



FACULTAD DE  
INGENIERIA ECONOMICA,  
ESTADISTICA Y  
CIENCIAS SOCIALES

# INTRODUCCIÓN AL MACHINE LEARNING Y DESARROLLO DE REDES NEURONALES EN C++

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LIN CHIU CHEN YANG

LLACSA MACAVILCA JHONATAN

LLANA ARROYO ALDAIR



$$z^l = W^l A^{l-1} + b^l$$

$$z^l = \begin{bmatrix} z_0 \\ \vdots \\ z_n \end{bmatrix}^l = \begin{bmatrix} w_{00} & \dots & w_{0m} \\ \vdots & \ddots & \vdots \\ w_{n0} & \dots & w_{nm} \end{bmatrix}^l \begin{bmatrix} a_0 \\ \vdots \\ a_m \end{bmatrix}^{l-1} + \begin{bmatrix} b_0 \\ \vdots \\ b_n \end{bmatrix}^l$$

$$A^l = \begin{bmatrix} A_0 \\ \vdots \\ A_n \end{bmatrix}^l = \sigma \left( \begin{bmatrix} z_0 \\ \vdots \\ z_n \end{bmatrix}^l \right)$$

$$\delta^l = \frac{dC}{da^l} \frac{da^l}{dz^l}$$

$$\frac{dC}{dw^{l-1}} = \frac{dC}{da^l} \frac{da^l}{dz^l} \frac{dz^l}{da^{l-1}} \frac{da^{l-1}}{dz^{l-1}} \frac{dz^{l-1}}{dw^{l-1}}$$

$$\frac{dC}{db^{l-1}} = \frac{dC}{da^l} \frac{da^l}{dz^l} \frac{dz^l}{da^{l-1}} \frac{da^{l-1}}{dz^{l-1}} \frac{dz^{l-1}}{db^{l-1}}$$

$$\delta^{l-1} = \delta^l (W^l)^T \frac{da^{l-1}}{dz^{l-1}}$$

# A

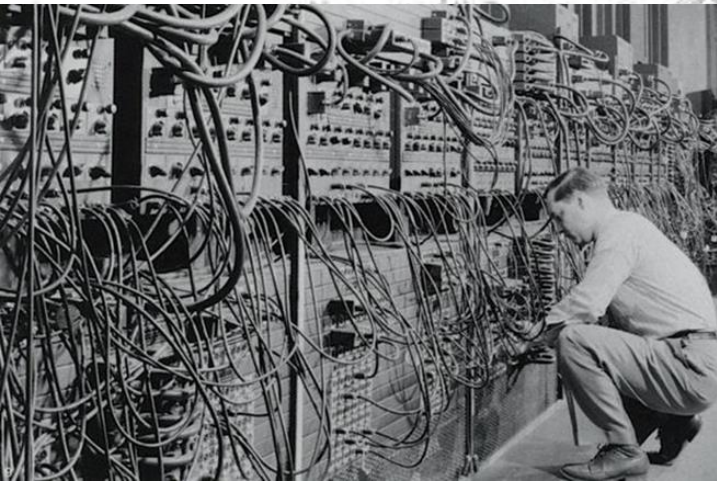
## PRESENTACIÓN

- ❖ INTRODUCCIÓN
- ❖ OBJETIVOS



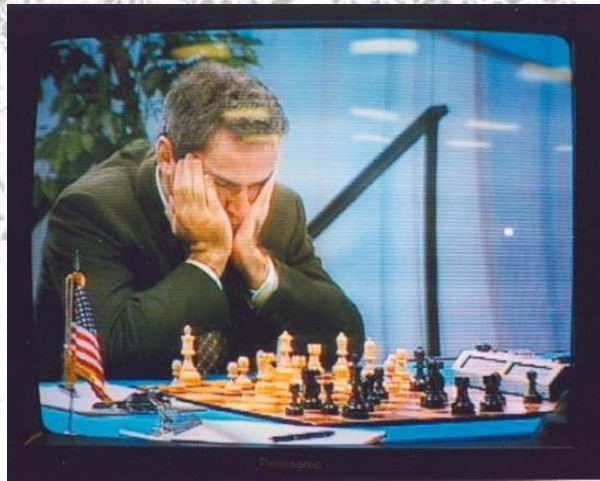
# ARTIFICIAL INTELLIGENCE

1950



Alan Turing:  
“Computing Machinery  
and Intelligence”

1997



IBM Deep Blue vs.  
Garri Kaspárov

2011



IBM Watson gana  
Jeopardy!

2016

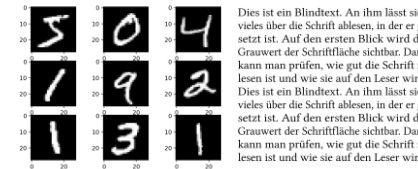
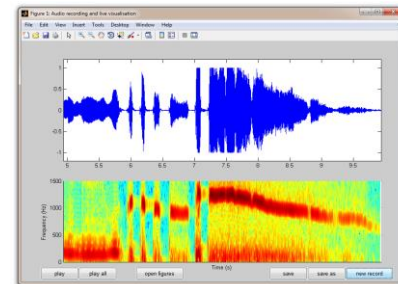
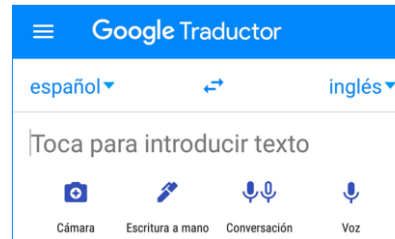
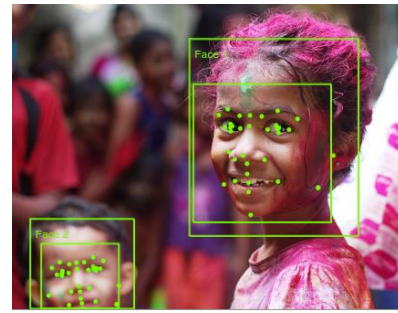


Google AlphaGo vence  
al campeón mundial de  
Go

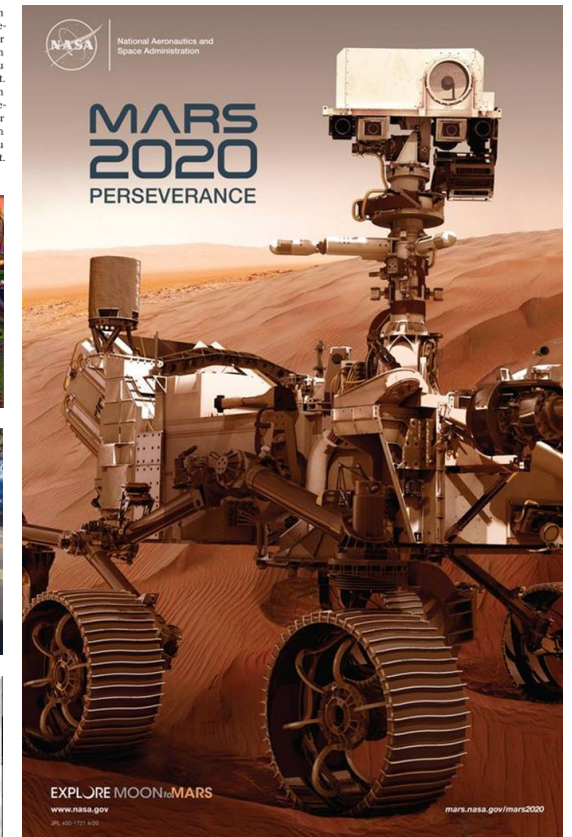
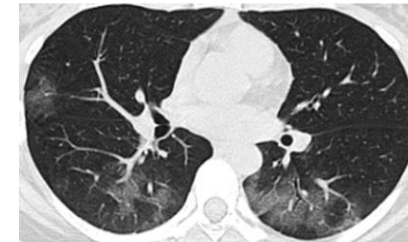


# MACHINE LEARNING

- ❖ RECON. DE IMÁGENES
- ❖ RECON. FACIAL
- ❖ RECON. DE CARACTERES
- ❖ RECON. DE VOZ
- ❖ GENERACIÓN DE TEXTO
- ❖ PROS. DE LENGUAJE NATURAL
- ❖ GENERACIÓN DE IMÁGENES
- ❖ TRADUCCIÓN DE IDIOMAS
- ❖ CONDUCCIÓN AUTÓNOMA
- ❖ ROBÓTICA
- ❖ ANÁLISIS GENÉTICO
- ❖ PRONÓSTICO DE ENFERMEDAD
- ❖ PREDICCIÓN BURSÁTIL
- ❖ PREVENCIÓN DE FRAUDE
- ❖ AUTOMATIZACIÓN DE PROCESOS
- ❖ MOTORES DE BUSQUEDA



Dies ist ein Blindtext. An ihm lässt sich vieles über die Schrift ablesen, in der er gesetzt ist. Auf den ersten Blick wird der Grauwert der Schriftfläche sichtbar. Dann kann man prüfen, wie gut die Schrift zu lesen ist und wie sie auf den Leser wirkt. Dies ist ein Blindtext. An ihm lässt sich vieles über die Schrift ablesen, in der er gesetzt ist. Auf den ersten Blick wird der Grauwert der Schriftfläche sichtbar. Dann kann man prüfen, wie gut die Schrift zu lesen ist und wie sie auf den Leser wirkt.





endeavour. Crucially, CASP chooses proteins that have only very recently been experim

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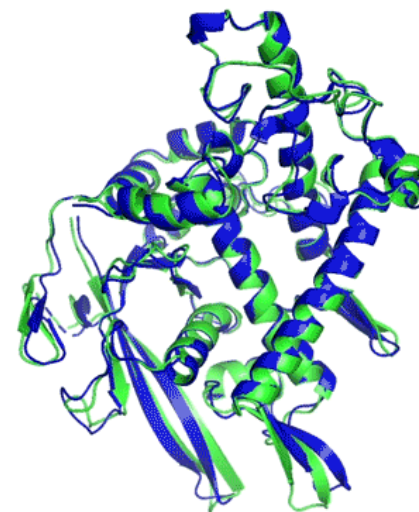


BLOG POST  
RESEARCH

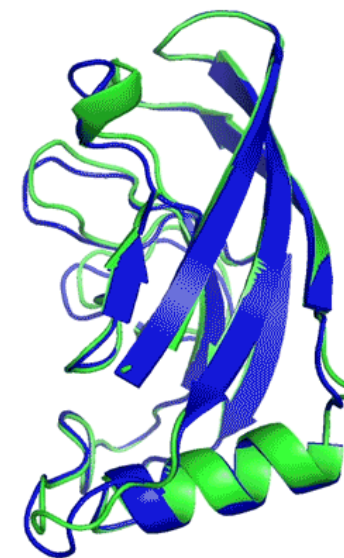
30 NOV 2020

## AlphaFold: a solution to a 50-year-old grand challenge in biology

We're indebted to CASP's organisers and the community, not least the experimentalists whose structures enable this kind of rigorous asse

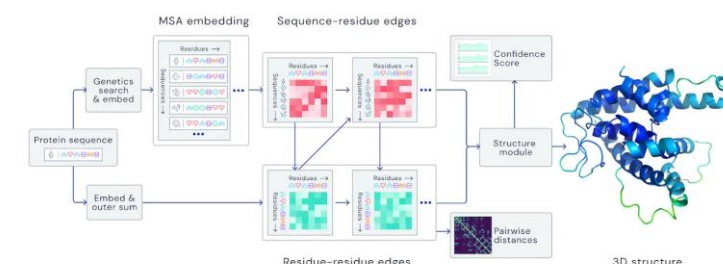
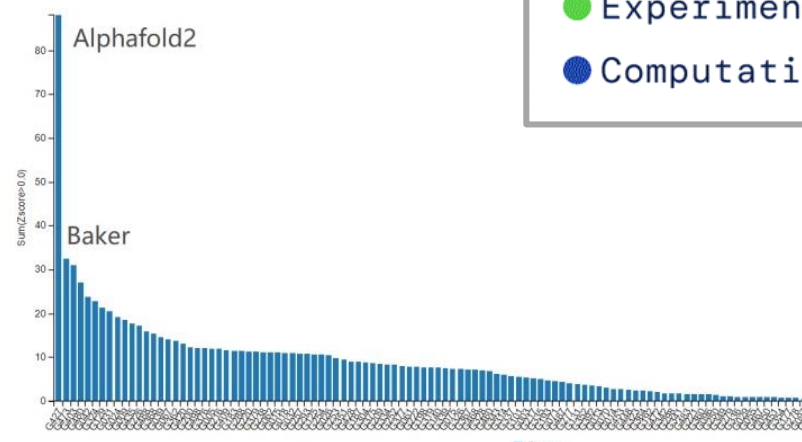
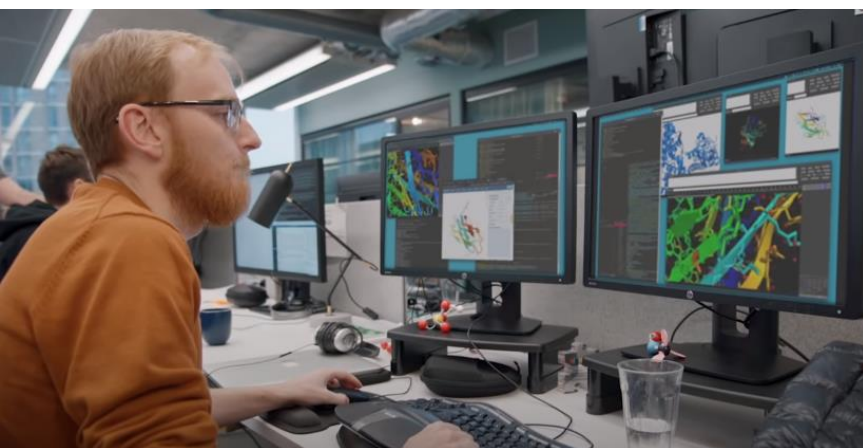


T1037 / 6vr4  
90.7 GDT  
(RNA polymerase domain)



T1049 / 6y4f  
93.3 GDT  
(adhesin tip)

● Experimental result  
● Computational prediction

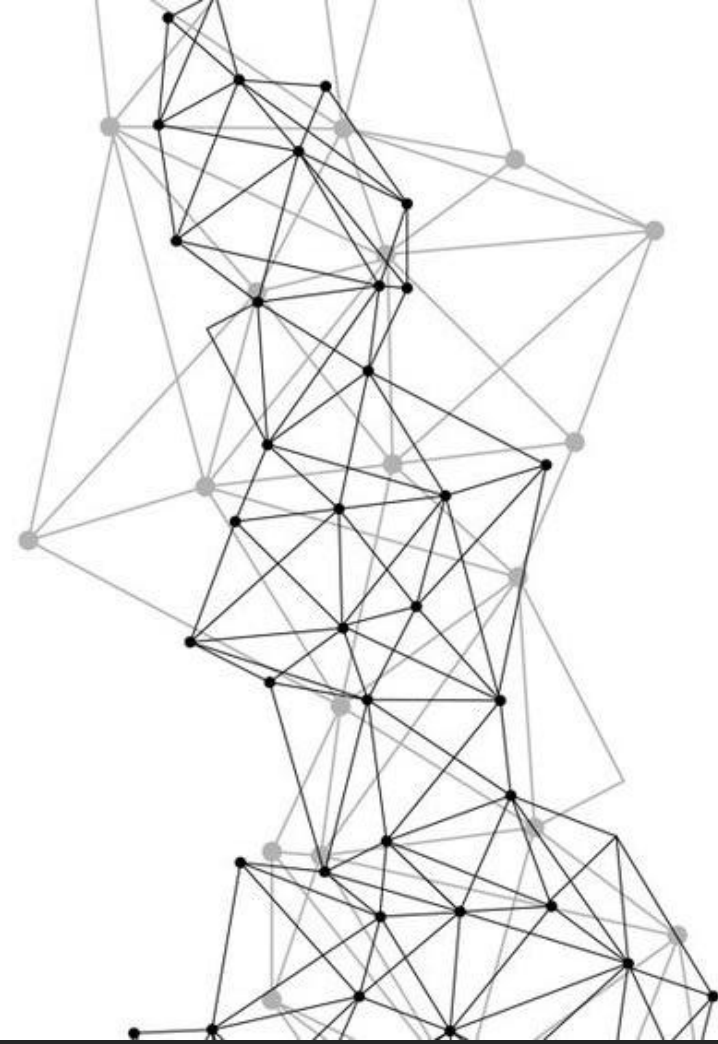


En **Qué** consiste ?

Porque este proyecto?

## DESARROLLO DE REDES NEURONALES EN C++

- ❖ PONER EN PRÁCTICA LO APRENDIDO
- ❖ COMPARTIR LO APRENDIDO
- ❖ CONOCER EL CAMPO DE APRENDIZAJE AUTOMÁTICO
- ❖ DIVERSIFICAR CONOCIMIENTO
  
- ❖ ENTENDER LOS FUNDAMENTOS TEÓRICOS
- ❖ EMPLEAR LO APRENDIDO HACIA UN ENTORNO REAL
- ❖ INVESTIGACION
- ❖ BUSCAR SOLUCIONES



```
package multiLayer;
```

```
public class Neural_network {
```

```
    private double n;
```

```
    public Neural_network(int input0_Num, int layersNum, int[] neuronsNum, double n){  
        initNeural_network();  
    }  
}
```

# OBJETIVOS

SER INGENIERO ES PROPONER SOLUCIONES INNOVADORAS  
PARA UN MUNDO MEJOR

---



@hannakdraws

PRESENTACIÓN





# B

## DESAROLLO

- ❖ FUNDAMENTOS
- ❖ DISEÑO

```
#include <iostream>
#include <math.h>
#include "And_Perceptron.h"
```

```
using namespace std;
```

```
And_Perceptron::And_Perceptron(double w1, double w2, double b, int n)
{
    this->w1=w1;
    this->w2=w2;
    this->b=b;
    this->n=n;
}
```

```
cout<<" Successful creation of the n"
}
```

```
// ---- Natural Functions -----
double And_Perceptron::trainNeuron(double error = 0;
int i=0; i<4; i++){
    double a = runNeuron(data[i][0],data[i][1]);
    double error = 50*pow(data[i][2]-a, 2);
    endl<<"-----";
    em.out.println(" w1: "+w1);
    em.out.println(" w2: "+w2);
    em.out.println("bias: "+b);
    endl<<"case "<<i<<": "<<a;
    cout<<endl<<a;
    endl<<" w1: "<<w1,
    endl<<" w2: "<<w2,
    endl<<" b: "<<b,
    em.out.println("error : "+error);
    Error(a, data[i][2], data[i][0], data[i][1]);

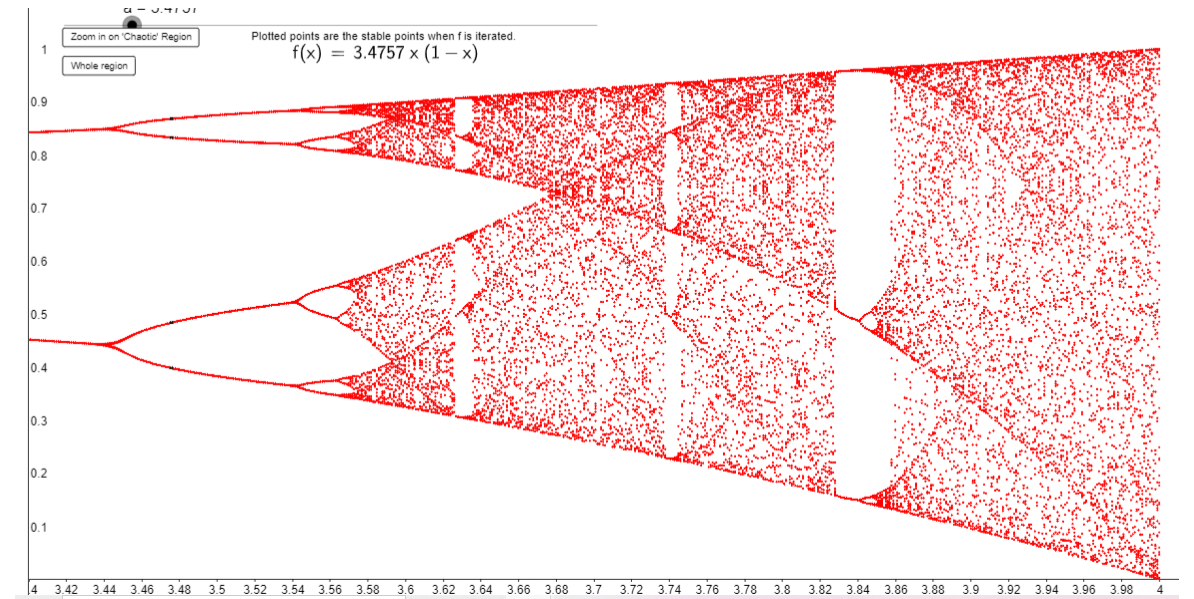
    return error;
}
```





</ realidad >

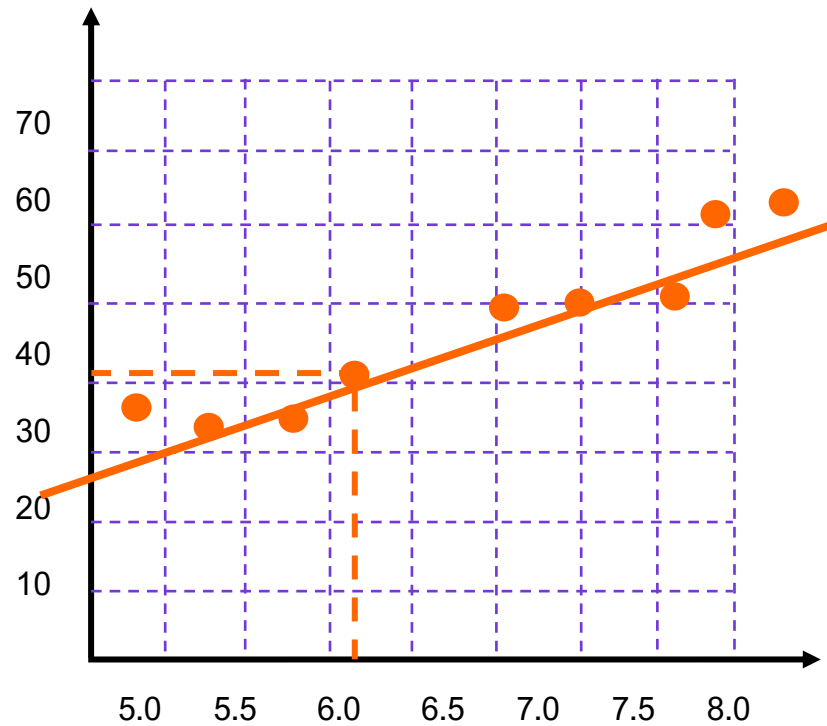
- ❖ Caótico
- ❖ Indeterminado
- ❖ Complejo



$$x_{n+1} = rx_n(1 - x_n)$$

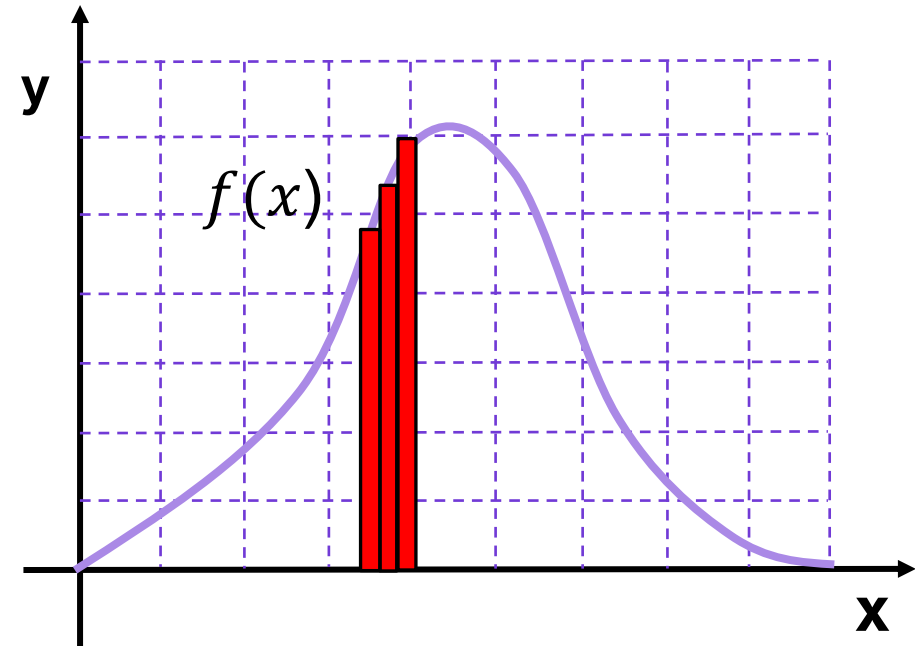
</ modelo >

- ❖ Definido
- ❖ Intenta acercarse a la realidad
- ❖ Comprensible



</ regresión >

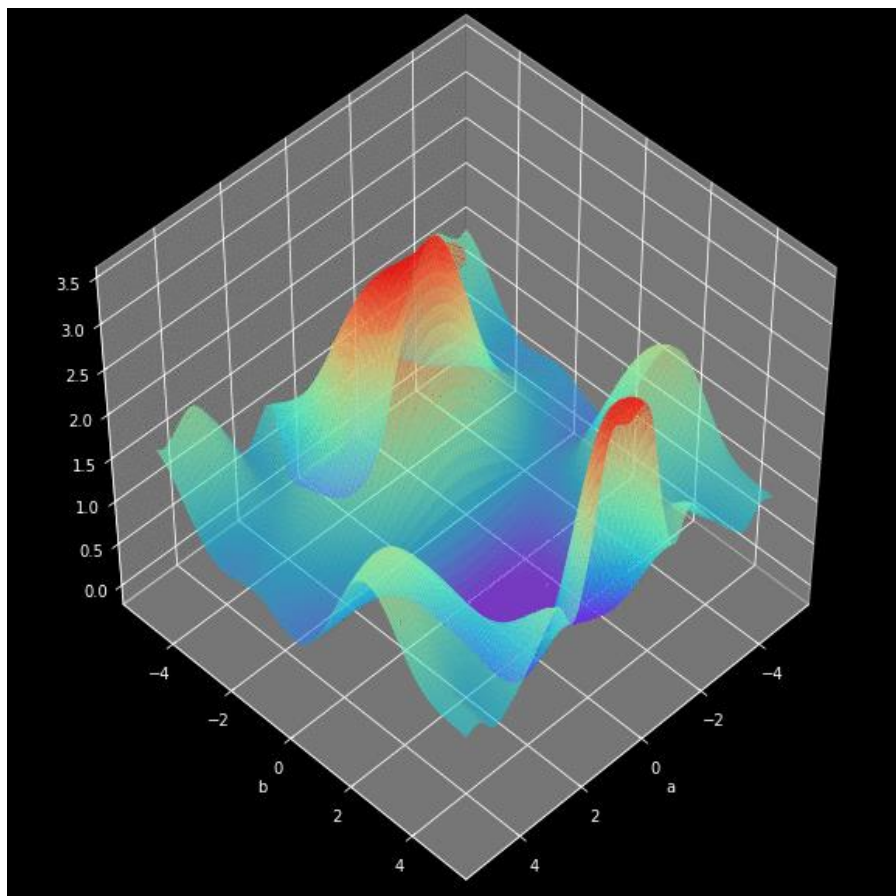
$$y = w_0 + w_1x$$



</ probabilidad >

Probabilidad de que un ave vuele  
❖ generalización



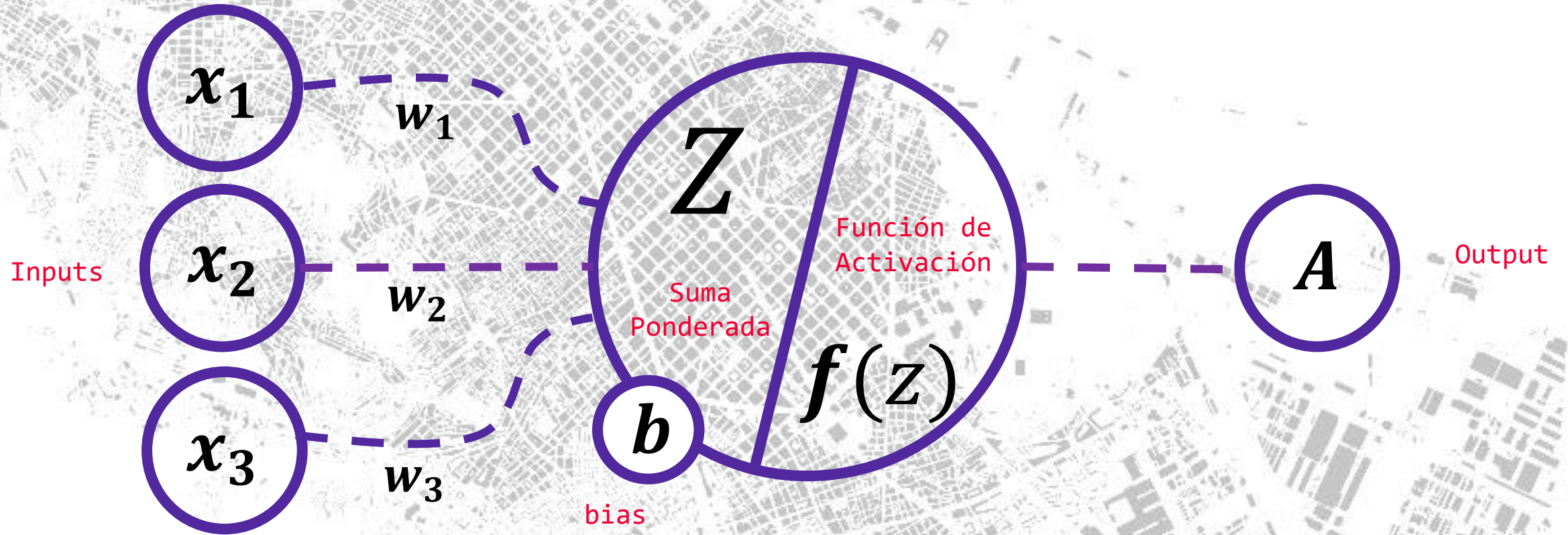


</ regresión múltiple >

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Red neuronal, un modelo  
matemático

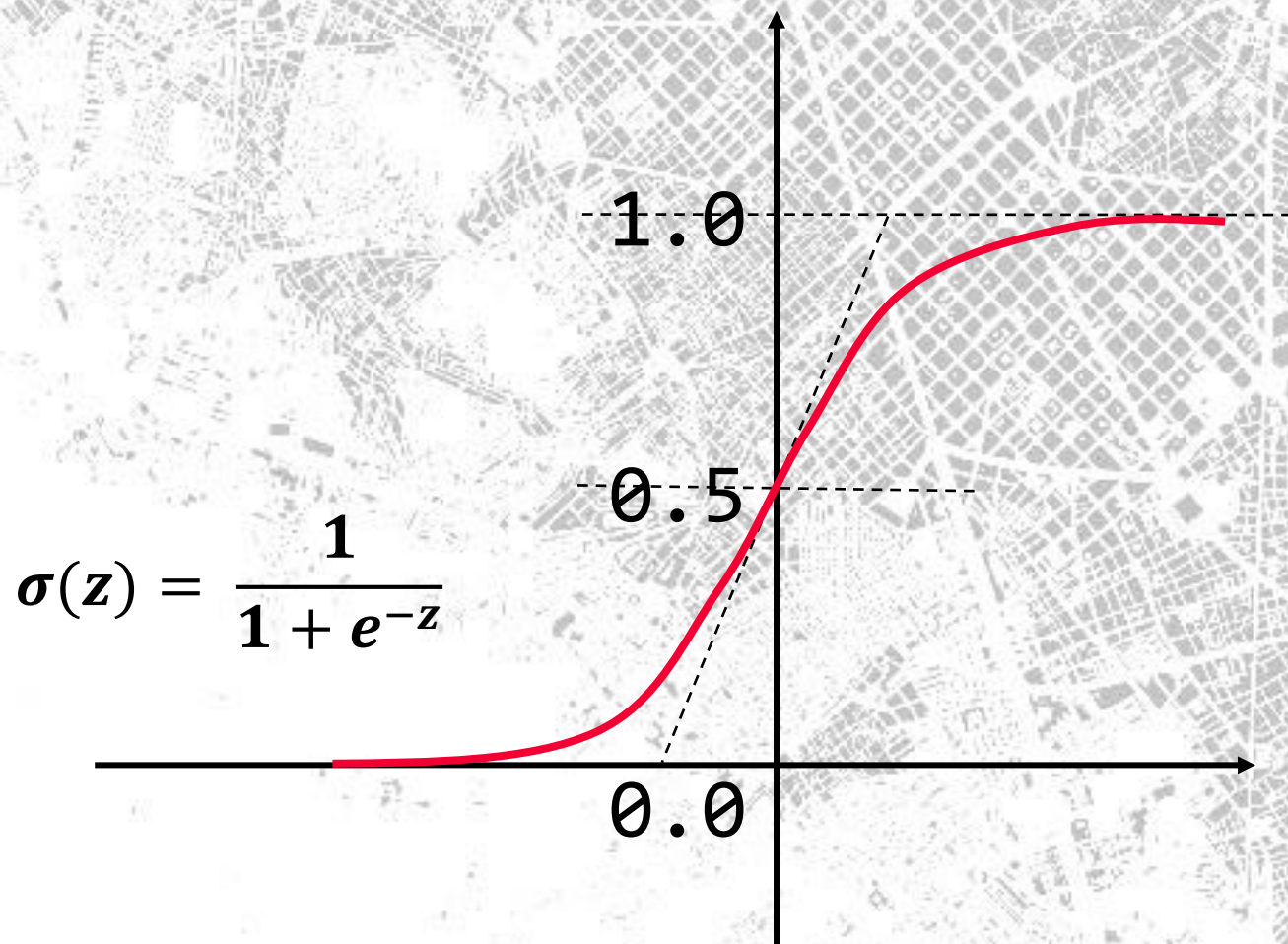
$$\theta = \{w_1; w_2; \dots; w_n; b_1; b_2; \dots; b_n\}$$



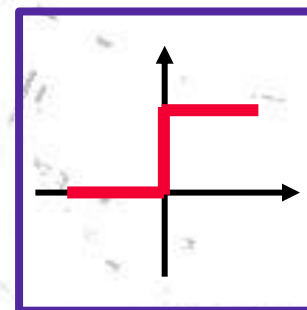
$$z = w_1x_1 + w_2x_2 + w_3x_3 + b$$

$$A = f(z)$$

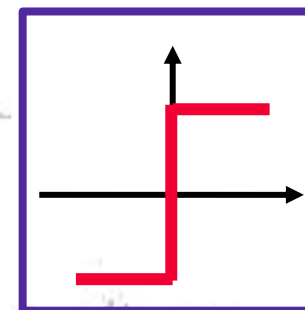




Sigmoide



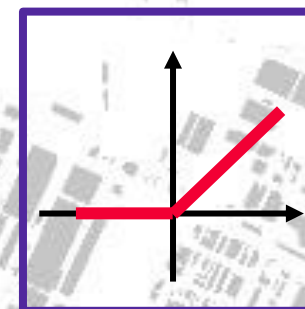
Escalón unitario



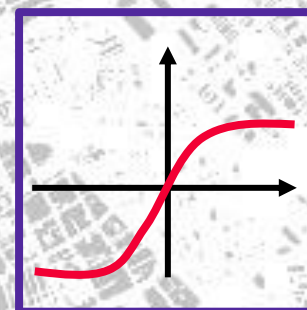
signo



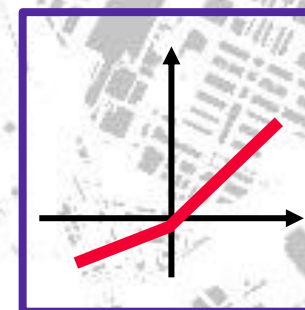
lineal



ReLU

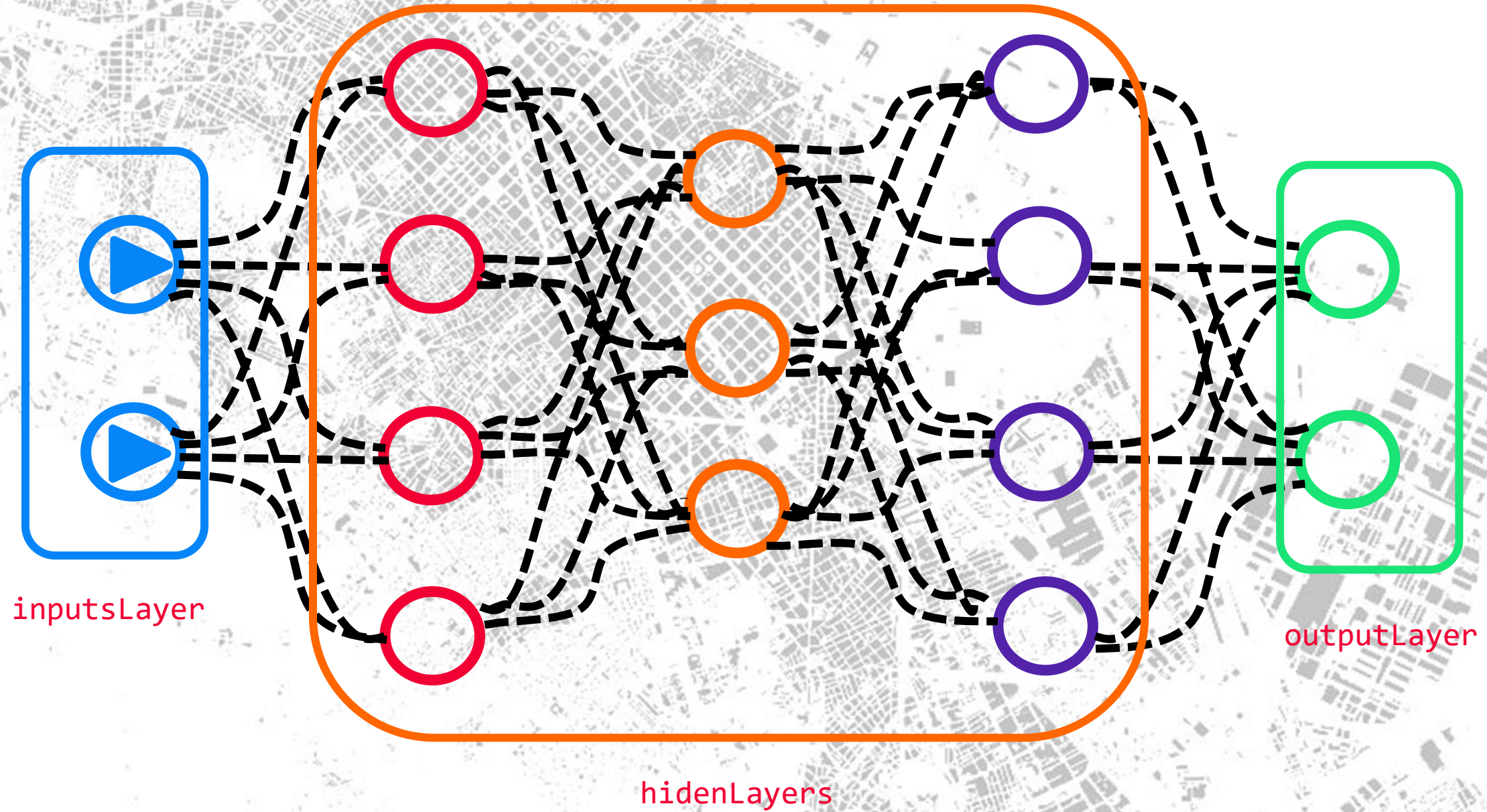


Tangente Hyperbolica



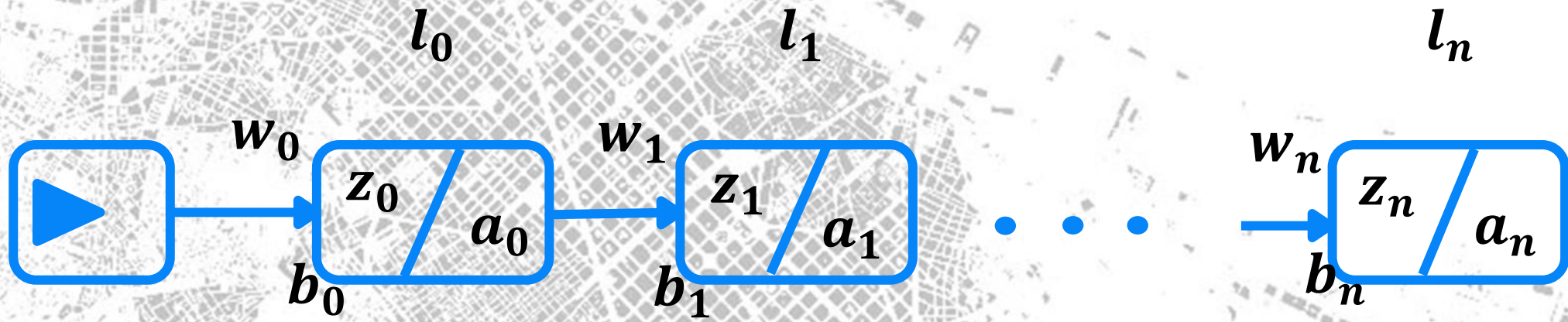
PReLU

</ función de activación >



</ red neuronal >





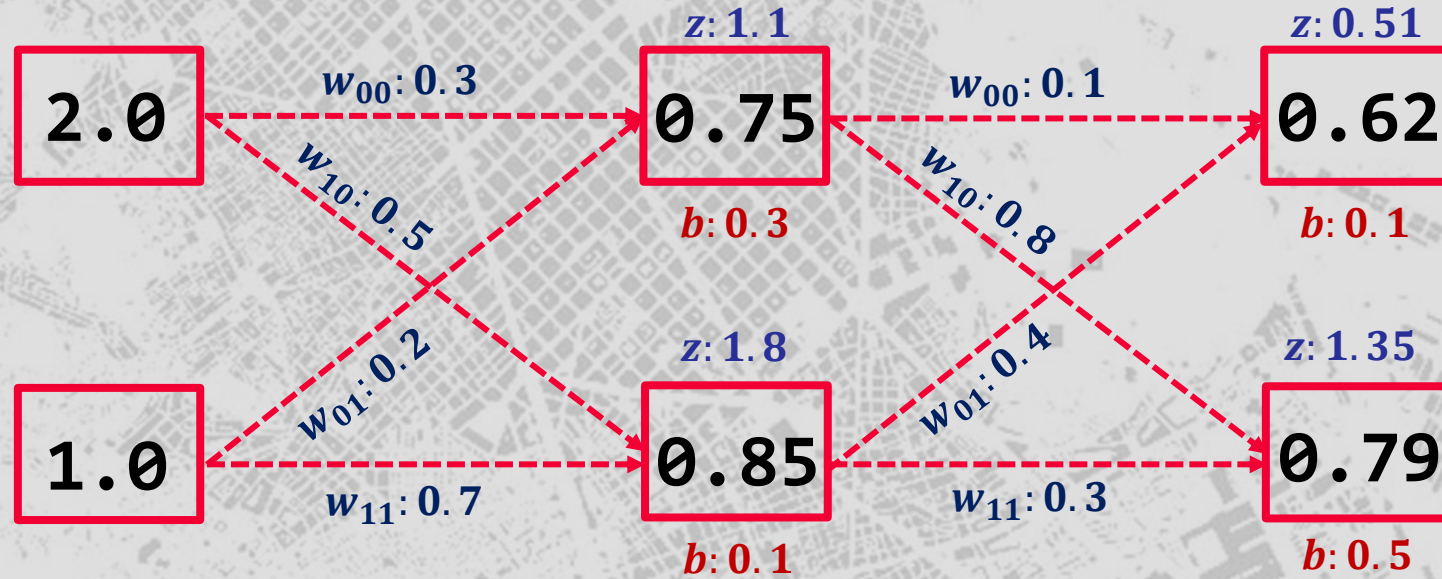
$$Z^l = \begin{bmatrix} z_0 \\ \vdots \\ z_n \end{bmatrix}^l = \begin{bmatrix} w_{00} & \dots & w_{0m} \\ \vdots & \ddots & \vdots \\ w_{n0} & \dots & w_{nm} \end{bmatrix}^l \begin{bmatrix} a_0 \\ \vdots \\ a_m \end{bmatrix}^{l-1} + \begin{bmatrix} b_0 \\ \vdots \\ b_n \end{bmatrix}^l$$

$$Z^l = W^l A^{l-1} + b^l$$

$$A^l = \begin{bmatrix} A_0 \\ \vdots \\ A_n \end{bmatrix}^l = \sigma \left( \begin{bmatrix} z_0 \\ \vdots \\ z_n \end{bmatrix}^l \right)$$

$$A^l = \sigma(Z^l)$$

</ forwardpass >



$$Z^1 = W^1 A^0 + b^1$$

$$Z^1 = \begin{bmatrix} 0.1 & 0.4 \\ 0.8 & 0.3 \end{bmatrix} \begin{bmatrix} 0.75 \\ 0.85 \end{bmatrix} + \begin{bmatrix} 0.1 \\ 0.5 \end{bmatrix} = \begin{bmatrix} 0.51 \\ 1.35 \end{bmatrix}$$

$$A^l = \sigma(Z^l)$$

$$A^1 = \begin{bmatrix} \sigma(0.51) \\ \sigma(1.35) \end{bmatrix} = \begin{bmatrix} 0.62 \\ 0.79 \end{bmatrix}$$

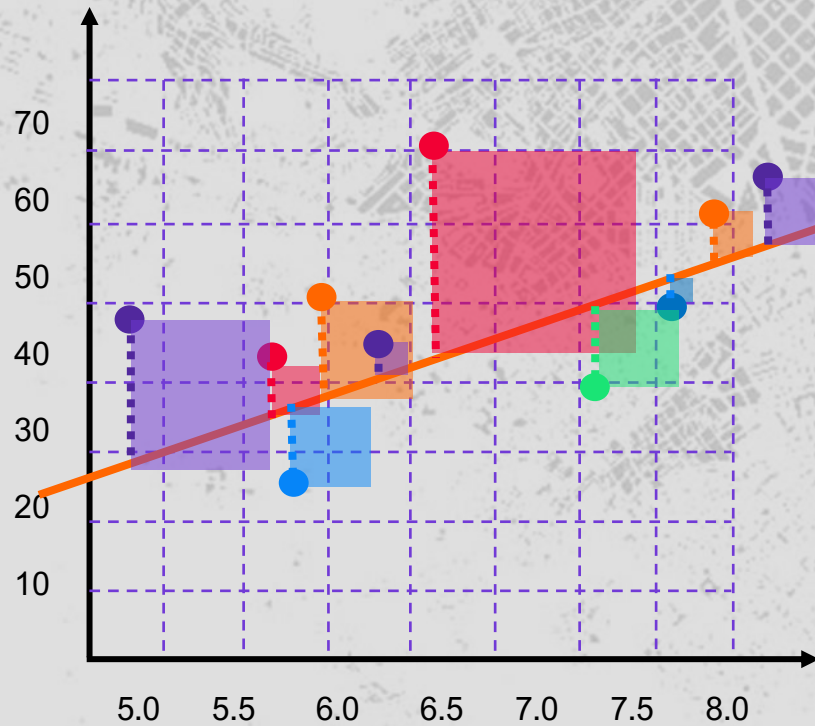


# Error cuadrático medio

</ mean square error >

$$\theta = \{w_1; w_2; \dots; w_n; b_1; b_2; \dots; b_n\}$$

$$\hat{y} = f(\theta)$$



$$\varepsilon = (y_i - \hat{y}_i)^2$$

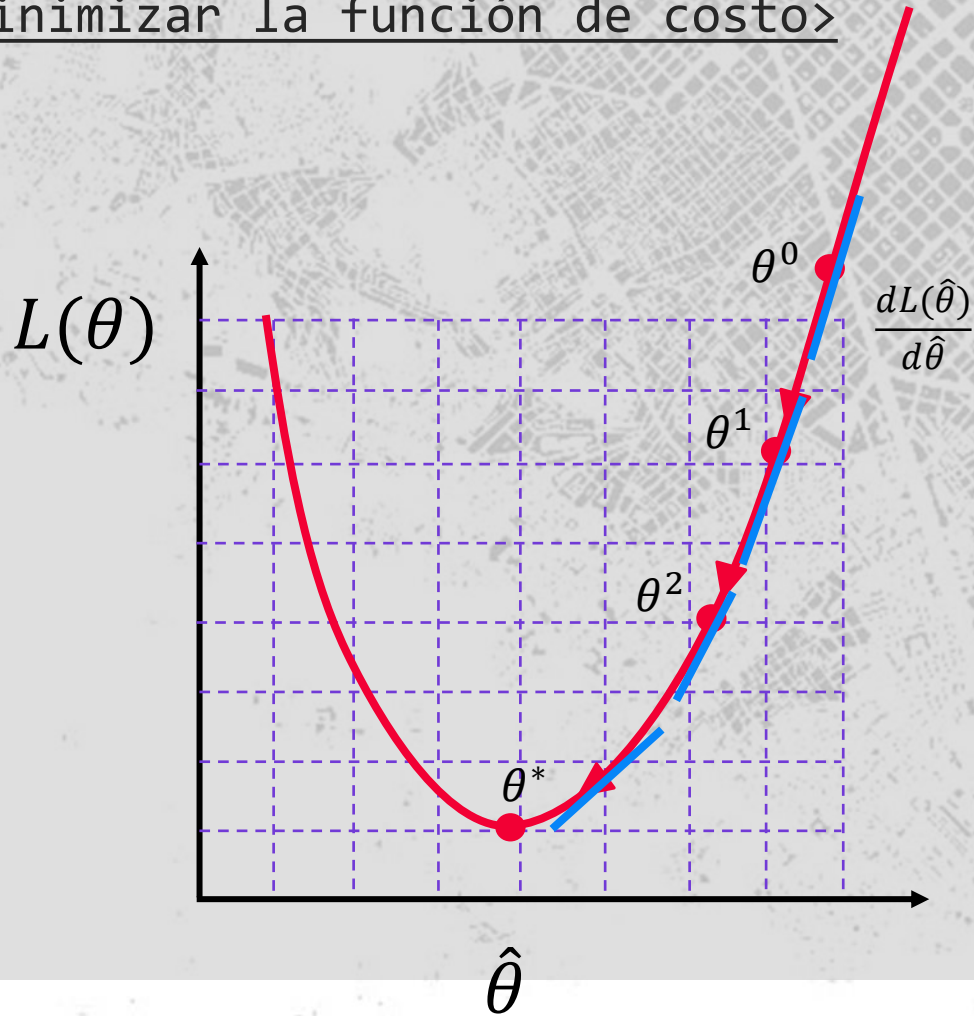
$$MSE(\theta) = \frac{1}{n} \sum_{i=1}^n (y_i - \hat{y}_i)^2$$

loss function

</ función de costo >

# Descenso de Gradiente

</ minimizar la función de costo >



$$\theta = \{w_1; w_2; \dots; w_n; b_1; b_2; \dots; b_n\}$$

$$L(\theta) = \sum_{i=1}^n C^n(\theta) \Rightarrow \frac{dL(\theta)}{dw} = \sum_{i=1}^n \frac{dC^n(\theta)}{dw}$$

$$\nabla L(\theta) = \begin{bmatrix} \frac{dC(\theta_0)}{dw_0} \\ \frac{dC(\theta_1)}{dw_1} \\ \vdots \\ \frac{dC(\theta_0)}{db_0} \\ \frac{dC(\theta_1)}{db_1} \\ \vdots \end{bmatrix}$$

$$\theta_0 = \theta_0 - n \nabla L(\theta_0)$$

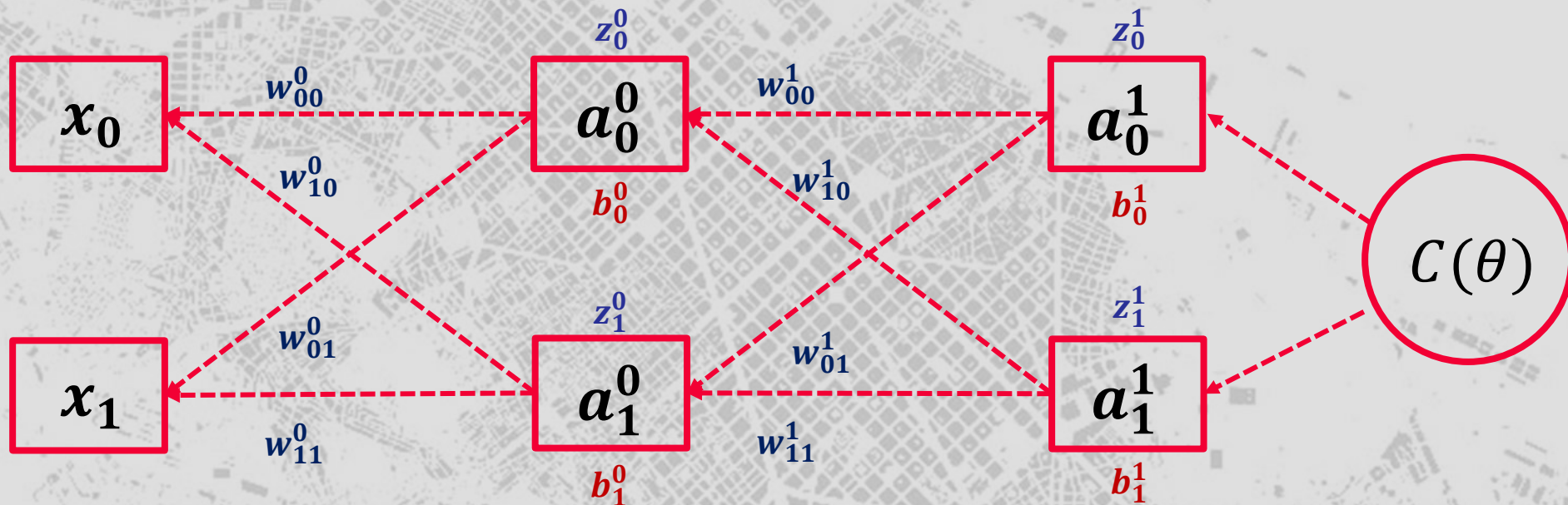
$$\theta_1 = \theta_1 - n \nabla L(\theta_1)$$

$\vdots$

Update parameters

</ gradient descent >





$$\frac{dC}{dw^{l-1}} = \frac{dC}{da^l} \frac{da^l}{dz^l} \frac{dz^l}{da^{l-1}} \frac{da^{l-1}}{dz^{l-1}} \frac{dz^{l-1}}{dw^{l-1}}$$

$$\frac{dC}{db^{l-1}} = \frac{dC}{da^l} \frac{da^l}{dz^l} \frac{dz^l}{da^{l-1}} \frac{da^{l-1}}{dz^{l-1}} \frac{dz^{l-1}}{db^{l-1}}$$

$$\delta^{l-1} = \delta^l (W^l)^T \frac{da^{l-1}}{dz^{l-1}}$$

$$\frac{dC}{dw^{l-1}} = \delta^{l-1} a^{l-1}$$

$$\frac{dC}{db^{l-1}} = \delta^{l-1}$$

$$\frac{dC}{dw^l} = \frac{dC}{da^l} \frac{da^l}{dz^l} \frac{dz^l}{dw^l}$$

$$\frac{dC}{db^l} = \frac{dC}{da^l} \frac{da^l}{dz^l} \frac{dz^l}{db^l}$$

$$\delta^l = \frac{dC}{da^l} \frac{da^l}{dz^l}$$

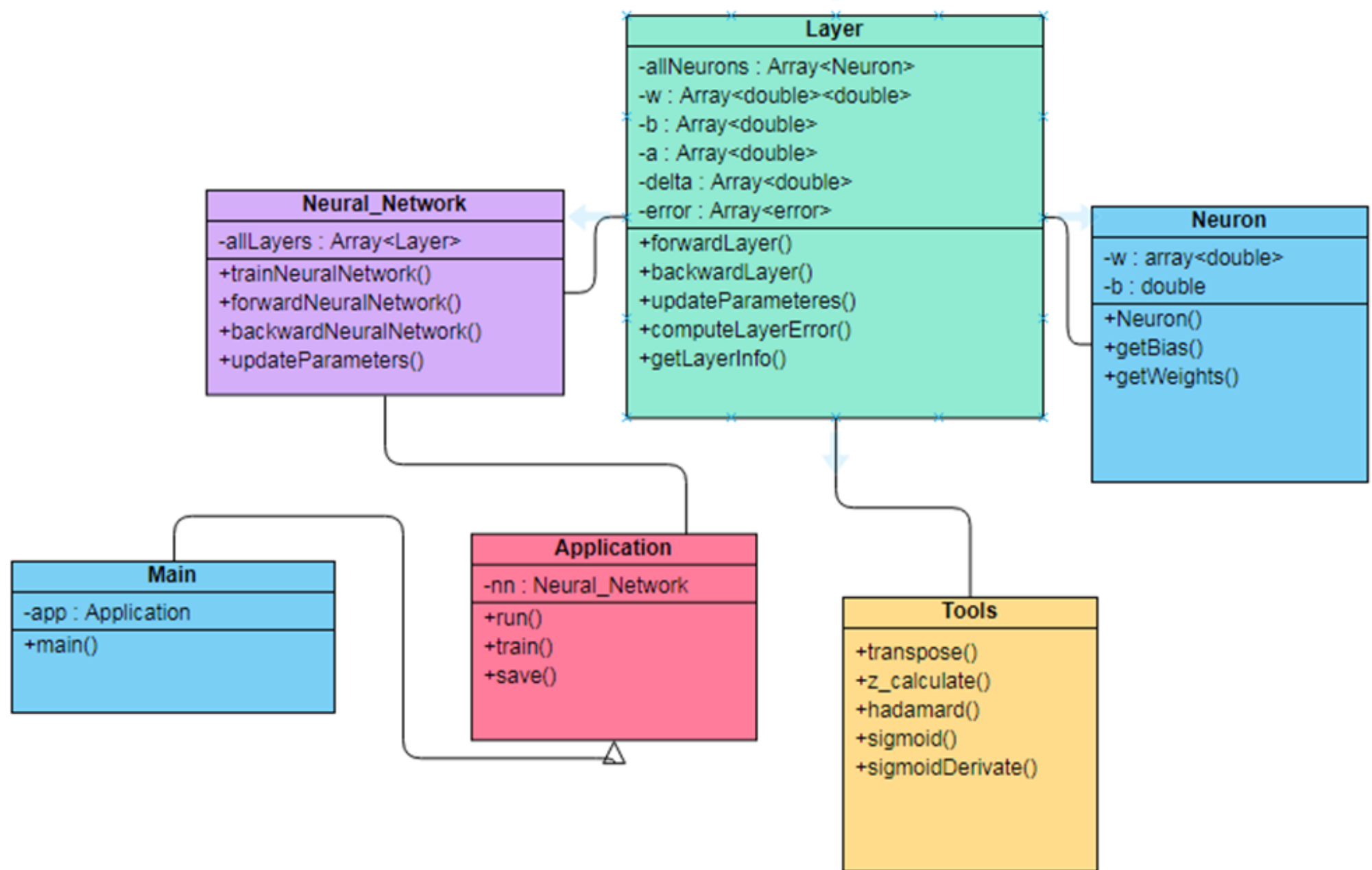
$$w^n = \widehat{w}^n - n \frac{dC}{dw^n}$$

$$\Delta w^n = -n \frac{dC}{dw^n}$$

$$\Delta \theta_n = -n \frac{dC}{d\theta_n}$$

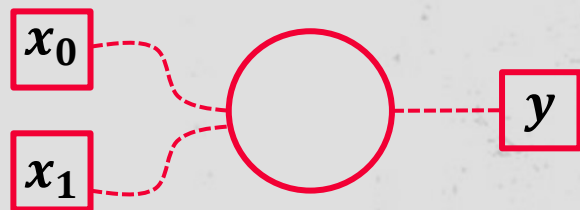
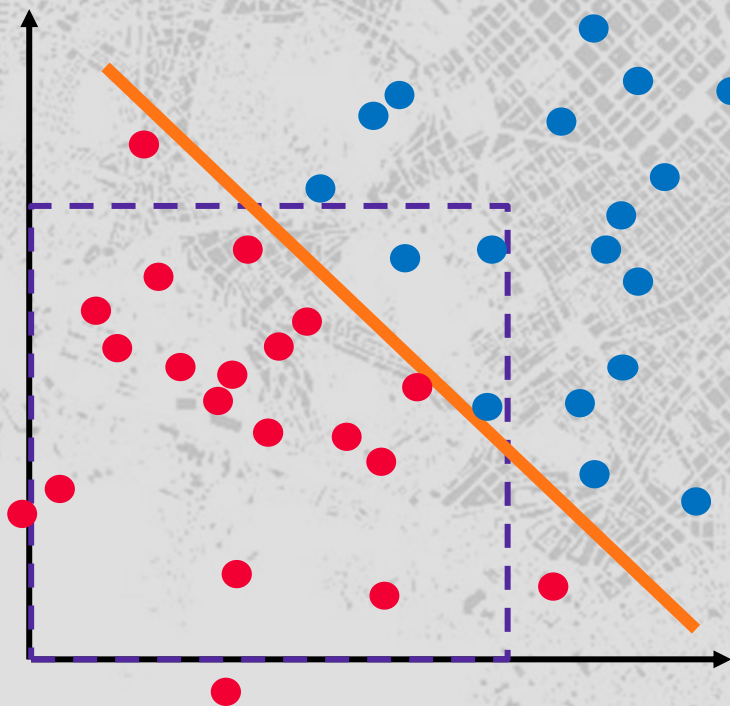
$n$  : learning rate

</ backwardpass >

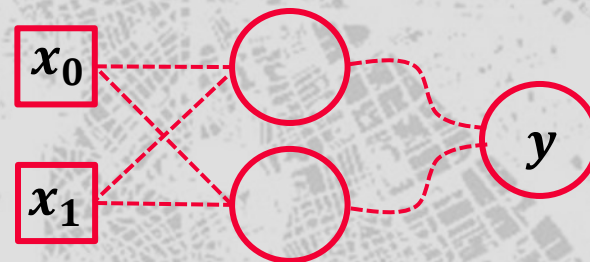
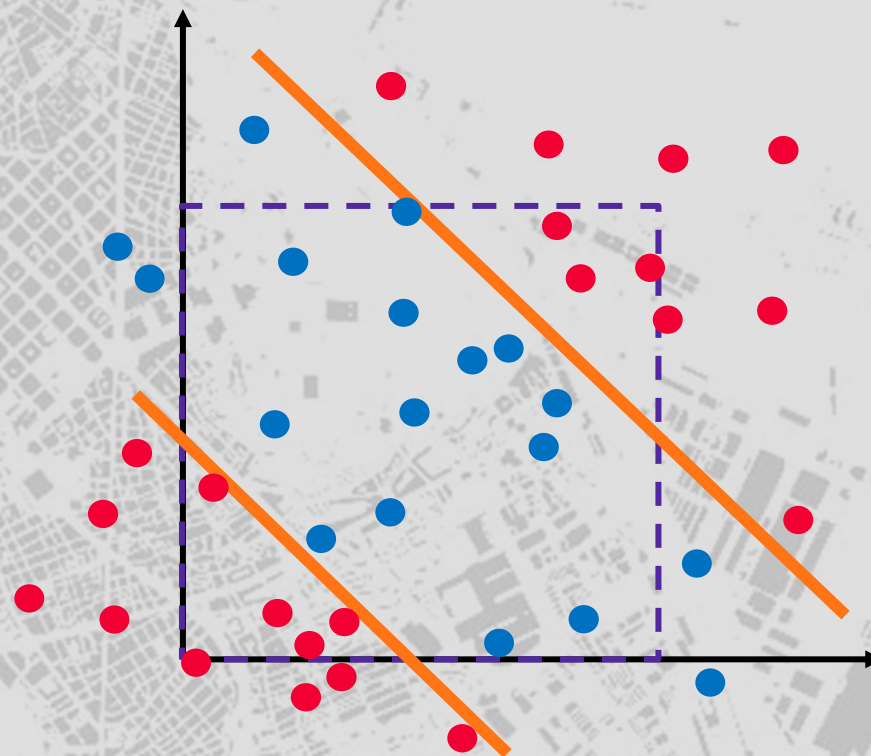




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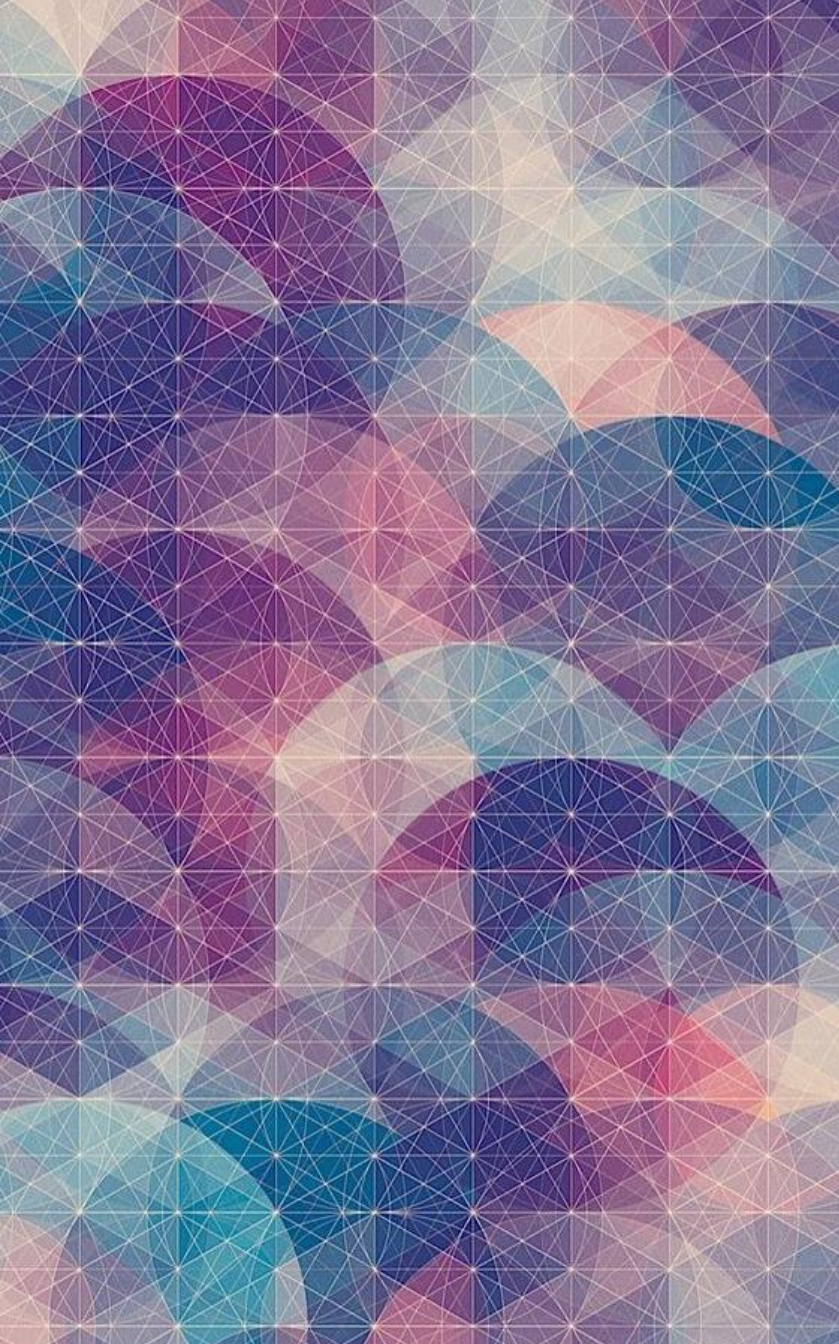


< / xor >



< / test >





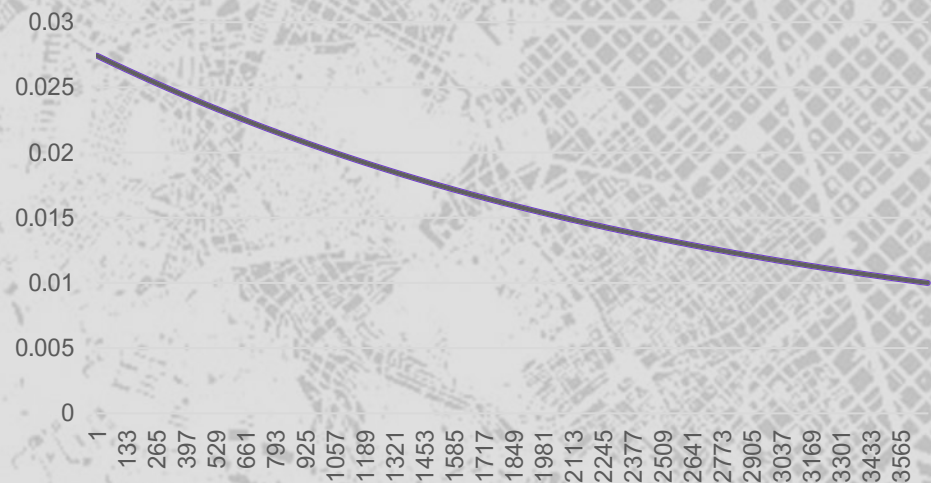
C

RESULTADOS

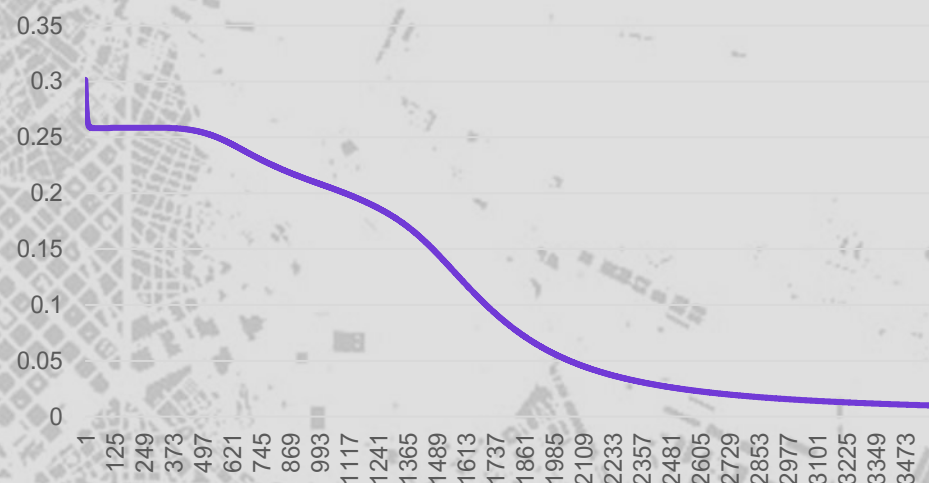
- ❖ RESULTADOS
- ❖ CONCLUSIONES



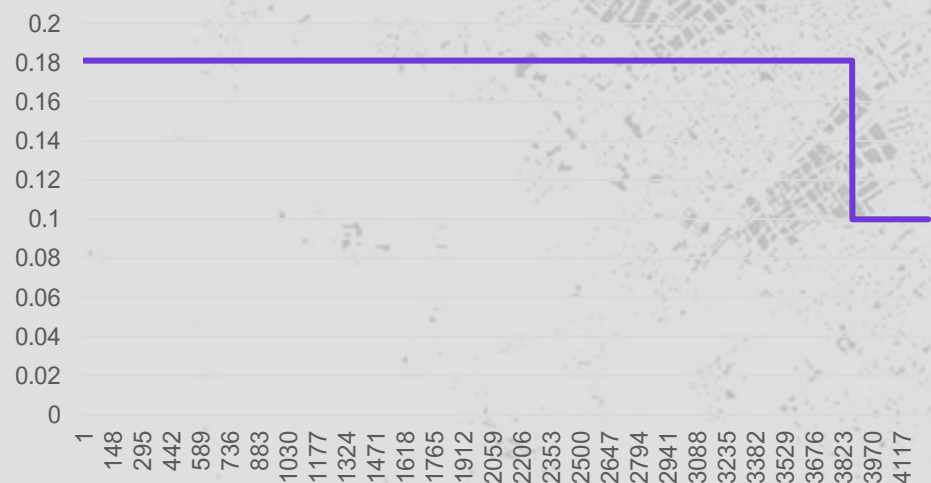
AND



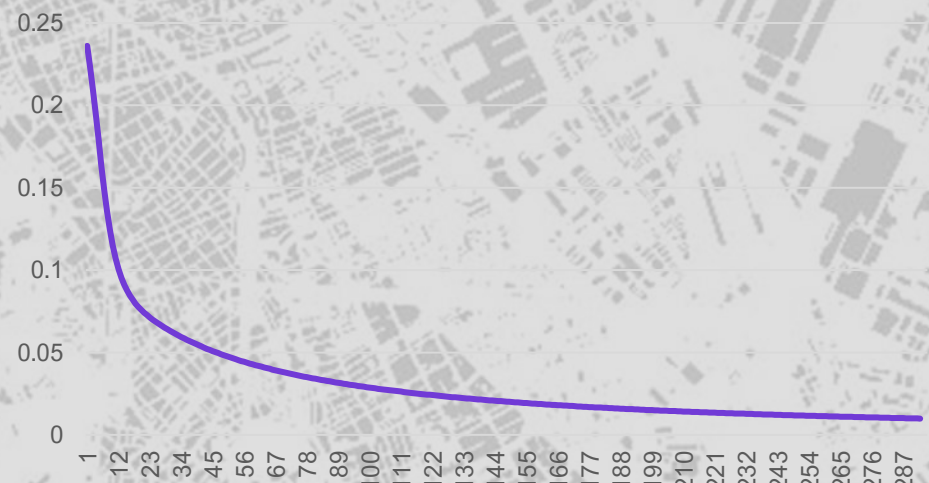
XOR



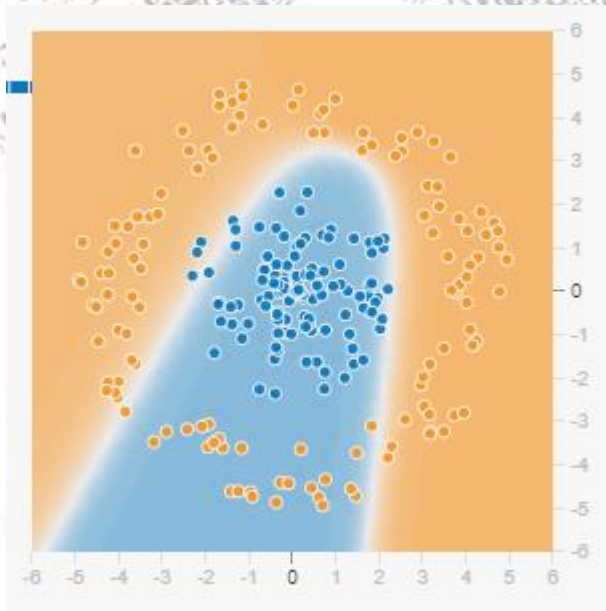
XOR



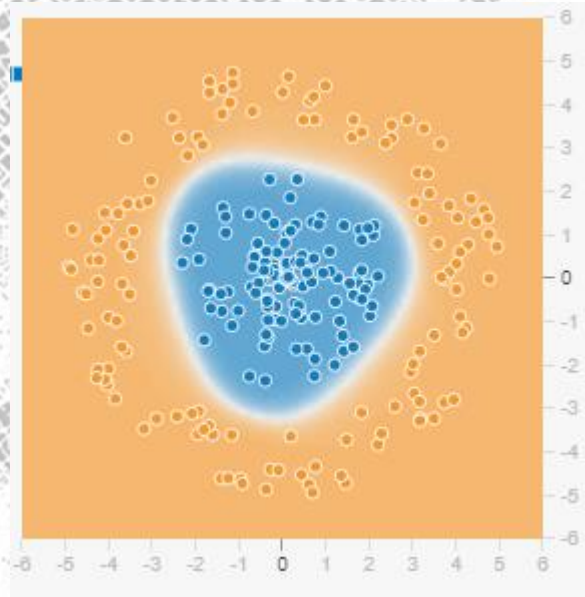
XOR



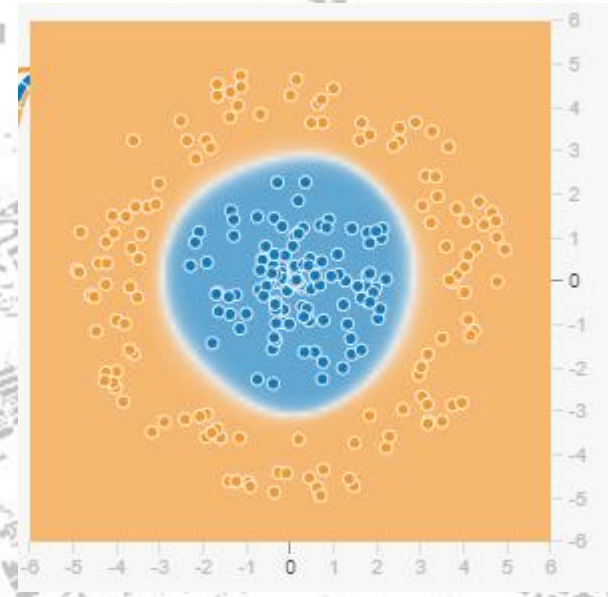
</ conclusiones>



<2 nodos>



<3 nodos-  
2 capas>



<3 nodos-  
6 capas>