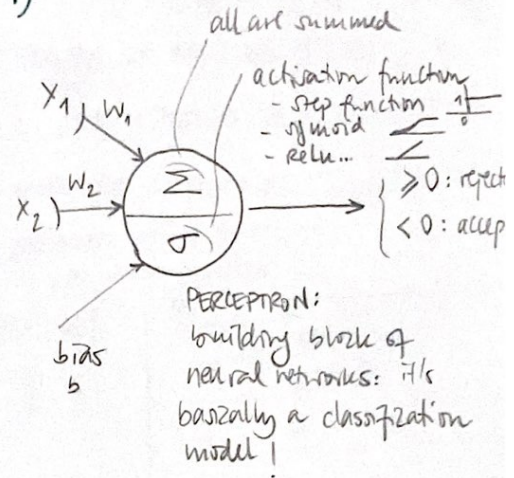
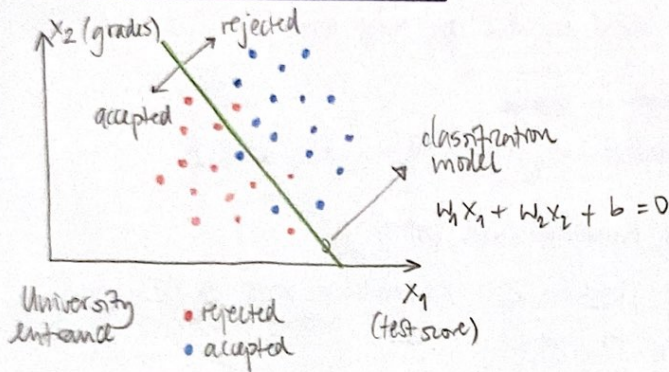


② NEURAL NETWORKS

INTRODUCTION TO NEURAL NETWORKS (LESSON 1)

CLASSIFICATION & PERCEPTRONS



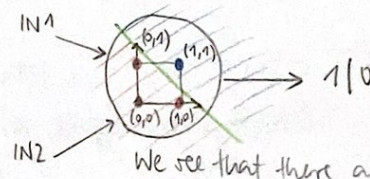
See CND p. 16 - Perceptrons

Perceptrons as logical operators

- Logical operators can be modeled with perceptrons!

Example: AND

IN 1	IN 2	OUT
1	1	1
1	0	0
0	1	0
0	0	0



We see that there are actually many possible models...

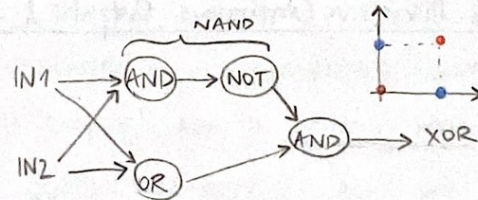
W_1	W_2	b
1	1	-1.5
1	1	-1.75
...		

- It's easy to create models for OR, NOT, AND
- For more complex operators, e.g. XOR, we combine other logical operators / perceptron classification models

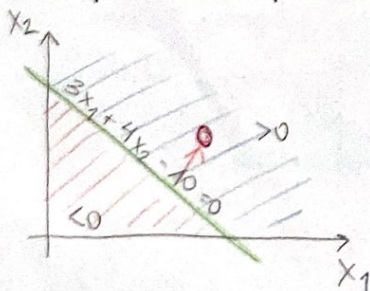
Example: XOR

IN 1	IN 2	OUT
1	1	0
1	0	1
0	1	1
0	0	0

only true if one is different



Perceptron model optimization



$3X_1 + 4X_2 - 10 = 0$ model line

misclassified point \circ : (4,5)

a fast method to move the model line towards the misclassified point consists in subtracting the point coords to the model params:

-3	4	-10	model
-4	5	1	point (1 for was)
-1	-1	-11	new model

if move to \oplus area, then \ominus , else \oplus

- But usually a learning rate is used for the point values to move slowly, eg:

3 4 -10 model
 - 0.4 0.5 0.1 point \times 0.1 learning rate
 2.6 3.5 -10.1 \rightarrow new model, closer to misclassified point!
 $2.6x_1 + 3.5x_2 - 10.1 = 0$

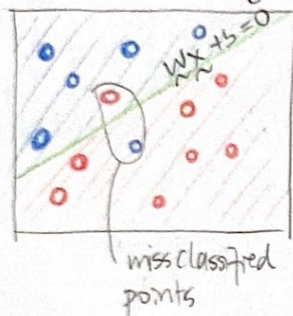
- If we want to move to negative area, we add instead of subtracting!

\rightarrow PERCEPTRON ALGORITHM: it's based in the previous trick

Given: - m samples of dimension n each

- Start with random model weights w_1, \dots, w_n and b

- learning rate α



for every misclassified point x

if $y = Wx + b < 0$ / prediction was $1/\oplus$ and we want to move to $0/\ominus$

$$w_i = w_i + \alpha x_i$$

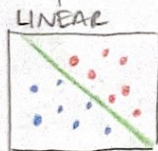
$$b_i = b_i + \alpha$$

else if $y = Wx + b < 0$ / prediction was $0/\ominus$ and we want to move to $1/\oplus$

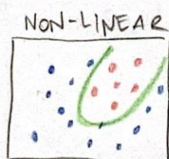
$$w_i = w_i - \alpha x_i$$

$$b_i = b_i - \alpha$$

\rightarrow IMPORTANT: a perceptron is a linear classifier; if we want more complex classification regions, we need to use more perceptrons!



single neuron/
perceptron



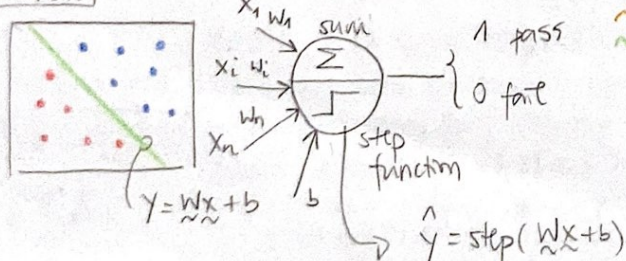
several neurons

$\sigma: \mathbb{R} \rightarrow [0, 1]$
all real numbers mapped to $[0, 1]$

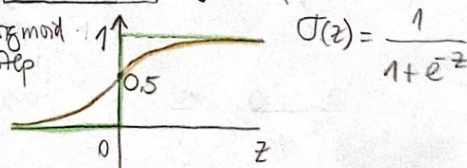
Error & Discrete vs Continuous Outputs & sigmoid function

- Although classification is a DISCRETE problem (yes/no, dog/cat/rat), the error function is used to find the model parameters with gradient descent, and for that, we need CONTINUOUS outputs and error function: the sigmoid function achieves that.

DISCRETE



CONTINUOUS Sigmoid function



$\hat{y} = \sigma(Wx + b)$: \hat{y} tells us the probability of pass (close to 1) or fail

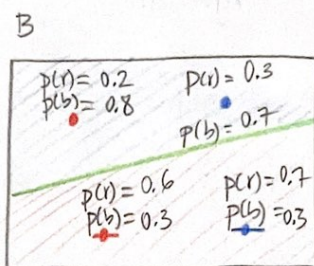
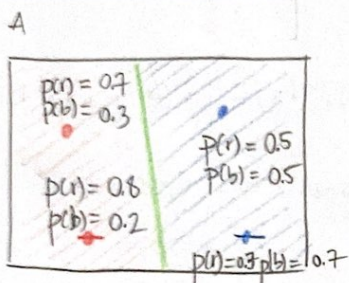
Softmax function for 2+ classes

$$\begin{matrix} \text{class 1} & \begin{bmatrix} 2.6 \\ 0.5 \\ -3.7 \end{bmatrix} \\ \text{class 2} & \\ \text{class 3} & \end{matrix} \xrightarrow{\text{SOFTMAX}} \begin{matrix} \frac{e^{z_i}}{\sum e^{z_i}} : \text{softmax} \end{matrix}$$

$$p = \begin{bmatrix} 0.87 \\ 0.10 \\ 0.03 \end{bmatrix}$$
 SOFTMAX converts the outputs in PROBABILITIES
 Softmax for 2 classes is equivalent to the sigmoid!
 $\hookrightarrow \text{sum} = 1$

Note: usually the one-hot encoding is used for multi-class problems:
for an input, the output has the size of the # classes.

Maximum Likelihood



Model A is clearly better.
We can check that numerically with the maximum likelihood method

$$p(\text{red}) = 1 - p(\text{blue})$$

MODEL A: maximum likelihood of all points \pm probability of correct values

$$p(\text{all}) = 0.7 \times 0.8 \times 0.5 \times 0.7 = 0.196$$

MODEL B:

$$p(\text{all}) = 0.2 \times 0.6 \times 0.7 \times 0.3 = 0.025$$

the maximum likelihood of A is much higher \Rightarrow better model!

We computing a model, we're finding the one that has the biggest maximum likelihood.

The main issue with the product of probabilities is that they become too small

Solution: we use the logarithm:

$$\log(ab) = \log(a) + \log(b)$$

$$\ln(ab) = \ln(a) + \ln(b)$$

$$\ln(0.7 \times 0.9) = -0.36 - 0.1$$

logarithm is always < 0 in $[0, 1]$

the natural logarithm is usually used, but we could take \log_{10} too

Cross Entropy

Negative sum of the logarithms of the probabilities:

$$\text{C.E.} = - \sum_{\text{samples}} \ln(p_j) \rightarrow \begin{cases} \uparrow \uparrow \text{BAD Model} \\ \downarrow \downarrow \text{GOOD Model} \end{cases}$$

Now, our goal has become to minimize the Cross Entropy instead of maximizing the $p(\text{all})$

$$\text{C.E.} = - \sum_{\text{samples}} y_j \ln(p_j) + (1 - y_j) \ln(1 - p_j)$$

y_j : Event
 p_j : $p(\text{Event})$
 $1 - y_j$: complementary event
 $1 - p_j$: $p(\text{complementary event})$

Note that for binary classification one term cancels!

* Multi-class cross-entropy:

$$C.E. = - \sum_i^n \sum_j^m x_{ij} \ln(p_{ij})$$

classes samples

probability of event x_{ij}

this formula is equivalent to the previous! $x_{ij} = 1$ if sample j belongs to class i
 \emptyset otherwise

Error Function.

↳ in the previous (binary classification), a term is always canceled!

- The error function is basically the averaged cross entropy:

Binary: $E = - \left(\frac{1}{m} \sum_j y_j \ln(p_j) + (1-y_j) \ln(1-p_j) \right)$

Multiclass: $E = - \left(\frac{1}{m} \sum_i^n \sum_j^m x_{ij} \ln(p_{ij}) \right)$

Since: $p = \sigma(\underline{W}\underline{x} + b) \rightarrow E(\underline{W}, b) = - \frac{1}{m} \sum_j y_j \ln(\sigma(\underline{W}\underline{x} + b)) + (1-y_j) \ln(1-\sigma(\underline{W}\underline{x} + b))$

- We are going to find the \underline{W} & b values that minimize this error with gradient descent

Gradient Descent

$f \rightarrow \underline{\nabla} f = \left[\frac{\partial f}{\partial x_1}, \frac{\partial f}{\partial x_2}, \dots, \frac{\partial f}{\partial x_n} \right]$: Gradient of f : direction of maximum increase!

$E(\underline{W}, b) = E(W_1, W_2, \dots, W_n, b)$

$\underline{\nabla} E = \left[\frac{\partial E}{\partial W_1}, \frac{\partial E}{\partial W_2}, \dots, \frac{\partial E}{\partial W_n}, \frac{\partial E}{\partial b} \right]$

We update:

$W_i' = W_i - \alpha \frac{\partial E}{\partial W_i}$
 $b' = b - \alpha \frac{\partial E}{\partial b}$

Gradient descent:

we initialize the \underline{W} & b with random values and iteratively change them with the gradient until the error is small enough / # iterations max.

learning rate: small to avoid large uncontrolled steps

In a binary classification problem with sigmoids and cross-entropy error:

$\frac{\partial E}{\partial W_j} = \dots = - \sum_i^m (y_i - \hat{y}_i) \cdot x_{ij} \cdot \frac{1}{m}$

$\frac{\partial E}{\partial b} = \dots = - \sum_i^m (y_i - \hat{y}_i) \cdot \frac{1}{m}$

$\underline{\nabla} E = \sum_i^m (y_i - \hat{y}_i) \cdot [x_1, x_2, \dots, x_j, \dots, x_n, 1] \cdot \frac{1}{m}$

scalars: diff truth - prediction
 $\frac{1}{m}$: average

$\hat{y} = \sigma(\underline{W}\underline{x} + b)$
 \underline{x}_i : point with n features
 i : samples
 j : features of each sample

Perceptron Algorithm vs Gradient Descent Algorithm: They are basically the same, but gradient descent repels the classification boundary if correct classification

Gradient Descent

$$W_j \leftarrow W_j + \alpha \frac{1}{m} \sum_i^m (y_i - \hat{y}_i) x_{ij}$$

If correct classification, NOTHING is done in that term!

Perceptron

$$W_j \leftarrow W_j + \alpha \frac{1}{m} \sum_i^m x_{ij} \quad \text{if misclassified, nothing otherwise}$$

the only thing missing is

$$(y_i - \hat{y}_i)$$

which:

$$y_i - \hat{y}_i = 0 \quad \text{if correct}$$

$$y_i - \hat{y}_i = 1 / -1$$

that's the only difference!

	Gradient descent	Perceptron
Correct classification	Repel further boundary	Do nothing
Miss classification	Attract boundary	Attract boundary

this makes sense: error becomes smaller and our region increases

See Jupyter Notebooks: Perceptrons, Gradient Descent, Student Admissions

Nonlinear Models: Multi-layer Perceptrons

see CND p. 16 If we combine several neurons (Multi-layer perceptrons) we obtain NEURAL NETWORKS, which can handle NONLINEAR models.

We have

- input layer
- hidden layers: If we have several hidden layers, we have deep neural networks.
- output layer

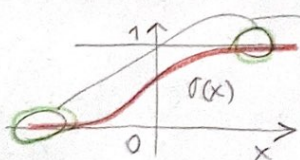
Feedforward

Backpropagation

see p. 16-18 of the CND. 19, 20

IMPORTANT: keep in mind we are differentiating functions and applying the chain rule, thus, if a function has derivative almost 0, the total error derivative will be 0!

Therefore, we can easily run into numerical issues...



derivative is almost 0 for large $|x|$ values!

This is called the **VANISHING GRADIENT** problem

IMPLEMENTING GRADIENT DESCEND: (LESSON 2)

Different Error Functions

$$E_{\text{Cross-entropy}} = - \sum_i^n \sum_j^m y_{ij} \ln(\hat{y}_{ij})$$

classes samples event: TRUE output/probability of event: PREDICTION

$$\hat{y}_{ij} = P_{ij} = \sigma(\cdot) \in [0, 1]$$

mean Sum of Squared Errors event: TRUE prediction; probability PREDICTION

$$E_{\text{MSE}} = \frac{1}{n} \sum_i^n \sum_j^m (y_{ij} - \hat{y}_{ij})^2$$

Mean Squared Error classes sampled event: TRUE

	Y		\hat{Y}
sample		class	
0	$\begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$	1 2 3	$\begin{bmatrix} 0.9 \\ 0.1 \\ 0 \end{bmatrix}$
1	$\begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$	1 2 3	$\begin{bmatrix} 0.2 \\ 0.6 \\ 0.2 \end{bmatrix}$
2		1 2 3	

Gradient Descent

(notes on the notebook for Student Admission)

$$W_k \leftarrow W_k - \eta \cdot \frac{\partial E}{\partial W_k}$$

$$b \leftarrow b - \eta \frac{\partial E}{\partial b}$$

we are looking for the w, b values that minimize the error E

learning rate, aka \propto

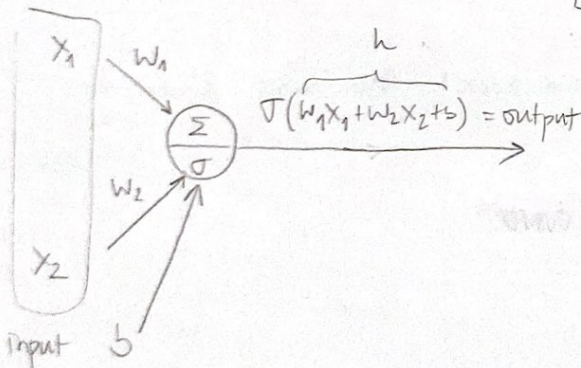
$$\Delta W_k = \eta \delta X_k : W_k \leftarrow W_k + \Delta W_k \propto - \frac{\partial E}{\partial W_k}$$

value of feature k

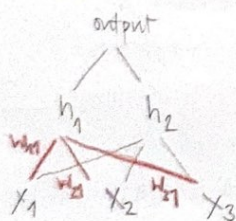
error term: $\delta = (y - \hat{y}) f'(\sum W_k X_k)$: Note: it contains already the 'sign'!!!

$f(h) = \sigma(h)$, $h = \sum W_k X_k$

activation function



Multi-Layer Perceptron see OVD 16-19



$$\begin{matrix} h_1 & h_2 \\ x_1 & \begin{bmatrix} w_{11} & w_{12} \\ w_{21} & w_{22} \\ w_{31} & w_{32} \end{bmatrix} \\ x_2 & \\ x_3 & \end{matrix}$$

$$f_j = \sigma(\sum_i W_{ij} X_i)$$

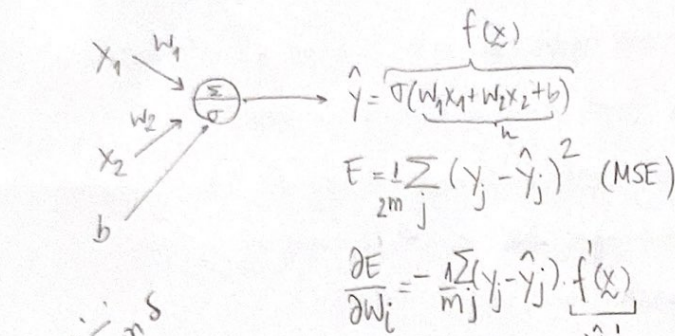
$$\sigma(W^T X) = f$$

$$\sigma \begin{bmatrix} w_{11} & w_{21} & w_{31} \\ w_{12} & w_{22} & w_{32} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \sigma \begin{bmatrix} h_1 \\ h_2 \end{bmatrix} = \begin{bmatrix} f_1 \\ f_2 \end{bmatrix}$$

Note: Numpy

Transpose of a matrix (defined as array):
arr.T
BUT, for 1-D arrays, we
arr[::-1, None]

Backpropagation: a nice and intuitive explanation is intended here



① Example with a unique perceptron

→ Error term = difference prediction output multiplied by the derivative of the output function

(Note: we're using MSE and sigmoid)

because δ is already in δ

ERROR TERM: $\delta = (y - \hat{y}) \cdot f'(x)$

WEIGHT UPDATE: $w_i \leftarrow w_i + (\alpha \delta)$

average across all samples j of all error terms

NOTE: we are with a single perceptron neuron here...

$$f'(x) = \frac{\partial h}{\partial w_i} = \frac{\partial \hat{y}}{\partial w_i} = \frac{\partial \sigma(h(w_i, x))}{\partial w_i} = \sigma(h) \cdot \frac{\partial h}{\partial w_i} = \sigma(h) \cdot (1 - \sigma(h)) \cdot x_i$$

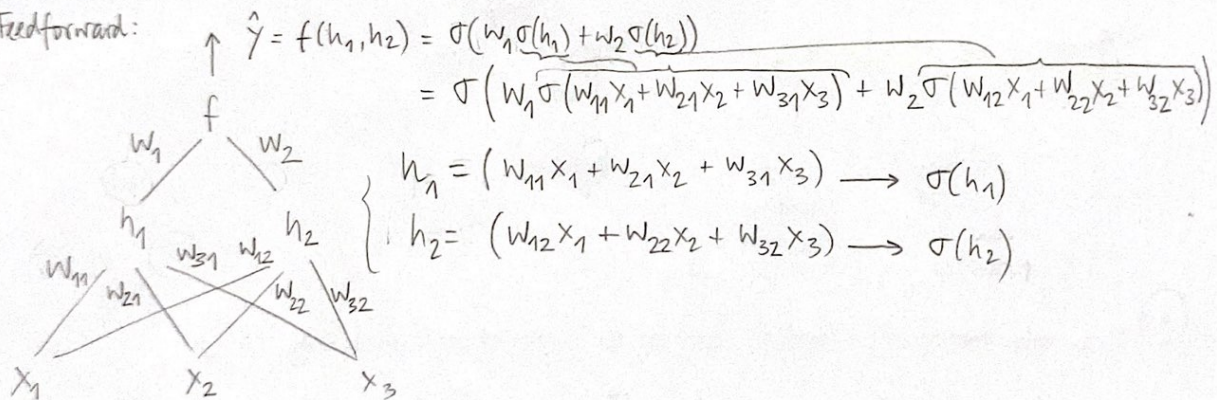
$$h(w, x) = w_1 x_1 + w_2 x_2 + b = \tilde{w}^T \tilde{x} + b$$

value of x only in dimension i

σ' : if we use another activation function, then this term is different.

② Example with a Multi-Layer Perceptron network:

Feedforward:



Errors: $\delta = (y - \hat{y}) \cdot f'(\cdot)$, f' = output function derivation of the node wrt weight we want to update

Therefore:

- 1) Bigger weights, bigger errors
- 2) Derivative must be considered carefully: not $\rightarrow \infty$ not $\rightarrow 0$

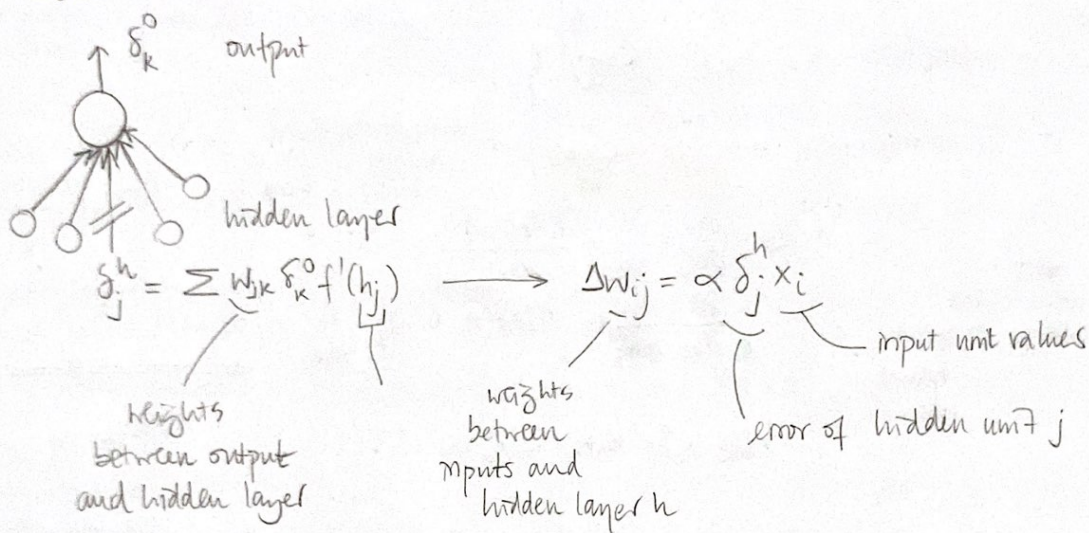
Backpropagation: $\delta_1 = \delta \cdot w_1 \cdot f'(h_1)$, $\delta_2 = \delta \cdot w_2 \cdot f'(h_2)$

Labels: previous error, weight, derivative

Backpropagation propagates the error backwards in the network! (analogous to propagating inputs forwards); Now the error is the input!

→ the output errors are propagated by being multiplied by: (1) weights (2) function derivative

- For training/learning, we want to update the weights so that the error is minimized
- Backpropagation is gradient descent with the chain rule and it turns out it's like applying the weights backwards to the final error — hence, the name.
- We take the final error and basically scale it through the network multiplying it by the weights along the way: this gives the portion/contribution of each weight to the final error \Rightarrow the update each weight needs.

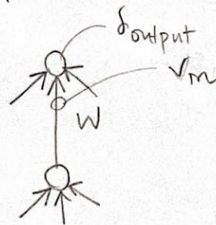


- In general, for any level/layer:

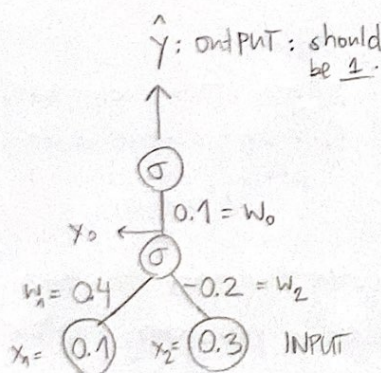
$$\Delta w = \alpha \delta_{\text{output}} \cdot V_{\text{in}}$$

output error in node w points to δ_{output}

value through link with weight w V_{in}



③ Example exercise: compute Δw for a simple network manually:



$$\begin{aligned}
 h &= \sum w_i x_i = 0.4 \cdot 0.1 - 0.2 \cdot 0.3 = -0.02 \\
 f(h) &= \sigma(h) = \frac{1}{1 + e^{-h}} = 0.495 = x_0 \\
 \hat{y} &= f(w_0 x_0) = \sigma(w_0 x_0) = \frac{1}{1 + e^{-0.0495}} = 0.512 \\
 \text{Error: } \delta^o &= (y - \hat{y}) \cdot f'(w_0 x_0) \\
 &= (1 - 0.512) \cdot f'(w_0 x_0) (1 - f(w_0 x_0)) = \\
 &= (1 - 0.512) \cdot 0.512 (1 - 0.512) = 0.122
 \end{aligned}$$

Error in first layer:

$$\delta_j^h = \sum_k w_{jk} \delta_k^o f'(h_j) = w_{j0} \delta^o f'(h) = 0.1 \cdot 0.122 \cdot 0.495(1-0.495) = 0.003 = \delta^h$$

$$\Delta w_0 = \alpha \delta^o \cdot x_0 = 0.5 \times 0.122 \cdot 0.495 = 0.0302$$

$$\Delta w_1 = \alpha \delta^h \cdot x_1 = 0.5 \times 0.003 \times 0.1 = 0.00015$$

$$\Delta w_2 = \alpha \delta^h \cdot x_2 = 0.5 \times 0.003 \times 0.3 = 0.00045$$

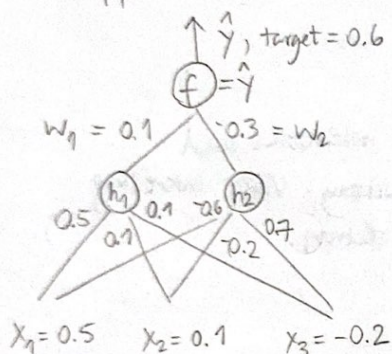
weights in same layer have same error term!

and, the more we move backwards, the smaller they become

we see we have VERY SMALL steps! That's related to the VANISHING GRADIENT problem, here fueled by the sigmoid function

other activation functions (eg. ReLU) alleviate this issue

④ Numpy exercise



$$\delta^o = (y - \hat{y}) \cdot f', \quad f' = f(1-f) = \hat{y}(1-\hat{y})$$

$$\delta^h = w_1 \delta^o f'(h_1) + w_2 \delta^o f'(h_2) = w_1 \delta^o f(h_1)(1-f(h_1)) + w_2 \delta^o f(h_2)(1-f(h_2))$$

⑤ Backpropagation algorithm

- Error term in output layer: $\delta_k^o = (y_k - \hat{y}_k) f'(a_k)$
- Error term in hidden layer: $\delta_j^h = \sum_k (w_{jk} \delta_k^o) \cdot f'(h_j)$

Set

- input to hidden weights: $\Delta w_{ij} = 0$
- hidden to output weights: $\Delta \bar{w}_j = 0$

for each training sample (a total of m samples):

$\hat{y} = \text{forward}(x)$

error term of output unit: $\delta^o = (y - \hat{y}) f'(z)$, $z = \sum_j \bar{w}_j \cdot a_j$

propagate errors to hidden layers:

$$\delta_j^h = \delta^o \bar{w}_j \cdot f'(h_j)$$

update weight steps

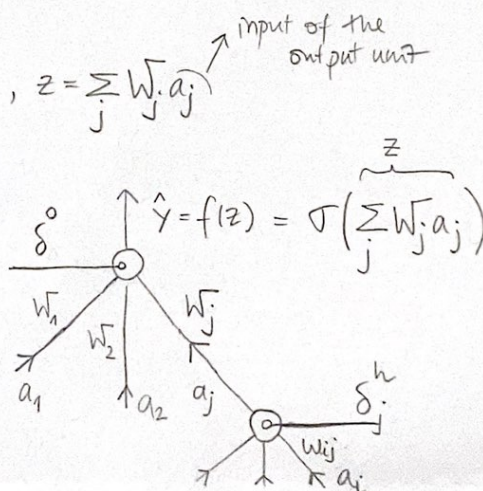
$$\Delta \bar{w}_j = \Delta \bar{w}_j + \delta^o a_j$$

$$\Delta w_{ij} = \Delta w_{ij} + \delta_j^h a_i$$

then:

$$\bar{w}_j = \bar{w}_j + \alpha \Delta \bar{w}_j$$

$$w_{ij} = w_{ij} + (\alpha/m) \cdot \Delta w_{ij}$$



TRAINING NEURAL NETWORKS \rightarrow it's 1:1 the same as in the CVND: p. 20-24

SENTIMENT ANALYSIS by Andrew Trask: NLP PhD student at Oxford
author of *Intro to Deep Learning*

- We get a human generated text and want to know whether the content $+$ / $-$.
- \rightarrow Go to the repository and work there: `deep-learning-v2-pytorch/sentiment-analysis-network`
The section is divided in 6 mini-projects

\downarrow
25000 movie reviews
labelled as positive/
negative sentiment

See Jupyter notebooks and repository!

Very interesting lesson: a neural network class is implemented from-the-scratch using numpy for sentiment analysis.

A basic workflow for NLP/text processing is shown.

DEEP LEARNING WITH PYTORCH \rightarrow see the notebooks and the repository. VERY interesting lesson/section.

PROJECT: PREDICTING BIKE-SHARING PATTERNS