

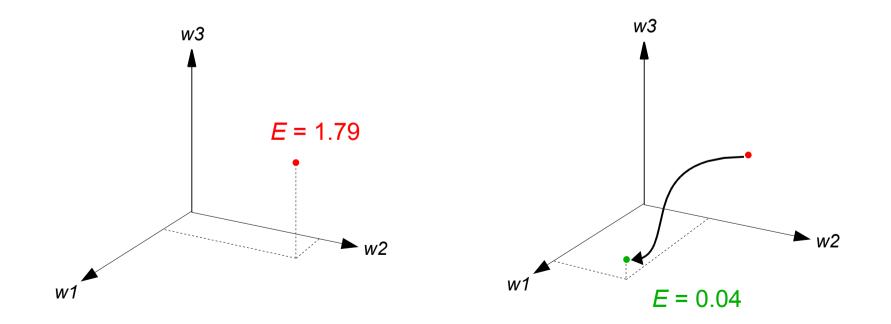
- Typically use **backpropagation** learning algorithm
- Connection strengths change during training
- No feedback connections
- Nodes are arranged into successive layers
- Node activations represent stimulus/response associations
- Can behave as a pattern classifier

- Connection weights determine network behavior
- Behavior could be "good" or "bad"
- Error function quantifies this measure

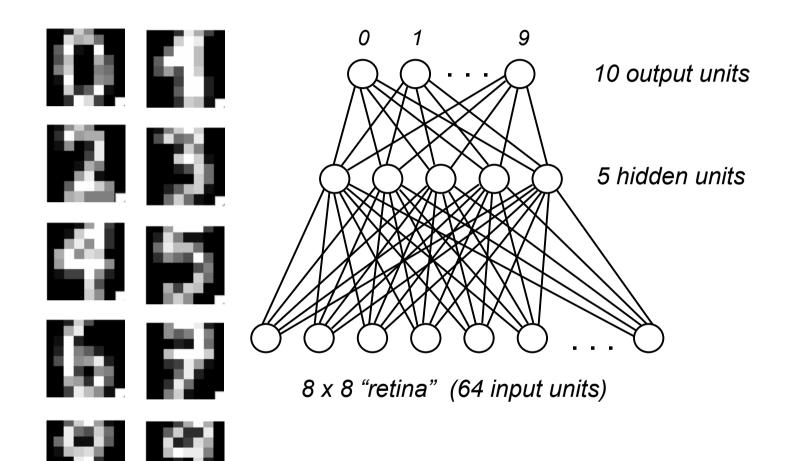
 $Error = (target_1 - output_1)^2 + (target_2 - output_2)^2 + \dots$

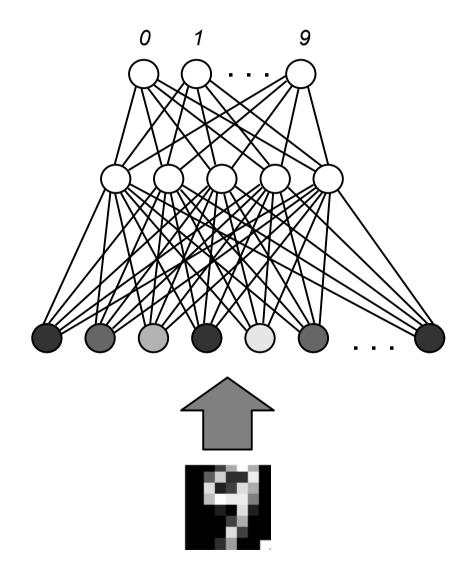
Example: ulletw3 **Target** Actual Input 0 0 00.50 0 E = 1.790 1 0.67 0 0 0.12 1 0 0.82 0 0 0.7 1.5 $\mathbf{0}$ 1 1 0.90 0.7 0.12 1 0 0 0 0.53 1 1 0 1 0.69 w^2 1.5 1 1 1 0 0.83 w1 1 0.91 "Weight space"

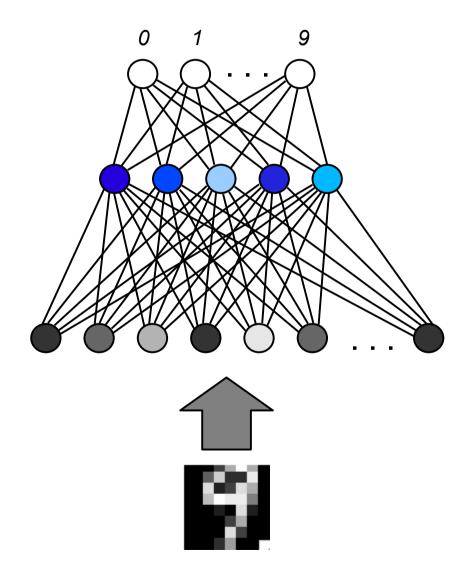
- How to change the weights so that *E* goes down?
- Backpropagation algorithm modifies the weights on each time step so that the overall error of the network moves in the direction of the gradient ("downhill")

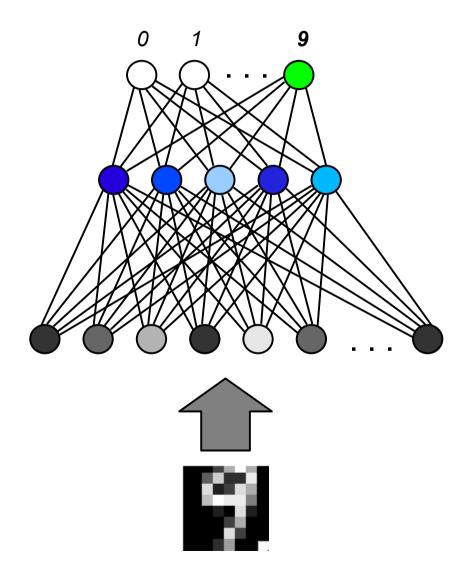


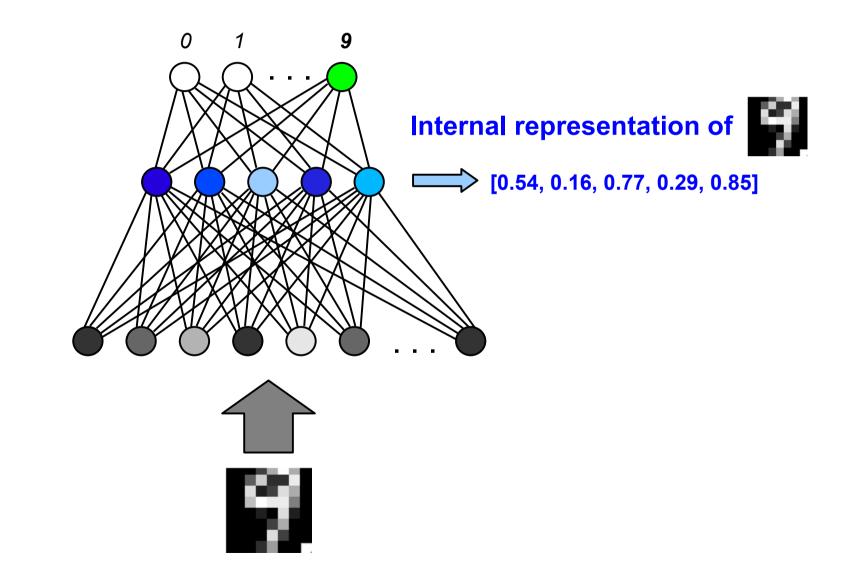
- Examples:
 - Backpropagation animation
 - Recognizing handwritten digits
 - Recognizing faces



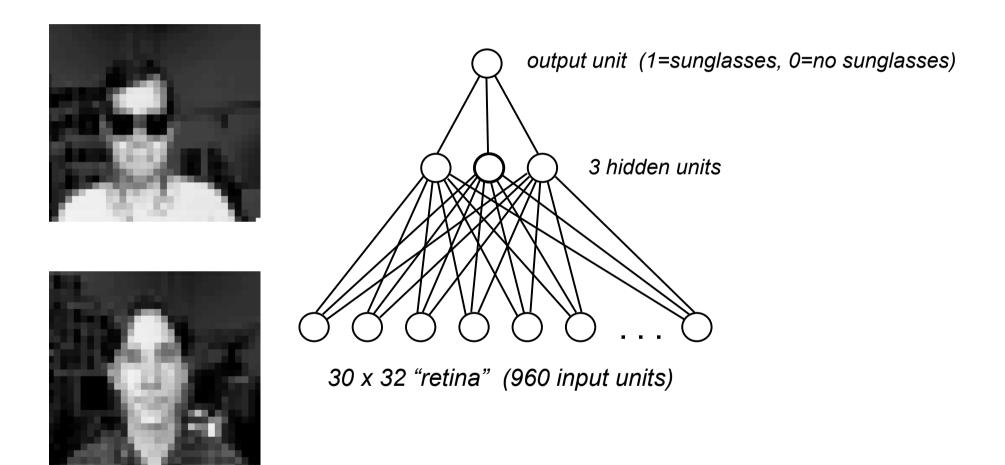


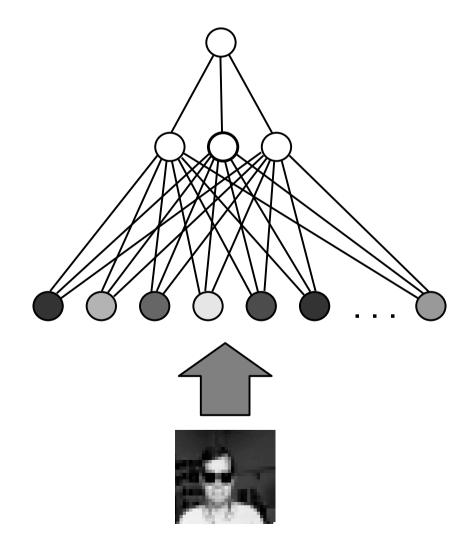


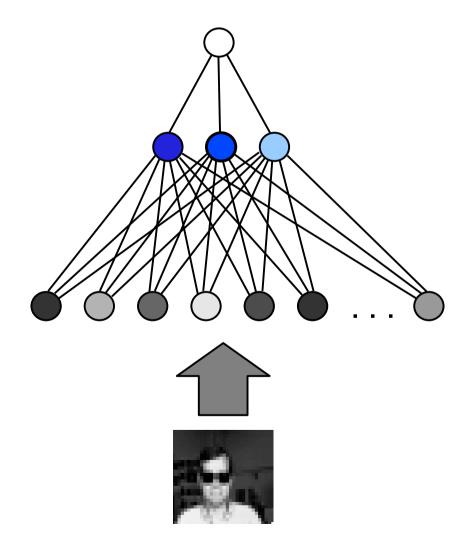


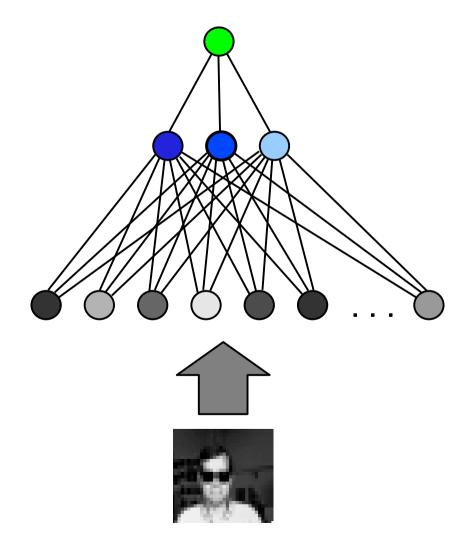


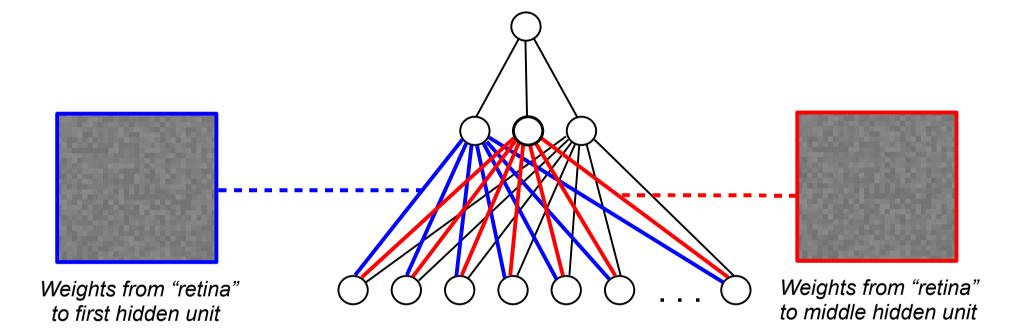
Handwritten Digits Demo



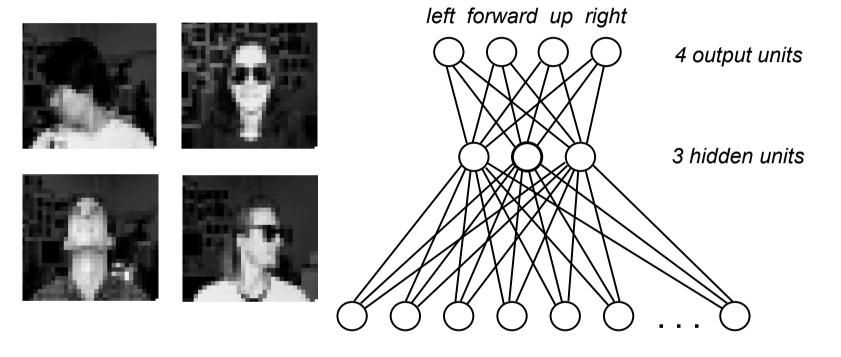




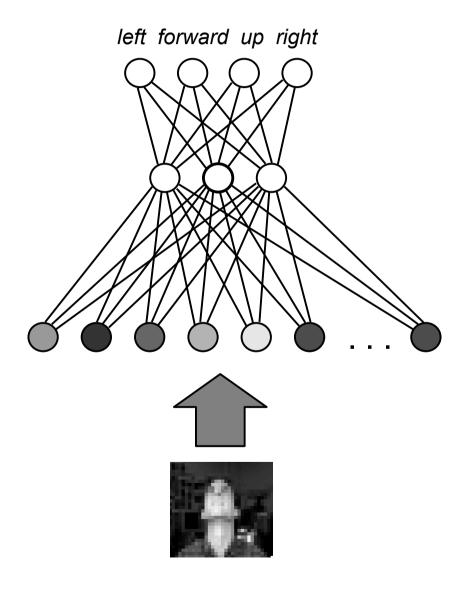


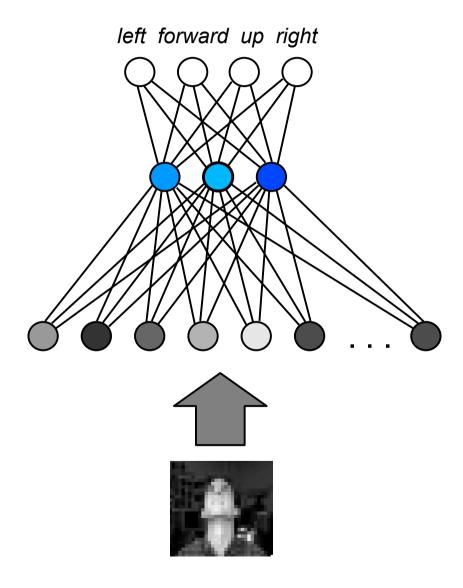


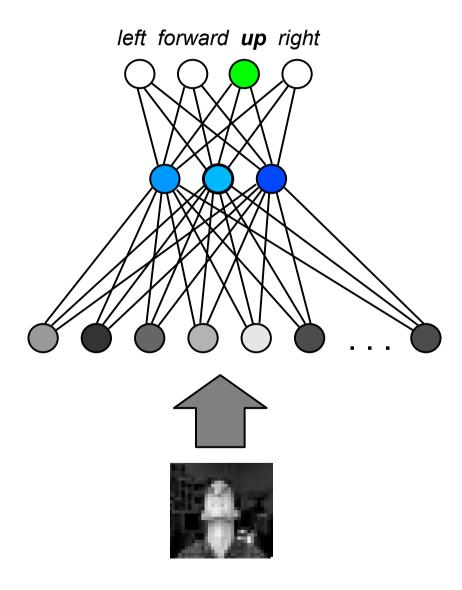
Sunglasses Recognizer Demo

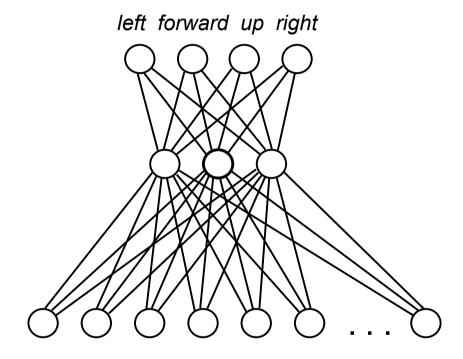


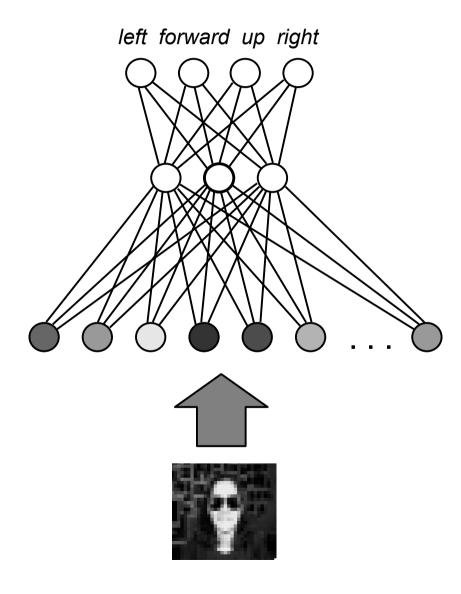
30 x 32 "retina" (960 input units)

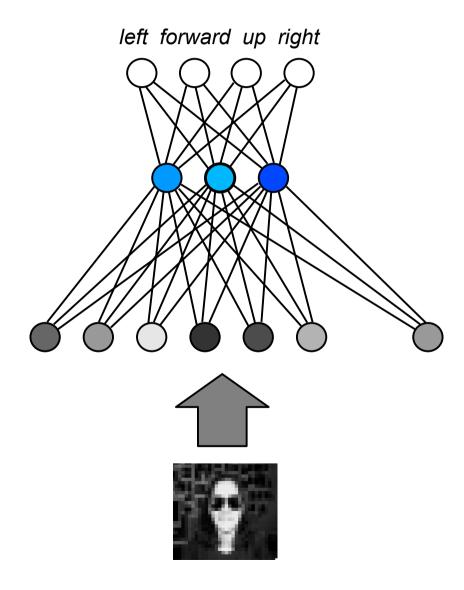


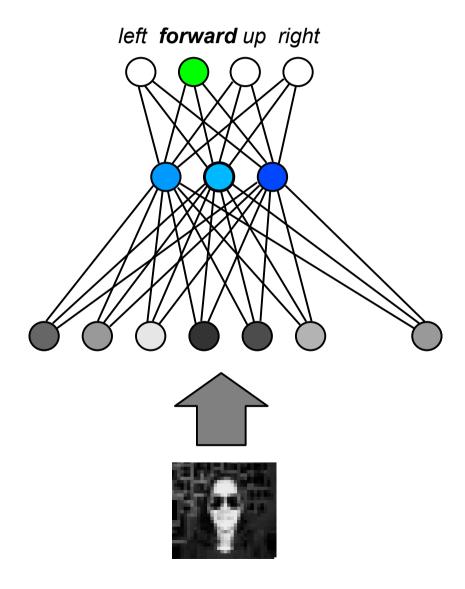












Pose Recognizer Demo