# Gradient Descent Learning: Explanation and Implementation

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Module 06-27818 and 27819: Introduction to Neural Computation (Level 4/M) Neural Computation (Level 3)

# Outline of Topics

A tale of two learning algorithms

Python for neural computation

### A tale of two learning algorithms

- ▶ In the past 3 weeks, we have learned two learning algorithms for perceptrons
  - ► Perceptron Learning Rule
  - Gradient Descent Learning

#### Perceptron Learning Rule: Linear Decision Boundaries

- For simple logic gate problems, what the single layer neural network (perceptron) is doing is to form decision boundaries between classes
- Recall for a two dimensional problem, the perceptron output is:

$$y = step(w_1 \cdot x_1 + w_2 \cdot x_2 - \theta)$$

▶ The decision boundary between out = 0 and out = 1 is at

$$w_1 \cdot x_1 + w_2 \cdot x_2 - \theta = 0$$

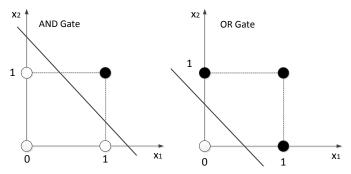
i.e., along the straight line:

$$x_2 = -\frac{w_1}{w_2} \cdot x_1 + \frac{\theta}{w_2}$$

► So, for perceptrons in two dimensions the decision boundaries are always straight lines

#### Perceptron Learning

Perceptrons learning for classification: a process of shifting around the decision boundary until each training pattern is classified correctly.



- AND gate:  $w_1 = 1$ ,  $w_2 = 1$ ,  $\theta = 1.5$
- OR gate:  $w_1 = 1$ ,  $w_2 = 1$ ,  $\theta = 0.5$

#### Perceptron Learning

- Perceptrons learning for classification: a process of shifting around the decision boundary until each training pattern is classified correctly using a step function.
- Question: how to formalised "shifting around" into a systematic algorithm that can easily be implemented on a computer.
- Solutions: Split up "shifting around" into a number of small steps:
  - If the network weights at time t are  $w_{ij}(t)$ , then the shifting process corresponds to moving them by a small amount  $\Delta w_{ij}(t)$ , so that at time t+1 we have weights

$$w_{ij}(t+1) = w_{ij}(t) + \Delta w_{ij}(t)$$

### Formulating the Weight Changes

- ► Let's do a brute force derivation of such an iterative learning algorithm for simple Perceptrons
- ▶ Suppose the target output of unit j is  $t_j$  and the actual output is  $y_j = step(\sum x_i w_{ij})$ , where  $x_i$  are the inputs.
- We go through all the possibilities
  - $y_i = t_i$
  - $y_i = 1$  and  $t_i = 0$
  - $y_j = 0$  and  $t_j = 1$
- We then work out an appropriate set of small weight changes for each possibility

## Formulating the Weight Changes

- ► We then work out an appropriate set of small weight changes for each possibility:
  - $y_j = t_j (t_j y_j = 0)$ : do nothing, so

$$w_{ij}(t+1) = w_{ij}(t)$$

- ▶  $y_j = 1$  and  $t_j = 0$   $(t_j y_j = -1)$ :  $\sum x_i w_{ij}$  is too large:
  - when  $x_i = 1$ , decrease  $w_{ij}$ , so

$$w_{ij}(t+1) = w_{ij}(t) - \eta x_i$$

• when  $x_i = 0$ ,  $w_{ii}$  does NOT matter, so

$$w_{ij}(t+1) = w_{ij}(t) - \eta x_i$$

•  $y_i = 0$  and  $t_i = 1$   $(t_i - y_i = 1)$ :  $\sum x_i w_{ij}$  is too small:

# Formulating the Weight Changes

- Continue from last slides:
  - ▶  $y_j = 0$  and  $t_j = 1$   $(t_j y_j = 1)$ :  $\sum x_i w_{ij}$  is too small:
    - when  $x_i = 1$ , increase  $w_{ii}$ , so

$$w_{ij}(t+1) = w_{ij}(t) + \eta x_i$$

• when  $x_i = 0$ ,  $w_{ij}$  does NOT matter, so

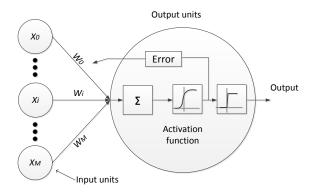
$$w_{ij}(t+1) = w_{ij}(t) + \eta x_i$$

# Reminder: Perceptron Learning Rule

Shift the linear decision boundary by Perceptron Learning Rule:

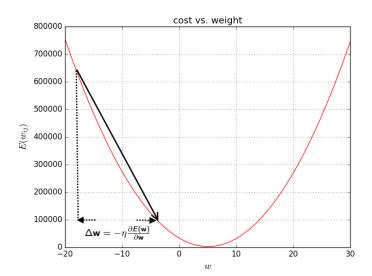
$$\mathbf{w}(t+1) = \mathbf{w}(t) + \Delta \mathbf{w}$$
  $\Delta \mathbf{w} = \eta \sum_{p=1}^{P} (t^p - y^p) \mathbf{x}^p$ 

Purpose of NN learning: minimise the output errors on a particular set of training data by adjusting the network weights w:



- **Error or Cost Function**  $E(\mathbf{w})$ : "measures" how far the current network is from the desired (correctly trained) one.
- Process to reduce error:
  - ▶ **Gradients**: to obtain direction to move in weight space to reduce the error, which is given by partial derivatives of the error function  $\partial E(\mathbf{w})/\partial \mathbf{w}$ .
  - **Learning rate**  $\eta$ : specifies the step sizes we take in weight space for each iteration of the weight update equation.
- We keep stepping through weight space until the errors are "small enough":

$$\mathbf{w}(t+1) = \mathbf{w}(t) + \Delta \mathbf{w},$$
 where  $\Delta \mathbf{w} = -\eta rac{\partial E(\mathbf{w})}{\partial \mathbf{w}}$ 



- ► For **single layer Perceptrons** (networks), the Gradient Descent Learning algorithms we have derived:
  - Linear regression (with sum squared error cost function and linear activation function):

$$\Delta \mathbf{w} = \eta \sum_{p=1}^{P} (t^p - y^p) \mathbf{x}^p$$

Linear separable classification (with cross entropy cost function and logistic activation function):

$$\Delta \mathbf{w} = \eta \sum_{p=1}^{P} (t^p - y^p) \mathbf{x}^p$$

# Gradient Desecent Learning vs. Perceptron Learning Rule

▶ Question: Are Gradient Desecent Learning and Perceptron Learning Rule the same???!!!

# Gradient Desecent Learning: general update equation

► General update equation:

$$\Delta \mathbf{w}^{p} = -\eta \frac{\partial E^{p}(\mathbf{w})}{\partial \mathbf{w}} = -\eta \frac{\partial E^{p}(\mathbf{w})}{\partial y^{p}} \frac{\partial y^{p}}{\partial \mathbf{w}} = -\eta \frac{\partial E^{p}(\mathbf{w})}{\partial y^{p}} \frac{\partial f(\mathbf{w}^{T} \mathbf{x}^{p})}{\partial \mathbf{w}}$$

$$= -\eta \frac{\partial E^{p}(\mathbf{w})}{\partial y^{p}} \frac{\partial f(\mathbf{w}^{T} \mathbf{x}^{p})}{\partial \mathbf{w}^{T} \mathbf{x}^{p}} \frac{\partial \mathbf{w}^{T} \mathbf{x}^{p}}{\partial \mathbf{w}} = -\eta \frac{\partial E^{p}(\mathbf{w})}{\partial y^{p}} f'(\mathbf{w}^{T} \mathbf{x}^{p}) \mathbf{x}^{p}$$

- For linear regression problem:
  - Activation function is a linear function f(x) = x
  - Cost function: Sum Squared Error:  $E_{sse}(\mathbf{w}) = \frac{1}{2} \sum_{p=1}^{P} (t^p - y^p)^2$
- ► For binary classification problem:
  - Activation function: logistic (sigmoid) function  $f(x) = \sigma(x)$
  - Cost function: Cross Entropy cost function  $E_{ce} = -\sum_{p} [t^{p} \log(y^{p}) + (1 t^{p}) \log(1 y^{p})]$

# Gradient Desecent Learning vs. Perceptron Learning Rule

- ▶ Apart from the fact that Gradient Desecent Learning is more general, there are other differences:
  - Theoretical starting points
    - Perceptron Learning Rule: considered how we should shift around the decision hyper-planes for step function outputs
    - Gradient Desecent Learning: emerged from a gradient descent minimisation of some cost function
  - Convergence:
    - Perceptron Learning Rule: converge to zero error if the problem is linearly separable, but otherwise the weights will keep oscillating (not converging).
    - Gradient Desecent Learning: always converge to a set of weights for which the error is a minimum

# Installing Python for programming neural networks

- ▶ Python: 2.7 or 3.0+? That's a question.
- ▶ What are the differences?
- My suggestion: use 2.7. Here is why.
- ▶ Download and install the latest Python 2.7.12
- ► Download and install NumPy
- Download and install matplotlib

# A toy example: binary classification

- We generated target classes from two distributions: blue (t = 1) and red (t = 0).
- Samples (data) from both classes are two dimensional data sampled from their respective distributions, which are two dimensional normal distributions with the same standard deviation but different means:

$$\mathbf{x} = \{x_1, x_2\} \sim \mathcal{N}_2(\boldsymbol{\mu}_t, \boldsymbol{\Sigma}),$$

where  $\Sigma = \{1.2, 1.2\}$ 

- Red (t = 0):  $\mu_1 = \{-1, 0\}$ ,
- ▶ Blue (t = 1):  $\mu_2 = \{1, 0\}$ ,

# Solving binary classification problem using ANNs

► Task: build a 2-class classification neural network with two input dimensions

# Solving binary classification problem using ANNs

- How to solve this simple binary classification using neural networks.
- ▶ We need three things to define a neural networks:
  - Network topology: to define how neurons are connected by weights
  - ► **Activation function:** to convert a neuron's weighted input to its output activation
  - Learning process: to update the weights

#### General Gradient Learning Algorithm

```
Inputs: Training samples \{x, y\}^p, where p = 1, \dots, P, x \in \mathbb{R}^M and
\mathbf{v} \in \mathbb{R}^N
begin
     Set up the network with M input units fully connected to N
output units via connections with weights w
     Generate random initial weights
     repeat
        for each training sample p:
            Set \mathbf{w}(t+1) = \mathbf{w}(t) + \eta(t^p - v^p)\mathbf{x}^p
        end for
     until E(\mathbf{w}) < \epsilon
end
```

# General Gradient Learning Algorithm

```
Inputs: Training samples \{x, y\}^p, where p = 1, \dots, P, x \in \mathbb{R}^M and
\mathbf{v} \in \mathbb{R}^N
begin
     Set up the network with M input units fully connected to N
output units via connections with weights w
    Generate random initial weights
    Set i = 0
    repeat
        i = i + 1
        for each training sample p:
           Set \mathbf{w}(t+1) = \mathbf{w}(t) + \eta(t^p - v^p)\mathbf{x}^p
        end for
    until i > i_{max}
end
```

# Python demonstration

#### Wait!

- ▶ How to solve the Iris classification problem?
- Reminder: three species of Iris:
  - ▶ Iris-setosa
  - Iris-virginica
  - Iris-versicolor
- Reminder what we learned: Perceptrons for binary classification problem:
  - Network topology: one output nodes
  - Activation function: logistic function
  - ► Learning process: adjusting the network weights w to minimise th cross entropy cost function
- We shall see how to solve multiple classes classification problem.