Machine Learning

Neuron

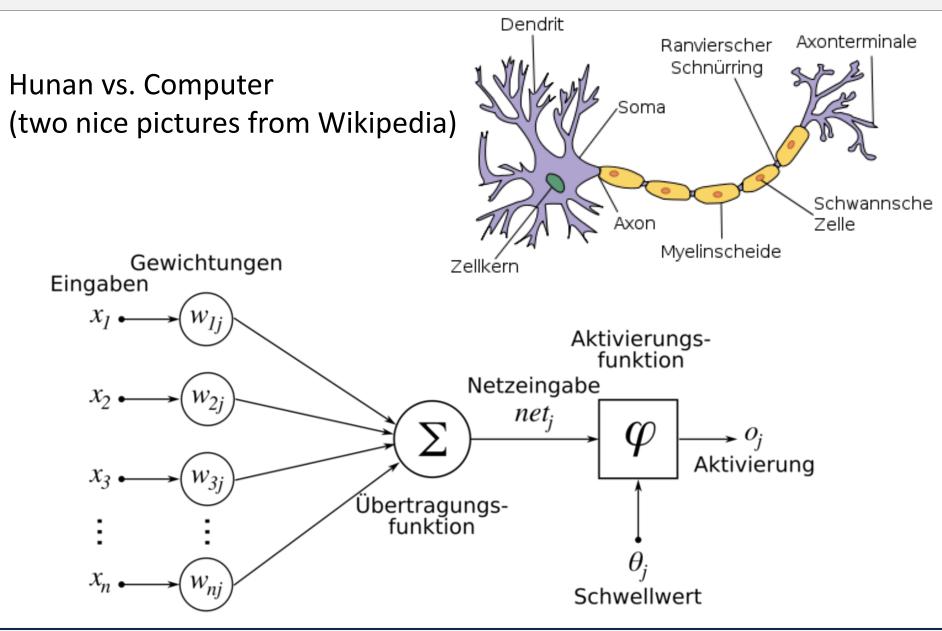
28/11/2013



Machine Learning : Neuron

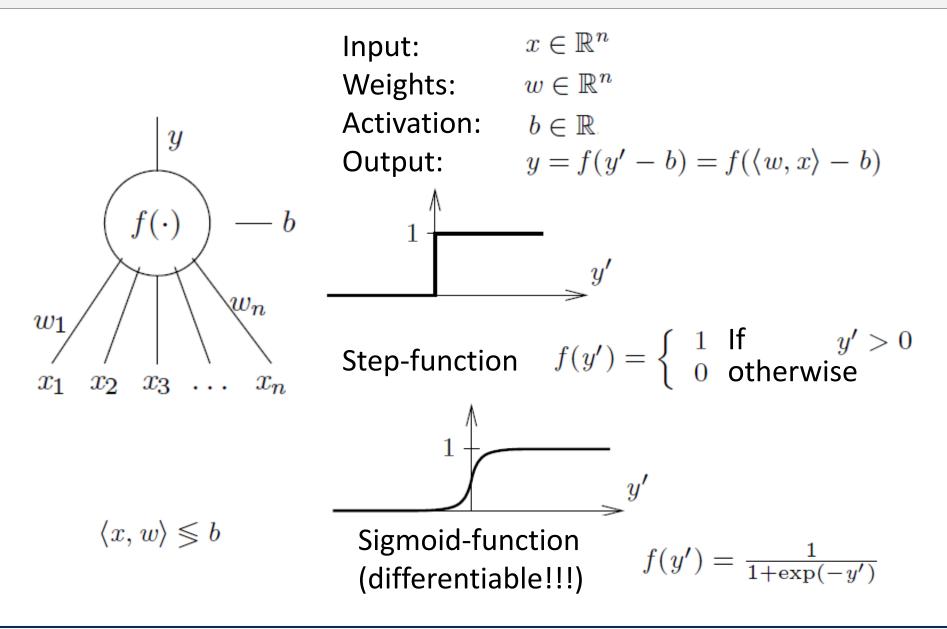


Neuron



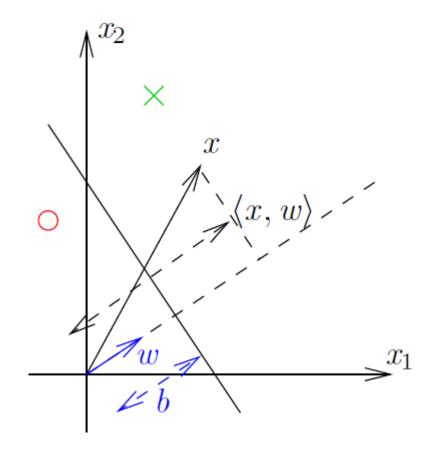


Neuron (McCulloch and Pitt, 1943)





Geometric interpretation



$$\langle x, w \rangle = \|x\| \cdot \|w\| \cdot \cos \phi$$

Let w be normalized, i.e. ||w|| = 1

 $\Rightarrow ||x|| \cdot \cos \phi \quad \text{the length of the} \\ \text{projection of } x \text{ onto } w \text{.} \end{cases}$

Separation plane: $\langle x, w \rangle = const$

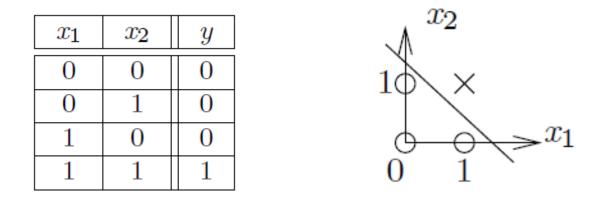
Neuron implements a linear classifier



Special case – Boolean functions

Input: $x = (x_1, x_2), x_i \in \{0, 1\}$ Output: $y = x_1 \& x_2$

Find *w* and *b* so, that $step(w_1x_1 + w_2x_2 - b) = x_1\&x_2$



 $w_1 = w_2 = 1, \ b = 1.5$

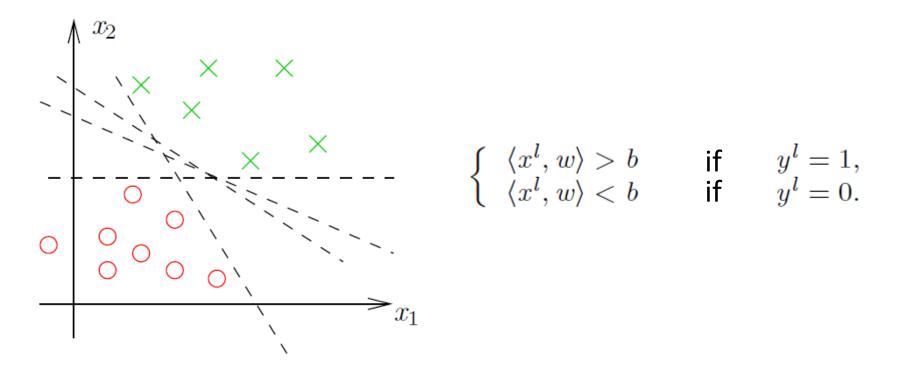
Disjunction, other Boolean functions, but XOR



Learning

Given: training data $((x^1, y^1), (x^2, y^2), \dots, (x^L, y^L)), x^l \in \mathbb{R}^n, y^l \in \{0, 1\}$ Find: $w \in \mathbb{R}^n, b \in \mathbb{R}$ so that $f(\langle x^l, w \rangle - b) = y^l$ for all $l = 1, \dots, L$

For a step-neuron: system of linear inequalities



Solution is not unique in general !



"Preparation 1"

Eliminate the bias:

The trick – modify the training data

$$x = (x_1, x_2, \dots, x_n) \implies \tilde{x} = (x_1, x_2, \dots, x_n, 1)$$

$$w = (w_1, w_2, \dots, w_n) \implies \tilde{w} = (w_1, w_2, \dots, w_n, -b)$$

$$\langle x^l, w \rangle \ge b \implies \langle \tilde{x}^l, \tilde{w} \rangle \ge 0$$
Example in 1D
$$(x^l, w) \ge b \implies x^{2}$$

$$(x^l, w) \ge b \implies x^{2}$$

$$(x^l, w) \ge b \implies x^{2}$$

$$(x^l, w) \ge x^{2}$$

$$(x^$$

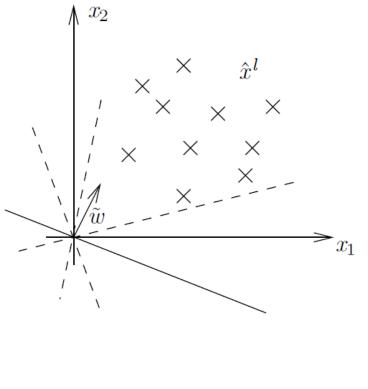


"Preparation 2"

Remove the sign:

The trick – the same

$$\hat{x}^{l} = \tilde{x}^{l}$$
 for all with $y^{l} = 1$
 $\hat{x}^{l} = -\tilde{x}^{l}$ for all with $y^{l} = 0$



All in all:

$$\left\{ \begin{array}{ll} \langle x^l, w \rangle > b & \text{ if } \quad y^l = 1 \\ \langle x^l, w \rangle < b & \text{ if } \quad y^l = 0 \end{array} \right. \qquad \Longrightarrow \qquad \left\langle \hat{x}^l, \tilde{w} \rangle > 0 \quad \forall l \right.$$



Perceptron Algorithm (Rosenblatt, 1958)

Solution of a system of linear inequalities:

- 1. Search for an equation that is not satisfied, i.e. $\langle x^l, w \rangle \leq 0$ 2. If not found – Stop else update $w^{neu} = w^{alt} + x^l$ go to 1.
- The algorithm terminates if a solution exists (the training data are separable)
- The solution is a convex combination of the data points



Proof of convergence

The idea: look for quantities that

- a) grow/decrease quite fast,
- b) are bounded.

Consider the length of $w^{(n)}$ at n-th iteration:

$$||w^{(n+1)}||^2 = ||w^{(n)} + x^i||^2 = ||w^{(n)}||^2 + 2\langle w^{(n)}, x^i \rangle + ||x^i||^2 \le ||w^{(n)}||^2 + D^2$$

with $D = \max_l ||x^l||$ <0, because added by the algorithm

$$\|w^{(n)}\| \le \sqrt{n}D$$



Proof of convergence

Another quantity – the projection of $w^{(n)}$ onto the **solution** w^* .

$$\frac{\langle w^{(n+1)}, w^* \rangle}{\|w^*\|} = \frac{\langle w^{(n)}, w^* \rangle}{\|w^*\|} + \frac{\langle x^i, w^* \rangle}{\|w^*\|} \ge \frac{\langle w^{(n)}, w^* \rangle}{\|w^*\|} + \epsilon$$

>0, because of the solution

With $\epsilon = \min_{l} \langle x^{l}, w^{*} \rangle / ||w^{*}||$ – the **Margin**

$$\frac{\langle w^{(n)}, w^* \rangle}{\|w^*\|} \ge n\epsilon$$



Proof of convergence

All together:

But
$$1 \ge \frac{\langle w^{(n)}, w^* \rangle}{\|w^*\| \cdot \|w^{(n)}\|}$$
 (Cauchy-Schwarz inequality)
So $1 \ge \sqrt{n} \frac{\epsilon}{D}$ and finally $n \le \frac{D^2}{\epsilon^2}$

If the solution exists,

the algorithm converges after D^2/ϵ^2 steps at most.



An example problem

Consider another decision rule for a real valued feature $x \in \mathbb{R}$:

$$a_n x^n + a_{n-1} x^{n-1} + \ldots + a_1 x + a_0 = \sum_i a_i x^i \ge 0$$

It is not a linear classifier anymore but a polynomial one.

The task is again to learn the unknown coefficients a_i given the training data $((x^l, y^l) \dots), x^l \in \mathbb{R}, y^l \in \{0, 1\}$

Is it also possible to do that in a "Perceptron-like" fashion ?



An example problem

The idea: reduce the given problem to the Perceptron-task. Observation: although the decision rule is not linear with respect to x, it is still linear with respect to the **unknown** coefficients a_i

The same trick again – modify the data:

$$w = (a_n, a_{n-1}, \dots, a_1, a_0)$$

$$\tilde{x} = (x^n, x^{n-1}, \dots, x, 1)$$

$$\sum_i a_i x^i = \langle \tilde{x}, w \rangle$$

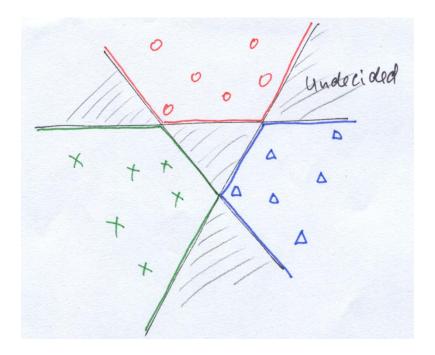
In general, it is very often possible to learn non-linear decision rules by the Perceptron algorithm using an appropriate transformation of the input space (further extension – SVM).



Many classes

Before: two classes – a mapping $\mathbb{R}^n \to \{0, 1\}$ Now: many classes – a mapping $\mathbb{R}^n \to \{1 \dots K\}$

How to generalize ? How to learn ? Two simple (straightforward) approaches:



The first one: "one vs. all" – there is one binary classifier per class, that separates this class from all others.

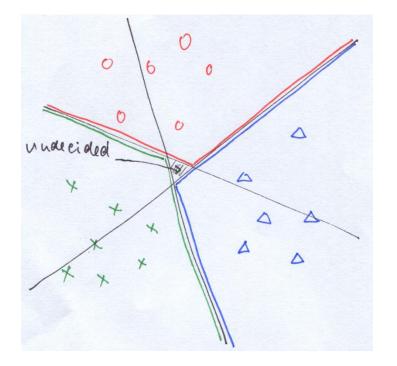
The classification is ambiguous in some areas.



Many classes

Another one:

"pairwise classifiers" – there is a classifier for each class pair



Less ambiguous, better separable.

However:

K(K-1)/2 binary classifiers instead of K in the previous case.

The goal:

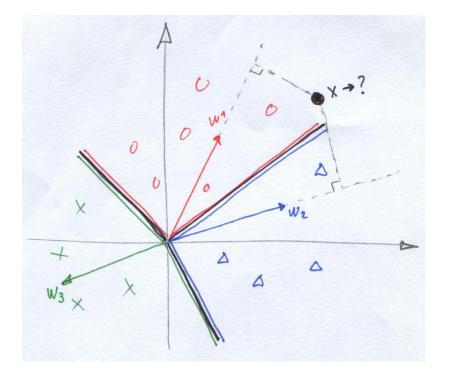
- no ambiguities,
- *K* parameter vectors



Fisher Classifier

Idea: in the binary case the output y is the more likely to be "1" the greater is the scalar product $\langle x, w \rangle \rightarrow$ generalization:

 $y = \arg\max_k \langle x, w_k \rangle$



Geometric interpretation (let w_k be normalized)

Consider projections of an input vector x onto vectors w_k

The input space is partitioned into the set of convex cones.



Fisher Classifier

Given: training set $((x^1, k^1) \dots (x^l, k^l)), x^l \in \mathbb{R}^n, k^l \in \mathbb{R}$

To be learned: weighting vectors

The task is to choose w_k so that

$$y^l = \arg\max_k \langle x^l, w_k \rangle \quad \forall l$$

It can be equivalently written as

$$\langle x^l, w_{y^l} \rangle > \langle x^l, w_k \rangle \quad \forall l, k \neq y^l$$

- a system of linear inequalities, but a "heterogenic" one.

The trick – transformation of the input/parameter space.



Fisher Classifier

Example for three classes: Consider e.g. a training example (x, 1), it leads to the following inequalities:

 $\langle x, w_1 \rangle > \langle x, w_2 \rangle \\ \langle x, w_1 \rangle > \langle x, w_3 \rangle$

Let us define the new parameter vector as

 $\tilde{w} = (w_{11}, \dots, w_{1n}, w_{21}, \dots, w_{2n}, w_{31}, \dots, w_{3n})$

i.e. we "concatenate" all w_k to a single vector.

For each inequality (see example above) we introduce a "data point": $\tilde{x} = (x_1, \dots, x_n, -x_1, \dots, -x_n, 0, \dots, 0)$

$$\tilde{x} = (x_1, \dots, x_n, 0, \dots, 0, -x_1, \dots, -x_n)$$

 \rightarrow all inequalities are written in form of a scalar product $\langle \tilde{x}, \tilde{w} \rangle > 0$

Solution by the Perceptron Algorithm.



Conclusion

Today:

- Neuron linear classifier
- Perceptron Algorithm simple update rule, convergence
- Fisher classifier "Multiclass Perceptron"

Next Lecture – Neuronal networks:

- Feed-Forward networks
- Nopfield networks
- Clustering, Cohonen networks

