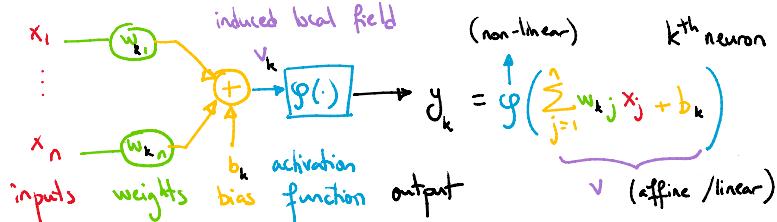


ECE/CS 559 Lecture 3

9/3

Last time: Biological Neuron \rightarrow Mathematical Neuron



$$g(v) = \text{Step}(v) = \begin{cases} 1 & v > 0 \\ 0 & v \leq 0 \end{cases}$$

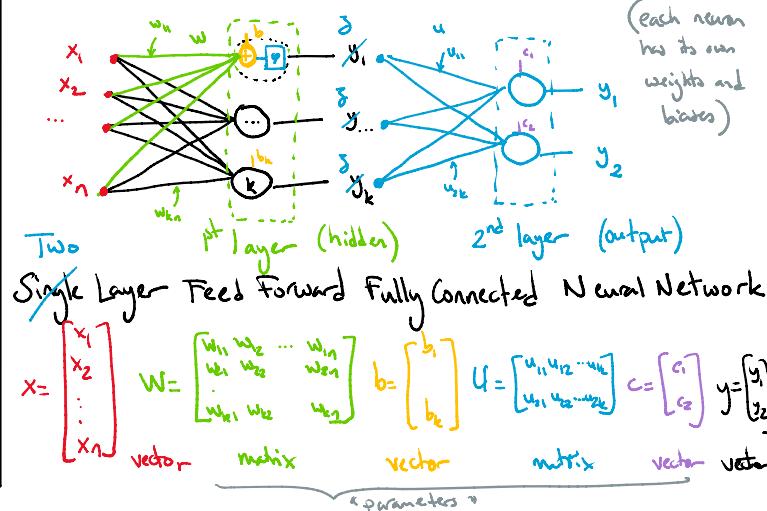
$$g(v) = \text{sign}(v) = \begin{cases} 1 & v > 0 \\ 0 & v = 0 \\ -1 & v < 0 \end{cases}$$

$$g(v) = \text{ReLU}(v) = \begin{cases} v & v > 0 \\ 0 & v \leq 0 \end{cases}$$

$$g(v) = \tanh(v) = \frac{1}{1 + e^{-v}}$$

Also:
 Rectified Linear Unit

(1) Feed-forward Neural Networks:

Linear Algebraic Representation

- All linear operations can be written as inner product

$$\sum_{j=1}^n w_{ij} x_j + b_i = [w_{i1}, w_{i2}, \dots, w_{in}] \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} + b_i$$

- Repeat this per neuron: $[w_{21}, w_{22}, \dots, w_{2n}] + b_2$

$$[w_{k1}, w_{k2}, \dots, w_{kn}] + b_k$$

- Single Layer: $y = g(Wx + b)$ $\xrightarrow{\text{matrix-vector multiplication}}$

- Two Layer: applied per coordinate $y = g(Ug(Wx + b) + c) = g(Ug(Wx + b) + c)$ nested functions

- It's important to bookkeep dimensions:

$$x \in \mathbb{R}^n \quad W \in \mathbb{R}^{kn} \quad b \in \mathbb{R}^k \quad U \in \mathbb{R}^{2 \times k} \quad c \in \mathbb{R}^2 \quad y \in \mathbb{R}^2$$

- Layer dimension: (input n), hidden k , output 2

- Naming: This is an $n-k-2$ fully connected FF network.

- If some weights are zero by design: not fully connected.

Example: Convolutional Neural Networks:

- If some outputs feed back (after some delay) as inputs: not a feed forward neural network.

Example: LSTMs (Long Short-Term Memory)

(2) Examples

Majority operation:

- $n=3$ inputs, assumed ± 1

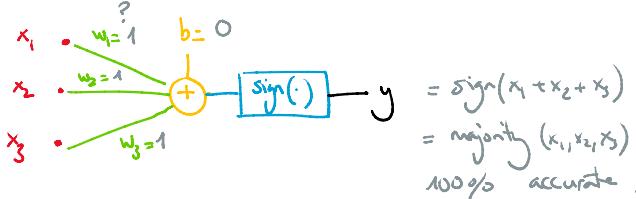
$$x \in \{-1, +1\}^3$$

$$g(v) = \begin{cases} +1 & v > 0 \\ 0 & v = 0 \\ -1 & v < 0 \end{cases}$$

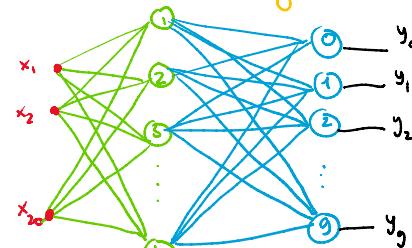
- Activation function: sign

- Goal: Design a single neuron that outputs the value that most appears in the input.

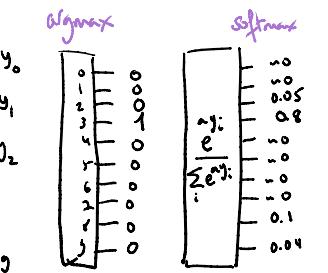
e.g. $x = (-1, -1, -1) \rightarrow y = -1 \quad x = (1, 1, -1) \rightarrow y = 1$.

(b) Logical Statements: Homework 1 + will revisit w/ Perceptrons(c) Classification: $x = \begin{bmatrix} \text{shape} \\ \text{color} \end{bmatrix} \rightarrow y=3 \quad x = \begin{bmatrix} \text{color} \\ \text{shape} \end{bmatrix} \rightarrow y=1$

How?
 Vectorize $n \geq 2$
 input encoding



"shape"-detecting
 layer - features "digit"-detecting
 layer



one hot
 output encoding output
 probabilities

③ Approximation Theorems and Learning Algorithms

- Can we always find weights & biases (parameters)?
 - Given enough neurons & layers, almost any function can be approximated.
 - With logic (binary inputs/outputs) the DNF/CNF theorem shows that 2 layers are enough.
- But how do we set these parameters to achieve the desired behavior?
 - Manual adjustments \rightarrow intractable except in simple cases
 - Instead, learn using guidance from data.

