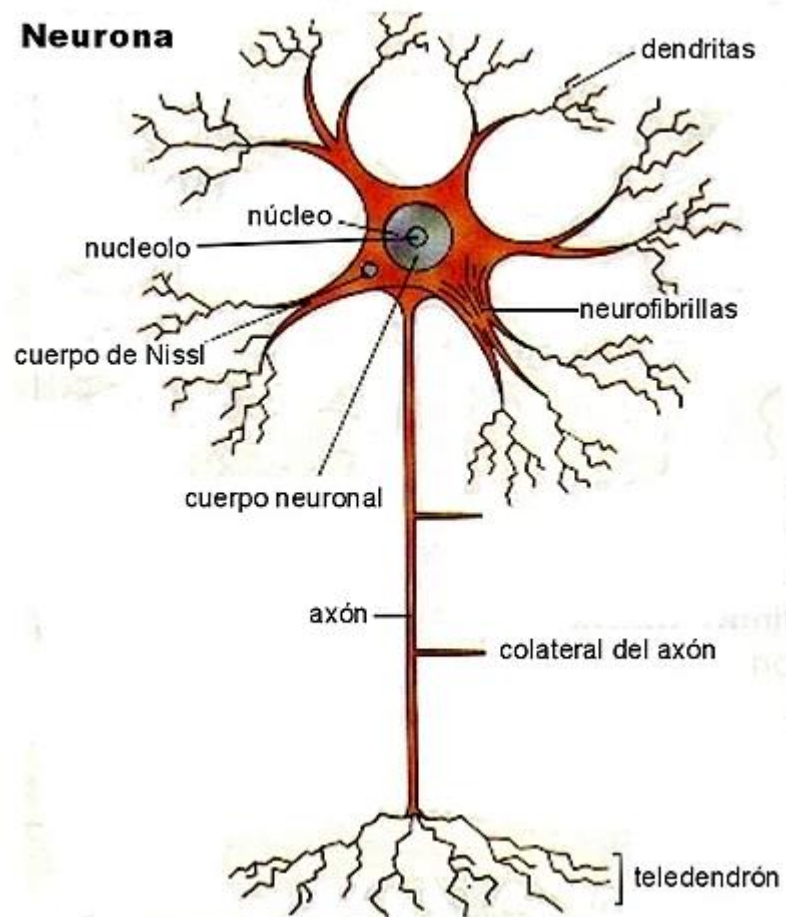
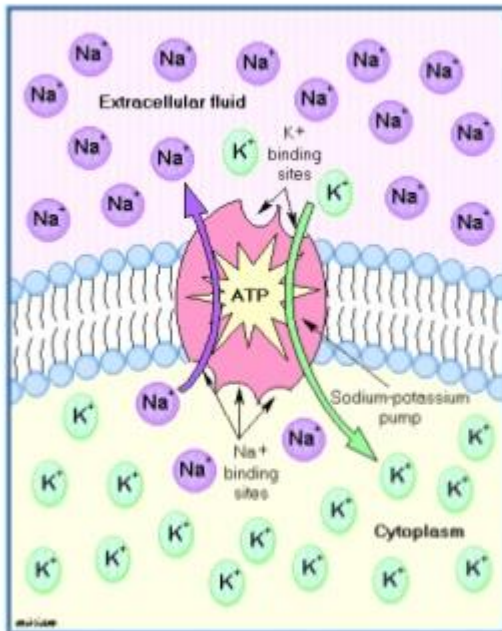


# Redes Neuronales

Ing. Juan M. Rodriguez

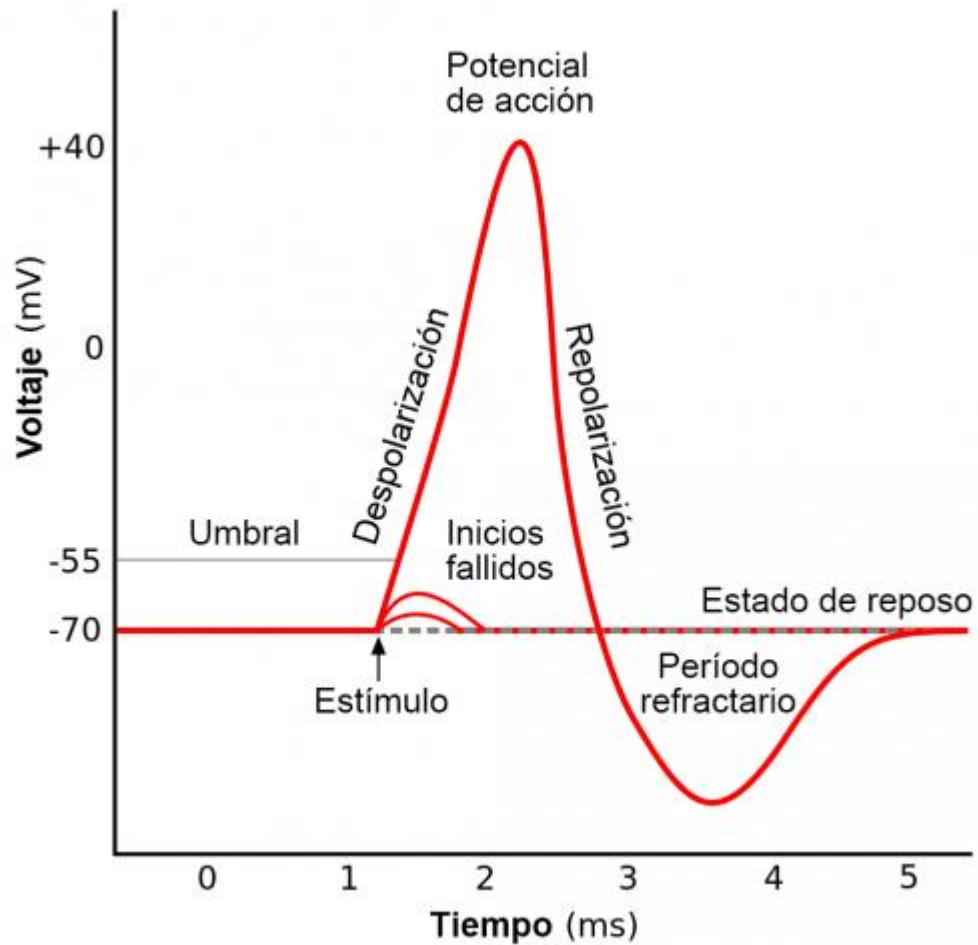
## Neurona

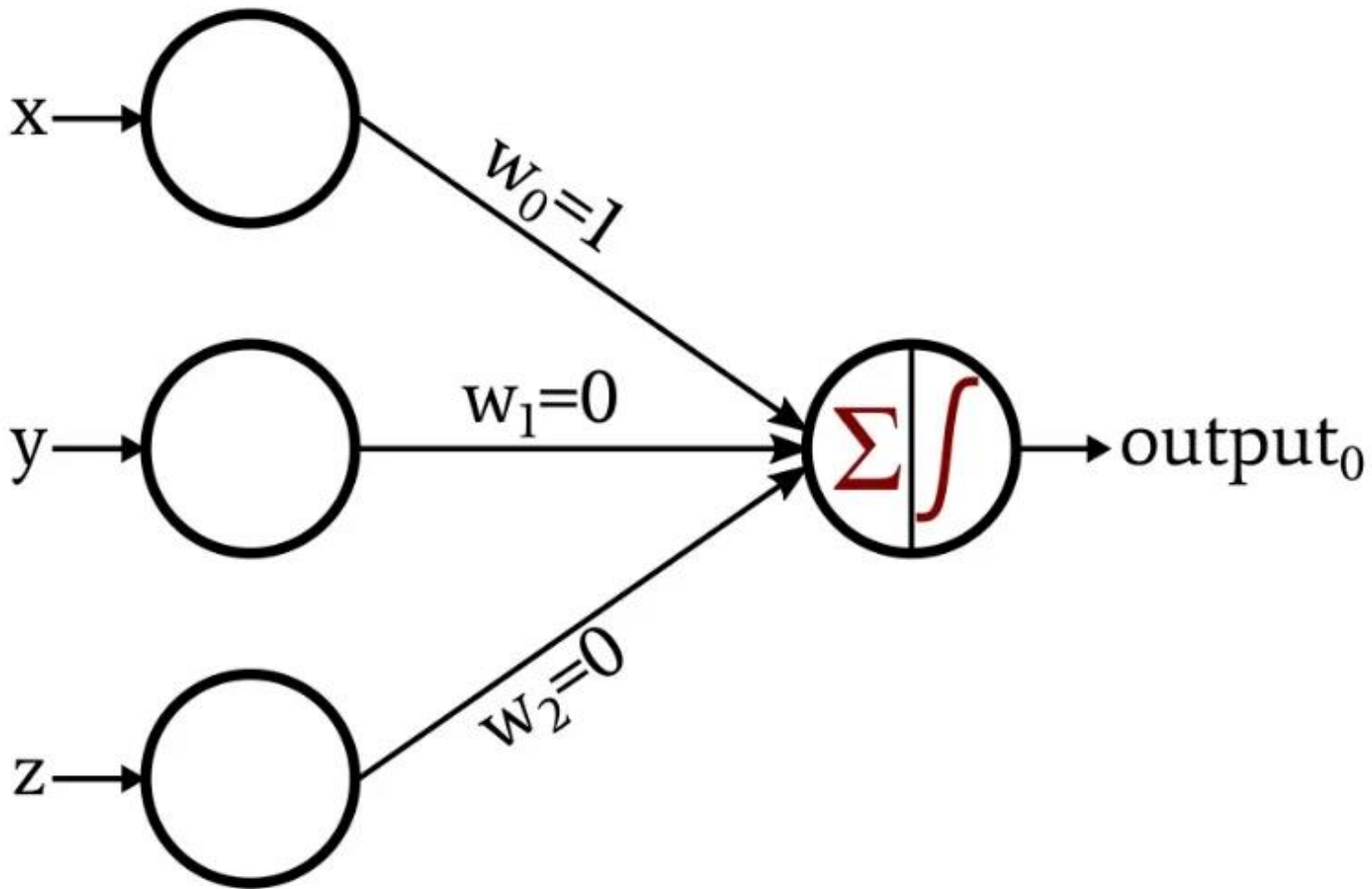


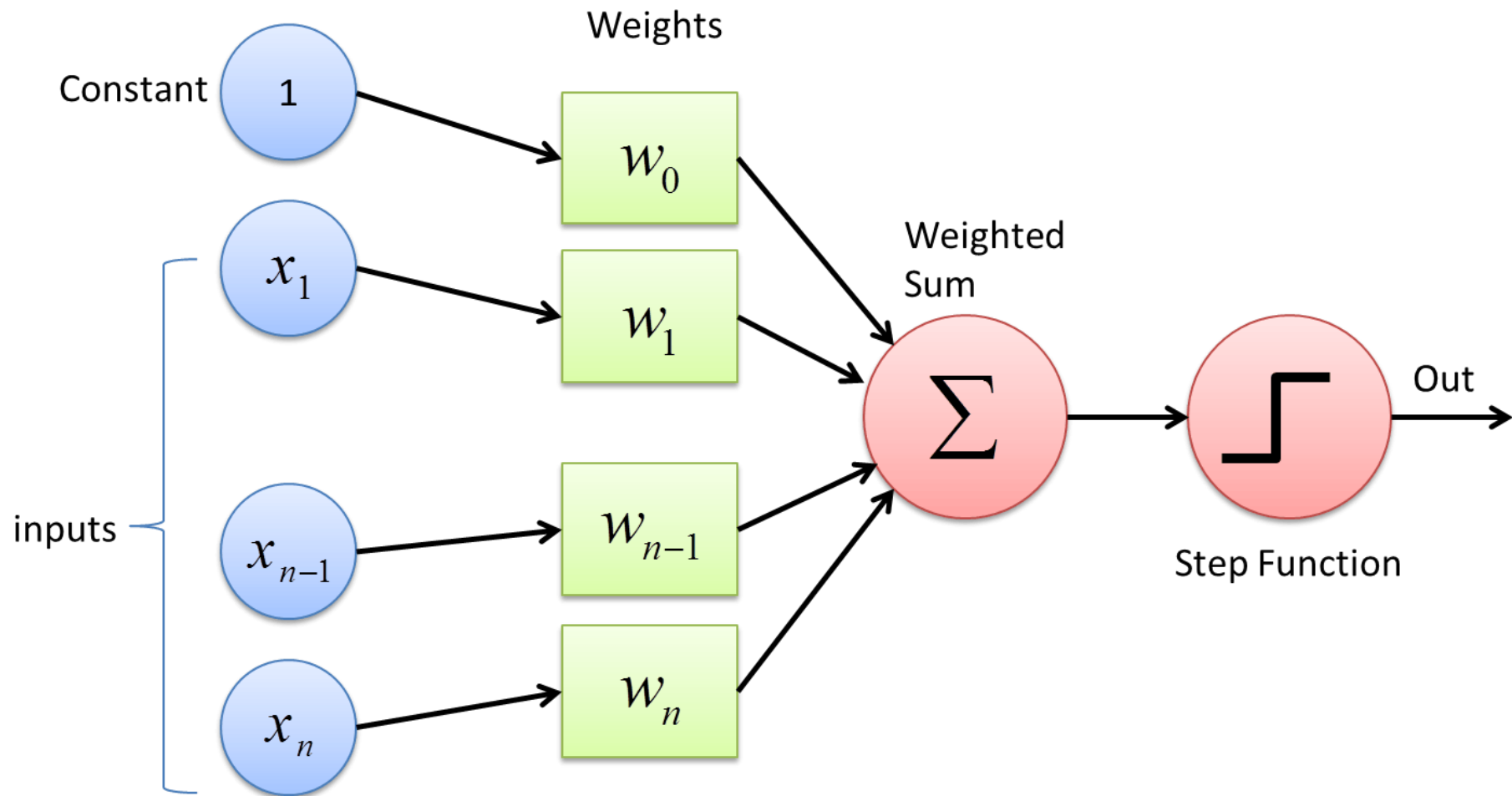


- Lo anterior permite que haya diferencias de cargas entre el exterior (+) y el interior (-) de la neurona: **POLARIDAD**.
- La diferencia de carga está dada por la concentración de iones.
- Hay mayor concentración de  $\text{Na}^+$  fuera de la membrana y mayor concentración de  $\text{K}^+$  dentro de la misma
- Esto es posible gracias a la **bomba de sodio-potasio (transporte activo)**.

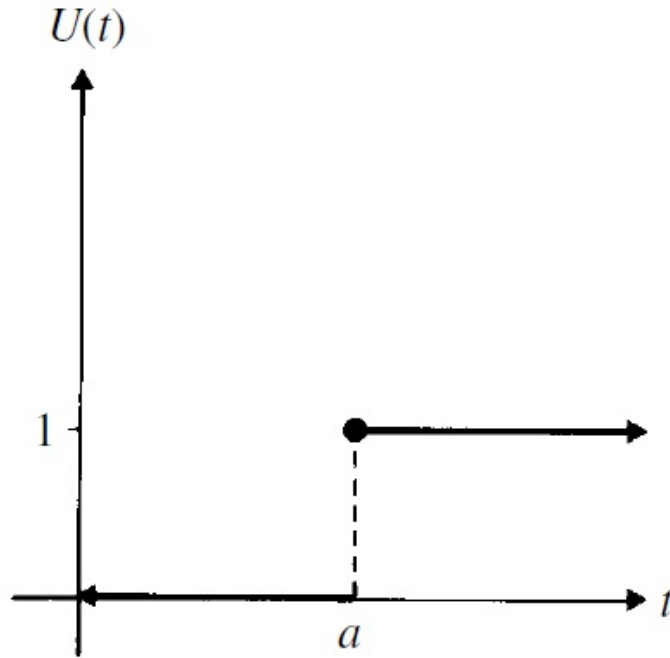
**EL GRADIENTE IONICO LO LOGRA GRACIAS A LA  
BOMBA DE SODIO-POTASIO**





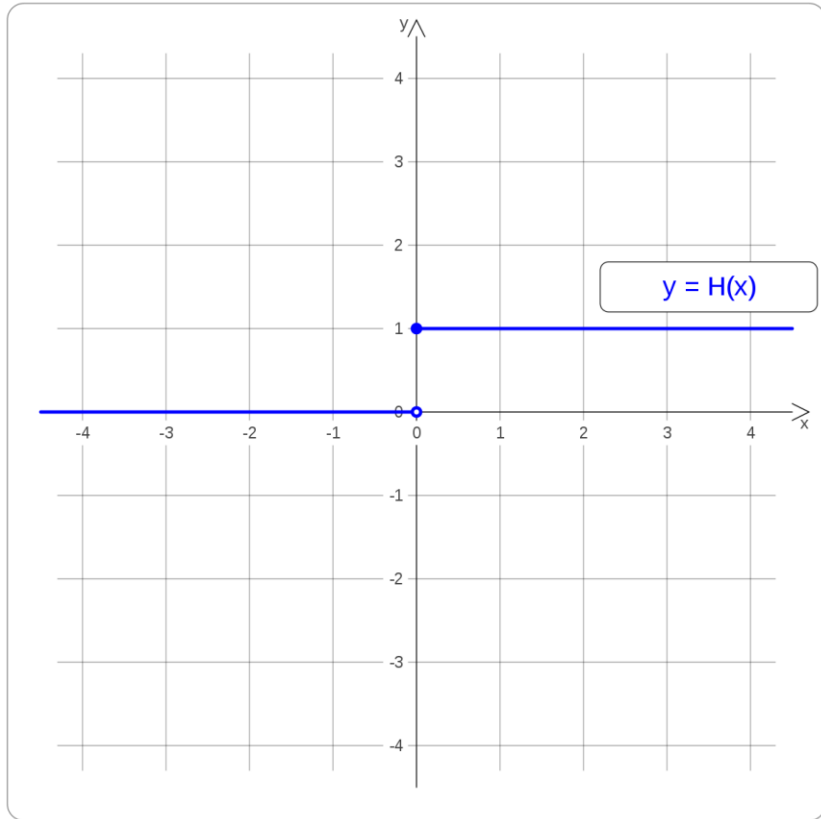


# Función escalón



$$a = 1$$

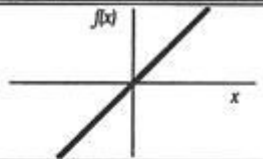
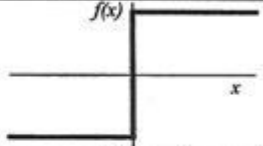
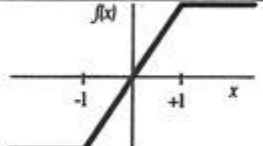
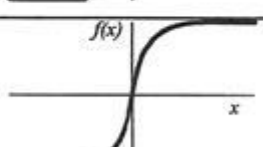
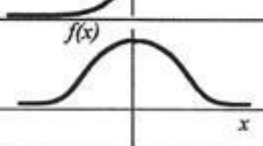
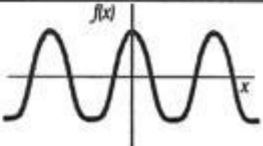
# Heaviside - Función escalón



$f(x)$

- 1 si  $x \geq 0$
- 0 para todo otro valor



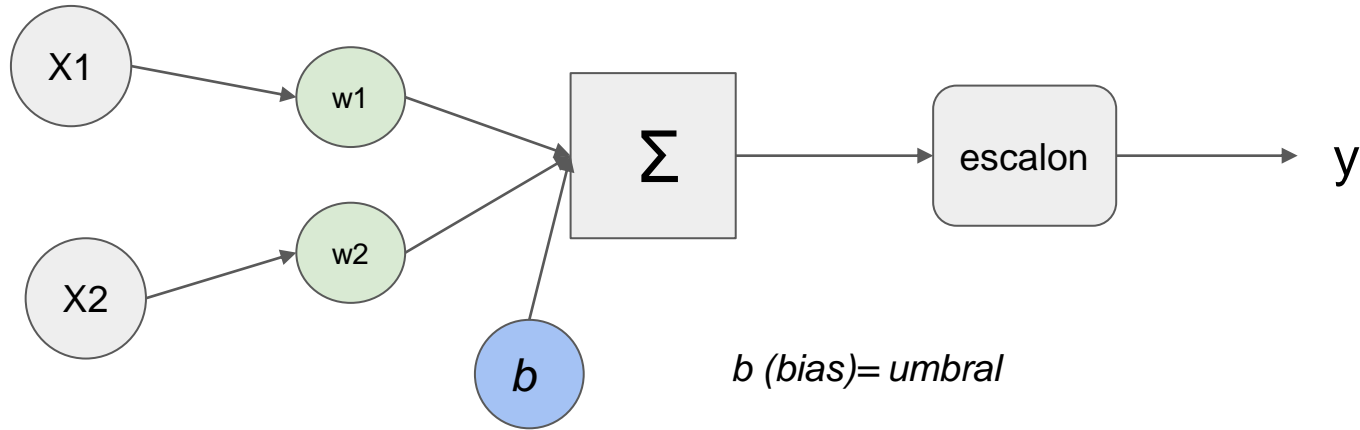
	Función	Rango	Gráfica
Identidad	$y = x$	$[-\infty, +\infty]$	
Escalón	$y = \text{sign}(x)$ $y = H(x)$	$\{-1, +1\}$ $\{0, +1\}$	
Lineal a tramos	$y = \begin{cases} -1, & \text{si } x < -l \\ x, & \text{si } -l \leq x \leq +l \\ +1, & \text{si } x > +l \end{cases}$	$[-1, +1]$	
Sigmoidea	$y = \frac{1}{1 + e^{-x}}$ $y = \text{tgh}(x)$	$[0, +1]$ $[-1, +1]$	
Gaussiana	$y = Ae^{-Bx^2}$	$[0, +1]$	
Sinusoidal	$y = A \text{sen}(\omega x + \varphi)$	$[-1, +1]$	

# Perceptrón simple - AND

COMPUERTA AND		
A	B	Salida
0	0	0
0	1	0
1	0	0
1	1	1



# Perceptrón simple - AND

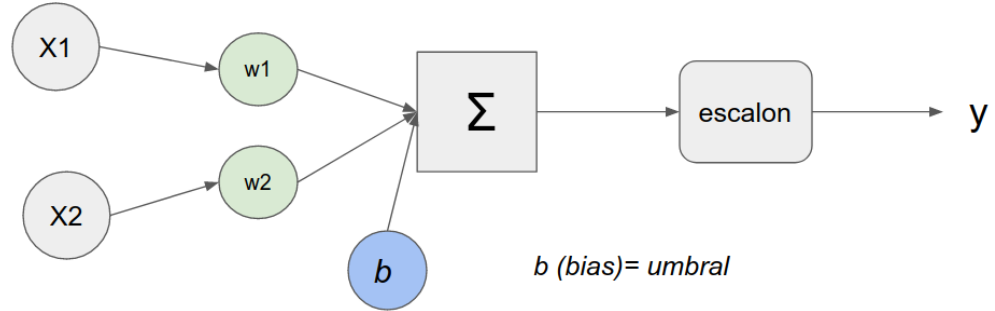


$$x_1 * w_1 + x_2 * w_2 + b > 0 \implies y = 1$$

$$x_1 * w_1 + x_2 * w_2 + b \leq 0 \implies y = 0$$

# Perceptrón simple - AND

X1	X2	y
0	0	0
0	1	0
1	0	0
1	1	1



$$X1 * w1 + x2 * w2 + b \geq 1 \implies y = 1$$

$$X1 * w1 + x2 * w2 + b < 1 \implies y = 0$$

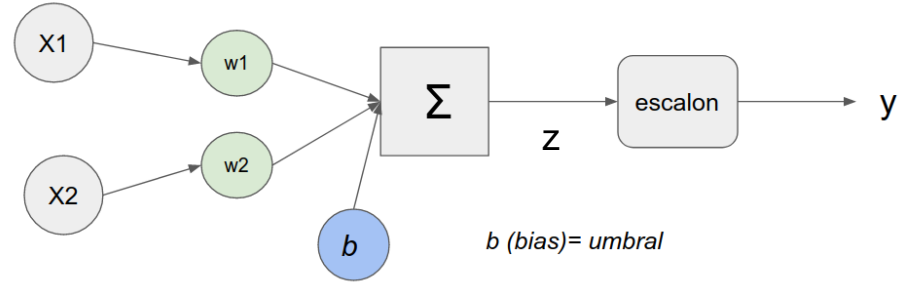
# Perceptrón simple - Conjunto etiquetado

Datos de entrenamiento

X1	X2	y
0	0	0
0	1	0
1	0	0
1	1	1

Etiquetas. Valores esperados de salida

# Perceptrón simple - AND



X1	X2	$x_1 \cdot w_1 + x_2 \cdot w_2 + b$	z	y
0	0	b	$< 0$	0
0	1	$w_2 + b$	$< 0$	0
1	0	$w_1 + b$	$< 0$	0
1	1	$w_1 + w_2 + b$	$\geq 0$	1

¿w1, w2 y b?

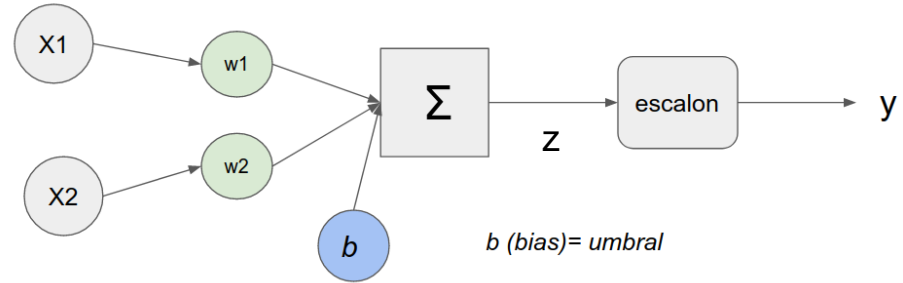
# Aleatoria

- $W1 = 0.3$
- $W2 = 0.2$
- $b = -1$



# Perceptrón simple - AND

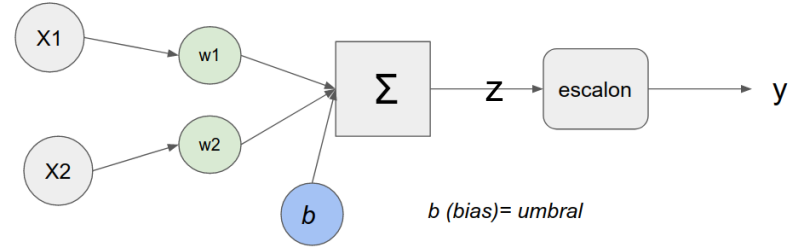
- $W1 = 0.3$
- $W2 = 0.2$
- $b = -1$



X1	X2	$x1 \cdot w1 + x2 \cdot w2 + b$	z	y
0	0	b	$< 0$	0
0	1	$w2 + b$	$< 0$	0
1	0	$w1 + b$	$< 0$	0
1	1	$w1 + w2 + b$	$\geq 0$	1

# Perceptrón simple - Primera Iteración

- $W1 = 0.3$
- $W2 = 0.2$
- $b = -1$



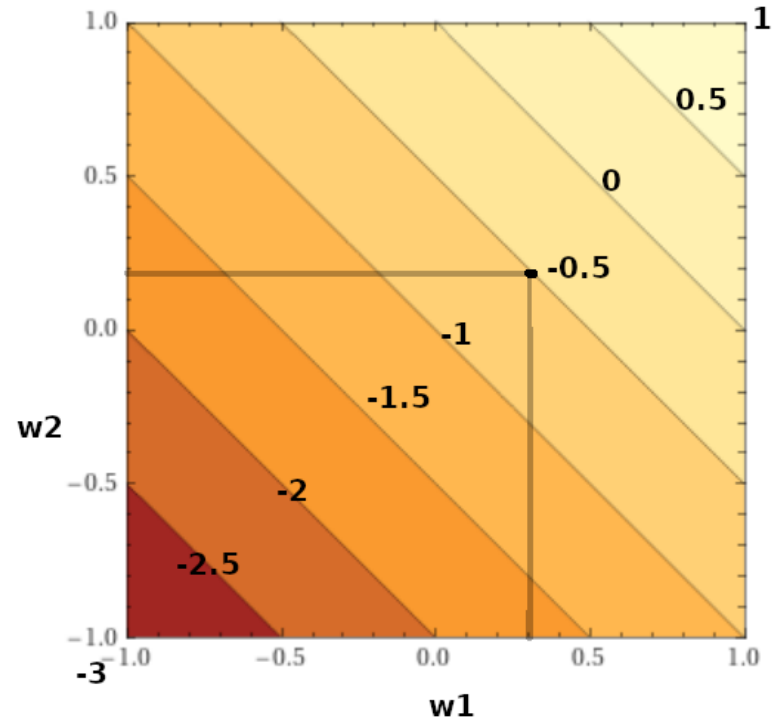
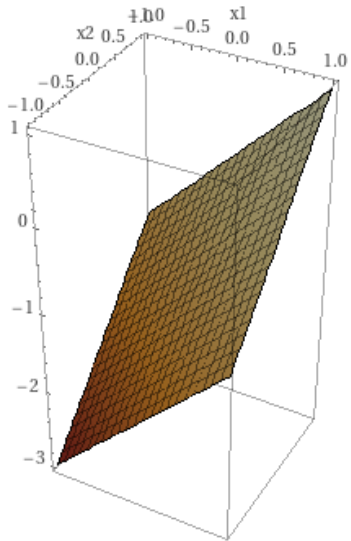
X1	X2	$x1*w1+x2*w2 + b$	z	$y'$	y	Error ( $ y-y' $ )
0	0	-1	-1	0	0	0
0	1	$w2 + b$	-0.8	0	0	0
1	0	$w1 + b$	-0.7	0	0	0
1	1	$w1 + w2 + b$	-0.5	0	1	1

# Función del error

- $W1 = 0.3$
- $W2 = 0.2$
- $b = -1$

$$\text{Escalon}(w1 + w2 - 1) - 1 = \text{error}$$

$$\text{Si } \begin{cases} w1 + w2 - 1 < 0 \Rightarrow 0 \\ w1 + w2 - 1 \leq 0 \Rightarrow \end{cases}$$

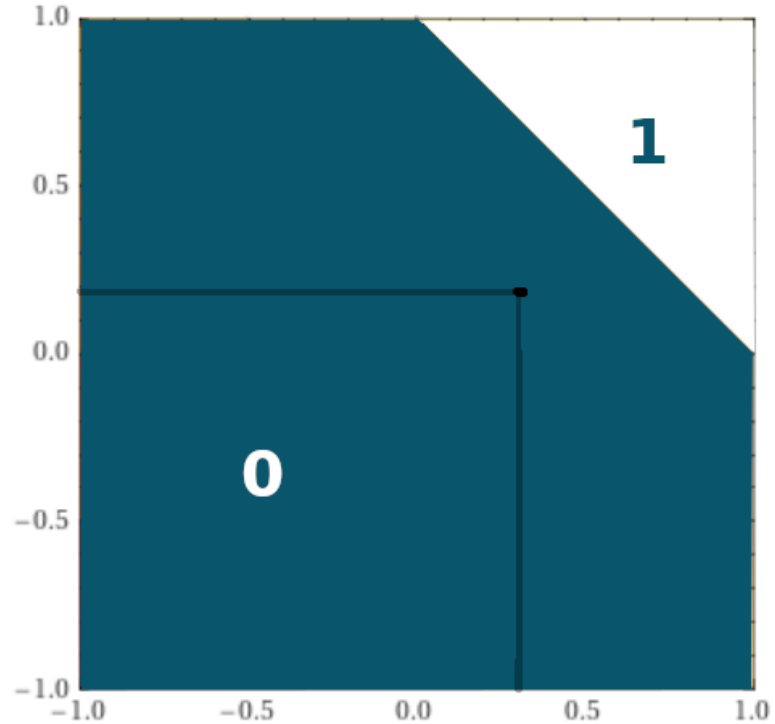


# Función del error: Escalón

- $W1 = 0.3$
- $W2 = 0.2$
- $b = -1$

$\text{Escalon}(w1 + w2 - 1) - 1 = \text{error}$

$$\text{Si} \begin{cases} w1 + w2 - 1 < 0 \Rightarrow 0 \\ w1 + w2 - 1 \leq 0 \Rightarrow 1 \end{cases}$$



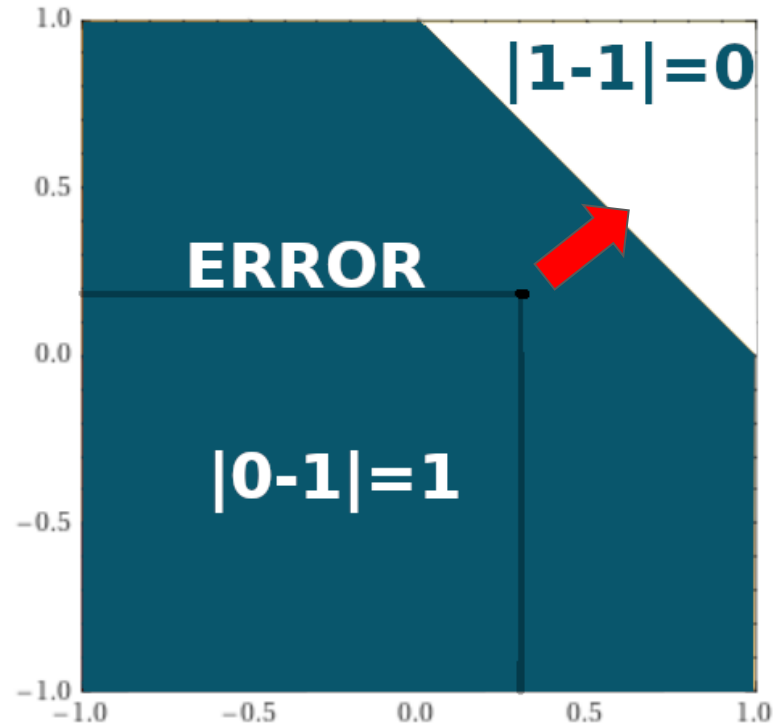
# Función del error:

- $W1 = 0.3$
- $W2 = 0.2$
- $b = -1$

Error:

$$\text{Si } \begin{cases} w1 + w2 - 1 < 0 \Rightarrow |0 - 1| = 0 \\ w1 + w2 - 1 \leq 0 \Rightarrow |1 - 1| \end{cases}$$

= 1



**Dirección de decrecimiento**

# Actualización de los pesos

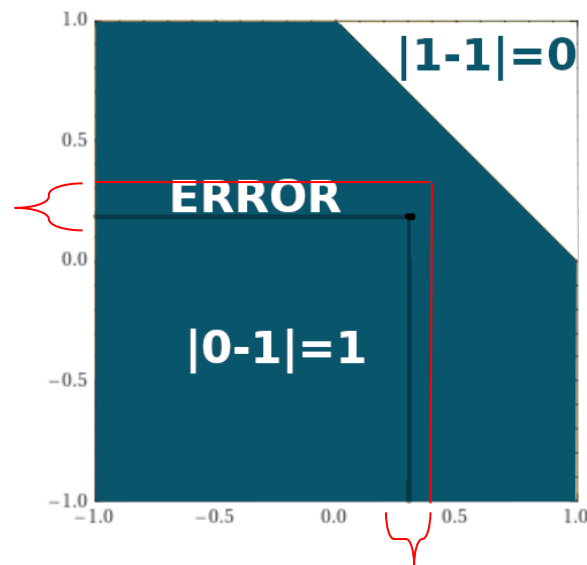
$\alpha$  = tasa de crecimiento.

Valor entre 0 y 1.

Suele ser 0.5

$\alpha = 0.2$

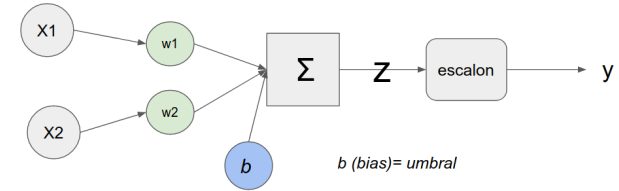
- $W1 = 0.3 + 0.2 * \text{error}$
- $W2 = 0.2 + 0.2 * \text{error}$
- $b = -1$



A medida que se acerque a cero, más pequeña será la actualización

# Perceptrón simple - Segunda Iteración

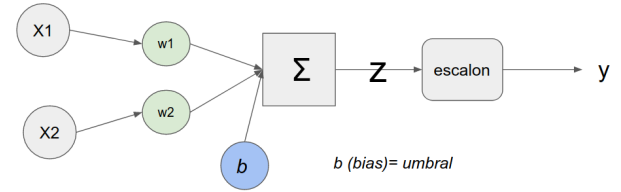
- $W1 = 0.5$
- $W2 = 0.4$
- $b = -1$



X1	X2	$x1*w1+x2*w2 + b$	z	$y'$	y	Error ( $ y-y' $ )
0	0	-1	-1	0	0	0
0	1	$w2 + b$	-0.6	0	0	0
1	0	$w1 + b$	-0.5	0	0	0
1	1	$w1 + w2 + b$	-0.1	0	1	1

# Perceptrón simple - Tercera Iteración

- $W1 = 0.5 + 0.2 = 0.7$
- $W2 = 0.4 + 0.2 = 0.6$
- $b = -1$

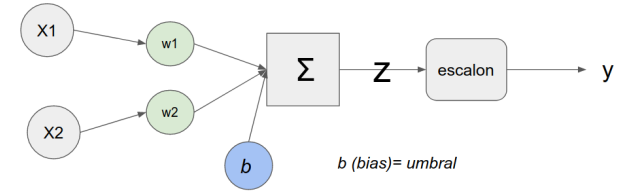


X1	X2	$x1*w1+x2*w2 + b$	z	$y'$	y	Error ( $ y-y' $ )
0	0	-1	-1	0	0	0
0	1	$w2 + b$	-0.4	0	0	0
1	0	$w1 + b$	-0.3	0	0	0
1	1	$w1 + w2 + b$	0.3	1	1	0



# Perceptrón simple - AND en producción

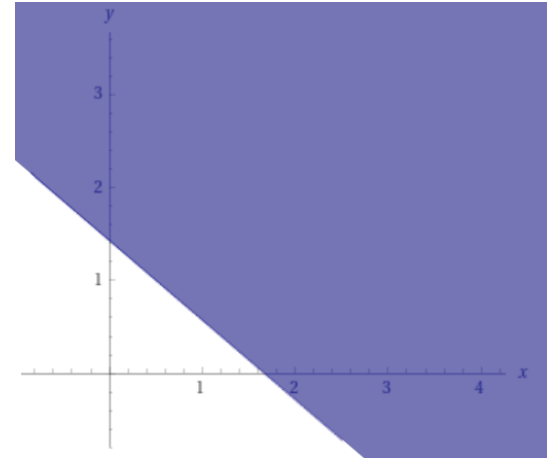
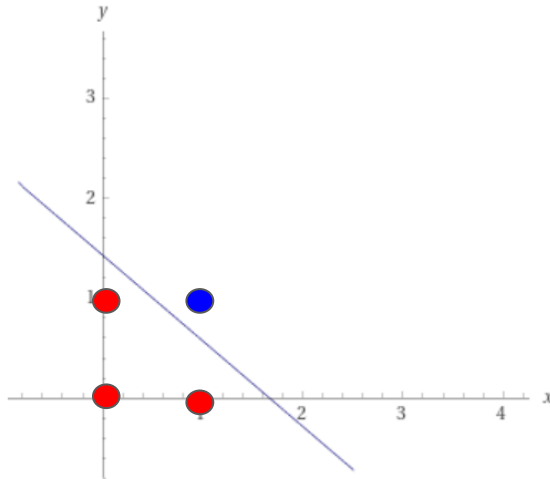
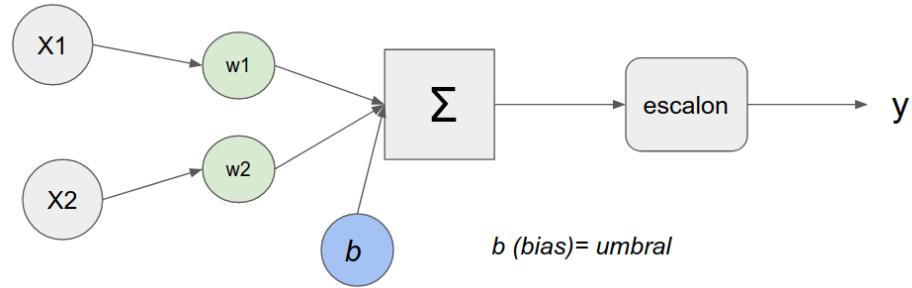
- $W1 = 0.7$
- $W2 = 0.6$
- $b = -1$



X1	X2	z	AND= y'
0.5	0.5	-0.35	0
0.5	1	-0,05	0
0.9	0.9	0.17	1

# Perceptrón simple - Red entrenada - AND

- $W1 = 0.7$
- $W2 = 0.6$
- $b = -1$
- $x1*0.7+x2*0.6 -1$



# Perceptrón simple - Almacenamiento

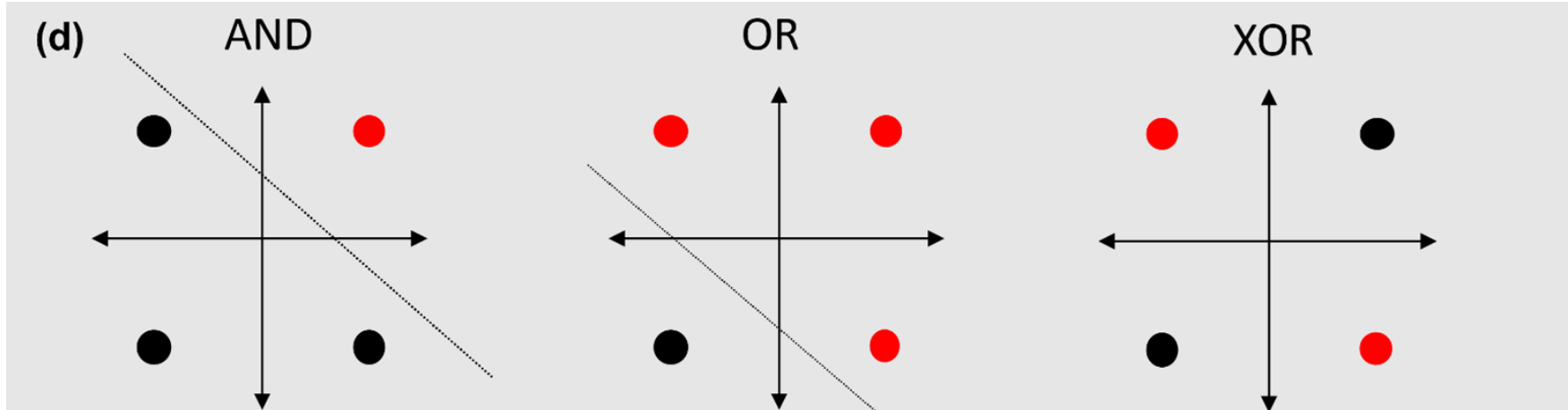
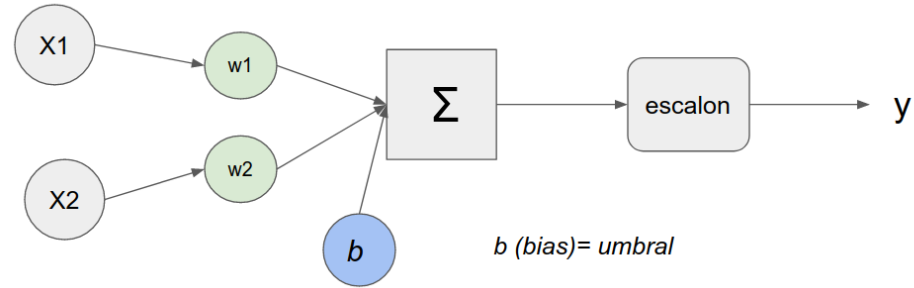
$$\begin{bmatrix} x1 & x2 & 1 \end{bmatrix} \begin{bmatrix} w1 \\ w2 \\ b \end{bmatrix}$$

$$= x1 * w1 + x2 * w2 + b$$

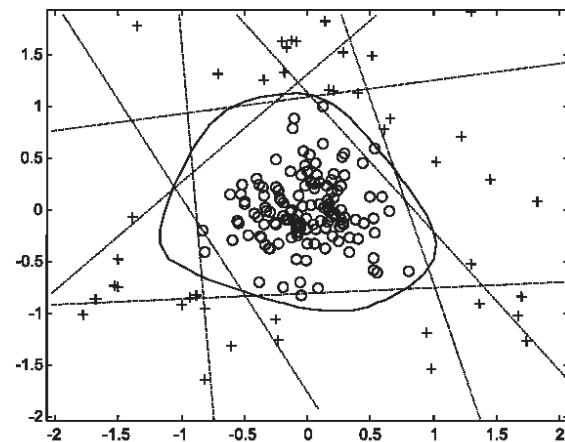
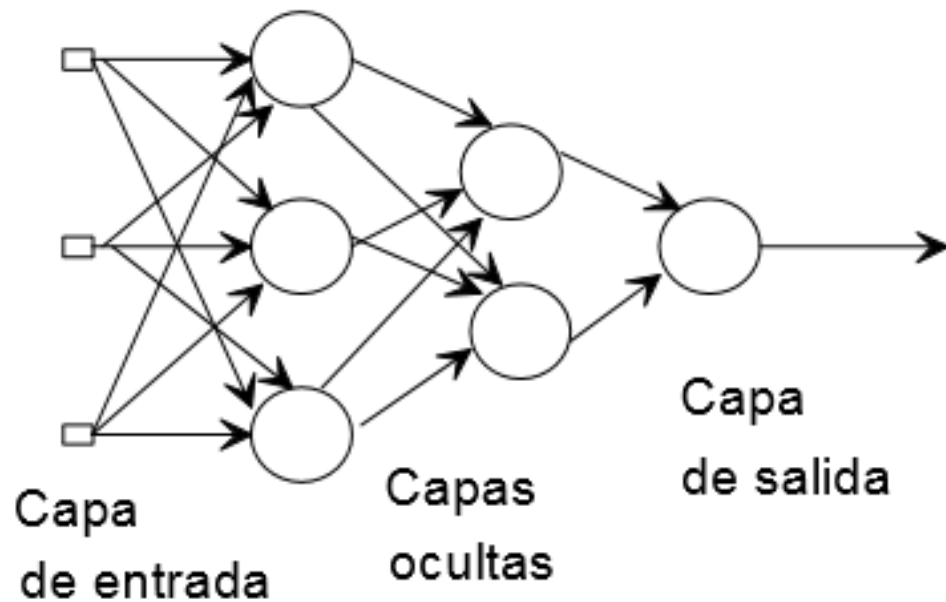
Modelo entrenado = matriz de números flotantes

$$\begin{bmatrix} 0.7 \\ 0.6 \\ -1 \end{bmatrix}$$

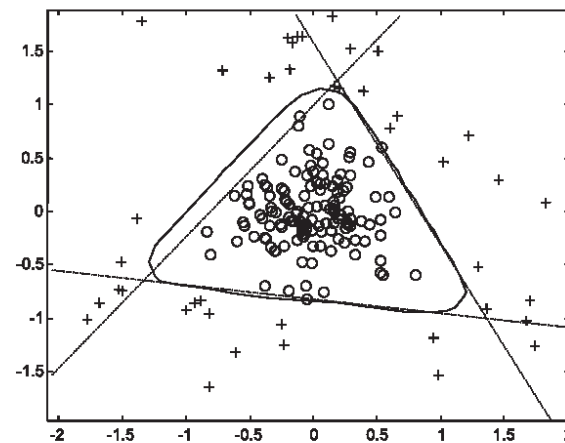
# Perceptrón simple - Limitaciones



# Perceptrón Multicapa



(a)



(b)

# Entrenamiento

## Backpropagation

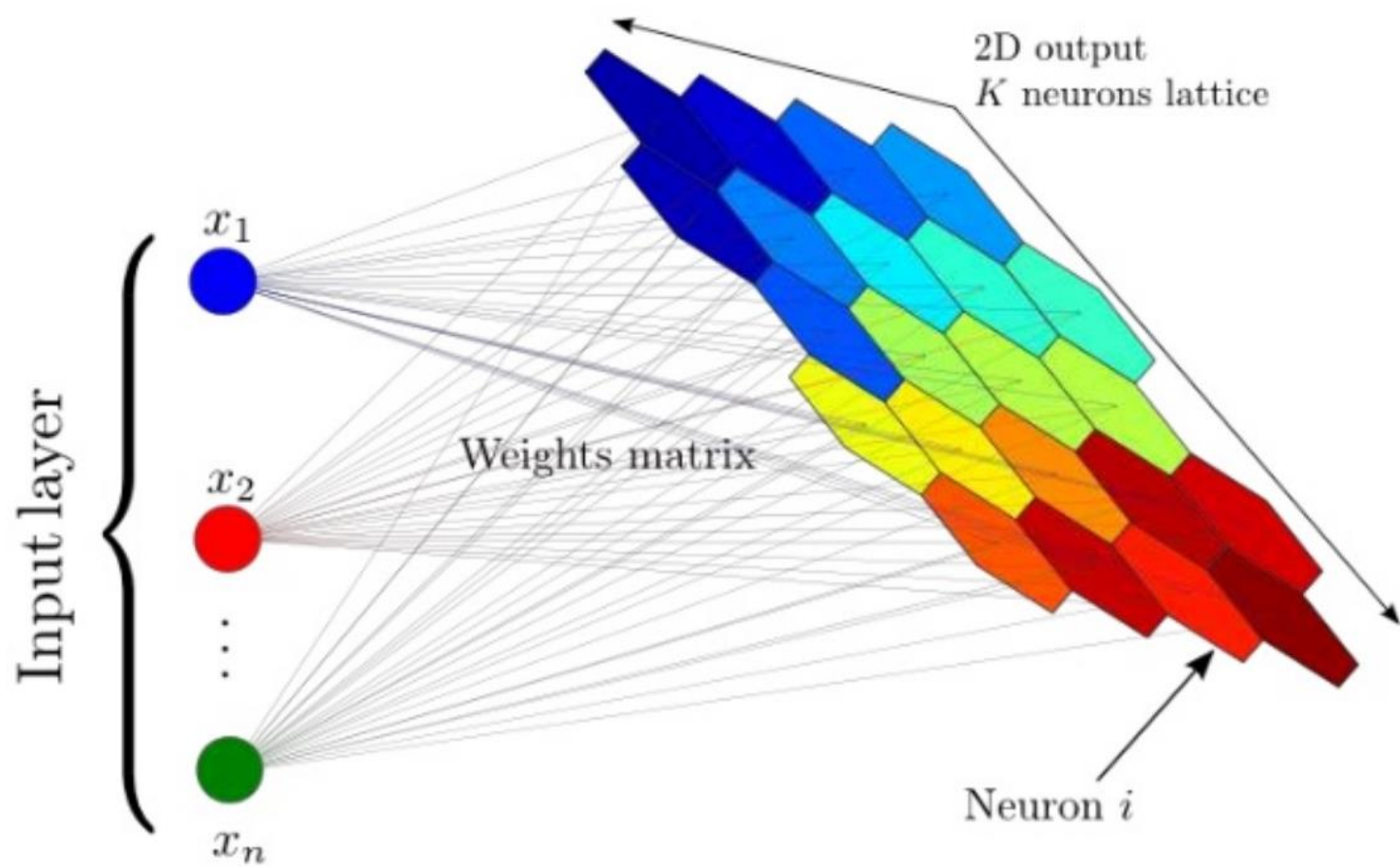
**TO BE  
CONTINUED...** 

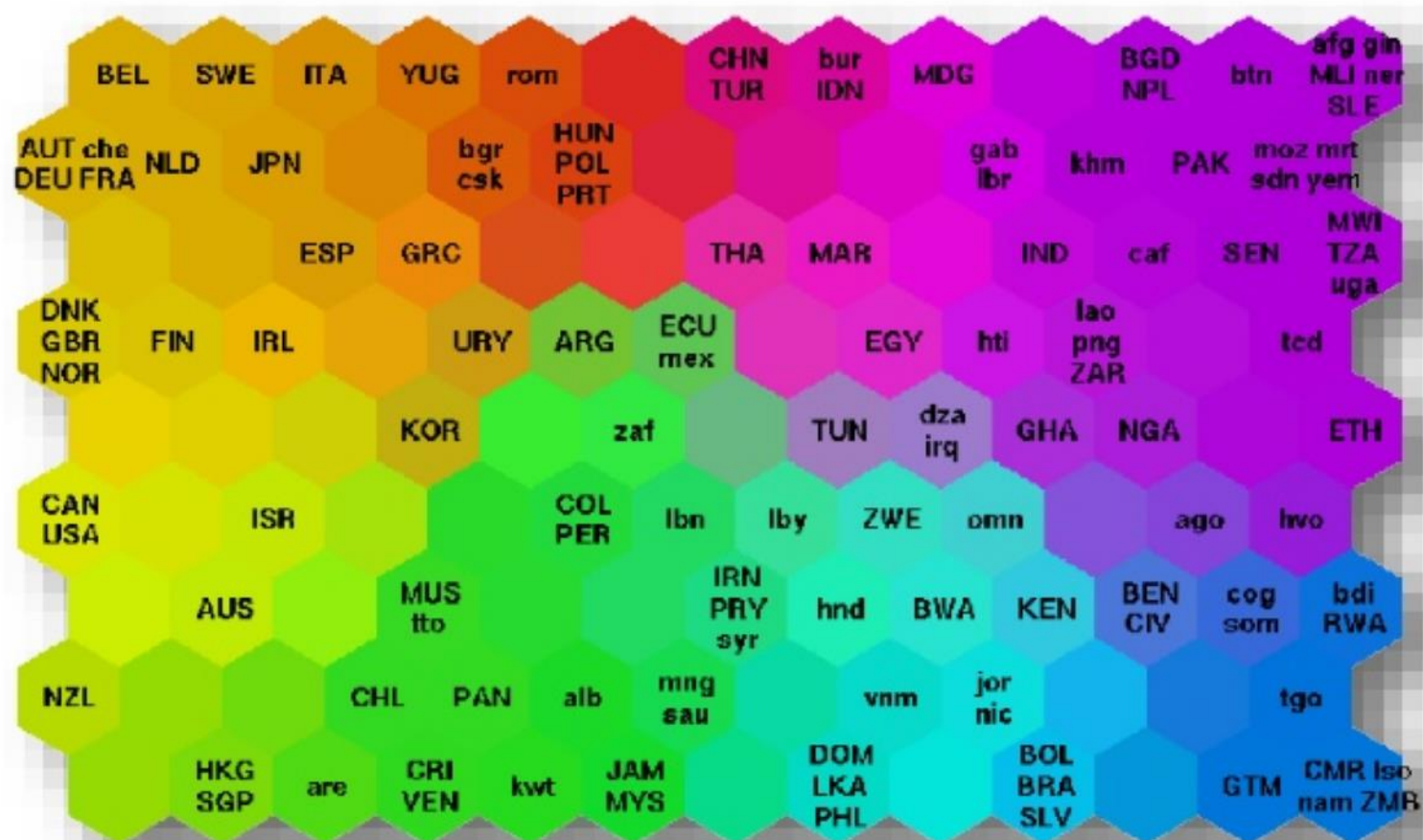
# Redes SOM (Kohonen)

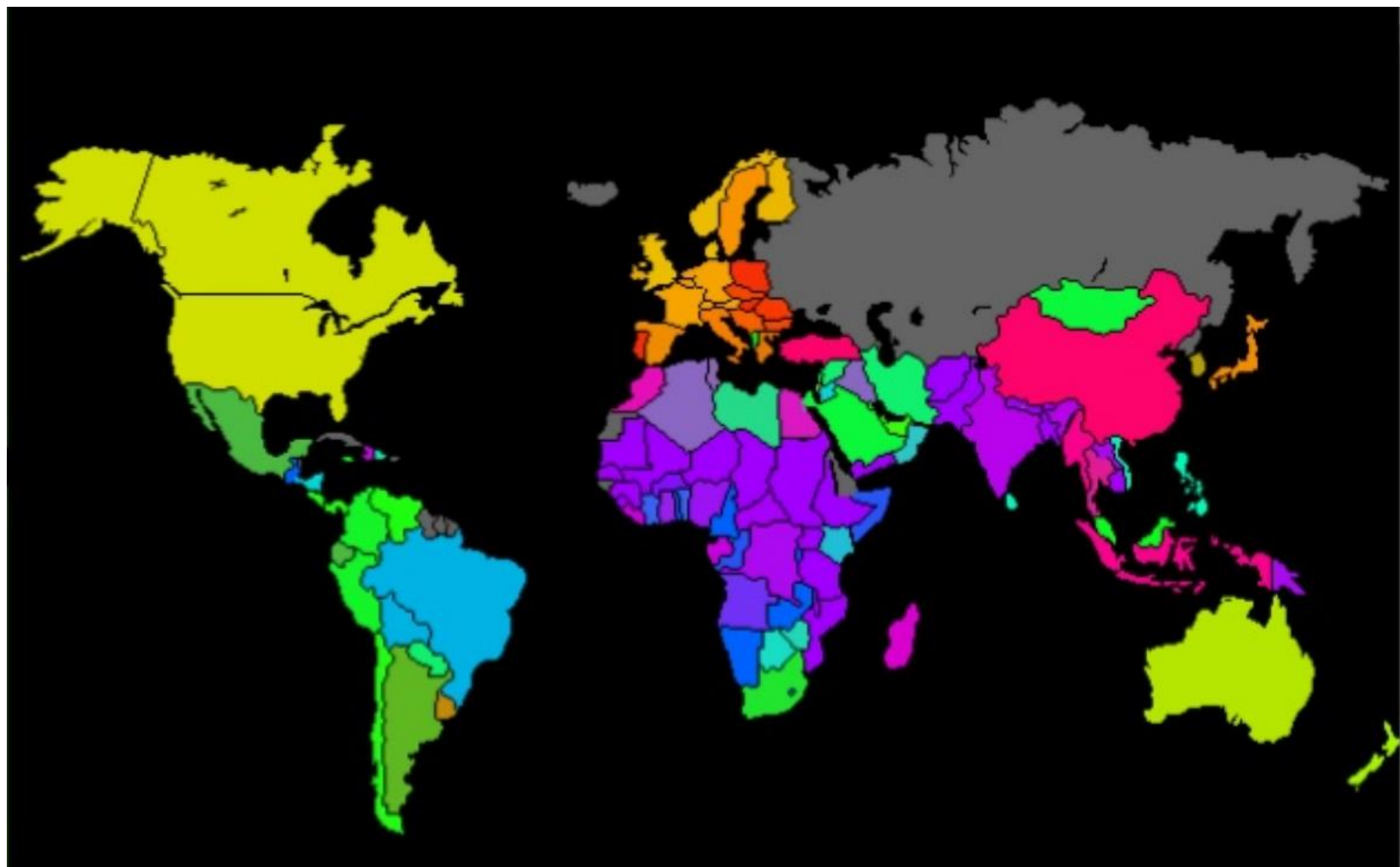


Teuvo Kohonen

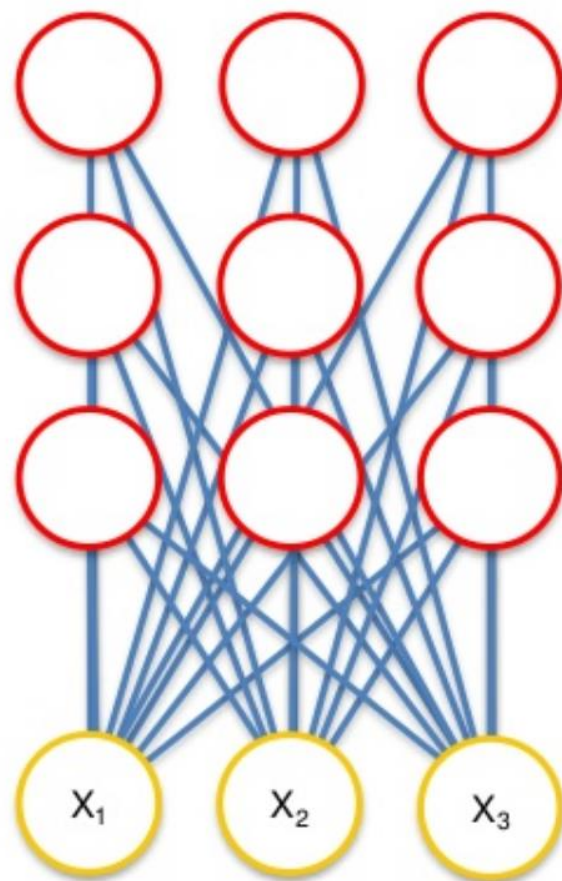








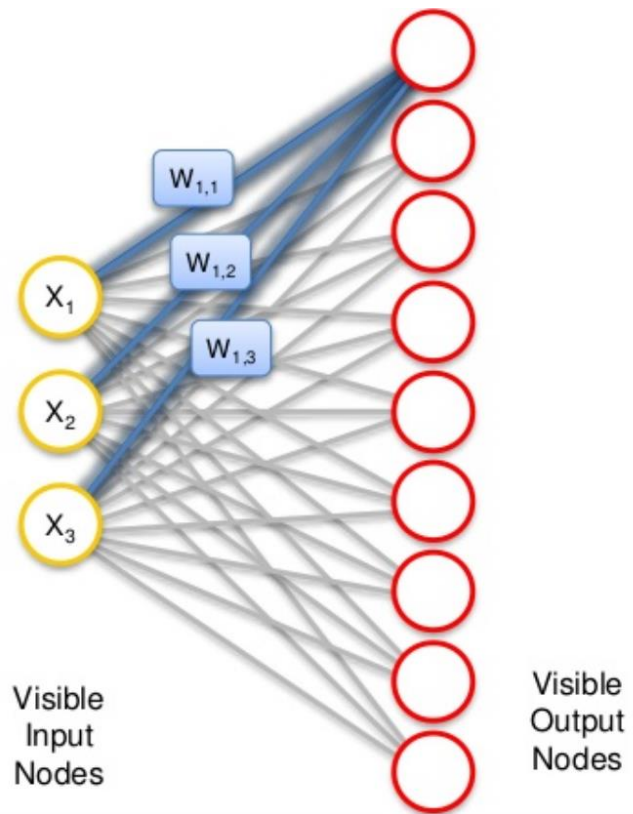
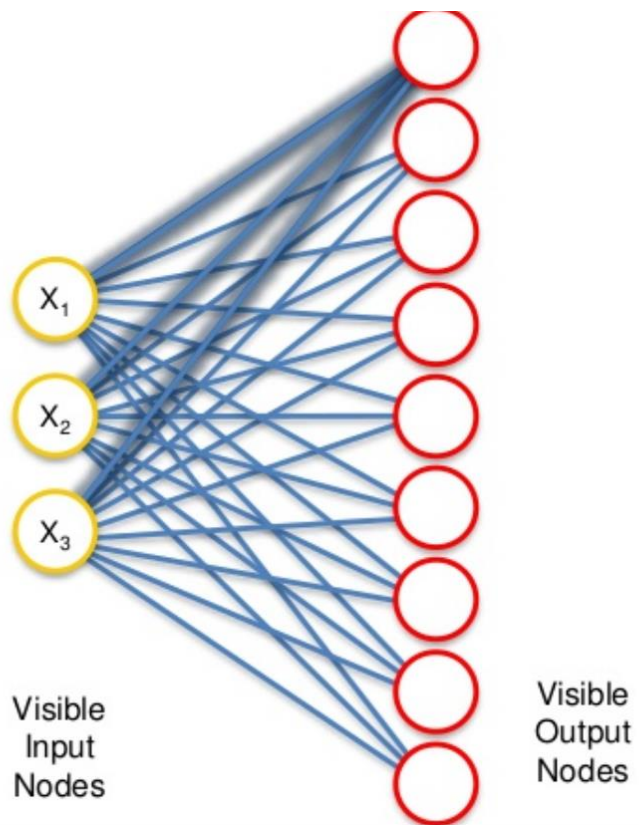


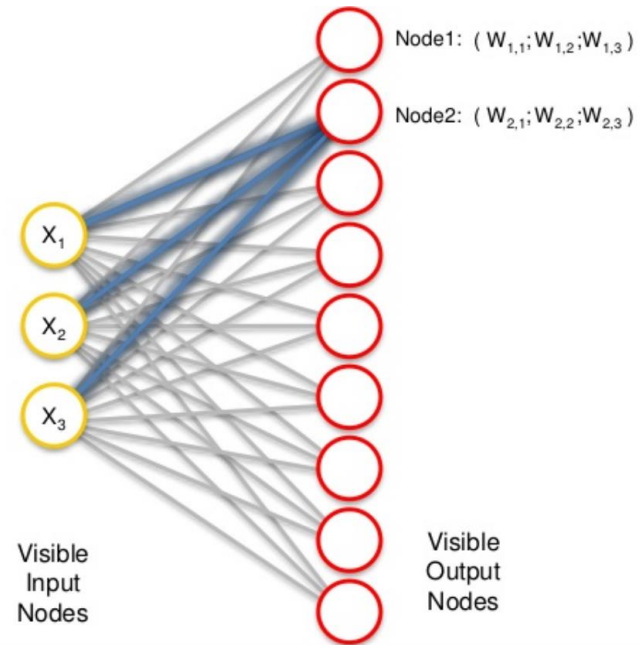
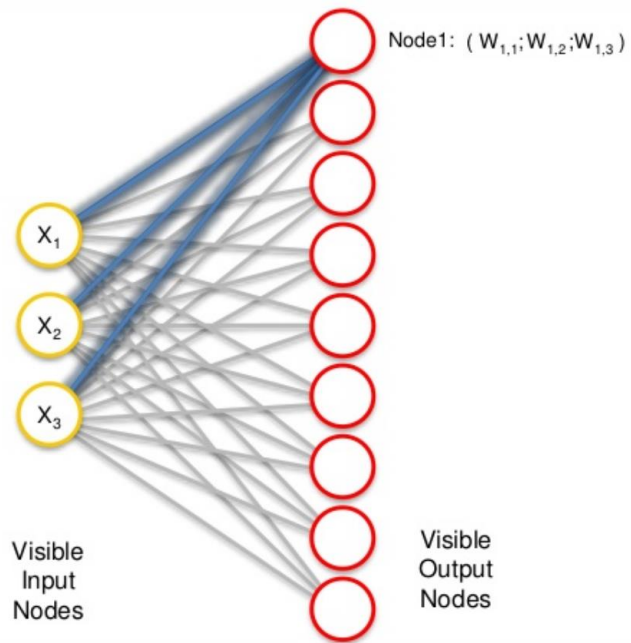


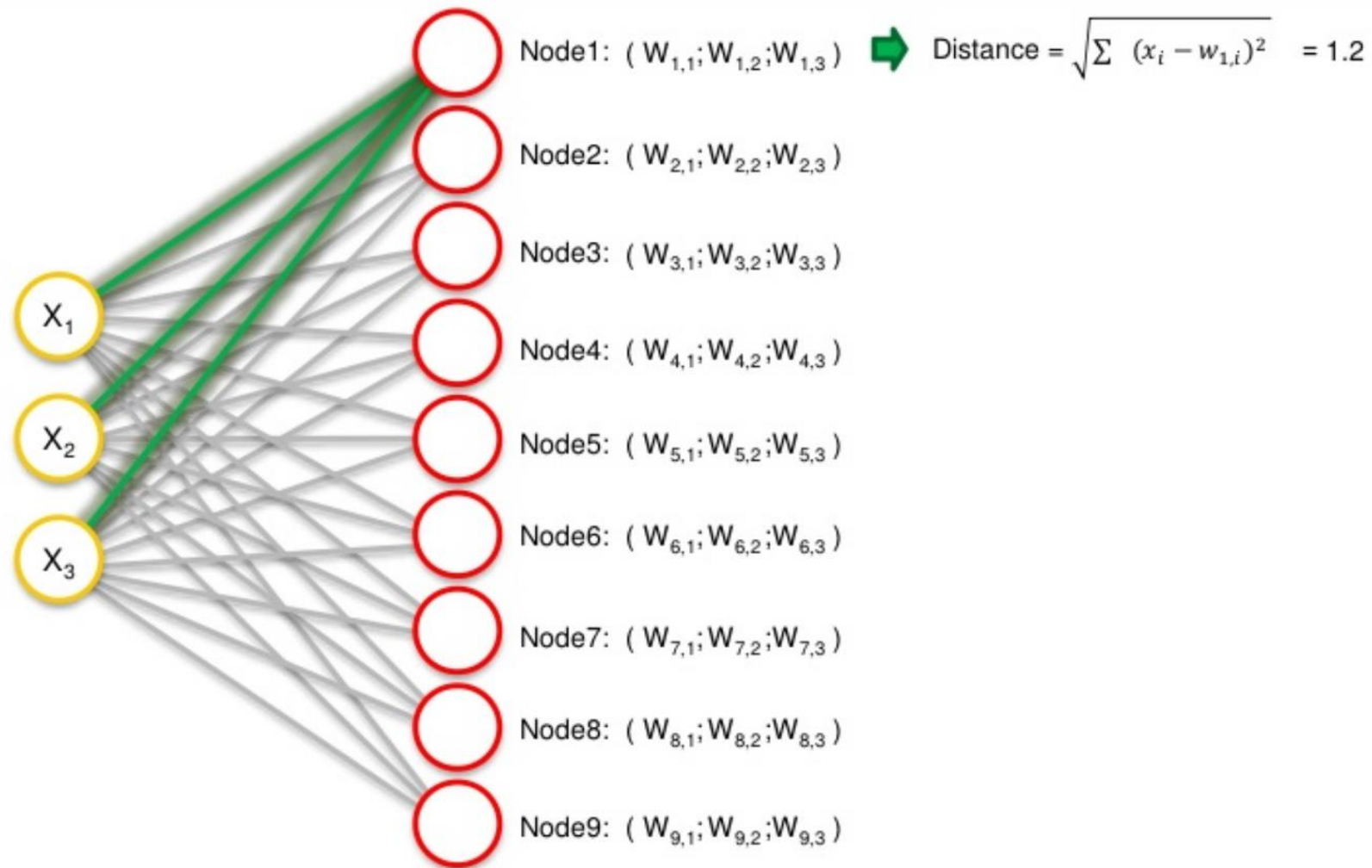
Visible  
Output  
Nodes  
(Map)

Visible Input Nodes

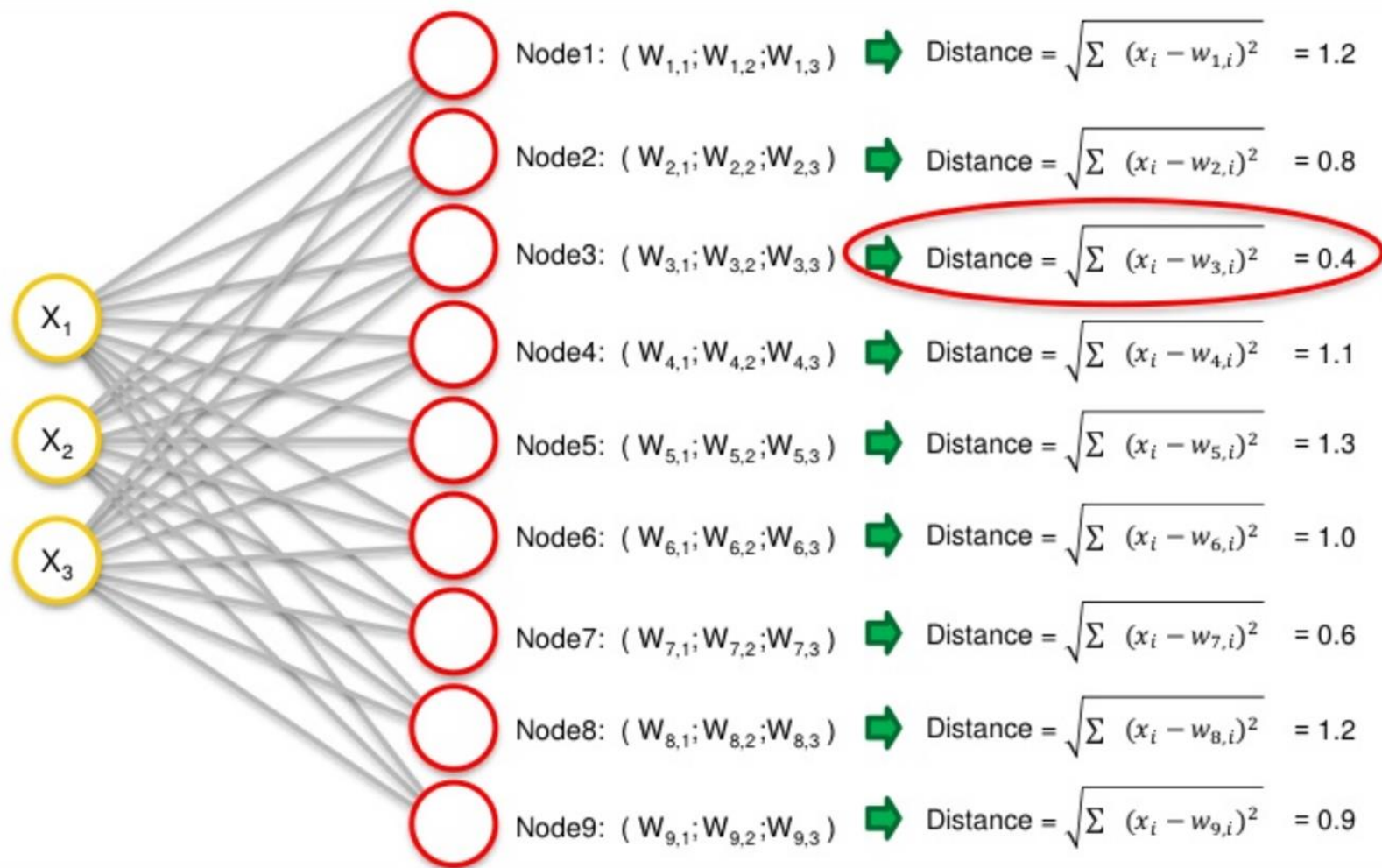


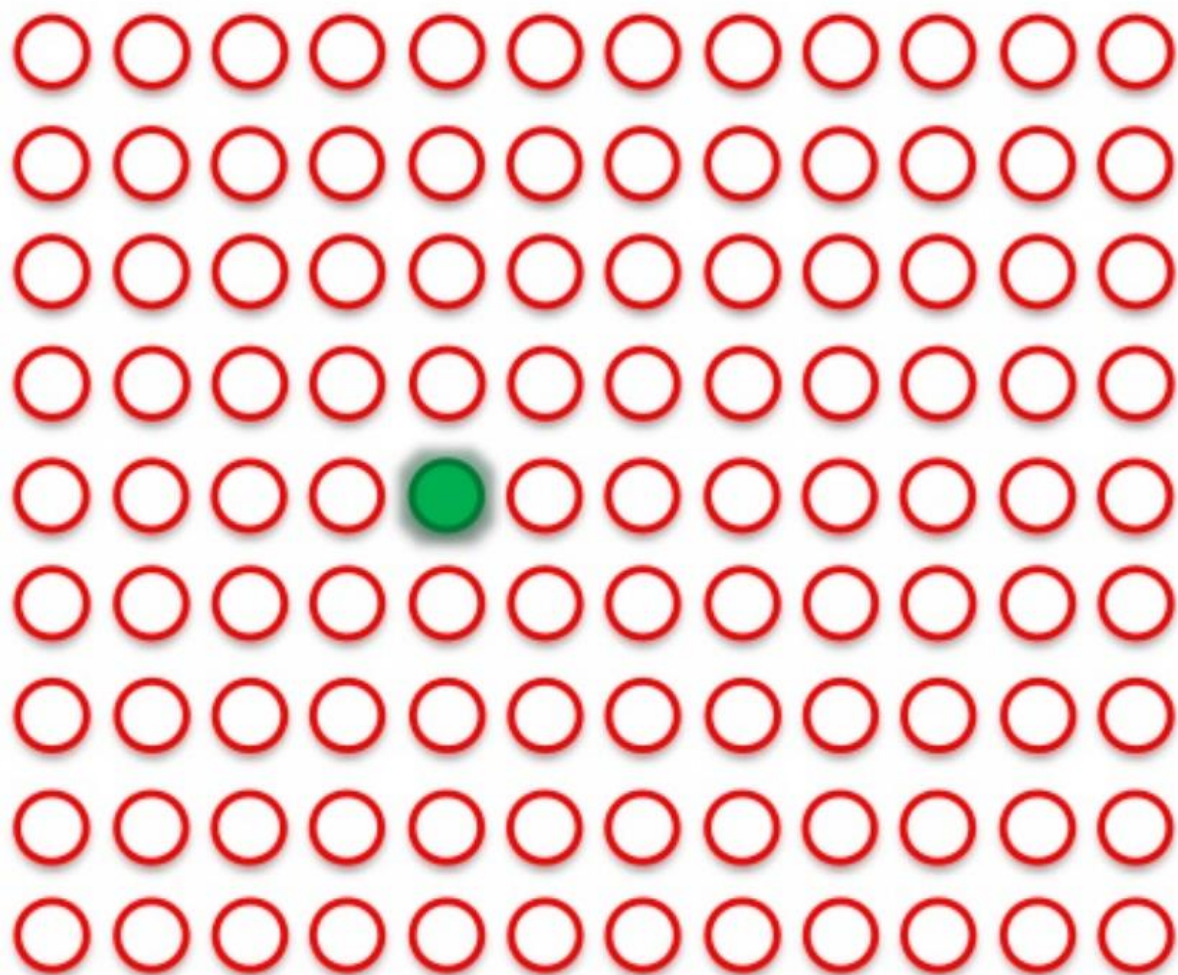


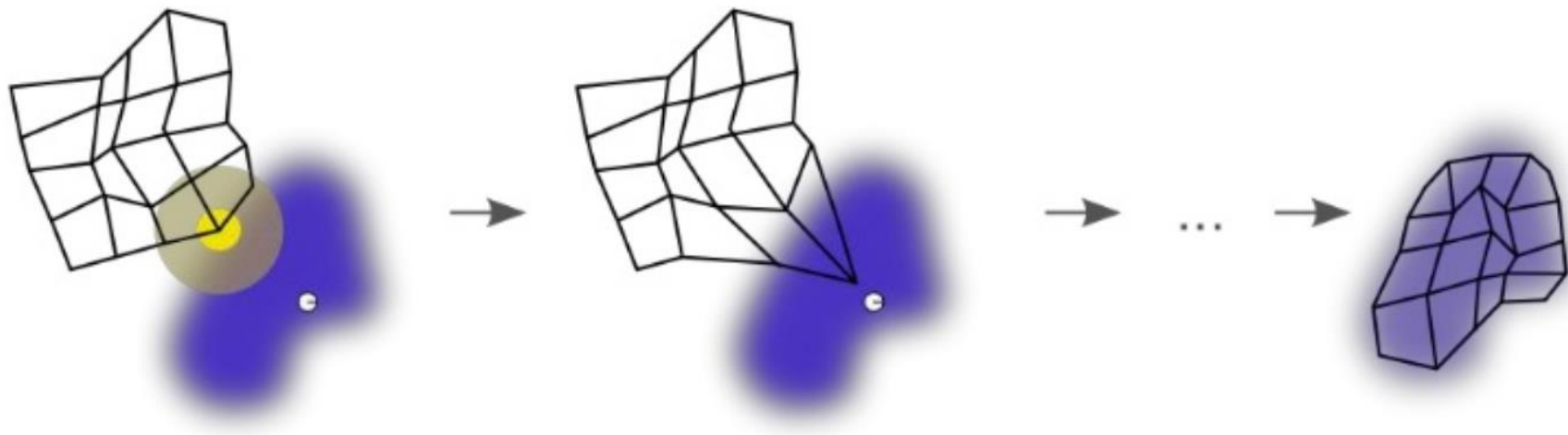


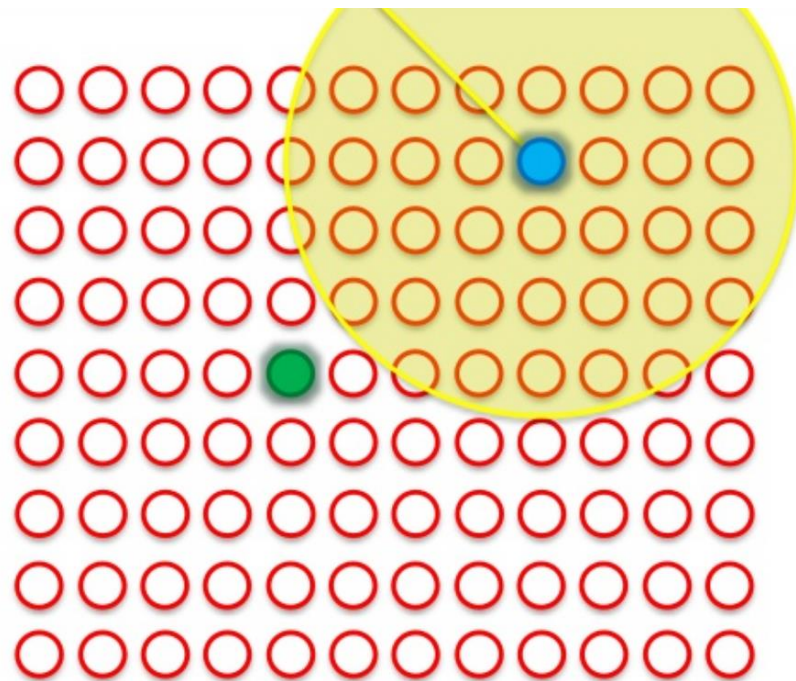
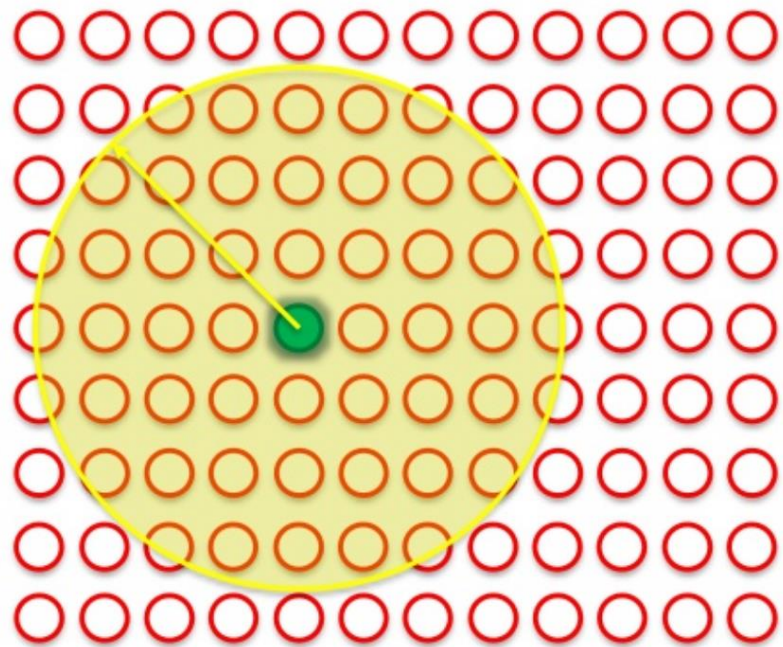




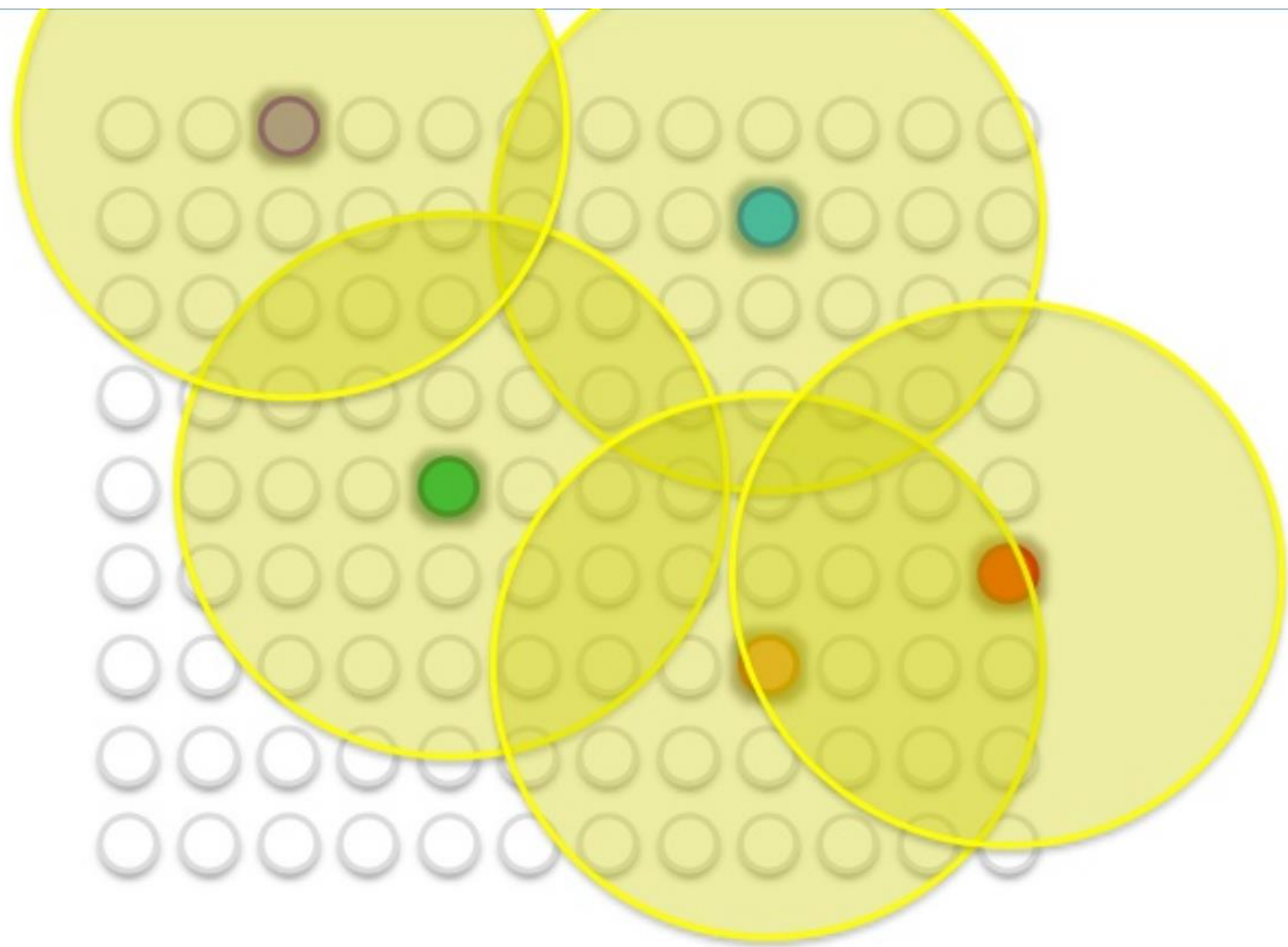


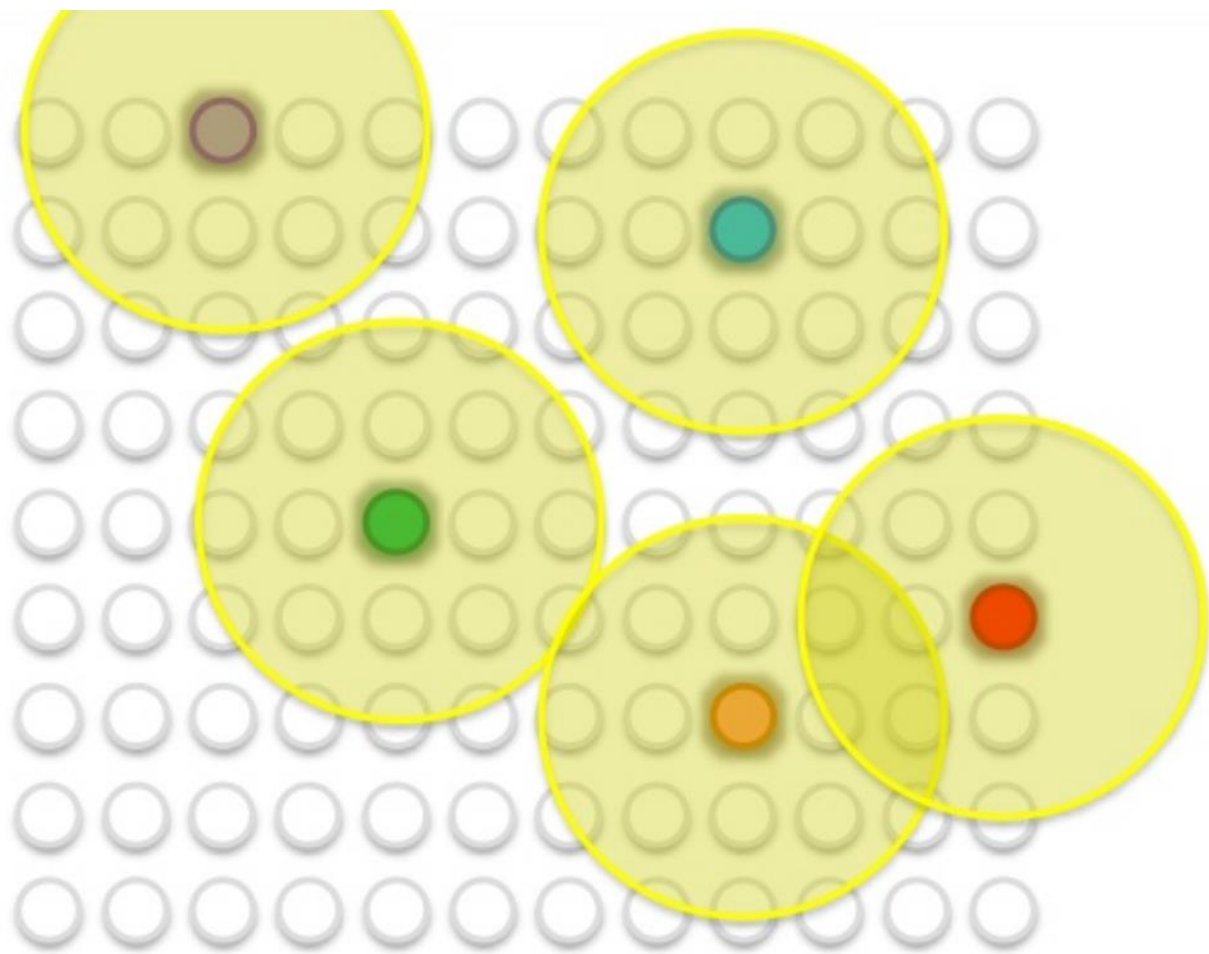


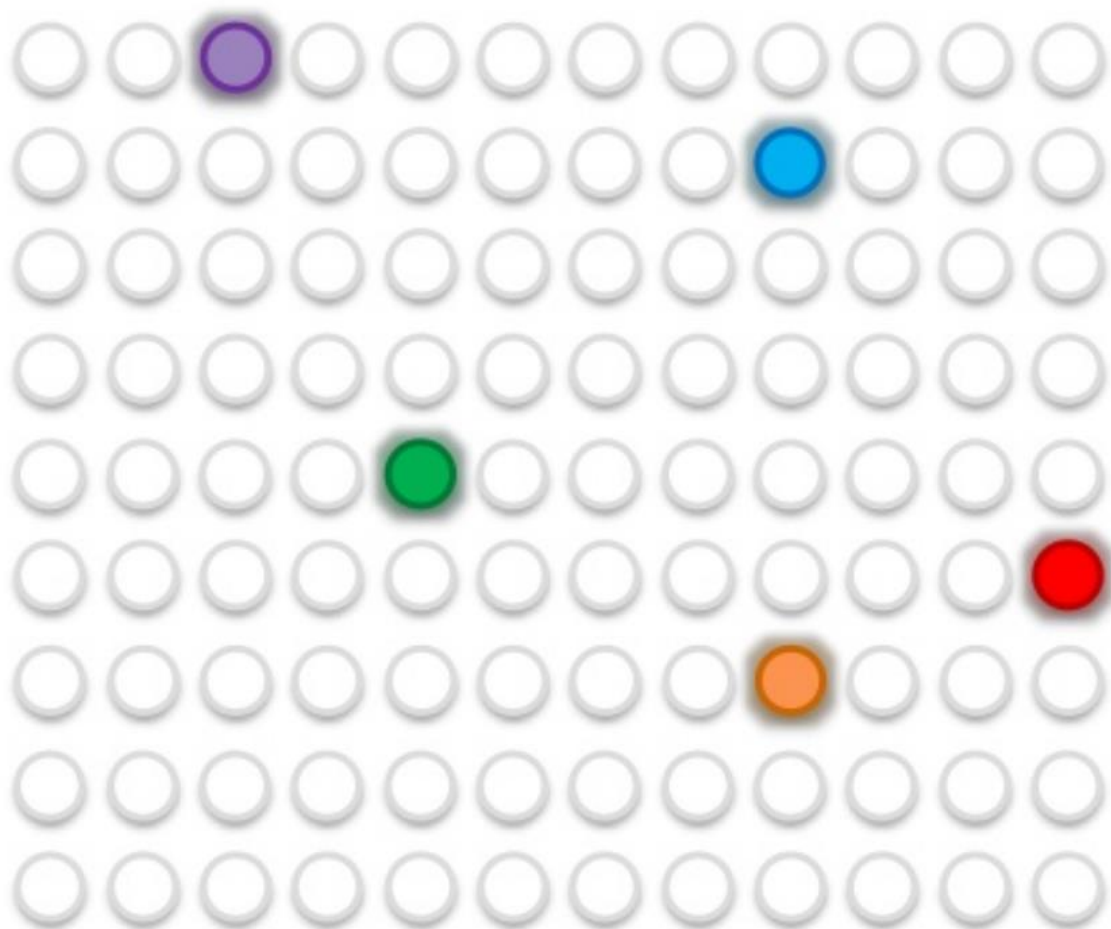


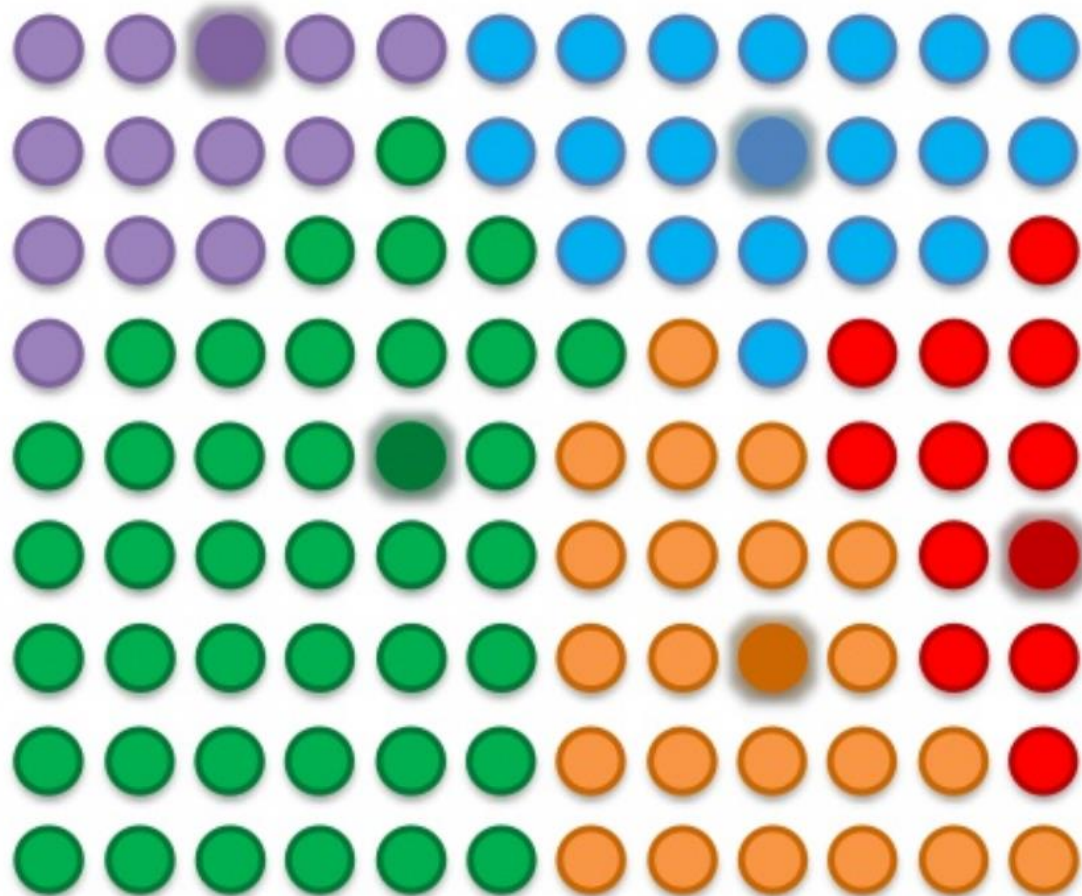














# Referencias

- [https://www.researchgate.net/publication/331641249\\_Tutorial\\_sobre\\_Redes\\_Neuronales\\_Artificiales\\_Los\\_Mapas\\_Autoorganizados\\_de\\_Kohonen](https://www.researchgate.net/publication/331641249_Tutorial_sobre_Redes_Neuronales_Artificiales_Los_Mapas_Autoorganizados_de_Kohonen)
- <https://www.slideshare.net/KirillEremenko/deep-learning-az-self-organizing-maps-som-module-4>