Adaline Model

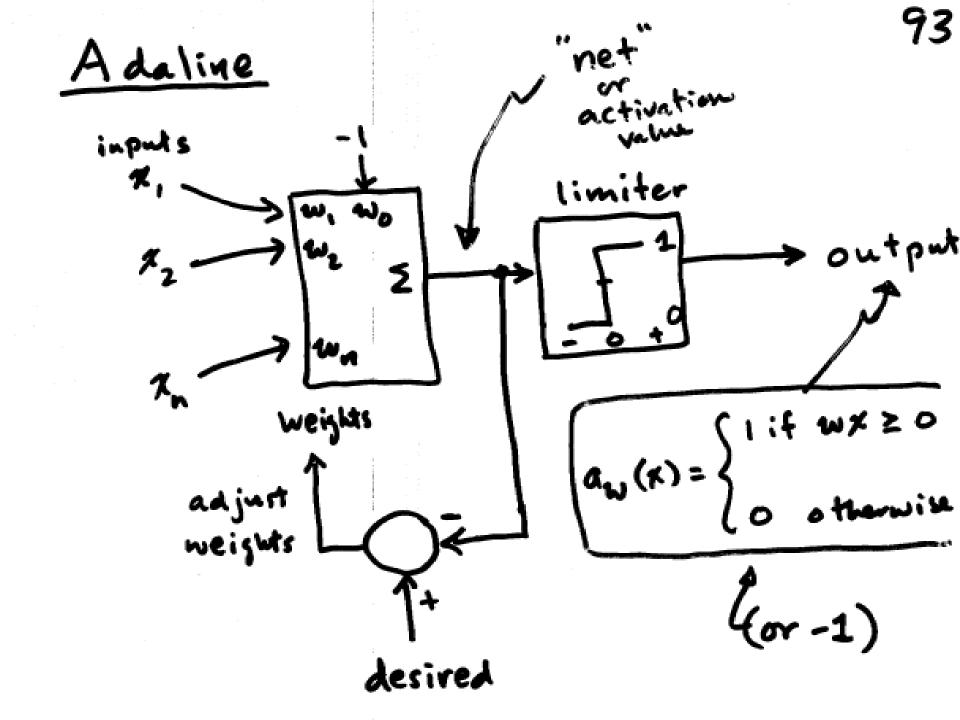
'Adaline" = Adaptive Linear Neuron
or
"Element"

It is essentially the same as a perceptron, but the training model is different.

The model is a special case of gradient descent which is used in a wide variety of networks for training.

Unlike Perceptron training, an Adaline continues to learn even when it gives the <u>right</u> answer.

This is done by having the training be based on the "net" or activation value, rather than on the output.

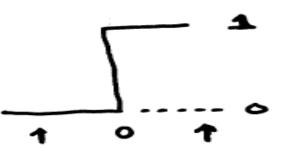


A problem to be addressed

is:

What is the desired activation value for a sample, since desired outputs are expressed instead?

Since the output is a limiter function applied to the activation, we can pick nominal activation values to get the desired output.



Picking desired activation of, say -0.5, 0.5 might be ok.

Picking 0,1 would not be so good, since 0 is right on the boundary.

Adaline Training

Adaline Training

Given input vector 2, desired net value d

the error is defined as

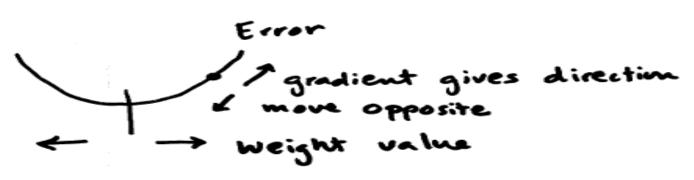
E = d - wx

= d - \(\int w. x.

Since the error is signed, it is common to minimize the squared error, so the system converges toward zero error regardless of sign.

Gradient Descent

To move the error toward O, we can compute the gradient which gives the direction of error increase, and move the weights in the opposite direction.



The gradient is computed treating the squared-function E as a

function of w, with the input(s)

 $E^2 = E(\omega)$

fixed :

$$= E(\omega)$$

$$\nabla_{w} E^{2} = \left(\frac{\partial E^{2}}{\partial w_{0}}, \frac{\partial E^{2}}{\partial w_{0}}, \dots, \frac{\partial E^{2}}{\partial w_{n}} \right)$$

2 vector of partial derivatives

The gradient is computed by

computing each component

= 2 (d-wx)

 $= 2 \left(d - wx \right) \frac{\partial}{\partial w_i} \left(d - wx \right)$ = E

= - 2 (wo -1 + w, x, + w, x, + w, x, + ...)

= -x; (where xo=-1)

Summerizing

is the gradient component for the ith weight.

We adjust the weight opposite to this, so we have the value new $w_i = w_i + 1 = \infty$

or in vector form

(incorporating the 2)

Adeline

new w = w + n E x

learning rule The Adaline training algorithm applies the rule w = w + Dw; for $\Delta w = H E x$ the training input error in training input learning rate

(a) all samples correctly classified

(b) a specified MSE over all

samples is achieved

(c) a specifical number of epochs rendual

The Adaline training algorithm presented,

Aw = 7.error. x

the summary of the sum of t

is called the LMS algorithm

[least mean-square"

a-LMS or Widrow-Hoff rule

 $\Delta w = \frac{\pi \cdot \text{error} \cdot \frac{\pi}{||x||}}{||x||}$ $\frac{2}{||x||} \approx \frac{\pi}{||x||}$

Generalizing Adaline Training (moving toward backpropagation)

Recall that for <u>discrete</u> output we were forced to choose target activation values Such as -0.5 , 0.5 to get outputs 0 1

Not all choices will work equally well. It would be nice if the neuron <u>learned</u> the choice, instead.

Continuous approximation to

a hard limiter

(discrete)

Sigmoid (continuous)

sigmoid with greater spread

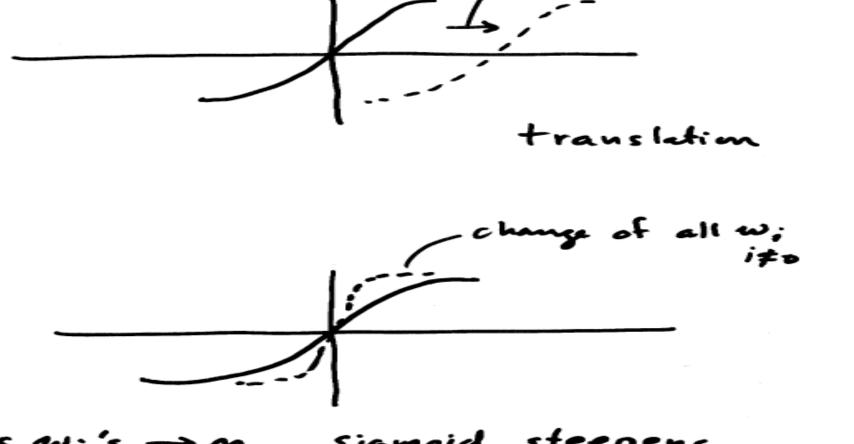
limited linear

The sigmoid curve is capable of "imitating" a range of behaviors depending on the slope.

There are actually many curves of sigmoid character. A common one is the logistic function or logsig" $f(y) = \frac{1}{1 + e^{-y}}$

Since y will be the activation value Zwixi the effective slope is adjusted by the weights.

The sigmoid can also effectively be translated by the constant term in Zw; x; (x = -1)



As wi's -> 00, sigmoid steepens.

Our generalized Adaline looks ke activation value activation function $\chi_{n} = \frac{w_{n} w_{n}}{w_{n}}$ where f is, say, a sigmoid.

How to train the general model?

Generalized Adaline Training

Training Adaline with Generalized Activation Function using Gradient Descent

Error = E(w) = d-f(y)

desired

activation
value

identity

for

regular

adaline,

could be

sigmoid

E(w) because inputs regarded as fixed during training

Gradient descent depends on computing or estimating the gradient Ju E squared error function, (sum of squared errors over all inputs) which is a <u>vector</u> with one component per weight w;

∂w; E²

From calculus differentiation rule for square of a function:

Since E = d-f(y)

$$\frac{\partial E}{\partial w_i} = \frac{\partial a}{\partial w_i} - \frac{\partial}{\partial w_i} f(y)$$

So $\frac{\partial}{\partial w_i} E^2 = -2E \frac{\partial}{\partial w_i} f(y)$

How to find $\frac{\partial}{\partial w_i} f(y)$?

y=wx

Regard of as a function, say g, of w:

y = g(w) = wx

We want to compute

æ; f(g(m))

composition of f and g

For any function φ , φ' denotes its derivative (assuming it has me). fog denotes the composition of f wimg, i.e. (fog) (w) = f(g(w))

Our application:

$$\frac{\partial}{\partial w}$$
; $f(g(w))$

$$= f'(g(w)) \cdot (\frac{\partial}{\partial w}, g)(w)$$

$$\frac{1}{3} = \frac{2}{3} = \frac{2}{3} \text{ if } i = j$$

$$\frac{1}{3} = \frac{2}{3} = \frac{2}{3}$$

$$50 \left(\frac{\partial}{\partial w_i} f(g(w)) \right) = f'(y) \cdot x_i$$

So once f(y) is compute, as a value Z, say

f'(y) can be computed algebraically as Z(1-Z)

Gradient component

-2E るい.f(y)

= $-2Ef'(y) \times i$ Acrivative of fevaluated at

Essentially
3.8
in text.

We only require that f have a derivative in order to train.

activation value

Consider case of f being

点(날)= -<u>9</u> Using the rule

$$f'(y) = \frac{-d_y(1+e^{-y})}{(1+e^{-y})^2} = \frac{e^{-y}}{(1+e^{-y})^2}$$

$$= \frac{1+e^{-\gamma}}{(1+e^{-\gamma})^2} - \frac{1}{(1+e^{-\gamma})^2}$$

$$= \frac{1}{1+e^{-\gamma}} - \frac{1}{(1+e^{-\gamma})^2}$$

$$= f(y) - f(y)^2 = f(y) (1-f(y))$$

Weight Update for Sigmoid Adeline

$$\Delta w_i = 2 E \frac{\partial}{\partial w_i} f(y) \cdot \eta$$

=
$$2E \cdot f(y)(1-f(y)) \times i \cdot n$$

Incorporating factor of 2 into n

$$\Delta w_i = \eta \in f(\eta)(1-f(\eta)) \times i$$

where n = learning rate

x; = ith input value

Algorithm:

Initialize w to random reals. Set n to a 'nominal" rate, such as 0.1. done = false; while (rdone) done = true; for (j=1 to N) error = y1 - pw (x1); if (error + 0) done = false; w = w + 1/* error * x1;