

CMSC 409:
Artificial Intelligence

<http://www.people.vcu.edu/~mmanic/>

Virginia Commonwealth University,
Fall 2015,
Dr. Milos Manic
(misko@vcu.edu)



CMSC 409: Artificial Intelligence

Session # 11

Topics for today

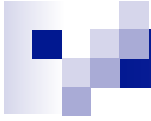
- Announcements
- Previous session review
- Classification as competitive learning
 - *Kohonen Networks*
 - *Derivation*
 - *Steps*
 - *Example*
 - *Problems & remedies*



CMSC 409: Artificial Intelligence

Session # 11

- Blackboard
 - Slides, class paper instructions and template uploaded
- Project #2
 - Deadline Oct. 9, 2015
- Paper
 - *The second draft - due Oct. 19, 2015*
 - *Literature review and updated problem description (check out the class paper instructions for the 2nd draft)*
- Subject line and signature
 - *Please use specified in syllabus*



Classification



Classification as competitive learning

- ☐ *Kohonen Networks*
- ☐ *Derivation*
- ☐ *Steps*
- ☐ *Example*
- ☐ *Problems & remedies*

Kohonen, T. (1988) Self-Organization and Associative Memory, 2nd Ed. New York, Springer-Verlag.

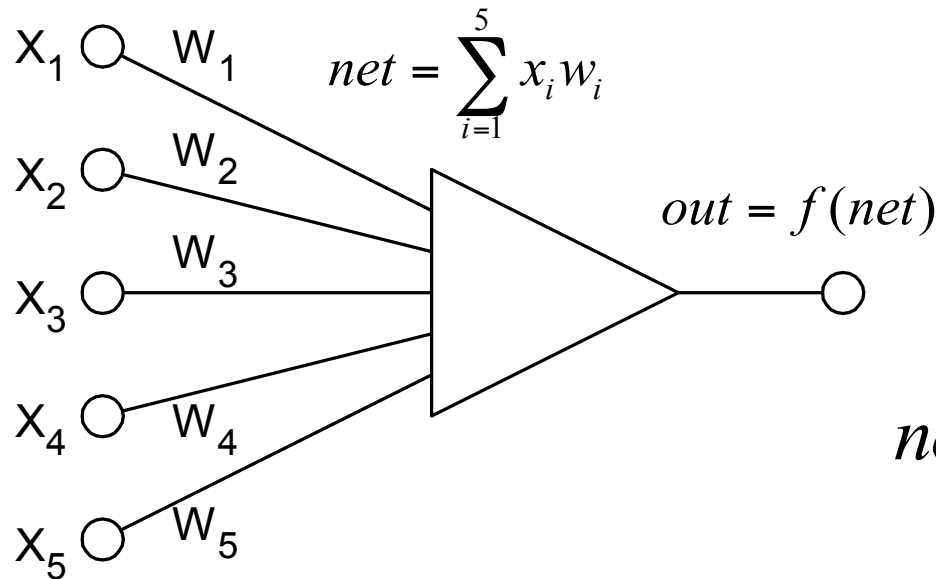
Kohonen, T. (1982) Self-organized formation of topologically correct feature maps. Biological Cybernetics, 43:59-69.

Kohonen, T. (1990) The Self-Organizing Map. Proceedings of the IEEE, 78:1464-1480.

Kohonen, T. (1995) Self-Organizing Maps. Springer, Berlin.

Kohonen, T., Oja, E., Simula, O., Visa, A., and Kangas, J. (1996). Engineering applications of the self-organizing map. Proceedings of the IEEE, 84:1358-1384.

Kohonen Network



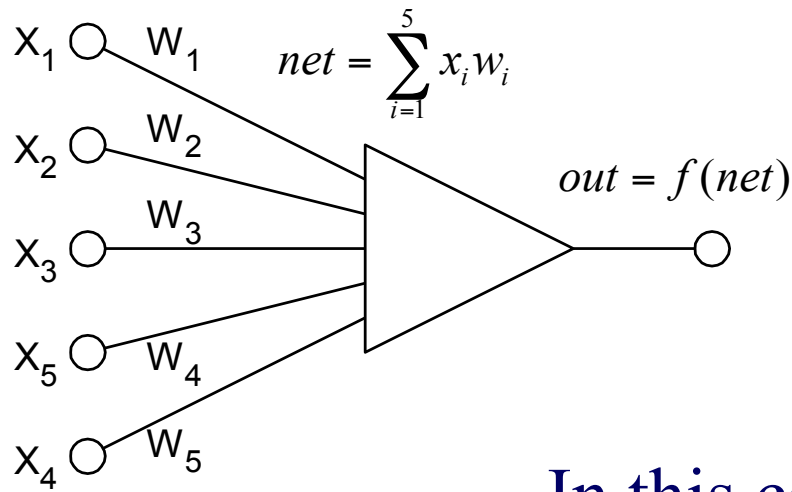
$$net = \sum_{i=1}^5 x_i w_i = \mathbf{XW}^T$$

Remember:

If inputs are binaries, for example $\mathbf{X}=[1, -1, 1, -1, -1]$ then the maximum net value is when weights are identical to the input pattern:

$$\mathbf{W}=[1, -1, 1, -1, -1]$$

Kohonen Network



Also....

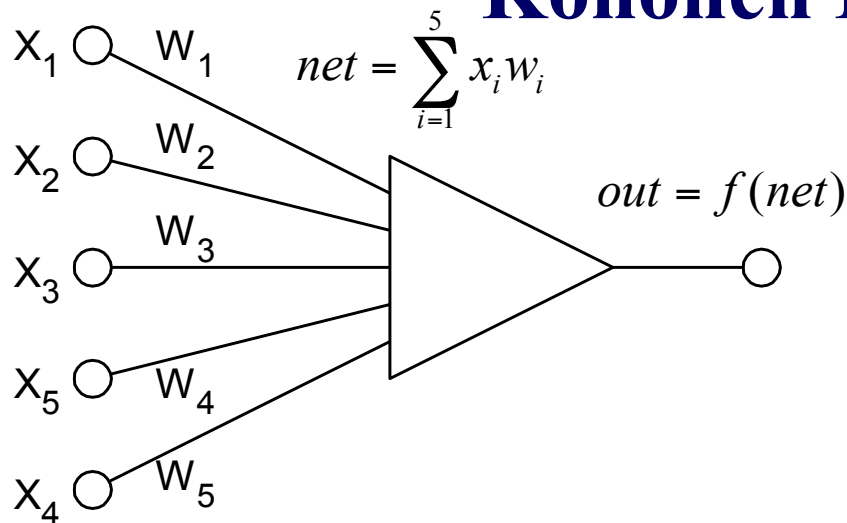
In this case $net = 5$.

For binary weights and patterns net value can be found using equation:

$$net = \sum_{i=1}^n x_i w_i = \mathbf{XW}^T = n - 2HD$$

where n is the number of inputs and HD is the Hamming distance between input vector \mathbf{X} and weight vector \mathbf{W} .

Kohonen Network



This concept can be extended to weights and patterns with analog values as long as both lengths of the weight vector and input pattern vectors are the same.

The Euclidean distance between weight vector \mathbf{W} and input vector \mathbf{X} is:

$$\|\mathbf{W} - \mathbf{X}\| = \sqrt{(w_1 - x_1)^2 + (w_2 - x_2)^2 + \cdots + (w_n - x_n)^2}$$

Also can be written as:

$$\|\mathbf{W} - \mathbf{X}\| = \sqrt{\sum_{i=1}^n (w_i - x_i)^2} = \sqrt{\sum_{i=1}^n (w_i w_i - 2w_i x_i + x_i x_i)}$$

$$\|\mathbf{W} - \mathbf{X}\| = \sqrt{\mathbf{W}\mathbf{W}^T - 2\mathbf{W}\mathbf{X}^T + \mathbf{X}\mathbf{X}^T} \quad (\text{matrix form})$$

Kohonen Network

$$\|\mathbf{W} - \mathbf{X}\| = \sqrt{\mathbf{W}\mathbf{W}^T - 2\mathbf{W}\mathbf{X}^T + \mathbf{X}\mathbf{X}^T}$$

Now, if the lengths of both the weight and input vectors are normalized to value of one:

$$\|\mathbf{X}\| = 1 \quad \text{and} \quad \|\mathbf{W}\| = 1$$

then the equation simplifies to:

$$\|\mathbf{W} - \mathbf{X}\| = \sqrt{2 - 2\mathbf{W}\mathbf{X}^T}$$

NOTE: the maximum value of net value (net=1), is when **W** and **X** are identical...



Kohonen Networks

- *Derivation*

- ➡ *Steps*

- *Example*

- *Problems & remedies*

Kohonen Network

(unsupervised training process)

1. All patterns are normalized (the lengths of the pattern vectors are normalized to unity).

2. Weights are chosen randomly for all neurons

$$\left\{ \begin{array}{l} z_1 = \frac{x_1}{\sqrt{\sum_{i=1}^n x_i^2}} \\ \dots \\ z_n = \frac{x_n}{\sqrt{\sum_{i=1}^n x_i^2}} \end{array} \right.$$



Kohonen Network

(unsupervised training process)

3. Lengths of the weight vectors are normalized to unity.

4. A pattern is applied to an input and *net* values are calculated for all neurons

$$net = \sum_{i=1}^5 z_i v_i = \mathbf{ZV}^T$$

$$\left\{ \begin{array}{l} v_1 = \frac{w_1}{\sqrt{\sum_{i=1}^n w_i^2}} \\ \dots \\ v_n = \frac{w_n}{\sqrt{\sum_{i=1}^n w_i^2}} \end{array} \right.$$



Kohonen Network

(unsupervised training process)

5. A winning neuron is chosen (neuron with largest *net* value).

6. Weights for the winner k are modified using a weighted average:

$$\mathbf{W}_k = \mathbf{V}_k + \alpha \mathbf{Z}$$

where:

α - is the learning constant,

k – index of winning neuron

weights of other neurons are not modified.



Kohonen Network

(unsupervised training process)

7. Weights for the winning neuron are normalized.

8. Another pattern is applied (go to step 4.).

$$\left\{ \begin{array}{l} v_1 = \frac{w_1}{\sqrt{\sum_{i=1}^n w_i^2}} \\ \dots \\ v_n = \frac{w_n}{\sqrt{\sum_{i=1}^n w_i^2}} \end{array} \right.$$



Kohonen Network

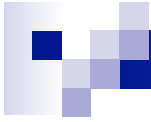
(unsupervised training process)

During pattern applications **some neurons** are frequent winners and other never take part in the process. The latter ones are eliminated and the **number of recognized clusters** is equal to the **number of surviving neurons**.

NOTE: number of clusters might not be known upfront. You can start with larger network and eliminate neurons as you go. However, there is a danger of misclassification in this case.

Things to keep in mind:

- The classification is strongly dependent on the initial set of randomly chosen weights, and order of updating.
- During the normalization process important information about the length of input patterns is lost.

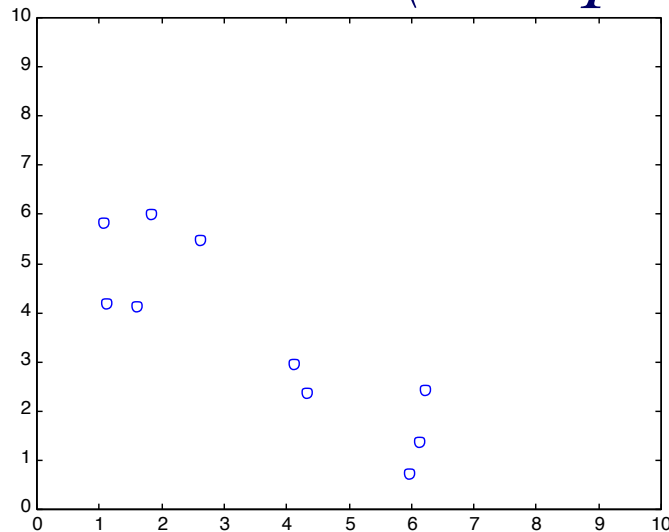


Kohonen Networks

- ☐ *Derivation*
- ☐ *Steps*
- ➡ *Example*
- ☐ *Problems & remedies*

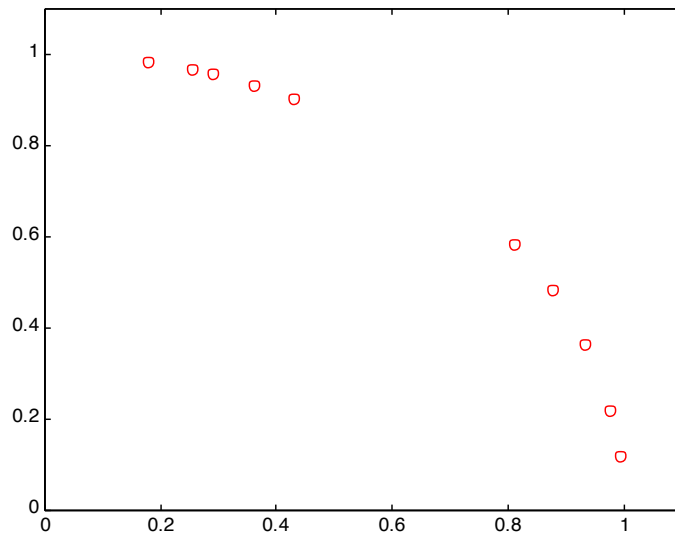
Kohonen Network

(unsupervised training process)



Original patterns

5.9630	0.7258
4.1168	2.9694
1.8184	6.0148
6.2139	2.4288
6.1290	1.3876
1.0562	5.8288
4.3185	2.3792
2.6108	5.4870
1.5999	4.1317
1.1046	4.1969

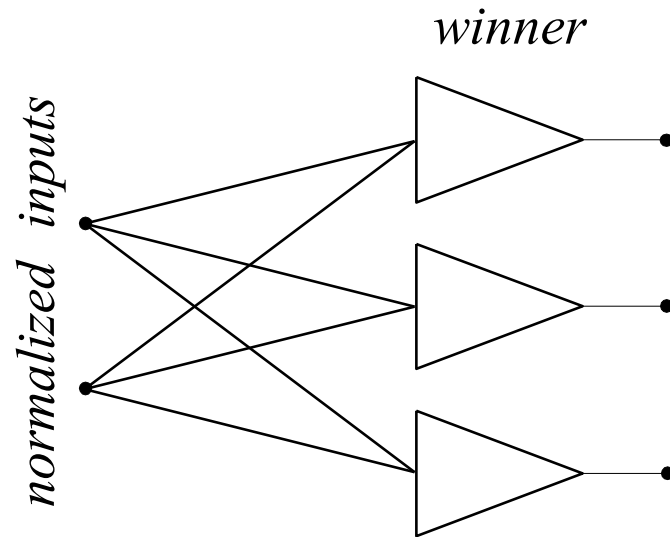


Normalized patterns

0.9927	0.1208
0.8110	0.5850
0.2894	0.9572
0.9314	0.3640
0.9753	0.2208
0.1783	0.9840
0.8759	0.4825
0.4296	0.9030
0.3611	0.9325
0.2545	0.9671

Kohonen Network

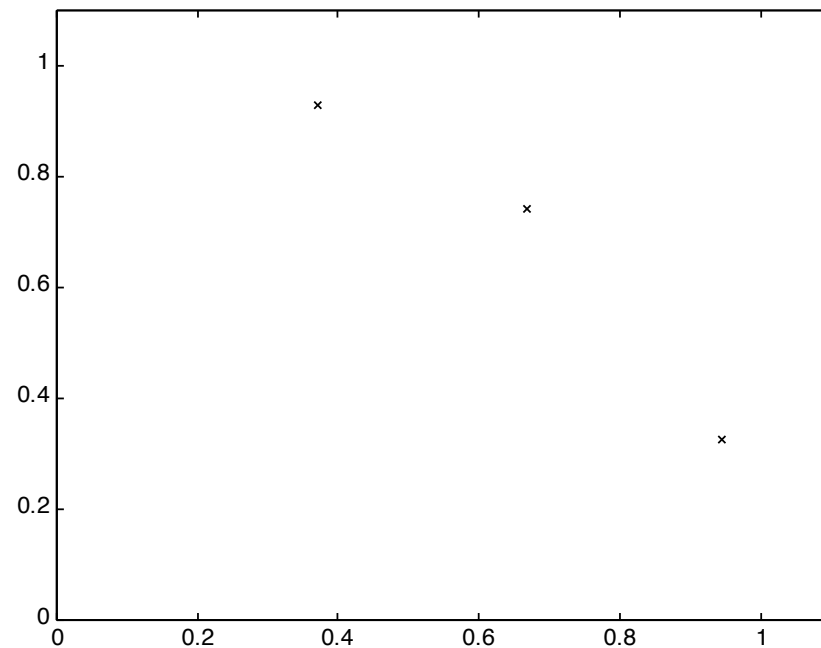
(unsupervised training process)



*randomly chosen number
of neurons...*

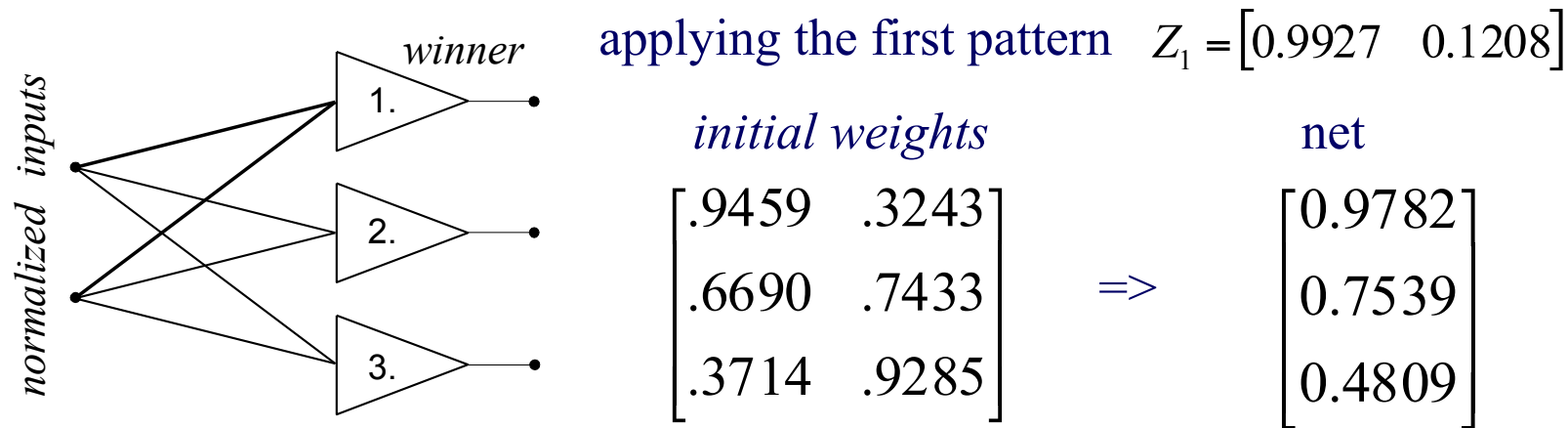
$$\begin{bmatrix} .9459 & .3243 \\ .669 & .7433 \\ .3714 & .9285 \end{bmatrix}$$

normalized
initial weights



Kohonen Network

(unsupervised training process)



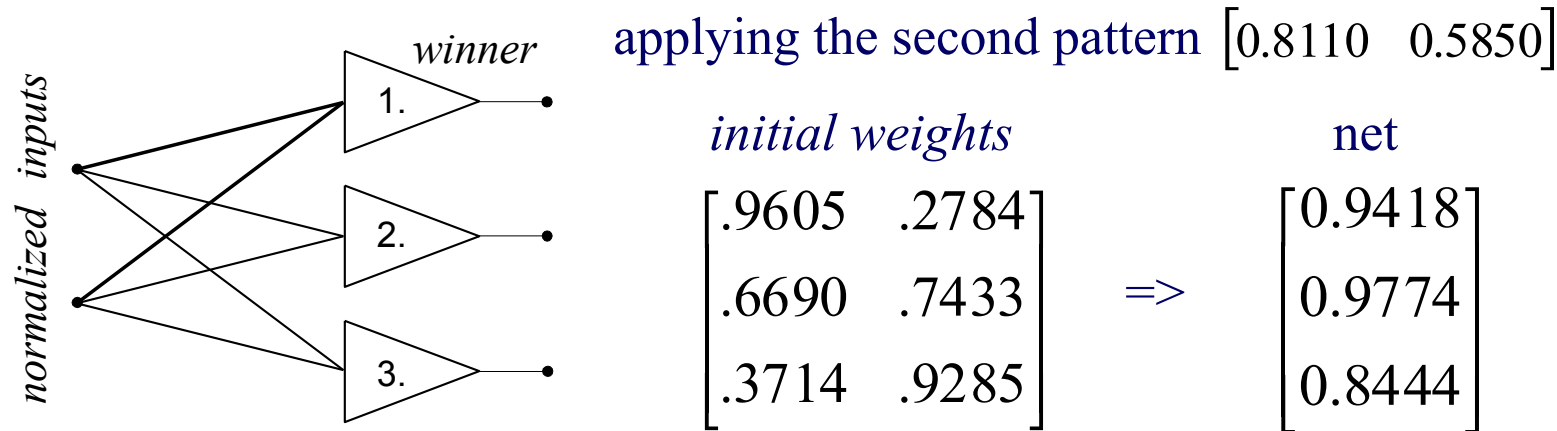
From here, neuron #1 is the winner. Therefore, weights for neuron #1 are updated and normalized:

$$\begin{aligned} \mathbf{W}_k &= \mathbf{V}_k + \alpha \mathbf{Z} = (0.9459 \quad 0.3243) + \alpha (0.9927 \quad 0.1208) = \left(\frac{1.2437}{\sqrt{1.2437^2 + 0.3606^2}} \right) = 0.96044 \\ &= (0.9459 \quad 0.3243) + 0.3 (0.9927 \quad 0.1208) = (1.2437 \quad 0.3606) \xRightarrow{\text{normalization}} (0.9605 \quad 0.2784) \end{aligned}$$

$$\begin{bmatrix} .9459 & .3243 \\ .6690 & .7433 \\ .3714 & .9285 \end{bmatrix} \xRightarrow{\text{weight update}} \begin{bmatrix} .9605 & .2784 \\ .6690 & .7433 \\ .3714 & .9285 \end{bmatrix} \quad \text{1st neuron updated}$$

Kohonen Network

(unsupervised training process)



From here, neuron #2 is the winner. Therefore weights for neuron #2 are updated and normalized:

$$\mathbf{W}_k = \mathbf{V}_k + \alpha \mathbf{Z} = (0.6690 \ 0.7433) + \text{alpha} (0.8110 \ 0.5850)$$

normalization

$$= (0.6690 \ 0.7433) + 0.3 (0.8110 \ 0.5850) = (0.9123 \ 0.9188) \Rightarrow (0.7046 \ 0.7096)$$

$$\begin{bmatrix} .9605 & .2784 \\ .6690 & .7433 \\ .3714 & .9285 \end{bmatrix}$$

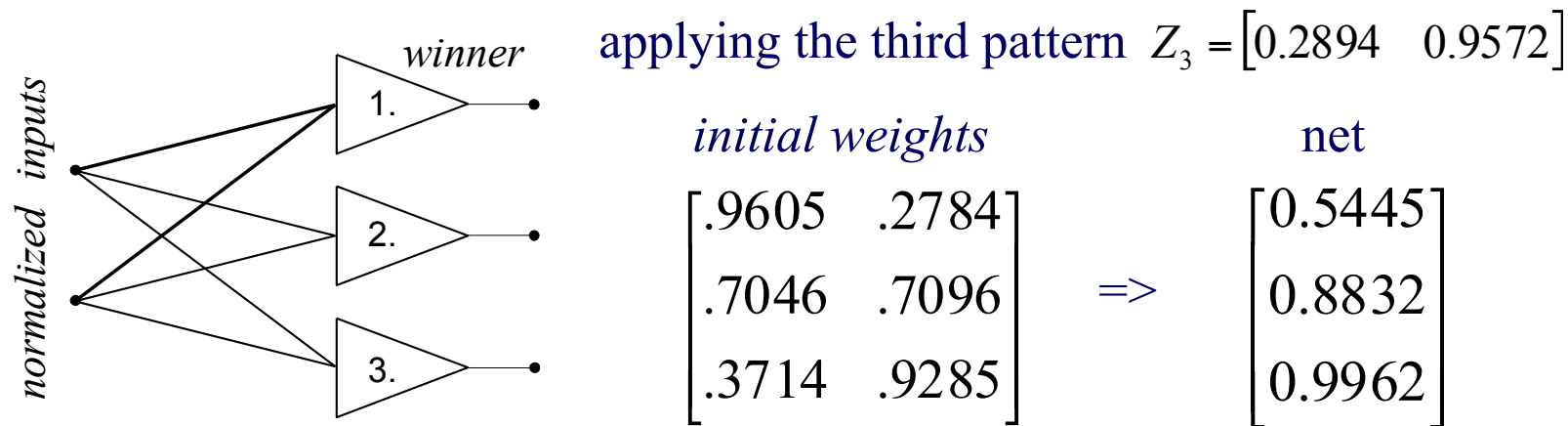
\Rightarrow
weight update

$$\begin{bmatrix} .9605 & .2784 \\ .7046 & .7096 \\ .3714 & .9285 \end{bmatrix}$$

2nd neuron updated

Kohonen Network

(unsupervised training process)



From here, neuron #3 is the winner. Therefore weights for neuron #3 are updated and normalized:

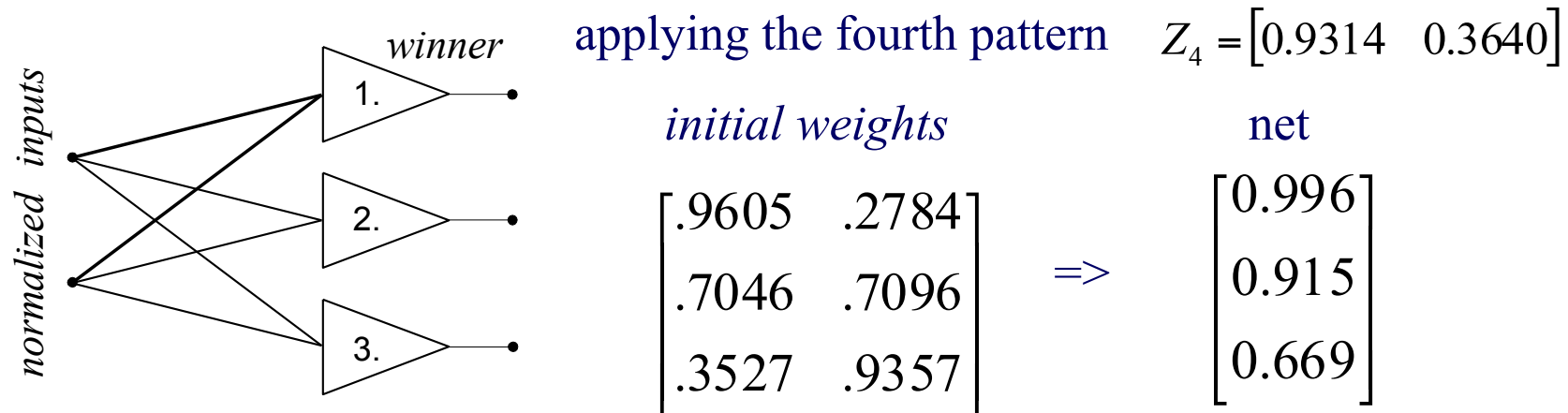
$$\mathbf{W}_k = \mathbf{V}_k + \alpha \mathbf{Z} = (0.3714 \quad 0.9285) + \alpha (0.2894 \quad 0.9572)$$

$$= (0.3714 \quad 0.9285) + 0.3 (0.2894 \quad 0.9572) = (0.4582 \quad 1.2156) \xRightarrow{\text{normalization}} (0.3527 \quad 0.9357)$$

$$\begin{bmatrix} .9605 & .2784 \\ .7046 & .7096 \\ .3714 & .9285 \end{bmatrix} \xRightarrow{\text{weight update}} \begin{bmatrix} .9605 & .2784 \\ .7046 & .7096 \\ .3527 & .9357 \end{bmatrix} \text{ 3rd neuron updated}$$

Kohonen Network

(unsupervised training process)



From here, neuron #1 is the winner. Therefore weights for neuron #3 are updated and normalized:

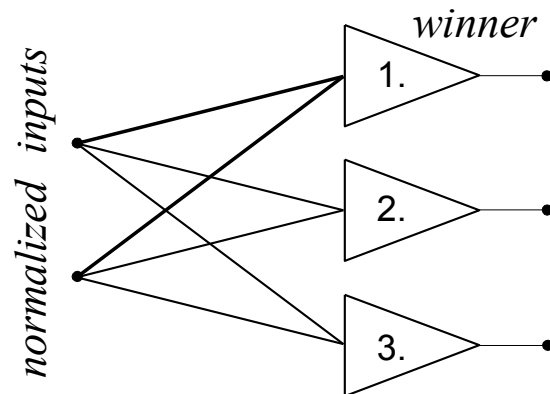
$$\mathbf{W}_k = \mathbf{V}_k + \alpha \mathbf{Z} = (0.9605 \ 0.2784) + \alpha (0.9314 \ 0.3640)$$

$$= (0.9605 \ 0.2784) + 0.3 (0.9314 \ 0.3640) = (1.2399 \ 0.3876) \xRightarrow{\text{normalization}} (0.9544 \ 0.2983)$$

$$\begin{bmatrix} .9605 & .2784 \\ .7046 & .7096 \\ .3527 & .9357 \end{bmatrix} \xRightarrow{\text{weight update}} \begin{bmatrix} .9544 & .2983 \\ .7046 & .7096 \\ .3527 & .9357 \end{bmatrix} \text{ 1st neuron updated}$$

Kohonen Network

(unsupervised training process)



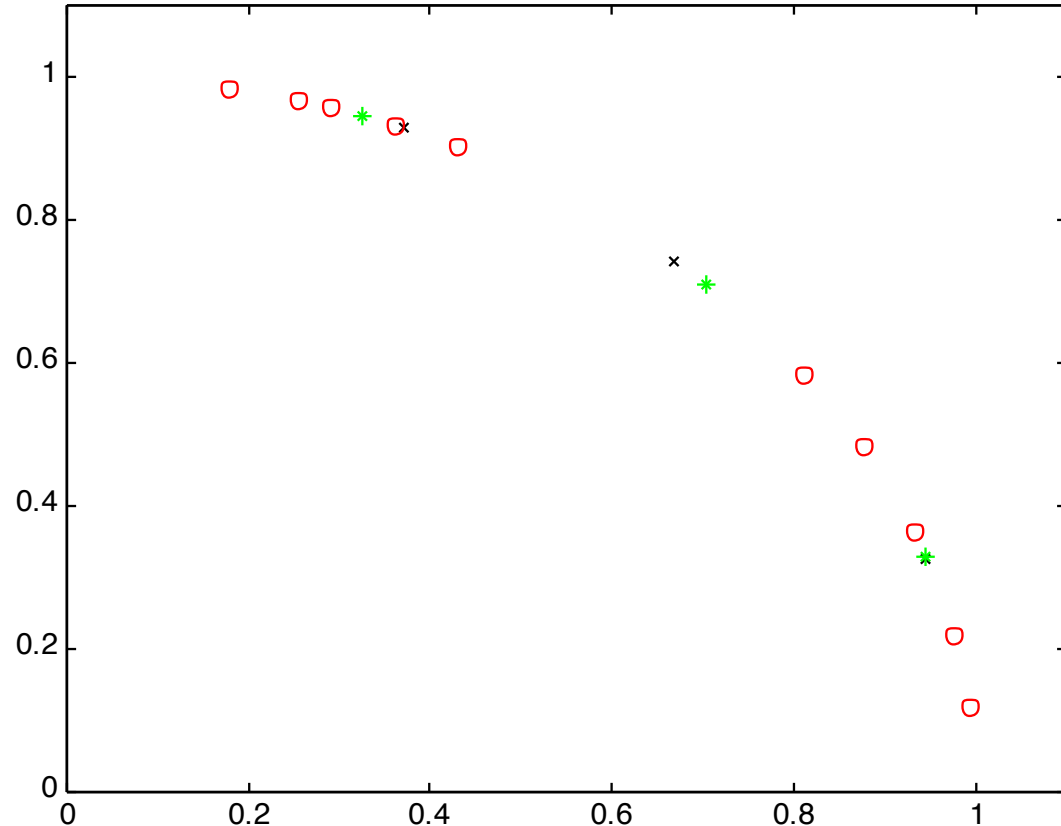
Process continues for all patterns
weights after the first iteration

$$\begin{bmatrix} .9605 & .2784 \\ .6690 & .7433 \\ .3714 & .9285 \end{bmatrix}$$

o - normalized patterns

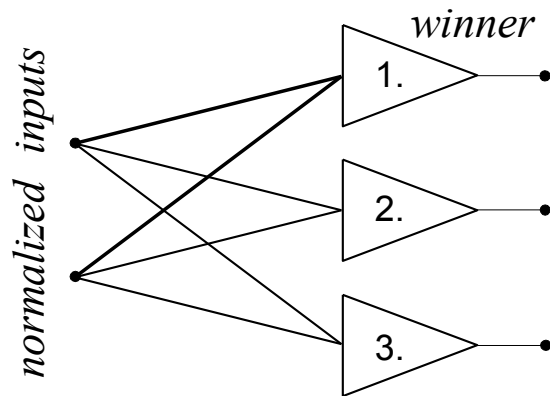
x - initial weights

* - current weights



Kohonen Network

(unsupervised training process)



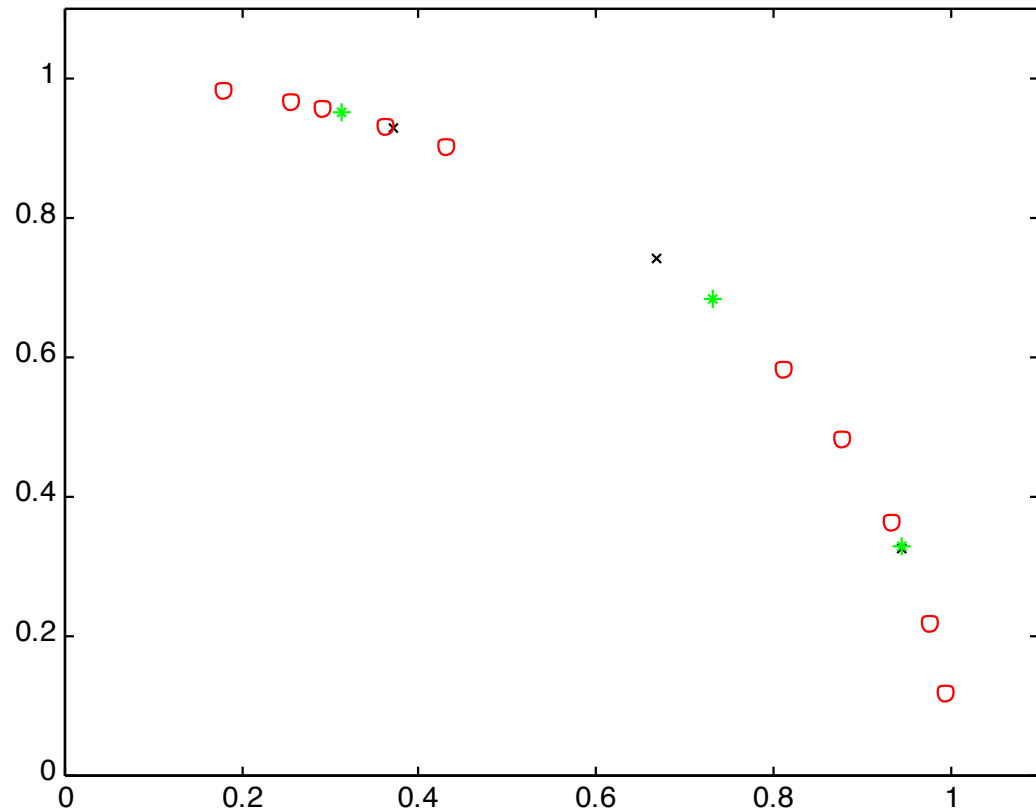
weights after the second iteration

0.9439	0.3302
0.7309	0.6825
0.3119	0.9501

o - normalized patterns

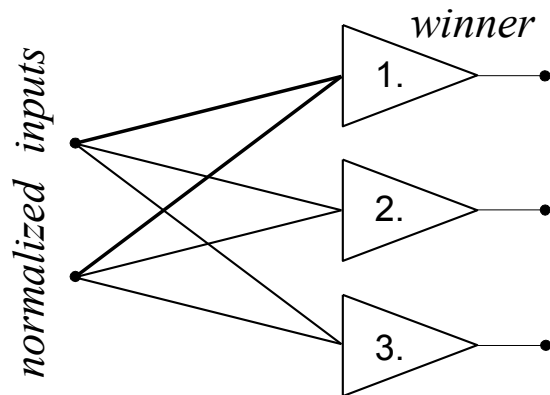
x - initial weights

* - current weights



Kohonen Network

(unsupervised training process)



weights after the 30 iterations

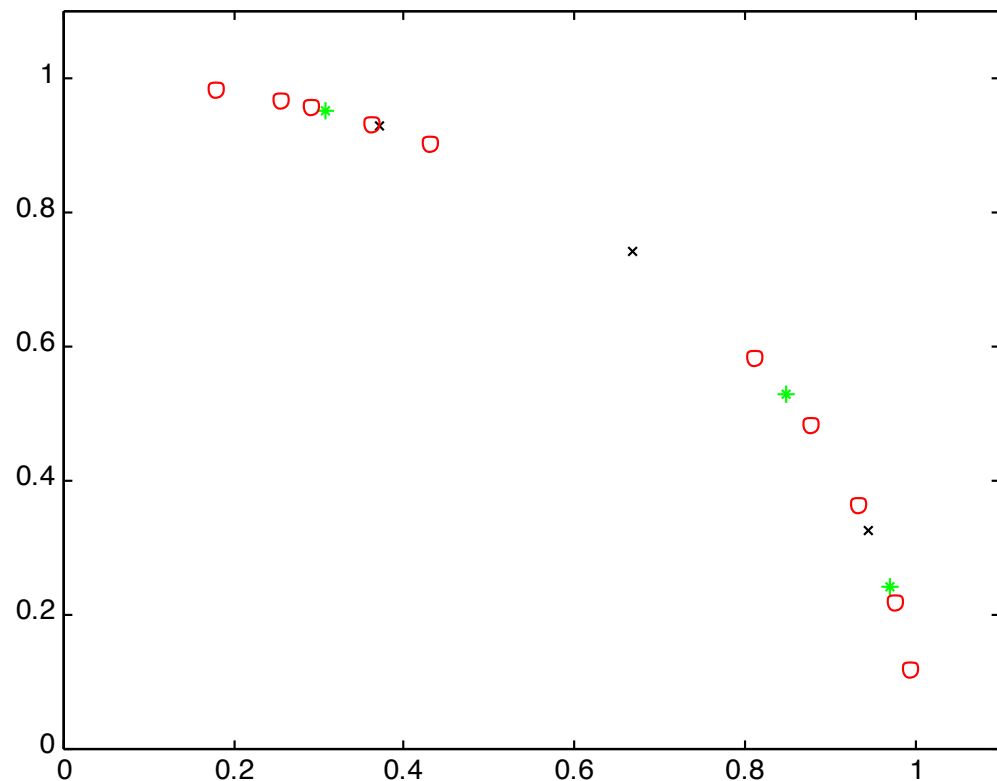
0.9699	0.2435
0.8492	0.5281
0.3072	0.9516

o - normalized patterns

x - initial weights

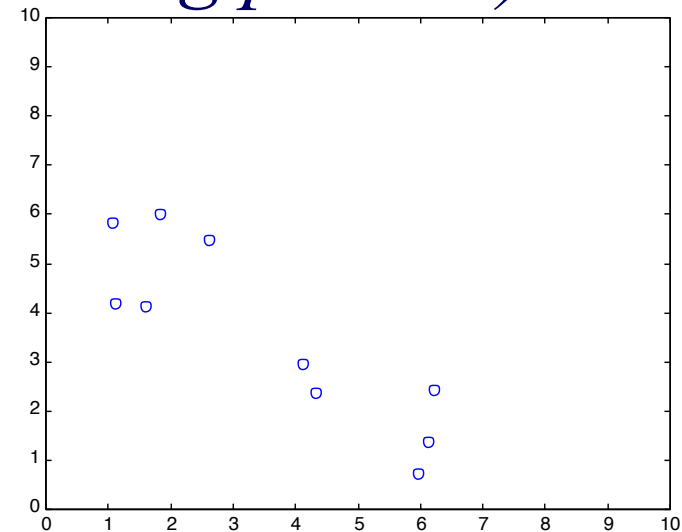
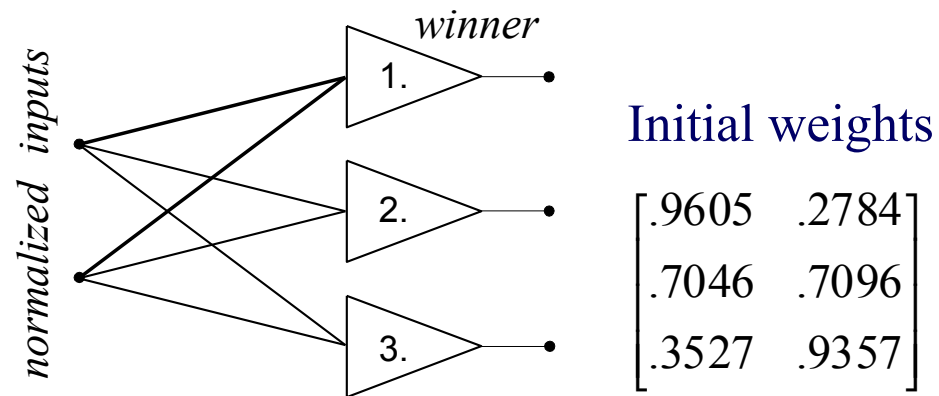
* - current weights

weights are representing
center of clusters

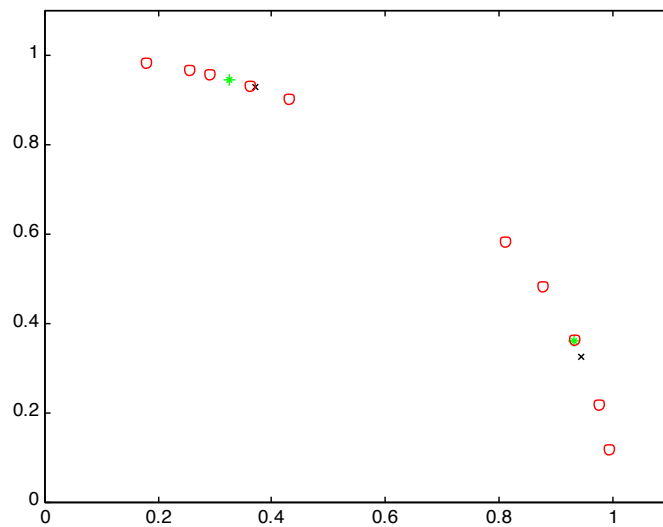


Kohonen Network

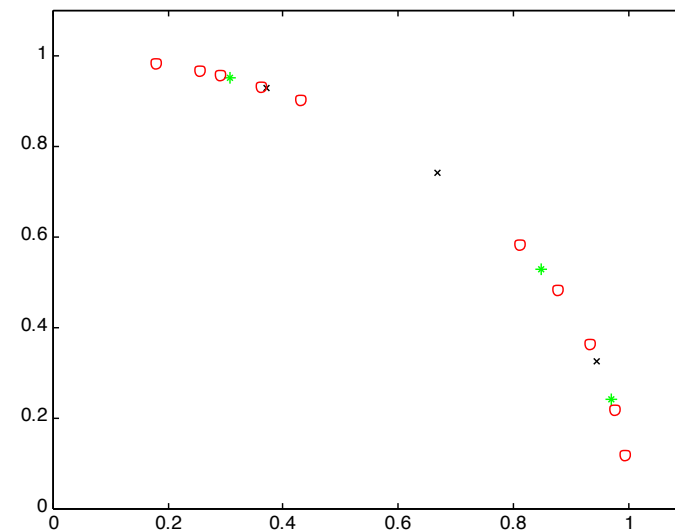
(unsupervised training process)



after one iteration



after 30 iterations





Kohonen Networks

- ❑ *Derivation*
- ❑ *Steps*
- ❑ *Example*
- ➡ *Problems & remedies*



Kohonen Networks

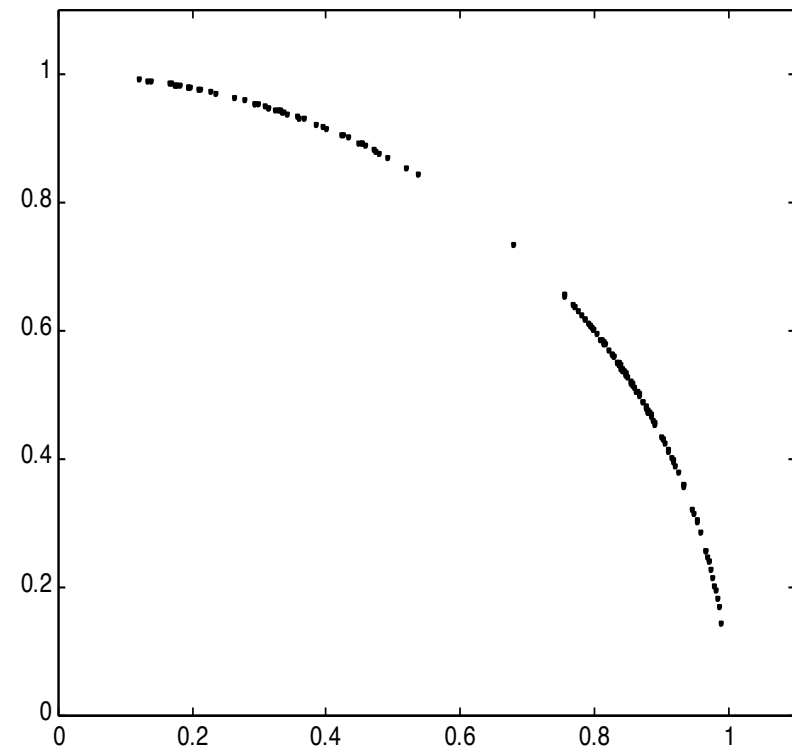
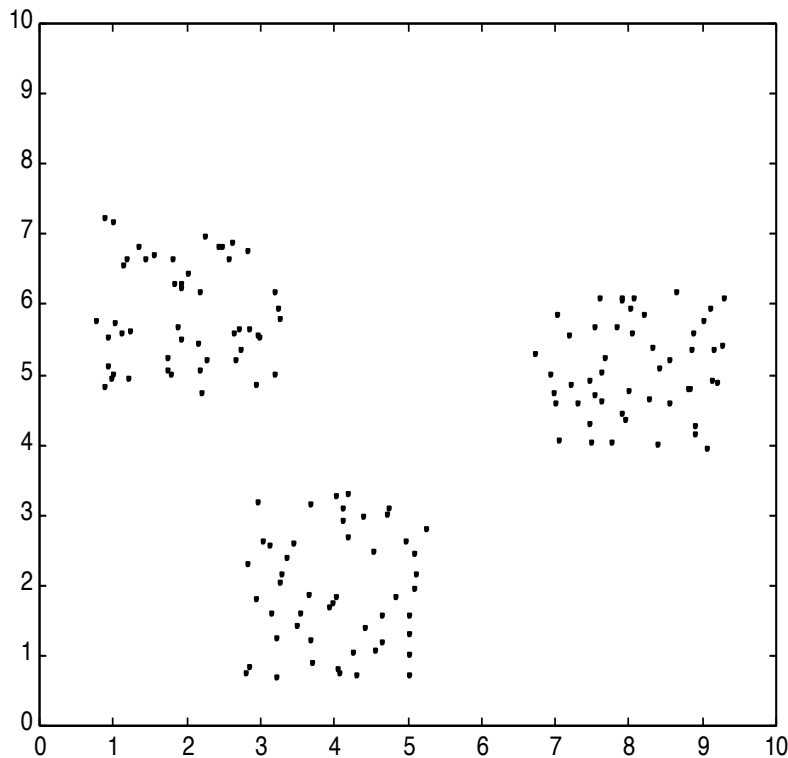
Problems & Remedies

1. Important information about the length of the vector is lost during the normalization process
2. Clustering depends on:
 - a) Order patterns are applied
 - b) Number of initial neurons
 - c) Initial weights

Kohonen Networks

Problems & Remedies

Important information about length of the vector is lost during the normalization process





Kohonen Networks

Problems & Remedies

Problem:

Important information about length of the vector is lost during the normalization process.

Possible remedies:

- The problem can be solved by increasing a dimension by one and usage of vector angles as variables. Lengths are the same.

This approach (used by Kohonen) leads to complex trigonometric computations

- Other way to approach the problem is to project patterns into hypersphere of higher dimensionality. This way all patterns have the same length but important information is not lost.