Tutorial 1 (EE4285)

Given a initial weight vector $w^1 = [1 - 1\ 0\ 0.5]^T$ $x^1 = [1 - 2\ 1.5\ 0]^T$ $x^2 = [1 - 0.5 - 2 - 1.5]^T$ $x^3 = [0\ 1 - 1\ 1.5]^T$, and an arbitrary learning rate c=1, using the Hebb's (Hebbian's) learning rule to derive the first four steps of weight updating values with a discrete time activation function.