

Redes Neurais

alura

Começando pela História...



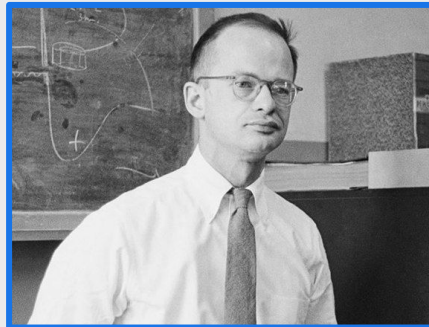
1943

Warren McCulloch e Walter Pitts

Publicação do 1º artigo descrevendo o funcionamento de um neurônio em uma arquitetura.

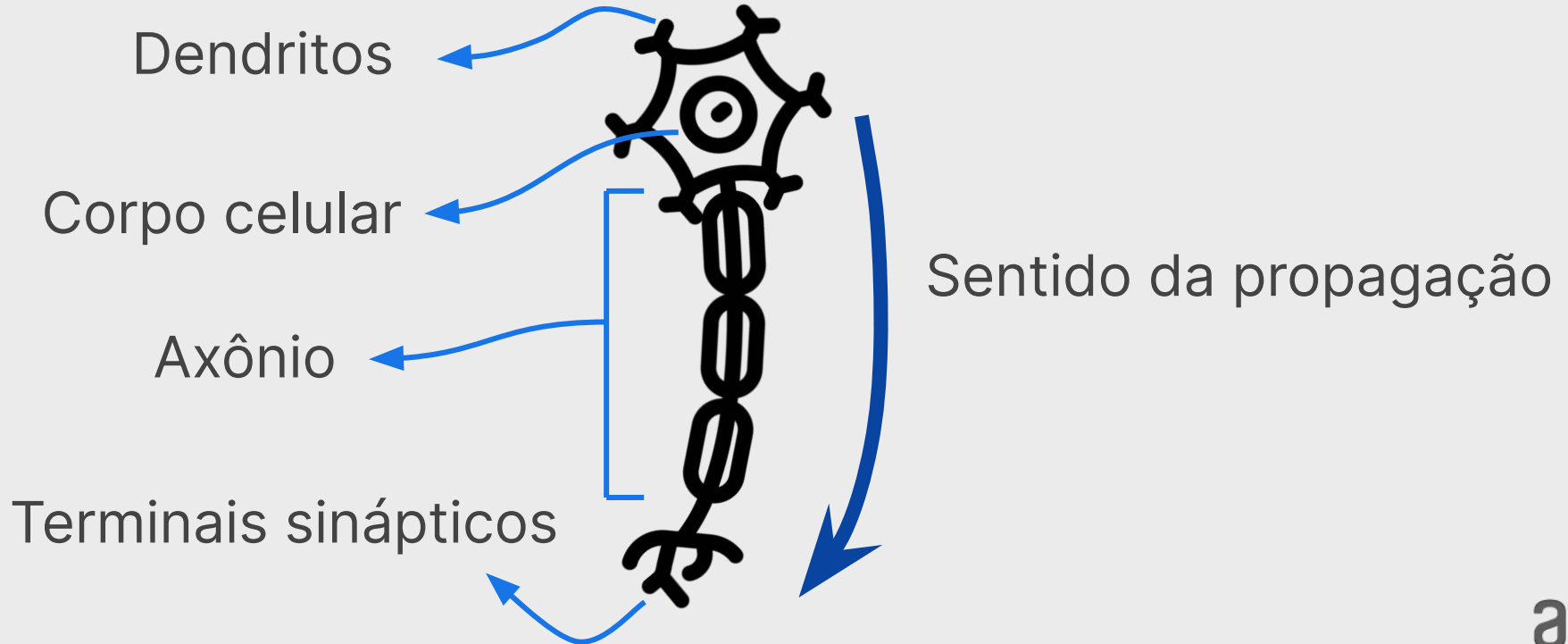
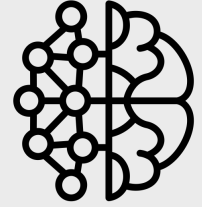


Warren McCulloch
Neurocientista

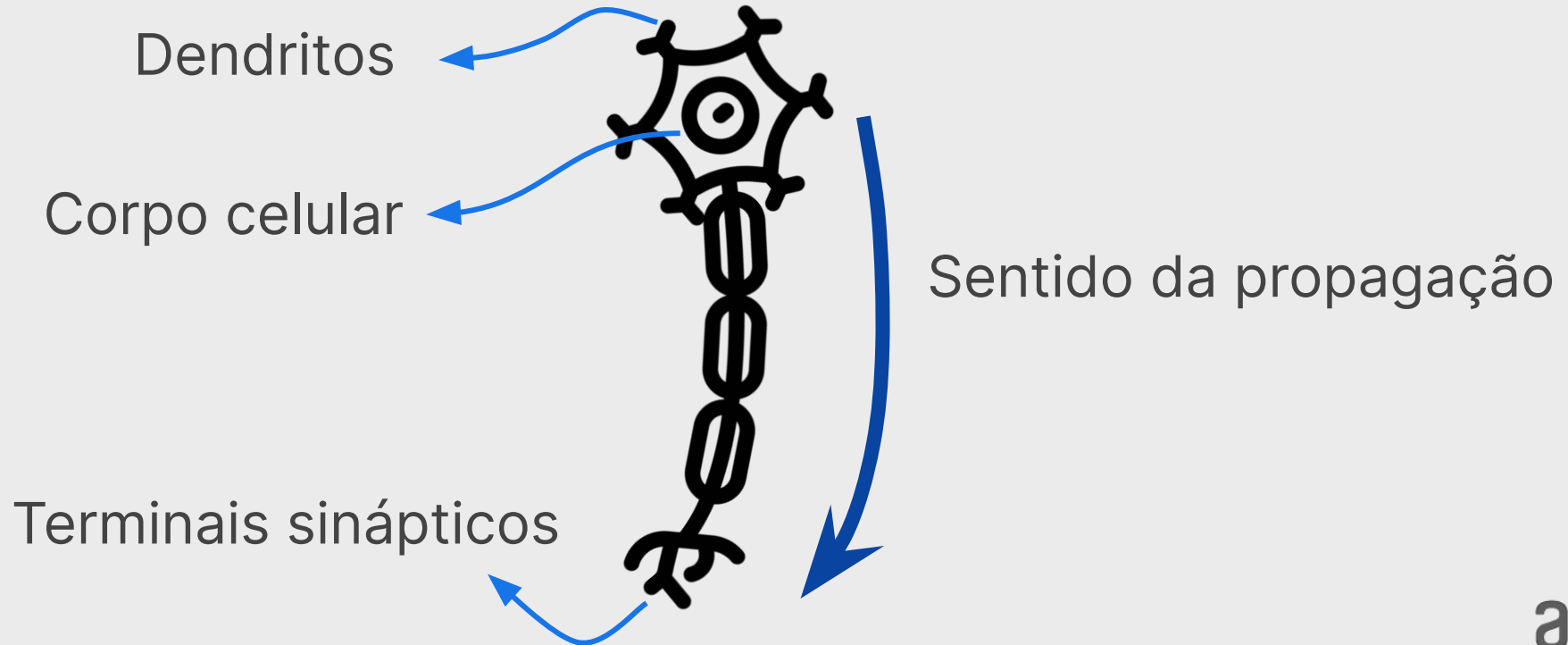
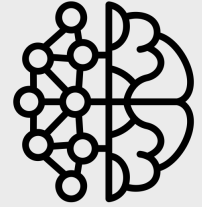


Walter Pitts
Matemático

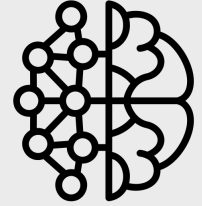
Funcionamento de um neurônio



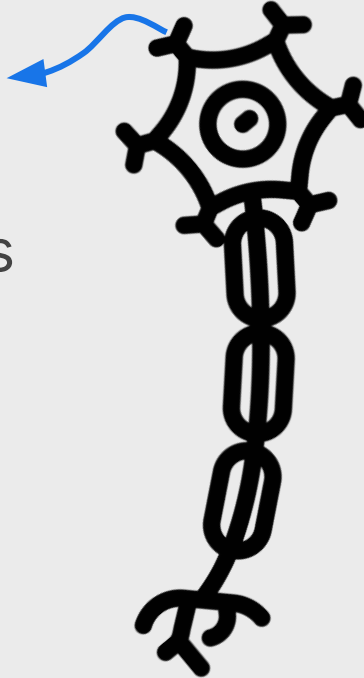
Funcionamento de um neurônio



Funcionamento de um neurônio

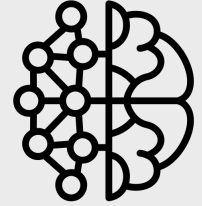


Dendritos

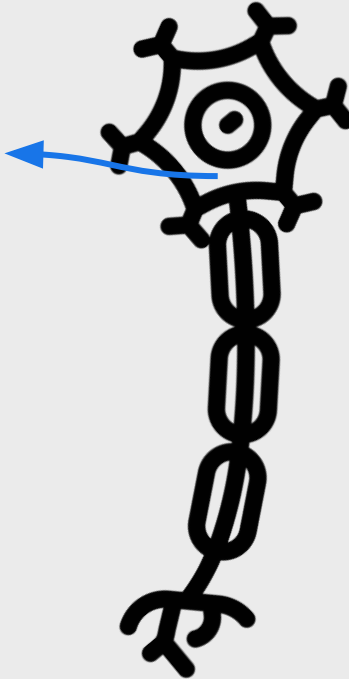


Recebem os
sinais sinápticos

Funcionamento de um neurônio

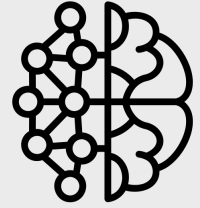


Corpo celular



Processa os
sinais recebidos

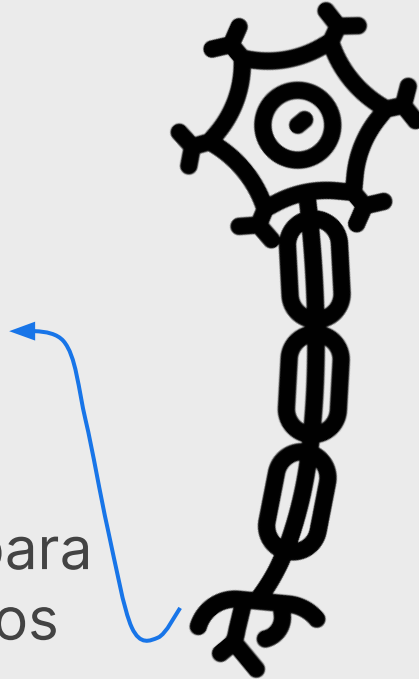
Funcionamento de um neurônio



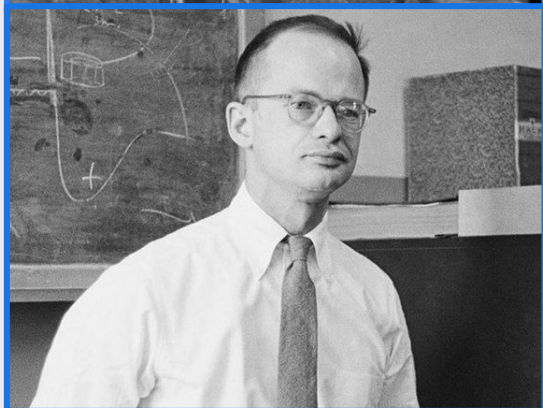
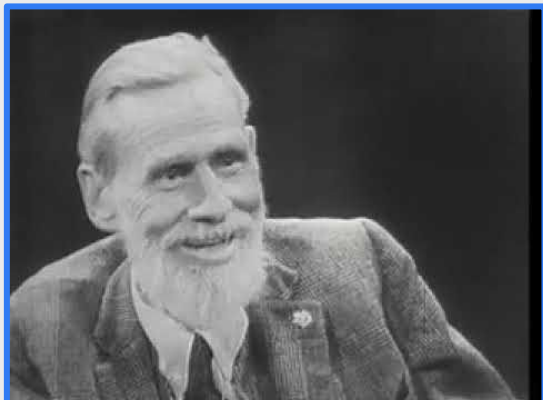
**Terminais
sinápticos**



Enviam o sinal para
outros neurônios



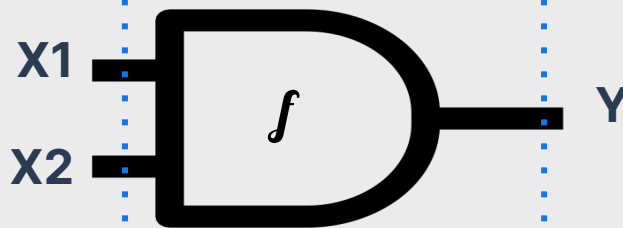
Funcionamento de um neurônio artificial



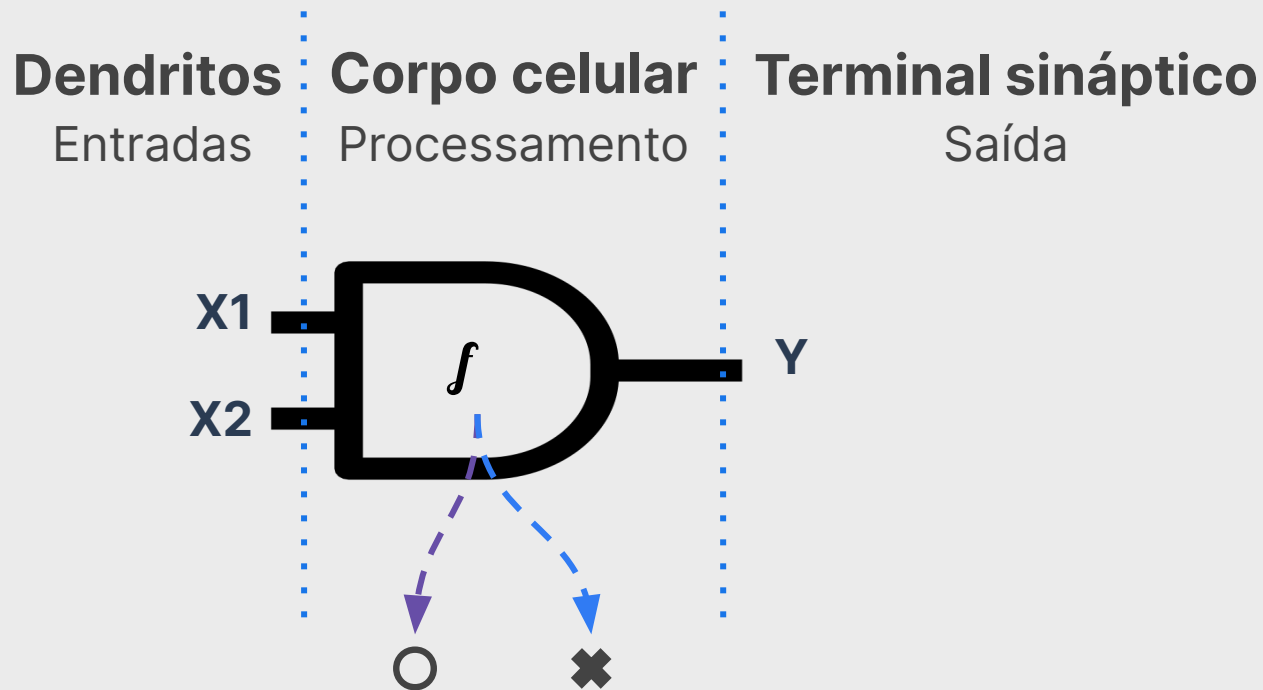
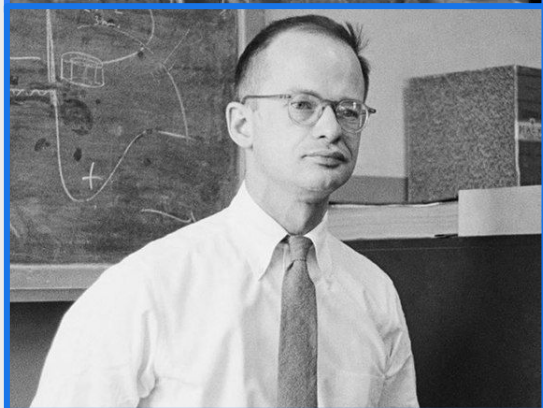
Dendritos
Entradas

Corpo celular
Processamento

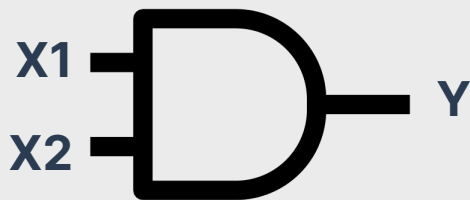
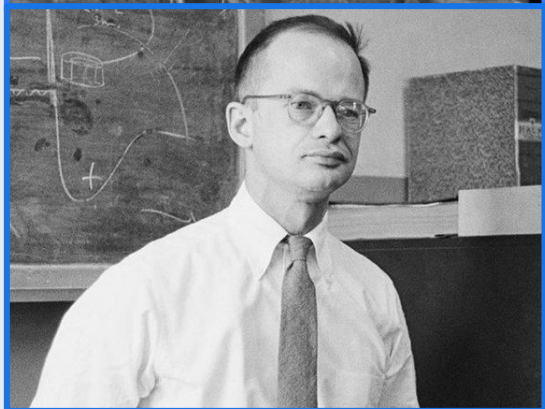
Terminal sináptico
Saída



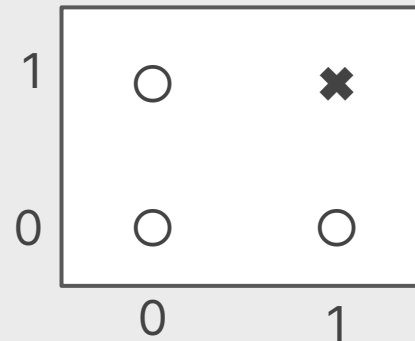
Funcionamento de um neurônio artificial



Funcionamento de um neurônio artificial



X1	X2	Y
0	0	○
0	1	○
1	0	○
1	1	×

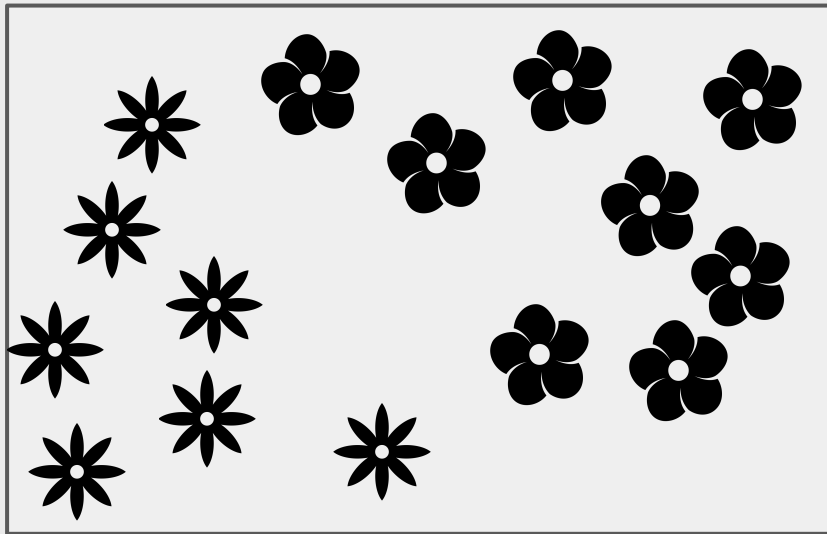


O problema da classificação



Como ensinar uma máquina a dizer se uma flor é do tipo 1 (🌸) ou do tipo 2 (🌼)?

Largura(cm)

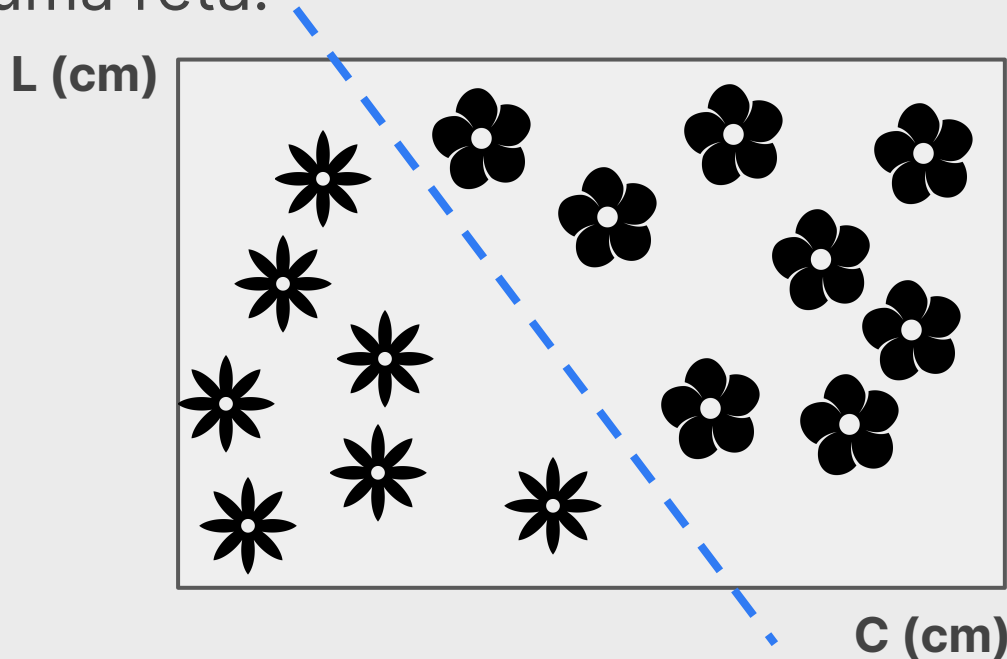


Comprimento (cm)

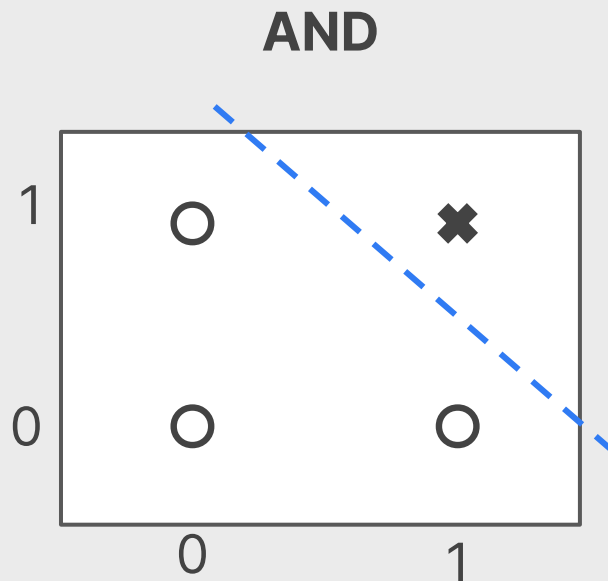
O problema da classificação



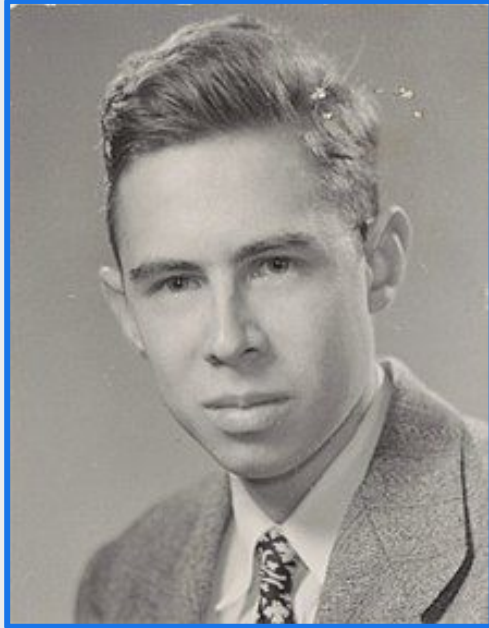
Se os dois tipos são linearmente separados, podemos traçar uma reta.



O problema da classificação



Retomando a História...



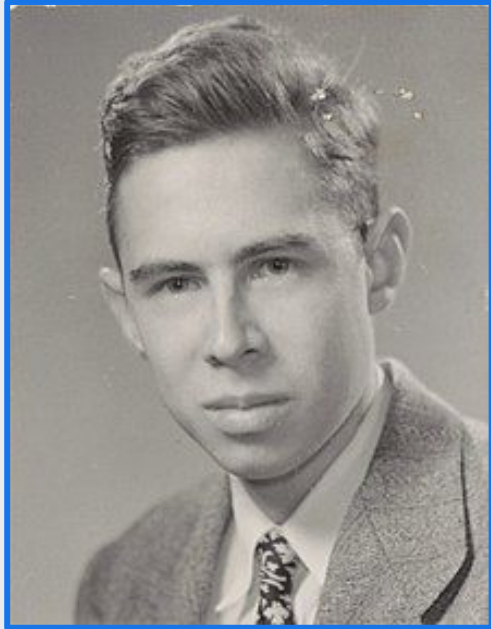
Frank Rosenblatt
Psicólogo

1957

Neurônio artificial

O **Perceptron** foi a arquitetura computacional ***melhorada*** que imitou o neurônio biológico e conseguia aprender

Retomando a História...



Frank Rosenblatt
Psicólogo

1957

Neurônio artificial

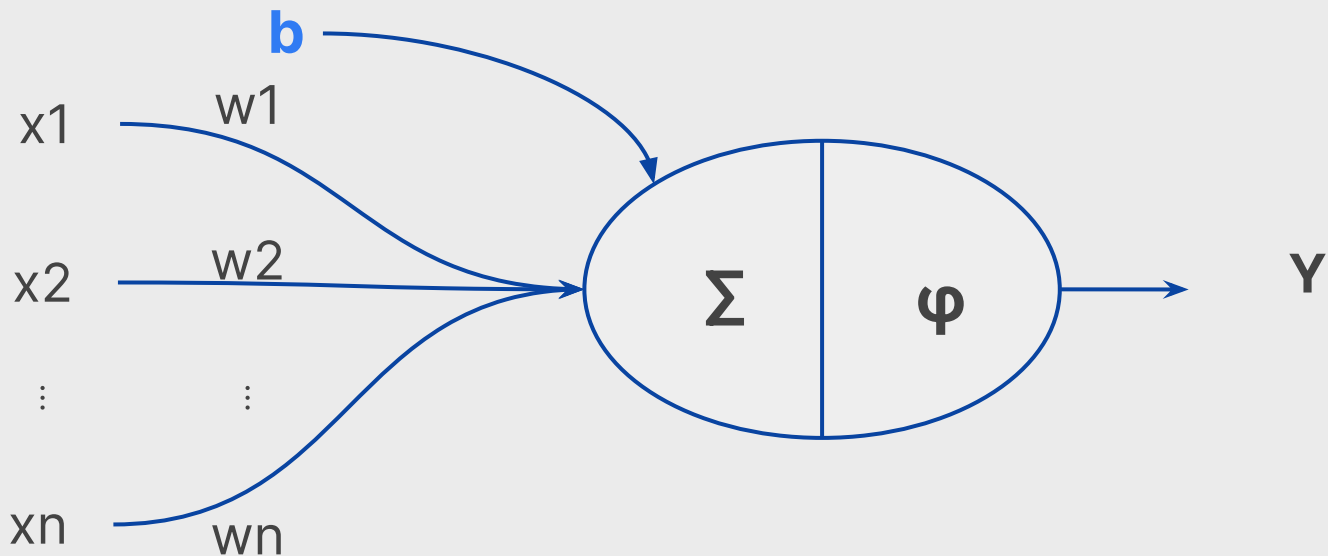
O **Perceptron** foi a arquitetura computacional ***melhorada*** que imitou o neurônio biológico e conseguia aprender

Considerado o **pai do Deep Learning**



Perceptron

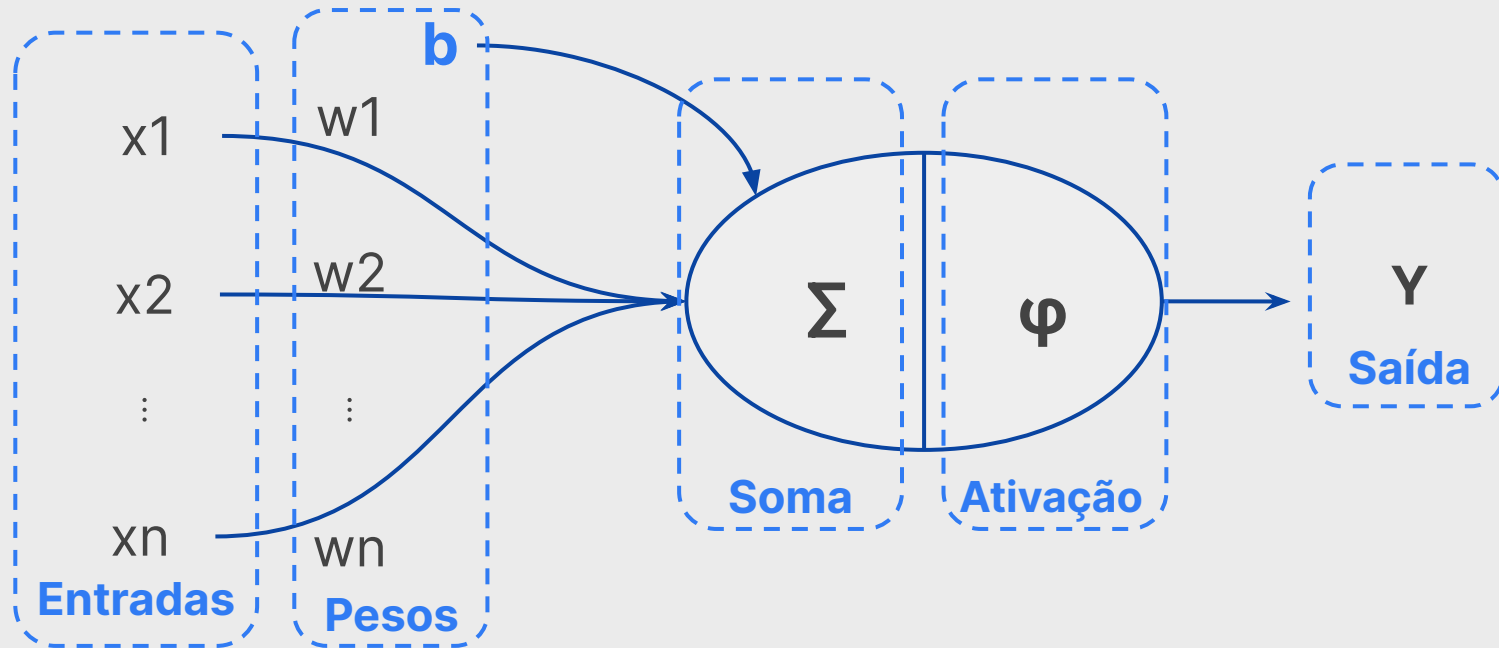
Modelo neural que associa pesos às entradas do modelo.





Perceptron

Modelo neural que associa pesos às entradas do modelo.

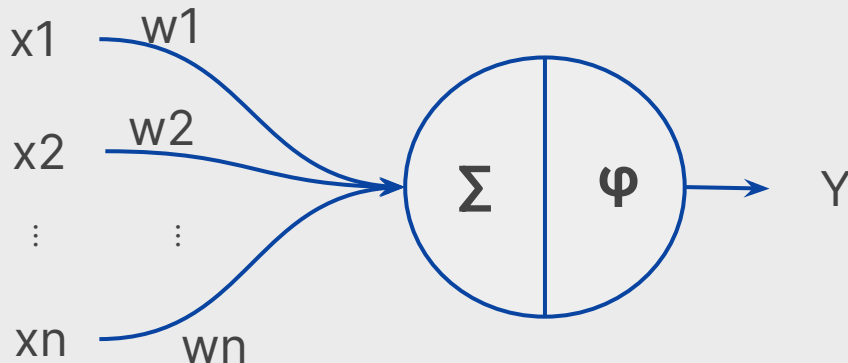




Perceptron

A função soma (Σ) no Perceptron segue um modelo matemático linear que se expressa da seguinte forma:

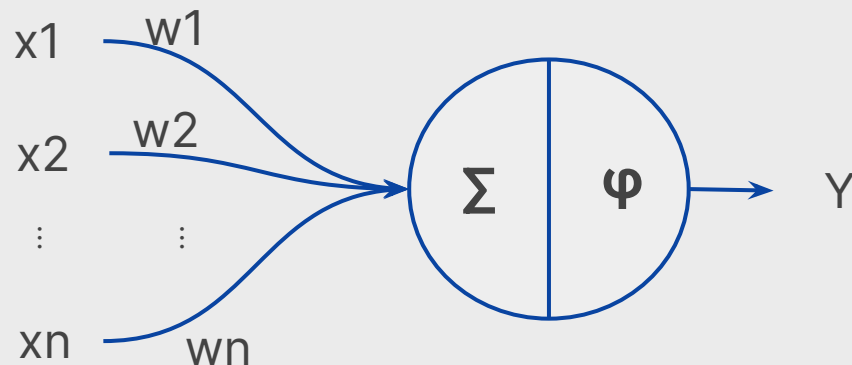
$$\Sigma = x_1 \times w_1 + x_2 \times w_2 + \dots + x_n \times w_n$$





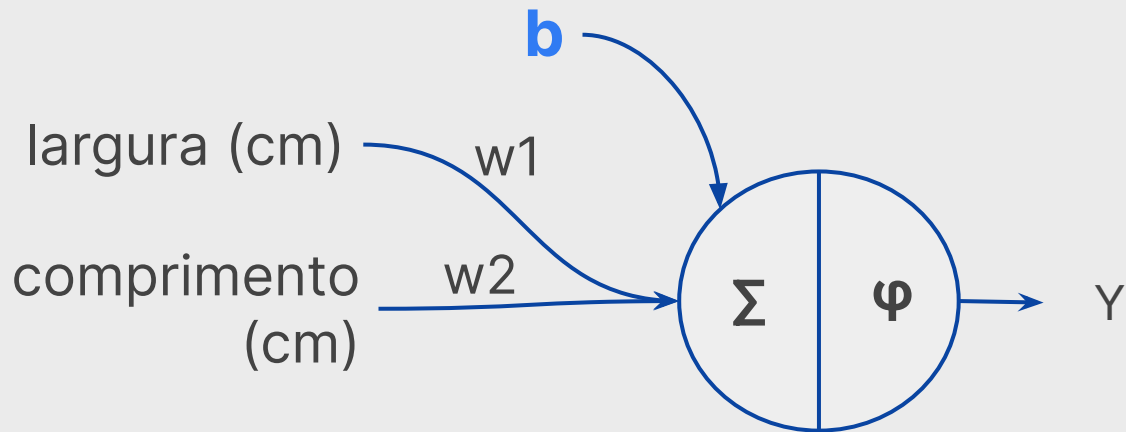
Perceptron

O resultado da função Σ é passado para a **função de ativação (φ)** que irá retornar um resultado correspondente a função utilizada.

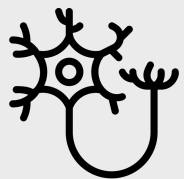




Perceptron



$$y = -x \cdot \frac{w_1}{w_2} - \frac{b}{w_2}$$



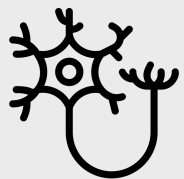
Perceptron

$$y = -x \cdot \frac{w_1}{w_2} - \frac{b}{w_2}$$

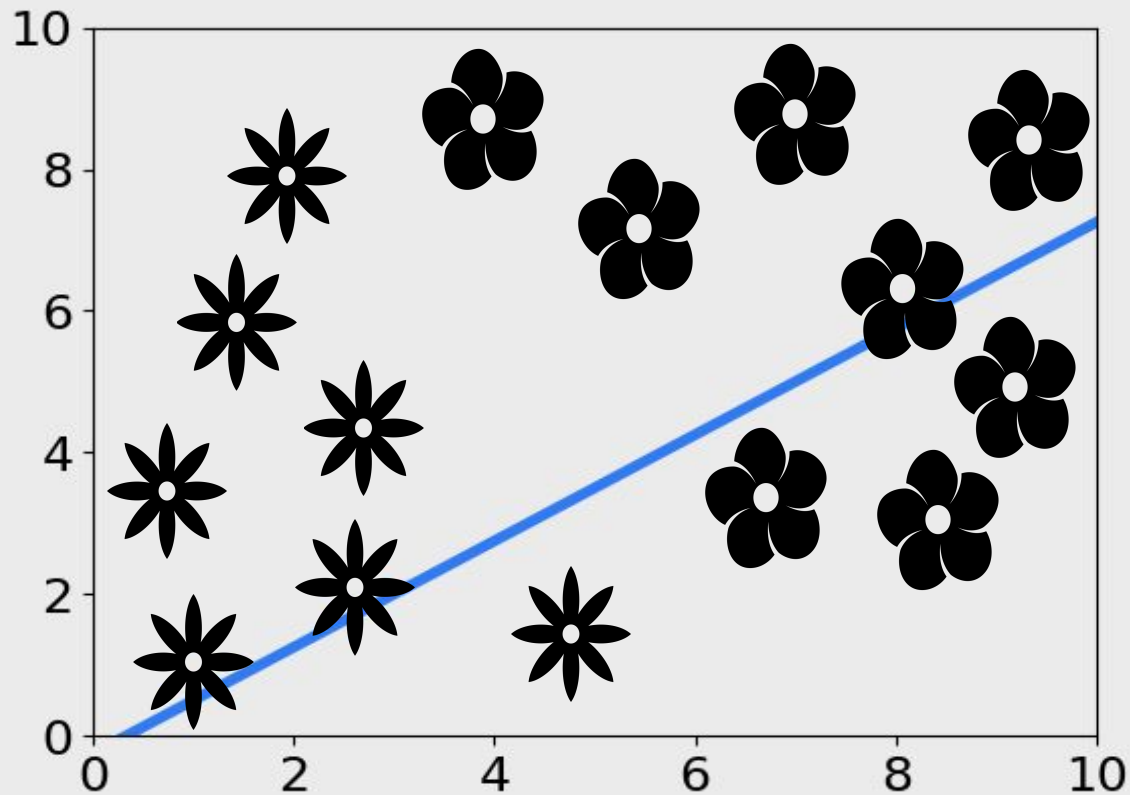
$$w_1 = -3$$

$$w_2 = 4$$

$$b = 1$$



Perceptron



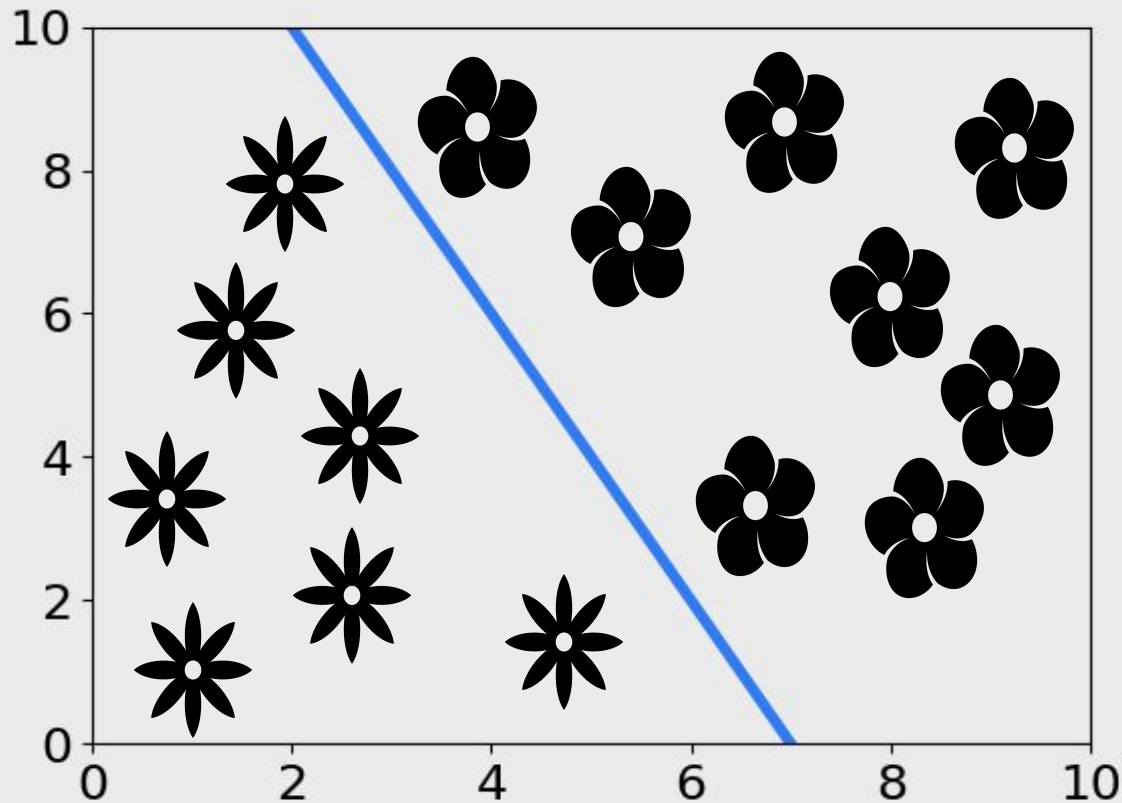
$$w1 = -3$$

$$w2 = 4$$

$$b = 1$$



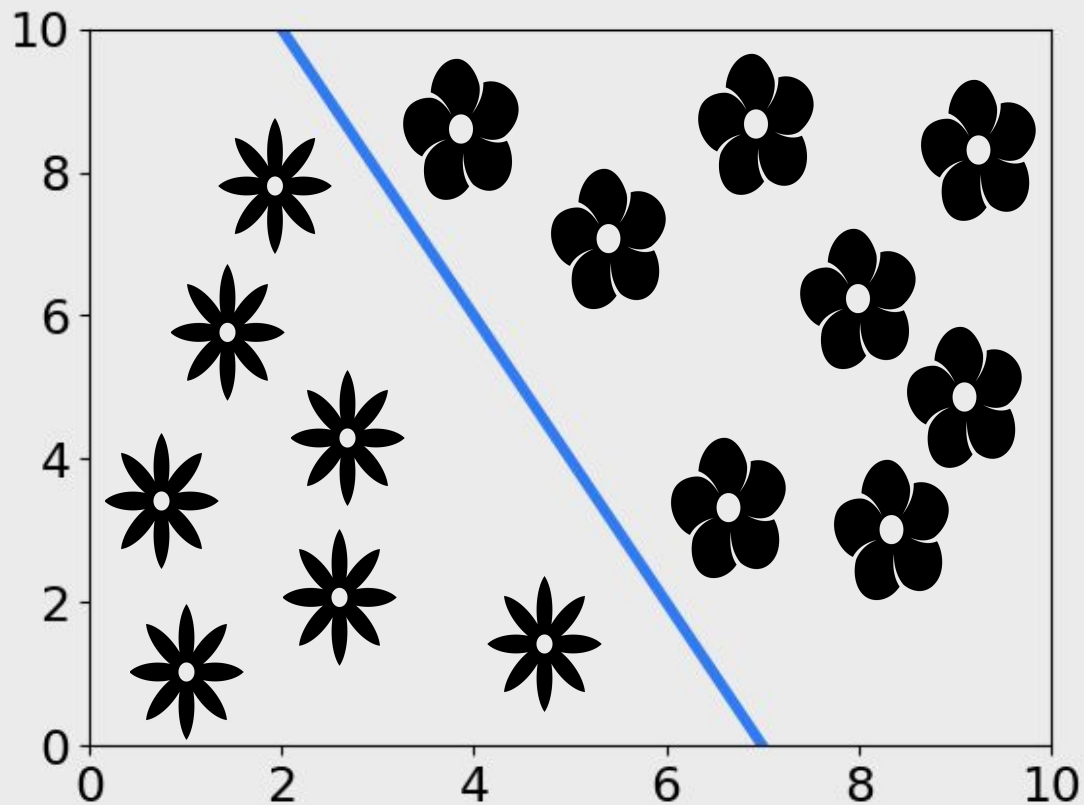
Perceptron



$$\begin{aligned}w_1 &= 4 \\w_2 &= 2 \\b &= -28\end{aligned}$$



Perceptron



Retomando a História...



Marvin Minsky

Cientista da Computação

1969

Problema do XOR

O Perceptron foi provado como uma arquitetura computacional incapaz de solucionar problemas de separação de dados não-lineares ou que demandam de mais uma reta de separação.



Seymour A Papert

Cientista da Computação



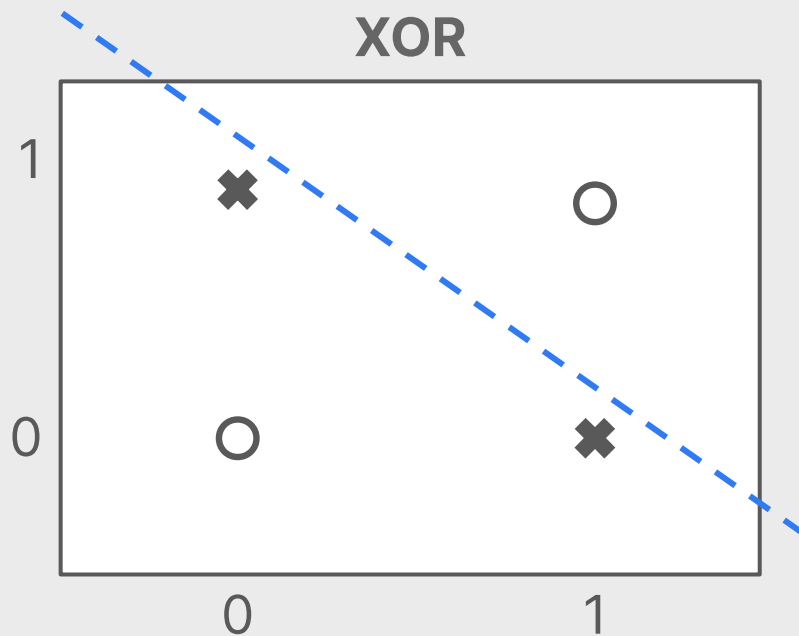
Problema XOR

X1	X2	Y
0	0	○
0	1	✕
1	0	✕
1	1	○





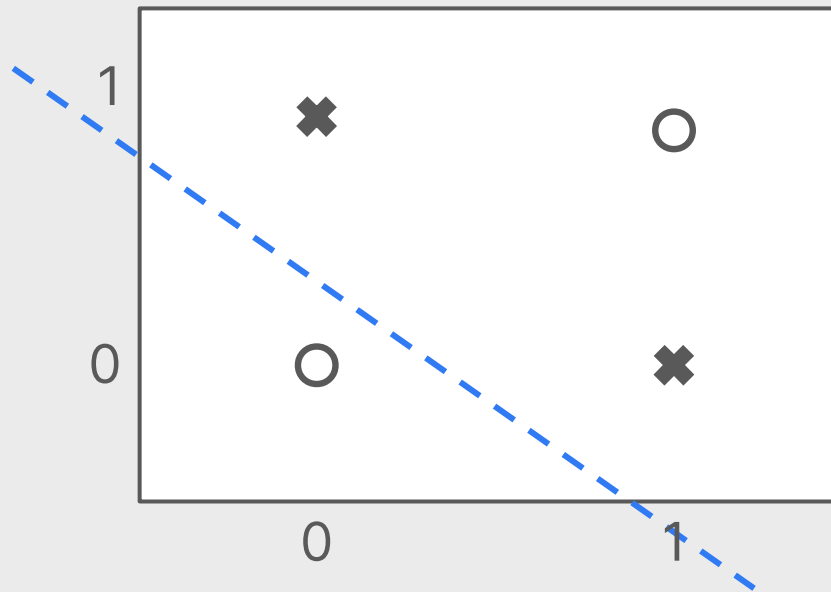
Problema XOR





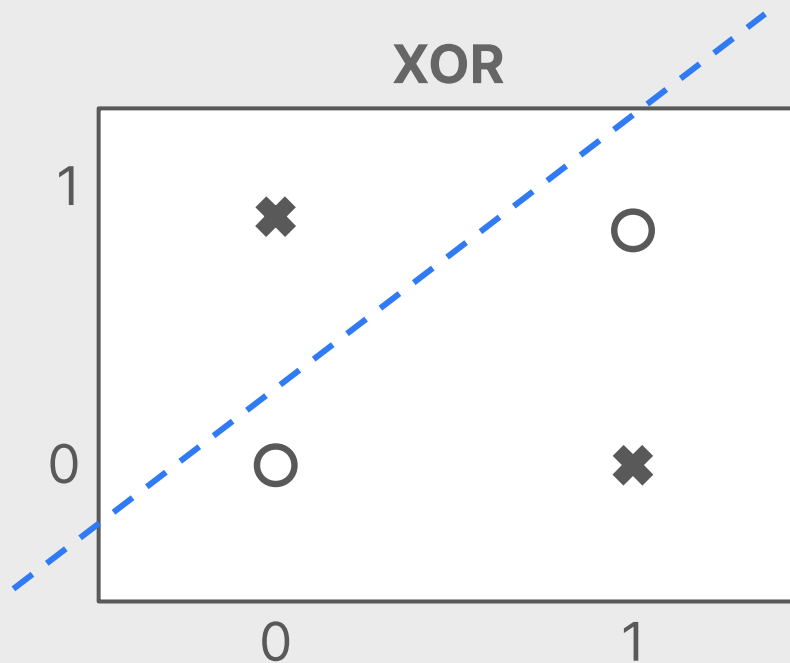
Problema XOR

XOR





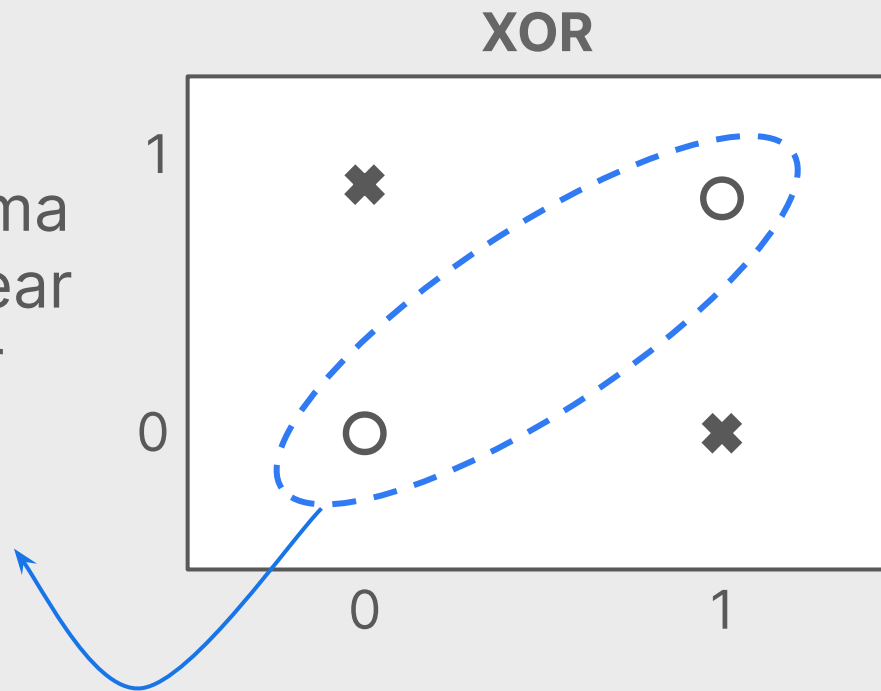
Problema XOR





Problema XOR

É necessária uma função não-linear para solucionar esse problema.



Retomando a História...



1969

Inverno da IA

1986

Retomando a História...



1986



Geoffrey Hinton

Cientista da Computação

Multilayer Perceptron

É proposto um novo método de aprendizado, com a adição de novas camadas de neurônios e a retropropagação.

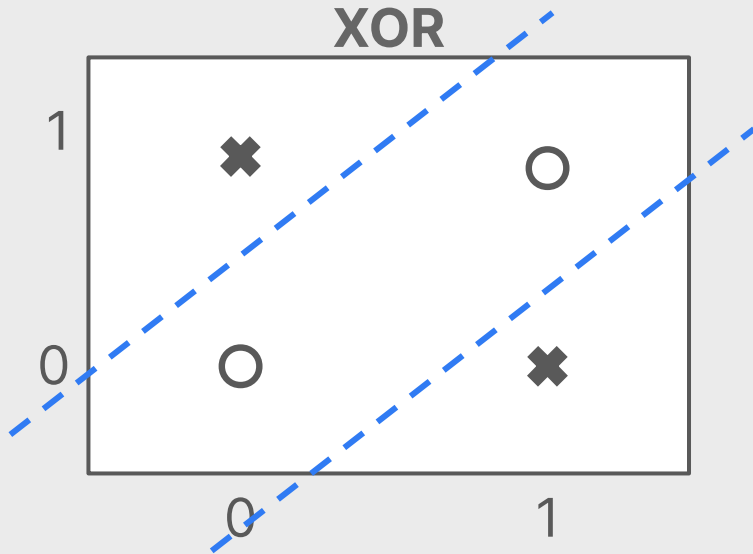
Retomando a História...

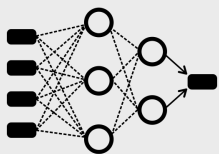


1986

Multilayer Perceptron

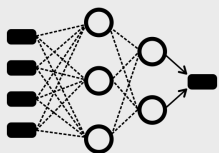
É proposto um novo método de aprendizado, com a adição de novas camadas de neurônios e a retropropagação.





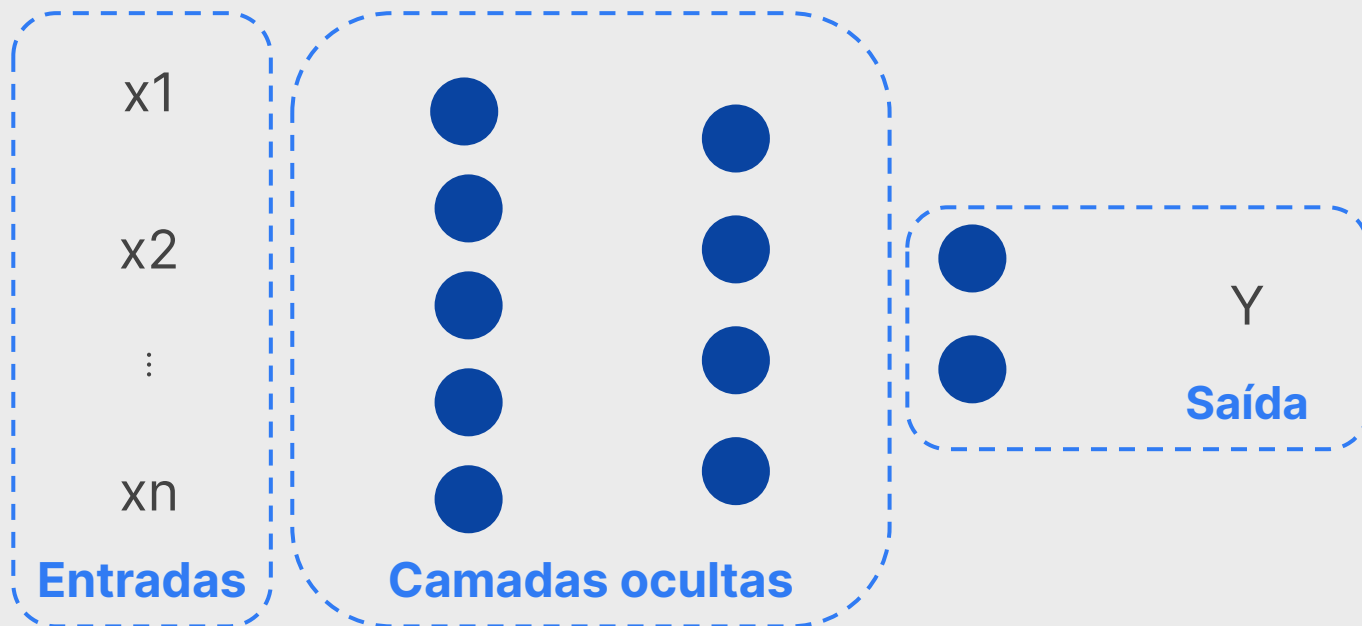
MLP

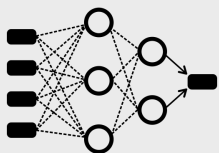
Múltiplas camadas de Perceptron



MLP

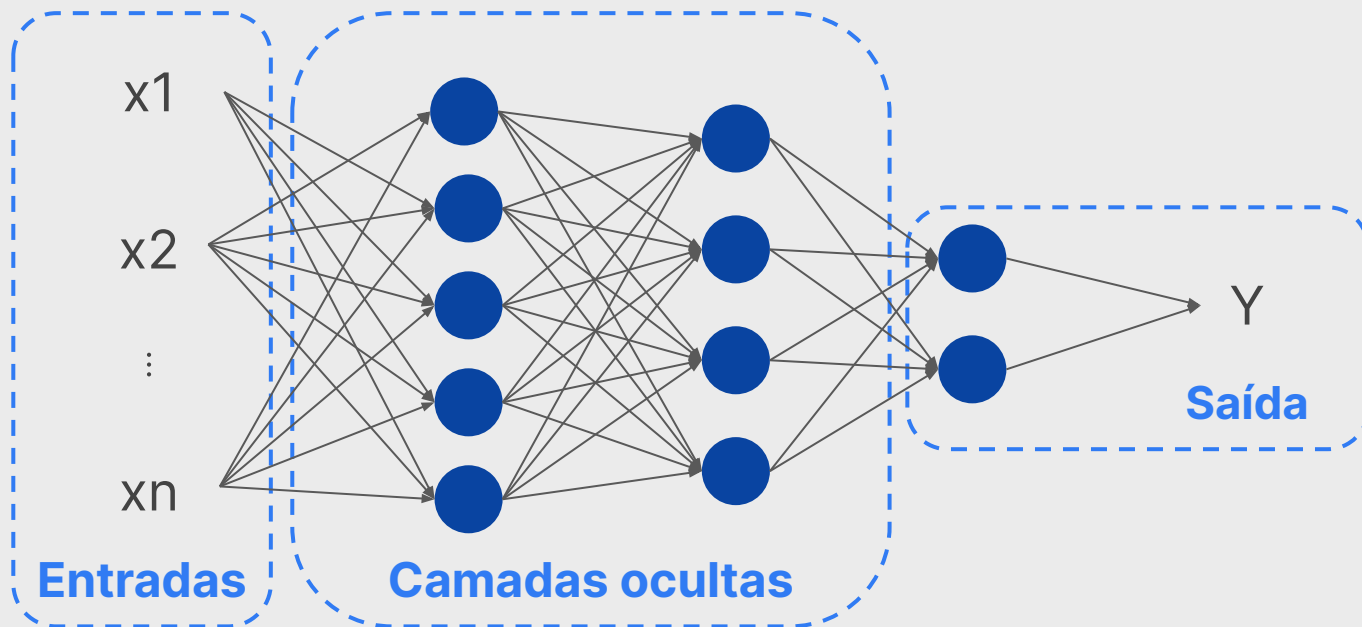
Múltiplas camadas de Perceptron

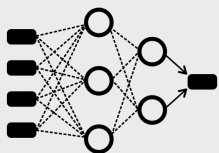




MLP

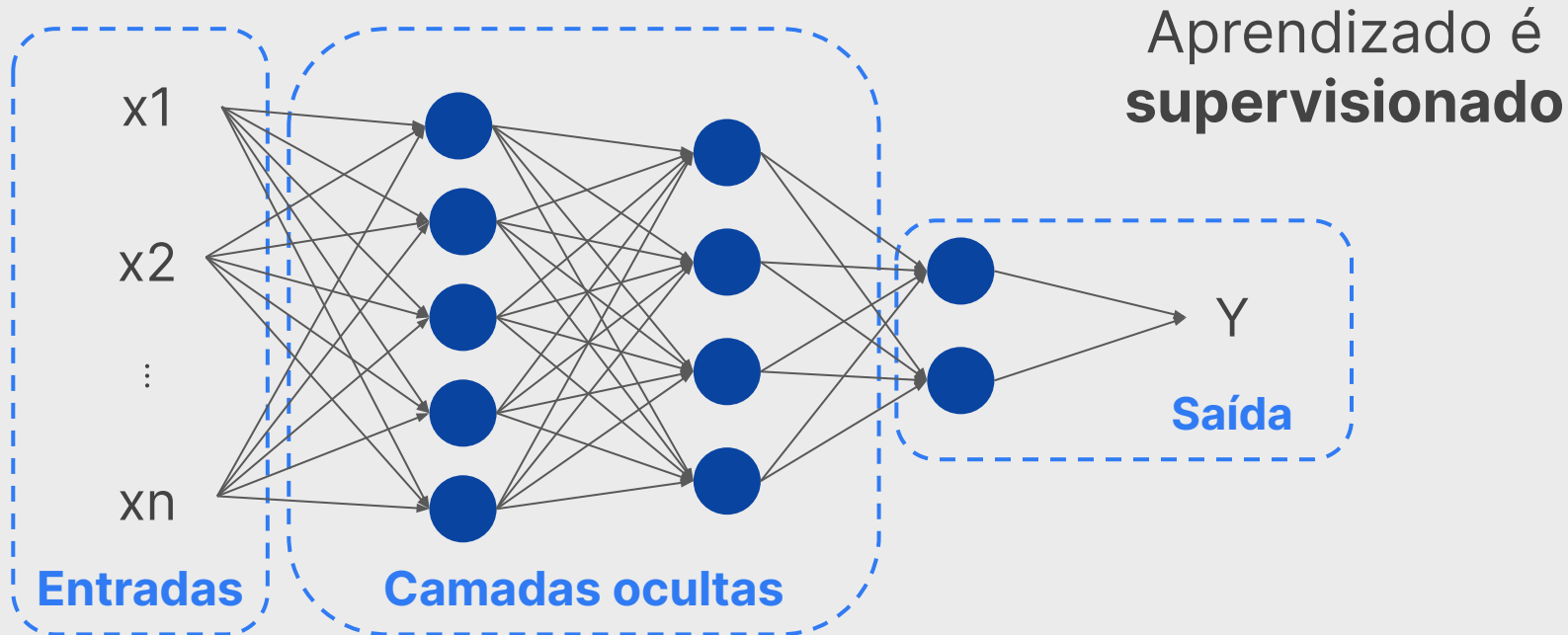
Caminho total do dado

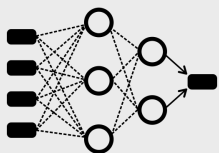




MLP

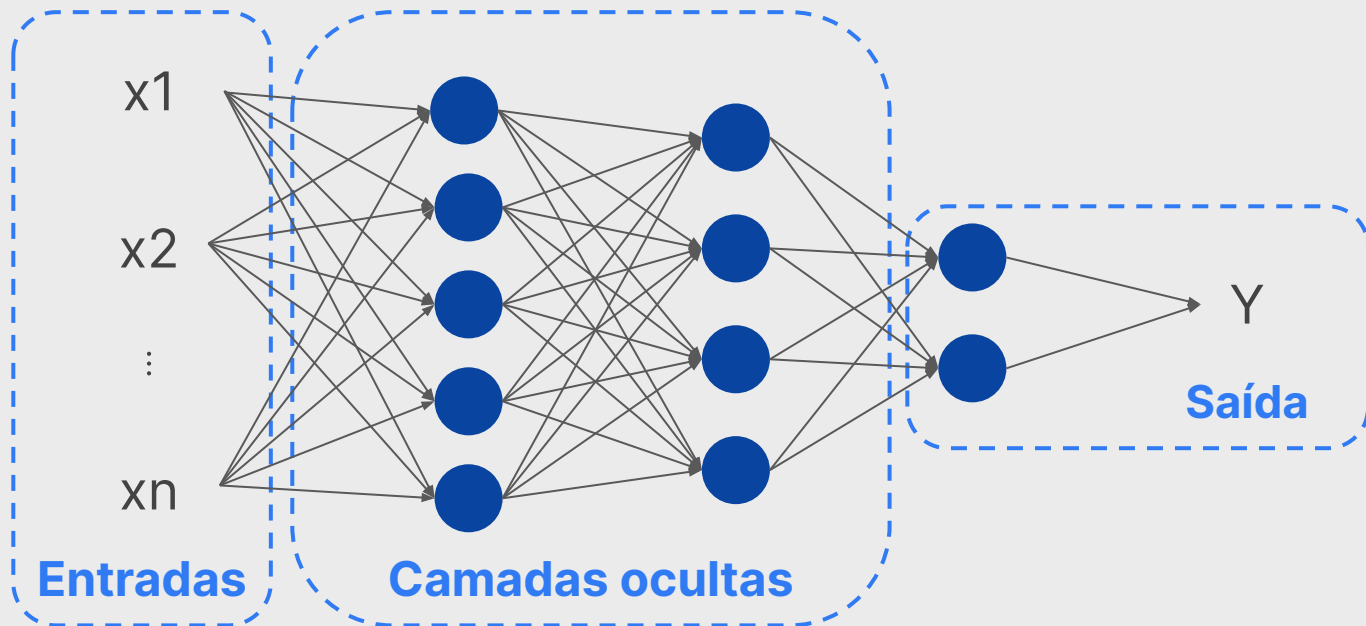
Caminho total do dado

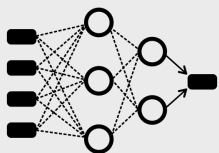




MLP

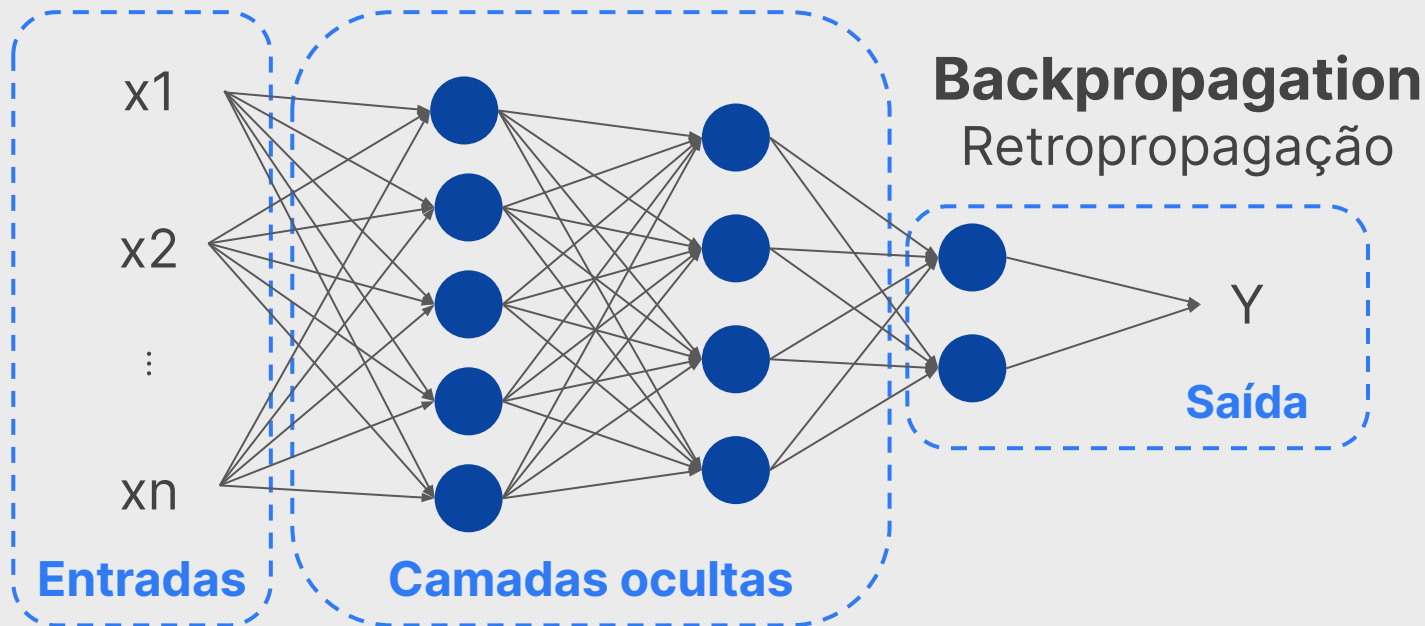
O aprendizado se inicia pela estrutura *feedforward*, **mas não para nisso!**

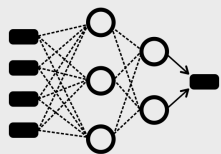




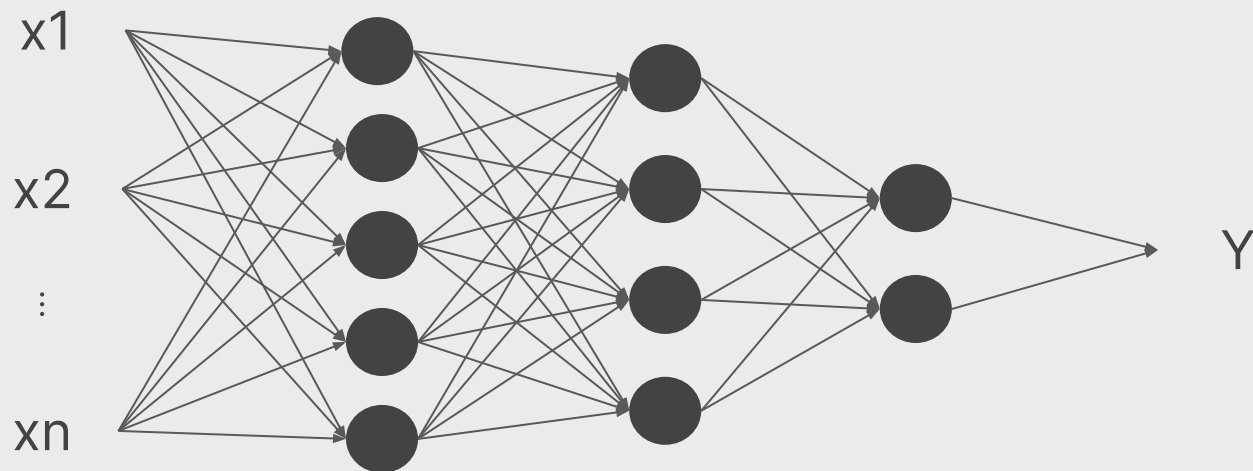
MLP

O aprendizado se inicia pela estrutura *feedforward*, **mas não para nisso!**

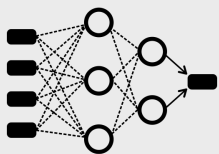




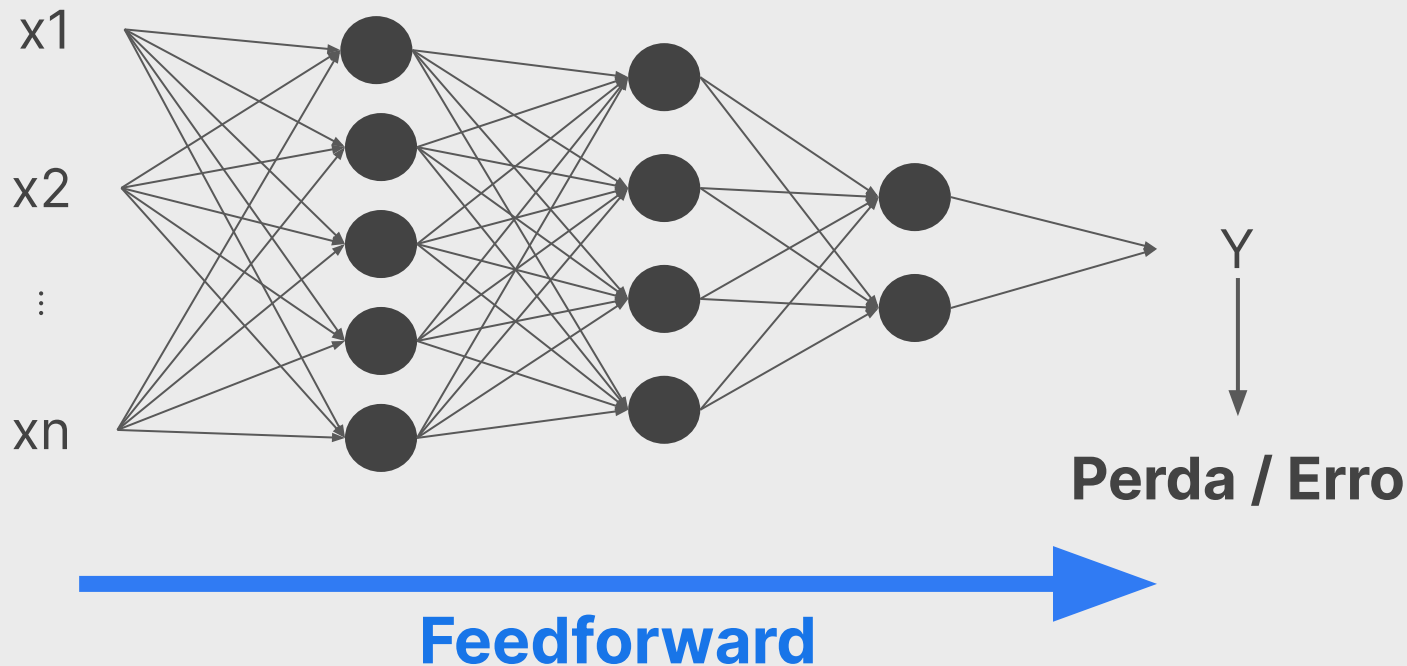
MLP - aprendizado

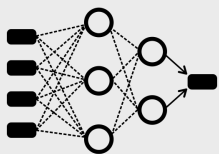


Feedforward

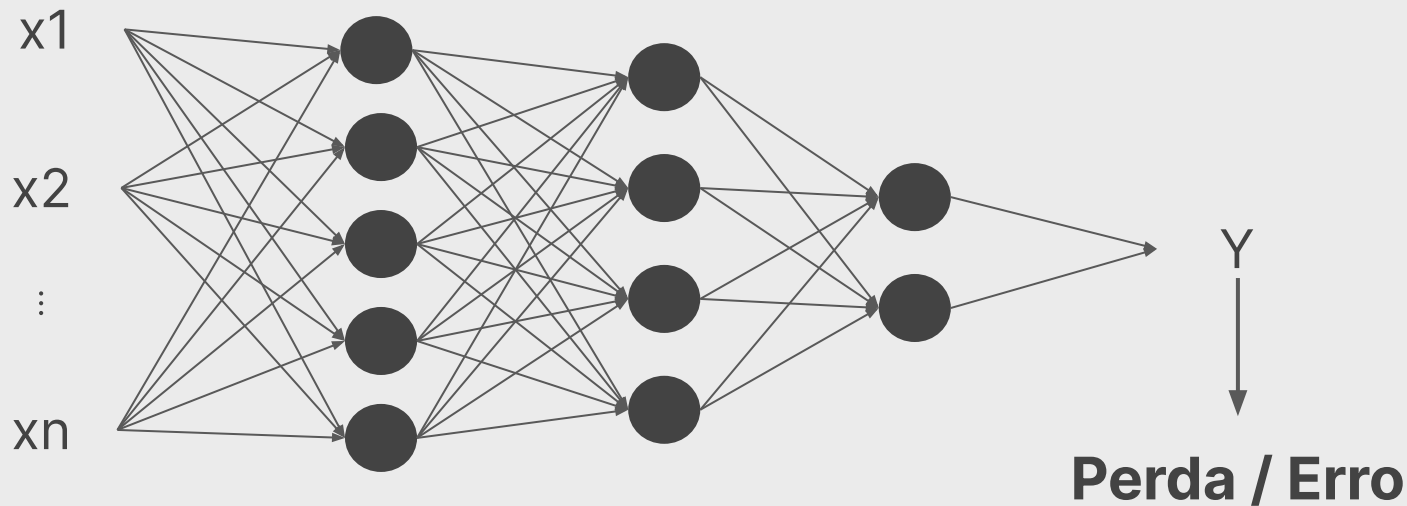


MLP - aprendizado

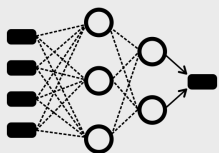




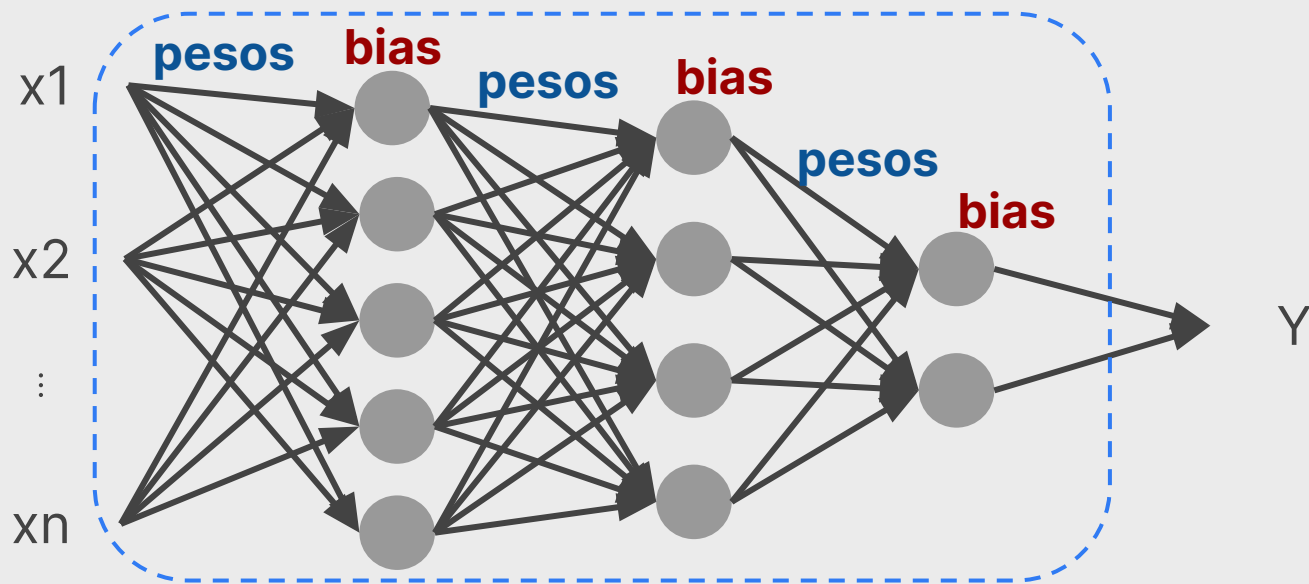
MLP - aprendizado



Backpropagation

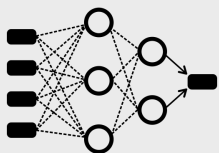


MLP - aprendizado



Otimização dos atributos

Backpropagation



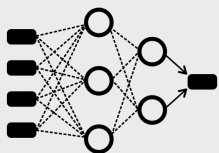
MLP - aprendizado

Conjunto de
entradas

1	$x_1, x_2, (\dots)$
2	$x_1, x_2, (\dots)$
\vdots	\vdots

Aprendizado





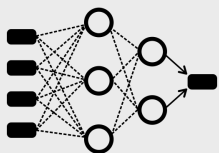
MLP - aprendizado

Conjunto de
entradas

1	$x_1, x_2, (\dots)$
2	$x_1, x_2, (\dots)$
\vdots	\vdots

Aprendizado





MLP - aprendizado

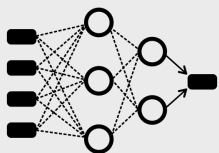
Conjunto de
entradas

1	$x_1, x_2, (\dots)$
2	$x_1, x_2, (\dots)$
\vdots	\vdots

Aprendizado



pesos ✗
bias ✗
predição ✗

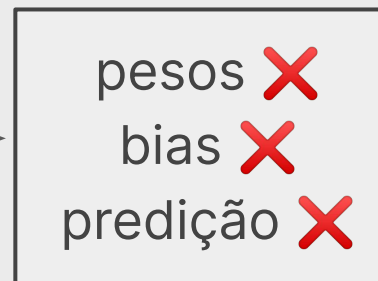


MLP - aprendizado

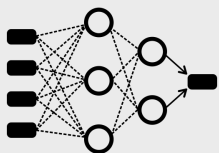
Conjunto de
entradas

1	$x_1, x_2, (\dots)$
2	$x_1, x_2, (\dots)$
\vdots	\vdots

Aprendizado



Reexecução - época



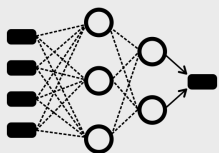
MLP - aprendizado

Conjunto de
entradas

1	$x_1, x_2, (\dots)$
2	$x_1, x_2, (\dots)$
\vdots	\vdots

Aprendizado





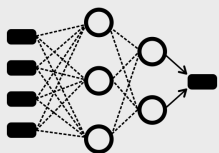
MLP - aprendizado

Conjunto de
entradas

1	$x_1, x_2, (\dots)$
2	$x_1, x_2, (\dots)$
\vdots	\vdots

Aprendizado





MLP - aprendizado

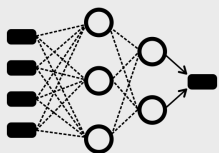
Conjunto de
entradas

1	$x_1, x_2, (\dots)$
2	$x_1, x_2, (\dots)$
\vdots	\vdots

Aprendizado



Todas as épocas executadas



MLP - aprendizado

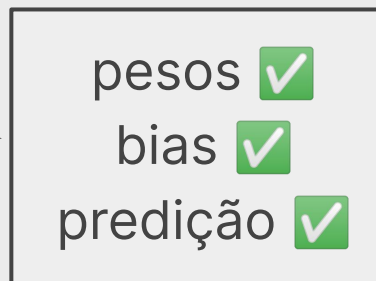
Conjunto de
entradas

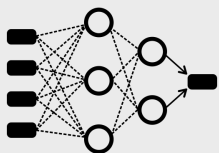
1	$x_1, x_2, (\dots)$
2	$x_1, x_2, (\dots)$
\vdots	\vdots

Aprendizado

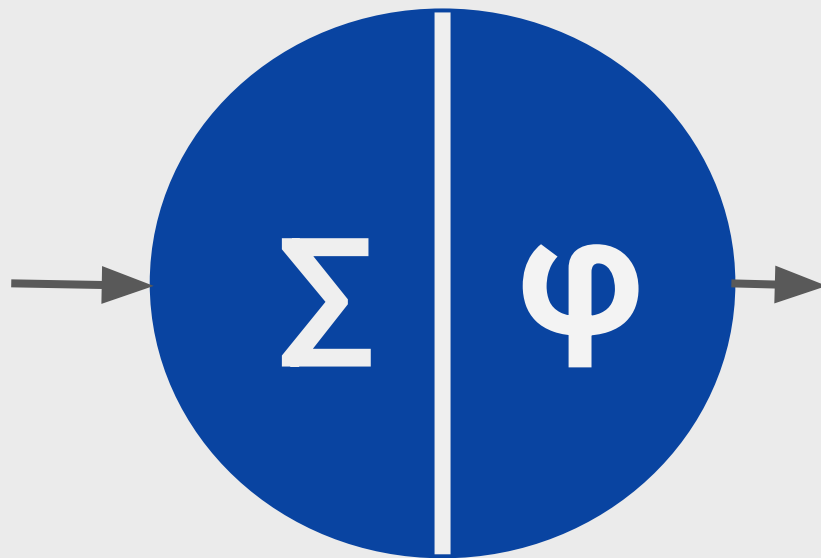
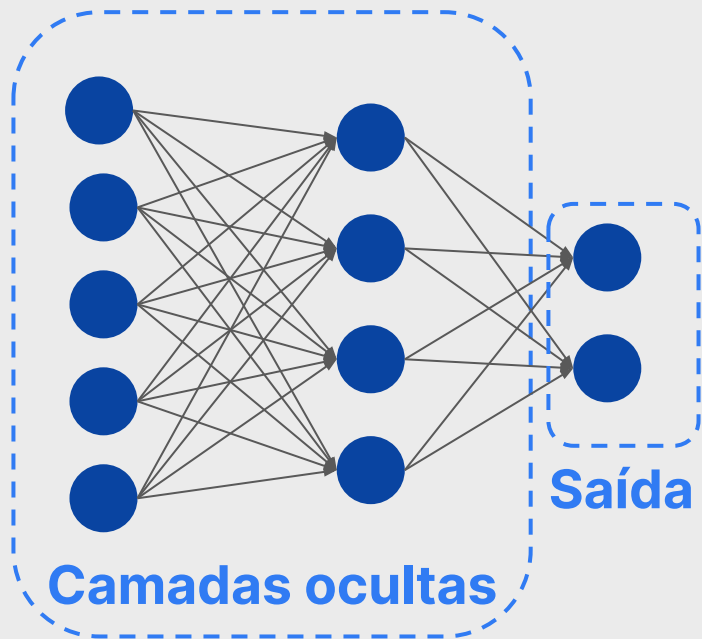


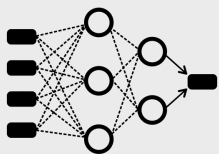
Modelo treinado



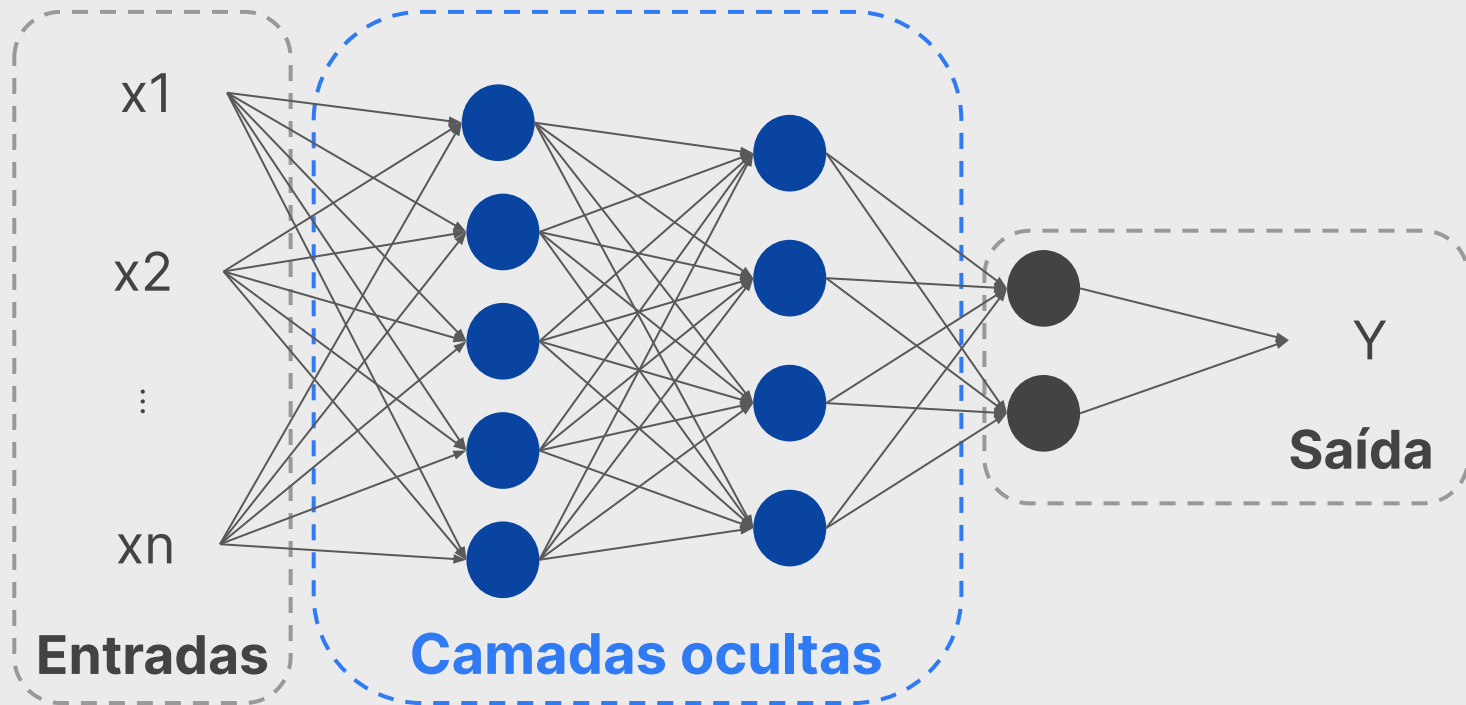


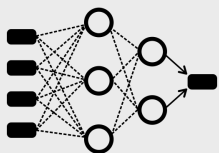
Camadas



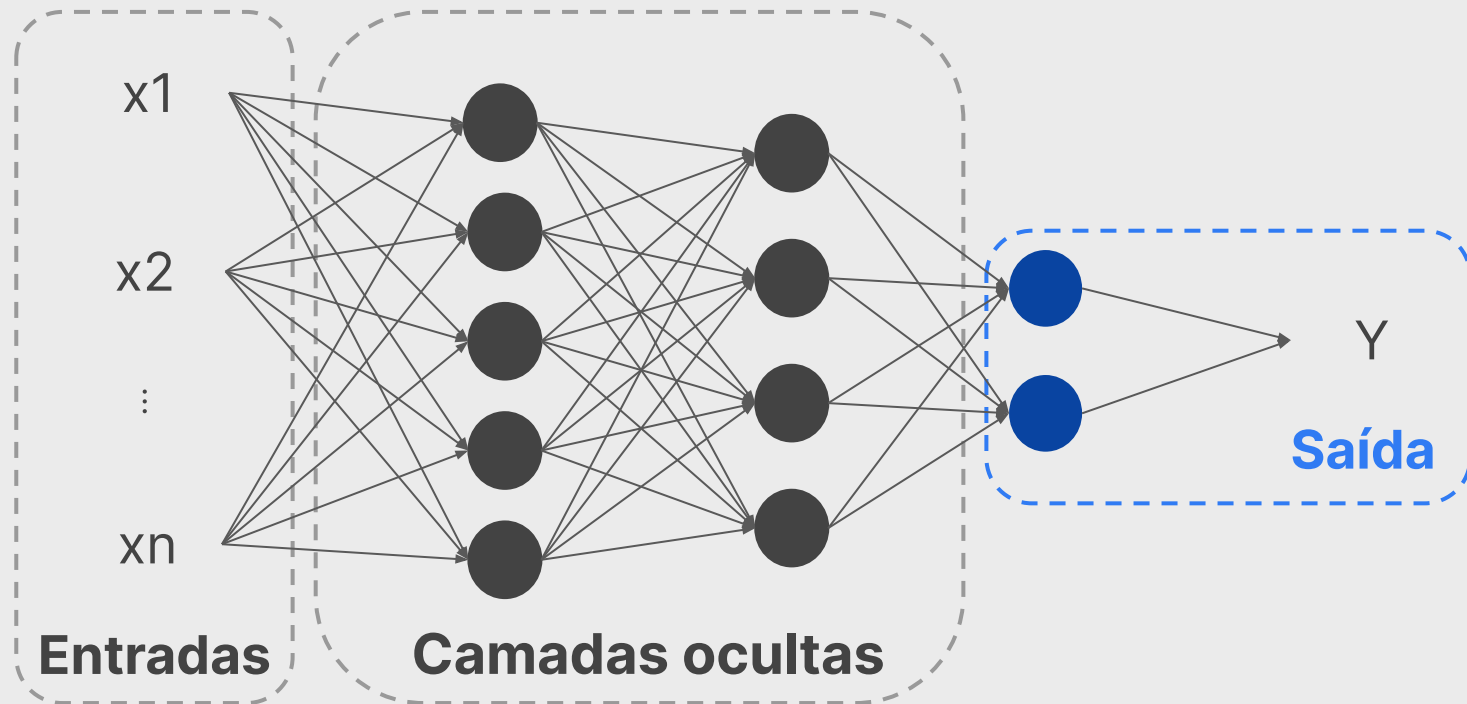


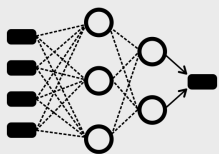
φ - Camada oculta





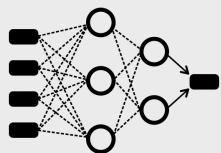
φ - Camada saída





Funções $\varphi(x)$

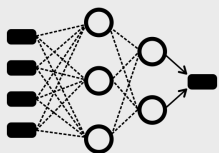
As funções de ativação mais comuns e utilizadas são:



Funções $\varphi(x)$

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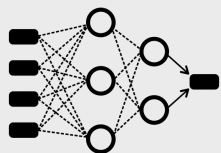


Funções $\varphi(x)$

As funções de ativação mais comuns e utilizadas são:

Sigmoid - sigmóide / logística

Tanh - tangente hiperbólica



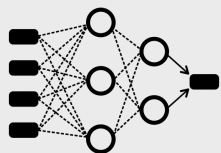
Funções $\varphi(x)$

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Funções $\varphi(x)$

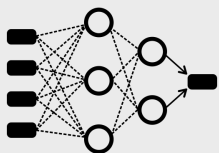
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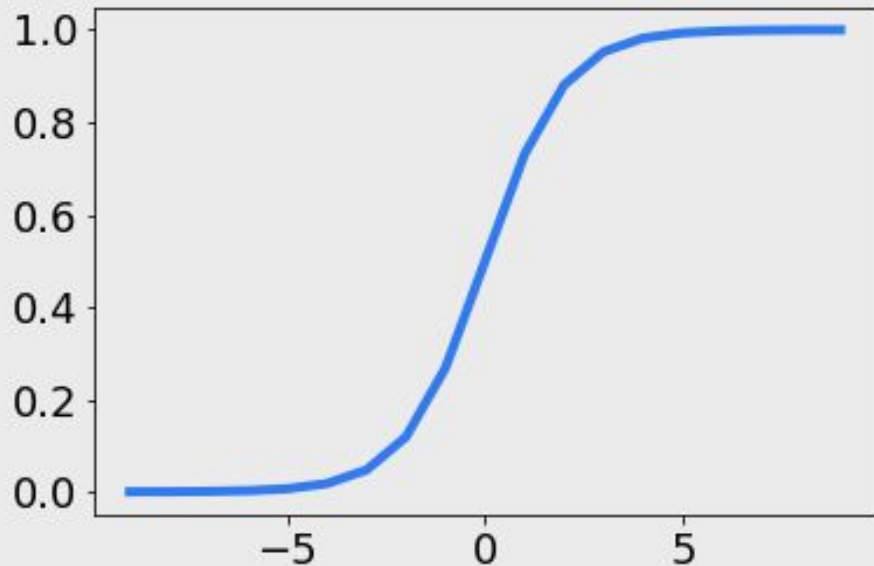
ReLU - unidade linear retificada

Softmax



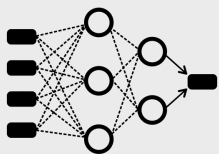
Funções $\varphi(x)$

Sigmoid



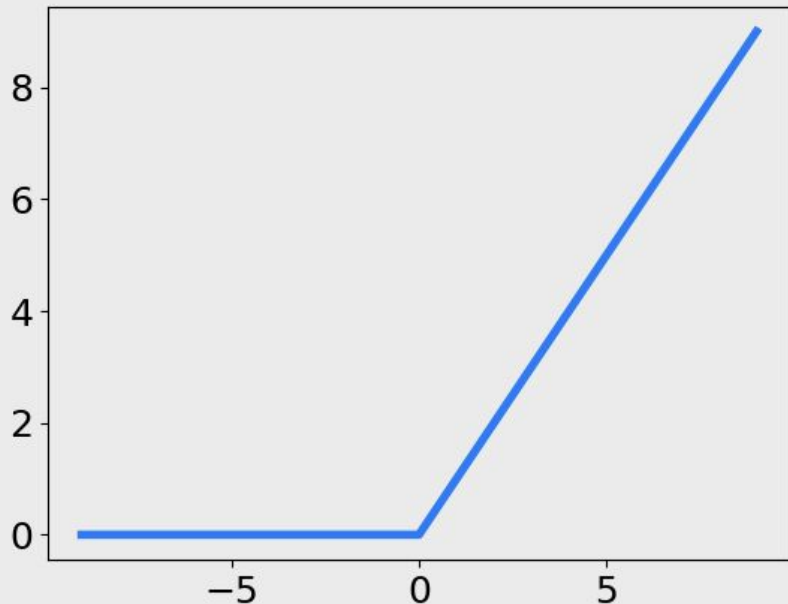
$$\varphi(x) = \frac{1}{1 + e^{-x}}$$

Utilizada na camada de **saída** ou na **oculta**



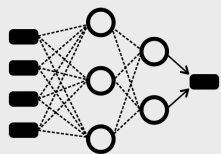
Funções $\varphi(x)$

ReLU



$$\varphi(x) = \begin{cases} 0 & x \leq 0 \\ x & x > 0 \end{cases}$$

Utilizada na camada **oculta**



Funções $\varphi(x)$

Softmax

$$\varphi_i = \left[\frac{\exp(x_i \cdot w_i)}{\sum_{n=1}^j \exp(x_n \cdot w_n)} \right]$$

Utilizada na camada de **saída**