Artificial Neural Networks

Pallapu Mohan Krishna Research Scholar MFSDSAI IIT Guwahati

Introduction

- The term "Artificial Neural Network" is derived from Biological neural networks that develop the structure of a human brain.
- There are several kinds of artificial neural networks, which are implemented based on the mathematical operations and a set of parameters required to determine the output
- Types of ANN are:

Feed Forward Radial Basis Function Network RNN or Feedback Hop Field Network Self-Organizing maps Competitive Network etc.,

Single Layer Perceptron



- While training ,we have to decide these connection weights/weight vector to classify unknown feature vectors between two classes say w1 and w2
- While training the network, the aim is to set weight vectors in such a way that this sum of squared error will be minimized. Say D as output and d is target output.

$$Error E = \frac{1}{2}(D - d)^2$$

• We can use gradient descent procedure.

$$\frac{\partial E}{\partial W_i} = (D - d) \frac{\partial (D - d)}{\partial W_i} = (D - d) \cdot X_i$$

 Initially we start with random weight vectors and values are quite small

$$W_i(0) \leftarrow initialization$$
$$W_i(k+1) = W_i(k) - \eta \left(D - d\right) X_i$$

- Termination Criteria of this iterative process is either in complete pass all the training samples are properly or I get an error that I can tolerate.
- Lets see an example of AND,OR,XOR gate using SLP



Image Credits : PyImageSearch

- So, SLP can classify AND ,OR features linearly but for XOR a single layer neural network cannot give a solution for Simple problem like XOR.
- So we have to go for MLP

Multi Layer Perceptron



- In SLP only output has non linearity i.e hard non linearity or threshold non linearity.
- But in MLP, except input layer every other layer has non linearity.
- Its differentiable where as in case of hard nonlinearity that is not differentiable at 0.
- For training of MLP , again Gradient Descent is choosed.



Backpropagation learning Algo:

- 1. Initialize Weights randomly
- 2. Feed training samples
- 3. Feed forward pass: for i=0.....k-1 layers

For every node compute output

4. Back Propagation: compute output gradient for every node in output layer and back propagate to previous layer nodes.

5. Update the weights:

$$\widetilde{W}_i(k+1) = W_i(k) - \eta(J)$$

6. Repeat steps 2-5 until convergence.

Example:



f(x, y, z) = xy + z

Credits : DL4CV , Dr. Kondareddy Mopuri



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BackwardPass

• Compute the derivatives $\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$



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• down steam gradient = local gradient \times upstream gradient



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RBF Networks

- In MLP , more hidden layers represents a non-linear boundary by set of piece wise linear boundaries.
- RBF performs a non-linear transformation over input vectors before the input vectors are fed for classification. Using such nonlinear transformations, it is possible to convert linearly non separable problem into a linearly separable problem.
- In RBF , for each feature vector X , we impose some M number of RBF's, each of them produce a real values. I.e M number of real valued components.

RBF Architechture



Training Procedure:

• Part 1: While training hidden layer, for each nodes we have to find receptor t, spread sigma.

$$\phi_i(X) = e^{\frac{-\|X-t_i\|^2}{2\sigma^2}}$$

• Part 2: The weight vectors which connects outputs of hidden layers nodes to the output layer nodes. Simply it is a linear combination of outputs of hidden layer nodes.

- For example we can analyze XOR by using RBF network
- Take 0,0 and 1,1 as receptors and perform RBF on every feature vector so that it will transform into some non linear space for linear separability.
- Here we have 2 RB functions and each of them calculates the output by taking gaussian function as choice of Radial Basis Function.





Thank You