

# Machine Learning and Pattern Recognition

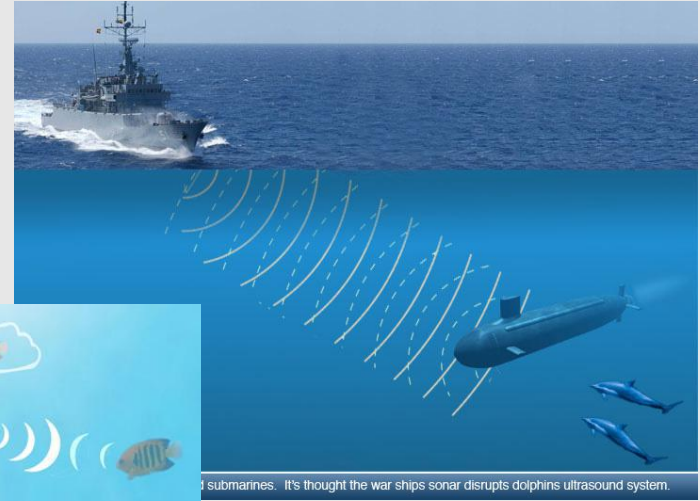
## A High Level Overview

**Prof. Anderson Rocha**

(Main bulk of slides kindly provided by **Prof. Sandra Avila**)

Institute of Computing (IC/Unicamp)

# Many inventions were inspired by Nature ...



It seems logical to look at the  
**brain's architecture** for inspiration on  
how to build an intelligent machine.

# From Biological to Artificial Neurons

# From Biological to Artificial Neurons

- **1943:** Artificial Neural Networks (ANNs) were first introduced by the neurophysiologist Warren McCulloch and the mathematician Walter Pitts.

“A Logical Calculus of Ideas Immanent in Nervous Activity”,  
Warren McCulloch and Walter Pitts. The bulletin of mathematical  
biophysics (1943).

# From Biological to Artificial Neurons

- **Until the 1960s:** The early successes of ANNs led to the widespread belief that we would soon be conversing with truly intelligent machines.
- When it became clear that this promise would go unfulfilled funding flew elsewhere and ANNs entered a long dark era.

# From Biological to Artificial Neurons

- **1980s:** There was a revival of interest in ANNs as new network architectures were invented and **better training techniques** were developed.
- “Learning representations by backpropagating errors”.      David E. Rumelhart, Geoffrey E. Hinton & Ronald J. Williams. Nature (1986).

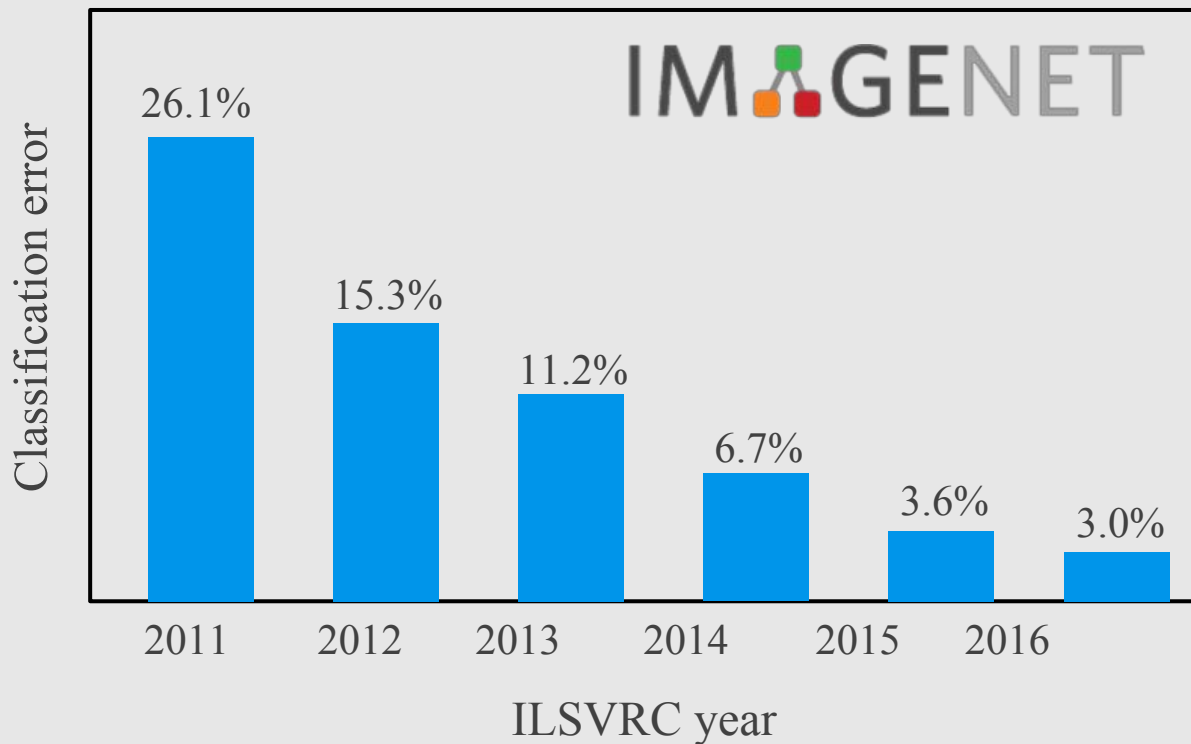
# From Biological to Artificial Neurons

- **1990s: Powerful alternative Machine Learning techniques** such as Support Vector Machines were favored by most researchers, as they seemed to offer better results and stronger theoretical foundations.



# From Biological to Artificial Neurons

- **2010s:** We are now witnessing yet another wave of interest in ANNs.



“ImageNet classification with deep convolutional neural networks”. Alex Krizhevsky, Ilya Sutskever, Geoffrey Hinton. In: NIPS, 2012.

# From Biological to Artificial Neurons

- **2010s:** We are now witnessing yet another wave of interest in ANNs.

Will this wave die out like the previous ones did?

# From Biological to Artificial Neurons

1. There is now a **huge quantity of data** available to train neural networks.



[www.image-net.org](http://www.image-net.org)

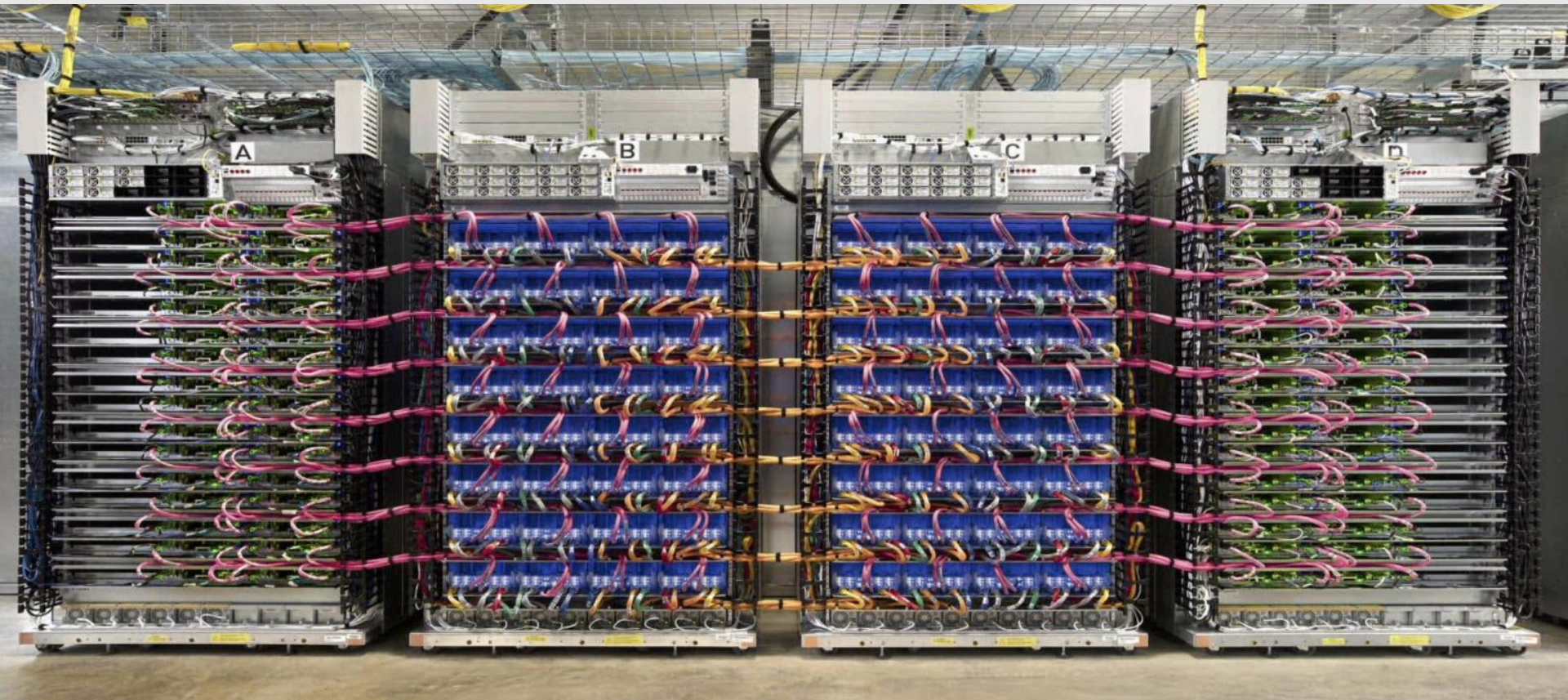
**22K** categories and **14M** images

- Animals
  - Bird
  - Fish
  - Mammal
  - Invertebrate
- Plants
  - Tree
  - Flower
  - Food
  - Materials
- Structures
  - Artifact
  - Tools
  - Appliances
  - Structures
- Person
  - Scenes
    - Indoor
    - Geological Formations
  - Sport Activities

# From Biological to Artificial Neurons

1. There is now a **huge quantity of data** available to train neural networks.
2. **Computing power** now makes it possible to train large neural networks in a reasonable amount of time.

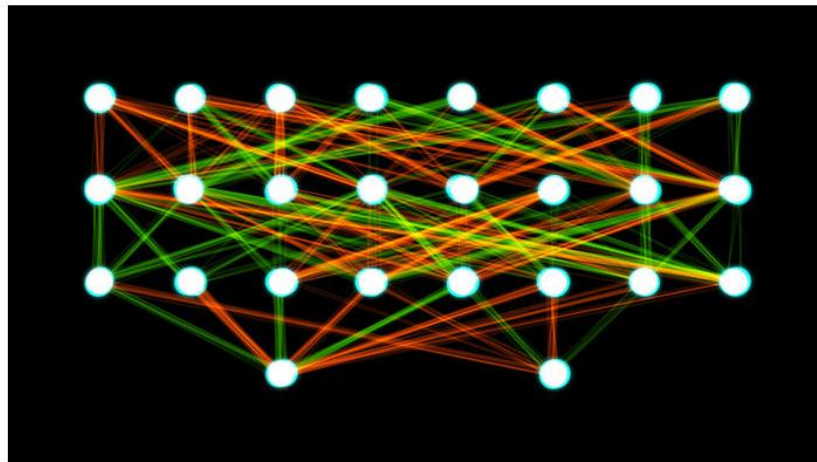




# From Biological to Artificial Neurons

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2. **Computing power** now makes it possible to train large neural networks in a reasonable amount of time.
3. The **training algorithms** have been **improved**.



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A representation of a neural network.

Akritasa/Wikimedia Commons

## Brainlike computers are a black box. Scientists are finally peering inside

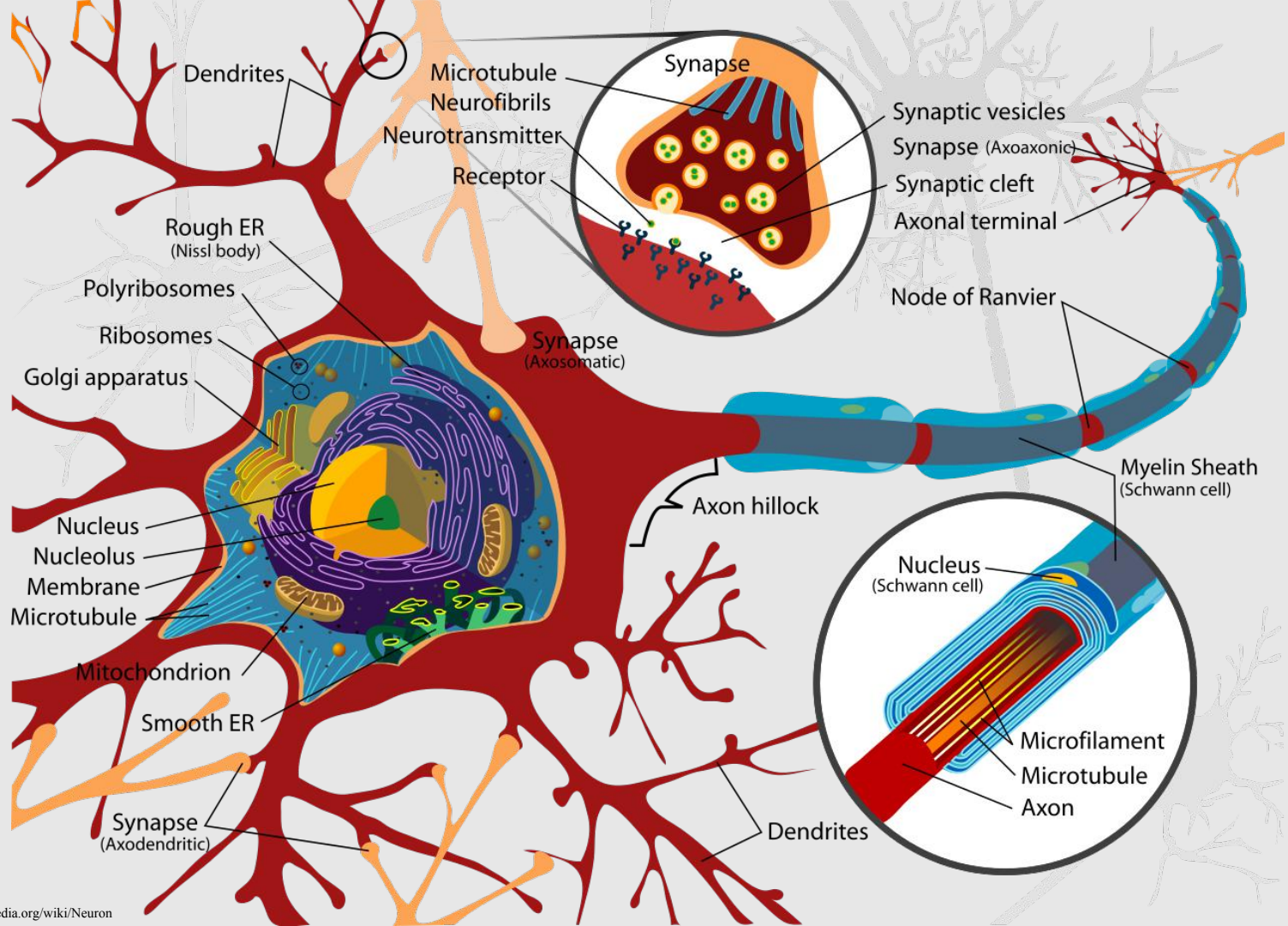
By **Jackie Snow** | Mar. 7, 2017, 3:15 PM

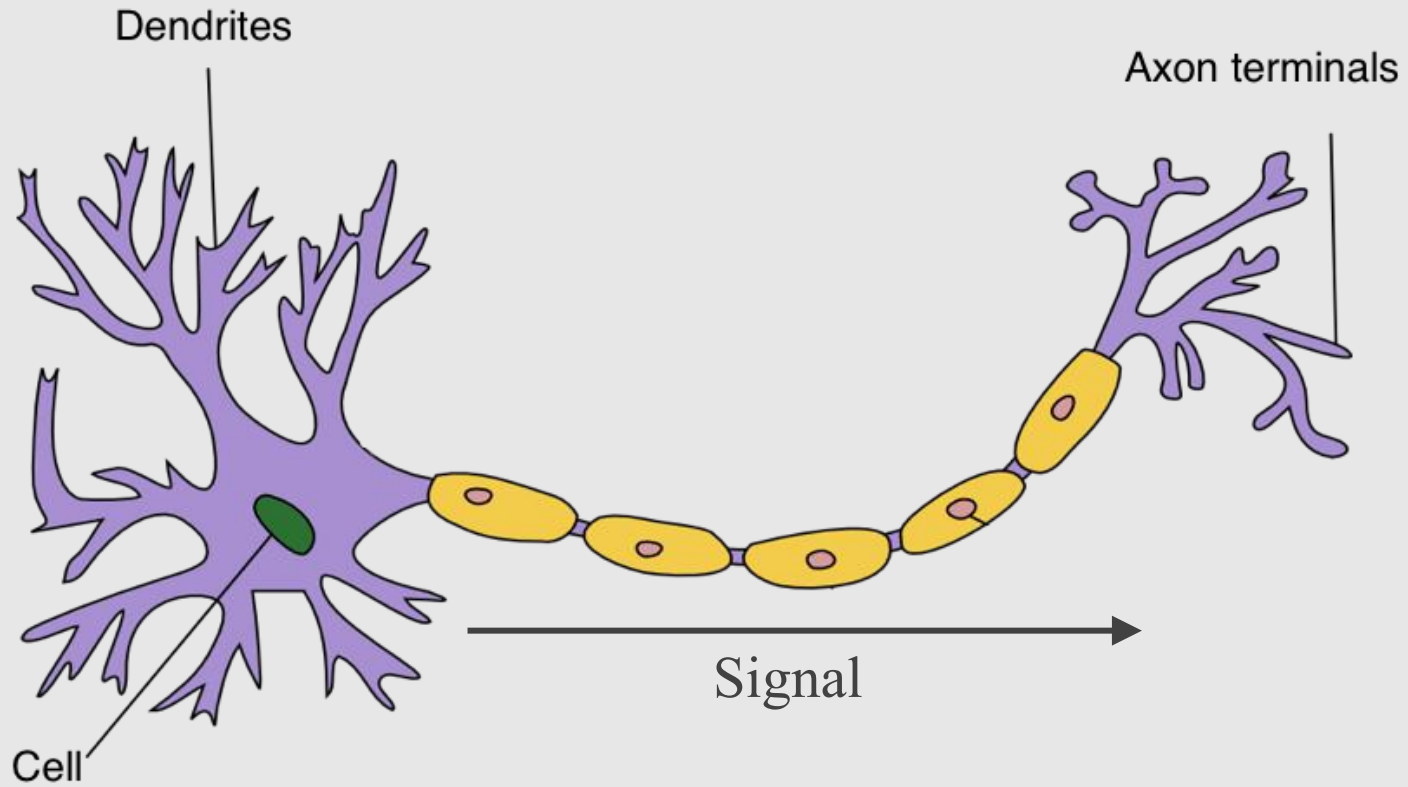
Last month, Facebook announced software that could simply look at a photo and tell, for example, whether it was a picture of a cat or a dog. A related program identifies cancerous

# From Biological to Artificial Neurons

1. There is now a **huge quantity of data** available to train neural networks.
2. **Computing power** now makes it possible to train large neural networks in a reasonable amount of time.
3. The **training algorithms** have been **improved**.
4. ANNs seem to have entered a virtuous circle of funding and progress.

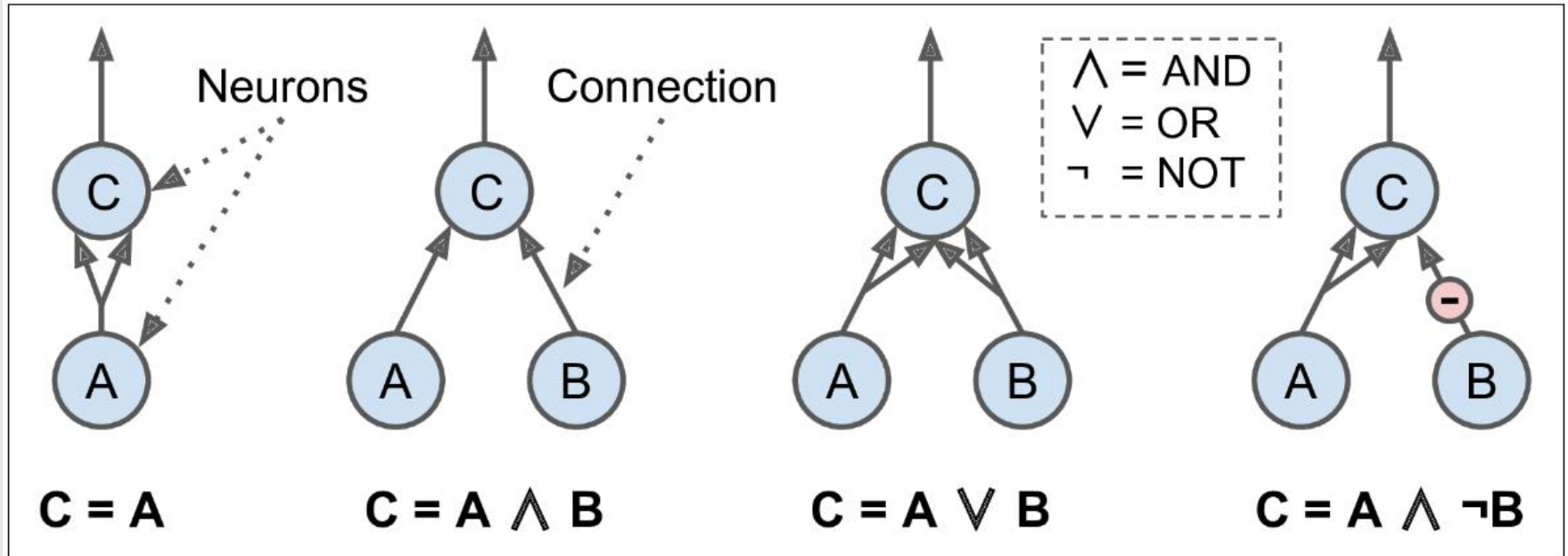
# Biological Neurons





# Logical Computations with Neurons

# McCulloch and Pitts (1943)

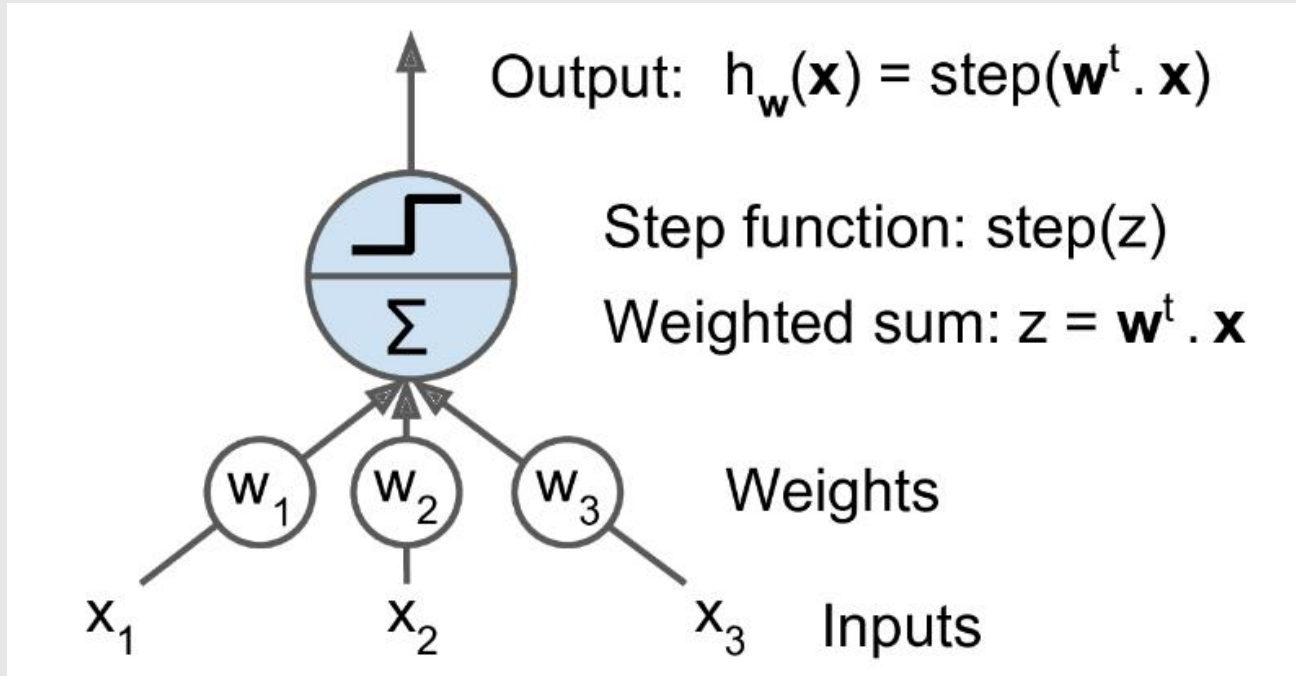


Artificial Neural Networks performing simple logical computations

# The Perceptron

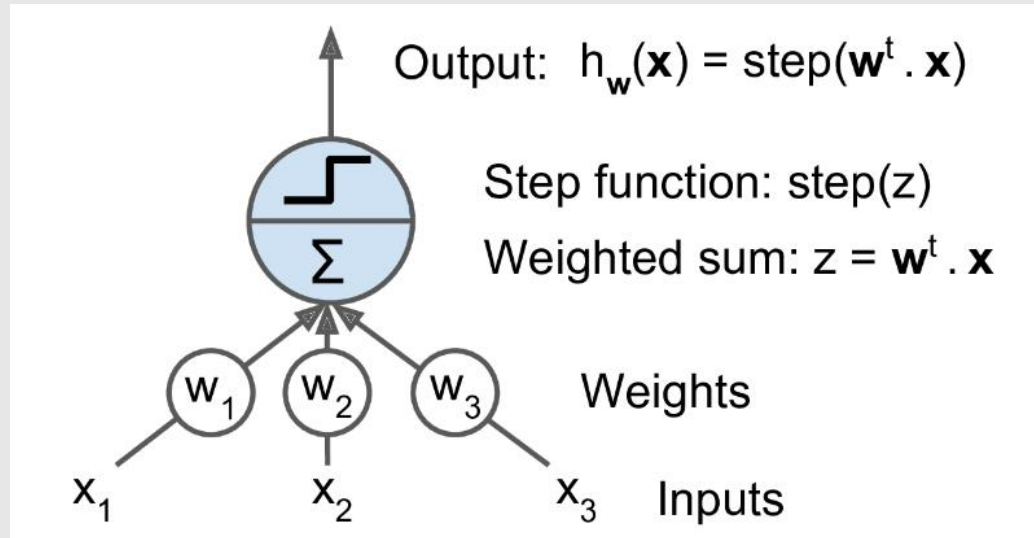


# The Perceptron



Linear Threshold Unit, Frank Rosenblatt (1957)

# The Perceptron

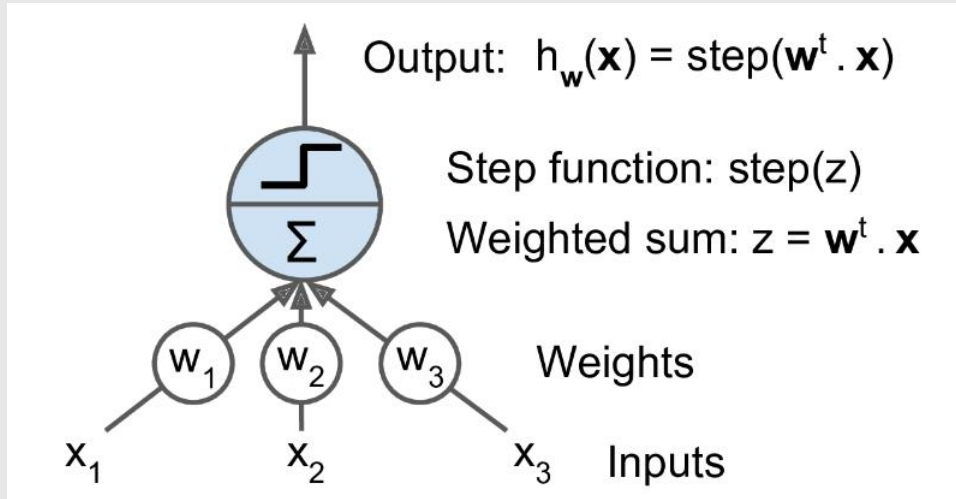


Linear Threshold Unit

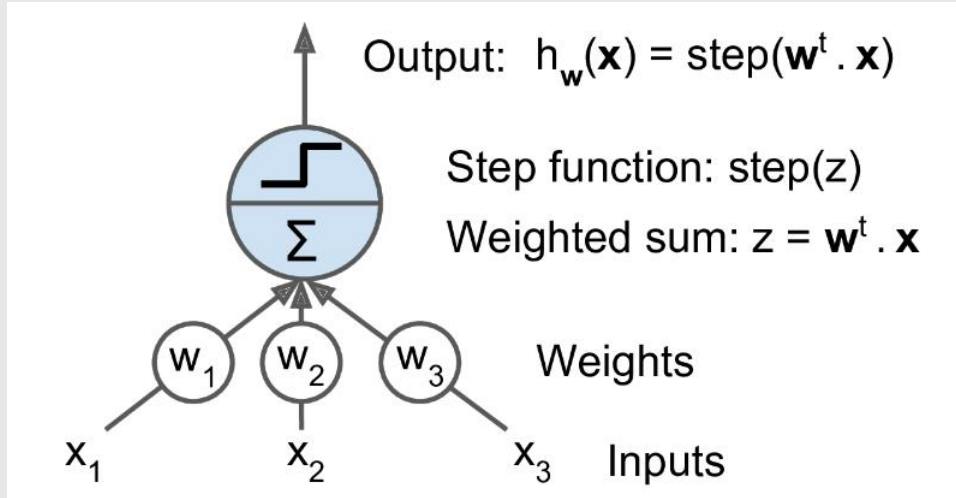
$$\text{heaviside}(z) = \begin{cases} 0 & \text{if } z < 0 \\ 1 & \text{if } z \geq 0 \end{cases}$$

$$\text{sign}(z) = \begin{cases} -1 & \text{if } z < 0 \\ 0 & \text{if } z = 0 \\ +1 & \text{if } z > 0 \end{cases}$$

# Neuron Model: Logistic Unit



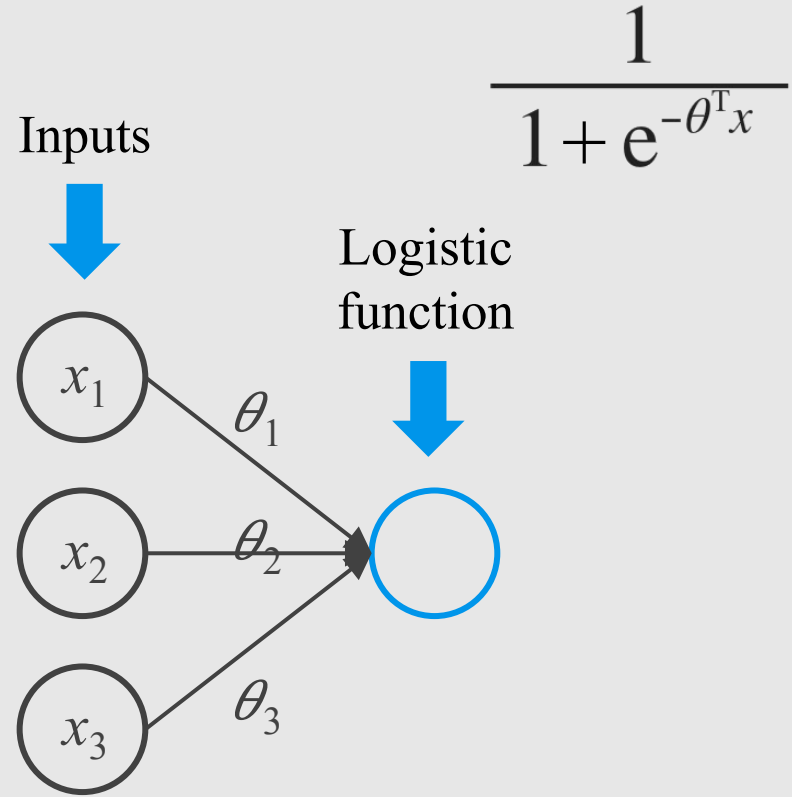
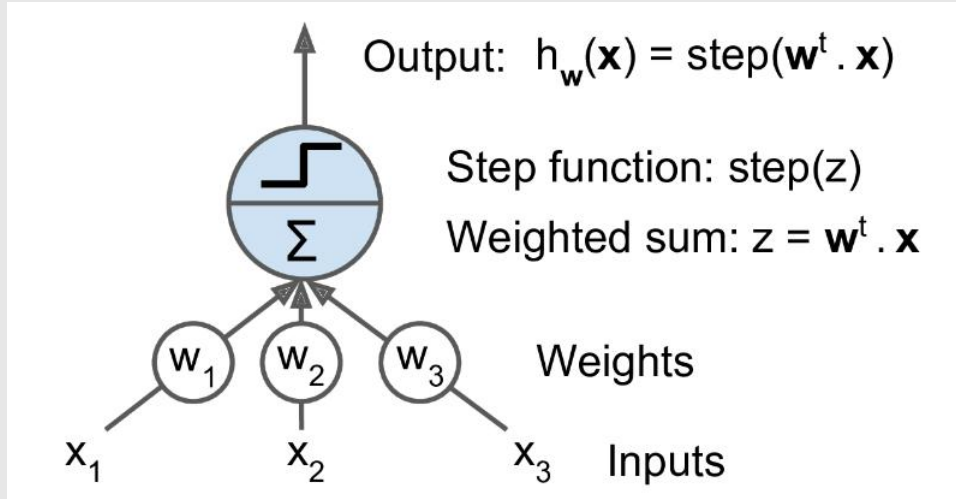
# Neuron Model: Logistic Unit



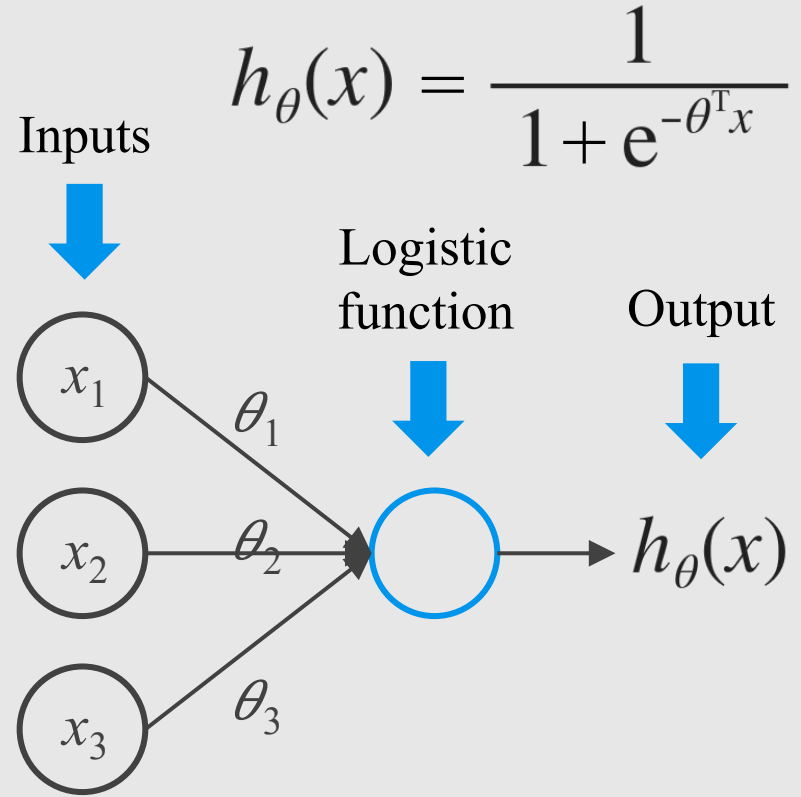
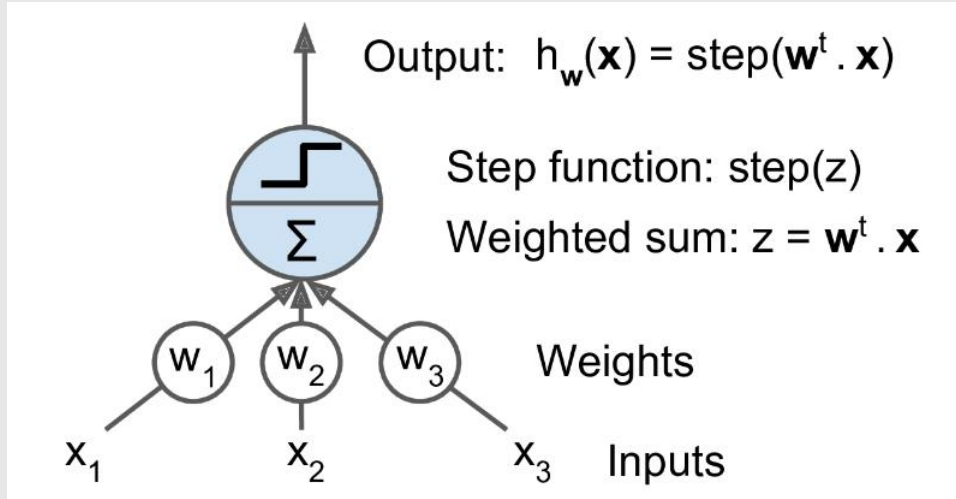
Inputs



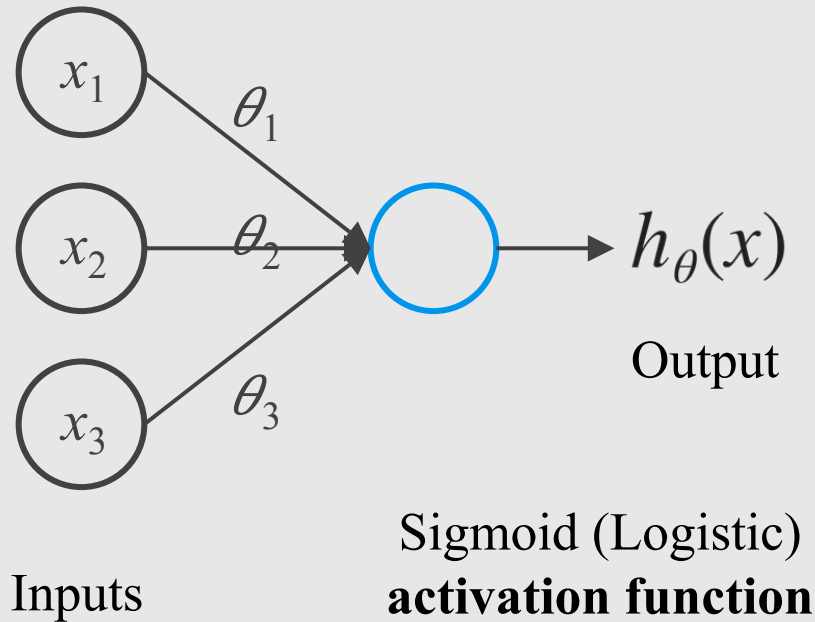
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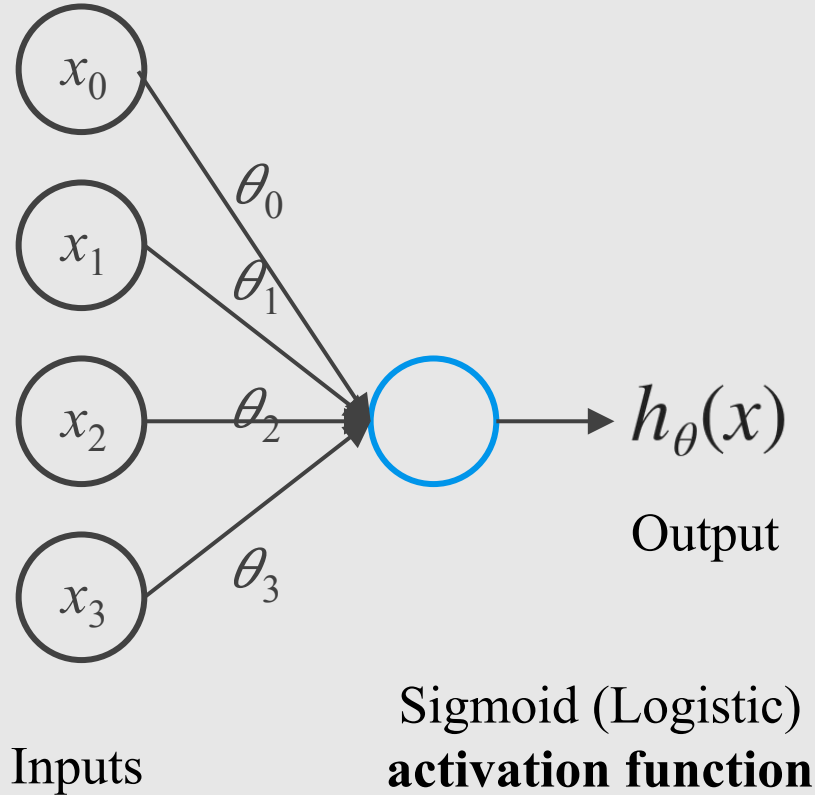


weights

$x = \begin{bmatrix} x_0 \\ x_1 \\ x_2 \\ x_3 \end{bmatrix} \quad \theta = \begin{bmatrix} \theta_0 \\ \theta_1 \\ \theta_2 \\ \theta_3 \end{bmatrix}$

$$h_{\theta}(x) = \frac{1}{1 + e^{-\theta^T x}}$$

# Neuron Model: Logistic Unit



weights

↓

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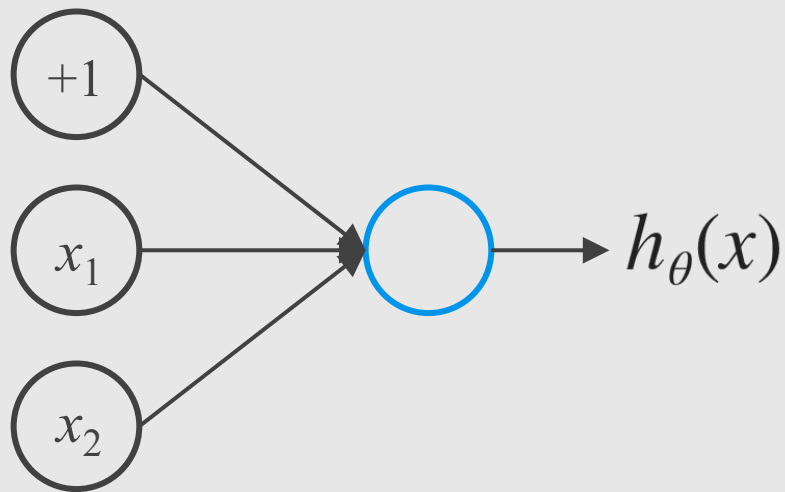
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# Examples

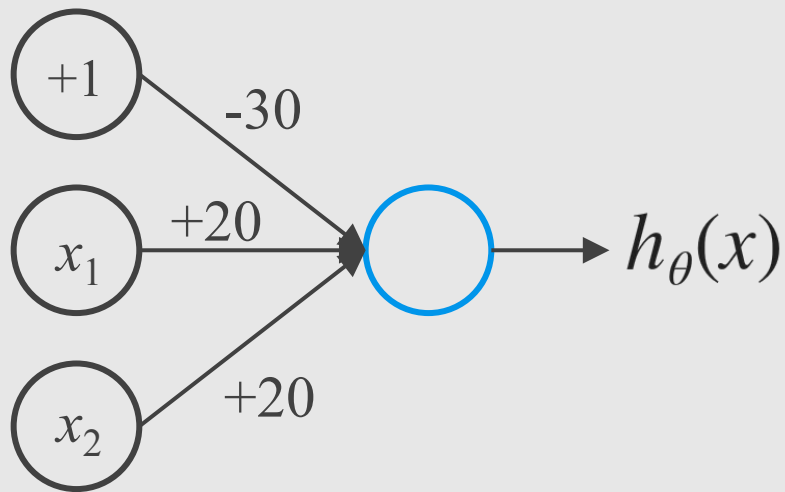
## Simple Example: AND

$$x_1, x_2 \in \{0,1\} \quad y = x_1 \text{ AND } x_2$$



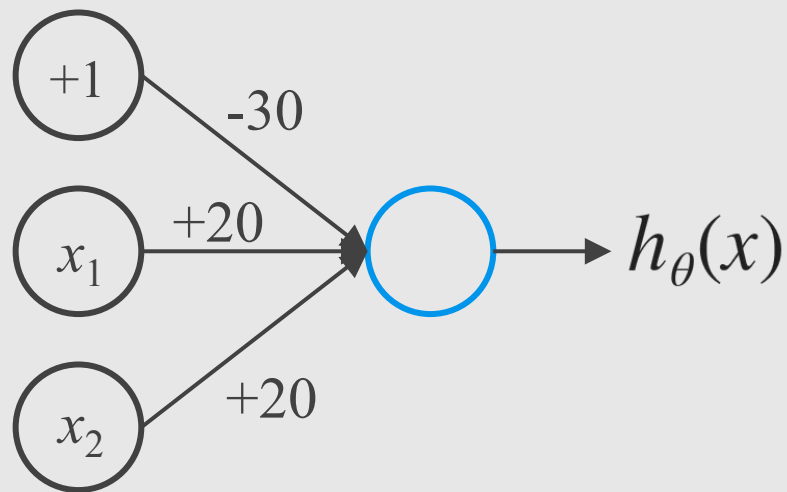
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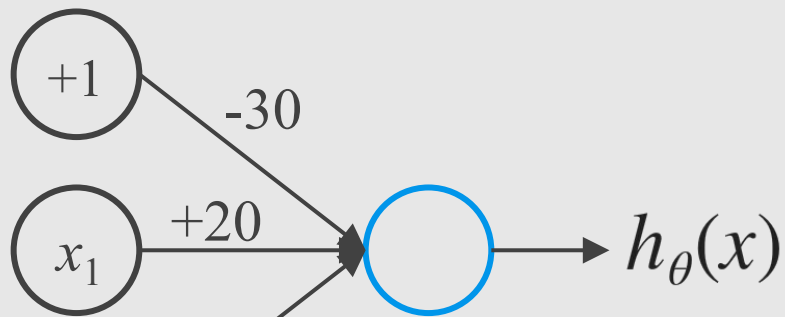
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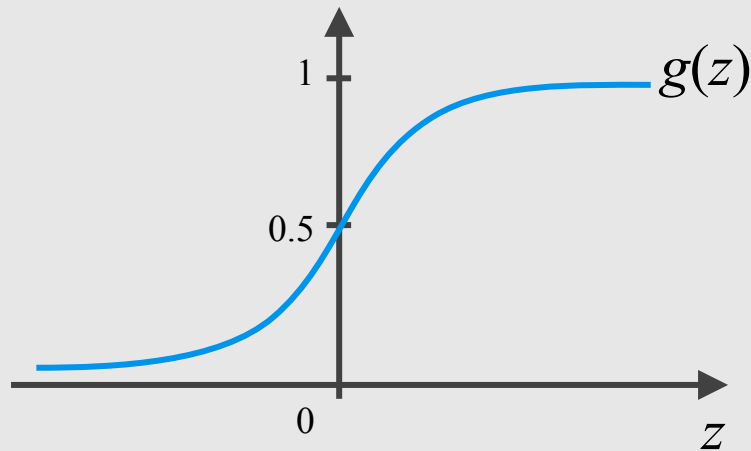
$$h_{\theta}(x) = g(-30 + 20x_1 + 20x_2)$$

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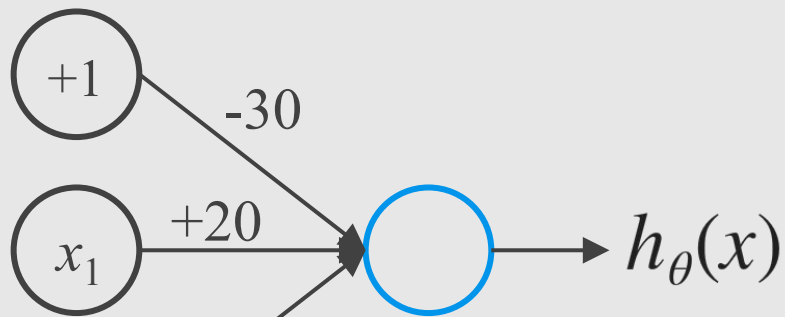
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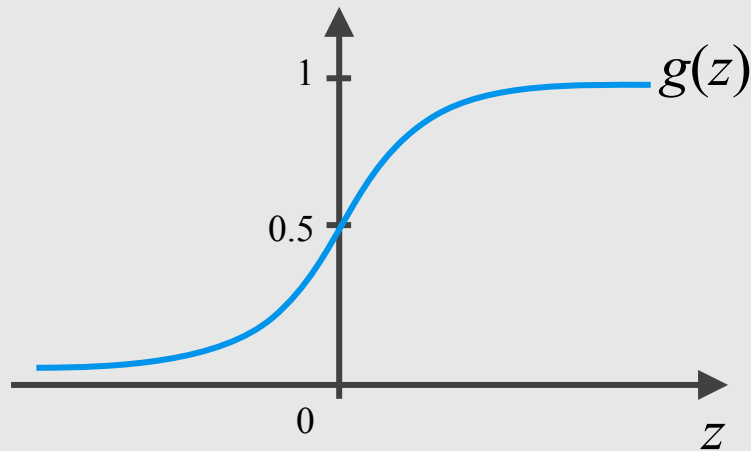
$x_1$	$x_2$	$h_\theta(x)$
0	0	0
$\approx 0$		
0	1	
1	0	
1	1	$g(10) \approx 1$

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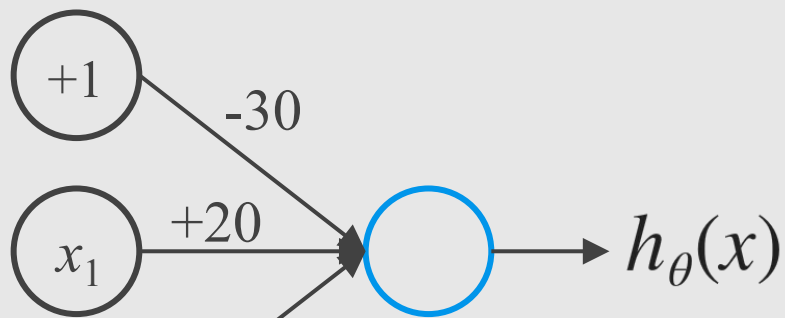
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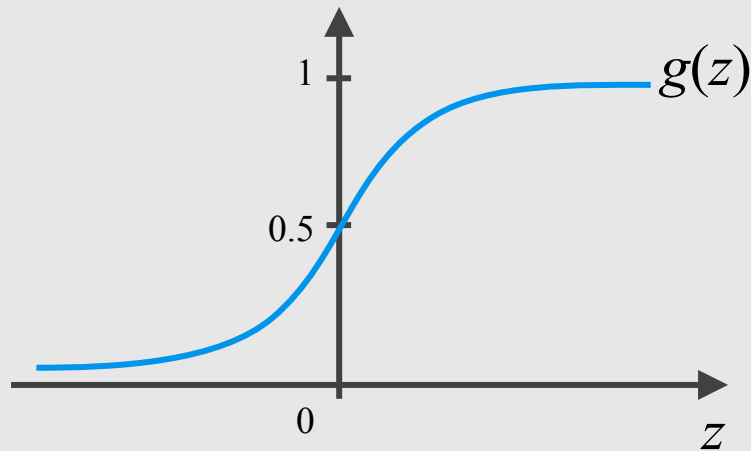
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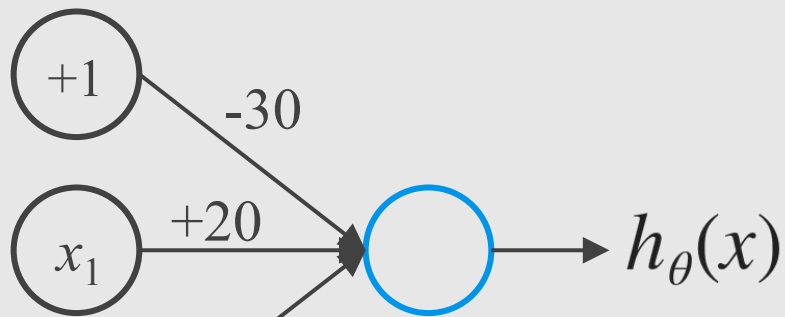
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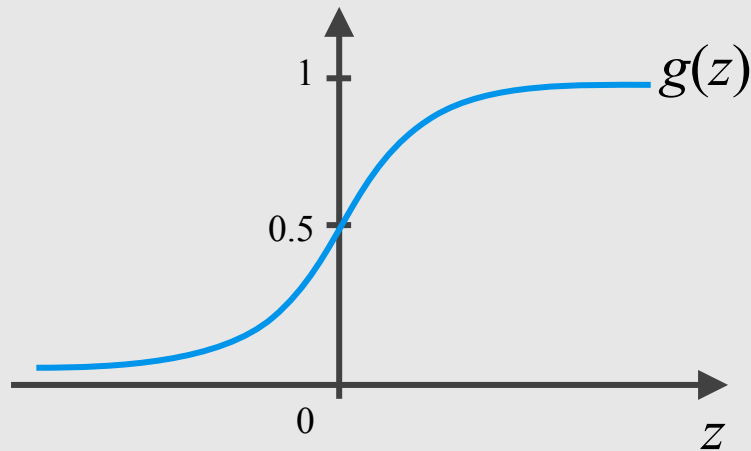
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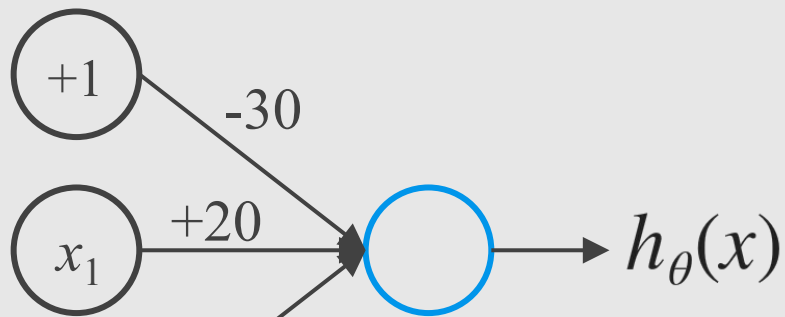


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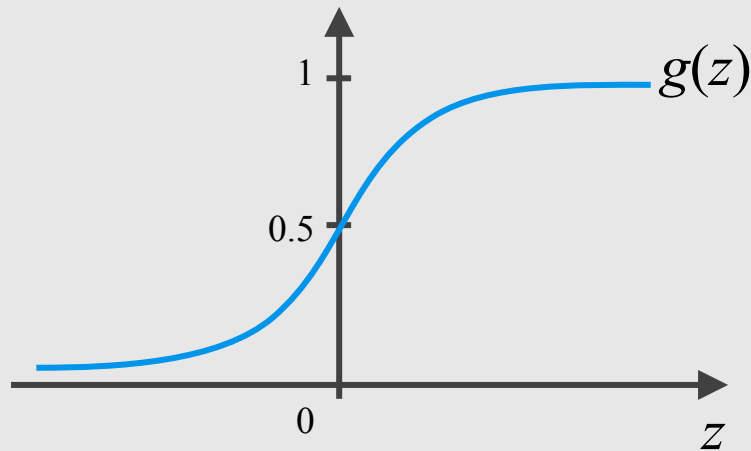


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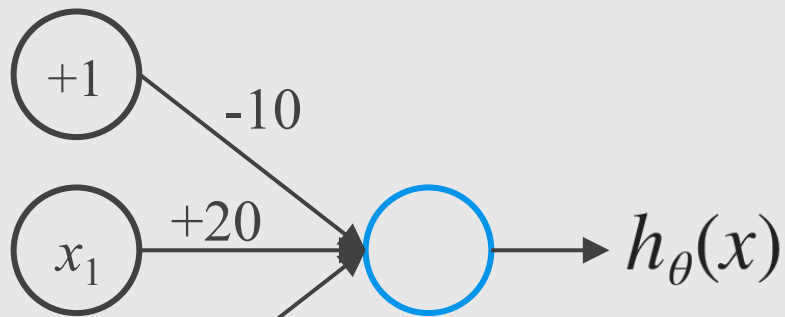
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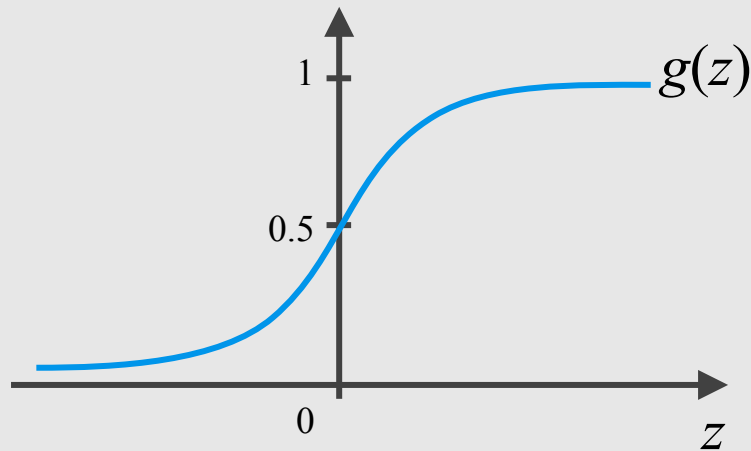
$x_1$	$x_2$	$h_{\theta}(x)$
0	0	$g(-30)$
$\approx 0$		
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## Simple Example: OR

$$x_1, x_2 \in \{0,1\} \quad y = x_1 \text{ OR } x_2$$



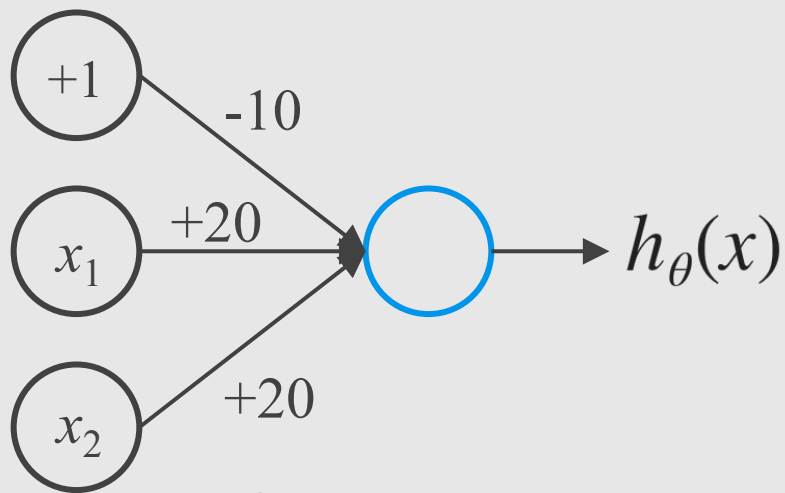
$$h_\theta(x) = g(-10 + 20x_1 + 20x_2)$$



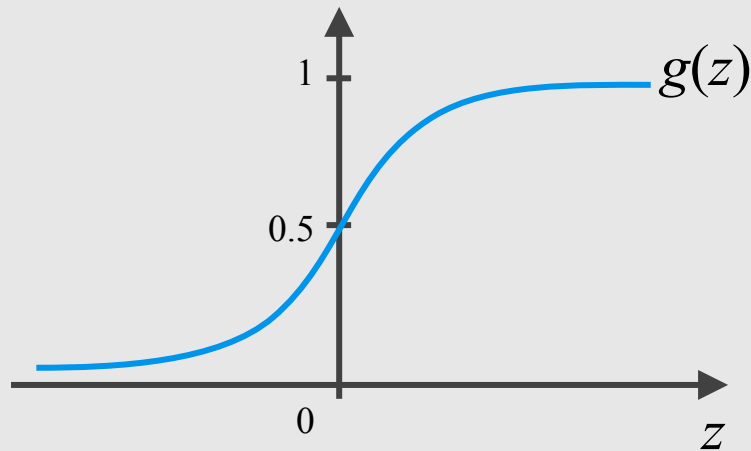
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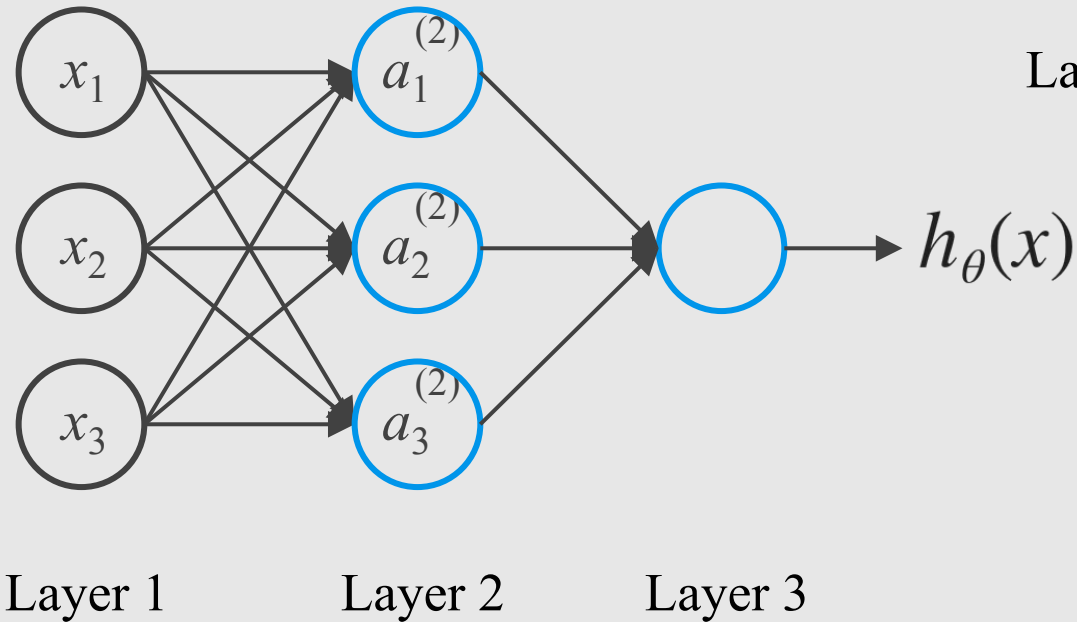
$$h_\theta(x) = g(-10 + 20x_1 + 20x_2)$$



$x_1$	$x_2$	$h_\theta(x)$
0	0	$g(-10)$
$\approx 0$		
0	1	$g(10) \approx 1$
1	0	$g(10) \approx 1$
1	1	$g(30) \approx 1$

# Neural Network

# Neural Network

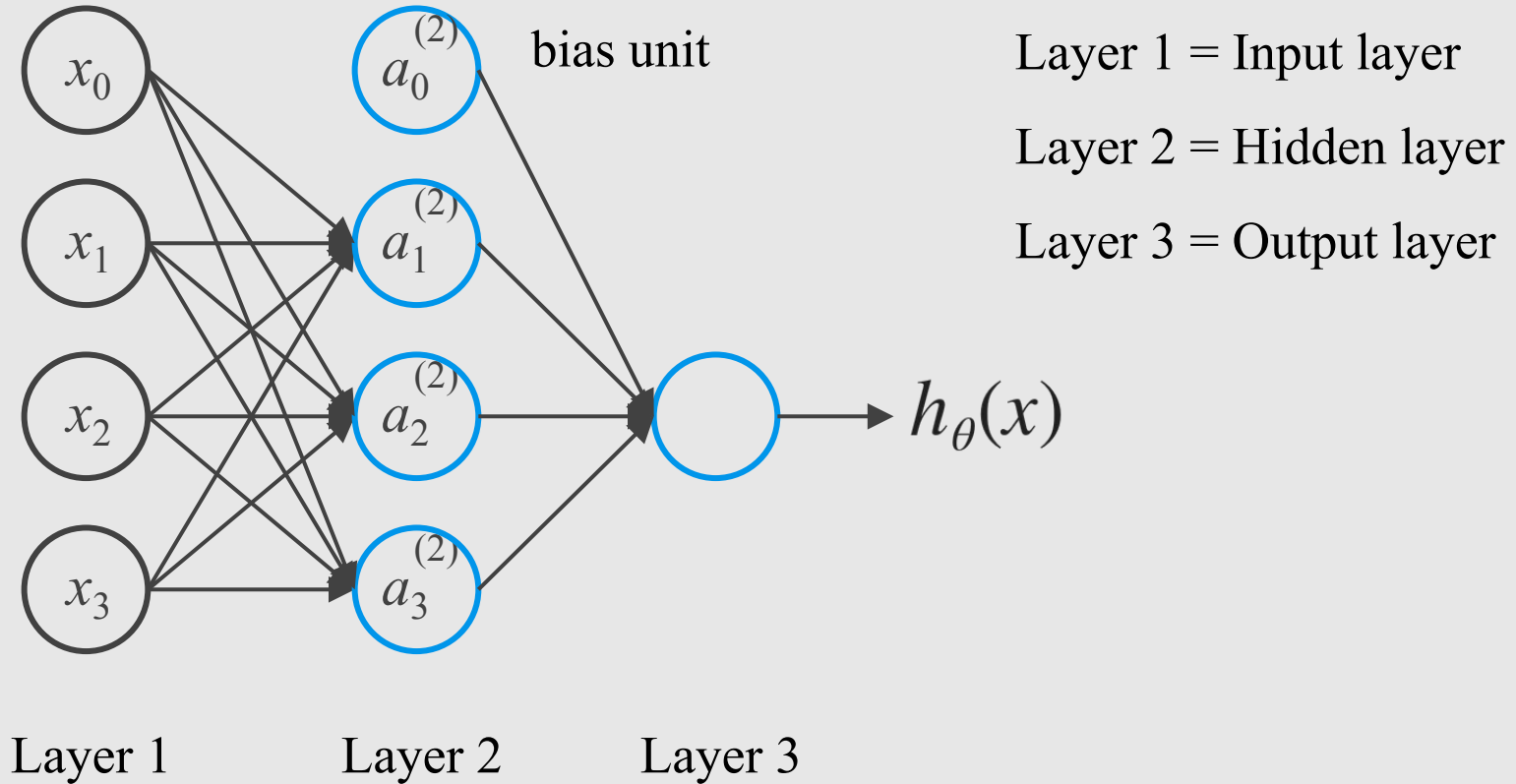


Layer 1 = Input layer

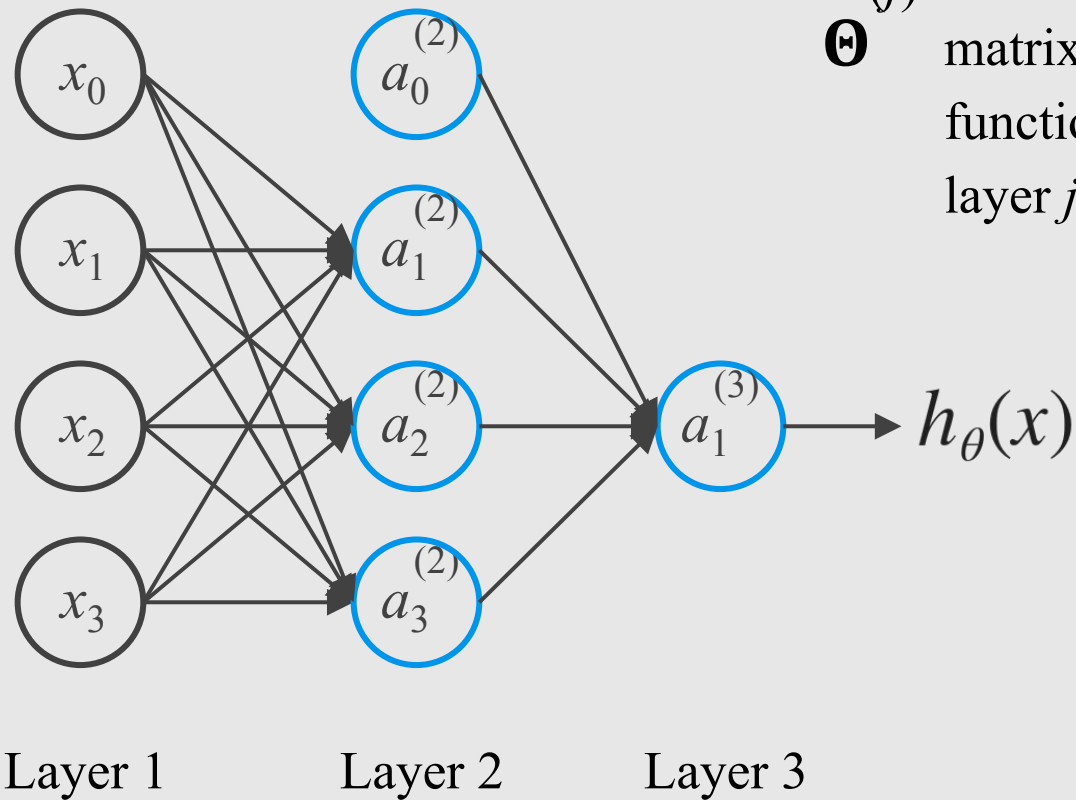
Layer 2 = Hidden layer

Layer 3 = Output layer

# Neural Network

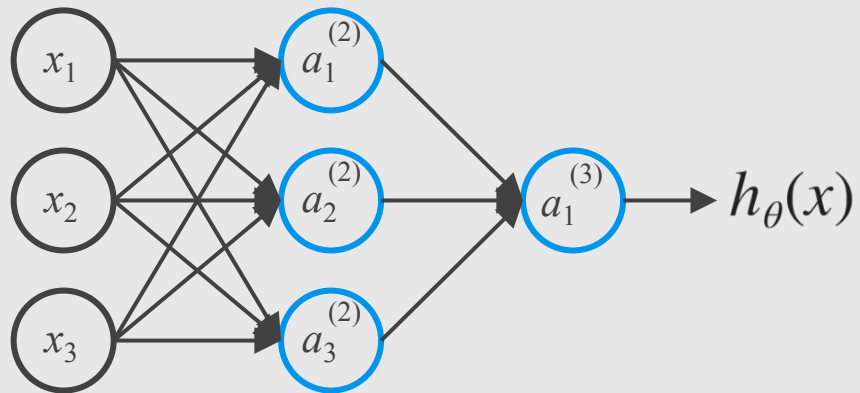


# Neural Network



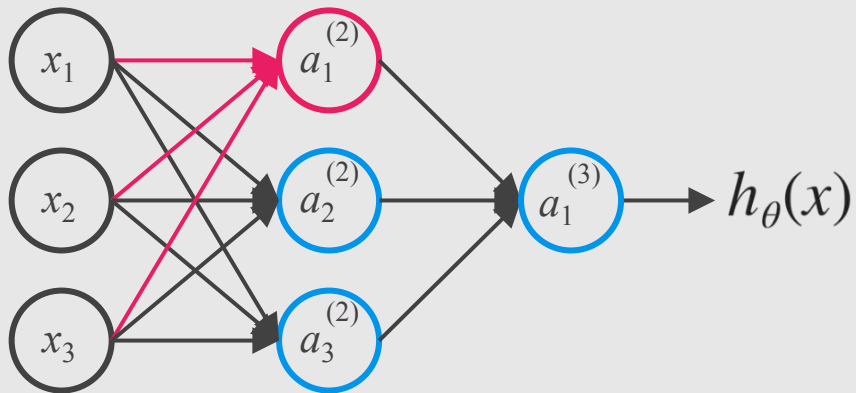
$a_i^{(j)}$  “activation” of unit  $i$  in layer  $j$

$\Theta^{(j)}$  matrix of weights controlling function mapping from layer  $j$  to layer  $j + 1$



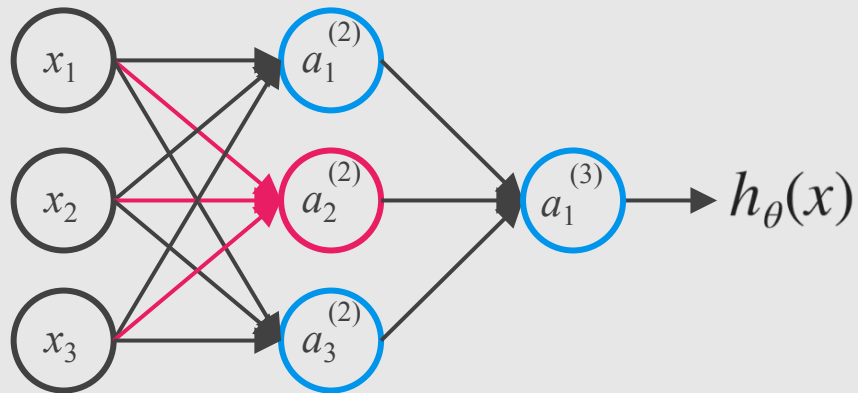
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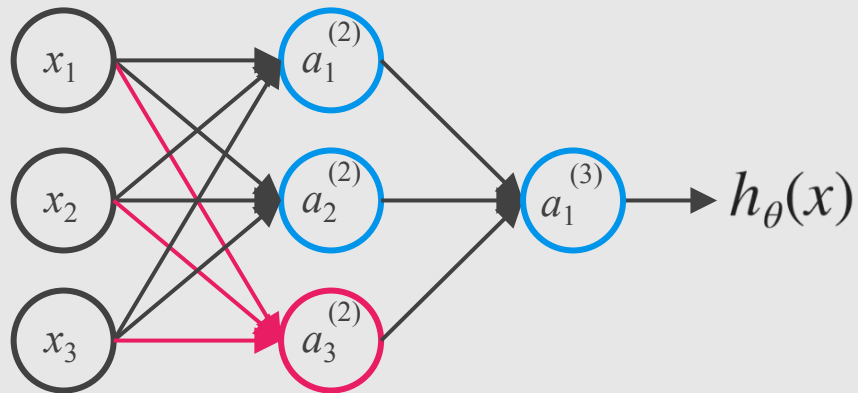
$$a_1^{(2)} = g(\Theta_{10}^{(1)}x_0 + \Theta_{11}^{(1)}x_1 + \Theta_{12}^{(1)}x_2 + \Theta_{13}^{(1)}x_3)$$



$a_i^{(j)}$  “activation” of unit  $i$  in layer  $j$   
 $\Theta^{(j)}$  matrix of weights controlling function mapping from layer  $j$  to layer  $j + 1$

$$a_1^{(2)} = g(\Theta_{10}^{(1)}x_0 + \Theta_{11}^{(1)}x_1 + \Theta_{12}^{(1)}x_2 + \Theta_{13}^{(1)}x_3)$$

$$a_2^{(2)} = g(\Theta_{20}^{(1)}x_0 + \Theta_{21}^{(1)}x_1 + \Theta_{22}^{(1)}x_2 + \Theta_{23}^{(1)}x_3)$$

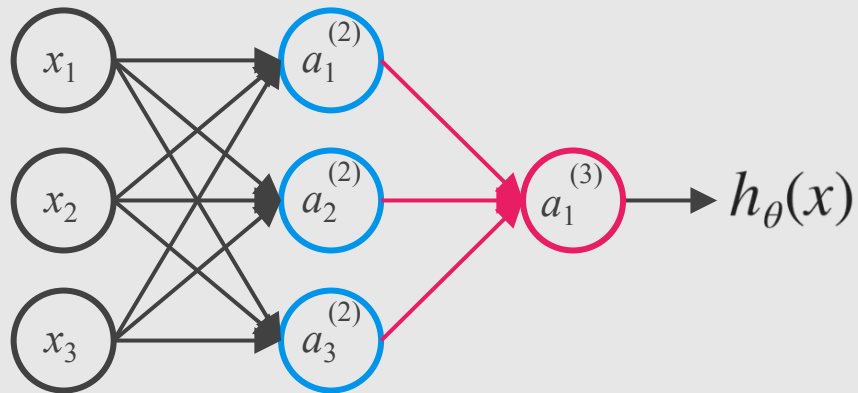


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$$a_3^{(2)} = g(\Theta_{30}^{(1)}x_0 + \Theta_{31}^{(1)}x_1 + \Theta_{32}^{(1)}x_2 + \Theta_{33}^{(1)}x_3)$$



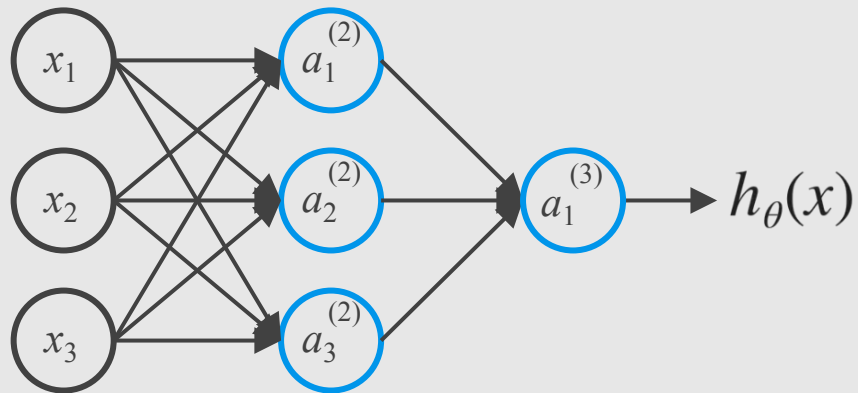
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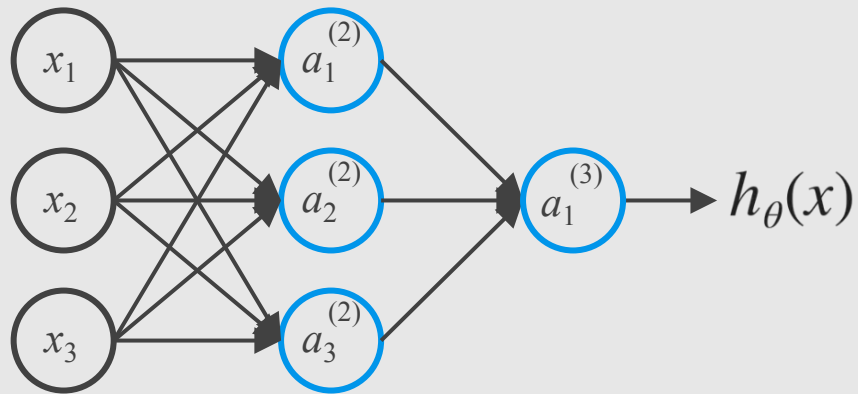
$$h_{\Theta}(x) = a_1^{(3)} = g(\Theta_{10}^{(2)}a_0^{(2)} + \Theta_{11}^{(2)}a_1^{(2)} + \Theta_{12}^{(2)}a_2^{(2)} + \Theta_{13}^{(2)}a_3^{(2)})$$



$a_i^{(j)}$  “activation” of unit  $i$  in layer  $j$   
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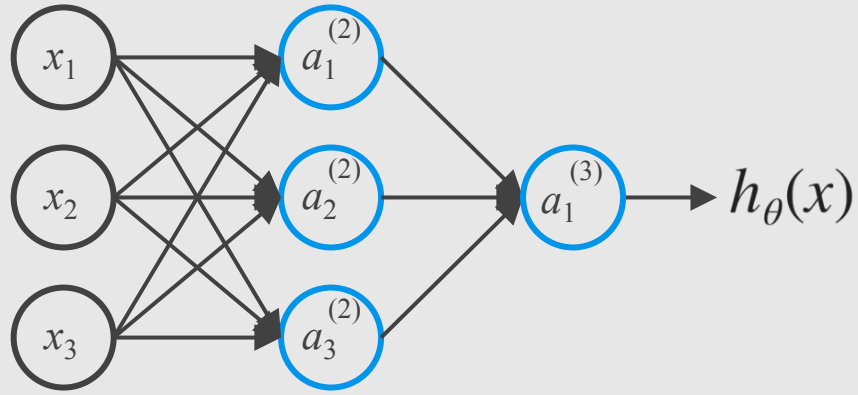
## Feedforward Neural Network (forward propagating)

$$h_{\Theta}(x) = a_1^{(3)} = g(\Theta_{10}^{(2)}a_0^{(2)} + \Theta_{11}^{(2)}a_1^{(2)} + \Theta_{12}^{(2)}a_2^{(2)} + \Theta_{13}^{(2)}a_3^{(2)})$$



$a_i^{(j)}$  “activation” of unit  $i$  in layer  $j$   
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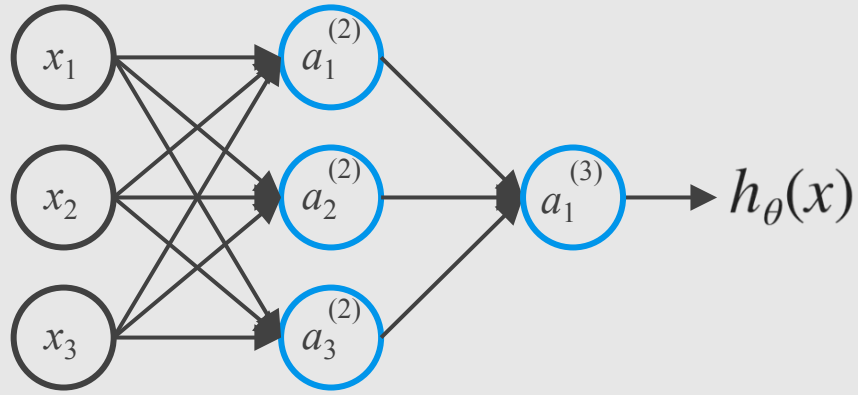
If network has  $s_j$  units in layer  $j$ ,  $s_{j+1}$  units in layer  $j+1$ , then  
 will be of dimension  $\Theta^{(j)} s_{j+1} \times (s_j + 1)$



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E.g.: If layer 1 has 2 input nodes and layer 2 has 4 activation nodes,



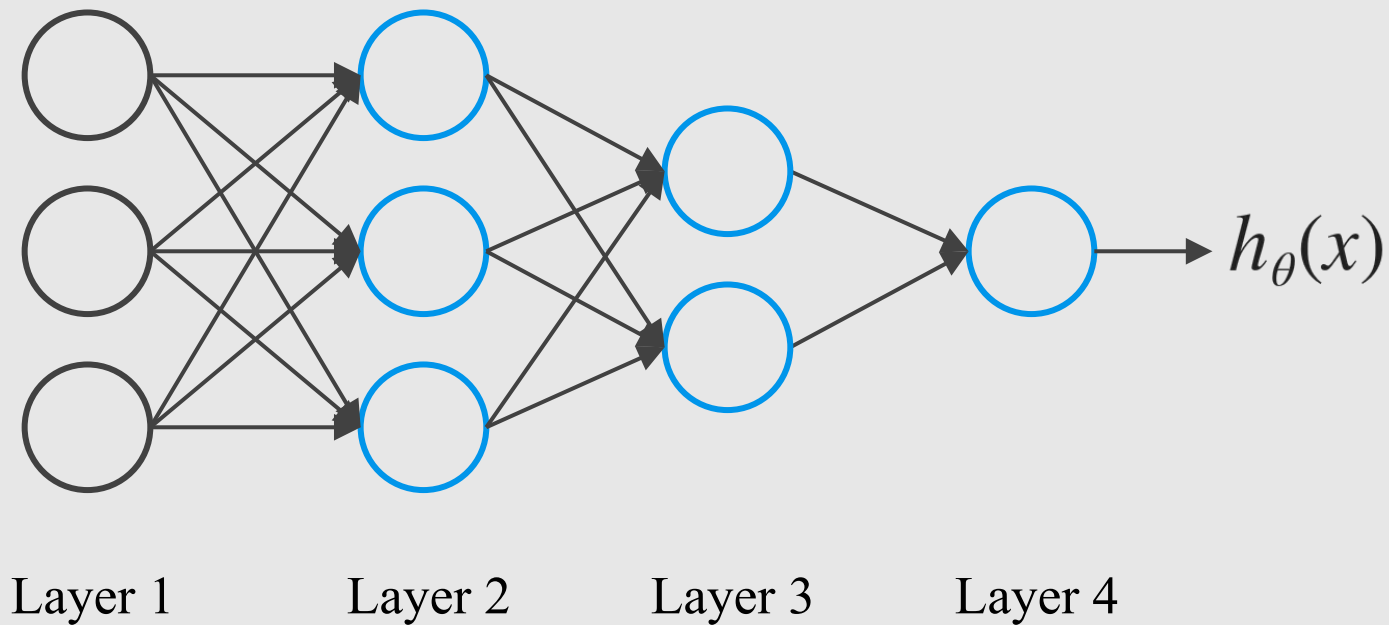
$a_i^{(j)}$  “activation” of unit  $i$  in layer  $j$   
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If network has  $S_j$  units in layer  $j$ ,  $S_{j+1}$  units in layer  $j+1$ , then will be of dimension  $\Theta^{(j)} S_{j+1} \times (S_j + 1)$

E.g.: If layer 1 has 2 input nodes and layer 2 has 4 activation nodes, dimension of  $\Theta^{(1)}$  is going to be  $4 \times 3$  where  $S_j = 2$  and  $S_{j+1} = 4$ , so  $S_{j+1} \times (S_j + 1) = 4 \times 3$ .



## Other Network Architectures

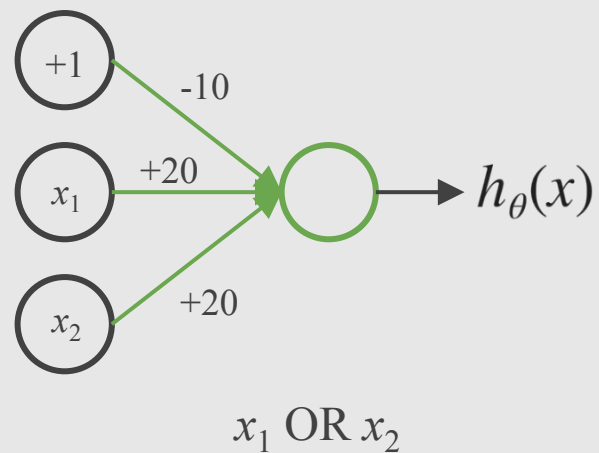
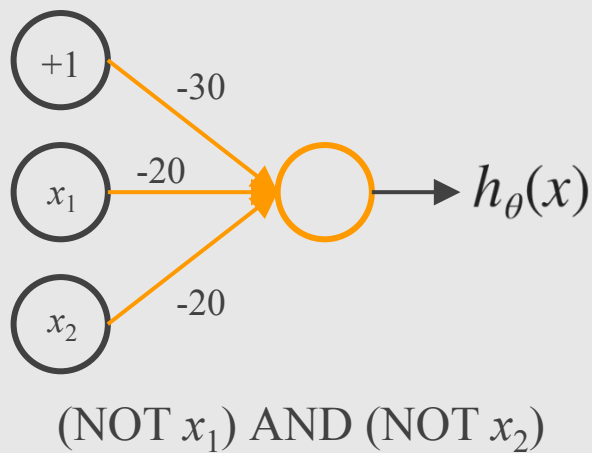
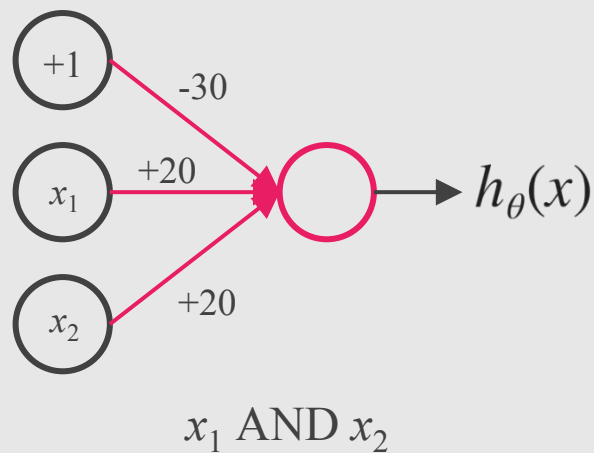


# XNOR

$$x_1, x_2 \in \{0,1\} \quad y = x_1 \text{ XNOR } x_2$$

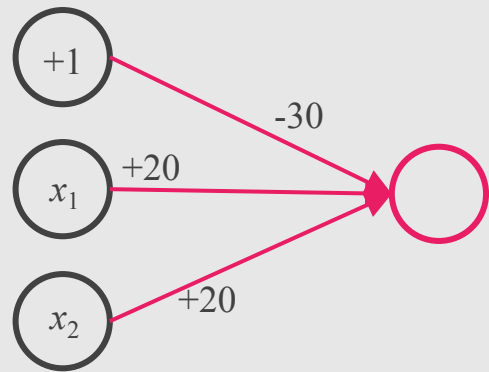
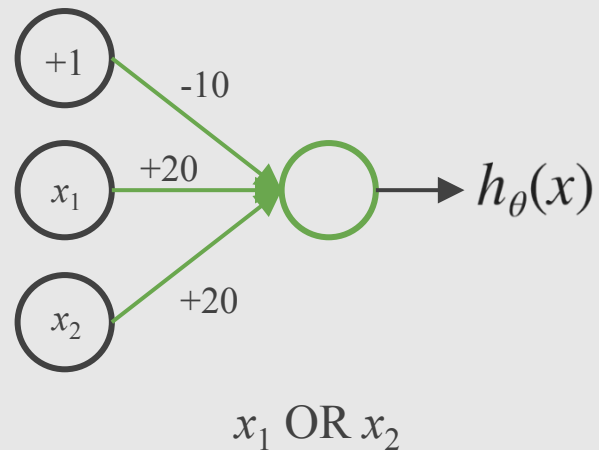
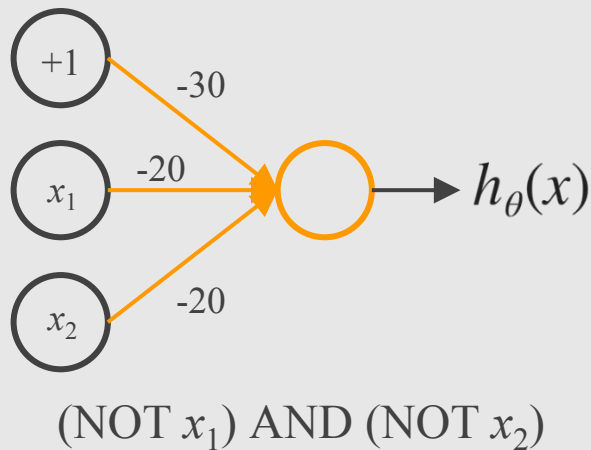
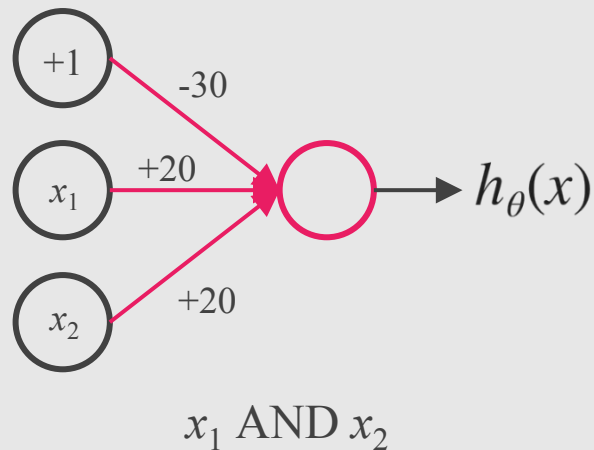
# XNOR

$$x_1, x_2 \in \{0,1\} \quad y = x_1 \text{ XNOR } x_2$$



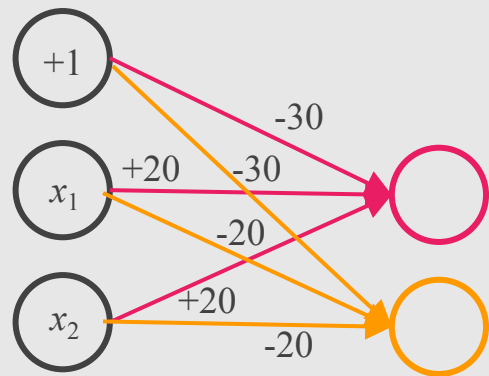
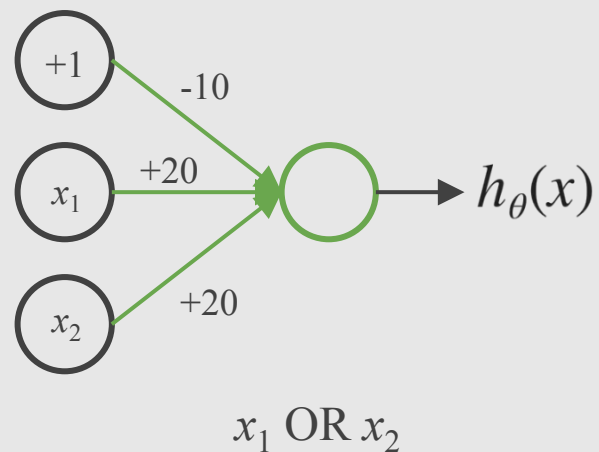
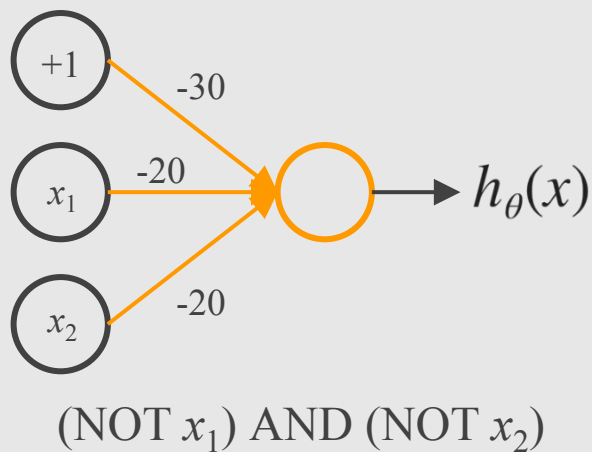
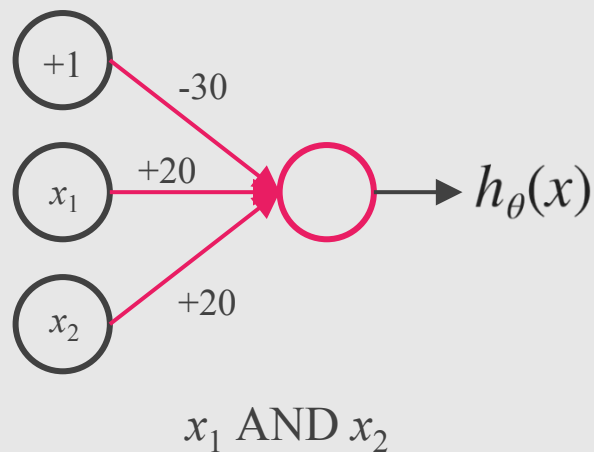
# XNOR

$$x_1, x_2 \in \{0,1\} \quad y = x_1 \text{ XNOR } x_2$$



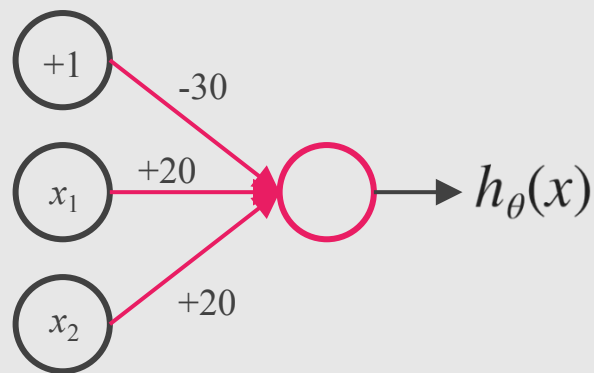
# XNOR

$$x_1, x_2 \in \{0,1\} \quad y = x_1 \text{ XNOR } x_2$$

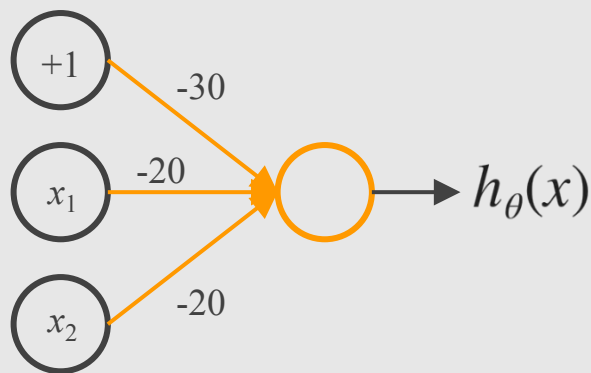


# XNOR

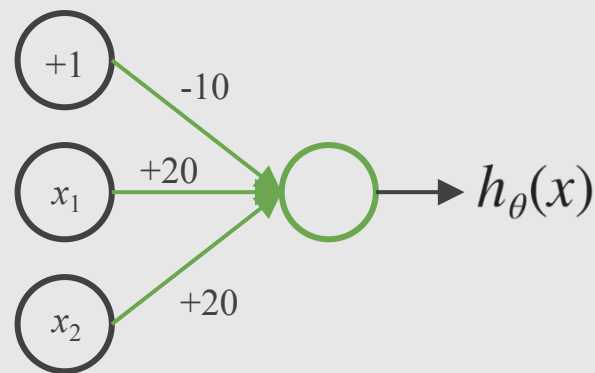
$$x_1, x_2 \in \{0,1\} \quad y = x_1 \text{ XNOR } x_2$$



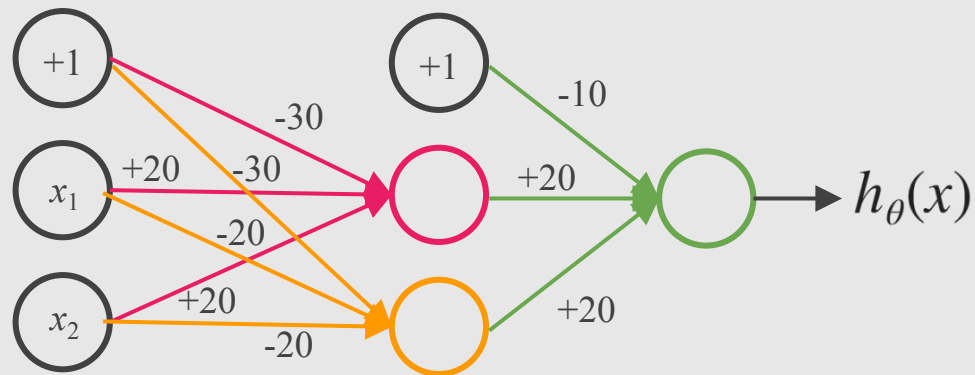
$x_1 \text{ AND } x_2$



$(\text{NOT } x_1) \text{ AND } (\text{NOT } x_2)$

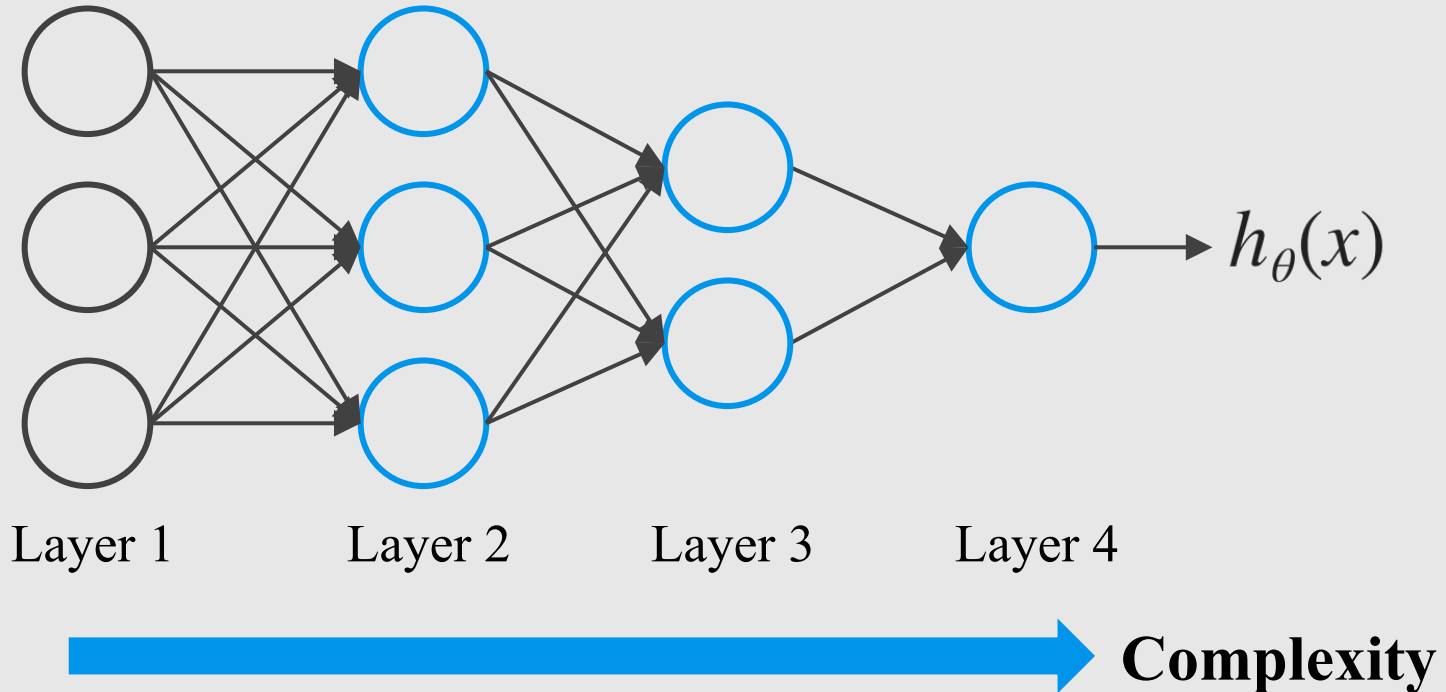


$x_1 \text{ OR } x_2$



$x_1$	$x_2$	$h_\theta(x)$
0	0	0
1	1	0
0	1	0
1	0	0

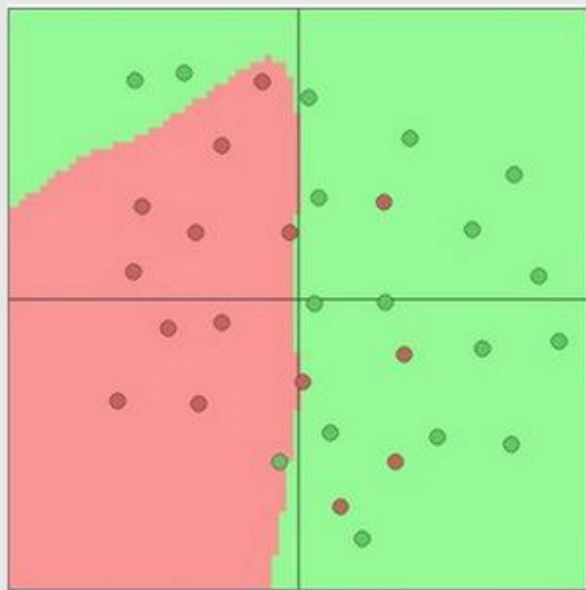
# Neural Network Intuition



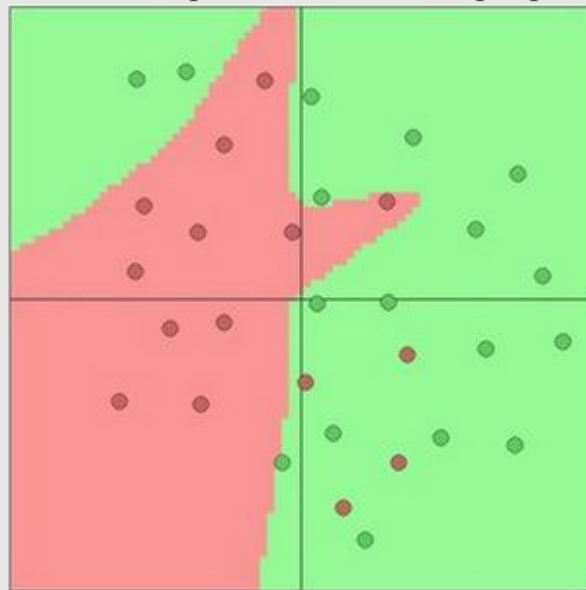
# Neural Network Intuition

Toy 2d classification with 2-layer neural network

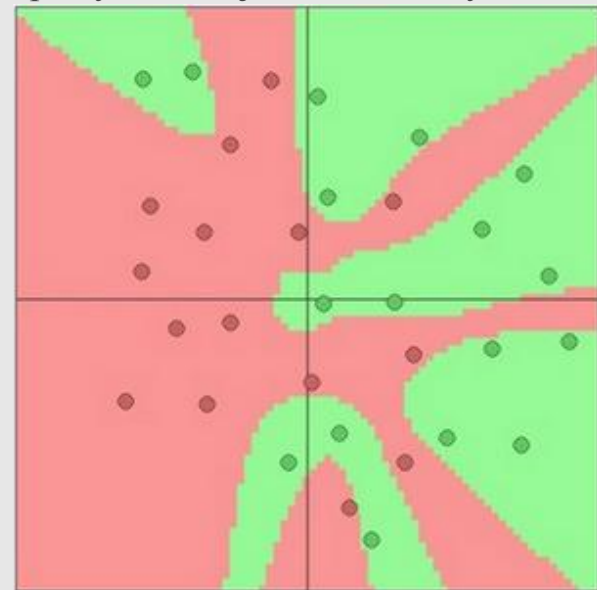
<http://cs.stanford.edu/people/karpathy/convnetjs/demo/classify2d.html>



3 hidden neurons



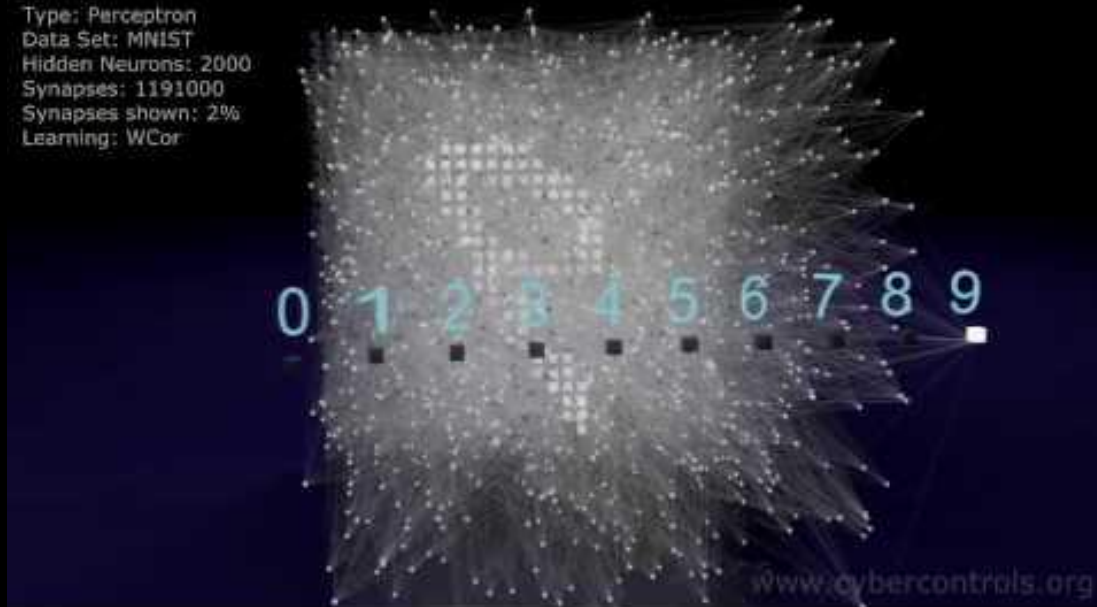
6 hidden neurons



20 hidden neurons



Type: Perceptron  
Data Set: MNIST  
Hidden Neurons: 2000  
Synapses: 1191000  
Synapses shown: 2%  
Learning: WCor



<https://youtu.be/3JQ3hYko51Y>

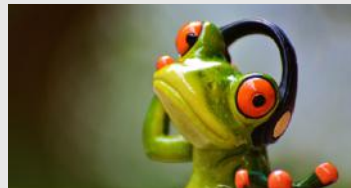
# Multi-class Classification



Cat



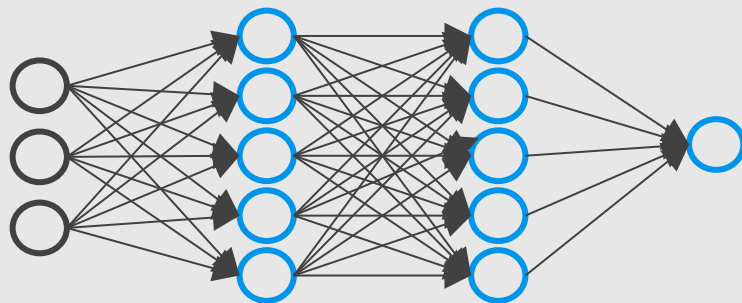
Dog



Frog



Car





Cat



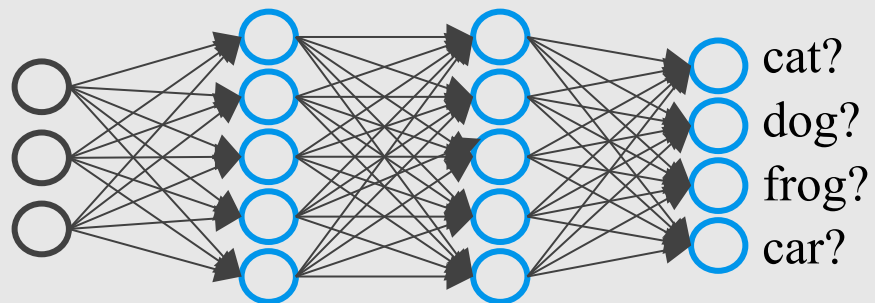
Dog



Frog



Car





Cat



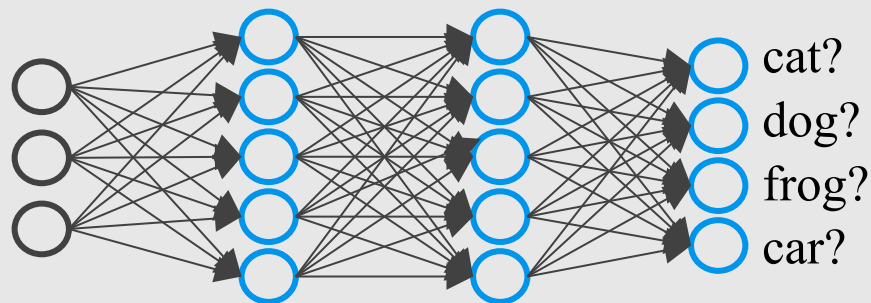
Dog



Frog



Car



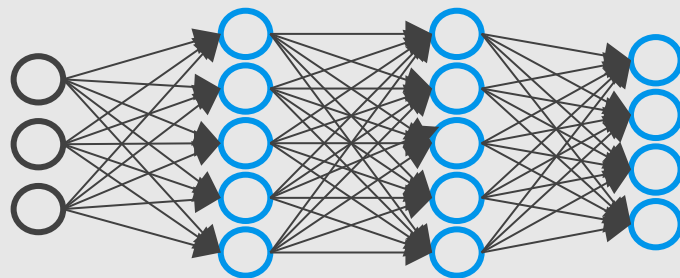
Want  $h_{\Theta}(x) \approx \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}$   
when cat

$h_{\Theta}(x) \approx \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix}$   
when dog

$h_{\Theta}(x) \approx \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \end{bmatrix}$   
when frog

$h_{\Theta}(x) \approx \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix}$   
when car

# Multiple Output Units



Want  $h_{\Theta}(x) \approx \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}$  when cat

$h_{\Theta}(x) \approx \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix}$  when dog

$h_{\Theta}(x) \approx \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \end{bmatrix}$  when frog

$h_{\Theta}(x) \approx \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix}$  when car

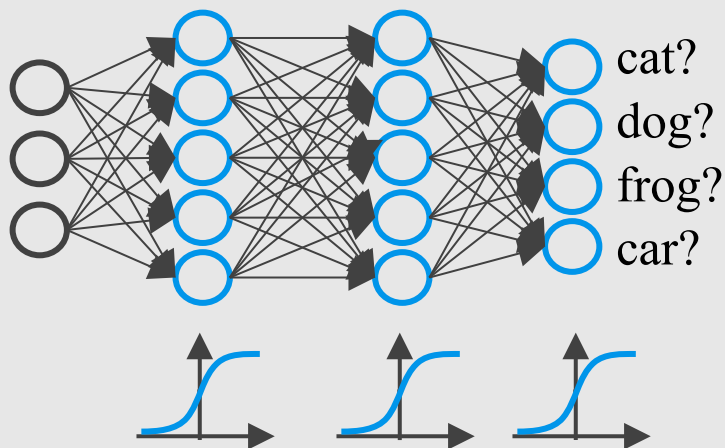
Training Set:  $(x^{(1)}, y^{(1)}), (x^{(2)}, y^{(2)}), \dots, (x^{(m)}, y^{(m)})$

$y^{(i)}$  one of  $\begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix}$

# Softmax Classification

# Softmax Classification

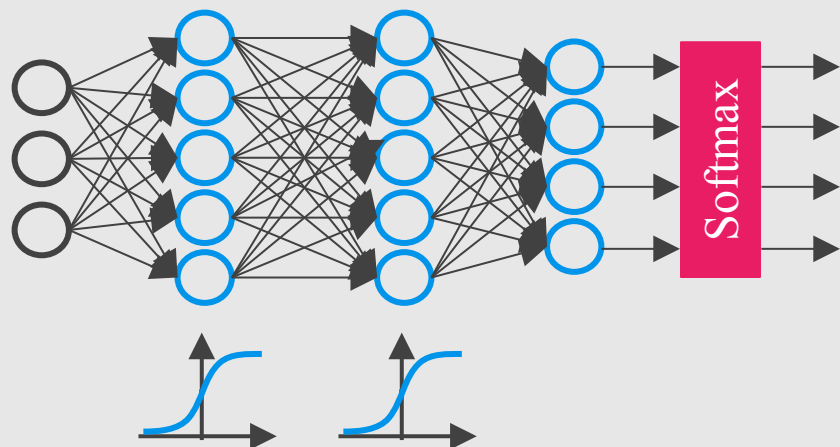
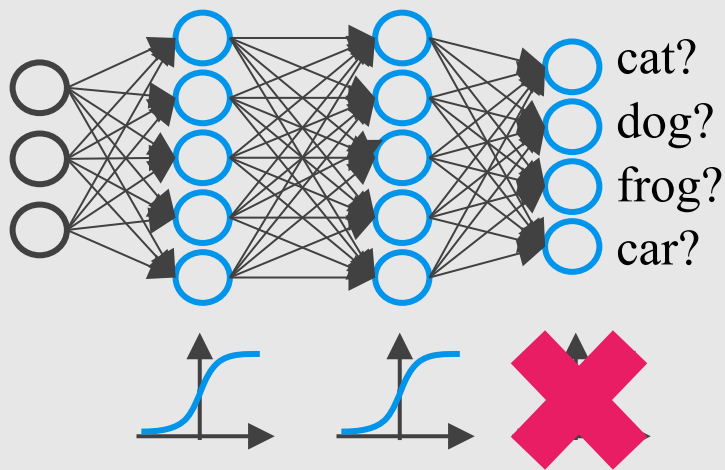
The **output layer** is typically modified by **replacing** the individual activation functions **by a shared softmax** function.





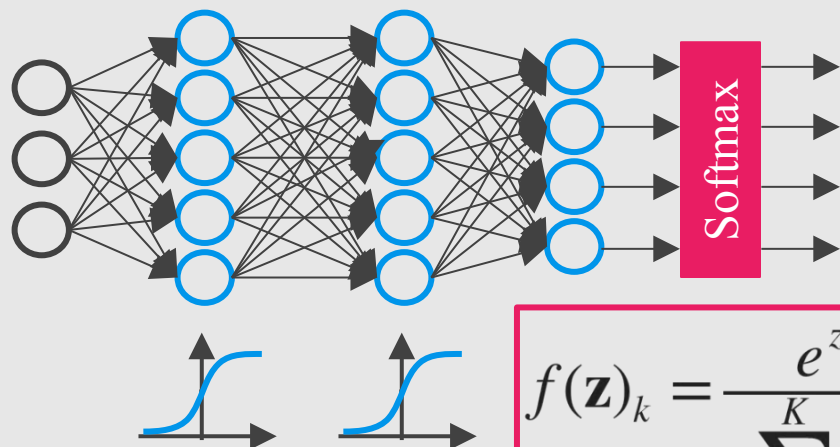
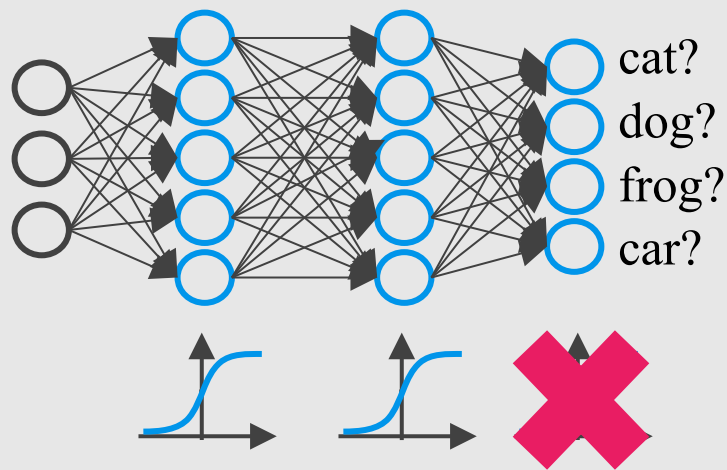
# Softmax Classification

The **output layer** is typically modified by **replacing** the individual activation functions **by a shared softmax** function.



# Softmax Classification

The **output layer** is typically modified by **replacing** the individual activation functions **by a shared softmax** function.



$$f(\mathbf{z})_k = \frac{e^{z_k}}{\sum_{j=1}^K e^{z_j}}$$

To be continued ...

# References

## Machine Learning Books

- Hands-On Machine Learning with Scikit-Learn and TensorFlow, Chap. 10
- Pattern Recognition and Machine Learning, Chap. 5
- Pattern Classification, Chap. 6
- Free online book: <http://neuralnetworksanddeeplearning.com>

## Machine Learning Courses

- <https://www.coursera.org/learn/machine-learning>, Week 4 & 5
- <https://www.coursera.org/learn/neural-networks>