

The Perceptron

YuHua Li(李玉华)

Intelligent and Distributed Computing Lab,
Huazhong University of Science & Technology

idcliyhua@hust.edu.cn

2019.05



Table of Contents

- 1 Concept
 - Assumptions
 - Example
- 2 Classifier
 - Parameter selection
 - Hyperplane
- 3 Perceptron Algorithm
 - Algorithm
 - Geometric Intuition
- 4 Perceptron Convergence
 - Perceptron Convergence
 - Theorem and Proof
- 5 Perceptron example

Table of Contents

- 1 Concept
 - Assumptions
 - Example
- 2 Classifier
 - Parameter selection
 - Hyperplane
- 3 Perceptron Algorithm
 - Algorithm
 - Geometric Intuition
- 4 Perceptron Convergence
 - Perceptron Convergence
 - Theorem and Proof
- 5 Perceptron example

Assumptions

Basic idea:

In machine learning, the perceptron is an algorithm for supervised learning of binary classifiers. A binary classifier is a function which can decide whether or not an input, represented by a vector of numbers, belongs to some specific class. It is a type of linear classifier, i.e. a classification algorithm that makes its predictions based on a linear predictor function combining a set of weights with the feature vector.

- Binary classification (i.e. $y_i \in \{-1, +1\}$)
- Data is linearly separable

A binary classification example

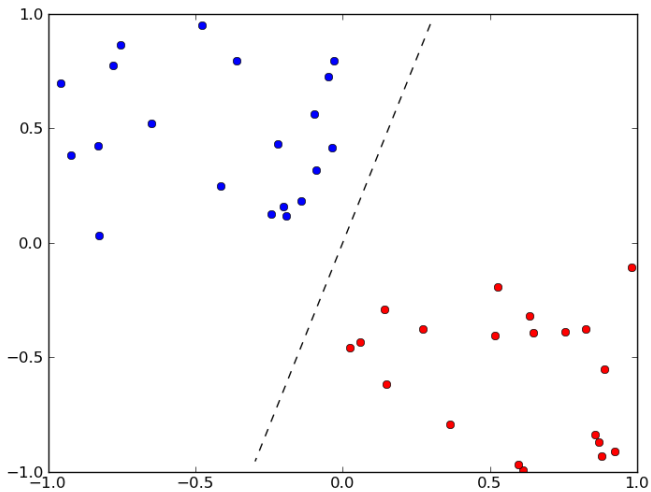
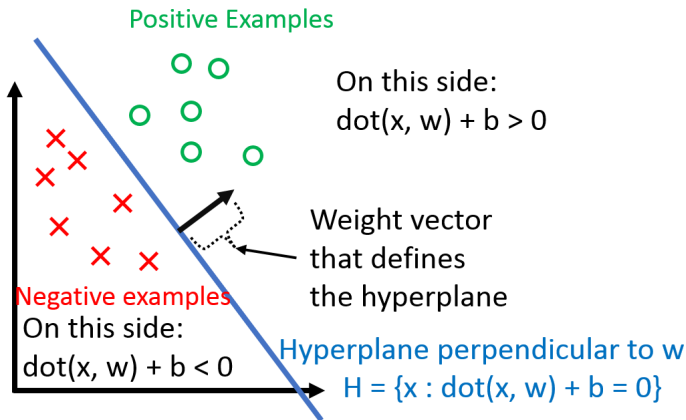


Table of Contents

- 1 Concept
 - Assumptions
 - Example
- 2 Classifier
 - Parameter selection
 - Hyperplane
- 3 Perceptron Algorithm
 - Algorithm
 - Geometric Intuition
- 4 Perceptron Convergence
 - Perceptron Convergence
 - Theorem and Proof
- 5 Perceptron example

Parameter selection

$$h(x_i) = \text{sign}(\mathbf{w}^\top \mathbf{x}_i + b)$$



Parameter selection

b is the bias term (without the bias term, the hyperplane that \mathbf{w} defines would always have to go through the origin). Dealing with b can be a pain, so we 'absorb' it into the feature vector \mathbf{w} by adding one additional constant dimension. Under this convention,

$$\begin{array}{ll} \mathbf{x}_i & \text{becomes} \begin{bmatrix} \mathbf{x}_i \\ 1 \end{bmatrix} \\ \mathbf{w} & \text{becomes} \begin{bmatrix} \mathbf{w} \\ b \end{bmatrix} \end{array}$$

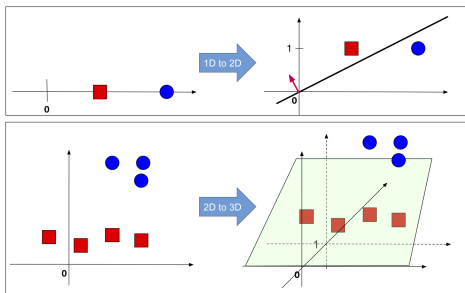
We can verify that

$$\begin{bmatrix} \mathbf{x}_i \\ 1 \end{bmatrix}^\top \begin{bmatrix} \mathbf{w} \\ b \end{bmatrix} = \mathbf{w}^\top \mathbf{x}_i + b$$

Hyperplane

Using this, we can simplify the above formulation of $h(\mathbf{x}_i)$ to

$$h(\mathbf{x}_i) = \text{sign}(\mathbf{w}^\top \mathbf{x})$$



(Left:) The original data is 1-dimensional (top row) or 2-dimensional (bottom row). There is no hyper-plane that passes through the origin and separates the red and blue points.

(Right:) After a constant dimension was added to all data points such a hyperplane exists.

Observation

Note that

$$y_i(\mathbf{w}^\top \mathbf{x}_i) > 0 \iff \mathbf{x}_i \text{ is classified correctly}$$

where 'classified correctly' means that \mathbf{x}_i is on the correct side of the hyperplane defined by \mathbf{w} . Also, note that the left side depends on $y_i \in \{-1, +1\}$ (it wouldn't work if, for example $y_i \in \{0, +1\}$).

KNN vs. Perceptron

KNN	Perceptron
non-linear	linear
Binary/Multi-class/Regression	Binary Class
$n \rightarrow \infty$, accurate \uparrow	no performance guarantees as data increase
$O(nd)$	not rely on n or d

Table: Difference between KNN and Perceptron

Table of Contents

- 1 Concept
 - Assumptions
 - Example
- 2 Classifier
 - Parameter selection
 - Hyperplane
- 3 Perceptron Algorithm**
 - Algorithm
 - Geometric Intuition
- 4 Perceptron Convergence
 - Perceptron Convergence
 - Theorem and Proof
- 5 Perceptron example

Algorithm

Now that we know what the \mathbf{w} is supposed to do (defining a hyperplane the separates the data), let's look at how we can get such \mathbf{w} .

```
Initialize  $\vec{w} = \vec{0}$                                 // Initialize  $\vec{w}$ .  $\vec{w} = \vec{0}$  misclassifies everything.
while TRUE do                                     // Keep looping
   $m = 0$                                            // Count the number of misclassifications,  $m$ 
  for  $(x_i, y_i) \in D$  do                         // Loop over each (data, label) pair in the dataset,  $D$ 
    if  $y_i(\vec{w}^T \cdot \vec{x}_i) \leq 0$  then          // If the pair  $(\vec{x}_i, y_i)$  is misclassified
       $\vec{w} \leftarrow \vec{w} + y_i \vec{x}_i$           // Update the weight vector  $\vec{w}$ 
       $m \leftarrow m + 1$                           // Counter the number of misclassification
    end if
  end for
  if  $m = 0$  then                                // If the most recent  $\vec{w}$  gave 0 misclassifications
    break                                         // Break out of the while-loop
  end if
end while                                         // Otherwise, keep looping!
```

Geometric Intuition

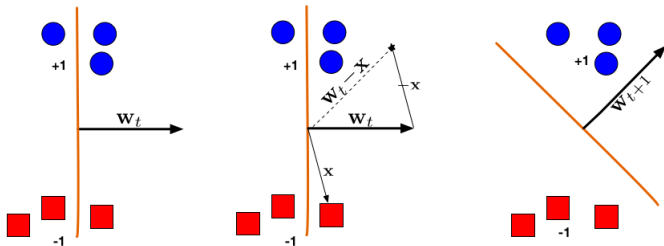


Illustration of a Perceptron update. (Left:) The hyperplane defined by w_t misclassifies one red (-1) and one blue (+1) point. (Middle:) The red point x is chosen and used for an update. Because its label is -1 we need to **subtract** x from w_t . (Right:) The updated hyperplane $w_{t+1} = w_t - x$ separates the two classes and the Perceptron algorithm has converged.

Quiz

Assume a data set consists only of a single data point $\{(\mathbf{x}, +1)\}$. How often can a Perceptron misclassify this point \mathbf{x} repeatedly? What if the initial weight vector \mathbf{w} was initialized randomly and not as the all-zero vector?

Table of Contents

- 1 Concept
 - Assumptions
 - Example
- 2 Classifier
 - Parameter selection
 - Hyperplane
- 3 Perceptron Algorithm
 - Algorithm
 - Geometric Intuition
- 4 Perceptron Convergence**
 - Perceptron Convergence
 - Theorem and Proof
- 5 Perceptron example

Perceptron Convergence

The Perceptron was arguably the first algorithm with a strong formal guarantee. If a data set is linearly separable, the Perceptron will find a separating hyperplane in a finite number of updates. (If the data is not linearly separable, it will loop forever.)

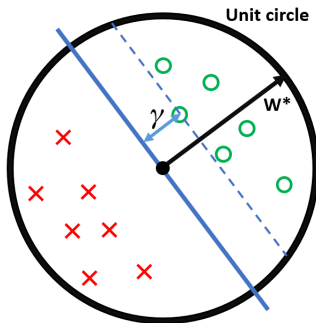
The argument goes as follows: Suppose $\exists \mathbf{w}^*$ such that $y_i(\mathbf{x}_i^\top \mathbf{w}^*) > 0 \ \forall (\mathbf{x}_i, y_i) \in D$

Now, suppose that we rescale each data point and the \mathbf{w}^* such that

$$\|\mathbf{w}^*\| = 1 \quad \text{and} \quad \|\mathbf{x}_i\| \leq 1 \quad \forall \mathbf{x}_i \in D$$

Perceptron Convergence

Let us define the Margin γ of the hyperplane \mathbf{w}^* as $\gamma = \min_{(\mathbf{x}_i, y_i) \in D} |\mathbf{x}_i^\top \mathbf{w}^*|$.



To summarize our setup:

- All inputs \mathbf{x}_i live within the unit sphere
- There exists a separating hyperplane defined by \mathbf{w}^* , with $\|\mathbf{w}\|^* = 1$ (i.e. \mathbf{w}^* lies exactly on the unit sphere).
- γ is the distance from this hyperplane (blue) to the closest data point.

Theorem and Proof

Theorem: If all of the above holds, then the perceptron algorithm makes at most $1/\gamma^2$ mistakes.

Proof: Keeping what we defined above, consider the effect of an update (\mathbf{w} becomes $\mathbf{w} + y\mathbf{x}$) on the two terms $\mathbf{w}^\top \mathbf{w}^*$ and $\mathbf{w}^\top \mathbf{w}$. We will use two facts:

- $y(\mathbf{x}^\top \mathbf{w}) \leq 0$: This holds because \mathbf{x} is misclassified by \mathbf{w} - otherwise we wouldn't make the update.
- $y(\mathbf{x}^\top \mathbf{w}^*) > 0$: This holds because \mathbf{w}^* is a separating hyper-plane and classifies all points correctly.

Theorem and Proof

1. Consider the effect of an update on $\mathbf{w}^\top \mathbf{w}^*$:

$$(\mathbf{w} + y\mathbf{x})^\top \mathbf{w}^* = \mathbf{w}^\top \mathbf{w}^* + y(\mathbf{x}^\top \mathbf{w}^*) \geq \mathbf{w}^\top \mathbf{w}^* + \gamma$$

The inequality follows from the fact that, for \mathbf{w}^* , the distance from the hyperplane defined by \mathbf{w}^* to \mathbf{x} must be at least γ (i.e. $y(\mathbf{x}^\top \mathbf{w}^*) = |\mathbf{x}^\top \mathbf{w}^*| \geq \gamma$).

This means that for each update, $\mathbf{w}^\top \mathbf{w}^*$ grows by **at least** γ .

2. Consider the effect of an update on $\mathbf{w}^\top \mathbf{w}$:

$$(\mathbf{w} + y\mathbf{x})^\top (\mathbf{w} + y\mathbf{x}) = \mathbf{w}^\top \mathbf{w} + \underbrace{2y(\mathbf{w}^\top \mathbf{x})}_{<0} + \underbrace{y^2(\mathbf{x}^\top \mathbf{x})}_{0 \leq \leq 1} \leq \mathbf{w}^\top \mathbf{w} + 1$$

The inequality follows from the fact that

- $2y(\mathbf{w}^\top \mathbf{x}) < 0$ as we had to make an update, meaning \mathbf{x} was misclassified
- $0 \leq y^2(\mathbf{x}^\top \mathbf{x}) \leq 1$ as $y^2 = 1$ and all $\mathbf{x}^\top \mathbf{x} \leq 1$ (because $\|\mathbf{x}\| \leq 1$).

This means that for each update, $\mathbf{w}^\top \mathbf{w}$ grows by **at most** 1.

Theorem and Proof

3. Now we can put together the above findings. Suppose we had M updates.

$$M\gamma \leq \mathbf{w}^\top \mathbf{w}^* \quad \text{By first point} \quad (1)$$

$$= |\mathbf{w}^\top \mathbf{w}^*| \quad \text{Simply because } M\gamma \geq 0 \quad (2)$$

$$\leq \|\mathbf{w}\| \|\mathbf{w}^*\| \quad \text{By Cauchy-Schwartz inequality}^* \quad (3)$$

$$= \|\mathbf{w}\| \quad \text{As } \|\mathbf{w}^*\| = 1 \quad (4)$$

$$= \sqrt{\mathbf{w}^\top \mathbf{w}} \quad \text{by definition of } \|\mathbf{w}\| \quad (5)$$

$$\leq \sqrt{M} \quad \text{By second point} \quad (6)$$

$$(7)$$

$$\Rightarrow M\gamma \leq \sqrt{M} \quad (8)$$

$$\Rightarrow M^2\gamma^2 \leq M \quad (9)$$

$$\Rightarrow M \leq \frac{1}{\gamma^2} \quad (10)$$

And hence, the number of updates M is bounded from above by a constant.

* Alternative explanation: $|\mathbf{w}^\top \mathbf{w}^*| = \|\mathbf{w}\| \|\mathbf{w}^*\| |\cos(\alpha)|$, but $|\cos(\alpha)| \leq 1$

Quiz

Given the theorem above, what can you say about the margin of a classifier (what is more desirable, a large margin or a small margin?) Can you characterize data sets for which the perceptron algorithm will converge quickly? Draw an example.

Table of Contents

- 1 Concept
 - Assumptions
 - Example
- 2 Classifier
 - Parameter selection
 - Hyperplane
- 3 Perceptron Algorithm
 - Algorithm
 - Geometric Intuition
- 4 Perceptron Convergence
 - Perceptron Convergence
 - Theorem and Proof
- 5 Perceptron example

Perceptron example

Click here: [Perceptron example python code](#)

Sample Animation

References:

- 1) CS4780 course of Cornell University, taught by Prof. Kilian Weinberger.
- 2) Prof. Kun He's teaching of machine learning at HUST basing on CS4780 of Cornell.

The End