

Fundamentals of Artificial Intelligence (57205HT16): Assignment 2 - Happy, Sad, Mischievous or Mad?

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Contents

1	Introduction	3
1.1	Running the program	3
2	Problem description	3
2.1	Perceptron Learning Algorithm	4

1 Introduction

This report contains the documentation and explanation of a face recognition program. The program can recognize if a set of drawn faces are happy, sad, mischievous or mad.

1.1 Running the program

The implementation is written in python 2.7 which means that a python 2.7 shell is required to run the implementation. Required program arguments are a search path to a `training.txt`, search path to an answer file `training-facit.txt` and a test file `test-file.txt`. The format of the training file should be the id of the image followed by the image on a new line. The answer file should be formatted as the image id follow by the correct answer (1,2,3 or 4).

Should the user fail to provide the required arguments, the program will immediately terminate with a message explaining that not enough input arguments were provided.

Example usage of the program might look like:

```
python faces.py training-file.txt training-facit.txt test-file.txt
```

2 Problem description

The program works as such that it starts of by reading the *images*. An image consists of it's pixels (value from 0 - white to 31 - black) and it's ID (sad, mischievous, happy, mad). The program then filters the noise and then sends the images in the *Tutor* class. The tutor uses Perceptrons to learn what images look like (algorithm explained below). A perceptron is an algorithm for learning a binary classifier. Afterwards the Examiner class makes a guess and predicts which image belongs to which on a new set of image.

2.1 Perceptron Learning Algorithm

The program implements an algorithm for supervised learning called *Perceptron Learning*. *Supervised Learning* is a technique for machine learning where the ANN is exposed to input and produces a guess based on the knowledge acquired from previous guesses. Since the desired output from the ANN, in supervised learning, is known for every input, the ANN is slightly modified with each iteration to eventually produce good outputs for every set of inputs.

The ANN in the produced program is composed by four different Perceptrons where each one represents one of the different facial expressions that are to be identified in the assignment.

Each perceptron is implemented in *Python* as a class composed by a list of 401 weights that maps to the 400 pixel values that makes up an image. The additional weight is provided as a bias for the perceptron. A bias is used in order to shift the result of the activation function (more on that later) towards either the left or the right. I.e. to make the output more extreme so that it will produce a more distinct answer.

Training of the network occurs in the *Tutor class* where the provided set of training images is repeatedly shown for each perceptron. The output from a perceptron, also known as *activation*, is computed using the formula:

$$a_i = act(\sum_j x_j * w_{j,i})$$

where x is the input, w is the weight and act is the activation function which is the sigmoid function:

$$sigmoid(x) = 1/(1 + e^{-x})$$

$$\begin{aligned}
e_i &= y_i - a_i \\
\nabla w_{j,i} &= \alpha e_i x_j \\
w_{j,i} &\leftarrow w_{j,i} + \nabla w_{j,i}
\end{aligned}$$