

오늘:개론

# Lecture 17: Neural Network and Backpropagation I

오늘 + 숙제일, 액션파.

[SCS4049-02] Machine Learning and Data Science

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# Tentative schedule

Machine Learning, 일반적인  
Neural network, Deep neural network.

week	topic	date (수 / 월)
1	Machine Learning Introduction & Basic Mathematics	09.02 / 09.07
2	Python Practice I & Regression	09.09 / 09.14
3	AI Department Seminar I & Clustering I	09.16 / 09.21
4	Clustering II & Classification I	09.23 / 09.28
5	Classification II	(추석) / 10.05
6	Python Practice II & Support Vector Machine I	10.07 / 10.12
7	Support Vector Machine II & Decision Tree and Ensemble Learning	10.14 / 10.19
8	Mid-Term Practice & <b>Mid-Term Exam</b>	10.21 / <b>10.26</b>
9	휴강 & Dimensional Reduction I	10.28 / 11.02
10	Dimensional Reduction I ✓ & Neural networks and Back Propagation I	11.04 / 11.09
11	Neural networks and Back Propagation II & Convolutional Neural Network	11.11 / 11.16
12	Model Optimization	11.18 / 11.23
13	Recurrent Neural network	11.25 / 11.30
14	Autoencoders	12.02 / 12.07
15	<b>Final exam</b>	(휴강) / <b>12.14</b>

① pdf로 제출하는 이유.

→ pdf = 종이로 하는 프린트를 대체하는 파일 포맷, → SW종속성, 기기마다 같은 모양, 폰트  
doc, hwp, ppt, ... = 문서 편집이 목적인 것들 → SW종속성, 기기마다 다른 기본값, 이음  
폰트가 포함

★ (2) 어렵지만, 알는 것도 많다. 강의 초반 → 어렵 / 후반 → 나머더라.  
한번에 이해하기는 어려웠는데, 다시 보면 대부분 이해가 되더라.

③ 피드백이 좋다, 질문이 상세하게 답변한다, 편안하다.

+ 필기가  
드문드문이다.

가변 (4) 수업 분량 · 속도 조절이 잘 안된다. → 가변.

(5) 실습이 크게 도움이 되지 않는다.

+ 예제가 너무 많다.

피드백  $\times$  비전공자  $\rightarrow$  (연계전공)  $\rightarrow$   $\times$  전공자

# Neural Networks and Perceptron

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# Biological neuron

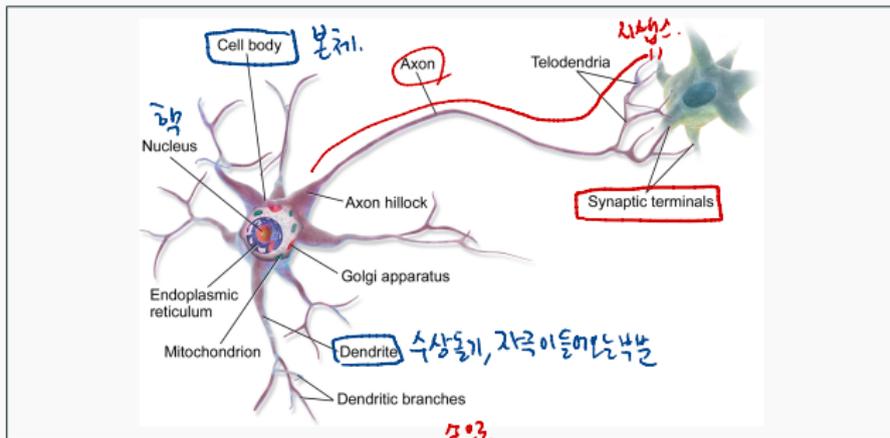
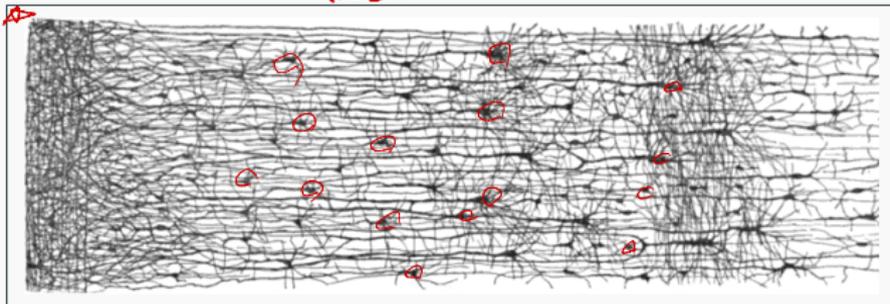


Figure 10-1. Biological neuron<sup>3</sup>

뉴런을 보고 스키마를 한 그림



엄청나게 많은 뉴런들이 서로 연결되어 있음.

Figure 10-2. Multiple layers in a biological neural network (human cortex)<sup>5</sup>

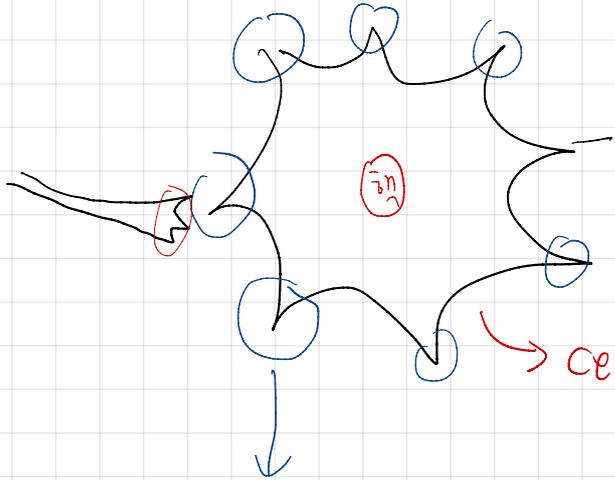
신경망 사람의 대뇌 피질

neuron

신경세포.

⇒ 신경 전달 속도를 빠르게 만들어주는 해.

(myelin sheath)



→ 다른  
→ 뉴런과  
→ 연결

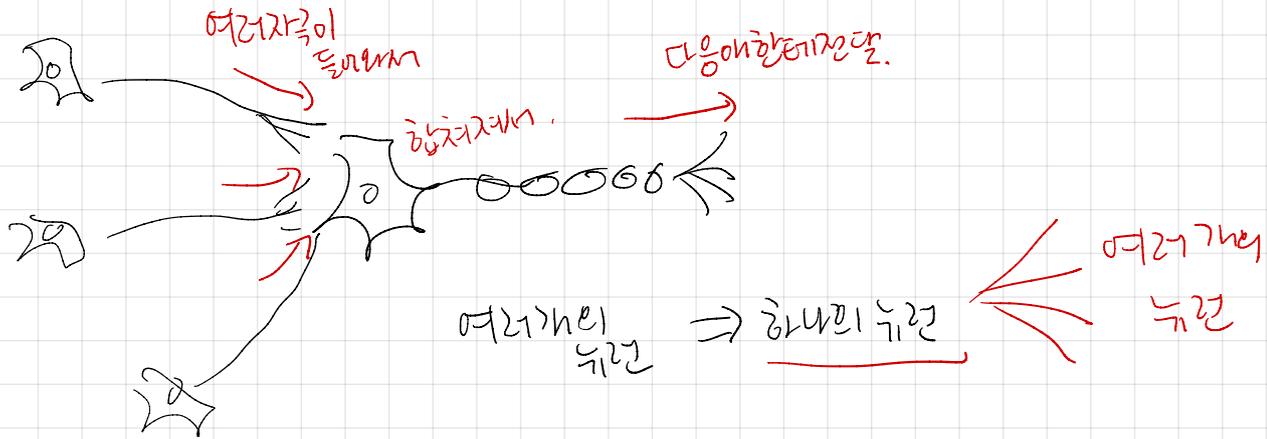
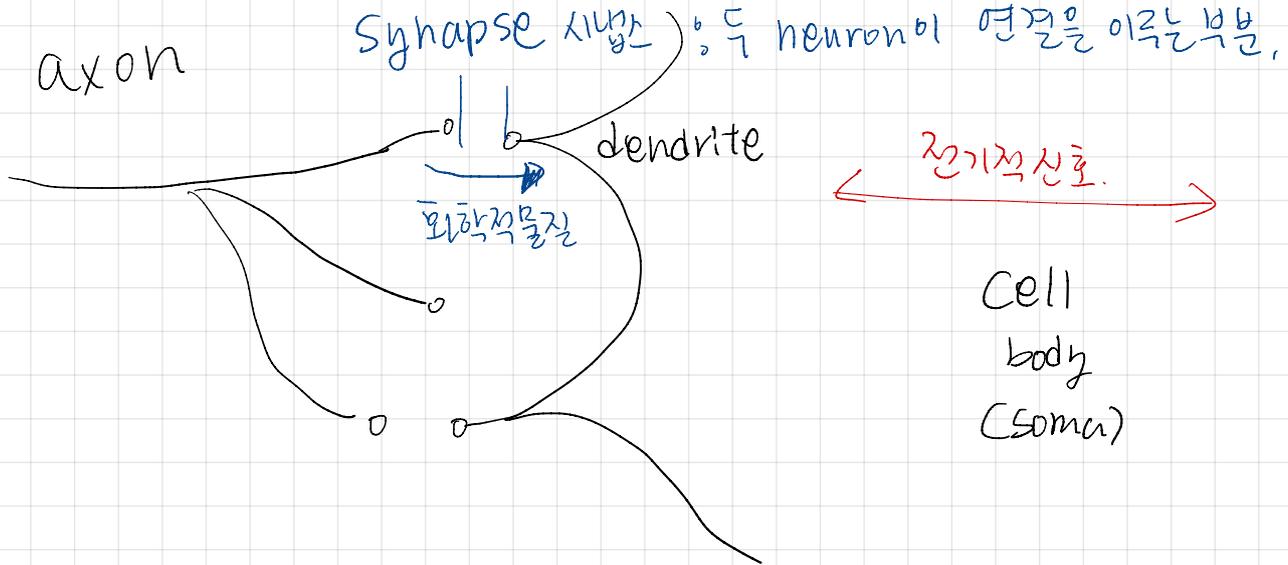
axon : 줄삭돌기.

cell body, soma

cell body ← dendrite

axon

dendrite : 자극을 받아들이는 부분  
수용돌기



# Computing with the brain

An engineering perspective

<인간의 뇌>

- Compact ←
- Energy efficient (20 watts)
- 85 billion Glial cells (power, cooling, support)
- 86 billion Neurons (soma + wires)
- 69 billion Cerebellum neurons (soma + wires)
- 103~104 Connections (synapses) per neuron
- Volume = mostly wires

뉴런의 갯수

수십 B = 수백억

초신경망 알고리즘

> 사람의 뉴런보다  
더 많아짐.

~100억개 정도의  
연결

General computing machine?

뇌

vs. 컴퓨터

약점.

• Slow for mathematical logic, arithmetic, etc

연산, 논리, 산수

강점

• Very fast for vision, speech, language, social interactions, etc

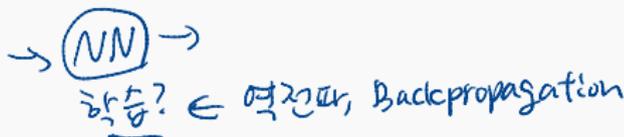
고등한 인지,  
추론

• Evolution: vision  $\Rightarrow$  language  $\Rightarrow$  logic

Bio-inspired, 생체모방 → Neural network.

Birds inspired us to fly, burdock plants inspired <sup>자극점이</sup> velcro, and countless more inventions were inspired by nature. It seems only logical, then, to look at the brain's architecture for inspiration on how to build an intelligent machine. This is the key idea that sparked artificial neural networks (ANNs). However, although planes were inspired by birds, they don't have to flap their wings. Similarly, ANNs have gradually become quite different from their biological cousins. Some researchers even argue that we should drop the biological analogy altogether (e.g., by saying "units" rather than "neurons"), lest we restrict our creativity to biologically plausible systems.

~ 40's  
50's  
제한.  
↓  
기술적  
장벽  
↓  
컴퓨터  
↓  
90,  
00,  
10,  
20  
↓  
대폭반  
↓



# Artificial neural network

ANN  deep learning = multiple ~ 여러층 > 1, 2개 이상 layer  
NN 장점 6 전에 개념적인 것은 서상이 다가간다

ANNs are at the very core of Deep Learning. They are versatile, powerful, and scalable, making them ideal to tackle large and highly complex Machine Learning tasks, such as classifying billions of images (e.g., Google Images), powering speech recognition services (e.g., Apple's Siri), recommending the best videos to watch to hundreds of millions of users every day (e.g., YouTube), or learning to beat the world champion at the game of Go by playing millions of games against itself (DeepMind's Alpha-Zero).

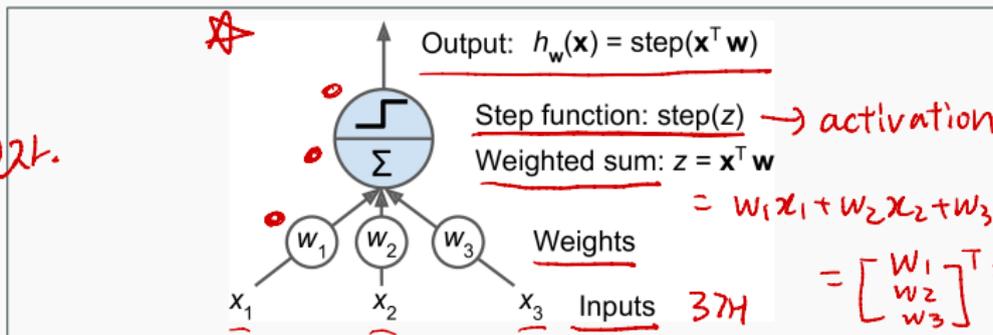
시리  
알렉사  
빅스비

C. Opt. ML  
↓ ↓  
SVM =  
가장 낮은 level  
NN 상위의 개념.

바둑  
Go  
바둑 - 체제, 기보, 패턴  
→ 바둑은 공.  
Go is <<<<< 바둑  
영양

# Threshold logic unit

이러한  
두려움  
오사해방사.



$$= w_1 x_1 + w_2 x_2 + w_3 x_3$$

$$= \begin{bmatrix} w_1 \\ w_2 \\ w_3 \end{bmatrix}^T \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$$

$$= \mathbf{w}^T \mathbf{x}$$

$$= \mathbf{x}^T \mathbf{w}$$

Figure 10-4. Threshold logic unit

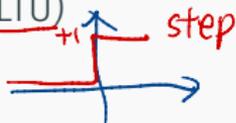
Perceptron ⇒ binary classifier

이러한 neuron의 기능

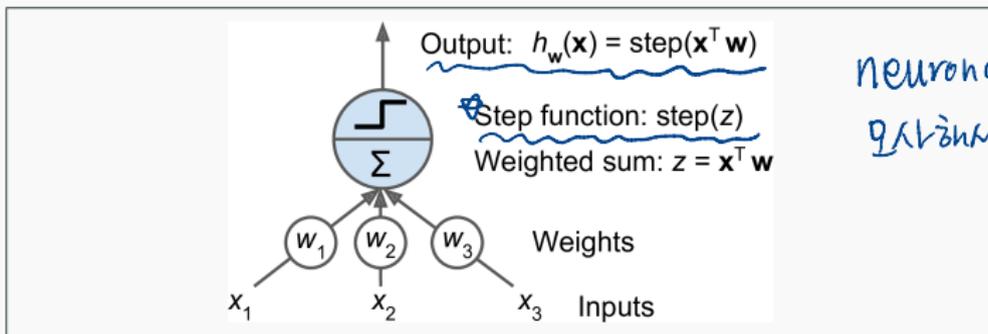
$$z = \underbrace{w_1 x_1 + w_2 x_2 + \dots + w_m x_m}_{m\text{th input}} = \begin{bmatrix} w_1 \\ w_2 \\ \vdots \\ w_m \end{bmatrix}^T \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_m \end{bmatrix} = \mathbf{w}^T \mathbf{x} \quad (1)$$

Threshold logic unit (TLU) or linear threshold unit (LTU)

$$\mathbf{h}_w(\mathbf{x}) = \text{step}(z) = \text{step}(\mathbf{w}^T \mathbf{x})$$



# Threshold logic unit



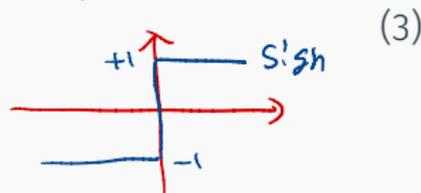
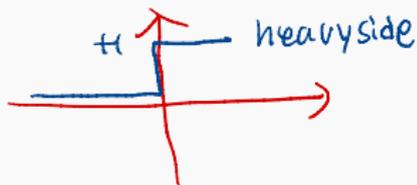
neuron이 하나씩 하나씩  
구사해서 만든.

Figure 10-4. Threshold logic unit

Common step functions used in Perceptrons

$$\text{heavyside}(z) = \begin{cases} 0 & \text{if } z < 0 \\ 1 & \text{otherwise} \end{cases}$$

$$\text{sign}(z) = \begin{cases} -1 & \text{if } z < 0 \\ 0 & \text{if } z = 0 \\ +1 & \text{otherwise} \end{cases}$$



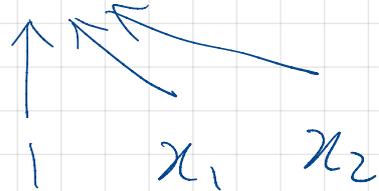


$$\text{output 1} = \text{step}(w_1^T x + b_1) = \text{step} \left( \begin{bmatrix} w_{1,1} \\ w_{1,2} \end{bmatrix}^T \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + b_1 \right)$$



$$\text{step}(w_2^T x + b_2)$$

$$\text{step}(w_3^T x + b_3)$$



$$x = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\text{output} = \begin{bmatrix} \text{output 1} \\ \text{output 2} \\ \text{output 3} \end{bmatrix} = \begin{bmatrix} \text{step}(w_1^T x + b_1) \\ \text{step}(w_2^T x + b_2) \\ \text{step}(w_3^T x + b_3) \end{bmatrix}$$

$$W = \begin{bmatrix} 1 & 1 & 1 \\ w_1 & w_2 & w_3 \\ 1 & 1 & 1 \end{bmatrix}^T \Rightarrow \text{step} \left( \begin{matrix} 3 \times 2 & 2 \times 1 \\ W & x \\ + & b \end{matrix} \right)$$

$$\begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$$

직접입.



## Deep(Feedforward) Networks

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→  
앞방향, 뒤방향.

# Multi-layer perceptron algorithm

(MLP)

모든 것을 분산시키기  
hidden layer를 여러개  
hidden layer 안의 perceptron의 수를 ↑

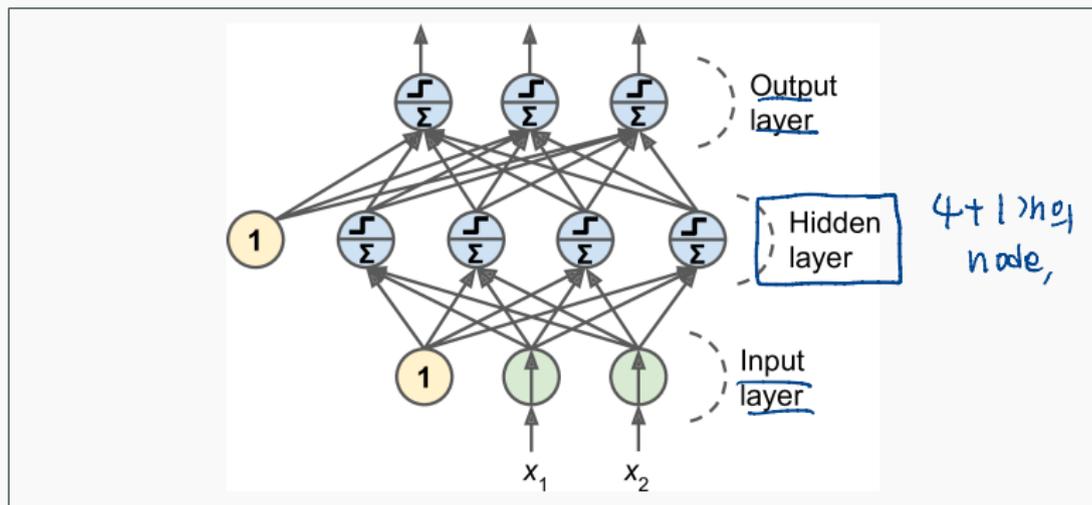


Figure 10-7. Multi-Layer Perceptron

# Activation functions and their derivatives

activation  $\rightarrow$  step Cheavyside,  $\text{sgn} \rightarrow$  discrete  $\rightarrow$   $\rightarrow$  (한)

$\hookrightarrow$  nonlinear  $\rightarrow$  activation function,

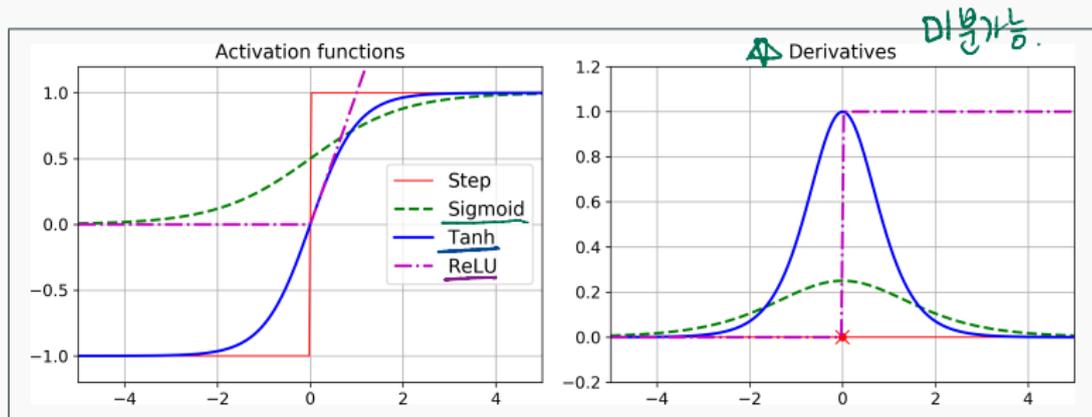


Figure 10-8. Activation functions and their derivatives

# A modern MLP (including ReLU and softmax) for classification



$[1, 2, 3] \rightarrow \text{softmax} \rightarrow [\frac{1}{6}, \frac{2}{6}, \frac{3}{6}] \quad \Sigma = 1 \text{ 만드는데}$   
 $\Rightarrow$  각각의 확률을 바.

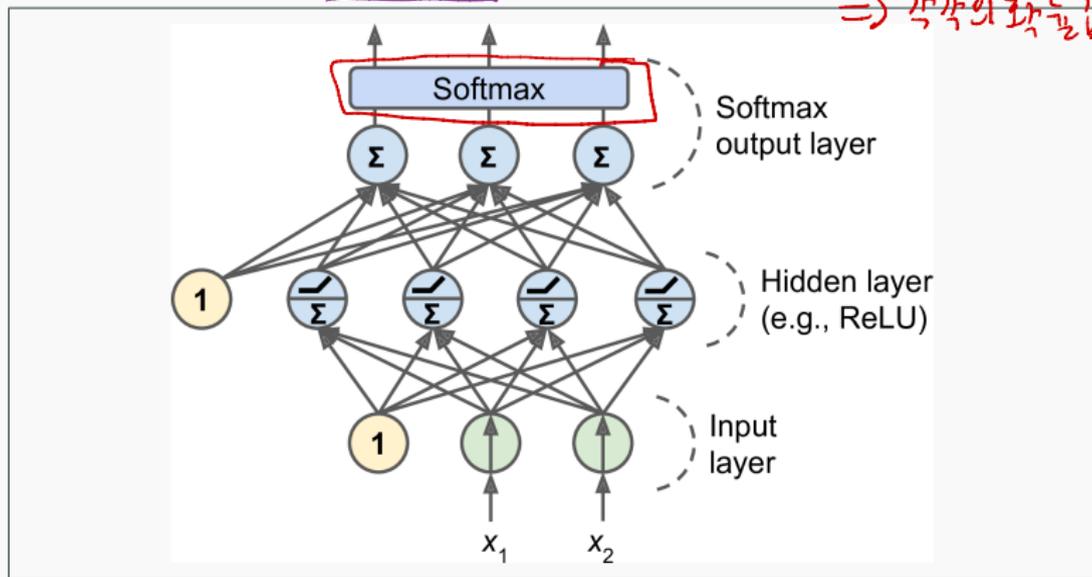


Figure 10-9. A modern MLP (including ReLU and softmax) for classification

# class 5개인 문제.

output softmax  
 $0 \rightarrow$  #1 인데 확률  
 $0 \rightarrow$  #2  
 $0 \rightarrow$  #3  
 $0 \rightarrow$  :  
 $0 \rightarrow$  #5 ..

}  $\rightarrow$  제일 높은 확률 값을 선택.  $\Rightarrow$  classification

# Deep feedforward networks

Deep Feedforward Networks, Multi-Layer Perceptron, or Feedforward Neural Networks MLP (FNN)

~~✗~~ Fully Connected Multi-layer

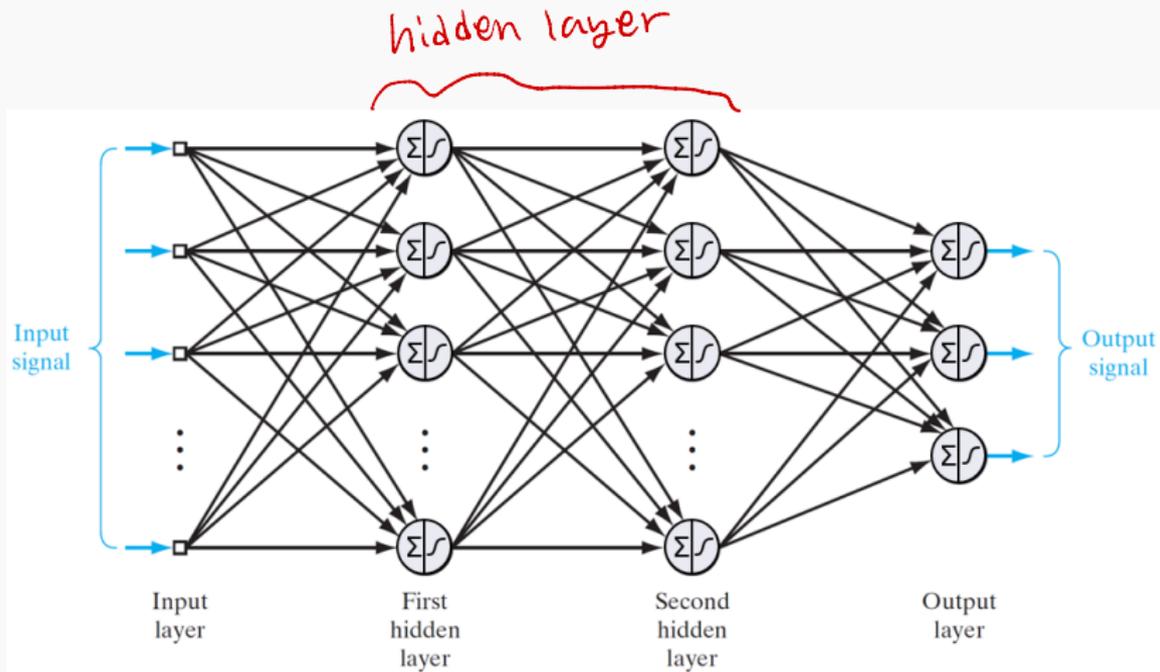
~~✗~~ Feedforward  $\implies$  Feedback이 없음 RNN  
(Feedback 이 있는 신경망: Recurrent Neural Networks)

~~✗~~ Nonlinear Activation Functions

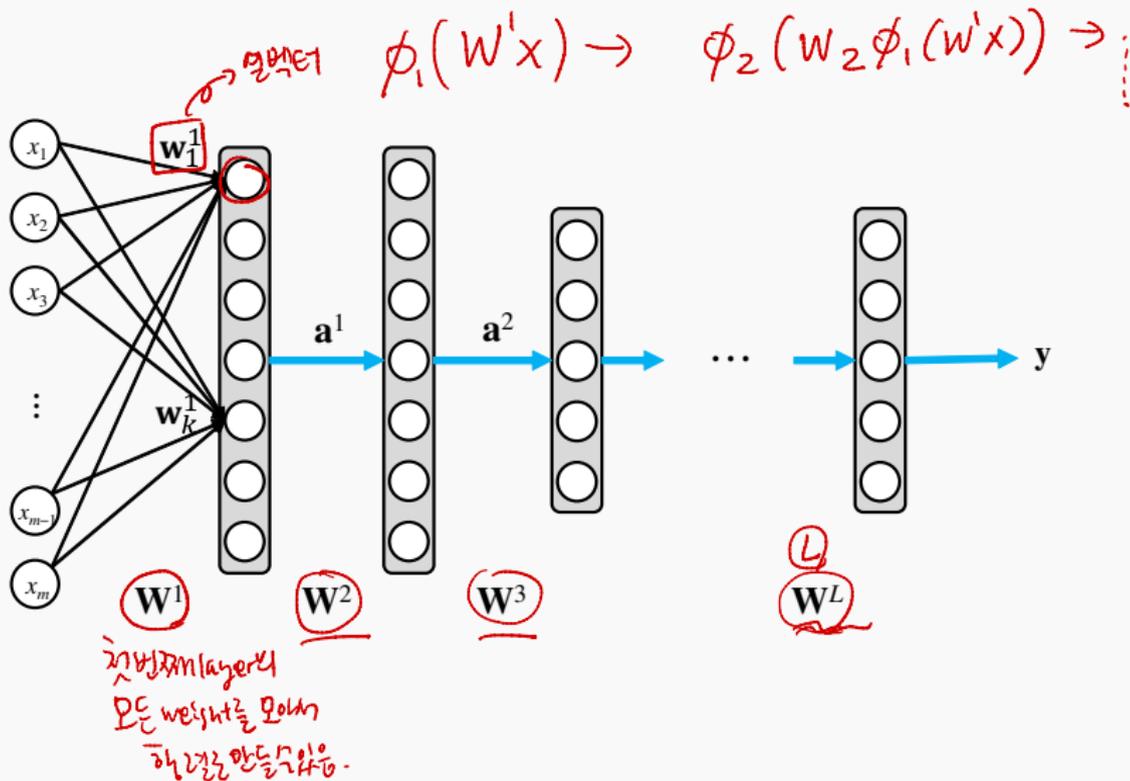
- Rumelhart (1986) 의 Backpropagation (역전파) 알고리즘 이후 집중적 연구

Reverse-mode Autodiff 를 사용한 Gradient-based learning 방법

# Deep feedforward networks



# Goal of deep feedforward networks



# Goal of deep feedforward networks

Let  $\mathbf{W}^l = \begin{bmatrix} \mathbf{w}_1^l & \mathbf{w}_2^l & \dots & \mathbf{w}_{m_l}^l \end{bmatrix}$  and  $\varphi^l$  be the activation function.  
for layer  $l$ , then *이런 layer의 weight도*

$$\mathbf{y}^1 = \varphi^1(\mathbf{W}^1 \mathbf{x}) \quad (6)$$

$$\mathbf{y}^2 = \varphi^2(\mathbf{W}^2 \mathbf{y}^1) \quad (7)$$

$$= \varphi^2(\mathbf{W}^2 (\varphi^1(\mathbf{W}^1 \mathbf{x}))) \quad (8)$$

$$\mathbf{y}^3 = \varphi^3(\mathbf{W}^3 \mathbf{y}^2) \quad (9)$$

$$= \varphi^3(\mathbf{W}^3 \varphi^2(\mathbf{W}^2 \mathbf{y}^1)) \quad (10)$$

$$= \varphi^3(\mathbf{W}^3 \varphi^2(\mathbf{W}^2 \varphi^1(\mathbf{W}^1 \mathbf{x}))) \quad (11)$$

...

*연속적 반복적*

*feed-forward*

$$\mathbf{y} = \varphi^L(\mathbf{W}^L \varphi^{L-1}(\mathbf{W}^{L-1} \varphi^{L-2}(\dots \varphi^2(\mathbf{W}^2 \varphi^1(\mathbf{W}^1 \mathbf{x})) \dots))) \quad (12)$$

Very much complex nonlinear function *구분 안되니 = 덩어리*

$\Rightarrow$  require universal function approximator  $\rightarrow$  *Back propagation.*

# Nonlinear activation functions

Logistic sigmoid function

$$\sigma(z) = \frac{1}{1 + e^{-z}} \quad (13)$$

$$\sigma'(z) = \sigma(z)(1 - \sigma(z)) \quad (14)$$

Hyperbolic tangent function tanh

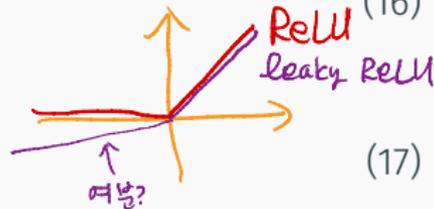
$$\varphi(z) = \tanh(z) = \frac{e^z - e^{-z}}{e^z + e^{-z}} \quad (15)$$

$$\varphi'(z) = 2\varphi(2z) - 1 \quad (16)$$

Rectified linear unit function ReLU

$$\text{ReLU}(z) = \max(0, z) \quad (17)$$

$$\text{ReLU}'(z) = \begin{cases} 0 & \text{if } z \leq 0 \\ 1 & \text{otherwise} \end{cases} \quad (18)$$



# Nonlinear activation functions

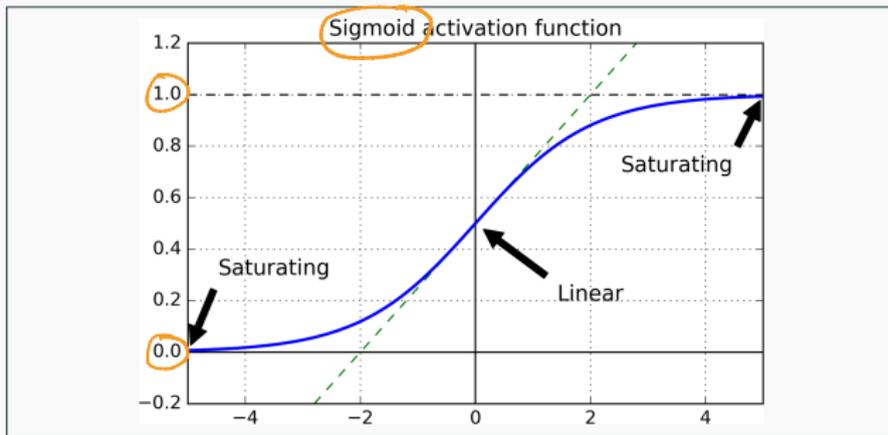


Figure 11-1. Logistic activation function saturation

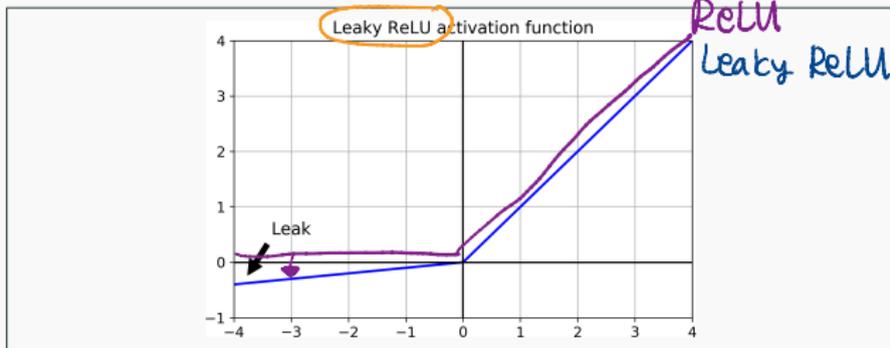


Figure 11-2. Leaky ReLU

# Appendix

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## Reference and further reading

- “Chap 10 | Introduction to Artificial Neural Network with Keras” and “ Chap 11 | Training Deep Neural Networks” of A. Geron, Hands-On Machine Learning with Scikit-Learn, Keras & TensorFlow