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Project #1

For my project, I choose to implement the Perceptron Learning Algorithm in JavaScript so I could utilize the canvas API from HTML 5 to display the work in a more easily digestible fashion than just straight numbers. I consider myself a visual learner, and this proved to be very helpful in that regard. But because of this stipulation, I had to do a lot more coding to get the display to work right, so the majority of my code is irrelevant to the perceptron learning algorithm, but rather is overhead for doing things like fetching input data, displaying data on the canvas, and updating details in real time (like the iteration counter). Because of these added complexities, I feel it would be best if I explained a little how my interface works before letting you dive into it.

Source Code