

WHAT YOU WILL STUDY IN TODAY VIDEO ?

- What is Perceptron ✓
- ✓ ● Design of a Perceptron ✓
- ✓ ● Mathematical Working of Perceptron ✓
- ✓ ● Problems with Perceptron ✓

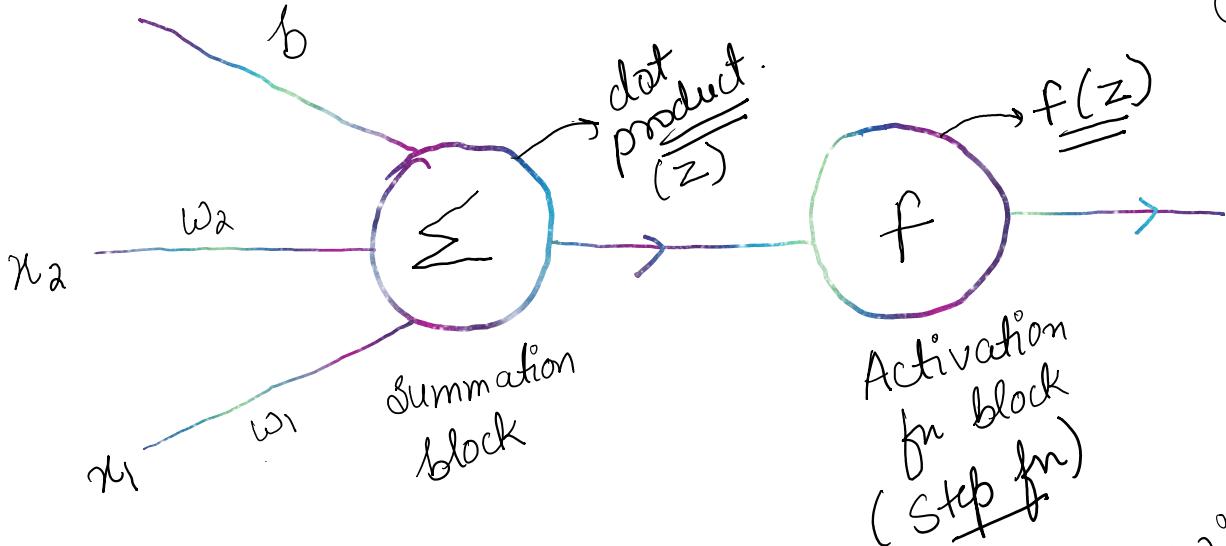
Introduction

- ① first ANN model → Artificial Neural Network
- ② Single layer
- ③ Only Binary classification (Supervised learning)
- ④ Building block of neural network

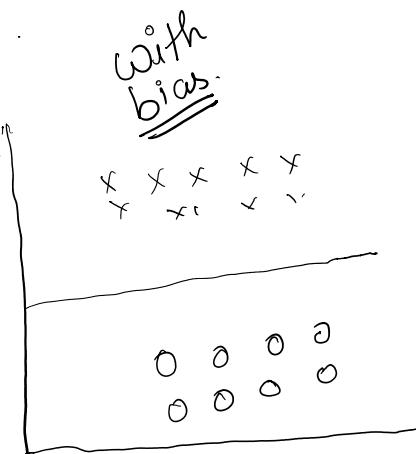
Input

Design

$w \rightarrow \text{weight}$
 $b \rightarrow \text{bias}$
Output



bias \rightarrow Shifter



Summation block

$$z = w_1 x_1 + w_2 x_2 + b$$

Weighted sum

Activation fn block

$$f(z) \Rightarrow$$

$$\begin{cases} z \geq 0 \rightarrow 1 \\ z < 0 \rightarrow 0 \end{cases}$$

$\lambda \approx$

$Z \sim v$

Mathematical Working

Notations

- x_1, x_2 → input features
- w_1, w_2 → weights
- b → bias
- z → weighted sum
- y → Actual value
- \hat{y} → Predicted value

$f(z) \rightarrow$ Activation function applied to z .

Prediction eqn

$$\hat{y} = f(w_1x_1 + w_2x_2 + b)$$

Problem

$x_1 \rightarrow$ Amt of cheese
 $x_2 \rightarrow$ Amt of sauce $\begin{cases} 1 \rightarrow \text{High} \\ 0 \rightarrow \text{Low} \end{cases}$
 $y \rightarrow$ Tasty or Not
 (1) (0)

Data

$\underline{x_1}$	$\underline{x_2}$	\underline{y}
1	1	1
1	0	0
0	1	0
0	0	0

Training Starts:

① Initialization Setup

$$w_1 = 0.5$$

$$w_2 = -0.3$$

0

$$\begin{aligned}\omega_1 &= 0.5 \\ \omega_2 &= -0.3 \\ b &= 0.1 \\ \alpha &= 0.1\end{aligned}$$

(learning rate)

② Get first row/item of data

$$\begin{aligned}x_1 &= 1 \\ x_2 &= 1\end{aligned}$$

Calculate
 \underline{z}
(weighted sum)

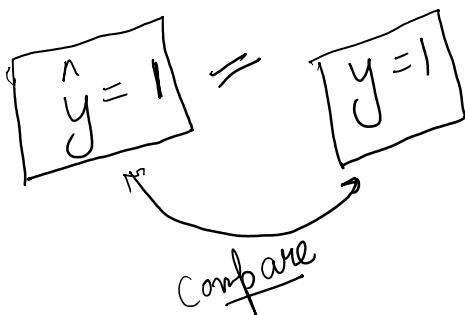
$$\begin{aligned}z &= \omega_1 x_1 + \omega_2 x_2 + b \\ &= 0.5 \times 1 + (-0.3 \times 1) + 0.1 \\ &= 0.3\end{aligned}$$

Apply activation fn $\Rightarrow f(z)$
 $\Rightarrow f(0.3)$

Step fn.

$$0.3 \geq 0 \rightarrow 1$$

No weight update



Correct prediction

③ Get second row of data

$$\begin{aligned}x_1 &= 1 \\ x_2 &= 0\end{aligned}$$

$$\begin{aligned}z &= 0.5 \times 1 + (-0.3 \times 0) + 0.1 \\ z &= 0.6\end{aligned}$$

$\underline{\underline{0.6}}$

$$z = \underline{0.6}$$

$$f(z) = f(0.6)$$

$$0.6 > 0 \rightarrow 1$$

$\boxed{\hat{y} = 1}$

$\left\{ \text{Correct Prediction} \right\}$

④ Get 3rd data / row

$$x_1 = 0 \quad y = 0$$

$$x_2 = 1$$

$$z = -0.2$$

$$f(z) = -0.2 < 0 \rightarrow 0$$

$\boxed{\hat{y} = 0}$

$\left\{ \text{Correct Prediction} \right\}$

⑤ Get 4th row of data

$$x_1 = 0 = y = 0$$

$$x_2 = 0 =$$

$$z = 0 + 0 + 0.1$$

$$\underline{z = 0.1}$$

$$f(0.1) \Rightarrow$$

$\boxed{\hat{y} = 1}$

$\left\{ \text{Wrong Prediction} \right\}$

$\left\{ \text{Weights update needed} \right\}$

↗ 1. Weights updation , $x_1 \dots \hat{x}_1$

⑥ Weights updation

$$* \quad w_1^{\text{new}} = w_1^{\text{old}} + \alpha (y - \hat{y}) x_1$$

$$w_1^{\text{new}} = 0.5 + 0.1 (0 - 1) \times 0$$

$$\boxed{w_1^{\text{new}} = 0.5} \quad (\text{no change})$$

$$* \quad w_2^{\text{new}} = -0.3 + 0.1 (0 - 1) \times 0$$

$$\boxed{w_2^{\text{new}} = -0.3} \quad (\text{no change})$$

$$* \quad b^{\text{new}} = b^{\text{old}} + \alpha (y - \hat{y})$$

$$b^{\text{new}} = 0.1 + 0.1 (0 - 1)$$

$$\boxed{b^{\text{new}} = 0} \quad (\text{change})$$

Training Done:

$$w_1 = 0.5$$

$$w_2 = -0.3$$

$$b = 0$$

Prediction
fw.

$$\boxed{Z = w_1 x_1 + w_2 x_2} \rightleftharpoons \text{eqn}$$

$Z =$
(Weighted Sum)

Prediction Phase:

$$x_1 = 1$$
$$x_2 = 0$$

$$Z = 0.5 \times 1 + (-0.3 \times 0)$$

$$\underline{Z = 0.5}$$

$$f(Z) = f(0.5)$$
$$0.5 > 0 \rightarrow 1$$

Output = 1

{ Tasty Sandwich }

Q. Does Perception requires optimizer? Question: loss fn or

Ans.

No

①

Misclassification error basis

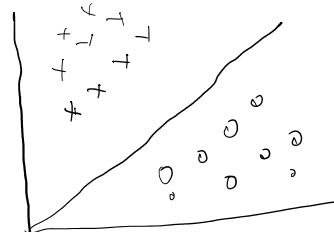
②



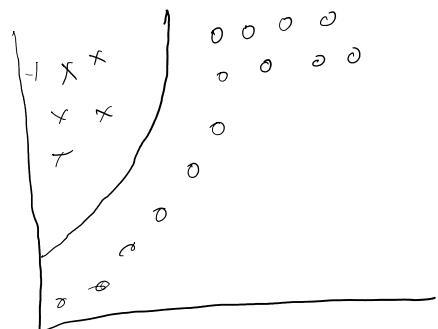
Problems:

① Unable to solve non-linear problem

e.g. AND gate, OR gate → solve { linear decision boundary }



XOR gate → not solved { curve decision boundary }



② Only Binary Supervised Classification

Regression X

Step fn. \Rightarrow

fix.
0

Multi Layer Perception
forward prop
Backward prop
prop.
how for optimizer

\downarrow
MLP

has
Optimizer

$\Leftarrow P \Leftarrow$