

# Ensemble Self-Generating Neural Trees

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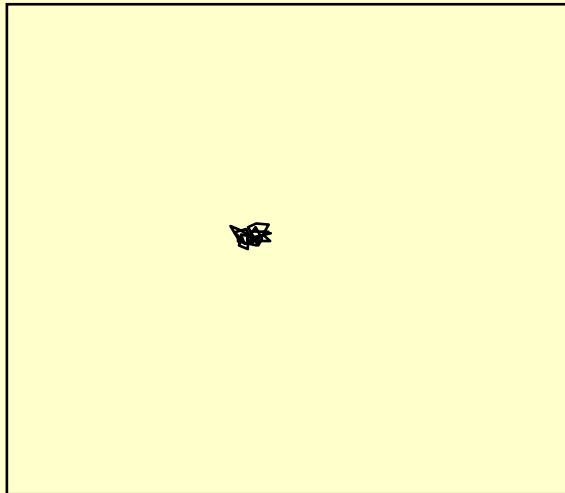
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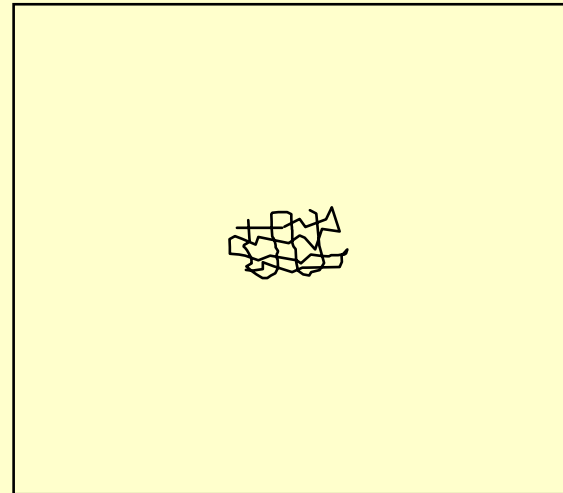
# Structure

- ❖ classifiers: key issues
- ❖ attribute selection and ordering
- ❖ self-generating neural trees (Wen, Jennings, Liu 1992)
- ❖ ensemble self-generating neural trees (Inoue, Narihasi 2000)
- ❖ my variation on esgnt, rationale
- ❖ applications best suited to esgnt?

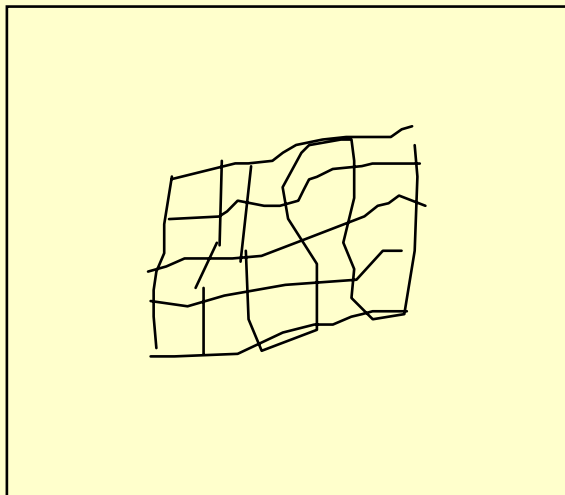
# Experiment results, formation of the map ....



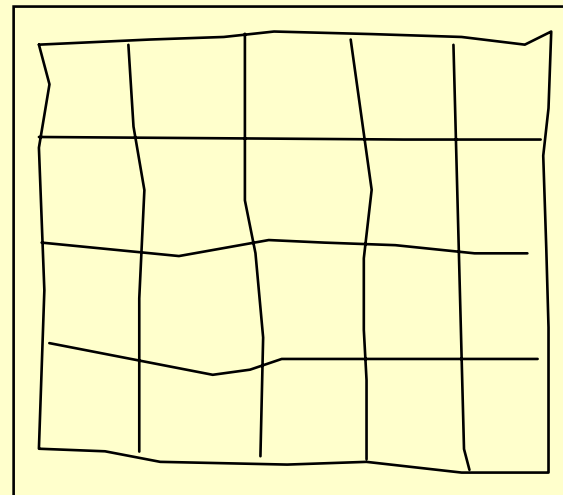
*0*



*20*



*100*



*100,000*

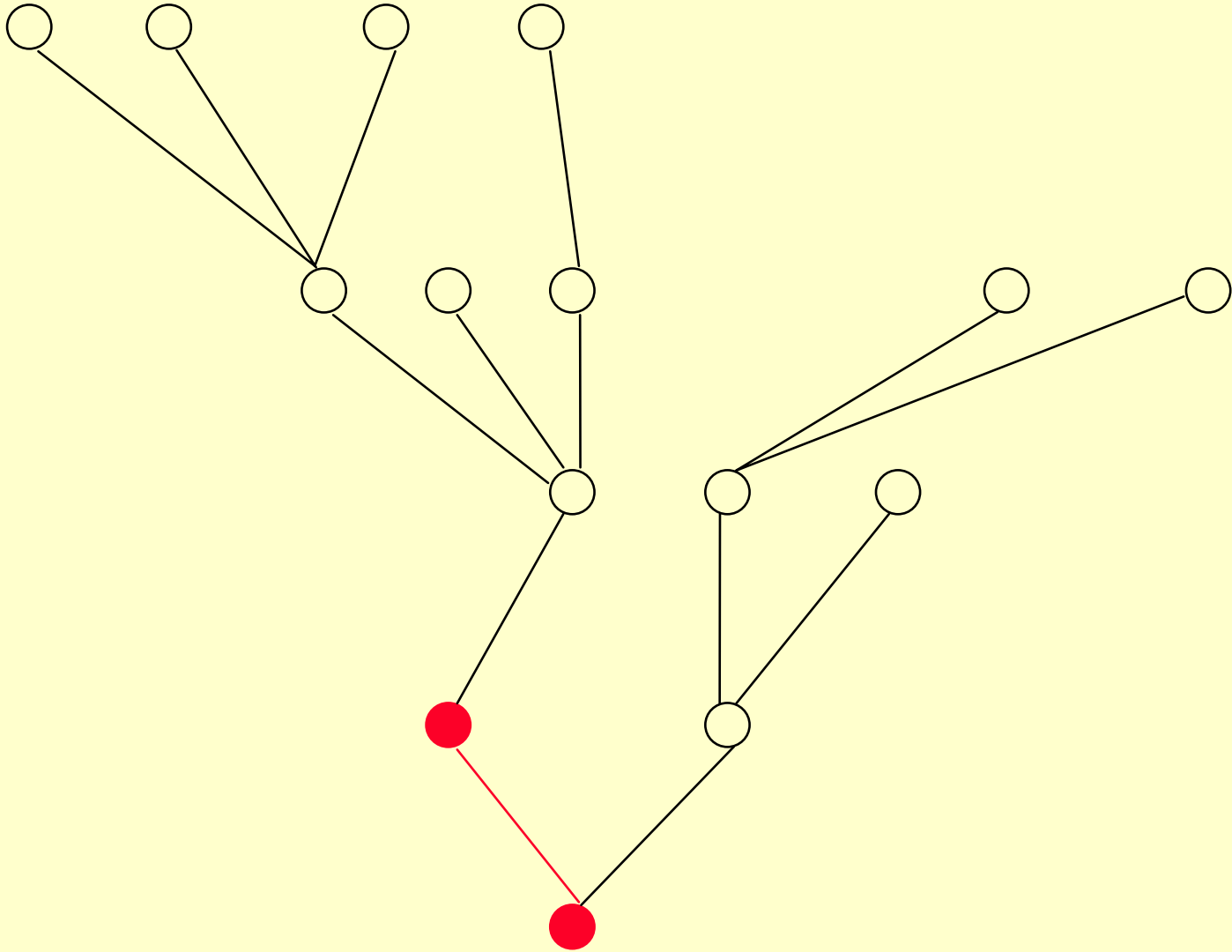
# Self Generating Neural Tree

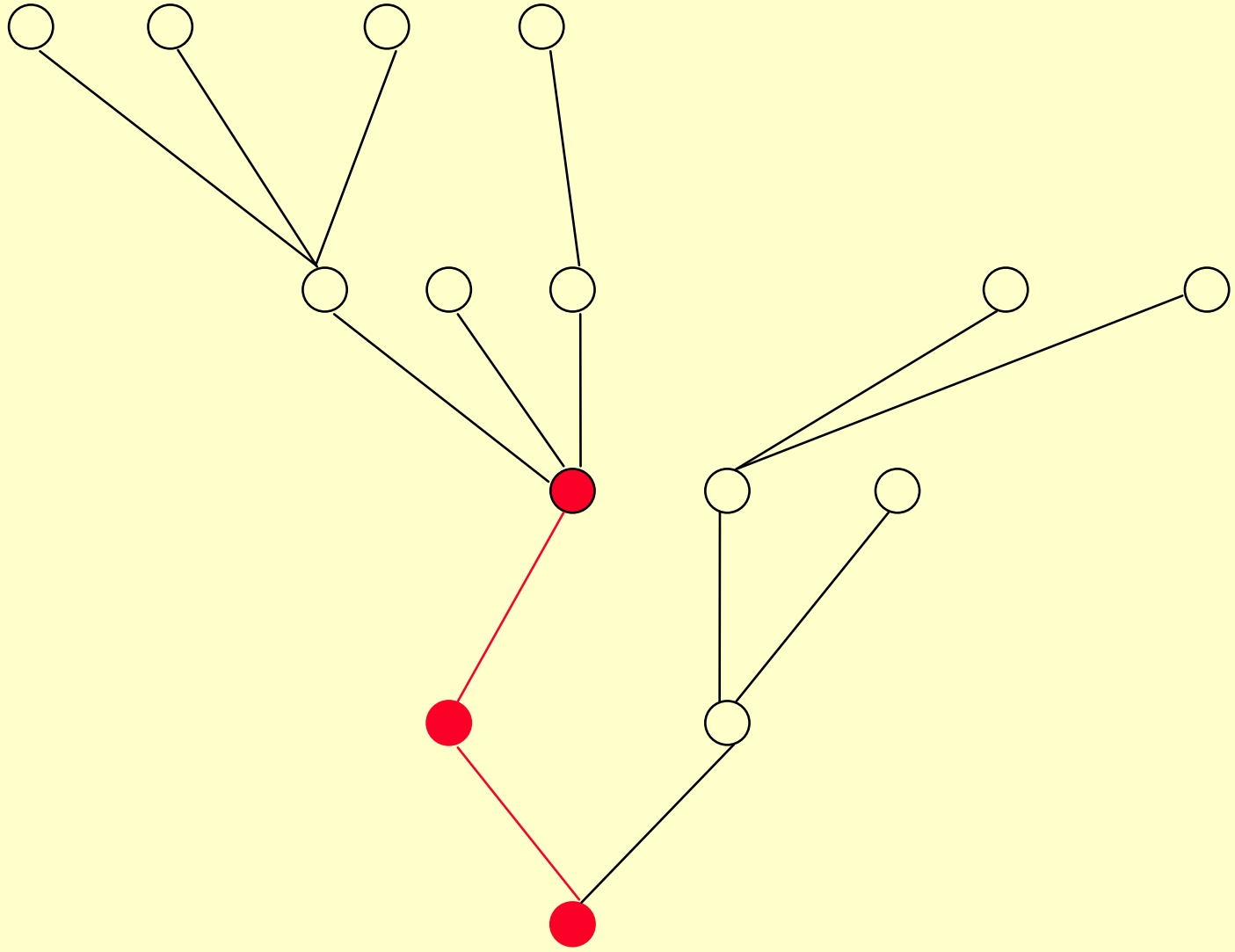
- ❖ Kohonen network lacks structure, difficult to create very large networks
- ❖ introduce a **tree** structure, with fast execution and ability to create very large networks (10,000 nodes plus)

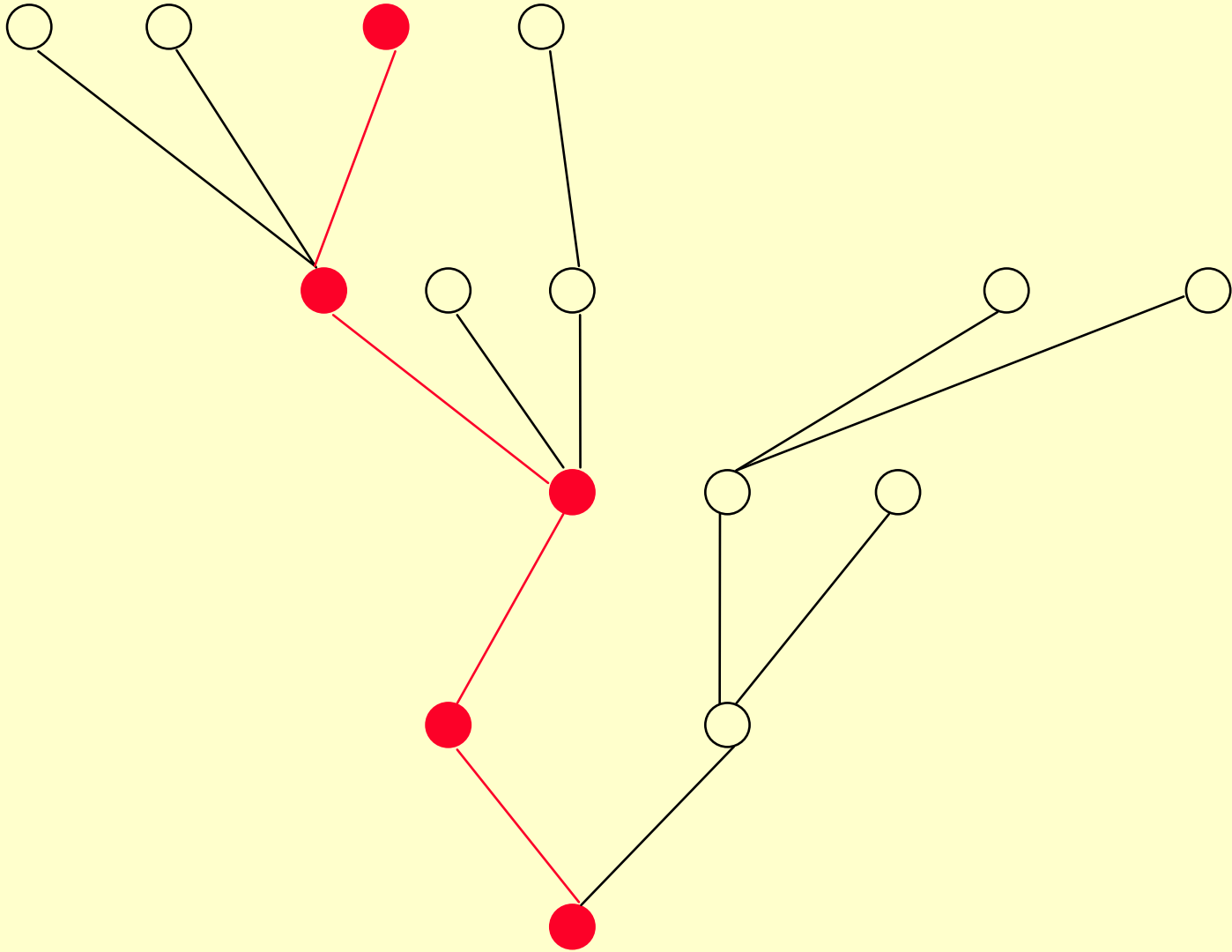
W.X.Wen, H.Liu & A.Jennings "Self-Generating Neural Networks"  
International Joint Conference on Neural Networks, Baltimore June  
1992

# SGNT Execution

- ❖ at each level of the tree, determine the node *closest* to  $\underline{x}$
- ❖ when we finally reach a **leaf** of the tree, then we output the value  $z_j$
- ❖ with this structured approach, rapid execution is possible and large networks are straightforward









# SGNT learning

For set of training instances  $\underline{x}_1, \underline{x}_2, \dots$

- ❖ find node of minimum distance  $n_j$
- ❖ if (minimum distance  $>$  threshold)  
    {create new leaf, with  $n_j$  as parent}
- ❖ update winner:

$$w_{ij}' = w_{ij} + (1/(t+1)) (x_i - w_{ij})$$

**Example 1.** Suppose we have 4 one-dimensional training instances  $e_1 = 1, e_2 = 2, e_3 = 3,$  and  $e_4 = 4,$  and  $\xi = 0.$  The SGNT generation is as follows:

1.  $e_1$  is just copied to a neuron  $n_0$  as the root,  $w_{00} = 1.$
2.  $w_{00}$  is updated by  $e_2$  to  $1 + \frac{1}{2}(2 - 1) = 1.5,$   $n_1$  and  $n_2$  are generated as the children of  $n_0$  (Fig. 1 a)<sup>1</sup>, and  $w_{10} = 1, w_{20} = 2.$
3.  $w_{00}$  is updated by  $e_3$  to  $1.5 + \frac{1}{3}(3 - 1.5) = 2.$  The winner in  $\{n_0, n_1, n_2\}$  is  $n_2$  since  $d(e_3, n_0) = 1.5$  (before  $w_{00}$  is updated),  $d(e_3, n_1) = 2,$  and  $d(e_3, n_2) = 1;$  and thus,  $w_{20}$  is updated to  $2 + \frac{1}{2}(3 - 2) = 2.5.$   $n_3$  and  $n_4$  are generated as the children of  $n_2$  and  $w_{30} = 2, w_{40} = 3$  (Fig. 1 b).
4.  $e_4$  updates  $w_{00}$  to  $2 + \frac{1}{4}(4 - 2) = 2.5,$   $w_{20}$  to  $2.5 + \frac{1}{3}(4 - 2.5) = 3,$   $w_{40}$  to  $3 + \frac{1}{2}(4 - 3) = 3.5,$  and  $n_5$  and  $n_6$  are generated as the children of  $n_4$  with  $w_{50} = 3$  and  $w_{60} = 4$  (Fig. 1 c).

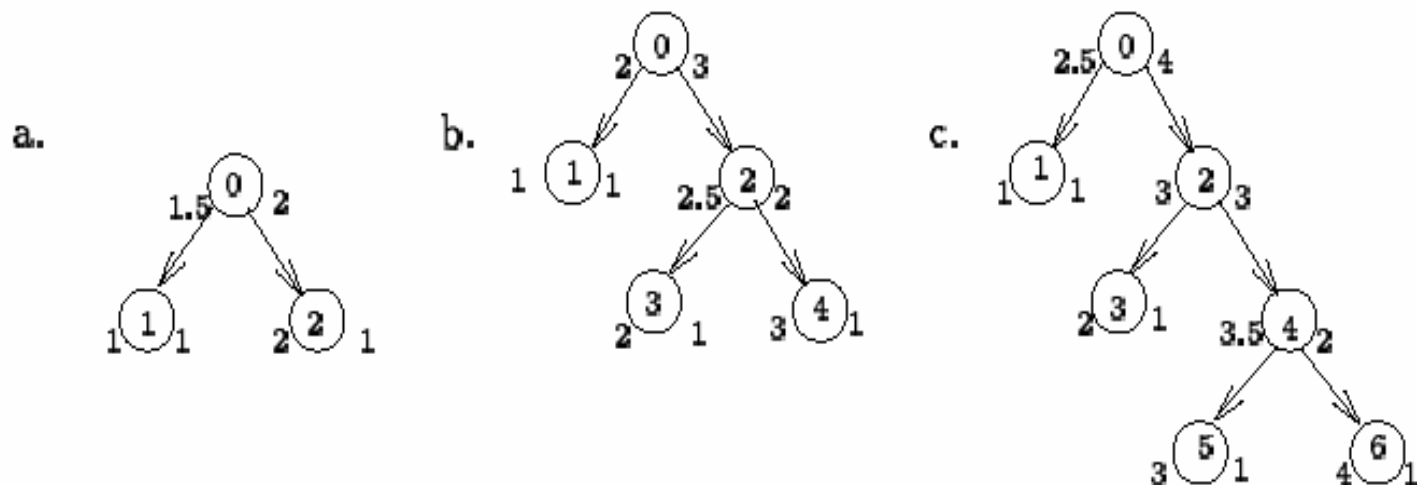


Figure 1: Network generation in Example 1.

# Inoue et al, ensemble SGNT

- ❖ extends the idea of the isolated network, using bagging for improved prediction
- ❖ a set of ensembles are used for training of a number of networks
- ❖ the network signals are then assembled for an improved predictor.

Hiroataka Inoue, Hiroyuki Narihisa, "Predicting Chaotic Time Series by Ensemble Self-Generating Neural Networks," IJCNN , p. 2231, 2000.

# Inoue: ensemble SGNT

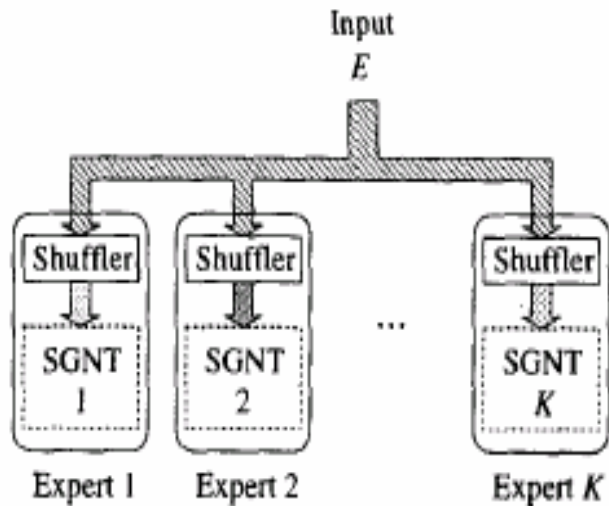


Figure1 ESGNNs which constructed from  $K$  SGNTs (training process). One expert corresponds to one SGNT, the shuffler makes shuffle elements of input data.

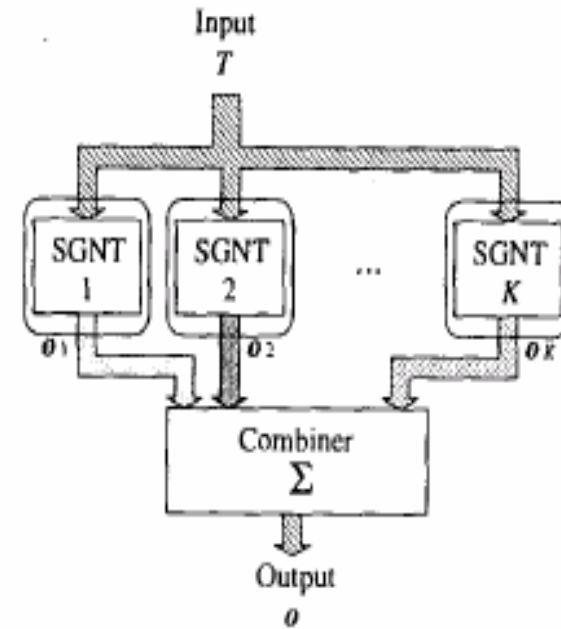
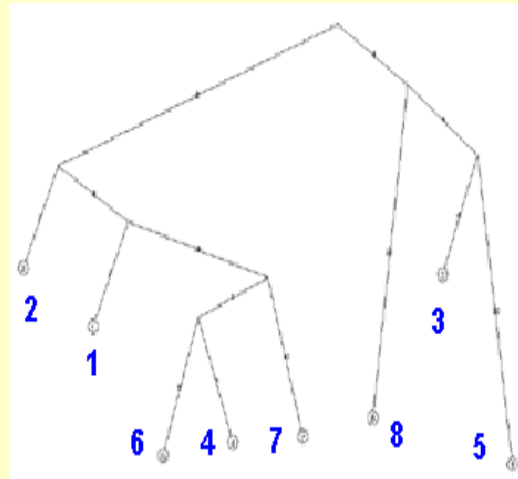
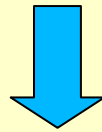
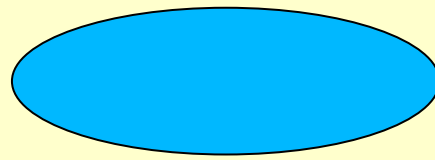
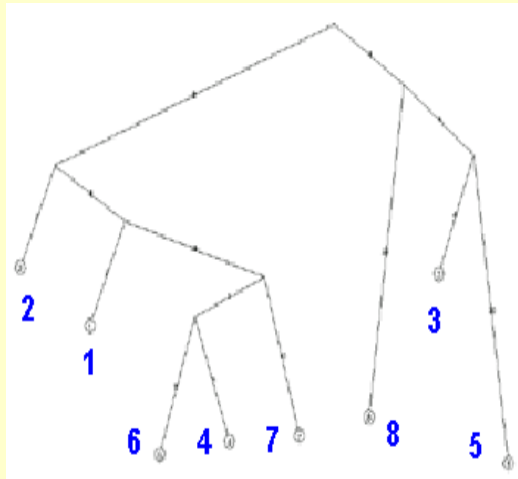
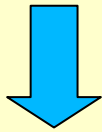
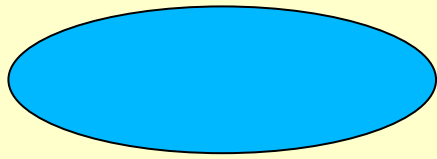


Figure2 The structure of ESGNNs (testing process).

# AJ2004 : ensemble SGNT

- ❖ instead of a bagged sample, precede the SGNT with a clustering stage
- ❖ each cluster feeds to a distinct tree: creates a forest of trees
- ❖ two-stage process: find closest ensemble, then closest node within its tree

# ESGNT



# What sort of problems are suitable to ESGNT?

- ❖ requiring fast classifier execution
- ❖ tolerant of large storage for the trees
- ❖ large training data set available
- ❖ suitable for unsupervised approach: although supervision is possible with sgnt.

# Some thoughts on classifiers

- ❖ data representation is *much more important than the choice of classifier* (eg. see Ferra, Jennings, Kowalczyk on attribute selection)
- ❖ *why worry about the size of networks? we have plenty of storage*
- ❖ *why worry about the training time? we have plenty of computation power*
- ❖ *why worry about biological fidelity? aren't we just using a tool here?*



# What's available?

- ❖ raw java code at my web page
- ❖ possible development of gui based tools, if there is demand to use it

# References

- ❖ search on Google scholar for SGNT with the two generations:

1992--- Wen, Jennings, Liu

2000---- Inoue, Narihisa