

# DD2437 – Artificial Neural Networks and Deep Architectures (annda)

Lecture 8: Hopfield networks

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KTH Pawel Herman DD2437 annda

- Associative memory
- · Hopfield networks
- Memory storage and TSP example
- Stochastic networks Boltzmann machine

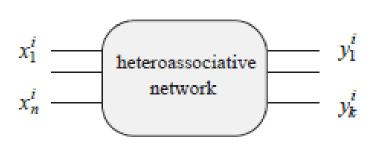
### Lecture overview

- Associative memory, learning
- Hopfield networks
- Storage capacity
- Optimisation with Hopfield networks

- Associative memory
- Hopfield networks
- Memory storage and TSP example
- Stochastic networks Boltzmann machine

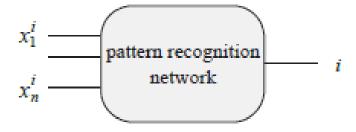
# Associative pattern recognition





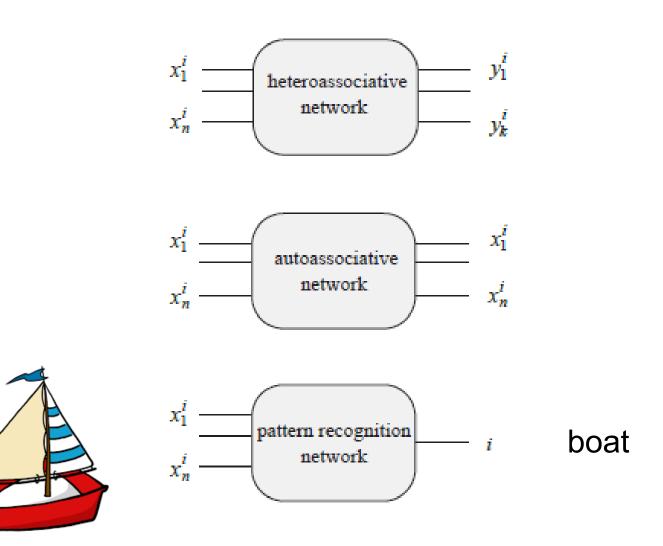






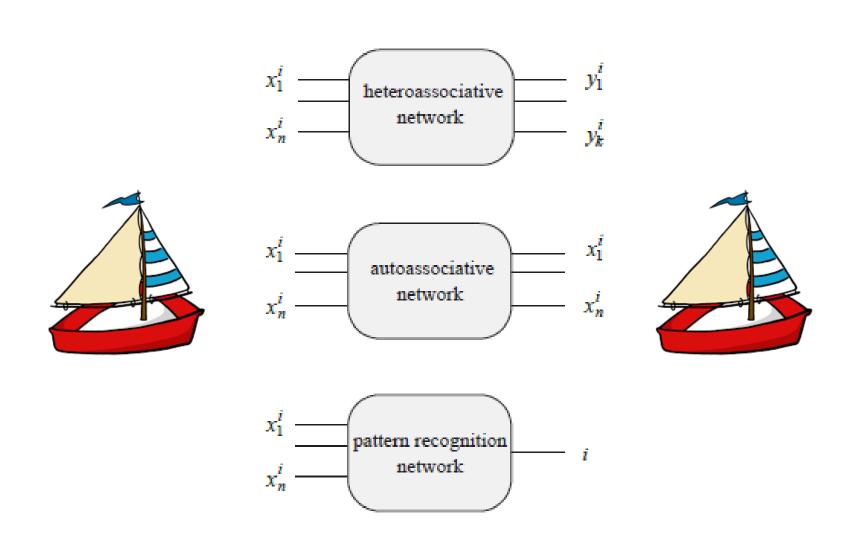
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# Associative pattern recognition



- Associative memory
- Hopfield networks
- Memory storage and TSP example
- Stochastic networks Boltzmann machine

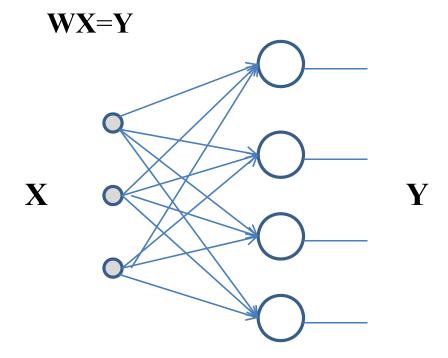
# Associative pattern recognition



- Associative memory
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### Linear associative memory networks

Single layer networks (see lecture 2, correlation memory)

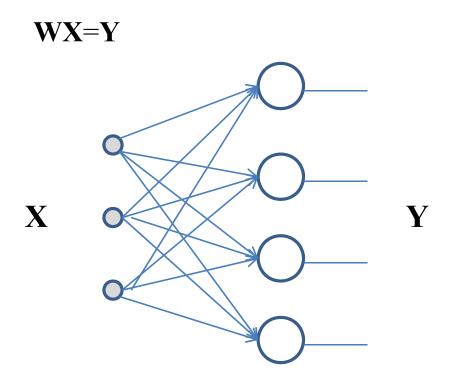


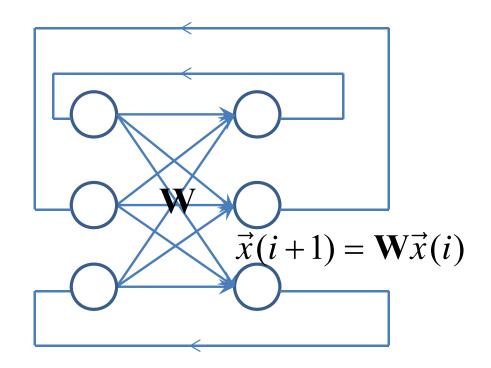
without feedback (recall is a feedforward step)

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### Linear associative memory networks

Simple single layer or recurrent networks





without feedback (recall is a feedforward step)

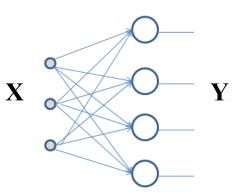
<u>autoassociative</u> recurrent network, <u>with feedback</u> (recall is an iterative process)

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### Associative learning in a single layer network

Bipolar coding {-1, 1} with sign transform:

$$\operatorname{sgn}(x) = \begin{cases} 1, x \ge 0 \\ -1, x < 0 \end{cases}$$

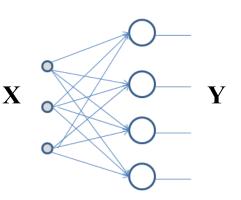


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### Associative learning in a single layer network

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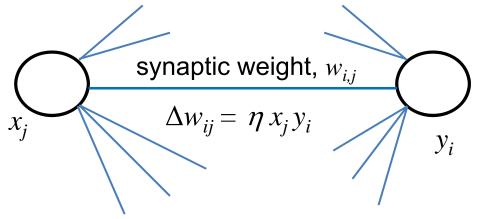
$$\operatorname{sgn}(x) = \begin{cases} 1, & x \ge 0 \\ -1, & x < 0 \end{cases}$$



Hebbian learning (correlation learning, outer product)

$$\mathbf{W} = \mathbf{W}^1 + \mathbf{W}^2 + \dots + \mathbf{W}^m$$

$$\mathbf{W}^k = [w_{ij}] = [x_i^k \ y_i^k]$$
 (outer product)

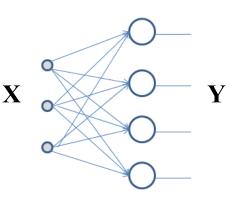


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# Associative learning in a single layer network

Bipolar coding {-1, 1} with sign transform:

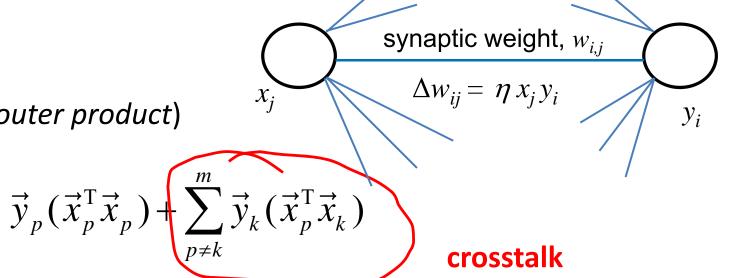
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### Hebbian learning for associative memory

Autoassociative case

$$\mathbf{W} = \mathbf{X}\mathbf{X}^{\mathrm{T}}$$
$$\operatorname{sgn}(\mathbf{W}\vec{x}) = \vec{x}, \quad \operatorname{sgn}(\mathbf{W}\mathbf{X}) = \mathbf{X}$$

Essentially,  $\vec{x}$  are the eigenvectors of nonlinear sgn operation so the idea is to find  $\mathbf{W}$  for which  $\text{sgn}(\mathbf{W}\mathbf{X})$  has these patterns as eigenvectors, but we do not want  $\mathbf{W} = \mathbf{I}$  as a trivial solution of  $\text{sgn}(\mathbf{W}\mathbf{X}) = \mathbf{X}$ 

for 
$$\mathbf{W} = \mathbf{X}\mathbf{X}^{\mathrm{T}}$$
,  $\operatorname{sgn}(\mathbf{W}\mathbf{X}) = \operatorname{sgn}(\mathbf{X}\mathbf{X}^{\mathrm{T}}\mathbf{X}) = \operatorname{sgn}(\mathbf{X}) = \mathbf{X}$ 

For orthogonal X (or nearly),  $X^TX$  is a scaled identity I matrix

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### Hebbian learning for associative memory

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Essentially,  $\vec{x}$  are the eigenvectors of nonlinear sgn operation so the idea is to find  $\vec{W}$  for which sgn( $\vec{W}\vec{X}$ ) has these patterns as eigenvectors,

$$\mathbf{W} = \mathbf{X}\mathbf{X}^{\mathrm{T}}$$

From a geometrical perspective:

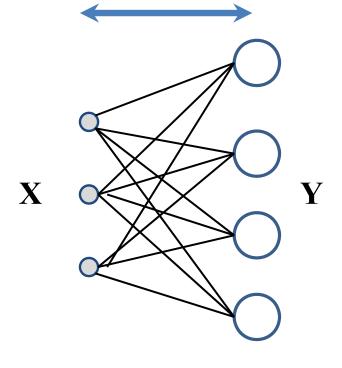
 ${f W}$  describes *non-orthogonal* projection on the subspace spanned by  ${f \mathcal X}$ 

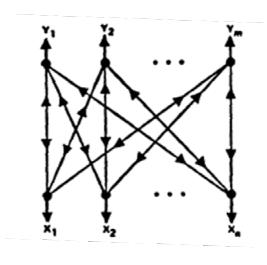
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### Bidirectional associative memory (resonance)

Builds on the concept of memory networks with feedback (recursive)

- bipolar {-1, 1} coding
- sign activation function





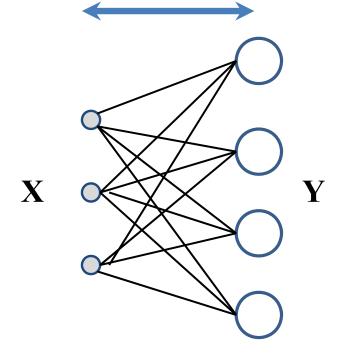
B. Kosko, 1988

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### Bidirectional associative memory (resonance)

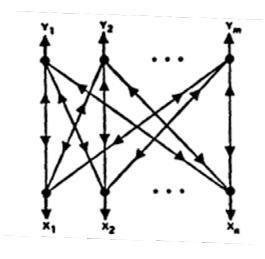
Builds on the concept of memory networks with feedback (recursive)

- bipolar {-1, 1} coding
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Bidirectionality (feedback) imposes extra challenges

- synchronous vs asynchronous update
- different properties depending on updating mode



B. Kosko, 1988

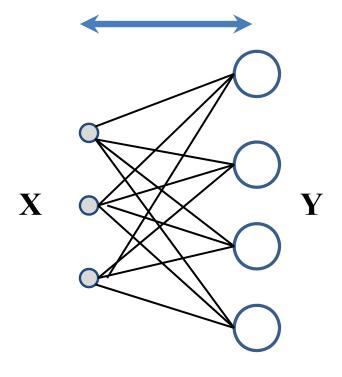
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# Bidirectional associative memory (resonance)

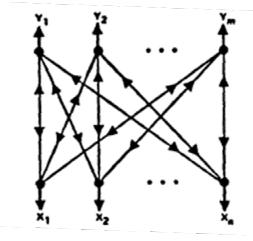
Builds on the concept of memory networks with feedback (recursive)

- bipolar {-1, 1} coding
- sign activation function

$$\vec{y}(t) = \operatorname{sgn}(\mathbf{W}\vec{x}(t))$$
$$\vec{x}(t+1) = \operatorname{sgn}(\mathbf{W}\vec{y}(t))$$



Does it converge?
What are stable points?

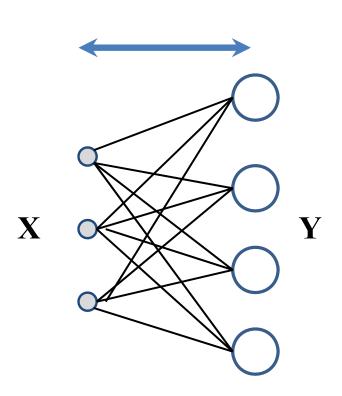


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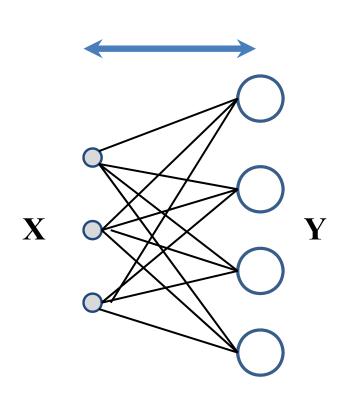
- synchronous vs asynchronous update
- different properties depending on updating mode

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If  $(\vec{x}, \vec{y})$  is a stable point, then nearby points like  $(\vec{x}_0, \vec{y}_0)$  should converge.

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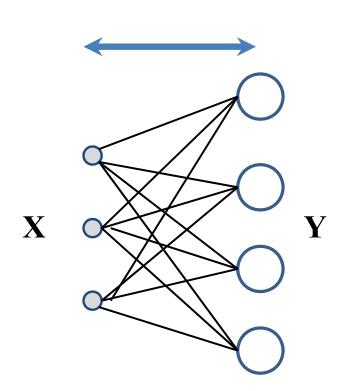


If  $(\vec{x}, \vec{y})$  is a stable point, then nearby points like  $(\vec{x}_0, \vec{y}_0)$  should converge.

$$\vec{y}_0 = \mathbf{W} \vec{x}_0$$
, next  $\vec{e} = \mathbf{W}^T \vec{y}_0$ 

How far is  $\vec{e}$  from  $\vec{x}_0$ ?

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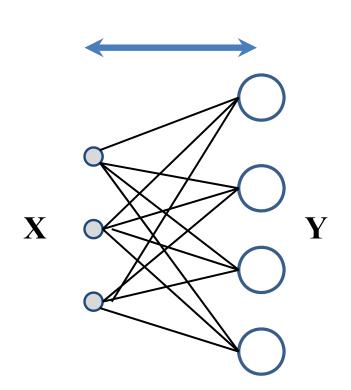
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$$E = -\vec{x}_0^T \vec{e} = -\vec{x}_0^T \mathbf{W}^T \vec{y}_0 = -\vec{y}_0^T \mathbf{W} \vec{x}_0$$

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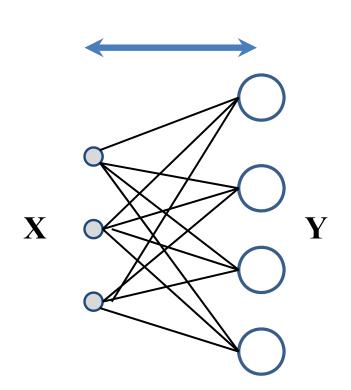
$$E = -\vec{x}_0^T \vec{e} = -\vec{x}_0^T \mathbf{W}^T \vec{y}_0 = -\vec{y}_0^T \mathbf{W} \vec{x}_0$$

For the autoassociative BAM with  $\mathbf{W}$ , energy in the state  $\vec{x}$ :

$$E(\vec{x}, \vec{x}) = -\frac{1}{2} \vec{x}^{\mathrm{T}} \mathbf{W} \vec{x}$$

$$E(\vec{x}) = -\frac{1}{2} \sum_{i,j=1}^{n} w_{i,j} x_i x_j$$

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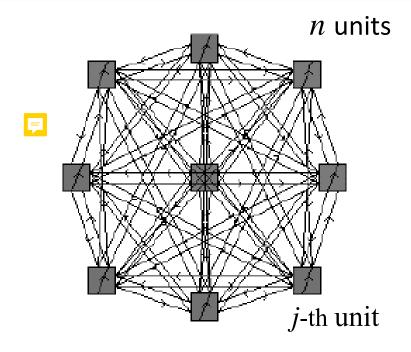
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For the autoassociative BAM with  $\mathbf{W}$ , energy in the state  $\vec{x}$ :

$$E(\vec{x}, \vec{x}) = -\frac{1}{2} \vec{x}^{\mathrm{T}} \mathbf{W} \vec{x} + \vec{x}^{\mathrm{T}} \vec{\theta}$$
If bias is added

$$E(\vec{x}) = -\frac{1}{2} \sum_{i,j=1}^{n} w_{i,j} x_i x_j + \sum_{i=1}^{n} \theta_i x_i$$

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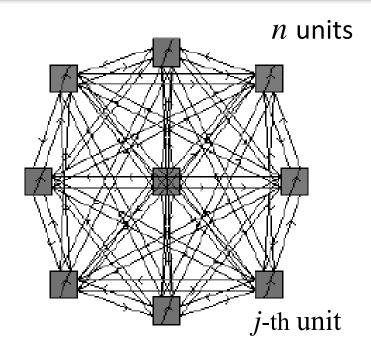


$$\forall w_{i,i} = 0$$
 no self-connections

$$\vec{x}' = \operatorname{sgn}(\mathbf{W}\vec{x} + \vec{\theta})$$

$$E(state = \vec{x}) = -\frac{1}{2} \sum_{i=1}^{n} \sum_{j=1}^{n} w_{i,j} x_i x_j + \sum_{i=1}^{n} \theta_i x_i$$

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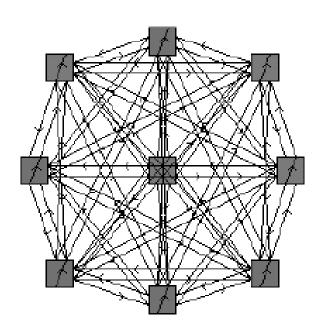
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Iterative recall with asynchronous update

- 1) Apply input probe  $\xi_p = [\xi_{1,p}, \xi_{2,p}, ..., \xi_{n,p}]$ , i.e.  $x_i(0) = \xi_{i,p}$
- Iterate asynchronous update until convergence (until the state x remains unchanged)

$$x_j(t+1) = \operatorname{sgn}\left(\sum_{i=1}^n w_{j,i} x_i(t)\right) \qquad j=1,...,n \text{ is randomly selected one at a time}$$

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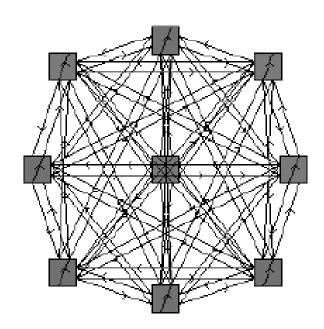
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Update occurs only when the state changes, so.....

$$\Delta E_{x_j \to x_j^*} = -\frac{1}{2} \left( \sum_{i=1}^{n} w_{i,j} x_i x_j^* - \sum_{i=1}^{n} w_{i,j} x_i x_j \right) = -\frac{1}{2} \left( x_j^* - x_j \right) \sum_{i=1}^{n} w_{i,j} x_i \le 0$$

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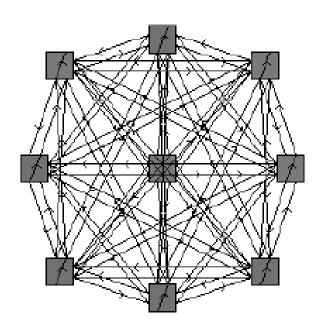
W should be symmetric with diag=0 for convergence

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towards lower energy - convergence!

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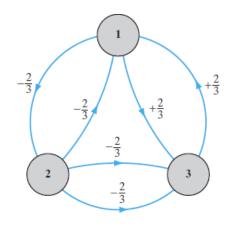
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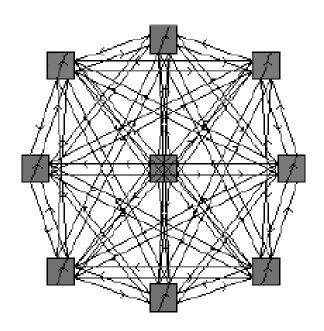
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How many states are candidates for fixed states?



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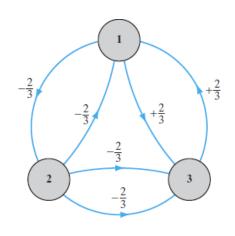


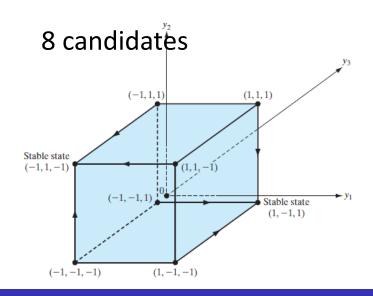
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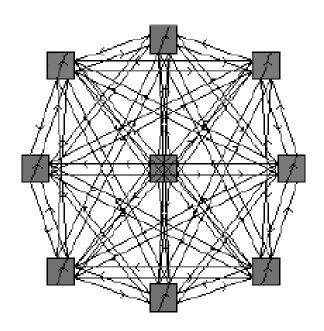
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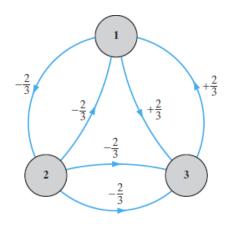


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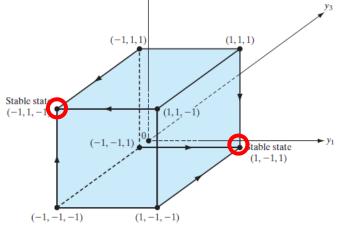
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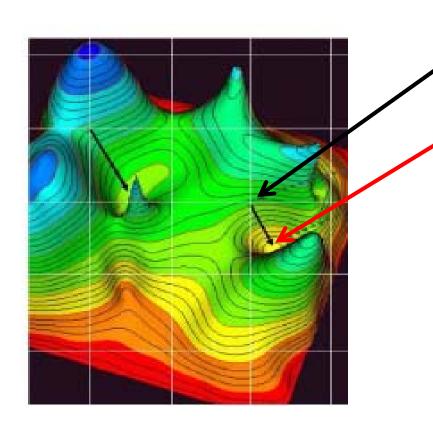
W should be symmetric with diag=0 for convergence



Only 2 out of 8 turn out to be stable!



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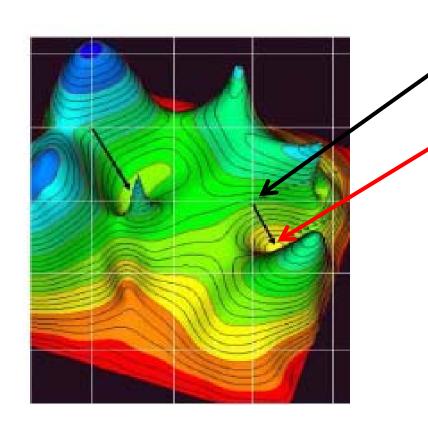
#### Memory cue

(within the basin of attractor)

#### **Memory state**

(local energy minimum, stable point, attractor)

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#### Memory cue

(within the basin of attractor)

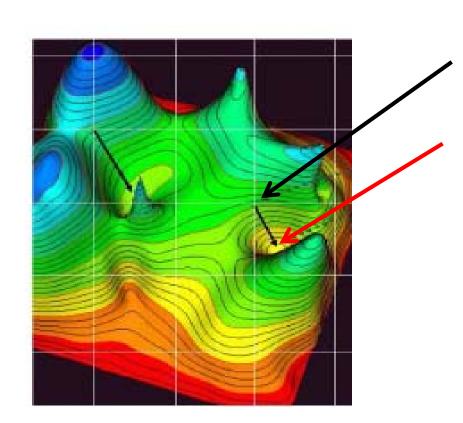
#### **Memory state**

(local energy minimum, stable point, **fixed-point attractor**)

Dynamics travelling in the energy landscape and attracted to the <u>energy minimum</u>

In *discrete* Hopfield network, the energy landscape is discrete!

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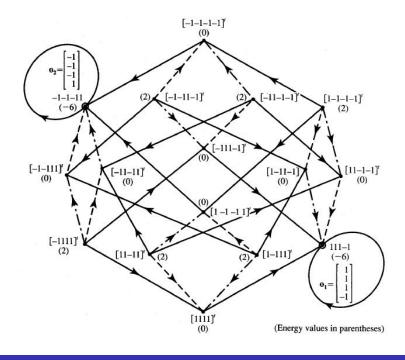
**Memory cue** 

(within the basin of attractor)

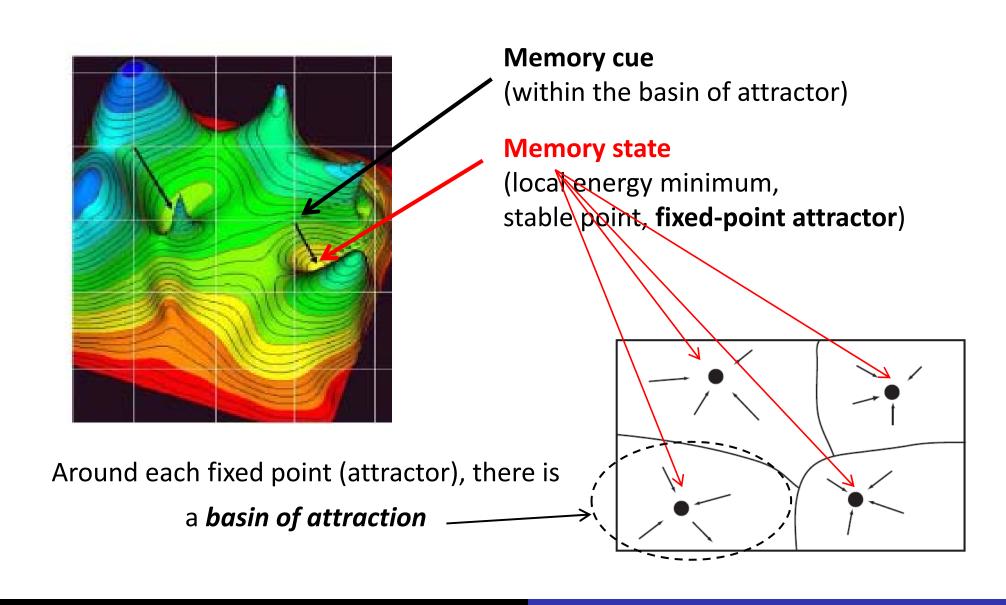
#### **Memory state**

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### How do we learn memories for storage?

### Hopfield network as a content addressable memory

A set of memory patterns  $\{\xi_1, \xi_2, ..., \xi_M\}$  to be learnt.

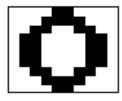
$$\boldsymbol{\xi_k} = [\xi_{k,1}, \xi_{k,2}, ..., \xi_{k,n}], k=1,...,M$$

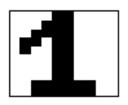
Outer product rule (Hebbian-like learning) is used to compute W:

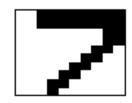
$$w_{j,i} = \begin{cases} \frac{1}{n} \sum_{k=1}^{M} \xi_{k,j} \cdot \xi_{k,i}, & j \neq i \\ 0, & j = i \end{cases}$$

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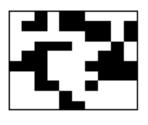
▶ The following patterns  $\xi^1$ ,  $\xi^2$ ,  $\xi^3$  were stored in the weight matrix W:



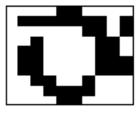




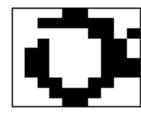
Four snapshots of the state evolution x(t):



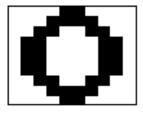
t = 0



t = 50

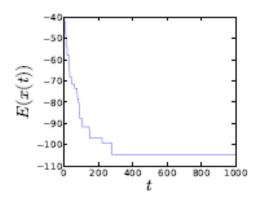


t = 100



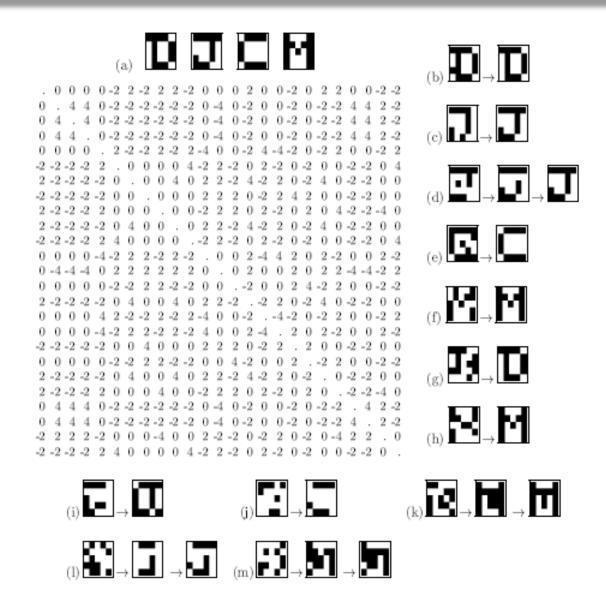
t = 300

Evolution of the energy E(x(t)):

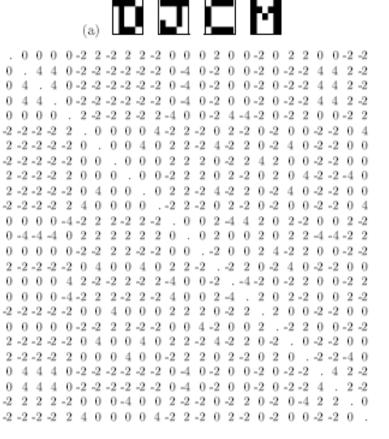


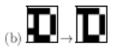
adapted from L. Busing (TU Graz)

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- Hopfield networks
- Memory storage and TSP example
- Stochastic networks Boltzmann machine



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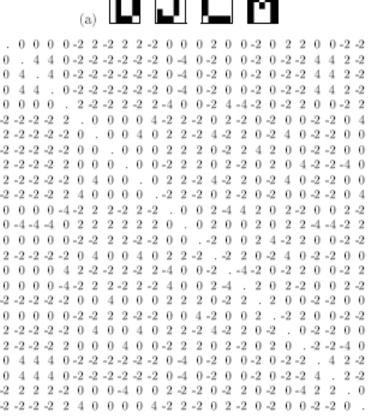


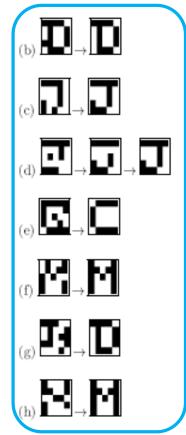
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### Common problems

- 1. Corruption of individual bits.
- 2. Lack of encoded memory or a very small basin of attraction.
- 3. Appearance of spurious additional memories.

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- · Hopfield networks
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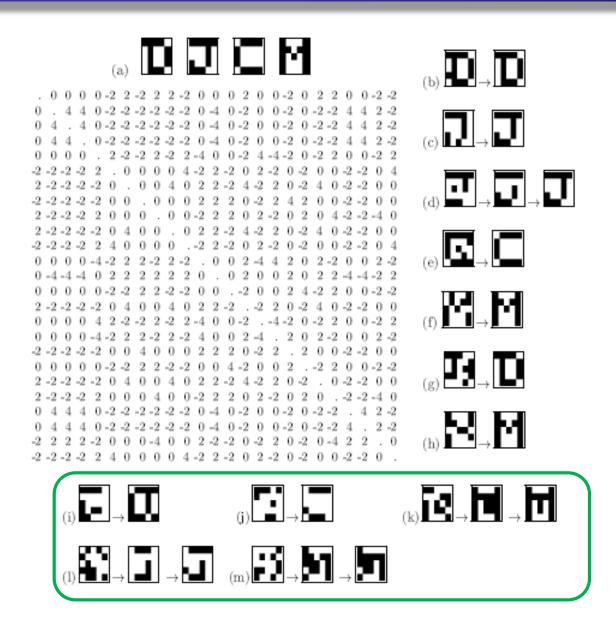


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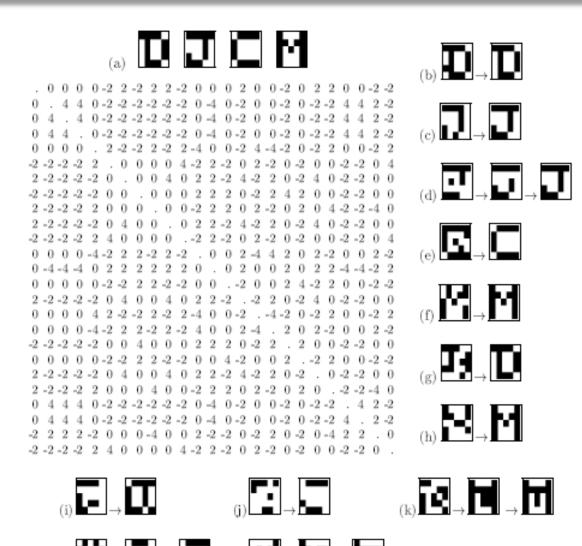


### Common problems

- 1. Corruption of individual bits.
- 2. Lack of encoded memory or a very small basin of attraction.
- 3. <u>Appearance of spurious</u> additional memories.

Spurious states often arise out of degenerate eigenvectors.

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### Common problems

- 1. Corruption of individual bits.
- 2. Lack of encoded memory or a very small basin of attraction.
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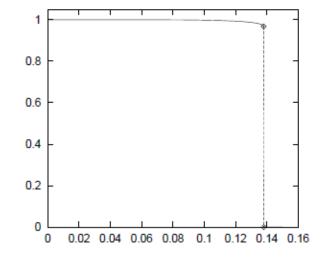
Generally, Hopfield network is robust to noise, data corruption and "brain damage" (zeroed subset of weights).

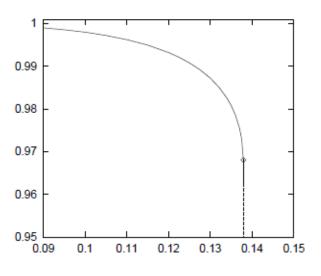
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### Memory capacity

- Cross-talk between memory patterns is key to limited capacity
- Memory capacity is usually tested on independent random patterns
  - Hopfield network can store roughly M<=0.138 n of such random patterns (sharp discontinuity)
  - for large M/n, unstable bits may unfold into an avalanche effect
  - for sparse patterns in the order of n\*log(n)
- To guarantee stability of all patterns with high probability, we must ensure

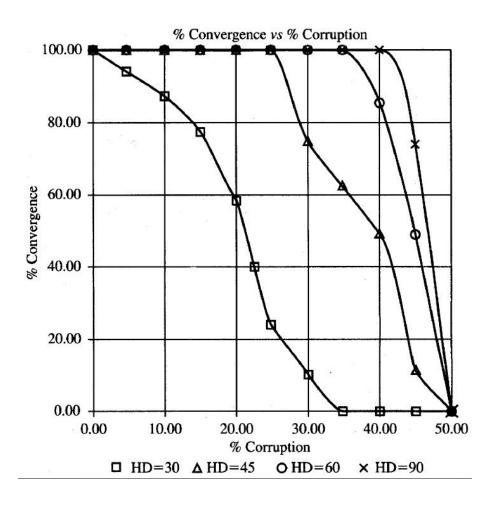
$$M \le \frac{n}{4 \ln n}$$





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### Catastrophic forgetting effect



Convergence rate is defined based on the convergence criterion, often expressed as the upper bound on *Hamming distance*.

Network properties are not robust for synchronous updates.

Also, problems for continuous networks.

$$a_i = \sum_j w_{ij} x_j$$
  $x_i = \tanh(a_i).$ 

Better behaviour for continuous continuous

—time Hopfield network

$$a_i(t) = \sum_j w_{ij} x_j(t). \qquad \frac{\mathrm{d}}{\mathrm{d}t} x_i(t) = -\frac{1}{\tau} (x_i(t) - f(a_i)),$$

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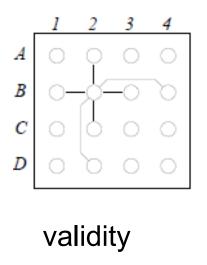
### Hopfield networks for optimisation problems

- Hopfield network's dynamics minimises an energy function
- Some optimisation problems could be mapped to the quadratic energy function (particularly constrain satisfaction problems(CSPs))

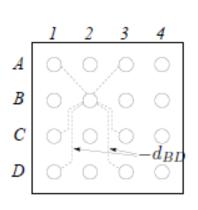
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### Hopfield networks for optimisation problems

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- Travelling salesman problem (TSP) as a classic CSP problem



distances



$$E = \frac{1}{2} \sum_{i,j,k}^{n} d_{ij} x_{ik} x_{j,k+1} + \frac{\gamma}{2} \left( \sum_{j=1}^{n} \left( \sum_{i=1}^{n} x_{ij} - 1 \right)^{2} + \sum_{i=1}^{n} \left( \sum_{j=1}^{n} x_{ij} - 1 \right)^{2} \right)$$

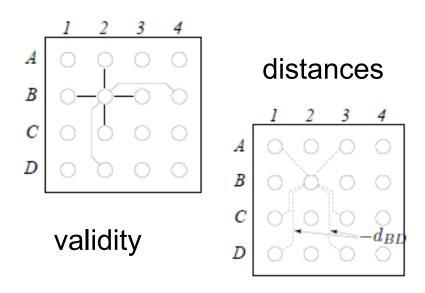
sum of distances

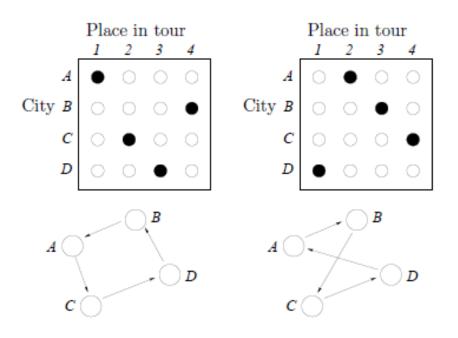
validity: single 1s in each column and row

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# Hopfield networks for optimisation problems

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### In summary

- Hopfield network is a nice model for memory with biological features including Hebbian learning
- It is a very simple, stable and mathematically tractable model
- It has limited capacity and assumes near orthogonal patterns
- It does not allow for storing time series
- The attractor dynamics is limited to fixed points