Neural Networks

Steve Cygu

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OUTLINE

Introduction

Why Machine Learning? Neural Networks and Human Brain

Neural Networks

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Why Machine Learning?

Can we write algorithm to correctly identify each of the objects?

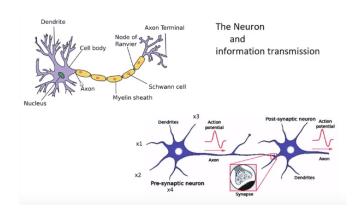
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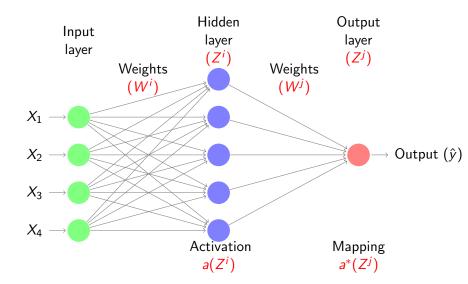




Neural Networks and Human Brain

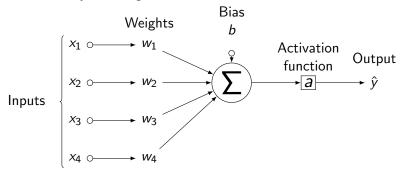


Multi-layer perceptron (MLP)



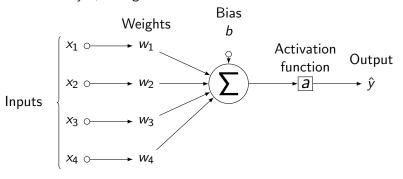
Single-layer Perceptron

▶ No hidden layer, a single neuron.



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$$\hat{y} = b + \sum_{i=1}^{n} x_i w_i$$

Components

Layers

- Input nodes
 No computation
- Hidden nodes (Neurons) Intermediate processing, computation and transfers to another hidden layer or output.
- Output nodes Uses a function (not necessarily activation function) to map the input from other layers to desired output format.
 - Sigmoid
 - Softmax

Synapse/Connections

- \triangleright Transfers the output of neuron i to the input of neuron j.
- ► Each connection is assigned weight, W_{ij}

Activation function

Introduces nonlinearity into the neuron output.

Sigmoid (Logistic Activation Function)

$$a(z) = \frac{1}{1 + exp(-z)}$$

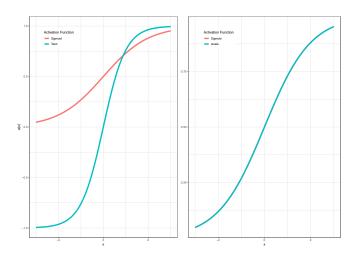
Tanh (hyperbolic tangent Activation Function)

$$a(z) = tanh(z) = \frac{2}{1 + exp(-2z)} - 1 = 2sigmoid(2z) - 1$$

► ReLU (Rectified Linear Unit Activation Function)

$$a(z) = max(0, z)$$

Sigmoid and Tanh Activation Functions



Fitting Neural Networks

Weights are the parameters. The generic approach is by **gradient descent**.

- ► Forward-propagation (feed-forward)
- ► Backward-propagation

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$$\begin{split} Z_1^i &= X_1 W_{1,1}^i + X_2 W_{2,1}^i + X_3 W_{3,1}^i + X_4 W_{4,1}^i \\ Z_2^i &= X_1 W_{1,2}^i + X_2 W_{2,2}^i + X_3 W_{3,2}^i + X_4 W_{4,2}^i \\ \cdot \end{split}$$

÷

 Z^i 'component' is the sum of weighted inputs to each neuron.

$$Z^i = XW^i \tag{1}$$

Apply activation function to 1

$$a^i = a(Z^i) \tag{2}$$

Propagate 2 to the output layer

$$Z^j = a^i W^j \tag{3}$$

$$\Longrightarrow \hat{y} = a^j = a^*(Z^j) \tag{4}$$

- Aim is to estimate weights that ensures the model fits the training data well.
- Calculate the error at the output nodes and propagate them back to the network.

$$J = \sum_{i=1}^{n} \frac{1}{2} (y - \hat{y})^2 \tag{5}$$

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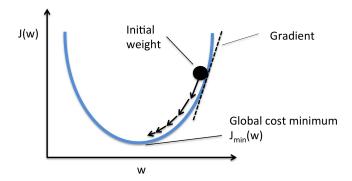
- ▶ Compute the gradient; $\frac{\partial J}{\partial W^i}$ and $\frac{\partial J}{\partial W^j}$
- Adjust the weights using optimization method such as Gradient Descent.

Gradient descent

$$W_{t+1} = W_t - \gamma \Delta J(W_t)$$

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Some Issues in Training Neural Networks

Starting values

- Starting weights are random numbers near zero.
- However, near zero weights collapses NN into approximately linear model.
- Exactly zero weights leads to zero derivatives and perfect symmetry.
- Large weights lead to poor results.

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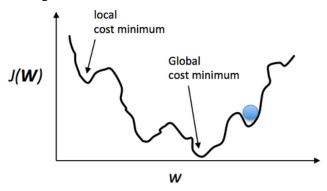
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2. Overfitting and Stopping Criterion

- Reduce training error to some predetermined threshold overfitting.
- Regularization by weight decay (analogous to ridge regression), $\lambda \geq 0$. Larger values of λ shrinks weights toward zero.
- \triangleright Cross-validation is used to estimate λ .

3. Convergence at the Local Minima



Example

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more.	32 entries		Search:
	vars	labels	
1	id_number	ID number	
2	diagnosis	Diagnosis ($M = malignant, B = benign$)	
3	radius_mean	radius (mean of distances from center to points on the perimeter) - Mean	
4	texture_mean	texture (standard deviation of gray-scale values) - Mean	
5	perimeter_mean	perimeter - Mean	
6	area_mean	area - Mean	
7	smoothness_mean	smoothness (local variation in radius lengths) - Mean	
8	compactness_mean	compactness (perimeter^2 / area - 1.0) - Mean	
9	concavity_mean	concavity (severity of concave portions of the contour) - Mean	
10	concave_points_mean	concave points (number of concave portions of the contour) - Mean	
11	symmetry_mean	symmetry - Mean	
12	fractal_dimension_mean	fractal dimension ("coastline approximation" - 1) - Mean	
13	radius_se	radius (mean of distances from center to points on the perimeter) - Standard error	
14	texture_se	texture (standard deviation of gray-scale values) - Standard error	
15	perimeter_se	perimeter - Standard error	
16	area_se	area - Standard error	
17	smoothness_se	smoothness (local variation in radius lengths) - Standard error	
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21	symmetry_se	symmetry - Standard error	
22	fractal_dimension_se	fractal dimension ("coastline approximation" - 1) - Standard error	
23	radius_worst	radius (mean of distances from center to points on the perimeter) - Worst	
24	texture_worst	texture (standard deviation of gray-scale values) - Worst	
25	perimeter_worst	perimeter - Worst	
26	area_worst	area - Worst	
27	smoothness_worst	smoothness (local variation in radius lengths) - Worst	
28	compactness_worst	compactness (perimeter^2 / area - 1.0) - Worst	
29	concavity_worst	concavity (severity of concave portions of the contour) - Worst	
30	concave points worst	concave points (number of concave portions of the contour) - Worst	



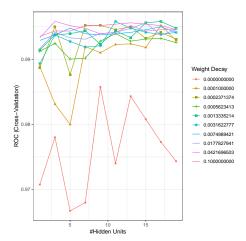
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 - Weight decay

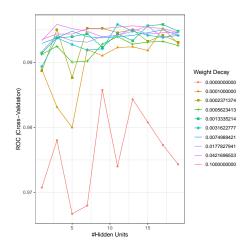
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 - Weight decay
 - Number of hidden neurons
- ▶ 10-fold cross validation
- ROC was used as the performance metric

results: Weight decay and hidden neurons



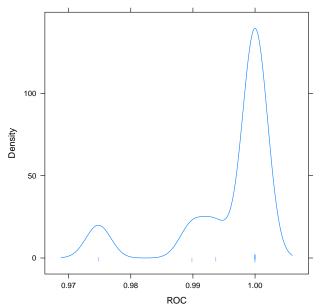
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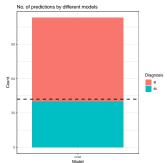
size decay 1 3 0.04216965



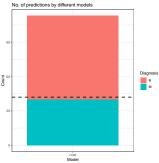
Result: Resampling distribution

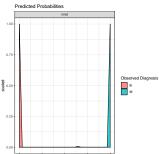


Result: Predictions

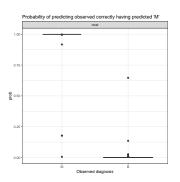


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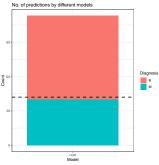


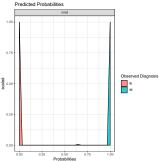


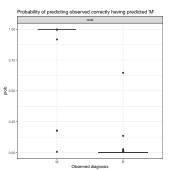
Probabilities

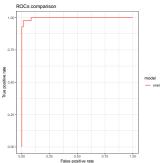


Result: Predictions











Conclusions

- Discussed Gradient descent in neural network
- ▶ Appled neural network to classify breast cancer. The model provides a good classification of the data, with ROC of 0.99.

References

- [1] Trevor, H., Robert, T., & JH, F. (2009). The elements of statistical learning: data mining, inference, and prediction. *Springer series in statistics*. Second Edition
- [2] Tom M. Mitchell. (1997). Machine Learning *McGraw-Hill International Editions*.
- [3] Internet sources (2019).