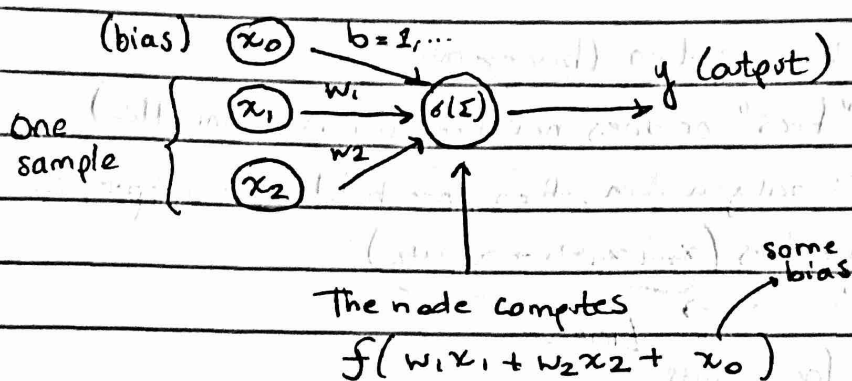


Discussion: Perceptrons

Neural networks are inspired by how neurons in the brain function & are connected. However, they work with math :)

Single neurons (node, unit)

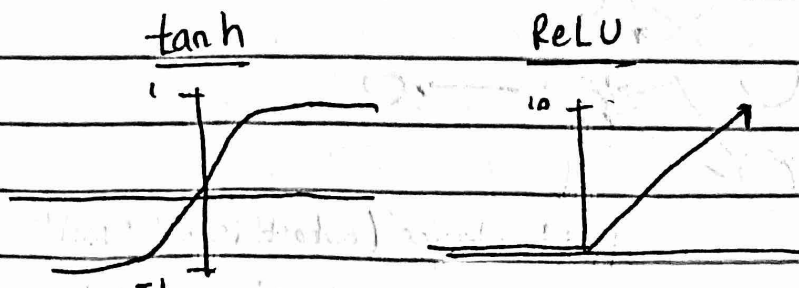
Neurons are used to model nonlinear data, usually. (can't be approximated by $y = mx + b$)



where f is the activation function (in a logistic unit, this would be sigmoid; in a perceptron, a threshold)

* The weights (w_1, w_2) start randomly and are updated through backpropagation in a neural network

Other examples of activation functions:



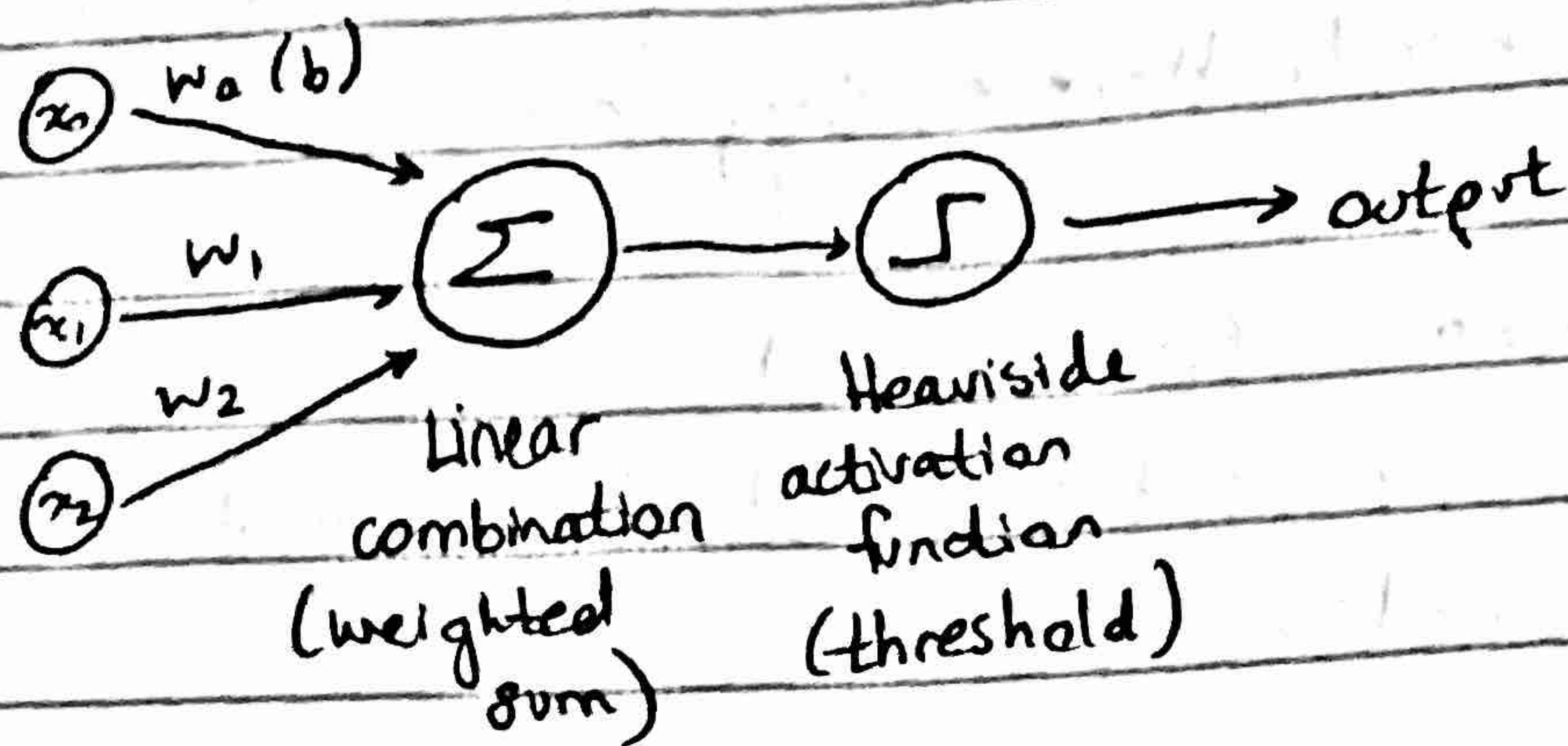
$$\tanh(x) = 2\sigma(2x) - 1$$

$[-1, 1]$

$$\text{ReLU}(x) = \max(0, x)$$

$[0, \infty)$

Perceptron (a specific case of an artificial neuron)



* No backpropagation (binary output)

* filter "fires" or does not fire (no in the middle)

* linear: only a sum, then threshold for output, i.e.

$$y = \text{thres}(\underbrace{x_0 + x_1 w_1 + x_2 w_2}_{\text{Linear}})$$

* Only for 2-class

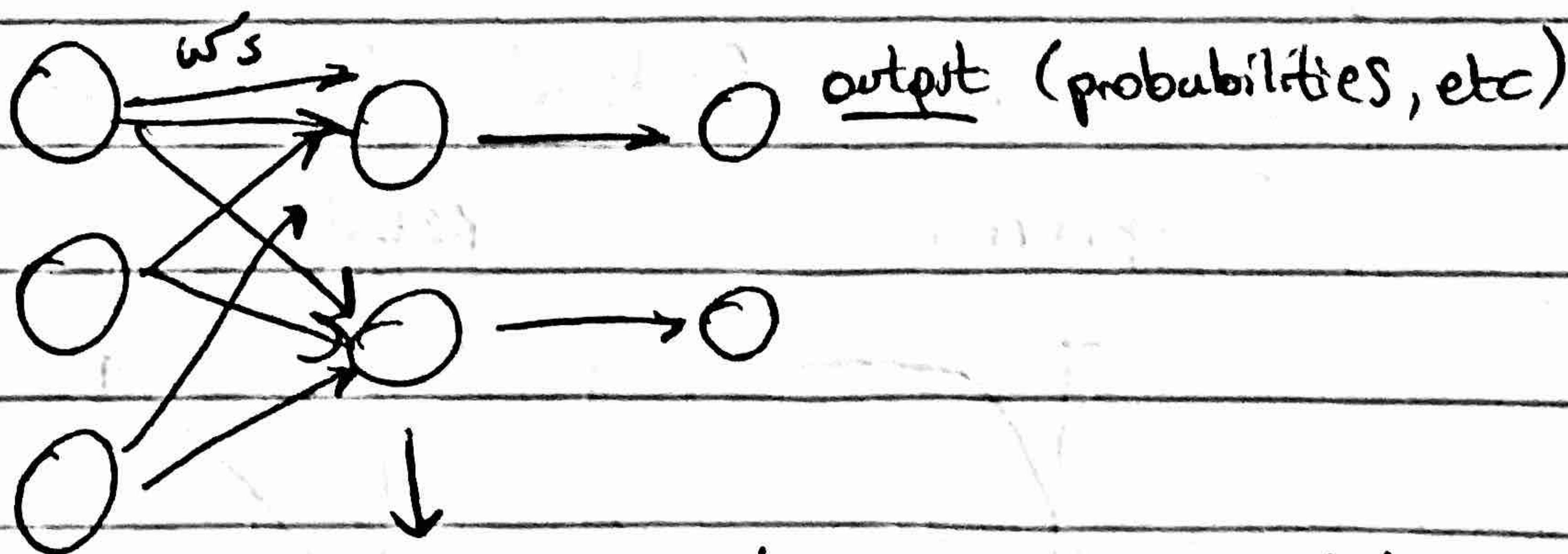
Multi-Layer Perceptron (MLP) / Feed-Forward NN

Chain several neurons together

Allows for multiclass classification

Adds hidden layer

* Deep NN:
many hidden
layers



Hidden layer (output is not "visible"
as a network output)

Why do we use hidden layers?

- To capture more complexity (i.e. learn colors, edges, then ears/eyes/nose, then full face for facial recognition)
- Universal approximators: with enough hidden layers, an NN can model any function (Michael Nielsen explains this well - The Universal Approximation Theorem for neural networks on YouTube)

Example

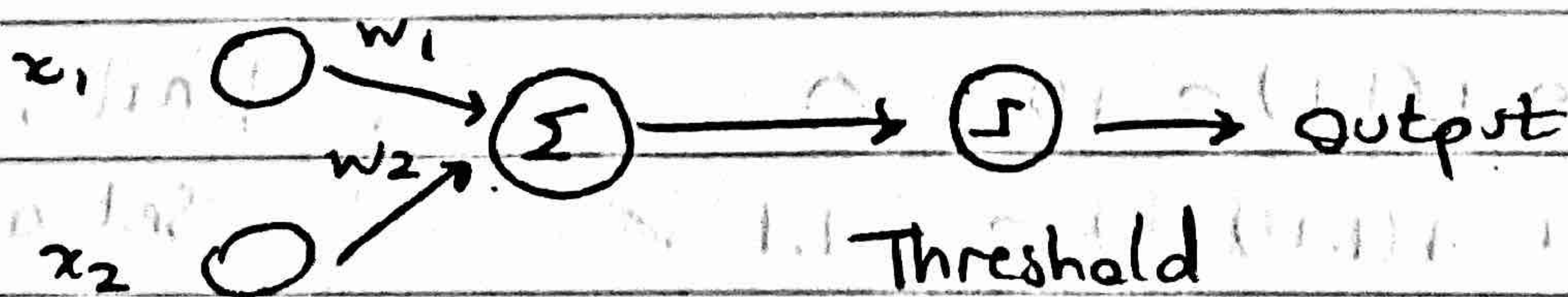
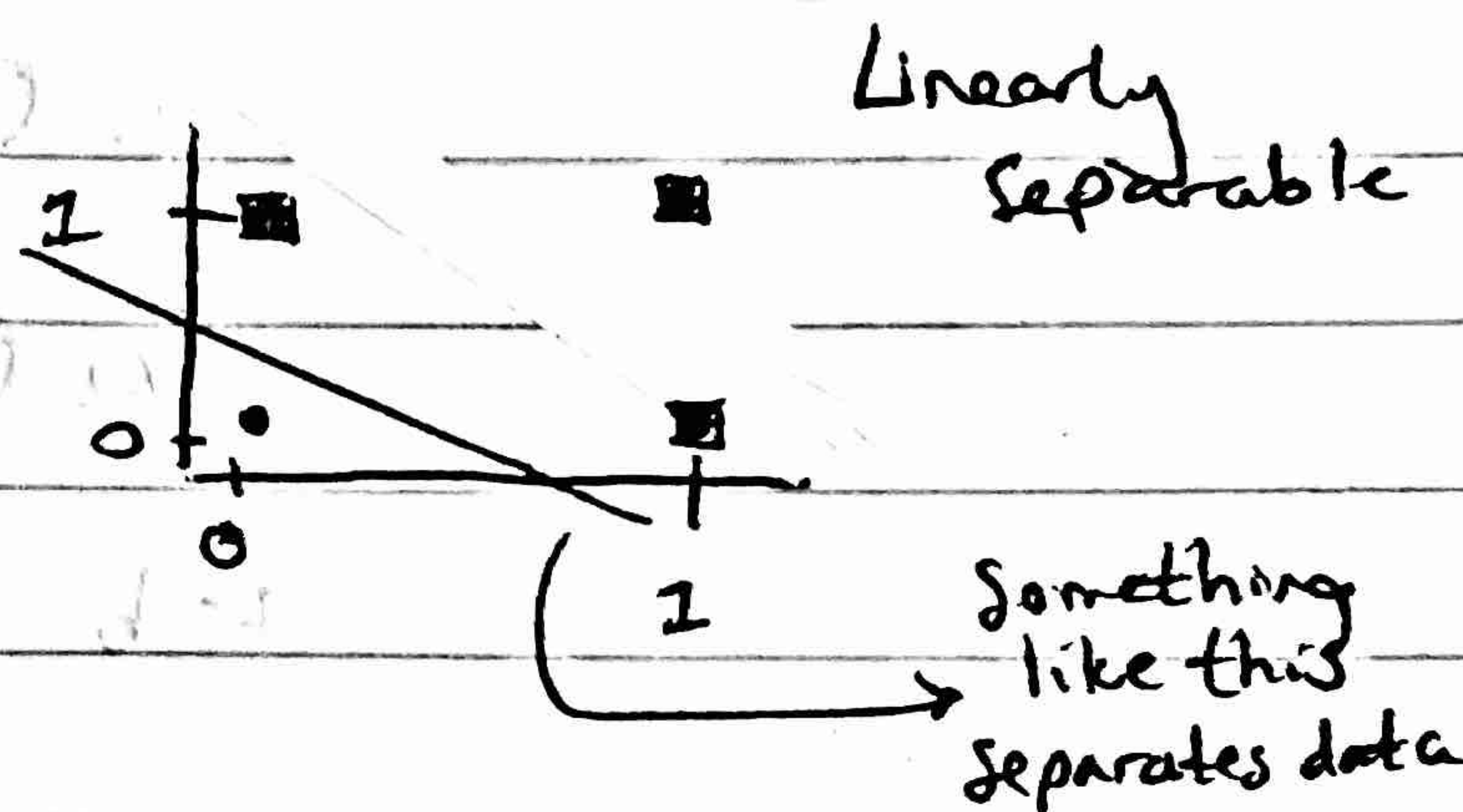
Approximating OR with a perceptron

OR: $(0, 0) \rightarrow 0$

$(0, 1) \rightarrow 1$

$(1, 0) \rightarrow 1$

$(1, 1) \rightarrow 1$

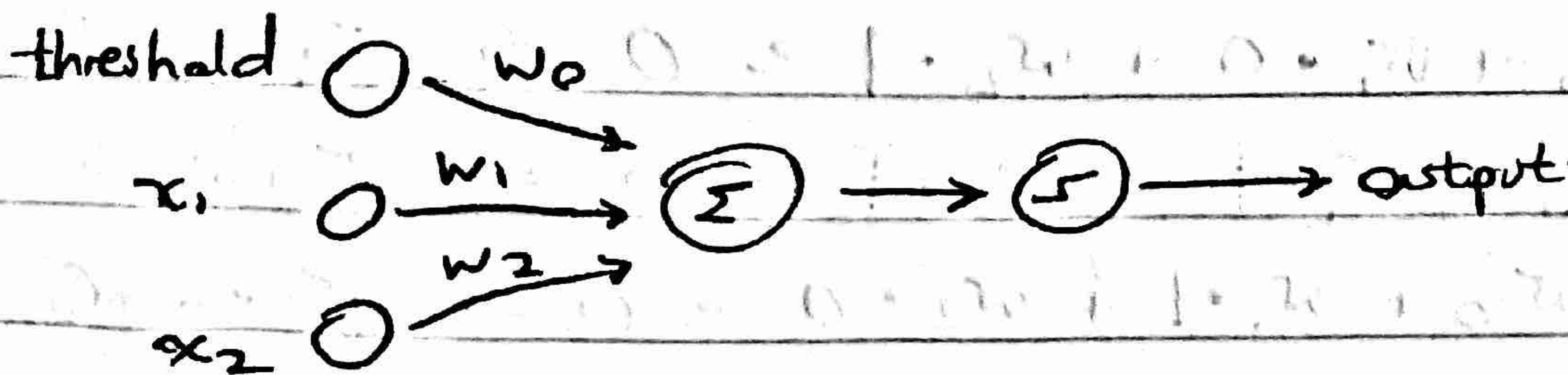


$$x_1 w_1 + x_2 w_2 \geq \text{threshold}$$

$$x_1 w_1 + x_2 w_2 - \text{threshold} \geq 0$$

This is the hyperplane to divide the space.
(Remember $b = -T$?)

Extend vector so we don't need to deal w/ threshold:



$$h(x) = (w^T x > \gamma)$$

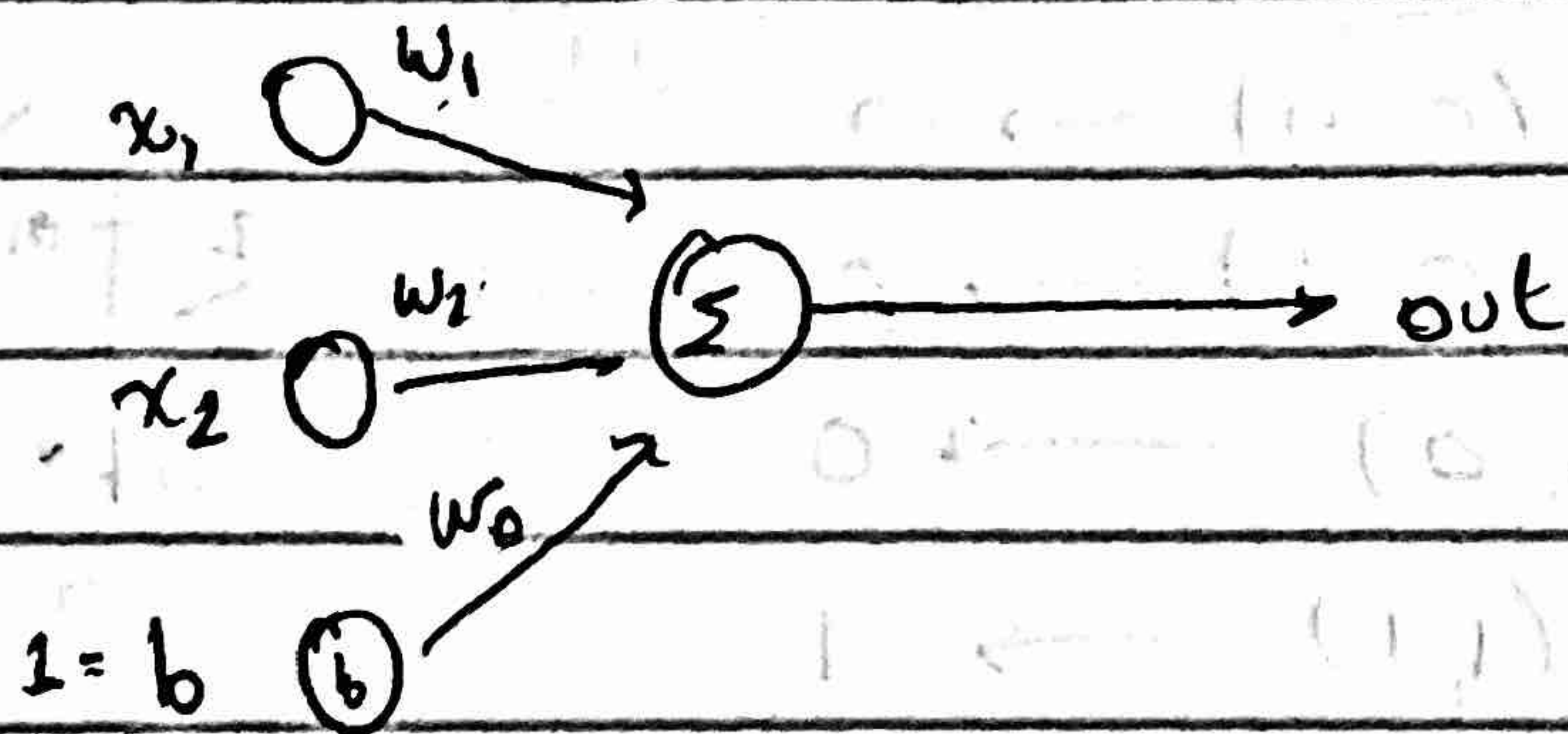
Assume threshold = 0

x_1	x_2	OR (expected)	Output
0	0	0	$w_0 + w_1x_1 + w_2x_2 < 0$
0	1	1	$w_0 + w_1x_1 + w_2x_2 \geq 0$
1	0	1	$w_0 + w_1x_1 + w_2x_2 \geq 0$
1	1	1	$w_0 + w_1x_1 + w_2x_2 \geq 0$

Neuron fires

When we solve these out, we can figure out w_1, w_2

Let's think about it logically:



- (0, 0) (1.1)0 + (1.1)0 + 0 = 0
- (1, 0) (1.1)1 + (1.1)0 + 0 = 1.1 ✓
- (0, 1) same
- (1, 1) (1.1)1 + (1.1)1 + 0 = 2.2 ✓

What is general set of soln's?

$$w_0 + w_1 \cdot 0 + w_2 \cdot 0 < 0 \Rightarrow w_0 < 0$$

$$w_0 + w_1 \cdot 0 + w_2 \cdot 1 \geq 0 \Rightarrow w_2 > -w_0$$

$$w_0 + w_1 \cdot 1 + w_2 \cdot 1 \geq 0 \Rightarrow w_1 + w_2 > -w_0$$

$$w_0 + w_1 \cdot 1 + w_2 \cdot 0 \geq 0 \Rightarrow w_1 > -w_0$$

$$w_0 = -0.5$$

$$w_0 = -1, w_1 = 1.1, w_2 = 1.1$$