# Standard feedforward neural nets cannot support cognitive superposition Arno Vanegdom<sup>1</sup>, Nikolay Nikolaev<sup>1</sup>, Max Garagnani<sup>12</sup> Goldsmiths

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#### Background

**Superposition** is defined here as the cognitive ability to simultaneously reactivate and hold in mind several conceptual representations that have been learned independently / separately.



#### • Experiment 4 (Objective 2)

We trained 6 FFNNs, decreasing the network's size from 20 nodes per layer down to 2 nodes per layer and analyzed the weight configurations that emerged in the networks as a result of training.

|        |   | Category 1 |   |   |   |   |   |   |    |      |      |   |   |   |   |   |   |   |   |   |
|--------|---|------------|---|---|---|---|---|---|----|------|------|---|---|---|---|---|---|---|---|---|
| nput   | 1 | 0          | 0 | 0 | 0 | 0 | 0 | 0 | 0  | 0    | 0    | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Dutput | 1 | 1          | 1 | 1 | 1 | 0 | 0 | 0 | 0  | 0    | 0    | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|        |   |            |   |   |   |   |   |   | Ca | ateg | şory | 2 |   |   |   |   |   |   |   |   |
| nput   | 0 | 0          | 0 | 0 | 0 | 0 | 0 | 0 | 0  | 0    | 0    | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 |
| Dutput | 0 | 0          | 0 | 0 | 0 | 0 | 0 | 0 | 0  | 0    | 0    | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 |

Figure 1: Schematic illustration of cognitive superposition

- Superposition is arguably a building block of higher-level cognitive functions, crucial to human intelligence
- Only a few studies have addressed the implementation of superposition in standard artificial neural networks [1,2]; these provided contrasting results, and attempted to achieve superposition by co-activating items already *during* training
- Taking a more ecologically accurate approach, here we assessed the ability of standard feedforward artificial neural networks (FFNNs) [3] to implement superposition of two internal representations which had been learned independently, i.e., that were *never "experienced" together during training*.

## Objectives

- 1. Assess the ability of FFNNs to implement cognitive superposition
- 2. Understand the underlying functional mechanisms and representational constraints that determine the above ability

| Superposition |   |   |   |          |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---------------|---|---|---|----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| ut            | 1 | 0 | 0 | 0        | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 |
| pected        | 1 | 1 | 1 | 1        | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 |
|               |   |   |   | <b>•</b> |   |   |   | 6 |   |   |   | 6 |   |   |   |   |   |   |   |   |

Figure 2. Schematic of the testing for experiment 1

# **Results: Experiments 1–3**

Across the **75** trials, the NN was systematically unable to successfully produce the complete superposed pattern in the output layer. The average accuracy across all trials was **36%** with a standard deviation of **0.31**. This result suggests that standard FFNNs are generally unable to implement cognitive superposition as defined here.

# **Results: Experiment 4**

The analysis of the smallest network (figure 3) made us identify that the underlying cause of the NN's inability to implement superposition was due to the inherently fully distributed representation determined by the backpropagation algorithm and its "greediness" : backpropagation gives a role

### to all the weights of the network in creating the representation.

# Methods

#### • Experiments 1–3 (Objective 1)

Using backpropagation [3], we trained three one hidden-layer FFNNs with 20 nodes in Input, hidden and output layer to map 2 sets of 5 distinct binary patterns in input to their set-corresponding single binary patterns in output for Exp 1-2, and 10 input patterns mapped to identical 10 output patterns for experiment 3, Across the 3 experiments, we varied the density of the I/O patterns, with sparse (1/20) Input and dense Output (5/20) in Exp. 1, sparse Input (2/20) and very dense Output (10/20) in Exp. 2, and sparse (1/20) input *and* output in Exp. 3.

|         | Set 1                       | Set 2                                 |
|---------|-----------------------------|---------------------------------------|
| Input 1 | $1 0 0 0 0 \dots 0 0 0 0 0$ | $0\ 0\ 0\ 0\ 0\ 0\ 0\ 1$              |
| Input 2 | $0 1 0 0 0 \dots 0 0 0 0 0$ | $0\ 0\ 0\ 0\ 0\ \dots\ 0\ 0\ 1\ 0$    |
| Input 3 | $0 0 1 0 0 \dots 0 0 0 0 0$ | $0\ 0\ 0\ 0\ 0\ \dots\ 0\ 0\ 1\ 0\ 0$ |
| Input 4 | $0 0 0 1 0 \dots 0 0 0 0 0$ | $0 0 0 0 0 \dots 0 1 0 0 0$           |
| Input 5 | $0 0 0 0 1 \dots 0 0 0 0 0$ | $0 0 0 0 0 \dots 1 0 0 0 0$           |
| Outwart | 11111 00000                 | 00000 11111                           |



# Summary

 Standard FFNNs trained with backpropagation appear to be generally very limited in their ability to support superposition of two previously learned internal conceptual representations.

#### Output $\| 11111...00000 | 00000...11111$

Figure 2. Training patterns for Experiment 1. Dots represent a serie of 0s

To assess a network's cognitive superposition ability, each network was given in input the superposition (inclusive OR) of two of the patterns it had been trained with. The resulting output was then compared against the correct output (the superposition of the two output patterns – see Fig. 2). (Note: real-value units' outputs in [0,1] were discretized into binary values using 0.5 as threshold).

- The mechanisms and representational constraints characterizing
  FFNNs that prevent these networks' internal representations to be
  superposed are the interaction of the all-to-all connectivity topology
  with the backpropagation algorithm leading to internal
  representations distributed across the entire set of hidden nodes,
  which render the co-activation of several representations impossible.
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