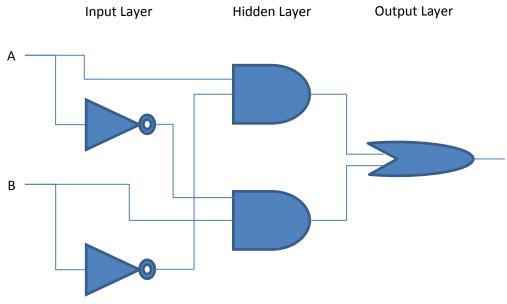
## Eric Christopher / 15M53531

## Xor Gate

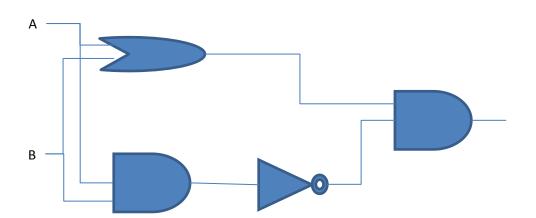
There are 2 possibilities (using gate logic):

1. 
$$A \oplus B = A\overline{B} + B\overline{A}$$



## 2. $A \oplus B = (A + B)(\overline{AB})$

Input Layer

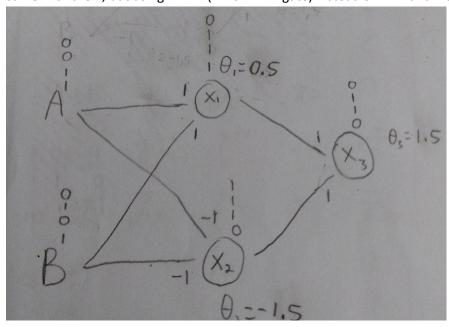


Hidden Layer

Output Layer

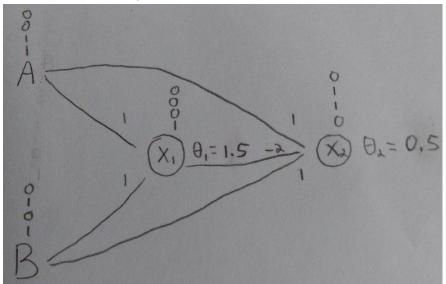
But I tried another possibility using neural network (not depend on gate logic)

3. Using 3 nodes same with the 2, but using NAND (X2 is NAND gate) instead of AND and NOT gate



## 4. Using 2 nodes

The X2 node need 3 input instead of 2



Many ways to create XOR gate, after a few trying, I can't make it 1 node, so my best is using 2 nodes to create XOR gate.

For winner takes all, in my experience, we need to check each node at least once Because I found that our program can be stopped before we get all 0 except 1 node 1 Here is the case

Input: 1,0,1,1,1, all weight=-1, all threshold=-1,5

```
--(1,0,1,1,1) - E=4.0
______
-change node 1
--S=-3.0
--(0,0,1,1,1) - E=1.5
-change node 2
--S=-3.0
-change node 3
--S=-2.0
--(0,0,0,1,1) - E=0.0
-change node 4
--S=-1.0
--(0,0,0,0,1) - E=-0.5
_____
-change node 5
--S=0.0
--(0,0,0,0,1) - E=-0.5
_____
-change node 1
--S=0.0
--(0,0,0,0,1) - E=-0.5
_____
==========END=================
_____
```

Prove for E always decrease if we try to change input in deterministic and binary model

$$E = -\frac{1}{2} \sum_{i=1}^{2} \underbrace{w_{ij} \times X_{i} \times Y_{i}} + \underbrace{z_{i} \cdot \theta_{i} \times X_{i} + C} - \frac{1}{2} \underbrace{(w_{ij} \times X_{i} \times Y_{j} + w_{ji} \times X_{i} \times X_{i})}_{X_{i} \times X_{i} \times X_{i}} \underbrace{w_{in} \times X_{i} \times X_{i}}_{X_{i} \times X_{i} \times$$