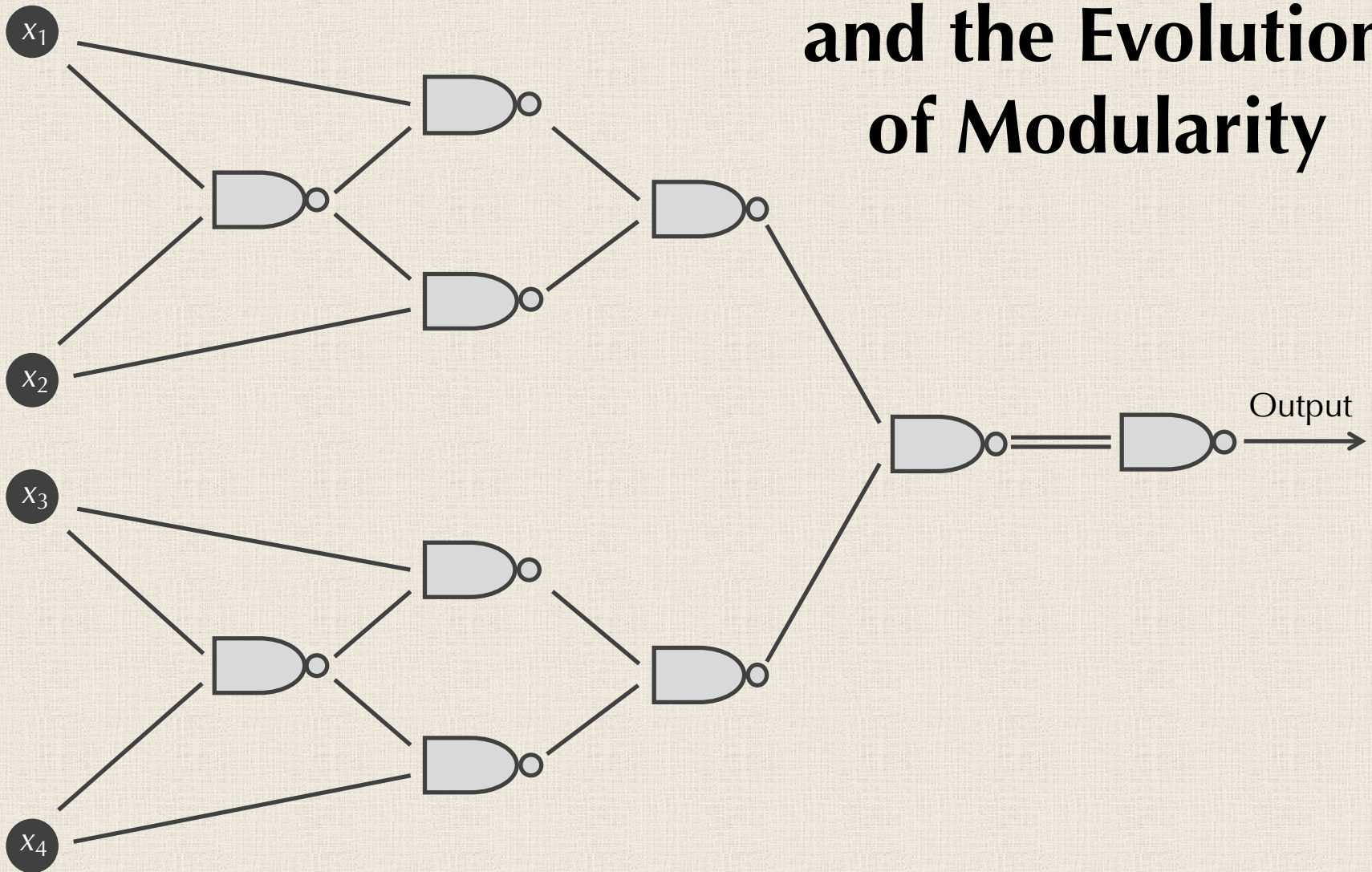
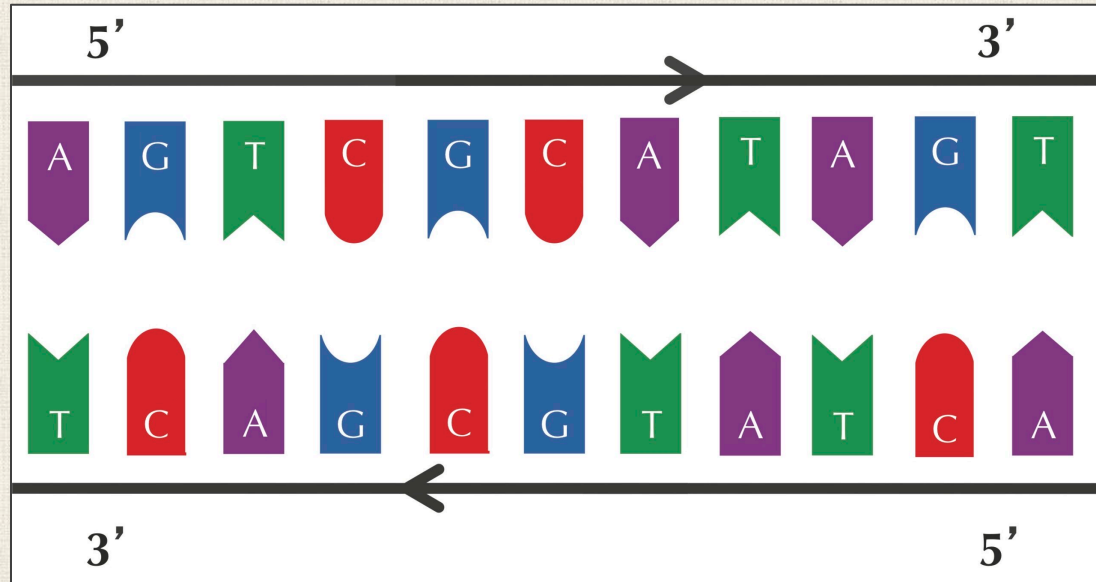


# Neural Networks and the Evolution of Modularity



# **MODULARITY WUT?**

# Quick Review Question

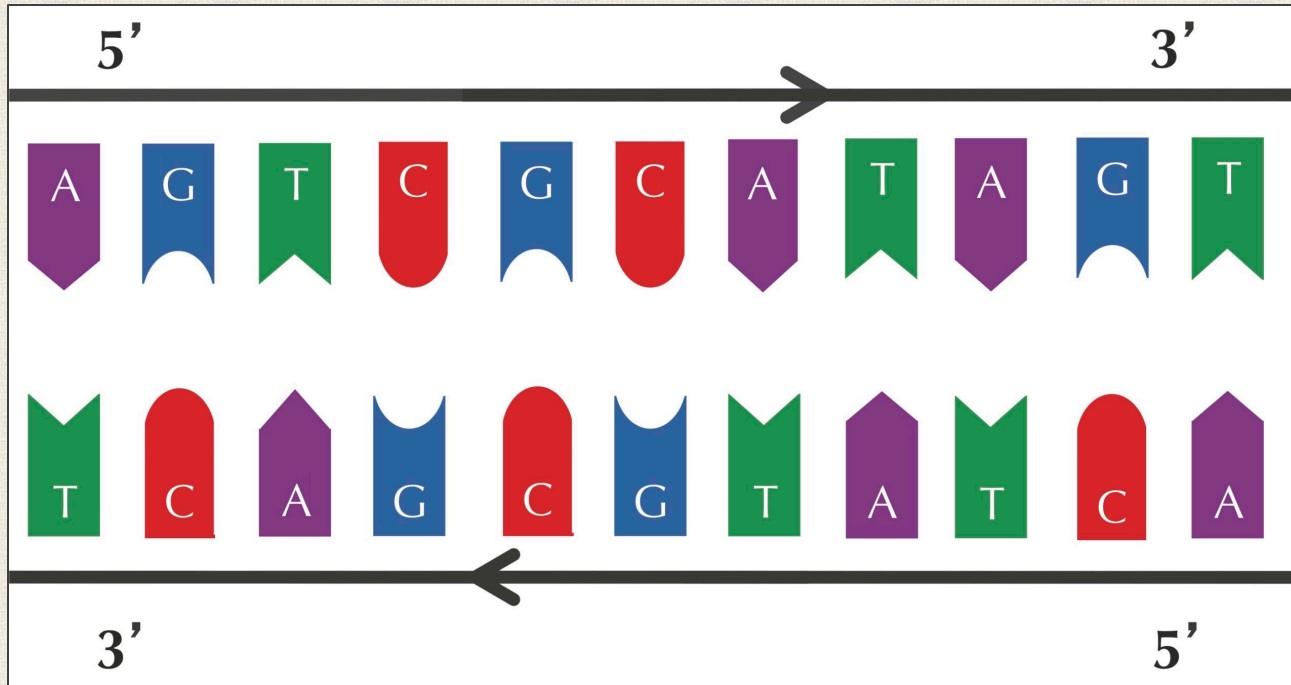


## Reverse Complement Problem

- **Input:** A DNA string  $s$ .
- **Output:** The reverse complement of  $s$ .

**STOP:** How would you write code to solve this?

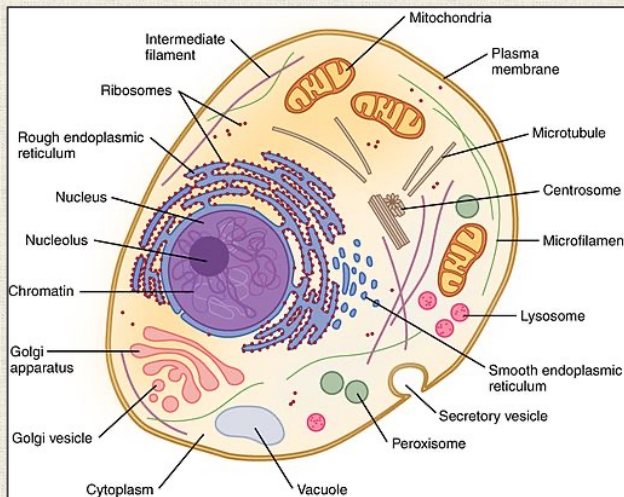
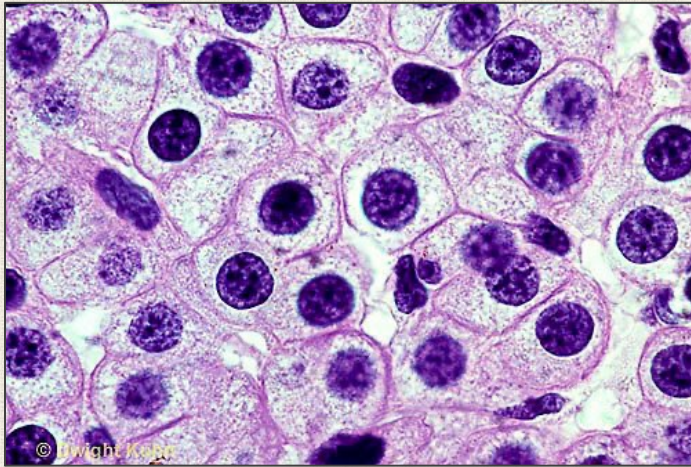
# A “Modular” Reverse Complement Function is Best!



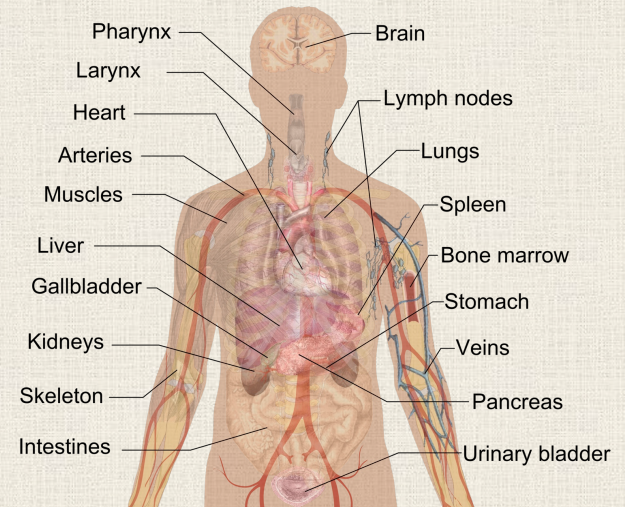
```
ReverseComplement(s)  
  return Reverse(Complement(s))
```

**STOP:** What does it mean for code to be “modular”?

# Modularity is everywhere in biology

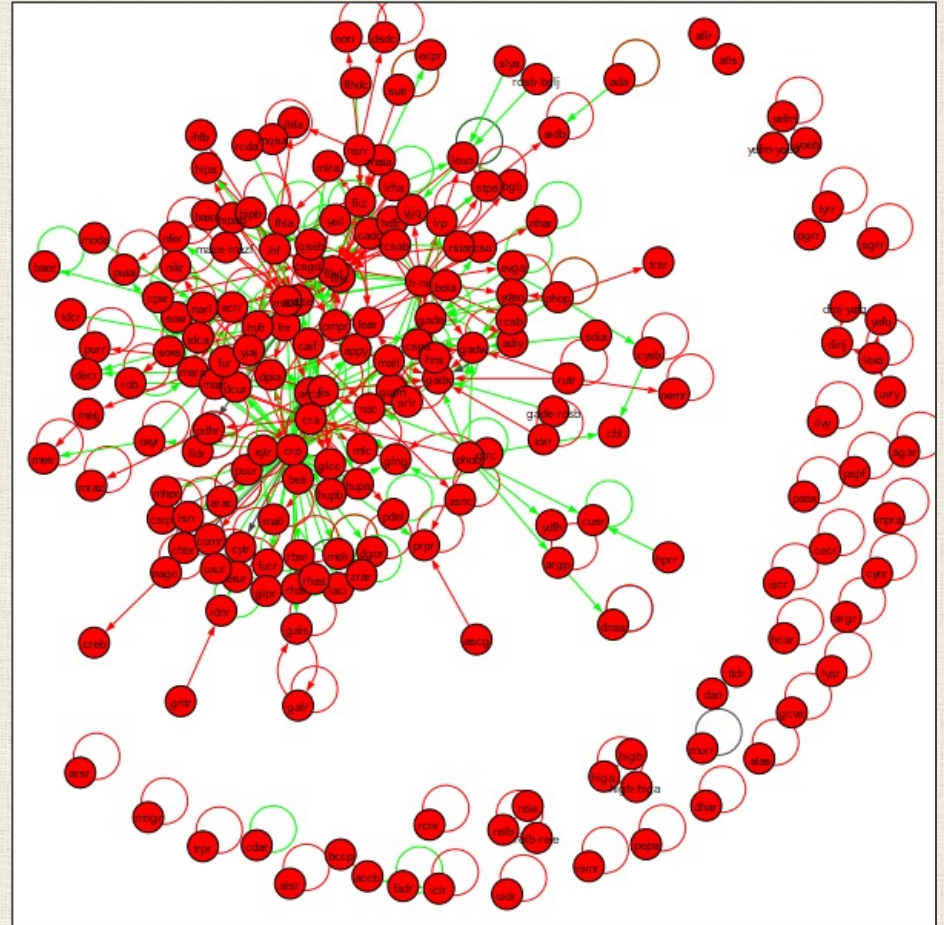


## Internal organs

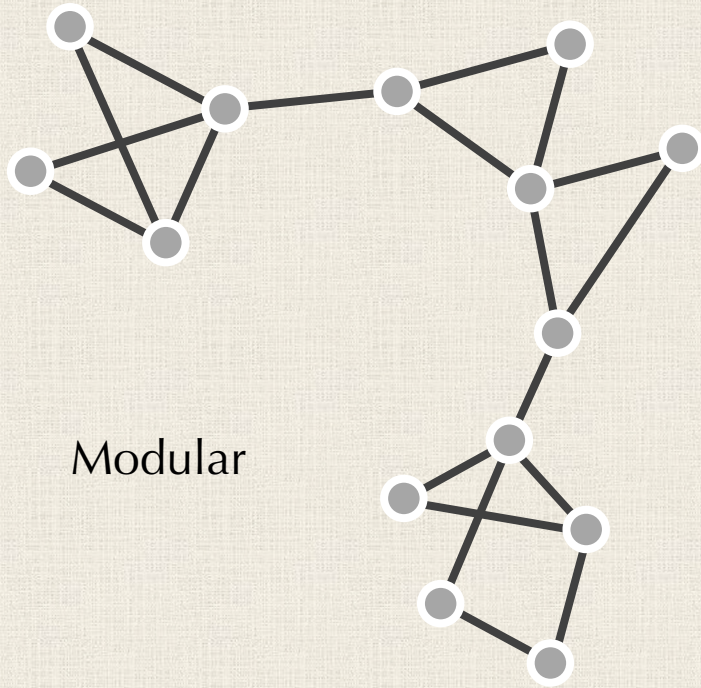


# We already know that modularity occurs in biological networks

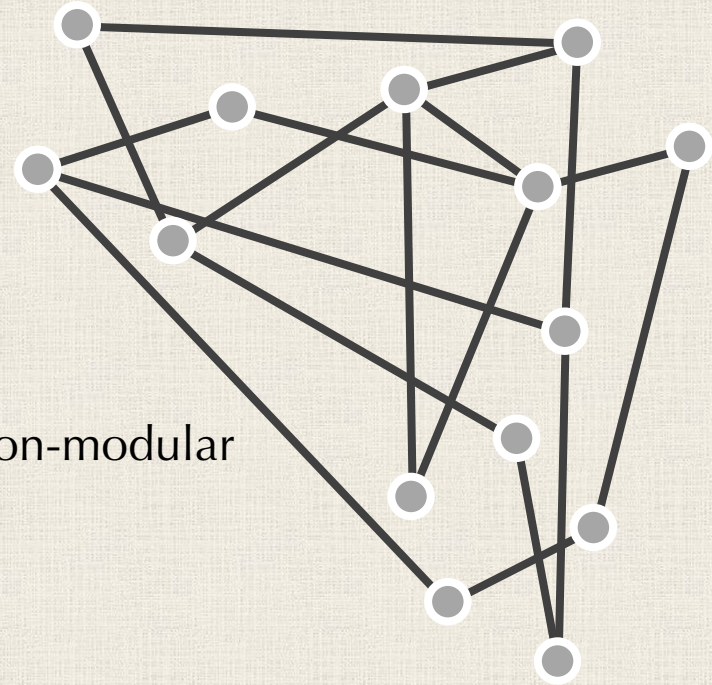
The “network motifs” that we saw in TF networks are their own form of modularity.



# Modularity in Graphs



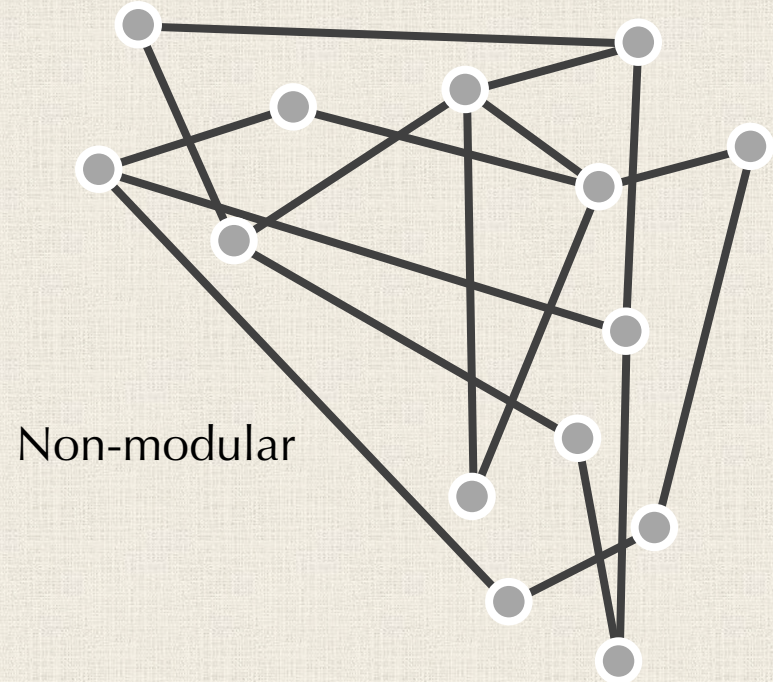
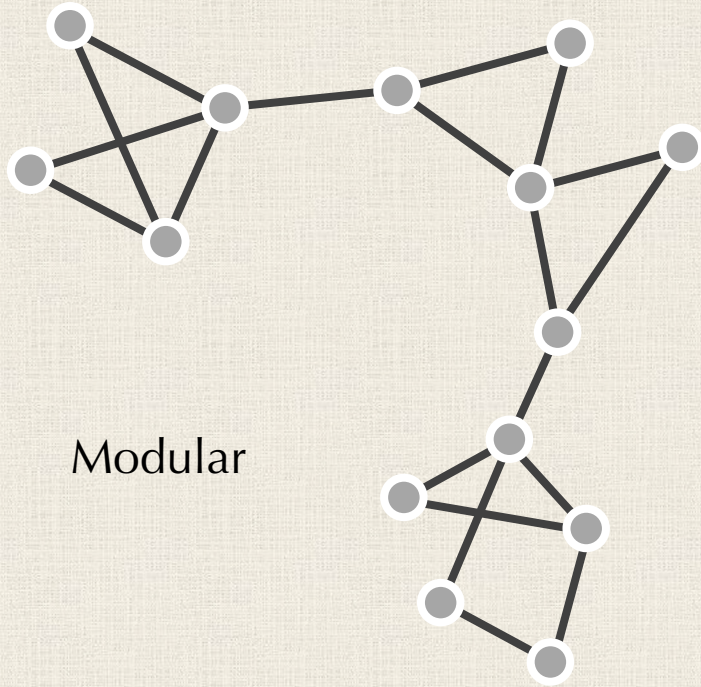
Modular



Non-modular

**STOP:** What should it mean for a graph to be “modular”?

# Modularity in Graphs



**Answer:** It should divide into subgraphs so that two nodes from one subgraph are more likely to be connected than two nodes from different subgraphs.



# Modular Code is Best, Right?

**STOP:** Is our  
ReverseComplement()  
function the best way to  
reverse complement a string?



```
ReverseComplement(s)  
    return Reverse(Complement(s))
```

# Not if we care about speed!

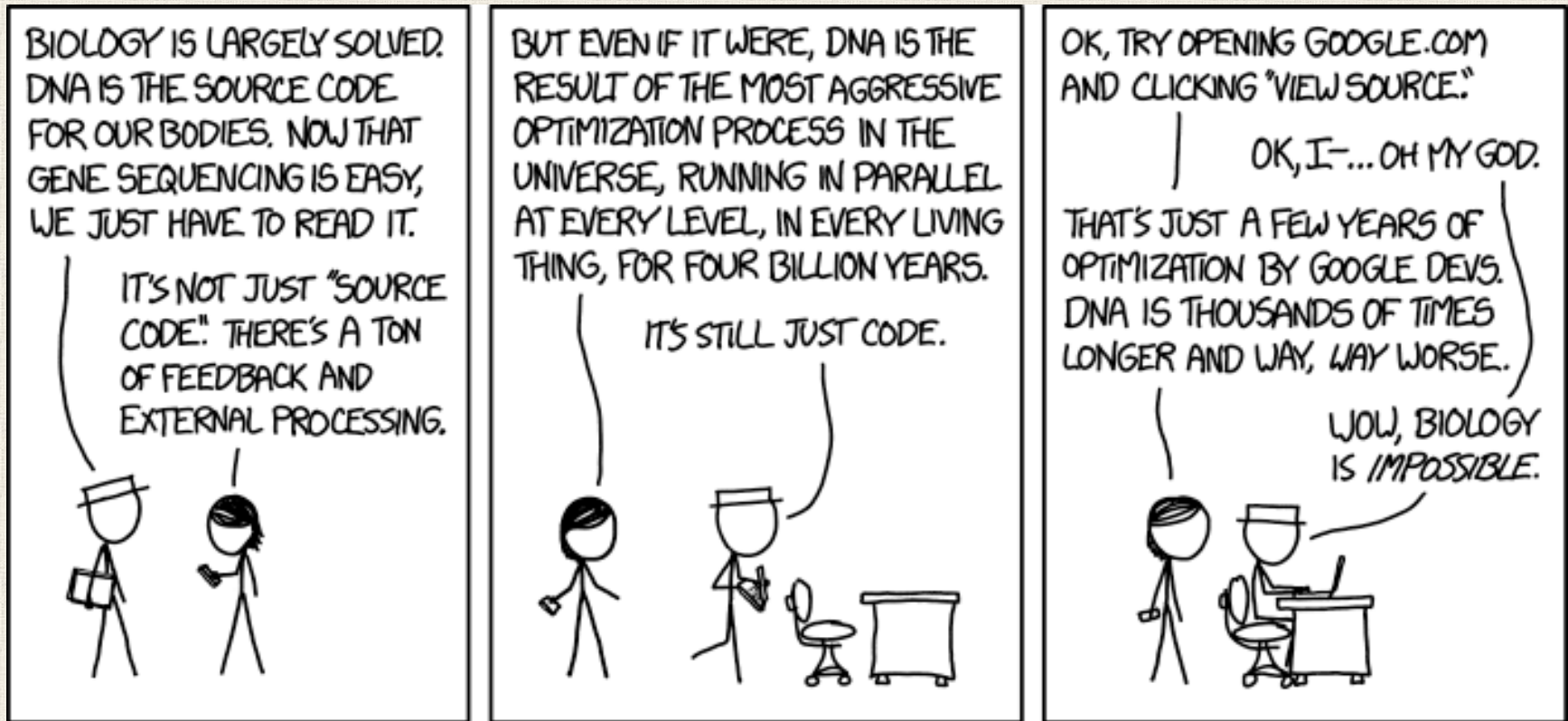
```
ReverseComplement(s):  
    revComp = ""  
  
    complementMap = {  
        'A': 'T',  
        'T': 'A',  
        'C': 'G',  
        'G': 'C'  
    }  
  
    for i = Length(DNAString) - 1 to 0  
        currentChar = DNAString[i]  
        complementChar = complementMap[currentChar]  
        revComp = revComp + ComplementChar  
  
    return revComp
```

# Modular code is good practice, but optimized code can be non-modular

```
1 <!doctype html><html itemscope="" itemtype="http://schema.org/WebPage" lang="en"><head><meta charset="UTF-8"><meta content="origin" name="referrer"><meta
content="Search the world's information, including webpages, images, videos and more. Google has many special features to help you find exactly what you're
looking for." name="description"><meta content="noodp" name="robots"><meta content="/images/branding/googleg/1x/googleg_standard_color_128dp.png"
itemprop="image"><meta content="origin" name="referrer"><title>Google</title><script nonce="U2J5inrFmU2AB7s/
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1ggezKIJw',u:'790932f9',kGL:'US',kBL:'q48m'};google.sn='webhp';google.kHL='en';google.jsfs='Ffpdje'};})();(function(){google.lc=[];google.li=0;google.getEI=f
unction(a){for(var b;a&&!a.getAttribute||(b=a.getAttribute("eid")));a=a.parentNode;return b||google.kEI};google.getLEI=function(a){for(var
b=null;a&&!a.getAttribute||(b=a.getAttribute("leid")));a=a.parentNode;return
b};google.https=function(){return"https"===window.location.protocol};google.ml=function(){return null};google.time=function(){return(new
Date).getTime()};google.log=function(a,b,e,c,g){if(a=google.logUrl(a,b,e,c,g)){b=new Image;var
d=google.lc,f=google.li;d[f]=b;b.onerror=b.onload=b.onabort=function(){delete
d[f];google.vel&&google.vel.lu&&google.vel.lu(a);b.src=a;google.li=f+1};google.logUrl=function(a,b,e,c,g){var d="",f=google.ls||"";e||-
1!=b.search("&ei=")||d="&ei="+google.getEI(c),-1==b.search("&lei=")&&(c=google.getLEI(c))&&(d+="&lei="+c);c=""!e&&google.cshid&&-
1==b.search("&cshid=")&&"slh"!a&&(c+"&cshid="+google.cshid);a=e||"/"+g||"gen_204")+"?atyp=i&ct="+a+"&cad="+b+d+f+"&zx="+google.time()+c;/^http:/
i.test(a)&&google.https()&&(google.ml(Error("a"),!1,{src:a,gLmm:1}),a="");return a};}).call(this);(function(){google.y={};google.x=function(a,b){if(a)var
c=a.id;else{do
c=Math.random();while(google.y[c])google.y[c]=[a,b];return!1};google.lm=[];google.plm=function(a){google.lm.push.apply(google.lm,a);google.lq=[];google.lo
ad=function(a,b,c){google.lq.push([a,b,c]);google.loadAll=function(a,b){google.lq.push([a,b]);}).call(this);google.f={};(function(){google.hs={h:true};}
)();(function(){google.c={};(function(){var f=window.performance;var
g=function(a,b,c){a.addEventListener?a.addEventListener(b,c,!1):a.attachEvent&&a.attachEvent("on"+b,c);google.timers={};google.startTick=function(a){google
.timers[a]={t:{start:google.time()},e:{},m:{}}};google.tick=function(a,b,c){google.timers[a]||google.startTick(a);c=void 0!==c?c:google.time();b instanceof
Array||(b=[b]);for(var e=0,d=b[e++];)google.timers[a].t[d]=c;google.c.e=function(a,b,c){google.timers[a].e[b]=c};google.c.b=function(a){var
b=google.timers.load.m;b[a]&&google.ml(Error("a"),!1,{m:a});b[a]=!0};google.c.u=function(a){var b=google.timers.load.m;if(b[a]){b[a]=!1;for(a in
b)if(b[a])return;google.csiReport()}else google.ml(Error("b"),!1,{m:a});google.r.ll=function(a,b,c){var
e=function(d){c(d);d=e;a.addEventListener?a.removeEventListener("load",d,!1):a.attachEvent&&a.detachEvent("onload",d);d=e;a.addEventListener?a.removeEventLi
stener("error",d,!1):a.attachEvent&&a.detachEvent("onerror",d)};g(a,"load",e);b&&g(a,"error",e)};google.aft=function(a){a.setAttribute("data-
iml",google.time());google.startTick("load");var h=google.timers.load;a={var k=h.t;if(f){var l=f.timing;if(l){var
m=l.navigationStart,n=l.responseStart;if(n>m&&n<=k.start){k.start=n;h.wsrtn=n-m;break
a}}f.now&&(h.wsrtn=Math.floor(f.now()))}google.c.b("pr");google.c.b("xe");}).call(this);})();(function(){var
b=[function(){google.tick&&google.tick("load","dcl")};google.dclc=function(a){b.length?b.push(a):a()};function c(){for(var
a;a=b.shift();)a()}window.addEventListener?(document.addEventListener("DOMContentLoaded",c,!1),window.addEventListener("load",c,!1)):window.attachEvent&&win
dow.attachEvent("onload",c);}).call(this);(function(){var
```

Here is some HTML source code from google.com.

# Much of biology is hyper-optimized ...



<https://xkcd.com/1605/>

... and yet modularity in some contexts  
must be worth preserving

Although modularity is important to many biological processes, no one built a model in which modularity spontaneously evolved until 2005.

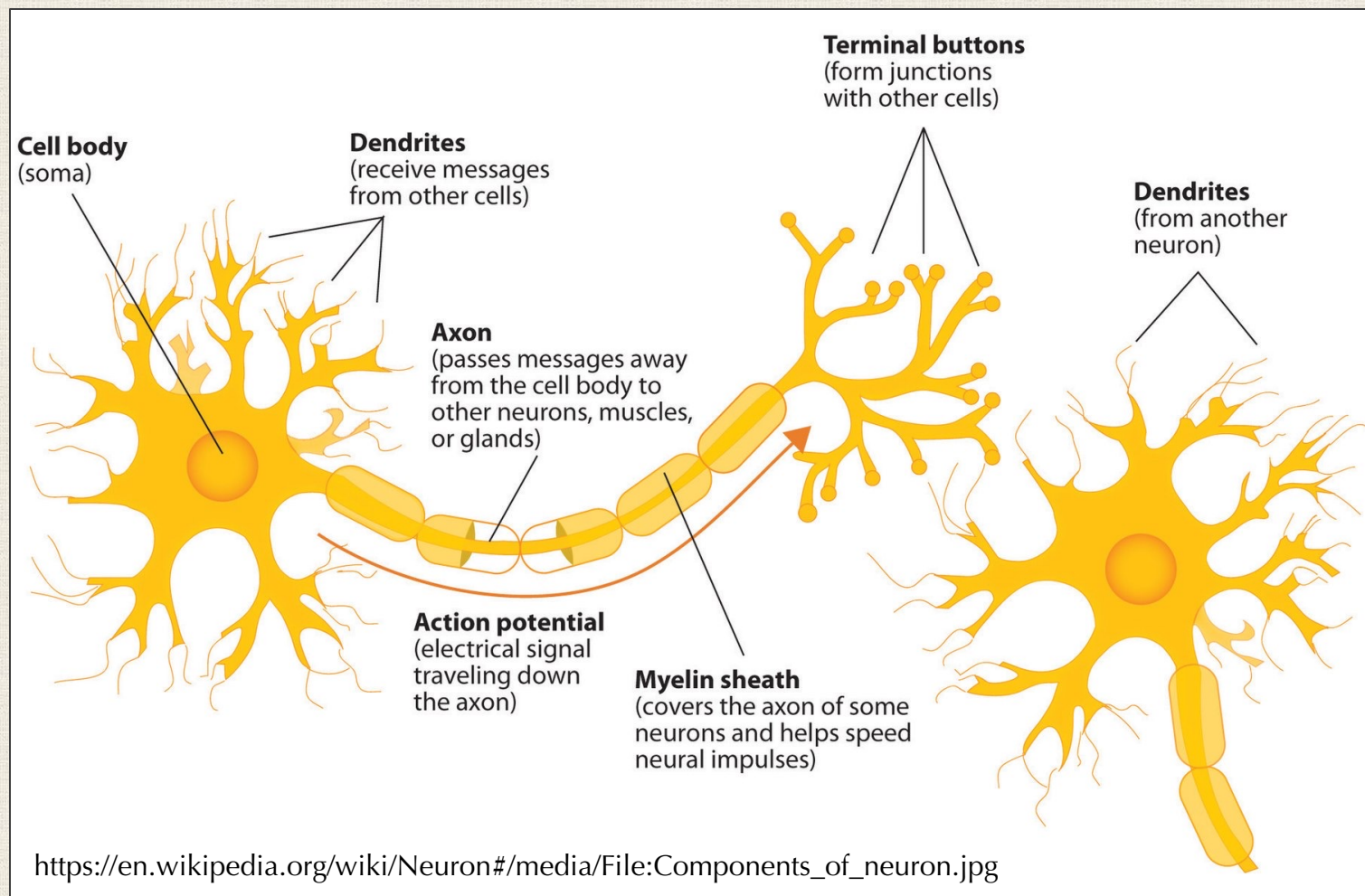
<https://www.pnas.org> › content

## Spontaneous evolution of modularity and network motifs | PNAS

by N Kashtan · 2005 · Cited by 899 — Nadav **Kashtan** and Uri **Alon** ... To understand the origin of **modularity** and network motifs in biology one has to understand how these features ...

# **MCCULLOCH-PITTS NEURONS: THE HUMBLE FOUNDATIONS OF AI**

# Neurons form a network of cells exchanging information



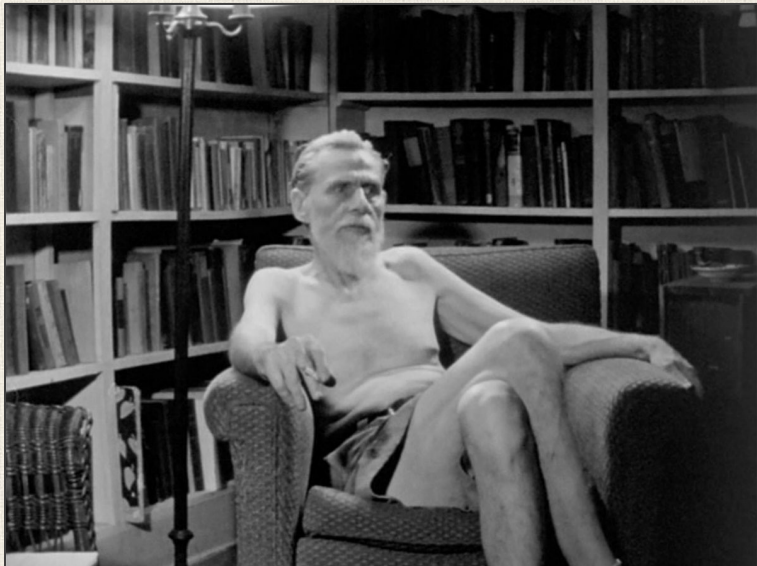
# Hooray for interdisciplinary research

## **A logical calculus of the ideas immanent in nervous activity**

WS McCulloch, W Pitts - *The bulletin of mathematical biophysics*, 1943 - Springer

Because of the “all-or-none” character of nervous activity, neural events and the relations among them can be treated by means of propositional logic. It is found that the behavior of every net can be described in these terms, with the addition of more complicated logical ...

☆  Cited by 20281 [Related articles](#) [All 36 versions](#) 



**Warren McCulloch**



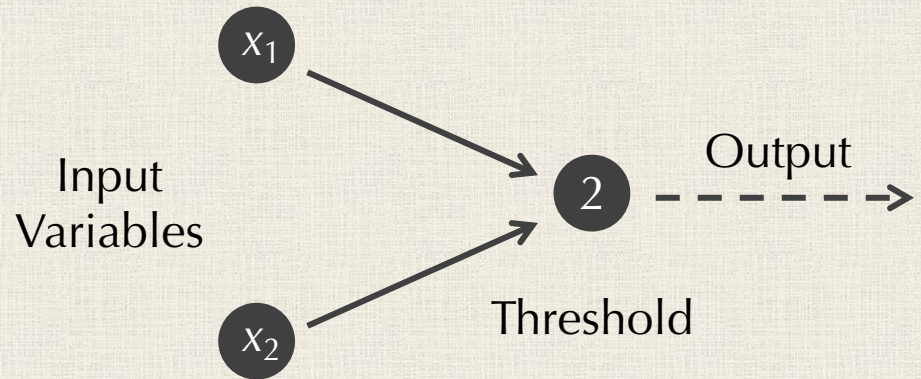
**Walter Pitts**



# McCulloch-Pitts Neurons

A **McCulloch-Pitts (MP) neuron** takes as input  $n$  binary variables  $x_1, \dots, x_n$ . For a threshold  $\theta$ , it **fires** (returns 1) if  $x_1 + \dots + x_n \geq \theta$ ; otherwise, it returns 0.

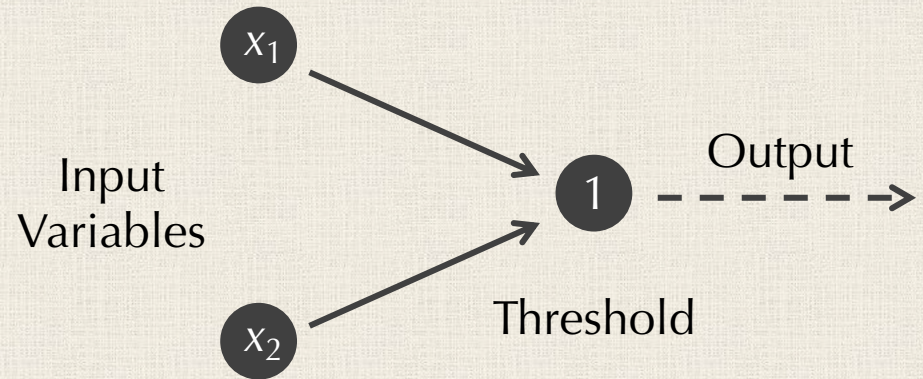
**Example:** At right is an MP neuron for  $n = 2$  and  $\theta = 2$ .



$x_1$	$x_2$	$x_1 + x_2$	Output
1	1	2	1
1	0	1	0
0	1	1	0
0	0	0	0

# McCulloch-Pitts Neurons

**Example:** And here is the MP neuron for  $n = 2$  and  $\theta = 1$ .

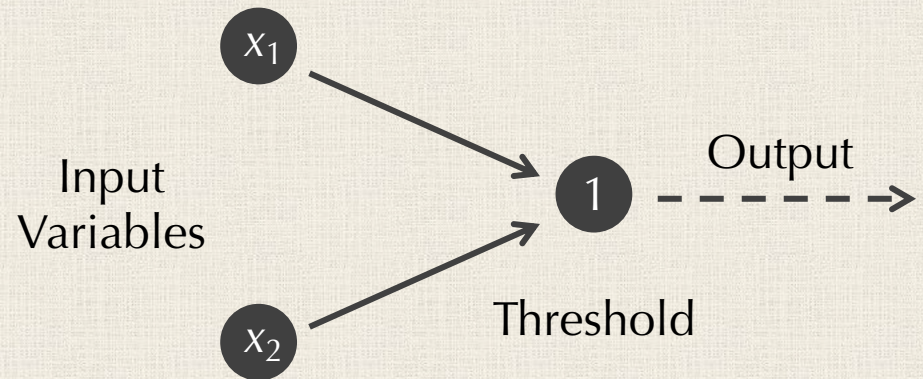


$x_1$	$x_2$	$x_1 + x_2$	Output
1	1	2	1
1	0	1	1
0	1	1	1
0	0	0	0

# McCulloch-Pitts Neurons

**Example:** And here is the MP neuron for  $n = 2$  and  $\theta = 1$ .

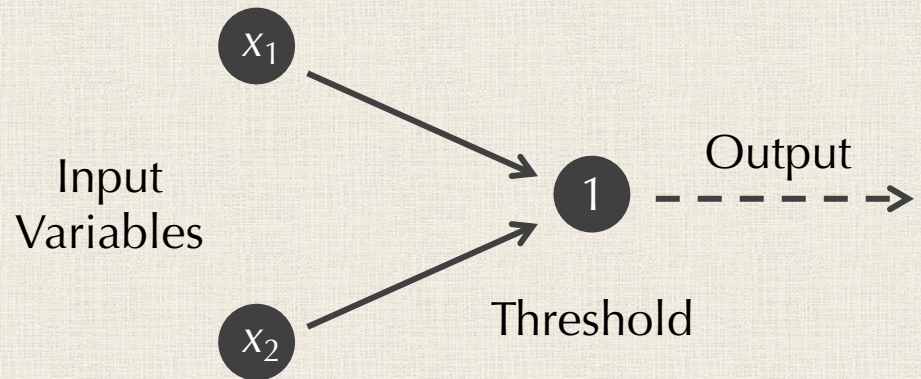
**STOP:** Do these neurons remind you of anything?



$x_1$	$x_2$	$x_1 + x_2$	Output
1	1	2	1
1	0	1	1
0	1	1	1
0	0	0	0

# McCulloch-Pitts Neurons

**Example:** And here is the MP neuron for  $n = 2$  and  $\theta = 1$ .



**STOP:** Do these neurons remind you of anything?

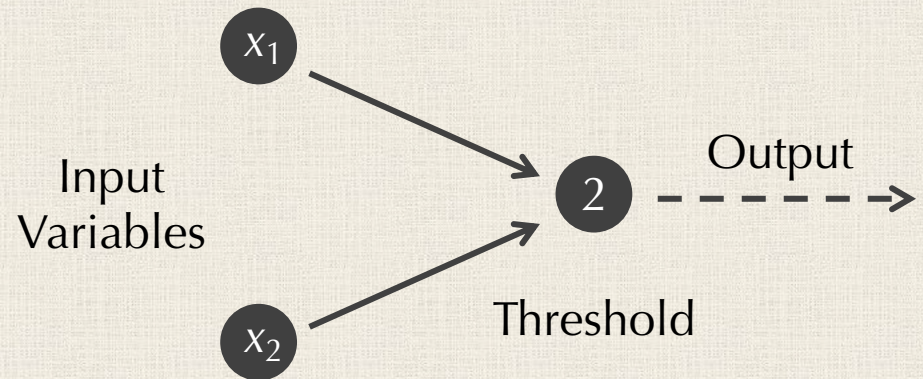
**Answer:** The output is just  $x_1 \vee x_2$ .

$x_1$	$x_2$	$x_1 + x_2$	Output
1	1	2	1
1	0	1	1
0	1	1	1
0	0	0	0

# McCulloch-Pitts Neurons

And the output of the MP neuron when  $\theta = 2$  is  $x_1 \wedge x_2$ .

We say that an MP neuron **represents** a truth table if the inputs and outputs of the neuron and the truth table are the same.



$x_1$	$x_2$	$x_1 + x_2$	Output
1	1	2	1
1	0	1	0
0	1	1	0
0	0	0	0

# A Quick Exercise

**Exercise:** The **AND** of  $n$  input variables returns **true** if all of the input variables are **true**, and **false** otherwise; the **OR** of  $n$  input variables returns **true** if at least one of them is **true**, and **false** if they are all **false**. Construct MP neurons representing the **AND** and **OR** of  $n$  binary input variables.

# An Even Simpler Logical Connective: NOT

Here is a truth table representing the logical connective NOT.

$x_1$	$\sim x_1$
true	false
false	true

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**Theorem:** There is no McCulloch-Pitts neuron representing NOT.



# An Even Simpler Logical Connective: NOT

Here is a truth table representing the logical connective NOT.

$x_1$	$\sim x_1$
true	false
false	true

**Theorem:** There is no McCulloch-Pitts neuron representing NOT.

**Proof:** Assume that there is such an MP neuron with one input variable  $x_1$ .

# An Even Simpler Logical Connective: NOT

Here is a truth table representing the logical connective NOT.

$x_1$	$\sim x_1$
true	false
false	true

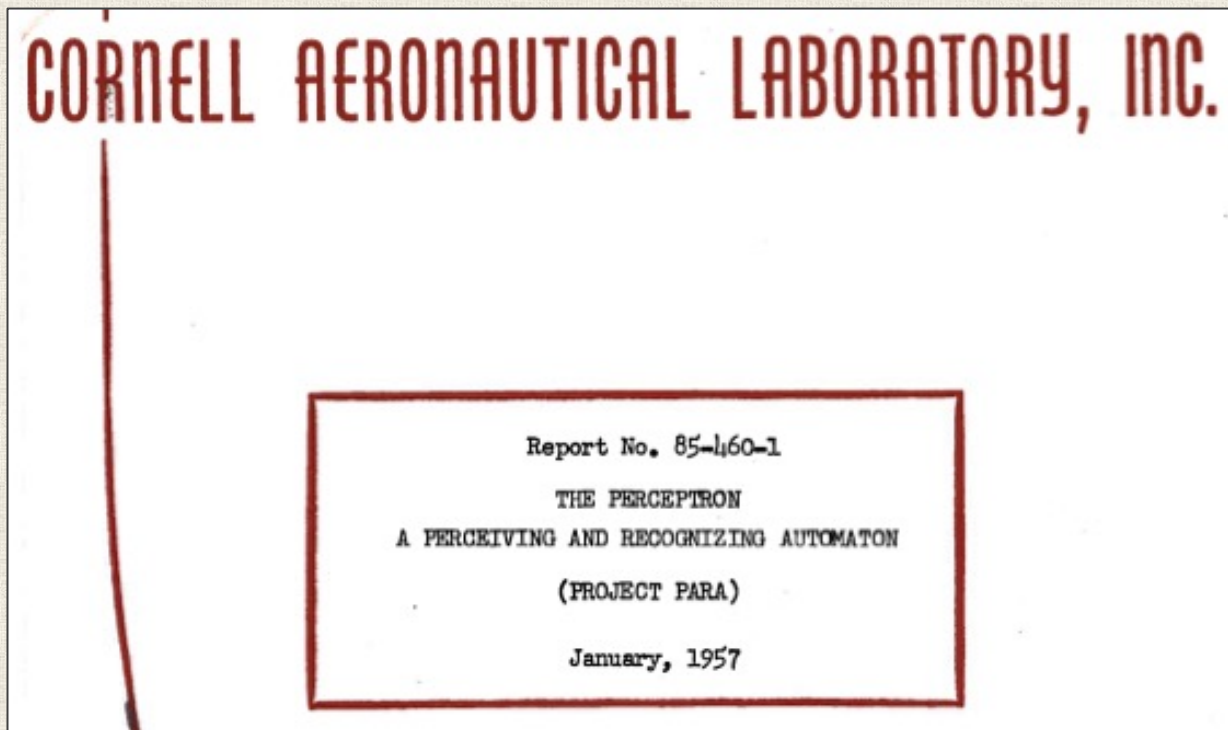
**Theorem:** There is no McCulloch-Pitts neuron representing NOT.

**Proof:** Assume that there is such an MP neuron with one input variable  $x_1$ . There must be some threshold  $\theta$  such that when  $x_1 = 1$ ,  $x_1 < \theta$ , and when  $x_1 = 0$ ,  $x_1 \geq \theta$ . In other words,  $1 < \theta \leq 0$ , a contradiction.  $\square$

# **FROM MCCULLOCH-PITTS NEURONS TO PERCEPTRONS**

# Perceptrons Generalize MP Neurons

**Perceptron:** A neuron having a threshold  $\theta$  and constants  $w_1, w_2, \dots, w_n$ , which fires if and only if  $w_1 \cdot x_1 + w_2 \cdot x_2 + \dots + w_n \cdot x_n \geq \theta$ .



# Perceptrons Generalize MP Neurons

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**STOP:** Why does a perceptron generalize the MP neuron?

# Perceptrons Generalize MP Neurons

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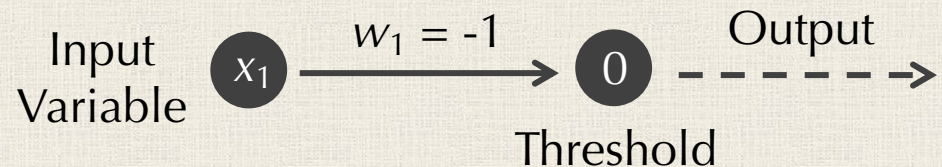
**STOP:** Why does a perceptron generalize the MP neuron?

**Answer:** An MP neuron is a perceptron with all weights  $w_i$  equal to 1.

# Perceptrons Generalize MP Neurons

**Perceptron:** A neuron having a threshold  $\theta$  and constants  $w_1, w_2, \dots, w_n$ , which fires if and only if  $w_1 \cdot x_1 + w_2 \cdot x_2 + \dots + w_n \cdot x_n \geq \theta$ .

Although an MP neuron cannot represent NOT, here is a perceptron representing NOT.



$x_1$	$-x_1$	<b>Output</b>
1	-1	0
0	0	1

# Consider the ambiguity of the word “or”

“Would you like ketchup **or** mustard with your hot dog?”

“Would you like to visit the beach **or** the mountains on vacation?”



# Consider the ambiguity of the word “or”

“Would you like ketchup **or** mustard with your hot dog?”

“Would you like to visit the beach **or** the mountains on vacation?”

**STOP:** What is the difference in “or” in these two questions?

# Consider the ambiguity of the word “or”

“Would you like ketchup **or** mustard with your hot dog?”

“Would you like to visit the beach **or** the mountains on vacation?”

**STOP:** What is the difference in “or” in these two questions?

**Answer:** The first question implies that *both* options are possible (“and/or”).

# Introducing XOR

**Exclusive or (XOR):**  $x_1 \underline{\vee} x_2$  is true precisely when exactly one of  $x_1$  and  $x_2$  is true (i.e., when  $x_1 \neq x_2$ ).

$x_1$	$x_2$	$x_1 \vee x_2$	$x_1 \underline{\vee} x_2$
true	true	true	false
true	false	true	true
false	true	true	true
false	false	false	false

# Introducing XOR

**Exclusive or (XOR):**  $x_1 \underline{\vee} x_2$  is true precisely when exactly one of  $x_1$  and  $x_2$  is true (i.e., when  $x_1 \neq x_2$ ).

$x_1$	$x_2$	$x_1 \vee x_2$	$x_1 \underline{\vee} x_2$
true	true	true	false
true	false	true	true
false	true	true	true
false	false	false	false

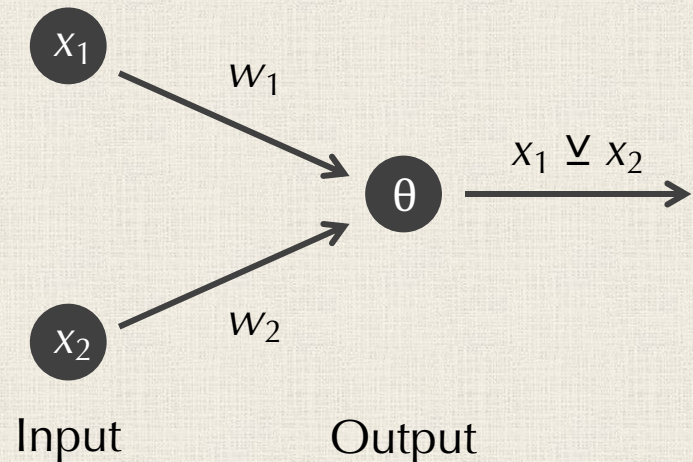
**Exercise:** Find a perceptron that models  $x_1 \underline{\vee} x_2$ .

# Perceptrons have limits too

**Theorem:** There is no perceptron representing XOR.

**Proof:** Assume there is, so there must be constants  $w_1, w_2$ , such that

- when  $x_1 = x_2$ ,  
 $w_1 \cdot x_1 + w_2 \cdot x_2 < \theta$
- when  $x_1 \neq x_2$ ,  
 $w_1 \cdot x_1 + w_2 \cdot x_2 \geq \theta$



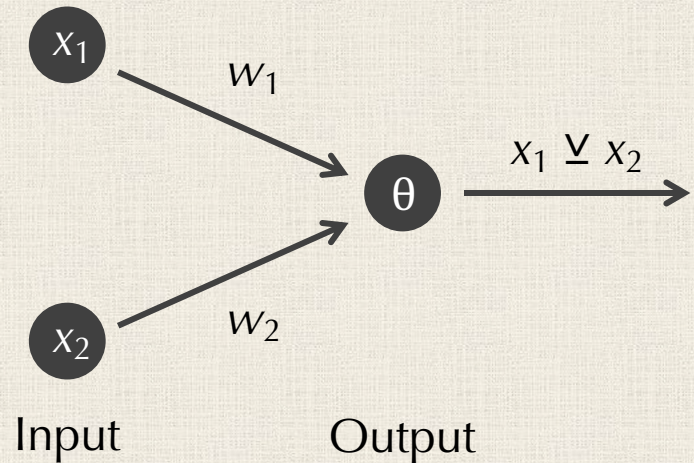
# Perceptrons have limits too

**Theorem:** There is no perceptron representing XOR.

**Proof:** When  $x_1 = x_2$ , the neuron doesn't fire, and

$$w_1 \cdot 0 + w_2 \cdot 0 = 0 < \theta$$

$$w_1 \cdot 1 + w_2 \cdot 1 = w_1 + w_2 < \theta$$



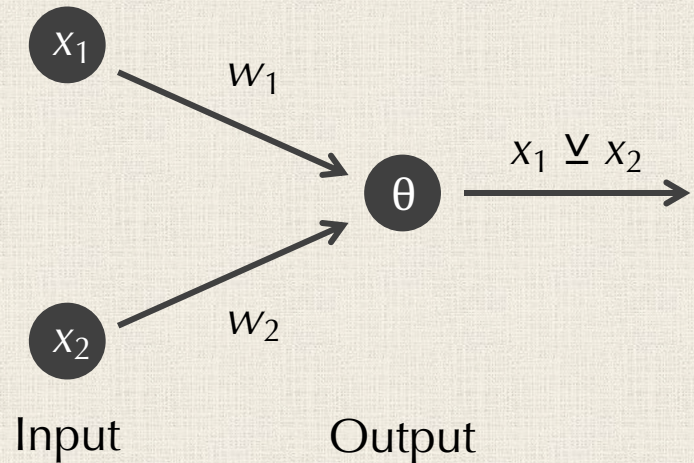
# Perceptrons have limits too

**Theorem:** There is no perceptron representing XOR.

**Proof:** When  $x_1 \neq x_2$ , the neuron fires, and

$$w_1 \cdot 1 + w_2 \cdot 0 = w_1 \geq \theta$$

$$w_1 \cdot 0 + w_2 \cdot 1 = w_2 \geq \theta$$



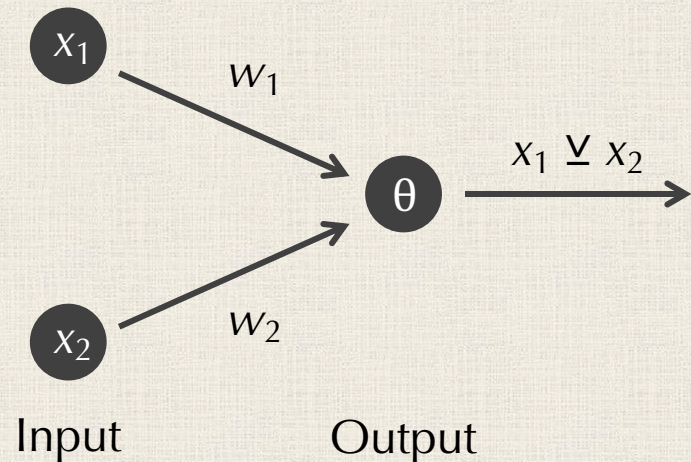
# Perceptrons have limits too

**Theorem:** There is no perceptron representing XOR.

**Proof:** In summary:

- $w_1 \geq \theta$
- $w_2 \geq \theta$
- $0 < \theta$
- $w_1 + w_2 < \theta$

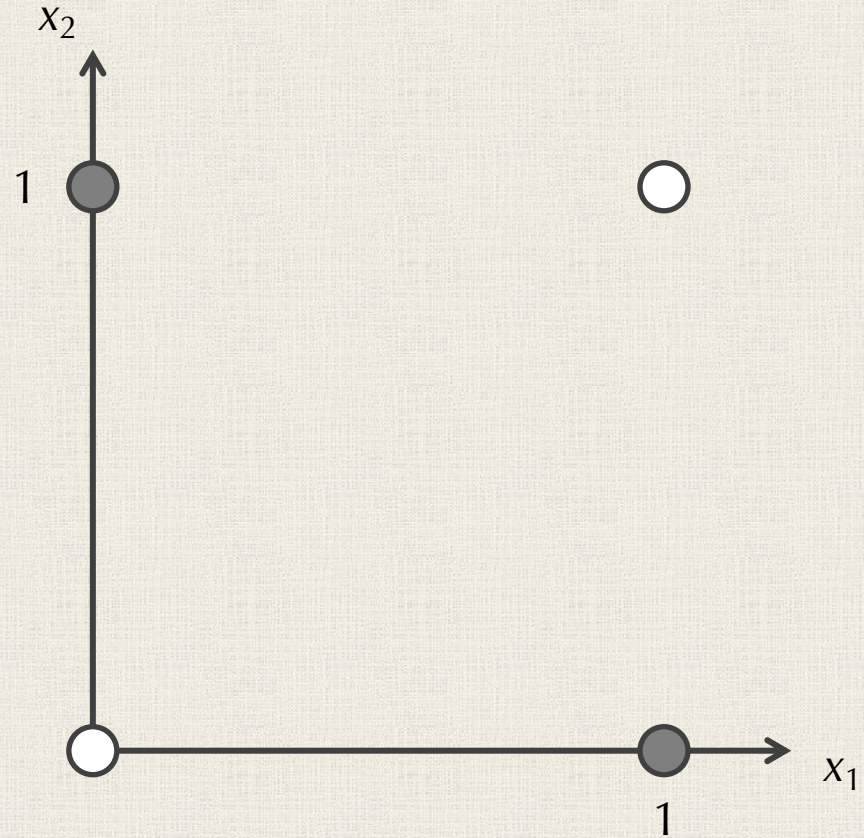
Adding eqs. 1 and 2 gives  $w_1 + w_2 \geq 2\theta$ , which contradicts  $w_1 + w_2 < \theta$  since  $\theta$  is positive.  $\square$





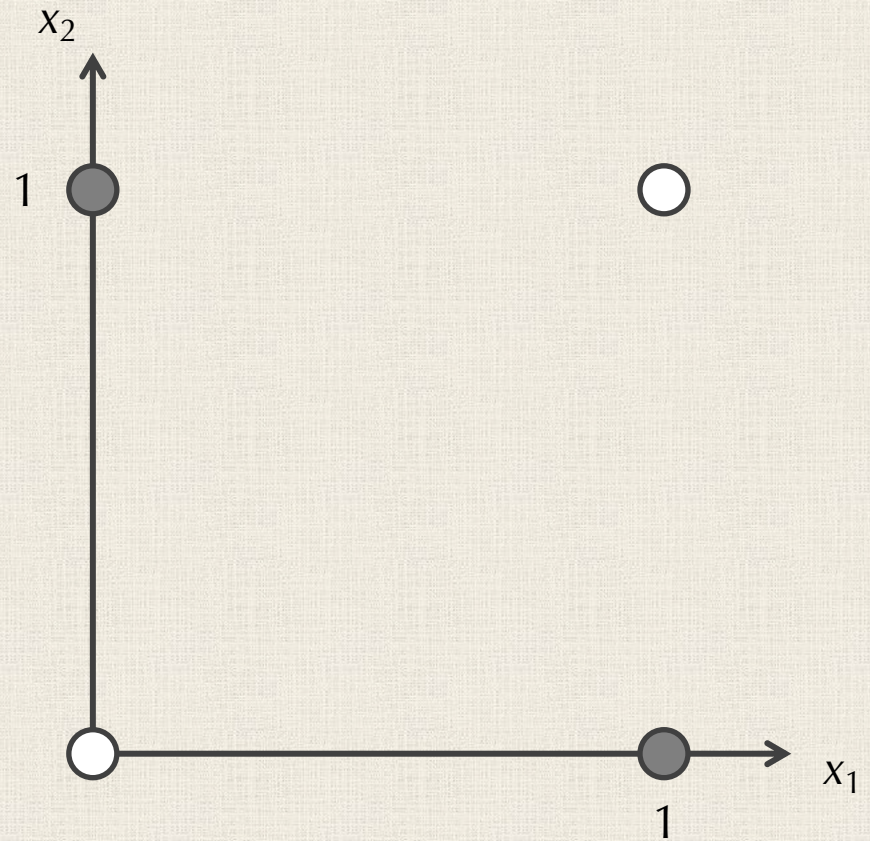
# A less rigorous view of this proof

**Note:** The collection of all points  $(x_1, x_2)$  such that  $w_1 \cdot x_1 + w_2 \cdot x_2 = \theta$  must form a line. The points such that  $w_1 \cdot x_1 + w_2 \cdot x_2 \geq \theta$  fall on one side of this line.



# A less rigorous view of this proof

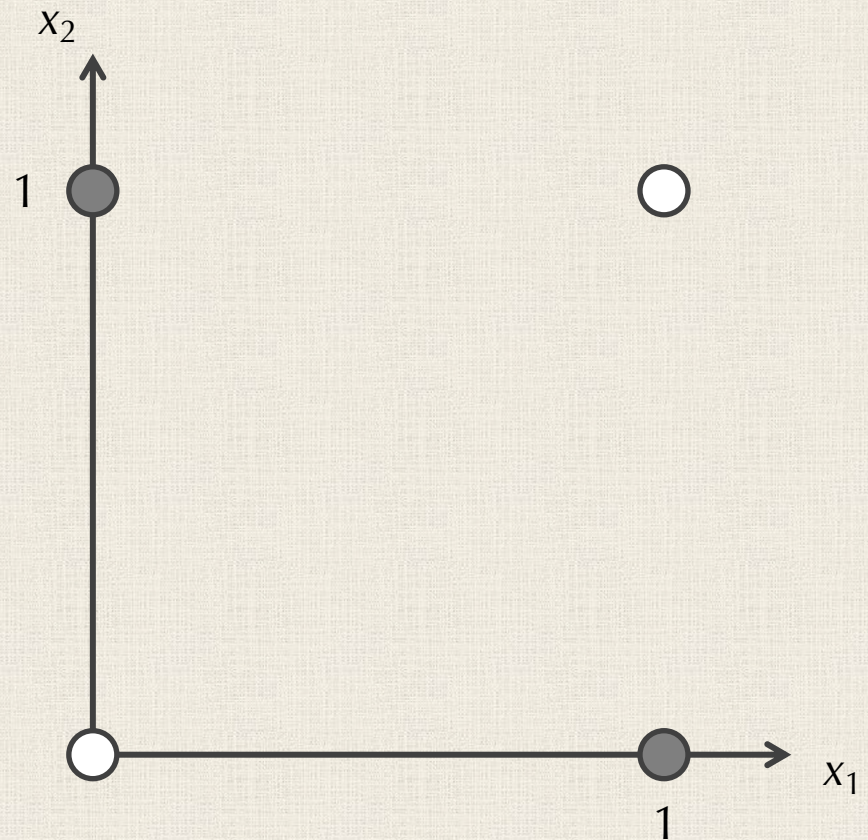
We color the points  $(x_1, x_2)$  by whether  $x_1 \preceq x_2$  is **true** (black) or **false** (white).



# A less rigorous view of this proof

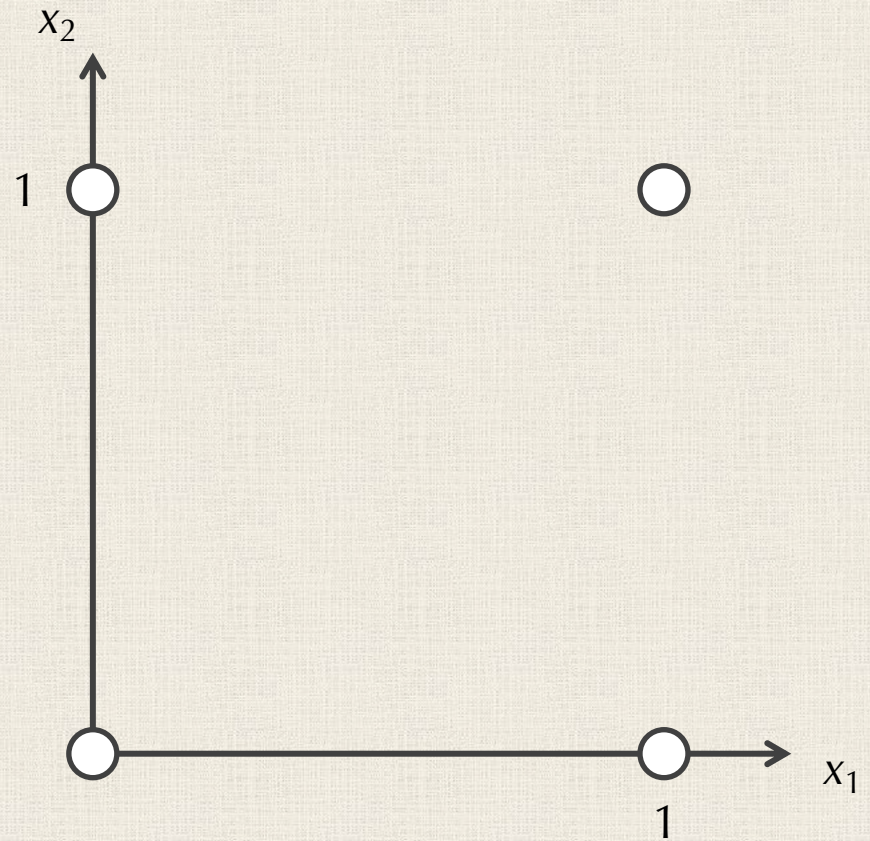
We color the points  $(x_1, x_2)$  by whether  $x_1 \neq x_2$  is **true** (black) or **false** (white).

There is no line through the points such that shaded points are on one side; i.e., XOR is not **linearly separable**.



# Linear Separability of AND and OR

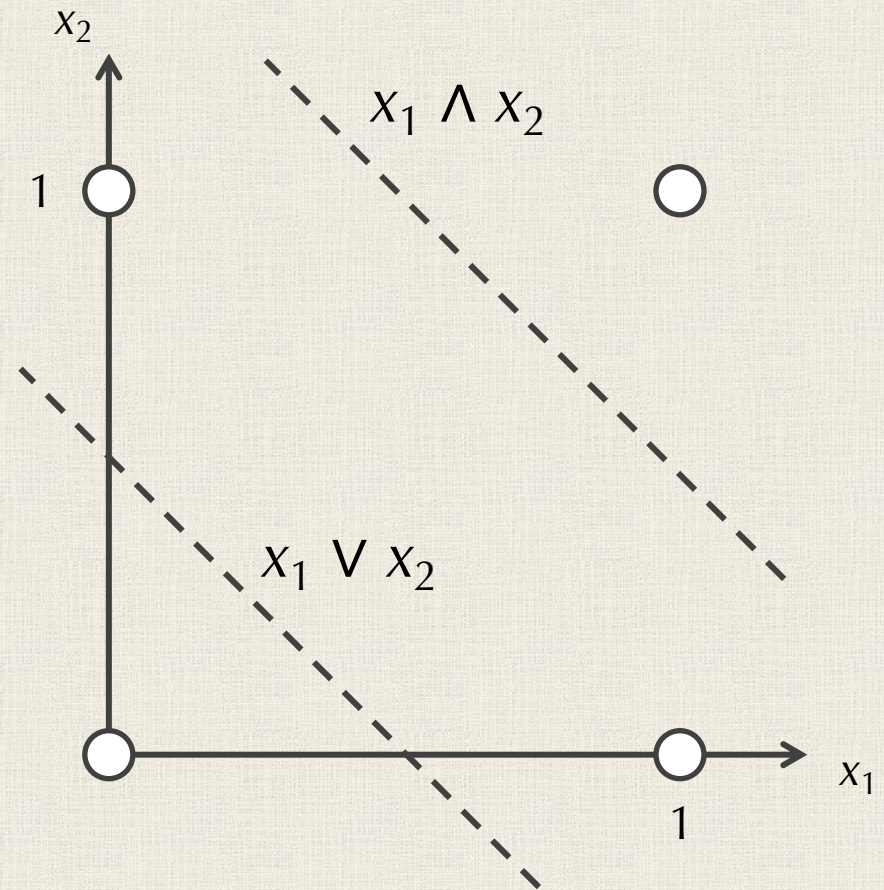
**STOP:** Draw lines that separate points based on the values of  $x_1 \vee x_2$ . Do the same for  $x_1 \wedge x_2$ .



# Linear Separability of AND and OR

**STOP:** Draw lines that separate points based on the values of  $x_1 \vee x_2$ . Do the same for  $x_1 \wedge x_2$ .

**Answer:** Shown at right.

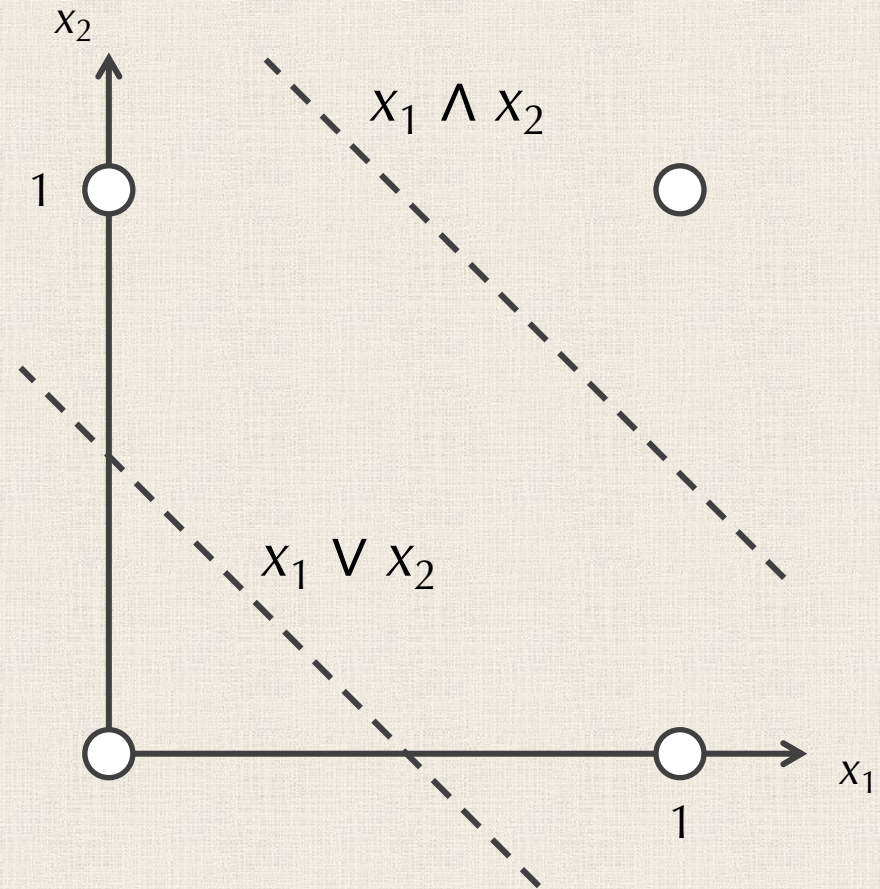


# Linear Separability of AND and OR

**STOP:** Draw lines that separate points based on the values of  $x_1 \vee x_2$ . Do the same for  $x_1 \wedge x_2$ .

**Answer:** Shown at right.

You may be wondering how useful perceptrons can be if they can't model XOR. Sit tight!



# A BIT MORE LOGIC

# Propositions use logical connectives as building blocks

**Proposition:** A combination of logical connectives in which outputs of one connective can be used as inputs of another (e.g.,  $(x_1 \wedge (x_2 \vee \sim x_3)) \vee (x_4 \vee x_5)$ ).



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**Example:** Truth table below demonstrates one of DeMorgan's Laws:  $\sim(x_1 \wedge x_2) \equiv \sim x_1 \vee \sim x_2$ .

$x_1$	$x_2$	$x_1 \wedge x_2$	$\sim(x_1 \wedge x_2)$	$\sim x_1$	$\sim x_2$	$\sim x_1 \vee \sim x_2$
true	true	true	false	false	false	false
true	false	false	true	false	true	true
false	true	false	true	true	false	true
false	false	false	true	true	true	true

# Propositions use logical connectives as building blocks

**Note:** Here “ $\equiv$ ” denotes logical equivalence, meaning that the truth table values are the same.

**Example:** Truth table below demonstrates one of DeMorgan's Laws:  $\sim(x_1 \wedge x_2) \equiv \sim x_1 \vee \sim x_2$ .

$x_1$	$x_2$	$x_1 \wedge x_2$	$\sim(x_1 \wedge x_2)$	$\sim x_1$	$\sim x_2$	$\sim x_1 \vee \sim x_2$
true	true	true	false	false	false	false
true	false	false	true	false	true	true
false	true	false	true	true	false	true
false	false	false	true	true	true	true

# Propositions use logical connectives as building blocks

The expression  $\sim(x_1 \wedge x_2)$  is so common that it has its own connective, **NAND** (“not AND”):  $x_1 \uparrow x_2$ .

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true	true	true	false	false	false	false
true	false	false	true	false	true	true
false	true	false	true	true	false	true
false	false	false	true	true	true	true

# Let's do a couple of exercises!

The expression  $\sim(x_1 \wedge x_2)$  is so common that it has its own connective, **NAND** ("not AND"):  $x_1 \uparrow x_2$ .

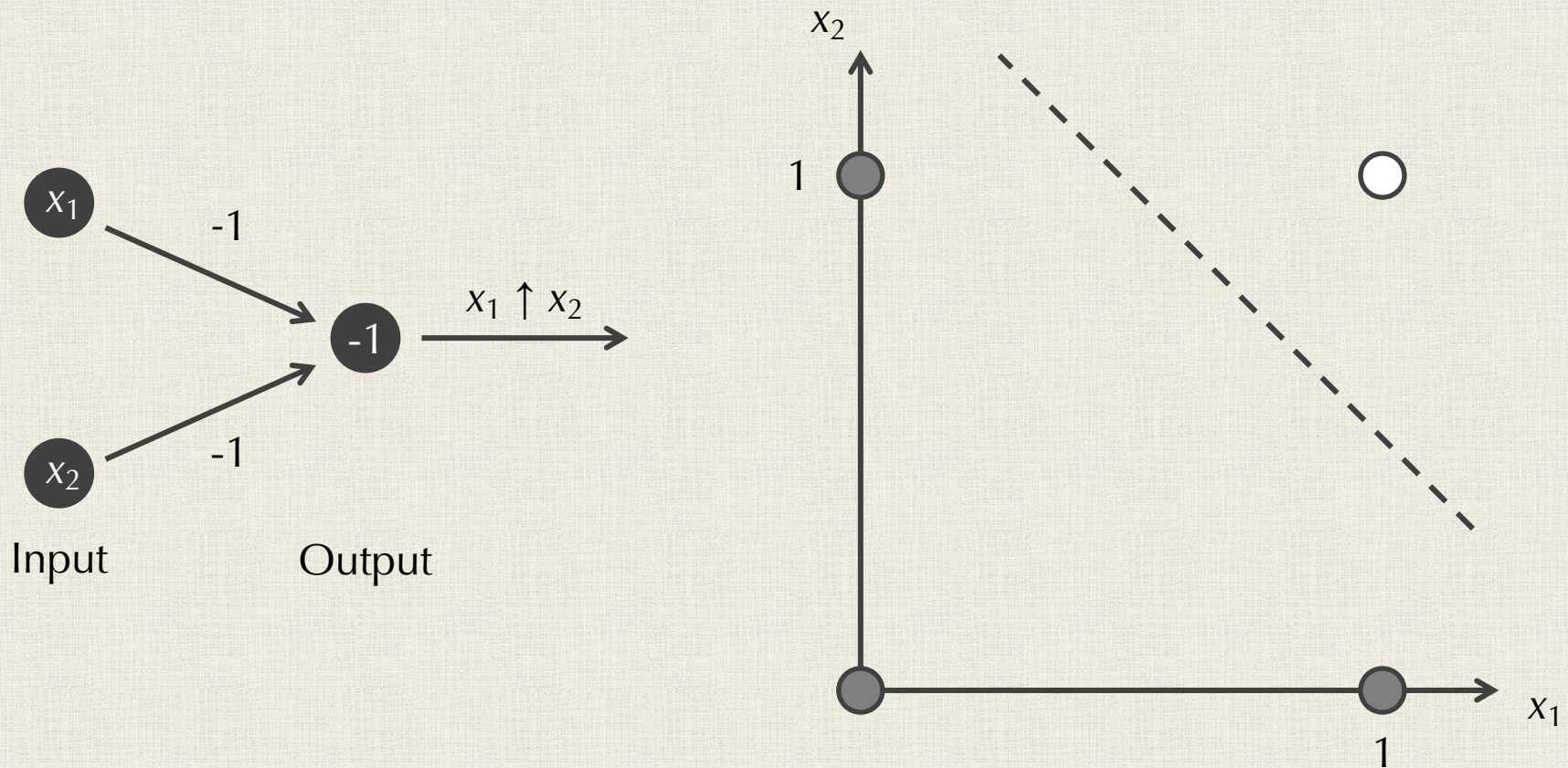
**Exercise 1:** Find a perceptron representing  $x_1 \uparrow x_2$ .

**Exercise 2:** Find a proposition using connectives other than  $\vee$  that is logically equivalent to  $x_1 \vee x_2$ .

**LINKING PERCEPTRONS INTO  
NEURAL NETWORKS MAKES THEM  
MORE POWERFUL**

# One solution to exercise 1

**Exercise 1:** Find a perceptron representing  $x_1 \uparrow x_2$ .



# One solution to exercise 2

**Exercise 2:** Find a proposition using connectives other than  $\underline{\vee}$  that is logically equivalent to  $x_1 \underline{\vee} x_2$ .

One common solution is that  $x_1 \underline{\vee} x_2 \equiv (x_1 \vee x_2) \wedge (\sim x_1 \vee \sim x_2)$ , which in turn is just  $(x_1 \vee x_2) \wedge (x_1 \uparrow x_2)$ .

# One solution to exercise 2

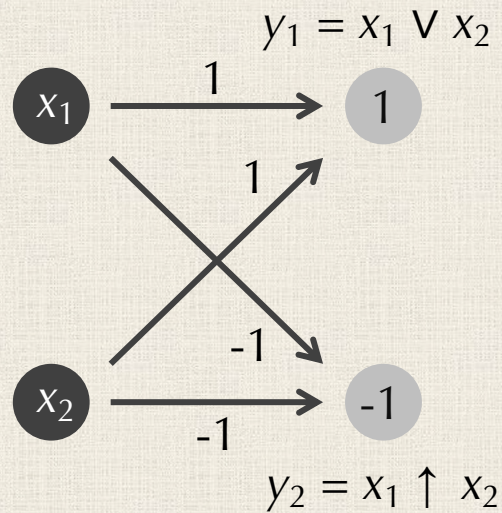
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One common solution is that  $x_1 \underline{\vee} x_2 \equiv (x_1 \vee x_2) \wedge (\sim x_1 \vee \sim x_2)$ , which in turn is just  $(x_1 \vee x_2) \wedge (x_1 \uparrow x_2)$ .

**Note:** Although we don't have a perceptron representing  $\underline{\vee}$ , we *do* have perceptrons representing  $\vee$ ,  $\wedge$ , and  $\uparrow$  ...

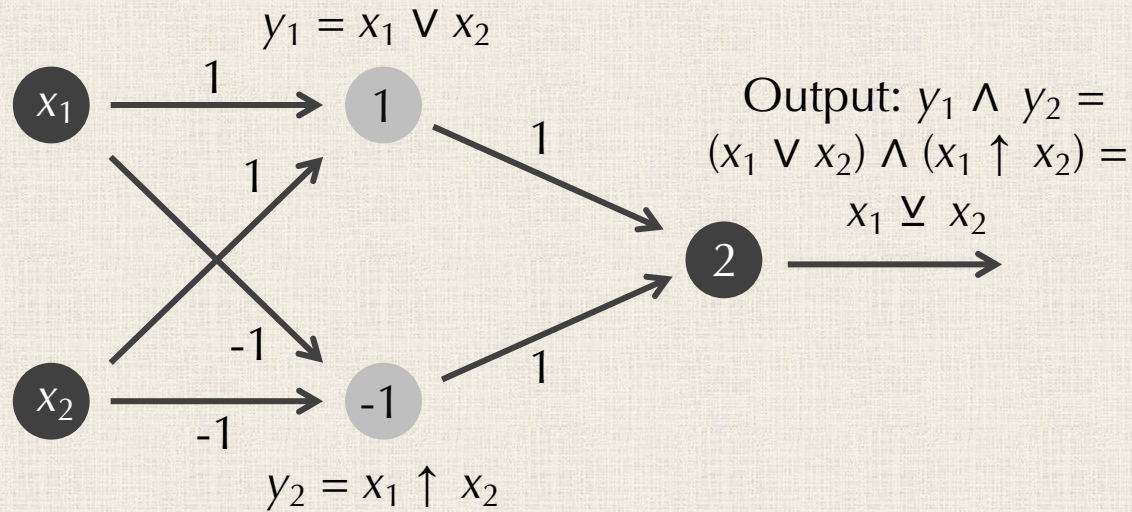


# Constructing a *network* of perceptrons representing $x_1 \vee x_2$



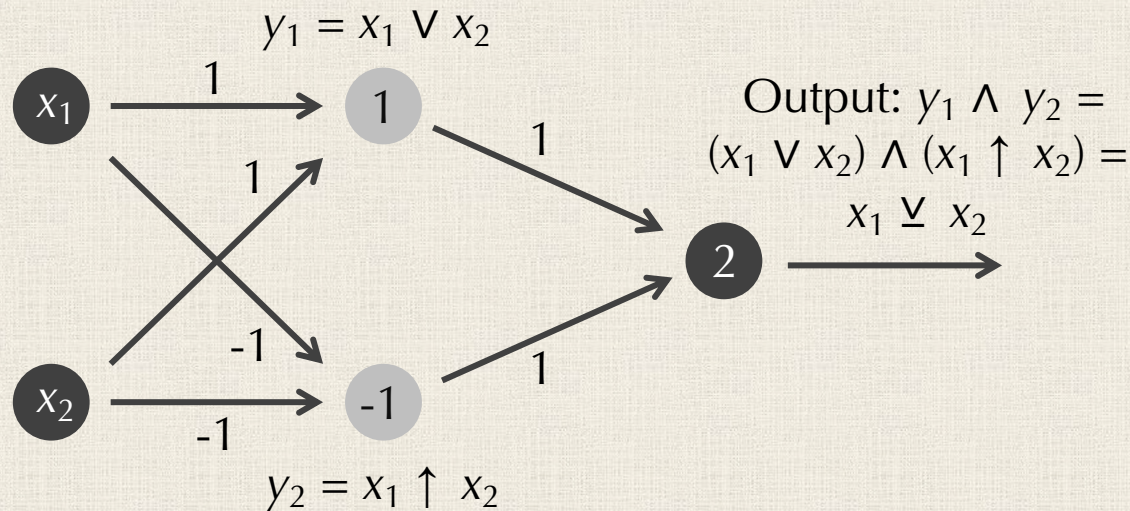
$x_1$	$x_2$	$x_1 + x_2$	$y_1$	$-x_1 - x_2$	$y_2$
1	1	2	1	-2	0
1	0	1	1	-1	1
0	1	1	1	-1	1
0	0	0	0	0	1

# Constructing a *network* of perceptrons representing $x_1 \nabla x_2$



$x_1$	$x_2$	$x_1 + x_2$	$y_1$	$-x_1 - x_2$	$y_2$	$y_1 + y_2$	Output
1	1	2	1	-2	0	1	0
1	0	1	1	-1	1	2	1
0	1	1	1	-1	1	2	1
0	0	0	0	0	1	1	0

# Constructing a *network* of perceptrons representing $x_1 \underline{\vee} x_2$



**Neural network:** a network of artificial neurons in which neuron outputs are inputs into other neurons. The above network has a single **hidden layer** of neurons (gray) that are not input variables or output.

# **THE UNIVERSALITY OF PERCEPTRON NEURAL NETWORKS**

# Binary Functions

**Binary function:** a function having  $n$  binary variables as input and producing a binary output.

**Example:**  $f(0,0) = 1$ ;  $f(0,1) = 1$ ;  $f(1,0) = 0$ ;  $f(1,1) = 1$ .

**STOP:** How many different binary functions are there with  $n$  input variables?

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**STOP:** How many different binary functions are there with  $n$  input variables?

**Answer:** There are  $2^n$  different possible inputs. Each input can produce a 1 or 0; therefore, there are  $2^{2^n}$  total binary functions.

# Our building blocks can be used to build *any* binary function

**Note:** this binary function can be represented by the proposition  $\sim x_1 \vee x_2$ , with 1 = true and 0 = false.

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**Theorem:** Any binary function can be represented by some proposition formed by a finite number of the logical connectives  $\wedge$ ,  $\vee$ , and  $\sim$ .



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**Key point:** All these connectives can be represented by single perceptrons...

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**Corollary:** Any binary function can be represented by a neural network of finitely many perceptrons.

**Key point:** All these connectives can be represented by single perceptrons...

# The only building block we need is NAND

Recall that  $\sim(x_1 \wedge x_2)$  is abbreviated as  $x_1 \uparrow x_2$ .

$x_1$	$x_2$	$x_1 \uparrow x_2$
1	1	0
1	0	1
0	1	1
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$x_1$	$x_2$	$x_1 \uparrow x_2$
1	1	0
1	0	1
0	1	1
0	0	1

**Theorem:** Any binary function can be represented by some proposition formed exclusively by a finite number of  $\uparrow$  connectors.

# The only building block we need is NAND

Recall that  $\sim(x_1 \wedge x_2)$  is abbreviated as  $x_1 \uparrow x_2$ .

$x_1$	$x_2$	$x_1 \uparrow x_2$
1	1	0
1	0	1
0	1	1
0	0	1

**Proof:** We will show that each of the expressions  $\sim x_1$ ,  $(x_1 \wedge x_2)$ , and  $(x_1 \vee x_2)$  can be represented with just NAND ( $\uparrow$ ) connectors.

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**STOP:** Find a proposition formed only of  $\uparrow$  connectors that is logically equivalent to  $\sim x_1$ .

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**Answer:**  $\sim x_1 \equiv x_1 \uparrow x_1$ .

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**Exercise:** Find propositions of  $\uparrow$  connectors that are logically equivalent to  $(x_1 \wedge x_2)$  and  $(x_1 \vee x_2)$ .



# The only building block we need is NAND

$x_1$	$x_2$	$x_1 \wedge x_2$	$x_1 \uparrow x_2$	$(x_1 \uparrow x_2) \uparrow (x_1 \uparrow x_2)$
1	1	1	0	1
1	0	0	1	0
0	1	0	1	0
0	0	0	1	0

$x_1$	$x_2$	$x_1 \vee x_2$	$x_1 \uparrow x_1$	$x_2 \uparrow x_2$	$(x_1 \uparrow x_1) \uparrow (x_2 \uparrow x_2)$
1	1	1	0	0	1
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1	1	0
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**Theorem:** Any binary function can be represented by some proposition formed exclusively by a finite number of  $\uparrow$  connectors.

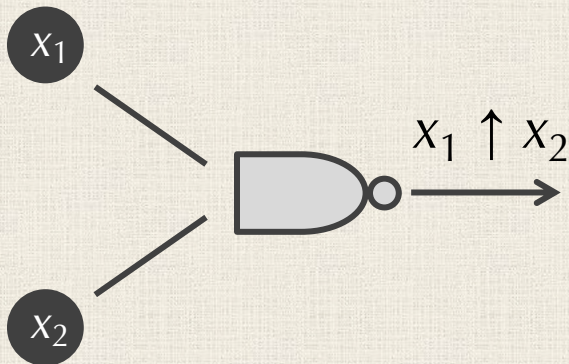
**STOP:** Now that we have proven this theorem, what is the corollary?


# The only building block we need is NAND

Recall that  $\sim(x_1 \wedge x_2)$  is abbreviated as  $x_1 \uparrow x_2$ .

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1	1	0
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0	1	1
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**Corollary:** Any binary function can be represented by a neural network of NAND perceptrons.



**Note:**  is called a NAND gate.

# **MODELING THE EVOLUTION OF BIOLOGICAL MODULARITY**

# Returning to our original question

Can we build a (simple) model in which modularity spontaneously evolves as an optimal solution?

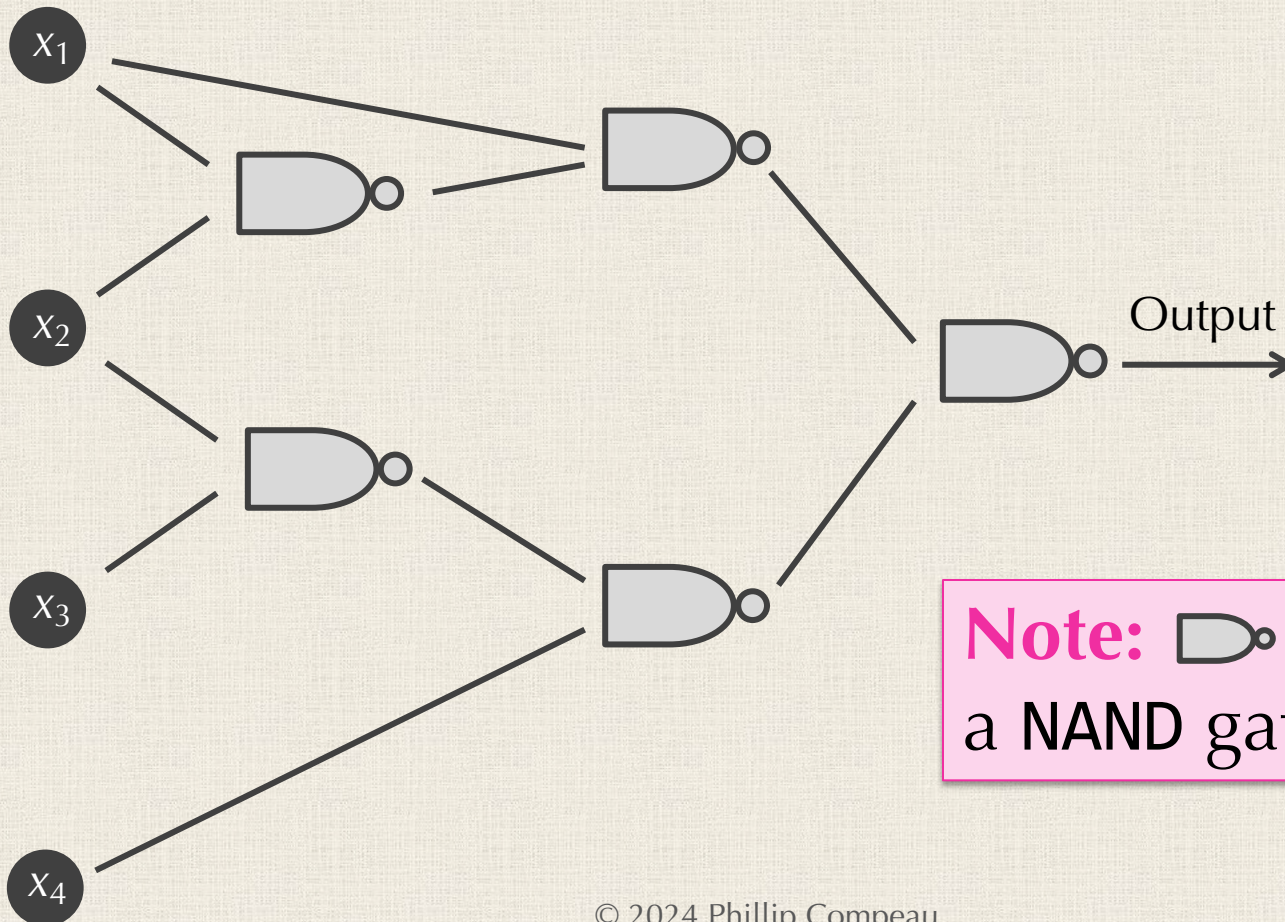
<https://www.pnas.org> › content ⋮


## Spontaneous evolution of modularity and network motifs | PNAS

by N Kashtan · 2005 · Cited by 899 — Nadav **Kashtan** and Uri **Alon** ... To understand the origin of **modularity** and network motifs in biology one has to understand how these features ...

# The Kashtan-Alon Model

Organisms: all 4-input networks of NAND perceptrons



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Goal (G): correctly "compute" as many inputs as possible for the proposition  $(x_1 \underline{\vee} x_2) \wedge (x_3 \underline{\vee} x_4)$ .

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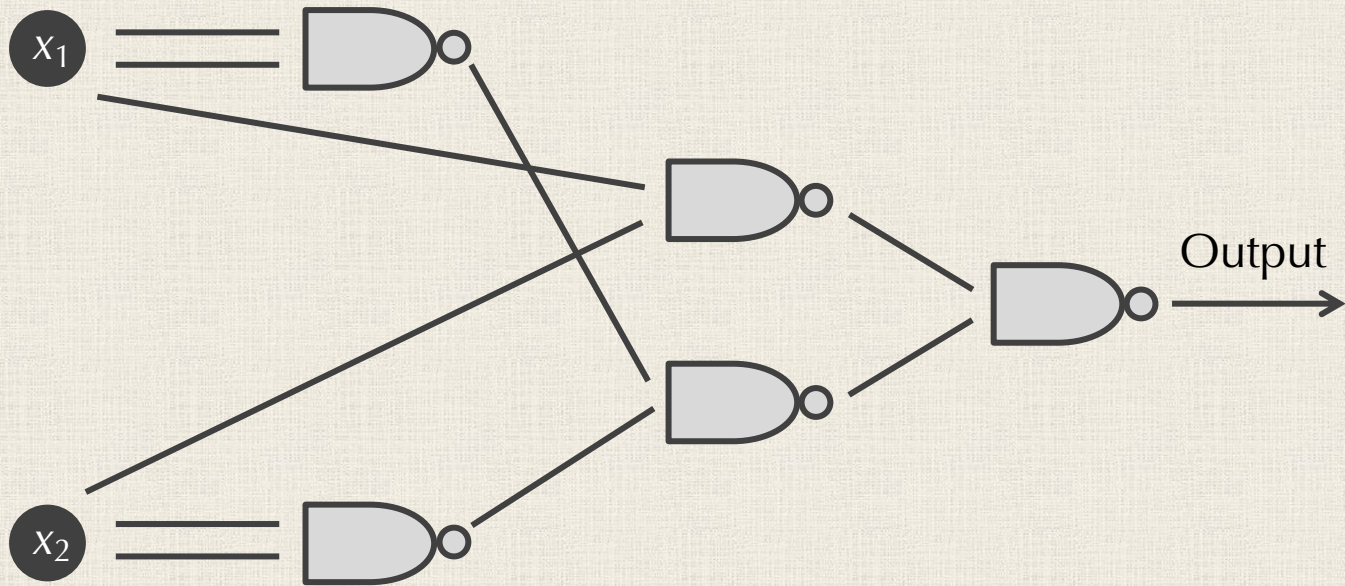
**STOP:** How many different choices of input are there for this proposition?

**Answer:** Two possibilities for each variable, so  $2^4 = 16$ .

# One way of reaching the goal

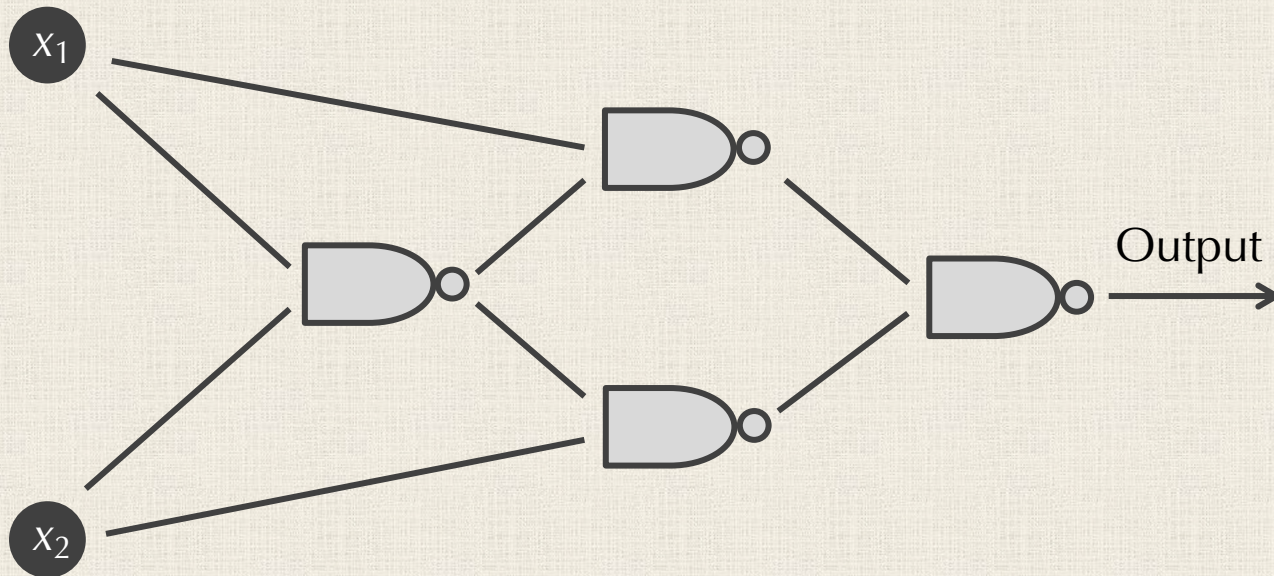
Recall that  $(x_1 \underline{\vee} x_2) \equiv (x_1 \vee x_2) \wedge (x_1 \uparrow x_2)$ .

By the theorem from previously, there is some neural network of **NAND** gates for  $(x_1 \vee x_2) \wedge (x_1 \uparrow x_2)$ .



# One way of reaching the goal

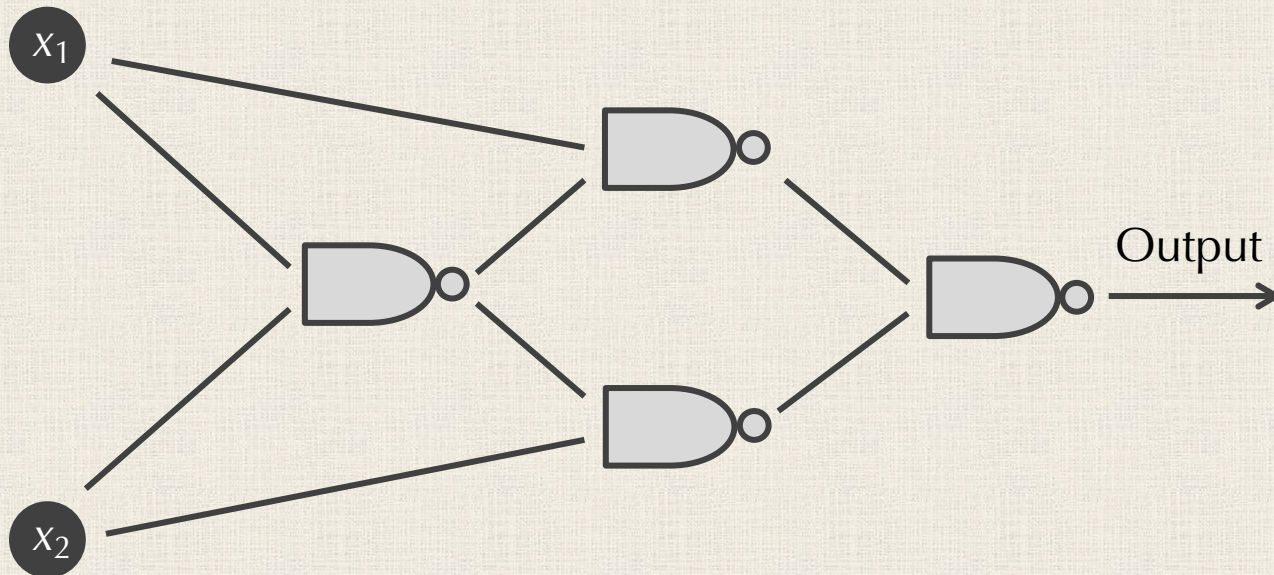
And yet there is a simpler network for  $x_1 \underline{\vee} x_2$ , which is  $[x_1 \uparrow (x_1 \uparrow x_2)] \uparrow [x_2 \uparrow (x_1 \uparrow x_2)]$ , as shown below.



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And yet there is a simpler network for  $x_1 \vee x_2$ , which is  $[x_1 \uparrow (x_1 \uparrow x_2)] \uparrow [x_2 \uparrow (x_1 \uparrow x_2)]$ , as shown below.

**Key point:** we should prioritize this smaller network because it would be easier to have evolved.



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**Key point:** we should prioritize this smaller network because it would be easier to have evolved.

To prefer a smaller network over a larger network, Kashtan and Alon defined a **fitness function** for a network as the fraction of the 16 input assignments whose output matches the goal  $G$ , minus a small positive  $\varepsilon$  times the number  $m$  of NAND gates.

# The Kashtan-Alon Algorithm

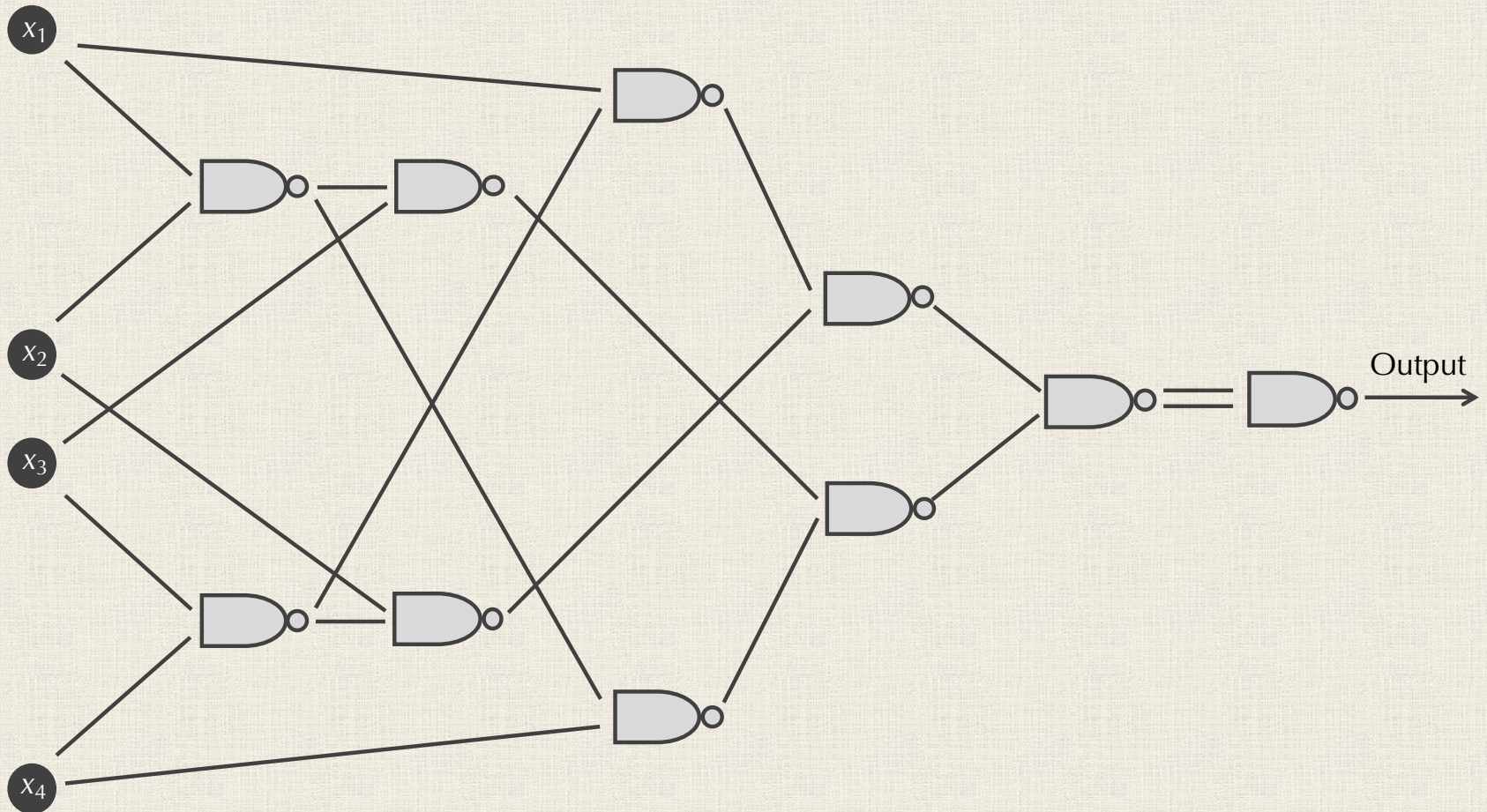
1. Construct 100 random initial networks.
2. Run the following algorithm for 10,000 “generations”.
  1. Consider only the 50 networks having highest fitness.
  2. Use these networks to produce 100 “children” networks that have mutations compared to the parent networks.
3. At the end, return the network(s) having maximum fitness as the winner(s).

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This type of search heuristic, which mimics evolution, is called a **genetic algorithm**.

Our winner isn't very modular... ☹️





# Life changes, and fitness should change too

**Key point:** a more realistic model of a competitive landscape would use a *variable* fitness function.

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Previous goal ( $G$ ): correctly "compute" as many inputs as possible for  $(x_1 \preceq x_2) \wedge (x_3 \preceq x_4)$ .

# Life changes, and fitness should change too

**Key point:** a more realistic model of a competitive landscape would use a *variable* fitness function.

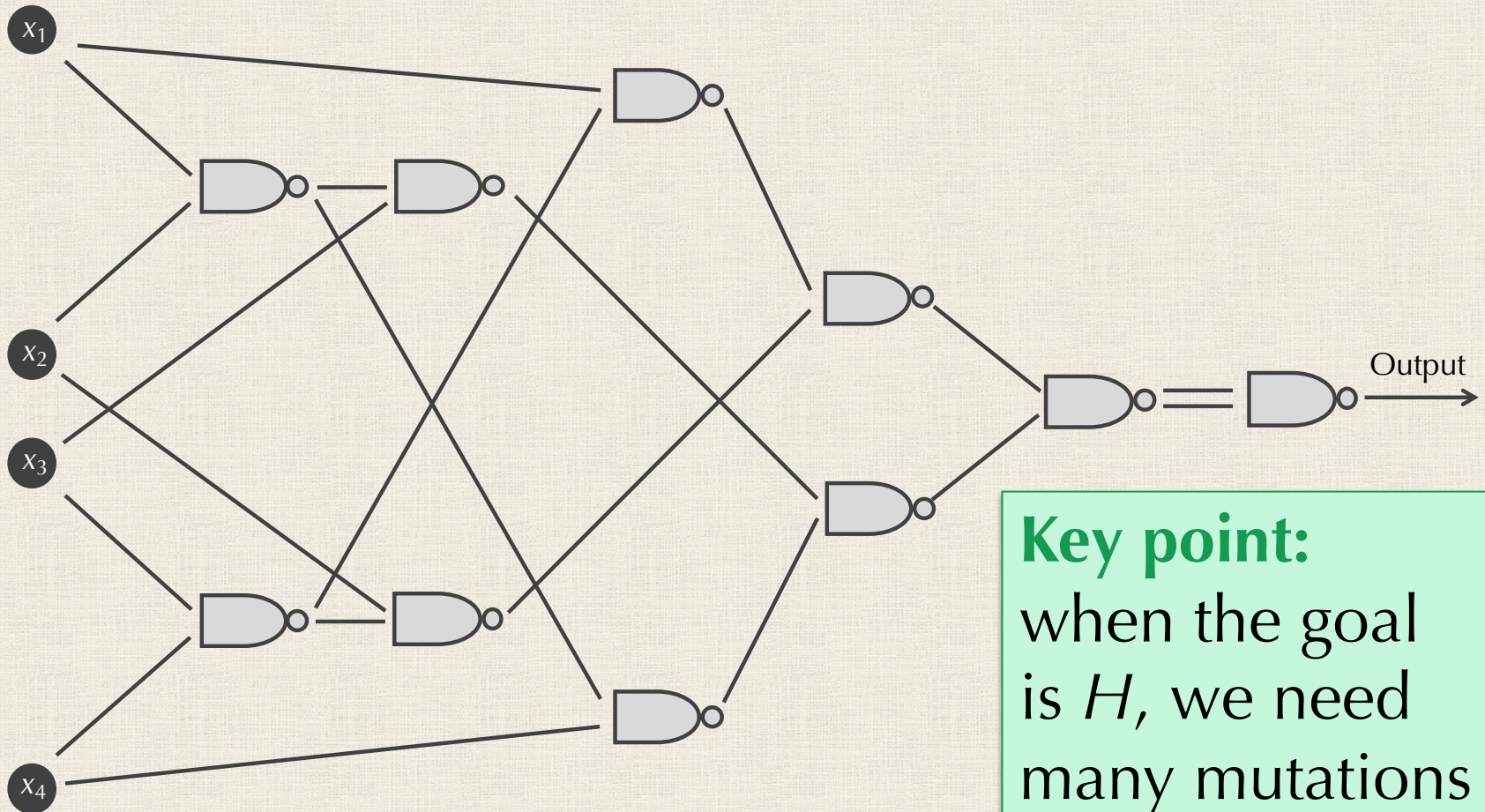
Previous goal ( $G$ ): correctly "compute" as many inputs as possible for  $(x_1 \underline{\vee} x_2) \wedge (x_3 \underline{\vee} x_4)$ .

Alternate goal ( $H$ ): correctly "compute" as many inputs as possible for  $(x_1 \underline{\vee} x_2) \vee (x_3 \underline{\vee} x_4)$ .

# Adapting the algorithm to incorporate *variable* fitness

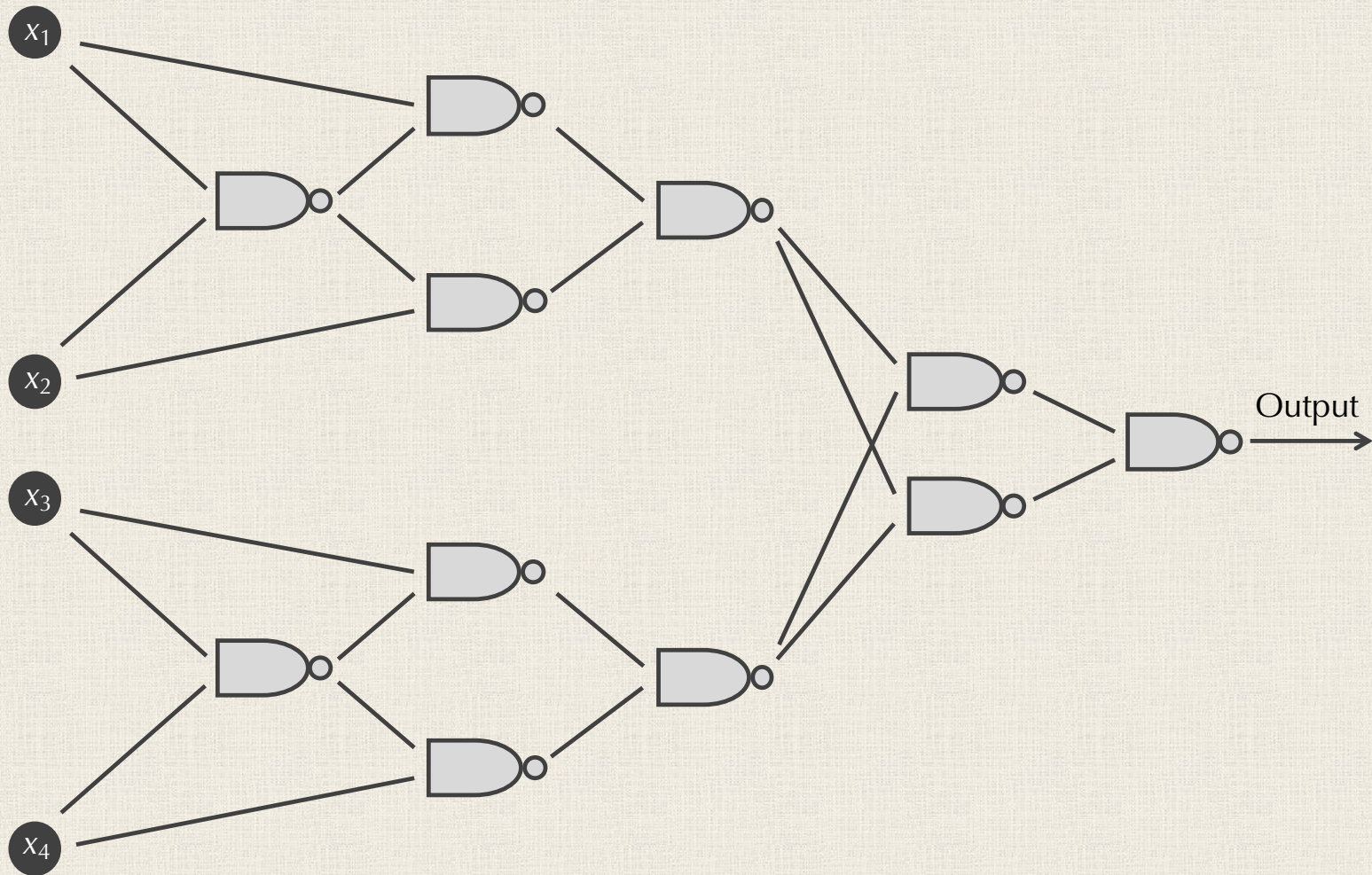
1. Construct 100 random initial networks.
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  1. Consider only the 50 networks having highest fitness.
  2. Use these networks to produce 100 “children” networks that have mutations compared to the parent networks.
  3. Every  $e$  generations ( $e = 20$  in original paper), switch the goal function from  $G$  to  $H$  or vice-versa.
3. At the end, return the network(s) having maximum fitness as the winner(s).

# With the static goal $G$ , we found a non-modular solution

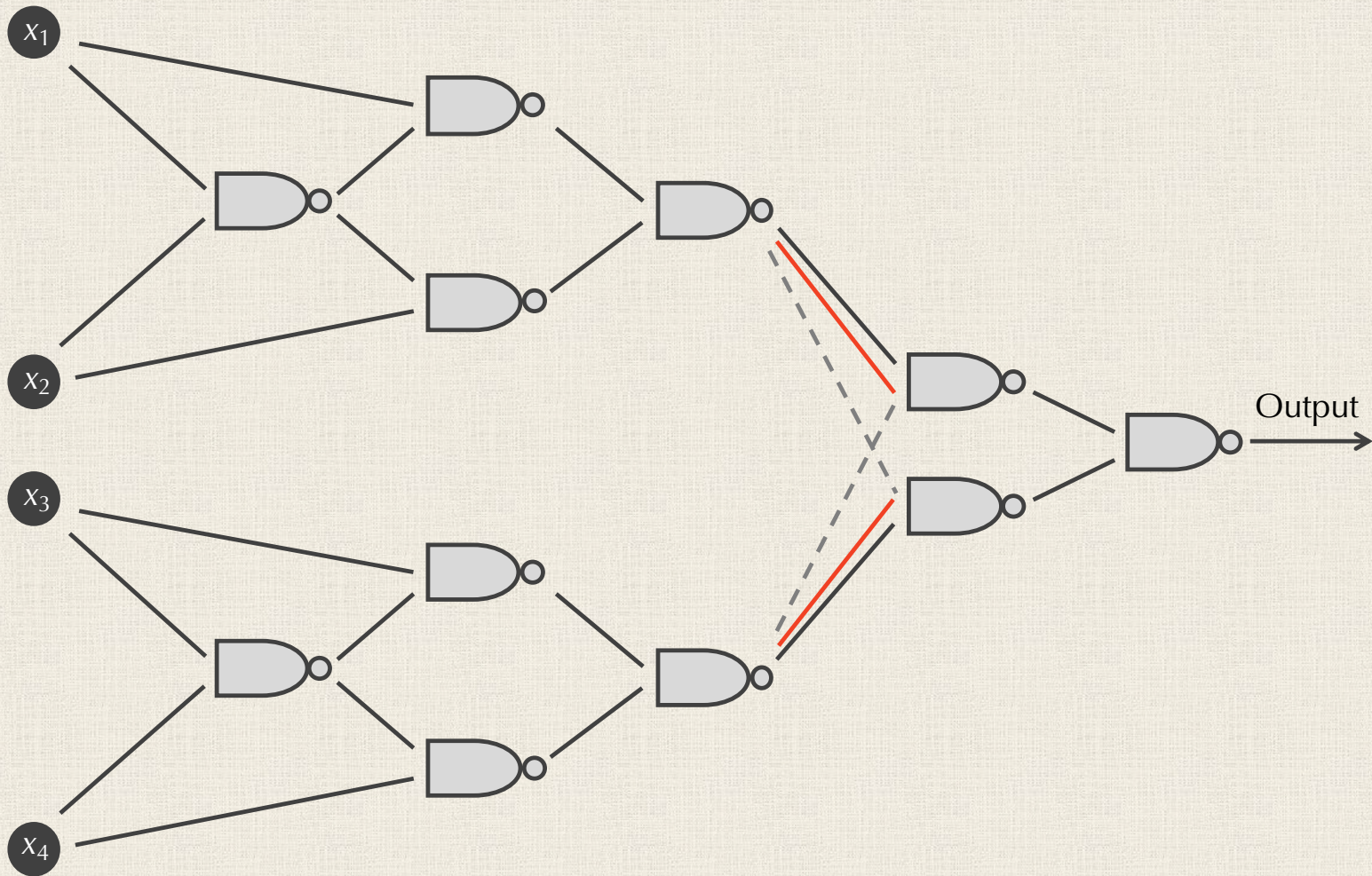


**Key point:**  
when the goal is  $H$ , we need many mutations to this network.

# Dynamic fitness leads to a modular solution to $G$ in $\sim 5000$ generations



# Switching the goal to $H$ yields a very slightly different modular solution



# A great idea leads to more questions

1. What is the extent to which real fitness functions reward modularity?
2. What are the limits of modularity in biology?
3. And what happens when we start building models of consciousness that are more advanced than the neural networks presented here?



**EPILOGUE: ~~PRACTICAL~~  
~~APPLICATIONS OF NEURAL~~  
~~NETWORKS~~ AI MAGIC IN 20  
MINUTES**

# Many problems can be framed as classification

## Classification Problem




















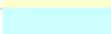








- **Input:** A collection of data divided into a training set and a test set. Each training data point is labeled into one of  $k$  classes.
- **Output:** a predictive labeling of all the points in the test set into one of  $k$  classes.

**Example:** Our data might be images of skin lesions, which we want to classify as non-neoplastic, a benign tumor, or malignant (cancer).

# Converting data into a manageable form

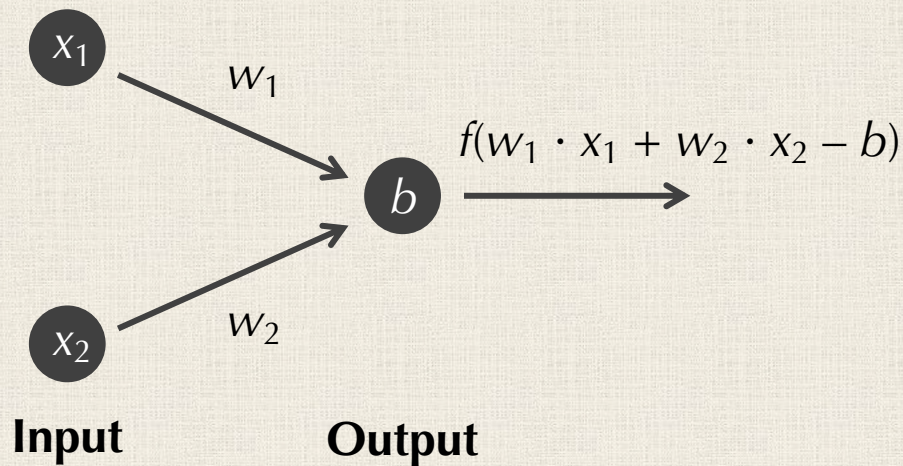
We then need to *vectorize* our data in some way, converting each object into a collection of variables.

**Example:** If each image has  $n$  pixels, then each pixel has three RGB values, representing the amount of red, green, and blue in each pixel. This produces  $3n$  0-1 decimal values for each image.

1		RGB(0,0,0)
2		RGB(255,255,255)
3		RGB(255,0,0)
4		RGB(0,255,0)
5		RGB(0,0,255)
6		RGB(255,255,0)
7		RGB(255,0,255)
8		RGB(0,255,255)
9		RGB(128,0,0)
10		RGB(0,128,0)
11		RGB(0,0,128)
12		RGB(128,128,0)
13		RGB(128,0,128)
14		RGB(0,128,128)
15		RGB(192,192,192)
16		RGB(128,128,128)
17		RGB(153,153,255)
18		RGB(153,51,102)
19		RGB(255,255,204)
20		RGB(204,255,255)
21		RGB(102,0,102)
22		RGB(255,128,128)
23		RGB(0,102,204)
24		RGB(204,204,255)
25		RGB(0,0,128)
26		RGB(255,0,255)
27		RGB(255,255,0)
28		RGB(0,255,255)

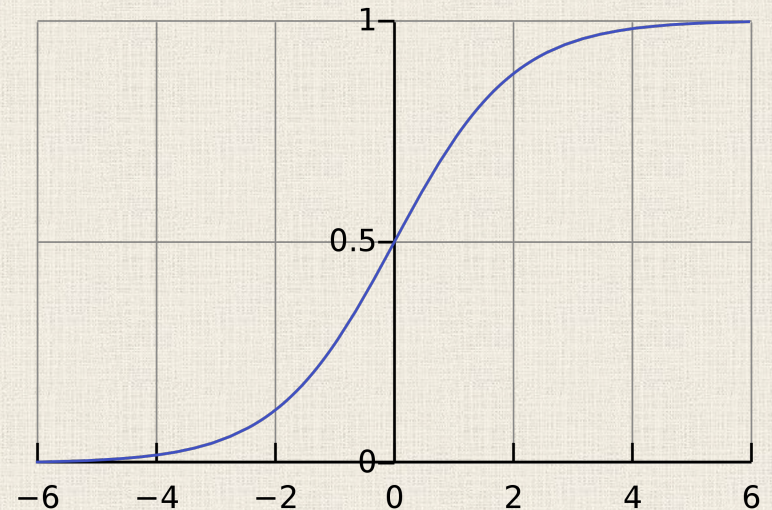
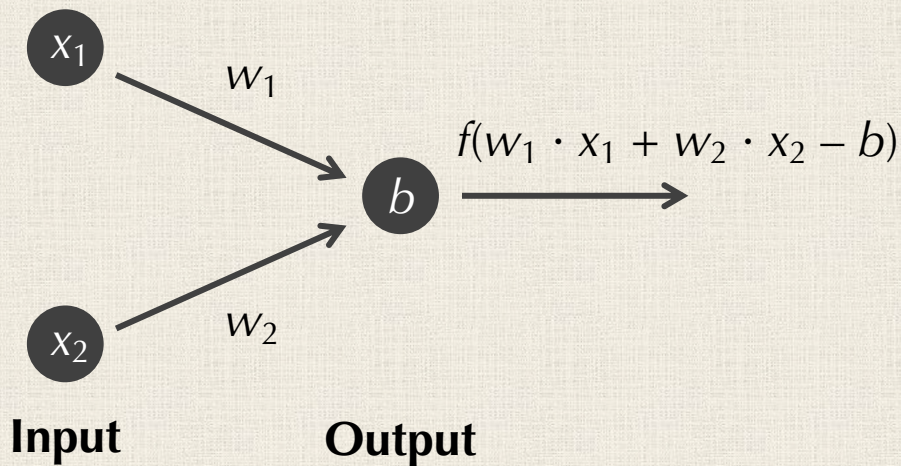
# Generalizing neural networks

A generalized neuron allows  $n$  arbitrary decimal inputs (often between 0 and 1) and fires  $f(w_1 \cdot x_1 + w_2 \cdot x_2 + \dots + w_n \cdot x_n - b)$  for an **activation function**  $f$  and a constant **bias**  $b$ .



# Generalizing neural networks

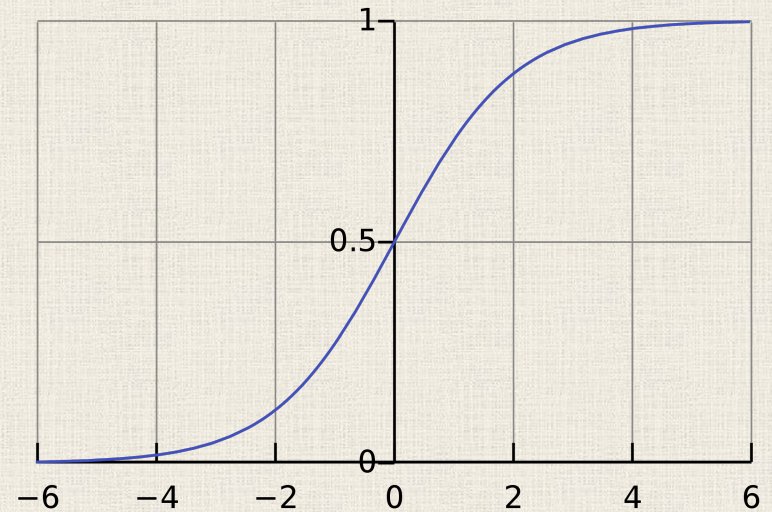
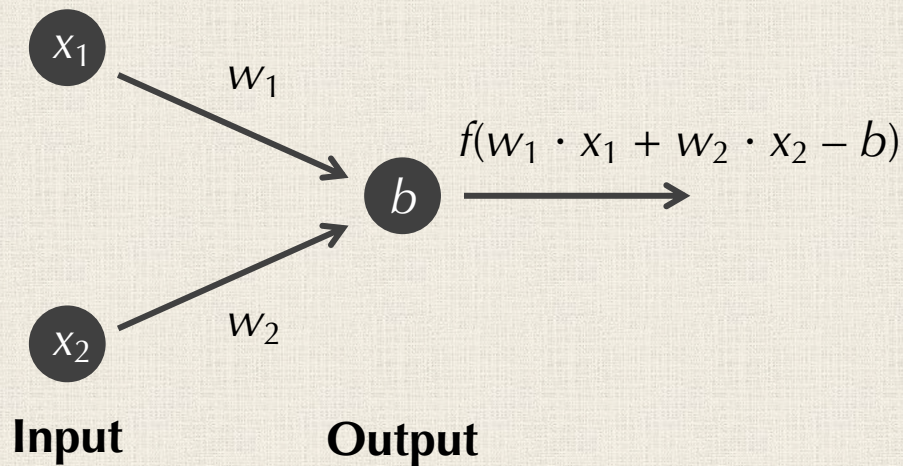
One common activation function is the **logistic function**:  $f(x) = 1/(1 + e^{-x})$ , shown below.



[https://en.wikipedia.org/wiki/Logistic\\_function](https://en.wikipedia.org/wiki/Logistic_function)

# Generalizing neural networks

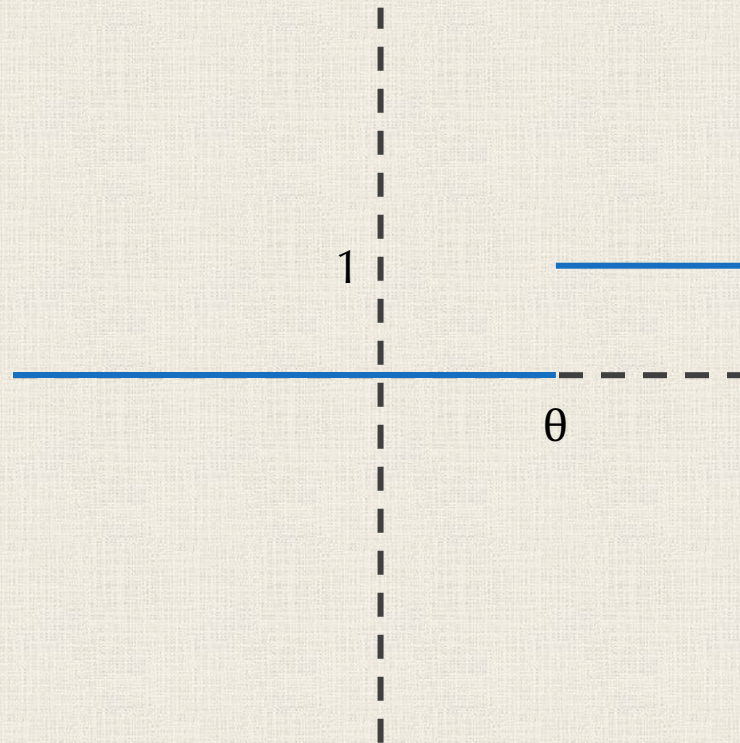
**STOP:** What was the “activation function” that we were using with perceptrons?



[https://en.wikipedia.org/wiki/Logistic\\_function](https://en.wikipedia.org/wiki/Logistic_function)

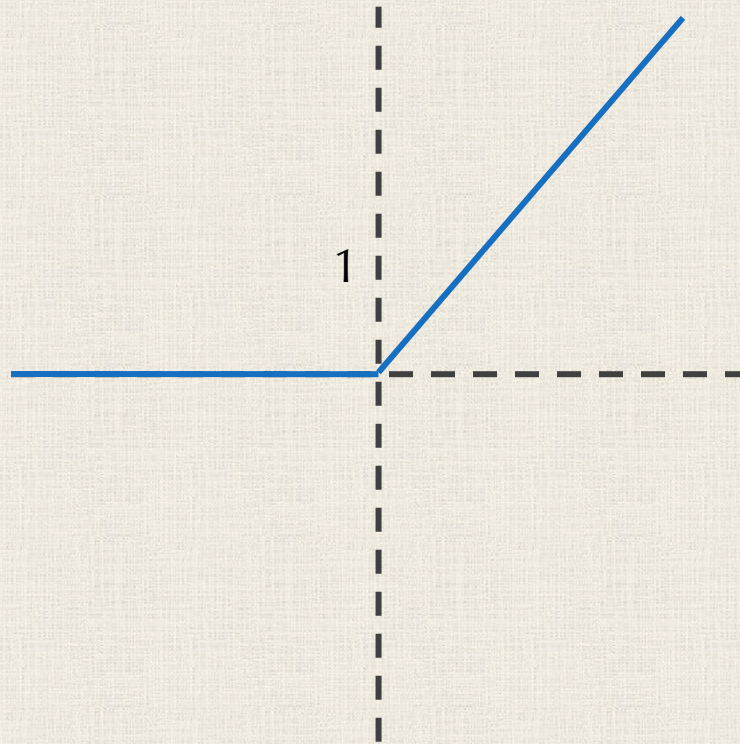
# Generalizing neural networks

**Answer:** The “step function”  $S(x)$  that outputs 1 if  $x$  is  $\geq \theta$  and outputs 0 if  $x < \theta$ .



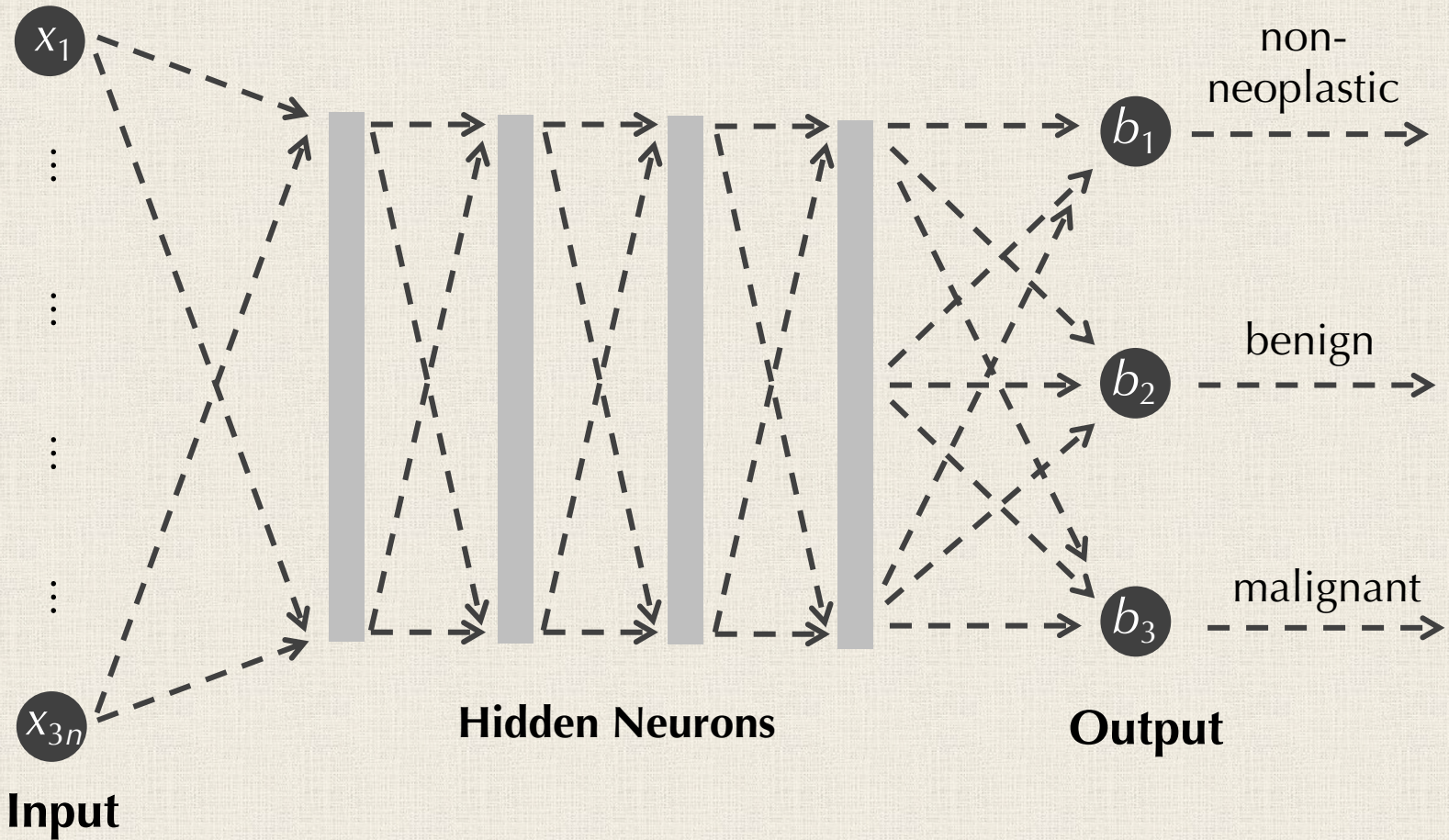
# Generalizing neural networks

**Note:** even though it's simple, researchers now often use a “rectifier” function:  $f(x) = \max(0, x)$ .



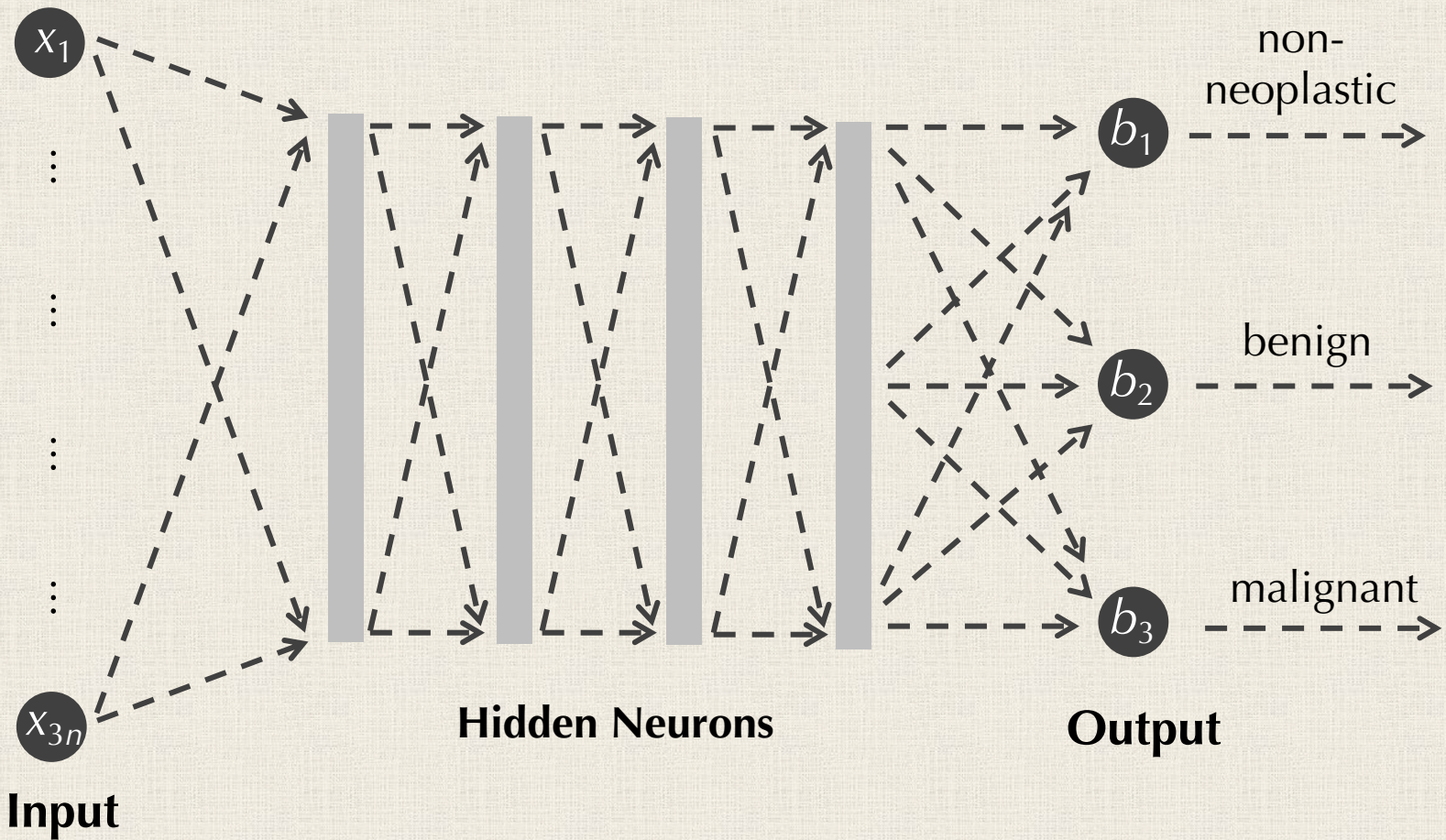


We then build some gigantic network with several hidden layers



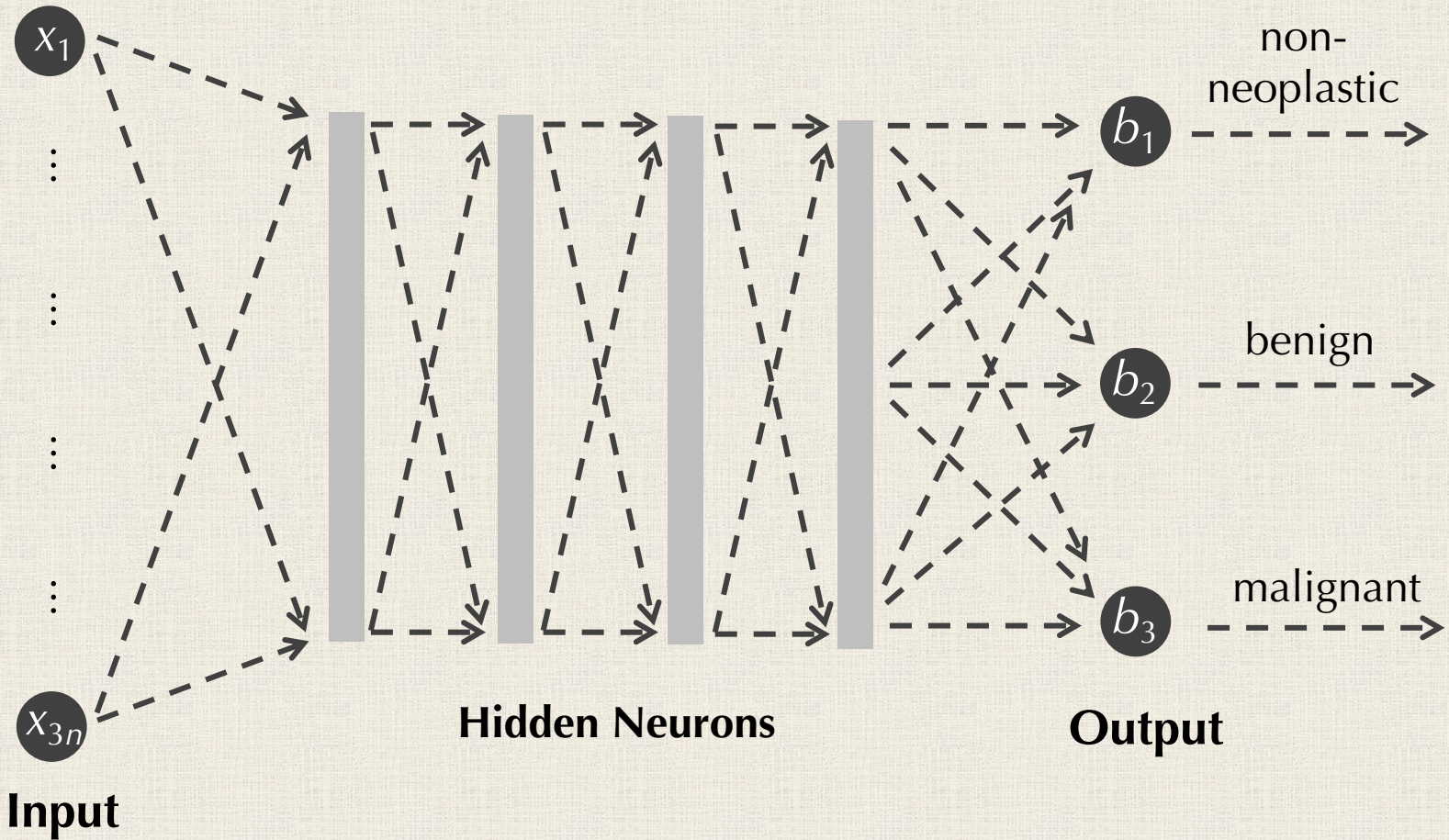
Congrats! You are now a **deep learning** expert.

We then build some gigantic network with several hidden layers



For a data value  $x$ , its output is a vector  $P(x)$ .

We then build some gigantic network with several hidden layers



We want  $P(x)$  for a benign image *similar* to  $(0, 1, 0)$ .

# We have a lot of freedom in parameter selection

**Note:** For every neuron in our network, all of the input weights  $w_i$  are parameters.

## Network Parameter Learning Problem

- **Input:** A collection of vectorized data and a neural network.
- **Output:** a collection of weights and biases that minimizes the average RMSD between an object  $x$ 's correct label vector,  $L(x)$ , and the prediction from the network,  $P(x)$ , over all objects  $x$ .

# We have a lot of freedom in parameter selection

**STOP:** Does “distance between two vectors” ring any bells?

## Network Parameter Learning Problem

- **Input:** A collection of vectorized data and a neural network.
- **Output:** a collection of weights and biases that minimizes the average RMSD between an object  $x$ 's correct label vector,  $L(x)$ , and the prediction from the network,  $P(x)$ , over all objects  $x$ .

# We have a lot of freedom in parameter selection

**Answer:** RMSD is one way of quantifying this distance.

## Network Parameter Learning Problem

- **Input:** A collection of vectorized data and a neural network.
- **Output:** a collection of weights and biases that minimizes the average RMSD between an object  $x$ 's correct label vector,  $L(x)$ , and the prediction from the network,  $P(x)$ , over all objects  $x$ .

# We have a lot of freedom in parameter selection

**STOP:** What kind of computational problem is this?

## Network Parameter Learning Problem

- **Input:** A collection of vectorized data and a neural network.
- **Output:** a collection of weights and biases that minimizes the average RMSD between an object  $x$ 's correct label vector,  $L(x)$ , and the prediction from the network,  $P(x)$ , over all objects  $x$ .

# We have a lot of freedom in parameter selection

**Answer:** It's an optimization problem, where the search space is the collection of weights/biases.

## Network Parameter Learning Problem

- **Input:** A collection of vectorized data and a neural network.
- **Output:** a **collection of weights and biases** that minimizes the average RMSD between an object  $x$ 's correct label vector,  $L(x)$ , and the prediction from the network,  $P(x)$ , over all objects  $x$ .





# We have a lot of freedom in parameter selection

**Note:** Much of deep learning is just “build a big network and apply a local search heuristic”.

## Network Parameter Learning Problem

- **Input:** A collection of vectorized data and a neural network.
- **Output:** a collection of weights and biases that minimizes the average RMSD between an object  $x$ 's correct label vector,  $L(x)$ , and the prediction from the network,  $P(x)$ , over all objects  $x$ .



# Still, deep learning can be impressive...

DeepMind

>

Blog

>

AlphaFold: a solution to a 50-year-old grand challenge in biology



BLOG POST  
RESEARCH

30 NOV 2020

## AlphaFold: a solution to a 50-year-old grand challenge in biology

# ... and a fancier version of our skin lesion network was a real paper!

<https://www.nature.com> › letters › article

## Dermatologist-level classification of skin cancer with ... - Nature

by A Esteva · 2017 · Cited by 5697 — Using a single **convolutional neural network** trained on general **skin lesion classification**, we match the performance of at least 21 **dermatologists** tested across three critical diagnostic tasks: keratinocyte **carcinoma classification**, **melanoma classification** and **melanoma classification** using dermoscopy.

**STOP:** Any guesses on how accurate their algorithm was?



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**STOP:** Any guesses on how accurate their algorithm was?

**Answer:** Around 70% accurate, compared to 67% accuracy for a dermatologist.



# Deep Learning + CB = 0 Great Ideas?



Royal Society

<https://royalsocietypublishing.org> › doi › rsif.2017.0387

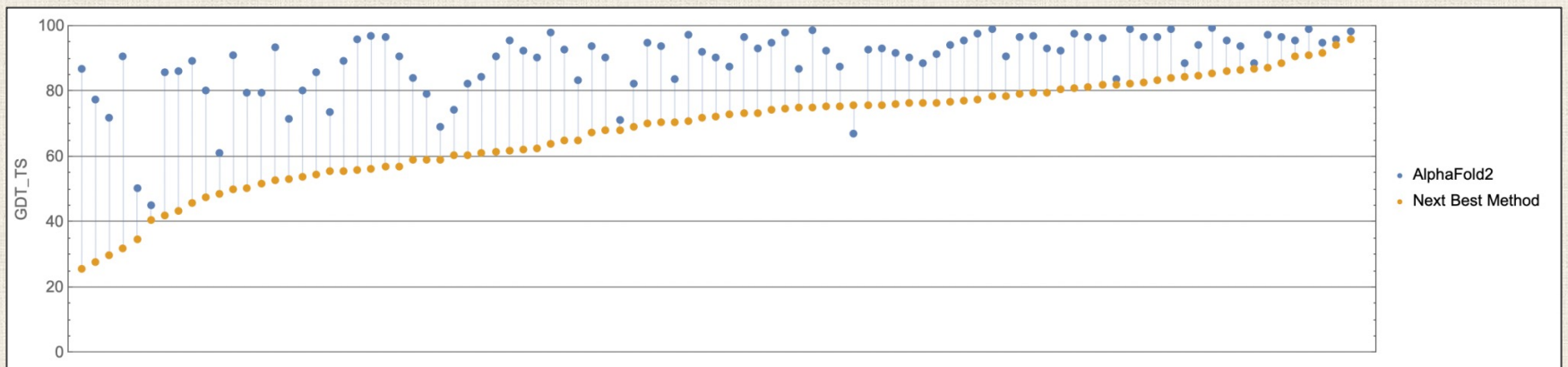
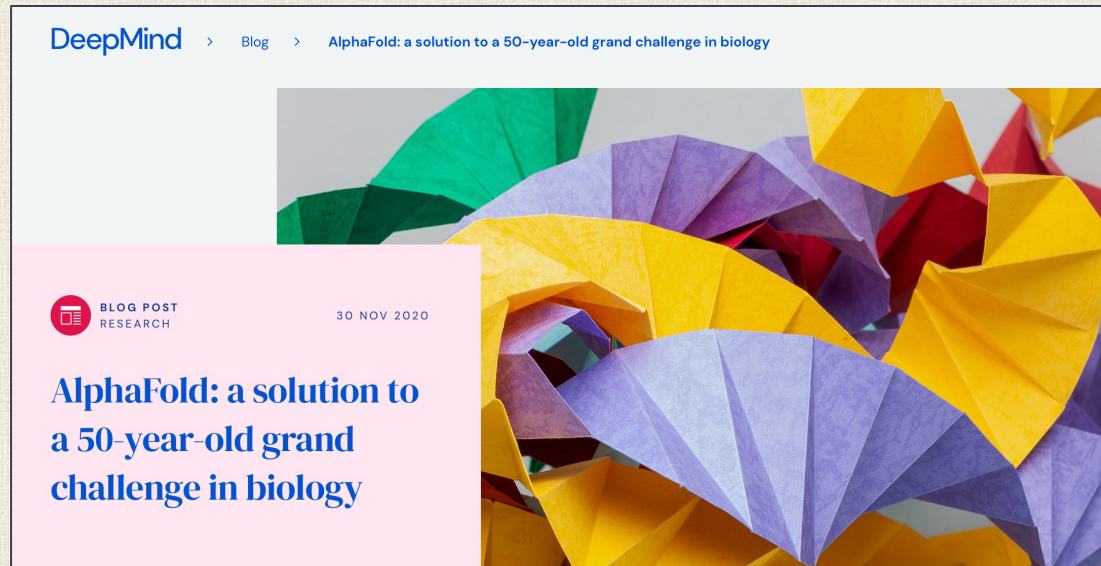
## Opportunities and obstacles for deep learning in biology and ...

by T Ching · 2018 · Cited by 1906 — We examine applications of **deep learning** to a variety of biomedical problems—patient classification, fundamental **biological** processes and ...

[Abstract](#) · [Deep learning and patient...](#) · [Deep learning to study the...](#) · [Conclusion](#)

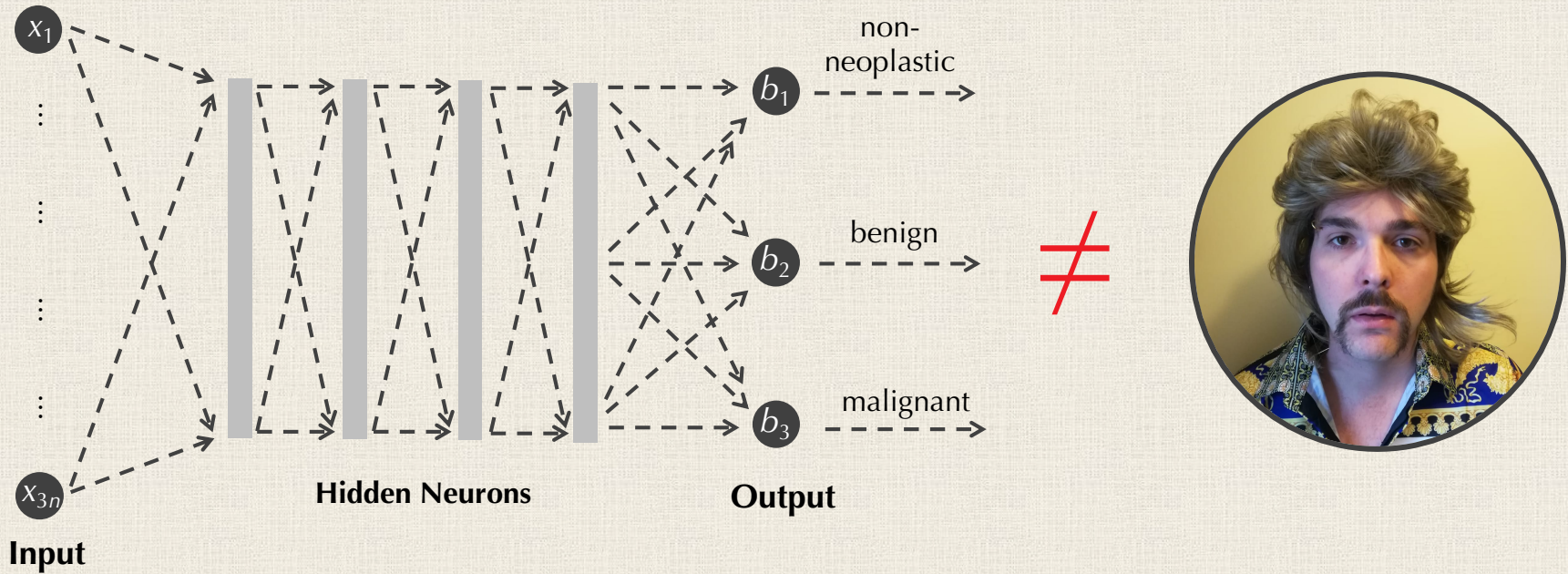
*“Following from an extensive literature review, we find that deep learning has yet to revolutionize biomedicine or definitively resolve any of the most pressing challenges in the field, but promising advances have been made on the prior state of the art.”*

# This Might Not Age the Best!



Source: Mohammed AlQuraishi, <https://bit.ly/39Mnym3>.

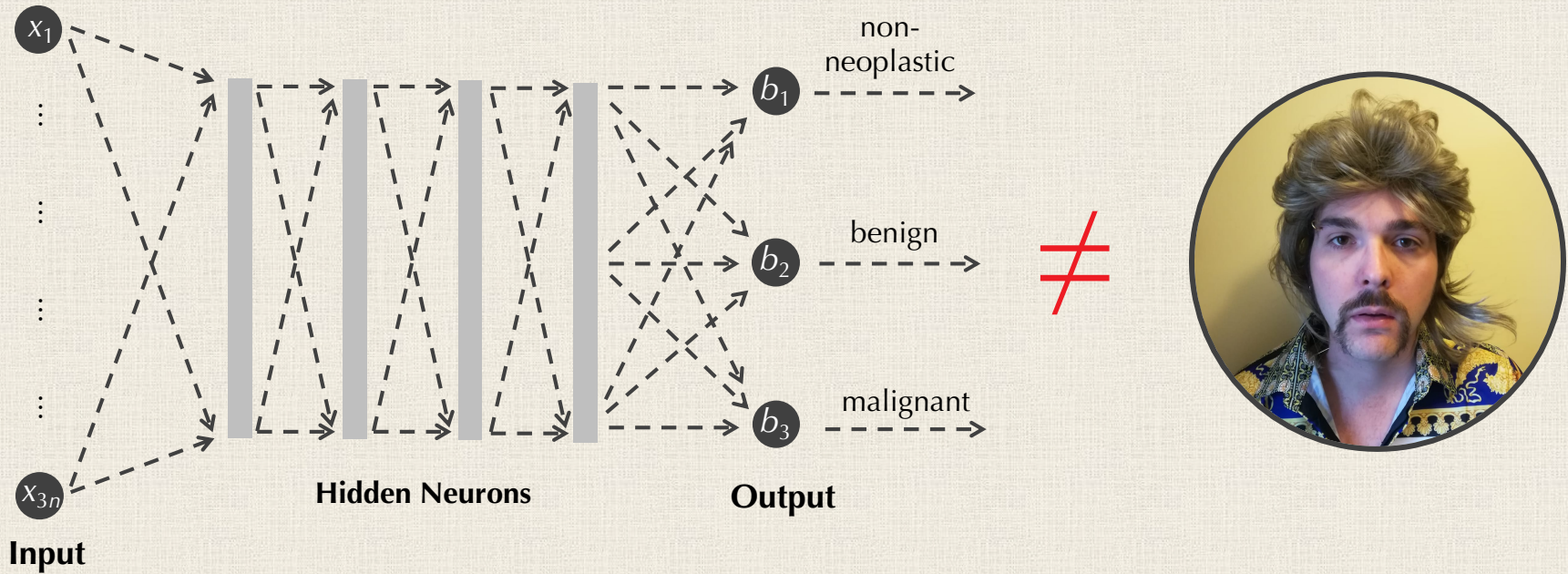
... but is this really a model of *intelligence*?



[https://www.reddit.com/r/MachineLearning/comments/2fxi6v/ama\\_michael\\_i\\_jordan/](https://www.reddit.com/r/MachineLearning/comments/2fxi6v/ama_michael_i_jordan/)

*“Let's not impose artificial constraints based on cartoon models of topics in science that we don't yet understand.” – Michael I. Jordan, 2014*

... but is this really a model of *intelligence*?



**Idea:** if nature is good at solving problems, why don't we study the algorithms that it has developed over the course of evolution?