TECHNO INDIA
SILIGURI INSTITUTE
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A Satyam Roychowdhury Initiative

Artificial Neural Network

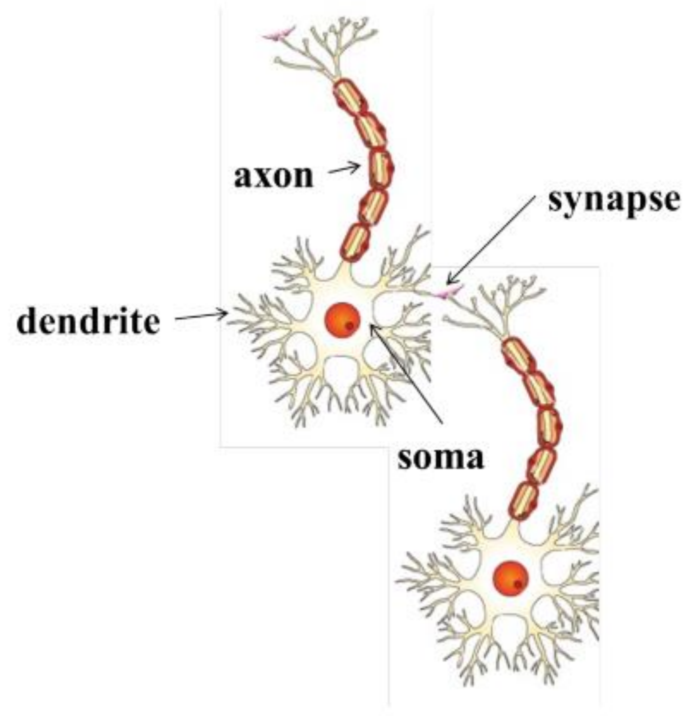
Neuron and Biological Motivation, Linear Threshold Unit, Perceptrons: representational limitation and gradient descent training. Multilayer networks and backpropagation. Hidden layers and constructing intermediate, distributed representations. Overfitting, learning network structure, recurrent networks.

Neural Network

- Most fundamental unit of a neural network is an artificial neuron
- Inspiration comes from biology
- $biological\ neurons = neural\ cells = neural\ processing\ units$

Biological Neurons

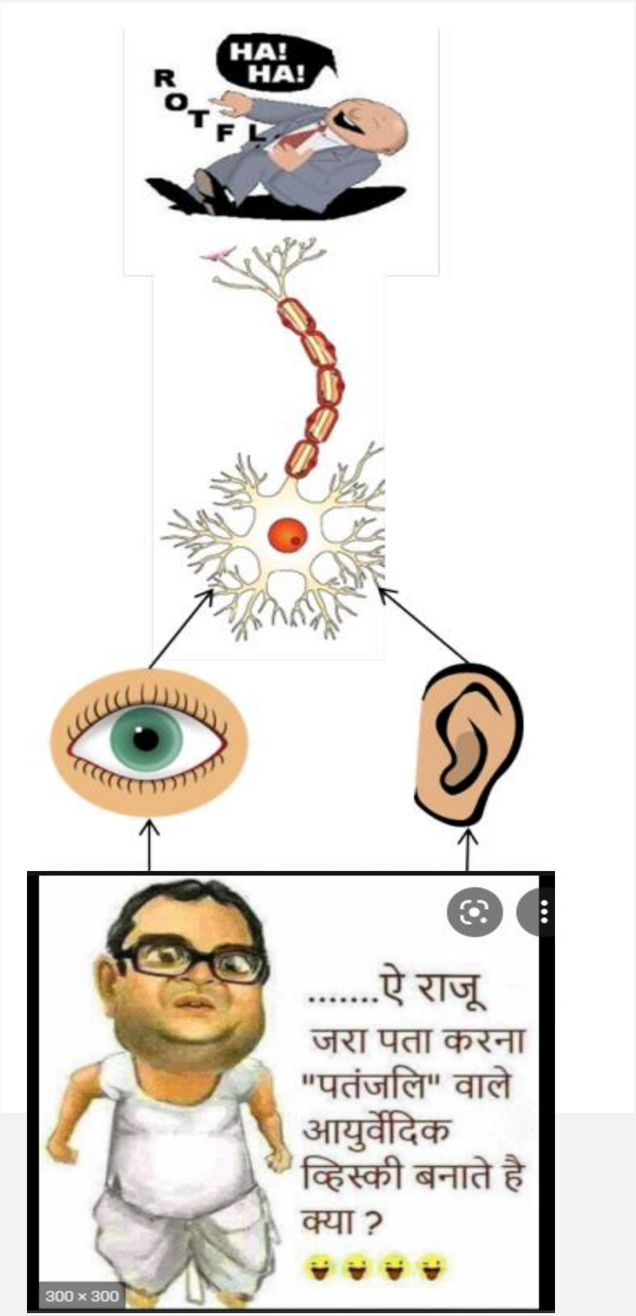
- dendrite: receives signals from other neurons
- synapse: point of connection to other neurons
- soma: processes the information
- axon: transmits the output of this neuron



Biological Neurons*

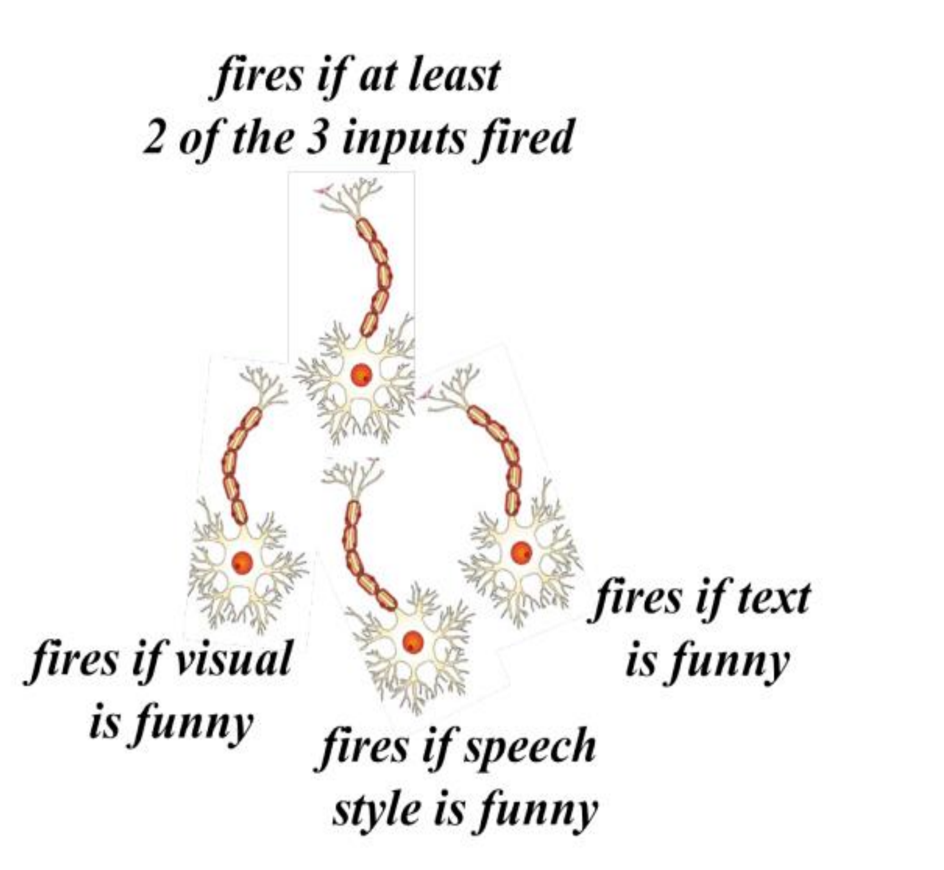
Biological Neurons

- Our sense organs interact with the outside world
- They relay information to the neurons
- The neurons (may) get activated and produces a response (laughter in this case)
- Of course, in reality, it is not just a single neuron which does all this
- There is a massively parallel interconnected network of neurons
- The sense organs relay information to the lowest layer of neurons



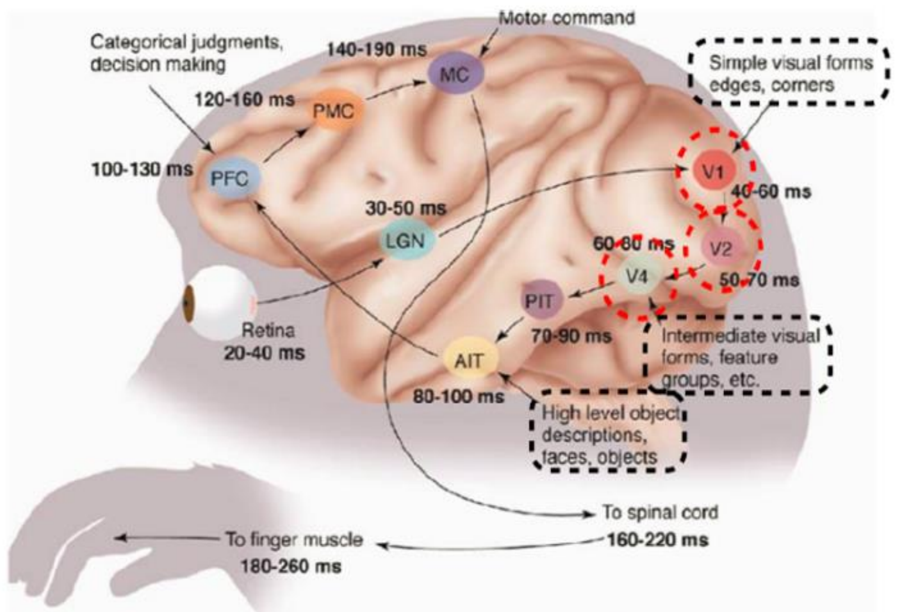
Biological Neurons

- An average human brain has around 10^11 (100 billion) neurons!
- Massively parallel network also ensures that there is division of work
- Each neuron may perform a certain role or respond to a certain stimulus



Biological Neurons

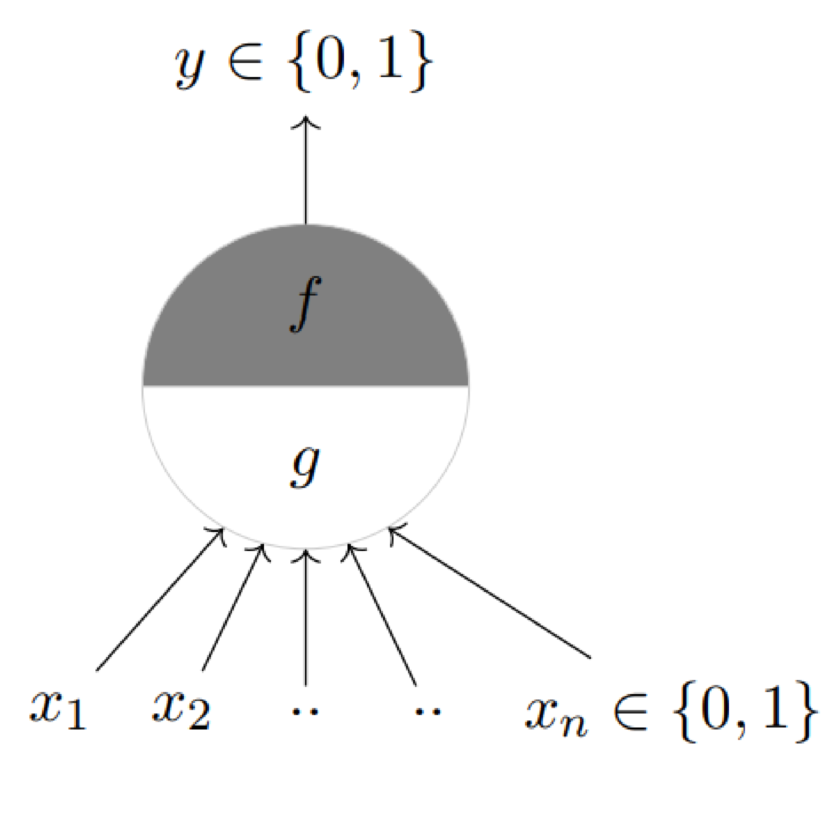
- The neurons in the brain are arranged in a hierarchy
- We illustrate this with the help of visual cortex (part of the brain) which deals with processing visual information
- Starting from the retina, the information is relayed to several layers (follow the arrows)
- We observe that the layers V1, V2 to AIT form a hierarchy (from identifying simple visual forms to high level objects)



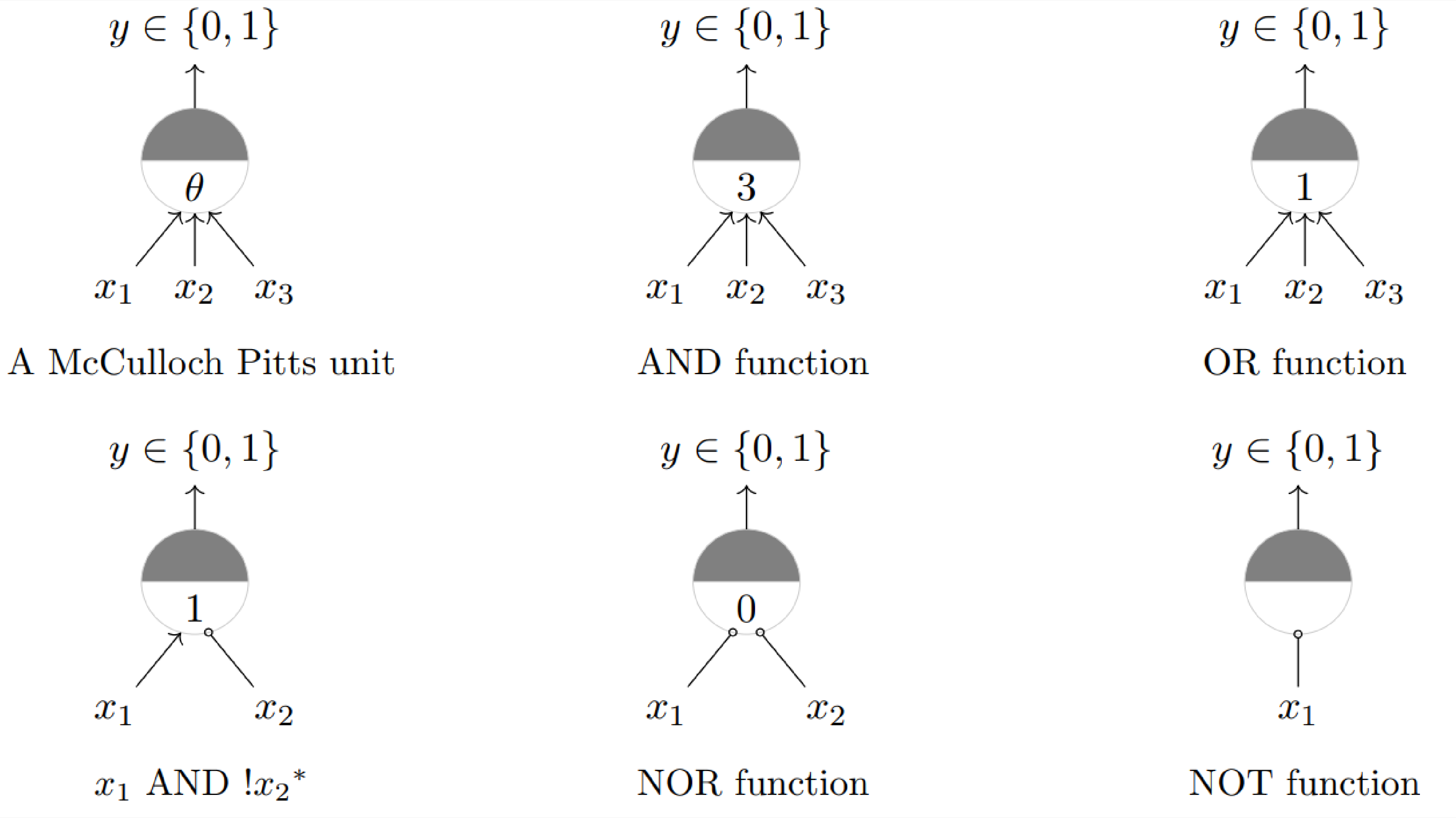
[picture from Simon Thorpe]

McCulloch Pitts Neuron

- McCulloch (neuroscientist) and Pitts (logician) proposed a highly simplified computational model of the neuron (1943)
- g aggregates the inputs and the function f takes a decision based on this aggregation
- The inputs can be excitatory or inhibitory
- y = 0 if any xi is inhibitory, else
- $g(x_1, x_2, \ldots, x_n) = g(x) = \sum_{\{i=1\}}^{n} x_i$
- $y = f(g(x)) = 1 \; if \; g(x) \geq \theta,$
  $\quad\quad\quad\quad\; = 0 \; if \; g(x) < \theta$
- θ is thresholding parameter



Implementation Boolean Function



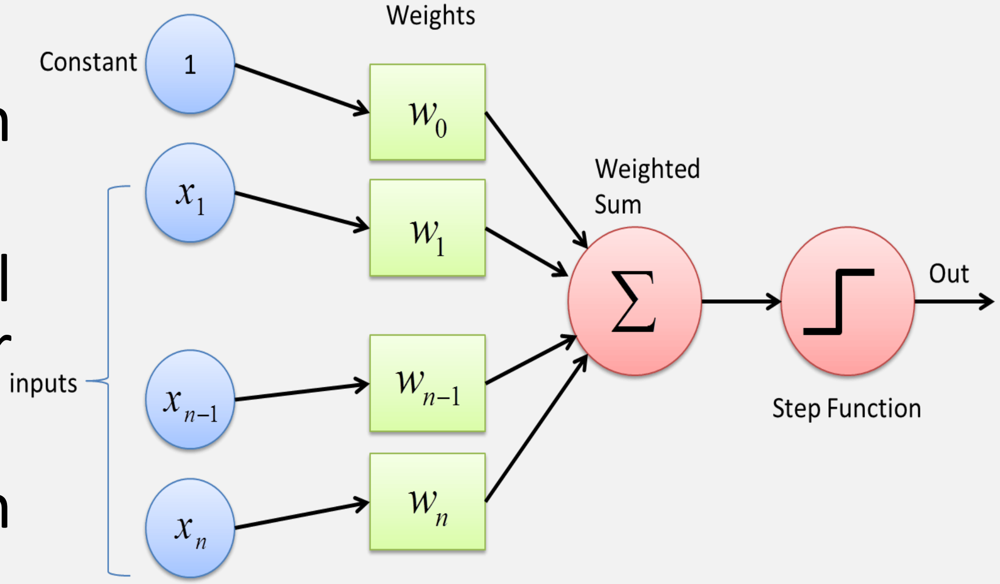
McCulloch Pitts Neuron

- A single MP neuron splits the inputs into two halves
- A single MP neuron can be used to represent Boolean functions which are linearly separable.

- Inputs can not be boolean always
- Threshold calculation is not easy
- Functions can be linearly nonseparable
- We may need to assign weight(important) for some inputs.

Perceptron

- Frank Rosenblatt, an American psychologist, proposed the classical perceptron model(1958)
- A more general computational model than McCulloch–Pitts neurons
- Main differences: Introduction of numerical weights for inputs and a mechanism for learning these weights
- Inputs are no longer limited to boolean values
- Refined and carefully analyzed by Minsky and Papert (1969) - their model is referred to as the perceptron model here



Perceptron

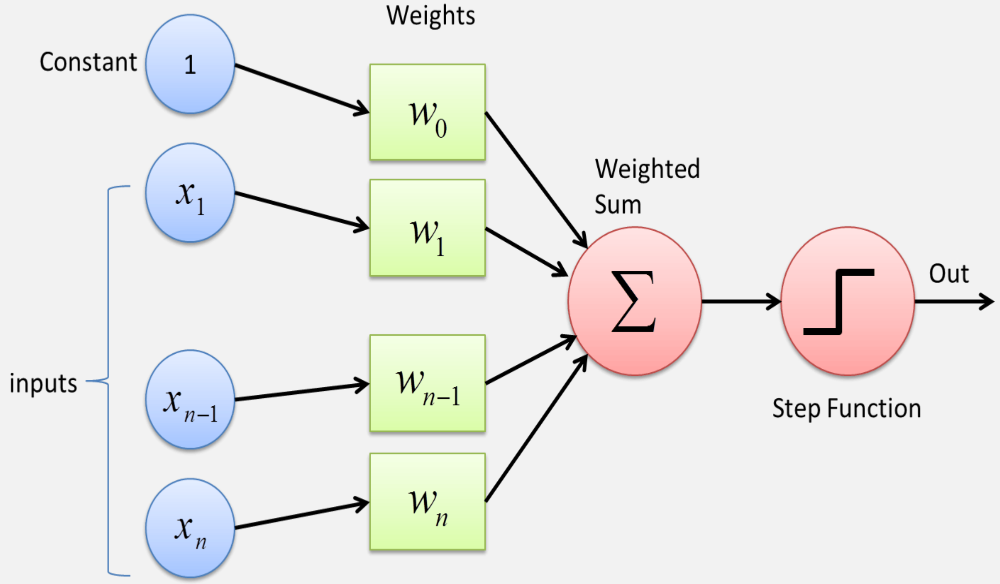
$$y = 1\ if \sum_{\{i=1\}}^{n} w_i * x_i \geq \theta$$

$$= 0\ if \sum_{\{i=1\}}^{n} w_i * x_i < \theta$$

Rewriting the above

$$y = 1\ if \sum_{\{i=1\}}^{n} w_i * x_i - \theta \geq 0$$

$$= 0\ if\ \sum_{\{i=1\}}^{n} w_i * x_i - \theta < 0$$

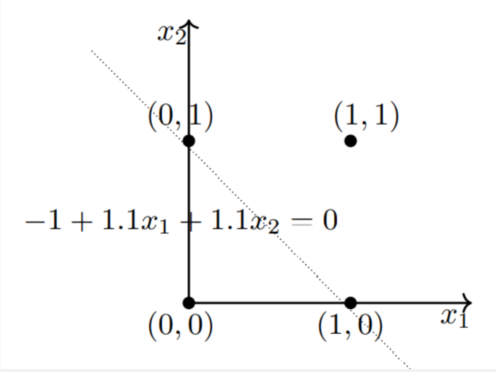


Perceptron

x_1	x_2	OR	
0	0	0	$w_0 + \sum_{i=1}^{2} w_i x_i < 0$
0	1	1	$w_0 + \sum_{i=1}^{2} w_i x_i \geq 0$
1	0	1	$w_0 + \sum_{i=1}^{2} w_i x_i \geq 0$
1	1	1	$w_0 + \sum_{i=1}^{2} w_i x_i \geq 0$

- $w_0 + w_1.0 + w_2.0 < 0 \rightarrow w_0 < 0$
- $w_0 + w_1.1 + w_2.0 \geq 0 \rightarrow w_1 \geq -\mathrm{w}_0$
- $w_0 + w_1.0 + w_2.1 \geq 0 \rightarrow w_2 \geq -\mathrm{w}_0$
- $w_0 + w_1.1 + w_2.1 \geq 0 \rightarrow w_1 + w_2 \geq -\mathrm{w}_0$

- One possible solution to these set of inequalities is $w_0 = -2, w_1 = 2.2, w_2 = 2.2$ *and others*



Perceptron Algorithm

Algorithm: Perceptron Learning Algorithm

$P \leftarrow inputs\ with\ label\ 1;$

N $\leftarrow inputs\ with\ label\ 0;$

Initialize w randomly

While $!\,convergence$ do

Pick x random $x \in P \cup N$

If $x \in P$ and $\sum_{i=0}^{n} w_i * x_i < 0$ then

$$w = w + x$$

End

$$if\ x \in N\ and \sum_{i=0}^{n} w_i * x_i \geq 0$$

$$w = w - x$$

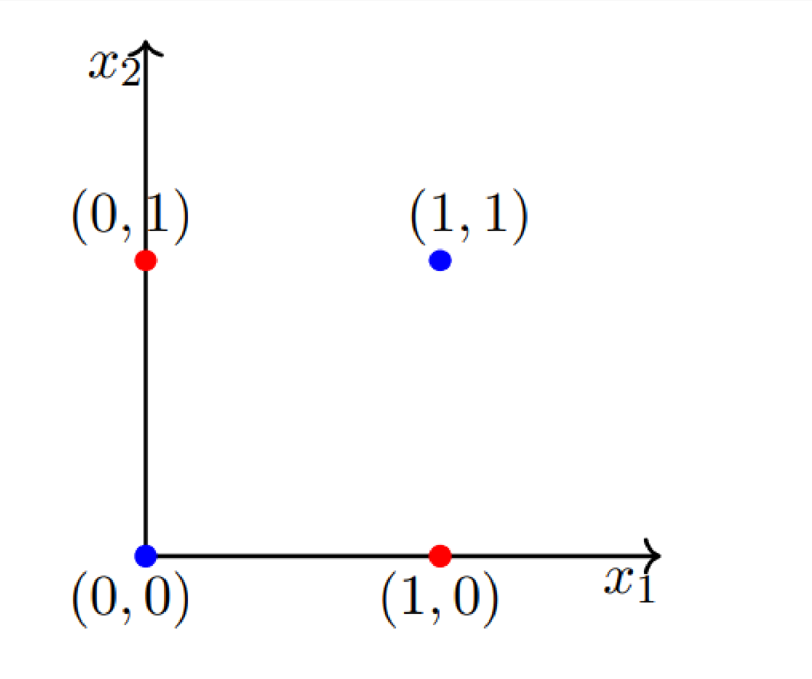
End

End

XOR Function

x_1	x_2	XOR	
0	0	0	$w_0 + \sum_{i=1}^{2} w_i x_i < 0$
1	0	1	$w_0 + \sum_{i=1}^{2} w_i x_i \geq 0$
0	1	1	$w_0 + \sum_{i=1}^{2} w_i x_i \geq 0$
1	1	0	$w_0 + \sum_{i=1}^{2} w_i x_i < 0$

$$w_0 + w_1 \cdot 0 + w_2 \cdot 0 < 0 \implies w_0 < 0$$
$$w_0 + w_1 \cdot 0 + w_2 \cdot 1 \geq 0 \implies w_2 \geq -w_0$$
$$w_0 + w_1 \cdot 1 + w_2 \cdot 0 \geq 0 \implies w_1 \geq -w_0$$
$$w_0 + w_1 \cdot 1 + w_2 \cdot 1 < 0 \implies w_1 + w_2 < -w_0$$

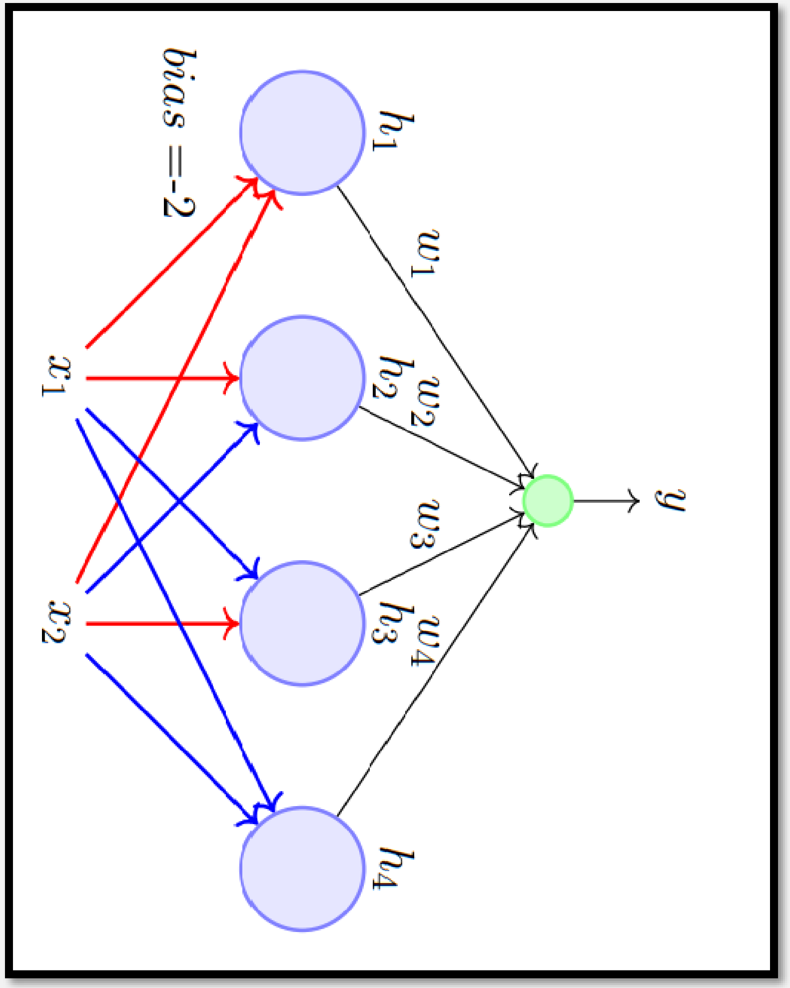


- Impossible to draw a line which separates the red and blue points.

- Condition 4 contradicts 2 and 3
- Hence we cant have solution to this set of inequalities

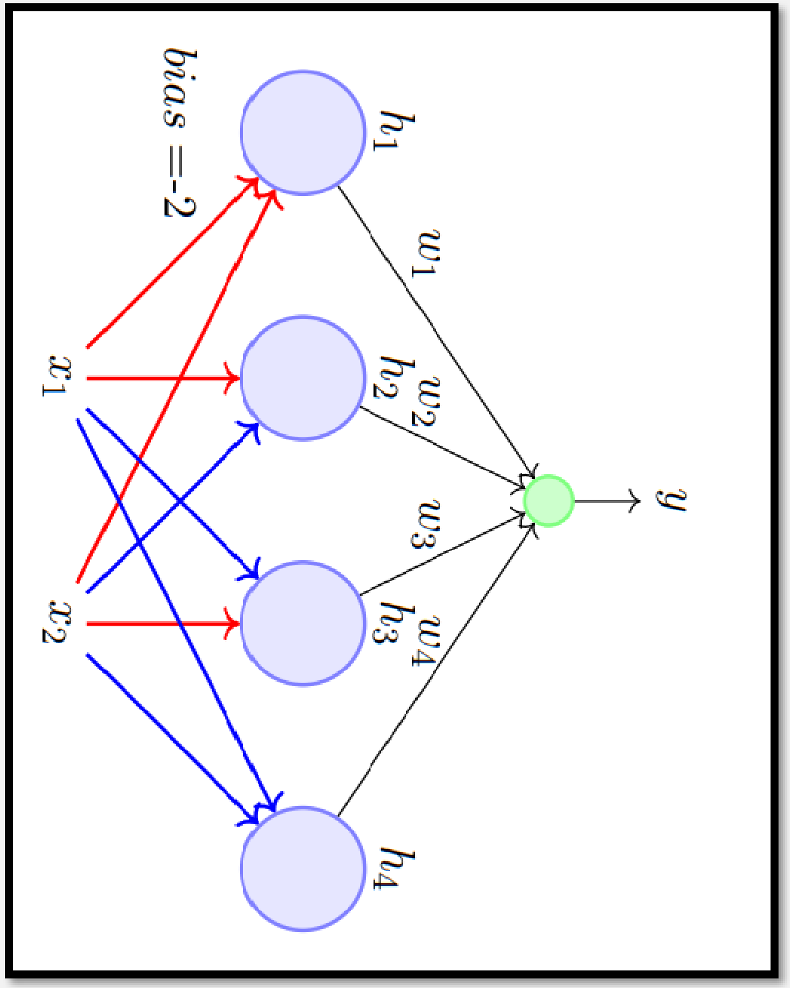
Network of Perceptron

- Consider True=+1 and False =-1
- Consider 2 inputs and four perceptron
- Each input is connected to all 4 perceptron with specific weight.
- Red edges indicate w= -1, blue edges indicate w=+1



Network of Perceptron

- Terminology:
- This network contains 3 layer
- The layer containing the inputs (x_1, x_2) is called **input layer**.
- The middle layer containing 4 perceptron is called the **hidden layer**.
- The final layer containing one output neuron is called the **output layer**.



Gradient Descent Method

- Data: $\{x_i, y_i\}_{i=1}^{n}$
- Model: Objective is to build relation between x and y.
- $\hat{y} = w^T x$ or any other function
- Parameters: w is parameter which needs to learn from the data
- Learning algorithm: Gradient descent
- Objective/Loss/Error Function: minimize the loss function

Gradient Descent Method

- Parameter update rule:
- $w_{t+1} = w_t - \eta \nabla w_t \quad b_{t+1} = b_t - \eta \nabla b_t$
- Where $\nabla w_t = \frac{\partial \mathcal{L}(w,b)}{\partial w}_{at\ w=w_t and\ b=b_t}$
- and $\nabla b_t = \frac{\partial \mathcal{L}(w,b)}{\partial b}_{at\ w=w_t and\ b=b_t}$

Algorithm: gradient_descent()

$t \leftarrow 0;$
$max\_iterations \leftarrow 1000;$
while $t < max\_iterations$ **do**
  $w_{t+1} \leftarrow w_t - \eta \nabla w_t;$
  $b_{t+1} \leftarrow b_t - \eta \nabla b_t;$
  $t \leftarrow t + 1;$
end