

COMS 4030A/7047A

Adaptive Computation and Machine Learning

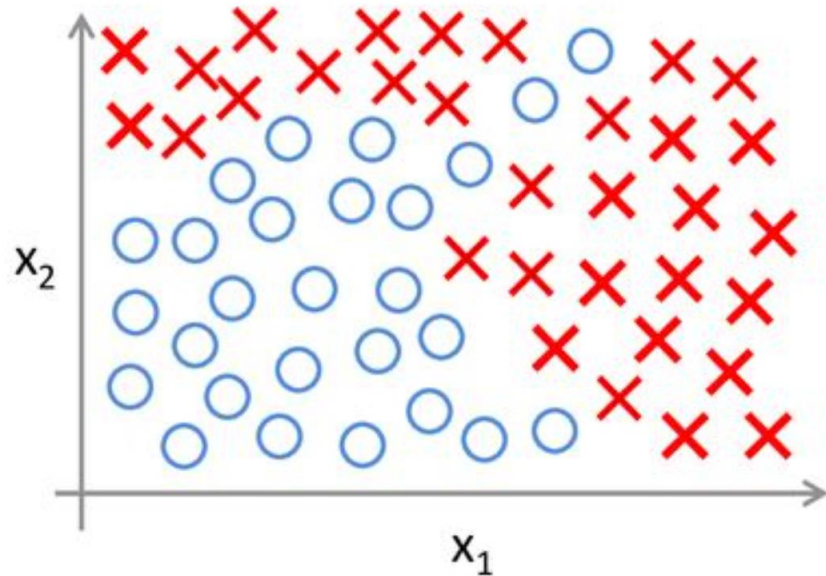
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Semester I, 2022

Neural Networks (Representation)

Slides based heavily on course material by Eric
Eton and Andrew Ng

Non-Linear Classification



House type prediction

$(x_1, x_2, \dots, x_{100})$ house/townhouse

$$g(\theta_0 + \theta_1 x_1 + \theta_2 x_2 + \theta_3 x_1 x_2 + \theta_4 x_1^2 x_2 + \theta_5 x_1^3 x_2 + \theta_6 x_1 x_2^2 + \dots)$$

Image classification

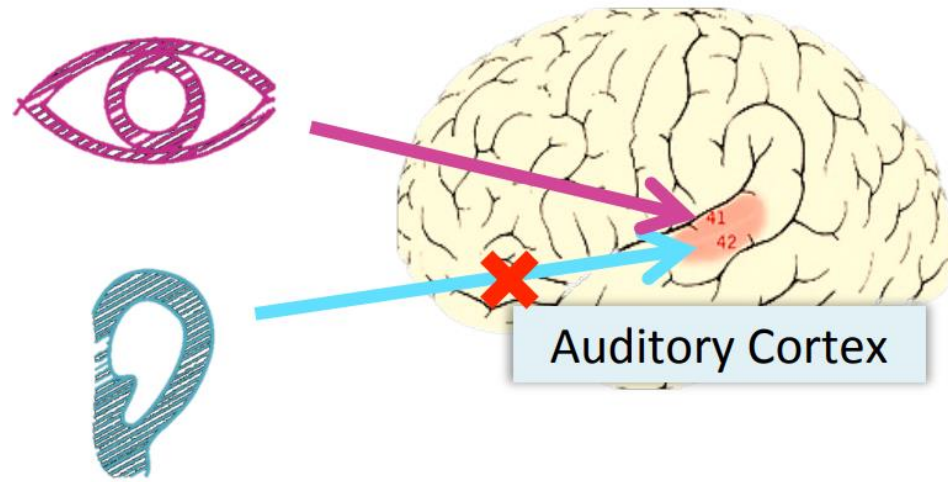


cat vs no cat

Neural Networks

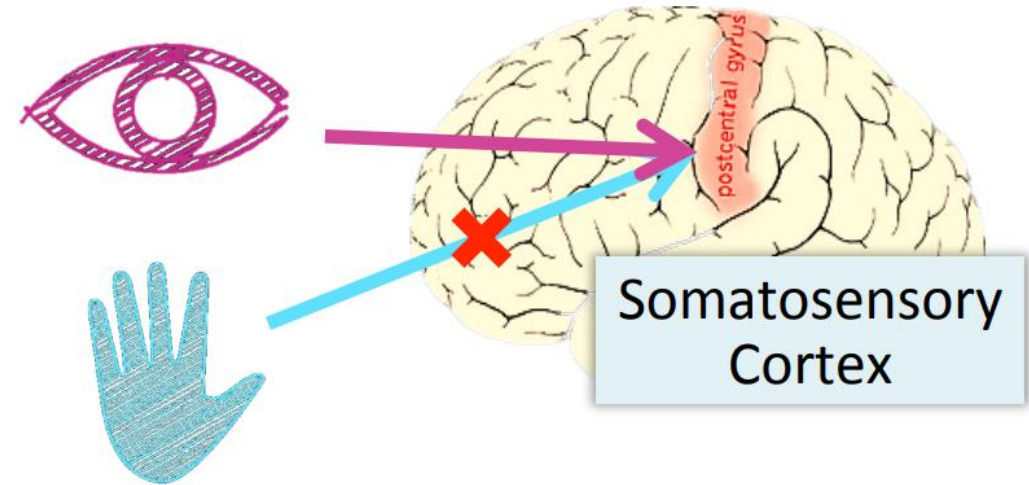
- Origins: Algorithms that try to mimic the brain.
- Very widely used in 80s and early 90s; popularity diminished in late 90s.
- Recent resurgence: State-of-the-art technique for many applications
- Artificial neural networks are not nearly as complex or intricate as the actual brain structure

The “One Learning Algorithm” Hypothesis



Auditory cortex learns to see

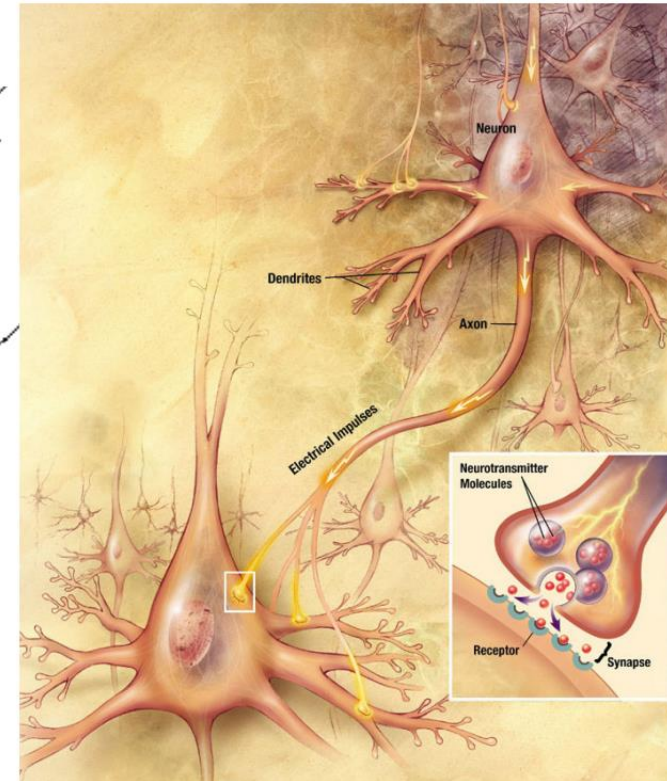
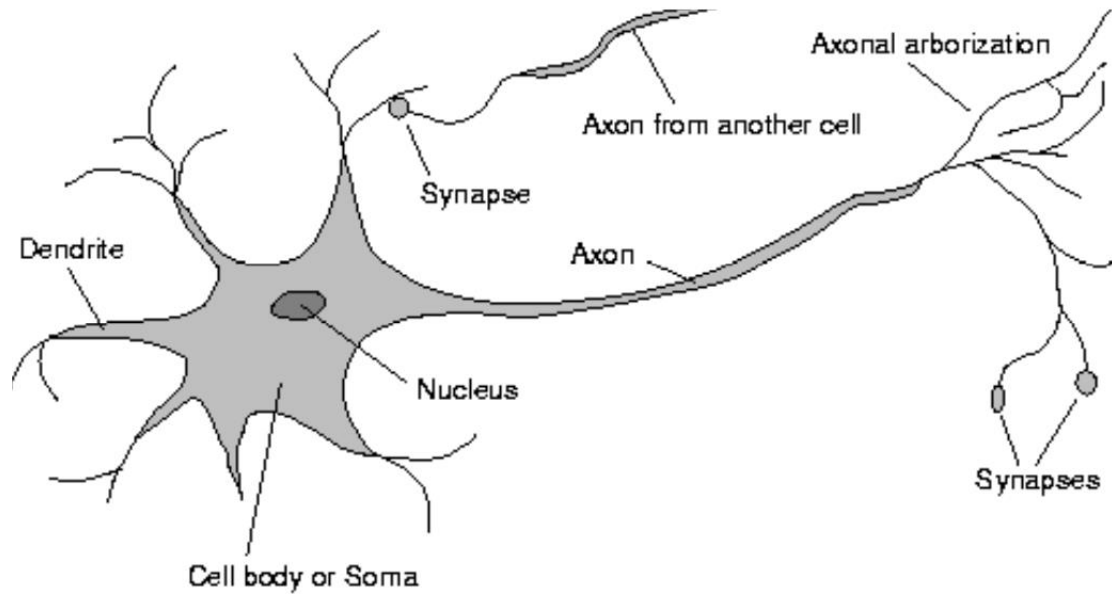
[Roe et al., 1992]



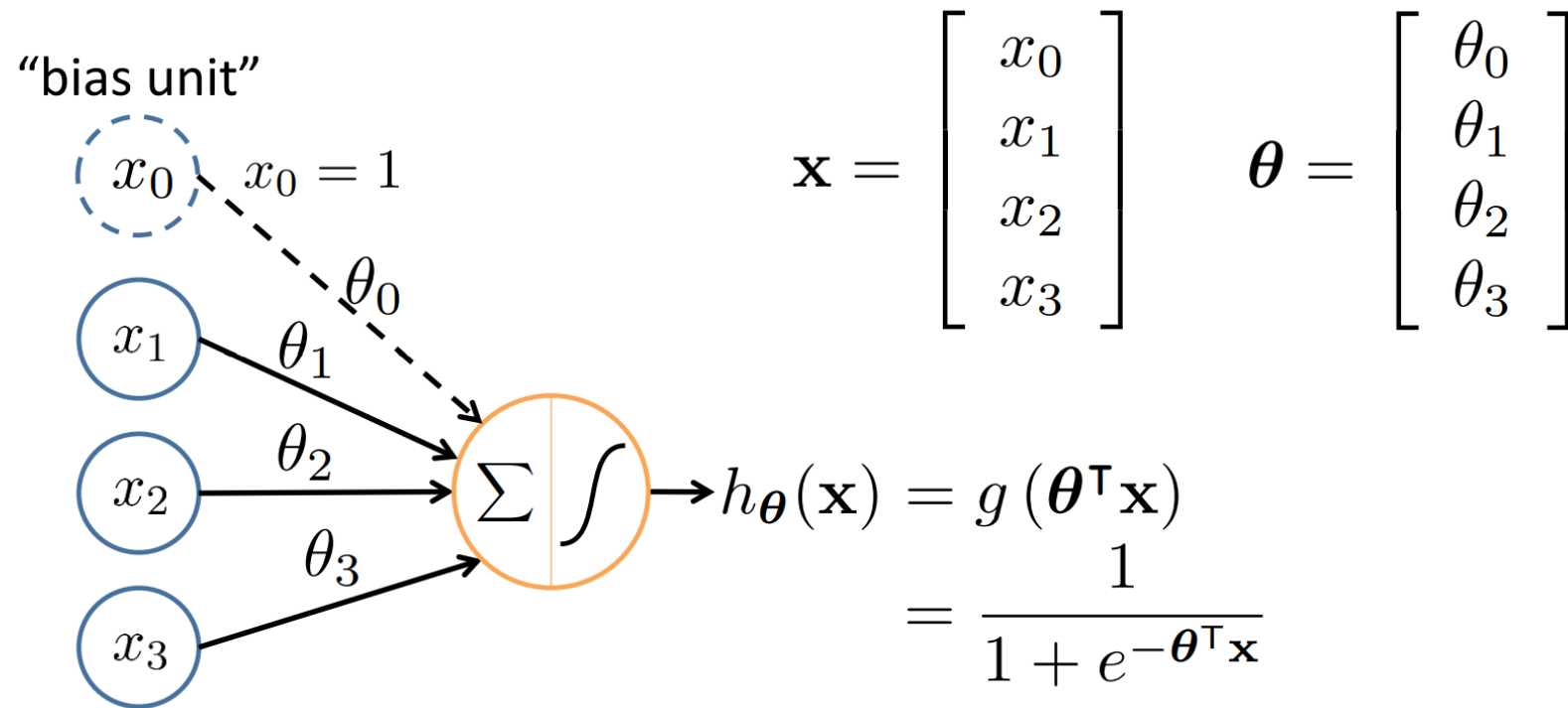
Somatosensory cortex
learns to see

[Metin & Frost, 1989]

Biology of a Neuron

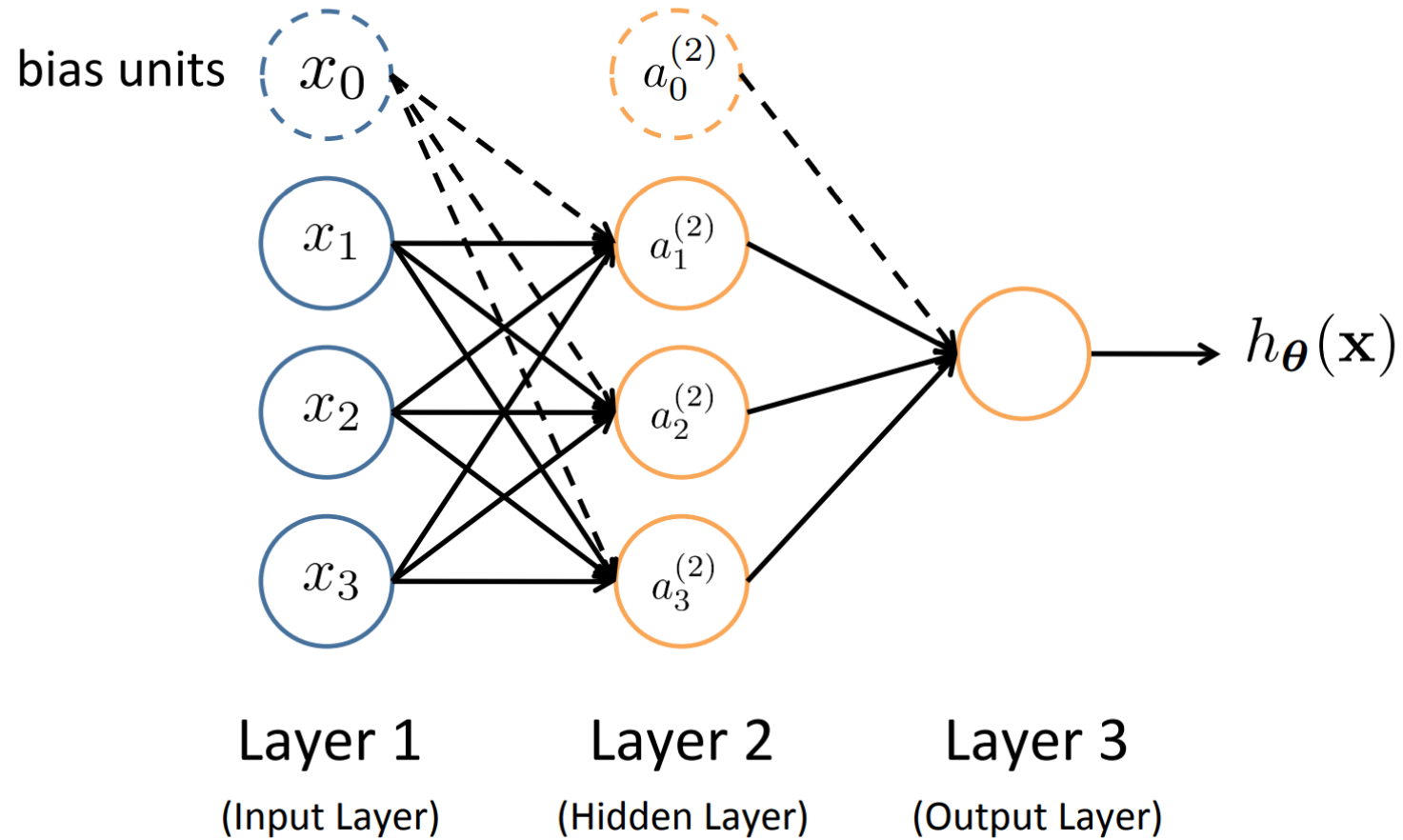


Neuron Model: Logistic Unit

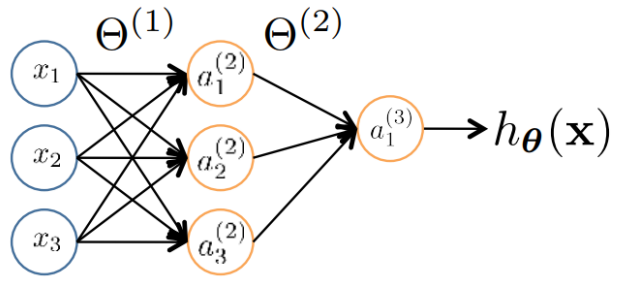


Sigmoid (logistic) activation function: $g(z) = \frac{1}{1 + e^{-z}}$

Neural Network



Neural Network



$a_i^{(j)}$ = “activation” of unit i in layer j

$\Theta^{(j)}$ = weight matrix controlling function mapping from layer j to layer $j + 1$

$$a_1^{(2)} = g(\Theta_{10}^{(1)} x_0 + \Theta_{11}^{(1)} x_1 + \Theta_{12}^{(1)} x_2 + \Theta_{13}^{(1)} x_3)$$

$$a_2^{(2)} = g(\Theta_{20}^{(1)} x_0 + \Theta_{21}^{(1)} x_1 + \Theta_{22}^{(1)} x_2 + \Theta_{23}^{(1)} x_3)$$

$$a_3^{(2)} = g(\Theta_{30}^{(1)} x_0 + \Theta_{31}^{(1)} x_1 + \Theta_{32}^{(1)} x_2 + \Theta_{33}^{(1)} x_3)$$

$$h_{\Theta}(x) = a_1^{(3)} = g(\Theta_{10}^{(2)} a_0^{(2)} + \Theta_{11}^{(2)} a_1^{(2)} + \Theta_{12}^{(2)} a_2^{(2)} + \Theta_{13}^{(2)} a_3^{(2)})$$

If network has s_j units in layer j *and* s_{j+1} units in layer $j+1$,
then $\Theta^{(j)}$ has dimension $s_{j+1} \times (s_j + 1)$.

$$\Theta^{(1)} \in \mathbb{R}^{3 \times 4} \quad \Theta^{(2)} \in \mathbb{R}^{1 \times 4}$$

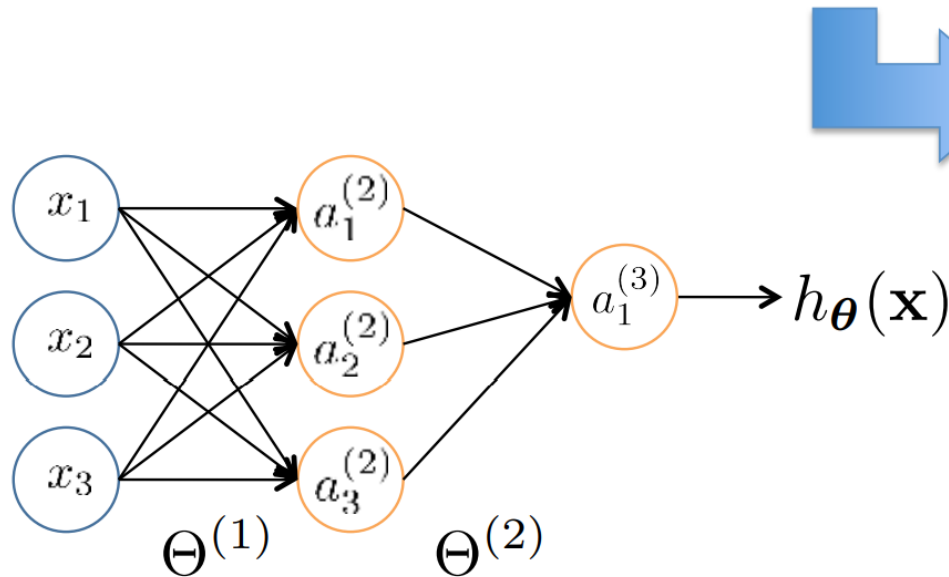
Vectorization

$$a_1^{(2)} = g \left(\Theta_{10}^{(1)} x_0 + \Theta_{11}^{(1)} x_1 + \Theta_{12}^{(1)} x_2 + \Theta_{13}^{(1)} x_3 \right) = g \left(z_1^{(2)} \right)$$

$$a_2^{(2)} = g \left(\Theta_{20}^{(1)} x_0 + \Theta_{21}^{(1)} x_1 + \Theta_{22}^{(1)} x_2 + \Theta_{23}^{(1)} x_3 \right) = g \left(z_2^{(2)} \right)$$

$$a_3^{(2)} = g \left(\Theta_{30}^{(1)} x_0 + \Theta_{31}^{(1)} x_1 + \Theta_{32}^{(1)} x_2 + \Theta_{33}^{(1)} x_3 \right) = g \left(z_3^{(2)} \right)$$

$$h_{\Theta}(\mathbf{x}) = g \left(\Theta_{10}^{(2)} a_0^{(2)} + \Theta_{11}^{(2)} a_1^{(2)} + \Theta_{12}^{(2)} a_2^{(2)} + \Theta_{13}^{(2)} a_3^{(2)} \right) = g \left(z_1^{(3)} \right)$$



Feed-Forward Steps:

$$\mathbf{z}^{(2)} = \Theta^{(1)} \mathbf{x}$$

$$\mathbf{a}^{(2)} = g(\mathbf{z}^{(2)})$$

Add $a_0^{(2)} = 1$

$$\mathbf{z}^{(3)} = \Theta^{(2)} \mathbf{a}^{(2)}$$

$$h_{\Theta}(\mathbf{x}) = \mathbf{a}^{(3)} = g(\mathbf{z}^{(3)})$$

Multiple Output Units: One-vs-Rest



Pedestrian



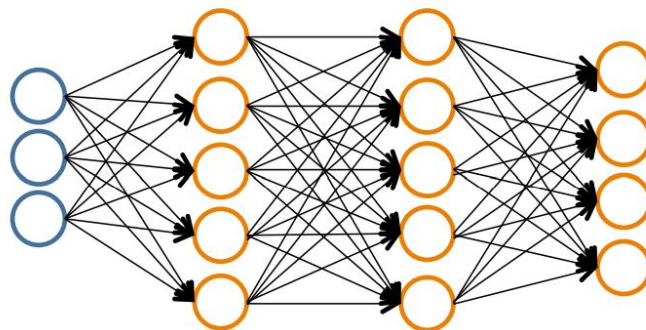
Car



Motorcycle



Truck



$$h_{\Theta}(\mathbf{x}) \in \mathbb{R}^K$$

We want:

$$h_{\Theta}(\mathbf{x}) \approx \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

when pedestrian

$$h_{\Theta}(\mathbf{x}) \approx \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix}$$

when car

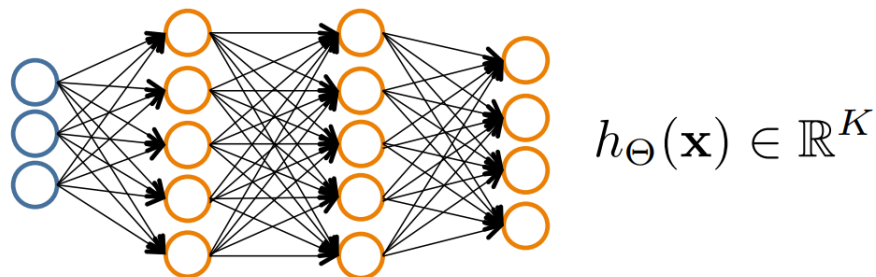
$$h_{\Theta}(\mathbf{x}) \approx \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \end{bmatrix}$$

when motorcycle

$$h_{\Theta}(\mathbf{x}) \approx \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix}$$

when truck

Multiple Output Units: One-vs-Rest

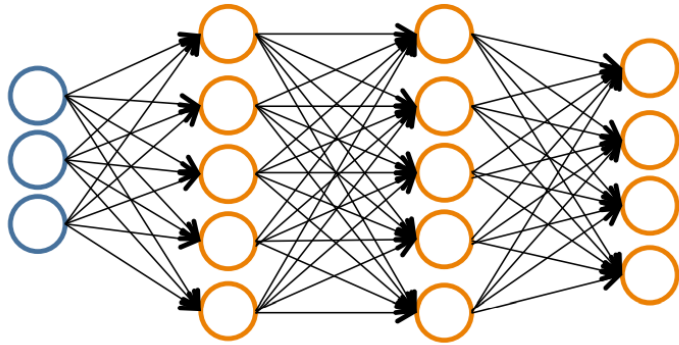


We want:

$$\begin{array}{cccc} h_{\Theta}(\mathbf{x}) \approx \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix} & h_{\Theta}(\mathbf{x}) \approx \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix} & h_{\Theta}(\mathbf{x}) \approx \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \end{bmatrix} & h_{\Theta}(\mathbf{x}) \approx \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix} \\ \text{when pedestrian} & \text{when car} & \text{when motorcycle} & \text{when truck} \end{array}$$

- Given $\{(\mathbf{x}_1, y_1), (\mathbf{x}_2, y_2), \dots, (\mathbf{x}_n, y_n)\}$
- Must convert labels to 1-of- K representation
 - e.g., $y_i = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \end{bmatrix}$ when motorcycle, $y_i = \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix}$ when car, etc.

Neural Network Classification



Given:

$$\{(\mathbf{x}_1, y_1), (\mathbf{x}_2, y_2), \dots, (\mathbf{x}_n, y_n)\}$$

$\mathbf{s} \in \mathbb{N}^{+L}$ contains # nodes at each layer

– $s_0 = d$ (# features)

Binary classification

$y = 0$ or 1

1 output unit ($s_{L-1} = 1$)

Multi-class classification (K classes)

$\mathbf{y} \in \mathbb{R}^K$ e.g. $\begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$, $\begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$, $\begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$, $\begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$
pedestrian car motorcycle truck

K output units ($s_{L-1} = K$)

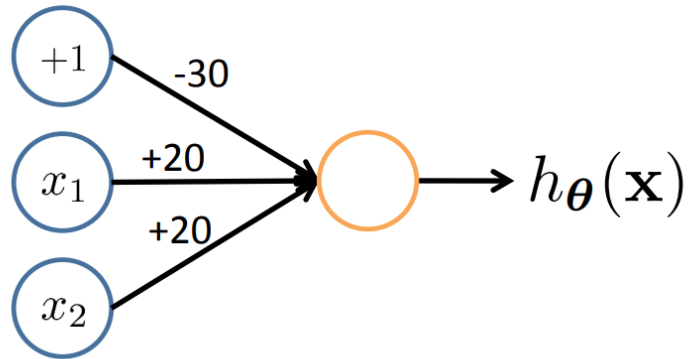
Understanding Representations

Representing Boolean Functions

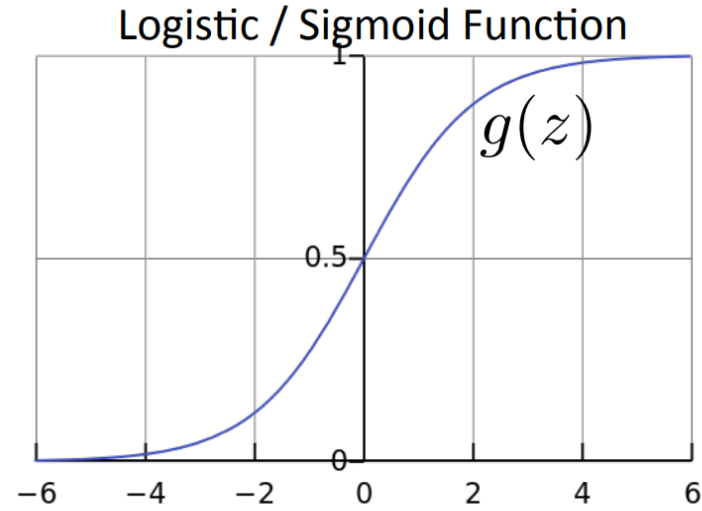
Simple example: AND

$$x_1, x_2 \in \{0, 1\}$$

$$y = x_1 \text{ AND } x_2$$

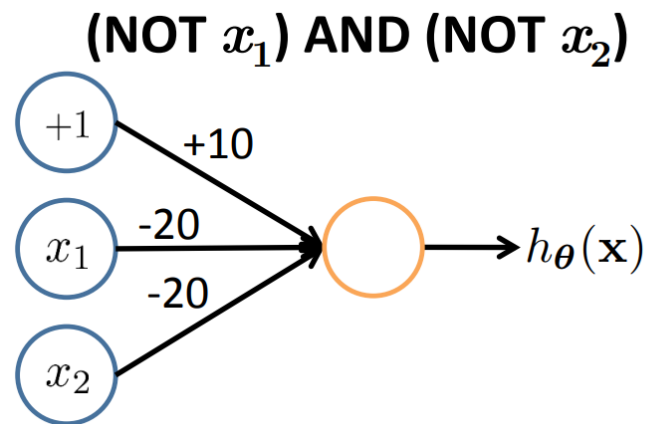
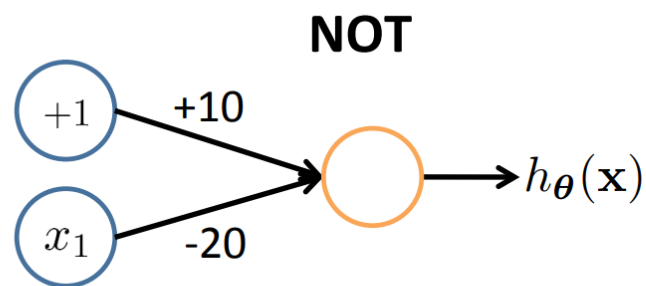
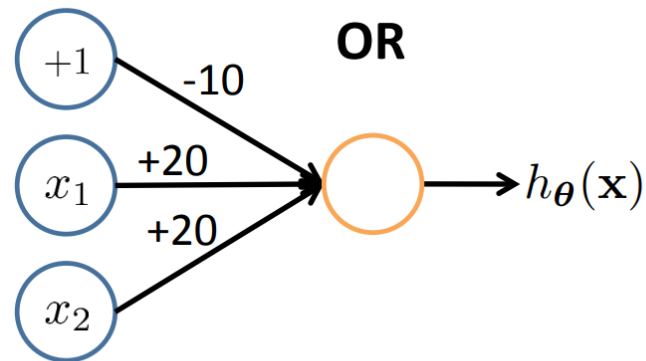
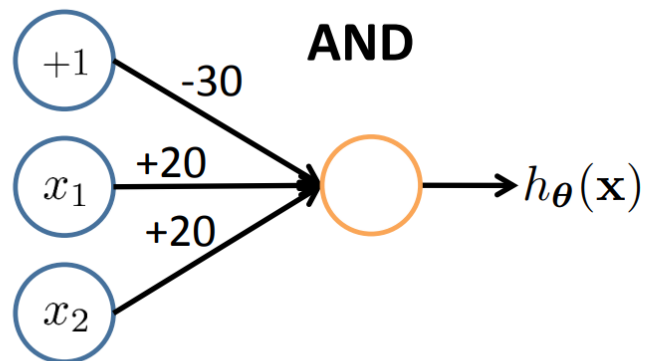


$$h_{\theta}(\mathbf{x}) = g(-30 + 20x_1 + 20x_2)$$



x_1	x_2	$h_{\theta}(\mathbf{x})$
0	0	$g(-30) \approx 0$
0	1	$g(-10) \approx 0$
1	0	$g(-10) \approx 0$
1	1	$g(10) \approx 1$

Representing Boolean Functions



Layering Representations



20 × 20 pixel images
 $d = 400$ 10 classes



$x_1 \dots x_{20}$

$x_{21} \dots x_{40}$

$x_{41} \dots x_{60}$

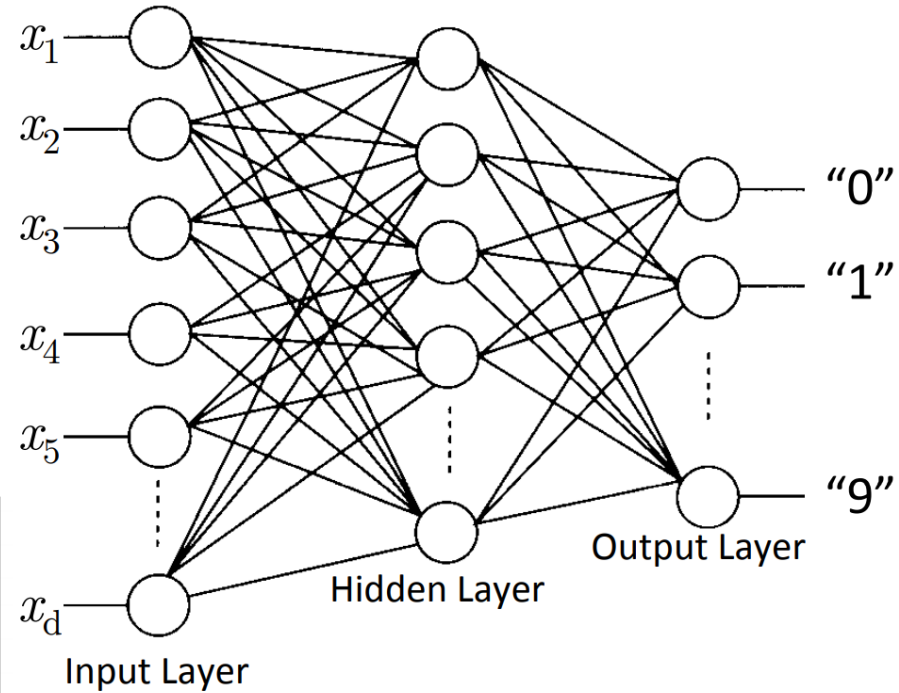
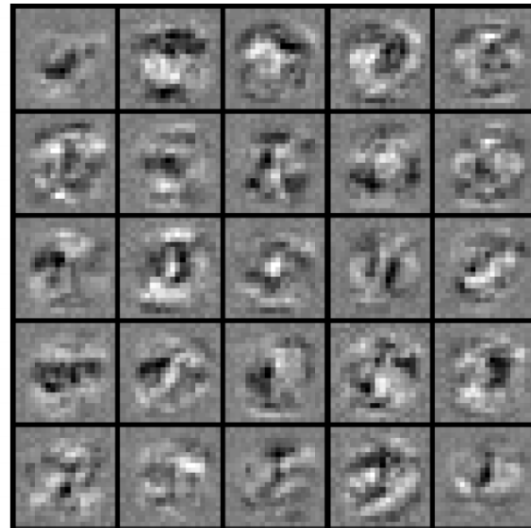
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$x_{381} \dots x_{400}$

Each image is “unrolled” into a vector \mathbf{x} of pixel intensities

Layering Representations

7	9	6	5	8	7	4	4	1	0
0	7	3	3	2	4	8	4	5	7
6	6	3	2	9	2	3	3	2	6
1	3	7	1	5	6	5	2	4	4
7	0	9	0	7	5	8	9	5	4
4	6	6	5	0	2	1	3	6	9
8	5	1	8	9	7	8	7	3	6
1	0	2	8	2	5	0	5	1	5
6	7	8	2	5	3	9	7	0	0
7	9	3	9	8	5	7	2	9	8



Visualization of
Hidden Layer