

# DEEP LEARNING



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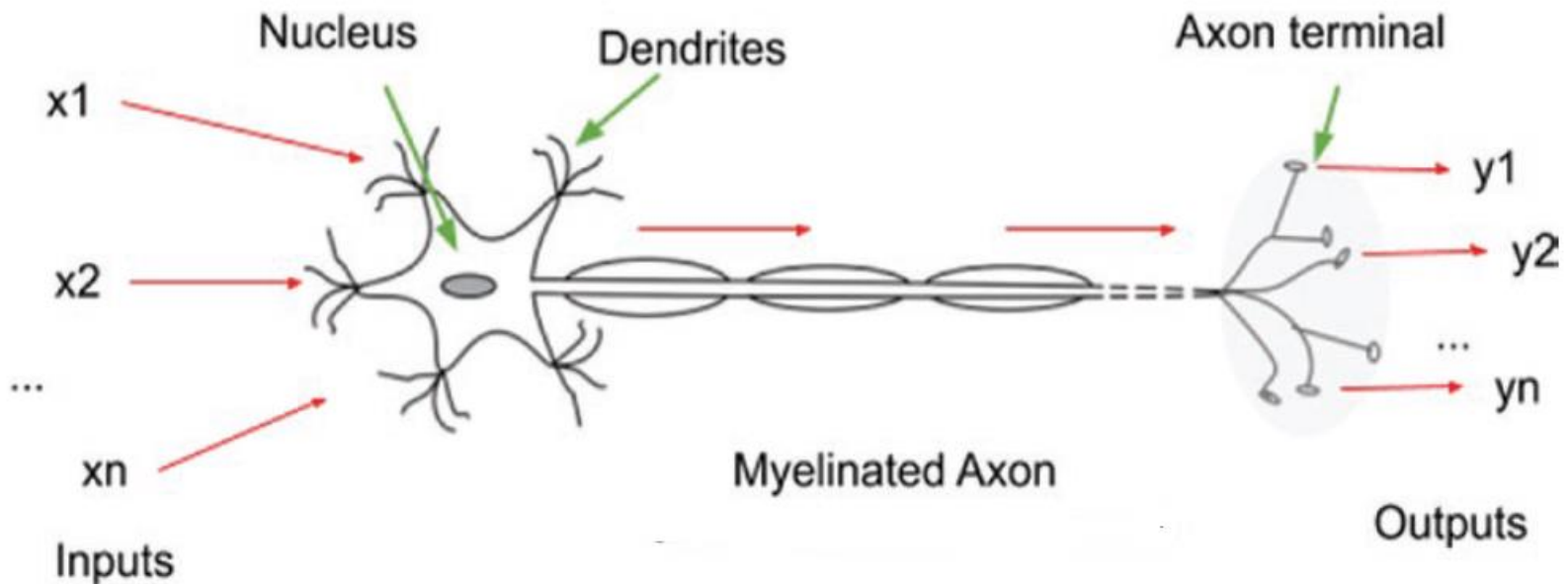
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# Artificial Neural Networks

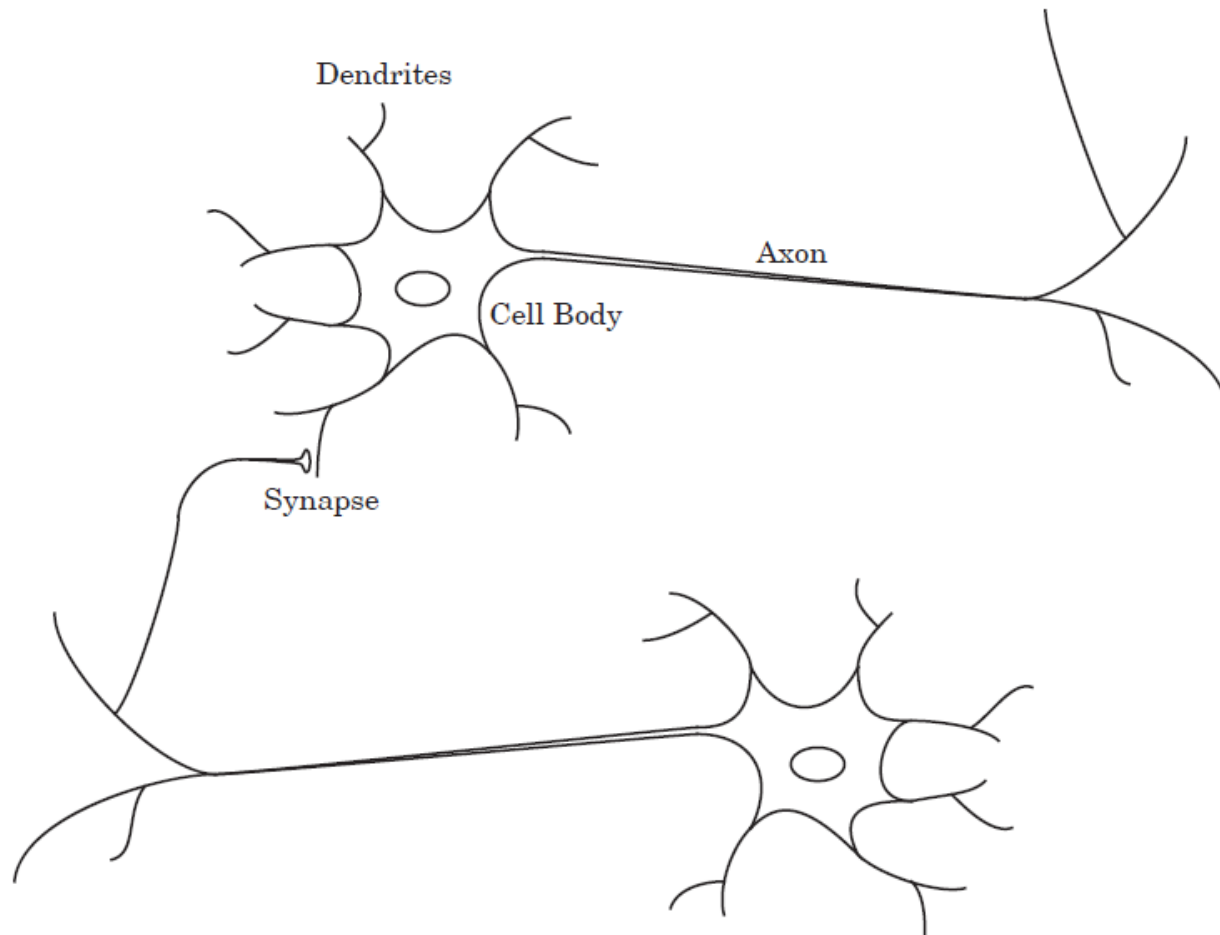
- An artificial neural network (ANN) is a computing system that is designed to work the way the human brain works.



- When we go in to a new environment, we adapt to the new environment that is we learn.**

# Artificial Neural Networks

- Neurons have three principal components: the **dendrites**, the **cell body** and the **axon**.



# Artificial Neural Networks

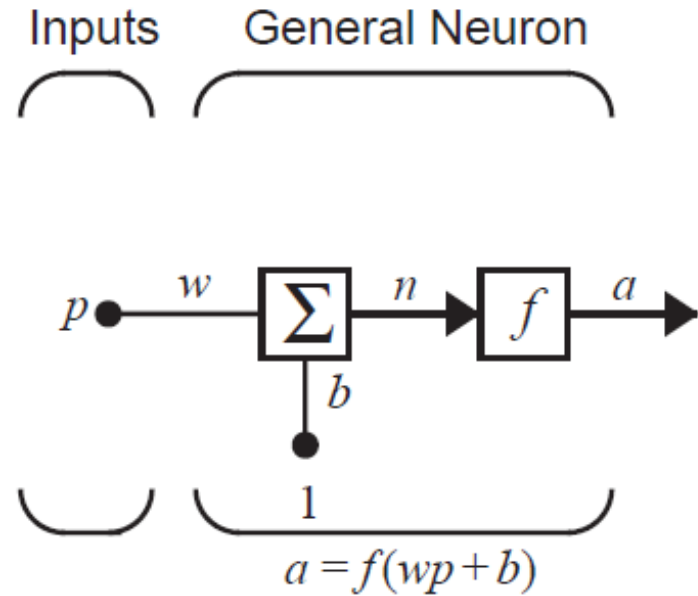
- The **dendrites** are tree-like **receptive networks** of nerve fibers that carry electrical signals into the cell body.
- The **cell body** effectively **sums and thresholds** these incoming signals.
- The **axon** is a single long fiber that **carries the signal** from the cell body out to other neurons.
- The point of **contact between** an **axon** of one cell and a **dendrite** of another cell is called a **synapse**.

# Neuron Models

- **Single-Input Neuron:**
- $P$  is the input,  
 $w$  is the weight,  
 $b$  is the bias or offset,  
 $f$  is called the activation  
function or transfer function.
- The summer output, often referred to as the net input, goes

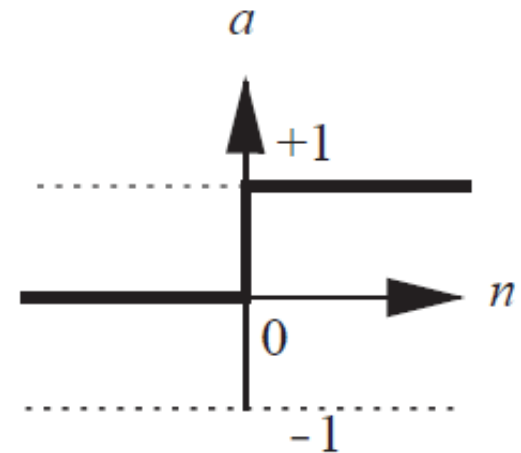
into a transfer function, which produces the scalar neuron output.

- If we take  $p = 2$ ,  $w = 3$ ,  $b = -1.5$   
 $a = f(wp + b) = f[2(3) - 1.5] = f(4.5)$
- The actual output depends on the particular transfer function that is chosen.




# Neuron Models

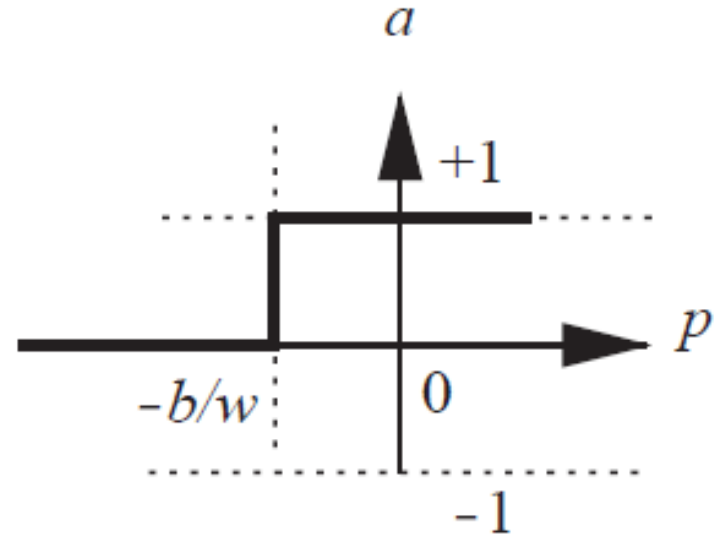
- **Transfer Functions:** The transfer function may be a linear or a nonlinear function of net input ' $n$ '.
- A variety of transfer functions are used depending on the required application of the neural network.
- **Hard Limit Transfer Function:**
  - The hard limit transfer function sets the output of the neuron to 0 if the function argument is less than 0, or 1 if its argument is greater than or equal to 0.



Hard Limit Transfer Function

# Neuron Models






- $a = f(wp + b) \longrightarrow$  



$$a = f\left(\sum_i w_i p_i\right) = f(W.P) = f(W^T P)$$





- The above figure illustrates the input/output characteristic of a single-input neuron that uses a hard limit transfer function.

# Transfer functions

Name	Input/Output Relation	Icon	MATLAB Function
Hard Limit	$a = 0 \quad n < 0$ $a = 1 \quad n \geq 0$		hardlim
Symmetrical Hard Limit	$a = -1 \quad n < 0$ $a = +1 \quad n \geq 0$		hardlims
Linear	$a = n$		purelin
Saturating Linear	$a = 0 \quad n < 0$ $a = n \quad 0 \leq n \leq 1$ $a = 1 \quad n > 1$		satlin
Symmetric Saturating Linear	$a = -1 \quad n < -1$ $a = n \quad -1 \leq n \leq 1$ $a = 1 \quad n > 1$		satlins



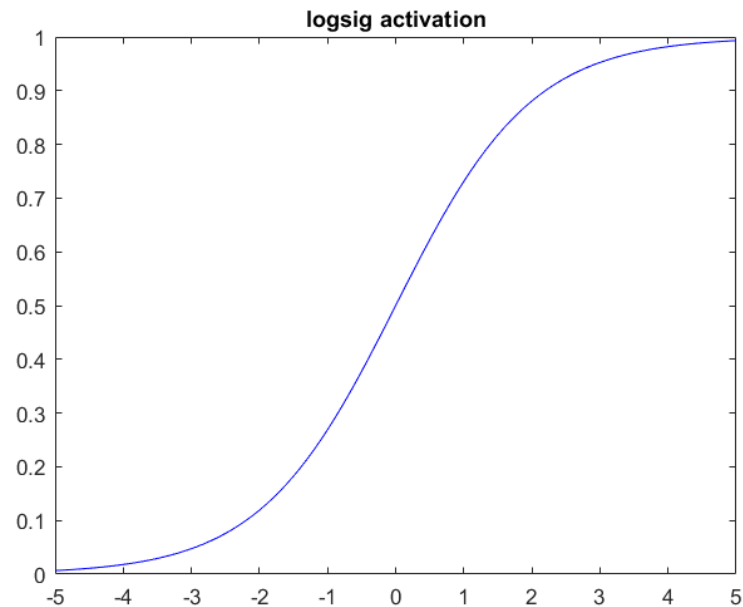
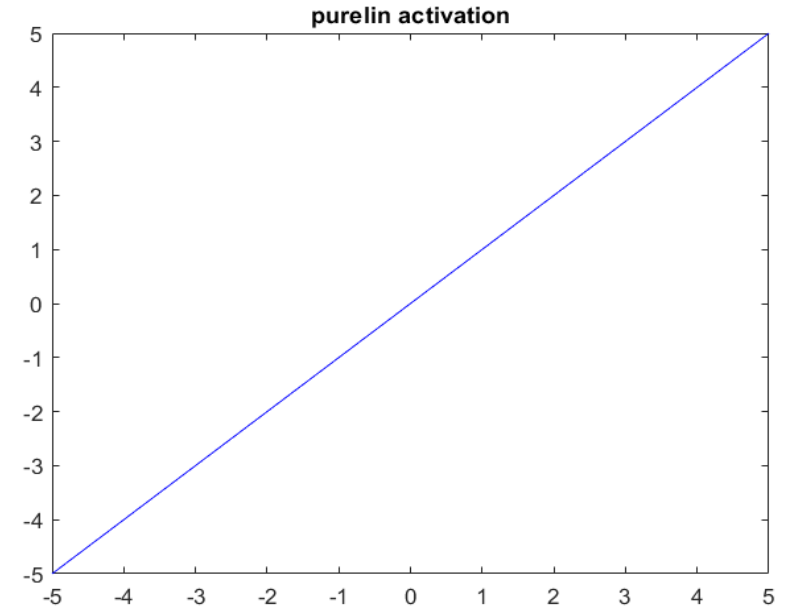
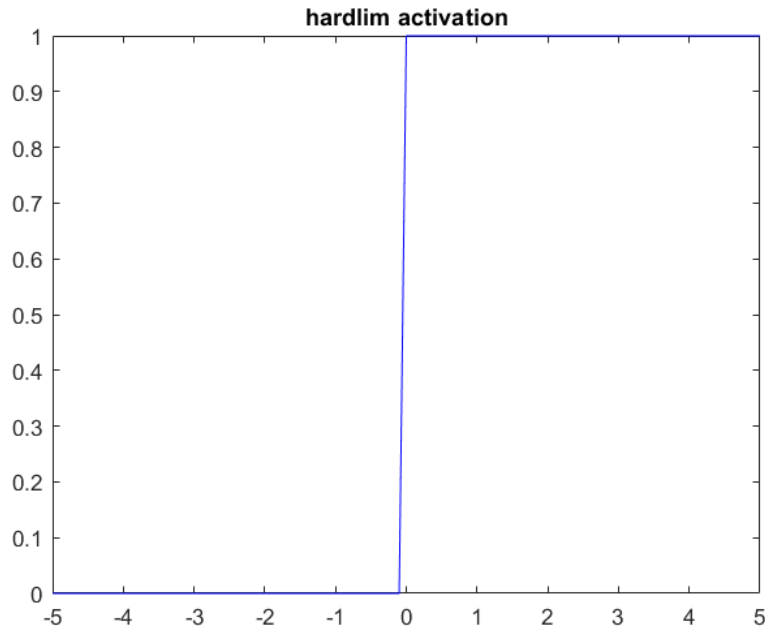
# Transfer functions

Log-Sigmoid	$a = \frac{1}{1 + e^{-n}}$		logsig
Hyperbolic Tangent Sigmoid	$a = \frac{e^n - e^{-n}}{e^n + e^{-n}}$		tansig
Positive Linear	$a = 0 \quad n < 0$ $a = n \quad 0 \leq n$		poslin
Competitive	$a = 1 \quad \text{neuron with max } n$ $a = 0 \quad \text{all other neurons}$		compet

# Matlab Implementation

- `n = -5:0.1:5;`
- `figure()`
- `plot(n,hardlim(n),'b');`
- `title('hardlim activation')`
- `figure();`
- `plot(n,purelin(n),'b');`
- `title('purelin activation')`
- `figure();`
- `plot(n,logsig(n),'b');`
- `title('logsig activation')`

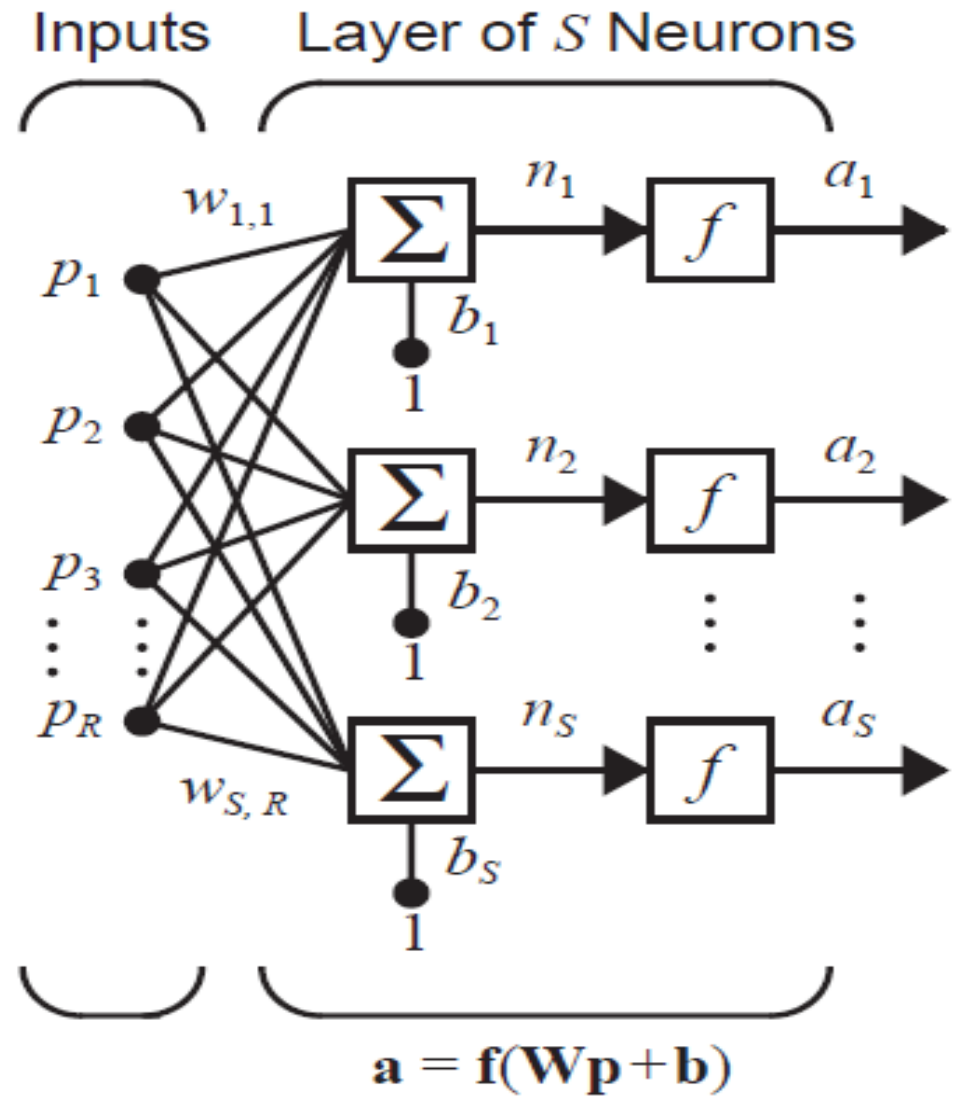
# Matlab Implementation



# A single-layer network of $S$ neurons

- Layers of  $n$  neurons:
- Each of the  $R$  inputs is connected to each of the neurons.

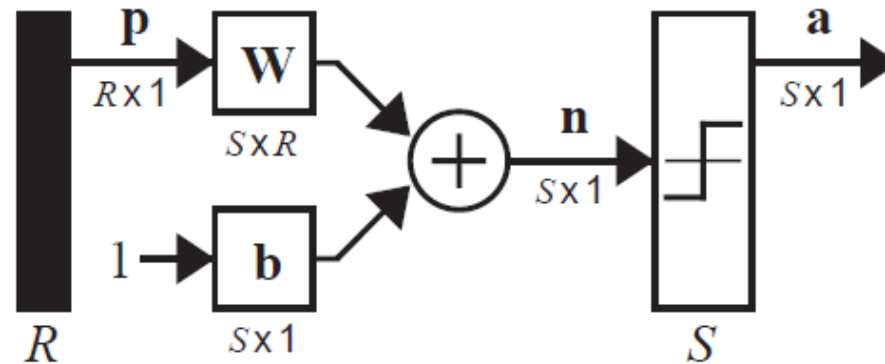
$$\mathbf{W} = \begin{bmatrix} w_{1,1} & w_{1,2} & \cdots & w_{1,R} \\ w_{2,1} & w_{2,2} & \cdots & w_{2,R} \\ \vdots & \vdots & & \vdots \\ w_{S,1} & w_{S,2} & \cdots & w_{S,R} \end{bmatrix}$$



Layer of  $S$  Neurons

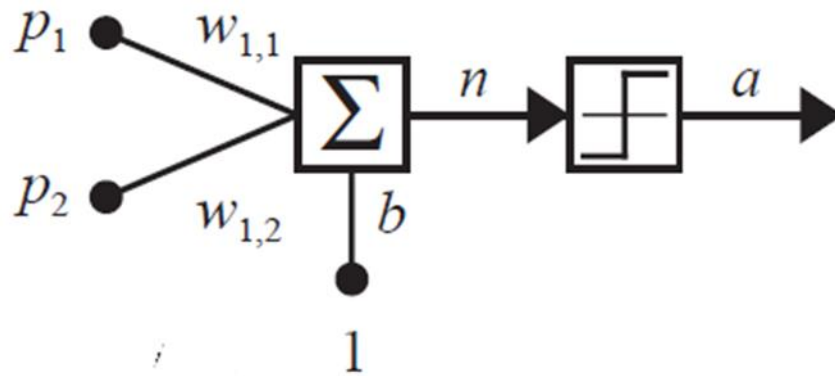
# Perceptron

- Figure shows a single-layer perceptron with symmetric hard limit transfer function (Single-neuron perceptron).
- Single-neuron perceptron can classify input vectors into two categories.



# Perceptron

- For a two-input perceptron,



$$a = f(wp + b)$$

$$a = \text{hardlim}(n) = \text{hardlim}(\mathbf{W}\mathbf{p} + b)$$

$$= \text{hardlim}(\mathbf{w}^T \mathbf{p} + b) = \text{hardlim}(w_{1,1}p_1 + w_{1,2}p_2 + b)$$

# Perceptron

- The decision boundary between the categories is determined by  $wp + b = 0$
- The decision boundary is determined by the input vectors for which the net input 'n' is zero.
- To draw the line, we can find the points where it intersects the axes
- To draw the line, we can find the points where it intersects the  $p_1$  and  $p_2$  axes.

# Perceptron Learning Rule

- Let  $w_{11} = 1, w_{12} = 1$  and  $b = -1$
- The decision boundary is then given by  $n = w_i^T p + b = 0$   
 $w_{11}p_1 + w_{12}p_2 + b = 0$
- This defines a line in the input space.
- On the line and on one side of the line the network output will be 0 , whereas on the other side of the line the output will be 1.
- We can find the intercepts as

$$p_1 = -\frac{b}{w_{11}} \quad p_2 = -\frac{b}{w_{12}}$$



# Perceptron Learning Rule

- To find the  $p_1$  intercept, set  $p_2 = 0$

$$p_1 = -\frac{b}{w_{11}} = -\frac{-1}{1} = 1$$

- To find the  $p_2$  intercept, set  $p_1 = 0$

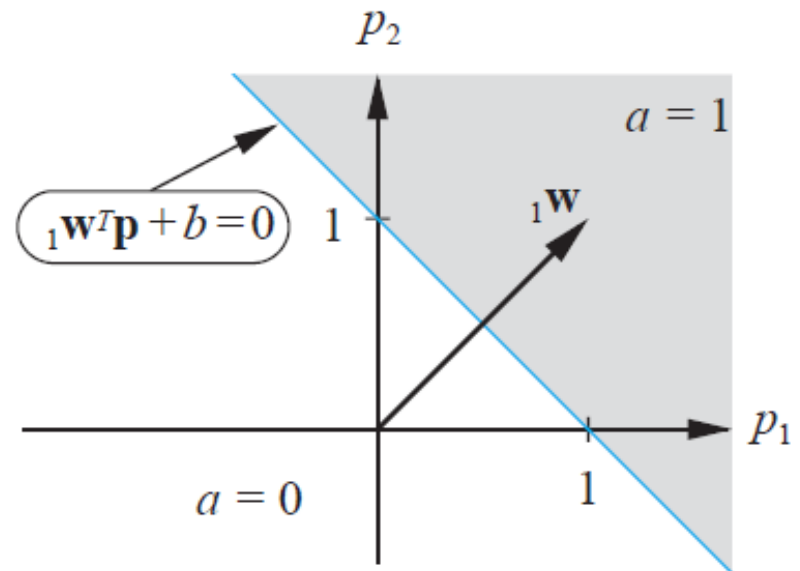
$$p_2 = -\frac{b}{w_{12}} = -\frac{-1}{1} = 1$$

- The resulting decision boundary is

- For the input  $p = \begin{bmatrix} 2 \\ 0 \end{bmatrix}$

$$a = \text{activation}(w_i^T p + b)$$

$$= \text{activation}\left(\begin{bmatrix} 1 & 1 \end{bmatrix} \begin{bmatrix} 2 \\ 0 \end{bmatrix} - 1\right) = 1$$



# Perceptron Learning Rule

- For the input  $p = \begin{bmatrix} -2 \\ 0 \end{bmatrix}$

$$a = \text{activation}(w_i^T p + b) \quad w_{11} = 1, w_{12} = 1 \text{ and } b = -1$$

$$a = \text{activation}\left([1, 1] \begin{bmatrix} -2 \\ 0 \end{bmatrix} - 1\right) = \text{activation}(-3) = 0$$

- For the input

$$p = \begin{bmatrix} -2 \\ +4 \end{bmatrix} \quad a = \text{activation}\left([1, 1] \begin{bmatrix} -2 \\ 4 \end{bmatrix} - 1\right) = \text{activation}(1) = 1$$

# Perceptron

- If the vector inputs are three dimensional with a single neuron then

$$y = \textit{activation} \left( \begin{bmatrix} w_{11}, w_{12}, w_{13} \end{bmatrix} \begin{bmatrix} p_1 \\ p_2 \\ p_3 \end{bmatrix} + b \right)$$

# Perceptron Learning Rule

- By learning rule we mean a procedure for updating the weights and biases of a network to perform some specific task.
- Perceptron learning algorithm converges to a correct  $W$  within a finite number of iterations,  $k$ , over the data if the classes are linearly separable.
- There are many types of neural network learning rules. They fall into three broad categories: **supervised learning, unsupervised learning and reinforcement (or graded) learning.**

# Perceptron Learning Rule

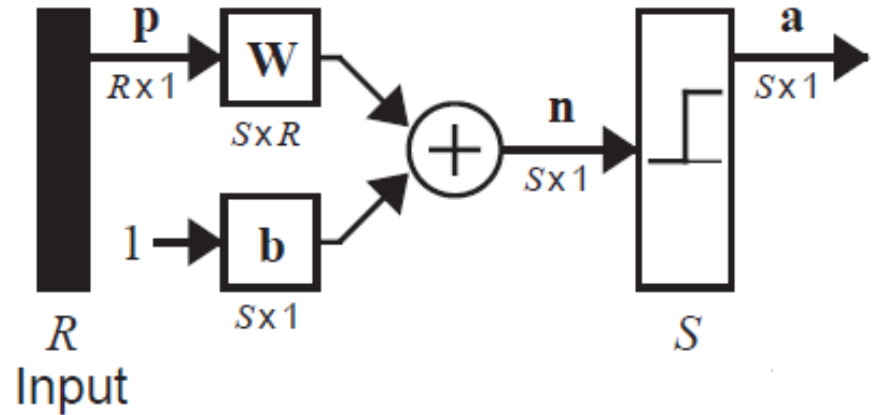
- In **supervised learning**, the learning rule is provided with a set of examples (the training set) of proper network behavior:  
$$\{p_1, t_1\}, \{p_2, t_2\}, \dots, \{p_n, t_n\}$$

' $p_n$ ' is the input to the model and ' $t_n$ ' is corresponding correct (target) output.

- In **unsupervised learning**, the weights and biases are modified in response to network inputs only. There are no target outputs available.

# Perceptron Learning Rule

- Perceptron Architecture:



$${}_i \mathbf{W} = \begin{bmatrix} w_{i,1} \\ w_{i,2} \\ \vdots \\ w_{i,R} \end{bmatrix}.$$

$$\mathbf{W} = \begin{bmatrix} w_{1,1} & w_{1,2} & \cdots & w_{1,R} \\ w_{2,1} & w_{2,2} & \cdots & w_{2,R} \\ \vdots & \vdots & & \vdots \\ w_{S,1} & w_{S,2} & \cdots & w_{S,R} \end{bmatrix}.$$

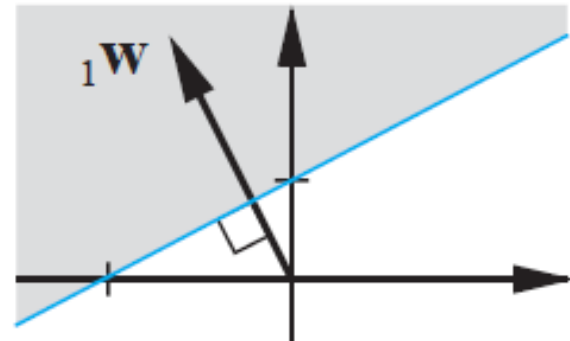
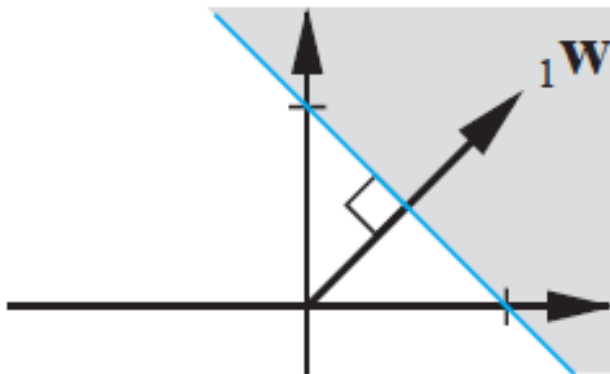
$$\mathbf{W} = \begin{bmatrix} {}_1 \mathbf{W}^T \\ {}_2 \mathbf{W}^T \\ \vdots \\ {}_S \mathbf{W}^T \end{bmatrix}.$$

$$a_i = \text{Activation}(\mathbf{W}\mathbf{p} + \mathbf{b})$$

$$a_i = \text{Activation}(w_i^T \mathbf{p} + b)$$

# Perceptron Learning Rule

- For all points on the boundary, the inner product of the input vector with the weight vector is the same.
- This implies that these input vectors will all have the same projection onto the weight vector, so they must lie on a line orthogonal to the weight vector.
- Therefore the weight vector will always point toward the region where the neuron output is 1.

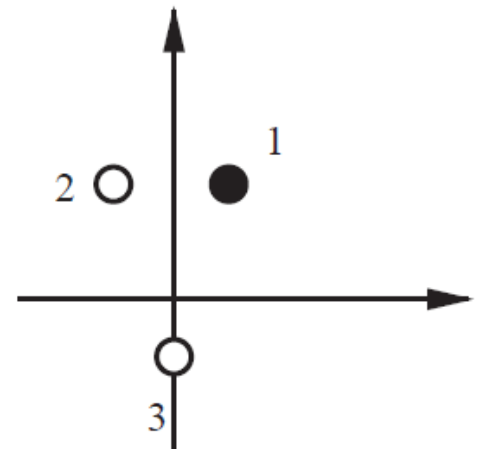


# Perceptron Learning Rule

- Perceptron learning rule we will begin with a simple test problem.
- Let the input/target pairs are

$$\left\{ \mathbf{p}_1 = \begin{bmatrix} 1 \\ 2 \end{bmatrix}, t_1 = 1 \right\} \left\{ \mathbf{p}_2 = \begin{bmatrix} -1 \\ 2 \end{bmatrix}, t_2 = 0 \right\} \left\{ \mathbf{p}_3 = \begin{bmatrix} 0 \\ -1 \end{bmatrix}, t_3 = 0 \right\}.$$

- There must be an allowable decision boundary that can separate the vectors  $p_2$  and  $p_3$  from  $p_1$ .





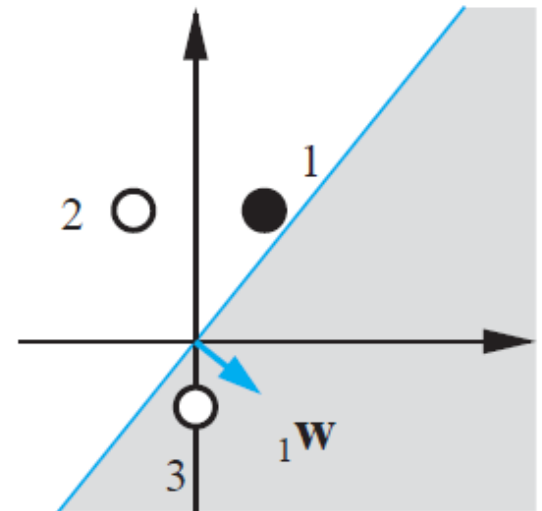
# Constructing Learning Rules

- Let set the weight vectors randomly  $w_{11} = \begin{bmatrix} 1 \\ -0.8 \end{bmatrix}$
- We begin with P1.

$$a = \text{hardlim}({}_1\mathbf{w}^T \mathbf{p}_1) = \text{hardlim}\left(\begin{bmatrix} 1.0 & -0.8 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix}\right)$$

$$a = \text{hardlim}(-0.6) = 0.$$

- The network has not returned
- the correct value.
- **The network output is 0,**
- while the target response is  $t_1 = 1$



# Perceptron Learning Rule

- Let add  $p_1$  to  $w_{11}$  with the condition

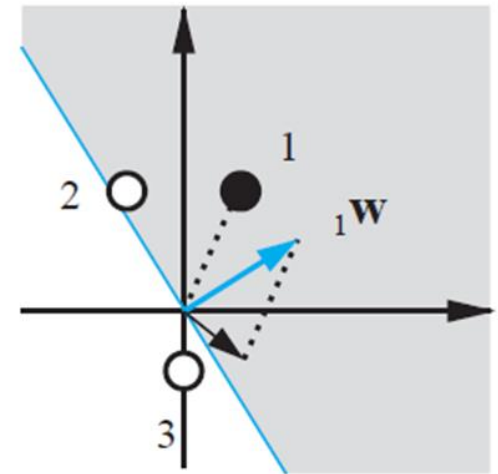
If  $t = 1$  and  $a = 0$ , then  $w_{11}^{new} = w_{11}^{old} + p$ .

$$w_{11}^{new} = w_{11}^{old} + p_1 = \begin{bmatrix} 1.0 \\ -0.8 \end{bmatrix} + \begin{bmatrix} 1 \\ 2 \end{bmatrix} = \begin{bmatrix} 2.0 \\ 1.2 \end{bmatrix}.$$

- We now move on to the next input vector and will continue making changes to the weights and cycling through the inputs until they are all classified correctly.
- The next input vector is  $p_2$ .

$$a = \text{activation} \left( [2, 1.2] \begin{bmatrix} -1 \\ 2 \end{bmatrix} \right) \\ = \text{activation}(0.4) = 1$$

- A class 0 vector was misclassified as a 1.



# Perceptron Learning Rule

- Since we would now like to move the weight vector  $w_{11}$  away from the input, we can simply change the addition in to subtraction.

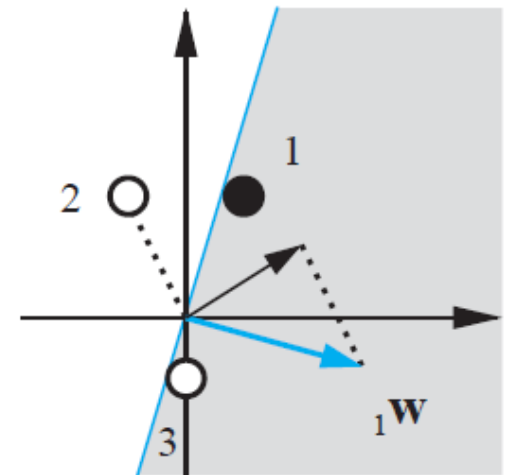
If  $t = 0$  and  $a = 1$ , then  $\mathbf{w}_{11}^{new} = \mathbf{w}_{11}^{old} - \mathbf{p}$ .

- If we apply this to the test problem we find

$$\mathbf{w}_{11}^{new} = \mathbf{w}_{11}^{old} - \mathbf{p}_2 = \begin{bmatrix} 2.0 \\ 1.2 \end{bmatrix} - \begin{bmatrix} -1 \\ 2 \end{bmatrix} = \begin{bmatrix} 3.0 \\ -0.8 \end{bmatrix}$$

- The next input vector is  $p_3$

$$\begin{aligned} a &= \text{activation} \left( [3.0, -0.8] \begin{bmatrix} 0 \\ -1 \end{bmatrix} \right) \\ &= \text{activation}(0.8) = 1 \end{aligned}$$



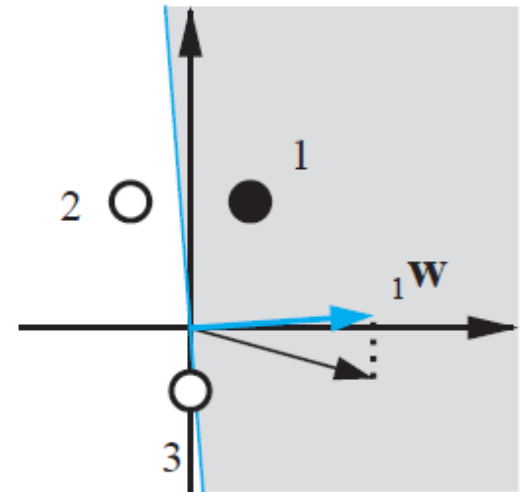
# Perceptron Learning Rule

- The current weight  $w_{11}$  results in a decision boundary that misclassifies  $p_3$ .
- So  $w_{11}$  will be updated using the same condition.

$$\mathbf{w}_{11}^{new} = \mathbf{w}_{11}^{old} - \mathbf{p}_3 = \begin{bmatrix} 3.0 \\ -0.8 \end{bmatrix} - \begin{bmatrix} 0 \\ -1 \end{bmatrix} = \begin{bmatrix} 3.0 \\ 0.2 \end{bmatrix}$$

$$a = \text{activation} \left( \begin{bmatrix} 3.0 & 0.2 \end{bmatrix} \begin{bmatrix} 0 \\ -1 \end{bmatrix} \right) \\ = \text{activation}(-0.2) = 0$$

$$\text{If } t = a, \text{ then } \mathbf{w}_{11}^{new} = \mathbf{w}_{11}^{old}$$



# Perceptron Learning Rule

- Here are the three rules, which cover all possible combinations of output and target values:

$$\text{If } t = 1 \text{ and } a = 0, \text{ then } \mathbf{w}_{11}^{new} = \mathbf{w}_{11}^{old} + \mathbf{p}.$$

$$\text{If } t = 0 \text{ and } a = 1, \text{ then } \mathbf{w}_{11}^{new} = \mathbf{w}_{11}^{old} - \mathbf{p}.$$

$$\text{If } t = a, \text{ then } \mathbf{w}_{11}^{new} = \mathbf{w}_{11}^{old}.$$

- Now if we take  $\mathbf{e} = \mathbf{t} - \mathbf{a}$

# Perceptron Learning Rule

- We have If  $e = 1$ , then  $\mathbf{w}_{11}^{new} = \mathbf{w}_{11}^{old} + \mathbf{p}$ .

If  $e = -1$ , then  $\mathbf{w}_{11}^{new} = \mathbf{w}_{11}^{old} - \mathbf{p}$ .

If  $e = 0$ , then  $\mathbf{w}_{11}^{new} = \mathbf{w}_{11}^{old}$ .

- we can see that the sign of  $\mathbf{P}$  is the same as the sign on the error,  $e$ . Furthermore, the absence of in the third rule corresponds to an error  $e$  of 0.

$$\mathbf{w}_{11}^{new} = \mathbf{w}_{11}^{old} + e\mathbf{p} = \mathbf{w}_{11}^{old} + (t - a)\mathbf{p}.$$

$$b^{new} = b^{old} + e.$$

# Perceptron Learning Rule

- The perceptron rule can be written conveniently in matrix notation

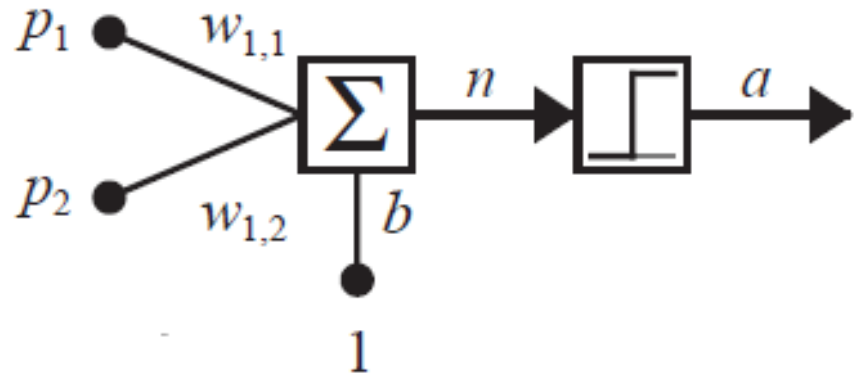
$$\underline{W^{\text{new}} = W^{\text{old}} + eP^T}$$

$$b^{\text{new}} = b^{\text{old}} + e$$

- Training Multiple-Neuron Perceptron:**

$$W_i^{\text{new}} = W_i^{\text{old}} + e_i P$$

$$b_i^{\text{new}} = b_i^{\text{old}} + e_i$$



# Perceptron Learning Rule

- Example:  $\left\{ \mathbf{p}_1 = \begin{bmatrix} 1 \\ -1 \\ -1 \end{bmatrix}, t_1 = [0] \right\} \quad \left\{ \mathbf{p}_2 = \begin{bmatrix} 1 \\ 1 \\ -1 \end{bmatrix}, t_2 = [1] \right\}$

- Typically the weights and biases are initialized to small random numbers. Let

$$W = [0.5 \ -1 \ -0.5] \quad b = 0.5$$

- The first step is to apply the first input vector  $\mathbf{p}_1$

$$\begin{aligned} a &= \text{hardlim}(\mathbf{W}\mathbf{p}_1 + b) = \text{hardlim}\left( [0.5 \ -1 \ -0.5] \begin{bmatrix} 1 \\ -1 \\ -1 \end{bmatrix} + 0.5 \right) \\ &= \text{hardlim}(2.5) = 1 \end{aligned}$$



# Perceptron Learning Rule

- Then we calculate the error:  $e = t_1 - a = 0 - 1 = -1$
- The weight update is

$$\begin{aligned}\mathbf{W}^{new} &= \mathbf{W}^{old} + e\mathbf{p}^T = \begin{bmatrix} 0.5 & -1 & -0.5 \end{bmatrix} + (-1) \begin{bmatrix} 1 & -1 & -1 \end{bmatrix} \\ &= \begin{bmatrix} -0.5 & 0 & 0.5 \end{bmatrix} .\end{aligned}$$

- The bias update is

$$b^{new} = b^{old} + e = 0.5 + (-1) = -0.5 .$$

- This completes the first iteration.

# Perceptron Learning Rule

- The second iteration of the perceptron rule is:

$$a = \text{hardlim}(\mathbf{W}\mathbf{p}_2 + b) = \text{hardlim}\left(\begin{bmatrix} -0.5 & 0 & 0.5 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \\ -1 \end{bmatrix} + (-0.5)\right)$$

$$= \text{hardlim}(-0.5) = 0$$

$$e = t_2 - a = 1 - 0 = 1$$

$$\mathbf{W}^{new} = \mathbf{W}^{old} + e\mathbf{p}^T = \begin{bmatrix} -0.5 & 0 & 0.5 \end{bmatrix} + 1 \begin{bmatrix} 1 & 1 & -1 \end{bmatrix} = \begin{bmatrix} 0.5 & 1 & -0.5 \end{bmatrix}$$

$$b^{new} = b^{old} + e = -0.5 + 1 = 0.5$$

# Perceptron Learning Rule

- The third iteration begins again with the first input

$$a = \text{hardlim}(\mathbf{W}\mathbf{p}_1 + b) = \text{hardlim}\left(\begin{bmatrix} 0.5 & 1 & -0.5 \end{bmatrix} \begin{bmatrix} 1 \\ -1 \\ -1 \end{bmatrix} + 0.5\right)$$

$$= \text{hardlim}(0.5) = 1$$

$$e = t_1 - a = 0 - 1 = -1$$

$$\begin{aligned} \mathbf{W}^{new} &= \mathbf{W}^{old} + e\mathbf{p}^T = \begin{bmatrix} 0.5 & 1 & -0.5 \end{bmatrix} + (-1) \begin{bmatrix} 1 & -1 & -1 \end{bmatrix} \\ &= \begin{bmatrix} -0.5 & 2 & 0.5 \end{bmatrix} \end{aligned}$$

$$b^{new} = b^{old} + e = 0.5 + (-1) = -0.5.$$

# Perceptron Learning Rule

- This weight and bias is applied to 2<sup>nd</sup> input

$$a = \text{hardlim} \left( [-0.5 \ 2 \ 0.5] \begin{bmatrix} 1 \\ 1 \\ -1 \end{bmatrix} + -0.5 \right) = \text{hardlim}(.5) = 1$$

$$e = t_2 - a = 1 - 1 = 0$$

$$\mathbf{W}^{\text{new}} = \mathbf{W}^{\text{old}} + e\mathbf{P}^T \quad \mathbf{b}^{\text{new}} = \mathbf{b}^{\text{old}} + e$$

$$\mathbf{W}^{\text{new}} = [-0.5 \ 2 \ 0.5] \quad \mathbf{b}^{\text{new}} = -0.5$$

# Matlab implementation

- % You can create a perceptron with the following:
- %
- % net = perceptron;
- % net = configure(net,P,T);
- % where input arguments are as follows:
- %
- % P is an R-by-Q matrix of Q input vectors of R elements each.
- %
- % T is an S-by-Q matrix of Q target vectors of S elements each.
- 
- P = [0 2];
- T = [0 1];
- net = perceptron;
- net = configure(net,P,T);
- inputweights = net.inputweights{1,1}
- biases = net.biases{1}

# Matlab implementation

- %Start with a single neuron having an input vector with just two elements.
- net = perceptron;
- net = configure(net,[0;0],0);
- net.b{1} = [0];
- w = [1 -0.8];
- net.IW{1,1} = w;
- % The input target pair is given by
- p = [1; 2];
- t = [1];
- %compute the output and error
- a = net(p)
- e = t-a
- dw = learnp(w,p,[],[],[],[],e,[],[],[],[],[])
- wnew = w + dw

# Perceptron learning

- Solve the following classification problem with the perceptron rule.

$$\left\{ \mathbf{p}_1 = \begin{bmatrix} 2 \\ 2 \end{bmatrix}, t_1 = 0 \right\} \left\{ \mathbf{p}_2 = \begin{bmatrix} 1 \\ -2 \end{bmatrix}, t_2 = 1 \right\} \left\{ \mathbf{p}_3 = \begin{bmatrix} -2 \\ 2 \end{bmatrix}, t_3 = 0 \right\} \left\{ \mathbf{p}_4 = \begin{bmatrix} -1 \\ 1 \end{bmatrix}, t_4 = 1 \right\}$$

- Using initial weights and bias, we can start

$$\mathbf{W}(0) = \begin{bmatrix} 0 & 0 \end{bmatrix} \quad b(0) = 0.$$

- For the first input vector  $\mathbf{p}_1$ , using the initial weights and bias, the output  $a$  is

$$a = \text{hardlim}(\mathbf{W}(0)\mathbf{p}_1 + b(0))$$

$$= \text{hardlim}\left(\begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 0\right) = \text{hardlim}(0) = 1$$

# Perceptron learning

- The output  $a$  does not equal the target value  $t_1$ .

$$e = t_1 - a = 0 - 1 = -1$$

$$\mathbf{W}(1) = \mathbf{W}(0) + e \mathbf{p}_1^T = \begin{bmatrix} 0 & 0 \end{bmatrix} + (-1) \begin{bmatrix} 2 & 2 \end{bmatrix} = \begin{bmatrix} -2 & -2 \end{bmatrix}$$

$$b(1) = b(0) + e = 0 + (-1) = -1$$

- Apply the second input vector  $\mathbf{p}_2$ , using the updated weights and bias.

$$a = \text{hardlim}(\mathbf{W}(1)\mathbf{p}_2 + b(1))$$

$$= \text{hardlim}\left(\begin{bmatrix} -2 & -2 \end{bmatrix} \begin{bmatrix} 1 \\ -2 \end{bmatrix} - 1\right) = \text{hardlim}(1) = 1$$

- The output  $a$  is equal to the target  $t_2$ , hence no change in weight and bias.



# Perceptron learning

- Hence  $\mathbf{W}(2) = \mathbf{W}(1)$

$$b(2) = b(1)$$

- We now apply this to the third input vector  $\mathbf{p}_3$ .

$$a = \text{hardlim}(\mathbf{W}(2)\mathbf{p}_3 + b(2))$$

$$= \text{hardlim}\left(\begin{bmatrix} -2 & -2 \end{bmatrix} \begin{bmatrix} -2 \\ 2 \end{bmatrix} - 1\right) = \text{hardlim}(-1) = 0$$

- The output in response to input vector  $\mathbf{p}_3$  is equal to the target  $t_3$ . Hence no change.

$$\mathbf{W}(3) = \mathbf{W}(2)$$

$$b(3) = b(2)$$

# Perceptron learning

- Move on to the last input vector  $\mathbf{p}_4$  using this weight.

$$a = \text{hardlim}(\mathbf{W}(3)\mathbf{p}_4 + b(3))$$

$$= \text{hardlim}\left(\begin{bmatrix} -2 & -2 \end{bmatrix} \begin{bmatrix} -1 \\ 1 \end{bmatrix} - 1\right) = \text{hardlim}(-1) = 0$$

- This time the output  $a$  does not equal the appropriate target  $t_4$ , update the weight

$$e = t_4 - a = 1 - 0 = 1$$

$$\mathbf{W}(4) = \mathbf{W}(3) + e\mathbf{p}_4^T = \begin{bmatrix} -2 & -2 \end{bmatrix} + (1)\begin{bmatrix} -1 & 1 \end{bmatrix} = \begin{bmatrix} -3 & -1 \end{bmatrix}$$

$$b(4) = b(3) + e = -1 + 1 = 0$$

# Perceptron learning

- We now must check the first vector  $\mathbf{p}_1$  again.

$$a = \text{hardlim}(\mathbf{W}(4)\mathbf{p}_1 + b(4))$$

$$= \text{hardlim}\left(\begin{bmatrix} -3 & -1 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 0\right) = \text{hardlim}(-8) = 0$$

- Therefore there are no changes.  $\mathbf{W}(5) = \mathbf{W}(4)$

Now apply this to  $\mathbf{p}_2$ .

$$b(5) = b(4)$$

$$a = \text{hardlim}(\mathbf{W}(5)\mathbf{p}_2 + b(5))$$

$$= \text{hardlim}\left(\begin{bmatrix} -3 & -1 \end{bmatrix} \begin{bmatrix} 1 \\ -2 \end{bmatrix} + 0\right) = \text{hardlim}(-1) = 0$$

# Perceptron learning

- Calculating the error

$$e = t_2 - a = 1 - 0 = 1$$

$$\mathbf{W}(6) = \mathbf{W}(5) + e\mathbf{p}_2^T = \begin{bmatrix} -3 & -1 \end{bmatrix} + (1) \begin{bmatrix} 1 & -2 \end{bmatrix} = \begin{bmatrix} -2 & -3 \end{bmatrix}$$

$$b(6) = b(5) + e = 0 + 1 = 1.$$

- Apply this to p3

$$a = \text{hardlim}(\mathbf{W}(6)\mathbf{p}_3 + b(6)) = \text{hardlim}\left(\begin{bmatrix} -2 & -3 \end{bmatrix} \begin{bmatrix} -2 \\ 2 \end{bmatrix} + 1\right) = 0 = t_3$$

$$a = \text{hardlim}(\mathbf{W}(6)\mathbf{p}_4 + b(6)) = \text{hardlim}\left(\begin{bmatrix} -2 & -3 \end{bmatrix} \begin{bmatrix} -1 \\ 1 \end{bmatrix} + 1\right) = 1 = t_4$$

$$a = \text{hardlim}(\mathbf{W}(6)\mathbf{p}_1 + b(6)) = \text{hardlim}\left(\begin{bmatrix} -2 & -3 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 1\right) = 0 = t_1$$

# Perceptron learning

$$a = \text{hardlim}(\mathbf{W}(6)\mathbf{p}_2 + b(6)) = \text{hardlim}\left(\begin{bmatrix} -2 & -3 \end{bmatrix} \begin{bmatrix} 1 \\ -2 \end{bmatrix} + 1\right) = 1 = t_2$$

- Therefore the algorithm has converged. The final solution is

$$\mathbf{W} = \begin{bmatrix} -2 & -3 \end{bmatrix} \quad b = 1.$$

- Now we can graph the training data and the decision boundary of the solution.

$$n = \mathbf{W}\mathbf{p} + b = w_{1,1}p_1 + w_{1,2}p_2 + b = -2p_1 - 3p_2 + 1 = 0.$$

To find the  $p_2$  intercept of the decision boundary, set  $p_1 = 0$ :

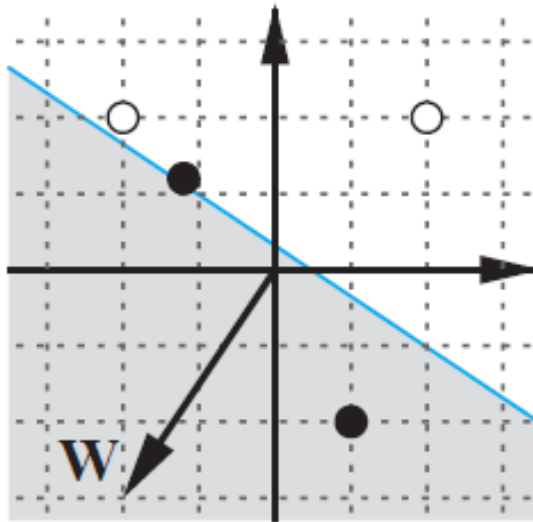
$$p_2 = -\frac{b}{w_{1,2}} = -\frac{1}{-3} = \frac{1}{3} \quad \text{if } p_1 = 0$$

# Perceptron learning

To find the  $p_1$  intercept, set  $p_2 = 0$ :

$$p_1 = -\frac{b}{w_{1,1}} = -\frac{1}{-2} = \frac{1}{2} \quad \text{if } p_2 = 0$$

- The resulting decision boundary is like



# Matlab implementation

- Now

$$\left\{ \mathbf{p}_1 = \begin{bmatrix} 2 \\ 2 \end{bmatrix}, t_1 = 0 \right\} \left\{ \mathbf{p}_2 = \begin{bmatrix} 1 \\ -2 \end{bmatrix}, t_2 = 1 \right\} \left\{ \mathbf{p}_3 = \begin{bmatrix} -2 \\ 2 \end{bmatrix}, t_3 = 0 \right\} \left\{ \mathbf{p}_4 = \begin{bmatrix} -1 \\ 1 \end{bmatrix}, t_4 = 1 \right\}$$

- Let the initial values are  $\mathbf{W}(0)$  and  $b(0)$

$$\mathbf{W}(0) = \begin{bmatrix} 0 & 0 \end{bmatrix} \quad b(0) = 0$$

- Then starting with initial weights

$$\alpha = \text{hardlim}(\mathbf{W}(0)\mathbf{p}_1 + b(0))$$

$$= \text{hardlim}\left(\begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 0\right) = \text{hardlim}(0) = 1$$

- The output **a** does not equal the target value **t1**.

# Matlab implementation

- We get the error  $e = t_1 - \alpha = 0 - 1 = -1$   
 $\Delta \mathbf{W} = e \mathbf{p}_1^T = (-1)[2 \ 2] = [-2 \ -2]$   
 $\Delta b = e = (-1) = -1$

- Updated weights

$$\mathbf{W}^{new} = \mathbf{W}^{old} + e \mathbf{p}_1^T = [0 \ 0] + [-2 \ -2] = [-2 \ -2] = \mathbf{W}(1)$$

$$b^{new} = b^{old} + e = 0 + (-1) = -1 = b(1)$$

$$\alpha = \text{hardlim}(\mathbf{W}(1)\mathbf{p}_2 + b(1))$$

$$= \text{hardlim}\left([-2 \ -2] \begin{bmatrix} 1 \\ -2 \end{bmatrix} - 1\right) = \text{hardlim}(1) = 1$$

- No change in weight in next iteration. The final values are  $\mathbf{W}(6) = [-2 \ -3]$  and  $b(6) = 1$ .



# Matlab implementation

- **Matlab:**
- `net = perceptron;`
- `p = [2; 2];`
- `t = [0];`
- `net.trainParam.epochs = 1;`
- `net = train(net,p,t);`
- `w = net.iw{1,1}, b = net.b{1}`
- **w =**
- **-2   -2**
- **b =**
- **-1**

# Matlab implementation

- $p = \begin{bmatrix} 2 & 2 \\ 1 & -2 \\ -2 & 2 \\ -1 & 1 \end{bmatrix}$
- $t = [0 \ 1 \ 0 \ 1]$
- `net = perceptron;`
- `net.trainParam.epochs = 10;`
- `net = train(net,p,t);`
- `w = net.iw{1,1}, b = net.b{1}`
- $w = -2 \ -3$
- $b = 1$

# Matlab implementation

- Now classify with the perceptron rule

$$\left\{ \mathbf{p}_1 = \begin{bmatrix} 2 \\ 2 \end{bmatrix}, t_1 = 0 \right\} \left\{ \mathbf{p}_2 = \begin{bmatrix} 1 \\ -2 \end{bmatrix}, t_2 = 1 \right\} \left\{ \mathbf{p}_3 = \begin{bmatrix} -2 \\ 2 \end{bmatrix}, t_3 = 0 \right\} \left\{ \mathbf{p}_4 = \begin{bmatrix} -1 \\ 1 \end{bmatrix}, t_4 = 1 \right\}$$

**Use the initial weights and bias:**

$$\mathbf{W}(0) = \begin{bmatrix} 0 & 0 \end{bmatrix} \quad b(0) = 0.$$

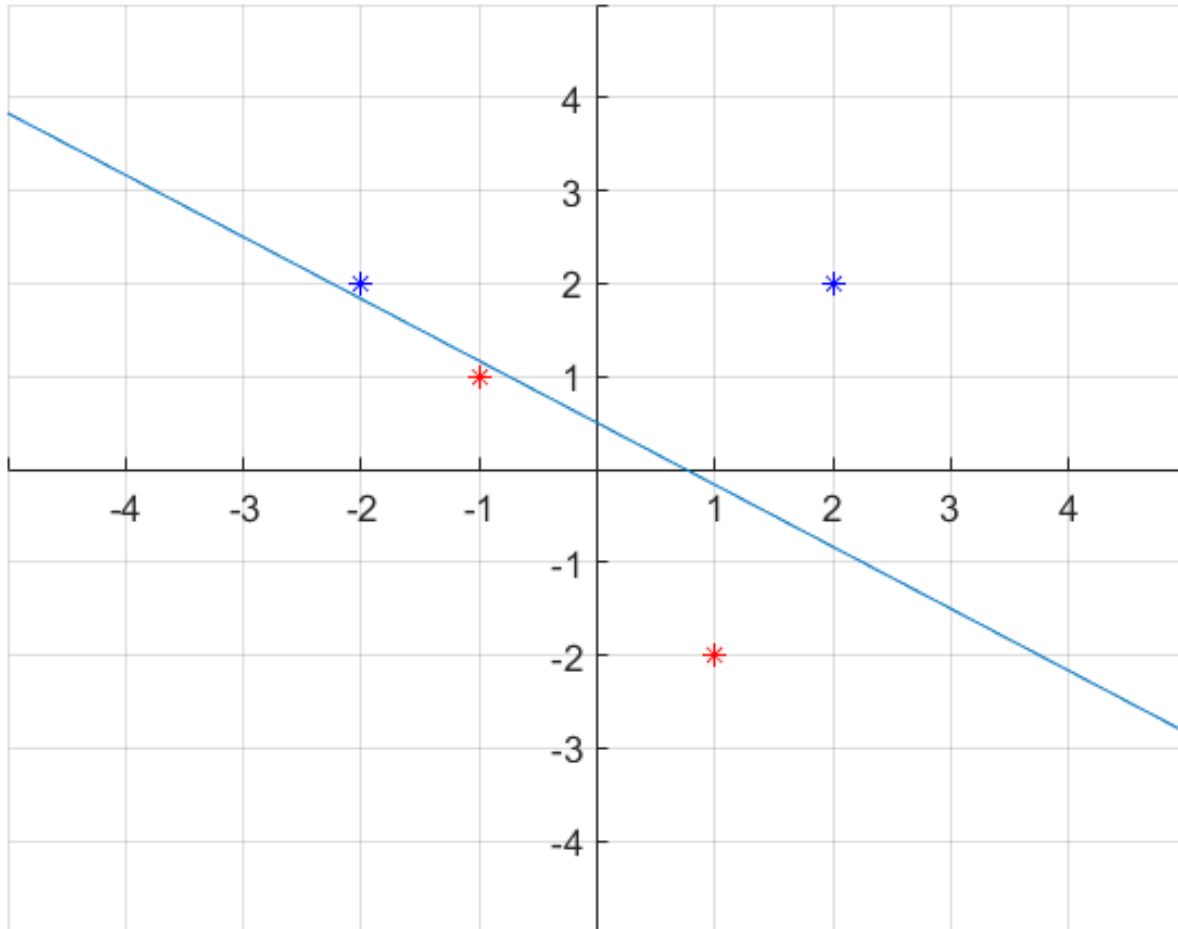
# Matlab implementation

- `p = [[2;2] [1;-2] [-2;2] [-1;1]]`
- `t = [0 1 0 1]`
- `net = perceptron;`
- `net.trainParam.epochs = 1;`
- `net = train(net,p,t);`
- `a = net(p);`
- `net.trainParam.epochs = 10;`
- `net = train(net,p,t);`
- `w = net.iw{1,1}, b = net.b{1}`
- `%plotting the line`
- `p1=-b/w(1),p2=-b/w(2),`
- `%plot([p1 0], [0 p2])`
- `A = [p1 0];`
- `B = [0 p2];`
- `%plot(A,B,'*')`
- `hold on`
- `plot(2,2,'*','color','blue')`
- `hold on`
- `plot(1,-2,'*','color','red')`
- `hold on`
- `plot(-2,2,'*','color','blue')`
- `hold on`

# Matlab implementation

- `plot(-1,1,'*','color','red')`
- `axis([-5 5 -5 5])`
- `ax = gca;`
- `ax.XAxisLocation = 'origin';`
- `ax.YAxisLocation = 'origin';`
- `hold on`
- `%line(A,B)`
- `%hold off`
- `xlim = get(gca,'XLim');`
- `m = (0-p2)/(p1-0);`
- `n = p1;`
- `y1 = m*xlim(1) + n;`
- `y2 = m*xlim(2) + n;`
- `grid on, hold on`
- `line([xlim(1) xlim(2)],[y1 y2])`
- `hold off`
-

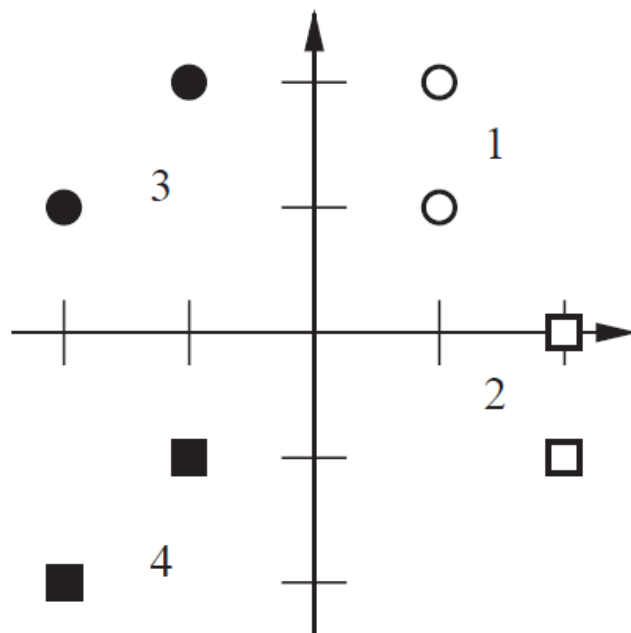
# Matlab implementation



# Example with two neurons

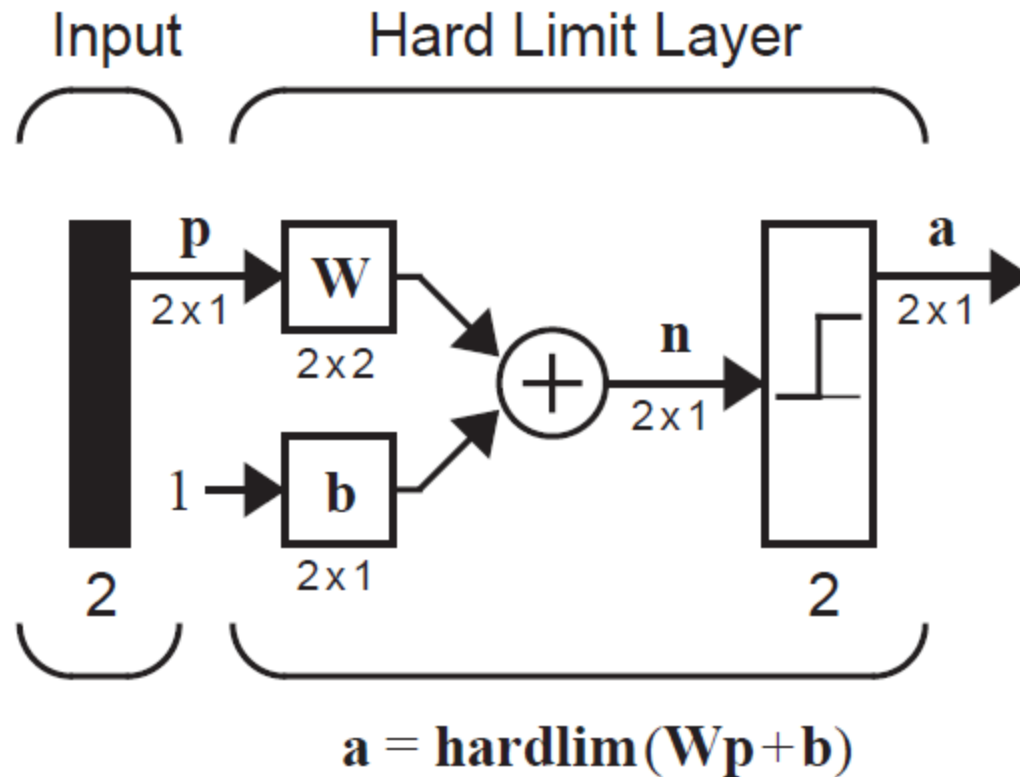
• class 1:  $\left\{ \mathbf{p}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}, \mathbf{p}_2 = \begin{bmatrix} 1 \\ 2 \end{bmatrix} \right\}$ , class 2:  $\left\{ \mathbf{p}_3 = \begin{bmatrix} 2 \\ -1 \end{bmatrix}, \mathbf{p}_4 = \begin{bmatrix} 2 \\ 0 \end{bmatrix} \right\}$ ,

class 3:  $\left\{ \mathbf{p}_5 = \begin{bmatrix} -1 \\ 2 \end{bmatrix}, \mathbf{p}_6 = \begin{bmatrix} -2 \\ 1 \end{bmatrix} \right\}$ , class 4:  $\left\{ \mathbf{p}_7 = \begin{bmatrix} -1 \\ -1 \end{bmatrix}, \mathbf{p}_8 = \begin{bmatrix} -2 \\ -2 \end{bmatrix} \right\}$ .



# Example

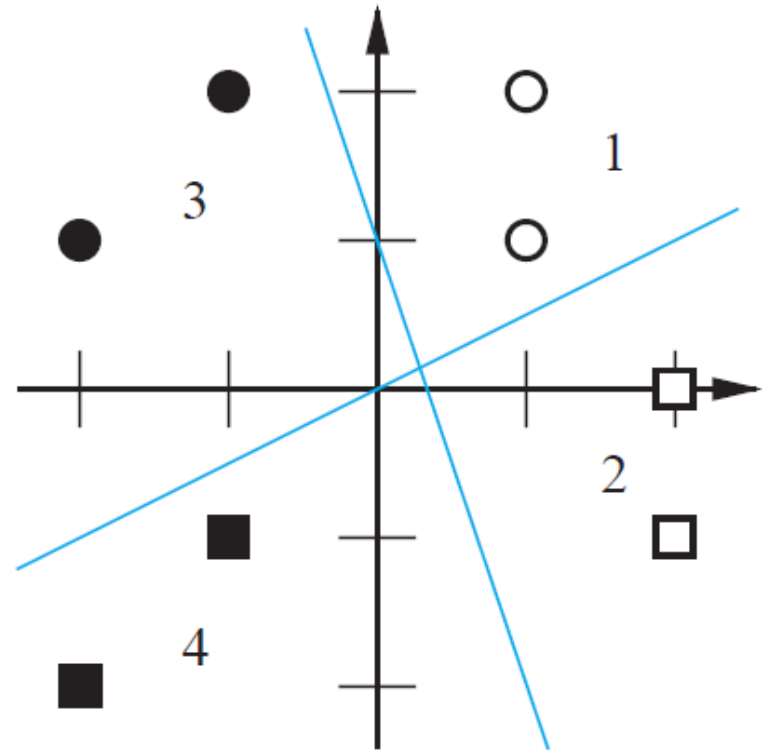
- To solve a problem with four classes of input vector we will need a perceptron with at least two neurons.





# Example

- A two-neuron perceptron creates two decision boundaries.
- we need to have one decision boundary divide the four classes into two sets of two. The remaining boundary must then isolate each class.
- The weight vectors should be orthogonal to the decision boundaries and should point toward the regions where the neuron outputs are 1



# Example

- This solution corresponds to target values of

$$\text{class 1: } \left\{ \mathbf{t}_1 = \begin{bmatrix} 0 \\ 0 \end{bmatrix}, \mathbf{t}_2 = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \right\}, \text{ class 2: } \left\{ \mathbf{t}_3 = \begin{bmatrix} 0 \\ 1 \end{bmatrix}, \mathbf{t}_4 = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \right\},$$

$$\text{class 3: } \left\{ \mathbf{t}_5 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}, \mathbf{t}_6 = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \right\}, \text{ class 4: } \left\{ \mathbf{t}_7 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}, \mathbf{t}_8 = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \right\}.$$

Let initialized the weight vectors as  ${}_1\mathbf{w} = \begin{bmatrix} -3 \\ -1 \end{bmatrix}$  and  ${}_2\mathbf{w} = \begin{bmatrix} 1 \\ -2 \end{bmatrix}$ .

- Now we can calculate the bias by picking a point on a boundary.

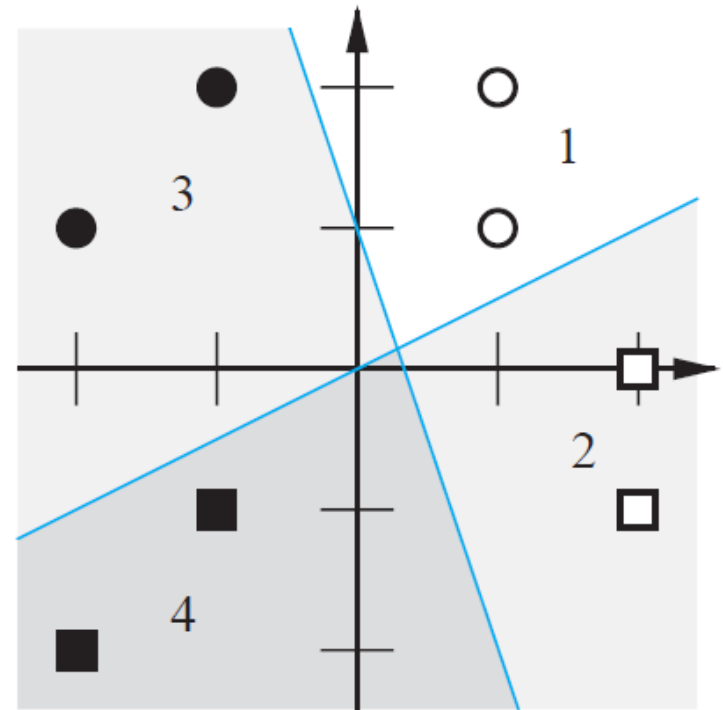
$$b_1 = -{}_1\mathbf{w}^T \mathbf{p} = -\begin{bmatrix} -3 & -1 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \end{bmatrix} = 1, \quad b_2 = -{}_2\mathbf{w}^T \mathbf{p} = -\begin{bmatrix} 1 & -2 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \end{bmatrix} = 0.$$

# Example

- In matrix form we have

$$\mathbf{W} = \begin{bmatrix} {}_1\mathbf{w}^T \\ {}_2\mathbf{w}^T \end{bmatrix} = \begin{bmatrix} -3 & -1 \\ 1 & -2 \end{bmatrix} \text{ and } \mathbf{b} = \begin{bmatrix} 1 \\ 0 \end{bmatrix},$$

- With this the neural network
- Can be iterated.



# Example

- Let 
$$\left\{ \mathbf{p}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}, \mathbf{t}_1 = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \right\} \left\{ \mathbf{p}_2 = \begin{bmatrix} 1 \\ 2 \end{bmatrix}, \mathbf{t}_2 = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \right\} \left\{ \mathbf{p}_3 = \begin{bmatrix} 2 \\ -1 \end{bmatrix}, \mathbf{t}_3 = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \right\}$$
$$\left\{ \mathbf{p}_4 = \begin{bmatrix} 2 \\ 0 \end{bmatrix}, \mathbf{t}_4 = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \right\} \left\{ \mathbf{p}_5 = \begin{bmatrix} -1 \\ 2 \end{bmatrix}, \mathbf{t}_5 = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \right\} \left\{ \mathbf{p}_6 = \begin{bmatrix} -2 \\ 1 \end{bmatrix}, \mathbf{t}_6 = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \right\}$$
$$\left\{ \mathbf{p}_7 = \begin{bmatrix} -1 \\ -1 \end{bmatrix}, \mathbf{t}_7 = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \right\} \left\{ \mathbf{p}_8 = \begin{bmatrix} -2 \\ -2 \end{bmatrix}, \mathbf{t}_8 = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \right\}.$$

with initial weights

$$\mathbf{W}(0) = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}, \mathbf{b}(0) = \begin{bmatrix} 1 \\ 1 \end{bmatrix}.$$

# Example

- The first iteration is

$$\mathbf{a} = \text{hardlim}(\mathbf{W}(0)\mathbf{p}_1 + \mathbf{b}(0)) = \text{hardlim}\left(\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} + \begin{bmatrix} 1 \\ 1 \end{bmatrix}\right) = \begin{bmatrix} 1 \\ 1 \end{bmatrix},$$

$$\mathbf{e} = \mathbf{t}_1 - \mathbf{a} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} - \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \begin{bmatrix} -1 \\ -1 \end{bmatrix},$$

$$\mathbf{W}(1) = \mathbf{W}(0) + \mathbf{e}\mathbf{p}_1^T = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} + \begin{bmatrix} -1 \\ -1 \end{bmatrix} \begin{bmatrix} 1 & 1 \end{bmatrix} = \begin{bmatrix} 0 & -1 \\ -1 & 0 \end{bmatrix},$$

$$\mathbf{b}(1) = \mathbf{b}(0) + \mathbf{e} = \begin{bmatrix} 1 \\ 1 \end{bmatrix} + \begin{bmatrix} -1 \\ -1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}.$$

# Example

- The second iteration is

$$\mathbf{a} = \text{hardlim}(\mathbf{W}(1)\mathbf{p}_2 + \mathbf{b}(1)) = \text{hardlim}\left(\begin{bmatrix} 0 & -1 \\ -1 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \end{bmatrix}\right) = \begin{bmatrix} 0 \\ 0 \end{bmatrix},$$

$$\mathbf{e} = \mathbf{t}_2 - \mathbf{a} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} - \begin{bmatrix} 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix},$$

$$\mathbf{W}(2) = \mathbf{W}(1) + \mathbf{e}\mathbf{p}_2^T = \begin{bmatrix} 0 & -1 \\ -1 & 0 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \end{bmatrix} \begin{bmatrix} 1 & 2 \end{bmatrix} = \begin{bmatrix} 0 & -1 \\ -1 & 0 \end{bmatrix},$$

$$\mathbf{b}(2) = \mathbf{b}(1) + \mathbf{e} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}.$$

# Example

- The third iteration is

$$\mathbf{a} = \text{hardlim}(\mathbf{W}(2)\mathbf{p}_3 + \mathbf{b}(2)) = \text{hardlim}\left(\begin{bmatrix} 0 & -1 \\ -1 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ -1 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \end{bmatrix}\right) = \begin{bmatrix} 1 \\ 0 \end{bmatrix},$$

$$\mathbf{e} = \mathbf{t}_3 - \mathbf{a} = \begin{bmatrix} 0 \\ 1 \end{bmatrix} - \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} -1 \\ 1 \end{bmatrix},$$

$$\mathbf{W}(3) = \mathbf{W}(2) + \mathbf{e}\mathbf{p}_3^T = \begin{bmatrix} 0 & -1 \\ -1 & 0 \end{bmatrix} + \begin{bmatrix} -1 \\ 1 \end{bmatrix} \begin{bmatrix} 2 & -1 \end{bmatrix} = \begin{bmatrix} -2 & 0 \\ 1 & -1 \end{bmatrix},$$

$$\mathbf{b}(3) = \mathbf{b}(2) + \mathbf{e} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} + \begin{bmatrix} -1 \\ 1 \end{bmatrix} = \begin{bmatrix} -1 \\ 1 \end{bmatrix}.$$

# Example

- Iterations four through eight produce no changes in the weights.

$$W(8) = W(7) = W(6) = W(5) = W(4) = W(3)$$

$$b(8) = b(7) = b(6) = b(5) = b(4) = b(3)$$

- The ninth iteration produces the result:



# Example

$$\mathbf{a} = \text{hardlim}(\mathbf{W}(8)\mathbf{p}_1 + \mathbf{b}(8)) = \text{hardlim}\left(\begin{bmatrix} -2 & 0 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} + \begin{bmatrix} -1 \\ 1 \end{bmatrix}\right) = \begin{bmatrix} 0 \\ 1 \end{bmatrix},$$

$$\mathbf{e} = \mathbf{t}_1 - \mathbf{a} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} - \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ -1 \end{bmatrix},$$

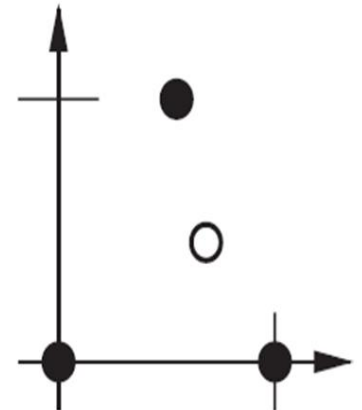
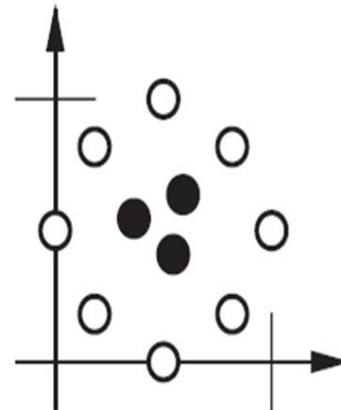
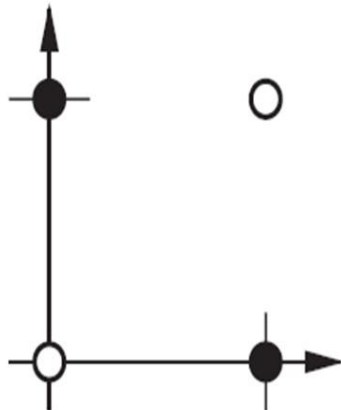
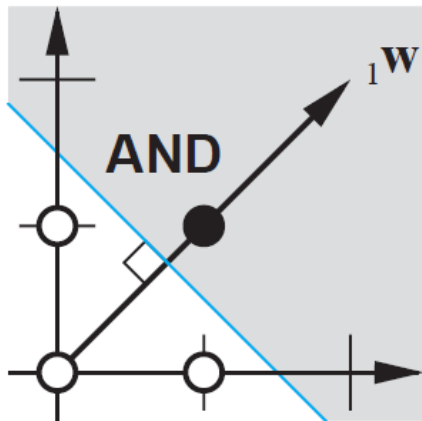
$$\mathbf{W}(9) = \mathbf{W}(8) + \mathbf{e}\mathbf{p}_1^T = \begin{bmatrix} -2 & 0 \\ 1 & -1 \end{bmatrix} + \begin{bmatrix} 0 \\ -1 \end{bmatrix} \begin{bmatrix} 1 & 1 \end{bmatrix} = \begin{bmatrix} -2 & 0 \\ 0 & -2 \end{bmatrix},$$

$$\mathbf{b}(9) = \mathbf{b}(8) + \mathbf{e} = \begin{bmatrix} -1 \\ 1 \end{bmatrix} + \begin{bmatrix} 0 \\ -1 \end{bmatrix} = \begin{bmatrix} -1 \\ 0 \end{bmatrix}.$$

- At this point the algorithm has converged.

# Limitations of perceptron

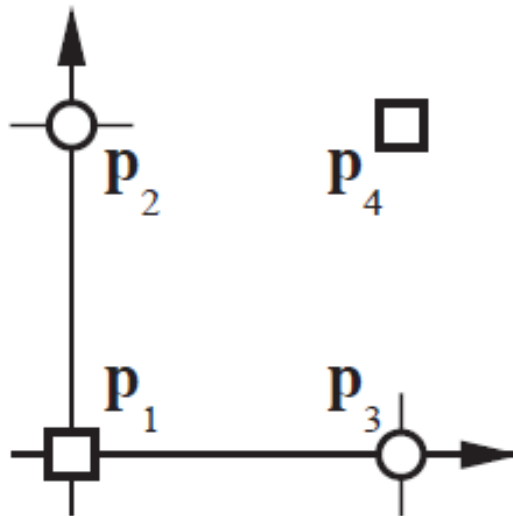
- What problems can a perceptron solve?
- The perceptron can be used to classify input vectors that can be separated by a linear boundary. We call such (linearly separable).
- The logical AND gate example is a two-dimensional example of a linearly separable problem.



# Limitations of perceptron

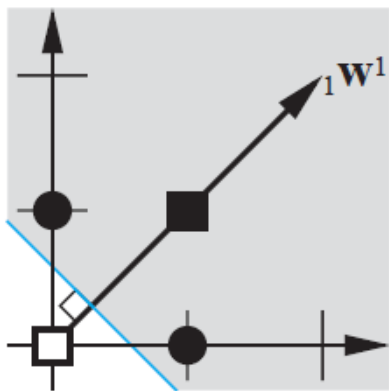
- Unfortunately, many problems are not linearly separable. The classic example is the XOR gate. The input/target pairs for the XOR gate are

$$\left\{ \mathbf{p}_1 = \begin{bmatrix} 0 \\ 0 \end{bmatrix}, t_1 = 0 \right\} \left\{ \mathbf{p}_2 = \begin{bmatrix} 0 \\ 1 \end{bmatrix}, t_2 = 1 \right\} \left\{ \mathbf{p}_3 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}, t_3 = 1 \right\} \left\{ \mathbf{p}_4 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}, t_4 = 0 \right\}$$

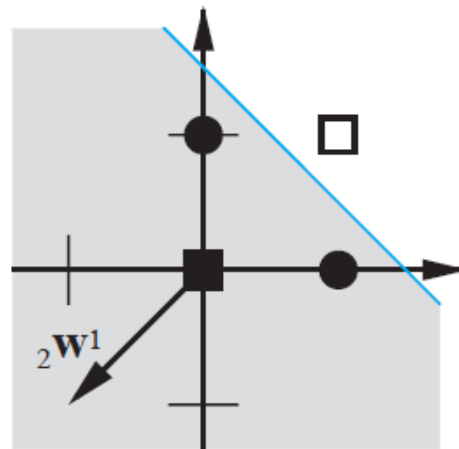


# Limitations of perceptron

- A two-layer network can solve the XOR problem.
- One solution is to use two neurons in the first layer to create two decision boundaries.
- The first boundary separates p1 from the other patterns, and the second boundary separates p4.
- Then the second layer is used to combine the two boundaries together using an AND operation



Layer 1/Neuron 1



Layer 1/Neuron 2

