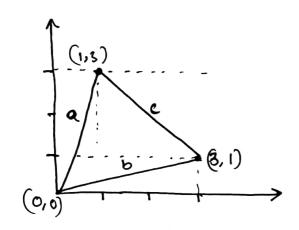
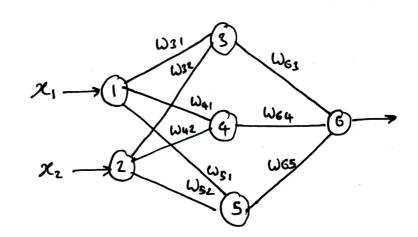
Crixen Vertices





$$y - y_1 = \left[\frac{y_2 - y_1}{x_2 - x_1}\right](x - x_1)$$

$$y-0 = \left[\frac{3-0}{1-0}\right](x-0)$$

for line a, x2 = 32,

$$y-0=\left[\frac{1-0}{3-0}\right](x-0)$$

for line b 3x2 = x1

$$y-1 = \left[\frac{3-1}{1-3}\right](x-3)$$

$$y-1 = -(x-3)$$

for line C, 22=4-21

\* The equation of the lines represent the separators of the nodes in the hidden layer.

from line a

$$3x_1 - x_2 = 0$$
 (separator)

for a point to satisfy this condition,

from line b

from line C

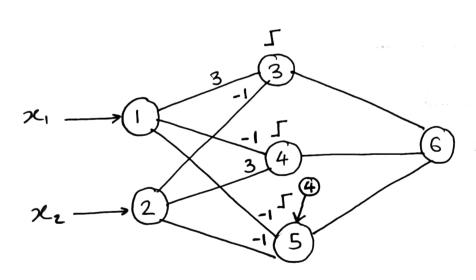
$$-\chi_1-\chi_2+4=0$$

The Coefficient of X2 and X2 in the equations give the weights of the corresponding nodes.

An activation function which outputs I when a point passes any of the conditions above and O when a point fails amo of the conditions is needed.

The Heaviside function was Chosen.

Applying the weights and Heaviside activation function to the hidden layer

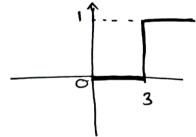


\* for a point to be classified as 1, it must pass all the Conditions ie output of all hidden nodes must be 1

So we set the weights Wes, Wes and Wes to 1 and a point that is in class 1 will have a value of 3 Sent to the output layer.

So the activation function of the output layer must output 1 4 the input is 3 and 0 4 it is less than 3

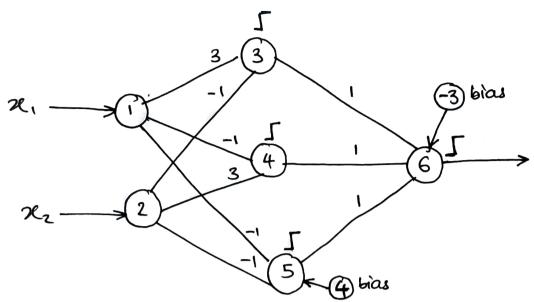
We can achieve this with the Heaviside function with an offset



to cater for the offset, we add a bias weight of -3 to the output node.

This makes a class I point have a value of 0 which will be classified by the activation function as Class I and all other points will have -ve values which will be classified as 0.

## final network



$$\omega_{31} = 3$$