* Perception · Adaptation (Reward. | Punishment.

> More general approach? (Family of iterative scheme)

of: a scalar function of a vector argument.

· Each component of the gradient gives the rate of change of the function in the direction of that component.

0 x; ; the ith row of the NxCH+1) matrix X of the system of megualities

$$\begin{array}{c} \times \mathbb{W} > 0 \\ & \times \mathbb{W} \end{array} = \begin{bmatrix} \mathbb{W}^{\top} \\ \mathbb{W}^{\top} \\ \vdots \\ \mathbb{W}^{\top} \end{bmatrix}$$

⇒ If the patterns of (2 are multiplied by -1, we obtain the equivalent condition WTX>0

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 $W(k+1) = W(k) + \frac{c |W(k) \times (k)|}{2 \times (k)} [x(k) - x(k) \times g \pi (W(k) \times (k))]$ $= \left(W(k) + \frac{c |W(k) \times (k)|}{2 \times (k)} [x(k) - x(k) \times g \pi (W(k) \times (k))] \right)$ $= \left(W(k) + \frac{c |W(k) \times (k)|}{2 \times (k)} [x(k) - x(k) \times g \pi (W(k) \times (k))] \right)$ $= \left(W(k) + \frac{c |W(k) \times (k)|}{2 \times (k)} [x(k) - x(k) \times g \pi (W(k) \times (k))] \right)$ $= \left(W(k) + \frac{c |W(k) \times (k)|}{2 \times (k)} [x(k) - x(k) \times g \pi (W(k) \times (k))] \right)$ $= \left(W(k) + \frac{c |W(k) \times (k)|}{2 \times (k)} [x(k) - x(k) \times g \pi (W(k) \times (k))] \right)$ $= \left(W(k) + \frac{c |W(k) \times (k)|}{2 \times (k)} [x(k) - x(k) \times g \pi (W(k) \times (k))] \right)$

· This is a fractional-correlation algorithm.

E/ Dat _____

Geometrical illustration of the gradient descent algorithm

W(k) W(kH)

$$W(k+1) = W(k) - C \left[\frac{dJ}{dW} \right]_{W=W(k)}$$

$$\frac{\partial J}{\partial W} = \begin{cases} -z, & W \leq 0 \\ 0, & W > 0 \end{cases}$$

$$W(kH) = \begin{cases} w(k) + zc & (w < 0) \\ w(k) & (w < 0) \end{cases}$$

o This schere will eventually lead to a particle W, consequently, to the Jim.

$$|J(W,K) = (|WX - WK)| \Rightarrow J(W,1) = |W - W = \{ o \quad w > 0 \}$$

- o Clearly, there are as many curves as there are patterns in a problem.
- o If the megualities are consistent and a proper J(w,x) is chosen, the algorithm * will result in a solution.

$$*$$
 $W(k+1) = W(k) - C \left\{ \frac{\partial W}{\partial J(W,X)} \right\}_{M=M(k)}$

J(w, x) = (|wx| - wx), |wx| > 0

The minimum of this function is

J(W,X)=0 and that this minimum resuls when w>0

The trivial case W=0 is excluded.

- oThe approach employed below consists of incrementing with the direction of the negative gradient of J(W,X) in order to seek the minimum of the function.
- the general gradient descent algorithm becomes

 $\mathbf{W}(\mathbf{k}) = \mathbf{W}(\mathbf{k}) - c \left\{ \frac{\partial J(\mathbf{W}, \mathbf{X})}{\partial \mathbf{W}} \right\}_{\mathbf{W} = \mathbf{W}(\mathbf{k})}$

where wck+1) represents the new value of W, and c>0 dictates the magnitude of the correction.

off is noted that no corrections are made on w when (2) = 0, which is the condition for a minimum.

<Perceptron Algorithm>; a reward-and-punishment iterative scheme.

$$\frac{dI}{dW} = \frac{1}{2} \left[\times sgn(WX) - X \right], \quad sgn(WX) = \left\{ \begin{array}{c} 1, & \text{if } WX > 0 \\ -1, & \text{if } WX \leq 0 \end{array} \right.$$

$$= \begin{cases} 0 & (wx > 0) \\ -x & (wx < 0) \end{cases}$$

* Need to make a correction on the weight vector w
Whenever wx < 0,

(='+ W*<0豆 超点。)

$$\circ \text{ M(k+1)} = \text{M(k)} - c \left\{ \frac{\partial \text{M}(\text{M}(\text{X}))}{\partial \text{M}(\text{M}(\text{X}))} \right\} = \text{M(k)}$$

$$= W(k) - C \cdot \frac{1}{Z} \left[x \operatorname{sgn}(wx) - x \right]_{w = W(k)}$$

= Wch =
$$\frac{c}{z}$$
 [xch) sgn(Wch)xch - xch]

=
$$W(k) + \frac{c}{z} \left[X(k) - X(k) \operatorname{sgn} \left(W(k) X(k) \right) \right]$$

$$= \begin{cases} wck, & (wx>0) \\ wck+cxck, & (wx<0) \end{cases}$$

(c>o and w(1) is arbitrary)