Rand 1 ; " I Handen and adjust the

1 for the 1st instance (-a1 =0122=01

sum unit = 2 = x1 * w1 * x2 * w2 = 0 *

0 = p . 0 + 0 + p . 0

Activation unit = 0 (not apacited, as the

2) For the 2nd instance (x1=0, x2=1)

sum unit = 2 = x1 * w1 + x2 * w2 = 0 + 0 - 9

1.0= 10.0 × 0 + 0+ 0 000 = 0.4

error (E) = actual - prediction :1-02)

apaux weights : + an bit site 1

w1=w1+a + E = 0.9 + 0.5 * 1=1.4

m7= m3+ p+8=0=0+0.2 *1=10H

3) For the 3'd instance (x1=1, 2) =01

sum unit & = x1 + w1 + x2 * w2 = 1 * 1.4

Actionation unit: (not update de as the

output correct.

(1 to the motorice (xis 11 x3 1);

The Ton ton the = 2 = 4 win wing

Achterion unit :

ACH vanion cinit = 1 (not upacted at the output is colvered at the

Round 2 +

D for this ist instance (*1=0, x)=0, som conto & = 10 + w; + x2 + col = orc, Action unit = (net expelated.)

- 2) For the sind instance (*1=0, *2>0).

 Sum unit & = xx + w + x + w = 1 + 1.4

 Activation unit = (not apached by

 the output correct)
- 3) for the sid in stance (x1=1, x2=0):
 Sum unit = & c.

 Activation cent = 1
- 4) For the 4th instance $(x_1 = 1, x_2 = 1)$; sum unit= $\{ = x_1 + \omega_1 + \omega_2 + x_2 \}$ Activision unit= 1,