

CS4811 Neural Network Learning Algorithms

From: Stuart Russell and Peter Norvig

Artificial Intelligence a Modern Approach

Prentice Hall Series in Artificial Intelligence, 2003, 2010.

Single perceptron learning

The following is a gradient descent learning algorithm for perceptrons, assuming a differentiable activation function g . For threshold perceptrons, the factor $g'(in)$ is omitted from the weight update. NEURAL-NET-HYPOTHESIS returns a hypothesis that computes the network output for any given example.

function PERCEPTRON-LEARNING(*examples, network*)

returns a perceptron hypothesis

inputs:

examples, a set of examples, each with input $\mathbf{x} = x_1, \dots, x_n$ and output y

network, a perceptron with weights $W_j, j = 0, \dots, n$ and activation function g

repeat

for each e **in** *examples* **do**

$in \leftarrow \sum_{j=0}^n W_j x_j[e]$ // Compute the weighted sum.

$err \leftarrow y[e] - g(in)$ // Compute the error.

$W_j \leftarrow W_j + c \times Err \times g'(in) \times x_j[e]$ // Adjust the weights.

until some stopping criterion is satisfied

return NEURAL-NET-HYPOTHESIS(*network*)

Note that x_1, \dots, x_n are the real inputs and x_0 is the bias input which is always -1 . We'll take $g'(in)$ to be 1 for simplicity.

The stopping criterion can be a combination of the following:

- Convergence: The algorithm stops when every example is classified correctly.
- Number of iterations: The algorithm stops when a preset iteration limit is reached. This puts a time limit in case the network does not converge.
- Inadequate progress: The algorithm stops when the maximum weight change is less than a preset ϵ value. The procedure can find a minimum squared error solution even when the minimum error is not zero.

The backpropagation algorithm

The following is the backpropagation algorithm for learning in multilayer networks.

function BACK-PROP-LEARNING(*examples, network*)

returns a neural network

inputs:

examples, a set of examples, each with input vector \mathbf{x} and output vector \mathbf{y} .

network, a multilayer network with L layers, weights $W_{j,i}$, activation function g

local variables: Δ , a vector of errors, indexed by network node

for each weight $w_{i,j}$ in *network* do

$w_{i,j} \leftarrow$ a small random number

repeat

for each example (\mathbf{x}, \mathbf{y}) in *examples* **do**

/* Propagate the inputs forward to compute the outputs. */

for each node i in the input layer **do** // Simply copy the input values.

$a_i \leftarrow x_i$

for $l = 2$ to L **do** // Feed the values forward.

for each node j in layer l **do**

$in_j \leftarrow \sum_i w_{i,j} a_i$

$a_j \leftarrow g(in_j)$

for each node j in the output layer **do** // Compute the error at the output.

$\Delta[j] \leftarrow g'(in_j) \times (y_j - a_j)$

/* Propagate the deltas backward from output layer to input layer */

for $l = L - 1$ to 1 **do**

for each node i in layer l **do**

$\Delta[i] \leftarrow g'(in_i) \sum_j w_{i,j} \Delta[j]$ // "Blame" a node as much as its weight.

/* Update every weight in network using deltas. */

for each weight $w_{i,j}$ in *network* **do**

$w_{i,j} \leftarrow w_{i,j} + \alpha \times a_i \times \Delta[j]$ // Adjust the weights.

until some stopping criterion is satisfied

return *network*