

What is a neural network?

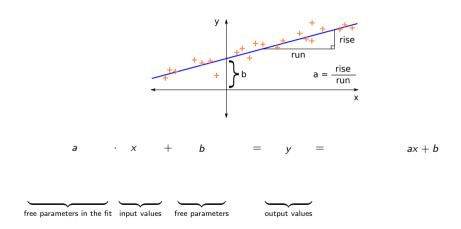
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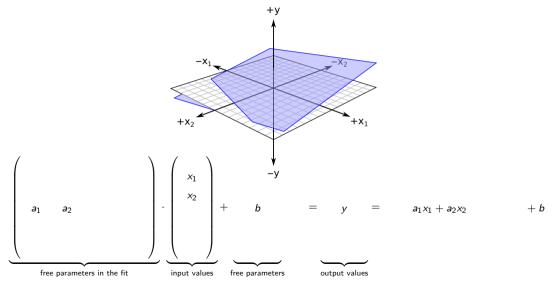
Equation of a line (fitting a and b to measurements y versus x)





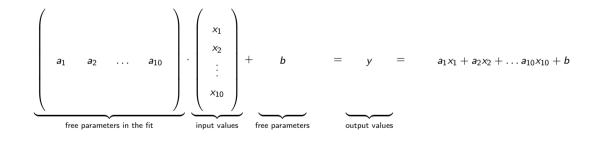
Equation of a plane (height y versus 2D coordinates x_1 and x_2)





Equation of a hyperplane (N-dimensional)





General linear transformation: many inputs, many outputs



$$\begin{pmatrix} a_{1,1} & a_{1,2} & \dots & a_{1,10} \\ a_{2,1} & a_{2,2} & \dots & a_{2,10} \\ a_{3,1} & a_{3,2} & \dots & a_{3,10} \\ a_{4,1} & a_{4,2} & \dots & a_{4,10} \\ a_{5,1} & a_{5,2} & \dots & a_{5,10} \end{pmatrix} \cdot \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_{10} \end{pmatrix} + \begin{pmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \\ b_5 \end{pmatrix} = \begin{pmatrix} y_1 \\ y_2 \\ y_3 \\ y_4 \\ y_5 \end{pmatrix} = \begin{pmatrix} a_{1,1}x_1 + a_{1,2}x_2 + \dots a_{1,10}x_{10} + b_1 \\ a_{2,1}x_1 + a_{2,2}x_2 + \dots a_{2,10}x_{10} + b_2 \\ a_{3,1}x_1 + a_{3,2}x_2 + \dots a_{3,10}x_{10} + b_3 \\ a_{4,1}x_1 + a_{4,2}x_2 + \dots a_{4,10}x_{10} + b_4 \\ a_{5,1}x_1 + a_{5,2}x_2 + \dots a_{5,10}x_{10} + b_5 \end{pmatrix}$$

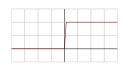
Pass through function f to make it non-linear



$$f = \underbrace{ \begin{pmatrix} a_{1,1} & a_{1,2} & \dots & a_{1,10} \\ a_{2,1} & a_{2,2} & \dots & a_{2,10} \\ a_{3,1} & a_{3,2} & \dots & a_{3,10} \\ a_{4,1} & a_{4,2} & \dots & a_{4,10} \\ a_{5,1} & a_{5,2} & \dots & a_{5,10} \end{pmatrix} \cdot \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_{10} \end{pmatrix} + \begin{pmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \\ b_5 \end{pmatrix} = \begin{pmatrix} y_1 \\ y_2 \\ y_3 \\ y_4 \\ y_5 \end{pmatrix} = f[a_{1,1}x_1 + a_{1,2}x_2 + \dots a_{1,10}x_{10} + b_1] \\ f[a_{2,1}x_1 + a_{2,2}x_2 + \dots a_{2,10}x_{10} + b_2] \\ f[a_{3,1}x_1 + a_{3,2}x_2 + \dots a_{3,10}x_{10} + b_3] \\ f[a_{4,1}x_1 + a_{4,2}x_2 + \dots a_{4,10}x_{10} + b_4] \\ f[a_{5,1}x_1 + a_{5,2}x_2 + \dots a_{5,10}x_{10} + b_5] \\ f[a_{5,1}x_1 + a_{5,2}x_2 + \dots a_{$$

The non-linear function f is called an "activation function"





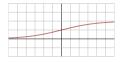
binary step

$$f(x) = \begin{cases} 0 & \text{if } x < 0 \\ 1 & \text{if } x > 0 \end{cases}$$



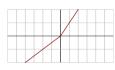
rectified linear unit (ReLU)

$$f(x) = \begin{cases} 0 & \text{if } x < 0 \\ x & \text{if } x \ge 0 \end{cases}$$



logistic (soft step)

$$f(x) = \frac{1}{1 + e^{-x}}$$



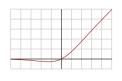
"leaky" ReLU

$$f(x) = \begin{cases} \alpha x & \text{if } x < 0 \\ x & \text{if } x \ge 0 \end{cases}$$



hyperbolic tangent

$$f(x) = \frac{e^x - e^{-x}}{e^x + e^{-x}}$$

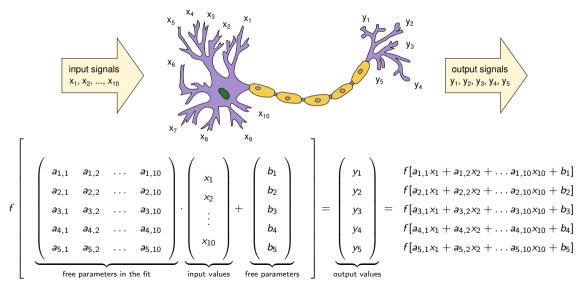


sigmoid linear unit ("swish")

$$f(x) = \frac{x}{1 + e^{-x}}$$

There are many choices, but ReLU is the simplest and most common.





Neural networks take inspiration from neurons in the brain output signals y₁, y₂, y₃, y₄, y₅ 5 / 15



$$f\left(a_{i,j}^{\mathsf{layer 1}} \cdot x_j + b_i^{\mathsf{layer 1}}\right)$$



$$f\left(a_{i,j}^{\text{layer 2}} \cdot \boxed{f\left(a_{i,j}^{\text{layer 1}} \cdot x_j + b_i^{\text{layer 1}}\right)} + b_i^{\text{layer 2}}\right)$$



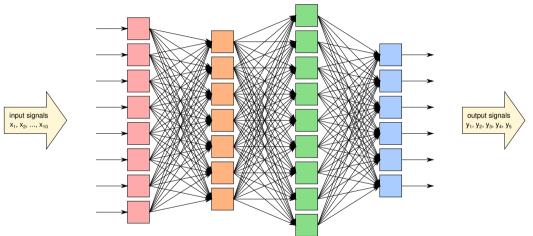
$$f\left(a_{i,j}^{\mathsf{layer 3}} \cdot \boxed{f\left(a_{i,j}^{\mathsf{layer 2}} \cdot \boxed{f\left(a_{i,j}^{\mathsf{layer 1}} \cdot x_j + b_i^{\mathsf{layer 1}}\right)} + b_i^{\mathsf{layer 2}}\right)} + b_i^{\mathsf{layer 3}}\right)$$



$$f\left(a_{i,j}^{\text{layer 4}} \cdot \boxed{f\left(a_{i,j}^{\text{layer 3}} \cdot \boxed{f\left(a_{i,j}^{\text{layer 2}} \cdot \boxed{f\left(a_{i,j}^{\text{layer 1}} \cdot x_j + b_i^{\text{layer 1}}\right)} + b_i^{\text{layer 2}}\right)} + b_i^{\text{layer 3}}\right) + b_i^{\text{layer 4}}\right)$$

It's usually drawn like this





The lines indicate that every output from one layer is included in the linear transformation of the next layer. ("There's an $a_{i,j}$ for every x_i and y_i .")

Connectivism: automatic learning by fitting the $a_{i,j}$, b_i parameters





Frank Rosenblatt's perceptron machine (1958) attempted to recognize images of letters.

The free parameters were adjusted with motors. This system eventually learned left-versus-right (not much more).

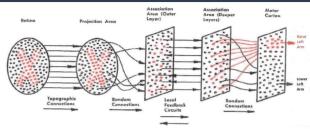


FIG. 1 — Organization of a biological brain. (Red areas indicate active cells, responding to the letter X.)

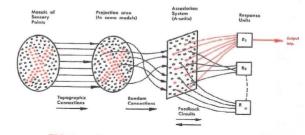
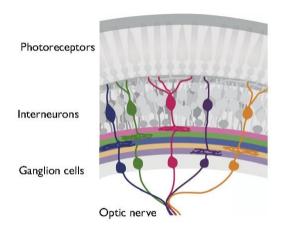


FIG. 2 - Organization of a perceptron.

More inspiration from nature: eye-neurons are not fully connected

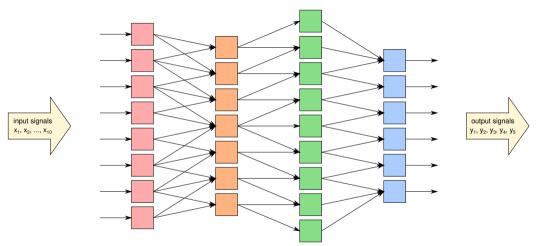




Neurons in one layer are connected to only a few of the neurons in the next layer.

"Convolutional" (restricted) neural network

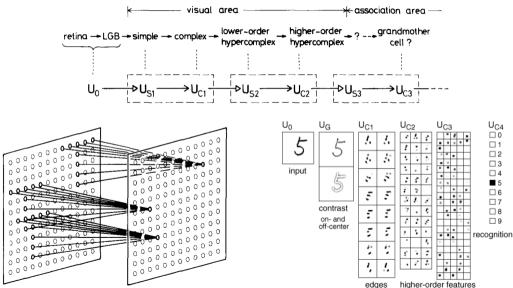




This sets a lot of $a_{i,j}$ parameters to zero and doesn't let them be tuned in the fit.

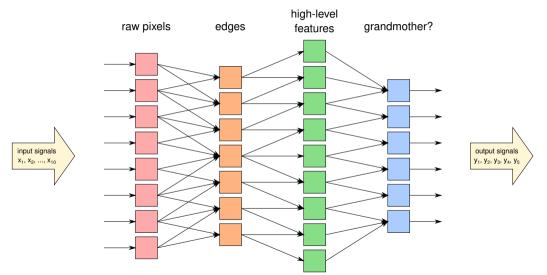
Kunihiko Fukushima's neocognitron (1980)





Each layer of a neural network is more abstract than the last

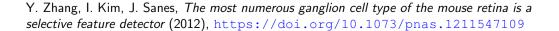




Fun fact: mice have hawk-shaped features in their visual networks



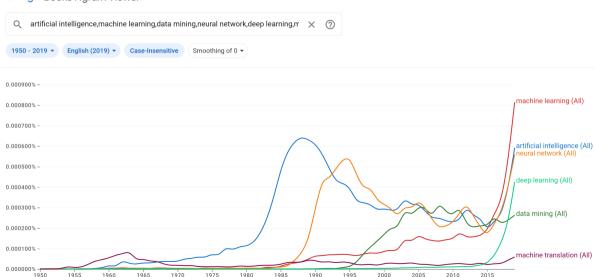




These ideas have been studied for a long time









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- 4. Large enough compute farms and GPUs to analyze the above.