Neural Networks [RN2] Sec 20.5 [RN3] Sec 18.7

CS 486/686 University of Waterloo Lecture 17: June 26, 2017

## Outline

- Neural networks
  - Perceptron
  - Supervised learning algorithms for neural networks

## Brain

- Seat of human intelligence
- Where memory/knowledge resides
- Responsible for thoughts and decisions
- Can learn
- Consists of nerve cells called neurons

### Neuron Axonal arborization Axon from another cell Synapse Dendrite Axon Nucleus Synapses Cell body or Soma

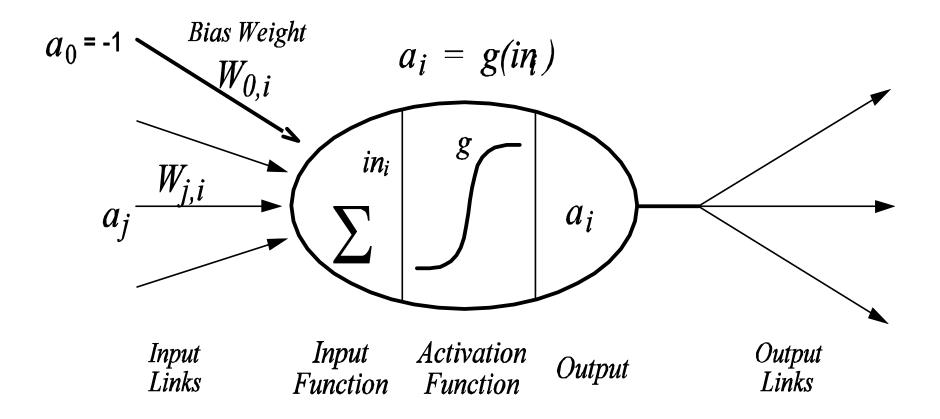
## Artificial Neural Networks

- Idea: mimic the brain to do computation
- Artificial neural network:
  - Nodes (a.k.a. units) correspond to neurons
  - Links correspond to synapses
- Computation:
  - Numerical signal transmitted between nodes corresponds to chemical signals between neurons
  - Nodes modifying numerical signal correspond to neurons firing rate

## ANN Unit

- For each unit i:
- Weights: W<sub>ji</sub>
  - Strength of the link from unit j to unit i
  - Input signals  $a_j$  weighted by  $W_{ji}$  and linearly combined: in<sub>i</sub> =  $\Sigma_j W_{ji} a_j$
- Activation function: g
  - Numerical signal produced:  $a_i = g(in_i)$

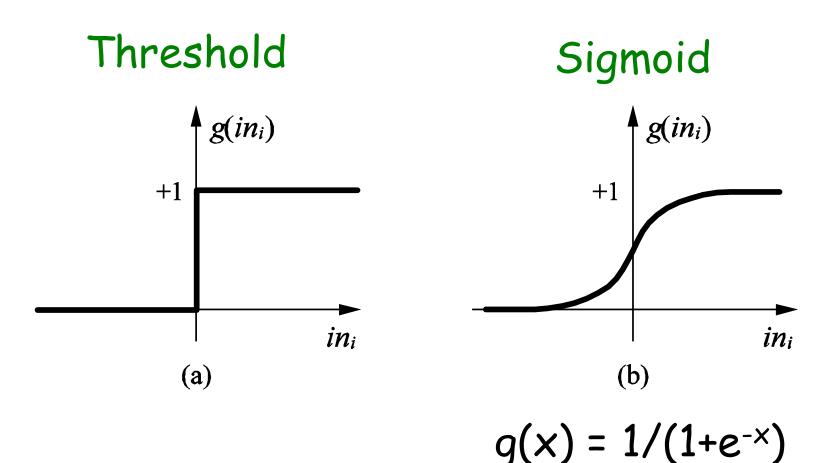
### ANN Unit



## **Activation Function**

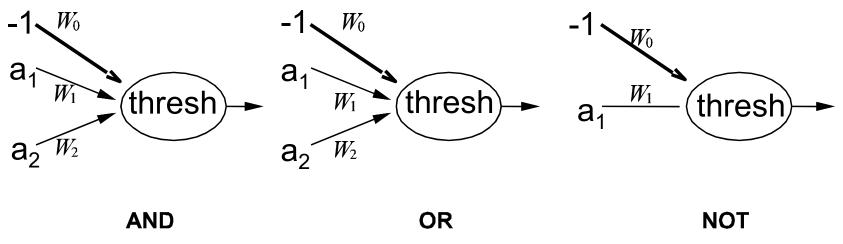
- Should be nonlinear
  - Otherwise network is just a linear function
- Often chosen to mimic firing in neurons
  - Unit should be "active" (output near 1) when fed with the "right" inputs
  - Unit should be "inactive" (output near 0)
     when fed with the "wrong" inputs

### **Common Activation Functions**



### Logic Gates

- McCulloch and Pitts (1943)
  - Design ANNs to represent Boolean fns
- What should be the weights of the following units to code AND, OR, NOT?

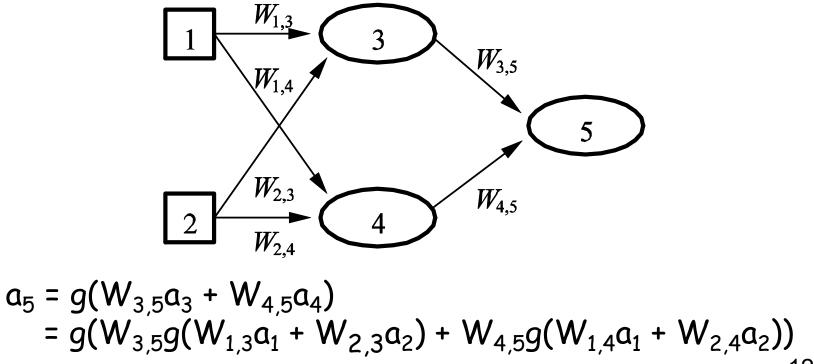


## Network Structures

- Feed-forward network
  - Directed acyclic graph
  - No internal state
  - Simply computes outputs from inputs
- Recurrent network
  - Directed cyclic graph
  - Dynamical system with internal states
  - Can memorize information

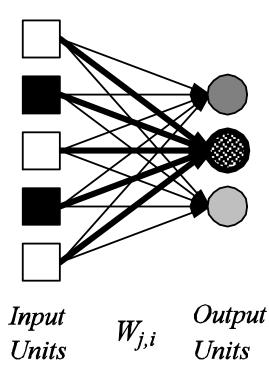
### Feed-forward network

 Simple network with two inputs, one hidden layer of two units, one output unit



## Perceptron

Single layer feed-forward network

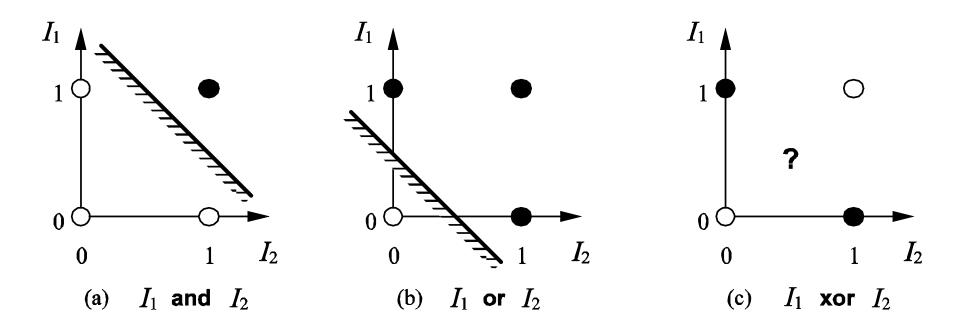


### Threshold Perceptron Hypothesis Space

- Hypothesis space  $h_W$ :
  - All binary classifications with parameters W s.t.  $a \cdot W \ge 0 \rightarrow 1$  $a \cdot W < 0 \rightarrow 0$
- Since a W is linear in W, perceptron is called a linear separator

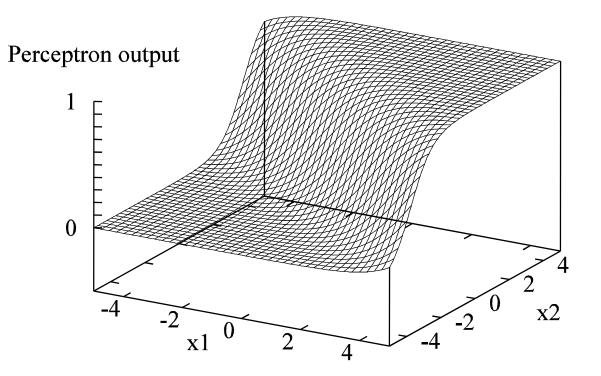
### Threshold Perceptron Hypothesis Space

Are all Boolean gates linearly separable?



### Sigmoid Perceptron

Represent "soft" linear separators



# Sigmoid Perceptron Learning

- Formulate learning as an optimization search in weight space
  - Since g differentiable, use gradient descent
- Minimize squared error:

$$E = 0.5 Err^2 = 0.5 (y - h_W(x))^2$$

- x: input
- y: target output
- $h_W(x)$ : computed output

## Perceptron Error Gradient

•  $E = 0.5 Err^2 = 0.5 (y - h_w(x))^2$ 

• 
$$\partial E/\partial W_{j} = Err \partial Err/\partial W_{j}$$
  
=  $Err \partial (y - g(\Sigma_{j} W_{j} X_{j}))/\partial W_{j}$   
=  $-Err g'(\Sigma_{j} W_{j} X_{j}) X_{j}$ 

• When g is sigmoid fn, then g' = g(1-g)

# Perceptron Learning Algorithm

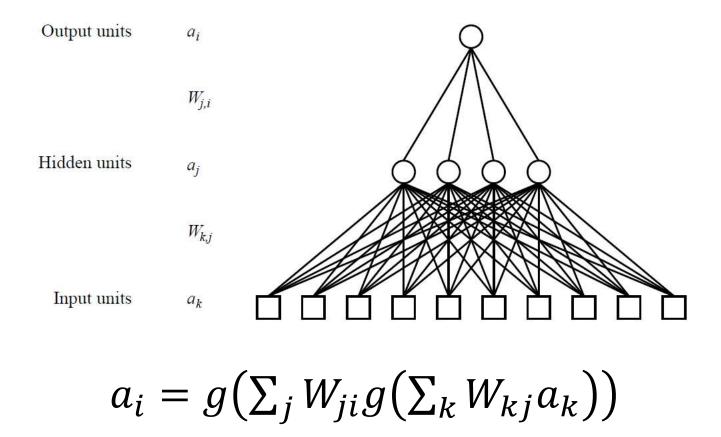
- Perceptron-Learning(examples, network)
  - Repeat
    - For each e in examples do

in 
$$\leftarrow \Sigma_j W_j x_j [e]$$
  
Err  $\leftarrow y[e] - g(in)$   
 $W_j \leftarrow W_j + \alpha$  Err g'(in)  $x_j [e]$ 

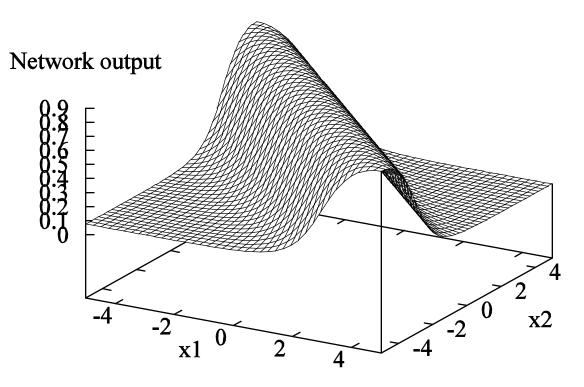
- Until some stopping criteria satisfied
- Return learnt network
- N.B.  $\alpha$  is a learning rate corresponding to the step size in gradient descent

### Multilayer Feed-forward Neural Networks

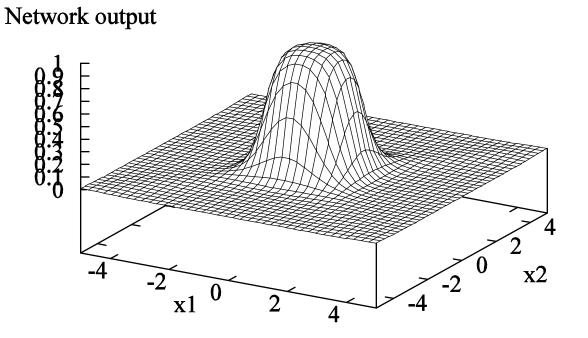
- Perceptron can only represent (soft) linear separators
  - Because single layer
- With multiple layers, what fns can be represented?
  - Virtually any function!



 Adding two sigmoid units with parallel but opposite "cliffs" produces a ridge



 Adding two intersecting ridges (and thresholding) produces a bump



- By tiling bumps of various heights together, we can approximate any function
- Theorem: Neural networks with at least one hidden layer of sufficiently many sigmoid units can approximate any function arbitrarily closely.

## **Common Activation Functions**

• Threshold: 
$$h(x) = \begin{cases} 1 & x \ge 0 \\ -1 & x < 0 \end{cases}$$

• Sigmoid: 
$$h(x) = \sigma(x) = \frac{1}{1 + e^{-x}}$$

• Gaussian: 
$$h(x) = e^{-\frac{1}{2}\left(\frac{x-\mu}{\sigma}\right)^2}$$

- Hyperbolic tangent:  $h(x) = \tanh(x) = \frac{e^x e^{-x}}{e^x + e^{-x}}$
- Identity: h(x) = x

# Weight Training

- Parameters:  $< W^{(1)}, W^{(2)}, ... >$
- Objectives:
  - Error minimization
    - Backpropagation (aka "backprop")
  - Maximum likelihood
  - Maximum a posteriori
  - Bayesian learning

### Least squared error

• Error function  $E(W) = \frac{1}{2} \sum_{n} E_{n}(W)^{2} = \frac{1}{2} \sum_{n} \left| \left| f(x_{n}, W) - y_{n} \right| \right|_{2}^{2}$ where  $x_{n}$  is the input of the  $n^{th}$  example  $y_{n}$  is the label of the  $n^{th}$  example  $f(x_{n}, W)$  is the output of the neural net

## Sequential Gradient Descent

• For each example  $(x_n, y_n)$  adjust the weights as follows:

$$W_{ji} \leftarrow W_{ji} - \alpha \frac{\partial E_n}{\partial W_{ji}}$$

- How can we compute the gradient efficiently given an arbitrary network structure?
- Answer: backpropagation algorithm

# Backpropagation

- Back-Prop-Learning(examples, network)
  - Repeat
    - For each example e do
      - Compute output a of each node in forward pass
        - » Input nodes:  $a_j \leftarrow x_j[e]$
        - » Other nodes:  $in_i \leftarrow \sum_j W_{ji}a_j$  and  $a_i \leftarrow g(in_i)$
      - Compute modified error  $\Delta$  of each node in **backward** pass (l = L to 1)
        - » Output nodes:  $\Delta_i \leftarrow g'(in_i) (a_i y_i[e])$
        - » For each node j in layer  $l: \Delta_j \leftarrow g'(in_j) \sum_i W_{ji} \Delta_i$ 
          - » For each node *i* in layer l + 1:  $W_{ji} \leftarrow W_{ji} + \alpha a_j \Delta_i$
  - Until some stopping criteria satisfied
  - Return learnt network

## Forward phase

- Propagate inputs forward to compute the output of each unit
- Output  $a_i$  at unit i:

$$a_i = g(in_i)$$
 where  $in_i = \sum_j W_{ji}a_j$ 

## Backward phase

- Use chain rule to recursively compute gradient
  - For each weight  $W_{ji}$ :  $\frac{\partial E_n}{\partial W_{ji}} = \frac{\partial E_n}{\partial in_i} \frac{\partial in_i}{\partial W_{ji}} = \Delta_i a_j$

- Let 
$$\Delta_i \equiv \frac{\partial E_n}{\partial i n_i}$$
 then  

$$\Delta_i = \begin{cases} g'(in_i)(a_i - y_i) & \text{base case: } i \text{ is an output unit} \\ g'(in_i) \sum_j W_{ji} \Delta_j & \text{recursion: } i \text{ is a hidden unit} \end{cases}$$

- Since 
$$in_i = \sum_j W_{ji}a_j$$
 then  $\frac{\partial in_i}{\partial W_{ji}} = a_j$ 

# Simple Example

- Consider a network with two layers:
  - Hidden nodes:  $g(x) = \tanh(x) = \frac{e^x e^{-x}}{e^x + e^{-x}}$ 
    - Tip:  $tanh'(x) = 1 tanh^2(x)$
  - Output node: g(x) = x
- Objective: squared error

# Simple Example

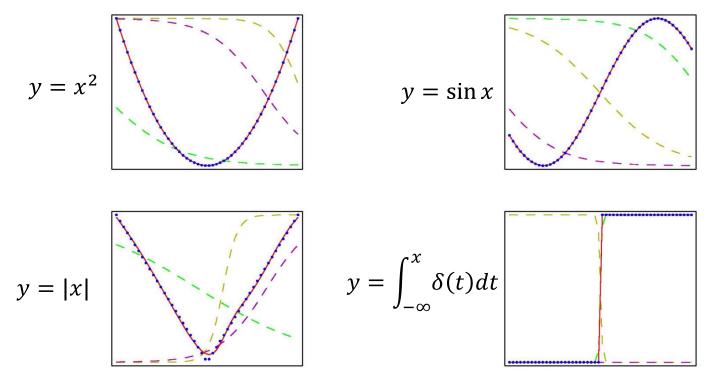
- Forward propagation:
  - Hidden units:  $in_j = \sum_k W_{kj} a_k$   $a_j = \tanh(in_j)$
  - Output units:  $in_i = \sum_j W_{ji}a_j$

 $a_i = in_i$ 

- Backward propagation:
  - Output units:  $\Delta_i = a_i y_i$
  - Hidden units:  $\Delta_j = (1 \tanh^2(in_j)) \sum_i W_{ji} \Delta_i$
- Gradients:
  - Hidden layers:  $\frac{\partial E_n}{\partial W_{kj}} = a_k \Delta_j = a_k (1 \tanh^2(in_j)) \sum_i W_{ji} \Delta_i$
  - Output layer:  $\frac{\partial E_n}{\partial W_{ji}} = a_j \Delta_i = a_j (a_i y_i)$

## Non-linear regression examples

- Two layer network:
  - 3 tanh hidden units and 1 identity output unit



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# Analysis

- Efficiency:
  - Fast gradient computation: linear in number of weights
- Convergence:
  - Slow convergence (linear rate)
  - May get trapped in local optima
- Prone to overfitting
  - Solutions: early stopping, regularization (add  $||w||_2^2$  penalty term to objective)

# Neural Net Applications

- Neural nets can approximate any function, hence 1000's of applications
  - Speech recognition
  - Character recognition
  - Paint-quality inspection
  - Vision-based autonomous driving
  - Etc.