

INTRODUCTION TO MACHINE LEARNING COMPSCI 4ML3

LECTURE 21

HASSAN ASHTIANI

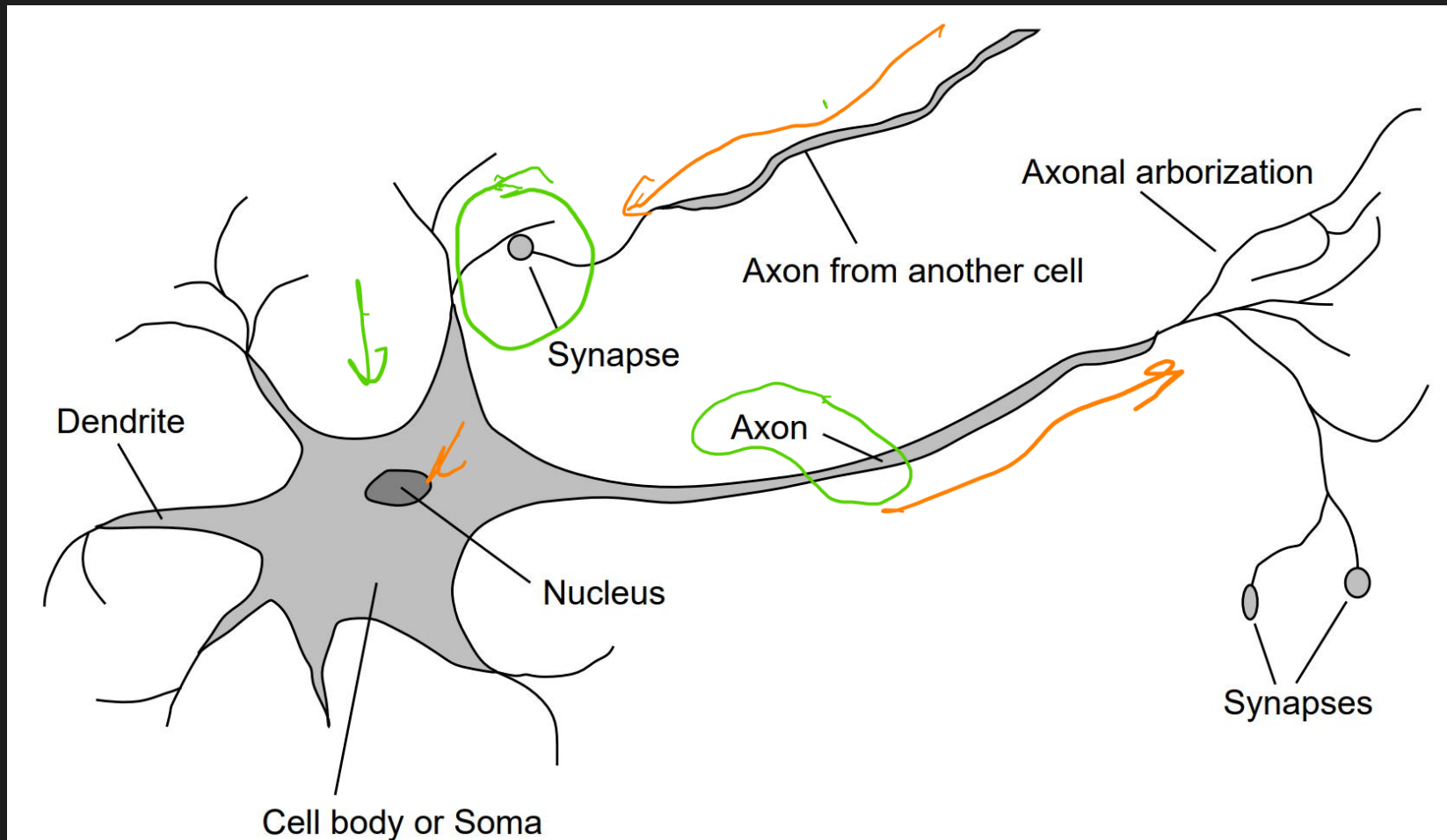
BRAIN VS COMPUTER PROGRAMS

- THEY BOTH PERFORM COMPUTATIONS
- COMPUTERS ARE LIMITED VERSION OF TURING MACHINES
 - TURING MACHINES CAN DO ALL THE COMPUTATIONS...
- IS THERE A POINTS IN MIMICKING/STUDYING BRAIN?
 - COMPUTATIONAL EFFICIENCY (MEMORY, TIME, ...)
 - STATISTICAL EFFICIENCY (FOR REAL WORLD DATA)

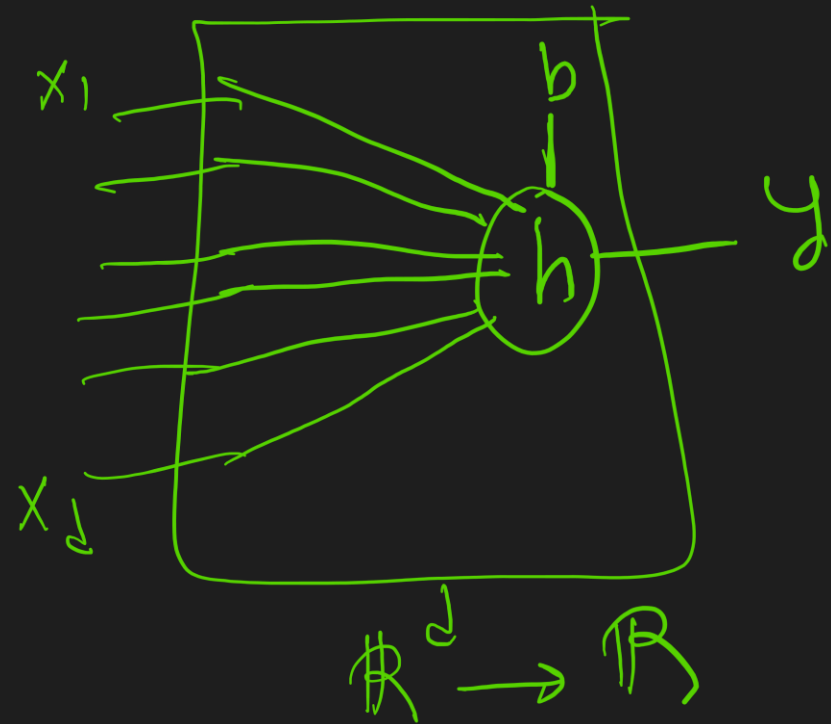
BRAIN VS COMPUTER PROGRAMS

- COMPUTER PROGRAMS
 - SERIES OF OPERATIONS (MOSTLY SEQUENTIAL)
 - SENSITIVE TO CHANGE OF THE PROGRAM
 - E.G., CHANGING ONE LINE OF CODE
- CONNECTIONIST MODEL (MORE LIKE A CIRCUIT)
 - NETWORK OF NEURONS
 - PARALLEL COMPUTATIONS
 - ROBUST (E.G., TO REMOVING ONE NEURON)
- STILL WE CAN TRY TO SIMULATE BRAIN WITH COMPUTERS
 - PLUS, SPECIALIZED HARDWARE LIKE GPUS HELP!

NEURON



AN ARTIFICIAL NEURON



$$y = h(w^T x + b)$$

A blue arrow points from the h in the equation to the circle h in the diagram. A blue arrow points from the $w^T x + b$ in the equation to the circle h in the diagram. A blue arrow points from the y in the equation to the output y in the diagram.

POPULAR ACTIVATION FUNCTIONS

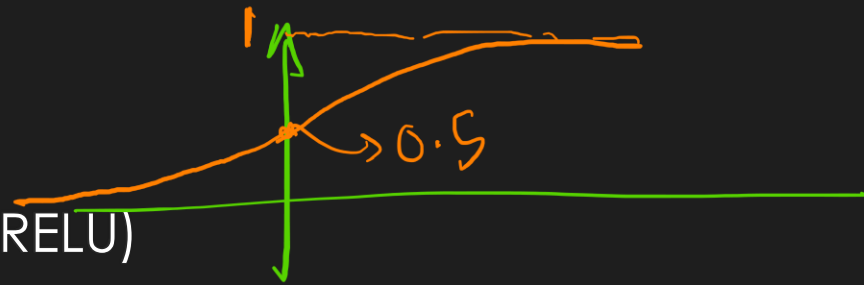
- THRESHOLD (SIGN)

- $h(x) = \begin{cases} 1 & x > 0 \\ 0 & \text{o.w.} \end{cases}$



- SIGMOID

- $h(x) = \frac{1}{1+e^{-x}}$



- RECTIFIED LINEAR (RELU)

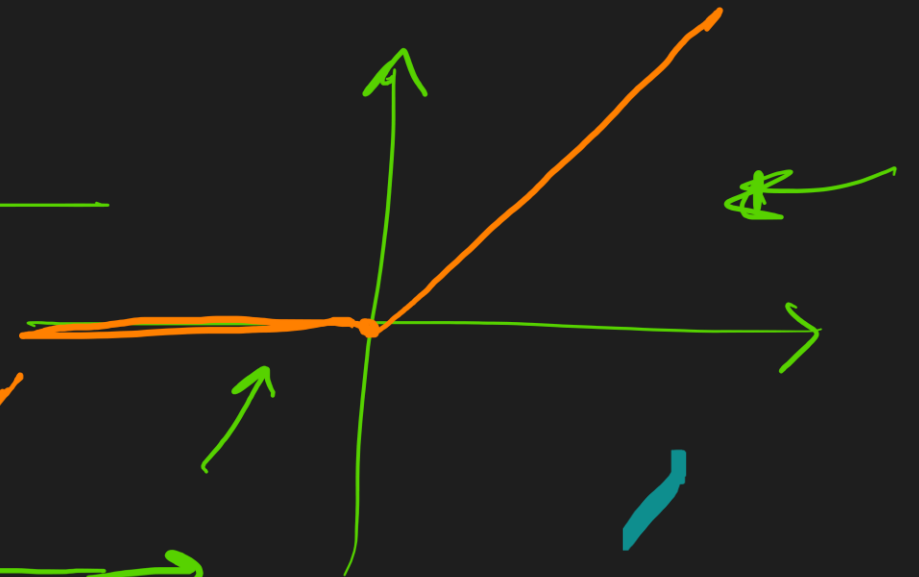
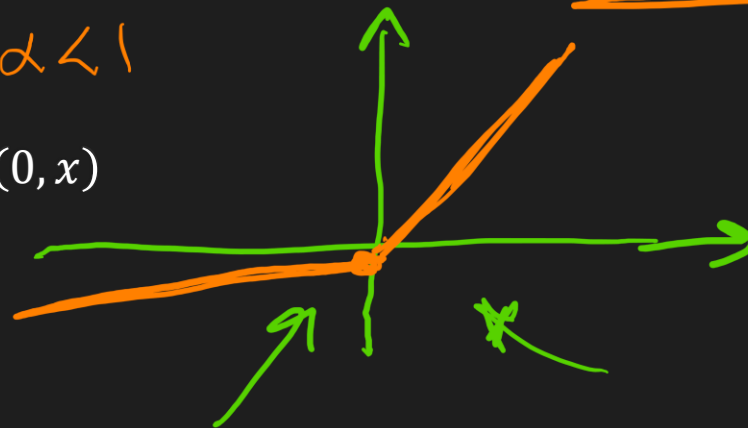
- $h(x) = \text{MAX}(0, x)$

- LEAKY RELU

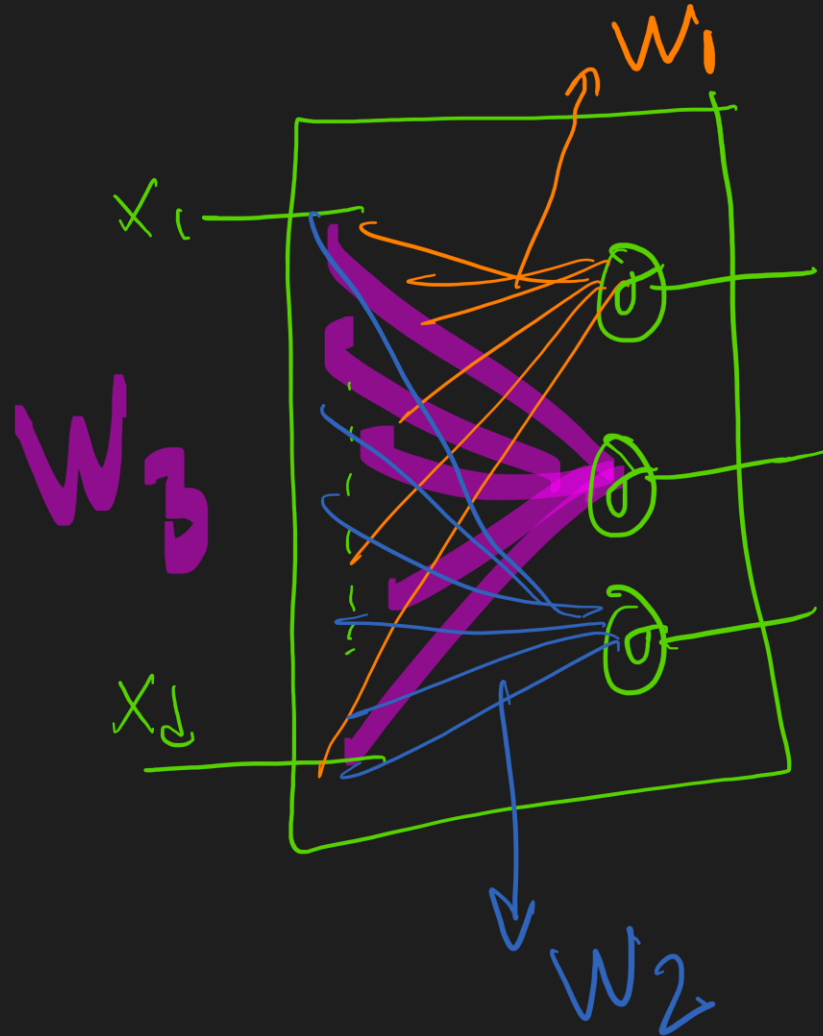
- $h(x) = \text{MAX}(0, x) + \alpha \text{MIN}(0, x)$

- TANH:

- $h(x) = \frac{e^x - e^{-x}}{e^x + e^{-x}}$

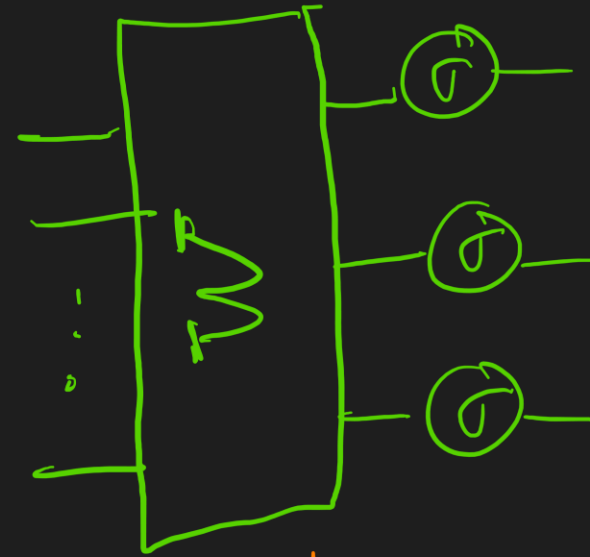


MULTIPLE OUTPUTS



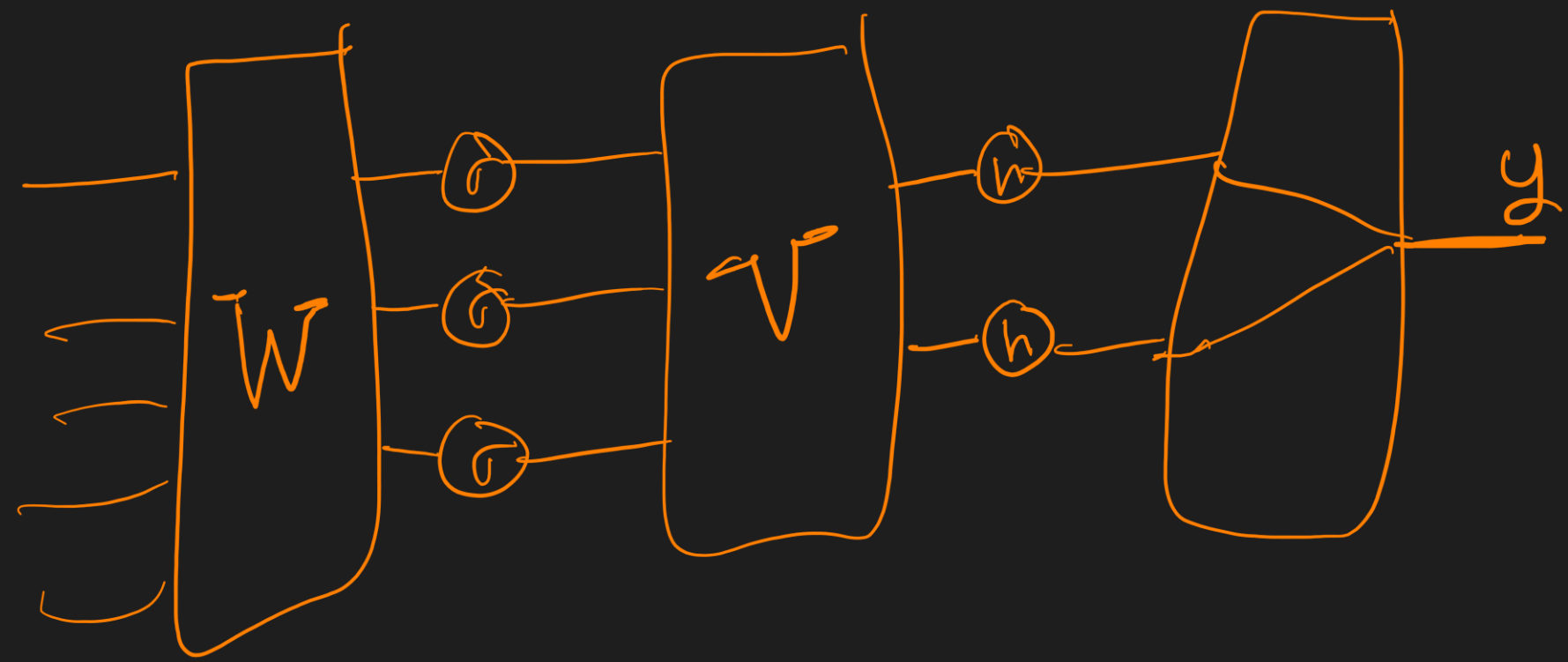
$$w \in \mathbb{R}^{d \times K}$$

$$W_{d \times K} = [w_1 \ w_2 \ w_3]_{d \times K}$$



$$\mathbb{R}^d \rightarrow \mathbb{R}^K$$

FEED-FORWARD (VANILLA) NEURAL NETWORKS



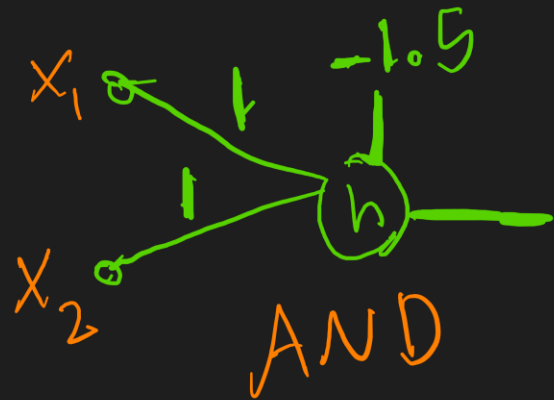
FEED-FORWARD NEURAL NETWORKS

- FEED-FORWARD MODELS
 - ARE MEMORYLESS
 - HAVE NO FEEDBACK LOOP
 - CAN BE USED FOR CLASSIFICATION OR REGRESSION (MORE ON THIS LATER)
- CAN WE USE LINEAR ACTIVATIONS FUNCTIONS?
 - THE WHOLE NETWORK WILL COLLAPSE TO A LINEAR FUNCTION

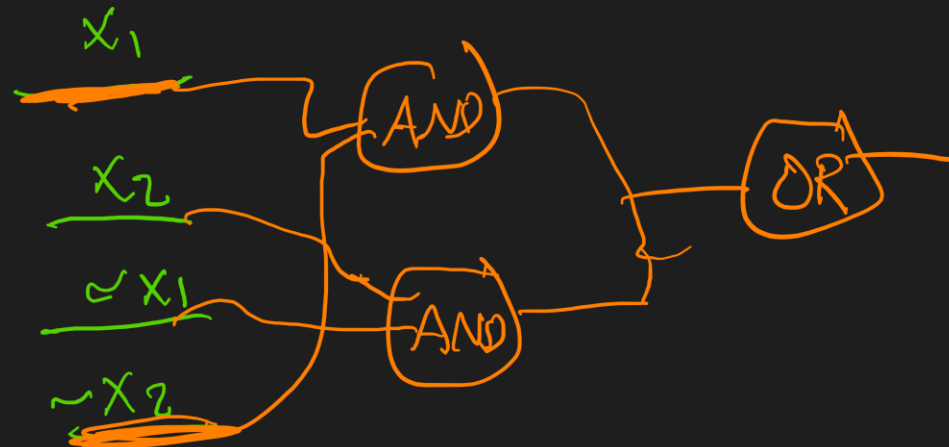
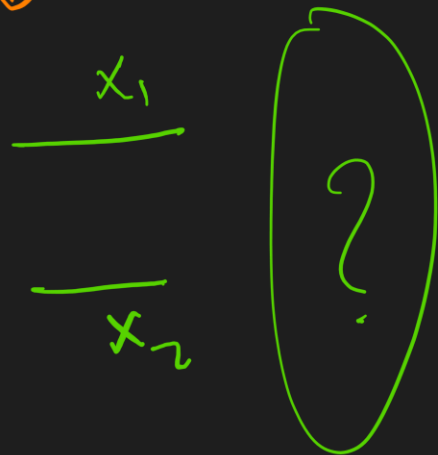
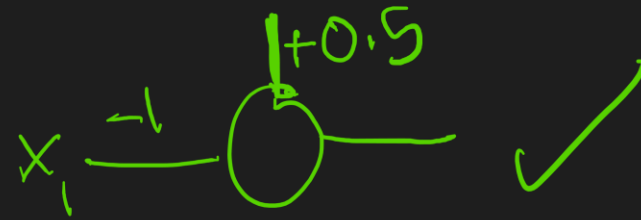
EXAMPLE

- IMPLEMENT AND, OR, NOT, AND XOR LOGICAL GATES WITH NEURONS

$$x_1 \in \{0, 1\}, x_2 \in \{0, 1\}$$



h : threshold activation
 $h(x) = 1 \{x > 0\}$



BOOLEAN FUNCTIONS

- ARE NEURAL NETWORKS POWERFUL ENOUGH TO REPRESENT ANY BOOLEAN FUNCTION (WITH FINITE INPUTS)?

UNIVERSAL APPROXIMATION THEOREM

- HOW FLEXIBLE NEURAL NETWORKS ARE WHEN THE INPUT AND OUTPUT ARE CONTINUOUS?
- FEED-FORWARD NETWORKS WITH SIGMOID ACTIVATION FUNCTIONS CAN APPROXIMATE ANY BOUNDED CONTINUOUS FUNCTION UP TO DESIRABLE ACCURACY
 - **ONLY A SINGLE HIDDEN LAYER IS NEEDED!**
 - GEORGE CYBENKO, 1989
 - ALSO HOLDS FOR OTHER USUAL ACTIVATION FUNCTIONS

UNIVERSAL APPROXIMATION THEOREM

- SO ARE NEURAL NETWORKS THE BEST APPROACH FOR LEARNING?

* large neural nets require

* A lot of training data

* A lot of compute

sometimes other models are more efficient.