

missed lecture due to vacation

Fundamentals of Artificial Neural Networks

Outline

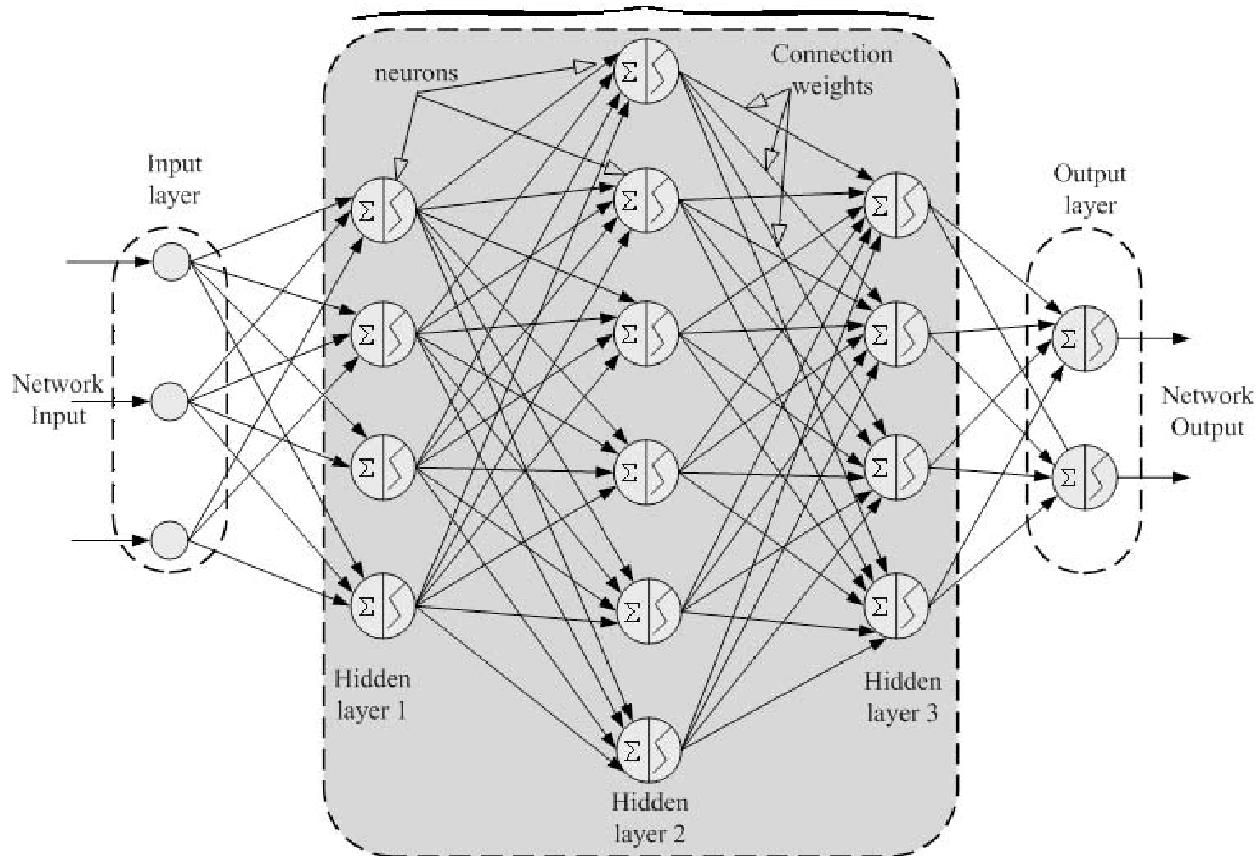
- **Introduction**
 - A Brief History
 - **Features of ANNs**
 - Neural Network Topologies
 - Activation Functions
 - Learning Paradigms
 - **Fundamentals of ANNs**
 - McCulloch-Pitts Model
 - Perceptron
 - Adaline (Adaptive Linear Neuron)
 - **Madaline**
 - **Case Study: Binary Classification Using Perceptron**

Introduction

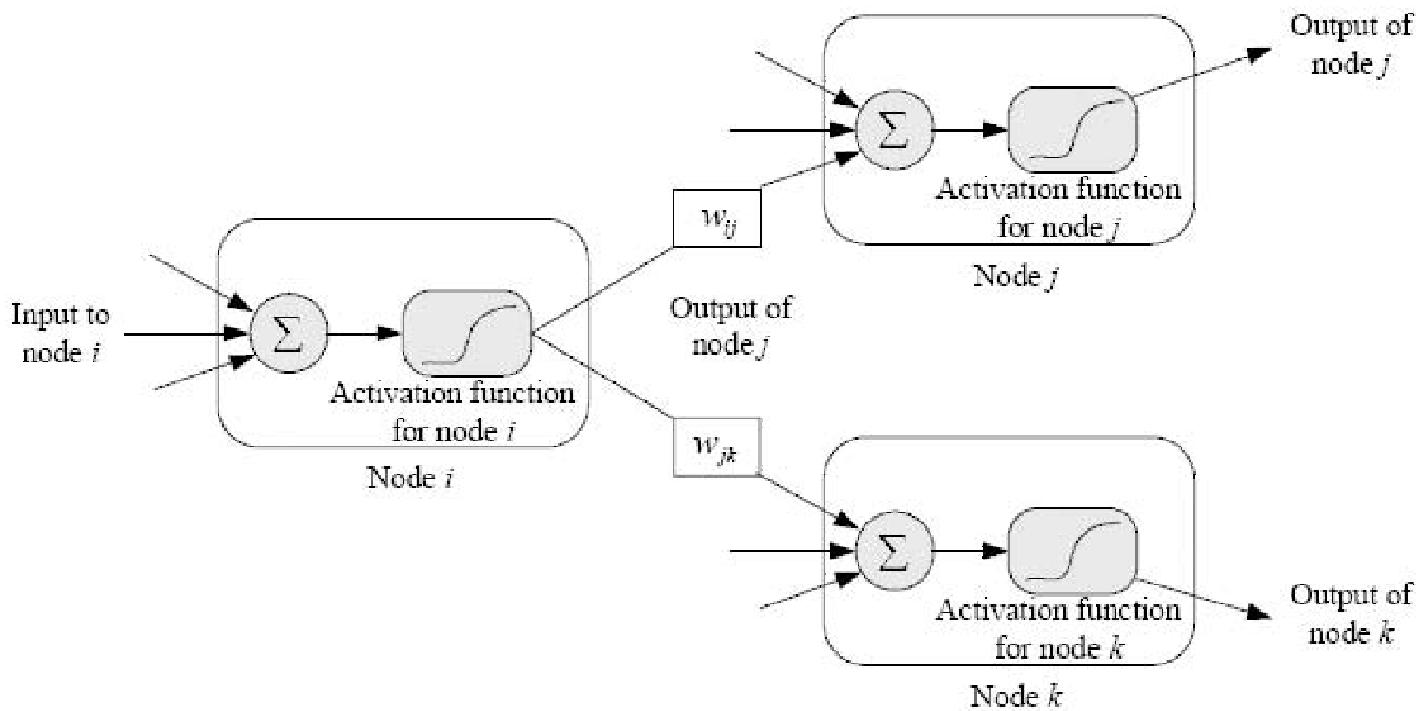
- Artificial Neural Networks (ANNs) are physical cellular systems, which can acquire, store and utilize experiential knowledge.
- ANNs are a set of parallel and distributed computational elements classified according to topologies, learning paradigms and at the way information flows within the network.
- ANNs are generally characterized by their:
 - Architecture
 - Learning paradigm
 - Activation functions

Typical Representation of a Feedforward ANN

Internal structure of the network



Interconnections Between Neurons



A Brief History

- ANNs have been originally designed in the early forties for pattern classification purposes.
⇒ They have evolved so much since then.
- ANNs are now used in almost every discipline of science and technology:
 - from Stock Market Prediction to the design of Space Station frame,
 - from medical diagnosis to data mining and knowledge discovery,
 - from chaos prediction to control of nuclear plants.

Features of ANNs

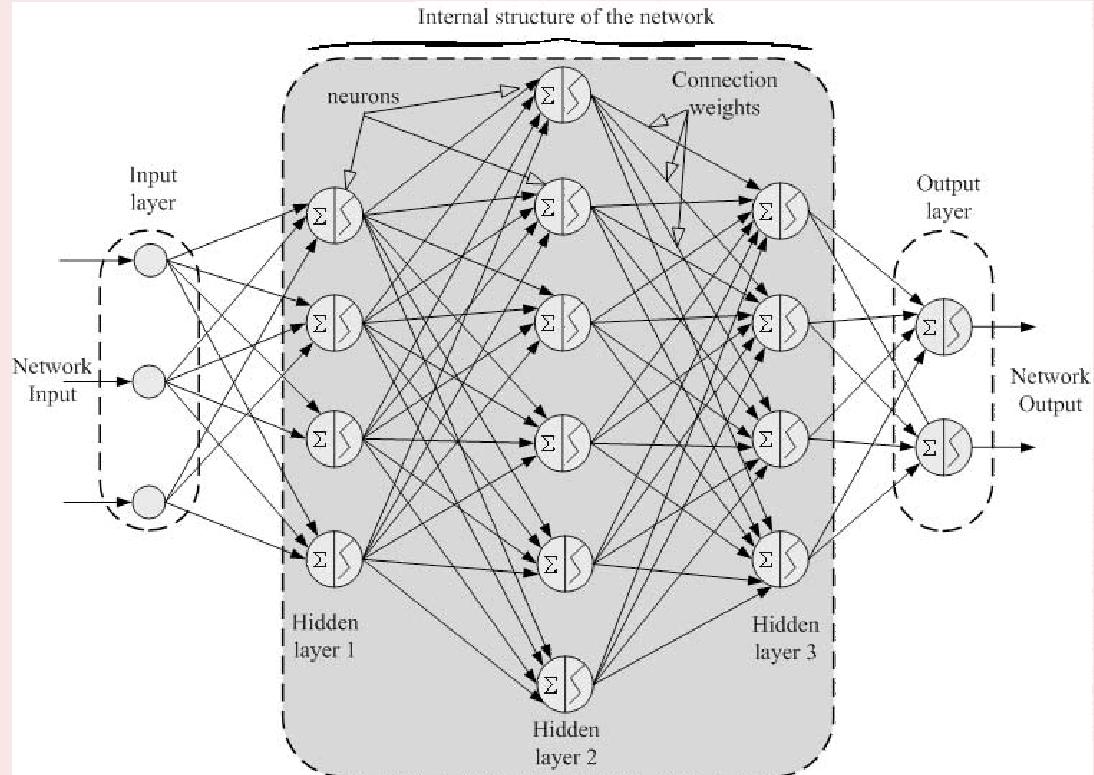
ANN are classified according to the following:

Architecture	Activation Functions	Learning Paradigms
Feedforward Recurrent	Binary Continuous	Supervised Unsupervised Hybrid

Neural Network Topologies

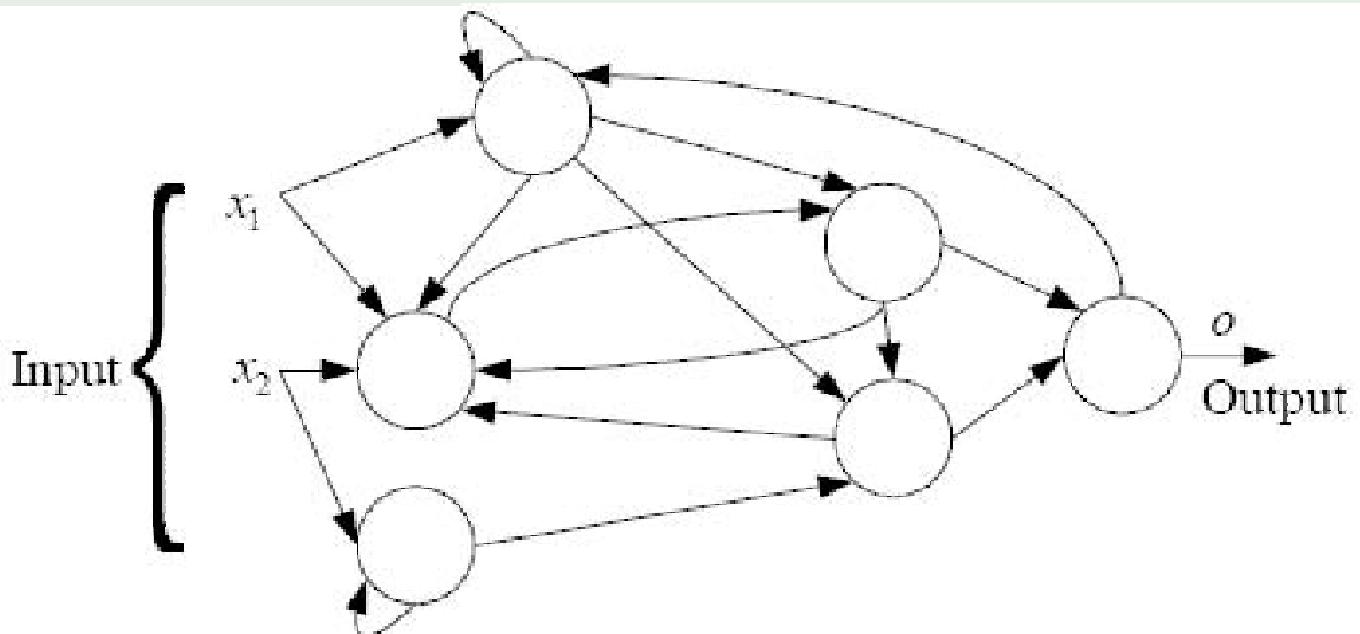
Neural Network Topologies

Feedforward Flow of Information



Neural Network Topologies (cont.)

Recurrent Flow of Information

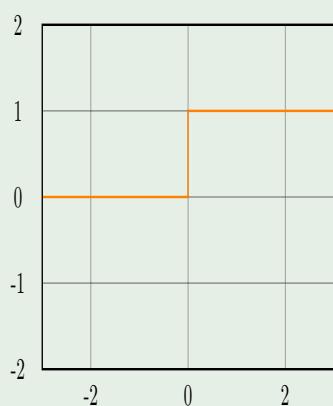


Activation Functions

Binary Activation Functions

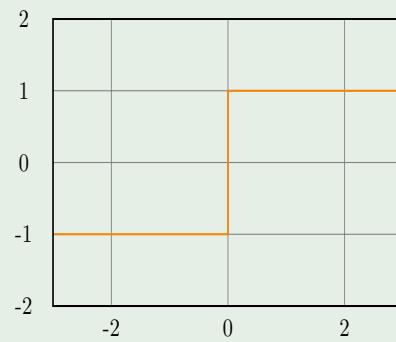
Step Function

$$\text{step}(x) = \begin{cases} 1, & \text{if } x > 0 \\ 0, & \text{otherwise} \end{cases}$$



Signum Function

$$\text{sigum}(x) = \begin{cases} 1, & \text{if } x > 0 \\ 0, & \text{if } x = 0 \\ -1, & \text{otherwise} \end{cases}$$



Activation Functions

Differentiable Activation Functions

Differentiable functions

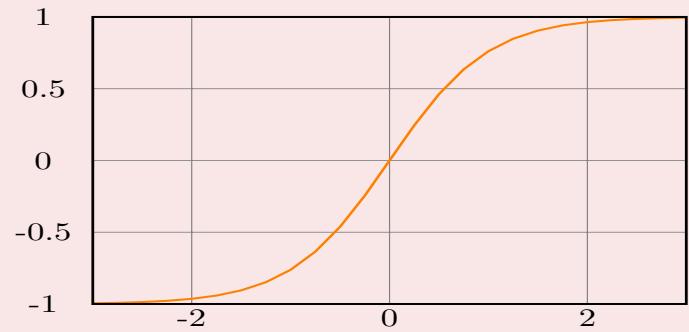
Sigmoid function

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



Hyperbolic tangent

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



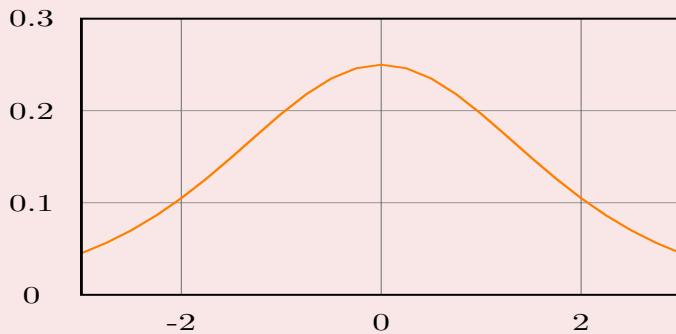
Activation Functions

Differentiable Activation Functions (cont.)

Differentiable functions

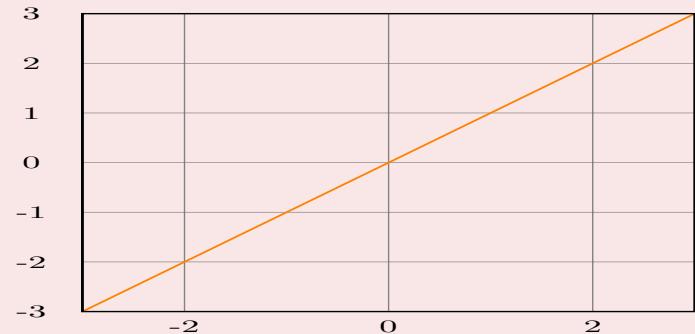
Sigmoid derivative

$$\text{sigderiv}(x) = \frac{e^{-x}}{(1+e^{-x})^2}$$



Linear function

$$\text{lin}(x) = x$$



Learning Paradigms

Learning Paradigms

Supervised Learning

- Multilayer perceptrons
 - Radial basis function networks
 - Modular neural networks
 - LVQ (learning vector quantization)

Unsupervised Learning

- Competitive learning networks
 - Kohonen self-organizing networks
 - ART (adaptive resonant theory)

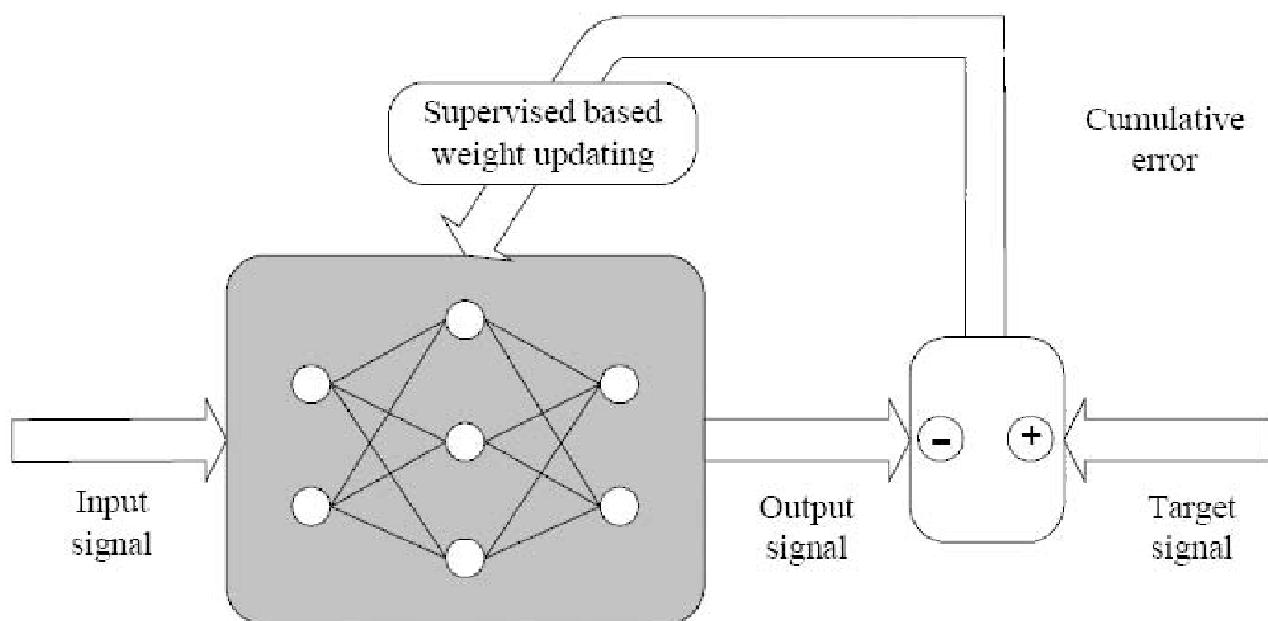
Others

- Autoassociative memories (Hopfield networks)

Learning Paradigms

Supervised Learning

- Training by example; i.e., priori known desired output for each input pattern.
 - Particularly useful for feedforward networks.



Supervised Learning (cont.)

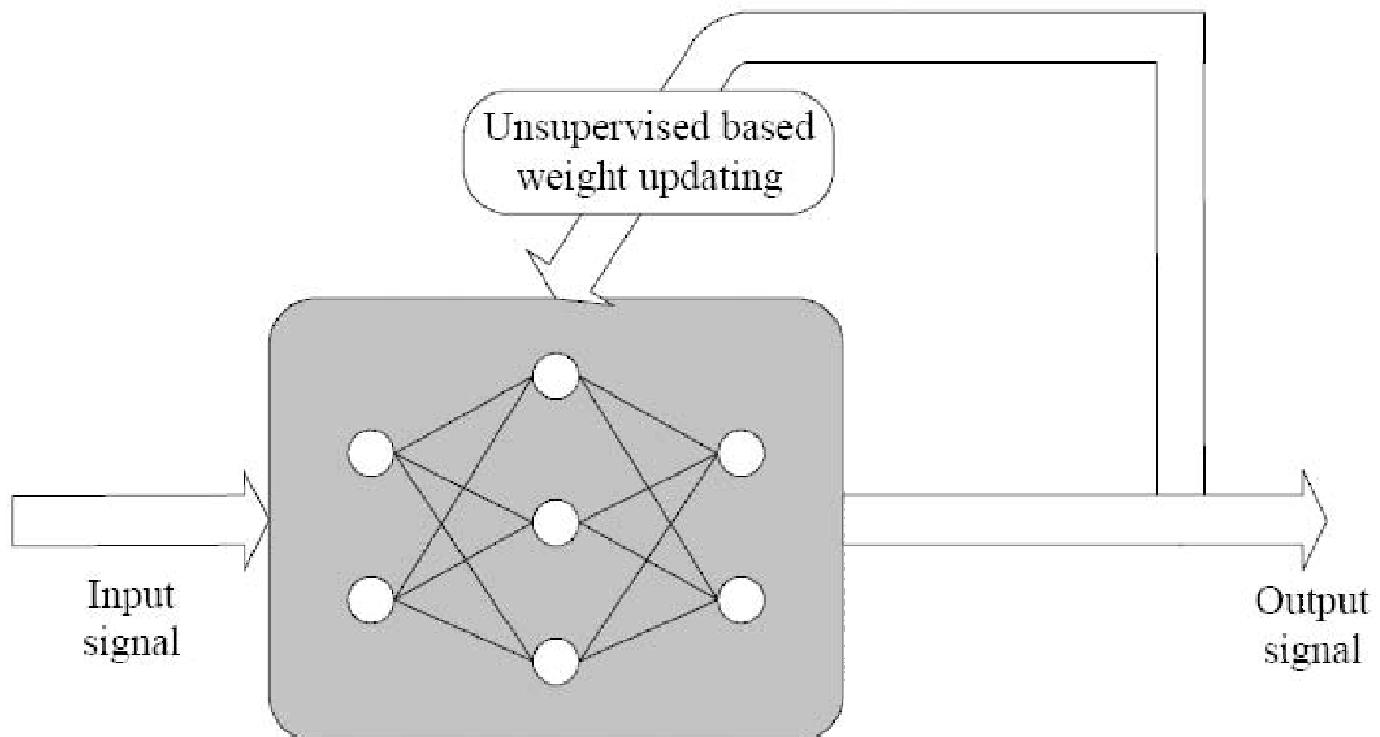
Training Algorithm

- ① Compute error between desired and actual outputs
- ② Use the error through a learning rule (e.g., gradient descent) to adjust the network's connection weights
- ③ Repeat steps 1 and 2 for input/output patterns to complete one epoch
- ④ Repeat steps 1 to 3 until maximum number of epochs is reached or an acceptable training error is reached

Unsupervised Learning

- No priori known desired output.
 - In other words, training data composed of input patterns only.
 - Network uses training patterns to discover emerging collective properties and organizes the data into clusters.

Unsupervised Learning: Graphical Illustration



Unsupervised Learning (cont.)

Unsupervised Training

- ① Training data set is presented at the input layer
- ② Output nodes are evaluated through a specific criterion
- ③ Only weights connected to the winner node are adjusted
- ④ Repeat steps 1 to 3 until maximum number of epochs is reached or the connection weights reach steady state

Rationale

- Competitive learning strengthens the connection between the incoming pattern at the input layer and the winning output node.
- The weights connected to each output node can be regarded as the center of the cluster associated to that node.

Unsupervised Learning (cont.)

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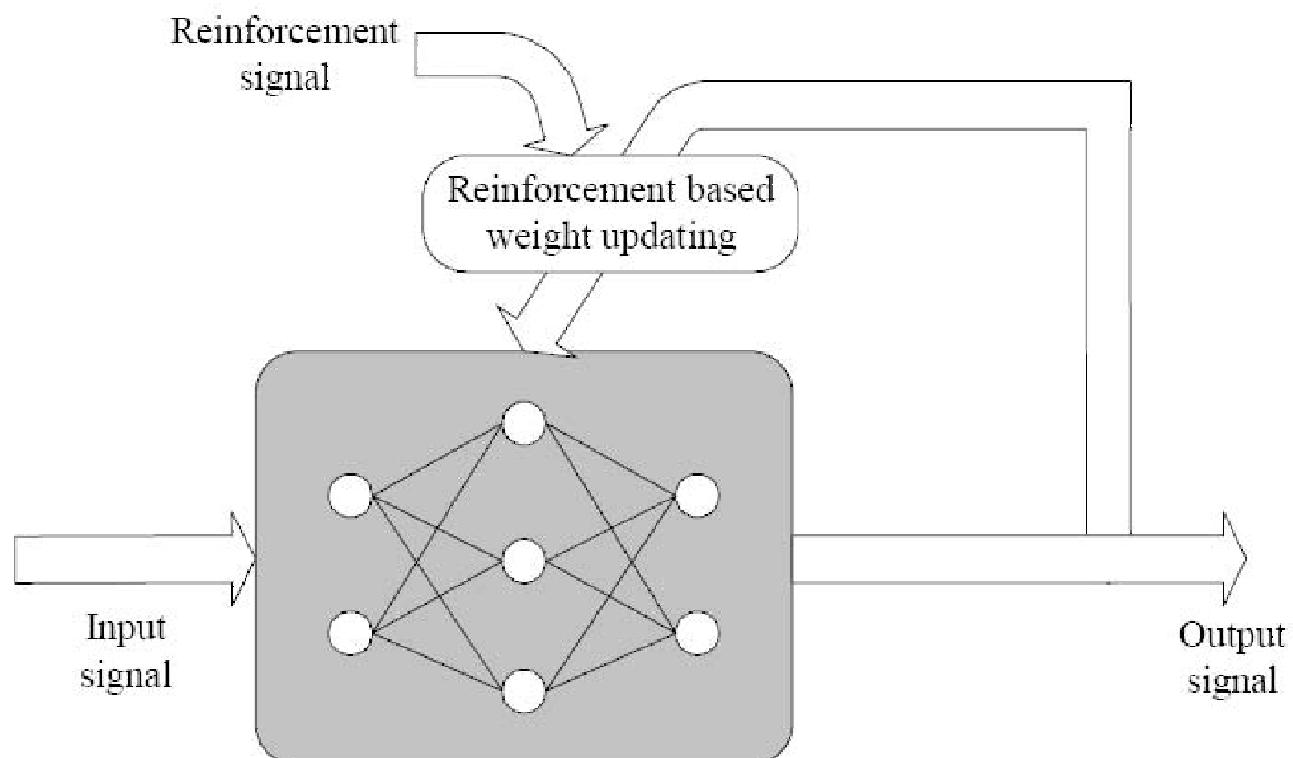
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Reinforcement Learning

- Reinforcement learning mimics the way humans adjust their behavior when interacting with physical systems (e.g., learning to ride a bike).
 - Network's connection weights are adjusted according to a **qualitative** and not quantitative feedback information as a result of the network's interaction with the environment or system.
 - The qualitative feedback signal simply informs the network whether or not the system reacted "well" to the output generated by the network.

Learning Paradigms

Reinforcement Learning: Graphical Representation



Reinforcement Learning

Reinforcement Training Algorithm

- ① Present training input pattern network
- ② Qualitatively evaluate system's reaction to network's calculated output
 - If response is “Good”, the corresponding weights led to that output are **strengthened**
 - If response is “Bad”, the corresponding weights are **weakened**.

Fundamentals of ANNs

Late 1940's : McCulloch Pitt Model (by McCulloch and Pitt)

Fundamentals of ANNs

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Fundamentals of ANNs

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Mid 1960's : Adaline (by Widrow)

Mid 1970's : Back Propagation Algorithm - BPL I (by Werbos)

Mid 1980's : BPL II and Multi Layer Perceptron (by Rumelhart and Hinton)

McCulloch-Pitts Model

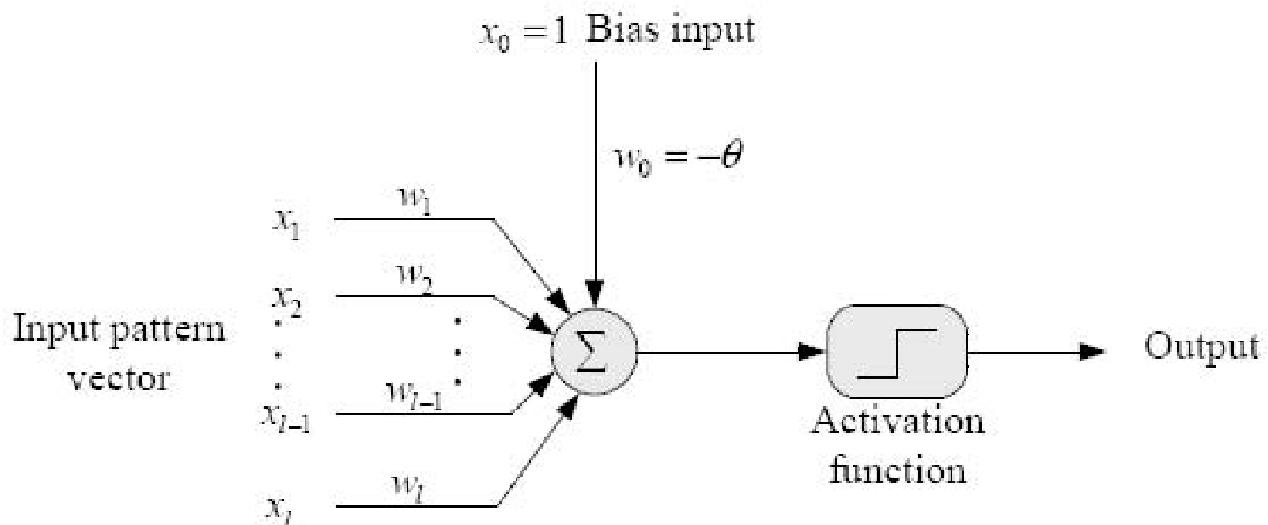
McCulloch-Pitts Model

Overview

- First serious attempt to model the computing process of the biological neuron.
 - The model is composed of **one** neuron only.
 - **Limited** computing capability.
 - **No** learning capability.

McCulloch-Pitts Model

McCulloch-Pitts Model: Architecture



McCulloch-Pitts Models (cont.)

Functionality

- ① I input signals presented to the network: x_1, x_2, \dots, x_I .
- ② I hard-coded weights, w_1, w_2, \dots, w_I , and bias θ , are applied to compute the neuron's net sum: $\sum_{i=1}^I w_i l_i - \theta$.
- ③ A binary activation function f is applied to the neuron's net sum to calculate the node's output o :
$$o = f \left(\sum_{i=1}^I w_i x_i - \theta \right).$$

McCulloch-Pitts Model

McCulloch-Pitts Models (cont.)

Remarks

- It is sometimes simpler and more convenient to introduce a virtual input $x_0 = 1$ and assigning its corresponding weight $w_0 = -\theta$. Then,

$$o = f \left(\sum_{i=0}^l w_i x_i \right) \text{ with } x_0 = 1, w_0 = -\theta$$

- Synaptic weights are not updated due to the lack of a learning mechanism.

Perceptron

Overview

- Uses supervised learning to adjust its weights in response to a comparative signal between the network's actual output and the target output.
 - Mainly designed to classify linearly separable patterns.

IF the classes cannot be separated by a line or hyperplane, then we cannot use the perceptron, a different approach is required.

Perceptron

Overview

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Definition: Linear Separation

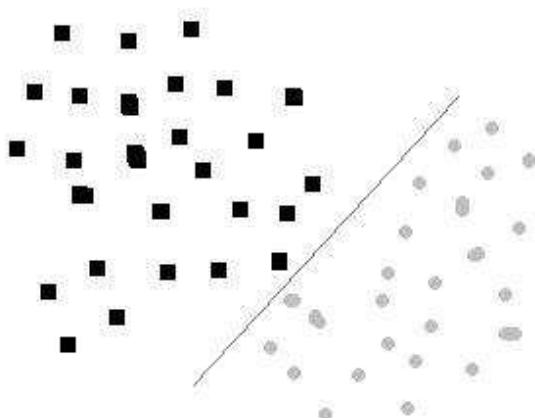
Patterns are **linearly separable** means that there exists a hyperplanar multidimensional decision boundary that classifies the patterns into two classes.

We need to update our weights and bias only if they change between the labeled output and actual output is too far apart. This is denoted with $\delta\omega_i$. Each cycle of adjusting weights is one epoch.

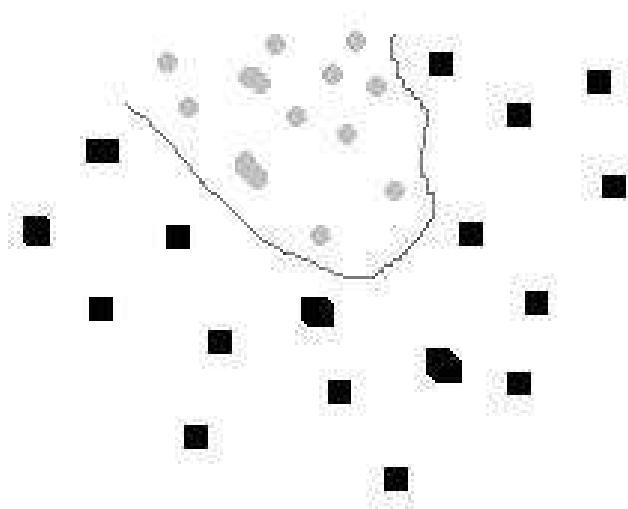
The training signal is the signal used to shape the pattern. We give it a certain location and angle with respect to the space. The system learns from this and adjusts itself so that it matches the learned data. If we have not achieved this after one epoch we start over. The system starts to shave its boundary to become more accurate.

This is a classifier system, trying to find the boundary between classes.

Linearly Separable Patterns



Non-Linearly Separable Patterns



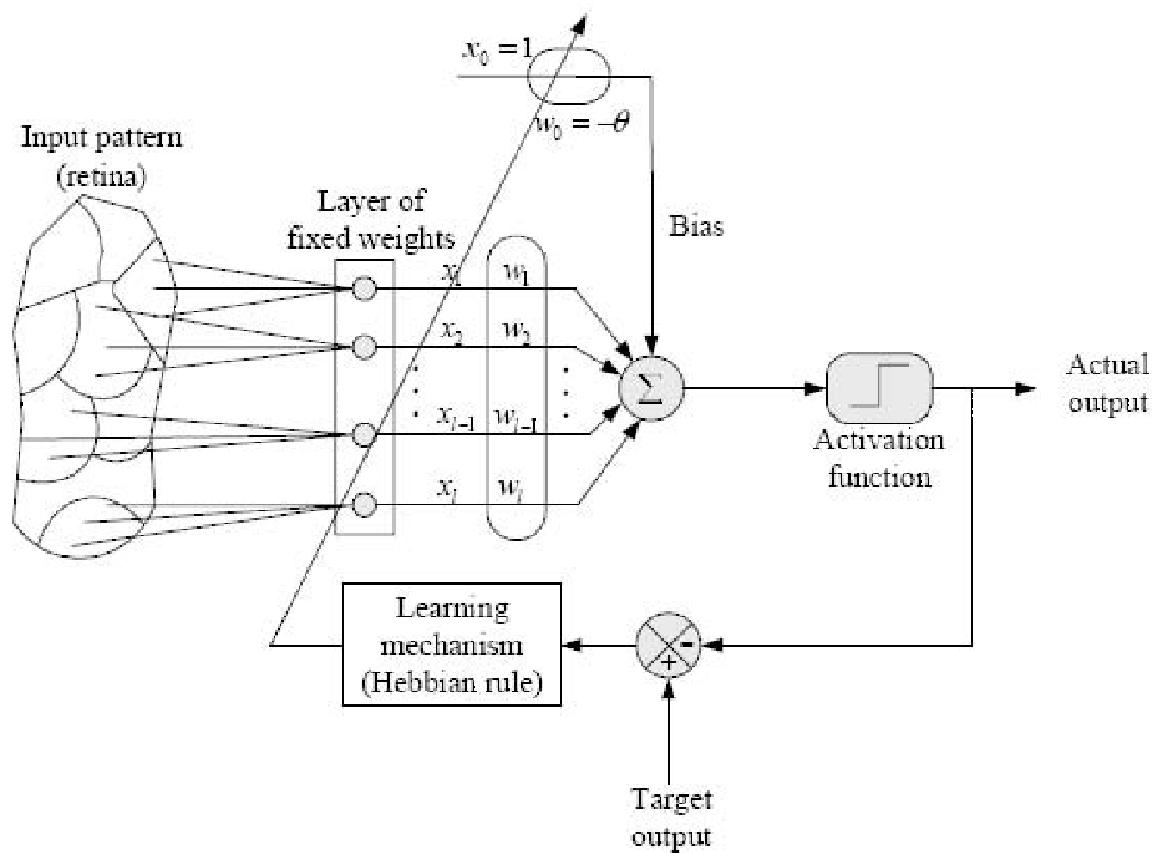


Perceptron

Remarks

- **One** neuron (one output)
- I input signals: x_1, x_2, \dots, x_I
- **Adjustable** weights w_1, w_2, \dots, w_I , and bias θ
- **Binary** activation function; i.e., step or hard limiter function

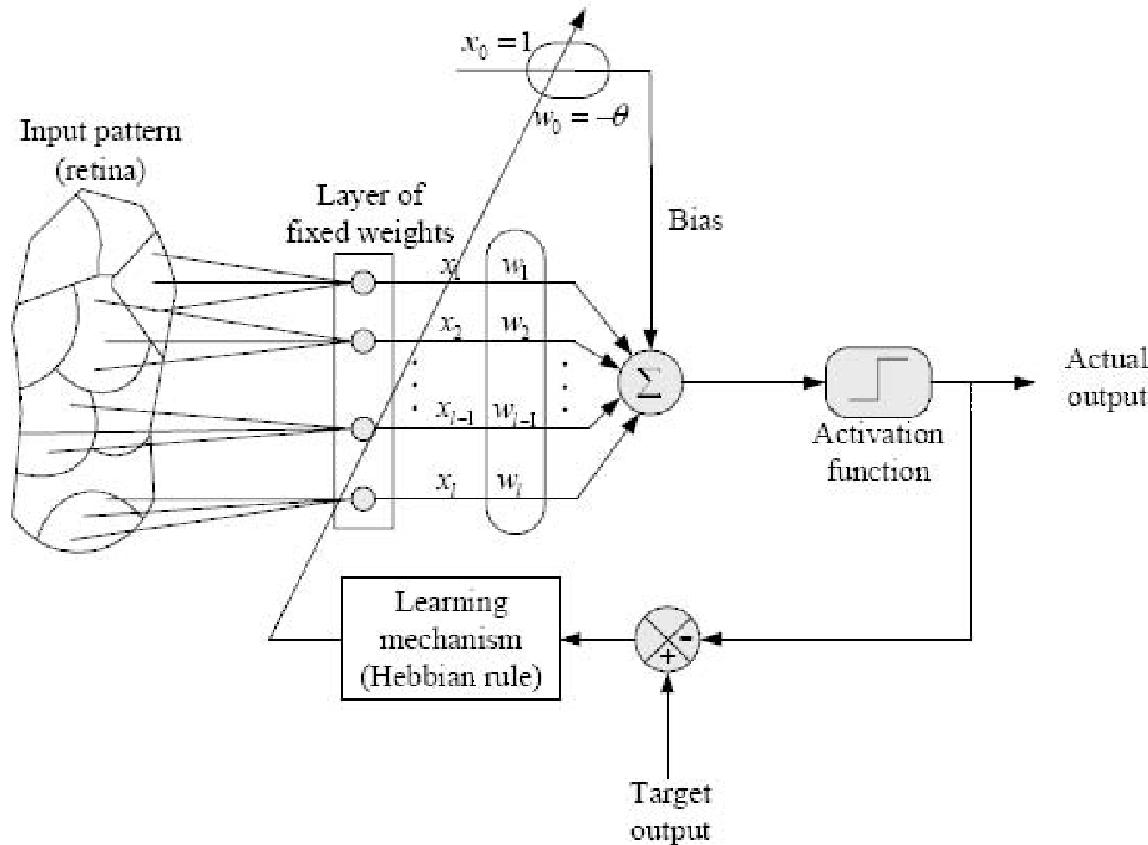
Perceptron: Architecture



Once we teach the system properly we need to generalize it to be able to handle unlabeled data. Perceptrons are not create at generalization. Good at classification.

We start with an initial random boundary. It really doesn't work as seen by the graph (red line).

Perceptron: Architecture



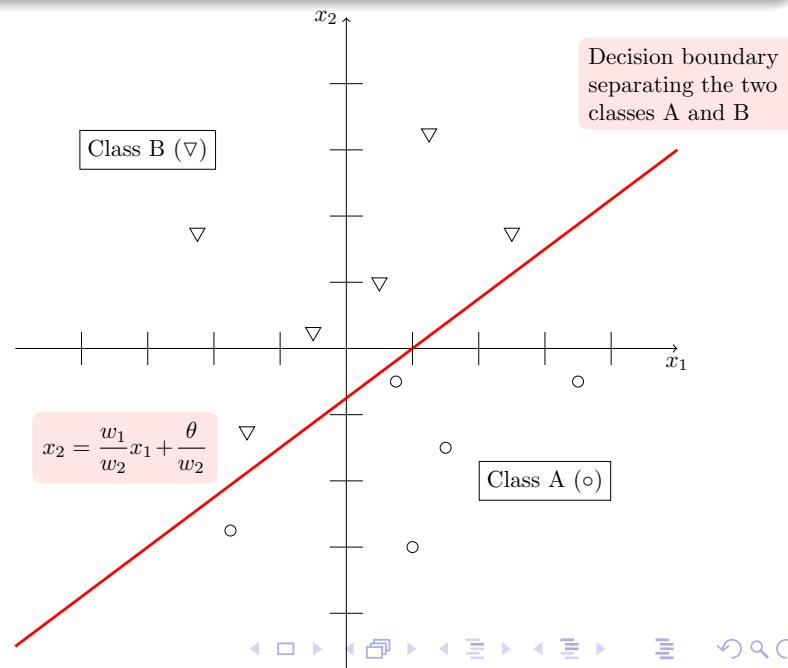
The perceptron has many issues. It cannot deal with non linearly separable data. Another problem is that its line to separate the classes is not optimal which makes it a terrible generalizer (this is a good example of a question that might be on the exam).

Perceptron (cont.)

Perceptron Convergence Theorem

If the training set is **linearly separable**, there exists a set of weights for which the training of the Perceptron will **converge** in a finite time and the training patterns are correctly classified.

In the two-dimensional case, the theorem translates into finding the line defined by $w_1x_1 + w_2x_2 - \theta = 0$, which adequately classifies the training patterns.



We are now looking at the Adaline system so that we can optimize the line drawn.

Say we have a weight vector ω and a set of data x . We multiply these two vectors to get a scalar and apply a function to it to get the output of the system, o . The function f could be a step function or a signal function. For now we assume that it is a step function. We provide some labeled values t . The error between t and o is called E and we want to decrease this to 0 as we train the system. This decaying is the gradient of the function (or the derivative) for multivariable function.

$E = (o - t)^2$ We square this because we want the error to be positive.

We don't want o to be the outcome of the system in the perceptron. We don't want to use the gradient in the perceptron because the possible outputs are +1 or -1 because we are dealing with a signal function. We have to take the derivative but the perceptron gives discrete numbers which we cannot work with. We take the output of the perceptron $o_{\text{artificial}}$ and pass it through the signal function to get the actual output o . So when we get the error its relative to the artificial o .

Now we can take the derivative relative to ω

$$\nabla_{\omega} = 2(o_a - t) \frac{\delta \omega x}{\delta \omega} = 2(o_a - t)x$$

we try to minimize this which will give us the optimal line.

Training Algorithm

- 1 Initialize weights and thresholds to small random values.
- 2 Choose an input-output pattern $(x^{(k)}, t^{(k)})$ from the training data.
- 3 compute the network's actual output $o^{(k)} = f \left(\sum_{i=1}^I w_i x_i^{(k)} - \theta \right)$.
- 4 Adjust the weights and bias according to the Perceptron learning rule:
 $\Delta w_i = \eta [t^{(k)} - o^{(k)}] x_i^{(k)}$, and $\Delta \theta = -\eta [t^{(k)} - o^{(k)}]$, where $\eta \in [0, 1]$ is the Perceptron's learning rate.

If f is the the **signum function**, this becomes equivalent to:

$$\Delta w_i = \begin{cases} 2\eta t^{(k)} x_i^{(k)} & , \text{ if } t^{(k)} \neq o^{(k)} \\ 0 & , \text{ otherwise} \end{cases} \quad \Delta \theta = \begin{cases} -2\eta t^{(k)} & , \text{ if } t^{(k)} \neq o^{(k)} \\ 0 & , \text{ otherwise} \end{cases}$$

- 5 If a whole epoch is complete, then pass to the following step; otherwise go to Step 2.
- 6 If the weights (and bias) reached steady state ($\Delta w_i \approx 0$)through the whole epoch, then stop the learning; otherwise go through one more epoch starting from Step 2.

Example

Problem Statement

- Classify the following patterns using $\eta = 0.5$:

Class (1) with target value $(-1) : T = [2, 0]^T, U = [2, 2]^T, V = [1, 3]^T$

Class (2) with target value $(+1) : X = [-1, 0]^T, Y = [-2, 0]^T, Z = [-1, 2]^T$

- Let the **initial weights** be $w_1 = -1, w_2 = 1, \theta = -1$.
- Thus, **initial boundary** is defined by $x_2 = x_1 - 1$.

Example

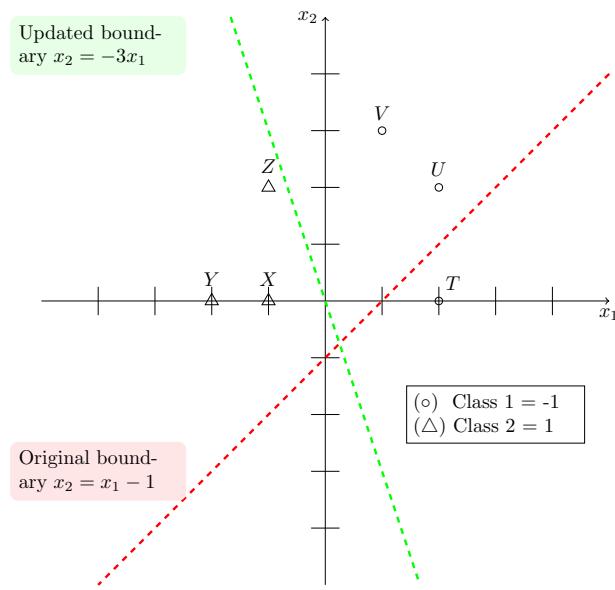
Solution

- T properly classified, but not U and V .
- Hence, training is needed.
- Let us start by selecting pattern U .

$$\text{sgn}(2 \times (-1) + 2 \times (1) + 1) = 1 \quad \Rightarrow \Delta w_1 = \Delta w_2 = -1 \times (2) = -2, \\ \Rightarrow \Delta \theta = +1$$

- **Updated boundary** is defined by $x_2 = -3x_1$.
- All patterns are now properly classified.

Example: Graphical Solution



Perceptron (cont.)

Remarks

- Simple-layer perceptrons suffer from two major shortcomings:
 - ① Cannot separate linearly non-separable patterns.
 - ② Lack of generalization: once trained, it cannot adapt its weights to a new set of data.

The adeline is much better at handling noisy data.

○ Adaline (Adaptive Linear Neuron)

Adaline (Adaptive Linear Neuron)

Overview

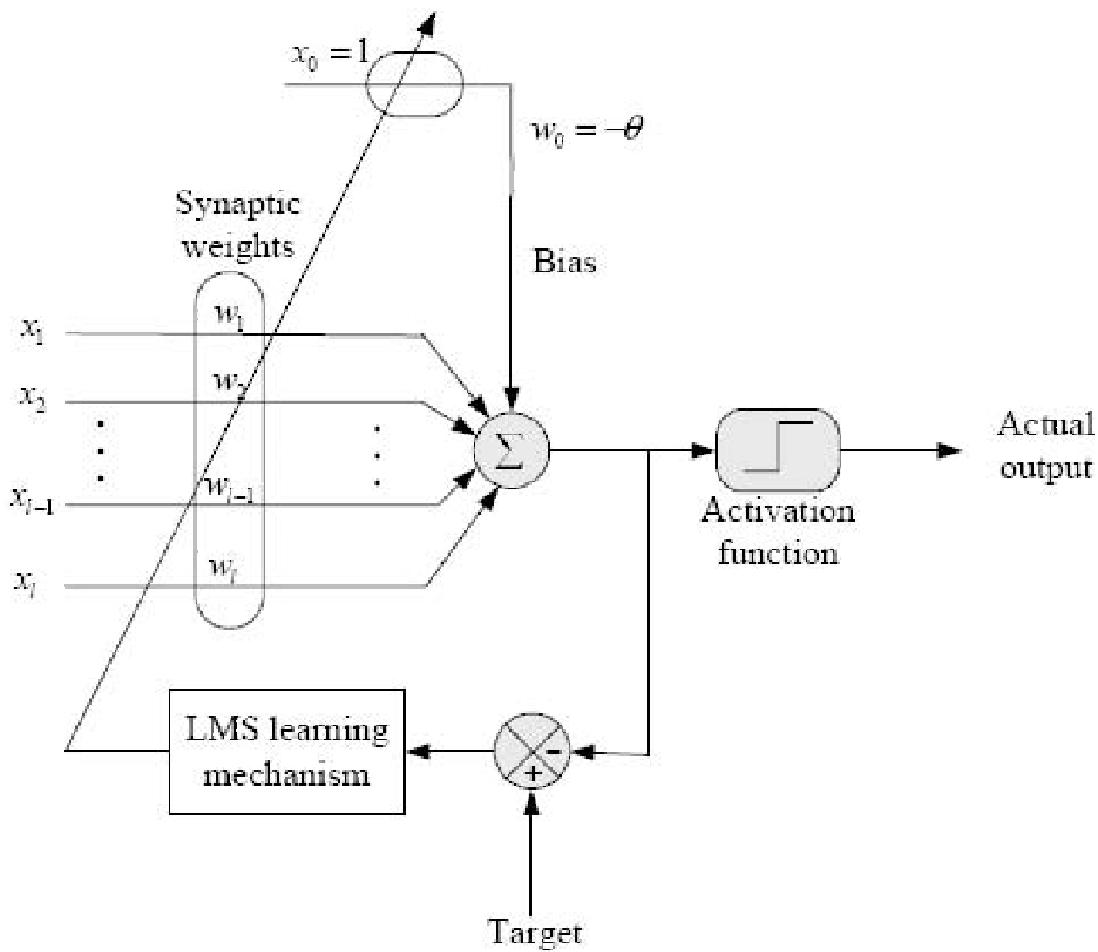
- More versatile than the Perceptron in terms of generalization.
- More powerful in terms of weight adaptation.
- An Adaline is composed of a linear combiner, a binary activation function (hard limiter), and adaptive weights.

The Adeline still cannot handle nonlinear data. It has the same issue as the perceptron.

Some people tried to get around this by attaching some adeline together. This was very costly. It only works for veeeeeeeery simple cases.

Adaline (Adaptive Linear Neuron)

Adaline: Graphical Illustration



Sometimes you have a problem that is not linearly separable with a single line, but you can separate them with lines that you and together. We also might want to try to find clusters, this cannot be done with the perceptron or the adeline. The solution to this is multi-layer perceptron (MLP).