

# Artificial Neural Networks and Deep Learning

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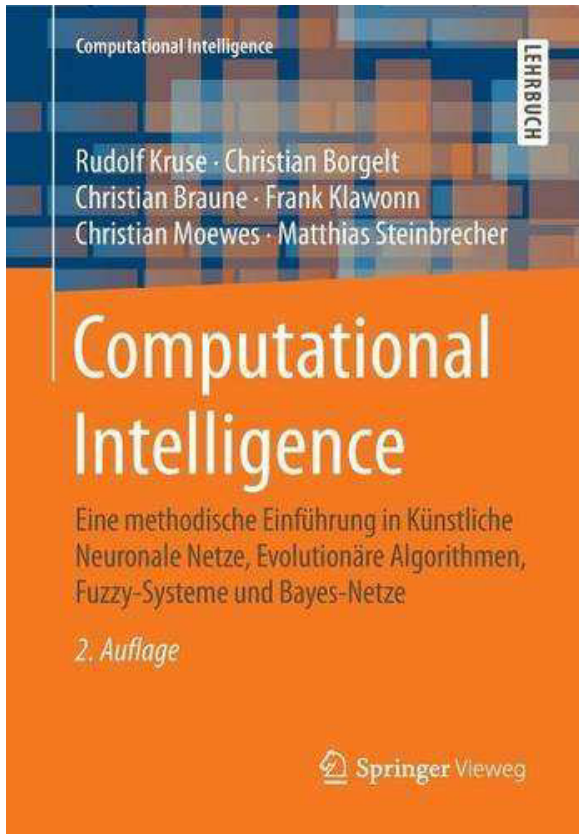
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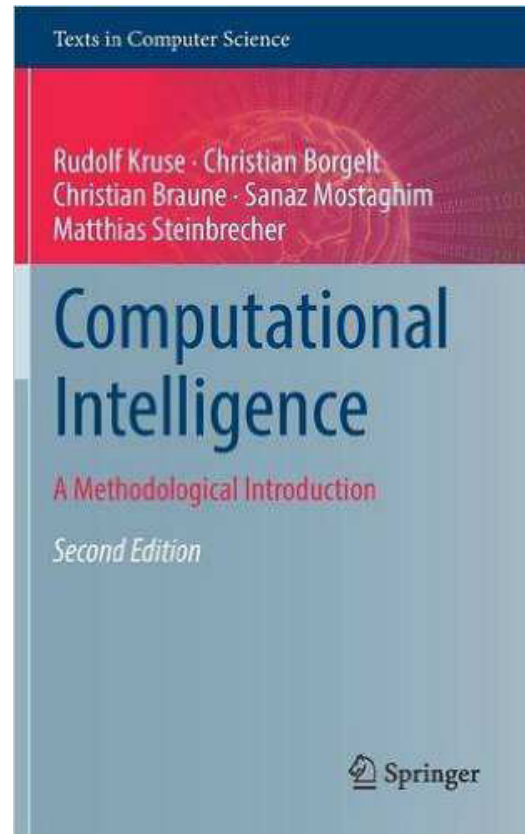
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# Textbooks



Textbook, 2nd ed.  
Springer-Verlag  
Heidelberg, DE 2015  
(in German)



Textbook, 2nd ed.  
Springer-Verlag  
Heidelberg, DE 2016  
(in English)

This lecture follows the first parts of these books fairly closely, which treat artificial neural networks.

# Contents

- **Introduction**

Motivation, Biological Background

- **Threshold Logic Units**

Definition, Geometric Interpretation, Limitations, Networks of TLUs, Training

- **General Neural Networks**

Structure, Operation, Training

- **Multi-layer Perceptrons**

Definition, Function Approximation, Gradient Descent, Backpropagation, Variants, Sensitivity Analysis

- **Deep Learning**

Many-layered Perceptrons, Rectified Linear Units, Auto-Encoders, Feature Construction, Image Analysis

- **Radial Basis Function Networks**

Definition, Function Approximation, Initialization, Training, Generalized Version

- **Self-Organizing Maps**

Definition, Learning Vector Quantization, Neighborhood of Output Neurons

- **Hopfield Networks and Boltzmann Machines**

Definition, Convergence, Associative Memory, Solving Optimization Problems, Probabilistic Models

- **Recurrent Neural Networks**

Differential Equations, Vector Networks, Backpropagation through Time

# Motivation: Why (Artificial) Neural Networks?

- **(Neuro-)Biology / (Neuro-)Physiology / Psychology:**
  - Exploit similarity to real (biological) neural networks.
  - Build models to understand nerve and brain operation by simulation.
- **Computer Science / Engineering / Economics**
  - Mimic certain cognitive capabilities of human beings.
  - Solve learning/adaptation, prediction, and optimization problems.
- **Physics / Chemistry**
  - Use neural network models to describe physical phenomena.
  - Special case: spin glasses (alloys of magnetic and non-magnetic metals).

# Motivation: Why Neural Networks in AI?

## **Physical-Symbol System Hypothesis** [Newell and Simon 1976]

A physical-symbol system has the necessary and sufficient means for general intelligent action.

**Neural networks process simple signals, not symbols.**

So why study neural networks in Artificial Intelligence?

- Symbol-based representations work well for inference tasks, but are fairly bad for perception tasks.
- Symbol-based expert systems tend to get slower with growing knowledge, human experts tend to get faster.
- Neural networks allow for highly parallel information processing.
- There are several successful applications in industry and finance.

# Biological Background

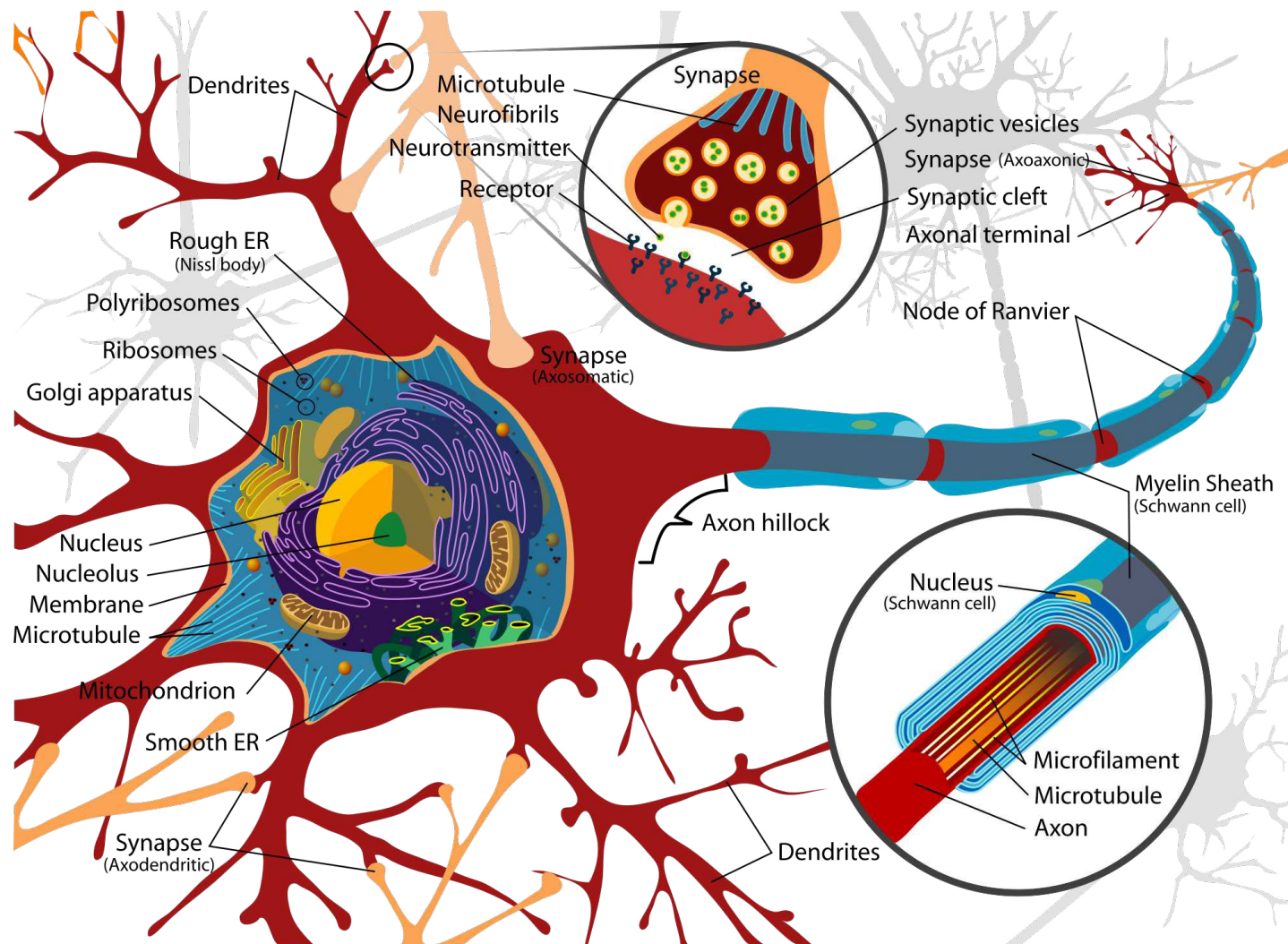
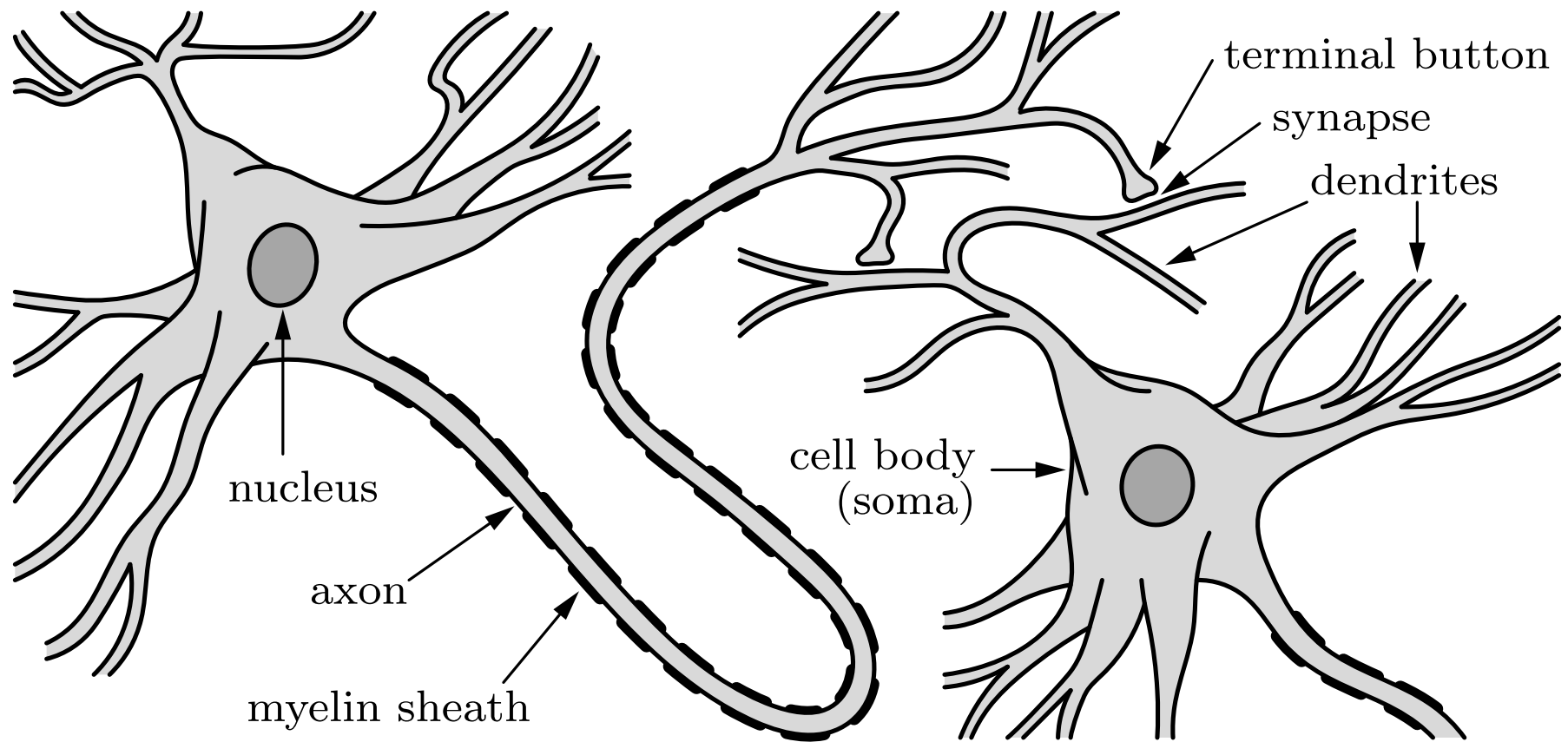


Diagram of a typical myelinated vertebrate motoneuron (source: Wikipedia, Ruiz-Villarreal 2007), showing the main parts involved in its signaling activity like the *dendrites*, the *axon*, and the *synapses*.

# Biological Background

## Structure of a prototypical biological neuron (simplified)



# Biological Background

## (Very) simplified description of neural information processing

- Axon terminal releases chemicals, called **neurotransmitters**.
- These act on the membrane of the receptor dendrite to change its polarization. (The inside is usually 70mV more negative than the outside.)
- Decrease in potential difference: **excitatory** synapse  
Increase in potential difference: **inhibitory** synapse
- If there is enough net excitatory input, the axon is depolarized.
- The resulting **action potential** travels along the axon. (Speed depends on the degree to which the axon is covered with myelin.)
- When the action potential reaches the terminal buttons, it triggers the release of neurotransmitters.



# (Personal) Computers versus the Human Brain

	<b>Personal Computer</b>	<b>Human Brain</b>
processing units	1 CPU, 2–10 cores $10^{10}$ transistors 1–2 graphics cards/GPUs, $10^3$ cores/shaders $10^{10}$ transistors	$10^{11}$ neurons
storage capacity	$10^{10}$ bytes main memory (RAM) $10^{12}$ bytes external memory	$10^{11}$ neurons $10^{14}$ synapses
processing speed	$10^{-9}$ seconds $10^9$ operations per second	$> 10^{-3}$ seconds $< 1000$ per second
bandwidth	$10^{12}$ bits/second	$10^{14}$ bits/second
neural updates	$10^6$ per second	$10^{14}$ per second

# (Personal) Computers versus the Human Brain

- The processing/switching time of a neuron is relatively large ( $> 10^{-3}$  seconds), but updates are computed in parallel.
- A serial simulation on a computer takes several hundred clock cycles per update.

## Advantages of Neural Networks:

- High processing speed due to massive parallelism.
- Fault Tolerance:  
Remain functional even if (larger) parts of a network get damaged.
- “Graceful Degradation”:  
gradual degradation of performance if an increasing number of neurons fail.
- Well suited for inductive learning  
(learning from examples, generalization from instances).

It appears to be reasonable to try to mimic or to recreate these advantages by constructing **artificial neural networks**.