

**CMSC 409:**  
***Artificial Intelligence***  
<http://>

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**Fall 2023,**  
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**CMSC 409:**  
***Artificial Intelligence***

**Session # 08**

**Topics for today**

- Announcements
- Previous session review
- Perceptron learning rule
  - *Perceptron training*
  - *Graphical illustration*

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# CMSC 409: Artificial Intelligence

## Announcements

## Session # 08

- Canvas
  - New slides posted
- Office hours zoom
  - Zoom disconnects me after 45 mins of inactivity. Feel free to chat me via zoom if that happens and I will reconnect (zoom chat welcome outside of office hours as well)!
- Project #2
  - Deadline Oct. 3 (noon)
- Paper (optional)
  - The 2nd draft due Oct. 10 (noon)
  - Literature review and updated problem description (check out the class paper instructions for the 2nd draft)
- Subject line and signature
  - Please use [CMSC 409] Last\_Name Question

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## Project 1 data sets



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## Perceptron learning rule

### ➔ *Perceptron training*

- *Learning example*
- *Graphical illustration*
  - *Learning constant & hard activation function*
- *Learning example in Perl*
- *Hard vs. soft activation function*
  - *Soft activation function*

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## Perceptron training (supervised training)

$$\Delta \mathbf{w}_i = \alpha \delta \mathbf{x}$$

Perceptron learning rule:

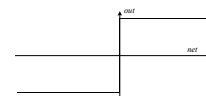
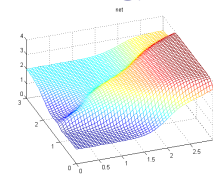
$$\delta = d - o$$

$$\Delta \mathbf{w}_i = \alpha \mathbf{x} (d - \text{sign}(\text{net}))$$

Assuming bipolar neurons:

output =  $\pm 1$ , and

$$\Delta \mathbf{w}_i = \pm \alpha \mathbf{x} 2$$



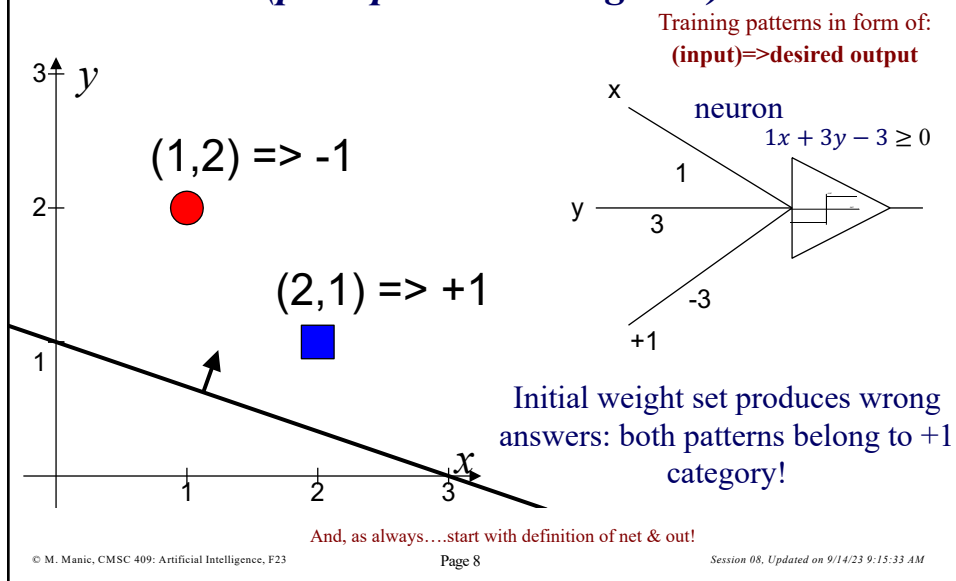
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## Perceptron learning rule

- Perceptron training
- ➔ *Learning example*
- Graphical illustration
  - Learning constant & hard activation function
- Learning example in Perl
- Hard vs. soft activation function
  - Soft activation function

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## Simple example of training one neuron (perceptron learning rule)



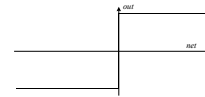
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## Simple example of training one neuron (cont.) (perceptron learning rule)

Weights: 1 3 -3      Desired output

Pattern 1: 1 2 +1      -1

Pattern 2: 2 1 +1      +1



$$net = \sum_{i=1}^n w_i x_i \quad \text{Actual output}$$

for pattern 1:  $net = 1*1 + 3*2 - 3*1 = 4 \Rightarrow +1$

for pattern 2:  $net = 1*2 + 3*1 - 3*1 = 2 \Rightarrow +1$

## Simple example of training one neuron (cont.)

Assuming learning constant:  $\alpha = 0.3$

weights:  $\mathbf{w} = [1 \ 3 \ -3]$

pattern 1:  $\mathbf{x} = [1 \ 2 \ 1]$

$$net = \sum_{i=1}^n w_i x_i \quad \Delta \mathbf{w} = \alpha \mathbf{x}(d - o)$$

$$net = 1 \cdot 1 + 2 \cdot 3 + 1 \cdot (-3) = 4 \Rightarrow +1$$

$net = 4 \Rightarrow out = +1$

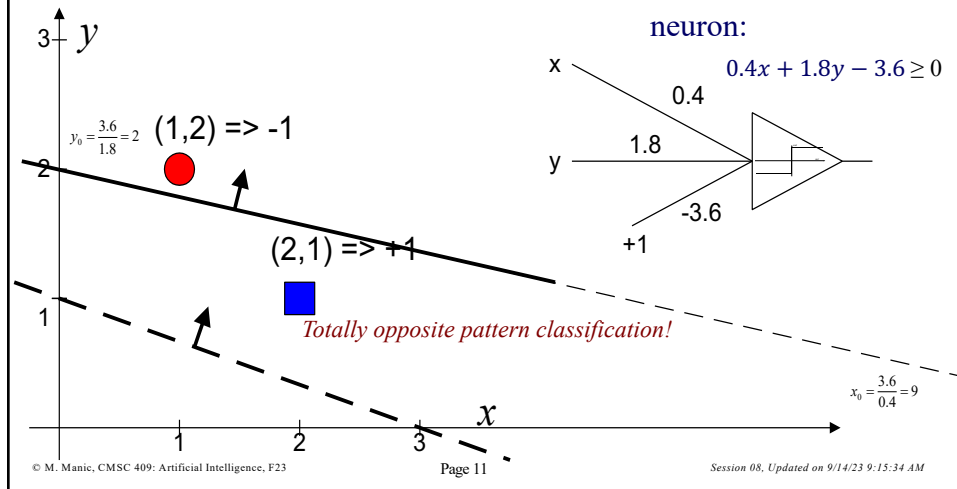
$$\Delta \mathbf{w} = 0.3 \mathbf{x}(-1 - 1) = -0.6 \mathbf{x}$$

$$\Delta \mathbf{w} = [-0.6 \ -1.2 \ -0.6]$$

$$\mathbf{w} = [0.4 \ 1.8 \ -3.6] \quad \text{modified weights}$$

## Simple example of training one neuron (cont.)

After applying the 1<sup>st</sup> pattern for the 1<sup>st</sup> time:  $\mathbf{w} = [0.4 \quad 1.8 \quad -3.6]$



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## Simple example of training one neuron

Applying the 2<sup>nd</sup> pattern for the 1<sup>st</sup> time:  $\mathbf{w} = [0.4 \quad 1.8 \quad -3.6]$

weights:  $\mathbf{w} = [0.4 \quad 1.8 \quad -3.6]$

pattern 2:  $\mathbf{x} = [2 \quad 1 \quad 1]$

$$net = \sum_{i=1}^n w_i x_i \quad \Delta \mathbf{w} = \alpha \mathbf{x}(d - o)$$

$$net = 2 \cdot 0.4 + 1 \cdot 1.8 - 1 \cdot 3.6 = -1 \Rightarrow -1$$

$$\Delta \mathbf{w} = 0.3 \mathbf{x} (+1 - (-1)) = 0.6 \mathbf{x} \quad net = -1 \Rightarrow out = -1$$

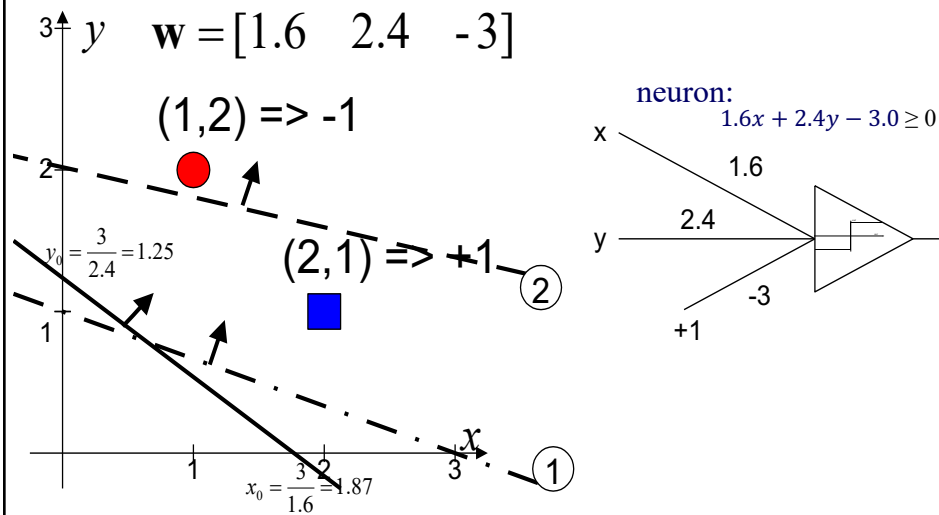
$$\Delta \mathbf{w} = [1.2 \quad 0.6 \quad 0.6]$$

$$\mathbf{w} = [1.6 \quad 2.4 \quad -3.0] \quad \text{modified weights}$$

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## Simple example of training one neuron

After applying the 2<sup>nd</sup> pattern for the 1<sup>st</sup> time:  $\mathbf{w} = [1.6 \quad 2.4 \quad -3.0]$



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## Simple example of training one neuron

Applying the 1<sup>st</sup> pattern for the 2<sup>nd</sup> time:  $\mathbf{w} = [1.6 \quad 2.4 \quad -3]$

weights:  $\mathbf{w} = [1.6 \quad 2.4 \quad -3]$

pattern 1:  $\mathbf{x} = [1 \quad 2 \quad 1]$

$$net = \sum_{i=1}^n w_i x_i \quad \Delta \mathbf{w} = \alpha \mathbf{x}(d - o)$$

$$net = 1 \cdot 1.6 + 2 \cdot 2.4 - 1 \cdot 3 = 3.4 \Rightarrow +1$$

$net = 3.4 \Rightarrow out = +1$

$$\Delta \mathbf{w} = 0.3 \mathbf{x}(-1 - (+1)) = -0.6 \mathbf{x}$$

$$\Delta \mathbf{w} = [-0.6 \quad -1.2 \quad -0.6]$$

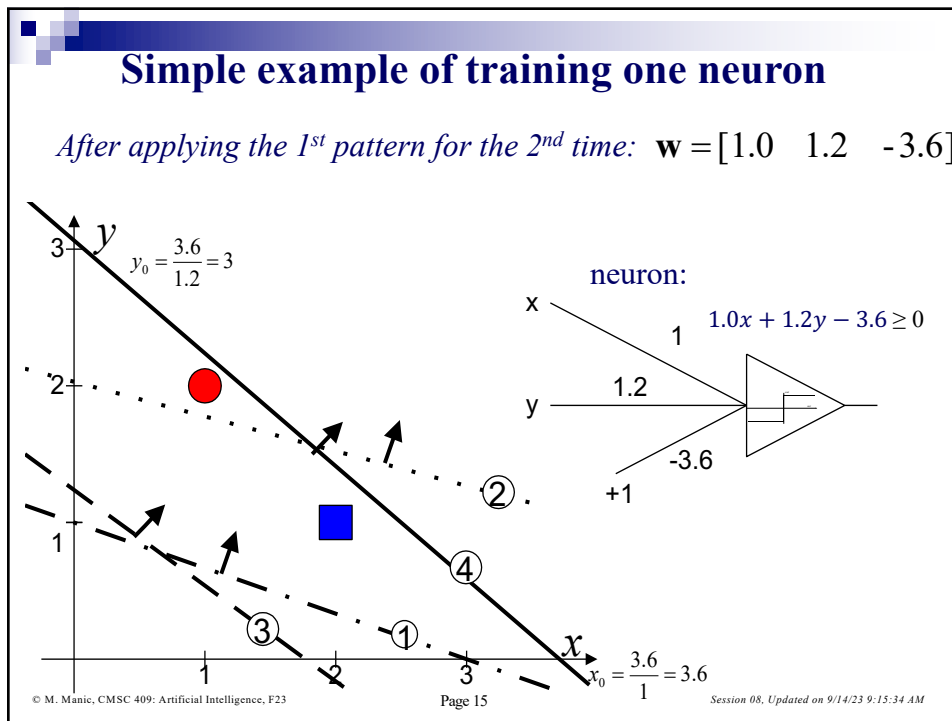
$\mathbf{w} = [1 \quad 1.2 \quad -3.6]$  modified weights

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### Simple example of training one neuron

Applying the 2<sup>nd</sup> pattern for the 2<sup>nd</sup> time:  $\mathbf{w} = [1 \quad 1.2 \quad -3.6]$

weights:  $\mathbf{w} = [1 \quad 1.2 \quad -3.6]$   
 pattern 2:  $\mathbf{x} = [2 \quad 1 \quad 1]$

$$net = \sum_{i=1}^n w_i x_i \quad \Delta \mathbf{w} = \alpha \mathbf{x}(d - o)$$

$$net = 2 \cdot 1 + 1 \cdot 1.2 - 1 \cdot 3.6 = -0.4 \Rightarrow -1$$

**$net = -0.4 \Rightarrow out = -1$**

$$\Delta \mathbf{w} = 0.3 \mathbf{x} (+1 - (-1)) = 0.6 \mathbf{x}$$

$$\Delta \mathbf{w} = [1.2 \quad 0.6 \quad 0.6]$$

$\mathbf{w} = [2.2 \quad 1.8 \quad -3.0]$  **modified weights**

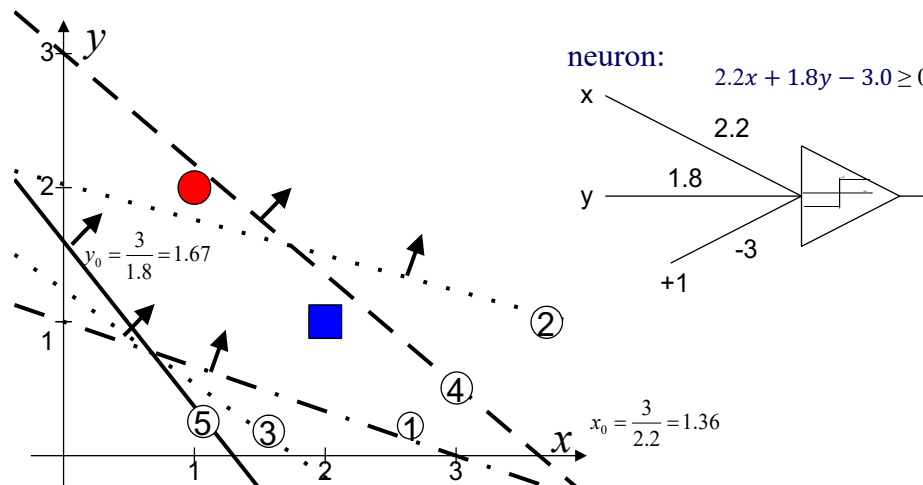
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## Simple example of training one neuron

After applying the 2<sup>nd</sup> pattern for the 2<sup>nd</sup> time:  $\mathbf{w} = [2.2 \quad 1.8 \quad -3.0]$



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## Simple example of training one neuron

Applying the 1<sup>st</sup> pattern for the 3<sup>rd</sup> time:  $\mathbf{w} = [2.2 \quad 1.8 \quad -3.0]$

weights:  $\mathbf{w} = [2.2 \quad 1.8 \quad -3.0]$

pattern 1:  $\mathbf{x} = [1 \quad 2 \quad 1]$

$$net = \sum_{i=1}^n w_i x_i \quad \Delta \mathbf{w} = \alpha \mathbf{x}(d - o)$$

$$net = 1 \cdot 2.2 + 2 \cdot 1.8 - 1 \cdot 3 = 2.8 \Rightarrow +1$$

$$net = 2.8 \Rightarrow out = +1$$

$$\Delta \mathbf{w} = 0.3 \mathbf{x}(-1 - (+1)) = -0.6 \mathbf{x}$$

$$\Delta \mathbf{w} = [-0.6 \quad -1.2 \quad -0.6]$$

$$\mathbf{w} = [1.6 \quad 0.6 \quad -3.6] \text{ modified weights}$$

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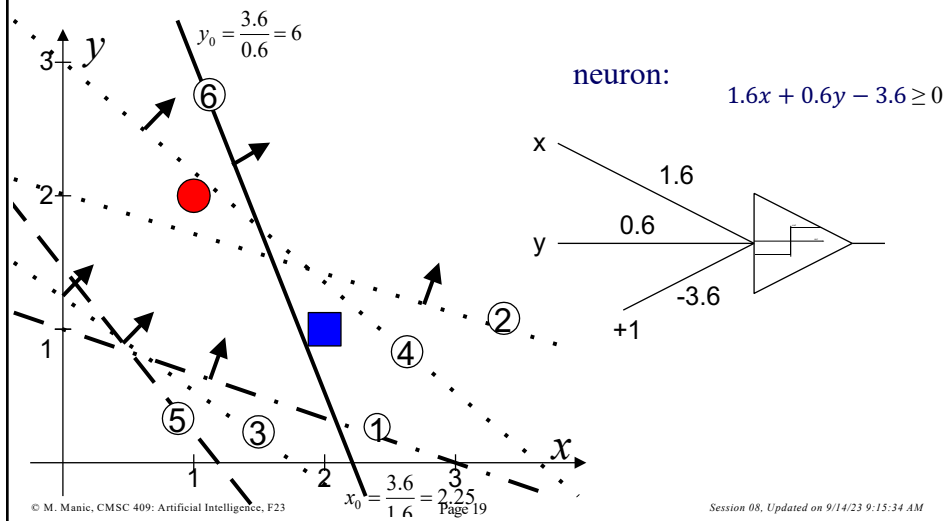
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## Simple example of training one neuron

After applying the 1<sup>st</sup> pattern for the 3<sup>rd</sup> time:  $\mathbf{w} = [1.6 \quad 0.6 \quad -3.6]$



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## Simple example of training one neuron

Applying the 2<sup>nd</sup> pattern for the 3<sup>rd</sup> time:  $\mathbf{w} = [1.6 \quad 0.6 \quad -3.6]$

weights:  $\mathbf{w} = [1.6 \quad 0.6 \quad -3.6]$   
 pattern 2:  $\mathbf{x} = [2 \quad 1 \quad 1]$

$$net = \sum_{i=1}^n w_i x_i \quad \Delta \mathbf{w} = \alpha \mathbf{x}(d - o)$$

$$net = 2 \cdot 1.6 + 1 \cdot 0.6 - 1 \cdot 3.6 = 0.2 \Rightarrow +1$$

$$net = 0.2 \Rightarrow out = +1$$

$$\Delta \mathbf{w} = 0.3 \mathbf{x}(+1 - (+1)) = 0 \cdot \mathbf{x} = 0$$

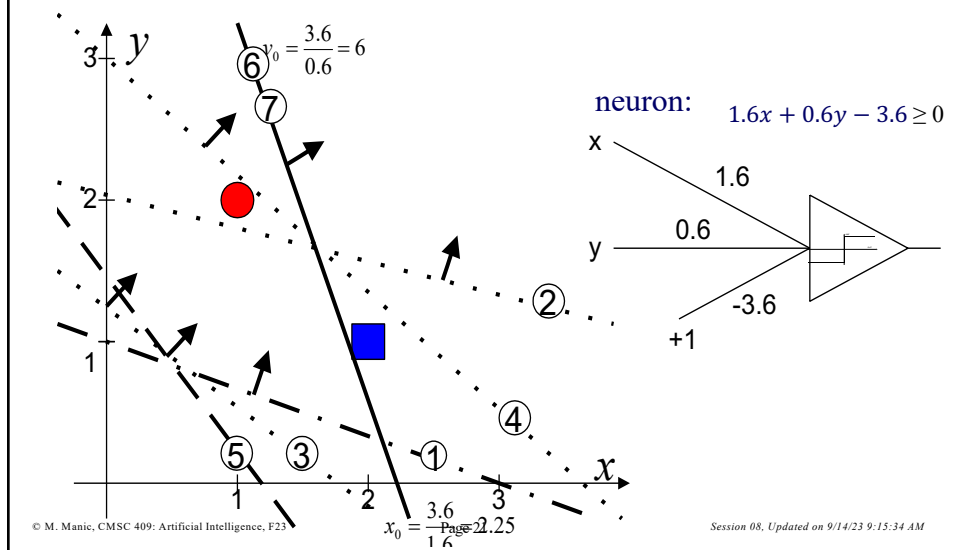
$$\Delta \mathbf{w} = [0 \quad 0 \quad 0] \quad (\text{weights haven't changed, } d=o!)$$

$$\mathbf{w} = [1.6 \quad 0.6 \quad -3.6] \text{ modified weights}$$

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## Simple example of training one neuron

After applying the 2<sup>nd</sup> pattern for the 3<sup>rd</sup> time:  $\mathbf{w} = [1.6 \quad 0.6 \quad -3.6]$



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## Simple example of training one neuron

Applying the 1<sup>st</sup> pattern for the 4<sup>th</sup> time:  $\mathbf{w} = [1.6 \quad 0.6 \quad -3.6]$

weights:  $\mathbf{w} = [1.6 \quad 0.6 \quad -3.6]$

pattern 1:  $\mathbf{x} = [1 \quad 2 \quad 1]$

$$net = \sum_{i=1}^n w_i x_i \quad \Delta \mathbf{w} = \alpha \mathbf{x}(d - o)$$

$$net = 1 \cdot 1.6 + 2 \cdot 0.6 - 1 \cdot 3.6 = -0.8 \Rightarrow -1$$

**$net = -0.8 \Rightarrow out = -1$**

$$\Delta \mathbf{w} = 0.3 \mathbf{x}(-1 - (-1)) = 0 \cdot \mathbf{x} = 0$$

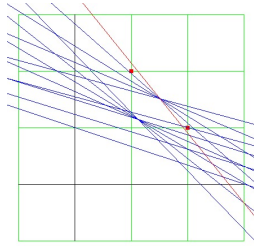
$$\Delta \mathbf{w} = [0 \quad 0 \quad 0]$$

(weights haven't changed,  $d=o$ !)

$\mathbf{w} = [1.6 \quad 0.6 \quad -3.6]$  modified weights

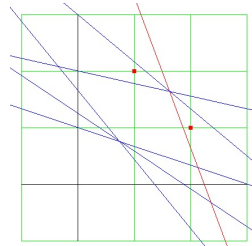
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## This was hard threshold function...

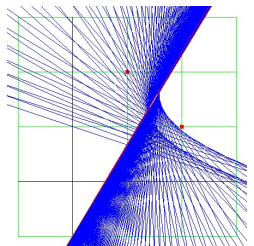


learning  $\alpha = 0.1$

... how about some other?

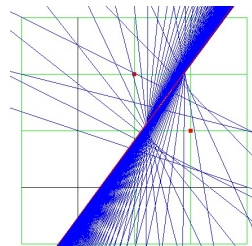


learning  $\alpha = 0.3$



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## Unsupervised vs. supervised learning

$$\Delta \mathbf{w}_i = \alpha \delta \mathbf{x}$$

$$\mathbf{w}_{k+1} = \mathbf{w}_k + \Delta \mathbf{w}$$

**Hebb Rule (unsupervised):**  $\delta = o$

**Correlation Rule (supervised):**  $\delta = d$

**Perceptron Fixed Rule:**  $\delta = d - o$

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## Things to remember...

- **Neuron “representation”**
  - *We have represented the same neuron in 3 ways: inequality, drawn decision line, or drawn neuron*
- **Learning = adjusting weights!**
  - *Through learning, we train i.e adjust neuron parameters (weights, including bias/threshold)*
  - *Learning (training) is “driven” by a learning signal  $\delta$*
- **Activation function matters!**
  - *Hard activation function*
    - *for non-overlapping data sets may be sufficient, but may not be optimal*
    - *once the error is zero ( $\delta$  in case of perceptron),  $\Delta w$  becomes zero, nothing gets learned any more – solution **may not be optimal!***
    - *i.e, if error  $\rightarrow 0$ , then  $\delta \rightarrow 0$ , consequently  $\Delta w \rightarrow 0$*
  - *Linear or soft activation function*
    - *error likely never becomes zero, i.e. you can continue optimizing solution until stopping criterion is met*
- **Training...**
  - *this was “incremental” training, we added new knowledge based on every pattern in every iteration...one should be aware of pros and cons...*