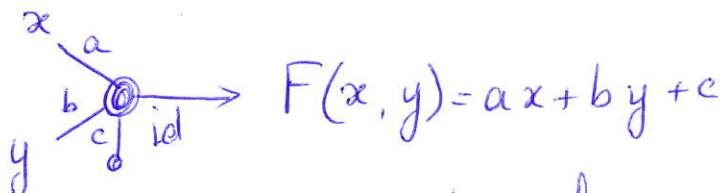


Neurone :



L'erreur quadratique avec une série de valeurs connues $(x_i, y_i, z_i)_{i=1, \dots, n}$ s'écrit

$$E(a, b, c) = \sum_{i=1}^n (z_i - ax_i - by_i - c)^2$$

$$\vec{\text{grad}} E(a, b, c) = \begin{pmatrix} \frac{\partial E}{\partial a} \\ \frac{\partial E}{\partial b} \\ \frac{\partial E}{\partial c} \end{pmatrix} = \begin{pmatrix} \sum_{i=1}^n (-2)x_i(z_i - ax_i - by_i - c) \\ \sum_{i=1}^n -2y_i(z_i - ax_i - by_i - c) \\ \sum_{i=1}^n -2(z_i - ax_i - by_i - c) \end{pmatrix}$$

Prenons $n=3$, $(x_1, y_1, z_1) = (0, 0, 3)$
 $(x_2, y_2, z_2) = (1, 0, 4)$
 $(x_3, y_3, z_3) = (0, 1, 5)$

$$\text{On a } E(a, b, c) = (3 - c)^2 + (4 - a - c)^2 + (5 - b)^2$$

alors $\vec{\text{grad}} E(a, b, c) = \begin{pmatrix} -2(4 - a - c) \\ -2(5 - b - c) \\ -2(3 - c) - 2(4 - a - c) - 2(5 - b - c) \end{pmatrix}$

$$= \begin{pmatrix} 2(a + c - 4) \\ 2(b + c - 5) \\ 2(a + b + 3c - 12) \end{pmatrix}$$

Algorithme de descente de gradient pour trouver

(a, b, c) qui minimise E :

$$(a_0, b_0, c_0) = (0, 0, 0), \quad \delta = 0.2$$

$$a, b, c = a_0, b_0, c_0$$

$i, n=1, 20$

tant que $i \leq n$

$$\begin{pmatrix} a \\ b \\ c \end{pmatrix} \leftarrow \begin{pmatrix} a \\ b \\ c \end{pmatrix} - \delta \vec{\text{grad}} E \begin{pmatrix} a \\ b \\ c \end{pmatrix} = \begin{pmatrix} a - 0.2 \times 2(a + b - 4) \\ b - 0.2 \times 2(b + c - 5) \\ c - 0.2 \times 2(a + b + 3c - 12) \end{pmatrix}$$

$$i = i + 1$$