# Embedding Self-Organizing Maps into Neural Networks

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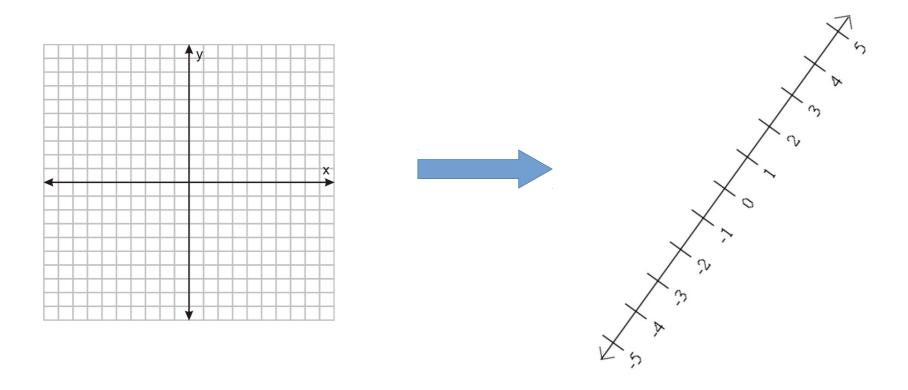


### What is a Self-Organizing Map?

# What is a Self-Organizing Map?

A mapping from R<sup>n</sup> to R<sup>m</sup>

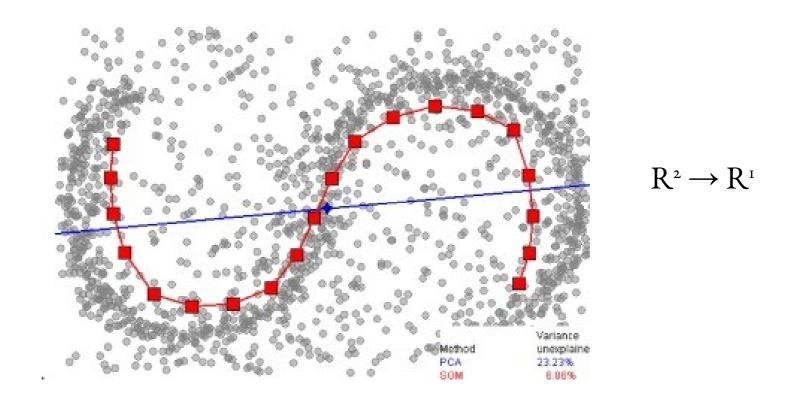
Dimensionality reduction



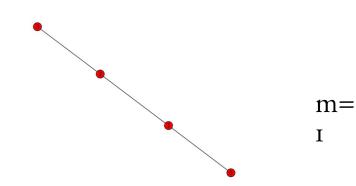
## What is a Self-Organizing Map?

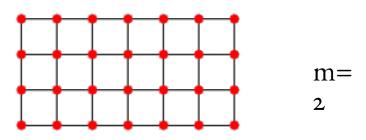
"Self-organizing" – mapping learned from data

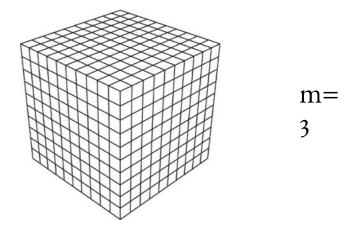
Mapping can be nonlinear (red), unlike PCA (blue)



Start with an m-dimensional grid graph

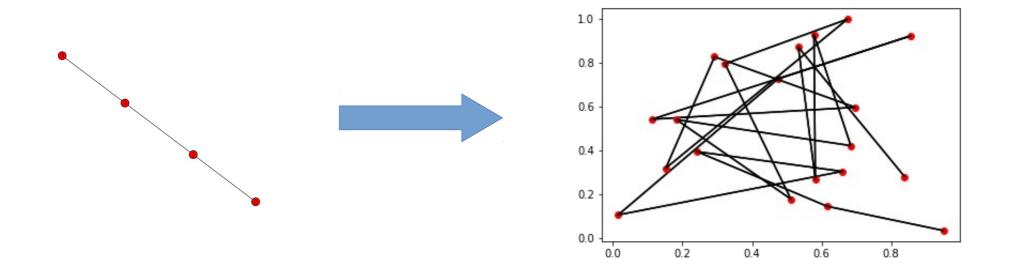






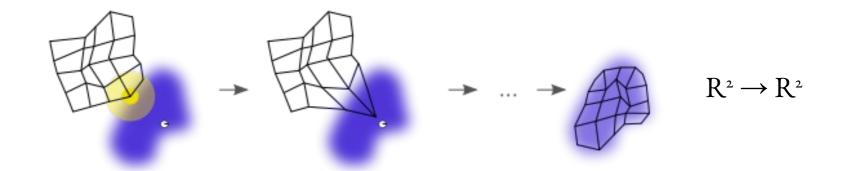
Embed into input space R<sup>n</sup> randomly

Each node n has location l<sub>n</sub> in R<sup>n</sup>

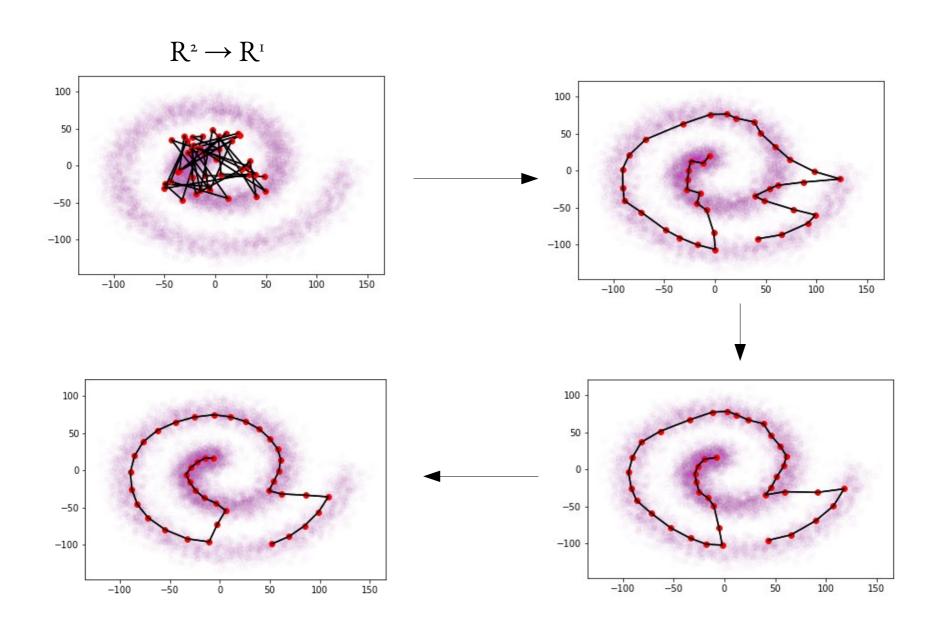


#### Show each point to the SOM

When SOM is shown a point, nearby graph nodes move closer



Over many steps, SOM graph copies input distribution



#### Updating the graph embedding

When shown a sample, the closest graph node is the "winner" - competitive learning

Winning node and nearby nodes move closer



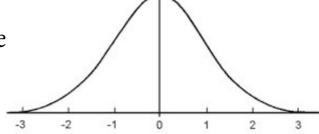
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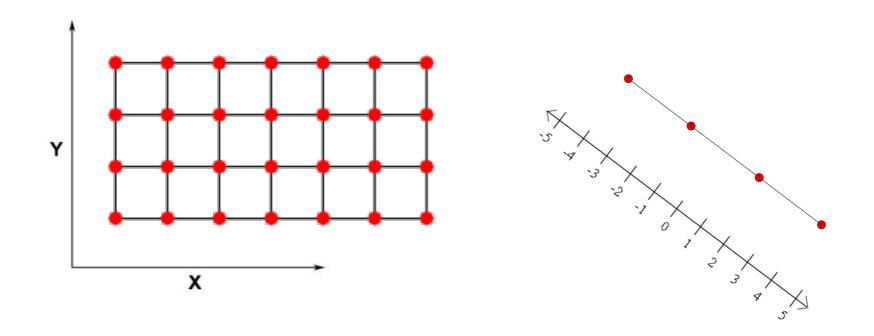


Die-off is exponential in graph distance



Learning rate decays with samples seen

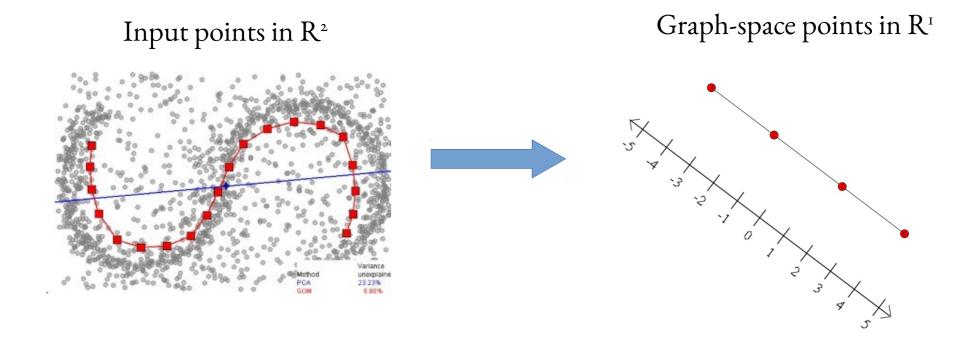
m-dimensional grid graph defines an m-dimensional "graph space"



SOM outputs graph-space coordinates of winning node

SOM translates input point to coordinate of nearest grid point in graph space

SOM "unwinds" 1D manifold in R2 to a line in R1



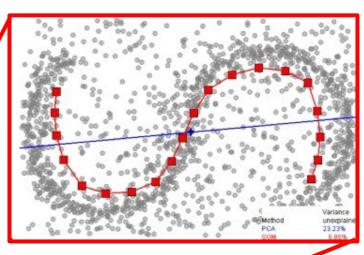
#### History of SOMs



Designed by Prof. Teuvo Kohonen in the 1980s

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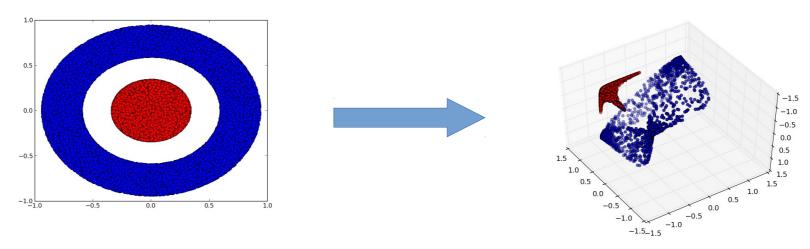
Building on 1970s models from neuroscience and morphogenesis models from 1950s



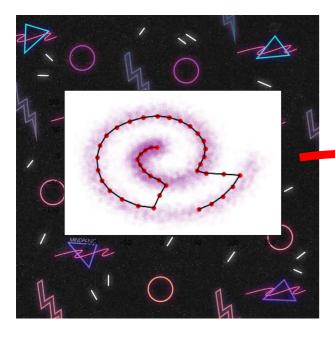


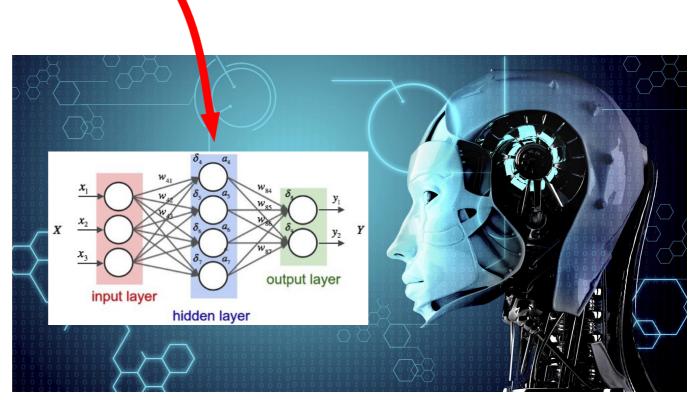
Pictured: 1970s neuroscience models

Neural networks transform manifolds to make categories separable Maybe SOMs can do this better?



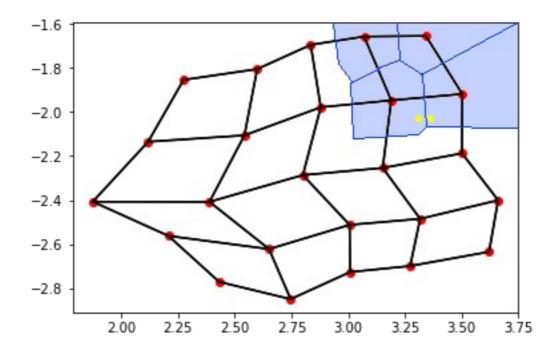
Pictures by Chris Olah http://colah.github.io/posts/2014-03-NN-Manifolds-Topology/





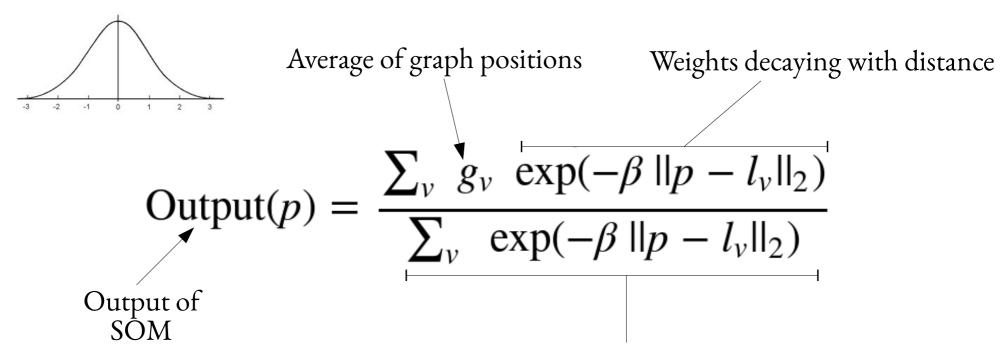
Problem: SOMs are non-differentiable! Backpropagation is impossible

Nodes win all input points inside Voronoi cell – piecewise constant output



Solution: every node wins, but some win more than others

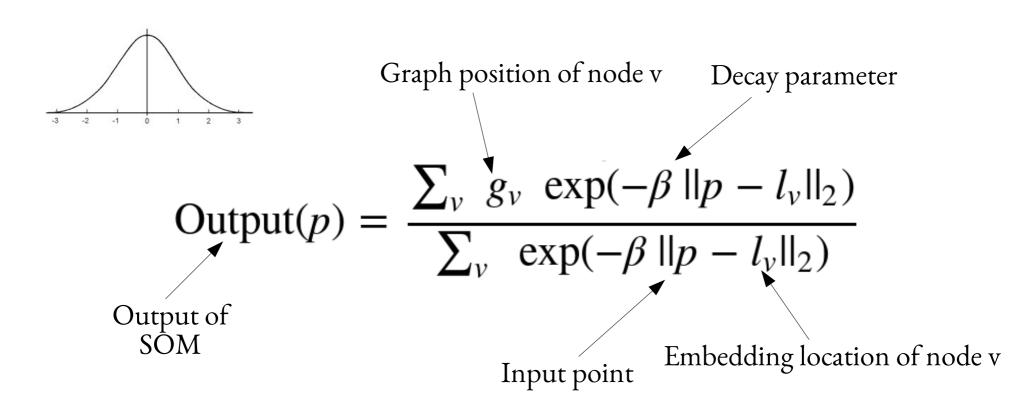
Output is weighted mean of nodes' graph locations, weights decaying with distance to input point



Normalized by sum of weights

Solution: every node wins, but some win more than others

Output is weighted mean of nodes' graph locations, weights decaying with distance to input point



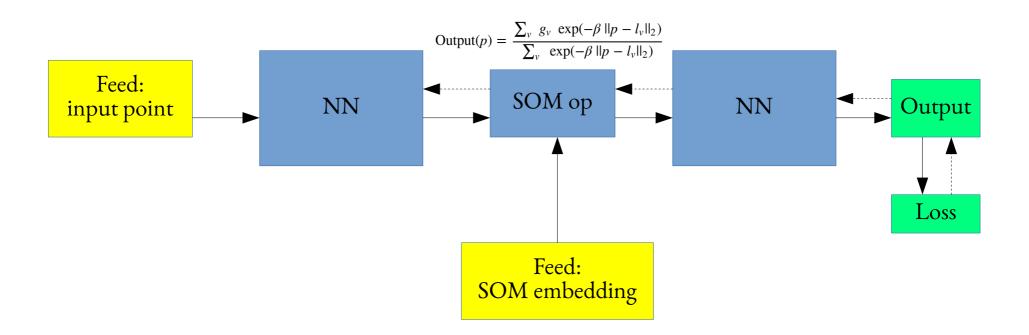
If node embedding is constant, this is a differentiable function of p.

Derivatives can flow back through SOM!

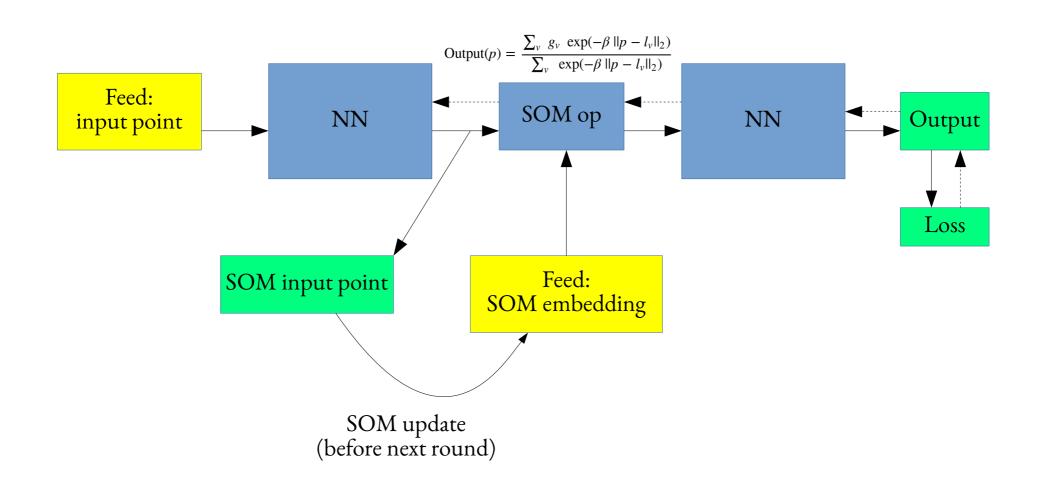
Output(p) = 
$$\frac{\sum_{v} g_{v} \exp(-\beta ||p - l_{v}||_{2})}{\sum_{v} \exp(-\beta ||p - l_{v}||_{2})}$$

Implemented as TensorFlow op, with embedding as TF input.

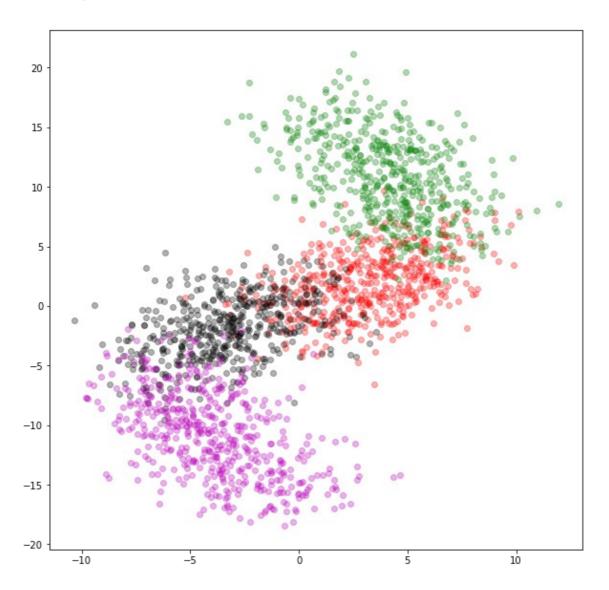
#### TensorFlow structure



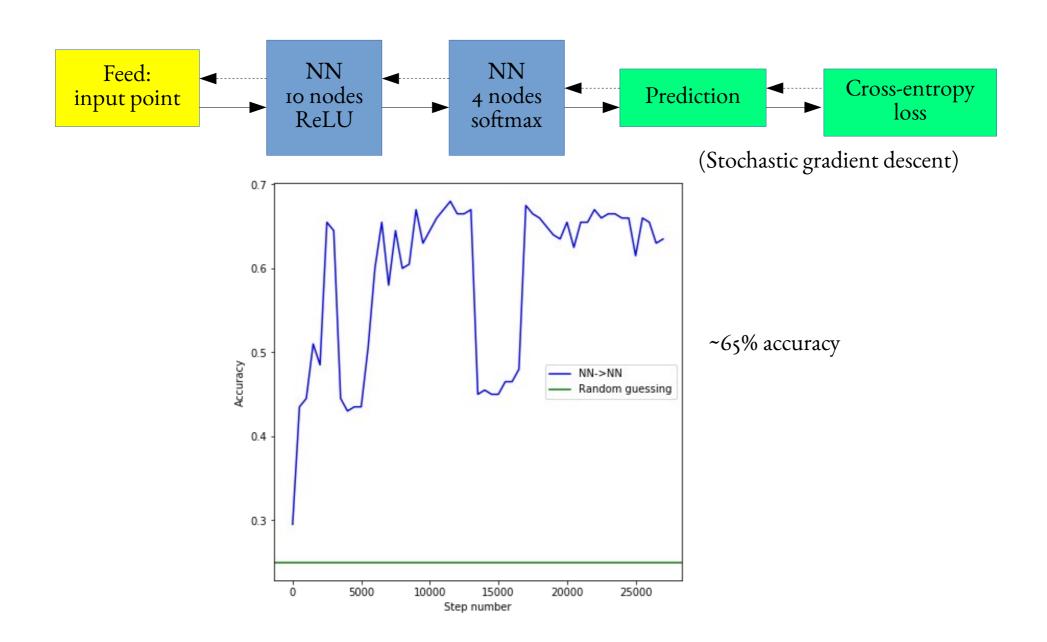
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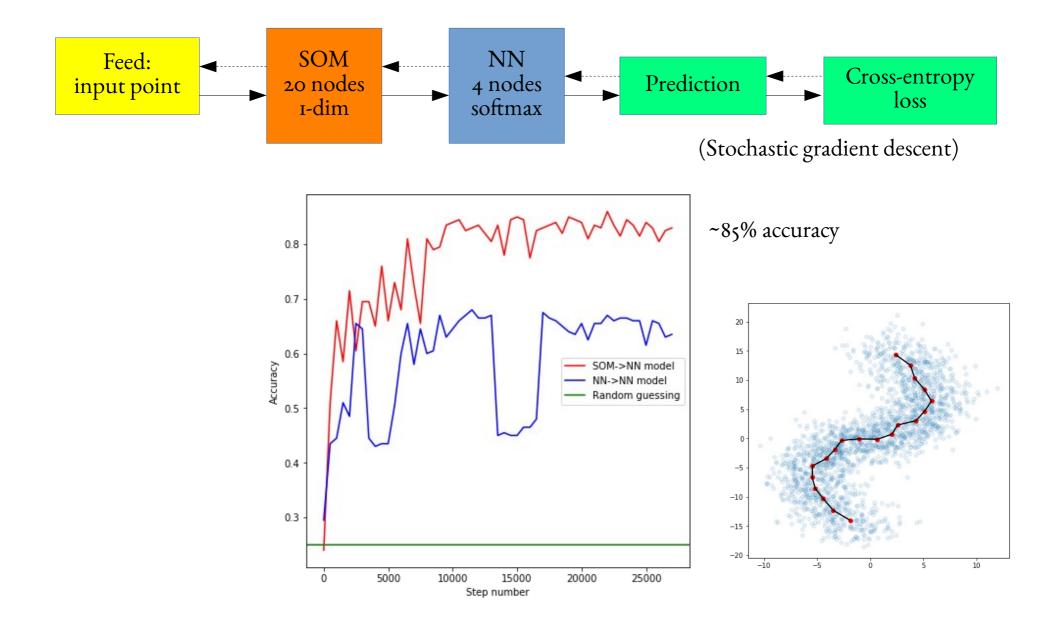
#### Testing: spiral classification task



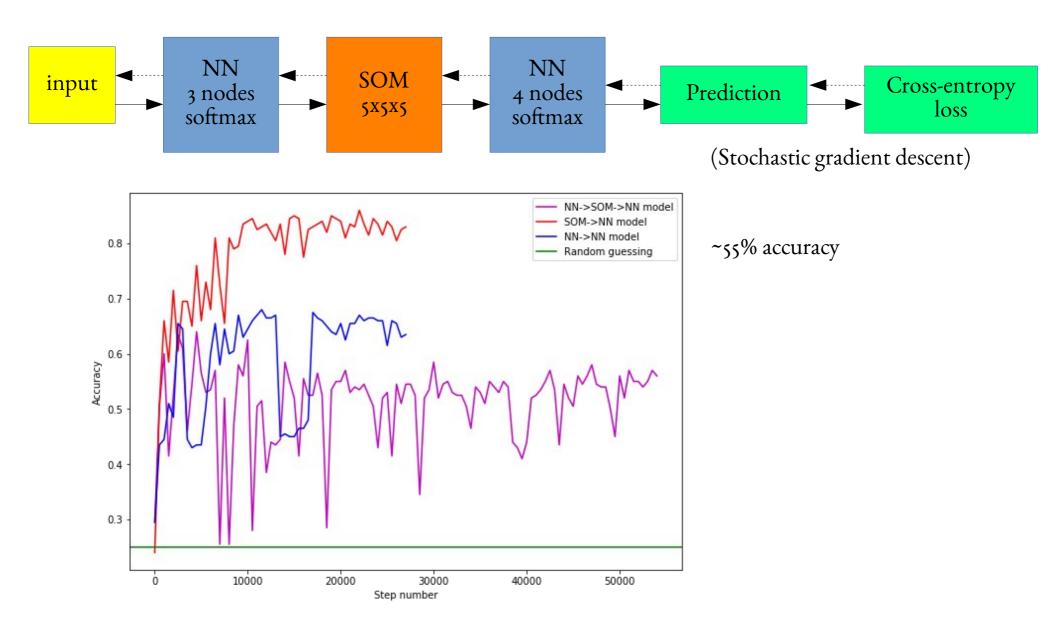
#### Results: pure NN



#### Results: SOM preprocessing



#### Results: interposed SOM



Q&A