Kody Quintana CS 473 Artificial Neural Network January 24, 2019

## Homework #1:

## **Problem 1:**

**1.1** Given:

$$f(x,y) = 2x cos(y) + 2y sin(x) \\$$

Find:

(a)

 $rac{\partial f}{\partial x}$ 

(b)

 $\frac{\partial f}{\partial y}$ 

(a) 
$$\frac{\partial f}{\partial x} = 2cos(y) + 2ycos(x)$$

(b) 
$$rac{\partial f}{\partial y} = -2xsin(y) + 2sin(x)$$

## **Problem 2:**

**2.1** Given:

$$\vec{w} = [0.5 \ 0.3 \ 0.8]^T$$

$$\vec{x} = [1.3 \ 1.7 \ 4.5]^T$$

Find:

(a) Using summation find

$$h = \sum_{i=1}^n w_i x_i$$

(b) Using dot product find

$$ec{W}^T ec{X}$$

As we discussed, the dot operator is just a convenience abstraction for the summation of each element. To take advantage of this abstraction in C++ I created a namespace where I overrode the \* operator for vectors to return the summation of each element times the corresponding element of the second vector. The answer is 3.6.

```
1
    #include <iostream>
2
    #include <vector>
3
4
    using namespace std;
5
6
    namespace dp{//Create a namespace to allow use of "Dot Product" operator on std::vector
7
       template<class T>
8
       T operator*(vector<T> first, vector<T> second){
9
          T temp = 0;
10
          for (int i = 0; i < first.size(); ++i){</pre>
11
              temp = first[i] * second[i];
12
13
          return( temp );
14
       }
    }
15
16
17
    int main( int argc, char** argv ){
18
       vector<float> W{ 0.5, 0.3, 0.8 };
19
       vector<float> X{ 1.3, 1.7, 4.5 };
20
21
       using namespace dp;
       cout << W * X << endl;
22
23
       return(0);
24
    }
```