Neural Networks:
What can a network represent

Deep Learning, Fall 2018
Recap: Neural networks have taken over AI

- Tasks that are made possible by NNs, aka deep learning
Recap: NNets and the brain

- In their basic form, NNets mimic the networked structure in the brain
Recap: The brain

• The Brain is composed of networks of neurons
Recap: Nnets and the brain

- Neural nets are composed of networks of computational models of neurons called perceptrons.
Recap: the perceptron

- A threshold unit
  - “Fires” if the weighted sum of inputs exceeds a threshold
  - Electrical engineers will call this a threshold gate
- A basic unit of Boolean circuits
A better figure

- A threshold unit
  - “Fires” if the weighted sum of inputs and the “bias” $T$ is positive

$$z = \sum_i w_i x_i - T$$

$$y = \begin{cases} 
1 & \text{if } z \geq 0 \\
0 & \text{else}
\end{cases}$$
The “soft” perceptron (logistic)

- A “squashing” function instead of a threshold at the output
  - The sigmoid “activation” replaces the threshold
- **Activation**: The function that acts on the weighted combination of inputs (and threshold)

\[ y = \frac{1}{1 + e^{-z}} \]

\[ z = \sum_i w_i x_i - T \]
Other “activations”

- Does not always have to be a squashing function
  - We will hear more about activations later
- We will continue to assume a “threshold” activation in this lecture
The *multi-layer* perceptron

- A network of perceptrons
  - Generally “layered”
Defining “depth”

• What is a “deep” network
Deep Structures

• In any directed network of computational elements with input source nodes and output sink nodes, “depth” is the length of the longest path from a source to a sink.

• Left: Depth = 2.

• Right: Depth = 3.
Deep Structures

• *Layered* deep structure

• “Deep” → Depth > 2
The multi-layer perceptron

- Inputs are real or Boolean stimuli
- Outputs are real or Boolean values
  - Can have multiple outputs for a single input
- **What can this network compute?**
  - What kinds of input/output relationships can it model?
MLPs approximate functions

\[ ((A \overline{X} Z) \mid (A \overline{Y}))(X \ Y) \mid (X \overline{Z})) \]

- MLPs can compose Boolean functions
- MLPs can compose real-valued functions
- What are the limitations?
Today

• Multi-layer Perceptrons as universal Boolean functions
  – The need for depth
• MLPs as universal classifiers
  – The need for depth
• MLPs as universal approximators
• A discussion of optimal depth and width
• Brief segue: RBF networks
Today

- Multi-layer Perceptrons as universal Boolean functions
  - The need for depth
- MLPs as universal classifiers
  - The need for depth
- MLPs as universal approximators
- A discussion of optimal depth and width
- Brief segue: RBF networks
The MLP as a Boolean function

• How well do MLPs model Boolean functions?
The perceptron as a Boolean gate

- A perceptron can model any simple binary Boolean gate
Perceptron as a Boolean gate

\[ \left( \bigwedge_{i=1}^{L} X_i \right) \land \left( \bigwedge_{i=L+1}^{N} \bar{X}_i \right) \]

Will fire only if \( X_1 \ldots X_L \) are all 1 and \( X_{L+1} \ldots X_N \) are all 0

- The universal AND gate
  - AND any number of inputs
    - Any subset of who may be negated
Perceptron as a Boolean gate

\[ \left( \bigvee_{i=1}^{L} X_i \right) \lor \left( \bigvee_{i=L+1}^{N} \bar{X}_i \right) \]

Will fire only if any of \( X_1 \ldots X_L \) are 1 or any of \( X_{L+1} \ldots X_N \) are 0

- The universal OR gate
  - OR any number of inputs
    - Any subset of who may be negated
Perceptron as a Boolean Gate

- Generalized majority gate
  - Fire if at least $K$ inputs are of the desired polarity

Will fire only if the total number of
of $X_1 \ldots X_L$ that are 1 or $X_{L+1} \ldots X_N$ that
are 0 is at least $K$
The perceptron is not enough

- Cannot compute an XOR
MLPs can compute the XOR
Multi-layer perceptron

\[ ((A \bar{X} Z) | (A \bar{Y}))((X \ Y) | (X \bar{Z})) \]

- MLPs can compute more complex Boolean functions
- MLPs can compute *any* Boolean function
  - Since they can emulate individual gates
- **MLPs are universal Boolean functions**
MLP as Boolean Functions

\[(\overline{A \overline{X} Z}) \mid (A \overline{Y}))(X \ Y) \mid (X \overline{Z})\]

- MLPs are universal Boolean functions
  - Any function over any number of inputs and any number of outputs
- But how many “layers” will they need?
How many layers for a Boolean MLP?

• A Boolean function is just a truth table

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Truth table shows all input combinations for which output is 1
How many layers for a Boolean MLP?

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How many layers for a Boolean MLP?

• Any truth table can be expressed in this manner!
• A one-hidden-layer MLP is a Universal Boolean Function.

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• Any truth table can be expressed in this manner!
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But what is the largest number of perceptrons required in the single hidden layer for an N-input-variable function?
Reducing a Boolean Function

<table>
<thead>
<tr>
<th>WX</th>
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This is a “Karnaugh Map”

It represents a truth table as a grid
Filled boxes represent input combinations for which output is 1; blank boxes have output 0

Adjacent boxes can be “grouped” to reduce the complexity of the DNF formula for the table

• DNF form:
  – Find groups
  – Express as reduced DNF
Reducing a Boolean Function

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Reducing a Boolean Function

- Reduced DNF form:
  - Find groups
  - Express as reduced DNF

\[ O = \overline{Y} \overline{Z} + \overline{W} X \overline{Y} + \overline{X} Y \overline{Z} \]
Reducing a Boolean Function

- Reduced DNF form:
  - Find groups
  - Express as reduced DNF

\[ O = \overline{Y}Z + \overline{W}XY + \overline{X}YZ \]
Largest irreducible DNF?

- What arrangement of ones and zeros simply cannot be reduced further?
**Largest irreducible DNF?**

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- What arrangement of ones and zeros simply cannot be reduced further?
Largest irreducible DNF?

What arrangement of ones and zeros simply cannot be reduced further?

How many neurons in a DNF (one-hidden-layer) MLP for this Boolean function?

• What arrangement of ones and zeros simply cannot be reduced further?
• How many neurons in a DNF (one-hidden-layer) MLP for this Boolean function of 6 variables?
Width of a single-layer Boolean MLP

Can be generalized: Will require $2^{N-1}$ perceptrons in hidden layer

Exponential in $N$

• How many neurons in a DNF (one-hidden-layer) MLP for this Boolean function
How many neurons in a DNF (one-hidden-layer) MLP for this Boolean function?

Can be generalized: Will require $2^{N-1}$ perceptrons in hidden layer

Exponential in $N$

How many units if we use multiple layers?
Width of a deep MLP
Multi-layer perceptron XOR

• An XOR takes three perceptrons
Multi-layer perceptron XOR

- With 2 neurons
  - 5 weights and two thresholds
• An XOR needs 3 perceptrons
• This network will require $3 \times 3 = 9$ perceptrons
Width of a deep MLP

- An XOR needs 3 perceptrons
- This network will require $3 \times 5 = 15$ perceptrons
Width of a deep MLP

- An XOR needs 3 perceptrons
- This network will require $3 \times 5 = 15$ perceptrons

More generally, the XOR of $N$ variables will require $3(N-1)$ perceptrons!!
Width of a single-layer Boolean MLP

Single hidden layer: Will require $2^{N-1} + 1$ perceptrons in all (including output unit)
Exponential in $N$

Will require $3(N-1)$ perceptrons in a deep network
Linear in $N$!!
Can be arranged in only $2\log_2(N)$ layers
A better representation

Only layers
  – By pairing terms
  – 2 layers per XOR

\[ O = X_1 \oplus X_2 \oplus \ldots \oplus X_N \]
The challenge of depth

- Using only K hidden layers will require $O(2^{CN})$ neurons in the Kth layer, where

  - Because the output can be shown to be the XOR of all the outputs of the K-1th hidden layer
  - I.e. reducing the number of layers below the minimum will result in an exponentially sized network to express the function fully
  - A network with fewer than the minimum required number of neurons cannot model the function

\[ O = X_1 \oplus X_2 \oplus \ldots \oplus X_N \]
The actual number of parameters in a network

- The actual number of parameters in a network is the number of connections
  - In this example there are 30

- This is the number that really matters in software or hardware implementations

- Networks that require an exponential number of neurons will require an exponential or superexponential number of weights.
Recap: The need for depth

- *Deep* Boolean MLPs that scale *linearly* with the number of inputs ...
- ... can become exponentially large if recast using only one layer
- It gets worse..
The need for depth

- The wide function can happen at any layer
- Having a few extra layers can greatly reduce network size
The XOR is really a parity problem

Any *Boolean* circuit of depth using AND, OR and NOT gates with unbounded fan-in must have size

- Parity, Circuits, and the Polynomial-Time Hierarchy, M. Furst, J. B. Saxe, and M. Sipser, Mathematical Systems Theory 1984

- Alternately stated:
  - Set of constant-depth polynomial size circuits of unbounded fan-in elements
Caveat 1: Not all Boolean functions..

- Not all Boolean circuits have such clear depth-vs-size tradeoff

- Shannon’s theorem: For \( n \), there is Boolean function of variables that requires at least \( g \) gates
  - More correctly, for large \( n \), almost all \( n \)-input Boolean functions need more than \( g \) gates

- Note: If all Boolean functions over \( n \) inputs could be computed using a circuit of size that is polynomial in \( n \), \( P = NP \)!
Network size: summary

- An MLP is a universal Boolean function

- But can represent a given function only if
  - It is sufficiently wide
  - It is sufficiently deep
  - Depth can be traded off for (sometimes) exponential growth of the width of the network

- Optimal width and depth depend on the number of variables and the complexity of the Boolean function
  - Complexity: minimal number of terms in DNF formula to represent it
Story so far

• Multi-layer perceptrons are *Universal Boolean Machines*

• Even a network with a *single* hidden layer is a universal Boolean machine
  – But a single-layer network may require an exponentially large number of perceptrons

• Deeper networks may require far fewer neurons than shallower networks to express the same function
  – Could be *exponentially* smaller
Caveat 2

• Used a simple “Boolean circuit” analogy for explanation
• We actually have threshold circuit (TC) not, just a Boolean circuit (AC)
  – Specifically composed of threshold gates
    • More versatile than Boolean gates
      – E.g. “at least K inputs are 1” is a single TC gate, but an exponential size AC
      – For fixed depth, (strict subset)
  – A depth-2 TC parity circuit can be composed with weights
    • But a network of depth requires only weights
  – But more generally, for large , for most Boolean functions, a threshold circuit that is polynomial in at optimal depth becomes exponentially large at

• Other formal analyses typically view neural networks as arithmetic circuits
  – Circuits which compute polynomials over any field

• So lets consider functions over the field of reals
Today

• Multi-layer Perceptrons as universal Boolean functions
  – The need for depth
• MLPs as universal classifiers
  – The need for depth
• MLPs as universal approximators
• A discussion of optimal depth and width
• Brief segue: RBF networks
The MLP as a classifier

- MLP as a function over real inputs
- MLP as a function that finds a complex “decision boundary” over a space of reals

2

784 dimensions (MNIST)

Not 2

784 dimensions
A Perceptron on Reals

• A perceptron operates on real-valued vectors
  – This is a linear classifier
Boolean functions with a real perceptron

- Boolean perceptrons are also linear classifiers
  - Purple regions are 1
Compose complicated “decision” boundaries

• Build a network of units with a single output that fires if the input is in the coloured area

Can now be composed into “networks” to compute arbitrary classification “boundaries”
Booleans over the reals

• The network must fire if the input is in the coloured area
Booleans over the reals

- The network must fire if the input is in the coloured area
Booleans over the reals

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Booleans over the reals

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Booleans over the reals

• The network must fire if the input is in the coloured area
Booleans over the reals

• The network must fire if the input is in the coloured area
More complex decision boundaries

- Network to fire if the input is in the yellow area
  - “OR” two polygons
  - A third layer is required
Complex decision boundaries

- Can compose *arbitrarily* complex decision boundaries
Complex decision boundaries

- Can compose *arbitrarily* complex decision boundaries
Complex decision boundaries

• Can compose \textit{arbitrarily} complex decision boundaries
  – With \textit{only one hidden layer}!
  – How?
Exercise: compose this with one hidden layer

• How would you compose the decision boundary to the left with only one hidden layer?
Composing a Square decision boundary

- The polygon net

\[ \sum_{i=1}^{4} y_i \geq 4? \]
Composing a pentagon

- The polygon net

\[ \sum_{i=1}^{5} y_i \geq 5? \]
Composing a hexagon

- The polygon net
How about a heptagon

• What are the sums in the different regions?
  – A pattern emerges as we consider N > 6..
16 sides

• What are the sums in the different regions?
  – A pattern emerges as we consider $N > 6$..
• What are the sums in the different regions?
  – A pattern emerges as we consider $N > 6$..
• What are the sums in the different regions?  
  – A pattern emerges as we consider $N > 6$. 

1000 sides
Polygon net

- Increasing the number of sides reduces the area outside the polygon that have $\frac{N}{2} < \text{Sum} < N$
In the limit

- For small radius, it’s a near perfect cylinder
  - \( N \) in the cylinder, \( N/2 \) outside
Composing a circle

- The circle net
  - Very large number of neurons
  - Sum is $N$ inside the circle, $N/2$ outside almost everywhere
  - Circle can be at any location
Composing a circle

- The circle net
  - Very large number of neurons
  - Sum is \( N/2 \) inside the circle, 0 outside almost everywhere
  - Circle can be at any location

\[
\sum_{i=1}^{N} y_i - \frac{N}{2} > 0?
\]
The “sum” of two circles sub nets is exactly $N/2$ inside either circle, and 0 almost everywhere outside.
Composing an arbitrary figure

• Just fit in an arbitrary number of circles
  – More accurate approximation with greater number of smaller circles
  – Can achieve arbitrary precision
• MLPs can capture *any* classification boundary
• *A one-layer MLP* can model any classification boundary
• *MLPs are universal classifiers*
Depth and the universal classifier

- Deeper networks can require far fewer neurons
Optimal depth..

• Formal analyses typically view these as category of *arithmetic circuits*
  – Compute polynomials over any field
    • Valiant et. al: A polynomial of degree n requires a network of depth
      – Cannot be computed with shallower networks
      – The majority of functions are very high (possibly ) order polynomials
    • Bengio et. al: Shows a similar result for sum-product networks
      – But only considers two-input units
      – Generalized by Mhaskar et al. to all functions that can be expressed as a binary tree

  – Depth/Size analyses of arithmetic circuits still a research problem
Special case: Sum-product nets

• “Shallow vs deep sum-product networks,” Oliver Dellaleau and Yoshua Bengio
  – For networks where layers alternately perform either sums or products, a deep network may require an exponentially fewer number of layers than a shallow one
Depth in sum-product networks

Theorem 5
A certain class of functions $F$ of $n$ inputs can be represented using a deep network with $\mathcal{O}(n)$ units, whereas it would require $\mathcal{O}(2^{\sqrt{n}})$ units for a shallow network.

Theorem 6
For a certain class of functions $G$ of $n$ inputs, the deep sum-product network with depth $k$ can be represented with $\mathcal{O}(nk)$ units, whereas it would require $\mathcal{O}((n - 1)^k)$ units for a shallow network.
Optimal depth in *generic* nets

• We look at a different pattern:
  – “worst case” decision boundaries

• For *threshold-activation* networks
  – Generalizes to other nets
• A one-hidden-layer neural network will require infinite hidden neurons

\[
\sum_{i=1}^{KN} y_i - \frac{N}{2} > 0 \quad ?
\]
• Two hidden-layer network: 56 hidden neurons
Optimal depth

- Two layer network: 56 hidden neurons
  - 16 neurons in hidden layer 1
Optimal depth

- Two-layer network: 56 hidden neurons
  - 16 in hidden layer 1
  - 40 in hidden layer 2
  - 57 total neurons, including output neuron
Optimal depth

• But this is just
Optimal depth

- But this is just
  - The XOR net will require $16 + 15 \times 3 = 61$ neurons
    - 46 neurons if we use a two-gate XOR
Optimal depth

- A one-hidden-layer neural network will require infinite hidden neurons

\[ \sum_{i=1}^{KN} y_i - \frac{N}{2} > 0 \quad \text{if} \quad K \rightarrow \infty \]
Actual linear units

- 64 basic linear feature detectors
Optimal depth

- Two hidden layers: 608 hidden neurons
  - 64 in layer 1
  - 544 in layer 2
- 609 total neurons (including output neuron)
Optimal depth

- XOR network (12 hidden layers): 253 neurons
  - 190 neurons with 2-gate XOR
- The difference in size between the deeper optimal (XOR) net and shallower nets increases with increasing pattern complexity
Network size?

• In this problem the 2-layer net was *quadratic* in the number of lines
  – neurons in 2\textsuperscript{nd} hidden layer
  – Not exponential
  – Even though the pattern is an XOR
  – Why?

• The data are two-dimensional!
  – Only two *fully independent* features
  – The pattern is exponential in the *dimension of the input (two)*!

• For general case of mutually intersecting hyperplanes in dimensions, we will need weights (assuming).
  – Increasing input dimensions can increase the worst-case size of the shallower network exponentially, but not the XOR net
    • The size of the XOR net depends only on the number of first-level linear detectors (108)
Depth: Summary

• The number of neurons required in a shallow network is potentially exponential in the dimensionality of the input
  – (this is the worst case)
  – Alternately, exponential in the number of statistically independent features
Story so far

• Multi-layer perceptrons are *Universal Boolean Machines*
  – Even a network with a *single* hidden layer is a universal Boolean machine

• Multi-layer perceptrons are *Universal Classification Functions*
  – Even a network with a single hidden layer is a universal classifier

But a single-layer network may require an exponentially large number of perceptrons than a deep one

• Deeper networks may require exponentially fewer neurons than shallower networks to express the same function
  – Could be *exponentially* smaller
  – Deeper networks are more *expressive*
Today

• **Multi-layer Perceptrons as universal Boolean functions**
  – The need for depth
• **MLPs as universal classifiers**
  – The need for depth
• **MLPs as universal approximators**
  • A discussion of optimal depth and width
  • Brief segue: RBF networks
A simple 3-unit MLP with a “summing” output unit can generate a “square pulse” over an input

- Output is 1 only if the input lies between $T_1$ and $T_2$
- $T_1$ and $T_2$ can be arbitrarily specified
MLP as a continuous-valued regression

- A simple 3-unit MLP can generate a “square pulse” over an input
- An MLP with many units can model an arbitrary function over an input
  - To arbitrary precision
    - Simply make the individual pulses narrower
- A one-layer MLP can model an arbitrary function of a single input
For higher dimensions

An MLP can compose a cylinder
- in the circle, 0 outside
**MLP as a continuous-valued function**

- MLPs can actually compose arbitrary functions in any number of dimensions!
  - Even with only one layer
    - As sums of scaled and shifted cylinders
  - To arbitrary precision
    - By making the cylinders thinner
  - The MLP is a universal approximator!
Caution: MLPs with additive output units are universal approximators

- MLPs can actually compose arbitrary functions
- But explanation so far only holds if the output unit only performs summation
  - i.e. does not have an additional “activation”
“Proper” networks: Outputs with activations

• Output neuron may have actual “activation”
  – Threshold, sigmoid, tanh, softplus, rectifier, etc.
• What is the property of such networks?
The network as a function

- Output unit with activation function
  - Threshold or Sigmoid, or any other
- The network is actually a map from the set of all possible input values to all possible output values
  - All values the activation function of the output neuron

\[ f: \{0,1\}^N \rightarrow \{0,1\} \quad Boolean \]
\[ f: \mathbb{R}^N \rightarrow \{0,1\} \quad Threshold \]
\[ f: \mathbb{R}^N \rightarrow (0,1) \quad Sigmoid \]
\[ f: \mathbb{R}^N \rightarrow (-1,1) \quad Tanh \]
\[ f: \mathbb{R}^N \rightarrow (0,\infty) \quad Softrectifier, \ Rectifier \]
The network as a function

- Threshold or Sigmoid, or any other

- The network is actually a map from the set of all possible input values to all possible output values
  - All values the activation function of the output neuron

The MLP is a Universal Approximator for the entire class of functions (maps) it represents!

\[ f: \{0,1\}^N \rightarrow \{0,1\} \quad \text{Boolean} \]

\[ f: \mathbb{R}^N \rightarrow \{0,1\} \quad \text{Threshold} \]

\[ f: \mathbb{R}^N \rightarrow (0,1) \quad \text{Sigmoid} \]

\[ f: \mathbb{R}^N \rightarrow (-1,1) \quad \text{Tanh} \]

\[ f: \mathbb{R}^N \rightarrow (0,\infty) \quad \text{Softmax, Rectifier} \]
Today

• Multi-layer Perceptrons as universal Boolean functions
  – The need for depth
• MLPs as universal classifiers
  – The need for depth
• MLPs as universal approximators

• A discussion of optimal depth and width
• Brief segue: RBF networks
The issue of depth

- Previous discussion showed that a single-layer MLP is a universal function approximator
  - Can approximate any function to arbitrary precision
  - But may require infinite neurons in the layer

- More generally, deeper networks will require far fewer neurons for the same approximation error
  - The network is a generic map
    - The same principles that apply for Boolean networks apply here
  - Can be exponentially fewer than the 1-layer network
Sufficiency of architecture

A network with 16 or more neurons in the first layer is capable of representing the figure to the right perfectly.

- A neural network *can* represent any function provided it has sufficient *capacity*
  - i.e. sufficiently broad and deep to represent the function
- Not all architectures can represent any function
Sufficiency of architecture

A neural network can represent any function provided it has sufficient capacity—i.e. sufficiently broad and deep to represent the function.

Not all architectures can represent any function.

Why?

- A network with 16 or more neurons in the first layer is capable of representing the figure to the right perfectly.
- A network with less than 16 neurons in the first layer cannot represent this pattern exactly.
  - With caveats...

123
Sufficiency of architecture

A neural network can represent any function provided it has sufficient capacity
– i.e. sufficiently broad and deep to represent the function

A network with 16 or more neurons in the first layer is capable of representing the figure to the right perfectly

A network with less than 16 neurons in the first layer cannot represent this pattern exactly
❖ With caveats..

We will revisit this idea shortly

• A neural network can represent any function provided it has sufficient capacity
• Not all architectures can represent any function
Sufficiency of architecture

A neural network can represent any function provided it has sufficient capacity—i.e. sufficiently broad and deep to represent the function.

• Not all architectures can represent any function.

With caveats..
Sufficiency of architecture

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With caveats...

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Sufficiency of architecture

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Not all architectures can represent any function.

A network with 16 or more neurons in the first layer is capable of representing the figure to the right perfectly.

A network with less than 16 neurons in the first layer cannot represent this pattern exactly.

With caveats...

A 2-layer network with 16 neurons in the first layer cannot represent the pattern with less than 41 neurons in the second layer.
Sufficiency of architecture

A network with 16 or more neurons in the first layer is capable of representing the figure to the right perfectly.

A network with less than 16 neurons in the first layer cannot represent this pattern exactly.

❖ With caveats.

Why?
Sufficiency of architecture

This effect is because we use the threshold activation

It gates information in the input from later layers

The pattern of outputs within any colored region is identical

Subsequent layers do not obtain enough information to partition them
Sufficiency of architecture

This effect is because we use the threshold activation gates information in the input from later layers.

Continuous activation functions result in graded output at the layer. The gradation provides information to subsequent layers, to capture information “missed” by the lower layer (i.e. it “passes” information to subsequent layers).
Sufficiency of architecture

This effect is because we use the threshold activation function. It *gates* information in the input from later layers.

Continuous activation functions result in graded output at the layer.

The gradation provides information to subsequent layers, to capture information “missed” by the lower layer (i.e. it “passes” information to subsequent layers).

Activations with more gradation (e.g. RELU) pass more information.
Width vs. Activations vs. Depth

• Narrow layers can still pass information to subsequent layers if the activation function is sufficiently graded

• But will require greater depth, to permit later layers to capture patterns
Sufficiency of architecture

- The capacity of a network has various definitions
  - Information or Storage capacity: how many patterns can it remember
  - VC dimension
    - bounded by the square of the number of weights in the network
  - From our perspective: largest number of disconnected convex regions it can represent

- A network with insufficient capacity cannot exactly model a function that requires a greater minimal number of convex hulls than the capacity of the network
  - But can approximate it with error
The “capacity” of a network

• VC dimension
• A separate lecture
  – Koiran and Sontag (1998): For “linear” or threshold units, VC dimension is proportional to the number of weights
    • For units with piecewise linear activation it is proportional to the square of the number of weights
    • For any , s.t. , there exists a RELU network with layers, weights with VC dimension
  – Friedland, Krell, “A Capacity Scaling Law for Artificial Neural Networks” (2017):
    • VC dimension of a linear/threshold net is , is the overall number of hidden neurons, is the weights per neuron
Lessons today

- MLPs are universal Boolean function
- MLPs are universal classifiers
- MLPs are universal function approximators

- A *single-layer* MLP can approximate anything to arbitrary precision
  - But could be exponentially or even infinitely wide in its inputs size
- Deeper MLPs can achieve the same precision with far fewer neurons
  - Deeper networks are more expressive
Today

- Multi-layer Perceptrons as universal Boolean functions
  - The need for depth
- MLPs as universal classifiers
  - The need for depth
- MLPs as universal approximators
- A discussion of optimal depth and width
- Brief segue: RBF networks
The output of the neuron is a function of a linear combination of the inputs and a bias.

\[ y = f(z) \]

\[ z = \sum_{i} w_i x_i - T \]
An alternate type of neural unit: Radial Basis Functions

- The output is a function of the distance of the input from a "center"
  - The "center" is the parameter specifying the unit
  - The most common activation is the exponent
    - is a "bandwidth" parameter
  - But other similar activations may also be used
    - Key aspect is radial symmetry, instead of linear symmetry

\[
\begin{align*}
z &= \|\mathbf{x} - \mathbf{w}\|^2 \\
y &= f(z) \\

\text{Typical activation} \\
f(z) &= \exp(-\beta z)
\end{align*}
\]
An alternate type of neural unit: Radial Basis Functions

- Radial basis functions can compose cylinder-like outputs with just a single unit with appropriate choice of bandwidth (or activation function)
  - As opposed to units for the linear perceptron
RBF networks as universal approximators

- RBF networks are more effective approximators of continuous-valued functions
  - A one-hidden-layer net only requires one unit per "cylinder"
RBF networks as universal approximators

• RBF networks are more effective approximators of continuous-valued functions
  – A one-hidden-layer net only requires one unit per “cylinder”
RBF networks

• More effective than conventional linear perceptron networks in some problems

• We will revisit this topic, time permitting
Lessons today

- MLPs are universal Boolean function
- MLPs are universal classifiers
- MLPs are universal function approximators

- A *single-layer* MLP can approximate anything to arbitrary precision
  - But could be exponentially or even infinitely wide in its inputs size
- Deeper MLPs can achieve the same precision with far fewer neurons
  - Deeper networks are more expressive

- RBFs are good, now let's get back to linear perceptrons... 😞
Next up

• We *know* MLPs can emulate any function
• But how do we *make* them emulate a specific desired function
  – E.g. a function that takes an image as input and outputs the labels of all objects in it
  – E.g. a function that takes speech input and outputs the labels of all phonemes in it
  – Etc...
• *Training an MLP*