Implementation of a Self-Organizing Map

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Overview

Algorithm

Bibliography

OVERVIEW

What is a SOM?

Definition

It is a neural network of just one layer: the output layer.

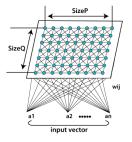


Figure: SOM Architecture (see 2 of Bibliography).

Wikipedia

A self-organizing map (SOM) is used to produce a low-dimensional (typically two-dimensional) representation of a higher dimensional data set, while preserving the topological structure of the data.

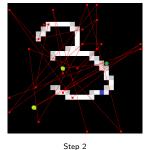
Motivation

The Self-Organizing Maps permit to :

- Analyse and visualise the data. It represents complex data on a map of only two or three dimensions (see Convergence slide).
- Detect patterns from the data. Clustering (see K-means slide).
- Improve a deep neuronal network by sorting the data at the beginning.

Example







- Initialize the weight vectors (randomly or not) in red.
- 2. Select a data vector(blue), then chose the closest weight vector(green) to it.
- 3. Update the winner and its neighbors (all green ones).
- 4. repeat the process till reach max_iteration

Similarities with the Perceptron

Perceptron

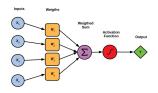


Figure: Diagram of a Perceptron.

It is also a one-layer neuronal network. However, this one is used to separate two different classes. The output is actually a binary one.

This is a supervised learning algorithm.

SOM

The SOM can gather vectors due to their similarities.

The SOM is an unsupervised learning algorithm.



Similarities with K-means algorithm

K-means algorithm is an unsupervised learning technique that can automatically gather data by creating clusters, which are subsets of data elements that share common characteristics.

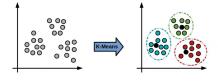


Figure: Process of K-means algorithm

The user must define the number of clusters K. However, The SOM does not require this, it guesses the right amount of clusters.

Convergence

The convergence of the SOM algorithm is not guaranteed (1). There are actually 2 errors that can appear.



Figure: Dimension Error.

It happens when the number of neurons does not fit with the data. $\begin{tabular}{c} \begin{tabular}{c} \b$

The ideal number of neurons is $5\sqrt{N}$ where N is the number of data vectors.

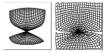


Figure: Topological Error.
It happens when a node is created. It looks like a

It happens when a node is created. It looks like a butterfly.

ALGORITHM

Different Phases

Competition

Cooperation

Adaptation

Algorithm

BIBLIOGRAPHY

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