Content



0. Introduction

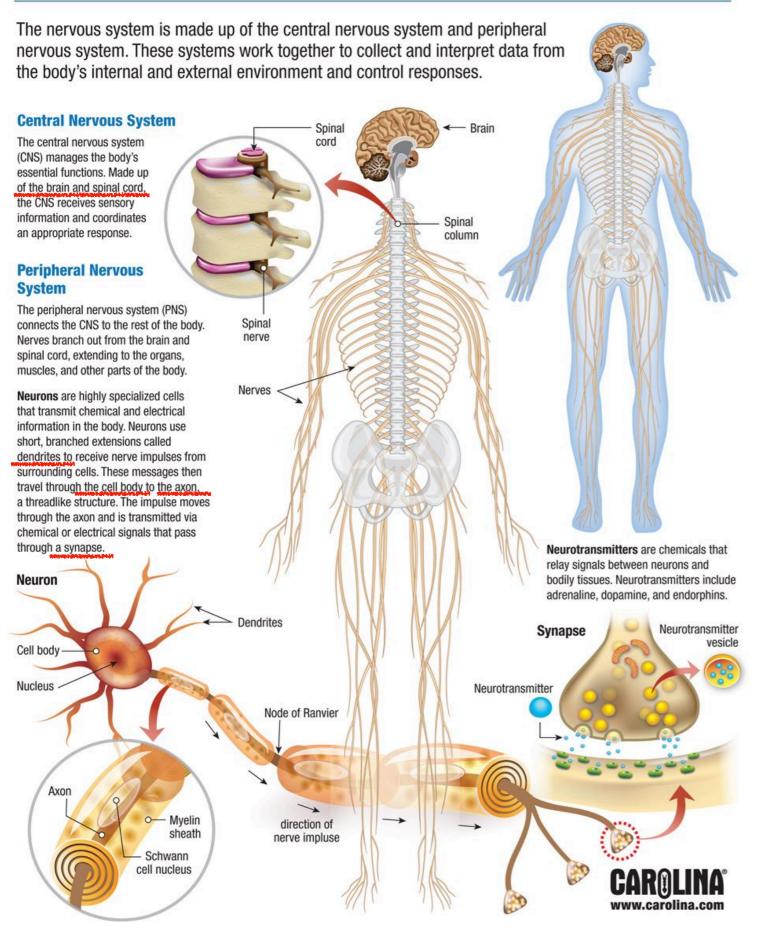
- 1. Regression
 - 1.1 Multivariate Linear Regression (curve fitting)
 - 1.2 Regularization (Lagrange multiplier)
 - 1.3 Logistic Regression (Fermi-Dirac distribution)
 - 1.4 Support Vector Machine (high-school geometry)
- 2. Dimensionality Reduction/feature extraction
 - 2.1 Principal Component Analysis (order parameters)
 - 2.2 Recommender Systems
 - 2.3 Clustering (phase transition)

Content



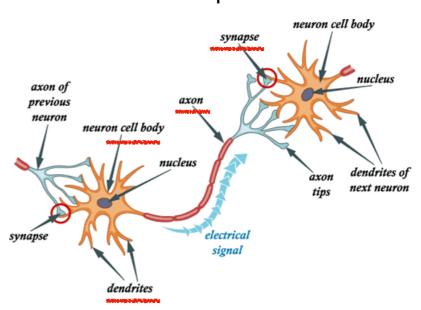
- 3. Neural Networks
 - 3.1 Biological neural networks
 - 3.2 Mathematical representation
 - 3.3 Factoring biological ingredient
 - 3.4 Feed-forward neural networks
 - 3.5 Learning algorithm
 - 3.6 Universal Approximation Theorem

Human Body: Nervous System



Brain consists of ~10^11 neurons, building bricks for the central nervous systems

Neurons are interconnected by synapses, the complexity of the Brian is due to massive highly interconnected neurons working in parallel, One neuron receives inputs from ~ 10^4 others.



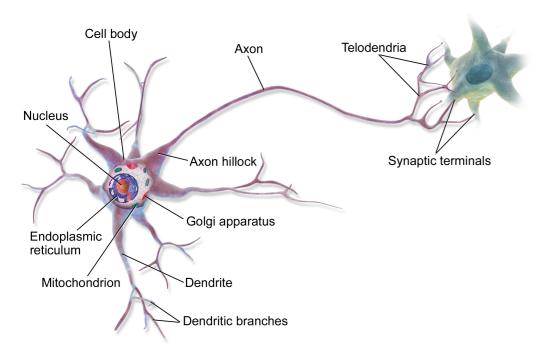
All the inputs to the neuron, are summed up. The input sum is processed by a threshold function and produces an output signal. The processing time ~ 1ms per cycle

Brian works in both a parallel and serial way. Picture recognition of human ~ 100 ms Around 100 neurons are in involved in serial Complexity requires parallel processing

Biological neural systems have high fault tolerance

People with brain injuries can perform normally

AI & Machine Learning Basics





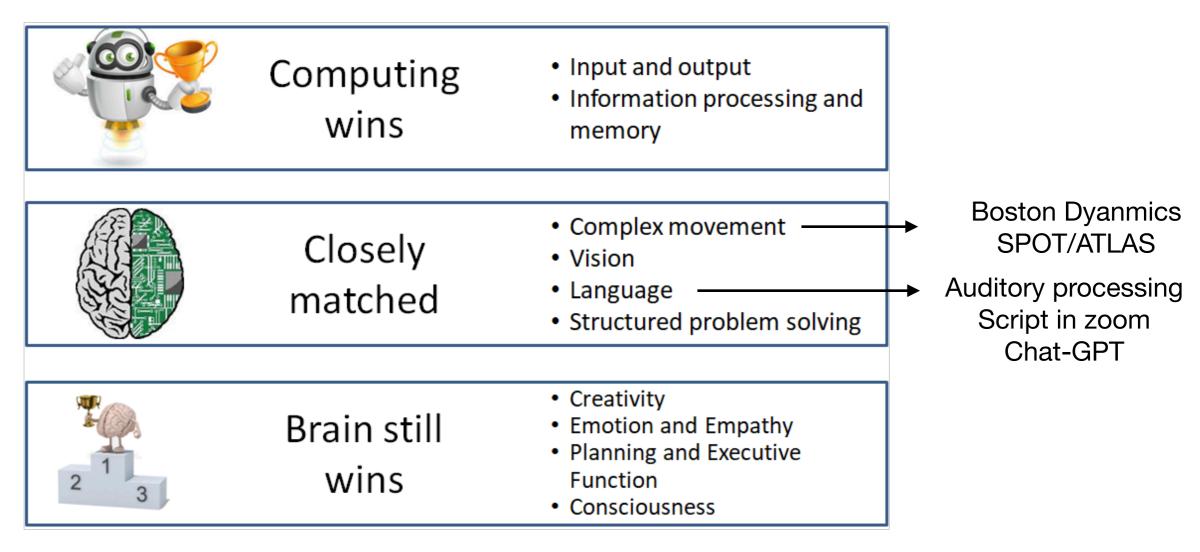




| | Supercomputer | Personal Computer | Human Brain |
|---------------------|--|------------------------------------|---------------------------------|
| Computational Units | 4,000 Xeon/AMD CPUs 10^12 transistors | 4 CPUs, 10^9 transistors | 10^11 neurons |
| Storage units | 10^14 bits RAM 10^15 bits Storage | 10^11 bit RAM 10^13 bit Storage | 10^11 neurons 10^14 synapses |
| Cycle time | 10^-9 sec | 10^-9 sec | 10^-3 sec |
| Operations/sec | 10^15 | 10^10 | 10^17 |
| Memory updates/sec | 10^14 | 10^10 | 10^14 |
| Weight / Space | 150 tons / Basketball court | 1 Kg / A4 Paper | 1.5 Kg / 1/6 basketball |
| Power consumption | 500 megawatt | 100 watt | 20 watt |

Peripheral nervous system

- Touching a hot object
- Sensory nerves carry information about the heat to the brain
- Brain, via motor nerves, tells the muscle of the hand to withdraw
- The whole process takes less than a second



https://becominghuman.ai/brains-vs-computers-f769548010f1

Neuroscience For Kids

http://faculty.washington.edu/chudler/neurok.html

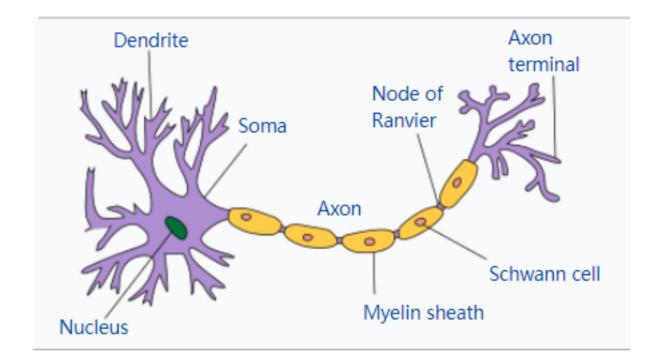
Biological neurons (nerve cell)

Functional and structural units of nervous system 10^11 in human body 80% in human Brain

Input: Dendrites:

neuron receives one or more inputs through dendrites

Hypothesis: Cell Body (Soma): Processing the information



Output: Axon:

Send output through axon

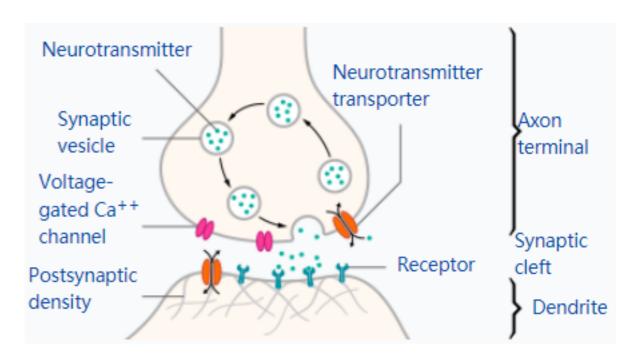
Neurons do not touch each other, they form tiny gaps

called synapses,

pass electrical or chemical signal to another neuron

or target cell

https://en.wikipedia.org/wiki/Synapse



Chemical synapse

Biological neurons

Neurons send message electrochemically

Sodium Na+ ion
Potassium K+ ion
Calcium Ca++ ion
Chloride CI- ion

Protein molecules A-

Net Charge + Na+ CI NA+

Extracellular fluid

Semi-permeable membrane

When a neuron at rest (not sending a signal) Inside is negative relative to the outside **Resting potential** about -70 mV (millivolt)

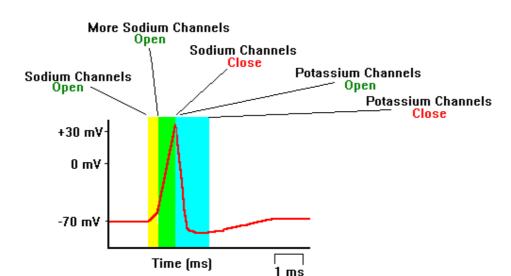
More solidum outside and more potassium inside

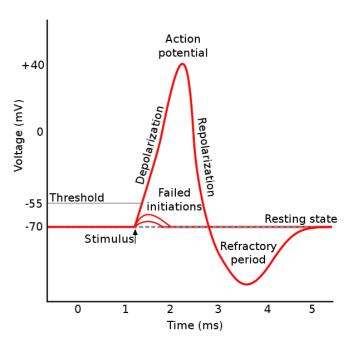
Action potential occurs when a neuron sends information down an axon, away from the cell body.

An explosion of electrical activity created by depolarizing current A stimulus causes the resting potential to move towards 0 mV.

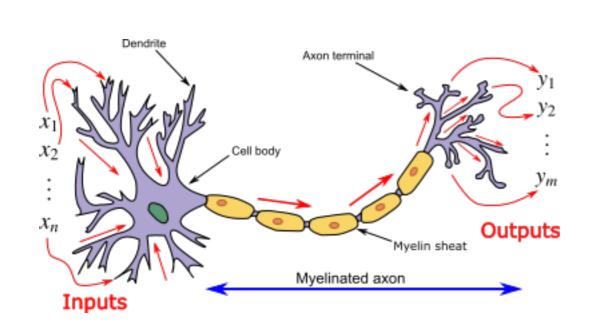
Depolarisation reaches about -55 mV (threshold), neuron will fire an action potential

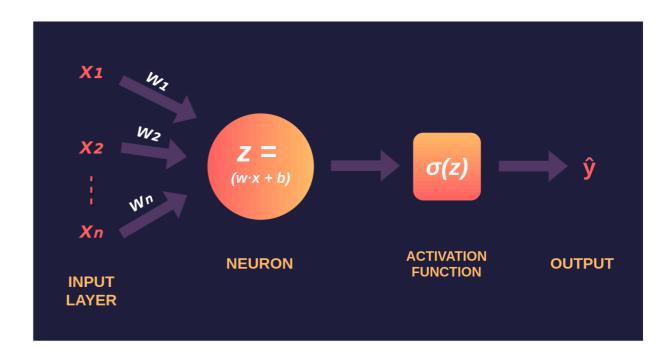
Spike or impulse Depolarization Repolarization





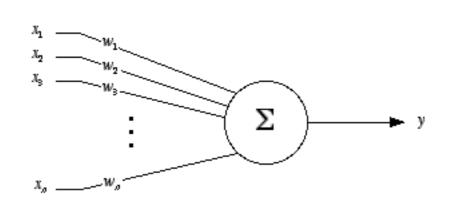
Mathematical representation for neutrons: Linear model





- Brain contains neurons, each neuron can be thought of as a device having inputs and outputs.
- Inputs consist of 10³-10⁴ synapses on the dendritic tree, outputs consist of action potential carried by the axon sent to other neurons.
- The input currents are (roughly) summed together into the cell body, whose voltage rises and decays with the fluctuations in current.
- When the cell body voltage exceeds a certain threshold, an action potential is fired, propagates down the axon.

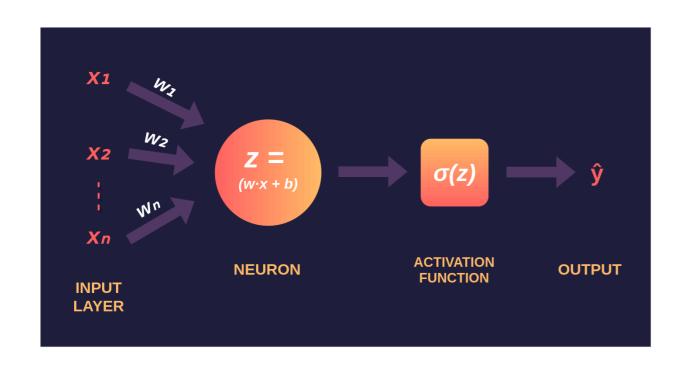
Linear neuron models



$$y = \sum_{i=1}^{n} w_i x_i = \theta^T x$$

w_i weight for each input

Mathematical representation for neutrons: Perceptrons



$$w \cdot x + b = \theta^T x = z$$

$$\begin{bmatrix} 1 & x_1^{(1)} & x_2^{(1)} & \cdots & x_N^{(1)} \\ 1 & x_1^{(2)} & x_2^{(2)} & \cdots & x_N^{(2)} \\ \vdots & & \vdots & & \vdots \\ 1 & x_1^{(M)} & x_2^{(M)} & \cdots & x_N^{(M)} \end{bmatrix} \cdot \begin{bmatrix} \theta_0 \\ \theta_1 \\ \vdots \\ \theta_N \end{bmatrix} = \underline{X} \cdot \underline{\Theta}$$

$$\mathbb{R}^{M \times 1} \text{ vector}$$

- Frank Rosenblatt in 1958
- n inputs, n weights, one neuron, one output
- Passing data through via forward propagation

Binary activation function

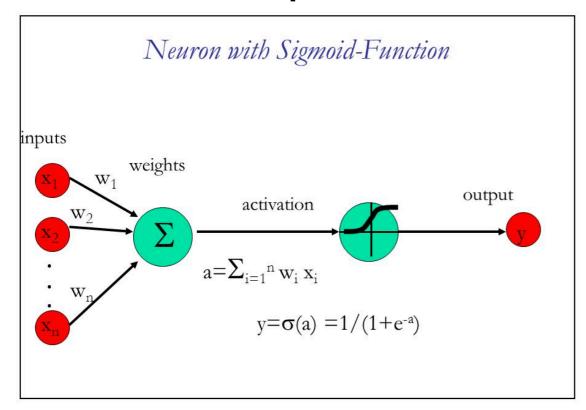
$$y = 0$$
 if $\theta^T x \le 0$
 $y = 1$ if $\theta^T x > 0$

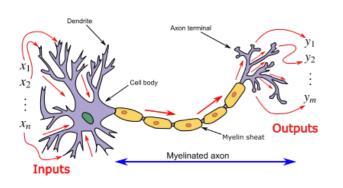
$$y = 1$$
 if $\theta^T x > 0$

Logistic/Sigmoid activation function

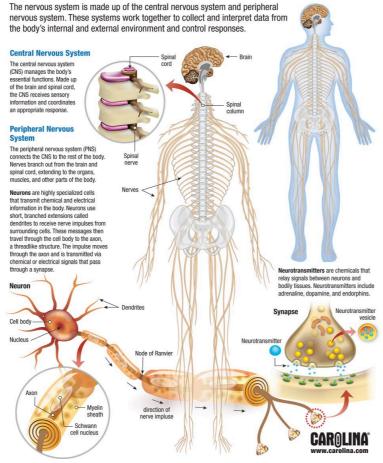
$$y = \frac{1}{1 + \exp(-\theta^T x)}$$

Perceptron



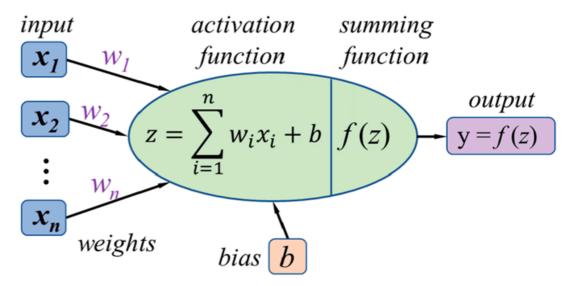


Human Body: Nervous System

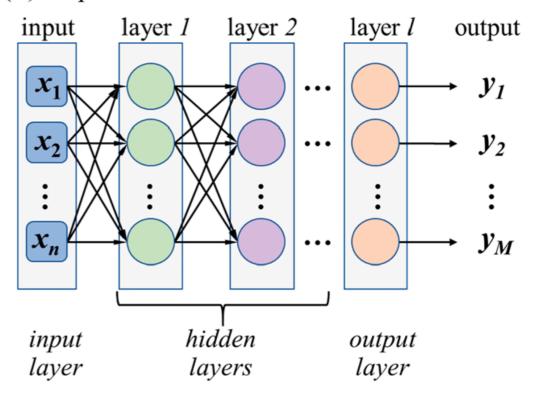


Neural network

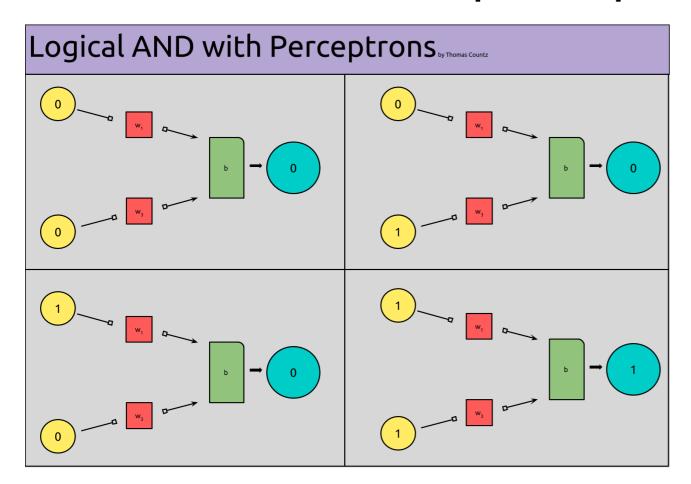
(A) a neuron of an artificial neural network



(B) deep neural network



A Simple Example of Perceptron AND



$$f(x)=1$$
 if $w.x + b > 0$
 $f(x)=0$ if otherwise

How to adjust the weights

- If perceptron outputs 0 (f(x)=0), when we want 1 (y=1), adjust by making w.x+b larger y f(x) == 1, then w + x -> w
- If perceptron outputs 1 (f(x)=1), when we want 0 (y=0), adjust by making w.x+b smaller y f(x) == -1, then w x -> w
- If perceptron outputs expected value, f(x) == y, adjust nothing
 y f(x) == 0, then w -> w

Since y-f(x) only produces 1,-1,0, simplify w + (y-f(x)) * x -> w

https://medium.com/@thomascountz/perceptron-implementing-and-part-2-84bfb1f46597 https://medium.com/@thomascountz/19-line-line-by-line-python-perceptron-b6f113b161f3