CS623: Introduction to Computing with Neural Nets *(lecture-5)*

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Backpropagation algorithm



- Fully connected feed forward network
- Pure FF network (no jumping of connections over layers)

Gradient Descent Equations

$$\Delta w_{ji} = -\eta \frac{\delta E}{\delta w_{ji}} (\eta = \text{learning rate}, 0 \le \eta \le 1)$$

$$\frac{\delta E}{\delta w_{ji}} = \frac{\delta E}{\delta n e t_j} \times \frac{\delta n e t_j}{\delta w_{ji}} (n e t_j = \text{input at the } j^{th} \text{ layer})$$

$$\frac{\delta E}{\delta n e t_j} = -\delta j$$

$$\Delta w_{ji} = \eta \delta j \frac{\delta n e t_j}{\delta w_{ii}} = \eta \delta j o_i$$

Backpropagation – for outermost layer

$$\delta j = -\frac{\delta E}{\delta n e t_j} = -\frac{\delta E}{\delta o_j} \times \frac{\delta o_j}{\delta n e t_j} (n e t_j = \text{input at the } j^{th} \text{ layer})$$

$$E = \frac{1}{2} \sum_{p=1}^m (t_p - o_p)^2$$
Hence, $\delta j = -(-(t_j - o_j)o_j(1 - o_j))$

$$\Delta w_{ji} = \eta(t_j - o_j)o_j(1 - o_j)o_i$$

Backpropagation for hidden layers



 δ_k is propagated backwards to find value of δ_j

Backpropagation – for hidden layers

 $\Delta w_{ji} = \eta \delta j o_i$

$$\delta j = -\frac{\delta E}{\delta net_j} = -\frac{\delta E}{\delta o_j} \times \frac{\delta o_j}{\delta net_j}$$

$$= -\frac{\partial E}{\delta o_j} \times o_j (1 - o_j)$$

$$= -\sum_{k \in \text{next layer}} \left(\frac{\delta E}{\delta net_k} \times \frac{\delta netk}{\delta o_j}\right) \times o_j (1 - o_j)$$

Hence,
$$\delta_j = -\sum_{k \in \text{next layer}} (-\delta_k \times w_{kj}) \times o_j (1 - o_j)$$

$$= \sum_{k \in \text{next layer}} (w_{kj} \delta_k) o_j (1 - o_j) o_i$$

General Backpropagation Rule

• General weight updating rule: $\Delta w_{ji} = \eta \delta j o_i$

• Where $\delta_j = (t_j - o_j)o_j(1 - o_j)$ for outermost layer

=
$$\sum_{k \in \text{next layer}} (w_{kj} \delta_k) o_j (1 - o_j) o_i$$
 for hidden layers

How does it work?

 Input propagation forward and error propagation backward (e.g. XOR)



Issues in the training algorithm

- Algorithm is greedy. It always changes weight such that E reduces.
- The algorithm may get stuck up in a local minimum.

Local Minima

Due to the Greedy nature of BP, it can get stuck in local minimum *m* and will never be able to reach the global minimum g as the error can only decrease by weight change.



m- local minima, g- global minima

Figure- Getting Stuck in local minimum

Reasons for no progress in training

- 1. Stuck in local minimum.
- 2. Network paralysis. (High –ve or +ve i/p makes neurons to saturate.)
- 3. η (learning rate) is too small.

Diagnostics in action (1)

- 1) If stuck in local minimum, try the following:
 - Re-initializing the weight vector.
 - Increase the learning rate.
 - Introduce more neurons in the hidden layer.

Diagnostics in action (1) contd.

- 2) If it is network paralysis, then increase the number of neurons in the hidden layer.
- Problem: How to configure the hidden layer ?
- Known: One hidden layer seems to be sufficient. [Kolmogorov (1960's)]

Diagnostics in action(2)

Kolgomorov statement:

A feedforward network with three layers (input, output and hidden) with appropriate I/O relation that can vary from neuron to neuron is sufficient to compute any function.

More hidden layers reduce the size of individual layers.

Diagnostics in action(3)

- 3) Observe the outputs: If they are close to 0 or 1, try the following:
 - 1. Scale the inputs or divide by a normalizing factor.
 - 2. Change the shape and size of the sigmoid.

Answers to Quiz-1

- Q1: Show that of the 256 Boolean functions of 3 variables, only half are computable by a threshold perceptron
- Ans: The characteristic equation for 3 variables is $W_1X_1+W_2X_2+W_3X_3=\theta$ (E)

The 8 Boolean value combinations when inserted in (E) will produce 8 hyperplanes passing through the origin in the $< W_1, W_2, W_3, \theta >$ space.

Q1 (contd)

The maximum number of function computable by this perceptron is the number of regions produced by the intersection of these 8 planes in the 4 dimensional space

 $R_{8,4} = R_{7,4} + R_{7,3}$ (1) $R_{1,4} = 2$ and $R_{m,2} = 2m$, for m= 1,4 (boundary condition)



Answer to Quiz1 (contd)

Q2. Prove if a perceptron with *sin(x)* as i-o relation can compute *X-OR*

θ

W₁

 W_2

• Ans:



y_ı

Q2 (contd)

Input <0,0>: $y < y_1$ $sin(\theta) < y_1$ (1)Input <0,1>: $y > y_u$ $sin(W_1+\theta) > y_{\mu}$ (2)Input <1,0>: $y > y_{\mu}$ $sin(W_2+\theta) > y_{\mu}$ (3)Input <1,1>: $y < y_1$ $sin(W_1 + W_2 + \theta) < y_1$ (4)

Q2 (contd)

Taking $y_1 = 0.1, y_u = 0.9$ $W_1 = (\Pi/2) = W_2$ $\theta = 0$ We can see that the perceptron can compute X-OR

Answer to Quiz-1 (contd)

- Q3: If in the perceptron training algorithm, the failed vector is again chosen by the algorithm, will there be any problem?
- Ans:

In PTA,

 $W_n = W_{n-1} + X_{fail}$

After this, X_{fail} is chosen again for testing and is added if fails again. This continues until $W_k X_{fail} > 0$. Will this terminate?

Q3 (contd)

It will, because: $W_n = W_{n-1} + X_{fail}$ $W_{n-1} = W_{n-2} + X_{fail}$ Positive, growing with n. Will overtake – δ after some iterations. Hence "no problem" is the answer. -δ $W_n = W_0 + n X_{fail}$ Therefore, $W_n X_{fail} = W_0 X_{fail} + n (X_{fail})^2$