

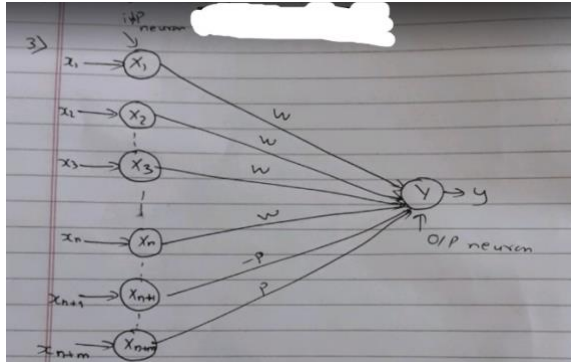
Aim-Generate ANDNOT function using McCulloch-Pitts neural net by python program.

Software for Python: Jupyter Notebook

Theory:

In McCulloch-Pitts neural net, there is a fixed threshold Θ for each neuron and if the net input to the neuron is greater than threshold then the neuron fires.

It is most widely used in logic functions.



$X_1, X_2, X_3, \dots, X_n, X_{n+1}, \dots, X_{n+m}$ are input neurons and Y is the output neuron.

The input neurons are connected to the output neurons with excitatory weights w ($w > 0$ or positive weights) or inhibitory weights p ($p < 0$ or negative weights).

Since firing of output neuron is based on threshold Θ , activation function is defined as

$$f(y_{in}) = 1, y_{in} \geq \Theta$$

$$= 0, y_{in} < \Theta$$

If inhibitory weights are used, threshold with activation function should satisfy following condition

$$\Theta = nw - p$$

n -number of input vectors

w -no of excitatory weights

p -no of inhibitory weights

1) Draw the Truth Table of ANDNOT Function

X_1	X_2	Y
0	0	0
0	1	0
1	0	1
1	1	0

2) From the truth table, when the first input $X_1=1$ and second input $X_2=0$, the neuron fires so $Y=1$.

3) Assume both weights w_1 and w_2 as excitatory, $w_1=w_2=1$

4) Calculate the net input for 4 inputs using the formula

$$y_{in} = x_1w_1 + x_2w_2$$

$$\text{for } x_1=0, x_2=0, y_{in1} = 0 \times 1 + 0 \times 1 = 0 + 0 = 0$$

$$\text{for } x_1=0, x_2=1, y_{in2} = 0 \times 1 + 1 \times 1 = 0 + 1 = 1$$

$$\text{for } x_1=1, x_2=0, y_{in3} = 1 \times 1 + 0 \times 1 = 1 + 0 = 1$$

$$\text{for } x_1=1, x_2=1, y_{in4} = 1 \times 1 + 1 \times 1 = 1 + 1 = 2$$

5) If we set $\Theta \geq 1$, all neurons with y_{in1} , y_{in2} , y_{in3} , and y_{in4} will get fired as their values are greater than or equal to 1.

6) It is not possible to fire neurons for inputs $x_1=1$ and $x_2=0$. Hence these weights are not suitable.

7) Assume one weight w_1 is excitatory, $w_1=1$ and one weight w_2 as inhibitory $w_2=-1$ and bias $b=1$

8) Calculate the net input for 4 inputs using the formula

$$y_{in} = x_1w_1 + x_2w_2$$

$$\text{for } x_1=0, x_2=0, y_{in1} = 0 \times 1 + 0 \times -1 = 0 + 0 = 0$$

$$\text{for } x_1=0, x_2=1, y_{in2} = 0 \times 1 + 1 \times -1 = 0 - 1 = -1$$

$$\text{for } x_1=1, x_2=0, y_{in3} = 1 \times 1 + 0 \times -1 = 1 + 0 = 1$$

$$\text{for } x_1=1, x_2=1, y_{in4} = 1 \times 1 + 1 \times -1 = 1 - 1 = 0$$

9) Now it is possible to fire the neuron for input $x_1=1$ and $x_2=0$ only by fixing the threshold of 1.

$$\Theta \leq 1$$

$$\text{Thus } w_1=1, w_2=-1, \Theta \leq 1$$

Value of Θ can be calculated by equation

$$\Theta \leq \sum w_i - b$$

$$\Theta \leq (2 \times 1) - 1$$

$$\Theta \leq 2 - 1$$

$$\Theta \leq 1$$

10) The output neuron Y can be written as

$$y = f(y_{in}) = 1, y_{in} \geq 1$$

$$= 0, y_{in} < 1$$

In our case $y_{in3}=1$

$y=f(y_{in3})=1$

$y=1$

Procedure:

1. First import the library numpy as np.
2. The `mcculloch_pitts_neuron` function implements a single McCulloch-Pitts neuron, which computes the dot product of the weights and input arrays and adds bias to obtain the weighted input.
3. If the weighted input is greater than or equal to zero, the function returns 1.0, otherwise it returns 0.0.
4. The `andnot_neural_net` function implements the ANDNOT logic gate using two McCullochs-Pitts neurons and the appropriate weight and bias.
5. The code defines the inputs `x1` and `x2`, and runs the `andnot_neural_net` function for each pair of inputs to demonstrate the behavior of the ANDNOT function.

Program Code and Output

```
In [2]: import numpy as np

def mcculloch_pitts_neuron(weights, inputs, bias):
    weighted_input = np.dot(weights, inputs) + bias
    return 1.0 if weighted_input >= 0 else 0.0

def andnot_neural_net(x1, x2):
    weights = np.array([-1, -1])
    bias = 1.0
    inputs = np.array([x1, x2])
    return mcculloch_pitts_neuron(weights, inputs, bias)

x1 = [0, 0, 1, 1]
x2 = [0, 1, 0, 1]

for i in range(len(x1)):
    print("x1: {}, x2: {}, ANDNOT: {}".format(x1[i], x2[i], andnot_neural_net(x1[i], x2[i])))

x1: 0, x2: 0, ANDNOT: 1.0
x1: 0, x2: 1, ANDNOT: 1.0
x1: 1, x2: 0, ANDNOT: 1.0
x1: 1, x2: 1, ANDNOT: 0.0
```
