

TP 3: Perceptrón Simple y Multicapa

Grupo 6

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Contenidos

O1

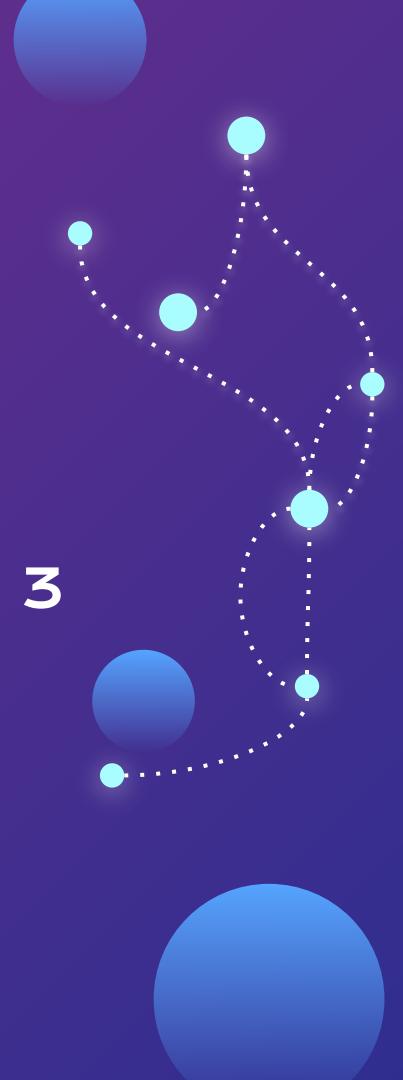
Ejercicio 1

O2

Ejercicio 2

O3

Ejercicio 3

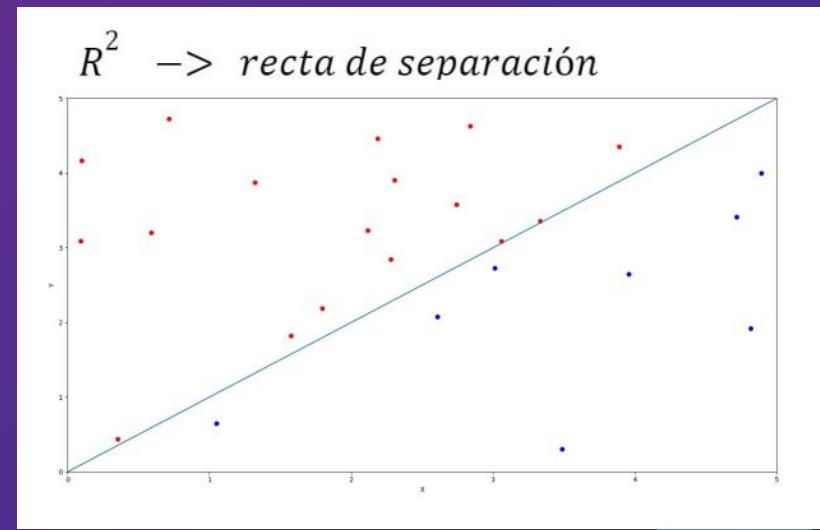
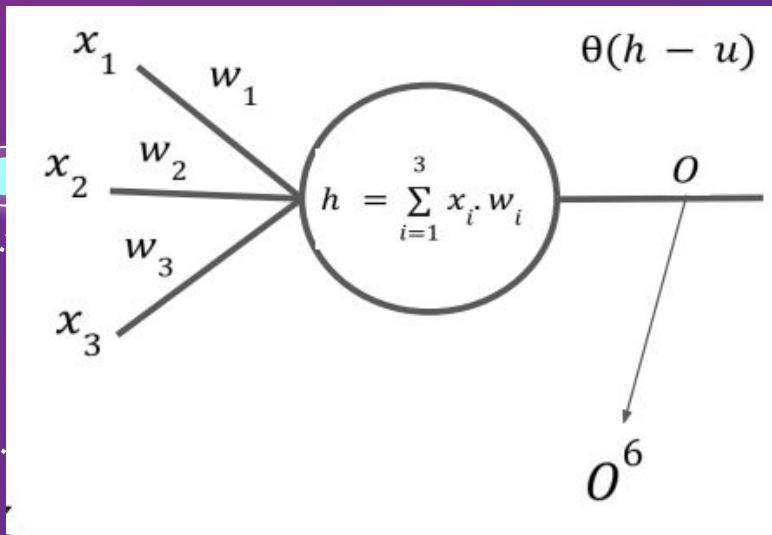


O1

Ejercicio 1

Descripción del problema

Implementar el algoritmo de perceptrón simple con función de activación escalón y utilizar el mismo para aprender los siguientes problemas:



Descripción del problema

- Función lógica “Y” con entradas:
- $x = \{-1, 1\}, \{1, -1\}, \{-1, -1\}, \{1, 1\}\}$
- salida esperada: $y = \{-1, -1, -1, 1\}$

Entradas		Salida
A	B	X
0	0	0
0	1	0
1	0	0
1	1	1

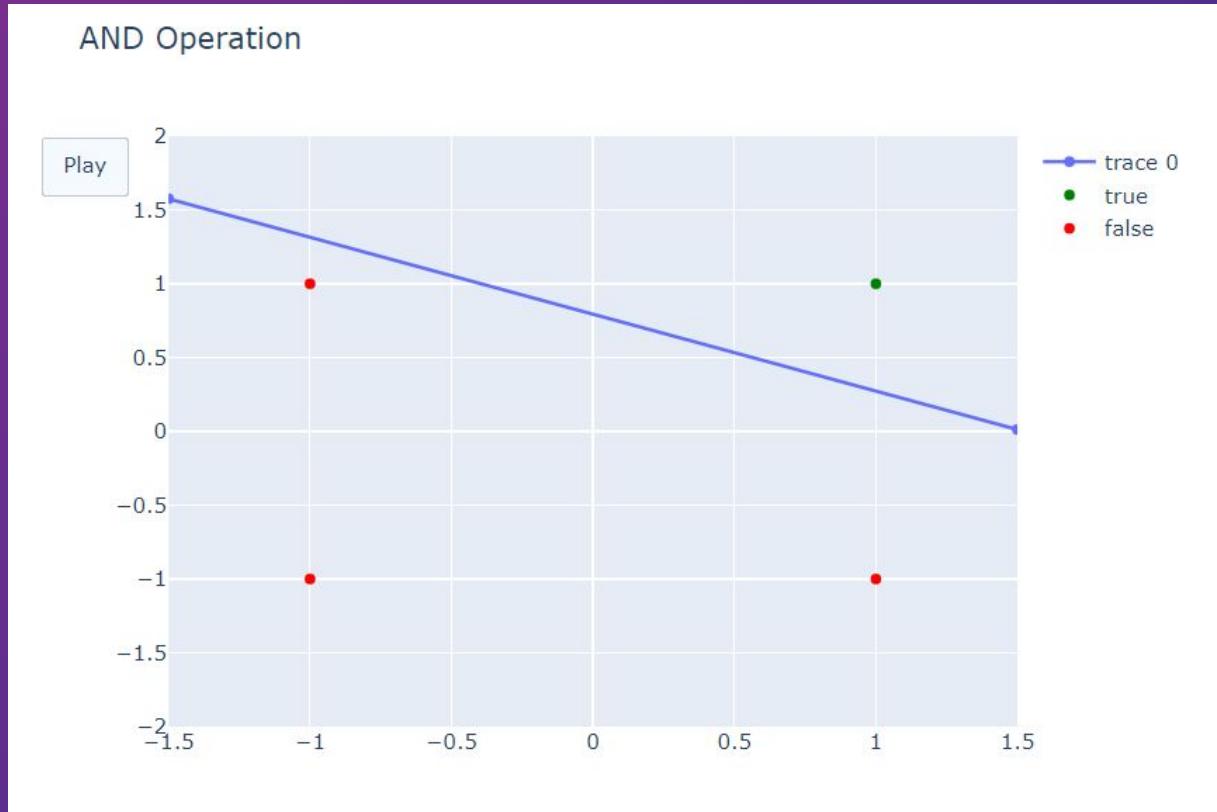
Descripción del problema

- Función lógica “O exclusivo” con entradas
- $x = \{[-1, 1], [1, -1], [-1, -1], [1, 1]\}$
- salida esperada: $y = [1, 1, -1, -1]$

A	B	Q
0	0	0
0	1	1
1	0	1
1	1	0

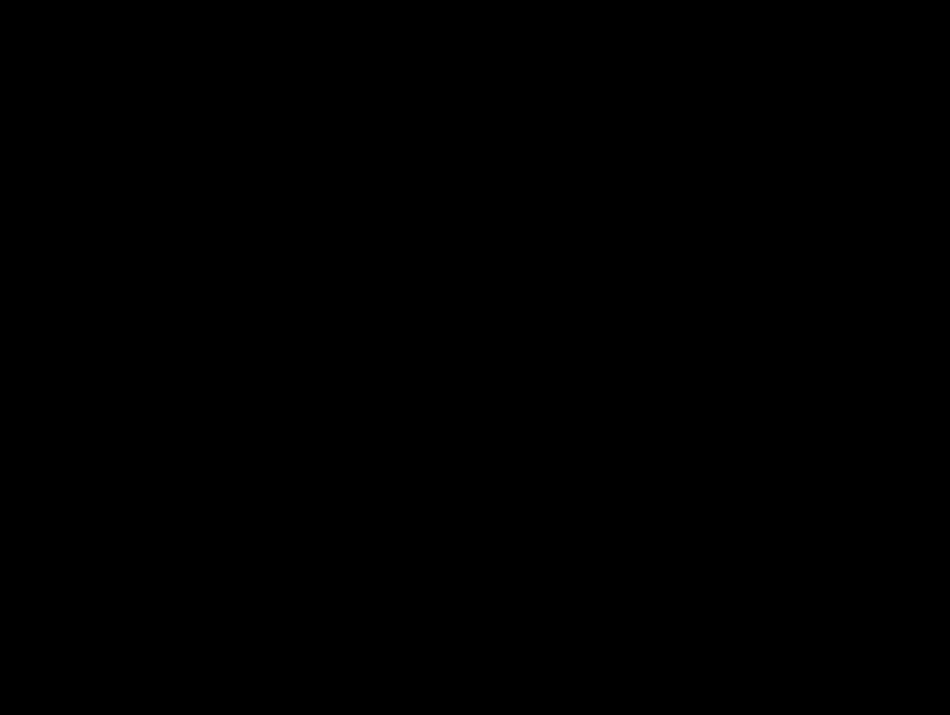
Resultado operacion AND

learning_rate : 0.1



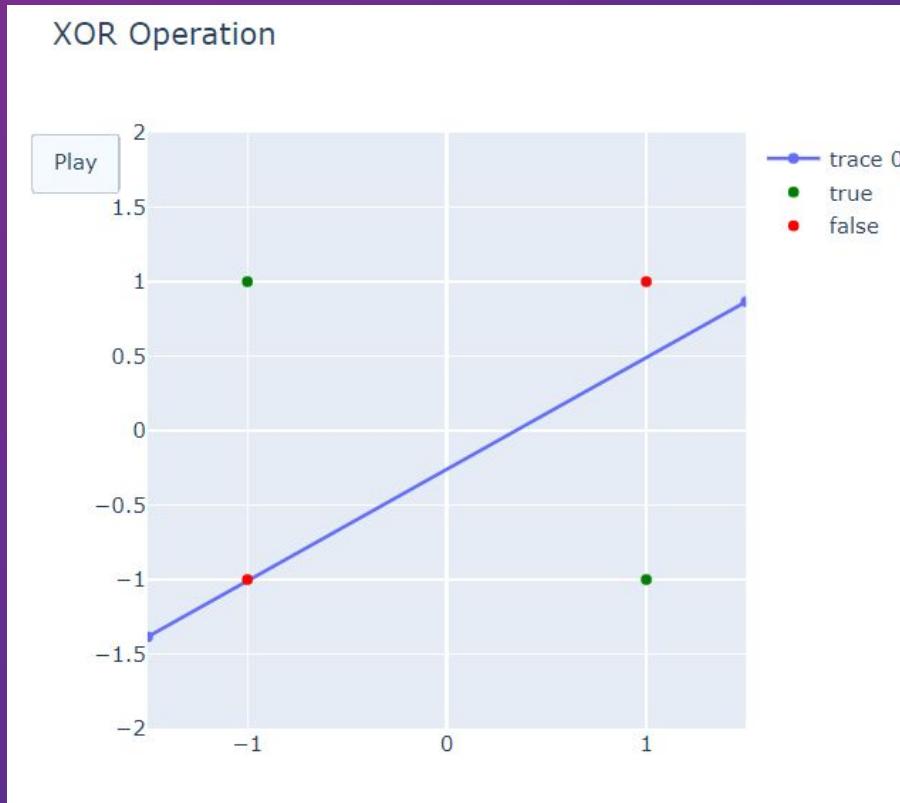
Video Operacion AND

learning_rate : 0.1



Resultado operacion XOR

learning_rate : 0.03



Video operacion XOR

learning_rate : 0.03



Resultados

- Vimos gráficamente que la operación lógica AND es linealmente separable y por ello el perceptrón simple encuentra una solución
- Por otro lado la operación lógica XOR resultó ser no linealmente separable y por ello el perceptrón simple no encuentra una solución



A decorative background featuring a network of light blue circles connected by dotted lines, forming abstract shapes like spirals and stars against a dark purple gradient.

02

Ejercicio 2

Perceptron Lineal

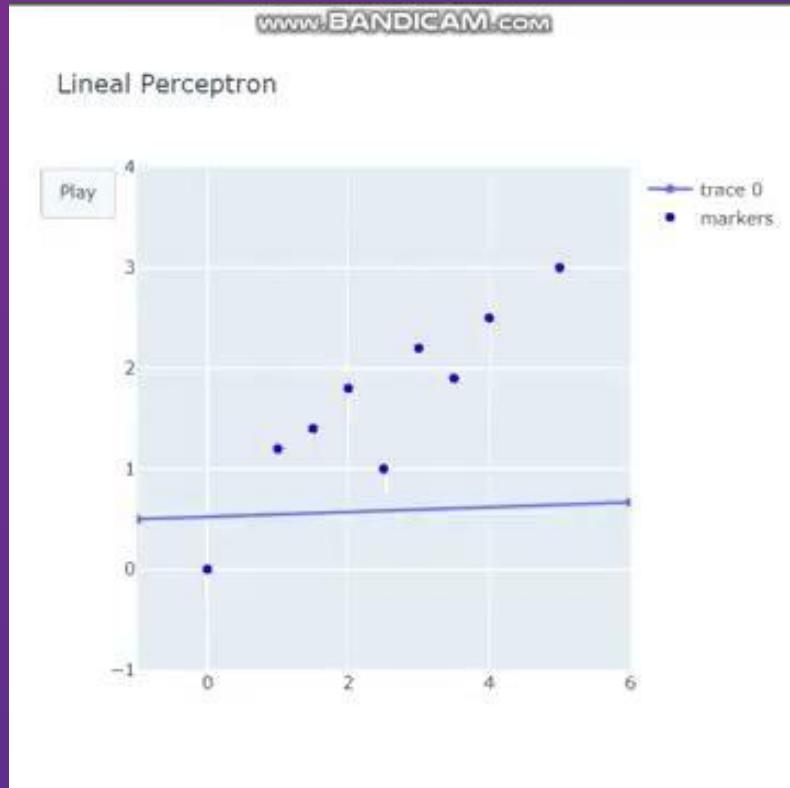
- Cambia la función de activación
- Cambian las actualizaciones de los pesos
- Se parece a una regresión lineal
- $O(h) = h$



Perceptron Lineal

Ejemplo de juguete

learning_rate : 0.01



Perceptrón Lineal - Ej2.1

El conjunto “TP2-ej2-conjunto.csv” tiene 3 dimensiones de entrada por lo que no podemos visualizar el problema espacialmente

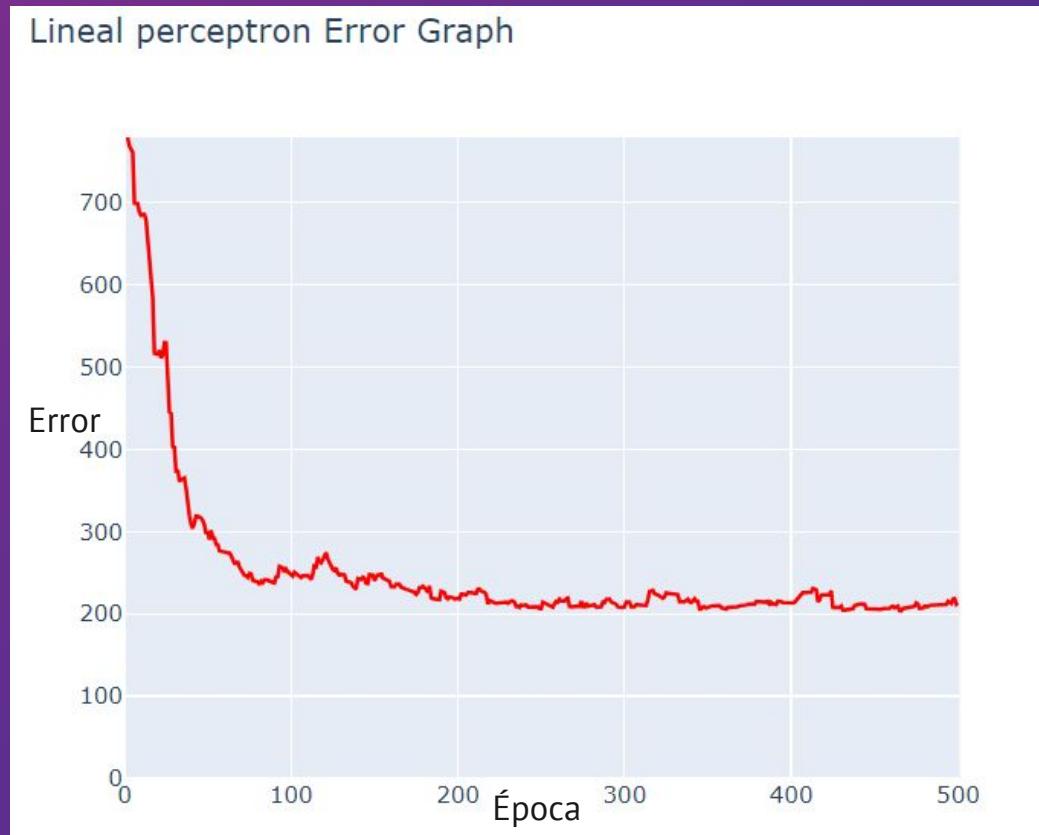
Visualizamos el aprendizaje a través de la evolución del error

$$E(O) = \frac{1}{2} \sum_{\mu=0}^{p-1} (\zeta^\mu - O^\mu)^2$$

Perceptron Lineal - Error

learning_rate : 0.03

Min value: 204.40

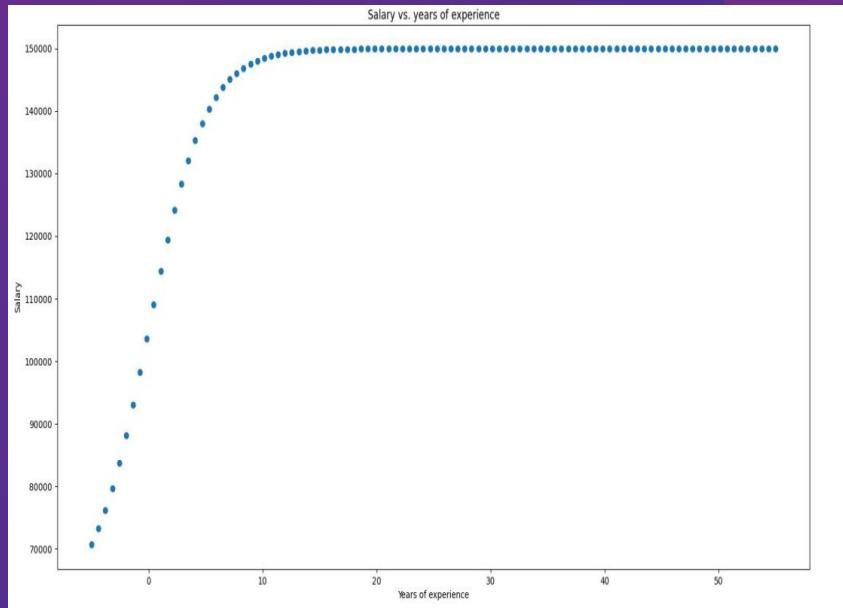


Perceptron No lineal

- Si la distribución tiene esta pinta la función identidad resulta limitada
- Cambio función de activación y su derivada por una sigmoidea
- Elegimos:

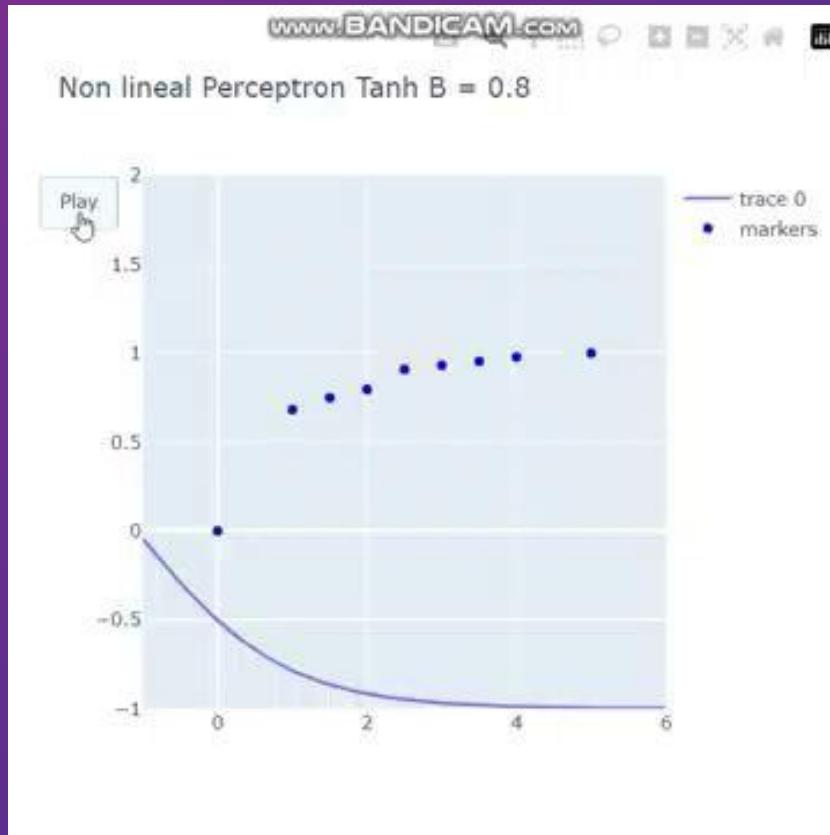
$$\theta(h) = \tanh(\beta h)$$

$$\theta'(h) = \beta(1 - \theta^2(h))$$



Perceptron No lineal

Ejemplo de juguete
learning_rate : 0.01



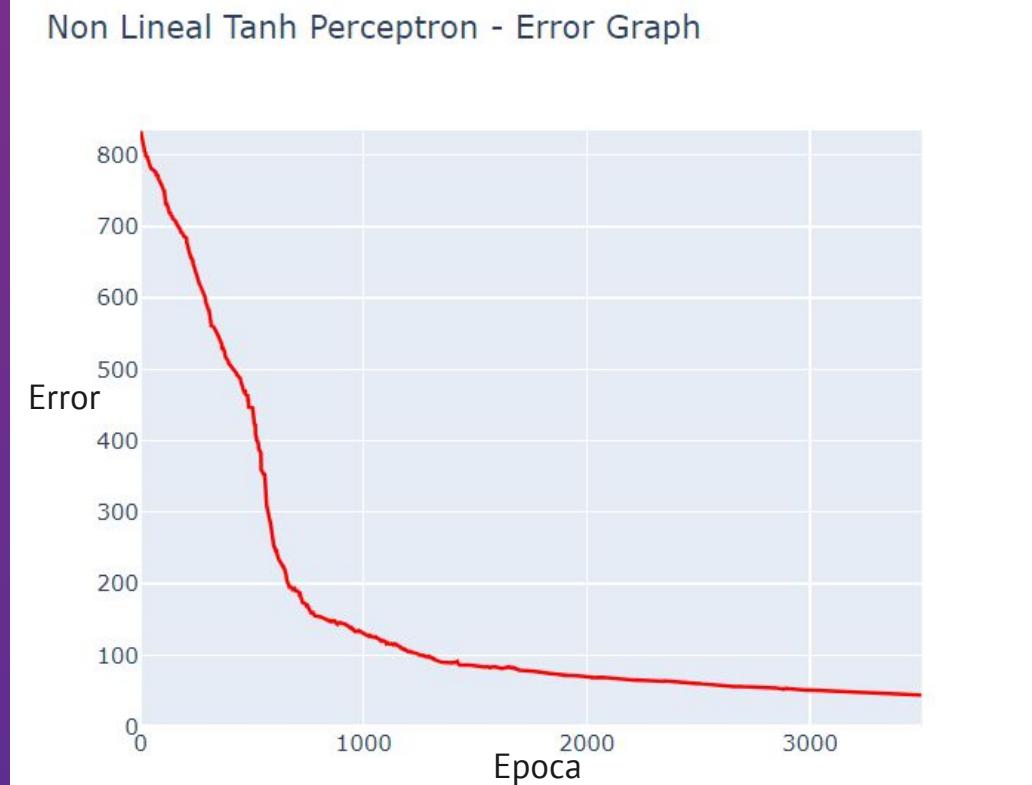
Perceptron No lineal - EJ2.1

- El conjunto de datos tiene valores de salida en R
- La función tanh tiene salida en $[-1, 1]$
- Por lo tanto escalamos los datos entre -1 y 1
- Luego para calcular el error lo volvemos a los valores originales
- Para poder comparar con el lineal

Perceptron No lineal - EJ2.1

learning_rate : 0.01

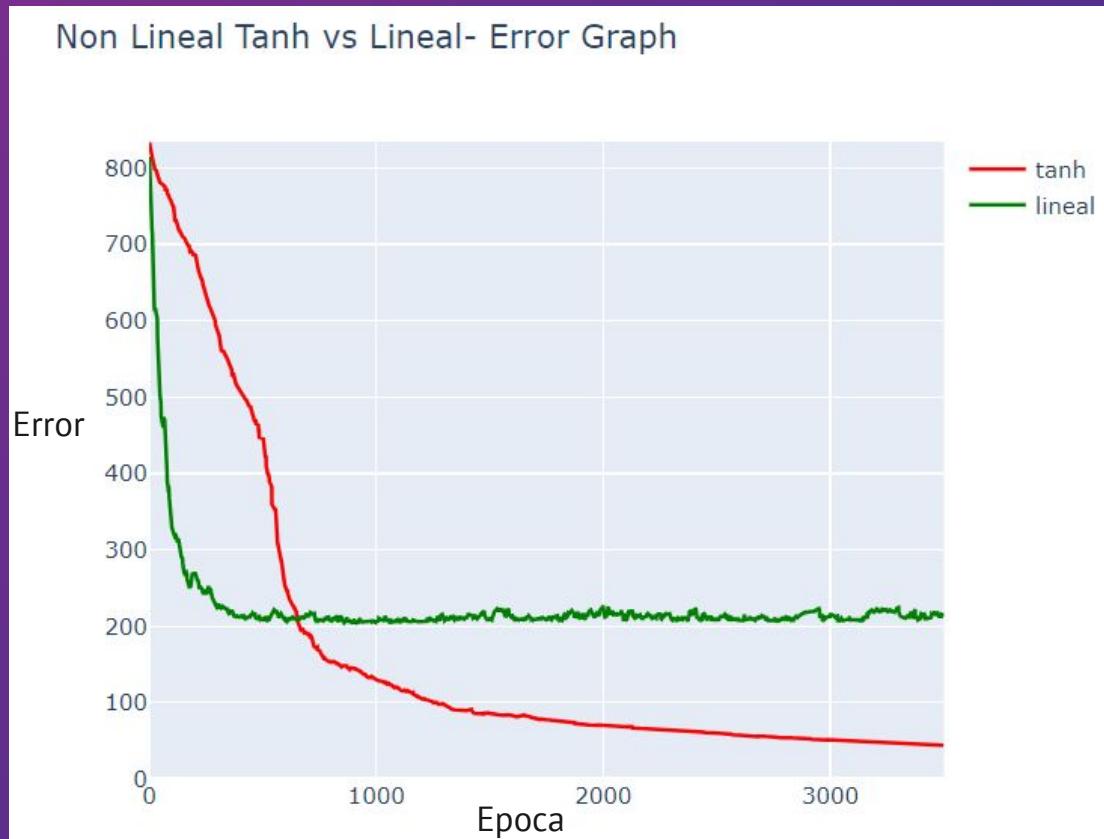
Min_value: 39.07



Perceptron No lineal vs Lineal - EJ2.1

Comparativo

learning_rate : 0.01



Perceptron No lineal - EJ2.1

Train vs Test

- Definimos P : Proporcion del dataset que le corresponde a Train
- Al test set le corresponde $1 - P$

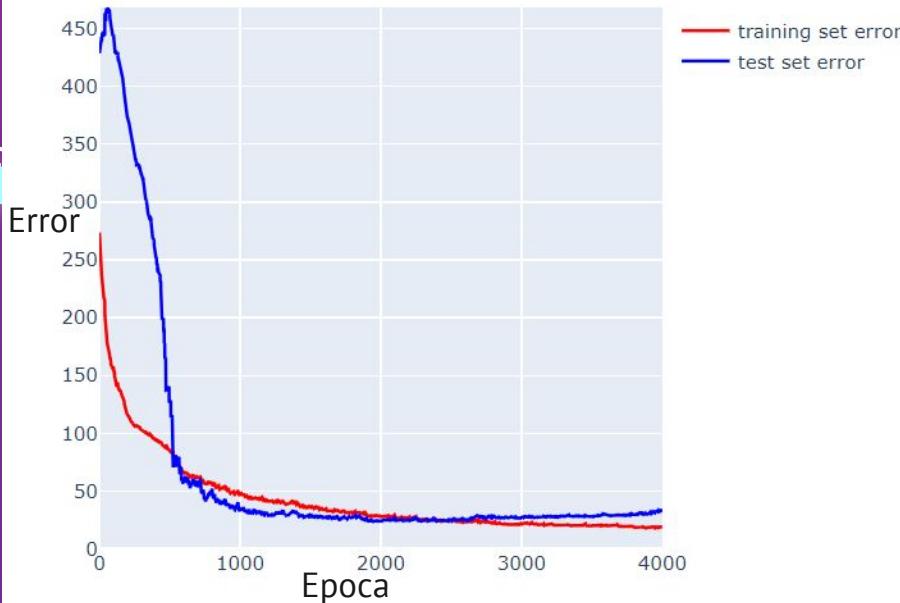
Perceptron No lineal Train vs Test

learning_rate : 0.01

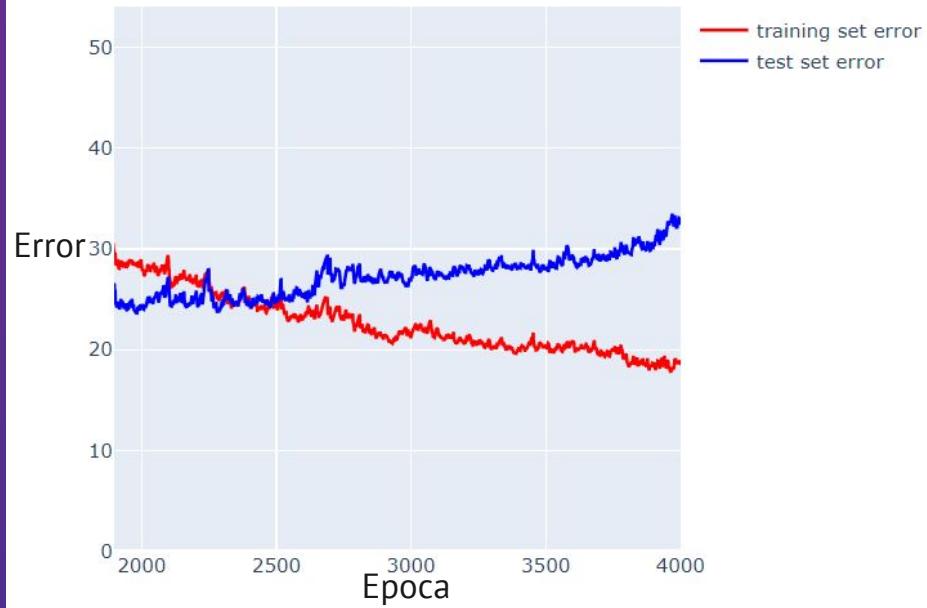
P = 0.3

Min_generalize = 24.11

Train vs Test



Train vs Test



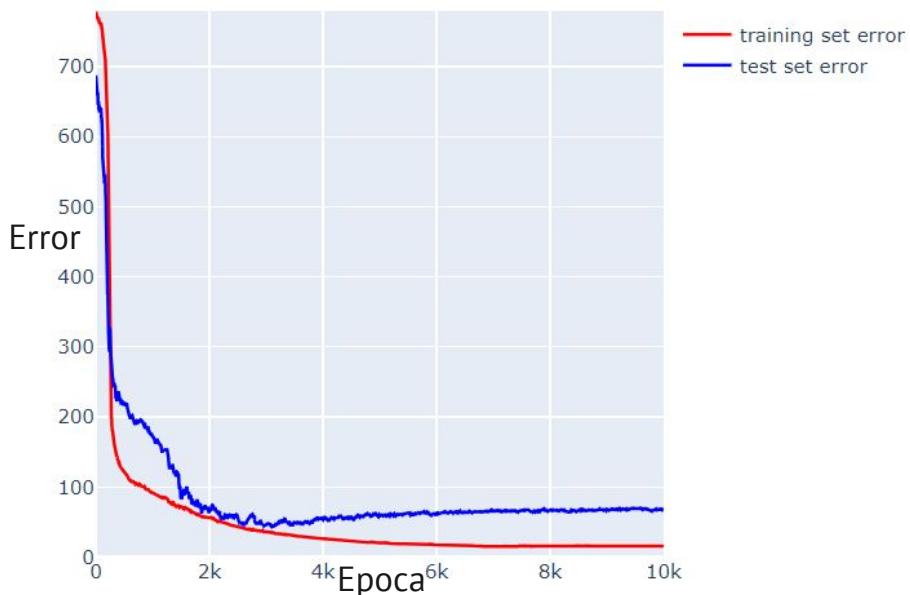
Perceptron No lineal Train vs Test

learning_rate : 0.01

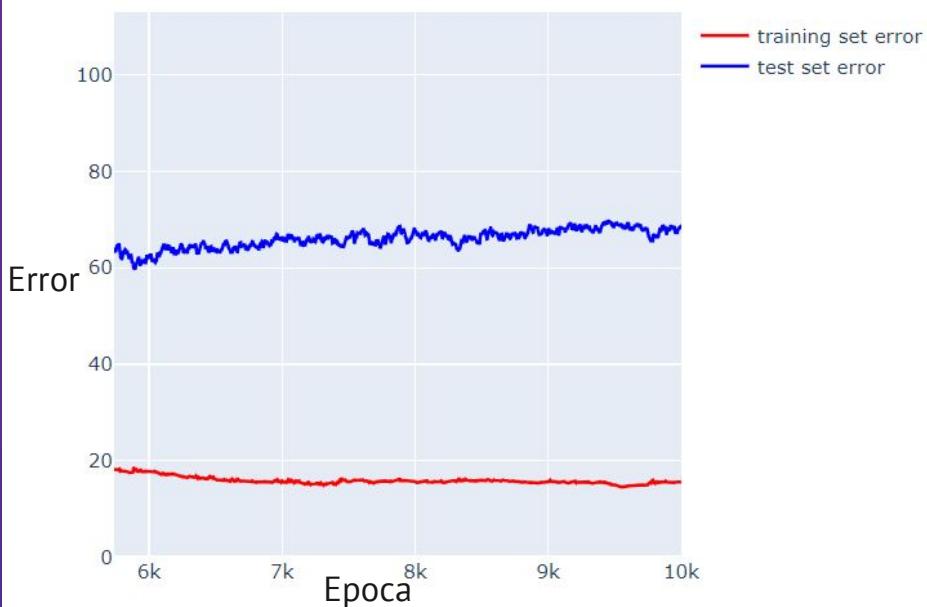
P = 0.5

Min_generalize = 42.67

Train vs Test



Train vs Test



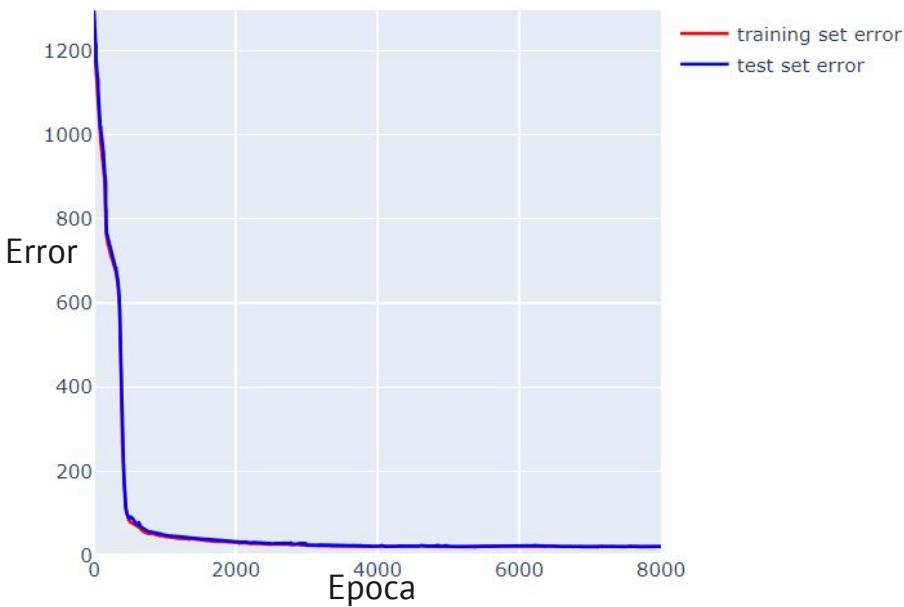
Perceptron No lineal Train vs Test

learning_rate : 0.01

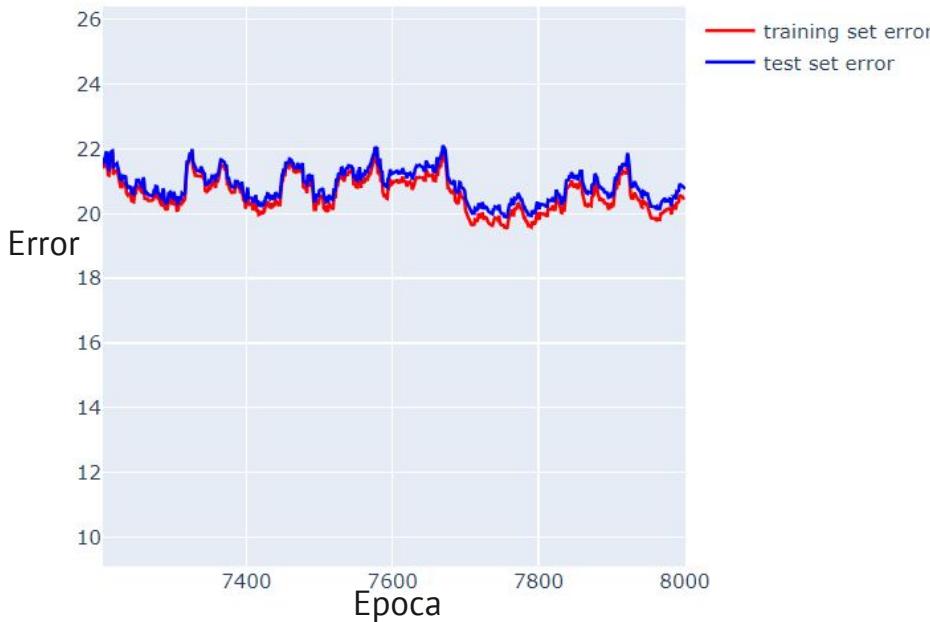
P = 0.8

Min_generalize = 19.90

Train vs Test



Train vs Test



Resultados

- Un training set pequeño con poca variedad de datos resulta en una mala generalización del modelo GIGO (Garbage in Garbage Out)
- El perceptrón no lineal es considerablemente mejor para resolver el problema en cuestión comparado al lineal. Variando el valor de B se puede transformar en un escalón o en una recta

03

Ejercicio 3

Parte A

Implementar el algoritmo de perceptrón multicapa y utilizarlo para aprender con la Función lógica “O exclusivo”.



Conjunto de Entrenamiento: Subconjunto de $\{[-1,-1], [-1,1], [1,-1], [1,1]\}$

Conjunto de Testeo: Subconjunto de $\{[-1,-1], [-1,1], [1,-1], [1,1]\}$

Layers: [4]

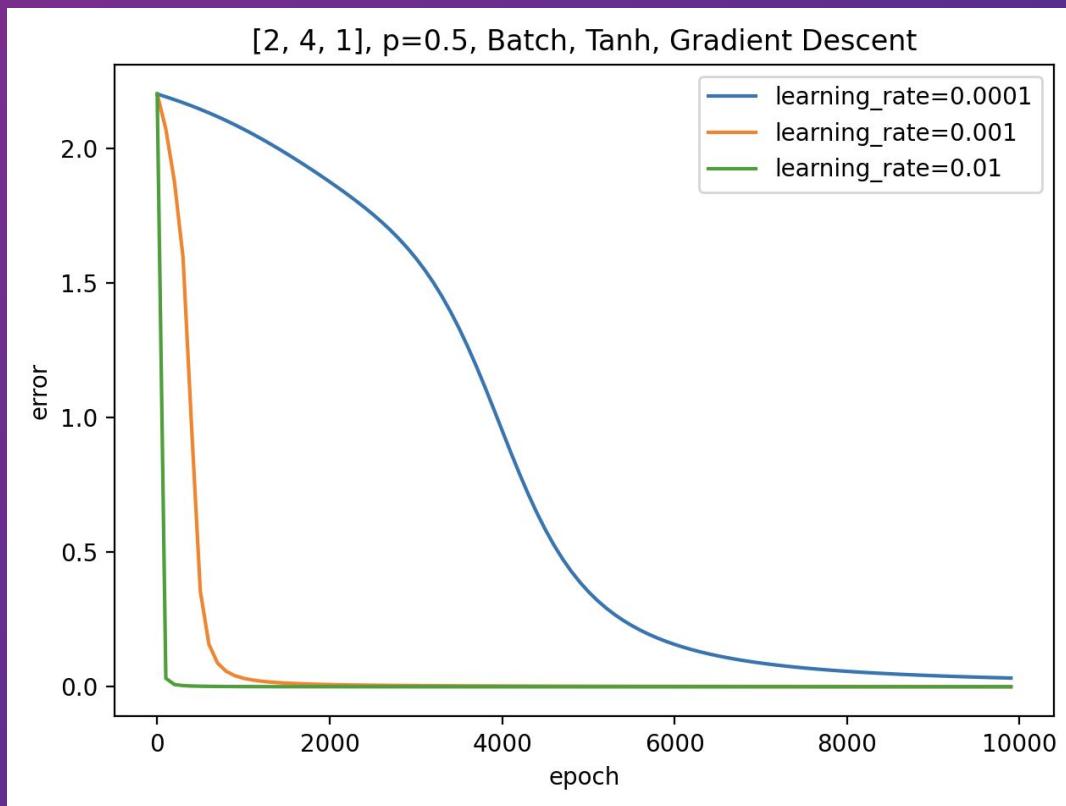
Método de Optimización: Gradiente Descendente / ADAM

Función de Activación: Sigmoid / Tanh

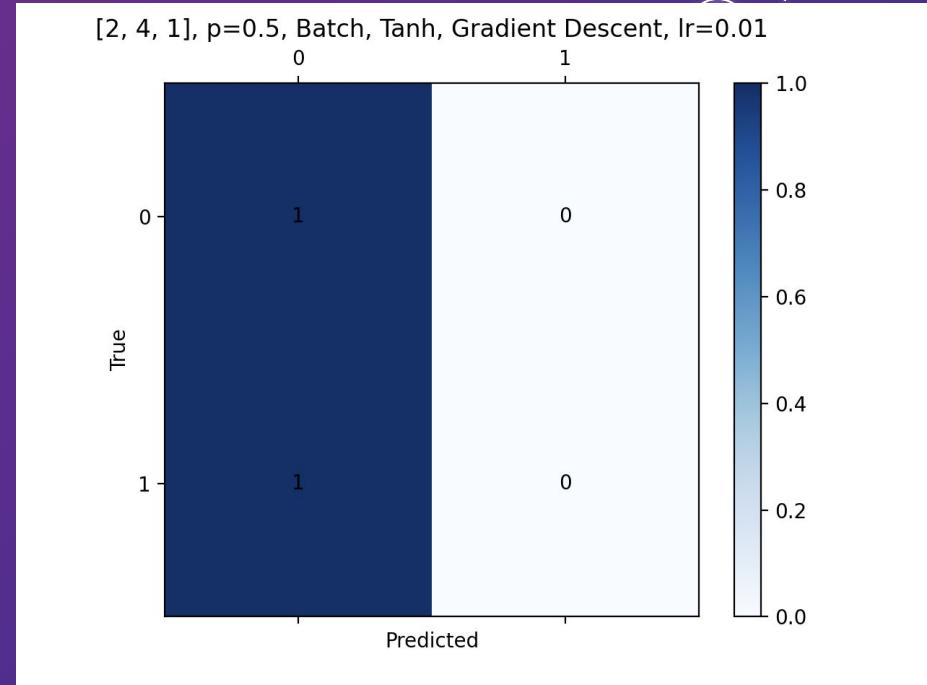
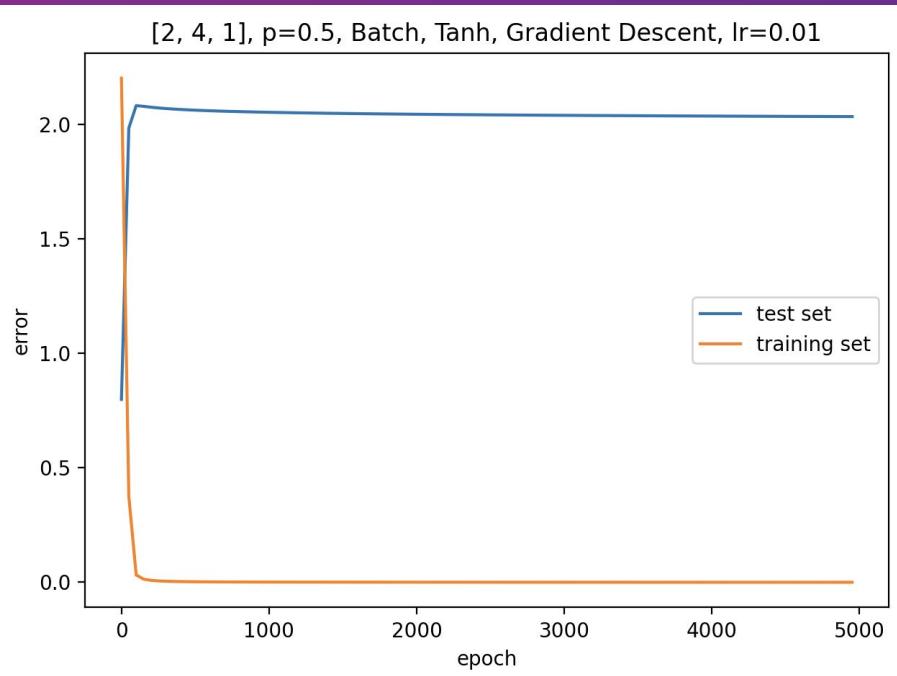
Learning rate: 0.01/0.001/0.0001

Los conjuntos de entrenamiento y testeo se definen a partir de una proporción de entrenamiento p en el intervalo $[0,1]$

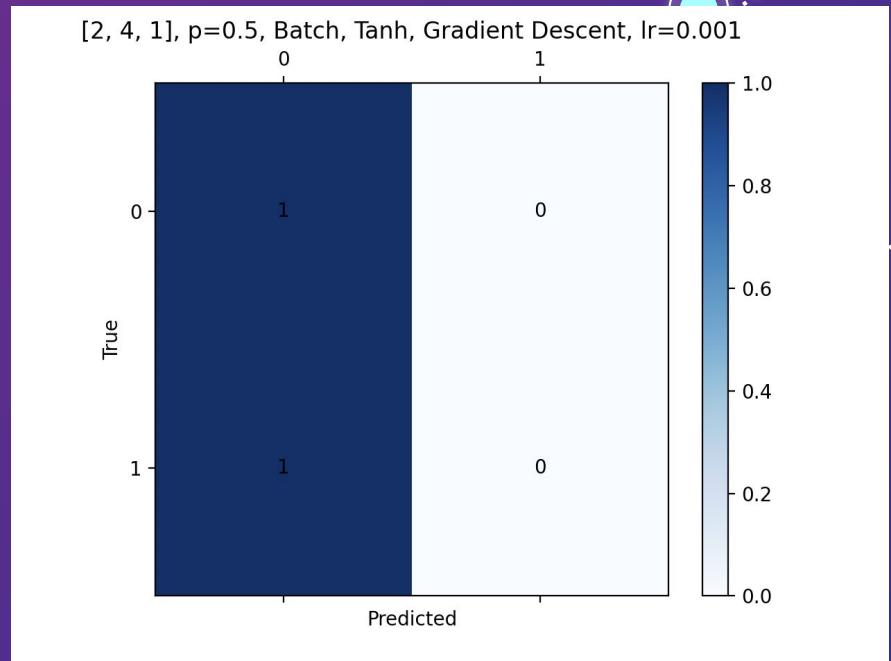
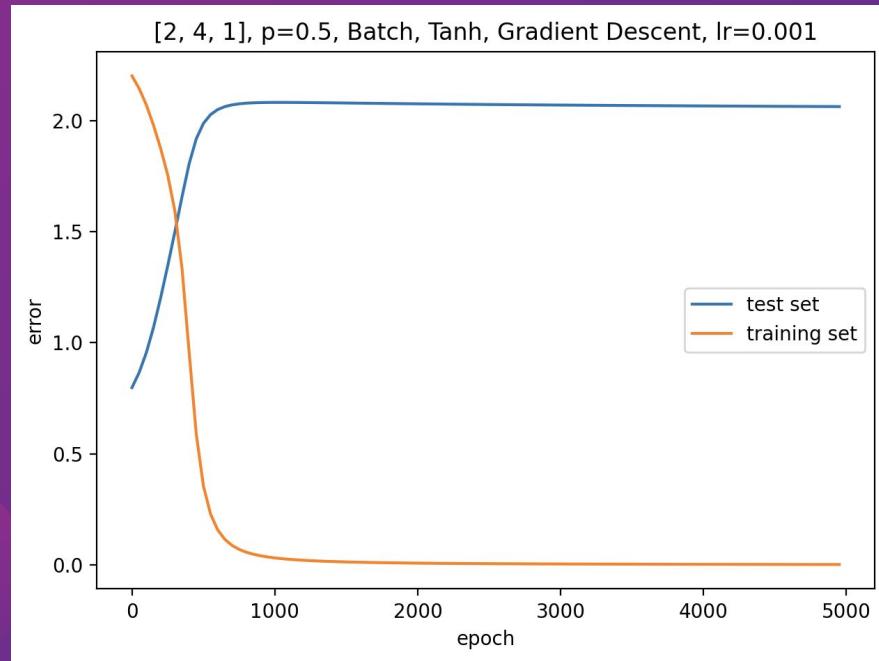
$p = 0.5$, Grad. desc



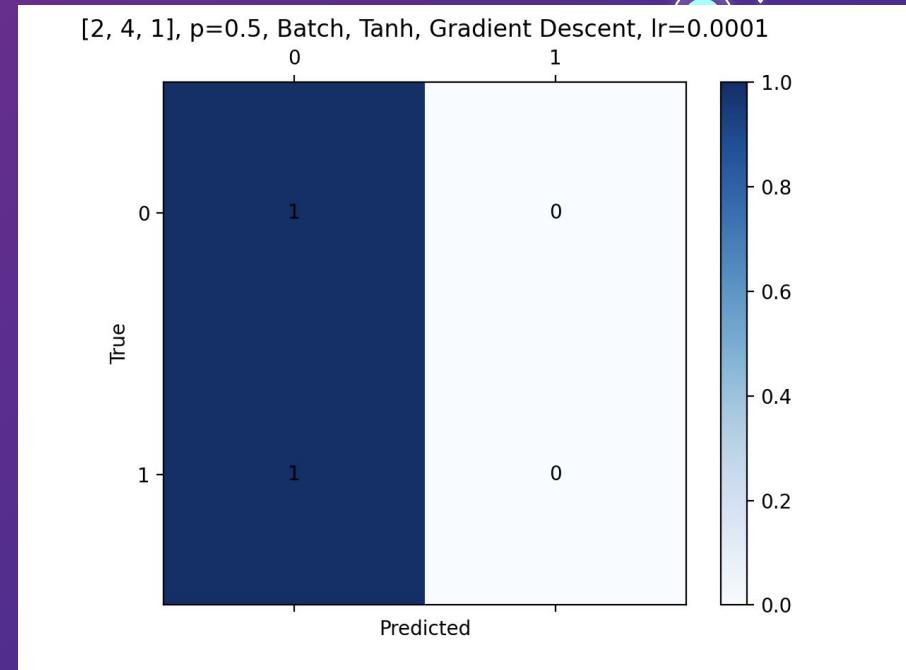
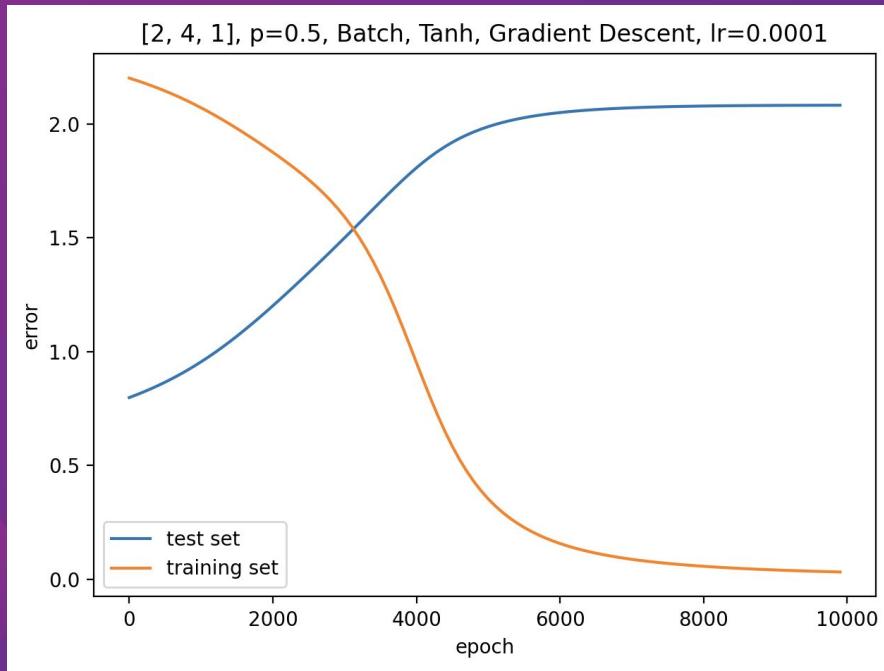
$p = 0.5$, Grad. desc, lr=0.01



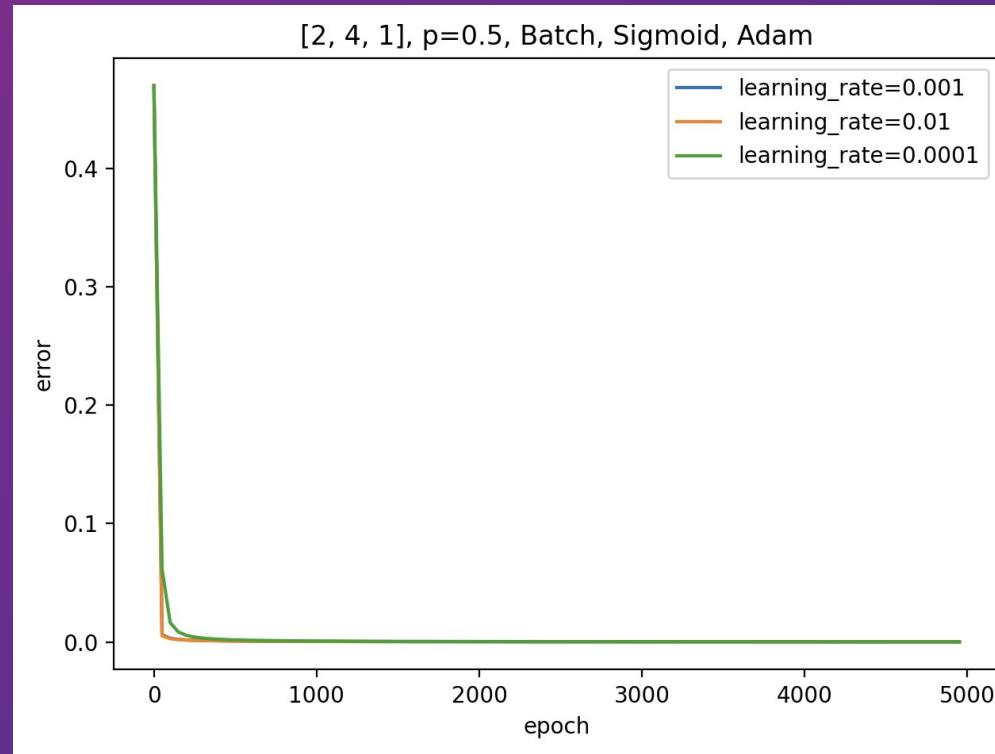
$p = 0.5$, Grad. desc, lr=0.001



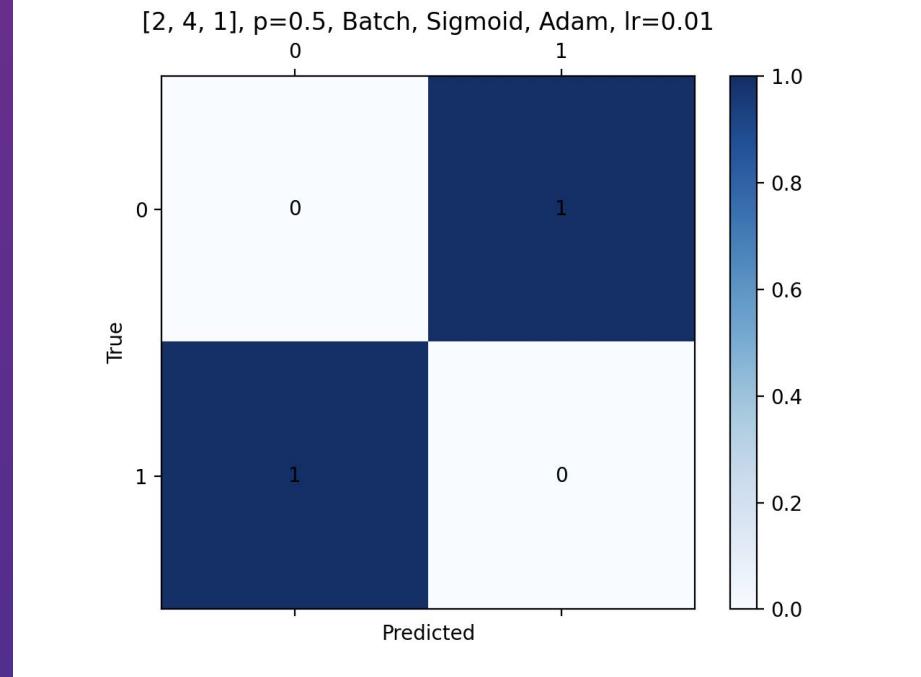
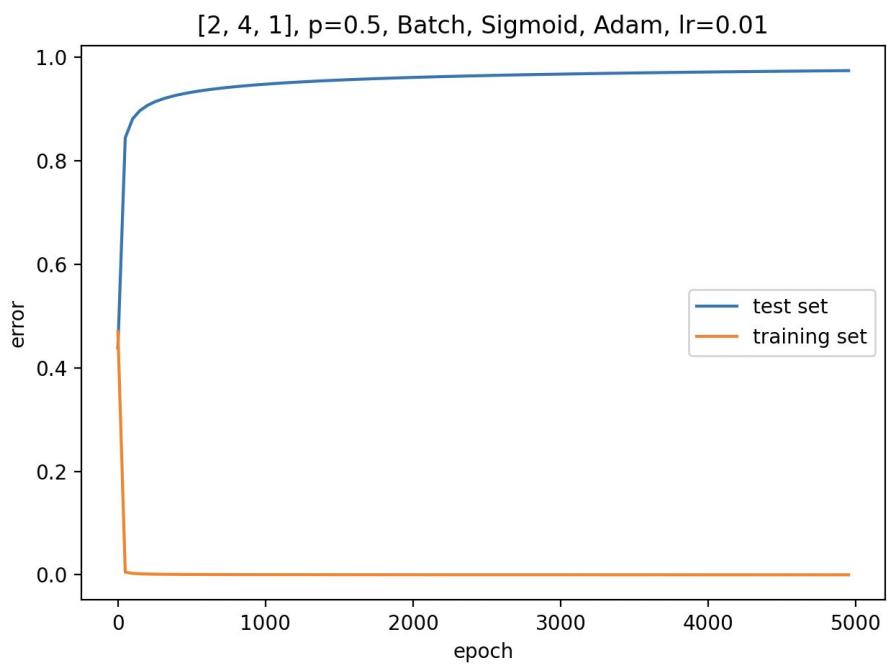
$p = 0.5$, Grad. desc, lr=0.0001



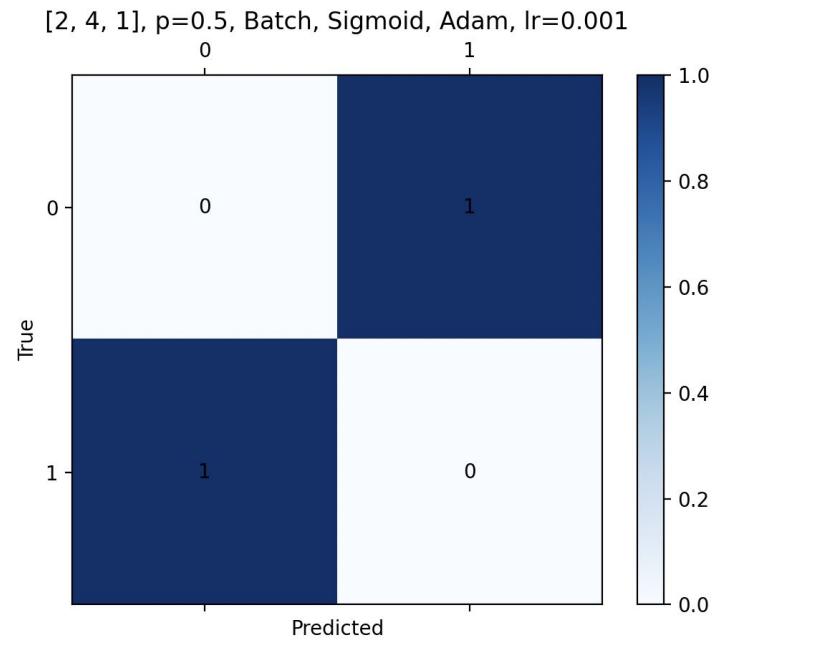
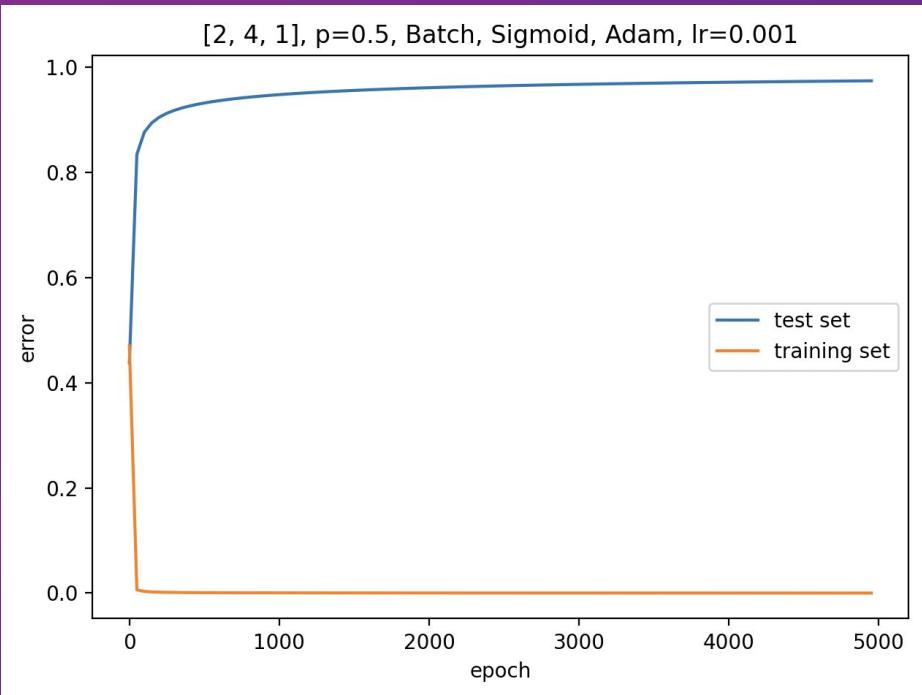
p = 0.5, ADAM



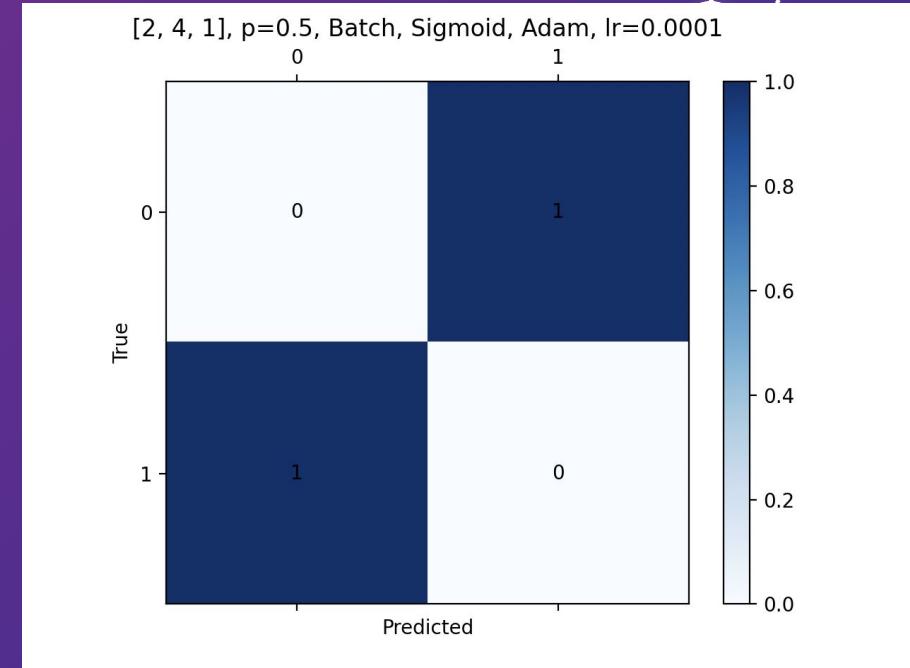
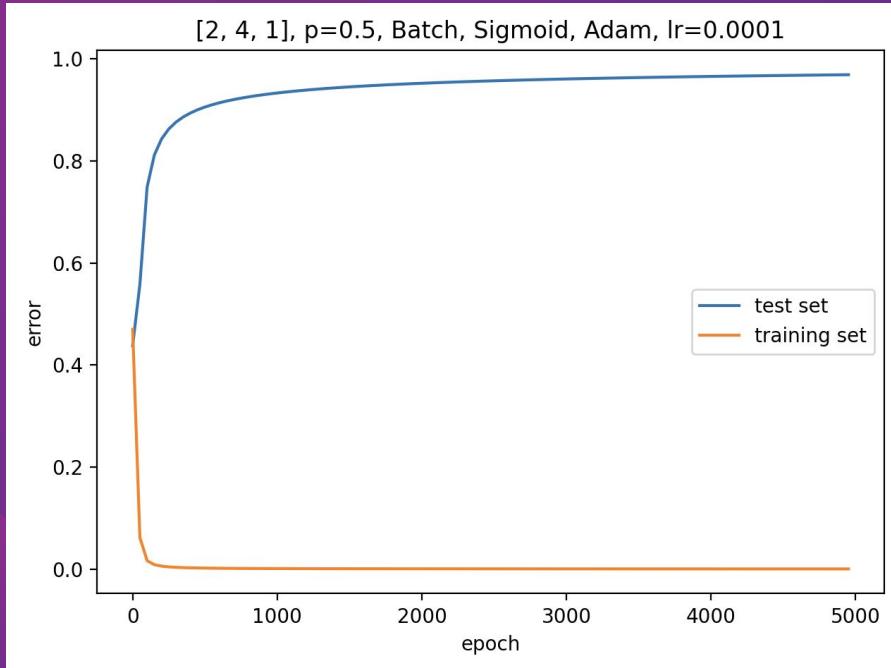
$p = 0.5$, ADAM, lr=0.01



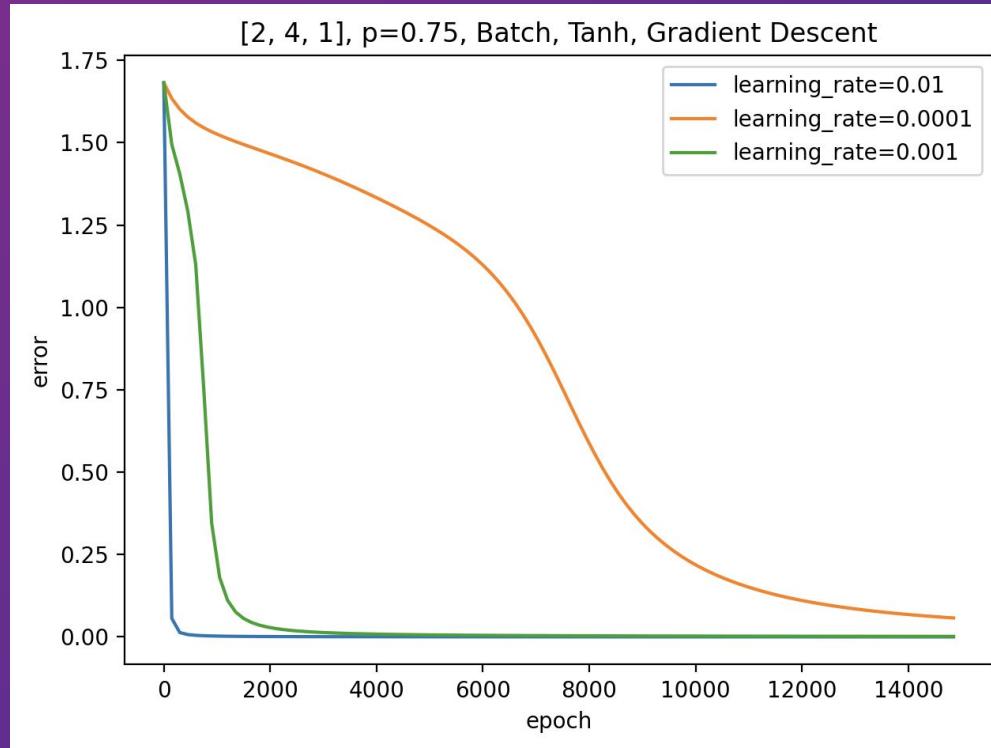
$p = 0.5$, ADAM, lr=0.001



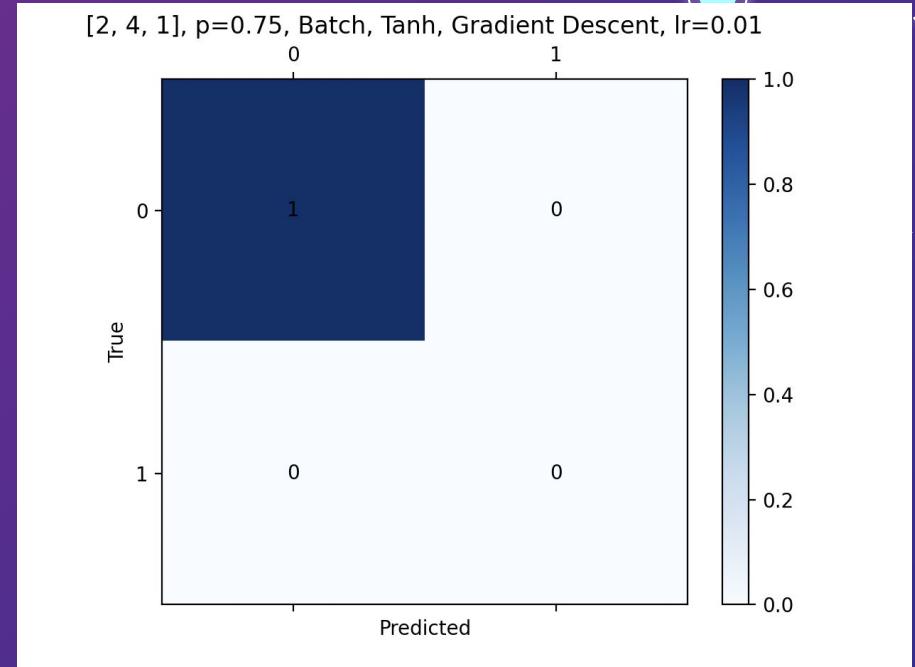
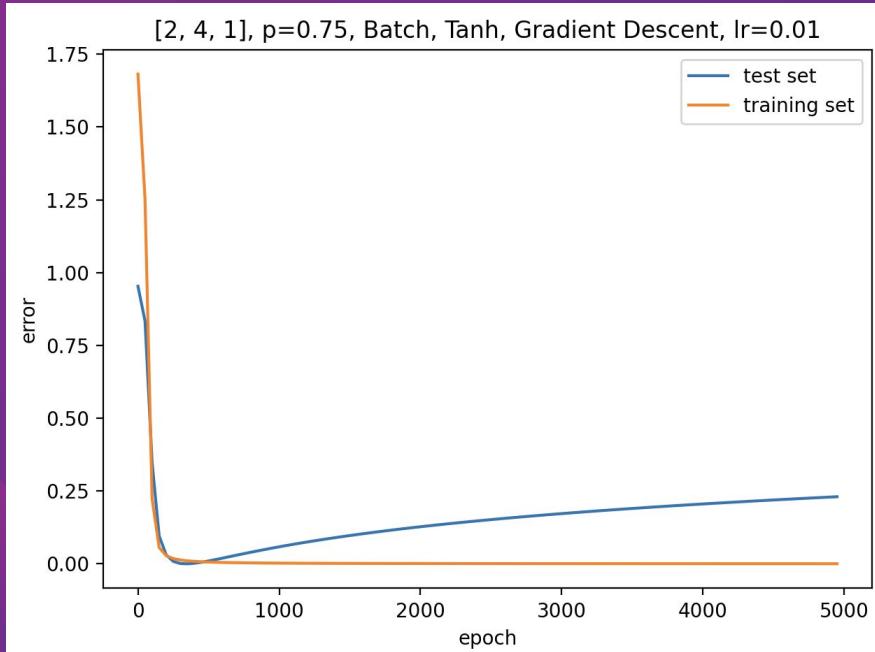
$p = 0.5$, ADAM, lr=0.0001



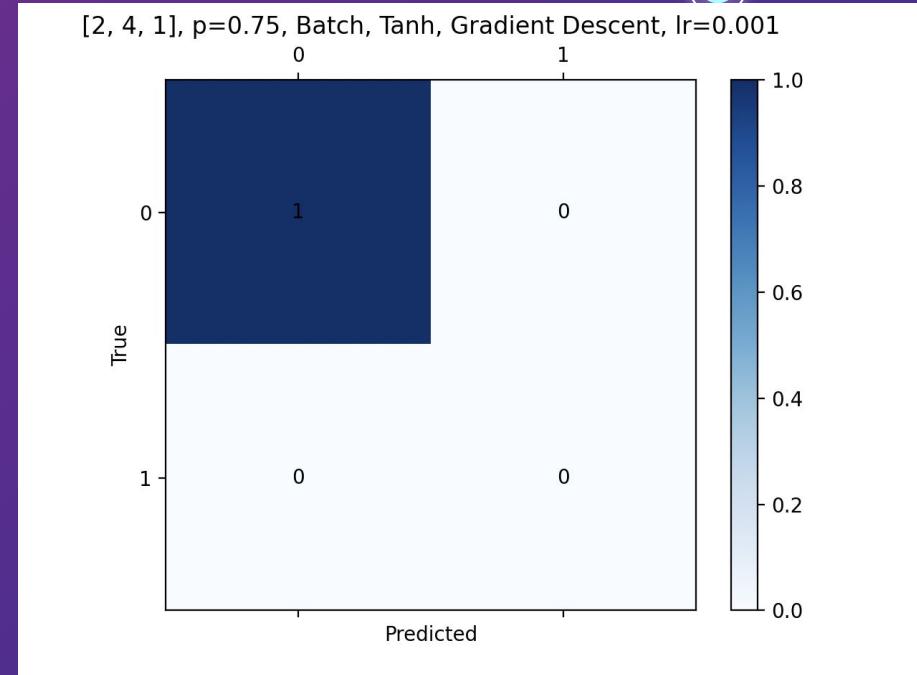
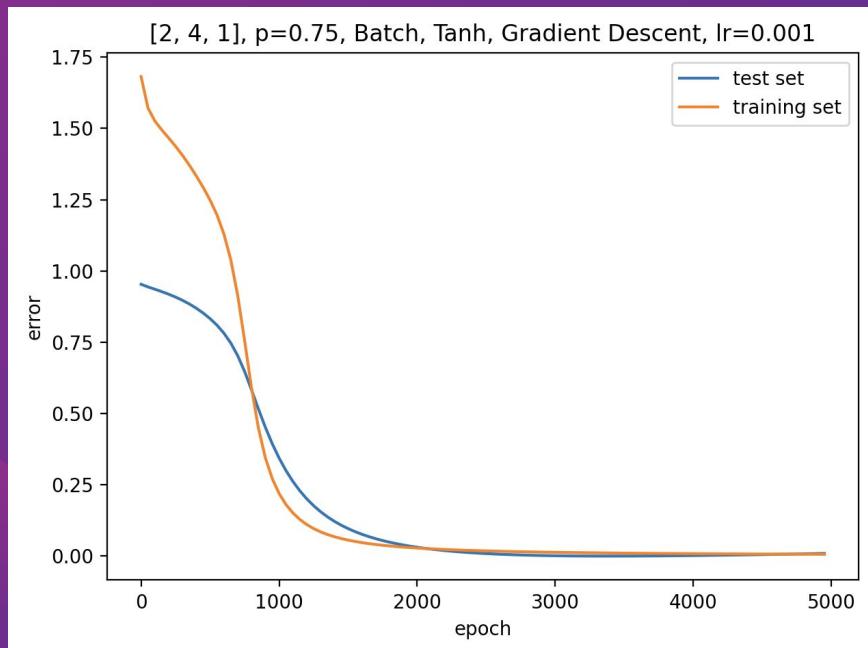
$p = 0.75$, Grad. desc



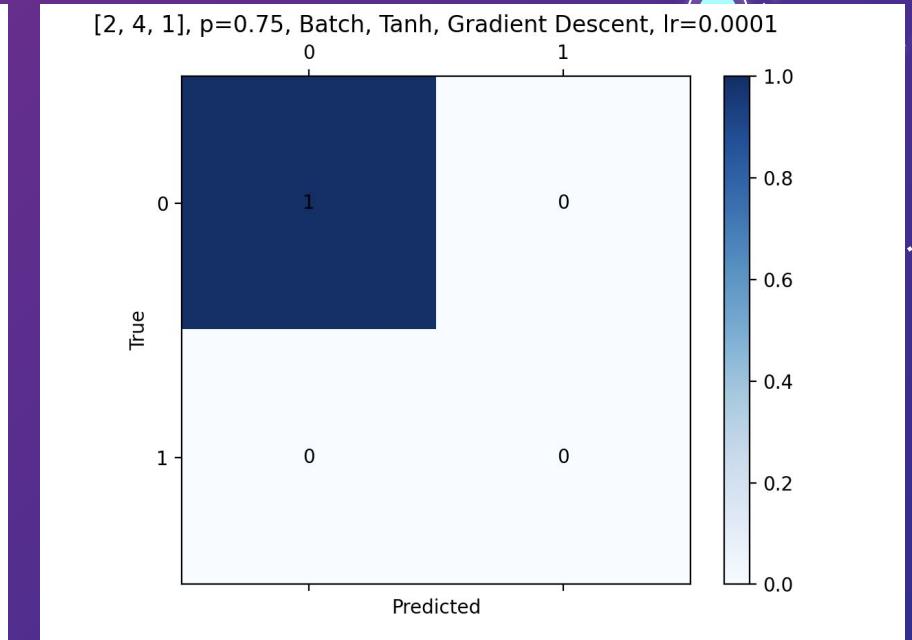
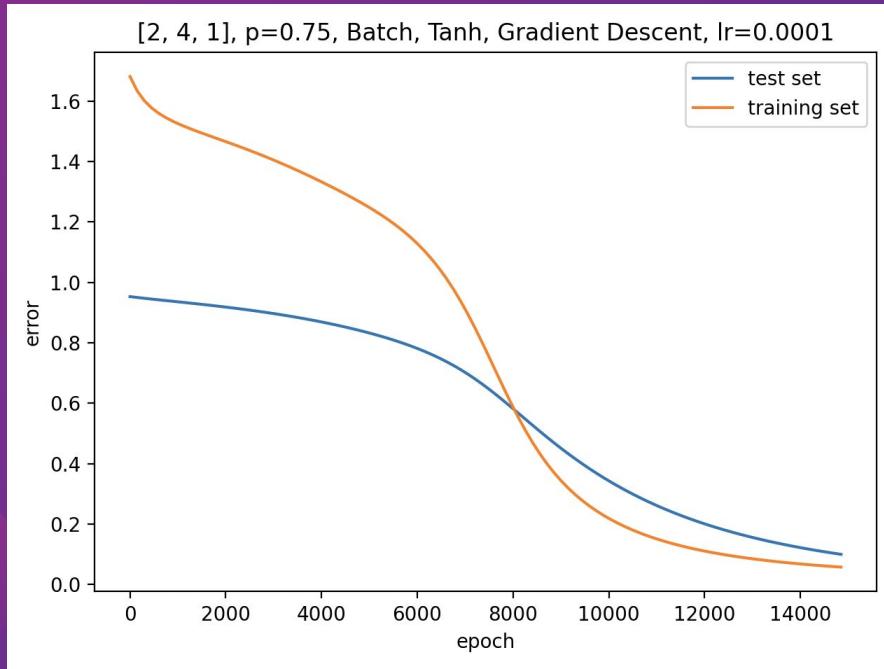
$p = 0.75$, Grad. desc, lr=0.01



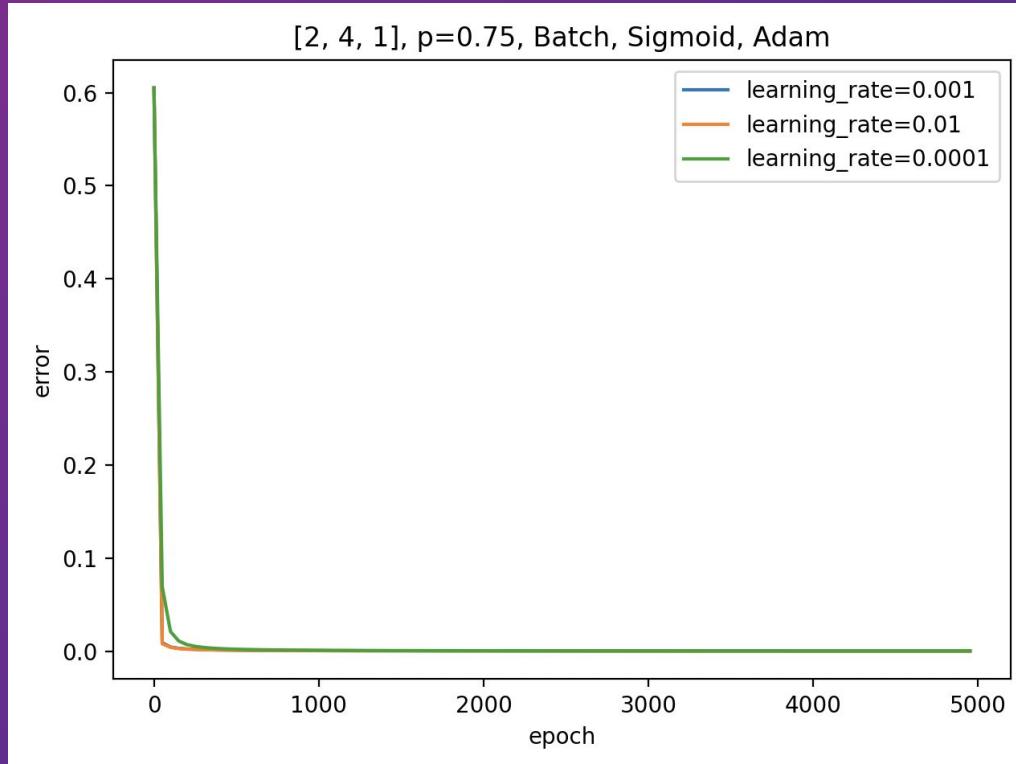
$p = 0.75$, Grad. desc, lr=0.001



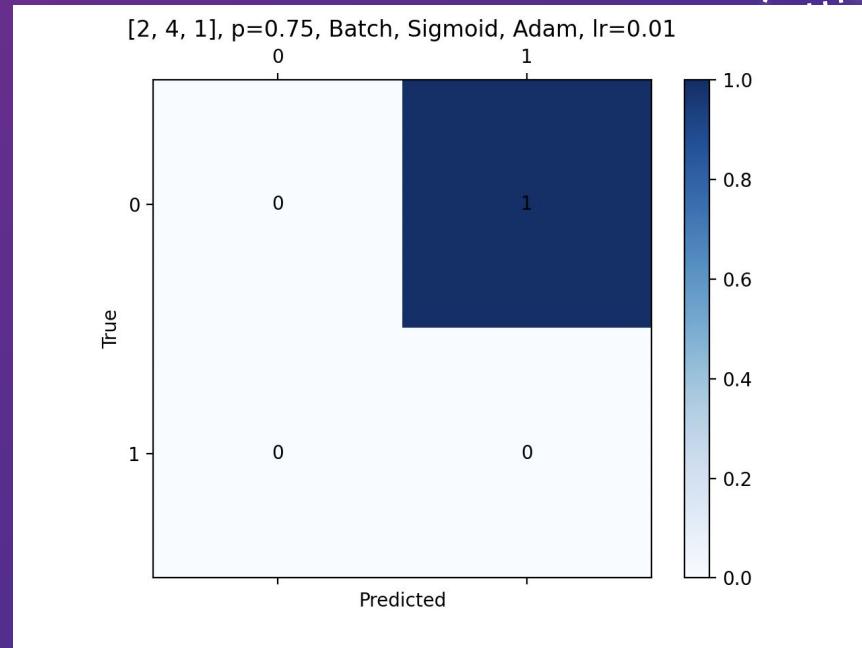
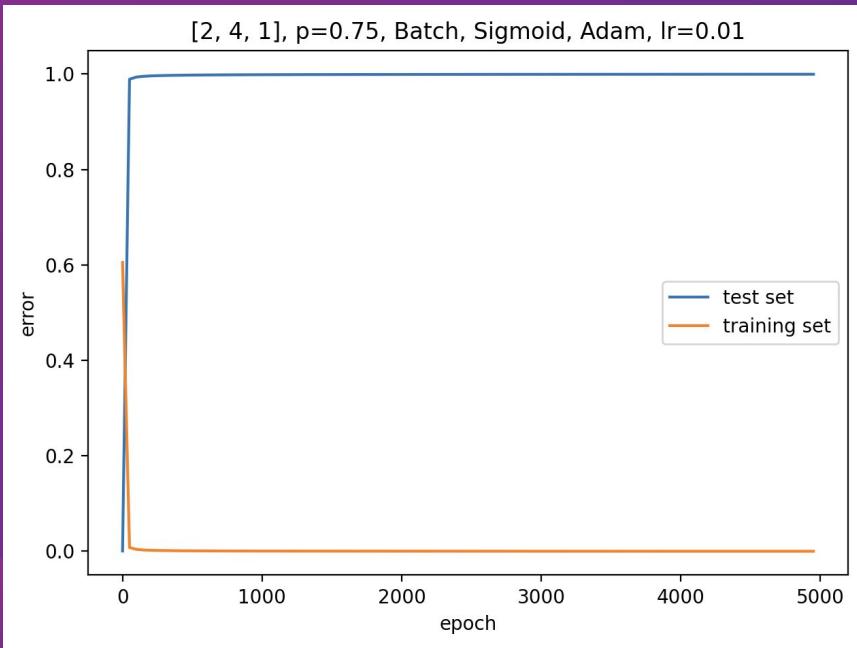
p = 0.75, Grad. desc, lr=0.0001



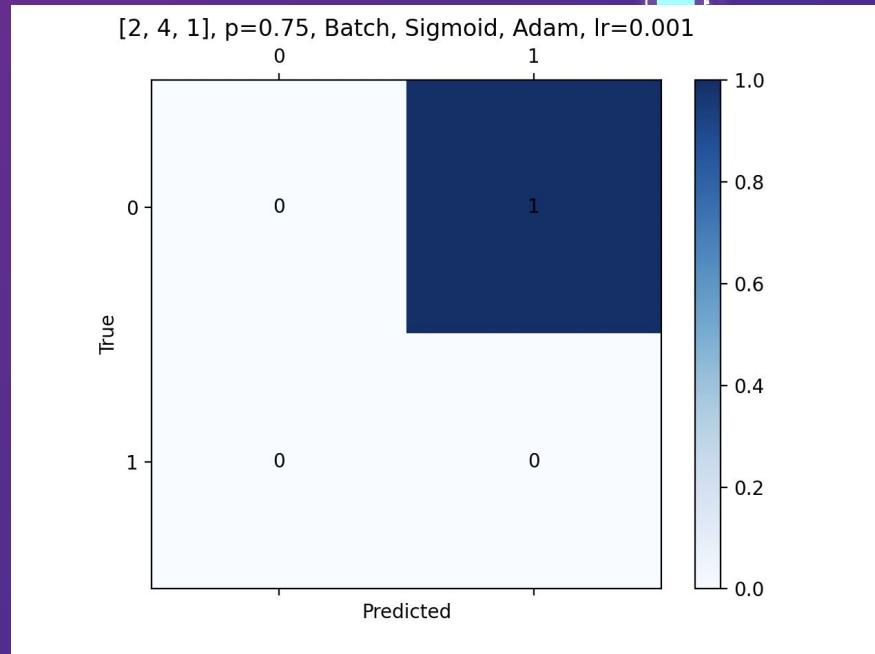
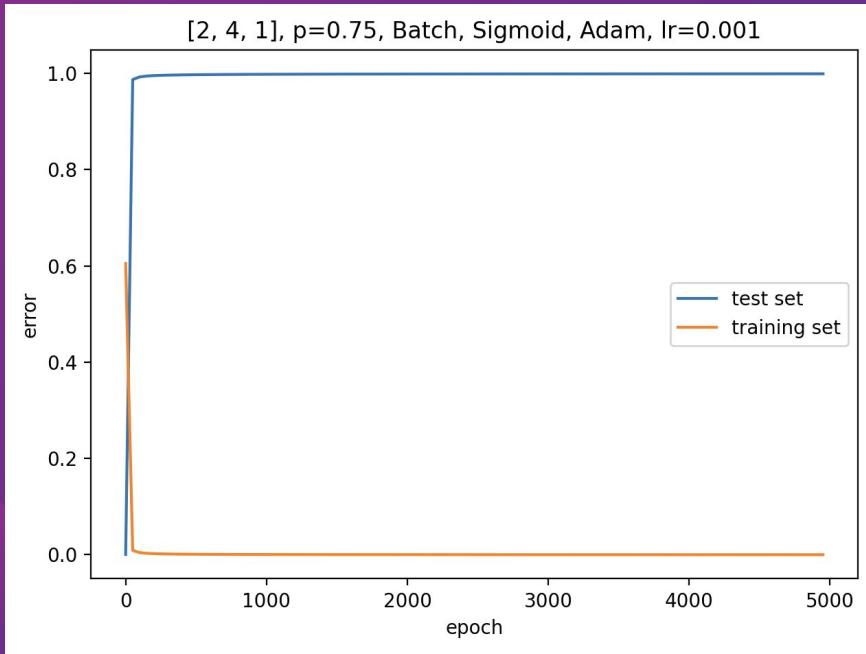
p = 0.75, ADAM



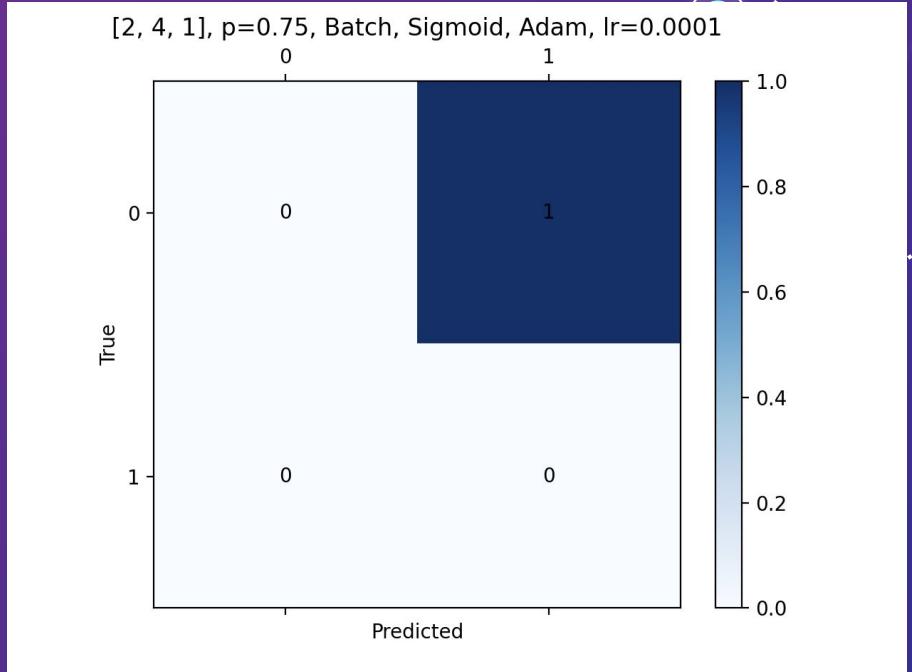
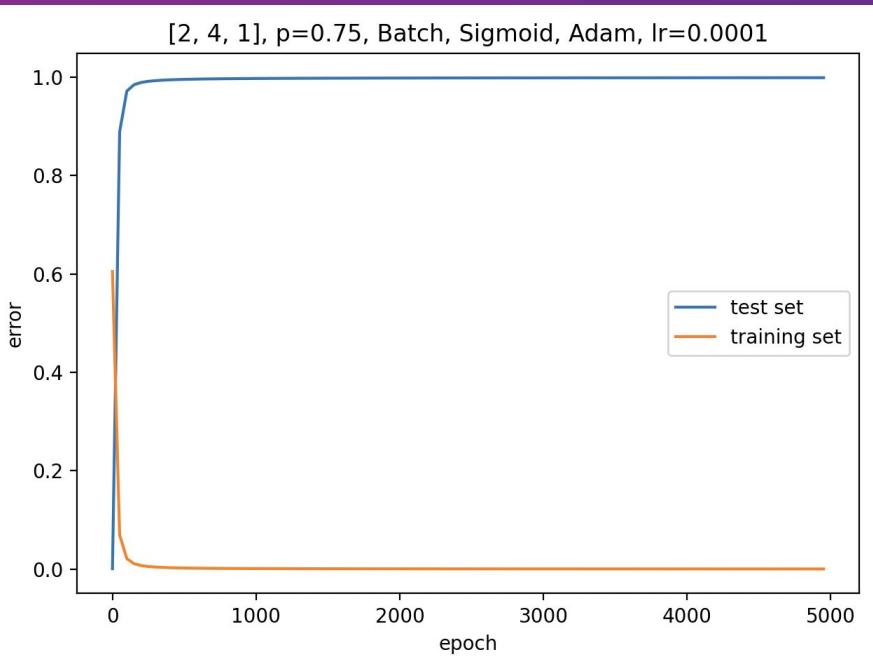
$p = 0.75$, ADAM, lr=0.01



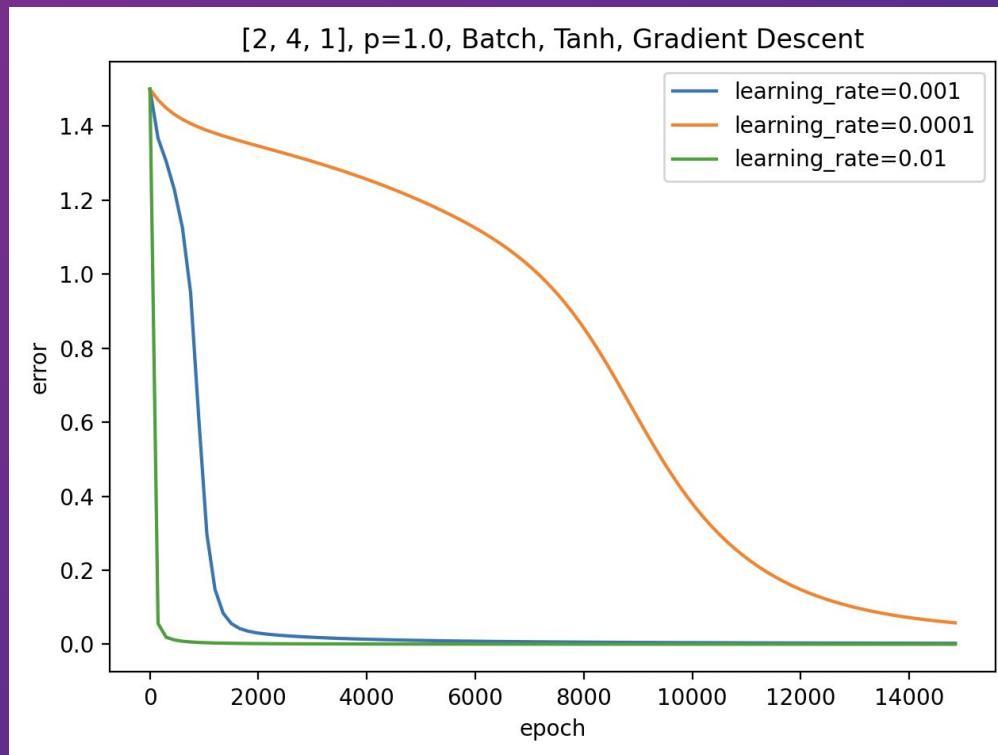
p = 0.75, ADAM, lr=0.001



p = 0.75, ADAM, lr=0.0001

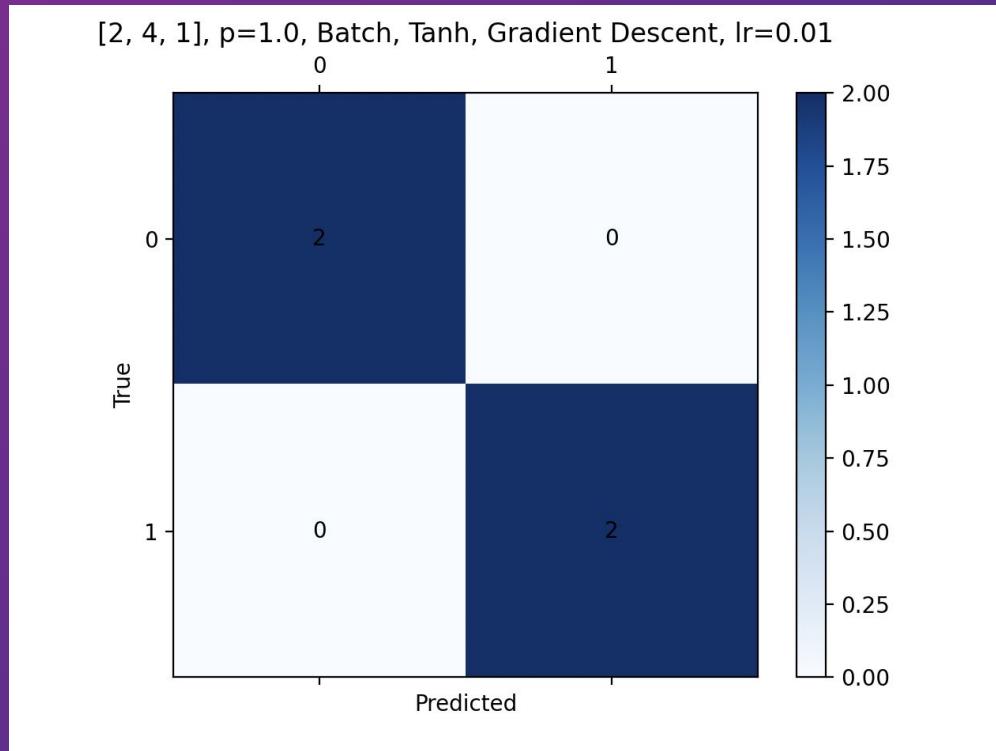


$p = 1$, Grad. desc



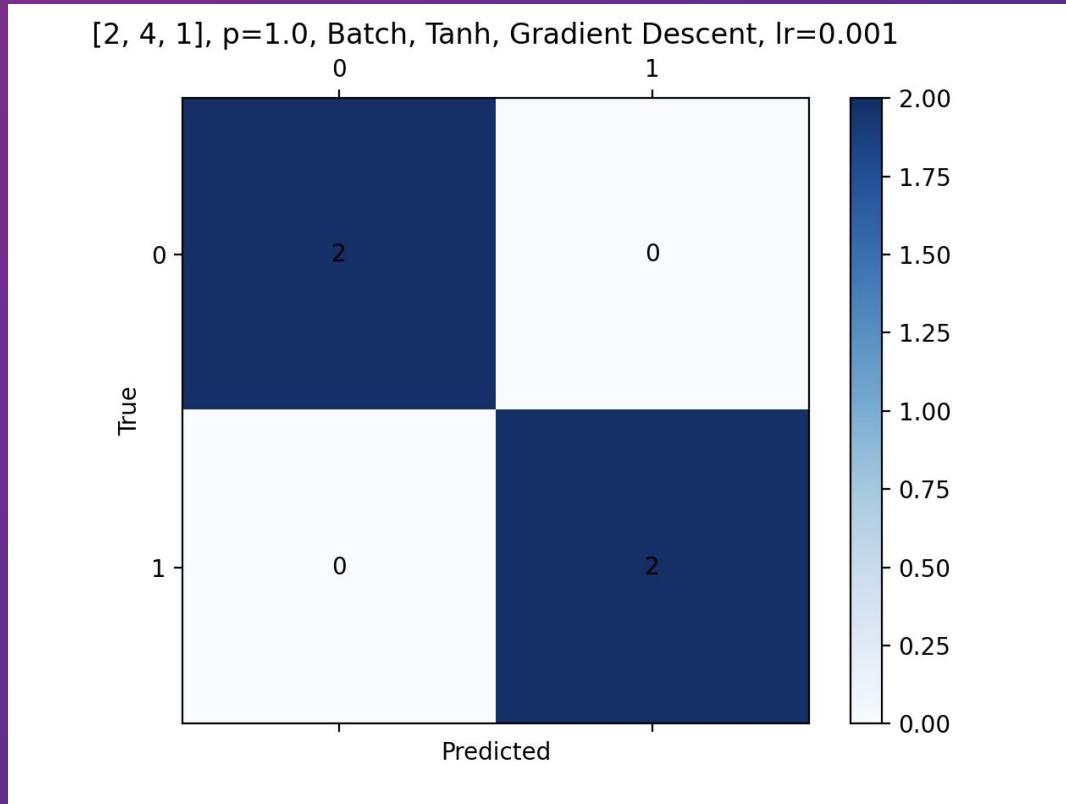
Matriz de Confusión

$p = 1$, Grad. desc, lr=0.01



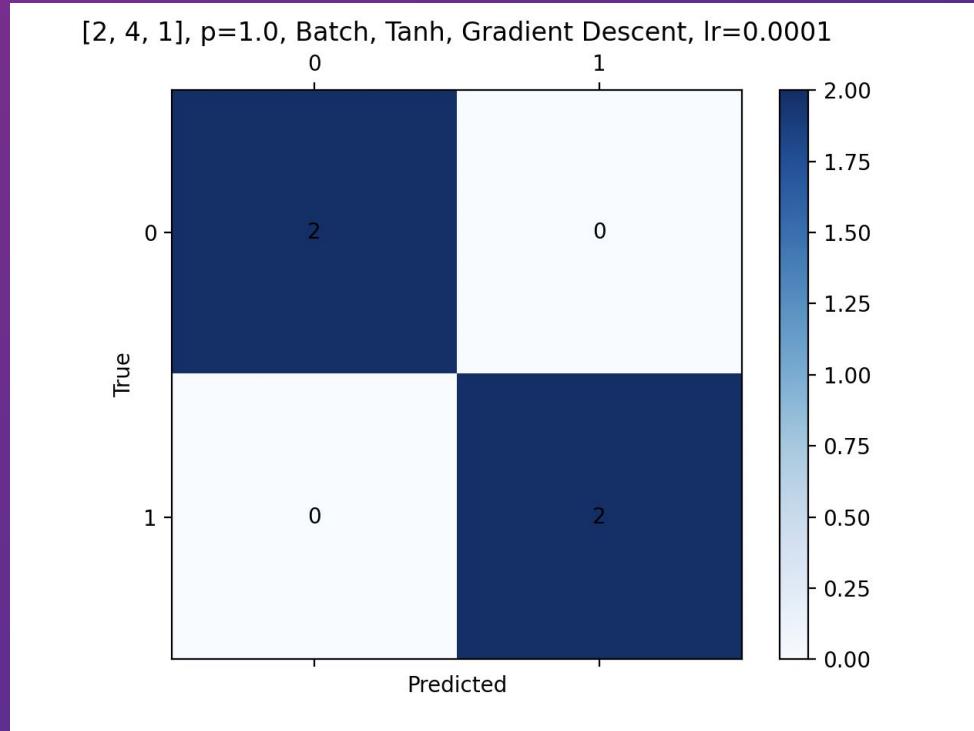
Matriz de Confusión

$p = 1$, Grad. desc, lr=0.001

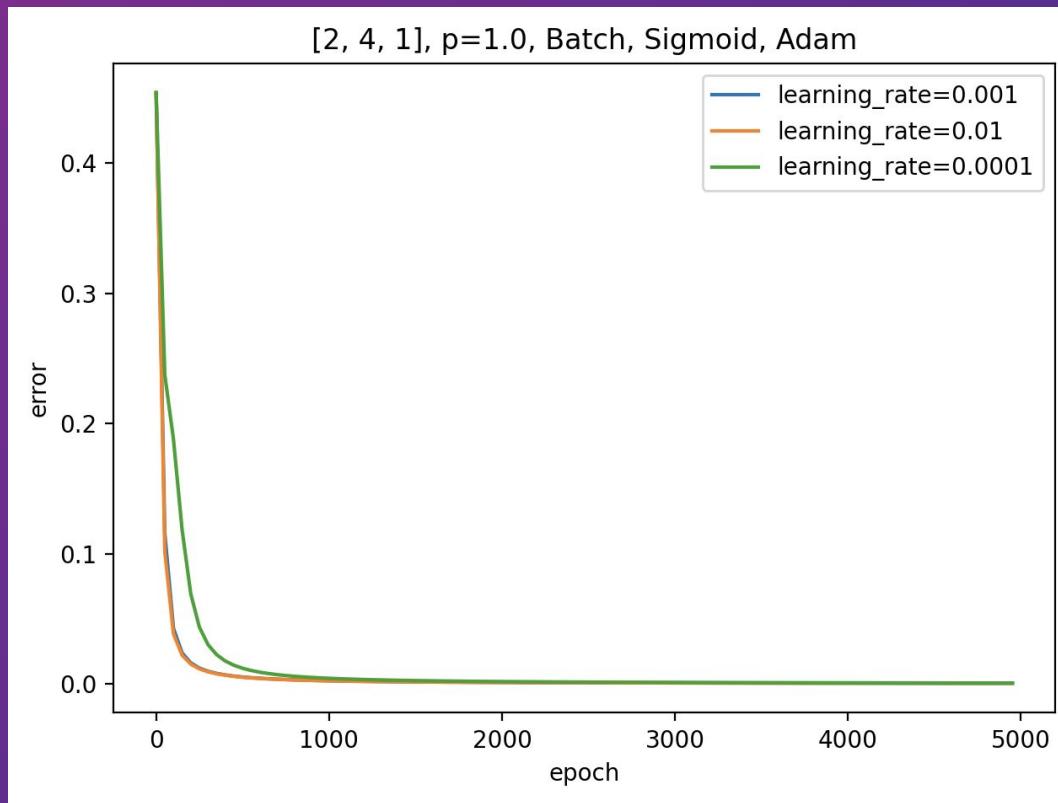


Matriz de Confusión

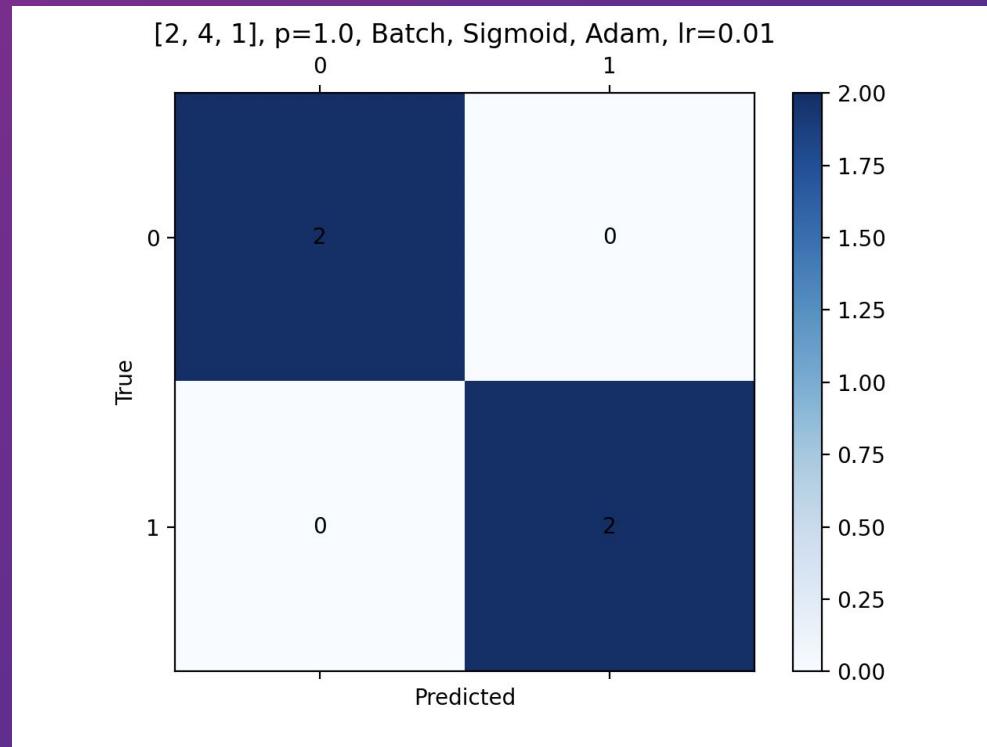
p = 1, Grad. desc, lr=0.0001



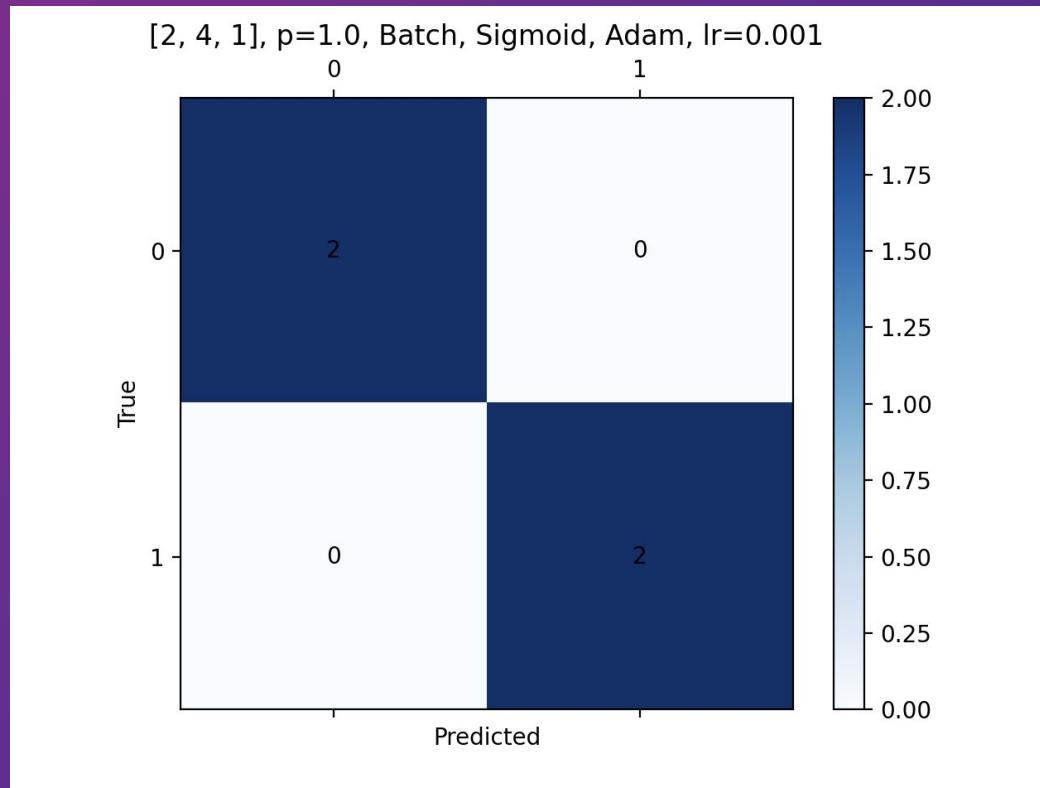
p = 1, ADAM



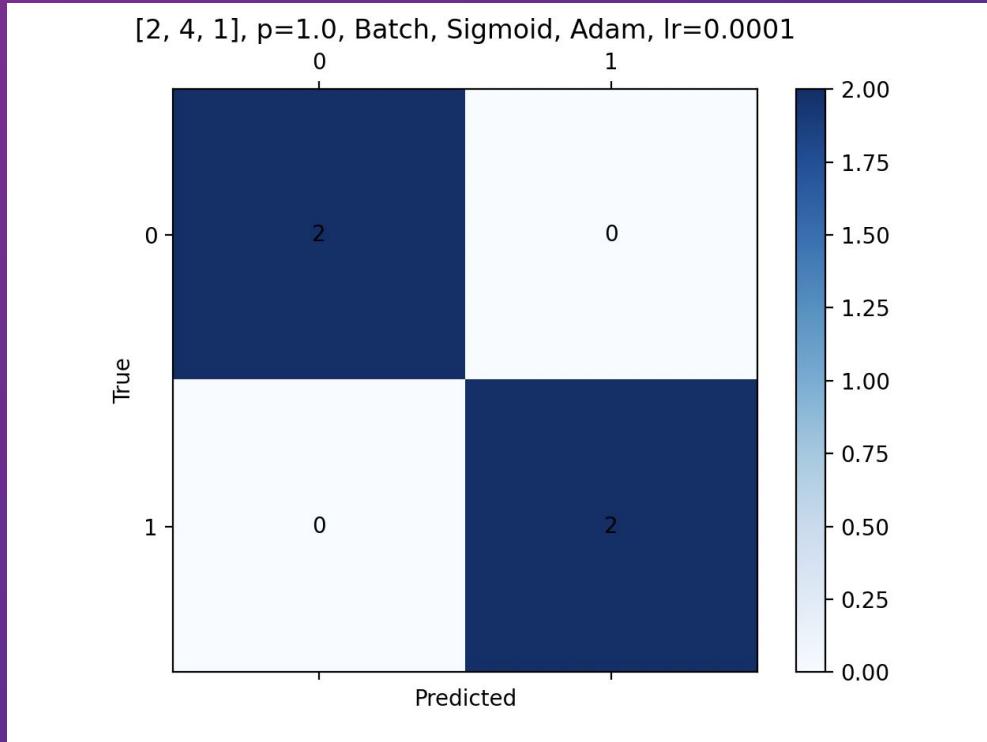
$p = 1$, ADAM, lr=0.01



p = 1, ADAM, lr=0.001



p = 1, ADAM, lr=0.0001



Conclusiones

- Se puede resolver el XOR ya que el perceptrón multicapa permite resolver problemas complejos que no son linealmente separables.
- Para este problema, el método de ADAM converge más rápido que el gradiente descendiente.
- La red no puede inferir el resultado de la operación XOR para entradas que no formaron parte del training set.



Parte B

Implementar el algoritmo de perceptrón multicapa y utilizarlo para discriminar si un número es “par”, con entradas dadas por el conjunto de números decimales del 0 al 9 representados en grillas de 7x5.

Entrada: $[0,1,2,3,4,5,6,7,8,9]$, donde cada número es su representación gráfica en una grilla de 7x5. En la red es un vector de $[0,1]^{35}$

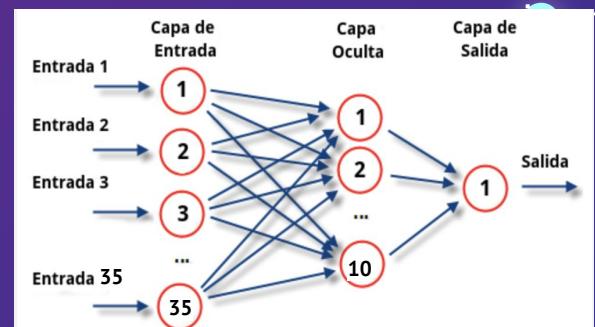
Layers: [10]

Método de Optimización: Gradiente Descendente / ADAM

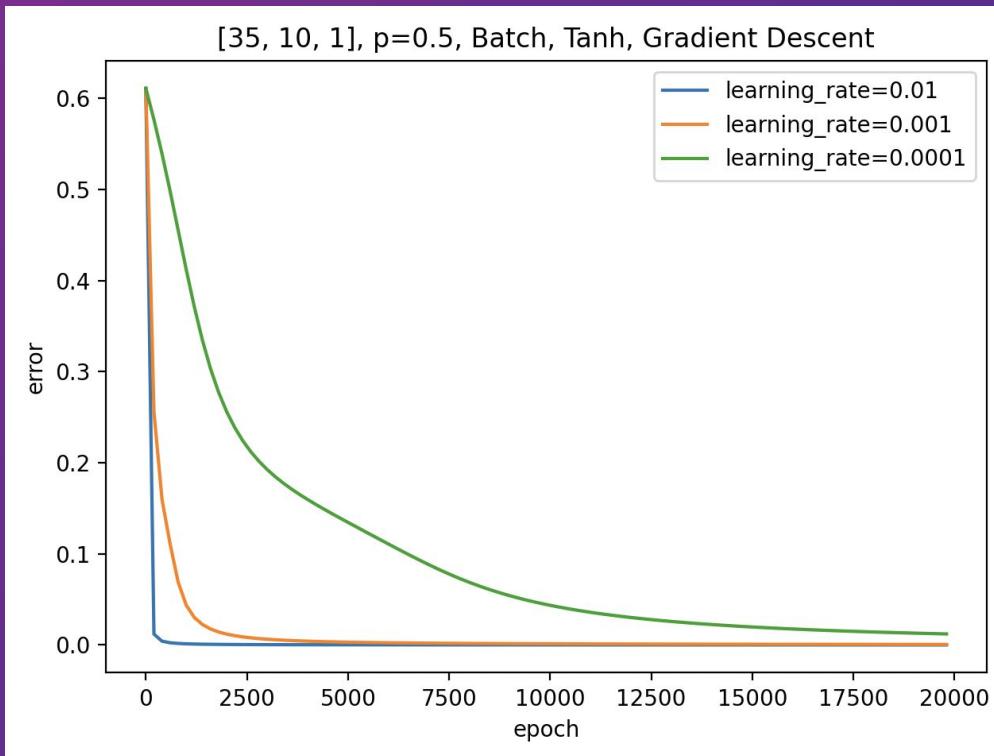
Función de Activación: Sigmoid / Tanh

Learning rate: 0.01/0.001/0.0001

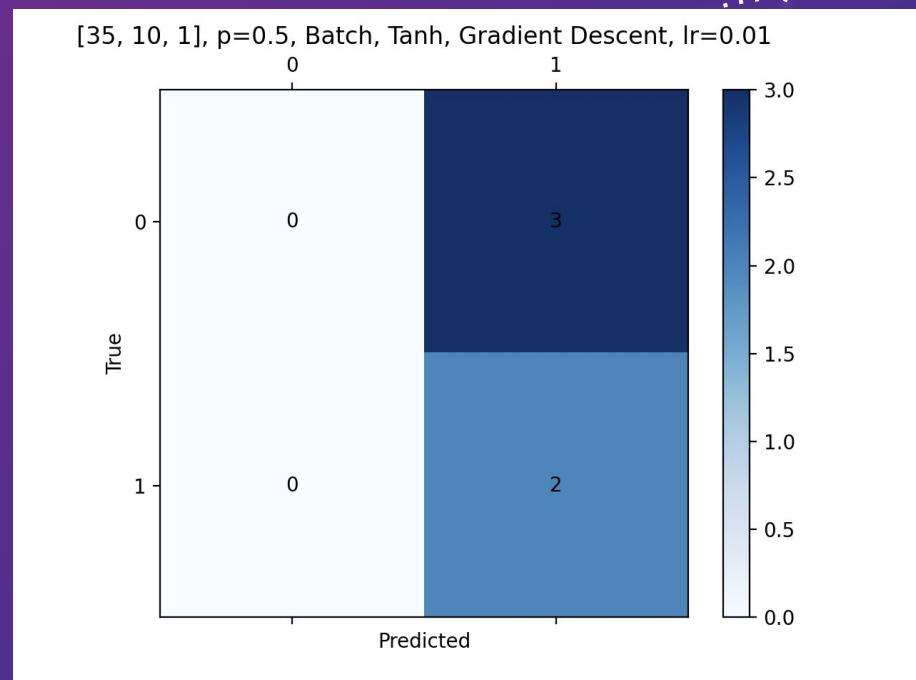
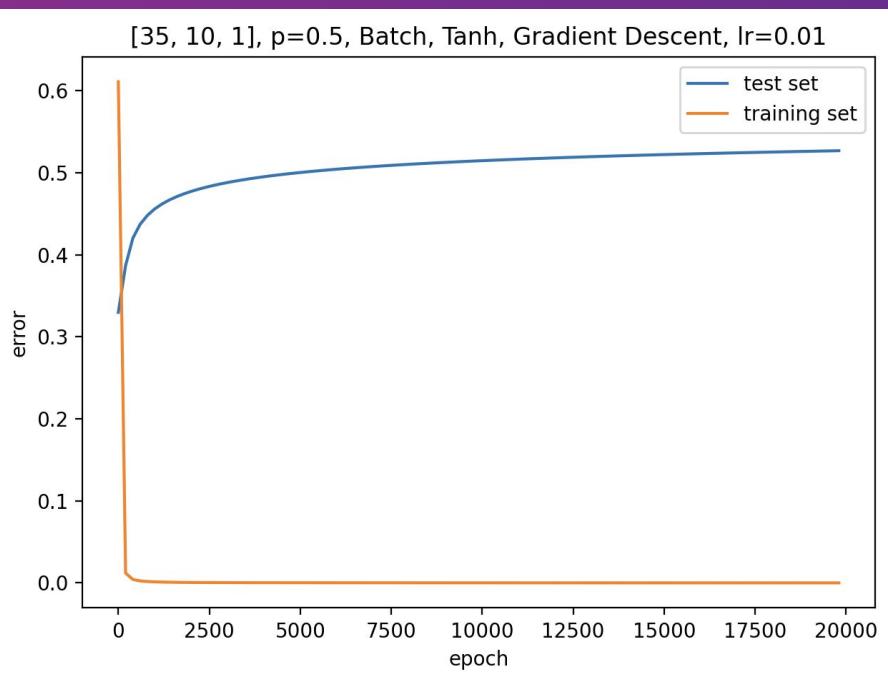
Los conjuntos de entrenamiento y testeo se definen a partir de una proporción de entrenamiento p en el intervalo $[0,1]$



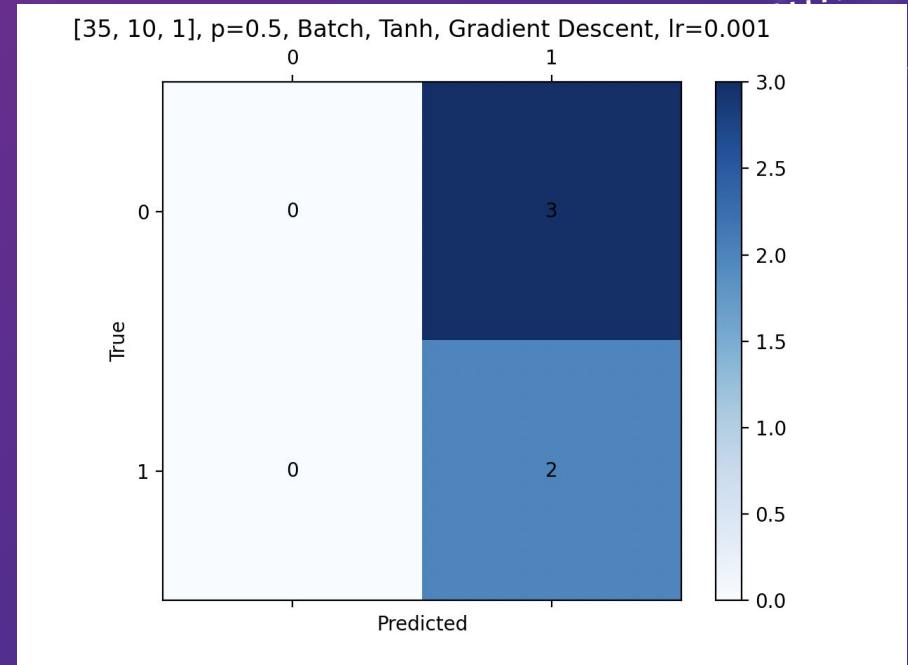
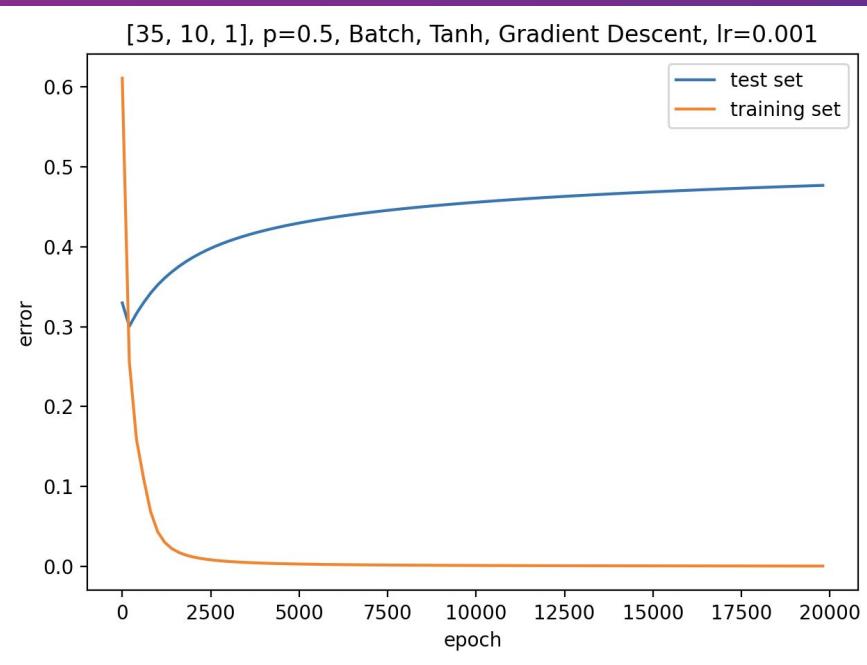
$p = 0.5$, Grad. desc



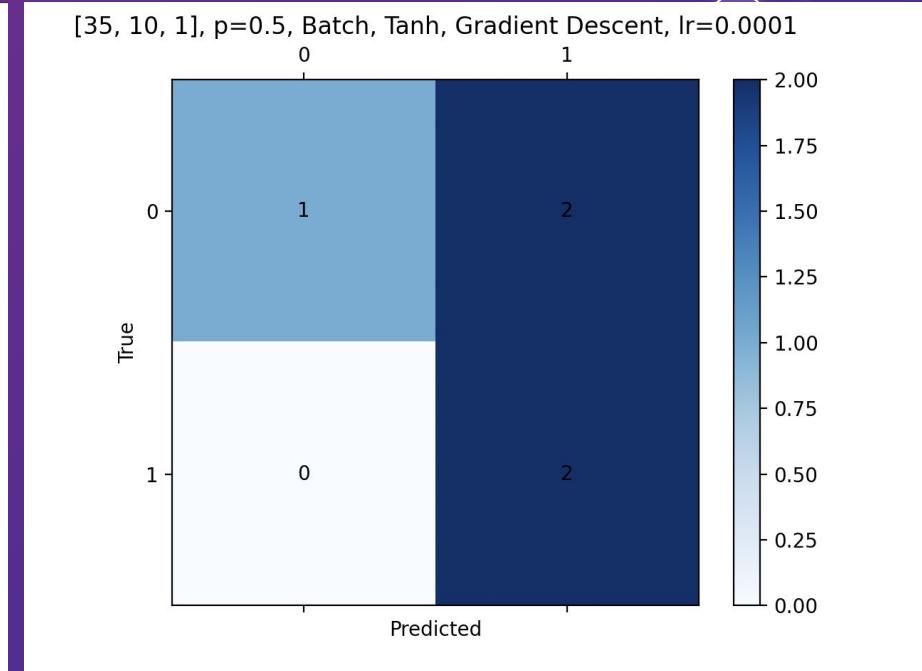
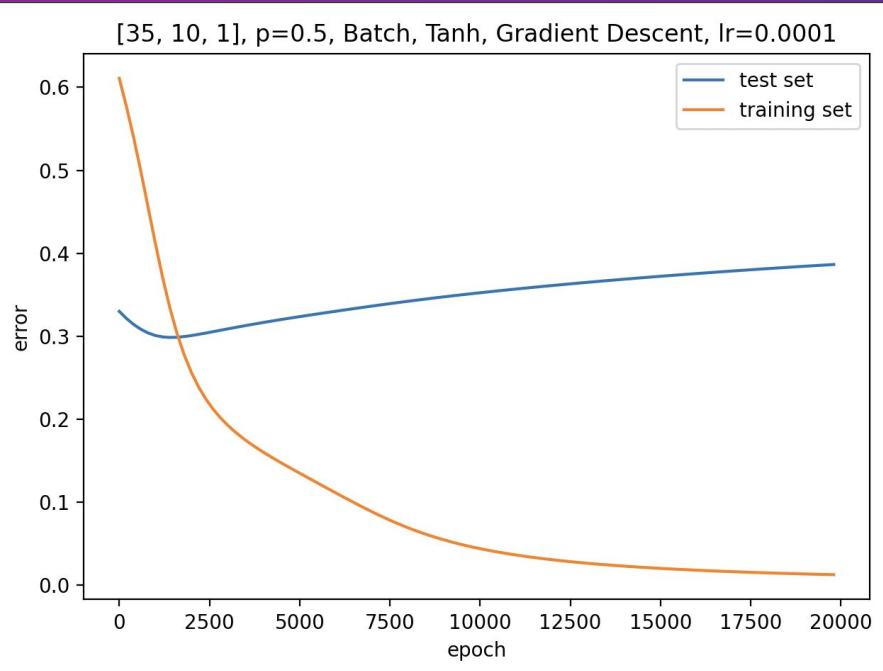
$p = 0.5$, Grad. desc, lr=0.01



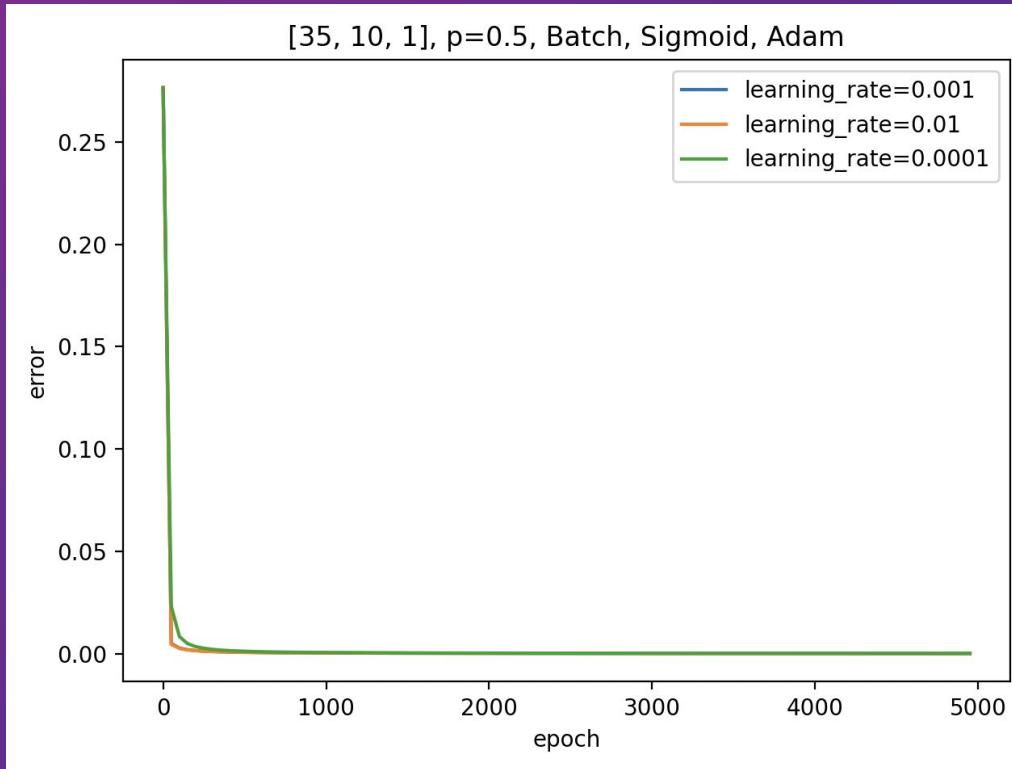
$p = 0.5$, Grad. desc, lr=0.001



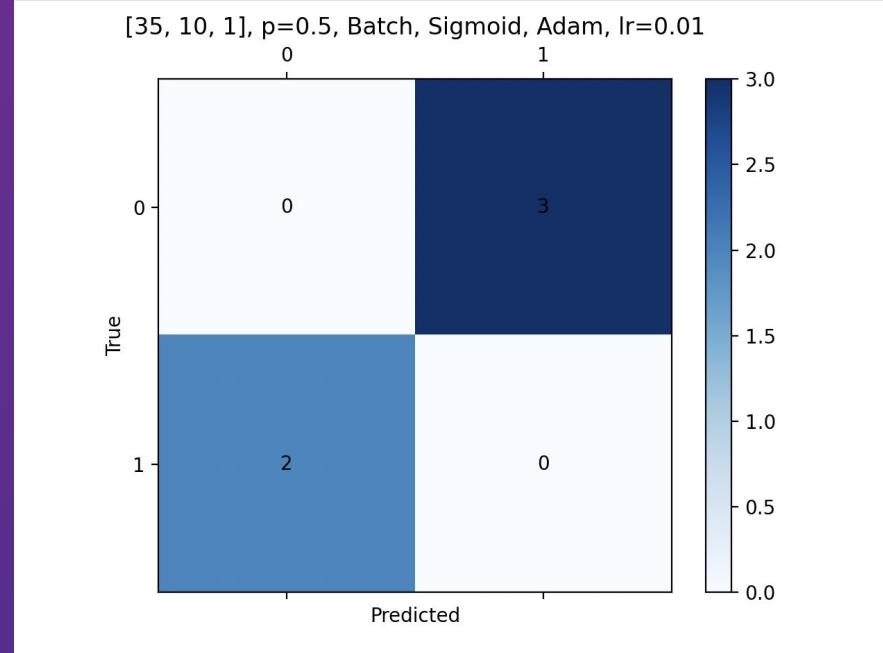
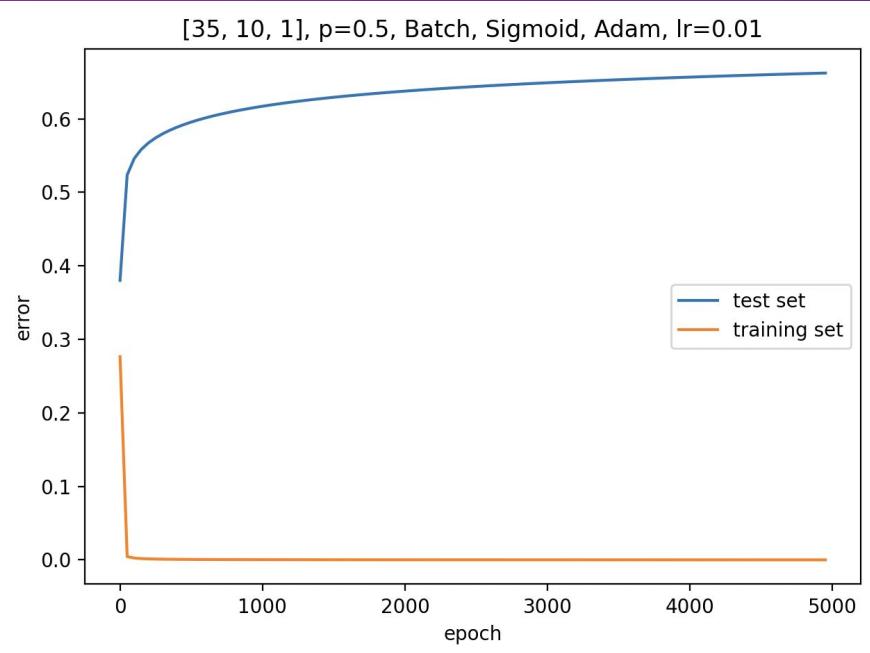
$p = 0.5$, Grad. desc, lr=0.0001



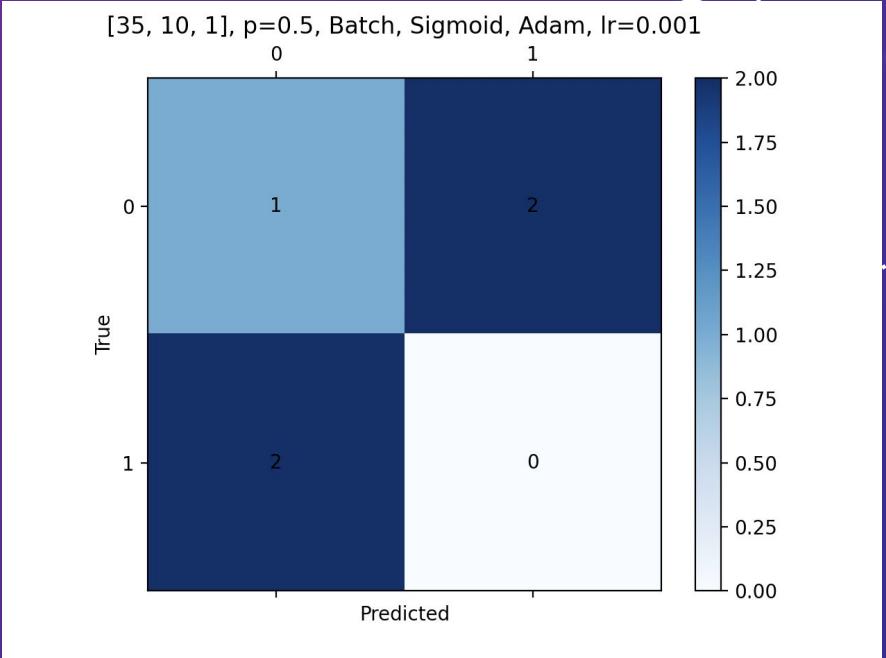
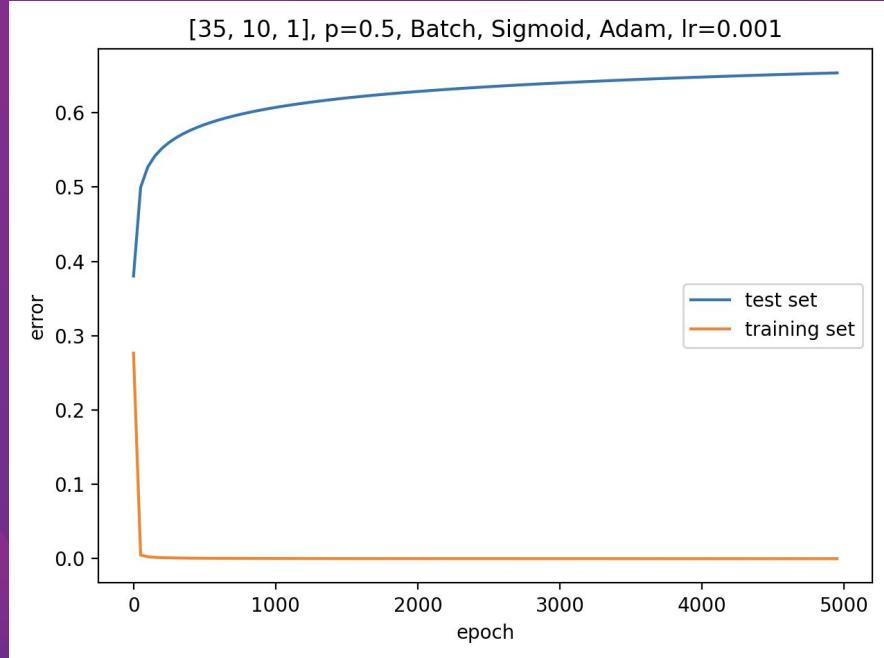
p = 0.5, ADAM



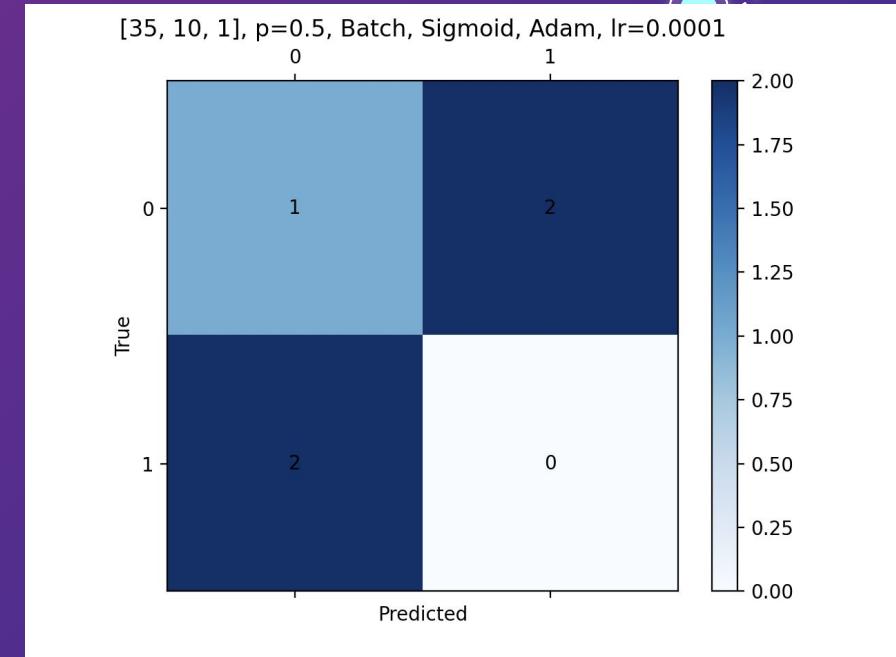
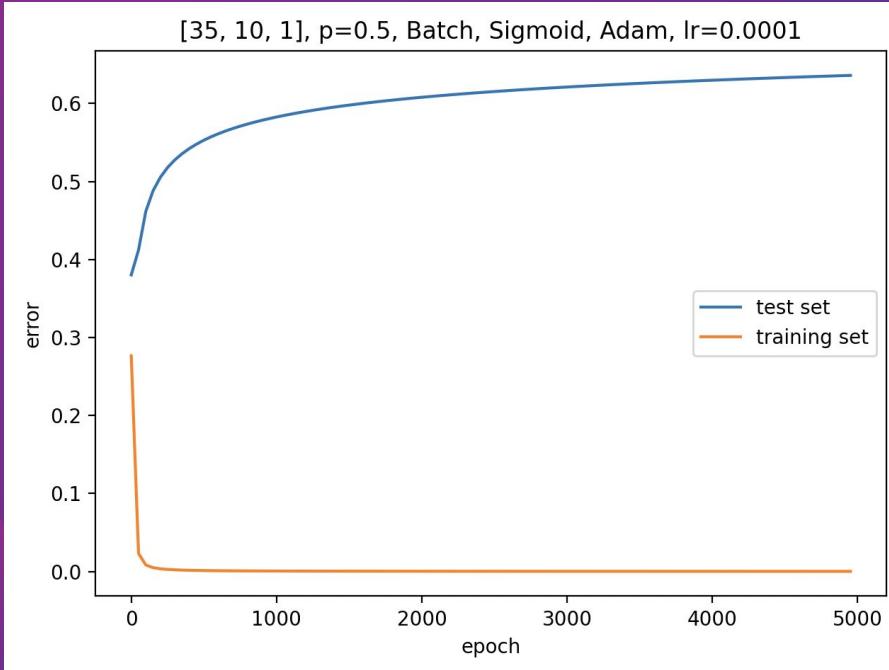
$p = 0.5$, ADAM, lr=0.01



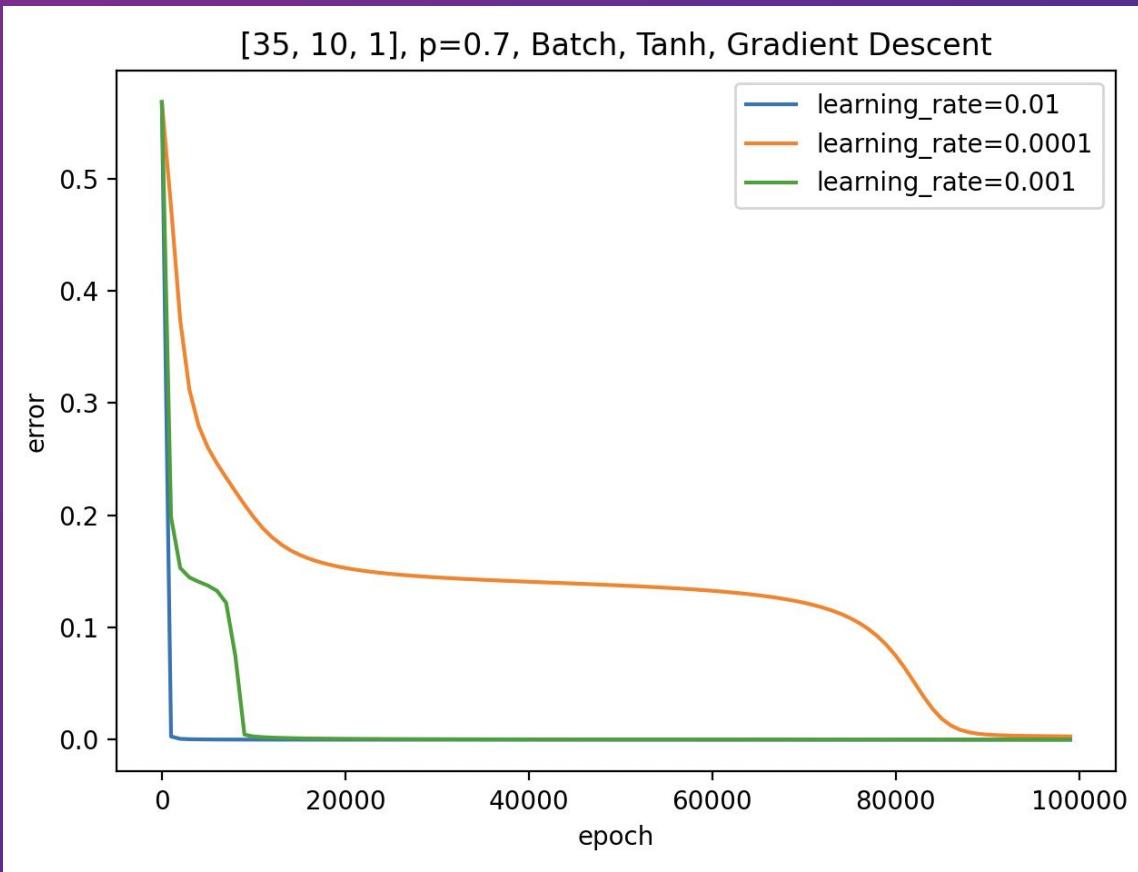
$p = 0.5$, ADAM, lr=0.001



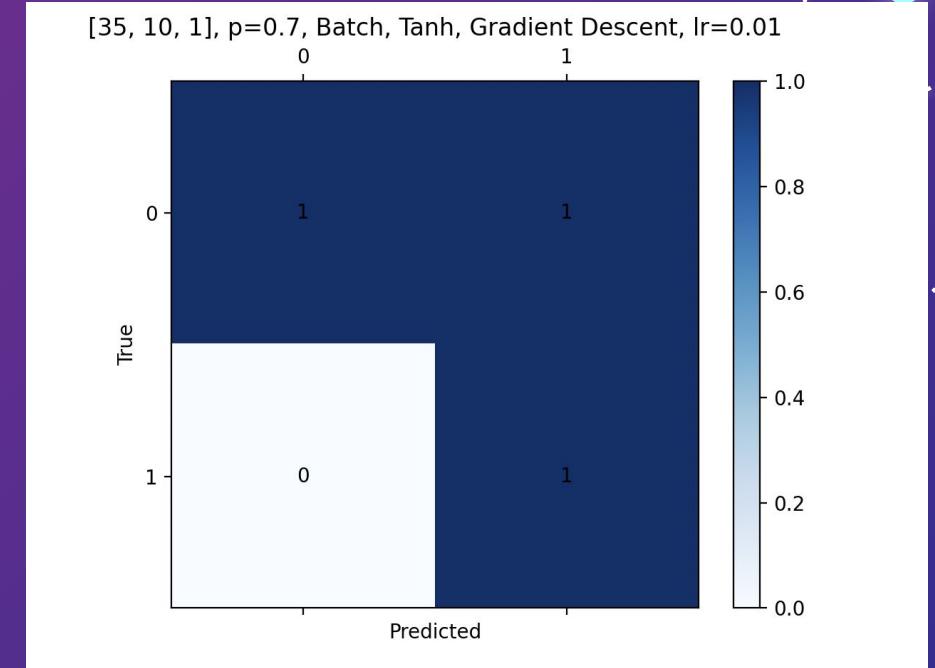
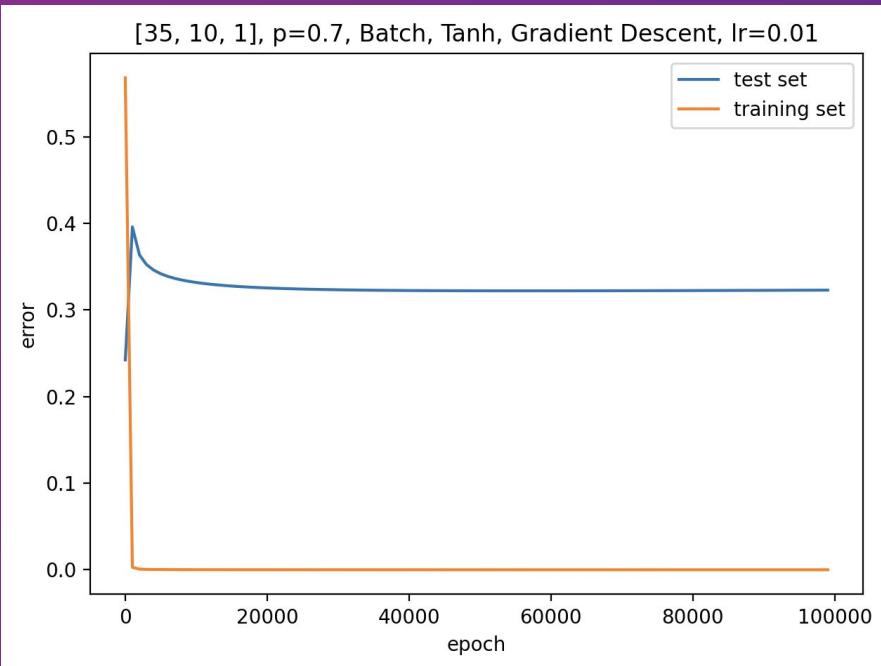
$p = 0.5$, ADAM, lr=0.0001



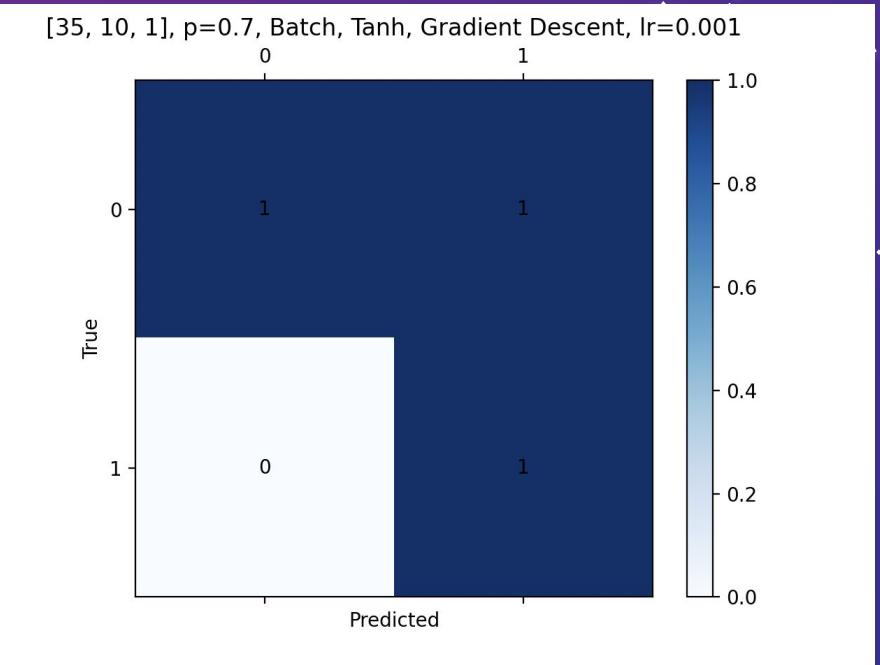
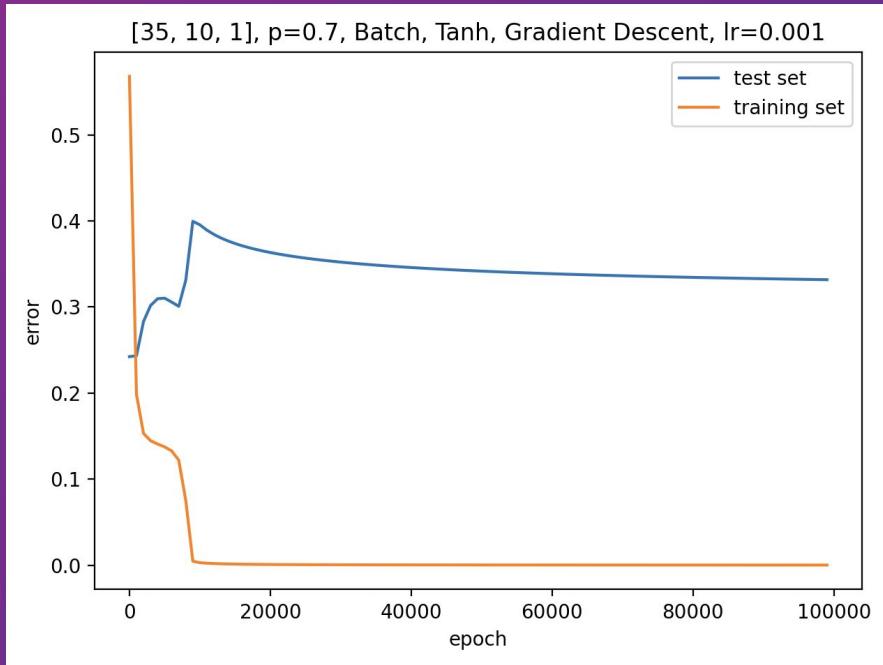
$p = 0.7$, Grad. desc



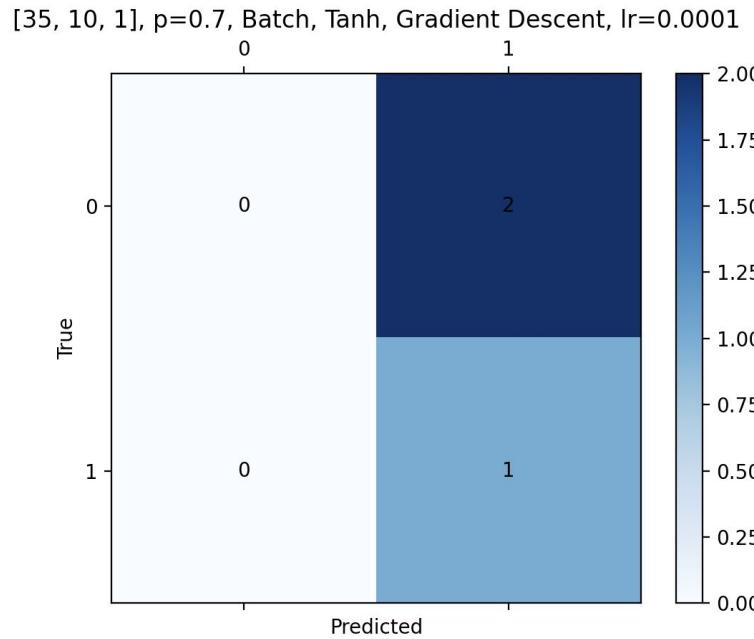
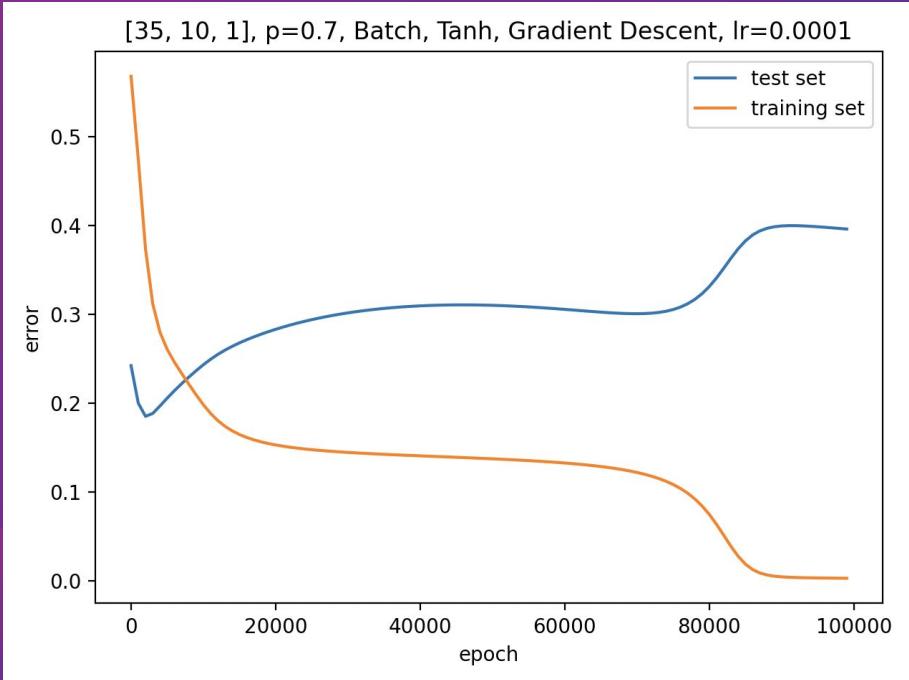
$p = 0.7$, Grad. desc, lr=0.01



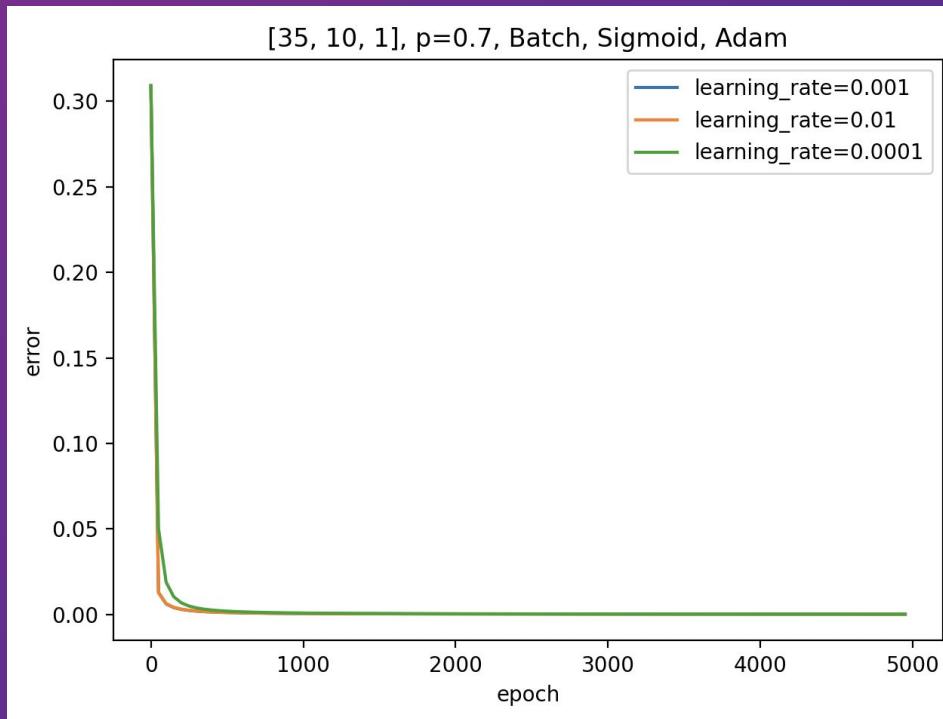
$p = 0.7$, Grad. desc, lr=0.001



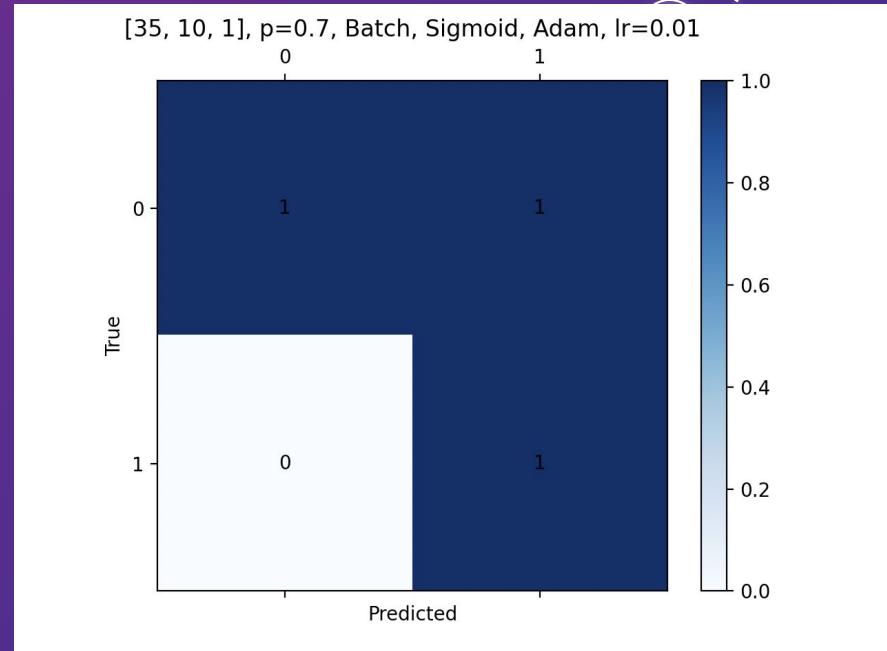
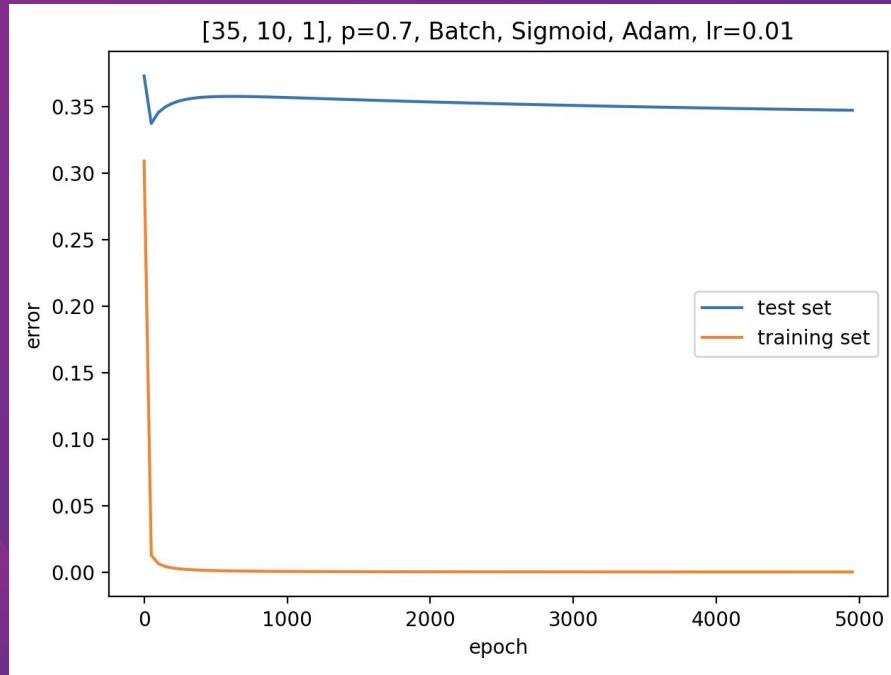
$p = 0.7$, Grad. desc, lr=0.0001



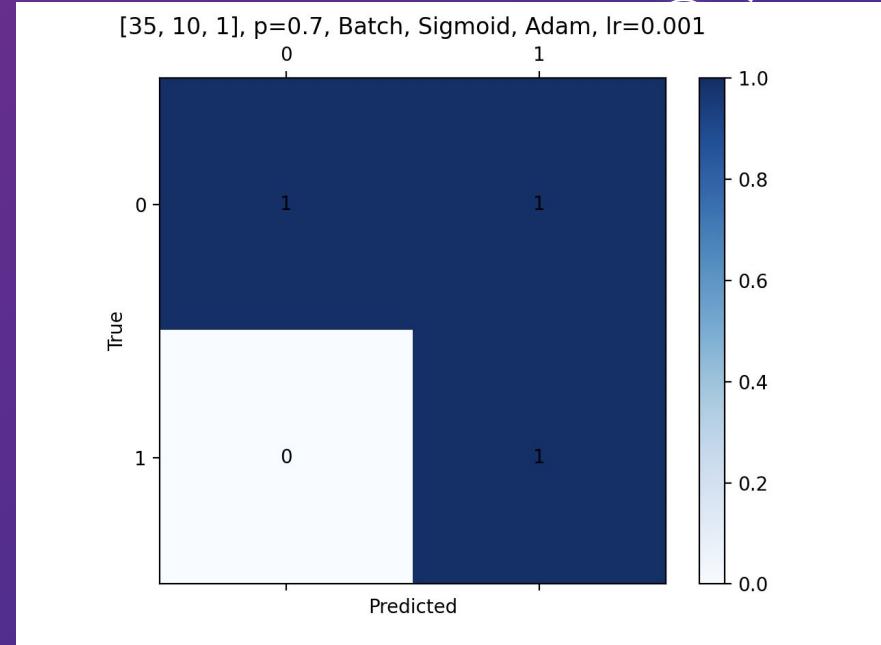
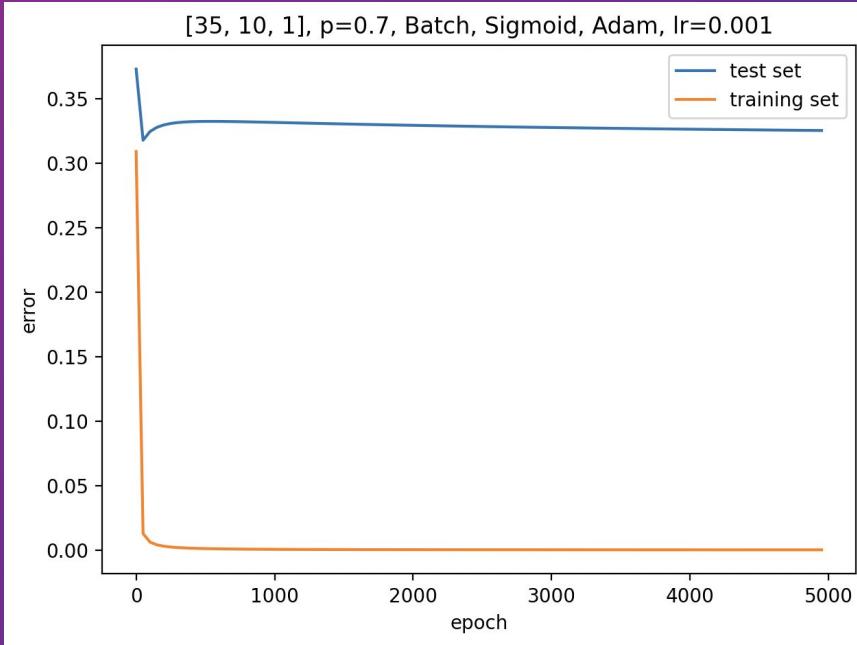
p = 0.7, ADAM



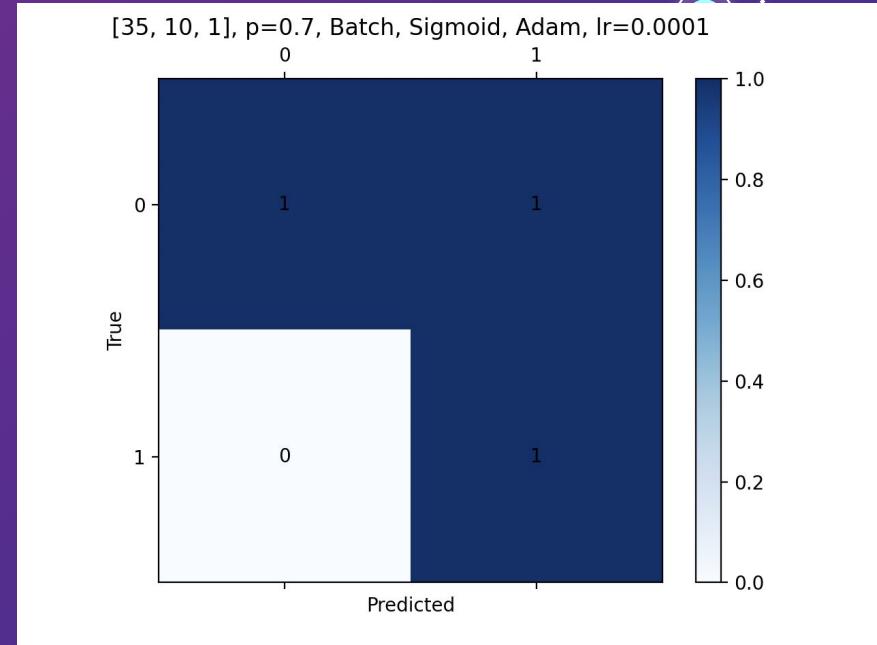
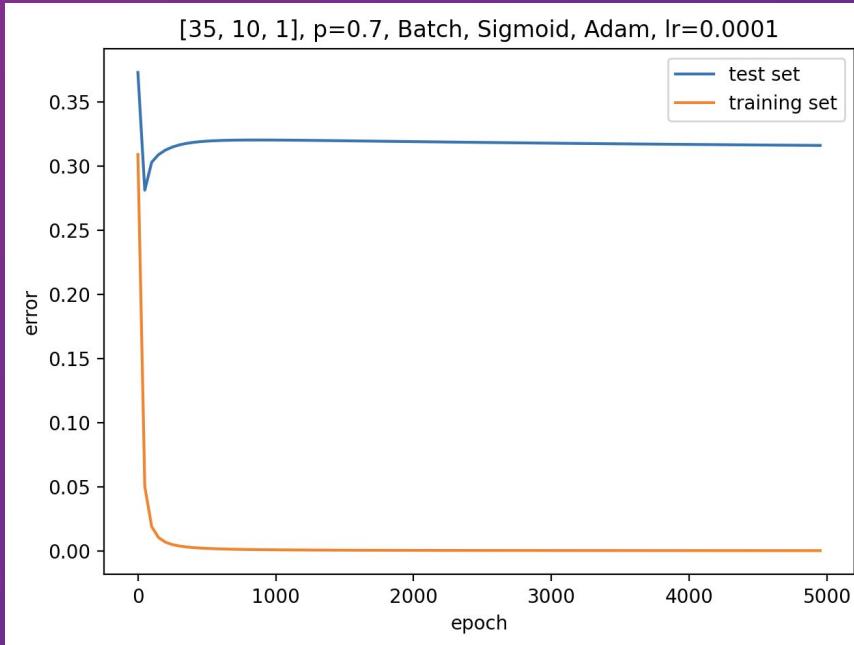
p = 0.7, ADAM, lr=0.01



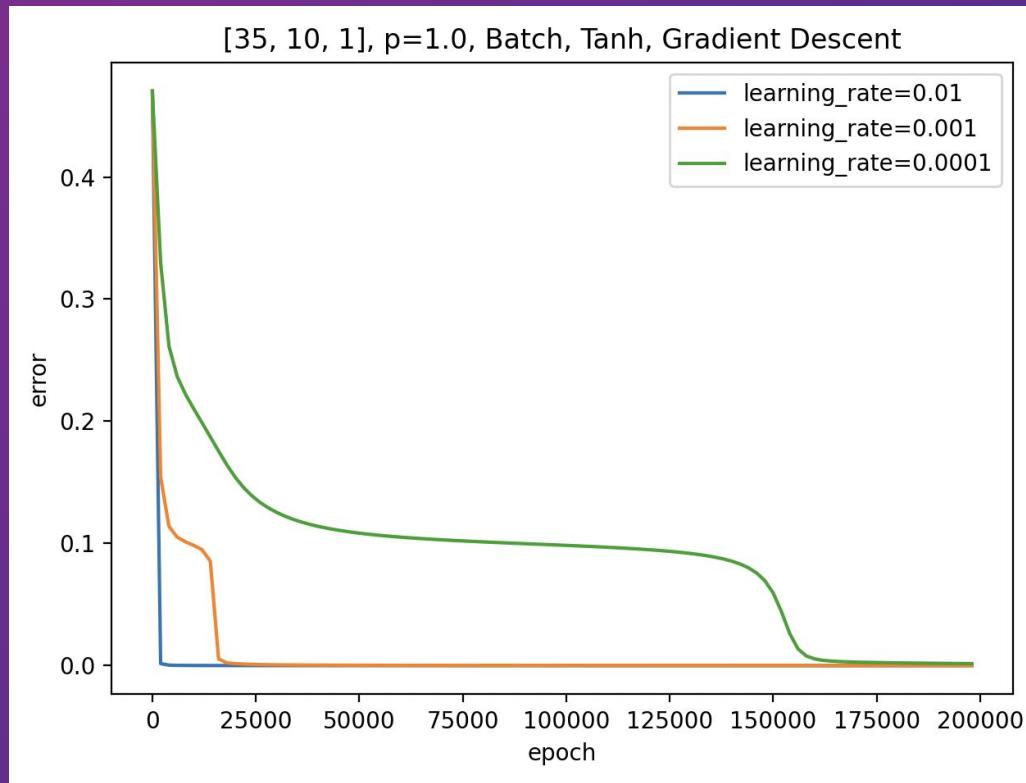
p = 0.7, ADAM, lr=0.001



$p = 0.7$, ADAM, lr=0.0001

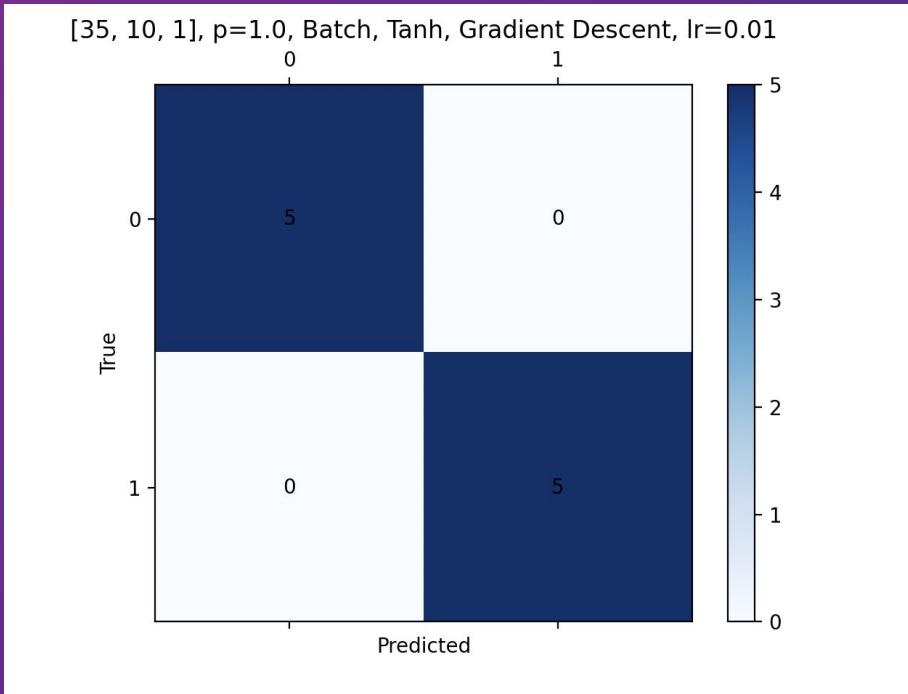


$p = 1$, Grad. desc



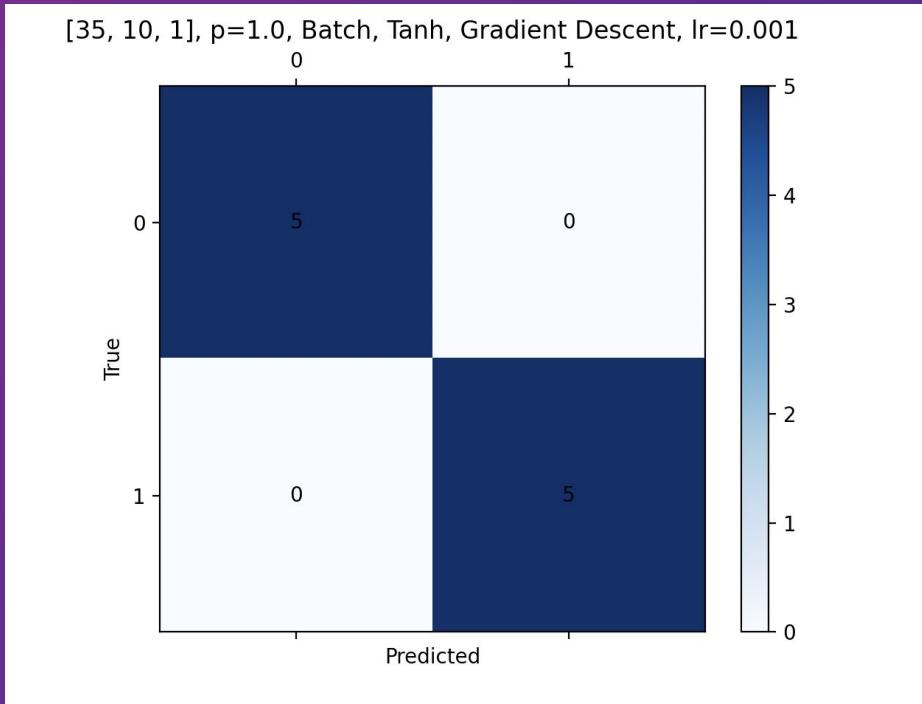
Matriz de Confusión

p = 1, Grad. desc, lr=0.01



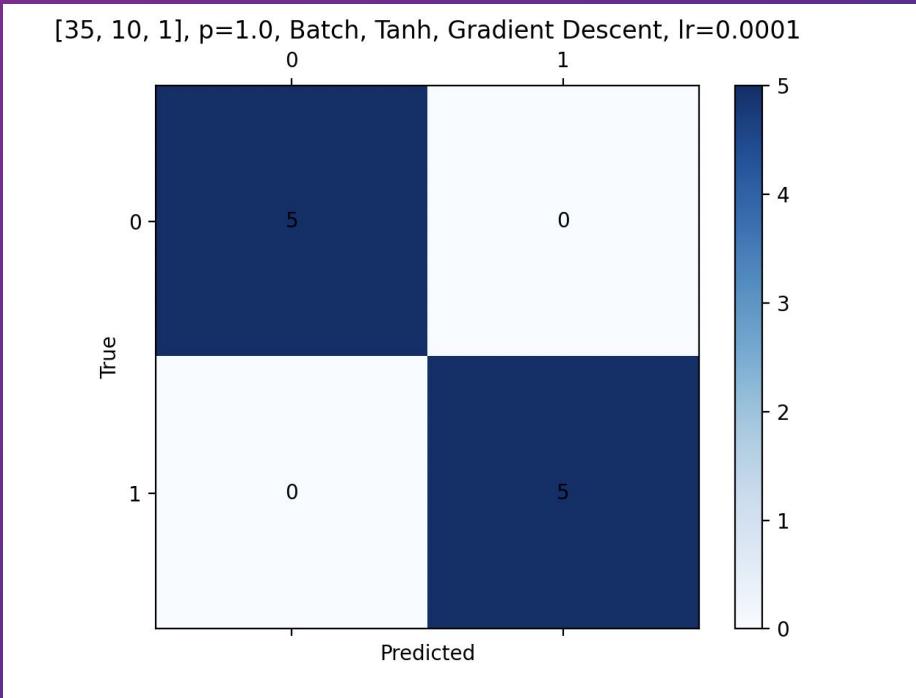
Matriz de Confusión

$p = 1$, Grad. desc, lr=0.001

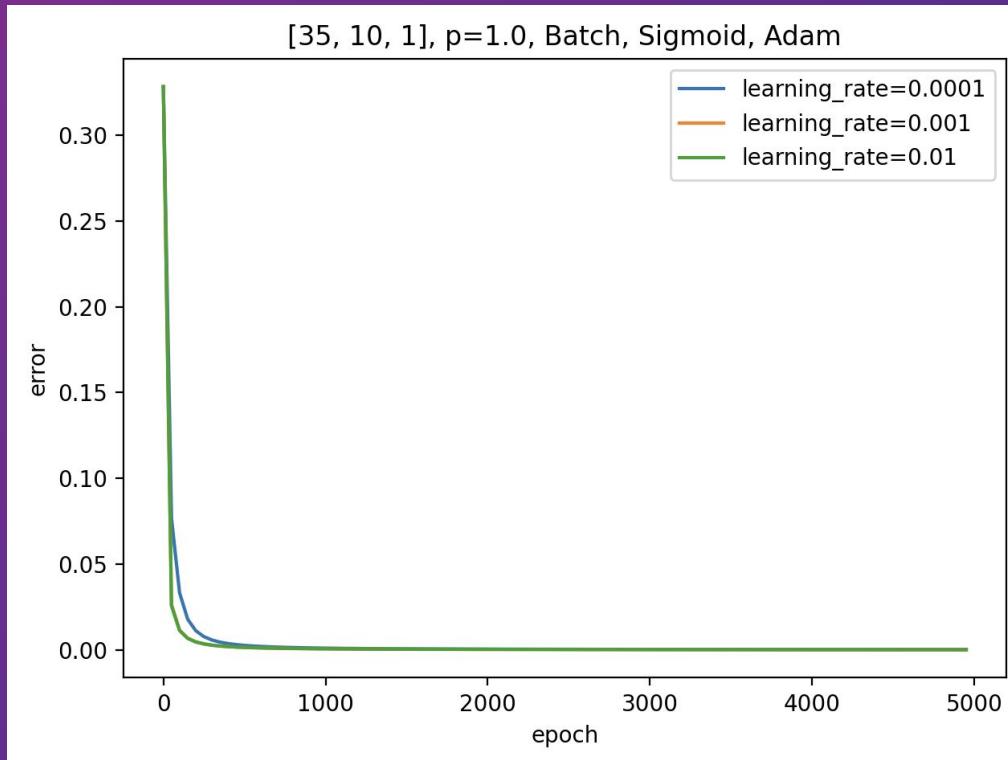


Matriz de Confusión

$p = 1$, Grad. desc, lr=0.0001

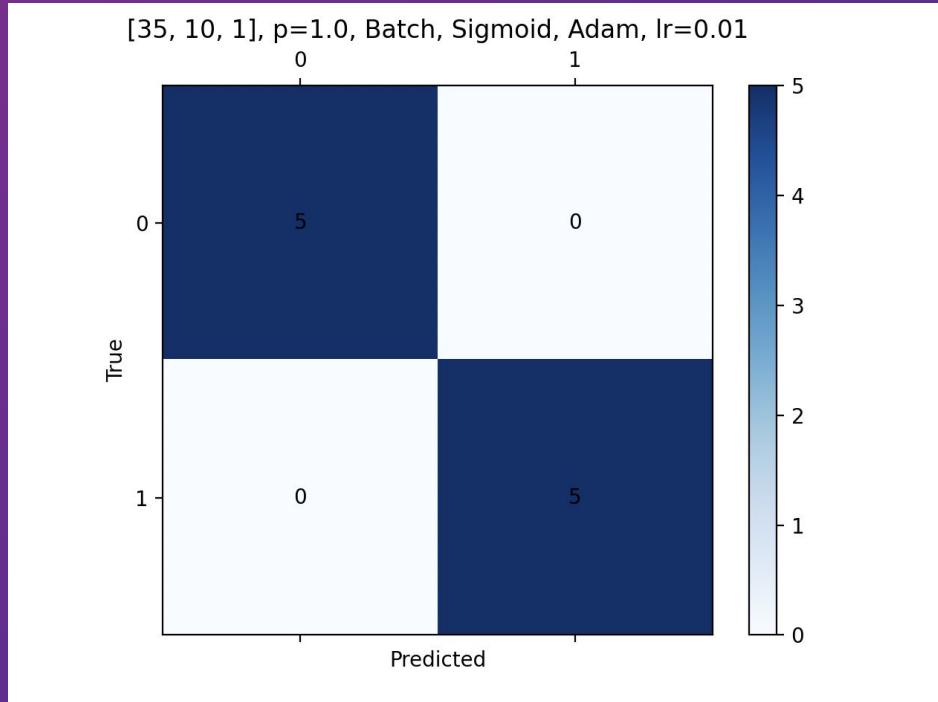


p = 1, ADAM



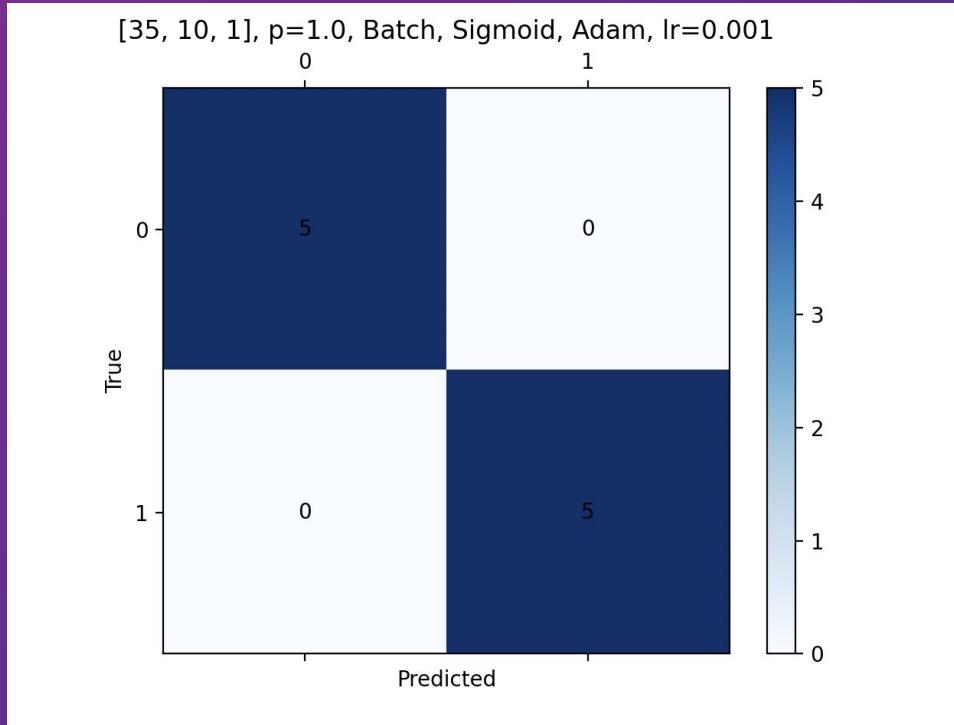
Matriz de Confusión

p = 1, ADAM, lr=0.01



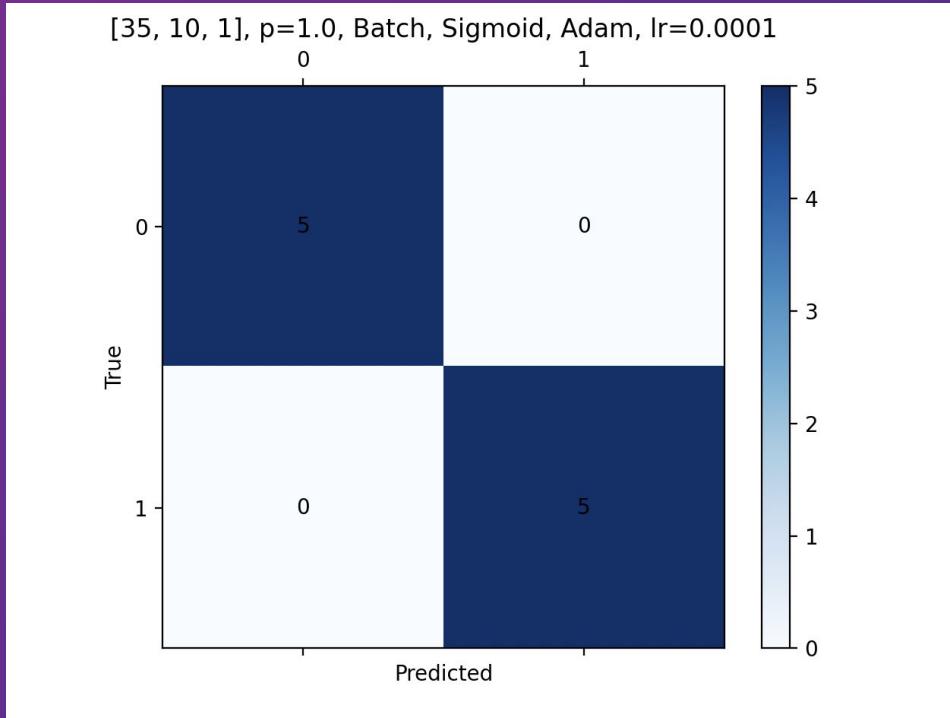
Matriz de Confusión

p = 1, ADAM, lr=0.001



Matriz de Confusión

p = 1, ADAM, lr=0.0001



Layers: [10]

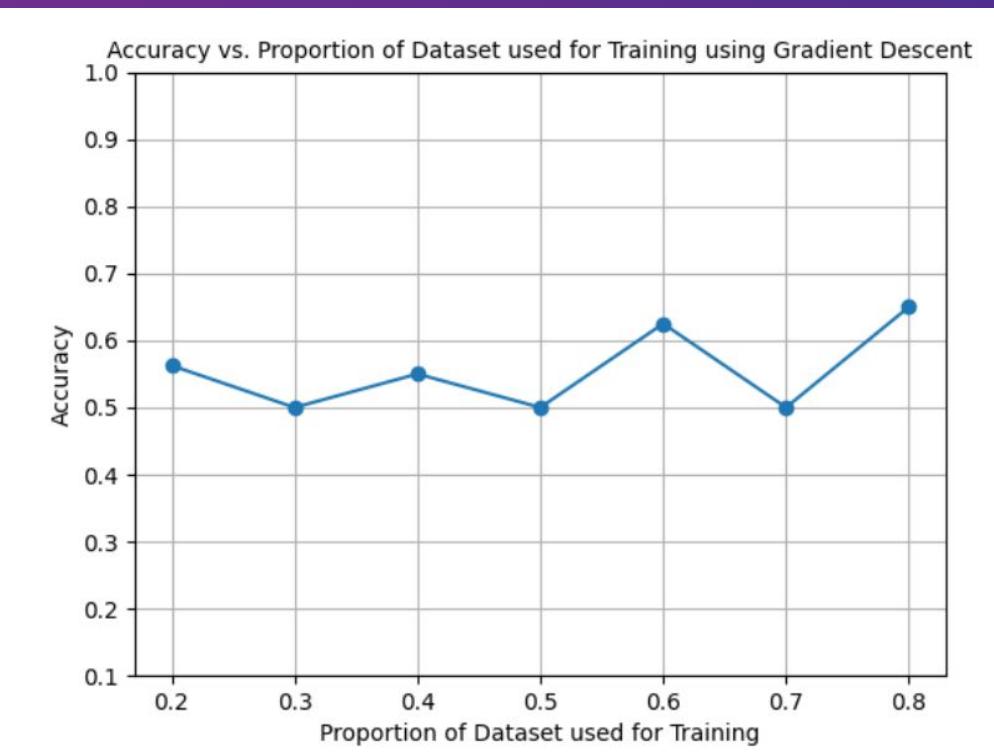
Función Activación: Tanh

Lr: 0.01

Método de Optimización:
Gradiente Descendente

Epoch: 5000

Iterations: 10



Layers: [10]

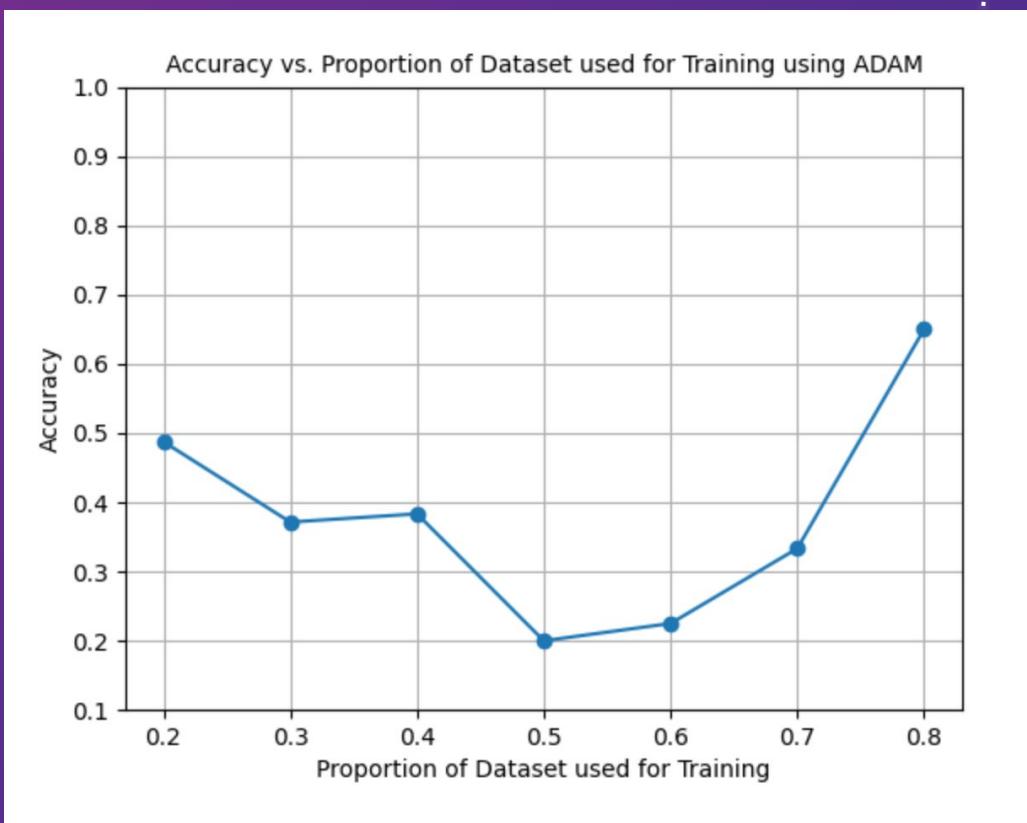
Función Activación: Logística

Lr: 0.01

Método de Optimización: ADAM

Epoch: 20000

Iterations: 10



Conclusiones

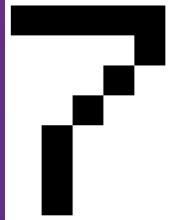
- Para este problema, el método de ADAM converge más rápido para el training set que el gradiente descendiente.
- La red no puede inferir el resultado de la paridad de un número, esto se debe a que la imagen de un número no tiene relación con su paridad.



Parte C

Determinar qué dígito se corresponde con la entrada a la red. Por ejemplo, si alimentamos al perceptrón multicapa con una imagen del dígito “7”, la salida esperada será “7” (la salida puede tomar valores entre 0 y 9). Nótese que se utiliza el mismo perceptrón multicapa, con una salida de 10 neuronas.

Una vez que la red haya aprendido, utilizar patrones correspondientes a los dígitos del conjunto de datos, con sus píxeles afectados por ruido. Evaluar los resultados.



For the digit: 7, the perceptron guessed 7

Parte C

Conjunto de entrada: [0,1,2,3,4,5,6,7,8,9], donde cada número es su representación gráfica en una grilla de 7x5. En la red es un vector de $[0,1]^{35}$

Layers: [10]

Método de Optimización: Gradiente Descendente / ADAM

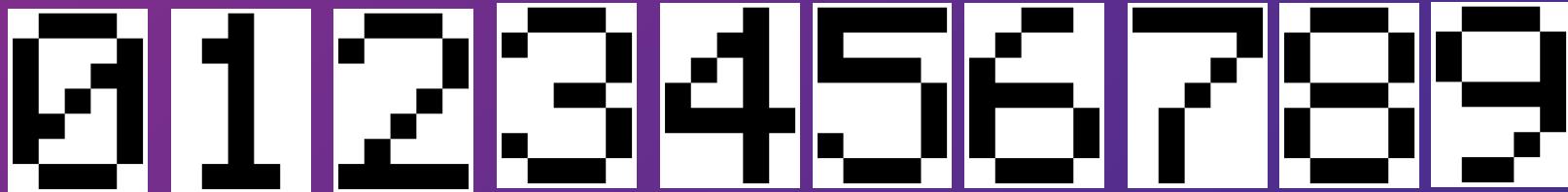
Función de Activación: Sigmoid / Tanh

Learning rate: 0.01/0.001/0.0001

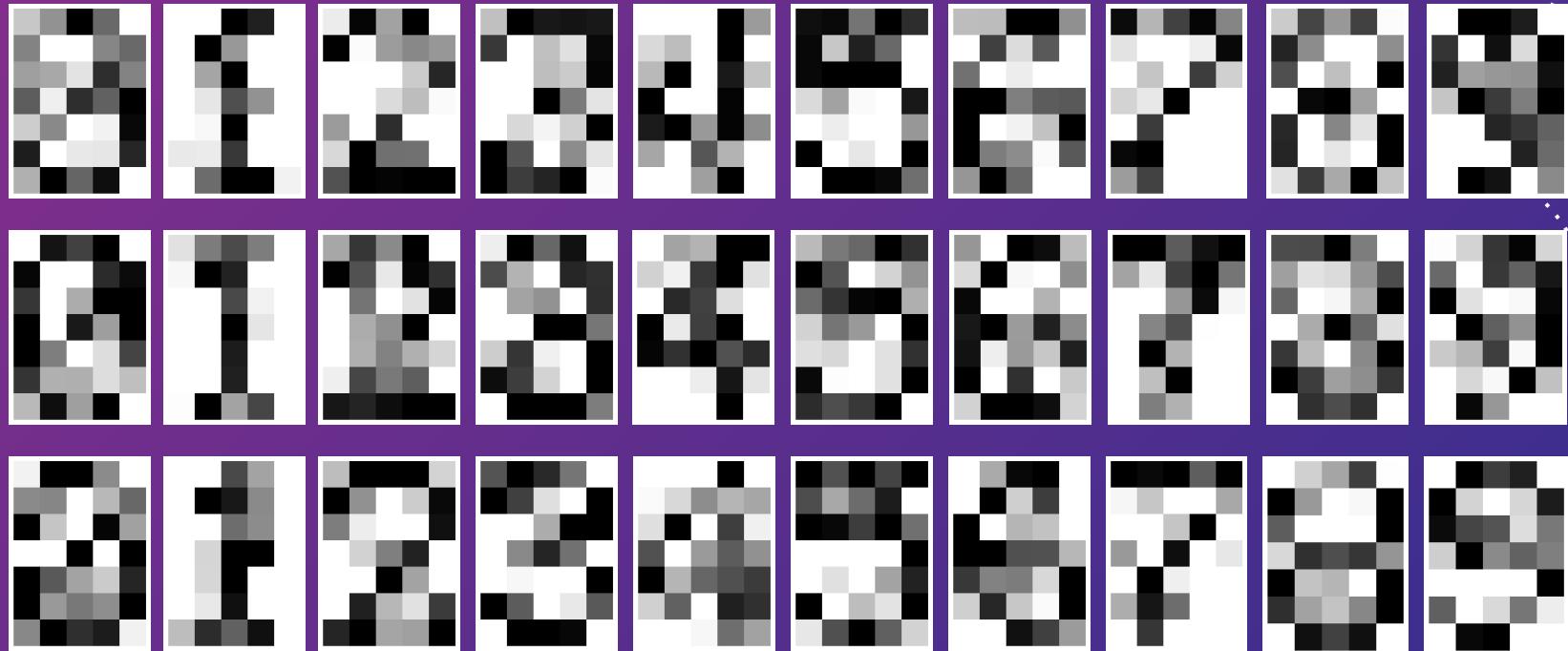
Conjunto de entrenamiento: conjunto de números del 0 al 9 sin ruido.

Conjunto de testeo: conjunto de 30 números del 0 al 9 con una máscara de ruido de intensidad 0.3.

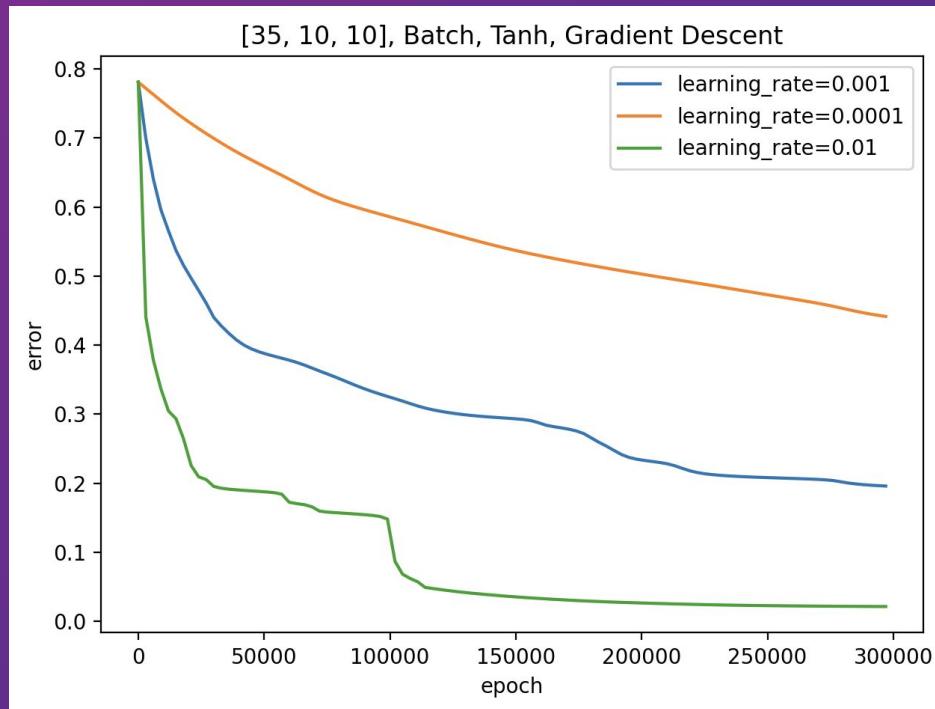
Training Set



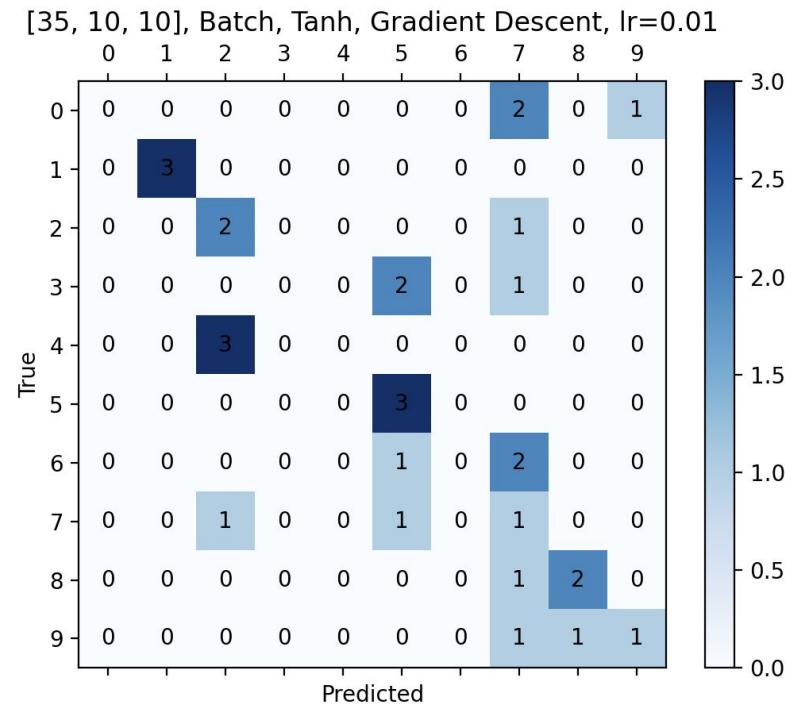
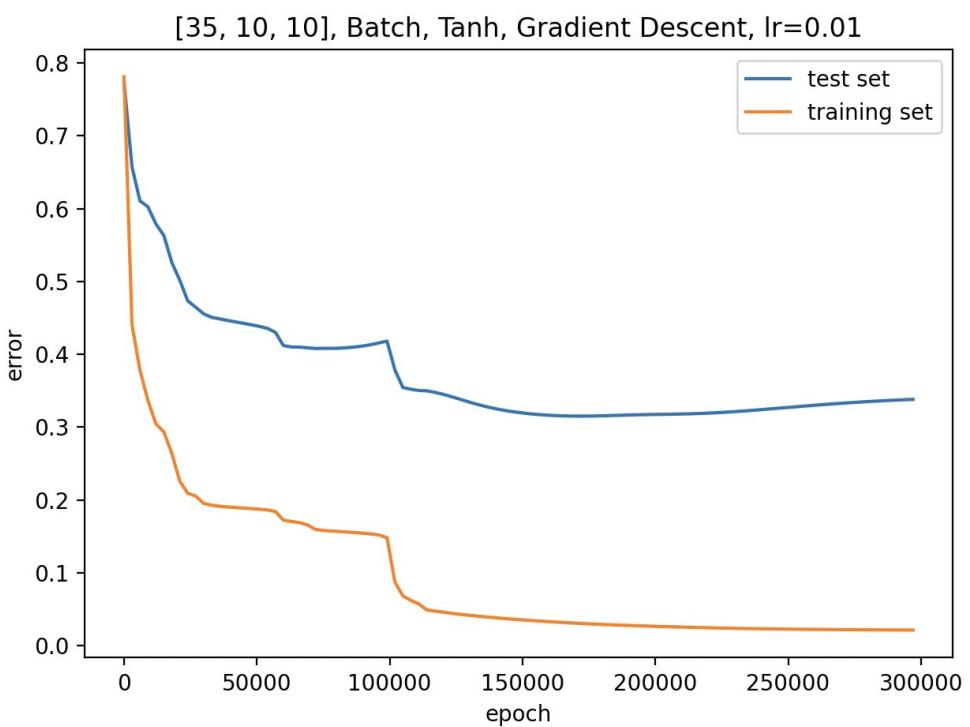
Testing Set (Noise intensity = 0.3)



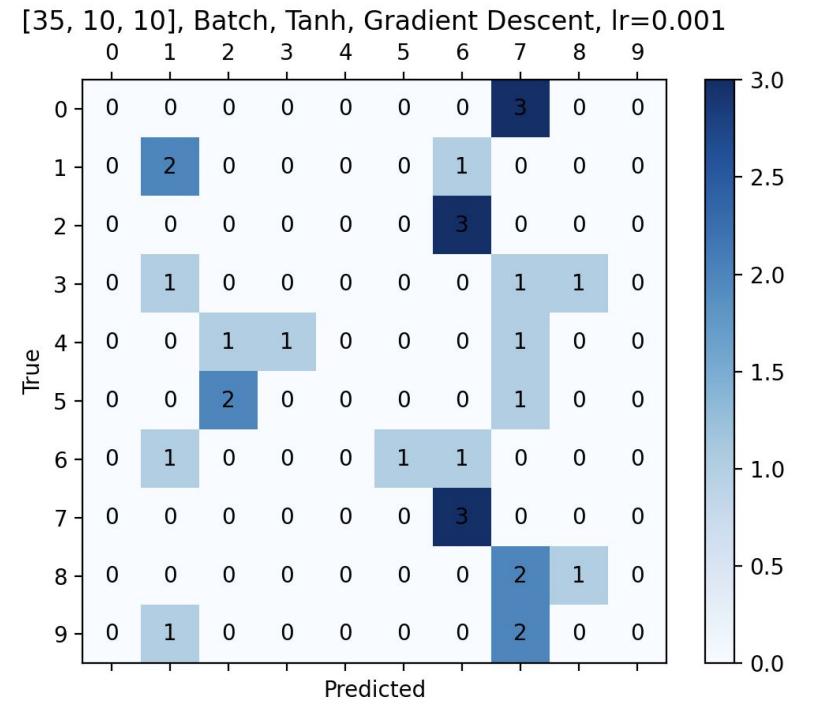
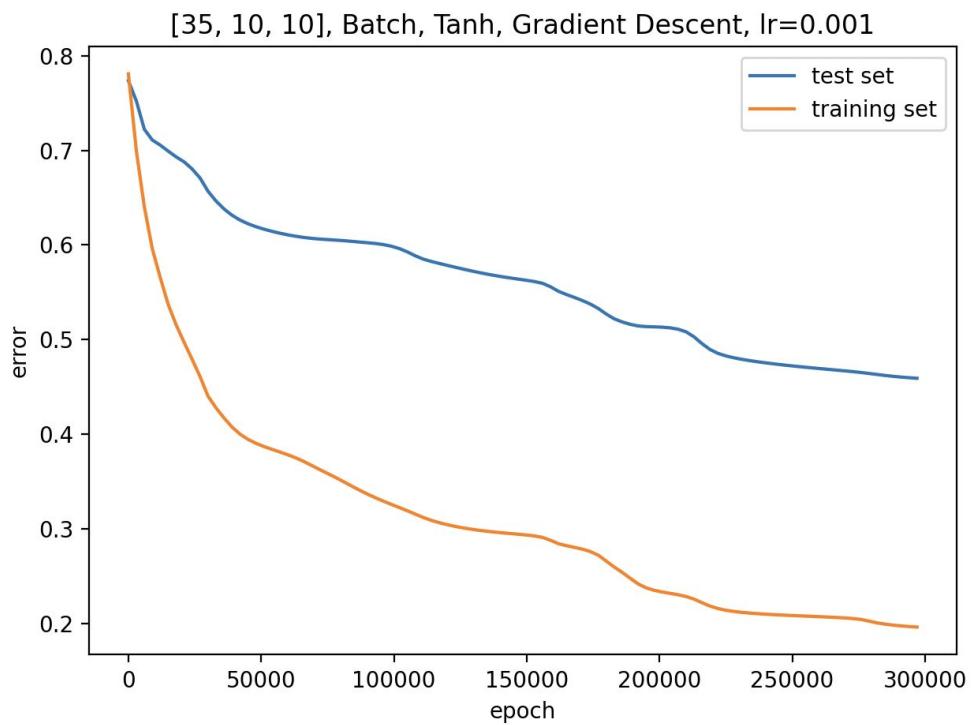
Grad. desc: Error vs Epoch



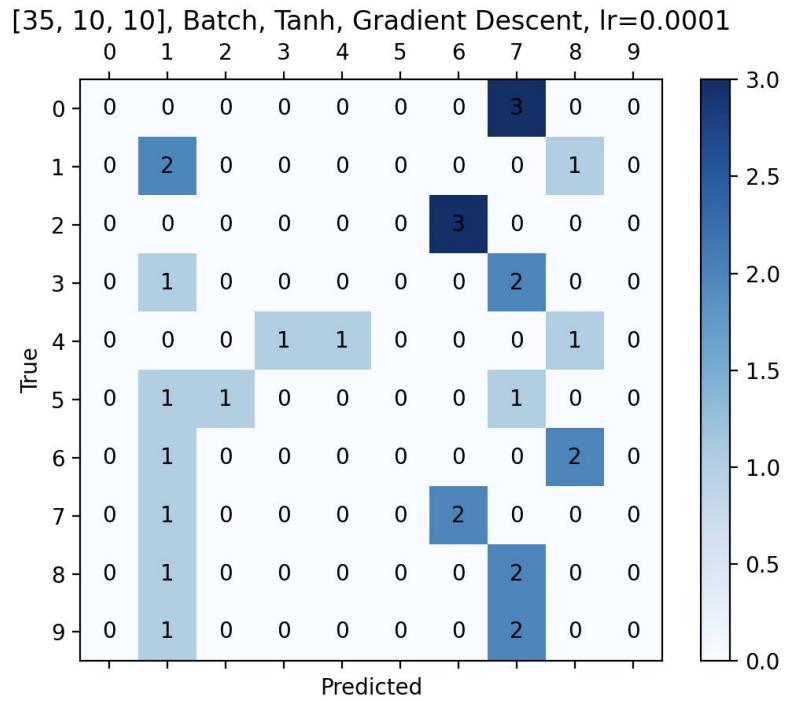
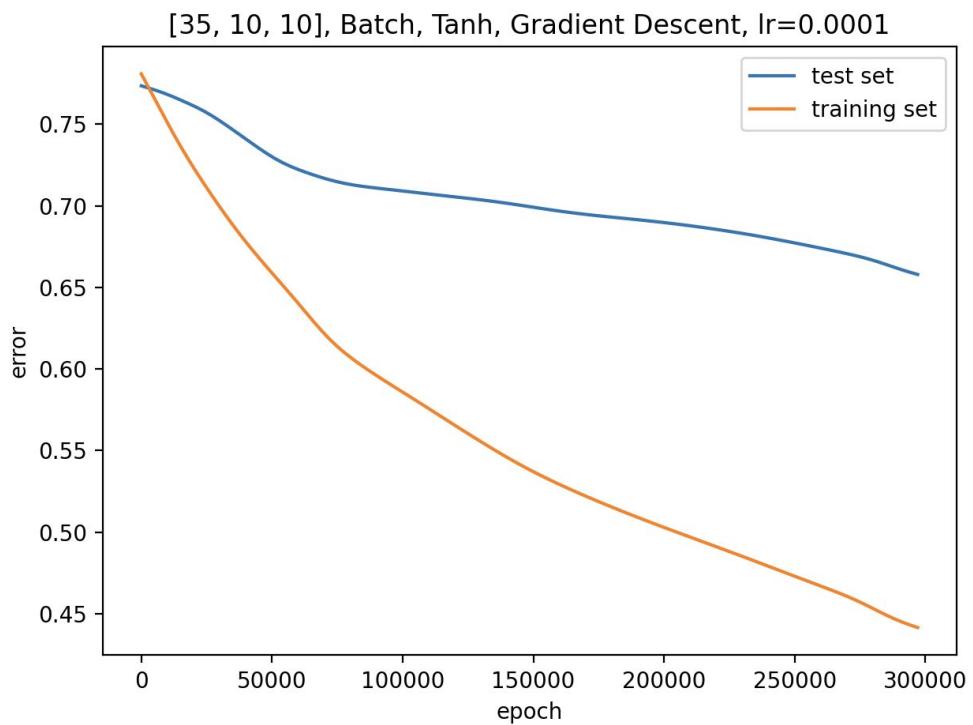
Grad. desc, lr=0.01



Grad. desc, lr=0.001



Grad. desc, lr=0.0001



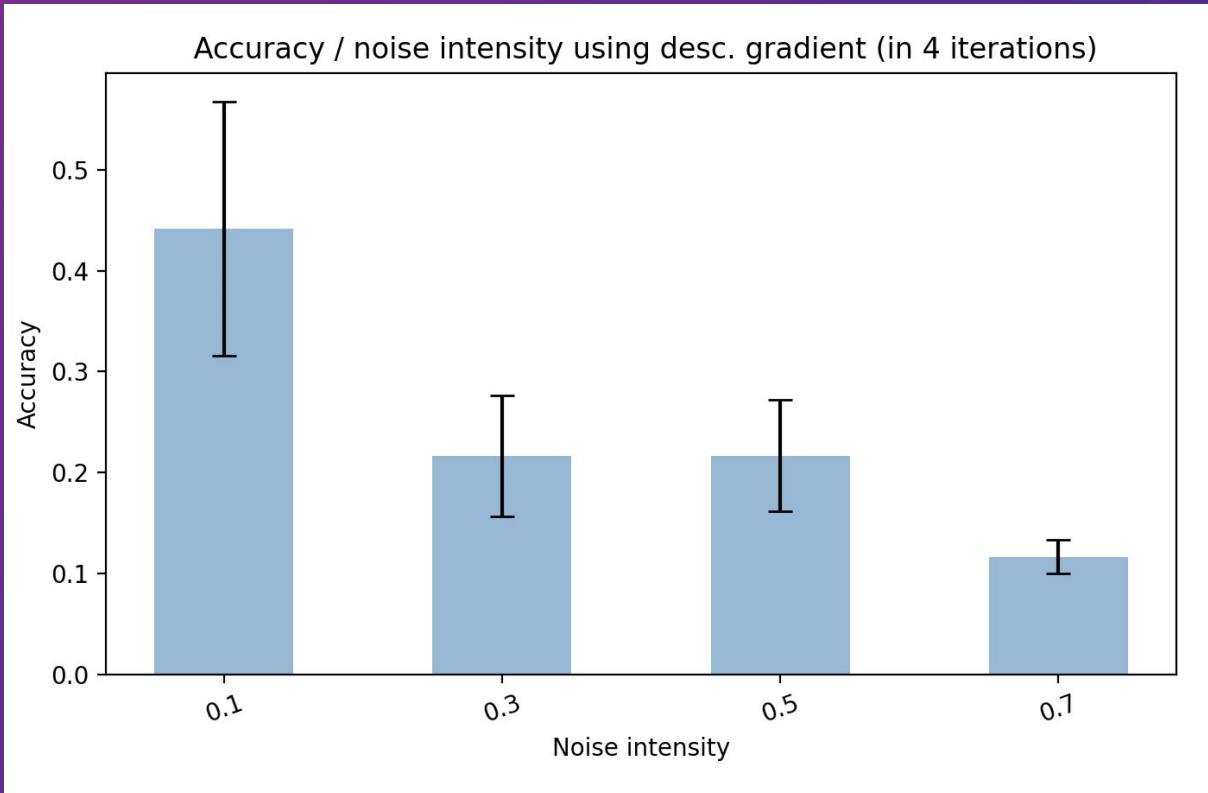
Conjunto de Entrenamiento:
Imágenes de los dígitos del 0 al
9 sin ruido

Conjunto de Testeo: 30
Imágenes de los dígitos del 0 al
9 con ruido

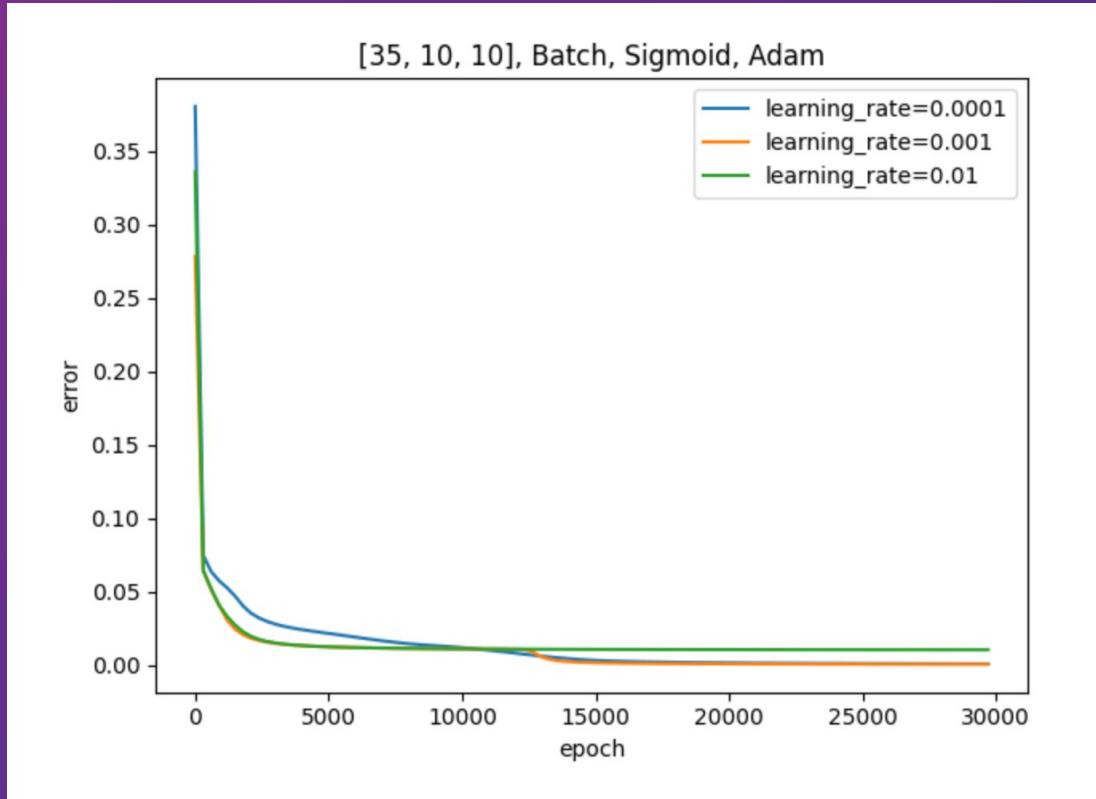
Layers: [10]

Método de Optimización:
Gradiente Descendente

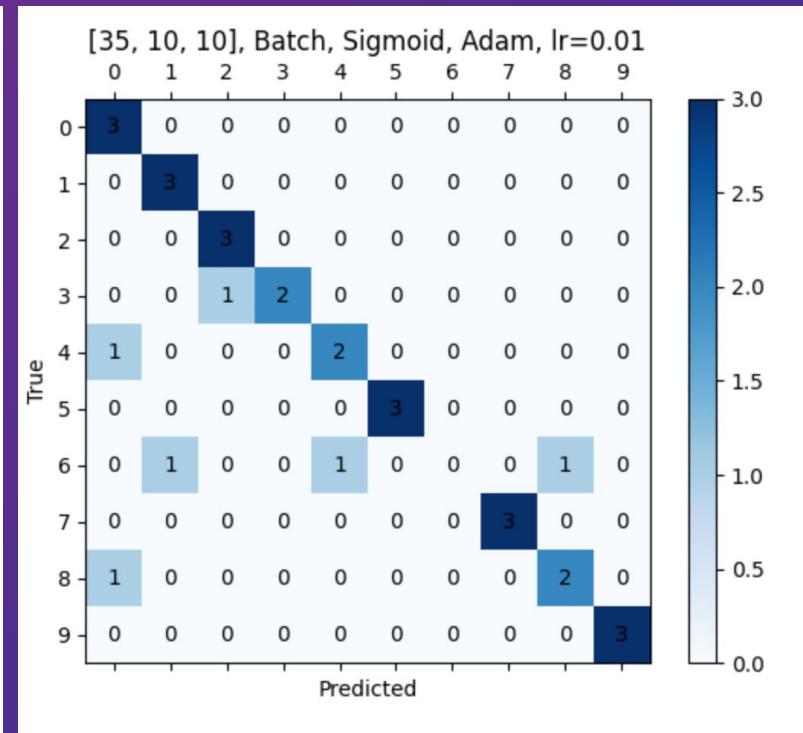
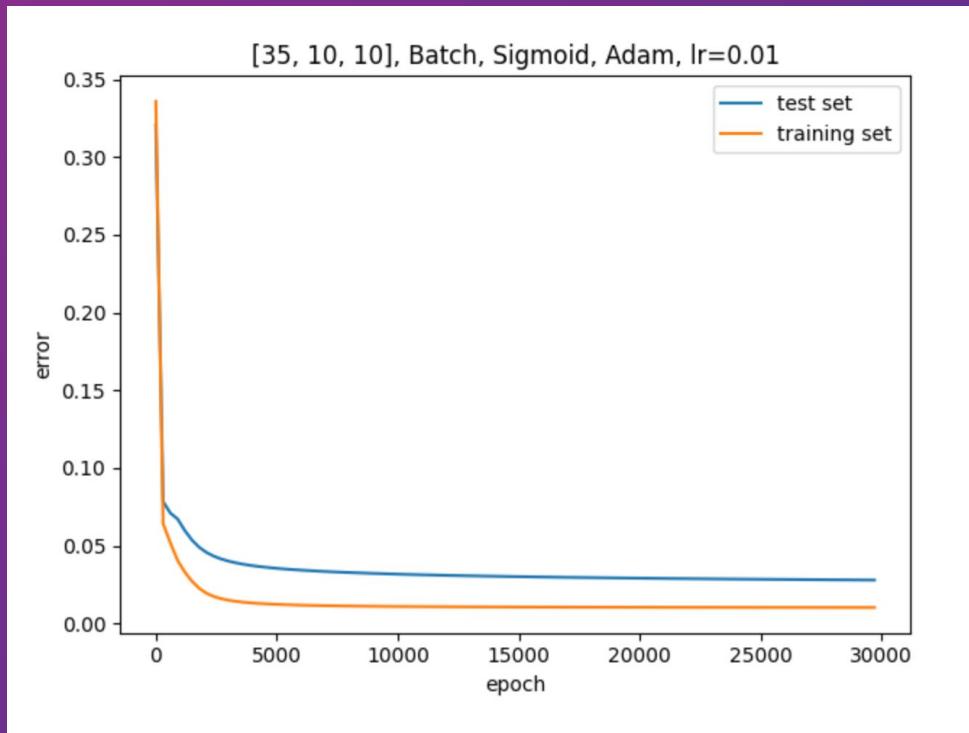
Learning Rate: 0.01



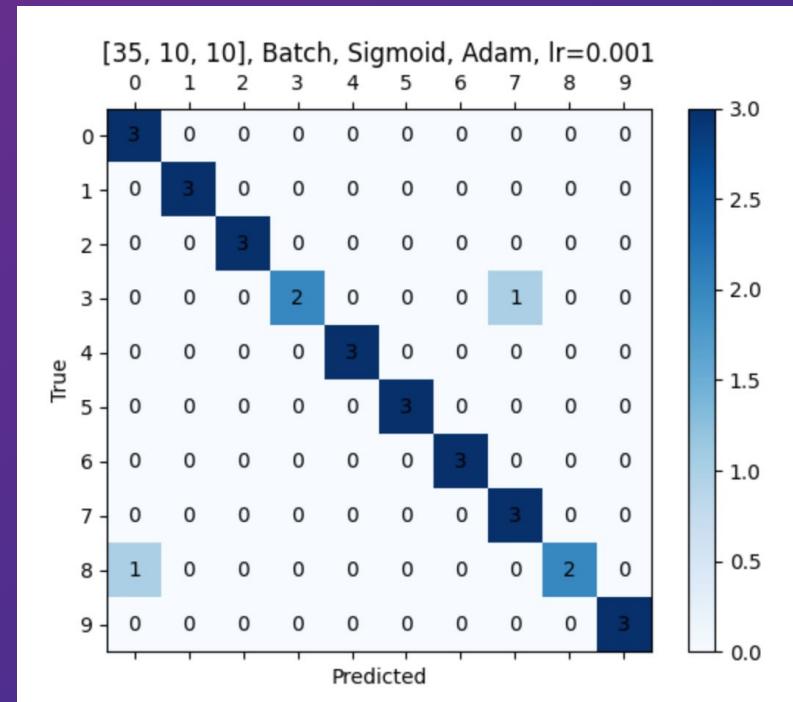
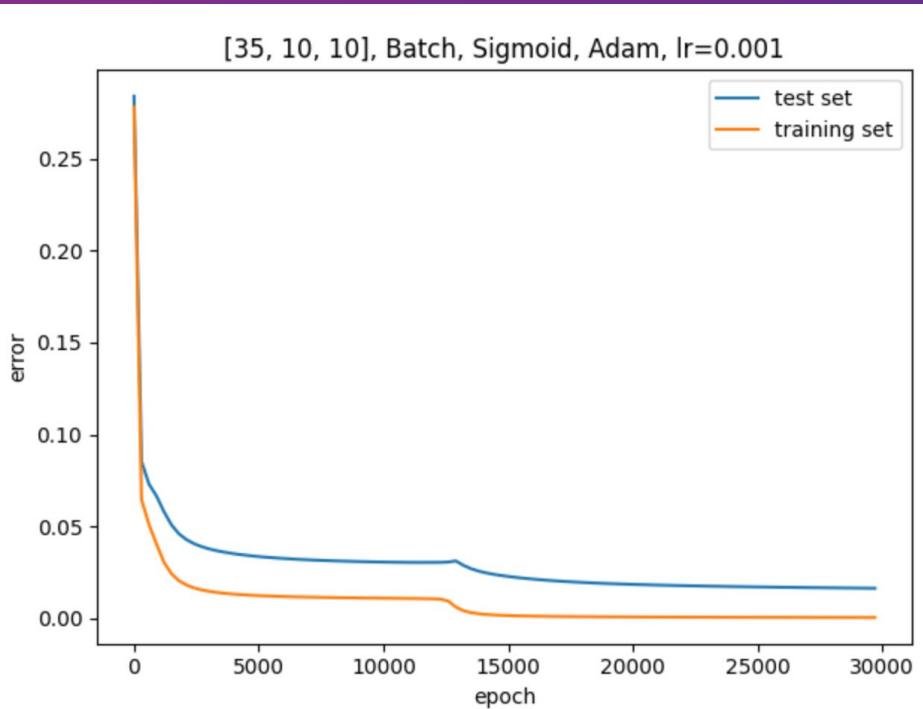
Adam: Error vs Epoch



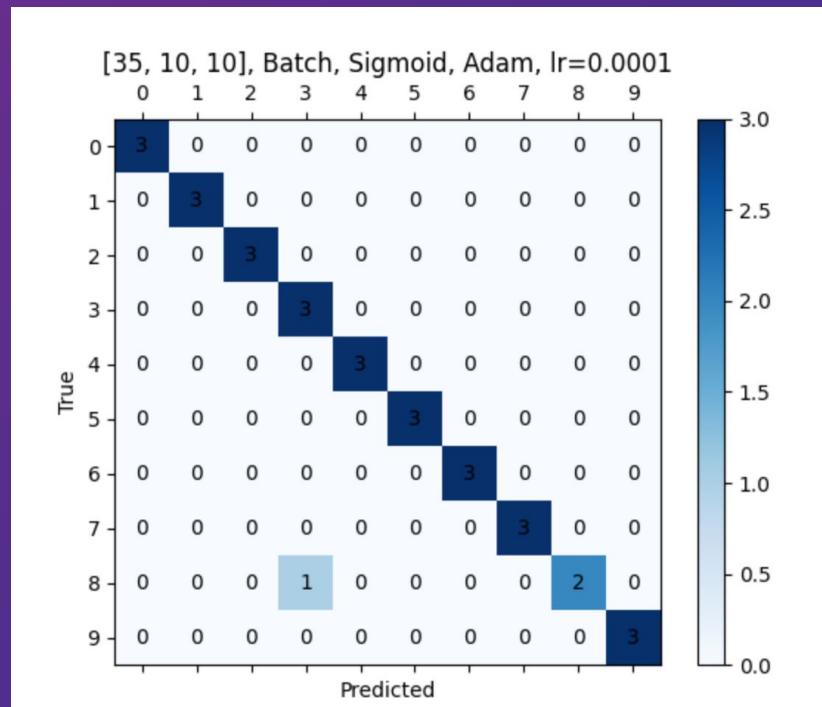
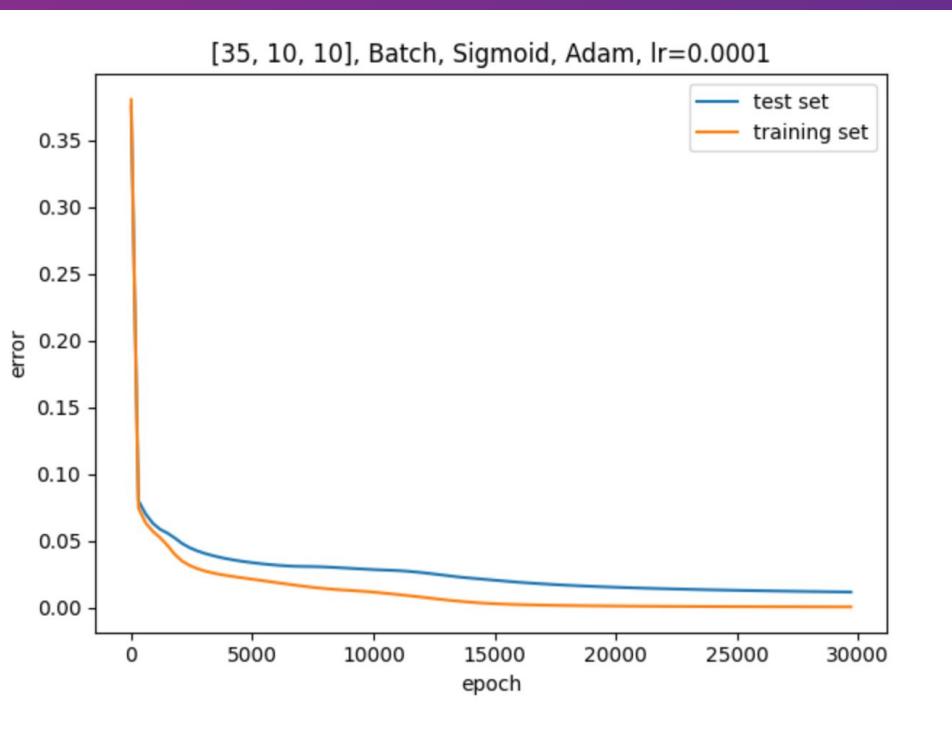
ADAM, lr=0.01



ADAM, lr=0.001



ADAM, lr=0.0001



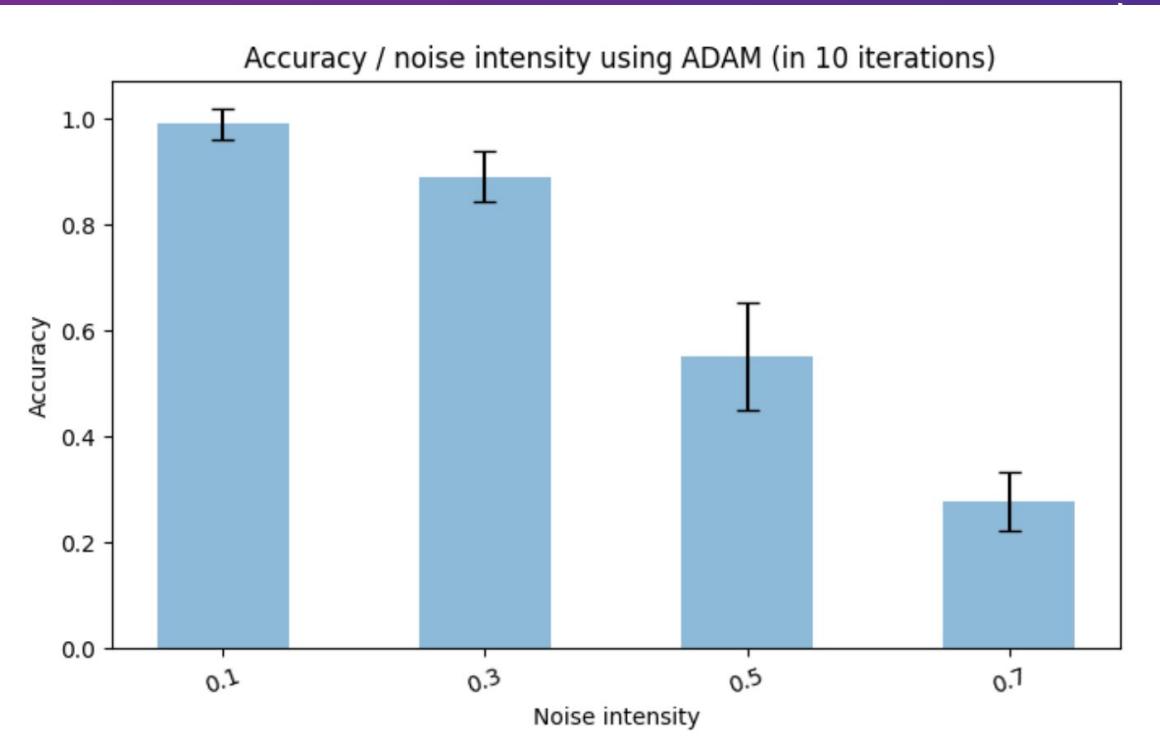
Conjunto de Entrenamiento:
Imágenes de los dígitos del 0 al
9 sin ruido

Conjunto de Testeo: 30
Imágenes de los dígitos del 0 al
9 con ruido

Layers: [10]

Método de Optimización:
ADAM

Learning Rate: 0.0001



Conclusiones

- El problema se puede resolver a través de un perceptrón multicapa.
- Este problema es generalizable, a diferencia de los anteriores: podemos observar que el error para el set de testeo disminuye a medida que se itera sobre las épocas.
- El método de optimización ADAM continúa convergiendo más rápido que el gradiente descendente y fue más preciso.

FIN