Perceptrons - Making Predictions

Creating a gate with Perceptron

```
import numpy as np
```

AND Gate

```
def AND(x1, x2):
  # 교수님이 w가 다 더해서 1이 되어야 한다는 의미는. 다 더해서 1을 넘어도 상관이 없으나, 나중에 추
   x = np.array([x1, x2])
   w = np.array([0.5, 0.5]) # w는 가중치를 의미합니다. 기울기라고 봐도 괜찮습니다.
   b = -0.7 # bias == 절편
   # activation 계산
   tmp = w[0]*x[0] + w[1]*x[1] + b # tmp = np.sum(w*x) + b
   print("AND({0},{1}) # activation : {2}".format(x1,x2,tmp))
   if tmp <= 0:</pre>
     print("result = 0")
     return 0
   else:
     print("result = 1")
     return 1
AND(0,0)
AND(0,1)
AND(1,0)
AND(1,1)
\rightarrow AND(0,0) # activation : -0.7
     result = 0
     AND(0,1) # activation : -0.2
     result = 0
     AND(1,0) # activation : -0.2
     result = 0
     AND(1,1) # activation : 0.3
     result = 1
```

NAND Gate

```
def NAND(x1, x2):
    x = np.array([x1, x2])
    w = np.array([-0.5, -0.5])
    b = 0.7
    tmp = w[0]*x[0] + w[1]*x[1] + b
    print("NAND({0},{1}) # activation : {2}".format(x1,x2,tmp))
    if tmp <= 0:</pre>
      print("result = 0")
      return 0
    else:
      print("result = 1")
      return 1
NAND(0,0)
NAND(0,1)
NAND(1.0)
NAND(1,1)
```

OR Gate

```
def OR(x1, x2):
    x = np.array([x1, x2])
    w = np.array([0.5, 0.5])
    b = -0.2
    tmp = np.sum(w*x) + b
    print("OR({0},{1}) # activation : {2}".format(x1,x2,tmp))
    if tmp <= 0:
        print("result = 0")
        return 0
    else:
        print("result = 1")
        return 1</pre>
OR(0,0)
OR(0,1)
OR(1,0)
OR(1,1)
```

XOR Gate

```
def XOR(x1, x2):
    s1 = NAND(x1, x2)
    s2 = OR(x1, x2)
    y = AND(s1, s2)
    if y <= 0:
        print("################")
        print("XOR({0},{1})) # result = 0)".format(x1,x2))
        print("###############")
        return y
    else:
        print("#################")
        print("XOR({0},{1})) # result = 1)".format(x1,x2))
        print("##################")
        return y</pre>
```

XOR(0,1) XOR(1,0) XOR(1,1)

XOR cannot be expressed as a single layer Perceptron.