



CS 540 Introduction to Artificial Intelligence

Perceptron

Yingyu Liang
University of Wisconsin-Madison

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Slides created by Sharon Li [modified by Yingyu Liang]

Today's outline

- Naive Bayes (cont.)
- Single-layer Neural Network (Perceptron)



Part I: Naïve Bayes (cont.)

Example 1: Play outside or not?

- If weather is sunny, would you likely to play outside?

Posterior probability $p(\text{Yes} \mid \text{☀})$ vs. $p(\text{No} \mid \text{☀})$

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- Weather = {Sunny, Rainy, Overcast}
- Play = {Yes, No}
- Observed data {Weather, play on day m }, $m=\{1,2,\dots,N\}$

Example 1: Play outside or not?

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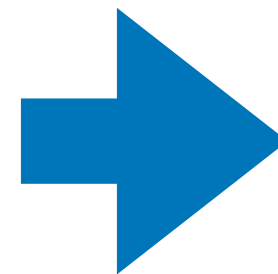
$$p(\text{Play} \mid \text{☀}) = \frac{p(\text{☀} \mid \text{Play}) p(\text{Play})}{p(\text{☀})}$$

Bayes rule

Example 1: Play outside or not?

- **Step 1:** Convert the data to a frequency table of Weather and Play

Weather	Play
Sunny	No
Overcast	Yes
Rainy	Yes
Sunny	Yes
Sunny	Yes
Overcast	Yes
Rainy	No
Rainy	No
Sunny	Yes
Rainy	Yes
Sunny	No
Overcast	Yes
Overcast	Yes
Rainy	No



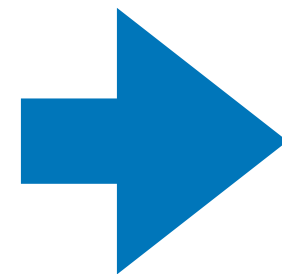
Frequency Table		
Weather	No	Yes
Overcast		4
Rainy	3	2
Sunny	2	3
Grand Total	5	9

Example 1: Play outside or not?

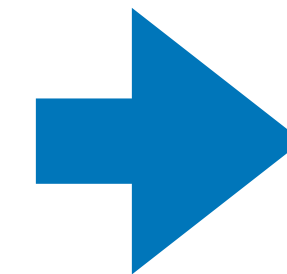
Step 1: Convert the data to a frequency table of Weather and Play

Step 2: Based on the frequency table, calculate **likelihoods** and **priors**

Weather	Play
Sunny	No
Overcast	Yes
Rainy	Yes
Sunny	Yes
Sunny	Yes
Overcast	Yes
Rainy	No
Rainy	No
Sunny	Yes
Rainy	Yes
Sunny	No
Overcast	Yes
Overcast	Yes
Rainy	No



Frequency Table		
Weather	No	Yes
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Likelihood table				
Weather	No	Yes		
Overcast		4	=4/14	0.29
Rainy	3	2	=5/14	0.36
Sunny	2	3	=5/14	0.36
All	5	9		
	=5/14	=9/14		
	0.36	0.64		

$$p(\text{Play} = \text{Yes}) = 0.64$$

$$p(\text{☀️} \mid \text{Yes}) = 3/9 = 0.33$$

Example 1: Play outside or not?

Step 3: Based on the likelihoods and priors, calculate posteriors

$$\begin{aligned} P(\text{Yes} | \text{☀}) \\ = P(\text{☀} | \text{Yes}) * P(\text{Yes}) / P(\text{☀}) \end{aligned} \quad ?$$

$$\begin{aligned} P(\text{No} | \text{☀}) \\ = P(\text{☀} | \text{No}) * P(\text{No}) / P(\text{☀}) \end{aligned} \quad ?$$

Example 1: Play outside or not?

Step 3: Based on the likelihoods and priors, calculate posteriors

$$\begin{aligned} P(\text{Yes} | \text{☀}) \\ &= P(\text{☀} | \text{Yes}) * P(\text{Yes}) / P(\text{☀}) \\ &= 0.33 * 0.64 / 0.36 \\ &= 0.6 \end{aligned}$$

$$\begin{aligned} P(\text{No} | \text{☀}) \\ &= P(\text{☀} | \text{No}) * P(\text{No}) / P(\text{☀}) \\ &= 0.4 * 0.36 / 0.36 \\ &= 0.4 \end{aligned}$$

$P(\text{Yes} | \text{☀}) > P(\text{No} | \text{☀})$ go outside and play!

Bayesian classification

$$\begin{aligned} \hat{y} &= \arg \max_y p(y | \mathbf{x}) && \text{(Posterior)} \\ \text{(Prediction)} &&& \\ &= \arg \max_y \frac{p(\mathbf{x} | y) \cdot p(y)}{p(\mathbf{x})} && \text{(by Bayes' rule)} \\ &= \arg \max_y p(\mathbf{x} | y)p(y) \end{aligned}$$

Bayesian classification

What if \mathbf{x} has multiple attributes $\mathbf{x} = \{X_1, \dots, X_k\}$

$$\hat{y} = \arg \max_y p(y | X_1, \dots, X_k) \quad (\text{Posterior})$$

(Prediction)

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Bayesian classification

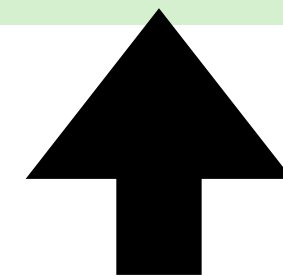
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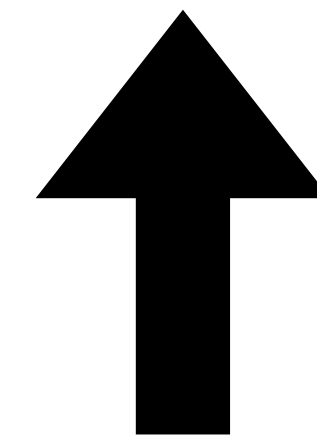
Class conditional
likelihood

Class prior

Naïve Bayes Assumption

Conditional independence of feature attributes

$$p(X_1, \dots, X_k | y)p(y) = \prod_{i=1}^k p(X_i | y)p(y)$$



Easier to estimate
(using MLE!)

Quiz break

Q1-1: Which of the following about Naive Bayes is incorrect?

- A Attributes can be nominal or numeric
- B Attributes are equally important
- C Attributes are statistically dependent of one another given the class value
- D Attributes are statistically independent of one another given the class value
- E All of above

Quiz break

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Quiz break

Q1-2: Consider a classification problem with two binary features, $x_1, x_2 \in \{0, 1\}$, $y \in \{1, \dots, 32\}$. Suppose $P(Y = y) = 1/32$, $P(x_1 = 1 | Y = y) = y/46$, $P(x_2 = 1 | Y = y) = y/62$. Which class will naive Bayes classifier produce on a test item with $x_1 = 1$ and $x_2 = 0$?

- A 16
- B 26
- C 31
- D 32

Quiz break

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Q1-3: Consider the following dataset showing the result whether a person has passed or failed the exam based on various factors. Suppose the factors are independent to each other. We want to classify a new instance with Confident=Yes, Studied=Yes, and Sick=No.

Confident	Studied	Sick	Result
Yes	No	No	Fail
Yes	No	Yes	Pass
No	Yes	Yes	Fail
No	Yes	No	Pass
Yes	Yes	Yes	Pass

- A Pass
- B Fail

Quiz break

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Yes	Yes	Yes	Pass

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- B Fail



Part I: Single-layer Neural Networks

How to classify

Cats vs. dogs?

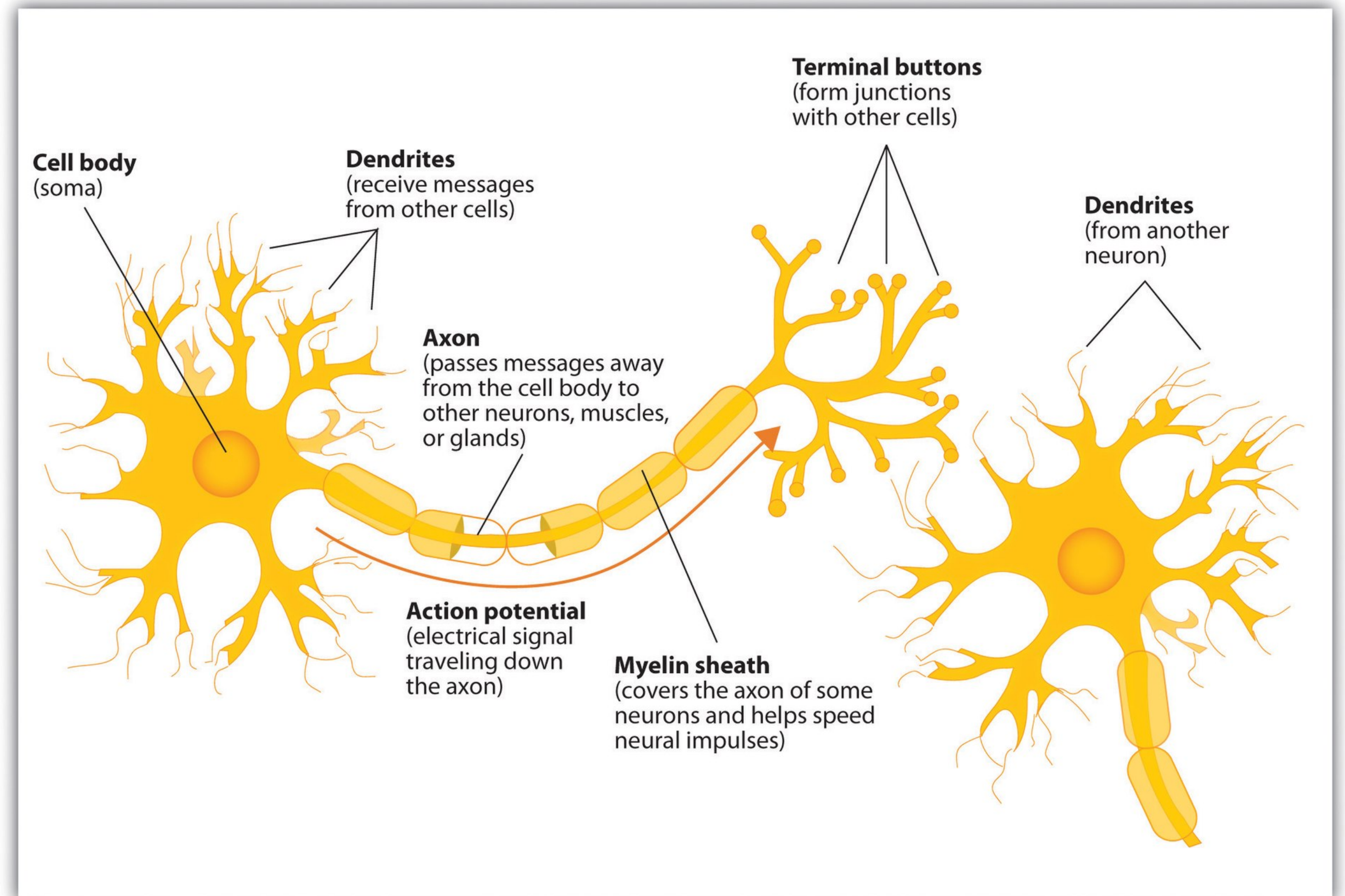


Inspiration from neuroscience

- Inspirations from human brains
- Networks of **simple** and **homogenous** units



(wikipedia)



Perceptron

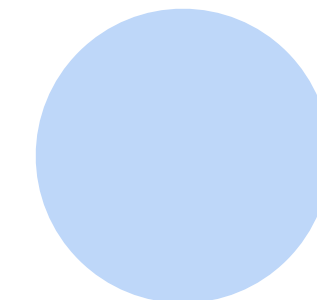
Cats vs. dogs?



Input

x_1

x_2

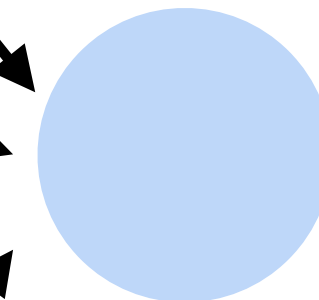


x_d

w_1

w_2

w_d



Output

Linear Perceptron

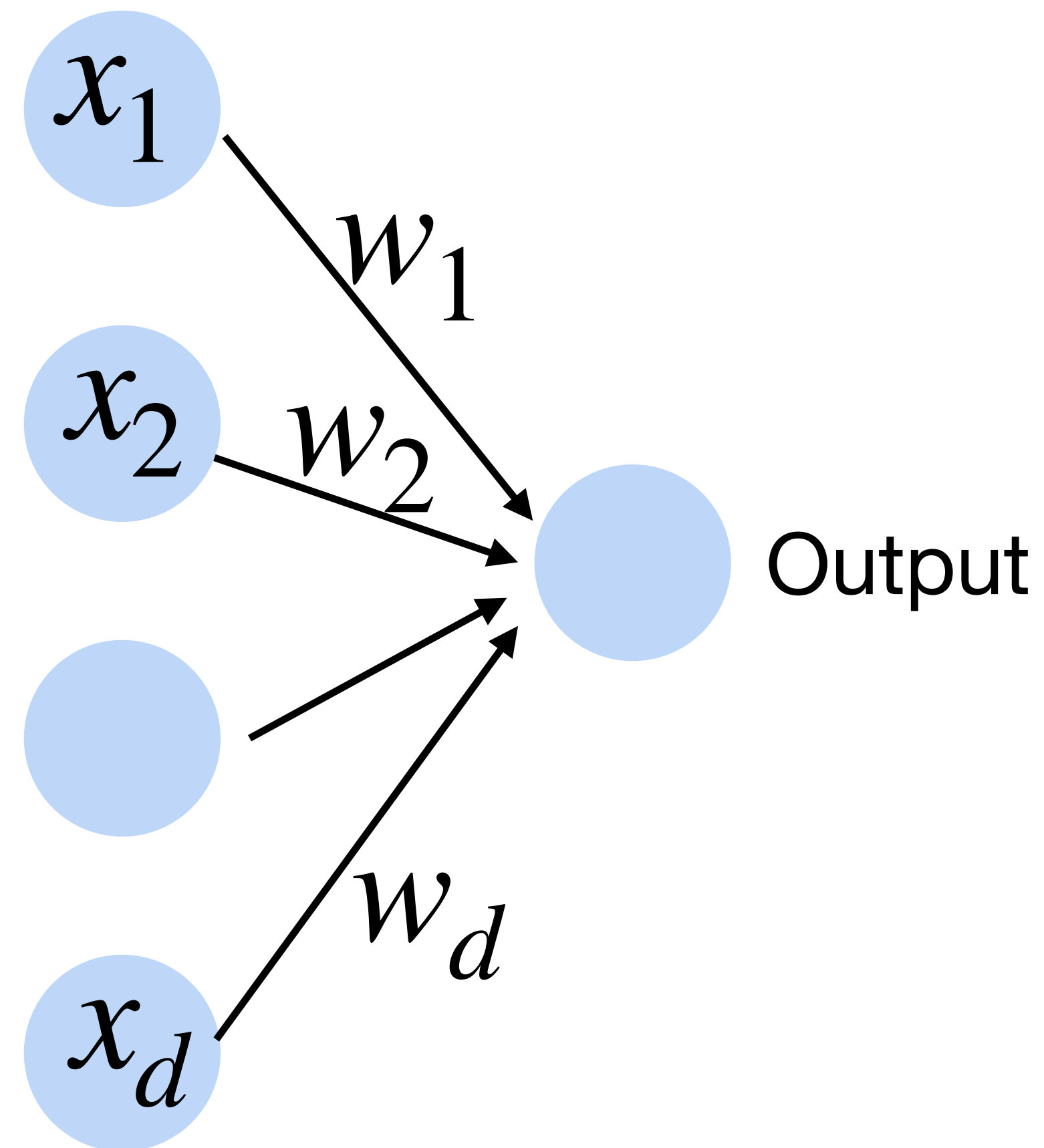
- Given input \mathbf{x} , weight \mathbf{w} and bias b , perceptron outputs:

$$f = \langle \mathbf{w}, \mathbf{x} \rangle + b$$

Cats vs. dogs?



Input



Perceptron

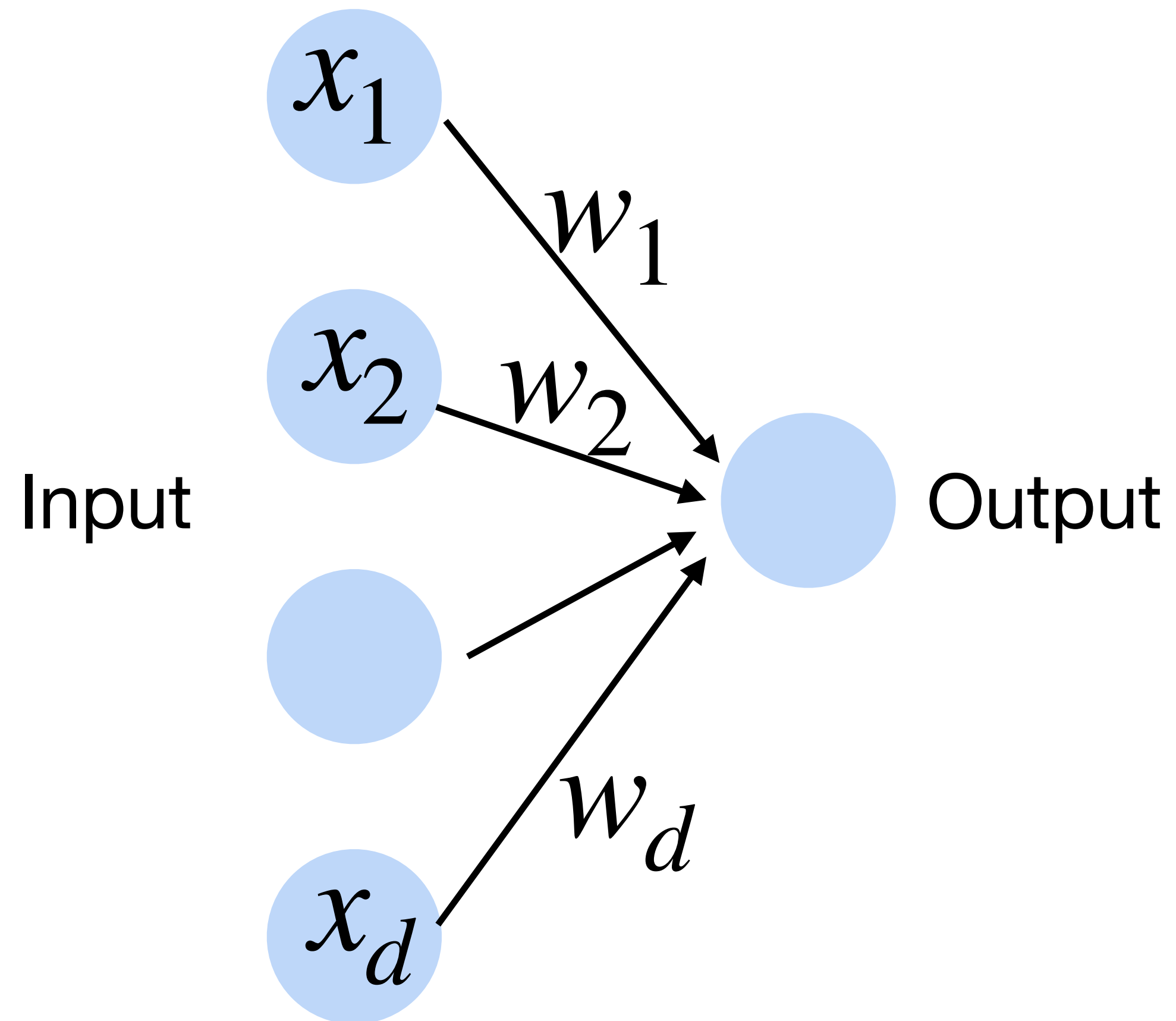
- Given input \mathbf{x} , weight \mathbf{w} and bias b , perceptron outputs:

$$o = \sigma(\langle \mathbf{w}, \mathbf{x} \rangle + b)$$

$$\sigma(x) = \begin{cases} 1 & \text{if } x > 0 \\ 0 & \text{otherwise} \end{cases}$$

Activation function

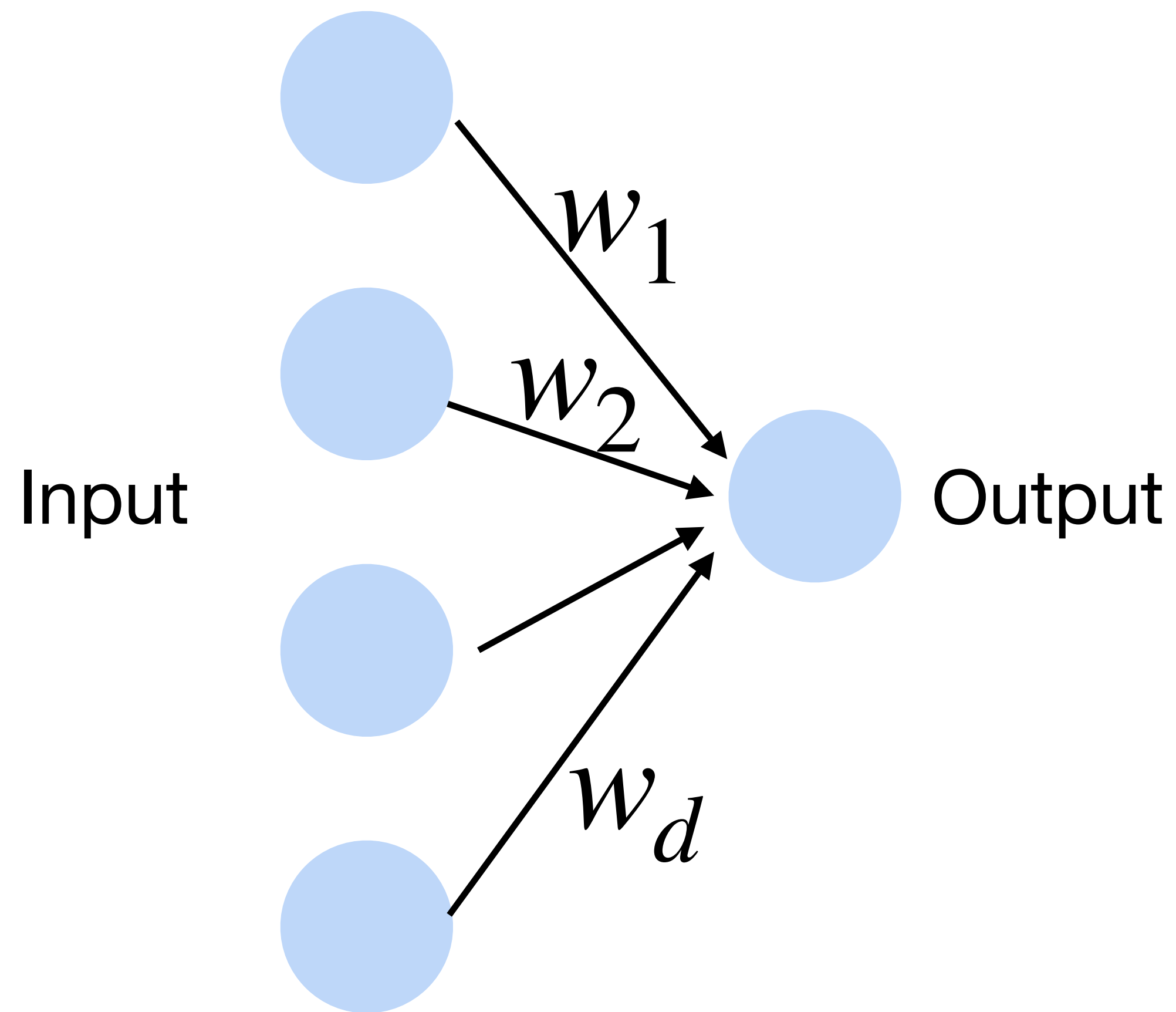
Cats vs. dogs?



Perceptron

- Goal: learn parameters $\mathbf{w} = \{w_1, w_2, \dots, w_d\}$ and b to minimize the classification error

Cats vs. dogs?



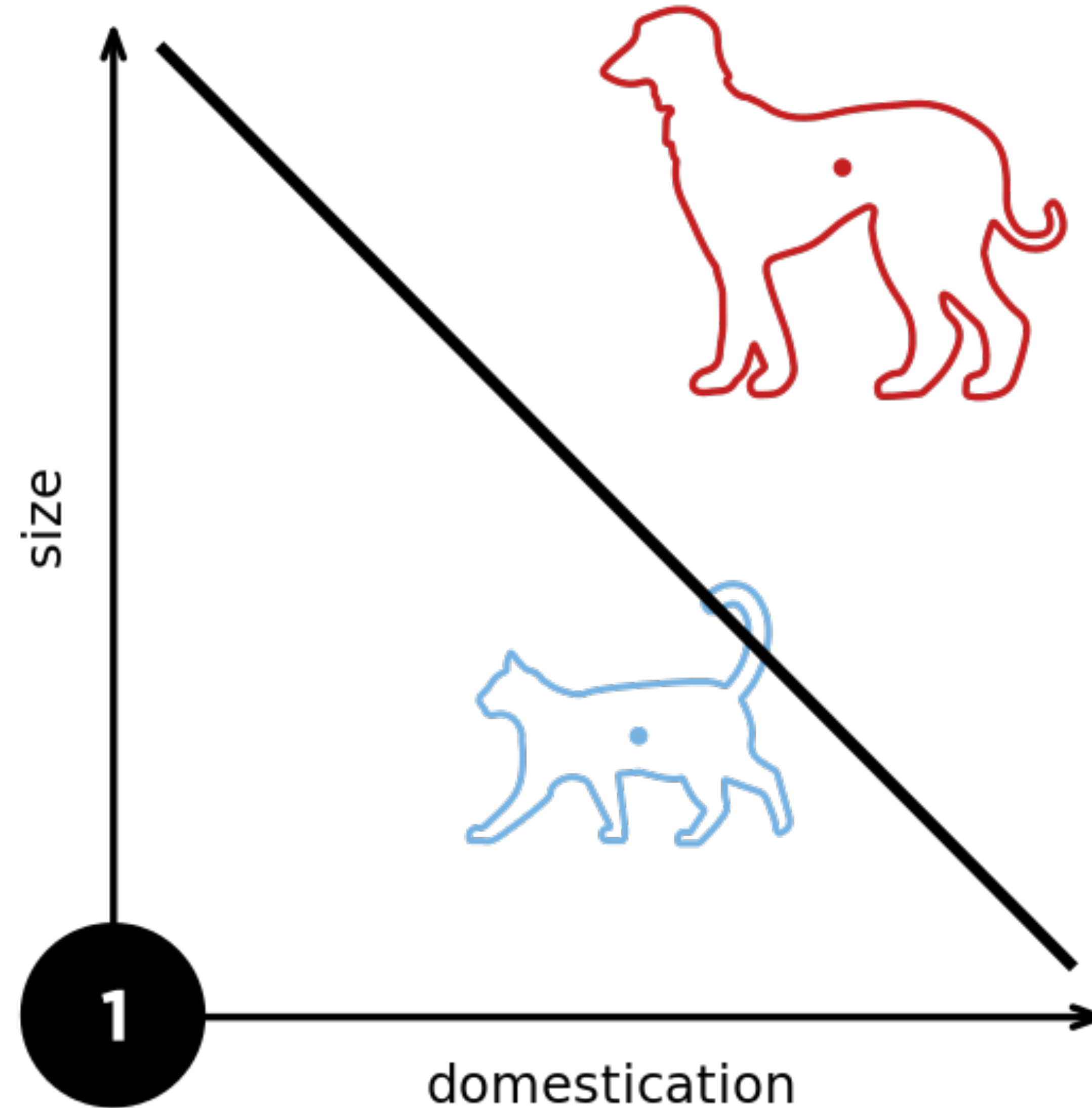
Training the Perceptron

Perceptron Algorithm

```
Initialize  $\vec{w} = \vec{0}$  // Initialize  $\vec{w}$ .  $\vec{w} = \vec{0}$  misclassifies everything.
while TRUE do // Keep looping
   $m = 0$  // Count the number of misclassifications,  $m$ 
  for  $(x_i, y_i) \in D$  do // Loop over each (data, label) pair in the dataset,  $D$ 
    if  $o_i \neq y_i$  then // If the pair  $(\vec{x}_i, y_i)$  is misclassified
       $\vec{w} \leftarrow \vec{w} + x_i$  if  $y_i = 1$ ,  $\vec{w} \leftarrow \vec{w} - x_i$  if  $y_i = 0$ 
       $m \leftarrow m + 1$  // Counter the number of misclassification
    end if
  end for
  if  $m = 0$  then // If the most recent  $\vec{w}$  gave 0 misclassifications
    break // Break out of the while-loop
  end if
end while // Otherwise, keep looping!
```

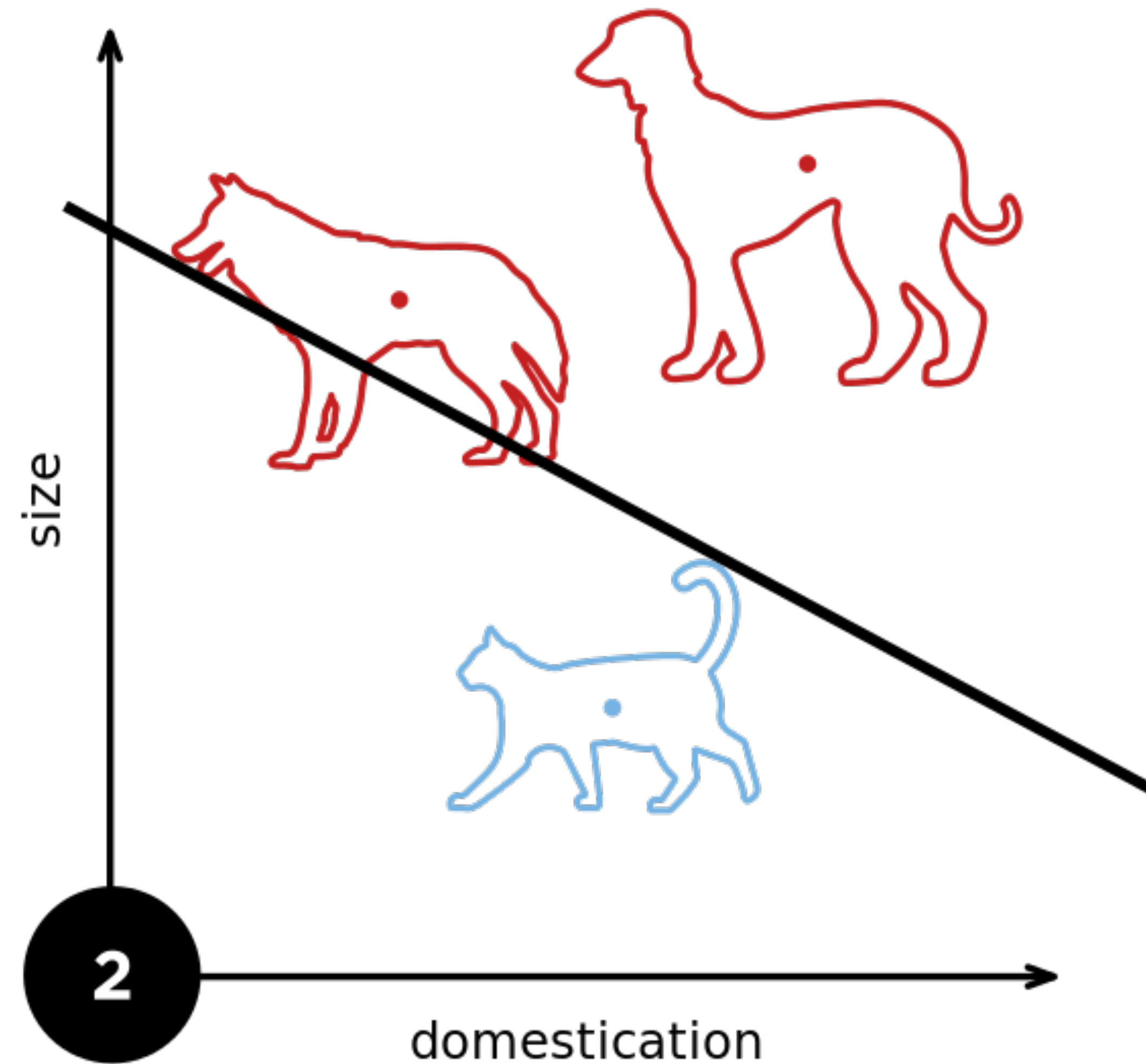
For simplicity, the weight vector and input vector are extended vectors (including the bias or the constant 1).

Perceptron



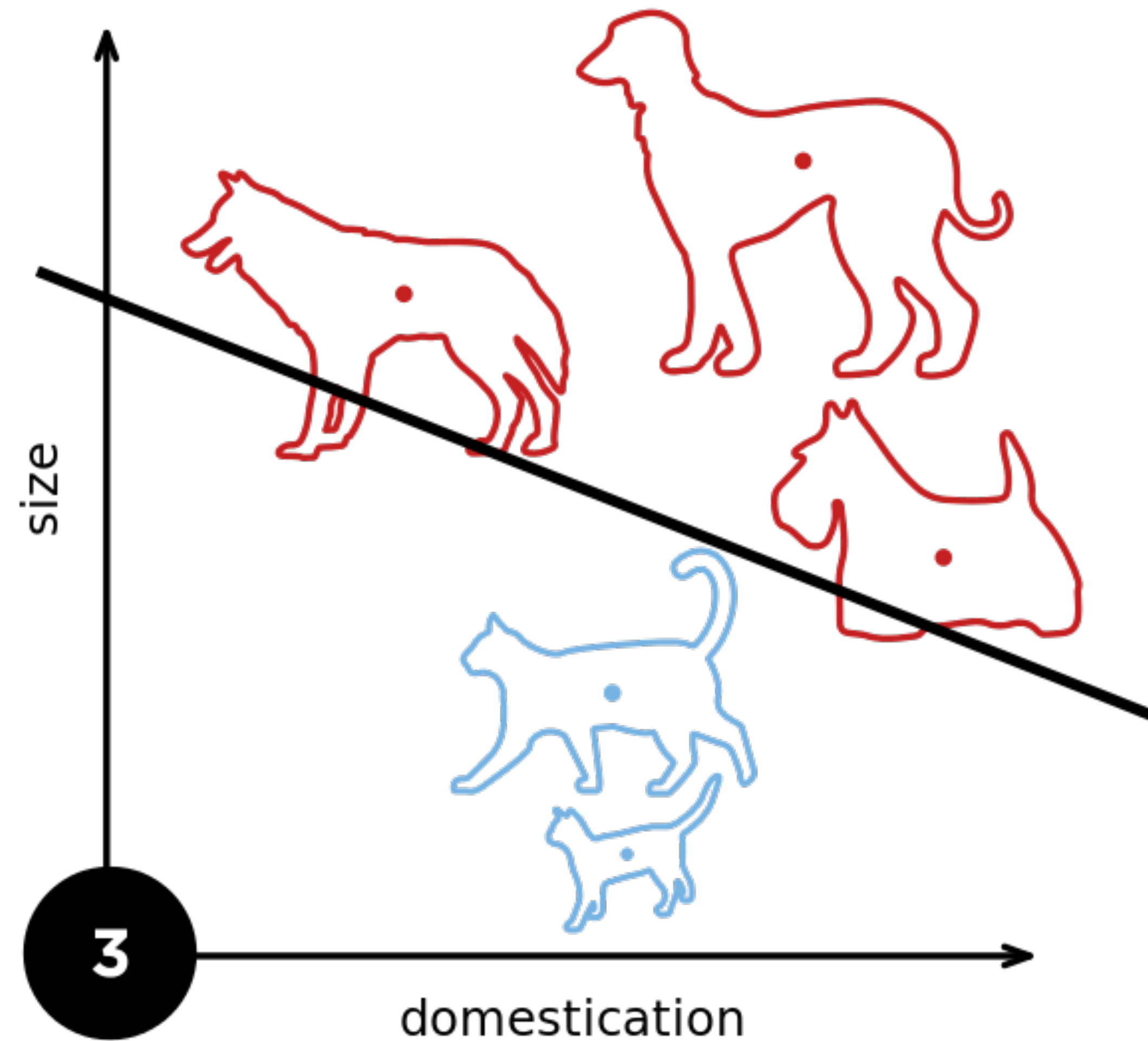
From wikipedia

Perceptron



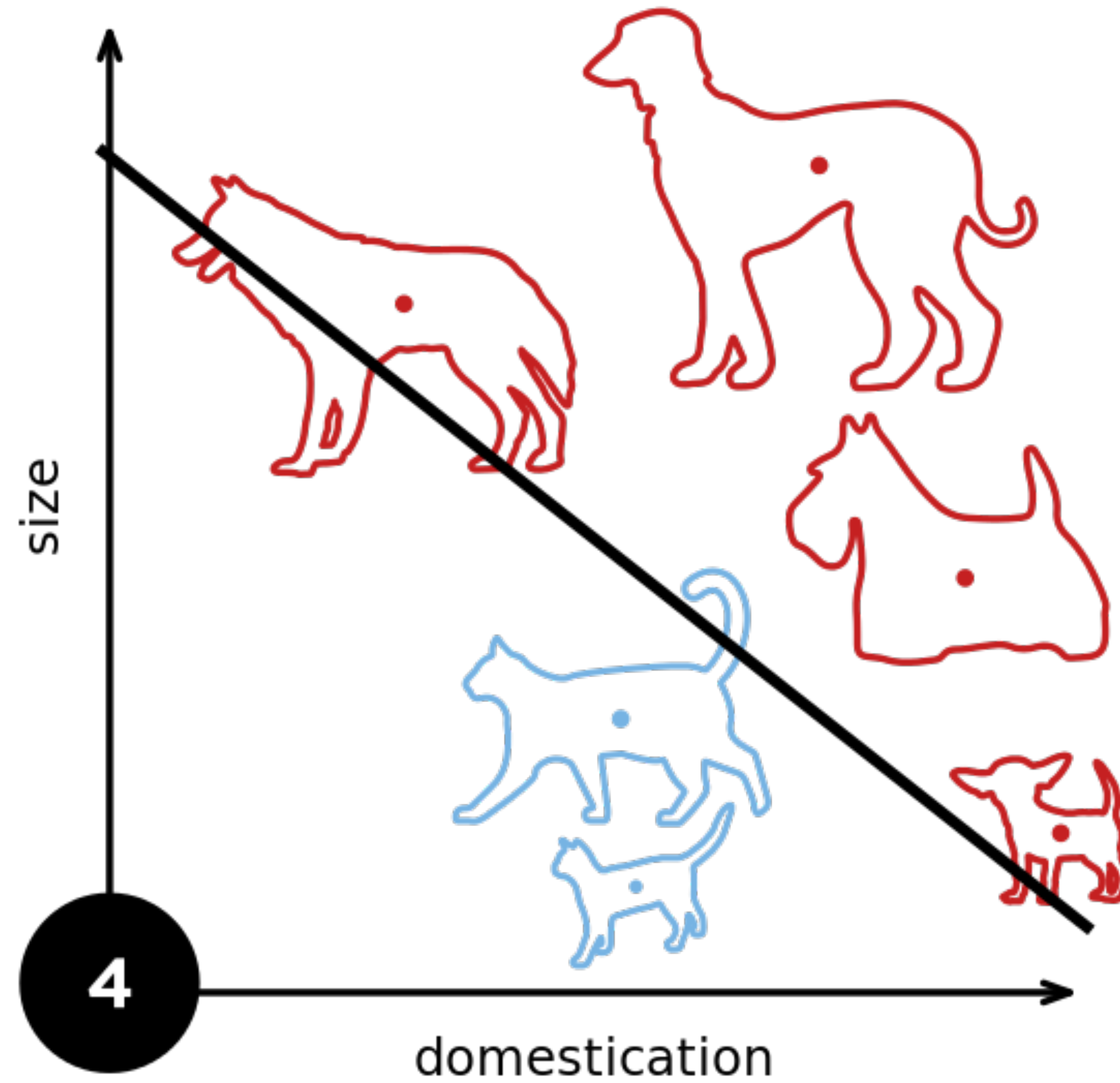
From wikipedia

Perceptron



From wikipedia

Perceptron



From wikipedia

Example 2: Predict whether a user likes a song or not



model



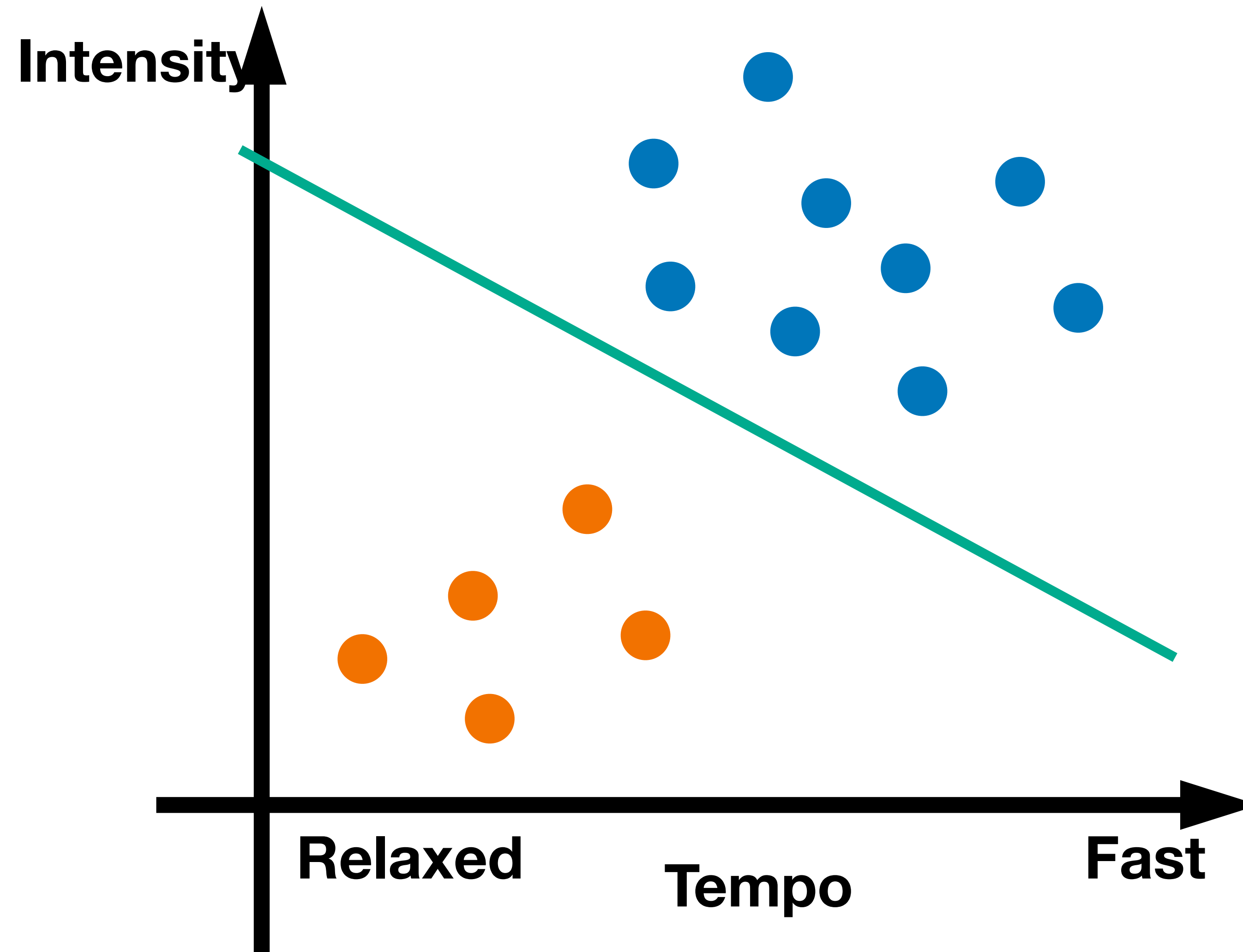
Example 2: Predict whether a user likes a song or not Using Perceptron



User Sharon

● DisLike

● Like



Learning AND function using perceptron

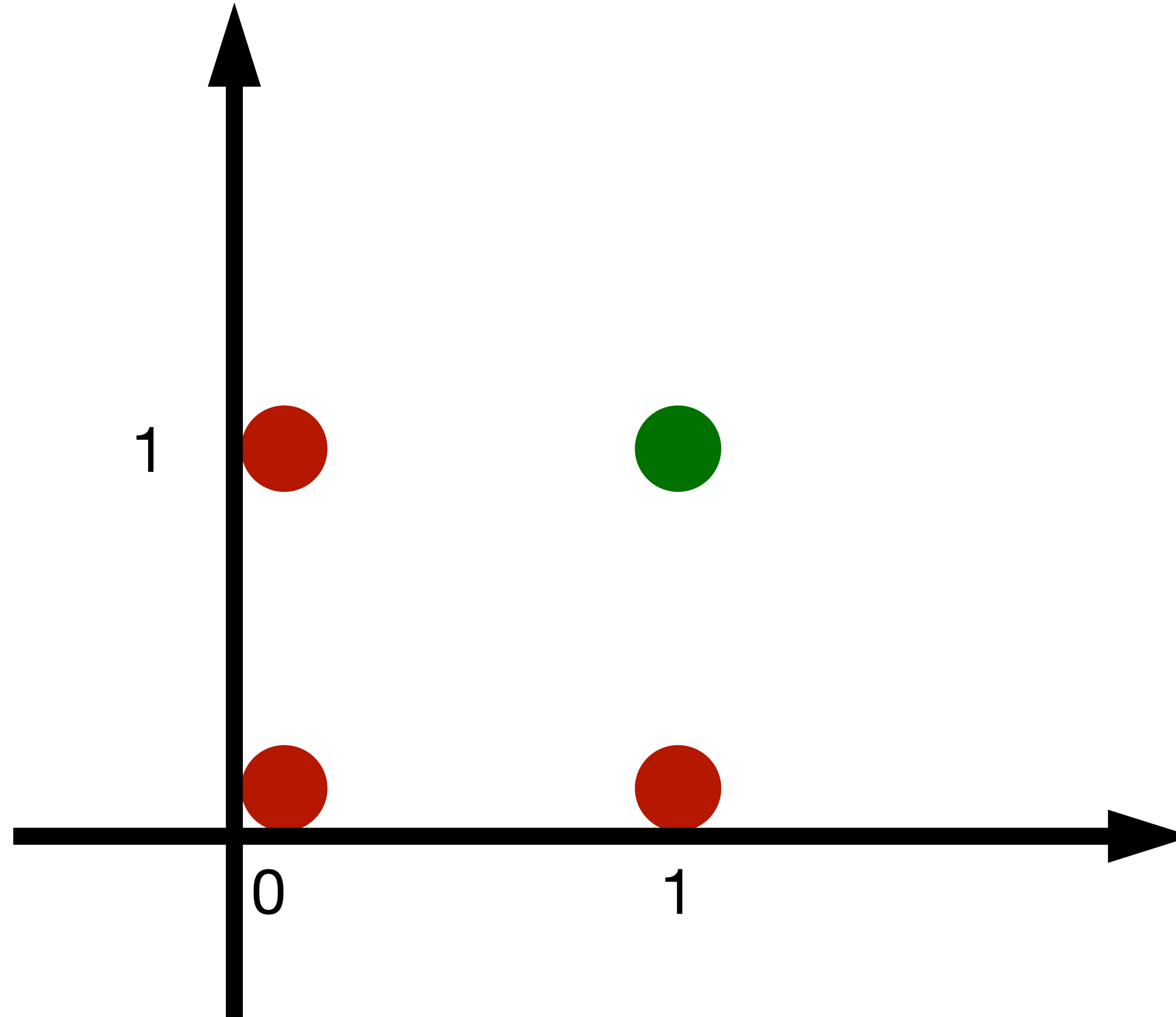
The perceptron can learn an AND function

$$x_1 = 1, x_2 = 1, y = 1$$

$$x_1 = 1, x_2 = 0, y = 0$$

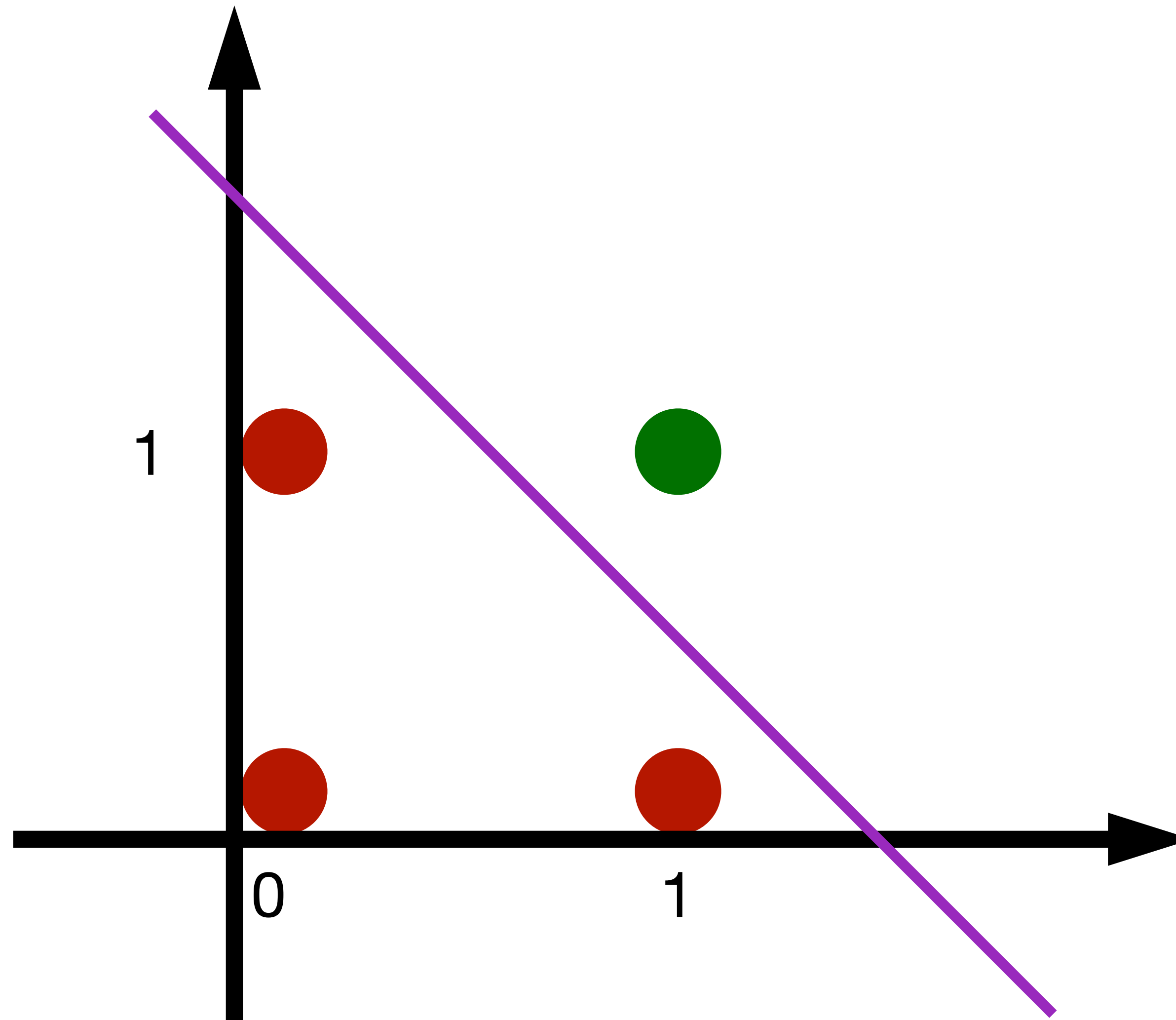
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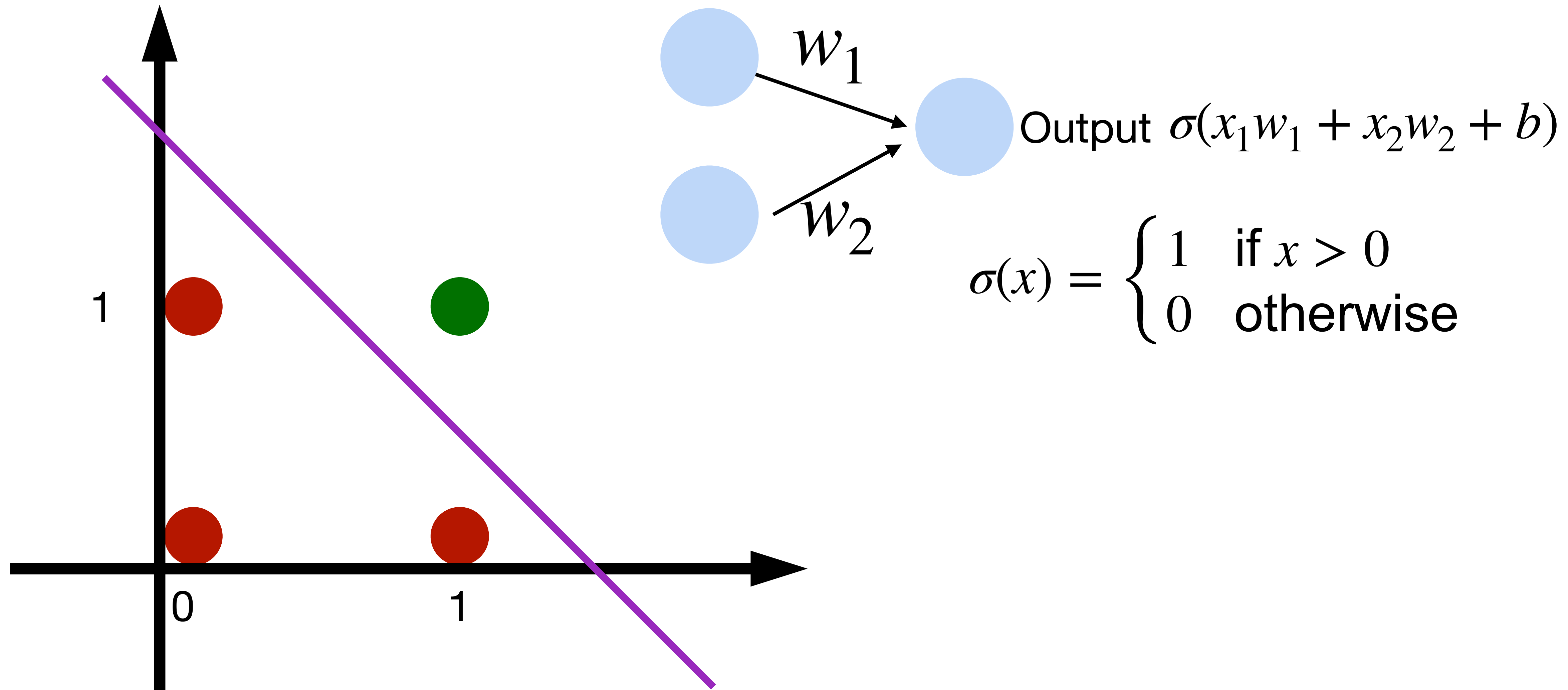
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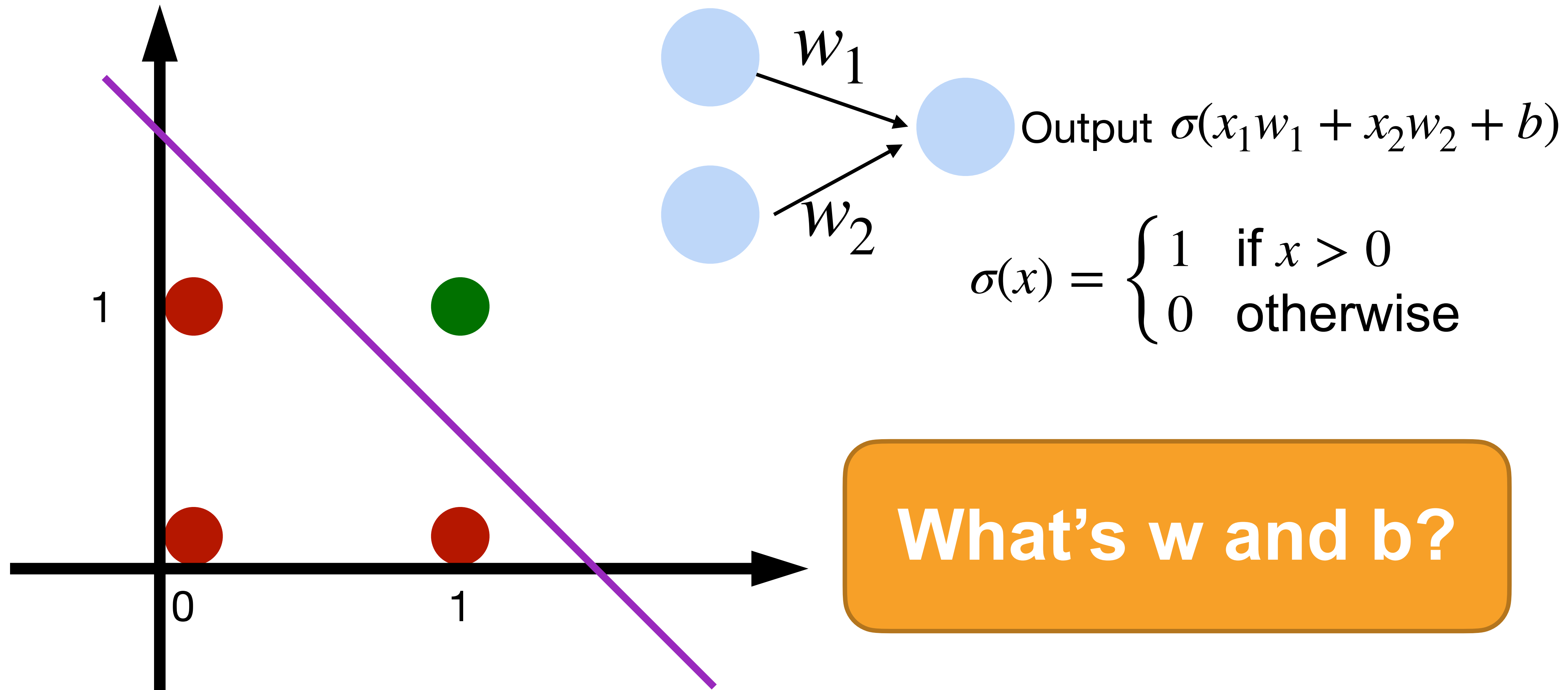
Learning AND function using perceptron

The perceptron can learn an AND function



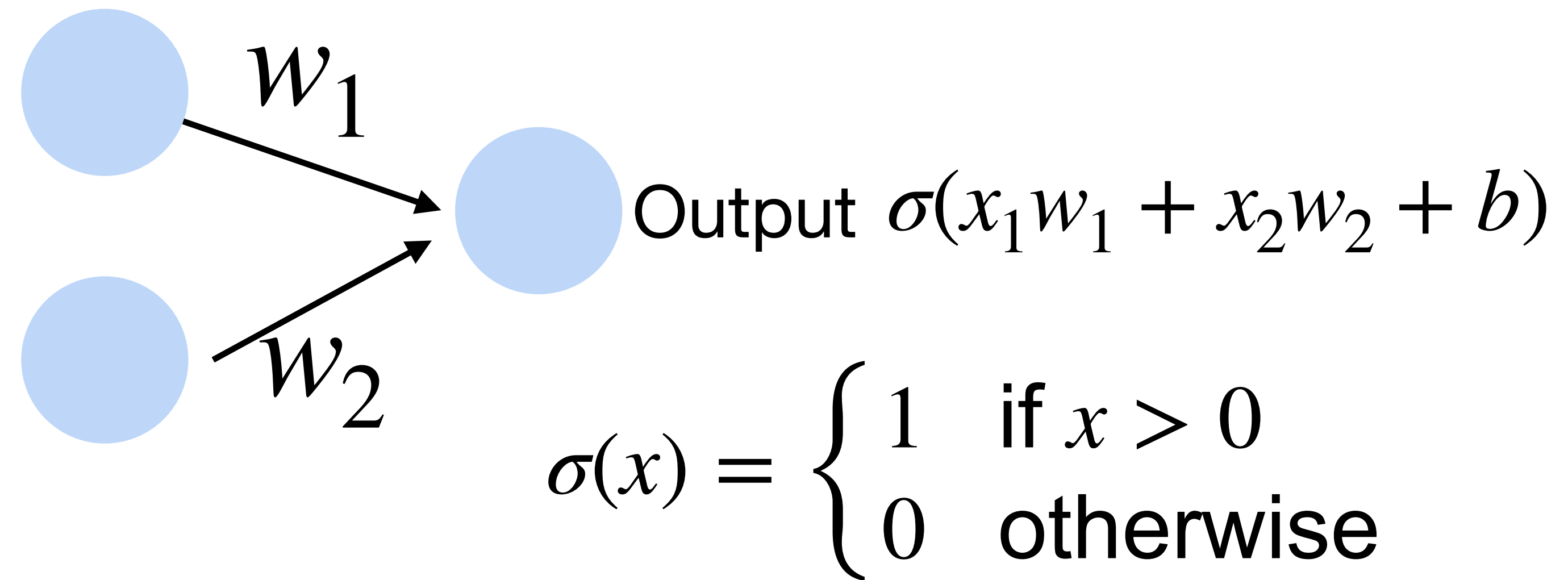
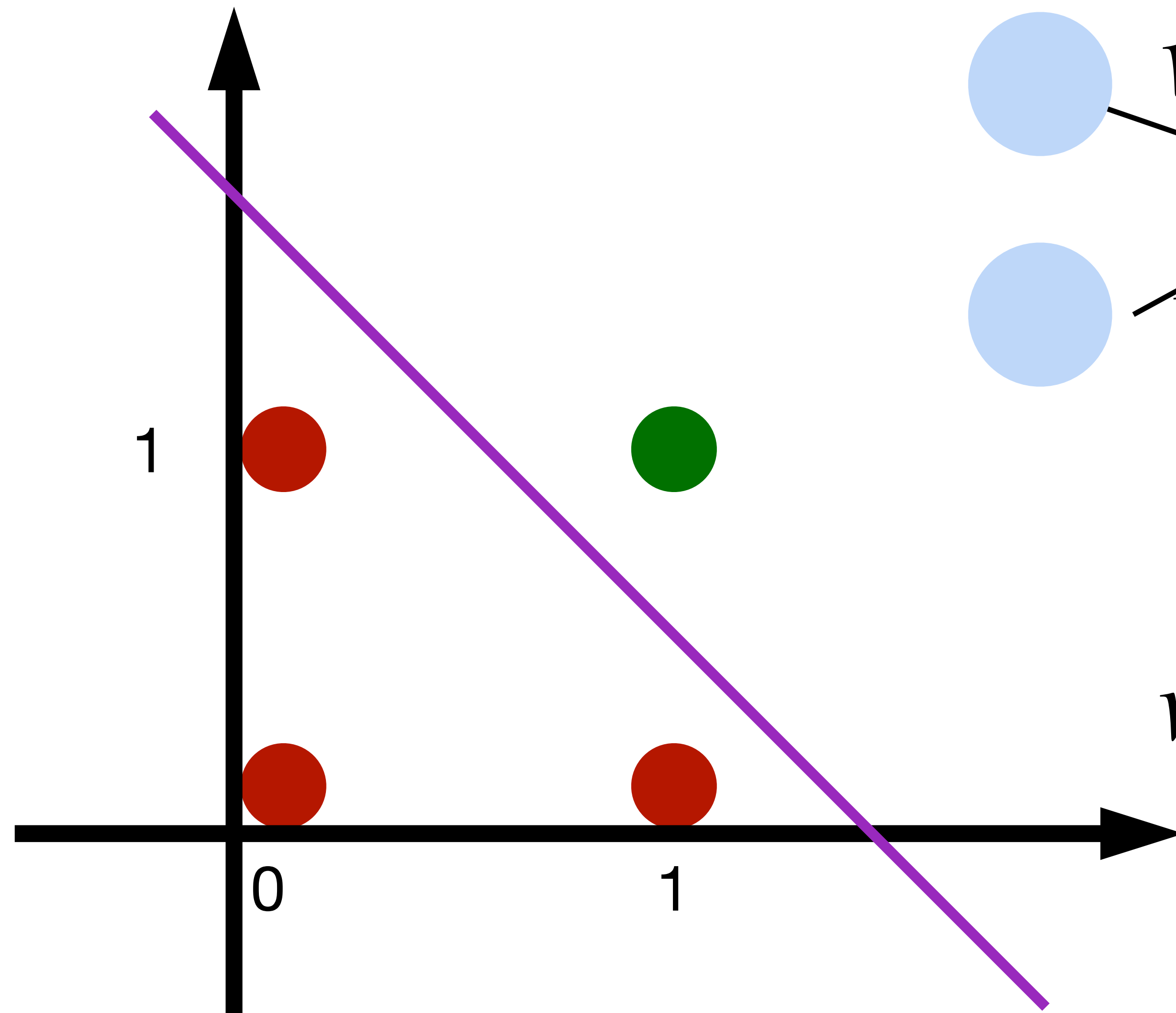
Learning AND function using perceptron

The perceptron can learn an AND function



Learning AND function using perceptron

The perceptron can learn an AND function



$$w_1 = 1, w_2 = 1, b = -1.5$$

Learning OR function using perceptron

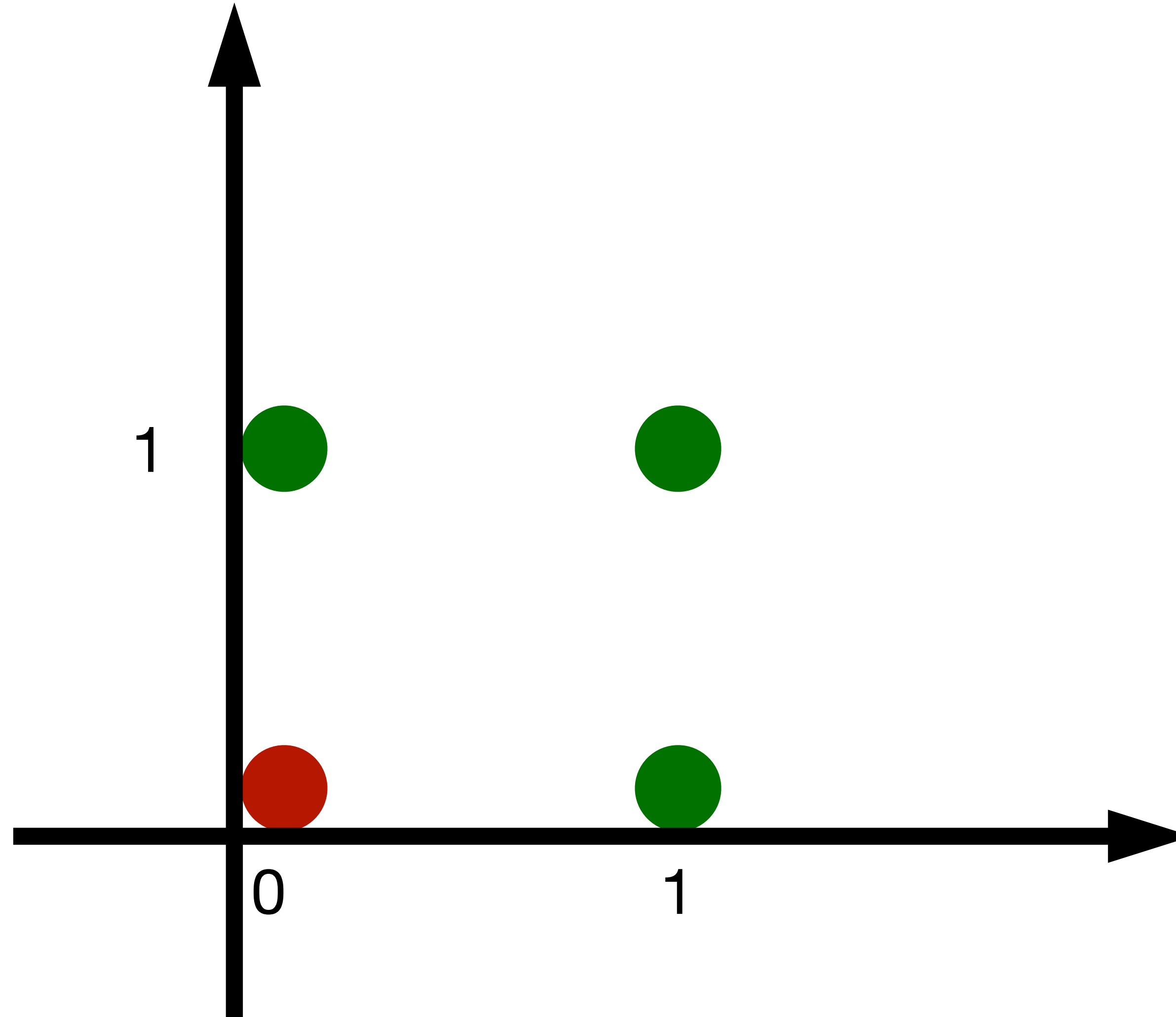
The perceptron can learn an OR function

$$x_1 = 1, x_2 = 1, y = 1$$

$$x_1 = 1, x_2 = 0, y = 1$$

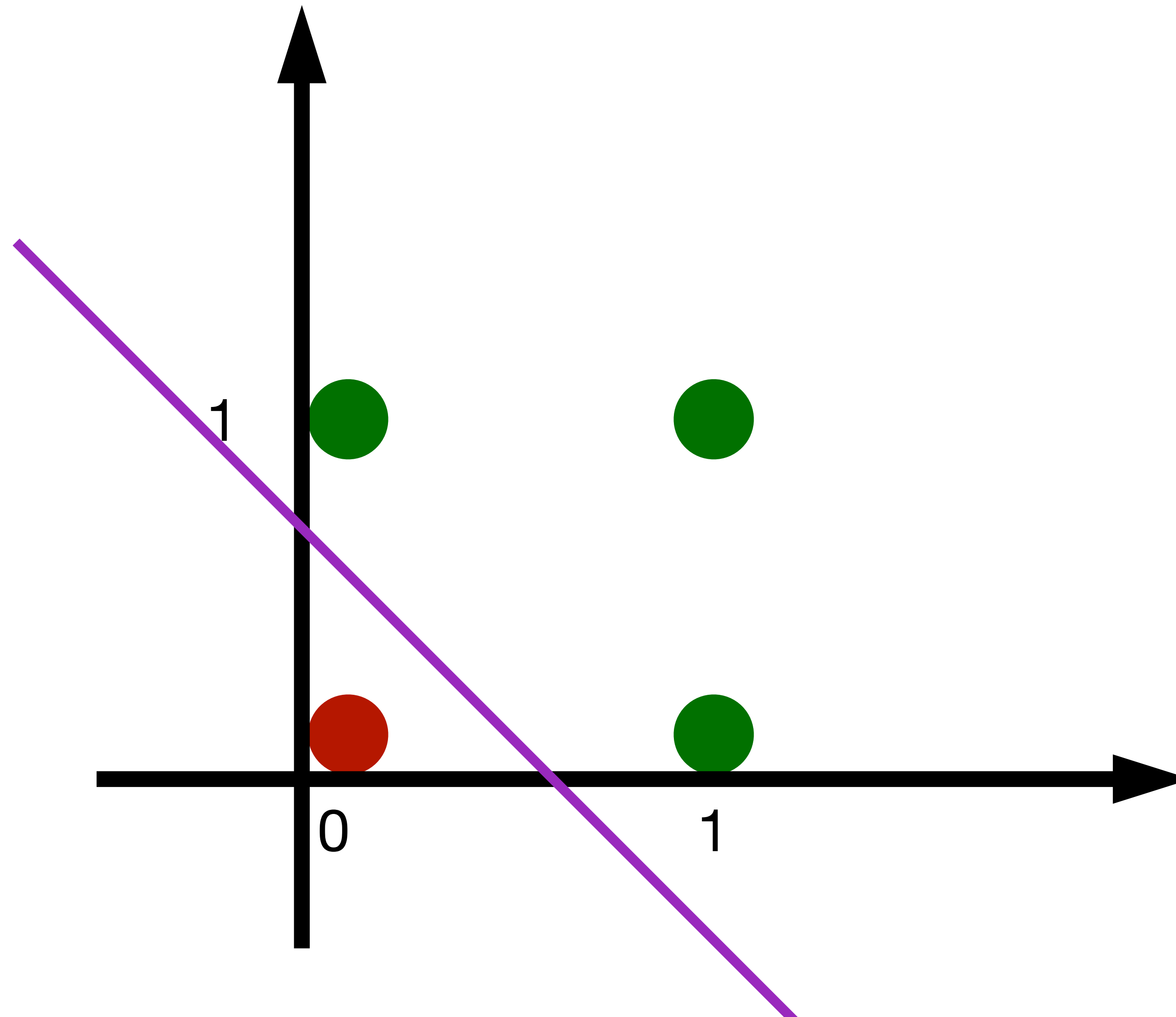
$$x_1 = 0, x_2 = 1, y = 1$$

$$x_1 = 0, x_2 = 0, y = 0$$



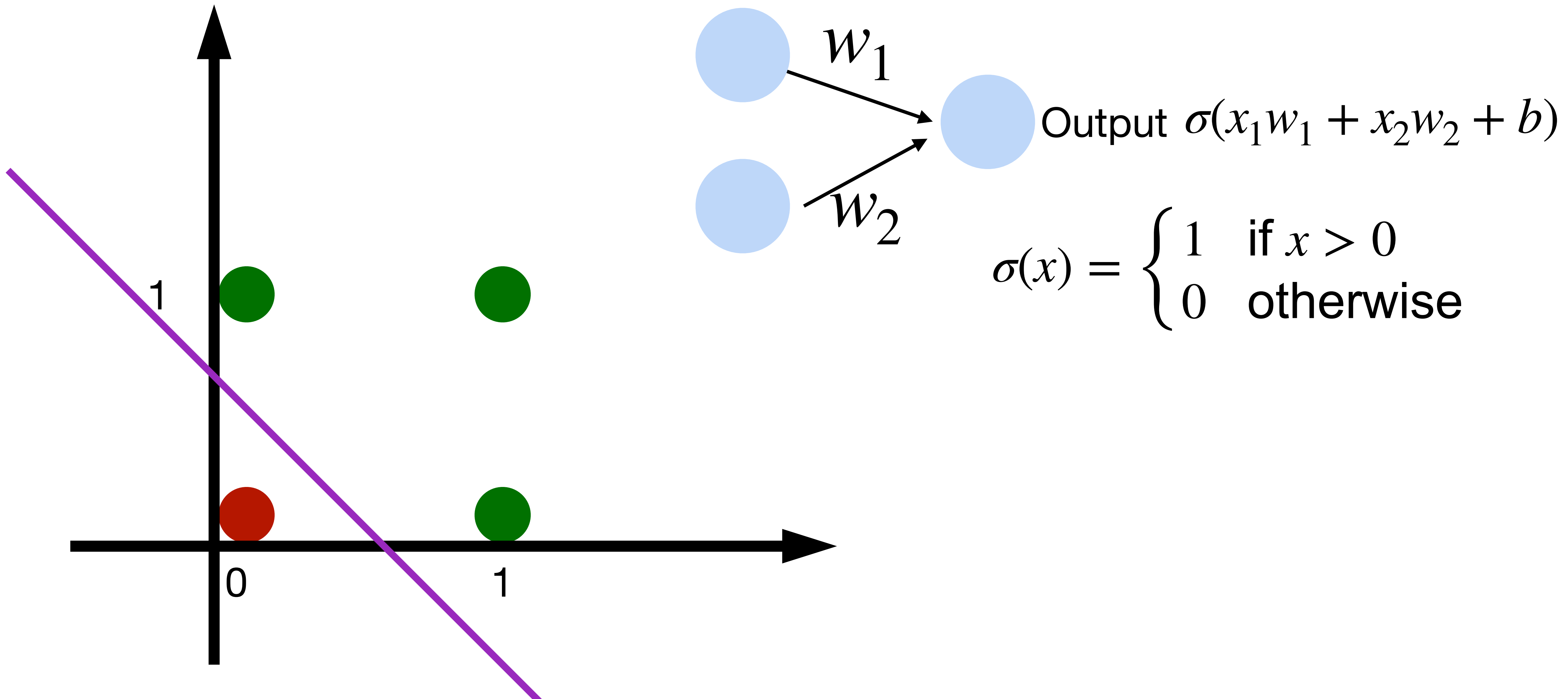
Learning OR function using perceptron

The perceptron can learn an OR function



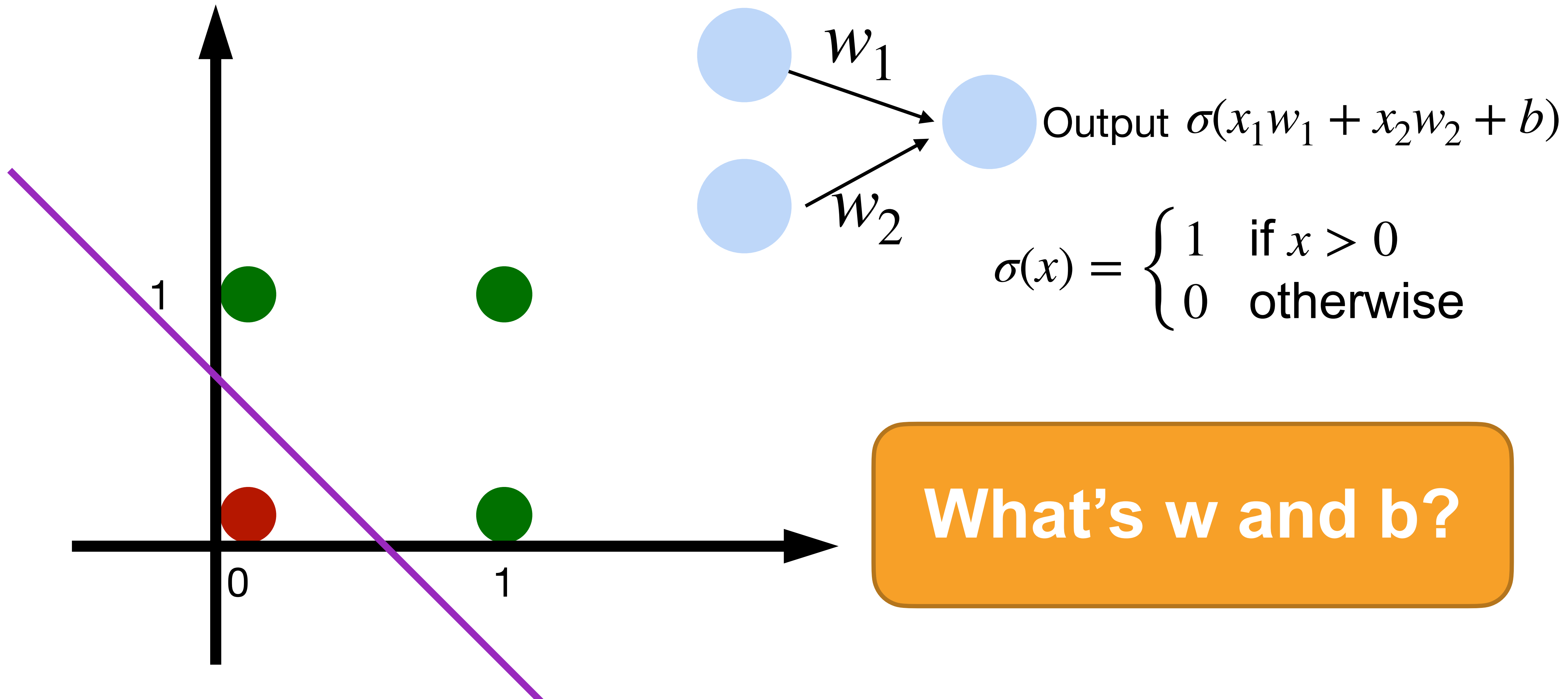
Learning OR function using perceptron

The perceptron can learn an OR function



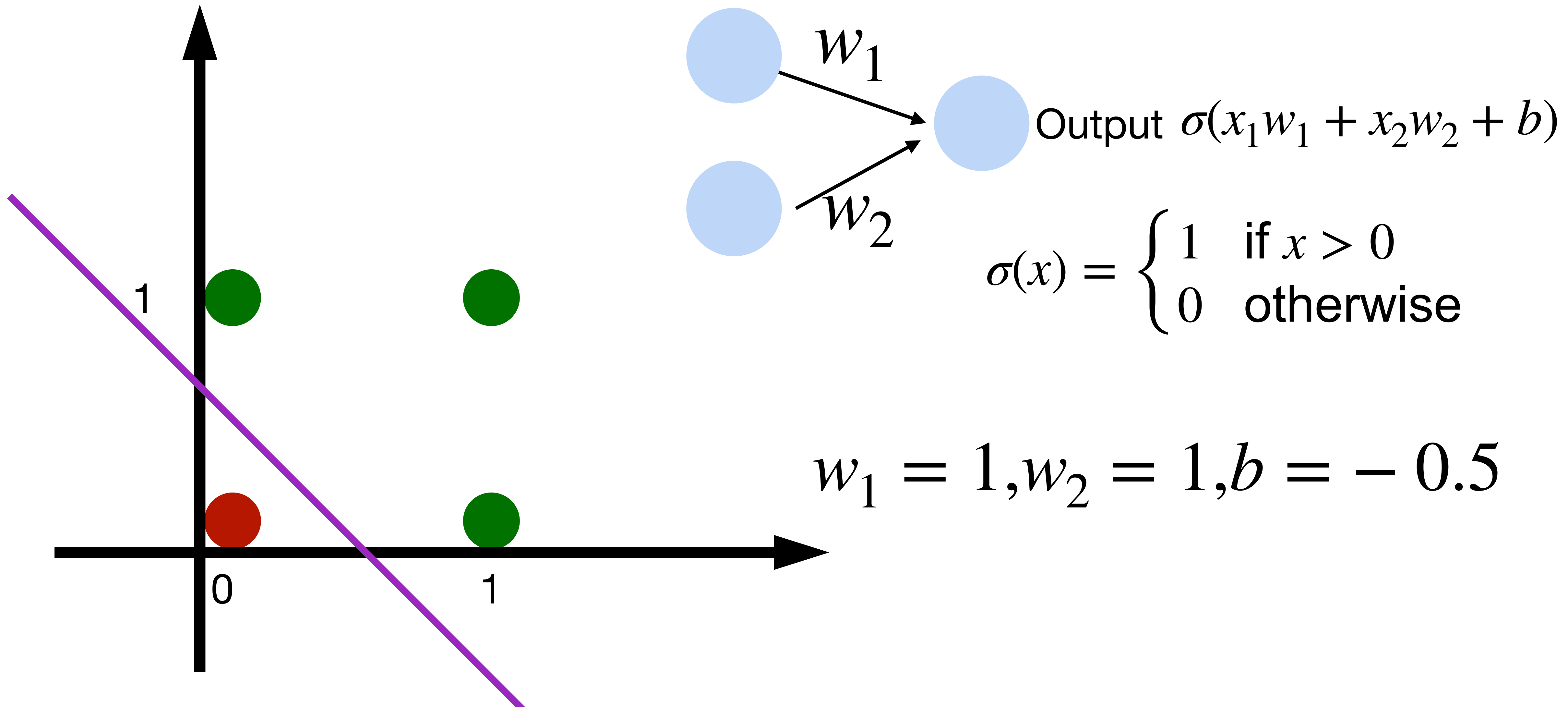
Learning OR function using perceptron

The perceptron can learn an OR function



Learning OR function using perceptron

The perceptron can learn an OR function



Learning NOT function using perceptron

The perceptron can learn NOT function (single input)



$$\sigma(x) = \begin{cases} 1 & \text{if } x > 0 \\ 0 & \text{otherwise} \end{cases}$$



Learning NOT function using perceptron

The perceptron can learn NOT function (single input)



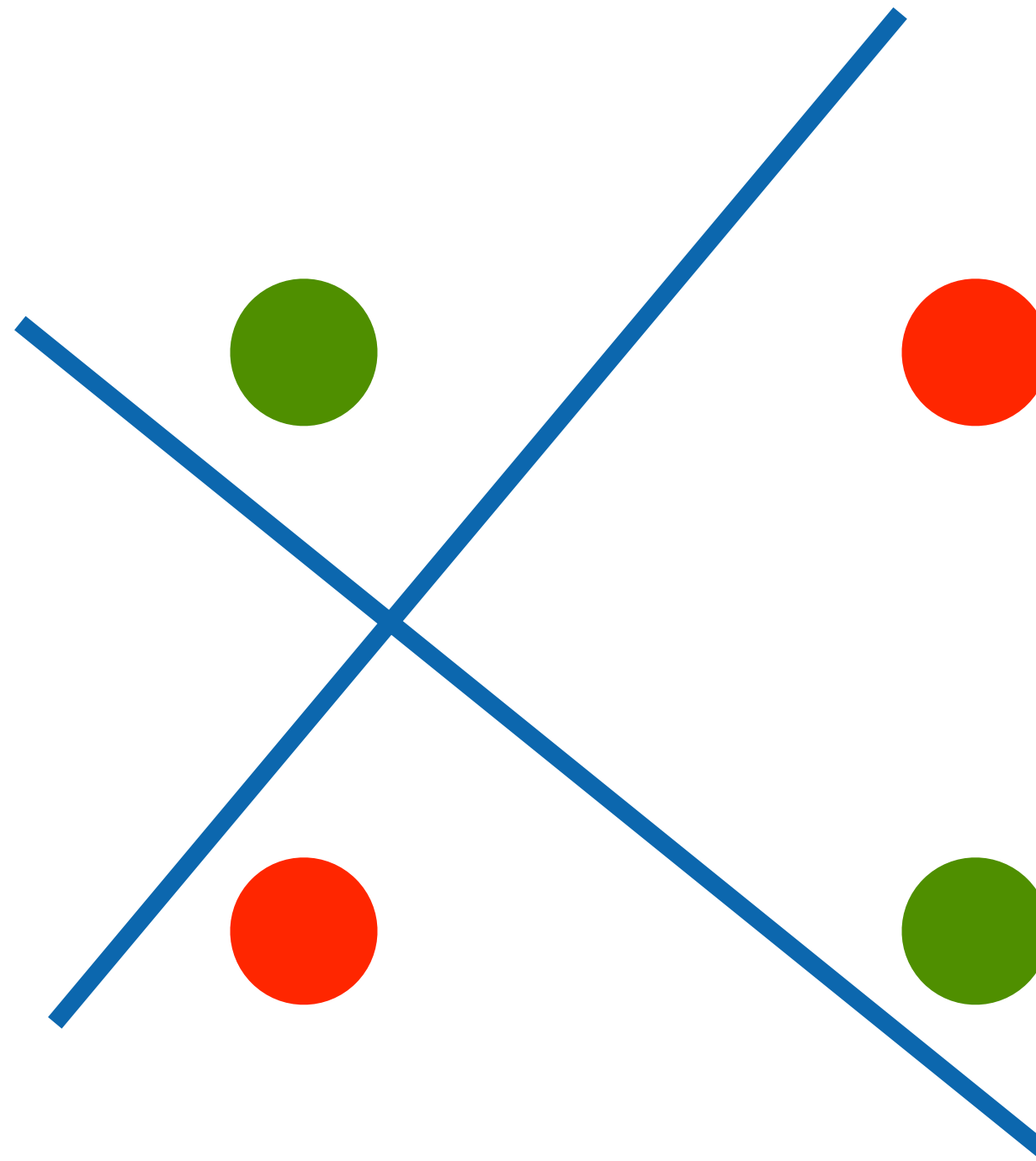
$$\sigma(x) = \begin{cases} 1 & \text{if } x > 0 \\ 0 & \text{otherwise} \end{cases}$$

$$w_1 = -1, b = 0.5$$



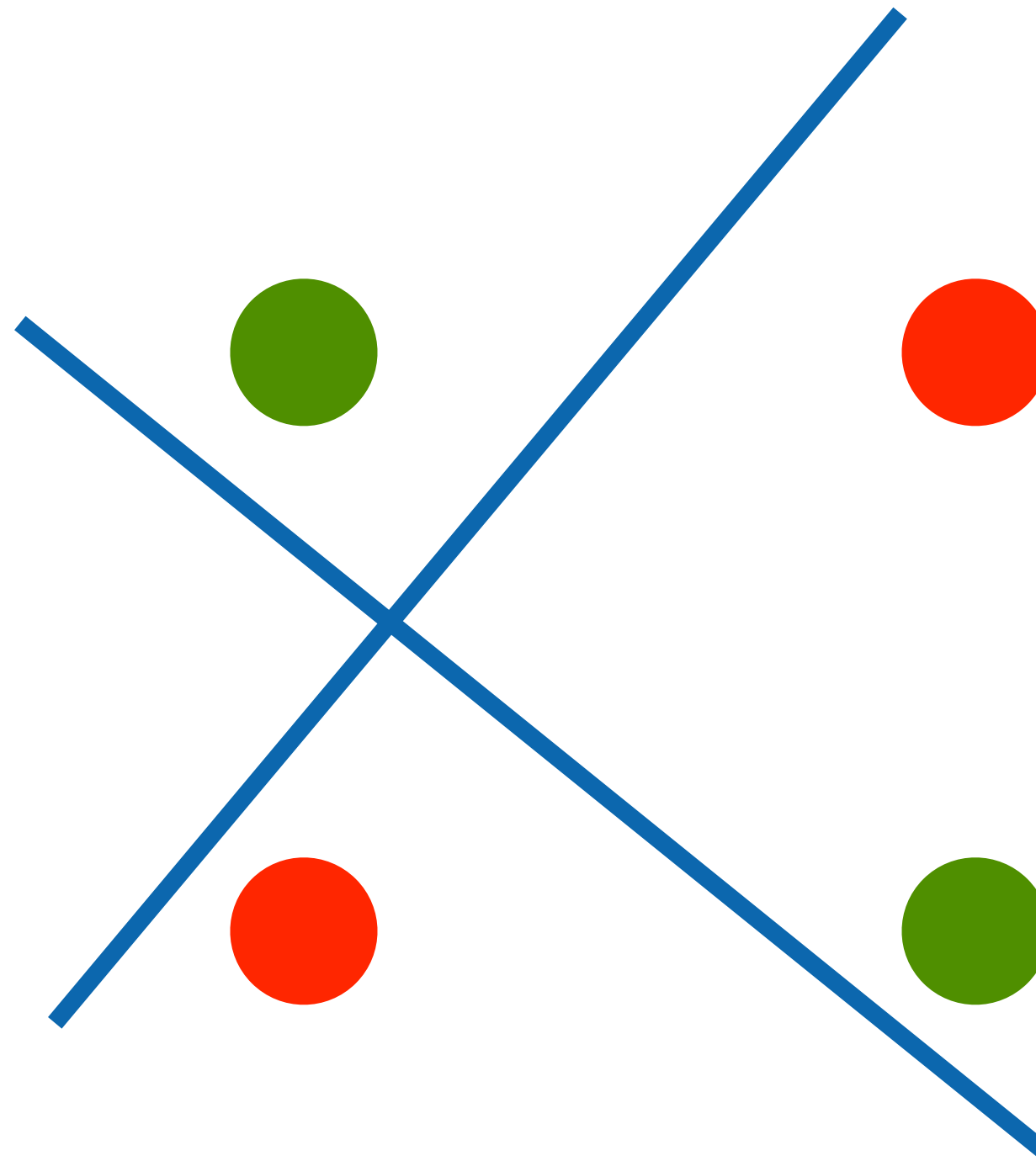
XOR Problem (Minsky & Papert, 1969)

The perceptron cannot learn an XOR function
(neurons can only generate linear separators)



XOR Problem (Minsky & Papert, 1969)

The perceptron cannot learn an XOR function
(neurons can only generate linear separators)



This contributed to the first AI winter

Quiz Break

Consider the linear perceptron with x as the input. Which function can the linear perceptron compute?

(1) $y = ax + b$

(2) $y = ax^2 + bx + c$

A. (1)

B. (2)

C. (1)(2)

D. None of the above

Quiz Break

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A. (1)

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C. (1)(2)

D. None of the above

Answer: A. All units in a linear perceptron are linear. Thus, the model can not present non-linear functions.

Quiz Break

Perceptron can be used for representing:

- A. AND function
- B. OR function
- C. XOR function
- D. Both AND and OR function

Quiz Break

Perceptron can be used for representing:

- A. AND function
- B. OR function
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What we've learned today...

- Single-layer Perceptron
 - Motivation
 - Activation function
 - Representing AND, OR, NOT



Thanks!