

Neural Network and Deep Learning



Adaline

Outline

- Adaline
- Adaline Learning Algorithm

Adaline

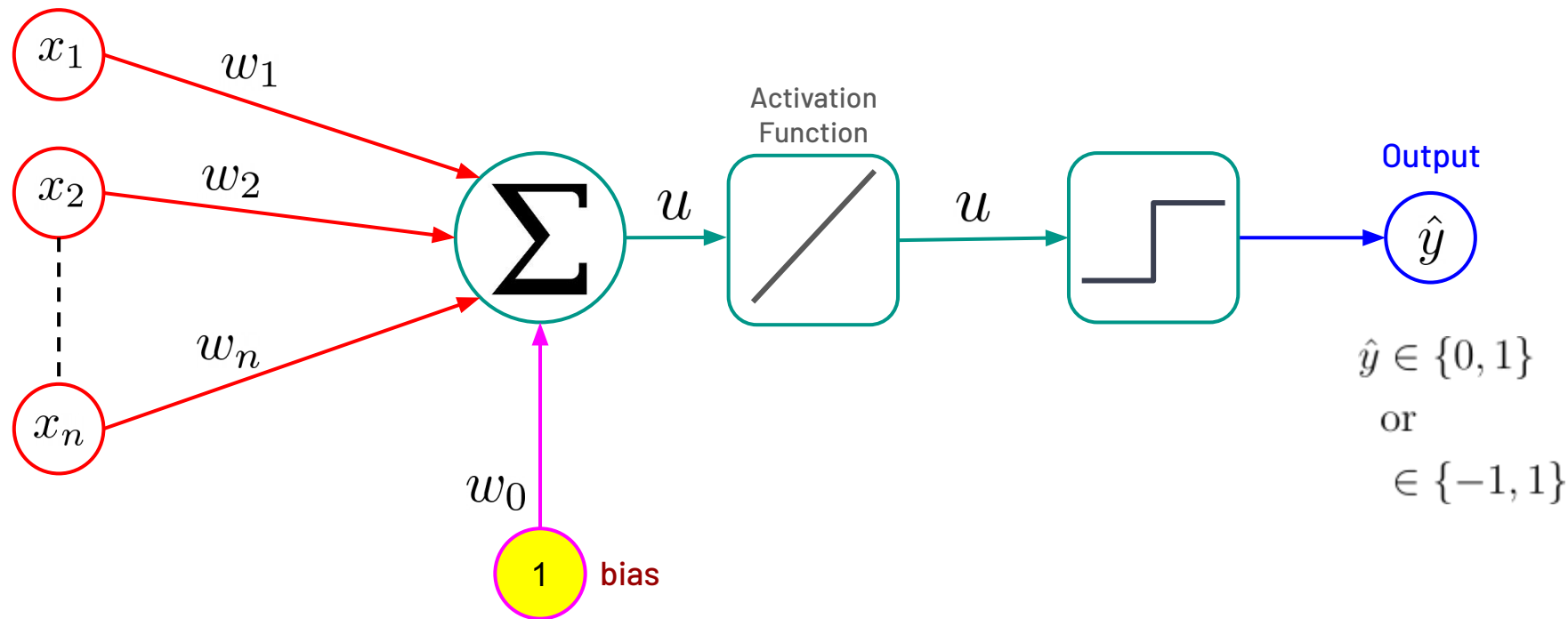
Adaptive **Lin**ear **Ne**uron

Adaptive **Lin**ear **E**lement

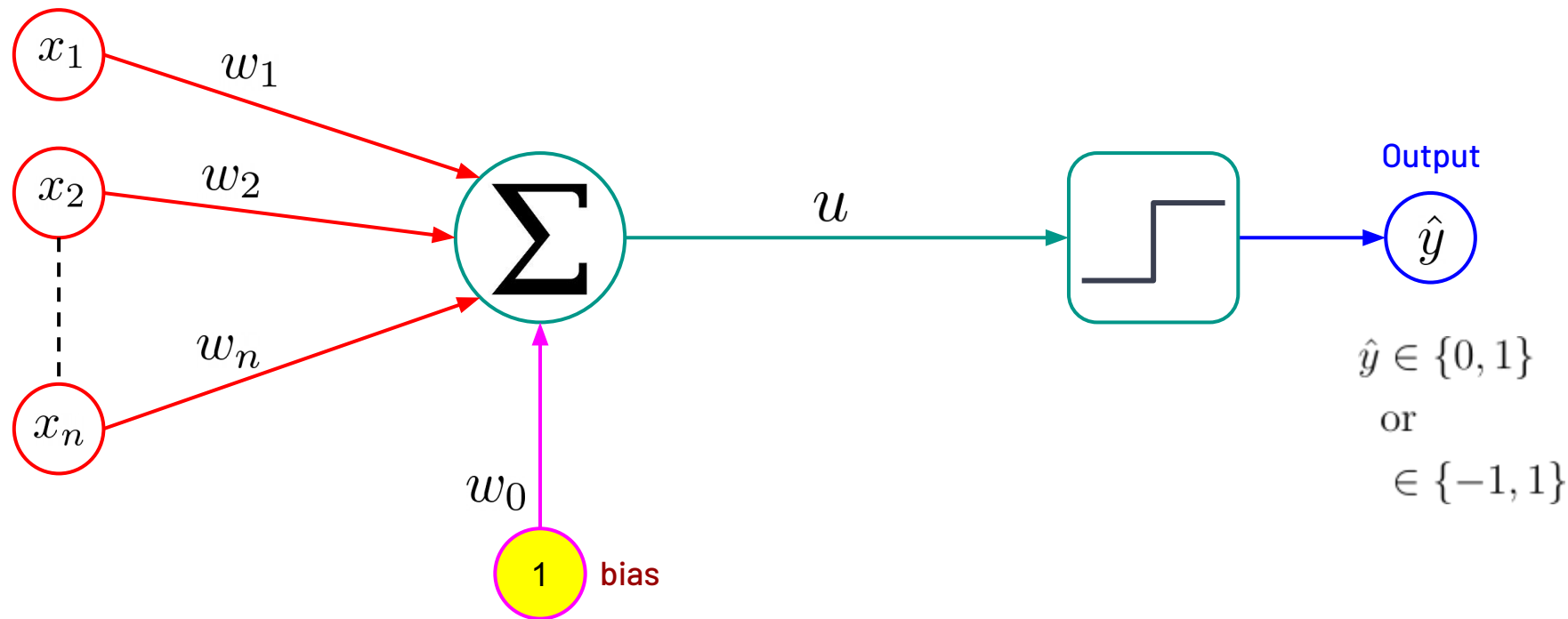
Adaline

- Adaline was proposed by **Bernard Widrow** and **Ted Hoff** in 1960.
- Adaline was developed based on the McCulloch-Pitts neuron.
- In the Adaline learning, the sum of product (wx) is passed to the *linear activation function* $\sigma(u)$ that is then used to make a prediction using a step function (threshold) as with the perceptron.
- A key difference with the perceptron is that
 - The *linear activation function* is used for learning the weights, whilst
 - The step function (threshold) is only used for making the prediction at the end.
 - The linear activation function is *differentiable* whilst the step function is not!

Adaline

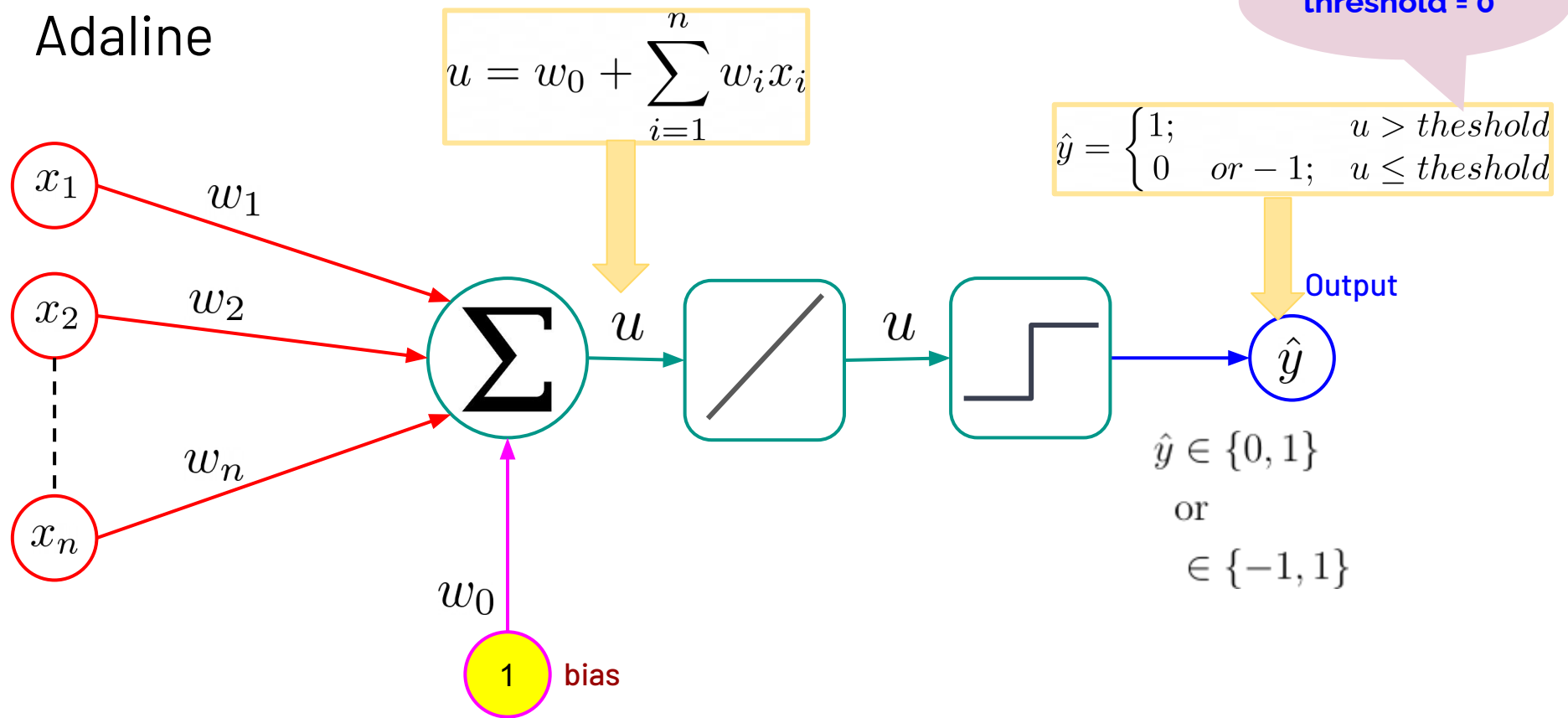


Adaline

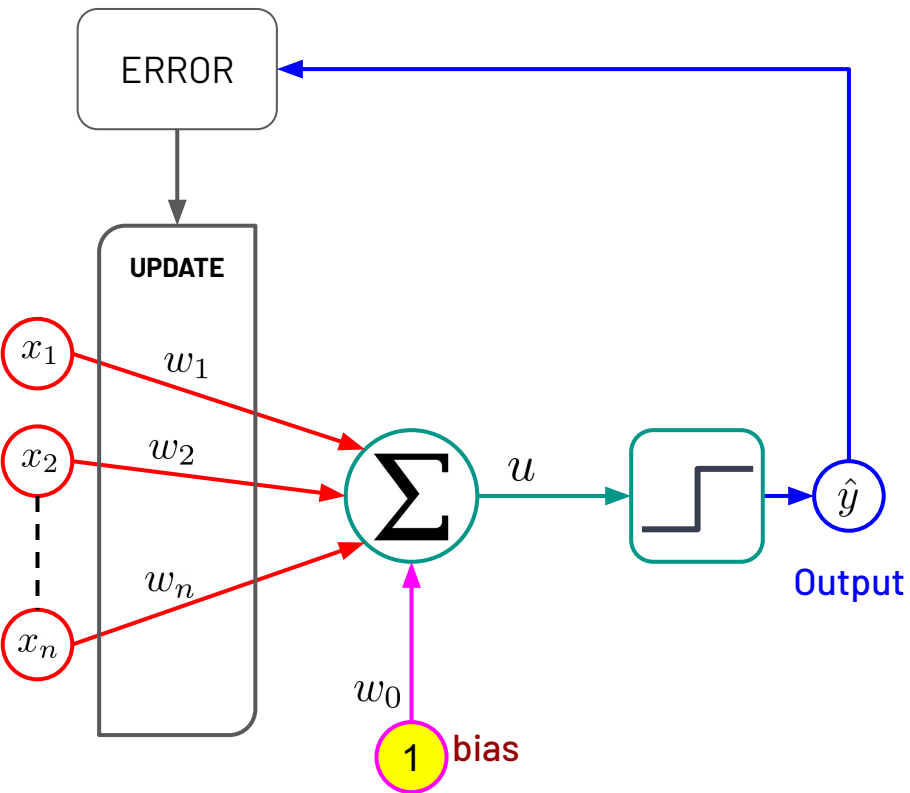


Adaline Learning Algorithm

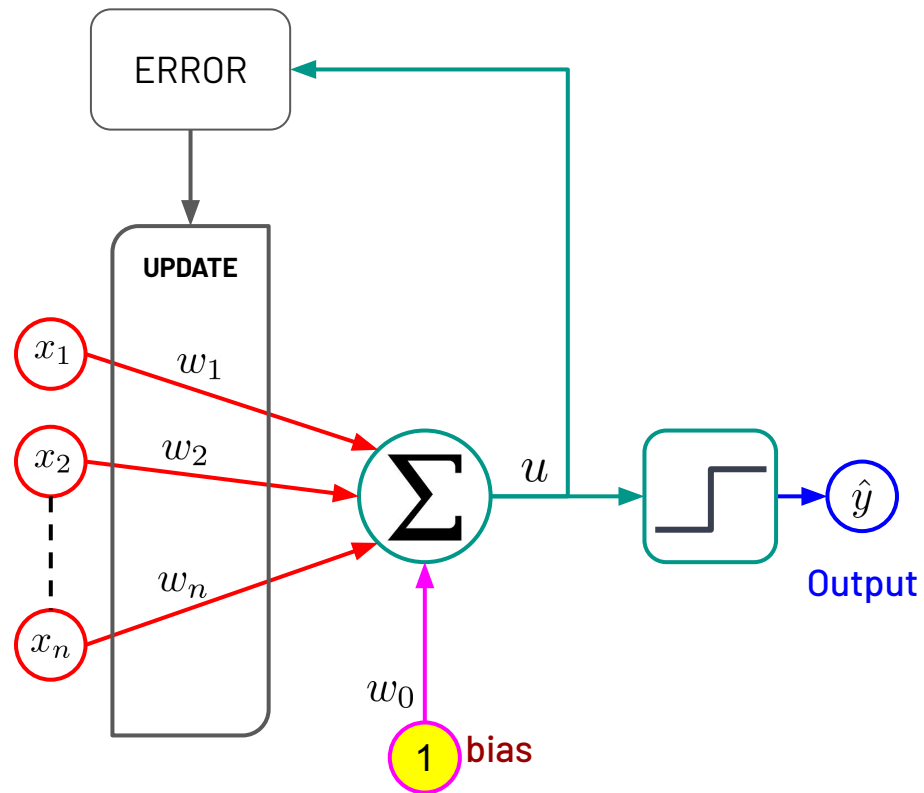
Adaline



Perceptron **vs** Adaline



Perceptron



Adaline

Adaline Learning

- In Adaline Learning, when the **learning rate** η is defined, the weights are adjusted as

$$w_i(t + 1) = w_i(t) - \eta(2(u - y))x_i$$

- where $0 < \eta \leq 1$

Adaline Learning Algorithm

Step 1:

- Initially, **random** the weights with small value
- Define the value of **learning rate** $\eta = (0, 1]$
- Define the stopping criteria i.e. *number of round*

Step 2:

- Check the stopping criteria
 - If meet the criteria, then stop
 - If far from the criteria, go to **step 3**

Adaline Learning Algorithm

Step 3: Train model

- For each data point (\mathbf{x})

- Step 3.1: Calculate **sum-of-product** between input and weight

$$u = w_0 + \sum_{i=1}^n w_i x_i$$

- Step 3.2: Calculate the **output** of model $\hat{y} = \begin{cases} 1; & u > threshold \\ 0 \text{ or } -1; & u \leq threshold \end{cases}$

- Step 3.3: **Update Weights**

$$w_i(t+1) = w_i(t) - \eta(2(u - y))x_i$$

Step 4:

- Go to **step 2**

Hands On