

Neural Networks Overview



Source:

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What are Neural Networks?




- Simple computational elements forming a large network
 - Emphasis on learning (pattern recognition)
 - Local computation (neurons)
- Definition of NNs is vague
 - Often | but not always | inspired by biological brain

History – 1 of 4



- Roots of work on NN are in:
- **Neurobiological studies** (more than one century ago):
 - How do nerves behave when stimulated by different magnitudes of electric current? Is there a minimal threshold needed for nerves to be activated? Given that no single nerve cell is long enough, how do different nerve cells communicate among each other?
- **Psychological studies:**
 - How do animals learn, forget, recognize and perform other types of tasks?
- **Psycho-physical** experiments helped to understand how individual neurons and groups of neurons work.
- **McCulloch and Pitts** introduced the first mathematical model of single neuron, widely applied in subsequent work.

History – 2 of 4




Prehistory:

- Golgi and Ramon y Cajal study the nervous system and discover neurons (end of 19th century)

History (brief):

- McCulloch and Pitts (1943): the first artificial neural network with binary neurons
- Hebb (1949): learning = neurons that are together wire together
- Minsky (1954): neural networks for reinforcement learning
- Taylor (1956): associative memory
- Rosenblatt (1958): perceptron, a single neuron for supervised learning

History – 3 of 4



- Widrow and Hoff (1960): Adaline
- Minsky and Papert (1969): limitations of single-layer perceptrons (and they erroneously claimed that the limitations hold for multi-layer perceptrons)


Stagnation in the 70's:

- Individual researchers continue laying foundations
- von der Marlsburg (1973): competitive learning and self-organization

Big neural-nets boom in the 80's

- Grossberg: adaptive resonance theory (ART)
- Hopfield: Hopfield network
- Kohonen: self-organising map (SOM)

History – 4 of 4

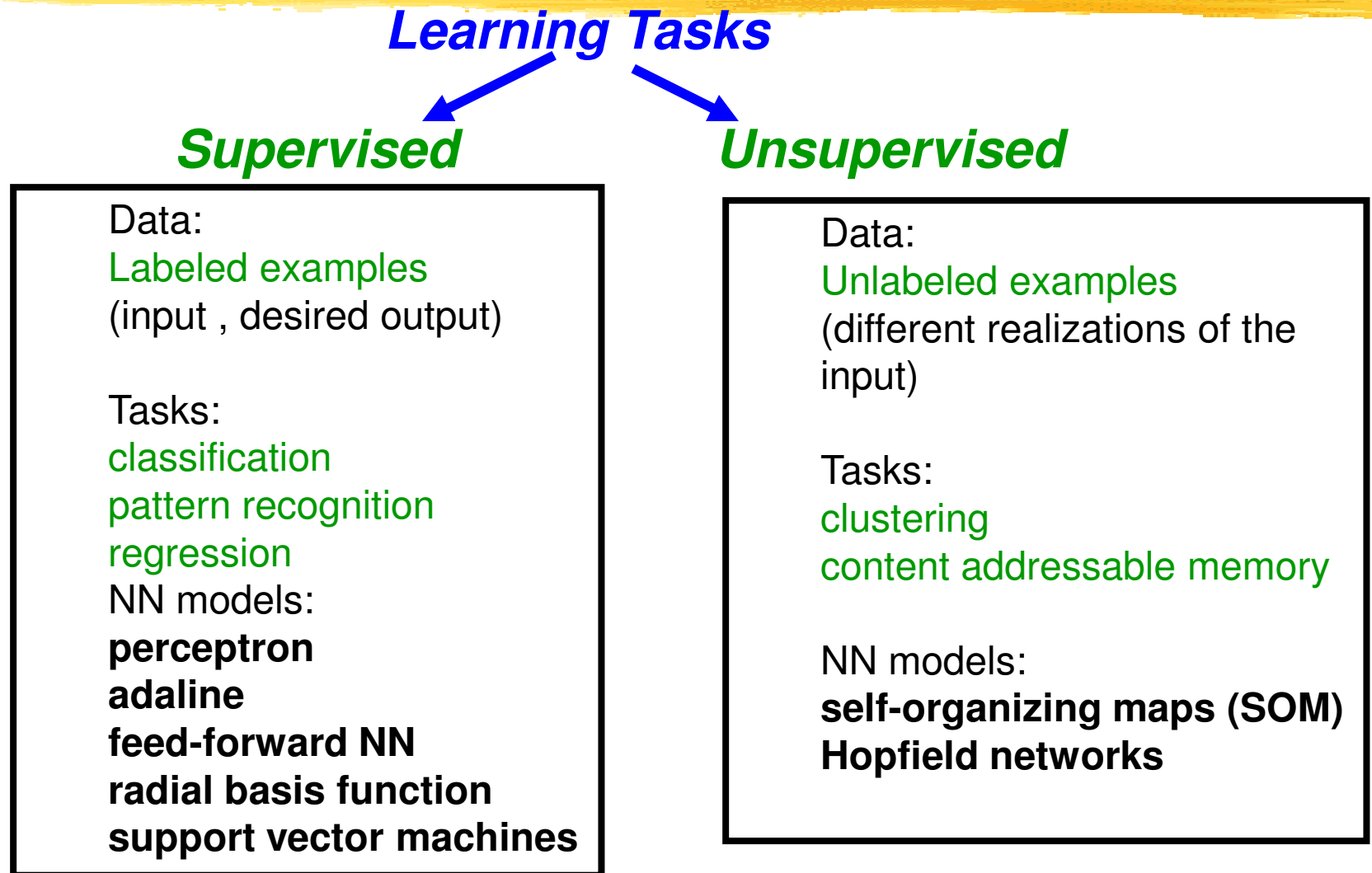


- Oja: neural principal component analysis (PCA)
- Ackley, Hinton and Sejnowski: Boltzmann machine
- Rumelhart, Hinton and Williams: backpropagation

Diversification during the 90's:

- Machine learning: mathematical rigor, Bayesian methods, information theory, support vector machines, ...
- Computational neurosciences: workings of most subsystems of the brain are understood at some level; research ranges from low-level compartmental models of individual neurons to large-scale brain models

Supervised vs Unsupervised Learning



NNs: goal and design



- Knowledge about the learning task is given in the form of examples called training examples.
- A NN is specified by:
- **an architecture**: a set of neurons and links connecting neurons. Each link has a weight,
- **a neuron model**: the information processing unit of the NN,
- **a learning algorithm**: used for training the NN by modifying the weights in order to solve the particular learning task correctly on the training examples.

The aim is to obtain a NN that generalizes well, that is, that behaves correctly on new instances of the learning task.

Dimensions of a Neural Network



- network architectures
- types of neurons
- learning algorithms
- applications

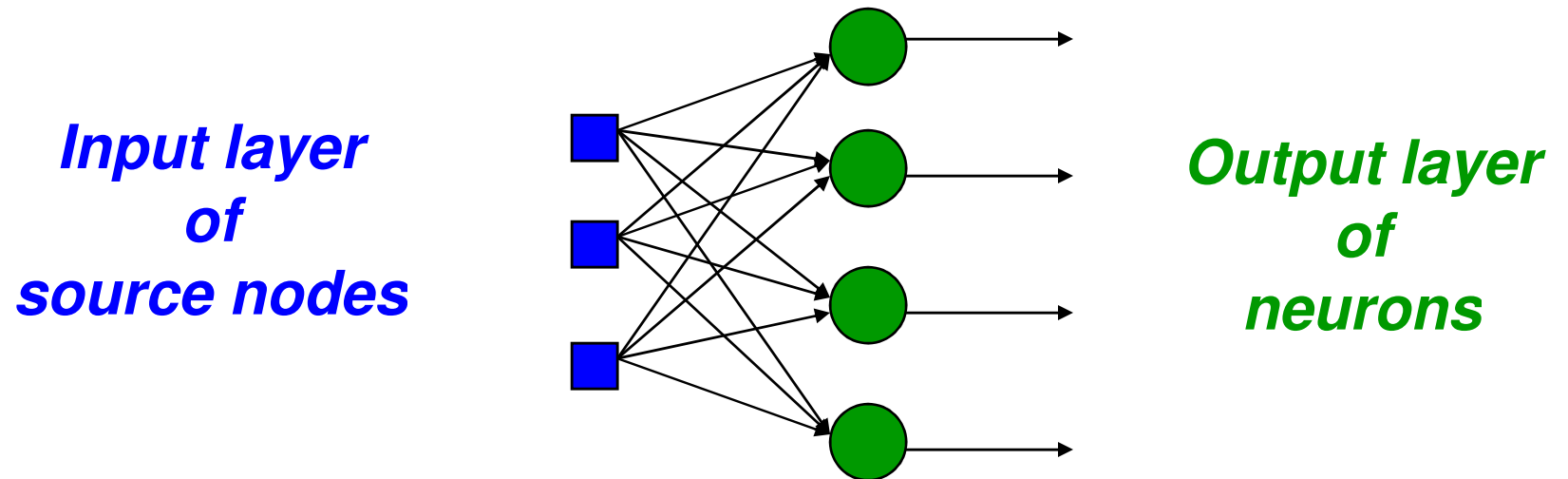
Network architectures



- Three different classes of network architectures
 - single-layer feed-forward
 - multi-layer feed-forward
 - recurrent

} neurons are organized in acyclic layers
- The **architecture** of a neural network is linked with the learning algorithm used to train

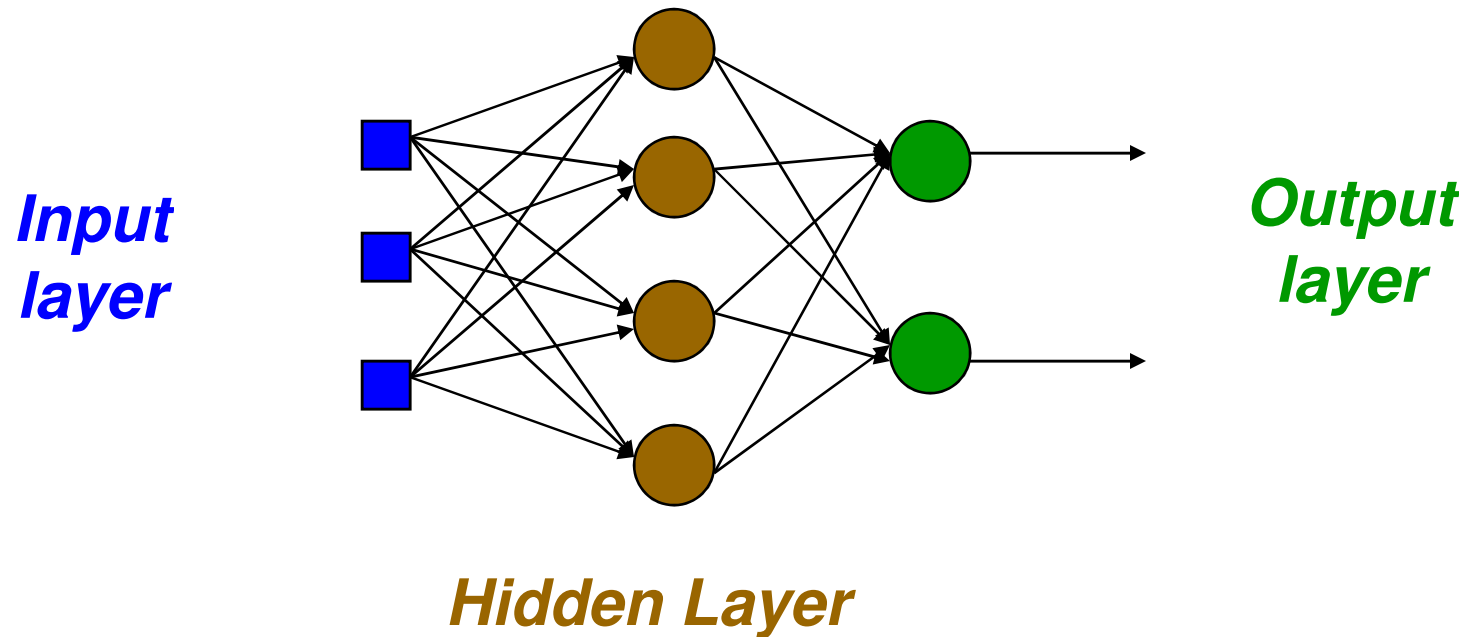
Single Layer Feed-forward



Multi layer feed-forward

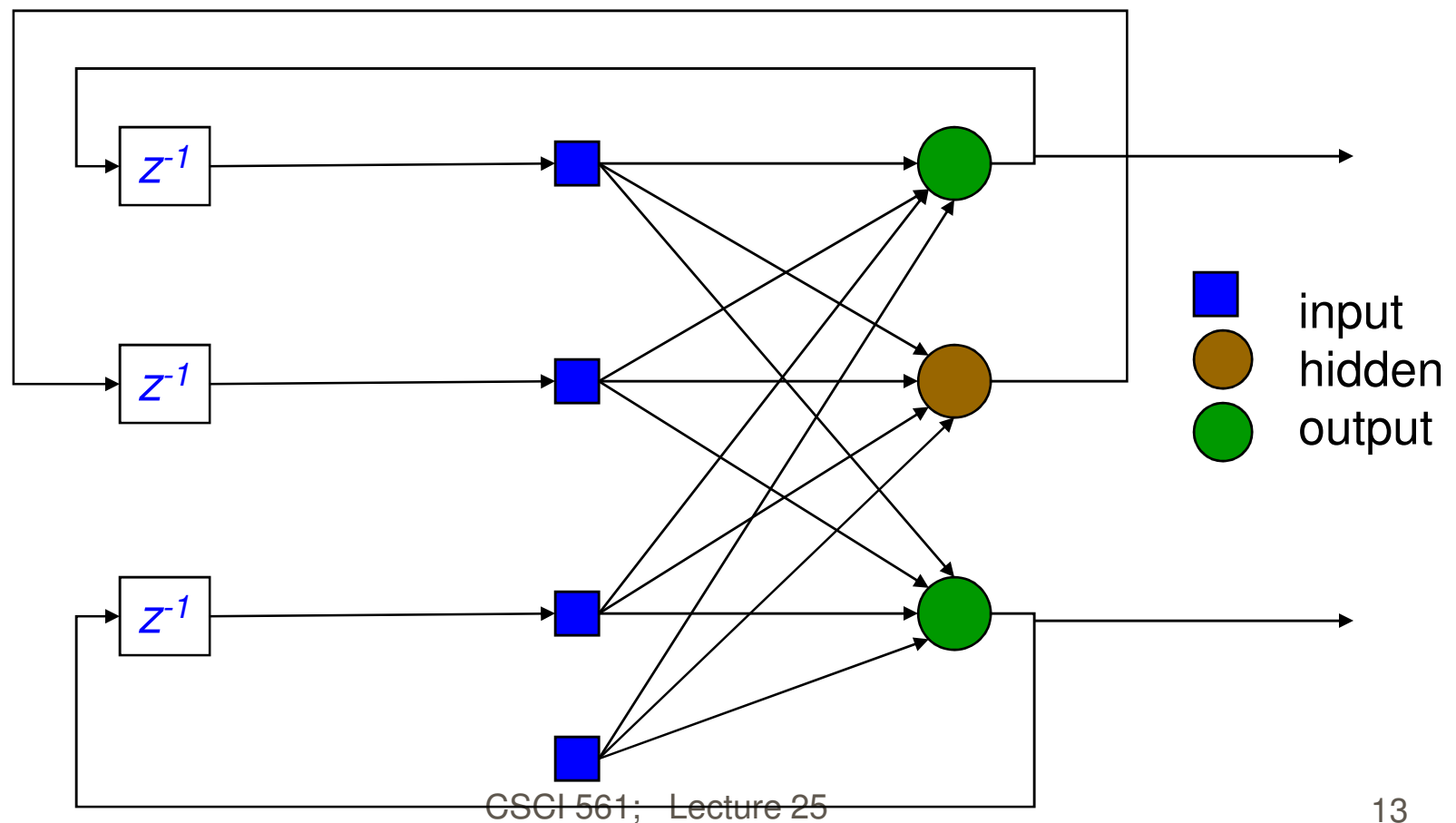


3-4-2 Network

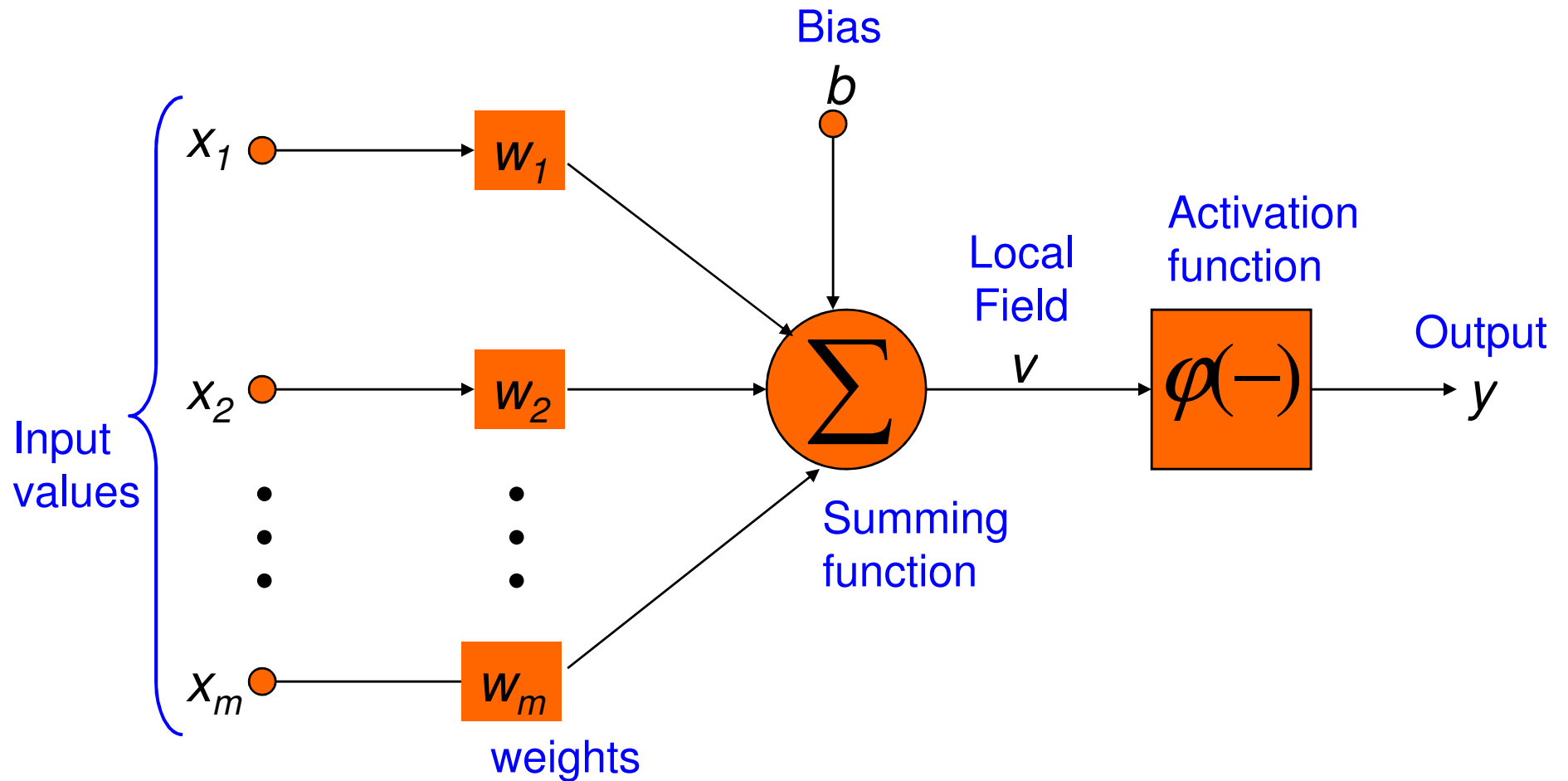


Recurrent network

Recurrent Network with *hidden neuron*: unit delay operator z^{-1} is used to model a dynamic system



The Neuron



The Neuron

- The neuron is the basic information processing unit of a NN. It consists of:
 - 1 A set of **links**, describing the neuron inputs, with **weights** W_1, W_2, \dots, W_m
 - 2 An **adder** function (linear combiner) for computing the weighted sum of the inputs (real numbers):

$$u = \sum_{j=1}^m w_j x_j$$

- 3 **Activation function** (squashing function) φ for limiting the amplitude of the neuron output.

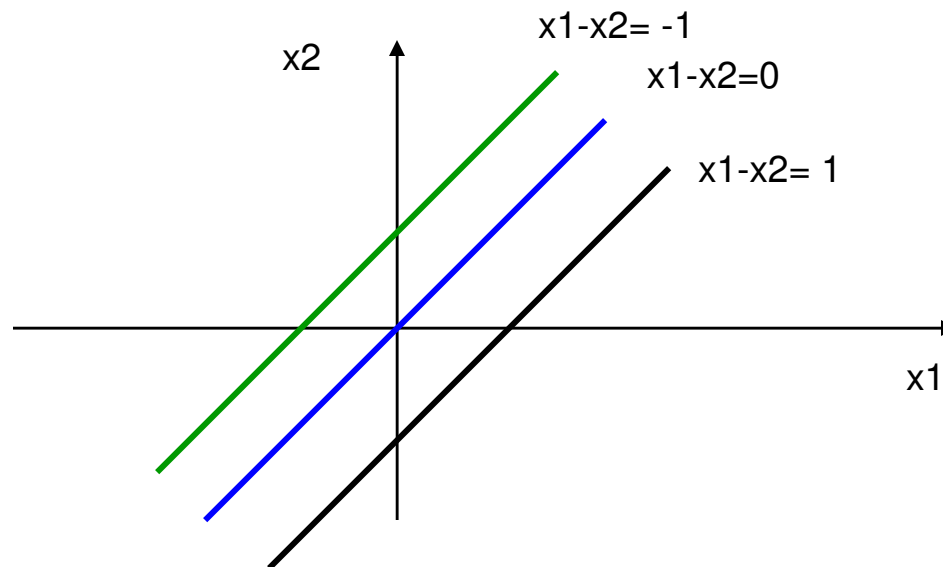
$$y = \varphi(u + b)$$

Bias of a Neuron

- The bias b has the effect of applying an **affine transformation** to the weighted sum u

$$v = u + b$$

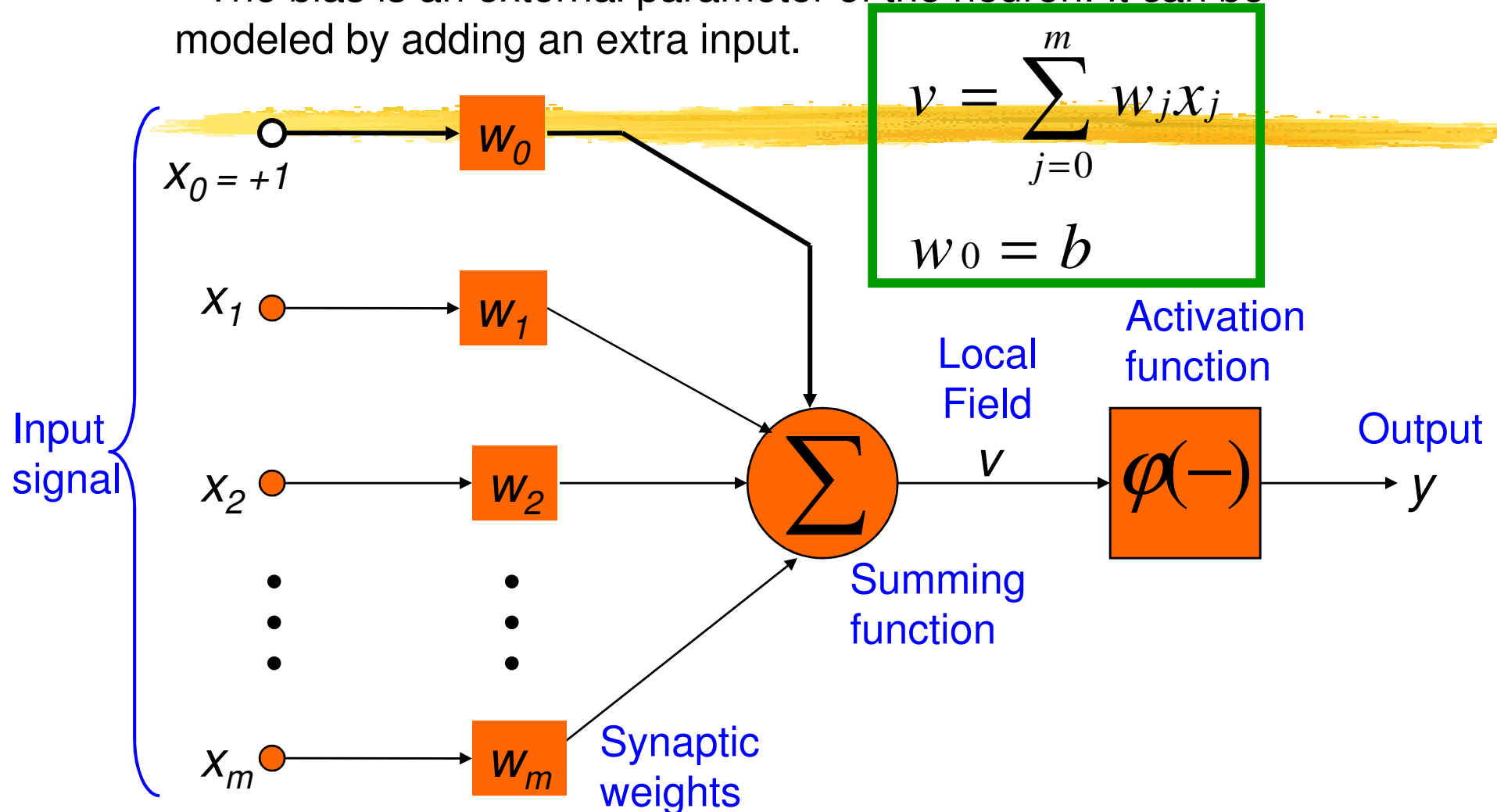
- v is called **induced field** of the neuron



$$u = x_1 - x_2$$

Bias as extra input

- The bias is an external parameter of the neuron. *It* can be modeled by adding an extra input.



Neuron Models

- The choice of φ determines the neuron model. Examples:

- step function:
$$\varphi(v) = \begin{cases} a & \text{if } v < c \\ b & \text{if } v > c \end{cases}$$

- ramp function:
$$\varphi(v) = \begin{cases} a & \text{if } v < c \\ b & \text{if } v > d \\ a + ((v - c)(b - a) / (d - c)) & \text{otherwise} \end{cases}$$

- sigmoid function:
with z, x, y parameters
$$\varphi(v) = z + \frac{1}{1 + \exp(-xv + y)}$$

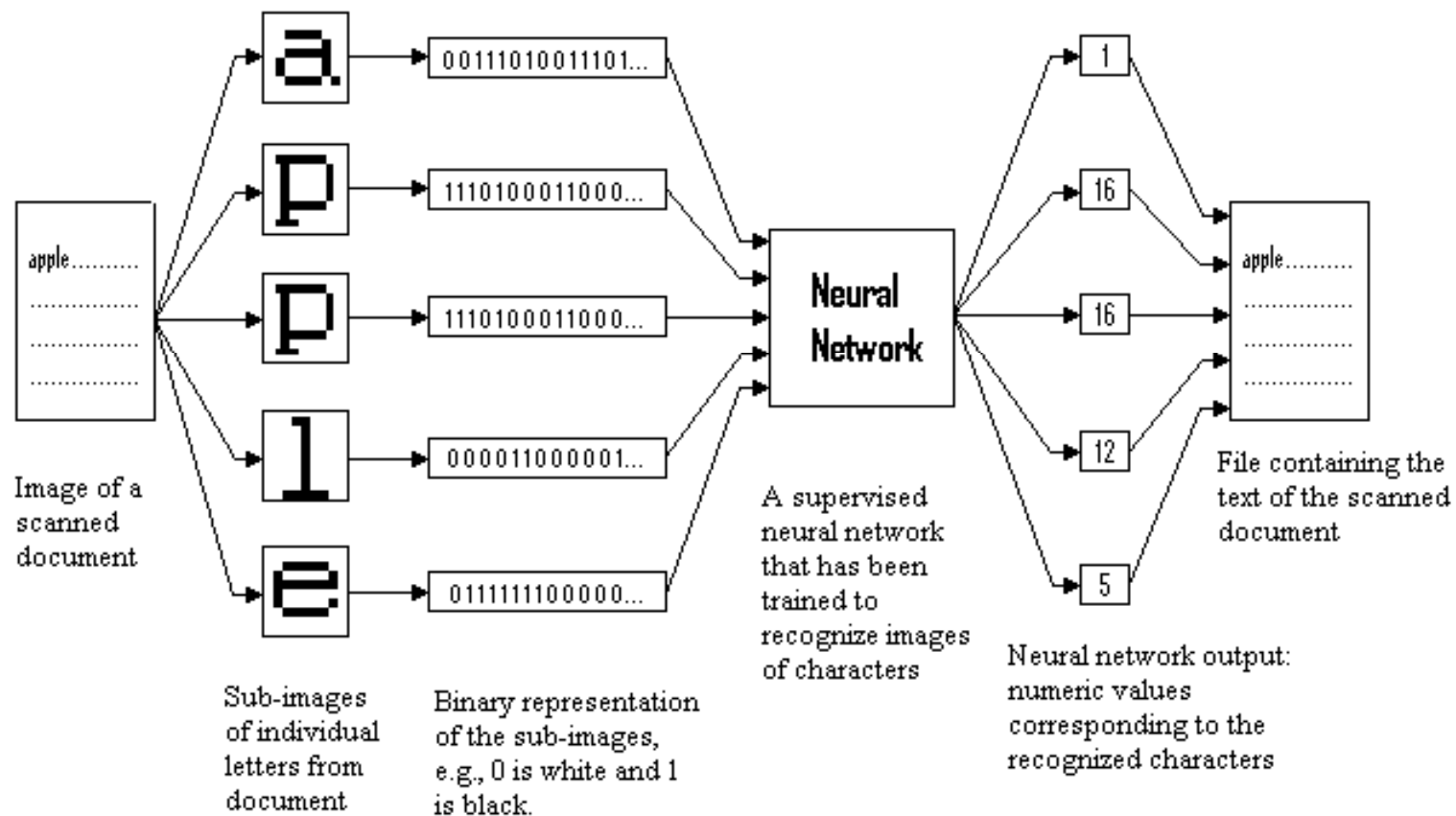
- Gaussian function:
$$\varphi(v) = \frac{1}{\sqrt{2\pi}\sigma} \exp\left(-\frac{1}{2}\left(\frac{v - \mu}{\sigma}\right)^2\right)$$

Learning Algorithms



Depend on the network architecture:

- Error correcting learning (perceptron)
- Delta rule (AdaLine, Backprop)
- Competitive Learning (Self Organizing Maps)



Areas of Neural Network “Learning” Success



- Process Modeling and Control
- Machine Diagnostics
- Portfolio Management
- Target Recognition
- Medical Diagnosis
- Credit Rating
- Targeted Marketing
- Voice Recognition
- Financial models and forecasts
- Quality control
- Intelligent search
- Fraud Detection