2016302580320-任思远-第四 次作业

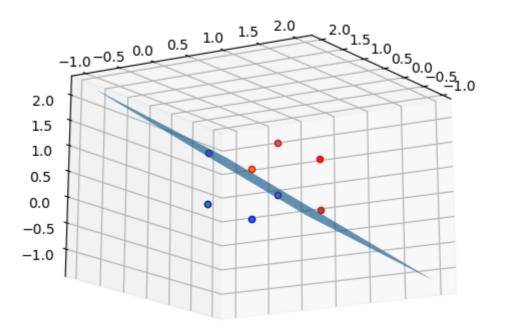
3.5

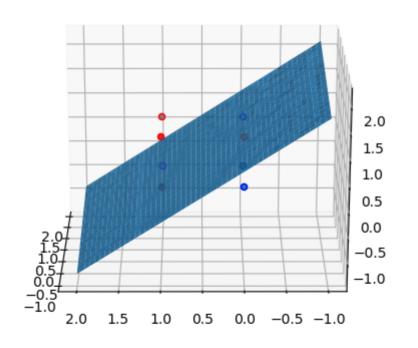
交替对 w1, w2 的样本训练 100 次。

代码: <u>4 1.py</u>

```
1 import numpy as np
 2 import matplotlib.pyplot as plt
   from mpl toolkits.mplot3d import Axes3D
 4
   w1 = np.array([[0, 0, 0, 1],
 5
                   [1, 0, 0, 1],
 6
                   [1, 0, 1, 1],
 7
                   [1, 1, 0, 1]]
 8
   w2 = np.array([[0, 0, 1, 1]],
                   [0, 1, 1, 1],
10
                   [0, 1, 0, 1],
11
                   [1, 1, 1, 1]])
12
   w2 = w2 * -1
13
   W = np.array([-1, -2, -2, 0])
14
15 c = 0.1
16
17 for times in range(100):
       for i in range(4):
18
```

```
19
           if W.T.dot(w1[i]) <= 0:
               W = W + c * w1[i]
20
21
           if W.T.dot(w2[i]) <= 0:
22
               W = W + c * w2[i]
23
   print(W)
24
   for i in range(4):
25
       print(W.T.dot(w1[i]))
26
27
       print(W.T.dot(w2[i]))
28
   fig = plt.figure()
29
   ax = fig.add subplot(1, 1, 1, projection='3d')
30
   for i in range(4):
31
       ax.scatter(w1[i, 0], w1[i, 1], w1[i, 2],
32
   edgecolors='b')
       ax.scatter(-w2[i, 0], -w2[i, 1], -w2[i, 2],
33
   edgecolors='r') # anti-normalization
|x| = np.linspace(-1, 2, 100)
y = np.linspace(-1, 2, 100)
36 X, Y = np.meshgrid(x, y)
|Z| = (-W[3] - W[0] * X - W[1] * Y) / W[2]
38 ax.plot surface(X, Y, Z)
39 plt.show()
```





```
K(X, X_k) = 1 + (4X_{(2)}^2 - 2)(4X_{k_{(2)}}^2 - 2) + (4X_{(1)}^2 - 2)(4X_{k_{(1)}}^2

X_1 = \{0, 1\}

X_2 = \{0, -1\}

X_3 = \{1, 0\}

X_4 = \{-1, 0\}

k(X) = 0

iteration:

1. k(X_1) = 0 \le 0, \ update:

k(X) = k(X) + K(X, X_1) = -8X_{(1)}^2 + 8X_{(2)}^2 + 1

2. k(X_2) = -7 < 0, \ ok.

3. k(X_3) = 9 > 0, \ ok.

4. k(X_4) = -7 < 0, \ ok.

Thus, \ k = -8X_{(1)}^2 + 8X_{(2)}^2 + 1
```

代码: <u>4 2.cpp</u>

```
#include <vector>
#include <functional>
#include <iostream>
#include <numeric>

void test()
{
```

```
const std::vector<std::vector<double>> w1 = { {
   0, 1 \}, \{ 0, -1 \} \};
       const std::vector<std::vector<double>> w2 = { {
9
   1, 0 }, { -1, 0 } };
10
       const std::function<double(double)> h[3] = {
11
12
            [](double) { return 1.0; },
            [](double x) { return 2 * x; },
13
            [](double x) { return 4 * x * x - 2; },
14
       };
15
16
17
       std::function<double(const std::vector<double>&
   X) > phi[3] = {
            [&h](const std::vector<double>& X) { return
18
   h[0](X[0]) * h[0](X[1]); },
            [&h](const std::vector<double>& X) { return
19
   h[0](X[0]) * h[2](X[1]); \},
            [&h](const std::vector<double>& X) { return
20
   h[2](X[0]) * h[0](X[1]); \},
21
       };
22
       const std::function<double(const</pre>
23
   std::vector<double>& X, const std::vector<double>&
   Xk) > K =
            [&phi](const std::vector<double>& X, const
24
   std::vector<double>& Xk)
25
       {
26
            return std::accumulate(std::begin(phi),
   std::end(phi), 0.0,
```

```
27
                [&X, &Xk](double val, const
   std::function<double(const std::vector<double>& X)>&
   phi)
            { return val + phi(X) * phi(Xk); });
28
       };
29
30
31
        std::function<double(const std::vector<double>&
   X)> k = [](const std::vector<double>&) { return 0; };
32
       for (int times = 0; times < 1; times++)</pre>
33
            for (int i = 0; i < 2; i++)
34
            {
35
                if (k(w1[i]) \leftarrow 0)
36
37
                    k = [k, i, \&w1, \&K](const
   std::vector<double>& X) { return k(X) + K(X, w1[i]);
   };
                if (k(w2[i]) >= 0)
38
                     k = [k, i, \&w2, \&K](const
39
   std::vector<double>& X) { return k(X) - K(X, w2[i]);
   };
            }
40
41
       // check
42
43
       for (int i = 0; i < 2; i++)
       {
44
            std::cout << "w1[" << i << "]: " << k(w1[i])
45
   << std::endl;</pre>
            std::cout << "w2[" << i << "]: " << k(w2[i])
46
   << std::endl;</pre>
        }
47
48
```

```
49 }
50
51 int main()
52 {
53    test();
54    printf("\n%s\n", "done");
55    getchar();
56    return 0;
57 }
```

输出:

```
w1[0]: 9
w2[0]: -7
w1[1]: 9
w2[1]: -7
done
```