

Neural Networks

Practical Assignment I: Perceptron training

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November 25, 2014

I. INTRODUCTION

Artificial neural networks are non-linear mapping systems inspired by biological nervous systems. The most important parts of a biological neuron include a dendrite that receives signals from other neurons, a soma that integrates the signals and generates a response that is distributed via a branching axon.

An artificial neural network consists of a large numbers of simple processors linked by weighted connections, analogously the neurons. Each processor receives inputs from many other nodes and generates a single scalar output that depends on locally available information. This scalar is distributed as input to other nodes.

The most simple case of a neural network is the perceptron, see Figure 1. This network consists of one layer of input nodes, connected to a processing unit through a single layer of weights, which determine the result of the output node. Mathematically a perceptron is any feed-forward network of nodes with responses like $f(\vec{w}^T \vec{x})$ where \vec{w} is the vector of weights, \vec{x} is the pattern and f is a sigmoid-like squashing function[1]. This squashing function ensures the binary output of the perceptron.

The perceptron is a linear binary classifier which means that it can only classify data sets that are homogeneously separable, which means that one can separate the data points of different classes with a vector through the origin. Inhomogeneously separable datasets are linearly separable when the separating vector is moved with some offset with respect to the origin.

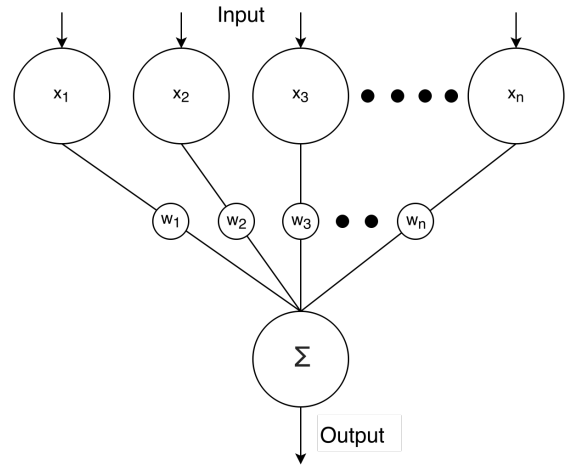


Figure 1: A perceptron.

It can be shown that the perceptron converges, i.e. it separates positive examples for the negatives, if the input data set is linearly separable.

II. METHOD

Given a dataset \mathcal{D} with N patterns $\xi \in \mathcal{R}^d$ each with a label S : $\mathcal{D} = \{\xi^i, S^i\}_i^N$, a perceptron can be trained using the Rosenblatt algorithm which updates the weights each time step $t = 1, 2, \dots$:

$$\vec{w}(t+1) = \begin{cases} \vec{w}(t) + \frac{1}{d} \xi^{\mu(t)} S^{\mu(t)} & \text{if } E^{\mu(t)} \leq 0 \\ \vec{w}(t) & \text{otherwise} \end{cases} \quad (1)$$

Where $\mu(t) = 1, 2, \dots, N, 1, 2, \dots$ denotes the present pattern. $E(\cdot)$ the energy function is defined as:

$$E^{\mu(t)} = \vec{w}(t) \cdot \xi^{\mu(t)} S^{\mu(t)}. \quad (2)$$

The energy function indicates if the perceptron gives the correct output for the given input pattern $\tilde{\zeta}^{\mu(t)}$. Since we know that independent of the initial value of the weights the perceptron will converge, if the \mathcal{D} is linearly separable, we can start with $\vec{w} = 0$.

The update defined in Equation 1 is executed until $E^{\zeta^i} > 0$ for $i \in [1, N]$ in this cases the algorithm has converged. If the dataset is not linearly separable the perceptron never converges, thus it is generally a good idea to set a maximum number of time steps, d_{max} . The total number of steps taken by the algorithm

has thus the upper bound $d_{max} \cdot N$.

To classify a inhomogenously separable dataset with a perceptron one needs to add a one extra input to all patterns, namely minus one and one extra weight, associated with the extra input.

Experimenten uitleggen

REFERENCES

- [1] Russell D Reed and Robert J Marks. *Neural smithing: supervised learning in feedforward artificial neural networks*. Mit Press, 1998.