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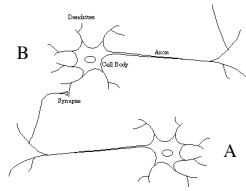
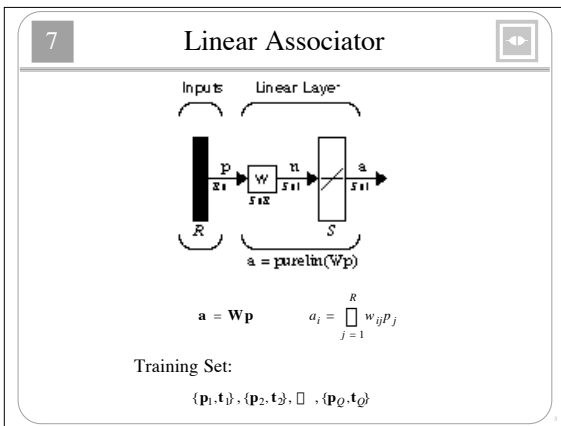
Associative Learning (Supervised Hebbian Learning)

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Hebb's Postulate

“When an axon of cell A is near enough to excite a cell B and repeatedly or persistently takes part in firing it, some growth process or metabolic change takes place in one or both cells such that A's efficiency, as one of the cells firing B, is increased.”

D. O. Hebb, 1949

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Hebb Rule

$$w_{ij}^{new} = w_{ij}^{old} + \sum f(a_{iq}) g_j(p_{jq})$$

\uparrow Postsynaptic Signal \leftarrow Presynaptic Signal

Simplified Form:

$$w_{ij}^{new} = w_{ij}^{old} + \sum a_{iq} p_{jq}$$

Supervised Form:

$$w_{ij}^{new} = w_{ij}^{old} + t_{iq} p_{jq}$$

Matrix Form:

$$W^{new} = W^{old} + t_q p_q^T$$

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Batch Operation

$$W = t_1 p_1^T + t_2 p_2^T + \dots + t_Q p_Q^T = \sum_{q=1}^Q t_q p_q^T \quad (\text{Zero Initial Weights})$$

Matrix Form:

$$W = \begin{bmatrix} t_1 & t_2 & \dots & t_Q \end{bmatrix} \begin{bmatrix} p_1^T \\ p_2^T \\ \vdots \\ p_Q^T \end{bmatrix} = TP^T$$

$P = \begin{bmatrix} p_1 & p_2 & \dots & p_Q \end{bmatrix}$

$T = \begin{bmatrix} t_1 & t_2 & \dots & t_Q \end{bmatrix}$

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Performance Analysis

$$a = Wp_k = \sum_{q=1}^Q t_q p_q^T p_k = \sum_{q=1}^Q t_q (p_q^T p_k)$$

Case I, input patterns are orthogonal.

$$(p_q^T p_k) = 1 \quad q = k$$

$$= 0 \quad q \neq k$$

Therefore the network output equals the target:

$$a = Wp_k = t_k$$

Case II, input patterns are normalized, but not orthogonal.

$$a = Wp_k = t_k + \underbrace{\sum_{q \neq k} t_q (p_q^T p_k)}_{\text{Error}}$$

7 Example

Banana Apple Normalized Prototype Patterns

$$P_1 = \begin{bmatrix} -1 \\ 1 \\ -1 \end{bmatrix}, P_2 = \begin{bmatrix} 1 \\ 1 \\ -1 \end{bmatrix}, t_1 = \begin{bmatrix} -0.5774 \\ 0.5774 \\ -0.5774 \end{bmatrix}, t_2 = \begin{bmatrix} 0.5774 \\ 0.5774 \\ -0.5774 \end{bmatrix}$$

Weight Matrix (Hebb Rule):

$$W = TP^T = \begin{bmatrix} -1 & 1 \end{bmatrix} \begin{bmatrix} -0.5774 & 0.5774 & -0.5774 \\ 0.5774 & 0.5774 & -0.5774 \end{bmatrix} = \begin{bmatrix} 1.1548 & 0 & 0 \end{bmatrix}$$

Tests:

Banana $WP_1 = \begin{bmatrix} 1.1548 & 0 & 0 \end{bmatrix} \begin{bmatrix} -0.5774 \\ 0.5774 \\ -0.5774 \end{bmatrix} = \begin{bmatrix} -0.6668 \end{bmatrix}$

Apple $WP_2 = \begin{bmatrix} 0 & 1.1548 & 0 \end{bmatrix} \begin{bmatrix} 0.5774 \\ 0.5774 \\ -0.5774 \end{bmatrix} = \begin{bmatrix} 0.6668 \end{bmatrix}$

7 Pseudoinverse Rule - (1)

Performance Index: $Wp_q = t_q \quad q = 1, 2, \dots, Q$

$$F(W) = \sum_{q=1}^Q \|t_q - Wp_q\|^2$$

Matrix Form: $WP = T$

$$T = [t_1 \ t_2 \ \dots \ t_Q] \quad P = [p_1 \ p_2 \ \dots \ p_Q]$$

$$F(W) = \|T - WP\|^2 = \|E\|^2$$

$$\|E\|^2 = \sum_i \sum_j e_{ij}^2$$

7 Pseudoinverse Rule - (2)

$$WP = T$$

Minimize:

$$F(W) = \|T - WP\|^2 = \|E\|^2$$

If an inverse exists for P, F(W) can be made zero:

$$W = TP^{-1}$$

When an inverse does not exist F(W) can be minimized using the pseudoinverse:

$$W = TP^+$$

$$P^+ = (P^T P)^{-1} P^T$$

7 Relationship to the Hebb Rule

Hebb Rule

$$W = TP^T$$

Pseudoinverse Rule

$$W = TP^+$$

$$P^+ = (P^T P)^{-1} P^T$$

If the prototype patterns are orthonormal:

$$P^T P = I$$

$$P^+ = (P^T P)^{-1} P^T = P^T$$

7 Example

$$P_1 = \begin{bmatrix} -1 \\ 1 \\ -1 \end{bmatrix}, t_1 = \begin{bmatrix} -1 \\ 1 \end{bmatrix}, P_2 = \begin{bmatrix} 1 \\ 1 \\ -1 \end{bmatrix}, t_2 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}, W = TP^+ = \begin{bmatrix} -1 & 1 \\ 1 & 1 \\ -1 & -1 \end{bmatrix}$$

$$P^+ = (P^T P)^{-1} P^T = \begin{bmatrix} 3 & 1 \\ 1 & 3 \end{bmatrix}^{-1} \begin{bmatrix} -1 & 1 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} -0.5 & 0.25 & -0.25 \\ 0.5 & 0.25 & -0.25 \end{bmatrix}$$

$$W = TP^+ = \begin{bmatrix} -1 & 1 \end{bmatrix} \begin{bmatrix} -0.5 & 0.25 & -0.25 \\ 0.5 & 0.25 & -0.25 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \end{bmatrix}$$

$$WP_1 = \begin{bmatrix} 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} -1 \\ 1 \\ -1 \end{bmatrix} = \begin{bmatrix} -1 \end{bmatrix}, \quad WP_2 = \begin{bmatrix} 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \\ -1 \end{bmatrix} = \begin{bmatrix} 1 \end{bmatrix}$$

7 Autoassociative Memory

Inputs p (30x1) enter a Sym. Hard Limit Layer.

The layer consists of a weight matrix W (30x30) and a hard limit transfer function.

The output is vector a (30x1).

$$W = P_1 P_1^T + P_2 P_2^T + P_3 P_3^T$$

$$W = [-1 \ 1 \ 1 \ 1 \ 1 \ 1 \ -1 \ -1 \ -1 \ -1 \ -1 \ 1 \ 1 \ 1 \ -1 \ 0 \ 1 \ -1]^T$$

$a = \text{hardlim}_s(Wp)$

7 Tests

50% Occluded

67% Occluded

Noisy Patterns (7 pixels)

7 Variations of Hebbian Learning

Basic Rule: $\mathbf{W}^{new} = \mathbf{W}^{old} + \mathbf{t}_q \mathbf{p}_q^T$

Learning Rate: $\mathbf{W}^{new} = \mathbf{W}^{old} + \eta \mathbf{t}_q \mathbf{p}_q^T$

Smoothing: $\mathbf{W}^{new} = \mathbf{W}^{old} + \eta \mathbf{t}_q \mathbf{p}_q^T - \eta \mathbf{W}^{old} = (1 - \eta) \mathbf{W}^{old} + \eta \mathbf{t}_q \mathbf{p}_q^T$

Delta Rule: $\mathbf{W}^{new} = \mathbf{W}^{old} + \eta (\mathbf{t}_q - \mathbf{a}_q) \mathbf{p}_q^T$

Unsupervised: $\mathbf{W}^{new} = \mathbf{W}^{old} + \eta \mathbf{a}_q \mathbf{p}_q^T$