

# Artificial Intelligence

The roots of Machine Learning

Playing with the Perceptron

Extrapolating concepts,

from the Perceptron to general NNs



# Playing with the Perceptron

- Objectives
  - Understand the "artificial neuron" AKA "Perceptron" as a mathematical function inspired by the biological neuron
  - It is the basic building block of neural networks
  - Code different Python implementations
  - Observe its behavior using different datasets
  - Understand the effect of some hyper-parameters



# Perceptron concept

- Concept by Frank Rosenblatt, 1943
  - implementation 1957
  - Inspired by the biological neuron (a single neuron)
- It takes inputs
  - Think of a collection of values,  $X = (x_1, \dots, x_n)$
- Each input is weighted by a weight/coefficient
  - $W = (w_1, \dots, w_n)$
- So, it does a summation of products
  - $\text{Sum} = x_1 * w_1 + \dots + x_n * w_n$
- It also adds a bias term
  - $\text{Linear Result} = \text{Sum} + \text{bias}$
- It computes some "activation function" of the linear result,  $\text{Result} = f(\text{linear result})$
- So, a Perceptron is a function:  $w_1x_1 + \dots + w_nx_n + \text{bias}$

# Perceptron concept

- The classic "activation function" (F) is a "step-function"
  - Outputs 0 or 1, nothing in-between
- Perceptron Learning Algorithm: iterative process to learn  $W$ ,  $b$
- Perceptron Learning Algorithm
  - Random init for  $W$  and  $b$
  - For each learning opportunity, for each sample
    - Multiply the weights ( $w$ ) by the current sample ( $cs$ )
      - $lout = np.dot(cs, w)$
    - Sum the bias ( $b$ ) to the resulting linear output ( $lout$ )
      - $lout += b$
    - Obtain a prediction for  $cs$  ( $pcs$ ) using the activation function (F)
      - $pcs = F(lout)$
    - Compare the prediction to the real thing ( $y$ ), there will be a deviation ( $d$ )
      - $d = y - pcs$
    - Find the adjustment ( $a$ ) according to the learning rate (LR) and  $d$ 
      - $a = LR * d$
    - Update  $W$  by summing it the current sample adjustment:  $W += a * cs$
    - Also update the bias:  $b += a$

# Perceptron - making predictions

- A Perceptron implementation should have a "predict" method
- Accuracy is the relationship between the number of correct predictions for samples in some test set, and the test set's entire length
- If the accuracy is low, check:
  - W and b initialization
  - Learning rate
    - Too low? Too high? Relationship to number of iterations?
  - Feature scaling
    - Do 1+ feature(s) have values relatively big? They can dominate the learning.
    - Normalize (Min-Max scaling)
    - Standardize (Z-score normalization)
  - Number of iterations
  - Implementation
  - Data quality

# Perceptron - making predictions

- If the accuracy is low, check the need for:
  - Normalization (SciKit's MinMaxScaler)
    - To scale the data to a fixed range (e.g.  $[0,1]$ )
      - $N(x) = x - \min(X) / \max(X) - \min(X)$
      - $x$  is a sample and  $X$  the entire dataset ; operations are performed per feature
  - Standardization (SciKit's StandardScaler)
    - Mean = 0 ; Stdevp = 1
      - $S(x) = x - \text{Mean}(X) / \text{Stdevp}(X)$
      - $x$  is a sample and  $X$  the entire dataset ; operations are performed per feature

# References

- <https://news.cornell.edu/stories/2019/09/professor-s-perceptron-paved-way-ai-60-years-too-soon>
- <https://en.wikipedia.org/wiki/Perceptron>
- [https://github.com/amsm/am\\_perceptron](https://github.com/amsm/am_perceptron)