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Perceptron learning algorithm
repeat until convergence (or for some \# of iterations):
for each training example ( $f_{1}, f_{2}, \ldots, f_{n}$, label):

$$
\text { prediction }=b+\sum_{i=1}^{n} w_{i} f_{i}
$$

if prediction * label $\leq 0$ : // they don't agree
for each $w_{i}$ :
$w_{i}=w_{i}+f_{i}^{*}$ label
$b=b+$ label

Why is it called the "perceptron" learning algorithm if what it learns is a line? Why not "line learning" algorithm?

## Admin

Assignment 7


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Neural networks
Different kinds/characteristics of networks


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Hidden units/layers


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NN decision boundary


What does the decision boundary of a perceptron look like?
Line (linear set of weights)
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$$
\begin{aligned}
\text { Let } \mathrm{x}_{2}=0, & \text { then: } \\
x_{1}-0.5 & =0 \\
x_{1} & =0.5
\end{aligned}
$$



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Fill in the truth table


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This decision boundary?


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## NN decision boundaries

Theorem 9 (Two-Layer Networks are Universal Function Approximators). Let $F$ be a continuous function on a bounded subset of $D$-dimensional space. Then there exists a two-layer neural network $\hat{F}$ with a finite number of hidden units that approximate $F$ arbitrarily well. Namely, for all $x$ in the domain of $F,|F(\boldsymbol{x})-\hat{F}(\boldsymbol{x})|<\boldsymbol{\epsilon}$.

Put simply: two-layer networks can approximate any function

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## NN decision boundaries

For DT, as the tree gets larger, the model gets more complex

The same is true for neural networks: more hidden nodes $=$ more complexity

Adding more layers adds even more complexity (and much more quickly)

Good rule of thumb:
number of 2-layer hidden nodes $\leq \frac{\text { number of examples }}{\text { number of dimensions }}$

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## Training multilayer networks

perceptron learning: if the perceptron's output is different than the expected output, update the weights
gradient descent: compare output to label and adjust based on loss function

Any other problem with these for general NNs ?

linear model
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## Backpropagation: intuition

Gradient descent method for learning weights by optimizing a loss function

1. calculate output of all nodes
2. calculate the weights for the output layer based on the error
3. "backpropagate" errors through hidden layers

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Backpropagation: the details

Gradient descent method for learning weights by optimizing a loss function

1. calculate output of all nodes
2. calculate the updates directly for the output layer
3. "backpropagate" errors through hidden layers

What loss function?

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## Backpropagation: the details

Gradient descent method for learning weights by optimizing a loss function
calculate output of all nodes
2. calculate the updates directly for the output layer
3. "backpropagate" errors through hidden layers

$$
\text { loss }=\sum_{x} \frac{1}{2}(y-\hat{y})^{2} \quad \text { squared error }
$$

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