

Deep Learning

1 Artificial Neuron (MP Neuron and Perceptron)

Dr. Konda Reddy Mopuri
kmopuri@ai.iith.ac.in
Dept. of AI, IIT Hyderabad
Jan-May 2023

The Neuron

- About 100 billion neurons in human brain

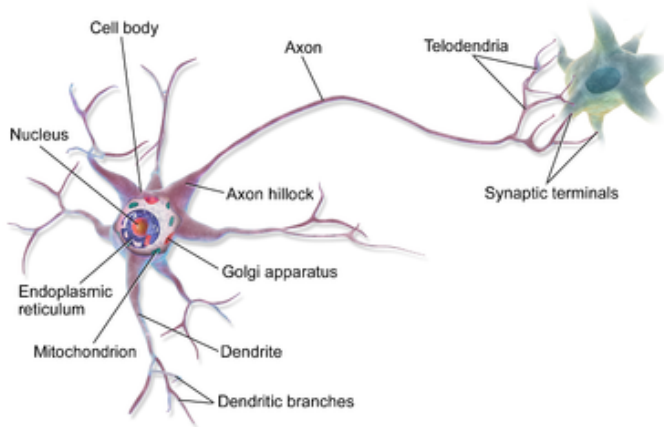
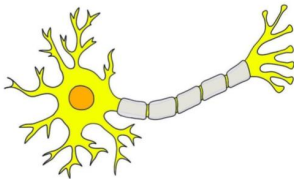


Figure credits: Wikipedia

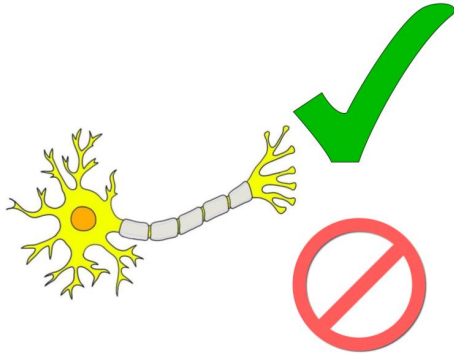
Neuron in action



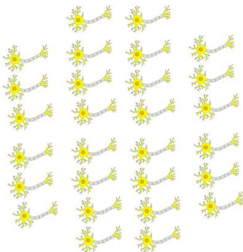
Neuron in action



Neuron in action

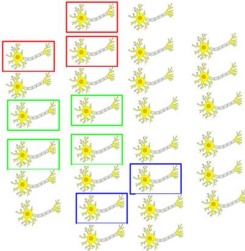


Neuron in action



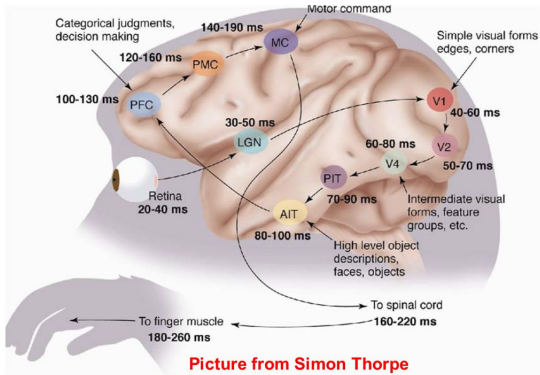
Neuron in action

Favorite genre



Favorite actors

Neurons in the brain have a hierarchy



Threshold Logic Unit



- ① First Mathematical Model for a neuron

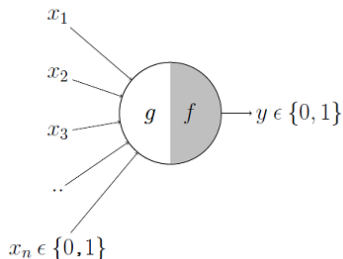
Threshold Logic Unit



- ① First Mathematical Model for a neuron
- ② McCulloch and Pitts, 1943 → MP neuron

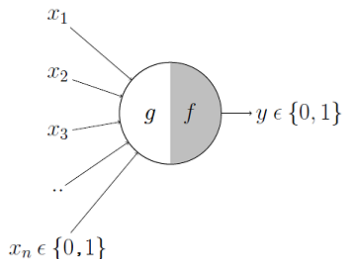
Threshold Logic Unit

- ① First Mathematical Model for a neuron
- ② McCulloch and Pitts, 1943 \rightarrow MP neuron
- ③ Boolean inputs and output



Threshold Logic Unit

- ① First Mathematical Model for a neuron
- ② McCulloch and Pitts, 1943 → MP neuron
- ③ Boolean inputs and output



④

$$f(x) = \mathbb{1}(\sum_i x_i \geq \theta)$$

Threshold Logic Unit



- ① Inputs can be of excitatory or inhibitory nature

Threshold Logic Unit



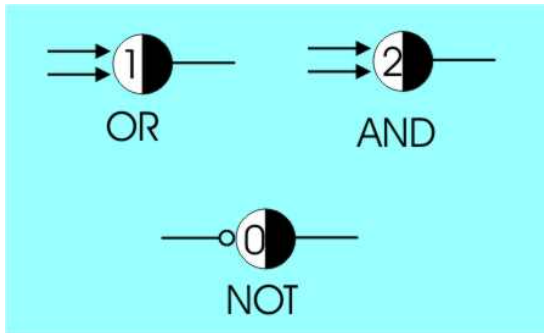
- ① Inputs can be of excitatory or inhibitory nature
- ② When an inhibitory input is set ($=1$) output $\rightarrow 0$

Threshold Logic Unit



- ① Inputs can be of excitatory or inhibitory nature
- ② When an inhibitory input is set ($=1$) output $\rightarrow 0$
- ③ Counts the number of 'ON' signals on the excitatory inputs versus the inhibitory

Threshold Logic Unit



Example Boolean functions

Threshold Logic Unit

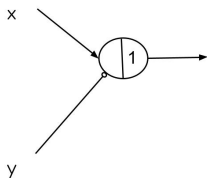


- ① let's implement simple functions

Threshold Logic Unit

① let's implement simple functions

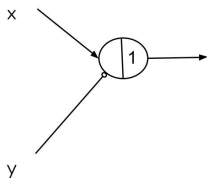
② xy'



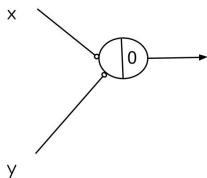
Threshold Logic Unit

① let's implement simple functions

② xy'



③ NOR



Threshold Logic Unit



- ① What one unit does? - Learn linear separation

Threshold Logic Unit



- ① What one unit does? - Learn linear separation
 - line in 2D, plane in 3D, hyperplane in higher dimensions

Threshold Logic Unit

- ① What one unit does? - Learn linear separation
 - line in 2D, plane in 3D, hyperplane in higher dimensions
- ② **No learning; heuristic approach**

Perceptron



- ① Frank Rosenblatt 1957 (American Psychologist)

Perceptron



- ① Frank Rosenblatt 1957 (American Psychologist)
- ② Very crude biological model

Perceptron



- ① Frank Rosenblatt 1957 (American Psychologist)
- ② Very crude biological model
- ③ Similar to MP neuron - Performs linear classification

Perceptron



- ① Frank Rosenblatt 1957 (American Psychologist)
- ② Very crude biological model
- ③ Similar to MP neuron - Performs linear classification
- ④ Inputs can be real, weights can be different for different i/p components

Perceptron

- ① Frank Rosenblatt 1957 (American Psychologist)
- ② Very crude biological model
- ③ Similar to MP neuron - Performs linear classification
- ④ Inputs can be real, weights can be different for different i/p components

⑤

$$f(x) = \begin{cases} 1 & \text{when } \sum_i w_i x_i + b \geq 0 \\ 0 & \text{else} \end{cases}$$

Perceptron

- ① For simplicity we consider +1 and -1 responses

$$\sigma(x) = \begin{cases} 1 & \text{when } x \geq 0 \\ -1 & \text{else} \end{cases}$$



$$f(\mathbf{x}) = \sigma(\mathbf{w}^T \cdot \mathbf{x} + \mathbf{b})$$

Perceptron

- ① For simplicity we consider +1 and -1 responses

$$\sigma(x) = \begin{cases} 1 & \text{when } x \geq 0 \\ -1 & \text{else} \end{cases}$$



$$f(\mathbf{x}) = \sigma(\mathbf{w}^T \cdot \mathbf{x} + \mathbf{b})$$

- ② In general, $\sigma(\cdot)$ that follows a linear operation is called an activation function

Perceptron

- ① For simplicity we consider +1 and -1 responses

$$\sigma(x) = \begin{cases} 1 & \text{when } x \geq 0 \\ -1 & \text{else} \end{cases}$$



$$f(\mathbf{x}) = \sigma(\mathbf{w}^T \cdot \mathbf{x} + \mathbf{b})$$

- ② In general, $\sigma(\cdot)$ that follows a linear operation is called an activation function
- ③ \mathbf{w} are referred to as weights and b as the bias

Perceptron vs. MP neuron



- ① Perceptron is more general computational model

Perceptron vs. MP neuron



- ① Perceptron is more general computational model
- ② Inputs can be real

Perceptron vs. MP neuron



- ① Perceptron is more general computational model
- ② Inputs can be real
- ③ Weights are different on the input components

Perceptron vs. MP neuron



- ① Perceptron is more general computational model
- ② Inputs can be real
- ③ Weights are different on the input components
- ④ Mechanism for learning weights

Weights and Bias

① Why are the weights important?

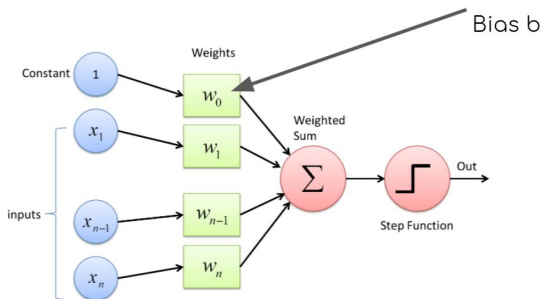


Figure credits: DeepAI

Weights and Bias

- ① Why are the weights important?
- ② Why is it called 'bias'? What does it capture?

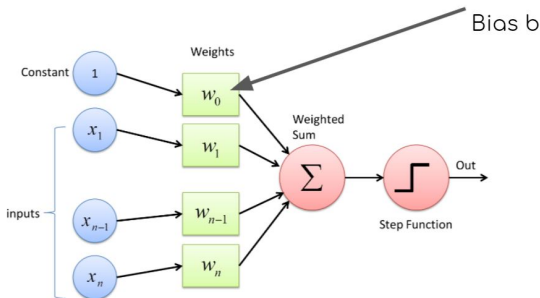


Figure credits: DeepAI

Perceptron

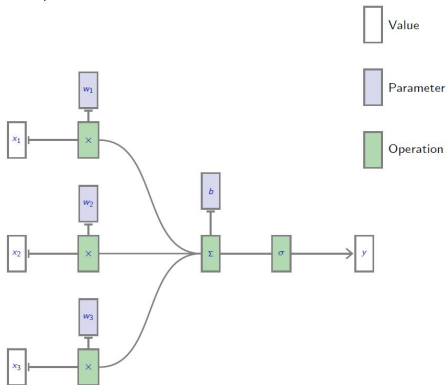


Figure credits: François Fleuret

Perceptron

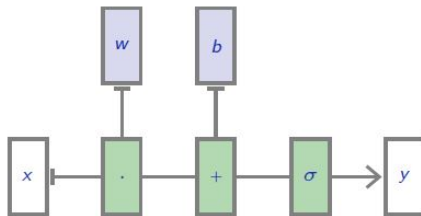


Figure credits: François Fleuret

Perceptron Learning algorithm



① Training data $(x^i, y^i) \in \mathcal{R}^D \times \{-1, 1\}, i = 1, \dots, N$

Perceptron Learning algorithm



- ① Training data $(x^i, y^i) \in \mathcal{R}^D \times \{-1, 1\}, i = 1, \dots, N$
- ② Start with $k \leftarrow 1$ and $\mathbf{w}_k = \mathbf{0}$

Perceptron Learning algorithm



- ① Training data $(x^i, y^i) \in \mathcal{R}^D \times \{-1, 1\}, i = 1, \dots, N$
- ② Start with $k \leftarrow 1$ and $\mathbf{w}_k = \mathbf{0}$
- ③ While $\exists i \in \{1, 2 \dots N\}$ such that $y^i(\mathbf{w}_k^T \cdot \mathbf{x}^i) \leq 0$, update
 $\mathbf{w}_{k+1} = \mathbf{w}_k + \mathbf{y}^i \cdot \mathbf{x}^i$
 $k \leftarrow k + 1$

Perceptron Learning algorithm



- ① Training data $(x^i, y^i) \in \mathcal{R}^D \times \{-1, 1\}, i = 1, \dots, N$
- ② Start with $k \leftarrow 1$ and $\mathbf{w}_k = \mathbf{0}$
- ③ While $\exists i \in \{1, 2 \dots N\}$ such that $y^i(\mathbf{w}_k^T \cdot \mathbf{x}^i) \leq 0$, update
 $\mathbf{w}_{k+1} = \mathbf{w}_k + \mathbf{y}^i \cdot \mathbf{x}^i$
 $k \leftarrow k + 1$
- ④ Note that the bias b is absorbed as a component of \mathbf{w} and \mathbf{x} is appended with 1 suitably

Perceptron Learning Algorithm



▶ Colab Notebook: [Perceptron-learning](#)

Perceptron Learning Algorithm



- ① Convergence result: Can be shown that for linearly separable dataset, algorithm converges after finite iterations

Perceptron Learning Algorithm



- ① Convergence result: Can be shown that for linearly separable dataset, algorithm converges after finite iterations
- ② Stops as soon as it finds a separating boundary

Perceptron Learning Algorithm



- ① Convergence result: Can be shown that for linearly separable dataset, algorithm converges after finite iterations
- ② Stops as soon as it finds a separating boundary
- ③ Other algorithms maximize the margin from boundary to the samples