## **Artificial Neural Networks**

CS 486/686: Introduction to Artificial Intelligence

## Introduction

Machine learning algorithms can be viewed as approximations of functions that describe the data

In practice, the relationships between input and output can be **extremely** complex.

We want to:

- Design methods for learning arbitrary relationships
- Ensure that our methods are efficient and do not overfit the data

**Artificial Neural Nets** 

**Idea**: The humans can often learn complex relationships very well.

Maybe we can simulate human learning?

#### Human Brains

- A brain is a set of densely connected neurons.
- A neuron has several parts:
  - Dendrites: Receive inputs from other cells
  - Soma: Controls activity of the neuron
  - Axon: Sends output to other cells
  - Synapse: Links between neurons



### Human Brains

- Neurons have two states
  - Firing, not firing
- All firings are the same



- Rate of firing communicates information (FM)
- Activation passed via chemical signals at the synapse between firing neuron's axon and receiving neuron's dendrite
- Learning causes changes in how efficiently signals transfer across specific synaptic junctions.

#### **Artificial Brains?**

Artificial Neural Networks are based on very early models of the neuron.

Better models exist today, but are usually used theoretical neuroscience, not machine learning

#### **Artificial Brains?**

#### An artificial Neuron (McCulloch and Pitts 1943)



## **Artificial Neural Nets**

- Collection of simple artificial neurons.
- Weights W<sub>i,j</sub> denote strength of connection from i to j
- Input function:  $in_i = \sum_j W_{i,j} \times a_j$
- Activation Function:  $a_i = g(in_i)$

## **Activation Function**

Activation Function:  $a_i = g(in_i)$ 

Should be non-linear (otherwise, we just have a linear equation)

Should mimic firing in real neurons

Active ( $a_i \sim 1$ ) when the "right" neighbors fire the right amounts

Inactive ( $a_i \sim 0$ ) when fed "wrong" inputs

## **Common Activation Functions**

- Rectified Linear Unit (ReLU): g(x)=max{0,x}
- Sigmoid Functions: g(x)=1/(1+e<sup>x</sup>)
- Hyperbolic Tangent: g(x)=tanh(x)=(e<sup>2x</sup>-1)/(e<sup>2x</sup>+1)

- Threshold Function: g(x)=1 if x≥b, 0 otherwise
  - (not really used in practice often but useful to explain concepts)

#### Logic Gates

It is possible to construct a universal set of logic gates using the neurons described (McCulloch and Pitts 1943)



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NOT

#### Network Structure

#### **Feed-forward ANN**

Direct acyclic graph

No internal state: maps inputs to outputs.

#### **Recurrant ANN**

Directed cyclic graph

Dynamical system with an internal state

Can remember information for future use

#### Example



#### Example





#### Single layer feed-forward network



#### Perceptrons

Can learn only linear separators



## **Training Perceptrons**

#### Learning means adjusting the weights

• Goal: minimize loss of fidelity in our approximation of a function

#### How do we measure loss of fidelity?

• Often: Half the sum of squared errors of each data point

$$E = \sum_{k} \frac{1}{2} (y_k - (h_W(x))_k)^2$$

### Learning Algorithm

Repeat for "some time"

For each example i:

$$I \leftarrow \mathbf{w} \cdot \mathbf{x_i}$$
  

$$E \leftarrow y_i - g(I)$$
  

$$W_j \leftarrow W_j + \alpha (E \cdot g'(I) \cdot x_{i,j}) \forall j$$

## Multilayer Networks

Minsky's 1969 book *Perceptrons* showed perceptrons could not learn XOR.

At the time, no one knew how to train deeper networks.

Most ANN research abandoned.

#### Multilayer Networks

Any continuous function can be learned by an ANN with just one hidden layer (if the layer is large enough).



#### XOR

# Training Multilayer Nets

For weights from hidden to output layer, just use Gradient Descent, as before.

$$\Delta_i = E \cdot g'(I)$$
$$W_{j,i} = W_{j,i} + \alpha \Delta_i a_j$$

For weights from input to hidden layer, we have a problem: What is y?

$$Err = \sum_{i} 0.5(y_i - h_W(x_i))^2$$

# **Back Propagation**

Idea: Each hidden layer caused *some* of the error in the output layer.

Amount of error caused should be proportionate to the connection strength.

$$\Delta_i = E \cdot g'(I)$$
$$W_{j,i} = W_{j,i} + \alpha \Delta_i a_j$$

$$\Delta_j = g'(I) \cdot \sum_i W_{j,i} \Delta_i$$
$$W_{k,j} = W_{k,j} + \alpha \Delta_j x_k$$

# **Back Propagation**

Repeat for "some time":

Repeat for each example:

Compute Deltas and weight change for output layer, and update the weights .

Repeat until all hidden layers updated:

Compute Deltas and weight change for the deepest hidden layer not yet updated, and update it.

# Deep Learning

Roughly "deep learning" refers to neural networks with more than one hidden layer

While in theory one only needs a single hidden layer to approximate any continuous function, if you use multiple layers you typically need less units

#### **Parity Function**



#### **Parity Function**

2n-2 hidden layers



## **Deep Learning in Practice**

Deep neural networks learn hierarchical feature representations





How do you train them?

## Image Recognition



ImageNet Large Scale Visual Recognition Challenge

#### When to use ANNs

When we have high dimensional or real-valued inputs, and/or noisy (e.g. sensor data)

Vector outputs needed

Form of target function is unknown (no model)

Not import for humans to be able to *understand* the mapping

#### **Drawbacks of ANNs**

Unclear how to interpret weights, especially in many-layered networks.

How deep should the network be? How many neurons are needed?

Tendency to overfit in practice (very poor predictions outside of the range of values it was trained on)