Neural networks (Ch. 12)



The neural network is as good as it's structure and weights on edges

Structure we will ignore (more complex), but there is an automated way to learn weights

Whenever a NN incorrectly answer a problem, the weights play a "blame game"...

- Weights that have a big impact to the wrong answer are reduced

To do this blaming, we have to find how much each weight influenced the final answer

Steps:

- 1. Find total error
- 2. Find derivative of error w.r.t. weights
- 3. Penalize each weight by an amount proportional to this derivative

Consider this example: 4 nodes, 2 layers



This node as a constant bias of 1

Neural network: feed-forward

One commonly used function is the sigmoid: $S(x) = \frac{1}{1+e^{-x}}$





Node 1: 0.15*0.05 + 0.2*0.1 +0.35 as input thus it outputs (all edges) S(0.3775)=0.59327



Eventually we get: $out_1 = 0.7513$, $out_2 = 0.7729$ Suppose wanted: $out_1 = 0.01$, $out_2 = 0.99$

We will define the error as: $\frac{\sum_{i} (correct_{i} - output_{i})^{2}}{2}$

Suppose we want to find how much W_5 is to blame for our incorrectness

We then need to find: Apply the chain rule:

$$rac{\partial Error}{\partial w_5}$$

$$\frac{\partial Error}{\partial out_1} \cdot \frac{\partial S(In(N_3))}{\partial In(N_3)} \cdot \frac{\partial In(N_3)}{\partial w_5}$$



Thus, $\frac{\partial Error}{\partial w_5} = 0.7413 \cdot 0.1868 \cdot 0.5932 = 0.08217$

In a picture we did this:



Now that we know w5 is 0.08217 part responsible, we update the weight by: $w_5 \leftarrow w_5 - \alpha * 0.08217 = 0.3589$ (from 0.4) α is learning rate, set to 0.5

Updating this w_5 to w_8 gives: $w_5 = 0.3589$ $w_6 = 0.4067$ $w_7 = 0.5113$ $w_8 = 0.5614$

For other weights, you need to consider all possible ways in which they contribute

For w₁ it would look like: $\frac{\partial E_{total}}{\partial w_1} = \frac{\partial E_{total}}{\partial out_{h_1}} * \frac{\partial out_{h_1}}{\partial net_{h_1}} * \frac{\partial net_{h_1}}{\partial w_1}$ $\frac{\partial E_{total}}{\partial out_{b1}} = \frac{\partial E_{o1}}{\partial out_{b1}} + \frac{\partial E_{o2}}{\partial out_{b1}}$ h1 E .2 i2 h2 $E_{total} = E_{01} + E_{02}$ b2 1

(book describes how to dynamic program this)



$$\frac{\partial In(N_3)}{\partial w_5} = \frac{\partial w_1 \cdot In_1 + w_2 \cdot In_2 + b_1 \cdot 1}{\partial w_5}$$
$$= In_1 = 0.05$$

Next we have to break down the top equation...



From before... $\frac{\partial Error_1}{\partial S(In(N_3))} \cdot \frac{\partial S(In(N_3))}{\partial In(N_3)}$ = 0.7414 \cdot 0.1868 = 0.1385

 $\frac{\partial In(N_3)}{\partial S(In(N_1))} = \frac{\partial w_5 \cdot S(In(N_1)) + w_6 \cdot S(In(N_2)) + b_1 \cdot 1}{\partial S(In(N_1))}$ $= w_5 = 0.4$

Thus, $\frac{\partial Error_1}{\partial S(In(N_1))} = 0.1385 \cdot 0.4 = 0.05540$

Similarly for Error, we get:

$$\frac{\partial Error}{\partial S(In(N_1))} = \frac{\partial Error_1}{\partial S(In(N_1))} + \frac{\partial Error_2}{\partial S(In(N_1))} = 0.05540 + -0.01905 = 0.03635$$

Thus, $\frac{\partial Error}{\partial w_1} = 0.03635 \cdot 0.2413 \cdot 0.05 = 0.0004386$

Update $w_1 \leftarrow w_1 - \alpha \frac{\partial Error}{\partial w_1} = 0.15 - 0.5 \cdot 0.0004386 = 0.1498$

You might notice this is small... This is an issue with neural networks, deeper the network the less earlier nodes update

Despite this learning shortcoming, NN are useful in a wide range of applications: Reading handwriting Playing games Face detection Economic predictions

Neural networks can also be very powerful when combined with other techniques (genetic algorithms, search techniques, ...)

Examples: https://www.youtube.com/watch?v=umRdt3zGgpU

https://www.youtube.com/watch?v=qv6UVOQ0F44

https://www.youtube.com/watch?v=xcIBoPuNIiw

https://www.youtube.com/watch?v=0Str0Rdkxxo

https://www.youtube.com/watch?v=l2_CPB0uBkc

https://www.youtube.com/watch?v=0VTI1BBLydE

AlphaGo/Zero has been in the news recently, and is also based on neural networks

AlphaGo uses Monte-Carlo tree search guided by the neural network to prune useless parts

Often limiting Monte-Carlo in a static way reduces the effectiveness, much like mid-state evaluations can limit algorithm effectiveness

Basically, AlphaGo uses a neural network to "prune" parts for a Monte-carlo search

