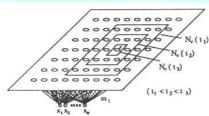


Structure of SOM



- · An array of neurons arranged on a plane
- Inputs connected to all nodes
- Interactions between nodes according to positions







- Computation at neurons:
 - Matching between inputs and weights (distance or inner product)
 - Best matching node: winner

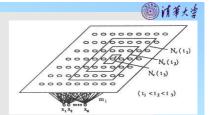


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SOM Algorithm

- (1) Initialization with small random weights
- (2) Time t: input x(t) (in sequential or random order)
- (3) Find the winner c:

c:
$$||x(t) - m_c(t)|| = \min_{i \in A} \{||x(t) - m_i(t)||\}$$



(4) Competitive learning

$$m_i(t+1) = m_i(t) + \alpha(t)h_{ci}(t)d[x(t), m_i(t)], \quad \forall i \in A$$

(if Euclidean distance is use)

where $\alpha(t)$ is the learning rate, $h_{ci}(t)$ is the neighborhood function between nodes i and c, $d[\cdot,\cdot]$ is the error function, usually the Euclidean distance.

For rectangular neighborhood, the learning rule can be re-written as

$$m_i(t+1) = \begin{cases} m_i(t) + \alpha(t)[x(t) - m_i(t)] & i \in N_c(t). \\ m_i(t) & i \notin N_c(t). \end{cases}$$

where $N_c(t)$ is the set off all nodes within the rectangular neighbor of c.

(5) Terminate if stopping criteria met; Otherwise update $\alpha(t)$ and $N_c(t)$ (decreasing and shrinking with time), set t = t + 1 and go to (2).



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SOM Property

 After proper training, responses of nodes on inputs become organized, in a way that reflects intrinsic properties in the original data (densities and topological relations).

A few terms:

- <u>Image</u>: After learning, the winner node for each input sample will tend to be fixed. → The image of the input sample.
- <u>Pre-image</u>: Image of x is node $i \leftarrow \rightarrow x$ is a pre-image of node i
- Image density: # of pre-images of a node
- Image density map: image densities of all nodes shown as a map



Xuegong Zhang & Yanda Li, Self-organizing map as a new method for clustering and data analysis, IJCNN, 1993

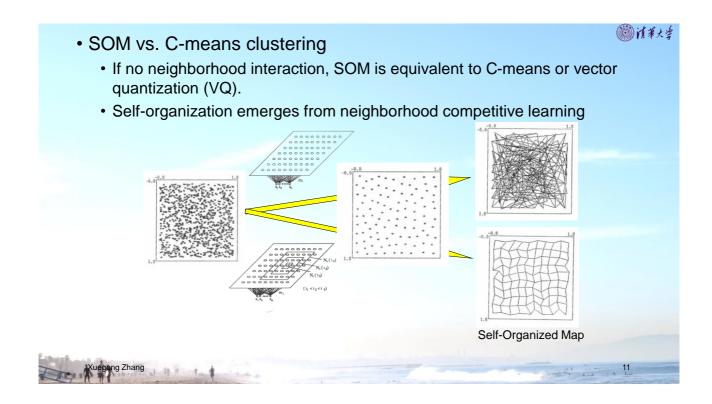


The Self-Organizing Property

- After proper training,
 - each sample has only one image node, but a node may have multiple preimages,
 - samples close in the original space tend to map to same or close-by images, and
 - image density has monotone relation with the density in original space



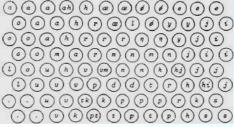
Xuegong Zhang & Yanda Li, Self-organizing map as a new method for clustering and data analysis, IJCNN, 1993



Phonic typewriter by Kohonen (on Finnish)

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- $\ensuremath{\textcircled{1}}$ Use phonic samples to train SOM, to form the mapping from the phonic space to the SOM grid
- ② Use the known tags of the phonic samples to label the their image nodes
- 3 New samples are mapped to the SOM, and recognized according to the label of their image nodes.



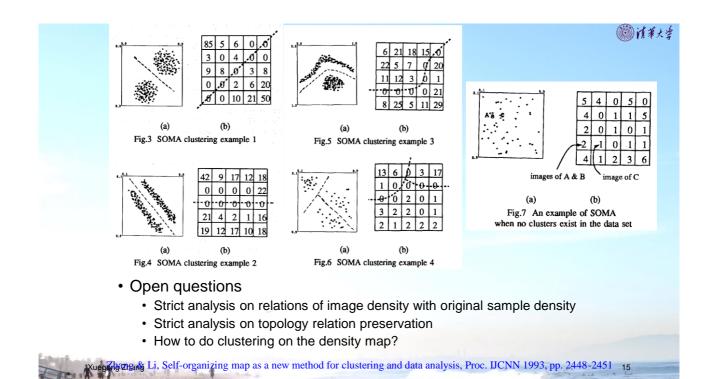
- Learning Vector Quantization (LVQ): VQ to form a set of representative vectors for all samples, and use them to classify.
- Unlike ordinary VQ (C-means), LVQ forms representations in an ordered manner.

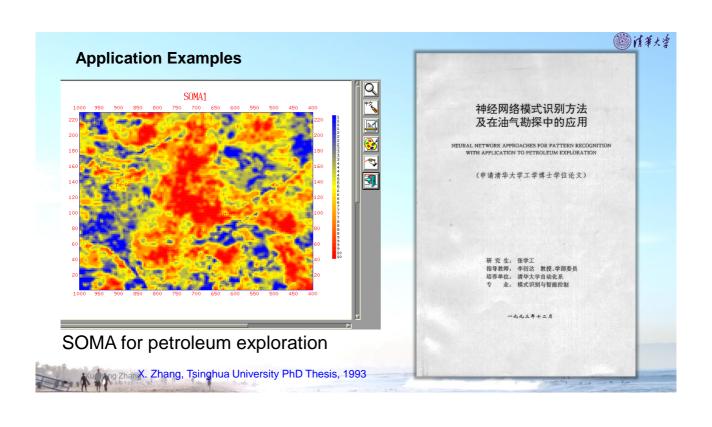
→ Unsupervised learning before supervised learning

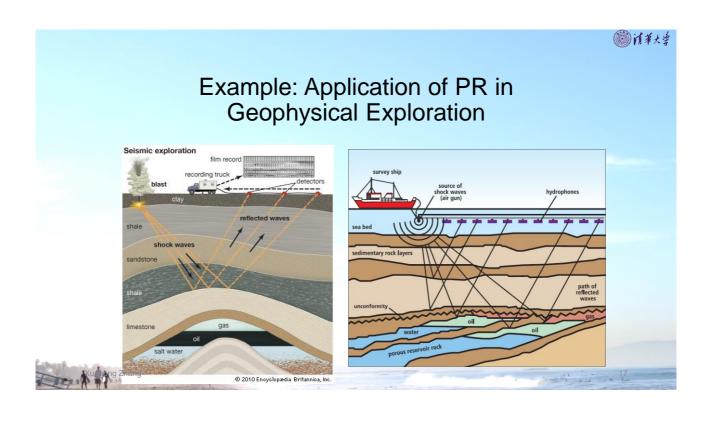


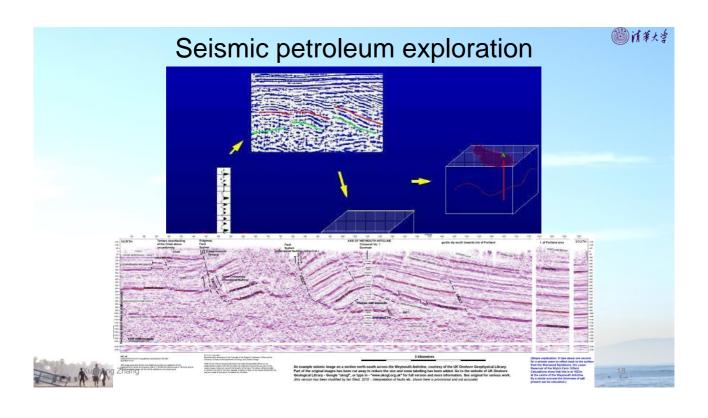
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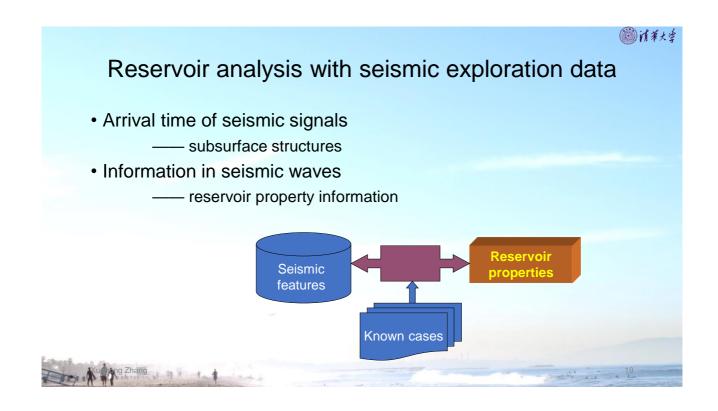


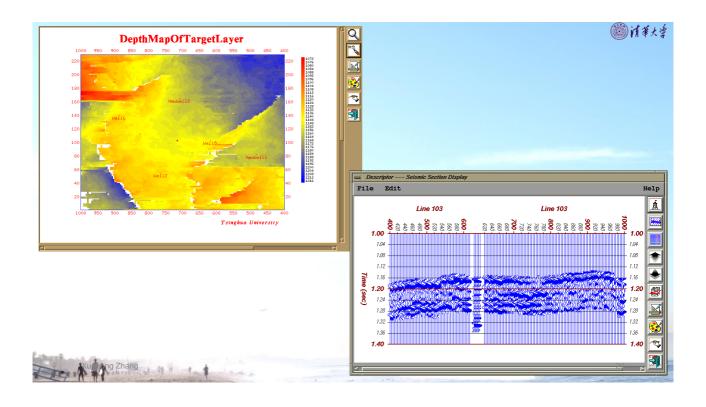












• Supervised approach

• Insufficient training samples

• Unbalanced and biased training samples

• Unsupervised approach

• How to use information from known samples?

• Supervised + unsupervised

• Unsupervised learning + knowledge-based annotation

• Augmented training samples with help of unsupervised results

• Supervised learning for more accurate study

