

# *Module 3 : Neural Networks(NN)*

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# *NN - Introduction*

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- ❏ Algorithms that try to mimic the brain.
- ❏ Widely used in 80s and early 90s;
- ❏ Popularity diminished in late 90s.
- ❏ Recent resurgence: State-of-the-art technique for many

# *NN - Introduction*

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- ❏ An artificial neural network consists of a pool of simple processing units which communicate by sending signals to each other over a large number of weighted connections.

# Why NN?

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- ❏ There are two basic reasons why we are interested in building artificial neural networks (NNs):
- ❏ **Technical viewpoint:** Some problems such as character recognition or the prediction of future states of a system require massively parallel and adaptive processing.
- ❏ **Biological viewpoint:** NNs can be used to replicate and simulate components of the human (or animal) brain, thereby giving us insight into natural information processing.

# *Neural Networks*

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- ❏ The “building blocks” of neural networks are the **neurons**.
  - ❏ In technical systems, we also refer to them as **units** or **nodes**.
- ❏ Basically, each neuron
  - ❏ receives **input** from many other neurons.
  - ❏ changes its internal state (**activation**) based on the current input.
  - ❏ sends **one output signal** to many other neurons, possibly including its input neurons (recurrent network).

# *Neural Networks*

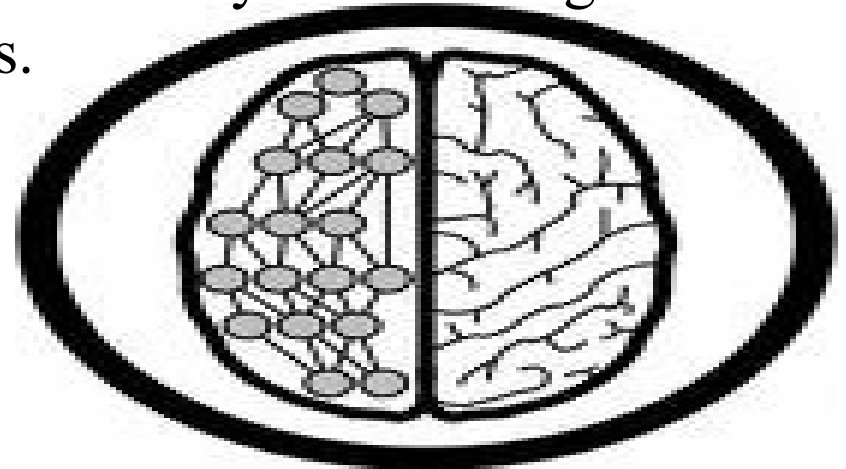
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- ❖ Information is transmitted as a series of electric impulses, so-called **spikes**.
- ❖ The **frequency** and **phase** of these spikes encodes the information.
- ❖ In biological systems, one neuron can be connected to as many as **10,000** other neurons.
- ❖ Usually, a neuron receives its information from other neurons in a confined area, its so-called **receptive field**.

# *How do ANN works?*

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- ❏ An artificial neural network (ANN) is either a **hardware implementation** or a **computer program** which strives to simulate the information processing capabilities of its biological exemplar. ANNs are typically composed of a great number of interconnected artificial neurons. The artificial neurons are simplified models of their biological counterparts.
- ❏ ANN is a technique for solving problems by constructing software that works like our brains.



# *How do our brains work?*

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- The Brain is A massively parallel information processing system.
- Our brains are a huge network of processing elements. A typical brain contains a network of 10 billion neurons.

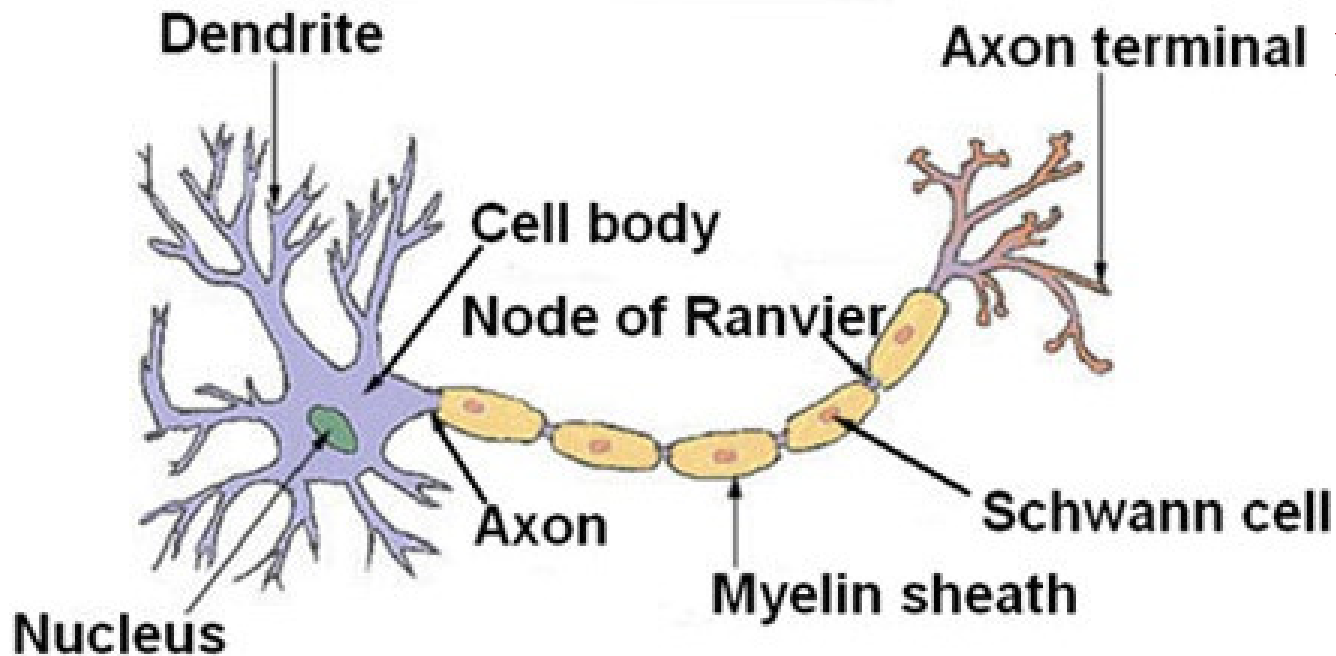




# *How do our brains work?*

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## ❖ Neuron - A processing element

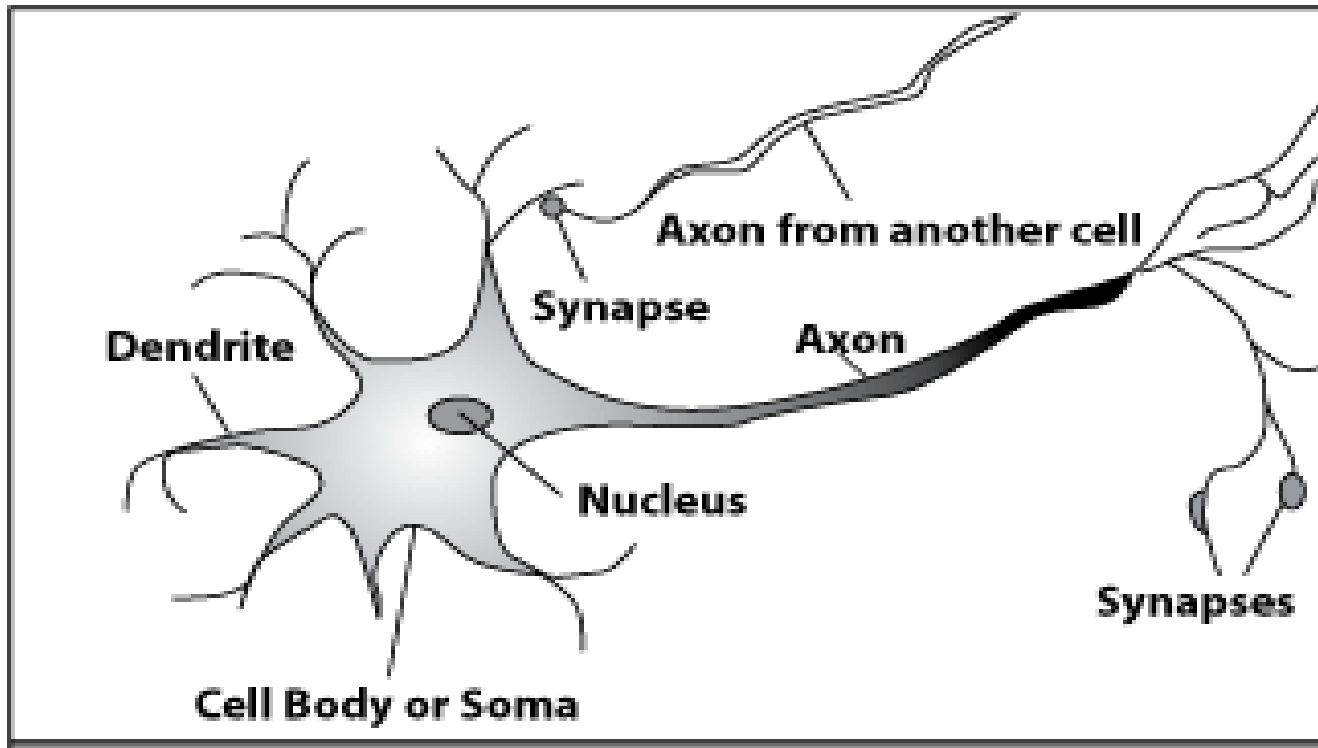


**Dendrites: Input**  
**Cell body: Processor**  
**Synaptic: Link**  
**Axon: Output**

# *How do our brains work?*

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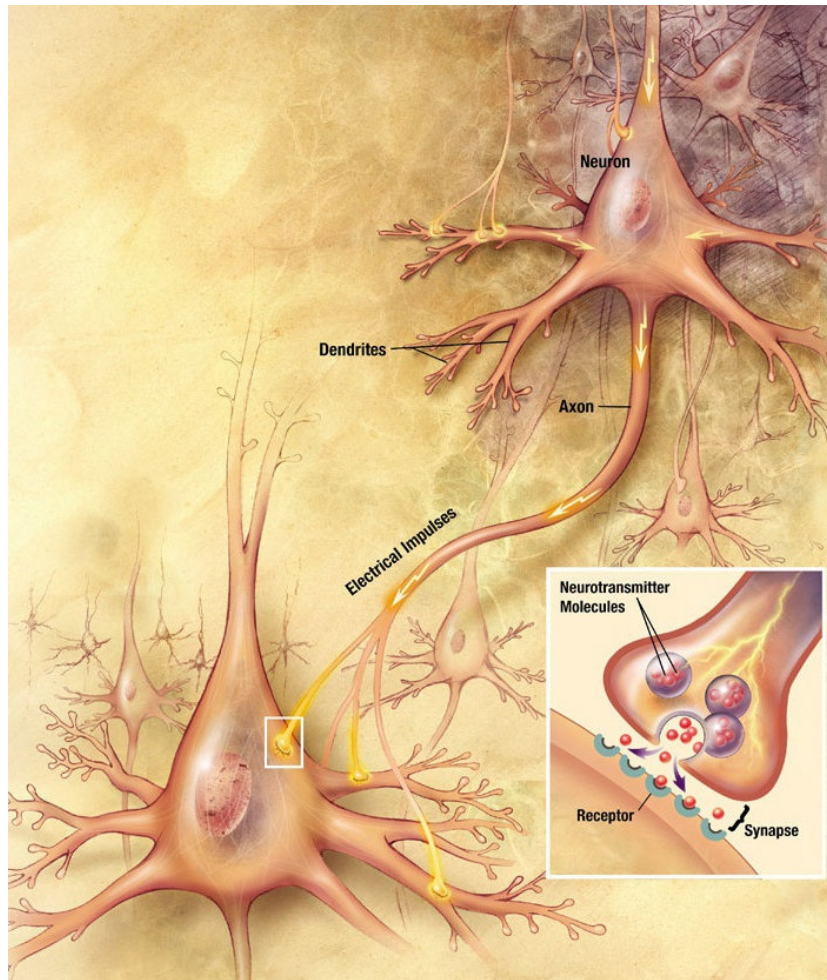
## ❖ Neuron - A processing element



**A neuron is connected to other neurons through about *10,000 synapses***

# *How do our brains work?*

## ❏ Neuron - A processing element



A neuron receives input from other neurons. Inputs are combined.

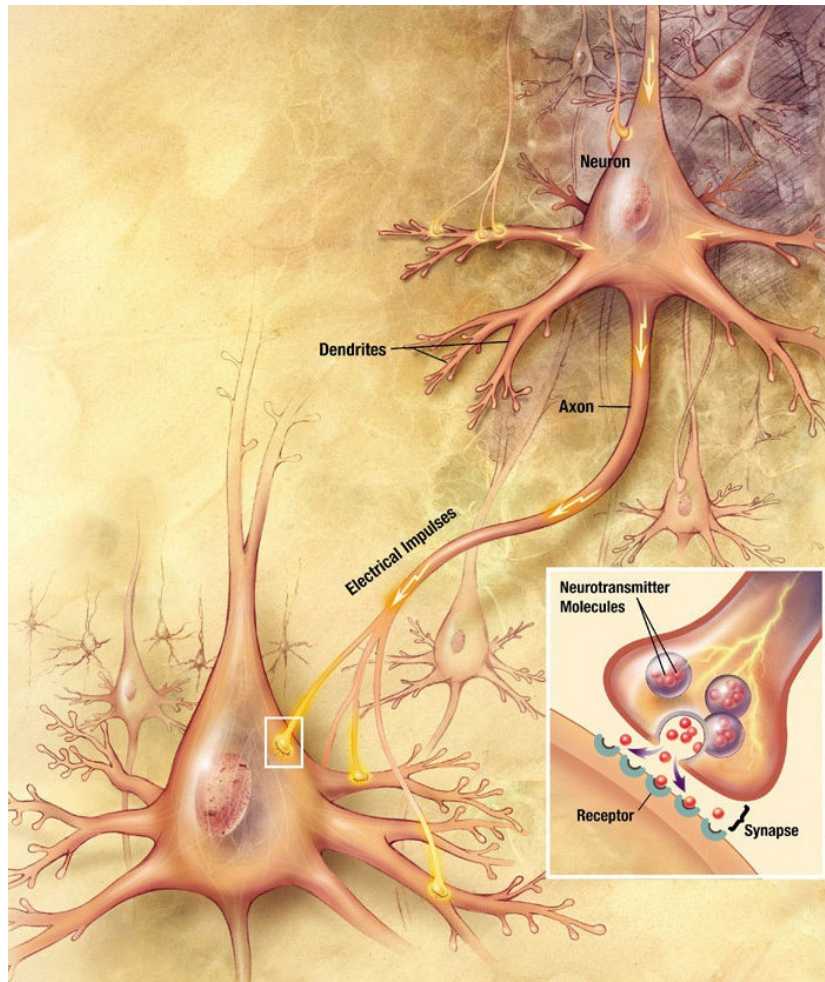
Once input exceeds a critical level, the neuron discharges a spike - an electrical pulse that travels from the body, down the axon, to the next neuron(s)

The axon endings almost touch the dendrites or cell body of the next neuron.

[Credit: US National Institutes of Health, National Institute on Aging]

# *How do our brains work?*

## ❏ Neuron - A processing element



Transmission of an electrical signal from one neuron to the next is effected by neurotransmitters.

Neurotransmitters are chemicals which are released from the first neuron and which bind to the Second.

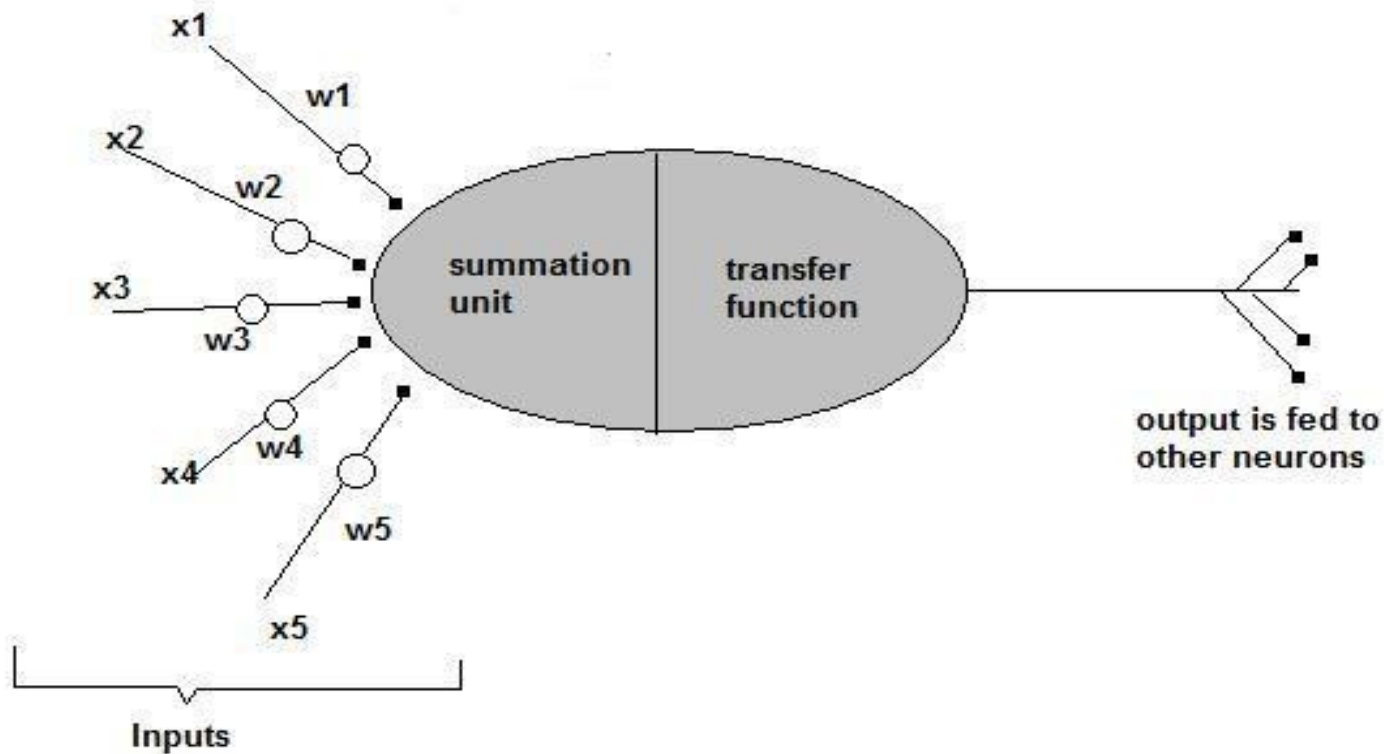
This link is called a synapse. The strength of the signal that reaches the next neuron depends on factors such as the amount of neurotransmitter available.

[Credit: US National Institutes of Health, National Institute on Aging]

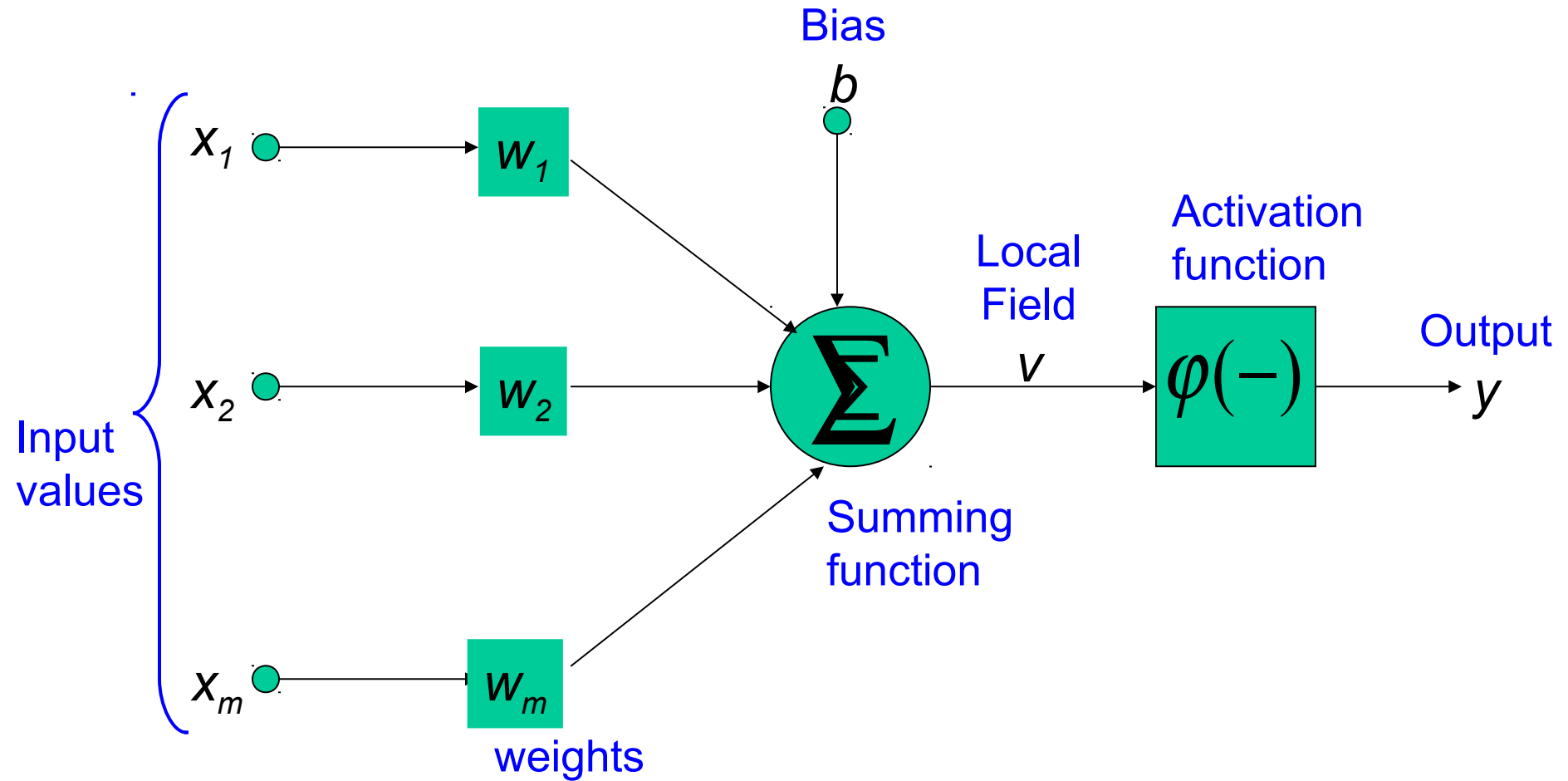
# *Model of Single Neuron*

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## A Single Neuron

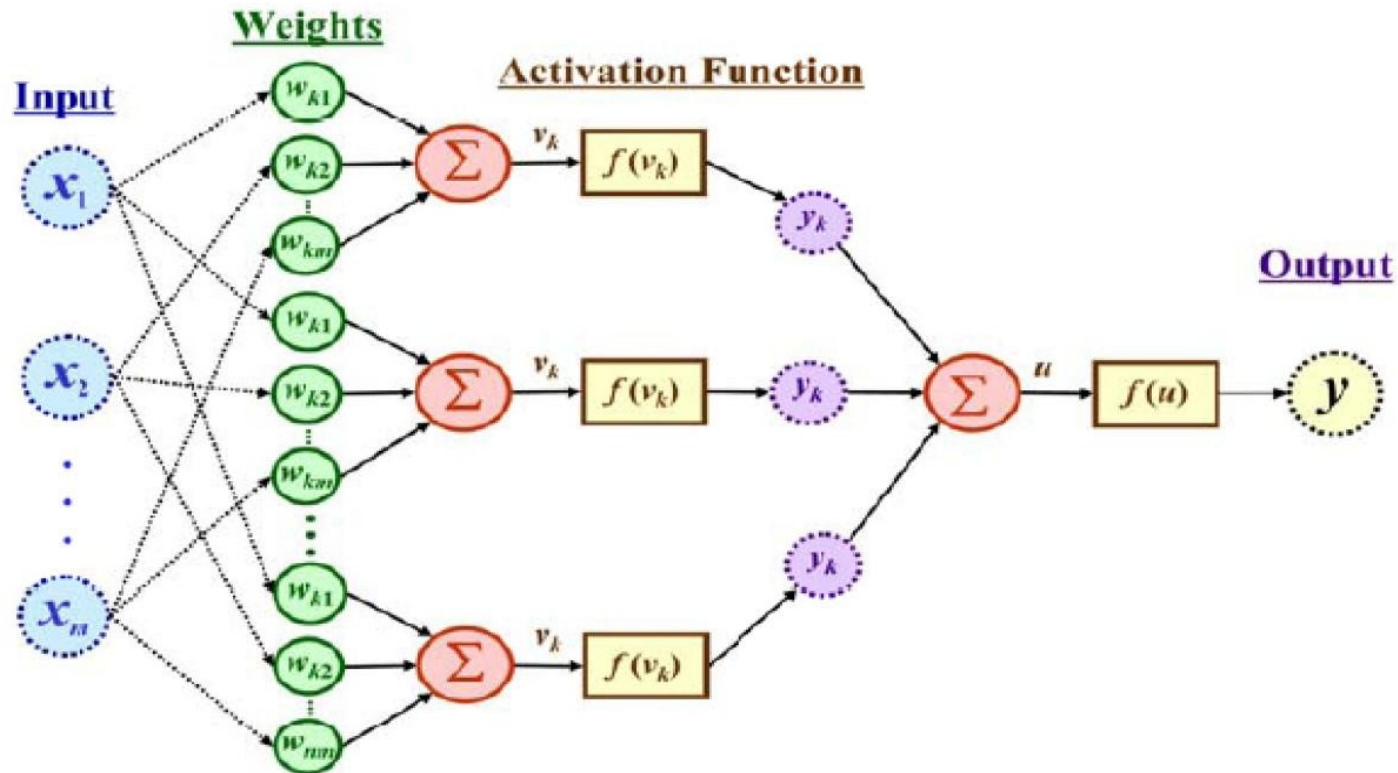


# Neuron





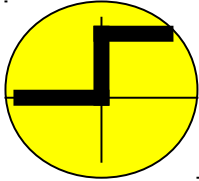
# Neural Network



The output is a function of the input, that is affected by the weights, and the transfer functions

# Activation Functions

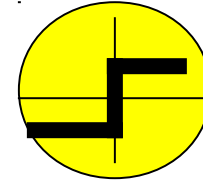
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## Step function

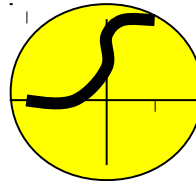
(Linear Threshold Unit)

$$\text{step}(x) = \begin{cases} 1, & \text{if } x \geq \text{threshold} \\ 0, & \text{if } x < \text{threshold} \end{cases}$$



## Sign function

$$\text{sign}(x) = \begin{cases} +1, & \text{if } x \geq 0 \\ -1, & \text{if } x < 0 \end{cases}$$



## Sigmoid function

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



# *Network Architecture*

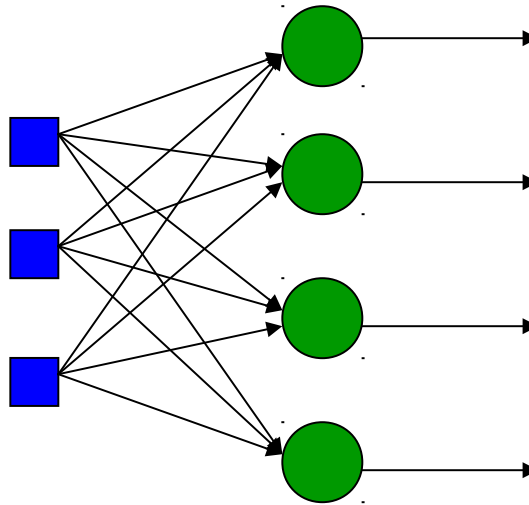
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- ❏ Three different classes of network architectures
  - ❏ single-layer feed-forward
  - ❏ multi-layer feed-forward
  - ❏ recurrent
- ❏ The **architecture** of a neural network is linked with the learning algorithm used to train

# *Single Layer Feed Forward*

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*Input layer  
of  
source nodes*

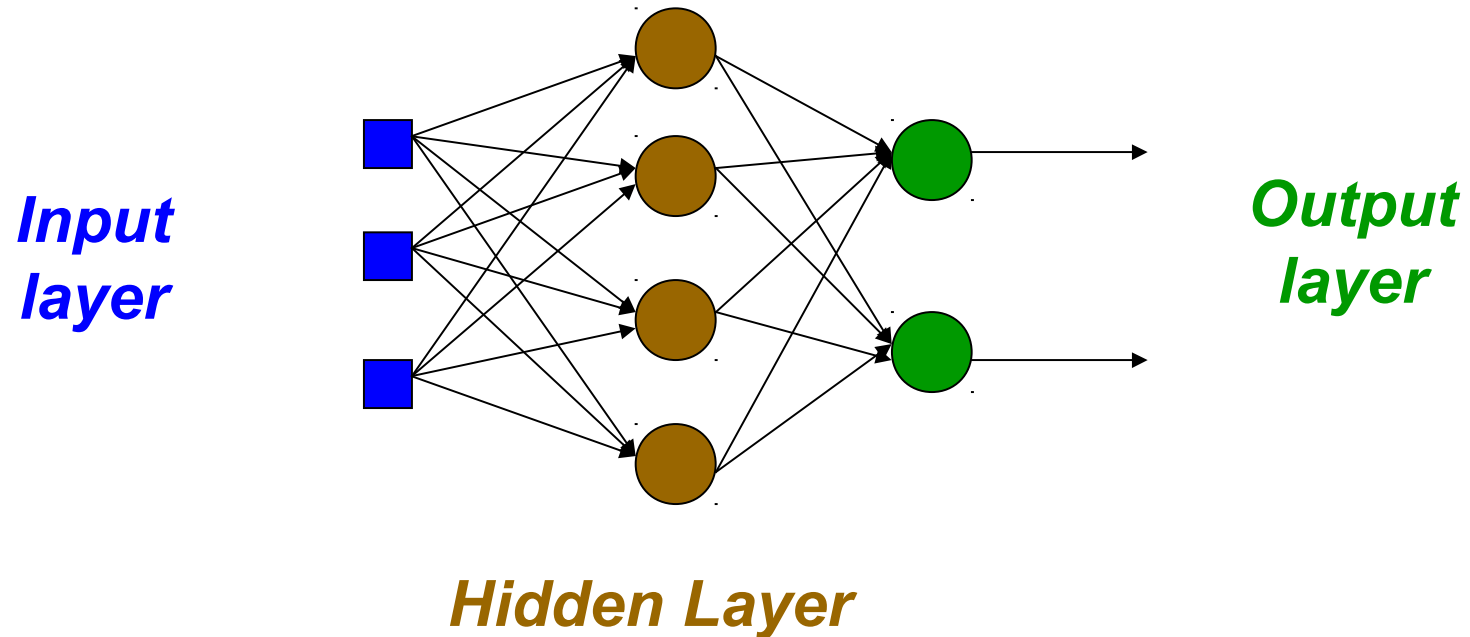


*Output layer  
of  
neurons*

# *Multilayer Feed Forward Network*

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3-4-2 Network



# *Feed Forward Network*

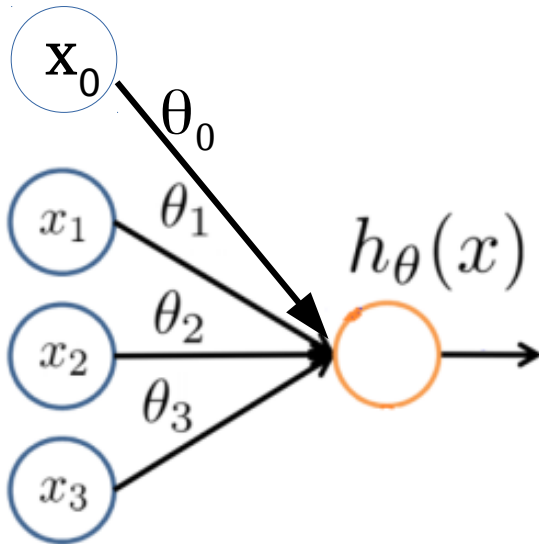
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Advantage: lack of cycles = > computation proceeds uniformly from input units to output units.

- ❏ activation from the previous time step plays no part in computation, as it is not fed back to an earlier unit
- ❏ simply computes a function of the input values that depends on the weight settings –it has no internal state other than the weights themselves.
- ❏ fixed structure and fixed activation function  $g$ : thus the functions representable by a feed-forward network are restricted to have a certain parameterized structure

# Neural Network

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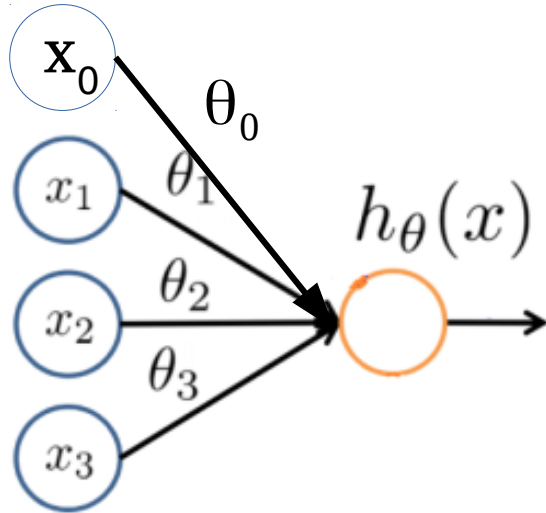
$$x = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} \quad \theta = \begin{bmatrix} \theta_1 \\ \theta_2 \\ \theta_3 \end{bmatrix}$$

- Hypothesis:  $h_{\theta}(x) = \theta_0 x_0 + \theta_1 x_1 + \theta_2 x_2 + \theta_3 x_3 = \theta^T x$
- **Linear Perceptron** provides output as sum of weighted inputs

# Neural Network

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## Neuron model: Logistic unit

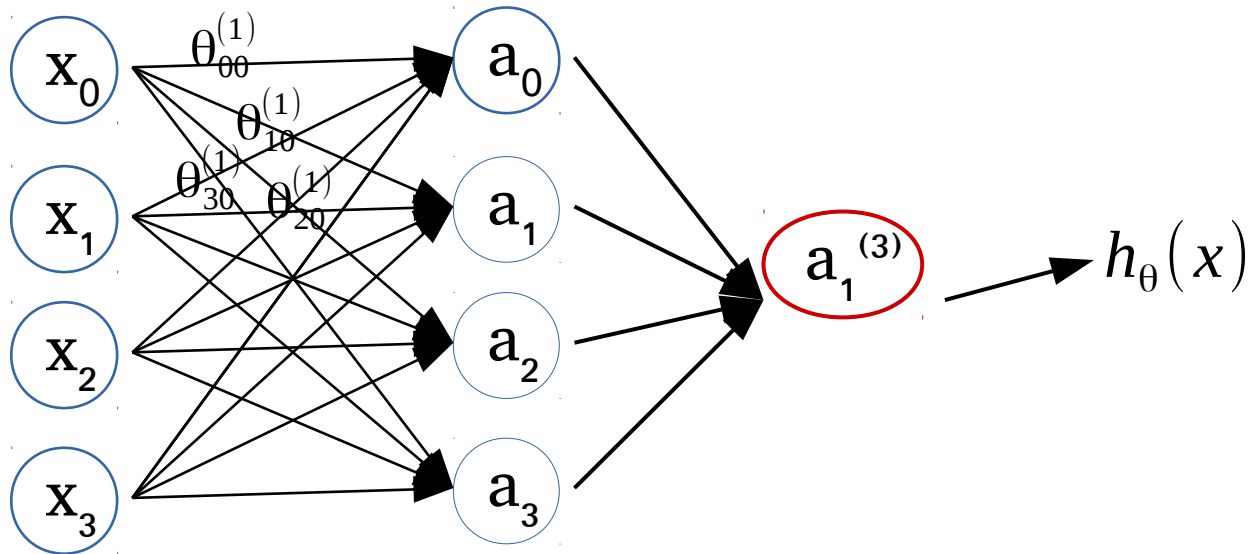


$$x = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} \quad \theta = \begin{bmatrix} \theta_1 \\ \theta_2 \\ \theta_3 \end{bmatrix}$$

$$\theta^T x = x_1 \theta_1 + x_2 \theta_2 + x_3 \theta_3$$

- Hypothesis: (Sigmoidal function)  $h_{\theta}(x) = \frac{1}{1 + e^{-\theta^T x}}$
- **Non-linear perceptron** normally uses a threshold function for the output, to limit the extreme values.

# Neural Network



$$a_0^2 = g(\theta_{00}^{(1)} x_0 + \theta_{01}^{(1)} x_1 + \theta_{02}^{(1)} x_2 + \theta_{03}^{(1)} x_3)$$

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

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

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

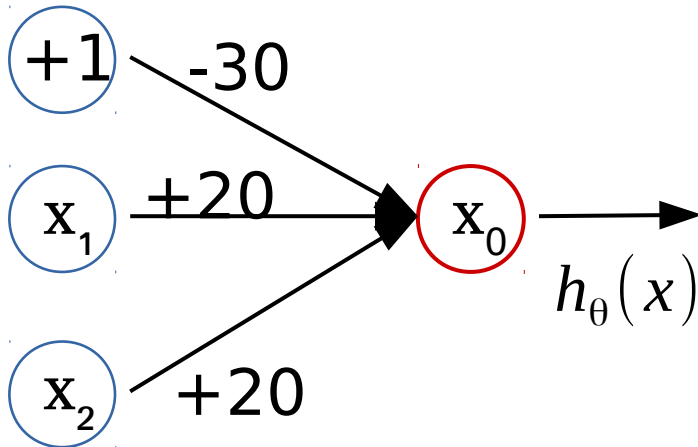
$$h_{\theta}(x) = a_1^{(3)} g(\theta_{10}^{(2)} a_0^{(2)} + \theta_{11}^{(2)} a_1^{(2)} + \theta_{12}^{(2)} a_2^{(2)} + \theta_{13}^{(2)} a_3^{(2)})$$

# Neural Network

## Simple example - AND

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

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



| $x_1$ | $x_2$ | $h_\theta(x)$ |
|-------|-------|---------------|
| 0     | 0     | 0 $g(-30)$    |
| 0     | 1     | 0 $g(-10)$    |
| 1     | 0     | 0 $g(-10)$    |
| 1     | 1     | 1 $g(10)$     |

$$h_\theta(x) = g(-30 + 0 * 20 + 0 * 20) = g(-30)$$

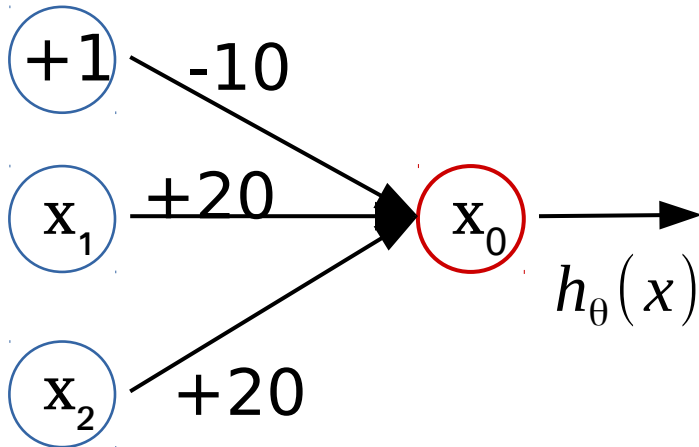


# Neural Network

## Simple example - OR

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

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



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

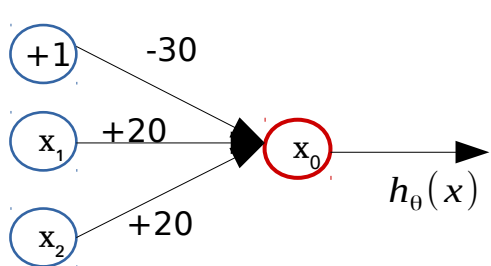
$$h_{\theta}(x) = g(-10 + 0 * 20 + 0 * 20) = g(-0)$$

# Neural Network

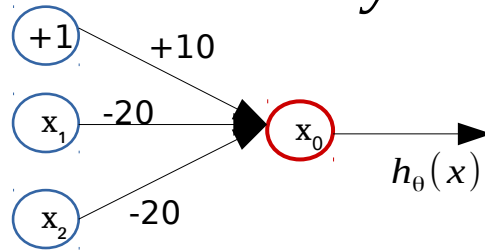
## Simple example - XNOR

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

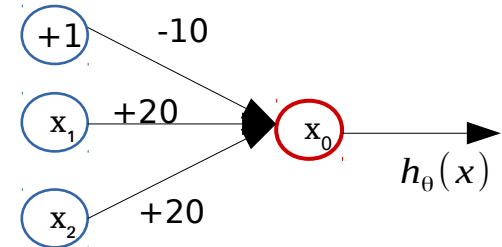
$$y = x_1 \text{ XNOR } x_2$$



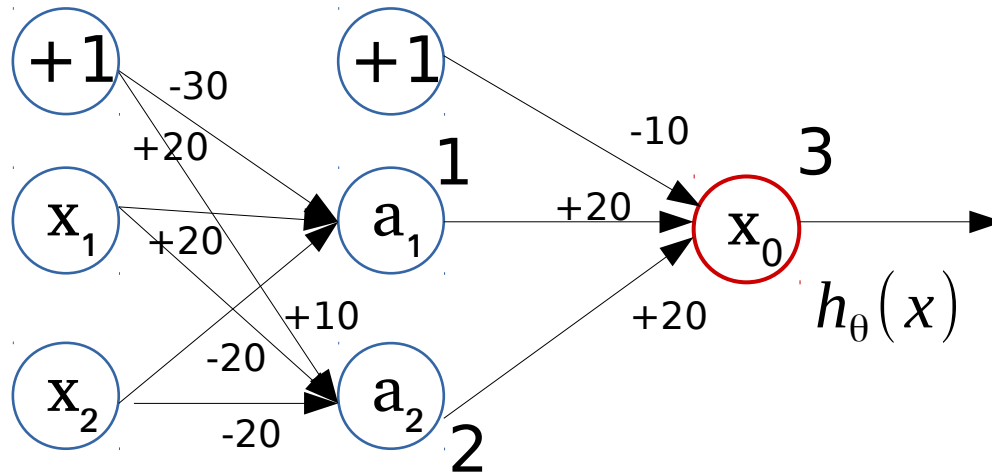
1 -  $x_1$  AND  $x_2$



2 - NOT  $x_1$  AND NOT  $x_2$



3 -  $x_1$  OR  $x_2$



| $x_1$ | $x_2$ | $a_1$ | $a_2$ | $h_\theta(x)$ |
|-------|-------|-------|-------|---------------|
| 0     | 0     | 0     | 1     | 1             |
| 0     | 1     | 0     | 0     | 0             |
| 1     | 0     | 0     | 0     | 0             |
| 1     | 1     | 1     | 0     | 1             |