Faculty of Mathematics, Physics and Informatics Comenius University Bratislava



Neural Networks

Lecture 8

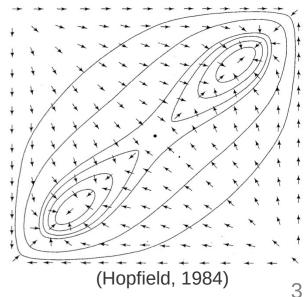
Hopfield's auto-associative memory

Introduction

- Two functional uses of recurrent neural networks:
 - input-output mapping networks
 - associative memories
- Here we focus on the associative memories
- Key concept stability (depends on feedback in the model):
- The presence of stability implies some coordination among elements of the dynamic system. Two views:
 - engineering: bounded-input-bounded-output (BIBO) criterion
 - nonlinear dynamic systems: in Lyapunov's (1892) sense
- Neurodynamics: deterministic or stochastic

Dynamic systems

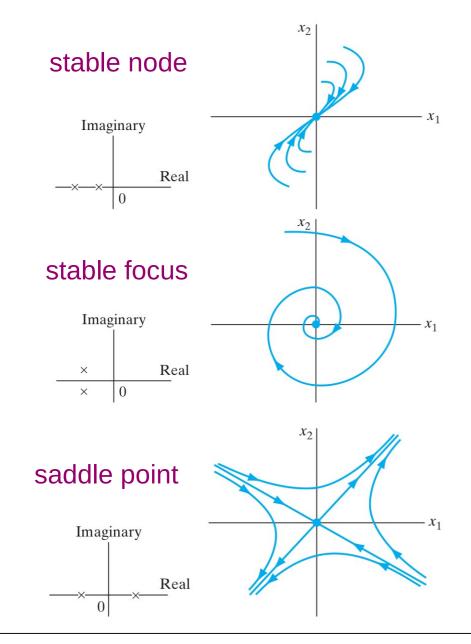
- State-space model uses state variables that unfold in time
- the state $\mathbf{x}(t) = [x_1(t), x_2(t), ..., x_n(t)]^T$, n = order of the system
- In continuous time: $dx(t)/dt = \mathbf{F}(x(t))$
- In discrete time: $x(t+1) = \mathbf{F}(x(t))$
- **F** is a vector function; its each component is a nonlinear function (whose arguments are any elements of x)
- System unfolding ~ trajectory in state space
- State portrait ~ all trajectories superimposed
- Stability analysis identification of equilibria

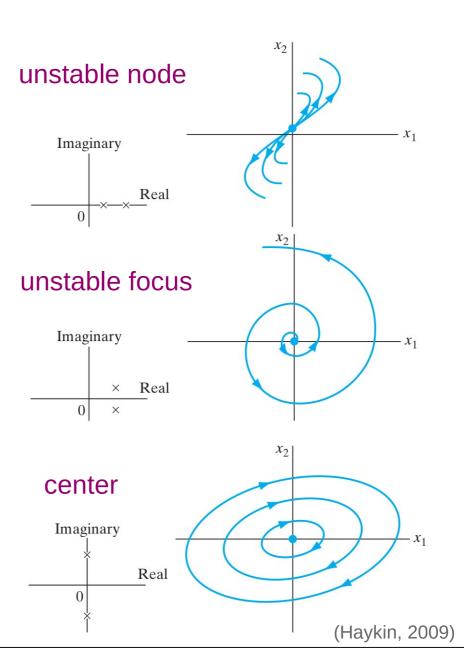


Analyzing equilibrium states

- Analysis of equilibria attractor points is important for understanding a nonlinear dynamic system
- Equillibrium state: $F(x^*) = 0$
- use 1st order approximation of x(t+1) = F(x(t)) of each x^*
- $\mathbf{F}(x(t))$ is assumed to be smooth enough in the neighborhood, to allow linearization:
- $\mathbf{F}(\mathbf{x}(t)) \approx \mathbf{x}^* + \mathbf{A}(\mathbf{x}(t) \mathbf{x}^*)$, where $\mathbf{A} = \partial \mathbf{F}/\partial \mathbf{x} | \mathbf{x} = \mathbf{x}^*$
- properties of (Jacobian) matrix A important → eigenvalues
- 2D example:

Attractor types in 2D space





Definitions of stability

- Linearization is useful, but we need more precise definitions for autonomous nonlinear dynamic systems (Khalil, 1992):
- *Def.1:* Equilibrium state x^* is said to be uniformly stable if $\forall \epsilon > 0$, $\exists \delta > 0$, that if $||x(0) x^*|| < \delta$, then $||x(t) x^*|| < \epsilon$, $\forall t > 0$.
- *Def.2:* Equilibrium state x^* is convergent if $\exists \delta > 0$, such that if $||x(0) x^*|| < \delta$, then $x(t) \to x^*$, for $t \to \infty$.
- Def.3: Equilibrium state x* is said to be asymptotically stable, if it is both stable and convergent.
- *Def.4:* Equilibrium state x^* is said to be globally asymptotically stable, if it is stable and all trajectories of the system converge to x^* as $t \to \infty$.

Determining stability

- Lyapunov function scalar function of the system state:
- Equilibrium state x^* is stable if there exists a positive-definite function V(x) such that $dV/dx \le 0$ for $x \in nbh(x^*)$
- Equilibrium state x^* is asymptotically stable if there exists a positive-definite function V(x) such that dV/dx < 0 for $x \in nbh(x^*)$.
- Function V(x) is positive-definite if: (1) there exist continuous $\partial V(x)/\partial x_i$ for $i=1,2,\ldots,n$, (2) $V(x^*)=0$, (3) V(x)>0 for $x\in nbh(x^*)$.
- no indication of how to find a Lyapunov function in general
- Existence of a Lyapunov function is a sufficient, but not a necessary, condition for stability.

Neurodynamic models

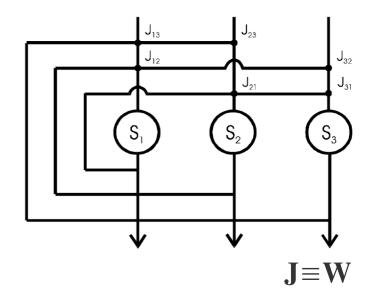
- The systems of interest (i.e. with continuous state variables, and dynamics described by differential/difference equations) have these characteristics (Peretto and Niez, 1986; Pineda, 1988a):
- Large number of degrees of freedom both the computational power and the fault-tolerant capability of such a system are the result of the collective dynamics of the system.
- Nonlinearity essential for creating a universal computing machine.
- Dissipation characterized by the convergence of the statespace volume onto a manifold of lower dimensionality as time goes on.
- Noise an intrinsic characteristic; in real neurons, membrane noise is generated at synaptic junctions (Katz, 1966).

Towards a deterministic Hopfield model

- physical inspiration (ordering states in magnetic materials)
- model of spin glasses (Kirkpatrick a Sherrington, 1978)
- Hopfield (1982) network: (influential)
 - content-addressable memory ("given a cue, retrieve a pattern")
 - an example of cellular automaton
- Attractive features of AAM:
 - model of a cognitive processing (attractors)
 - emergent behavior
- emphasis is on pattern retrieval dynamics, rather than learning

Hopfield model: basic concepts

- One (fully connected) layer with *n* neurons
- Neuron: two states $S_i \in \{-1,+1\}, i = 1...n$
- Configuration: $S = [S_1, S_2, ..., S_n]$
- Weight: $w_{ij} \sim j \rightarrow i$, if $w_{ij} > 0$, then excitatory, $w_{ii} = 0$ if $w_{ij} < 0$, inhibitory,



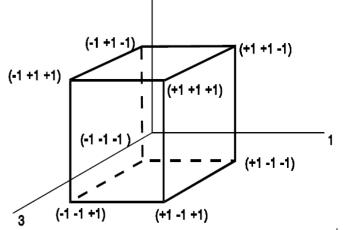
- Postsynaptic potential: $h_i^{\text{int}} = \sum_j w_{ij} S_j$ (~ internal magnetic field)
- Neuron excitation threshold: h_i^{ext} (~ external field)
- Effective postsynaptic potential: $h_i = h_i^{\text{int}} h_i^{\text{ext}}$ (~ postsynaptic potential)
- Neuron state update (deterministic version): $S_i \rightarrow S_i' = \operatorname{sgn}(h_i) \in \{-1,+1\}$ if $h_i \ge 0$, $\operatorname{sgn}(h_i) = 1$, else -1.

Model dynamics

- Synchronous (parallel): $S_i(t) = \operatorname{sgn}(\sum_{i \neq i} w_{ii} S_i(t-1) h_i^{\text{ext}})$ $\forall i$
 - one relaxation cycle = update of all neurons: $S(t-1) \rightarrow S(t)$
- Asynchronous (sequential): $S_i(t) = \operatorname{sgn}(\sum_{j \neq i} w_{ij} S_j(t-1) h_i^{\text{ext}})$ $i \sim \operatorname{rnd}$
 - randomly chosen neurons
- Evolution of configuration: $S(0) \rightarrow S(1) \rightarrow S(2) \rightarrow ...$ (relaxation process)
 - Sync dynamics: trajectory over hypercube vertices
 - aSync dynamics: along the hypercube edges
- Energy of configuration: (as Lyapunov f.)

$$E(\mathbf{S}) = -\frac{1}{2} \sum_{i} \sum_{j} w_{ij} S_{i} S_{j} - \sum_{i} S_{i} h_{i}^{\text{ext}}$$

- non-increasing for sym. W and $h_i^{\text{ext}} = 0$, $\forall i$



Energy function does not increase

(in case of symmetric weights and no external field)

... until the network reaches stable state. Why?

$$E(\mathbf{S}) = -\frac{1}{2} \sum_{i} \sum_{j} w_{ij} S_{i} S_{j}$$
, let us change $S_{m} \rightarrow S'_{m}$ i.e. $\Delta E(\mathbf{S}) = E(\mathbf{S}') - E(\mathbf{S})$

$$E(\mathbf{S}) = -\frac{1}{2} \sum_{i \neq m} \sum_{j \neq m} w_{ij} S_i S_j - \frac{1}{2} \sum_i w_{im} S_i S_m - \frac{1}{2} \sum_j w_{mj} S_m S_j$$

$$E(S) = -\frac{1}{2} \sum_{i \neq m} \sum_{j \neq m} w_{ij} S_i S_j - \sum_i w_{im} S_i S_m$$
 (since $w_{im} = w_{mi}$)

$$\Delta E(\mathbf{S}) = -\sum_{i} w_{im} S_{i} S'_{m} - \sum_{i} w_{im} S_{i} S_{m} = -\left(S'_{m} - S_{m}\right) \sum_{i} w_{im} S_{i} = \left(S_{m} - S'_{m}\right) h_{m}$$

$$+1 \to +1: \Delta E(S) = 0$$

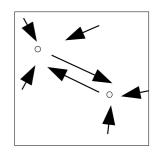
$$-1 \to -1$$
: $\Delta E(S) = 0$

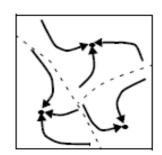
$$+1 \rightarrow -1$$
: $\Delta E(S) = +2 h_m < 0$, since $h_m < 0$ (such that S_m change occurs)

$$-1 \rightarrow +1$$
: $\Delta E(\mathbf{S}) = -2 h_m < 0$, since $h_m > 0$ (such that S_m change occurs)

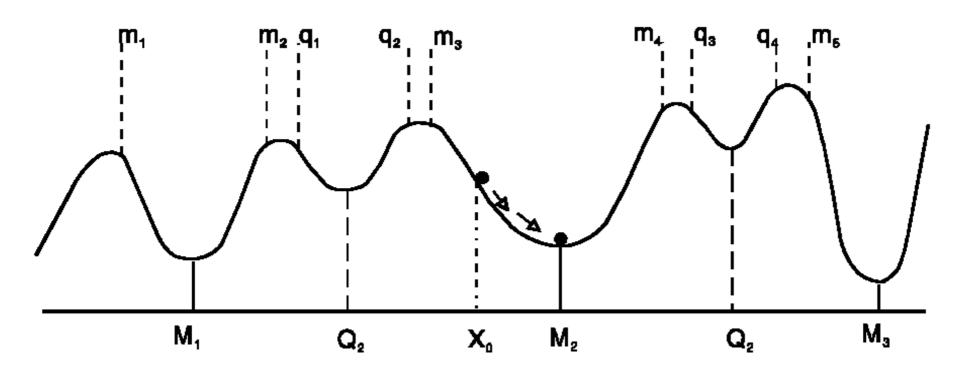
Asymptotic behavior

- Randomly set initial config. $(P_{bit=1} = 0.5), h_i^{ext} \in [-1,+1], w_{ij} \in [-1,+1]$
- Chaotic behavior: E rises and descends
 - typical param.: $\mathbf{W} \neq \mathbf{W}^{T}$, SyncDyn, arbitrary $h_i^{\text{ext}} \in [-1,+1]$
- Limit cycles: (with period 2, 4, ...)
 - typical param.: syncDyn (rarely for aSyncDyn)
- (Fixed) points: local minima of E
 - typical param.: $\mathbf{W} = \mathbf{W}^{T}$, asyncDyn, $h_i^{\text{ext}} = 0$
 - E descends only





Energy landscape



(Kvasnička et al., 1997)

- basins of attraction, depend on W
- attractors: true (M_k), spurious (Q_i)
- energy decreases monotonously (in fixed point dynamics)
- spurious attractors undesirable (linear combinations of odd number of patterns)

Autoassociative memory

- Point attractors = stationary states ⇔ memorized patterns
- Content-addressable memory
- Assume (binary) patterns: $x^{(p)} = [x_1^{(p)}, x_2^{(p)}, ..., x_n^{(p)}], p = 1...N$ (patterns)
- Set symmetric weights: $w_{ij} = 1/n \sum_{p} x_i^{(p)} x_j^{(p)}$ for $i \neq j$, $w_{ii} = 0$
- $w_{ij} \in \{-N/n, ..., 0, ..., N/n\}$
- Recall (retrieval) of pattern $x^{(r)}$ occurs $\Leftrightarrow S(0) \rightarrow ... \rightarrow x^{(r)}$
- Stability requirement for $x^{(r)}$: $x_i^{(r)}$. $h_i^{(r)} > 0$ for i = 1...n (units)

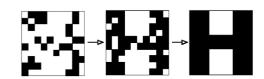
•
$$x_i^{(r)}$$
. $h_i^{(r)} = x_i^{(r)} \sum_j w_{ij} x_j^{(r)} = \dots = 1 + C_i^{(r)} > 0$.



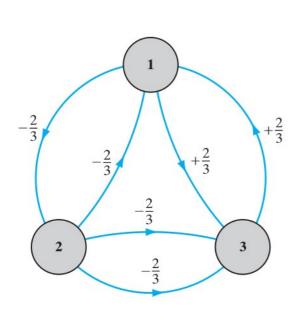
in limit for large *n*



$$C_i^{(r)} = x_i^{(r)} \sum_{p \neq r} x_i^{(p)} \left(\frac{1}{N} \sum_j x_j^{(p)} x_j^{(r)} \right)$$



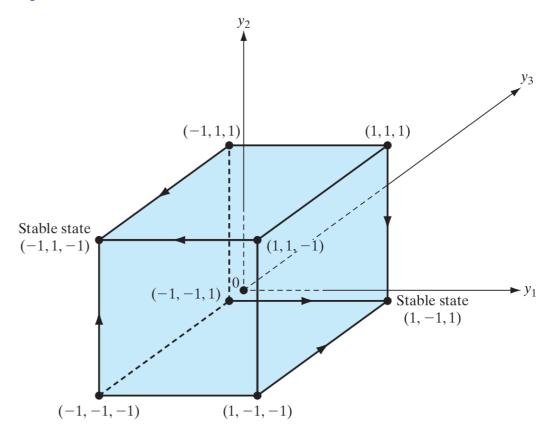
Small example with 3 neurons



$$\mathbf{W} = \frac{1}{3} \begin{bmatrix} 0 & -2 & +2 \\ -2 & 0 & -2 \\ +2 & -2 & 0 \end{bmatrix}$$

- two states are stable →
- other 6 states are unstable

(Haykin, 2009)



$$\mathbf{W}\mathbf{y} = \frac{1}{3} \begin{bmatrix} 0 & -2 & +2 \\ -2 & 0 & -2 \\ +2 & -2 & 0 \end{bmatrix} \begin{bmatrix} +1 \\ -1 \\ +1 \end{bmatrix} = \frac{1}{3} \begin{bmatrix} +4 \\ -4 \\ +4 \end{bmatrix}$$

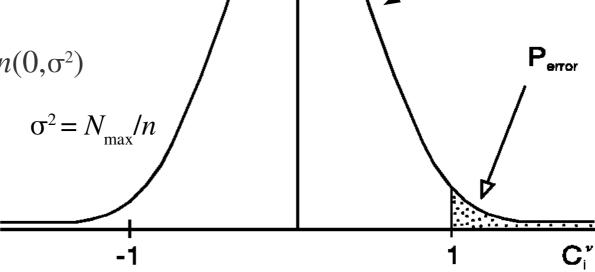
$$\mathbf{W}\mathbf{y} = \frac{1}{3} \begin{bmatrix} 0 & -2 & +2 \\ -2 & 0 & -2 \\ +2 & -2 & 0 \end{bmatrix} \begin{bmatrix} -1 \\ +1 \\ -1 \end{bmatrix} = \frac{1}{3} \begin{bmatrix} -4 \\ +4 \\ -4 \end{bmatrix}$$

Memory capacity

- for orthogonal patterns $C_i^{(r)} = 0 \implies N_{\text{max}} = n$
- for pseudoorthogonal patterns: i.e. if $\langle x^{(p)T}, x^{(r)} \rangle \approx 0 \land |C_i^{(r)}| \leq 1$ (stability)
 - What's the capacity in this case?
- Treat pattern bits as random variables (N, n).
- What's the prob. that *i*-th bit is unstable, i.e. $P_{\text{error}} = P(C_i^{(r)} > 1)$?
- for large N and n,

 $C_i^{(r)}$ ~ binomial distribution $Bin(0,\sigma^2)$

• $Bin \approx Normal(0,\sigma^2)$



 $P(C_i)$

Due to Central

 $Normal(0,\sigma^2)$

limit theorem (for large *N.n*):

(Kvasnička et al, 1997)

Memory capacity (ctd)

• Relationship between P_{error} and capacity:

$P_{ m error}$	$N_{\rm max}/n$	
0.001	0.105	
0.0036	0.138	
0.01	0.185	increasing blackout in retrieval
0.05	0.37	
0.1	0.61	

- Stable memorized states are
 - true attractors
 - reverse configurations
 - spurious states (undesirable) due to existence of a null space

Stochastic Hopfield model

- How to get rid of spurious attractors?
- Introduction of noise into the model
 - more biologically plausible
 - narrows down basins of attraction of spurious attractors
- Interpretation from statistical physics: noise ↔ inverse temperature
- stable config: $P(S) = 1/Z \exp(-\beta E(S))$, $Z = \sum_{S'} \exp(-\beta E(S'))$, $\beta = 1/T$.
- $P(S \to S') = 1/(1 + \exp(\beta \Delta E))$ where $\Delta E = E(S') E(S)$
- i.e. non-zero probability of transition to a state with a higher E
- For $T \rightarrow 0$ we get a deterministic model
- For $T \rightarrow \infty$ we get an ergodic model, i.e. $P(S_m = +1) = 0.5$, m = 1..n
 - no stable memories

Stochastic Hopfield model (ctd)

• Stochastic rule that a unit *m* changes its state

$$P(S_m = \pm 1) = 1/(1 + \exp(-2\beta h_m S_m))$$
 (*m*-th bit was changed), since

$$\Delta E = E' - E = (S_m - S'_m) h_m = \begin{cases} -2h_m S'_m & \text{if } S'_m = -S_m \\ 0 & \text{if } S'_m = S_m \end{cases}$$

- Then $P(S_m = +1) = 1/(1 + \exp(-2\beta h_m))$ and $P(S_m = -1) = 1 - P(S_m = +1)$
- probabilities of transitions depend on $\beta = 1/T$
- All spurious attractors can become destabilized by a suitable setting of β (Amit el al., 1985).
- lower accuracy of retrieved memorized patterns (prob. distrib.): overlap $m^{(p)} = 1/N \sum_{i} x_{i}^{(p)} . S_{j}^{(p)}$ with one of patterns > 0.

Applications

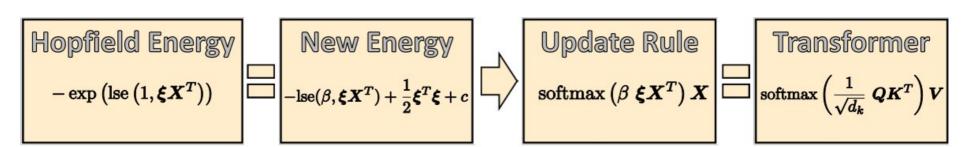
- Modeling neurobiological and psychological effects:
 - autoassociative pattern recall (given a cue)
 - recognition of sequences (relaxation times in cognitive modeling)
 - generation of sequences (e.g. melodies)
- Optimization problems:
 - combinatorial (e.g. TSP)
 - image processing (filtering) reconstruction of an image from its noisy version

Modern Hopfield networks

- Krotov and Hopfield (2016): the binary two-layer model with new energy function and update rule, has a much higher capacity and reduced stability of spurious states.
- Ramsauer et al (2020): Hopfield two-layer model with continuous states (CHN)
- update rule in new CHN = attention mechanism in transformers
- can store exponentially (with dimension) many patterns, converges with one update, and has exponentially small retrieval errors.
- trade-off b/w number of stored patterns and convergence speed + retrieval error
- 3 types of energy minima (fixed points): (1) global fixed point averaging over all patterns, (2) meta-stable states averaging over a subset of patterns, (3) fixed points which store a single pattern.

Hopfield net with continuous states

- CHN: Assume contin. patterns $X = \{x^{(1)}, x^{(2)}, ..., x^{(N)}\}, x^{(i)} \in \Re^n$
- Log-sum-exp function used: $LSE(\beta, y) = \beta^{-1} \ln(\sum_{i=1}^{N} \exp(\beta y_i))$
- LSE represents free energy (in statistical thermodynamics)
- Assume (continuous) state (query) $s \in \Re^n$, $M = \max_i \|x^{(i)}\|$
- Define new energy: $E = LSE(\beta, X^T s) + \frac{1}{2} s^T s + \beta^{-1} \ln(N) + \frac{1}{2} M^2$
- Update rule: $s \leftarrow X$.softmax($\beta X^T s$)
- A new interpretation of NLP models with attention (e.g. BERT)
- Hopfield layer added in PyTorch



Summary

- Hopfield's (1982) work has had a significant impact on NNs
 - modern generative models build on it
- symmetric weights novel useful feature introduced
- Defining network state as energy (to be minimized)
- Hopfield model shows that it is possible for a structured behavior to emergent from evolution of a complex, nonlinear dynamic system over time.
- In autoassociative memory, stochastic model overcomes limitations of deterministic version, by properly destabilizing spurious attractors.
- modern versions of Hopfield model with enhanced memory capacity