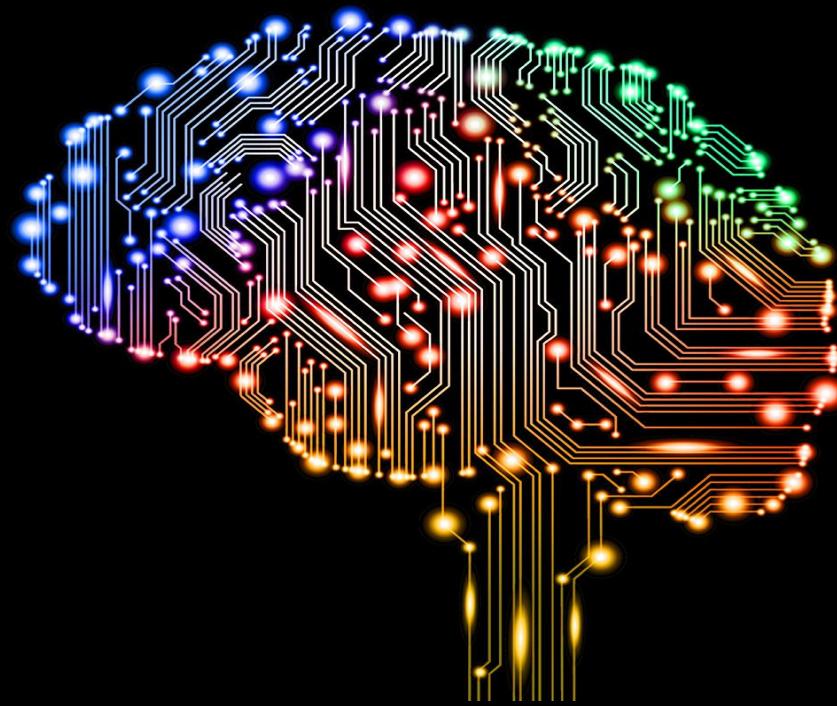


数据驱动的人工智能（6b）基于能量的神经网络

Data Driven Artificial Intelligence

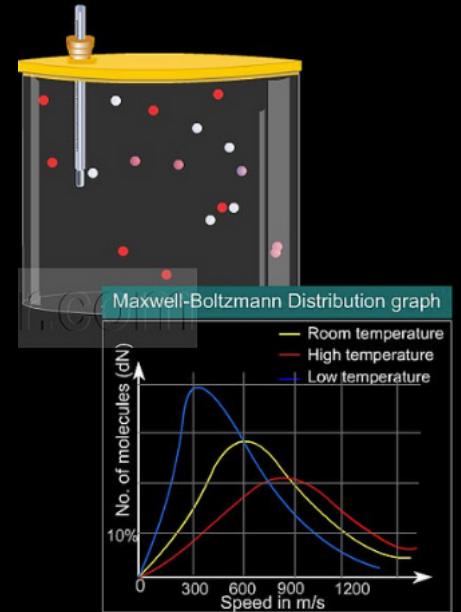
邬学宁 SAP硅谷创新中心

2017 / 03



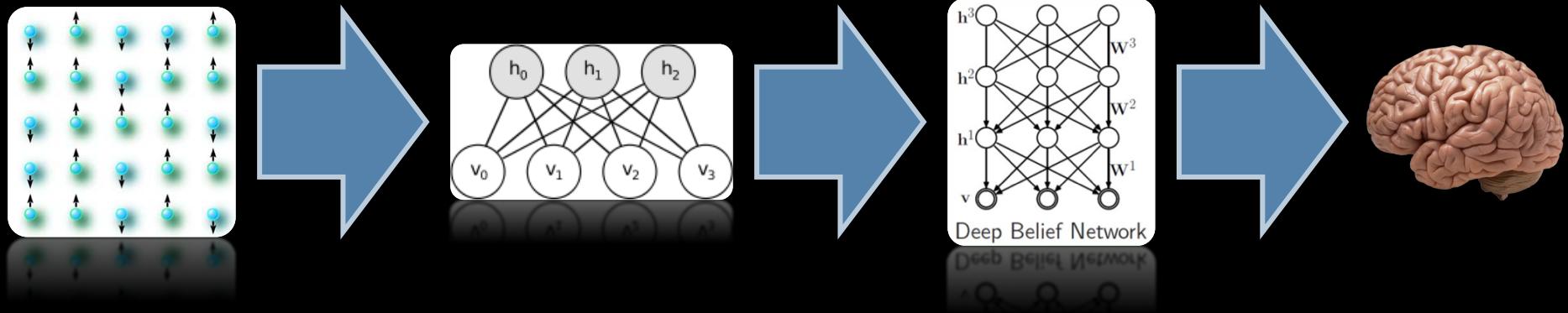
日程: EBN

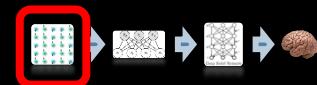
- Bayesian Belief Network
- Auto-encoder / PCA
- Hopfield Network
- Boltzmann Machine
- Restricted Boltzmann Machine
- Deep Boltzmann Machine
- Deep Belief Network
- Sparse Coding
- Game Theory & Generative Adversarial Network



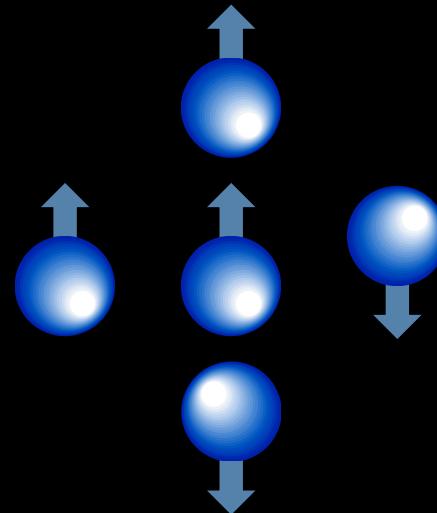
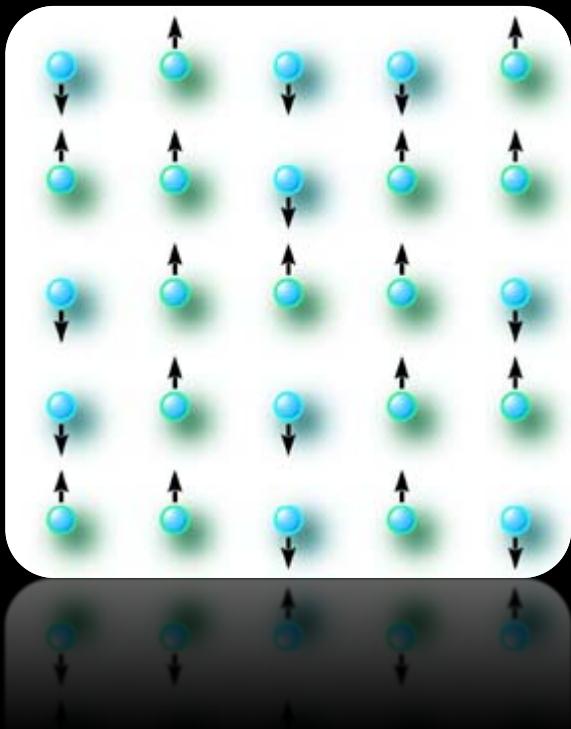


From Ising Model to brain...



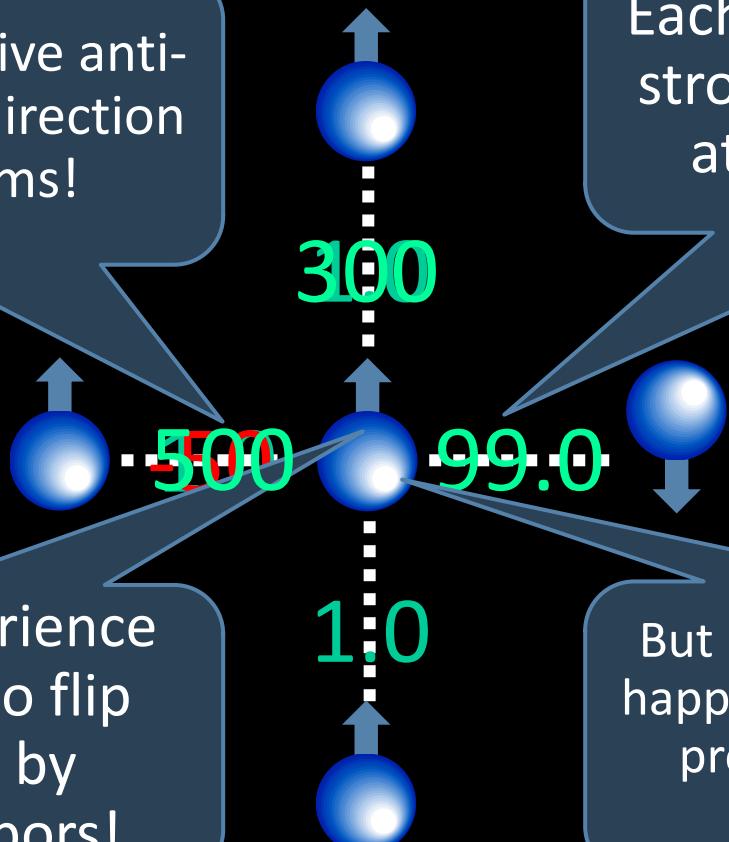


The Ising Model (Ernst Ising, 1922)



The Ising Model

Negative weights drive anti-correlations in the direction of adjacent atoms!



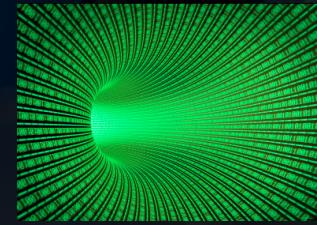
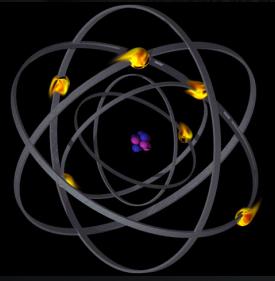
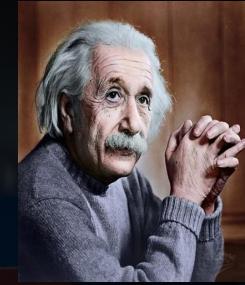
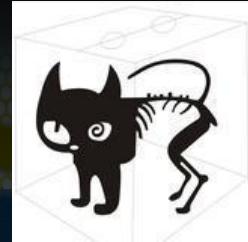
Each weight indicates how strongly the two adjacent atoms are correlated.

And atoms experience peer-pressure to flip when coaxed by multiple neighbors!

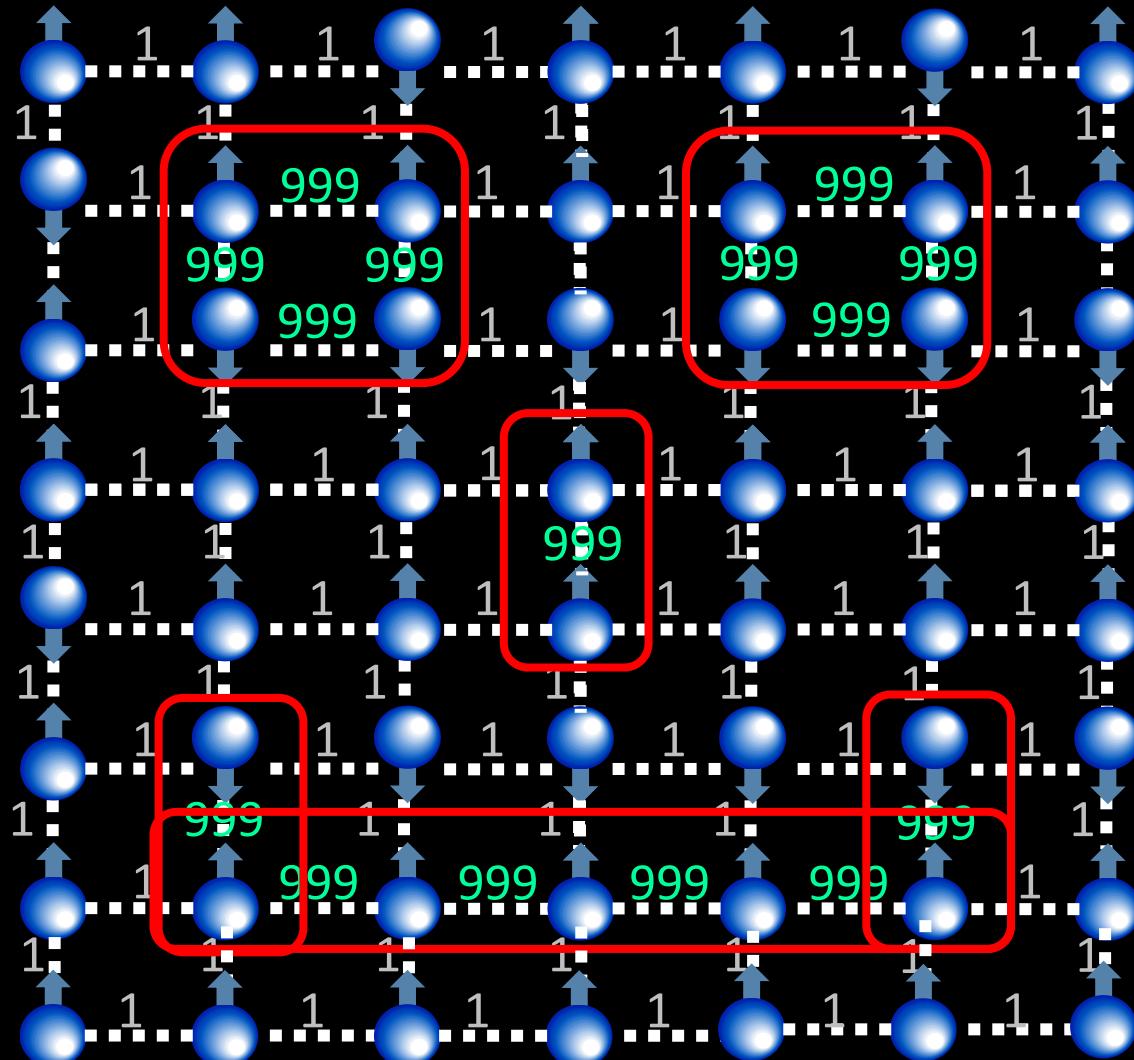
But ultimately, anything can happen – the interactions are probabilistic rather than deterministic!

偏题：人类社会范式转移：从决定论到概率论 / 从原子到比特

宇宙间，一个技术文明等级的重要标志，是它能够控制和使用的微观维度



Let's See a Simulation!



Ising Model Energy

Every configuration of atoms and weights has a specific “energy” associated with it.

give each up-facing “atom” a value of $x = +1$

give each down-facing “atom” a value of $x = -1$

And between atoms x_i and x_j we'll call the weight w_{ij} .

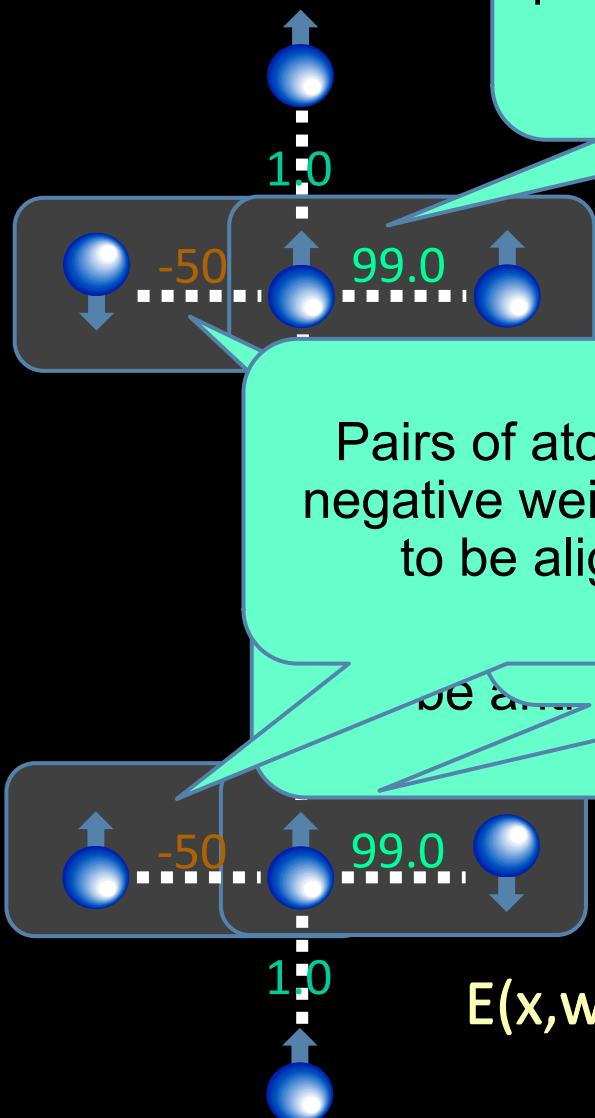
We can then define the “energy” of a configuration of atoms and weights...

$$E(x,w) = - \sum_{\text{all adjacent pairs } i,j \text{ of atoms}} x_i * x_j * w_{ij}$$

$$E(x,w) = -((1*1*1.0) + (1*(-1)*-50) + (1*(-1)*1.0) + (1*1*99))$$



Ising Model Energy



Pairs of atoms with positive weights tend to be aligned.

$$E(x, w) = - \sum_{\text{all adjacent pairs } i,j \text{ of atoms}} x_i * x_j * w_{ij}$$

Low-energy configurations are those where atoms connected by positive weights are aligned, and atoms connected by negative weights are anti-aligned.

Pairs of atoms with negative weights tend to be aligned.

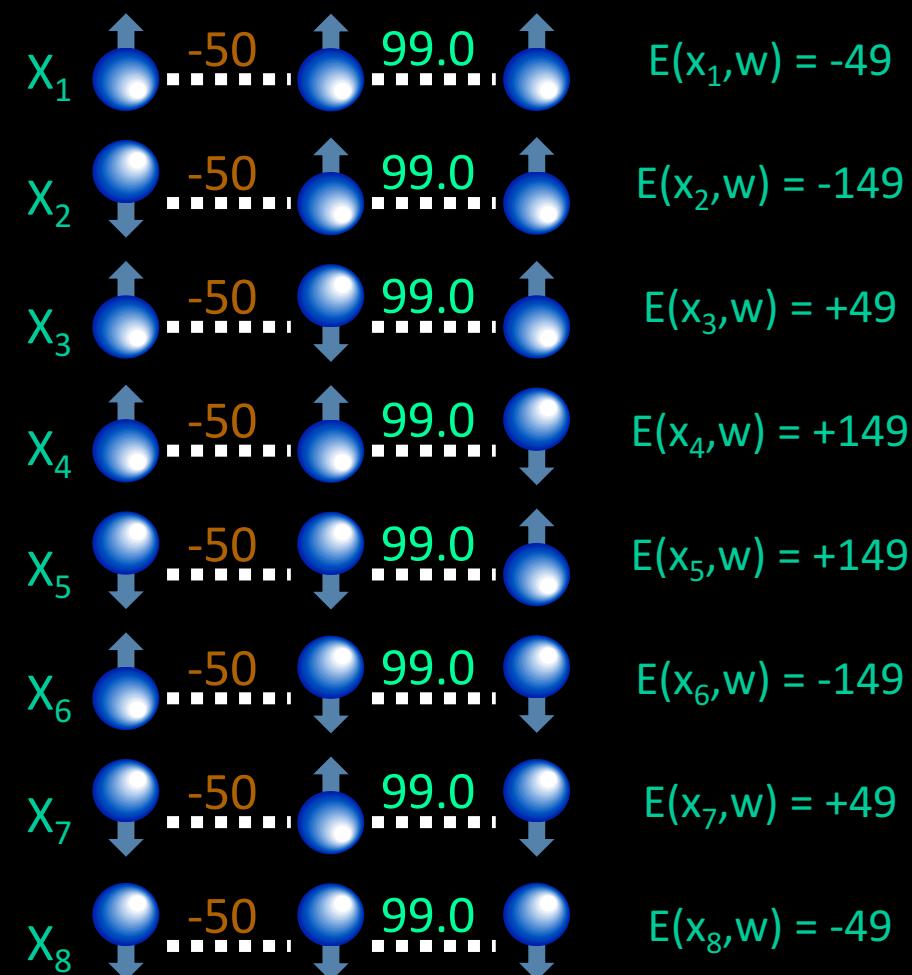
Pairs of atoms with positive weights tend to be aligned.

These configurations tend to be more “stable.”

High-energy configurations are the opposite – their alignment goes against the weights.

These configurations tend to be more “unstable.”

Ising Model Probabilities

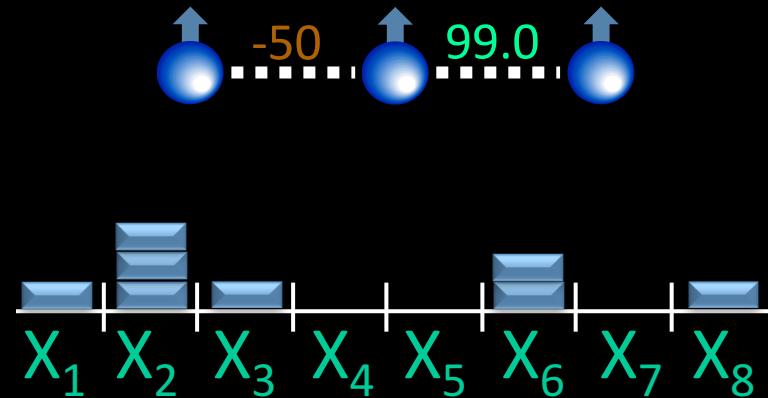


Consider an Ising model with 3 atoms...

There are 2^3 or 8 possible configurations of the atoms.

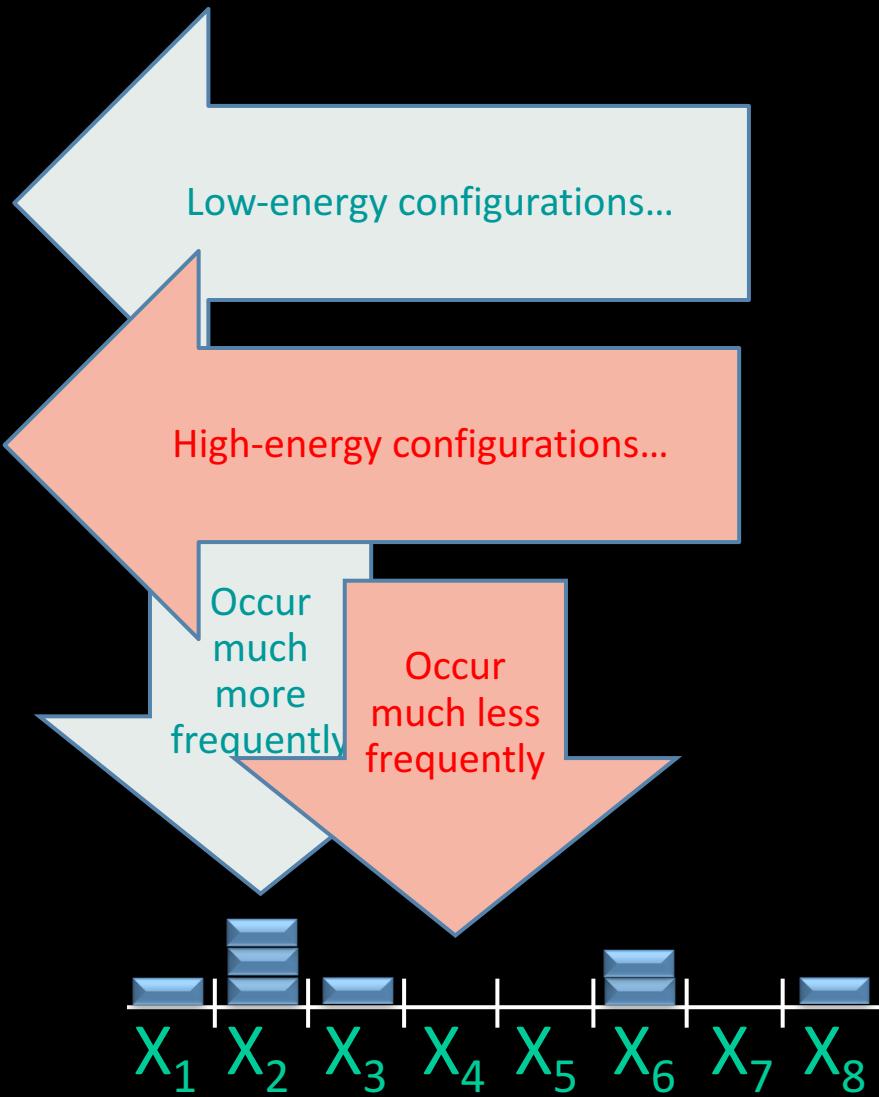
If we let our atoms vibrate (flip up and down) naturally, they will oscillate through these various configurations...

And the probability of a particular configuration occurring depends entirely on the energy of that configuration vs. the energy of all of the other configurations.

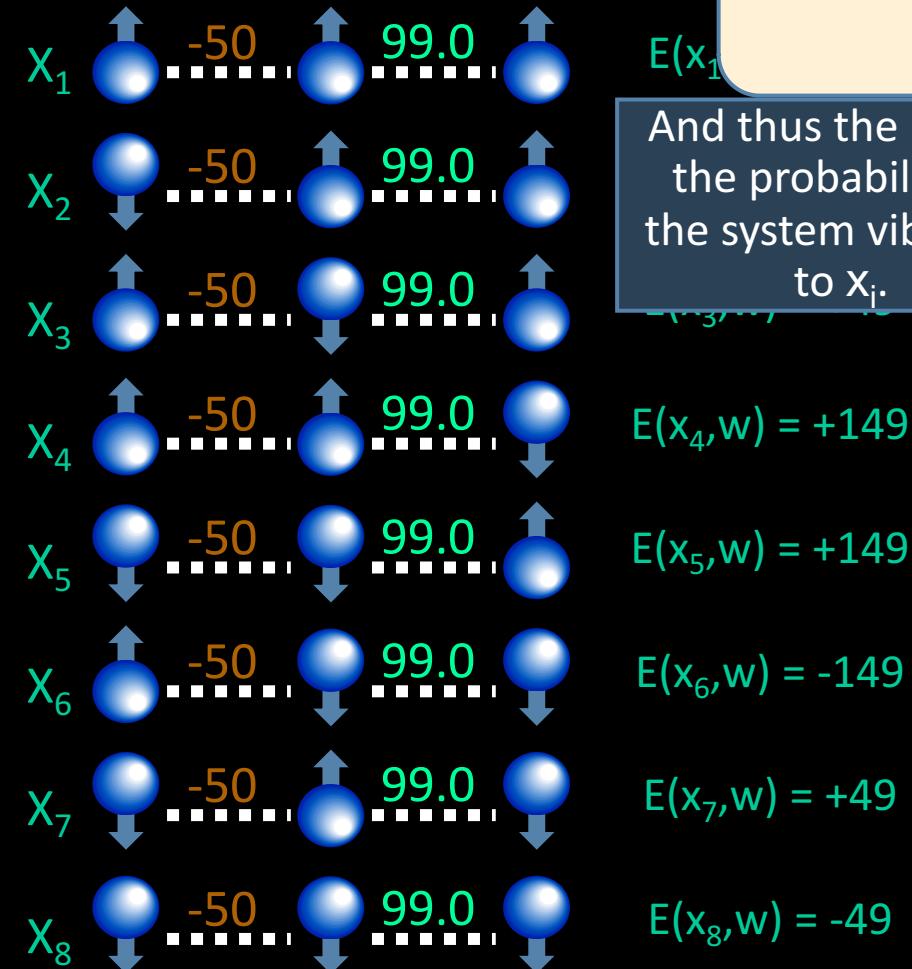


Ising Model Probabilities

x_1		-50		99.0		$E(x_1, w) = -49$
x_2		-50		99.0		$E(x_2, w) = -149$
x_3		-50		99.0		$E(x_3, w) = +49$
x_4		-50		99.0		$E(x_4, w) = +149$
x_5		-50		99.0		$E(x_5, w) = +149$
x_6		-50		99.0		$E(x_6, w) = -149$
x_7		-50		99.0		$E(x_7, w) = +49$
x_8		-50		99.0		$E(x_8, w) = -49$



Ising Model Probability



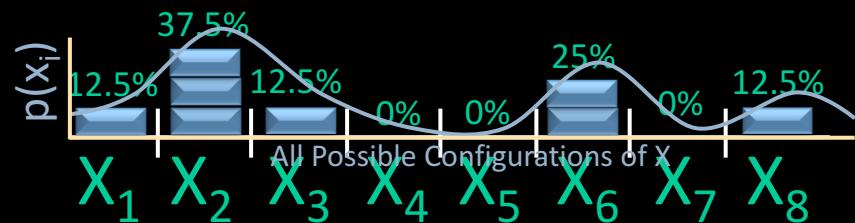
For simplicity, let's assume $w = 1$ from now on.

And thus the higher the probability of the system vibrating to x_i :

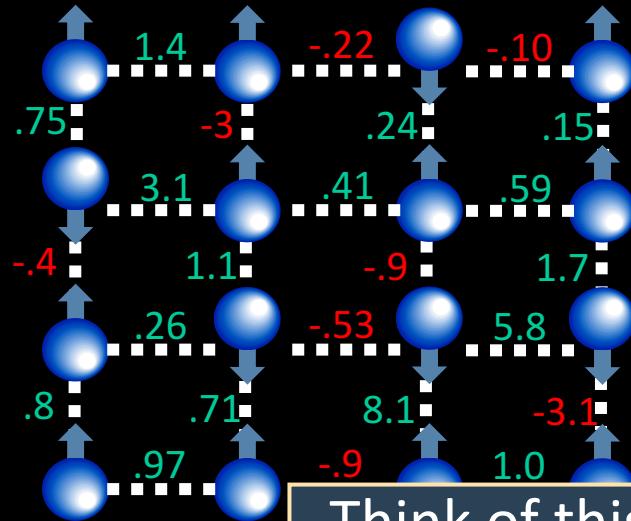
$$p(x_i | w) = \frac{e^{-E(x_i, w)}}{\sum_{k=1}^n e^{-E(x_k, w)}}$$

$$p(\text{the system vibrates to config. } x_i) = \frac{\text{eNRG of config. } x_i}{\text{sum of eNRG across all configs}}$$

The probability distribution described by this formula, and shown below, is called a “Boltzmann Distribution”.



A 3-D Ising Model



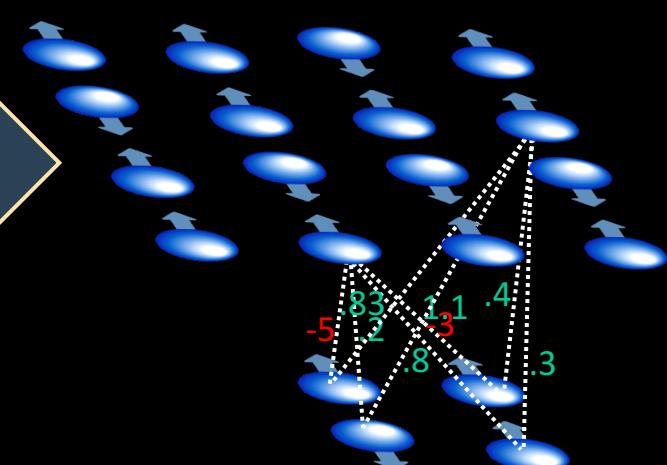
What if we swap
a "visible" plane

Think of this plane
like the pixels on a
touch-screen

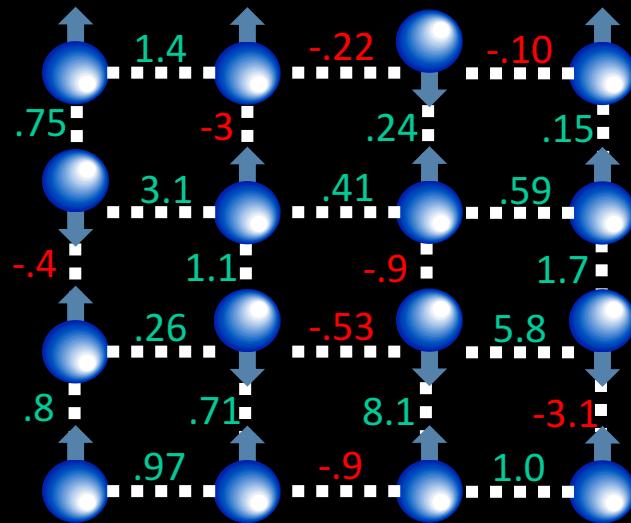
In this case, we'll have weights between
each atom on the visible plane and every
atom on the hidden plane.

Atoms on each plane are now only
influenced by the atoms on the other plane.

Now what if instead of having the
weights between adjacent atoms in a
plane, we changed things up a bit...



A 3-D Ising Model

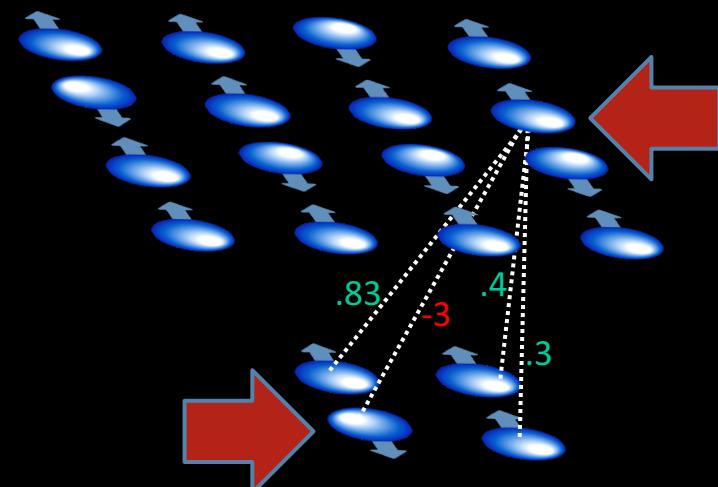


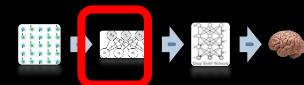
Now what if instead of having the weights between adjacent atoms in a plane, we changed things up a bit...

What if we switched to 2 planes...
a “visible” plane and a “hidden” plane

In this case, we’ll have weights between each atom on the visible plane and every atom on the hidden plane.

Atoms on each plane are now only influenced by the atoms on the other plane.



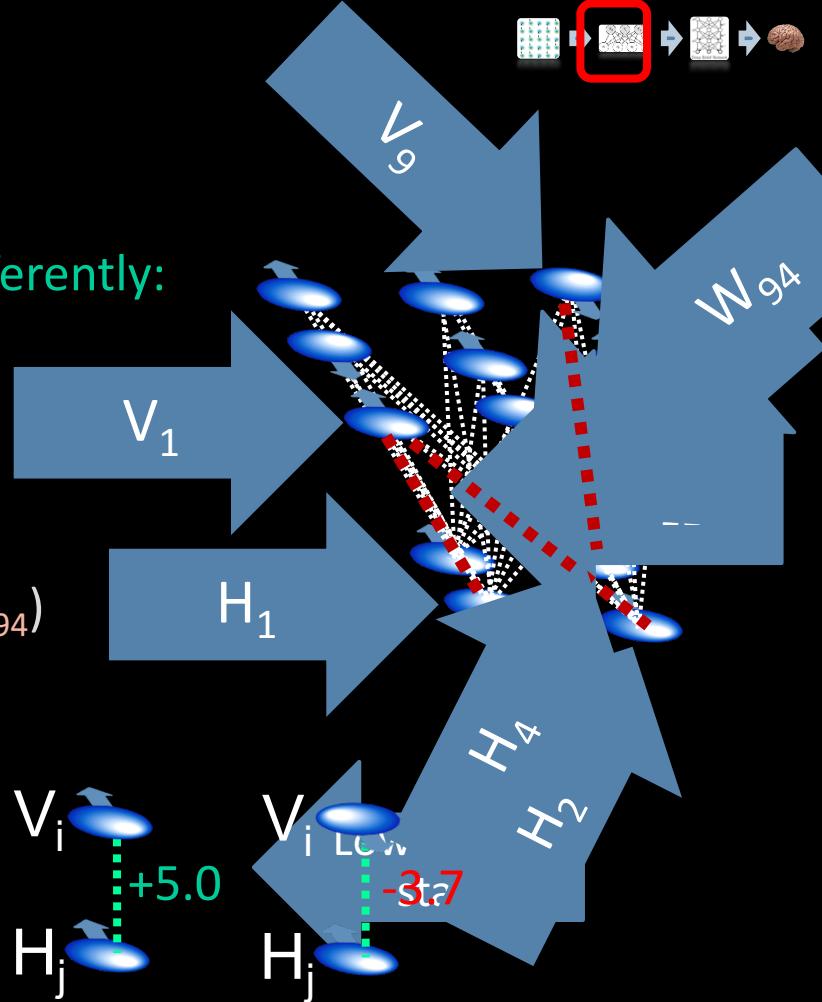


A 3-D Ising Model

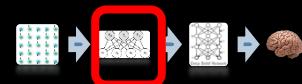
In such a model, energy is computed a bit differently:

$$E(V, H, W) = - \sum_{i=1}^V \sum_{j=1}^H V_i * H_j * W_{ij}$$
$$= - (V_1 * H_1 * W_{11} + V_1 * H_2 * W_{12} + \dots + V_9 * H_4 * W_{94})$$

Just like before, if we have a visible at odd index facing the positive direction, it is oriented by a negative weight. This also contributes to contributing to low energy...



And as before, configurations with lower energy will occur with higher probability than those with higher energy.



A 3-D Ising Model

As before, once we can find the probability of vibrating to a given configuration, we can also find the probability of vibrating to another configuration.

“What are the odds that these 9 visible atoms will vibrate to this specific configuration?”

$p(\text{the system vibrates to a given 3-D config}) =$

$$\frac{\text{eNRG of that configuration}}{\text{Total eNRG across all possible configs}}$$

And we can compute the probability of the system vibrating to a specific visual configuration irrespective of what the hidden side looks like...

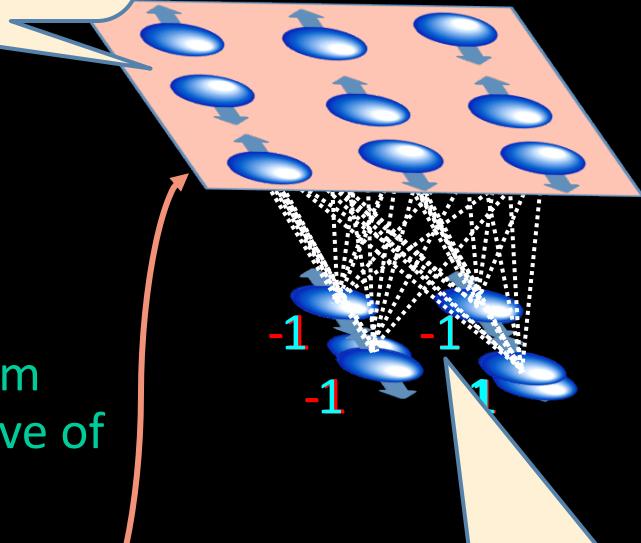
To do so, we simply sum up the probability of config v showing up for *all* possible hidden configurations:

$p(\text{the system displays visible config } v) =$

$$p(\text{the system displays } v \text{ when } h \text{ is } \{-1, -1, -1, -1\}) + \\ p(\text{the system displays } v \text{ when } h \text{ is } \{-1, -1, -1, 1\}) +$$

...

$$p(\text{the system displays } v \text{ when } h \text{ is } \{1, 1, 1, 1\})$$

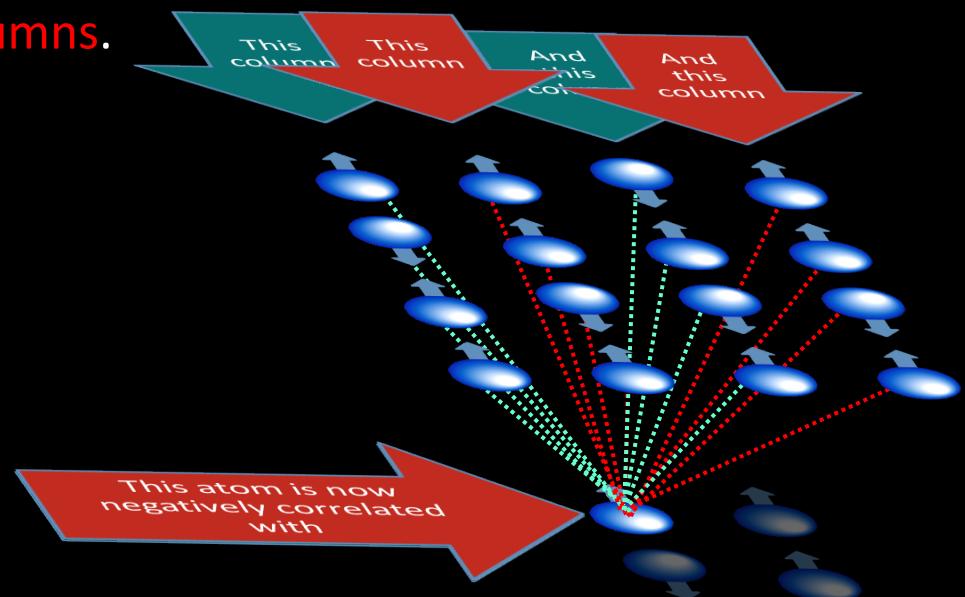


“Irrespective of what these atoms look like...”

A 3-D Ising Model

Just as with our 2-D Ising model,
we can pick weights to bias certain
configurations of atoms.

For instance, we can **positively connect** the
upper-left hidden atom to **odd columns**...
and **negatively tie** it to **even columns**.



A 3-D Ising Model

Just as with our 2-D Ising model, we can pick weights to bias certain configurations

For instance, we can **positively connect** the upper-left hidden atom and **negatively tie** it to even columns.

We'd now expect our visible layer to display stripes (on, off, on, off) more often than the weights were

But why?

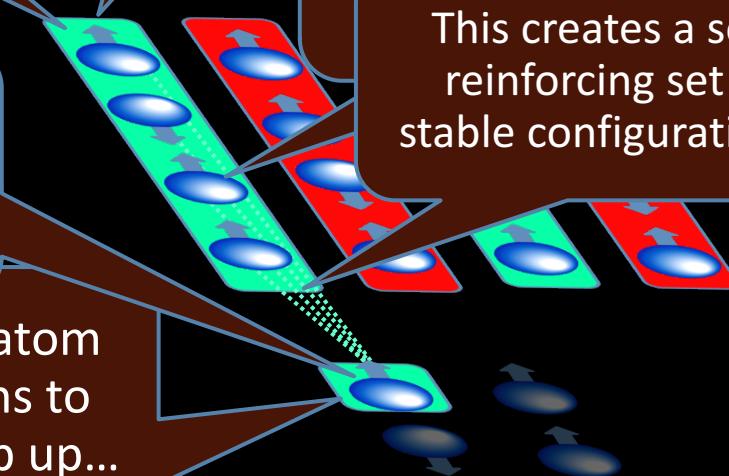
That'll pressure the positively-connected hidden atom to flip too!

If a hidden atom just happens to randomly flip up...

And similarly, if a bunch of visible atoms just happen to randomly flip in a particular direction...

Further reinforcing alignment on the

This creates a self-reinforcing set of stable configurations!



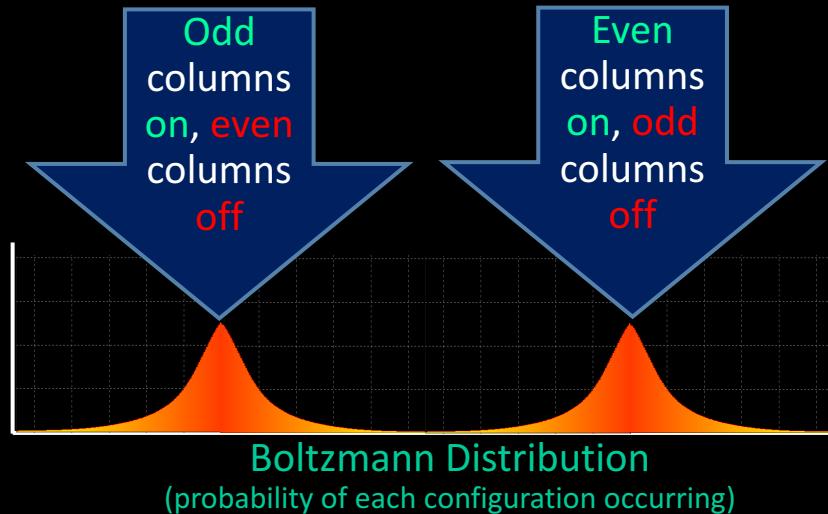
A 3-D Ising Model: A Generative Model

In fact, we say that our 3-D Ising model is “generative”.

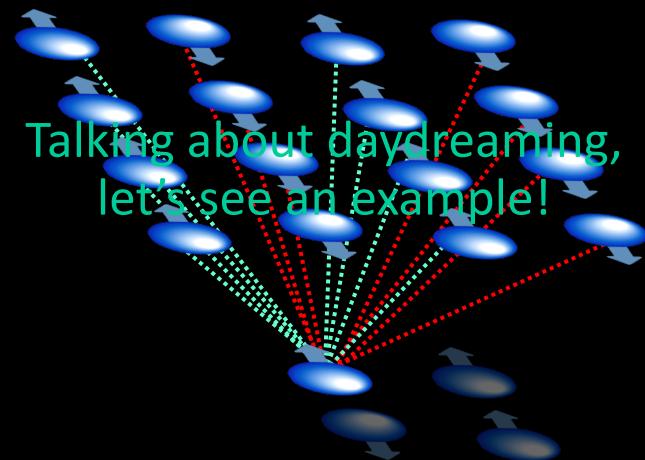
We call it generative because if we allow the system to vibrate...

it will naturally tend to generate patterns on its visible plane...

based on the specific weights connecting the atoms in the hidden and visible planes.



When left to vibrate, it's almost as if the system is daydreaming!





A 3-D Ising Model

Here's a demo with 5 atoms in the hidden layer:

Hidden Atom Has **positive** weights to ...



two sets of “eye” atoms near the top of the visible plane.



a set of “nose” atoms in the middle of the visible plane.



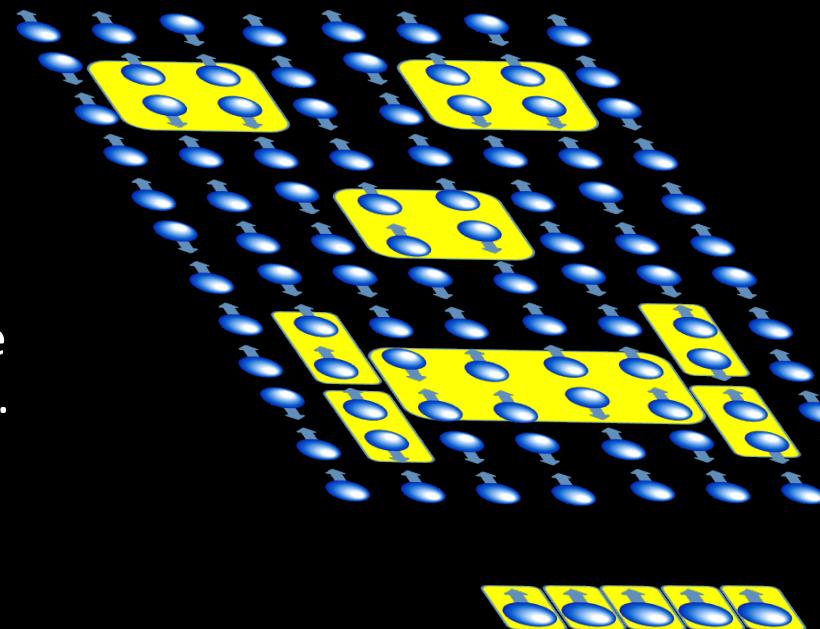
a line of “mouth” atoms in the lower part of the visible plane.



a set of “happy” atoms just above the mouth.



a set of “frown” atoms just below the mouth.



So by manually adjusting the weights between the two planes, we can bias the distribution of what “images” are generated on the visible plane.



An Aha Moment: The 3-D Ising Model becomes the Restricted Boltzmann Machine (RBM)



Geoffrey Hinton



Terry Sejnowski

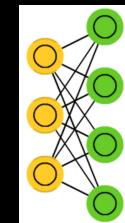
“Let’s use a simulation of an Ising network to encode memories...”

- Approximate quote fabricated by Carey



The Restricted Boltzmann Machine

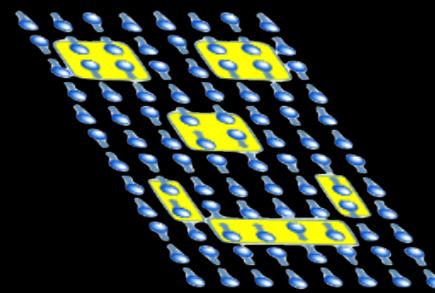
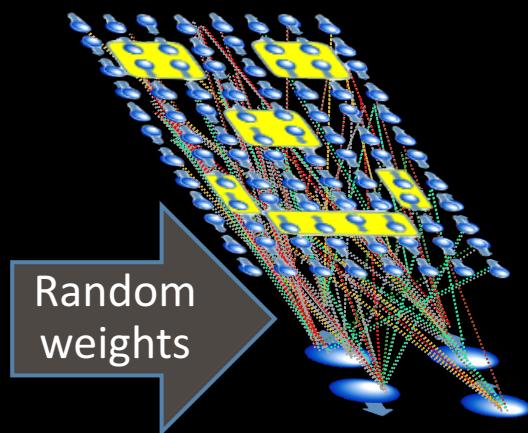
Learning an Image and Daydreaming



In the early 1980's, Hinton and Sejnowski started experimenting with 3-D Ising Models, also called Restricted Boltzmann Machines (RBMs).

Their goal was to come up with an algorithm that could take a "blank" RBM network...

And teach that network (by modifying its weights) how to "encode" an image...



So if allowed to vibrate, the RBM would vibrate up the encoded image on its visible plane with higher probability than other images...

"I p

"Right! Then the Ising model will naturally vibrate to our training image more often."

"Well, as we know, an Ising model naturally vibrates to low-energy configurations more frequently than to high-energy ones..."

"Remember a picture?"

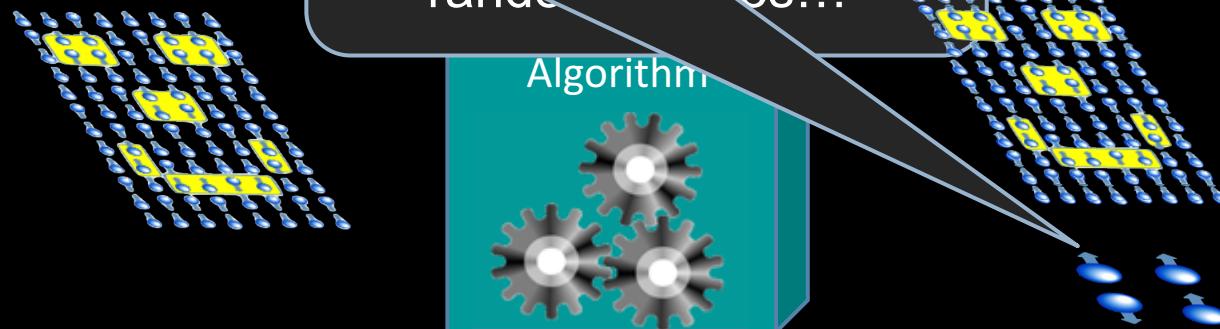
And then find some automated way,

The resulting Ising model is a "generative model!"

Why? Because once it's been trained, if we allow it to vibrate through its natural states, it'll tend to generate the image that it's learned!

on Ising model

• pick a set of images our image as low energy as possible."





Thank you !

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T:021-61085287

As we know, there are known knowns; there are things we know we know. We also know there are known unknowns; that is to say we know there are some things we do not know. But there are also unknown unknowns—the ones we don't know we don't know.

Rumsfeld