Informatics 1 Cognitive Science

Lecture 6: Multilayer Perceptrons and Backpropagation

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28 January 2025

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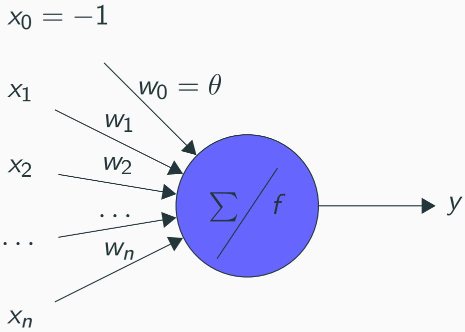
Overview

Recap: Perceptrons

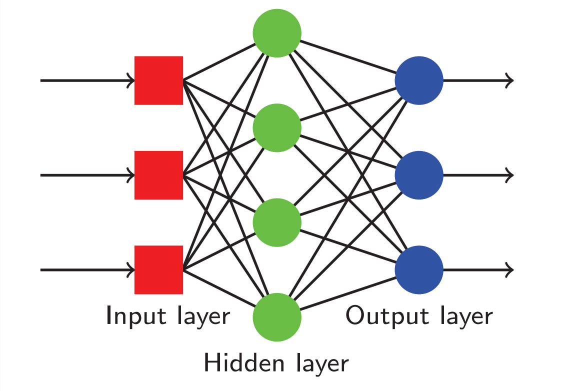
- Neural networks (aka deep learning) is a computer modeling approach inspired by networks of biological neurons.
- A neural net consists of units and connections.
- The perceptron is the simplest neural network model; it is a linear classifier.
- A learning algorithm for perceptrons exists: adjust the weights by comparing target output to actual output.
- **Key limitation:** only works for linearly separable data.

Recap: Perceptrons



Multilayer Perceptrons

Multilayer Perceptrons (MLPs)



- MLPs are feed-forward neural networks, organized in layers.
- One input layer, one or more hidden layers, one output layer.
- Each node in a layer is connected to all other nodes in next layer.

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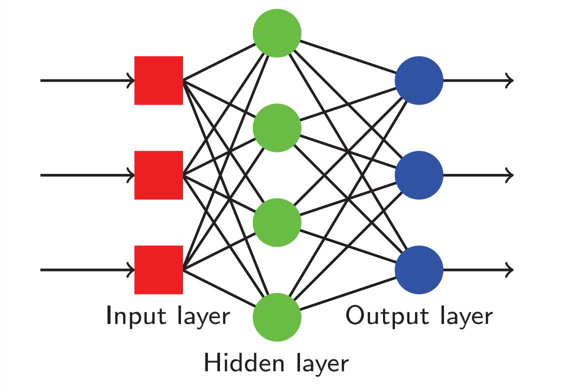
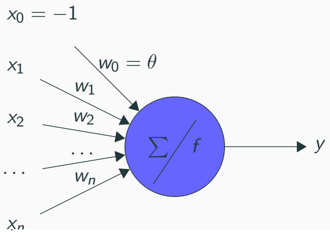
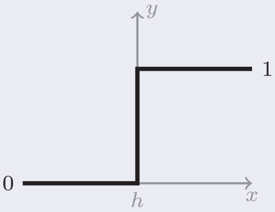


- MLPs are feed-forward neural networks, organized in layers.
- One input layer, one or more hidden layers, one output layer.
- Each node in a layer is connected to all other nodes in next layer.
- MLPs are able to model data that's not linearly separable!

Activation Functions

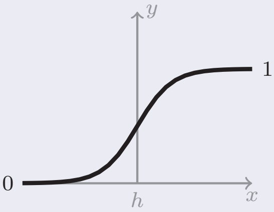


Step function



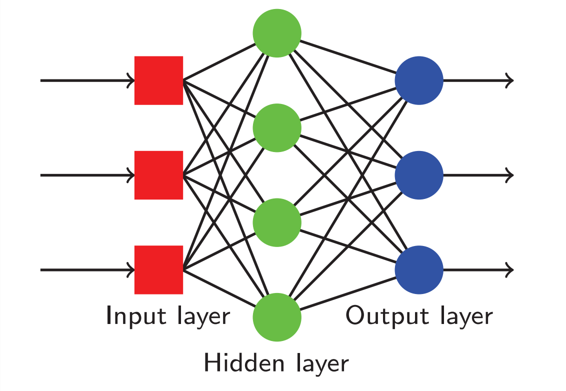
Outputs 0 or 1.

Sigmoid function



Outputs a real value between 0 and 1.

Learning with MLPs



- As with perceptrons, finding the right weights is very hard!
- Solution: a learning algorithm called backpropagation.
- Idea: adjust network weights to minimize the error on the training set.

Supervised Learning

General Idea

1. Send the MLP an input pattern x from the **training set.**
2. Get the output y from the MLP.
3. Compare y with the "right answer", or target t, to get the **error quantity.**
4. Use the error quantity to modify the weights, so next time y will be closer to t.
5. Repeat with another x from the training set.

Learning and Error Minimization

Recall: Perceptron Learning Rule

Minimize the difference between the output o and the target t:

$$w_i \leftarrow w_i + \eta(t - o)x_i$$

Error Function: Mean Squared Error (MSE)

An **error function** represents such a difference over a set of inputs:

$$E(\vec{w}) = \frac{1}{2N} \sum_{p=1}^{N} (t^p - o^p)^2$$

- N is the number of patterns
- t^p is the target output for pattern p
- o^p is the output obtained for pattern p
- Actually MSE/2; the 2 makes little difference, but makes life easier later on!

Learning and Error Minimization

Time for a short quiz on Wooclap!

https://app.wooclap.com/TDNYYK

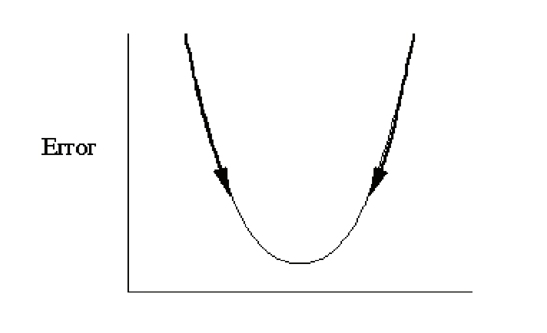
Gradient Descent

Gradient Descent

- We would like a learning rule that tells us how to update weights, like this:

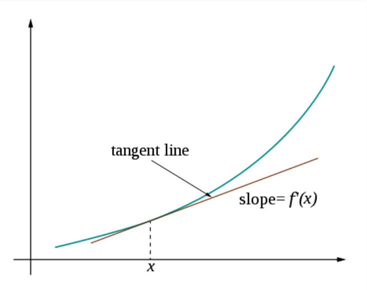
$$w'_{ij} = w_{ij} + \Delta w_{ij}$$

- But what should Δw_{ij} be?
- Idea: Pick Δw_{ij} so that it minimizes the error function E.
- Gradient descent is a technique for minimizing a function.

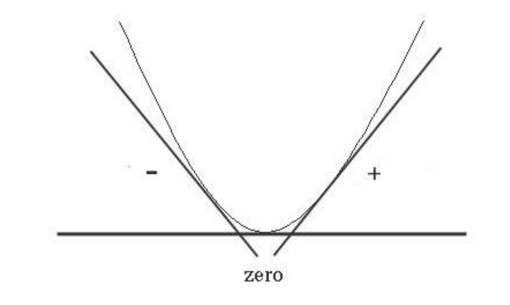


Gradient and Derivatives: The Idea

- The derivative is a measure of the rate of change of a function, as its input changes.
- For function $y = f(x)$, the derivative $\frac{dy}{dx}$ indicates how much y changes in response to changes in x.
- If x and y are real numbers, and if the graph of y is plotted against x, the derivative measures the slope or gradient of the line at each point, i.e., it describes the steepness or incline.

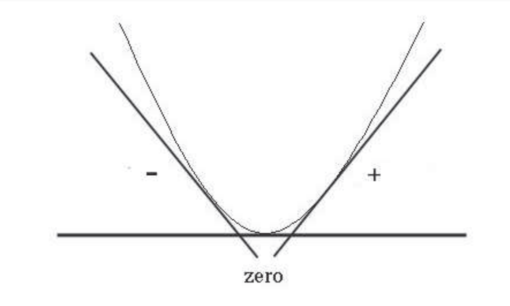


Gradient and Derivatives: The Idea



- $\frac{dy}{dx} > 0$ implies that y increases as x increases. If we want to find the minimum y, we should reduce x.

Gradient and Derivatives: The Idea



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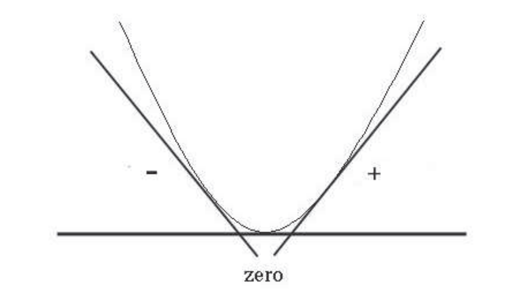

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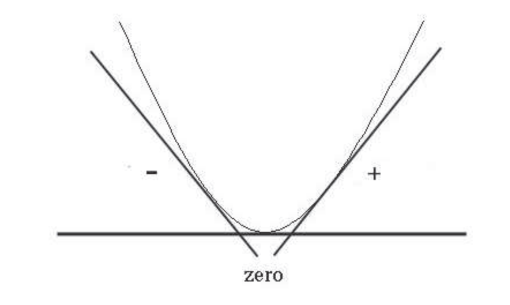

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- $\frac{dy}{dx} = 0$ implies that we are at a minimum or maximum or a plateau.

To get closer to the minimum: $x_{new} = x_{old} - \eta \frac{dy}{dx}$, where η is the learning rate.

Summary So Far

- We learned what a multilayer perceptron is.
- We know a learning rule for updating weights in order to minimise the error:

$$w'_{ij} = w_{ij} + \Delta w_{ij}$$

- Δw_{ij} tells us in which direction and how much we should change each weight to roll down the slope (descend the gradient) of the error function E.

Summary So Far

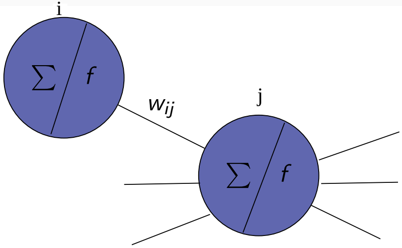
- We learned what a multilayer perceptron is.
- We know a learning rule for updating weights in order to minimise the error:

$$w'_{ij} = w_{ij} + \Delta w_{ij}$$

- Δw_{ij} tells us in which direction and how much we should change each weight to roll down the slope (descend the gradient) of the error function E.
- So, how do we calculate Δw_{ij}?

The Update Rule

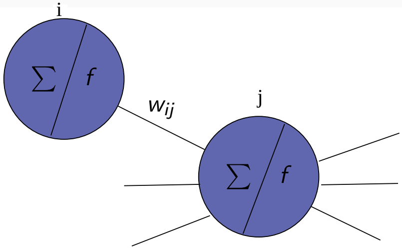
Using Gradient Descent to Minimize the Error



The mean squared error function E, which we want to minimize:

$$E(\vec{w}) = \frac{1}{2N} \sum_{p=1}^{N} (t^p - o^p)^2$$

Using Gradient Descent to Minimize the Error



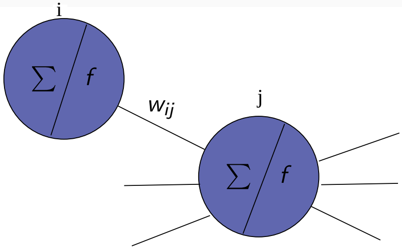
If we use a sigmoid activation function f, then the output of neuron i for pattern p is:

$$o_i^p = f(u_i) = \frac{1}{1 + e^{-au_i}}$$

where a is a pre-defined constant and u_i is the result of the input function in neuron i:

$$u_i = \sum_j w_{ij} x_{ij}$$

Using Gradient Descent to Minimize the Error

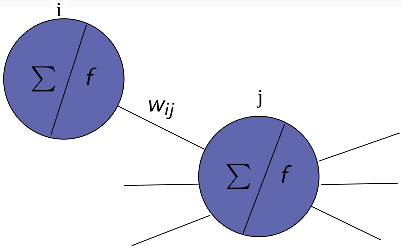


For the pth pattern and the ith neuron, we use gradient descent on the error function:

$$\Delta w_{ij} = \eta(t_i^p - o_i^p)f'(u_i)x_{ij}$$

where $f'(u_i) = \frac{df}{du_i}$ is the derivative of f with respect to u_i.
If f is the sigmoid function, then $f'(u_i) = af(u_i)(1 - f(u_i))$.

Using Gradient Descent to Minimize the Error



To simplify things, we write the magnitude and the direction of the update as δ_i^p:

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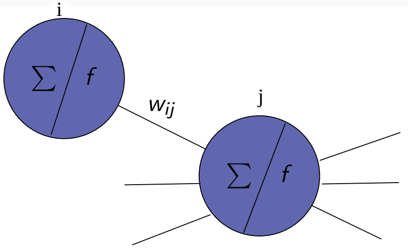
Using Gradient Descent to Minimize the Error



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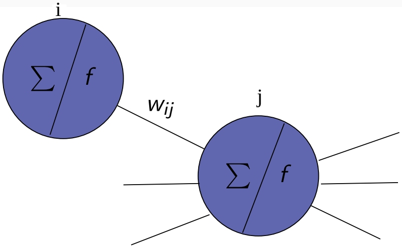

To simplify things, we write the magnitude and the direction of the update as δ_i^p:

$$\Delta w_{ij} = \eta \delta_i^p x_{ij}$$

This is known as the generalized delta rule.

Updating Output vs Hidden Neurons

We can update output neurons using the generalized delta rule:

$$\Delta w_{ij} = \eta \, \delta_i^p \, x_{ij}$$

$$\delta_i^p = (t_i^p - o_i^p) f'(u_i)$$

This δ_i^p is only good for the output neurons, since it relies on target outputs. But we don't have target output for the hidden nodes! What can we use instead?

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$$\delta_i^p = \sum_k w_{ki}\, \delta_k\, f'(u_i)$$

This rule propagates error back from output nodes to hidden nodes. If effect, it blames hidden nodes according to how much influence they had. So, now we have rules for updating both output and hidden neurons!

Updating Output vs Hidden Neurons

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Backpropagation

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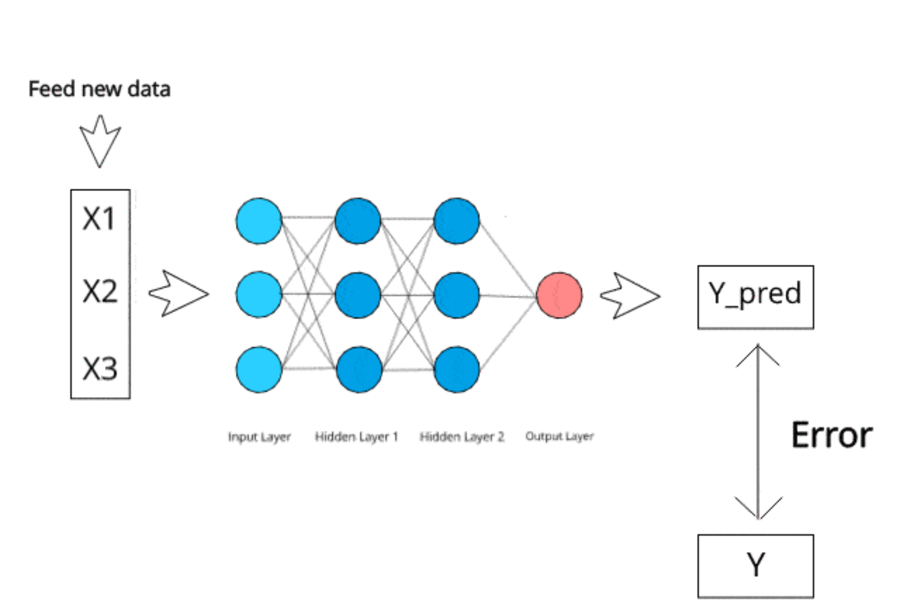

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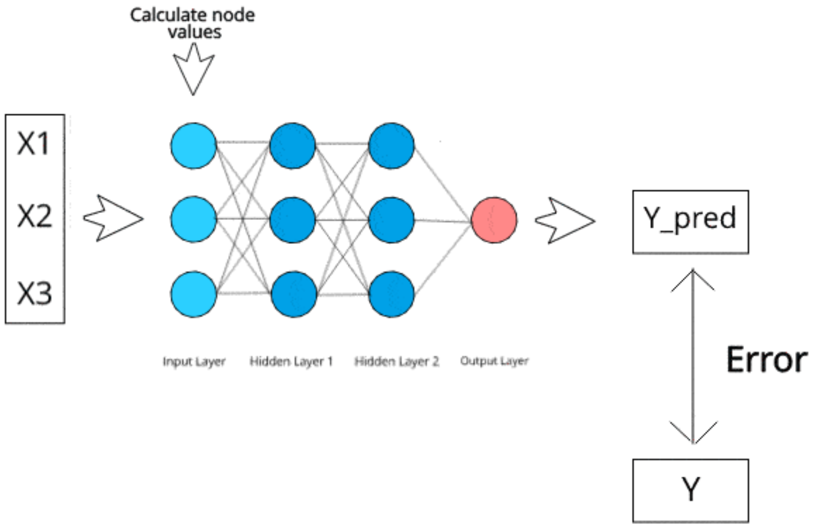

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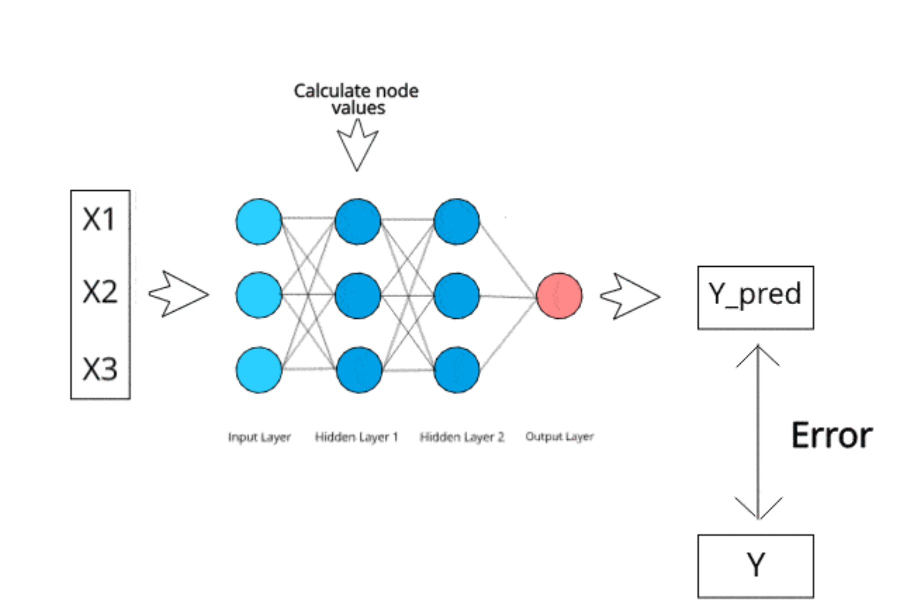

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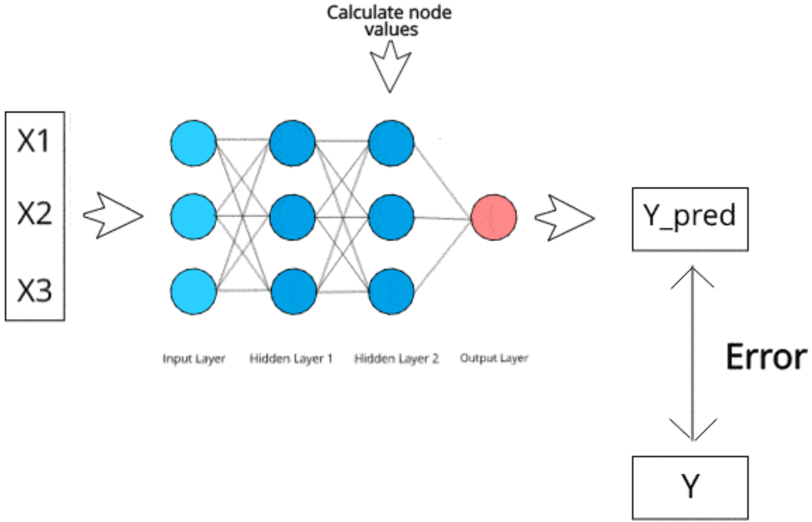

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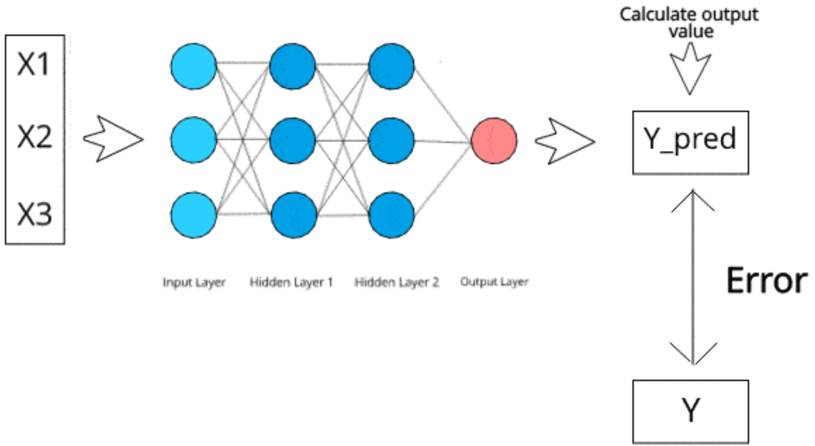

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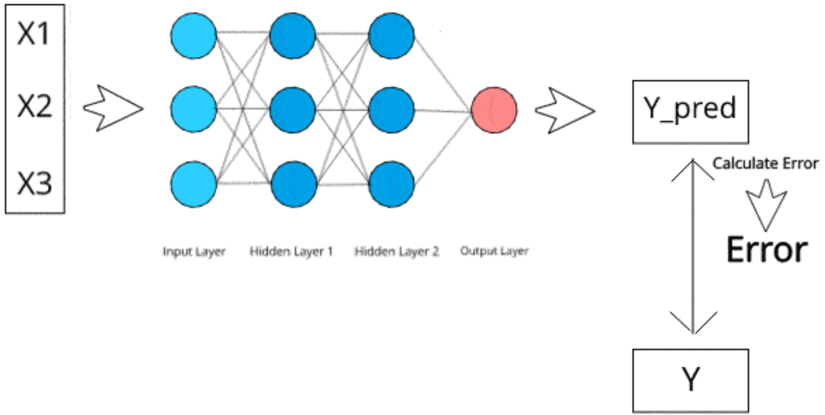

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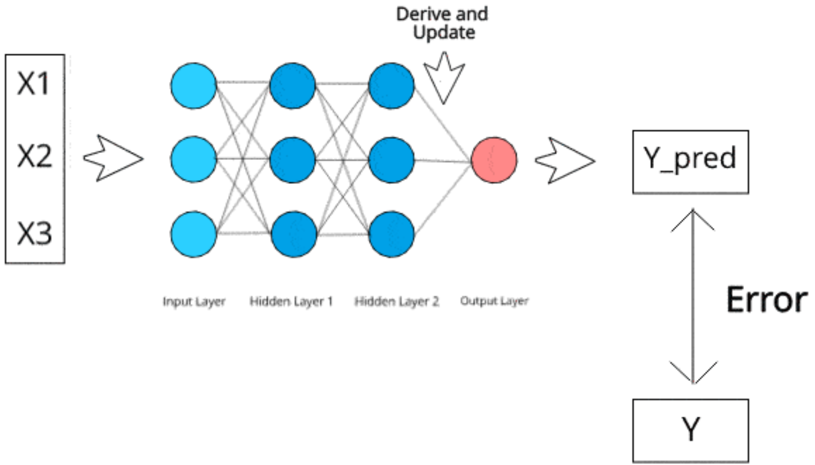

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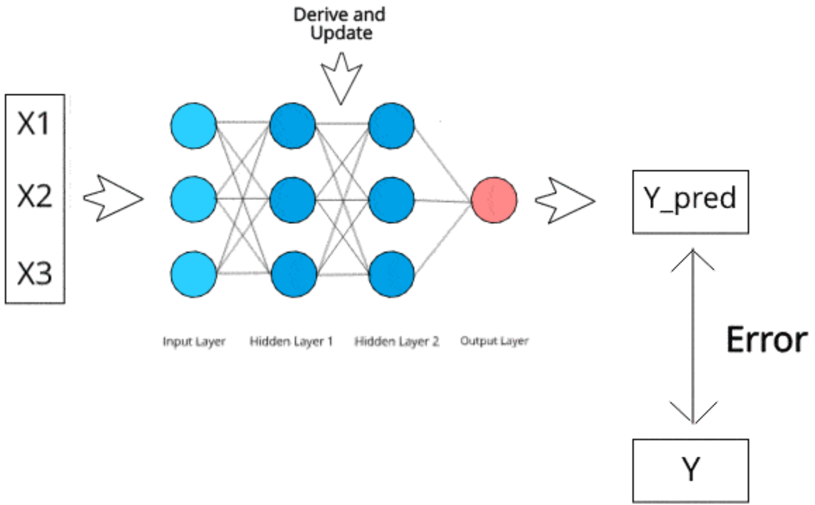

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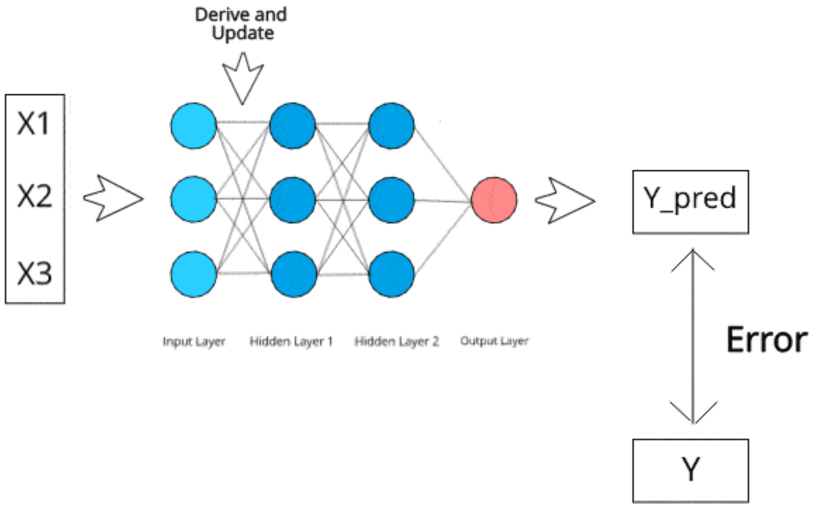

Backpropagation Algorithm

Initialize all weights to small random values.
repeat
    for each training example **do**
        Forward propagate the input features of the example to determine the MLP's outputs.
        Back propagate error to generate Δw_{ij} for all weights w_{ij}.
        Update the weights using Δw_{ij}.
    end for
until stopping criteria reached.

Online Backpropagation

Time for a short quiz on Wooclap!

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Summary

- We learned what a multilayer perceptron is.
- We have some intuition about using gradient descent on an error function.
- We know a learning rule for updating weights in order to minimize the error Δw_{ij}.
- If we use the squared error, we get the generalized delta rule: $\Delta w_{ij} = \eta \delta_i^p x_{ij}$.
- We know how to calculate δ_i^p for output and hidden layers.
- We can use this rule to learn an MLP's weights using the backpropagation algorithm.

Next lecture: a neural network model of the past tense.