

Machine Learning 4: Neural Networks



Consider a face recognition problem



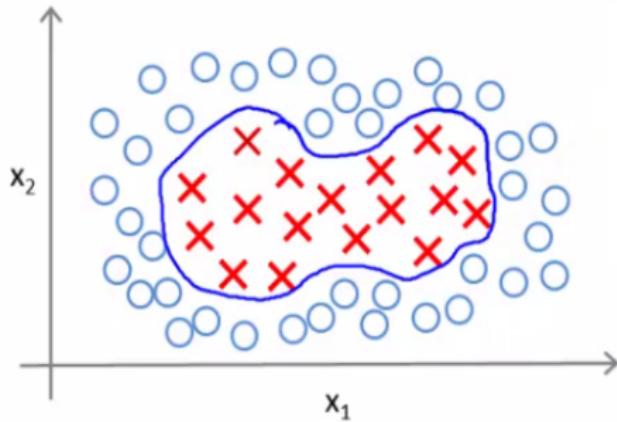
Consider a face recognition problem



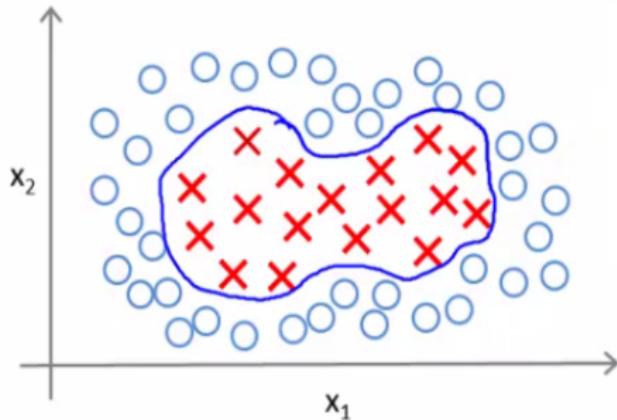
For a 50×50 grayscale image, we have 2500 basic features:

$$x_1, \dots, x_{2500} \in \{0, 255\}$$

As before, we can map in feature space the 'face' and 'non-face' labels

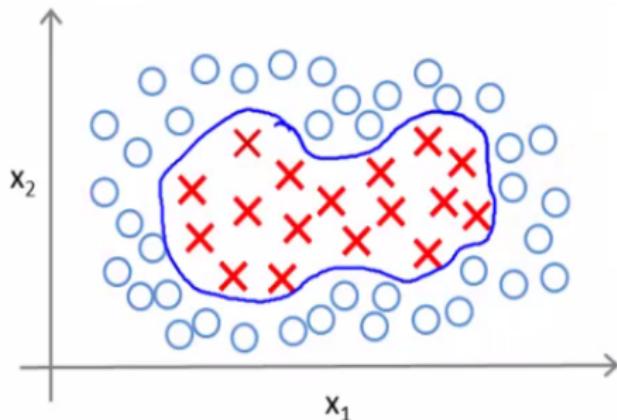


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We definitely require polynomial features to map this decision boundary ...

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Up to quadratic order this is already $\sim 3,000,000$ features





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... and we probably want at least up to cubic order for a low bias fit to the data ...

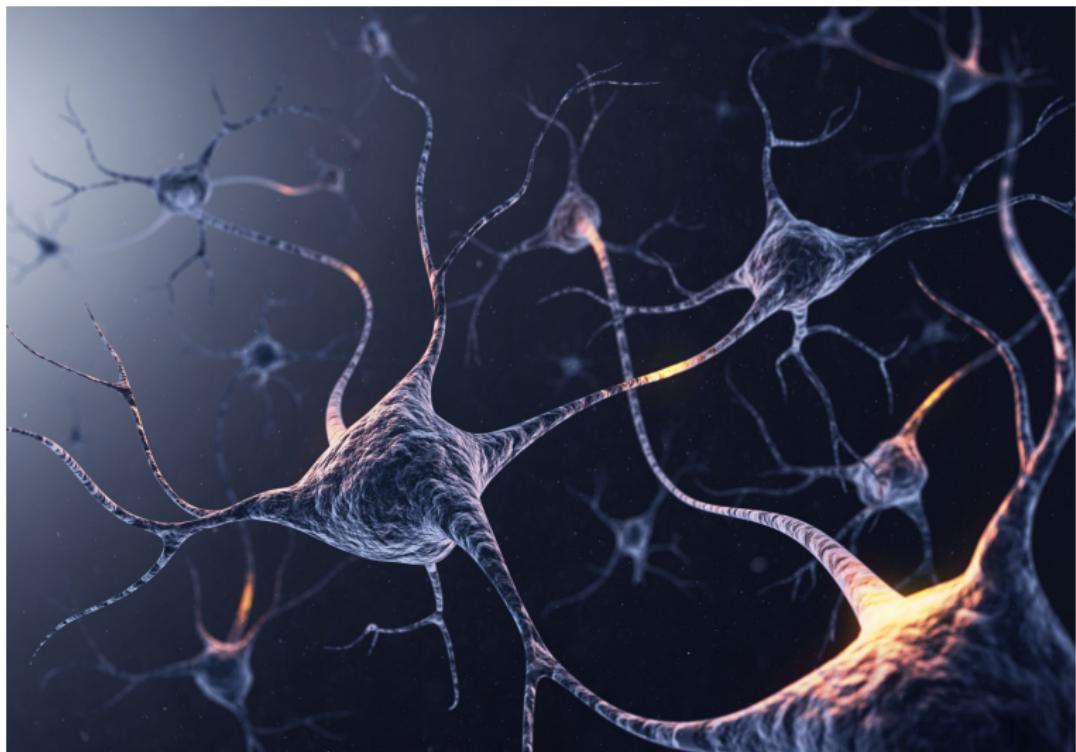


For a 2000×2000 colour image, we have 2000^2 basic features ...

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... you get the picture

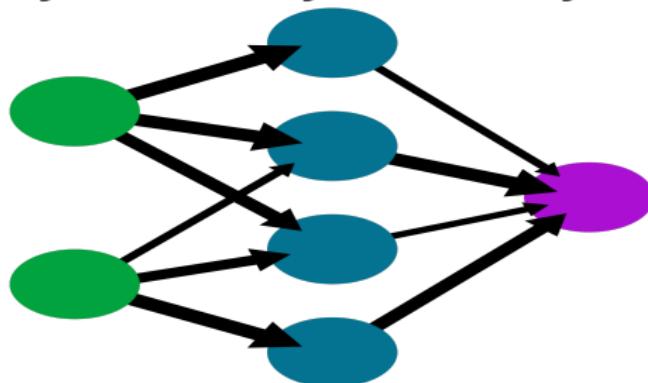
Inspired by nature



Neural Networks

A simple neural network

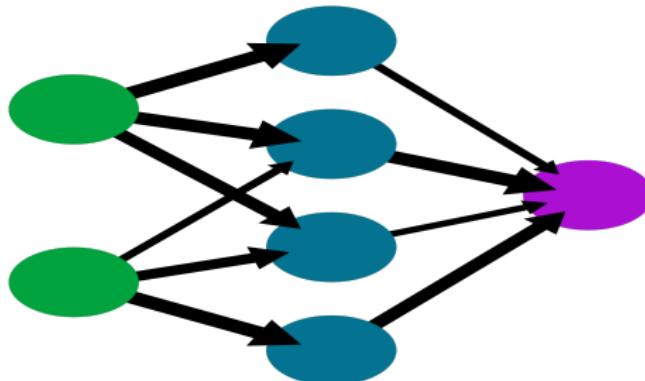
input layer hidden layer output layer



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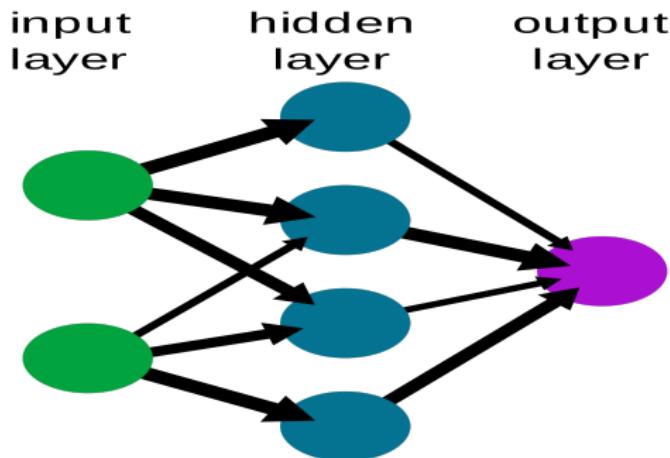
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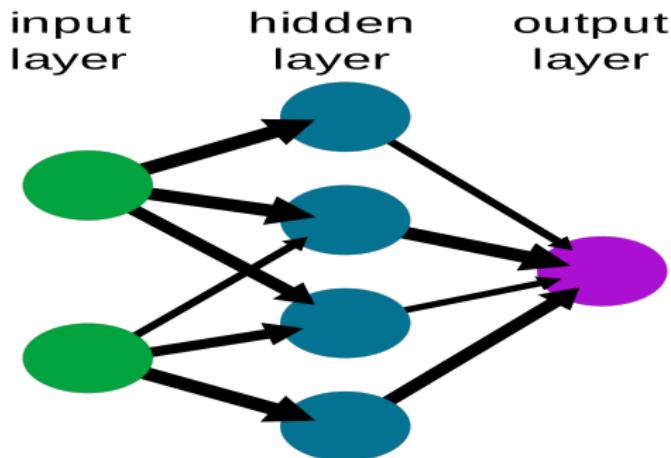
A simple neural network



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- Neural networks provide a means to create 'non-linear' features from a set of basic input features. These are called '**activations**'.

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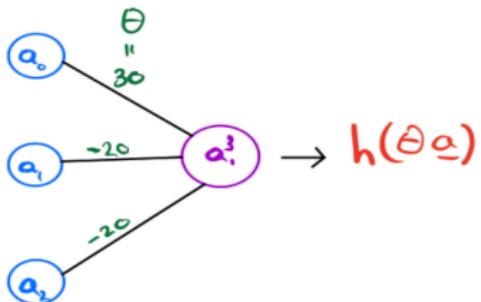
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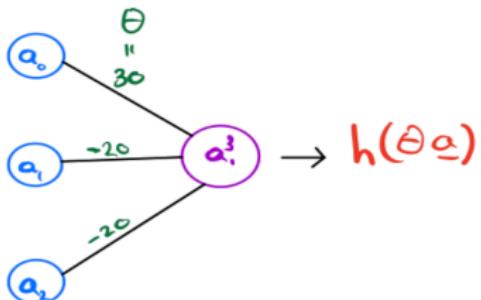
Consider the following:



a_0	a_1	a_2	$h = \text{NAND}$
0	0	0	1
0	0	1	1
0	1	0	1
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	0

$$\begin{aligned}h(\theta a) &= \text{sig}(\theta_0 a_0 + \theta_1 a_1 + \theta_2 a_2) \\&= \text{sig}(30 - 20a_1 - 20a_2)\end{aligned}$$

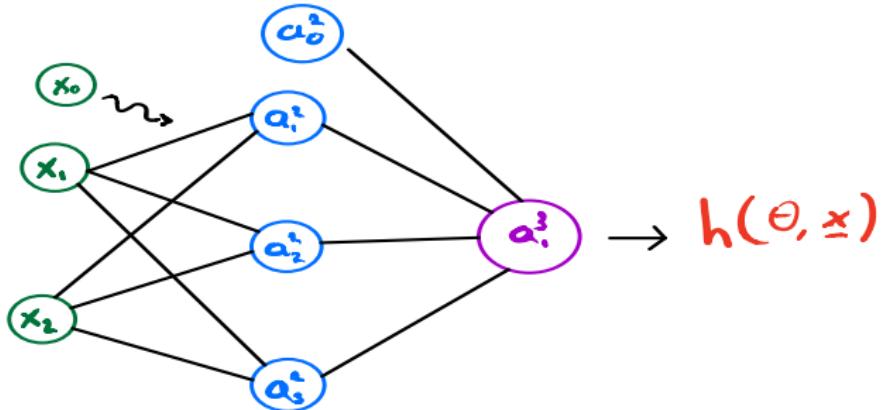
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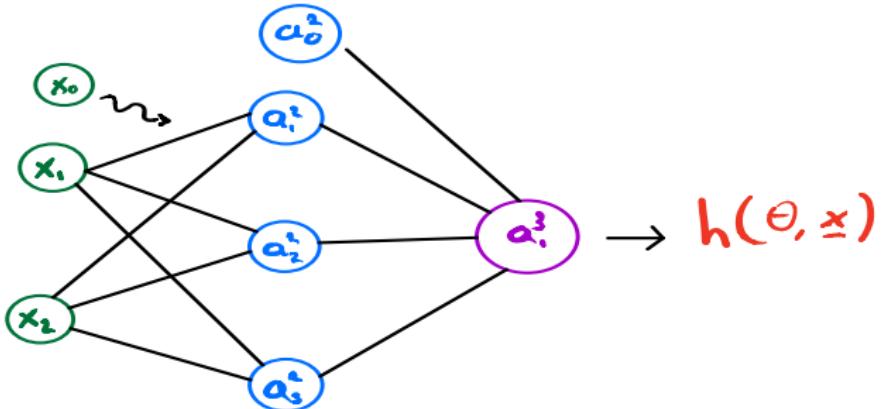
a ₀	a ₁	a ₂	h = NAND
0	0	1	1
0	1	1	1
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Let's now consider some binary classification as our goal
eg. face or not face.

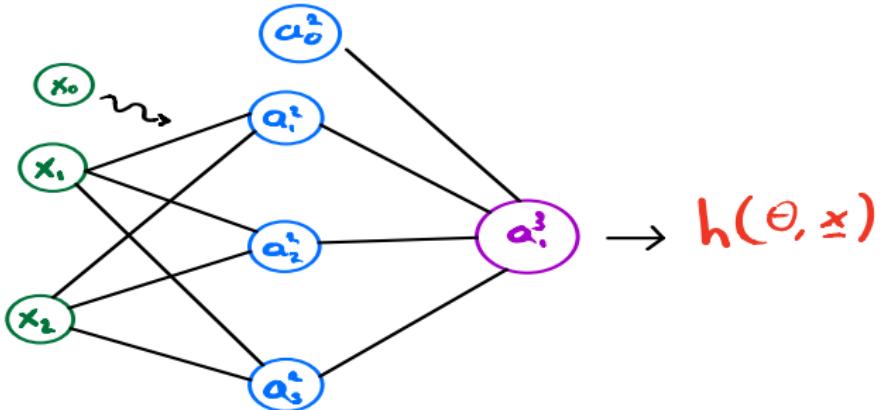


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$$\begin{aligned}
 h(\Theta, \mathbf{x}) &= a_1^{(2)} = \text{sig}((\theta^{(2)})^T \mathbf{a}), \\
 (\theta^{(2)})^T \mathbf{a} &= \theta_{10}^{(2)} a_0^2 + \theta_{11}^{(2)} a_1^2 + \theta_{12}^{(2)} a_2^2 + \theta_{13}^{(2)} a_3^2
 \end{aligned} \tag{1}$$



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$$h(\Theta, \mathbf{x}) = a_3^1 = \text{sig}((\theta^{(2)})^T \mathbf{a}),$$

$$(\theta^{(2)})^T \mathbf{a} = \theta_{10}^{(2)} a_0^2 + \theta_{11}^{(2)} a_1^2 + \theta_{12}^{(2)} a_2^2 + \theta_{13}^{(2)} a_3^2 \quad (1)$$

where

$$\tilde{\mathbf{a}} = [a_1^2, a_2^2, a_3^2] = \text{sig}((\theta^{(1)})^T \mathbf{x}),$$

$$a_i^2 = \text{sig}(\theta_{i0}^{(1)} x_0 + \theta_{i1}^{(1)} x_1 + \theta_{i2}^{(1)} x_2) \quad (2)$$

Some points

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- We want to find Θ which is a collection of weight vectors/matrices θ^j where ' j ' is the number of layers. Note that the dimension of θ^j is $s_{j+1} \times (s_j + 1)$ where s_j is the number of units in layer j excluding the bias unit.

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So what is our cost function ?

For a neural network with \mathbf{L} layers, looking to classify into \mathbf{K} different classes, and a training set of \mathbf{m} examples, we can extend our old logistic cost function as follows

$$J(\Theta) = -\frac{1}{m} \sum_{i=1}^m \sum_{k=1}^K [y_k^i \log[h_k(x^i)] + (1 - y_k^i) \log[1 - h_k(x^i)]] \\ + \frac{\lambda}{2m} \sum_{\ell=1}^{L-1} \sum_{i=1}^{s_\ell} \sum_{j=1}^{s_{\ell+1}} (\theta_{ji}^\ell)^2, \quad (3)$$

where λ is our regularisation parameter and s_ℓ is the number of units in the ℓ^{th} layer **not** including the bias unit.

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We want to minimise the cost by varying the components of Θ . To do this, we can use the **back propagation** algorithm. This is a generalisation of gradient descent which requires the partial derivatives $\frac{\partial J(\Theta)}{\partial \theta_{ij}^\ell}$.

Autonomous driving as an example:

<https://www.coursera.org/learn/machine-learning/lecture/zYS8T/autonomous-driving>

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Take a look at Python tutorial 4