



NEURAL NETWORK : A MATHEMATICAL MODEL

UNIT THREE

SEP 23, 2019

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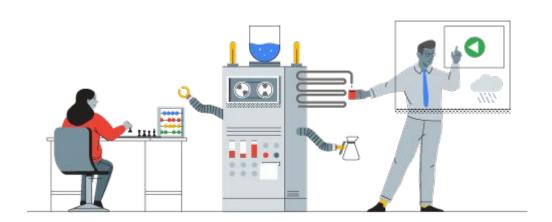
Intro to ML with DSC NSEC

About Me

- Deep Learning for Computer Vision
- Chair, IEEE EDS Student Branch Chapter, NSEC
- Winner of few competitions.
- Human <3



Chapter 8: Neural Network: A Mathematical Model (Peekaboo)



- Mathematical Modeling
 - o What?
 - o How?
 - Example
- Intelligence
 - o ! Human
 - Modelling Brain- Artificial Neuron
 - Learning

Disclaimers

Biology Ahead

"Stay with me."

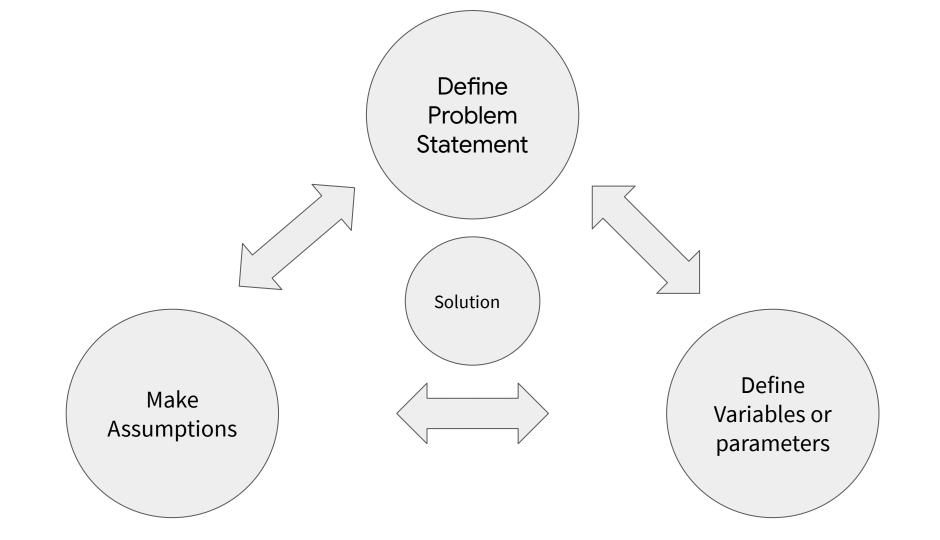
Some Maths Too

- Mathematical Modeling
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Modeling is a process that uses Math

to represent, analyze, make predictions or otherwise provide insight into real-world phenomenon. It's an abstraction of Real life scenario. system or event that uses mathematical language to predict the behaviour, dynamics and evolution of said scenario, system or event.

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Let's Leave Earth's Gravity



Defining problem statement: #1

- What is Gravity?
- How to leave earth's gravity?

Defining problem statement: #2

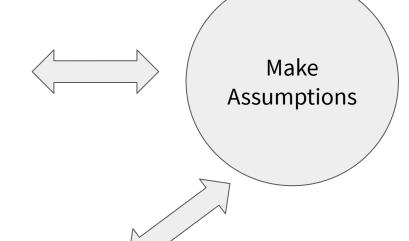
Define Problem Statement

• Escape Velocity: Enough velocity to overcome gravitational pull.

Assumptions

- If minimum escape velocity is computed, any object with more velocity can leave earth.
- Factors like drag by air is not considered in the modelling process.

 Won't bother about achieving that velocity. Let's just find out the velocity.



Defining Parameters

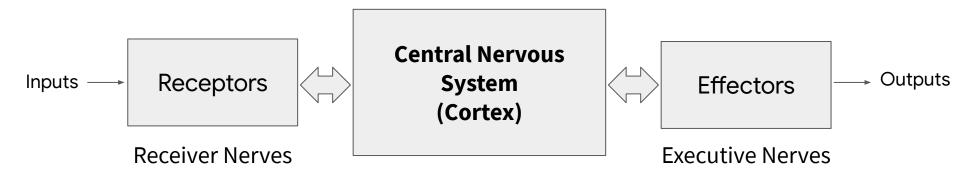
- We have a mathematical model for gravity (Courtesy: Sir Newton). Hence related parameters are known and defined. For Ex: Gravitational constant or G.
- Since velocity is to be computed let's call it Vesp.
- The object to leave earth will have mass. Let's call it m.
- While defining gravity of earth we must have defined the parameters like radius of earth(R) and mass of earth (M)

Define Variables or parameters

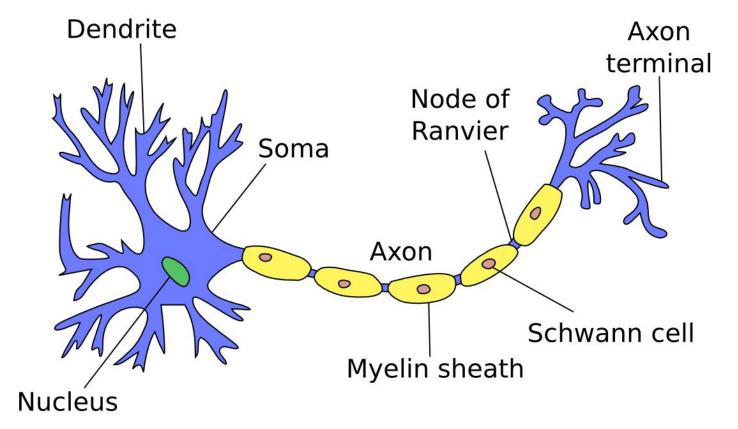
SOLUTION: https://www.wikihow.com/Calculate-Escape-Velocity

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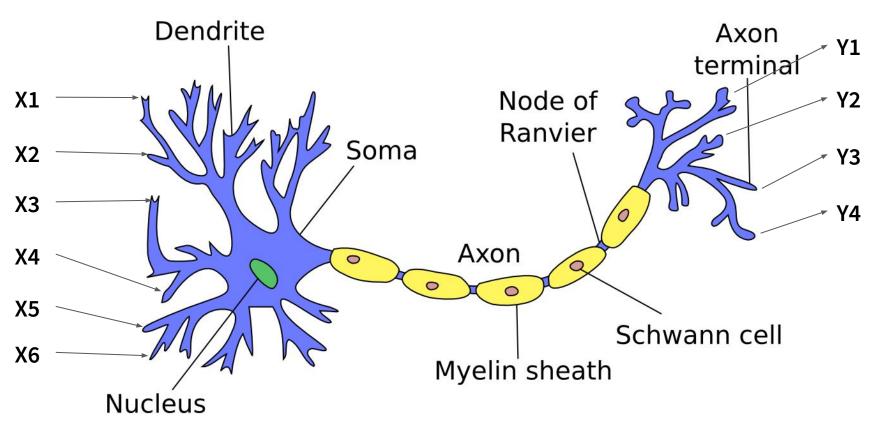
Human Nervous System



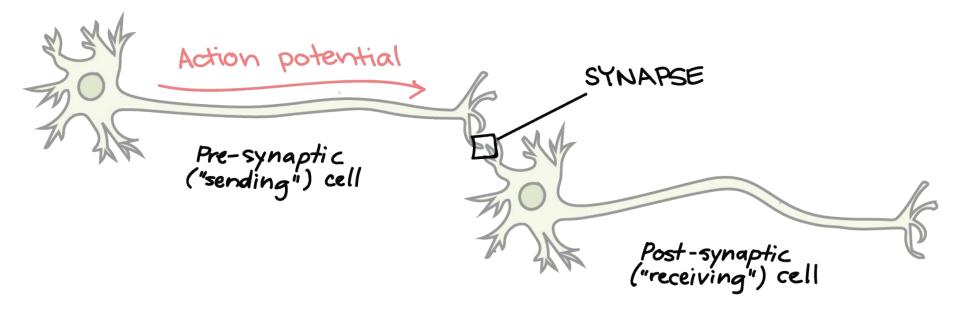
Biological Neurons



Biological Neurons



Connection Between Neurons



A synapse serves as a unique inter-neuron interface to transfer the information.

At the early stage of the human brain development (the first two years from birth) about 1 million synapses (hard-wired connections) are formed per second.

Synapses are then modified through the learning process.

Summary

- Input
- Neurons
- Connected neurons via synapses
- Modification of synapses through learning process
- Output

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Mathematical Model of Single Neuron

Defining problem:

Dynamic generation of dynamic output based on dynamic input.

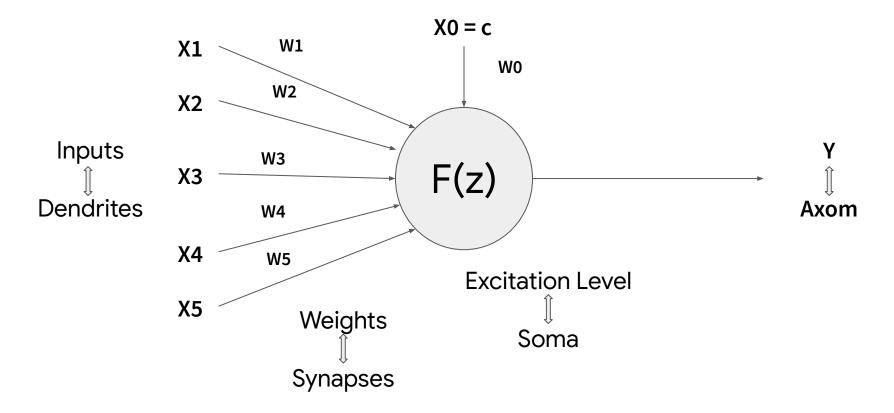
Assumptions:

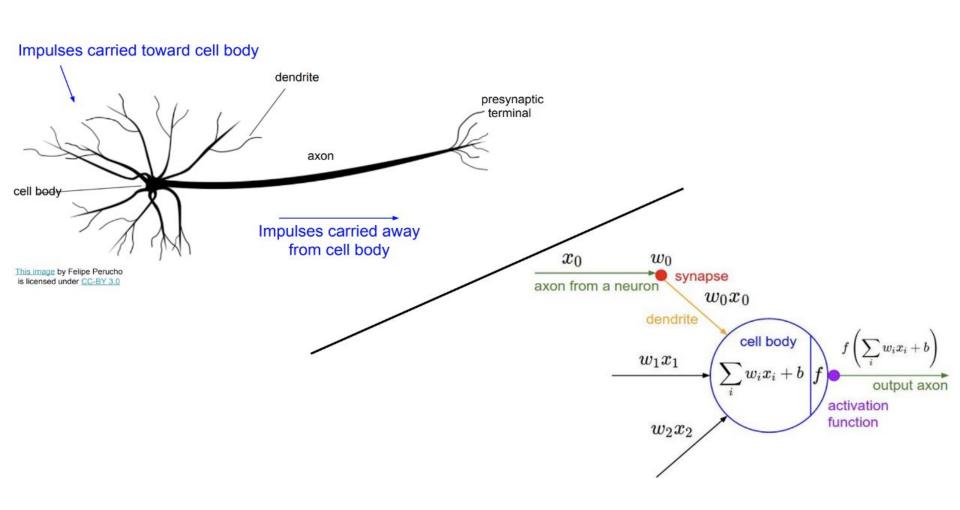
- Output is dependent variable.
- Input is independent variable.

Define Variables:

- Inputs as x1, x2, x3 and so on.
- Outputs as y1, y2, y3 and so on.

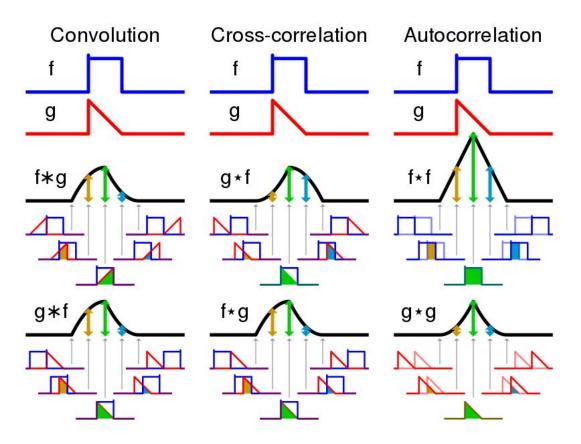
Inspiration from Biological Neuron





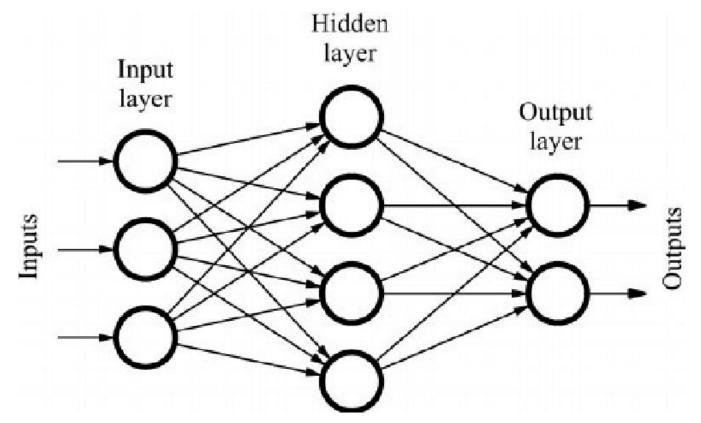
Head over to Colab: https://tinyurl.com/prelu

AutoCorrelation - An Analogy



- We started with random weights.
- This is an approximation of the inputs.
- Autocorrelation gives the similarity between same signals.
- Decrease dissimilarity.
- Hence weights are approximating better.
- Learning happened.

Feed Forward Network - Topology



Activations

- Let's see some polynomials.
- Linearity: Limited by complexity.
- Non-Linearity: Able to capture complex features.

Famous activations:

- Sigmoid
- Tanh
- Relu

Up for Questions

! Humans

Thank You

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Connect: Linkedin

Find slide on github: <u>ayulockin/talks</u>