# COMP3411/9814: Artificial Intelligence

# Week 8 Extension: Variations on Backpropagation

Russell & Norvig: 18.7

**UNSW** 

# **Gradient Descent (Backpropagation)**

We define an **error function** E to be (half) the sum over all input patterns of the square of the difference between actual output and desired output

$$E = \frac{1}{2} \sum (z - t)^2$$

If we think of *E* as height, it defines an error **landscape** on the weight space. The aim is to find a set of weights for which *E* is very low. This is done by moving in the steepest downhill direction.

$$w \leftarrow w - \eta \, \frac{\partial E}{\partial w}$$

Parameter  $\eta$  is called the learning rate.

# **Variations on Backprop**

### Cross Entropy

- problem: least squares error function unsuitable for classification, where target = 0 or 1
- mathematical theory: maximum likelihood
- solution: replace with cross entropy error function

## Weight Decay

- problem: weights "blow up", and inhibit further learning
- mathematical theory: Bayes' rule
- solution: add weight decay term to error function

#### Momentum

- problem: weights oscillate in a "rain gutter"
- solution: weighted average of gradient over time

# **Cross Entropy**

For classification tasks, target t is either 0 or 1, so better to use

$$E = -t \log(z) - (1 - t) \log(1 - z)$$

This can be justified mathematically, and works well in practice – especially when negative examples vastly outweigh positive ones. It also makes the backprop computations simpler

$$\frac{\partial E}{\partial z} = \frac{z - t}{z(1 - z)}$$
if  $z = \frac{1}{1 + e^{-s}}$ ,
$$\frac{\partial E}{\partial s} = \frac{\partial E}{\partial z} \frac{\partial z}{\partial s} = z - t$$

## **Maximum Likelihood**

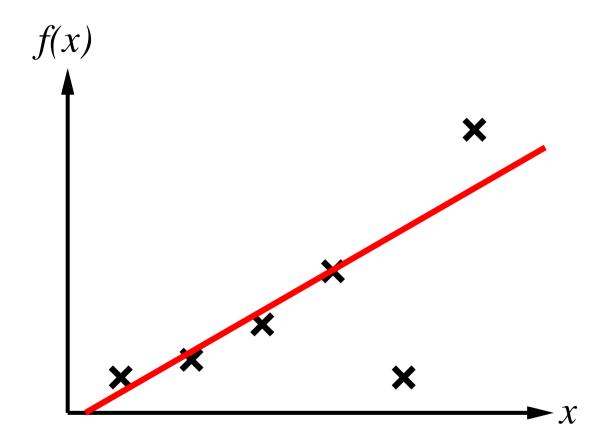
*H* is a class of hypotheses

P(D|h) = probability of data D being generated under hypothesis  $h \in H$ .

 $\log P(D|h)$  is called the likelihood.

ML Principle: Choose  $h \in H$  which maximizes the likelihood, i.e. maximizes P(D|h) [or, maximizes  $\log P(D|h)$ ]

# **Least Squares Line Fitting**



# **Derivation of Least Squares**

Suppose data generated by a linear function h, plus Gaussian noise with standard deviation  $\sigma$ .

$$P(D|h) = \prod_{i=1}^{m} \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{1}{2\sigma^2}(d_i - h(x_i))^2}$$

$$\log P(D|h) = \sum_{i=1}^{m} -\frac{1}{2\sigma^2} (d_i - h(x_i))^2 - \log(\sigma) - \frac{1}{2} \log(2\pi)$$

$$h_{ML} = \underset{\text{argmax}_{h \in H}}{\operatorname{argmax}_{h \in H}} \log P(D|h)$$

$$= \underset{i=1}{\operatorname{argmin}_{h \in H}} \sum_{i=1}^{m} (d_i - h(x_i))^2$$

(Note: we do not need to know  $\sigma$ )

# **Derivation of Cross Entropy**

For classification tasks, *d* is either 0 or 1.

Assume D generated by hypothesis h as follows:

$$P(1|h(x_i)) = h(x_i)$$
 $P(0|h(x_i)) = (1-h(x_i))$ 
i.e.  $P(d_i|h(x_i)) = h(x_i)^{d_i}(1-h(x_i))^{1-d_i}$ 

then

$$\log P(D|h) = \sum_{i=1}^{m} d_{i} \log h(x_{i}) + (1 - d_{i}) \log(1 - h(x_{i}))$$

$$h_{ML} = \operatorname{argmax}_{h \in H} \sum_{i=1}^{m} d_{i} \log h(x_{i}) + (1 - d_{i}) \log(1 - h(x_{i}))$$

(Can be generalized to multiple classes.)

# **Bayes Rule**

*H* is a class of hypotheses

P(D|h) = probability of data D being generated under hypothesis  $h \in H$ .

P(h|D) = probability that h is correct, given that data D were observed.

Bayes' Theorem:

$$P(h|D)P(D) = P(D|h)P(h)$$
  
 $P(h|D) = \frac{P(D|h)P(h)}{P(D)}$ 

P(h) is called the prior.

# **Example: Medical Diagnosis**

Suppose we have a 98% accurate test for a type of cancer which occurs in 1% of patients. If a patient tests positive, what is the probability that they have the cancer?

# **Weight Decay**

Assume that small weights are more likely to occur than large weights, i.e.

$$P(w) = \frac{1}{Z}e^{-\frac{\lambda}{2}\sum_{j}w_{j}^{2}}$$

where Z is a normalizing constant. Then the cost function becomes:

$$E = \frac{1}{2} \sum_{i} (z_i - t_i)^2 + \frac{\lambda}{2} \sum_{j} w_j^2$$

This can prevent the weights from "saturating" to very high values.

Problem: need to determine  $\lambda$  from experience, or empirically.

## **Momentum**

If landscape is shaped like a "rain gutter", weights will tend to oscillate without much improvement.

Solution: add a momentum factor

$$\delta w \leftarrow \alpha \delta w + (1 - \alpha) \frac{\partial E}{\partial w}$$

$$w \leftarrow w - \eta \delta w$$

Hopefully, this will dampen sideways oscillations but amplify downhill motion by  $\frac{1}{1-\alpha}$ .

# **Conjugate Gradients**

Compute matrix of second derivatives  $\frac{\partial^2 E}{\partial w_i \partial w_j}$  (called the Hessian).

Approximate the landscape with a quadratic function (paraboloid).

Jump to the minimum of this quadratic function.

# Natural Gradients (Amari, 1995)

Use methods from information geometry to find a "natural" re-scaling of the partial derivatives.