

# **Perceptron From Scratch: A Beginner's Guide**

Generated via Python

## **1. Title & Objective**

- Project: Implement a Perceptron Classifier from Scratch.
- Objective: Predict Student Pass/Fail using Study Hours & Attendance.
- Tools: Python, NumPy, Matplotlib.
- Goal: Understand the mathematical foundation of Neural Networks.

## 2. Problem Statement

- Question: Can we predict if a student passes based on effort?
- Input:
  - Study Hours (0-100)
  - Attendance % (40-100)
- Output:
  - Pass (1)
  - Fail (0)
- Challenge: Find the "line" that separates passing students from failing ones.

### **3. Real-World Use Cases**

- Finance: Loan Approval (Income vs Debt).
- Healthcare: Diagnosis (Blood Pressure vs Age).
- Email: Spam Detection (Keyword Count vs Sender Trust).
- Safety: Fraud Detection (Transaction Amount vs Location).

## 4. Input Data

- Features ( $X$ ):
  - $x_1$ : Study Hours
  - $x_2$ : Attendance
- Labels ( $y$ ):
  - 1: Pass
  - 0: Fail
- Synthetic Data: We generated 100 random examples to train our model.

## **5. Concepts Used (High Level)**

- Perceptron: A single artificial neuron.
- Linear Classifier: Separates data with a straight line.
- Supervised Learning: Learning from labeled examples (Right/Wrong answers).
- Iterative Learning: Improving bit-by-bit over many "Epochs".

## 6. Concepts Breakdown

- Weights ( $W$ ): How important each input is. (e.g., Study > Attendance).
- Bias ( $b$ ): Shifts the decision boundary (Threshold).
- Step Function: The "Activation". Converts math result into 0 or 1.
  - If Sum > 0 → 1
  - Else → 0

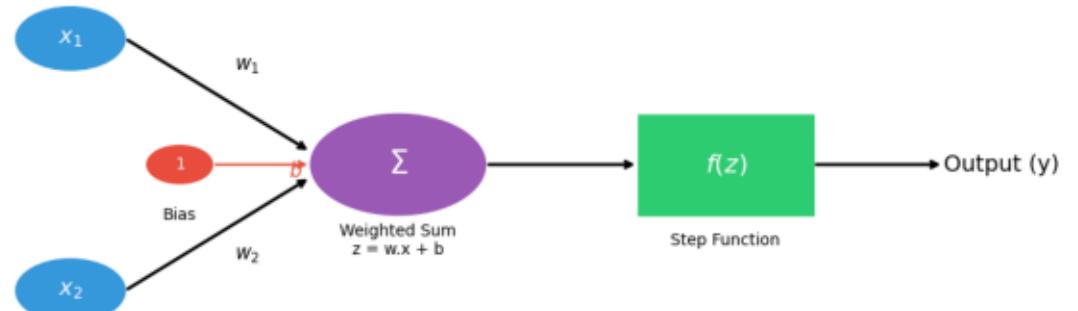
### Visual Concept

Perceptron Architecture

Inputs --Weights--> Sum

Bias --> Sum

Sum --Step Function--> Output



## 7. Step-by-Step Solution Flow

1. **\*\*Initialize\*\*:** Start with random weights (random guess).
2. **\*\*Predict\*\*:** Guess "Pass" or "Fail" for a student.
3. **\*\*Check\*\*:** Was the guess right?
4. **\*\*Update\*\*:** If wrong, nudge weights closer to the correct answer.
5. **\*\*Repeat\*\*:** Do this for all students, many times.

## 8. Code Logic Summary

- Linear Sum:  $Z = (x_1 \cdot w_1) + (x_2 \cdot w_2) + b$
- Activation:  $Prediction = Step(Z)$
- Update Rule:
  - $Error = Target - Prediction$
  - $W_{new} = W_{old} + (LearningRate \times Error \times Input)$

## 9. Important Functions

- `\_\_init\_\_`: Sets Learning Rate (0.01) and Epochs (100).
- `fit(X, y)`: The training loop. Adjusts weights when mistakes happen.
- `predict(X)`: Uses learned weights to classify new students.