An Introduction to:

Reservoir Computing and Echo State Networks

Claudio Gallicchio

gallicch@di.unipi.it

Outline

- Focus: Supervised learning in domain of sequences
- Recurrent Neural networks for supervised learning in domains of sequences
- Reservoir Computing: paradigm for efficient training of Recurrent Neural Networks
- Echo State Network model theory and applications

Sequence Processing

Notation used for Tasks on Sequence Domains (Supervised Learning)

Input Sequence → **Output Sequence**



One output vector for each input vector E.g. Sequence Transdution, Next Step Prediction Example or sample: $(\mathbf{u}(n), \mathbf{y}_{target}(n))$

Input Sequence → **Output Vector**



One output vector for each input sequence E.g. Sequence classification Example or sample: $(\mathbf{s}(\mathbf{u}), \mathbf{y}_{target}(\mathbf{s}(\mathbf{u})))$ $\mathbf{s}(\mathbf{u}) = [\mathbf{u}(1), \dots, \mathbf{u}(n)]$

Notation: in the following slides, the variable *n* denotes the *time step*.

Neural Networks for Learning in Sequence Domains

- NN for processing temporal data exploit the idea of representing (more or less explicitly) the past input context in which new input information is observed
- Basic approaches: windowing strategies, feedback connections.

Input Delay Neural Networks (IDNN)

Temporal context represented using feed-forward neural networks + input windowing



$$\mathbf{y}(n) = f(\mathbf{u}(n - D_U), \dots, \mathbf{u}(n-1), \mathbf{u}(n)),$$

- Pro: simplicity, training using Back-propagation
- Con: fixed window size.

Recurrent Neural Networks (RNNs)

- Neural network architectures with explicit recurrent connections
- Feedback allows the representation of temporal context of state information (neural memory) implement dynamical systems
- Potentially maintain input history information for arbitrary periods of time



Elman Network (Simple Recurrent Network)

- Pro: theoretically very powerful; Universal approximation through training
- Con: drawbacks related to training

 $y(n) = f_Y(x(n))$ $x(n) = f_H(u(n), c(n))$ c(n) = x(n-1)

Learning with RNNs

- Universal approximation of RNNs (e.g. Elman, NARX) through learning
- However, training algorithms for RNNs involve some known drawbacks:
 - High computational training costs and slow convergence
 - Local minima (error function is generally a non convex function)
 - Vanishing of the gradient and problem in learning long-term dependencies



Markovian Bias of RNNs

- Properties of RNNs state dynamics in the early stages of training
- RNNs initialized with small weights result in contractive state transition functions and can discriminate among different input histories even prior to learning
- Markovian characterization of the state dynamics is a bias for RNN architectures
- Computational tasks with characterization compatible to such Markovian characterization can be approached by RNNs in which recurrent connections are not trained
- Reservoir Computation paradigm exploits this fixed Markovian characterization

Reservoir Computing (RC)

- Paradigm for efficient RNN modeling state of the art for efficient learning in sequential domains
- Implements dynamical system
- Conceptual separation: dynamical/recurrent non-linear part (reservoir) feed-forward output tool (readout)
- Efficiency:
 - training is restricted to the linear readout
 - exploits Markovian characterization resulting from (untrained) contractive dynamics
- Includes several classes: <u>Echo State Networks</u> (ESNs), Liquid State Machines, Backpropagation Decorrelation, Evolino, ...

Echo State Networks



Input Space: \mathbb{R}^{N_U} Reservoir State Space: \mathbb{R}^{N_U} Output Space: \mathbb{R}^{N_U}

- Reservoir: untrained large, sparsely and randomly connected, non-linear layer $\tau: \mathbb{R}^{N_U} \times \mathbb{R}^{N_R} \to \mathbb{R}^{N_R}$ encoding of the input $\mathbf{x}(n) = tanh(\mathbf{W}_{in}(\mathbf{u}(n)) + \hat{\mathbf{W}}\mathbf{x}(n-1))$ • linear units sequence leaky-integrators

 - spiking neurons

• Readout: trained linear layer

 $g_{out}: \mathbb{R}^{N_R} \to \mathbb{R}^{N_Y}$ Train only the connections to the readout $\mathbf{y}(n) = \mathbf{W}_{out}\mathbf{x}(n)$

Reservoir Computation

The reservoir implements the state transition function:

$$\tau : \mathbb{R}^{N_U} \times \mathbb{R}^{N_R} \to \mathbb{R}^{N_R}$$
$$\mathbf{x}(n) = tanh(\mathbf{W}_{in}(\mathbf{u}(n)) + \hat{\mathbf{W}}\mathbf{x}(n-1))$$

Iterated version of the state transition function (application of the reservoir to an input sequence):

$$\hat{\tau} : (\mathbb{R}^{N_U})^* \times \mathbb{R}^{N_R} \to \mathbb{R}^{N_R}$$

initial state
$$\forall \mathbf{s}(\mathbf{u}) \in (\mathbb{R}^{N_U})^*, \ \forall \mathbf{x} \in \mathbb{R}^{N_R} :$$

$$\hat{\tau}(\mathbf{s}(\mathbf{u}), \mathbf{x}) = \begin{cases} \mathbf{x} & \text{if } s(\mathbf{u}) = [] \\ \tau(\mathbf{u}(n), \hat{\tau}([\mathbf{u}(1), \dots, \mathbf{u}(n-1)], \mathbf{x})) & \text{if } s(\mathbf{u}) = [\mathbf{u}(1), \dots, \mathbf{u}(n)] \end{cases}$$

Echo State Property (ESP)

 $\forall \mathbf{s}_n(\mathbf{u}) = [\mathbf{u}(1), \dots, \mathbf{u}(n)] \in (\mathbb{R}^{N_U})^n \text{ input sequence of length } n, \\ \forall \mathbf{x}, \mathbf{x}' \in \mathbb{R}^{N_R} :$

$$\|\hat{\tau}(\mathbf{s}_n(\mathbf{u}), \mathbf{x}) - \hat{\tau}(\mathbf{s}_n(\mathbf{u}), \mathbf{x}')\| \to 0 \text{ as } n \to \infty$$

Echo State Property

- Holds if the state of the network is determined uniquely by the left-inifinite input history
- State contractive, state forgetting, input forgetting
- The state of the network asymptotically depends only on the driving input signal
- Dependencies on the initial conditions are progressively lost

Conditions for the Echo State Property

Conditions on $\hat{\mathbf{W}}$

Sufficient: maximum singular value is less than 1

 $\sigma(\hat{\mathbf{W}}) = \|\hat{\mathbf{W}}\|_2 < 1$ (contractive dynamics)

Necessary: spectral radius is less than 1 $\rho(\hat{\mathbf{W}}) < 1$ (asymptotically stable around the **0** state) $\rho(\hat{\mathbf{W}}) < 1$ (asymptotically stable around the **0** state)

How to Initialize ESNs

Reservoir Initialization



- \mathbf{W}_{in} initialized randomly in $[-w_{in}, w_{in}]$
- $\hat{\mathbf{W}}$ initialization procedure:
 - Start with a randomly generated matrix $\hat{\mathbf{W}}_{random}$
 - Scale to meet the condition for the ESP $\hat{\mathbf{W}} = \hat{\mathbf{W}}_{random} \frac{\rho_{desired}}{\rho(\hat{\mathbf{W}}_{random})}$

Training ESNs

Training Phase



- Discard an *initial transient* (washout)
- Collect the reservoir states and target values for each n

$$\mathbf{X} = [\mathbf{x}(1) \dots \mathbf{x}(N)] \qquad \qquad \mathbf{Y}_{target} = [\mathbf{y}(1) \dots \mathbf{y}(N)]$$

•Train the linear readout:

$$min \| \mathbf{W}_{out} \mathbf{X} - \mathbf{Y}_{target} \|_2^2$$

Training the Readout

• Off-line training: standard in most applications

Moore-Penrose pseudo-inversion

 $\mathbf{W}_{out} = \mathbf{Y}_{target} \mathbf{X}^+$ (possible regularization using random noise)

Ridge Regression

$$\mathbf{W}_{out} = \mathbf{Y}_{target} \mathbf{X}^T (\mathbf{X} \mathbf{X}^T + \lambda_r \mathbf{I})^{-1} \quad \lambda_r \text{ is the regularization coefficient (tipically < 1)}$$

- On-line training
 - Least Mean Squares typically not suitable (ill posed problem)
 - Recursive Least Squares more suitable

Training the Readout

- Other readouts:
 - MLPs, SVMs, kNN, etc...

• **Multiple readouts** for the same reservoir: solving more tasks with the same reservoir dynamics



ESN Hyper-parametrization (Model Selection)

Easy, Efficient, but many *fixed* hyper-parameters to set...

- Reservoir dimension N_R
- Spectral radius ρ
- Input Scaling w_{in}
- Readout Regularization λ_r
- Reservoir sparsity
- Non-linearity of reservoir activation function
- Input bias
- Architectural design
- Length of the transient (settling time)

ESN hyper-parametrization should be chosen carefully through an appropriate model selection procedure

ESN Architectural Variants



- direct input-to-readout connections
- output feedback connections (stability issues)

Memory Capacity

How long is the effective short-term memory of ESNs?

$$\boldsymbol{u}(n) \circ \left(\begin{array}{c} 0 & y_1(n) = u(n-1) \\ 0 & y_2(n) = u(n-2) \\ 0 & y_3(n) = u(n-3) \end{array} \right) \qquad MC = \sum_{k=1}^{\infty} \rho^2(\boldsymbol{u}(n-k), \boldsymbol{y}_k(n))$$

Squared correlation

Some results:

The MC is bounded by the reservoir dimension

$$MC \le N_R$$

The MC is maximum for linear reservoirs

 $MC = N_R$

Dilemma: memory capacity VS non-linearity

coefficient

- Longer delays cannot be learnt better than short delays ("fading memory")
- It is impossible to train ESNs on tasks which require unbounded-time memory

Applications of ESNs

- Several hundreds of relevant applications of ESNs are reported in literature
 - (Chaotic) Time series prediction
 - Non-linear system identification
 - Speech recognition
 - Sentiment analysis
 - Robot localization & control
 - Financial forecasting
 - Bio-medical applications
 - Ambient Assited Living
 - Human Activity Recognition
 - ...

Applications of ESN – Examples/1

Mackey-Glass time series



Extremely good approximation performance!

Forecasting of user movements







Generalization of predictive performance to unseen environments





Human Activity Recognition and Localization





- Input from heterogeneous sensor sources (data fusion)
- Predicting event occurrence and confidence
- Effectiveness in learning a variety of HAR tasks
- Training on new events
- Average test accuracy is $91.32\%(\pm 0.80)$



Robotics



- Indoor localization estimation in critical environment (Stella Maris Hospital)
- Precise robot localization estimation using noisy RSSI data (35 cm)
- Recalibration in case of environmental alterations or sensor malfunctions

Prediction of Electricity Price on the Italian Market



Accurate prediction of hourly electricity price (less than 10% MAPE error)

Speech and Text Processing

EVALITA 2014 - Emotion Recognition Track (Sentiment Analysis)



- **Challenge**: the reservoir encodes the temporal input signals avoiding the need of explicitly resorting to fixed-size feature extraction
- **Promising performances** already in line with the state of the art

Markovianity

• Markovian nature: states assumed in correspondence of different input sequences sharing a common suffix are close to each other proportionally to the length of the common suffix

Contractivity

$$\tau : \mathbb{R}^{N_U} \times \mathbb{R}^{N_R} \to \mathbb{R}^{N_R}$$
$$\mathbf{x}(n) = tanh(\mathbf{W}_{in}(\mathbf{u}(n)) + \hat{\mathbf{W}}\mathbf{x}(n-1))$$

τ is **contractive** if the following property is satisfied

$$\exists C \in \mathbb{R}, 0 \le C < 1, \ \forall \mathbf{u} \in \mathbb{R}^{N_U}, \ \forall \mathbf{x}, \mathbf{x}' \in \mathbb{R}^{N_R} : \\ \|\tau(\mathbf{u}, \mathbf{x}) - \tau(\mathbf{u}, \mathbf{x}')\| \le C \|\mathbf{x} - \mathbf{x}'\|$$

Markovianity

- Markovianity and contractivity: Iterated Function Systems, fractal theory, architectural bias of RNNs
 RNNs initialized with small weigths (with contractive state transition function) and bounded state space implement (approximate arbitrarily well) definite memory machines
- RNN dynamics constrained in region of state space with Markovian characterization
- Contractivity (in any norm) of state transition function impies Echo States (next slide)
- ESNs featured by *fixed* contractive dynamics
- Relations with the universality of RC for bounded memory computation

Contractivity and ESP

A contractive setting of the state transition function τ (in any norm) implies the ESP. Assumption: τ is contractive with parameter *C*.

$$\begin{split} \|\hat{\tau}([\mathbf{u}(1), \dots, \mathbf{u}(n)], \mathbf{x}) - \hat{\tau}([\mathbf{u}(1), \dots, \mathbf{u}(n)], \mathbf{x}')\| \\ &= \|\tau(\mathbf{u}(n), \hat{\tau}([\mathbf{u}(1), \dots, \mathbf{u}(n-1)], \mathbf{x})) - \tau(\mathbf{u}(n), \hat{\tau}([\mathbf{u}(1), \dots, \mathbf{u}(n-1)], \mathbf{x}'))\| \\ &\leq C \|\hat{\tau}([\mathbf{u}(1), \dots, \mathbf{u}(n-1)], \mathbf{x}) - \hat{\tau}([\mathbf{u}(1), \dots, \mathbf{u}(n-1)], \mathbf{x}')\| \\ &\leq \dots \\ &\leq C^{n-1} \|\hat{\tau}([\mathbf{u}(1)], \mathbf{x}) - \hat{\tau}([\mathbf{u}(1)], \mathbf{x}')\| \\ &= C^{n-1} \|\tau(\mathbf{u}(1), \hat{\tau}([], \mathbf{x})) - \tau(\mathbf{u}(1), \hat{\tau}([], \mathbf{x}'))\| \\ &= C^{n-1} \|\tau(\mathbf{u}(1), \mathbf{x}) - \tau(\mathbf{u}(1), \mathbf{x}')\| \\ &\leq C^n \|\mathbf{x} - \mathbf{x}'\| & \longrightarrow \\ & \text{Approaches 0 as } n \text{ goes to infinity} \end{split}$$

Contractivity and Reservoir Initialization

Reservoir is initialized to implement a *contractive* state transition function, so that the ESP is guaranteed.

This leads to the formulation of the sufficient condition on the maximum singular value of the recurrent reservoir weight matrix:

$$\sigma(\hat{\mathbf{W}}) = \|\hat{\mathbf{W}}\|_2 < 1$$

Assumption: Euclidean distance as metric in the reservoir space, *tanh* as reservoir activation function

Markovianity



Influence on the state

- Input sequences sharing a common suffix drive the ESN into close states, proportionally to the length of the suffix
- Ability to intrinsically discriminate among different input sequences in a suffix-based fashion without adaptation of the reservoir parameters
- Target task should match Markovianity of reservoir state space

Markovianity



Conclusions

- Reservoir Computing: paradigm for efficient modeling of RNNs
- Reservoir: non-linear dynamic component, untrained after contractive initialization
- Readout: linear feed-forward component, trained
- Easy to implement, fast to train
- Markovian flavour of reservoir state dynamics
- Successful applications (tasks compatible with Markovian characterization)
- Model Selection: many hyper-parameters to be set

Research Issues

- Optimization of reservoirs: supervised or unsupervised reservoir adaptation (e.g. Intrinsic Plasticity)
- Architectural Studies: e.g. Minimum complexity ESNs, ϕ -ESNs, ...
- Non-linearity vs memory capacity
- Stability analysis in case of output feedbacks
- <u>Reservoir Computing for Learning in Structured Domains</u> TreeESN, GraphESN
- Applications, applications, applications ...