

* C0544 - Machine Learning and Data Mining
* Tutorial 01 (Perceptron)

1. $n_1 + n_2 - 1.5$; ($w_0 = -1.5, w_1 = 1, w_2 = 1$)

Perceptron Algorithm says that

$$y = 1 \text{ if } \sum_{i=0}^2 w_i * n_i \geq 0$$

$$= 0 \text{ if } \sum_{i=0}^2 w_i * n_i < 0$$

Here $w_0 = -1.5$

if $\sum_{i=1}^2 w_i n_i + w_0 \geq 0 \Rightarrow \text{output} = 1$

if $\sum_{i=1}^2 w_i n_i + w_0 < 0 \Rightarrow \text{output} = 0$

for 1st row of AND logic table

$$w_1 n_1 + w_2 n_2 + w_0$$

$$= 1 \cdot 0 + 1 \cdot 0 - 1.5 = -1.5 < 0$$

So $\text{out} = 0$

for 2nd row of AND logic table

$$w_1 n_1 + w_2 n_2 + w_0$$

$$= 1 \cdot 0 + 1 \cdot 1 - 1.5 = -0.5 < 0$$

So $\text{out} = 0$

for 3rd row of AND logic table

$$w_1 n_1 + w_2 n_2 + w_0$$

$$= 1 \cdot 1 + 1 \cdot 0 - 1.5 = -0.5 < 0$$

So $\text{out} = 0$

for 4th row of AND logic table

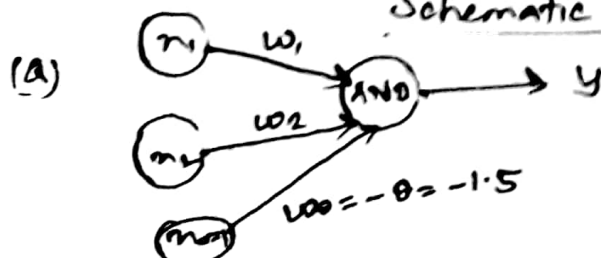
$$w_1 n_1 + w_2 n_2 + w_0$$

$$= 1 \cdot 1 + 1 \cdot 1 + (-1.5) = 0.5 \geq 0$$

So $\text{out} = 1$

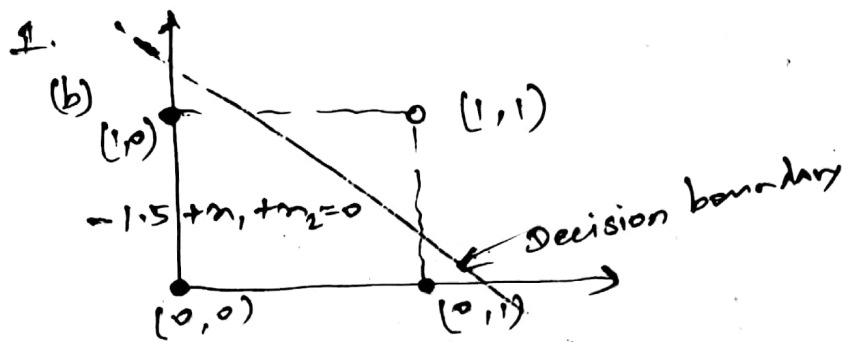
So, this perceptron model satisfies the AND logic.
So, it can be used to achieve an AND gate.

Schematic Diagram



A	B	out
0	0	0
0	1	0
1	0	0
1	1	1

AND logic table



2.

$$y = \begin{cases} 1 & V \geq 3 \\ 0 & V < 3 \end{cases} ; \text{ where } V - \text{output of the Sigma function}$$

$$w_0 + \sum_{i=1}^3 w_i n_i = w_0 + w_1 n_1 + w_2 n_2 + w_3 n_3$$

1st row $\Rightarrow 0.4 + 1(0.1) + (0.4) \cdot 3$
 $+ (0.5) \cdot 2$
 $= 0.4 + 0.1 + 1.2 + 1$
 $= 2.7 < 3 \Rightarrow \text{out} = 0$

n_1	n_2	n_3	out
1	3	2	0
2	2	4	1
3	1	5	1
2	4	1	0
3	3	3	1

2nd row $\Rightarrow 0.4 + 2(0.1) + 3(0.4)$
 $+ (0.5) \cdot 4$
 $= 0.4 + 0.2 + 0.8 + 2$
 $= 3.4 \geq 3 \Rightarrow \text{out} = 1$

3rd row $\Rightarrow 0.4 + (0.1) \cdot 3 + (0.4) \cdot 1 + (0.5) \cdot 5$
 $= 0.4 + 0.3 + 0.4 + 2.5$
 $= 3.6 \geq 3 \Rightarrow \text{out} = 1$

4th row $\Rightarrow 0.4 + (0.1) \cdot 2 + (0.4) \cdot 4 + (0.5) \cdot 1$
 $= 0.4 + 0.2 + 1.6 + 0.5$
 $= 2.7 < 3 \Rightarrow \text{out} = 0$

5th row $\Rightarrow 0.4 + (0.1) \cdot 3 + (0.4) \cdot 3 + (0.5) \cdot 3$
 $= 0.4 + 0.3 + 1.2 + 1.5$
 $= 3.4 \geq 3 \Rightarrow \text{out} = 1$

3.

x_1	x_2	d
0	0	0
0	1	1
1	0	1
1	1	1

OR Gate

$$y = \begin{cases} 1 & v \geq 0.5 \\ 0 & v < 0.5 \end{cases}$$

Threshold value $v = 0.5$, $\eta = 0.1$

Using Stochastic Gradient Descent (SGD) method for optimisation

Initial weight parameter values $w_0 = 0$, $w_1 = 0$, $w_2 = 0$.

$$e(n) = d(n) - y(n)$$

$$w_i(n+1) = w_i(n) + \eta * e(n) * x_i(n);$$

$$i=0, n=0 \Rightarrow w_0(1) = w_0(0) + 0.1 * e(0) * x_0(0)$$

$$w_0(1) = 0$$

$$i=1, n=1 \Rightarrow w_1(2) = w_1(1) + 0.1 * e(1) * x_1(1)$$

$$w_1(2) = 0 + 0.1 * 0 * 0 = 0$$

$$i=2, n=2 \Rightarrow w_2(3) = w_2(2) + 0.1 * e(2) * x_2(2)$$

$$w_2(3) = w_2(2) + 0.1 * 1 * 1 = 0.1$$

$$i=2, n=3 \Rightarrow w_2(4) = w_2(3) + 0.1 * e(3) * x_2(3)$$

$$w_2(4) = w_2(3) = 0.1$$

$i=1, n=2 \Rightarrow$ like similarly we can find

$$w_0(2) = w_1(2) = w_2(2) = 0$$

$$w_0(3) = w_2(3) = 0.1$$

$$w_1(3) = 0$$

$$w_0(4) = 0.2$$

$$w_1(4) = w_2(4) = 0.1 //$$