#NNs (Luis Serrano)

Example: perfect-room-mate who cooks simple dishes

dishes cooked: pie $\begin{bmatrix}1\\0\\0\end{bmatrix}$, burger $\begin{bmatrix}0\\1\\0\end{bmatrix}$, pizza $\begin{bmatrix}0\\0\\1\end{bmatrix}$

weather: sunny $\begin{bmatrix}1\\0\end{bmatrix}$ rainy $\begin{bmatrix}0\\1\end{bmatrix}$

(1) Simple feedforward NN

Rule to encode:

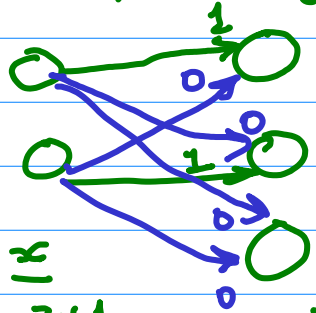
Weather { sunny $\begin{bmatrix}1\\0\end{bmatrix}$ → pie $\begin{bmatrix}1\\0\\0\end{bmatrix}$; rainy $\begin{bmatrix}0\\1\end{bmatrix}$ → burger $\begin{bmatrix}0\\1\\0\end{bmatrix}$

hard coded weights

$$\begin{bmatrix}1&0\\0&1\\0&0\end{bmatrix}\begin{bmatrix}1\\0\end{bmatrix}=\begin{bmatrix}1\\0\\0\end{bmatrix}$$

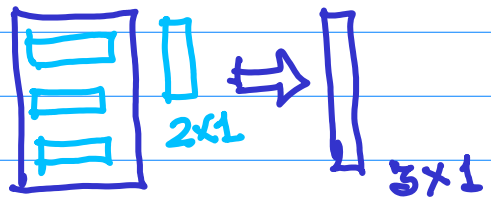
sunny → pie

simple 1-layer NN



$$\begin{bmatrix}1&0\\0&1\\0&0\end{bmatrix}\begin{bmatrix}0\\1\end{bmatrix}=\begin{bmatrix}0\\1\\0\end{bmatrix}$$

rainy → burger

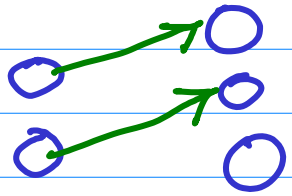


intuitive enough (2 food items ...)

$$z_j = \sum_{i=1}^{D=2} w_{ji}\, x_i + w_{j0}$$

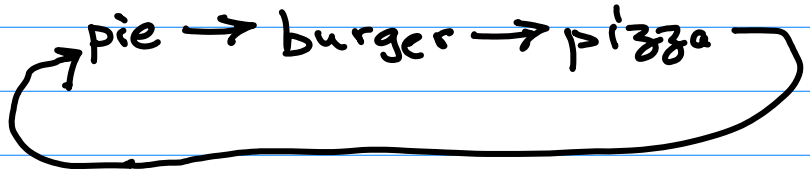
w_{j0}: bias = 0

representation for non-zero weight connections



Example 2: Simple RNN for a sequence, without an input

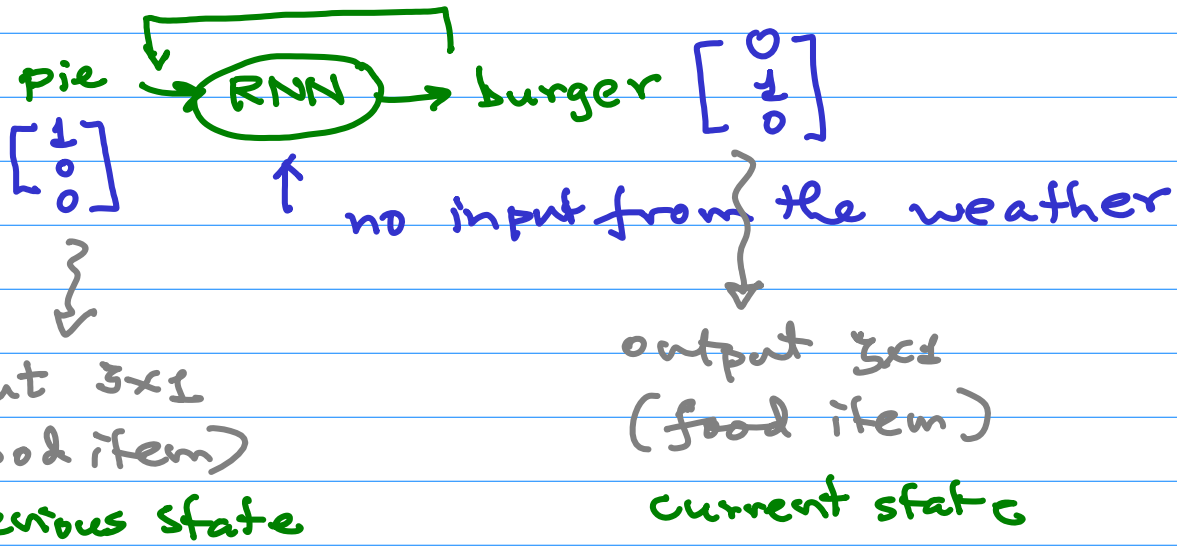
Suppose the room-mate cooks in sequence



Mon Tue Wed Thu Fri Sat Sun

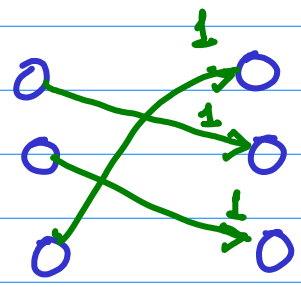
pie burger pizza pie burger pizza pie ....

→ this needs an RNN



$$\begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$$

pie burger



$$z_j = \sum_{i=1}^{D=3} w_{ji} x_i + w_{j0}$$

bias = 0

Example 3 : To encode an RNN with an input the weather

Given: Rule:

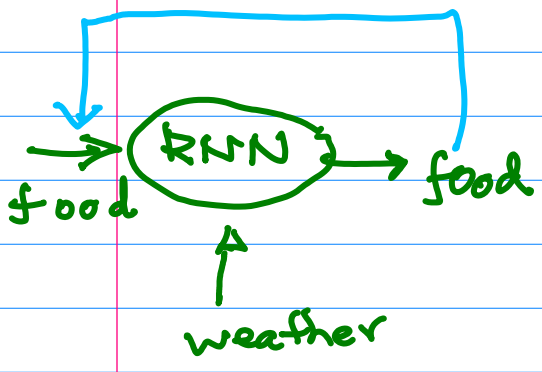
sunny $\begin{bmatrix}1\\0\end{bmatrix}$ → same food item as on the previous day

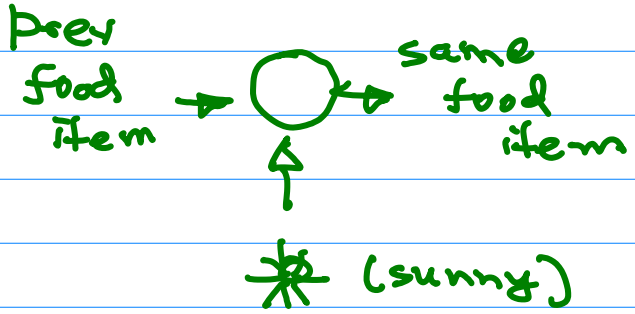
rainy $\begin{bmatrix}0\\1\end{bmatrix}$ → next item in sequence

apple → burger → pizza

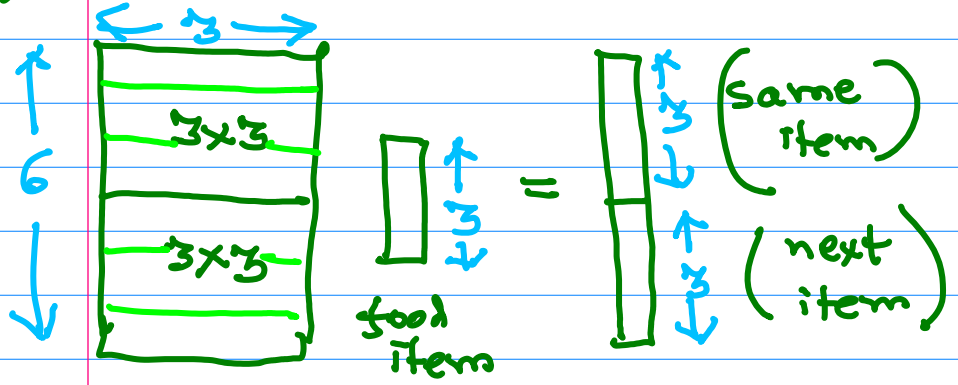
Mon Tue Wed Thu Fri Sat Sun

pie →





(1) Food matrix

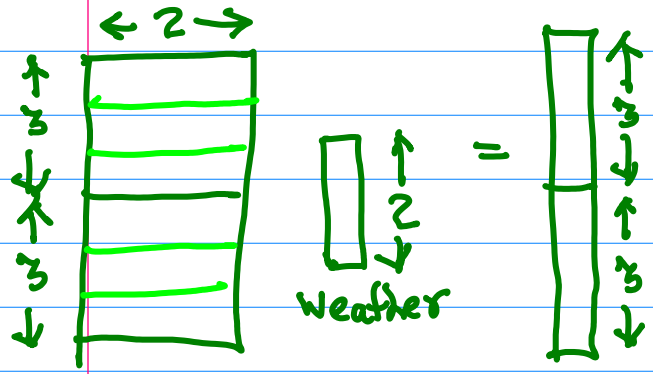


(1) pie $\begin{bmatrix}1\\0\\0\end{bmatrix}$ (2) burger $\begin{bmatrix}0\\1\\0\end{bmatrix}$ (3) pizza $\begin{bmatrix}0\\0\\1\end{bmatrix}$

$$\begin{bmatrix} \mathbf{1} & \mathbf{0} & \mathbf{0} \\ \mathbf{0} & \mathbf{1} & \mathbf{0} \\ \mathbf{0} & \mathbf{0} & \mathbf{1} \\ \hline 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 1 \end{bmatrix} \begin{bmatrix}1\\0\\0\end{bmatrix} = \begin{bmatrix}1\\0\\0\\ \hline 0\\1\\0\end{bmatrix}$$

Identity — pie — pie — (same item) — (next item) — burger

(2) Weather matrix

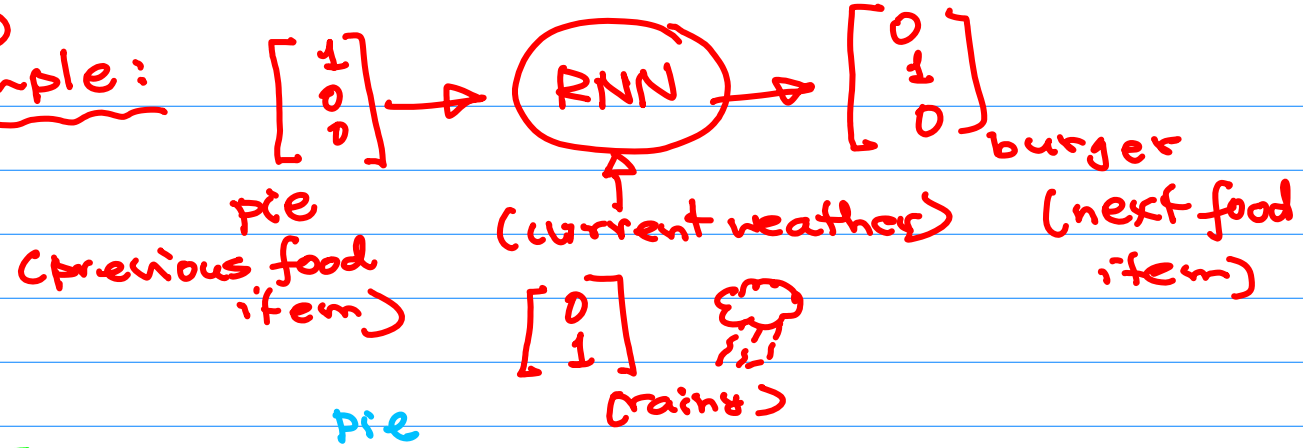


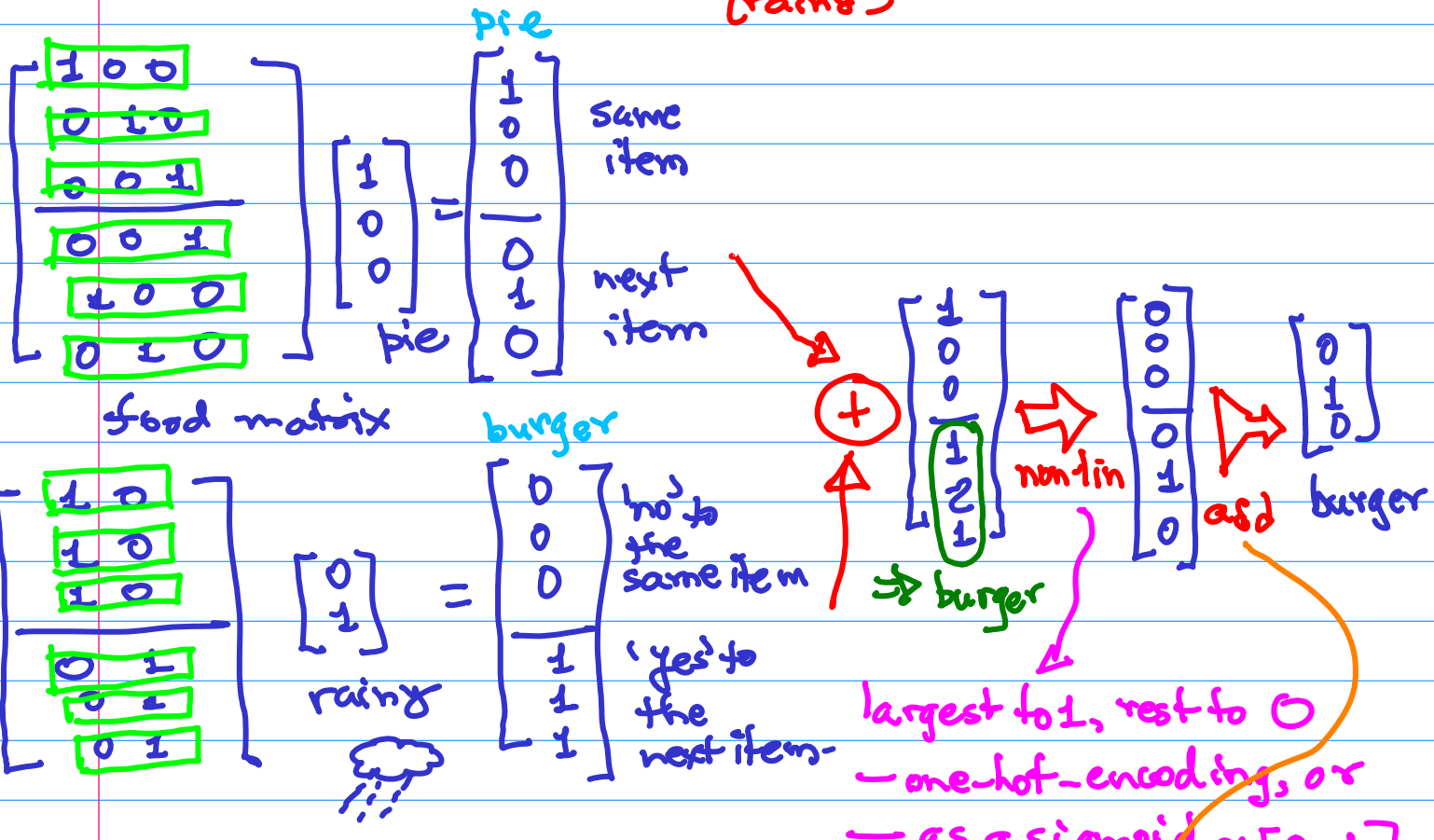
(1) sunny

$$\begin{bmatrix} 1 & 0 \\ 1 & 0 \\ 1 & 0 \\ \hline 0 & 1 \\ 0 & 1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix}1\\0\end{bmatrix} = \begin{bmatrix}1\\1\\1\\ \hline 0\\0\\0\end{bmatrix}$$

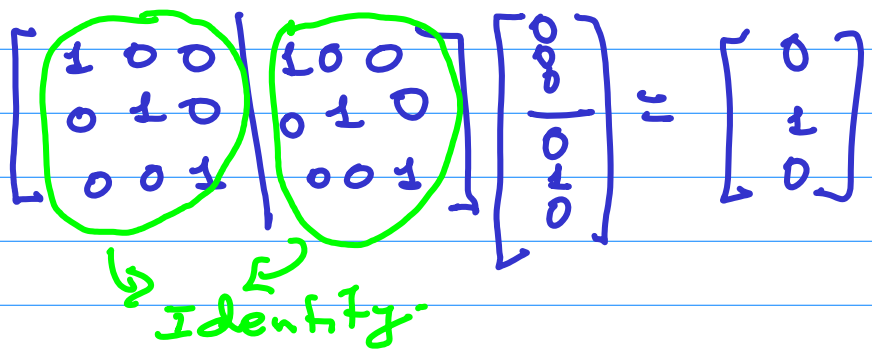
(sunny) → 'yes' to the same item; → 'no' to the next item

(3)
Example:

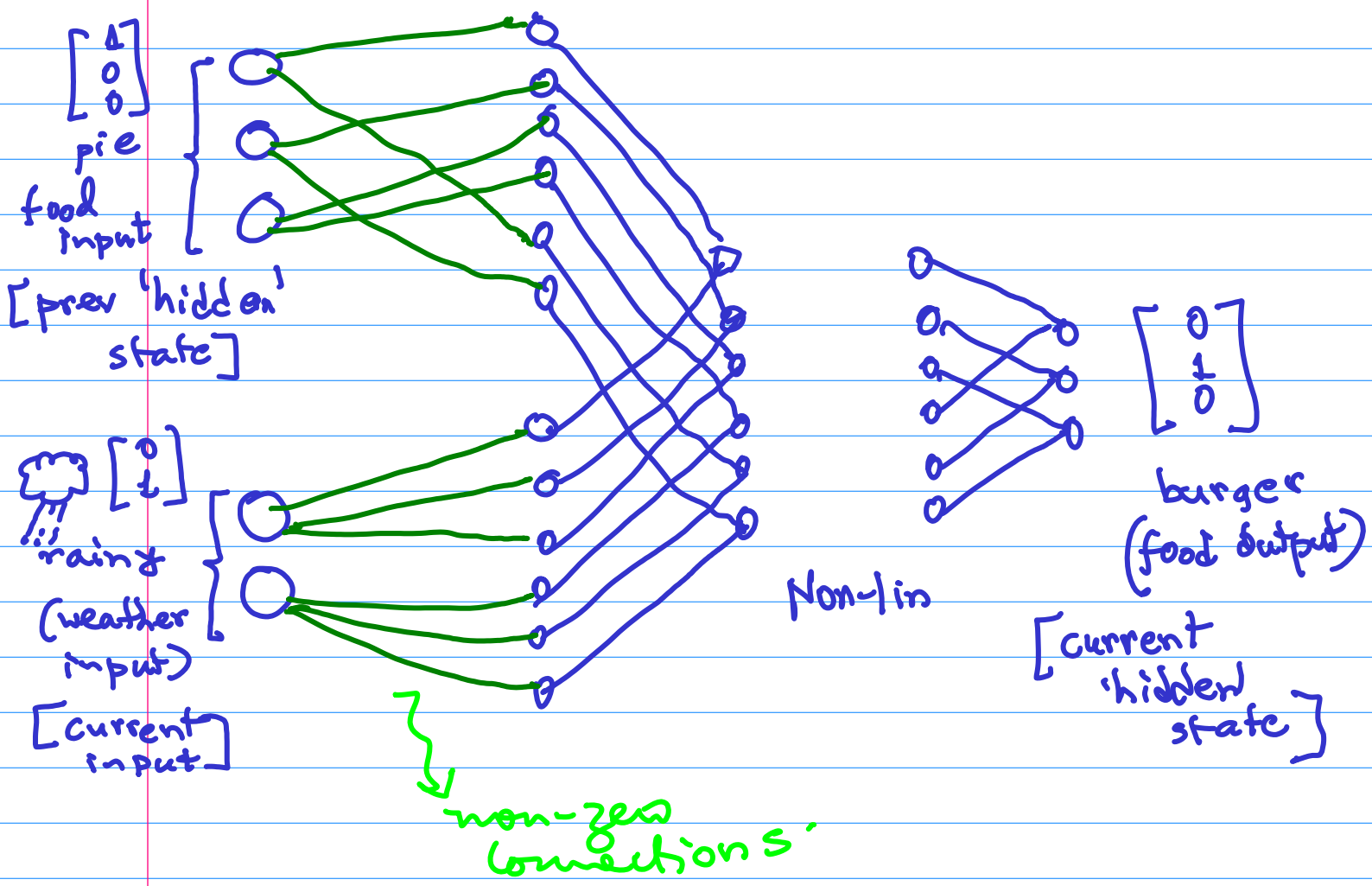




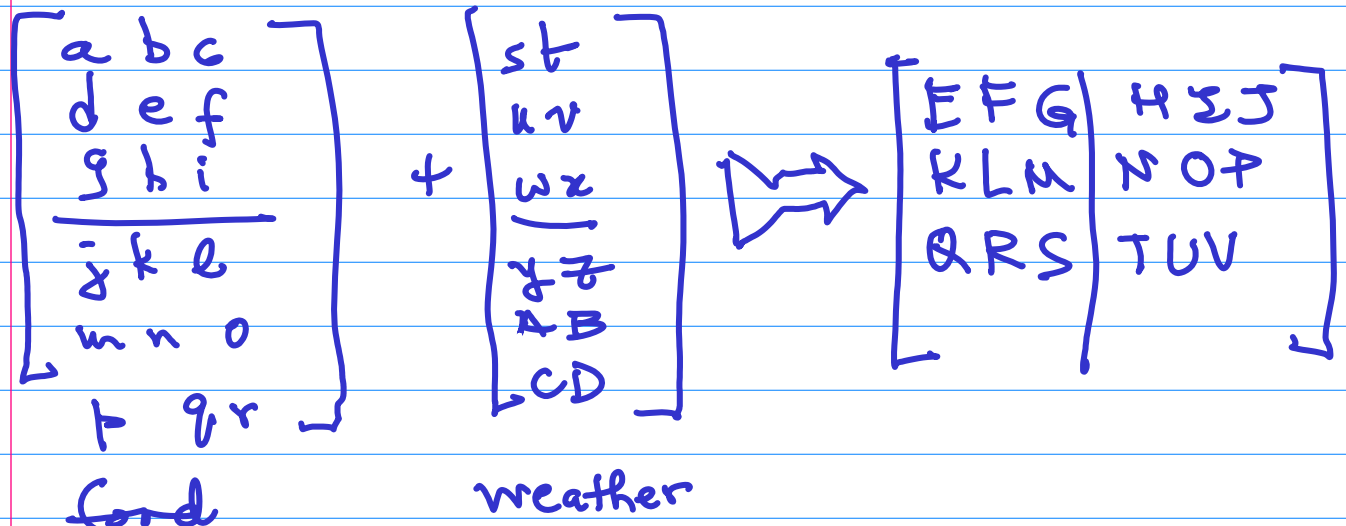
addition can also be represented as a matrix operation



Neural Network :-



How to train your ~~DRAGON~~ NEUR



Applications:

- stock predictions
- Auto correct for letters/words
- voice recognition