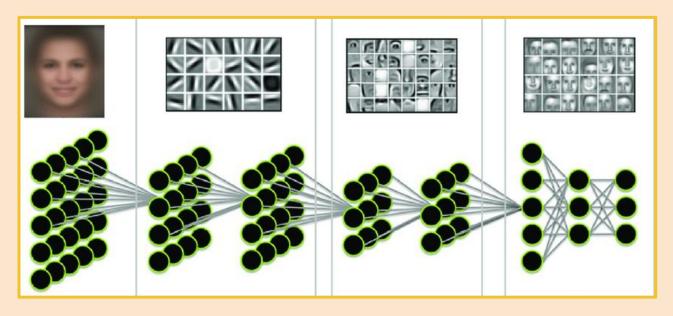


Classification 3

Classification 4

Network of neurons can understand anything

Facial Recognition



Input
Let's start to feed
the face images
into the neural
networks.

Layer 1-2
The computer
learns to identify
edge and simple
shapes.

Layer 3-4
The computer
learns to identify
more complex
shapes and objects.

Layer 5-7
The computer learns
which shapes and
objects can be used to
define a human face.

Good luck 😉

