

2021/07/08

Exercise 3 Consider the following mapping:

$$\begin{aligned} (0,0,0) &\rightarrow 1, & (1,0,0) &\rightarrow 0, & (0,1,0) &\rightarrow 0, & (0,0,1) &\rightarrow 0, \\ (0,1,1) &\rightarrow 1, & (1,1,0) &\rightarrow 0, & (1,0,1) &\rightarrow 0, & (1,1,1) &\rightarrow 1. \end{aligned} \quad (1)$$

- Is it possible to learn the previous map using only a single perceptron ?
- Propose a multi-perceptron neural network that is able to learn the previous mapping. Compute the weights and the biases of all the perceptrons in the network.

• Linearly separable? $W^T X + b \geq 0 \rightarrow \text{class 1}$

Class 0		Class 1
(1) (1 0 0)	$W_1 + b \geq 0$	(6) (0 0 0) $b \geq 0$
(2) (0 1 0)	$W_2 + b \geq 0$	(7) (0 1 1) $W_2 + W_3 + b \geq 0$
(3) (0 0 1)	$W_3 + b \geq 0$	(8) (1 1 1) $W_1 + W_2 + W_3 \geq 0$
(4) (1 1 0)	$W_1 + W_2 + b \geq 0$	
(5) (1 0 1)	$W_1 + W_3 + b \geq 0$	

from (6) $b \geq 0$

from (1) $W_1 \geq -b \geq 0$

from (2) $W_2 \geq -b \geq 0$

from (3) $W_3 \geq -b \geq 0$

$\} \rightarrow W_1, W_2, W_3 \geq 0$

from (7) $W_2 + W_3 + b \geq 0$

$W_2 + W_3 \geq -2b \rightarrow W_2 + W_3 + b \geq -b \rightarrow W_2 + W_3 + b \geq -b \geq 0$

but $W_2 + W_3 + b$ should be ≥ 0
contradiction!

• MLP approach (use a hidden layer)

model about is $f(x) = (x_2 \wedge x_3) \vee (\bar{x}_1 \wedge \bar{x}_2 \wedge \bar{x}_3)$

$h_1 = x_2 \wedge x_3$

$h_2 = \bar{x}_1 \wedge \bar{x}_2 \wedge \bar{x}_3$

output - step $(W_1 x_1 + W_2 x_2 + W_3 x_3 + b)$

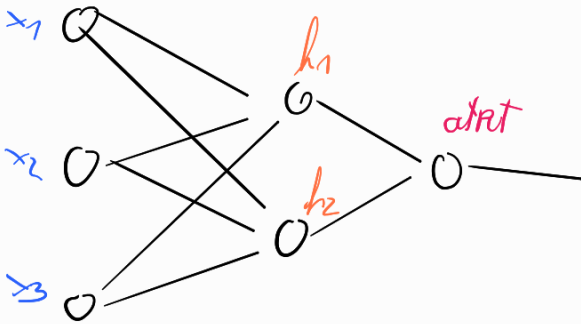
$\text{step}(x) = \begin{cases} 1 & x \geq 0 \\ 0 & x < 0 \end{cases}$

$h_1 = x_2 \wedge x_3$ can be imbedded as $W = \begin{bmatrix} 0 & 1 & 1 \end{bmatrix}$ $b = -1.5$

$h_2 = \bar{x}_1 \wedge \bar{x}_2 \wedge \bar{x}_3$ can be imbedded as $W = \begin{bmatrix} -1 & -1 & -1 \end{bmatrix}$ $b = 0.5$

output should be 1 if either $h_1=1$ or $h_2=1$

↳ output neuron $W = \begin{bmatrix} 1 & 1 \end{bmatrix}$ $b = -0.5$



Layer 1: $W_1 = \begin{bmatrix} 0 & 1 & 1 \\ -1 & -1 & -1 \end{bmatrix}$, $b_1 = \begin{bmatrix} -1.5 \\ 0.5 \end{bmatrix}$

out : $W_{out} = \begin{bmatrix} 1 & 1 \end{bmatrix}$ $b_{out} = -0.5$