

# 9. Multi Layer Perceptron

Course: Introduction to AI

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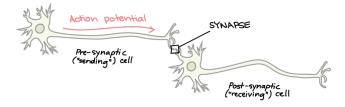


### Genesis of neural networks

- Mathematical model of a Neuron
  - Understanding the mechanics of a single neuron
- Building of a perceptron
- Single to Multi-layer perceptrons



## Neuron - A physical model<sup>1</sup>



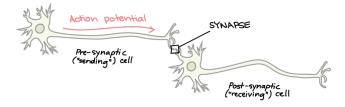
The simplest functional unit in the human brain that,

- Fires at a certain pattern of values at its input
- Passes this information to its neighbours

Image courtesy of Khan Academy



## Neuron - A physical model<sup>1</sup>



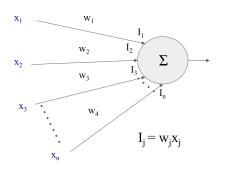
## Hubel and Weisel (1962)

- Early neurons in the visual cortex fire at simpler patterns
- Later neurons in the visual cortex fire at more complex patterns

Image courtesy of Khan Academy



## Neuron - A mathematical model (McCulloch-Pitts Neuron)

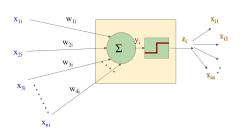


# A computational primitive that:

- Accepts multiple inputs each of which is modelled as an analog signal (≥ 0)
- Performs a weighted combination of the inputs
- Applies a non-linear activation function
- Passes the output signal to a downstream neuron



#### Neuron - A mathematical model



## Parameters of this model?

$$\mathbf{x}_{i}^{T} = [x_{1i}, x_{2i}, x_{3i}, \dots x_{ni}]$$

$$\mathbf{w}_i^T = [w_{1i}, w_{2i}, w_{3i}, \dots W_{ni}]$$

$$y_i = \mathbf{w}_i^T \mathbf{x}_i$$

$$z_i = max(y_i, 0)$$



#### Genesis of neural networks

- Mathematical model of a Neuron
- Building of a perceptron
  - Building a network of neurons one input layer and one output layer
- Single to Multi-layer perceptrons



## Building of a perceptron

■ **Aim**: To use the network of neurons to perform mathematical operations

### **■** Context:

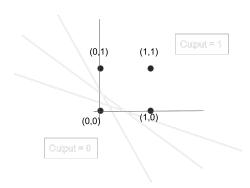
- Early computers (and modern too) are based on binary logic
- Are neural networks able to implement logical operations?

#### ■ Todo:

- Implement elementary logic gates AND, OR and NOT
- Any gate can be implemented using the 3 gates above

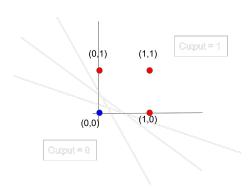


input1	input2	input3
0	0	0
0	1	1
1	0	1
1	1	1



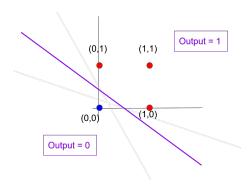


input1	input2	input3
0	0	0
0	1	1
1	0	1
1	1	1



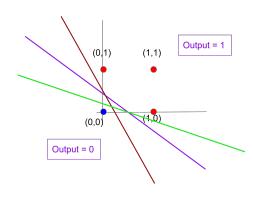


input1	input2	input3
0	0	0
0	1	1
1	0	1
1	1	1



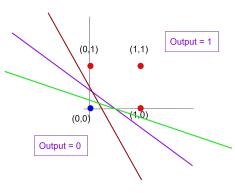


input1	input2	input3
0	0	0
0	1	1
1	0	1
1	1	1





#### **OR** Gate



## Decision boundary defined by,

$$ax + by = c$$

a = scaling of input 1

b = scaling of input 2

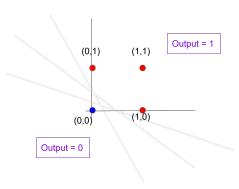
c = threshold of the activation function

Or

$$y = \left(-\frac{a}{b}\right)x + \frac{c}{b}$$



#### **OR** Gate

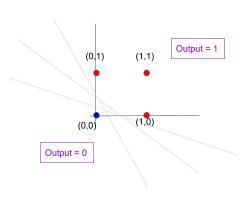


# Sample decision boundary as per,

$$y = \left(-\frac{a}{b}\right)x + \frac{c}{b}$$



### **OR** Gate

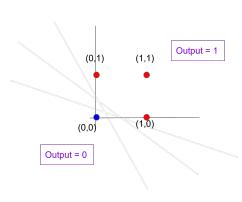


# Sample decision boundary as per,

$$y = \left(-\frac{a}{b}\right)x + \frac{c}{b}$$
$$-\frac{a}{b} = -1; \frac{c}{b} = 0.5$$



#### **OR** Gate



# Sample decision boundary as per,

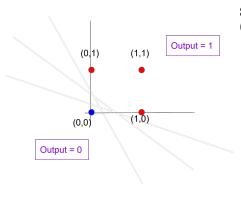
$$y = \left(-\frac{a}{b}\right)x + \frac{c}{b}$$
$$-\frac{a}{b} = -1; \frac{c}{b} = 0.5$$

## Solution space:

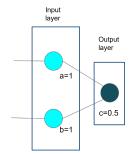
$$(a, b, c) = (b, b, 0.5b)$$



### **OR** Gate



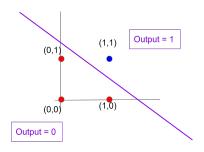
# Solution space: (a, b, c) = (b, b, 0.5b)





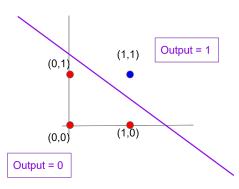
### AND Gate

input1	input2	input3
0	0	0
0	1	0
1	0	0
1	1	1





#### AND Gate

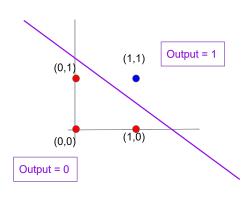


# Sample decision boundary as per,

$$y = \left(-\frac{a}{b}\right)x + \frac{c}{b}$$
$$-\frac{a}{b} = -1; \frac{c}{b} = 1.5$$



#### AND Gate



# Sample decision boundary as per,

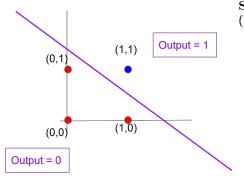
$$y = \left(-\frac{a}{b}\right)x + \frac{c}{b}$$
$$-\frac{a}{b} = -1; \frac{c}{b} = 1.5$$

## Solution space:

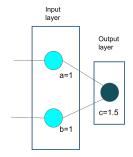
$$(a, b, c) = (b, b, 1.5b)$$



### AND Gate



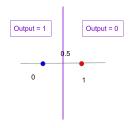
# Solution space: (a, b, c) = (b, b, 1.5b)





## **NOT Gate**

input1	input2
0	1
1	0



### Sample decision boundary as per,

$$y = \left(-\frac{a}{b}\right)x + \frac{c}{b}$$
$$-\frac{a}{b} = -1; \frac{c}{b} = 0.5$$

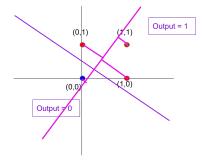
### Solution space:

$$(a, b, c) = (b, b, 0.5b)$$



Task of learning the model is equivalent to:

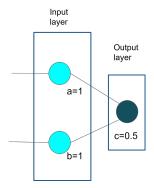
- (a) Finding the weights on the incoming lines Axis of projection
- (b) Finding the appropriate threshold for a linear separation Threshold along the axis





Task of learning the model is equivalent to:

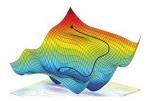
- (a) Finding the weights on the incoming lines
- (b) Finding the appropriate threshold for a linear separation

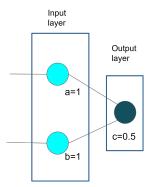




Task of learning the model is equivalent to:

- (a) Finding the weights on the incoming lines
- (b) Finding the appropriate threshold for a linear separation
  - 1. Initialise parameters with random values
  - 2. Calculate the error e or loss l
  - 3. Update parameter  $p = p \frac{de}{dp}$







Loss function description: Map to Categorical distribution + Measure loss

1. Step function - Non-continuous and Non-differentiable

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

2. Piecewise linear - Continuous and Non-differentiable

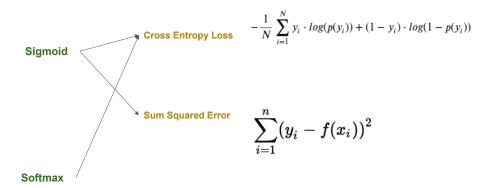
$$f(x) = \begin{cases} 1 & \text{if } x \ge 0.5 \\ x + 0.5 & \text{if } -0.5 \le x \le 0.5 \\ 0 & \text{if } x \le 0.5 \end{cases}$$

3. Sigmoid - Continuous and differentiable

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

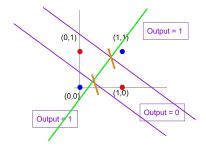


Loss function description: Map to Categorical distribution + Measure loss

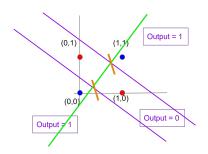




input1	input2	input3
0	0	0
0	1	1
1	0	1
1	1	0

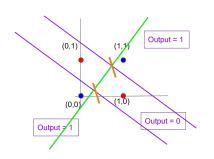


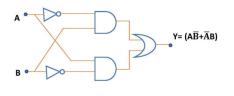




1. Complexify the activation function







- 1. Complexify the activation function
- 2. Complexify the mapping/projection

# Single to Multi-layer perceptrons

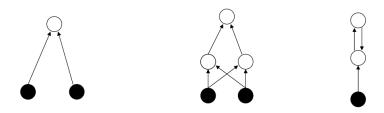


#### Genesis of neural networks

- Mathematical model of a Neuron
- Building of a perceptron
- Single to Multi-layer perceptrons
  - Limitations of single layer network and introduction of hidden layers
  - Complexify the mapping/projection
  - More general than adapting number of threshold to unknown settings

# Single to Multi-layer perceptrons





**Figure:** Left: Single layer perceptron; Middle: Multi layer perceptron; Right: Recurrent/ feedback perceptron

## Overview



- 1 Genesis of neural networks
  - Mathematical model of a Neuron
  - Building of a perceptron
  - Single to Multi-layer perceptrons