

NEURAL NETWORK LEARNING RULES CHAPTER 2



ARTIFICIAL NEURAL NETWORK LEARNING



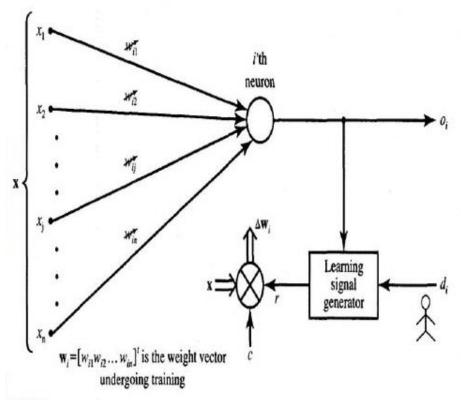


Neural Network Learning Rules

We know that, during ANN learning, to change the input/output behavior, we need to adjust the weights. Hence, a method is required with the help of which the weights can be modified. These methods are called Learning rules, which are simply algorithms or equations.



Neural Network Learning Rules



 The learning signal r in general a function of wi, x and sometimes of teacher's signal di.

$$r = r(\mathbf{w}_i, \mathbf{x}, d_i)$$

 Incremental weight vector wi at step t becomes:

$$\Delta \mathbf{w}_i(t) = cr \left[\mathbf{w}_i(t), \mathbf{x}(t), d_i(t) \right] \mathbf{x}(t)$$

Where c is a learning constant having +ve value.



Neural Network Learning Rules

- Perceptron Learning Rule -- Supervised Learning
- Hebbian Learning Rule Unsupervised Learning
- Delta Learning Rule -- Supervised Learning
- Widrow-Hoffs Learning Rule -- Supervised Learning
- > Correlation Learning Rule -- Supervised Learning
- Winner-Take-all Learning Rule -- Unsupervised Learning
- Outstar Learning Rule -- Supervised Learning



DELTA LEARNING RULE

- It depends on supervised learning.
- This rule states that the modification in sympatric weight of a node is equal to the multiplication of error and the input.
- In Mathematical form the delta rule is as follows:

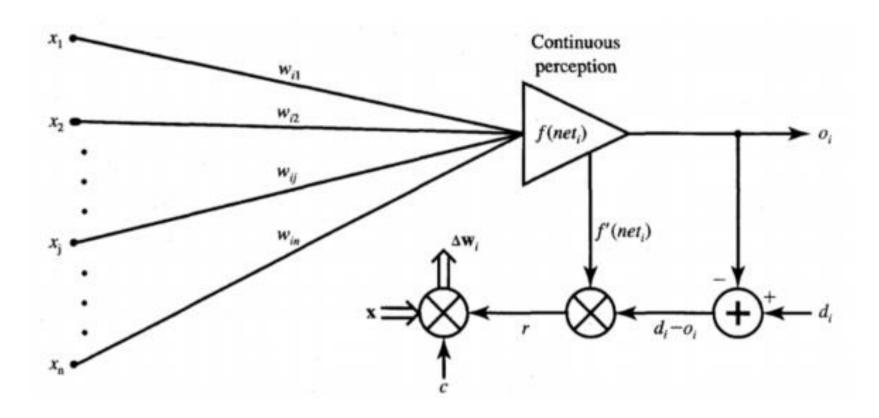
$$\Delta w = \eta (t - y) x_i$$

- For a given input vector, compare the output vector is the correct answer. If the difference is zero, no learning takes place; otherwise, adjusts its weights to reduce this difference.
- The change in weight from ui to uj is: dwij = r* ai * ej.

where r is the learning rate, ai represents the activation of ui and ej is the difference between the expected output and the actual output of uj.

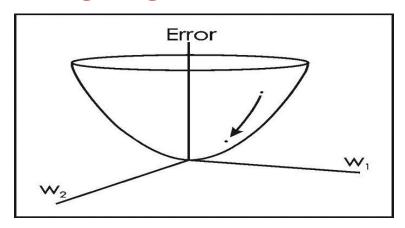


DELTA LEARNING RULE





DELTA LEARNING RULE



For any given set of input data and weights, there will be an associated magnitude of error, which is measured by an error function (also known as a cost function). The Delta Rule employs the error function for what is known as Gradient Descent learning, which involves the 'modification of weights along the most direct path in weight-space to minimize error', so change applied to a given weight is proportional to the negative of the derivative of the error with respect to that weight

$$E_p = \frac{1}{2} \sum_{n} (t_{j_n} - a_{j_n})^2$$



Della Learning Rule

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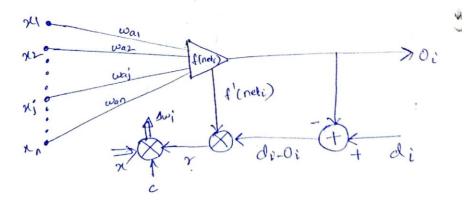
The della learning rule is only valin & Technology for Continuous activation functions.

$$f(net) = \frac{2}{1 + exp^{-3 net}} - 1$$
 - Bipolar

$$= \frac{1}{1 + \exp^{3net}} - Onipolar$$

The learning signal for Otis rule is called delta and is defined as follows:

The term of (witx) is the derivative of the activation for the hor (net) computed for net = wix.



Pig: Della Learning Rule



This learning rule can be readily derived from the condition of least squared error between Oi and di. Calculating the gradient vector with respect to wing the squared error defined as,

$$E = \frac{1}{2} (d_{i} - 0_{i})^{2} - 2$$

$$E = \frac{1}{2} [d_{i} - + (\omega_{i}^{\dagger} x)]^{2} - 3$$

me obtain the error gradient value, vector value,

The components of the gradient Vector are,

$$\frac{\partial E}{\partial \omega_{ij}} = -(di - 0i) f'(\omega_i^t x) \chi_j \quad \text{for } j = 1, 2, ... n$$

Since, minimization of the error requires the meight changes to be in the negotial gradient direction me take

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or, for the single weight the adjustment become $\Delta \omega_{ij} = \eta \; (\text{di-0i}) \; f'(\text{neti}) \; x_j \qquad \qquad (8)$ $\text{for } j=1,2,\ldots \; 0$

Considering the use of general learning rule and plugging in the learning signal, the weight adjustment becomes,

from equations (1), (3) of (9) we can conclude that both are identical as, cot of are home, been assumed to be arbitrary constants.

- => The weights are initialized at any value for this method of training.
- => This rule parallels the discrete perception training rule . It can also be called as continuous perception training rule. The della learning rule can be generalized for multiplayer networks.

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$$f \cdot (net) = \frac{1}{2}(d_i^2 - o_i^2)$$

$$f'(net) = \frac{1}{2}(1 - o_i^2)$$



$$f = \frac{1}{V}$$

$$f' = \frac{1 - e^{-net}}{V^{2}}$$

$$f' = \frac{1 - e^{-net}}{V^{2}} \left(-\frac{1 - e^{-net}}{V} \right)$$

$$f' = \frac{1 + e^{-net}}{V^{2}} \left(-\frac{1 - e^{-net}}{V} \right)$$

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$$f' = \frac{1 + e^{-net}}{V^{2}}$$



Now multiply à divide the resultant with 2,

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$$= \frac{1}{2} \left(\frac{2 \times 2e^{-net}}{(1 + e^{-net})^{2}} \right)$$
now,
$$= \frac{1}{2} \left(\frac{1 + e^{-net}}{(1 + e^{-net})^{2}} \right) = \frac{1}{2}$$

$$= \frac{1}{2} \left(\frac{1 + e^{-net}}{(1 + e^{-net})^{2}} \right) = \frac{1}{2} \left(\frac{1 - (1 - p)}{(1 + e^{-net})^{2}} \right)$$

$$= \frac{1}{2} \left(\frac{1 - (1 - p)}{(1 + e^{-net})^{2}} \right)$$

$$= \frac{1}{2} \left(\frac{1 - (1 - e^{-net})^{2}}{(1 + e^{-net})^{2}} \right)$$

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$$\chi_1 = \begin{bmatrix} 1 \\ -2 \\ 0 \\ -1 \end{bmatrix} \qquad \chi_2 = \begin{bmatrix} 0 \\ 1.5 \\ -0.5 \\ -1 \end{bmatrix} \qquad \chi_3 = \begin{bmatrix} -1 \\ 0.5 \\ -1 \end{bmatrix}$$

$$\omega_1 = \begin{vmatrix} 1 \\ -1 \\ 0 \\ -0.5 \end{vmatrix}$$

$$W_1 = \begin{bmatrix} 1 \\ -L \\ 0 \end{bmatrix}$$
 $d_1 = -1$, $d_2 = -1$ & $d_3 = 1$
 $C = 0.1$, $\Lambda = 1$ for the bipular continuous actuation function.

Q: For et given network apply et dela learning

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$$\chi_1 = \begin{bmatrix} 1 \\ -2 \\ 0 \\ -1 \end{bmatrix} \quad \chi_2 = \begin{bmatrix} 0 \\ 1.5 \\ -0.5 \\ -1 \end{bmatrix} \quad \chi_3 = \begin{bmatrix} -1 \\ 1 \\ 0.5 \\ -1 \end{bmatrix}$$

$$\omega_1 = \begin{bmatrix} 1 \\ -1 \\ 0 \end{bmatrix} \quad d_{12} - 1, \quad d_{2} = -1 \quad d_{3} = 1$$

$$C = 0.1, \quad \Lambda = 1 \quad \text{for the bigster}$$

$$\text{Continuous actuation fraction}.$$

Stepi: Input is x, vector and initial vector is w.

$$net' = \omega^{i} \chi_{i} = \begin{bmatrix} 1 & -1 & 0 & 0.5 \end{bmatrix} \begin{bmatrix} 1 \\ -2 \\ 0 \\ -1 \end{bmatrix}$$

$$= 1 + 2 + 0 - 0.5$$

$$= 2.5$$

$$0_{1} = + (net') = \frac{2}{1 + exp^{2.5}} - 1$$

$$= \frac{2}{1 + exp^{2.5}} - 1$$

$$= \frac{2}{1 + 0.082}$$

$$= 1.848 - 1$$

$$= 0.848$$

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$$f'(net') = \frac{1}{2} [d_1^2 - (O_1)^2]$$

= $\frac{1}{2} [1 - 0.719104]$
= $\frac{0.280896}{2} = 0.1404$

$$W_2 = c (d_1 - 0_1) f'(net') \chi_1 + \omega_1
= 0.1*(-1 - 0.848) * 0.1404 * $\begin{bmatrix} 1 \\ -2 \\ 0 \end{bmatrix} + \begin{bmatrix} 1 \\ -1 \\ 0 \end{bmatrix}$

$$= -0.02594 * \begin{bmatrix} -2 \\ -2 \\ 0 \end{bmatrix} + \begin{bmatrix} 1 \\ -1 \\ 0 \end{bmatrix}$$$$



Step 2: Enput veder is
$$r_2$$
 and weight

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$$X_2 = \begin{bmatrix} 0 \\ 1.5 \\ -0.5 \\ -1 \end{bmatrix}$$
 $\omega_2 = \begin{bmatrix} 0.374 \\ -0.948 \\ 0 \\ 0.526 \end{bmatrix}$



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Step 3: Input is x3 and weight is w3.

 $Nel^{-3} = \omega^{3} + \chi_{3} = [0.974 - 0.956 \ 0.002 \ 0.531] = \begin{bmatrix} 0.5 \\ 0.5 \end{bmatrix}$ chool of Engineering & Technology

$$= -0.974 - 0.956 + 0.001 - 0.531$$
$$= -2.46$$

$$0_{3} = f(net^{3}) = \frac{2}{1 + exp^{-nt3}} - 1$$

$$= \frac{2}{1 + exp^{(-2.46)}} - 1$$

$$= -0.842$$

$$f'(net^3) = \frac{1}{2} (d_3^2 - 0_3^2)$$

$$= \frac{1}{2} (1 - 0.708964)$$

$$+ = \frac{1}{2} \times 0.231036$$

$$= 0.145$$

$$= 0.0267 * \begin{bmatrix} -1 \\ 1 \\ 0.5 \\ -1 \end{bmatrix} + \begin{bmatrix} 0.974 \\ -0.956 \\ 0.002 \\ 0.531 \end{bmatrix}$$

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