

SOME NONLINEAR NETWORKS CAPABLE OF LEARNING  
 A SPATIAL PATTERN OF ARBITRARY COMPLEXITY\*

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(1) *Introduction.*—This note describes some nonlinear networks which can learn a spatial pattern, in “black and white,” of arbitrary size and complexity. These networks are a special case of a collection of learning machines  $\mathfrak{M}$  which were introduced in reference 1, where a machine capable of learning a list of “letters” or “events” was described. We list in heuristic terminology some of the properties which arise in the learning of patterns:

(a) *“Practice makes perfect”:* Given a “black and white” pattern of arbitrary size and complexity, a nonlinear network  $\mathfrak{M}$  can be found which learns this pattern to any prescribed degree of accuracy.

(b) *An isolated machine never forgets:* If the pattern is learned to a fixed degree of accuracy by  $\mathfrak{M}$ , then  $\mathfrak{M}$  will remember the pattern to at least this degree of accuracy until a new pattern is imposed upon  $\mathfrak{M}$ .

(c) *Overt practice is unnecessary:*  $\mathfrak{M}$  remembers the pattern without practicing it overtly.

(d) *Contour enhancement:* If  $\mathfrak{M}$  learns the pattern to a “moderate” degree of accuracy, then  $\mathfrak{M}$ ’s memory of the pattern spontaneously improves after practices ceases. As a result, when  $\mathfrak{M}$  recalls the pattern, its contours are enhanced in the sense that “darks get darker” and “lights get lighter.”

(e) *A new pattern can always be learned:* Even if  $\mathfrak{M}$  knows one pattern to an arbitrary degree of accuracy, this pattern can be replaced by any other pattern by a sufficient amount of practice.

(2) *The Machine.*—The nonlinear network which describes  $\mathfrak{M}$  is defined as follows for any fixed number  $n \geq 1$  of states and any reaction time  $\tau \geq 0$ .

$$\dot{x}_i(t) = -\alpha x_i(t) + \beta \sum_{m=1}^n x_m(t - \tau) y_{mi}(t) + I_i(t), \quad (1)$$

$$y_{jk}(t) = z_{jk}(t) [\sum_{m=1}^n z_{jm}(t)]^{-1}, \quad (2)$$

and

$$\dot{z}_{jk}(t) = -u z_{jk}(t) + \beta x_j(t - \tau) x_k(t), \quad (3)$$

where  $i, j, k = 1, 2, \dots, n$ . (\*) describes the following process.

Let  $G$  be a graph with vertices  $V = \{v_i: i = 1, 2, \dots, n\}$  and directed edges  $E = \{e_{jk}: j, k = 1, 2, \dots, n\}$ . Each  $v_i$  is drawn as a point and  $e_{jk}$  is drawn as an arrow facing from  $v_j$  to  $v_k$ .  $x_i(t)$  describes a process going on at  $v_i$ , and  $y_{jk}(t)$  describes a process going on at the arrowhead  $N_{jk}$  of  $e_{jk}$ . Equation (1) has the following interpretation. At time  $t - \tau$ , each  $v_m$  emits a signal of size  $\beta x_m(t - \tau)$  into  $e_{mi}$ . This signal travels along  $e_{mi}$  at finite velocity until it reaches  $N_{mi}$  at time  $t$ . The signal thereupon activates the process  $y_{mi}(t)$ , and a quantity  $\beta x_m(t - \tau) y_{mi}(t)$  is instantaneously transmitted from  $N_{mi}$  to  $v_i$ , and thereby

changes the rate of growth  $\dot{x}_i(t)$  of  $x_i(t)$ . Since this is true for every  $m = 1, 2, \dots, n$ , the total signal received by  $v_i$  from all  $v_m$  at time  $t$  is  $\beta \sum_{m=1}^n x_m(t - \tau) y_{mi}(t)$ .  $x_i(t)$  also spontaneously decays at the rate  $-\alpha x_i(t)$ .  $I_i(t)$  is the input signal to  $v_i$  created by the pattern.

$y_{jk}(t)$  in (2) is the ratio of functions  $z_{jm}(t)$  which, as (3) shows, cross-correlate the signal  $\beta x_j(t - \tau)$  received by  $N_{jm}$  from  $v_j$  at time  $t$  with the value  $x_m(t)$  of the contiguous vertex  $v_m$  at time  $t$ .

These equations can be derived from simple psychological postulates and have a suggestive neural interpretation.<sup>2</sup> They are studied mathematically in reference 3, and are extended to more realistic neural equations in reference 4, which, for example, contain the Hartline-Ratliff equation<sup>5</sup> as a special case. The "contour enhancement" in property (d) above will thereupon be seen as an extension of contour enhancement as it is usually discussed in terms of lateral inhibition.

(3) *Spatial Patterns.*—For purposes of learning a spatial pattern, arrange the vertices  $v_i$  in a rectangular grid. Not all inputs  $I_i(t)$  in (1) represent spatial patterns. For example, the pattern "A" does not depend on the absolute "blackness" of its lines, but only on their relative blackness as compared to the surround. A pattern is therefore defined as an input  $I_i(t)$  of the form

$$I_i(t) = \theta_i I(t), \quad i = 1, 2, \dots, n, \tag{4}$$

where the  $\theta_i$ 's are arbitrary, but fixed, nonnegative numbers whose sum can be taken equal to 1 without loss of generality. The pattern "A" is the same whether or not we view it in steady light or flickering light.  $I(t)$  can therefore oscillate quite wildly without changing the pattern described by the  $\theta_i$ 's. In fact the following theorem holds, which describes the way in which the probabilities  $y_{jk}(t) = z_{jk}(t) [\sum_{m=1}^n z_{jm}(t)]^{-1}$  and the correspondingly defined probabilities  $X_k(t) = x_k(t) [\sum_{m=1}^n x_m(t)]^{-1}$  learn an arbitrary pattern. Other facts and generalizations concerning this learning process are contained in reference 3.

**THEOREM 1.** *Suppose  $u > 2(\alpha - \beta) > 0$  and  $\beta > 0$ . Let  $n$  be any fixed number of states and let  $\tau$  be any fixed nonnegative reaction time. Let  $I_i(t) = \theta_i I(t)$  be any pattern with  $I(t)$  nonnegative, continuous, and bounded, and such that positive constants  $k$  and  $T_0$  exist for which*

$$\int_0^t e^{\alpha v} I(v) dv \geq k e^{\alpha t}, \quad t \geq T_0. \tag{5}$$

*Then for arbitrary nonnegative and continuous initial data in (\*), the limits  $Q_i = \lim_{t \rightarrow \infty} X_i(t)$  and  $P_{jk} = \lim_{t \rightarrow \infty} y_{jk}(t)$  exist, and obey the equations*

$$P_{ji} = Q_i = \theta_i, \quad i, j = 1, 2, \dots, n. \tag{6}$$

Equation (6) says that the probability  $X_i(t)$  of  $v_i$  and the correlations  $y_{ji}(t)$  of all  $N_{ji}$  touching  $v_i$  learn the relative weight  $\theta_i$  of the pattern, just so long as the absolute intensity  $I(t)$  of the pattern is not "too small" in the sense of (5).  $I(t)$  can in fact oscillate very wildly without violating (5). A pattern can therefore be learned to arbitrary accuracy if only it is presented sufficiently often. In

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order to learn ever more subtle gradations of shading in the pattern, it suffices to take the number  $n$  of vertices in the rectangular grid ever larger.

Equation (5) requires that  $I(t)$  take on positive values at arbitrarily large values of  $t$ . We now describe what happens if a "truncated" pattern  $I_i^{(w)}(t) = \theta_i I^{(w)}(t)$  is presented, where  $I^{(w)}(t) = I(t)$ ,  $0 \leq t < w$ , and  $I^{(w)}(t) = 0$ ,  $t \geq w$ . That is,  $\mathfrak{N}$  is exposed to the pattern only in the time interval  $[0, w)$ .

**THEOREM 2.** Suppose  $u > 2(\alpha - \beta) > 0$  and  $\beta > 0$ . Let  $n \geq 2$  (to avoid trivialities) and  $\tau \geq 0$ . Let  $I_i(t) = 0, t \geq w$ , for all  $i = 1, 2, \dots, n$ . Then for arbitrary nonnegative and continuous data in  $[w - \tau, w]$ , the limits  $Q_i$  and  $P_{j_i}$  exist and lie in the interval  $[m_i(w), M_i(w)]$ , where

$$m_i(w) = \min \{ X_i(w), y_{k_i}(w) : k = 1, 2, \dots, n \}$$

$$M_i(w) = \max \{ X_i(w), y_{k_i}(w) : k = 1, 2, \dots, n \}.$$

Denoting the functions of (\*) which are exposed to  $I_i^{(w)}(t)$  by superscripts "(w)" (for example,  $X_i(t)$  becomes  $X_i^{(w)}(t)$ ), we find the following corollary.

**COROLLARY 1.**

$$\lim_{w \rightarrow \infty} \lim_{t \rightarrow \infty} X_i^{(w)}(t) = \lim_{w \rightarrow \infty} \lim_{t \rightarrow \infty} y_{j_i}^{(w)}(t) = \theta_i, \quad i, j = 1, 2, \dots, n. \quad (7)$$

*Proof:* By Theorem 1,  $\lim_{w \rightarrow \infty} m_i(w) = \lim_{t \rightarrow \infty} M_i(w) = \theta_i$ .

These theorems say that if the pattern is exposed to  $\mathfrak{N}$  during  $[0, w)$  and if  $w$  is taken sufficiently large, then  $\mathfrak{N}$  will learn the pattern to an arbitrary degree of accuracy and will remember the pattern to at least this degree of accuracy thereafter.  $\mathfrak{N}$  does this without "practicing overtly" because the outputs  $x_i(t)$  from  $\mathfrak{N}$  decay exponentially to 0 for  $t \geq w$  whenever  $\alpha > \beta > 0$ .

Contour enhancement occurs in  $\mathfrak{N}$  because of the following corollary, which describes the "envelope"

$$Y_i(t) = \max \{ y_{k_i}(t) : k = 1, 2, \dots, n \}$$

$$y_i(t) = \min \{ y_{k_i}(t) : k = 1, 2, \dots, n \}$$

of correlations whose arrowheads  $N_{k_i}$  touch  $v_i$ .

**COROLLARY 2.** For  $w$  sufficiently large, one of the following alternatives holds for each  $i = 1, 2, \dots, n$ :

(a)  $Y_i^{(w)}(t) \geq X_i^{(w)}(t) \geq \theta_i$ ,  $y_i^{(w)}(t) \geq \theta_i$ , and  $Y_i^{(w)}(t)$  is monotone decreasing for  $t \geq w$ ; or

(b)  $\theta_i \geq X_i^{(w)}(t) \geq y_i^{(w)}(t)$ ,  $\theta_i \geq Y_i^{(w)}(t)$ , and  $y_i^{(w)}(t)$  is monotone increasing for  $t \geq w$ ; or

(c)  $Y_i^{(w)}(t) \geq \theta_i \geq y_i^{(w)}(t)$ ,  $Y_i^{(w)}(t) \geq X_i^{(w)}(t) \geq y_i^{(w)}(t)$ ,  $Y_i^{(w)}(t)$  is monotone decreasing, and  $y_i^{(w)}(t)$  is monotone increasing for  $t \geq w$ .

In other words, after a sufficient amount of exposure to the pattern, the envelope of correlations "spontaneously" approaches the pattern probabilities  $\theta_i$ .

Suppose, for example, that  $\theta_i = 0$ , which designates a "black" portion of the pattern at state  $v_i$ . Then case (a) holds, in which  $Y_i^{(w)}(t)$  decreases towards zero. That is, "darks get darker."

To see how  $\mathfrak{M}$  recalls a pattern, suppose that a pattern has been practiced over a long time interval  $[0, w]$  and that the outputs  $x_i(t)$  have decayed nearly to zero in the subsequent interval  $[w, W]$ . We now show that if even a single speck of light is thereupon shined on the machine at a given vertex (say  $v_1$ ), then  $\tau$  time units later the pattern will reappear in all its glory at all the vertices  $v_i$  if the reaction time  $\tau$  is sufficiently large. Since all  $x_i(W) \cong 0$ , we find by (1) that

$$\dot{x}_1(t) \cong -\alpha x_1(t) + I(t), \quad t \in [W, W + \tau],$$

where  $I(t)$  represents the speck of light shined on  $v_1$ . Thus a signal is emitted from  $v_1$  to all points  $v_i$ . By Theorem 2,  $y_{1i}(t) \cong \theta_i$  for  $t \in [W, W + \tau]$ , and thus

$$\dot{x}_i(t) \cong -\alpha x_i(t) + \beta x_1(t - \tau)\theta_i. \quad (8)$$

Suppose  $\tau$  is so large that  $x_1(t)$  has a chance to decay back toward zero before it receives the signal which it has created in  $e_{11}$ . Then by (8),

$$x_i(t) \cong \beta\theta_i e^{-\alpha t} \int_{W+\tau}^t e^{\alpha v} x_1(v - \tau) dv,$$

for all  $i = 1, 2,$

interval  $[T - \tau, T]$  can be viewed as the initial data for (\*) in the interval  $(T, \infty)$ . Since these values are nonnegative and continuous, and Theorems 1 and 2 hold for all nonnegative and continuous initial data, our contention is proved.

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<sup>1</sup> Grossberg, S., "Nonlinear difference-differential equations in prediction and learning theory," these PROCEEDINGS, 58, 1329 (1967).

<sup>2</sup> Grossberg, S., "Embedding fields: A new theory of learning with physiological implications," *J. Math. Psych.*, to appear.

<sup>3</sup> Grossberg, S., "A prediction theory for some nonlinear functional-differential equations, II. Learning of patterns," *J. Math. Anal. Appl.*, to appear.

<sup>4</sup> Grossberg, S., "On learning, information, lateral inhibition, and transmitters."

<sup>5</sup> Ratliff, F., *Mach Bands: Quantitative Studies on Neural Networks in the Retina* (New York: Holden-Day, 1965).