## Neural Network and Deep Learning

Introduction to Neural Network
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#### Learning Objectives

- Introduce the students to neural network
- Introduce the students to modern neural network techniques.

#### Outlines

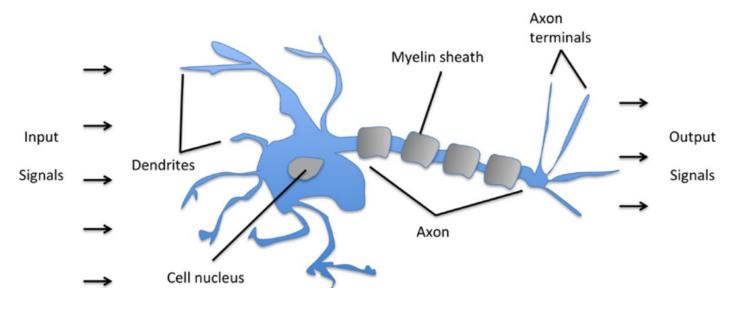
Introduction to Neural Networks and its History

Single-layer Neural Networks (Perceptrons)

Perceptrons Algorithm

Perceptrons Implementation

The basic building blocks of biological neural systems are nerve cells, referred to as neurons.



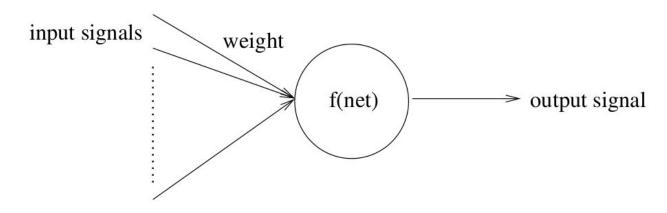
Neurons are interconnected nerve cells in the brain that are involved in the processing and transmitting of chemical and electrical signals.

Signals propagate from the dendrites, through the cell body to the axon; from where the signals are propagated to all connected dendrites.

A signal is transmitted to the axon of a neuron only when the cell "fires". A neuron can either inhibit or excite a signal.

An artificial neuron (AN) is a model of a biological neuron (BN).

Each AN receives signals from the environment, or other ANs, gathers these signals, and when fired, transmits a signal to all connected ANs.



- Input signals are inhibited or excited through negative and positive numerical weights associated with each connection to the AN.
- The firing of an AN and the strength of the existing signal are controlled via a function, referred to as the activation function.
- The AN collects all incoming signals, and computes a net input signal as a function of the respective weights.
- The net input signal serves as input to the activation function which calculates the output signal of the AN.

#### Artificial Neural Networks Structure

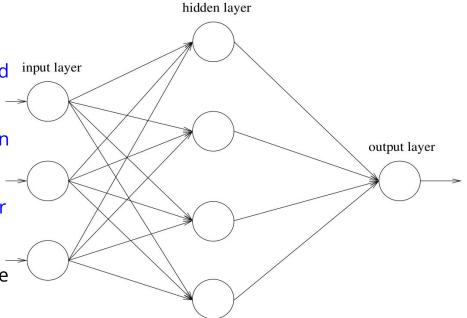
#### What is an ANN?

An artificial neural network (NN) is a layered network of ANs.

 An NN may consist of an input layer, hidden layers and an output layer.

 ANs in one layer are connected, fully or partially, to the ANs in the next layer.

 Feedback connections to previous layers are also possible.



Several different NN types have been developed:

- Single-layer NNs, such as the Hopfield network, Adaptive Linear Neuron,
   Perceptron
- Multilayer feedforward NNs (backpropagation NNs)
- Temporal NNs, such as the Elman and Jordan simple recurrent networks as well as time-delay neural networks.
- Self-Organizing NNs, such as the Kohonen self-organizing feature maps and the learning vector quantizer

Current successes in neural modeling are for small artificial NNs aimed at solving a specific task.

NN types have been used for a wide range of applications, including diagnosis of diseases, speech recognition, data mining, composing music, image processing, forecasting, robot control, credit approval, classification, pattern recognition.

In 1934, Warren McCullock and Walter Pitts published the first concept of a simplified brain cell. They called it MCP neuron

The MCP neuron is a simple logic gate with binary outputs; multiple signals arrive at the dendrites, are then integrated into the cell body, and, if the accumulated signal exceeds a certain threshold, an output signal is generated that will be passed on by the axon.

In 1957 Frank Rosenblatt published the first concept of the perceptron learning rule based on the MCP neuron model.

Rosenblatt, proposed an algorithm that would automatically learn the optimal weight coefficients that are then multiplied with the input features in order to make the decision of whether a neuron fires or not.

The perceptron algorithm represent a single layer neural network at at least has one MCP neuron.

We can use the perceptron in classification problems, mainly in binary classification. In this case we use the perceptron to predict if a sample belonged to one class or the other

- To model a binary classification problem using the perceptron algorithm we will use two classes: Positive Class = 1 and Negative Class = -1
- We will use a simple activation functions f(z), where z is the so-called net input  $(z = w_1 x_1 + ... + w_m x_m)$

$$\boldsymbol{w} = \begin{bmatrix} w_1 \\ \vdots \\ w_m \end{bmatrix}, \quad \boldsymbol{x} = \begin{bmatrix} x_1 \\ \vdots \\ x_m \end{bmatrix}$$

- If the activation of a particular sample x, that is, the output of f(z), is greater than a predefined threshold  $\theta$ , we predict class 1 and class -1,
- In other words the activation function is a simple piecewise unit step function

$$f(z) = \left\{egin{array}{ll} 1 & z \geqslant heta \ -1 & z < heta \end{array}
ight.$$

$$f(z) = egin{cases} +1 & x_1w_1+x_2w_2+\ldots+x_mw_m \geqslant heta \ -1 & x_1w_1+x_2w_2+\ldots+x_mw_m \leqslant heta \end{cases}$$

We can move threshold  $\theta$  to the left side and rewrite z as

$$z = x_0 w_0 + x_1 w_1 + x_2 w_2 + \ldots + x_m w_m$$

In this case  $x_0 = 1$  and  $w_0 = \theta$  and then f(z) is rewritten as follows

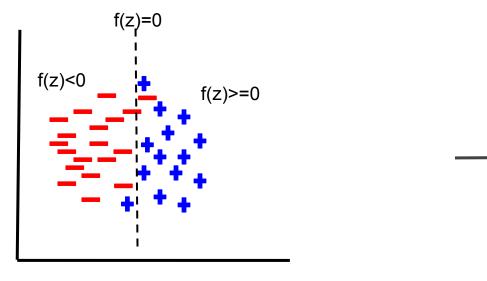
$$f(z) = \left\{egin{array}{ll} 1 & z\geqslant 0 \ -1 & z < 0 \end{array}
ight.$$

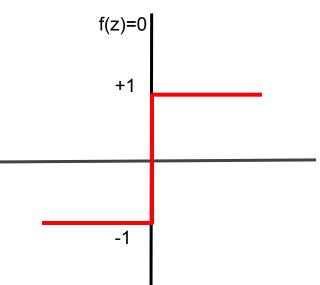
Then finally we can think of z as

$$z = x_0 w_0 + x_1 w_1 + x_2 w_2 + \ldots + x_m w_m = \sum_{i=0}^m x_i w_i = w^T x_i$$

$$\begin{bmatrix} 1 & 2 & 3 \end{bmatrix} \times \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix} = 1 \times 4 + 2 \times 5 + 3 \times 6 = 32.$$

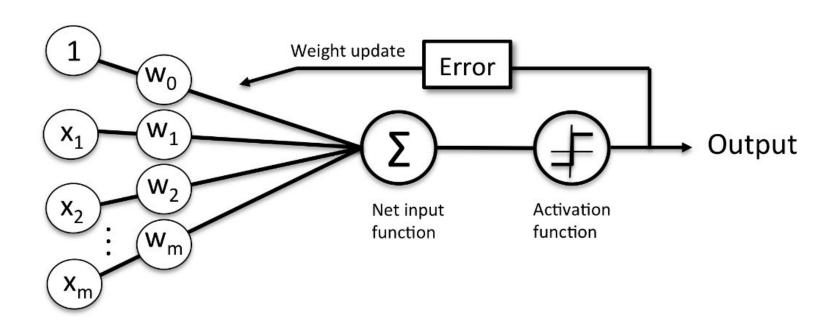
X





Rosenblatt's initial perceptron rule is fairly simple and can be summarized by the following steps:

- 1. Initialize the weights to 0 or small random numbers
- 2. For each training sample x perform the following steps:
  - a. Compute the output value y
  - b. Update the weights based on the error in y



To update the weights

$$new(w_i) = wi + \Delta w_i \ \Delta w_i = lpha(l-p)x_i$$

Where  $w_i$  is the weight we want to update, alpha is the learning rate (preselected value) that controls how the weights are updated. L is the expected label and p is the predicate label and  $x_i$  is the feature associated with  $w_i$ 

What happen to the weight if the predicate class is the same as the actual class?

$$\Delta w_i = \alpha((-1) - (-1))x_i$$

$$\Delta w_i = \alpha (1-1)x_i$$

However, in case we have a wrong prediction

$$\Delta w_i = \alpha(1 - (-1))x_i = \alpha(2)x_i$$

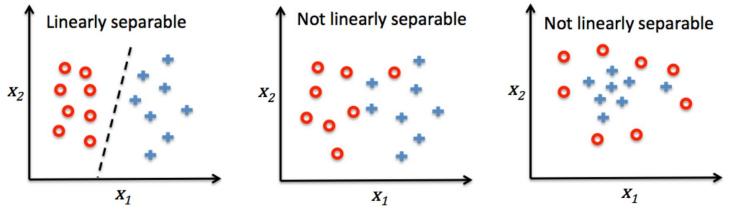
$$\Delta w_i = \alpha(-1-1))x_i = \alpha(-2)x_i$$

Example: let us assume L = +1 and p = -1 and learning rate alpha = 1 and the xi = 0.5 and wi = 0.2 Calculate the new wi

$$new(w_i) = 0.2 + 1(1 - -1))0.5 = 1.2$$

The weight update is proportional to the value of xi. For example let us assume that xi = 2

$$new(w_i) = 0.2 + 1(1 - -1))2 = 4.2$$



The convergence of the perceptron is only guaranteed if the two classes are linearly separable and the learning rate is sufficiently small. If the two classes can't be separated by a linear decision boundary, we can set a maximum number of passes over the training dataset.

#### One Class with Three methods:

**fit(X,y):** takes the training data and the labels, and return the perceptron classifier.

predict(x): takes a new sample
and return the sample label

net\_input(x): takes a sample and
calculate the net input or z

```
import numpy as np
class Perceptron(object):
   def init (self, la=0.01, n iter=10):
   def fit(self, X, y):
   def net input(self, x):
   def predict(self, x):
```

Initialize the perceptron object

```
class Perceptron(object):
        def __init__(self, la=0.01, n_iter=10):
            self.learning rate = la
            self.num of iterations = n iter
9
10
            self.weights = None
12
            self.errors = None
```

Calculate the step function z

$$z = x_0 w_0 + x_1 w_1 + x_2 w_2 + \ldots + x_m w_m = \sum_{i=0}^m x_i w_i = w^T x$$

```
def net_input(self, x):
    """Calculate net input"""
    return np.dot(x, self.weights[1:]) + self.weights[0]
38
```

Calculate | Predict the class label for

$$f(z) = \left\{egin{array}{ll} 1 & z\geqslant 0 \ -1 & z<0 \end{array}
ight.$$

```
def predict(self, x):
    """Return class label after unit step"""
    return np.where(self.net_input(x) >= 0.0, 1, -1)
42
```

```
def fit(self, X, y):
            # initialize the weights vector by zeros.
17
            # The size of the weights vector depend on the number of features
            self.weights = np.zeros(1 + X.shape[1])
19
            self.errors = []
21
            # start the iterative process to learn the best set of weights
            for _ in range(self.num_of iterations):
23 +
                errors = 0
25
                for xi, target in zip(X, y):
27
                    update = self.learning rate * (target - self.predict(xi))
29
                    self.weights[1:] += update * xi
30
                    self.weights[0] += update
                                                   new(w_i) = wi + \Delta w_i
32
                    errors += int(update != 0.0)
33
                                                      \Delta w_i = lpha (l-p) x_i
34
                self.errors.append(errors)
36
37
            return self
```

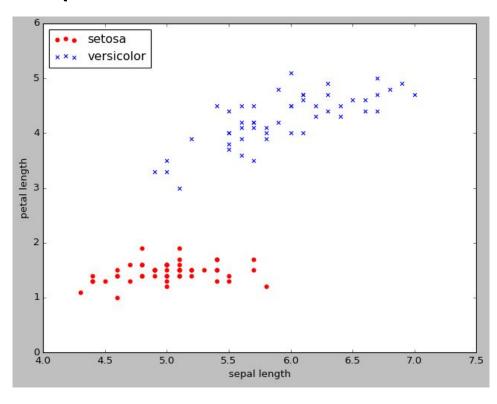
```
import numpy as np
    import pandas as pd
   import matplotlib.pyplot as plt
    from matplotlib.colors import ListedColormap
    df = pd.read_csv('https://archive.ics.uci.edu'
        +'/ml/machine-learning-databases/iris/iris.data', header=None)
        # the 50 Iris-Setosa and 50 Iris-Versicolor flowers
        y = df.iloc[0:100, 4].values
11
12
        y = np.where(y == 'Iris-setosa', -1, 1)
15
        X = df.iloc[0:100, [0, 2]].values
17
        plt.scatter(X[:50, 0], X[:50, 1], color='red', marker='o', label='setosa')
        plt.scatter(X[50:100, 0], X[50:100, 1], color='blue', marker='x', label='versicolor')
19
        plt.xlabel('sepal length')
        plt.ylabel('petal length')
21
23
        plt.legend(loc='upper left')
24
        plt.show()
```

```
import numpy as no
    import pandas as pd
    import matplotlib.pyplot as plt
    from matplotlib.colors import ListedColormap
    df = pd.read_csv('https://archive.ics.uci.edu'
        +'/ml/machine-learning-databases/iris/iris.data', header=None)
        # we extract the first 100 class labels that correspond to
10
        # the 50 Iris-Setosa and 50 Iris-Versicolor flowers
11
        y = df.iloc[0:100, 4].values
12
13
        y = np.where(y == 'Iris-setosa', -1, 1)
14
        X = df.iloc[0:100, [0, 2]].values
```

```
plt.scatter(X[:50, 0], X[:50, 1], color='red', marker='o', label='setosa')
plt.scatter(X[50:100, 0], X[50:100, 1], color='blue', marker='x', label='versicolor')

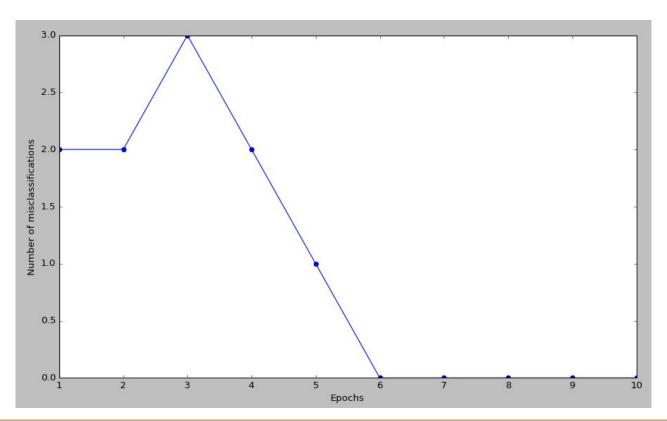
plt.xlabel('sepal length')
plt.ylabel('petal length')

plt.legend(loc='upper left')
plt.show()
```

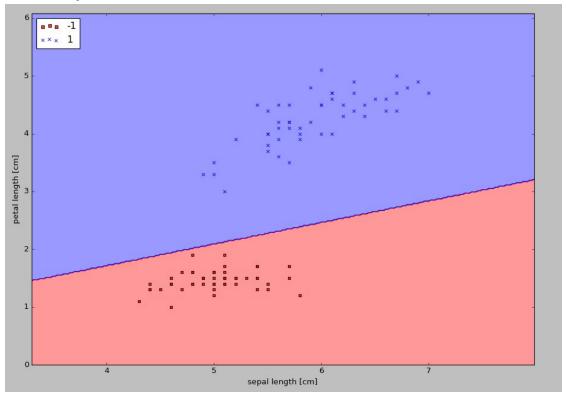


Create a perceptron instance and use the fit method to learn the perceptron rule

```
ppn = Perceptron(la=0.1, n iter=10)
    ppn.fit(X, y)
    plt.plot(range(1, len(ppn.errors) + 1), ppn.errors, marker='o')
6
    plt.xlabel('Epochs')
8
    plt.ylabel('Number of misclassifications')
10
    plt.show()
```



```
24
25  plot_decision_regions(X, y, classifier=ppn)
26  plt.xlabel('sepal length [cm]')
27  plt.ylabel('petal length [cm]')
28  plt.legend(loc='upper left')
29  plt.show()
30
```



```
def plot_decision_regions(X, y, classifier, resolution=0.02):
        markers = ('s', 'x', 'o', '^i, 'v')
        colors = ('red', 'blue', 'lightgreen', 'gray', 'cyan')
        cmap = ListedColormap(colors[:len(np.unique(y))])
        x1_{min}, x1_{max} = X[:, 0].min() - 1, X[:, 0].max() + 1
        x2 \min, x2 \max = X[:, 1].\min() - 1, X[:, 1].\max() + 1
        xx1, xx2 = np.meshgrid(np.arange(x1 min, x1 max, resolution),
10
                                np.arange(x2_min, x2_max, resolution))
11
        Z = classifier.predict(np.array([xx1.ravel(), xx2.ravel()]).T)
12
        Z = Z.reshape(xx1.shape)
13
14
15
        plt.contourf(xx1, xx2, Z, alpha=0.4, cmap=cmap)
        plt.xlim(xx1.min(), xx1.max())
16
        plt.ylim(xx2.min(), xx2.max())
17
18
19 -
        for idx, cl in enumerate(np.unique(y)):
            plt.scatter(x=X[y == cl, 0], y=X[y == cl, 1],
20
                         alpha=0.8, c=cmap(idx),
21
22
                         marker=markers[idx], label=cl)
23
```

# Questions