

1. A perceptron has 3 inputs (x_1, x_2, x_3) with weights (0.3, -0.1, 0.2) and bias -0.2.

Calculate the output for input vectors:

a) (1, 0, 1)

b) (0, 1, 1)

Show all steps including the activation function.

1. Perceptron Output Calculation

A perceptron computes its output using the following formula:

$\text{output} = \text{activation_function}(w_1 * x_1 + w_2 * x_2 + w_3 * x_3 + \text{bias})$

where w_1, w_2, w_3 are the weights, x_1, x_2, x_3 are the inputs, and the bias is a constant.

Weights and Bias:

- Weights: $w_1 = 0.3, w_2 = -0.1, w_3 = 0.2$
- Bias: $b = -0.2$

Activation Function: For simplicity, we will use the step function as the activation function:

$\text{activation_function}(x) =$

- 1 if $x \geq 0$
- 0 if $x < 0$

a) Input Vector: (1, 0, 1)

1. Calculate the weighted sum: $z = (0.3 * 1) + (-0.1 * 0) + (0.2 * 1) - 0.2$
 $z = 0.3 + 0 + 0.2 - 0.2 = 0.3$
2. Apply the activation function: $\text{output} = \text{activation_function}(0.3) = 1$

b) Input Vector: (0, 1, 1)

1. Calculate the weighted sum: $z = (0.3 * 0) + (-0.1 * 1) + (0.2 * 1) - 0.2$
 $z = 0 + (-0.1) + 0.2 - 0.2 = -0.1$
2. Apply the activation function: $\text{output} = \text{activation_function}(-0.1) = 0$

2.Design a genetic algorithm to find the maximum value of the function $f(x) = x^2$ in the range $[-10, 10]$. Explain:

- ❖ Chromosome representation
- ❖ Fitness function
- ❖ Crossover and mutation operators
- ❖ Selection method

2. Genetic Algorithm Design for Maximizing $f(x) = x^2$

Chromosome Representation:

- Each chromosome can be represented as a floating-point number within the range $[-10, 10]$. For example, a chromosome could be represented as x .

Fitness Function:

- The fitness function evaluates how well a chromosome performs. In this case, the fitness function is simply the value of the function: $\text{fitness}(x) = f(x) = x^2$
- The goal is to maximize this value.

Crossover and Mutation Operators:

- **Crossover:** A simple one-point crossover can be used. Two parent chromosomes are selected, and a random point is chosen to exchange genetic material. For example, if parent 1 is x_1 and parent 2 is x_2 , the offspring could be: $\text{offspring} = (x_1 + x_2) / 2$
- **Mutation:** A small random value can be added to a chromosome to introduce variability. For example: $\text{mutated_chromosome} = x + \text{random}(-0.5, 0.5)$

Selection Method:

- **Tournament Selection:** Randomly select a few chromosomes and choose the one with the highest fitness. This method balances exploration and exploitation.

3. For a given multilayer perceptron with one hidden layer, calculate the backpropagation updates for one training example. Show the forward pass and backward pass calculations.

3. Backpropagation in a Multilayer Perceptron

Forward Pass:

1. **Input Layer:** Assume inputs x_1, x_2 .
2. **Hidden Layer:** Let weights be $w_{11}, w_{12}, w_{21}, w_{22}$ and biases b_1, b_2 .
 - Calculate hidden layer outputs: $h_1 = \text{activation}(w_{11} * x_1 + w_{12} * x_2 + b_1)$ $h_2 = \text{activation}(w_{21} * x_1 + w_{22} * x_2 + b_2)$
3. **Output Layer:** Let weights be w_{o1}, w_{o2} and bias b_o .
 - Calculate output: $\text{output} = \text{activation}(w_{o1} * h_1 + w_{o2} * h_2 + b_o)$

Backward Pass:

1. Calculate the error at the output layer: $\text{error} = \text{target} - \text{output}$
2. Compute gradients for output layer weights: $\Delta w_{o1} = \text{learning_rate} * \text{error} * h_1$
 $\Delta w_{o2} = \text{learning_rate} * \text{error} * h_2$
3. Calculate error for hidden layer: $\text{hidden_error_1} = \text{error} * w_{o1} * \text{activation_derivative}(h_1)$
 $\text{hidden_error_2} = \text{error} * w_{o2} * \text{activation_derivative}(h_2)$
4. Update hidden layer weights: $\Delta w_{11} = \text{learning_rate} * \text{hidden_error_1} * x_1$ $\Delta w_{12} = \text{learning_rate} * \text{hidden_error_1} * x_2$ (similar for w_{21}, w_{22})

4. Compare and contrast genetic programming and genetic algorithms using a practical example from time series forecasting.

4. Genetic Programming vs. Genetic Algorithms

Genetic Algorithms (GA):

- Focus on optimization problems.
- Chromosomes represent solutions (e.g., numbers).
- Example: Finding the maximum of a function.

Genetic Programming (GP):

- Focus on evolving programs or expressions.
- Chromosomes represent code or expressions (e.g., trees).
- Example: Evolving a mathematical expression that predicts time series data.

Practical Example:

- **GA:** Optimize parameters for a forecasting model (e.g., ARIMA).
- **GP:** Evolve a mathematical expression that predicts future values based on historical data.

5. Design a single Perceptron architecture to represent the Boolean AND and OR function

5. Perceptron Architecture for Boolean AND and OR Functions

Boolean AND Function:

- Inputs: x_1, x_2
- Weights: $w_1 = 1, w_2 = 1$
- Bias: $b = -1.5$
- Output: $\text{output} = \text{activation}(1 * x_1 + 1 * x_2 - 1.5)$

Boolean OR Function:

- Inputs: x_1, x_2
- Weights: $w_1 = 1, w_2 = 1$
- Bias: $b = -0.5$
- Output: $\text{output} = \text{activation}(1 * x_1 + 1 * x_2 - 0.5)$