UFME7K-15-M Intelligent and Adaptive Systems

Multi-Layer Perceptrons. Approximation, generalisation and validation

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Intelligent Adaptive Systems Lecture 4

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- We are focussing on function approximation tasks
 - regression
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- The same principles apply also to classification tasks (pattern recognition)
- Note that we are only considering what are now considered to be fairly small problems and other approaches (e.g. Deep Learning) are more appropriate in problems with much larger datasets

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- Therefore, they incorporate the danger of overfitting.

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 - We will try to find some neuristics to help design a good network

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Performance plot showing overfitting

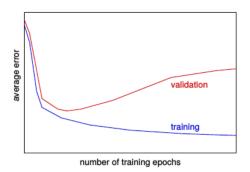


Figure 1: Overfitting

Performance plot showing underfitting

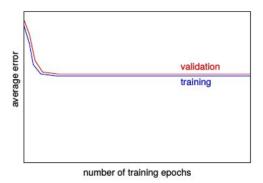


Figure 2: Underfitting

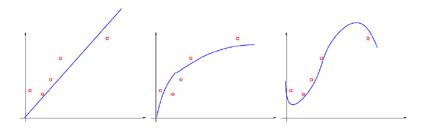
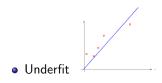
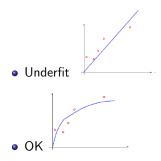
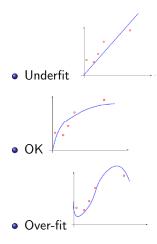


Figure 3: Some alternative curves to fit the data







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Training and Validation

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- Note we cannot calculate the expected error since we don't know P
 or f*(x)

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 - Bootstrapping

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 - But if the learning algorithm is too flexible, it will fit each training data set differently, and hence have high variance.

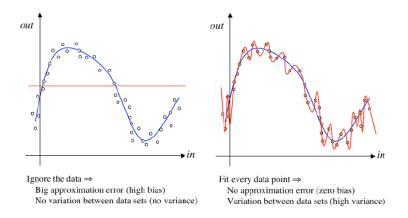


Figure 4: Bias and Variance on a Data-fitting Example

Bias/Variance Trade-off

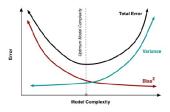


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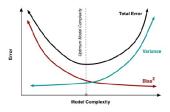


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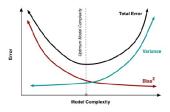


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- Bias is reduced and variance is increased in relation to model complexity.
 - As more parameters are added to a model, the complexity of the model rises and variance becomes our primary concern while bias steadily falls

Design Questions

- 1. How many hidden layers?
- 2. How many hidden nodes per layer?
- 3. How many training input/target pairs needed?
- 4. How many random initial weight trials for each hidden node configuration?

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- can count endpoint extrema as 1/2 a local extremum.
 - However, noise may make it difficult to identify the significant error-free extrema.

Simplefit Example

- 2.5 local min
- 2.5 local max

$$H >= 2.5 * 2$$

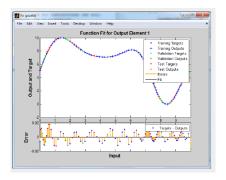


Figure 6: Simplefit function

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$$N_w = (I+1)*H + (H+1)*O = O + (I+O+1)*H$$

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- But this is a statistical problem
- Often a simple rule is used e.g. 10 times

Error Minimization as Gradient Descent

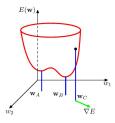


Figure 7: error surface of a network with 2 weights(Bishop, 2006)

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Error Minimization as Gradient Descent

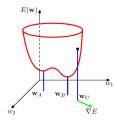


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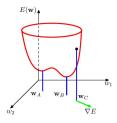


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- w_a is a local min
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- at any point w_c , the local gradient of the error surface is given by the vector ∇E

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- Prone to getting stuck in local optima

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 - neurons with logistic activation function and small weights are almost linear, networks of linear neurons can be replaced by a single neuron

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- Bayesian regularization minimizes a linear combination of squared errors and weights
 - It also modifies the linear combination so that at the end of training the resulting network has good generalization qualities
 - See MacKay (Neural Computation, Vol. 4, No. 3, 1992, pp. 415 to 447)
 - and Foresee and Hagan (Proceedings of the International Joint Conference on Neural Networks, June, 1997) for more detailed discussions of Bayesian regularization

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where

$$E_W = 1/2 \sum_i w_i^2$$

Bayesian Regularisation algorithm (Foresee and Hagan)

- 0. Initialize α, β and the weights
- 1. Take one step of the Levenberg-Marquardt algorithm to minimize the objective function

$$F(w) = \beta E_D + \alpha E_W$$

2. Compute the effective number of parameters

$$\gamma = N - 2\alpha tr(\mathbf{H})^{-1}$$

making use of the Gauss-Newton approximation to the Hessian available in the Levenberg-Marquardt training algorithm

3. Compute new estimates for the objective function parameters

$$\alpha = \frac{\gamma}{2E_w(\mathbf{w})}$$

and

$$\beta = \frac{n - \gamma}{2E_D(\mathbf{w})}$$

4. Now iterate steps 1 through 3 until convergence.

References and Further Reading

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