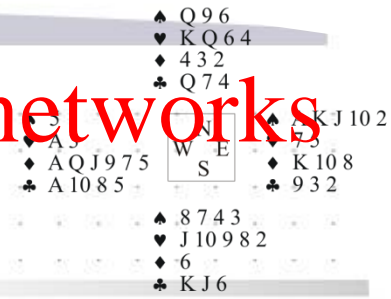
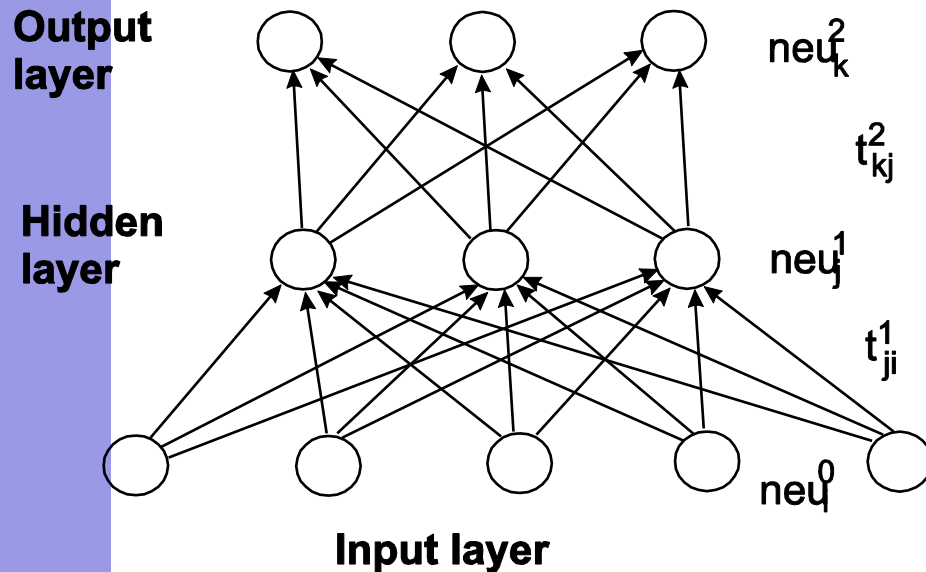


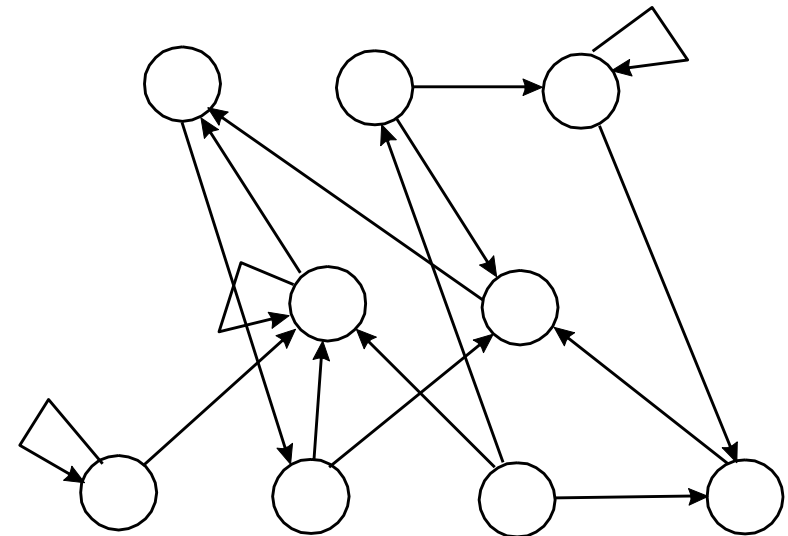
Feed-forward vs. Recurrent neural networks



Feed-forward network



Recurrent network



structure of connections + weights
define what a NN will do.

Learning in NNs

♠ Q 9 6
♥ K Q 6 4
♦ 4 3 2
♣ Q 7 4

♠ 5
♥ A 3
♦ A Q J 9 7 5
♣ A 10 8 5

	N	
W		E
	S	

♠ A K J 10 2
♥ 7 5
♦ K 10 8
♣ 9 3 2

♠ 8 7 4 3
♥ J 10 9 8 2
♦ 6
♣ K J 6

The main advantages of using NNs:

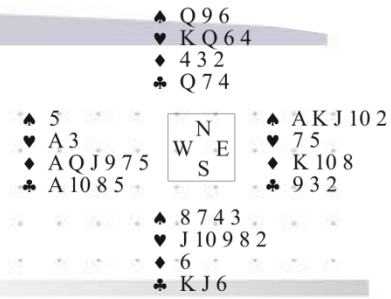
- ability to learn,
- natural ability to parallel processing.

Learning = changing of weights

Three basic learning techniques:

- *supervised learning*
- *unsupervised learning*
- *reinforcement learning*

Supervised learning



Training samples are of the form: $(x^i, d^i) \in R^{m+k}, i = 1, \dots, n$
 i.e. m -dimensional learning vectors and k -dimensional desired outputs.

The task consists in minimization of the recognition error in the output layer (vectors d^i) in case vectors x^i are presented as the inputs.

Error function:
$$E = \sum_{i=1}^n \| y^i - d^i \| \quad \text{i.e.} \quad E = \frac{1}{2} \sum_{i=1}^n \sum_{j=1}^k (y_j^i - d_j^i)^2$$

Training patterns are input to the network in a pre-defined order.

Learning consists in the gradual (iterative) change of weights so as to minimize the above error formula.

Simple gradient method

- Algorithm

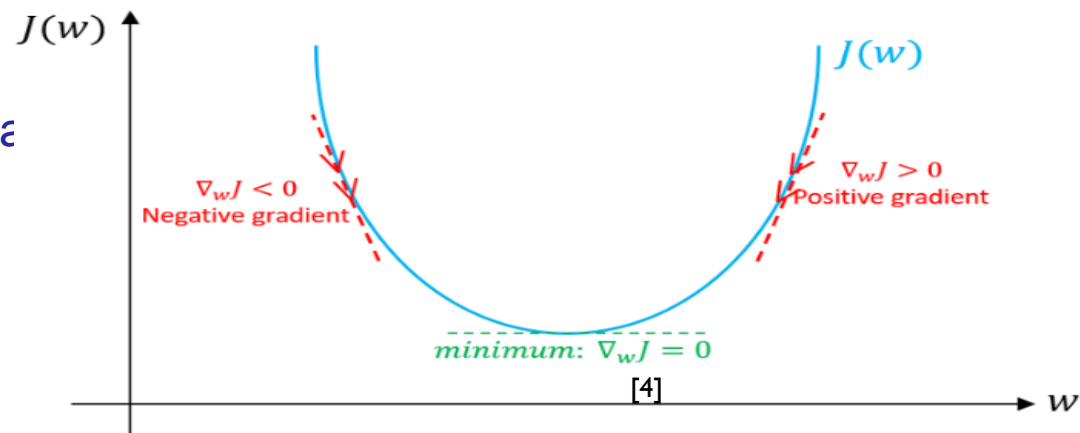
1. Choose the starting point x_0
2. $\mathbf{x}_{k+1} = \mathbf{x}_k - \alpha_k \nabla f(\mathbf{x}_k)$
3. Check stopping criterion, if fulfilled then STOP
4. If $f(\mathbf{x}_{k+1}) \geq f(\mathbf{x}_k)$ then decrease α_k and repeat point 2 for the k -th step
5. Repeat point 2 for the next step ($k+1$)

- Possible stopping criteria:



➤ $\|\nabla f(\mathbf{x}_k)\| \leq \epsilon$

$\|\mathbf{x}_{k+1} - \mathbf{x}_k\| \leq \epsilon$



♠ Q 9 6
♥ K Q 6 4
♦ 4 3 2
♣ Q 7 4

♠ 5
♥ A 3
♦ A Q J 9 7 5
♣ A 10 8 5

♠ A K J 10 2
♥ 7 5
♦ K 10 8
♣ 9 3 2

♠ 8 7 4 3
♥ J 10 9 8 2
♦ 6
♣ K J 6

$$w(t+1) = w(t) + \eta(t) p(w(t))$$
$$p(w(t)) = -\nabla E(w(t))$$

Weights can be updated

- after each presentation of the learning pair (*on-line backpropagation*)
- after presentation of the whole training set (*off-line, batch backprop.*)

Backpropagation learning: propagation of the error back towards the input layer. The update takes place only in the case of non-zero error (momentum, QuickProp, RProp, ...)

Backpropagation

- Notation

- m – the size of training data set
- Upper index (i) (i in parenthesis) refers to the i th training sample
- Upper index $[i]$ (i in square brackets) refers to the i th network layer
- Lower index i refers to the i th neuron in a layer
- $W^{[i]}$ – weight matrix between neurons in the $(i-1)$ -th and i th layers
- $b^{[i]}$ – bias vector in the i th layer
- $z^{[i]}$ – vector of sums which define inputs to the i th layer neurons
- $g^{[i]}$ – vector of activation functions in the i th layer
- $a^{[i]}$ – vector of outputs in the i th layer

♠ Q 9 6
♥ K Q 6 4
♦ 4 3 2
♣ Q 7 4

♠ 5
♥ A 3
♦ A Q J 9 7 5
♣ A 10 8 5

N
W E
S

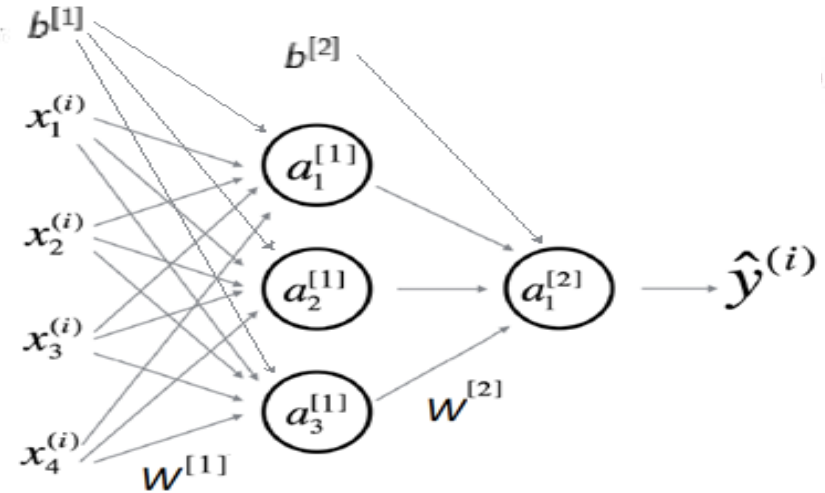
♠ A K J 10 2
♥ 7 5
♦ K 10 8
♣ 9 3 2

♠ 8 7 4 3
♥ J 10 9 8 2
♦ 6
♣ K J 6

Backpropagation

- Notation

- \hat{y} – the actual network output
- $L(\hat{y}, y)$ – loss function
- L – the number of layers



- Observations

- \hat{y} may also be denoted by $a^{[L]}$
- $a_j^{[l]} = g^{[l]}(\sum_k w_{jk}^{[l]} a_k^{[l-1]} + b_j^{[l]}) = g^{[l]}(z_j^{[l]})$

- We assume that $g^{[L]}$ is sigmoidal

♠ Q 9 6
♥ K Q 6 4
♦ 4 3 2
♣ Q 7 4

♠ 5
♥ A 3
♦ A Q J 9 7 5
♣ A 10 8 5

N	E
W	S

♠ A K J 10 2
♥ 7 5
♦ K 10 8
♣ 9 3 2

▲ 8 7 4 3

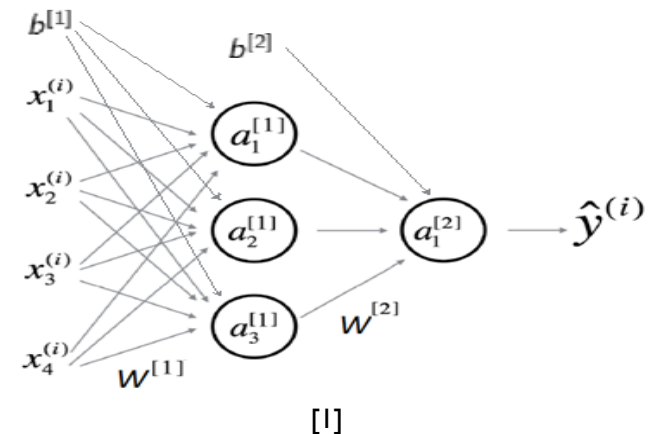
[1]

Backpropagation

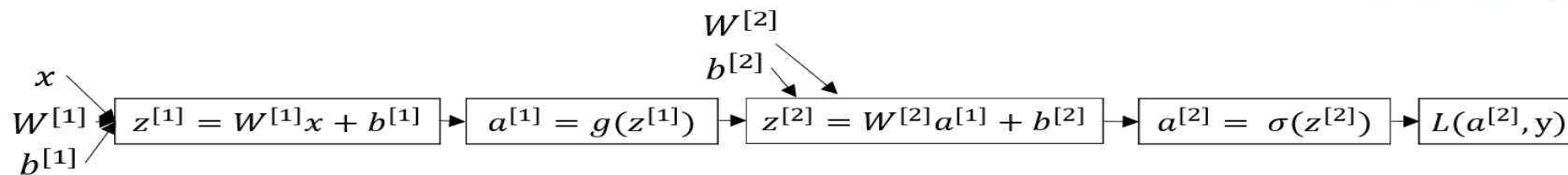
- Algorithm

```

Repeat {
  // forward propagation
   $z^{[1]} = W^{[1]}x + b^{[1]}$ 
   $a^{[1]} = g^{[1]}(z^{[1]})$ 
   $z^{[2]} = W^{[2]}a^{[1]} + b^{[2]}$ 
   $a^{[2]} = g^{[2]}(z^{[2]}) = \sigma(z^{[2]}) = \hat{y}$ 
  // backpropagation
   $W^{[2]} = W^{[2]} - \alpha \frac{\partial L}{\partial W^{[2]}}$ 
   $b^{[2]} = b^{[2]} - \alpha \frac{\partial L}{\partial b^{[2]}}$ 
   $W^{[1]} = W^{[1]} - \alpha \frac{\partial L}{\partial W^{[1]}}$ 
   $b^{[1]} = b^{[1]} - \alpha \frac{\partial L}{\partial b^{[1]}}$ 
}
    
```



Backpropagation

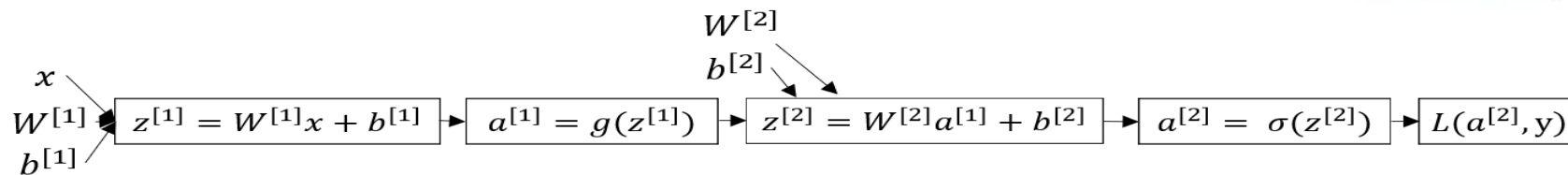


$$L(a^{[2]}, y) = L(\hat{y}, y) = -y \log \hat{y} - (1 - y) \log(1 - \hat{y}) = -y \log(a^{[2]}) - (1 - y) \log(1 - a^{[2]})$$

$$\frac{\partial L(a^{[2]}, y)}{\partial a^{[2]}} = \frac{-y}{a^{[2]}} + \frac{1 - y}{1 - a^{[2]}}$$

$$\begin{aligned} \frac{\partial L(a^{[2]}, y)}{\partial z^{[2]}} &= \frac{\partial L(a^{[2]}, y)}{\partial a^{[2]}} \frac{\partial a^{[2]}}{\partial z^{[2]}} = \left(\frac{-y}{a^{[2]}} + \frac{1 - y}{1 - a^{[2]}} \right) \frac{\partial \frac{1}{1 + e^{-z^{[2]}}}}{\partial z^{[2]}} = \left(\frac{-y}{a^{[2]}} + \frac{1 - y}{1 - a^{[2]}} \right) \frac{e^{-z^{[2]}}}{(1 + e^{-z^{[2]}})^2} = \\ &= \left(\frac{-y}{a^{[2]}} + \frac{1 - y}{1 - a^{[2]}} \right) \frac{1 + e^{-z^{[2]}} - 1}{(1 + e^{-z^{[2]}})^2} = \left(\frac{-y}{a^{[2]}} + \frac{1 - y}{1 - a^{[2]}} \right) \left(\frac{1}{1 + e^{-z^{[2]}}} - \frac{1}{(1 + e^{-z^{[2]}})^2} \right) = \\ &= \left(\frac{-y}{a^{[2]}} + \frac{1 - y}{1 - a^{[2]}} \right) (a^{[2]} - (a^{[2]})^2) = \left(\frac{-y}{a^{[2]}} + \frac{1 - y}{1 - a^{[2]}} \right) a^{[2]} (1 - a^{[2]}) = -y + ya^{[2]} + a^{[2]} - ya^{[2]} = a^{[2]} - y \end{aligned}$$

Backpropagation



$$\frac{\partial L(a^{[2]}, y)}{\partial W^{[2]}} = \frac{\partial L(a^{[2]}, y)}{\partial a^{[2]}} \frac{\partial a^{[2]}}{\partial z^{[2]}} \frac{\partial z^{[2]}}{\partial W^{[2]}} = \frac{\partial L(a^{[2]}, y)}{\partial z^{[2]}} \frac{\partial (W^{[2]} \cdot a^{[1]T} + b^{[2]})}{\partial W^{[2]}} =$$

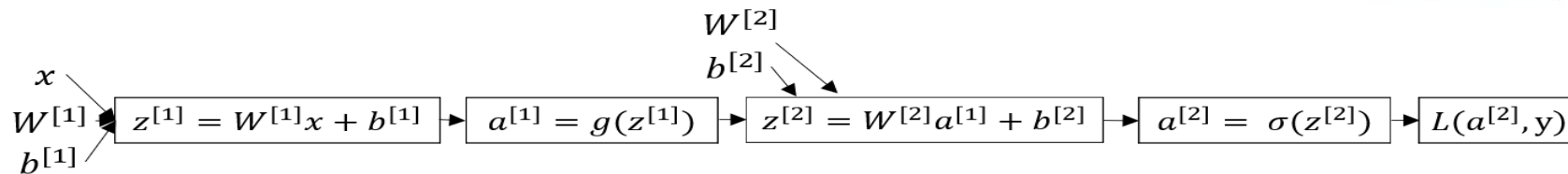
$$(a^{[2]} - y) \cdot a^{[1]T}$$

$$\frac{\partial L(a^{[2]}, y)}{\partial b^{[2]}} = \frac{\partial L(a^{[2]}, y)}{\partial a^{[2]}} \frac{\partial a^{[2]}}{\partial z^{[2]}} \frac{\partial z^{[2]}}{\partial b^{[2]}} = \frac{\partial L(a^{[2]}, y)}{\partial z^{[2]}} \frac{\partial (W^{[2]} \cdot a^{[1]T} + b^{[2]})}{\partial b^{[2]}} = a^{[2]} - y$$

$$\frac{\partial L(a^{[2]}, y)}{\partial a^{[1]}} = \frac{\partial L(a^{[2]}, y)}{\partial a^{[2]}} \frac{\partial a^{[2]}}{\partial z^{[2]}} \frac{\partial z^{[2]}}{\partial a^{[1]}} = \frac{\partial L(a^{[2]}, y)}{\partial z^{[2]}} \frac{\partial (W^{[2]} \cdot a^{[1]T} + b^{[2]})}{\partial a^{[1]}} =$$

$$(a^{[2]} - y) \cdot W^{[2]T}$$

Backpropagation



$$\frac{\partial L(a^{[2]}, y)}{\partial z^{[1]}} = \frac{\partial L(a^{[2]}, y)}{\partial a^{[1]}} \frac{\partial a^{[1]}}{\partial z^{[1]}} = (a^{[2]} - y) \cdot W^{[2]T} \cdot g^{[1]'}(z^{[1]})$$

$$\frac{\partial L(a^{[2]}, y)}{\partial W^{[1]}} = \frac{\partial L(a^{[2]}, y)}{\partial z^{[1]}} \frac{\partial z^{[1]}}{\partial W^{[1]}} = (a^{[2]} - y) \cdot W^{[2]T} \cdot g^{[1]'}(z^{[1]}) \cdot \frac{\partial (W^{[1]} \cdot x^T + b^{[1]})}{\partial W^{[1]}} = (a^{[2]} - y) \cdot W^{[2]T} \cdot g^{[1]'}(z^{[1]}) \cdot x^T$$

$$\frac{\partial L(a^{[2]}, y)}{\partial b^{[1]}} = \frac{\partial L(a^{[2]}, y)}{\partial z^{[1]}} \frac{\partial z^{[1]}}{\partial b^{[1]}} = (a^{[2]} - y) \cdot W^{[2]T} \cdot g^{[1]'}(z^{[1]}) \cdot \frac{\partial (W^{[1]} \cdot x^T + b^{[1]})}{\partial b^{[1]}} = (a^{[2]} - y) \cdot W^{[2]T} \cdot g^{[1]'}(z^{[1]})$$

Backpropagation – pros and cons

Basic advantage:

- efficiency and universality

Problems:

- local minima
- computational load
- slow convergence, especially
 - in flat regions of E
 - close to local minima
- possibility of oscillation
- catastrophic interference problem

♠ Q 9 6		♠ A K J 10 2
♥ K Q 6 4		♥ 7 5
♦ 4 3 2		♦ K 10 8
♣ Q 7 4		♣ 9 3 2
♠ 5		♠ 8 7 4 3
♥ A 3		♥ J 10 9 8 2
♦ A Q J 9 7 5		♦ 6
♣ A 10 8 5		♣ K J 6

W E
N S

Oscillation - example

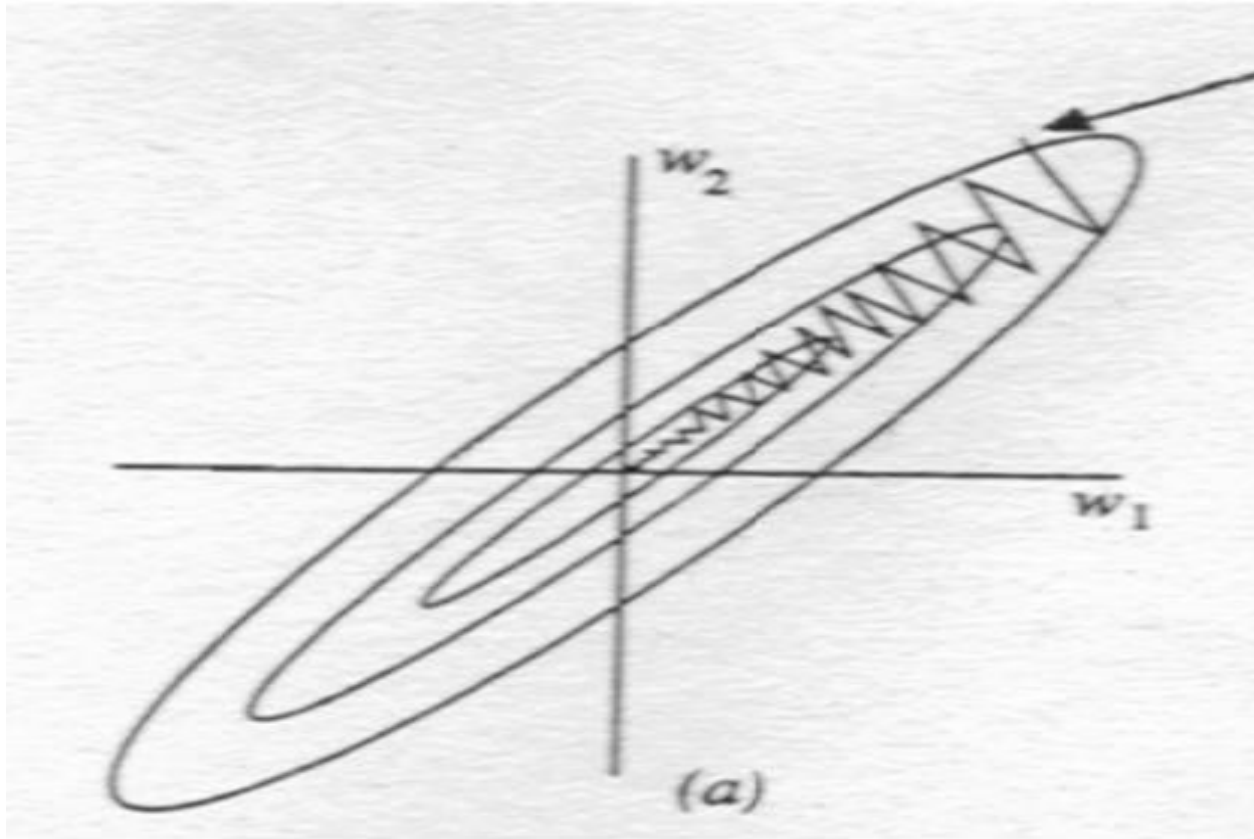
♠ Q 9 6
 ♥ K Q 6 4
 ♦ 4 3 2
 ♣ Q 7 4

♠ 5
 ♥ A 3
 ♦ A Q J 9 7 5
 ♣ A 10 8 5

	N	
W		E
	S	

♠ A K J 10 2
 ♥ 7 5
 ♦ K 10 8
 ♣ 9 3 2

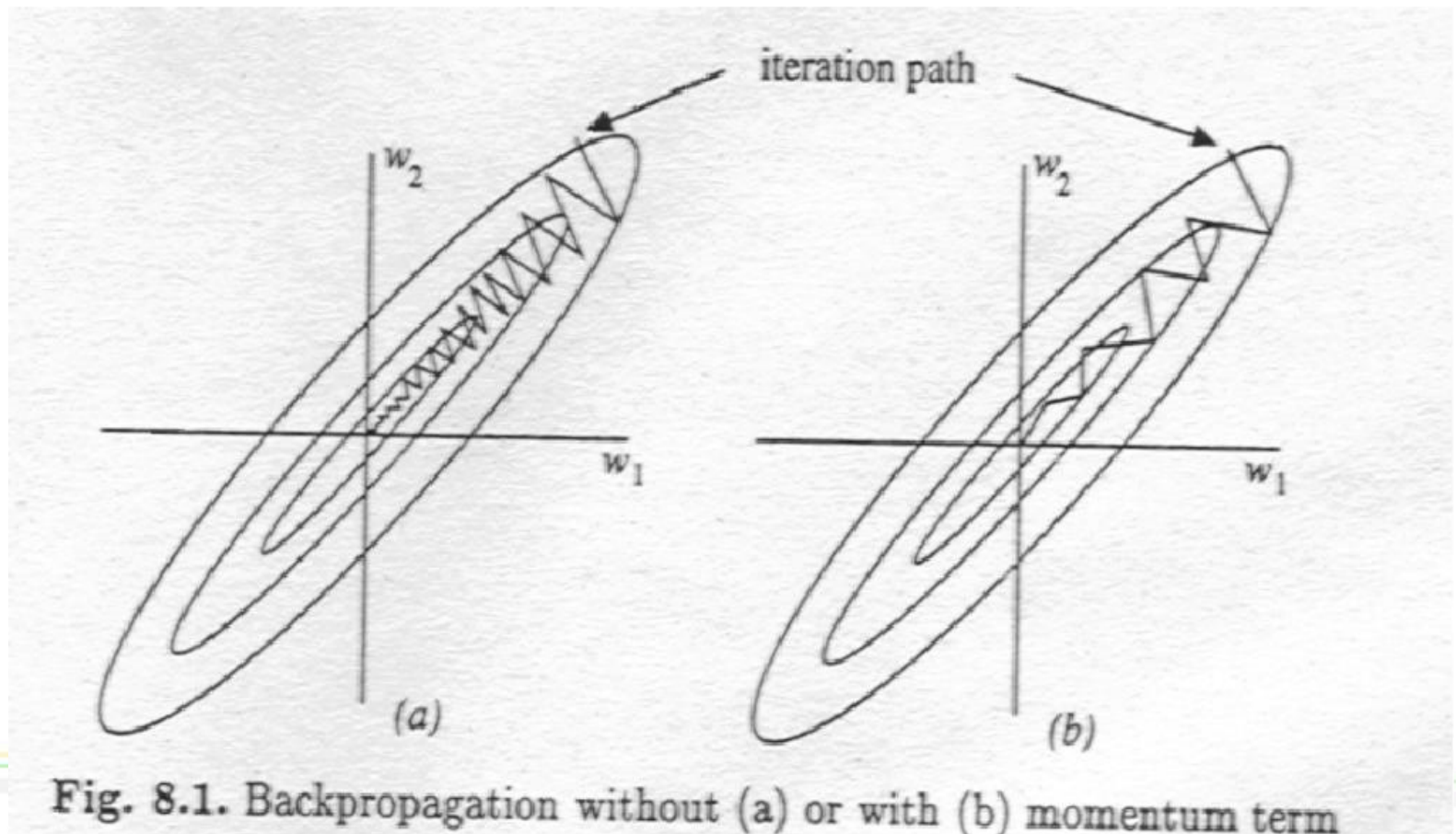
♠ 8 7 4 3
 ♥ J 10 9 8 2
 ♦ 6
 ♣ K J 6



Oscillation – *momentum* term

Alleviates the oscillation problem (introduces inertia):

$$\Delta w(t) = -\eta \nabla E(w(t)) + \alpha \Delta w(t-1)$$



♠ Q 9 6
♥ K Q 6 4
♦ 4 3 2
♣ Q 7 4

♠ 5
♥ A 3
♦ A Q J 9 7 5
♣ A 10 8 5

N
W E
S

♠ A K J 10 2
♥ 7 5
♦ K 10 8
♣ 9 3 2

♠ 8 7 4 3
♥ J 10 9 8 2
♦ 6
♣ K J 6

Introduction of *momentum* term

High advantage in flat regions of E. If there is no momentum term used:

$$\Delta w(t) \approx \Delta w(t-1)$$

$$\Rightarrow \Delta w(t) = \frac{\eta}{1-\alpha} (-\nabla E(w(t)))$$

E.g. for $\alpha = 0.9$ there is a 10-times speed-up.

Selection of momentum value

Coefficient α should be as high as possible, but below a threshold value α_{opt} (generally unknown).

In the case of α too high ...

In the case of α too low ...

♠ Q 9 6		♠ A K J 10 2
♥ K Q 6 4		♥ 7 5
♦ 4 3 2		♦ K 10 8
♣ Q 7 4		♣ 9 3 2
♠ 5		♠ 8 7 4 3
♥ A 3		♥ J 10 9 8 2
♦ A Q J 9 7 5		♦ 6
♣ A 10 8 5		♣ K J 6

Selection of *momentum* – cont.

♠ Q 9 6		
♥ K Q 6 4		
♦ 4 3 2		
♣ Q 7 4		
♠ 5		
♥ A 3		
♦ A Q J 9 7 5		
♣ A 10 8 5		
	N W E S	
		♠ A K J 10 2
		♥ 7 5
		♦ K 10 8
		♣ 9 3 2
		♠ 8 7 4 3
		♥ J 10 9 8 2
		♦ 6
		♣ K J 6

Usually one controls on-line changes of $E(w(t))$, e.g. as follows:

- if $E(t+1) < 1.05 E(t)$, the change of weights is accepted
- otherwise $\Delta w(t) = 0$ is set and then ...

in the next iteration only gradient term (without momentum)
is taken into account

Selection of *learning rate*

♠ Q 9 6
♥ K Q 6 4
♦ 4 3 2
♣ Q 7 4

♠ 5
♥ A 3
♦ A Q J 9 7 5
♣ A 10 8 5

N	E
W	S

♠ A K J 10 2
♥ 7 5
♦ K 10 8
♣ 9 3 2

♠ 8 7 4 3
♥ 10 9 8
♦ 6
♣ K J 6

- usually η is selected based on experience, unless some additional information is available (e.g. correlation matrix ($X^T X$))

- too high value of momentum coefficient leads to oscillations and instability of the learning process

- conservative approach: ...

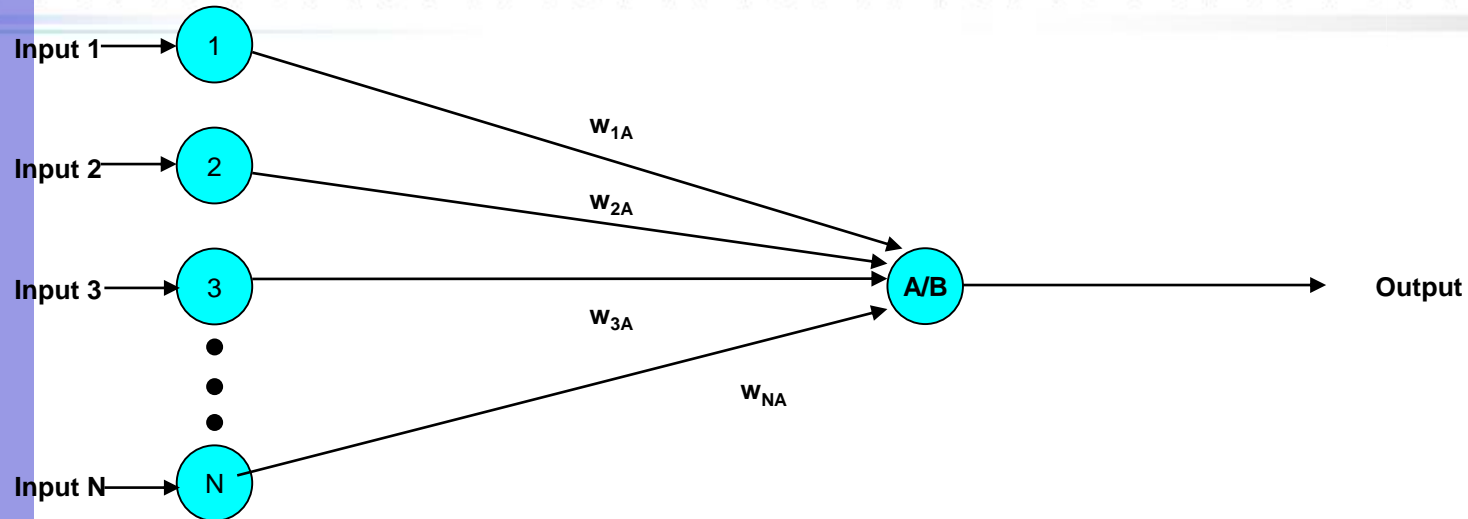
Start with a small coefficient; if stuck in a local minimum, increase η and start again, etc.

- on-line approach

Adaptive selection of η - based on the current status of the learning process

Statistical data pre-processing: decorrelation, dimensionality decreasing, etc.

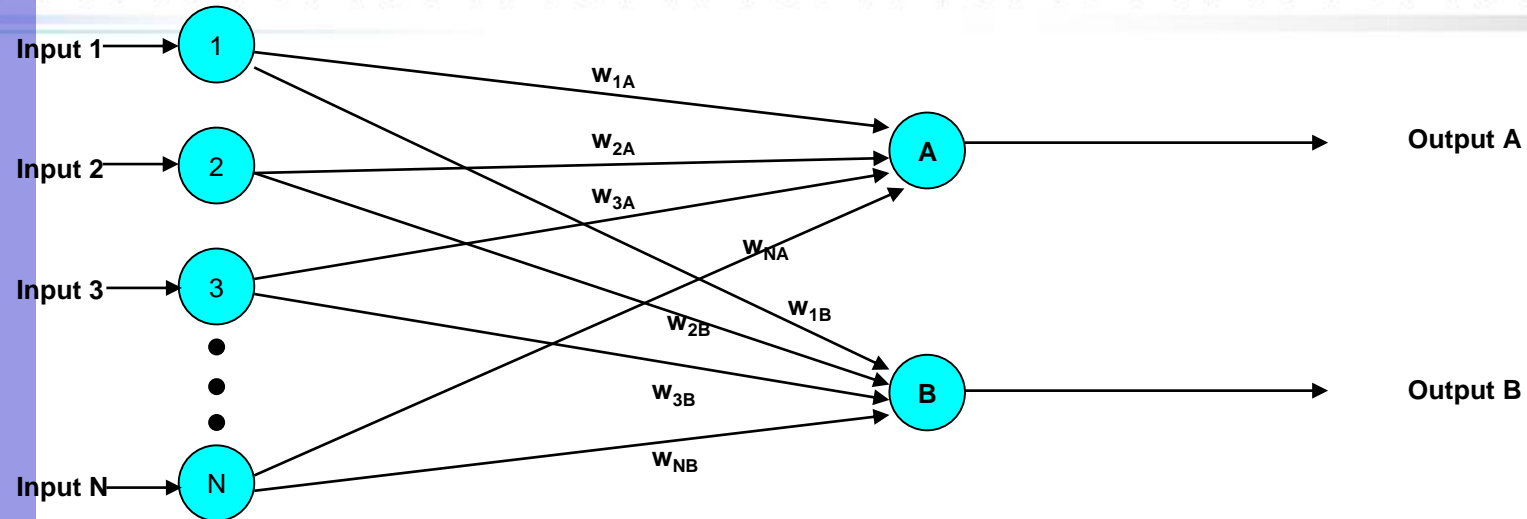
Classification problems



Input Object	Output
Class A	1
Class B	0

♠ Q 9 6
 ♥ K Q 6 4
 ♦ 4 3 2
 ♣ Q 7 4
 ♠ 5
 ♥ A 3
 ♦ A Q J 9 7 5
 ♣ A 10 8 5
 N
 W E
 S
 ♠ A K J 10 2
 ♥ 7 5
 ♦ K 10 8
 ♣ 9 3 2
 ♠ 8 7 4 3
 ♥ J 10 9 8 2
 ♦ 6
 ♣ K J 6

Classification problems



Object \ Output	Output A	Output B
Class A	1	0
Class B	0	1

♠ Q 9 6
♥ K Q 6 4
♦ 4 3 2
♣ Q 7 4

♠ 5
♥ A 3
♦ A Q J 9 7 5
♣ A 10 8 5

N
W E
S

♠ A K J 10 2
♥ 7 5
♦ K 10 8
♣ 9 3 2

♠ 8 7 4 3
♥ J 10 9 8 2
♦ 6
♣ K J 6

♠ Q 9 6
♥ K Q 6 4
♦ 4 3 2
♣ Q 7 4

♠ 5
♥ A 3
♦ A Q J 9 7 5
♣ A 10 8 5

N
W E
S

♠ A K J 10 2
♥ 7 5
♦ K 10 8
♣ 9 3 2

♠ 8 7 4 3
♥ J 10 9 8 2
♦ 6
♣ K J 6

It can be proved that:

„ ... given it is possible to classify a series of inputs, ... then a perceptron network will find this classification”.

another words

„a perceptron will learn the solution, if there is a solution to be found”

Simple perceptron learning

♠ Q 9 6
♥ K Q 6 4
♦ 4 3 2
♣ Q 7 4

♠ 5
♥ A 3
♦ A Q J 9 7 5
♣ A 10 8 5

	N	
W		E
	S	

♠ A K J 10 2
♥ 7 5
♦ K 10 8
♣ 9 3 2

♠ 8 7 4 3
♥ J 10 9 8 2
♦ 6
♣ 5 10

Unfortunately, such the solution not
always exists !!!

EXAMPLE (?)

Linear

What shall we do (?)

♠ Q 9 6
♥ K Q 6 4
♦ 4 3 2
♣ Q 7 4

♠ 5
♥ A 3
♦ A Q J 9 7 5
♣ A 10 8 5

N
W E
S

♠ AK J 10 2
♥ 7 5
♦ K 10 8
♣ 9 3 2

♠ 8 7 4 3
♥ J 10 9 8 2
♦ 6
♣ K J 6

Kolmogorov (Cybenko) Theorem

One hidden layer perceptron with high enough number of hidden nodes using continuously increasing nonlinearities can compute any continuous function of n variables.

Standard multilayer feed-forward network with a single hidden layer that contains enough (but finite) number of hidden neurons with arbitrary (increasing) activation function are universal approximators on a compact subset of \mathbb{R}^n .