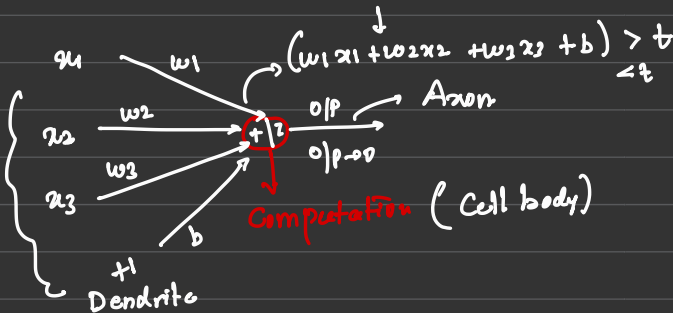
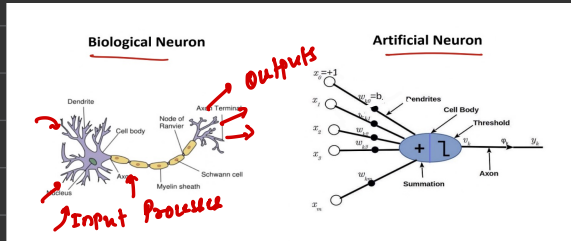
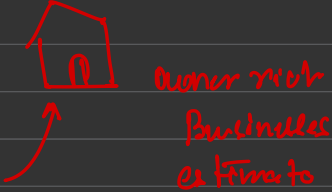
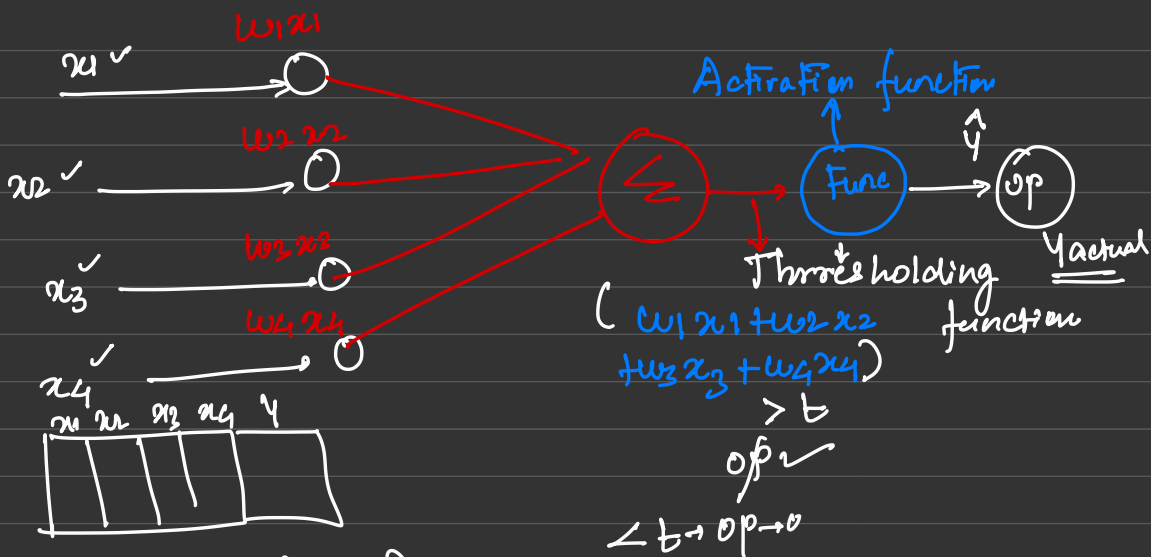


Perceptron

Biological Neuron

Artificial Neuron





We need to find the best set of weights which bring our \hat{y} closer to y

find the best set of weights which minimise the loss

Weight update Rule for a neuron

$$w_{\text{new}} = w_{\text{old}} - \alpha \times d \times w_{\text{old}}$$

When our $\text{loss} = \text{MSE}$

$$w_{\text{new}} = w_{\text{old}} + d \left(\frac{y - \hat{y}}{x} \right)$$

x input value

AND GATE

Objective: learn a perceptron weights such that it can function like AND Gate

A	B	D	\hat{y}
0	0	0	0 ✓
1	0	0	0 ✓
0	1	0	0 ✓
1	1	1	1 ✓

$w_1, w_2 = 0.6$

$$w_{new} = 1.2 + 0.5(0-1) \times 1 \leftarrow A$$

$$= 1.2 - 0.5$$

$$= 0.7$$

$$w_{2new} = 0.6 + 0.5(0-1) \times 0 \leftarrow B$$

$$= 0.6$$

$$(w_1 A + w_2 B) > 1$$



Case 1) $A \rightarrow 0, B \rightarrow 0$

$$1.2 \times 0 + 0.6 \times 0 \rightarrow 0 < 1$$

$$\rightarrow 0$$

Case 2) $A \rightarrow 1, B \rightarrow 0$

$$\uparrow 1.2 \times 1 + 0.6 \times 0 = 1.2 > 1$$

$$\rightarrow 1$$

y actual $\rightarrow 0$.

Case 3)

$A \rightarrow 0, B \rightarrow 1$

$$1.2 \times 0 + 1 \times 0.6$$

$$= 0.6 < 1$$

$$= 0 \checkmark$$

Case 4) $A \rightarrow 1, B \rightarrow 1$

$$1.2 \times 1 + 0.6 \times 1 = 1.8 > 1$$

$$\rightarrow 1$$

new weights

$$w_{1new} = 0.7$$

$$w_{2new} = 0.6$$

$$(w_1 \times A + w_2 \times B) > 1$$

Case 1)

$A \rightarrow 0, B \rightarrow 0$

$$0.7 \times 0 + 0.6 \times 0 = 0 \checkmark$$

Case (2)

$A \rightarrow 1, B \rightarrow 0$

$$0.7 \times 1 + 0.6 \times 0 = 0.7 < 1$$

$$= 0 \checkmark$$

Case (3) $A \rightarrow 0, B \rightarrow 1$

$$0.7 \times 0 + 0.6 \times 1 = 0.6 < 1$$

$$= 0 \checkmark$$

Case 4) $A \rightarrow 1, B \rightarrow 1$

$$0.7 \times 1 + 0.6 \times 1$$

$$= 1.3 > 1$$

$$\rightarrow 1$$

$$w_1 x_1 + w_2 x_2 + w_3 x_3 + b$$

$$\begin{bmatrix} x_1 & x_2 & x_3 \end{bmatrix} \begin{bmatrix} 1 \\ \uparrow \end{bmatrix} \cdot \begin{bmatrix} w_1 & w_2 & w_3 & b \\ \uparrow \end{bmatrix}$$