dynoNet: a neural network architecture for learning dynamical systems

Marco Forgione, Dario Piga

 $^1 \mbox{IDSIA}$ Dalle Molle Institute for Artificial Intelligence SUPSI-USI, Lugano, Switzerland

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Motivations

Two main classes of neural network structures for sequence modeling and system identification:

Recurrent NNs

General state-space models

- General state-space models
- High representational capacity
- Difficulties in training

1D Convolutional NNs

Dynamics through FIR blocks

- Lower capacity
- Several parameters
- Fast, well-behaved training

We introduce dynoNet: a neural network architecture using linear dynamical operators (rational transfer functions) as building blocks.

- Extends 1D Convolutional NNs to Infinite Impulse Response dynamics
- Can be trained by plain back-propagation

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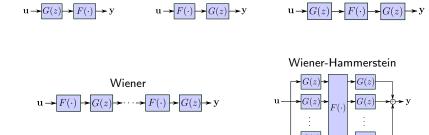
Related works

Wiener

Block-oriented architectures consist in the interconnection of transfer functions G(z) and static non-linearities $F(\cdot)$:

Hammerstein

Wiener-Hammerstein



extensively studied in System Identification.

Training through specialized algorithms requiring, e.g. analytic expressions of gradients/jacobians.

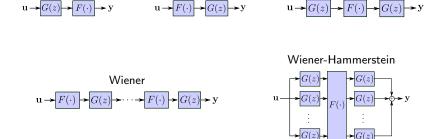
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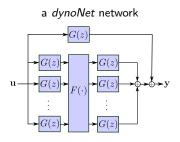
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dynoNet

- dynoNet generalizes block-oriented models to arbitrary connection of MIMO blocks G(z) and $F(\cdot)$
- More importantly, training is performed using a general approach
- Plain back-propagation for gradient computation



Technical challenge: back-propagation through the transfer function! No hint in the literature, no implementation in Deep Learning toolboxes.

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Transfer function (SISO)

Transforms an input sequence u(t) to an output y(t) according to:

$$y(t) = G(q)u(t) = \frac{b_0 + b_1 q^{-1} + \dots + b_{n_b} q^{-n_b}}{1 + a_1 q^{-1} + \dots + a_{n_a} q^{-n_a}} u(t)$$

Equivalent to the recurrence equation:

$$y(t) = b_0 u(t) + b_1 u(t-1) + \dots + b_{n_b} u(t-n_b) - a_1 y(t-1) + \dots - a_{n_a} y(t-n_a).$$

For our purposes, G is a vector operator with coefficients a, b, transforming $\mathbf{u} \in \mathbb{R}^T$ to $\mathbf{y} \in \mathbb{R}^T$

$$\mathbf{y} = G(\mathbf{u}; a, b)$$

Our goal is to provide G with a back-propagation behavior. Then, we can use G within a Deep Learning optimization engine!

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Forward pass

In back-propagation-based training, the user defines the network's computational graph producing a loss $\mathcal L$ (to be minimized).

In the forward pass, the loss \mathcal{L} is computed. G receives \mathbf{u} , a, and b and needs to compute \mathbf{y} :

$$\mathbf{y} = G.\text{forward}(\mathbf{u}; a, b).$$

$$\cdots \quad \mathbf{u} \xrightarrow{G} \mathbf{y} \longrightarrow \cdots \mathcal{L}$$

The forward pass for G is easy: it is just the filtering operation!

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- In the backward pass, derivatives of $\mathcal L$ w.r.t. the training variables are computed. Notation: $\overline x=\frac{\partial \mathcal L}{\partial x}$.
- ullet The procedure starts from $\overline{\mathcal{L}}\equiv 1$ and goes backward.
- Each operator must be able to "push back" derivatives from its outputs to its inputs

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By defining these backward operations, we can use G in Deep Learning! All technical details are in the dynoNet arXiv paper...

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$$\overline{\mathbf{u}}, \overline{a}, \overline{b} = G.$$
backward $(\overline{\mathbf{y}}; a, b)$. \dots $\mathbf{u} \xrightarrow{a, b} \mathbf{y} \xrightarrow{\overline{\mathbf{v}}} \dots \mathcal{L}$

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Backward pass for ${\bf u}$

From
$$\overline{\mathbf{y}} \equiv \frac{\partial \mathcal{L}}{\partial \mathbf{y}}$$
, compute $\overline{\mathbf{u}} \equiv \frac{\partial \mathcal{L}}{\partial \mathbf{u}}$.

• Using the chain rule:

$$\overline{\mathbf{u}}_{\tau} = \frac{\partial \mathcal{L}}{\partial \mathbf{u}_{\tau}} = \sum_{t=0}^{T-1} \frac{\partial \mathcal{L}}{\partial \mathbf{y}_{t}} \frac{\partial \mathbf{y}_{t}}{\partial \mathbf{u}_{\tau}}$$

• From the expression above, by definition:

$$\overline{\mathbf{u}}_{ au} = \sum_{t=0}^{T-1} \overline{\mathbf{y}}_t \mathbf{g}_{t- au} = \mathbf{g} \star \overline{\mathbf{y}},$$

where ${\bf g}$ contains the impulse response coefficients and ${\bf \star}$ is the cross-correlation. This is already a valid formula, but it is ${\cal O}(T^2)$

• The formula above is equivalent to applying the filter in reverse time!

$$\overline{\mathbf{u}} = \mathrm{flip}(G(q)\mathrm{flip}(\overline{\mathbf{y}}))$$

Implemented this way, the cost is $\mathcal{O}(T)$!

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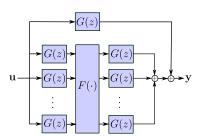
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PyTorch implementation

PyTorch implementation of the G-block in the repository https://github.com/forgi86/dynonet.

Use case:

dynoNet architecture



Python code

```
G1 = LinearMimo(1, 4, ...) # a G-block
F1 = StaticNonLin(4, 8, ...) # a NN?
G2 = LinearMimo(8, 1, ...)
G3 = LinearMimo(1, 1, ...)

def model():
    y1 = G1(u)
    z1 = F1(y1)
    y2 = G2(z1)
    ymodel = y2 + G3(u)
```

Any gradient-based optimization algorithm can be used to train the *dynoNet* with derivatives readily obtained by back-propagation.

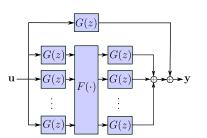
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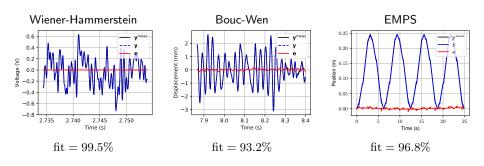
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Numerical experiments on public system identification benchmark available at www.nonlinearbenchmark.org.

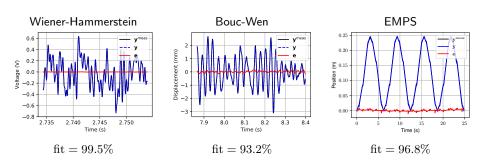


Compare favorably with state-of-the-art black-box identification techniques.

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- Extends block-oriented dynamical models with generic interconnections
- Enables training through plain back-propagation. No custom algorithm/code required

Future works

- Estimation/control strategies
- System analysis/model reduction using e.g. linear tools

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Thank you. Questions?

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