Neural Networks: Perceptron

Learning outcomes



- Define linear separability.
- Justify whether a given error function is suitable for gradient descent.
- Define an appropriate error function for the perceptron.
- Derive the corresponding update algorithm.
- Describe the difference between gradient descent and stochastic gradient descent.

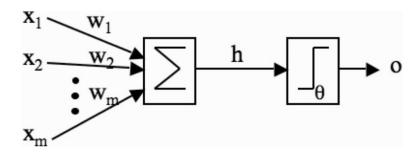
Recap



We want to apply gradient descent:

$$X_{t+1} = X_t - \eta \nabla f(X_t)$$

To the parameters of a perceptron:

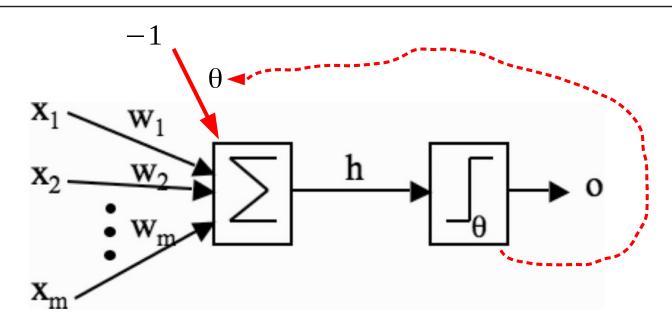


So as to minimise an error (or loss) function, such as:

$$E(X) = \sum_{\vec{x}_n \in X} |y_n - t_n|$$

Bias input





$$h_{w}(\mathbf{x}) = \sum_{i} w_{i} x_{i} = \mathbf{w} \cdot \mathbf{x}$$

$$o(h_{w}) = \begin{cases} 1 & \text{if } h_{w} > \theta \\ 0 & \text{if } h_{w} \leq \theta \end{cases} \qquad h_{w} - 1 \cdot \theta > 0$$

$$h_{w} - 1 \cdot \theta \leq 0$$

$$h_{w}(\mathbf{x}) = \sum_{i} w_{i} x_{i} - \theta$$

$$\mathbf{x}_{new} = \langle \mathbf{x}, -1 \rangle \quad \mathbf{w}_{new} = \langle \mathbf{w}, \theta \rangle$$

$$h_{w}(\mathbf{x}_{new}) = \mathbf{w}_{new} \cdot \mathbf{x}_{new}$$

$$o(h_{w}) = \begin{cases} 1 & \text{if } h_{w} > 0 \\ 0 & \text{if } h_{w} \leq 0 \end{cases}$$

Linear separability

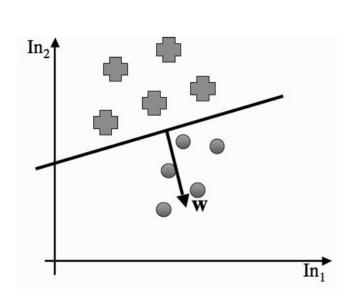


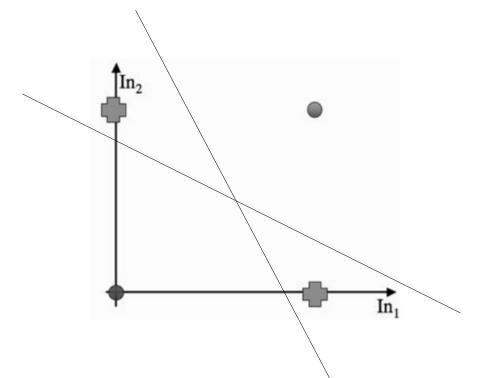
We have established that the decision boundary is a hyperplane.

$$h_{w}(\mathbf{x}) = \mathbf{w}^{T} \mathbf{x} + \mathbf{w}_{0} = 0$$

XOR

Not linearly separable!



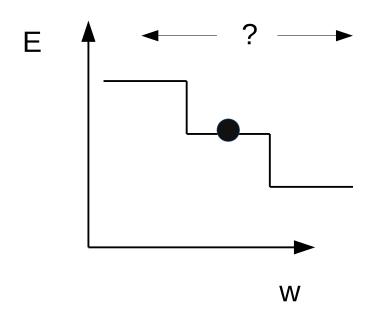


Number of mistakes as error



$$E(X) = \sum_{\vec{x}_n \in X} |y_n - t_n|$$

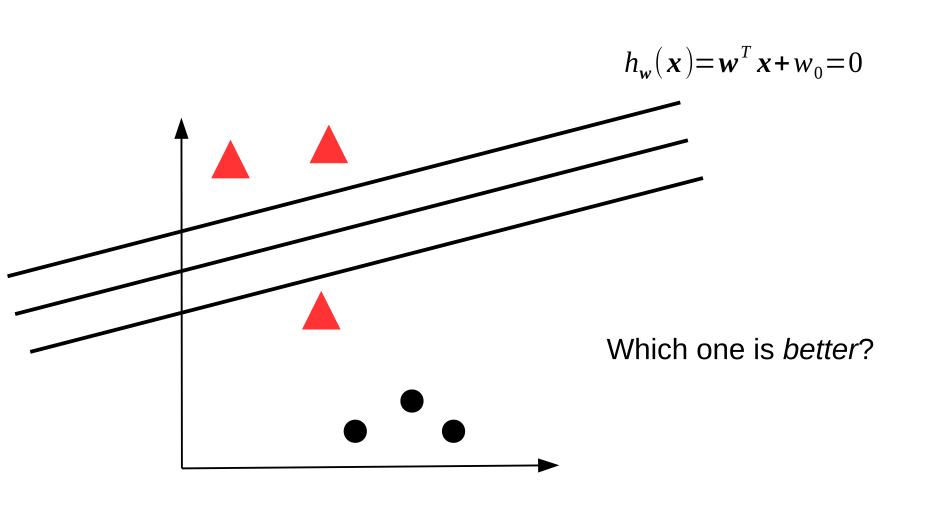
Number of mistakes on the dataset. Piecewise constant \rightarrow no gradient.



There is no local information on the direction of improvement

Number of mistakes as Error

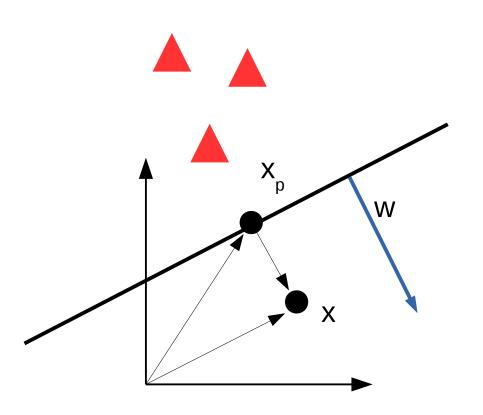




Towards a better error function



$$h_{\mathbf{w}}(\mathbf{x}) = \mathbf{w}^T \mathbf{x} + \mathbf{w}_0 = 0$$



Distance to the hyperplane

$$x = x_p + d \frac{w}{\|w\|}$$

$$h_{w}(x) = w(x_{p} + d\frac{w}{\|w\|}) + w_{0}$$

$$= wx_{p} + w_{0} + d\frac{w^{T}w}{\|w\|} = d\|w\|$$

Recall that:

$$\mathbf{w}^{T} \mathbf{w} = w_{1}^{2} + w_{2}^{2} + \dots + w_{n}^{2} = ||\mathbf{w}||^{2}$$

The perceptron criterion



$$h_w(\vec{x}) = \vec{w}^T \vec{x} + w_0 = 0$$
 apply the bias input

if
$$w^T x > 0$$
 then $y=1$ In case of mistake: $t=0$ $(y-t)=1$

if
$$\mathbf{w}^T \mathbf{x} \le 0$$
 then $y=0$ In case of mistake: $t=1$ $(y-t)=-1$

Therefore, if mistake: $\mathbf{w}^T \mathbf{x}(y-t) > 0$

$$E(\boldsymbol{X}) = \sum_{\boldsymbol{x}_n \in \boldsymbol{X}} |\boldsymbol{y}_n - \boldsymbol{t}_n| \qquad E_p(\boldsymbol{X}) = \sum_{\boldsymbol{x}_n \in \boldsymbol{X}} \boldsymbol{w}^T \boldsymbol{x}_n (\boldsymbol{y}_n - \boldsymbol{t}_n)$$

Number of mistakes on the dataset. Piecewise constant → gradient useless.

Proportional to distance of misclassified points from surface.

→ gradient ok.



Given the perceptron error (below), what is the gradient with respect to w?

$$E_{p}(\boldsymbol{X}) = \boldsymbol{w}^{T} \boldsymbol{x} (y-t)$$

Solution



$$E_p(\mathbf{x}) = \mathbf{w}^T \mathbf{x} (y-t)$$

$$= w_0 x_0 (y-t) + w_1 x_1 (y-t) + \cdots + w_m x_m (y-t)$$

$$\frac{\partial}{\partial w_0} E_p(\mathbf{x}) = \frac{\partial}{\partial w_0} w_0 x_0 (y - t) = x_0 (y - t)$$

$$\frac{\partial}{\partial w_1} E_p(\mathbf{x}) = x_1(y - t)$$

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$$\frac{\partial}{\partial w_m} E_p(\mathbf{x}) = x_m(y-t)$$

Gradient descent



$$\nabla E_p(X) = \sum_{\mathbf{x}_n \in X} \mathbf{x}_n (y_n - t_n)$$

Recall that gradient descent does the following update:

$$X_{t+1} = X_t - \eta \nabla f(X_t)$$

Which leads us to the update rule for the perceptron:

$$w_{t+1} = w_t - \eta \sum_{x_n \in X} x_n (y_n - t_n)$$

Stochastic gradient descent



$$E_p(\mathbf{X}) = \frac{1}{N} \sum_{\mathbf{x}_n \in \mathbf{X}} \mathbf{w}^T \mathbf{x}_n (y_n - t_n) = \mathbf{E} [\mathbf{w}^T \mathbf{x}_n (y_n - t_n)]$$

Gradient:

$$\mathbf{w} = \mathbf{w} - \eta \frac{1}{N} \sum_{\mathbf{x}_n \in \mathbf{X}} \mathbf{x}_n (\mathbf{y}_n - \mathbf{t}_n)$$

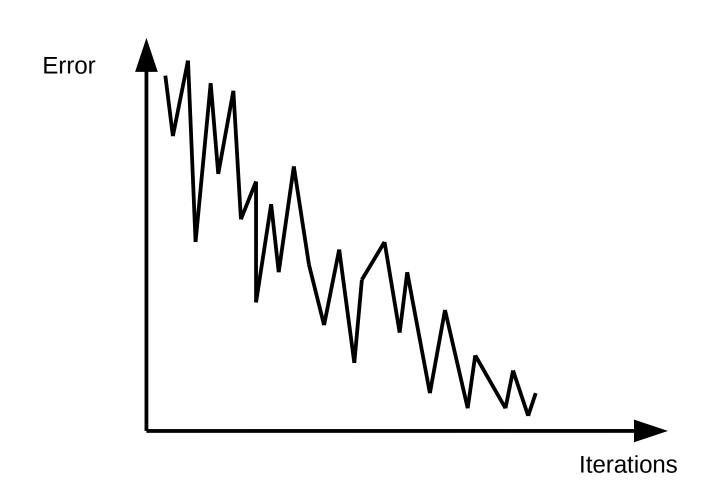
Stochastic Gradient Descent (SGD):

$$\mathbf{w} = \mathbf{w} - \eta \mathbf{x} (y - t)$$

SGD used only one(or a few) data points (x's), to compute the (hence noisy) gradient.

Stochastic gradient descent







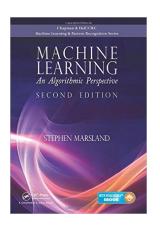
Conclusion

Learning outcomes

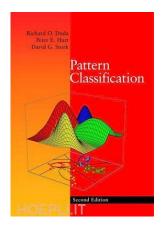


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Section 3.4



Book in Minerva in "Online Course Readings Folder"

Section 5.2.1, 5.4. and 5.5 (without convergence proof)