A Biologically Plausible Learning Algorithm for Neural Networks

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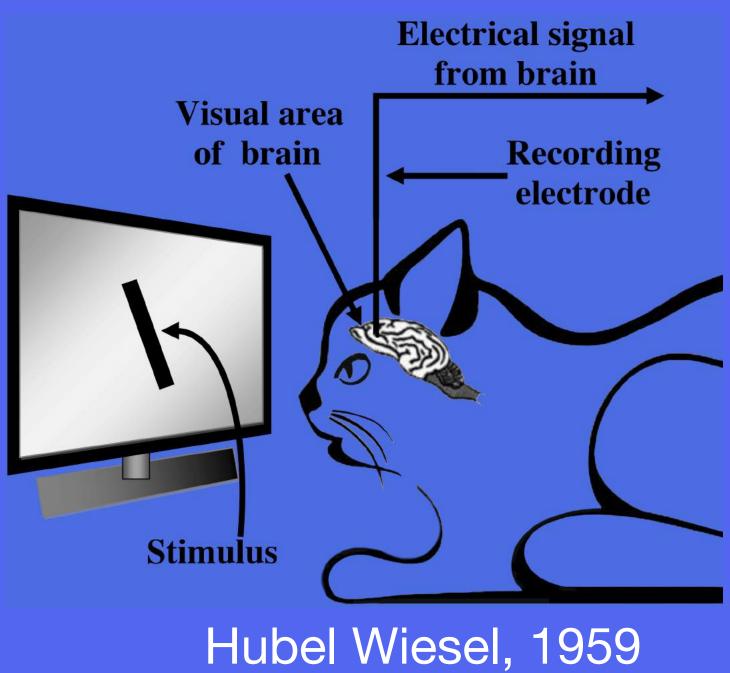
IBM Research

Does brain do deep learning?

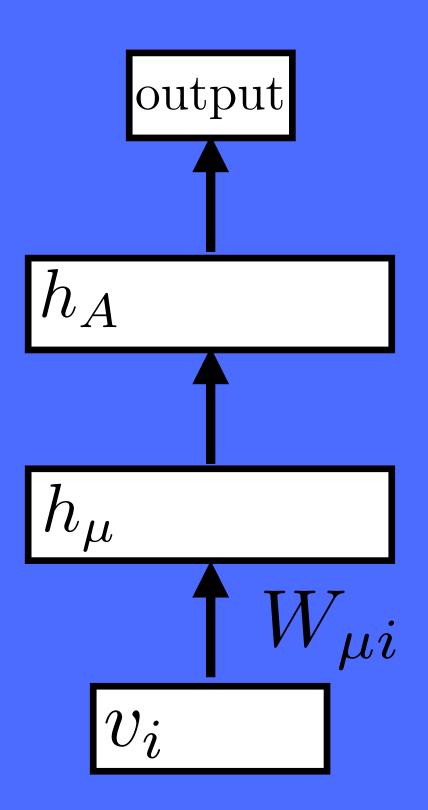
- Architectural similarity between CNNs and visual cortex
- Similarity of the receptive fields of CNNs and direction selective cells



Zeiler and Fergus, 2014



Does brain do backpropagation?

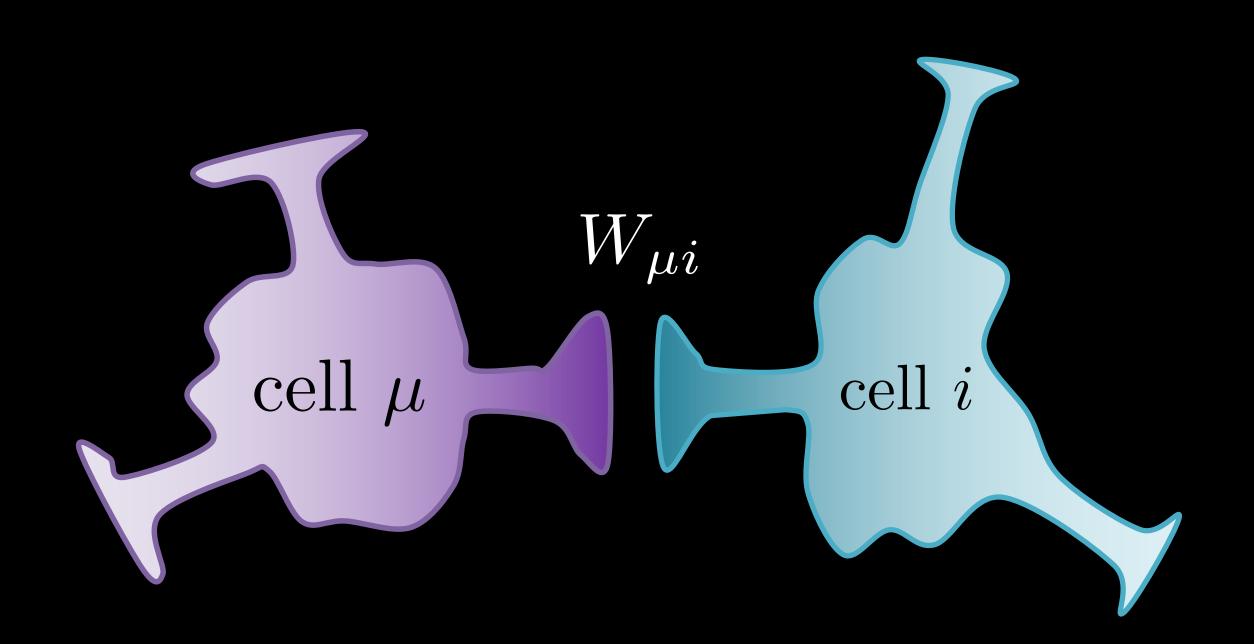


$$L = \sum_{\text{data}} (\text{output} - \text{target})^2$$

$$\Delta W_{\mu i} = -\varepsilon \frac{\partial L}{\partial W_{\mu i}} = \varepsilon \left(\dots \right)$$

The update rule is non-local

Biological plasticity rules



$$\Delta W_{\mu i} = f(I_{\mu}, I_i)$$

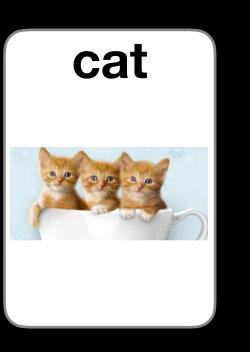
 I_{μ} — information available to cell μ

 I_i — information available to cell i

The update rule is local

Supervised backpropagation learning versus biological learning









VS.



heavily supervised greedy on labeled data

mostly unsupervised very few labeled examples

Main question:

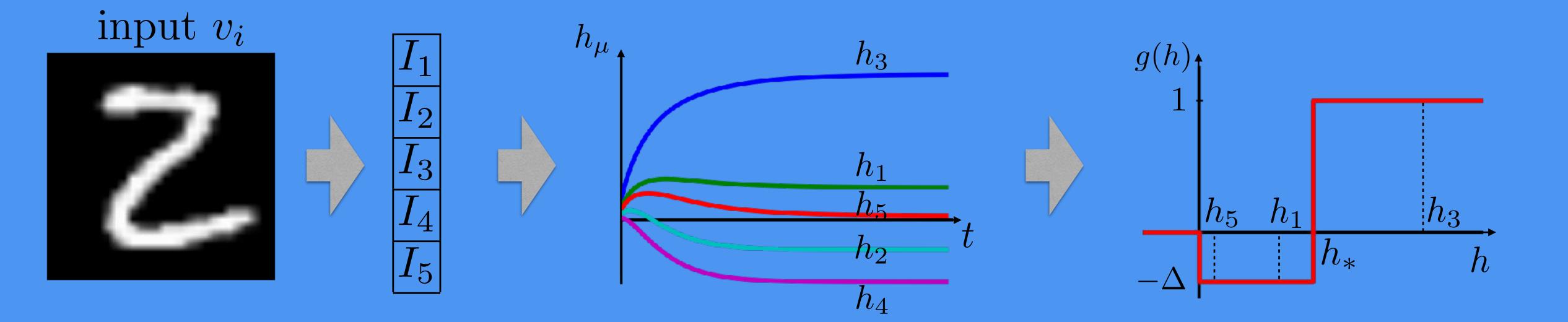
Given unsupervised aspect of learning and locality of synaptic plasticity rules, can we engineer a learning algorithm that leads to a good generalization performance?

Learning algorithm

$$h_{\mu}$$
 $W_{\mu i}$

$$\tau \frac{dh_{\mu}}{dt} = I_{\mu} - w_{\text{inh}} \sum_{\nu \neq \mu} r(h_{\nu}) - h_{\mu}$$

$$I_{\mu} = \sum_{i=1}^{N} W_{\mu i} v_i$$



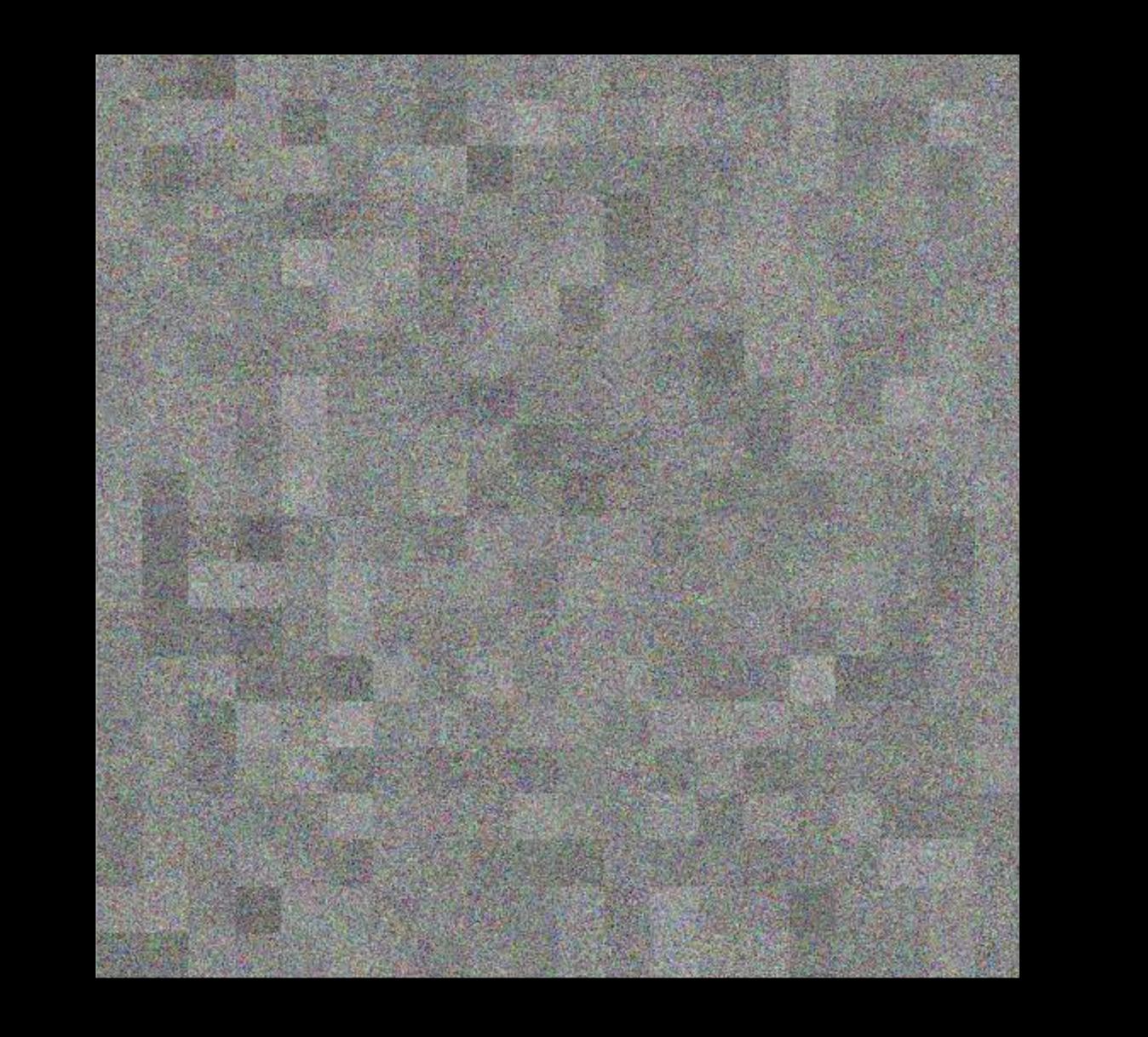
$$\Delta W_{\mu i} \sim g(h_\mu) v_i$$
 Hebbian learning

Synaptic plasticity rule

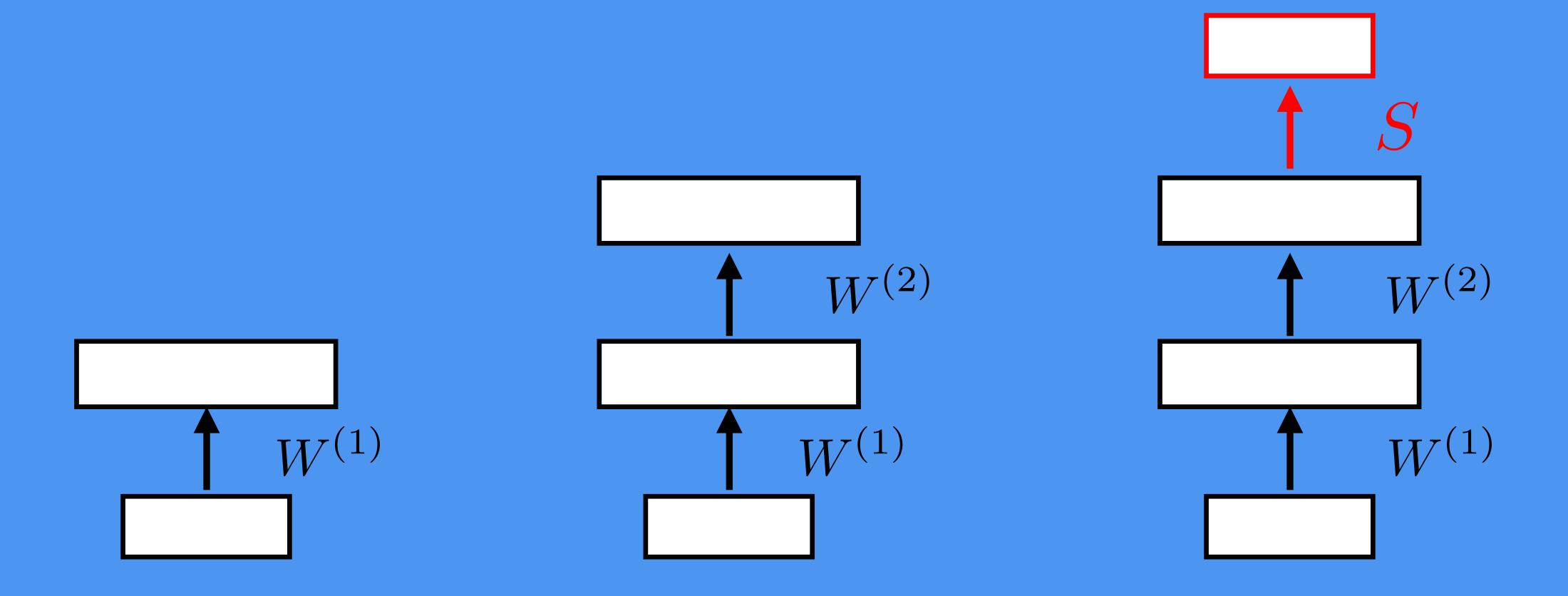
$$\tau_L \frac{dW_{\mu i}}{dt} = g(h_\mu) \left[v_i - \left(\sum_{k=1}^N W_{\mu k} v_k \right) W_{\mu i} \right]$$

$$\sum_{i=1}^{N} W_{\mu i}^2 = 1$$

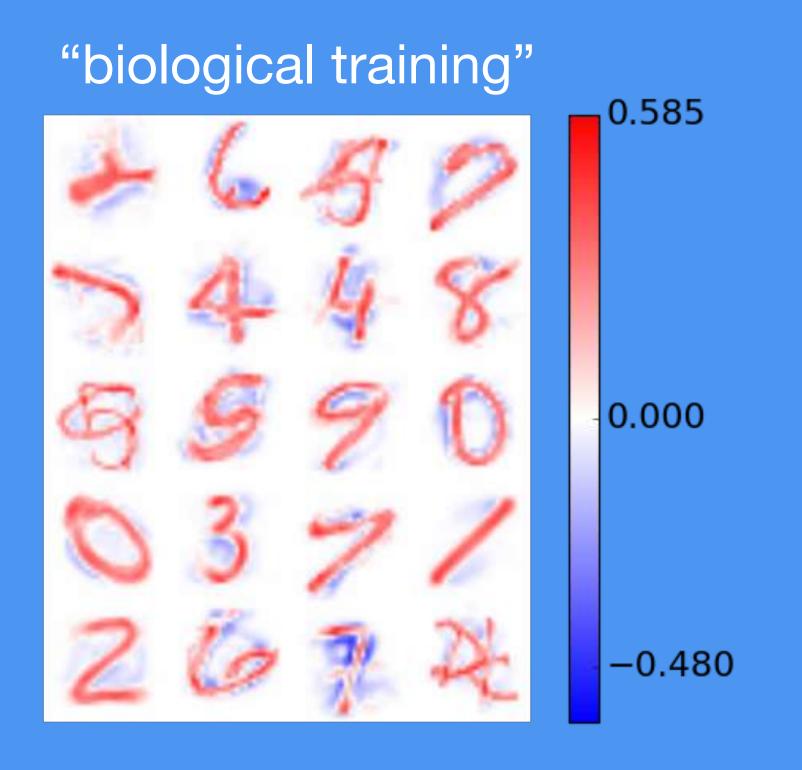
The weights of each hidden unit dynamically converge to the surface of a unit sphere

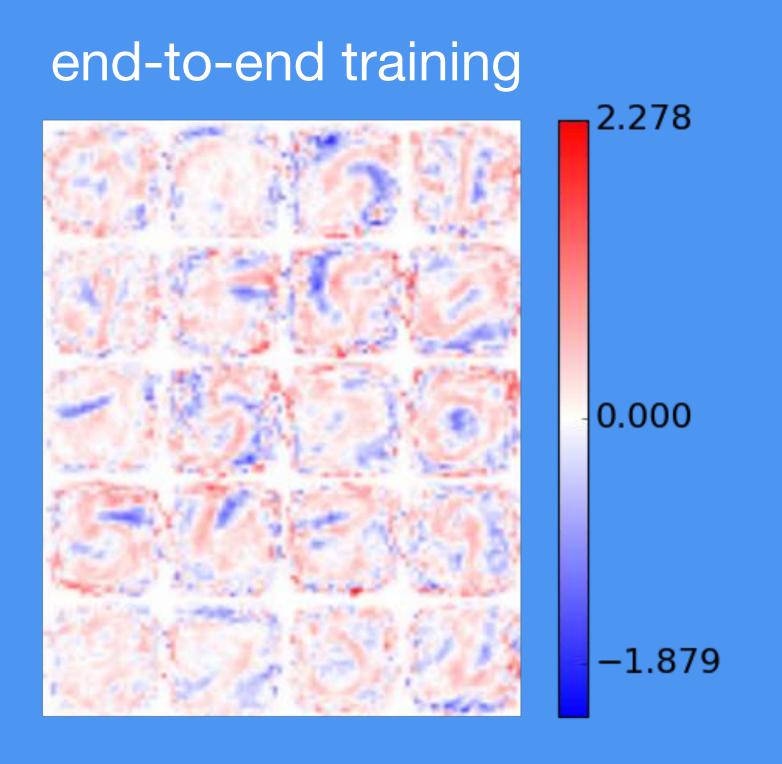


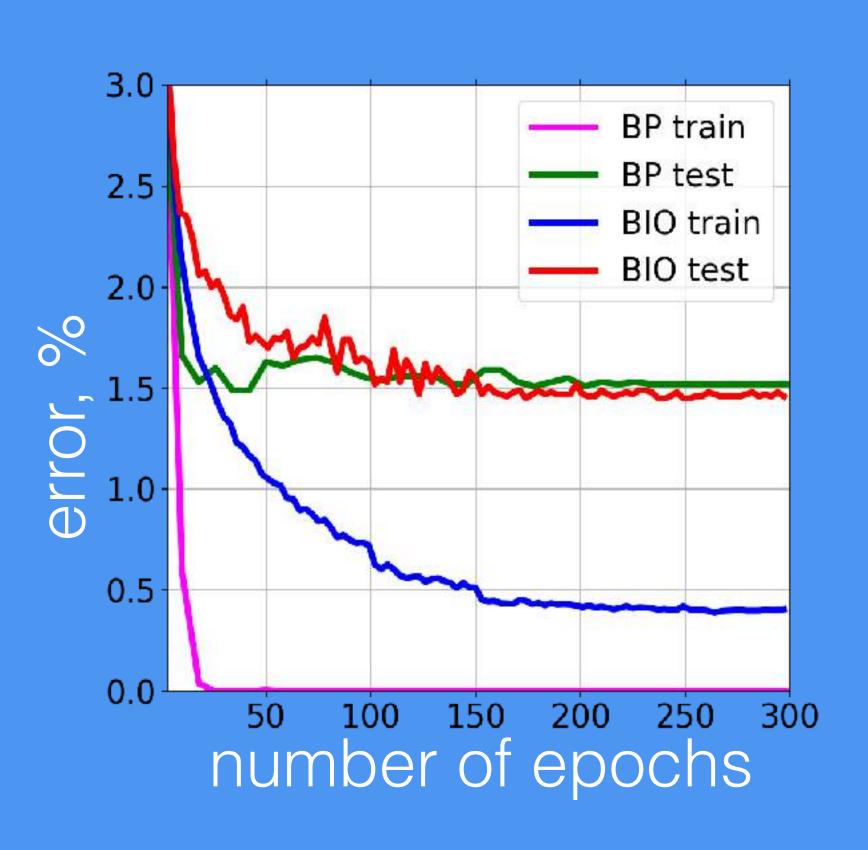
Stacking the layers



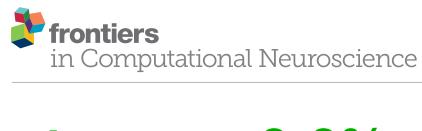
Generalization performance







Alternative ideas on biologically plausible learning



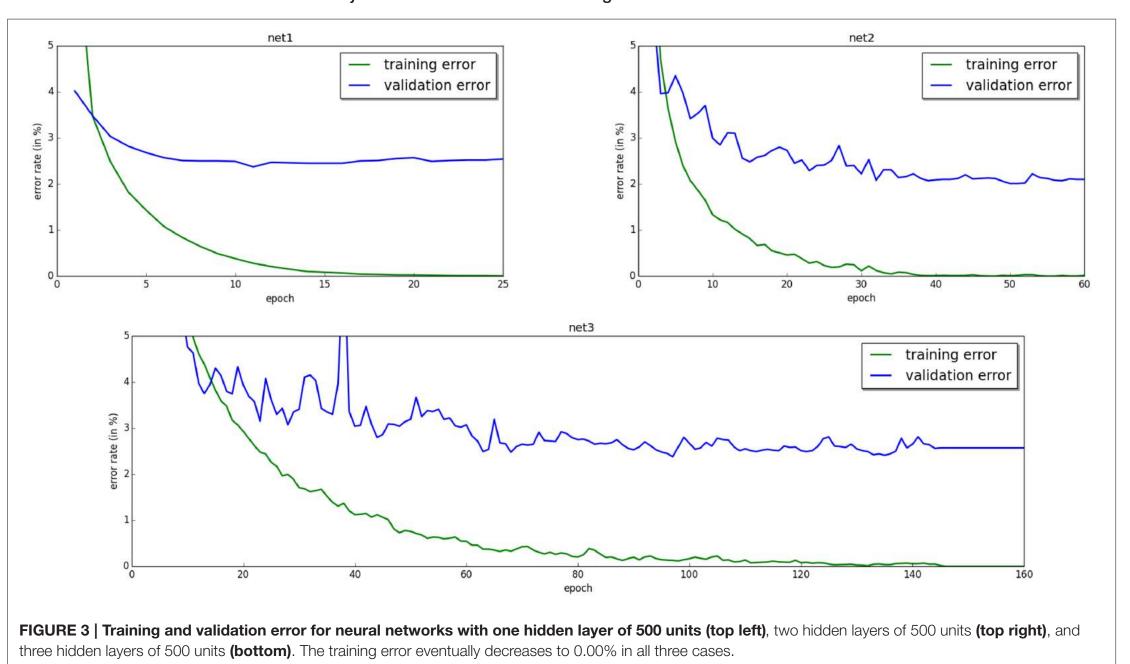
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test error = 2-3%

Equilibrium Propagation: Bridging the Gap between Energy-Based Models and Backpropagation

Benjamin Scellier* and Yoshua Bengio †



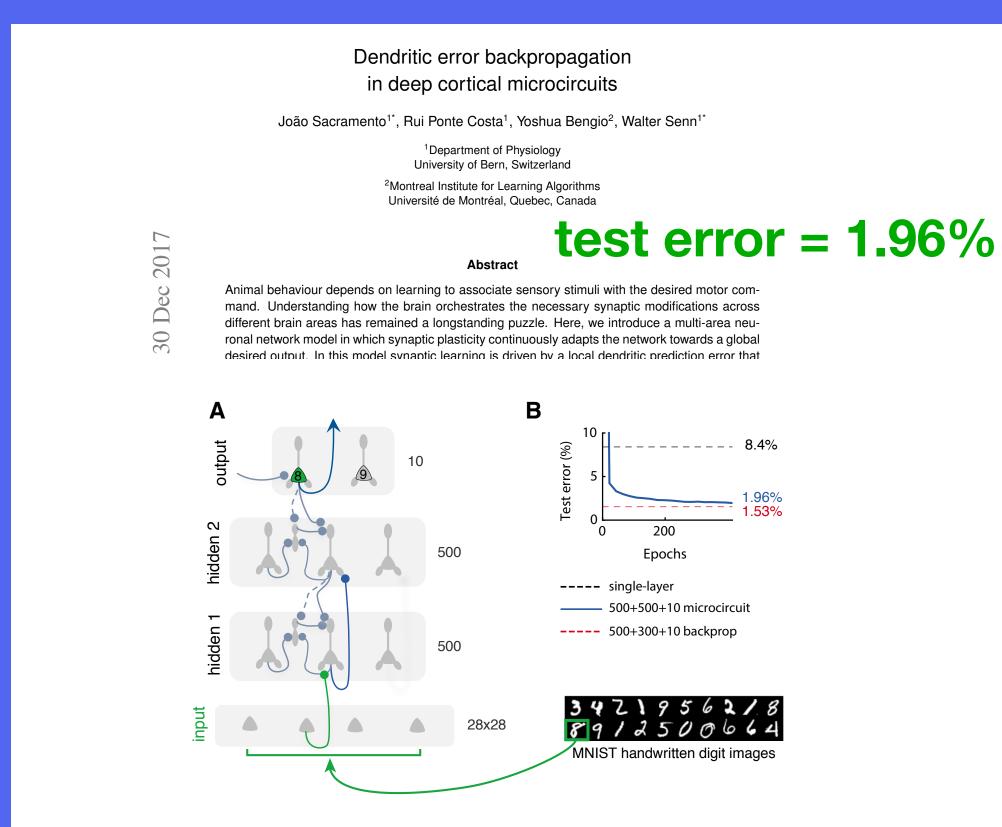
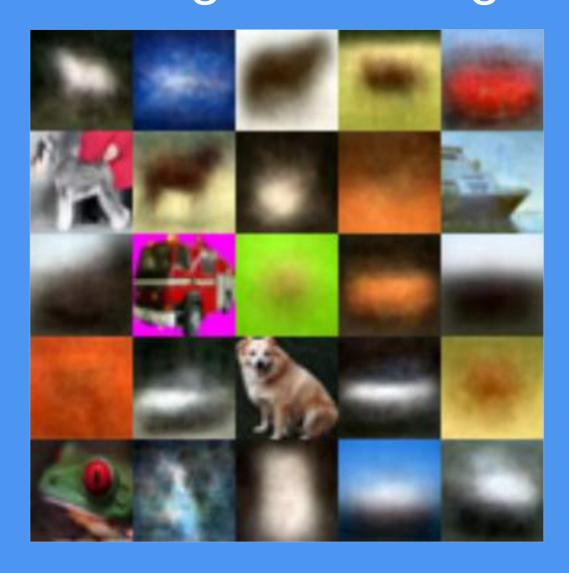


Figure 4: Learning to classify real-world, structured stimuli with a multi-area network. (A) A 784-500-500-10 (i.e. with two hidden areas) network of pyramidal neurons learns to recognize and classify handwritten digits from the MNIST data set. Only a subset of connections is shown to enhance clarity. (B) Competitive accuracy (< 2%, an empirical signature of backprop-like learning) is achieved on the standard MNIST testing dataset by our network (solid blue). For comparison the performance of a shallow learner (i.e. a network in which only output weights are adapted, dashed black) and of a standard artificial neural network trained with backprop (dashed red, see Methods) are also shown.

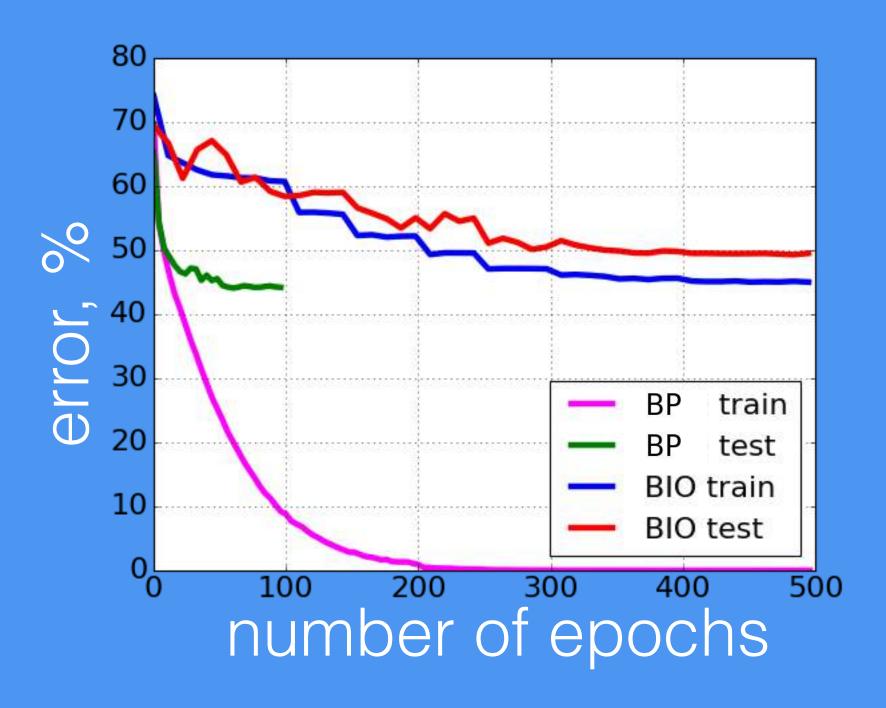
Generalization performance on CIFAR-10

"biological training"



end-to-end training







Strength of anti-hebbian learning



Work with L.Grinberg

Conclusions

1. Generalization performance of the "biologically plausible" neural network is close to that of the neural network trained end-to-end.

2. The weights of the intermediate layers $W^{(1)}$, $W^{(2)}$, etc., do not have information about the task the network will have to solve eventually. Thus, they produce a "general" representation of the data.

D.Krotov, J.Hopfield: "Unsupervised learning by competing hidden units", arXiv:1806.10181





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