#### CS 182 Sections 101 - 102 Leon Barrett

#### bad puns alert!













#### Announcements

- a3 part 1 is due tomorrow night (submit as a3-1)
- The second tester file is up, so please start part 2.
- If you don't like your solution to Part 1, you can get our solution on Sunday morning.
- The quiz is graded (get it after class).

#### Where we stand

- Last Week
  - Learning
  - backprop
  - color
- This Week
  - cognitive linguistics

#### **Back-Propagation Algorithm**



Sigmoid: 
$$y_i = f(x_i) = \frac{1}{1 + e^{-x_i}}$$

We define the error term for a single node to be  $t_i - y_i$ 

### **Gradient Descent**



it should be 4-D (3 weights) but you get the idea

## **Equations of Backprop**

- Weight update shown on following slides; important equations highlighted in green
- Note momentum equation:
  - dW(t) = change in weight at time t
  - dW(t-1) = change in weight at time t-1
  - so using momentum:
  - dW(t) = -learning\_rate \* -input \* delta(i) +
     momentum \* dW(t-1)
  - the first part of that comes from last slides below
  - the second part is the momentum term

#### The output layer



$$W_{ij} \leftarrow W_{ij} - \alpha \cdot \frac{\partial E}{\partial W_{ij}}$$
$$\Delta W_{ij} = -\alpha \cdot \frac{\partial E}{\partial W_{ij}}$$

$$\frac{\partial E}{\partial W_{ij}} = \frac{\partial E}{\partial y_i} \cdot \frac{\partial y_i}{\partial x_i} \cdot \frac{\partial x_i}{\partial W_{ij}} = -(t_i - y_i) \cdot f'(x_i) \cdot y_j$$

earning rate

The derivative of the sigmoid is just  $y_i(1-y_i)$ 

$$\Delta W_{ij} = -\boldsymbol{\alpha} \cdot -(t_i - y_i) \cdot y_i (1 - y_i) \cdot y_j$$

$$\Delta W_{ij} = -\alpha \cdot -y_j \cdot \delta_i \qquad \delta_i = (t_i - y_i) \cdot y_i (1 - y_i)$$

#### The hidden layer



$$\Delta W_{jk} = -\alpha \cdot \frac{\partial E}{\partial W_{jk}}$$

 $\frac{\partial E}{\partial W_{jk}} = \frac{\partial E}{\partial y_j} \cdot \frac{\partial y_j}{\partial x_j} \cdot \frac{\partial x_j}{\partial W_{jk}}$ 

$$\frac{\partial E}{\partial y_j} = \sum_i \frac{\partial E}{\partial y_i} \cdot \frac{\partial y_i}{\partial x_i} \cdot \frac{\partial x_i}{\partial y_j} = \sum_i -(t_i - y_i) \cdot f'(x_i) \cdot W_{ij}$$
$$\frac{\partial E}{\partial W_{jk}} = \left(-\sum_i (t_i - y_i) \cdot f'(x_i) \cdot W_{ij}\right) \cdot f'(x_j) \cdot y_k$$

$$\Delta W_{jk} = -\alpha \cdot \left( -\sum_{i} (t_{i} - y_{i}) \cdot y_{i} (1 - y_{i}) \cdot W_{ij} \right) \cdot y_{j} (1 - y_{j}) \cdot y_{k}$$

$$\Delta W_{jk} = -\alpha \cdot -y_{k} \cdot \delta_{j} \qquad \delta_{j} = \left( \sum_{i} (t_{i} - y_{i}) \cdot y_{i} (1 - y_{i}) \cdot W_{ij} \right) \cdot y_{j} (1 - y_{j})$$

$$\delta_{j} = \left( \sum_{i} W_{ij} \cdot \delta_{i} \right) \cdot y_{j} (1 - y_{j})$$

#### Let's just do an example





→  $y_0$  0.6224  $E = Error = \frac{1}{2} \sum_i (t_i - y_i)^2$  $E = \frac{1}{2} (t_0 - y_0)^2$  $E = \frac{1}{2} (0 - 0.6224)^2 = 0.1937$ 

 $\Delta W_{ij} = -\alpha \cdot -y_j \cdot \delta_i$   $\Delta W_{01} = -\alpha \cdot -y_1 \cdot \delta_0 = -\alpha \cdot -i_p \cdot \delta_0$   $\Delta W_{02} = -\alpha \cdot -y_2 \cdot \delta_0 = -\alpha \cdot -i_2 \cdot \delta_0$   $\Delta W_{0b} = -\alpha \cdot -y_b \cdot \delta_0 = -\alpha \cdot -b \cdot \delta_0$   $= \alpha \cdot -0.1463$ learning rate

 $\delta_{i} = (t_{i} - y_{i}) \quad y_{i}(1 - y_{i})$   $\delta_{0} = (t_{0} - y_{0}) \cdot y_{0}(1 - y_{0})$   $\delta_{0} = (0 - 0.6224) \cdot 0.6224(1 - 0.6224)$  $\delta_{0} = -0.1463$ 

suppose  $\alpha = 0.5$   $\Delta W_{0b} = 0.5 \cdot -0.1463 = -0.0731$ 

### **Biological learning**

- 1. What is Hebbian learning?
- 2. Where has it been observed?
- 3. What is wrong with Hebbian learning as a story of how animals learn?
  - hint it's the opposite of what's wrong with backprop

#### LTP and Hebb's Rule

 Hebb's Rule: neurons that fire together wire together



- Long Term Potentiation (LTP) is the biological basis of Hebb's Rule
- Calcium channels are the key mechanism

#### Why is Hebb's rule incomplete?

here's a contrived example:





During normal low-frequency trans-mission, glutamate interacts with NMDA and non-NMDA (AMPA) and metabotropic receptors.

With highfrequency stimulation, Calcium comes in

#### **Recruitment learning**

- •What is recruitment learning?
- •Why do we need it in our story?
- •How does it relate to triangle nodes?

### Models of Learning

- Hebbian ~ coincidence
- Recruitment ~ one trial
- Supervised ~ correction (backprop)
- Reinforcement ~ delayed reward
- Unsupervised ~ similarity

## **Questions!**

- 1. How do humans detect color biologically?
- 2. Are color names arbitrary? What are the findings surrounding this?

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### A Tour of the Visual System



- two regions of interest:
  - retina
  - LGN



#### Rods and Cones in the Retina



http://www.iit.edu/~npr/DrJennifer/visual/retina.html

## The Microscopic View



#### What Rods and Cones Detect



Notice how they aren't distributed evenly, and the rod is more sensitive to shorter wavelengths



## Center / Surround

- Strong activation in center, inhibition on surround
- The effect you get using these center / surround cells is enhanced edges

| top:    | the stimuli itself        |
|---------|---------------------------|
| middle: | brightness of the stimuli |
| bottom: | response of the retina    |

• You'll see this idea get used in Regier's model

http://www-psych.stanford.edu/~lera/psych115s/notes/lecture3/figures1.html



Kuffler 1953



# How They Fire

- No stimuli:
  - both fire at base rate
- Stimuli in center:
  - ON-center-OFF-surround fires rapidly
  - OFF-center-ON-surround doesn't fire
- Stimuli in surround:
  - OFF-center-ON-surround fires rapidly
  - ON-center-OFF-surround doesn't fire
- Stimuli in both regions:
  - both fire slowly

Kuffler 1953

## **Color Opponent Cells**



- These cells are found in the LGN
- Four color channels: Red, Green, Blue, Yellow
- R/G, B/Y pairs
- much like center/surround cells
- We can use these to determine the visual system's fundamental hue responses

## The WCS Color Chips



- Basic color terms:
  - Single word (not *blue-green*)
  - Frequently used (not *mauve*)
  - Refers primarily to colors (not lime)
  - Applies to any object (not *blonde*)

FYI: English has 11 basic color terms

#### Results of Kay's Color Study

| Stage I       | II            | IIIa / IIIb   | IV      | V  | VI           | VII             |
|---------------|---------------|---------------|---------|----|--------------|-----------------|
| W or R or Y   | W             | W             | W       | W  | W            | W               |
| Bk or G or Bu | R or Y        | R or Y        | R       | R  | R            | R               |
|               | Bk or G or Bu | G or Bu       | Y       | Y  | Y            | Y               |
|               |               | Bk            | G or Bu | G  | G            | G               |
|               |               |               | Bk      | Bu | Bu           | Bu              |
|               |               | W             |         | Bk | Bk           | Bk              |
|               |               | R             |         |    | Y+Bk (Brown) | Y+Bk (Brown)    |
|               |               | Y             |         |    |              | R+W (Pink)      |
|               |               | Bk or G or Bu |         |    |              | R + Bu (Purple) |
|               |               |               |         |    |              | R+Y (Orange)    |
|               |               |               |         |    |              | B+W (Grey)      |

If you group languages into the number of basic color terms they have, as the number of color terms increases, additional terms specify focal colors