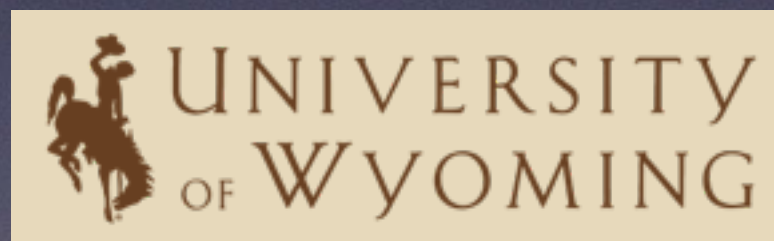


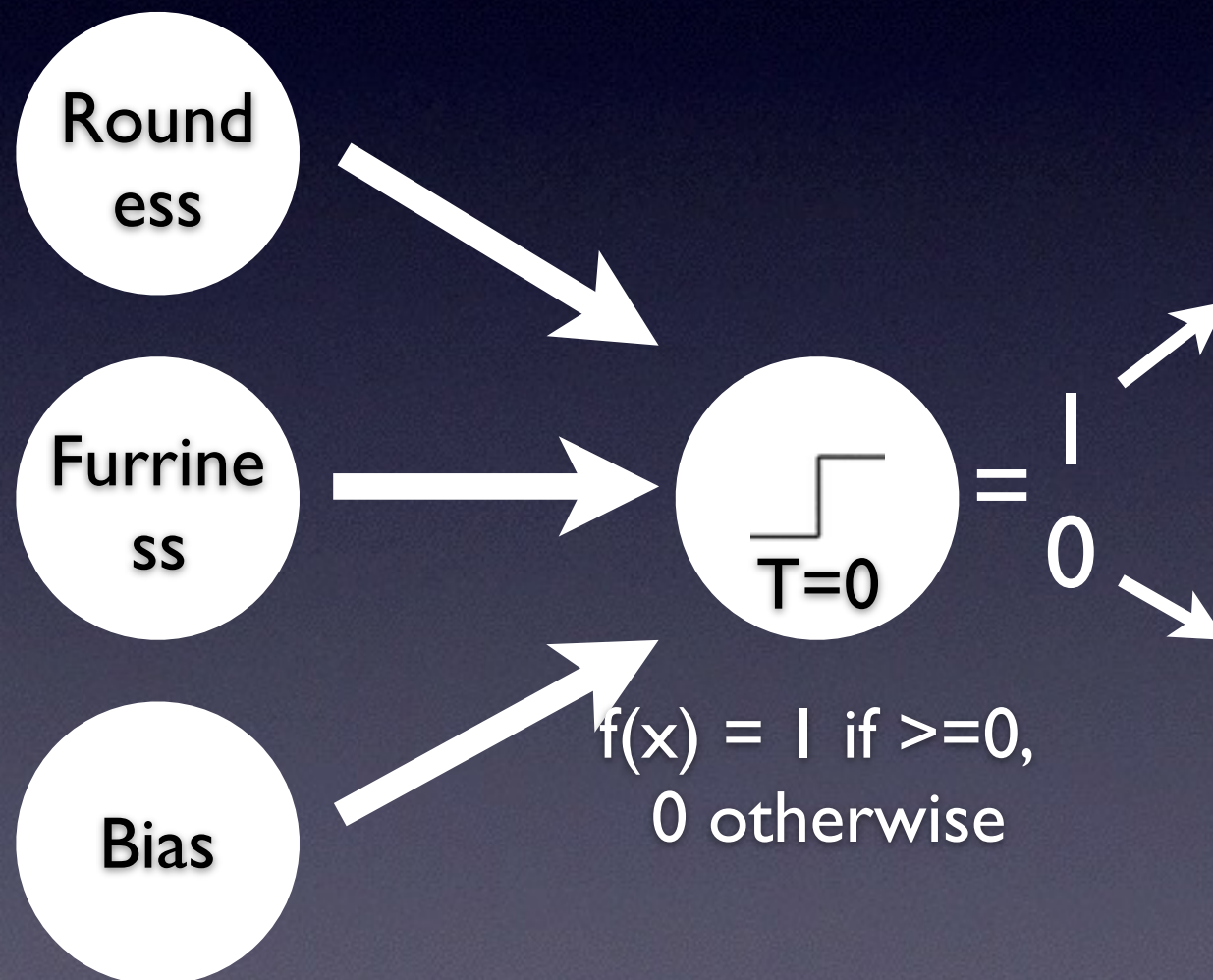
Evolutionary Robotics



Neural Networks

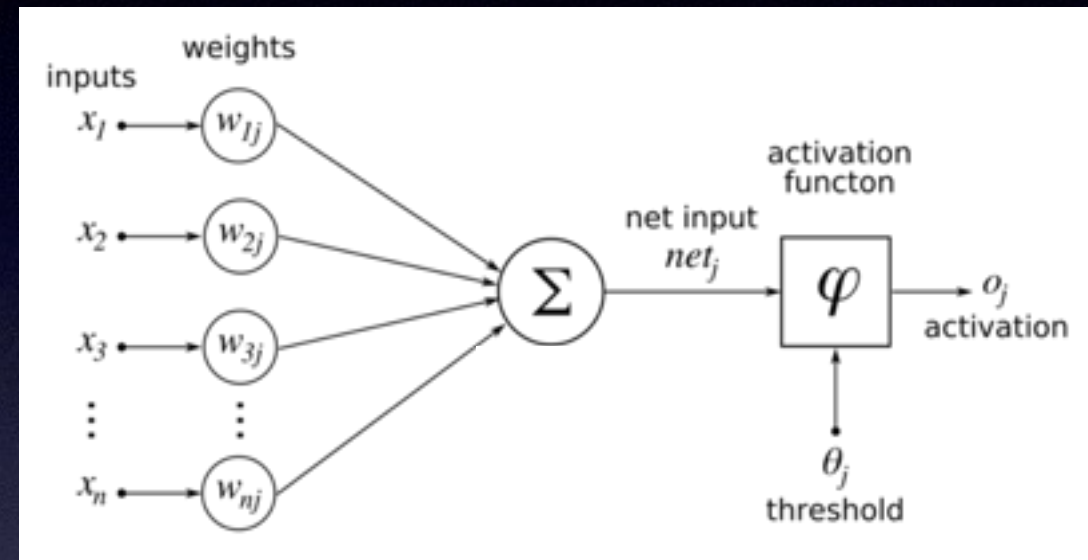
- Simple example: kiwi classifier

- binary inputs
- weights = ??
- bias = 1



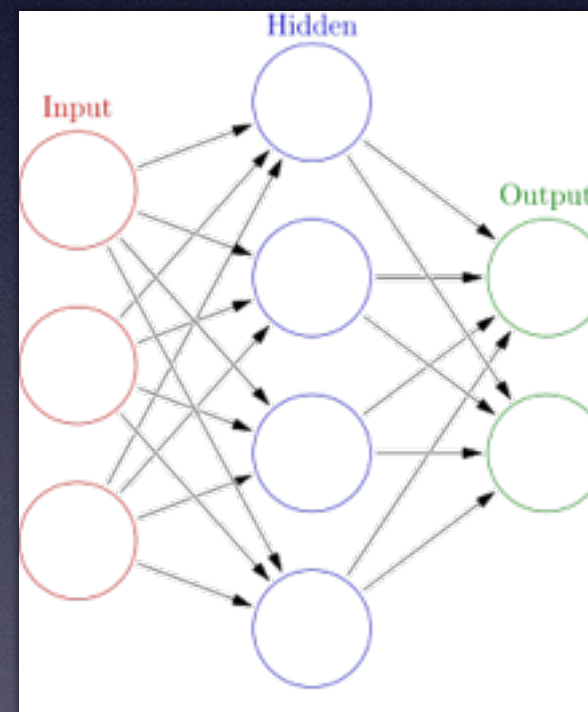
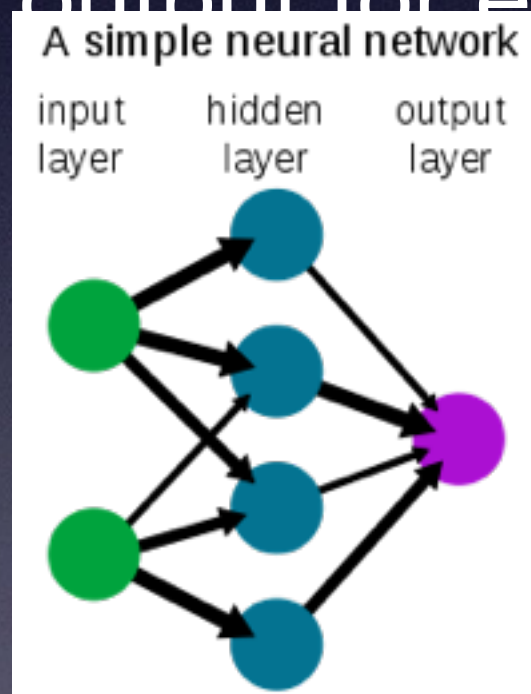
Non-Linear Activation Functions

- Combining many of them builds an ANN
 - that can represent non-linear functions
 - because activation functions are non-linear



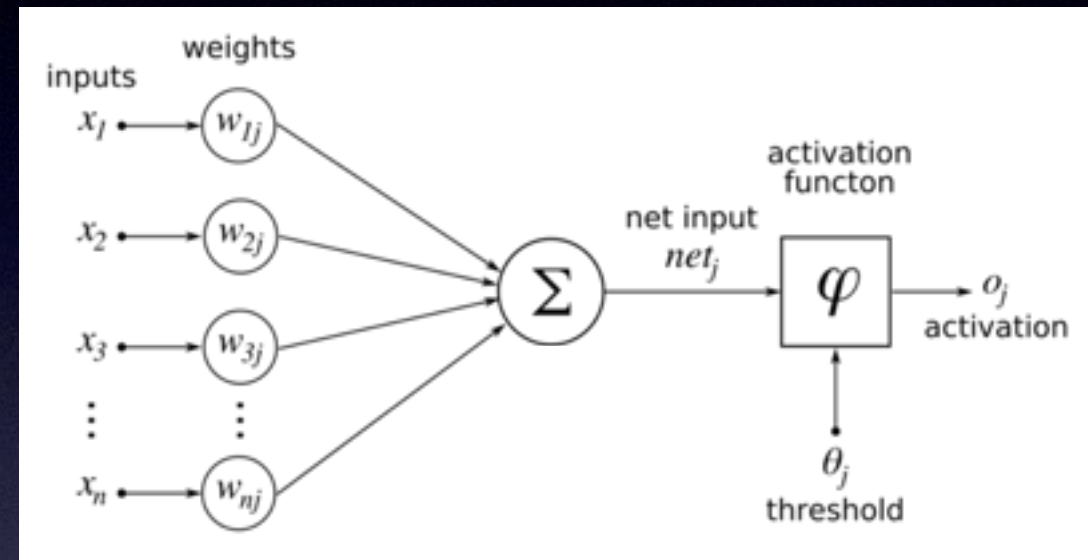
Outputs

- Can have single or multiple outputs
 - e.g. one output for each class



Perceptron

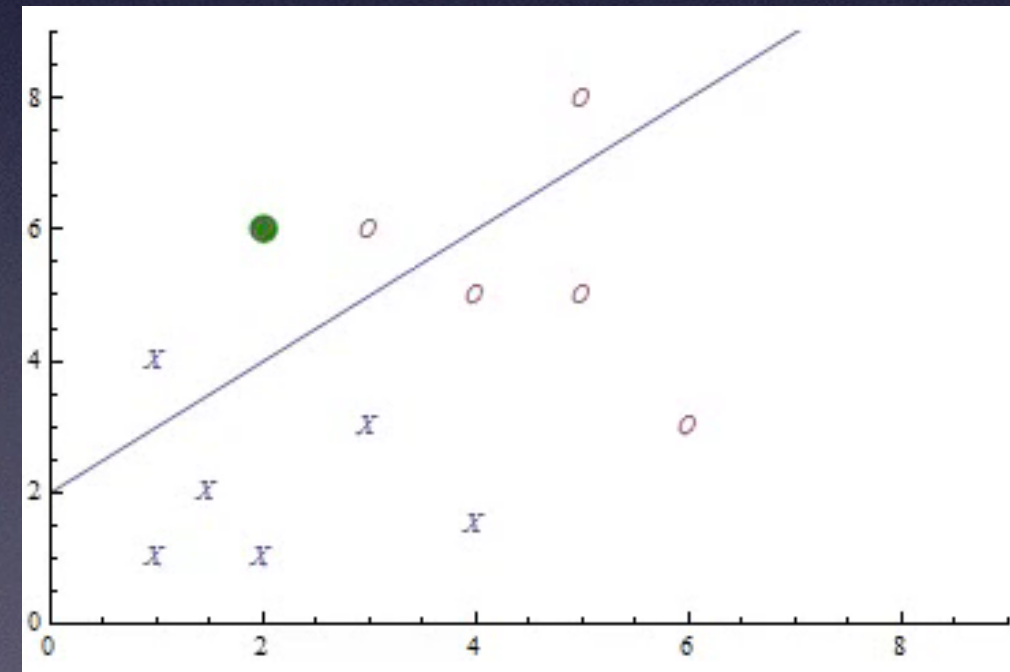
- **Perceptron**: Single unit
 - Default activation function: step
 - Sigmoid: “sigmoid perceptron”
- **Perceptron Network**:
 - single-layer network



McCullough & Pitts (1943)

Perceptron Training Rule

- Training:
 - step activation function:
perceptron learning rule
 - logistic activation function:
gradient descent
 - both work for linearly separable data
 - we already new that...just a new metaphor now



Perceptron Training Rule vs. Decision Tree

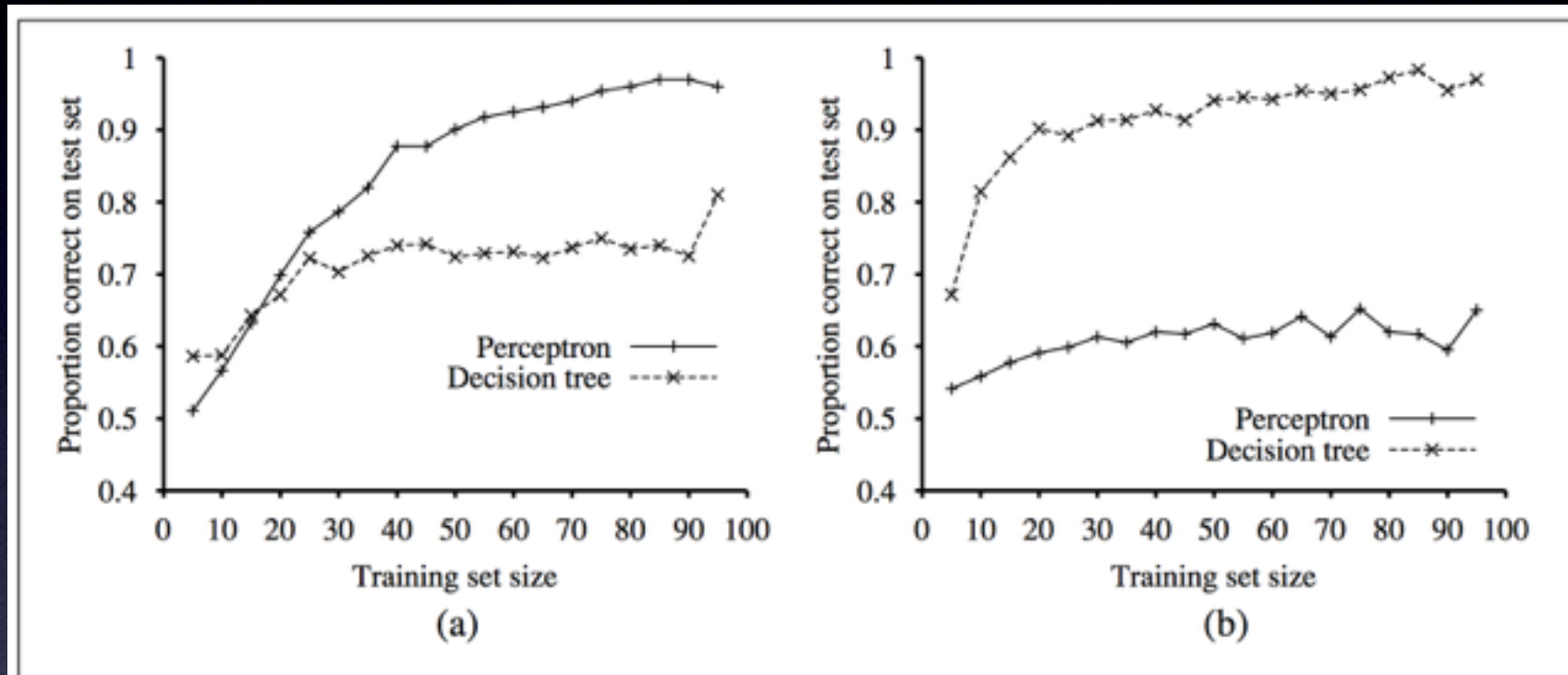


Figure 18.22 Comparing the performance of perceptrons and decision trees. (a) Perceptrons are better at learning the majority function of 11 inputs. (b) Decision trees are better at learning the *Will Wait* predicate in the restaurant example.

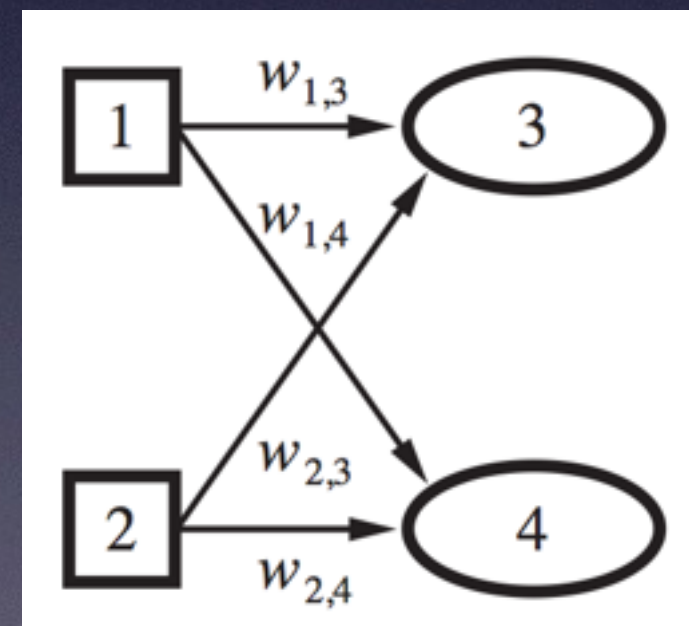
Majority Function: Perceptron compactly represents it, Decision Trees requires exponentially many nodes

Restaurant Wait Function: Not linearly separable, so DT works well, Perceptron does not

Adder Problem

- Binary Adder Function

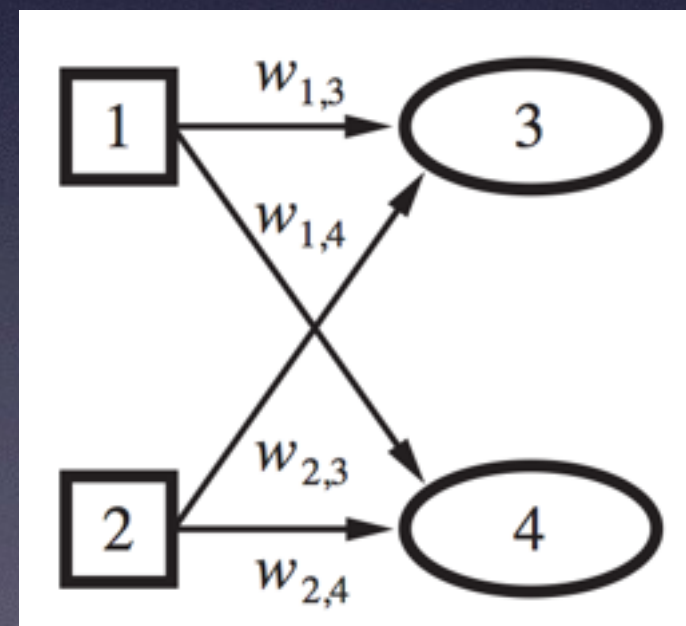
x_1	x_2	y_3 (carry)	y_4 (sum)
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0



Adder Problem

- Binary Adder Function
- Note that the two outputs mean two separate learning processes
 - weights only affect one output

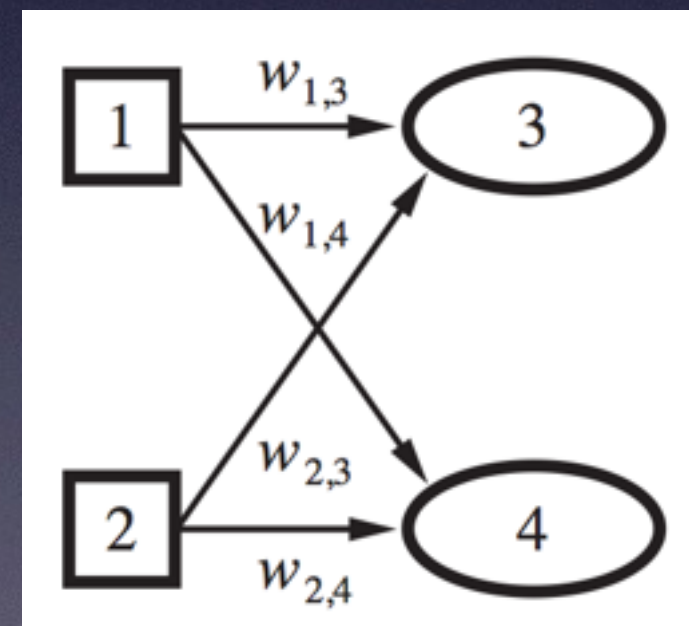
x_1	x_2	y_3 (carry)	y_4 (sum)
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0



Adder Problem

- Run learning
 - Neuron 3 is perfect
 - Neuron 4 fails
 - Why?

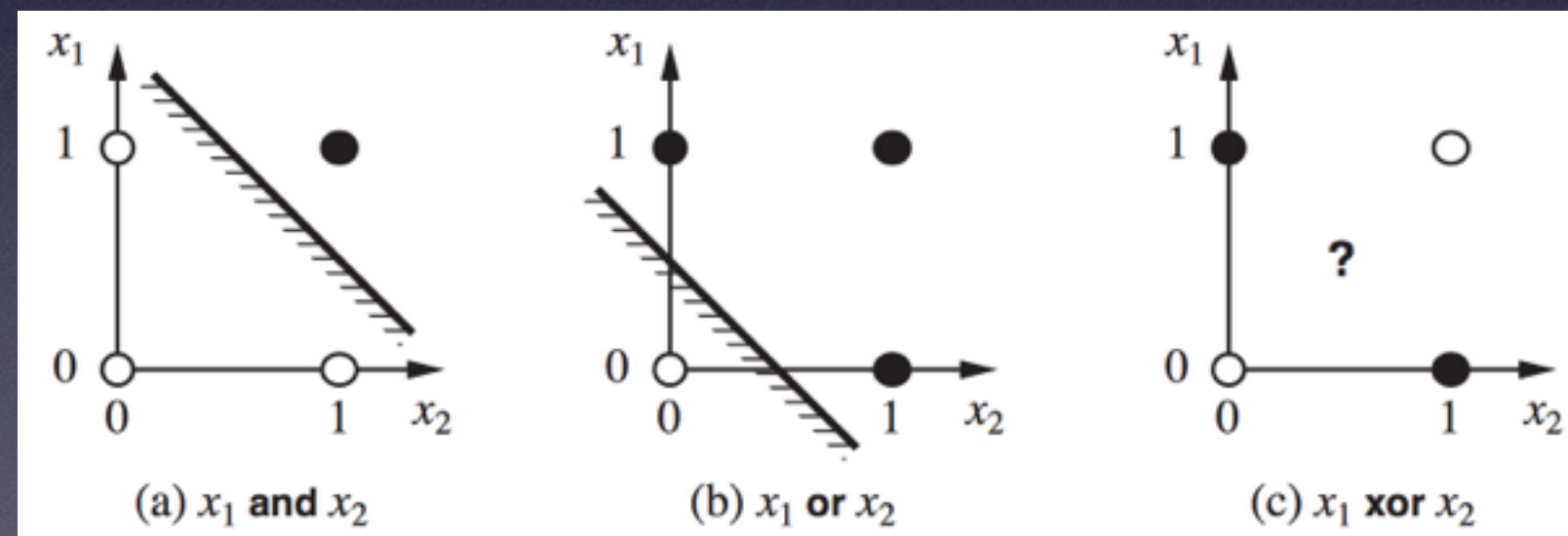
x_1	x_2	y_3 (carry)	y_4 (sum)
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0



Adder Problem

- Run learning
 - Neuron 3 is perfect
 - Neuron 4 fails
 - It's not linearly separable
 - It's an XOR problem
 - classic #fail for perceptrons
 - Minsky & Papert 1969
 - Though McCullough & Pitts (1943) knew it

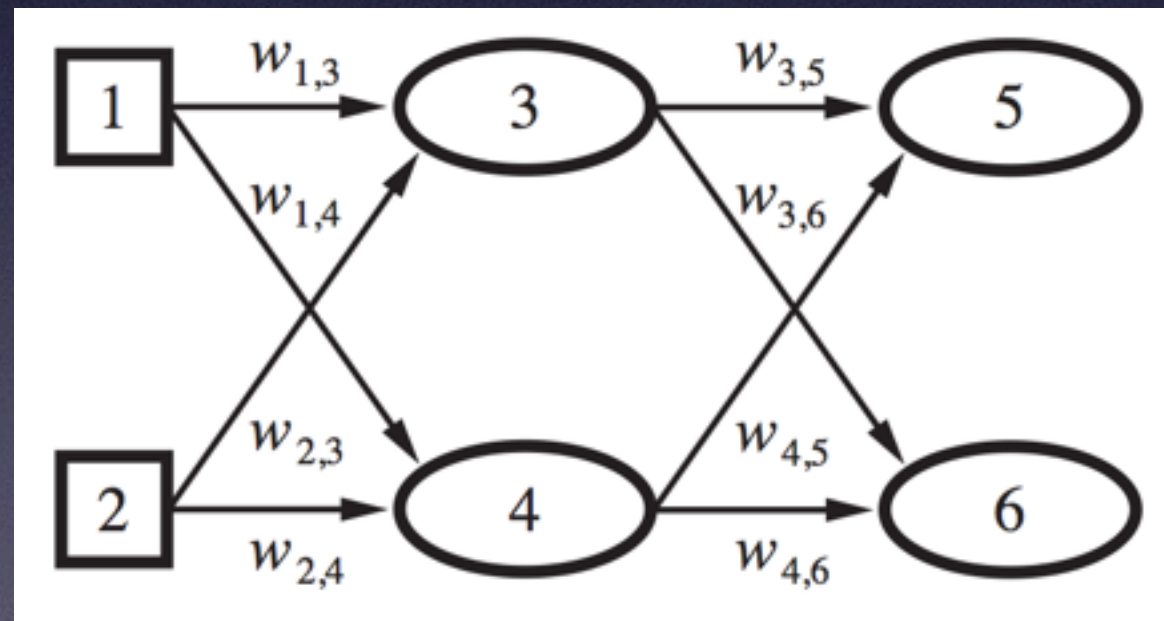
x_1	x_2	y_3 (carry)	y_4 (sum)
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0



XOR Problem

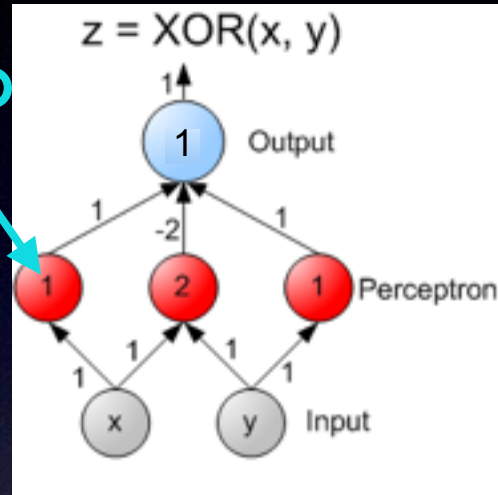
- Solution?
- Multiple layers
 - aka “multi-layer percept

x_1	x_2	y_3 (carry)	y_4 (sum)
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

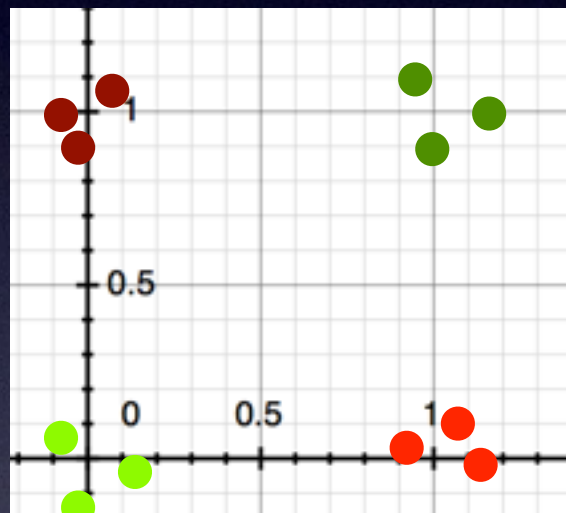


Neural Networks

Outputs 1 if \geq number in no



2D



x y Left Center Right Output

Outputs of each node

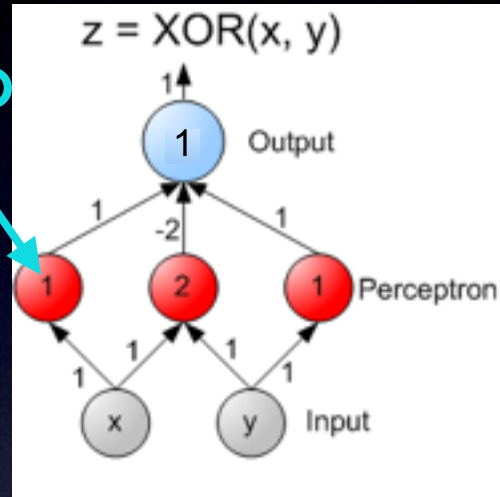
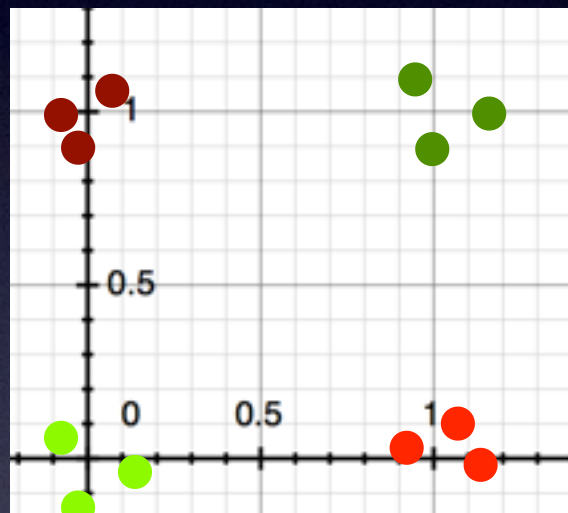
●	1	1
●	1	0
●	0	1
●	0	0

Fill in! (Groups)

Neural Networks

Outputs 1 if \geq number in no

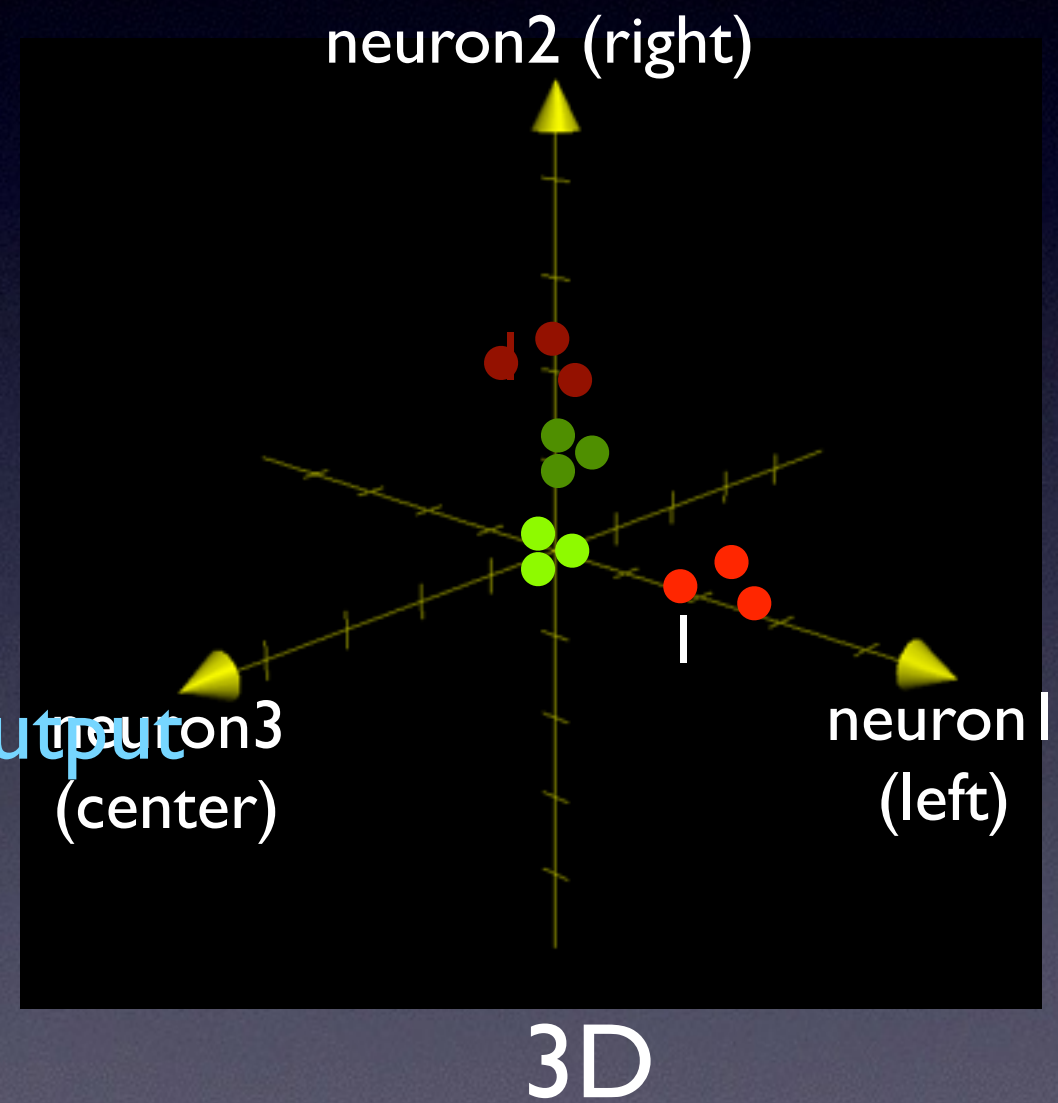
2D



Non-Linear Mapping

Outputs of each node

	x	y	Left	Center	Right	Output
● (green)	1	1	1	1	1	0
● (red)	1	0	1	0	1	1
● (dark red)	0	1	0	1	0	1
● (light green)	0	0	0	0	0	0

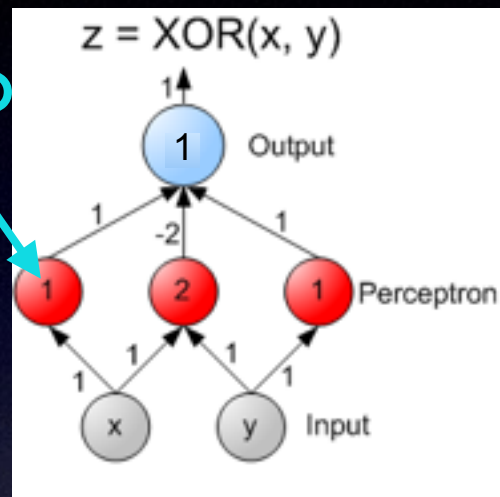
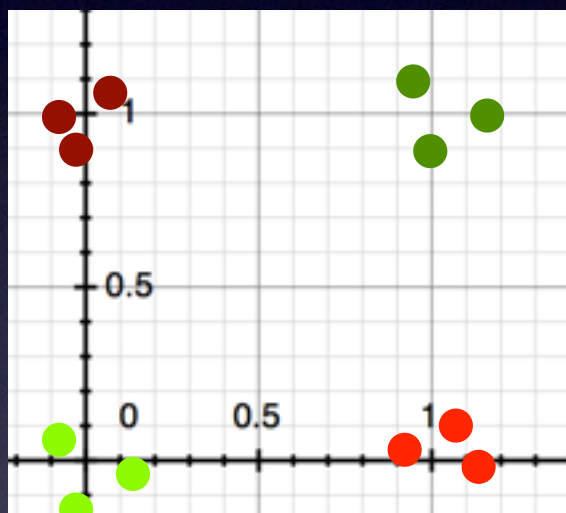


3D

Neural Networks

Outputs 1 if \geq number in no

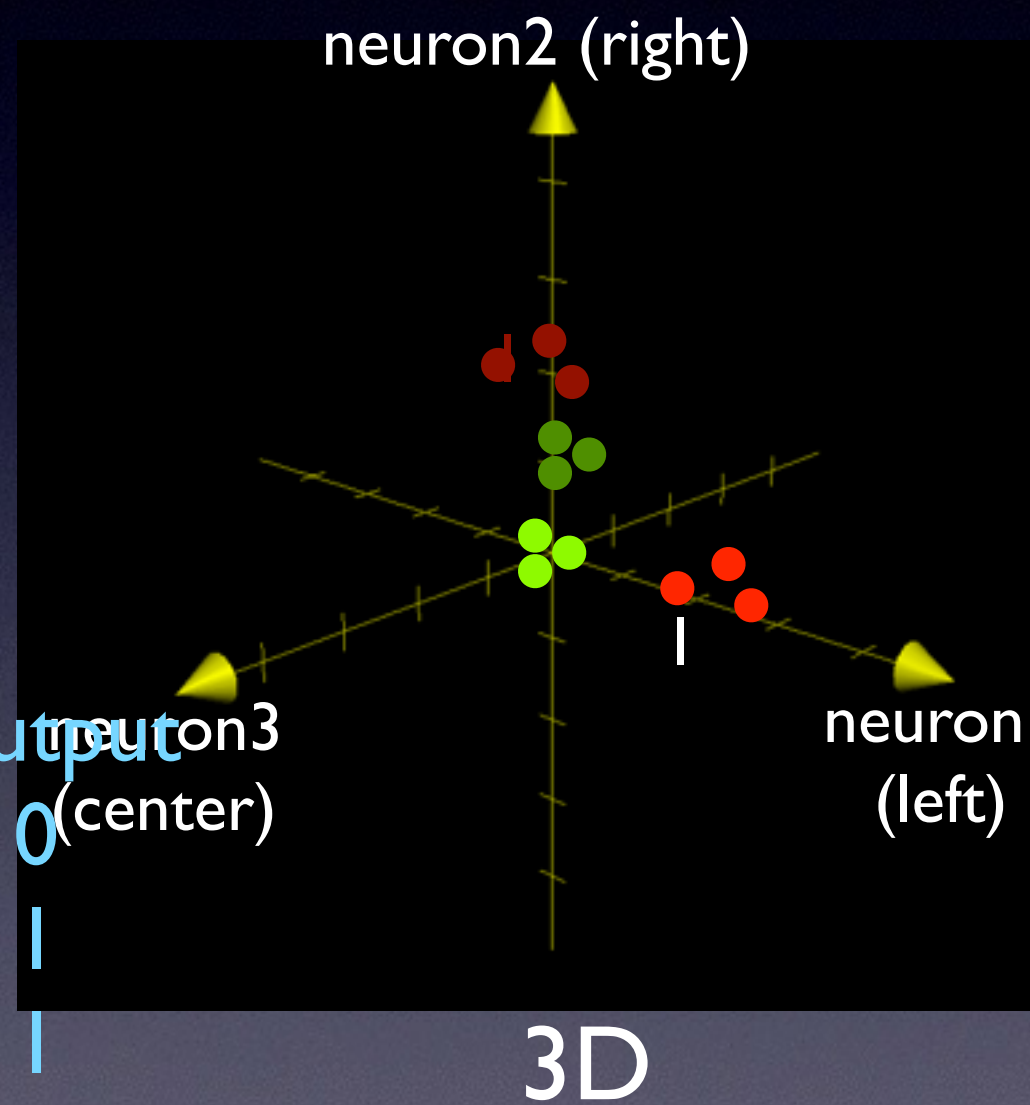
2D



Non-Linear Mapping

Outputs of each node

	x	y	Left	Center	Right	Output
● (green)	1	1	1	1	1	0
● (red)	1	0	1	0	0	1
● (dark red)	0	1	0	0	1	1
● (light green)	0	0	0	0	0	0



3D

Neural Networks

