

# Machine Learning (part II)

## Biological and Artificial Neural Networks

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# Introduction

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- **Artificial Neural Networks (ANNs)** are at the very core of Deep Learning
  - **powerful**
  - **scalable**
- **Complex ML tasks**
  - **classifying** billions of images (e.g., **Google Images**)
  - powering **speech recognition** services (e.g., **Apple's Siri**),
  - **recommending** the best videos to watch to hundreds of millions of users every day (e.g., **YouTube**)
  - learning to beat the world champion at the game of Go by playing millions of **games** against itself (**DeepMind's Alpha-Zero**)

Pattern Recognition and Machine Learning, J. C. Bishop, Pattern Recognition and Machine Learning, Springer, 2006



# Biological neuron

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## ■ Biological neurons

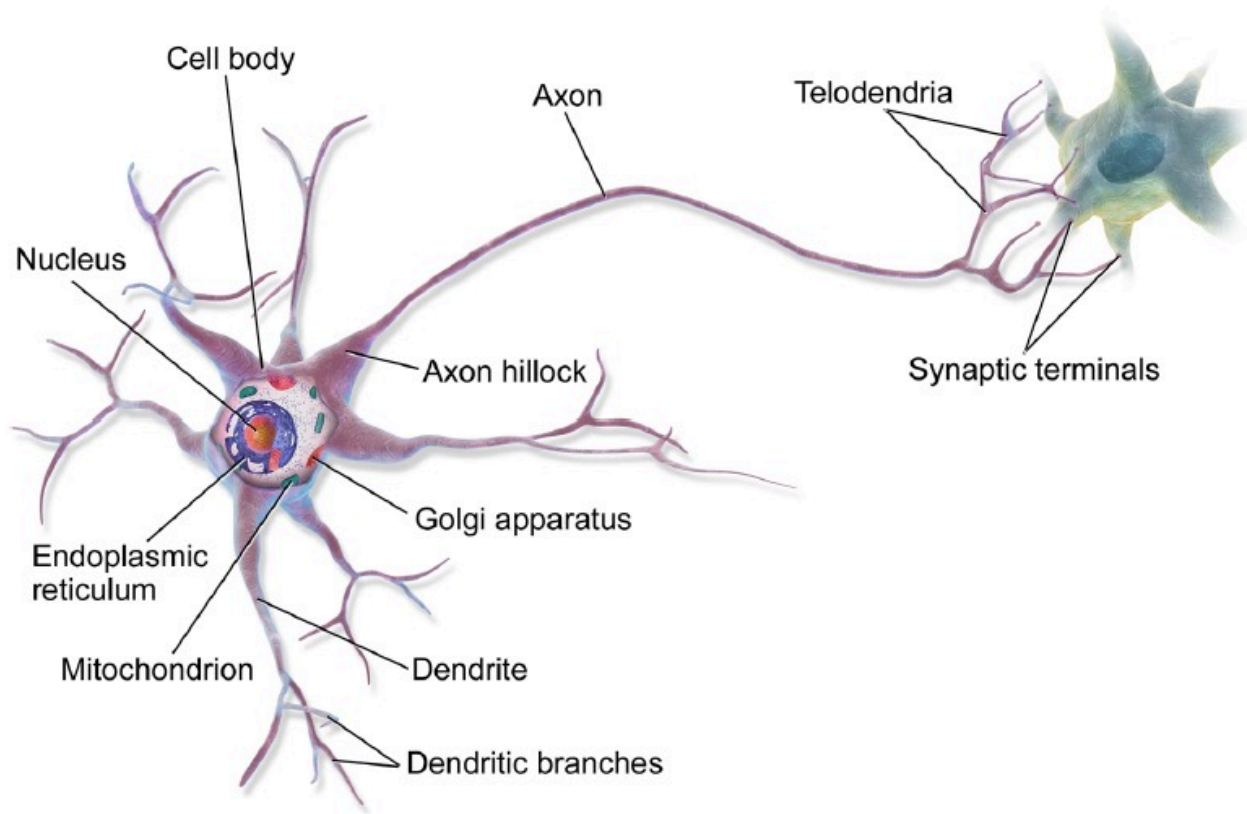
- behave in a rather simple way
- are organized in a **vast network** of billions of **neurons**
- each neuron typically **connected** to thousands of other neurons

## ■ Neural networks

- Highly **complex computations** can be performed by a vast network of **fairly** simple neurons



# Biological neuron

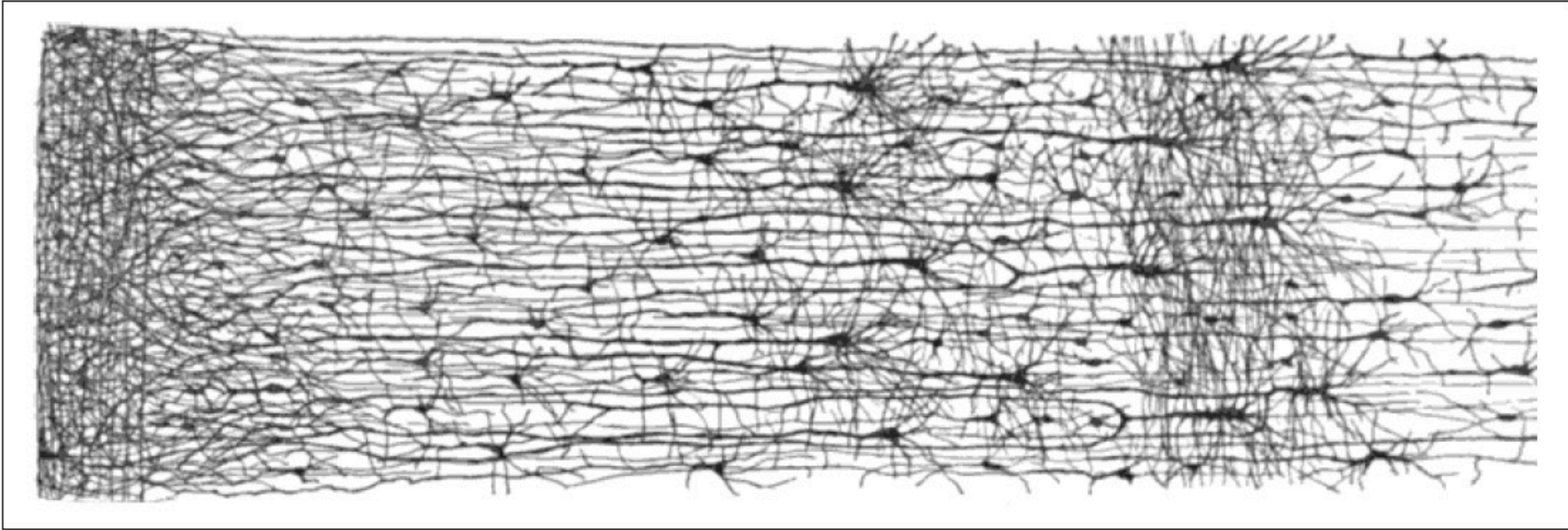


Biological Neuron



# Biological Neural Network

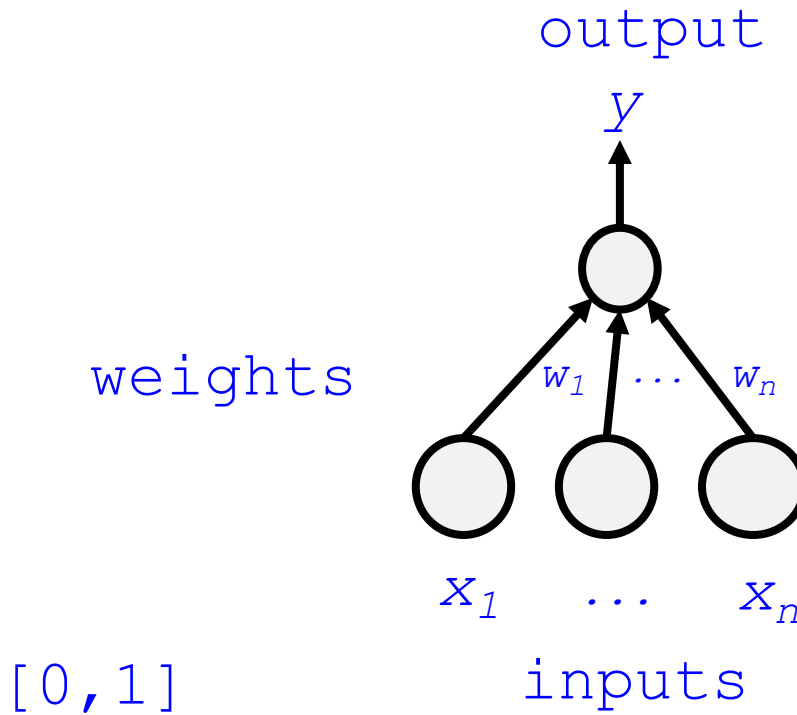
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Multiple layers in a biological neural network (human cortex)



# Artificial neuron



$$\mathbf{w} = \begin{bmatrix} w_1 \\ \dots \\ w_n \end{bmatrix}$$

$$\mathbf{x} = \begin{bmatrix} x_1 \\ \dots \\ x_n \end{bmatrix}$$



# Artificial neuron

- sum

$$z = \sum_{i=1}^n w_i x_i = \mathbf{w}^T \mathbf{x}$$

- output

$$y = f(\mathbf{w}, \mathbf{x}) = \theta(z)$$

- activation functions

$$\theta = \begin{cases} 1 & \text{if } z \geq 0 \\ 0 & \text{if } z < 0 \end{cases}$$

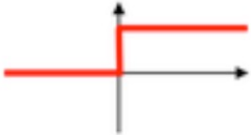
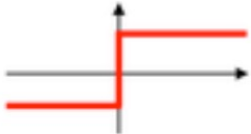
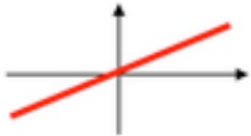
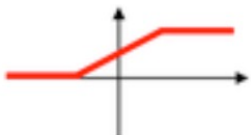
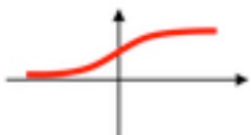
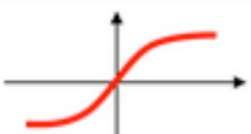
Heaviside

$$\theta = \begin{cases} -1 & \text{if } z < 0 \\ 0 & \text{if } z = 0 \\ +1 & \text{if } z > 0 \end{cases}$$

Signum



# Activation functions

Activation function	Equation	Example	1D Graph
Unit step (Heaviside)	$\phi(z) = \begin{cases} 0, & z < 0, \\ 0.5, & z = 0, \\ 1, & z > 0, \end{cases}$	Perceptron variant	
Sign (Signum)	$\phi(z) = \begin{cases} -1, & z < 0, \\ 0, & z = 0, \\ 1, & z > 0, \end{cases}$	Perceptron variant	
Linear	$\phi(z) = z$	Adaline, linear regression	
Piece-wise linear	$\phi(z) = \begin{cases} 1, & z \geq \frac{1}{2}, \\ z + \frac{1}{2}, & -\frac{1}{2} < z < \frac{1}{2}, \\ 0, & z \leq -\frac{1}{2}, \end{cases}$	Support vector machine	
Logistic (sigmoid)	$\phi(z) = \frac{1}{1 + e^{-z}}$	Logistic regression, Multi-layer NN	
Hyperbolic tangent	$\phi(z) = \frac{e^z - e^{-z}}{e^z + e^{-z}}$	Multi-layer NN	





# Linear models for regression

- Linear regression

$$y = f(\mathbf{w}, \mathbf{x}) = w_0 + w_1x_1 + \cdots + w_nx_n$$

- Basis functions extension

$$y = w_0 + \sum_{j=1}^{n-1} w_j \phi_j(\mathbf{x}) = \mathbf{w}^T \mathbf{\Phi}(\mathbf{x})$$

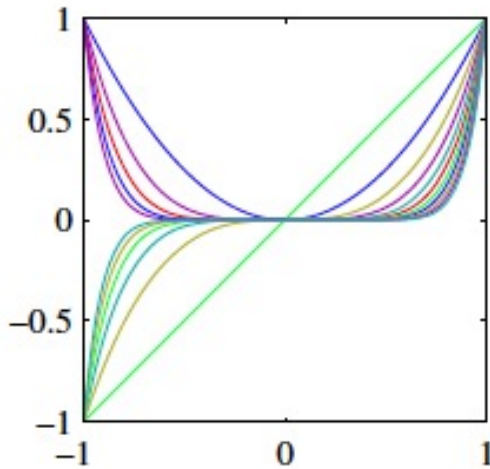
$$\mathbf{\Phi} = (\phi_0, \dots, \phi_{M-1})^T$$



# Linear models for regression

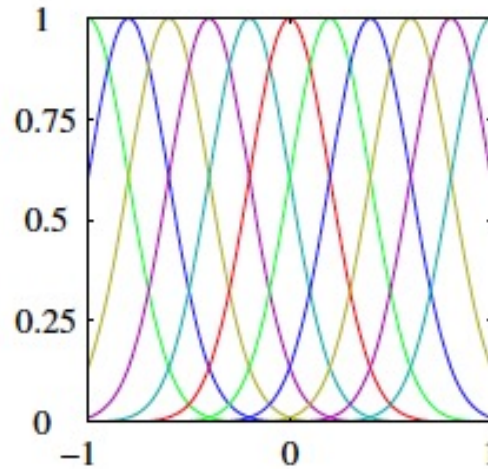
## ■ non-linear regression basis

$$\phi_j(x) = x^j$$



Polinomial

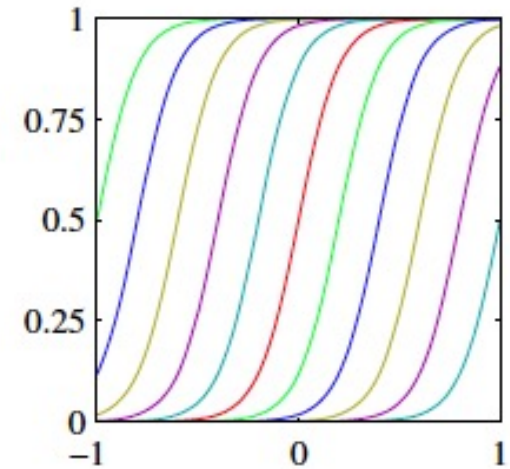
$$\phi_j(x) = \exp\left\{-\frac{(x - \mu_j)^2}{2\sigma^2}\right\}$$



Gaussians

$$\phi_j(x) = \vartheta\left(\frac{x - \mu_j}{\sigma}\right)$$

$$\vartheta(a) = \frac{1}{1 + \exp(-a)}$$



Sigmoidal



# Linear models for classification

## ■ Classification

$$\mathbf{x} \rightarrow C_k \quad k = 1, \dots, K$$

## ■ The **classes** are taken to be **disjoint**

- the input space is divided into decision regions whose boundaries are called **decision boundaries**
- for linear models
  - (D-1)-dimensional **hyperplanes** within the D-dimensional input space



# Target values

- $K = 2$  classes

$$t \in \{0,1\}$$

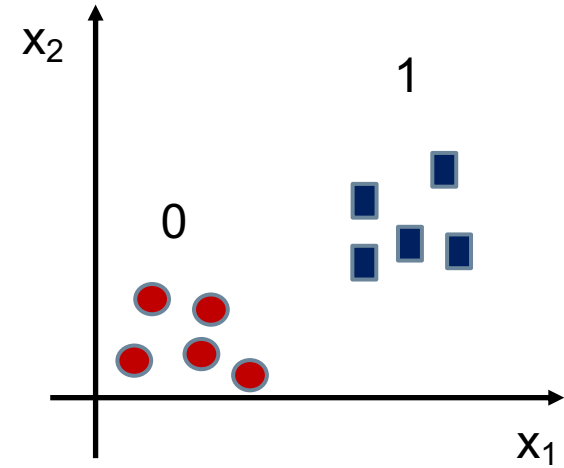
$$C_1 \rightarrow 1$$

$$C_2 \rightarrow 0$$

- $K > 2$  classes

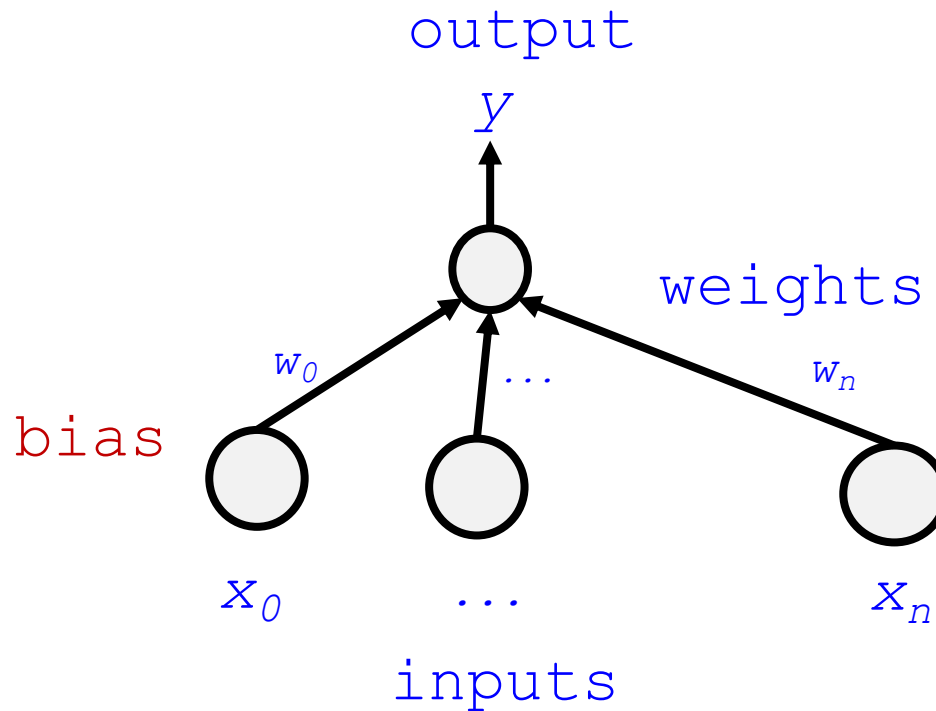
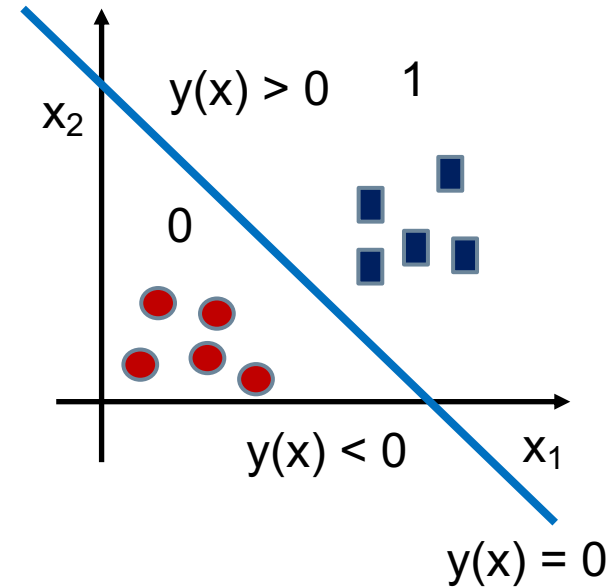
$$\mathbf{t} = (0, 1, 0, 0, 0)^T$$

1-of  $K$  coding ( $K = 5$ )



# Linear discriminant function

$$y(\mathbf{x}, \mathbf{w}) = \mathbf{w}^T \mathbf{x} + w_0$$



- Learning of the parameters  $w$  and  $w_0$



# Decision surface orientation

## ■ Decision boundary

$$y(\mathbf{x}, \mathbf{w}) = 0$$

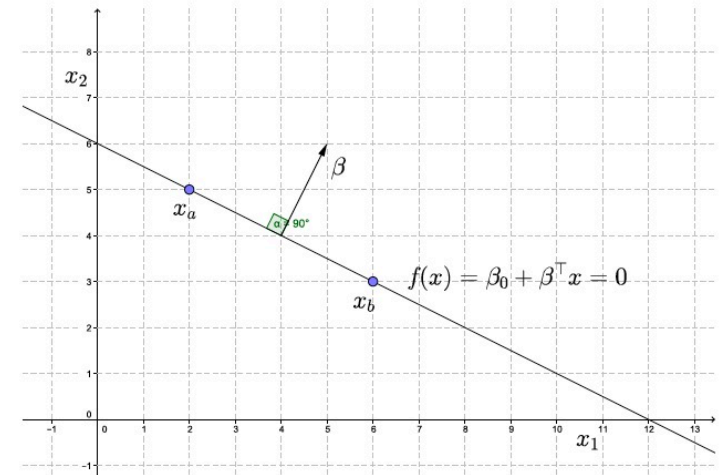
## ■ Two points

$$y(\mathbf{x}_A, \mathbf{w}) = 0$$

$$y(\mathbf{x}_B, \mathbf{w}) = 0$$



$$\mathbf{w}^T (\mathbf{x}_A - \mathbf{x}_B) = 0$$

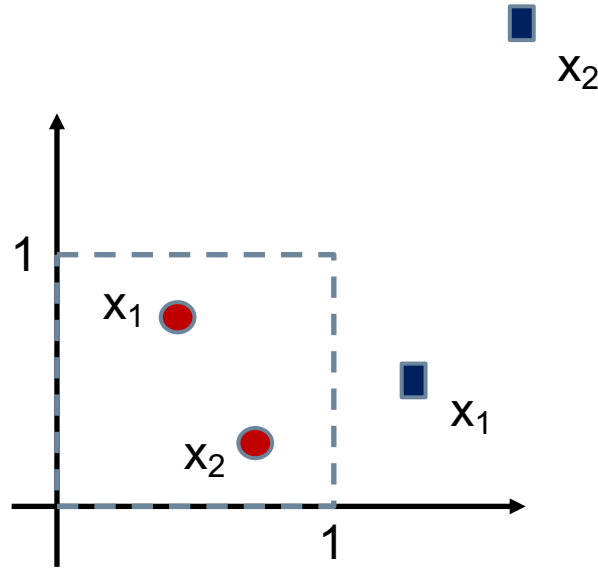


$\mathbf{w}$  is orthogonal to every vector within the decision surface determining the orientation of the decision surface



# Decision surface distance

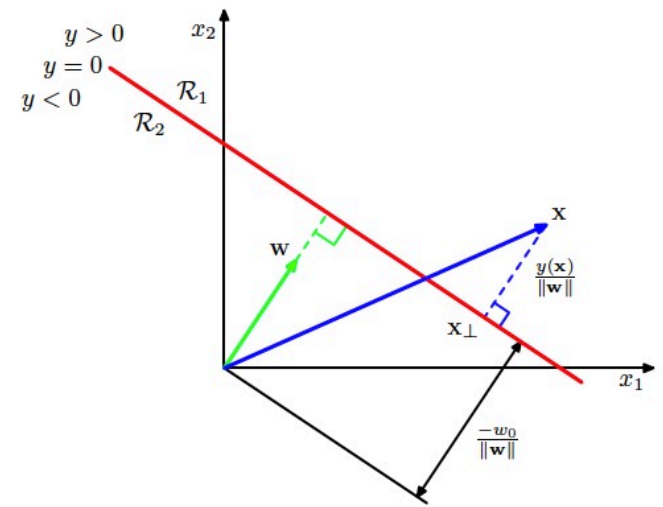
## ■ normalization



$$\tilde{x}_i = \frac{x_i}{\|\mathbf{x}\|} = \frac{x_i}{\sqrt{\mathbf{x}\mathbf{x}^T}} = \frac{x_i}{\sqrt{x_1^2 + x_2^2 + \dots + x_n^2}}$$



# Decision surface distance



- point  $\mathbf{x}$  on

$$y(\mathbf{x}, \mathbf{w}) = \mathbf{w}^T \mathbf{x} + w_0 = 0$$

$$\frac{\mathbf{w}^T \mathbf{x}}{\|\mathbf{w}\|} = -\frac{w_0}{\|\mathbf{w}\|}$$

normal distance from the origin to decision surface

norm

$$\|\mathbf{w}\| = \sqrt{\mathbf{w}\mathbf{w}^T} = \sqrt{w_1^2 + w_2^2 + \dots + w_n^2}$$

$w_0$  determines the location of the decision surface



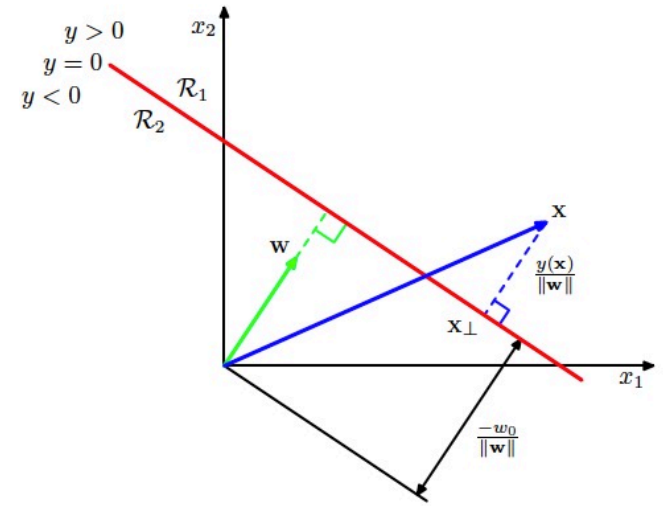


# DS point distance

## ■ arbitrary point $\mathbf{x}$

orthogonal projection onto  
the decision surface

$$\mathbf{x} = \mathbf{x}_{\perp} + r \frac{\mathbf{w}}{\|\mathbf{w}\|}$$



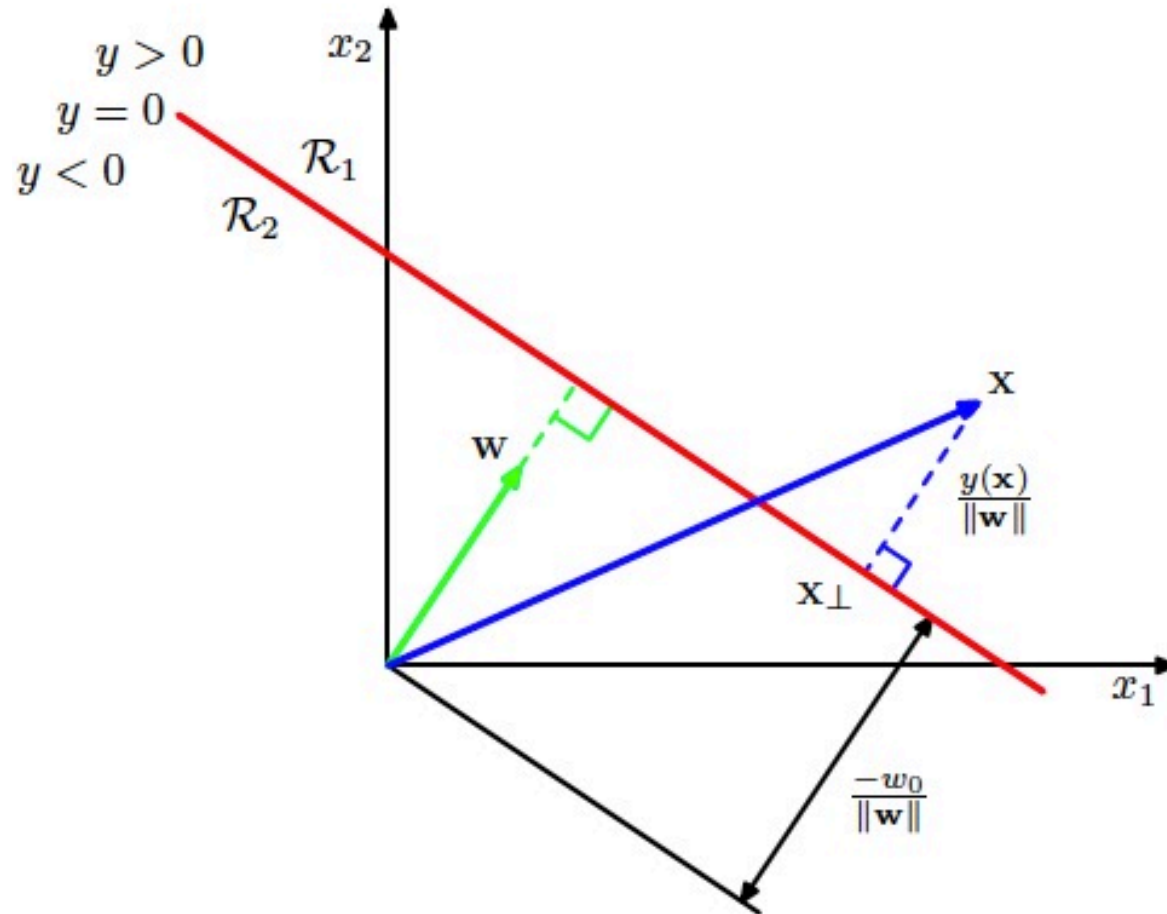
Multiplying both sides by  $\mathbf{w}^T$  and adding  $w_0$

$$r = \frac{y(\mathbf{x})}{\|\mathbf{w}\|}$$

$r$  perpendicular distance of the point  $\mathbf{x}$  from the decision surface

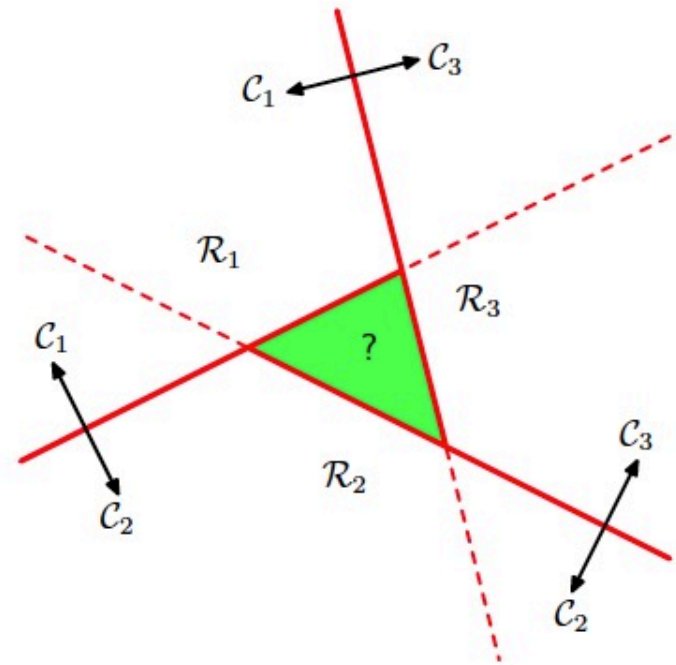
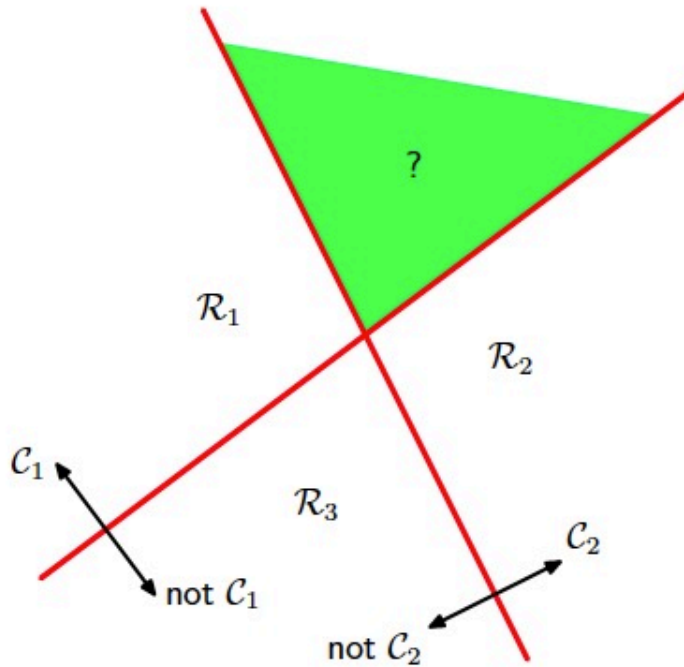


# Linear discriminant function



# Multiple classes

- Approaches
  - one-versus-the rest
  - one-versus-one

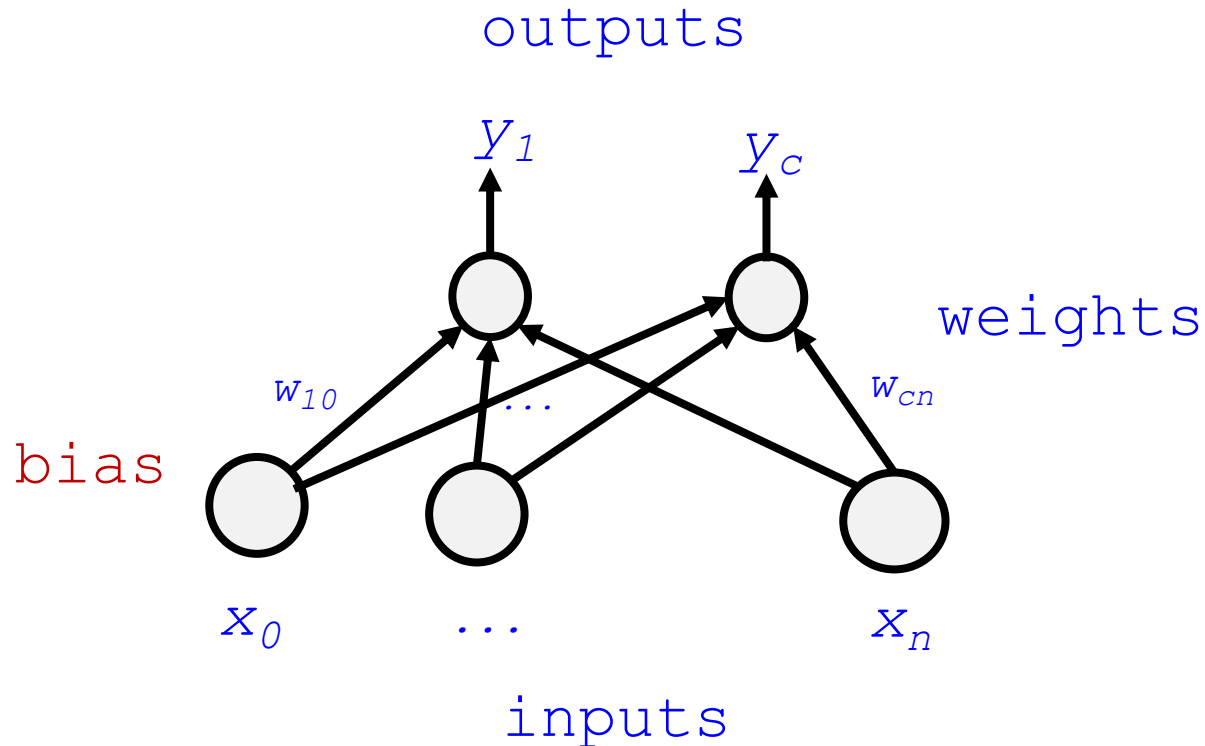


# Multiple linear discriminant

- $K > 2$  classes

$$y_k(\mathbf{x}, \mathbf{w}_k) = \mathbf{w}_k^T \mathbf{x} + w_{k0}$$

$$y_k(\mathbf{x}, \mathbf{w}_k) > y_j(\mathbf{x}, \mathbf{w}_j) \\ \text{for all } j \neq k \rightarrow C_k$$



- bias is a threshold



# Multiple linear discriminant

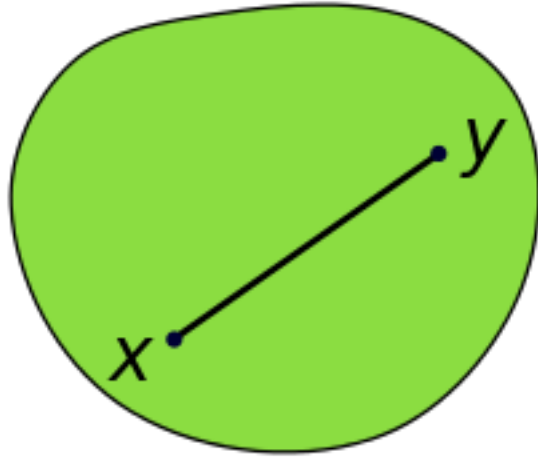
- $K > 2$  classes

$$y_k(\mathbf{x}, \mathbf{w}_k) = \sum_{i=1}^n w_{ki}x_i + w_{k0} = \sum_{i=0}^n w_{ki}x_i \quad x_0 = 1$$

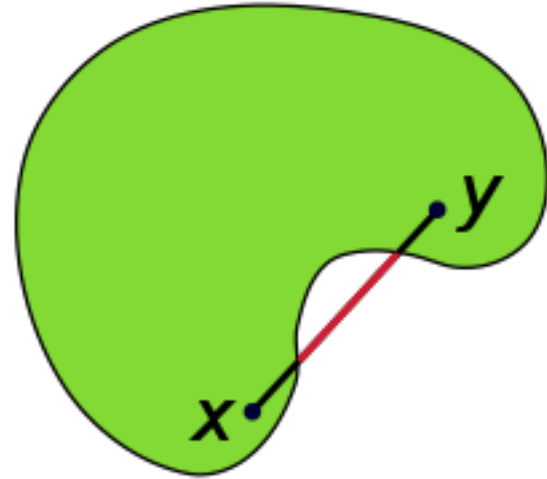
- Output unit has the **largest activation**
  - Set of decision **regions** which are always **simply connected and convex**



# Multiple linear discriminant



$\mathcal{R}_k$  is convex



$\mathcal{R}_k$  is no convex



# Multiple linear discriminant

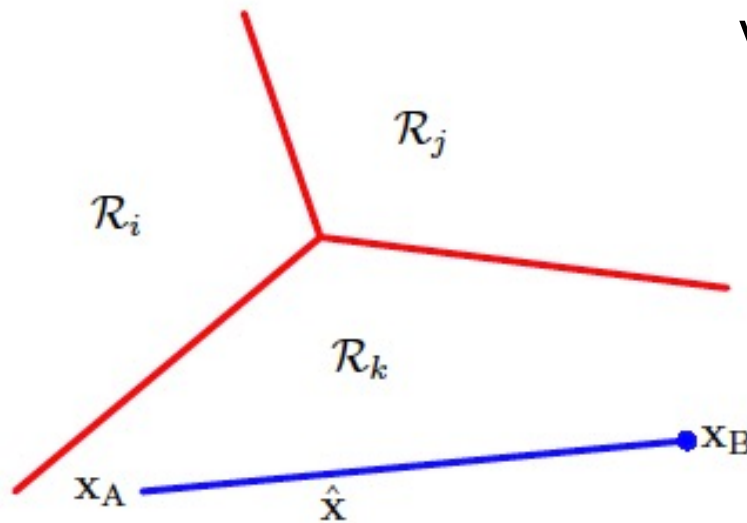
## ■ The decision regions

$$\hat{\mathbf{x}} = \lambda \mathbf{x}^A + (1 - \lambda) \mathbf{x}^B \quad \text{from the linearity}$$

$$y_k(\hat{\mathbf{x}}) = \lambda y_k(\mathbf{x}^A) + (1 - \lambda) y_k(\mathbf{x}^B)$$

$$\begin{aligned} y_k(\mathbf{x}^A) &> y_j(\mathbf{x}^A) \\ y_k(\mathbf{x}^B) &> y_j(\mathbf{x}^B) \\ &\forall j \neq k \end{aligned}$$

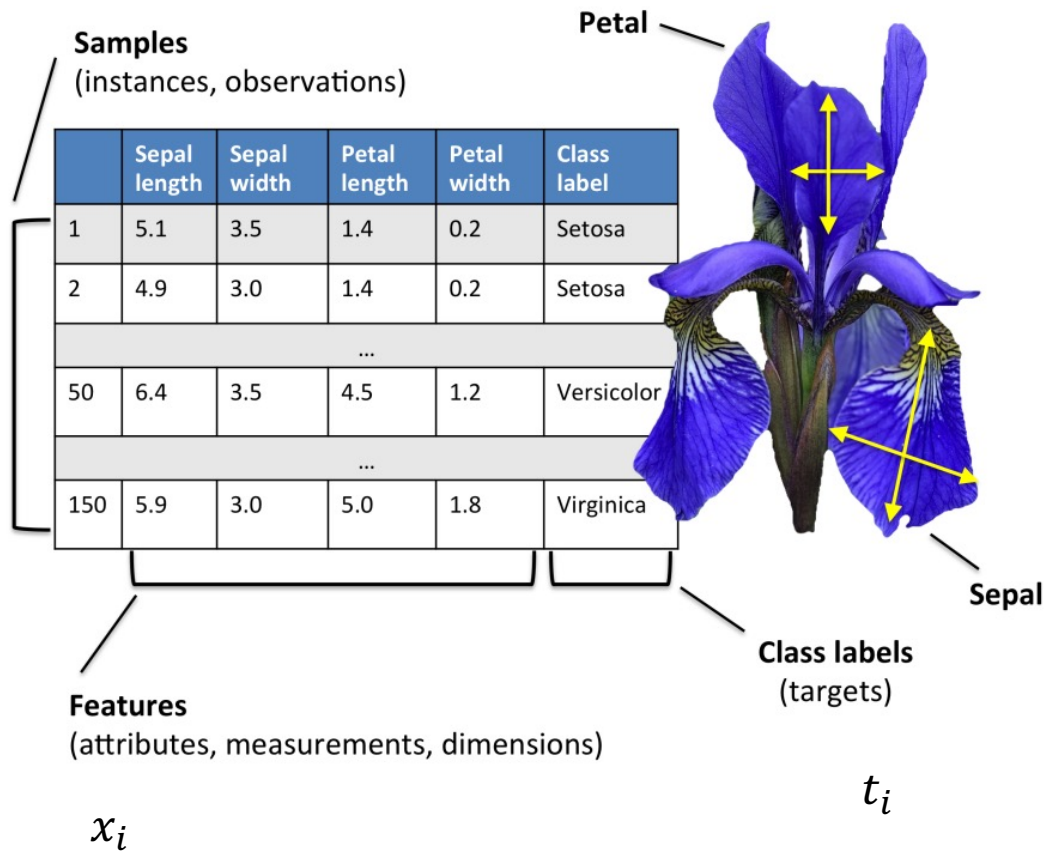
$$\begin{aligned} y_k(\hat{\mathbf{x}}) &> y_j(\hat{\mathbf{x}}) \\ &\forall j \neq k \end{aligned}$$



All the points on the line also lie in  $\mathcal{R}_k$  so the region must be simply connected and convex

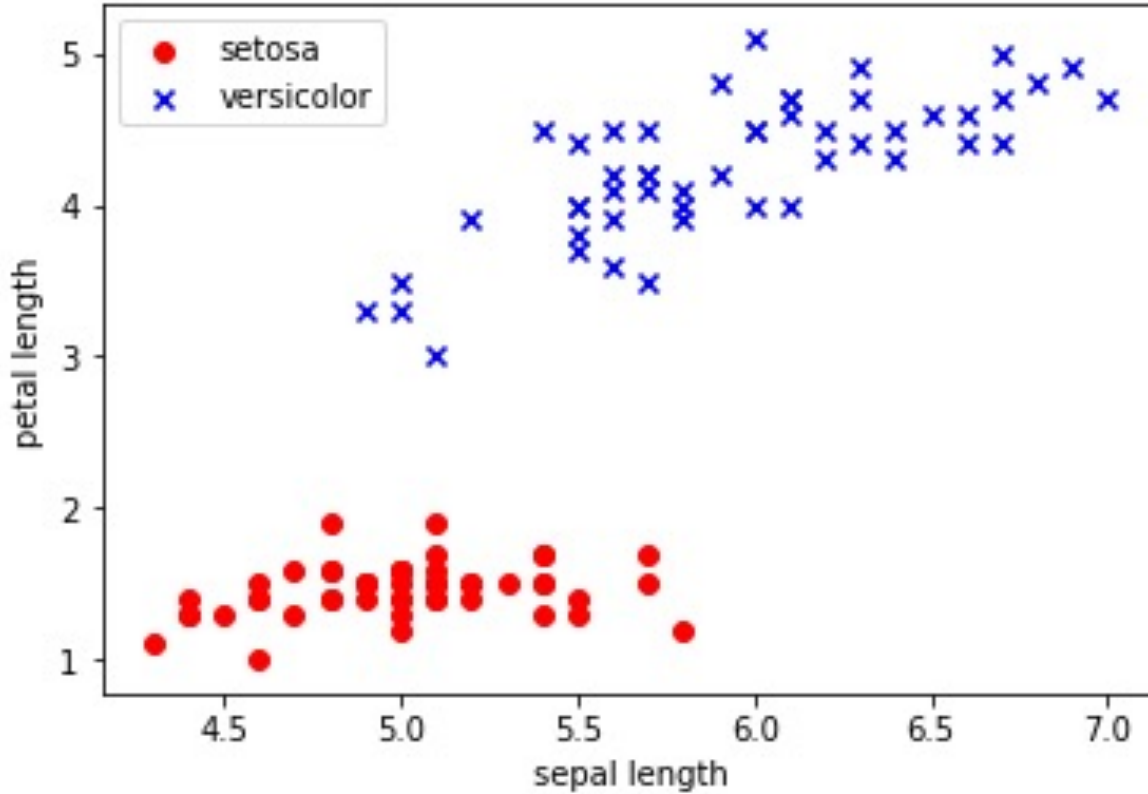


# Dataset - iris





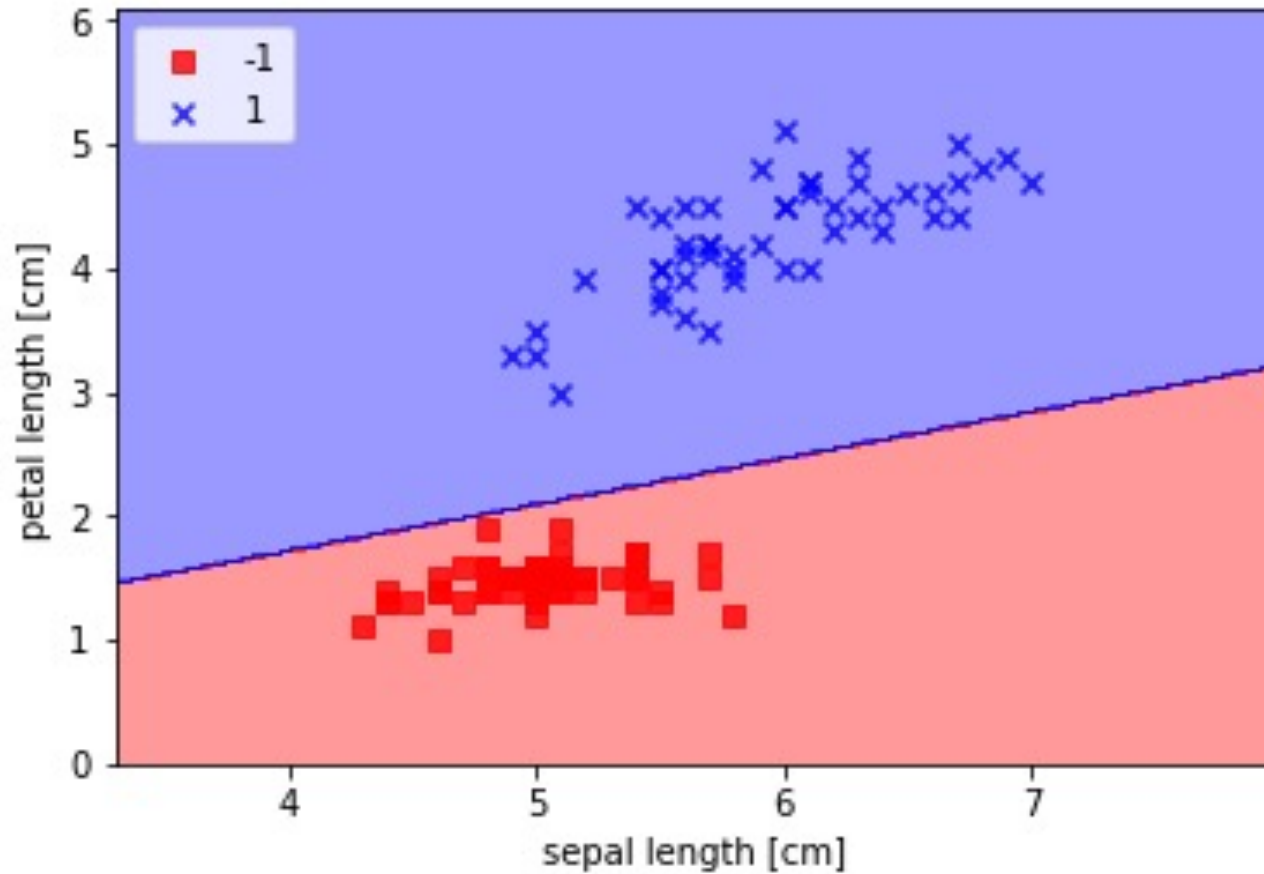
# Iris visualization



2D Plot of IRIS data



# Decision boundary



Decision boundary after learning

