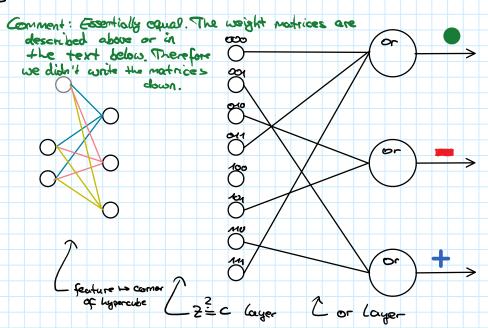


1.3 000, 011, 111 - 010, 101 + 001, 110



- First, we map the features onto the corners of [0,1]" (for the given clataset: M=3). Since each corner contains maximal 1 class, we can use the network from 1.1.2 to test, if the output equals ce [0,1]", which we do for every combination. Only one of those 2" nodes will output a 1. Since we know the class cabels of the hypercube corners, we combine the outputs using the or-network, st. one or-node is linked to all z=c-nodes with the same class label (the weights to the othe 2=c-nodes are set bo G).
- · For this example, we only need a 3-dimensional hypercube, but for other data sots in could be carger which may bead to overfifting

D. Lemma: Let f. R. + R., g. R. - R. Linear. Then fog: R. - R. is Linear Prove: Let U. W. G. R., 2 e. R. g. Linear f. Linear

(Fog) (AV+W) = f(8 (AV+W)) = f(1 g(v) + g(w)) = 1 f(g(v) + f(g(w)) • Of the is linear, then Zen → Ze is linear Comment: . The sample solution uses Ze=Pe ( Ze) = Ye ( (1, Zen) · (Be)) Cinear functions, but the proof can be garardized to linear mappings, as we did.

Our proof follows mainly the same idea, but the sample solution's proof is better since it is a constructive proof as apposed · Induction: 2, (20) is Ginear · assume Ze (20) is linear · Zz+1 = 4pm ( (1, Zz(2s)). ( Ben))

Linear Linear => Zen (20) Winear · -> Y= 2 (x) is linear => can find transformation matrix B, s.t. Y= x.B >> use B as weights for 1- layer retwork