# [AULA 01] Redes Neurais Artificiais

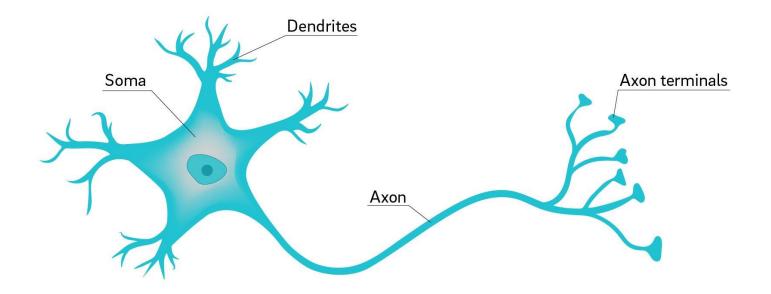
Prof. João F. Mari joaof.mari@ufv.br

#### Roteiro

- Neurônio biológico
- Modelo de neurônio de McCulloch e Pitts
- O Perceptron
- Perceptron de camada simples
  - Algoritmo
  - Hiperplano de separação
  - Notação vetorial
  - Exemplo
  - Múltiplas classes
- Perceptron de múltiplas camadas
  - Estrutura da rede
  - Backpropagation Algoritmo e equações
  - Exemplo
- Referencias

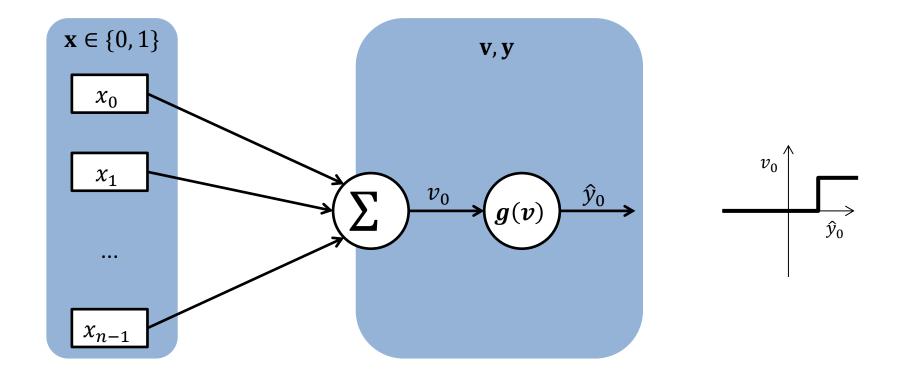
# Neurônio biológico

#### Neuron

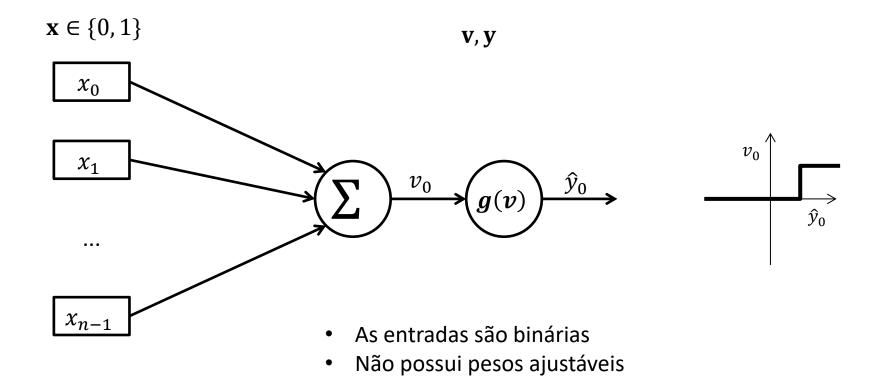


https://medicalxpress.com/news/2018-07-neuron-axons-spindly-theyre-optimizing.html

# Modelo de neurônio de McCulloch e Pitts



### Modelo de neurônio de McCulloch e Pitts



### Modelo de neurônio de McCulloch e Pitts

BULLETIN OF MATHEMATICAL BIOPHYSICS VOLUME 5, 1943

#### A LOGICAL CALCULUS OF THE IDEAS IMMANENT IN NERVOUS ACTIVITY

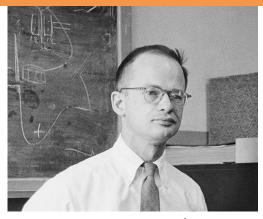
WARREN S. MCCULLOCH AND WALTER PITTS

FROM THE UNIVERSITY OF ILLINOIS, COLLEGE OF MEDICINE,
DEPARTMENT OF PSYCHIATRY AT THE ILLINOIS NEUROPSYCHIATRIC INSTITUTE,
AND THE UNIVERSITY OF CHICAGO

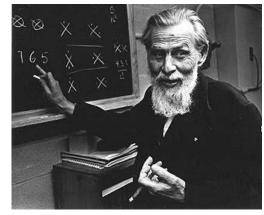
Because of the "all-or-nono" character of nervous activity, neural events and the relations among them can be treated by means of propositional logic. It is found that the behavior of every net can be described in these terms, with the addition of more complicated logical means for nets containing circles; and that for any logical expression satisfying certain conditions, one can find a net behaving in the fashion it describes. It is shown that many particular choices among possible neurophysiological assumptions are equivalent, in the sense that for every net behaving under one assumption, there exists another net which behaves under the other and gives the same results, although perhaps not in the same time. Various applications of the calculus are discussed.

#### I. Introduction.

Theoretical neurophysiology rests on certain cardinal assumptions. The nervous system is a net of neurons, each having a soma and an axon. Their adjunctions, or synapses, are always between the axon of one neuron and the soma of another. At any instant a neuron has some threshold, which excitation must exceed to initiate an impulse. This, except for the fact and the time of its occurrence, is determined by the neuron, not by the excitation. From the point of excitation the impulse is propagated to all parts of the neuron. The velocity along the axon varies directly with its diameter, from less than one meter per second in thin axons, which are usually short, to more than 150 meters per second in thick axons, which are usually long. The time for axonal conduction is consequently of little importance in determining the time of arrival of impulses at points unequally remote from the same source. Excitation across synapses occurs predominantly from axonal terminations to somata. It is still a moot point whether this depends upon irreciprocity of individual synapses or merely upon prevalent anatomical configurations. To suppose the latter requires no hypothesis ad hoc and explains known exceptions, but any assumption as to cause is compatible with the calculus to come. No case is known in which excitation through a single synapse has elicited a nervous impulse in any neuron, whereas any



**Walter Pitts** 



Warren McCulloch

# O Perceptron

Psychological Review Vol. 65, No. 6, 1958

THE PERCEPTRON: A PROBABILISTIC MODEL FOR INFORMATION STORAGE AND ORGANIZATION IN THE BRAIN<sup>1</sup>

F. ROSENBLATT

Cornell Aeronautical Laboratory

If we are eventually to understand the capability of higher organisms for perceptual recognition, generalization, recall, and thinking, we must first have answers to three fundamental questions:

- 1. How is information about the physical world sensed, or detected, by the biological system?
- 2. In what form is information stored, or remembered?
- 3. How does information contained in storage, or in memory, influence recognition and behavior?

The first of these questions is in the province of sensory physiology, and is the only one for which appreciable understanding has been achieved. This article will be concerned primarily with the second and third questions, which are still subject to a vast amount of speculation, and where the few relevant facts currently supplied by neurophysiology have not yet been integrated into an acceptable theory.

With regard to the second question, two alternative positions have been maintained. The first suggests that storage of sensory information is in the form of coded representations or images, with some sort of one-to-one mapping between the sensory stimulus

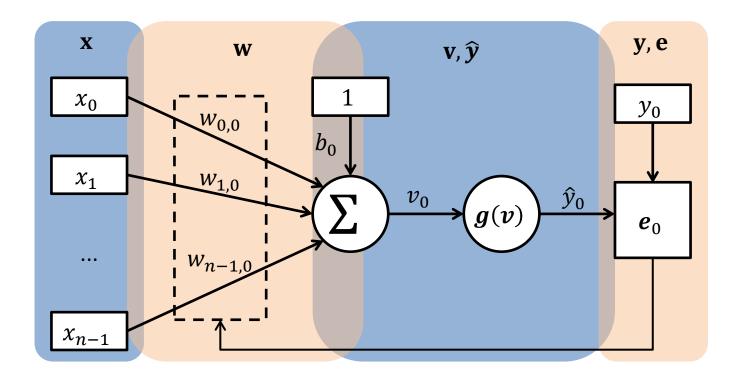
<sup>1</sup>The development of this theory has been carried out at the Cornell Aeronautical Laboratory, Inc., under the sponsorship of the Office of Naval Research, Contract Non-3381 (00). This article is primarily an adaptation of material reported in Ref. 15, which constitutes the first full report on the program.

this hypothesis, if one understood the code or "wiring diagram" of the nervous system, one should, in principle, be able to discover exactly what an organism remembers by reconstructing the original sensory patterns from the "memory traces" which they have left, much as we might develop a photographic negative, or translate the pattern of electrical charges in the "memory" of a digital computer. This hypothesis is appealing in its simplicity and ready intelligibility, and a large family of theoretical brain models has been developed around the idea of a coded, representational memory (2, 3, 9, 14). The alternative approach, which stems from the tradition of British empiricism, hazards the guess that the images of stimuli may never really be recorded at all, and that the central nervous system simply acts as an intricate switching network, where retention takes the form of new connections, or pathways, between centers of activity. In many of the more recent developments of this position (Hebb's "cell assembly." and Hull's "cortical anticipatory goal response," for example) the "responses" which are associated to stimuli may be entirely contained within the CNS itself. In this case the response represents an "idea" rather than an action. The important feature of this approach is that there is never any simple mapping of the stimulus into memory, according to some code which would permit its later reconstruction. Whatever in-

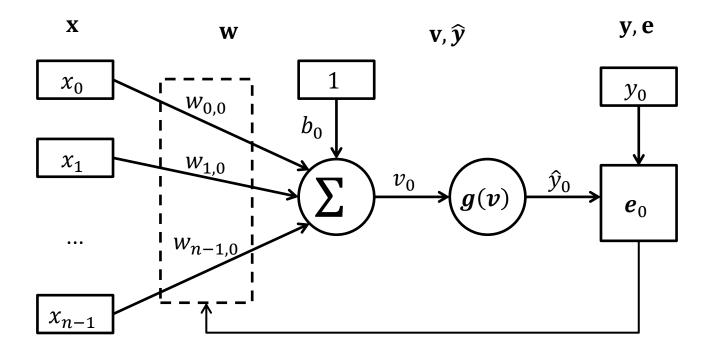


Frank Rosenblatt

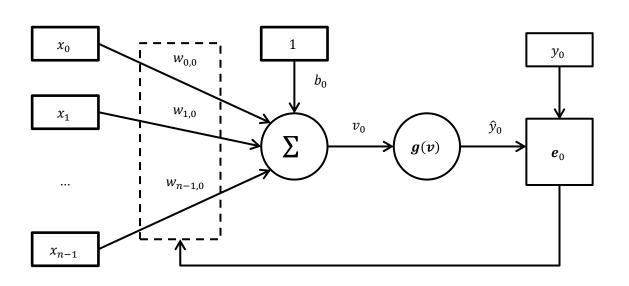
# Perceptron de camada simples



# Perceptron de camada simples



## Perceptron de camada simples



#### **Produto interno:**

$$v_0 = \sum_{i=0}^{n-1} w_{i,0} x_i + b_0$$

#### Função de ativação:

$$\hat{y}_0 = g(v) = \begin{cases} 1, & v \ge 0 \\ 0, & v < 0 \end{cases}$$

#### Erro:

$$e_0 = y_0 - \hat{y}_0$$

#### Valor utilizado para atualizar os pesos:

$$\Delta w_{i,0} = e_0 x_i$$
,  $para i = 0, 1, ..., n-1$ 

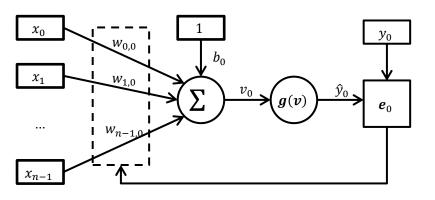
#### Atualização dos pesos:

$$w_{i,0}(t) = w_{i,0}(t-1) + \eta \Delta w_{i,0}, \quad para i = 0, 1, ..., n-1$$

#### Atualização do bias:

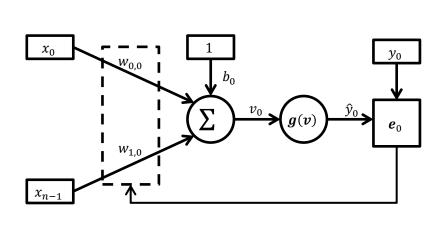
$$b_0(t) = b_0(t-1) + \eta e_0$$

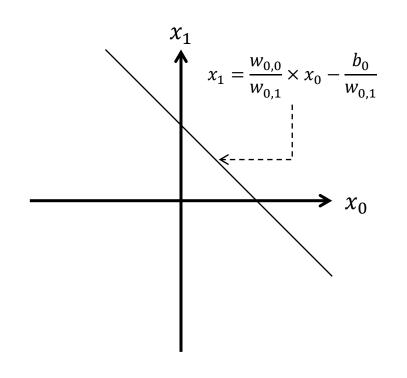
## Perceptron de camada simples – algoritmo



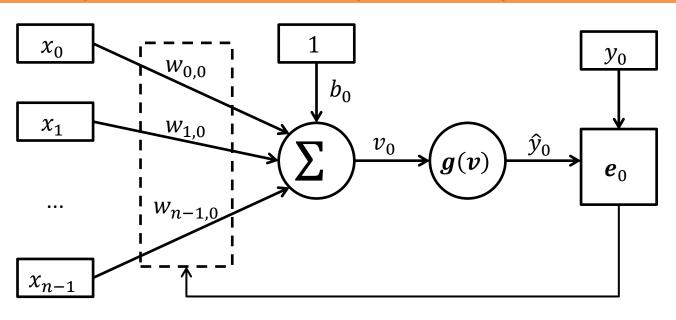
```
X : Matriz de dados de treinamento
v : vetor de rótulos do conjunto de treinamento
Definir a taxa de aprendizado: \eta
Definir o número máximo de épocas de treinamento: max_epocas
Inicializar os pesos e bias com valores aleatórios: \mathbf{w} e b
Para t de 1 até max_epocas:
     e_{\text{\'e}poca} = 0
     Para todo x, y em (X, y):
          Calcular o produto inteiro do neurônio:
          v_0 = \sum_{i=0}^{n-1} w_{i,0} x_i + b_0
          Calcular a função de ativação:
         \hat{y}_0 = g(v) = \begin{cases} 1, & v \ge 0 \\ 0, & v < 0 \end{cases}
          Calcular o erro
          e_0 = y_0 - \hat{y}_0
          Calcular o valor de \Delta para atualizar pesos \mathbf{w}:
          \Delta w_{i,0} = e_0 x_i, para i = 0, 1, ..., n-1
          Atualizar os pesos w:
          w_{i,0}(t) = w_{i,0}(t-1) + \eta \Delta w_{i,0}, \ para \ i = 0, 1, ..., n-1
          Atualizar o bias b:
          b_0(t) = b_0(t-1) + \eta e_0
          Atualizar o erro da época:
          e_{\text{\'e}poca} = e_{total} + (e_0)^2
     e_{\text{\'e}poca} = e_{\text{\'e}poca}/2
     Se e_{época} < e_{minimo}
          Interromper o treinamento
```

# Perceptron de camada simples – hiperplano de separação





# Perceptron de camada simples – notação vetorial



**Produto interno:** 

$$\mathbf{v} = \mathbf{x}\mathbf{w} + \mathbf{b}$$

Função de ativação:

$$\hat{\mathbf{y}} = g(\mathbf{v}) = \begin{cases} +1, & \mathbf{v} \ge 0 \\ -1, & \mathbf{v} < 0 \end{cases}$$

Erro:

$$\mathbf{e} = \mathbf{y}_0 - \hat{\mathbf{y}}_0$$

Valor utilizado para atualizar os pesos:

$$\Delta \mathbf{w} = \mathbf{e} \mathbf{x}$$

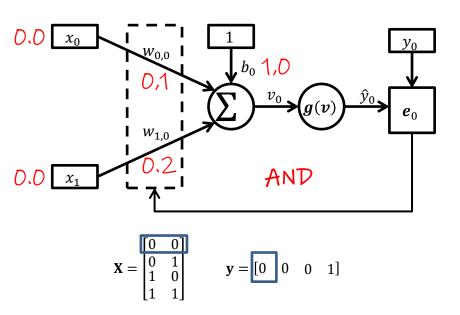
Atualização dos pesos:

$$\mathbf{w}(t) = \mathbf{w}(t-1) + \eta \Delta \mathbf{w}$$

Atualização do bias:

$$\mathbf{b}(t) = \mathbf{b}(t-1) + \eta \mathbf{e}$$

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Época 0:

- $e_{época} = 0.0$
- Iteração 0:

• 
$$\mathbf{x} = [x_0 \ x_1] = [0 \ 0]$$

• 
$$\mathbf{w} = \begin{bmatrix} w_{0,0} \\ w_{1,0} \end{bmatrix} = \begin{bmatrix} 0.1 \\ 0.2 \end{bmatrix}$$
,  $\mathbf{b} = [b_0] = [1.0]$ 

• 
$$v_0 = \mathbf{x}\mathbf{w} + b_0 = \begin{bmatrix} 0.0 & 0.0 \end{bmatrix} \begin{bmatrix} 0.1 \\ 0.2 \end{bmatrix} + 1.0 = 0.0 + 1.0 = 1.0$$

• 
$$\hat{y}_0 = 1.0$$
, pois  $v > 0$ 

• 
$$e_0 = y - \hat{y} = 0.0 - 1.0 = -1.0$$

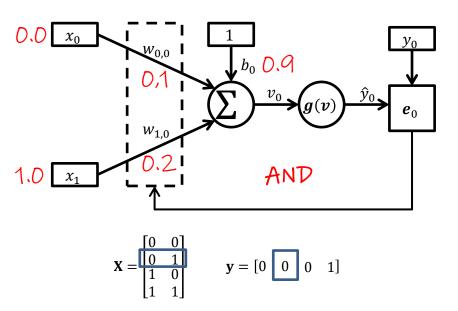
• 
$$\Delta \mathbf{w} = \mathbf{e} \mathbf{x} = -1.0[0.0 \quad 0.0] = [0.0 \quad 0.0]$$

• 
$$\mathbf{w}(t) = \mathbf{w}(t-1) + \eta \Delta \mathbf{w} = \begin{bmatrix} 0.1 & 0.2 \end{bmatrix} + 0.1 \begin{bmatrix} 0.0 & 0.0 \end{bmatrix}$$

• 
$$\mathbf{w}(t) = [0.1 \ 0.2]$$

• 
$$b_0(t) = b_0(t-1) + \eta e_0 = 1.0 + 0.1 \times (-1.0) = 0.9$$

• 
$$e_{época} = e_{época} + e_0^2 = 0.0 + (-1.0)^2 = 1.0$$



- Época 0:
  - Iteração 1:

• 
$$\mathbf{x} = [x_0 \quad x_1] = [0.0 \quad 1.0]$$

• 
$$\mathbf{w} = \begin{bmatrix} w_{0,0} \\ w_{1,0} \end{bmatrix} = \begin{bmatrix} 0.1 \\ 0.2 \end{bmatrix}$$
,  $\mathbf{b} = [b_0] = [0.9]$ 

• 
$$v_0 = \mathbf{x}\mathbf{w} + b_0 = \begin{bmatrix} 0.0 & 1.0 \end{bmatrix} \begin{bmatrix} 0.1 \\ 0.2 \end{bmatrix} + 0.9 = 0.2 + 0.9 = 1.1$$

• 
$$\hat{y}_0 = 1.0$$
, pois  $v_0 > 0.0$ 

• 
$$e_0 = y - \hat{y} = 0.0 - 1.0 = -1.0$$

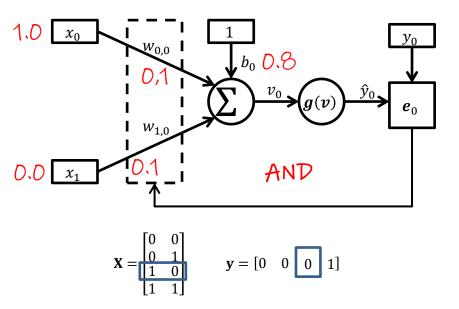
• 
$$\Delta \mathbf{w} = \mathbf{e} \mathbf{x} = -1.0[0.0 \ 1.0] = [0.0 \ -1.0]$$

• 
$$\mathbf{w}(t) = \mathbf{w}(t-1) + \eta \Delta \mathbf{w} = \begin{bmatrix} 0.1 & 0.2 \end{bmatrix} + 0.1 \begin{bmatrix} 0.0 & -1.0 \end{bmatrix}$$

• 
$$\mathbf{w}(t) = [0.1 \ 0.1]$$

• 
$$b_0(t) = b_0(t-1) + \eta e_0 = 0.9 + 0.1 \times (-1.0) = 0.8$$

• 
$$e_{\text{época}} = e_{\text{época}} + e_0^2 = 1.0 + (-1.0)^2 = 2.0$$



- Época 0:
  - Iteração 2:

• 
$$\mathbf{x} = \begin{bmatrix} x_0 & x_1 \end{bmatrix} = \begin{bmatrix} 1.0 & 0.0 \end{bmatrix}$$

• 
$$\mathbf{w} = \begin{bmatrix} w_{0,0} \\ w_{1,0} \end{bmatrix} = \begin{bmatrix} 0.1 \\ 0.1 \end{bmatrix}$$
,  $\mathbf{b} = [b_0] = [0.8]$ 

• 
$$v_0 = \mathbf{x}\mathbf{w} + b_0 = \begin{bmatrix} 1.0 & 0.0 \end{bmatrix} \begin{bmatrix} 0.1 \\ 0.1 \end{bmatrix} + 0.8 = 0.2 + 0.8 = 1.1$$

• 
$$\hat{y}_0 = 1.0$$
, pois  $v_0 > 0.0$ 

• 
$$e_0 = y - \hat{y} = 0.0 - 1.0 = -1.0$$

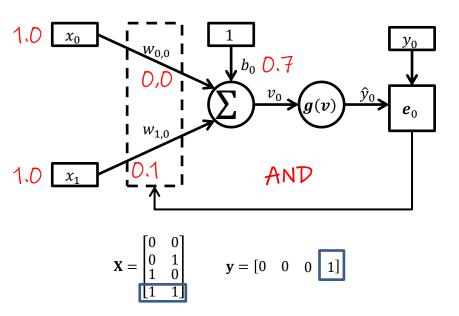
• 
$$\Delta \mathbf{w} = \mathbf{e} \mathbf{x} = -1.0[1.0 \quad 0.0] = [-1.0 \quad 0.0]$$

• 
$$\mathbf{w}(t) = \mathbf{w}(t-1) + \eta \Delta \mathbf{w} = \begin{bmatrix} 0.1 & 0.1 \end{bmatrix} + 0.1 \begin{bmatrix} -1.0 & 0.0 \end{bmatrix}$$

• 
$$\mathbf{w}(t) = [0.0 \ 0.1]$$

• 
$$b_0(t) = b_0(t-1) + \eta e_0 = 0.8 + 0.1 \times (-1.0) = 0.7$$

• 
$$e_{\text{época}} = e_{\text{época}} + e_0^2 = 2.0 + (-1.0)^2 = 3.0$$



- Época 0:
  - Iteração 2:

• 
$$\mathbf{x} = [x_0 \ x_1] = [1.0 \ 1.0]$$

• 
$$\mathbf{w} = \begin{bmatrix} w_{0,0} \\ w_{1,0} \end{bmatrix} = \begin{bmatrix} 0.0 \\ 0.1 \end{bmatrix}$$
,  $\mathbf{b} = [b_0] = [0.7]$ 

• 
$$v_0 = \mathbf{x}\mathbf{w} + b_0 = \begin{bmatrix} 1.0 & 1.0 \end{bmatrix} \begin{bmatrix} 0.0 \\ 0.1 \end{bmatrix} + 0.7 = 0.1 + 0.8 = 0.9$$

• 
$$\hat{y}_0 = 0.0$$
, pois  $v_0 < 0.0$ 

• 
$$e_0 = y - \hat{y} = 1.0 - 0.0 = 1.0$$

• 
$$\Delta \mathbf{w} = \mathbf{e} \mathbf{x} = 1.0[1.0 \ 1.0] = [1.0 \ 1.0]$$

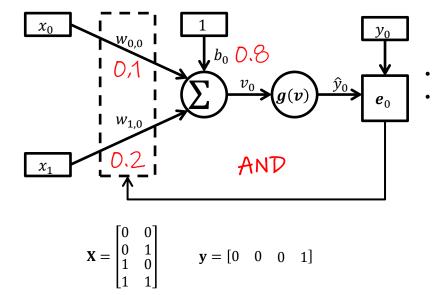
• 
$$\mathbf{w}(t) = \mathbf{w}(t-1) + \eta \Delta \mathbf{w} = \begin{bmatrix} 0.0 & 0.1 \end{bmatrix} + 0.1 \begin{bmatrix} 1.0 & 1.0 \end{bmatrix}$$

• 
$$\mathbf{w}(t) = [0.1 \ 0.2]$$

• 
$$b_0(t) = b_0(t-1) + \eta e_0 = 0.7 + 0.1 \times (1.0) = 0.8$$

• 
$$e_{\text{\'e}poca} = e_{\text{\'e}poca} + e_0^2 = 3.0 + (1.0)^2 = 4.0$$

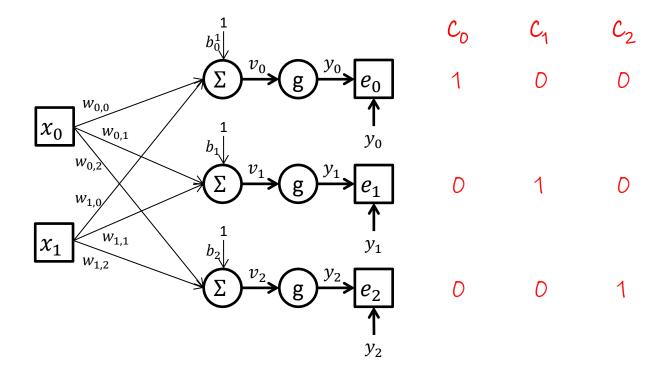
$$- e_{\text{\'e}poca} = \frac{e_{\text{\'e}poca}}{2} = 2.0$$



Fim da época 0.

Repetir até atingir o limite de épocas ou o erro da época ficar abaixo de um limiar pré-definido.

# Perceptron de camada simples – múltiplas classes



NATURE VOL. 323 9 OCTOBER 1986 LETTERSTONATURE

#### Learning representations by back-propagating errors

David E. Rumelhart\*, Geoffrey E. Hinton† & Ronald J. Williams\*

\* Institute for Cognitive Science, C-015, University of California, San Diego, La Jolla, California 92093, USA † Department of Computer Science, Carnegie-Mellon University, Pittsburgh, Philadelphia 15213, USA

We describe a new learning procedure, back-propagation, for networks of neuron-like units. The procedure repeatedly adjusts the weights of the connections in the network so as to minimize a measure of the difference between the actual output vector of the net and the desired output vector. As a result of the weight adjustments, internal "hidden' units which are not part of the lapsul or output come to represent important features of the task domain, and the regularities in the task are captured by the interactions of these units. The adjust or create useful new features of distintions of the control of the control of the control of the control of the tensor of the control of the control of the control of the control of the processing of the control of the control of the control of the control of the tensor of the control of the cont

There have been many attempts to design self-organizing neural networks. The aim is to find a powerful synaptic modification rule that will allow an arbitrarily connected neural network to develop an internal structure that is appropriate for a particular task domain. The task is specified by giving the desired state vector of the output units for each state vector of the input units are directly connected to the output units. It fate input units are directly connected to the output units it is relatively easy to find learning rules that output units it is relatively easy to find learning rules that to progressively reduce the difference between the actual and desired output vectors. Learning becomes more interestine but

more difficult when we introduce hidden units whose actual or desired states are not specified by the task. (In perceptrons, there are 'feature analyses' between the input and output that are not true hidden units because their input connections are not true hidden units because their input connections are fixed by hand, so their states are completely determined by the input vector: they do not learn representations. The learning procedure must decide under what circumstances the hidden units should be active in order to help achieve the desired input-output behaviour. This amounts to deciding what these units should represent. We demonstrate that a general purpose and relatively simple procedure is powerful enough to construct appropriate internal representations.

The simplest form of the learning procedure is for layered networks which have a layer of input units at the bottom; any number of intermediate layers; and a layer of output units at the top. Connections within a layer of from higher to lower layers are forbidden, but connections can skip intermediate layers. An input vector is presented to the network by setting layers. An input vector is presented to the network by setting layers. All units of the units in each layer are determined by applying equations (1) and (2) to the connections coming from lower layers. All units within a layer have their states set in parallel, but different layers have their states set in parallel, but different layers have their states are sequentially, starting at the bottom and working unwards until the states of the output units are determined.

The total input,  $x_j$ , to unit j is a linear function of the outputs,  $y_i$ , of the units that are connected to j and of the weights,  $w_{ji}$ , on these connections

$$x_i = \sum y_i w_{ji}$$
 (1)

Units can be given biases by introducing an extra input to each unit which always has a value of 1. The weight on this extra input is called the bias and is equivalent to a threshold of the opposite sign. It can be treated just like the other weights.

A unit has a real-valued output,  $y_j$ , which is a non-linear function of its total input

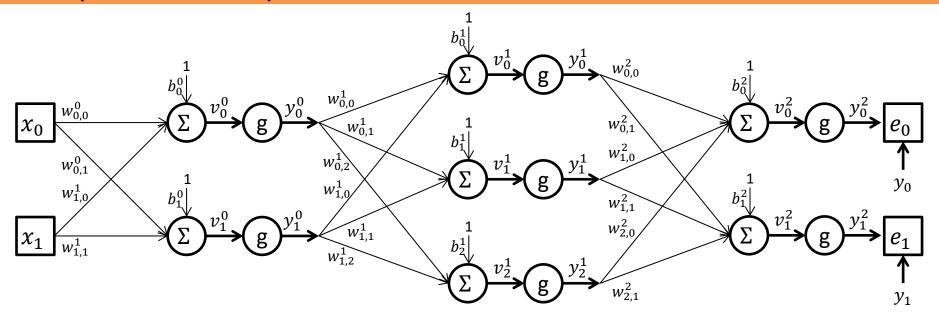
$$y_j = \frac{1}{1 + e^{-x_j}}$$

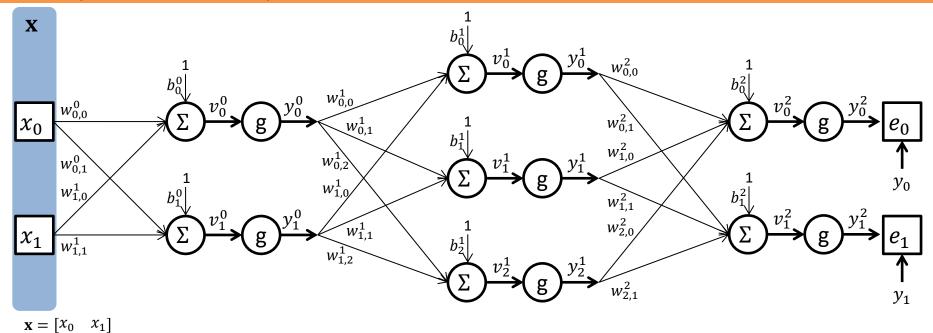
(2)

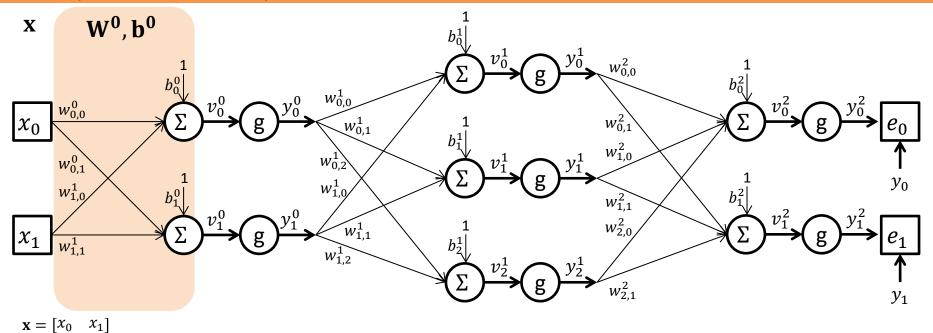


David E. Rumelhart

# Perceptron de múltiplas camadas – Estrutura da rede

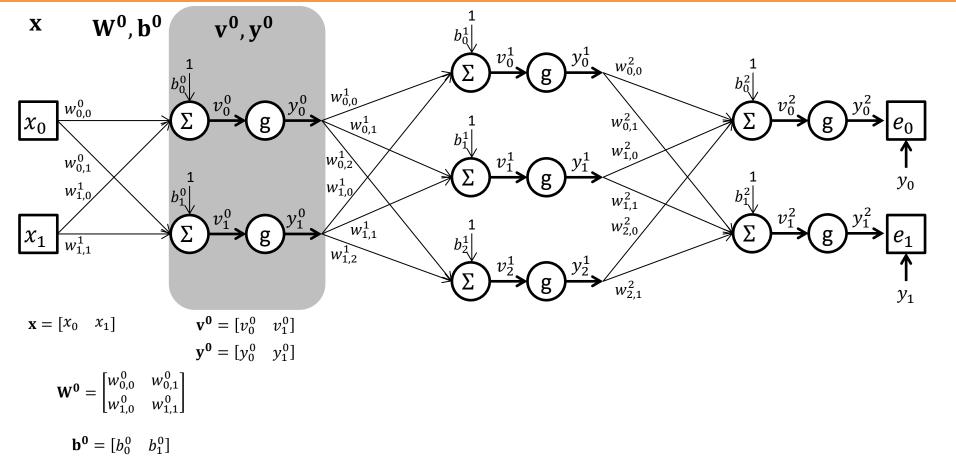


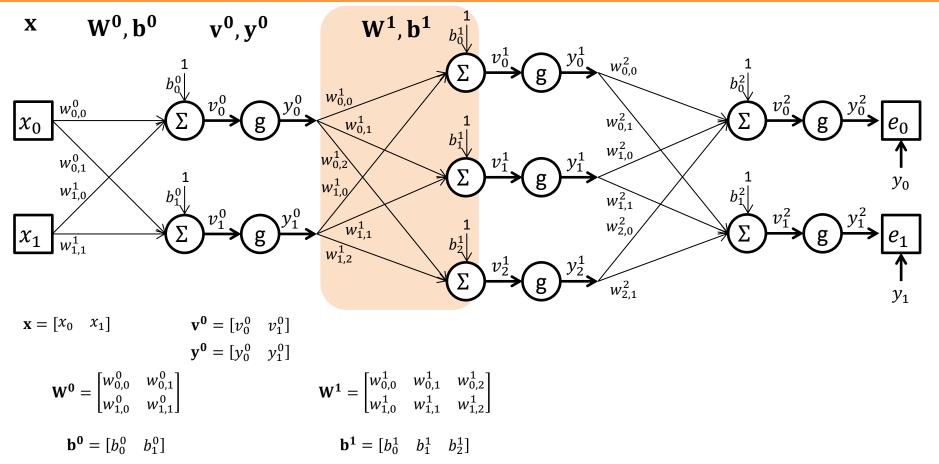


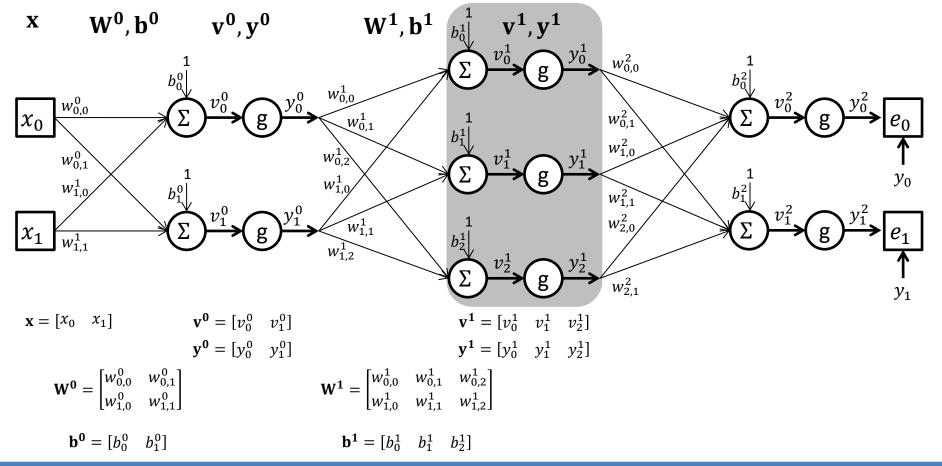


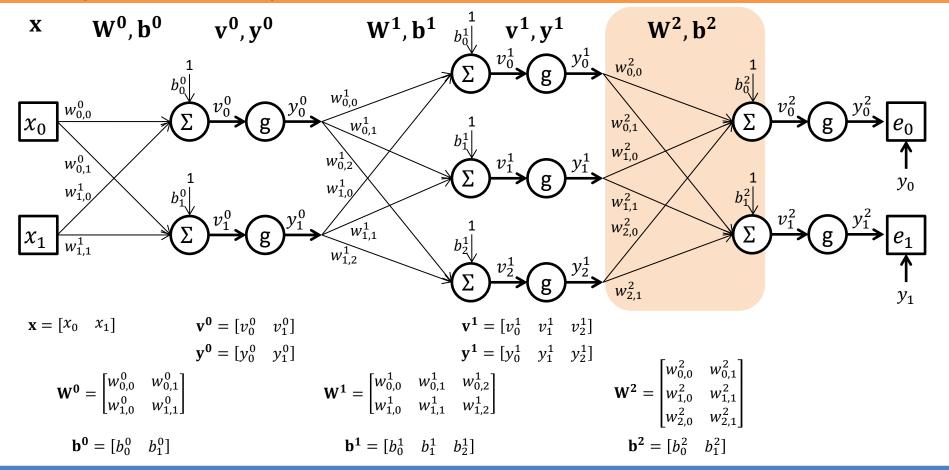
$$\mathbf{W^0} = \begin{bmatrix} w_{0,0}^0 & w_{0,1}^0 \\ 0 & 0 \end{bmatrix}$$

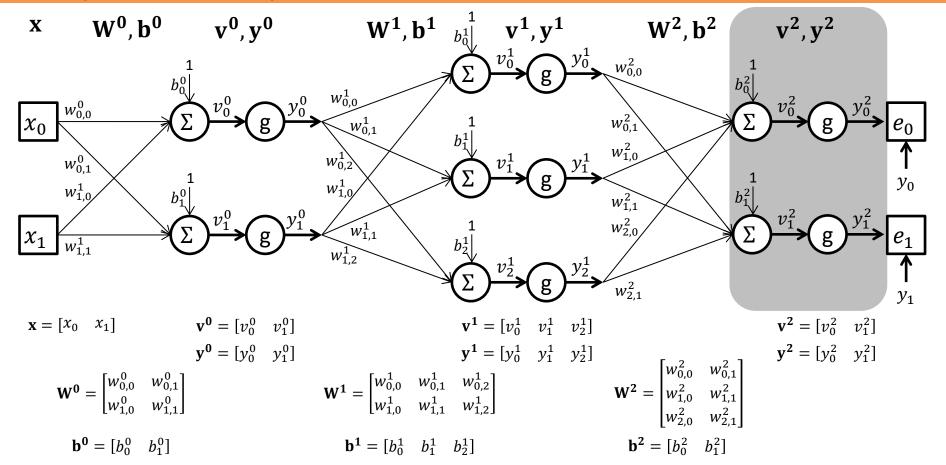
$$\mathbf{b^0} = [b_0^0 \quad b_1^0]$$

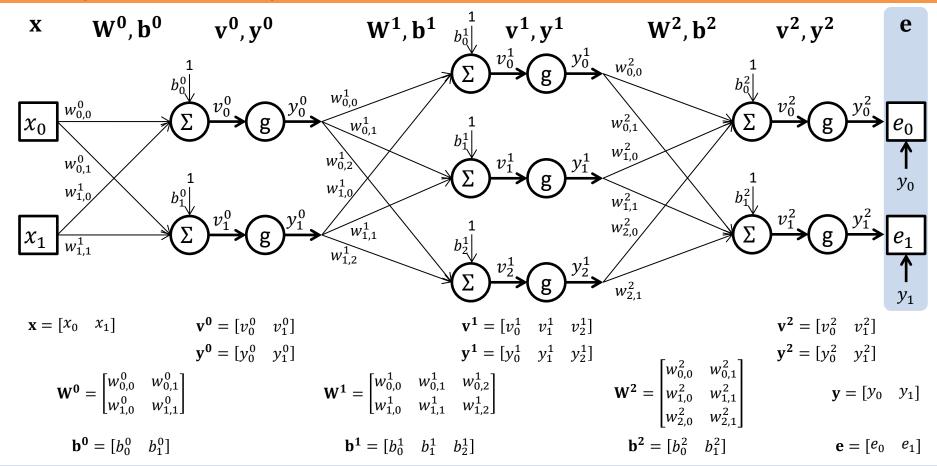


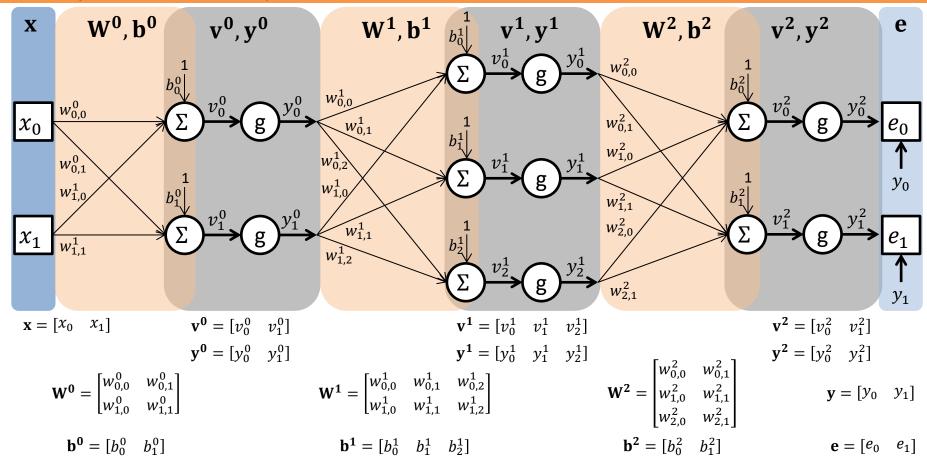






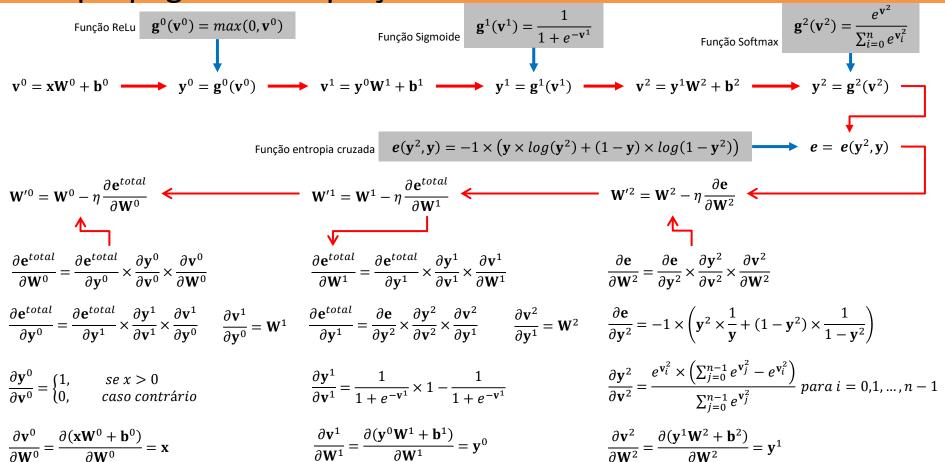




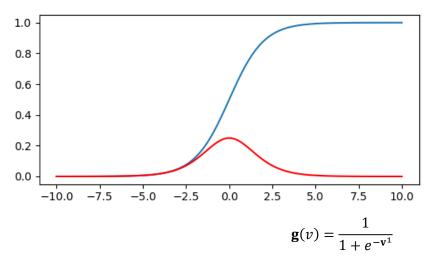


# Backpropagation – Algoritmo e equações

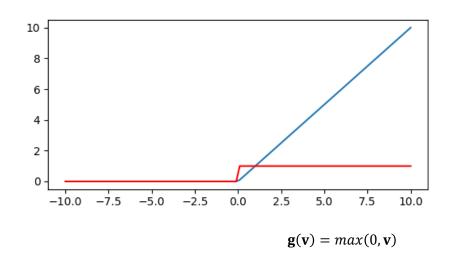
# Backpropagation – equações



# Backpropagation – funções de ativação



Função sigmoide (azul) e sua derivada (vermelho).



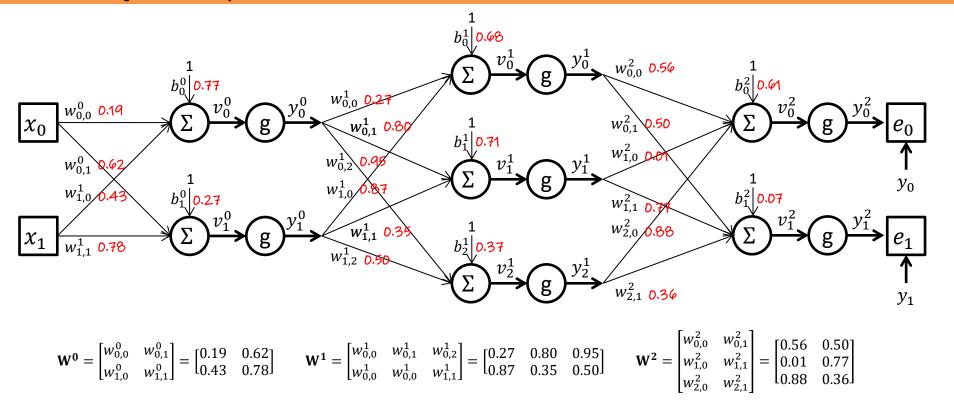
Função ReLu (azul) e sua derivada (vermelho).

# Backpropagation – Exemplo

Prof. João Fernando Mari ( *joaof.mari@ufv.br* )

 $\mathbf{b^2} = [b_0^2 \quad b_1^2] = [0.61 \quad 0.07]$ 

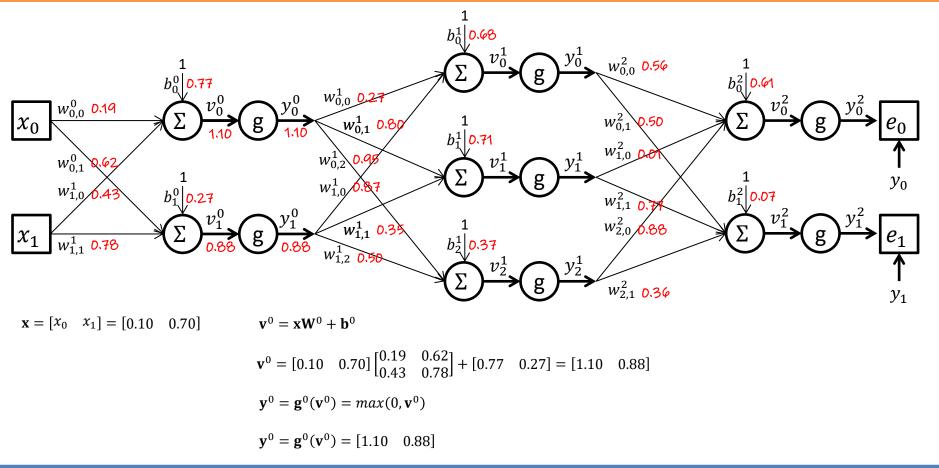
#### Inicialização dos pesos e bias



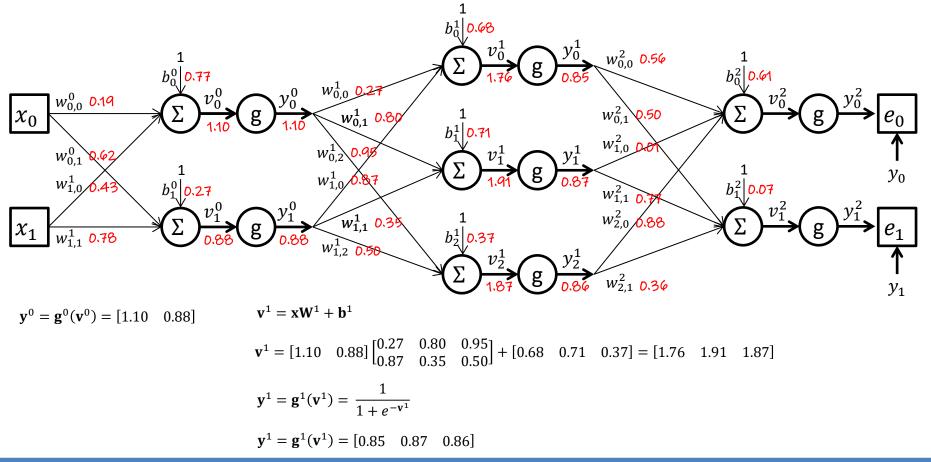
 $\mathbf{b^1} = \begin{bmatrix} b_0^1 & b_1^1 & b_2^1 \end{bmatrix} = \begin{bmatrix} 0.68 & 0.71 & 0.37 \end{bmatrix}$ 

 $\mathbf{b^0} = [b_0^0 \quad b_1^0] = [0.77 \quad 0.27]$ 

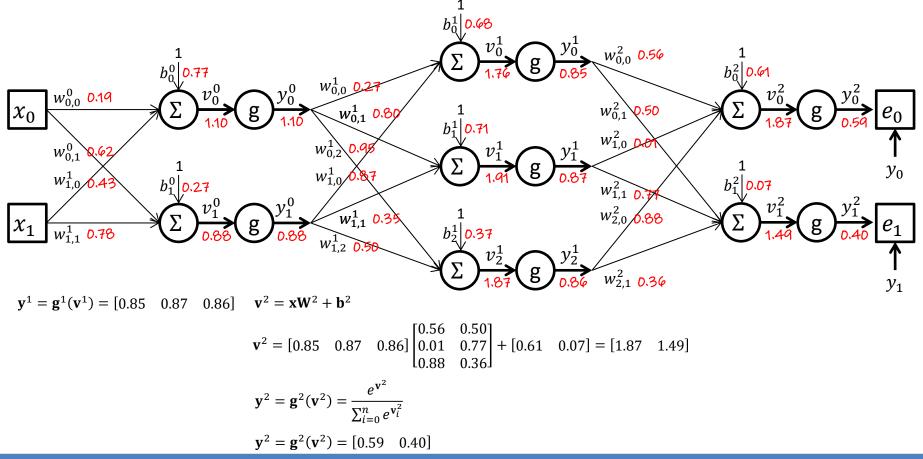
### Propagação adiante (forward) – camada 0 (camada escondida)



#### Propagação adiante (forward) – camada 1 (camada escondida)



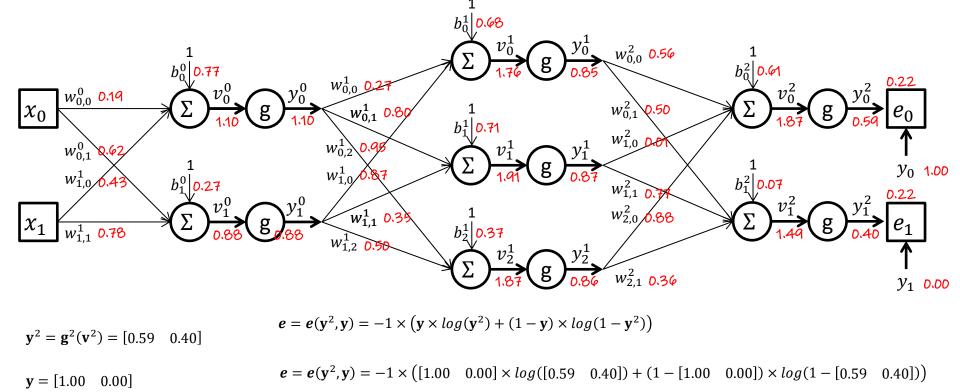
### Propagação adiante (forward) – camada 2 (camada de saída)



Prof. João Fernando Mari ( joaof.mari@ufv.br )

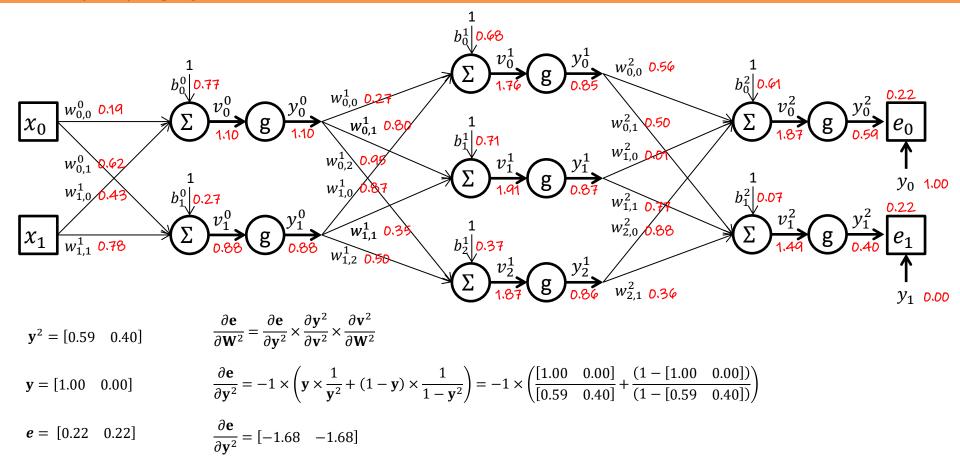
### Retropropagação (backward) Erro

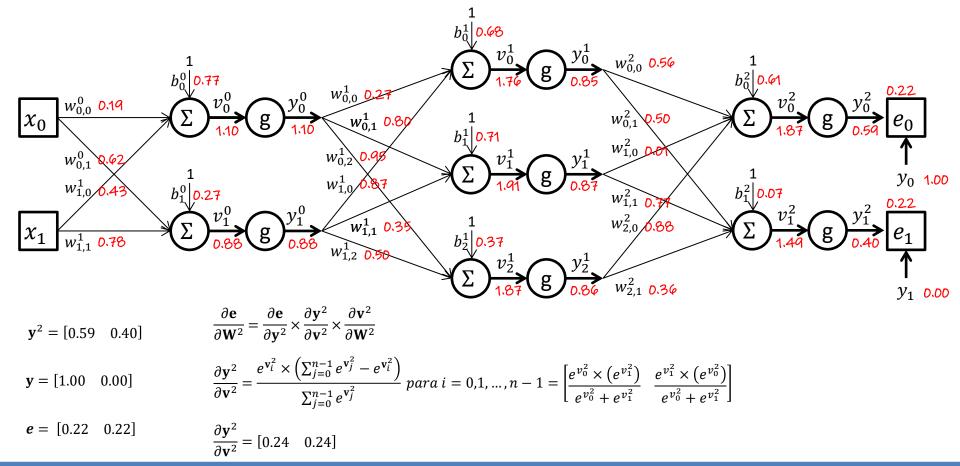
#### Propagação adiante (forward) – erro

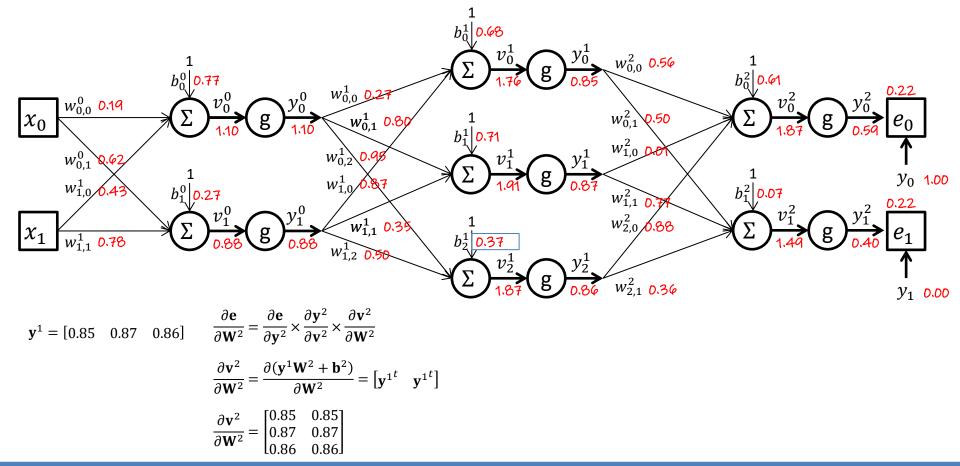


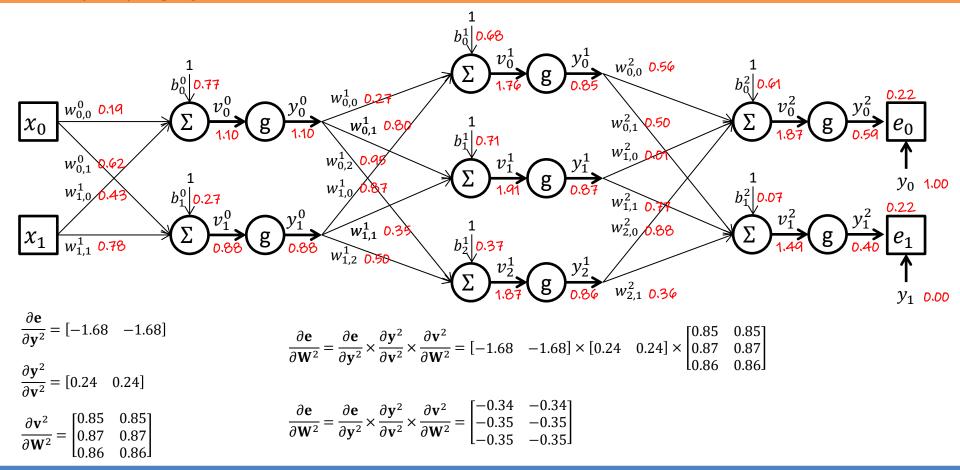
 $e = e(y^2, y) = [0.22 \quad 0.22]$ 

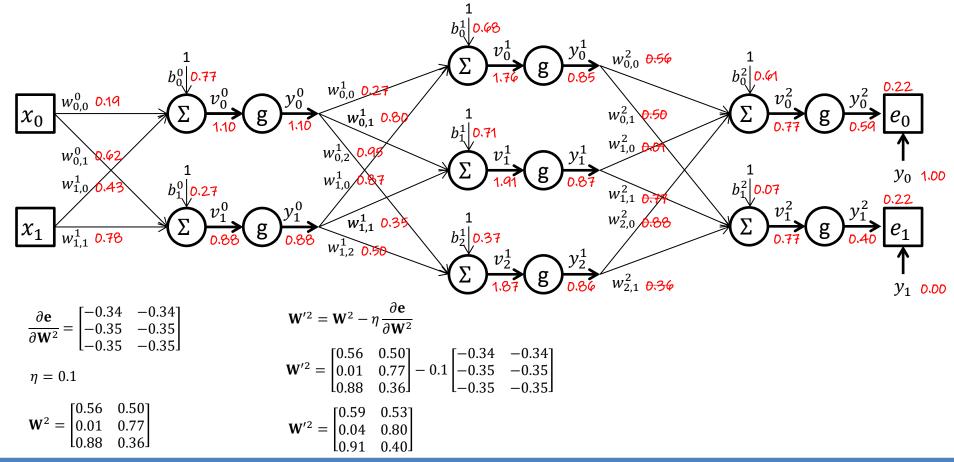
# Retropropagação (backward)

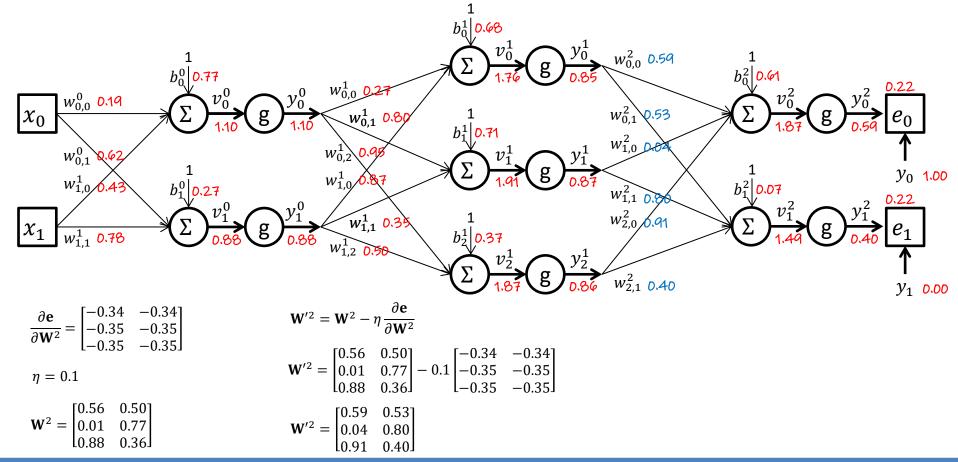








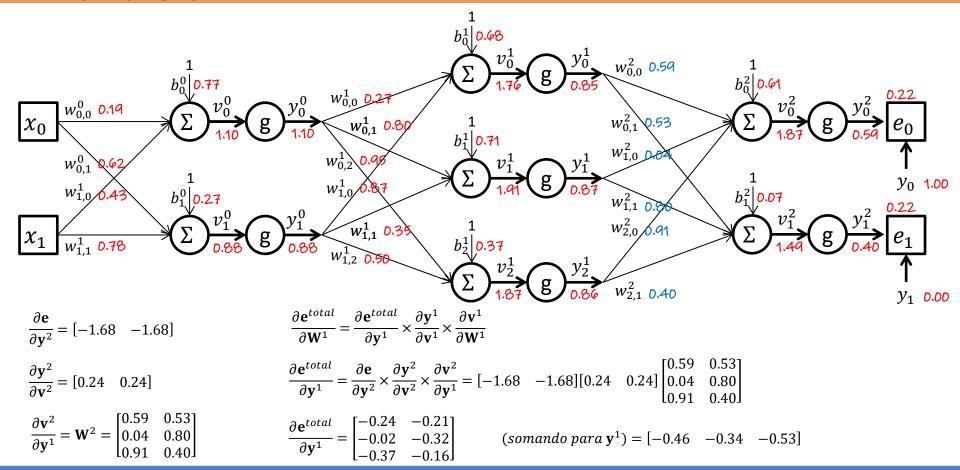


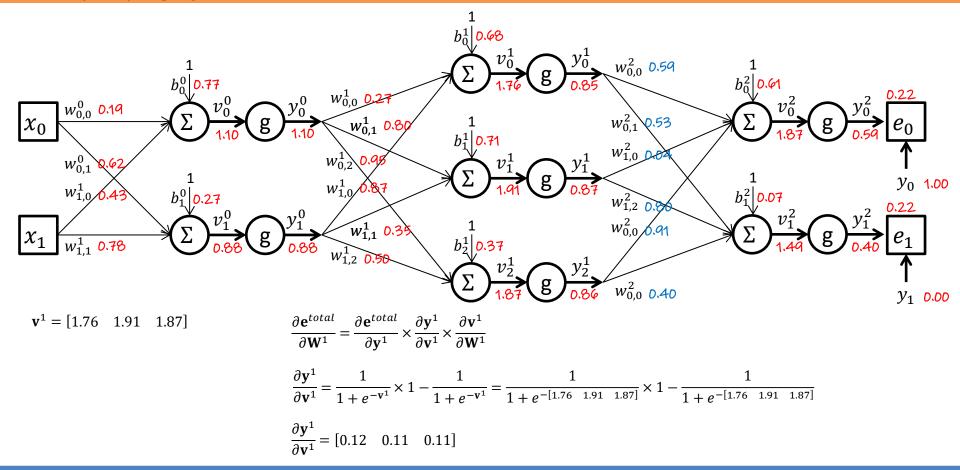


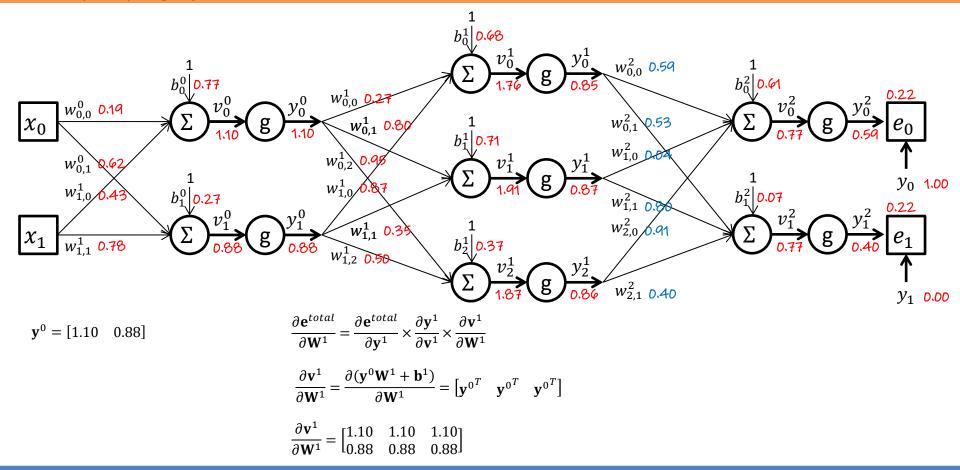
# Retropropagação (backward)

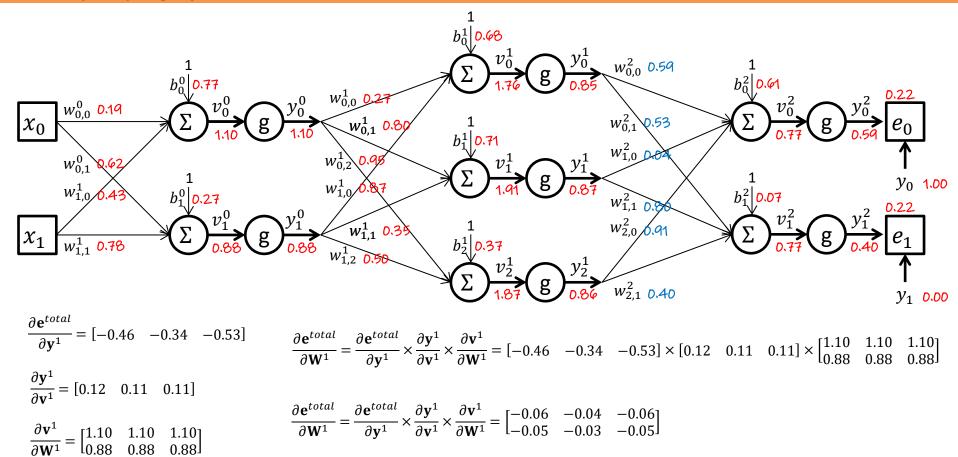
Camada 1 (camada escondida)

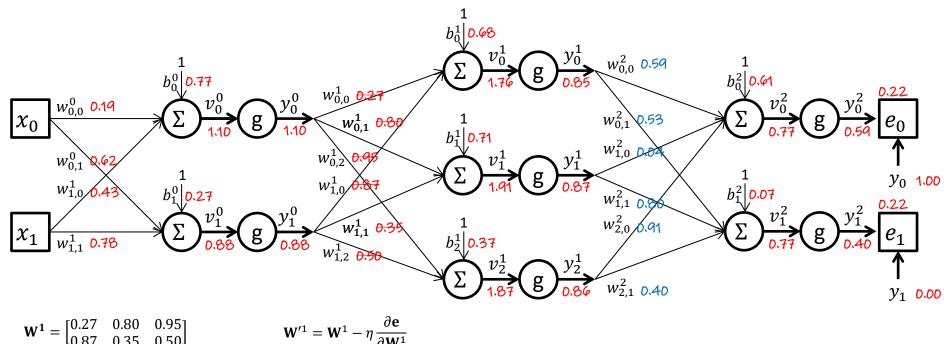
Prof. João Fernando Mari ( joaof.mari@ufv.br )











$$\mathbf{W^1} = \begin{bmatrix} 0.27 & 0.80 & 0.95 \\ 0.87 & 0.35 & 0.50 \end{bmatrix}$$

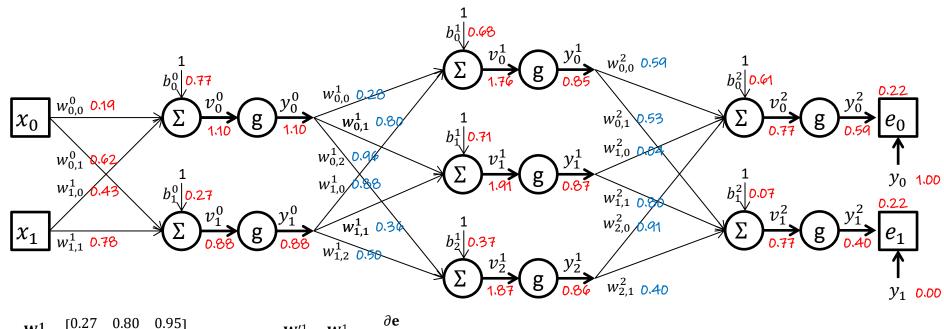
$$\mathbf{W}^{\prime 1} = \mathbf{W}^1 - \eta \, \frac{\partial \mathbf{e}}{\partial \mathbf{W}^1}$$

$$\eta = 0.1$$

$$\mathbf{W}^{\prime 1} = \begin{bmatrix} 0.27 & 0.80 & 0.95 \\ 0.87 & 0.35 & 0.50 \end{bmatrix} - 0.1 \begin{bmatrix} -0.06 & -0.04 & -0.06 \\ -0.05 & -0.03 & -0.05 \end{bmatrix}$$

$$\frac{\partial \mathbf{e}^{total}}{\partial \mathbf{W}^1} = \begin{bmatrix} -0.06 & -0.04 & -0.06 \\ -0.05 & -0.03 & -0.05 \end{bmatrix}$$

$$\mathbf{W}^{\prime 1} = \begin{bmatrix} 0.28 & 0.80 & 0.96 \\ 0.88 & 0.36 & 0.50 \end{bmatrix}$$



$$\mathbf{W^1} = \begin{bmatrix} 0.27 & 0.80 & 0.95 \\ 0.87 & 0.35 & 0.50 \end{bmatrix}$$

$$\mathbf{W}'^1 = \mathbf{W}^1 - \eta \, \frac{\partial \mathbf{e}}{\partial \mathbf{W}^1}$$

$$\eta = 0.1$$

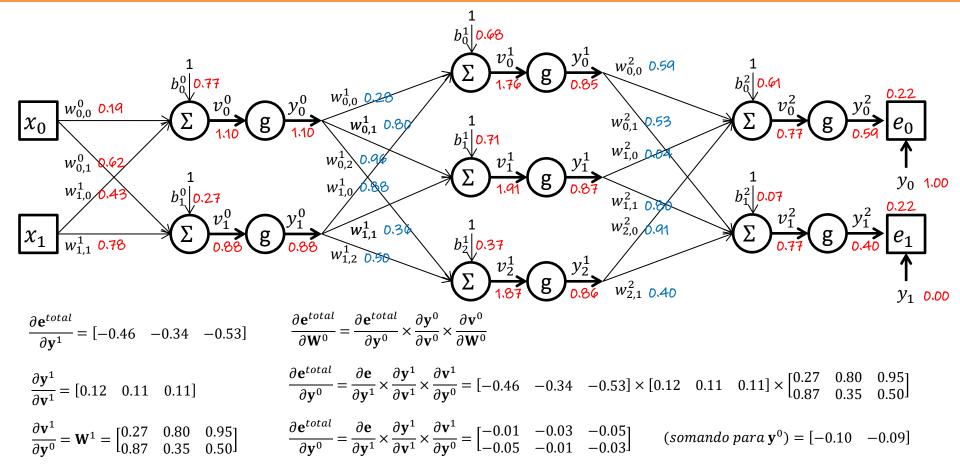
$$\mathbf{W}^{\prime 1} = \begin{bmatrix} 0.27 & 0.80 & 0.95 \\ 0.87 & 0.35 & 0.50 \end{bmatrix} - 0.1 \begin{bmatrix} -0.06 & -0.04 & -0.06 \\ -0.05 & -0.03 & -0.05 \end{bmatrix}$$

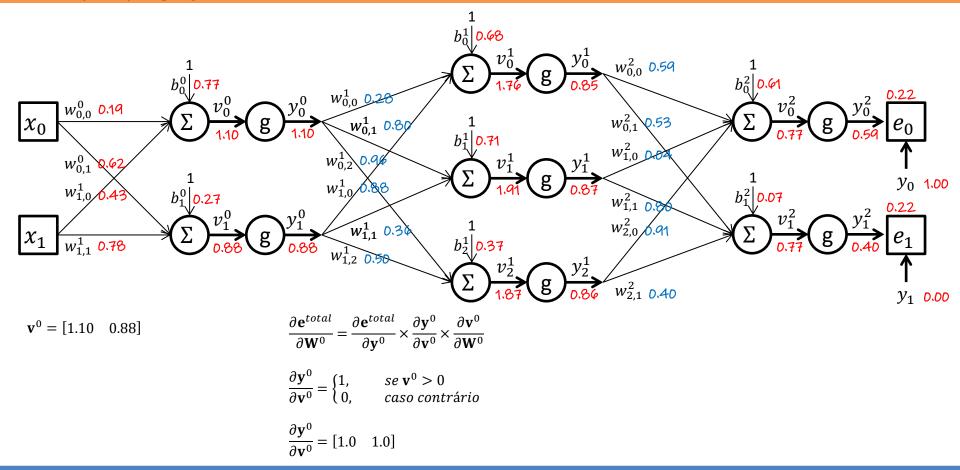
$$\frac{\partial \mathbf{e}^{total}}{\partial \mathbf{W}^1} = \begin{bmatrix} -0.06 & -0.04 & -0.06 \\ -0.05 & -0.03 & -0.05 \end{bmatrix}$$

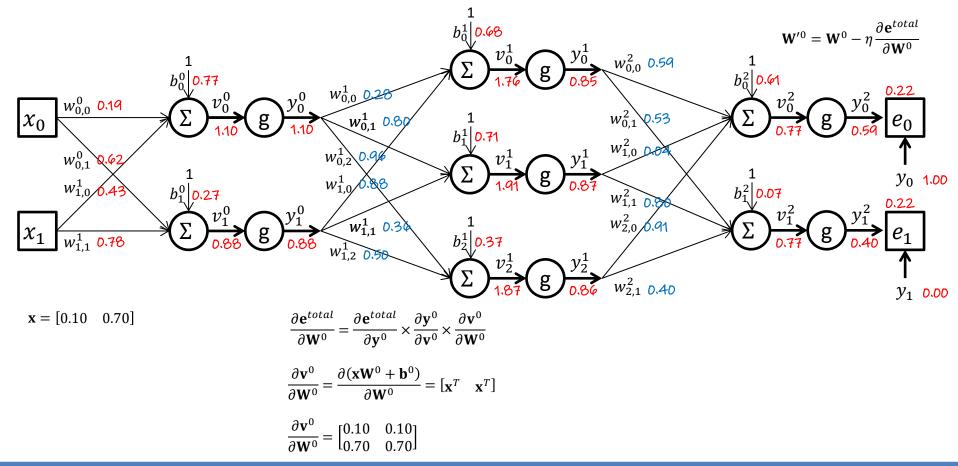
$$\mathbf{W}^{\prime 1} = \begin{bmatrix} 0.28 & 0.80 & 0.96 \\ 0.88 & 0.36 & 0.50 \end{bmatrix}$$

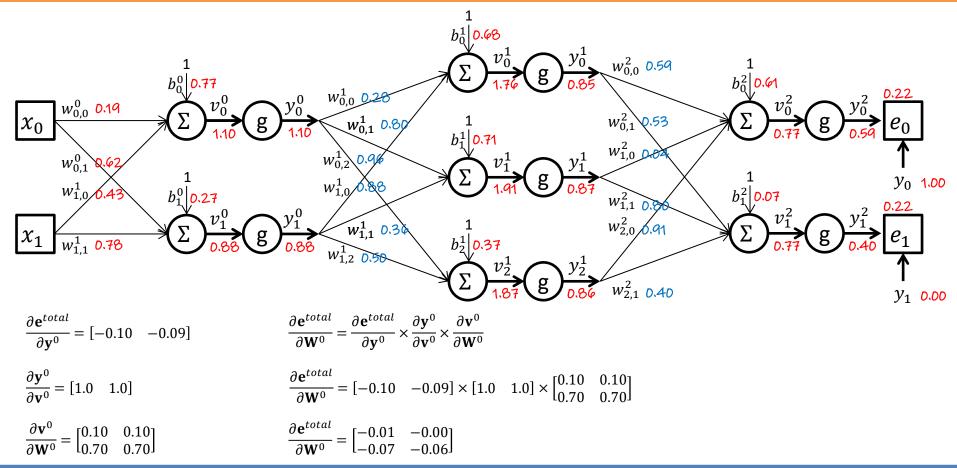
# Retropropagação (backward)

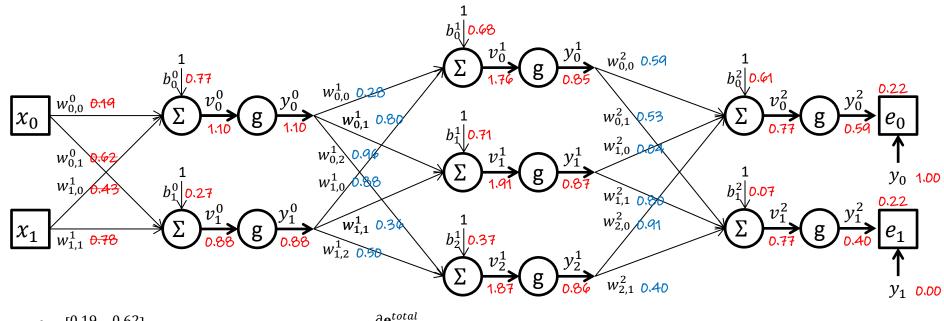
Camada 0 (camada escondida)











$$\mathbf{W^0} = \begin{bmatrix} 0.19 & 0.62 \\ 0.43 & 0.78 \end{bmatrix}$$

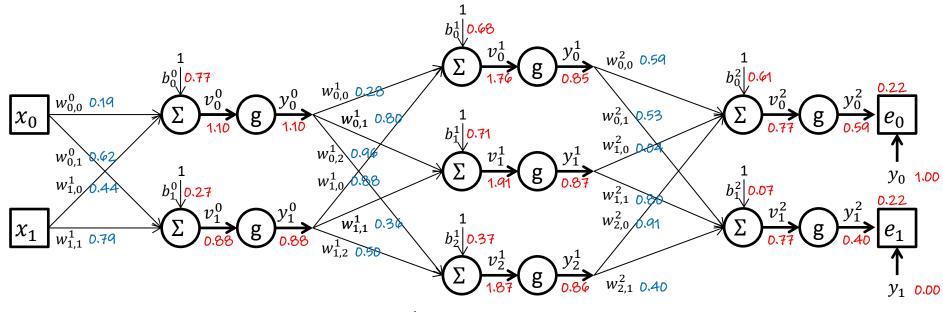
$$= \begin{bmatrix} 0.19 & 0.62 \\ 0.43 & 0.78 \end{bmatrix} \qquad \mathbf{W}^{0} = \mathbf{W}^{0} - \eta \frac{\partial \mathbf{e}^{total}}{\partial \mathbf{W}^{0}}$$

$$\eta = 0.1$$

$$\mathbf{W}'^0 = \begin{bmatrix} 0.19 & 0.62 \\ 0.43 & 0.78 \end{bmatrix} - 0.1 \times \begin{bmatrix} -0.01 & -0.00 \\ -0.07 & -0.06 \end{bmatrix}$$

$$\frac{\partial \mathbf{e}^{total}}{\partial \mathbf{W}^0} = \begin{bmatrix} -0.01 & -0.00 \\ -0.07 & -0.06 \end{bmatrix}$$

$$\mathbf{V}^{\prime 0} = \begin{bmatrix} 0.19 & 0.62 \\ 0.44 & 0.79 \end{bmatrix}$$



$$\mathbf{W^0} = \begin{bmatrix} 0.19 & 0.62 \\ 0.43 & 0.78 \end{bmatrix}$$

$$\mathbf{W}^{\prime 0} = \mathbf{W}^0 - \eta \frac{\partial \mathbf{e}^{total}}{\partial \mathbf{W}^0}$$

$$\eta = 0.1$$

$$\mathbf{W}^{\prime 0} = \begin{bmatrix} 0.19 & 0.62 \\ 0.43 & 0.78 \end{bmatrix} - 0.1 \times \begin{bmatrix} -0.01 & -0.00 \\ -0.07 & -0.06 \end{bmatrix}$$

$$\frac{\partial \mathbf{e}^{total}}{\partial \mathbf{W}^0} = \begin{bmatrix} -0.01 & -0.00 \\ -0.07 & -0.06 \end{bmatrix}$$

$$\mathbf{N}^{\prime 0} = \begin{bmatrix} 0.19 & 0.62 \\ 0.44 & 0.79 \end{bmatrix}$$

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- Outras referencias:
  - Chapter 7: Artificial neural networks with Math.
    - <a href="https://medium.com/deep-math-machine-learning-ai/chapter-7-artificial-neural-networks-with-math-bb711169481b">https://medium.com/deep-math-machine-learning-ai/chapter-7-artificial-neural-networks-with-math-bb711169481b</a>
  - The Matrix Calculus You Need For Deep Learning
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  - How backpropagation works, and how you can use Python to build a neural network
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- CS231n: Convolutional Neural Networks for Visual Recognition
  - http://cs231n.github.io/
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